

# Continuous Location Problems and DC optimization

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SYM-OP-IS 2009

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-  Ongoing research at our research group,  
<http://www-en.us.es/gioptim>
-  R. Blanquero, E. Carrizosa, P. Hansen: Locating Objects in the Plane Using Global Optimization Techniques. Mathematics of OR. To appear.
-  R. Blanquero, E. Carrizosa: Continuous Location Problems And Big Triangle Small Triangle: Constructing Better Bounds. JOGO. To appear.

-  R. Blanquero, E. Carrizosa: A DC Biobjective Location Model. JOGO 23 (2002).
-  E. Carrizosa: An Optimal Bound for D.C. Programs With Convex Constraints. MMOR 54 (2001).
-  R. Blanquero, E. Carrizosa, E. Conde: Finding Gm-Estimators With Global Optimization Techniques. JOGO 21 (2001).
-  R. Blanquero, E. Carrizosa: On Covering Methods for D.C. Optimization. JOGO 18 (2000).
-  R. Blanquero, E. Carrizosa: Optimization of the Norm of a Vector-Valued DC Function and Applications. JOTA 107 (2000).

# DC functions

Tuy, 1998

*Actually most functions encountered in practice are dc*

$f : \Omega \rightarrow \mathbb{R}$  is said to be dc (difference of convex functions) on the convex set  $\Omega$  if  $f + h$  is convex on  $\Omega \subset \mathbb{R}^n$  for some  $h : \Omega \rightarrow \mathbb{R}$  convex on  $\Omega$ .

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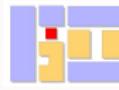


# DC decompositions

## dc decomposition

$$f = g - h$$

If  $f = (f + h) - h$  is a dc decomposition of the dc function  $f$ , then, any convex function  $k$  yields another dc decomposition, namely  $f = (f + h + k) - (h + k)$ .



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## A few references

-  P. Hartman, *On functions representable as a difference of convex functions*, Pacific J. Math. **9** (1959), 707–713.
-  J. B. Hiriart-Urruty, *Generalized Differentiability, Duality, and Optimization for Problems Dealing with Differences of Convex Functions*, Lecture Notes in Economics and Mathematical Systems 256 (J. Ponstein, ed.), Springer Verlag, Berlin, 1986.
-  R. Horst and N. V. Thoai, *DC Programming: Overview*, J. Optim. Theory Appl. **103** (1999), 1–43.

## A few references (II)

-  R. Horst and H. Tuy, *Global Optimization. Deterministic Approaches*, Springer-Verlag, Berlin, 1996.
-  H. Tuy, *D.C. Optimization: Theory, Methods and Algorithms*, Handbook of Global Optimization (R. Horst and P. M. Pardalos, eds.), Kluwer Academic Publishers, Dordrecht, 1995.
-  H. Tuy, *Convex Analysis and Global Optimization*, Kluwer Academic Publishers, Dordrecht, 1998.

# Properties of dc functions

If  $f \in C^2(\mathbb{R}^n)$ , then  $f$  is dc on any compact convex  $\Omega$ .

Why?

Write  $f(x)$  as  $(f(x) + \tau\|x\|^2) - \tau\|x\|^2$  for  $\tau$  big enough.

Suppose  $\Omega$  is closed or open. A locally dc function on  $\Omega$  is also globally dc on  $\Omega$ .

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# Composition

Let  $\Omega_1 \subset \mathbb{R}^n, \Omega_2 \subset \mathbb{R}^m$  convex, with  $\Omega_1$  : open or closed and  $\Omega_2$  : open. If  $F_1 : \Omega_1 \rightarrow \Omega_2$  and  $F_2 : \Omega_2 \rightarrow \mathbb{R}^k$  are componentwise dc, then  $F_2 \circ F_1 : \Omega_1 \rightarrow \mathbb{R}^k$  is componentwise dc.

For  $\Omega_1, \Omega_2$  as above, if  $F_1$  is dc and  $F_2$  is  $C^2$ , then  $F_2 \circ F_1$  is dc. In particular,

- the product of dc functions on a convex closed or open set  $\Omega$  is dc
- if  $f$  is positive and dc on a convex closed or open set  $\Omega$ , then  $1/f$  is also dc.

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# Obtaining dc decompositions

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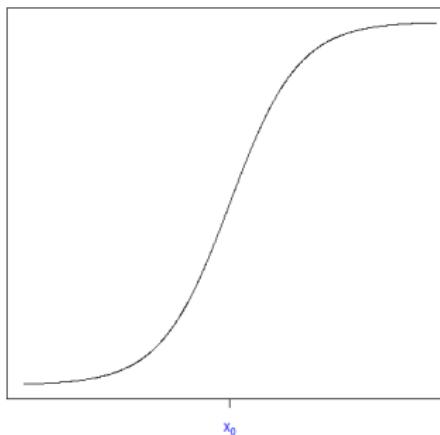
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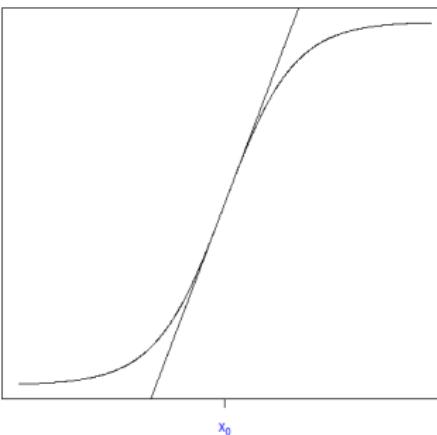
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$f : \mathbb{R} \longrightarrow \mathbb{R}$ , smooth, convex in  $(-\infty, x_0)$ , concave in  $(x_0, +\infty)$



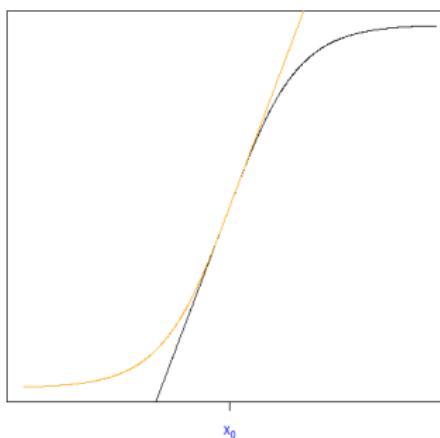
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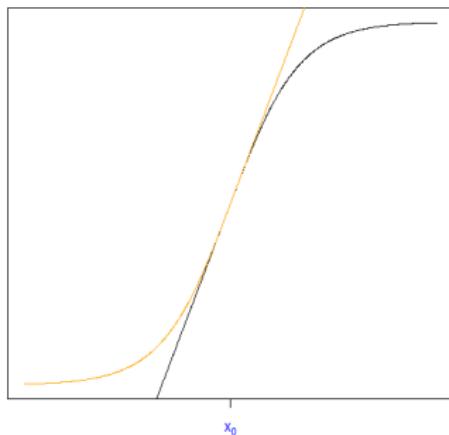
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$$f = g - h$$

$$g(x) = \dots$$

$$\begin{cases} f(x), & \text{if } x \leq x_0 \\ f(x_0) + f'(x_0)(x - x_0), & \text{if } x > x_0 \end{cases}$$

$$h(x) = g(x) - f(x) = \dots$$

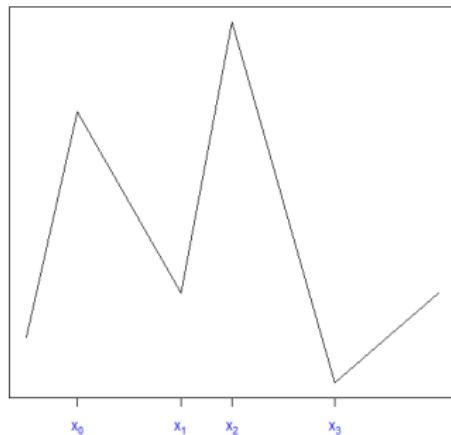
$$\begin{cases} 0, & \text{if } x \leq x_0 \\ f(x_0) + f'(x_0)(x - x_0) - f(x), & \text{if } x > x_0 \end{cases}$$

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 $f : \mathbb{R} \longrightarrow \mathbb{R}$ , piecewise linear and continuous

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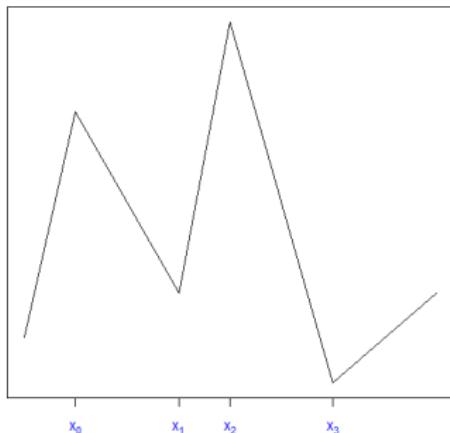
$$\begin{cases} m_0x + n_0, & \text{if } x \leq x_0 \\ m_1x + n_1, & \text{if } x_0 \leq x \leq x_1 \\ \vdots & \vdots \\ m_r x + n_r, & \text{if } x_{r-1} \leq x_r \\ m_{r+1}x + n_{r+1}, & \text{if } x_r \leq x \end{cases}$$



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 $f : \mathbb{R} \longrightarrow \mathbb{R}$ , piecewise linear and continuous $g(x) = \dots$ 

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$$\begin{aligned} a_i &\leq a_{i+1} \\ a_i - m_i &\leq a_{i+1} - m_{i+1} \\ a_ix_i + b_i &= a_{i+1}x_i + b_{i+1} \end{aligned}$$

$a_0 = 0$

$a_i = a_{i-1} + \max\{0, m_i - m_{i-1}\}$

$b_0 = 0$

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For  $f \in \mathcal{C}^2(\Omega)$  and compact  $\Omega$ ,

We are done!!!

Take:

$\lambda^*(x) : \text{lowest eigenvalue of } H_f(x), \text{ the Hessian of } f \text{ at } x$

$$\tau \geq \max\{0, -\frac{1}{2} \min_{x \in \Omega} \lambda^*(x)\}$$

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# Properties of dc functions

## Some algebra

$$\left. \begin{array}{rcl} f_1 & = & g_1 - h_1 \\ f_2 & = & g_2 - h_2 \end{array} \right\} \Rightarrow$$

- $-f_1 = h_1 - g_1$
- $(f_1 + f_2) = (g_1 + g_2) - (h_1 + h_2)$
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# Composition

Let  $\Omega$  be compact, let  $f : \Omega \rightarrow [0, a]$  be dc on  $\Omega$ , with dc decomposition  $f = g - h$ . If  $q : [0, a] \rightarrow \mathbb{R}$  is convex nondecreasing with  $q'_-(a) < \infty$ , then  $q \circ f$  is dc with dc decomposition

$$q(f(x)) = (q(f(x)) + Kh(x)) - Kh(x)$$

for any  $K \geq q'_-(a)$ .

## Why?

- Define  $\bar{q}(s, t) := q(s - t) + Kt$ .  $\bar{q}$ : convex and componentwise nondecreasing.
- $g \circ f = \bar{q}(g, h) + Kh - Kh$



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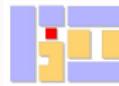


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Let  $\Omega$  be a compact convex set.  $f : \Omega \rightarrow \mathbb{R}_+$  be dc on  $\Omega$ , with dc decomposition  $f = g - h$ . If  $q : \mathbb{R}_+ \rightarrow \mathbb{R}$  is convex nonincreasing with  $q'_+(0) > -\infty$ , then  $q \circ f$  is dc with dc decomposition

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for any  $K \geq q'_+(0)$ .



