

2024 Optimization Grand Challenge

Effective Bundle Enumeration and Tree-structured Improvement

Team

P R O

Members

Park Yebin

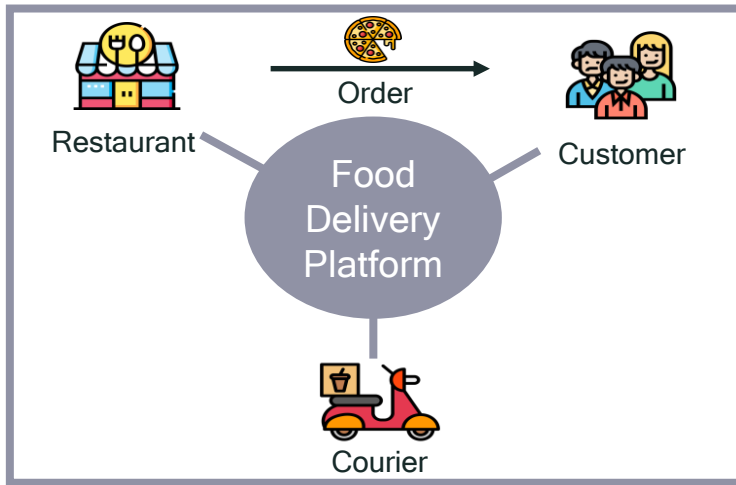
Roh Youngjoo

Oh Seyoung

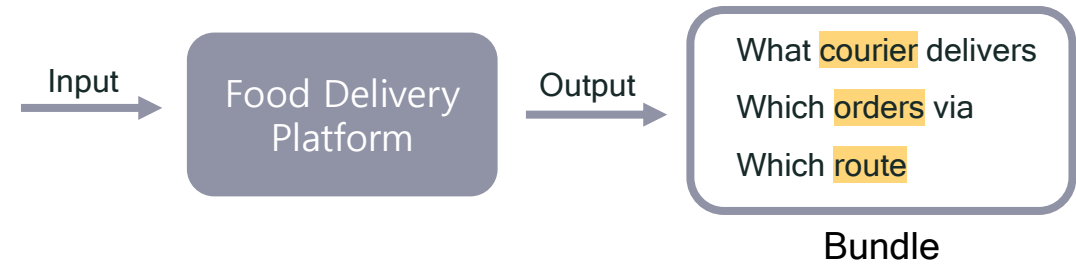
October 24, 2024

Motivation

Backgrounds and Theoretical Basis



- **Order**
 - pickup, delivery
 - time window
 - volume
- **Courier**
 - capacity
 - speed
 - availability



Multiple Pickup and Delivery Problem

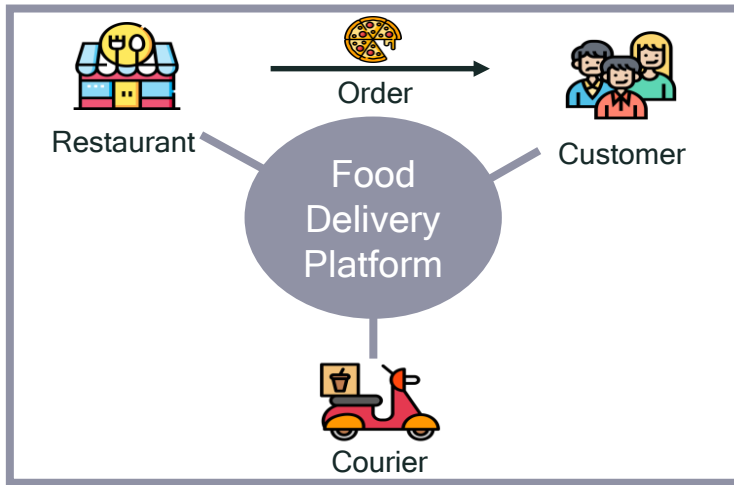
- NP-hard
- Limitation of Column Generation on Set partitioning Formulation



Practical and general solution approach
for real-world scale instances by leveraging structural advantages

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- **Order**
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Input

Food Delivery Platform

Output

What **courier** delivers
Which **orders** via
Which **route**

Bundle

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Practical and general solution approach

for real-world scale instances by leveraging structural advantages

$$\min \sum_{r \in \Omega} c_r \mathbf{x}_r$$

$$\text{s.t. } \sum_{r \in \Omega} a_{ir} \mathbf{x}_r = 1 \quad \forall i$$

$$\sum_{r \in \Omega} \mathbf{x}_r = |V|$$

$$\mathbf{x}_r \in \mathbb{B} \quad \forall r \in \Omega$$

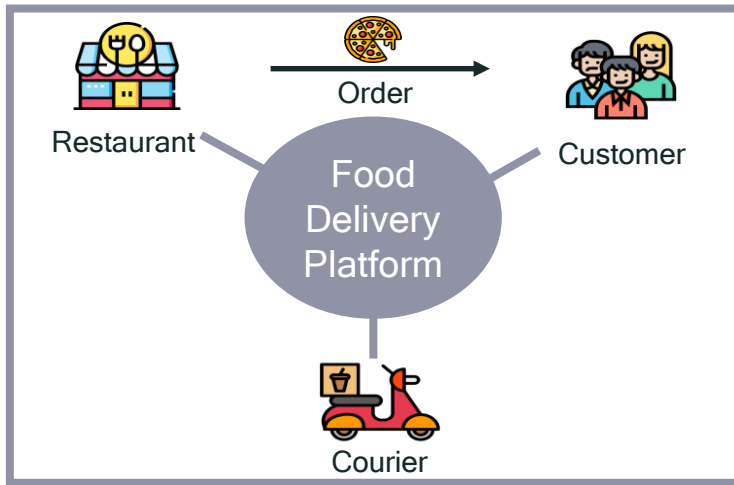
perfect formulation

if bundles are subtrees from a specific tree

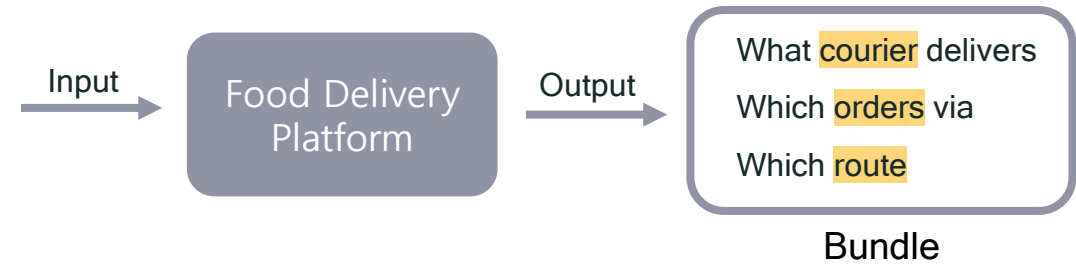
Notation	n	number of requests
	V	set of vehicles
	Ω	set of feasible routes
	c_r	cost of route $r \in \Omega$
	a_{ir}	binary constant, 1 if route $r \in \Omega$ includes request i
Variables	\mathbf{x}_r	binary variable, 1 if route $r \in \Omega$ includes request i

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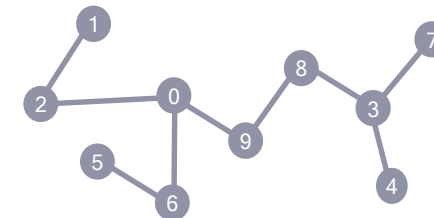
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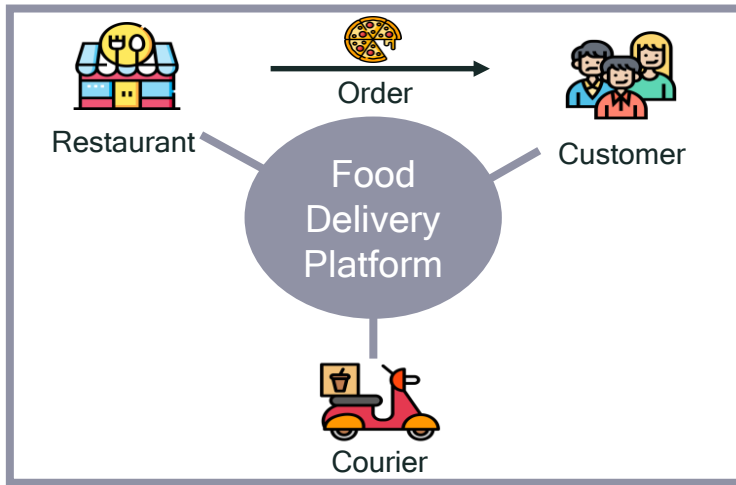
Subtrees on Tree

