



Mathematical Tools for Engineering and Management

Lecture 1

20 Oct 2010



- ▶ Introduction
- ▶ Organisational issues
 - Lectures
 - Exercises
 - Computers
 - Book
 - Exam
- ▶ Topics
 - Why mathematics?
 - Models and Data Sets
 - Two Examples

- ▷ Responsible for the Mathematics Section of GPE:

Prof. Dr. Dr. h.c. mult. Martin Grötschel

Zuse Institute Berlin, Chair for Combinatorial Optimization at TU Berlin (Mathematics Department)

- ▷ Lectures:

Dr. Axel Werner

Zuse Institute Berlin, Room 3102

<http://www.zib.de/werner>

e-mail: werner@zib.de or awerner@math.tu-berlin.de

- ▷ Exercises:

Dipl. Math. Olaf Maurer

TU Berlin, Room MA 519

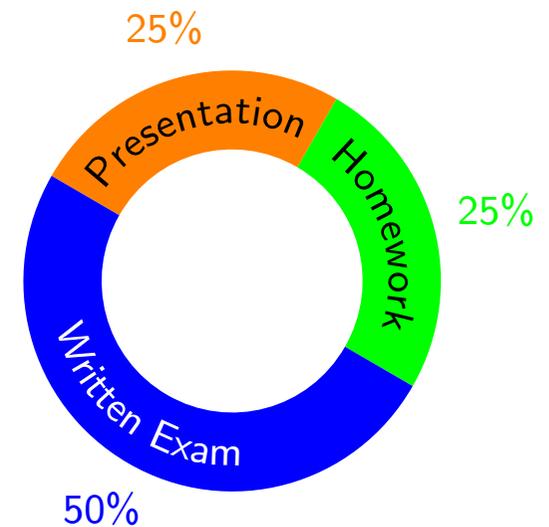
e-mail: maurer@math.tu-berlin.de

- ▷ **Lecture Website:**

<http://www.math.tu-berlin.de/Vorlesungen/WS10/gpe>



- ▷ Exercise Sessions:
 - Every Wednesday, 12–14 (after the lecture)
- ▷ Exercise sheets:
 - Graded homework every other week, to be solved over two weeks, in groups of (maximally) 2
- ▷ Presentation:
 - More extensive exercise, to be solved and presented in groups (somewhen in the middle of semester)
- ▷ Exam:
 - Written exam in the last two weeks of semester
- ▷ Grade:
 - Computed from results in homeworks, presentation and exam



- ▶ Dimitris Bertsimas & Robert M. Freund, *Data, Models, and Decisions – The Fundamentals of Management Science*, 1st ed South-Western College Publishing 2000, 2nd ed Dynamic Ideas 2004

- supplementary, not necessary
- copies at the GPE library

- ▶ Computer software:

- AIMMS

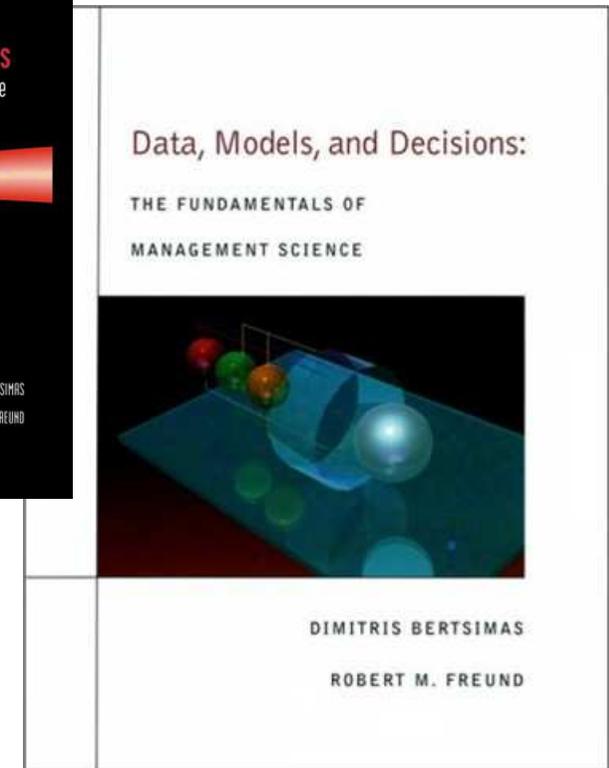
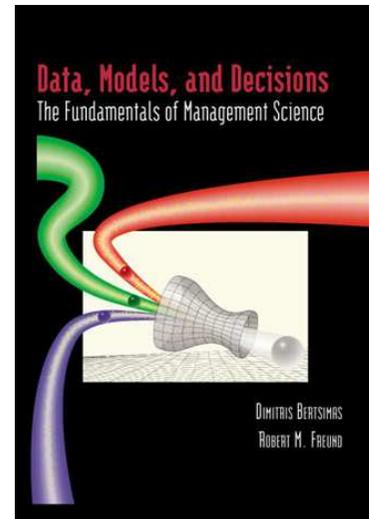
<http://www.aimms.com>

