



# An attribute based Similarity Function for VRP Decision Support

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# Outline



- We look at distance/similarity measures for solutions to combinatorial optimization problems
- More particularly, we consider the family of vehicle routing problems (VRP).
- Our goal is the specification of similarity measures between solutions to a VRP instance.
- We will illustrate the use of this with 2 examples
  - Find *dissimilar* solutions for presentation to a DM after the search
    - Rich VRP
  - Produce *similar* solutions *during* the search
    - Ship scheduling – *Rolling Horizon*

# Decision Support Systems



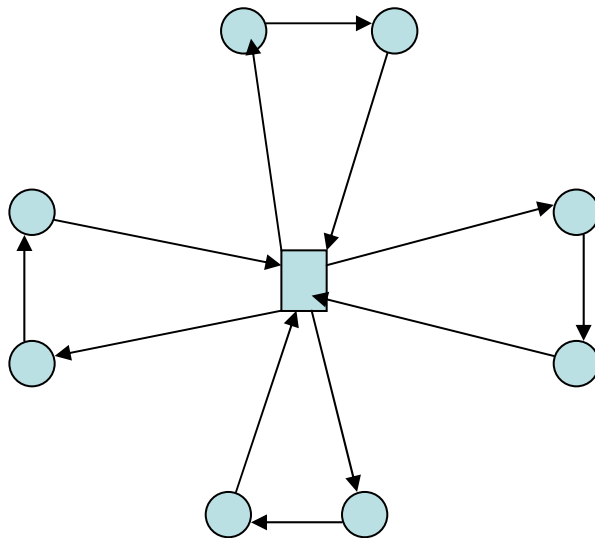
- When we solve an optimization problem, we usually only have an approximate model of the real problem.
- There are often aspects of the problem that is not present in the model, for practical, political or other reasons
- The optimal solution might therefore only be of marginally more interest to a decision maker (DM) than other, good, solutions

# DSS - Distance measures

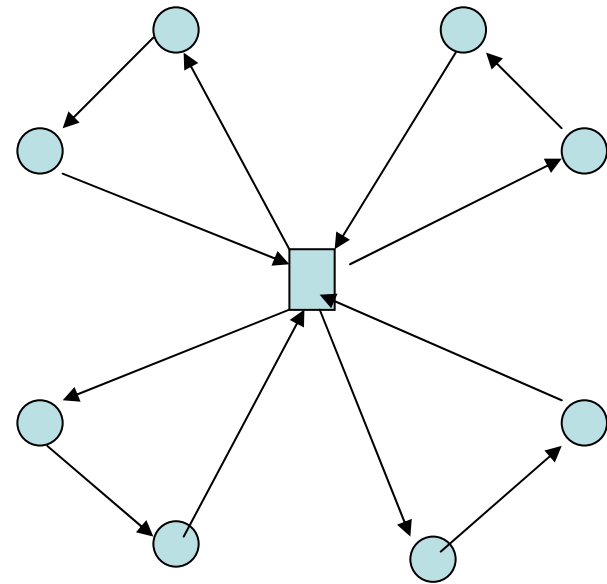
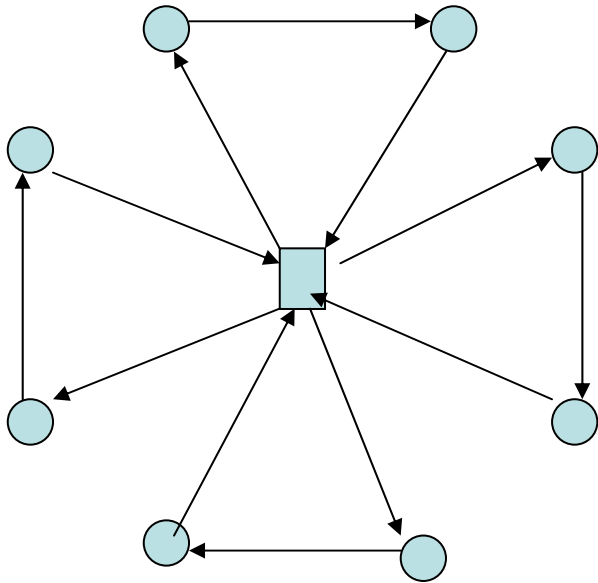


- Search processes often generate a plethora of solutions
- When should a new solution be presented to the DM?
- Some distance measure should be used
- Can use Hamming Distance on the 0/1 solution vector - weak

# Similarity is NOT Visual Pattern Matching



# Similarity is NOT Visual Pattern Matching



People will say the routes are very similar,  
Only rotated 45 degrees  
⇒ Can not use isotropic measures

# Our Distance/Similarity Measures



- The words *similarity* and *distance* are complimentary and the literature for computing values for them is intertwined.
- We will use the terms *similarity* and *distance* function in their broad, intuitive sense
- For making measurements, and comparing them, we need a *metric*

# Distance metrics

- To have a metric, we need
  - 1)  $d(x,x) = 0$
  - 2)  $d(x,y) > 0$  if  $x \neq y$
  - 3)  $d(x,y) = d(y,x)$
  - 4)  $d(x,y) + d(y,z) \geq d(x,z)$
- We are not too concerned with 4) – the triangle inequality
  - Our metric is a semi-metric



# Tversky's similarity measure



- Given 2 sets  $A$  and  $B$ , then

$$J(A, B) \equiv \frac{|A \cap B|}{|A \cap B| + |A - B| + |B - A|}$$

- $|A|$  denotes the cardinality of  $A$
- $1 - J(\bullet)$  is a semi-metric
- We will base our measure on generalizations of this ratio

# Other Similarity/Distance Measures



- Number of common edges
  - Similar to Hamming distance
  - This is presumably too weak, ignores structure
  - E.g. TSP, VRP –  $n$  edges in the tour,  $n^2$  in total