# Composition

Let  $\Omega$  be a compact convex set.  $f : \Omega \rightarrow \mathbb{R}_+$  be dc on  $\Omega$ , with dc decomposition  $f = g - h$ . If  $q : \mathbb{R}_+ \rightarrow \mathbb{R}$  is **concave nondecreasing** with  $q'_+(0) < \infty$ , then  $q \circ f$  is dc with dc decomposition

$$q(f(x)) = K(g(x) + h(x)) - (K(g(x) + h(x)) - q(f(x)))$$

for any  $K \geq q'_+(0)$ .

# Norm of a dc function

Let  $f : \Omega \subset \mathbb{R}^n \rightarrow \mathbb{R}^k$  be componentwise dc:

$(f_1, \dots, f_k) = (g_1, \dots, g_k) - (h_1, \dots, h_k)$ . Let  $\|\cdot\|$  be a norm in  $\mathbb{R}^k$ . Then,

$$\|(f_1, \dots, f_k)\| = \|(g_1, \dots, g_k) - (h_1, \dots, h_k)\| + \sum_{i=1}^k \|e_i\|(g_i + h_i) - \sum_{i=1}^k \|e_i\|(g_i + h_i)$$

Why?

$$\begin{aligned}\|(f_1, \dots, f_k)\| &= \max_{\|u\|^{\circ} \leq 1} \sum_{i=1}^k u_i (g_i - h_i) \\ &= \max_{\|u\|^{\circ} \leq 1} \sum_{i=1}^k ((u_i + M_i)g_i + (M_i - u_i)h_i) - \sum_{i=1}^k M_i(g_i + h_i)\end{aligned}$$

$$\|f\| = \max_{\|u\|^{\circ} \leq 1} \sum_{i=1}^k ((u_i + M_i)g_i + (M_i - u_i)h_i) - \sum_{i=1}^k M_i(g_i + h_i)$$



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Then,  $\|f\|$  is dc on  $\Omega$ , with dc decomposition

$$\|(f_1, \dots, f_k)\| = \|(f_1, \dots, f_k)\| + \sum_{i=1}^k \|e_i\| h_i - \sum_{i=1}^k \|e_i\| h_i$$



# Ordered functions

- Let  $s_{(r)}$  : the  $r$ -th smallest value in  $s_1, \dots, s_k$ .
- Let  $\|(s_1, \dots, s_k)\|_r = \sum_{i=r}^k |s_{(i)}| \cdot \| \cdot \|_r$  : norm, monotonic in  $\mathbb{R}_+^k$
- For  $f : \Omega \subset \mathbb{R}^n \rightarrow \mathbb{R}_+^k$  componentwise dc:  
 $(f_1, \dots, f_k) = (g_1, \dots, g_k) - (h_1, \dots, h_k)$ ,

$$\|f\|_{(r)} = \|f\|_{(r)} + \sum_{i=1}^k h_i - \sum_{i=1}^k h_i, \|f\|_{(r+1)} = \|f\|_{(r+1)} + \sum_{i=1}^k h_i - \sum_{i=1}^k h_i$$

$$f_{(r)} = \|f\|_{(r)} + \sum_{i=1}^k h_i - \left( \|f\|_{(r+1)} + \sum_{i=1}^k h_i \right)$$



## Does this small thing matter?

$$\min_{(x,y) \in \mathbb{R}^2 : 0 \leq x \leq 6, 0 \leq y \leq 4} \left\| \left( \frac{\bar{f}_i - f_i(x)}{\bar{f}_i - \underline{f}_i} \right)_i \right\|$$

$$f_1(x, y) = x + 10 \cos(5\pi y)$$

$$\bar{f}_1 = 16$$

$$\underline{f}_1 = -10$$

$$f_2(x, y) = -x^2 + 6x + y^2$$

$$\bar{f}_2 = 25$$

$$\underline{f}_2 = 0$$

$$f_3(x, y) = 10x + 7y$$

$$\bar{f}_3 = 88$$

$$\underline{f}_3 = 0$$

$$f_4(x, y) = -x^2 + 2x + 4y$$

$$\bar{f}_4 = 17$$

$$\underline{f}_4 = -0$$

$$f_5(x, y) = x^2 + y^2$$

$$\bar{f}_5 = 52$$

$$\underline{f}_5 = 0$$



# Does this small thing matter?

Indeed . . .

| dec | Iterations |      |      | Vertices |       |       | Time (s) |
|-----|------------|------|------|----------|-------|-------|----------|
|     | Min        | Max  | Ave  | Min      | Max   | Ave   |          |
| 1   | 2608       | 8220 | 7568 | 5218     | 16442 | 15139 | 9.500    |
| 2   | 1303       | 2913 | 2809 | 2608     | 5828  | 5621  | 3.078    |



## Distance to a set

Given  $S \subset \mathbb{R}^n$ , define  $d_S(x) = \inf\{\|y - x\| : y \in S\}$

- $d_S^2$  is dc, with dc decomposition  
 $d_S^2(x) = \|x\|^2 - (\|x\|^2 - d_S^2(x))$

Why?

$$\begin{aligned}d_S^2(x) &= \inf\{\|y - x\|^2 : y \in S\} \\&= \|x\|^2 + \inf\{\|y\|^2 - 2x^\top y : y \in S\} \\&= \|x\|^2 - (\|x\|^2 - d_S^2(x))\end{aligned}$$

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## Distance to a set

However,  $d_S$  may not be dc ...

Take  $S = \{1/2^n\}_{n \in \mathbb{N}} \cup \{0\}$ . The right-derivative of  $d_S$  at 0 does not exist, so  $d_S$  cannot be written as the difference of two convex functions

... though it is in some interesting cases

Let  $S \subset \mathbb{R}^k$  be **convex** and  $f : \mathbb{R}^n \mapsto \mathbb{R}^k$  componentwise dc, with  $f_j = g_j - h_j$ ,  $j = 1, \dots, k$ . Then,  $d_S \circ f = \varphi^+ - \varphi^-$  with

$$\varphi^+ = d_S \circ f + \sum_{j=1}^k (g_j + h_j)$$

$$\varphi^- = \sum_{i=1}^k (g_i + h_i).$$



Similar result for  $S$  : complement of convex.

For  $S = \bigcup_{i=1}^r S_i$ , with convex/complement of convex  $S_i$ ,  
 $d_S = \min_{1 \leq i \leq r} d_{S_i} \dots$



<http://www.springer.com/11750>

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All

# Operation Research & Decision Theory

Journals | Textbooks | Series

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TOP

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E. Carrizosa

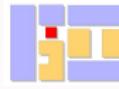
Continuous Location Problems and DC optimization

## Fields of application

- Machine Learning, e.g. Shen et al. J. Amer. Statist. Assoc. (2003).
- Finance, e.g. Konno et al. Comput. Optim. Appl. (2005).
- Statistics, e.g. Blanquero et al. JOGO (2001).
- Computational Chemistry, e.g. An and Tao, SIAM J. Optim. (2003).
- Logistics, e.g. Holmberg and Tuy, Math. Program. (1999).
- Many more fields: An and Tao, Ann. Oper. Res. (2005).

# Applications in Continuous Locational Analysis

Where to locate one or several facilities in the plane to optimize a certain performance measure of the distance users/facilities



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$$\min_{x \in S} \sum_{a \in A} \varphi_a(\|x - a\|),$$

- $\varphi_a$  : dc, with dc decomposition easy to obtain.
- $S$  : polygone in  $\mathbb{R}^2$ .

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- $S$  : polygone in  $\mathbb{R}^2$ .



## Obnoxious facility location

$$\min_x \sum_{a \in A} \frac{\omega_a}{\|x - a\|^2} \quad (\omega_a > 0 \quad \forall a)$$

DC decomposition:  $\varphi_a^1(d) = \omega_a/d^2$        $\varphi_a^2(d) = 0$

## Weber problem with some negative weights

$$\min_x \sum_{a \in A} \omega_a \|x - a\| \quad (\omega_a \in \mathbb{R})$$

DC decomposition :

$$\varphi_a^1(d) = \max\{\omega_a, 0\}d \quad \varphi_a^2(d) = \max\{-\omega_a, 0\}d$$

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## Maximal capture

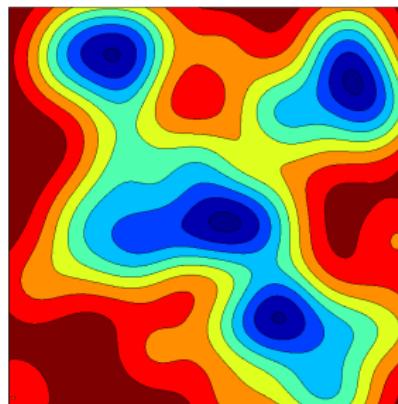
$$\max_x \quad \sum_{a \in A} \omega_a \exp(-\|x - a\|)$$

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## Huff competitive location

$$\max_x \quad \sum_{a \in A} \frac{\omega_a}{1 + h_a \|x - a\|^\lambda} \quad (h_a, \omega_a > 0 \quad \lambda \geq 1)$$

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## DC decomposition

$$\begin{aligned}\varphi_a^1(d) &= \omega_a h_a d^\lambda \\ \varphi_a^2(d) &= \phi_a(d) + \omega_a h_a d^\lambda \\ \phi_a(d) &= \frac{\omega_a}{1 + h_a d^\lambda}\end{aligned}$$

## Huff competitive location

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## Another DC decomposition

$$\varphi_a^1(d) = \begin{cases} \phi_a(\bar{d}) + \phi'_a(\bar{d})(d - \bar{d}) - \phi_a(d) & \text{si } d < \bar{d} \\ 0 & \text{si } d \geq \bar{d} \end{cases}$$

$$\varphi_a^2(d) = \begin{cases} \phi_a(\bar{d}) + \phi'_a(\bar{d})(d - \bar{d}) & \text{si } d < \bar{d} \\ \phi_a(d) & \text{si } d \geq \bar{d} \end{cases}$$

$\bar{d}$  : root of equation  $\phi_a''(d) = 0$ .

# Huff model with uncertainty in the demand

T. Drezner (2009), Bello-Blanquero-Carrizosa (2009)

- A set  $E$  of scenarios; for each scenario  $e \in E$ ,
  - a vector  $(\omega_a^e)_{a \in A}$  of weights is given.
  - ideal market share for the entering firm:
$$z^e = \max_{x \in S} \sum_{a \in A} \omega_a^e \frac{1}{1 + \beta_a \|a - x\|^\lambda}.$$
- Minimax regret location:

$$\min_{x \in S} \left\| \left( z^e - \sum_{a \in A} \omega_a^e \frac{1}{1 + \beta_a \|a - x\|^\lambda} \right)_{e \in E} \right\|_*,$$

$\|\cdot\|_*$  : norm

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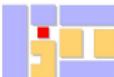
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$$\min_{x \in S} \left\| \left( z^e - \sum_{a \in A} \omega_a^e \frac{1}{1 + \beta_a \|a - x\|^\lambda} \right)_{e \in E} \right\|_*$$

If  $\|\cdot\|_*$  : monotonic in the positive orthant, then the function  $d := (d_a)_{a \in A} \longmapsto \left\| \left( z^e - \sum_{a \in A} \omega_a^e \frac{1}{1 + \beta_a d_a^\lambda} \right)_{e \in E} \right\|_*$  : difference of two convex componentwise nonincreasing functions.



