The Node Edge Arc Routing Problem - applications and heuristics

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Outline

- Challenges for Routing Technology
- Heuristic Strategies for Large-Scale VRPs
- Newspaper and media product distribution
- The Node Edge Arc Routing Problem (NEARP)
- Conclusions



Messages

- Many challenges for routing technology
- Computational complexity is one of them
- Several strategies for containing complexity
- The Node Edge Arc Routing Problem (NEARP, or the Multi-vehicle Capacitated General Routing Problem on a Mixed Graph) is scientifically interesting and highly relevant to industry



Challenges for Routing Technology

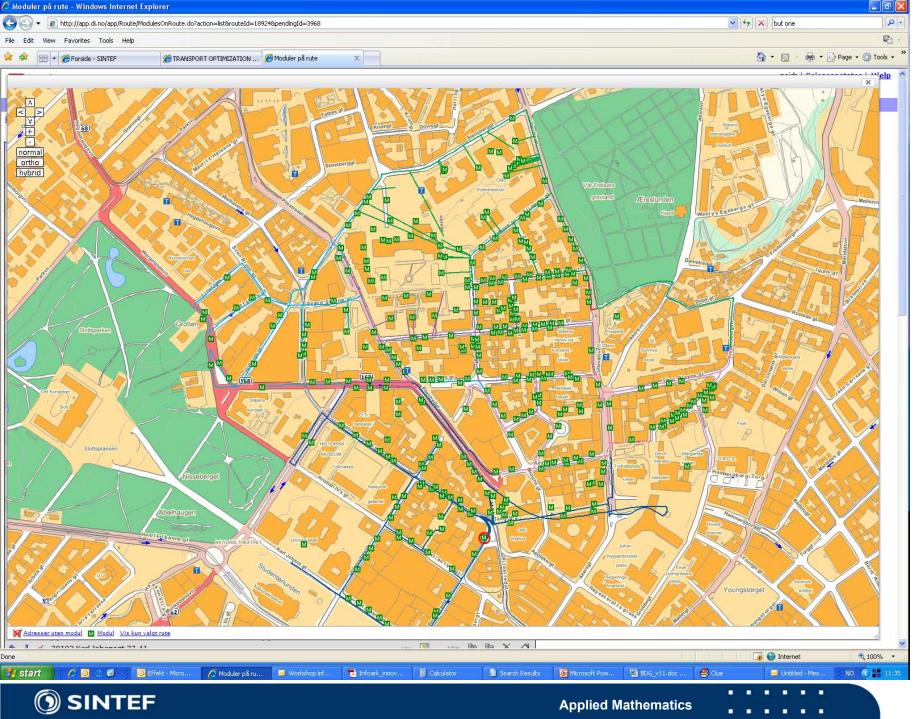
- Industrial awareness
- Information accessibility
- User interfaces
- Model adequacy and flexibility
- Software engineering
- Robustness
- Solution quality for large-size and complex problems
- Computational complexity

