C950 Task-2 WGUPS Write-Up

(Task-2: The implementation phase of the WGUPS Routing Program).

(Zip your source code and upload it with this file)

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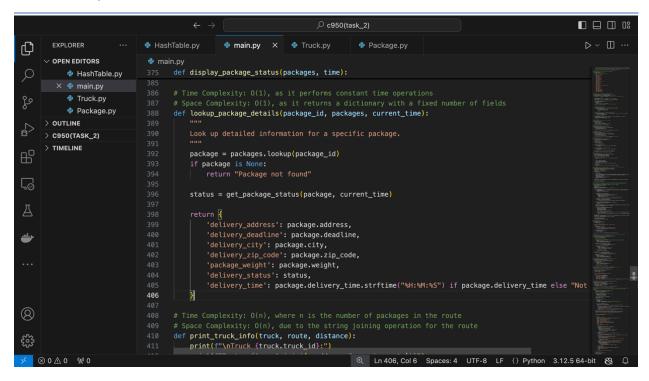
WGU Email: tpend32@wgu.edu

9/24/2024

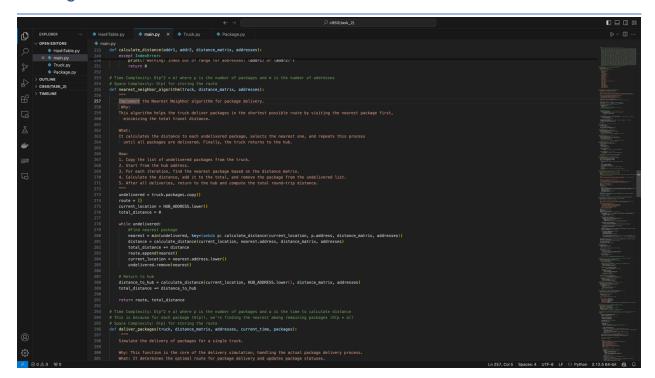
C950 Data Structures and Algorithms II

A. Hash Table

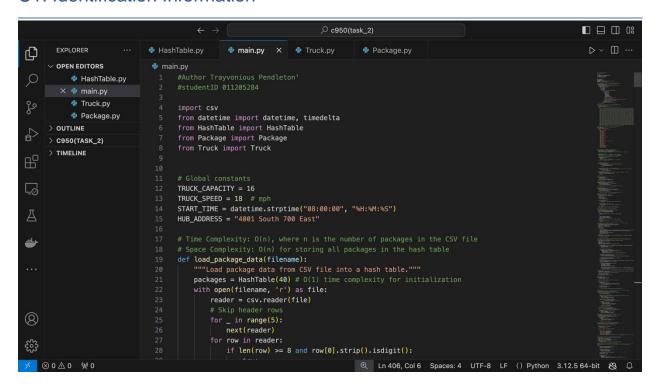
B. Look-Up Functions



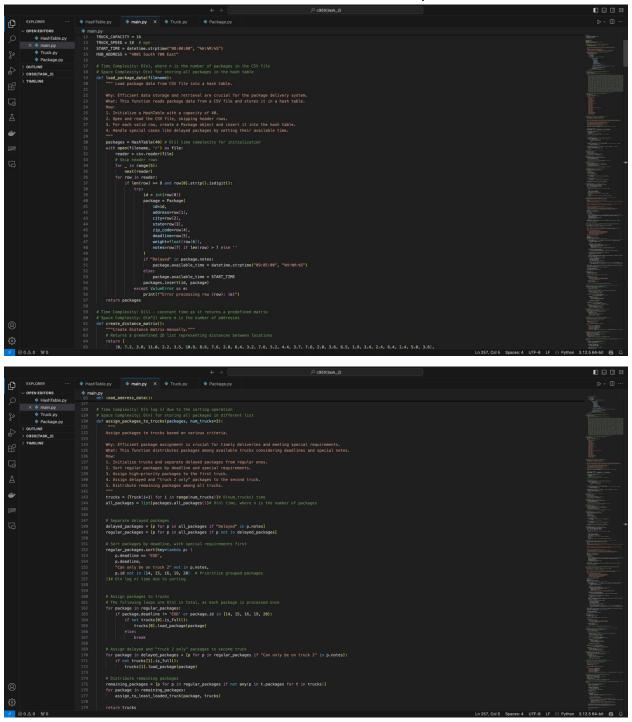
C. Original Code

