

# Solving the Station Repacking Problem

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# Introduction

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## Introduction

- The Federal Communications Commission (FCC) organized an *incentive auction*.
- Aim to transfer billions of dollars of radio spectrum from TV broadcasters to mobile network operators.
- Remaining broadcasters are packed into a lower and narrower spectrum.

## Design

- The process is designed as a descending clock auction.
- First auction is called a *reverse auction* allows broadcasters to bid for right sell spectrum to the FCC.
- Second auction called a *forward auction* allows networks to bid for the spectrum made available previously.
- If price of *forward auction* doesn't exceed the *reverse auction*, the FCC lowers the clearing target and starts from beginning.
- Otherwise, remaining broadcasters are assigned to new channels. Consequently we have to solve hundreds of thousands of such repacking problems.
- Repacking problem is NP-complete. Performance is important as every failure to solve a feasible repacking problem is a lost opportunity to a lower price offer.

# Formulation

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## Problem

station:  $s \in S$   
channel:  $c_s \in C \subseteq \mathbb{N}$   
forbidden:  $I \subseteq (S \times C)^2$   
 $\{(s, c), (s', c')\} \in I$   
domain  $D : S \rightarrow 2^{\bar{C}}$

## Problem

Find  $\gamma : S \rightarrow \bar{C}$  such that

$\gamma(s) \in D(s)$  for all  $s \in S$

$\gamma(s) = c \implies \gamma(s') \neq c' \forall \{(s, c), (s', c')\} \in I$

## Challenges

- *NP-Complete*: Worst case performance is very bad. But we are interested in good performance in sort of instances generated in reverse auctions.
- *Descending clock*: Repeatedly generate repacking problems by adding  $s^+$  to a set of  $S^-$  provable repackable stations  $\gamma^- : S^- \rightarrow C$ . The new problem  $(S^- \cup \{s^+\}, C)$  needs to solved each time.



## Mixed Integer Programming

state variable:  $x_{s,c} \in \{0,1\}$

exactly 1 channel:  $\sum_{c \in D(s)} x_{s,c} = 1 \forall s \in S$

interference:  $x_{s,c} + x_{s',c'} \leq 1 \forall \{(s,c), (s',c')\} \in I$

## SAT Encoding

boolean variable:  $x_{s,c} \in \{\top, \perp\}$   
 $(s, c) \in S \times C$

at least 1 channel:  $\forall d \in D(s) x_{s,d} \vee \forall s \in S$

at most 1 channel:  $\neg x_{s,c} \vee \neg x_{s',c'} \vee \forall s \in S, \forall c, c' \neq c \in D(s)$

interference:  $\neg x_{s,c} \vee \neg x_{s',c'} \vee \forall \{(s, c), (s', c')\} \in I$

This problem is fed to SAT solvers, with multiple algorithm portfolios.

# Optimizations

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# Incremental Repacking

## Local Augmenting

Find neighboring stations of  $s^+$  as  $\Gamma(s^+)$ . Solve the reduced repacking problem in which all non-neighbors  $S \setminus \Gamma(s^+)$  are fixed to assignment in  $\gamma^-$ .

## Starting Assignment

Assign stations in  $\gamma^-$  to their channels and assign a random channel to  $s^+$ . If solution exists near such an initialization, we'll find it more quickly.

## Problem Simplification

### Graph Decomposition

The set of stations considered in a particular problem instance usually makes the interference graph disconnected. We can solve for each component separately one by one.

### Underconstrained Station Removal

We can delete stations for which no matter how every other station is assigned there will exist one station on which can be packed to a channel. Verifying this is difficult, so a sound but incomplete heuristic is used - comparing a station's available channels to its number of neighboring stations. Deleting the station often increases the number of components, causing a speedup.

## Hydra Portfolio

Incremental solvers solve many instances extremely quickly, allowing remaining solvers in the portfolio to concentrate their efforts elsewhere.

