
Optimizing Fair Allocation in Food Rescue

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Rachel's Table (RT)

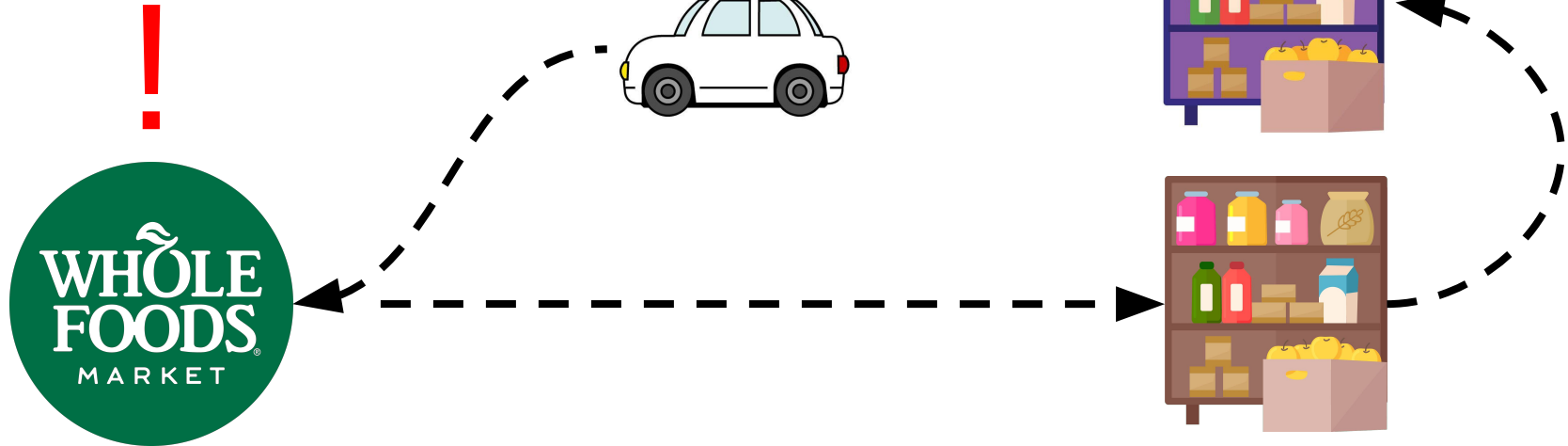
- Volunteer-ran food rescue
- Take from ~100 food donors
 - E.g. grocery stores, restaurants, farms
- Deliver to 66 receiving agencies
 - E.g. food pantries
- 50k meals per month in Western MA











Together, We End Hunger



FOOD BANK
OF WESTERN MASSACHUSETTS

(FBWM)

