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Efficient Cluster-based Heuristics for the Team Orienteering Problem with Time Windows

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In the Team Orienteering Problem with Time Windows (TOPTW), a variant of the Vehicle Routing Problem with Profits, a set of locations is given each associated with a profit, a visiting time and a time window. The aim is to maximize the overall profit collected by a number of routes, while the duration of each route must not exceed a given time budget. TOPTW is NP-hard and is typically used to model the Tourist Trip Design Problem. The latter deals with deriving near optimal multiple-day tours for tourists visiting a destination with several points of interest (POIs). The most efficient known heuristic approach to TOPTW which yields the best solution quality versus execution time, is based on Iterated Local Search (ILS). However, the ILS algorithm treats each node separately, hence it tends to overlook highly profitable areas of nodes situated far from the current solution, considering them too time-expensive to visit. We propose two cluster-based extensions to ILS addressing the aforementioned weakness by grouping

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nodes on separate clusters (based on geographical criteria), thereby making visits to such nodes more attractive. Our approaches improve ILS with respect to solutions quality and execution time as evidenced by experimental tests exercised on both existing and new TTDP-oriented benchmark instances.

Keywords: Team Orienteering Problem with Time Windows; Iterated Local Search; Clustering; Tourist Trip Design Problem; Point of Interest.

1. Introduction

The Team Orienteering Problem (TOP) (Chao *et al.*, 1996) is a combinatorial routing problem defined as follows: given (i) a set of nodes (locations) each associated with a profit and a visiting time, (ii) a travel time between each pair of nodes, (iii) a time budget B , and (iv) an integer k , the objective is to find k disjoint paths (or routes) starting from a node s and ending at a node t , each with total duration bounded by B , that maximize the overall profit collected by the visited nodes. The TOP, originally known in the literature as Multiple Tour Maximum Collection Problem (MTMCP) (Butt and Cavalier, 1994), is a variant of the Vehicle Routing Problem with Profits (VRPP) (Archetti *et al.*, 2007; Gavalas *et al.*, 2014). In VRPP, a variant of the classical VRP, visiting the whole set of nodes is not compulsory; profit is collected when visiting a node, while the collection of profit is distributed over several vehicles. The TOP with Time Windows (TOPTW) introduced by Vansteenwegen (2008) extends TOP allowing the visit at nodes to take place only during specified time windows. TOPTW is NP-hard and APX-hard (e.g. see Golden *et al.* (1987), Laporte and Martello (1990)). Exact solutions for TOPTW can only be obtained for instances with very restricted number of locations (e.g. see the work by Li and Hu (2011), which is used on networks of up to 30 nodes). The literature relevant to TOPTW involves mainly heuristic approaches based on simulated annealing (Lin and Yu, 2012), iterated local search (Vansteenwegen *et al.*, 2009) and ant colony systems (ACS) (Montemanni and Gambardella, 2009).

The most common application of the TOPTW is to model the Tourist Trip Design Problem (TTDP) (Vansteenwegen and Van Oudheusden, 2007), a route-planning problem which deals with deriving near optimal multiple-day tours for tourists visiting a destination with several points of interest (POIs). Different versions of TTDP have been studied in the literature. TOPTW has been extensively used to model a version of TTDP that considers the following input data:

- A set of candidate POIs, each associated with the following attributes: (i) a location (i.e. geographical coordinates), (ii) time windows (i.e. opening hours for each day of the week), (iii) a “profit” value, calculated as a weighted function of the objective and subjective importance of the POI (subjectivity refers to the users’ individual preferences and interests on specific POI categories) and (iv) a visiting time (i.e. the anticipated duration of visit of a user at the POI, derived from the average anticipated duration and the user’s potential interest for that particular POI).

- The travel time among POIs, based on the topological distance between a pair of POIs.
- The number k of routes that must be generated, based upon the period of stay (number of days) of the user at the tourist destination.
- The daily time budget B that a tourist wishes to spend on visiting sights; the overall daily route length should be kept below B .

By solving the TTDP we expect to derive k routes (typically starting and ending at the tourist's accommodation location) each of length at most B , that maximize the overall collected profit. Therefore, a TTDP solution should feature POI recommendations that match tourist preferences and near-optimal feasible route scheduling. The TTDP is typically dealt with online web and mobile applications with strict execution time restrictions (Souffriau and Vansteenwegen, 2010; Vansteenwegen *et al.*, 2011b). Hence, only highly efficient TOPTW heuristic approaches are eligible for TTDP solvers. The most efficient known heuristic for TOPTW is based on Iterated Local Search (ILS) (Vansteenwegen *et al.*, 2009, 2011a). ILS represents a fair compromise with respect to computational speed versus solutions quality, thereby being suitable for real-time TTDP applications. However, ILS treats each node separately, thereby commonly overlooking highly profitable areas of nodes situated far from current location, considering them too time-expensive to visit. ILS is also often trapped in areas with isolated high-profit nodes, possibly leaving considerable amount of the overall time budget unused.

Herein, we introduce RCRatio and CSCRoutes, two cluster-based algorithmic approaches for the TOPTW, which address the shortcomings of ILS. The main incentive behind our approaches is to motivate visits to topology areas featuring high density of 'good' candidate nodes (such areas are identified by a geographical clustering method performed offline); the aim is to improve the quality of derived solutions while not sacrificing time efficiency. Furthermore, both our algorithms favor solutions with reduced number of overly long transfers among nodes, which typically require public transportation rides (such transfers are costly and usually less attractive to tourists than short walking transfers). A preliminary version of this work has appeared in (Gavalas *et al.*, 2013).

The remainder of this article is organized as follows: Section 2 overviews algorithmic approaches relevant to the TOPTW. Section 3 presents our novel cluster-based heuristics, while Section 4 discusses the experimental results compiled from executing ILS as well as our algorithms on several test instances. Finally, Section 5 concludes the paper and provides directions for future work.

2. Related work

Vansteenwegen *et al.* (2009) proposed the Iterated Local Search (ILS) heuristic for solving the TOPTW problem. ILS defines an "insertion" and a "shake" step. The insertion step adds, one by one, new nodes in the routes of the current solution, ensuring that all following nodes in the routes remain feasible to visit, i.e. their time

window constraints are satisfied and the time budget is not violated. The shake step is used to escape from local optima. During this step, one or more nodes are removed in each tour looking for non-included nodes that may either decrease the tour time length or increase the overall collected profit. The ILS heuristic is the fastest known algorithm proposed for TOPTW (Vansteenwegen *et al.*, 2011a).

Montemanni and Gambardella (2009) proposed an ant colony system (ACS) algorithm to derive solutions for a hierarchical generalization of TOPTW, wherein more than the k required routes are constructed. At the expense of the additional overhead, those additional fragments are used to perform exchanges/insertions so as to improve the quality of the k routes. The algorithm comprises two phases: (i) The construction phase where ants are sent out sequentially; when at node i , an ant chooses probabilistically the next node j to visit (i.e. to include into the tour) based on the pheromone trail, the profit of j as well as its distance from i . (ii) The local search phase performed upon the solutions derived from construction phase, aiming at taking them down to a local optimum. ACS has been shown to obtain high quality results (that is, low average gap to the best known solution) at the expense of prolonged execution time, practically prohibitive for online applications. In (Gambardella *et al.*, 2012) a modified ACS framework (Enhanced ACS) is presented and implemented for the TOPTW to improve the results of ACS.

Labadi *et al.* in (Labadi *et al.*, 2010) and (Labadi *et al.*, 2011) proposed a method that combines the greedy randomized adaptive search procedure (GRASP) with the evolutionary local search (ELS). GRASP generates independent solutions using a randomized heuristic, which are further improved by a local search procedure. ELS generates multiple copies of a starting solution using a random mutation (perturbation) and then applies a local search on each copy to yield an improved solution. GRASP-ELS derives solutions of comparable quality and requires significantly less computational effort than ACS. Compared to ILS, GRASP-ELS gives better quality solutions at the expense of increased computational complexity.

Tricoire *et al.* (2010) deal with the Multi-Period Orienteering Problem with Multiple Time Windows (MuPOPTW), a generalization of TOPTW, wherein each node may be assigned more than one time window on a given day, while time windows may differ on different days. Both mandatory and optional visits are considered. Two heuristics were developed: a deterministic constructive heuristic which provides a starting solution, and a stochastic local search algorithm, the Variable Neighbourhood Search (VNS) which considers random exchanges between chains of nodes.

Labadi *et al.* (2012) proposed a local search heuristic algorithm for TOPTW by introducing a granular variant to a VNS algorithm (GVNS). In the local search routine, the algorithm tries to replace a segment of a route by higher profit nodes. For that, an assignment problem related to the TOPTW is solved and based on this solution, the algorithm decides which arcs to select.

Lin and Yu (2012) proposed a heuristic algorithm based on simulated annealing (SA) for the TOPTW. At each iteration a neighbouring solution of the current

solution is obtained by applying one of the swap, insertion or inversion moves, with equal probability. The new solution is adopted in the case that it is more profitable than the so far best found solution, otherwise it is accepted with a certain probability which is decreasing with increasing profit loss. After applying the above procedure for a certain number of iterations the best solution found so far is further improved by applying local search.

Guibadj and Moukrim (2013) proposed a memetic algorithm (MA) for the TOPTW based on the application of a split procedure to evaluate an individual. Hu and Lim (2014) proposed an iterative three-component heuristic (I3CH) for TOPTW, which iteratively applies a local search procedure, a simulated annealing procedure and a route recombination step. Each route of a solution obtained from the local search and simulated annealing procedure, is inserted into a pool of routes. Then, in the route recombination step, k disjoint routes from the pool with the highest total profit are picked, hence deriving a high quality solution.

So far, performance comparison results among existing TOPTW approaches have been reported in (Guibadj and Moukrim, 2013) and (Hu and Lim, 2014). Guibadj and Moukrim (2013) compared their MA approach against ACS, ILS, VNS, GVNS, GRASP-ELS and the SA algorithm, while (Hu and Lim, 2014) compared IC3H against ILS, GRASP-ELS, ACS. In both cases, the implemented algorithms are compared with respect to quality of derived solutions (i.e. average profit gap from the optimal or best known solution) and execution time for different number of tours k ($k = 1, \dots, 4$). The performance results have been compiled upon a number of benchmark sets designed by Solomon (1987) and Cordeau *et al.* (1997). A combined interpretation of reported results indicates that the MA approach yields the highest quality solutions closely followed by I3CH, VNS and GRASP-ELS and then by GVNS, SA, ACS and ILS. In all cases, the performance gap achieved by ILS is $\sim 4.5\%$. Nevertheless, the solutions quality gain of MA is achieved at the expense of prolonged execution time, especially for larger datasets. ILS clearly outperforms all alternative approaches requiring, on average, ~ 3 sec. The next most efficient approach is GRASP-ELS requiring 2.5 to 7 times longer execution time, which is prohibitive for real time applications, especially for large number of tours ($k > 2$). Then, GVNS, SA, VNS, MA, I3CH and ACS follow, with ACS requiring three orders of magnitude longer time than ILS. Overall, both performance comparison tests agree on that ILS algorithm represents a fair compromise with respect to execution efficiency versus solutions quality and is the only existing TOPTW approach appropriate for real-time applications.

3. Cluster-based heuristics

In TOPTW we are given a directed graph $G = (V, A)$ where $V = \{1, \dots, N\}$ is the set of nodes and A is the set of links, an integer k , and a time budget B . The main attributes of each node are: the visiting time (visit duration), $visit_i$, the profit gained by visiting i , $profit_i$, and each day's time window $[open_{im}, close_{im}]$, $m = 1, 2, \dots, k$

(a POI may have different time windows per day). Every link $(i, j) \in A$ denotes the transportation link from i to j and is assigned a travel cost travel_{ij} . The objective is to find k routes starting from 1 and ending at N with no other common node, each with overall duration limited by the time budget B , that maximize the overall profit collected by the visited nodes.

Herein, we propose two cluster-based heuristic algorithms, the Randomized Cluster Ratio (RCRatio) and the Cluster Search Cluster Routes (CSCRoutes), which address the weaknesses of the ILS algorithm proposed by Vansteenwegen *et al.* (2009). The proposed heuristics employ clustering to organize nodes into groups based on topological distance criteria. The CSCRoutes algorithm reduces the number of transfers among clusters by strictly enforcing the completion of the visit in a local area (cluster) before moving to the next one. Thus, it favors walking transfers between nodes while long travel distances are minimized. The RCRatio algorithm does not enforce but only favours the sequential visit of nodes belonging to the same cluster, allowing return to the same cluster after visiting a different one. The CSCRoutes algorithm is likely to provide solutions of lower quality (i.e. decreased overall profit) than the RCRatio algorithm, especially, in instances featuring tight time windows. At the same time, CSCRoutes is expected to perform better than RCRatio with respect to execution time.

For the sake of clarity of presentation of the proposed heuristics, we shall first briefly present the ILS algorithm, discuss its weaknesses and then explain how we address them. As mentioned in Section 2, ILS defines an “insertion” and a “shake” step. At each insertion step (**ILS Insert**) a node is inserted in a route, ensuring that all following nodes along the route remain feasible to visit. ILS modeling involves the following variables for each node i : (a) arrive_i denoting the arrival time at node i , (b) start_i denoting the time the visit at node i starts, (c) wait_i defined as the waiting time in case the arrival at i takes place before i 's opening time, and (d) maxShift_i defined as the maximum amount of time the start of the visit of i can be delayed without making any visit of a node following in the route infeasible due to this delay, that is, without shifting the visit at a node after the closing time of the node or beyond the prescribed time budget. If a node p is inserted in a route t between i and j , let $\text{shift}_p = \text{travel}_{ip} + \text{wait}_p + \text{visit}_p + \text{travel}_{pj} - \text{travel}_{ij}$ denote the time cost added to the overall route time due to the insertion of p . The node p can be inserted in a route t between i and j if and only if $\text{start}_i + \text{visit}_i + \text{travel}_{ip} \leq \text{close}_{pt}$ (i.e. the time window of p is not violated) and at the same time $\text{shift}_p \leq \text{wait}_j + \text{maxShift}_j$ (i.e. the remainder of the route following p remains feasible).

For each node p not included in a route, the best route to include that node as well as the best insertion position in that route is determined by computing the lowest insertion time cost (shift). For each of these best possible insertions, one per each node p not yet in any route, the heuristic calculates the ratio

$$\text{ratio}_p = \frac{\text{profit}_p^2}{\text{shift}_p}$$

which represents a measure of how profitable it is to visit p versus the time delay this visit incurs. Among all candidate nodes, the heuristic selects for insertion the one with the highest ratio.

