

*Set Covering/Partitioning  
Applications*

**Jacques Desrosiers**

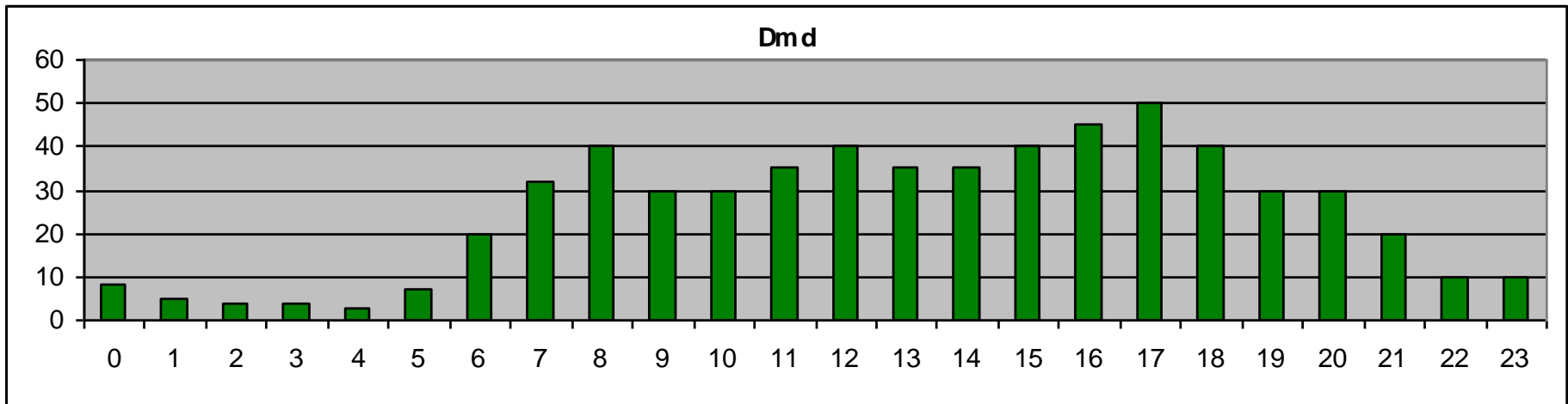
*HEC Montréal*

*& GERAD*

**Canada**

# *A Simple Scheduling Problem*

- **Goal** : Find work schedules for a set of people.
- **Each person works 6 consecutive hours and can start at the beginning of any hour.**
- **Data** : demand curve per hour.



## *Various Scheduling Problems*

- **Minimum number of persons**
- **Minimum cost**
- **Split duties : 6 on 7 hrs**
  - *3hrs, 1hr lunch, 3hrs*
  - *Fractional solution*
  - *Large branch & bound tree (very difficult !)*
  - *Rounding cut*

## *Various Scheduling Problems*

- **Split duties : 7 on 8 hrs**
  - *3hrs, 1hr lunch, 4hrs*      *or*  
*4hrs, 1hr lunch, 3hrs*
  - *48 variables*
- **Additional am & pm breaks (15 minutes)**
  - *More constraints*

## *Airline Applications*

- **Replace “time periods to be covered, each by a certain number of people” by**
- **“flights to be covered, each by a single aircraft”**

**each by a certain number of pilots**

**each by a certain number of flight attendants**

**...**

## *Rail Applications*

- **Replace “time periods to be covered, each by a certain number of people” by**
- **“trains to be covered, each by a certain number of locomotives”**

## *General Structure*

- **Replace “time periods to be covered, each by a certain number of people” by**
- **“tasks to be performed, each by a certain number of vehicles or crews”**

## *General Structure*

- **Each column provides a feasible pattern, represented by a set of 0/1 values, that is, uncovered and covered tasks.**
- **Feasible patterns mathematically given by paths on time space networks.**

# ***PROBLEM STRUCTURE***

- **Time-Space Networks**
- **Local Schedule (*Path*) Restrictions**
- **Covering of a Set of Tasks**
- **Schedule Composition**
- **Non Linear Cost Functions**

1. A GENERIC PROBLEM

Difficult to solve but many applications

2. A MATHEMATICAL FORMULATION

A huge size with complex constraints

3. **DANTZIG-WOLFE REFORMULATION**

**Elimination of the non linearity and the complex constraints**

# *Subproblem: Constrained Shortest Path*

## *MIN REDUCED COST*

$$\text{MIN } \sum_{\text{PAIRINGS}} \text{MAX} \left( \frac{\text{Pairing Duration}}{3.5}, \sum_{\text{DAYS}} \text{MAX} (4, \text{Credits}) \right) - \text{Dual Costs}$$

S.T. - PATH STRUCTURE

- DAY DURATION  $\leq 12$  HOURS

- WORK TIME / DAY  $\leq 8$  HOURS

- WORK TIME / PAIRING  $\leq \text{MAX}$

- NIGHT REST  $\geq \text{MIN}$

- ...

**10 TO 20  
RESOURCE**

# *Resource Constrained Shortest Path Problem on $G=(N,A)$*

$P(N, A) :$

$$\text{Min } \sum_{(i,j) \in A} \bar{c}_{ij} x_{ij} + \sum_{i \in N} \sum_{r \in R} \bar{\lambda}_i T_i^r$$

$$\sum_{j:(i,j) \in A} x_{ij} - \sum_{j:(j,i) \in A} x_{ij} = \begin{cases} 1 & (i = o) \\ 0 & (i \neq o, d) \\ -1 & (i = d) \end{cases}$$

$$x_{ij} (f_{ij}(\vec{T}_i) - T_j^r) \leq 0, \quad \forall (i, j) \in A, \forall r \in R$$

$$\left( \sum_{j:(i,j) \in A} x_{ij} \right) a_i^r \leq T_i^r \leq \left( \sum_{j:(i,j) \in A} x_{ij} \right) b_i^r, \quad \forall i \in N, \forall r \in R$$

$$x_{ij} \text{ binary}, \quad \forall (i, j) \in A$$

# *Linear Master Problem*

|           | COSTS |    |    |    |    |    |     |    |    |    |    |    |    |    |    |    |     |     |           |          |
|-----------|-------|----|----|----|----|----|-----|----|----|----|----|----|----|----|----|----|-----|-----|-----------|----------|
|           | 39    | 43 | 42 | 40 | 38 | 38 | ... | 43 | 44 | 34 | 41 | 34 | 33 | 38 |    | 58 | 41  |     |           |          |
| <b>1</b>  | 1     |    |    |    |    |    | ... | 1  |    |    | 1  |    |    |    | 1  |    | ... | =   | <b>1</b>  |          |
| <b>2</b>  |       | 1  | 1  |    |    | 1  | ... |    | 1  | 1  |    | 1  |    | 1  |    | 1  |     | ... | =         | <b>1</b> |
| <b>3</b>  | 1     | 1  |    | 1  |    |    | ... | 1  |    |    | 1  |    | 1  |    | 1  |    | ... | =   | <b>1</b>  |          |
| <b>4</b>  |       | 1  | 1  |    | 1  | 1  | ... |    | 1  | 1  |    |    | 1  | 1  | 1  |    | ... | =   | <b>1</b>  |          |
| <b>5</b>  |       |    | 1  |    | 1  |    | ... | 1  | 1  |    |    | 1  |    |    |    | 1  | ... | =   | <b>1</b>  |          |
| <b>6</b>  |       |    | 1  | 1  |    | 1  | ... |    |    |    | 1  |    |    | 1  | 1  | 1  | ... | =   | <b>1</b>  |          |
| <b>7</b>  |       |    |    | 1  |    |    | ... | 1  |    | 1  |    | 1  |    |    |    |    | ... | =   | <b>1</b>  |          |
| <b>8</b>  | 1     | 1  |    |    | 1  |    | ... |    | 1  |    |    |    | 1  |    | 1  | 1  | ... | =   | <b>1</b>  |          |
| <b>9</b>  |       |    |    |    | 1  | 1  | ... | 1  |    |    | 1  | 1  |    | 1  | 1  |    | ... | =   | <b>1</b>  |          |
| <b>10</b> | 1     | 1  |    | 1  |    |    | ... |    | 1  | 1  |    |    |    |    | 1  |    | ... | =   | <b>1</b>  |          |
|           | 13    | 17 | 15 | 11 | 13 | 14 | ... |    |    |    |    |    |    |    |    |    | ... |     | <b>25</b> |          |
|           |       |    |    |    |    |    | ... | 12 | 18 | 13 | 12 | 9  | 10 | 14 | 24 | 13 | ... | ≤   | <b>40</b> |          |
|           | 1     | 1  | 1  | 1  | 1  | 1  | ... |    |    |    |    |    |    |    |    |    | ... | ≤   | <b>2</b>  |          |
|           |       |    |    |    |    |    | ... | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 1  | ... | ≤   | <b>4</b>  |          |

