



E-Stafetas - merchandise delivery by electrical vehicles

Conceção e Análise de Algoritmos - Part I

Class 3 group 2

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Chapter 1

Executive Summary

In this report, we will analyse a the problem given to us in the context of the practical work of Conception and Analysis of Algorithms. After **presenting and decomposing the problem**, a **formalization** will be done, followed by presentation of the **possible algorithms** to implement int the solution. Finally, a **prospective solution** will be given, compiling the chosen algorithms and a strategy. Lastly, a list of the **functionalities** the interface of the program to be built in phase two is presented and a **conclusion** is given.

Chapter 2

Problem Description

2.1 Introduction

A home delivery company, motivated by the rise in online sales and the increasing necessity to preserve our planet, decided to invest in electrical vehicles to perform its deliveries. For the idea to work, a system to manage the routes of the vehicles must be implemented. The system must have more factors into account than usual, given these vehicles' more restricted range and the difference in the fuelling process.

Each vehicle from the company's fleet has to perform multiple deliveries daily. Each delivery can be summed up to three steps:

- Picking up the product(s) from the pick up point
- (optional) Recharge the vehicle in a recharge or in the enterprise's garage
- Delivery of those same product(s) on the client's address

The objective is to calculate the itinerary for the day for all the vehicles given a set of orders.

2.2 Shortest Route Problem

In order to optimize the use of the company's vehicles and shorten their itineraries, the paths calculated between pick up and delivery points (and any other points) must be as short and fast as possible.

2.3 Autonomy Problem

Given the reduced distances the electrical vehicles are capable of covering with 'full tank' in comparison to a traditional vehicle, the autonomy is an important factor when calculating the optimal itinerary for the vehicle. There are two strategies available for when a vehicle does not have enough fuel to perform a delivery:

- The route must go through the company's garage so that the vehicle can recharge there
- The route must go through one of many recharge points scattered throughout the map

In a way, the first strategy is simply a special case of the second one, where the recharge point is unique and happens to be in the garage's location.

2.4 Connectivity problem

Another problem which needs to be tackled is the one of the unexpected events that might change the availability of certain roads and paths. At any given time, there may be accidents on the vehicle accidents or road works that block the passage on certain spots that could be part of the optimal path. This demands daily checks, recalculation of the itinerary and may even, in rare cases, deem the delivery impossible for the moment.

2.5 Orders Distribution

Due to the reduced amount of vehicles available for the delivery, orders must be intelligently distributed through the drivers to make the usage of the vehicles the most efficient.

Chapter 3

Problem Formalization

3.1 Input Data

Notes

- The geographical information will be loaded in the form of a map, obtained in OpenStreetMap and converted to a graph
- The words 'street', 'road' and 'way' are used interchangeably
- The words 'node' and 'vertex' ('nodes' and 'vertices') are used interchangeably
- The words 'range' and 'autonomy' are used interchangeably The words 'route' and 'itinerary' are used interchangeably

Graph

$G = (N, E)$ - weighted directed (roads may be one way only) graph that represents the map. It is composed by Nodes and Edges

- N - set of Nodes (a node represents an *interest point* or simply a point in the road network) ($N(i)$ is the i th element). For each node:
 - Adj - edges whose origin is $N(i)$
 - lat - the latitude of the point it represents in the map
 - long - the longitude of the point it represents in the map
- A - set of Edges (an edge represents a way/street/road) ($E(i)$ is the i th element). For each edge:

- w - weight (represents the length of the way) (measured in meters)
- $dest$ - origin node of the edge
- $orig$ - destination node of the edge

Interest Points (special nodes)

- $base$ - base/garage of the company
- rp - recharge points
- pup - pick up point
- dp - delivery point

Vehicles

V - set of vehicles that make the fleet of the company ($Ve(i)$ is the i th element).
For each vehicle:

- $range$ - current range of the vehicle (in meters)
- $license-plate$ - plate that identifies the car

Orders

O - set of orders for the day ($O(i)$ is the i th element). For each order:

- pup - pick up point
- dp - delivery point
- $orderId$ - id that represents the order

3.2 Output Data

Each vehicle is assigned a *path* that represents the best sequence of nodes for the orders O_v he's been assigned to. The path and orders are distributed taking to account the optimization of the distance travelled and the range of each vehicle at any given time. For each Vehicle $V(i)$:

- path - sequence of nodes that represents the path to be taken by a vehicle on a day (path(i) is the ith element). Path has to be connected and finish on the starting point.
- Ov - set of orders assigned to the vehicle (Ov(i) is the ith element)

3.3 Restrictions

3.3.1 Input Restrictions

General

- The sets' indexes are implicitly limited by their sizes and 0
Example: $0 \leq i < |N|$

