

Collaborative Research Center SFB559  
Modeling of Large Logistic Networks  
Project M8 - Optimization

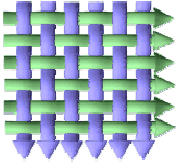


# Rich Vehicle Routing Problems – Challenges and Prospects in Exploring the Power of Parallelism

**Andreas Reinholz**

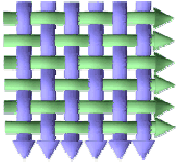
**1<sup>st</sup> COLLAB Workshop**





## Structure

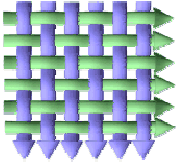
- Motivation and context
- Metaheuristics as Iterative Variation Selection Procedures
- Elementary and composed Neighborhood Generating Operators
- Modeling concepts and constraint handling
- Neighborhood Generating Operators for Vehicle Routing Problems
- Acceleration techniques and efficient data structures
- Decomposition methods
- Closer to the real world: Modeling uncertainty, flexibility and risk
- Conclusions and outlook



## Features and Challenges of Logistics Optimization Tasks

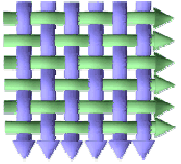
### Mixed – Integer Optimization Problems with

- Various **constraints**
- **Multiple objectives**
- Range from **Strategic Planning** to **Online-Optimization**
- **Open** or **Disturbed Systems**, imprecise or incomplete data, noise
- **Dynamic Optimization** tasks with moving optima
- **Hierarchies** of complex optimization problems
- Integration in “**Interactive Decision Support Systems**”
- Evaluation model could be a **Simulation Model** or a “**Black Box**”



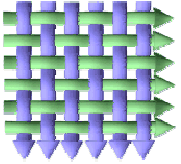
## Metaheuristics

- Neighborhood Search (NS)
- Variable Neighborhood Search (VNS)
- Iterative Local Search (ILS)
- (Recursive) Iterative Local Search (R-ILS)
- Tabu Search (TS)
- Greedy Randomized Adaptive Search Procedure (GRASP)
- Evolutionary Algorithms (EA)
- Ant-Systems, Particle Swarm, ...
- Scatter Search
- Adaptive Memory Programming
- Estimation of Distribution Algorithms (EDA)
- Multiple Agent Systems
- Stochastic Local Search (SLS)
- ...



## The 10 commandments for powerful Hybrid Metaheuristics

1. ...
2. ...
3. ...
4. ...
5. ...
6. ...
7. ...
8. ...
9. ...
10. You shall covet your best competitors procedures, methods and strategies, break them into parts and use them as Local Search.



## Scheme of an Iterative Variation Selection Procedure (IVS)

Initialization

...

REPEAT

    Select Candidate Solutions for Modification

    ...

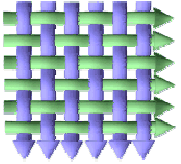
    Modify Candidate Solutions

    ...

    Select Candidate Solutions for further Iterations

    ...

UNTIL Stopping Criteria( GNr, LastImprovingGNr, Threshold, ... );



## IVS: Horizontal and Recursive Composition

```
IVS( RecLevel, NS_Set, IVS_ParaSet )
```

```
Initialization
```

```
...
```

```
REPEAT
```

```
    FOR (HLevel = 0) TO GetMaxHLevel(...) DO
```

```
        Select Candidates for Modification
```

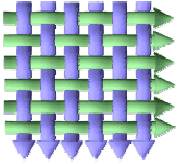
```
        Modify Candidates
```

```
        IVS( RecLevel-1, NS_Set, IVS_ParaSet )
```

```
        ...
```

```
        Select Candidates for further Iterations
```

```
UNTIL Stopping Criteria( GNr, LastImprovingGNr, Threshold, Level... );
```

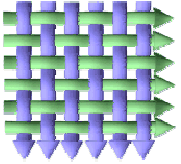


## Variation Operators

**Systematic modification** of decision variables

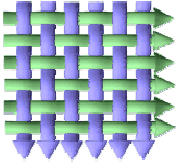
- **Deterministic** principals
- **Stochastic** principals
- **Local** view (i.e. modify only few variables at each step)
- **Global** view (i.e. Tree Search)
- **Construction, destruction** and **modification** schemes
- **Decomposition** strategies (hierarchical, geographical, functional)
- **Combined** or **composed** variation operators (i.e. VNS, Mutation)





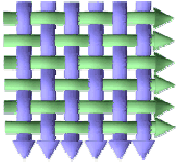
## Neighborhood Generating Operators

- Elementary Neighborhood Generating Operator = Systematic parameterized modification of decision variables
  - One Step Neighborhood
  - Neighborhood Transition Graph (NH-Transition Graph)
  - (Asymmetric) Distance measure, metric
- Neighborhood Search templates
  - Steepest ascent
  - Next ascent
- K-Step Neighborhood
  - Local optima of quality K (iterative or recursive scheme)
  - Discrepancy Search, Local Branching
  - Rapid-Tree Search, Rapid-B&B
  - Probabilistic K-Step Neighborhood (i.e. Mutation-Operator)



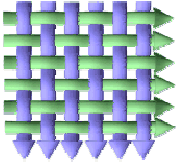
## Multiple Solution Variation Operators (Recombination)

- Recombination Operator =  
**Parents define a subspace or a subset of the search space**
  - Standard Crossover = **Randomly selected point** in this subset
  - **Series of points** in this subset using a NH-Transition Graph
    - **Deterministic** principles
      - **Connecting path** between parents (with discrepancies)
      - **Enumerate** the complete subset
      - **Deterministic Sub-Problem Solver**
    - **Probabilistic** principles
      - **Re-Sampling** or **Random Walk**
      - **Connecting random path** (with discrepancies)
      - **Probabilistic Sub-Problem Solver**



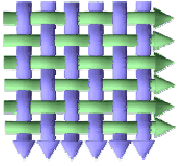
## Combining IVS Procedures

- Variable Neighborhood Search
  - Fixed sequence
  - Probabilistic sequence
  - Adaptive or self-adaptive sequence
- Evolutionary Algorithms
  - Mutation Operator (Probabilistic K-Step Neighborhood)
  - Crossover Operator (Dynamic Sub Problem Search)
- Hybrid Evolutionary Algorithms
  - i.e. Hybrid (1+1) EA = Iterative Local Search
- Multi - Start Metaheuristics
  - Number of runs vs. number of iterations (Multi Start Factor)

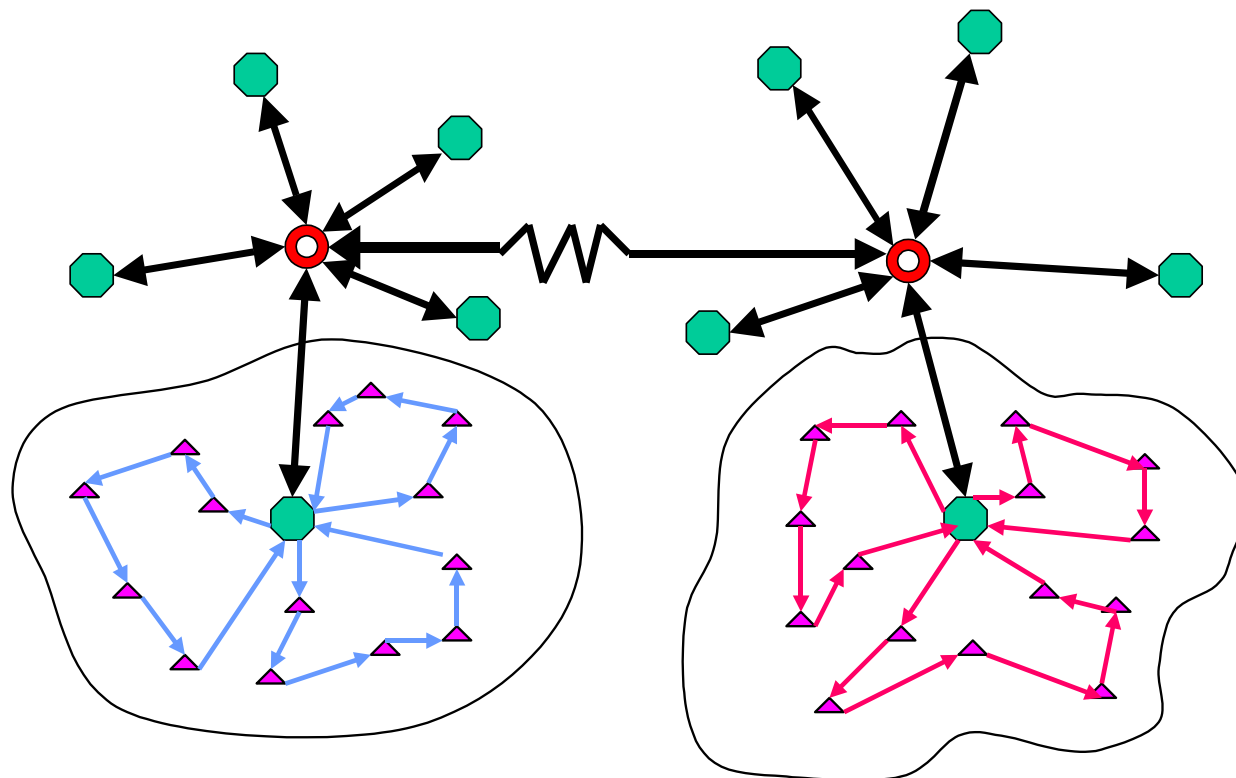


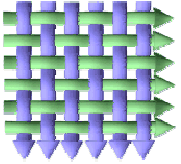
## Aspects of Iterative Variation Selection Procedures

- Problem specific representation
- Problem specific variation operators
- (Variable) Neighborhood Search techniques
- Accelerated Delta Evaluation of the objective function
- Efficient data structures
- Dynamic Adaptive Decomposition strategies (DADs)
- Biased disruption strategies
- Adaptive or self-adaptive search control
- Population Management



