

How Can Computer Science Help When Your Drinking Water Gets too Salty?

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In collaboration with the International
Institute for Software Technology
United Nations University



United Nations
University

UNU-IIST
International Institute for
Software Technology

MSC Seminar (January 30, 2012)

Controlling Salinity in a Potable Water Supply System Using a Constraint Programming Approach

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Outline

- Domain Description
- Constraint Programming (CP)
- Problem Modelling
- Improvements
- Concluding Remarks

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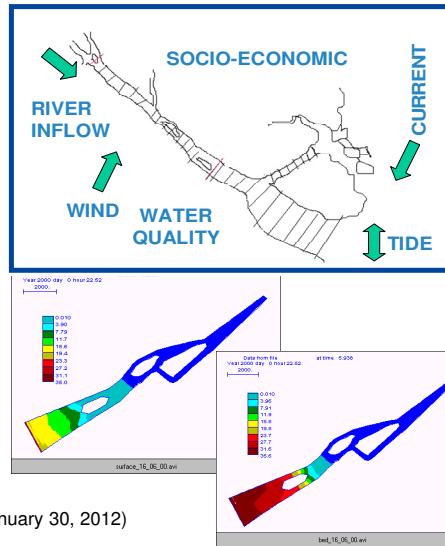
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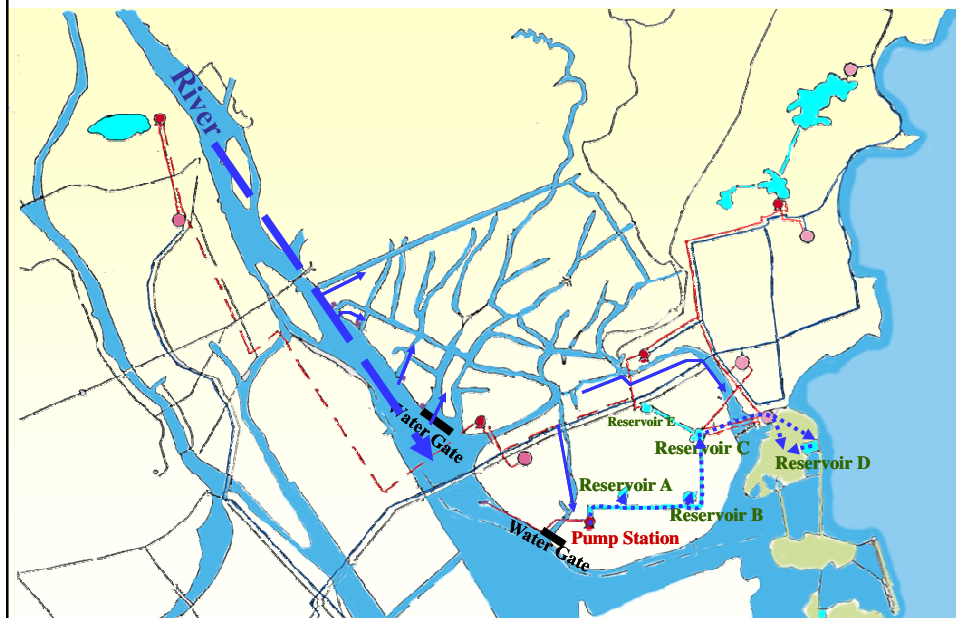
Increasing Salinity in Water

- **Salinity** is the concentration of salts in water
- Decrease of river flow during **dry** seasons
- **Intrusion** of sea water
- Duration depends on unforeseen factors such as **tidal flow** and **weather conditions**



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The Raw Water System



The Salinity Problem



How Serious is the Problem?

- Year 2004 was one of the **driest years in the past 50 years** and the situation has got only worse
- Rainfall reduced by more than **30%** of average
- Salinity of raw water can drastically rise to such levels as **2500** ppm (c.f. ≤ 250 ppm ideally)
- Affecting approx. **450,000** residents of the city

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Consequence of Salinity

- The salinity is more a matter of **taste** (increased content of chloride) than **health** while it is less than 2000 ppm

Salinity level	Taste
200 - 300 ppm	Very slight saline taste
>300 - 600 ppm	Noticeable discomfort in taste
>600 - 800 ppm	Increasing discomfort in taste
>800 - 1000 ppm	Very strong discomfort in taste
>1000 - 2000 ppm	Extremely strong discomfort in taste

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W.H.O. Guidelines

- Average dietary intake of chloride for human
 - Ranging from 6 g/day to 12 g/day
- The consequence is that daily intake of salt from water is usually **less than** 5% to 10% of total intake from foods
- **No evidence** on health effect of prolonged intake of large amounts of chloride in diet
 - Except in the special case of impaired sodium chloride metabolism, e.g. in congestive heart failure

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Why not Supply Restriction?

- No health risk
- Restriction may cause sanitary problem with reduction on people hygiene
- May increase water duration in pipes, flush some particles, create vacuuming and potentially lead to bacteriological contamination
- May affect the overall economy of the city
- May damage International Image of the city

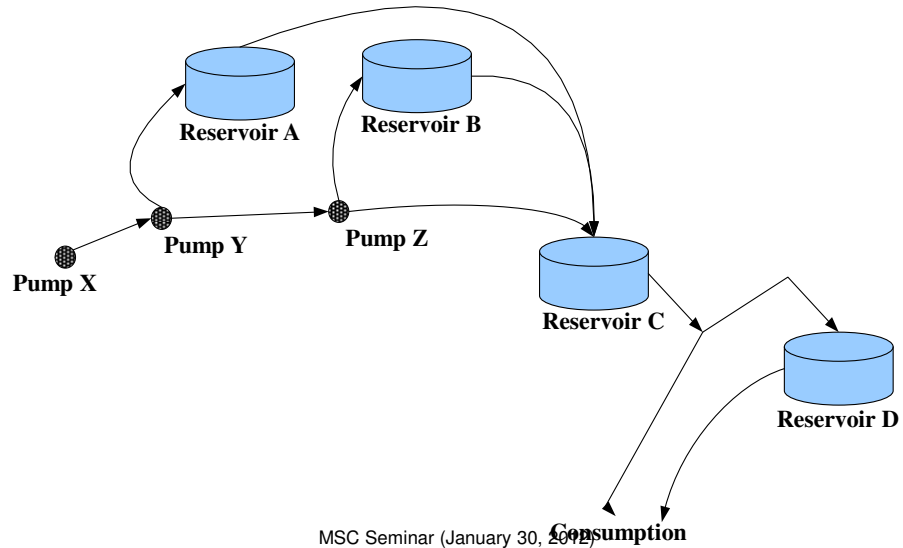
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Tackling the Problem

- On the technical/engineering level
 - Improved monitoring and pumping system
 - Preparation before the crisis: top-up of reservoirs
 - Leak detection to reduce water loss
- Technical communication and coordination with related partners when the crisis started
- A software to optimize the logistical operations, so as to forecast and control the salinity of potable water below a desirable level

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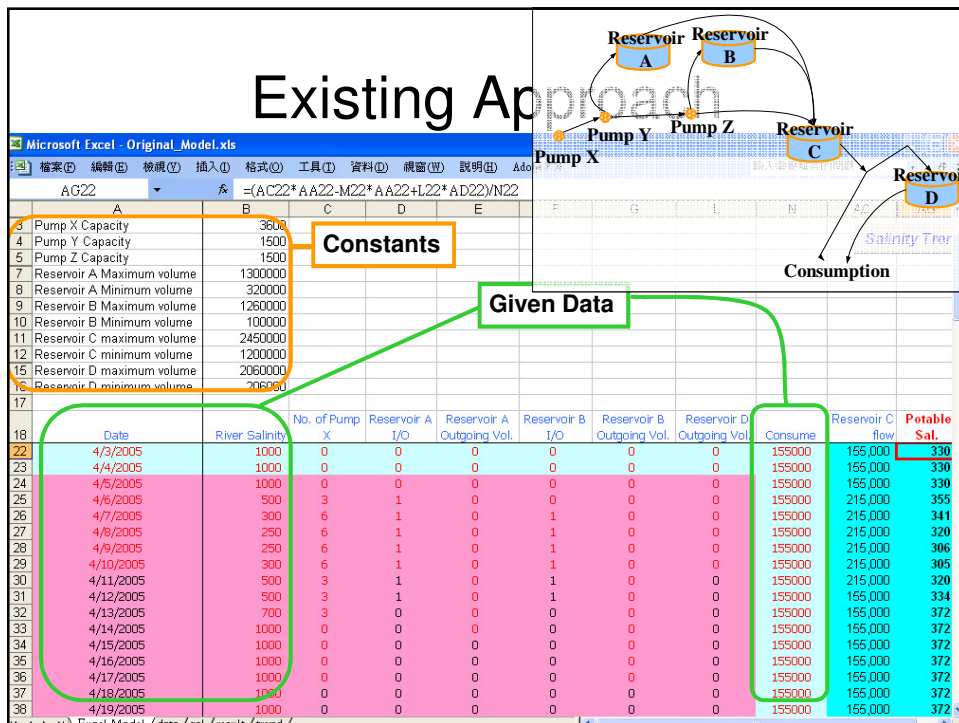
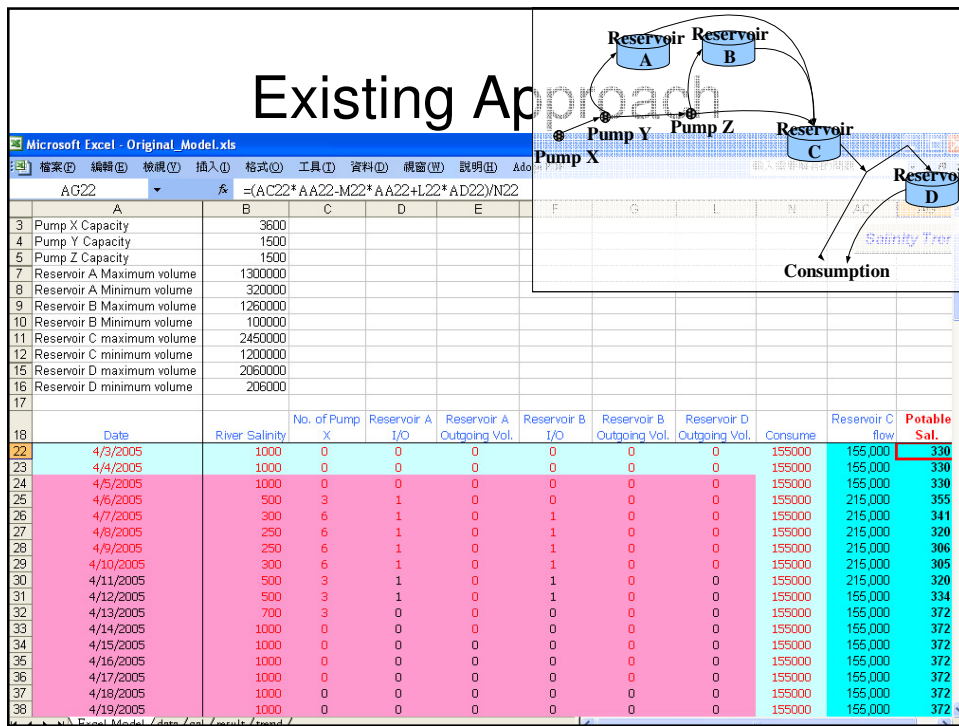
Raw Water System Model



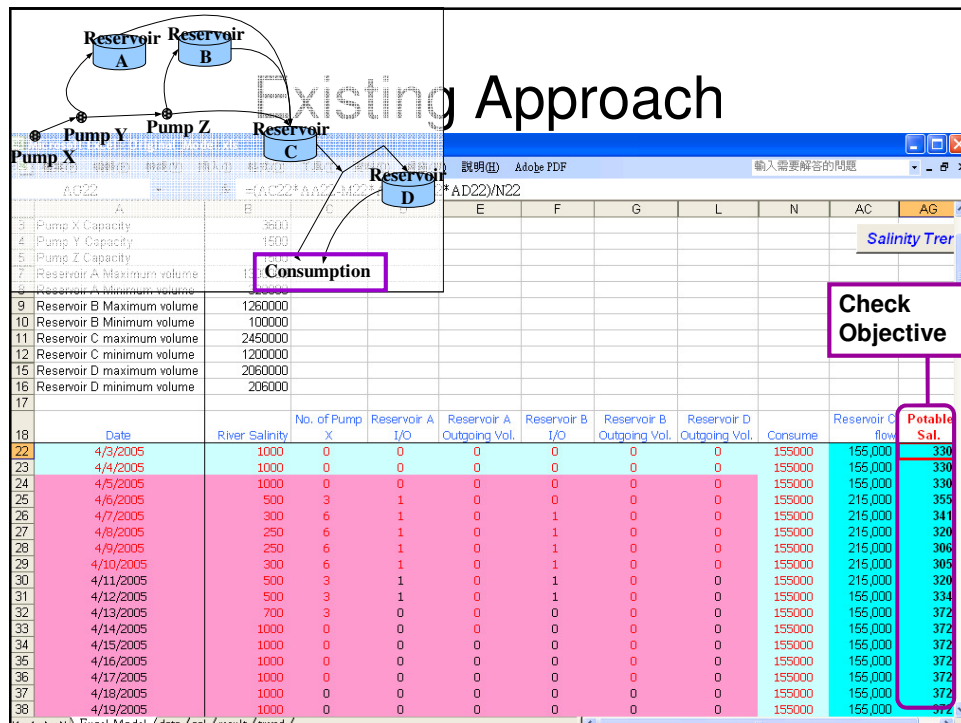
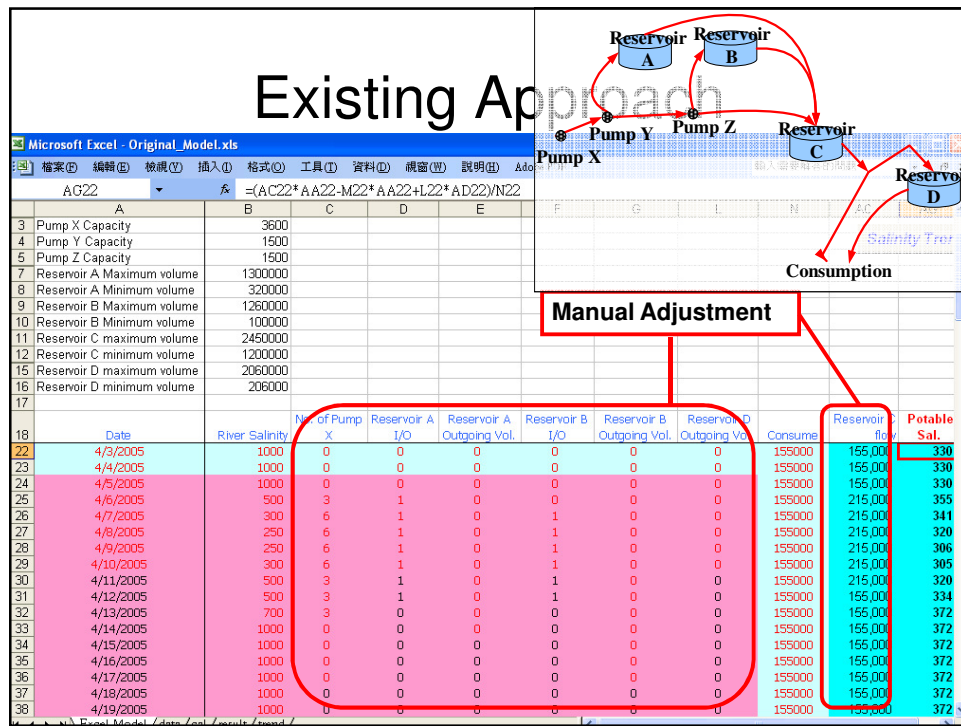
Objective

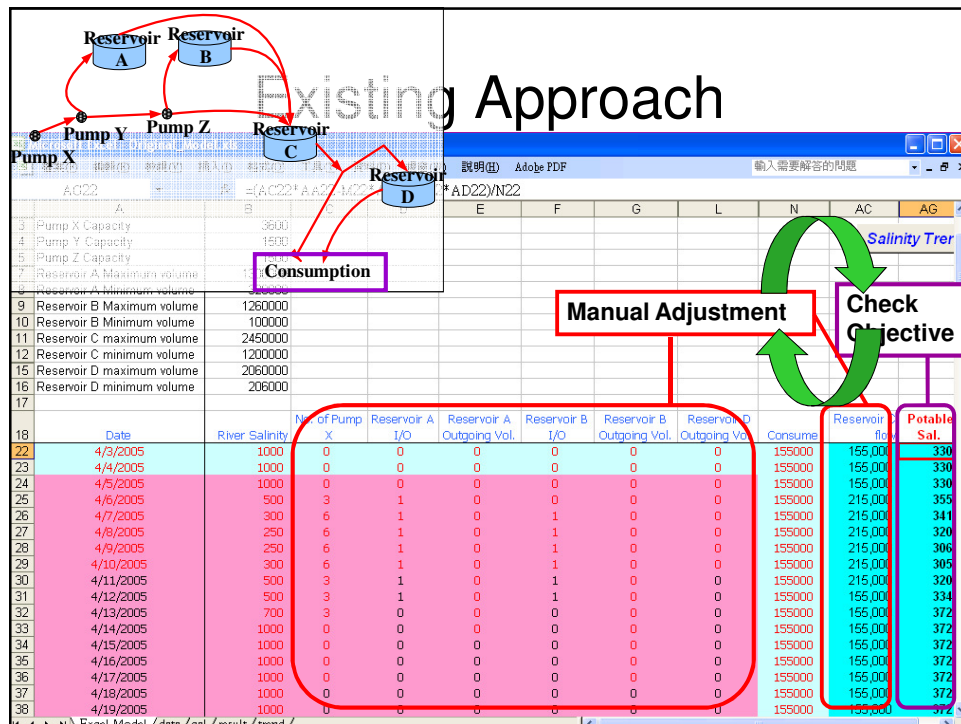
To maximize the number of days in which the potable salinity level is below the desirable level

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Existing Approach





Weaknesses

- Manual trial-and-error is tedious and time consuming
- Problem is too large and too complex for such manual optimization process, and the model is overly simplified
- Require an experienced operator
 - Knowledge to use a spreadsheet
 - Domain knowledge of the logistical operations

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Project Goals

- Automate the optimization process and reduce errors
- More realistic model
- Even novice users can operate
- Generate better quality solutions in a shorter time

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Real-life Applications of CP

- Options trading
- Gate allocation to aircrafts in airports
- Selection and scheduling of observations performed by satellites
- DNA sequencing, construction of 3D models of proteins
- Locating faults in the circuits, computing circuit layouts, testing and verification of design
- Many other scheduling, planning and optimization problems

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Constraint Satisfaction Problems

A **CSP** is a triple $\langle \mathbf{Z}, \mathbf{D}, \mathbf{C} \rangle$

- \mathbf{Z} is a finite set of variables $\{x_1, x_2, \dots, x_n\}$
- \mathbf{D} is a finite set $\{D_1, D_2, \dots, D_n\}$, where D_i is a finite set of possible values for variable x_i
- \mathbf{C} is a set of constraints, each on a subset of \mathbf{Z} limiting the possible combinations of values that the variables can take

Goal: to find a **consistent** variable assignment

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Confession of a HK Smuggler

Take ≤ 9 units and earn > 30 dollars

Goods	Wine	Perfume
Size	4 units	3
\$\$\$	\$15	

- Variable: W, P, C (Wine, Perfume, Cigarettes) in [0..9]
- Capacity constraint: $4W + 3P + 2C \leq 9$
- Profit constraint: $15W + 10P + 7C \geq 30$

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Constrained Optimization

Goods	Wine	Perfume	Cigarettes
Size	4 units	3 units	2 units
\$\$\$	\$15	\$10	\$7

- Constraint:

$$4W + 3P + 2C \leq 9$$

$$15W + 10P + 7C \geq 30$$
- Objective: $15W + 10P + 7C$

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Basic Branch & Bound

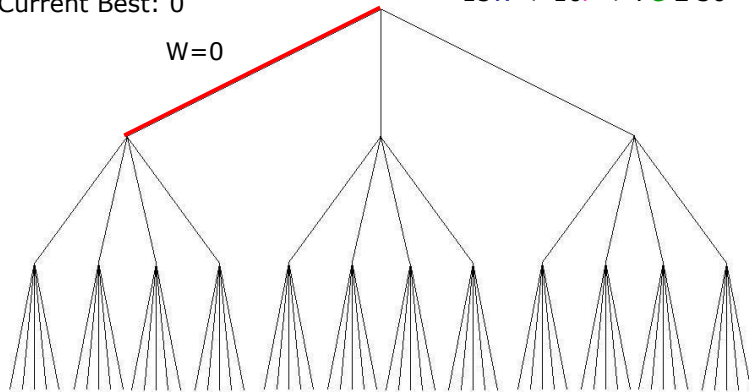
Obj: $15W + 10P + 7C$

Current Best: 0

$4W + 3P + 2C \leq 9$

$15W + 10P + 7C \geq 30$

$W=0$



$$15 \cdot 0 + 10 \cdot \max(P) + 7 \cdot \max(C) = 0 + 30 + 28 = 58$$

Basic Branch & Bound

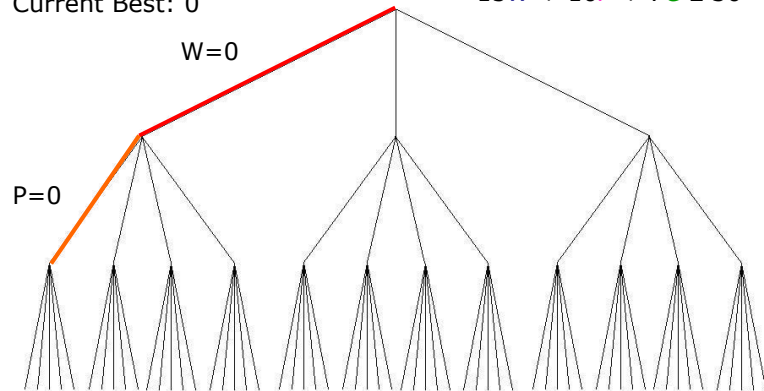
Obj: $15W + 10P + 7C$

Current Best: 0

$4W + 3P + 2C \leq 9$

$15W + 10P + 7C \geq 30$

$W=0$



$$15 \cdot 0 + 10 \cdot 0 + 7 \cdot \max(C) = 0 + 0 + 28 = 28$$

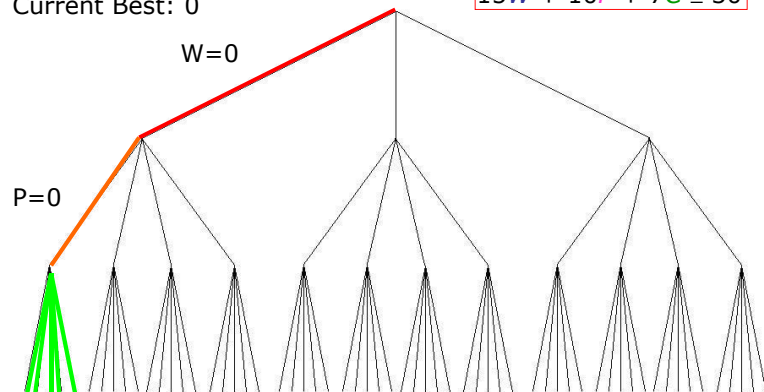
Basic Branch & Bound

Obj: $15W + 10P + 7C$

Current Best: 0

$4W + 3P + 2C \leq 9$

$15W + 10P + 7C \geq 30$



The subtree of $P=0$ (in green) is pruned, since $15*0 + 10*0 + 7*max(C) < 30$.

