

# A Polynomial Time Algorithm to Minimize Total Travel Time in k-Depot Storage/Retrieval System

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# A warehouse

An automated warehouse with input depots and output depots. It has to complete input(storage) and output(retrieval) requests.

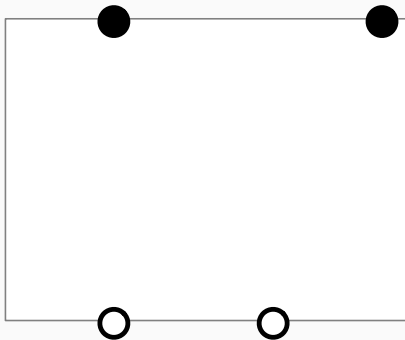


**Figure 1:** Demag V-type crane machine. Source: [demagcranes.com](http://demagcranes.com)

# The storage and retrieval machine

- The machine start at some depot.
- The machine can hold at most one item.
- The machine can pick up an item from any input depot, and drop off the item at a input request location.
- The machine can pick up an item from a output request location, and drop off the item at any output depot.
- The machine must return to the original depot.

## Example

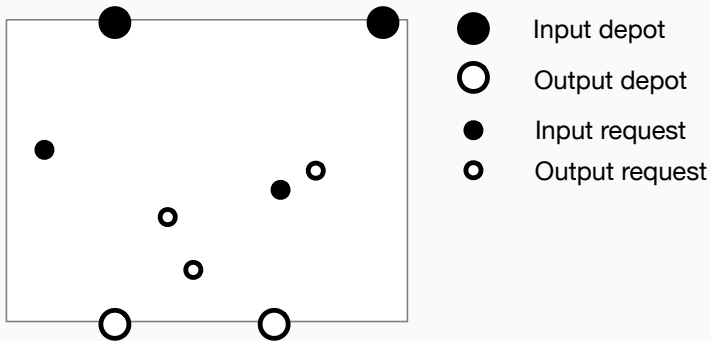


Input depot

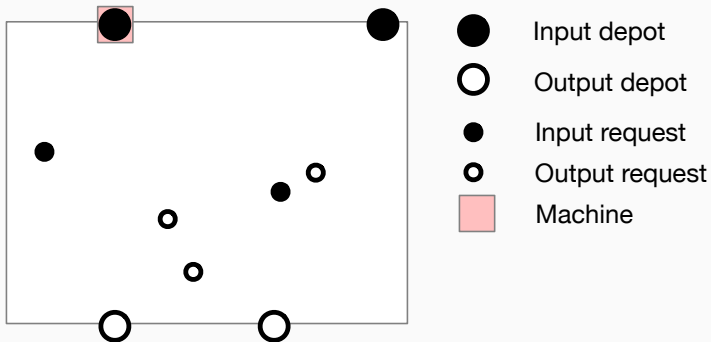


Output depot

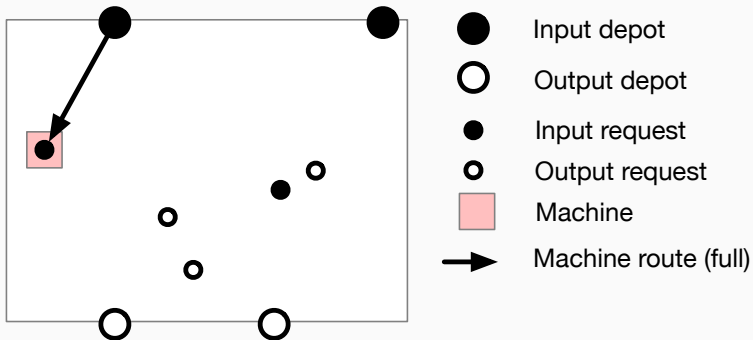
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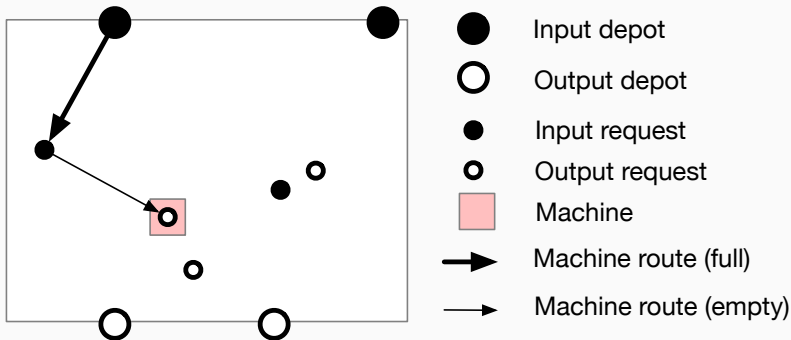
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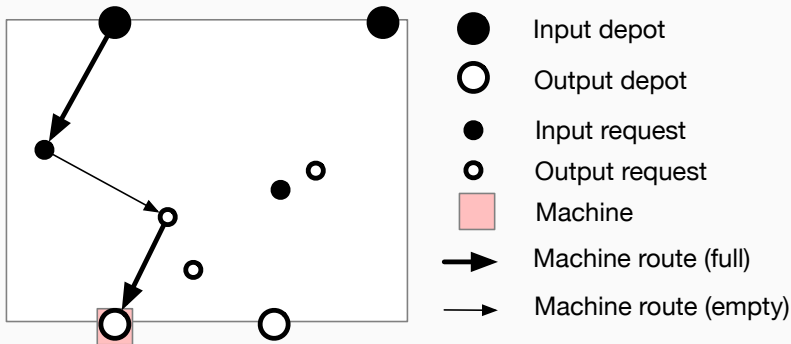