At the shake step (**Shake**) the algorithm tries to escape from local optimum by removing a number of nodes in each route of the current solution, in search of non-included nodes that may either decrease the route's time length or increase the overall collected profit. The shake step takes as input two integers: (a) the removeNumber that determines the number of the consecutive visits to be removed from each route and (b) the startNumber that indicates where to start removing nodes on each route of the current solution. If, throughout the process, the end location is reached, then the removal continues with the nodes following the start location. The ILS algorithm initializes the parameters startNumber and removeNumber of the shake step to 1 and loops up to a specified number of times (150) as long as the profit of the best solution is not improved. Inside the loop, the insertion step is applied until a local optimum is reached. If the current solution's profit is larger than the profit of the best solution, the current solution is kept as the best solution and parameter removeNumber is reset to one. In the sequel, the shake step is applied. After the application of the shake step, the values of its parameters are adapted as follows: the value of startNumber is increased by the value of removeNumber and the value of removeNumber is increased by one. If startNumber is greater than or equal to the size of the smallest route in the current solution, then startNumber is decreased by this size. If removeNumber equals to $\frac{N}{3k}$ then it is reset to one. The pseudo code of ILS algorithm is listed below (Algorithm 3.1).

To the best of our knowledge, ILS is the fastest known algorithm for solving the TOPTW offering a fair compromise in terms of speed versus deriving routes of reasonable quality. However, it presents the following weaknesses:

- During the insertion step, ILS may rule out candidate nodes with high profit value because they are relatively time-expensive to reach (from nodes already included in routes). This is also the case even when whole groups of high profit nodes are located within a restricted area of the plane but far from the current route instance. For instance, in Figure 1(a), ILS inserts consecutively i , j , k and l due to their small shift values. Then, no node from C can be inserted due to the route's time budget. If however a node from C was initially inserted then a higher profit route would have been produced. (Note that in Figure 1 the size of each circle denotes the value of the corresponding node's profit.)
- In the insertion step, ILS may be attracted and include into the solution some high-score nodes isolated from high-density topology areas. This may trap ILS and make it infeasible to visit far located areas with "good" candidate nodes due to prohibitively large traveling time (possibly leaving considerable amount of the overall time budget unused). For instance, in Figure 1(b), the route was trapped after inserting the high profit node

Algorithm 3.1 ILS (Vansteenwegen *et al.* (2009))

```

maxIterations  $\leftarrow$  150
maxNumberToRemove  $\leftarrow \frac{N}{3k}$ 
startNumber  $\leftarrow$  1; removeNumber  $\leftarrow$  1; notImproved  $\leftarrow$  0
while notImproved < maxIterations do
  while not local optimum do
    ILS.Insert
  end while
  if currentSolution.profit > bestSolution.profit then
    bestSolution  $\leftarrow$  currentSolution
    removeNumber  $\leftarrow$  1
    notImproved  $\leftarrow$  0
  else increase notImproved by 1
  end if
  Shake(removeNumber, startNumber)
  increase startNumber by removeNumber
  increase removeNumber by 1
  if startNumber  $\geq$  currentSolution.sizeOfSmallestRoute then
    decrease startNumber by currentSolution.sizeOfSmallestRoute
  end if
  if removeNumber = maxNumberToRemove then
    removeNumber  $\leftarrow$  1
  end if
end while
return bestSolution

```

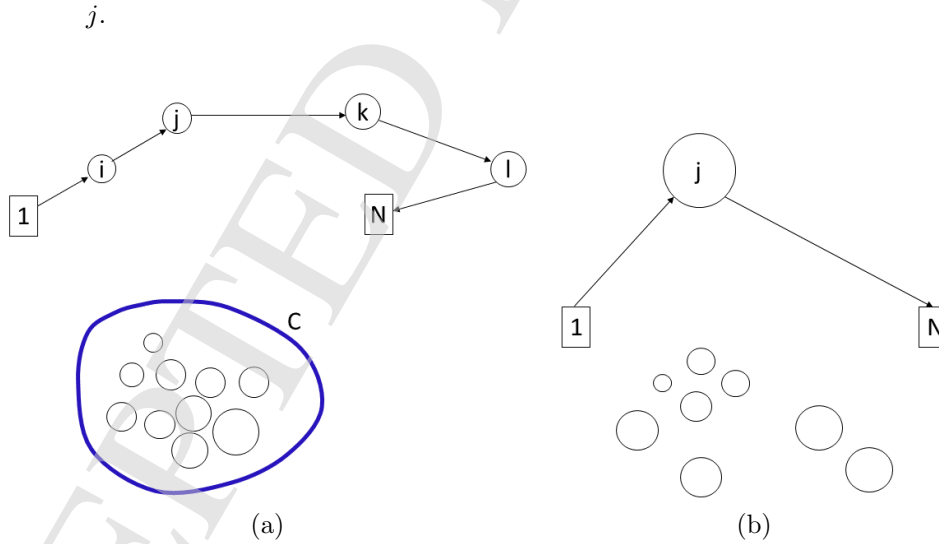


Fig. 1. Weaknesses of ILS

The proposed algorithms, Randomized Cluster Ratio (RCRatio) and Cluster Search Cluster Routes (CSCRoutes), address the aforementioned weaknesses of the ILS algorithm. Both algorithms employ clustering to organize nodes into groups

(clusters) based on topological distance criteria. Nodes grouped within the same cluster are geographically close e.g., they are within walking distance or they belong to the same area of the city. Having visited a high-profit node that belongs to a certain cluster, our algorithms encourage visits to other nodes of the same cluster because such visits reduce (a) the duration of the routes and (b) the number of transfers among clusters. Note that a tourist apart from maximizing the total profit, may also prefer to minimize inter-cluster transfers as those are typically long and require usage of public transportation; this may incur a considerable budget cost, while walking is usually a preferred option than using the public transportation.

Both RCRatio and CSCRoutes employ the global k -means algorithm (Likas *et al.*, 2003; Bagirov, 2008) to organize the set of nodes into an appropriate (based on the network topology) number of clusters (we term this parameter as `numberOfClusters`). Global k -means is an effective global clustering approach, which minimizes the clustering error and obtains a near-optimal solution for the clustering problem through applying a series of local searches using the k -means algorithm.

Once the clusters of nodes have been formed during a clustering phase, a route initialization phase **RouteInitPhase** starts. During this phase a single node is inserted into each of the k initially empty routes. Each of the k inserted nodes comes from a different cluster, i.e. no two inserted nodes belong to the same cluster, unless `numberOfClusters` $< k$. Since the number of clusters is usually larger than k we need to decide which k clusters will be chosen in the route initialization phase. Different approaches may be followed such as choosing the k clusters with the highest average profit or the highest h -index^a, or trying different sets of k high-profit clusters. Following the second approach, we consider a `listOfClusterSets` list containing a specific number of different sets of k clusters. The list may contain all k -combinations of the elements of a small set S with the most profitable clusters. **RouteInitPhase** takes as argument a set of k clusters from `listOfClusterSets` and proceeds as follows: for each cluster C in the set, it finds the node $p \in C$ with the highest ratio _{p} and inserts it into one of the empty routes (Figure 2). By initializing each one of the k routes of the TOPTW solution with a node from different cluster, the algorithms encourage searching different topology areas and avoid getting trapped at specific high-scored nodes. Then the algorithms combine an insertion step and a shake step to escape from local optima as described in the following subsections.

3.1. Randomized Cluster Ratio Algorithm

The Randomized Cluster Ratio algorithm (RCRatio) introduces a randomized insertion step **RCRatioInsert** which takes into account the clustering of the nodes by using a parameter `clusterParameter` ≥ 1 and a number randomly generated within

^aSimilarly to the h -index used to measure the impact of the published work of a scholar, a cluster has index h if h of its N_p nodes have profit values equal or greater than h , while the other $(N_p - h)$ nodes have profit values less than h . Intuitively, the h -index should be a more accurate measure of a cluster's attractiveness since the average is a metric affected to a large extent by outlier values.

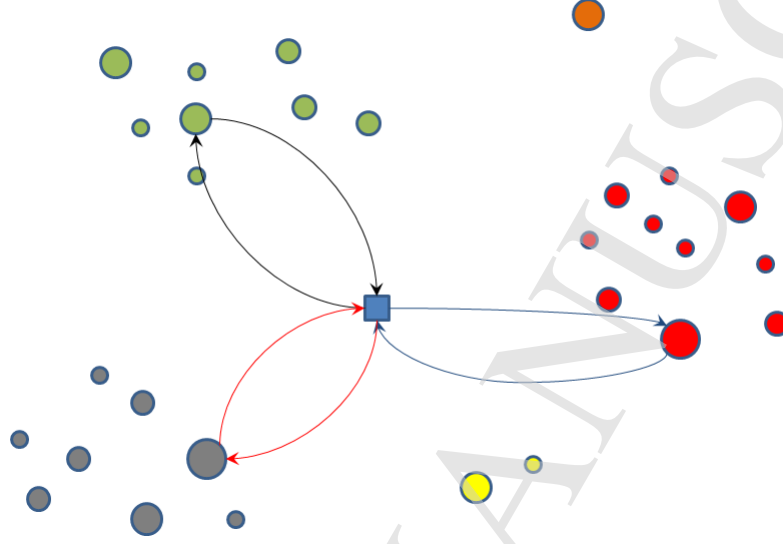


Fig. 2. Illustration of the RouteInitPhase

an interval $[1, \text{factorOfRandomness}]$ in order to add diversification. The higher the value of clusterParameter , the more the algorithm favors the insertion of a node p before or after a node that belongs to the same cluster with p . Specifically, the parameter clusterParameter is used to increase the probability of inserting p between i and j if p belongs to the same cluster as either i or j . For that, RCRatio considers the variable shiftCluster_p defined as

$$\text{shiftCluster}_p = \frac{\text{shift}_p}{\text{clusterParameter} \cdot \text{rand}}$$

in the case that $\text{cluster}(p)$ coincides with $\text{cluster}(i)$ or $\text{cluster}(j)$, where $\text{cluster}(l)$ denotes the cluster where a node l belongs to, and rand is a random number between 1 and $\text{factorOfRandomness}$. Otherwise, $\text{shiftCluster}_p = \frac{\text{shift}_p}{\text{rand}}$ (it is noted that shift_p is defined as in the ILS algorithm). For each candidate node p , the position with the lowest shiftCluster_p is determined and the ratio $\text{ratio}_p = \frac{\text{profit}_p^2}{\text{shiftCluster}_p}$ is computed. Then, the node p with the highest ratio is inserted in the position with the lowest shiftCluster_p .

RCRatio initializes the clusterParameter with a large value (in this work we have chosen the value of 1.3 based on our experiments) in order to initially encourage visits to be within the same clusters and decreases the value of clusterParameter by a step at a chosen number of iterations (we have chosen 0.1 every quarter of maxIterations , i.e. the maximum number of iterations without improvement). In this way, routes with many successive nodes belonging to the same cluster are initially favored; as the number of iterations without yielding improved solution increases, insertions of nodes belonging to the same cluster are less favored. The

random factor of the insert step gives diversification, not allowing the algorithm to perform the same action (i.e. insert a node previously removed by the shake step) over and over again.

Apart from the insert and shake steps, RCRatio applies an additional step in between for reaching a better solution, the “replace” step (**Replace**). In the replace step, a node v inserted in a route, is replaced by a non-inserted node u such that u is feasible to be inserted in the position of v and the difference of their profits (i.e. $\text{profit}_u - \text{profit}_v$) is the maximum possible. A pseudocode for the replace step follows (Algorithm 3.2).

Algorithm 3.2 Replace

```

bestDiff  $\leftarrow$  0
for each non-inserted node  $u$  do
  for each node  $v$  in a route do
    if  $u$  can replace  $v$  and  $\text{profit}_u - \text{profit}_v > \text{bestDiff}$  then
      bestInsert  $\leftarrow u$ , bestReplace  $\leftarrow v$ , maxDiff  $\leftarrow \text{profit}_u - \text{profit}_v$ 
    end if
  end for
end for
Replace bestReplace by bestInsert
Update arrival times and maxShifts

```

RCRatio loops for a number of times equal to the size of the listOfClusterSets. Within the loop, firstly all nodes included into the current solution's routes are removed and the route initialization phase is executed receiving as input argument a set of clusters taken (pop operation) from the listOfClusterSets list. Secondly, the algorithm initializes the parameters startNumber and removeNumber of **Shake** to 1 and the parameter clusterParameter of **RCRatio Insert** as discussed above, and executes an inner loop until there is no improvement of the best solution for maxIterations successive iterations. The insertion step is iteratively applied within this loop followed by a replace step with a specified probability, probabilityOfReplace, until a local optimum is reached. When a local optimum is reached, the solution is further improved applying replace steps, as long as an improvement is feasible. Lastly, the shake step is applied. The shake step takes as input the parameter removeNumber that determines the number of the consecutive visits to be removed from each route and the startNumber that indicates where to start removing nodes on each route of the current solution. If throughout the process, the end location is reached, then the removal continues with the nodes following the start location. The value of the parameter removeNumber used in the shake step, is allowed to be at most equal to the minimum of half of the size of the longest route in the current solution and $\frac{N}{3k}$ (note that in ILS the maximum allowed removeNumber equals $\frac{N}{3k}$). In this way, execution time is saved, since a local optimum is reached in short time, given that a small portion of the solution has been removed. Taking advantage of this time saving, the number of iterations can be increased without increasing

the overall algorithm's execution time. Therefore, RCRatio may exercise a larger `maxIterations` value in comparison to ILS.

In order to reduce the search space (therefore, the execution time) of **RCRatio.Insert**, in the case that a non-inserted node p is infeasible to be inserted in any route, it is removed from the list of candidate node and it is added back, only after **Shake** has been applied. The pseudo code of RCRatio algorithm is listed below (Algorithm 3.3). Figure 3 illustrates an example solution obtained by RCRatio (notice that the algorithm allows a route to include node of the same cluster, yet, not successively visited).

