

Bicriteria path problem minimizing the cost and minimizing the number of labels

Master Parisien de Recherche Opérationnelle

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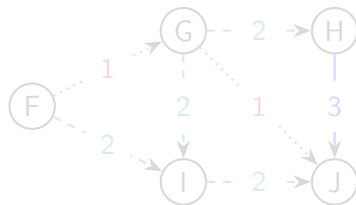
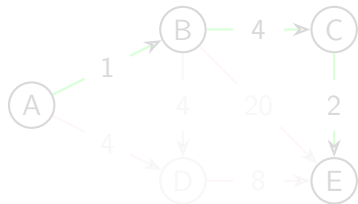
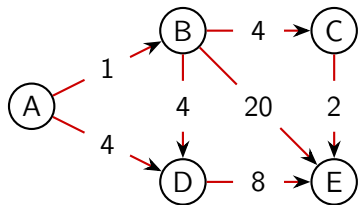
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2. Enumeration Algorithm
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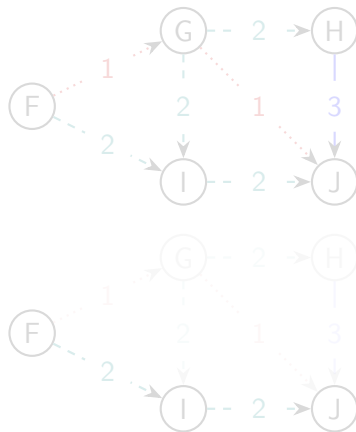
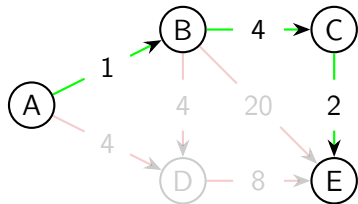
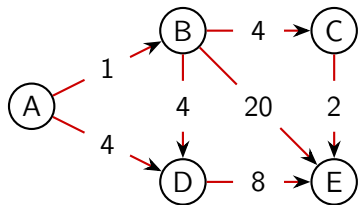
Problem studied

- Made up of two sub-problems



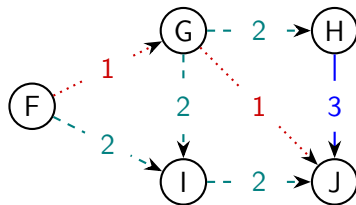
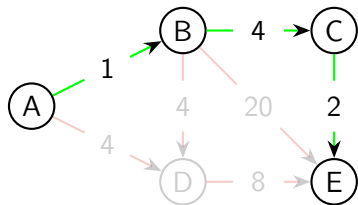
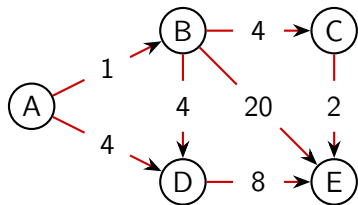
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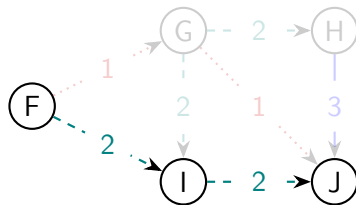
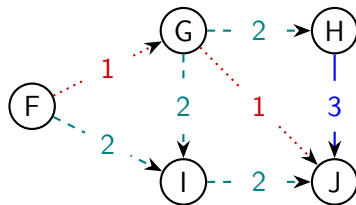
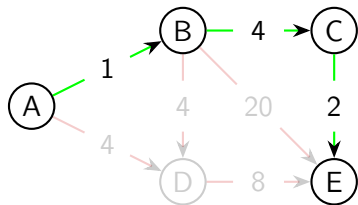
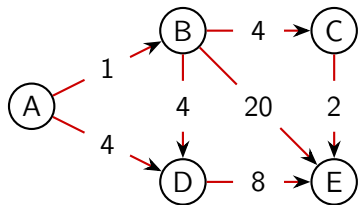
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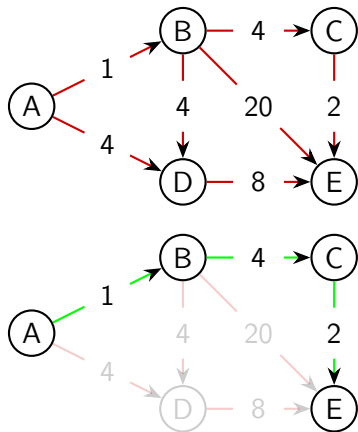
Problem studied