- Tree : an undirected, connected, acyclic graph
- Subtree: subgraph of the tree

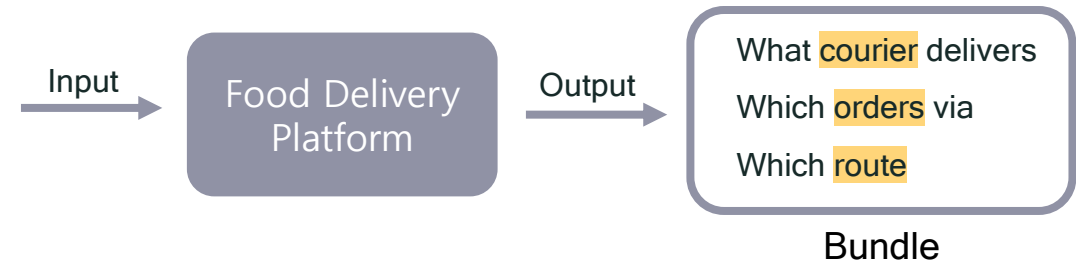


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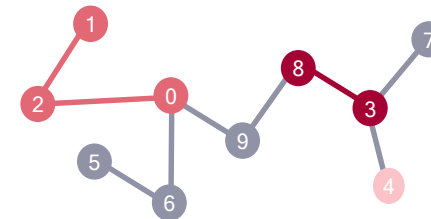
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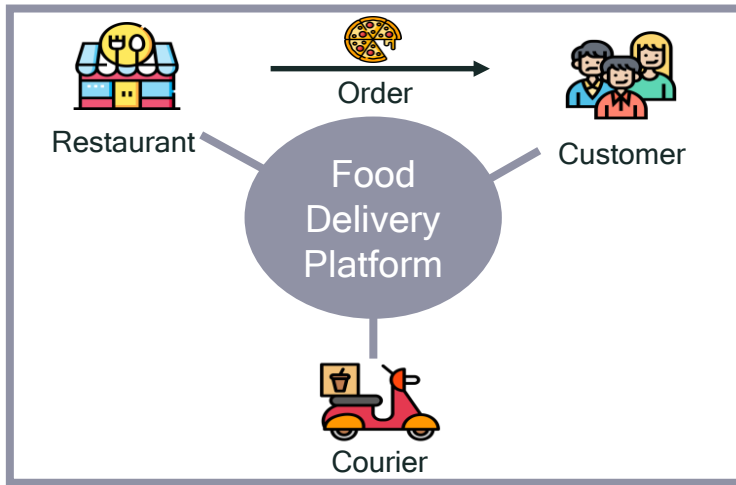
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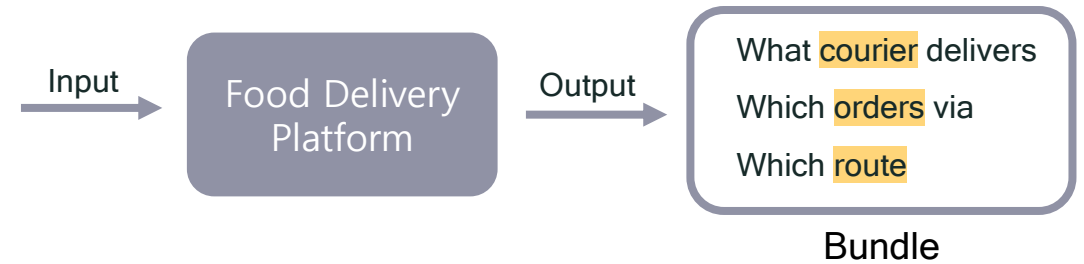


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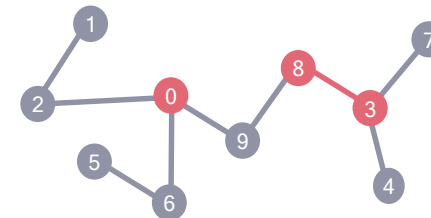
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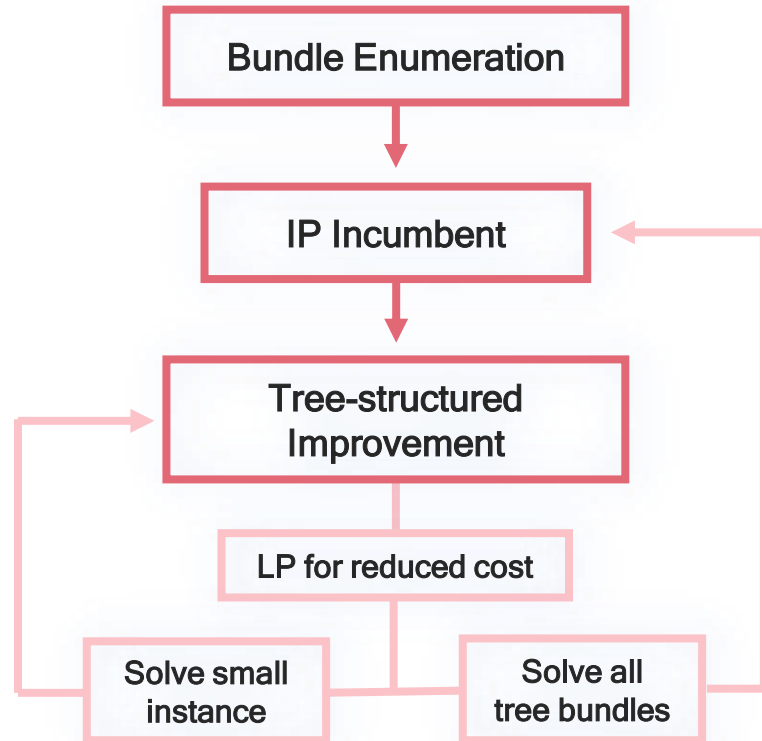
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Algorithm Framework