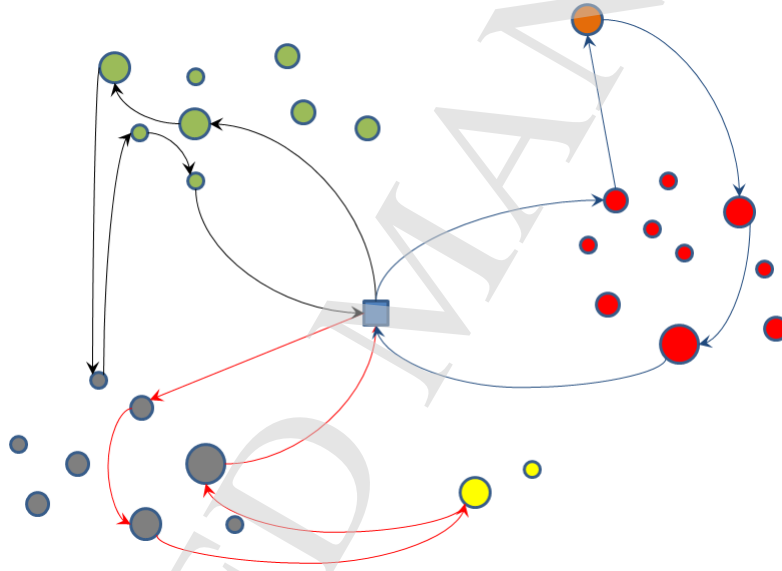


Fig. 3. Example of a RCRatio solution

3.2. Cluster Search Cluster Routes Algorithm

Given a route t of a TOPTW solution, any maximal sub-route in t comprising a sequence of nodes within the same cluster C is defined as a *Cluster Route (CR)* of t associated with cluster C and denoted as CR_C^t . Note that a route t of a TOPTW solution constructed by the ILS or RCRatio algorithm may include more than one cluster route CR_C^t for the same cluster C , i.e., a tour t may visit and leave cluster C more than once. CSCRoutes algorithm is designed to construct routes that visit each cluster at most once, i.e. if a cluster C has been visited in a route t it cannot be revisited in the same route and therefore, for each cluster C there is only one cluster route in any route t associated with C . The only exception allowed is when the start and the end node of a route t belong to the same cluster C' . In this case,

Algorithm 3.3 **RCRatio**(numberOfClusters, maxIterations, factorOfRandomness, probabilityOfReplace)

```

run the global k-means algorithm with  $k = \text{numberOfClusters}$ 
construct the list listOfClusterSets
 $\text{it1} \leftarrow \frac{\text{maxIterations}}{4}$ ;  $\text{it2} \leftarrow \frac{2 \cdot \text{maxIterations}}{4}$ ;  $\text{it3} \leftarrow \frac{3 \cdot \text{maxIterations}}{4}$ 
while listOfClusterSets is not empty do
    remove all nodes visited in the currentSolution
     $\text{theClusterSetIdToInsert} \leftarrow \text{listOfClusterSets.pop}$ 
    RouteInitPhase(theClusterSetIdToInsert, factorOfRandomness)
     $\text{startNumber} \leftarrow 1$ ;  $\text{removeNumber} \leftarrow 1$ ;  $\text{notImproved} \leftarrow 0$ 
    while notImproved < maxIterations do
        if notImproved < it2 then
            if notImproved < it1 then  $\text{clusterParameter} \leftarrow 1.3$ 
            else  $\text{clusterParameter} \leftarrow 1.2$ 
            end if
        else
            if notImproved < it3 then  $\text{clusterParameter} \leftarrow 1.1$ 
            else  $\text{clusterParameter} \leftarrow 1.0$ 
            end if
        end if
        while the insert step succeeds do
            RCRatio_Insert(clusterParameter, factorOfRandomness)
            if  $p < \text{probabilityOfReplace}$  then
                Replace
            end if
        end while
        while the replace step succeeds do
            Replace
        end while
        if currentSolution.profit > bestSolution.profit then
            bestSolution  $\leftarrow$  currentSolution ;  $\text{removeNumber} \leftarrow 1$ ;  $\text{notImproved} \leftarrow 0$ 
        else increase notImproved by 1
        end if
        if  $\text{removeNumber} > \min\{\frac{\text{currentSolution.sizeOfLargestTour}}{2}, \frac{N}{3k}\}$  then
             $\text{removeNumber} \leftarrow 1$ 
        end if
        Shake(removeNumber, startNumber)
        increase startNumber by removeNumber
        increase removeNumber by 1
        if startNumber  $\geq$  currentSolution.sizeOfSmallestTour then
            decrease startNumber by currentSolution.sizeOfSmallestTour
        end if
    end while
end while
return bestSolution

```

a route t may start and end with nodes of cluster C' , i.e. C' may be visited twice in the route t and therefore, for a route t there might be two cluster routes CR_C^t .

The insertion step **CSCRoutes_Insert** of the CSCRoutes algorithm does not allow the insertion of a node p in a route t , if this insertion creates more than one cluster routes CR_C^t for some cluster C . In the following, the description of insertion step **CSCRoutes_Insert** is given, based on the following assumptions. Consider

w.l.o.g. that the start and end nodes in the TOTPW coincide (*depot*). If a route t contains two CR associated with the cluster of the *depot*, then let CR_f^t be the first cluster route (starts at the *depot*) in t , and CR_l^t be the last cluster route (ends at the *depot*) in t . Also, assume that for each node p $ratio_p$ is calculated as in ILS algorithm. Finally, consider for each route t , the list $clustersIn(t)$ containing any cluster C for which there is a nonempty CR_C^t .

Given a candidate for insertion node p and a route t , **CSCRoutes_Insert** distinguishes among the following cases:

- $cluster(p) = cluster(depot)$ and $clustersIn(t)$ contains only the cluster(*depot*). Then p can be inserted anywhere in the route, since the insertion would not violate the CR constraints.
- $cluster(p) = cluster(depot)$ and $clustersIn(t)$ contains more than one cluster. Then p can be inserted anywhere in CR_f^t and in CR_l^t .
- $cluster(p) \neq cluster(depot)$ and $clustersIn(t)$ contains only cluster(*depot*), then the insertion is feasible anywhere in t . If the insertion occurs, then a new CR will be created with p as its only node.
- $cluster(p) \neq cluster(depot)$ and $clustersIn(t)$ contains two or more clusters but not cluster(p). Then p can be inserted after the end of every CR in t , except for CR_l^t . If the insertion occurs, then a new CR will be created with p as its only node.
- $cluster(p) \neq cluster(depot)$ and $clustersIn(t)$ contains two or more clusters and also includes cluster(p). Then p can be inserted anywhere in $CR_{cluster(p)}^t$.

The pseudo code of **CSCRoutes_Insert** (Algorithm 3.4) follows.

Note that similarly to the RCRatio algorithm when a non-included node p is infeasible to insert in any route, then p is removed from the list of candidates and re-examined, only after **Shake** has been applied.

Like RCRatio algorithm, CSCRoutes executes a loop for a number of times equal to the size of the listOfClusterSets. Within the loop, firstly, all nodes in the current solution's routes are removed and the route initialization phase is executed. Secondly, the algorithm initializes the parameters startNumber and removeNumber of **Shake** to 1 and executes an inner loop up to a specific number of times (maxIterations) while the profit of the best solution is not improved. Within this loop, the insertion step **CSCRoutes_Insert** is applied until a local optimum is reached. At the end, the shake step is applied. The pseudo code of CSCRoutes Algorithm 3.5 is given below.

The CSCRoutes algorithm is likely to create solutions of lower quality (i.e. decreased overall profit), especially in instances featuring tight time windows. However, it significantly reduces the number of transfers among clusters and therefore it favors routes that include nodes of the same cluster. In this way, walking transfers are preferred while overly long travel distances are minimized. At the same

Algorithm 3.4 CSCRoutes_Insert

```

for each candidate node  $p$  do
  clusterID ← cluster( $p$ )
  for each route  $t$  do
    if clusterID = cluster( $depot$ ) then
      if clustersIn( $t$ ) contains only cluster( $depot$ ) then
        Search all possible insert positions in  $t$  for the least shift $_p$ 
      else
        Search all possible insert positions in  $CR_f^t$  and  $CR_l^t$  for the least shift $_p$ 
      end if
    else if ▷ clusterID ≠ cluster( $depot$ )
      if clustersIn( $t$ ) contains only cluster( $depot$ ) then
        Search all possible insert positions in  $t$  for the least shift $_p$ 
      else
        if clustersIn( $t$ ) doesn't contain clusterID then
          Search all possible positions in  $t$  that are the end of a CR, for the least shift $_p$ 
        else Search all possible insert positions in  $CR_{clusterID}^t$  for the least shift $_p$ 
        end if
      end if
    end if
  end for
end for
Insert the node  $q$  with the highest ratio.
Update times, maxShifts and lists clustersIn.

```

time, the CSCRoutes is expected to perform better than ILS and RCRatio with respect to execution time, since **CSCRoutes_Insert** is faster than **ILS_Insert** and **RCRatio_Insert** (this is because the number of possible insertion positions for any candidate node is much lower). Figure 4 illustrates an example solution obtained by CSCRoutes.

4. Experimental Results

4.1. Test instances

Montemanni and Gambardella (2009) designed TOPTW instances based on previous OPTW instances of Solomon (1987) (data sets for vehicle routing problems with time windows: c10*, r10* and rc10*) and Cordeau *et al.* (1997) (10 multi-depot vehicle routing problems: pr1-pr10). They also added 27 extra instances based on Solomon (c20*, r20* and rc20*) and 10 instances based on Cordeau *et al.* (pr11-pr20). Cordeau *et al.* instances have up to 288 customers and much wider time windows than in Solomon's problems. All the aforementioned instances involve one, two, three and four routes. Optimal solutions are available for some of those test instances. Herein, we compare the performance of our heuristics against the best-known algorithm suitable for real-time TTDP applications, ILS (Vansteenwegen *et al.*, 2009).

The aforementioned instances allow a fair comparison of our proposed heuristics against published results, yet, they do not represent suitable examples of real-life

Algorithm 3.5 CSCRoutes(numberOfClusters,maxIterations)

```

run the global k-means algorithm with k=numberOfClusters
construct the list listOfClusterSets
while listOfClusterSets is not empty do
    remove all nodes visited in the currentSolution
    theClusterSetIdToInsert  $\leftarrow$  listOfClusterSets.pop
    RouteInitPhase(theClusterSetIdToInsert)
    startNumber  $\leftarrow$  1; removeNumber  $\leftarrow$  1; notImproved  $\leftarrow$  0
    while notImproved < maxIterations do
        while not local optimum do
            CSCRoutes_Insert
        end while
        if currentSolution.profit > bestSolution.profit then
            bestSolution  $\leftarrow$  currentSolution ; removeNumber  $\leftarrow$  1; notImproved  $\leftarrow$  0
        else increase notImproved by 1
        end if
        if removeNumber >  $\min\{\frac{\text{currentSolution.sizeOfLargestTour}}{2}, \frac{N}{3k}\}$  then
            removeNumber  $\leftarrow$  1
        end if
        Shake(removeNumber,startNumber)
        increase startNumber by removeNumber
        increase removeNumber by 1
        if startNumber  $\geq$  currentSolution.sizeOfSmallestTour then
            decrease startNumber by currentSolution.sizeOfSmallestTour
        end if
    end while
end while
return bestSolution

```

TTDP problems. In such problems (a) POIs are typically associated with much wider, overlapping, multiple time windows (e.g. Monday closed, Tuesday-Friday 08:30-16:00, Saturday-Sunday 09:00-18:00); (b) POIs' locations are statistically dependent, i.e. typical tourist destination topologies feature dense concentration of POIs at certain areas, while isolated POIs are rare; (c) visiting time at a POI is typically correlated with its profit value (e.g. POIs associated with high profit value are expected to take long to visit); (d) the time available for sightseeing (daily time budget) is typically in the order of a few hours per day (in contrast, Cordeau et al. and Solomon r2*/rc2* instances allow time budget up to 16.5 hours, while Solomon c2* instances up to 56.5 hours, which is certainly unrealistic).

Along this line, we have created 100 new TOPTW instances (t^*) with the following characteristics: the number of routes is 1-3; the number of nodes is 100-200, which is considered a fair estimation of available POIs on medium-to-large scale urban tourist destinations; 80% of the nodes are located around 1-10 virtual centers (the distances of nodes from their randomly assigned center follow a Gaussian distribution); a 20% of the nodes is set at a random location on the plane; the profit associated with nodes is 1-100, while visiting time at any node is 1-120 min (visiting time is proportional to the profit); regarding time windows, we assume that 50% of the nodes are open in 24h basis (e.g. squares, parks and landmarks

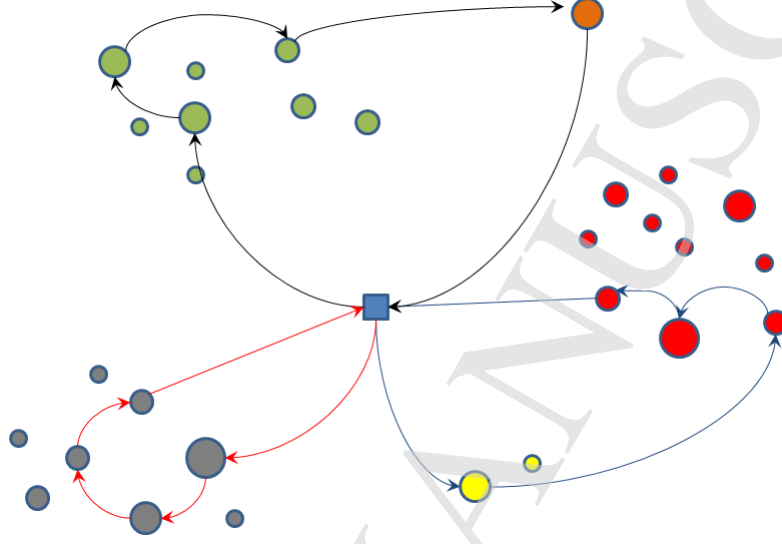


Fig. 4. Example of a CSCRoutes solution

open to visitors), while the remaining are closed either on weekends (15%) or one day per week, either Monday (15%), Tuesday (10%) or Wednesday (10%) (during their opening days, the non-24h nodes are open 08:30-17:00); the daily time budget is set to 10h (510-1110 min) in $t1^*$ and 5h (840-1140 min) in $t2^*$ instances.

Table 4.1 overviews the available TOPTW test instances. For every set of instances, the corresponding reference is given, along with the name of the original instances the set is based on. The number of instances, nodes (N) and routes (k) as well as the daily time budget (B) are also presented.

Table 1. TOPTW Instances

Reference	Based on	# of instances	N	B	Average TW	k
(Montemanni and Gambardella, 2009)	Solomon (c1*, r1* and rc1*)	29	100	c1*:1236 r1*:230 rc1*:240	c1*:321 r1*:87 rc1*:85	1,2,3,4
	Cordeau et al.(pr01-10)	10	48-288	1000	135	1,2,3,4
	Solomon (c2*, r2* and rc2*)	27	100	c2*:3390 r2*:1000 rc2*:960	c2*:921 r2*:454 rc2*:370	1,2,3,4
	Cordeau et al.(pr11-20)	10	48-288	1000	269	1,2,3,4
This article	$t1^*$	50	100-200	600	1000	1,2,3
	$t2^*$	50	100-200	300	997	1,2,3

The benchmark instances of Montemanni and Gambardella are available at <http://www.mech.kuleuven.be/en/cib/op/>, while the t^* instances are available at http://dgavalas.ct.aegean.gr/public/op_instances/.

4.2. Results

All computations were carried out on a personal computer Intel Core i3 with 2.30 GHz processor and 4 GB RAM. Our tests aim at comparing our proposed algorithms against the best known real-time TOPTW approach (ILS), which yields high quality solutions, while being suitable for real-time TTDP applications. Reported results compare ILS against RCRatio and CSCRoutes with respect to the following aspects: (a) overall collected profit and (b) execution (CPU) time required to derive a solution. In addition to our proposed algorithms, ILS has been also implemented to ensure fair comparison with respect to execution (CPU) time required to derive solutions; the overall collected profit values corresponding to ILS are those published in (Vansteenwegen *et al.*, 2009). Clearly, mostly preferred solutions are those associated with high profit values (higher profit values denote higher quality solutions) and reduced execution time (as this denotes improved suitability for real-time TTDP applications). All three algorithms have been coded in C++.