# Robust Huff location model

Robustness measure: Carrizosa-Nickel, 2003

- We are given a Huff model with
  - a nominal value  $\hat{\omega}$  for the weight vector
  - a threshold value  $\tau$
- The **robustness**  $\rho(x)$  of solution  $x$  is measured as the maximal possible deviation in the weight vector w.r.t. its nominal value  $\hat{\omega}$  so that the total market capture remains above the threshold  $\tau$ .
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## Robust Huff location model

$$\rho(x) = \max \left\{ 0, \frac{\sum_{a \in A} \frac{\widehat{\omega}_a}{1 + \beta_a \|x - a\|^\lambda} - \tau}{\|(\|x - a\|_{a \in A})\|_*} \right\}$$

Particular case:  $\|u\|_* = \sqrt{u^\top \Sigma u}$

$\max_x \rho(x)$

$$\max_x P \left( \sum_{a \in A} \frac{\omega_a}{1 + \beta_a \|x - a\|^\lambda} \geq \tau \right)$$

$(a \sim N(\theta, \Sigma))$

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## Stochastic weighted minimax

$$\max_x \quad \sum_{a \in A} \ln(\|x - a\|) - \ln(T_a - \alpha_a \|x - a\|)$$

DC decomposition  $\varphi_a^1(d) = -\ln(d) \quad \varphi_a^2(d) = -\ln(T_a - \alpha_a d)$

## Inventory-location model

$$\min_x \quad \sum_{a \in A} \alpha_a \|x - a\| + \omega_a \sqrt{R_a \|x - a\|^2 + S_a \|x - a\| + T_a}$$

DC decomposition

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## Gradual covering

$$\min_x \quad \sum_{a \in A} \phi_a(x) := \begin{cases} 0 & \text{if } \|x - a\| \leq l_a \\ \omega_a(\|x - a\| - l_a) & \text{if } l_a < \|x - a\| \leq u_a \\ \omega_a(u_a - l_a) & \text{if } \|x - a\| > u_a \end{cases}$$

## DC decomposition

$$\varphi_a^1(d) = \begin{cases} 0 & \text{if } d < l_a \\ \omega(d - l_a) & \text{if } d \geq l_a \end{cases}$$

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## The acceleration-deceleration distance

$$\min_x \sum_{a \in A} \phi_a(x)$$

donde

$$\phi_a(x) = \begin{cases} 2\sqrt{\|x - a\|d_{0a}} & \text{if } \|x - a\| < d_{0a} \\ \|x - a\| + d_{0a} & \text{if } \|x - a\| \geq d_{0a} \end{cases}$$

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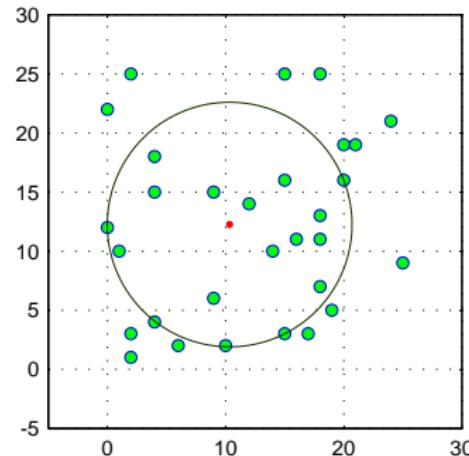
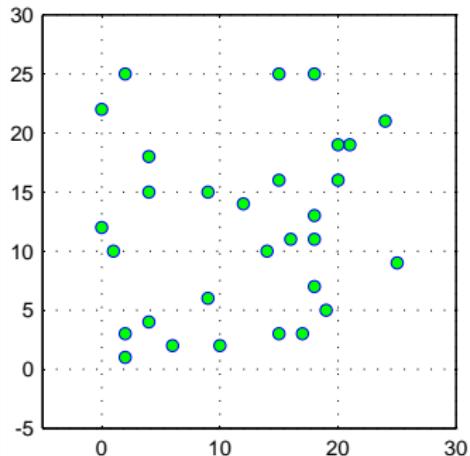
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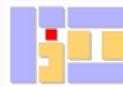
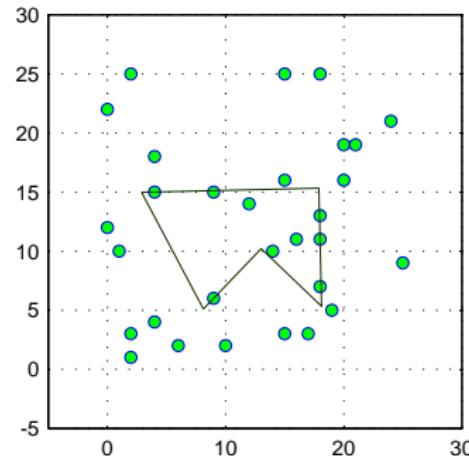
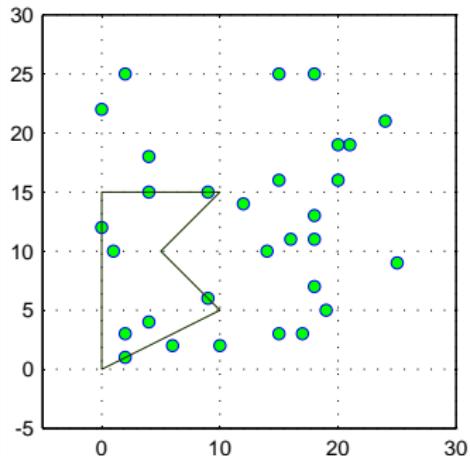
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# Location of structures

- $A$  : set of points
- $S$  : structure, fixed (e.g., a polygone)
- The translation and rotation  $\tau$  of  $S$  is sought so as to minimize a certain function  $f(ds(\tau(a))_{a \in A})$  :

$$\min_{\vartheta, u} f \left( ds \left( u + \begin{pmatrix} \cos \vartheta & -\sin \vartheta \\ \sin \vartheta & \cos \vartheta \end{pmatrix} a \right) \right)_{a \in A}$$





## Biobjective location problems

$$\begin{cases} \min & \sum_{a \in A_+} \omega_a \|x - a\| \\ \max & \min_{1 \leq i \leq r} d_{R_i}(x) \\ & x \in S \end{cases}$$

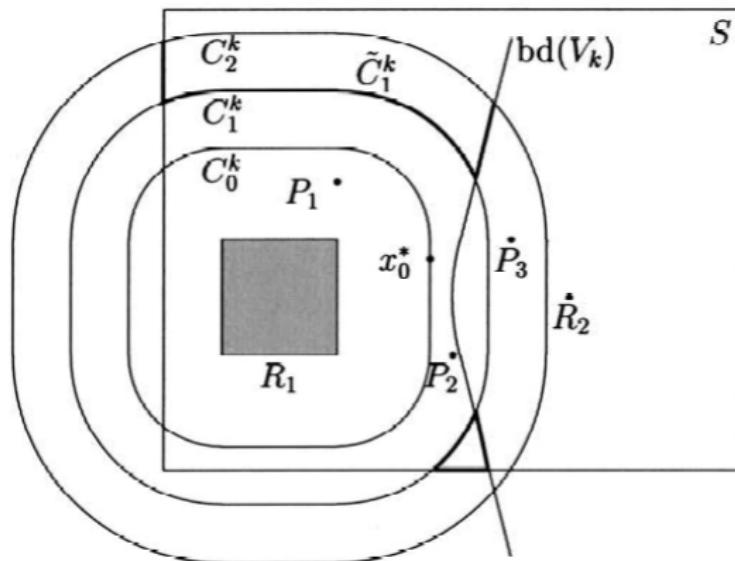
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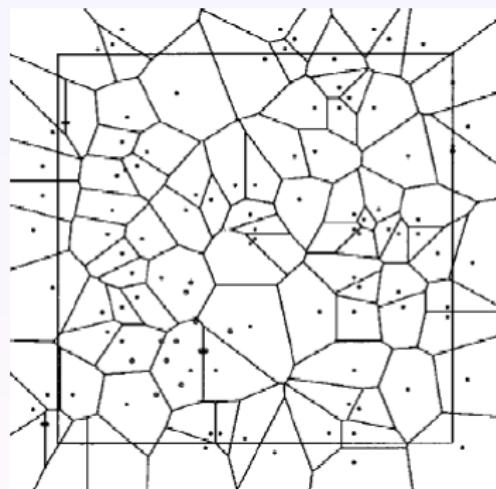
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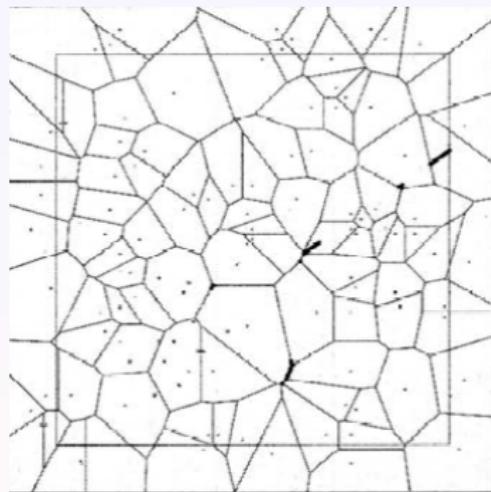
# Biobjective location problems



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# Biobjective location problems



# Algorithms (Hansen-Jaumard-Tuy, 1995)

- Branch and bound
  - Branching:
    - Big Square Small Square (Hansen-Peeters-Richard-Thisse, 1985)
    - Big Triangle Small Triangle (Drezner-Suzuki, 2004)
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    - dc (Drezner, 2007)
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$$\min_{x \in S} f(x)$$

- $f$  : dc, with dc decomposition  $f = g - h$  available
- $S$  : polytope in  $\mathbb{R}^n$

Aim  
to find an  $\varepsilon$ -optimal solution



# Concave minimization

$$\min_{x \in S} f(x)$$

- Suppose  $f$  : concave.
- An optimal solution of  $f$  : at some point in  $\text{ext}(S)$ .
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# Constructing concave lower envelopes

- $f = g - h$
- Take  $x^* \in S \cap \text{rint dom}(g)$ , and take  $p \in \partial g(x^*)$
- By definition of subgradient,  $g(x) \geq g(x^*) + p^\top(x - x^*) \forall x$
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## Degree of freedom: choice of the dc decomposition

- $f = g + k - (h + k)$
- Take  $x^* \in S \cap \text{rint dom}(g) \cap \text{rint dom}(k)$ , and take  $p \in \partial g(x^*)$ ,  $q \in \partial k(x^*)$ ,
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Degree of freedom: choice of the point  $x^*$

$$z^* := \max_{x^* \in S, p \in \partial g(x^*)} \min_{x \in \text{ext}(S)} g(x^*) + p^\top(x - x^*) - h(x)$$

For  $S$ : simplex ...

$$z^* = \min_{x \in S} (g(x) - u^\top x) - \left( \min_{x \in \text{ext}(S)} h(x) - u^\top x \right)$$

$$u : h(x) - u^\top x \text{ constant in } \text{ext}(S)$$

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$$\begin{aligned} z^* &= \min_{x \in S} (g(x) - u^\top x) - \left( \min_{x \in \text{ext}(S)} h(x) - u^\top x \right) \\ u &: h(x) - u^\top x \text{ constant in } \text{ext}(S) \end{aligned}$$

# Covering algorithm

## Basic idea

Build a feasible sequence  $\{x_k\}$  and a sequence of lower envelopes  $\{E^{(k)}\}_k$ , i.e., functions satisfying

$$\begin{array}{lll} E^{(k)} & \leq & f \\ E^{(k)} & \leq & E^{(k+1)} \\ E^{(k)}(x_j) & = & f(x_j) \\ x_{k+1} & \in & \arg \min_{x \in S} E^{(k)}(x) \end{array} \quad \begin{array}{l} \text{for all } k \\ \text{for all } k \\ \text{for all } j = 1, \dots, k, \end{array}$$

# Covering algorithm

## *Initialization*

Take  $x_1 \in S$

Set  $\bar{f} = f(x_1)$ ,  $x_* = x_1$  and construct  $E^{(1)}$

## *Iteration $k = 1, 2, \dots$*

Set  $\underline{f} = \min_{x \in S} E^{(k)}(x)$  and select  $x_{k+1} \in \arg \min_{x \in S} E^{(k)}(x)$ .

