

# METAHEURISTICS

INF273

#1:Introduction

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Optimization Group  
Dept. of Informatics  
University of Bergen

Spring Semester  
2022



# AGENDA

- Practical information
- Course plan
- Why (Meta) heuristics?
- Applications
- **Warning:** Today's lecture contains many different subjects, and it is easy to get lost somewhere on the way. Don't despair, as we will repeat the important points several times!



# PRACTICAL INFO

- The lecturer:
  - E-mail: [Ahmad.Hemmati@uib.no](mailto:Ahmad.Hemmati@uib.no)
  - Office: 410M2, Thormøhlens Gate 55
  - Drop by or email if you have any questions!
- Lectures:
  - Wednesdays 14:15 – 16:00
  - Fridays 10:15 – 12:00
- Group sessions:
  - Tuesdays 12:15 – 14:00
- Course plan on [mitt.uib.no](http://mitt.uib.no)



# PRACTICAL INFO

- Reading material
  - Mainly lecture slides, published on MittUiB (after the lecture)
  - In case you need more! → Handbook of Metaheuristics (available @Digital litteratur-liste)
- Assignments
  - 5 mandatory assignments and they are related to each other and to the final project  
(need to get it approved, → resubmit)
- Programming language (C++, java, Python, Matlab, ...)
- Final Grade
  - Being active in discussions and being creative in assignments
  - Project results and oral presentation of the project



# COURSE PLAN

Week #03:	<b>Wed Jan 19:</b> <b>Fri Jan 21:</b>	Lecture#01: <i>Intro</i> Lecture#02: <i>Heuristics</i>
Week #04:	<b>Wed Jan 26:</b> <b>Fri Jan 28:</b>	Lecture#03: <i>Components of Metaheuristics</i> Lecture#04: <i>Introducing advanced combinatorial optimization problems</i>
Week #05:	<b>Wed Feb 2:</b> <b>Fri Feb 4:</b>	No lecture      Work on the assignments #1 and #2
Week #06:	<b>Wed Feb 9:</b> <b>Fri Feb 11:</b>	Lecture#05: <i>Local Search</i> Lecture#06: <i>Simulated Annealing</i>
Week #07:	<b>Wed Feb 16:</b> <b>Fri Feb 18:</b>	No lecture      Work on the assignments #3
Week #08:	<b>Wed Feb 23:</b> <b>Fri Feb 25:</b>	Lecture#07: <i>Tabu search</i> Lecture#08: <i>Genetic Algorithm</i>
Week #09:	<b>Wed Mar 2:</b> <b>Fri Mar 4:</b>	Lecture#09: <i>Ant-colony and Particle Swarm</i> Lecture#10: <i>Case study #1</i>
Week #10:	<b>Wed Mar 9:</b> <b>Fri Mar 11:</b>	No lecture      Work on the assignments #4
Week #11:	<b>Wed Mar 16:</b> <b>Fri Mar 18:</b>	Lecture#11: <i>VNS and ALNS</i> Lecture#12: <i>Non randomized Metaheuristic, Case study #2</i>
Week #12:	<b>Wed Mar 23:</b> <b>Fri Mar 25:</b>	No lecture      Work on the assignments #5
Week #13:	<b>Wed Mar 30:</b> <b>Fri Apr 1:</b>	<i>One to One Individual Feedback Session</i>
Week #14:	<b>Wed Apr 6:</b> <b>Fri Apr 8:</b>	Lecture#13: <i>General feedback session</i> Lecture#14: <i>Sweep and Clustering algorithm, case study #3</i>
Week #15:	<b>Wed Apr 13:</b> <b>Fri Apr 15:</b>	No lecture      Easter
Week #16:	<b>Wed Apr 20:</b> <b>Fri Apr 22:</b>	Lecture#15: <i>Hybrid Algorithms and Mathheuristic, case study #4</i> Lecture#16: <i>Hyper-Heuristics, Case Study #5</i>
Week #17:	<b>Wed Apr 27:</b> <b>Fri Apr 29:</b>	Lecture#17: <i>Case Study #6</i> Lecture#18: <i>Practical information for the exam</i>



## What is optimization?

- Objective + fulfilling the constraints
  - Fastest way to reach school/Skyss.no (that departs in 15min)
  - Cheapest flight (from Bergen to somewhere that doesn't rain)
  - Biggest TV (that fits in a 10m<sup>2</sup> dorm)
  - Fastest laptop (that fits in your bag)
  - Smallest laptop (that fits to your budget)
  - Minimum calorie (when you bake and the output is supposed to be a cupcake!)
  - Best courses for this semester (to learn sth., not to be difficult)
  - ...

# APPLICATIONS

## ➤ Many other optimization problems in real life!

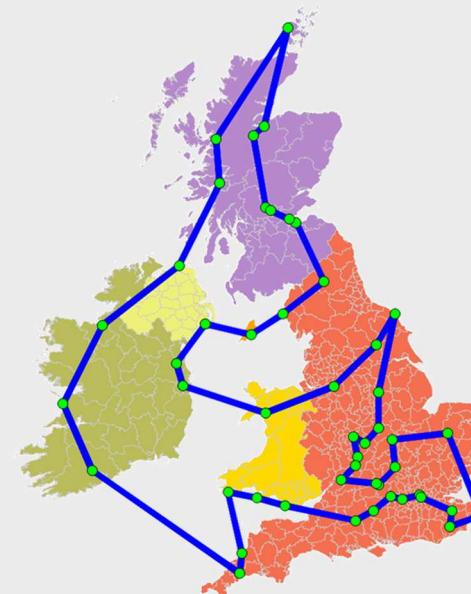
- ✓ Blending: Determine which raw materials from different sources to blend to produce a substance with certain desired qualities at minimum cost
- ✓ Capital Budgeting
- ✓ Inventory Management
- ✓ Capacity Planning
- ✓ Portfolio Optimization
- ✓ Product Mix
- ✓ Machine Allocation
- ✓ Process Selection
- ✓ Cutting Stock
- ✓ Cash Management
- ✓ Healthcare
- ✓ Transportation Model
- ✓ Facility Location
- ✓ Inventory Stocking/Reordering
- ✓ Media Planning
- ✓ Crew Scheduling
- ✓ Office Assignment
- ✓ Employee Scheduling
- ✓ Fleet Routing and Assignment
- ✓ Revenue Management
- ✓ Gasoline Blending
- ✓ Gas Contract Purchase
- ✓ Pipeline Capacity Auction
- ✓ Marketing
- ✓ ...



# COMBINATORIAL OPTIMIZATION PROBLEMS

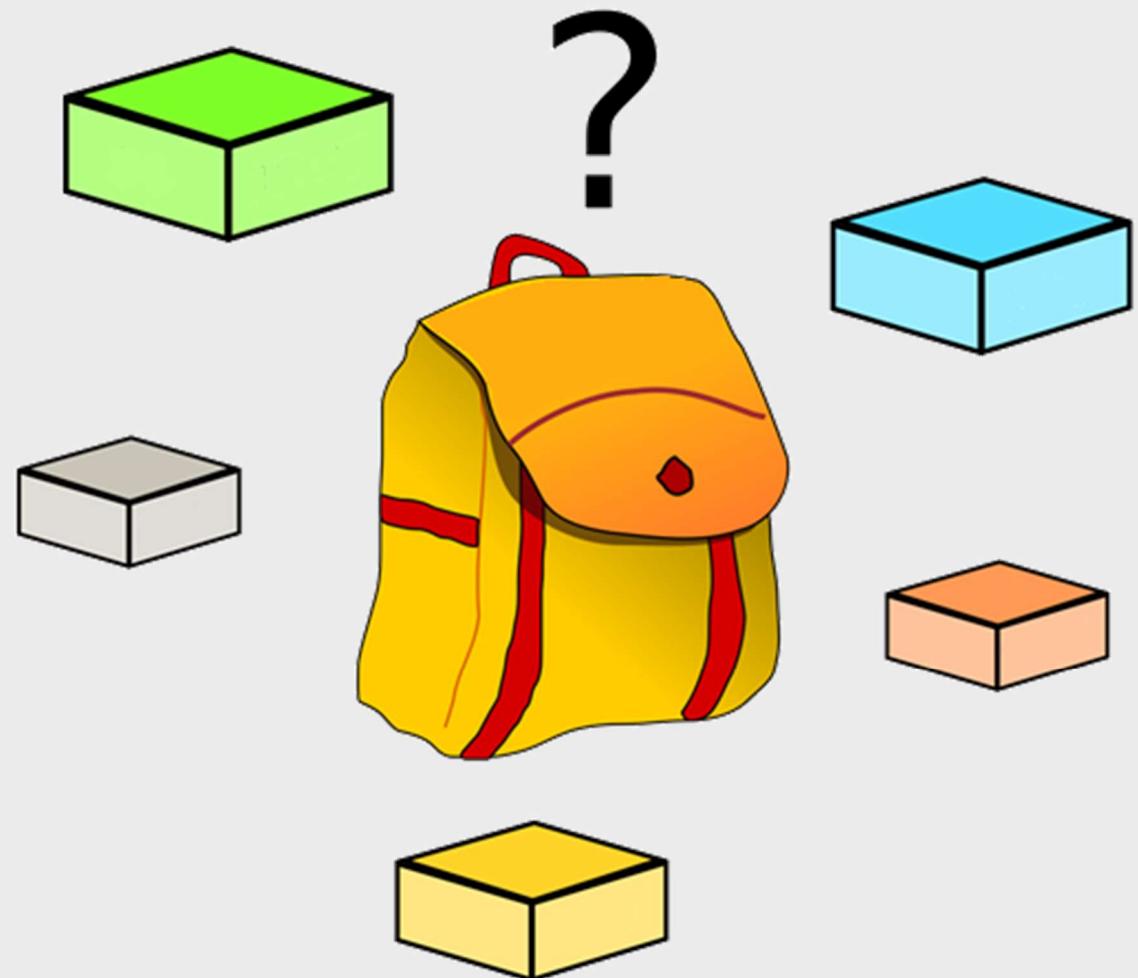
Combinatorial optimization problems are optimization problems which have finitely many and discrete solutions.

