A real-time conflict resolution algorithm for the train rescheduling problem

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OR-Unibo Operational Research Group



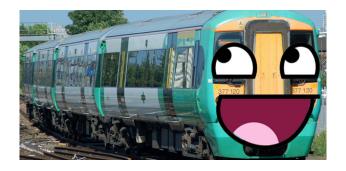
Thanks for the invitation to the Netherlands



- 1 Introduction
- 2 Modelling the problem
- 3 Real-time algorithm
- 4 Results
- 5 Conclusions

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AVVERTENZA

E concesso sulla Ferrovia S. Ellero-Saltino. il trasporto gratuito di un piccolo luguationi mu ecceda il peso di Kg. 10 ed il volume di 0.40×0.30×0.20.

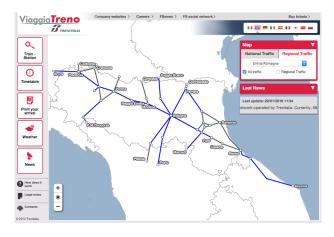


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телточо 57	5160	MILANO P.GAR	19:07			1
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	5288	SONDRIO	19:15			5
- 58	10879	MILANO P.GAR	19:37			4
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erroreo RE	2576	TIRANO	20:02			3





Disturbances and Disruptions

- Disturbances: minor impact, solved by temporary timetable changes;
- Disruptions: major impact, solved by changing rolling stock, long reroutings, cancellations.



Disturbances and Disruptions Outcome of a disruption



Forecast timetable

Nominal timetable \Rightarrow Disturbance \Rightarrow Forecast timetable.

The forecast timetable could now include conflicts!

Example: Train 1 delayed 10 minutes at platform 4, until 16:10; another train is due to platform 4 at 16:05!

Conflicts

- Capacity: two trains can't occupy the same track or platform at the same time;
- Illegal overtaking: overtaking can only take place on special segments of track;
- Headway: not enough time/space between two consecutive trains.



Conflicts Quite illegal overtake!



Time dependencies

Time dependency: precedence relation between two events.

Example: train 1 has to wait for train 2 at station $S \Rightarrow$ the event "Train 1 departs from station S" can only occur 5 minutes after the event "Train 2 arrives at station S".

They can be mandatory or logical: in this latter case, the dependency is satisfied only if doing so introduces a limited amount of delay.

It occurs when trains entering a node \neq trains exiting the same node.

Example: splitting (1 enters, >1 exit); merging (>1 enter, 1 exits); renaming (1 enters, 1 exits).

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Objective function

Hierarchical objective function:

- Unresolved conflicts get a big penalty;
- 2 Other terms get smaller penalties:
 - Delays
 - Braking logical time dependencies
 - Soft capacity violation
 - Taking detours
 - Not included: number of modified trains, increase in travel time, energy, etc.

Piecewise linear penalty profiles.

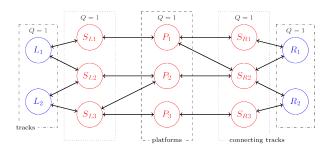


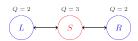
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- Nodes represent resources.
 - What a resource is, depends on the level of detail we want to achieve.

Graph

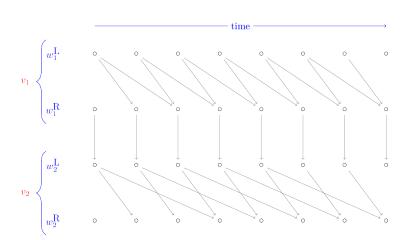




 $P_1 \rightarrow R_2$ not compatible with $P_2 \rightarrow R_1$

The network gets mapped on a digraph G = (V, E).

- Nodes represent resources.
 - What a resource is, depends on the level of detail we want to achieve.
- Arcs represent the possibility of moving from one resource to another.



Advantage: mixed micro- and macroscopic representations (time and space).



Advantage: many constraints can be modelled on the time-expanded graph.

■ Capacity: count how many trains use each node;

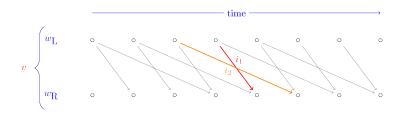


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- Min/max entry/exit times: do not create nodes that violate them;

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- Crossing and overtake: check for crossing arcs;

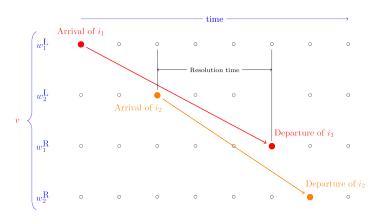




Overtaking

- Capacity: count how many trains use each node;
- Min/max entry/exit times: do not create nodes that violate them;
- Headway: check adjacent nodes in the same row;
- Crossing and overtake: check for crossing arcs;
- Time dependencies: check resolution time;





Time dependency

- Capacity: count how many trains use each node;
- Min/max entry/exit times: do not create nodes that violate them;
- Headway: check adjacent nodes in the same row;
- Crossing and overtake: check for crossing arcs;
- Time dependencies: check resolution time;
- Split/merge: count arcs entering/exiting nodes and that there is enough time.