# ***RESEARCH TRENDS***

- **Constraint Aggregation (F.S.)**
- **Integrated Levels**
- **Primal - Dual Stabilization**
- **Sub-Problem Speed-up**

School Busing  
Dial-A-Ride  
Bus Drivers  
Airline Crew Scheduling  
Vehicle Routing  
Crew Rostering  
Locomotive Assignment  
Fleet Assignment  
Preferential Bidding

**1981** Integer Programming Column Generation



Locomotives & Cars

Buses & Drivers

Aircraft & Crews

Crew Recovery

**1997** 2-Level Structures



# Bombardier Flexjet Aircraft Fractional Ownership Operations

Flight Scheduling  
& Fleet Assignment & Aircraft Routing  
& Crew Scheduling

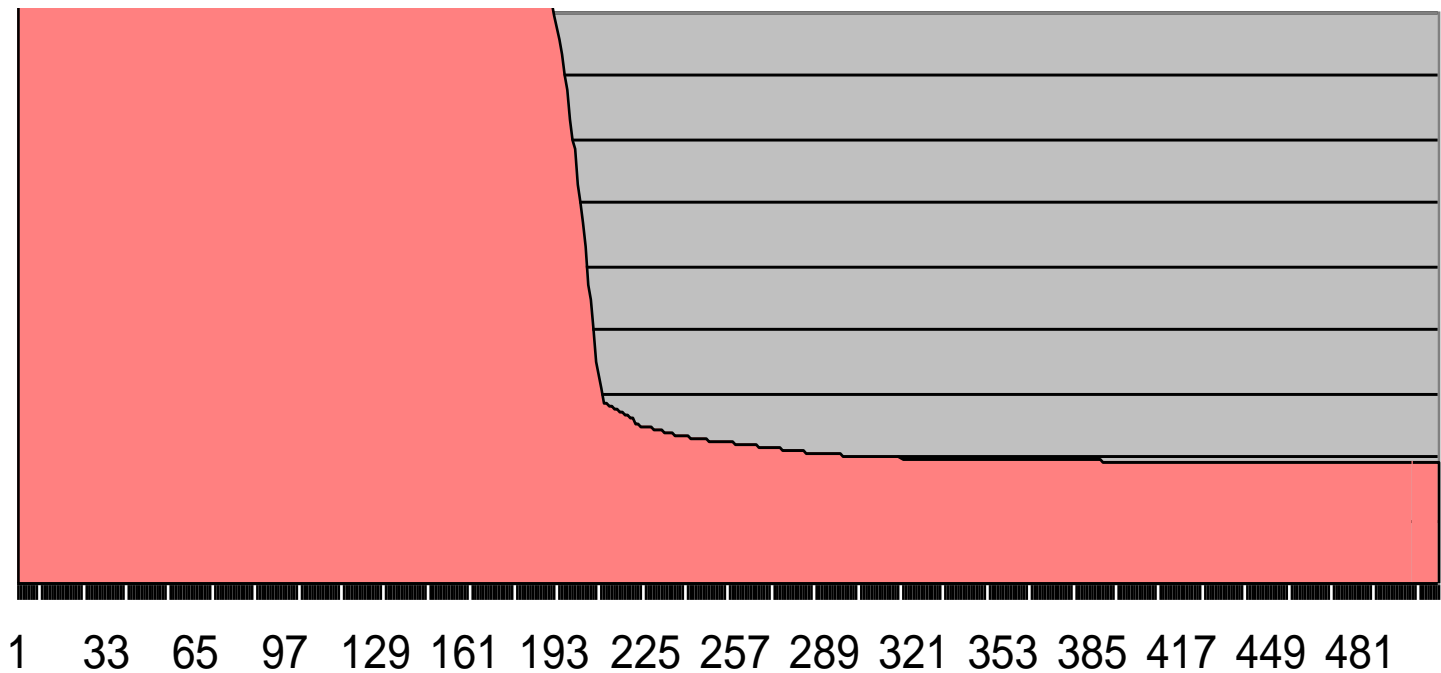
**2000** A 4-Level Integrated Structure



# Primal Degeneracy in Column Generation

| <i><b>MDVSP</b></i><br><i><b>R 800 (4)</b></i> | cpu<br>total | cpu<br>mp     | cpu<br>sp | # CG<br>iter | # SP<br>cols | # MP<br>itr |
|--|--------------|---------------|-----------|--------------|--------------|-------------|
| <i><b>standard CG</b></i>                      | 4178.4       | <b>3149.2</b> | 1029.2    | <b>509</b>   | 37579        | 926161      |

Tailing off effect of the objective function



## *Primal Degeneracy*

| <b><i>MDVSP</i></b><br><b><i>R 800 (4)</i></b> | <b>cpu<br/>total</b> | <b>cpu<br/>mp</b> | <b>cpu<br/>sp</b> | <b># CG<br/>iter</b> | <b># SP<br/>cols</b> | <b># MP<br/>itr</b> |
|--|----------------------|-------------------|-------------------|----------------------|----------------------|---------------------|
| <b><i>standard CG</i></b>                      | 4178.4               | <b>3149.2</b>     | 1029.2            | <b>509</b>           | 37579                | 926161              |

- Master problem requires more than 75% of total cpu time

# *Impact of Perfect Dual Information on CG*

| <b>Problem</b>    |                |                 | <b>cpu</b>    | <b># CG</b> | <b># SP</b> | <b># MP</b> |
|-------------------|----------------|-----------------|---------------|-------------|-------------|-------------|
| <b>R800 (4)</b>   | <b>Opt sol</b> | <b>Init sol</b> | <b>total</b>  | <b>iter</b> | <b>cols</b> | <b>itr</b>  |
| <b>standard</b>   | 1915589.5      | 800000000       | <b>4178.4</b> | <b>509</b>  | 37579       | 926161      |
| <b>dual boxes</b> |                |                 |               |             |             |             |
| <b>100</b>        |                | 2035590.5       | <b>835.5</b>  | <b>119</b>  | 9368        | 279155      |
| <b>10</b>         |                | 1927590.5       | <b>117.9</b>  | <b>35</b>   | 2789        | 40599       |
| <b>1</b>          |                | 1916790.5       | <b>52.0</b>   | <b>20</b>   | 1430        | 8744        |
| <b>0.1</b>        |                | 1915710.5       | <b>47.5</b>   | <b>19</b>   | 1333        | 8630        |

# *Dual-optimal Inequalities*

Valério de Carvalho, **Using extra dual cuts to accelerate column generation for the Cutting Stock problem**, *Inform Journal on Computing* (2004).