- ZIB Optimization Suite

<http://zibopt.zib.de>

- ➔ free academic licences! (download from domain [.tu-berlin.de](http://www.tu-berlin.de))

- More commercial solvers (most notably CPLEX, Gurobi) and modelling languages (AMPL, GAMS)



- ▶ Models, Data and Algorithms
- ▶ Linear Optimization
- ▶ Mathematical Background: Polyhedra, Simplex-Algorithm
- ▶ (Mixed) Integer Programming
- ▶ Mathematical Background: Cuts, Branch & Bound
- ▶ Combinatorial Optimization
- ▶ Mathematical Background: Graphs, Algorithms
- ▶ Complexity Theory
- ▶ Nonlinear Optimization
- ▶ Scheduling
- ▶ Lot Sizing
- ▶ Multicriteria Optimization

- ▶ Exam

▷ **Mathematical Tools**

- How can mathematics support technical/management decisions?

Lectures

▷ **Mathematical Modelling**

- How can a technical/management problem be modelled as a mathematical problem?

Lectures
Exercises

▷ **Mathematical Solutions**

- How can I solve my mathematical problem?

Lectures
Exercises

▷ **Mathematical Background**

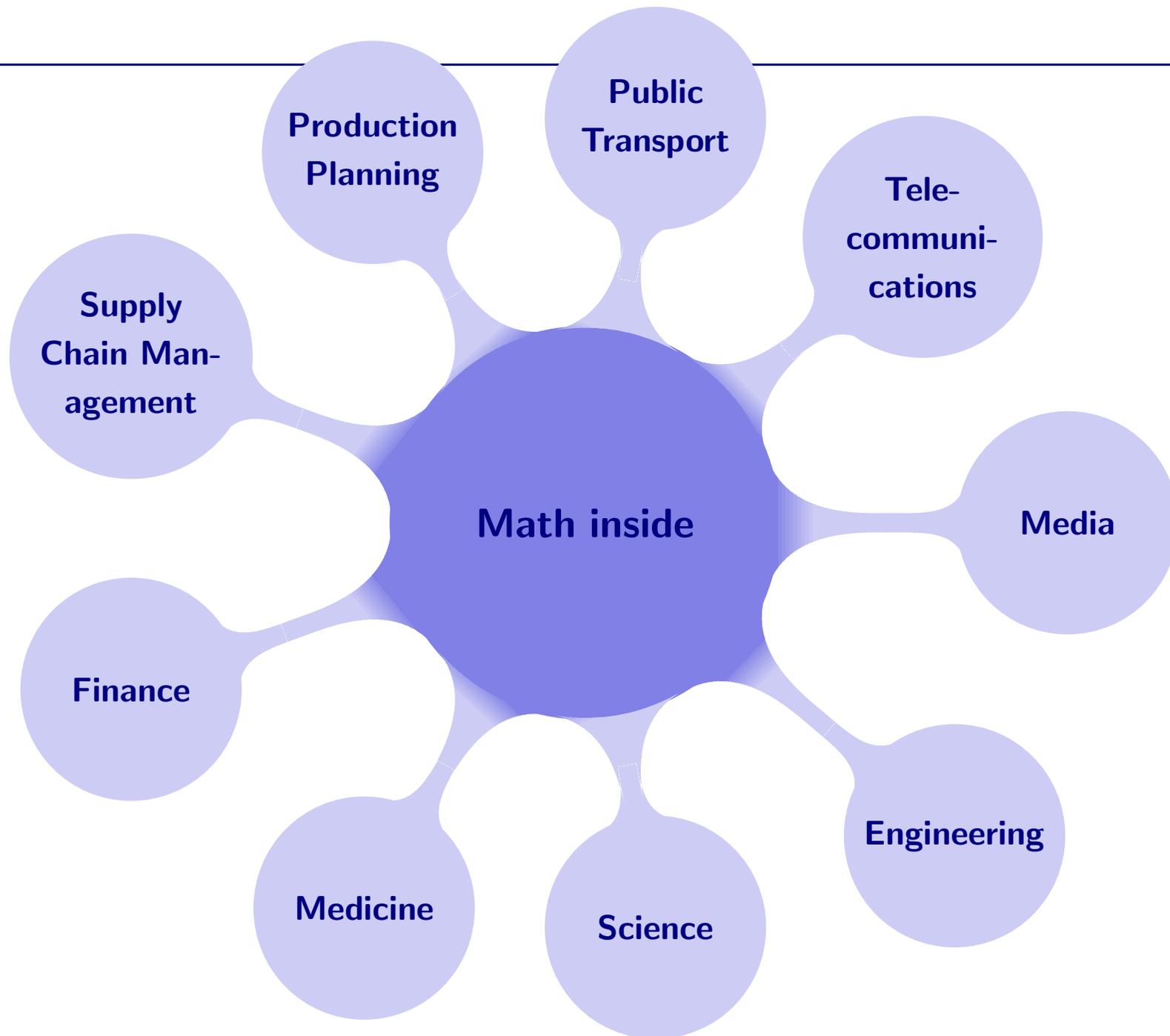
- Why does it work?

Lectures

▷ **Practise**

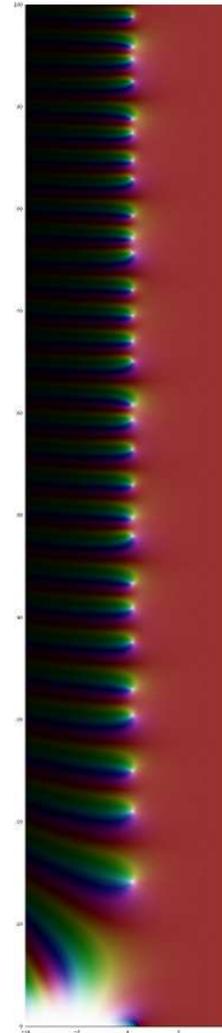
- How do I use computers and my own wits to solve problems?

