
Algorithm 1 Greedy Algorithm

```
1: function GREEDY()
2:   load  $\leftarrow 0$ 
3:   unvisited  $\leftarrow [1, 2, \dots, 2n]$ 
4:    $\pi \leftarrow [0]$   $\triangleright \pi$  is a route (solution)
5:   while unvisited is not empty do
6:     candidates  $\leftarrow$  FILTERCANDIDATES(unvisited,  $\pi$ , load)
7:     nearestLoc  $\leftarrow$  GETNEARESTLOCATION( $\pi[-1]$ , candidates)
8:     append nearestLoc to  $\pi$ 
9:     remove nearestLoc from unvisited
10:    if nearestLoc  $\leq n$  then
11:      load  $\leftarrow$  load + 1
12:    else
13:      load  $\leftarrow$  load - 1
14:  append 0 to  $\pi$ 
15:  return  $\pi$ 

16: function FILTERCANDIDATES(list unvisited, list  $\pi$ , int load)
17:   candidates  $\leftarrow$  empty list
18:   if load  $< k$  then
19:     for nextLoc  $\in$  unvisited do
20:       if nextLoc  $\leq n$  or (nextLoc -  $n$ )  $\in \pi$  then
21:         append nextLoc to candidates
22:   else
23:     for nextLoc  $\in$  unvisited do
24:       if (nextLoc -  $n$ )  $\in \pi$  then
25:         append nextLoc to candidates
26:   return candidates

27: function GETNEARESTLOCATION(int currentLoc, list candidates)
28:   nearestLoc  $\leftarrow -1$ 
29:   minDist  $\leftarrow \infty$ 
30:   for nextLoc  $\in$  candidates do
31:     if  $c_{\text{currentLoc}, \text{nextLoc}} < \text{minDist}$  then
32:       nearestLoc  $\leftarrow$  nextLoc
33:       minDist  $\leftarrow c_{\text{currentLoc}, \text{nextLoc}}$ 
34:   return nearestLoc
```

Algorithm 2 Node relocation

```
1: function NODERELOCATION()
2:    $\pi \leftarrow \text{GREEDY}()$ 
3:   initialize routeIndex and loadList
4:   repeat
5:     for pickup  $\leftarrow 1$  to  $n$  do
6:        $i_{\text{pickup}} \leftarrow \text{routeIndex}[\text{pickup}]$ 
7:        $i_{\text{delivery}} \leftarrow \text{routeIndex}[\text{pickup} + n]$ 
8:        $\Delta_{\text{best}} \leftarrow 0$ 
9:        $i_{\text{swap}} \leftarrow -1$ 
10:      for  $i_{\text{cand}} \leftarrow 1$  to  $i_{\text{delivery}}$  do
11:        if  $i_{\text{pickup}} \neq i_{\text{cand}}$  then
12:           $\Delta \leftarrow \text{DELTAOBJECTIVE}(i_{\text{cand}}, i_{\text{pickup}}, \pi, \text{routeIndex}, \text{loadList})$ 
13:          if  $\Delta < \Delta_{\text{best}}$  then
14:             $\Delta_{\text{best}} \leftarrow \Delta$ 
15:             $i_{\text{swap}} \leftarrow i_{\text{cand}}$ 
16:        if  $i_{\text{swap}} \neq -1$  then
17:           $\text{SWAP}(i_{\text{cand}}, i_{\text{pickup}})$ 
18:          update routeIndex and loadList
19:      for delivery  $\leftarrow n + 1$  to  $2n$  do
20:         $i_{\text{delivery}} \leftarrow \text{routeIndex}[\text{delivery}]$ 
21:         $i_{\text{pickup}} \leftarrow \text{routeIndex}[\text{delivery} - n]$ 
22:         $\Delta_{\text{best}} \leftarrow 0$ 
23:         $i_{\text{swap}} \leftarrow -1$ 
24:        for  $i_{\text{cand}} \leftarrow i_{\text{pickup}}$  to  $2n$  do
25:          if  $i_{\text{delivery}} \neq i_{\text{cand}}$  then
26:             $\Delta \leftarrow \text{DELTAOBJECTIVE}(i_{\text{cand}}, i_{\text{delivery}}, \pi, \text{routeIndex}, \text{loadList})$ 
27:            if  $\Delta < \Delta_{\text{best}}$  then
28:               $\Delta_{\text{best}} \leftarrow \Delta$ 
29:               $i_{\text{swap}} \leftarrow i_{\text{cand}}$ 