Graph

- Node
 - $|N| > 0$
 - $\forall n \in N, Adj(n) \subseteq E$ (Adj is the set of edges originated in N(i))
 - $\forall n \in N, 0^\circ \leq lat \leq 360^\circ$
 - $\forall n \in N, 0^\circ \leq long \leq 360^\circ$
- Edge
 - $|E| > 0$
 - $\forall e \in E, w > 0$ (the length of a way or road must be always bigger than 0)
 - $\forall e \in E, orig \in N$
 - $\forall e \in E, dest \in N$
- $base \in N$
- $rp \in N$
- $pup \in N$
- $dp \in N$
- $\exists! n \in N, n = base$

Vehicles

- $|V| > 0$
- $\forall v \in V, range > 0$

Orders

- $|O| \geq 0$
- $\forall o \in O, pup \in N$
- $\forall o \in O, dp \in N$

3.3.2 Output Restrictions**Path**

- $|path| > 0$
- $path \subseteq N$
- $\forall p \in path, p \in N$

Vehicle Orders

- $|Ov| \geq 0$
- $Ov \subseteq O$
- $\forall o \in Ov, o \in O$

3.4 Objective Function

The company's goal for this system is to optimize the use of their vehicles. As we will not consider different speeds of travel for the vehicles, the time to fulfill a order behaves in parallel to the distance of its path. In our interpretation of the problem, optimizing the use of the vehicles would mean to find the shortest paths between two interest points in a route, as well as minimizing the distance of the route itself. In an optimal solution, the maximum distance travelled by a vehicle in a day would

be minimized. Being f the function that represents the most distance travelled by a vehicle:

$$f = \max(D)$$

- D being the set of distances travelled by each vehicle in a day

Chapter 4

Algorithms

In this chapter, we will list some important algorithms which may be used in the solution of each subproblem.

4.1 Shortest Path Between Two Nodes

Algorithms for the calculation of the Shortest Path between two points are very important for the solution of this problem. They will be used to calculate the shortest path between multiple points when calculating a vehicle's path, such as the shortest path between the garage and a pick up point. To do this, there are many algorithms at our disposal. We will evaluate some of them and make a decision on which is(are) best for the situation at hand.

4.1.1 Dijkstra's Algorithm

Description

This algorithm was conceived by Edsger W. Dijkstra's in 1956 and is used to calculate shortest paths in directed or undirected graphs, so long there are no edges with negative weight. Upon utilization of this algorithm, a tree holding the shortest paths from the origin node to all others is formed.

Extra Data, Data Structures and Algorithms Required

- Minimum distance to the origin node from each of the graph's nodes (dist)
- Node that comes before it in its path (path)

- Priority queue to hold the nodes to be processed next
- Decrease-Key function, to maintain the nodes with shortest distance in the top of the queue

Algorithm 1 Pseudo-Code for Dijkstra's Algorithm

```

0: function DIJKSTRA( $G(N, E), s$ )
1: for all  $n \in N$  do
2:    $dist(n) \leftarrow \infty$ 
3:    $path(n) \leftarrow nil$ 
4: end for
5:  $dist(s) \leftarrow 0$ 
6:  $Q \leftarrow \emptyset$  {Q is the priority queue (min)}
7:  $Insert(Q, (s, 0))$  {inserts s with key 0}
8: while  $Q \neq \emptyset$  do
9:    $n \leftarrow top(Q)$  {minimum in Q, which is the top}
10:   $pop(Q)$  {extracts min of Q (pops)}
11:  for all  $(n, n2) \in Adj(n)$  do
12:    if  $dist(n2) > dist(n) + weight(n, n2)$  then
13:       $dist(n2) \leftarrow dist(n) + weight(n, n2)$ 
14:       $path(n2) \leftarrow n$ 
15:      if  $n2 \in Q$  then
16:         $Insert(Q, (n2, dist(n2)))$ 
17:      else
18:         $Decrease - Key(Q, (n2, dist(n2)))$  {function to decrease the key in Q}
19:      end if
20:    end if
21:  end for
22: end while
22: end function=0

```

Analysis

The first part of the algorithm's goal is to prepare the data (lines 1-6): paths are set to null, distances to infinity, the priority queue is initialized and the origin node is inserted. Then, a breadth-first search is performed; a check is made to every node found in order to understand if its path can be shortened by the use of the edge in analysis. After that, if the node is not already in the queue, it must be inserted, to

be eventually processed. If it is, its key must be reduced. The items of the priority queue are ordered by their key. This system is used so that the nodes which are closest to the origin are processed first. This procedure ensures that the distance of already processed nodes remains intact, boosting the algorithm's efficiency and making this a greedy algorithm.