- Bit strings  
(i.e., many yes-no decisions)
- Permutation of elements  
(order something)



# KNAPSACK PROBLEM

- How many solutions?!

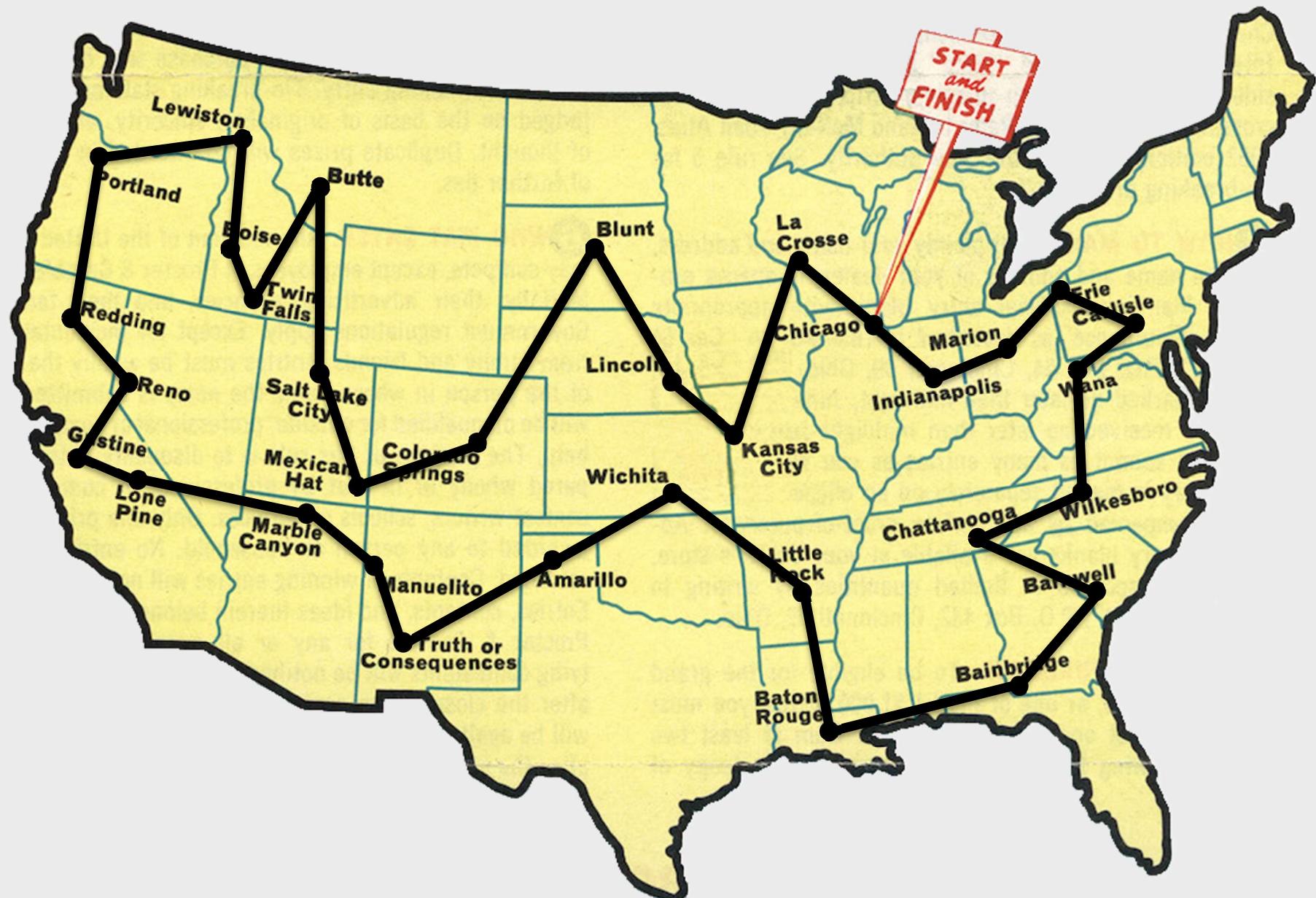


# TRAVELLING SALESMAN PROBLEM (TSP)

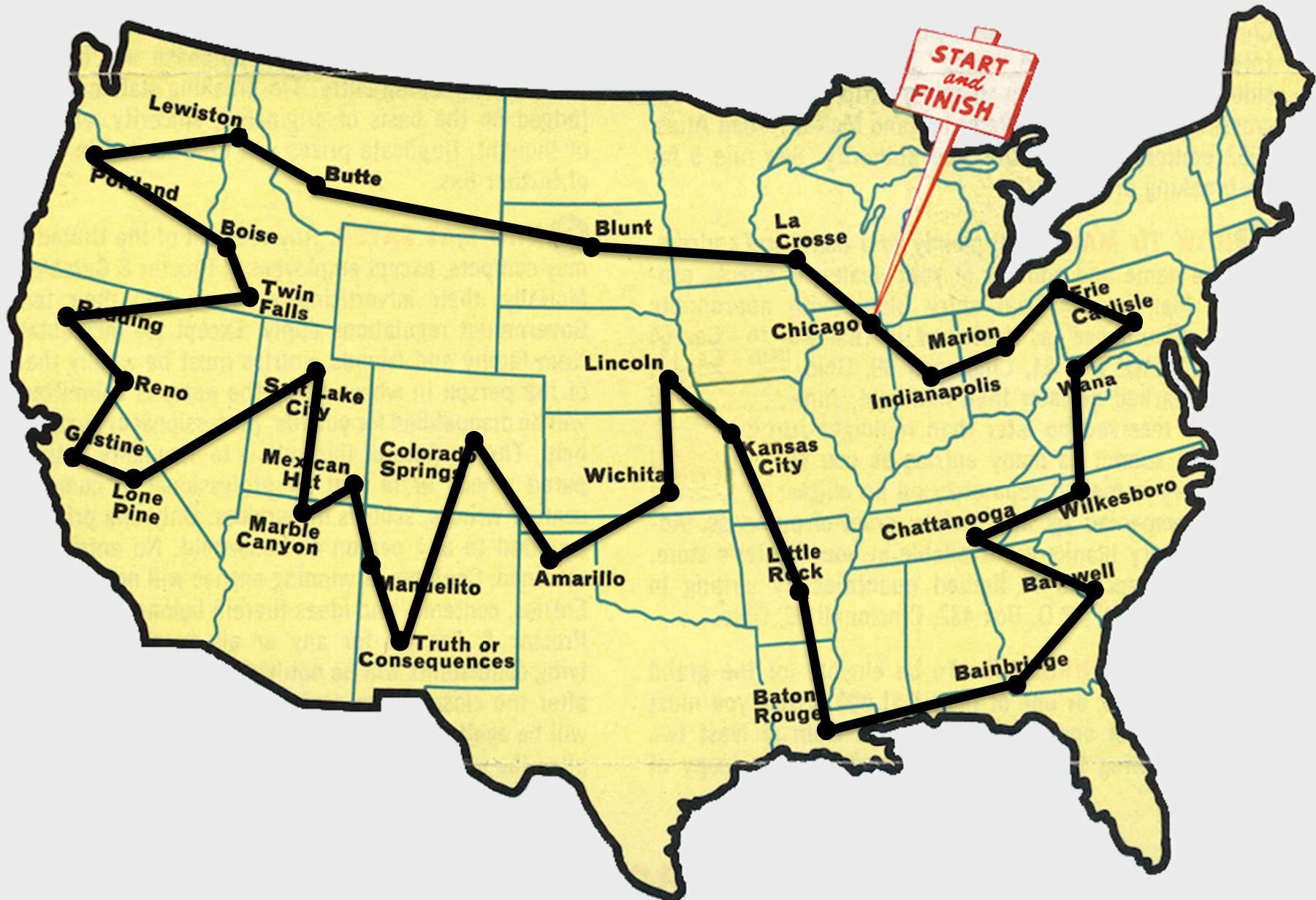
- A saleswoman located in Chicago wants to visit all 33 locations on the map to sell her wares
- What is shortest way of visiting all and then returning to Chicago?



# TRAVELLING SALESMAN PROBLEM (TSP)



# TRAVELLING SALESMAN PROBLEM (TSP)



# TRAVELLING SALESMAN PROBLEM (TSP)

- A saleswoman located in Chicago wants to visit all 33 locations on the map to sell her wares
- What is shortest way of visiting all and then returning to Chicago?