Donors



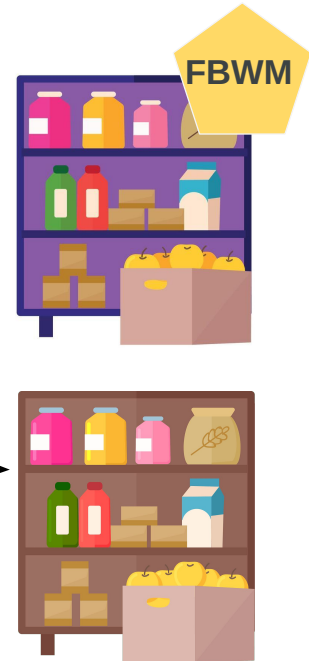
Receiving Agencies



Donors



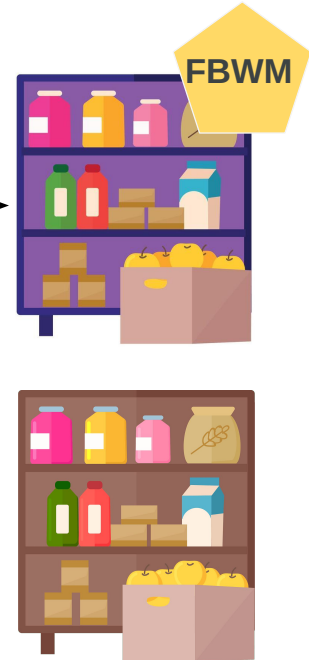
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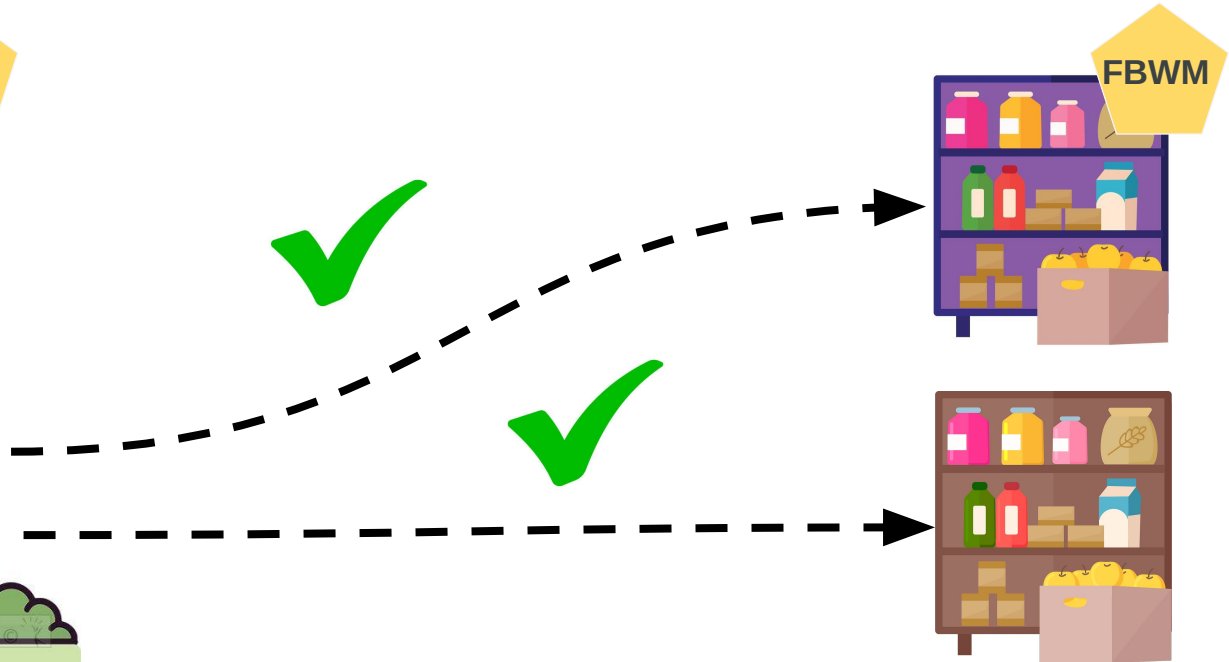
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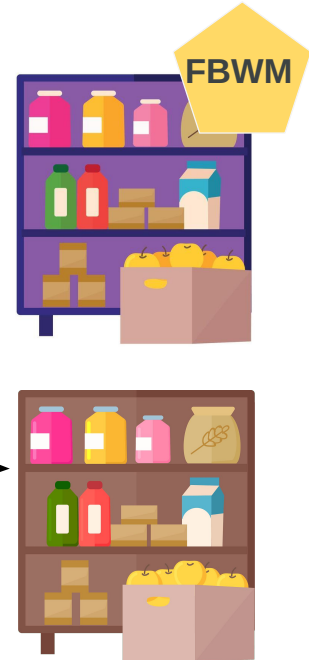
Receiving Agencies



Donors



Receiving Agencies



How well-served are agencies?



? patrons/wk



? patrons/wk

How well-served are agencies?



? patrons/wk
10 meals served/wk



? patrons/wk
50 meals served/wk

How well-served are agencies?

MD_i : Avg number of meals allocated to agency i by RT per week

MS_i : Avg number of meals served by i per week

$$MDMS_i = \frac{MD_i}{MS_i}$$



? patrons/wk

10 meals served/wk



? patrons/wk

50 meals served/wk

Problem Statement

- Lots of planning and work for RT Dispatch



Problem Statement

- Lots of planning and work for RT Dispatch
- “Unfairness” in outcomes
 - MDMS varies dramatically between agencies



MDMS: 1



MDMS: 0.0016

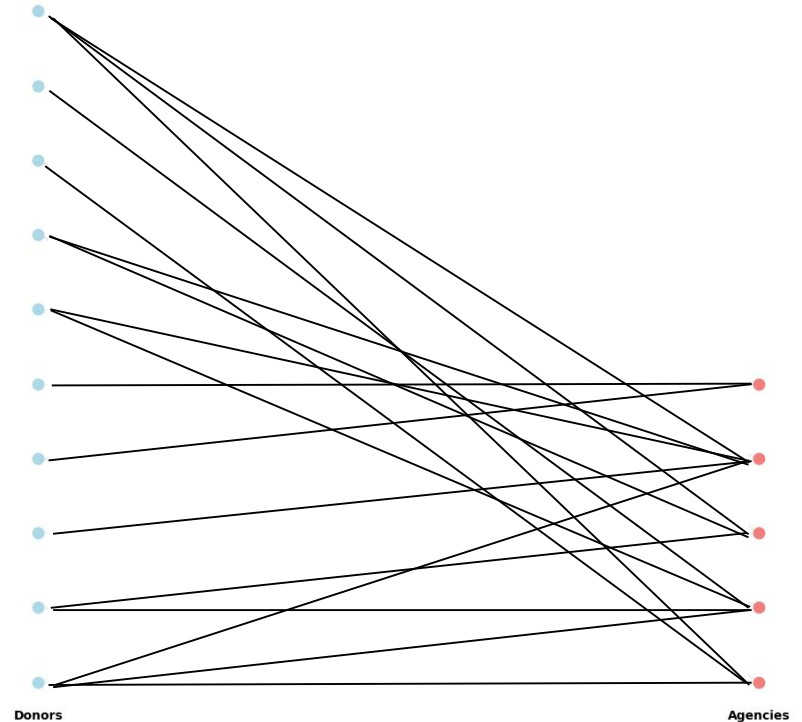
Deliverable

- RT inputs scheduled donations and one-offs
- Program gives a weekly shift schedule for RT drivers
 - Each shift is a route with drop off instructions
 - Produces fair outcomes for agencies

