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GAMS/Cplex11

## ***Optimization of Stope Geometry Using Piecewise Linear Function and MIP Approach***

Yousef Mirzaeian; Majid Atae-pour

### ***ABSTRACT***

The MIP technique in combination with Piecewise linear function has lead to a method of stope design, which uses a one, two or three-dimensional discretisation of the ore zone (block model). An optimal economic stopping boundary is developed by optimizing the starting and ending locations for mining within each row or column of blocks (a mining panel). To determine these locations, two piecewise linear, cumulative functions are used for each row. The stope boundary model is optimized using a MIP approach that employs a special kind of variables named “special ordered sets type 2”. This paper presents a step by step explanation of the model construction. The optimizing problem is solved using the MIP approach. GAMS/Cplex11 software tool is employed to numerical examples. The model is validated by comparison with similar cases.

### ***KEYWORDS***

Optimization, underground mine, piecewise linear function, mixed integer programming, special ordered sets type 2.

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SOS2

(SOS1)

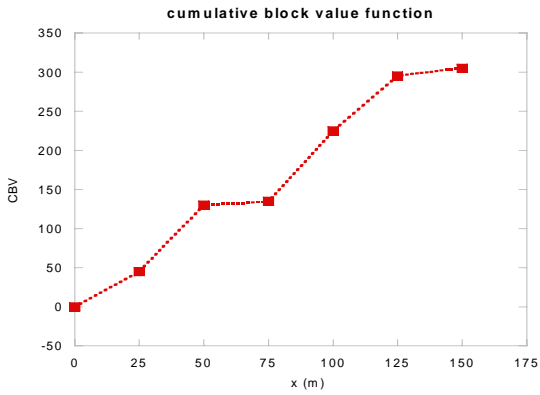
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SOS2

i	0	1	2	3	4	5	6
$X_i$	0	25	50	75	100	125	150
Value		45	85	5	90	70	10

مکان قرار گیری واقعی بلوکها (m) →

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x

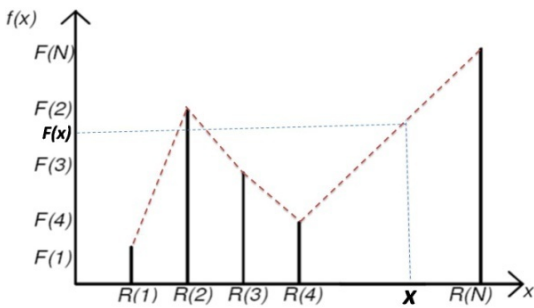
$F(x)$

$R(1), R(2), \dots, R(N)$

N

i

$F(i) = F(R(i))$



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$w(1), w(2), \dots, w(N)$

x

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F

$$x = \sum_{i=1}^N w(i) \times R(i)$$

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$$F(x) = \sum_{i=1}^N F(i) \times w(i) \quad (1)$$

$$\sum_{i=1}^N w(i) = 1 \quad (2)$$

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x ( )

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$$\sum_{i=0}^n T_i = 1.0 \quad (3)$$

$$\sum_{i=0}^n L_i = 1.0 \quad (4)$$

w(j) w(i) (

. R(i) ≤ R(k) ≤ R(j) w(k)

w(1), w(2), ... w(N)

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SOS2

SOS2

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$$B_i - B_l \leq s \max \quad (5)$$

$$B_i - B_l \geq s \min \quad (6)$$

$$B_i = \sum_{i=0}^n x_i L_i \quad (7)$$

$$B_i = \sum_{i=0}^n x_i T_i \quad (8)$$

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x<sub>i</sub>

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L

B<sub>l</sub>

smax

B<sub>l</sub>

smin

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SOS2

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X

a<sub>i</sub>

i

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$$\maximize \sum_{i=0}^n a_i T_i - \sum_{i=0}^n a_i L_i \quad (9)$$

i T L i

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$$CV(SOS2) = \sum_{i=0}^n a_i SOS2_i \quad SOS2_i = L_i, T_i$$