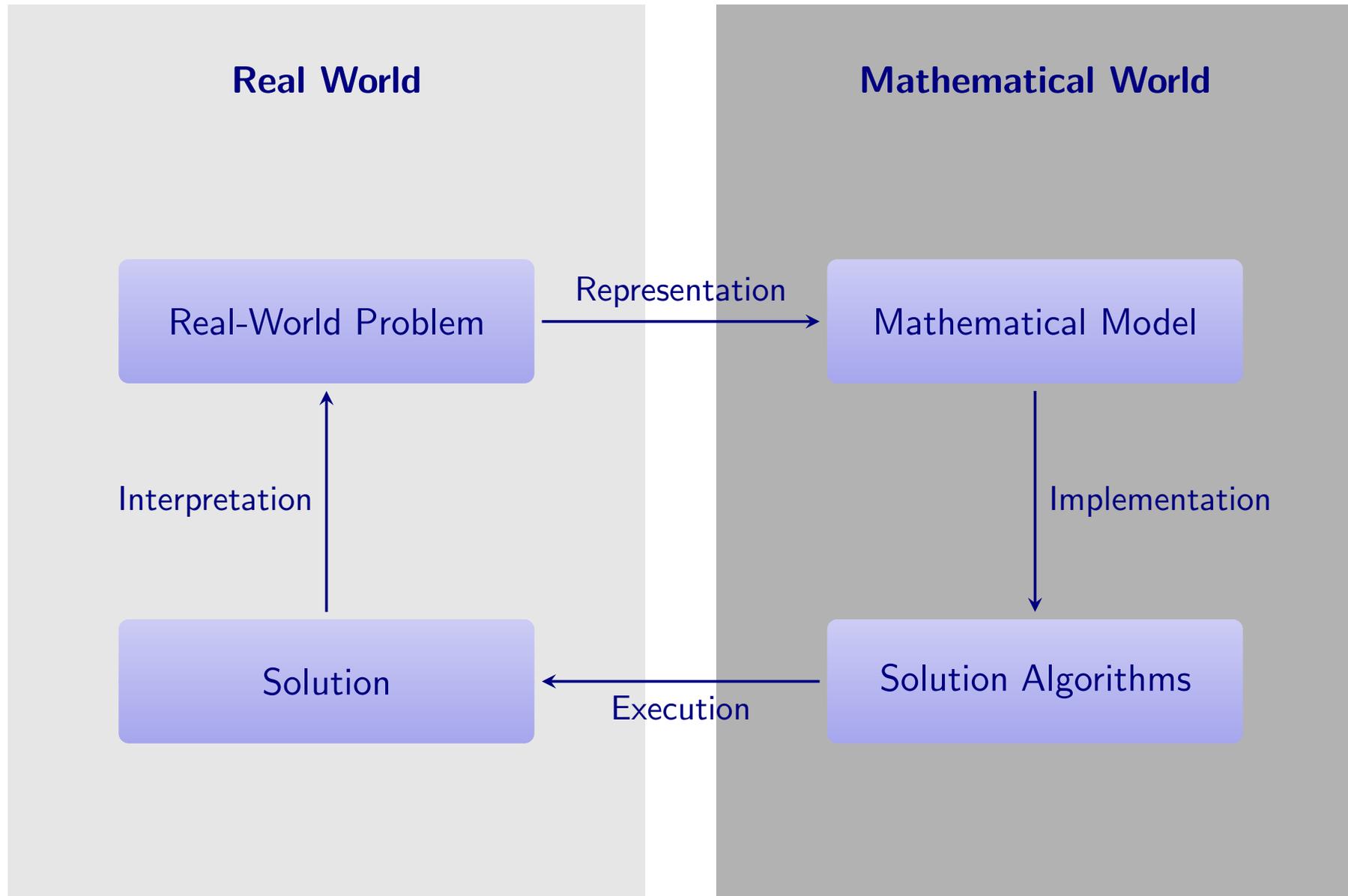
Exercises



▶ Mathematics...

- ...is inevitable
(for handling complex systems and decisions)
- ...is incorruptible
(but only if you know what you're doing!)
- ...helps understanding
(complicated matters)
- ...reveals similarities
(between seemingly unrelated questions)
- ...is beautiful and fascinating
(which might be a personal viewpoint...)