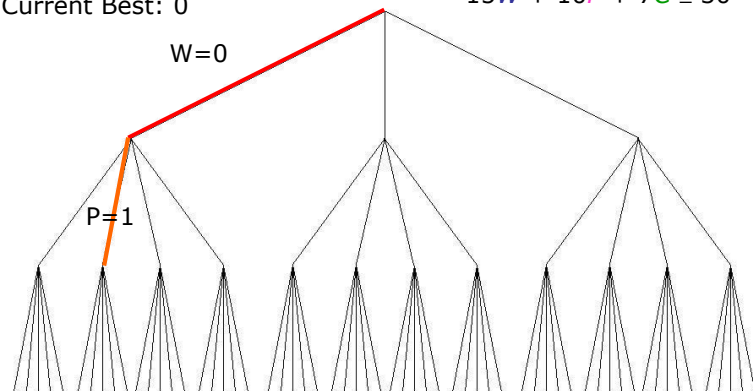
Basic Branch & Bound

Obj: $15W + 10P + 7C$

Current Best: 0

$4W + 3P + 2C \leq 9$

$15W + 10P + 7C \geq 30$



$15*0 + 10*1 + 7*max(C) = 0 + 10 + 28 = 38$

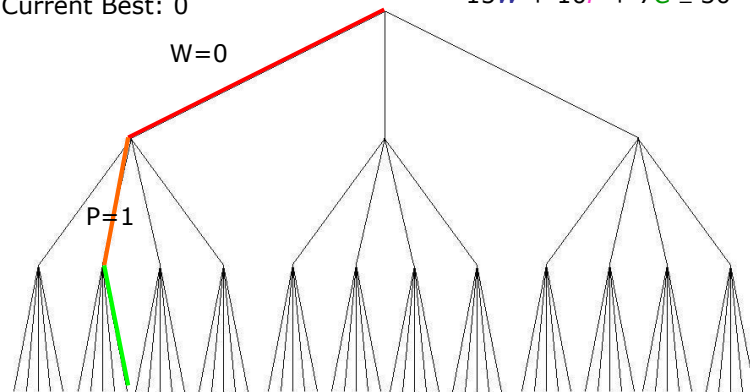
Basic Branch & Bound

Obj: $15W + 10P + 7C$

Current Best: 0

$$4W + 3P + 2C \leq 9$$

$$15W + 10P + 7C \geq 30$$



The subtree of $C=4$ (in green) is pruned, since $4*0 + 3*1 + 2*4 > 9$.

Now $\max(C) = 3$

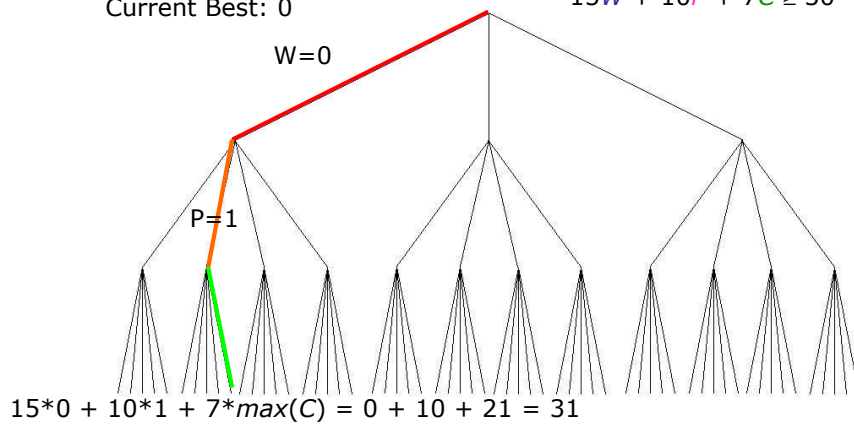
Basic Branch & Bound

Obj: $15W + 10P + 7C$

Current Best: 0

$$4W + 3P + 2C \leq 9$$

$$15W + 10P + 7C \geq 30$$



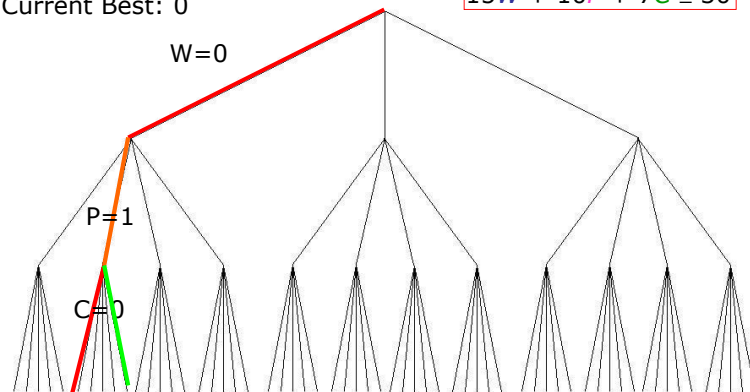
Basic Branch & Bound

Obj: $15W + 10P + 7C$

Current Best: 0

$$4W + 3P + 2C \leq 9$$

$$15W + 10P + 7C \geq 30$$



$$15 \cdot 0 + 10 \cdot 1 + 7 \cdot 0 = 0 + 10 + 0 = 10 < 30$$

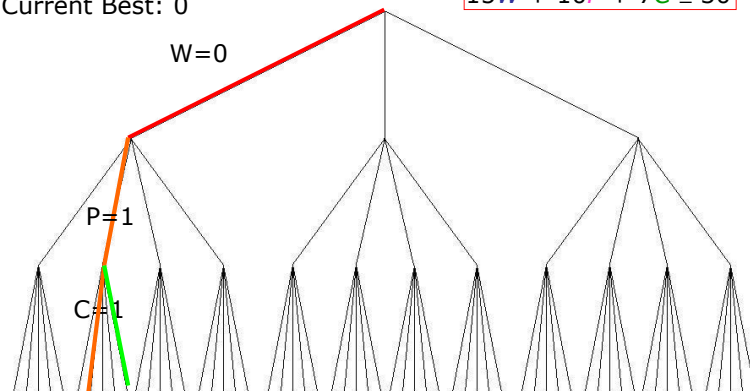
Basic Branch & Bound

Obj: $15W + 10P + 7C$

Current Best: 0

$$4W + 3P + 2C \leq 9$$

$$15W + 10P + 7C \geq 30$$



$$15 \cdot 0 + 10 \cdot 1 + 7 \cdot 1 = 0 + 10 + 7 = 17 < 30$$

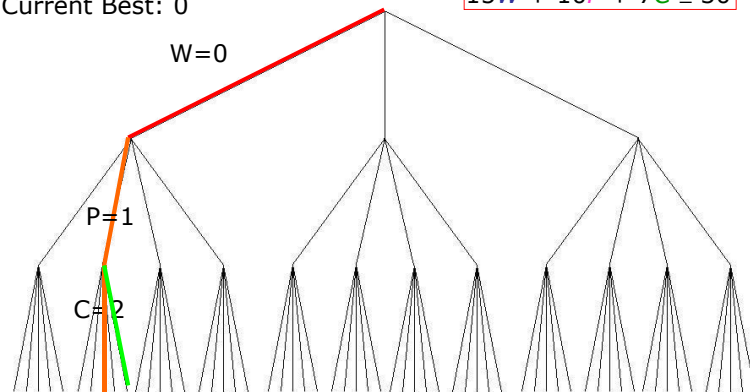
Basic Branch & Bound

Obj: $15W + 10P + 7C$

Current Best: 0

$4W + 3P + 2C \leq 9$

$15W + 10P + 7C \geq 30$



$$15 \cdot 0 + 10 \cdot 1 + 7 \cdot 2 = 0 + 10 + 14 = 24 < 30$$

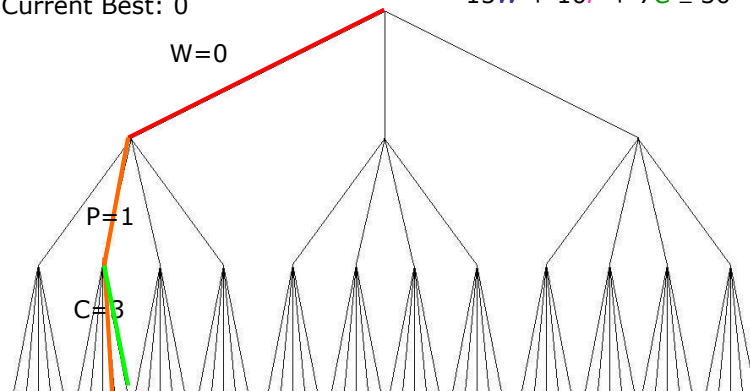
Basic Branch & Bound

Obj: $15W + 10P + 7C$

Current Best: 0

$4W + 3P + 2C \leq 9$

$15W + 10P + 7C \geq 30$



$$15 \cdot 0 + 10 \cdot 1 + 7 \cdot 3 = 0 + 10 + 21 = 31$$

Basic Branch & Bound

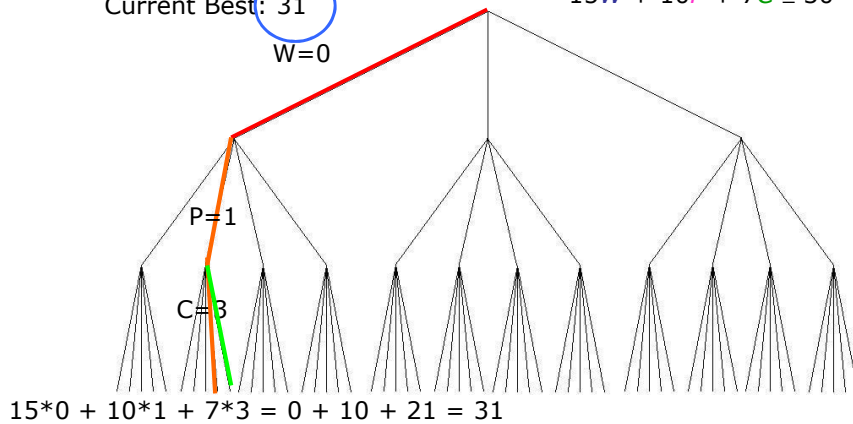
Obj: $15W + 10P + 7C$

Current Best: 31

$W=0$

$4W + 3P + 2C \leq 9$

$15W + 10P + 7C \geq 30$



Since $obj >$ current best value, current value is updated to 31.

Basic Branch & Bound

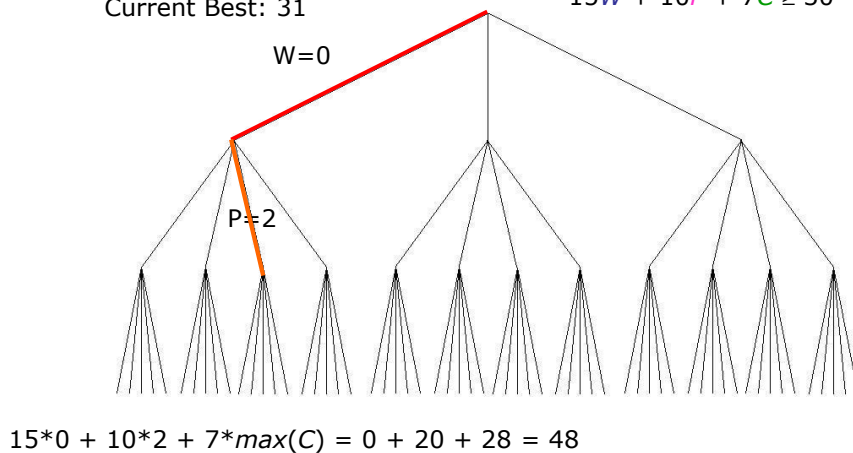
Obj: $15W + 10P + 7C$

Current Best: 31

$W=0$

$4W + 3P + 2C \leq 9$

$15W + 10P + 7C \geq 30$



Basic Branch & Bound

Obj: $15W + 10P + 7C$

Current Best: 31

$$4W + 3P + 2C \leq 9$$

$$15W + 10P + 7C \geq 30$$

$W=0$

$P=2$

$$15*0 + 10*2 + 7*\max(C) = 0 + 20 + 28 = 48$$

The subtree of $C \geq 2$ (in green) is pruned, since $4*0 + 3*2 + 2*2 > 9$.

Now, $\max(C) = 1$.

Basic Branch & Bound

Obj: $15W + 10P + 7C$

Current Best: 31

$$4W + 3P + 2C \leq 9$$

$$15W + 10P + 7C \geq 30$$

$W=0$

$P=2$

$$15*0 + 10*2 + 7*\max(C) = 0 + 20 + 7 = 27$$

Since maximum possible *obj* is smaller than the current best value, the subtree $C=0$ and $C=1$ are pruned.

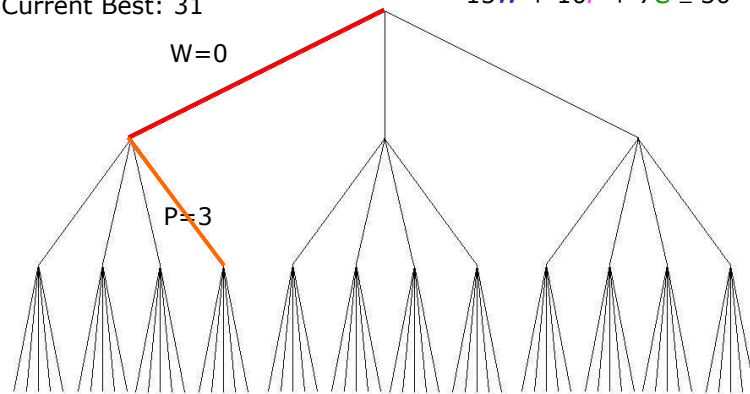
Basic Branch & Bound

Obj: $15W + 10P + 7C$

Current Best: 31

$4W + 3P + 2C \leq 9$

$15W + 10P + 7C \geq 30$



$$15*0 + 10*3 + 7*max(C) = 0 + 30 + 28 = 58$$

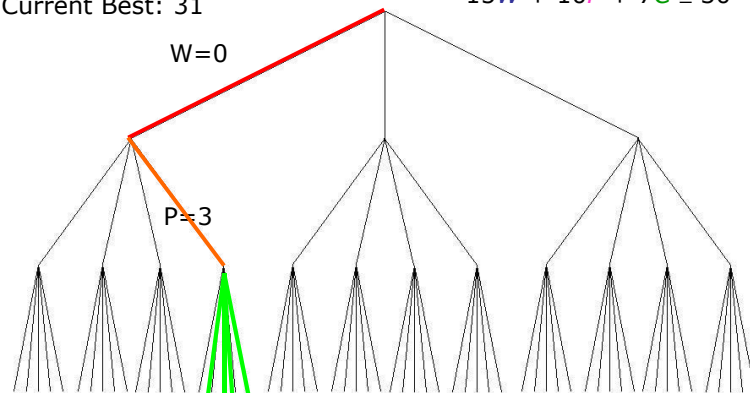
Basic Branch & Bound

Obj: $15W + 10P + 7C$

Current Best: 31

$4W + 3P + 2C \leq 9$

$15W + 10P + 7C \geq 30$



$$15*0 + 10*3 + 7*max(C) = 0 + 30 + 28 = 58$$

The subtree of $C \geq 1$ (in green) is pruned, since $4*0 + 3*3 + 2*1 > 9$.

Now, $max(C) = 0$.

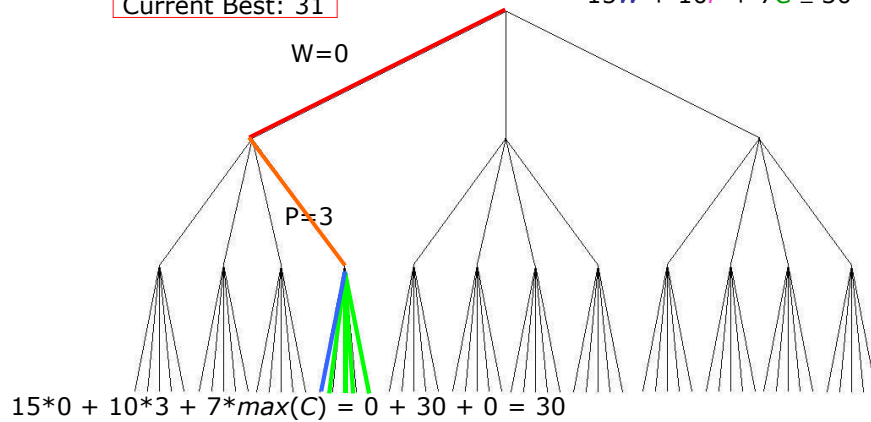
Basic Branch & Bound

Obj: $15W + 10P + 7C$

Current Best: 31

$4W + 3P + 2C \leq 9$

$15W + 10P + 7C \geq 30$



Since maximum possible *obj* is smaller than the current best value, the subtree $C=0$ is pruned.

