

# Clarke-Wright vehicle routing algorithm

## Implementation Report

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Algorithms and Data Structures (SET09117)

## 1 Introduction

[Clarke and Wright 1964] [Lysgaard 1997]

### Problem summary including any limitations of your solution.

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.

## 2 Method

**Description of the experiment that you conducted.** 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

Tables and charts that show the performance of your solution (how long does it take to run your algorithm). Demonstration that your solution is valid. Demonstration of the quality of your solution (what is the cost).

**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.

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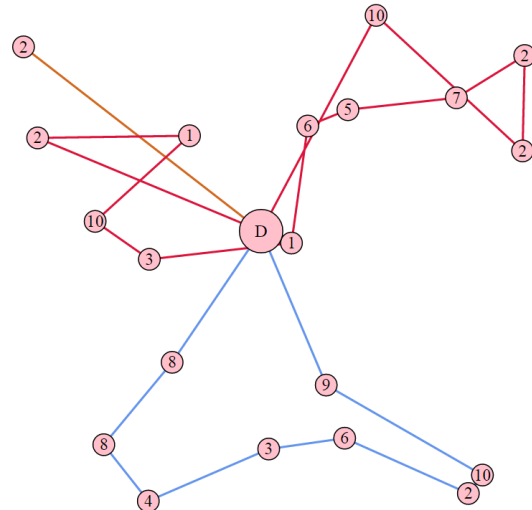


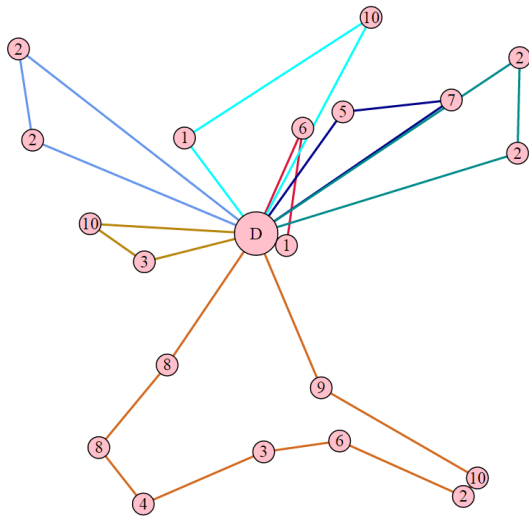
Figure 1: Parallel Algorithm with 20 Customers -

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**Figure 2: Sequential Algorithm with 20 Customers -**

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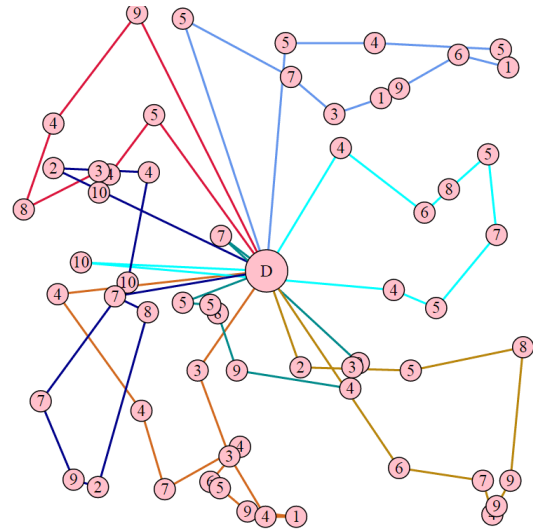
## 4 Conclusions