- Made up of two sub-problems



Complexity 1st subproblem

► Shortest path problem



$$\mathcal{P} = \{\text{path from } s \text{ to } t\}$$

$$\text{► } c^* = \min_{p \in \mathcal{P}} c(p)$$

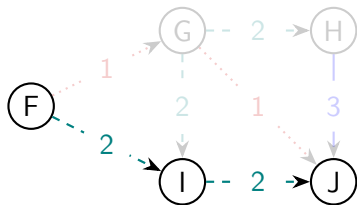
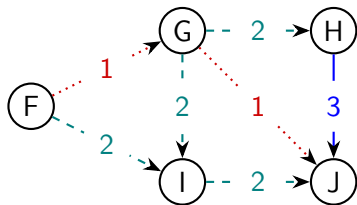
► Polynomial: c^* can be calculated in polynomial time

Complexity of the 2nd subproblem

- ▶ Path problem minimizing the number of labels used

$\mathcal{P} = \{\text{path from } s \text{ to } t\}$

- ▶ $l^* = \min_{p \in \mathcal{P}} l(p)$
- ▶ *NP – hard*: l^* cannot be calculated in polynomial time
[Wirth (2001)]



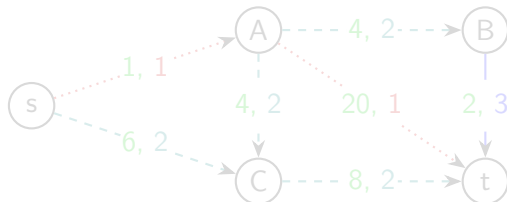
Problem studied: MCLPP

- Bi-objective path problem with minimum cost and minimizing the number of labels

$$\mathcal{P} = \{\text{path from } s \text{ to } t\}$$

$$\min_{p \in \mathcal{P}} c(p)$$

$$\min_{p \in \mathcal{P}} l(p)$$



- Already studied in the case of spanning trees
[Clímaco et al. (2010)], we consider here paths

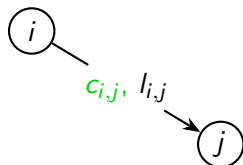
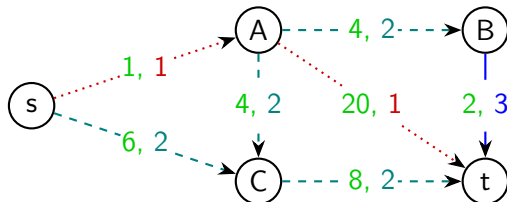
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Applications

Transport

- ▶ Least cost route between two points on a map;
- ▶ Labels: different modes of transport (taxi, pedestrian, bus, trains, etc.).

Telecommunications

- ▶ Shortest path between two nodes of a network (internet, electricity, etc.);
- ▶ Labels: different technologies or operators.

Applications

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Efficient path and dominance

Definition: efficient path

A path $p \in \mathcal{P}$ is said **efficient** $\iff \nexists p' \in \mathcal{P}$ such that:

- ▶ $c(p') \leq c(p)$ and ;
- ▶ $l(p') \leq l(p)$;
- ▶ At least one of the two inequalities is strict.

Definition: dominance

For $p \in \mathcal{P}$, if there exists $p' \in \mathcal{P}$ such that:

- ▶ $c(p') \leq c(p)$;
- ▶ $l(p') \leq l(p)$;
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We will say that $(c(p'), l(p'))$ **dominates** $(c(p), l(p))$.