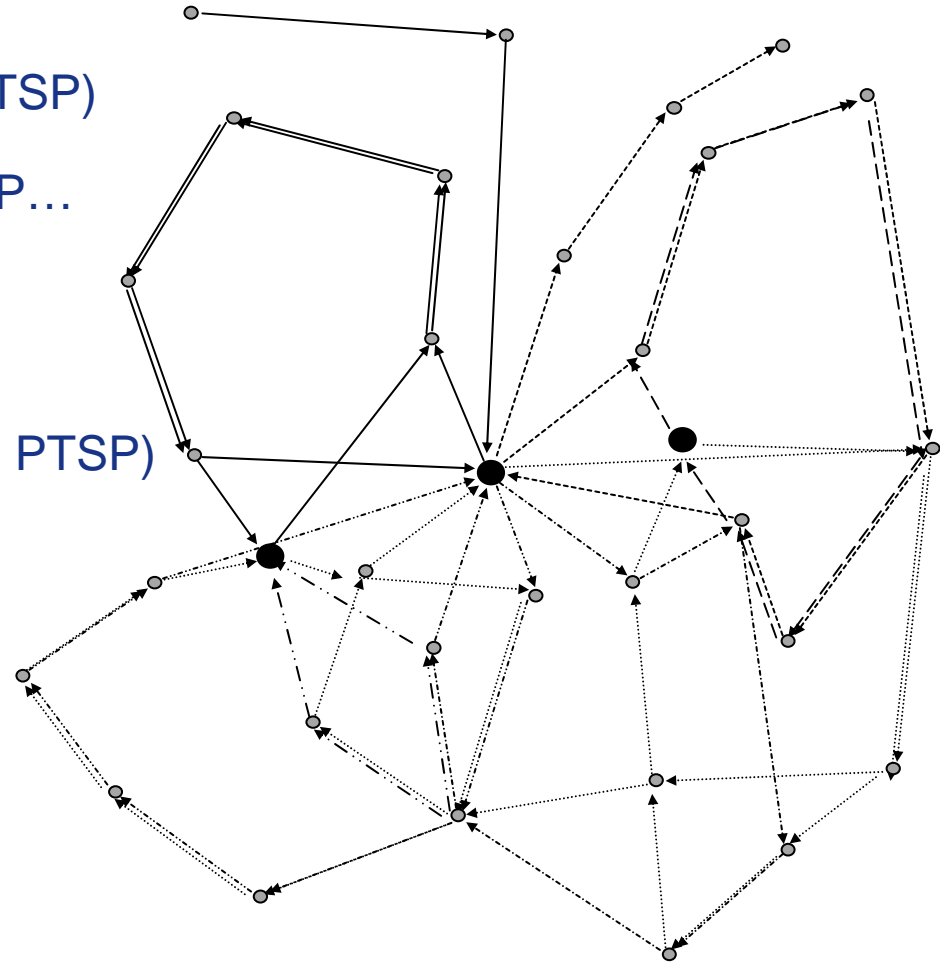
# Transportation Logistics: Sub-Problems

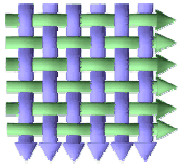




## Vehicle Routing Problems (VRP)

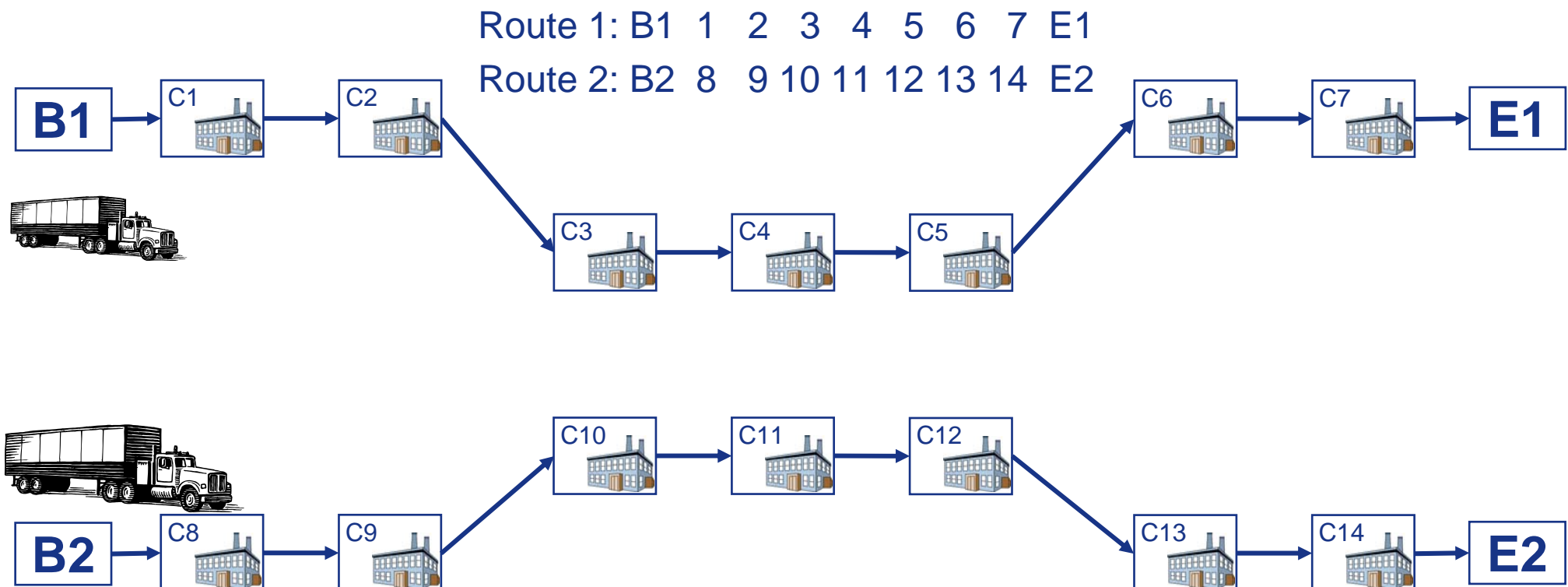
- "Traveling Salesman Problem" (TSP)
- CVRP, VRPTW, VRPBH, PDVRP...
- "Open VRP" (OVRP)
- "Periodic TSP and VRP" (PVRP, PTSP)
- "Multiple Depot VRP" (MDVRP)
- "Periodic MDVRP" (PMDVRP)
- Time Windows (TW)
- Split Demands (SD)

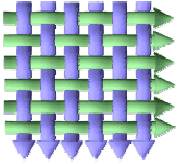




## Modeling Concepts

- Process and Vehicle Oriented View
- Resource Consumption Concept, Set of Resources, Status Variables
- (Composed) Transformation Functions, Finite State Machines



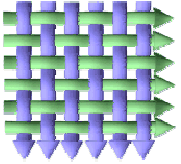


## Modeling of the OVRP: Structural Constraints

Structural constraints that are kept valid by Neighborhood operators:

- All demands are satisfied
- Each customer is visited exactly once
- All tours start at the depot
- Open tours
  - Open tour ends are modeled with an auxiliary ending node (virtual ending depot)
  - No resource consumption for virtual ending depots and their incoming edges (Transformation function is the Identity Function)
  - Standard CVRP-Operators can be used





## Modeling of the OVRP: Resource Constraints

### Capacity

- Resource initialization at the (starting) depot

$$\text{FreeSpace} := \text{Capacity}$$

- Transformation

At node  $C(i)$  :

$$\text{FreeSpace} := \text{FreeSpace} - \text{Demand}( C(i) )$$

### Tour length restriction

- Resource initialization at the (starting) depot

$$\text{RemainingTourLength} := \text{MaxTourLength}$$

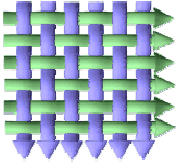
- Transformation

At edges  $E(i,j)$ :

$$\text{RemainingTourLength} := \text{RemainingTourLength} - \text{DrivingTime}( E(i,j) )$$

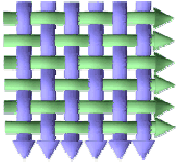
At nodes  $C(i)$ :

$$\text{RemainingTourLength} := \text{RemainingTourLength} - \text{HandlingTime}( C(i) )$$



## Examples: Constraints and Modeling Aspects

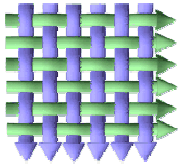
- Capacity limit
- Tour length limit
- Time Windows
- Split Demand, Single Unit VRP
- Pickup and Delivery
- Backhauls
- Heterogeneous fleet
- Multiple compartments, dynamic compartment sizes, load restrictions
- Fixed costs
- Customer dependent costs
- Asymmetric distance and driving costs
- Customer specific service times, back on route times
- Traffic flow factor
- Flexible starting times