Modeling

- Adjacency matrix indicates what trips are feasible
 - Encodes distance constraints and FBWM constraints

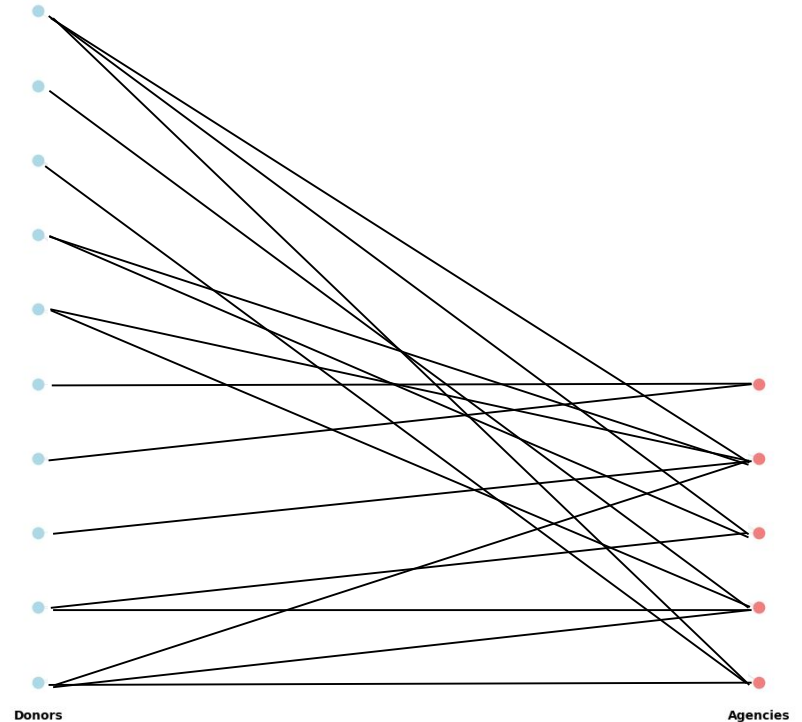
Full Donor-Agency Network
(All Possible Connections)



Modeling

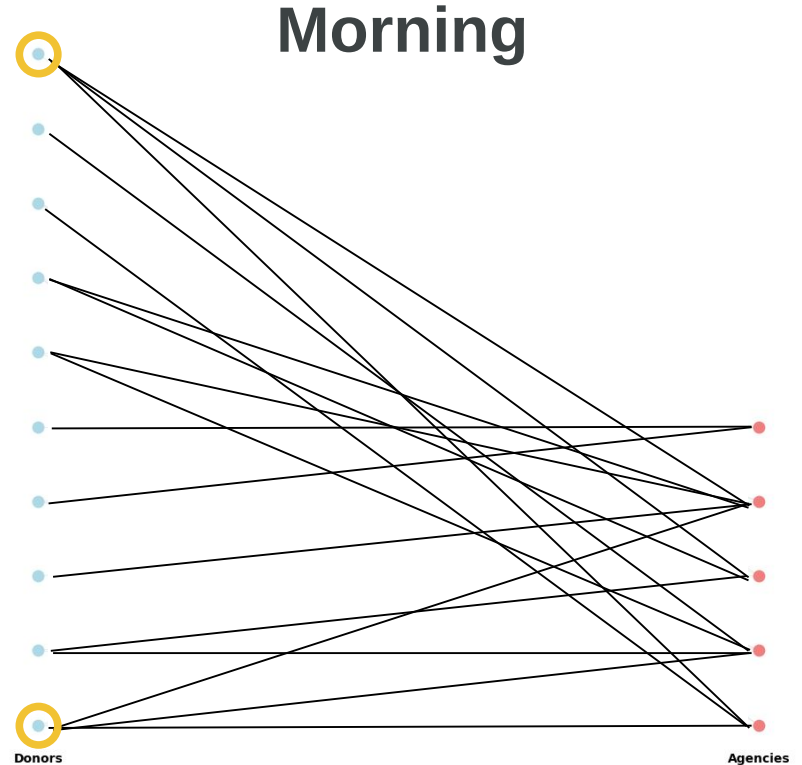
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- Simulate donation of items over multiple timesteps