- **Small items ( $i=1, \dots, m$ ) are ranked:**

$$l_1 > l_2 > l_3 > \dots \implies \pi_1 \geq \pi_2 \geq \pi_3 \geq \dots$$

- **Additionally:**

$$l_i \geq l_j + l_k \implies \pi_i \geq \pi_j + \pi_k$$

*A priori at most  $2m$  dual constraints (or primal columns)*

# *Dual-optimal Inequalities / Primal Columns*

| Generated cutting patterns |  |  | <i>a priori columns</i> |    |     |    |     |
|----------------------------|--|--|-------------------------|----|-----|----|-----|
|                            |  |  | 1                       |    |     | 1  |     |
|                            |  |  | -1                      | 1  |     |    | 1   |
|                            |  |  |                         | -1 | 1   |    |     |
|                            |  |  |                         |    | -1  |    |     |
|                            |  |  |                         |    | ... |    |     |
|                            |  |  |                         |    |     | -1 |     |
|                            |  |  |                         |    |     | -1 | -1  |
|                            |  |  |                         |    |     |    | -1  |
|                            |  |  |                         |    |     |    | ... |

*Total cpu time reduced by 40%.*

## *Triplets (501 items)*

**each roll is cut into exactly twice without waste**

|            |                  |
|------------|------------------|
| StandardCG | 124.2 iterations |
|------------|------------------|

|  |                  |
|--|------------------|
| $\pi_1 \geq \pi_2 \geq \pi_3 \geq \dots$ | 113.3 iterations |
|--|------------------|

( Average over 10 problems )

## *Triplets (501 items)*

**each roll is cut into exactly twice without waste**

StandardCG 124.2 iterations

$\pi_1 \geq \pi_2 \geq \pi_3 \geq \dots$  113.3 iterations

$\pi_i = \ell_i / L, \quad i = 1, \dots, m$  12.2 iterations

( Average over 10 problems )

**Perfect dual  
information**

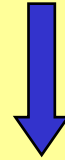
# *LP Column Generation*

**MASTER PROBLEM**

**Columns**



**Dual Multipliers**



**COLUMN GENERATOR**

# *LP Column Generation*

**MASTER PROBLEM**

**Columns**



**Dual Multipliers**



**COLUMN GENERATOR**

*Stopping rule?*

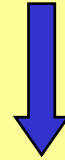
# *LP Column Generation*

**MASTER PROBLEM**

**Columns**



**Dual Multipliers**



**COLUMN GENERATOR**

*Stopping rule?*

***Optimality of Dual Multipliers***

# *Dual Boxes*

**Primal**

$$\begin{array}{l} \min cx \\ Ax = b \\ x \geq 0 \end{array}$$



$$\begin{array}{l} \max b\pi \\ \pi A \leq c \end{array}$$

**Dual**

# Dual Boxes

**Primal**

$$\begin{array}{l} \min cx \\ Ax = b \\ x \geq 0 \end{array}$$

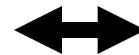


$$\begin{array}{l} \max b\pi \\ \pi A \leq c \end{array}$$

**Dual**

$$\begin{array}{l} \min \quad cx - d_1 y_1 + d_2 y_2 \\ Ax - y_1 + y_2 = b \\ x \geq 0 \\ y_1 \geq 0, y_2 \geq 0 \end{array}$$

**Relaxed Primal**



$$\begin{array}{l} \max b\pi \\ \pi A \leq c \\ d_1 \leq \pi \leq d_2 \end{array}$$

**Restricted Dual**

Surplus & Slack Variables

# *Degeneracy & Perturbation*

**Primal**

$$\begin{aligned} \min \quad & cx \\ Ax = & b \\ x \geq & 0 \end{aligned}$$

$$\begin{aligned} \min \quad & cx \\ Ax = & b \pm \varepsilon \\ x \geq & 0 \\ \varepsilon > & 0 \end{aligned}$$

***Perturbed* Primal**

# Degeneracy & Perturbation

**Primal**

$$\begin{aligned} \min \quad & cx \\ \text{Ax} = & b \\ x \geq & 0 \end{aligned}$$

$$\begin{aligned} \min \quad & cx \\ \text{Ax} - y_1 + y_2 = & b \\ x \geq & 0 \\ 0 \leq y_1 \leq \varepsilon_1, & 0 \leq y_2 \leq \varepsilon_2 \end{aligned}$$

**Relaxed Primal**

**Alternative**

**Perturbed Primal**

Surplus & Slack Variables

# *Perturbation & Dual Boxes*

**Primal**

$$\begin{aligned} \min \quad & cx \\ \text{subject to} \quad & Ax = b \\ & x \geq 0 \end{aligned}$$

$$\begin{aligned} \min \quad & cx \\ \text{subject to} \quad & Ax - y_1 + y_2 = b \\ & x \geq 0 \\ & 0 \leq y_1 \leq \varepsilon_1, 0 \leq y_2 \leq \varepsilon_2 \end{aligned}$$

***Relaxed* Primal**

# *Perturbation & Dual Boxes*



**Primal**

$$\begin{aligned} \min \quad & cx \\ Ax = \quad & b \\ x \geq \quad & 0 \end{aligned}$$

$$\begin{aligned} \min \quad & cx - d_1 y_1 + d_2 y_2 \\ Ax - y_1 + y_2 = \quad & b \\ x \geq \quad & 0 \\ y_1 \geq 0, y_2 \geq \quad & 0 \end{aligned}$$

***Relaxed Primal***

# Perturbation & Dual Boxes

**Primal**

$$\begin{aligned} \min \quad & cx \\ \text{Ax} = & b \\ x \geq & 0 \end{aligned}$$

$$\begin{aligned} \min \quad & cx \\ \text{Ax} - y_1 + y_2 = & b \\ x \geq & 0 \\ 0 \leq y_1 \leq \varepsilon_1, & 0 \leq y_2 \leq \varepsilon_2 \end{aligned}$$

**Relaxed Primal**

$$\begin{aligned} \min \quad & cx - d_1 y_1 + d_2 y_2 \\ \text{Ax} - y_1 + y_2 = & b \\ x \geq & 0 \\ y_1 \geq & 0, y_2 \geq 0 \end{aligned}$$

