Vehicle Routing

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Problem Definition

Vehicle Routing: distribution of goods between depots and customers.

Delivery, collection, transportation.

Examples: solid waste collection, street cleaning, school bus routing, dial-a-ride systems, transportation of handicapped persons, routing of salespeople and maintenance unit.

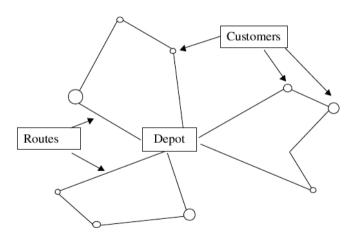
Vehicle Routing Problems

Input: Vehicles, depots, road network, costs and customers requirements.

Output: Set of routes such that:

- requirement of customers are fulfilled,
- operational constraints are satisfied and
- a global transportation cost is minimized.

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MILP Models

Refinement

Road Network

- represented by a (directed or undirected) complete graph
- travel costs and travel times on the arcs obtained by shortest paths

Customers

- vertices of the graph
- collection or delivery demands
- time windows for service
- service time
- subset of vehicles that can serve them
- priority (if not obligatory visit)

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Vehicles

- capacity
- types of goods
- subsets of arcs traversable
- fix costs associated to the use of a vehicle
- distance dependent costs
- a-priori partition of customers
- home depot in multi-depot systems
- drivers with union contracts

Operational Constraints

- vehicle capacity
- delivery or collection
- time windows
- working periods of the vehicle drivers

Objectives

- minimization of global transportation cost (variable + fixed costs)
- minimization of the number of vehicles
- balancing of the routes
- minimization of penalties for un-served customers

History:

Dantzig, Ramser "The truck dispatching problem", Management Science, 1959 Clark, Wright, "Scheduling of vehicles from a central depot to a number of delivery points". Operation Research. 1964

Vehicle Routing Problems

- Capacitated (and Distance Constrained) VRP (CVRP and DCVRP)
- VRP with Time Windows (VRPTW)
- VRP with Backhauls (VRPB)
- VRP with Pickup and Delivery (VRPPD)
- Periodic VRP (PVRP)
- Multiple Depot VRP (MDVRP)
- Split Delivery VRP (SDVRP)
- VRP with Satellite Facilities (VRPSF)
- Site Dependent VRP
- Open VRP
- Stochastic VRP (SVRP)
- ..

Capacitated Vehicle Routing (CVRP)

Input: (common to all VRPs)

- (di)graph (strongly connected, typically complete) G(V, A), where $V = \{0, ..., n\}$ is a vertex set:
 - 0 is the depot.
 - $V' = V \setminus \{0\}$ is the set of *n* customers
 - $A = \{(i,j) : i,j \in V\}$ is a set of arcs
- C a matrix of non-negative costs or distances c_{ij} between customers i and j (shortest path or Euclidean distance)

$$(c_{ik} + c_{kj} \ge c_{ij} \quad \forall i, j \in V)$$

- a non-negative vector of costumer demands d_i
- a set of K (identical!) vehicles with capacity Q, $d_i \leq Q$

В

Task:

Find collection of K circuits with minimum cost, defined as the sum of the costs of the arcs of the circuits and such that:

- each circuit visits the depot vertex
- · each customer vertex is visited by exactly one circuit; and
- the sum of the demands of the vertices visited by a circuit does not exceed the vehicle capacity Q.

Note: lower bound on *K*

- $\lceil d(V')/Q \rceil$
- number of bins in the associated Bin Packing Problem

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A feasible solution is composed of:

- a partition R_1, \ldots, R_m of V;
- a permutation π^i of $R_i \cup \{0\}$ specifying the order of the customers on route i.

A route R_i is feasible if $\sum_{i=\pi_1}^{\pi_m} d_i \leq Q$.

The cost of a given route (R_i) is given by: $F(R_i) = \sum_{j=\pi'_0}^{\pi'_m} c_{j,j+1}$

The cost of the problem solution is: $F_{VRP} = \sum_{i=1}^{m} F(R_i)$.

Relation with TSP

- VRP with K = 1, no limits, no (any) depot, customers with no demand \rightarrow TSP
- VRP is a generalization of the Traveling Salesman Problem (TSP) → is NP-Hard.

- VRP with a depot, K vehicles with no limits, customers with no demand → Multiple TSP = one origin and K salesman
- Multiple TSP is transformable in a TSP by adding K identical copies of the origin and making costs between copies infinite.

Variants of CVRP:

- minimize number of vehicles
- different vehicles Q_k , k = 1, ..., K
- Distance-Constrained VRP: length t_{ij} on arcs and total duration of a route cannot exceed T associated with each vehicle Generally $c_{ij} = t_{ij}$ (Service times s_i can be added to the travel times of the arcs: $t'_{ii} = t_{ij} + s_i/2 + s_i/2$)
- Distance constrained CVRP

MILP Models

Vehicle Routing with Time Windows (VRPTW)

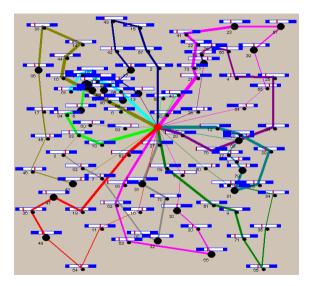
Further Input:

- each vertex is also associated with a time interval $[a_i, b_j]$.
- each arc is associated with a travel time tij
- each vertex is associated with a service time s_i

Task:

Find a collection of K simple circuits with minimum cost, such that:

- each circuit visit the depot vertex
- each customer vertex is visited by exactly one circuit; and
- the sum of the demands of the vertices visited by a circuit does not exceed the vehicle capacity *Q*.
- for each customer i, the service starts within the time windows $[a_i, b_i]$ (it is allowed to wait until a_i if early arrive)



Time windows induce an orientation of the routes.