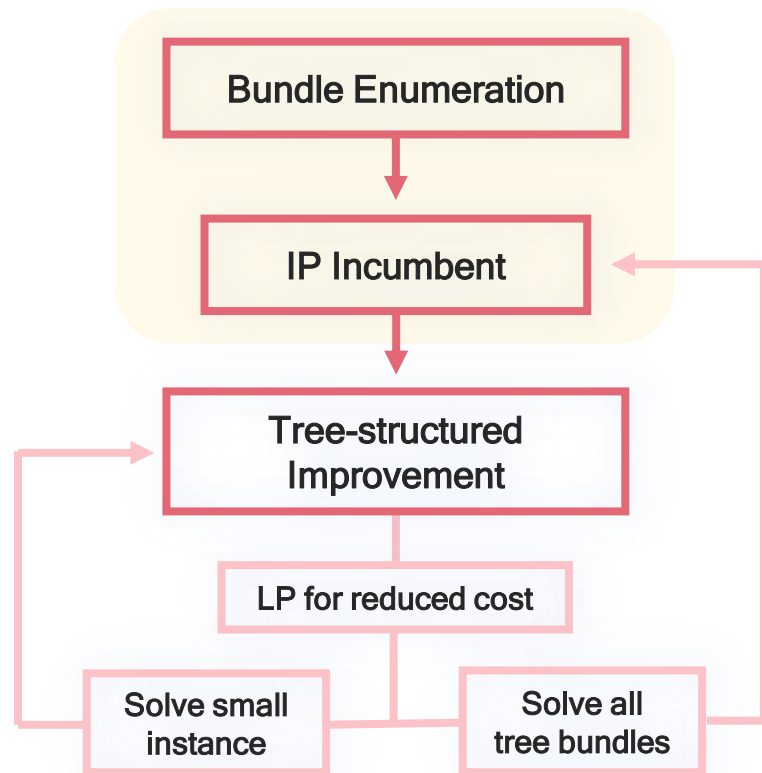
Logics and Details



< Algorithm Flowchart >

Algorithm Framework

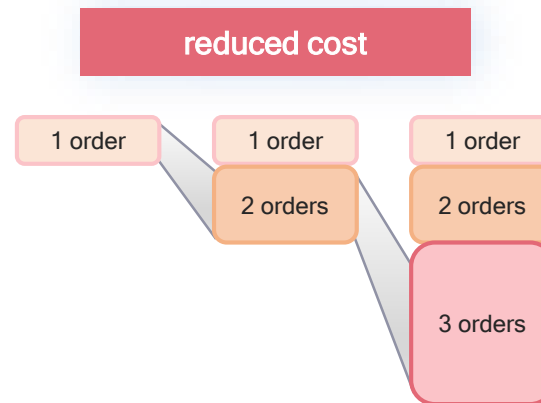
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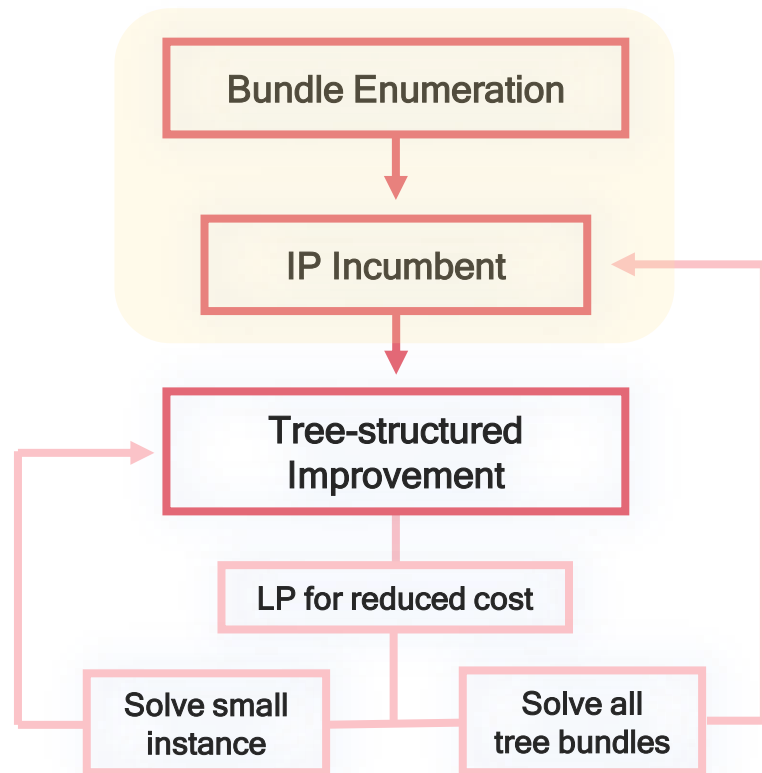
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- Bundle: [What **courier** delivers, Which **orders** via, Which **route**]
- Profitable Bundle Enumeration



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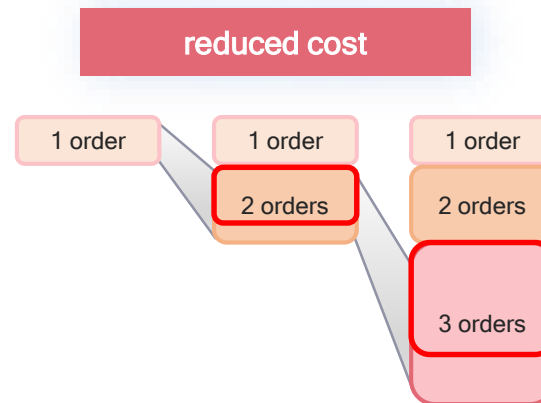
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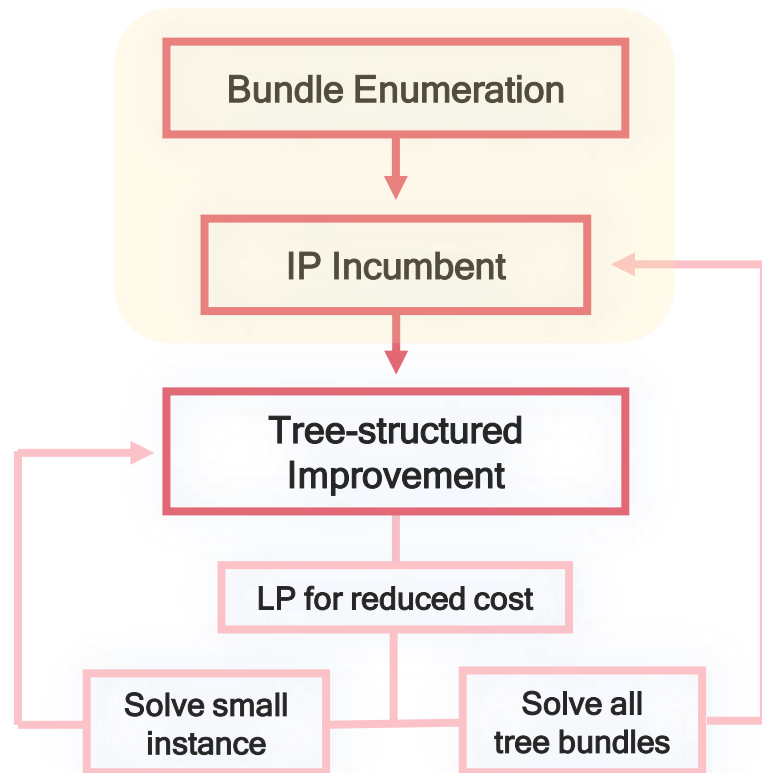
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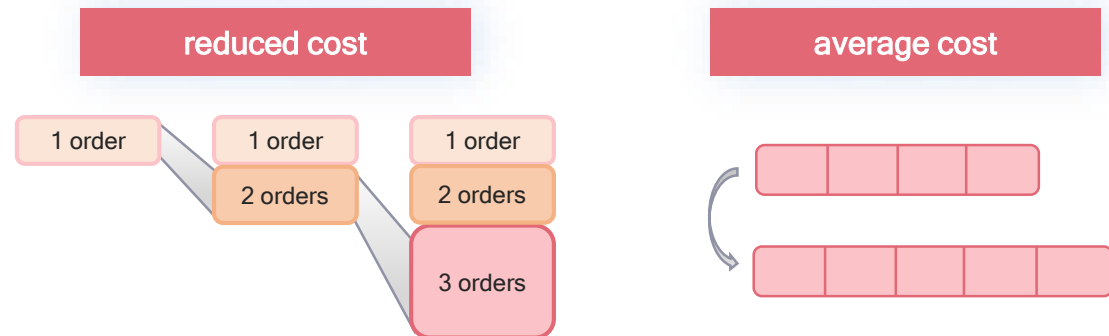
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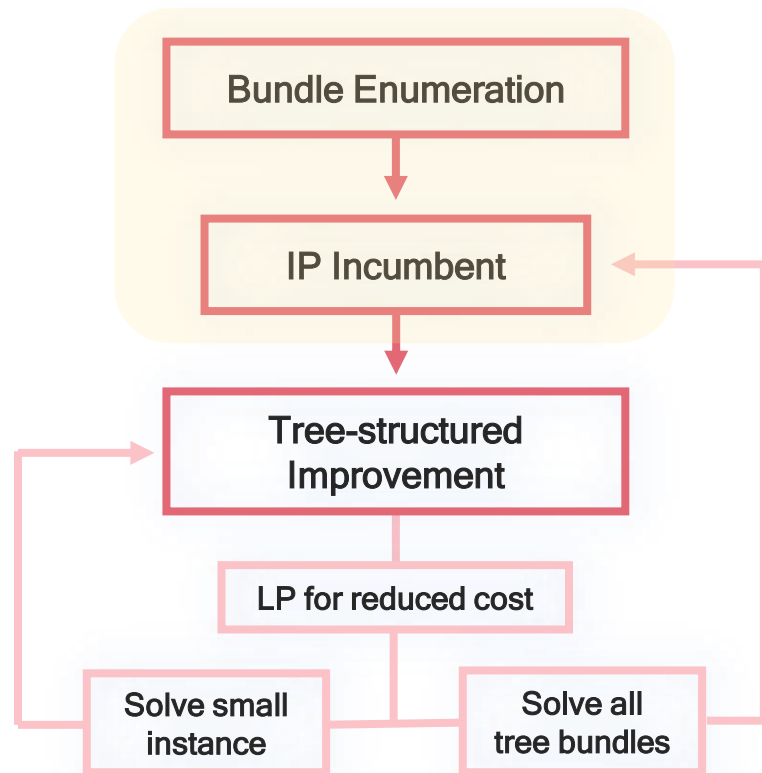
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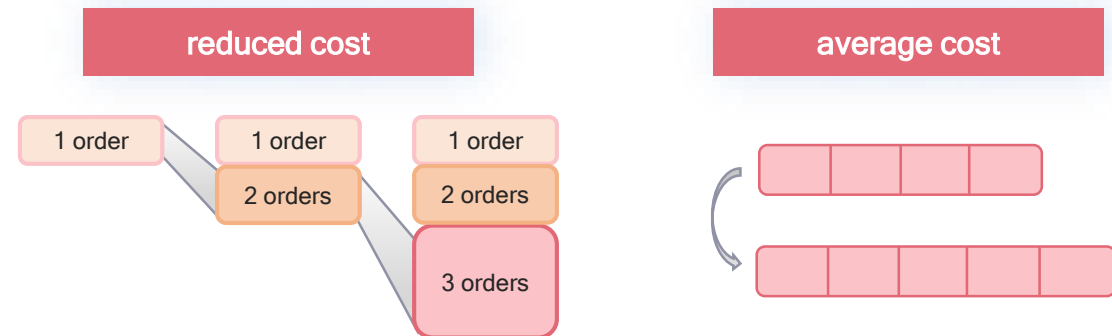
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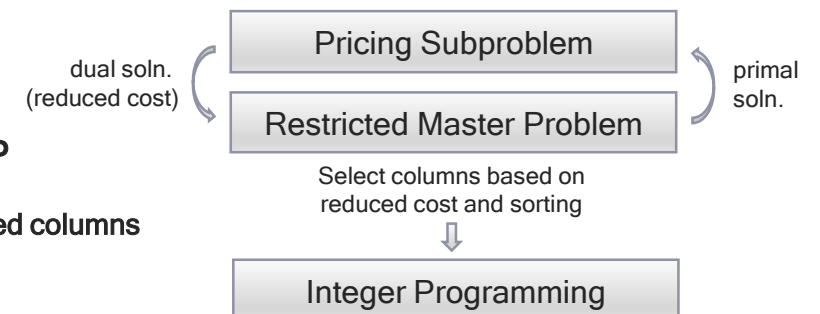
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2. IP Incumbent