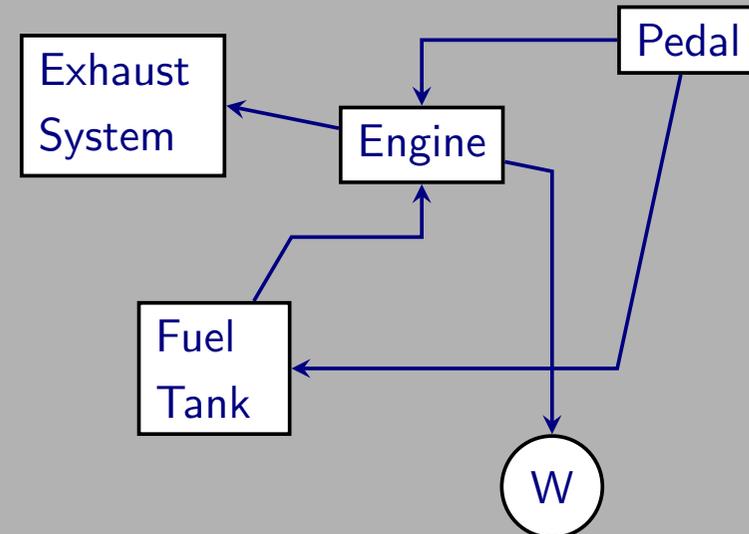


Concrete Models



Used for experiments leaving out some functionality

Abstract Models



Objects representing real-world elements, properties etc

Concrete Models



Used for experiments leaving out some functionality

Mathematical Models

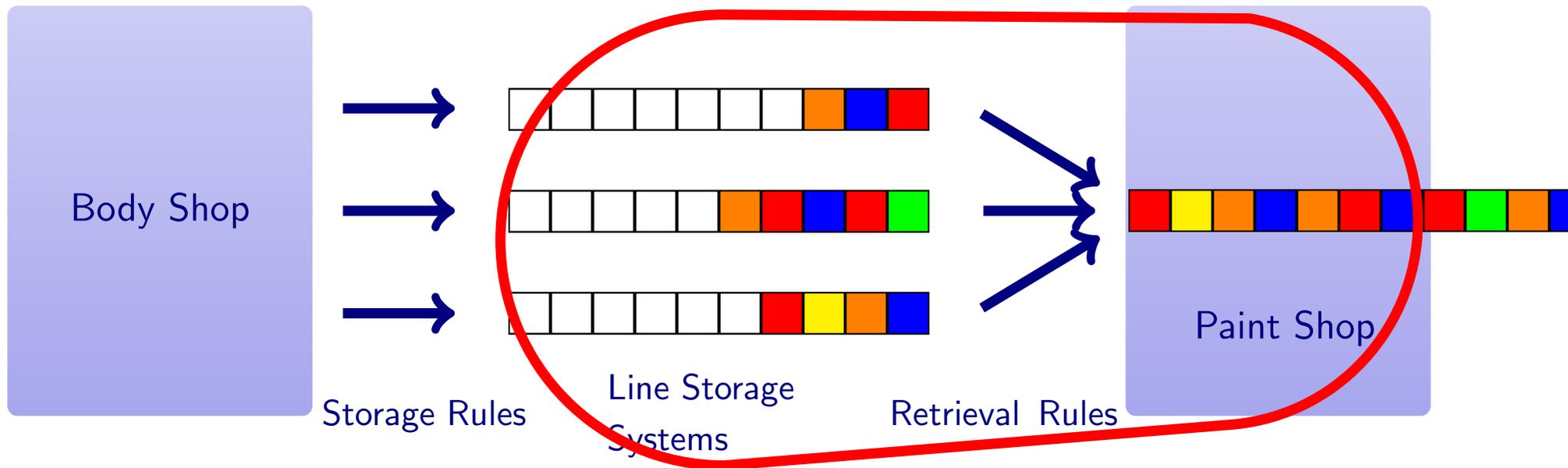
$$\begin{aligned}
 \max \quad & \sum_{(m,i,j) \in I'} \left(\frac{\tilde{w}_i^{(\pi)} - \tilde{w}_j^{(\pi)}}{l_m} \right) x_{mij} \\
 \text{s.t.} \quad & P_{\min} x_{mij} \leq p_{mij} \leq P_{\max} x_{mij} \quad \forall (m,i,j) \in I' \\
 & \sum_{j \in S} \sum_{m \in M} (x_{mij} + x_{mji}) \leq 1 \quad \forall i \in S \\
 & \gamma_{ij} p_{mij} + \xi_m S G_{\infty}^{(m,i,j)} (1 - x_{mij}) \geq \\
 & \xi_m \left(\nu + \sum_{\substack{(n,s,r) \in I' \\ s \parallel (m,i,j)}} \gamma_{si} p_{nsr} \right) \quad \forall (m,i,j) \in I' \\
 & x_{mij} + x_{nsr} \leq 1 \quad \forall (m,i,j), (n,s,r) \in I' : \\
 & \quad (m,i,j) \not\parallel (n,s,r) \\
 & x_{mij} \in \{0, 1\} \quad \forall (m,i,j) \in I' \\
 & p_{mij} \in [0, P_{\max}] \quad \forall (m,i,j) \in I'
 \end{aligned}$$