XARAR XA Xpress Cplex

Cplex

XLSOL

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SOS

Gamside TOMLAB+MATLAB AMPL  
SOS(1,2)

SOS2

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GAMS

Equations

ls  
ts  
prof  
opening  
closing  
max1:

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ls.. sum(i, l(i)) = e=1; ← ∑i=0n Li = 1.0 (6)
ts.. sum(i, t(i)) = e=1; ← ∑i=0n Ti = 1.0 (5)
prof.. profit = e = sum(i, cev(i)*t(i)) - sum(i, cev(i)*l(i));
opening.. op = e = sum(i, x(i)*l(i)); ← ∑i=0n xiLi = Bi (9)
closing.. cl = e = sum(i, x(i)*t(i)); ← ∑i=0n xiTi = Bi (10)
max1.. sum(i, x(i)*t(i)) - sum(i, x(i)*l(i)) = 1 = 33.333; ← Bi - Bi ≤ s max (7)
    
```

GAMS

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Parameters: cev(i)

i=0	1	2	3	4	5	6
0	25	50	75	100	125	150
Σ	45	85	5	90	70	10

Parameters: x(i)

1	0
2	25
3	50
4	75
5	100
6	125
7	150

Variables: profit (متغیر سود), op, cl (متغیرهای شروع و انتهای کارگاه)

SOS2 Variables: l(i) (متغیرهای SOS2), t(i) (متغیرهای SOS2)

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 ( bev)  
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model stopelimits /all/;
solve stopelimits using mip maximizing profit;
display l.l;
display t.l;
display op.l;
display cl.l;
display profit.l;
  
```

محل مدل ساخته شده با حل برنامه ریزی عدد صحیح مختلط با هدف بیشینه سازی سود

نمایش مقادیر نهایی (بهینه) متغیرهای SOS2

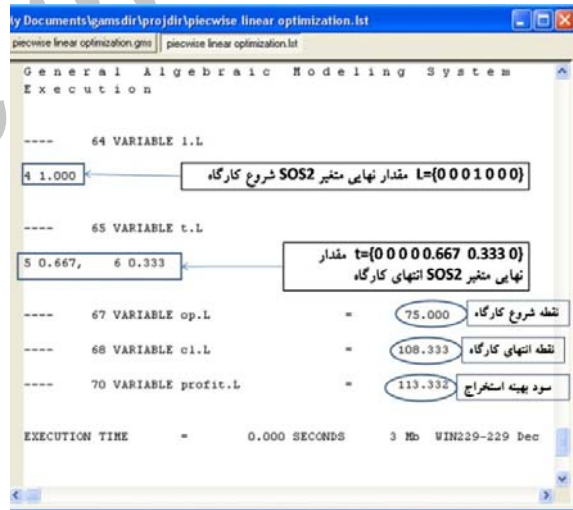
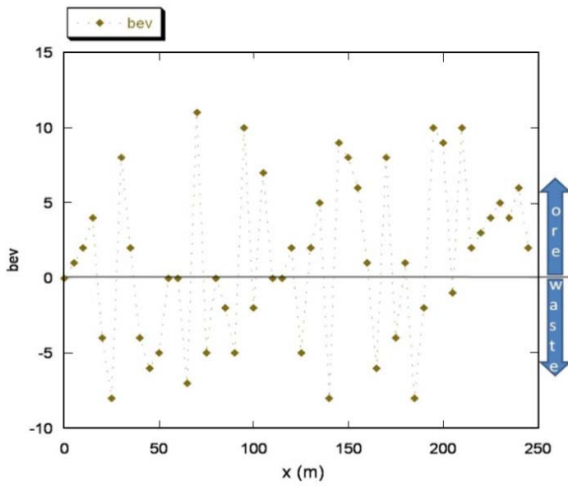
نمایش مقادیر نهایی (بهینه) شروع و انتهای کارگاه