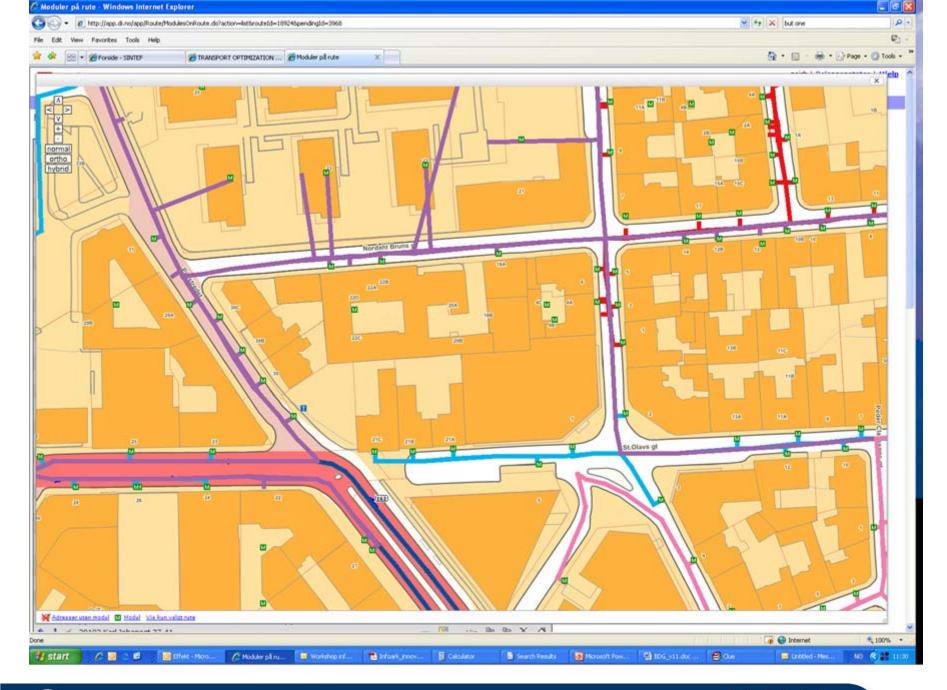


- Newspaper distribution
- City of Oslo
- 500k inhabitants
- 200k households
- 35k modules











How to contain complexity?

- Good algorithms
- Decomposition
- Abstraction, problem reduction
- Parallel computing
- Search reduction



Abstraction

- Ignoring detail, bottom-up
- Always done, modelling
 - Euclidean distances
 - Cost is distance
 - Constant speeds
 - Identical vehicles
 - Triangle inequality
 - Linearization
 - **—**
 - May reduce industrial relevance ...
- Aggregation



Aggregation of demand

- Collection of transportation demand
- Use of road topology
- Capacity threshold
- Other constraints
- De-aggregation and further improvement
 Multi-level aggregation / refinement

< 10 papers in the literature</p>

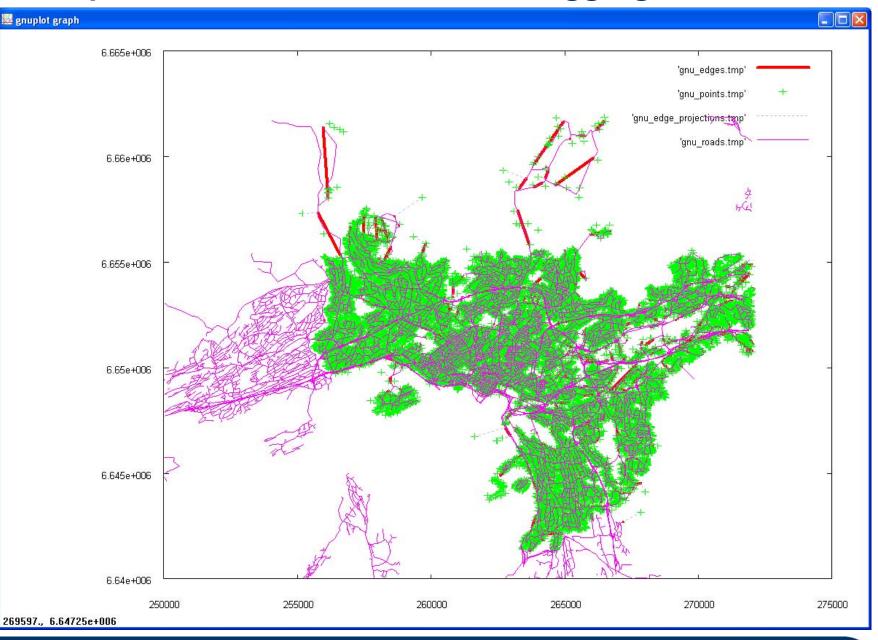


Demand aggregation based on road topology, proximity

- Oppen & Løkketangen [C&OR 2006]
- Distance/time, capacity may stop aggregation
- Issues on traversal possibilities, constraints
- Typical reduction factor of 5-20
- Needs extention to arc model (Node Edge Arc Routing Problem, NEARP)