Efficiency

- **Temporal Complexity** - $O((|N| + |E|) \times \log(|N|))$, where E is the set of edges and N the set of nodes of the graph. Decrease-Key's time efficiency is $O(|E| \times \log(|N|))$. It can be $O(1)$ if Fibonacci Heaps are used instead of regular Priority Queues, making the whole algorithm $O(|N| \times \log(|N|))$
- **Spatial Complexity** - Depends on the implementation, but usually $O(|N|)$

Usability

This algorithm is one to consider using in the problem, but there may be slightly more efficient ones.

4.1.2 Bellman-Ford Algorithm

Description

The Bellman-Ford Algorithm is another algorithm used to calculate the shortest path between nodes in a graph. It was first proposed by Alfonso Shimbel in 1955 but ended up being named after Richard Bellman and Lester Ford, who later officially published it independently. This algorithm is useful to calculate shortest paths in graphs with negative weight edges and to detect negative edge cycles in them.

Extra Data, Data Structures and Algorithms Required

- Minimum distance to the origin node from each of the graph's nodes (dist)
- Node that comes before it in its path (path)

Algorithm 2 Pseudo-Code for Bellman-Ford

```

0: function BELLMAN-FORD( $G(N, E), s$ )
1: for all  $n \in N$  do
2:    $dist(n) \leftarrow \infty$ 
3:    $path(n) \leftarrow nil$ 
4: end for
5:  $dist(s) \leftarrow 0$ 
6: for  $i = 1$  to  $|N| - 1$  do
7:   for all  $(n1, n2) \in E$  do
8:     if  $dist(n2) > dist(n1) + weight(n1, n2)$  then
9:        $dist(n2) \leftarrow dist(n1) + weight(n1, n2)$ 
10:       $path(n2) \leftarrow n1$ 
11:     end if
12:   end for
13: end for
14: for all  $(n1, n2) \in E$  do
15:   if  $dist(n1) + weight(n1, n2) < dist(n2)$  then
16:     print fail: negative cycle
17:   end if
18: end for
18: end function=0

```

Analysis

In this algorithm, the first step is to prepare the graph (lines 1-4). Then, all edges are analyzed $|N| - 1$ times (lines 6-7), checking if they can be used to shorten the path from s to the destination node of the edge (line 8). This process is repeated this amount of times because it is the maximum length in edges for a path. In the end, a check is made, to see if the algorithm worked. If it did not, the cycle as negative weight loops (lines 14-18). This algorithm is considered to implement dynamic programming.

Efficiency

- **Temporal Complexity** - $O(|N| \times |E|)$, where E is the set of edges and N the set of nodes of the graph
- **Spatial Complexity** - Depends on the implementation, but in this case $O(1)$

Usability

This algorithm poses little interest to this problem given that our edges' weights represent the length of a road, which would never be negative.

4.1.3 Bidirectional Dijkstra

Description

Ira Pohl was the first one to design and implement a bidirectional heuristic search algorithm in 1971. Bidirectional Dijkstra's that implements the idea of a bidirectional search into Dijkstra's algorithm. It finds a shortest path from an initial node to a goal node in a directed or undirected graph. It runs two simultaneous searches: one forward from the initial state, and one backward from the goal, alternating between the two. The stopping criteria is one that must be very well implemented to guarantee the shortest path. Compared to normal Dijkstra's there's a speedup of 2x.

Extra Data, Data Structures and Algorithms Required

- Minimum distances to the origin and goal nodes from each of the graph's nodes (dist)
- Nodes that come before each node in both forward and backward paths (not implemented in pseudocode)
- Two priority queues to hold the nodes to be processed next in each direction
- Way of search (way) (1 if it was encountered by forward search first, 2 if it was encountered by backward search first, 0 default)
- Decrease-Key function, to maintain the nodes with shortest distance in the top of the queue

Algorithm 3 Pseudo-Code for Bidirectional Dijkstra's Algorithm

```

0: function BIDIRECTIONALDIJKSTRA( $G(N, E), s, p$ ) { $s$  is the starting node and
    $p$  the ending node}
1: for all  $n \in N$  do
2:    $dist(n) \leftarrow \infty$ 
3:    $distR(n) \leftarrow \infty$  {Distance backward}
4:    $way(n) \leftarrow 0$ 
5: end for
6:  $bestDist \leftarrow \inf$ 
7:  $dist(s) \leftarrow 0, distR(p) \leftarrow 0$ 
8:  $way(s) \leftarrow 1, way(p) \leftarrow 2$ 
9:  $Qs \leftarrow \emptyset, Qp \leftarrow \emptyset$  { $Qs$  and  $Qp$  are the priority queues for the forward and
   backward search side respectively}
10:  $Insert(Qs, (s, 0), Insert(Qp, (p, 0)$  {inserts  $s$  and  $p$  with key 0}
11: while  $Q \neq \emptyset$  do
12:    $n \leftarrow extractMin(Qs), v \leftarrow extractMin(Qp)$  {extracts the min from the pri-
     ority queue}
13:   if  $dist(n) + distR(v) \geq bestDist$  then
14:     return  $bestDist$ 
15:   end if
16:   for all  $(n, n2) \in Adj(n)$  do
17:     if  $way(n2) = 2$  and  $bestDist > distR(n2) + weight(n, n2) + dist(n)$  then
18:        $bestDist \leftarrow distR(n2) + weight(n, n2) + dist(n)$ 
19:     else
20:        $way(n2) \leftarrow 1$ 
21:        $MiniDijkstraStep(Qs, n, n2)$ 
22:     end if
23:   end for
24:   for all  $(v, v2) \in Adj(v)$  do
25:     if  $way(v2) = 1$  and  $bestDist > distR(v) + weight(v, v2) + dist(v2)$  then
26:        $bestDist \leftarrow distR(v) + weight(v, v2) + dist(v2)$ 
27:     else
28:        $way(v2) \leftarrow 2$ 
29:        $MiniDijkstraStep(Qp, v, v2)$ 
30:     end if
31:   end for
32: end while
32: end function=0