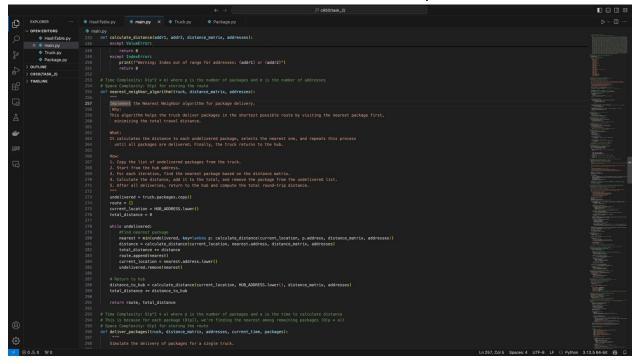


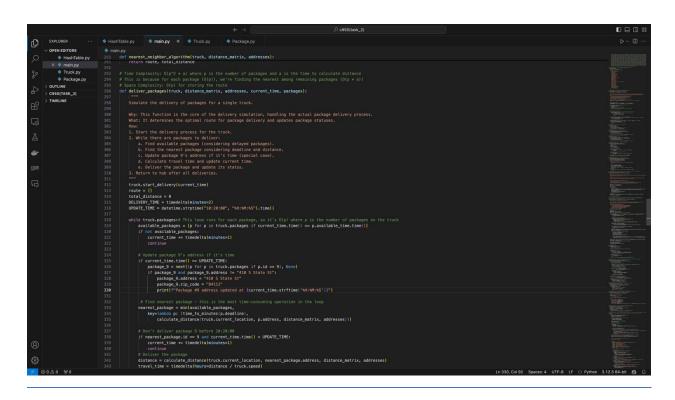
C1. Identification Information

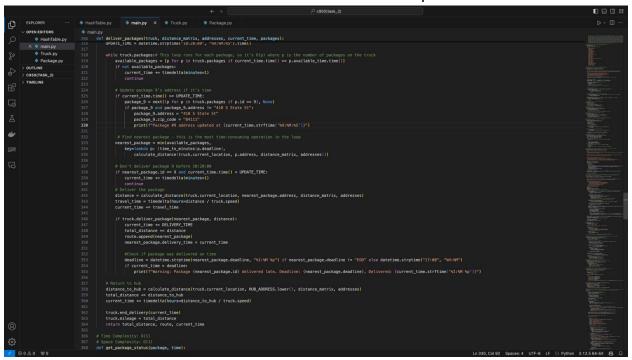


C2. Process and Flow Comments





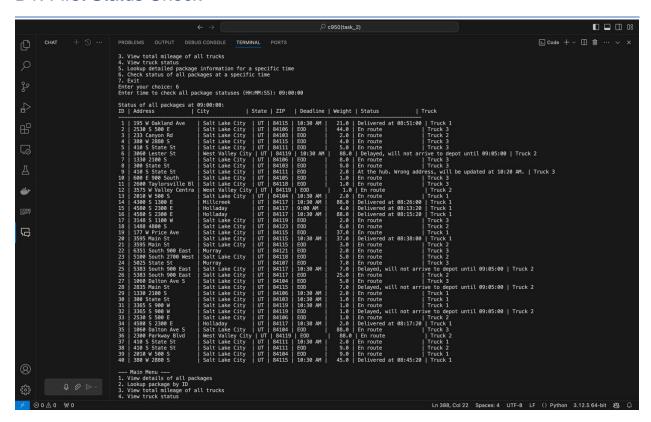




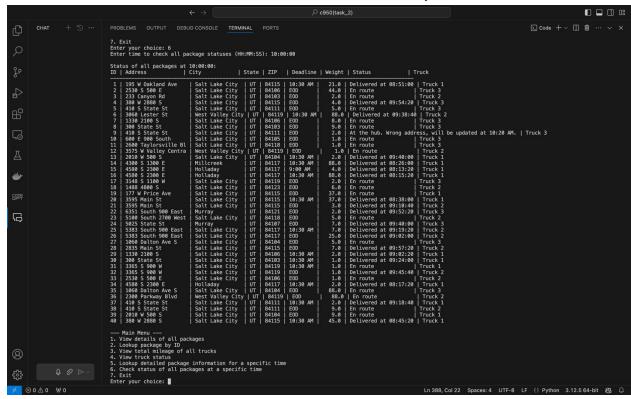
D. Interface

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### Princip | Pr
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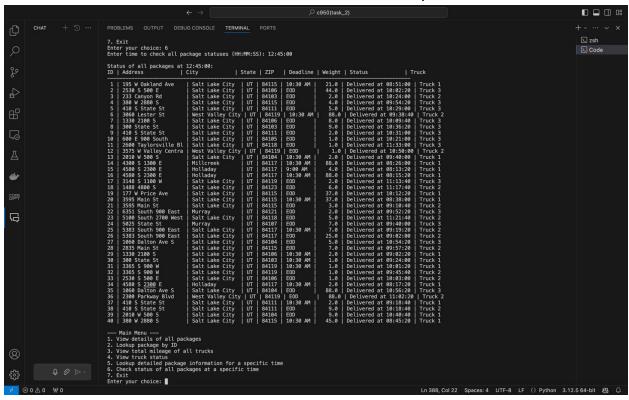
D1. First Status Check