**Optimising for Physics Engines** Summary of your results. Reflection on your performance on this assessment.

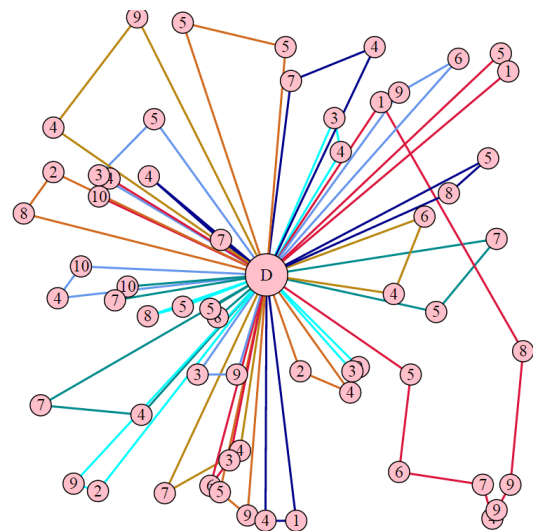
## 5 Appendix

## References

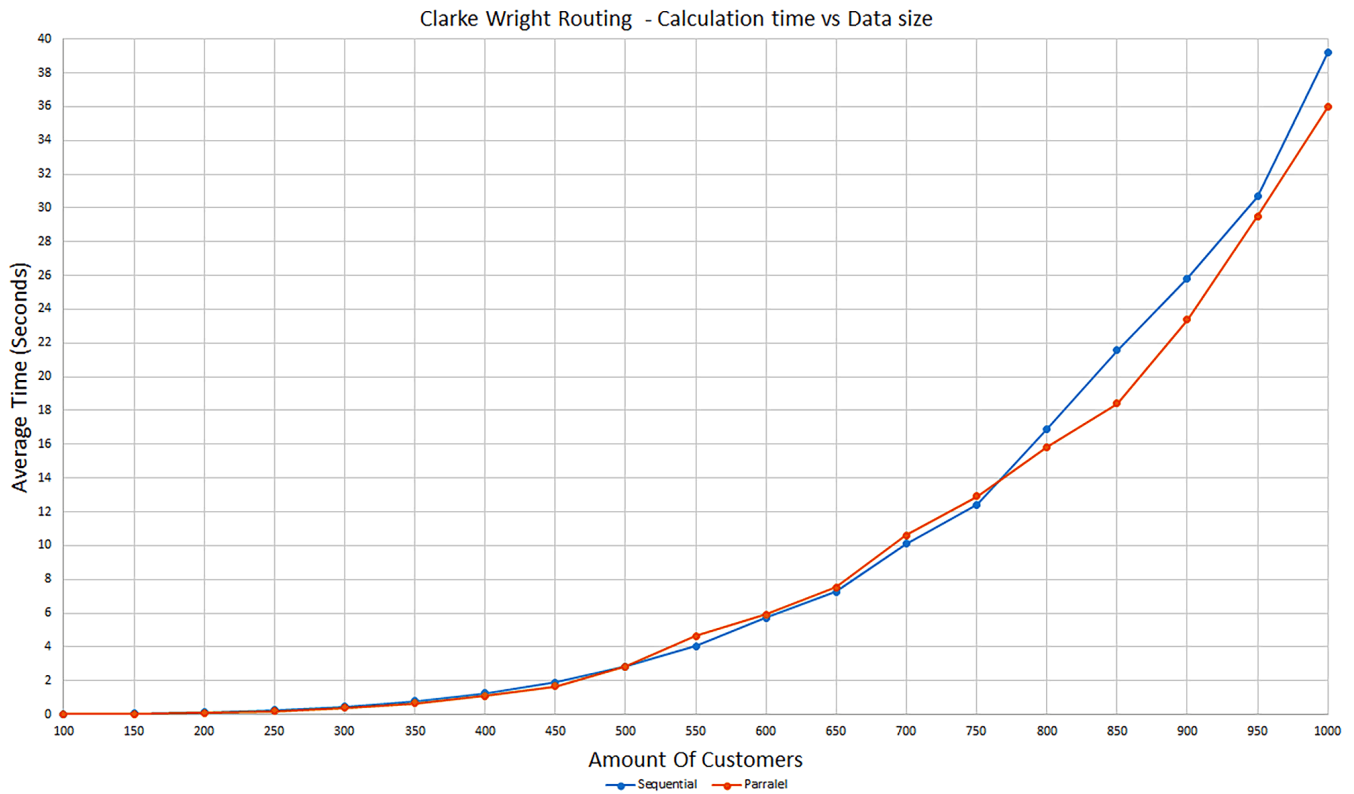
- CLARKE, G., AND WRIGHT, J. 1964. Scheduling of vehicles from a central depot to a number of delivery points. *Operations Research* 12, 4, 568–581.
- LYSGAARD, J. 1997. Clarke and wright's savings algorithm [http://pure.au.dk/portal-asb-student/files/36025757/bilag\\_e\\_savingsnote.pdf](http://pure.au.dk/portal-asb-student/files/36025757/bilag_e_savingsnote.pdf). Department of Management Science and Logistics, The Aarhus School of Business.



