



Parallelizing VRP post-processing

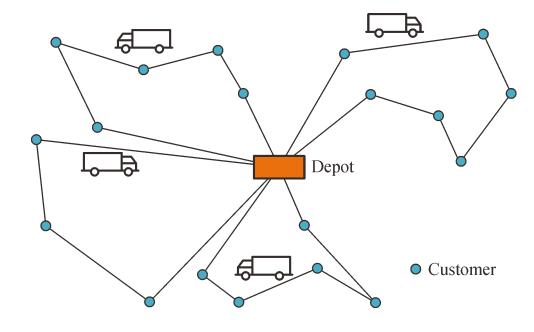
Tanvir Ibna Kaisar ID: 4728644603 CSCI 596 Final Project

Instructor: Professor Aiichiro Nakano



Background





- 1. NP-hard problem
- 2. Oftentimes post-processing needed



Typical Post-processing



For each tour, we solve:

$$\begin{aligned} & \min_{p,\epsilon} \quad \sum_{i \in N} \epsilon_i^{IR} + \sum_{i \in N} \epsilon_i^S + \epsilon^{BB} \\ & \text{subject to,} \quad p_i \leq p_i^{(i,j)} + \epsilon_i^S \quad \forall i \in N_c \ \forall j \in (N_c \cup N_r) \\ & \sum_{i \in N_c} p_i = \mathcal{C}(N_c) + \sum_{i \in N_c} \epsilon_i^{IR} + \sum_{i \in N_c} \epsilon_i^S + \epsilon^{BB} \\ & p_i \leq 2c_{i0} + \epsilon_i^{IR} \quad \forall i \in N_c \\ & p_i \geq 0 \quad \forall i \in N_c \\ & \epsilon_i^{IR}, \epsilon_i^S, \epsilon^{BB} \geq 0 \end{aligned}$$

Just a flavor of how complicated postprocessing could get

- 1. Linear program
- Parallelization



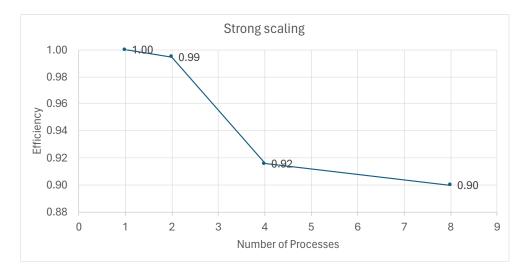
Result

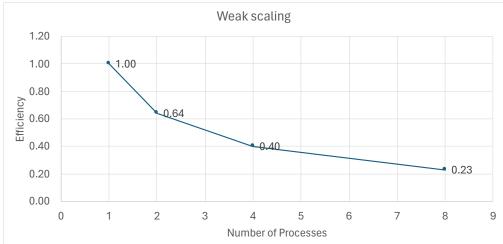


Typical measure of workload for LP models is the number of nodes (not quite, as we will see later)

• Nodes: 50, 100, 200, 400

Number of processors: 1, 2, 4, 8









Why weak scaling efficiency is so bad?

	# processor	num_nodes	num_var	num_constr	factor_var	factor_constr
	1	50	162	2466	1	1
Change to 4	2	100	328	9932	2.02	4.03
Change to 16 ———	4	200	666	39870	4.11	16.17
	8	400	1270	149724	7.84	60.72

- Number of constraints increases at a higher rate. For example, 400 node problem has 60 times more constraints than 50 node problem.
- We cannot know apriori how the number constraints will grow for linear programs.
- To test our theory, we increase the number of workers for the second and the third data point according to the factor_constr column.
- We ignore the 4th data point because the number of workers needed would be too high.



Analysis



- Adjusting for the number of constraints we get weak scaling efficiency closer to our expectation.
- We ignored the 4th data point because the number of workers needed would be too high.

Weak scaling (w.r.t # of constraints)