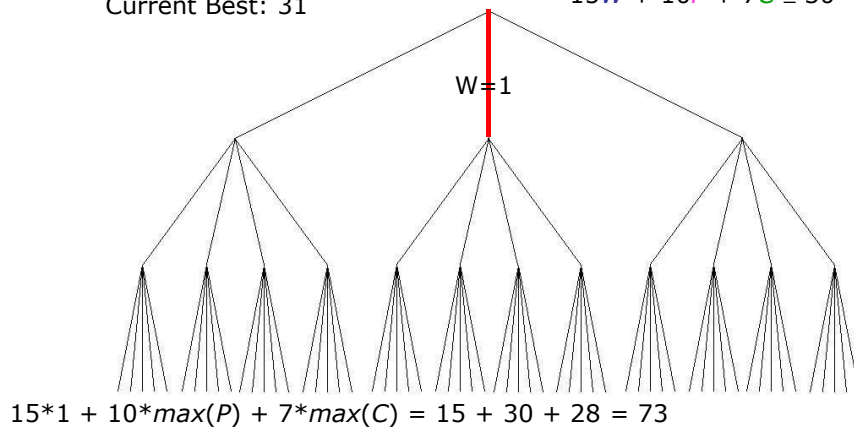
Basic Branch & Bound

Obj: $15W + 10P + 7C$

Current Best: 31

$4W + 3P + 2C \leq 9$

$15W + 10P + 7C \geq 30$



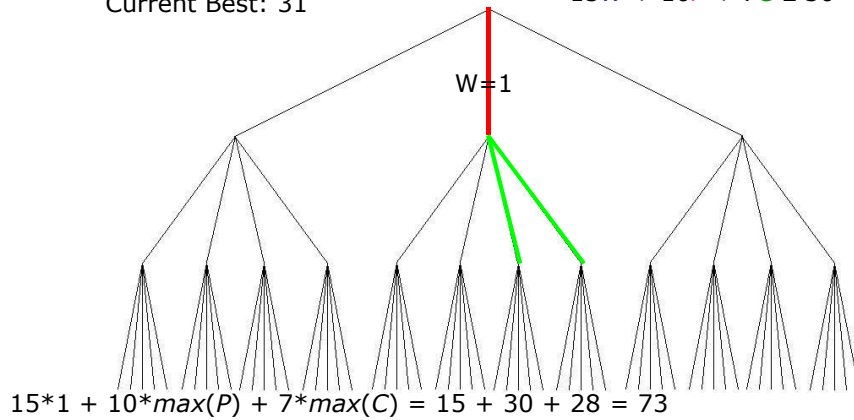
Basic Branch & Bound

Obj: $15W + 10P + 7C$

Current Best: 31

$$4W + 3P + 2C \leq 9$$

$$15W + 10P + 7C \geq 30$$



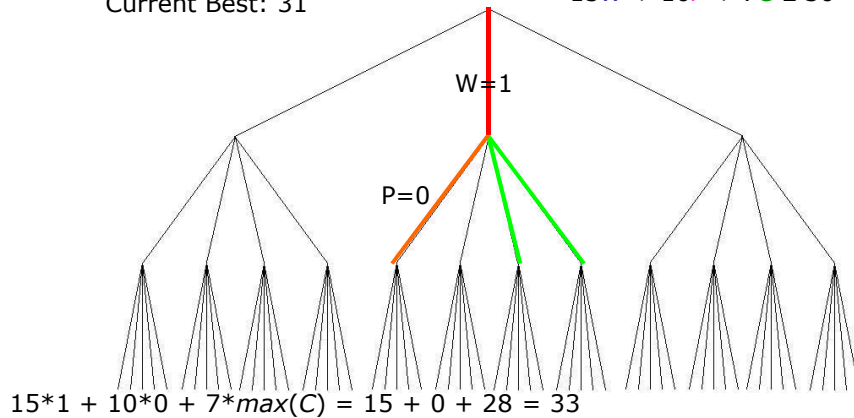
Basic Branch & Bound

Obj: $15W + 10P + 7C$

Current Best: 31

$$4W + 3P + 2C \leq 9$$

$$15W + 10P + 7C \geq 30$$



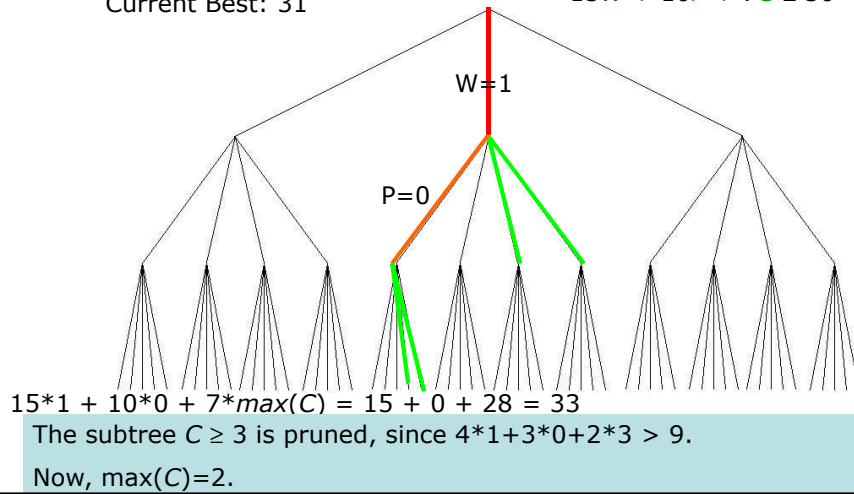
Basic Branch & Bound

Obj: $15W + 10P + 7C$

Current Best: 31

$$4W + 3P + 2C \leq 9$$

$$15W + 10P + 7C \geq 30$$



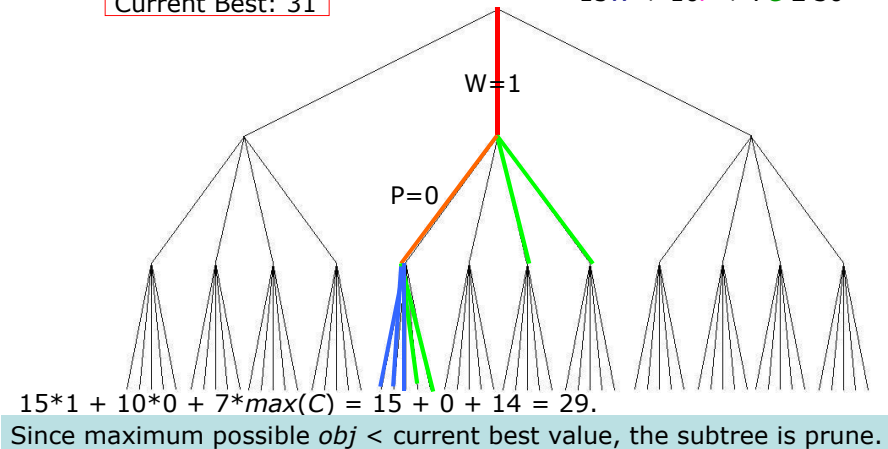
Basic Branch & Bound

Obj: $15W + 10P + 7C$

Current Best: 31

$$4W + 3P + 2C \leq 9$$

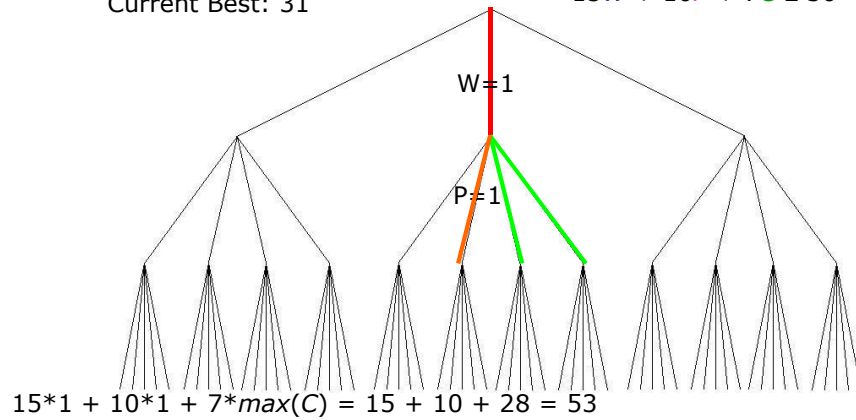
$$15W + 10P + 7C \geq 30$$



Basic Branch & Bound

Obj: $15W + 10P + 7C$
Current Best: 31

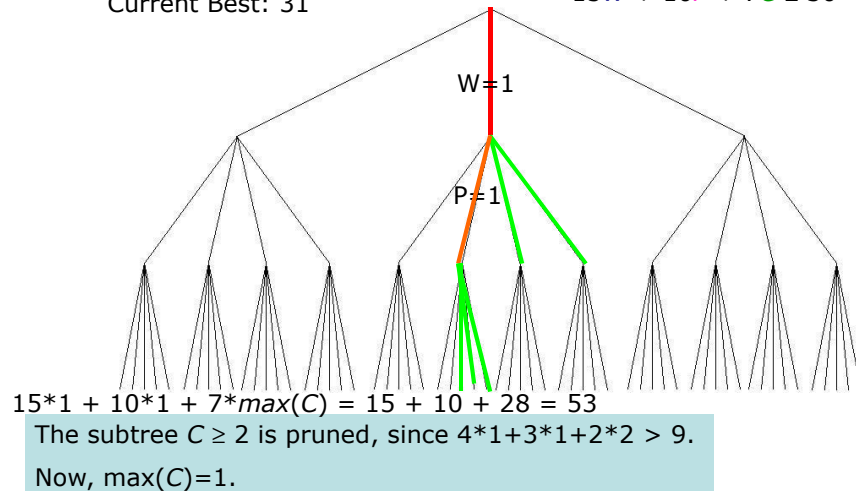
$4W + 3P + 2C \leq 9$
 $15W + 10P + 7C \geq 30$



Basic Branch & Bound

Obj: $15W + 10P + 7C$
Current Best: 31

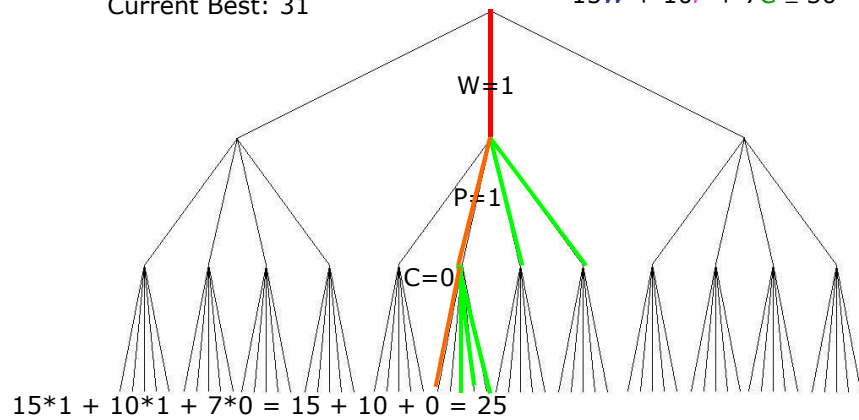
$4W + 3P + 2C \leq 9$
 $15W + 10P + 7C \geq 30$



Basic Branch & Bound

Obj: $15W + 10P + 7C$
Current Best: 31

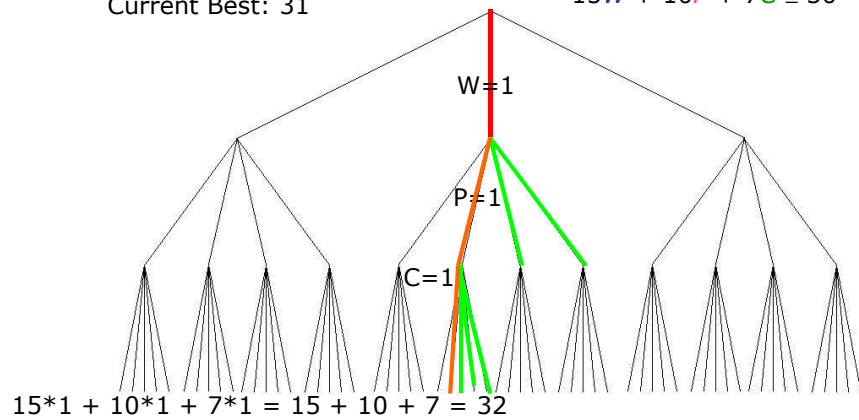
$4W + 3P + 2C \leq 9$
 $15W + 10P + 7C \geq 30$



Basic Branch & Bound

Obj: $15W + 10P + 7C$
Current Best: 31

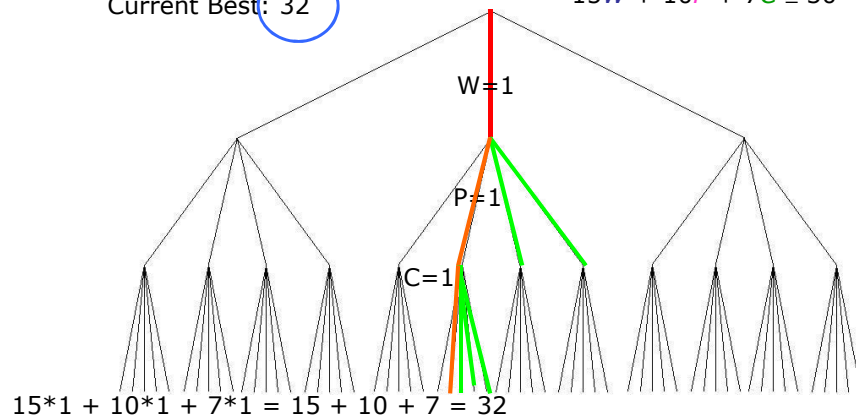
$4W + 3P + 2C \leq 9$
 $15W + 10P + 7C \geq 30$



Basic Branch & Bound

Obj: $15W + 10P + 7C$
Current Best: 32

$4W + 3P + 2C \leq 9$
 $15W + 10P + 7C \geq 30$

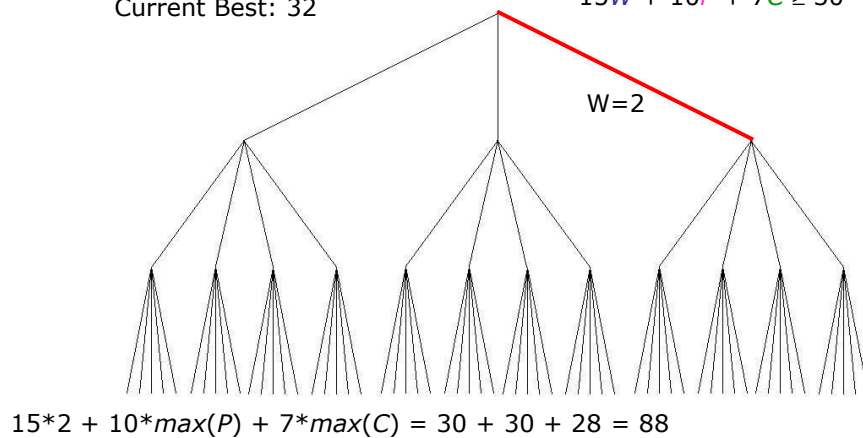


Since $obj >$ current best value, current value is updated to 32.

Basic Branch & Bound

Obj: $15W + 10P + 7C$
Current Best: 32

$4W + 3P + 2C \leq 9$
 $15W + 10P + 7C \geq 30$



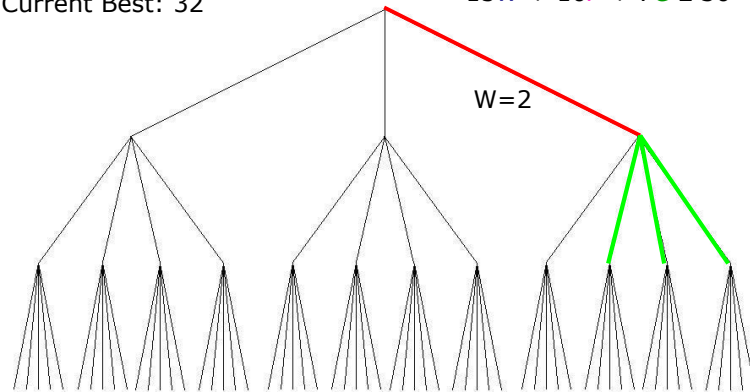
Basic Branch & Bound

Obj: $15W + 10P + 7C$

Current Best: 32

$$4W + 3P + 2C \leq 9$$

$$15W + 10P + 7C \geq 30$$



$$15 \cdot 2 + 10 \cdot \max(P) + 7 \cdot \max(C) = 30 + 30 + 28 = 88$$

The subtree $P \geq 1$ is pruned, since $4 \cdot 2 + 3 \cdot 1 > 9$. Now $\max(P)=0$.

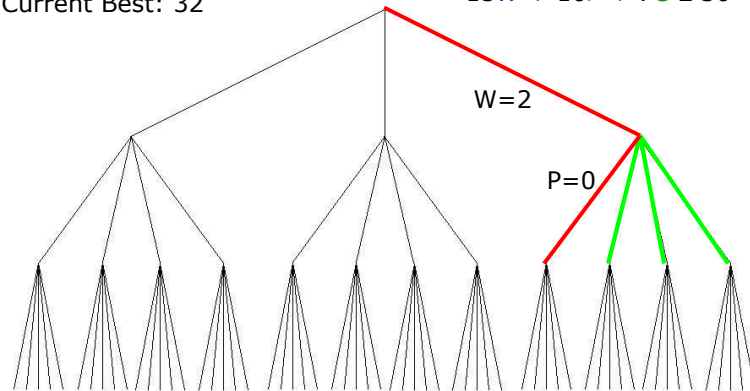
Basic Branch & Bound

Obj: $15W + 10P + 7C$

Current Best: 32

$$4W + 3P + 2C \leq 9$$

$$15W + 10P + 7C \geq 30$$



$$15 \cdot 2 + 10 \cdot 0 + 7 \cdot \max(C) = 30 + 0 + 28 = 58$$

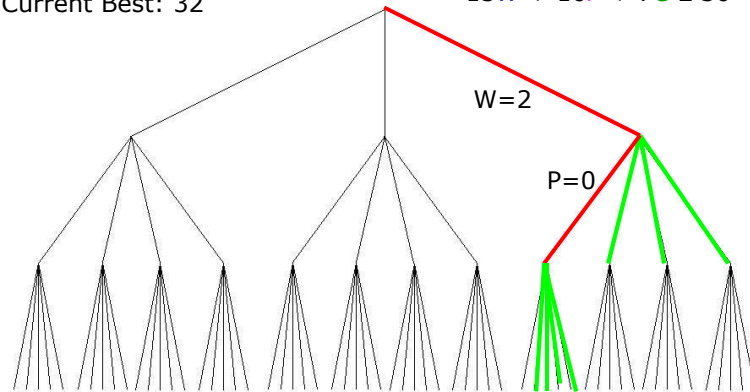
Basic Branch & Bound

Obj: $15W + 10P + 7C$

Current Best: 32

$$4W + 3P + 2C \leq 9$$

$$15W + 10P + 7C \geq 30$$



$$15 \cdot 2 + 10 \cdot 0 + 7 \cdot \max(C) = 30 + 0 + 28 = 58$$

The subtree $C \geq 1$ is pruned, since $4 \cdot 2 + 3 \cdot 0 + 2 \cdot 1 > 9$. Now $\max(C)=0$.

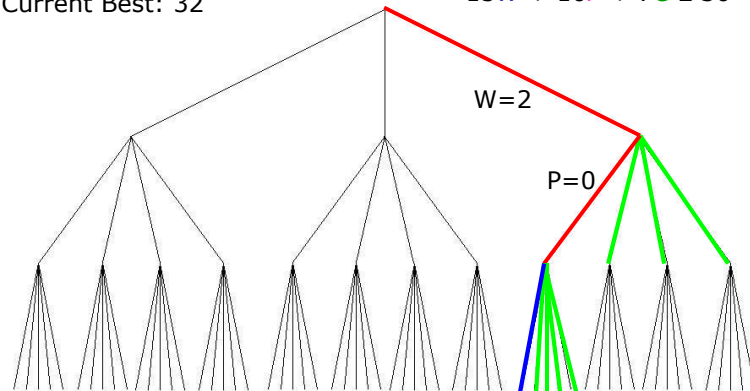
Basic Branch & Bound

Obj: $15W + 10P + 7C$

Current Best: 32

$$4W + 3P + 2C \leq 9$$

$$15W + 10P + 7C \geq 30$$



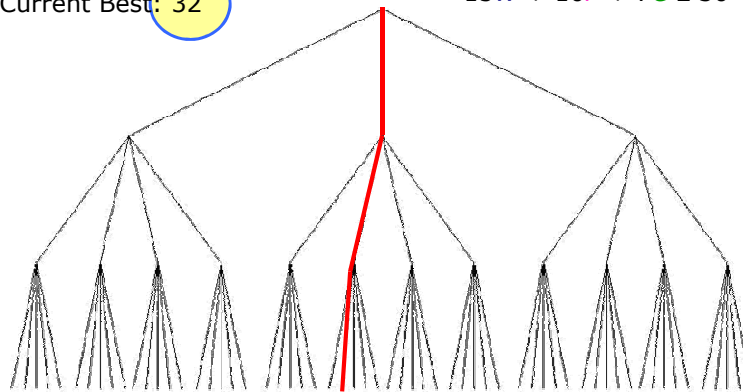
$$15 \cdot 2 + 10 \cdot 0 + 7 \cdot \max(C) = 30 + 0 + 0 = 30$$

Since $obj < \text{current best value}$, subtree $C=0$ is also pruned.

Basic Branch & Bound

Obj: $15W + 10P + 7C$
Current Best: 32

$4W + 3P + 2C \leq 9$
 $15W + 10P + 7C \geq 30$



Search completed. Optimal solution is $\{W=1, P=1, C=1\}$.

Search Efficiency

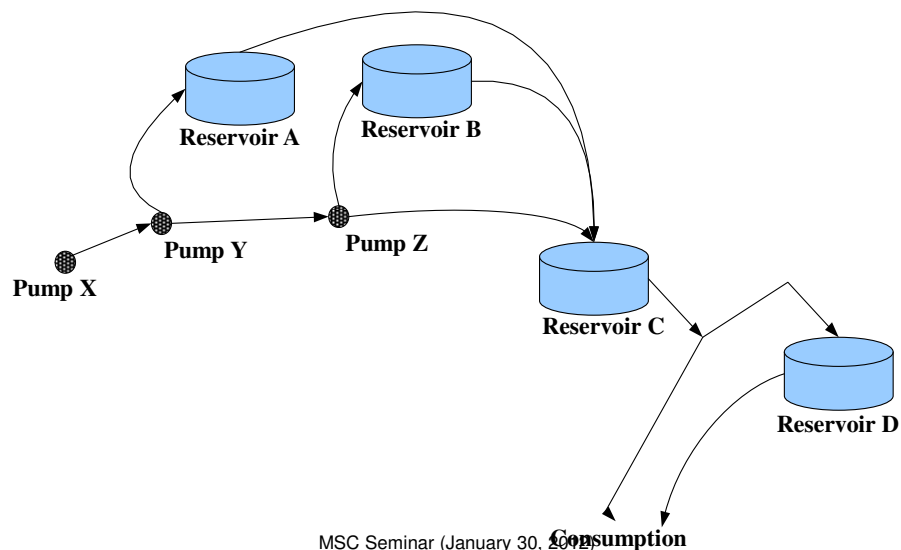
- Variable Ordering
 - Affects the **shape** and **size** of the search tree
 - Is **first-fail** principle all??
- Value Ordering
 - Affects the **ordering** of the branches
 - Move (good) solution branches as far to the **left** as possible (depth-first search from left to right)
- Constraint propagation: the **more** the better!

