

MATHEMATICAL TRIPOS Part III

Friday, 29 May, 2009 1:30 pm to 4:30 pm

PAPER 35

MATHEMATICS OF OPERATIONAL RESEARCH

*Attempt no more than **FOUR** questions.*

*There are **SIX** questions in total.*

The questions carry equal weight.

STATIONERY REQUIREMENTS

*Cover sheet
Treasury Tag
Script paper*

SPECIAL REQUIREMENTS

None

**You may not start to read the questions
printed on the subsequent pages until
instructed to do so by the Invigilator.**

1 Mathematics of Operational Research

Given vectors b, c and $m \times n$ matrix $A = (a_{ij})$, and $S \subseteq \{1, \dots, m\}$ define $P(S)$ as the linear program

$$\begin{aligned} & \text{maximize } c^\top x, \\ & \text{such that } x \geq 0, \text{ and } \sum_{j=1}^n a_{ij}x_j \leq b_i, \text{ for all } i \in S. \end{aligned}$$

It is desired to find the optimal value of $P(\{1, \dots, k\})$ for all $k \in \{1, 2, \dots, m\}$ for which there exists a feasible solution. Starting with $P(\{1\})$, and then proceeding from its solution, use the dual simplex algorithm to solve this problem for the data

$$c^\top = (1, 1, 1, 1), \quad A = \begin{pmatrix} 1 & 2 & 3 & 4 \\ 2 & 1 & 2 & 3 \\ -1 & -1 & -4 & -5 \\ 0 & 1 & 2 & 2 \\ 4 & 2 & 0 & 6 \end{pmatrix}, \quad b = \begin{pmatrix} 5 \\ 11 \\ -6 \\ 1 \\ 20 \end{pmatrix}.$$

Consider the problem, having input data of arbitrary b, c, A and k , as follows:

Does there exist a set S of size k such that $P(S)$ is feasible?

Explain why this problem is likely to be \mathcal{NP} -complete.

2 Mathematics of Operational Research

Suppose we are given a graph $G = (V, E)$, having n vertices and m edges. We are also given a set of edge weights $\{c_e, e \in E\}$, and a number k , all of these being integers in the range 1 to 100. For fixed vertices s and t , let Π be the set of all paths from vertex s to vertex t . A set of edge numbers $\{x_e, e \in E\}$ is said to be feasible if

$$\begin{aligned} \sum_{e \in E} c_e x_e &\leq k, \\ \sum_{e \in p} x_e &\geq 1, \quad \text{for all } p \in \Pi, \\ 0 &\leq x_e \leq 1, \quad \text{for all } e \in E. \end{aligned}$$

It is desired to determine whether or not the feasible set, P , is not empty.

Show that the number of constraints in a general instance of this problem is not bounded by any polynomial function of n and m .

Show that if P is not empty, then it must be contained in a m dimensional sphere of volume no more than $O(200^m)$.

Explain how you could use the ellipsoid algorithm to solve this problem, so that the worst-case running time is bounded by a polynomial in n . You may state without proof facts about the algorithm.

Explain how you will solve the problem of checking (in polynomial time) whether or not the point z_t at the centre of an ellipsoid $E(z_t, D_t)$ satisfies the constraints.

3 Mathematics of Operational Research

Suppose that n facilities are to be placed at n locations, with one facility per location. A feasible solution can be associated with π , a permutation of $I = \{1, \dots, n\}$, which dictates that facility i be assigned to location $\pi(i)$. In the quadratic assignment problem (QAP) the data are matrices $A = (a_{i,j})$ and $B = (b_{i,j})$, and we wish to find

$$\text{OPT} = \min_{\pi} f(\pi),$$

where

$$f(\pi) = \sum_i \sum_{j:j \neq i} a_{i,j} b_{\pi(i),\pi(j)}.$$

Assuming that the travelling salesman problem is \mathcal{NP} -complete, show that QAP is \mathcal{NP} -complete.

Define

$$\ell_{i,k} = \min_{\pi} \sum_{j:j \neq i} a_{i,j} b_{k,\pi(j)}$$

where π is a one-to-one mapping of $I - \{i\}$ to $I - \{k\}$. Let Π_k be the subset of permutations of I in which $\pi(1) = k$. Define

$$g(\Pi_k) = \min_{\pi \in \Pi_k} \sum_i \ell_{i,\pi(i)}.$$

Explain why $g(\Pi_k)$ is a lower bound on $\min_{\pi \in \Pi_k} f(\pi)$.

What algorithm could you use to find $g(\Pi_k)$?

In a QAP with $n = 3$, suppose A , B , and $L = (\ell_{i,j})$ are

$$A = \begin{pmatrix} \cdot & 2 & 7 \\ 2 & \cdot & 4 \\ 7 & 4 & \cdot \end{pmatrix}, \quad B = \begin{pmatrix} \cdot & 5 & 3 \\ 5 & \cdot & 4 \\ 3 & 4 & \cdot \end{pmatrix}, \quad L = \begin{pmatrix} 31 & 38 & 29 \\ 22 & 26 & 20 \\ 41 & 48 & 37 \end{pmatrix}.$$

Use a branch and bound algorithm to find OPT. You should initially partition the solution space into three sets, Π_1 , Π_2 and Π_3 .

4 Mathematics of Operational Research

(a) Describe three heuristic methods for finding good solutions to \mathcal{NP} -hard problems. Say how these might be applied to the following problem.