# Richer Models

- Our measures automatically applies to solutions of *richer* VRP models
  - Time Windows
  - Pickup-and-Delivery
  - ...
- Our measures are concerned with *solutions*, and not the *constraints*

# Computations

- We use a CVRP solver based on Laporte's solver (move a customer to a neighboring tour).
- Testcases are taken from standard benchmarks on the web, supplemented by real-world cases
- The solver collects the best solutions
-

# Adding Attributes

- A solution often has attributes associated with its components
- For a VRP, attributes can be associated with
  - Stops
  - Arcs
  - Tours

# Attributes for Stops

- Accessibility
  - parking
  - manouvring
  - loading/unloading facilities
- Time windows
- Load
  - type of load
  - pickup or delivery
  - amount

# Attributes for Arcs

- Length
- Road quality
  - Number of lanes
  - axle pressure
  - slope
  - curves
- Travel time
  - Average
  - variability
- Other travel time variations
  - rush hour
  - ferry routes

# Attributes for Tours



- Day/time of tour
- Driver
- Vehicle
- Importance
  - criticality of load



# Extended similarity measure



- With attributes we must extend the similarity measure
- Ex: Difference between vector elements  $x_j$  and  $y_j$

$$\eta_j(x_j, y_j) \equiv \min\left(1, \frac{|x_j - y_j|}{s_j(\bullet)}\right)$$

- $s_j(\bullet)$  is some dispersion measure

# Vector distance

- The distance between two vectors (of attributes)  $x$  and  $y$  is

$$\delta(w; x, y) \equiv \left( \sum_{j=1}^p \eta_j(x_j, y_j) w_j \right) / \sum_{j=1}^p w_j$$

# Sets of vectors

- Given two sets  $A$  and  $B$ , the following is a generalization of  $|A - B|$

$$g(w; A, B) \equiv \sum_{k \in (A-B)} \sum_{k' \in B} \delta(w; A_k, B_{k'}) / |B|$$

# Sets of vectors

- Given two sets  $A$  and  $B$ , the following is a generalization of  $|A \cap B|$

$$h(w; A, B) \equiv (|A| - g(w; A, B) + |B| - g(w; B, A)) / 2$$

# Tversky's dissimilarity measure between two sets of vectors



$$d(w; A, B) \equiv 1 - \frac{h(w; A, B)}{h(w; A, B) + g(w; A, B) + g(w; B, A)}$$

# Note



- Our distance measure is valid only for feasible solutions
- Can use it for infeasible solutions anyway – the user (implementor) knows the nature of the infeasibility

# Computational tests

- Real world data – transportation of livestock to a slaughterhouse in Norway. One week horizon
- Attributes:
  - Stops
    - Order number
    - Animal type
    - Size of order
  - Arcs
    - Identity
    - Length
  - Tours
    - Vehicle
    - Weekday
    - *Criticality* – Is it necessary for immediate production ?

# Abandon usual practice



- Usually collect the K best ( $K = 5$ ) solutions
- With a local search basis, many of these will be very similar (or marginally different), being collected on a descent phase.