- Column Selection by LP
- Restricted IP using selected columns

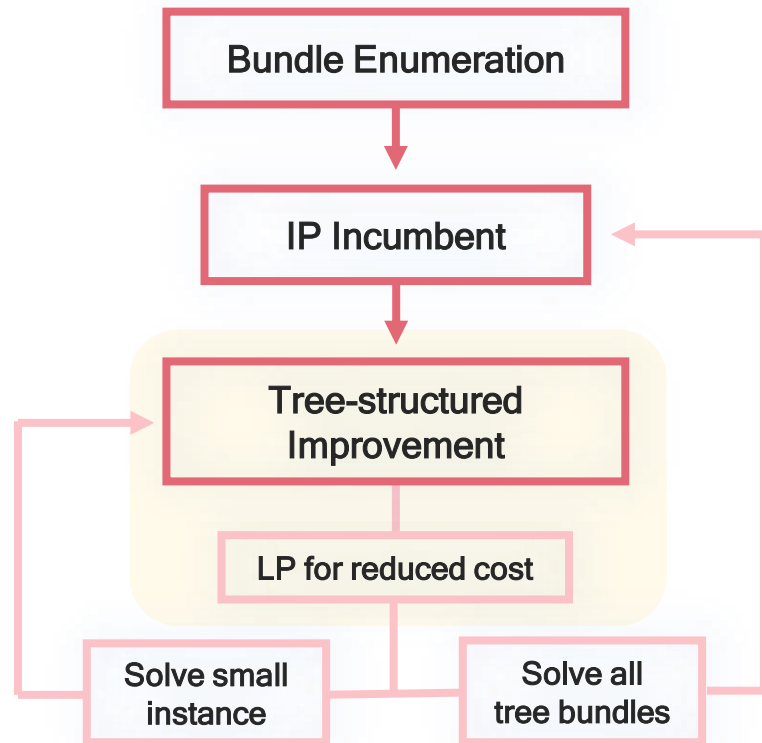


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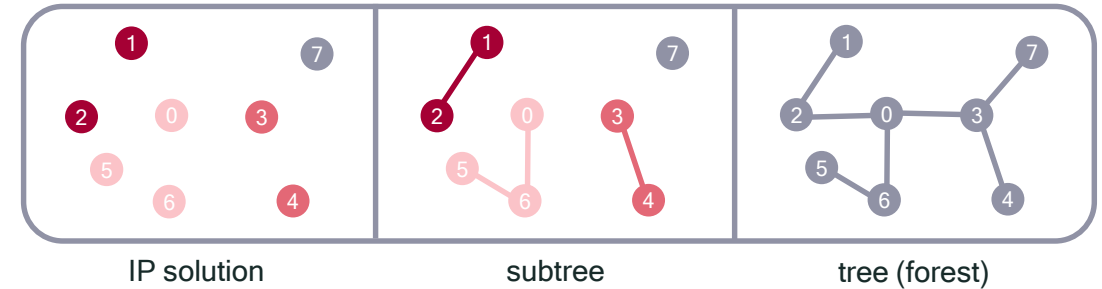
Logics and Details

3. Tree-structured Improvement

3-1. Tree Construction from IP Solution



< Algorithm Flowchart >



Alt 1. Delivery sequence
Alt 2. Pickup sequence
Alt 3. Deadline slack

Deadline slack¹⁾

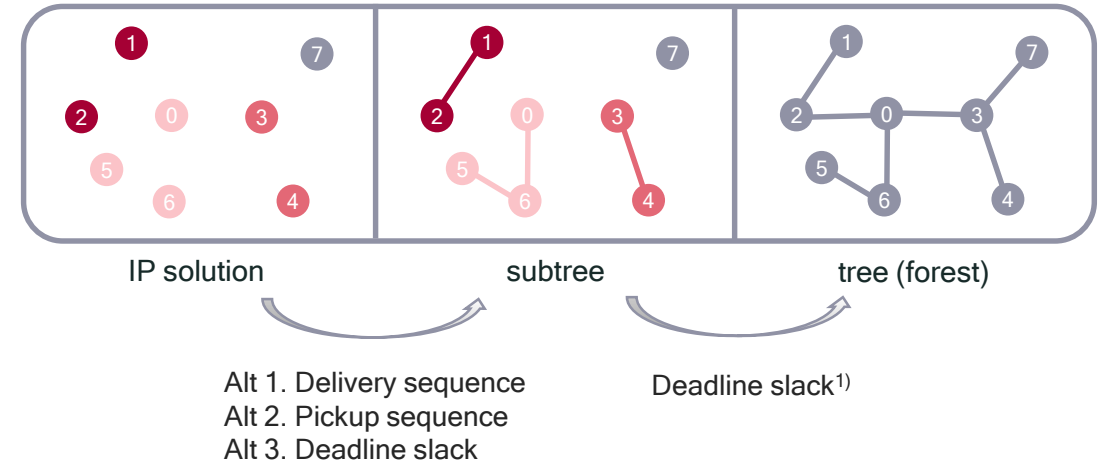
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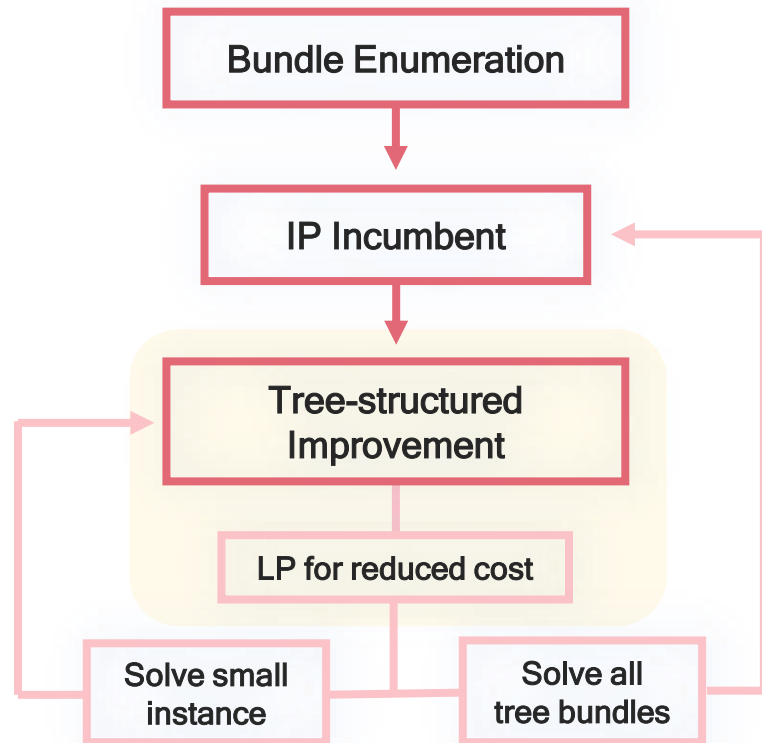
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3-2. LP for reduced cost and tree improvement