**TRY TO SOLVE IT!**



# TRAVELLING SALESMAN PROBLEM (TSP)



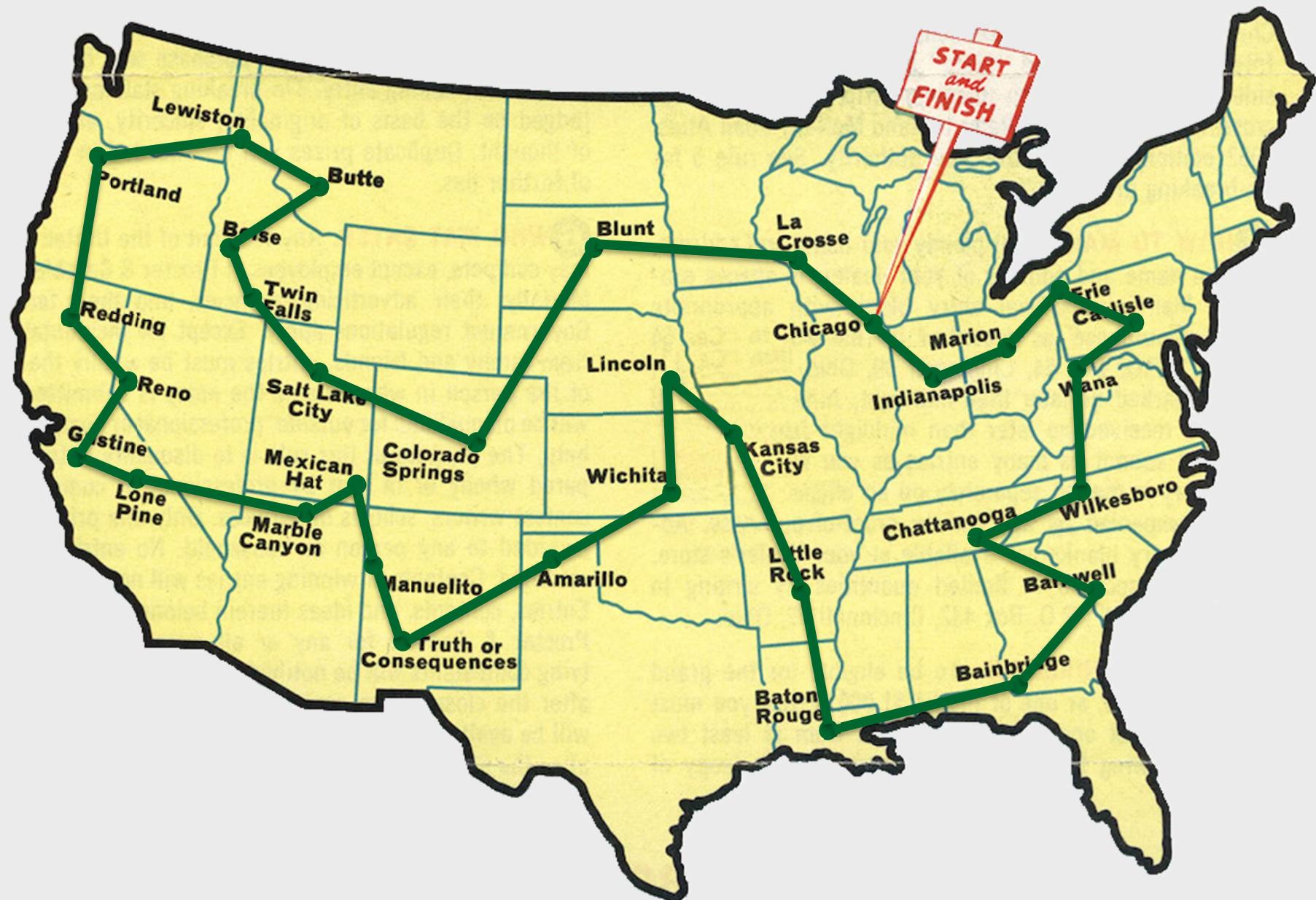
# TRAVELLING SALESMAN PROBLEM (TSP)

- Proctor and Gamble Contest

➤ 1962



# TRAVELLING SALESMAN PROBLEM (TSP)



# TSP IS EVERYWHERE!

- These jobs have to be done; their length represents the time they will take. We can start at 2:00pm

Each has a 'due date', when it needs to be finished

A – 70min

3:00pm

Only one 'machine' is available to process these jobs, so can do just one at a time.

B – 60min

3:30pm

[e.g. photocopier, ...]

C – 30min

5:00pm

D – 50min

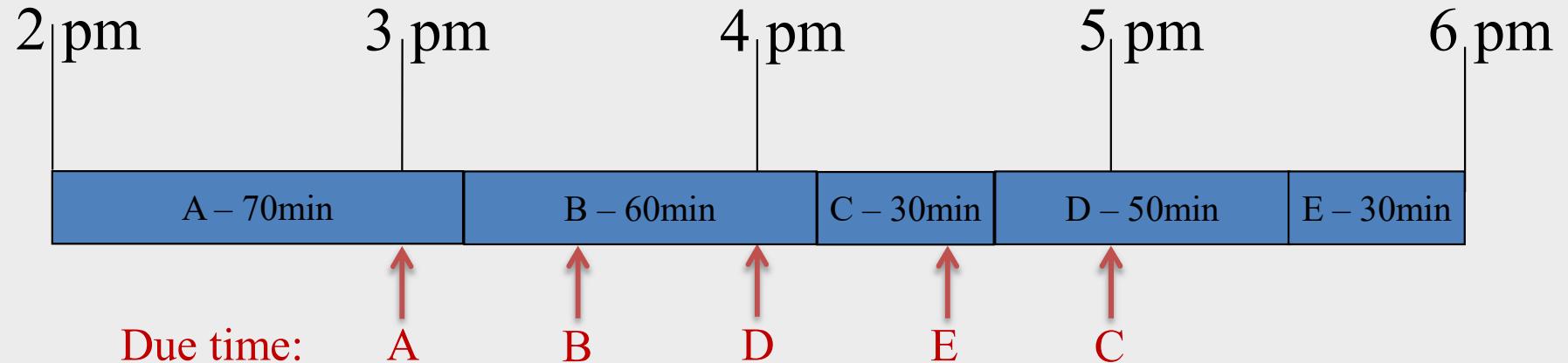
4:00pm

E – 30min

4:30pm



# TSP IS EVERYWHERE!



A is 10min late

B is 40min late

C is 20min early (lateness = 0)

D is 90min late

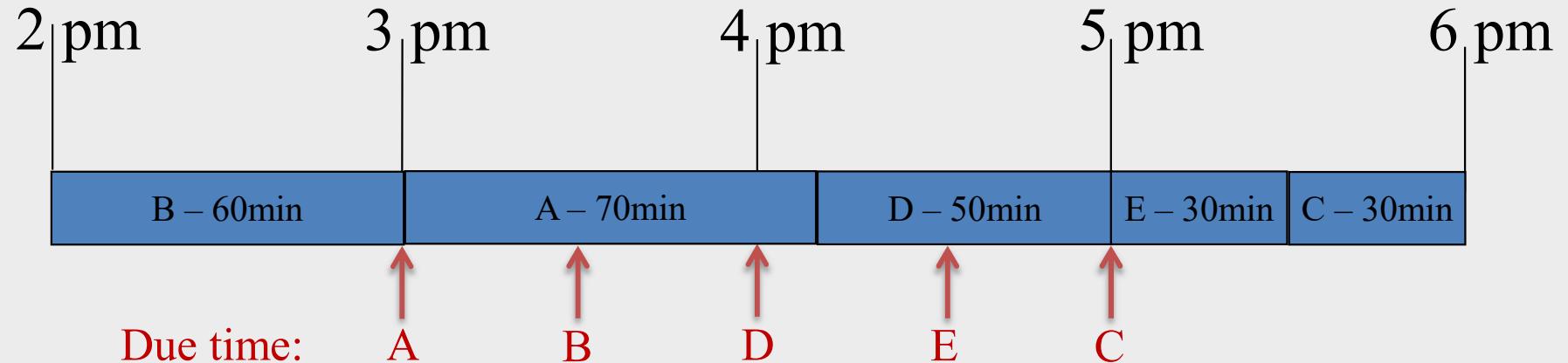
E is 90min late

Fitness might be average lateness;  
in this case 46min

or fitness could be Max lateness,  
in this case 90min



# TSP IS EVERYWHERE!



A is 70min late

B is 30min early (0 lateness)

C is 60min late

D is 60min late

E is 60min late

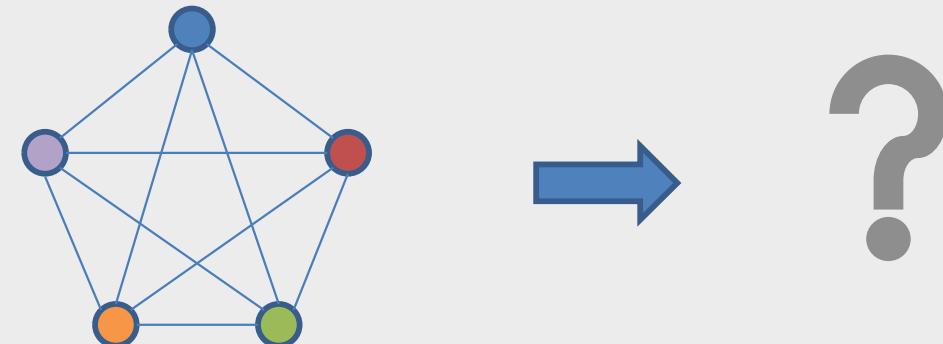
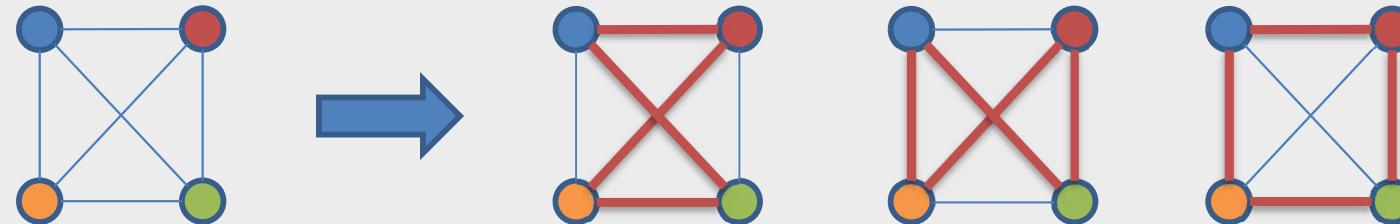
Fitness might be average lateness;  
in this case 50min