**Figure 3: Parallel Algorithm with 50 Customers -**



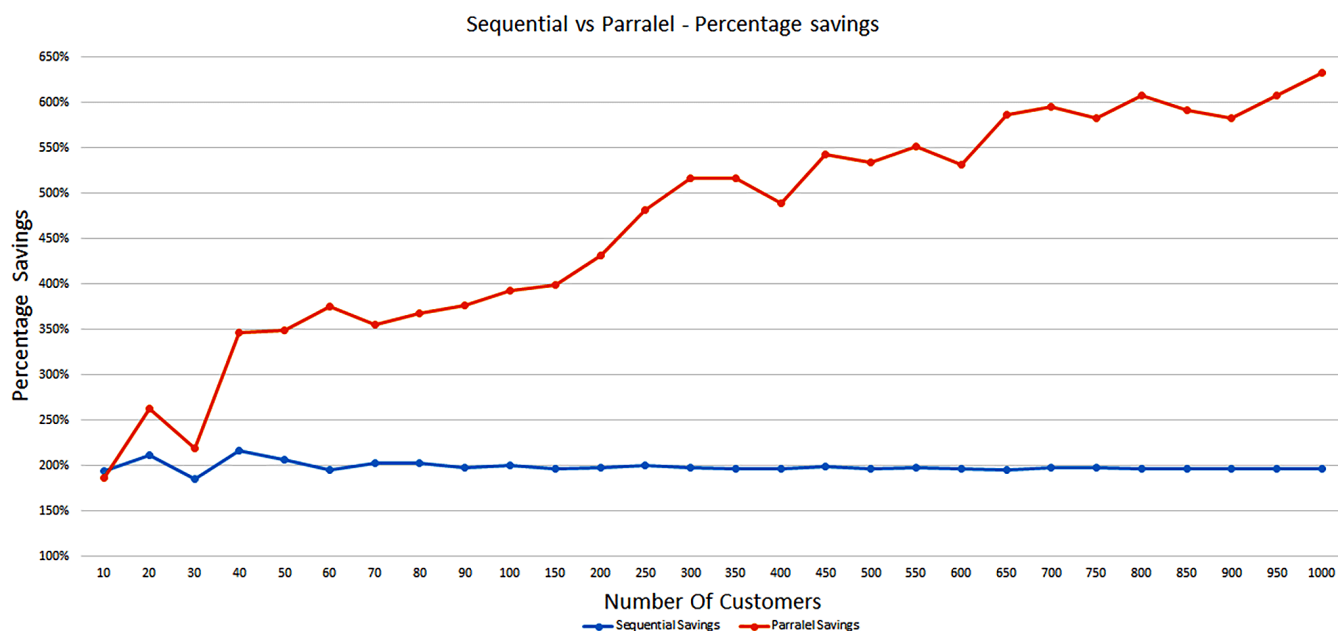
**Figure 4: Sequential Algorithm with 50 Customers -**



