

Travelling Thief Problem (TTP) Report

Problem Statement:

There is a thief who has to visit the given n cities in a rental car and pick up from total unique items m , these are available in all the cities. The distance between each city is given in distance matrix d . The items have an associated profit of p_k and each item has weight w_k . Time taken to pick up an item depends on its weight. The rent r that the thief has to pay at the end of his heist for the car is proportional to the time taken. The maximum carrying capacity of the car is w . The car burns gasoline at a cost of g per unit of distance travelled. Thief cannot visit a city more than once and cannot remain in a city for more than time t_n dependent on the probability of robbery conviction rates of that city r_n . Find out the path that the thief should take in order to maximise his profit and minimise the time taken to reach back to the original city.

Assumptions:

- Each city has all the items
- He can pick same item from multiple cities
- Cannot visit a city more than once
- If knapsack is full, may come back to origin city

π returns if he visited that edge

θ is quantity of items (multiple copies of same item can be picked from multiple cities)

Variables to optimise:

- Total distance

$$D = \sum_{i=0, j=0}^{n, n} \pi(i, j) * d_{i, j}$$

- Total Profit

$$P = \sum_{i=0}^n \theta(i) * d_i - R - G$$

- Total Time

$i =$ city travelling from

$j =$ city travelling to

$$T = \pi(i, j) * (\sum_{i=0, j=0}^{n, n} d(i, j) / v(j) + \sum \theta(k) * t(k))$$

$$tmax(k, j) = \sum \theta(k) * y(w_k) < prob(j) * n$$

$$v(j) = v_{max} - ((v_{max} - v_{min})/W) * w(j)$$

- Car Rent

$$R = T * r$$

- Gasoline = distance*(constant*weight)*time

$$G = D * constant$$

- Weight

$$\sum w_k \leq W$$

Variables to input and their source:

- distance matrix $D(i, j)$ - randomly generated
- probability of getting caught by police per city $prob(j)$ - randomly generated
- list of items and their profit (p_k), weight (w_k)
- car capacity - W
- v_{min} v_{max}

Extra points discussed

- dynamic police risk
- road conditions (obstructions)
- multiple thieves (swarming)
- gasoline dependent on weight (mileage)
- different items in different cities

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