Variants

- Minimize number of routes
- Minimize hierarchical objective function
- Makespan VRP with Time Windows (MPTW) minimizing the completion time
- Delivery Man Problem with Time Windows (DMPTW) minimizing the sum of customers waiting times

Solution Techniques for CVRP

- Integer Programming
- Construction Heuristics
- Local Search
- Metaheuristics
- Hybridization with Constraint Programming

Outline

1. MILP Models

MILP Models

Basic Models

- arc flow formulation
 - integer variables on the edges counting the number of time it is traversed one, two or three index variables
- set partitioning formulation
- multi-commodity network flow formulation for VRPTW
 - integer variables representing the flow of commodities along the paths traveled by the vehicles and
 - integer variables representing times

$$\min \quad \sum_{i \in V} \sum_{j \in V} c_{ij} x_{ij}$$

s.t. $\sum_{i \in V} x_{ij} = 1$

$$\sum_{j \in V} x_{ij} = 1$$

$$\sum_{i\in V}x_{i0}=K$$

$$\sum_{i \in V} x_{0i} = K$$

$$\sum_{j\in V} x_{0j} = K$$

$$\sum_{j\in V} \sum_{x_{ij}} \geq r(S)$$

(6): capacity-cut constraints

$$\sum_{i \in S} \sum_{j \notin S} x_{ij} \ge r(S)$$

$$\sum_{i \in S} \sum_{j \notin S} x_{ij} \ge r(S)$$
$$x_{ij} \in \{0, 1\}$$

$$x_{ij} \in \{0,1\}$$
 $r(S)$ minimum number of vehicles needed to serve set S

 $\forall i \in V \setminus \{0\}$ (2)

 $\forall i \in V \setminus \{0\}$ (3)

$$\forall S \subset V \setminus \{0\}, S \neq \emptyset \tag{6}$$

 $\forall i, j \in V$ (7)

(1)

One index arc flow formulation

min
$$\sum_{e \in E} c_e x_e$$
 (8)
s.t.
$$\sum_{e \in \delta(i)} x_e = 2$$

$$\forall i \in V \setminus \{0\}$$
 (9)
$$\sum_{e \in \delta(0)} x_e = 2K$$
 (10)
$$\sum_{e \in \delta(S)} x_e \ge 2r(S)$$

$$\forall S \subseteq V \setminus \{0\}, S \ne \emptyset(11)$$

$$x_e \in \{0, 1\}$$

$$\forall e \notin \delta(0)(12)$$

$$\forall e \in \delta(0)(13)$$

r(S) minimum number of vehicles needed to serve set S $x_e = 2$ if we allow single visit routes

Three index arc flow formulation

$$\min \quad \sum \sum c_{ij} \sum_{k}^{K} x_{ijk}$$

$$\sum_{ijk} x_{ijk}$$

$$\frac{\overrightarrow{i \in V}}{\overrightarrow{j \in V}} \frac{\overrightarrow{i \in V}}{\overrightarrow{k = 1}}$$
s.t.
$$\sum_{k=1}^{K} y_{ik} = 1$$

$$k=1$$
 K

$$\sum_{k=1}^{K} y_{0k} = K$$

$$=\sum x$$

$$\sum_{j\in V} x_{ijk} = \sum_{j\in V} x_{jik} = y_{ik}$$

$$\sum d_i y_{ik} \leq C$$

$$i \in V$$

$$\sum \sum x_{ijk} \ge y_h$$

 $y_{ik} \in \{0, 1\}$

 $x_{iik} \in \{0, 1\}$

$$\sum_{i \in S} \sum_{i \notin S} x_{ijk} \ge y_{hk}$$

$$\sum_{i \in V} \sum_{x_{ijk} \geq y_{hk}} x_{ijk} \geq y_{hk}$$

$$\forall i \in$$

$$\forall i \in V$$
,

 $\forall S \subseteq V \setminus \{0\}, h \in S, k = 1, \dots, K$ (19)

 $\forall i \in V \setminus \{0\}$ (15)

 $\forall k = 1, \ldots, K$ (18)

 $\forall i \in V, k = 1, \dots, K$ (20) $\forall i, j \in V, k = 1, ..., K$ (21)

(14)

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$$\forall i \in V, k = 1, \dots, K \tag{17}$$

Set Partitioning Formulation

$$\mathcal{R} = \{1, 2, \dots, R\}$$
 index set of routes

$$a_{ir} = \begin{cases} 1 & \text{if costumer } i \text{ is served by } r \\ 0 & \text{otherwise} \end{cases}$$

$$x_r = \begin{cases} 1 & \text{if route } r \text{ is selected} \\ 0 & \text{otherwise} \end{cases}$$

$$\min \quad \sum_{r \in \mathcal{R}} c_r x_r$$

s.t.
$$\sum_{r \in \mathcal{P}} a_{ir} x_r = 1$$

$$\sum_{r \in \mathcal{R}} x_r \le K$$

$$x_r \in \{0,1\}$$

$$\forall i \in V$$
 (32)

$$\forall r \in \mathcal{R}$$
 (34)

(33)

What can we do with these integer programs?

- plug them into a commercial solver and try to solve them
- preprocess them
- determine lower bounds
 - solve the linear relaxation
 - combinatorial relaxations relax some constraints and get an easy solvable problem
 - Lagrangian relaxation
 - polyhedral study to tighten the formulations
- upper bounds via heuristics
- branch and bound
- cutting plane
- branch and cut
- Dantzig Wolfe decomposition
- column generation (via reformulation)
- branch and price