If  $\bar{f} - \underline{f} \leq \varepsilon$  then Stop.

Construct  $E^{(k+1)}$  from  $E^{(k)}$ .

Update, if needed,  $\bar{f}$  and  $x_*$

GoTo iteration  $k + 1$ .

# Where's the problem?

$$\min_{x \in S} E^{(k)}(x)$$

$$E^{(k)}(x) = \max_{1 \leq i \leq k} \left( g(x_i) + p_i^\top (x - x_i) - h(x) \right)$$

- Optimizing  $E^{(k)}$ , itself a Global-Optimization (in general non-differentiable) problem
- The methods of Breiman-Cutler (Math Prog, 1993), and Baritompa-Cutler (JOGO, 1994), shown to be particular cases by Blanquero-Carrizosa (JOGO, 2000).



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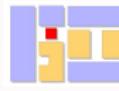
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- At each stage, one cut added. On-line vertex enumeration procedures, e.g. Chen et al., Opns Res Letters (1991).

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# Does the dc decomposition chosen affect?

$$f : [-0.2, 1] \subset \mathbb{R} \longmapsto \mathbb{R}, f(x) = \cos(5\pi x) - x^2$$

- Baritompa-Cutler (1994):

$$\begin{aligned}f_1(x) &= Kx^2 \\f_2(x) &= (Kx^2 - f(x)),\end{aligned}$$

$$K \geq 12.5\pi^2 - 1.$$

- Blanquero-Carrizosa (2000):

$$\begin{aligned}f_1(x) &= f(\hat{x}) + f'(\hat{x})(x - \hat{x}) + \int_{\hat{x}}^x (x - t)[f''(t)]^+ dt \\f_2(x) &= \int_{\hat{x}}^x (x - t)[f''(t)]^- dt\end{aligned}$$



$$f(x) = (f(x) + h(x)) - h(x),$$

$$h(x) = \begin{cases} h_1(x) & x \in [z_1, a_1] \\ h_2(x) & x \in [a_1, b_1] \\ h_3(x) & x \in [b_1, a_2] \\ h_4(x) & x \in [a_2, b_2] \\ h_5(x) & x \in [b_2, a_3] \\ h_6(x) & x \in [a_3, b_3] \\ h_7(x) & x \in [b_3, z_2] \end{cases}$$

$$f(x) = (f(x) + h(x)) - h(x),$$

$$h_1(x) = 1 + 5\pi(x - a_1) \sin(5\pi a_1) - \cos(5\pi a_1) + a_1(2x - a_1)$$

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$$h_5(x) = 1 + h_4(x) - h_2(x) + 5\pi(x - b_2) \sin(5\pi b_2) - \cos(5\pi b_2) + b_2(2x - b_2)$$

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$$z_1 = -0.2$$

$$a_i = \frac{-1}{5\pi} \arccos\left(\frac{-0.08}{\pi^2}\right) + \frac{2}{5}(i-1)$$

$$i = 1, 2, 3$$

$$z_2 = 1$$

$$b_i = \frac{1}{5\pi} \arccos\left(\frac{-0.08}{\pi^2}\right) + \frac{2}{5}(i-1)$$

$$i = 1, 2, 3$$



# Does the dc decomposition chosen affect?

270

R.BLANQUERO AND E.CARRIZOSA

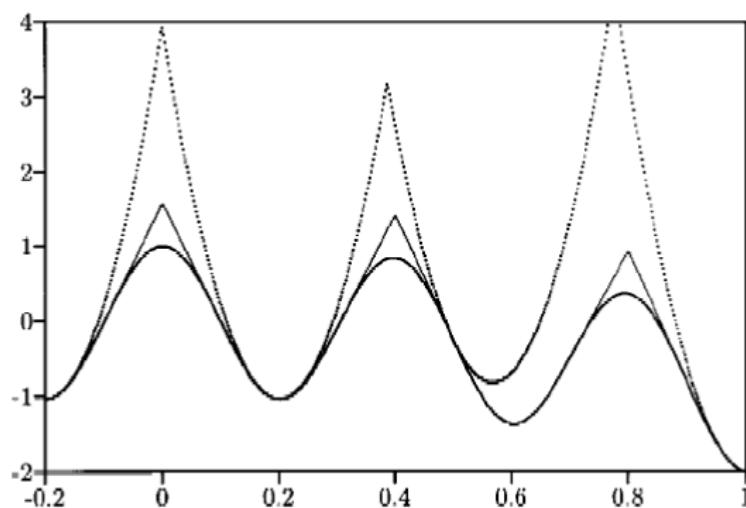


Figure 1. Comparison of envelopes I: Example function (double-wide line), Breiman–Cutler

## Does this stuff work?

234

R.BLANQUERO, E.CARRIZOSA &amp; E.CONDE

Table 3. Computational results for Cauchy likelihood

| Sample | Sample Size | Interval       | Starting Point | Number of iterations |                |             |
|--------|-------------|----------------|----------------|----------------------|----------------|-------------|
|        |             |                |                | Wingo                | Breiman-Cutler | Algorithm I |
| A      | 4           | [3,17]         | 9.5            | 71                   | 16             | 12          |
| B      | 10          | [2,26]         | 13.0           | 107                  | 21             | 12          |
| C      | 25          | [4.1,2745.6]   | 242.5          | 1048                 | 391            | 23          |
| D      | 50          | [952.1,1047.9] | 999.5          | -                    | 20             | 11          |
| E      | 100         | [74.3,4905.2]  | 2332.1         | -                    | 1919           | 63          |

# Branch and bound on a simplex $S$

## *Initialization*

Take  $x_1 \in S$ , Set  $\bar{f} = f(x_1)$ ,  $x_* = x_1$

Construct the list  $\mathcal{L}$  of simplices to be inspected with  
 $\mathcal{L} = \{S\}$

Calculate  $\underline{f}(S)$ , lower bound of  $f$  on  $S$ .

## *Iteration $k = 1, 2, \dots$*

Erase from  $\mathcal{L}$  all simplices  $S^*$  with  $\underline{f}(S^*) \geq \bar{f} - \varepsilon$ .

Extract from  $\mathcal{L}$  the simplex  $S^*$  with smallest  $\underline{f}(S^*)$ .

Inspect  $f$  at some  $x \in S^*$  and update, if needed,  $\bar{f}$ .

Split  $S^*$ , and add to  $\mathcal{L}$  all resulting simplices and their lower bounds.

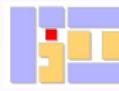
If  $\bar{f} - \underline{f} \leq \varepsilon$  then Stop.

GoTo iteration  $k + 1$ .

## Definition

$\varphi : K \subset \mathbb{R} \longrightarrow \mathbb{R}$  : difference of convex monotonic (dcm) if  
 $\varphi^1, \varphi^2 : K \subset \mathbb{R} \longrightarrow \mathbb{R}$ , convex y monotonic exist s.t.

$$\varphi = \varphi^1 - \varphi^2$$



# Dcm functions. Properties

If  $\varphi \in \mathcal{C}^2(\mathbb{R})$ , then  $\varphi : \text{dcm}$

$$\varphi(t) = \int_{t_0}^t \alpha(s) ds + (\varphi(t_0) + \varphi'(t_0)(t - t_0)) - \int_{t_0}^t \beta(s) ds$$

$$\alpha(t) = \int_{t_0}^t [\varphi''(s)]^+ ds$$

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If  $\varphi = \varphi^1 - \varphi^2$ , with  $\varphi^1, \varphi^2 \in C^1(K)$ , ( $K \subset \mathbb{R}$  : compact), then  
 $\varphi$  : dcm

$$\begin{aligned}\varphi(t) &= \varphi^1(t) - \varphi^2(t) \\ &= (\varphi^1(t) + tM) - (\varphi^2(t) + tM)\end{aligned}$$

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# Dcm functions. Properties

## Bad news (I)

The set of dcm functions is a proper subset of dc functions

$$\varphi(t) = \sqrt{t(1-t)} \quad \forall t \in K := [0, 1]$$

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The set of dcm functions is not closed under sums

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Bounds for  $\varphi_a = \varphi_a^1 - \varphi_a^2$ , dcm

For  $x = \sum_i \lambda_i v_i$ ,  $\lambda_i \geq 0 \forall i$ ,  $\sum_i \lambda_i = 1$ ,

- If  $\varphi_a^1 : \uparrow$ , then  $\varphi_a^1(\|\cdot - a\|) : \text{convex}$ , and

$$\begin{aligned}\varphi_a^1\left(\left\|\sum_i \lambda_i v_i - a\right\|_a\right) &\geq \varphi_a^1(\|x_0 - a\|_a) + p_a^\top \left(\sum_i \lambda_i v_i - x_0\right), \\ p_a &\in \partial \varphi_a^1(\|\cdot - a\|_a)|_{x=x_0}\end{aligned}$$

- If  $\varphi_a^1 : \downarrow$ , then  $\varphi_a^1(d) \geq \varphi_a^1(d_0) + p_a(d - d_0)$ , and

$$\begin{aligned}\varphi_a^1\left(\left\|\sum_i \lambda_i v_i - a\right\|_a\right) &\geq \\ &\geq \varphi_a^1(\|x_0 - a\|_a) + p_a\left(\left\|\sum_i \lambda_i v_i - a\right\|_a - \|x_0 - a\|_a\right), \\ p_a &\in \partial \varphi_a^1(d)|_{d=\|x_0 - a\|_a} \leq 0\end{aligned}$$



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- If  $\varphi_a^2 : \downarrow$ , then

$$\left\| \sum_i \lambda_i v_i - a \right\|_a \geq \|x_0 - a\| + p_a^\top \left( \sum_i \lambda_i v_i - x_0 \right),$$

$$p_a \in \partial(\|\cdot - a\|_a)|_{x_0}$$

$$\varphi_a^2 \left( \left\| \sum_i \lambda_i v_i - a \right\|_a \right) \leq \varphi_a^2 \left( \|x_0 - a\| + p_a^\top \left( \sum_i \lambda_i v_i - x_0 \right) \right)$$

Bounds for  $\varphi_a = \varphi_a^1 - \varphi_a^2$ , dcm

For  $x = \sum_i \lambda_i v_i$ ,  $\lambda_i \geq 0 \forall i$ ,  $\sum_i \lambda_i = 1$ ,

- If  $\varphi_a^2 : \uparrow$ , then  $\varphi_a^2(\|\cdot - a\|) : \text{convex}$ .
- If  $\varphi_a^2 : \downarrow$ , then

$$\left\| \sum_i \lambda_i v_i - a \right\|_a \geq \|x_0 - a\| + p_a^\top \left( \sum_i \lambda_i v_i - x_0 \right),$$

$$p_a \in \partial(\|\cdot - a\|_a)|_{x_0}$$

$$\varphi_a^2 \left( \left\| \sum_i \lambda_i v_i - a \right\|_a \right) \leq \varphi_a^2 \left( \|x_0 - a\| + p_a^\top \left( \sum_i \lambda_i v_i - x_0 \right) \right)$$

Bounds for  $\varphi_a = \varphi_a^1 - \varphi_a^2$ , dcm

$$\varphi_a^1\left(\sum_i \lambda_i v_i\right) \geq l_a\left(\sum_i \lambda_i v_i\right) \quad \text{concave}$$

$$\varphi_a^2\left(\sum_i \lambda_i v_i\right) \leq u_a\left(\sum_i \lambda_i v_i\right) \quad \text{convex}$$

$$\sum_{a \in A} \varphi_a \geq \sum_{a \in A} (l_a - u_a) \quad \text{concave}$$

$$\sum_{a \in A} \varphi_a\left(\sum_i \lambda_i v_i\right) \geq \min_i \sum_{a \in A} (l_a(v_i) - u(v_i))$$

