# Optimization in Sports Scheduling

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#### **Initial Construction**

- Who are the clients?
  - Conference and League Offices
  - Administrators and Coaches
  - Consumer and Fan
  - Television Executives
- Inputs
  - Number of Teams
  - Number of Competitions
  - Available Dates
- Base Parameter Consultations
- Intended Outcome
- Feasible, Playable, Optimal

### Hard and Soft Constraints

- Non-negotiable Variables
- Types of Variables
  - Facility Conflicts
  - Competitive Balance
  - Travel
  - Number of Home Weekends/Weekdays
- No perfect schedule how do we balance pain across the schedule?
- How do we handle differing opinions on constraints?
- Negative-based scoring system
  - Scoring system can adjust in real time
  - · Logarithmic scale
- Flushing out a single issue (and the resulting trade-off)
- Art vs Science

## Using Gurobi

- Have created an Excel-based interface
- Size and scope of problem
- What is optimal?
- Can we solve all the way through?
- How do we know when a schedule is done?
- How has Gurobi helped the process?



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### Talking Points

- Every competition has an optimal place, but not every game can land there.
- How do we evaluate schedules?
  - Cost
  - Travel Time
  - Missed Class
  - Fan Impact (ticket sales, television, concessions, parking, etc.)
- Alignment across multiple leagues/conferences
- COMMUNICATION!
- Handling positive and negative feedback
- EQUITABLE, not equal

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