# Imposing Old-growth Patch Constraints in Forest Harvest Scheduling Models 

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September, 2009 - Pittsburgh, PA


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## Forest Harvest Scheduling



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## Protect Environment: Connectivity

- Forbid large clear-cut areas:
- Area Restriction Model (ARM)
- Good IP models (6000 stands)
- Goycoolea, Murray, V. and Weintraub, 2009.
o Protect some contiguous areas:
O Harder problems (400 stands)
o Old-growth, reserve selection, wildlife corridors


## Outline

O Introduction

- Connectivity Constraints
- ARM
- Area Protection
- Computational Example
o Conclusions and Future Work


## Introduction

## IP Models for Harvest Scheduling



$$
y_{v, t}= \begin{cases}1 & \text { if stand } v \text { is harvested } \\ \text { in period } t . \\ 0 & \text { otherwise }\end{cases}
$$

- Linear Constraints/Objective:

O Profits, timber flow, ending age of forest, etc.
O Combinatorial Constraints:
O Protect Environment

## Introduction

## Gonnectivity: Single Patch

o Rooted


O Unrooted


## Introduction

## Gonnectivity: Multiple Patches

- Rooted


O Unrooted


## Introduction

## Graph Representation of Forest



## Area Restriction Model (ARM)



- Limit area of contiguous clear-cut region
o Unrooted multi-patch model:
O Limit maximum area of patches


## Assumptions and Notation



$$
y_{v, t}= \begin{cases}1 & \text { if stand } v \text { is harvested } \\ \text { in period } t . \\ 0 & \text { otherwise }\end{cases}
$$

- Harvested stands are clear-cut and replanted

Stand harvested in $t$ is clear-cut only in $t$

- ARM constraints span only one period
- Stands can only be harvested once


## ARM Constraints: Forbid Sets

- Connected set of stands $C$ :
- Area is strictly greater than maximum area
- Minimal with respect to inclusion



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- Connected set of stands $C$ :
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$$
\sum_{v \in C} y_{v, t} \leq|C|-1
$$

## ARM Gonstraints: Forbid Sets

- Connected set of stands $C$ :
- Area is strictly greater than maximum area
- Minimal with respect to inclusion

[JUsually few of these sets exist


## Connectivity Constraints

## ARM solution = Fragmentation



## Need Min Area Connected Patch

- $1+$ connected regions:
- minimum (average) area

O is old-growth, contains animal population, contain water source, etc.

O Other: shape, edge, etc.

o Force connectivity and add other constraints

## Unrooted (Lack off) Connectivity

$\square$ Selected Nodes

Disconnected Nodes


O Select red nodes for old-growth/reserve
ORed nodes are disconnected because:

## Unrooted (Lack off) Connectivity

$\square$ Selected Nodes

Disconnected Nodes

Cut Nodes


O Select red nodes for old-growth/reserve
O Red nodes are disconnected because:
OThere is a node-cut separating 1 and 11 with no selected nodes

## Connectivity Constraints

## Selected Set Is Connected if ...

- Set is connected $\Leftrightarrow$ pairs of nodes are connected
- Pairs are connected $\Leftrightarrow$ every cut separating them intersects selected nodes


## Selected Set Is Connected if ...

- Set is connected $\Leftrightarrow$ pairs of nodes are connected
- Pairs are connected $\Leftrightarrow$ every cut separating them intersects selected nodes

$\square$ Selected pair of nodes
$\square$
Separating cutSeparating cut intersects selected nodes


## Connectivity Constraints

## Force Connectivity Constraints

$$
z_{v}= \begin{cases}1 & \text { if stand } v \text { is selected to be old-growth/reserve } \\ 0 & \text { otherwise }\end{cases}
$$

## Connectivity Constraints

## Force Connectivity Constraints

$$
z_{v}= \begin{cases}1 & \text { if stand } v \text { is selected to be old-growth/reserve } \\ 0 & \text { otherwise }\end{cases}
$$

$\sum z_{w} \geq z_{u}+z_{v}-1$
$\forall u, v$
For every cut $S$ separating $u$ and $v$

## Force Connectivity Constraints

$$
z_{v}= \begin{cases}1 & \text { if stand } v \text { is selected to be old-growth/reserve } \\ 0 & \text { otherwise }\end{cases}
$$

$$
\sum_{w, C} z_{w} \geq z_{u}+z_{v}-1 \quad \forall u, v
$$

For every cut $S$ separating $u$ and $v$
o Rooted: All selected stands connected to root $r$

$$
\sum_{w \in S} z_{w} \geq z_{v}
$$

For every cut $S$ separating $r$ and $v$

## Advantages and Disadvantages

Can easily add extra requirements

- e.g. minimum area

$$
\sum_{v} a_{v} z_{v} \geq A_{\text {Min }} \quad a_{v}=\text { area of stand } v
$$

## Advantages and Disadvantages

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$$

Too many separating-cut constraints Separating the constraints is easy

## Connectivity Constraints

## Gutting Plane Procedure

$$
\sum_{w \in S} z_{w} \geq z_{u}+z_{v}-1
$$

$$
z^{*}=\text { current solution }
$$

Find cut $S^{*}$ that separates $u, v$ and minimizes $\sum_{w \in S^{*}} z_{w}^{*}$

For every pair $u, v$ check if $z_{u}^{*}+z_{v}^{*}-1>0$

Use max-flow solver

$$
\begin{aligned}
& \text { If } \sum_{w \in S^{*}} z_{w}^{*}<z_{u}^{*}+z_{v}^{*}-1 \\
& \text { add cut }
\end{aligned}
$$

## Problem Specification

1.Maximize NPV of harvest schedule s.t.:

- ARM Constraints: maximum clear-cut
- Volume flow constraints
- Bound on average ending age of forest
2.Additionally:
o Reserve 10\% of forest area as a contiguous old-growth path (unrooted model)


## Instances and Solvers

- 5-period instances from FMOS repository:

| Instance | Stands | Total <br> area | Max CC <br> Area |
| :---: | :---: | :---: | :---: |
| El Dorado | 1363 | $52,255.5$ | 120 |
| Shulkell | 1039 | $11,116.65$ | 40 |
| NBCL5A | 5581 | 149,235 | 80 |
| FLG9A | 850 | $24,708.1$ | 80 |

o CPLEX 11 on a Quad-core Xeon with 32Gb RAM

## Computational Example

## Results: Time limit of 4 hours

1.ARM:

- Directly solved by CPLEX
- 3 optimal in $<400$ s, 1 reaches 0.03\% GAP
2.ARM+old-growth
o CPLEX based branch-and-cut: need heuristics, use of rooted formulations, "ring" cuts, etc.

03 with <1\% GAP, 1 with $2.2 \%$ GAP

## Economic Effect

- ARM: 2-5\% loss in NPV

O ARM+old-growth: additional loss of:


## Computational Example

## Solutions Sometime Look Good



## Computational Example

## Solutions Sometime Don't Look Good

FLG9A


## Gonclusions and Future Work

o Done:

- Connectivity for environmental protection
- Can obtain good solutions for old-growth
o Optimization: Cost is moderate
o To do:
o Optimization too "clever": snake like patches
O Some challenges in branch-and-cut