or fitness could be Max lateness,  
in this case 70min



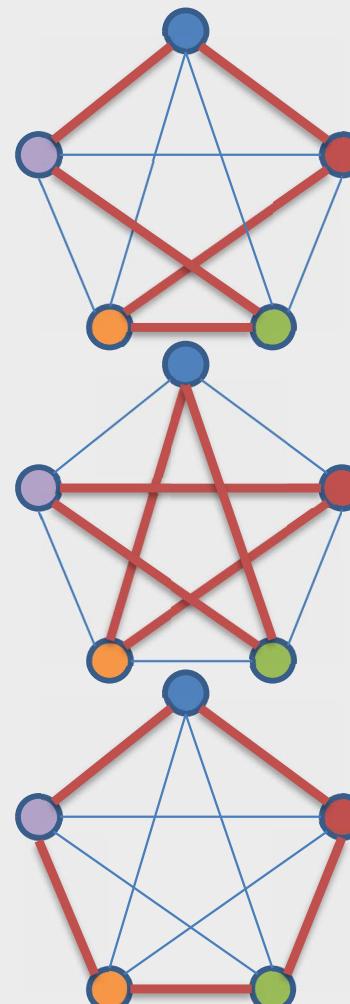
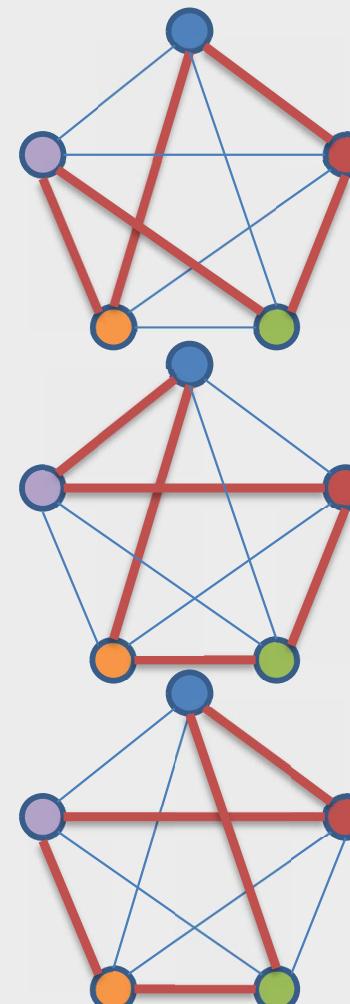
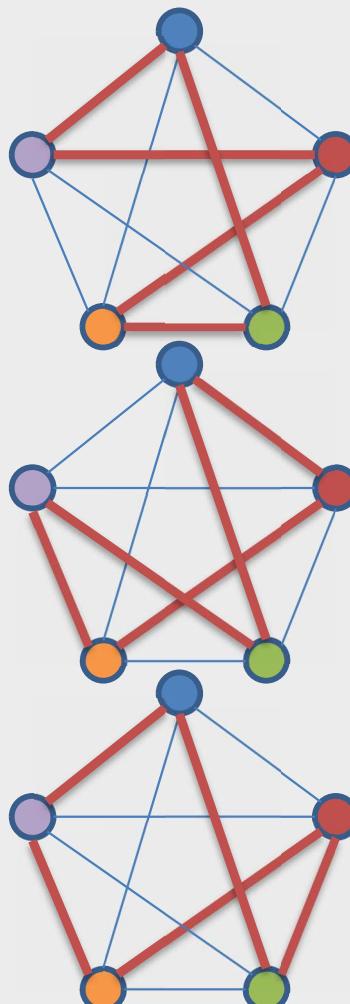
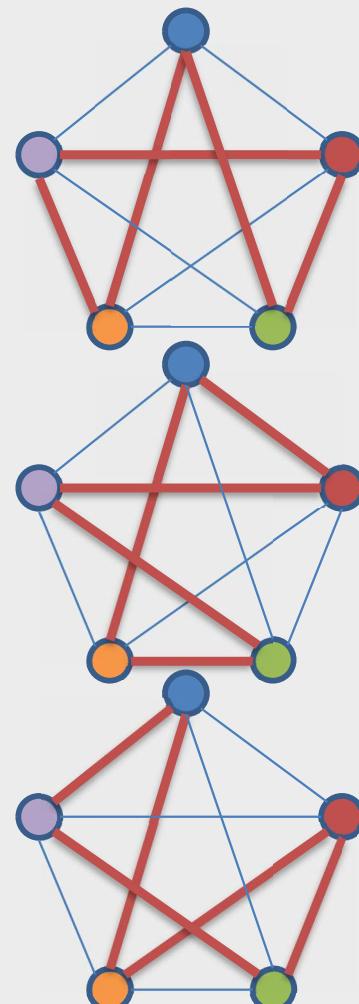
# TRAVELLING SALESMAN PROBLEM (TSP)

- How many solutions?!



# TRAVELLING SALESMAN PROBLEM (TSP)

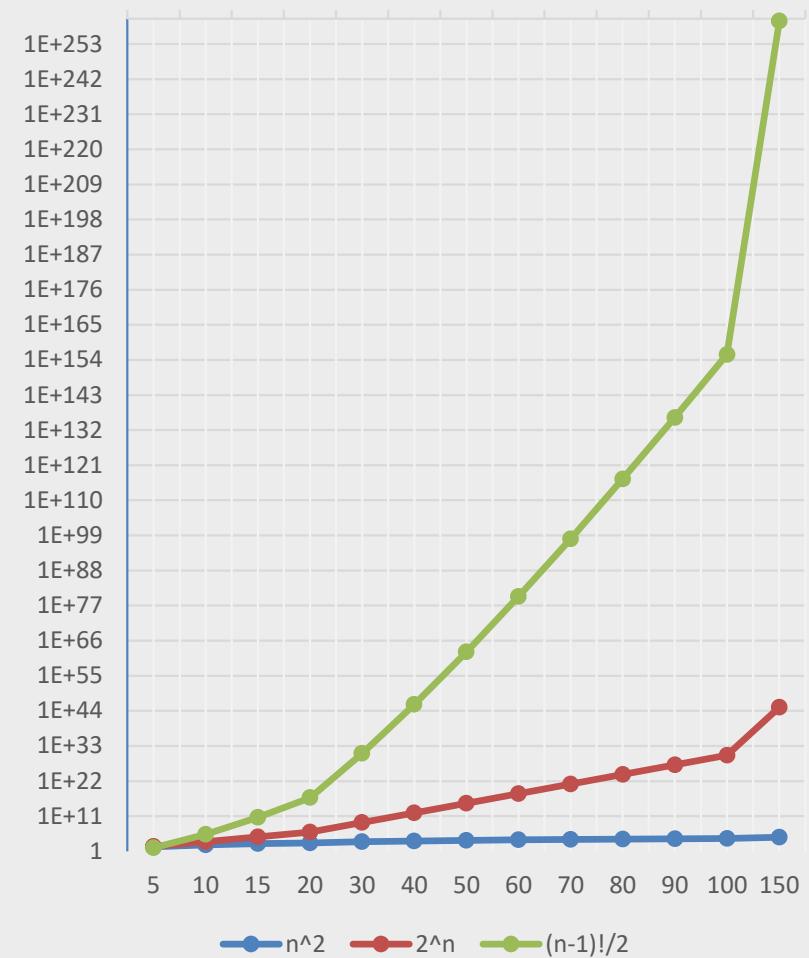
➤  $\frac{1}{2}(n-1)!$



# THE COMBINATORIAL EXPLOSION

- Knapsack problem:  $2^n$
- TSP:  $\frac{1}{2}(n-1)!$

n	$n^2$	$2^n$	$\frac{1}{2}(n-1)!$
5	25	32	12
10	100	1024	181440
20	400	1048576	6.08E+16
30	900	1.07E+09	4.42E+30
50	2500	1.13E+15	3.04E+62
100	10000	1.27E+30	4.70E+155
150	22500	1.43E+45	1.90E+260



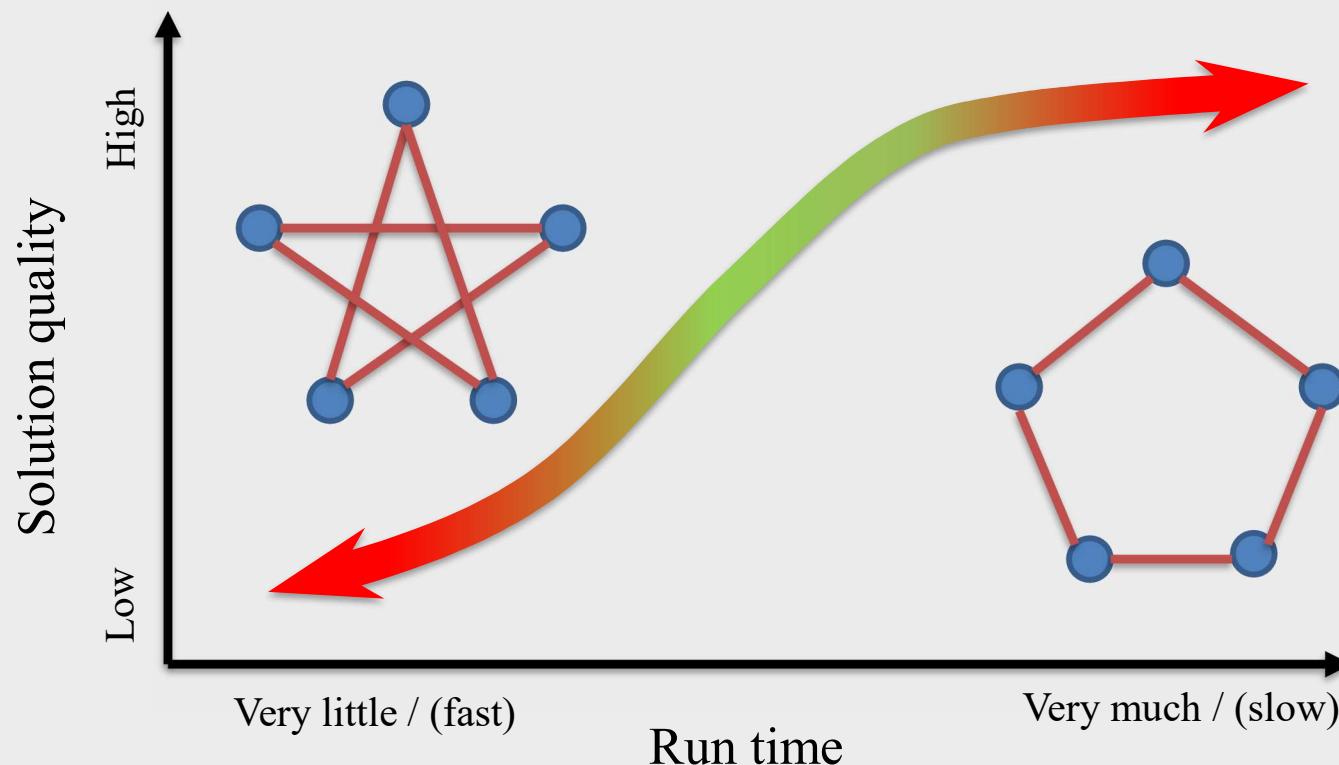
# SOLUTION APPROACHES

- Exact
  - INF170/270/271/272
  - Gives you the best solution but may take forever!
  - Less practical for realistic problems
- Approximation
  - Gives a bound!
  - To get a rough idea about the cost for strategic decisions
  - Reducing the complexity
- (Meta)Heuristics
  - Gives good solutions in a short time
  - No need to simplify the problem
  - Very practical for realistic problems
  - Does not guarantee to give the best solution!