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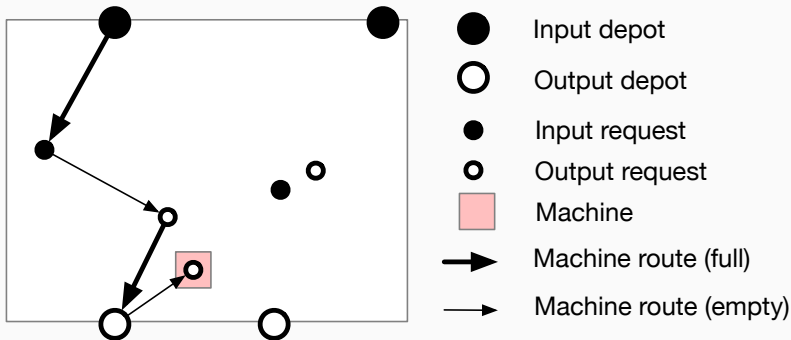




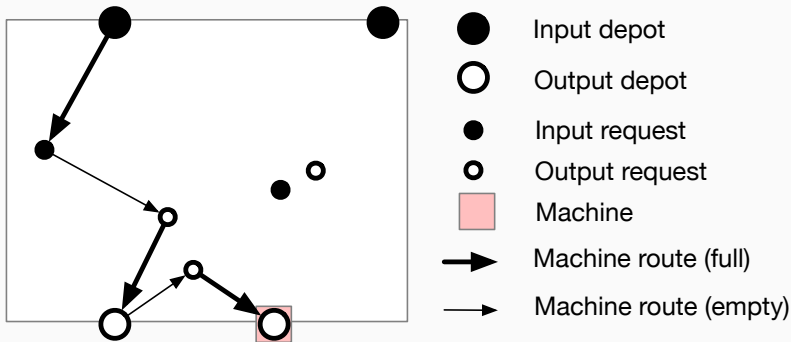
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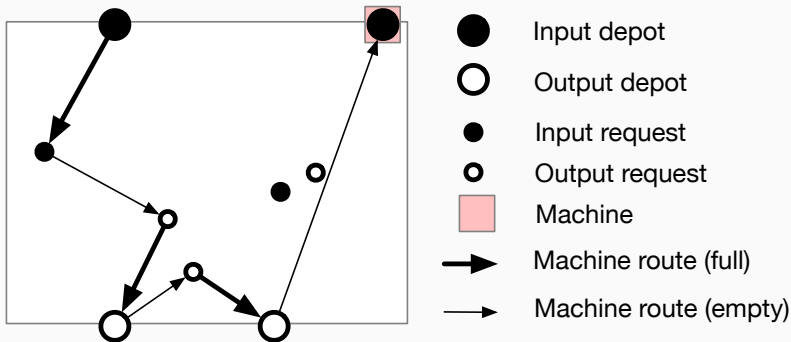
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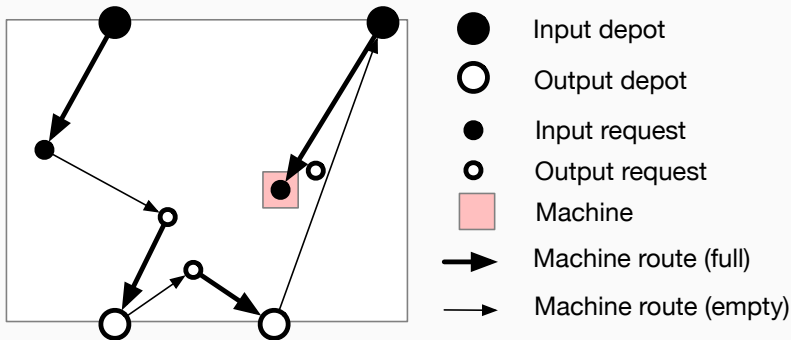
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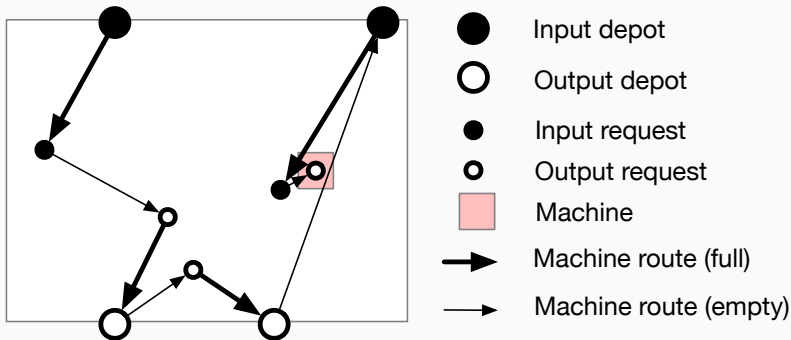
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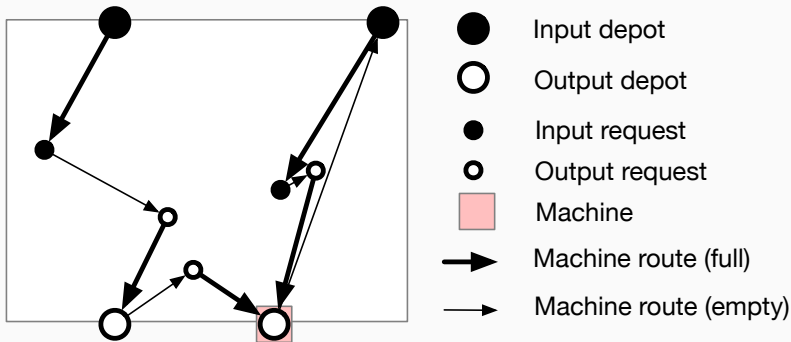