**Relaxed Primal**

# *Perturbation & Dual Boxes*

**Primal**

$$\begin{aligned} \min \quad & cx \\ \text{Ax} = & b \\ x \geq & 0 \end{aligned}$$

$$\begin{aligned} \min \quad & cx \\ \text{Ax} - y_1 + y_2 = & b \\ x \geq & 0 \end{aligned}$$

$$0 \leq y_1 \leq \varepsilon_1, 0 \leq y_2 \leq \varepsilon_2$$

**Relaxed Primal**

$$\begin{aligned} \min \quad & cx - d_1 y_1 + d_2 y_2 \\ \text{Ax} - y_1 + y_2 = & b \\ x \geq & 0 \end{aligned}$$

$$y_1 \geq 0, y_2 \geq 0$$

**Relaxed Primal**

# Stabilized Primal & Dual Problems

$$\min \quad cx - d_1 y_1 + d_2 y_2$$

$$Ax - y_1 + y_2 = b \quad \pi$$

$$y_1 \leq \varepsilon_1 \quad -\omega_1 \leq 0$$

$$y_2 \leq \varepsilon_2 \quad -\omega_2 \leq 0$$

$$x \geq 0, y_1 \geq 0, y_2 \geq 0$$

**Stabilized Primal SP**

$$\max \quad b\pi - \omega_1 \varepsilon_1 - \omega_2 \varepsilon_2$$

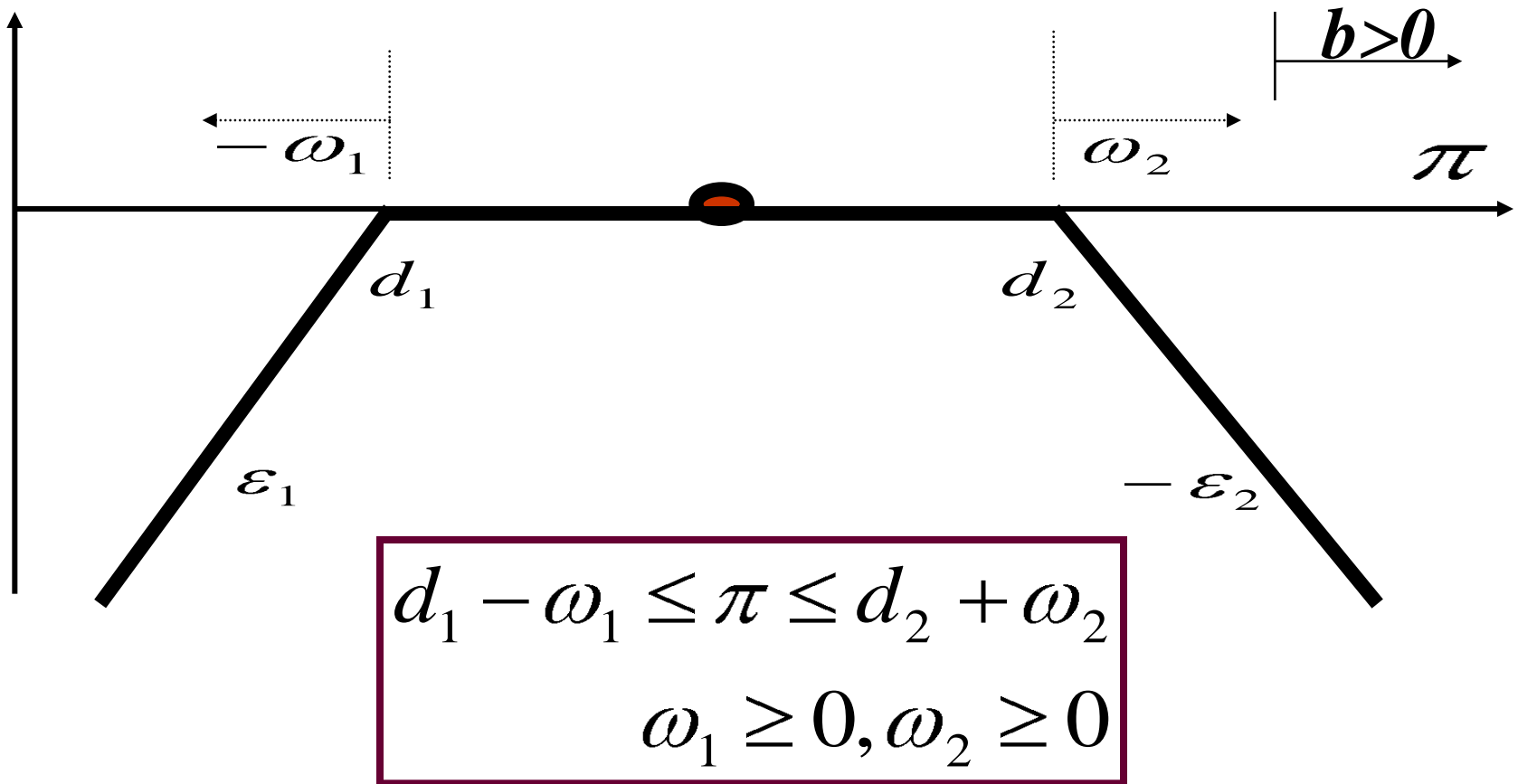
$$\pi A \leq c$$

$$d_1 - \omega_1 \leq \pi \leq d_2 + \omega_2$$

$$\omega_1 \geq 0, \omega_2 \geq 0$$

**Stabilized Dual SD**

# *Interpretation in Dual Space*



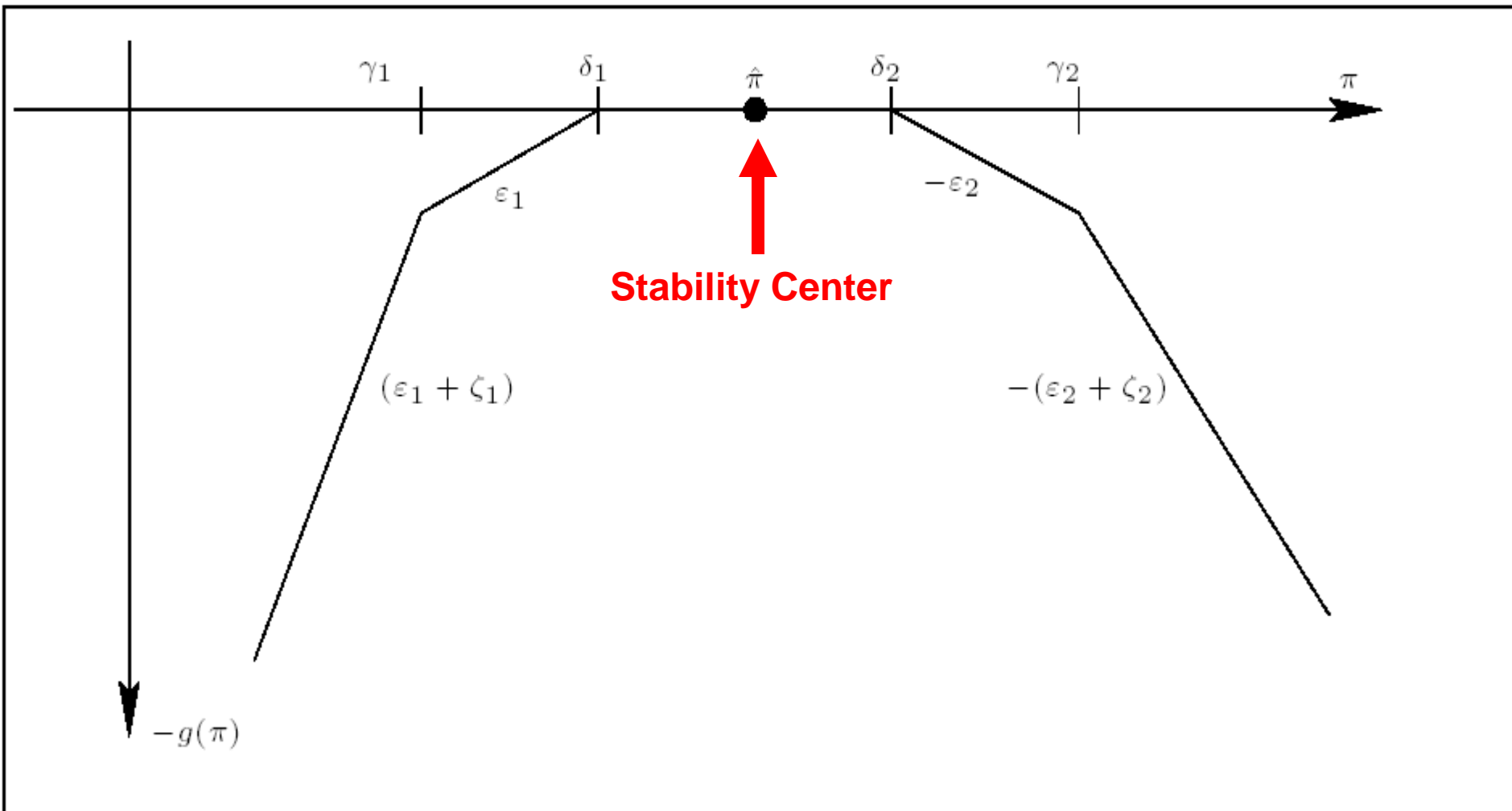


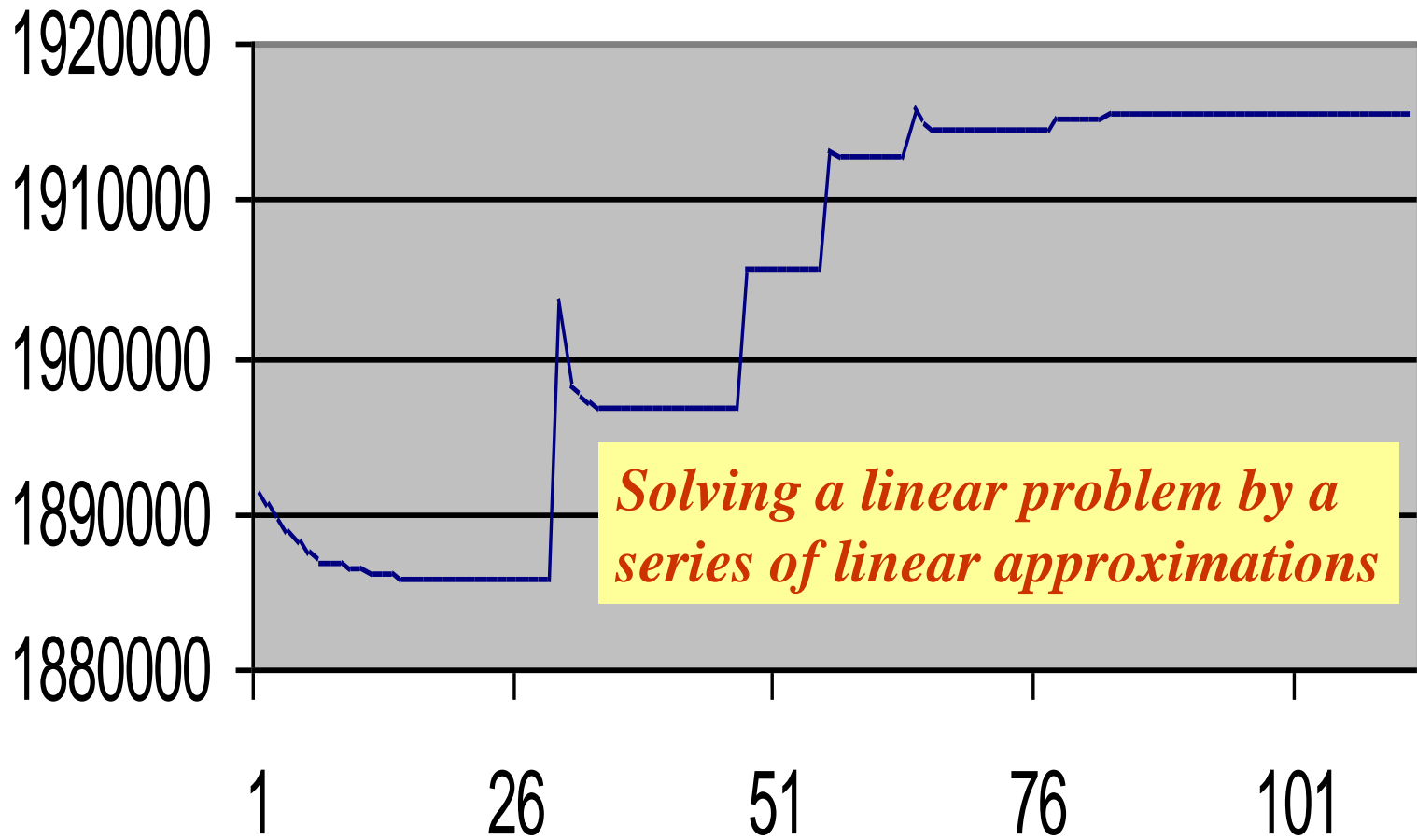
Figure 1: 5-piecewise linear dual penalty function

# *Stabilization Procedure for Problem P*

- **Initialize approximation problems SP & SD**
  - *Stability center*
  - *Trust region without penalties*
  - *Penalties outside the trust region (3 to 5 pieces)*
- **Solve stabilized problems SP & SD until P is feasible**
  - *Otherwise update problems SP & SD*
    - Stability center, trust region and penalties