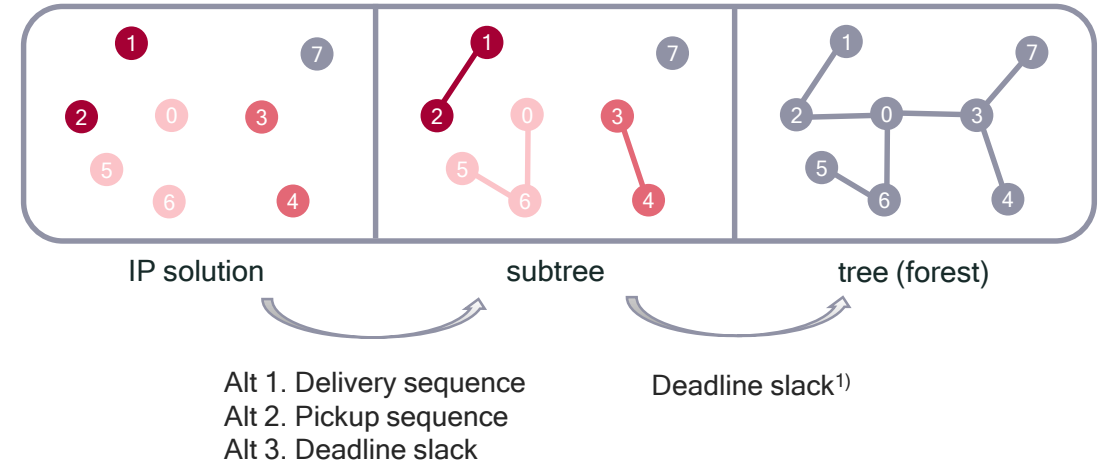
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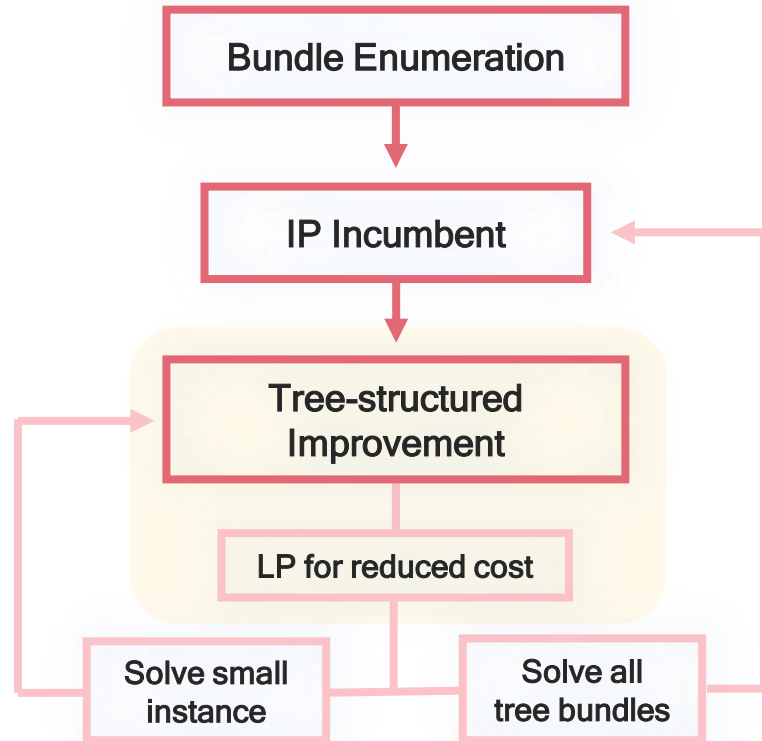
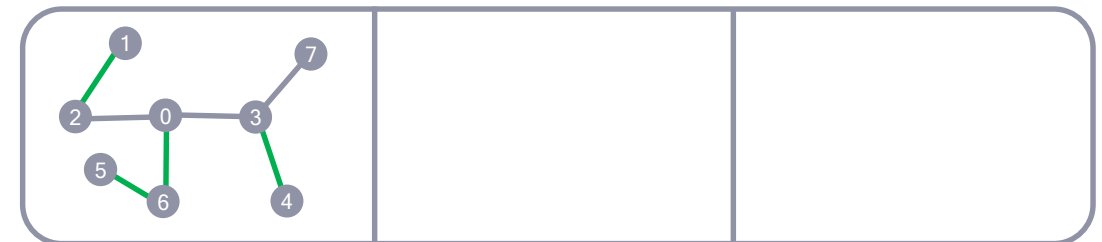
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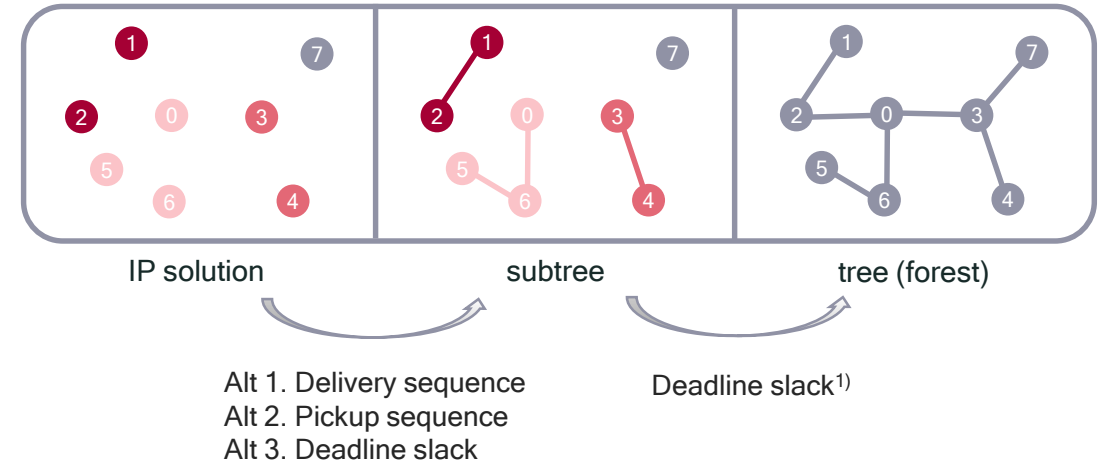
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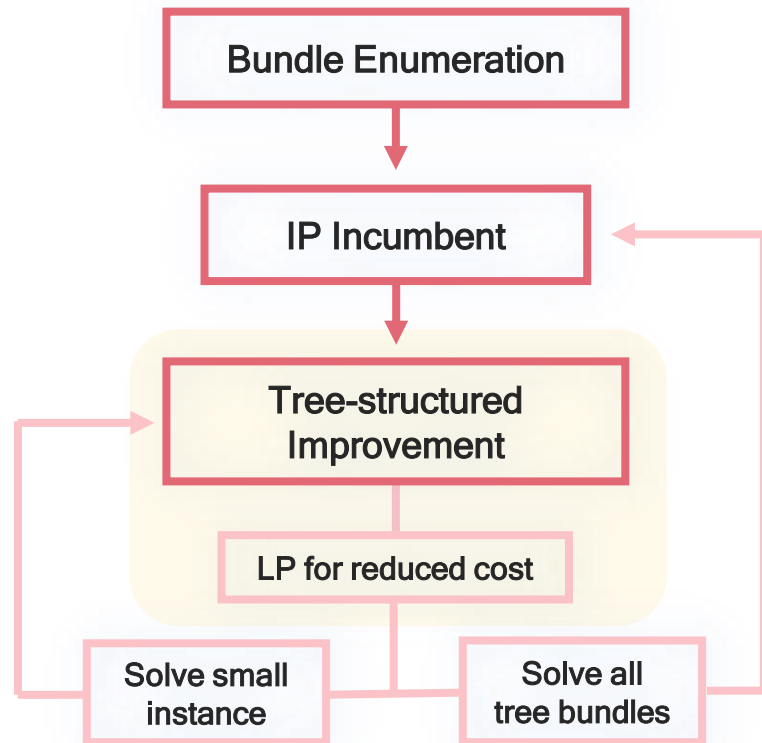
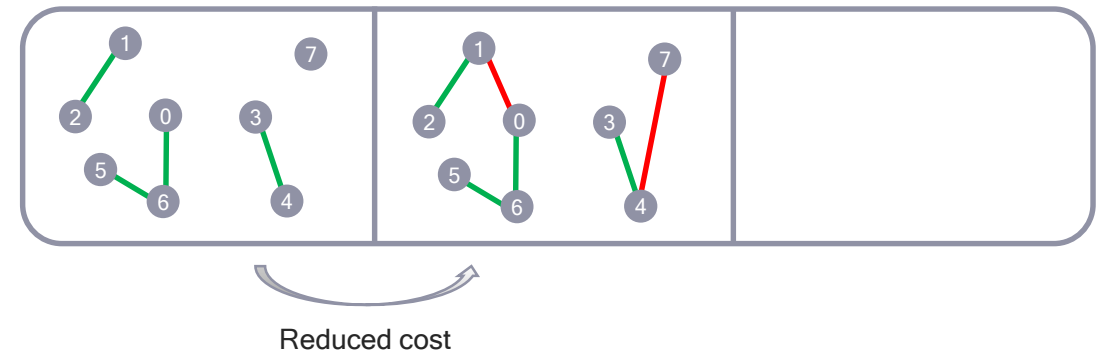
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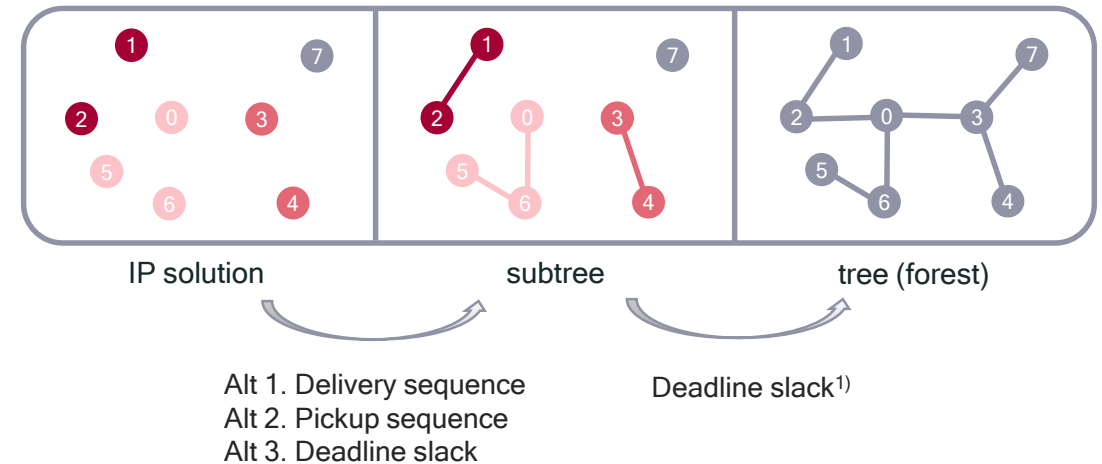
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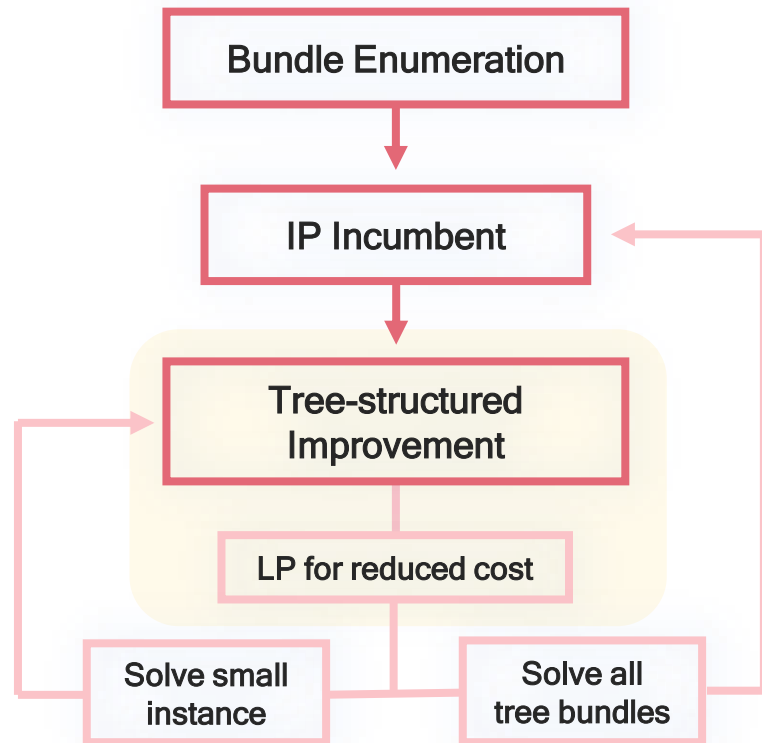