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- Improvements
- Concluding Remarks

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Raw Water System Model



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Assumptions

- Salinity concentration in each reservoir is **homogeneous** and **instantaneous mixing** occurs when water is poured in each reservoir
- Overflowing of reservoirs (to dilute) is **NOT** allowed
- The time period is at most 90 days

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Assumptions

- Salinity concentration in each reservoir is **homogeneous** and **instantaneous mixing** occurs when water is poured in each reservoir
- Overflowing of reservoirs (to dilute) is **NOT** allowed
- The time period is at most **180** days

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Inputs (Parameters)

- Desirable potable salinity level ([Cdesire](#)) and absolutely unacceptable potable salinity level ([CMax](#))
- Limit on the daily increase of potable salinity level ([DailyIncLimit](#))
- Initial volume and salinity levels of various reservoirs ([VA\[0\]](#), [CA\[0\]](#), ...)
- Capacity of various reservoirs and pumps ([CapacityPX](#), ... , [MinVolA](#), [MaxVolA](#), ...)
- Limit on the water volume flow out of various reservoirs (i.e. size of pipes, gravity) ([MaxFlowA](#), ...)

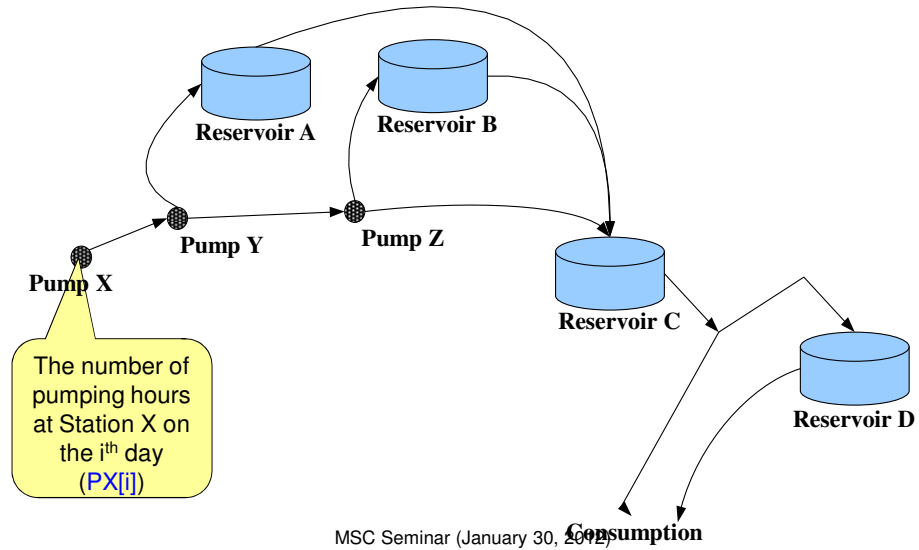
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Inputs (Problem Data)

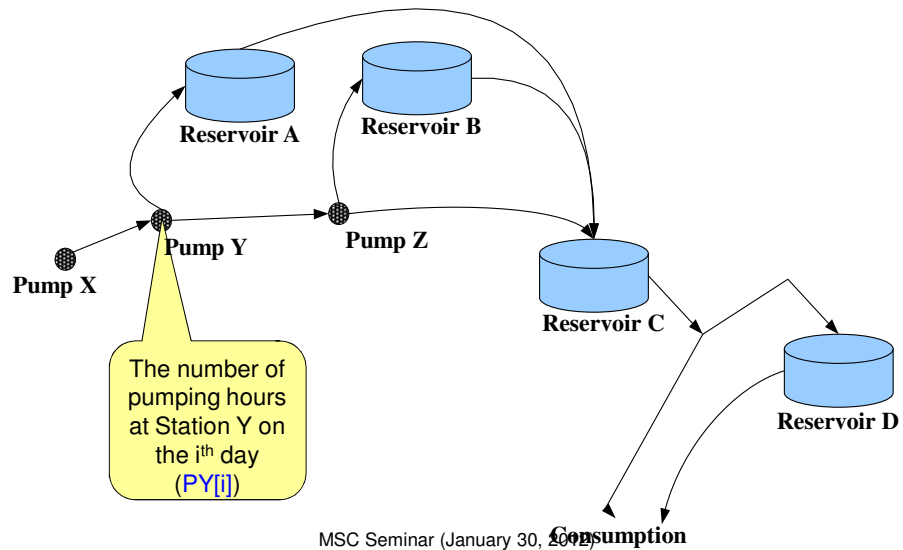
- Input data for each day of the 90-day period
 - Salinity levels of the river water from pump Station X ([CX\[i\]](#))
 - Daily water consumption pattern of the city ([Vconsume\[i\]](#))
 - Controlled threshold level for the various reservoirs ([ThresholdA\[i\]](#), ...)

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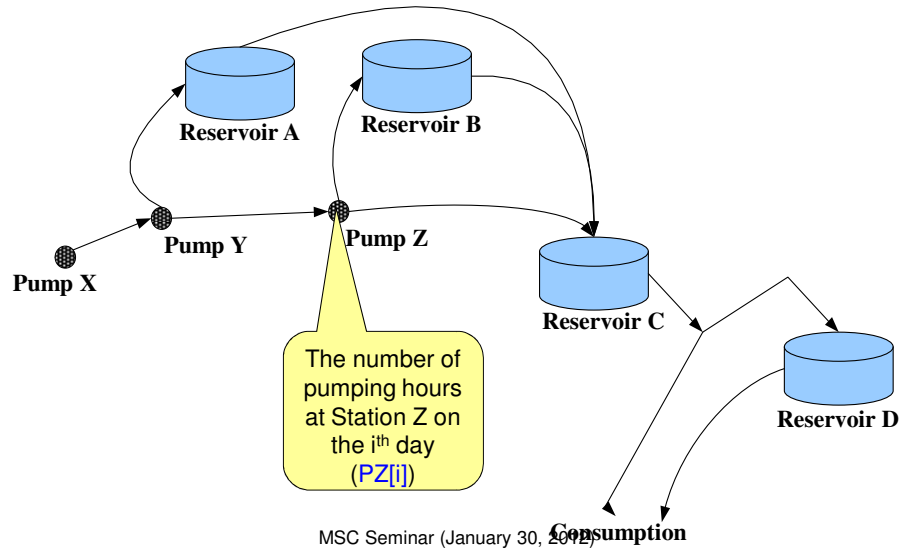
Decision Variables



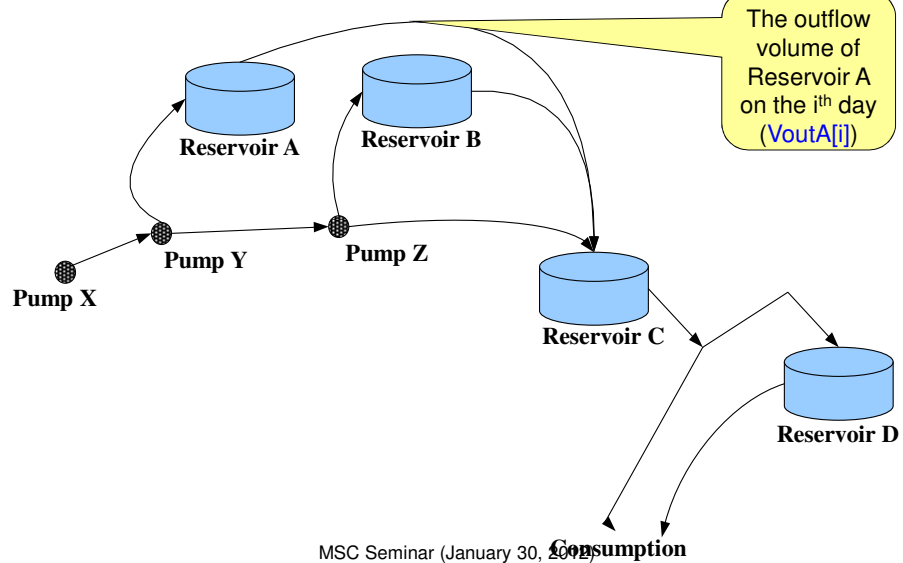
Decision Variables



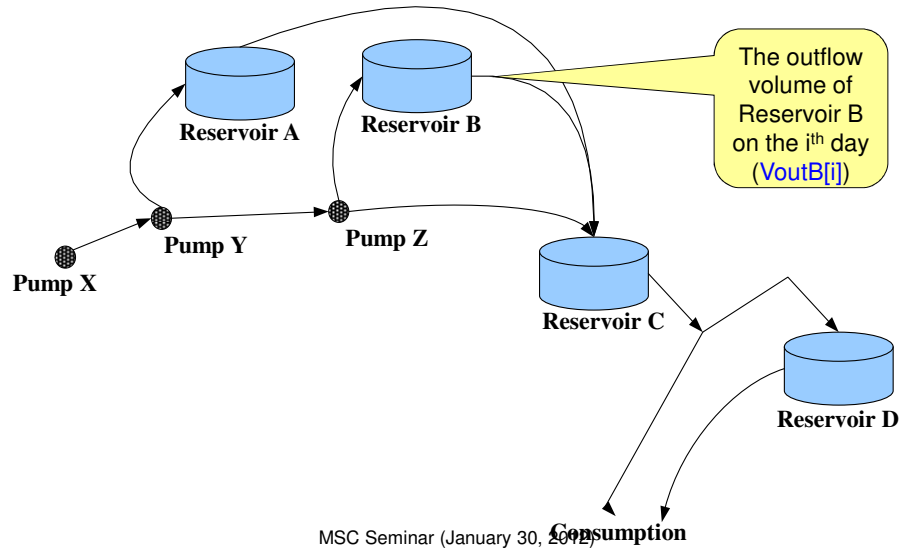
Decision Variables



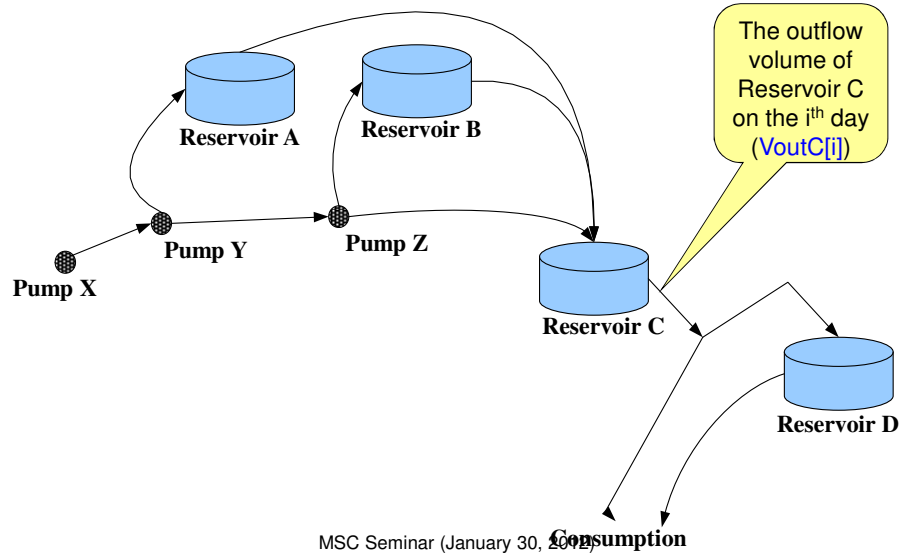
Decision Variables



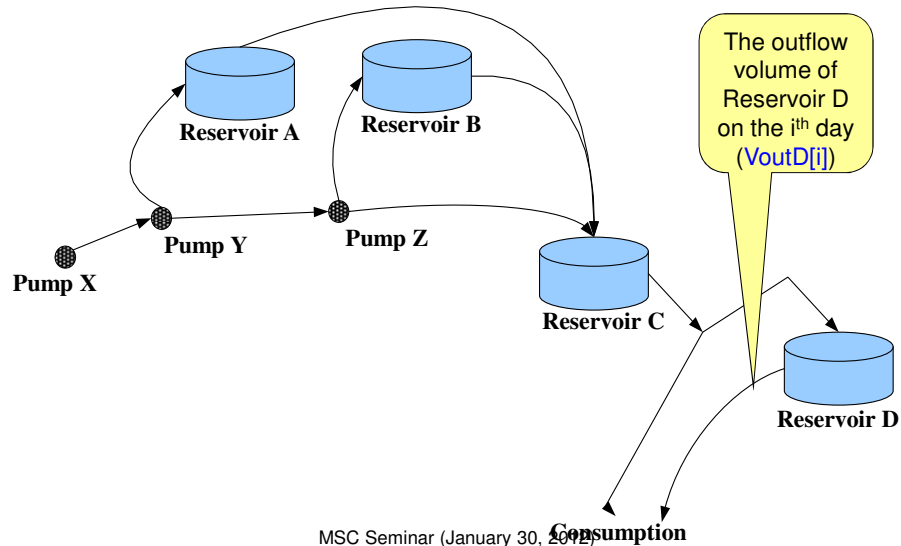
Decision Variables



Decision Variables



Decision Variables



Domain Discretization

- Domain of the Decision variables (pumping hours and water transfer) are continuous in nature
- Discretize and quantize the domain to reduce the search space
 - PumpQuanta
 - Pump usage quanta/unit (e.g. 3 hrs or 6 hrs)
 - TransferQuanta
 - Water transfer quanta/unit (e.g. 5,000m³ or 10,000m³)

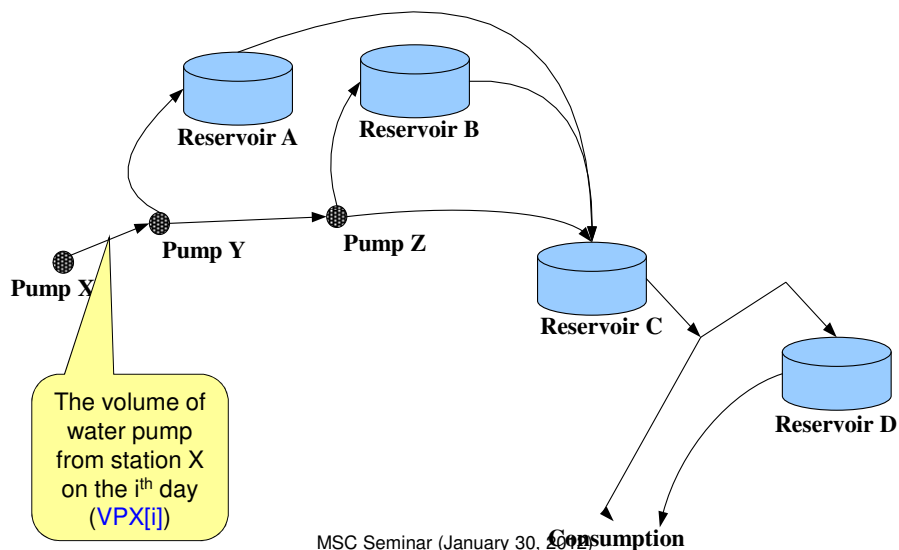
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Domains of Decision Variables

PX[i]	[0 .. (NumOfPumpX * 24 / PumpQuanta)]
PY[i]	[0 .. (NumOfPumpY * 24 / PumpQuanta)]
PZ[i]	[0 .. (NumOfPumpZ * 24 / PumpQuanta)]
VoutA[i]	[0 .. $\lfloor \text{MaxFlowA} / \text{TransferQuanta} \rfloor$]
VoutB[i]	[0 .. $\lfloor \text{MaxFlowB} / \text{TransferQuanta} \rfloor$]
VoutC[i]	[0 .. $\lfloor \text{MaxFlowC} / \text{TransferQuanta} \rfloor$]
VoutD[i]	[0 .. $\lfloor \text{MaxFlowD} / \text{TransferQuanta} \rfloor$]

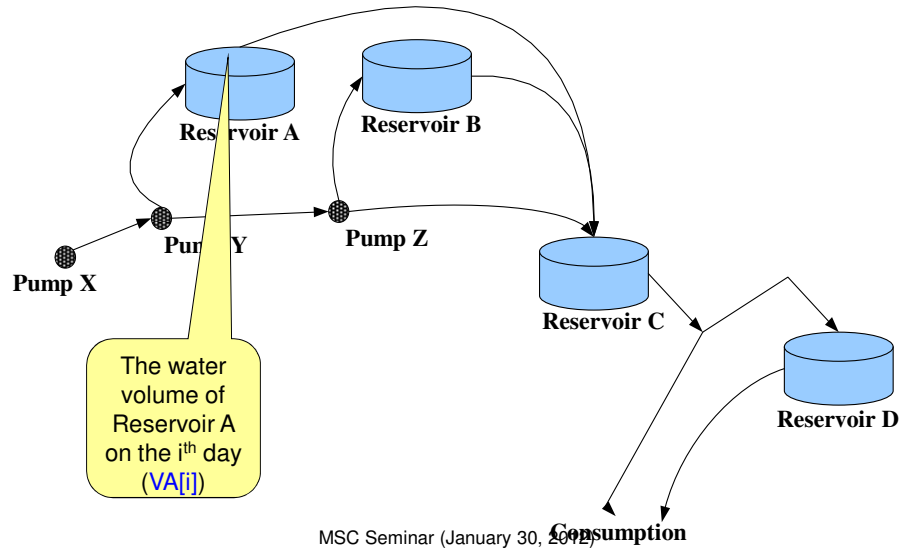
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Auxiliary Variables

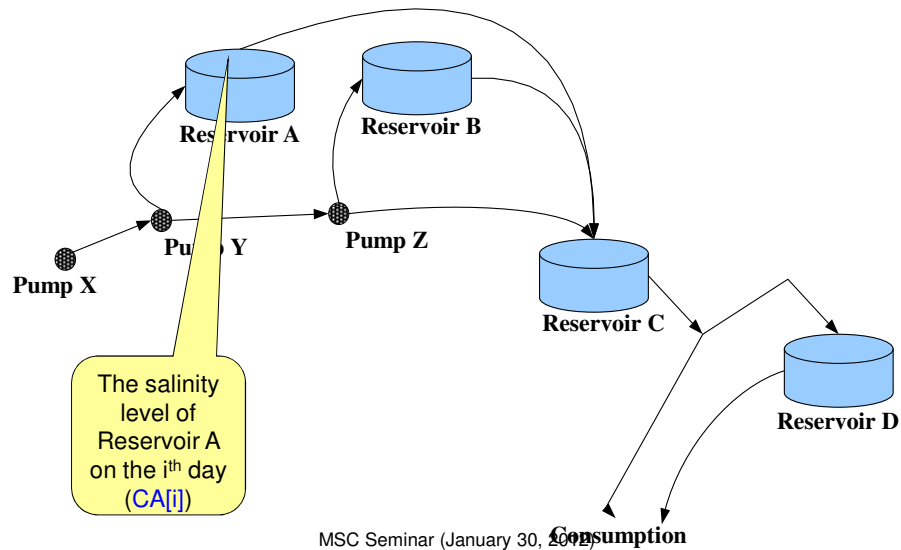


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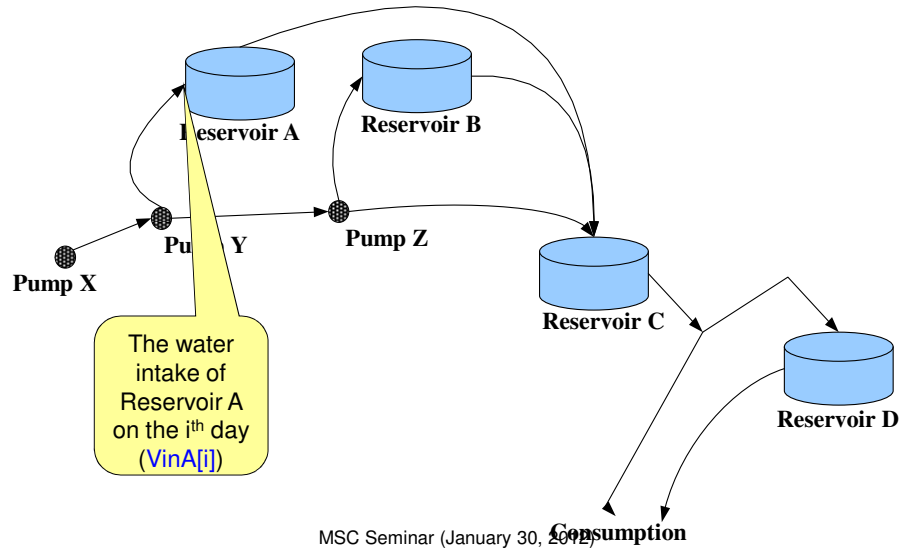
Auxiliary Variables