```

```

0: function MINIDIJKSTRASSTEP( $Q, n, n2$ )
1: if  $dist(n2) > dist(n) + weight(n, n2)$  then
2:    $dist(n2) \leftarrow dist(n) + weight(n, n2)$ 
3:   if  $n2 \in Qs$  then
4:      $Insert(Qs, (n2, dist(n2)))$ 
5:   else
6:      $Decrease - Key(Qs, (n2, dist(n2)))$  {function to decrease the key in  $Qs$ }
7:   end if
8: end if
8: end function

```

Note: The pseudocode is not complete, missing the parts to calculate the actual path and to calculate the transposed graph (needed for the backward search because this is a directed graph). These parts were excluded in order to not make the algorithm's pseudocode even more complex and spacious.

Analysis

This algorithm basically performs two Dijkstra's algorithms: one starting from the initial node and going forward (lines 16-23); another one starting from the ending node and going backward (lines 24-31). Each time they cross, the distance is registered (lines 25-26 for example). The stopping criteria is a tricky problem in this case. In many situations, the algorithm ends when the two sets collide (forward search and backward search). We found that this criteria did not guarantee the shortest path. Instead, we chose to end the algorithm when there can be no longer any better distances because the nodes being processed are already too far apart.

Efficiency

- **Temporal Complexity** - $O((|N| + |E|) \times \log(|N|))$, where E is the set of edges and N the set of nodes of the graph.
- **Spatial Complexity** - Depends on the implementation, but usually $O(|N|)$

Even though there's a speed up, the complexities will be the same as in Dijkstra's, since the difference is multiplication and division by constants, which is ignored in Big O order.

Usability

Bidirectional Dijkstra's algorithm is one of the fastest algorithms when it comes shortest paths. It has the down-side of requiring the previous knowledge of the ending/destination node, but in this scenario that is not a problem.

4.1.4 A* Algorithms

Description and Analysis

The first time a A* Algorithm came up was in *Shakey Project*, project of the first general purpose mobile robot capable of reasoning about its own actions. In an A* (pronounced A-star) Search Algorithm, the 'level' of a node in a graph becomes a sum of two different characteristics. For instance, applied to this problem, the distance a node is from the origin in the search algorithm is substituted for the sum of:

- d_{sv} - actual distance to the origin
- π_{nt} - estimated guess of the distance to the goal node (heuristic)

The reliability of this technique depends on the efficacy of the heuristic. In this case, because the weight of edges is distance in meters, the efficacy is great if we assume π to be the euclidean distance. This algorithm can be implemented into both Bidirectional and normal Dijkstra's.

- **Upside** - Speeds up the process immensely
- **Downside** - The algorithm does not absolutely guarantee the best solution.

Usability

This is a technique that shows to be very promising and a good idea to implement in the solution of this problem.

4.2 Shortest Path Between All Nodes

This section is dedicated to algorithms that calculate the shortest path between all pairs of points. Such algorithms may be used in the solution, specially in the pre-processing part.

4.2.1 Floyd-Warshall

Description

This algorithm was published by Robert Floyd in 1962, yet it was virtually the same as some algorithms published by Stephen Warshall and Bernard Roy, 1962 and 1959 respectively. It takes an adjacency matrix that represents the graph as an input (empty in the beginning) and calculates the shortest paths between all nodes. The value of a path between two vertices is the sum of all edge's weights through that path. It is registered in the matrix as such: distance of shortest path between 1 and 4 would be `matrix[1][4]`. Edges may have negative values but the graph can't have a negative cycle.