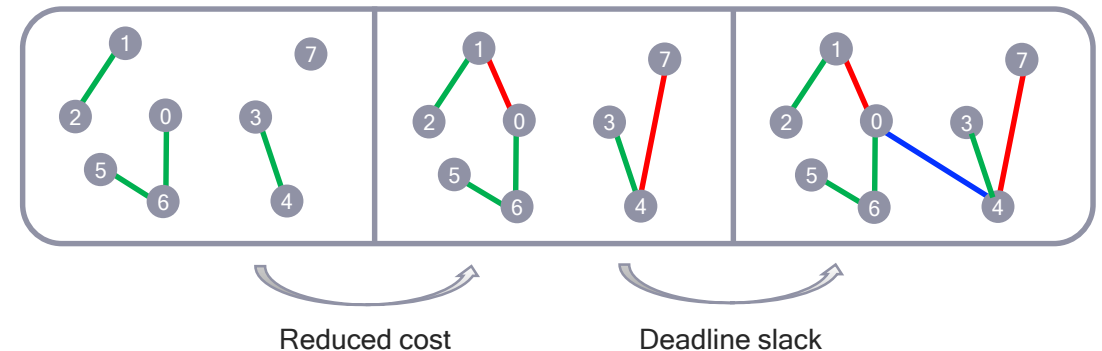
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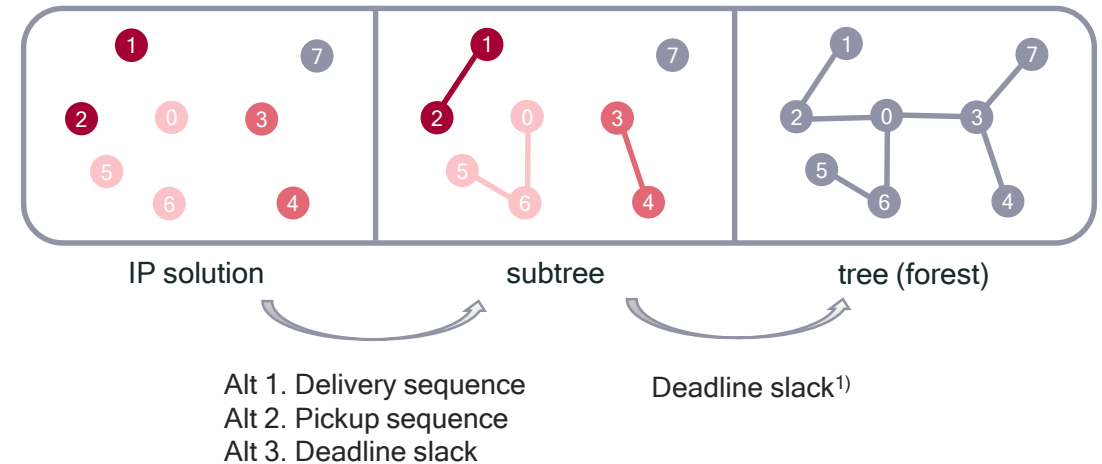
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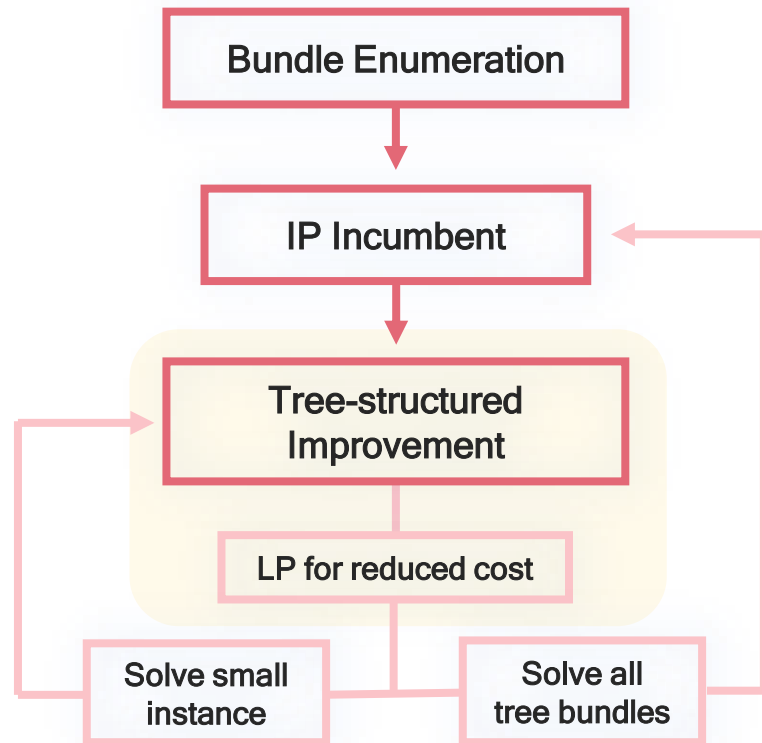
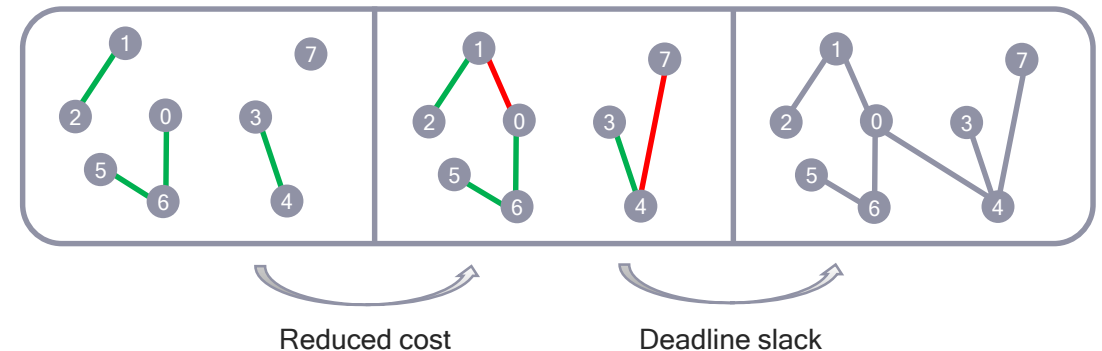
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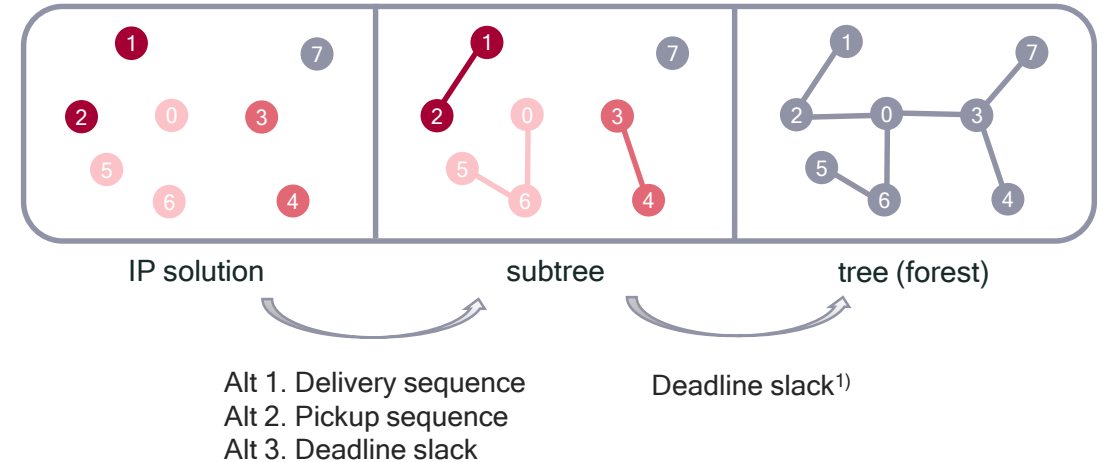
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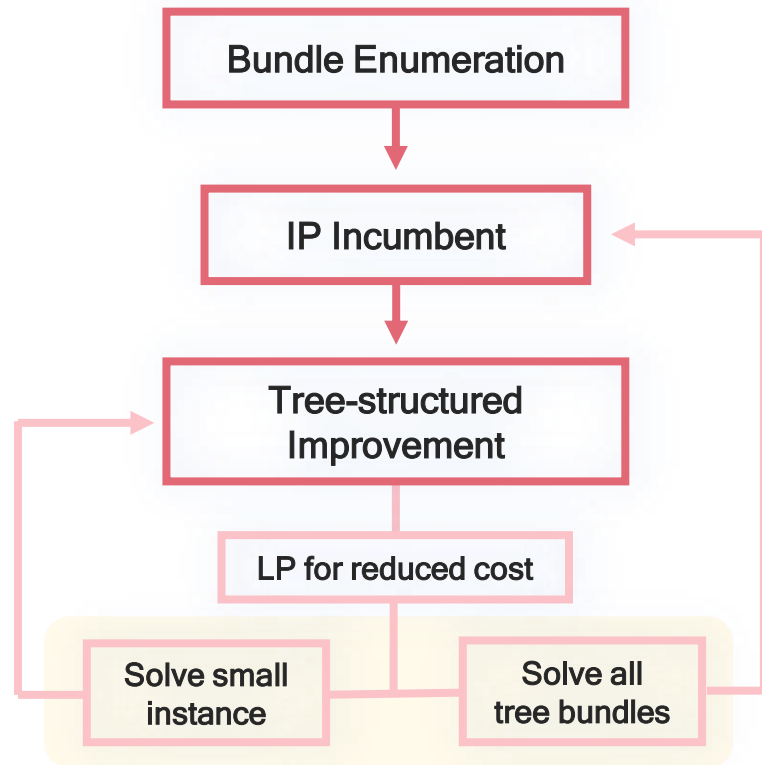
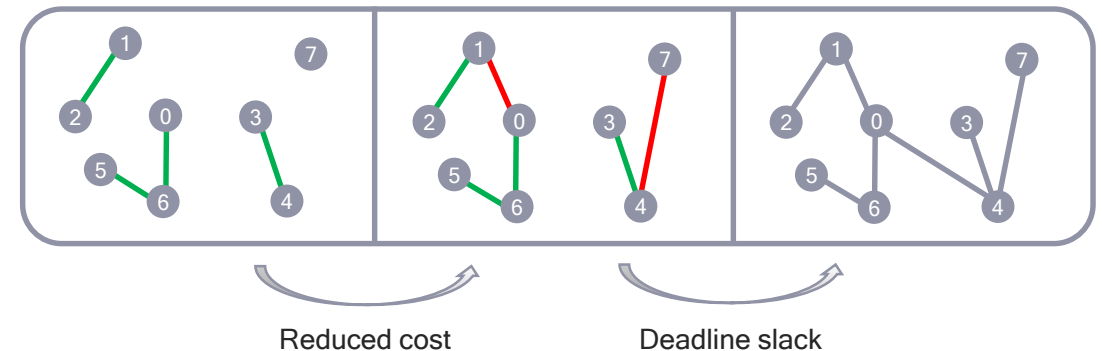
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Computational Implementations