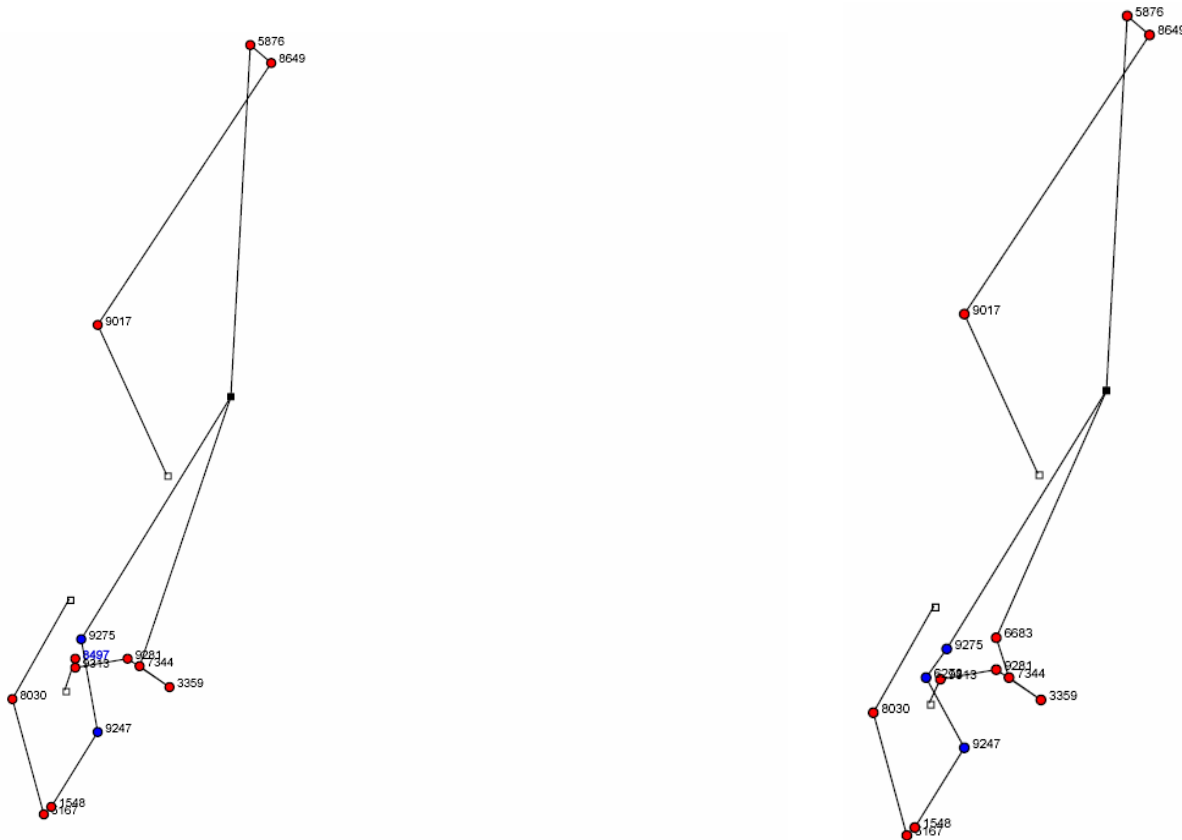


# Collection Strategy

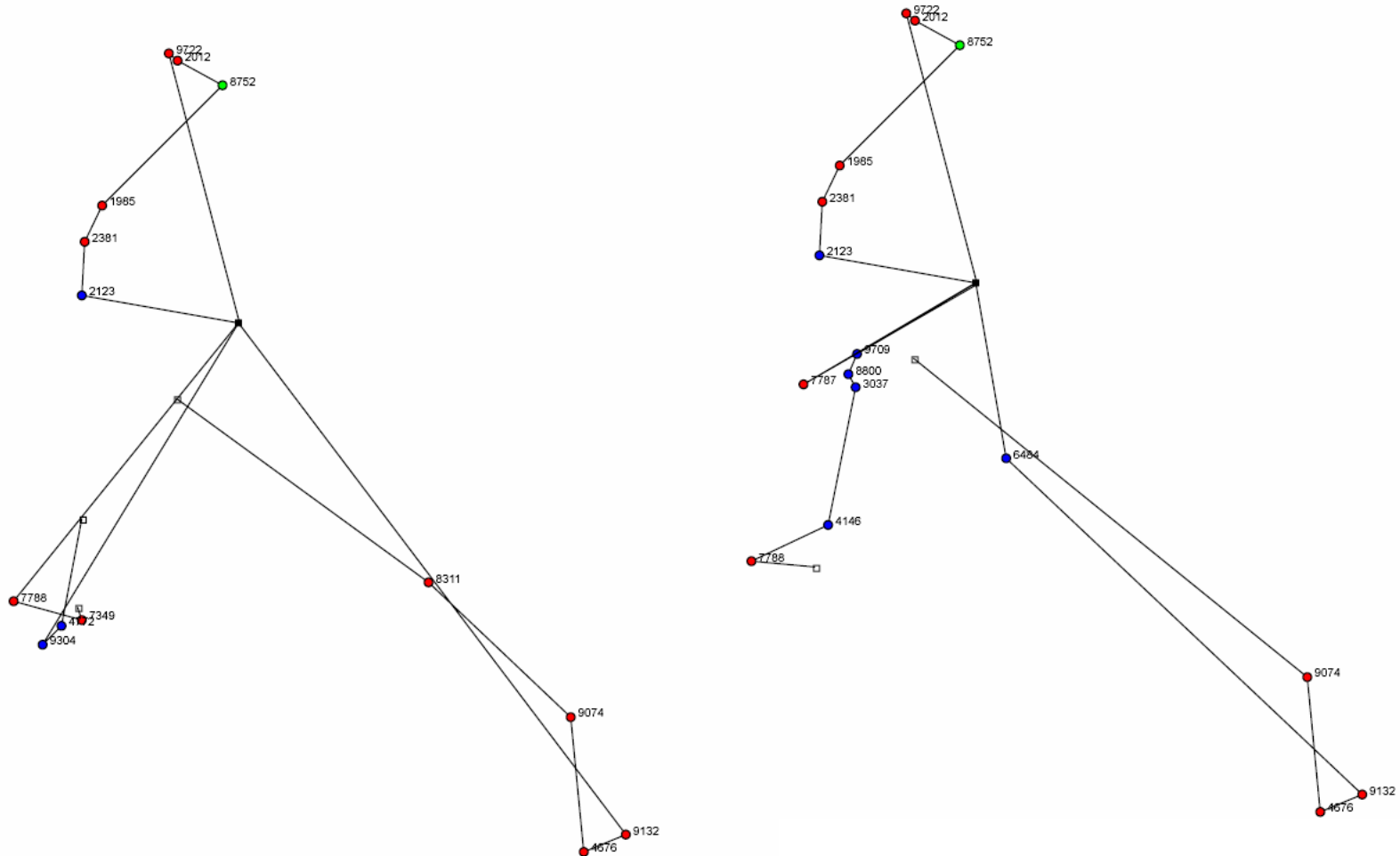


- Only collect solutions that are sufficiently different
- If a new better, close, solution is found, throw out the previous one.
- Need a threshold for goodness, and for distance
- Required goodness (or quality) should diminish with distance
- The user (DM) should decide on  $K$ , the number of solutions to keep.
- These diverse solutions could be used for later intensification
  - Possibly user initiated

# Using the difference measure – sunday

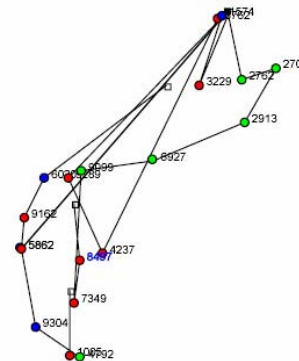
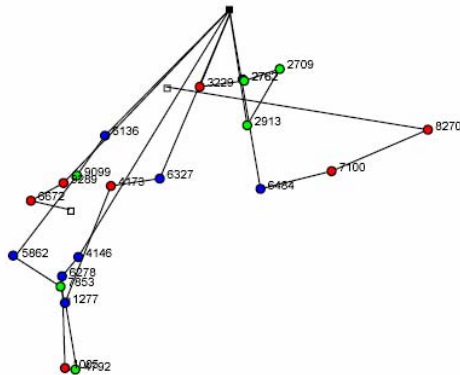