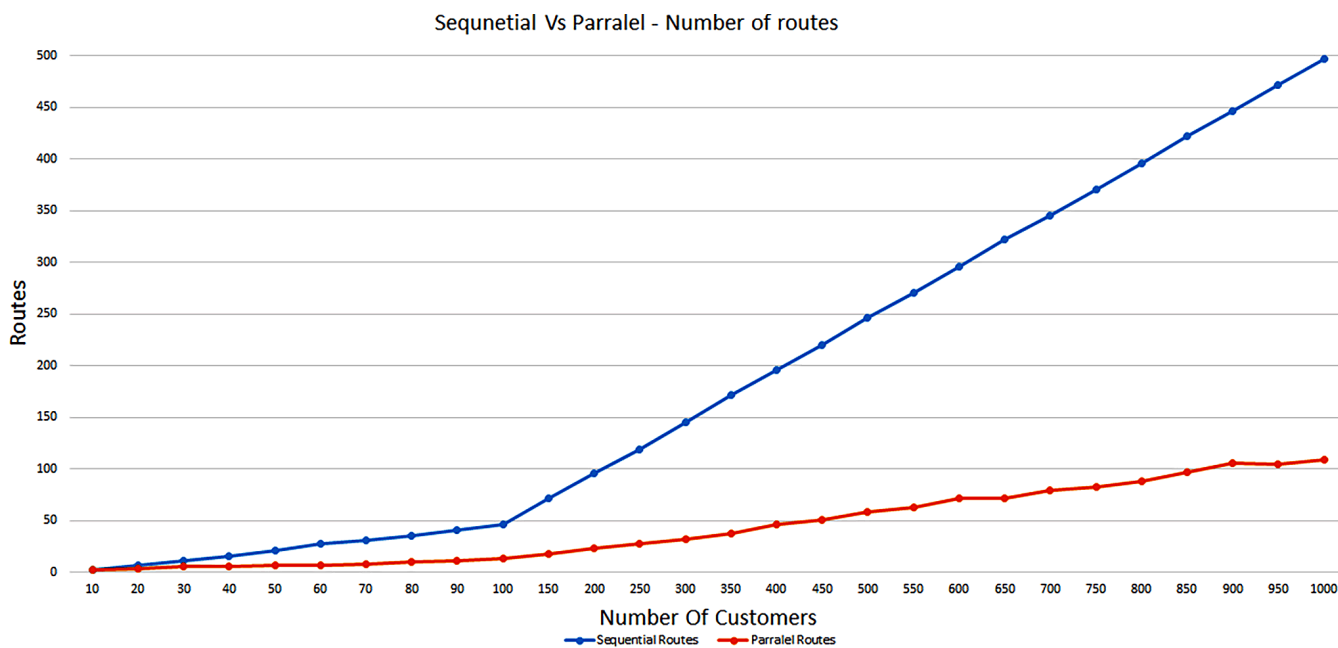
**Figure 5:** *Clark Wright implementation results - Average time to process each algorithm with an increasing amount of customers*

Number of Customers	Dumb solution cost	Sequential Cost	Parallel Cost	Sequential Routes	Parallel Routes	Sequential Time (Seconds)	Parallel Time (Seconds)
10	3781	1955	2027	2	2	0.000909157	0.001013164
20	7931	3749	3019	7	3	0.001404089	0.001417152
30	10302	5576	4717	11	5	0.000896818	0.000497884
40	15775	7271	4562	15	5	0.000736218	0.000602604
50	20073	9746	5753	21	7	0.001405751	0.00112024
60	23194	11918	6183	27	7	0.002299655	0.001860301
70	25925	12783	7293	31	8	0.003710384	0.002752865
80	28757	14238	7813	35	10	0.005782794	0.004625466
90	34580	17543	9202	41	11	0.011383535	0.008565139
100	38704	19375	9854	46	13	0.012820712	0.011544076
150	58323	29787	14632	71	18	0.042564373	0.035033029
200	76929	38920	17809	96	23	0.112553256	0.087635926
250	94218	47177	19586	119	28	0.236658078	0.19809618
300	116481	58912	22549	145	32	0.458011761	0.3729932
350	132529	67566	25634	171	37	0.795852936	0.655195371
400	153609	78127	31412	196	46	1.242856913	1.10756995
450	174708	88128	32206	220	51	1.909523115	1.674798974
500	188740	96343	35368	246	58	2.837620963	2.831905538
550	208973	105802	37923	270	63	4.026630142	4.657466973
600	228962	116788	43113	296	71	5.720755786	5.927701178
650	246924	126412	42089	322	72	7.251799771	7.534708523
700	266675	135277	44760	345	79	10.09592432	10.61137241
750	283723	143957	48740	370	82	12.4131069	12.93193556
800	311675	158686	51313	396	88	16.92304974	15.81973182
850	329742	168032	55694	422	97	21.56937135	18.40950886
900	347699	177212	59699	446	106	25.80634481	23.36173086
950	361993	184769	59529	472	105	30.69257549	29.51002702
1000	390783	199258	61701	497	109	39.20094816	35.98109894