With respect to parameter setting in the algorithms RCRatio and CSCRoutes, a number of different alternative values have been tested; reasonably, we selected the ones that achieved the best performance results with respect to both the quality of solutions and the computational time needed to derive solutions. The number of clusters derived by the global k -means algorithm (numberOfClusters) is set to a fraction of the number of POIs ($N/10$). Note that the appropriate number of clusters depends on the graph topology and the distribution of the POIs in the area. The listOfClusterSets is implemented by adding $\left\lceil \frac{\text{numberOfClusters}}{k} \right\rceil$ disjoint sets of k clusters, such that the first set contains the k clusters with the highest average profit, the second set contains the next k highest average profit clusters, etc. This allows each cluster to be visited at least once while keeping the number of elements of listOfClusterSets as short as possible. The value of maxIterations is set equal to $\frac{400}{|\text{listOfClusterSets}|} \cdot \frac{k+1}{2 \cdot k}$. In this way, the number of iterations is decreased when the number of routes increases; note that large number of routes implies large total time budget (over all routes) and therefore, optimal solutions can be reached within a smaller number of iterations. Finally, all combinations of factorOfRandomness and probabilityOfReplace with factorOfRandomness = 1, 1.1, 1.2 and probabilityOfReplace = 0, 0.05, 0.1, 0.2 have been examined with the best performance results obtained for factorOfRandomness and probabilityOfReplace set to 1.1 and 0.05, respectively.

4.2.1. Overview of results

In Appendix A, we provide the analytical results of ILS, RCRatio and CSCRoutes based on the benchmark instances of Solomon (Tables 12, 14, 16 and 18) and Cordeau *et al.* (Tables 13, 15, 17 and 19). We provide results for one (Tables 12 and 13), two (Tables 14 and 15), three (Tables 16 and 17) and four routes (Tables 18 and 19) over the same sets of instances. Furthermore, Tables

20 and 21 list the results compiled from the new $t1^*$ and $t2^*$ instances, respectively. The first two columns show the instance's name and the number of clusters derived from the global k -means clustering algorithm (the latter is proportional to the instances' number of nodes, i.e. $\frac{N}{10}$), respectively. The next three sets of column dyads correspond to the results obtained from ILS, RCRatio and CSCRoutes, respectively. Total collected profit and execution time are reported for each algorithm. The results obtained by RCRatio are the average of five runs of the algorithm in each instance.

Table 4.2.1 offers a high-level comparative view of the compiled results, in effect, averages of the absolute values catalogued in Tables 12 – 21, grouped by instance 'families'. The performance gaps of RCRatio and CSCRoutes over ILS are shown in parenthesis, in percentages (clearly, positive gaps indicate performance gain for our algorithms).

RCRatio prevails over ILS in terms of profit in 22 cases among 30 average values, while in 4 cases it achieves identical performance (both algorithms reach optimality). In fact RCRatio achieves its higher performance gap over ILS on the $t2^*$ instances, which account for the TTDP-tailored topologies with 5 hours time budget. RCRatio's clear prevalence in profit is mainly due to being more effective in escaping local optima, as a result of the insertion step which incorporates randomization as well as the diversification obtained by the multiple values clusterParameter gets during the process. Furthermore, the Replace step following the insertion steps improves more the solution. Last, initializing the routes with nodes from different clusters results in searching the solution space more thoroughly without getting trapped in a region of the network. With respect to execution time, RCRatio executes slower on instances wherein a local optimum is reached fast, i.e. those not requiring thorough exploration of the search space. On those scenarios, ILS derives a solution earlier (typically in less than 0.5 sec) due to the smaller number of iterations (maxIterations=150) compared to RCRatio (maxIterations=400). Nevertheless, this time lag is expected to remain unnoticeable by TTDP application users as it is typically below 0.5 sec. On the other hand, RCRatio executes faster in 8 cases among the 12 wherein ILS takes longer than a second to execute, i.e. in the cases wherein the performance of ILS is marginally acceptable for real-time applications (the 4 cases where ILS performs better are the $r2^*$ instances for one tour, $rc2^*$ instances for one and two tours and $c2^*$ instances for three tours). Notably, in the cases where ILS takes more than 5 sec to execute (pr^* for 3 and 4 tours), RCRatio achieves time savings of more than 2 sec.

CSCRoutes attains higher profit values than ILS only on 4 (among 30) instance families, executing however faster on 25 out of the 30 cases. As regards the TTDP-tailored t^* instances, it yields similar profit values while clearly outperforming ILS with respect to execution time. In fact, on some instances wherein ILS hardly meets the requirements of real-time applications (e.g. ~ 7.3 sec on pr^* for 4 tours), CSCRoutes may execute almost three times as fast (~ 2.7 sec) while not

compromising much of the solutions quality (-5.5%). Notably, CSCRoutes prevails with regards to all performance parameters on several scenarios (see rc1* instances for 1 tour, c2* for 2 and 3 tours, t2*). The above described performance profile of CSCRoutes is mainly attributed to its focal design objective to prioritize the insertion of successive nodes which belong to the same cluster. This drastically reduces the search space, hence the execution time. This gain comes at the expense of solutions quality as the CSCRoutes is not free to consider candidate nodes irrespective of their cluster association.

Table 2. Averages of performance parameters grouped by instance 'families'

k	Name	ILS		RCRatio				CSCRoutes			
		Profit	Time(ms)	Profit	Gap	Time(ms)	Gap	Profit	Gap	Time(ms)	Gap
1	c1*	362.2	121.1	365.3	0.9	194.4	-60.5	356.7	-1.5	146.8	-21.2
	c2*	911.3	655.3	923	1.3	732.4	-11.8	906.3	-0.5	215.9	67.1
	r1*	276.9	135.3	280.1	1.2	188	-39	273.8	-1.1	130.9	3.3
	r2*	969.3	1216.5	965.6	-0.4	1337.2	-9.9	817.9	-15.6	256.6	78.9
	rc1*	257.8	123.8	264.6	2.6	143.5	-15.9	259.4	0.6	108.8	12.1
	rc2*	925.3	901.9	923	-0.2	892	1.1	848.9	-8.3	231.4	74.3
	pr*	458.6	1064	467.7	2	776.8	27	421.3	-8.1	307.7	71.1
	Average	594.5	602.6	598.5	0.7	609.2	-1.1	554.9	-6.7	199.7	66.9
2	c1*	666.7	395.2	669.1	0.4	400.3	-1.3	641.1	-3.8	286.4	27.5
	c2*	1440	1284.4	1451	0.8	1540.8	-20	1446.3	0.4	518.5	59.6
	r1*	499.2	428.8	505.1	1.2	387.9	9.5	493	-1.2	268	37.5
	r2*	1370.5	876	1371.9	0.1	1531.2	-74.8	1229.9	-10.3	480.9	45.1
	rc1*	497.9	466.4	503.1	1	323.9	30.6	487.8	-2	241.5	48.2
	rc2*	1501	1117.9	1492	-0.6	1554.2	-39	1345.1	-10.4	436.5	61
	pr*	831.7	2696.1	839.4	0.9	1876.8	30.4	759.6	-8.7	839.6	68.9
	Average	972.4	1037.8	975.9	0.4	1087.9	-4.8	914.7	-5.9	438.8	57.7
3	c1*	897.8	1050.3	903.3	0.6	723.7	31.1	884.4	-1.5	523.9	50.1
	c2*	1775	907.8	1773.3	-0.1	1224.3	-34.9	1778.8	0.2	494.6	45.5
	r1*	704	1017.8	704.7	0.1	732.6	28	686.3	-2.5	501.4	50.7
	r2*	1452.1	479.1	1452.5	0	1017.8	-112.4	1404.6	-3.3	489.1	-2.1
	rc1*	713.1	831.6	722.2	1.3	604.5	27.3	708	-0.7	434.5	47.8
	rc2*	1695.4	637.3	1698.2	0.2	1209.7	-89.8	1567.1	-7.6	501	21.4
	pr*	1112.5	5523.2	1130.2	1.6	3485.2	36.9	1051.9	-5.4	1728.8	68.7
	Average	1192.8	1492.4	1197.8	0.4	1285.4	13.9	1154.4	-3.2	667.6	55.3
4	c1*	1101.1	1404.7	1107.1	0.5	1115.5	20.6	1085.6	-1.4	813.4	42.1
	c2*	1810	339.9	1810	0	794.1	-133.6	1810	0	406.6	-19.6
	r1*	862.6	1410.1	866.1	0.4	1121.6	20.5	847.5	-1.8	811.1	42.5
	r2*	1458	287.3	1458	0	720.9	-150.9	1440.3	-1.2	414.6	-44.3
	rc1*	913.1	1463	919.3	0.7	922	37	899.9	-1.4	639.5	56.3
	rc2*	1724	368.5	1724	0	844.5	-129.2	1674.8	-2.9	527.5	-43.1
	pr*	1341.1	7360.6	1359.3	1.4	5195.1	29.4	1267.8	-5.5	2742.7	62.7
	Average	1315.7	1804.9	1320.5	0.4	1530.5	15	1289.4	-2	907.9	49.7
	t1*	788.6	1448.4	790.4	0.2	1458.3	-0.7	781.5	-0.9	1000.3	30.9
	t2*	349.9	582.9	358.5	2.5	470.2	19.3	353.6	1.1	406.2	30.3

4.2.2. Detailed analysis of results

The comparison results between ILS and RCRatio for Solomon and Cordeau et al. instances are summarized in Tables 3 and 4, respectively, for different number of routes. Positive gaps denote predominance of our algorithm against ILS. The opposite (i.e. prevalence of ILS solution) is signified by negative gap values. RCRatio yields significantly higher profit values, especially for instances with tight B and

small number of routes (e.g. 1.15 in $r1^*$ and 2.78 in $rc1^*$, for one tour, in Table 3). This is because ILS is commonly trapped in isolated areas with few high profit nodes, failing to explore remote areas with considerable numbers of fairly profited candidate nodes, due to prohibitively large travelling time and the limited time budget (see relevant discussion in Section 3). The null (0) values mostly appearing in $c2^*$, $r2^*$ and $rc2^*$ instances for 3 or 4 routes indicate that both approaches derive the optimum solution since k and B are large enough to accommodate all nodes into the solution. ILS and RCRatio attain similar execution times in most cases, however the former clearly executes faster when examining instances with both large B and k values (in those cases ILS exercises less iterations than RCRatio and usually reaches a local optimum that can be no longer improved while RCRatio iterates further and by reinitializing the solution with the RouteInitPhase, escapes easier from a local optimum.) Even in those cases though, the absolute execution time for RCRatio is well below 1 sec, which is certainly satisfactory for real-time TTDP applications.

It should be noted that the average values per instance family shown in Tables 3 – 11 are indeed close to the averages of Table 4.2.1 with the exception of execution time values (in fact the figures shown in Table 4.2.1 are a lot more positive for our algorithms than those in Tables 3 – 11). Notably, the tabular values of Table 4.2.1 denote the gaps of the average absolute values while those in Tables 3 – 11 denote the average gaps. However, the latter do not accurately represent the practical performance gap among the compared algorithms. To illustrate this, the execution time of ILS for pr01 and pr20 instances, $k = 4$ tours, is 79ms and 16212ms, respectively (see Table 19). The execution time of RCRatio for the same instances and number of tours is 229ms and 12377ms, respectively. Hence, the shorter execution of ILS by 150ms on pr01 yields a 190% gap in favor of ILS, while ILS lengthier execution by 3835ms on pr20 yields only a 24% gap in favor of RCRatio. Due to the outlier values, the average gap over pr^* instances becomes 18.46% in favor of ILS (see Table 4) while the gap of the average absolute times is 29.42% in favor of RCRatio (see Table 4.2.1). In practical terms though, a performance gain of ~ 4 sec is far more desirable than a 150ms gain; hence the time gap values of Table 4.2.1 are considered far more indicative. The same observation also holds when comparing the execution times of ILS and CSCRoutes.

The comparison results between ILS and CSCRoutes for Solomon and Cordeau et al. instances are summarized in Tables 5 and 6, respectively. The results indicate a trade-off between profit and execution time. In particular, ILS yields better results with respect to profit as it inserts best candidate nodes freely, irrespective of their cluster assignment. This is especially true when considering instances which combine large B with tight time windows (e.g. $r2^*$), whereby CSCRoutes fails to use the time budget effectively, as it might get trapped within clusters, spending considerable amount of time waiting for the nodes' opening time, while not allowed to escape by visiting neighbour cluster nodes. This disadvantage is mitigated when k increases, as

high-profit nodes are then more likely to be selected. On the other hand, CSCRoutes attains shorter execution times (excluding the $c1^*$ instances for $k = 1$, $r2^*$ for $k = 3$ and $c2^*$, $r2^*$, $rc2^*$ for $k = 4$), as it significantly reduces the search space in its insertion phase.

The comparison results between RCRatio and CSCRoutes for Solomon and Cordeau et al. instances are summarized in Tables 7 and 8, respectively, where negative values indicate prominence of RCRatio. As expected, RCRatio obtains better results in terms of profit as it enables broader exploration of the search space on its insertion phase (mainly due to the randomization and the more relaxed conformance to the cluster association of candidate nodes) as well as the Replace step. On the other hand, RCRatio performs worse with respect to the execution time. The execution time gap increases in favor of CSCRoutes on instances with large B values (e.g. $c2^*$, $r2^*$ and $rc2^*$) as their respective solutions accommodate higher numbers of nodes, hence, the insertion iterations (which are more time consuming in RCRatio) increase accordingly.

Table 9 compares ILS against RCRatio on our new benchmark instances (i.e. $t1^*$ and $t2^*$). The latter achieves considerably higher profit gaps compared to the previously examined instances, especially when considering instances featuring tight time budgets (2.98% gap for the $t2^*$ instances). This agrees with the results compiled for $c1^*$, $r1^*$ and $rc1^*$ Solomon instances, which possess similar characteristics. This improvement is mainly attributed to the RouteInitPhase incorporated into both our proposed algorithms, which increases the likelihood of initially inserting high-profit nodes located on far-reached clusters (such nodes are typically overlooked by ILS itineraries due to the high travel time, hence low ratio). The profit gap is also due to the randomization inherent to RCRatio's insertion step which enables better exploration of the solution space and allows escaping local optima. As far as the execution time is concerned, the two algorithms present comparable results.

Table 10 compares ILS against CSCRoutes on the new instances. ILS yields higher profit values in $t1^*$ instances, however, the performance gap is decreased compared to the results reported on previous instances. This is due to the wider and overlapping time windows chosen in t^* instances, which diminishes the waiting time (until opening) and allows more effective use of the time budget by CSCRoutes. CSCRoutes performs much better with respect to the execution time. Interestingly, CSCRoutes prevails over ILS with respect to both performance indicators on $t2^*$ instances, especially on the overall profit.

