Clarke-Wright vehicle routing algorithm
Implementation Report

Sam Serrels
40082367@napier.ac.uk
Edinburgh Napier University
Algorithms and Data Structures (SET09117)

1 Introduction

Realistic Real time physics simulation is highly sought after in interactive applications, especially games. Achieving high-accuracy while maintaining performance in often resource restricted environments(I.E a games console) requires the highest level of optimisations and often results in a trade-off with simulation speed against Accuracy. This project attempts to record and analyse the performance of various optimisations on a simulated scene. This will be taken further by applying the project to various different processing architectures. The scene that will be simulated is a large set of Bouncy balls, travelling down a hill. [Clarke and Wright 1964] [Lysgaard 1997]

Physics Engines Large and complex video games tend to use 3rd party physics solutions, this vastly cuts down on the project development man-hours, and the maintenance thereafter. Third party physics solutions have the benefit of being battle tested out in the wild beforehand, so internal reliability is usually a given. A further benefit is that being developed solely for the purpose of being a "a good physics engine" by people who are usually experts in the field, large optimisations are already implemented. The problems arise in the implementation, the coupling of a physics engine and the existing codebase. While they are usually well coded, they are not tailor made to each game.

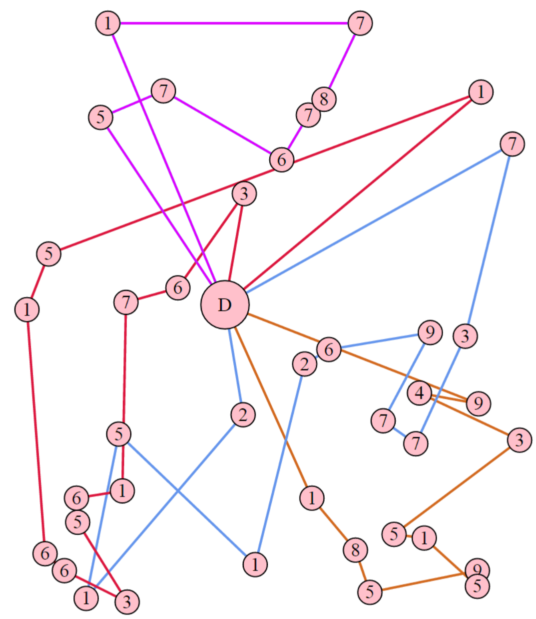

Figure 1: ***Bullet Physics PS3 Pipeline*** *- Requires Intermediate Data Swapping Between PPU and SPU*

2 Method

Optimising for Physics Engines Trying to regain performance from an external physics engine can be a hard task, diving into the source code requires expert knowledge of the inner-workings of the whole system. A common path is to shape the design of the game code to conform better to the demands of the physics engine and hope that the internal optimisations will be sufficient. Often enough, they are not.

3 Results

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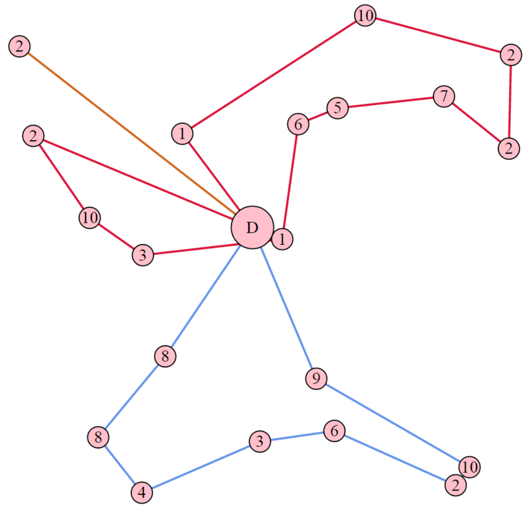

Figure 2: ***Bullet Physics PS3 Pipeline*** *- Requires Intermediate Data Swapping Between PPU and SPU*

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4 Conclusions

Optimising for Physics Engines Trying to regain performance from an external physics engine can be a hard task, diving into the source code requires expert knowledge of the inner-workings of the whole system. A common path is to shape the design of the game code to conform better to the demands of the physics engine and hope that the internal optimisations will be sufficient. Often enough, they are not.

5 Appendix

References

CLARKE, G., AND WRIGHT, J. 1964. Scheduling of vehicles from a central depot to a number of delivery points. *Operations Research 12*, 4, 568–581.

LYSGAARD, J. 1997. Clarke and wright's savings algorithm http://pure.au.dk/portal-asb-student/files/36025757/bilag_e_savingsnote.pdf. *Department of Management Science and Logistics, The Aarhus School of Business*.

