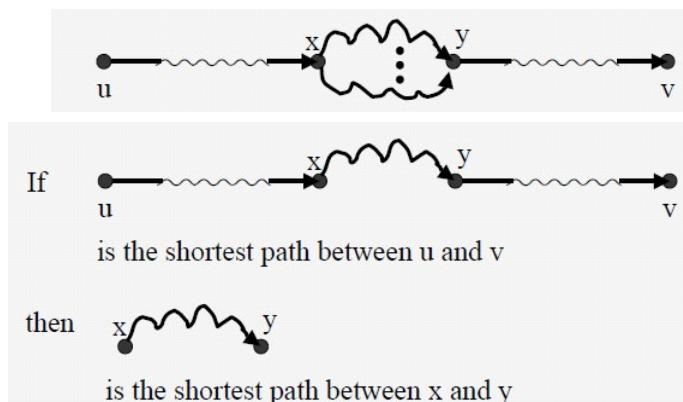


國立臺北大學自然資源與環境管理研究所 113 學年度第二學期『資源管理與環境系統分析』

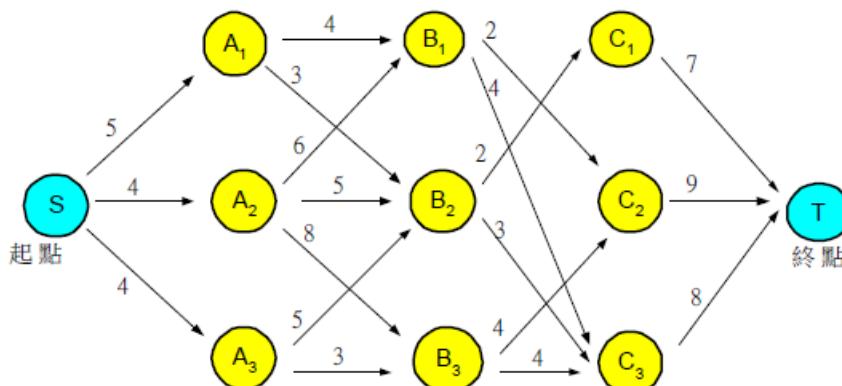
課程講義(07)：動態規劃與目標規劃 Dynamic Programming and Goal Programming

• INTRODUCTION TO DYNAMIC PROGRAMMING

- Dynamic Programming = Divide and Conquer + Memorization
- No Specific Forms or Formulations => Principle of Optimality
- Terminology: Stage, State, Decision, Return, Recursive Equation
- Dynamic programming is a technique for solving problems with a recursive structure with the following characteristics:
 - ⇒ Optimal substructure (principle of optimality): An optimal solution to a problem can be decomposed into optimal solutions for sub-problems.
 - ⇒ A small number of sub-problems: The total number of sub-instances to be solved is small.
 - ⇒ Overlapping sub-problems: During the computation same instances are referred to repeatedly.



- An Example of Dynamic Programming: The Shortest Path Problem
 - ⇒ Divide the problem into 4 subproblems (Stages)
 - ⇒ Find the optimal solution in the stage i and ‘pass’ into stage $i+1$.
 - ⇒ Formulate the recursive equation between stages.
 - ⇒ Backward vs. Forward => Can find the same optimal solution under deterministic conditions



• GOAL PROGRAMMING

- Criteria for Decision-Making: Attribute, Objective, Target, and Goal
 - ⇒ The UN SDGs: Goals, Targets, and Indicators
- Multiple Criteria Decision Making: Multiple Attribute and Multiobjective
- Classification of Goal Programming: Non-Preemptive vs. Preemptive
- Non-Preemptive Goal Programming
 - ⇒ Complementary relationship
 - ⇒ One-sided vs. Two-sided
- Preemptive Goal Programming or Lexicographic GP
- Drawbacks: Normalization and Weighting; Pareto Optimality?
- An Example of Goal Programming: Expansion of Production Lines
 - ⇒ Deviations variables => slack vs. surplus => Minimize penalty weighted deviations
 - ⇒ Maximize the profit => allow overshooting and penalty on undershooting
 - ⇒ Remain employee level => penalty on both sides (may have different weights)
 - ⇒ Minimize the investment => penalty on overshooting and allow undershooting

例題 3-1：

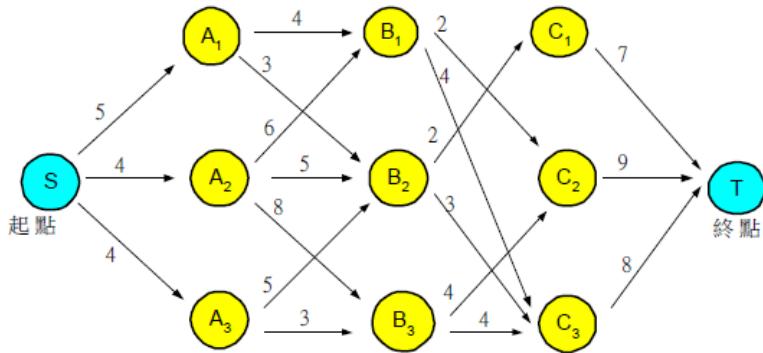
某一家公司考慮製造三種產品取代目前的產品，決策者優先考慮了三個主要因子：長期利潤、勞動力之穩定性和投資資本額。目標如下：