# RUNTIME VS. SOLUTION QUALITY

- (Meta)Heuristics optimization algorithms try to find solutions that are as good as possible in a reasonable time.



# METAHEURISTICS VS. HEURISTICS

- Heuristics are often specialized algorithms
- However, there are many different optimization problems and often we won't see a "pure" TSP in practice, there usually will be additional constraints and restrictions or multiple cars etc.
- We want general algorithms that can be adapted to different problems.
- A metaheuristic is a high-level problem-independent algorithmic framework that combines operators/heuristics intelligently and provide a sufficiently good solution!



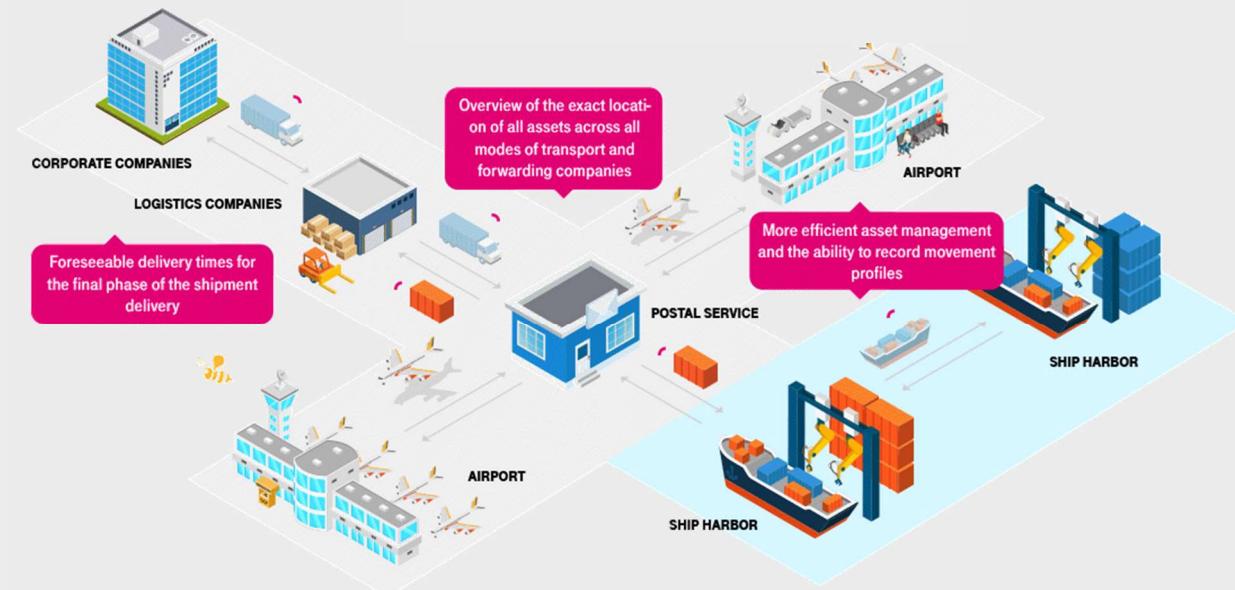
# ALGORITHMS THAT WE LEARN...

- Local search
- Genetic Algorithm
- Simulated Annealing
- Tabu search
- Ant-colony
- Particle Swarm
- Variable Neighborhood Search
- Adaptive Large Neighborhood Search
- ...

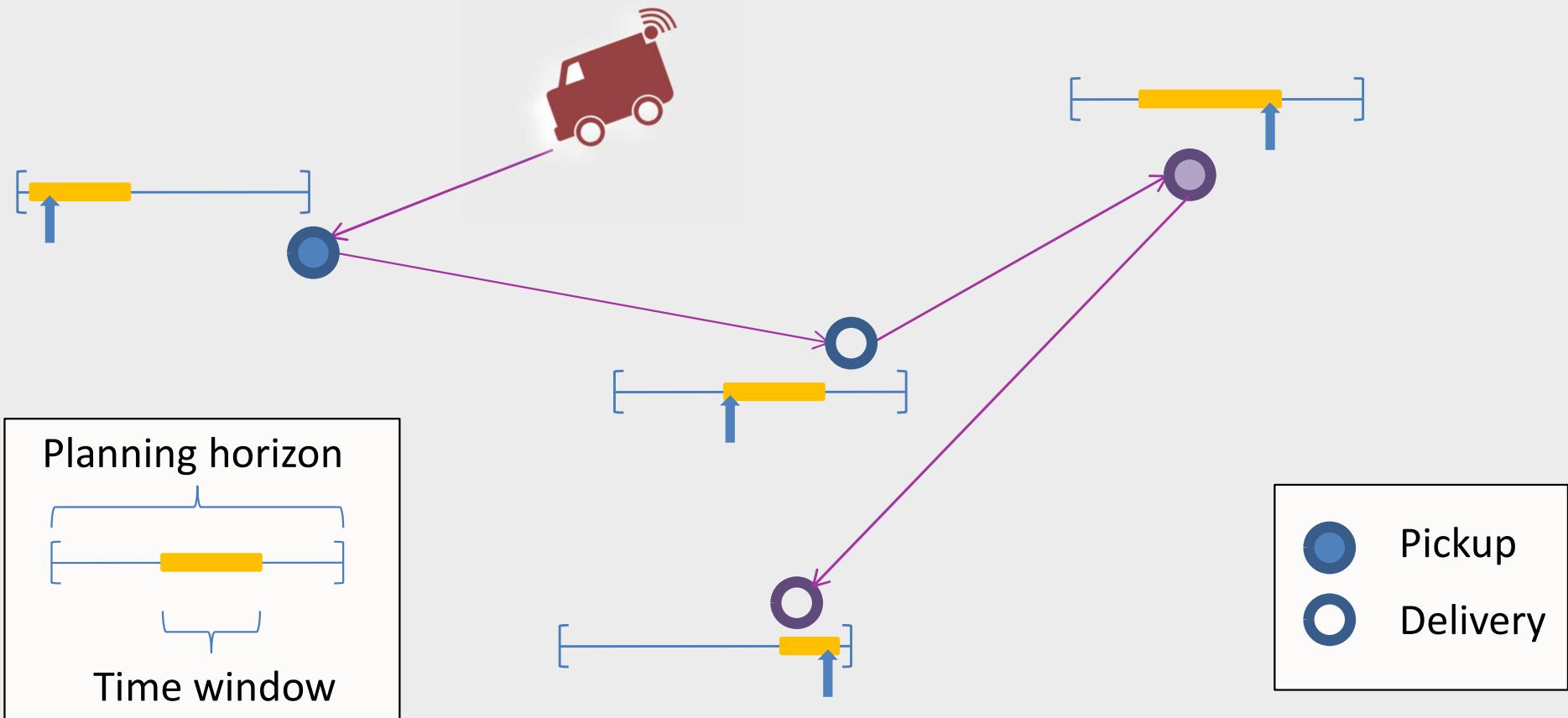


# TRANSPORTATION AND LOGISTICS

- Using Metaheuristics to solve the practical problems!



