# What is Operations Research?

- Morse and Kimball, 1946:
  - "Operations research has come to describe the scientific, quantitative study of the operations of war"
  - "Operations research ... is the application of the scientific technique to the study of combinations of men and equipment in warfare"
  - "Operations research is a scientific method of providing executive departments with a quantitative basis for decisions regarding operations under their control"
- The latter is the accepted definition today
- Common threads
  - Use of the scientific method
  - People in combination with equipment
  - Decision to be made

### **A WW II Example - Submarine Contact Data**

• Original data:

_	Distance from Shore			
	0-60	60-120	120-180	180-240
Contacts	21	11	5	2

- Result: panic
- The story, after some analysis:

	Distance from Shore			
	0-60 60-120 120-180 18			
Contacts	21	11	5	2
Flying Hours	15000	3700	600	170
<b>Contacts/Hour</b>	0.001	0.003	0.008	0.012

# **The Scientific Method**

- The classic scientific method (from Dr. Jose Wudka, a physicist from UC Riverside)
  - 1. Observe some aspect of the universe
  - 2. Invent a tentative description, called a hypothesis, that is consistent with what you have observed
  - 3. Use the hypothesis to make predictions
  - 4. Test those predictions by experiments or further observations and modify the hypothesis in the light of your results
  - 5. Repeat steps 3 and 4 until there are no discrepancies between theory and experiment and/or observation
- Intent is to eliminate bias, be repeatable and reproducible

# **OR Methodology (according to Winston)**

- Winston (sec 1.1) translates this into a methodology:
  - Step 1: formulate (he should say *define*) the problem
  - Step 2: observe the system
  - Step 3: formulate a mathematical model of the problem
  - Step 4: verify the model and use it for prediction
  - Step 5: select a suitable alternative
  - Step 6: present the results and conclusions of the study to the organization
  - Step 7: implement and evaluate recommendations

#### This is idealistic (and unrealistic) when people are involved

# **My Typical OR Project Experience**

- Receive tasking from intermediary
- Fight for audience with decision maker
  - Receive loose description of symptoms
  - Struggle over approval of problem definition (several iterations)
- Search for true expertise and useful information
  - Ferret out false experts and useless or misleading data
  - Build initial model, which always fails
    - If not fired, build and test new model
  - Garner support for emerging results
  - Fight for acceptance from decision makers
  - Work through implementation
    - Do many model rebuilds



# Don't Be Fooled - OR is Powerful

- 2005 Edelman prize winners for OR practice:
  - Supplier Negotiation Process at Motorola
  - Routing Optimization for Waste Management
  - Supply Chain Improvements for Phillips Electronics
  - Aircraft Ownership Operations for Bombadier Flexjet
  - Decision Support System for Hong Kong International Terminals
  - Asset and Order Management for John Deere
  - US/Russia Plutonium Disposition Option Analysis
- All big problems, huge organizations, lots at stake
- OR methods allowed a *scientific basis* for decisions

# **Resources for OR**

- INFORMS Institute for Management Sciences (www.informs.org)
  - Lead professional society for OR in the U.S.
  - Publishes many journals; offers spectacular student rates
  - Washington, D.C. chapter (http://winforms.chapter.informs.org)
- MORS Military Operations Society
  - Requires security clearance
  - INFORMS Military Application Section does not, however
- Journals
  - Recommend Interfaces, OR/MS Today for those starting out
  - Recommend *Military Operations Research* for those doing defense work
  - Many other journals, with differing degrees of difficulty

# Learning About the People Part of OR

- Recommended texts:
  - The Mythical Man-Month (Brooks)
  - Up the Organization (Townsend)
  - The Masks of War (Builder for those associated with DoD)
- INTERFACES online is a great resource
  - http://interfaces.pubs.informs.org/
  - Articles older than 3 years can be downloaded free
  - Recommend anything by R. E. D. (Gene Woolsey), Robert Machol, Andrew Vasonyi
- Also, see Doug Samuelson's ORacle column in OR/MS Today

# My Background

- 1980-2003: Active duty, USAF
- Presently: Senior Analyst, MITRE Corporation
- Degrees
  - BS, USAF Academy
  - MS, Rensselaer Polytechnic Institute
  - Ph.D., Naval Postgraduate School
- Career OR analyst (logistics, airlift, campaign modeling, special ops, weapons requirements, DoD strategy)
- Former board member, Military Operations Research Society
- Publications in various journals; referee for *Interfaces*, *MOR*, *Naval Research Logistics*
- Considerable experience in optimization, with several implemented large-scale models