Symbols representing real-world objects, decisions etc

- ▶ Automobile assembly line:

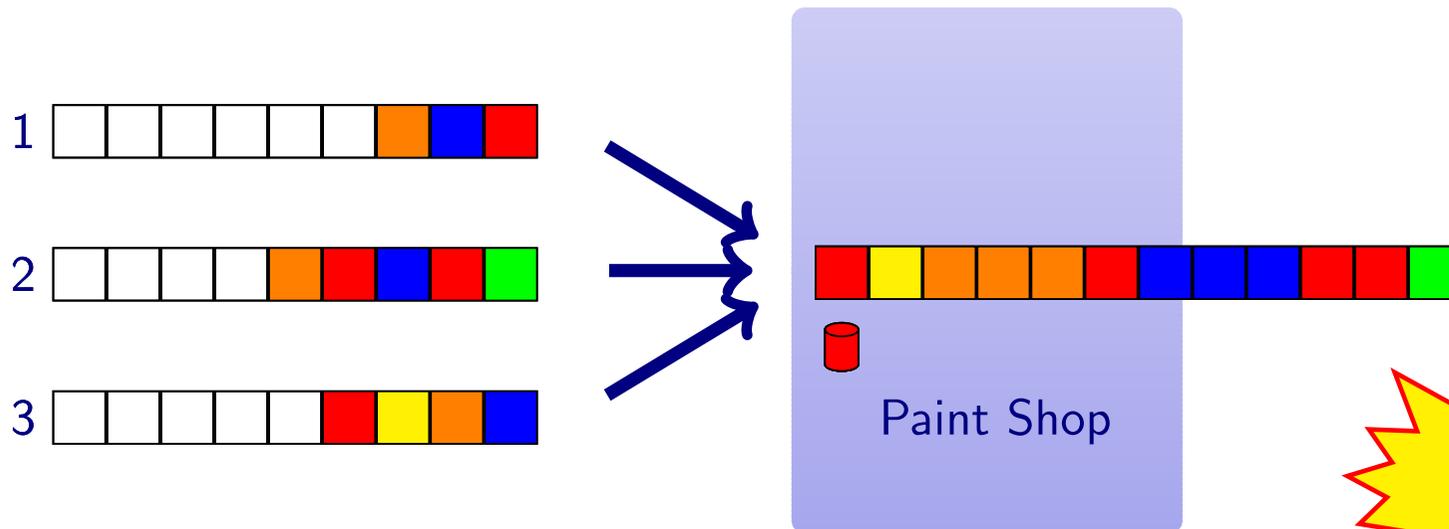


- ▶ Body to Paint Shop:



- ▶ Problem to solve: Design good retrieval rules!

- ▷ What is a 'Retrieval Rule'?
 - ➔ Instructions to produce a sequence of storage line numbers from incoming colour requests
- ▷ What does 'good' mean?
 - ➔ Minimum number of colour changes



- ▷ Example: Retrieval Sequence: 2, 1, 2, 2, 1, 3, 2, 2, 1, 3, 3, 3
 - ➔ Number of colour changes: 6 (optimal!)

what does 'optimal' mean anyway?!

why?!

what if the colours in a line change?

Abstract Model: Given a list of colour requests for each of n storage lines, find a sequence of storage line numbers (1 to n), such that the resulting colour list has minimal possible colour changes.