Extra Data, Data Structures and Algorithms Required

- $|N| \times |N|$ matrix (another one if paths are needed), where $|N|$ is the number of vertices

Algorithm 4 Pseudo-Code for Floyd-Warshall

```

0: function FLOYDWARSHALL( $G(N, E)$ )
1: for all  $d \in M$  do
2:    $d \leftarrow \infty$  {M is Matrix of distances}
3: end for
4: for all  $(n1, n2) \in E$  do
5:    $M[n1][n2] \leftarrow weight(n1, n2)$  {E is set of edges}
6: end for
7: for  $i = 0$  to  $|V|$  do
8:   for  $j = 0$  to  $|V|$  do
9:     for  $k = 0$  to  $|V|$  do
10:      if  $M[j][k] > M[j][i] + M[i][k]$  then
11:         $M[j][k] \leftarrow M[j][i] + M[i][k]$ 
12:      end if
13:    end for
14:  end for
15: end for
15: end function=0

```

Note: The pseudocode is not complete, missing the matrix to calculate the paths and respective instructions. This was done in order to simplify the algorithm and minimize it.

Analysis

First part is basically the preparation of the matrix: fill it with ∞ distances; for the edges existant (lines 1-3), change the values in the matrix to their weight (lines 4-6). Then, all pairs of nodes will be checked on if there is any node the path can pass through that would minimize its cost (lines 7-14).

Efficiency

- **Temporal Complexity** - $O(|N|^3)$, where N is the set of nodes of the graph.
- **Spatial Complexity** - Depends on the implementation, but usually $O(|N|^2)$, for the matrix of size $|N| \times |N|$

Usability

This algorithm is an interesting algorithm to be used in the beginning of the program, to leave all shortest paths processed. However, this might take a long time, and it might be a better idea to simply calculate the shortest path each time it is needed.

4.2.2 Dijkstra's Algorithm

Description and Analysis

Dijkstra's can also be used to calculate all shortest paths. This is done by simply executing the algorithm for every node in the graph as origin.

Efficiency

- **Temporal Complexity** - $O(|N| \times (|N| + |E|) \times \log(|N|))$, where E is the set of edges and N the set of nodes of the graph. Same as Dijkstra's but multiplied by $|N|$
- **Spatial Complexity** - Depends on the implementation, but usually $O(|N|)$, for the priority queue, same as Dijkstra's

Usability

This is a better option for less dense graphs compared to Floyd-Warshall. As this is not the case for a road network, this algorithm is relatively irrelevant.

4.3 Connectivity

The algorithms in this section check the connectivity of the graph. By other words, this section is dedicated to algorithms that detect if any nodes are inaccessible to others, dividing the graph in strongly connected components. A graph will be strongly connected if there is a path between all pairs of points, or if the graph is a strongly connected component itself. Algorithms to test connectivity may be useful to solve the problem of unpredictability.

4.3.1 Brute Force with Floyd-Warshall

Description and Analysis

One way to test the connectivity of a graph is by analyzing the results of Floyd-Warshall in a certain graph. If there are any pairs of nodes which the distance remains ∞ , they do not belong to the same strongly connected component.

Efficiency

- **Temporal Complexity** - $O(|N|^3)$, where N is the set of nodes of the graph, same as Floyd-Warshall
- **Spatial Complexity** - Depends on the implementation, but usually $O(|N|^2)$, for the matrix of size $|N| \times |N|$

Usability

This algorithm works yet is not a good option. Even if the Floyd-Warshall is going to be utilized anyway, the complexity of traversing the whole matrix is $O(|N|^2)$. Therefore, there are much better algorithms for the job.

4.3.2 Kosaraju's algorithm

Description

The algorithm was first published in 1981 by Micha Sharir but gets its name from whom first mentioned it in 1971, Sambasiva Rao Kosaraju. This algorithm allows to identify strongly connected components in a directed graph, testing its connectivity.

Extra Data, Data Structures and Algorithms Required

- boolean identifying if a node has been visited or not (visited)
- identifier of the strong component the node belongs to (strongComponent)
- function to invert the edges of the graph
- a queue to hold the order of the visits

Algorithm 5 Pseudo-Code for Kosaraju's Algorithm

```

0: function KOSARAJU( $G(N, E)$ )
1: for all  $n \in N$  do
2:    $visited(n) \leftarrow \text{false}$ 
3: end for
4:  $strongComponent \leftarrow 0$ 
5:  $q \leftarrow \emptyset$ 
6: for all  $n \in N$  do
7:    $dfsVisit(n, strongComponent, q)$ 
8: end for
9:  $revertEdges(G)$  {revert all the edges of the graph}
10: for all  $n \in N$  do
11:    $visited(n) \leftarrow \text{false}$ 
12: end for
13:  $strongComponent \leftarrow 1$ 
14: for all  $s \neq \emptyset$  do
15:    $dfsVisit(extractFront(s), strongComponent, q)$ 
16:    $strongComponent \leftarrow strongComponent + 1$ 
17: end for
17: end function
17: function DFSVISIT( $n, strongComponent, q$ ) {strongComponent is the identifier}
18: if  $visited(n)$  then
19:   return
20: end if
21:  $component(n) \leftarrow strongComponent$ 
22: if  $strongComponent = 0$  then
23:    $Insert(q, n)$ 
24: end if
25:  $visited(n) \leftarrow \text{true}$ 
26: for all  $(n, n2) \in Adj(n)$  do
27:    $dfsVisit(n2, strongComponent, q)$ 
28: end for