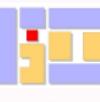
## Obnoxious facility location

### JOGO (2007) bounding method

| N     | Iterations |      |       | Max triangles |      |       | Time (seconds) |       |       |
|-------|------------|------|-------|---------------|------|-------|----------------|-------|-------|
|       | Min        | Max  | Ave   | Min           | Max  | Ave   | Min            | Max   | Ave   |
| 10    | 37         | 77   | 65,5  | 10            | 34   | 17,3  | 0,00           | 0,00  | 0,00  |
| 20    | 71         | 141  | 88,0  | 15            | 40   | 27,8  | 0,00           | 0,00  | 0,00  |
| 50    | 76         | 186  | 105,4 | 23            | 108  | 50,0  | 0,00           | 0,02  | 0,00  |
| 100   | 98         | 387  | 170,1 | 38            | 184  | 80,4  | 0,00           | 0,03  | 0,01  |
| 200   | 103        | 496  | 202,0 | 57            | 211  | 133,4 | 0,02           | 0,06  | 0,03  |
| 500   | 115        | 215  | 164,3 | 104           | 199  | 157,1 | 0,09           | 0,11  | 0,10  |
| 1000  | 158        | 542  | 317,9 | 196           | 614  | 334,8 | 0,31           | 0,55  | 0,41  |
| 2000  | 207        | 1898 | 567,2 | 272           | 781  | 527,3 | 1,13           | 3,08  | 1,54  |
| 5000  | 312        | 1984 | 609,1 | 399           | 1768 | 710,8 | 6,42           | 11,31 | 7,28  |
| 10000 | 368        | 1703 | 647,9 | 623           | 1511 | 986,8 | 24,11          | 31,94 | 25,75 |

### dcm-based bounding method

| N     | Iterations |      |       | Max triangles |      |       | Time (seconds) |       |       |
|-------|------------|------|-------|---------------|------|-------|----------------|-------|-------|
|       | Min        | Max  | Ave   | Min           | Max  | Ave   | Min            | Max   | Ave   |
| 10    | 37         | 77   | 65,5  | 10            | 34   | 17,3  | 0,00           | 0,00  | 0,00  |
| 20    | 71         | 141  | 88,0  | 15            | 40   | 27,8  | 0,00           | 0,02  | 0,00  |
| 50    | 76         | 186  | 105,4 | 23            | 108  | 50,0  | 0,00           | 0,02  | 0,00  |
| 100   | 98         | 387  | 170,1 | 38            | 184  | 80,4  | 0,00           | 0,03  | 0,01  |
| 200   | 103        | 496  | 202,0 | 57            | 211  | 133,4 | 0,02           | 0,06  | 0,03  |
| 500   | 115        | 215  | 164,3 | 104           | 199  | 157,1 | 0,09           | 0,13  | 0,10  |
| 1000  | 158        | 542  | 317,9 | 196           | 614  | 334,8 | 0,31           | 0,55  | 0,41  |
| 2000  | 207        | 1898 | 567,2 | 272           | 781  | 527,3 | 1,16           | 3,09  | 1,57  |
| 5000  | 312        | 1984 | 609,1 | 399           | 1768 | 710,8 | 6,53           | 11,44 | 7,41  |
| 10000 | 368        | 1703 | 647,9 | 623           | 1511 | 986,8 | 24,69          | 32,44 | 26,30 |



## Weber problem with some negative weights

## JOGO (2007) bounding method

| N     | Iterations |       |        | Max triangles |      |        | Time (seconds) |       |       |
|-------|------------|-------|--------|---------------|------|--------|----------------|-------|-------|
|       | Min        | Max   | Ave    | Min           | Max  | Ave    | Min            | Max   | Ave   |
| 10    | 115        | 1712  | 393,1  | 12            | 169  | 39,9   | 0,00           | 0,02  | 0,00  |
| 20    | 120        | 825   | 292,6  | 12            | 127  | 44,2   | 0,00           | 0,02  | 0,00  |
| 50    | 132        | 5689  | 769,0  | 16            | 479  | 88,3   | 0,00           | 0,11  | 0,02  |
| 100   | 124        | 481   | 259,0  | 19            | 119  | 41,2   | 0,00           | 0,02  | 0,01  |
| 200   | 181        | 633   | 327,5  | 25            | 99   | 49,3   | 0,02           | 0,06  | 0,03  |
| 500   | 269        | 1762  | 598,3  | 32            | 775  | 174,1  | 0,09           | 0,41  | 0,16  |
| 1000  | 248        | 760   | 406,2  | 27            | 221  | 79,8   | 0,27           | 0,47  | 0,33  |
| 2000  | 371        | 4233  | 888,3  | 62            | 1428 | 237,8  | 0,94           | 4,11  | 1,36  |
| 5000  | 389        | 19638 | 4040,7 | 74            | 7115 | 1335,6 | 4,75           | 44,25 | 12,23 |
| 10000 | 362        | 13761 | 4218,4 | 90            | 4308 | 1382,6 | 17,28          | 72,14 | 33,07 |

## dcm-based bounding method

| N     | Iterations |       |        | Max triangles |      |        | Time (seconds) |       |       |
|-------|------------|-------|--------|---------------|------|--------|----------------|-------|-------|
|       | Min        | Max   | Ave    | Min           | Max  | Ave    | Min            | Max   | Ave   |
| 10    | 115        | 1712  | 393,1  | 12            | 169  | 39,9   | 0,00           | 0,02  | 0,00  |
| 20    | 120        | 825   | 292,6  | 12            | 127  | 44,2   | 0,00           | 0,02  | 0,00  |
| 50    | 132        | 5689  | 769,0  | 16            | 479  | 88,3   | 0,00           | 0,11  | 0,02  |
| 100   | 124        | 481   | 259,0  | 19            | 119  | 41,2   | 0,00           | 0,03  | 0,01  |
| 200   | 181        | 633   | 327,5  | 25            | 99   | 49,3   | 0,02           | 0,06  | 0,03  |
| 500   | 269        | 1762  | 598,3  | 32            | 775  | 174,1  | 0,09           | 0,39  | 0,16  |
| 1000  | 248        | 760   | 406,2  | 27            | 221  | 79,8   | 0,25           | 0,45  | 0,32  |
| 2000  | 371        | 4233  | 888,3  | 62            | 1428 | 237,8  | 0,92           | 4,06  | 1,35  |
| 5000  | 389        | 19638 | 4040,7 | 74            | 7115 | 1335,6 | 4,69           | 43,64 | 12,08 |
| 10000 | 362        | 13761 | 4218,4 | 90            | 4308 | 1382,6 | 17,02          | 71,33 | 32,63 |



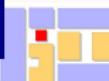
**Huff competitive location (I)****JOGO (2007) bounding method**

| N     | Iterations |        |         | Max triangles |       |         | Time (seconds) |         |                |
|-------|------------|--------|---------|---------------|-------|---------|----------------|---------|----------------|
|       | Min        | Max    | Ave     | Min           | Max   | Ave     | Min            | Max     | Ave            |
| 10    | 1546       | 10272  | 3455,4  | 353           | 4384  | 1210,6  | 0,05           | 0,25    | <b>0,09</b>    |
| 20    | 3261       | 23784  | 10546,3 | 942           | 10401 | 4202,5  | 0,16           | 1,17    | <b>0,52</b>    |
| 50    | 3424       | 26321  | 9037,9  | 902           | 3033  | 1787,1  | 0,42           | 3,22    | <b>1,11</b>    |
| 100   | 8631       | 38740  | 20839,7 | 1440          | 15614 | 5968,3  | 2,11           | 9,41    | <b>5,07</b>    |
| 200   | 11374      | 31149  | 18604,7 | 2561          | 7331  | 4418,2  | 5,56           | 15,16   | <b>9,05</b>    |
| 500   | 25686      | 225775 | 60419,4 | 2974          | 56600 | 12151,5 | 31,34          | 272,73  | <b>73,29</b>   |
| 1000  | 16119      | 121410 | 49726,0 | 4060          | 36009 | 9533,3  | 40,03          | 294,58  | <b>121,40</b>  |
| 2000  | 25003      | 91161  | 44350,3 | 3547          | 12011 | 6788,3  | 125,27         | 447,03  | <b>219,13</b>  |
| 5000  | 23615      | 76870  | 43315,5 | 4086          | 18449 | 7244,7  | 312,31         | 955,73  | <b>550,42</b>  |
| 10000 | 25322      | 113933 | 57053,7 | 4098          | 25665 | 9383,3  | 717,08         | 2852,38 | <b>1482,95</b> |

**dcm-based bounding method**

| N     | Iterations |        |          | Max triangles |        |         | Time (seconds) |         |                |
|-------|------------|--------|----------|---------------|--------|---------|----------------|---------|----------------|
|       | Min        | Max    | Ave      | Min           | Max    | Ave     | Min            | Max     | Ave            |
| 10    | 4348       | 38008  | 11682,8  | 928           | 16534  | 3903,5  | 0,08           | 0,67    | <b>0,20</b>    |
| 20    | 10334      | 135627 | 42372,9  | 3518          | 50889  | 14189,7 | 0,36           | 4,70    | <b>1,46</b>    |
| 50    | 10009      | 63998  | 28842,1  | 2706          | 10653  | 6057,8  | 0,86           | 5,44    | <b>2,45</b>    |
| 100   | 26202      | 126039 | 69249,0  | 5218          | 46734  | 19825,6 | 4,44           | 21,36   | <b>11,73</b>   |
| 200   | 39972      | 141281 | 69207,9  | 9098          | 24792  | 15131,0 | 13,50          | 47,63   | <b>23,35</b>   |
| 500   | 84410      | 879358 | 258658,3 | 9687          | 229944 | 46271,5 | 71,16          | 740,73  | <b>217,87</b>  |
| 1000  | 51124      | 588205 | 185917,7 | 11504         | 142366 | 32350,2 | 86,70          | 991,02  | <b>313,45</b>  |
| 2000  | 92079      | 243985 | 145699,5 | 12715         | 34554  | 22735,8 | 312,33         | 822,63  | <b>492,63</b>  |
| 5000  | 83212      | 273440 | 157018,1 | 14070         | 57043  | 25126,7 | 716,48         | 2315,28 | <b>1336,60</b> |
| 10000 | 88832      | 420086 | 202536,4 | 16210         | 87786  | 31930,2 | 1561,80        | 7138,22 | <b>3472,84</b> |

Both algorithms use the DC decomposition proposed in Drezner's paper



**Huff competitive location (II)****JOGO (2007) bounding method**

| N     | Iterations |        |         | Max triangles |       |         | Time (seconds) |         |                |
|-------|------------|--------|---------|---------------|-------|---------|----------------|---------|----------------|
|       | Min        | Max    | Ave     | Min           | Max   | Ave     | Min            | Max     | Ave            |
| 10    | 1546       | 10272  | 3455,4  | 353           | 4384  | 1210,6  | 0,05           | 0,25    | <b>0,09</b>    |
| 20    | 3261       | 23784  | 10546,3 | 942           | 10401 | 4202,5  | 0,16           | 1,17    | <b>0,52</b>    |
| 50    | 3424       | 26321  | 9037,9  | 902           | 3033  | 1787,1  | 0,42           | 3,22    | <b>1,11</b>    |
| 100   | 8631       | 38740  | 20839,7 | 1440          | 15614 | 5968,3  | 2,11           | 9,41    | <b>5,07</b>    |
| 200   | 11374      | 31149  | 18604,7 | 2561          | 7331  | 4418,2  | 5,56           | 15,16   | <b>9,05</b>    |
| 500   | 25686      | 225775 | 60419,4 | 2974          | 56600 | 12151,5 | 31,34          | 272,73  | <b>73,29</b>   |
| 1000  | 16119      | 121410 | 49726,0 | 4060          | 36009 | 9533,3  | 40,03          | 294,58  | <b>121,40</b>  |
| 2000  | 25003      | 91161  | 44350,3 | 3547          | 12011 | 6788,3  | 125,27         | 447,03  | <b>219,13</b>  |
| 5000  | 23615      | 76870  | 43315,5 | 4086          | 18449 | 7244,7  | 312,31         | 955,73  | <b>550,42</b>  |
| 10000 | 25322      | 113933 | 57053,7 | 4098          | 25665 | 9383,3  | 717,08         | 2852,38 | <b>1482,95</b> |