Skills and Environments

- **Implementations**

Languages	C	for implementing all core algorithms
	Python	for handling data input and solution output
Packages	FICO Xpress	for optimization tasks
	pthread	for multithreading and parallel processing in bundle enumeration
	hashmap	for efficient data management using hash maps (open source)

- **Computational Environments**

- ▶ Intel Core i7-4770S CPU processor (3.10GHz with 16GB RAM)

- **Instances**

- ▶ stage 1, 2, 3 problems from OGC2024 & TEST instances from OGC2024

- 500 orders instances : stage 2-1, stage 2-3, stage 2-5, TEST 2-4, TEST 2-5

- 1000 orders instances : stage 2-2, stage 2-4, stage 2-6, TEST 2-1, TEST 2-2

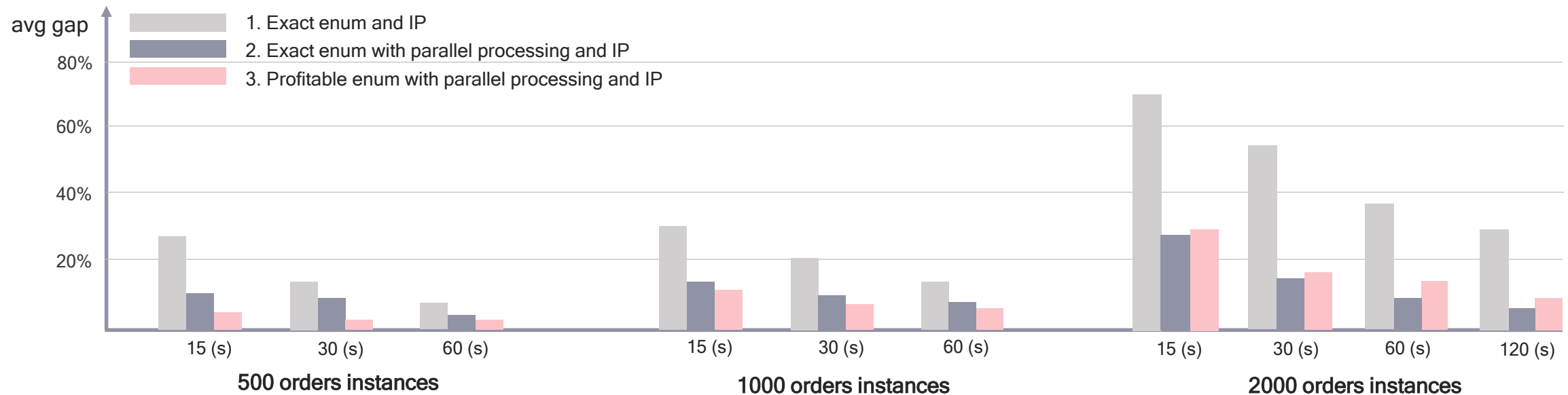
- 2000 orders instances : stage 3-1, stage 3-2, stage 3-3, TEST 3-1, TEST 3-2