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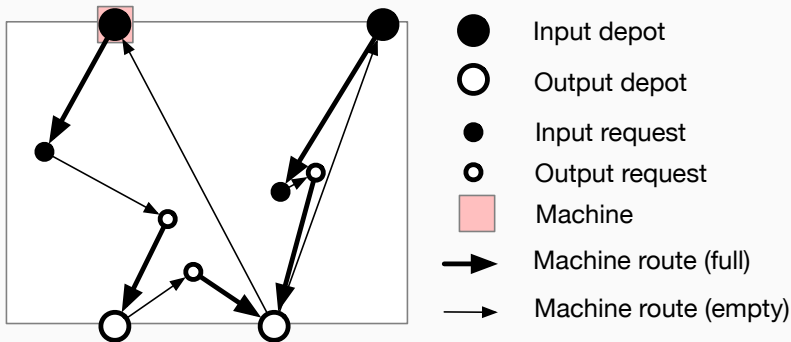
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## Input of the problem

- Input depots  $D_I$ , output depots  $D_O$ ,  $D = D_I \cup D_O$ .  $|D| = k$ .
- Input request  $R_I$ , output request  $R_O$ ,  $R = R_I \cup R_O$ .  $|R| = n$ .
- $V = D \cup R$ , the set of vertices.
- $\text{dist} : V \times V \rightarrow \mathbb{R}_+$  a asymmetric metric.