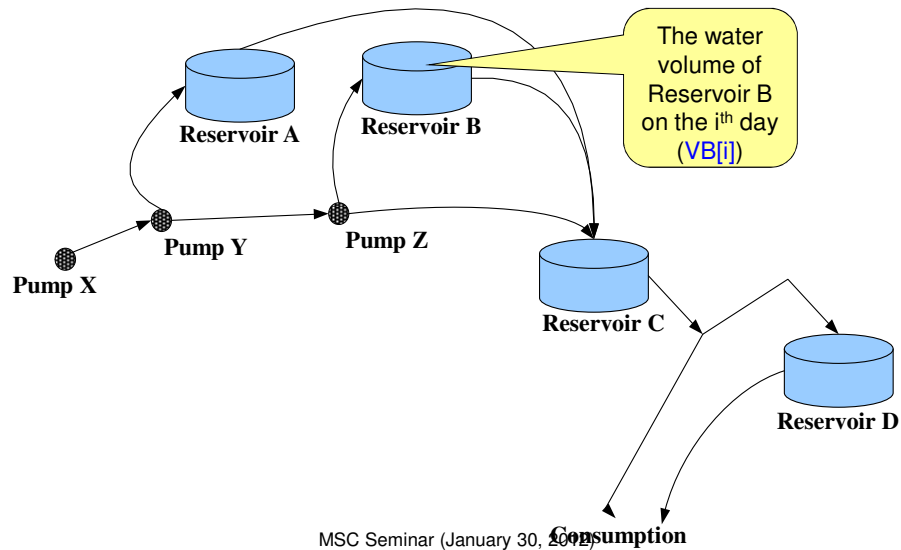
Auxiliary Variables



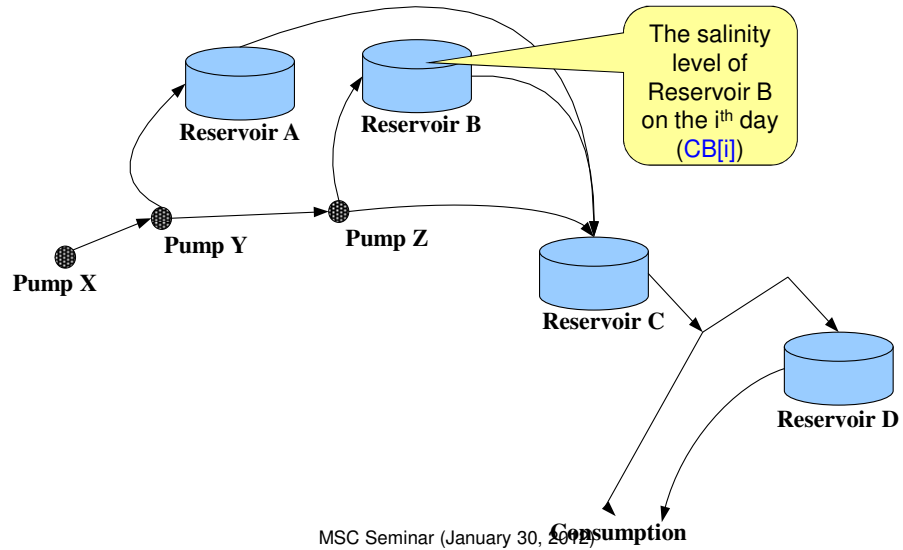
Auxiliary Variables



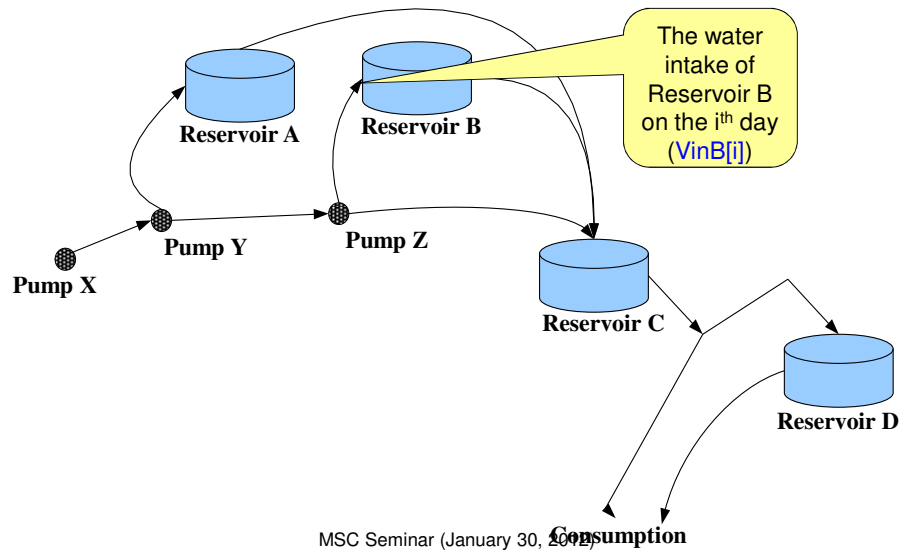
Auxiliary Variables



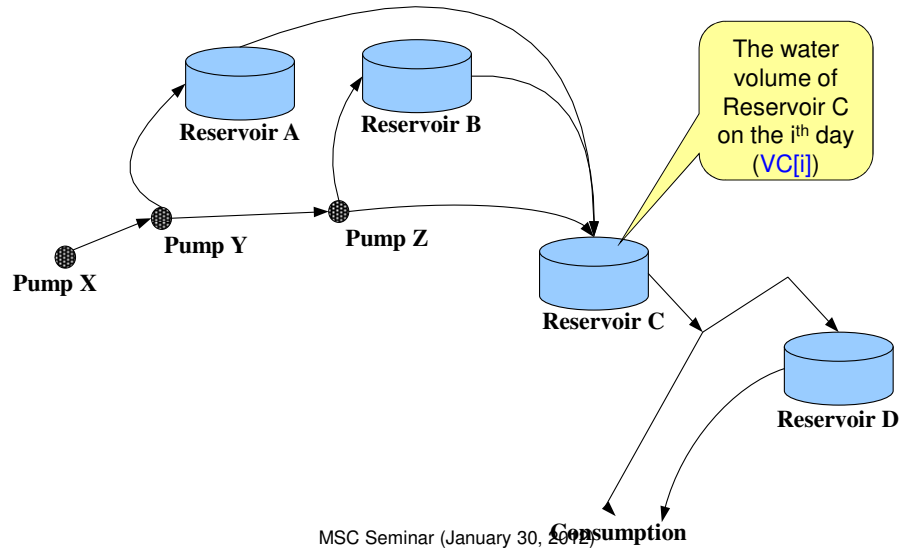
Auxiliary Variables



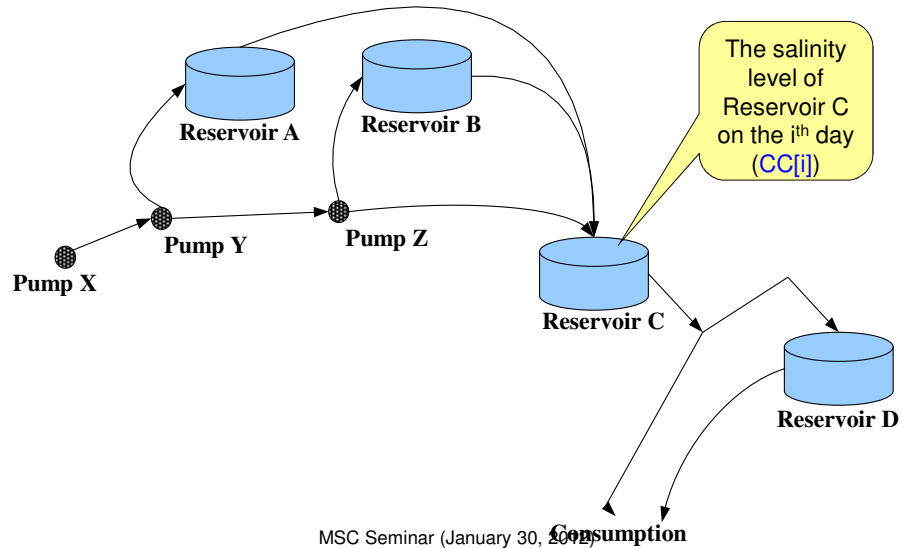
Auxiliary Variables



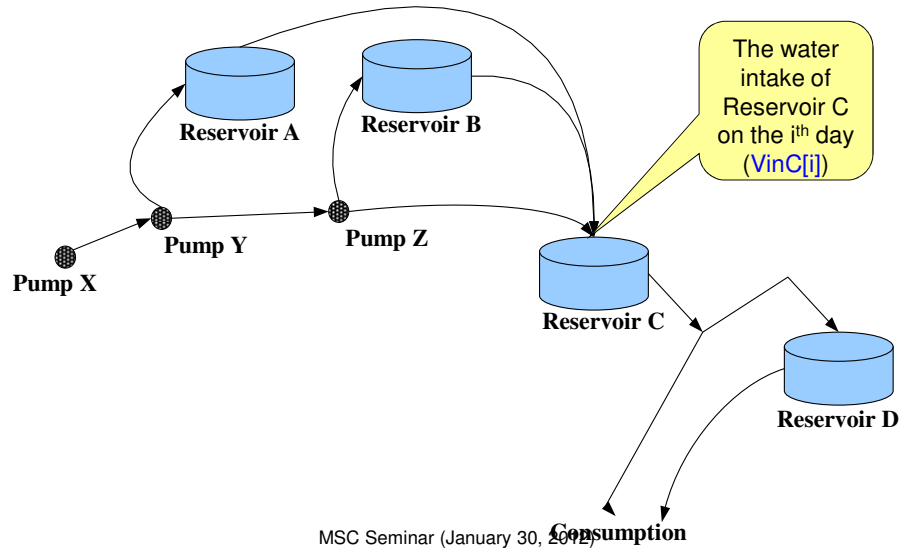
Auxiliary Variables



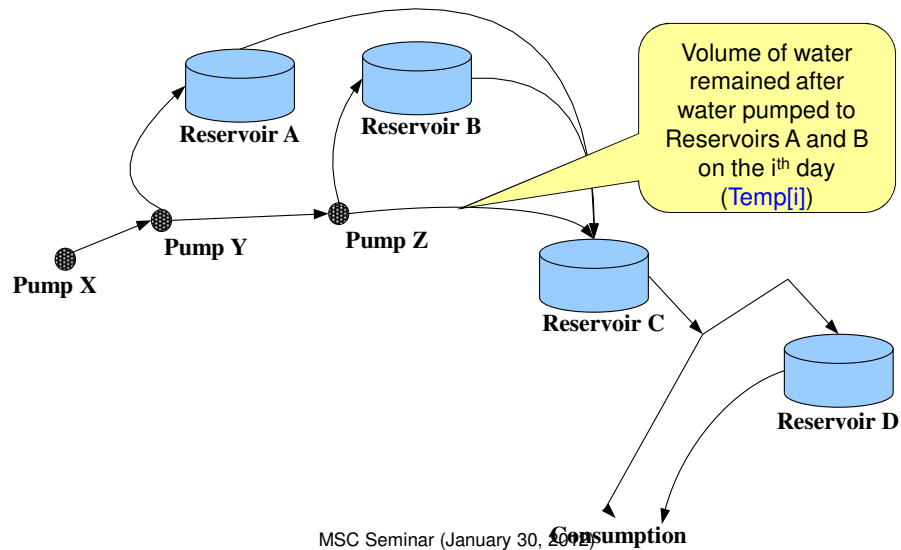
Auxiliary Variables



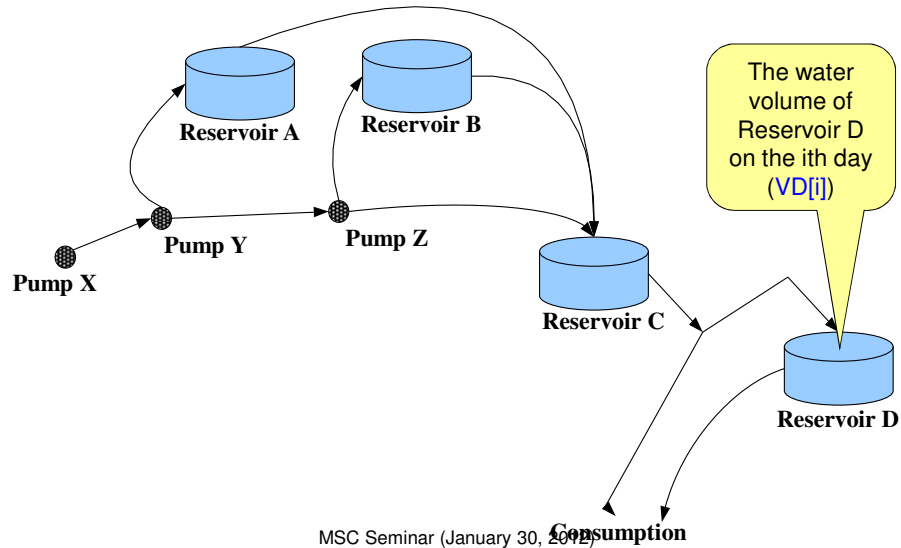
Auxiliary Variables



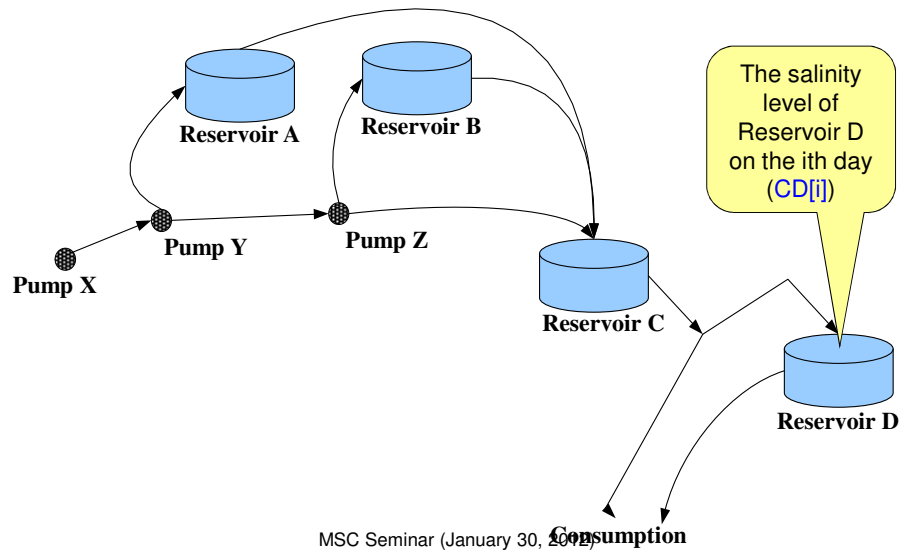
Auxiliary Variables



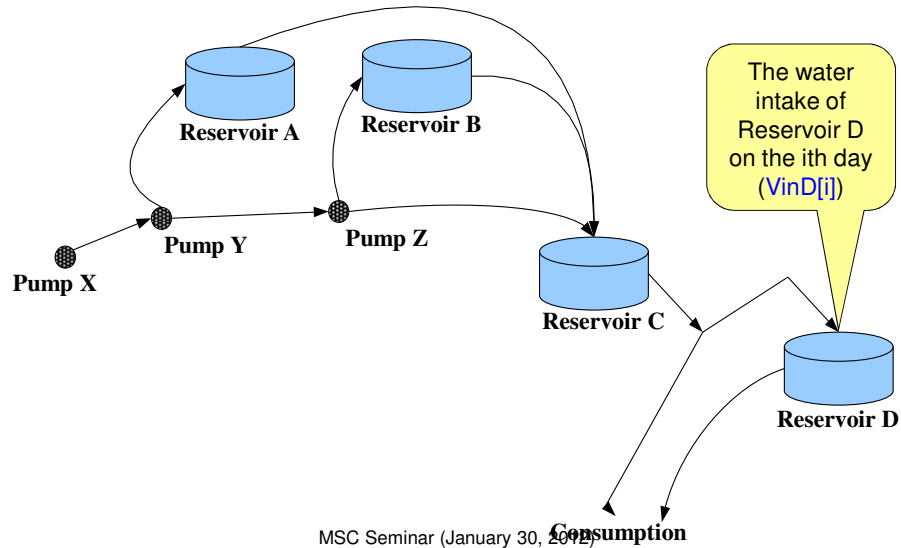
Auxiliary Variables



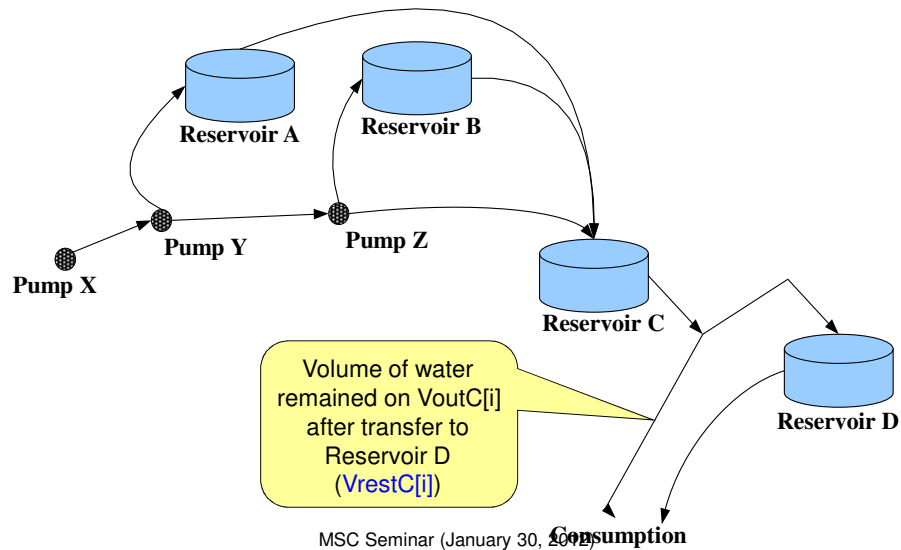
Auxiliary Variables



Auxiliary Variables



Auxiliary Variables



Constraints

- Law of conservation of water and salts
- Physical Limitations
- Consumer Satisfaction

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First Type of Constraints

- Law of conservation of water of a reservoir
(linear relation)

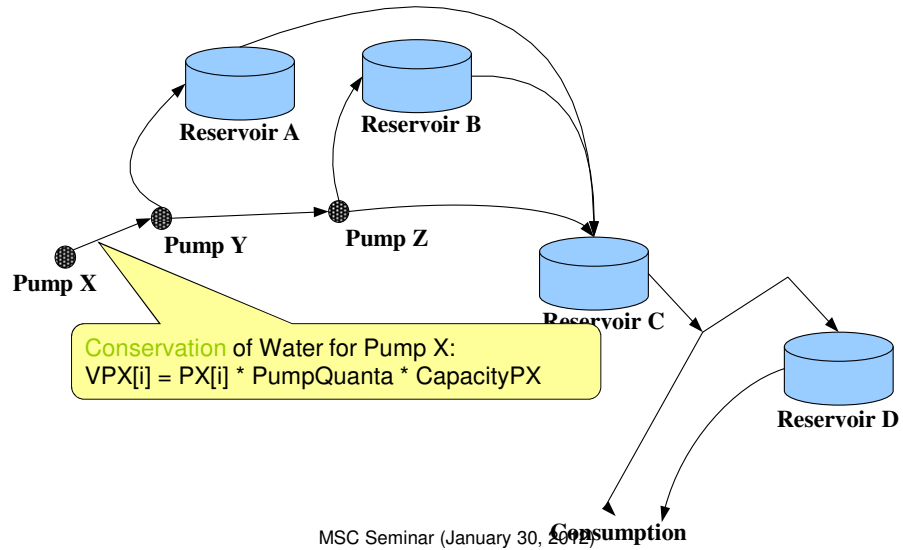
$$\begin{array}{|c|} \hline \text{Reservoir} \\ \hline \text{Volume} \\ \hline \text{day (i)} \\ \hline \end{array} = \begin{array}{|c|} \hline \text{Reservoir} \\ \hline \text{Volume} \\ \hline \text{day (i-1)} \\ \hline \end{array} - \begin{array}{|c|} \hline \text{Volume} \\ \hline \text{flow-out} \\ \hline \text{day (i)} \\ \hline \end{array} + \begin{array}{|c|} \hline \text{Volume} \\ \hline \text{flow-in} \\ \hline \text{day (i)} \\ \hline \end{array}$$

- Law of conservation of salts of a reservoir
(nonlinear relation)