Efficient path and dominance

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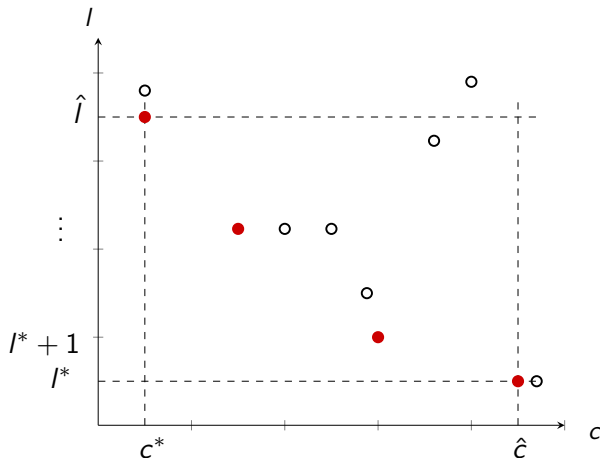
Purpose of the article

Compute a set $\bar{\mathcal{P}}$ of efficient paths of minimum cardinality

► Calculate $\bar{\mathcal{P}}$ such that:

- $\forall (p, p') \in \bar{\mathcal{P}}^2 : p \neq p', p \text{ and } p' \text{ have different images, i.e. } c(p) \neq c(p') \text{ or } l(p) \neq l(p') ;$
- For any non-dominated pair (\bar{c}, \bar{l}) , there exists a path $p \in \bar{\mathcal{P}}$ such that $(c(p), l(p)) = (\bar{c}, \bar{l})$

Possible MCLPP images



- images de chemins efficaces
- images d'autres chemins

Plan

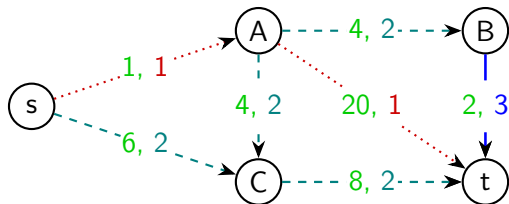
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Enumeration algorithm

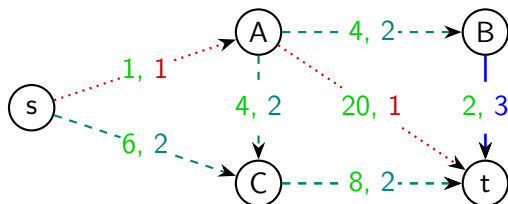
- ▶ **Algorithm to construct $\bar{\mathcal{P}}$;**
- ▶ $\forall k = 1, \dots, l(p^*)$, where p^* is the shortest path of our graph without restriction on labels;
 - Calculate the shortest path having k labels and add it to $\bar{\mathcal{P}}$;
 - Remove dominated paths from $\bar{\mathcal{P}}$.

Enumeration algorithm

- ▶ **Algorithm to construct $\bar{\mathcal{P}}$;**
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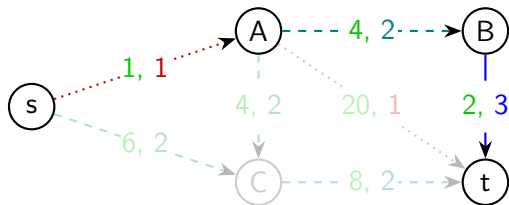


Enumeration algorithm



- ▶ **Step 1:** initialization
- ▶ Calculate the shortest path without restriction on labels

Enumeration algorithm



labels : {1, 2, 3}

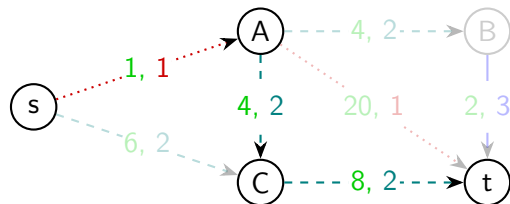
$$c(\langle s, A, B, t \rangle) = 7$$

► **Step 1:** initialization

► Calculate the shortest path without restriction on labels $\rightarrow l(p^*) = 3$