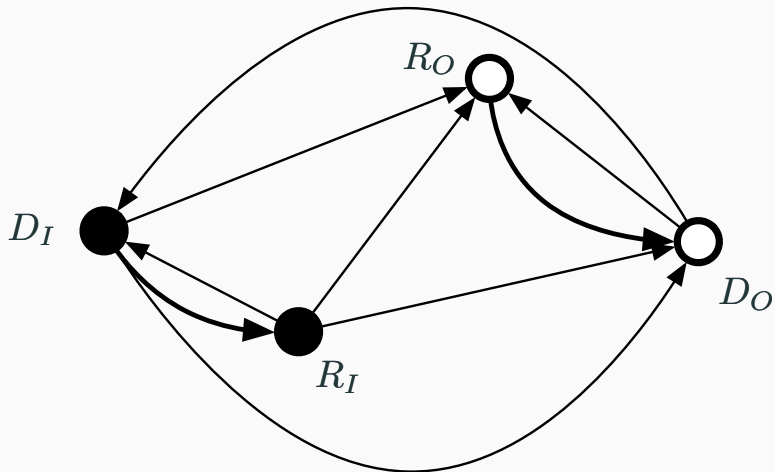
## Model as a walk on a graph

For input  $D_I, D_O, R_I, R_O, c$ , we construct the following weighted directed graph  $G$ .

- For  $d, d' \in D$ , there is an edge  $(d, d')$ .
- For  $v \in V, u \in R_I$ , there is an edge  $(u, v)$ .
- For  $v \in V, u \in R_O$ , there is an edge  $(v, u)$ .
- For  $v \in R_I, d \in D_I$ , there is an edge  $(d, v)$ .
- For  $v \in R_O, d \in D_O$ , there is an edge  $(v, d)$ .

The cost of an edge  $c(u, v) = \text{dist}(u, v)$ . Such graph  $G$  is called a warehouse network.

## Warehouse network, high level view



# The abstract problem

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Observation: the optimal solution goes through each vertex in  $R$  exactly once, because of the metric.

## Previous results

A **regular** depot is a pair of input depot  $d$  and output depot  $d'$  with  $\text{dist}(d, d') = 0$ .

[Gharehgozli, Yu, Zhang, de Koster '17] considered special cases of the problem.

- $k = 4$ : 2 pairs of regular depots. Running time  $O(n^6)$ .
- $k = 2$ : 2 depots, one input, one output. Running time  $O(n^3)$ .



## Theorem

*The  $k$ -depot warehouse tour can be solved in*

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Counterintuitive! Having depots of only one type is harder.

**A simple polynomial time algorithm**

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## A simpler connectivity condition

### **Theorem**

*If  $H$  is valid, then it is connected if and only if  $D$  is connected.*



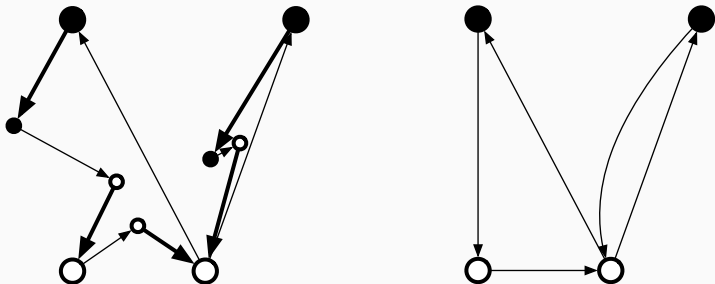
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3. If an optimum solution to the original problem contains all edges in  $F$ , then  $H$  is an optimum solution to the original problem.

## Structure graph of a solution

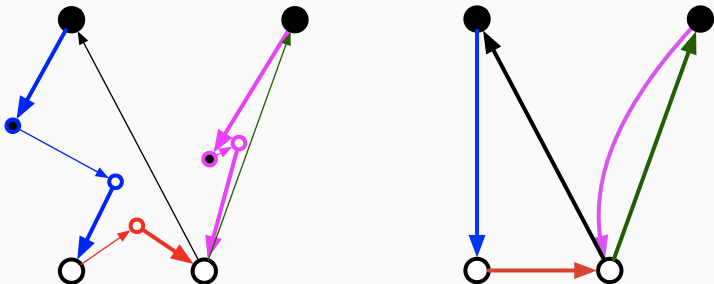
The **structure graph** of a solution is obtained by the following transformation. For each depot to depot path that does not contain any other depot  $P$ . Let  $P'$  be the sequence of internal vertices, and  $P$  is from  $d$  to  $d'$ . We create an edge  $e$  from  $d$  to  $d'$ , and give it the label  $P'$ .