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General outline

- Initial sorting of trains;
- 2 Build the timetables one-by-one, in the chosen order;
- "Shake" the train ordering;
- 4 Repeat 2 and 3 until the time limit hits.

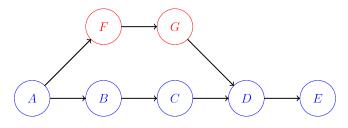
Initial sorting

Criteria used:

- Random:
- Congestion (# of conflicts caused if train delayed);
- Rev congestion;
- Path length;
- Time of earliest conflict;
- Speed;
- Rev speed.

Label setting algorithm on the time-expanded graph.

Label extension respects topological order.



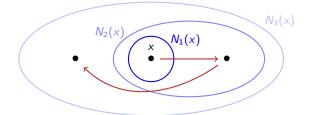
Only label component: cost.

Shaking Policy 1: Reduced VNS

Dispatching order: x

Nighbourhoods: $N_k(x)$ — perform at most k swaps

$$N_1(x) \subseteq N_2(x) \subseteq \ldots \subseteq N_k(x)$$



Shaking Policy 2: Tabu search

Tabu move: precedence relations between trains.

$$A - B - C - D \Rightarrow A - D - B - C$$
$$T = \{(B, D), (C, D)\}$$

Swap (A,B):

$$\blacksquare A - D - B - C \Rightarrow B - D - A - C \times$$

$$\blacksquare$$
 A - D - B - C \Rightarrow D - B - A - C \checkmark

Sparsification

Acceleration technique: time-expanded graph's travel arcs removal.

- Disabled
- Fixed-step
- Fixed-step with threshold
- Fixed-step linearly proportional to travel time
- Progressive

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Instances

- 13 instances: small, dense, network with single tracks used in both directions.
 - 15-33 trains
 - 1-37 conflicts
 - 1-4 hrs time horizon
- 6 instances: busy regional network, with few big stations and several small ones.
 - 103-151 trains
 - 20-97 conflicts
 - 45-75 min time horizon
- 4 instances: high-speed network, with frequent long-distance trains.
 - 55-71 trains
 - 22-72 conflicts
 - 1 hr time horizon

Parameter tuning Algorithm ingredients

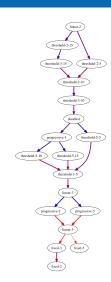
- Policy
 - RVNS or Tabu
- Sparsification method
 - 19 combinations of methods and respective parameters
- Initial sorting
 - 7 sortings
- Time limit
 - **2**, 10, (60) secs

Parameter tuning First step

For each policy and time limit, find the best sparsification method.



Parameter tuning First step: example RVNS 2s





Parameter tuning Second step

For each policy, time limit and corresponding sparsification, chose four initial sortings so to maximise the number of instances for which at least one of the chosen sortings provides the best result.

Parameter tuning Second step

- Instances *I*, sortings *S*.
- $\delta_{is} = 1$ iff sorting s provided the best result on instance i.
- Variable $x_s = 1$ iff sorting s should be selected.
- Variable $y_i = 1$ iff there is at least one slected sorting that produces the best result for instance i.

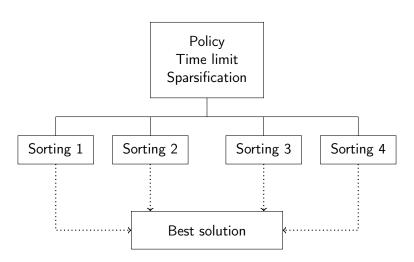
$$\min \quad \sum_{i \in I} y_i \tag{1}$$

s.t.
$$\sum_{s \in S} x_s = 4 \tag{2}$$

$$y_i \le \sum_{s \in S} x_s \delta_{is} \qquad \forall i \in I$$
 (3)



Parallel algorithm





Parallel algorithm

Tabu 2s progressive-2	Tabu 10s progressive-2	RVNS 2s linear-2	RVNS 10s progressive-3
Congestion	Congestion	Congestion	Congestion
Length	Conflict Time	Conflict Time	Conflict Time
Rev Congestion	Rev Congestion	Rev Congestion	Speed
Random	Rev Speed	Rev Speed	Random