**dcm-based bounding method**

| N     | Iterations |     |       | Max triangles |     |      | Time (seconds) |        |              |
|-------|------------|-----|-------|---------------|-----|------|----------------|--------|--------------|
|       | Min        | Max | Ave   | Min           | Max | Ave  | Min            | Max    | Ave          |
| 10    | 187        | 981 | 409,0 | 27            | 93  | 52,4 | 0,00           | 0,03   | <b>0,01</b>  |
| 20    | 200        | 598 | 346,6 | 29            | 88  | 54,9 | 0,00           | 0,03   | <b>0,01</b>  |
| 50    | 169        | 495 | 308,6 | 24            | 77  | 42,4 | 0,02           | 0,06   | <b>0,03</b>  |
| 100   | 200        | 557 | 311,3 | 32            | 70  | 51,1 | 0,05           | 0,13   | <b>0,08</b>  |
| 200   | 208        | 361 | 279,2 | 31            | 71  | 47,0 | 0,13           | 0,19   | <b>0,16</b>  |
| 500   | 316        | 642 | 457,9 | 51            | 104 | 71,7 | 0,56           | 0,89   | <b>0,71</b>  |
| 1000  | 264        | 866 | 490,1 | 45            | 149 | 73,0 | 1,45           | 2,72   | <b>1,93</b>  |
| 2000  | 221        | 554 | 375,6 | 34            | 79  | 58,7 | 4,50           | 5,94   | <b>5,18</b>  |
| 5000  | 214        | 579 | 356,7 | 37            | 81  | 54,2 | 24,66          | 28,55  | <b>26,18</b> |
| 10000 | 209        | 685 | 420,7 | 33            | 123 | 70,9 | 94,00          | 104,16 | <b>98,51</b> |

DCM algorithm uses an alternative DC decomposition

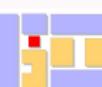
**Huff competitive location (III)****JOGO (2007) bounding method**

| N     | Iterations |        |          | Max triangles |        |         | Time (seconds) |         |               |
|-------|------------|--------|----------|---------------|--------|---------|----------------|---------|---------------|
|       | Min        | Max    | Ave      | Min           | Max    | Ave     | Min            | Max     | Ave           |
| 10    | 7590       | 191606 | 90873,3  | 3138          | 78502  | 37112,9 | 0,20           | 5,28    | <b>2,49</b>   |
| 20    | 670        | 511323 | 130306,0 | 214           | 251744 | 60708,4 | 0,05           | 27,47   | <b>7,03</b>   |
| 50    | 418        | 104870 | 31748,9  | 58            | 41895  | 12497,2 | 0,06           | 14,00   | <b>4,23</b>   |
| 100   | 163        | 271540 | 62316,1  | 33            | 113022 | 25752,3 | 0,05           | 72,81   | <b>16,58</b>  |
| 200   | 275        | 94917  | 26174,3  | 75            | 47849  | 11692,2 | 0,19           | 50,78   | <b>13,97</b>  |
| 500   | 853        | 333568 | 81006,2  | 135           | 143653 | 34609,9 | 1,42           | 440,36  | <b>107,48</b> |
| 1000  | 3546       | 133319 | 39303,6  | 1132          | 75639  | 18829,2 | 10,42          | 355,70  | <b>105,48</b> |
| 2000  | 691        | 93329  | 24589,3  | 220           | 45317  | 10874,4 | 8,31           | 500,03  | <b>135,11</b> |
| 5000  | 5744       | 36640  | 13439,1  | 2334          | 16416  | 6069,4  | 105,25         | 516,77  | <b>207,23</b> |
| 10000 | 285        | 67258  | 11445,7  | 67            | 32693  | 5335,1  | 123,50         | 1895,34 | <b>418,86</b> |

**dcm-based bounding method**

| N     | Iterations |     |       | Max triangles |     |      | Time (seconds) |        |              |
|-------|------------|-----|-------|---------------|-----|------|----------------|--------|--------------|
|       | Min        | Max | Ave   | Min           | Max | Ave  | Min            | Max    | Ave          |
| 10    | 187        | 981 | 409,0 | 27            | 93  | 52,4 | 0,00           | 0,03   | <b>0,01</b>  |
| 20    | 200        | 598 | 346,6 | 29            | 88  | 54,9 | 0,00           | 0,03   | <b>0,01</b>  |
| 50    | 169        | 495 | 308,6 | 24            | 77  | 42,4 | 0,02           | 0,06   | <b>0,03</b>  |
| 100   | 200        | 557 | 311,3 | 32            | 70  | 51,1 | 0,05           | 0,13   | <b>0,08</b>  |
| 200   | 208        | 361 | 279,2 | 31            | 71  | 47,0 | 0,13           | 0,19   | <b>0,16</b>  |
| 500   | 316        | 642 | 457,9 | 51            | 104 | 71,7 | 0,56           | 0,89   | <b>0,71</b>  |
| 1000  | 264        | 866 | 490,1 | 45            | 149 | 73,0 | 1,45           | 2,72   | <b>1,93</b>  |
| 2000  | 221        | 554 | 375,6 | 34            | 79  | 58,7 | 4,50           | 5,94   | <b>5,18</b>  |
| 5000  | 214        | 579 | 356,7 | 37            | 81  | 54,2 | 24,66          | 28,55  | <b>26,18</b> |
| 10000 | 209        | 685 | 420,7 | 33            | 123 | 70,9 | 94,00          | 104,16 | <b>98,51</b> |

Both algorithms use the alternative DC decomposition



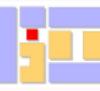
## Stochastic weighted minimax

## JOGO (2007) bounding method

| N     | Iterations |     |       | Max triangles |     |      | Time (seconds) |       |       |
|-------|------------|-----|-------|---------------|-----|------|----------------|-------|-------|
|       | Min        | Max | Ave   | Min           | Max | Ave  | Min            | Max   | Ave   |
| 10    | 91         | 154 | 122,3 | 9             | 16  | 13,4 | 0,00           | 0,02  | 0,00  |
| 20    | 89         | 166 | 131,7 | 10            | 26  | 20,0 | 0,00           | 0,02  | 0,00  |
| 50    | 116        | 182 | 156,7 | 22            | 39  | 28,4 | 0,02           | 0,03  | 0,02  |
| 100   | 138        | 235 | 182,1 | 23            | 35  | 29,1 | 0,03           | 0,05  | 0,04  |
| 200   | 164        | 237 | 197,4 | 33            | 41  | 37,6 | 0,09           | 0,13  | 0,10  |
| 500   | 181        | 297 | 247,4 | 34            | 49  | 41,0 | 0,36           | 0,47  | 0,42  |
| 1000  | 177        | 327 | 277,2 | 35            | 55  | 46,6 | 1,09           | 1,36  | 1,27  |
| 2000  | 199        | 343 | 292,0 | 30            | 57  | 44,9 | 3,80           | 4,31  | 4,13  |
| 5000  | 248        | 350 | 293,5 | 38            | 63  | 51,9 | 21,52          | 22,42 | 21,91 |
| 10000 | 255        | 475 | 343,5 | 42            | 67  | 55,3 | 81,64          | 85,61 | 83,24 |

## dcm-based bounding method

| N     | Iterations |     |       | Max triangles |     |      | Time (seconds) |       |       |
|-------|------------|-----|-------|---------------|-----|------|----------------|-------|-------|
|       | Min        | Max | Ave   | Min           | Max | Ave  | Min            | Max   | Ave   |
| 10    | 96         | 159 | 127,3 | 11            | 26  | 19,4 | 0,00           | 0,02  | 0,00  |
| 20    | 97         | 201 | 139,7 | 15            | 38  | 27,0 | 0,00           | 0,02  | 0,00  |
| 50    | 128        | 224 | 172,6 | 25            | 44  | 33,9 | 0,00           | 0,02  | 0,01  |
| 100   | 147        | 228 | 191,8 | 27            | 42  | 36,1 | 0,02           | 0,03  | 0,03  |
| 200   | 187        | 248 | 214,1 | 37            | 53  | 43,9 | 0,05           | 0,06  | 0,06  |
| 500   | 202        | 318 | 264,5 | 38            | 54  | 43,5 | 0,22           | 0,28  | 0,25  |
| 1000  | 214        | 355 | 287,1 | 42            | 57  | 48,8 | 0,64           | 0,80  | 0,72  |
| 2000  | 213        | 340 | 304,6 | 28            | 65  | 47,6 | 2,08           | 2,36  | 2,29  |
| 5000  | 272        | 384 | 314,9 | 41            | 63  | 52,9 | 11,58          | 12,19 | 11,81 |
| 10000 | 261        | 480 | 352,8 | 43            | 71  | 57,0 | 43,16          | 45,58 | 44,17 |



## Stochastic weighted minimax

## JOGO (2007) bounding method

| N     | Iterations |     |       | Max triangles |     |      | Time (seconds) |       |       |
|-------|------------|-----|-------|---------------|-----|------|----------------|-------|-------|
|       | Min        | Max | Ave   | Min           | Max | Ave  | Min            | Max   | Ave   |
| 10    | 91         | 154 | 122,3 | 9             | 16  | 13,4 | 0,00           | 0,02  | 0,00  |
| 20    | 89         | 166 | 131,7 | 10            | 26  | 20,0 | 0,00           | 0,02  | 0,00  |
| 50    | 116        | 182 | 156,7 | 22            | 39  | 28,4 | 0,00           | 0,03  | 0,02  |
| 100   | 138        | 235 | 182,1 | 23            | 35  | 29,1 | 0,03           | 0,05  | 0,04  |
| 200   | 164        | 237 | 197,4 | 33            | 41  | 37,6 | 0,08           | 0,11  | 0,10  |
| 500   | 181        | 297 | 247,4 | 34            | 49  | 41,0 | 0,36           | 0,47  | 0,41  |
| 1000  | 177        | 327 | 277,2 | 35            | 55  | 46,6 | 1,08           | 1,36  | 1,27  |
| 2000  | 199        | 343 | 292,0 | 30            | 57  | 44,9 | 3,81           | 4,33  | 4,15  |
| 5000  | 248        | 350 | 293,5 | 38            | 63  | 51,9 | 21,64          | 22,48 | 21,99 |
| 10000 | 255        | 475 | 343,5 | 42            | 67  | 55,3 | 82,05          | 86,00 | 83,56 |