▶ **NOTE:**

- Solving the model means presenting an **Algorithm** that leads to an optimal solution for every possible input!
 - ➔ Algorithms are independent of the actual input colour lists!
- It is well possible that there is no such algorithm!
 - ➔ Instead solve a (hopefully) easier problem: Give an **approximation algorithm** to find a ‘good’ resulting colour list.

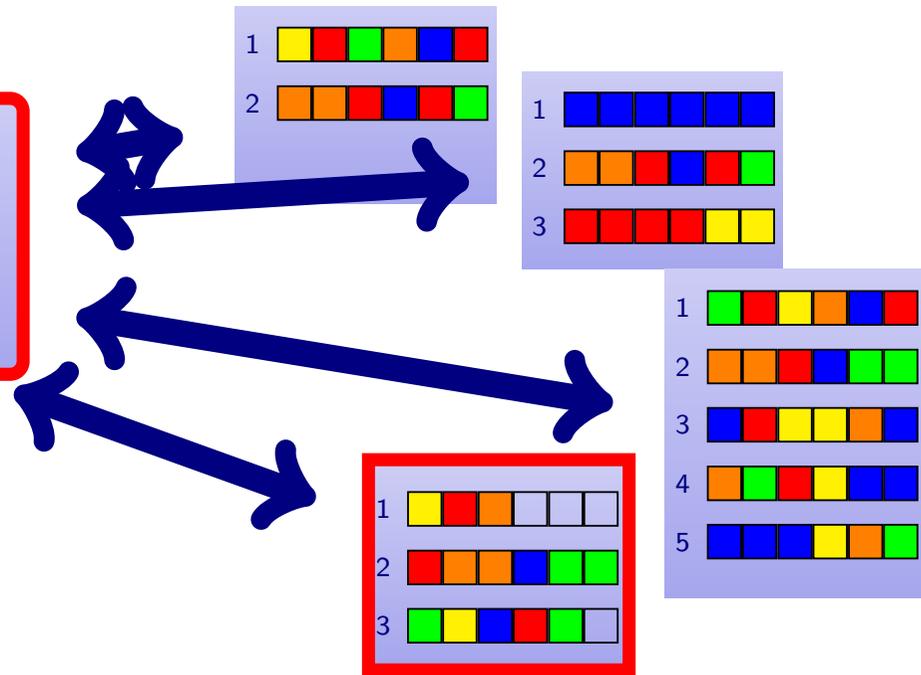
Precise mathematical model: Given n sequences of colours $c_{i,j}$ ($1 \leq i \leq n, j \in \mathbb{N}$) find a mapping $f : \mathbb{N} \rightarrow \{0, \dots, n\}$ such that $\#\{k \mid c_{f(k),j(k)} \neq c_{f(k+1),j(k+1)}\}$ is

minimised, where $j(k) := \begin{cases} 1 & \text{if } k=1 \text{ or } f(k') \neq f(k) \forall k' < k \\ j(k')+1 & \text{otherwise, where } k' \text{ is maximal with } k' < k, f(k') = f(k) \end{cases}$

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Model



Data Sets

- ▷ An instance is a mathematical model, together with one associated data set
- ▷ Worst case: An instance where a given algorithm performs worst
- ▷ Average case analysis: Average of the algorithm performance over all instances
- ▷ The Objective of an optimization problem is the quantity to be minimized/maximized

- ▶ A **Model** is the mathematical representation of a real-world problem, independent of any **Data Set** (possible input)
- ▶ An **Instance** is a model, together with one associated data set
- ▶ An **Algorithm** produces a **Solution** (output) for every instance
- ▶ If the model is an optimization problem, an algorithm must produce an **optimal** solution for every instance
- ▶ A solution is **optimal** if it has the best **Objective Value** of all possible solutions to the instance that comply with the restrictions of the model
- ▶ An Algorithm might solve only special instances of a given model optimally, while giving only **suboptimal** solutions to the others.
- ▶ An **Approximation algorithm** guarantees that for all (specified) instances the produced solution has objective value not worse than a given factor times the optimum

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