# **Course Admin**

- Home page: http://www.seor.gmu.edu/syllabi/04F/OR541/OR541.htm
- Office hours: best time is before/after class
- Prefer to handle questions via email
  - "Only when one writes do the gaps appear and the inconsistencies protrude" Frederick Brooks
  - Use OR541GMU@aol.com to send email to me
- Other details on course syllabus
  - Grading
  - Exam dates
  - Fundamental Rules
  - Philosophy

# **Course Structure**

- Concentrates on *deterministic optimization* models
  - Deterministic no random variables
  - Optimization finding the "best" solution among alternatives
- Some common deterministic models not covered
  - Dynamic programming
  - Game theory
  - Scheduling
  - Inventory control
- Will follow Winston, chapters 3-4, 6-10, 12

# **Optimization, Programming**

#### Optimization

- In general, trying to choose the best solution among competing alternatives
- Addresses a common dilemma; competing interests chasing limited resources
- Requires definition of:
  - "fitness" of a particular solution
  - knowledge of how the alternatives consume resources
  - availability of resources
- Why is it called programming?
  - The original motivation: find a way to scientifically construct the Air Force *program* (multi-year budget) in the late 40's
  - Has nothing to do with computer programming

# History (mostly Dantzig, Orchard-Hays)

- 1947-49: Dantzig formulates general linear programming (LP) theory
- 1951: Karush-Kuhn-Tucker conditions begin nonlinear programming
- 1952: commercial applications appear in oil industry
- 1954: first commercial-grade LP code written by William Orchard-Hays
- 1954-56: network flow theory began with Ford-Fulkerson
- 1955: first stochastic programming theory published
- 1958: Gomory develops first integer programming methods
- 1960-62: large-scale optimization begins with Dantzig-Wolfe, Gilmore-Gomory, and Benders' decomposition methods
- 1966: IBM introduces MPS/360, a complete LP package
- 1972: first theory on computational complexity
- 1978: Khachian publishes polynomial-time LP algorithm
- 1984: Karmarkar publishes *working* polynomial-time LP algorithm
- Late 1980's: commercial algebraic modeling languages arrive
- Today: can solve gigantic problems on a \$3000 PC

# So, What is A Linear Program?

- Start with a typical linear algebra problem, **Ax = b** 
  - A is a m (row) X n (column) matrix, b an m-vector (called the right-hand side), x is a vector of variables
  - As simple as:

$$a_{11}x_1 + a_{12}x_{12} = b_1$$
$$a_{21}x_1 + a_{22}x_{12} = b_2$$

- From linear algebra, if **m=n**, then this system has:
  - 1 solution, if? (A is invertible)
  - No solution if? (A is singular and inconsistent)
  - Infinite solutions if? (A is singular and consistent)

### What If n > m?

- We have more variables than equations
- Can form  $\binom{n}{m}$  square matrices from A; many nonsingular
- How do we distinguish the alternatives?
- Answer: form an objective function
  - Notion unknown prior to Dantzig's work
  - Provided way to score solutions
- Dantzig proposed a linear objective
  - Define an **n**-vector, **c**
  - For any solution **x** of **Ax=b**, the "score" of the solution is **cx**, e.g.

$$c_1 x_1 + c_2 x_2$$

### What If the Problem Has Inequalities?

• If **b** represents available resources, we may not require that we use them all, e.g.

$$a_{11}x_1 + a_{12}x_{12} \le b_1$$
$$a_{21}x_1 + a_{22}x_{12} \le b_2$$

- Now what? The linear algebra book doesn't cover this!
- Solution: add *slack* variables to turn them into equalities

$$a_{11}x_1 + a_{12}x_{12} + s_1 = b_1$$
  
$$a_{21}x_1 + a_{22}x_{12} + s_2 = b_2$$
  
$$s_1, s_2 \ge 0$$

Note restriction!

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# The Model and Its Assumptions

• General model in "standard" form:

```
\max z = cx<br/>subject to Ax \le b<br/>x \ge 0
```

Note that z is a convenience

Note that x can bounded above and below; we'll deal with it later

- Assumptions
  - **Proportionality:** contribution to objective and consumption of resources are proportional to value of **x**
  - Additivity: contribution, consumption of  $\boldsymbol{x}_i$  independent of value of  $\boldsymbol{x}_k$
  - Divisibility: x can take on continuous values within its bounds
  - Certainty: A,b, or c are not random
- Is this too restrictive to be useful?