## dcm-based bounding method

| N     | Iterations |     |       | Max triangles |     |      | Time (seconds) |       |       |
|-------|------------|-----|-------|---------------|-----|------|----------------|-------|-------|
|       | Min        | Max | Ave   | Min           | Max | Ave  | Min            | Max   | Ave   |
| 10    | 92         | 164 | 125,3 | 11            | 25  | 19,2 | 0,00           | 0,02  | 0,00  |
| 20    | 97         | 210 | 143,1 | 15            | 37  | 26,3 | 0,00           | 0,02  | 0,00  |
| 50    | 129        | 215 | 168,3 | 25            | 44  | 33,7 | 0,00           | 0,02  | 0,01  |
| 100   | 151        | 236 | 191,8 | 26            | 42  | 35,3 | 0,02           | 0,03  | 0,03  |
| 200   | 180        | 250 | 210,3 | 37            | 51  | 42,8 | 0,05           | 0,08  | 0,06  |
| 500   | 197        | 315 | 259,8 | 37            | 53  | 42,8 | 0,20           | 0,28  | 0,24  |
| 1000  | 199        | 346 | 289,2 | 42            | 57  | 48,6 | 0,61           | 0,77  | 0,70  |
| 2000  | 221        | 346 | 308,0 | 28            | 61  | 46,3 | 2,02           | 2,28  | 2,21  |
| 5000  | 259        | 373 | 305,5 | 42            | 63  | 53,1 | 10,97          | 11,59 | 11,21 |
| 10000 | 263        | 452 | 352,5 | 42            | 71  | 56,5 | 41,00          | 43,09 | 42,00 |

DCM algorithm uses an alternative DC decomposition

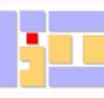
Unserviced demand  $\Phi(d)=\exp(-d)$ 

## JOGO (2007) bounding method

| N     | Iterations |     |       | Max triangles |     |      | Time (seconds) |       |       |
|-------|------------|-----|-------|---------------|-----|------|----------------|-------|-------|
|       | Min        | Max | Ave   | Min           | Max | Ave  | Min            | Max   | Ave   |
| 10    | 136        | 402 | 220,9 | 20            | 53  | 30,0 | 0,00           | 0,02  | 0,00  |
| 20    | 132        | 601 | 209,5 | 18            | 62  | 27,8 | 0,00           | 0,03  | 0,01  |
| 50    | 133        | 410 | 181,5 | 20            | 55  | 28,3 | 0,02           | 0,03  | 0,02  |
| 100   | 116        | 230 | 165,6 | 20            | 35  | 25,4 | 0,03           | 0,05  | 0,03  |
| 200   | 117        | 235 | 161,6 | 19            | 33  | 24,6 | 0,06           | 0,09  | 0,08  |
| 500   | 116        | 186 | 135,8 | 17            | 30  | 22,6 | 0,27           | 0,31  | 0,28  |
| 1000  | 94         | 173 | 125,2 | 19            | 29  | 21,6 | 0,81           | 0,94  | 0,86  |
| 2000  | 102        | 125 | 111,3 | 18            | 22  | 19,9 | 2,98           | 3,06  | 3,02  |
| 5000  | 103        | 150 | 117,7 | 18            | 33  | 23,1 | 17,47          | 17,83 | 17,58 |
| 10000 | 83         | 183 | 115,8 | 18            | 35  | 23,3 | 67,81          | 69,41 | 68,36 |

## dcm-based bounding method

| N     | Iterations |     |       | Max triangles |     |      | Time (seconds) |       |       |
|-------|------------|-----|-------|---------------|-----|------|----------------|-------|-------|
|       | Min        | Max | Ave   | Min           | Max | Ave  | Min            | Max   | Ave   |
| 10    | 132        | 401 | 215,2 | 18            | 53  | 29,3 | 0,00           | 0,02  | 0,00  |
| 20    | 125        | 601 | 202,5 | 18            | 61  | 26,7 | 0,00           | 0,02  | 0,00  |
| 50    | 125        | 411 | 174,0 | 18            | 56  | 26,8 | 0,00           | 0,02  | 0,01  |
| 100   | 109        | 222 | 159,3 | 18            | 34  | 24,0 | 0,00           | 0,03  | 0,01  |
| 200   | 113        | 228 | 154,8 | 17            | 32  | 23,4 | 0,03           | 0,05  | 0,04  |
| 500   | 111        | 184 | 129,9 | 17            | 28  | 21,4 | 0,09           | 0,13  | 0,10  |
| 1000  | 88         | 164 | 118,4 | 17            | 28  | 20,9 | 0,30           | 0,34  | 0,31  |
| 2000  | 92         | 121 | 106,1 | 16            | 21  | 18,7 | 1,08           | 1,11  | 1,10  |
| 5000  | 99         | 147 | 112,5 | 18            | 30  | 21,5 | 6,30           | 6,47  | 6,35  |
| 10000 | 80         | 175 | 110,5 | 16            | 33  | 21,7 | 24,41          | 25,06 | 24,62 |



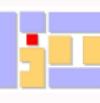
Unserviced demand  $\Phi(d)=1/(1+d)$ 

## JOGO (2007) bounding method

| N     | Iterations |     |       | Max triangles |     |      | Time (seconds) |       |       |
|-------|------------|-----|-------|---------------|-----|------|----------------|-------|-------|
|       | Min        | Max | Ave   | Min           | Max | Ave  | Min            | Max   | Ave   |
| 10    | 158        | 940 | 346,3 | 19            | 109 | 45,0 | 0,00           | 0,02  | 0,00  |
| 20    | 170        | 663 | 265,1 | 24            | 85  | 35,7 | 0,00           | 0,02  | 0,01  |
| 50    | 142        | 705 | 271,5 | 19            | 107 | 39,9 | 0,00           | 0,06  | 0,02  |
| 100   | 132        | 277 | 185,2 | 21            | 41  | 27,8 | 0,02           | 0,05  | 0,03  |
| 200   | 137        | 303 | 191,5 | 24            | 46  | 30,7 | 0,06           | 0,13  | 0,09  |
| 500   | 133        | 219 | 154,4 | 20            | 33  | 25,9 | 0,27           | 0,33  | 0,28  |
| 1000  | 111        | 192 | 139,8 | 21            | 34  | 24,9 | 0,83           | 0,94  | 0,86  |
| 2000  | 107        | 137 | 126,7 | 20            | 27  | 23,5 | 2,94           | 3,03  | 3,00  |
| 5000  | 107        | 195 | 127,9 | 20            | 34  | 24,7 | 17,14          | 17,80 | 17,30 |
| 10000 | 104        | 199 | 129,1 | 21            | 35  | 24,9 | 66,89          | 68,28 | 67,25 |

## dcm-based bounding method

| N     | Iterations |     |       | Max triangles |     |      | Time (seconds) |       |       |
|-------|------------|-----|-------|---------------|-----|------|----------------|-------|-------|
|       | Min        | Max | Ave   | Min           | Max | Ave  | Min            | Max   | Ave   |
| 10    | 151        | 940 | 335,5 | 18            | 109 | 42,4 | 0,00           | 0,02  | 0,00  |
| 20    | 160        | 662 | 256,5 | 23            | 86  | 34,4 | 0,00           | 0,02  | 0,00  |
| 50    | 129        | 701 | 262,4 | 19            | 106 | 38,7 | 0,00           | 0,02  | 0,01  |
| 100   | 124        | 267 | 175,6 | 21            | 41  | 26,5 | 0,00           | 0,02  | 0,01  |
| 200   | 129        | 297 | 180,8 | 21            | 43  | 28,3 | 0,02           | 0,03  | 0,03  |
| 500   | 122        | 214 | 145,2 | 20            | 33  | 24,1 | 0,08           | 0,09  | 0,08  |
| 1000  | 103        | 187 | 132,9 | 19            | 33  | 23,5 | 0,23           | 0,27  | 0,24  |
| 2000  | 101        | 129 | 116,8 | 18            | 24  | 20,6 | 0,81           | 0,84  | 0,83  |
| 5000  | 101        | 189 | 120,1 | 20            | 35  | 23,0 | 4,69           | 4,91  | 4,73  |
| 10000 | 94         | 192 | 122,1 | 19            | 34  | 23,9 | 18,20          | 18,69 | 18,34 |



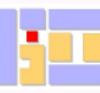
## Inventory-location problem

## JOGO (2007) bounding method

| N     | Iterations |     |       | Max triangles |     |      | Time (seconds) |       |       |
|-------|------------|-----|-------|---------------|-----|------|----------------|-------|-------|
|       | Min        | Max | Ave   | Min           | Max | Ave  | Min            | Max   | Ave   |
| 10    | 104        | 333 | 182,3 | 16            | 38  | 22,4 | 0,00           | 0,02  | 0,00  |
| 20    | 102        | 238 | 147,5 | 14            | 31  | 19,6 | 0,00           | 0,02  | 0,00  |
| 50    | 105        | 212 | 135,3 | 14            | 29  | 18,5 | 0,00           | 0,02  | 0,01  |
| 100   | 97         | 231 | 131,4 | 14            | 32  | 19,5 | 0,02           | 0,05  | 0,03  |
| 200   | 94         | 129 | 111,0 | 14            | 21  | 16,6 | 0,05           | 0,08  | 0,06  |
| 500   | 94         | 194 | 136,5 | 15            | 28  | 20,5 | 0,27           | 0,34  | 0,30  |
| 1000  | 86         | 162 | 110,6 | 14            | 25  | 17,6 | 0,86           | 0,98  | 0,90  |
| 2000  | 85         | 133 | 100,5 | 14            | 23  | 17,5 | 3,14           | 3,31  | 3,20  |
| 5000  | 77         | 209 | 107,1 | 15            | 38  | 19,8 | 18,53          | 19,61 | 18,78 |
| 10000 | 70         | 216 | 112,0 | 14            | 44  | 22,8 | 72,67          | 75,03 | 73,35 |

## dcm-based bounding method

| N     | Iterations |     |       | Max triangles |     |      | Time (seconds) |       |       |
|-------|------------|-----|-------|---------------|-----|------|----------------|-------|-------|
|       | Min        | Max | Ave   | Min           | Max | Ave  | Min            | Max   | Ave   |
| 10    | 98         | 332 | 180,9 | 15            | 38  | 22,2 | 0,00           | 0,02  | 0,00  |
| 20    | 101        | 235 | 145,7 | 13            | 30  | 19,0 | 0,00           | 0,02  | 0,00  |
| 50    | 103        | 212 | 133,7 | 14            | 29  | 18,0 | 0,00           | 0,02  | 0,01  |
| 100   | 95         | 231 | 128,8 | 14            | 32  | 18,8 | 0,00           | 0,02  | 0,01  |
| 200   | 87         | 129 | 109,1 | 14            | 21  | 16,3 | 0,02           | 0,03  | 0,03  |
| 500   | 87         | 194 | 134,2 | 15            | 27  | 20,1 | 0,09           | 0,14  | 0,12  |
| 1000  | 85         | 161 | 109,4 | 13            | 25  | 17,5 | 0,33           | 0,38  | 0,35  |
| 2000  | 84         | 130 | 99,2  | 14            | 21  | 17,3 | 1,19           | 1,25  | 1,21  |
| 5000  | 74         | 209 | 106,3 | 15            | 38  | 19,7 | 6,91           | 7,41  | 7,03  |
| 10000 | 69         | 216 | 110,7 | 13            | 44  | 22,6 | 27,05          | 28,11 | 27,35 |



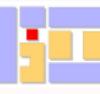
## Gradual covering

## JOGO (2007) bounding method

| N     | Iterations |       |        | Max triangles |      |       | Time (seconds) |       |       |
|-------|------------|-------|--------|---------------|------|-------|----------------|-------|-------|
|       | Min        | Max   | Ave    | Min           | Max  | Ave   | Min            | Max   | Ave   |
| 10    | 120        | 7159  | 3926,2 | 22            | 1483 | 860,1 | 0,00           | 0,11  | 0,06  |
| 20    | 130        | 32216 | 4923,2 | 27            | 4962 | 872,0 | 0,00           | 1,02  | 0,15  |
| 50    | 90         | 1357  | 418,9  | 24            | 304  | 80,4  | 0,00           | 0,11  | 0,04  |
| 100   | 138        | 763   | 469,8  | 46            | 191  | 109,0 | 0,03           | 0,11  | 0,08  |
| 200   | 85         | 614   | 209,3  | 25            | 135  | 51,5  | 0,06           | 0,22  | 0,09  |
| 500   | 100        | 624   | 234,3  | 29            | 96   | 56,4  | 0,25           | 0,66  | 0,36  |
| 1000  | 164        | 256   | 198,3  | 41            | 86   | 57,0  | 0,95           | 1,09  | 1,01  |
| 2000  | 122        | 387   | 195,8  | 34            | 85   | 53,2  | 3,19           | 4,02  | 3,42  |
| 5000  | 146        | 310   | 217,5  | 43            | 105  | 70,9  | 18,67          | 19,98 | 19,24 |
| 10000 | 162        | 391   | 249,9  | 48            | 149  | 87,7  | 72,67          | 76,23 | 74,04 |