## Operators / Neighborhoods / Neighborhood Size

# customers =  $n$ , # routes =  $m$

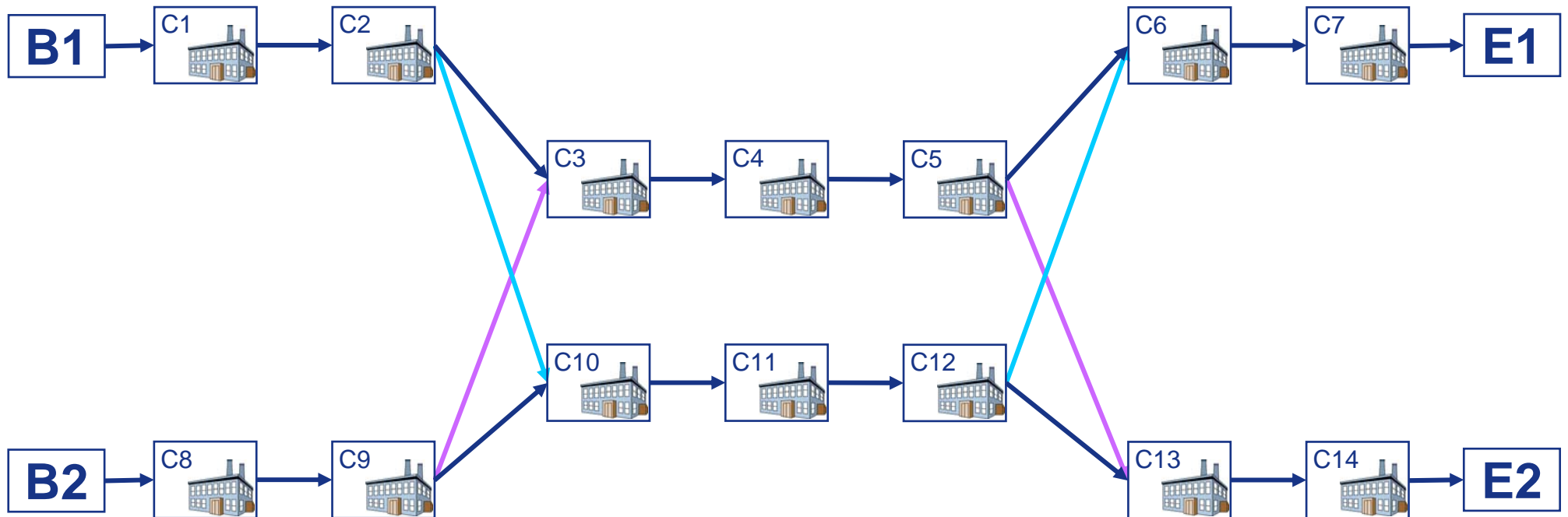
- **Single Route Operators**
  - InsertCustomer, RemoveCustomer:  $O(1)$
  - CheapestInsertCustomer:  $O(n)$
  - 2 – OPT:  $O(n^2)$
- **Multiple Route Operators**
  - **Single Customer Operators**
    - Move:  $O(n^2)$
    - Exchange:  $O(n^2)$
    - Combined Move/Exchange:  $O(n^2)$
  - **Path Operators (Multiple adjacent customers, solution parts)**
    - **Concatenate Tour Pair:  $O(m^2)$**
    - **Split Tour:  $O(n)$**
    - **Path Exchange:  $O(n^4)$**
    - **Restricted Path Exchange (one end fixed to be a depot):  $O(n^2)$**

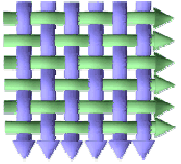


## Operator: Exchange Path

Route 1: B1 1 2 3 4 5 6 7 E1

Route 2: B2 8 9 10 11 12 13 14 E2

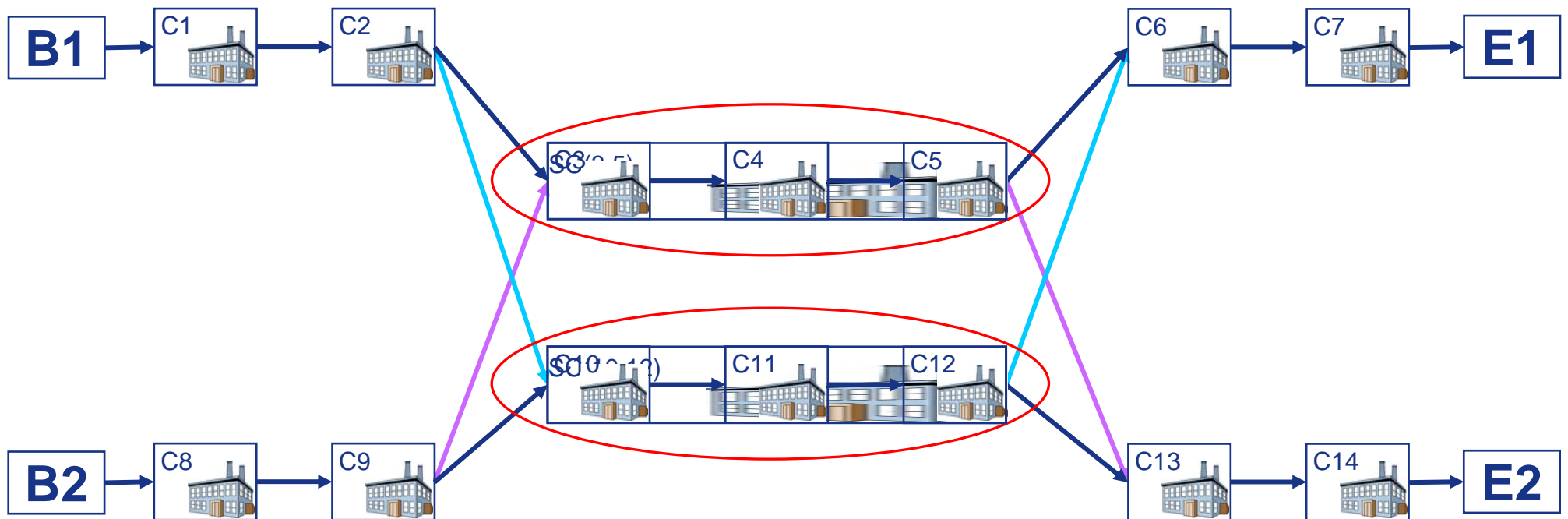


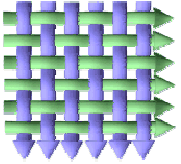


## Operator: Exchange Path = Exchange 2 SuperCustomers

Route 1: B1 1 2 3 4 5 6 7 E1

Route 2: B2 8 9 10 11 12 13 14 E2

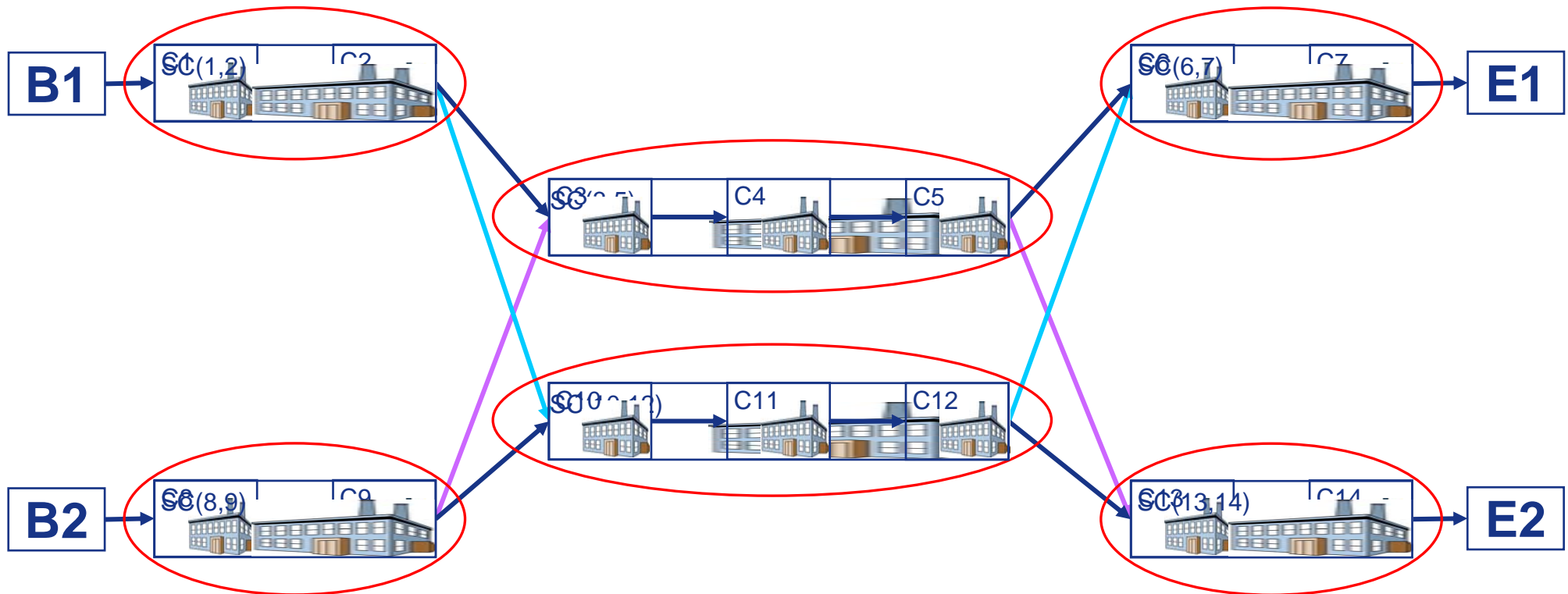


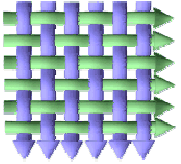


## Exchange Path = Concatenate 2 x 3 SuperCustomers

Route 1: B1 1 2 3 4 5 6 7 E1

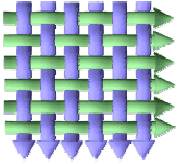
Route 2: B2 8 9 10 11 12 13 14 E2





## Constraint Handling and Acceleration Techniques

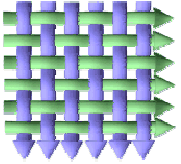
- Super-Customer Concept for Accelerated Delta Function Evaluations of Path Based Neighborhood Generating Operators
- Super-Customer Matrix, Fast Super-Customer Lookup Object or Hash Tables
- Reusing information of already visited Neighborhoods and Sub-Neighborhoods
- Priority Lists
- Static or Dynamic Neighborhood Reduction, Candidate or Tabu Lists
- Efficient Data Structures



## Partial Fixing of Decision Variables

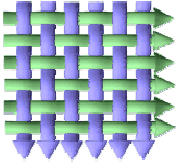
- “Neighborhood Specific Local Optima Flags” for parts of the solution:
  - Customers (or subsets of customers)
  - Routes (or subsets of routes)
  - Routes assigned to a depot (or a subset of depots)
  - Routes assigned to a day (or a sub period)
  - Partial solutions according to a decomposition scheme





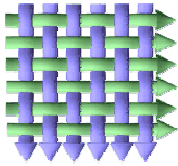
## Decomposition in Sub Problems and Large Neighborhoods

- Hierarchical decomposition
  - PMDVRP, PVRP, PTSP
  - MDVRP, MDTSP
  - CVRP
  - TSP
- Select a series of different subsets of Routes
  - Geographical decomposition
  - Disjoint (Parallelization)
  - Overlapping
  - VNS-Scheme: Increasing number of routes



