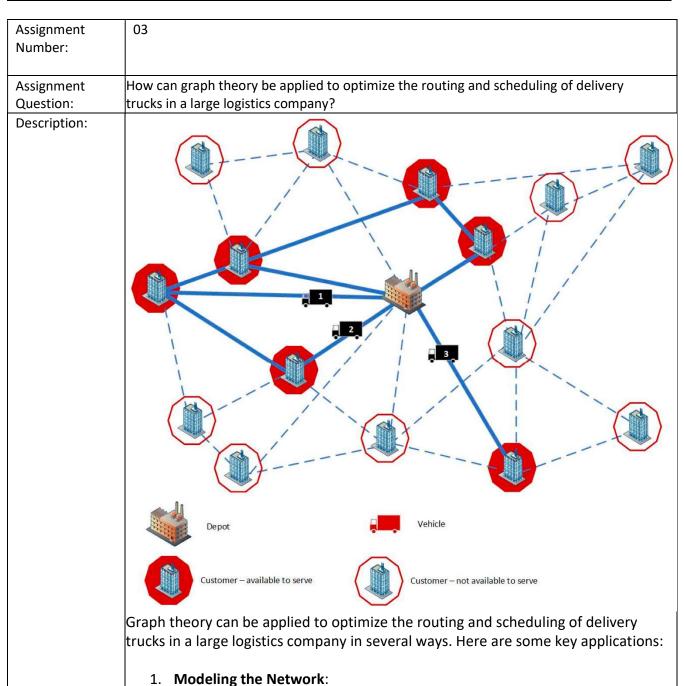


Department of Computer Engineering Probabilistic Graphical Model (PGM)

Semester	T.E. Semester V– Computer Engineering	
Subject	Probabilistic Graphical Model (PGM)	
Subject Professor In-charge	Prof .Ravindra Sangle	
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Grade and Subject		
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Representing the road network and delivery locations as a graph

where nodes represent locations (e.g., warehouses, delivery points, depots) and edges represent the roads or routes between them. This graph provides an abstract representation of the physical logistics network.

2. Shortest Path Algorithms:

 Using graph algorithms like Dijkstra's or A* to find the shortest path between two locations. This helps in determining the most efficient routes for delivery trucks to follow, minimizing travel time and distance.

3. Vehicle Routing Problem (VRP):

Formulating the VRP as a graph optimization problem. VRP involves
determining the optimal routes for a fleet of vehicles to service a set
of delivery points while considering constraints such as vehicle
capacity, time windows, and depot locations. Various VRP algorithms
and heuristics can be applied to solve this problem.

4. Traveling Salesman Problem (TSP):

 Adapting TSP to find the shortest route that visits a set of delivery points exactly once and returns to the starting point. While TSP is a well-known problem, it can be used as a building block in solving more complex routing and scheduling problems.

5. Graph Partitioning:

 Partitioning the delivery network graph into smaller subgraphs that can be assigned to individual trucks. This helps in load balancing and ensures that each truck's route is optimized.

6. Time-Dependent Routing:

 Considering real-time traffic conditions and road closures to dynamically update routes for delivery trucks. This involves modifying the graph edges' weights based on traffic data.

7. Scheduling Algorithms:

 Integrating scheduling algorithms with the graph-based routing to optimize the order and timing of deliveries. This can include techniques like time windows, time-dependent scheduling, and dynamic scheduling adjustments.

8. Resource Allocation:

 Modeling the allocation of trucks and drivers as a graph-based problem, where nodes represent available resources, and edges represent compatibility constraints. This helps in efficient resource allocation and scheduling.

9. Multi-Objective Optimization:

 Extending the graph-based models to consider multiple objectives, such as minimizing delivery time, fuel consumption, or operating costs. Multi-objective optimization techniques can be applied to find trade-off solutions.

10. Route Visualization:

• Using graph-based visualization tools to provide real-time tracking and visualization of delivery routes for monitoring and coordination.

By applying graph theory in these ways, logistics companies can achieve more efficient routing and scheduling of delivery trucks, leading to cost savings, reduced delivery times, and improved customer satisfaction.