```

Analysis

The algorithm performs two depth-first searches in the graph. In the first one, it marks the nodes by visit order (lines 5-9). The second one starts on the nodes with

lowest order and is performed on the graph with the edges inverted (lines 10-14). This second one will generate multiple expansion trees (or just one if the graph is strongly connected), each being a strongly connected component. If two nodes are not in the same strongly connected component, one of them cannot be reached from the other.

Efficiency

- **Temporal Complexity** - $O(|N| + |E|)$, where N is the set of nodes of the graph and E the set of edges. Each dfs is $O(|N| + |E|)$
- **Spatial Complexity** - Depends on the implementation, but in this one it is $O(|N|)$, being the size of the queue $|N|$

Usability

This algorithm is a serious candidate to check the connectivity of the graph.

4.3.3 Tarjan's Algorithm

Description

The Tarjan's Algorithm was named after its inventor, Robert Tarjan, and is another algorithm capable of identifying the strongly connected components in a given graph. It does so, similarly to Kosaraju's, with the help of dfs, only this time the graph is only traversed once.

Extra Data, Data Structures and Algorithms Required

- boolean identifying if a node has been visited or not (visited)
- integer identifying the counter when a node is first found (num)
- integer identifying the lowest num reachable by a node (low)

Algorithm 6 Pseudo-Code for Tarjan's Algorithm

```

0: function TARJAN( $G(N, E)$ )
1: for all  $n \in N$  do
2:    $visited(n) \leftarrow \text{false}$ 
3: end for
4:  $st \leftarrow \emptyset$  { $st$  is a stack}
5:  $numCounter \leftarrow 0$ 
6: for all  $n \in N$  do
7:    $dfsVisit(n, numCounter, st)$ 
8: end for
8: end function
8: function DFSVISIT( $n, numCounter, st$ )
9: if  $visited(n)$  then
10:  return  $num(n)$ 
11: end if
12:  $isInStack \leftarrow \text{true}$   $Insert(st, n)$ 
13:  $numCounter \leftarrow numCounter + 1$ 
14:  $num(n) \leftarrow numCounter$ 
15:  $low(n) \leftarrow numCounter$ 
16:  $visited(n) \leftarrow \text{true}$ 
17: for all  $(n, n2) \in Adj(n)$  do
18:   $temp \leftarrow dfsVisit(n2, numCounter)$ 
19:  if  $temp < low(n)isInStack(n2)$  then
20:     $low(n) \leftarrow temp$ 
21:  end if
22: end for
23: if  $low(n) = num(n)$  then
24:  while  $top(st) \neq n$  do
25:     $low(top(st)) \leftarrow low(n)$ 
26:     $isInStack(top(st)) \leftarrow \text{false}$ 
27:     $pop(st)$ 
28:  end while
29:   $isInStack(n) \leftarrow \text{false}$ 
30:   $pop(st)$ 
31: end if
32: return  $low(n)$ 

```

Analysis

The algorithm is fairly simple: the graph is traversed by a depth first search (lines 5-6); the *num* and *low* of a node are set to the *numCounter*(lines 12-13); each time an already visited node is found, all nodes with *low* > *thatnodeslow* will be changed (lines 16-18). This way, all vertices with the same *low* belong to the same strongly connected component.

Efficiency

- **Temporal Complexity** - $O(|N|+|E|)$, where N is the set of nodes of the graph and E the set of edges. The dfs is $O(|N| + |E|)$. This is the same complexity as Kosaraju's, but the algorithm is twice as fast since it only performs one dfs.
- **Spatial Complexity** - Depends on the implementation, but in this one it is $O(1)$.

Usability

This algorithm is an even better candidate than the last one, since it is supposedly twice as fast.

4.4 Clustering Algorithms

A Clustering is a machine learning task which involves the recognition of natural grouping in data. Such algorithms can be used in the distribution of orders per vehicle.

4.4.1 Agglomerative Hierarchical Clustering

Description

This algorithm is one of the most common Hierarchical Clustering algorithms. It is used to form groups of objects of data based on their similarity. In this case, we will use it to form N groups of data nodes with great similarity.