## Scheme of a Hybrid (1+1)-Evolutionary Strategy

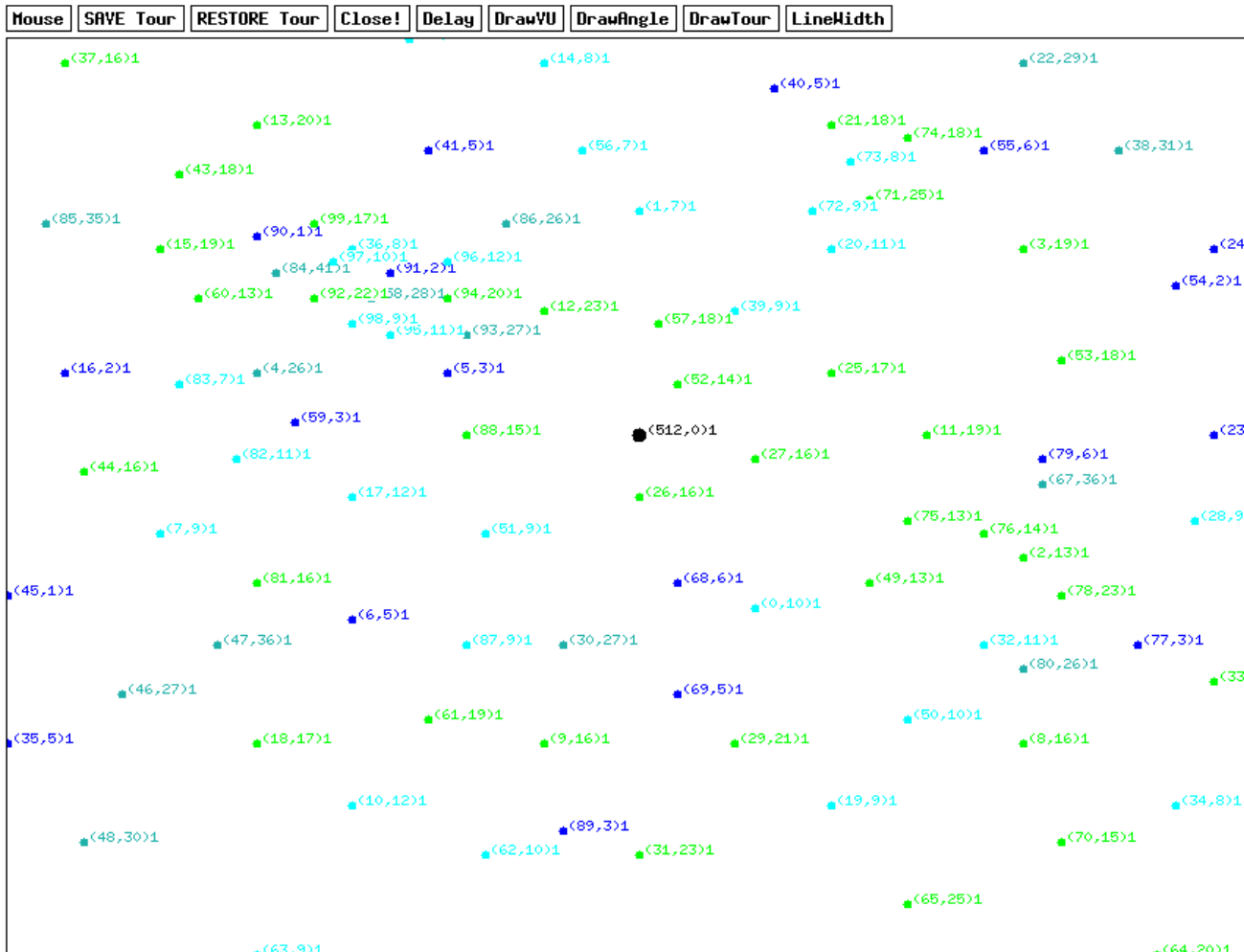
```
GNr := 0;
LastImprovingGeneration:= 0;
Initialization( Parent );
VariableNeighborhoodSearch( Parent );
REPEAT
    GNr := GNr+1;
    Child := Mutation( Parent );
    VariableNeighborhoodSearch( Child );
    if ( Fitness( Child ) => Fitness( Parent ) )
        Parent := Child;
        LastImprovingGeneration:= GNr;
UNTIL StoppingCriteria( GNr, LastImprovingGeneration, FitnessThreshold );
```

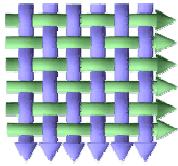


Monday

CostN	1492,36	TLEu	1492,36	TLEuF	1492,36	TLEuInt	1483	Cost	1492356	Length:	1492356	D2Best:	-80,0
Nr	0	1	2	3	4	5	6	7	8				
TourL	213596	220291	210937	162860	143941	184797	179335	115073	61526				
TourLC	-213596	-220291	-210937	-162860	-143941	-184797	-179335	-115073	-61526				
Costs	213596	220291	210937	162860	143941	184797	179335	115073	61526				
VU	194	185	171	172	169	182	179	153	53				
TourLEu	213,60	220,29	210,94	162,86	143,94	184,80	179,34	115,07	61,53				
OpenTime	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00				

-87,17%	OpCountMsg
OpMsg	LoopMsg





Monday

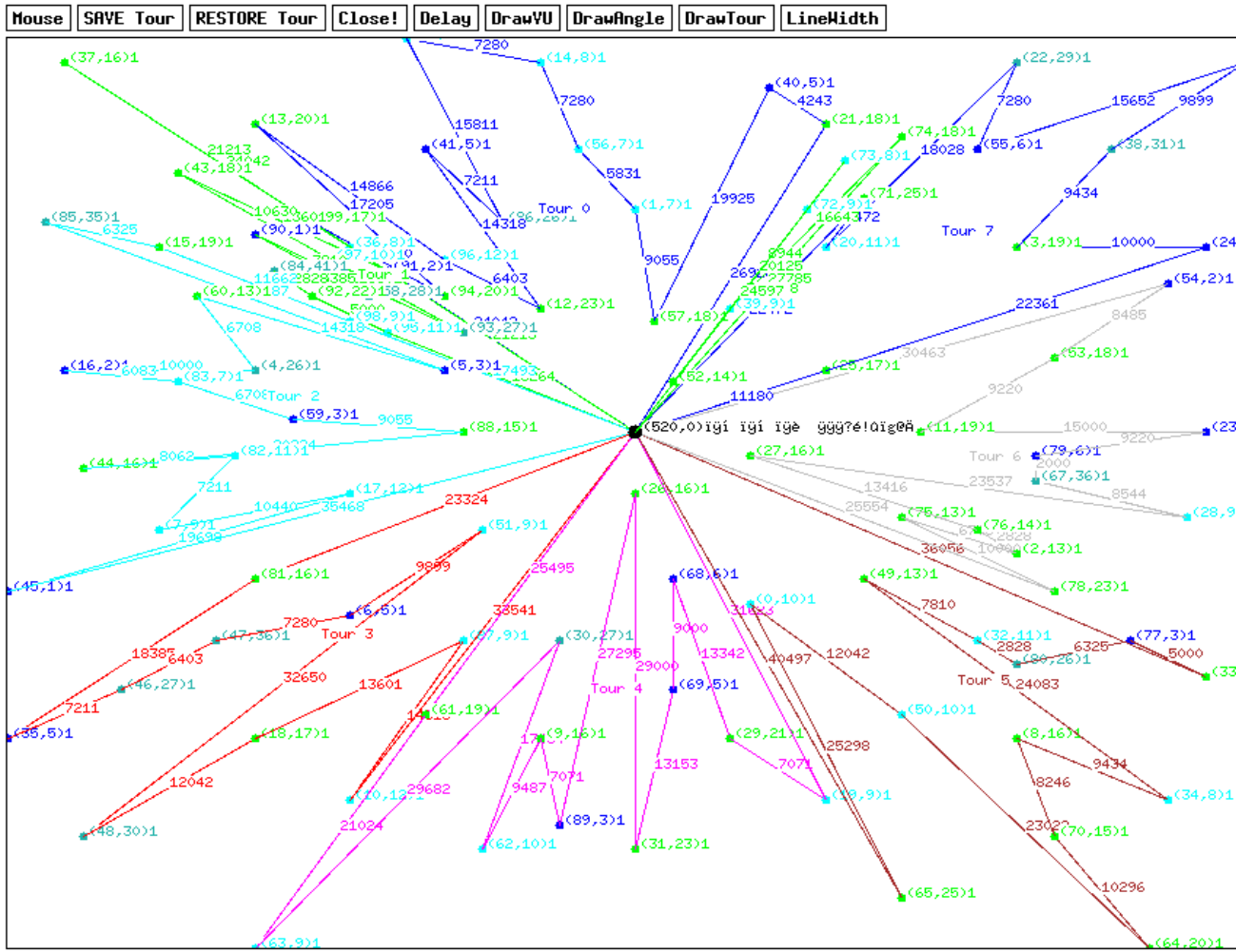
CostN	1592,86	TLEu	1592,86	TLEuF	1592,86	TLEuInt	1585 Cost	1592862 Length:	1592862	D2Best: -92,8
Nr	0	1	2	3	4	5	6	7	8	
TourL	189616	149807	213642	178654	240707	210937	164975	130778	113746	
TourLC	189616	149807	213642	178654	240707	210937	164975	130778	113746	
Costs	189616	149807	213642	178654	240707	210937	164975	130778	113746	
VU	193	184	181	166	164	171	172	169	58	
TourLEu	189,62	149,81	213,64	178,65	240,71	210,94	164,98	130,78	113,75	
DrawTime	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	