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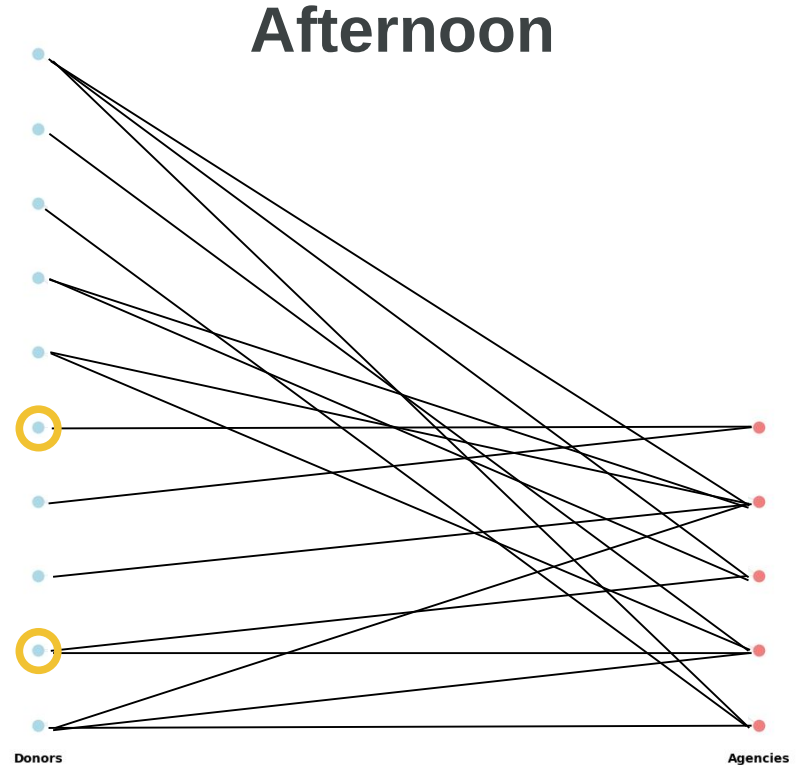
Modeling

- Adjacency matrix indicates what trips are feasible
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- Simulate donation of items over multiple timesteps
 - Items have corresponding food types



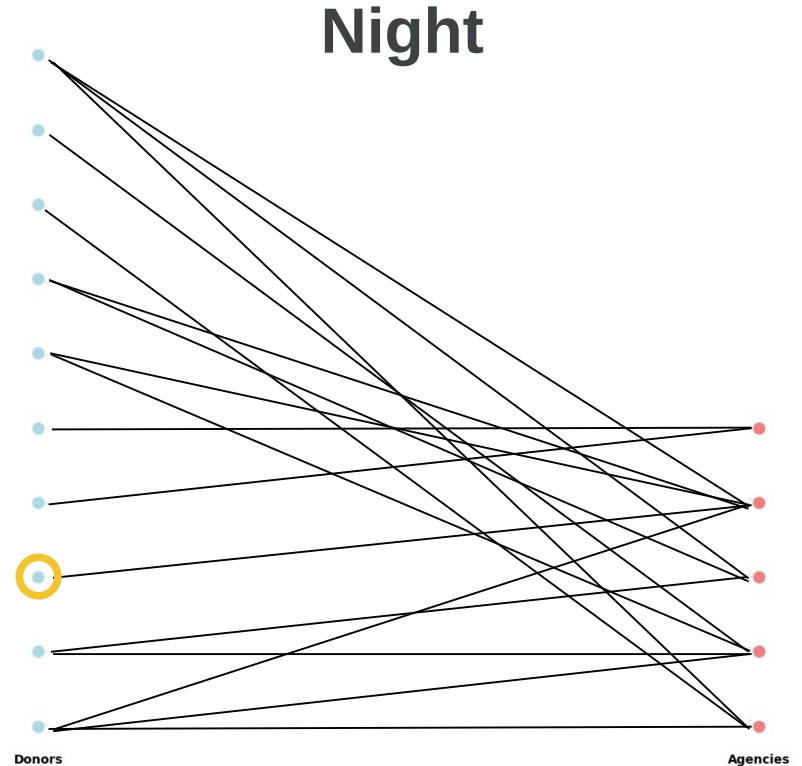
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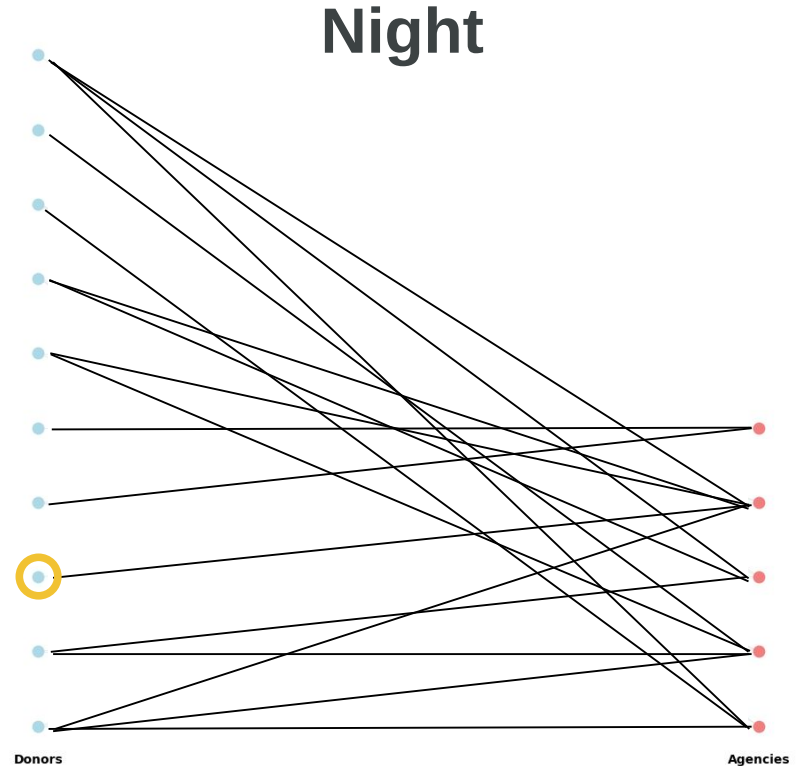
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- Simulate donation of items over multiple timesteps
 - Items have corresponding food types
- Non-trivial requiring we go through lots of messy data