$$\bar{\mathcal{P}} = \{\langle s, A, B, t \rangle\}$$

Enumeration algorithm

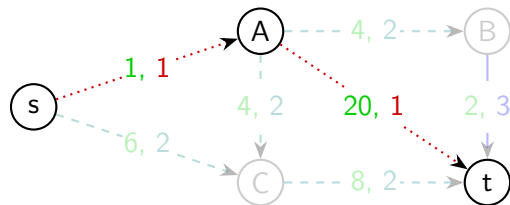


labels : $\{1, 2\}$
 $c(< s, A, C, t >) = 13$

$\bar{\mathcal{P}} = \{< s, A, B, t >\}$

- ▶ **Step 2:**
- ▶ Calculate shortest paths with at most 2 labels

Enumeration algorithm



labels : {1, 2}

$$c(< s, A, C, t >) = 13$$

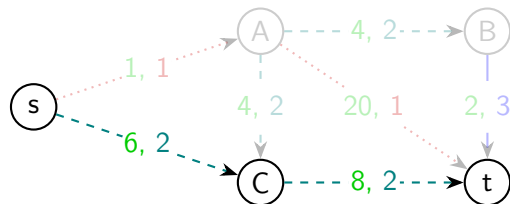
labels : {1, 3}

$$c(< s, A, t >) = 21$$

$$\bar{\mathcal{P}} = \{< s, A, B, t >\}$$

- ▶ **Step 2:**
- ▶ Calculate shortest paths with at most 2 labels

Enumeration algorithm



labels : {1, 2}

$$c(< s, A, C, t >) = 13$$

labels : {1, 3}

$$c(< s, A, t >) = 21$$

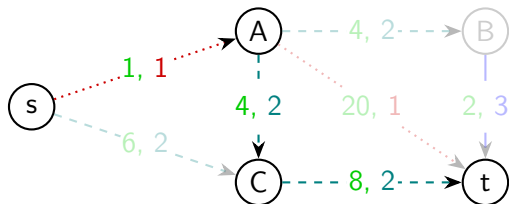
labels : {2, 3}

$$c(< s, C, t >) = 14$$

$$\bar{\mathcal{P}} = \{< s, A, B, t >\}$$

- ▶ **Step 2:**
- ▶ Calculate shortest paths with at most 2 labels

Enumeration algorithm



labels : {1, 2}

$$c(< s, A, C, t >) = 13$$

labels : {1, 3}

$$c(< s, A, t >) = 21$$

labels : {2, 3}

$$c(< s, C, t >) = 14$$

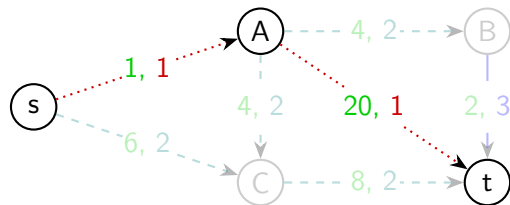
$$\bar{\mathcal{P}} = \{< s, A, B, t >\}$$

► Step 2:

► Calculate shortest paths with at most 2 labels

$$\bar{\mathcal{P}} \leftarrow \bar{\mathcal{P}} \cup \{< s, A, C, t >\} = \{< s, A, B, t >, < s, A, C, t >\}$$

Enumeration algorithm



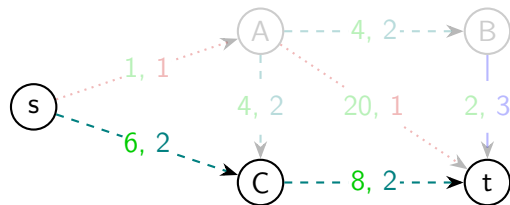
labels : $\{1\}$

$$c(< s, A, t >) = 21$$

$$\bar{\mathcal{P}} = \{< s, A, B, t >, < s, A, C, t >\}$$

- ▶ **Step 3:**
- ▶ Calculate shortest paths with 1 label

Enumeration algorithm



labels : {1}

$$c(\langle s, A, t \rangle) = 21$$

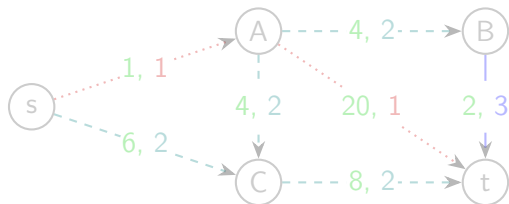
labels : {2}

$$c(\langle s, C, t \rangle) = 14$$

$$\bar{\mathcal{P}} = \{ \langle s, A, B, t \rangle, \langle s, A, C, t \rangle \}$$