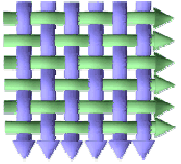
-87,47%

OpCountMsg

OpMsg

LoopMsg

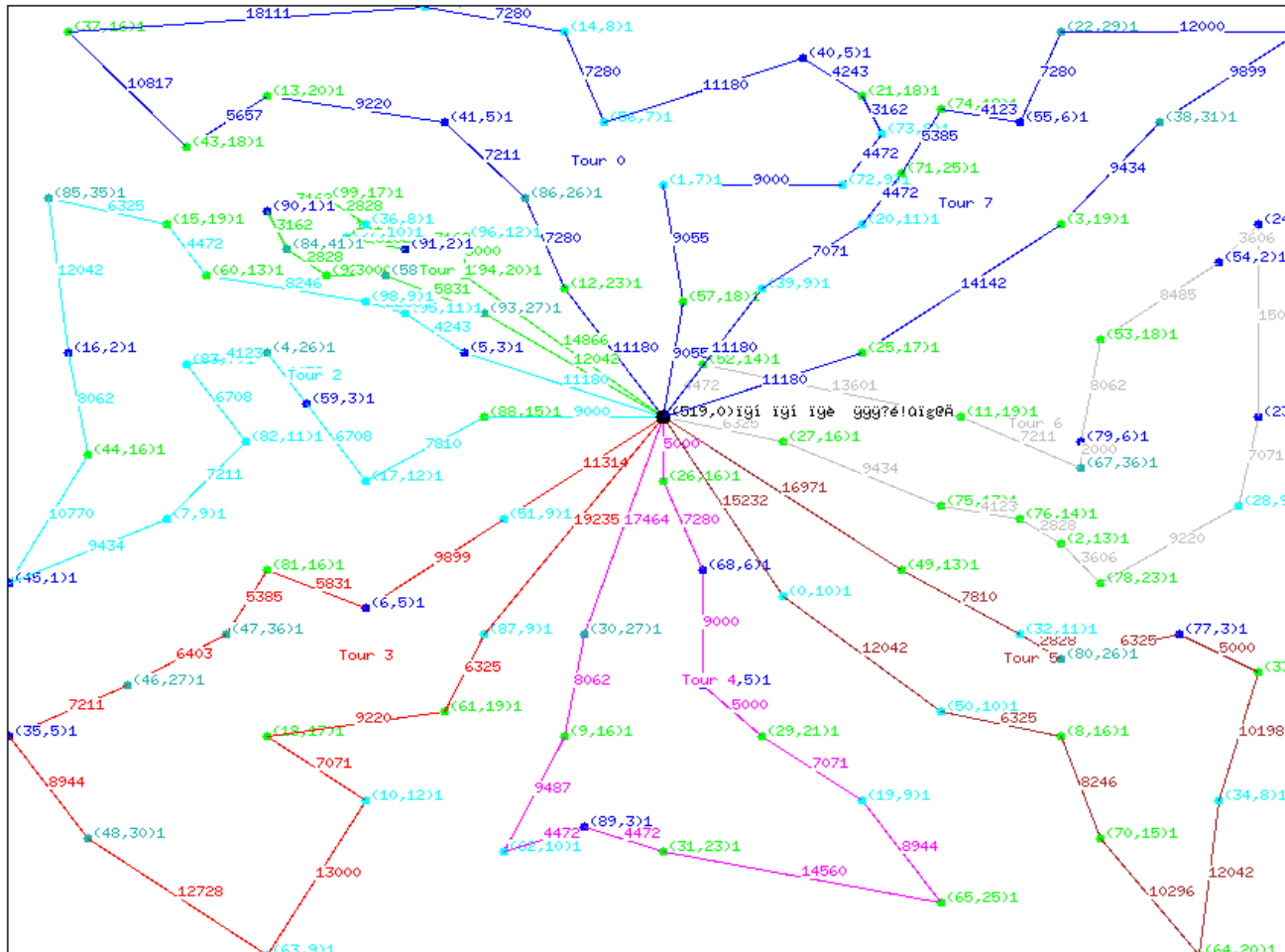


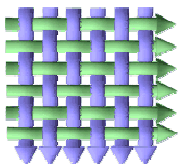


Monday

CostN	853,61	TLEu	853,61	TLEuF	853,61	TLEuInt	841	Cost	853605	Length:	853605	D2Best:	-3,3
Nr	0	1	2	3	4	5	6	7					
TourL	134203	58457	123042	122566	100812	113315	105044	96166					
TourLC	134203	58457	123042	122566	100812	113315	105044	96166					
Costs	134203	58457	123042	122566	100812	113315	105044	96166					
VU	195	188	192	194	161	146	192	190					
TourLEu	134,20	58,46	123,04	122,57	100,81	113,31	105,04	96,17					
DropTime	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00					

Operations : 1312778



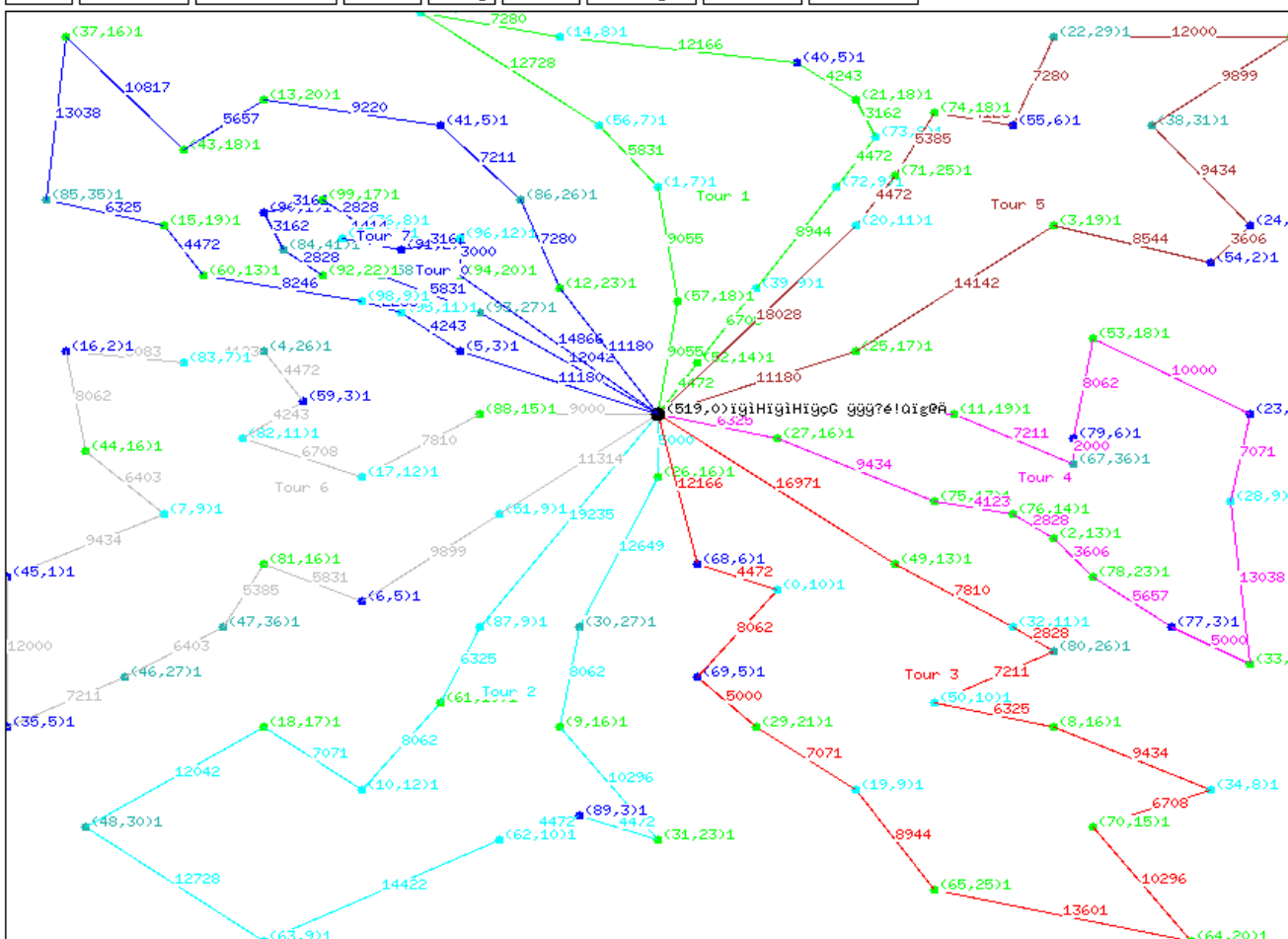


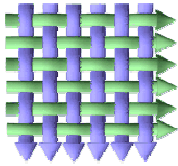
Monday

CostM	831.24	TLEu	831.25	TLEuF	831.25	TLEuInt	821	Cost	831242	Length:	831242	D2Best:	-0.62
r	0	1	2	3	4	5	6	7					
ourL	58457	88116	124836	126899	99355	108093	124381	101105					
ourLC	-58457	-88116	-124836	-126899	-99355	-108093	-124381	-101105					
osts	58457	88116	124836	126899	99355	108093	124381	101105					
U	188	110	191	195	187	189	200	198					
ourLEu	58.46	88.12	124.84	126.90	99.36	108.09	124.38	101.10					
opTime	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00					