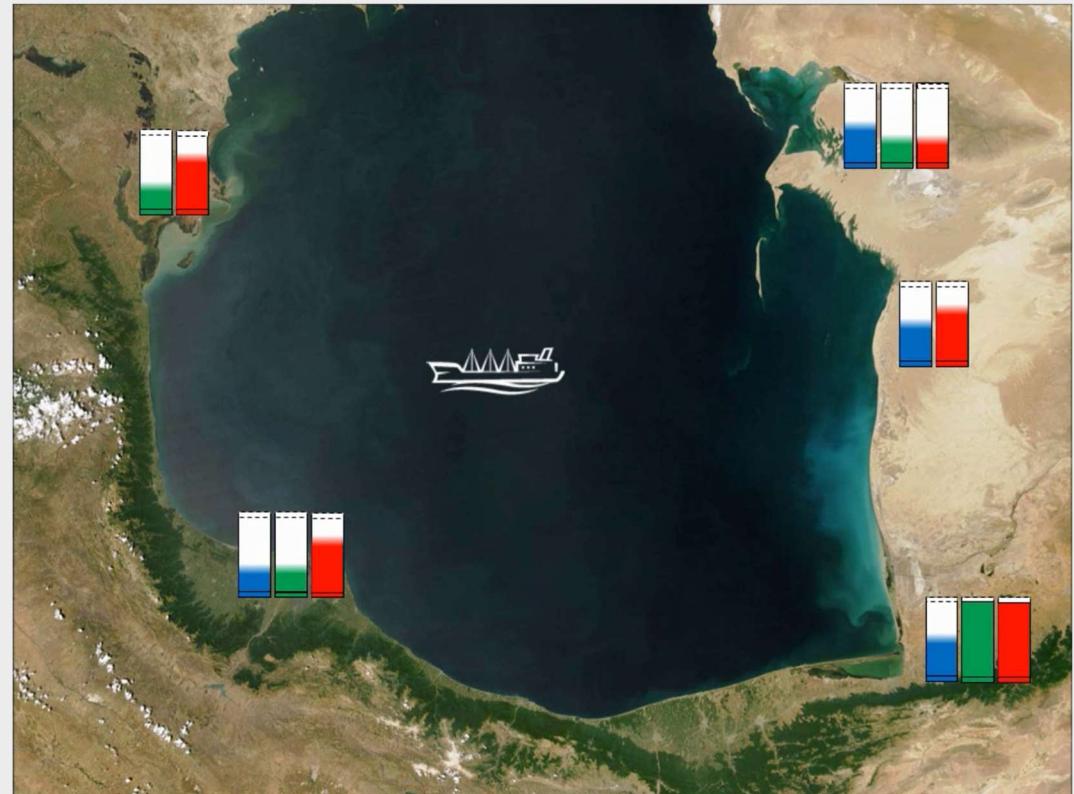
# PICKUP AND DELIVERY



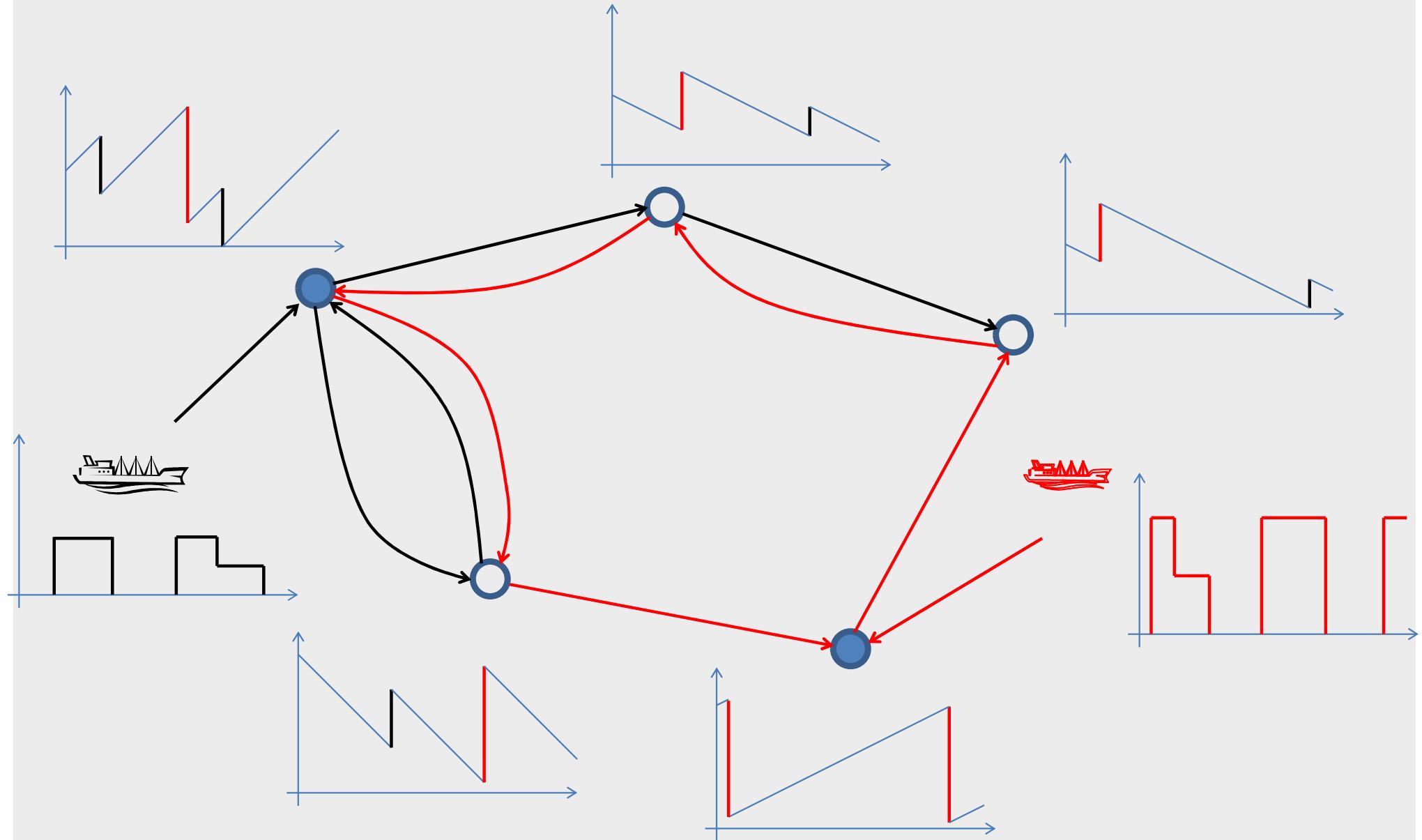
**Request:** Origin, Destination, Size, Time windows at origin and destination

# MARITIME INVENTORY ROUTING

- Multiple products
- Products are produced and/or consumed at any number of ports
- Heterogeneous fleet
- Fully flexible system (many-to-many)
- Designing routes & schedules
- Determining the quantities handled at each port call
- Not exceeding the storage limits



# MARITIME INVENTORY ROUTING



# TRUCK-DRONE DELIVERY

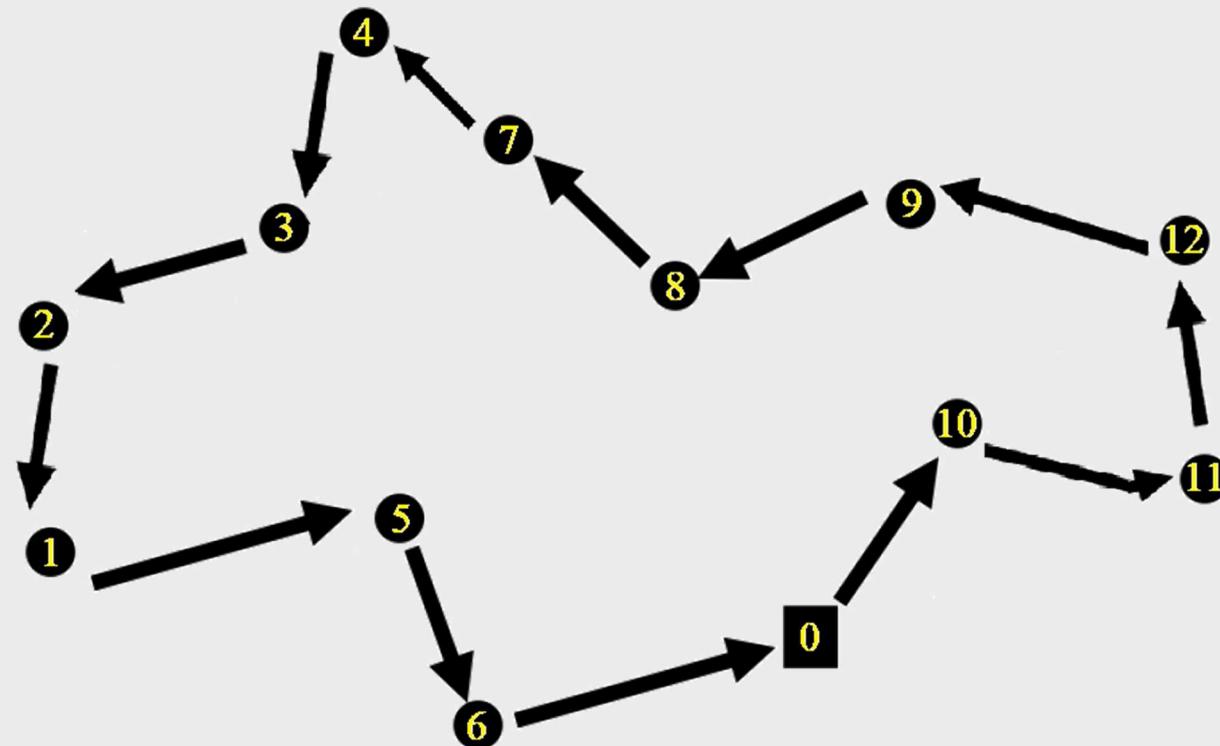


# TRUCK-DRONE DELIVERY



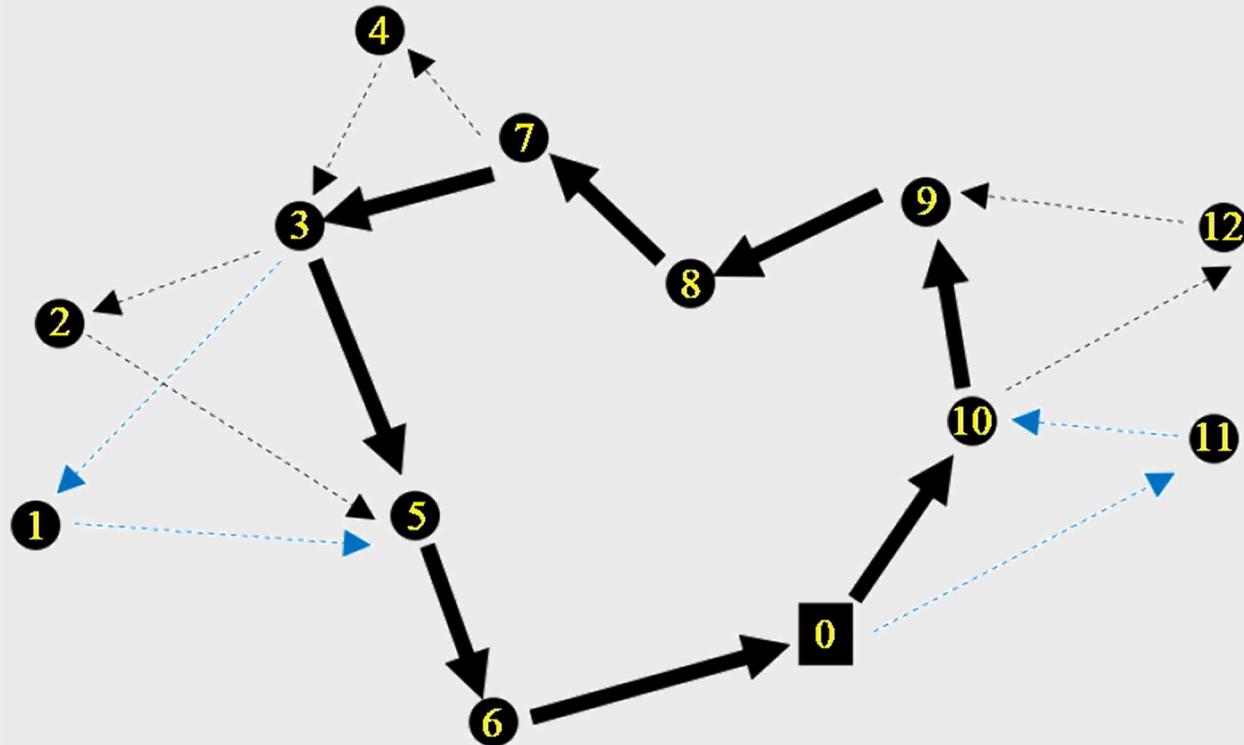
# DRONE ROUTING

- Instead of a vehicle routing ...