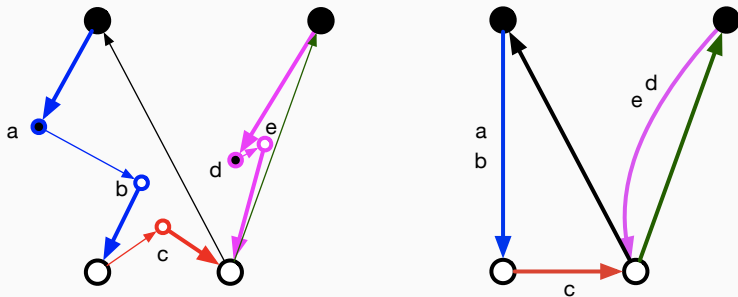
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There are

$$f(k) \binom{n}{2} \binom{n-2}{2} \cdots \binom{n-2(k-1)}{2} = O(n^{2(k-1)})$$

trees.

## A slow polynomial time algorithm

### Theorem

*There exists an algorithm that solves the  $k$ -depot warehouse tour problem in  $O(n^{2(k-1)} \cdot n^{2.5}) = O(n^{2k+\frac{1}{2}})$  time.*



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Worse than the state of the art for  $k \leq 4$ .

**Faster algorithm: using a better set of trees.**

Our analysis:

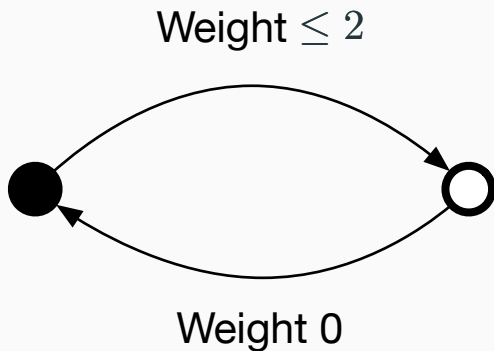
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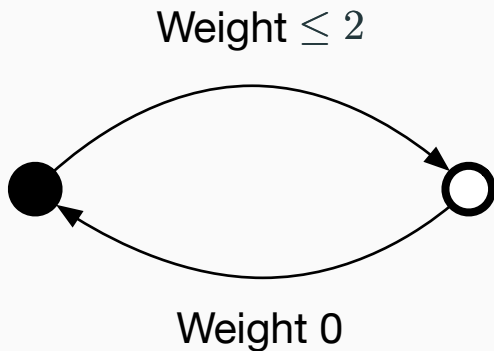
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Idea: Let  $\mathcal{T}$  be the set of *minimum* spanning trees.

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Yes!



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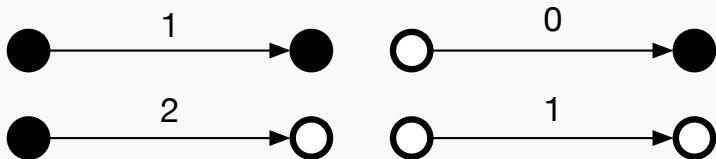
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## Corollary

*There exists an algorithm for  $k$ -depot warehouse tour with running time  $O(n^k + n^{2.5})$ , for the case when there is at least one input and output depot.*

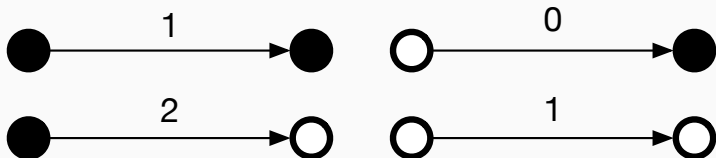
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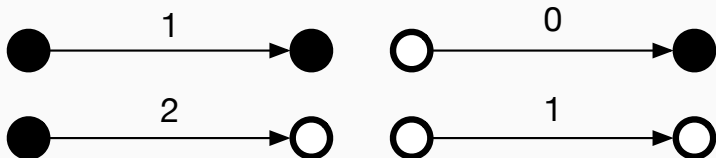


Summarized by having vertex weights.