30:          if  $i_{\text{swap}} \neq -1$  then
31:             $\text{SWAP}(i_{\text{cand}}, i_{\text{delivery}})$ 
32:            update routeIndex and loadList
33:  until no more improvement found
34:  return  $\pi$ 

35: function DELTAOBJECTIVE(int  $i_c$ , int  $i$ , list  $\pi$ , list routeIndex, list loadList)
36:  if PRECEDENCEVIOLATED( $i_c, i$ , routeIndex) or CAPACITYVIOLATED( $i_c, i$ , loadList) then
37:    return  $\infty$ 
38:  if  $|i_c - i| = 1$  then  $\triangleright$  check if  $i_c$  and  $i$  are next to each other
39:     $i_c, i \leftarrow \text{SORTED}(i_c, i)$ 
40:    return  $c_{\pi[i_c-1], \pi[i]} + c_{\pi[i_c], \pi[i+1]} - c_{\pi[i_c-1], \pi[i_c]} - c_{\pi[i], \pi[i+1]}$ 
41:  return  $c_{\pi[i_c-1], \pi[i]} + c_{\pi[i], \pi[i_c+1]} + c_{\pi[i-1], \pi[i_c]} + c_{\pi[i_c], \pi[i+1]}$ 
     $- c_{\pi[i_c-1], \pi[i_c]} - c_{\pi[i_c], \pi[i_c+1]} - c_{\pi[i-1], \pi[i]} - c_{\pi[i], \pi[i+1]}$ 

42: function PRECEDENCEVIOLATED(int  $i_c$ , int  $i$ , list  $\pi$ , list routeIndex)
43:  if  $\pi[i_c] \leq n$  then  $\triangleright$  check if node at  $i_c$  is a pickup node or not
44:    return  $i > \text{routeIndex}[\pi[i_c] + n]$ 
45:  return  $i < \text{routeIndex}[\pi[i_c] - n]$ 

46: function CAPACITYVIOLATED(int  $i$ , int  $j$ , list  $\pi$ , list loadList)
47:   $i, j \leftarrow \text{SORTED}(i, j)$ 
48:   $x_i, x_j \leftarrow \pi[i], \pi[j]$ 
49:  if ( $x_i \leq n$  and  $x_j \leq n$ ) or ( $x_i > n$  and  $x_j > n$ ) then
50:    return False
51:  if  $x_i \leq n$  then
52:    for loc  $\leftarrow i$  to  $j - 1$  do
53:      if  $\text{loadList}[\text{loc}] - 2 < 0$  then
54:        return True
55:  else
56:    for loc  $\leftarrow i$  to  $j - 1$  do
57:      if  $\text{loadList}[\text{loc}] + 2 > k$  then
58:        return True
59:  return False
```

Algorithm 3 Or-opt algorithm

```

1: function OR-OPT(int  $k_{\text{Or}}$ )  $\triangleright k_{\text{Or}}$  is maximum block length
2:    $\pi \leftarrow \text{GREEDY}()$ 
3:   initialize routeIndex and loadList
4:    $\text{cands} = [1, \dots, 2n]$ 
5:   repeat
6:     SHUFFLE( $\text{cands}$ )
7:     for  $\text{cand} \in \text{cands}$  do
8:        $\text{move} \leftarrow \text{empty tuple}$ 
9:        $s \leftarrow \text{routeIndex}[\text{cand}]$ 
10:      for  $e \leftarrow s$  to  $\min(2n, s + k_{\text{Or}} - 1)$  do
11:         $\Delta_{\text{remove}} \leftarrow c_{\pi[s-1], \pi[e+1]} - c_{\pi[s-1], \pi[s]} - c_{\pi[e], \pi[e+1]}$ 
12:         $\Delta_{\text{minInsert}} \leftarrow -\Delta_{\text{remove}}$ 
13:        for  $i \leftarrow s - 1$  to  $1$  do
14:          if  $\pi[i] \leq n$  and  $s \leq \text{routeIndex}[\pi[i] + n] \leq e$  then
15:            break
16:          if CAPACITYVIOLATED( $s, e, i, \pi$ ) then
17:            continue
18:           $\Delta_{\text{insert}} \leftarrow \text{DELTAINSERTION}(s, e, i, \pi)$ 
19:          if  $\Delta_{\text{minInsert}} > \Delta_{\text{insert}}$  then
20:             $\Delta_{\text{minInsert}} \leftarrow \Delta_{\text{insert}}$ 
21:             $\text{move} \leftarrow (s, e, i)$ 
22:          for  $i \leftarrow e + 2$  to  $2n + 1$  do
23:            if  $\pi[i - 1] > n$  and  $s \leq \text{routeIndex}[\pi[i - 1] - n] \leq e$  then
24:              break
25:            if CAPACITYVIOLATED( $s, e, i, \pi$ ) then
26:              continue