نمایش مقدار نهایی (بهینه) سود

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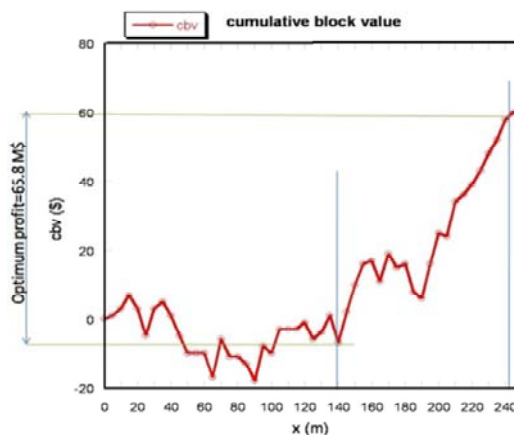
( )  
 $x_i = \dots / m \quad x_i = m /$



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 MIPIII [ ]



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GAMS/Cplex

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بهره ها (j)

X=0	1	2	3	4	5	6	7	8	
60	1	3	9	14	0	7	-5	2	0
120	2	5	4	15	4	4	-5	-2	12
180	3	2	6	11	14	-4	-1	9	0
240	4	4	11	4	9	-4	7	9	11
300	5	0	-4	5	-1	1	-4	10	13
360	6	7	7	-1	12	-5	2	5	0
420	7	10	-4	8	8	3	8	6	0
480	8	6	3	1	-2	9	9	-3	-4
540	9	8	1	14	-1	-3	9	4	-3
600	10	-1	12	10	7	-4	-3	9	8
660	11	3	-5	3	8	7	4	13	-1

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$$\max imize \left( \sum_{j=1}^m \left( \sum_{i=0}^n a_{ij} T_{ij} - \sum_{i=0}^n a_{ij} L_{ij} \right) \right) \quad ( )$$

$$st. \quad \sum_{i=0}^n T_{ij} = 1 \quad \forall j \quad ( )$$

$$\sum_{i=0}^n L_{ij} = 1 \quad \forall j \quad ( )$$

$$B_{ij} - \sum_{i=0}^n L_{ij} \times x_{ij} = 0 \quad \forall j \quad ( )$$

$$B_{ij} - \sum_{i=0}^n T_{ij} \times x_{ij} = 0 \quad \forall j \quad ( )$$

$$B_{ij} - B_{ij} \leq s \max \quad \forall j \quad ( )$$

$$B_{ij} - B_{ij} \geq s \min \quad \forall j \quad ( )$$

SOS2

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X=0	1	2	3	4	5	6	7	8
60	1	3	9	14	0	7	-5	2
120	2	5	4	15	4	4	-5	-2
180	3	2	6	11	14	-4	-1	9
240	4	4	11	4	9	-4	7	9
300	5	0	-4	5	-1	1	-4	10
360	6	7	7	-1	12	-5	2	5
420	7	10	-4	8	8	-3	8	6
480	8	6	3	1	-2	9	9	-3
540	9	8	1	14	-1	-3	9	4
600	10	-1	12	10	7	-4	-3	9
660	11	3	-5	3	8	7	4	13

Cplex

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(SOS2)

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- <sup>1</sup> Piecewise linear function
  - <sup>2</sup> downstream geostatistics
  - <sup>3</sup> Image algebra
  - <sup>4</sup> octree division
  - <sup>5</sup> Floating Stope
  - <sup>6</sup> Maximum Value Neighborhood Algorithm
  - <sup>7</sup> Rigorous
  - <sup>8</sup> Heuristic
  - <sup>9</sup> Image algebra
  - <sup>10</sup> BONANZA
  - <sup>11</sup> Datamine
  - <sup>12</sup> Special Ordered Sets of Type 2 (SOS2)
  - <sup>13</sup> Mixed integer programming (MIP) solvers
  - <sup>14</sup> Branch and cut
  - <sup>15</sup> Sets
  - <sup>16</sup> Block economic value (bev)
  - <sup>17</sup> Gap
  - <sup>18</sup> curse of dimensionality

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