Key Strengths

Algorithmic Advantages and Related Results

Bundle Enumeration

- More Time Gain with Less Solution Quality Loss



where $\text{avg gap} = \text{avg}(\frac{\text{obj} - \text{best obj}}{\text{best obj}}) \times 100$ (%) with best obj from 300s time limit

Key Strengths

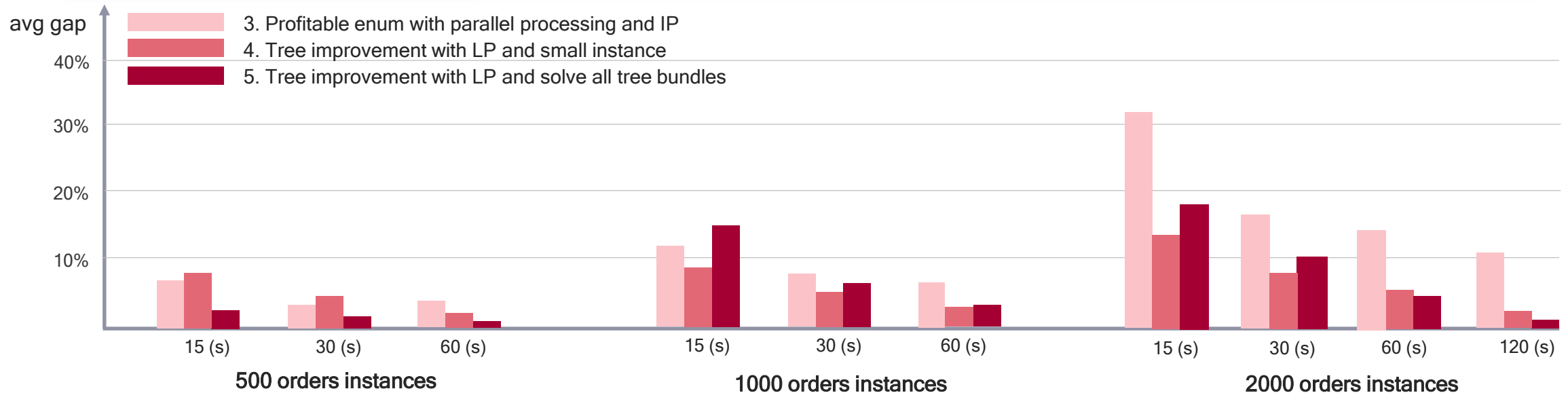
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- Longer bundles observed
- Monotonic improvement
- Near similarity between IP and LP due to tree structure



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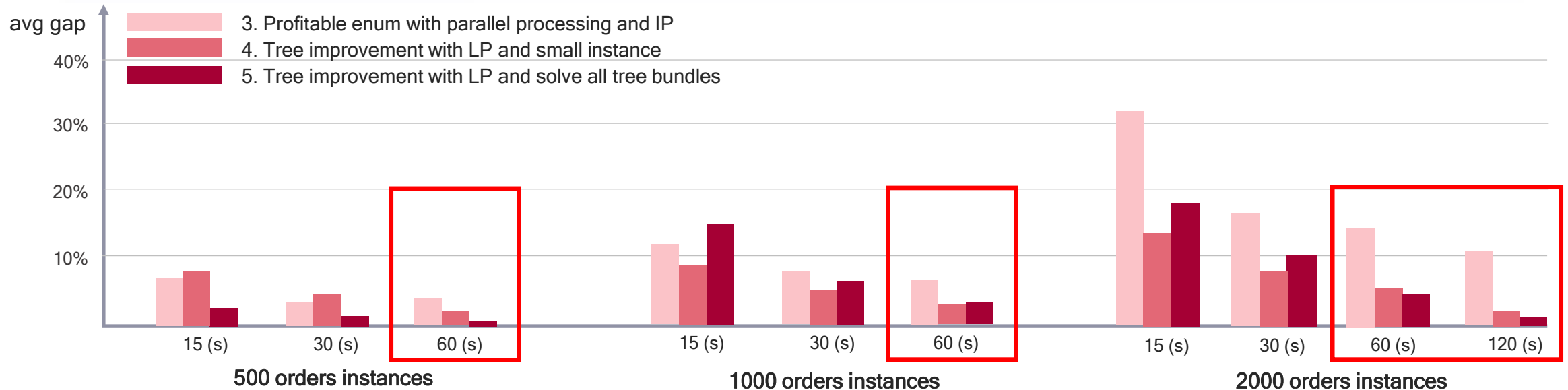
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Concluding Remark

Future Works and Participation Experience

Future Works

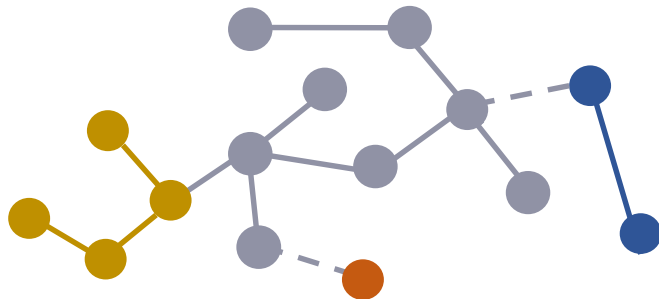
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 - Targeted improvements for each component
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- **Dynamic Order Handling : Tree Reconstruction**
 - Incremental algorithm suitable for real-time order changes

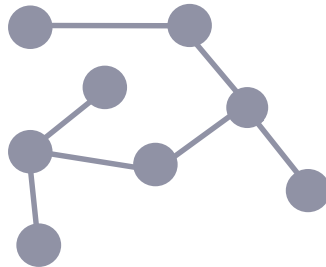


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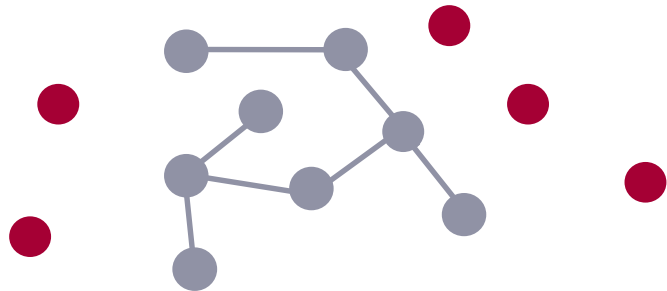


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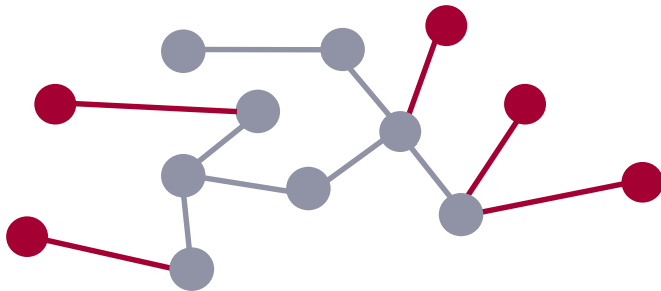


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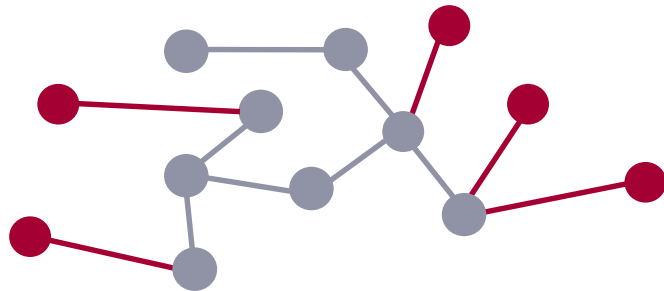


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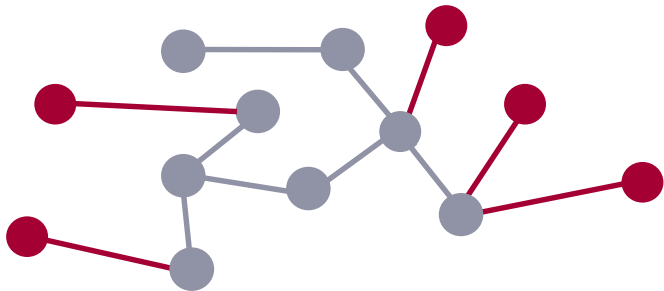
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 - ▶ Regularly changing scoring instances for each stage, instead of fixed instances
 - ▶ Providing additional information (e.g., amount of time exceeded, obj value), when the time limit is surpassed

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- **Suggested Future Directions for OGC**
 - ▶ Regularly changing scoring instances for each stage, instead of fixed instances
 - ▶ Providing additional information (e.g., amount of time exceeded, obj value), when the time limit is surpassed
- **Reflections on Participation**
 - ▶ Opportunity to explore algorithms suitable for real-world problems using provided data
 - ▶ Chance to develop and advance research topics

Thank You !

Team PRO

