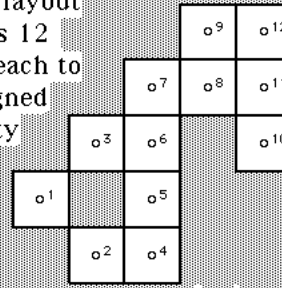


# Quadratic Assignment Problem: a Simulated Annealing Algorithm

This Hypercard stack was prepared by:  
Dennis Bricker,  
Dept. of Industrial Engineering,  
University of Iowa,  
Iowa City, Iowa 52242  
e-mail: dbricker@icaen.uiowa.edu



Example:  
A floor layout  
contains 12  
rooms, each to  
be assigned  
a facility



Define a binary decision variable for each combination of facility and location:

$$X_{ia} = \begin{cases} 1 & \text{if facility } i \text{ is located at "a"} \\ 0 & \text{otherwise} \end{cases}$$

Then  $\sum_{i=1}^n X_{ia} = 1$  for each location  $a=1, \dots, n$   
*(each location is to be assigned exactly one facility)*

and  $\sum_{a=1}^n X_{ia} = 1$  for each facility  $i=1, \dots, n$   
*(each facility is to be assigned to a location)*

Distance Matrix

		to											
		1	2	3	4	5	6	7	8	9	10	11	12
f r o o m	1	0	2	2	3	2	3	4	5	6	5	6	7
	2	2	0	2	1	2	3	4	5	6	5	6	7
	3	2	2	0	3	2	1	2	3	4	3	4	5
	4	3	1	3	0	1	2	3	4	5	4	5	6
	5	2	2	2	1	0	1	2	3	4	3	4	5
	6	3	3	1	2	1	0	1	2	3	2	3	4
	7	4	4	2	3	2	1	0	1	2	3	2	3
	8	5 <td>5<td>3<td>4<td>3<td>2<td>1<td>0<td>1<td>2<td>1<td>2</td> </td></td></td></td></td></td></td></td></td></td>	5 <td>3<td>4<td>3<td>2<td>1<td>0<td>1<td>2<td>1<td>2</td> </td></td></td></td></td></td></td></td></td>	3 <td>4<td>3<td>2<td>1<td>0<td>1<td>2<td>1<td>2</td> </td></td></td></td></td></td></td></td>	4 <td>3<td>2<td>1<td>0<td>1<td>2<td>1<td>2</td> </td></td></td></td></td></td></td>	3 <td>2<td>1<td>0<td>1<td>2<td>1<td>2</td> </td></td></td></td></td></td>	2 <td>1<td>0<td>1<td>2<td>1<td>2</td> </td></td></td></td></td>	1 <td>0<td>1<td>2<td>1<td>2</td> </td></td></td></td>	0 <td>1<td>2<td>1<td>2</td> </td></td></td>	1 <td>2<td>1<td>2</td> </td></td>	2 <td>1<td>2</td> </td>	1 <td>2</td>	2
	9	6 <td>6<td>4<td>5<td>4<td>3<td>2<td>1<td>0<td>3<td>2<td>1</td> </td></td></td></td></td></td></td></td></td></td>	6 <td>4<td>5<td>4<td>3<td>2<td>1<td>0<td>3<td>2<td>1</td> </td></td></td></td></td></td></td></td></td>	4 <td>5<td>4<td>3<td>2<td>1<td>0<td>3<td>2<td>1</td> </td></td></td></td></td></td></td></td>	5 <td>4<td>3<td>2<td>1<td>0<td>3<td>2<td>1</td> </td></td></td></td></td></td></td>	4 <td>3<td>2<td>1<td>0<td>3<td>2<td>1</td> </td></td></td></td></td></td>	3 <td>2<td>1<td>0<td>3<td>2<td>1</td> </td></td></td></td></td>	2 <td>1<td>0<td>3<td>2<td>1</td> </td></td></td></td>	1 <td>0<td>3<td>2<td>1</td> </td></td></td>	0 <td>3<td>2<td>1</td> </td></td>	3 <td>2<td>1</td> </td>	2 <td>1</td>	1
	10	5 <td>5<td>3<td>4<td>3<td>2<td>3</td><td>2</td><td>3</td><td>0</td><td>1</td><td>2</td> </td></td></td></td></td>	5 <td>3<td>4<td>3<td>2<td>3</td><td>2</td><td>3</td><td>0</td><td>1</td><td>2</td> </td></td></td></td>	3 <td>4<td>3<td>2<td>3</td><td>2</td><td>3</td><td>0</td><td>1</td><td>2</td> </td></td></td>	4 <td>3<td>2<td>3</td><td>2</td><td>3</td><td>0</td><td>1</td><td>2</td> </td></td>	3 <td>2<td>3</td><td>2</td><td>3</td><td>0</td><td>1</td><td>2</td> </td>	2 <td>3</td> <td>2</td> <td>3</td> <td>0</td> <td>1</td> <td>2</td>	3	2	3	0	1	2
	11	6 <td>6<td>4<td>5<td>4<td>3<td>2</td><td>1</td><td>2</td><td>1</td><td>0</td><td>1</td> </td></td></td></td></td>	6 <td>4<td>5<td>4<td>3<td>2</td><td>1</td><td>2</td><td>1</td><td>0</td><td>1</td> </td></td></td></td>	4 <td>5<td>4<td>3<td>2</td><td>1</td><td>2</td><td>1</td><td>0</td><td>1</td> </td></td></td>	5 <td>4<td>3<td>2</td><td>1</td><td>2</td><td>1</td><td>0</td><td>1</td> </td></td>	4 <td>3<td>2</td><td>1</td><td>2</td><td>1</td><td>0</td><td>1</td> </td>	3 <td>2</td> <td>1</td> <td>2</td> <td>1</td> <td>0</td> <td>1</td>	2	1	2	1	0	1
	12	7 <td>7<td>5<td>6<td>5<td>4<td>3<td>2</td><td>1</td><td>2</td><td>1</td><td>0</td> </td></td></td></td></td></td>	7 <td>5<td>6<td>5<td>4<td>3<td>2</td><td>1</td><td>2</td><td>1</td><td>0</td> </td></td></td></td></td>	5 <td>6<td>5<td>4<td>3<td>2</td><td>1</td><td>2</td><td>1</td><td>0</td> </td></td></td></td>	6 <td>5<td>4<td>3<td>2</td><td>1</td><td>2</td><td>1</td><td>0</td> </td></td></td>	5 <td>4<td>3<td>2</td><td>1</td><td>2</td><td>1</td><td>0</td> </td></td>	4 <td>3<td>2</td><td>1</td><td>2</td><td>1</td><td>0</td> </td>	3 <td>2</td> <td>1</td> <td>2</td> <td>1</td> <td>0</td>	2	1	2	1	0