- ▶ **Step 3:**
- ▶ Calculate shortest paths with 1 label

Enumeration algorithm



labels : {1}

$$c(\langle s, A, t \rangle) = 21$$

labels : {2}

$$c(\langle s, C, t \rangle) = 14$$

labels : {3}

Pas de solutions

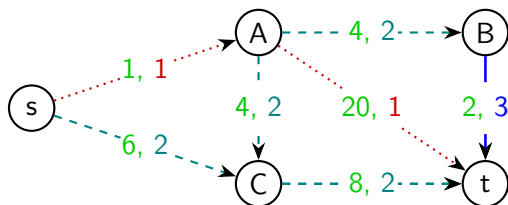
$$\bar{\mathcal{P}} = \{\langle s, A, B, t \rangle, \langle s, A, C, t \rangle\}$$

► Step 3:

► Calculate shortest paths with 1 label

$$\bar{\mathcal{P}} \leftarrow \bar{\mathcal{P}} \cup \{\langle s, , C, t \rangle\} = \{\langle s, A, B, t \rangle, \langle s, A, C, t \rangle, \langle s, C, t \rangle\}$$

Enumeration algorithm



► Finally, the algorithm returns:

$$\bar{\mathcal{P}} = \{ \begin{array}{ll} \langle s, A, B, t \rangle & (3 \text{ labels}), \\ \langle s, A, C, t \rangle & (2 \text{ labels}), \\ \langle s, C, t \rangle & (1 \text{ label}) \end{array} \}$$

Algorithms proposed in the article

Construction of $\bar{\mathcal{P}}$ with 5 algorithms

- ▶ Enumeration algorithm V1
 - Algorithm V2 which improves V1 by comparing the new shortest paths with those previously calculated
 - Algorithm V3 which further improves V2
- ▶ Algorithm BFS1 with a depth scan
- ▶ Algorithm BFS2 variant of BFS1 with reoptimization of shortest paths

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Enumeration algorithm with upper bounds: Principle

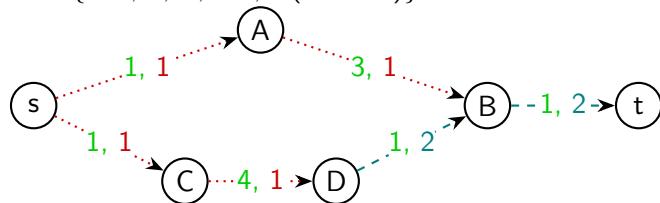
- ▶ $V1 +$ vector $CostUB_k$ of size $1, \dots, l(p^*)$;
- ▶ At a given iteration, $\forall k = 1, \dots, l(p^*)$
 $CostUB_k$: cost of the best shortest path having k labels among all previous iterations;
- ▶ If when calculating the shortest path with k labels, the intermediate cost at a node j included on the path from s to t is greater than $CostUB_k$, we stop the calculation.