- (1) 三種產品之長期利潤至少 125,000,000 元。
- (2) 儘量維持現有雇用水準為員工 4,000 人。
- (3) 固定投資資本額少於 55,000,000 元。

所定的標準如下表 3.1：

表 3.1 * 例題 3-1 中之系統規劃條件

因子	產品之生產參數			標的 (單位)	懲罰權重 (penalty weight)
	1	2	3		
長期利潤 (10^3 \$/產品)	12	9	15	≥ 125 (百萬元/年)	5
雇用水準 (人)	5	3	4	$= 40$ (百名員工/年)	2(+) , 4(-)
投資資本額 (10^3 \$/產品)	5	7	8	≤ 55 (百萬元/年)	3



階段1 (Stage 1):

S_1	d_1	$f(S_1, d_1)$	$f(S_1, d_1) + g^*(S_0)$ $S_0 = T, g^*(S_0) = g^*(T) = 0$	$g^*(S_1)$	d_1^*
C ₁	T	7	7 + 0	7	T
C ₂	T	9	9 + 0	9	T
C ₃	T	8	8 + 0	8	T

階段2 (Stage 2):

S_2	d_2	$f(S_2, d_2)$	$f(S_2, d_2) + g^*(S_1)$ $S_1 = d_2$	$g^*(S_2)$	d_2^*
B ₁	C ₂	2	2 + 9	11	C ₂
	C ₃	4	4 + 8		
B ₂	C ₁	2	2 + 7	9	C ₁
	C ₃	3	3 + 8		
B ₃	C ₂	4	4 + 9	12	C ₃
	C ₃	5	4 + 8		

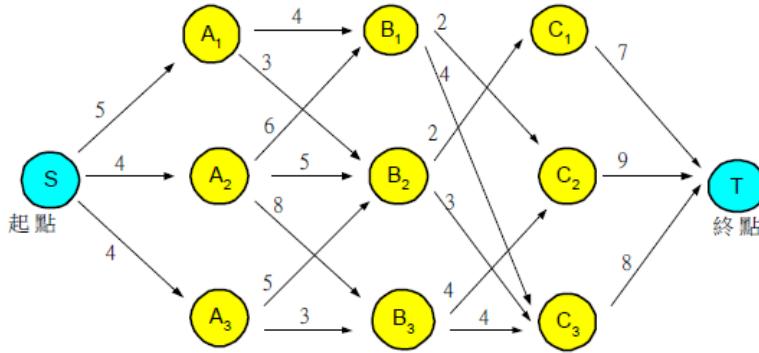
階段3 (Stage 3):

S_3	d_3	$f(S_3, d_3)$	$f(S_3, d_3) + g^*(S_2)$ $S_2 = d_3$	$g^*(S_3)$	d_3^*
A ₁	B ₁	4	4 + 11	12	B ₂
	B ₂	3	3 + 9		
A ₂	B ₁	6	6 + 11	14	B ₂
	B ₂	5	5 + 9		
	B ₃	8	8 + 12		
A ₃	B ₂	5	5 + 9	14	B ₂
	B ₃	3	3 + 12		

階段4 (Stage 4):

S_4	d_4	$f(S_4, d_4)$	$f(S_4, d_4) + g^*(S_3)$ $S_3 = d_4$	$g^*(S_4)$	d_4^*
S	A ₁	5	5 + 12	17	A ₁
	A ₂	4	4 + 14		
	A ₃	4	4 + 14		

S → A₁ → B₂ → C₁ → T



階段1 (Stage 1):

S_1	d_1	$f(S_1, d_1)$	$g^*(S_0) + f(S_1, d_1)$ $S_0 = S, g^*(S_0) = g^*(S) = 0$	$g^*(S_1)$	d_1^*
S	A ₁	5	0 + 5	5	A ₁
	A ₂	4	0 + 4	4	A ₂
	A ₃	4	0 + 4	4	A ₃

階段2 (Stage 2):

S_2	d_2	$f(S_2, d_2)$	$g^*(S_1) + f(S_2, d_2)$ $S_1 = d_1$	$g^*(S_2)$	d_2^*
A ₁	B ₁	4	5 + 4		
	B ₂	3	5 + 3	8	B ₂
A ₂	B ₁	6	4 + 6		
	B ₂	5	4 + 5	9	--
	B ₃	8	4 + 8		
A ₃	B ₂	5	4 + 5		
	B ₃	3	4 + 3	7	B ₃

階段3 (Stage 3):

S_3	d_3	$f(S_3, d_3)$	$g^*(S_2) + f(S_3, d_3)$ $S_2 = d_2$	$g^*(S_3)$	d_3^*
B ₁	C ₂	2	--		
	C ₃	4	--		
B ₂	C ₁	2	8 + 2	10	C ₁
	C ₃	3	8 + 3		
B ₃	C ₂	4	7 + 4	11	C ₂
	C ₃	5	7 + 5		

階段4 (Stage 4):

S_4	d_4	$f(S_4, d_4)$	$g^*(S_3) + f(S_4, d_4)$ $S_3 = d_3$	$g^*(S_4)$	d_4^*
C ₁	T	7	10 + 7	17	T
C ₂	T	9	11 + 9	20	T
C ₃	T	8	--	--	--

T → C₁ → B₂ → A₁ → S