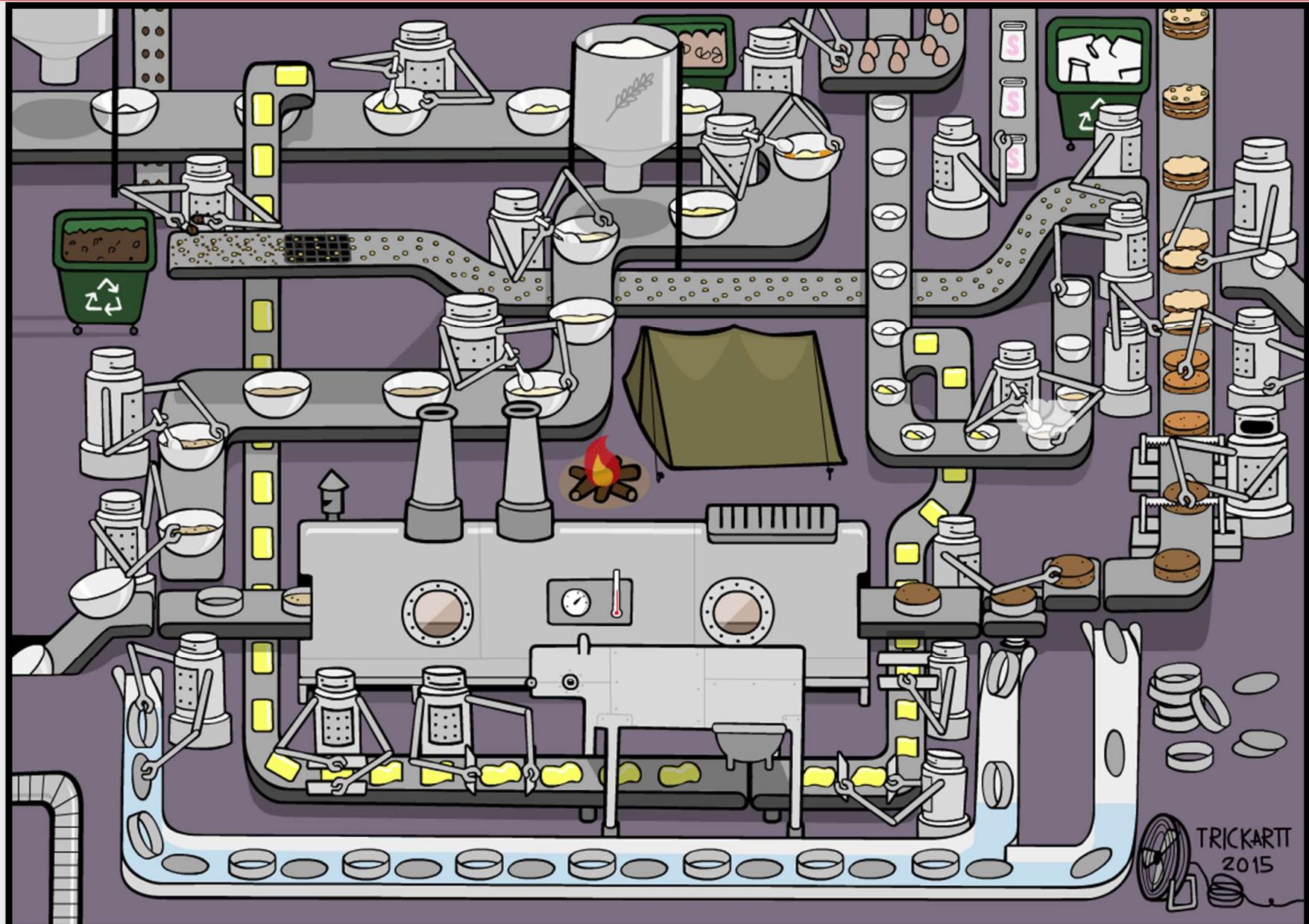


# DRONE ROUTING

- Let's assign some customers to drones!