*Problem R800 (4)*

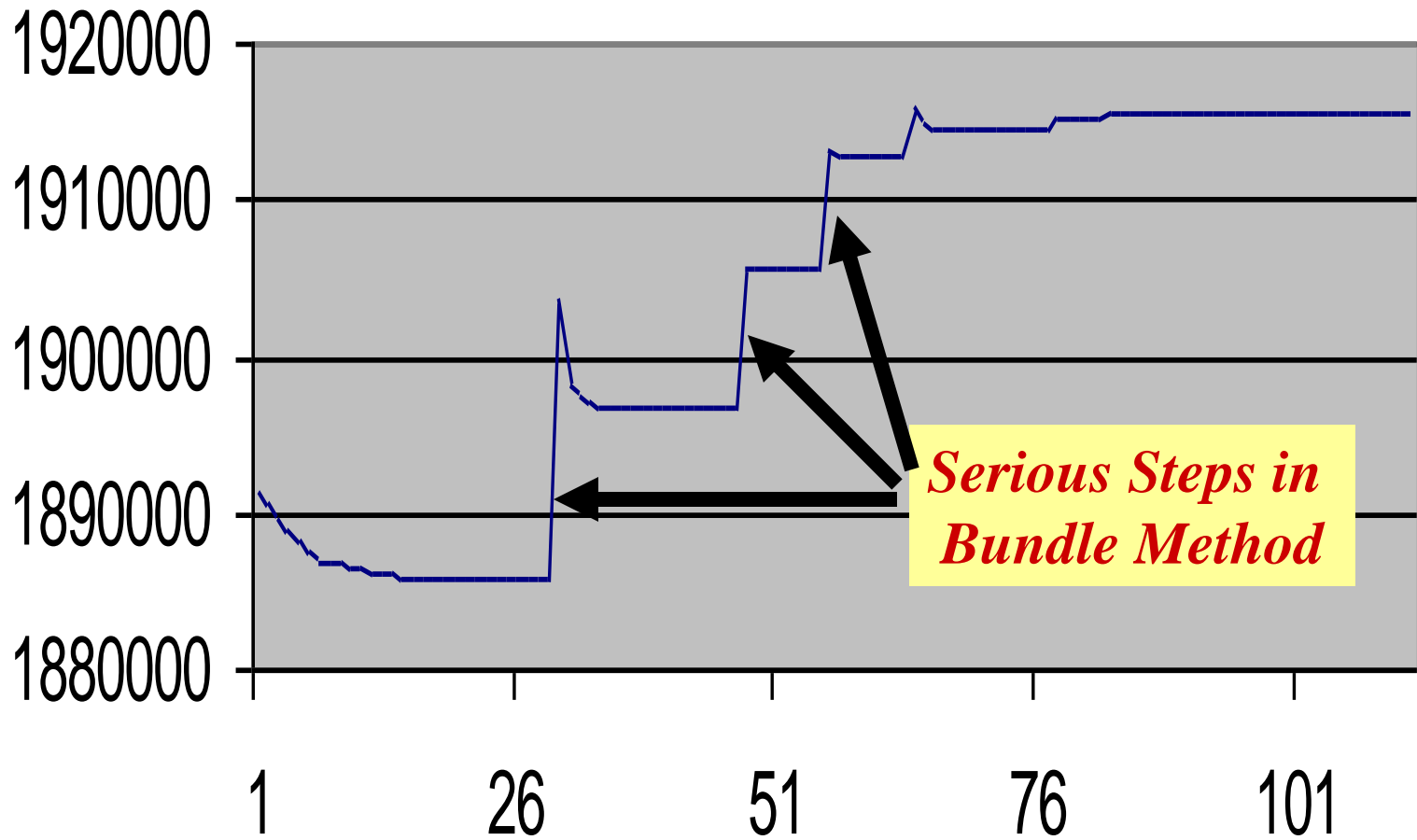
# Objective Function



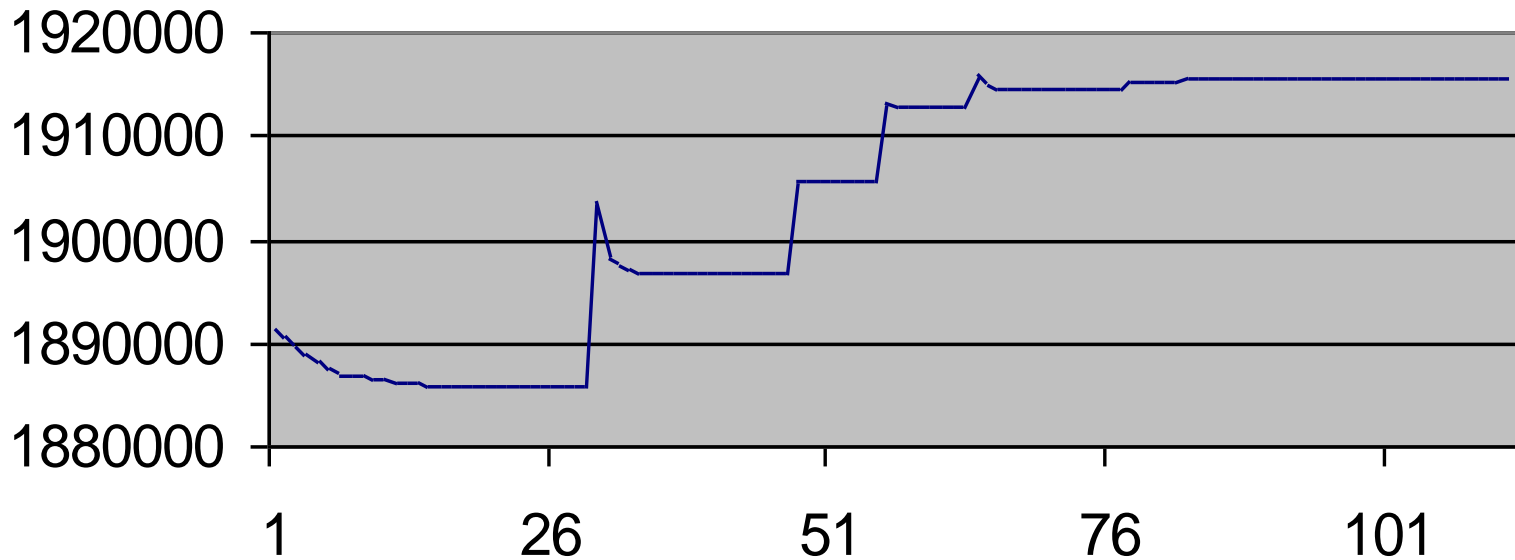
*Solving a linear problem by a series of linear approximations*

**Problem R800 (4)**

# Objective Function



# Objective Function



| <b>Problem</b>           | <b>Opt sol</b> | <b>Init sol</b>    | <b>cpu tot</b>          | <b>cpu mp</b> | <b>cpu sp</b> | <b># CG iter</b> | <b># SP cols</b> | <b># MP itr</b> |
|--------------------------|----------------|--------------------|-------------------------|---------------|---------------|------------------|------------------|-----------------|
| <b>R800 (4)</b>          |                |                    |                         |               |               |                  |                  |                 |
| <b>standard</b>          | 1915589.5      | 800000000          | <b>4178.4</b>           | 3149.2        | 1029.2        | <b>509</b>       | 37579            | 926161          |
| delta = 100              |                | 2035590.5          | <b>835.5</b>            | 609.1         | 226.4         | <b>119</b>       | 9368             | 279155          |
| network pi               |                | 2014429.8          | <b>1097.1</b>           | 518.5         | 578.6         | <b>301</b>       | 10105            | 324959          |
| network pi + network sol |                | 1891386.0          | <b>439.2</b>            | 216.2         | 223.0         | <b>112</b>       | 4749             | 153420          |
|                          |                |                    |                         |               |               |                  |                  |                 |
|                          |                | <b>% reduction</b> | <b>89.5</b>             | <b>93.1</b>   | <b>78.3</b>   | <b>78.0</b>      | <b>87.4</b>      | <b>83.4</b>     |
|                          |                |                    | <b>9.5 times faster</b> |               |               |                  |                  |                 |

## *Perfect Dual Information: Applications*

- Useful in the context of **Lagrangian Relaxation** to recover primal feasibility
- Useful to perform *Crossover* from an interior point solution to an extreme point solution

# *Crossover: Large Crew Rostering Instances*

|             | <b>Constraints</b> | <b>Variables</b> |
|-------------|--------------------|------------------|
| <b>pb1</b>  | 12 351             | 126 326          |
| <b>pb2</b>  | 12 310             | 129 046          |
| <b>pb3</b>  | 13 190             | 146 013          |
| <b>pb4</b>  | 13 433             | 151 654          |
| <b>pb5</b>  | 13 550             | 162 914          |
| <b>pb6</b>  | 13 451             | 156 839          |
| <b>pb7</b>  | 13 254             | 148 025          |
| <b>pb8</b>  | 13 424             | 154 205          |
| <b>pb9</b>  | 13 598             | 163 707          |
| <b>pb10</b> | 13 310             | 155 313          |

- CPLEX7.5 **primal simplex algorithm fails** to solve any of these 10 problems in less than **18000 seconds** on a Entreprise 10000 solaris2.7 400MHZ machine (64 CPU, RAM=64G).
- The **dual simplex** needed less than 5000 seconds for two problems and failed to solve one within 18,000 seconds. The seven others require between 8,000 and 13,000 seconds.
- The problems are rather better solved by combining the CPLEX **Barrier algorithm with a primal or dual crossover.**
- For the interior point algorithm, we used values  **$10^{-8}$  and  $10^{-10}$**  for the optimality parameter; in both cases, all problems were **solved in less than 1900 seconds.**