# Using the difference measure – mondav

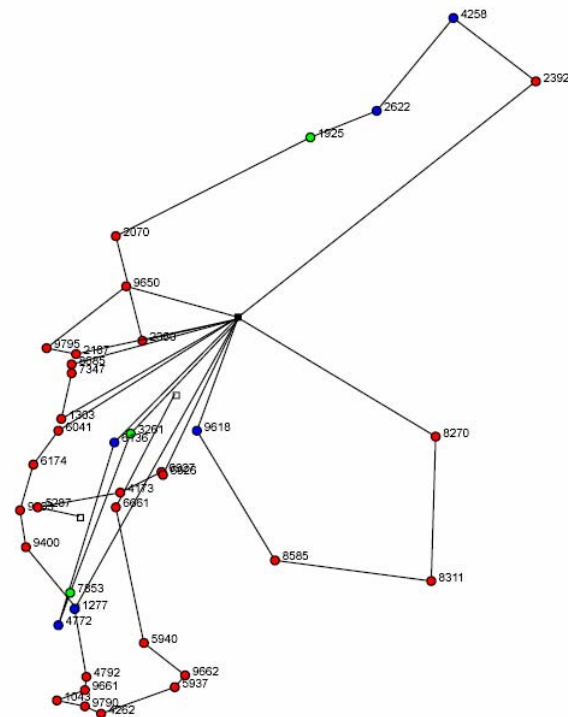
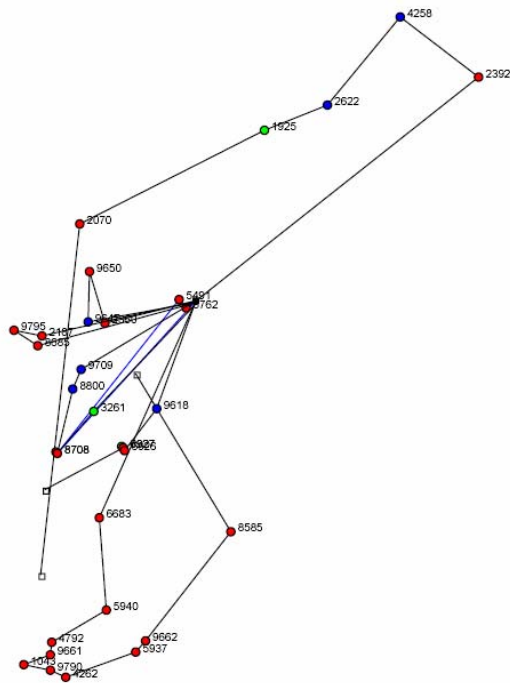


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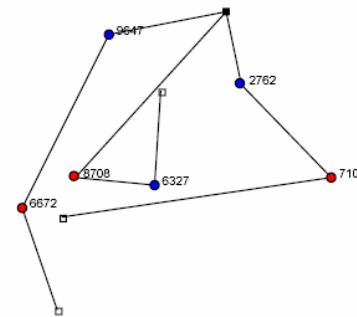
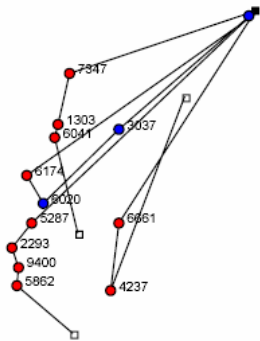
# Using the difference measure – tuesday



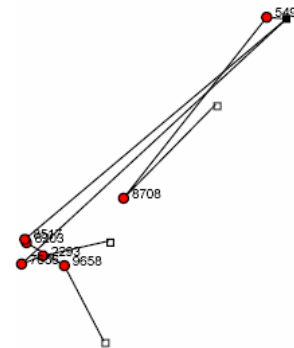
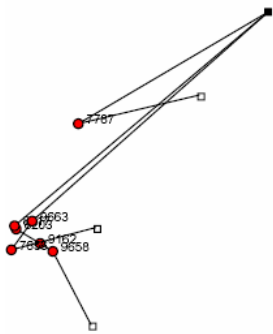
# Using the difference measure – wednesday



# Using the difference measure – Thursday

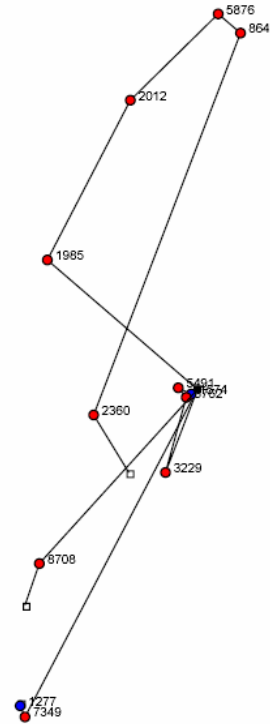
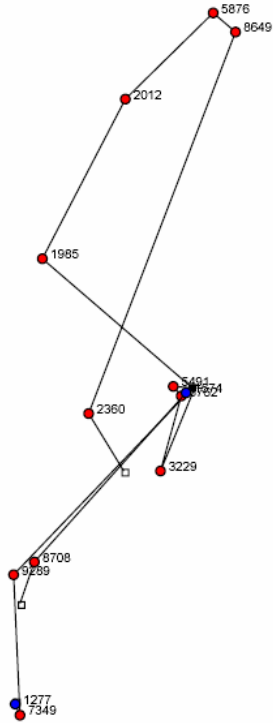