**Table 1:** *Results of all tests carried out on both versions of the Clarke Wright algorithm*



**Figure 6: Clark Wright Percentage Savings** - The Percentage distance cost saved by each algorithm, based from sending a single truck to each customer



**Figure 7: Clark Wright Routes** - Number of routes required by each algorithm. X-axis is not a uniform scale.

## 6.1 ClarkeWright.java

```

1 import java.util.ArrayList;
2 import java.util.Collections;
3 import java.util.HashSet;
4 import java.util.List;
5
6 class Route implements Comparable<Route>
7 {
8     private int _capacity;
9     private int _weight;
10    private double _cost;
11    private double _savings;
12    public ArrayList<Customer> customers;
13
14    private void calculateSavings(){
15        double originalCost = 0;
16        double newCost = 0;
17        double tempcost =0;
18        Customer prev = null;
19
20        //Foreach customer in the route:
21        for(Customer c:customers){
22            // Distance from Depot
23            tempcost = Math.sqrt((c.x*c.x)+(c.y*c.y));
24            originalCost += (2.0*tempcost);
25
26            if(prev != null){
27                // Distance from previous customer to this customer
28                double x = (prev.x - c.x);
29                double y = (prev.y - c.y);
30                newCost += Math.sqrt((x*x)+(y*y));
31            }else{
32                //If this is the first customer in the route, no change
33                newCost += tempcost;
34            }
35            prev = c;
36        }
37        newCost += tempcost;
38        _cost = newCost;
39        _savings = originalCost - newCost;
40    }
41
42    public Route(int capacity){
43        _capacity = capacity;
44        customers = new ArrayList<Customer>();
45        _weight =0;
46        _cost= 0;
47        _savings =0;
48    }
49
50    public void addCustomer(Customer c, boolean order){
51        //Add customer to the start or end of the route?
52        if(order){
53            customers.add(0,c);
54        }else{
55            customers.add(c);
56        }
57
58        if(c.c > _capacity){
59            System.out.println("Customer order too large");
60        }
61
62        _weight += c.c;
63
64        if(_weight > _capacity){
65            System.out.println("Route Overloaded");
66        }
67
68        calculateSavings();
69    }
70
71    public double getSavings(){
72        return _savings;
73    }
74    public double getCost(){