- DCCA-presat
- DCCA+
- clasp-h1
- clasp-h2

## Caching

- If  $S$  is packable,  $S' \subseteq S$  is packable.
- If  $S$  is unpackable,  $S' \supseteq S$  is unpackable.

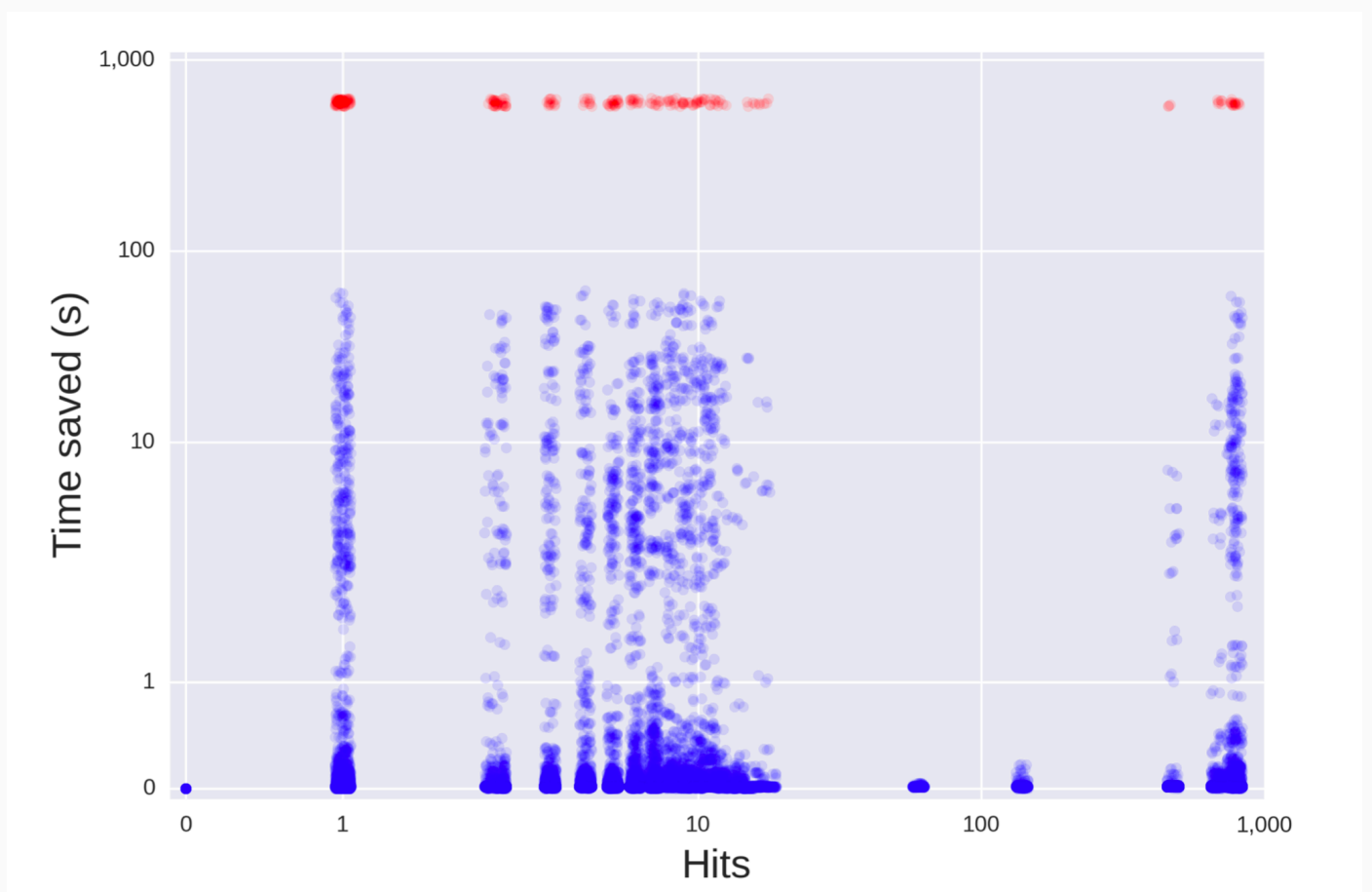
The implement these two principles as non-trivial caching algorithm and implement a *feasible* and *infeasible* containment cache.