Algorithm 7 Pseudo-Code for Clustering algorithm

```

0: function AHC( $S, n$ ) { $S$  is a set points,  $n$  is the number of final clusters}
1:  $SS \leftarrow GenerateSuperSet(S)$  {Generate a set of sets, initially each subset has
   one of  $S$ 's points}
2: while  $size(SS) > n$  do
3:    $bestDist \leftarrow \infty$ 
4:    $bestDistPointA \leftarrow nil$ 
5:    $bestDistPointB \leftarrow nil$  { $v$  and  $p$  are sets}
6:   for all  $p \in SS$  do
7:     for all  $v \in SS$  do
8:       if  $v \neq p$  and  $dist(v, p) < bestDist$  then
9:          $bestDist \leftarrow dist(v, p)$ 
10:         $bestDistPointA \leftarrow v$ 
11:         $bestDistPointB \leftarrow p$ 
12:      end if
13:    end for
14:  end for
15:   $join(bestDistPointA, bestDistPointB)$ 
16: end while
16: end function=0

```

Note: the implementation presented above is just a rough sketch, the one to be implemented will be different.

Analysis

The algorithm begins to find the pair of points which are most similar. In this case, similarity is measured by distance (lines 6-14). After he has found one, he merges the two sets (. In between sets, there are many criteria to calculate similarity. The one we will implement is taking the similarity between two sets as the similarity of the most similar pair of points where one belong to the first set and other to the second set. This algorithm adopts a Bottom-Up strategy (as do all agglomerative hierarchical clustering algorithms), as it start by processing each node and joining them to obtain the final result.

Efficiency

- **Temporal Complexity** - $O(|S|^2 * (|S| - n))$, where S is the set of points. This is only an estimated guess.
- **Spatial Complexity** - Depends on the implementation, but in this one it is $O(|S|)$.

Usability

This is the only algorithm analysed in this cathegory, thus it is the chosen one to perform the task.

4.5 Route Calculation Algorithms

There are many algorithms to calculate the best route to take, for instance, passing through all edges, or all nodes. In our case, we need a cycle path through all nodes that have interest, beggining and ending in the garage/base of the company.

4.5.1 Held-Karp

Description

Held-Karp algorithms is an algorithms based in dynamic programming that calculates the shortest cycle through all Nodes of a graph and coming back to the starting node. This algorithm is meant to solve the 'Travelling Salesman Problem'.

Analysis

This algorithm solves the type of problem we have in the calculation of the route between each point. However, it is very inefficient. The 'Travelling Salesman Problem' falls in the class of NP-hard problems. Thus, the algorithm does not have polynomial time complexity.

Efficiency

- **Temporal Complexity** - $O(|N|^2 * 2^{|N|})$, where N is the set of nodes

Usability

This algorithm gives the optimal solution. However, it would be terribly inefficient. Furthermore, it is pretty rigid, which does not suit our needs, since we need to establish a certain order to the nodes being visited.

4.5.2 Nearest Neighbour**Description**

This algorithm is simply based on visiting the nearest point to the one being processed in the moment. It implements a Greedy strategy.

Usability

It does not give the optimal solution to our problem. Yet it does so much faster and it is quite simple to implement. Furthermore, we can easily put constraints on a Nearest Neighbour algorithm. For these reasons, this is the algorithm we will use.

4.6 Extras

There are other algorithms, simpler or less relevant, that may (or may not) be used in our solution:

- Breadth-First Search (bfs) - Graph searching algorithm
- Depth-First Search (dfs) - Graph searching algorithm
- Decrease-Key Function - Priority changing function on a priority queue

- Graph Transposing Function - Inversion of the edges in a directed graph
- Fibonacci Heaps (Data structure) - Improved priority queue
- Euclidian Distance function - To calculate the euclidian (straight-line) distance between two points

Chapter 5

Prospective Solution

5.1 Pre-Processing of Input Data

Before going through with the problem resolution and trying to find the shortest path for the vehicles, we opt to pre-process the graph, making the other tasks easier.

- calculating the shortest paths for all pairs of nodes in a certain radius of the company's garage through use of Floyd-Warshall's algorithm. This will allow the shortest paths between most used nodes to already be calculated, speeding up the calculation of itineraries
- evaluating the connectivity of the graph through the Tarjan's algorithm, followed by removal of the irrelevant elements

5.2 Problem Identification

With the graph and the orders pre-processed, there's now a need to find the most efficient way for the vehicles to pick up and deliver the costumers' orders. Before, we have divided the problem into four problems:

- **I** - Calculation of the itineraries
- **II** - Inclusion of recharging points in the paths as needed
- **III** - Evaluation of the graph's connectivity
- **IV** -Distribution of the orders between the vehicles available to the company

5.3 Solutions

5.3.1 Problem I - Itineraries/Routes Calculation

Although most relevant pairs of nodes already have their shortest path calculated, some pick up or delivery points might be out of bound for the pre-processing calculations. For these and other special cases, we deemed Bidirectional Dijkstra with implementation of A* algorithm the best option. This choice was made considering the speed of the algorithm and the fact that the destination node is supposedly always known.