‘Winner Determination Problem’ (WDP): A set of bidders, $M = \{1, \dots, m\}$, is bidding for a set of items, $N = \{1, \dots, n\}$. For each subset $S \subseteq N$, bidder i makes a nonnegative bid, say $v_i(S)$. Having received all bids, the auctioneer wishes to partition the items into disjoint subsets, S_1, \dots, S_m , which he can assign to bidders $1, \dots, m$ respectively, to obtain

$$\text{Opt}(v) = \max_{S_1, \dots, S_m} \sum_{i \in M} v_i(S_i).$$

(b) Now suppose that all v_i are increasing and submodular. This means that for all j, S and T with $j \notin S$ and $S \subseteq T \subseteq N$,

$$0 \leq v_i(T + \{j\}) - v_i(T) \leq v_i(S + \{j\}) - v_i(S).$$

The following heuristic algorithm is proposed for WDP.

0. Set $S_i = \emptyset$ for all $i \in M$, and $S_0 = N$.
1. Find $i \in M$ and $j \in S_0$ such that $v_i(S_i + \{j\}) - v_i(S_i)$ is maximal. Let $S_i := S_i + \{j\}$ and $S_0 := S_0 - \{j\}$.
2. Repeat step 1 until $S_0 = \emptyset$.
3. Return the solution S_1, \dots, S_m , and $A(v) = \sum_i v_i(S_i)$.

Use induction on n to prove that this is a polynomial time approximation algorithm such that $A(v) \geq \frac{1}{2} \text{Opt}(v)$.

Hint. Without loss of generality, suppose that the algorithm begins by allocating item n to player m . Consider a new problem in which items $\{1, \dots, n-1\}$ are to be allocated, with bids

$$\begin{aligned} v'_i(S) &= v_i(S), \quad i \in \{1, \dots, m-1\} \\ v'_m(S) &= v_m(S + \{n\}) - v_m(\{n\}) \end{aligned}$$

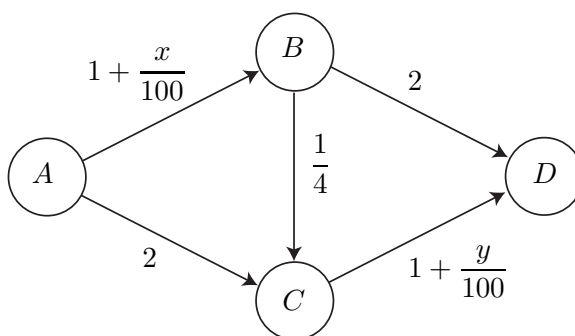
You may assume that v_i submodular implies v'_i submodular. Start by showing that $A(v) = v_n(\{m\}) + A(v')$. Then, by considering an allocation that achieves $\text{Opt}(v)$ and modifying it by reallocating item n to bidder m (if it is not already so allocated), show that $\text{Opt}(v') \geq \text{Opt}(v) - 2v_m(\{n\})$.

5 Mathematics of Operational Research

Explain what is meant by a Nash equilibrium in a n person non-zero sum game.

State conditions under which a Nash equilibrium is guaranteed to exist.

In the road network below each of n players wishes to choose a route from A to D . Each player experiences a delay that is the sum of the delays on the links of his route. There is a delay of $1 + x/100$ on link AB when x players use that link, and a delay of $1 + y/100$ on link CD when y players use that link. The delays on links AC , BD and BC are 2, 2, and $1/4$.



Give, in its simplest form, a set of necessary and sufficient conditions for there to be a Nash equilibrium in which n_1 , n_2 and n_3 players travel on routes ABD , ACD and $ABCD$ respectively. Hence show that when $n = 100$ there is an equilibrium at $n_1 = n_2 = 25$, $n_3 = 50$.

Is this the only equilibrium in pure strategies?

Show that it would be possible for the players to follow routes that make them all better off, but that this is not a Nash equilibrium.

Find a symmetric equilibrium, i.e., one in which all players use the same strategy.

6 Mathematics of Operational Research

Explain what is meant by the characteristic function, v , of a coalitional game with a set of players $N = \{1, \dots, n\}$.

Describe the Shapley value and say what makes it an attractive solution concept.

A game is said to be convex if its characteristic function satisfies

$$v(S + \{i\}) - v(S) \leq v(T + \{i\}) - v(T), \quad \text{for all } S \subset T \subseteq N \text{ and } i \notin T.$$

Suppose (v, N) is convex and let $\phi(v, N) = (\phi_1(v, N), \dots, \phi_n(v, N))$ be the vector of its Shapley values. Consider the game (v, T) where $T \subset N$. This is the game in which only players in subset T participate. Show that $\phi_i(v, N) \geq \phi_i(v, T)$ for all i .

Hence show that $\phi(v, N)$ lies in the core of the game (v, N) .

A firm consists of an entrepreneur and his workers. The firm cannot operate without the entrepreneur. For any nonnegative integer k , the entrepreneur and k workers can produce profit $p(k)$ that can be shared amongst them. Assuming the firm has n workers, use the Shapley value to calculate an expression for the 'fair' wage of a worker.

What is this fair wage when $p(k) = \alpha k$?

Prove that if $p(k)$ is a convex nondecreasing function of k then the Shapley value lies within the core of this game.

END OF PAPER