# Using the difference measure – Friday



# Not using the difference measure

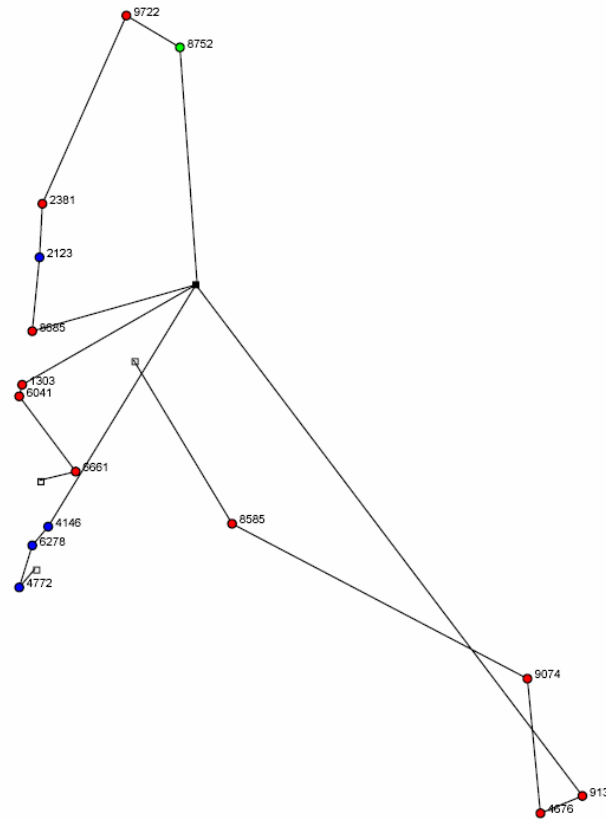
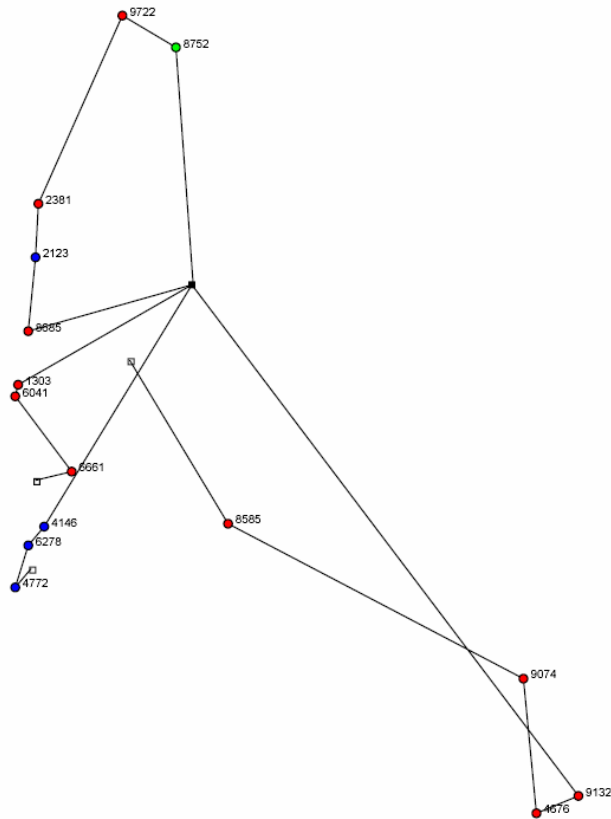
## – Sunday





# Not using the difference measure

## – Monday



# Ship routing example

- Example from tramp shipping
- No depot
- Mandatory and optional cargoes
- Rolling horizon planning
  - Add one, or a few, new orders to the current plan
  - The new plan should be similar to the current plan
    - at least in the near future
    - larger differences far into the future is less important

# Similarity Measure Needed !



- Need some way to both
  - generate new plans similar to the current plan
  - discriminate between such plans
- This clearly implies a tradeoff between reluctance to change and possible profit loss
- Important to include *nearness in time* in the measure

# Persistence Penalty Function



- Difference penalty between plans A (new) and B (current)
- $U_i^{AB}$  is 1 if cargo  $i$  is transported on different ships
- $P_1$  is the *cargo-ship* penalty
- $P_2$  is the *cargo-time* penalty

$$P(A) = \sum_{i \in N_p} P_{1i} \cdot U_i^{AB} + \sum_{i \in N} P_{2i} \left| T_i^A - T_i^B \right|$$

# Distance Measure

- Proportion of cargoes  $i$  that have changed ship between plans A and B

$$D_{AB} = \frac{1}{N} \cdot \sum_{i \in N_p} U_i^{AB}$$

# Solution Process

- The solver has a constructive and an iterative phase
- The *Persistence Penalty Function* is included in the Move Evaluation Function when *solving*
- The *Distance* measure is used on two occasions:
  - First it is used to identify a diverse set of start solutions
  - Secondly it is used to identify the set of solutions to present to the user