Fairness Goals

- We want to allocate goods to each agency based on their size
 - People going to a small food pantry aren't more deserving
- We want to give agencies a mixture of food types

Options for Fairness

- Envy-based
 - Minimize envy between receiving agencies
 - Bad fit
 - Agencies don't care/don't see what other agencies get
 - Not very useful with identical valuation functions
- Egalitarian (ESW)
 - Determined by the welfare of the worst-off agency
- Utilitarian (USW)
 - Deliver as much food as possible

Problem Solving Stages

1

Plan division of donated
food among agencies

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Plan division of donated
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2

Assign which drivers will
make which deliveries

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Plan division of donated
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Assign which drivers will
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3

Route drivers through all
the stops assigned to
them

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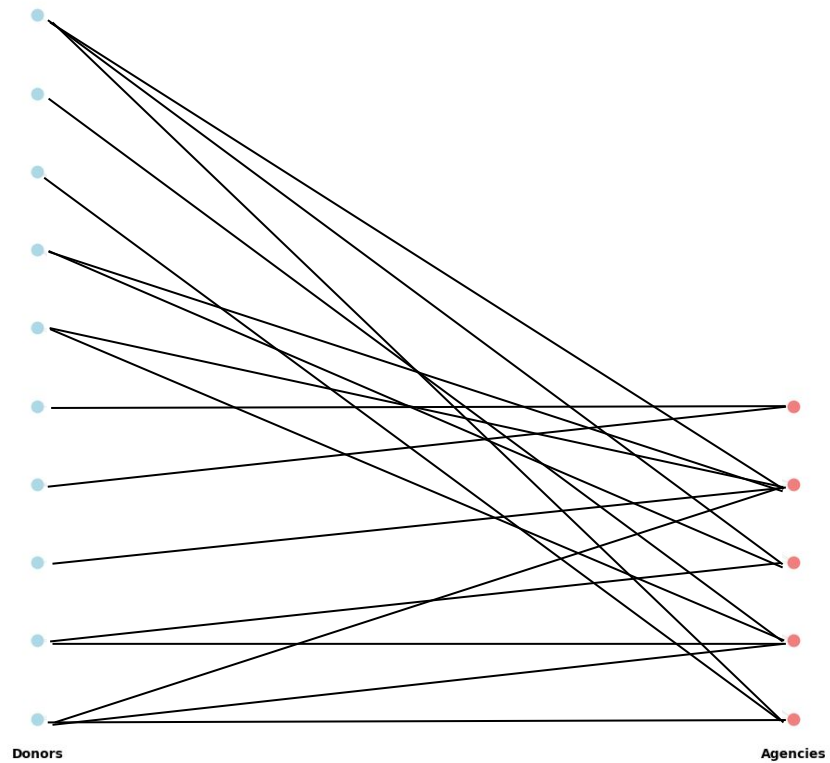
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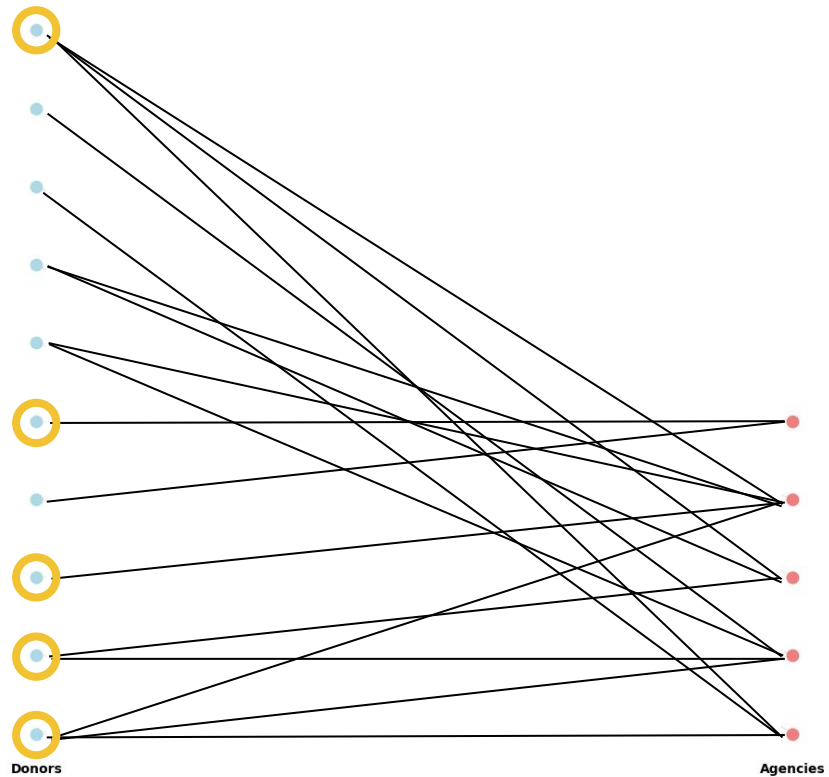
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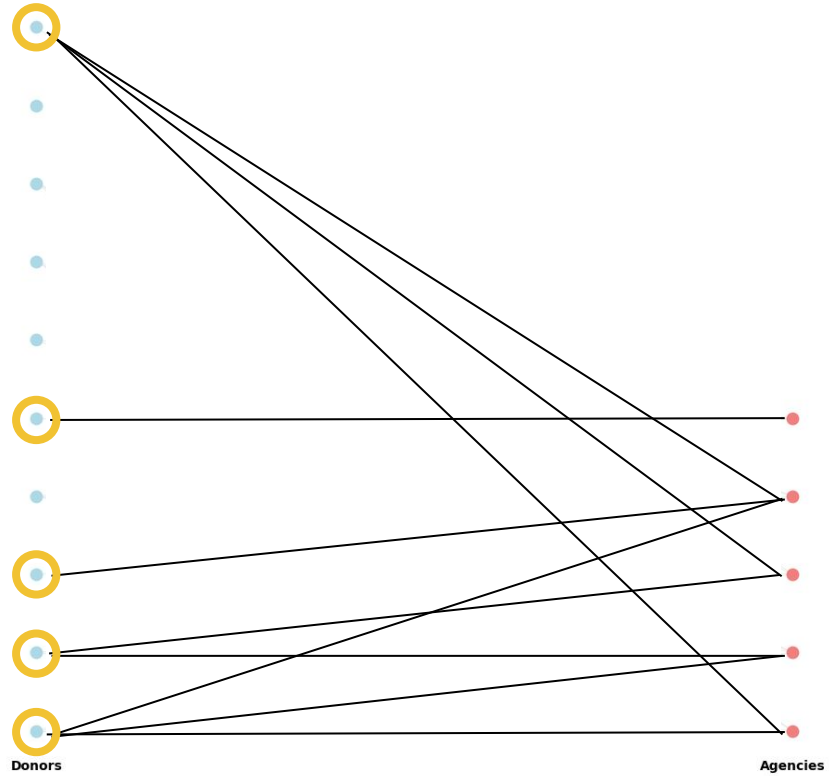
Full Donor-Agency Network
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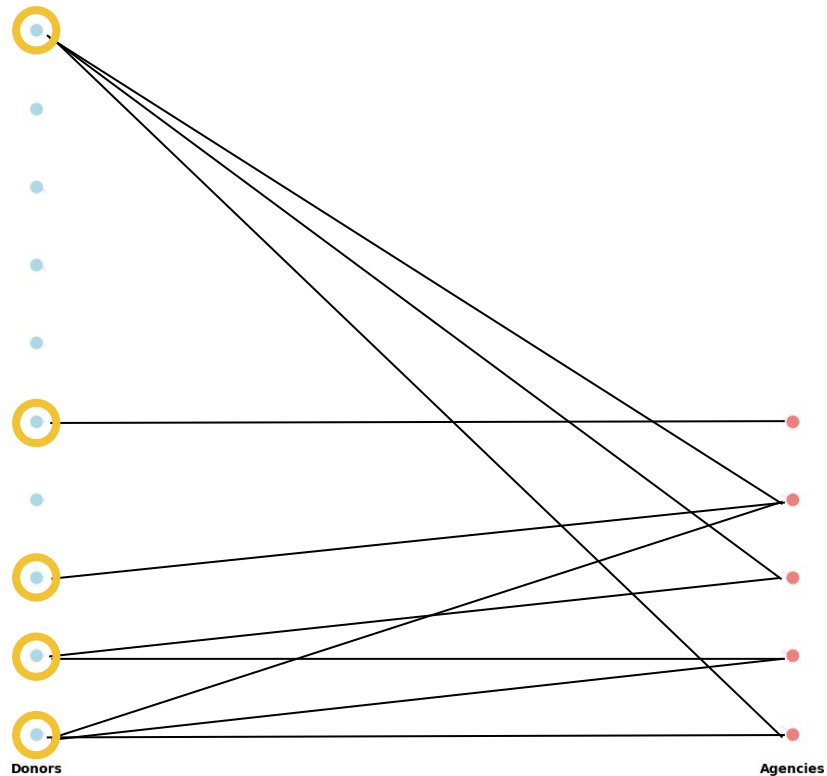
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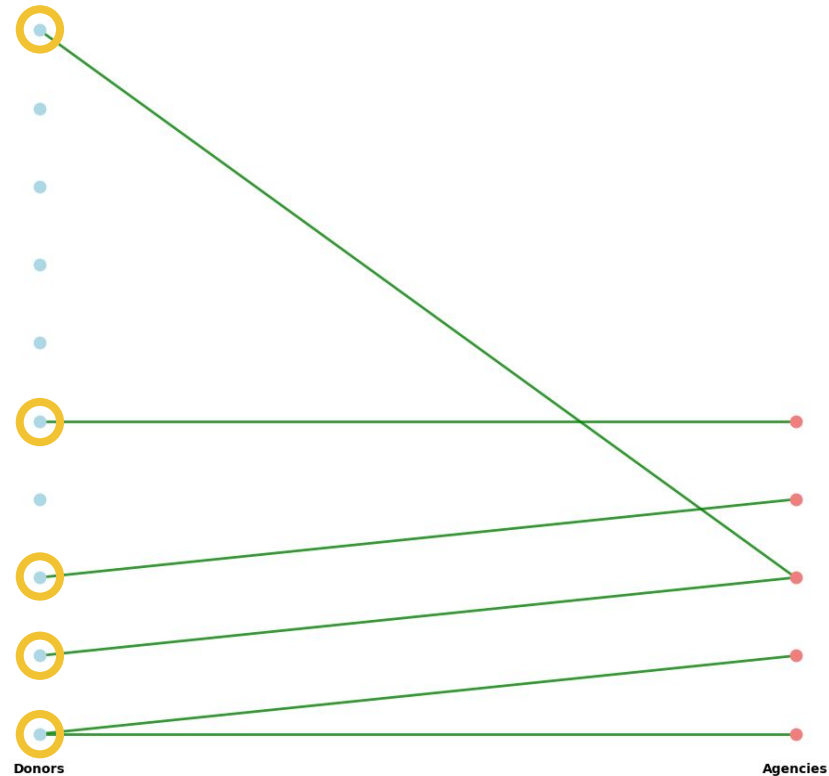
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**Full Donor-Agency Network
(All Possible Connections)**