### **Optimization Taxonomy - By Assumptions**

	Proportionality	Additivity	Divisibility	Certainty
Linear Programming	X	X	X	X
Integer Programming	X	X		X
Nonlinear Programming				X
Stochastic Programming (common forms)	X	X	X	

# **Aside: Some Recommended Sources**

- Overall optimization modeling
  - Schrage, Optimization Modeling with LINDO
  - H. P. Williams, Model Building in Mathematical Programming
- Linear, Integer Programming
  - Rardin, Optimization
  - Vanderbei, Linear Programming Foundations and Extensions
  - A very good set of course notes from Dr. John Chinneck: http://www.sce.carleton.ca/faculty/chinneck/po.html
- Networks
  - Ahuja, Magnanti, Orlin, Network Flows
- Nonlinear Optimization
  - Bazarra, Sherali, Shetty, Nonlinear Programming Theory and Algorithms

# **Graphical Solution of LP's**

- Note: this is a teaching aid, not a serious technique
  - Limited to 2 (or maybe 3) variables
  - Idea is to use graphs to reinforce concepts
  - Will blast through this rapidly
- Infamous Hillier and Lieberman Wyndor Glass problem
  - In their OR book since 1967
  - Has survived unchanged through 5 subsequent editions
  - Will presumably be taught to your grandchildren as well

# Wyndor Glass Info

- Company has 3 plants
  - Plant 1: aluminum frames and hardware (4 units capacity avail)
  - Plant 2: wood frames (12 units capacity avail)
  - Plant 3: glass, overall assembly (18 units capacity avail)
- They can make 2 new products (and sell all production)
  - 1: 8-ft glass door, aluminum framing (\$3 profit/unit)
  - 2: 4x6 double-hung wood window (\$5 profit/unit)
- Capacity required per unit by product at each plant

	Plant		
Product	1	2	3
1	1	0	3
2	0	2	2

# **Problem Formulation**

- In words:
  - Maximize total profit
  - By choice of production amounts for the two new products
  - Subject to constraints on manufacturing capacity
- The Math:
  - define  $x_i$  as production of product *i*; then the problem is:

max  $Z = 3x_1 + 5x_2$ 

subject to :

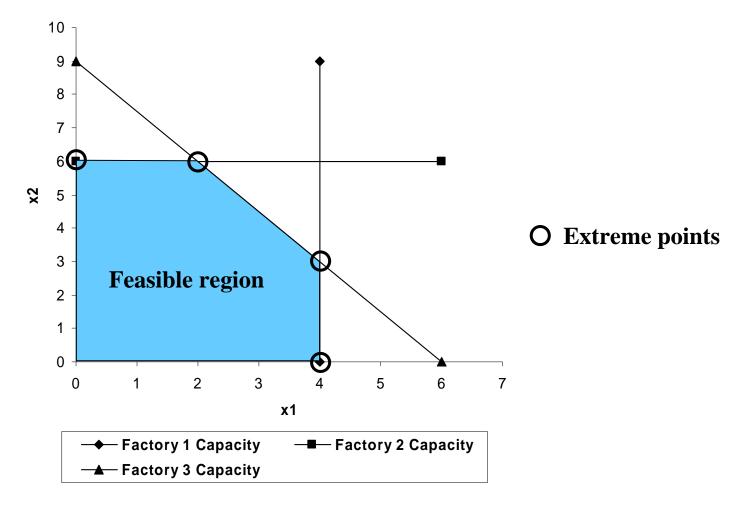
 $x_1 \le 4$  (plant 1 capacity)

 $2x_2 \le 12$  (plant 2 capacity)

 $3x_1 + 2x_2 \le 18$  (plant 3 capacity)

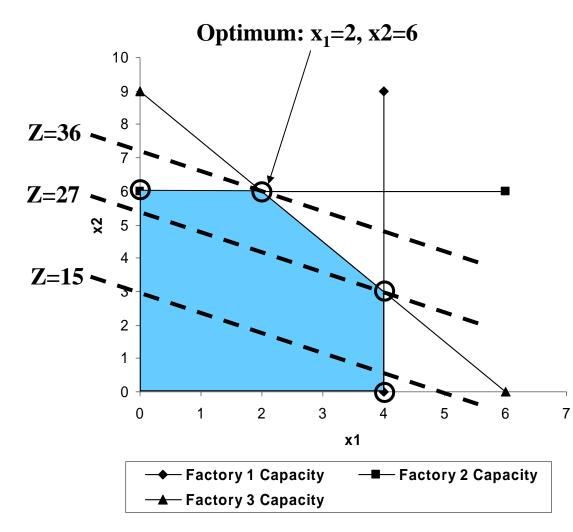
 $x_1, x_2 \ge 0$  (no negative production)

### Graphing the Constraints; Terminology



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### **Objective Function Contours**