- $w_0(v) = 0$  if  $v \in D_O$ ,  $w_0(v) = 1$  if  $v \in D_I$ .
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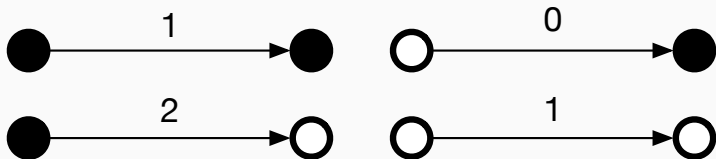
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# Ear decomposition

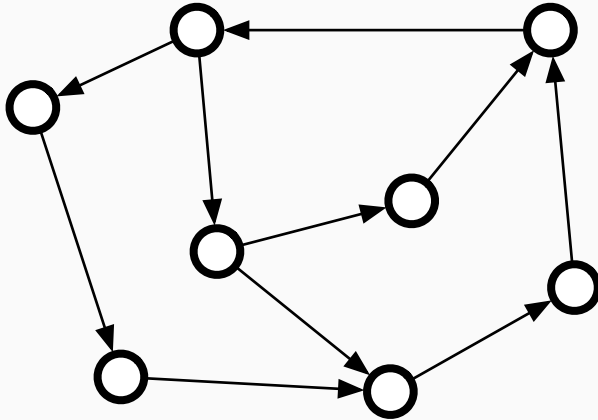
Let  $G = (V, E)$  be a directed graph. A sequence of set of edges  $E_1, \dots, E_k$  that partitions  $E$  is a **ear decomposition** if:

- $E_1$  is a cycle, each  $E_2, \dots, E_k$  is a path(including cycles).
- The start and end of the path  $E_i$  are vertices in  $V(E_1 \cup \dots \cup E_{i-1})$ . No other vertex in  $V(E_i)$  is in  $V(E_1 \cup \dots \cup E_{i-1})$ .

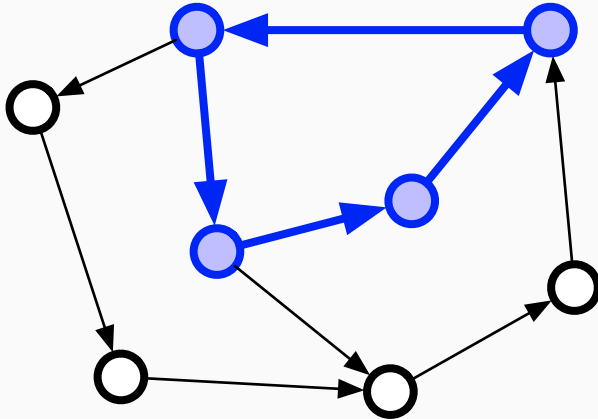
$E_1, \dots, E_k$  are called **ears**.



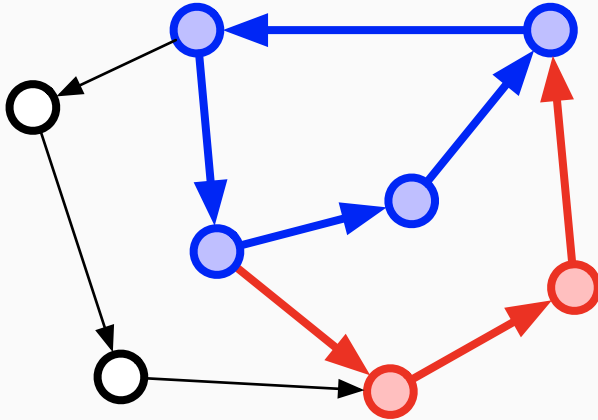
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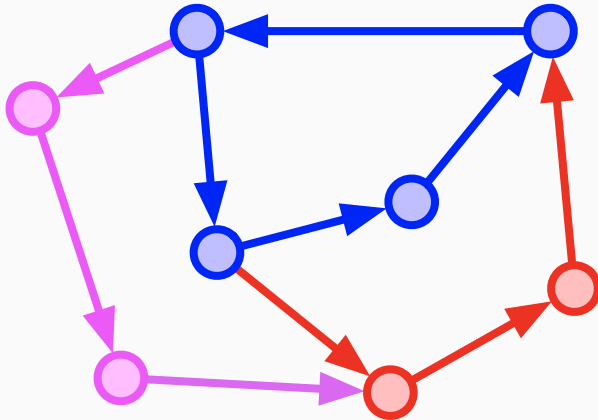
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## Example of an ear decomposition



## Theorem

*Let  $G$  be a strongly connected directed graph, and  $C$  is a cycle in  $G$ . There exists a ear decomposition  $E_1, \dots, E_j$  where  $E_1 = C$ .*

## Proof of the MST theorem

Proof by induction on the number of ears in the ear decomposition.

Let  $H$  have ear decomposition  $E_1, \dots, E_t$ . We can choose  $E_1$  to be a cycle with at least one input depot and one output depot.