Aftenposten 33.200 orders -> 5.600 aggregates



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Applied Mathematics





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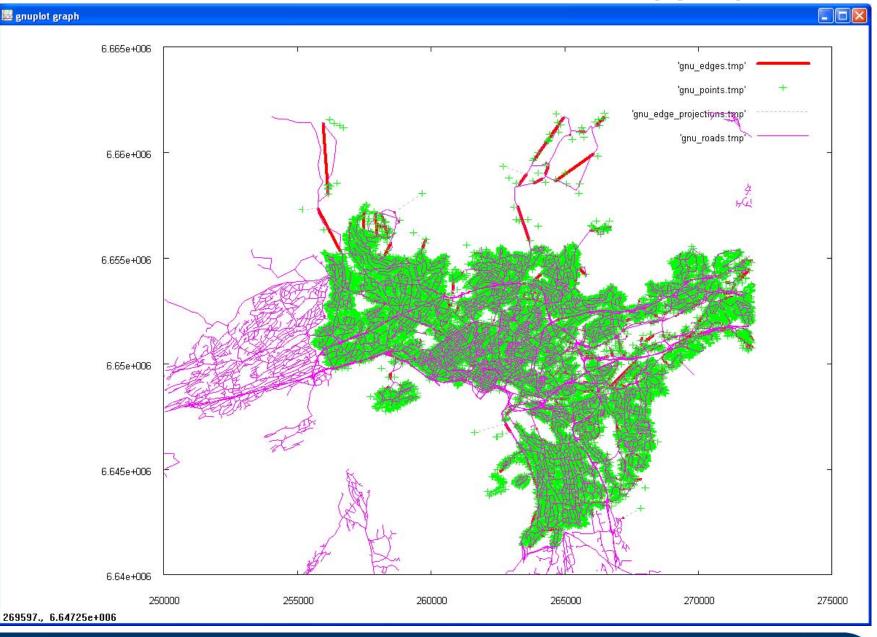
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Node and Arc Routing

- For "Household routing problems" demand is really located in a node
 - mail delivery
 - newspaper and other media products
 - waste collection
 - typically modelled as CARP in the literature
- "Real" arc routing problems
 - snow removal, road cleaning, road maintenance
 - gritting, salting, ...
 - Abstraction, aggregation of demand
 - mix of nodes, arcs, edges
 - travel cost (deadheading), service cost
 - Node Edge Arc Routing Problem (NEARP)
 - Christian Prins and Samir Bouchenoua 2004
 - Generalization of the CVRP, CARP, General Routing Problem
 - Multi-vehicle Capacitated General Routing Problem on a Mixed Graph
 - Definition, test problems, memetic algorithm

Aftenposten 33.200 orders -> 5600 aggregates





VRP solver - Spider

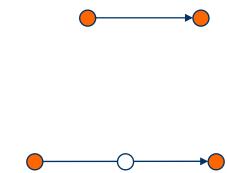
Rich model

- A single algorithmic machinery
 - construction phase
 - tour depletion phase(s)
 - iterative improvement
 - VND
 - destroy and rebuild
 - different phases, each with its own objective
- Good results on a variety of benchmarks from the literature
- More computing time than focused academic solvers
- Has been commercialized through several channels



Previous situation

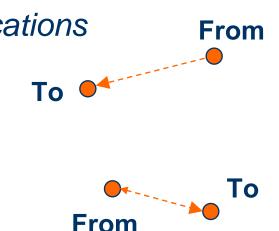
- Every task (pickup, delivery, tour start/end...) has a location
- Topology Module (Guider) provides distance, cost and time services:
 - $\blacksquare d(l_1, l_2), c(l_1, l_2), t(l_1, l_2)$
 - Possibly time dependent
 - Not necessarily symmetric
 - Triangle inequality holds
- Special location Anywhere
- Tasks may have alternative locations
- One is selected in plan





