

# Collaborative Carrier Network in Python

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# Agenda

- Task
- Agent Communcation Protocol
- Auction Phases
- Bundles
- Scrum Review
- Code Structure
- Gitlab CI and Automated Testing
- Quality of Solution
- Web-App Implementation
- Live Demo

### Task

- **General Task**: "Develop an agent based auctioneering solution to allow carriers to sell unprofitable shipments to other carriers."
- 8 Stories -> All resolved
- Most challenging Stories:
  - **ST02**: Agent Infrastructure
  - **ST05**: Simple Auctions
  - **ST07**: Auction with Bundles

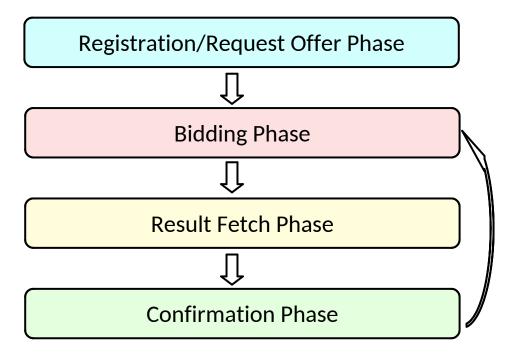


# **Agent Communication Protocol**

```
"carrier_id": "carrier1",
"action": "request_offer",
"time": "1719492196",
"timeout": 1719492199,
"payload": {
  "status": "OK",
  "offer": {
    "offer id": "bundle 11fc633f-d812-4fb9-965d-f0e6d3bfe117",
    "loc_pickup": [
        "pos x": 91.99215240497111,
        "pos_y": -19.126706287206517
      }<u>...</u>
    "loc_dropoff": [
        "pos_x": -0.21269604171901335,
        "pos y": 11.017038302798326
      }<u>...</u>
    "revenue": 21473.575514810247
                                                JSON
```

- Pull System for Carrier
- Protocol developed by us
- Uses JSON Notation
- Very flexible due to payload system
- Implemented using Python Websockets

## **Auction Phases**



- 4 Stages for Auction
- Every Offer is auctioned off individually
- Terminates after r Rounds or when nothing has been auctioned off
- Starts with Bundles, ends with Single Offers

#### **Bundles**

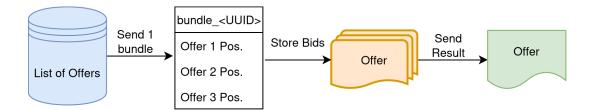
#### Generation of Bundles

```
for i in range(0,int(n/2)):
    if i % bundle_size==0 and i!=0:
        bundle_iterator += 1
        self.bundles[bundle_iterator] = []

if i==0:
    self.bundles[bundle_iterator] = []

self.bundles[bundle_iterator].append(self.offers[offers_sorted_indices[i]].offer_id)
    self.bundles[bundle_iterator].append(self.offers[offers_sorted_indices[n-i-1]].offer_id)
```

#### Level of abstraction



- Goal: Average out the Revenue on Offers
- Stored using logical abstraction layer of Offer
- Very Low storage overhead

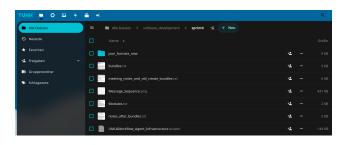
### **SCRUM Review**

- Time planning in Backlog was realistic
- Task were evenly distributed
- Workload was as expected
- Collaboration through several tools and methods