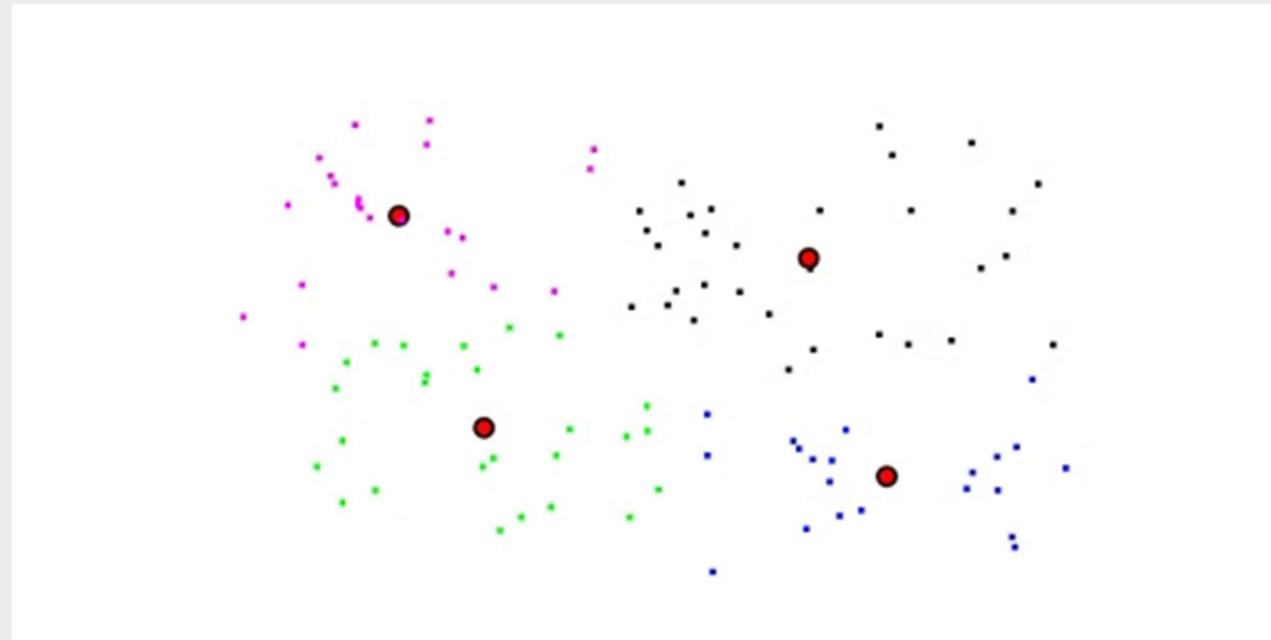


# PRODUCTION SCHEDULING

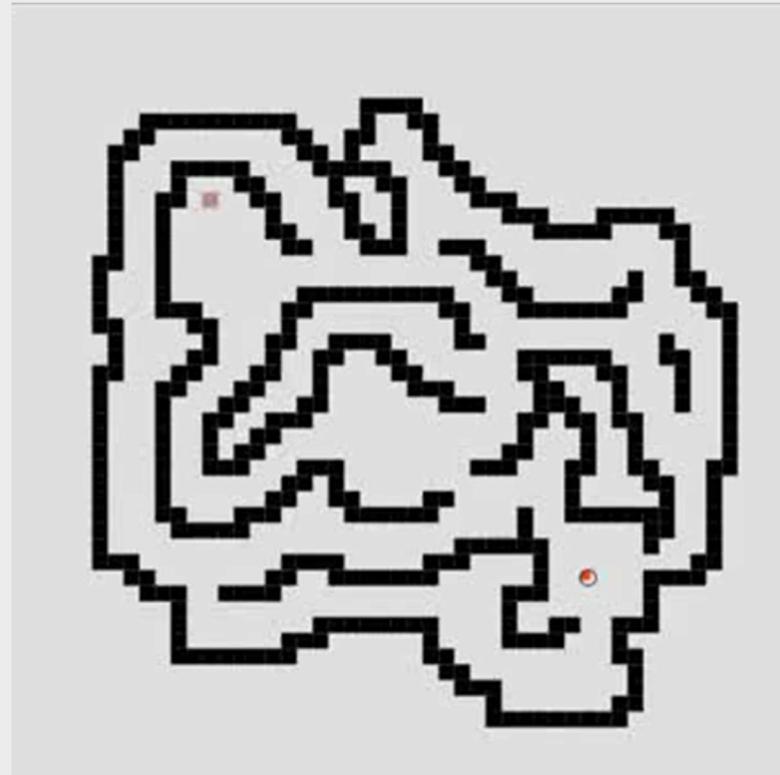


# COVERING LOCATION

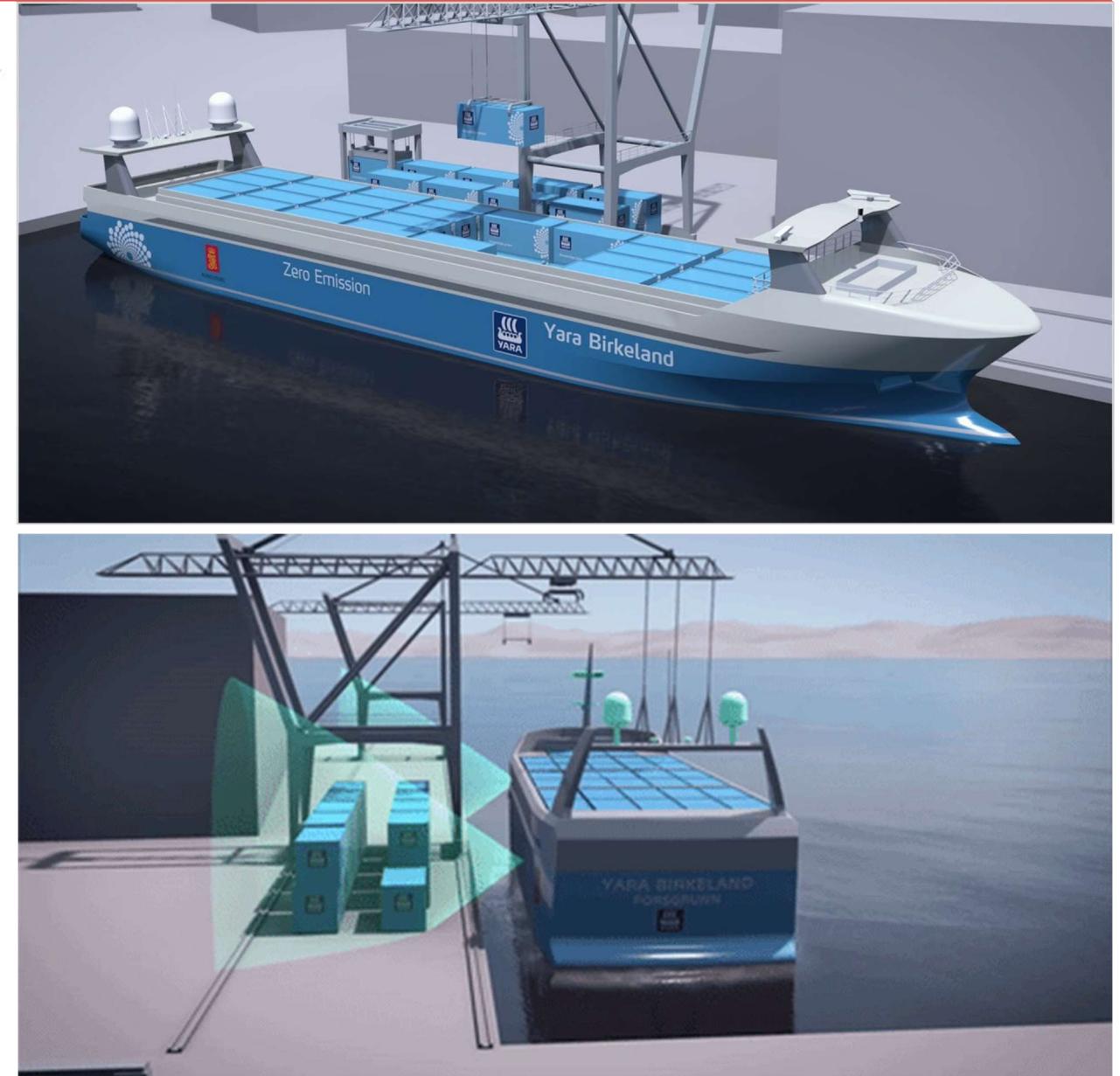
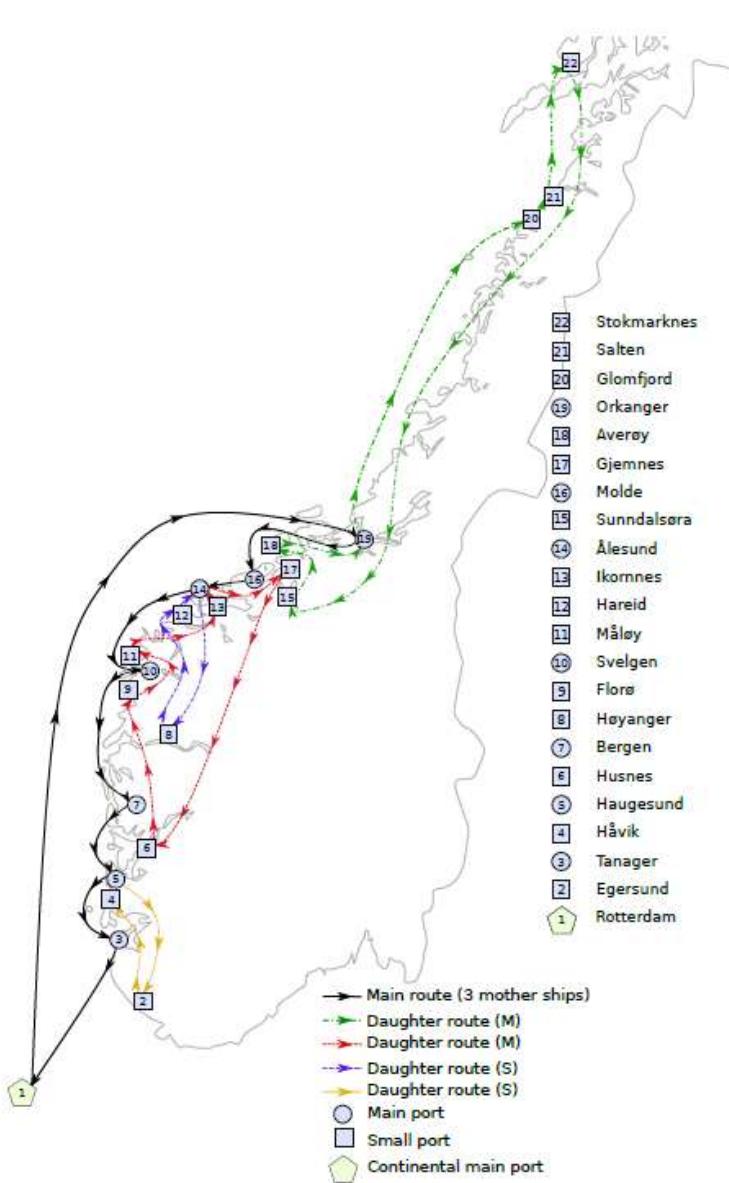
- How to cover moving demands!



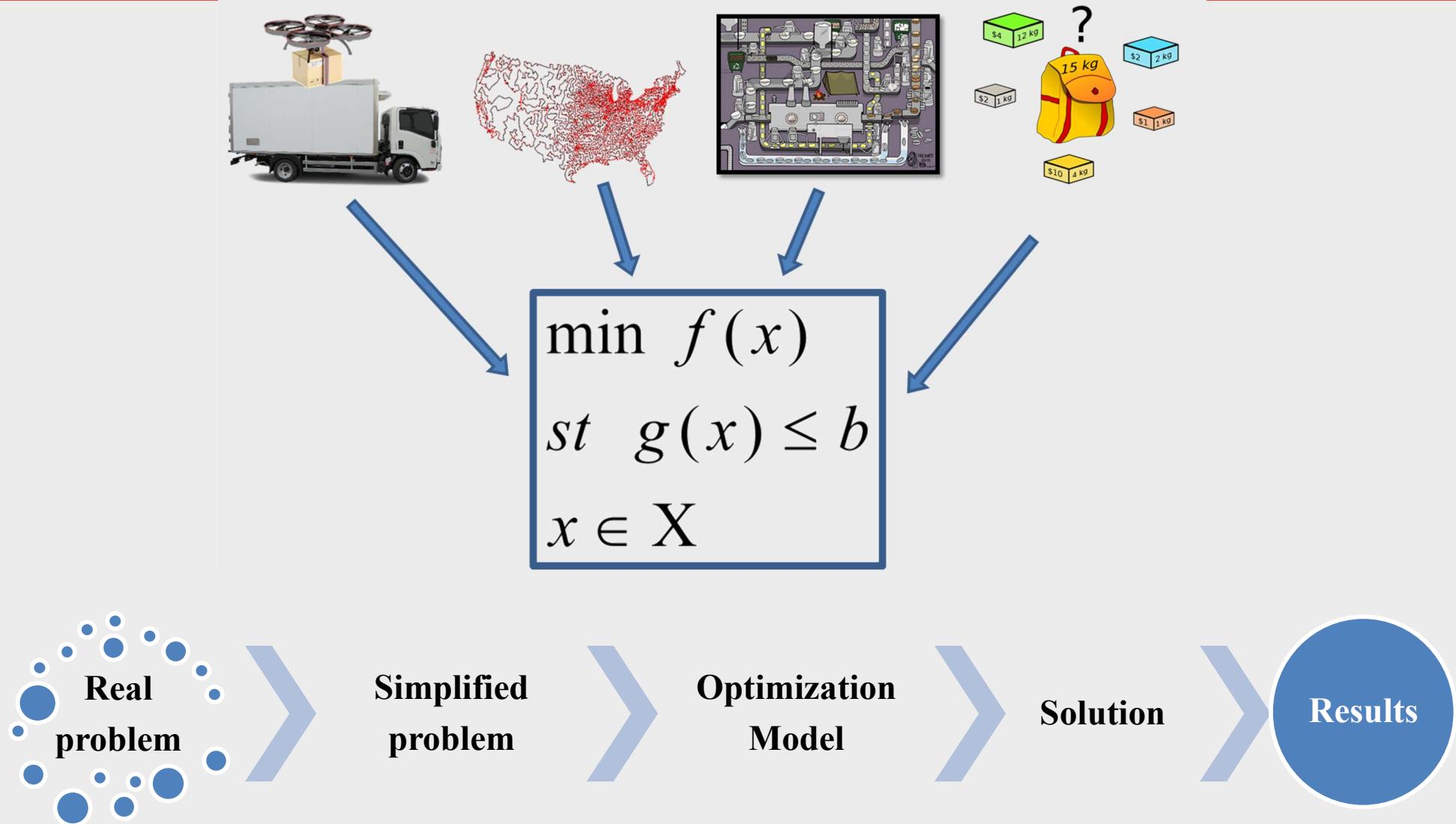
# MAZE



# ZERO EMISSION AUTONOMOUS VESSELS



# OPTIMIZATION PROCESS- EXACT APPROACH



# OPTIMIZATION PROCESS with METAHEURISTICS



# THE ART OF DESIGN



## REMARKS

- Optimization, combinatorial optimization
- Growth of solution space!
- Solution methods
- Trade in solution quality for runtime, by finding very good (but not necessarily optimal) solutions within feasible time
- A powerful toolbox for solving practical (often very complicated) optimization problems
- The art of design!



# #2: HEURISTICS