# Crossover: CPLEX vs Box Methods (sec.)

Barrier  $10^{-8}$

| Crossover   | CrPrimal | CrDual | BoxCrPrimal |
|-------------|----------|--------|-------------|
| pb1         | 188      | 72     | 9           |
| pb2         | 20       | 1183   | 13          |
| pb3         | 327      | 435    | 26          |
| pb4         | 8166     | 2568   | 35          |
| pb5         | 59       | 2645   | 45          |
| pb6         | ***      | 1797   | 86          |
| pb7         | 270      | 1092   | 22          |
| pb8         | 1036     | 1876   | 20          |
| pb9         | 78       | 2811   | 43          |
| pb10        | 37       | 3011   | 30          |
| <b>Avg</b>  | 1834.7   | 1749   | 32.9        |
| <b>StdD</b> | 3350.1   | 1027.6 | 22.1        |
| <b>Min</b>  | 20       | 72     | 9           |
| <b>Max</b>  | ***      | 3011   | 86          |

# Crossover: CPLEX vs Box Methods (sec.)

Barrier  $10^{-10}$



**Crossover**

pb1  
pb2  
pb3  
pb4  
pb5  
pb6  
pb7  
pb8  
pb9  
pb10

**CrPrimal**

**CrDual**

**BoxCrPrimal**

101  
\*\*\*  
605  
232  
89  
72  
192  
1405  
7190  
4159

15  
27  
69  
2121  
2819  
2328  
1025  
1407  
1957  
2832

**7**  
**7**  
**43**  
**16**  
**25**  
**22**  
**13**  
**15**  
**23**  
**15**

**Avg**  
**StdD**  
**Min**  
**Max**

2123.5  
2944.5  
72  
\*\*\*

1460  
1127.2  
15  
2832

**18.6**  
**10.5**  
**7**  
**43**

# Variable Fixing in VR&CS Applications (*basic ideas*)

- Consider the following IP

$$Z_{IP}^* = \min \quad c^T x$$

$$Ax \geq b \quad [\pi]$$

$$Dx = d \quad [\alpha]$$

$$x \in Z_+^n$$

$$X = \{x : Dx = d, x \in Z_+^n\}$$

## *Dantzig-Wolfe Reformulation*

$$X = \left\{ x : Dx = d, x \in Z_+^n \right\} \quad \text{and} \quad Qy : 1^T y = 1; y \geq 0$$

$$\begin{aligned}
 Z_{IP}^* = \min \quad & (c^T Q)y \\
 & (AQ)y \geq b \quad [\pi] \\
 & 1^T y = 1 \quad [\mu] \\
 & Qy - x = 0 \\
 & y \geq 0, \quad x \in Z_+^n
 \end{aligned}$$

## *Dantzig-Wolfe Reformulation with $m$ identical pricing problems*

$$X = \left\{ x : Dx = d, x \in Z_+^n \right\} \quad \text{and} \quad Qy : 1^T y = 1; y \geq 0$$

$$\begin{aligned}
 Z_{IP}^* = \min \quad & (c^T Q)y \\
 & (AQ)y \geq b \quad [\pi] \\
 & 1^T y \leq m \quad [\mu = 0] \\
 & Qy - x = 0 \\
 & y \geq 0, \quad x \in Z_+^n
 \end{aligned}$$

*Pricing Problem on Network N:  
A Classical Shortest s-t Path*

$$Z_{PP(\pi, \mu)}^* = \min (c^T - \pi^T A)x$$

$$I^N x = e_s - e_t \quad [\alpha]$$

$$x \in Z_+^n$$

## *Reduced Cost of Arc (i,j)*

$$\begin{aligned}\bar{c}_{ij} &= c_{ij} - (\pi^T A)_{ij} - (\alpha^T D)_{ij} \\ &= c_{ij} - (\pi^T A)_{ij} - \alpha_i + \alpha_j\end{aligned}$$

If the reduced cost of arc (i,j) is larger than the *gap* (=UB-LB), then set  $x_{ij}=0$ .

*If Network  $N$  does not contains negative cycles*

$$\alpha_i = -\vec{l}_i \quad \text{for all nodes } i$$

where  $\vec{l}_i$  is the shortest path from  $s$  to  $i$ .

$$\bar{c}_{ij} = c_{ij} - (\pi^T A)_{ij} + \vec{l}_i - \vec{l}_j$$

## *Alternative Dual Solution for the Pricing Problem*

$$\alpha_i = \bar{l}_i \quad \text{for all nodes } i$$

where  $\bar{l}_i$  is the (backward) shortest path from  $t$  to  $i$ .

$$\bar{c}_{ij} = c_{ij} - (\pi^T A)_{ij} - \bar{l}_i + \bar{l}_j$$

## *Optimal Dual Solutions for the Pricing Problem*

$$-\vec{l}_i \leq \alpha_i \leq \vec{l}_i \quad \text{for all nodes } i$$

### *Maximum Reduced Cost for Arc (i,j)*

$$\begin{aligned} \bar{r}_{ij} &= \max_{\alpha} c_{ij} - (\pi^T A)_{ij} - \alpha_i + \alpha_j \\ &= c_{ij} - (\pi^T A)_{ij} + \vec{l}_i + \vec{l}_j \end{aligned}$$

*This value is always reachable on Acyclic Networks*

## *Interpretation*

$$\bar{r}_{ij} = \vec{l}_i + [c_{ij} - (\pi^T A)_{ij}] + \overleftarrow{l}_j$$

It is the reduced cost of the shortest  $s$ - $t$ -path, a column, passing through arc  $(i, j)$  in network  $N$  with the modified arc cost.

## *Extensions*

- **For shortest paths with resource constraints, in most applications, the underlying graph is acyclic.**
- **Otherwise, similar results can be obtained on the state space graph ... which is acyclic.**
- **Computational experiments on the VRPTW show *cpu times reduced by a factor of 3.***

## *Additional Set Partitioning Applications*

- **MBA Teams**
- **A Secret Ballot Problem**

## *MBA Teams*

- **26 persons to form teams of 4 or 5 persons.**

- **4 x 4 and 2 x 5**

- *A Transportation Prob. Constraint Structure*

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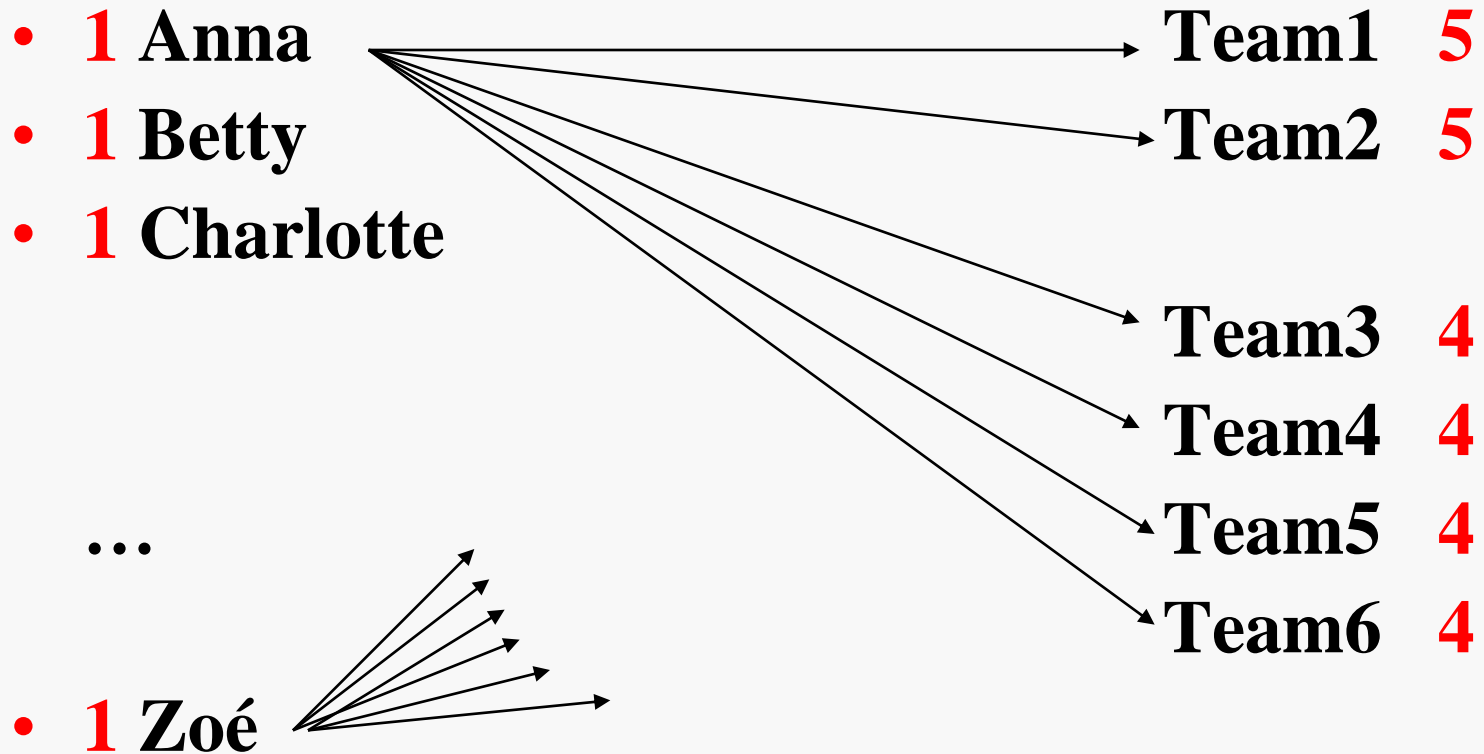
## *MBA Teams*