Last, Table 11 compares RCRatio against CSCRoutes (negative values indicate prominence of RCRatio) on the t^* instances. The general picture is that RCRatio prevails with respect to solutions quality, while CSCRoutes yields improved results with regard to the execution time.

Table 3. Comparison between ILS and RCRatio for Solomon instances

	1 tour Gap(%)		2 tours Gap(%)		3 tours Gap(%)		4 tours Gap(%)	
Name	Profit	Time	Profit	Time	Profit	Time	Profit	Time
c101	-0.63	-2.17	0	18.88	1.52	42.75	-0.6	33.19
c102	0	-57.06	0	24.47	0.67	20.21	2.94	32.57
c103	0.51	-120	0	-43.37	0.21	8.02	1.04	-44.29
c104	5	-105.52	0.27	-3.82	-0.4	-3.71	-0.16	27.32
c105	0	-31.53	0	13.13	1.43	19.94	1.75	49.64
c106	0	-45.36	0	6.07	1.19	30.31	0.58	17.31
c107	2.22	-61.38	0	-1.31	0.44	50.1	0.36	-13.42
c108	0	-35.18	1.49	-13.37	0.44	67.76	0.55	32.84
c109	0	-78.88	1.41	-13.67	0.42	-16.52	-1.36	7.4
Average	0.79	-59.68	0.35	-1.44	0.66	24.32	0.57	15.84
c201	3.57	23.49	2	15.4	-0.23	17.19	0	-109.34
c202	0.44	34.73	0.84	-28.88	0.8	3.19	0	-124.81
c203	0.85	-1.61	0.98	-61.13	0	-76.47	0	-133.86
c204	1.68	-77.19	-0.68	-64.69	-0.45	-110.2	0	-153.14
c205	0	-23.15	-0.28	36.2	0.11	-65.64	0	-125.31
c206	1.1	-37.28	1.53	-47.36	1.02	-110.4	0	-160.73
c207	1.76	-2.63	1.1	-17.56	-1.22	-10.88	0	-130.97
c208	1.08	-49.81	0.68	-39.28	-0.77	-30.31	0	-136
Average	1.31	-16.68	0.77	-25.91	-0.09	-47.94	0	-134.27
r101	2.09	-22.57	4.06	27.03	-0.25	17.32	1.13	39.84
r102	0	-28.62	-0.39	3.19	-0.35	1.88	1.09	24.34
r103	2.24	-88.97	0	-12.48	0.42	26.78	1.66	-8.91
r104	2.02	-80.89	0.82	-27.84	0.16	26.05	0.91	2.4
r105	0	15.03	5.35	8.34	0.1	51.16	2.72	3.02
r106	0	-42.42	0	34.72	-0.19	6.27	1.24	-9.95
r107	2.71	-88.17	0.83	-17.63	-0.35	17.75	-1.17	-7.26
r108	3.7	-20.72	1.64	-47.82	-0.53	44.73	-2.38	-16.7
r109	0.36	-14.69	0.72	22.2	0.37	49.4	0.58	16.7
r110	0	-8.12	-1.01	24.28	1.27	10.97	1.24	-5.8
r111	0.14	-40.41	0.11	42.39	-0.37	21.36	-1.33	63.25
r112	0.54	-78.15	3.88	19	0.9	18.17	0.32	46.25
Average	1.15	-41.56	1.33	6.28	0.1	24.32	0.5	12.27
r201	-0.58	20.51	-1.27	-36.37	-0.04	-31.98	0	-80.72
r202	1.2	14.54	1.84	-15.72	0.33	-62.63	0	-111.47
r203	0.06	35.77	-0.26	-61.92	0	-107.21	0	-124.88
r204	-0.95	-70	-0.68	-116.96	0	-163.93	0	-171.44
r205	-1.55	38.43	-0.81	-63.54	0	-124.29	0	-157.9
r206	-0.54	-51.89	-0.03	-99.28	0	-142.69	0	-170
r207	-0.58	-67.88	0.42	-136.04	0	-154.21	0	-180.18
r208	0.56	-8.74	-0.05	-184.44	0	-173.39	0	-274.9
r209	-0.71	-55.88	1.29	-54.4	0	-138.23	0	-231.63
r210	-0.17	6.54	0.53	-43.32	0	-135.97	0	-136.47
r211	-0.9	-85.46	0.2	-119.36	0	-162.1	0	-171.64
Average	-0.38	-20.37	0.11	-84.67	0.03	-126.97	0	-164.66
rc101	0	1.67	-0.75	61.91	1.79	35.07	0.23	46.07
rc102	2.7	-3.85	0.65	36.81	0.32	62.26	0.75	53.79
rc103	-0.38	-32.11	0.66	-9.87	0.72	31.54	0.53	22.61
rc104	1.35	-76.81	0.35	14.17	-0.71	-1.56	1.57	33.77
rc105	9.86	1.52	3.4	35.74	2.32	16.06	1.33	9.53
rc106	4.35	5.07	2.97	39.12	1.74	16.33	0.85	26.1
rc107	0.88	-6.48	1.13	37.63	1.26	27.88	0.63	18.46
rc108	3.47	-37.67	0.22	10.99	3.09	-18.69	-0.46	54.89
Average	2.78	-18.58	1.08	28.31	1.32	21.11	0.68	33.15
rc201	-0.15	21.4	1.58	-15.59	0.27	-45.88	0	-109.98
rc202	1.97	21.4	-0.82	-11.1	0.23	-61.87	0	-113.92
rc203	-0.4	-11.57	-2.28	-55.06	0	-103.73	0	-140.91
rc204	-1.24	-48.37	-0.12	-118.98	0	-137.88	0	-176.39
rc205	0.19	4.09	0.25	-7.7	-0.07	-96.8	0	-126.17
rc206	0.28	-12.58	-2.31	-65.21	0.52	-104.42	0	-136.72
rc207	-0.67	11.75	-1.44	-69.53	0.4	-80.52	0	-139.05
rc208	-1.39	18.01	0.66	-18.17	0	-149.45	0	-117.65
Average	-0.18	0.52	-0.56	-45.17	0.17	-97.57	0	-132.6

Table 4. Comparison between ILS and RCRatio for Cordeau et al. instances

Name	1 tour Gap(%)		2 tours Gap(%)		3 tours Gap(%)		4 tours Gap(%)	
	Profit	Time	Profit	Time	Profit	Time	Profit	Time
pr01	0.86	-0.66	3.23	-55.41	-0.2	-103.51	1.4	-189.62
pr02	1.92	30.53	4.18	3.78	-0.4	-29.73	0.53	-48.63
pr03	1.41	-2.17	-0.36	19.22	2.37	23.77	-1.34	24.43
pr04	4.52	33.7	0.35	39.58	1.49	58.55	1.42	39.46
pr05	-1.84	20.59	2.24	20.64	2.58	25.23	2.13	63.41
pr06	1.04	15.99	-1.48	41.91	1.38	62.91	2.06	28.3
pr07	1.44	-27.41	0.36	17.14	1.15	31.68	0.26	-52.26
pr08	-1.9	35.24	-0.08	22.29	-1.11	8.27	1.4	-0.16
pr09	1.21	11.2	-1.41	40.57	3.01	51.37	2.07	30.93
pr10	0.41	12.9	4.48	39.48	-2.63	52.29	0.68	32.11
pr11	2.18	0.25	-0.92	-65.64	0.13	-163.64	0.18	-209.55
pr12	0.37	6.62	-0.22	-12.2	2.75	-68.1	1.42	-92.57
pr13	-0.36	-8.15	3.12	19.76	2.87	1.39	1.62	21.31
pr14	6.89	-9.7	0.37	23.78	4.86	25.86	0.98	38.93
pr15	0.03	8.38	-1.94	43.33	2.3	14.25	2.26	-4.62
pr16	5.76	65.36	-1.01	33.52	1.96	24.07	-1.82	37.21
pr17	3.93	14.6	0.16	48.21	-1.53	-90.86	-0.27	-127.39
pr18	2.88	35.53	1.03	-12.15	0.57	-5.74	3.02	-0.01
pr19	3.57	21.95	-1.34	26.4	6.83	12.66	2.67	15.83
pr20	5.3	16.47	7.88	25.09	1.16	52.4	3.98	23.65
Average	1.98	14.06	0.93	15.97	1.48	-0.84	1.23	-18.46

Table 5. Comparison between ILS and CSCRoutes for Solomon instances

	1 tour Gap(%)		2 tours Gap(%)		3 tours Gap(%)		4 tours Gap(%)	
Name	Profit	Time	Profit	Time	Profit	Time	Profit	Time
c101	-6.25	12.5	-6.78	48.44	-2.53	63.14	-1	45.37
c102	0	-12.84	0	47.89	0	39.16	0	52.81
c103	-2.56	-53.04	0	-13.43	-3.13	43.23	-0.87	-3.38
c104	2.5	-66.21	-4	31.46	-0.99	25.89	-0.82	57.53
c105	-2.94	1.8	-6.25	33.13	-2.38	51.47	-0.97	70.19
c106	-2.94	-22.32	-3.23	8.67	-1.19	51.09	-1.92	28
c107	0	-6.9	-7.46	40.91	-3.33	68.25	-3.64	22.48
c108	-2.7	-5.11	-4.48	30.81	-1.11	67.85	-1.82	49.64
c109	0	-29.6	-2.82	13.53	1.05	8.18	-1.69	15.33
Average	-1.66	-20.19	-3.89	26.82	-1.51	46.47	-1.41	37.55
c201	0	72.33	1.43	62.04	1.14	64.47	0	-3.3
c202	-2.2	79.45	-0.7	61.83	1.14	57.01	0	-40.4
c203	-3.19	76.33	0.7	45.3	-0.57	40.15	0	-16.19
c204	2.11	60.94	0	50.52	0	26.39	0	-31.96
c205	-1.11	54.47	-0.69	76.55	0	19.54	0	-12.98
c206	0	52.78	1.39	53.35	1.13	21.62	0	-31
c207	1.1	66.9	0.69	61.05	-0.55	49.14	0	-12.09
c208	-1.08	56.55	0.68	53.12	-0.55	52.14	0	-11.04
Average	-0.55	64.97	0.44	57.97	0.22	41.31	0	-19.87
r101	-1.1	-20	-1.52	46.86	-5.82	56.01	-4.16	68.61
r102	-1.4	6.15	-1.38	43.36	-2.77	41.72	0.12	50.13
r103	1.05	-26.72	-1.75	8.96	-2.92	59.98	-1.71	16.81
r104	2.02	-24.44	-1.86	16.13	-2.35	54.03	-0.32	46.68
r105	-3.64	39.22	-1.86	34.14	-4.43	66.81	-1.36	22.08
r106	-4.78	-7.26	-3.78	49.48	-1.67	19.36	-2.87	18.99
r107	0.35	-18.26	-1.13	23.97	-1.07	44.21	-2.91	22.66
r108	2.02	14.43	-0.73	17.04	-2.91	66.23	-3.56	20
r109	-6.16	24.48	-3.01	56.98	-4.58	60.86	-1.39	39.6
r110	0	23.64	-1.75	39.21	-2.39	14.18	0.69	39.17
r111	0.68	6.08	0.56	66	-0.65	48.91	-3.21	63.36
r112	-3.39	-14.62	3.11	26.2	-0.26	43.53	-0.64	50.78
Average	-1.2	0.22	-1.26	35.69	-2.65	47.99	-1.78	38.24
r201	-39.59	84.08	-25.35	68.02	-17.4	30.07	-9.95	4.85
r202	-16.14	82.92	-12.2	62.89	-5.06	24.11	-2.67	-54.36
r203	-6.73	86.93	-12.42	20.89	-4.46	1.3	-0.75	-48.49
r204	-2.33	67.67	-5.28	29.17	0	-11.48	0	-45.41
r205	-30.83	90.22	-20.63	62.42	-1.92	0.42	0	-49.18
r206	-14.76	71	-11.06	34.7	-1.92	-23.32	0	-68.75
r207	-11.66	67.6	-2.87	17.34	-0.14	-65.15	0	-67.43
r208	-0.75	80.35	-2.74	16.98	0	6.06	0	-44.59
r209	-23.43	71.15	-9.59	60.16	-2.4	-5.28	0	-55.78
r210	-19.31	82.79	-9.08	53.92	-3.22	-44.78	0	-51.1
r211	-15.15	58.67	-4.71	28.09	0	-4.03	0	-43.18
Average	-16.43	76.67	-10.54	41.33	-3.32	-8.37	-1.22	-47.58
rc101	-1.37	15.74	-1.87	72.4	-0.99	61.74	-0.76	62.4
rc102	2.7	20.74	-1.01	42.75	-1	77.81	-0.68	64.69
rc103	0.38	1.75	-0.19	18.24	1.34	50	-1.9	42.07
rc104	1.35	-36.17	-1.06	46.22	-0.61	27.35	-2.06	56.39
rc105	9.05	21.97	-6.32	48.68	0.31	39.36	-2.5	36.42
rc106	4.6	28.17	0	48.79	-2.95	36.87	0.8	39.13
rc107	-4.74	20.69	-4.08	45.23	-1.61	33.29	-1.16	52.24
rc108	-4.86	6.67	-2.01	48.13	-0.4	15.6	-3.01	70.82
Average	0.89	9.95	-2.07	46.31	-0.74	42.75	-1.41	53.02
rc201	-18.97	78.39	-21.07	67.66	-17.42	31.72	-9.63	-63.07
rc202	-2.04	76.95	-20.81	71.11	-13.29	33.12	-6.44	-51.87
rc203	-6.15	75.03	-8.46	57.19	-6.15	6.73	-0.87	-27.96
rc204	0.36	66	-1.69	46.88	-0.81	0.24	0	-55.79
rc205	-13.57	74.85	-18.25	75.6	-11.51	21.81	-5.34	-23.13
rc206	-12.91	69.1	-9.36	51.09	-6.97	28.14	0	-53.45
rc207	-10.69	74.66	-7.05	52.64	-5.2	26.4	-0.58	-67.13
rc208	-6.36	78.03	-0.44	57.13	0	-2.86	0	0
Average	-8.79	74.13	-10.89	59.91	-7.67	18.16	-2.86	-42.8