MeltTour Ver: 1683240 Alt: 225486

Operations : 23979910

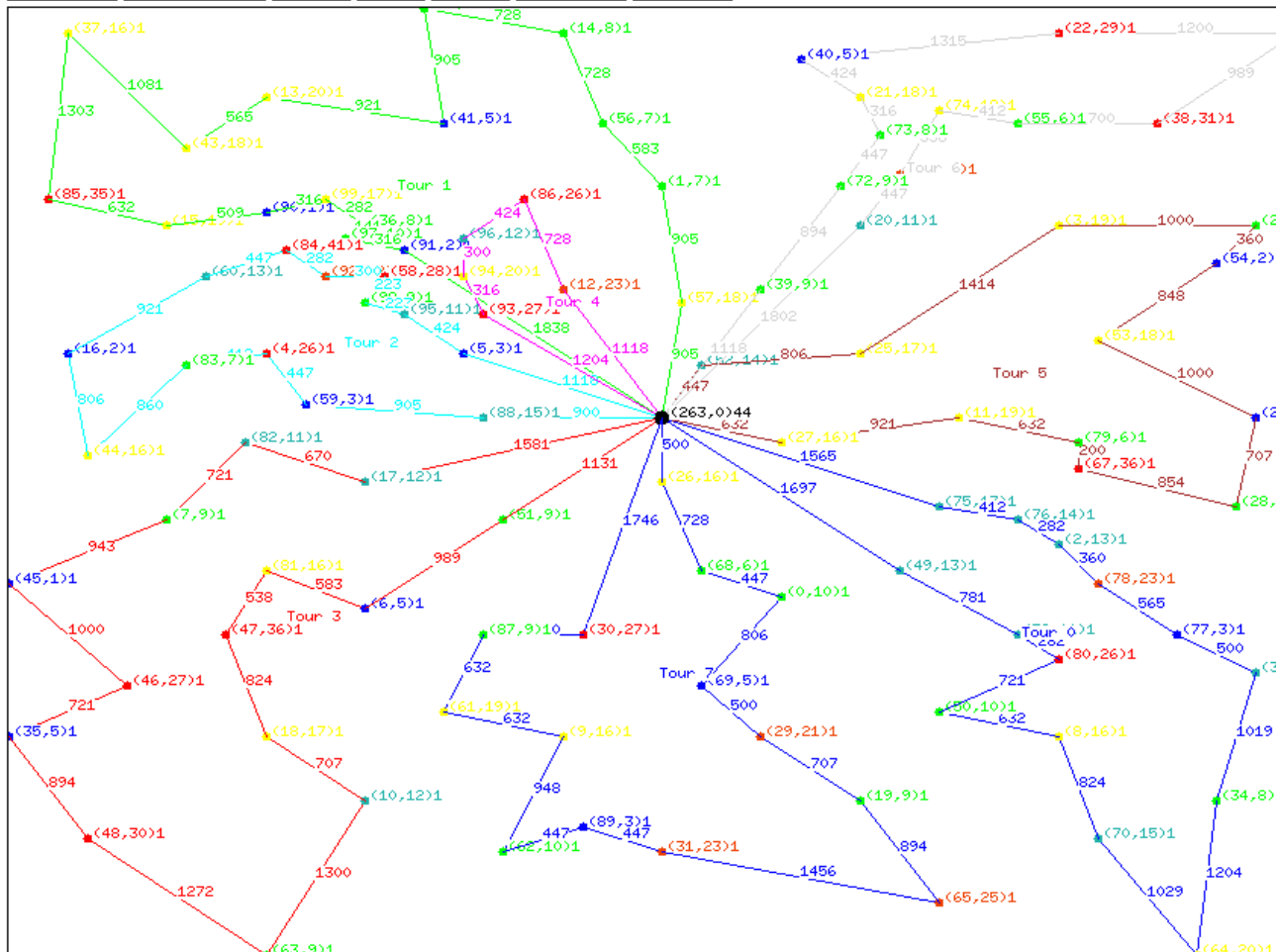


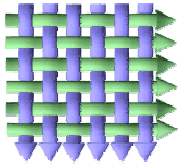


Monday

CostNorm	825.76	TourLEu	826.14	Cost	82576	Length:	82576	VU: 1458
Nr	0	1	2	3	4	5	6	7
TourL	11873	12658	8268	13874	4090	9821	10602	11390
TourLC	11873	12658	8268	13874	4090	9821	10602	11390
Costs	11873	12658	8268	13874	4090	9821	10602	11390
VU	199	198	196	199	108	165	194	199
TourLEu	118.79	126.66	82.73	138.79	40.91	98.25	106.06	113.93

SAVE Tour RESTORE Tour Close! Delay DrawVU DrawAngle DrawTour





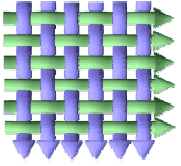
## OVRP Benchmarks

14 CVRP instances of Christofides, Mingozzi and Toth

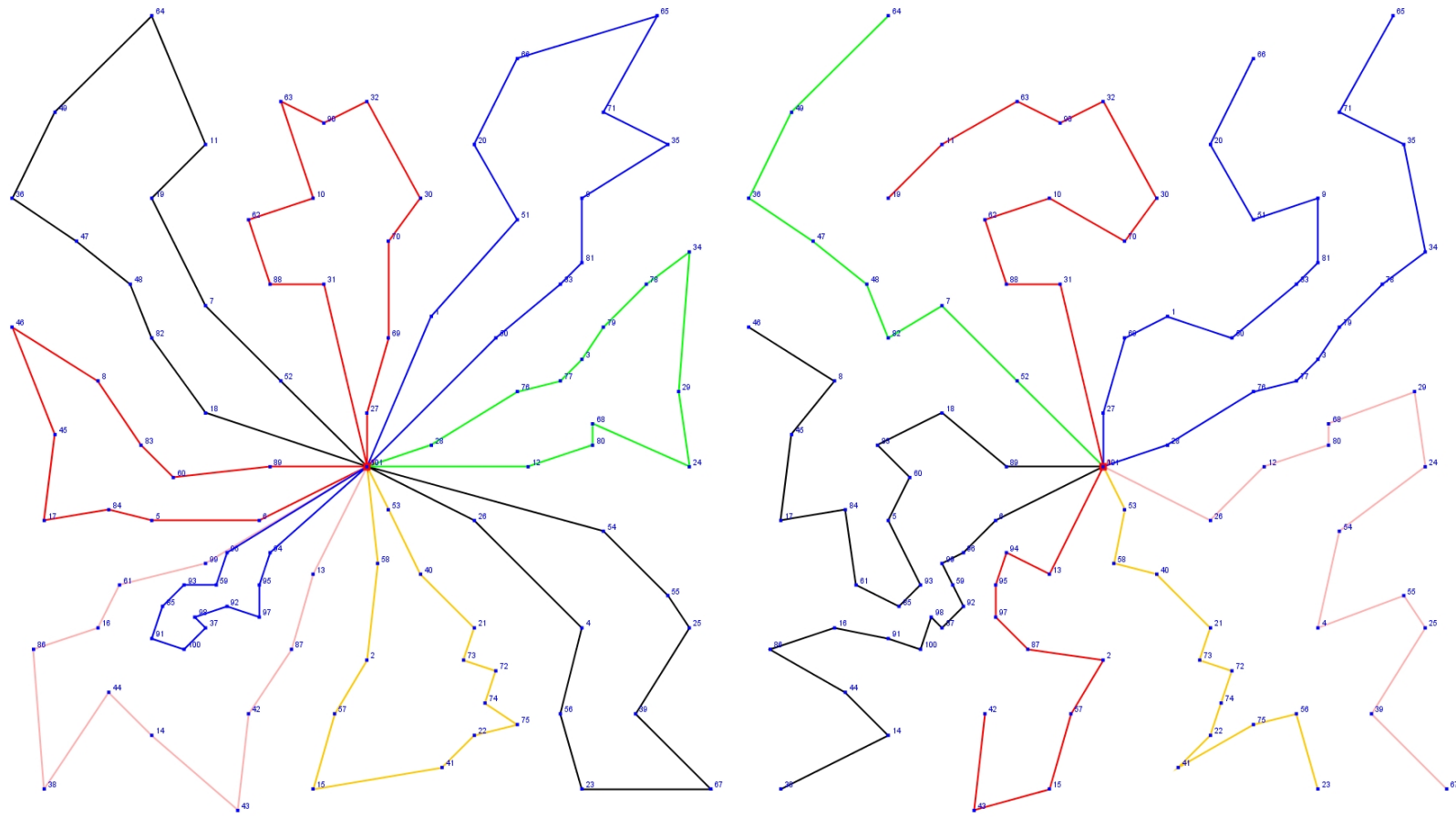
Best known results from Rokpe et al. (2007), Fleszar et al. (2008), Li et al. (2007) and Derigs et al. (2008)

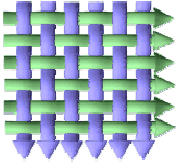
instance		max.	max. tour	handling	best known results		Our results		
name	# customer	capacity	length	time	tour count	tour length	tour count	tour length	diff
c1	50	160	-	0	6	<b>412,95</b>	6	<b>412,95</b>	0,00%
c2	75	140	-	0	11	<b>564,06</b>	11	<b>564,06</b>	0,00%
c3	100	200	-	0	9	<b>639,25</b>	9	<b>639,25</b>	0,00%
c4	150	200	-	0	12	<b>733,13</b>	12	<b>733,13</b>	0,00%
c5	200	200	-	0	17	869,24	17	<b>868,44</b>	-0,10%
c6	50	160	200	10	6	<b>412,95</b>	6	<b>412,95</b>	0,00%
c7	75	140	160	10	11	568,49	11	<b>566,93</b>	-0,28%
c8	100	200	230	10	9	644,63	15	<b>640,89</b>	-0,59%
c9	150	200	200	10	13	757,84	13	<b>741,44</b>	-2,17%
c10	200	200	200	10	17	875,67	17	<b>871,58</b>	-0,47%
c11	120	200	-	0	10	<b>678,54</b>	10	<b>678,54</b>	0,00%
c12	100	200	-	0	10	<b>534,24</b>	10	<b>534,24</b>	0,00%
c13	120	200	720	50	11	869,50	11	<b>836,55</b>	-3,79%
c14	100	200	1040	90	11	591,87	11	<b>552,64</b>	-6,63%