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- ***A Transportation Prob. Constraint Structure***

## *MBA Teams*

|               |       |   |
|---------------|-------|---|
| • 1 Anna      | Team1 | 5 |
| • 1 Betty     | Team2 | 5 |
| • 1 Charlotte |       |   |
|               | Team3 | 4 |
|               | Team4 | 4 |
| ...           | Team5 | 4 |
|               | Team6 | 4 |
| • 1 Zoé       |       |   |

# *Transportation Constraints*



# *Transportation Constraints*

$$X_{ij} = \begin{cases} 1 & \text{if } i \text{ in team } j \\ 0 & \text{otherwise} \end{cases}$$

$$\sum_{j=1}^6 X_{ij} = 1 \quad i = 1..26$$

$$\sum_{i=1}^{26} X_{ij} = 5 \quad j = 1..2$$

$$\sum_{i=1}^{26} X_{ij} = 4 \quad j = 3..6$$

## *MBA Teams: Objective function*

$$\min \sum_{team} \text{dist}(\text{team}, \text{target})$$

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    - *Average (proportion) of attributes within the **class group***
  - **Team vector**
    - *Average (proportion) of attributes within the **team***
- **Attributes**
    - *Male/Female*
    - *Scientist*
    - *Contry*
    - *IQ*
    - *etc.*

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a non linear function*

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$$n_j = \begin{cases} 5 & j = 1..2 \\ 4 & j = 3..6 \end{cases}$$

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$$\min \sum_{j=1}^6 \| \text{team}_j - \text{target} \|^2$$

## *MBA Teams*

- **Some integrality difficulties in solving this *quadratic* transportation problem.**

- Assume 70% males

=> 2.8 in team of 4,

2 and 3 acceptable

3.5 in team of 5

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Solution procedure :

– *complete enumeration of all acceptable team patterns; cost easily computed a priori.*

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# *A Secret Ballot Problem*

|    | $\rho_i$ | a     | b     | c     | d     | e     | f    |       |
|----|----------|-------|-------|-------|-------|-------|------|-------|
| 1  | 14.3%    |       |       |       |       |       |      |       |
| 2  | 13.2%    |       |       |       |       |       |      |       |
| 3  | 12.4%    |       |       |       |       |       |      |       |
| 4  | 8.4%     |       |       |       |       |       |      |       |
| 5  | 7.8%     |       |       |       |       |       |      |       |
| 6  | 6.2%     |       |       |       |       |       |      |       |
| 7  | 5.7%     |       |       |       |       |       |      |       |
| 8  | 5.5%     |       |       |       |       |       |      |       |
| 9  | 4.5%     |       |       |       |       |       |      |       |
| 10 | 4.2%     |       |       |       |       |       |      |       |
| 11 | 3.6%     |       |       |       |       |       |      |       |
| 12 | 3.1%     |       |       |       |       |       |      |       |
| 13 | 2.7%     |       |       |       |       |       |      |       |
| 14 | 2.4%     |       |       |       |       |       |      |       |
| 15 | 1.5%     |       |       |       |       |       |      |       |
| 16 | 1.4%     |       |       |       |       |       |      |       |
| 17 | 1.3%     |       |       |       |       |       |      |       |
| 18 | 1.1%     |       |       |       |       |       |      |       |
| 19 | 0.4%     |       |       |       |       |       |      |       |
| 20 | 0.3%     |       |       |       |       |       |      |       |
|    |          | 35.9% | 11.1% | 17.4% | 17.3% | 13.8% | 4.5% | $V_j$ |

# Can you decode the vote?

|    | $p_i$ | a     | b     | c     | d     | e     | f    |       |
|----|-------|-------|-------|-------|-------|-------|------|-------|
| 1  | 14.3% |       |       |       |       |       |      |       |
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## *Generalized Assignment Formulation*

$$X_{ij} = \begin{cases} 1 & \text{if } i \text{ voted for } j \\ 0 & \text{otherwise} \end{cases}$$

$$\sum_j X_{ij} = 1 \quad i = 1..20$$

$$\sum_{i=1}^{20} p_i X_{ij} = v_j \quad j \in \{a, b, \dots, f\}$$

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- An infinite number of *fractional* solutions
- $4.5\% = 0.1 * 14.3\% + 0.23257576 * 13.2\%$   
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  - *4.5% : 10 combinations*
  - *35.9% : 12 combinations*
  - ... *Complete enumeration*

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**Full enumeration and Set Partitioning Formulation**

# *Set Partitioning Formulation*

$$Y_k = \begin{cases} 1 & \text{if voting pattern } k \text{ is selected} \\ 0 & \text{otherwise} \end{cases}$$

$$a_{ik} = \begin{cases} 1 & \text{if } i \text{ votes in pattern } k \\ 0 & \text{otherwise} \end{cases}$$

$$b_{kj} = \begin{cases} 1 & \text{if pattern } k \text{ sums to } v_j \\ 0 & \text{otherwise} \end{cases}$$

$$\sum_k a_{ik} Y_k = 1 \quad i = 1..20$$

$$\sum_k b_{kj} Y_k = 1 \quad j \in \{a, b, \dots, f\}$$

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|    |       | a    | b      | c    | d    | e      | f    |   |
|----|-------|------|--------|------|------|--------|------|---|
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| 19 | 0.4%  |      |        |      | 1    |        |      | 1 |
| 20 | 0.3%  |      |        |      |      | 1      |      | 1 |
|    |       | 0.0% | 100.0% | 0.0% | 0.0% | 100.0% | 0.0% |   |

## *Conclusion*

- **The presented Set Partitioning / Set Covering formulations can be derived from network-based formulations by applying the appropriate Dantzig-Wolfe decomposition process.**
- This allows to benefit from the well structured patterns by using delayed or a priori column generation procedures and at the same time to get rid of non linear functions that appear in the objective or the constraints.

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*Thanks for your attention*