Table 6. Comparison between ILS and CSCRoutes for Cordeau et al. instances

Name	1 tour Gap(%)		2 tours Gap(%)		3 tours Gap(%)		4 tours Gap(%)	
	Profit	Time	Profit	Time	Profit	Time	Profit	Time
pr01	-18.75	54.1	-7.22	-2.7	-1.17	12.37	0.78	-62.03
pr02	-2.86	73.32	-4.39	66.13	-6.79	40.43	-6.02	24.92
pr03	-9.11	47.47	-9.52	63.99	-6.98	65.93	-6.54	63.64
pr04	-4.92	73.05	-1.97	69.75	-8.7	78.28	-4.34	64.08
pr05	-23.09	73.1	-15.13	71.75	-7.08	65.4	-2.7	83.25
pr06	-12.27	61.72	-14.34	71.67	-13.15	80.79	-8.37	65.58
pr07	0	35.56	0.91	64.6	-2.24	67.74	-7.02	34.88
pr08	-12.53	74.27	-12.56	69.89	-9.61	60.05	-5.76	49.2
pr09	-5.21	60.78	-10.03	71.1	0.7	75.98	-6.16	57.98
pr10	-8.72	61.61	-7.17	68.82	-13.78	74.66	-10.94	63.86
pr11	-1.82	49.37	-3.14	1.66	-0.95	-15.91	0	-35.82
pr12	-5.34	59.85	-4.26	56.17	-1.11	23.24	-1.73	19.87
pr13	-3.78	53.64	0.53	65.89	-6.02	54.16	-6.81	48.97
pr14	-6.02	57.49	0.22	63.16	-1	63.05	-6.48	66.94
pr15	-2.98	72.3	-13.68	74.79	-5.91	52.05	-3.8	49.2
pr16	-5.01	86.42	-17.48	68.92	-1.01	62.17	-14.61	69.96
pr17	-4.34	60.7	-3.37	78.74	-0.87	19.01	-0.79	-27.86
pr18	-20.04	77.04	-14.94	62.02	-8.67	45.58	-0.89	48.04
pr19	-2.4	67.02	-8.59	68.8	-2.91	58.15	-4.29	52.83
pr20	-8.42	70.18	-11.36	65.63	-2.91	77.41	-1.84	53.14
Average	-7.88	63.45	-7.88	61.04	-5.01	53.03	-4.92	39.53

Table 7. Comparison between RCRatio and CSCRoutes for Solomon instances

	1 tour Gap(%)		2 tours Gap(%)		3 tours Gap(%)		4 tours Gap(%)	
Name	Profit	Time	Profit	Time	Profit	Time	Profit	Time
c101	-5.66	14.36	-6.78	36.44	-3.99	35.62	-0.4	18.23
c102	0	28.15	0	31.01	-0.67	23.76	-2.85	30.02
c103	-3.06	30.43	0	20.88	-3.33	38.28	-1.89	28.35
c104	-2.38	19.13	-4.26	33.98	-0.6	28.53	-0.66	41.56
c105	-2.94	25.34	-6.25	23.02	-3.76	39.38	-2.67	40.81
c106	-2.94	15.85	-3.23	2.77	-2.35	29.82	-2.49	12.93
c107	-2.17	33.76	-7.46	41.67	-3.76	36.37	-3.99	31.65
c108	-2.7	22.25	-5.88	38.97	-1.55	0.26	-2.35	25.01
c109	0	27.55	-4.17	23.93	0.63	21.2	-0.34	8.56
Average	-2.43	24.09	-4.22	28.08	-2.15	28.14	-1.96	26.35
c201	-3.45	63.83	-0.56	55.14	1.37	57.1	0	50.66
c202	-2.63	68.52	-1.53	70.38	0.34	55.6	0	37.55
c203	-4.01	76.71	-0.28	66.05	-0.57	66.08	0	50.32
c204	0.41	77.95	0.69	69.95	0.45	64.98	0	47.87
c205	-1.11	63.03	-0.41	63.25	-0.11	51.43	0	49.86
c206	-1.09	65.61	-0.14	68.34	0.11	62.75	0	49.76
c207	-0.65	67.75	-0.41	66.86	0.67	54.13	0	51.47
c208	-2.13	71	0	66.34	0.22	63.27	0	52.95
Average	-1.83	69.3	-0.33	65.79	0.31	59.42	0	48.8
r101	-3.12	2.1	-5.36	27.18	-5.59	46.79	-5.23	47.82
r102	-1.4	27.03	-0.99	41.5	-2.43	40.6	-0.96	34.08
r103	-1.16	32.94	-1.75	19.06	-3.32	45.34	-3.32	23.62
r104	0	31.2	-2.65	34.39	-2.51	37.83	-1.22	45.36
r105	-3.64	28.46	-6.84	28.14	-4.53	32.04	-3.97	19.65
r106	-4.78	24.69	-3.78	22.61	-1.48	13.97	-4.06	26.31
r107	-2.3	37.15	-1.95	35.36	-0.73	32.17	-1.77	27.9
r108	-1.62	29.12	-2.33	43.88	-2.39	38.89	-1.21	31.45
r109	-6.5	34.15	-3.71	44.71	-4.93	22.66	-1.95	27.49
r110	0	29.37	-0.75	19.72	-3.61	3.6	-0.54	42.5
r111	0.54	33.11	0.45	40.99	-0.29	35.03	-1.91	0.3
r112	-3.91	35.66	-0.75	8.89	-1.15	30.99	-0.96	8.43
Average	-2.32	28.75	-2.53	30.54	-2.75	31.66	-2.26	27.91
r201	-39.24	79.97	-24.39	76.55	-17.37	47.01	-9.95	47.35
r202	-17.13	80.02	-13.79	67.93	-5.37	53.34	-2.67	27
r203	-6.79	79.65	-12.19	51.15	-4.46	52.37	-0.75	33.97
r204	-1.39	80.98	-4.63	67.36	0	57.76	0	46.43
r205	-29.74	84.11	-19.98	77.02	-1.92	55.6	0	42.16
r206	-14.29	80.9	-11.04	67.23	-1.92	49.19	0	37.5
r207	-11.14	80.7	-3.28	64.98	-0.14	35.03	0	40.24
r208	-1.3	81.93	-2.69	70.81	0	65.64	0	61.43
r209	-22.88	81.49	-10.75	74.2	-2.4	55.81	0	53.03
r210	-19.18	81.59	-9.56	67.85	-3.22	38.65	0	36.1
r211	-14.38	77.71	-4.9	67.22	0	60.31	0	47.29
Average	-16.13	80.82	-10.65	68.39	-3.35	51.88	-1.22	42.95
rc101	-1.37	14.31	-1.13	27.55	-2.73	41.07	-0.98	30.29
rc102	0	23.68	-1.65	9.4	-1.31	41.21	-1.42	23.58
rc103	0.76	25.63	-0.84	25.59	0.61	26.97	-2.42	25.15
rc104	0	22.98	-1.41	37.34	0.1	28.47	-3.57	34.16
rc105	-0.74	20.77	-9.4	20.15	-1.97	27.76	-3.78	29.72
rc106	0.24	24.33	-2.88	15.88	-4.61	24.55	-0.05	17.63
rc107	-5.57	25.52	-5.15	12.18	-2.84	7.51	-1.78	41.43
rc108	-8.05	32.2	-2.23	41.73	-3.38	28.88	-2.56	35.32
Average	-1.84	23.68	-3.09	23.73	-2.02	28.3	-2.07	29.66
rc201	-18.85	72.51	-22.3	72.02	-17.64	53.19	-9.63	22.34
rc202	-3.94	70.67	-20.15	74	-13.48	58.68	-6.44	29
rc203	-5.77	77.62	-6.32	72.39	-6.15	54.22	-0.87	46.88
rc204	1.61	77.08	-1.57	75.74	-0.81	58.06	0	43.63
rc205	-13.74	73.78	-18.45	77.35	-11.45	60.27	-5.34	45.56
rc206	-13.15	72.55	-7.22	70.4	-7.44	64.85	0	35.18
rc207	-10.09	71.29	-5.7	72.06	-5.57	59.23	-0.58	30.09
rc208	-5.05	73.21	-1.09	63.72	0	58.76	0	54.05
Average	-8.62	73.59	-10.35	72.21	-7.82	58.41	-2.86	38.34

Table 8. Comparison between RCRatio and CSCRoutes for Cordeau et al. instances

Name	1 tour Gap(%)		2 tours Gap(%)		3 tours Gap(%)		4 tours Gap(%)	
	Profit	Time	Profit	Time	Profit	Time	Profit	Time
pr01	-19.44	54.4	-10.12	33.91	-0.97	56.94	-0.61	44.06
pr02	-4.69	61.59	-8.23	64.8	-6.41	54.08	-6.51	49.48
pr03	-10.37	48.59	-9.19	55.42	-9.13	55.31	-5.27	51.88
pr04	-9.03	59.35	-2.31	49.93	-10.04	47.61	-5.68	40.67
pr05	-21.65	66.12	-16.99	64.41	-9.42	53.73	-4.73	54.22
pr06	-13.17	54.44	-13.05	51.23	-14.34	48.22	-10.23	51.99
pr07	-1.42	49.42	0.54	57.27	-3.36	52.77	-7.27	57.23
pr08	-10.83	60.26	-12.5	61.25	-8.6	56.45	-7.07	49.28
pr09	-6.34	55.83	-8.75	51.38	-2.24	50.61	-8.07	39.16
pr10	-9.09	55.92	-11.15	48.48	-11.45	46.89	-11.55	46.77
pr11	-3.91	49.24	-2.23	40.63	-1.07	56.03	-0.18	56.12
pr12	-5.69	57.01	-4.05	60.93	-3.75	54.34	-3.11	58.39
pr13	-3.43	57.13	-2.51	57.49	-8.64	53.51	-8.29	35.14
pr14	-12.07	61.25	-0.15	51.67	-5.59	50.17	-7.39	45.86
pr15	-3.01	69.77	-11.97	55.52	-8.03	44.08	-5.92	51.44
pr16	-10.18	60.81	-16.64	53.25	-2.92	50.17	-13.03	52.15
pr17	-7.95	53.99	-3.52	58.94	0.68	57.57	-0.52	43.77
pr18	-22.28	64.39	-15.8	66.13	-9.18	48.53	-3.79	48.04
pr19	-5.77	57.74	-7.34	57.61	-9.12	52.09	-6.78	43.95
pr20	-13.03	64.3	-17.84	54.12	-4.02	52.53	-5.6	38.62
Average	-9.67	58.08	-8.69	54.72	-6.38	52.08	-6.08	47.91

Table 9. Comparison between ILS and RCRatio for new instances

t1			t2		
Name	Profit Gap(%)	Time Gap(%)	Name	Profit Gap(%)	Time Gap(%)
t101	0.1	-18.06	t201	1.2	-104.09
t102	-1.14	-18.65	t202	0	-30.17
t103	3.16	-6.81	t203	3.1	-109.74
t104	1.3	-2.84	t204	0	6.3
t105	-0.79	-44.07	t205	-0.72	61.17
t106	-0.6	-16.02	t206	2.76	5.02
t107	-1.17	32.31	t207	7.01	-58.08
t108	0.17	21.21	t208	8.64	-82.69
t109	-2.53	5.78	t209	1.19	37.01
t110	0.4	14.65	t210	3.28	23.05
t111	-1.32	19.82	t211	0.25	32.27
t112	0.65	-47.94	t212	0.91	17.51
t113	-3.04	36.4	t213	-0.04	7.76
t114	1.97	-53.06	t214	4.97	19.86
t115	-0.98	0.08	t215	0.71	4.38
t116	1	-61.25	t216	3.97	6.31
t117	1.46	-3.91	t217	0.43	55.1
t118	-0.61	-36.04	t218	0	-48.42
t119	0.89	-50.46	t219	5.37	6.24
t120	-2.7	27.44	t220	1.92	52.19
t121	3.02	-82.62	t221	8.64	-13.64
t122	1.62	32.9	t222	1.31	-7.83
t123	0.84	-78.6	t223	17.6	-186.76
t124	8.18	-142.43	t224	1	32.23
t125	-1.04	5.45	t225	1.95	40.74
t126	0.63	-28.41	t226	1.58	28.09
t127	0.64	28.72	t227	0	-105.59
t128	-1.35	-4.21	t228	0.93	3.56
t129	2.08	-80.07	t229	0	-50.14
t130	1.08	-49.7	t230	3.13	-23.33
t131	3.4	-50.61	t231	-0.48	-5.36
t132	-0.05	-36.01	t232	4.48	33.26
t133	1.35	23.8	t233	16.11	-59.69
t134	1.12	28.02	t234	4.92	34.78
t135	-1.31	36.17	t235	3.06	-21.69
t136	-0.13	-49.37	t236	0.23	-76.2
t137	-2.11	0.8	t237	1.01	30.02
t138	0.28	-14.83	t238	-0.19	0.44
t139	4.95	-15.12	t239	0.2	51.05
t140	2.16	-26.53	t240	6.67	-30.81
t141	2.15	-8.28	t241	1.18	-140.71
t142	-0.69	-21.65	t242	0	-23.4
t143	1.11	-94.98	t243	17.29	-130.56
t144	-2.02	-3.51	t244	2.3	-37.94
t145	2.91	-85.66	t245	2.75	-4.23
t146	0.76	0.91	t246	1.54	-12.66
t147	0.35	26.14	t247	1.08	28.86
t148	0.47	-86.44	t248	4.72	12.27
t149	0.02	24.46	t249	0.88	38.52
t150	-0.9	-42.13	t250	0.4	18.58
Average	0.52	-19.9	Average	2.98	-13.54

5. Conclusions and Future Work

We introduced RCRatio and CSCRoutes, two cluster-based heuristic approaches for the TOPTW. The main design objectives of the two algorithms address the shortcomings of the best known so far real-time TOPTW algorithm, ILS. The main incentive behind our approaches is to favor visits to topology areas featuring high density of good candidate nodes. This is achieved through a clustering phase which groups nodes based on geographical criteria, thereby increasing the probability of visiting “promising” topology areas, even distant ones.

The comparison of RCRatio over the best known real-time TOPTW algorithm (ILS) demonstrated that RCRatio achieves higher quality solutions in comparable execution time, certainly satisfying the requirements of real-time TTDP solvers, even for large-scale topologies. As regards the comparison of CSCRoutes over ILS, the latter yields solutions with higher profit. However, CSCRoutes achieves the best performance results with respect to execution time, compared to both ILS and RCRatio. Notably, the performance gap of our algorithms over ILS increases when tested on realistic TTDP instances, wherein POIs typically feature wide, overlapping time windows and are located nearby each other, while the daily time budget is 5-10h.

Based on the above findings, our two cluster-based heuristics may be thought of as complementary TOPTW algorithmic options. We argue that the choice among RCRatio and CSCRoutes (when considering real-world online TTDP applications) should be determined by user-stated preferences. For instance, a user willing to partially trade the quality of derived solutions with fast obtained itineraries mostly including POIs located nearby each other should opt for the CSCRoutes algorithm.

Our future work will focus on variants of TOPTW to tackle more realistic TTDPs. For instance, tourists typically require relaxing and having breaks (e.g. for coffee and meal) in between of visits to POIs. Such breaks are typically specific in number, while respective recommendations may be subject to strict time window (e.g. meal should be scheduled around noon) and budget constraints. Further, we plan to incorporate max-n type (Souffriau and Vansteenwegen, 2010) restrictions to constrain the selection of POIs by allowing users to set a maximum number of certain types of POIs, per day or for the whole trip (e.g., maximum two museum visits on the first day). Likewise, mandatory visits (i.e. tours including at least one visit to a POI of certain type, such as a visit to a church) could also be asked for. Focused adjustments and refinements of our algorithms should be able to provide such features.