#### Method:

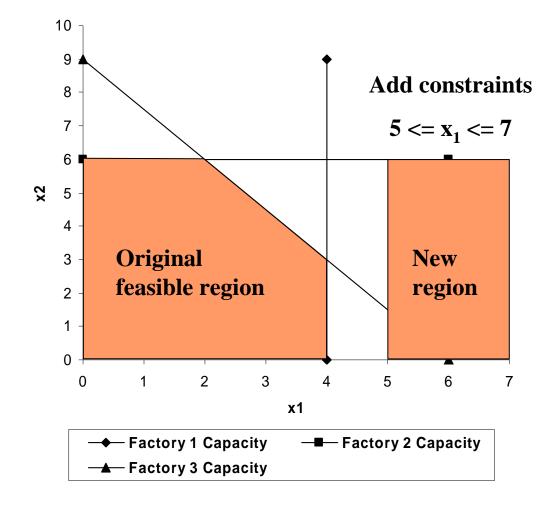
- **1.** Set  $Z = 3x_1 + 5x_2$  to some value
- 2. Plot contour
- 3. Find parallel contour that intersects feasible region and maximizes Z (greatest orthogonal distance from the point (0,0)



## **Some Questions**

- What if the answer wasn't integral? (IP part of the course)
- Is the feasible region always a convex set?
  - Euclidean space E<sup>n</sup>: set of all n-dimensional vectors of real #'s
  - Convex set S in Euclidean space E<sup>n</sup>: any line segment joining two points in the set is also in the set, i.e., if x<sub>1</sub> and x<sub>2</sub> are in S, then ax<sub>1</sub>+(1-a)x<sub>2</sub> is also in S, for 0<= a <= 1</li>
  - Each constraint forms a *half-space*; intersection of a finite set of half-spaces is a *polyhedron*, which is a convex set
- Does the optimum always occur at an extreme point?
  - Extreme point of convex set S: a point which cannot be written as a strict convex combination of any 2 points in S, i.e.,
    x <> ax<sub>1</sub>+(1-a)x<sub>2</sub>, for any x<sub>1</sub>, x<sub>2</sub>, and 0<a<1</li>
  - Suppose a point **x** isn't an extreme point, but is optimum. What happens?

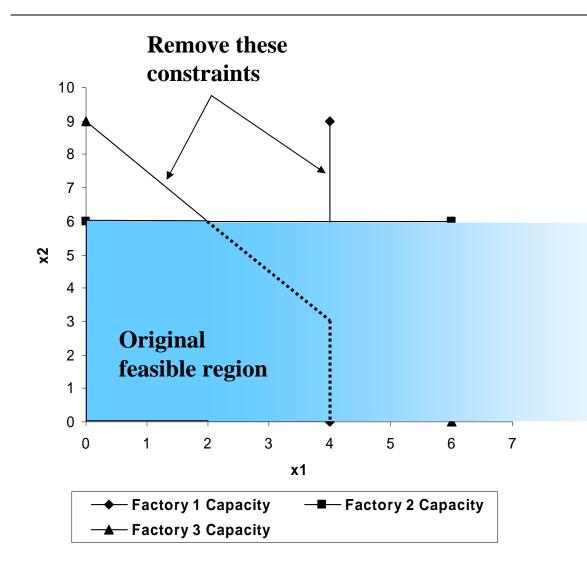
#### **Special Case #1 - Infeasible Problem**



- No point satisfies constraints; problem's DOA
- NOTE: discovering which constraints are irreconcilable can be *very* difficult in large problems

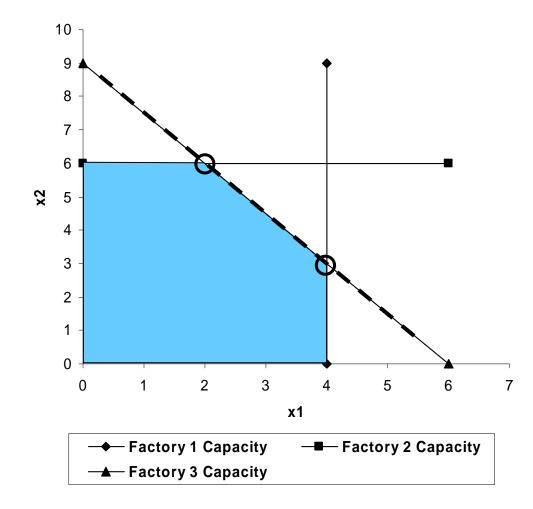
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#### **Special Case #2 - Unbounded Solution**



- Variable x1 unconstrained; objective can increase without bound
- Normally sign of a screwup; nothing's unbounded in reality
- When modeling, you should put simple bounds on *all* variables

#### **Special Case #3: Infinite Number of Solutions**



- Common in large LPs
- Objective function is parallel to a binding constraint
- Note that the optimum still occurs at extreme points (but also on the line segment connecting them)
- Generally leads to more analysis to try to break ties

### **One More Special Case ...**

- Frequently, a variable will appear in the solution with a value of 0 (or be at its upper or lower bound)
- This is a condition known as *degeneracy*
- Hard to show in two dimensions; we'll cover it later