Parallel algorithm 2s results

	Tabu			RVNS				
Instance	Sorting	Dev	Conf	Inf	Sorting	Dev	Conf	Inf
	Random	†1.00	1	0	Conflict time	†1.00	1	0
L2	Rev congestion	†1.10	0	0	Conflict time	1.30	0	0
L3	Random	†1.00	2	0	Rev speed	†1.00	2	0
L4	Rev congestion	1.29	0	0	Rev congestion	†1.23	0	0
L5	Length	1.38	0	0	Rev speed	†1.26	0	0
L6	Length	1.27	0	0	Rev speed	†1.23	0	0
P1	Rev congestion	1.47	0	0	Congestion	†1.00	0	0
P2	Rev congestion	†1.31	0	0	Conflict time	1.32	0	0
P3	Congestion	1.16	0	0	Conflict time	†1.08	0	0
P4	Random	2.04	0	0	Congestion	†1.81	0	0
N1	Length	1.20	0	0	Rev congestion	†1.19	0	0
N2	Length	†1.13	0	0	Rev congestion	1.26	0	0
N3	Rev congestion	†1.00	3	1	Rev congestion	†1.00	3	1
V4	Congestion	†1.00	0	0	Rev congestion	1.07	0	0
V5	Random	†1.00	0	0	Congestion	1.41	0	0
N6	Congestion	†1.00	0	0	Congestion	†1.00	0	0
V7	Length	†1.05	0	0	Rev speed	1.10	0	0
N8	Congestion	†1.24	0	0	Conflict time	3.52	0	0
V9	Congestion	†2.25	0	0	Conflict time	3.25	0	0
N10	Congestion	1.22	0	0	Conflict time	†1.11	0	0
N11	Congestion	†1.00	0	0	Congestion	†1.00	0	0
N12	Congestion	†1.00	0	0	Congestion	†1.00	0	0
N13	Congestion	†1.00	2	0	Congestion	†1.00	2	0
Overall		1.22	0.35	5.13		1.35	0.35	0.04

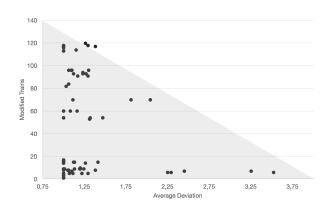


Parallel algorithm 10s results

	Tabu			RVNS				
Instance	Sorting	Dev	Conf	Inf	Sorting	Dev	Conf	Inf
	Rev congestion	†1.00	1	0	Conflict time	†1.00	1	0
L2	Rev congestion	1.09	0	0	Conflict time	1.30	0	0
L3	Conflict time	†1.00	2	0	Rev speed	†1.00	2	0
L4	Rev congestion	1.17	0	0	Rev congestion	†1.23	0	0
L5	Rev speed	1.29	0	0	Rev speed	†1.26	0	0
L6	Congestion	1.12	0	0	Rev speed	†1.23	0	0
P1	Rev speed	†1.00	0	0	Congestion	†1.00	0	0
P2	Conflict time	†1.00	0	0	Conflict time	1.32	0	0
P3	Congestion	†1.00	0	0	Conflict time	†1.08	0	0
P4	Rev speed	†1.11	0	0	Congestion	†1.81	0	0
N1	Rev speed	1.20	0	0	Rev congestion	†1.19	0	0
V2	Conflict time	†1.00	0	0	Rev congestion	1.26	0	0
V3	Congestion	†1.00	3	1	Rev congestion	†1.00	3	1
V4	Congestion	†1.00	0	0	Rev congestion	1.07	0	0
N5	Congestion	†1.00	0	0	Congestion	1.41	0	0
N6	Congestion	†1.00	0	0	Congestion	†1.00	0	0
V7	Congestion	†1.01	0	0	Rev speed	1.10	0	0
N8	Congestion	†1.24	0	0	Conflict time	3.52	0	0
V9	Congestion	†1.38	0	0	Conflict time	3.25	0	0
N10	Congestion	†1.22	0	0	Conflict time	†1.11	0	0
N11	Congestion	†1.00	0	0	Congestion	†1.00	0	0
N12	Congestion	†1.00	0	0	Congestion	†1.00	0	0
N13	Congestion	†1.00	2	0	Congestion	†1.00	2	0
Overall		1.08	0.35	0.04		1.19	0.35	0.04



Parallel algorithm Does modifying more trains help?



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Conclusions

- Versatile model (micro/macro);
- Rich model;
- Fast algorithm (one iteration \sim 0.1 sec);
- Solves real problems "out there";
- Validation?