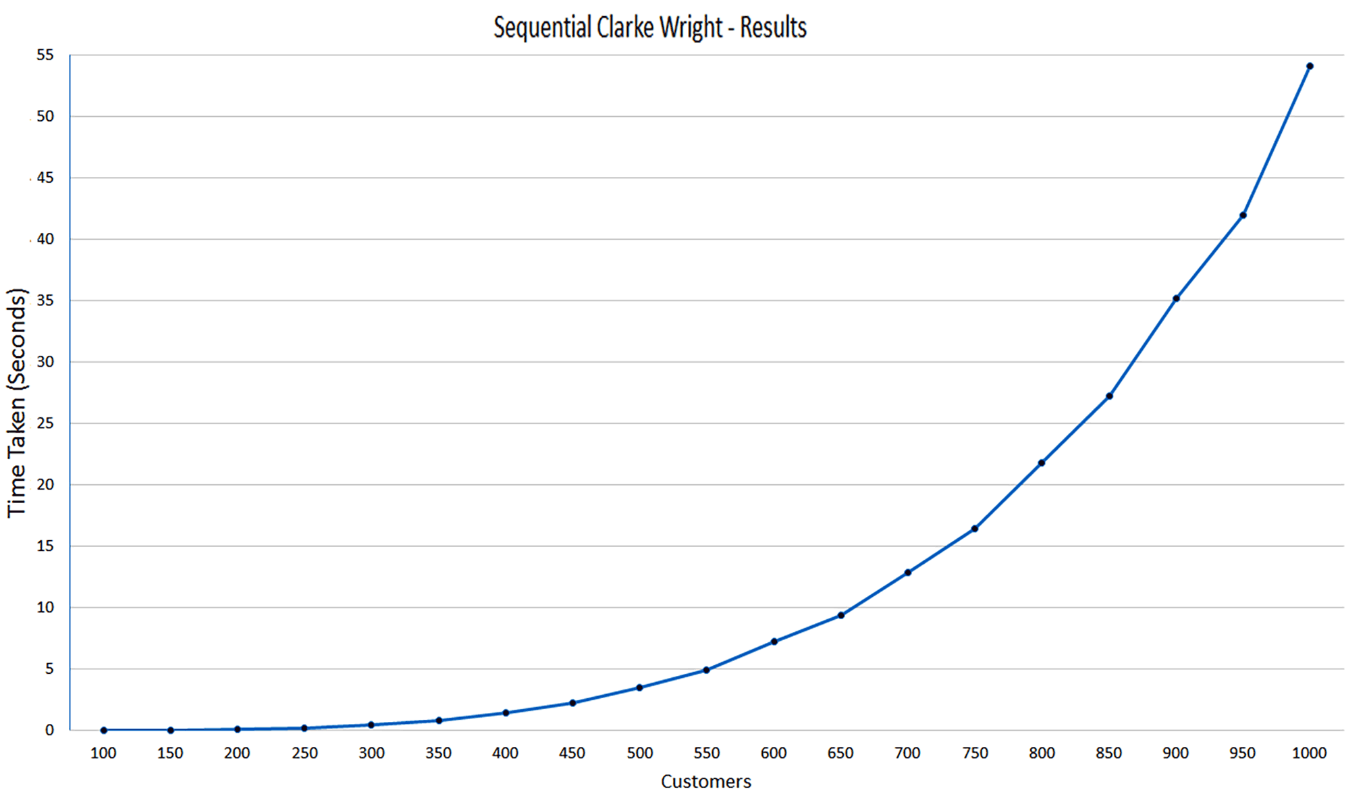

Figure 3: ***Sequential Clark Wright implementation results*** *- Requires Intermediate Data Swapping Between PPU and SPU*