*(These are the "rectangular" distances between centers of the areas)*

Interfacility Flow Matrix

		to											
		A	B	C	D	E	F	G	H	I	J	K	L
f r o o m	A	0											
	B	3	0										
	C			0									
	D				0								
	E					0							
	F						0						
	G							0					
	H								0				
	I									0			
	J										0		
	K											0	
	L												0

Density = 25.76%

If facility  $i$  is located at location "a", and facility  $j$  at "b", then the cost of the flow between this pair of facilities is assumed to be:

$$F_{ij} D_{ab}$$

Minimize

The optimization problem is to

$$\text{Minimize } \sum_{i=1}^n \sum_{j=1}^n \sum_{a=1}^n \sum_{b=1}^n F_{ij} D_{ab} X_{ia} X_{jb}$$

subject to

$$\sum_{i=1}^n X_{ia} = 1 \quad \text{for each location } a=1, \dots, n$$

*(each location is to be assigned exactly one facility)*

$$\sum_{a=1}^n X_{ia} = 1 \quad \text{for each facility } i=1, \dots, n$$

*(each facility is to be assigned to a location)*

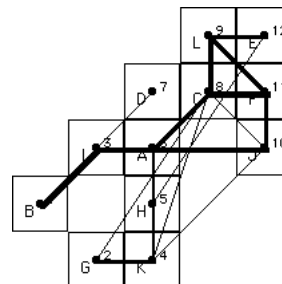
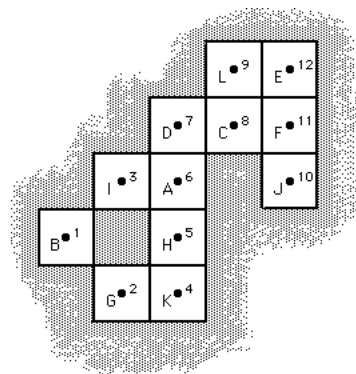
$$X_{ia} \in \{ 1, 0 \} \quad \text{for each } i=1, \dots, n \text{ \& } a=1, \dots, n$$

*Note that the cost function is not linear, but QUADRATIC!*

A heuristic solution:

