Algorithm 1: selectVehicleType

Function *selectVehicleType*$(VT, da\_access, ivt, v\_free, G, K, \tau, n\_size, n\_prim)$
  for *each vehicle type* VT **do**
    $V_{\text{cand}} = \emptyset$
    for *each vehicle* **do**
      $pos \leftarrow$vehicle's current location
      $d \leftarrow$vehicle's depot
      for k = *1 to* n_{prim} **do**
        $V_{\text{cand}} \leftarrow V_{\text{free}} \cap K_k^{(pos)}$
      $p(VT_i) \leftarrow \sum_{v_j \in V_{\text{cand}}} \tau_{v_{\text{pos}} v_j}^{(VT_i)(d)}$
  $p_{\text{sum}} = \sum_{VT_i \in VT} p(VT_i)$
  return $rouletteWheel(p(VT), p_{sum})$;