**Allocation Results
(Actual Food Transfers)**



ILP Objective

$$\text{maximize} \quad \alpha \cdot r + \sum_{f \in F} \alpha_f \cdot r_f$$

Maximize weighted combination of ESW
and ESW over food groups

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Maximize weighted combination of ESW
and ESW over food groups

$$\sum_{g \in G} \sum_{f \in F} \frac{x_{i,g} \cdot q_{g,f}}{W_i} \geq r \quad \text{for all } i \in N$$

Def. of egalitarian welfare (ESW)

$$\sum_{g \in G} \frac{x_{i,g} \cdot q_{g,f}}{W_i} \geq r_f \quad \text{for all } i \in N, f \in F$$

Def. of egalitarian welfare across food groups

ILP Constraints

$$\sum_{g \in G} \sum_{i \in N} \sum_{f \in F} x_{i,g} \cdot q_{g,f} \geq \beta \cdot OPT$$

$$\sum_{i \in N} x_{i,g} \leq 1$$

for all $g \in G$

$$y_{i,d}^t \leq m_{i,d}^t$$

for all $i \in N, t \in T$

$$x_{i,g} \leq y_{i,h(g)}^{z(g)}$$

for all $i \in N, g \in G$

$$y_{i,d}^t \in \{0, 1\}$$

for all $i \in N, d \in D, t \in T$

$$x_{i,g} \in \{0, 1\}$$

for all $i \in N, g \in G$

Binary decision
variables



Allocation must achieve a certain percent of USW

Each item can only be given once

Every trip (donor -> agency) must be feasible

An agency can't get items from donor without a trip being made

Are we going to make someone go from donor d to agency i?

Is a given item assigned to a given agency?

