



Delivery Scheduling

Metaheuristics for Optimization/Decision Problems

- ❑ Delivery system composed of **one truck** with **constant speed**.
- ❑ For a given set of packages, each with their own delivery coordinates, design algorithms to **optimize** the **delivery order of packages**.
- ❑ Packages may be of different types: **normal**, **fragile** or **urgent**.
- ❑ Must **minimize travelling costs**.
- ❑ Must maximize reputation, by **minimizing** both **damage to fragile packages** and **delayed deliveries of urgent packages**.



Problem Formulation

PackageSet = $\{p_0, \dots, p_{n-1}\}$, where $|\mathbf{PackageSet}| = n$

Solution = $(s_0, \dots, s_{n-1}) \in \mathbf{PackageSet}^n$, where $\forall_{i \neq j} (0 \leq i < j < n), s_i \neq s_j$, and $|\mathbf{Solution}| = n$

neighbour(**S**) \rightarrow For a given $s_i, s_j \in \mathbf{S}$, swap s_i and s_j

mutation(**S**) \rightarrow For $i = 0$ to $\frac{n}{2}$, $s_{2i}, s_{2i+1} \in \mathbf{S}$, swap s_{2i} and s_{2i+1} with probability P_{swap}

crossover(**S**₁, **S**₂) \rightarrow Iterate through **S**₁ and **S**₂, picking a package from either one with equal probability
Add it to the child if not already present

Hard Constraints

- ❑ Delivery truck **starts at origin**.
- ❑ Only **one location** can be visited at a time.
- ❑ **Routes** between **all** delivery locations are **available**.
- ❑ The driver drives at **60km per hour** and takes **0 seconds** to deliver the goods.
 - ❑ Both these constants are **parameters** of the problem and can be changed for each instance.

Problem Formulation | Evaluation Function

For a given **Solution**, $TotalCost = w_{TravellingCost} \cdot TravellingCost + w_{DamageCost} \cdot DamageCost + w_{DelayCost} \cdot DelayCost$

$$TravellingCost = C_{km} \cdot \sum_{i=0}^{n-2} d(s_i, s_{i+1}), \text{ where: } s_i, s_{i+1} \in \mathbf{Solution}$$

C_{km} is the travelling cost per km

$d(s_i, s_j)$ is the distance between delivery locations of packages s_i and s_j

$$DamageCost = \sum_{i=0}^{n-1} d_i \cdot Z_i, \text{ where: } Z_i \text{ is the cost of damaging package } s_i, \begin{cases} Z_i > 0, & \text{if } s_i \text{ is fragile} \\ Z_i = 0, & \text{otherwise} \end{cases}$$
$$\begin{cases} d_i = 1, & \text{with probability } P_{damage} \\ d_i = 0, & \text{otherwise} \end{cases}$$

$$P_{damage} = 1 - (1 - X)^{d_{s_i}}$$

d_{s_i} is the distance travelled in kms by package s_i

X is the probability of a fragile package being damaged per each km travelled

$$DelayCost = C_{delay} \cdot \sum_{i=0}^{n-1} delay_{s_i} \cdot u_i, \text{ where: } s_i \in \mathbf{Solution}, \begin{cases} u_i = 1, & \text{if } s_i \text{ is urgent} \\ u_i = 0, & \text{otherwise} \end{cases}$$

C_{delay} is the cost per minute of delay

$delay_{s_i}$ is the delay of package s_i in minutes



Implementation

- ❑ **Programming Language** - Python
- ❑ **Development Environment** - Python scripts in VSCode. Considering migrating to Jupyter Notebooks later.
- ❑ **Data Structures**
 - ❑ **Package** - Represents a package to be delivered. Stores the coordinates of the package's delivery location and the package type. For fragile packages, the breaking change and breaking cost are set. For urgent packages, a maximum delivery time is set.
 - ❑ **Delivery Schedule** - Represents an instance of the problem to be solved. Stores the set of packages to be delivered and the constants related to the evaluation function.
- ❑ **Libraries** - NumPy, Matplotlib and PyGame.



Optimization Algorithms

- ❑ Hill Climbing
 - ❑ First Accept (*Already implemented*)
 - ❑ Best Accept (*Already implemented*)
- ❑ Simulated Annealing
- ❑ Tabu Search
- ❑ Genetic Algorithms

Bibliography

- ❑ Stuart Russel, Peter Norvig - Artificial Intelligence: A modern Approach.
- ❑ Delivery Scheduling. Retrieved from <https://drive.google.com/file/d/1-A85i8haeQQSYkRILF0uYZOZ0Niba0zJ/view>. Accessed March 3, 2024.