**Core Algorithm Overview**

**Stated Problem:**

The purpose of this project is to create an algorithm using the Python programming language to develop an effective and efficient solution for the traveling salesman problem (TSP) which Wikipedia defines as the following question: "Given a list of cities and the distances between each pair of cities, what is the shortest possible route that visits each city exactly once and returns to the origin city?" [[1]](#footnote-1) .

This assignment adds additional requirements of:

* Package delivery deadlines
* Packages which must be on the same truck
* Packages which must be on a specific truck
* Truckload limitation
* Truck speed constraint
* 2 Trucks can be operational at one time.
* One package has the wrong address assigned and must be fixed after 10:20 am

**Program Blueprint and Architecture:**

Classes:

* csv\_import: imports all the data from the CSV's provided
* Config: Contains all global variables for the application
* Truck: represents a single truck that follows a route.
* Route: Represents an ordered collection of deliveries and locations
* Delivery: Represents a collection of Packages which are delivered to the same location
* Location: a single point in a Route which has a name, address, city, state, zip.
* Package: The smallest unit to deliver which is imported from the packages.csv file.
* CLI: The Command-line Interface which presents the user with options and reports
* Debug: functions which print out reports for Trucks, Deliveries, Routes, Packages
* Distance: A class that calculates the distances of routes and between two deliveries/locations.
* HashTable: A custom hash map class that is used instead of the python dictionary.

**Algorithm Overview:**

The proposed solution for this assignment uses a **brute force** method that tried to insert a delivery into each index within the route. Determining the miles which would be added to the route at a particular index. The method will return the route and the index which would cause the route to increase in the least number of miles possible which adhering to the deadlines of the packages within a delivery.

**Relationship between data points stored**

Route

Location

Package

Package

Package

Package

Delivery

Delivery

Delivery

Delivery

Location

Package

Package

Package

Package

Package

Package

Package

Package

Location

Package

Package

Package

Package

Location

Truck

Deliveries are composed of Packages grouped by location.  
Routes is a list of Deliveries with a sorted list of Locations to follow through the route.  
Each Truck is assigned a Route.

**The logic of the Applied Algorithm**

The **distribute\_deliveries\_to\_trucks** and the **added\_distance** function within the routeclass perform this procedure with the following pseudocode.

**distribute\_deliveries\_to\_trucks** (Big O(n^2))**:**

**first assigns any deliveries which must be assigned to truck 2.   
Retrieve the remaining deliveries with unassigned trucks.**  
**Define the time during when a particular truck will depart the depot (starting point)**  
**Loop through each Delivery and call the added\_distance method** **for each truck**   
 **Calculate the best truck and best route index for a given delivery.** **Check the delivery ETA is before the deadline and return the Route index or None.**  
**Assign the delivery to the truck with the least added distance**.

**Repeat this loop until all deliveries are assigned to a truck.**

**Handling Constraints:**

1. **Package delivery deadlines**The **added\_distance** function will check to make sure all packages arrive at its’ destination before the deadline when returning a route and index  
   If no options are found to meet these criteria None will be returned.
2. **Packages which must be on a specific truck and Packages which must be on the same truck**The **distribute\_deliveries\_to\_trucks** methodfirst assigns any deliveries which have packages with assignment constraints
3. **Truck speed constraint**The Truck class has a property of **max\_speed** which is used to calculate how many miles were traveling during a specified time frame.
4. **Truckload limitation**The Truck class has a **will\_fit** method which calculates to see if a truck has enough space for delivery before doing any additional assertions and calculations.
5. **Two Trucks at a time.**The main program loop will check to see if a truck has completed its’ route and it is past 10:20 am.  
   It will then dispatch Truck 3 and start its route.
6. **Handling the wrong address constraint:**Keep Package 9 unassigned since the address is incorrect, assign it to Truck 3 when the correct address is available (10:20 am)

**Adaptability to a changing market**This application has some flexibility in adjusting to more packages up to the point that another truck is needed.