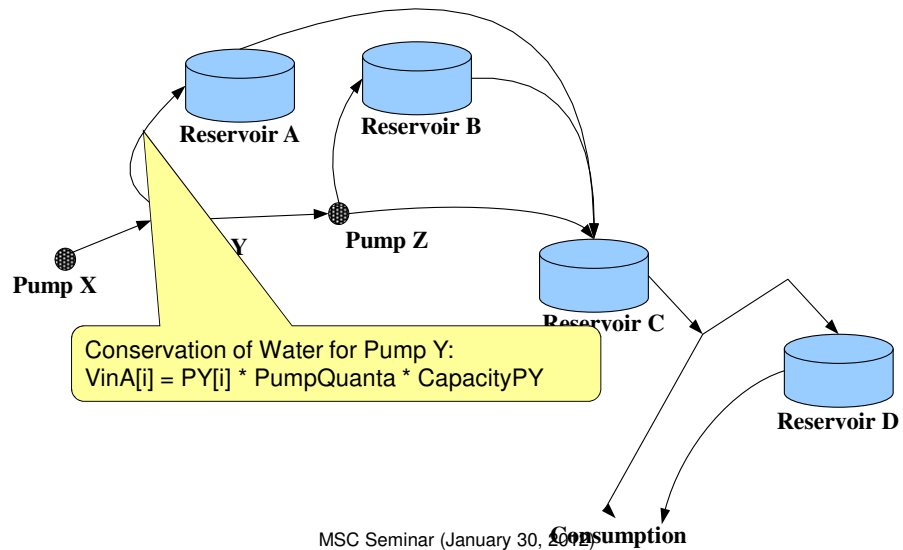
$$\begin{array}{|c|} \hline \text{Reservoir} \\ \hline \text{Volume} \\ \hline \text{day (i)} \\ \hline \end{array} \times \begin{array}{|c|} \hline \text{Reservoir} \\ \hline \text{Salinity} \\ \hline \text{day (i)} \\ \hline \end{array} = \begin{array}{|c|} \hline \text{Reservoir} \\ \hline \text{Volume} \\ \hline \text{day (i-1)} \\ \hline \end{array} \times \begin{array}{|c|} \hline \text{Reservoir} \\ \hline \text{Salinity} \\ \hline \text{day (i-1)} \\ \hline \end{array} -$$

$$\begin{array}{|c|} \hline \text{Volume} \\ \hline \text{flow-out} \\ \hline \text{day (i)} \\ \hline \end{array} \times \begin{array}{|c|} \hline \text{Reservoir} \\ \hline \text{Salinity} \\ \hline \text{day (i-1)} \\ \hline \end{array} + \begin{array}{|c|} \hline \text{Volume} \\ \hline \text{flow-in} \\ \hline \text{day (i)} \\ \hline \end{array} \times \begin{array}{|c|} \hline \text{Salinity} \\ \hline \text{flow-in} \\ \hline \end{array}$$