Enumeration Algorithm with Upper Bounds

V2: iteration with 2 labels

We place ourselves during iteration (step 2) where:

$$\bar{\mathcal{P}} = \{ \langle s, A, B, t \rangle, (2 \text{ labels}) \}$$

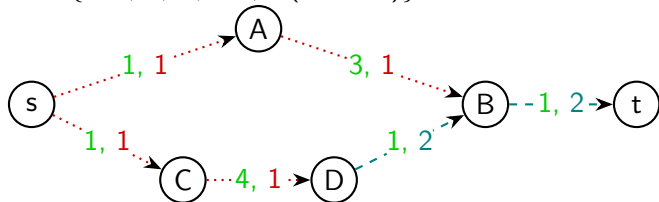


Enumeration Algorithm with Upper Bounds

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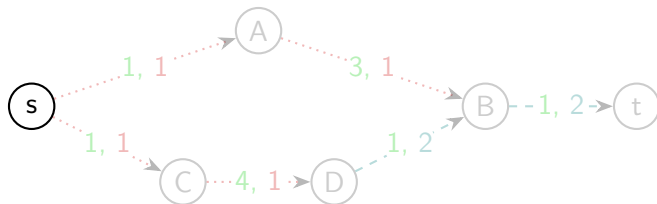
$$\bar{\mathcal{P}} = \{ \langle s, A, B, t \rangle, (2 \text{ labels}) \}$$



- ▶ We will now save in $CostUB_2$, 2 because 2 labels, the cost of $\{ \langle s, A, B, t \rangle \}$ equals to 5

Enumeration Algorithm with Upper Bounds

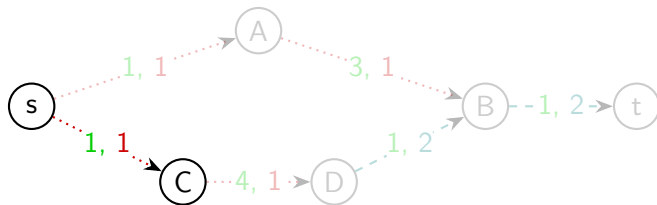
V2: iteration with 2 labels



- ▶ The algorithm must now calculate the other shortest path with 2 labels knowing that $CostUB_2 = 5$

Enumeration Algorithm with Upper Bounds

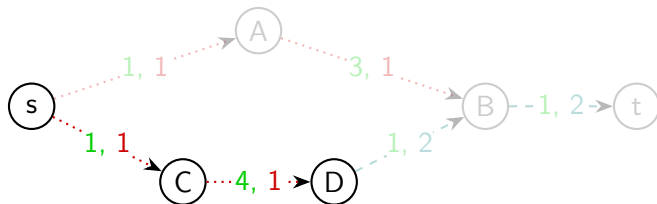
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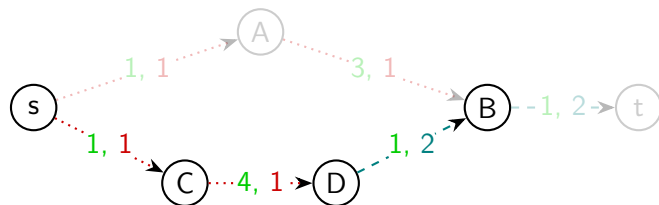
V2: iteration with 2 labels



- ▶ The algorithm must now calculate the other shortest path with 2 labels knowing that $CostUB_2 = 5$

Enumeration Algorithm with Upper Bounds

V2: iteration with 2 labels



- ▶ Here the labeling algorithm which calculates the shortest path stops because $\pi_D = 5$, cost of the path from s to D is such that $\pi_D + c_{D,B} = 6 > CostUB_2 = 5$.

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Algorithm with pre-calculation of shortest paths

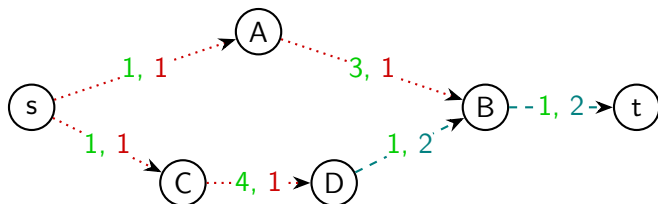
In order to improve V2:

- ▶ for any node v of the graph, calculate the shortest path from v to the well t denoted π_v^t ;
- ▶ Use the cost tree of these shortest paths in addition to $CostUB$.