**Scalability**If the user were to need additional trucks, another truck could be easily added and dispatched.   
CSV Files can be easily loaded with more data.

**Efficiency and maintainability of the software.**The application is split into logical files that individually handle each aspect of the structure of the application. Each method is commented to be able to easily follow the lifecycle of the application.  
To make changes and make sure the results are as expected the future developer can rely on the Debug Class to output a printed table of all the data structures within the application at any given time using the CLI

**Self-adjusting data structures chosen**

The Hash Table Class implements a simple hash key taking into account the sum of the Unicode code point value for each character in the key’s string modulo into the hash Table’s size[[2]](#footnote-2).  
The default value for the size of the HashTable Class is 128 but it can be adjusted.  
Magic Methods have been implemented to make interaction with the HashTable class simpler to iterate with and check if it contains a value.

The adapted Hash Table data structure has a complexity of Big O(1) when accessed during run time.

**Explanation of Data Structure**

The HashTable is used to store a nested HashTable in which the key is a unique location within the application. By being able to access the address HashTable the nested HashTable has all Addresses as keys and distances between the two addresses.  
This implementation allows us to quickly retrieve the value of a distance between two addresses and check for the shortest route.

**Strengths of the chosen algorithm**

1. Having a Brute Force algorithm makes sure all options are taken into account and evaluated to select the most efficient route.
2. Having a simple algorithm such as Brute force for a small sample of packages and possible routes makes the program simpler to test.

**Different Approach**

This program is not scalable to many packages, as is **Dijkstra’s[[3]](#footnote-3) algorithms** and **2-opt**If we were to implement Dijkstra’s algorithms we would use a binary heap between the calculated nodes this would provide an improvement as the application doesn’t have to run the calculation more than once. This way we can continue to create a weighted graph of the nodes and determine the best route. This approach is more performant and scalable than the brute force algorithm used.

Another approach would be to use the **2-opt** which we can use most of what we currently have by switching into the nearest neighbor comparison. Instead of trying all possible combinations of a route, we can retrieve the nearest address to the current address within the nested HashTable we already have implemented. This approach would not compare all possible combinations but will be much more performant and scalable than the brute force algorithm used.  
  
Another approach I would have taken is changing the architecture of how the Trucks are defined and dispatched. Currently, every truck is explicitly created and defined.  
Looping through the array and not calling each truck explicitly would make the app more flexible and scalable for when more packages and trucks are added.

**Efficiency**The HashTable has a complexity of O(1) compared to an O(N) complexity that a Queue would have.  
By using a HashTable data structure we can quickly address the value of two distances from the nested HashTable and compare all possible outcomes of the route.

**Overhead**The current HashTable can be adjusted, but any adjustment would cause all the items internally to rearrange. This would be computationally expensive as the Hashing algorithm would have to run again on each item to decide where it should be placed.

The memory limit would be dependent on the limit of random access memory available on the machine running the program.  
  
The program currently does not use any bandwidth as all the items are stored in memory.

**Screenshots of Code Execution:** CLI Options presented to the user.

**Text

Description automatically generated**

**First Status Check 9:30 am**

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**Second Status Check 10:20 am**

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**The third Status Check 1:00 pm**

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Delivery Chart of which truck each delivery was assigned

**Text

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Route table listing the locations each specified truck will go through throughout the day.

**Text

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The truck table notifying the current location of the truck packages onboard and the miles it will travel during the assigned route.

**Text

Description automatically generated**

1. Traveling Salesman Problem. (2020) wikipedia.org

   https://en.wikipedia.org/wiki/Travelling\_salesman\_problem [↑](#footnote-ref-1)
2. Lysecky, R., & Vahid, F. (2018). C950: Data Structures and Algorithms Ii. zyBook. [↑](#footnote-ref-2)
3. Nilsson, C. (2003). Heuristics for the traveling salesman problem. Linkoping University. [↑](#footnote-ref-3)