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Appendix A. Analytical Results

Table 10. Comparison between ILS and CSCRoutes for new instances

t1			t2		
Name	Profit Gap(%)	Time Gap(%)	Name	Profit Gap(%)	Time Gap(%)
t101	-3.1	40.45	t201	-3.28	-20.45
t102	-2.72	20.79	t202	0	-6.78
t103	0.13	29.24	t203	2.3	-51.32
t104	-1.49	37.14	t204	0	19.34
t105	0	-14.62	t205	-4.92	65.14
t106	-0.77	-2.34	t206	0	1.26
t107	-2.67	52.52	t207	15.52	-26.92
t108	0.84	34.09	t208	8.64	-76.92
t109	-2.15	40.58	t209	-0.44	39.01
t110	0.12	40.64	t210	3.12	34.7
t111	-1.58	43.33	t211	2.33	45.85
t112	1.63	-32.22	t212	0.87	21.83
t113	-3.12	53.22	t213	-2.61	15.95
t114	-2.36	18.91	t214	1.29	41.82
t115	-1.42	35.17	t215	-2.36	17.53
t116	-0.83	-13.34	t216	0.22	18.71
t117	2.21	29.76	t217	0	50.94
t118	0	-2.2	t218	0	-36.84
t119	-0.43	-3.15	t219	2.11	5.6
t120	-3.62	61.1	t220	-0.9	59.51
t121	1.18	-19.37	t221	1.07	-4.11
t122	0.85	67.64	t222	-1.01	-1.99
t123	1.24	-17.19	t223	25.14	-143.24
t124	8.28	-25.24	t224	0.25	49.19
t125	-4.42	36.69	t225	0.18	56.86
t126	-0.24	23.24	t226	2.81	33.03
t127	-0.1	50.13	t227	0	-105.88
t128	-2.88	21.89	t228	-0.19	13.16
t129	1.16	0	t229	-2.25	-30.28
t130	-4.68	-5.6	t230	2.78	-25.98
t131	-8.75	21.22	t231	-1.2	8.67
t132	-0.48	8.26	t232	0.57	42.83
t133	1.25	54.94	t233	17.78	-47.29
t134	0.99	40.39	t234	3.07	47.25
t135	-0.12	56.59	t235	0.21	11.42
t136	0.66	10.33	t236	0	-57
t137	-3.4	48.04	t237	0.85	50.81
t138	-1.96	9.17	t238	-7.22	47.2
t139	0	33.17	t239	2.36	47.16
t140	0	9.84	t240	1.01	-13.27
t141	-0.55	27.73	t241	1.18	-123.21
t142	-1.1	1.87	t242	0	-2
t143	0.48	-57.63	t243	16.47	-94.38
t144	-3.28	40.15	t244	0.3	0
t145	3.92	7.52	t245	2.75	-1.55
t146	0.13	40.52	t246	4.84	8.78
t147	1.48	62.8	t247	-0.67	31.73
t148	0.64	1.68	t248	3.82	24.57
t149	-0.93	42.22	t249	-1.86	42.86
t150	-1.03	27.26	t250	-3.5	21.94
Average	-0.66	21.75	Average	1.83	2.1

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Table 11. Comparison between RCRatio and CSCRoutes for new instances

t1			t2		
Name	Profit Gap(%)	Time Gap(%)	Name	Profit Gap(%)	Time Gap(%)
t101	-3.2	49.56	t201	-4.43	40.98
t102	-1.6	33.24	t202	0	17.97
t103	-2.94	33.75	t203	-0.78	27.85
t104	-2.76	38.87	t204	0	13.92
t105	0.79	20.44	t205	-4.24	10.22
t106	-0.17	11.79	t206	-2.68	-3.96
t107	-1.52	29.86	t207	7.95	19.71
t108	0.67	16.35	t208	0	3.16
t109	0.39	36.94	t209	-1.61	3.18
t110	-0.27	30.45	t210	-0.16	15.13
t111	-0.27	29.32	t211	2.07	20.06
t112	0.97	10.63	t212	-0.04	5.24
t113	-0.08	26.44	t213	-2.57	8.89
t114	-4.24	47.02	t214	-3.5	27.4
t115	-0.44	35.12	t215	-3.04	13.75
t116	-1.82	29.71	t216	-3.61	13.24
t117	0.74	32.4	t217	-0.43	-9.27
t118	0.62	24.87	t218	0	7.8
t119	-1.31	31.44	t219	-3.09	-0.68
t120	-0.94	46.38	t220	-2.76	15.3
t121	-1.79	34.63	t221	-6.97	8.39
t122	-0.76	51.77	t222	-2.29	5.41
t123	0.39	34.38	t223	6.41	15.17
t124	0.08	48.34	t224	-0.74	25.02
t125	-3.42	33.04	t225	-1.73	27.22
t126	-0.87	40.22	t226	1.21	6.87
t127	-0.74	30.04	t227	0	-0.14
t128	-1.55	25.05	t228	-1.11	9.95
t129	-0.91	44.46	t229	-2.25	13.23
t130	-5.7	29.45	t230	-0.34	-2.15
t131	-11.75	47.69	t231	-0.73	13.32
t132	-0.43	32.55	t232	-3.74	14.34
t133	-0.1	40.86	t233	1.44	7.77
t134	-0.13	17.18	t234	-1.76	19.12
t135	1.21	31.99	t235	-2.77	27.21
t136	0.79	39.96	t236	-0.23	10.9
t137	-1.31	47.62	t237	-0.17	29.71
t138	-2.24	20.9	t238	-7.05	46.96
t139	-4.72	41.94	t239	2.16	-7.94
t140	-2.11	28.75	t240	-5.3	13.41
t141	-2.65	33.26	t241	0	7.27
t142	-0.41	19.33	t242	0	17.34
t143	-0.62	19.16	t243	-0.7	15.69
t144	-1.28	42.18	t244	-1.95	27.51
t145	0.98	50.19	t245	0	2.57
t146	-0.62	39.97	t246	3.25	19.03
t147	1.13	49.64	t247	-1.73	4.03
t148	0.17	47.26	t248	-0.86	14.02
t149	-0.95	23.52	t249	-2.71	7.06
t150	-0.12	48.82	t250	-3.88	4.12
Average	-1.16	34.18	Average	-1.15	13.05

Table 12. Results for Solomon instances for 1 tour

Name	Clusters	ILS		RCRatio		CSCRoutes	
		Profit	CPU(ms)	Profit	CPU(ms)	Profit	CPU(ms)
c101	10	320	120	318	122.6	300	105
c102	10	360	109	360	171.2	360	123
c103	10	390	115	392	253	380	176
c104	10	400	145	420	298	410	241
c105	10	340	111	340	146	330	109
c106	10	340	112	340	162.8	330	137
c107	10	360	116	368	187.2	360	124
c108	10	370	137	370	185.2	360	144
c109	10	380	125	380	223.6	380	162
c201	10	840	636	870	486.6	840	176
c202	10	910	910	914	594	890	187
c203	10	940	845	948	858.6	910	200
c204	10	950	640	966	1134	970	250
c205	10	900	470	900	578.8	890	214
c206	10	910	485	920	665.8	910	229
c207	10	910	722	926	741	920	239
c208	10	930	534	940	800	920	232
r101	10	182	70	185.8	85.8	180	84
r102	10	286	130	286	167.2	282	122
r103	10	286	116	292.4	219.2	289	147
r104	10	297	135	303	244.2	303	168
r105	10	247	153	247	130	238	93
r106	10	293	124	293	176.6	279	133
r107	10	288	115	295.8	216.4	289	136
r108	10	297	194	308	234.2	303	166
r109	10	276	143	277	164	259	108
r110	10	281	165	281	178.4	281	126
r111	10	295	148	295.4	207.8	297	139
r112	10	295	130	296.6	231.6	285	149
r201	10	788	829	783.4	659	476	132
r202	10	880	1136	890.6	970.8	738	194
r203	10	980	2081	980.6	1336.6	914	272
r204	10	1073	1064	1062.8	1808.8	1048	344
r205	10	931	1697	916.6	1044.8	644	166
r206	10	996	824	990.6	1251.6	849	239
r207	10	1038	926	1032	1554.6	917	300
r208	10	1069	1791	1075	1947.6	1061	352
r209	10	926	825	919.4	1286	709	238
r210	10	958	1354	956.4	1265.4	773	233
r211	10	1023	854	1013.8	1583.8	868	353
rc101	10	219	108	219	106.2	216	91
rc102	10	259	135	266	140.2	266	107
rc103	10	265	114	264	150.6	266	112
rc104	10	297	94	301	166.2	301	128
rc105	10	221	132	242.8	130	241	103
rc106	10	239	142	249.4	134.8	250	102
rc107	10	274	145	276.4	154.4	261	115
rc108	10	288	120	298	165.2	274	112
rc201	10	780	685	778.8	538.4	632	148
rc202	10	882	885	899.4	695.6	864	204
rc203	10	960	885	956.2	987.4	901	221
rc204	10	1117	997	1103.2	1479.2	1121	339
rc205	10	840	656	841.6	629.2	726	165
rc206	10	860	631	862.4	710.4	749	195
rc207	10	926	1042	919.8	919.6	827	264
rc208	10	1037	1434	1022.6	1175.8	971	315

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Table 13. Results for Cordeau et al. instances for 1 tour

Name	Clusters	ILS		RCRatio		CSCRoutes	
		Profit	CPU(ms)	Profit	CPU(ms)	Profit	CPU(ms)
pr01	4	304	122	306.6	122.8	247	56
pr02	9	385	431	392.4	299.4	374	115
pr03	14	384	396	389.4	404.6	349	208
pr04	19	447	1013	467.2	671.6	425	273
pr05	24	576	1431	565.4	1136.4	443	385
pr06	28	538	1403	543.6	1178.6	472	537
pr07	7	291	135	295.2	172	291	87
pr08	14	463	715	454.2	463	405	184
pr09	21	461	798	466.6	708.6	437	313
pr10	28	539	1443	541.2	1256.8	492	554
pr11	4	330	158	337.2	157.6	324	80
pr12	9	431	411	432.6	383.8	408	165
pr13	14	450	550	448.4	594.8	433	255
pr14	19	482	868	515.2	952.2	453	369
pr15	24	638	1798	638.2	1647.4	619	498
pr16	28	559	4891	591.2	1694.2	531	664
pr17	7	346	285	359.6	243.4	331	112
pr18	14	479	954	492.8	615	383	219
pr19	21	499	1322	516.8	1031.8	487	436
pr20	28	570	2156	600.2	1801	522	643

Table 14. Results for Solomon instances for 2 tours

Name	Clusters	ILS		RCRatio		CSCRoutes	
		Profit	CPU(ms)	Profit	CPU(ms)	Profit	CPU(ms)
c101	10	590	320	590	259.6	550	165
c102	10	650	474	650	358	650	247
c103	10	700	350	700	501.8	700	397
c104	10	750	623	752	646.8	720	427
c105	10	640	335	640	291	600	224
c106	10	620	323	620	303.4	600	295
c107	10	670	352	670	356.6	620	208
c108	10	670	344	680	390	640	238
c109	10	710	436	720	495.6	690	377
c201	10	1400	1291	1428	1092.2	1420	490
c202	10	1430	1027	1442	1323.6	1420	392
c203	10	1430	989	1444	1593.6	1440	541
c204	10	1460	1255	1450	2066.8	1460	621
c205	10	1450	2013	1446	1284.2	1440	472
c206	10	1440	1076	1462	1585.6	1460	502
c207	10	1450	1263	1466	1484.8	1460	492
c208	10	1460	1361	1470	1895.6	1470	638
r101	10	330	239	343.4	174.4	325	127
r102	10	508	339	506	328.2	501	192
r103	10	513	335	513	376.8	504	305
r104	10	539	403	543.4	515.2	529	338
r105	10	430	290	453	265.8	422	191
r106	10	529	477	529	311.4	509	241
r107	10	529	388	533.4	456.4	523	295
r108	10	549	399	558	589.8	545	331
r109	10	498	437	501.6	340	483	188
r110	10	515	533	509.8	403.6	506	324
r111	10	535	703	535.6	405	538	239
r112	10	515	603	535	488.4	531	445
r201	10	1231	982	1215.4	1339.2	919	314
r202	10	1270	1121	1293.4	1297.2	1115	416
r203	10	1377	852	1373.4	1379.6	1206	674
r204	10	1440	665	1430.2	1442.8	1364	471
r205	10	1338	1067	1327.2	1745	1062	401
r206	10	1401	781	1400.6	1556.4	1246	510
r207	10	1428	692	1434	1633.4	1387	572
r208	10	1458	536	1457.2	1524.6	1418	445
r209	10	1345	1092	1362.4	1686	1216	435
r210	10	1365	1072	1372.2	1536.4	1241	494
r211	10	1422	776	1424.8	1702.2	1355	558
rc101	10	427	587	423.8	223.6	419	162
rc102	10	494	414	497.2	261.6	489	237
rc103	10	519	318	522.4	349.4	518	260
rc104	10	565	556	567	477.2	559	299
rc105	10	459	380	474.6	244.2	430	195
rc106	10	458	455	471.6	277	458	233
rc107	10	515	566	520.8	353	494	310
rc108	10	546	455	547.2	405	535	236
rc201	10	1305	1011	1325.6	1168.6	1030	327
rc202	10	1461	1229	1449	1365.4	1157	355
rc203	10	1573	988	1537.2	1532	1440	423
rc204	10	1656	768	1654	1681.8	1628	408
rc205	10	1381	1332	1384.4	1434.6	1129	325
rc206	10	1495	963	1460.4	1591	1355	471
rc207	10	1531	1024	1509	1736	1423	485
rc208	10	1606	1628	1616.6	1923.8	1599	698

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Table 15. Results for Cordeau et al. instances for 2 tours

Name	Clusters	ILS		RCRatio		CSCRoutes	
		Profit	CPU(ms)	Profit	CPU(ms)	Profit	CPU(ms)
pr01	4	471	148	486.2	230	437	152
pr02	9	660	800	687.6	769.8	631	271
pr03	14	714	1083	711.4	874.8	646	390
pr04	19	863	2552	866	1541.8	846	772
pr05	24	1011	4043	1033.6	3208.6	858	1142
pr06	28	997	4910	982.2	2852.2	854	1391
pr07	7	552	483	554	400.2	557	171
pr08	14	796	1355	795.4	1053	696	408
pr09	21	867	3035	854.8	1803.8	780	877
pr10	28	1004	5257	1049	3181.4	932	1639
pr11	4	542	181	537	299.8	525	178
pr12	9	727	746	725.4	837	696	327
pr13	14	757	1683	780.6	1350.4	761	574
pr14	19	925	2845	928.4	2168.6	927	1048
pr15	24	1126	7239	1104.2	4102.6	972	1825
pr16	28	1110	5949	1098.8	3954.8	916	1849
pr17	7	624	1091	625	565	603	232
pr18	14	877	1369	886	1535.4	746	520
pr19	21	955	3792	942.2	2790.8	873	1183
pr20	28	1056	5360	1139.2	4015.2	936	1842