```

[illegible]

```

151         }else{
152             ro.addCustomer(e2, false);
153         }
154     }
155     }
156     abandoned.remove(e2);
157     pairs.remove(r);
158     i--;
159     continue outerloop;
160 }
161 }
162 }
163
164 //If we reach here, the pair hasn't been added to any routes
165 boolean a = false;
166 boolean b = false;
167 for(Route rr :routes){
168     if(rr.customers.contains(c1)){
169         a = true;
170     }
171     if(rr.customers.contains(c2)){
172         b = true;
173     }
174 }
175 if(!(a||b)){
176     //no routes have any of these customers, make new route
177     abandoned.remove(c1);
178     abandoned.remove(c2);
179     routes.add(r);
180 }else{
181     //Some routes have some of these customers already
182     if(!a){
183         abandoned.add(c1);
184     }
185     if(!b){
186         abandoned.add(c2);
187     }
188 }
189 pairs.remove(r);
190 i--;
191 }
192 }
193 }
194
195 //A Customer can be left over due to capacity constraints
196 outerloop:for(Customer C:abandoned){
197     //we could tack this onto the end of a route if it would fit
198     for(Route r:routes){
199         if(r.getWeight() + C.c < truckCapacity)
200         {
201             //would this be more efficient than sending a new truck?
202             Customer[] cca={r.customers.get(r.customers.size()-1),
203             r.customers.get(0)};
204             for(Customer cc:cca){
205                 double X = C.x - cc.x;
206                 double Y = C.y - cc.y;
207                 if(Math.sqrt((X*X)+(Y*Y))
208                 < Math.sqrt((C.x*C.x)+(C.y*C.y)))
209                 {
210                     r.addCustomer(C, false);
211                     break outerloop;
212                 }
213             }
214         }
215     }
216
217     //Send a new truck, just for this Customer
218     ArrayList<Customer> l = new ArrayList<Customer>();
219     l.add(C);
220     solution.add(l);
221 }
222
223 //output
224 for(Route r:routes){
225     ArrayList<Customer> l = new ArrayList<Customer>();
226     l.addAll(r.customers);
227     solution.add(l);
228 }
229 return solution;

```

```

230 }
231
232 //
233 ###Parallel solver##
234 //
235
236 public static ArrayList<List<Customer>> solveP(ArrayList<Customer> customers){
237     ArrayList<List<Customer>> solution = new ArrayList<List<Customer>>();
238     HashSet<Customer> abandoned = new HashSet<Customer>();
239
240     //calculate the savings of all the pairs
241     ArrayList<Route> pairs = new ArrayList<Route>();
242
243     for(int i=0; i<customers.size(); i++){
244         for(int j=i+1; j<customers.size(); j++){
245             Route r = new Route(truckCapacity);
246             r.addCustomer(customers.get(i),false);
247             r.addCustomer(customers.get(j),false);
248             pairs.add(r);
249         }
250     }
251     //order pairs by savings
252     Collections.sort(pairs);
253
254     HashSet<Route> routes = new HashSet<Route>();
255     routes.add(pairs.get(0));
256     pairs.remove(0);
257
258     //start combining pairs into routes
259     outerloop: for(int j=0; j<pairs.size(); j++){
260         Route r = pairs.get(j);
261         Customer c1 = r.customers.get(0);
262         Customer c2 = r.customers.get(r.customers.size()-1);
263
264         for(Route ro :routes)
265         {
266             Customer cr1 = ro.customers.get(0);
267             Customer cr2 = ro.customers.get(ro.customers.size()-1);
268             boolean edge = false;
269             for(int a=0; a<2;a++)
270             {
271                 edge = !edge;
272                 Customer e1 = (!edge) ? c1 : c2;
273                 Customer e2 = (edge) ? c1 : c2;
274                 //do they have any common nodes?
275                 if(e1 == cr1 || e1 == cr2){
276                     //could we combine these based on weight?
277                     if(e2.c + ro.getWeight() <= truckCapacity){
278                         //Does route already contain BOTH these nodes?
279                         if(!ro.customers.contains(e2)){
280                             //no, but is it in another route already?
281                             boolean istaken = false;
282                             for(Route rr :routes){
283                                 if(rr.customers.contains(e2)){
284                                     istaken = true;
285                                     break;
286                                 }
287                             }
288                             if(!istaken){
289                                 //No other route have this, add to route.
290                                 if(c1 == cr1){
291                                     ro.addCustomer(e2, true);
292                                 }else{
293                                     ro.addCustomer(e2, false);
294                                 }
295                             }
296                         }
297                     }
298                     abandoned.remove(e2);
299                     pairs.remove(r);
300                     j--;
301                     continue outerloop;
302                 }
303             }
304         }
305     }