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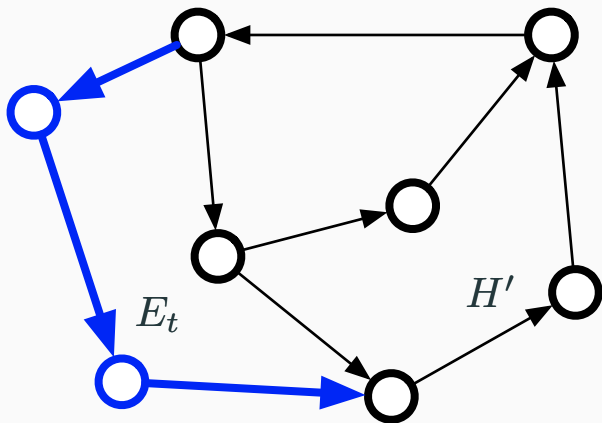
The total edge weight is  $\sum_{e \in C} w'(e) = \sum_{v \in C} w_0(v) + w_1(v) = k$ . Take any path from an input depot to an output depot, and remove the weight 2 edge in the path. □

## Inductive step

Path case. Assume  $E_t$  is a path and not a cycle.

$$H' = (V(E_1 \cup \dots \cup E_{t-1}), E_1 \cup \dots \cup E_{t-1}).$$

$$\text{mst}(H) \leq \text{mst}(H') + w'(E_t) - \max_{e \in E_t} w'(e).$$

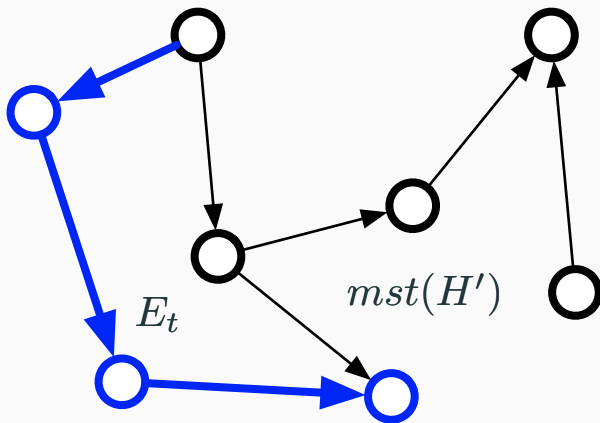


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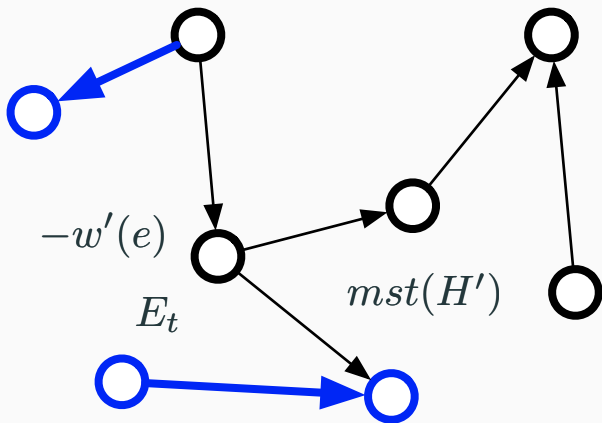


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## Inductive step. cont.

$$\begin{aligned} \text{mst}(H) &\leq \text{mst}(H') + \sum_{e \in E_t} w'(e) - \max_{e \in E_t} w'(e) \\ &\leq (|V(H')| - 2) + \sum_{e \in E_t} w'(e) - \max_{e \in E_t} w'(e) \\ &= (|V(H')| - 2) + (|V(E_t)| - w_1(u) - w_0(v)) - \max_{e \in E_t} w'(e) \\ &= (|V(H)| - 2) + 2 - w_1(u) - w_0(v) - \max_{e \in E_t} w'(e). \end{aligned}$$

We have to show that  $w_1(u) + w_0(v) + \max_{e \in E_t} w'(e) \geq 2$ .

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Same proof by induction on ear decomposition. The base case is a single cycle  $C$ , where  $\text{mst}(C) = k - 1$ , the rest of the proof follows.

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- Multiple machines. Solvable in polynomial time if number of empty depot is constant. [Unpublished]
- Each request is a set of locations. Unknown status, preliminary work with Madan and Shen.

**Thank you!**