Extending locations

- Previously: Only Node Locations
- New type of locations: Edge Locations
- From: Node location
- **To:** Node location
- Reversible: bool





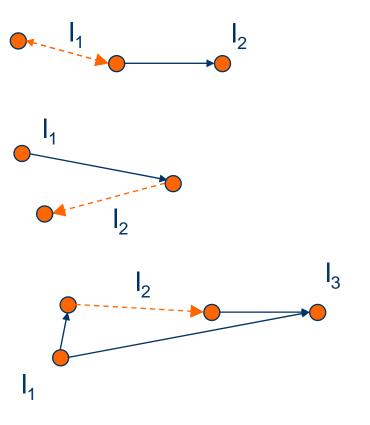
Impact on topology

 $= d(I_1, I_2), c(I_1, I_2), t(I_1, I_2)$

When I_1 is edge, use I_1 :To

When I_2 is edge, use I_2 :From

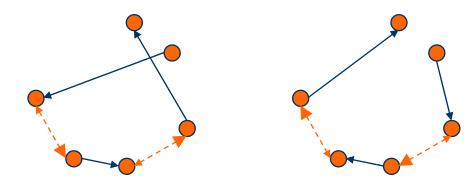
Triangle inequality may not hold





Impact on operators

When reversing subtours (2-opt, 3-opt), we reverse all reversible edge locations







Edge locations

- Aggregation along road segments
- Modelling Arc Routing Problems, mixed problems
- All model extensions may be used
 - Non-homogenous fleet
 - Linked tours with precedences
 - Mixture of order types: Deliveries, Pickups, Direct, Single Visits
 - Multiple time windows, soft time windows
 - Capacity in multiple dimensions, soft capacity
 - Alternative locations on tours and orders
 - Periodic orders, alternative time periods
 - Non-Euclidean, asymmetric, dynamic travel times
 - A variety of constraint types and cost components ...
 - Same algorithmic machinery, no ARP operators
- Performance?



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343	Geografi 04 Asker & Bærum, M1-6 Geir-Bærum-car- monday-25203- 25211-5routes- level 5ruter (487 moduler)	Optimeringsvalg By Car Monday Ant. ruter: 5 Med utjevning	Lagt inn 15:20 (27.04.2009) Startet 15:21 Ferdig 16:51	Eksportért til <u>forfall</u> Ant. ruter 5 CPU-tid 89 min Iterasjoner158186				
342	Geografi 04 Asker & Bærum, M1-6 Geir-Bærum- 25203-25211- mon-car-max-level 5 ruter (487 moduler)	Optimeringsvalg By Car Monday Maks tid: 240 Med utjevning	Lagt inn 14:06 (27.04.2009) Startet 14:07 Ferdig 14:22	Eksportért til <u>forfall</u> Ant. ruter 2 CPU-tid 15 min Iterasjone(32331				
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337	Geografi 04 Asker & Bærum, M1-6 OIV gr1c v10 <u>4 ruter</u> (534 moduler)	Optimeringsvalg By Car Tuesday Hentested angitt - Med hentestedretur Ant. ruter: 3 Med utjevning	Lagt inn 20:21 (23.04.2009) Startet 20:41 Ferdig 21:23	Eksportért til <u>forfall</u> Ant. ruter 3 CPU-tid 42 min Iterasjone/24340				
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Production (4) Optimized (3)	Lev.eff. (lev/min) 4,2 4,83	Lev.tett. (lev/km) 21,4 43,2	Omb.tid (min) 54 Σ:214 57 Σ:170	Rutelengde (km) 12,7 2:50,6 18,1 5:54,2	Tidsbuff. (min) 158	Dekn.grad (%) 58,9 55,4	Lev. (ant) 221 278,7	∆ Duration (min) 48	<mark>Δ Route length</mark> (km) 5,9 2,3	
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NEARP experiments