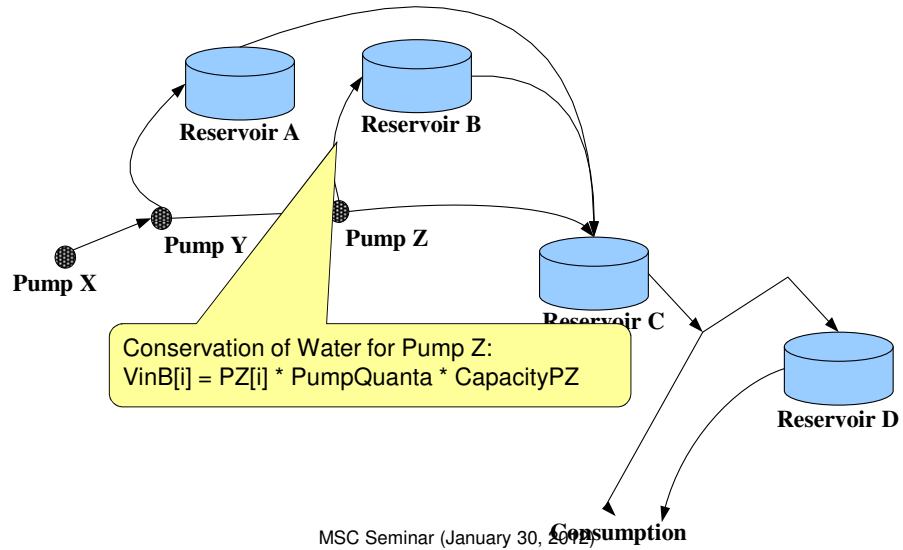
Constraints



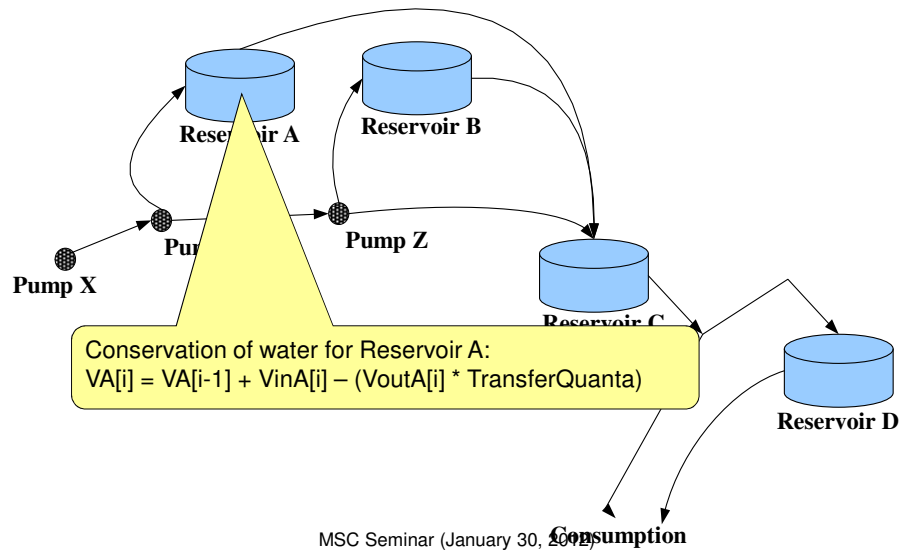
Constraints



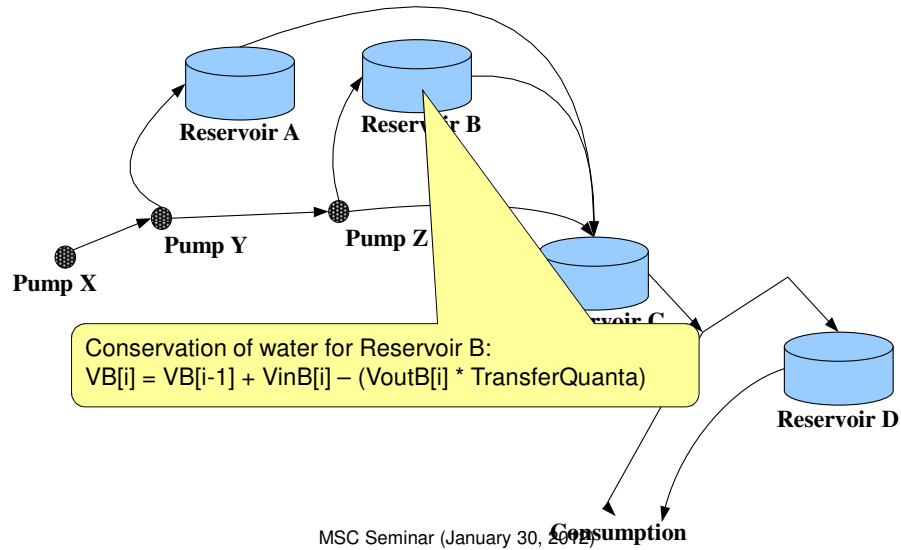
Constraints



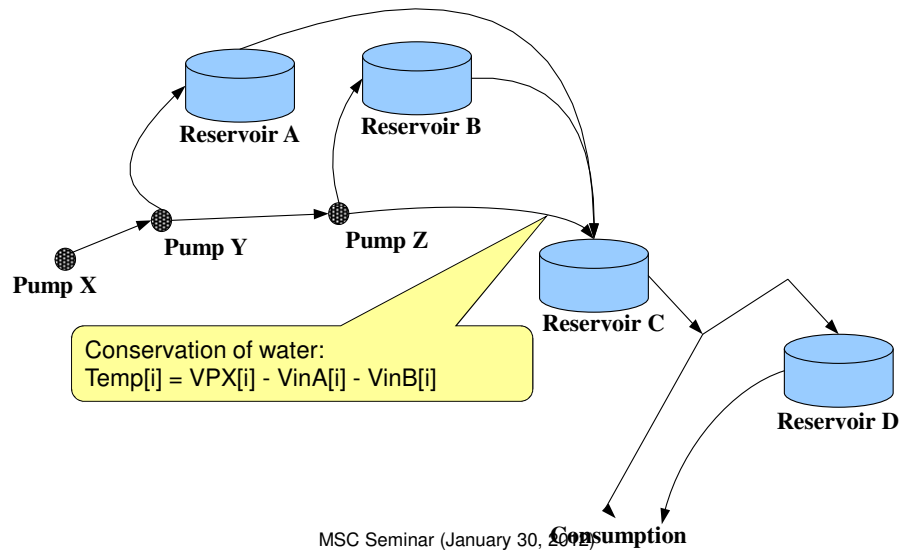
Constraints



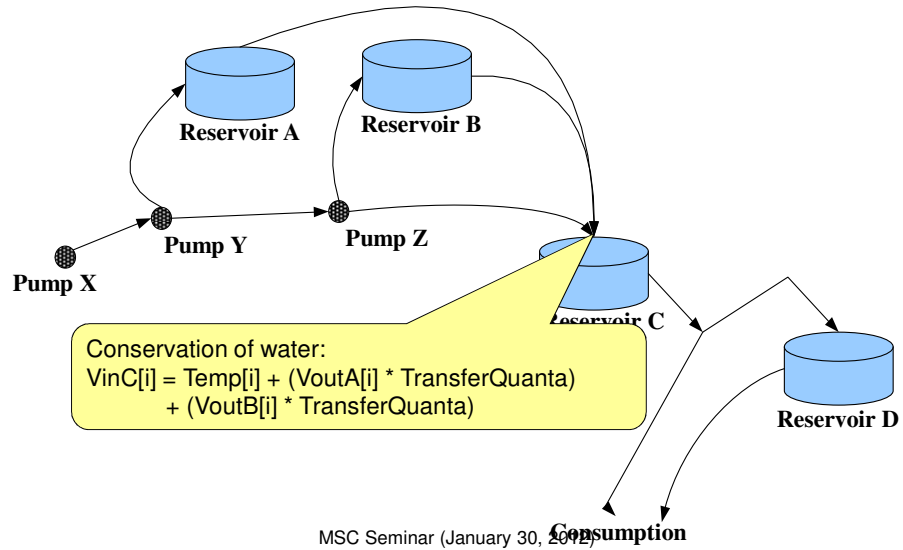
Constraints



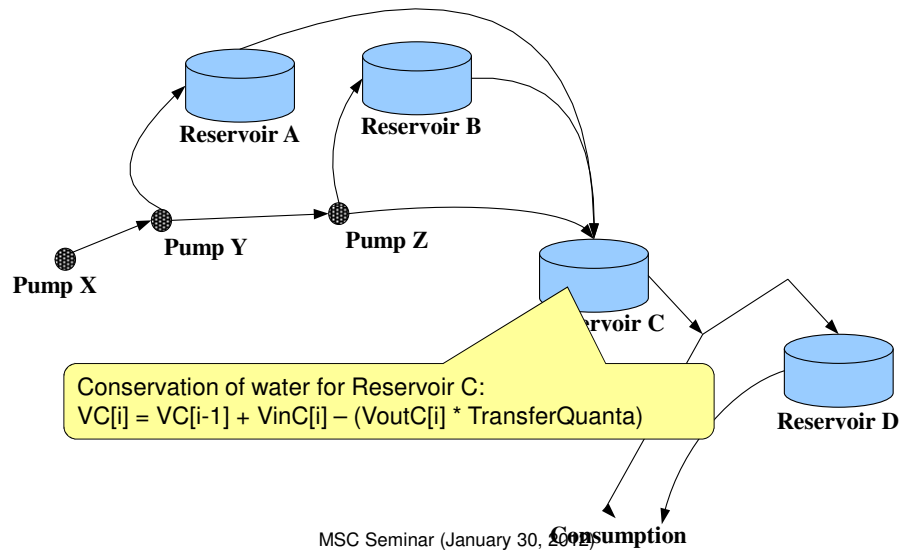
Constraints



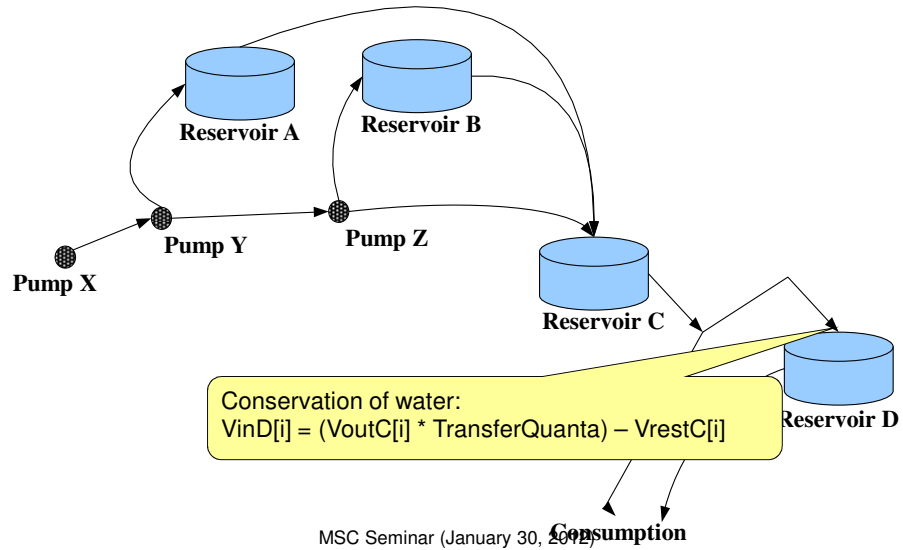
Constraints



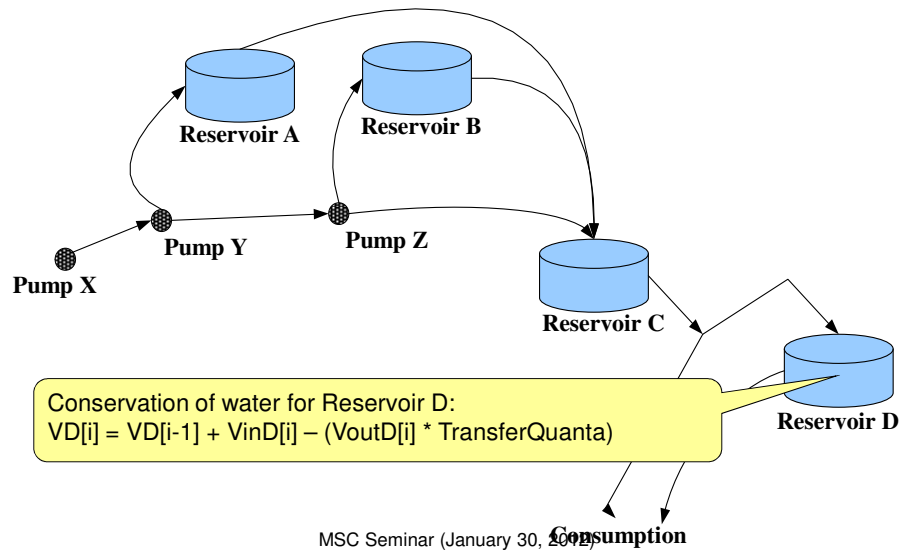
Constraints



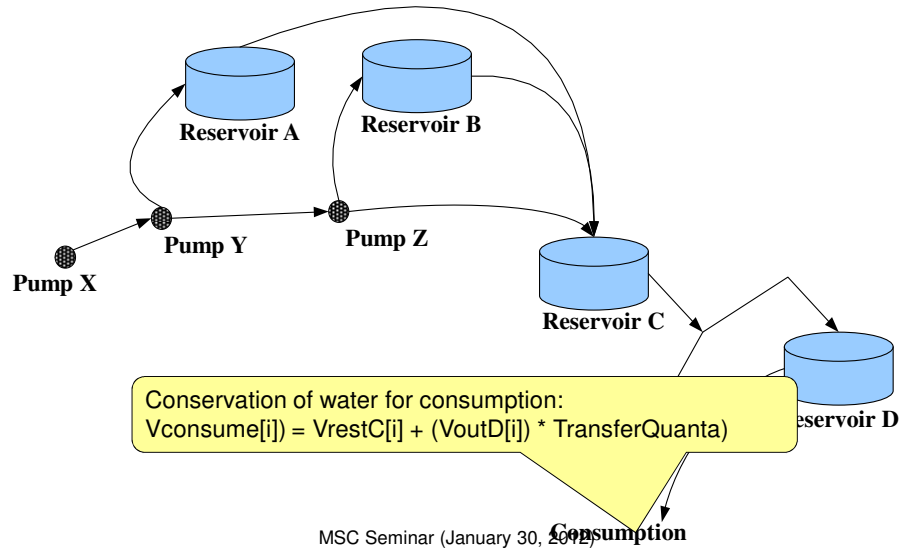
Constraints



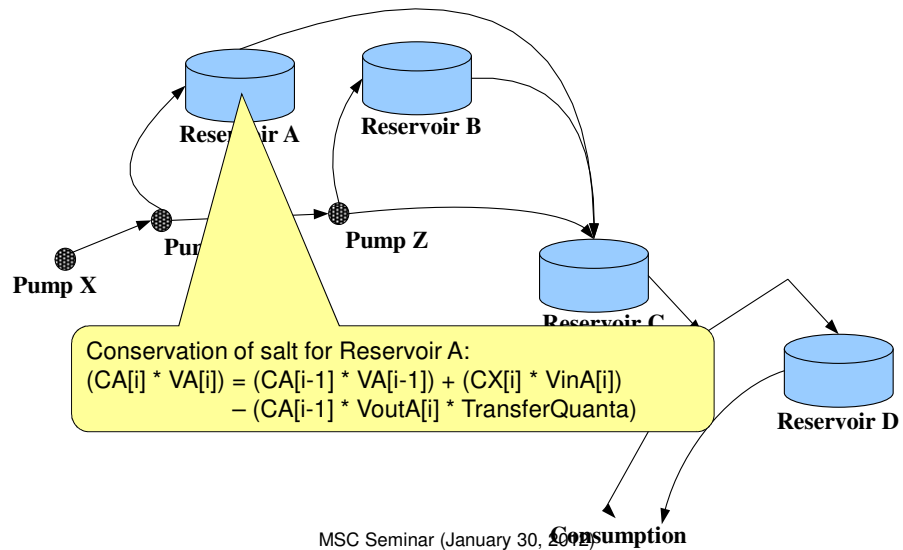
Constraints



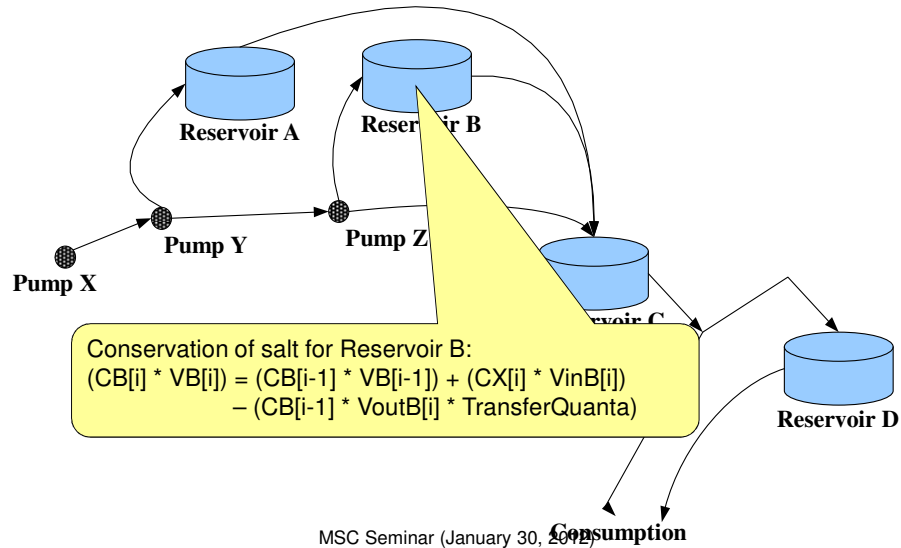
Constraints



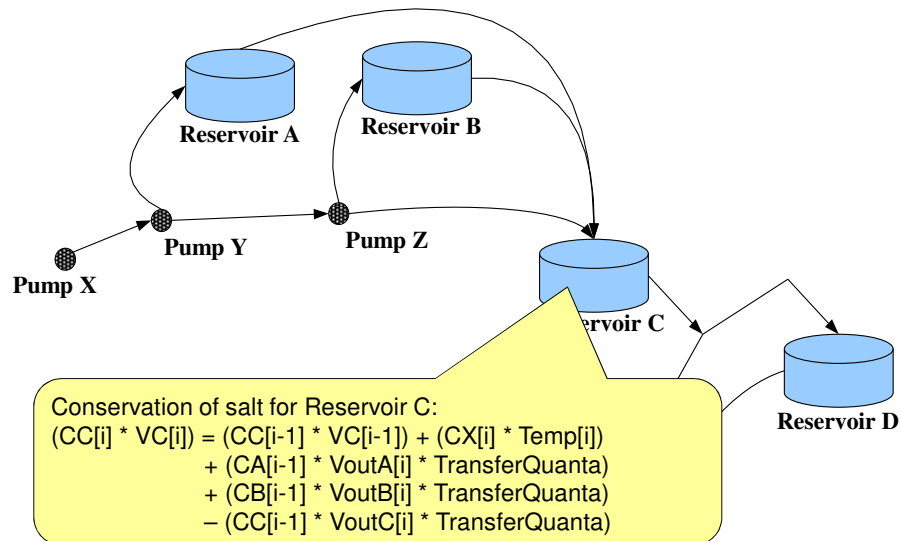
Constraints



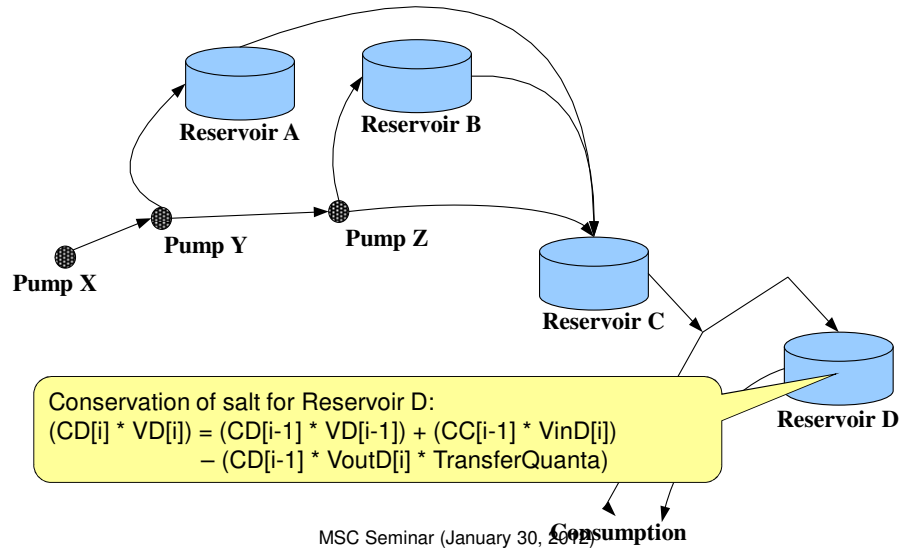
Constraints



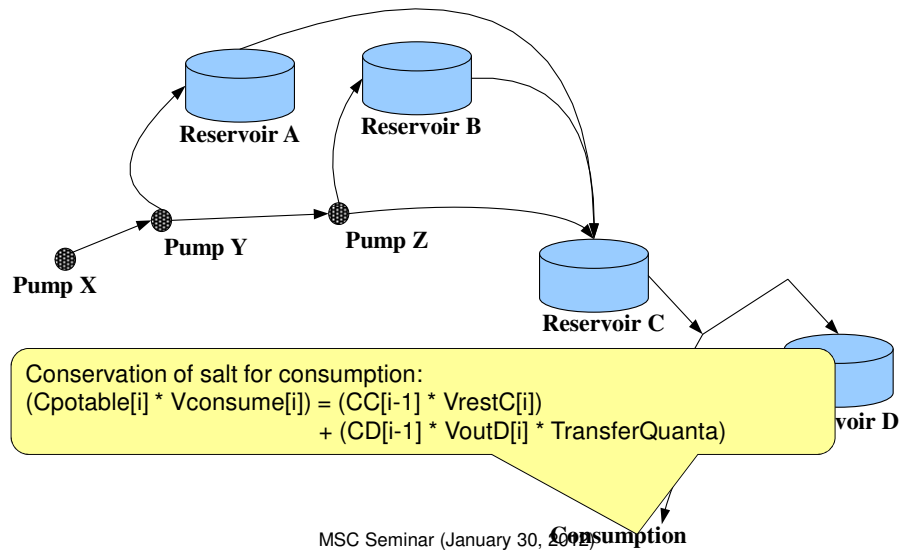
Constraints



Constraints

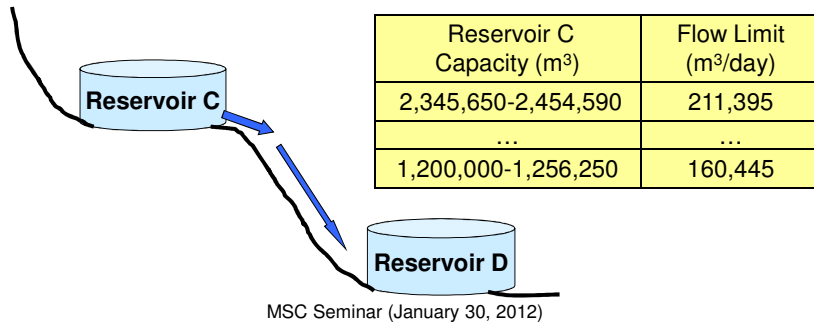


Constraints

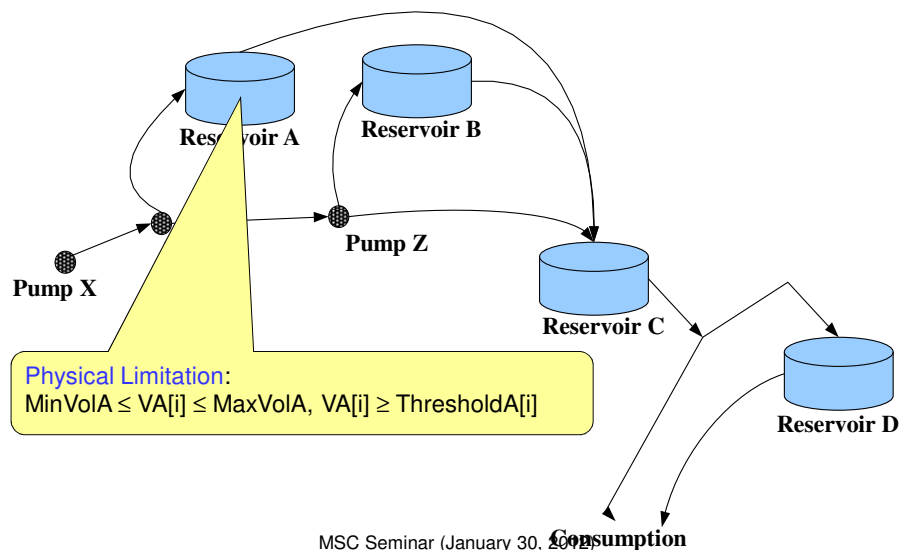


Second Type of Constraints

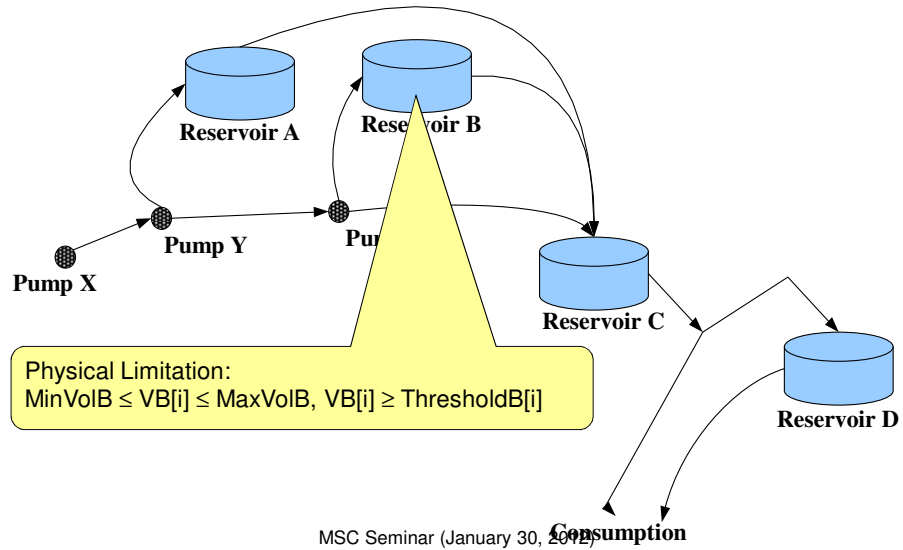
- Physical limitations on the capacity of pumps, reservoirs and pipes (**linear relation**)
- Water flows from Reservoir C to D by gravity (**nonlinear relation**)



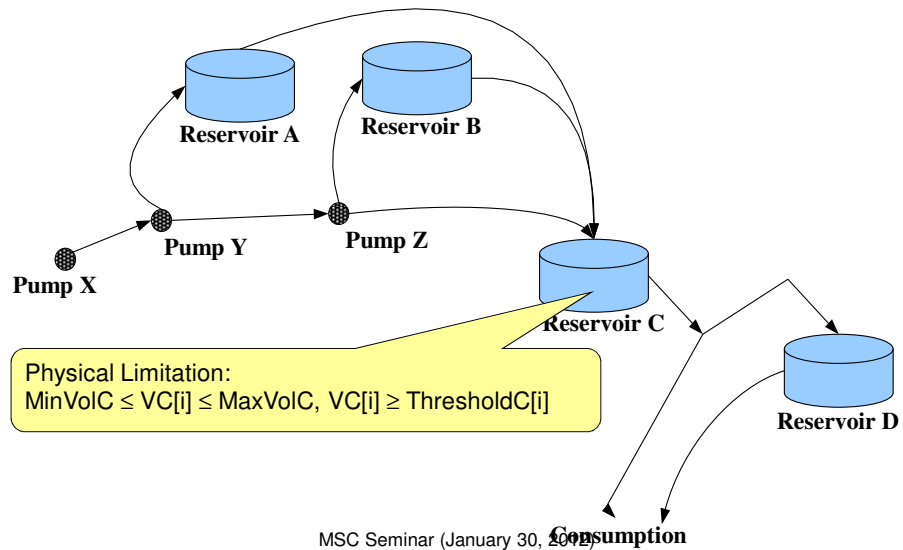
Constraints



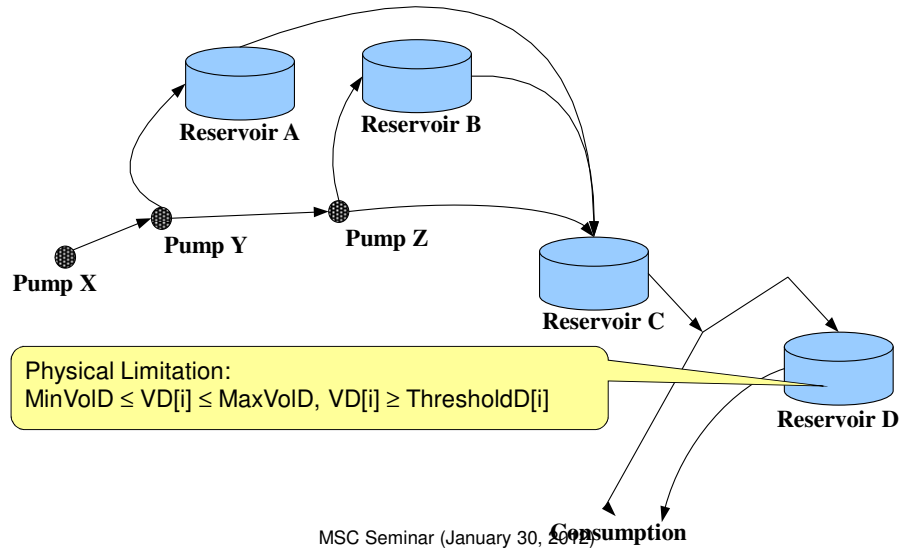
Constraints



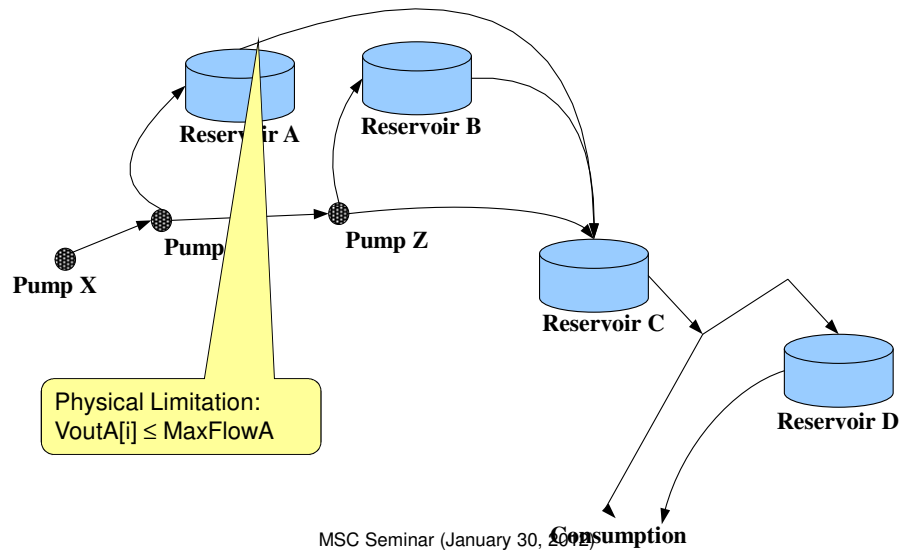
Constraints



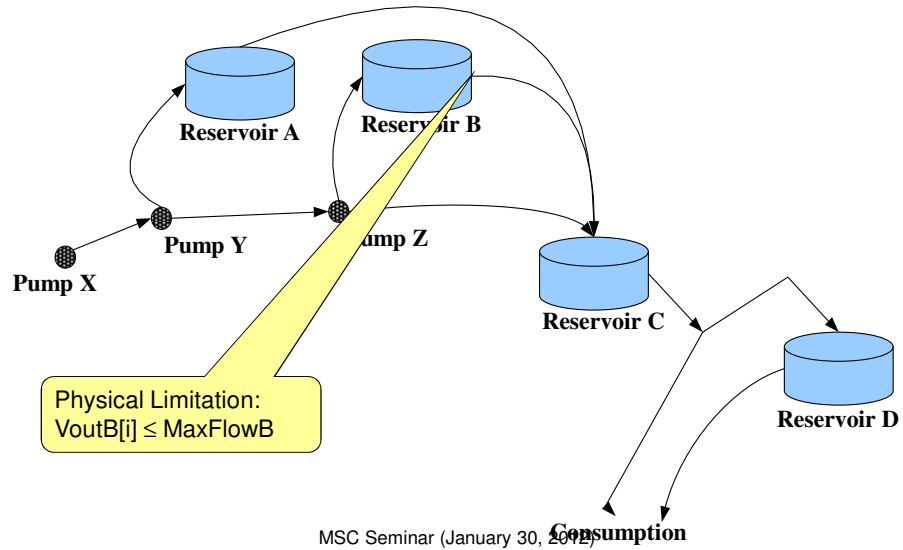
Constraints



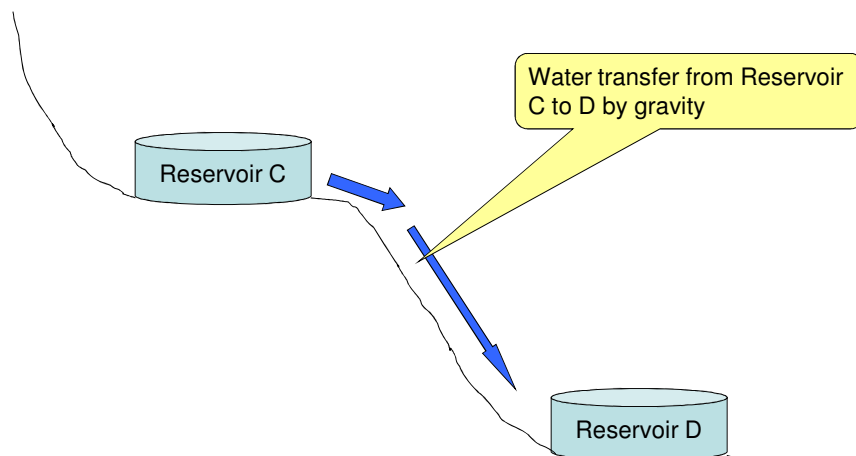
Constraints



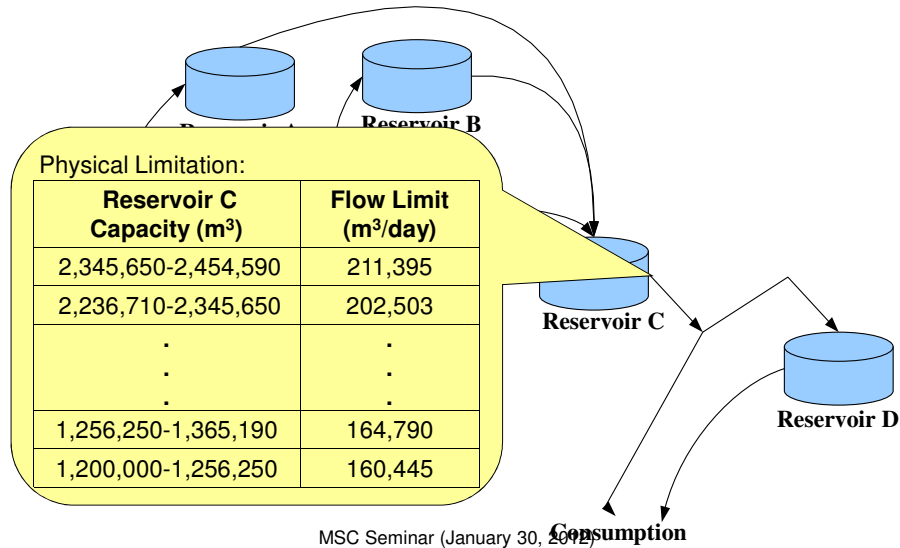
Constraints



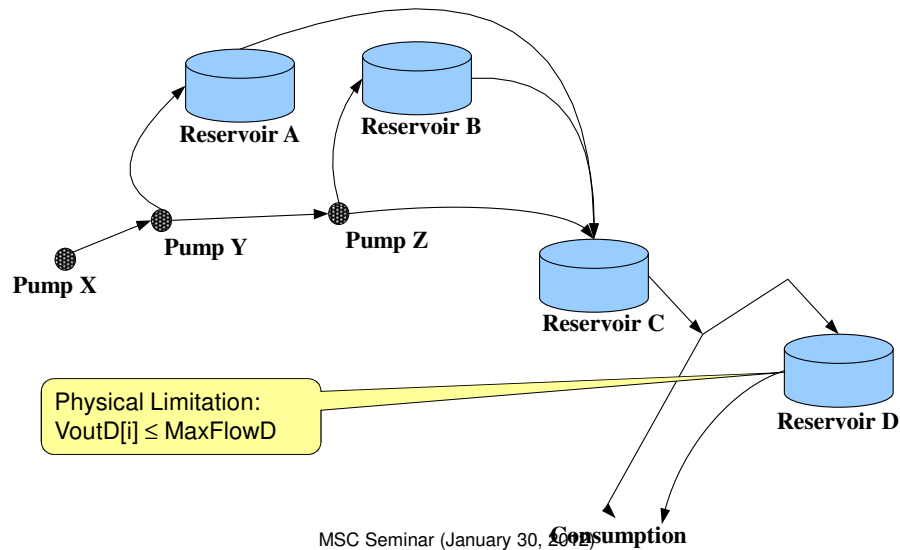
Constraints



Constraints

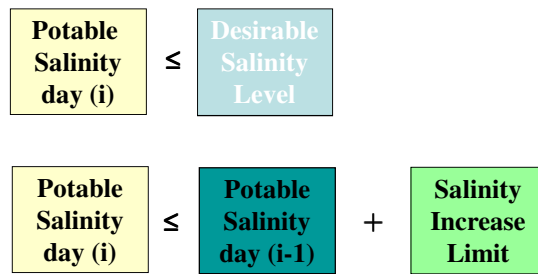


Constraints



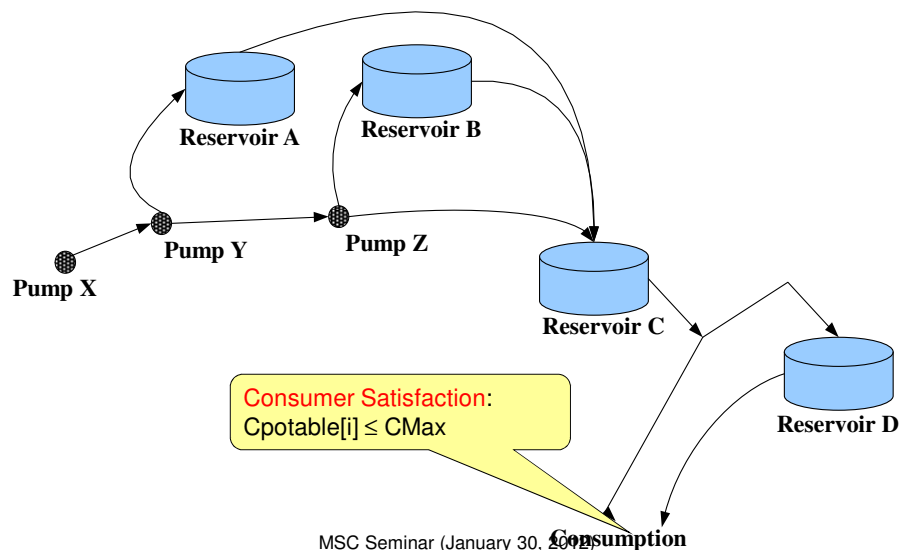
Third Type of Constraints

- Consumer Satisfaction (*linear relation*)