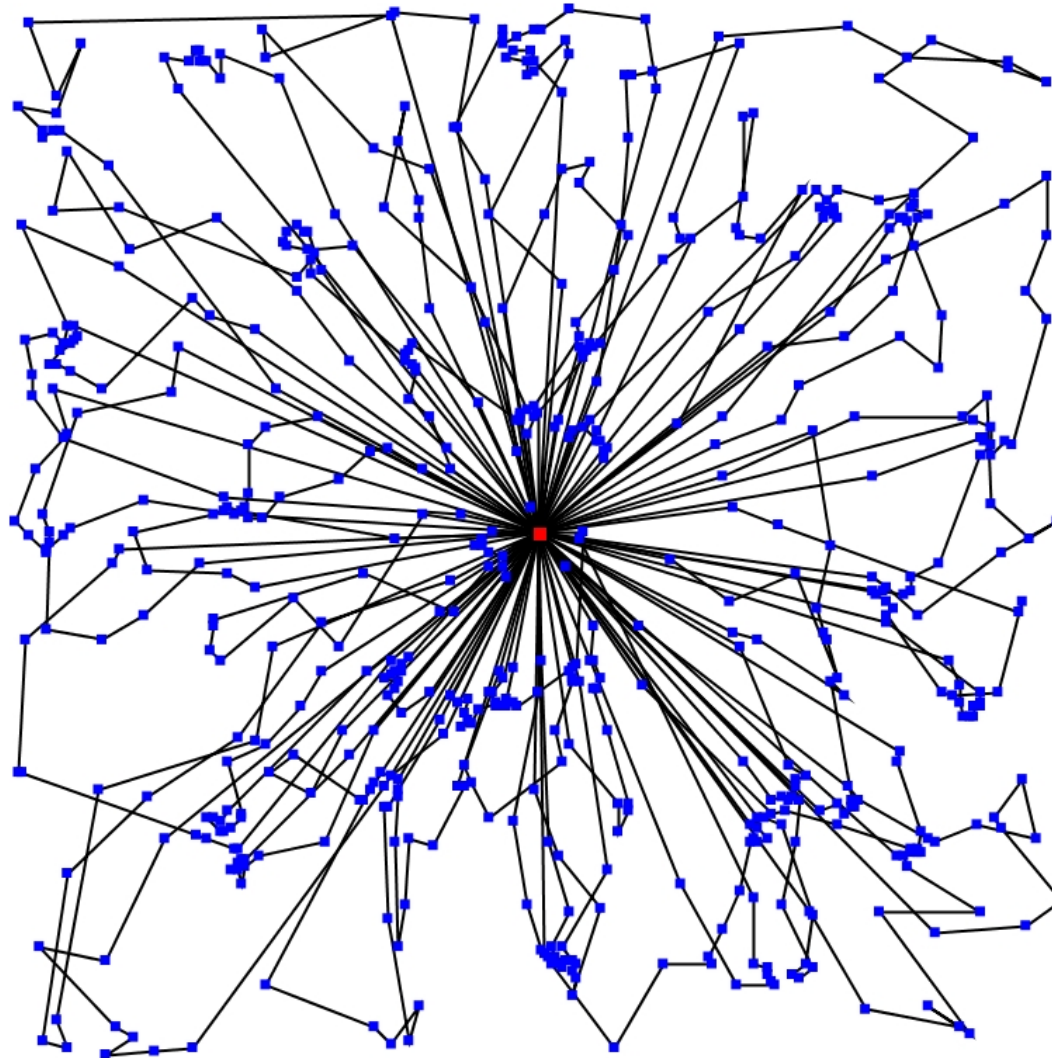


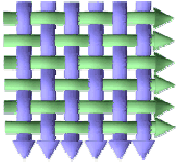
# CVRP vs. OVRP: C8 with tour length limit (100 customers)



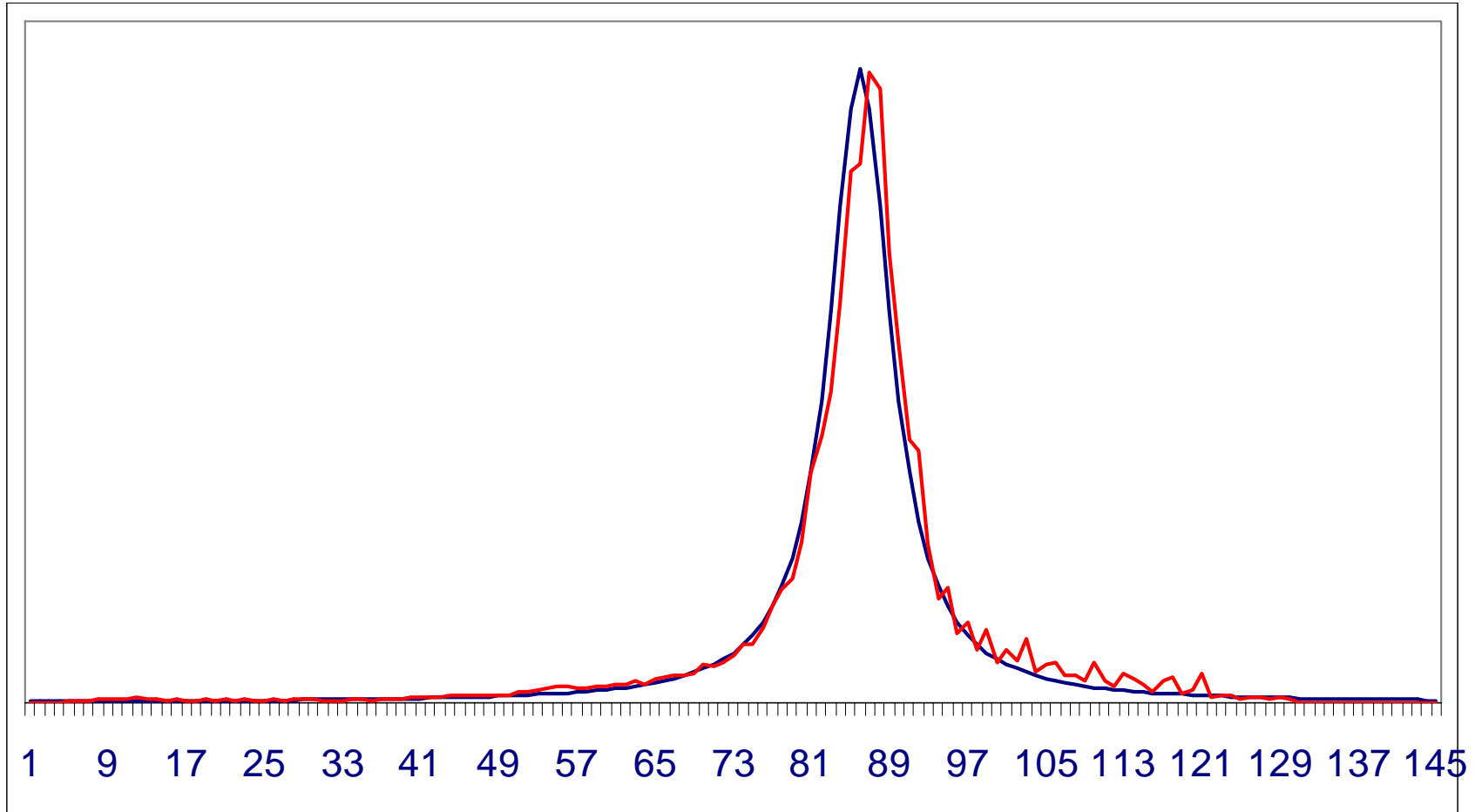


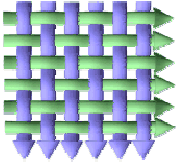
**Are highly optimized VRPTW solutions robust enough?**





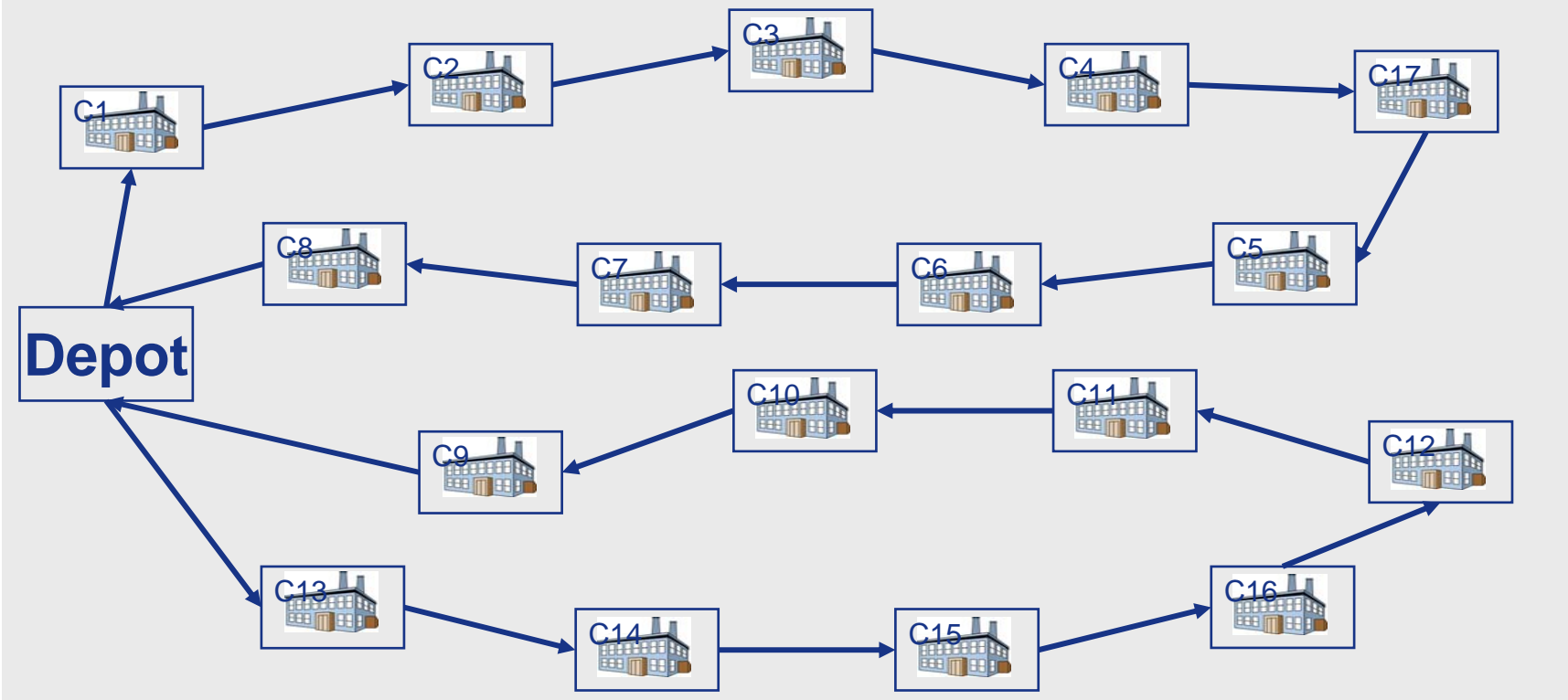
## Uncertainty: Fitting Speed with a Cauchy Distribution