The itinerary for a vehicle is calculated having into account the shortest paths between the interest points of his orders (and the recharge points). This will most likely be done implementing the Nearest Neighbour algorithm, implementing a Greedy strategy.

5.3.2 Problem II - Autonomy/Range

To tackle this problem, we use the following strategy:

1. Before every assignment of a vehicle to a certain path, its current range must be evaluated.
2. If the value is not enough for the voyage, the vehicle must localize one or more recharge points. The criteria to find the best points is to choose the recharge point closest to the point where it is located. After the best recharge point as been located, it should head towards it
3. If the value is enough, the vehicle proceeds with is voyage naturally

5.3.3 Problem III - Connectivity

Tarjan's algorithm was our choice to solve the connectivity problem. By checking the connectivity of the graph, we can check for any nodes that are not accessible, supposedly due to road work, accidents or other unexpected events. We chose Tarjan's because it presents itself as the fastest option from the ones we analysed.

5.3.4 Problem IV - Orders Distribution

The distribution of orders by the vehicles is by far the most challenging subproblem. This is a Route Optimization problem. Our solution for it was not optimal, yet we

made an effort to make the result the best possible. We solved this problem by dividing the pick up points (representing each a different order) into $|V|$ different groups, where $|V|$ is the number of vehicles available. We do this using the Agglomerative Hierarchical Clustering described in the previous section.

5.3.5 General

In sum, our solution:

1. Pre-Processing of the graph
2. Distribution of Orders into groups
3. Calculation of the best route for each group (which represents a vehicle's orders)
 - Use of the shortest paths pre-calculated or calculate new ones if necessary
 - Order the nodes to be visited relying on Nearest-Neighbour

Note: The algorithms and solutions presented may not be the exact same to be used, they only represent an estimation. In the second part of this work, the algorithms will be tested and some changes may be necessary.

Chapter 6

Actual Solution

6.1 Pre-Processing of Input Data

Before going through with the problem resolution and trying to find the shortest path for the vehicles, we opt to pre-process the graph, making the other tasks easier.

- calculating the shortest paths for all pairs of nodes proved to be tremendously slow, so we abandoned the idea
- evaluating the connectivity of the graph through the Tarjan's algorithm, followed by removal of the irrelevant elements
- removal of irrelevant nodes: nodes that only have one incoming and one outgoing edge, connecting the nodes behind and in front of it

6.2 Solution

- To calculate the shortest paths, the Bidirectional Dijkstra's algorithm proved to be the way to go
- Connectivity is evaluated in the beginning and all nodes present in the graph are now achievable from one another
- The distribution of orders is made through the use of the Agglomerative Hierarchical Clustering algorithm referenced before
- The order of the points visited is determined through the Nearest-Neighbour algorithm

- Recharge points are scattered through the map. We assume that there is always a nearby recharge point. Every time a travel must be made between two points, a check is made, to see if the energy on the vehicle is enough. If not, the vehicle travels to the closest recharge point and proceeds from there

Chapter 7

Functionalities Implemented

To aid in the usage of the program, an interface will be developed. This interface will enable the user to perform many actions, both related to the graph's processing and to information about orders, clients, etc.

Graph Related

- Redo the check to the graph's connectivity (and consequently update the graph if necessary)
- Calculate the paths for each vehicle in that day, considering the existing orders
- Add nodes
- Add edges

Orders and Clients

- Add or remove an order (a Client will automatically be removed if he no longer has orders registered to him, past or present)
- Add or remove a client from the clients' list, given he does not have any current order (consequently removing the past orders)
- List all orders, their Clients and the pick up and delivery points
- List past orders, their Clients and the pick up and delivery points
- List/Search orders by other filters

- List all clients
- List/Search clients by certain filters

Vehicles and Drivers

- List all vehicles
- Add or remove vehicles
- Specifically search a vehicles
- List all drivers and some brief information about them
- Add (hire) or remove (fire) a driver
- Specifically search for a driver

This list only presents a preview of the program's interface, more or less functionalities may be implemented.

Chapter 8

Conclusion

In sum, the task at end was considered to be fulfilled with success. The problem was formalized and divided into subproblems, which were accessed individually. In each assessment, a research for a possible solution was carried out, originating the possible algorithms to use. Each algorithm was carefully analysed, in order to decide whether it was a suitable candidate for each job. Finally a solution was fabricated, compiling multiple algorithms and a final strategy for the problem.

8.1 Tasks allocation

Participants	Marcelo	João	Afonso
Problem Description	All	-	-
Problem Formalization	All	-	-
Algorithms	Most	Small contribution	-
Prospective Solution	Most	Small contribution	-
Functionalities	Most	Small contribution	-
Conclusion	All	-	-
Investigation	Most	Decent Contribution	-

Chapter 9

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- **Other algorithms and information**

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