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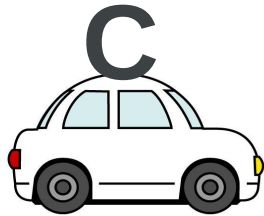
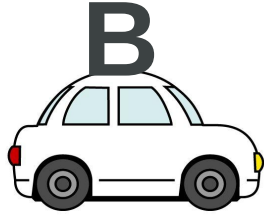
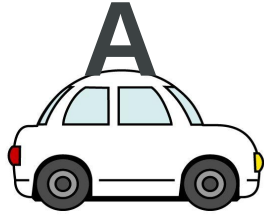
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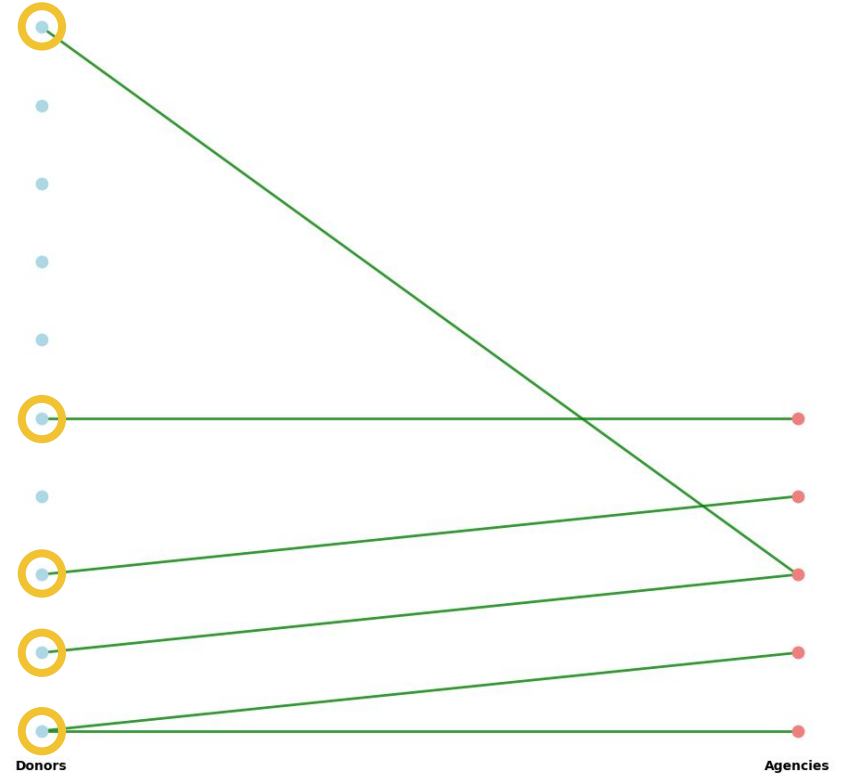
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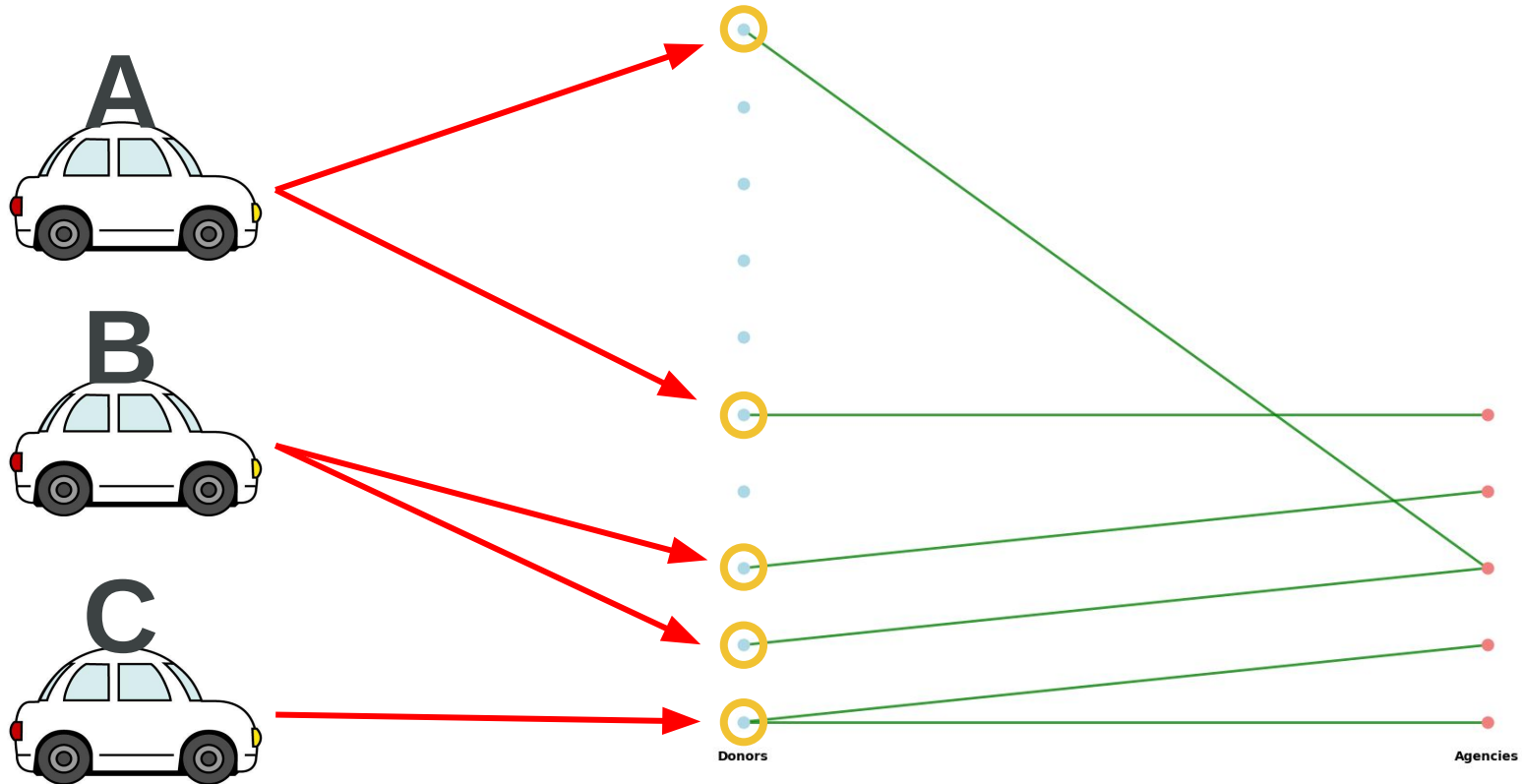




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End

Thank You!