6 Code

6.1 ClarkeWright.java

```java
import java.util.ArrayList;
import java.util.Collections;
import java.util.HashSet;
import java.util.List;

class Route implements Comparable<Route>
{
 private int _capacity;
 private int _weight;
 private double _cost;
 private double _savings;
 public ArrayList<Customer> customers;

 private void calculateSavings(){
  double originalCost = 0;
  double newCost = 0;
  double tempcost =0;
  Customer prev = null;

  for(Customer c:customers){
   tempcost = Math.sqrt((c.x*c.x)+(c.y*c.y));
   originalCost += (2.0*tempcost);

   if(prev != null){
    //distance from previous customer to this customer
    double x = (prev.x - c.x);
    double y = (prev.y - c.y);
    newCost += Math.sqrt((x*x)+(y*y));
   }else{
    newCost += tempcost;
   }

   prev = c;
  }

  newCost += tempcost;
  _cost = newCost;
  _savings = originalCost - newCost;
 }

 public Route(int capacity){
  _capacity = capacity;
  customers = new ArrayList<Customer>();
  _weight =0;
  _cost= 0;
  _savings =0;
 }

 public void addCustomer(Customer c, boolean order){
  if(order){
   customers.add(0,c);
  }else{
   customers.add(c);
  }

  if(c.c > _capacity){
   System.out.println("Customer order too large");
  }

  _weight += c.c;

  if(_weight > _capacity){
   System.out.println("Route Overloaded");
  }

  calculateSavings();
 }

 public double getSavings(){
  return _savings;
 }
 public double getCost(){
  return _cost;
 }
 public int getWeight(){
  return _weight;
 }
 public int compareTo(Route r) {
  return Double.compare(r.getSavings(), this._savings);
 }

}

public class ClarkeWright
{
 public static int truckCapacity = 0;

 public static ArrayList<List<Customer>> solve(ArrayList<Customer> customers){
  ArrayList<List<Customer>> solution = new ArrayList<List<Customer>>();

  HashSet<Customer> abandoned = new HashSet<Customer>();

  //calculate the savings of all the pairs
  ArrayList<Route> pairs = new ArrayList<Route>();

  for(int i=0; i<customers.size(); i++){
   for(int j=i+1; j<customers.size(); j++){
    Route r = new Route(truckCapacity);
    r.addCustomer(customers.get(i),false);
    r.addCustomer(customers.get(j),false);
    pairs.add(r);
   }
  }
  //order pairs by savings
  Collections.sort(pairs);

  //start combining pairs into routes
  for(int i=0; i<pairs.size(); i++)
  {
   Route ro = pairs.get(i);

   for(int j=i+1; j<pairs.size(); j++){
    Route r = pairs.get(j);
    Customer c1 = r.customers.get(0);
    Customer c2 = r.customers.get(r.customers.size()-1);
    Customer cr1 = ro.customers.get(0);
    Customer cr2 = ro.customers.get(ro.customers.size()-1);

    //do they have any common nodes?
    if(c1 == cr1){
     //could we combine these based on weight?
     if(c2.c + ro.getWeight() <= truckCapacity){
      //Does the route already contain BOTH these nodes already?
      if(!ro.customers.contains(c2)){
       ro.addCustomer(c2, true);
      }
     }
    }else if (c1 == cr2){
     if(c2.c + ro.getWeight() <= truckCapacity){
      if(!ro.customers.contains(c2)){
       ro.addCustomer(c2, false);
      }
     }
    }else if (c2 == cr1){
     if(c1.c + ro.getWeight() <= truckCapacity){
      if(!ro.customers.contains(c1)){
       ro.addCustomer(c1, true);
      }
     }
    }else if (c2 ==cr2){
     if(c1.c + ro.getWeight() <= truckCapacity){
      if(!ro.customers.contains(c1)){
       ro.addCustomer(c1, false);
      }
     }
    }
   }
```

```

      //Remove any pairs that have any visited customers
      for(int j=i+1; j<pairs.size(); j++){
        Route r = pairs.get(j);
        Customer c1 = r.customers.get(0);
        Customer c2 = r.customers.get(1);
        byte a = 0;
        if(ro.customers.contains(c1)){
          a+=1;
        }
        if(ro.customers.contains(c2)){
          a+=2;
        }
        if(a>0){
          if(a == 1){
            abandoned.add(c2);
          }else if(a == 2){
            abandoned.add(c1);
          }else if(a == 3){
            abandoned.remove(c1);
            abandoned.remove(c2);
          }
          pairs.remove(r);
          j--;
        }

      }

    }

    //Edge case: A single Customer can get left out of all routes due to capacity constraints
    //abandoned keeps track of all customers not attached to a route
    for(Customer C:abandoned){
      //we could tack this onto the end of a route if it would fit
      //or just create a new route just for it. As per the Algorithm
      ArrayList<Customer> l = new ArrayList<Customer>();
      l.add(C);
      solution.add(l);
    }

    //output
    for(Route r:pairs){
      ArrayList<Customer> l = new ArrayList<Customer>();
      l.addAll(r.customers);
      solution.add(l);
    }
    return solution;
  }
}
```

6.2 VRSolution.java

Lines 20 to 28

```

  //Students should implement another solution
  public void clarkeWrightSolution(){
    ClarkeWright cw = new ClarkeWright();
    cw.truckCapacity = prob.depot.c;
    this.soln = cw.solve(prob.customers);
  }
```

6.3 Experiment.java

```
import java.util.*;
public class Experiment {

  public static void main(String[] args)throws Exception{
    String outdir = "output/";
    String problemdir = "tests/";
    String [] probs = {
        "rand00100",
        "rand00150",
        "rand00200",
        "rand00250",
        "rand00300",
        "rand00350",
        "rand00400",
        "rand00450",
        "rand00500",
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        "rand00700",
        "rand00750",
        "rand00800",
        "rand00850",
        "rand00900",
        "rand00950",
        "rand01000"
        };
    for (String f:probs){
      ArrayList<Long> timing = new ArrayList<Long>();
      VRProblem vrp = new VRProblem(problemdir+f+"prob.csv");
      VRSolution vrs = new VRSolution(vrp);
      System.out.printf("%s, %d\n",f,vrp.size());
      for(int i=0;i<50;i++){
        long start = System.nanoTime();
        vrs.clarkeWrightSolution();
        long delta = System.nanoTime()-start;
        timing.add(delta);
        System.out.print(delta+", ");
      }
      System.out.print("\n\n");
      vrs.writeOut(outdir+f+"CWsn.csv");
    }

  }
}
```