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! A one machine sequencing problem,
also known as the walking + biking problem.
Given one bicycle, and N persons,
and a distance they all must cover,
starting at the same time,
how much time should each person spend walking
and biking so they all cover the distance in minimum time;
!Ref: Chvatal, V.(1983), "On the Bicycle Problem,"
Discrete Applied Mathematics, North-Holland Publishing Company, 5 165-173
! Keywords: Bicycle, Biking, Chvatal, LINGO, One machine, Scheduling, Sequencing, Walking;
SETS:
  PERSON: W, B, X, U, Y, Z, Sorder;
ENDSETS
DATA:
! Case 1. From Chvatal. The lower bound (of 55)
  is tight for this data set.
! Input parameters;
  Distance to be covered;
!Case01; D = 100;
! Walking speeds;
!Case01; W = 1 2 1;
! Bicycling speeds;
!Case01; B = 6 \ 8 \ 6;
! Case 2. From Chvatal. The lower bound (of 10)
  is not tight for this data set. We cannot
  generate a feasible Walk->Bike->Walk schedule
  that achieves the LP bound;
!Input parameters;
! Distance to be covered;
!Case02 D = 90;
! Walking speeds;
!Case02 W = 13 13
                      3
                          3;
! Bicycling speeds;
!Case02 B = 27 27 18 18;
!Case 3;
! Input parameters;
  Distance to be covered;
!Case03 D = 100;
! Walking speeds;
!Case03 W = 1 2 3;
! Bicycling speeds;
!Case03 B = 6 8 9;
!Case 4;
! Input parameters;
! Distance to be covered;
!Case04 D = 100;
! Walking speeds;
!Case04 W = 1 1 1;
! Bicycling speeds;
!Case04 B = 3 3 3;
ENDDATA
! Variables for each person i:
    X( i) = total time walking forward,
    U( i) = total time walking backward,
    Y( i) = total time biking forward,
    Z(i) = total time biking backward,
SUBMODEL BikeWalk:
! This model contains constraints on an aggregate version
  of the bike & walk problem. Any complete detailed solution to the problem
  must satisfy at least these aggregate constraints,
  so the solution to this problem provides a lower bound;
MIN = T;
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@FOR( PERSON( i):
 ! Total travel time of person i <= T;
  X(i) + U(i) + Y(i) + Z(i) \le T;
 ! Net distance of person i = D. Must get to destination;
  W(i) * X(i) - W(i) * U(i) + B(i) * Y(i) - B(i) * Z(i) = D;
   );
 ! Cannot use the bicycle more that total time T;
   @SUM( PERSON( i): Y( i) + Z( i)) <= T;</pre>
 ! In net the bicycle goes no further than D;
   @SUM( PERSON( i): B( i) * Y( i) - B( i) * Z( i)) <= D;</pre>
ENDSUBMODEL
CALC:
! Solve the aggregate, relaxed problem;
 @GEN( BikeWalk); ! Generate the scalar version of model;
  @SOLVE( BikeWalk);
  @WRITE( ' Total time= ', T, @NEWLINE(1));
 @WRITE( ' Distances', @NEWLINE(1));
  @WRITE(' Person Walk+
                                                 Bike-', @NEWLINE( 1));
                              Walk-
                                       Bike+
  @FOR( PERSON( i):
    @WRITE('
             ', i, ' ', @FORMAT( W( i) * X( i), '9.3F'), ' ', @FORMAT( W( i) * U(
i),'9.3f'),
       · ',
              @FORMAT(B(i) * Y(i), '9.3f'), ' ', @FORMAT(B(i) * Z(i), '9.3f'),
@NEWLINE(1));
     );
  @WRITE( @NEWLINE( 1),'
                           Times', @NEWLINE(1));
  @WRITE(' Person Walk+
                             Walk-
                                                 Bike-', @NEWLINE( 1));
                                      Bike+
  @FOR( PERSON( i):
    @WRITE(' ', i, ' ', @FORMAT(X(i),'9.3F'), ' ', @FORMAT(U(i),'9.3f'),
    '', @FORMAT(Y(i),'9.3f'), ' ', @FORMAT(Z(i), '9.3f'), @NEWLINE(1));
      );
! Do postprocessing to (hopefully) get a feasible detailed solution
  that achieves the lower bound, and is thus optimal;
! We restrict ourselves to Walk->Bike->Walk schedules, i.e., each person
 first walks to the bike, then bikes for awhile (perhaps backwards), and
 then walks the remaining distance.
The detailed schedule is feasible if the person i-1 finishes its use of the bike
before the person i, who needs the bike, arrives at the bike position;
  @WRITE(@NEWLINE(1), ' The detailed schedule:', @NEWLINE(1));
! Choose a sort order. Put fast cyclists first;
 Sorder = (OORT( - B));
! But if fast cyclist goes backwards, do not put first;
  @IFC( Z( sorder( 1)) #GT# 0:
   temp = Sorder( 2); ! Swap with #2;
    Sorder(2) = Sorder(1);
    Sorder( 1) = temp;
     );
                ! Initial position of Bike;
 BikeAt = 0;
 BFtimePrv = 0; ! Time available of Bike;
! Loop over the persons, computing their
 Walk, Bike, Walk positions and times;
  @FOR( PERSON( i):
     si = Sorder( i); ! Use sort order;
! Arrive at Bike time after first walk;
     ATime = BikeAt/ W( si);
! Calculate bike ride incremental distance;
     Bdist = B(si) * Y(si) - B(si) * Z(si);
! Calculate bike ride incremental time;
     Btime = Y(si) + Z(si);
! Ending position of bike for person i;
     Bend = BikeAt + Bdist;
! Ending time of bike for person i;
     BFtime = Atime + Btime;
    @WRITE( ' Person ', PERSON( si),
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' walk to ', @FORMAT( BikeAt,'12.4f'),' Time= ', @FORMAT( Atime,
'12.4f'),
' Bike to ', @FORMAT( Bend,'12.4f'), ' Time= ', @FORMAT( BFtime,
'12.4f'),
' Walk to ', @FORMAT( D,'12.4f'), , @NEWLINE( 1));
! Check if feasible, i.e., person i-1 finishes bike use before i needs it;
@IFC( BFtime #LT# BFtimePrv:
@WRITE( 'Schedule not feasible', @NEWLINE( 1));
);
BFtimePrv = BFtime; ! Get ready for next i;
! And we leave the bike for next person at;
BikeAt = Bend;
);
ENDCALC
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