## Results

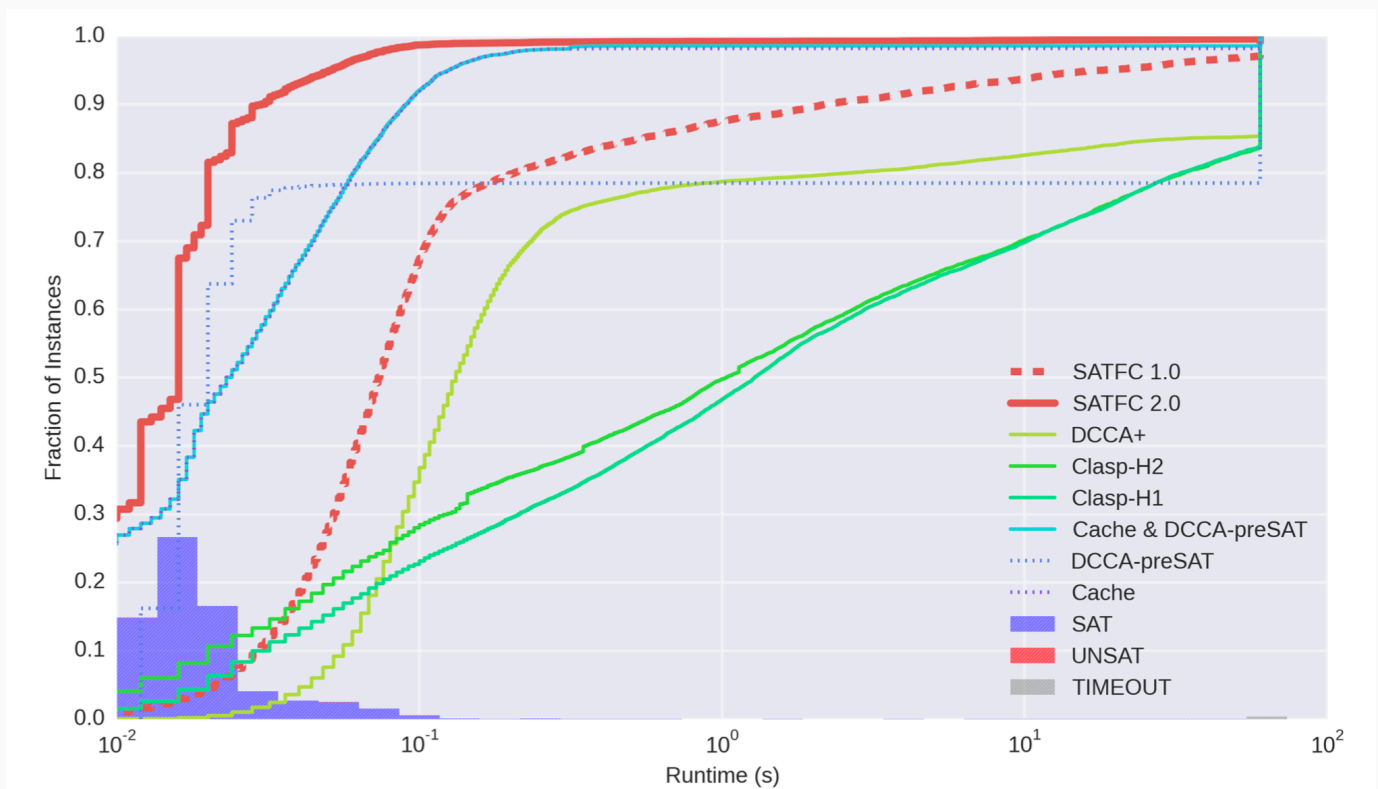
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# Caching



# Performance



Questions?