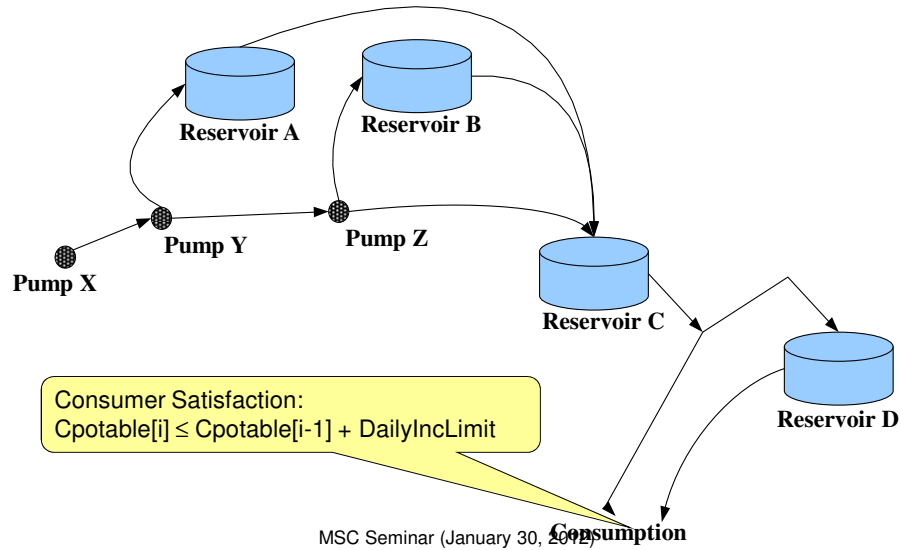
MSC Seminar (January 30, 2012)

Constraints



MSC Seminar (January 30, 2012)

Constraints

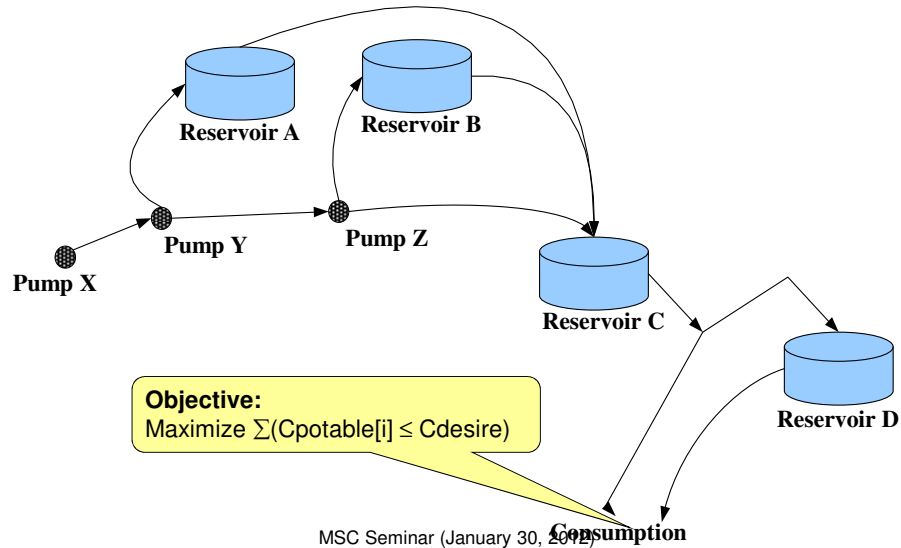


Objective

To **maximize** the **number of days** in which the potable salinity level is **below** the desirable level

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Objective



Implementation Platform

- **State-of-the-art** constraint programming system
 - ILOG Solver 6.0 (C++ library)
 - GNU Compiler Collection (GCC 3.2)
 - PC running GNU/Linux (Linux kernel 2.4)

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Difficulties

- The problem size is **large**
 - Salinity periods of **180 days**
 - About **4,500 variables** and **9,000 constraints**
 - About **$(3,612,000)^{180}$ possible search states**
- The problem involves **both linear and non-linear constraints**

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Difficulties

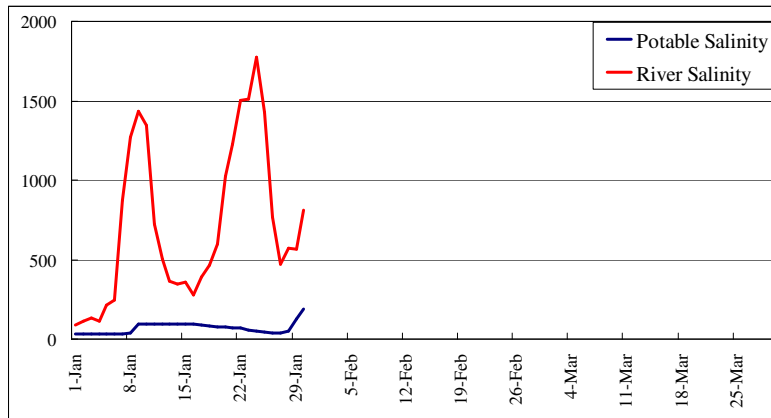
- The different components of the raw water system **interact with each other temporally and geographically** (topologically)
- Although efficient commercial optimization tools are available, **out-of-the-box execution strategies fail** to handle even small test cases

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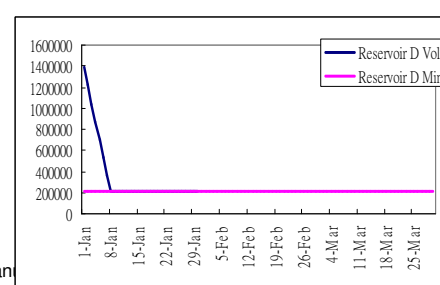
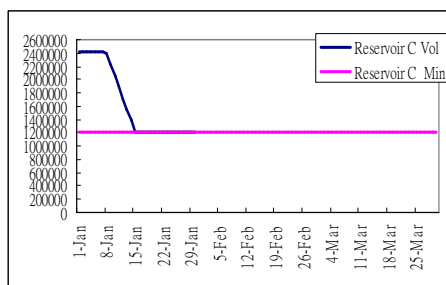
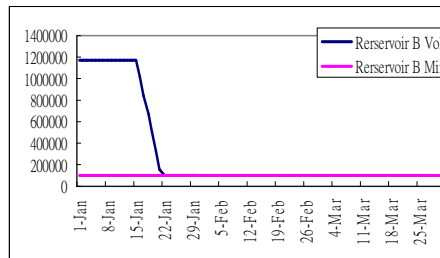
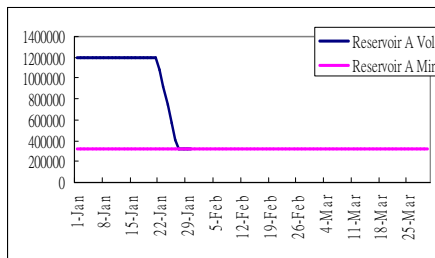
Scenario A

Default Search Heuristic

Result: Can handle only a 30-day period!!



All Reservoirs Drained!!!!!!!!!!!!



Outline

- Domain Description
- Constraint Programming (CP)
- Problem Modelling
- Improvements
- Concluding Remarks

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Improvements - 1

- Specialized variable ordering heuristics
 - Affects the **shape** and **size** of the search tree
 - Is **first-fail** principle all??
- **Mimic** how human operators would go about labeling the variables manually
- Time-consuming but rewarding!!
- Best we have so far after some experiments

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Improvements - 2

- Specialized value ordering heuristics
 - Affects the **ordering** of the branches
 - Move (good) solution branches as far to the **left** as possible (depth-first search from left to right)
- Control how much to pump from the river
- Control how much to transfer between reservoirs (which reservoir's water to use first)

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Improvements - 3

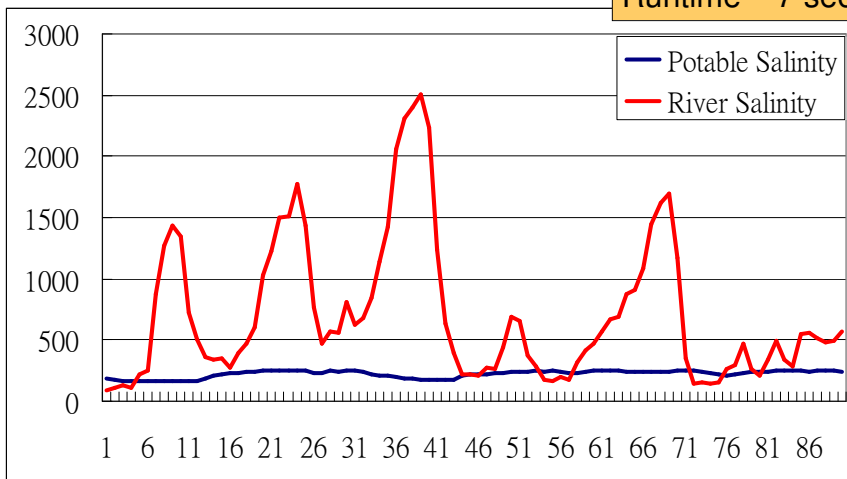
- Changing constraint representations by adding auxiliary variables and rewriting the constraints
- Induce extra constraint propagation and thus also pruning: the **more** the better!!

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Scenario A Revisited

Result: 90 days out of 90 days Below 250

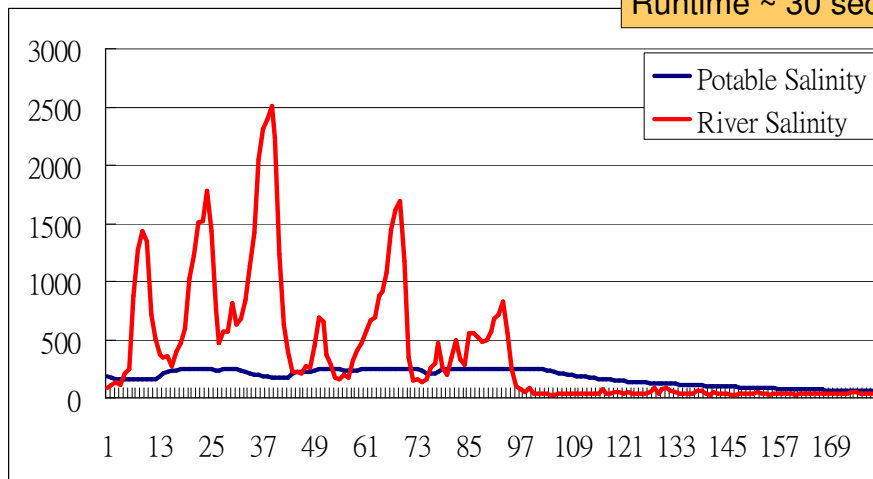
Runtime ~ 7 sec



Scenario A

Result: 180 days out of 180 days Below 250

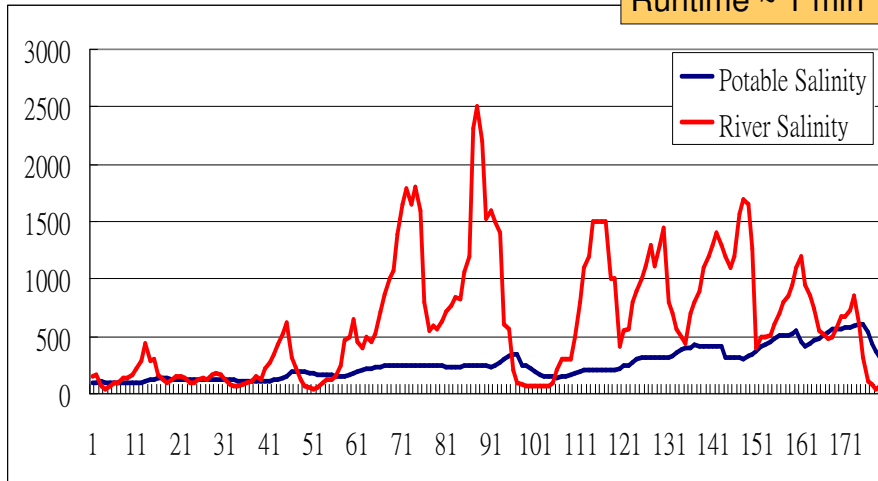
Runtime ~ 30 sec



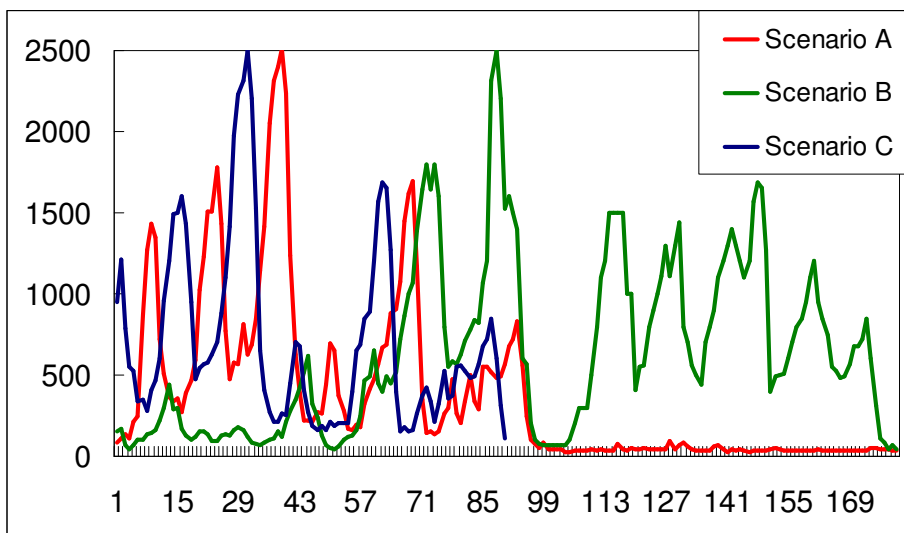
Scenario B

Result: 117 days out of 180 days Below 250

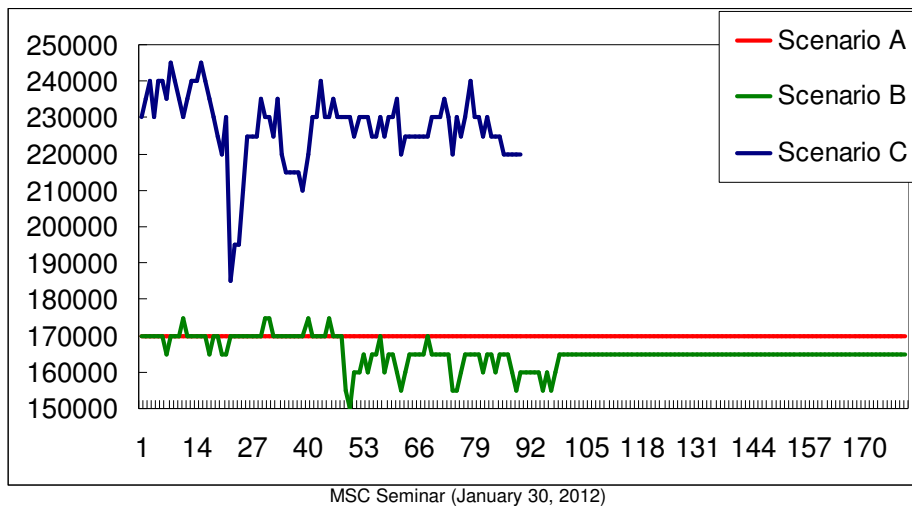
Runtime ~ 1 min



Salinity Profiles



Consumption Profiles



Results for 90 Days (Scenario A)

salinity		Normal			High Consumption			Old Engine		
desire	max	days	sec.	fails	days	sec.	fails	days	sec.	fails
200	300	74	5	0	51	425	1	36	300	115497
250	350	90	7	0	87	366	0	90	78	39758
250	400	90	8	0	87	367	0	90	78	39758
250	500	90	10	0	87	369	0	90	80	39758
250	600	90	12	0	87	370	0	90	81	39758
250	1000	90	19	0	87	377	0	90	87	39758
300	600	90	12	0	90	11	1	90	15	2391
300	1000	90	19	0	90	17	1	90	15	2391

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Results for 90 Days (Scenario B)

salinity		Normal			High Consumption			Old Engine		
desire	max	days	sec.	fails	days	sec.	fails	days	sec.	fails
200	300	90	7	0	90	7	1	90	17	5370
250	350	90	8	0	90	7	0	90	8	302
250	400	90	8	0	90	8	0	90	8	302
250	500	90	9	0	90	9	0	90	9	302
250	600	90	10	0	90	10	0	90	11	302
250	1000	90	16	0	90	16	0	90	16	302
300	600	90	10	0	90	10	1	90	15	16
300	1000	90	16	0	90	16	1	90	10	16

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Results for 90 Days (Scenario C)

salinity		Normal			High Consumption			Old Engine		
desire	max	days	sec.	fails	days	sec.	fails	days	sec.	fails
200	300	--	--	--	--	--	--	--	--	--
250	350	--	--	--	--	--	--	--	--	--
250	400	--	--	--	21	2403	198	--	--	--
250	500	--	--	--	28	1803	0	12	4	9
250	600	--	--	--	28	1804	0	12	4	9
250	1000	--	--	--	28	1805	0	12	6	9
300	600	--	--	--	45	1804	1	24	4	5
300	1000	--	--	--	45	1805	1	24	6	5

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Results for 180 Days (Scenario A)

salinity		Normal			High Consumption			Old Engine		
desire	max	days	sec.	fails	days	sec.	fails	days	sec.	fails
200	300	157	23	3	126	560	3	104	44	2367
250	350	180	25	3	168	503	2	162	330	30005
250	400	180	27	3	168	385	2	162	333	30013
250	500	180	32	3	168	449	2	162	337	30013
250	600	180	38	3	168	453	2	162	342	30013
250	1000	180	61	3	168	471	2	162	364	30013
300	600	180	40	3	180	35	4	180	215	20678
300	1000	180	68	3	180	53	4	180	238	20678

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Results for 180 Days (Scenario B)

salinity		Normal			High Consumption			Old Engine		
desire	max	days	sec.	fails	days	sec.	fails	days	sec.	fails
200	300	--	--	--	--	--	--	--	--	--
250	350	--	--	--	--	--	--	--	--	--
250	400	--	--	--	--	--	--	--	--	--
250	500	106	2427	1	--	--	--	--	--	--
250	600	110	1831	1	108	1227	3	--	--	--
250	1000	118	773	2	131	835	24119	73	53	520
300	600	124	1832	1	129	1228	7	--	--	--
300	1000	134	1433	1	136	687	4340	114	52	605

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Advantages

- Formulate a model relatively close to the original problem, making **the model easy to verify and maintain**
- Design **domain specific search heuristic** to reduce the time of searching for solutions
- Find **better quality** solutions in a much **shorter time** than human operators
- Can be **used by novice operators**

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Outline

- Domain Description
- Constraint Programming (CP)
- Problem Modelling
- Improvements
- Concluding Remarks

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Genetic Algorithms

- UNU-IIST tried EVOLVER, which is a GA-based optimization engine for MS Excel
- Less efficient and lower quality solution
- Semi-automatic: requires expert human guidance during search
- Unstable and unpredictable with regard to convergence

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Mathematical Programming

- Collaboration with our OR experts
- Advantage: the domain of the problem is continuous in nature (i.e. real numbers)
- Major difficulties: **non-linear** constraints
 - Law of conservation of salts
 - Table constraints

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Concluding Remarks

- Introduced to the problem in October, 2004
- First prototype early December, 2004
- Version 3.x now
- 1 PhD student and 2 final year undergraduates (+ Me)
- User acceptance **passed**

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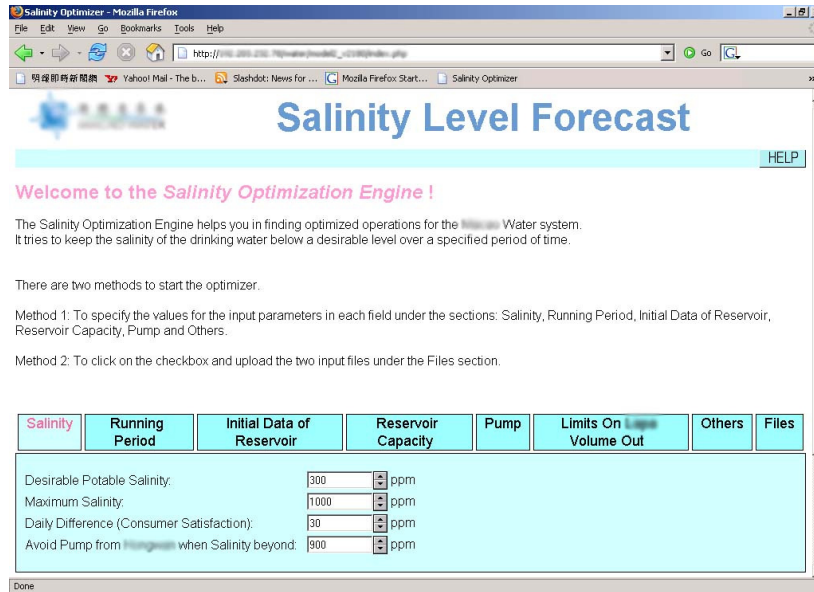
Concluding Remarks

- We apply CP to solve the optimization of logistical operations during the salinity periods (to the best of our knowledge, the **first** application of CP to water resource management)
- The system is expected to benefit some 450,000 residents during the upcoming salinity periods

Still, CP cannot combat with nature!

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The Web Interface



Collaboration with UNU-IIST

- Core optimization engine developed by CUHK



- Web interface developed by UNU-IIST



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