- Intel Core2 Duo T7800 2.6 GHz, 3.5 Gb memory, MS Windows XP Professional version 2002 SP 2
- Neighborhood operators
 - Insert
 - Relocate
 - 2-opt
 - 3-opt
 - Cross (2-opt*)
 - Cross-exchange (2 variants)
- Diversification: destroy and repair
- 900/1800 seconds timeout

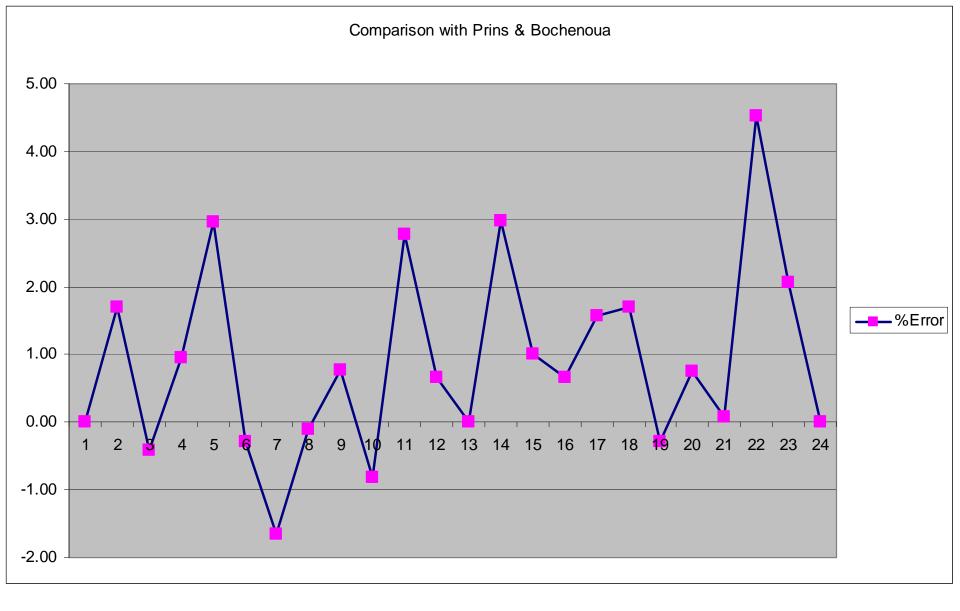


Computational tests - NEARP

- Prins & Bouchenoua CBMix (23 instances)
- No lower bounds yet, no proven optima, only one competitor
- **UB error** 0.94%
- 8 best known solutions (6 new), 0 incomplete ...
- 519 seconds

Improvements needed, exploit ARP-structure







Conclusions

- Many challenges for routing technology
- Computational complexity and detailed information are two
- Aggregation heuristics provide an important remedy
 - problem reduction
 - abstraction
- The NEARP is an interesting model, more work needed
- Robust algorithms for rich node-routing problems is a good starting point
- Needs algorithmic extensions that handle ARP structure
- Work has been started to provide good lower bounds for the NEARP



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The conference where the sun never set

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Tromsø, Norway - 20,-25. June 2010 http://www.tristan7.org

Tromsø <u>69°40′58″N 18°56′34″E</u>







Seventh Triennial Symposium on Transportation Analysis
 Tromsø, Norway, June 20.-25., 2010
 http://www.tristan7.org/

Deadline for abstract submission: October 31, 2009



The Collab project

- High-performance transportation optimization through parallel and collaborative methods
- Rich VRP, Dynamic SPP
- 2009-2011
- Partners
 - Group of optimization, SINTEF ICT
 - Group of Heterogeneous Computing, SINTEF ICT
 - The Agora Innoroad Laboratory, University of Jyväskylä, Finland
 - ITMMA, University of Antwerp, Belgium
 - CIRRELT, Quebec, Canada
- Temporary researcher position at SINTEF
- Funded by the Research Council of Norway / SMARTRANS
- Extensions