Facility	Location
A	6
B	1
C	8
D	7
E	12
F	11
G	2
H	5
I	3
J	10
K	4
L	9

Cost: 160 sum of weighted distances



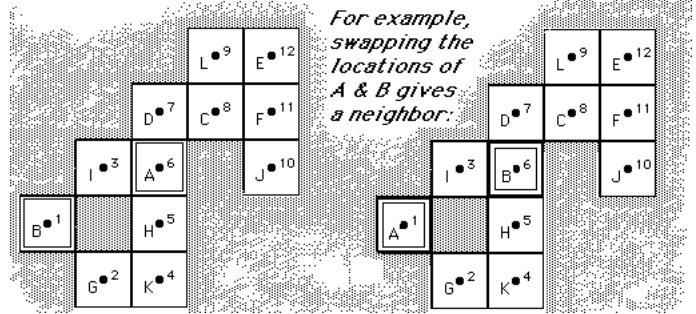
Material Flows

*The thickness of the line indicates the magnitude of the flow*

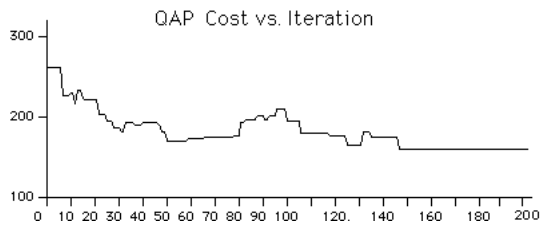
**"Simulated Annealing"**

- a heuristic search approach
- a move is made to any neighboring solution with equal or lower cost
- if the neighbor increases the cost by  $\Delta > 0$ , then the move is accepted with probability  $P\{\text{accept } \Delta\} = e^{-\Delta/T}$  where T is the current "temperature" of the system
- the system is "cooled" according to some "cooling schedule"

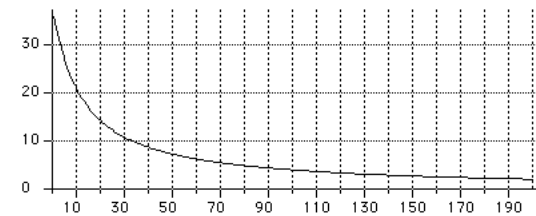
We will consider the neighbors of a solution to be those which result from a "swap" of the locations of 2 facilities



*A typical simulated annealing result:*

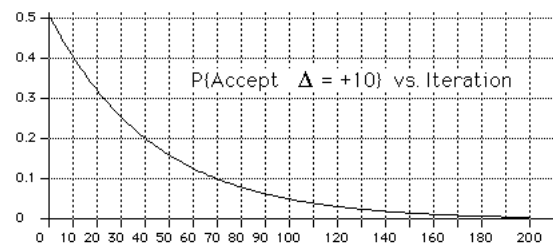


*After each iteration, the temperature is reduced, according to a "cooling schedule"*



$$T_{i+1} = \frac{T_i}{1 + \beta T_i} \quad \text{where } \beta = \frac{(T_0 - T_f)}{M T_0 T_f} \quad \& \quad \begin{cases} T_0 = \text{initial temperature} \\ T_f = \text{final temperature} \\ M = \# \text{ of iterations} \end{cases}$$

*As the system "cools", the probability of accepting an increase (of 10) decreases:*



$$P\{\text{accept } \Delta\} = e^{-\Delta/T}$$

*The first 15 iterations of a simulated annealing:*

Iteration #	Temp	Z	Swap pair	$\Delta$	P{accept}	Accept ?
1	14.42695	262	(1 ↔ 3)	44	0.0474	
2	13.96311	262	(1 ↔ 9)	12	0.4234	
3	13.52816	262	(1 ↔ 11)	0	1.0000	Y
4	13.11949	262	(2 ↔ 9)	18	0.2536	
5	12.73479	262	(3 ↔ 6)	28	0.1109	
6	12.37200	262	(3 ↔ 7)	-34	1.0000	Y ↓
7	12.02932	228	(3 ↔ 10)	12	0.3688	
8	11.70510	228	(3 ↔ 11)	84	0.0008	
9	11.39791	228	(3 ↔ 12)	2	0.8391	Y ↑
10	11.10642	230	(4 ↔ 9)	0	1.0000	Y
11	10.82948	230	(5 ↔ 8)	-12	1.0000	Y ↓
12	10.56600	218	(5 ↔ 12)	16	0.2200	Y ↑
13	10.31505	234	(6 ↔ 10)	20	0.1439	
14	10.07874	234	(6 ↔ 12)	-10	1.0000	Y ↓
15	9.84728	224	(7 ↔ 11)	-2	1.0000	Y ↓

*a swap which results in an increase is accepted!*

QAP

**Author** Connolly, David T.

**Title** An improved annealing scheme for the QAP

**Pub.** European Journal of Operational Research, Volume 46 (1990), pp. 93-100

**Notes**

**Key** Simulated annealing, heuristics

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