# Test Cases

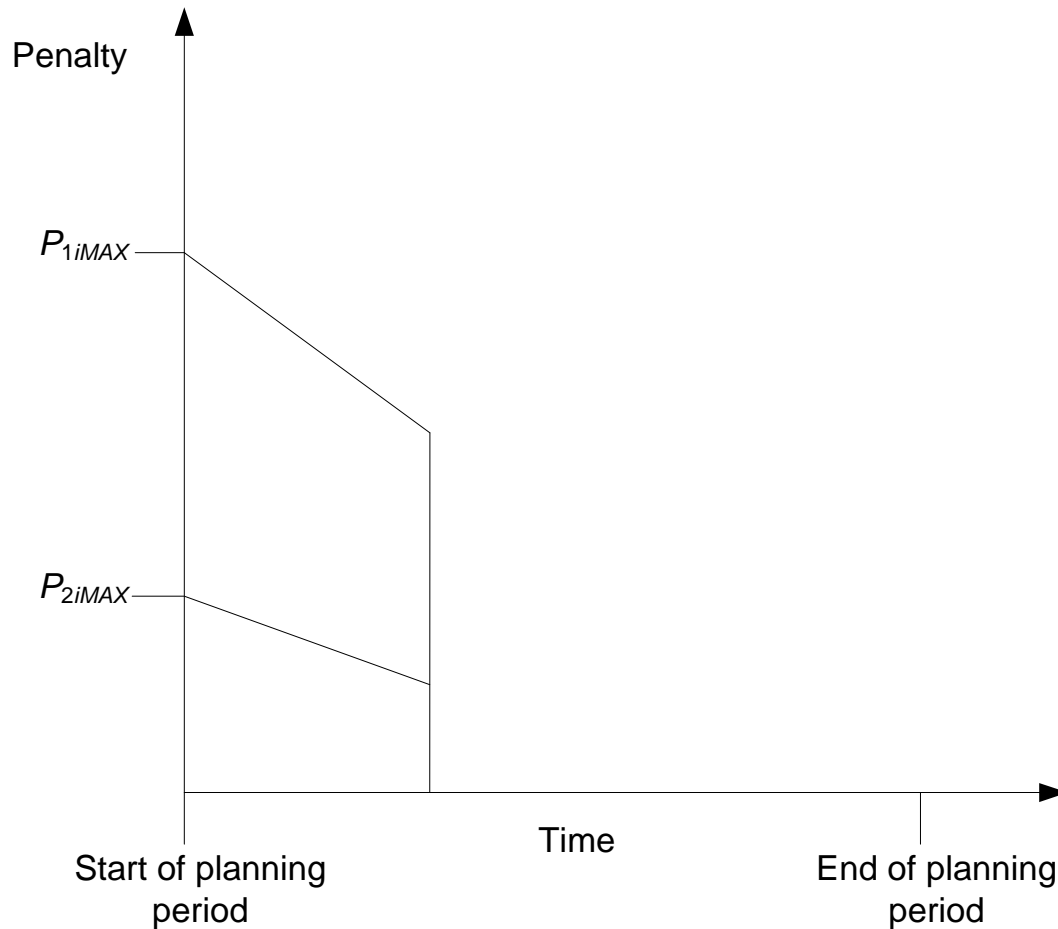


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Case	1	2	3	4
Planning horizon [days]	30	30	90	150
# cargoes	24	31	17	40
# optional spot cargoes	4	4	4	6
# ships	7	13	5	6

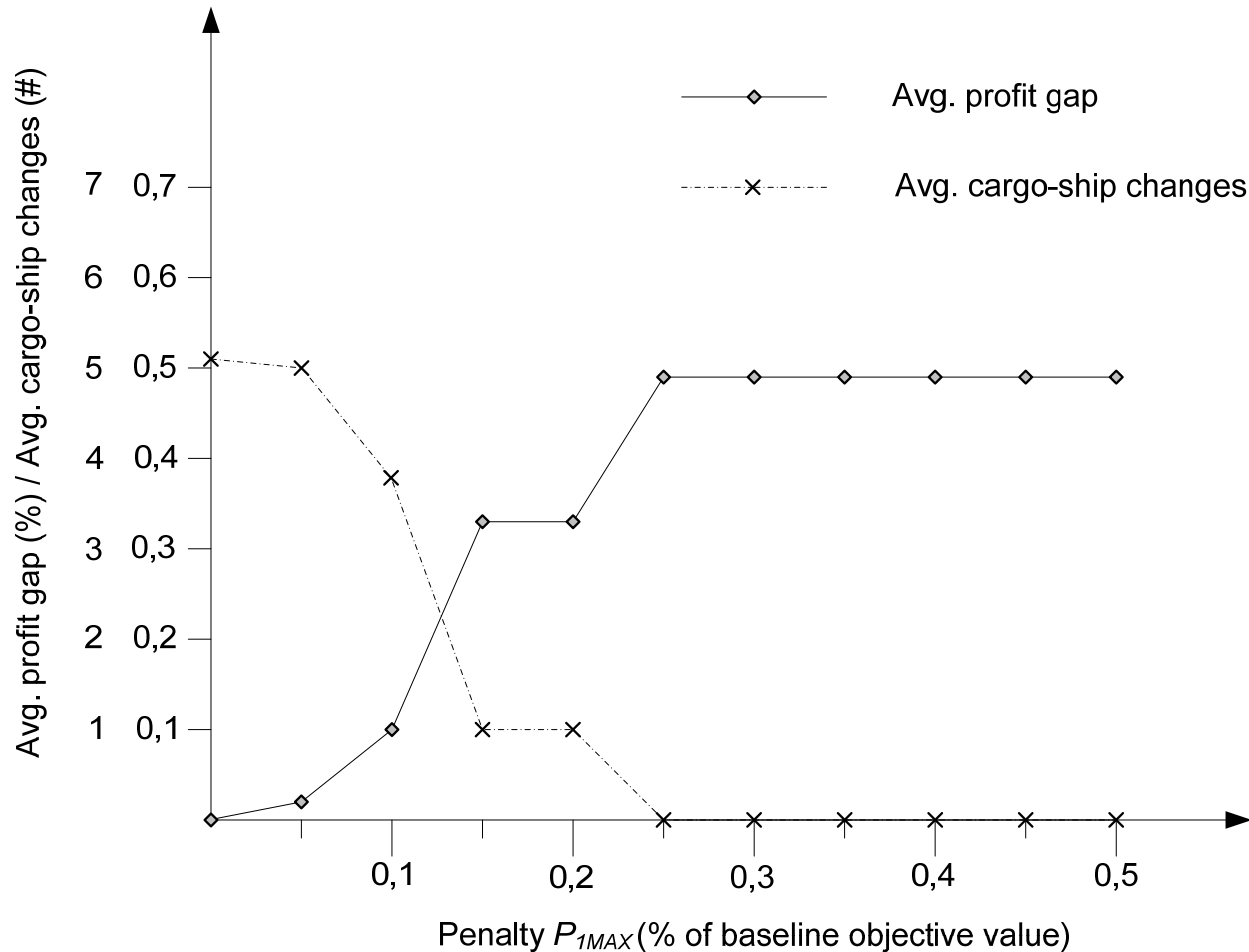
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# Persistence Penalty as a function of time