27:             $\Delta_{\text{insert}} \leftarrow \text{DELTAINSERTION}(s, e, i, \pi)$ 
28:            if  $\Delta_{\text{minInsert}} > \Delta_{\text{insert}}$  then
29:               $\Delta_{\text{minInsert}} \leftarrow \Delta_{\text{insert}}$ 
30:               $\text{move} \leftarrow (s, e, i)$ 
31:          if  $\Delta_{\text{minInsert}} < 0$  then break
32:      if  $\text{move}$  is not empty then update  $\pi$ , routeIndex, loadList based on move
33:  until no more improvement found
34:  return  $\pi$ 

35: function DELTAINSERTION(int  $s$ , int  $e$ , int  $i$ , list  $\pi$ )
36:   return  $c_{\pi[i-1], \pi[s]} + c_{\pi[e], \pi[i]} - c_{\pi[i-1], \pi[i]}$ 

37: function CAPACITYVIOLATED(int  $s$ , int  $e$ , int  $i$ , list  $\pi$ )
38:   if  $i > e$  then
39:     return CAPACITYVIOLATED( $e + 1, i - 1, s, \pi$ )
40:    $\Delta_{\text{loadInside}} \leftarrow \text{loadList}[i - 1] - \text{loadList}[s - 1]$ 
41:    $\Delta_{\text{loadOutside}} \leftarrow 0$ 
42:   for  $i_{\text{inside}} \leftarrow s$  to  $e$  do
43:     if  $\text{loadList}[i_{\text{inside}}] + \Delta_{\text{loadInside}} > k$  then
44:       return True
45:     if  $\pi[i_{\text{inside}}] > n$  then
46:        $\Delta_{\text{loadOutside}} \leftarrow \Delta_{\text{loadOutside}} - 1$ 
47:     else
48:        $\Delta_{\text{loadOutside}} \leftarrow \Delta_{\text{loadOutside}} + 1$ 
49:   if  $\max(\text{loadList}[i, \dots, s - 1]) + \Delta_{\text{loadOutside}} > k$  then
50:     return True
51:   return False

```

Algorithm 4 Pair relocation

```
1: function PAIRRELOCATION()
2:    $\beta \leftarrow \text{GREEDY}()$ 
3:   repeat
4:      $\text{cands} = \text{SHUFFLE}([1, \dots, n])$ 
5:     for  $x \in \text{cands}$  do
6:        $\Delta_{\text{remove}} \leftarrow \text{CALCULATEREMOVALCOST}(\beta, x)$ 
7:        $\Delta_{\text{minInsert}} \leftarrow -\Delta_{\text{remove}}$ 
8:        $i, j \leftarrow \text{index of } x, x + n \text{ in } \beta$ 
9:        $\alpha \leftarrow \beta$  after removing  $x$  and  $x + n$ 
10:       $\text{action} \leftarrow (i - 1, j - 2)$   $\triangleright$  action if no improvement found
11:       $\text{maxCapIdx}, \text{curMaxCap} \leftarrow \text{CALCULATECAPACITY}(\alpha)$ 
12:       $\Delta_{\text{consec}}, \mathbf{a}_{\text{consec}} \leftarrow \text{CONSECUTIVEINSERTION}(\alpha, x, \text{maxCapIdx}, \text{curMaxCap})$ 
13:      if  $\Delta_{\text{consec}} < \Delta_{\text{minInsert}}$  then
14:         $\Delta_{\text{minInsert}} \leftarrow \Delta_{\text{consec}}$ 
15:         $\text{action} \leftarrow \mathbf{a}_{\text{consec}}$ 
16:       $\Delta_{\text{nonConsec}}, \mathbf{a}_{\text{nonConsec}} \leftarrow \text{NONCONSECUTIVEINSERTION}(\alpha, x, \text{maxCapIdx}, \text{curMaxCap})$ 
17:      if  $\Delta_{\text{nonConsec}} < \Delta_{\text{minInsert}}$  then
18:         $\Delta_{\text{minInsert}} \leftarrow \Delta_{\text{nonConsec}}$ 
19:         $\text{action} \leftarrow \mathbf{a}_{\text{nonConsec}}$ 
20:       $\beta \leftarrow \text{APPLYINSERTION}(\alpha, \text{action})$ 
21:   until no more improvement found
22:   return  $\beta$ 

23: function CALCULATECAPACITY(list  $\alpha$ )
24:    $\text{curCap} \leftarrow 0$ 
25:    $\text{maxCap} \leftarrow 0$ 
26:   for  $i \leftarrow 1$  to  $\text{len}(\alpha) - 1$  do
27:     if  $\alpha[i] \leq n$  then