## dcm-based bounding method

| N     | Iterations |         |          | Max triangles |        |         | Time (seconds) |       |       |
|-------|------------|---------|----------|---------------|--------|---------|----------------|-------|-------|
|       | Min        | Max     | Ave      | Min           | Max    | Ave     | Min            | Max   | Ave   |
| 10    | 165        | 1298546 | 134099,9 | 35            | 599174 | 60936,2 | 0,00           | 10,27 | 1,06  |
| 20    | 175        | 33342   | 5118,1   | 43            | 5498   | 949,6   | 0,00           | 0,48  | 0,08  |
| 50    | 157        | 1447    | 519,4    | 56            | 290    | 105,7   | 0,00           | 0,06  | 0,02  |
| 100   | 239        | 836     | 572,8    | 96            | 198    | 124,8   | 0,02           | 0,06  | 0,05  |
| 200   | 174        | 681     | 317,4    | 53            | 157    | 101,2   | 0,05           | 0,11  | 0,06  |
| 500   | 187        | 843     | 362,0    | 69            | 173    | 101,2   | 0,14           | 0,39  | 0,21  |
| 1000  | 264        | 452     | 344,2    | 89            | 152    | 116,1   | 0,48           | 0,61  | 0,54  |
| 2000  | 218        | 673     | 353,0    | 79            | 199    | 131,1   | 1,50           | 2,14  | 1,68  |
| 5000  | 246        | 601     | 395,0    | 77            | 223    | 141,8   | 8,23           | 9,53  | 8,78  |
| 10000 | 292        | 742     | 472,8    | 91            | 249    | 178,6   | 31,50          | 34,75 | 32,81 |



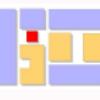
## The acceleration-deceleration distance

## JOGO (2007) bounding method

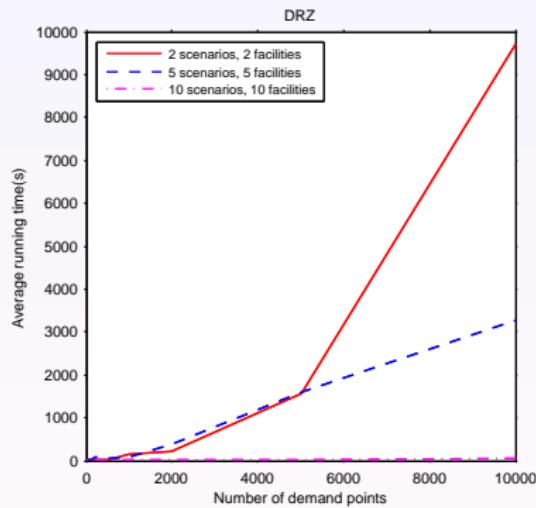
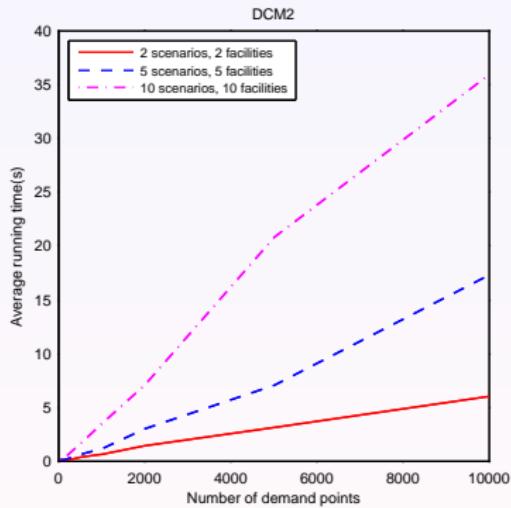
| N     | Iterations |     |       | Max triangles |     |      | Time (seconds) |       |       |
|-------|------------|-----|-------|---------------|-----|------|----------------|-------|-------|
|       | Min        | Max | Ave   | Min           | Max | Ave  | Min            | Max   | Ave   |
| 10    | 146        | 334 | 214,5 | 18            | 49  | 30,5 | 0,00           | 0,02  | 0,00  |
| 20    | 133        | 311 | 232,6 | 23            | 43  | 32,1 | 0,00           | 0,02  | 0,01  |
| 50    | 171        | 308 | 232,5 | 25            | 67  | 34,6 | 0,02           | 0,03  | 0,02  |
| 100   | 151        | 310 | 209,4 | 22            | 42  | 31,5 | 0,03           | 0,06  | 0,04  |
| 200   | 169        | 314 | 237,8 | 28            | 50  | 35,0 | 0,08           | 0,13  | 0,11  |
| 500   | 172        | 245 | 205,1 | 25            | 43  | 34,3 | 0,31           | 0,38  | 0,34  |
| 1000  | 164        | 257 | 193,3 | 24            | 36  | 29,8 | 0,95           | 1,11  | 1,00  |
| 2000  | 156        | 257 | 193,9 | 22            | 38  | 29,9 | 3,27           | 3,58  | 3,38  |
| 5000  | 146        | 247 | 183,8 | 25            | 39  | 31,3 | 18,38          | 19,16 | 18,67 |
| 10000 | 106        | 234 | 163,7 | 24            | 37  | 31,3 | 70,41          | 72,45 | 71,33 |

## dcm-based bounding method

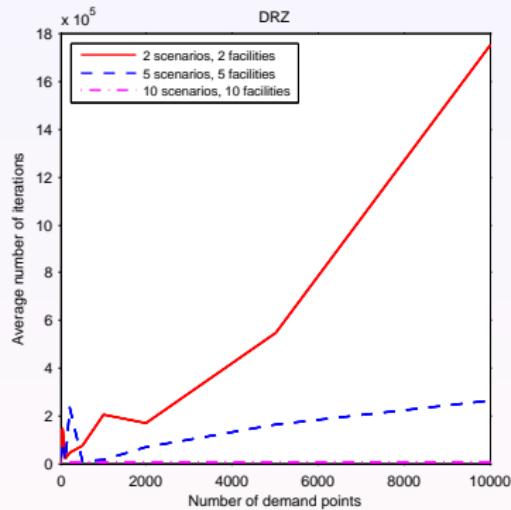
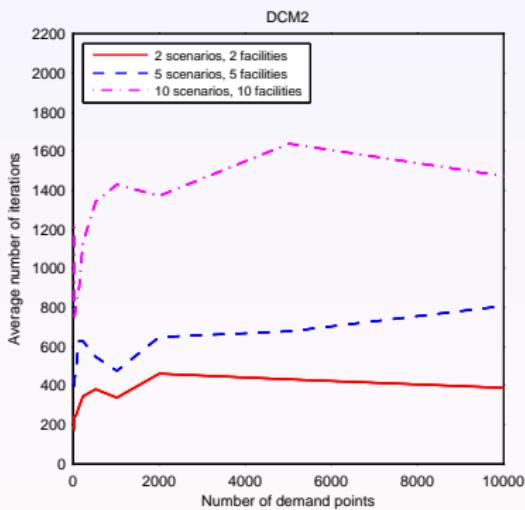
| N     | Iterations |     |       | Max triangles |     |      | Time (seconds) |       |       |
|-------|------------|-----|-------|---------------|-----|------|----------------|-------|-------|
|       | Min        | Max | Ave   | Min           | Max | Ave  | Min            | Max   | Ave   |
| 10    | 113        | 302 | 179,1 | 16            | 50  | 30,2 | 0,00           | 0,02  | 0,00  |
| 20    | 144        | 368 | 197,7 | 22            | 48  | 31,9 | 0,00           | 0,02  | 0,00  |
| 50    | 147        | 660 | 225,9 | 24            | 78  | 33,4 | 0,00           | 0,03  | 0,01  |
| 100   | 127        | 211 | 177,1 | 23            | 41  | 30,6 | 0,00           | 0,03  | 0,02  |
| 200   | 139        | 264 | 198,7 | 25            | 60  | 34,0 | 0,03           | 0,05  | 0,04  |
| 500   | 163        | 214 | 182,5 | 24            | 48  | 32,9 | 0,13           | 0,14  | 0,13  |
| 1000  | 143        | 236 | 170,6 | 21            | 36  | 27,8 | 0,34           | 0,42  | 0,37  |
| 2000  | 142        | 243 | 169,3 | 19            | 33  | 25,8 | 1,20           | 1,36  | 1,25  |
| 5000  | 127        | 236 | 171,5 | 23            | 41  | 29,9 | 6,77           | 7,14  | 6,92  |
| 10000 | 127        | 232 | 159,3 | 21            | 32  | 27,3 | 26,14          | 26,89 | 26,37 |



# Huff with scenarios. Running times



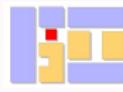
# Huff with scenarios. Number of iterations



# Robust Huff location model

$$\rho(x) = \max \left\{ 0, \frac{\sum_{a \in A} \frac{\widehat{\omega}_a}{1 + \beta_a \|x - a\|^\lambda} - \tau}{\|(\|x - a\|)_{a \in A}\|_*} \right\}$$

$$\rho(x) \leq \frac{U(x)}{L(x)} \leq \max_{x \in \text{ext}(T)} \frac{U(x)}{L(x)}$$



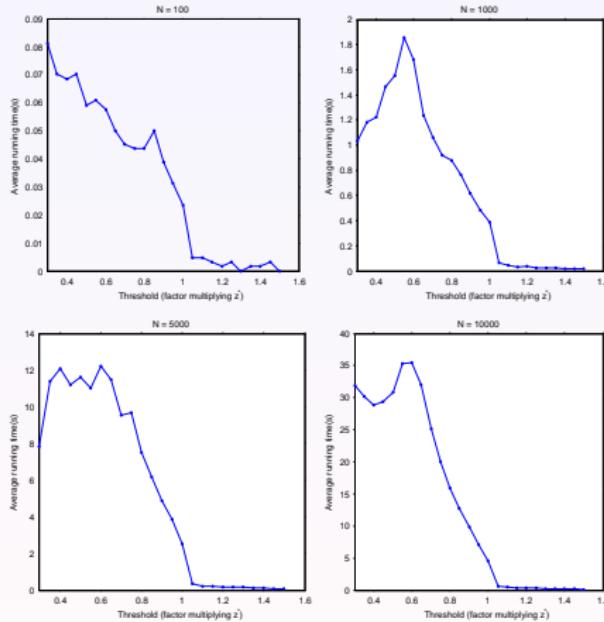
# Robust Huff location model

$$\rho(x) = \max \left\{ 0, \frac{\sum_{a \in A} \frac{\widehat{\omega}_a}{1 + \beta_a \|x - a\|^\lambda} - \tau}{\|(\|x - a\|)_{a \in A}\|_*} \right\}$$

$$\rho(x) \leq \frac{U(x)}{L(x)} \leq \max_{x \in ext(T)} \frac{U(x)}{L(x)}$$



# Robust Huff location model





- Think 4 ur attention
- Easy) questions?
- 





- Thnx 4 ur attention
- (easy) questions? ...
- ...





- *Thnx 4 ur attention*
- *(easy) questions? ...*
- *e carrizosa@us.es*





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