# FIXME: ACCESS first element of bundle
# (Shachar:) ???

|    | Α   | В         | C                | D | E        | F       | G       | Н       |
|----|---|-----------|------------------|---|----------|---------|---------|---------|
| 1  | Task  | est. Time | Assigned Workers |   |          | Worker1 | Worker2 | Worker3 |
| 2  | Interagent Communication: Optimize Meta Data Format             | 1         | Worker1          |   |          | 18      | 18      | 18      |
| 3  | Interagent Communication: Implement Optimized Meta Data Fo      | 2         | Worker2          |   | Req. min | 18      | 18      | 18      |
| 4  | Interagent Communication: Implement Data as nested Object       | 3         | Worker2          |   |          |         |         |         |
| 5  | Interagent Communication: Define Fields for Registration        | 2         | Worker2          |   |          |         |         |         |
| 6  | Interagent Communication: Implement Fields for Registration     |           | Worker3          |   |          |         |         |         |
| 7  | Interagent Communication: Define Fields for Routes Request      |           | Worker2          |   |          |         |         |         |
| 8  | Interagent Communication: Implement Fields for Routes Reque     | 3         | Worker3          |   |          |         |         |         |
| 9  | Interagent Communication: Define Fields for Route Offer         | 2         | Worker3          |   |          |         |         |         |
| 10 | Interagent Communication: Implement Fields for Route Offer      | 4         | Worker3          |   |          |         |         |         |
|    | Interagent Communication: Define Fields for Betting             |           | Worker1          |   |          |         |         |         |
|    | Interagent Communication: Implement Fields for Betting          | 3         | Worker3          |   |          |         |         |         |
| 13 | Interagent Communication: Define Fields for Fetching Result     | 2         | Worker1          |   |          |         |         |         |
| 14 | Interagent Communication: Implement Fields for Fetching Resu    | 3         | Worker3          |   |          |         |         |         |
| 15 |   |           |                  |   |          |         |         |         |
|    | Define: Data Model for Storing Results                          | 4         | Worker1          |   |          |         |         |         |
| 17 | Implement: Data Model for Storing Results                       | 3         | Worker2          |   |          |         |         |         |
| 18 |   |           |                  |   |          |         |         |         |
| 19 | Define: Automata for Program Flow (Registration, Auction, etc.) | 6         | Worker1          |   |          |         |         |         |
| 20 |   |           |                  |   |          |         |         |         |
| 21 | Define: Routing-Carrier Interface                               | 3         | Worker1          |   |          |         |         |         |
| 22 | Implement: Agent Interface in Routing Software                  | 3         | Worker2          |   |          |         |         |         |
| 23 | Implement: Agent Interface in Carrier Software                  | 3         | Worker2          |   |          |         |         |         |
| 24 |   |           |                  |   |          |         |         |         |
| 25 |   |           |                  |   |          |         |         |         |
| 26 |   |           |                  |   |          |         |         |         |
| 27 |   |           |                  |   |          |         |         |         |
| 28 |   | 54        | 54               | ( | )        |         |         |         |



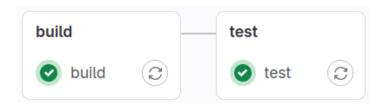
#### **Code Structure**

#### **Code Example**

```
@send_response("offer")
def receive_offer(self, data):
    """
    Receive an offer from a carrier.
    """
    carrier_id = data['carrier_id']
    if self.auctioneer.phase != "REGIST":
        return {"response": "OFFER_SUBMISSION_TIMEOUT"}
    if carrier_id not in self.auctioneer.registered_carriers:
        return {"response": "NOT_REGISTERED"}
    self.auctioneer.add_offer(carrier_id, data['payload'])
    payload = {
        "offer_id": data['payload']['offer_id'],
        "response": "OK"
    }
    return payload
```

- OOP Approach
- Multiple Threads:
  - 1 Launch Thread
  - 1 Phase Handler Thread
  - 1 Client Handler Thread
    - -> **GIL**
- Route planning calculated with OR-Tools
- Syntatic Sugar: Function Decorators

# Gitlab CI and Automated Testing



```
def test_generate_bundles(self):
    self.auctioneer.generate_bundles(bundle_size=2)
    # ensure all bundles have size bundle_size, except potentially the last one
    bundles = list(self.auctioneer.bundles.values())
    bundle_size = len(bundles[0])
    for i in range(len(bundles) - 1):
        self.assertEqual(len(bundles[i]), bundle_size)
    # check the last bundle
    if len(bundles) > 0:
        last_bundle_size = len(bundles[-1])
        self.assertTrue(last_bundle_size <= bundle_size, f"Last bundle size is {last_bu}
    # check that correct bundles order
    expected_bundles = [['offer5', 'offer2', 'offer4', 'offer1'], ['offer6', 'offer3']]
    self.assertEqual(bundles, expected_bundles)</pre>
```

- 2 Unit-Test classes
  - Auctioneer
  - Routing
- Static Assert Tests
  - Checks Correctness of Functions and Workflows
- CI: Direct Feedback after Push
  - Fully **automated** with *gitlab-ci*

# **Quality of Solution**

- Significant Increase of Profit (>2,000% possible!)
- Profit does not decrease

```
Before aution day: {'revenue': 10669.12, 'cost': 10968.12, 'profit': -299.0}
After auction day: {'new_revenue': 16560.74, 'new_cost': 9960.0, 'new_profit': 6600.74}
Increase: 2307.58%
```

#### Benchmark:

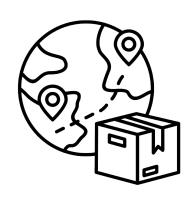
- Most expensive Operation: Or-Tools Route Calculation
  - » Performed only by Carrier
- Auctioneer: Can handle >10.000+ Carriers (theoretically)
- Well-Structured and maintainable Code-Base
- Standardized Communcation Protocol for easy adaptation



## **LIVE DEMO**







# Web-App Implementation



WebUI Start Page

- Written in Flask
- Simple and Clean UI
- Features:
  - Upload / generation of shipment files
  - Startup of Auctioneering Server



## **LIVE DEMO**