Algorithm with pre-calculation of shortest paths

$$\bar{\mathcal{P}} = \langle s, A, B, t \rangle$$

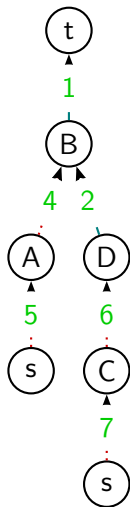
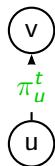
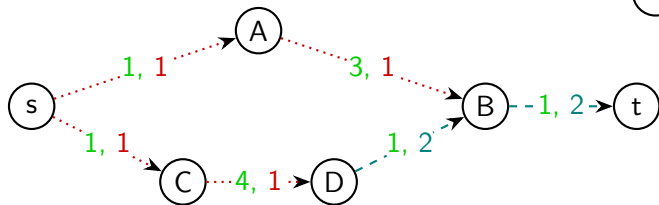
$$\text{CostUB}_2 = 5$$



Algorithm with pre-calculation of shortest paths

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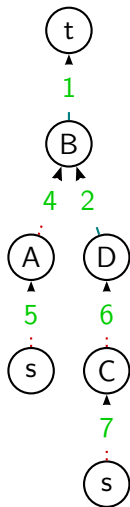
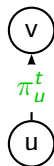
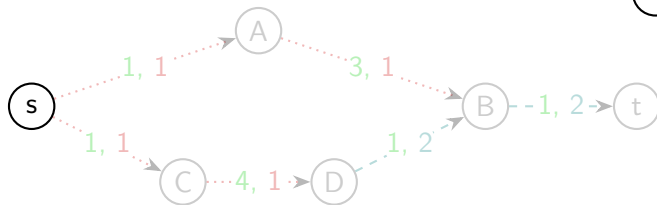
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Algorithm with pre-calculation of shortest paths

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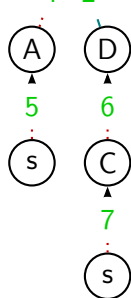
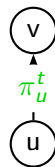
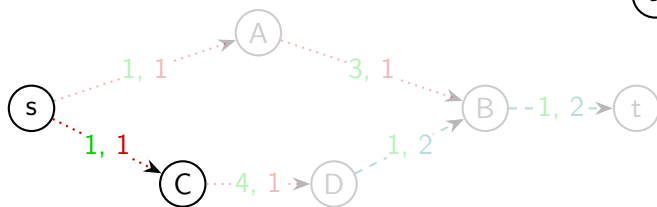
$$\text{CostUB}_2 = 5$$



Algorithm with pre-calculation of shortest paths

$$\bar{\mathcal{P}} = \langle s, A, B, t \rangle$$

$$\text{CostUB}_2 = 5$$



$$\blacktriangleright \pi_s + c_{s,C} + \pi_j^t = 0 + 1 + 6$$

$$\blacktriangleright \pi_s + c_{s,C} + \pi_j^t = 7 > \text{CostUB}_2$$

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Graphs tested

Random Graphs	Grid Graphs
<ul style="list-style-type: none"> ▶ $n \in \{100, 200, \dots, 1000\}$ 	<ul style="list-style-type: none"> ▶ $\llbracket 1; q \rrbracket \times \llbracket 1; q \rrbracket$ ▶ $q \in \{10, 20, \dots, 50\}$ ▶ $n = q^2$
$c \in \{1, 2, \dots, 100\}$	labels $\in \{5, 10, 20\}$
<ul style="list-style-type: none"> ▶ $m \in \{5n, 10n, 20n\}$ 	<ul style="list-style-type: none"> ▶ $m = 4(2q - 1)(q - 1)$
<ul style="list-style-type: none"> ▶ source and sink generated randomly 	<ul style="list-style-type: none"> ▶ s (t respectively) node lower left (upper right) corner of the grid

Comparison of algorithm execution times

Random Graphs

1st V3

2e V2

3e BFS2

4e V1

5e BFS1

Grid Graphs

1st V3

2e V2

3e V1

4e BFS2

5e BFS1

Perspective

- ▶ Add a 3rd cost function which would penalize too many transitions, i.e. change of label between two arcs

