Solution Files Documentation

A Goal-Driven Ruin and Recreate Heuristic for the 2D Variable-Sized Bin Packing Problem with Guillotine Constraints

Introduction

Results for both 2BP|O|G and 2BP|R|G for all four datasets are included. The JSON files are classified and formatted as https://github.com/Oscar-Oliveira/OR-Datasets with some minor extensions in order to represent solutions.

Extensions

- For each item and object (bin) a "Reference" field has been added. This field is used for referencing an item or bin in a cutting pattern.
- A field "CuttingPatterns" has been added. This contains the solution in the form of an array of cutting patterns.

Cutting pattern example

To illustrate how a cutting pattern is represented, a simple example is shown below. The patterns are structured in the same hierarchical way as described in the paper (structure, item and leftover nodes). Figure 1 shows a visual representation of the pattern, while Listing 1 lists the JSON code for the same pattern.

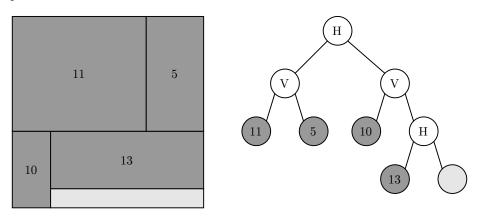


Figure 1: Visual representation of example cutting pattern

Listing 1: JSON representation of example cutting pattern

```
"Object": 1,
"Root": {
   "Height": 10,
   "Length": 10,
   "Orientation": "H",
   "Type": "Structure",
   "Children": [
        "Height": 6,
        "Length": 10,
        "Orientation": "V",
        "Type": "Structure",
        "Children": [
             "Height": 6,
             "Length": 7,
             "Item": 11,
             "Type": "Item"
             "Height": 6,
             "Length": 3,
             "Item": 5,
             "Type": "Item"
        ]
        "Height": 4,
        "Length": 10,
        "Orientation": "V",
        "Type": "Structure",
        "Children": [
             "Height": 4,
             "Length": 2,
             "Item": 10,
             "Type": "Item"
```