```



```

306 //If we reach here, the pair hasn't been added to any routes
307 boolean a = false;
308 boolean b = false;
309 for(Route ro : routes){
310     if(ro.customers.contains(c1)){
311         a = true;
312     }
313     if(ro.customers.contains(c2)){
314         b = true;
315     }
316 }
317 if(!(a||b)){
318     //no routes have any of these customers, make new route
319     abandoned.remove(c1);
320     abandoned.remove(c2);
321     routes.add(r);
322 }else{
323     //Some routes have some of these customers already
324     if(!a){
325         abandoned.add(c1);
326     }
327     if(!b){
328         abandoned.add(c2);
329     }
330 }
331 pairs.remove(r);
332 j--;
333 }
334
335 //A Customer can be left over due to capacity constraints
336 outerloop:for(Customer C:abandoned){
337     //we could tack this onto the end of a route if it would fit
338     for(Route r:routes){
339         if(r.getWeight() + C.c < truckCapacity)
340         {
341             //would this be more efficient than sending a new truck?
342             Customer[] cca={r.customers.get(r.customers.size()-1),
343                             r.customers.get(0)};
344             for(Customer cc:cca){
345                 double X = C.x - cc.x;
346                 double Y = C.y - cc.y;
347                 if(Math.sqrt((X*X)+(Y*Y))
348                    < Math.sqrt((C.x*C.x)+(C.y*C.y)))
349                 {
350                     r.addCustomer(C, false);
351                     break outerloop;
352                 }
353             }
354         }
355     }
356 }
357 }
358
359 //Send a new truck, just for this Customer
360 ArrayList<Customer> l = new ArrayList<Customer>();
361 l.add(C);
362 solution.add(l);
363 }
364
365 //output
366 for(Route r:routes){
367     ArrayList<Customer> l = new ArrayList<Customer>();
368     l.addAll(r.customers);
369     solution.add(l);
370 }
371 return solution;
372 }
373 }

```

## 6.2 VRSolution.java

Lines 20 to 28

```

1
2 //Students should implement another solution
3 public void clarkeWrightSolution(boolean b){
4     ClarkeWright cw = new ClarkeWright();
5     cw.truckCapacity = prob.depot.c;
6     if(b){
7         this.soln = cw.solveP(prob.customers);
8     }else{

```

## 6.3 Experiment.java

```

1 import java.util.*;
2 public class Experiment {
3
4     public static void main(String[] args)throws Exception{
5         String outdir = "output/";
6         String problemdir = "tests/";
7         String [] probs = {
8             "rand00010",
9             "rand00020",
10            "rand00030",
11            "rand00040",
12            "rand00050",
13            "rand00060",
14            "rand00070",
15            "rand00080",
16            "rand00090",
17            "rand00100",
18            "rand00150",
19            "rand00200",
20            "rand00250",
21            "rand00300",
22            "rand00350",
23            "rand00400",
24            "rand00450",
25            "rand00500",
26            "rand00550",
27            "rand00600",
28            "rand00650",
29            "rand00700",
30            "rand00750",
31            "rand00800",
32            "rand00850",
33            "rand00900",
34            "rand00950",
35            "rand01000",
36            "fail00002",
37            "fail00004"
38        };
39        for (String f:probs){
40            VRProblem vrp = new VRProblem(problemdir+f+"prob.csv"↵
41        );
42            VRSolution vrs = new VRSolution(vrp);
43            System.out.print(vrp.size()+" ");
44            for(int i=0;i<50;i++){
45                long start = System.nanoTime();
46                vrs.clarkeWrightSolution(true);
47                long delta = System.nanoTime()-start;
48                System.out.print(delta+" ");
49            }
50            System.out.print("\n");
51        }
52    }
53 }

```