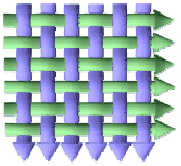




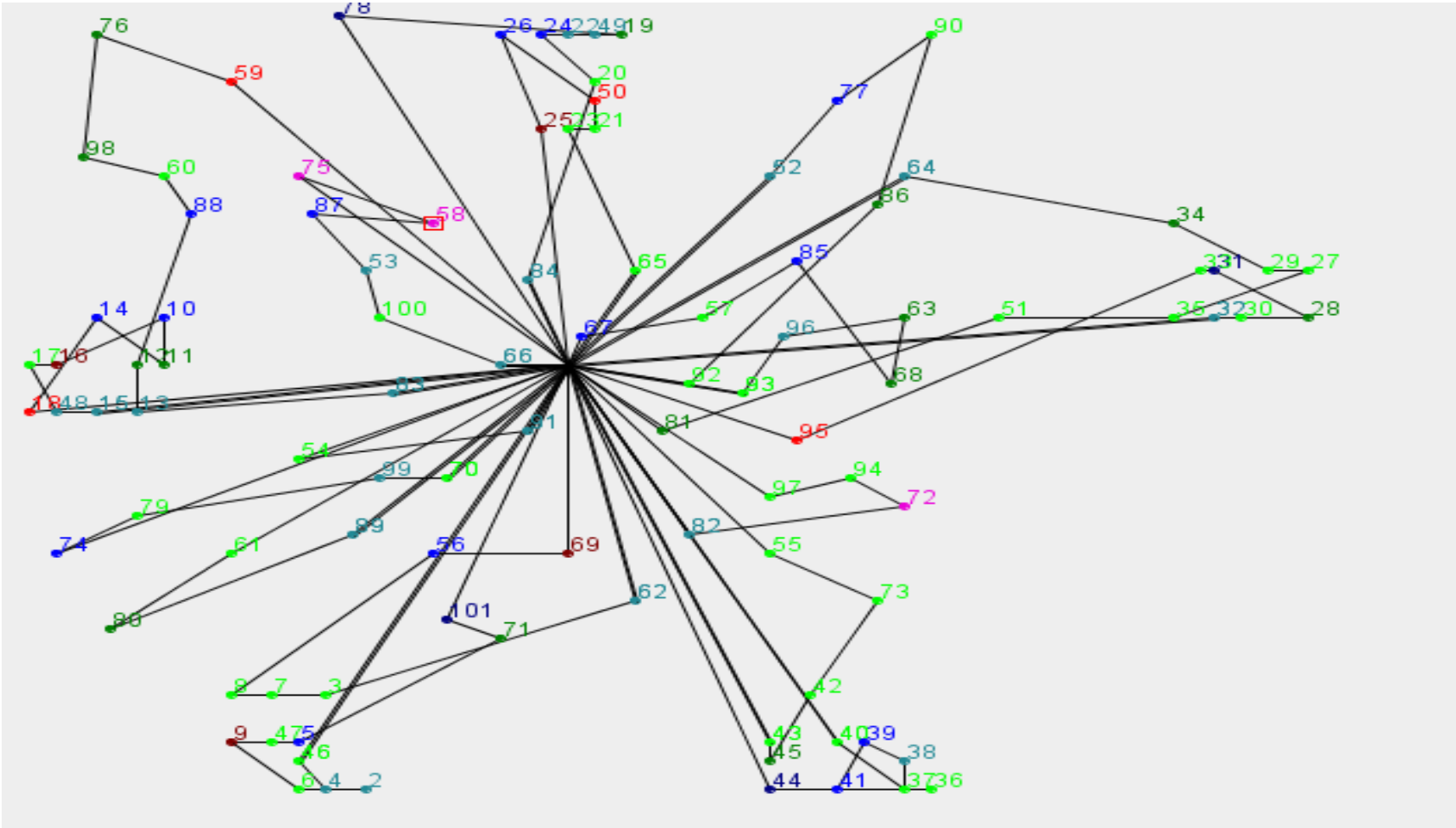
## Modeling Uncertainty and Risk with Resources

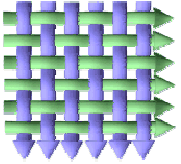
- Probabilistic Resource Consumption (i.e. speed, driving time, demands, ...)
- Series of Conditional Probability Distributions



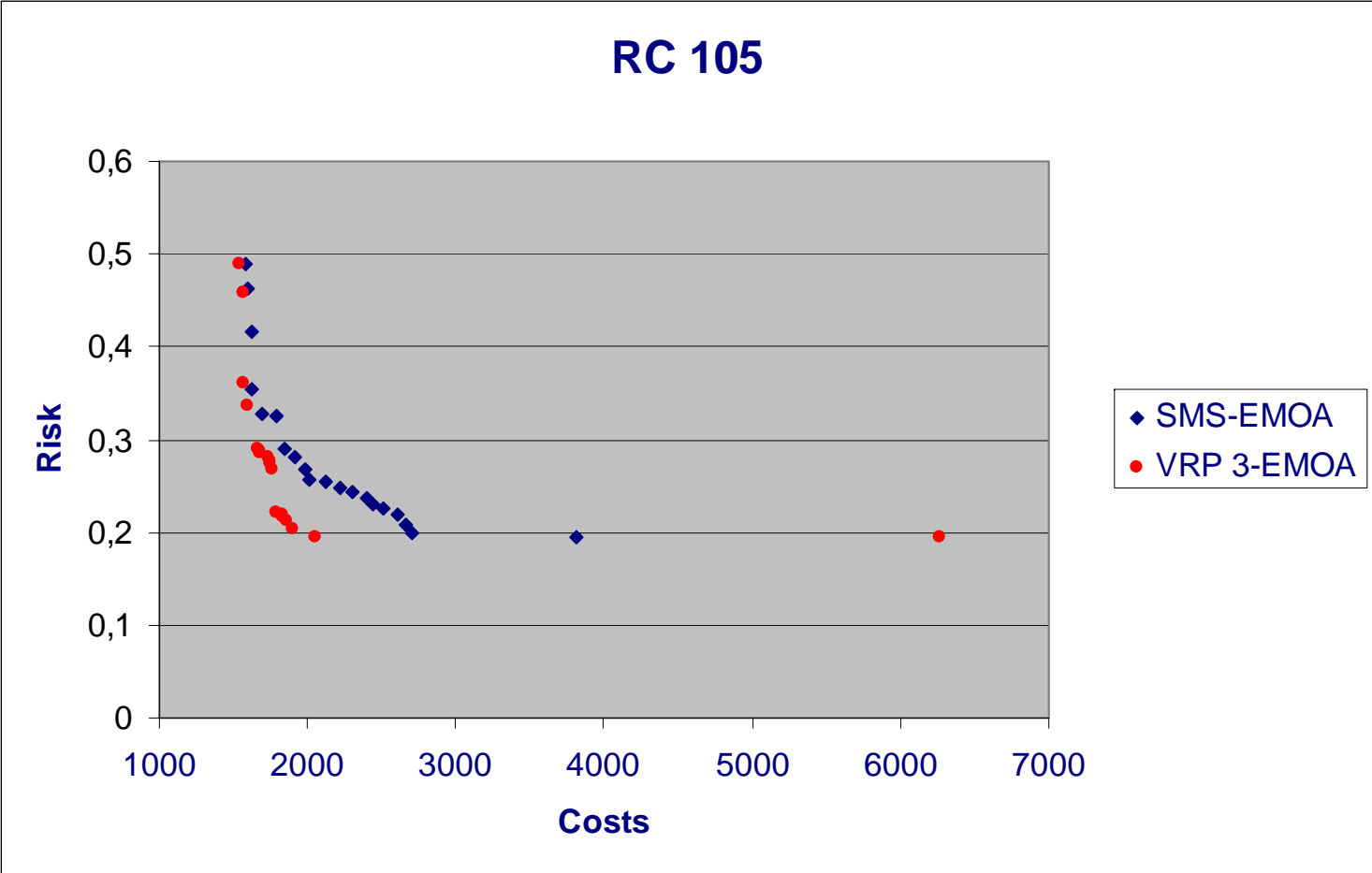


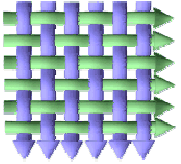
# Risk Assignment and Visualization





# Tradeoff between Costs and Risk





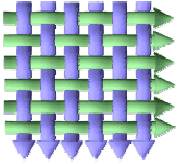
## Complexity

Size of the Search Space: Exponential

Algorithmic Complexity: NP-Hard

Complexity Management and Handling:

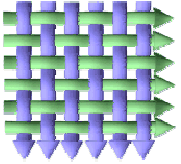
- Local Modification, Neighborhood Generating Operators, Local Search
- Decomposition of
  - Objective Functions in Sub-Functions
  - Neighborhoods into Sub-Neighborhoods
  - Problems into Sub-Problems
- Re-use of already done partial work
  - (Common) Sub-Functions
  - Fast Delta Function Evaluation (according to a Neighborhood)
  - Overlapping Neighborhoods
  - (Common) Sub-Neighborhoods
  - (Common) Sub-Problems



## Parallelization Levels

- Decomposition Level
  - Sub-Functions
  - Sub-Neighborhoods
  - Sub-Problems
  - Sub-Networks
- Multiple Strategy Level
  - Multiple Parameter Sets
  - Multiple Neighborhoods
  - Multiple Metaheuristics
  - Multi Agent Systems (MAS)





## Summary and Challenges

- Abstract and generalized view on Metaheuristics
- Flexible modeling and optimization concept for Rich VRP
- Acceleration techniques for path based Neighborhood Search methods
- A simple way how to quantify risk and to use it in a bi-criteria search method

# Thank you for your attention!

- Noise, incomplete and uncertain data, robustness, risk management
- Dynamic and Online Optimization, Multi-criteria Optimization
- Enhanced variation mechanisms, adaptive disruption strategies
- Parallel methods, adaptive strategy control mechanisms (Species, Agents)
- More complex and hierarchical nested optimization problems
- ...