28:        $\text{curCap} \leftarrow \text{curCap} + 1$ 
29:       if  $\text{curCap} > \text{maxCap}$  then
30:          $\text{ids} \leftarrow [i]$ 
31:          $\text{maxCap} \leftarrow \text{curCap}$ 
32:       else if  $\text{curCap} = \text{maxCap}$  then
33:         append  $i$  to  $\text{ids}$ 
34:     else
35:        $\text{curCap} \leftarrow \text{curCap} - 1$ 
36:   append  $\infty$  to  $\text{ids}$   $\triangleright$  for boundary cases
37:   return ( $\text{maxCap}, \text{ids}$ )

38: function CALCULATEREMOVALCOST(list  $\beta$ , int  $x$ )
39:   if  $j - i = 1$  then
40:      $\Delta_{\text{remove}} \leftarrow c_{\beta[i-1], \beta[j+1]} - c_{\beta[i-1], \beta[i]} - c_{\beta[i], \beta[j]} - c_{\beta[j], \beta[j+1]}$ 
41:   else
42:      $\Delta_{\text{remove}} \leftarrow c_{\beta[i-1], \beta[i+1]} - c_{\beta[i-1], \beta[i]} - c_{\beta[i], \beta[i+1]} + c_{\beta[j-1], \beta[j+1]} - c_{\beta[j-1], \beta[j]} - c_{\beta[j], \beta[j+1]}$ 
43:   return  $\Delta_{\text{remove}}$ 

44: function CONSECUTIVEINSERTION(list  $\alpha$ , int  $x$ , list  $\text{maxCapIdx}$ , int  $\text{curMaxCap}$ )
45:    $p \leftarrow 0$ 
46:    $\Delta_{\text{minInsert}} \leftarrow \infty$ 
47:    $\text{action} \leftarrow \text{None}$ 
48:   for  $i' \leftarrow 0$  to  $2n - 2$  do
49:     if  $i' = \text{maxCapIdx}[p]$  and  $\text{curMaxCap} \geq k$  then
50:        $p \leftarrow p + 1$ 
51:       continue
52:      $\Delta_{\text{insert}} \leftarrow c_{\alpha[i'], x} + c_{x, x+n} + c_{x+n, \alpha[i'+1]} - c_{\alpha[i'], \alpha[i'+1]}$ 
53:     if  $\Delta_{\text{insert}} < \Delta_{\text{minInsert}}$  then
54:        $\Delta_{\text{minInsert}} \leftarrow \Delta_{\text{insert}}$ 
55:        $\text{action} \leftarrow (i', i')$ 
56:   return  $\Delta_{\text{minInsert}}, \text{action}$ 

57: function NONCONSECUTIVEINSERTION(list  $\alpha$ , int  $x$ , list  $\text{maxCapIdx}$ , int  $\text{curMaxCap}$ )
58:    $p \leftarrow 0$ 
59:    $\Delta_{\text{minInsert}} \leftarrow \infty$ 
60:    $\text{action} \leftarrow \text{None}$ 
61:   for  $i' \leftarrow 0$  to  $2n - 1$  do
62:     if  $\text{curMaxCap} < k$  then  $\triangleright$  If the bus does not reach max capacity
63:       for  $j' \leftarrow i' + 1$  to  $2n - 2$  do
64:          $\Delta_{\text{insert}} \leftarrow c_{\alpha[i'], x} + c_{x, \alpha[i'+1]} - c_{\alpha[i'], \alpha[i'+1]} + c_{\alpha[j'], x} + c_{x, \alpha[j'+1]} - c_{\alpha[j'], \alpha[j'+1]}$ 
65:         if  $\Delta_{\text{insert}} < \Delta_{\text{minInsert}}$  then
66:            $\Delta_{\text{minInsert}} \leftarrow \Delta_{\text{insert}}$ 
67:            $\text{action} \leftarrow (i', j')$ 
68:     else
69:       if  $i' = \text{maxCapIdx}[p]$  then
70:          $p \leftarrow p + 1$ 
71:         continue
72:       for  $j' \leftarrow i' + 1$  to  $\min(2n - 2, \text{maxCapIdx}[p] - 1)$  do
73:          $\Delta_{\text{insert}} \leftarrow c_{\alpha[i'], x} + c_{x, \alpha[i'+1]} - c_{\alpha[i'], \alpha[i'+1]} + c_{\alpha[j'], x} + c_{x, \alpha[j'+1]} - c_{\alpha[j'], \alpha[j'+1]}$ 
74:         if  $\Delta_{\text{insert}} < \Delta_{\text{minInsert}}$  then
75:            $\Delta_{\text{minInsert}} \leftarrow \Delta_{\text{insert}}$ 
76:            $\text{action} \leftarrow (i', j')$ 
77:   return  $\Delta_{\text{minInsert}}, \text{action}$ 
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