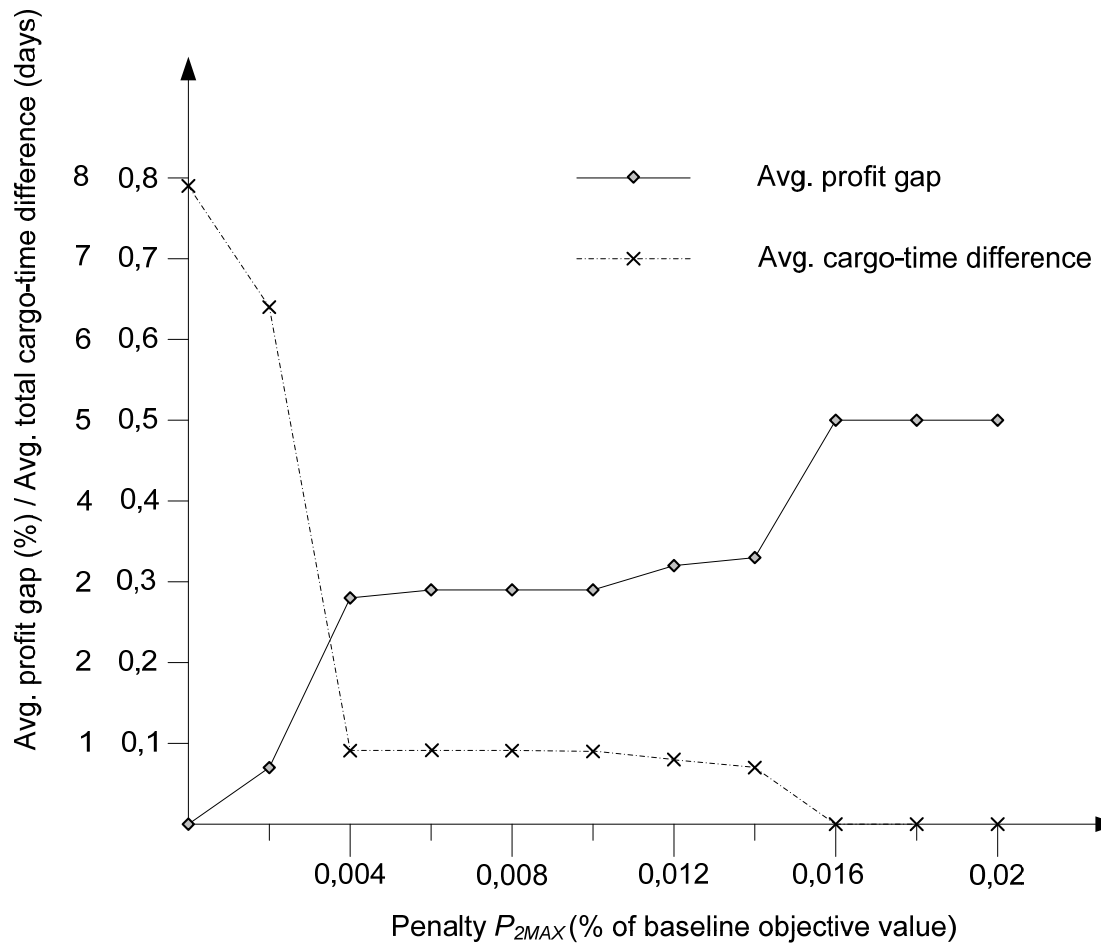


# Profit/Change Tradeoff – $P_1$ - case 2

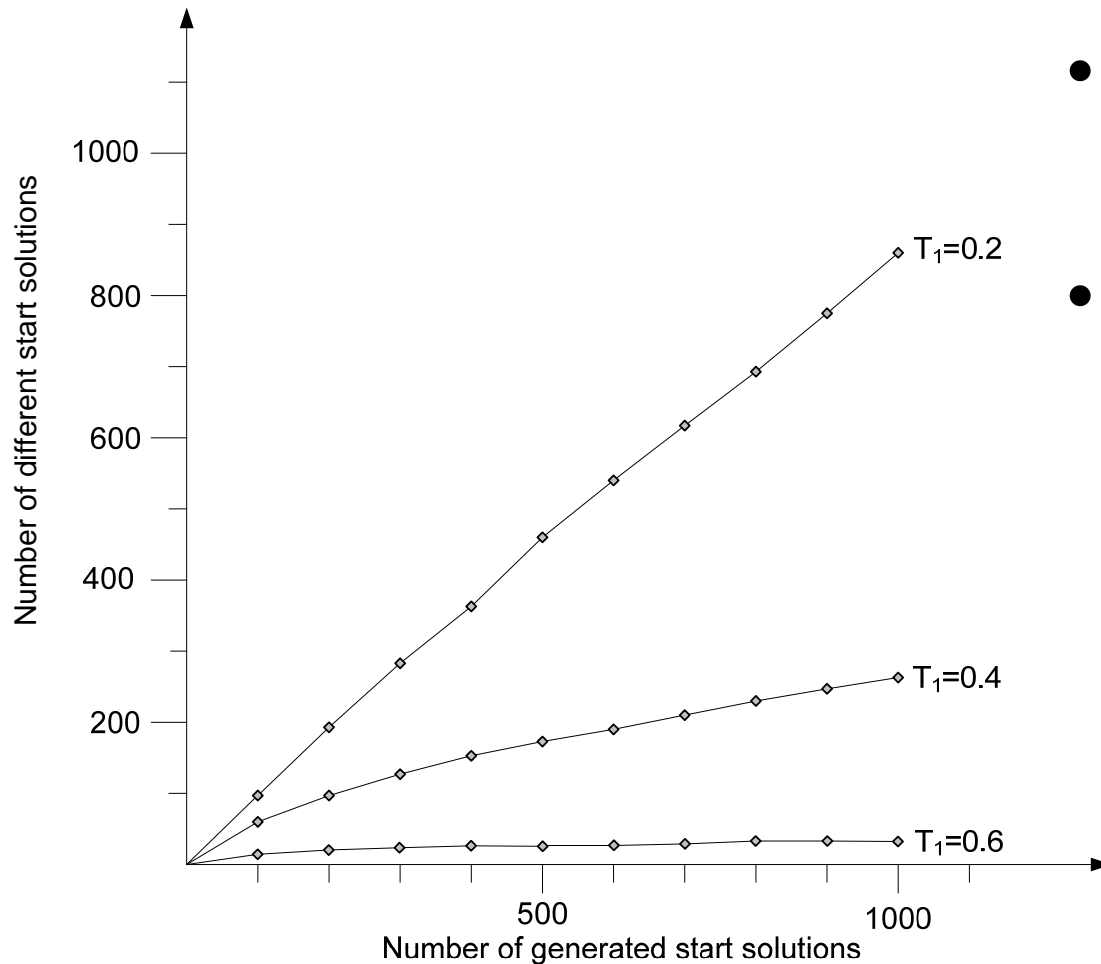


Penalty  $P_{1MAX}$  (% of baseline objective value)  
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# Profit/Change Tradeoff – $P_2$ - case 2

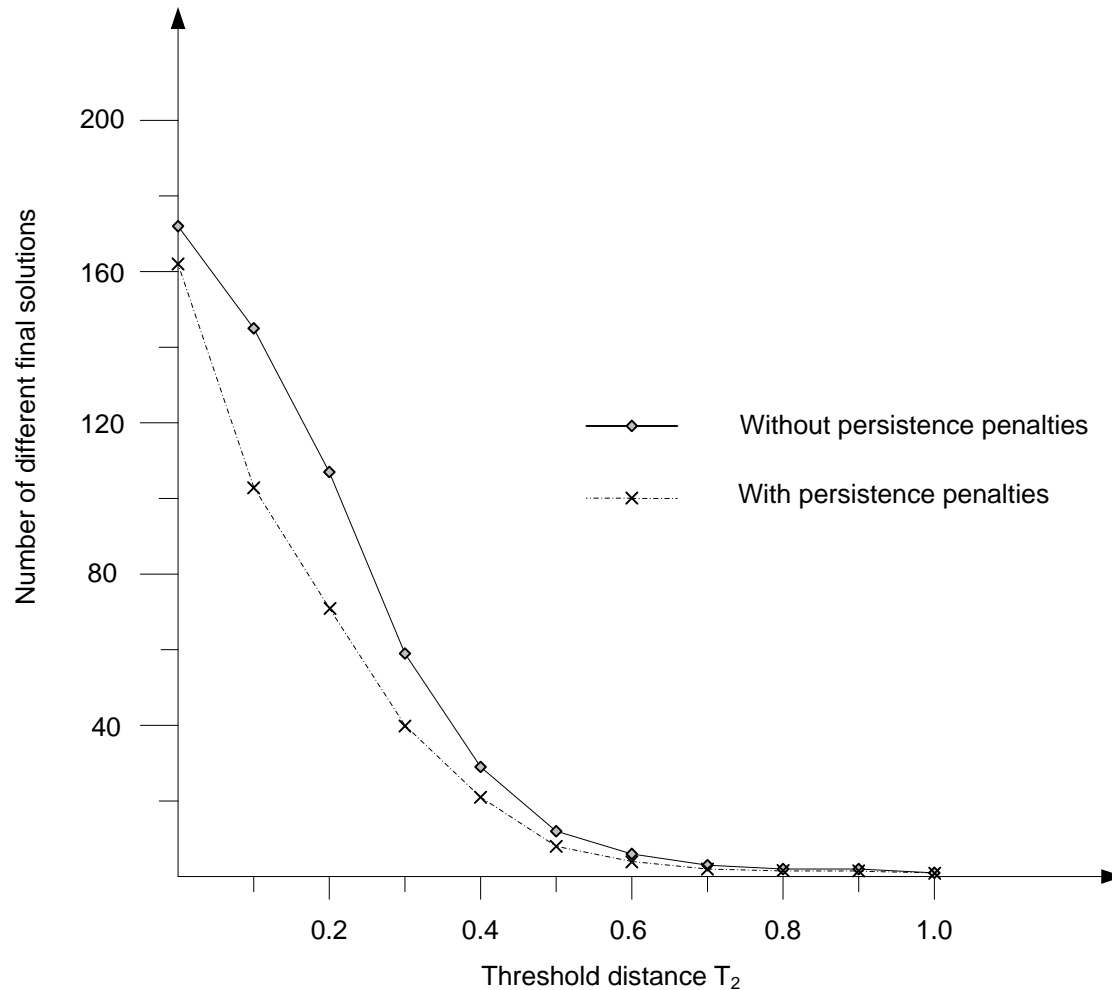


# Different Start Solutions – case 2



- Only distance measure used
- $T_1$  is distance threshold

# Different Final Solutions – case 2



# Conclusions

- Using solution attributes to distinguish between solutions seems to be good.
- Measures based on these values can be used in different settings
- This is much closer to what a DM wants (or how she works) than just looking at the objective function value.