Table 16. Results for Solomon instances for 3 tours

Name	Clusters	ILS		RCRatio		CSCRoutes	
		Profit	CPU(ms)	Profit	CPU(ms)	Profit	CPU(ms)
c101	10	790	814	802	466	770	300
c102	10	890	766	896	611.2	890	466
c103	10	960	893	962	821.4	930	507
c104	10	1010	1128	1006	1169.8	1000	836
c105	10	840	715	852	572.4	820	347
c106	10	840	871	850	607	830	426
c107	10	900	1307	904	652.2	870	415
c108	10	900	2177	904	701.8	890	700
c109	10	950	782	954	911.2	960	718
c201	10	1750	1368	1746	1132.8	1770	486
c202	10	1750	1105	1764	1069.8	1770	475
c203	10	1760	680	1760	1200	1750	407
c204	10	1780	610	1772	1282.2	1780	449
c205	10	1770	737	1772	1220.8	1770	593
c206	10	1770	629	1788	1323.4	1790	493
c207	10	1810	1103	1788	1223	1800	561
c208	10	1810	1030	1796	1342.2	1800	493
r101	10	481	366	479.8	302.6	453	161
r102	10	685	616	682.6	604.4	666	359
r103	10	720	1032	723	755.6	699	413
r104	10	765	1316	766.2	973.2	747	605
r105	10	609	961	609.6	469.4	582	319
r106	10	719	692	717.6	648.6	707	558
r107	10	747	941	744.4	774	739	525
r108	10	790	1889	785.8	1044	767	638
r109	10	699	1298	701.6	656.8	667	508
r110	10	711	811	720	722	694	696
r111	10	764	1102	761.2	866.6	759	563
r112	10	758	1190	764.8	973.8	756	672
r201	10	1408	918	1407.4	1211.6	1163	642
r202	10	1443	730	1447.8	1187.2	1370	554
r203	10	1458	463	1458	959.4	1393	457
r204	10	1458	366	1458	966	1458	408
r205	10	1458	480	1458	1076.6	1430	478
r206	10	1458	386	1458	936.8	1430	476
r207	10	1458	373	1458	948.2	1456	616
r208	10	1458	363	1458	992.4	1458	341
r209	10	1458	417	1458	993.4	1423	439
r210	10	1458	402	1458	948.6	1411	582
r211	10	1458	372	1458	975	1458	387
rc101	10	604	690	614.8	448	598	264
rc102	10	698	1627	700.2	614	691	361
rc103	10	747	884	752.4	605.2	757	442
rc104	10	822	797	816.2	809.4	817	579
rc105	10	654	564	669.2	473.4	656	342
rc106	10	678	632	689.8	528.8	658	399
rc107	10	745	805	754.4	580.6	733	537
rc108	10	757	654	780.4	776.2	754	552
rc201	10	1625	867	1629.4	1264.8	1342	592
rc202	10	1686	779	1689.8	1261	1462	521
rc203	10	1724	520	1724	1059.4	1618	485
rc204	10	1724	415	1724	987.2	1710	414
rc205	10	1659	706	1657.8	1389.4	1468	552
rc206	10	1708	661	1716.8	1351.2	1589	475
rc207	10	1713	731	1719.8	1319.6	1624	538
rc208	10	1724	419	1724	1045.2	1724	431

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Table 17. Results for Cordeau et al. instances for 3 tours

Name	Clusters	ILS		RCRatio		CSCRoutes	
		Profit	CPU(ms)	Profit	CPU(ms)	Profit	CPU(ms)
pr01	4	598	97	596.8	197.4	591	85
pr02	9	899	925	895.4	1200	838	551
pr03	14	946	2304	968.4	1756.4	880	785
pr04	19	1195	7520	1212.8	3117.2	1091	1633
pr05	24	1356	7142	1391	5340.2	1260	2471
pr06	28	1376	14552	1395	5397.6	1195	2795
pr07	7	713	998	721.2	681.8	697	322
pr08	14	1082	2368	1070	2172.2	978	946
pr09	21	1144	7294	1178.4	3547.2	1152	1752
pr10	28	1473	13834	1434.2	6599.8	1270	3505
pr11	4	632	88	632.8	232	626	102
pr12	9	902	882	926.8	1482.6	892	677
pr13	14	1046	2500	1076	2465.2	983	1146
pr14	19	1197	5378	1255.2	3987.4	1185	1987
pr15	24	1488	8033	1522.2	6888.6	1400	3852
pr16	28	1478	10269	1507	7796.8	1463	3885
pr17	7	808	405	795.6	773	801	328
pr18	14	1165	2431	1171.6	2570.6	1064	1323
pr19	21	1238	5886	1322.6	5140.8	1202	2463
pr20	28	1514	17557	1531.6	8357.2	1470	3967

Table 18. Results for Solomon instances for 4 tours

Name	Clusters	ILS		RCRatio		CSCRoutes	
		Profit	CPU(ms)	Profit	CPU(ms)	Profit	CPU(ms)
c101	10	1000	972	994	649.4	990	531
c102	10	1090	1405	1122	947.4	1090	663
c103	10	1150	947	1162	1366.4	1140	979
c104	10	1220	2411	1218	1752.2	1210	1024
c105	10	1030	1815	1048	914	1020	541
c106	10	1040	1100	1046	909.6	1020	792
c107	10	1100	921	1104	1044.6	1060	714
c108	10	1100	1525	1106	1024.2	1080	768
c109	10	1180	1546	1164	1431.6	1160	1309
c201	10	1810	364	1810	762	1810	376
c202	10	1810	349	1810	784.6	1810	490
c203	10	1810	352	1810	823.2	1810	409
c204	10	1810	341	1810	863.2	1810	450
c205	10	1810	339	1810	763.8	1810	383
c206	10	1810	300	1810	782.2	1810	393
c207	10	1810	339	1810	783	1810	380
c208	10	1810	335	1810	790.6	1810	372
r101	10	601	1013	607.8	609.4	576	318
r102	10	807	1175	815.8	889	808	586
r103	10	878	1017	892.6	1107.6	863	846
r104	10	941	1474	949.6	1438.6	938	786
r105	10	735	788	755	764.2	725	614
r106	10	870	927	880.8	1019.2	845	751
r107	10	927	1187	916.2	1273.2	900	918
r108	10	982	1255	958.6	1464.6	947	1004
r109	10	866	1346	871	1121.2	854	813
r110	10	870	1228	880.8	1299.2	876	747
r111	10	935	2882	922.6	1059.2	905	1056
r112	10	939	2629	942	1413.2	933	1294
r201	10	1458	474	1458	856.6	1313	451
r202	10	1458	401	1458	848	1419	619
r203	10	1458	332	1458	746.6	1447	493
r204	10	1458	229	1458	621.6	1458	333
r205	10	1458	305	1458	786.6	1458	455
r206	10	1458	256	1458	691.2	1458	432
r207	10	1458	218	1458	610.8	1458	365
r208	10	1458	157	1458	588.6	1458	227
r209	10	1458	251	1458	832.4	1458	391
r210	10	1458	317	1458	749.6	1458	479
r211	10	1458	220	1458	597.6	1458	315
rc101	10	794	1282	795.8	691.4	788	482
rc102	10	881	1617	887.6	747.2	875	571
rc103	10	947	1236	952	956.6	929	716
rc104	10	1019	1869	1035	1237.8	998	815
rc105	10	841	854	852.2	772.6	820	543
rc106	10	874	1030	881.4	761.2	881	627
rc107	10	951	1338	957	1091	940	639
rc108	10	998	2478	993.4	1117.8	968	723
rc201	10	1724	501	1724	1052	1558	817
rc202	10	1724	401	1724	857.8	1613	609
rc203	10	1724	329	1724	792.6	1709	421
rc204	10	1724	233	1724	644	1724	363
rc205	10	1724	428	1724	968	1632	527
rc206	10	1724	348	1724	823.8	1724	534
rc207	10	1724	359	1724	858.2	1714	600
rc208	10	1724	349	1724	759.6	1724	349

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Table 19. Results for Cordeau et al. instances for 4 tours

Name	Clusters	ILS		RCRatio		CSCRoutes	
		Profit	CPU(ms)	Profit	CPU(ms)	Profit	CPU(ms)
pr01	4	644	79	653	228.8	649	128
pr02	9	1014	927	1019.4	1377.8	953	696
pr03	14	1162	3663	1146.4	2768	1086	1332
pr04	19	1452	7982	1472.6	4832.4	1389	2867
pr05	24	1665	22171	1700.4	8112.6	1620	3714
pr06	28	1696	12486	1731	8953	1554	4298
pr07	7	840	473	842.2	720.2	781	308
pr08	14	1267	2764	1284.8	2768.4	1194	1404
pr09	21	1460	8082	1490.2	5582	1370	3396
pr10	28	1782	14071	1794.2	9552.2	1587	5085
pr11	4	654	67	655.2	207.4	654	91
pr12	9	1041	891	1055.8	1715.8	1023	714
pr13	14	1263	4168	1283.4	3279.6	1177	2127
pr14	19	1528	9987	1543	6099.4	1429	3302
pr15	24	1818	10679	1859	11172	1749	5425
pr16	28	1889	19914	1854.6	12503.4	1613	5983
pr17	7	889	341	886.6	775.4	882	436
pr18	14	1352	3549	1392.8	3549.2	1340	1844
pr19	21	1560	8706	1601.6	7327.6	1493	4107
pr20	28	1846	16212	1919.4	12377.2	1812	7597

Table 20. Results for t1* instances

Name	Clusters	ILS		RCRatio		CSCRoutes	
		Profit	CPU(ms)	Profit	CPU(ms)	Profit	CPU(ms)
t101	10	387	309	387.4	364.8	375	184
t102	10	772	683	763.2	810.4	751	541
t103	16	786	1368	810.8	1461.2	787	968
t104	12	737	964	746.6	991.4	726	606
t105	15	433	383	429.6	551.8	433	439
t106	18	1167	2562	1160	2972.4	1158	2622
t107	13	787	1607	777.8	1087.8	766	763
t108	15	711	1669	712.2	1315	717	1100
t109	10	1114	1752	1085.8	1650.8	1090	1041
t110	16	807	1747	810.2	1491	808	1037
t111	19	821	2167	810.2	1737.4	808	1228
t112	14	800	869	805.2	1285.6	813	1149
t113	15	1091	3243	1057.8	2062.4	1057	1517
t114	12	467	386	476.2	590.8	456	313
t115	10	1059	1413	1048.6	1411.8	1044	916
t116	18	840	1042	848.4	1680.2	833	1181
t117	19	452	850	458.6	883.2	462	597
t118	15	1140	1905	1133	2591.6	1140	1947
t119	18	1163	2030	1173.4	3054.4	1158	2094
t120	17	1023	3411	995.4	2475	986	1327
t121	16	424	351	436.8	641	429	419
t122	14	468	859	475.6	576.4	472	278
t123	15	404	285	407.4	509	409	334
t124	12	435	206	470.6	499.4	471	258
t125	18	1176	2693	1163.8	2546.2	1124	1705
t126	12	413	340	415.6	436.6	412	261
t127	11	1025	1853	1031.6	1320.8	1024	924
t128	14	1111	2325	1096	2422.8	1079	1816
t129	13	432	305	441	549.2	437	305
t130	18	812	1124	820.8	1682.6	774	1187
t131	16	400	377	413.6	567.8	365	297
t132	19	420	581	419.8	790.2	418	533
t133	13	798	1620	808.8	1234.4	808	730
t134	18	1212	4370	1225.6	3145.4	1224	2605
t135	16	823	2778	812.2	1773.2	822	1206
t136	10	756	523	755	781.2	761	469
t137	17	1119	2623	1095.4	2602	1081	1363
t138	17	1222	2781	1225.4	3193.4	1198	2526
t139	15	1115	2641	1170.2	3040.2	1115	1765
t140	10	993	894	1014.4	1131.2	993	806
t141	10	724	768	739.6	831.6	720	555
t142	18	1185	2949	1176.8	3587.6	1172	2894
t143	15	413	295	417.6	575.2	415	465
t144	17	763	1432	747.6	1482.2	738	857
t145	10	357	226	367.4	419.6	371	209
t146	13	767	1123	772.8	1112.8	768	668
t147	13	1078	2468	1081.8	1822.8	1094	918
t148	14	468	298	470.2	555.6	471	293
t149	13	1072	2418	1072.2	1826.6	1062	1397
t150	16	487	554	482.6	787.4	482	403

44 REFERENCES

Table 21. Results for t2* instances

Name	Clusters	ILS		RCRatio		CSCRoutes	
		Profit	CPU(ms)	Profit	CPU(ms)	Profit	CPU(ms)
t201	12	183	88	185.2	179.6	177	106
t202	14	193	118	193	153.6	193	126
t203	10	174	76	179.4	159.4	178	115
t204	14	171	181	171	169.6	171	146
t205	13	447	1245	443.8	483.4	425	434
t206	17	196	239	201.4	227	196	236
t207	14	174	104	186.2	164.4	201	132
t208	19	162	104	176	190	176	184
t209	17	455	1169	460.4	736.4	453	713
t210	20	481	1271	496.8	978	496	830
t211	12	472	820	473.2	555.4	483	444
t212	10	461	458	465.2	377.8	465	358
t213	17	498	959	497.8	884.6	485	806
t214	14	310	440	325.4	352.6	314	256
t215	13	424	502	427	480	414	414
t216	12	463	700	481.4	655.8	464	569
t217	11	463	956	465	429.2	463	469
t218	10	155	57	155	84.6	155	78
t219	16	473	875	498.4	820.4	483	826
t220	13	334	689	340.4	329.4	331	279
t221	18	280	365	304.2	414.8	283	380
t222	19	396	603	401.2	650.2	392	615
t223	15	183	74	215.2	212.2	229	180
t224	13	402	618	406	418.8	403	314
t225	18	543	1850	553.6	1096.4	544	798
t226	19	569	1320	578	949.2	585	884
t227	13	159	68	159	139.8	159	140
t228	16	537	950	542	916.2	536	825
t229	19	178	142	178	213.2	174	185
t230	11	288	204	297	251.6	296	257
t231	11	498	496	495.6	522.6	492	453
t232	17	522	1534	545.4	1023.8	525	877
t233	15	180	129	209	206	212	190
t234	15	488	1020	512	665.2	503	538
t235	14	484	543	498.8	660.8	485	481
t236	15	175	100	175.4	176.2	175	157
t237	11	473	1114	477.8	779.6	477	548
t238	12	526	856	525	852.2	488	452
t239	19	508	1970	509	964.4	520	1041
t240	12	297	211	316.8	276	300	239
t241	14	170	56	172	134.8	172	125
t242	10	180	100	180	123.4	180	102
t243	15	170	89	199.4	205.2	198	173
t244	10	331	204	338.6	281.4	332	204
t245	14	291	194	299	202.2	299	197
t246	15	455	638	462	718.8	477	582
t247	13	445	684	449.8	486.6	442	467
t248	17	445	1099	466	964.2	462	829
t249	11	431	553	434.8	340	423	316
t250	20	200	310	200.8	252.4	193	242