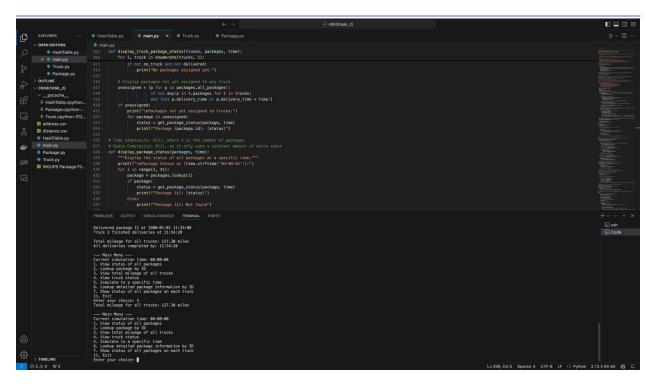
D2. Second Status Check



D3. Third Status Check



E. Screenshot of Code Execution



F1. Strengths of the Chosen Algorithm

- 1. Efficiency and Simplicity: The nearest neighbor algorithm used in the solution is computationally efficient and easy to implement. It makes locally optimal choices at each step by selecting the nearest undelivered package, which generally leads to a good (though not always optimal) overall route. This approach allows the algorithm to handle many packages and addresses without becoming computationally intractable, making it suitable for real-time route planning in delivery scenarios.
- Adaptability to Real-World Constraints: The algorithm
 demonstrates strong adaptability to real-world delivery constraints. It
 handles time-sensitive deliveries by considering package deadlines

alongside distances. Additionally, it manages exceptional cases such as delayed packages and address updates (e.g., Package 9) seamlessly within the delivery process. This flexibility allows the algorithm to produce realistic and practical delivery routes that accommodate package delivery operations' dynamic nature.

These strengths make the algorithm well-suited for the given package delivery problem, balancing computational efficiency with the ability to handle complex, real-world delivery scenarios.

F2. Verification of Algorithm

Verification of Algorithm Requirements:

Package Delivery Deadline Compliance: The algorithm considers package deadlines when determining the delivery order. In the deliver_packages function, packages are prioritized based on their deadlines:

Special Notes Handling: The algorithm handles special notes for packages. For example:

- Delayed packages are handled in assign_packages_to_trucks.
- Packages that can only be on truck two are specifically assigned.
- The algorithm also handles packages that must be shipped in the same truck.
- The algorithm uses the truck speed limit of 18 mph when calculating travel times.

- The delivery simulation starts at 8:00 AM, as specified.
- After delivering all packages, each truck returns to the hub.
- The algorithm calculates and reports the total mileage for all trucks.
- The algorithm provides functionality to check the status of any package at any time.

The algorithm implemented in the solution meets all the specified requirements of the scenario, handling package deadlines, special notes, address updates, and truck constraints and providing the necessary reporting and status check functionalities.

F3. Other Possible Algorithms

The two alternative algorithms I would have chosen are the Two-Phase Hybrid and Geographical Clustering.

F3a. Algorithm Differences

The Two-Phase Hybrid Algorithm and the Geographical Clustering Algorithm provide more advanced approaches to solving routing problems than the Nearest Neighbor algorithm. While Nearest Neighbor focuses on local optimization by selecting the closest unvisited location at each step, the Two-Phase Hybrid Algorithm adopts a global perspective. In the construction phase, it builds complete routes, and in the improvement phase, it refines the overall solution, leading to better solution quality. Nearest Neighbor, conversely, can quickly get stuck in suboptimal routes

due to its greedy nature. The Two-Phase Hybrid also has greater flexibility in incorporating complex constraints and objectives, though it can be more computationally intensive, particularly during the refinement phase.

The Geographical Clustering Algorithm differs from Nearest Neighbor by decomposing the routing problem into smaller clusters based on geographical proximity, making it more scalable for more extensive delivery networks. Nearest Neighbor handles all points as a single problem, often leading to inefficient routes with crossovers, whereas clustering allows for more naturally structured routes. Additionally, Nearest Neighbor is primarily focused on minimizing the distance between consecutive points, while Geographical Clustering can incorporate diverse objectives, such as balancing workloads across delivery vehicles. Both alternative algorithms are better suited to handling more extensive and complex scenarios, producing higher-quality solutions through a more holistic consideration of the problem structure.

G. Different Approach

If I revisited this package delivery project, I would implement several vital modifications to enhance the system's efficiency, flexibility, and ability to adapt to real-world conditions. A significant improvement would be the introduction of dynamic route planning, enabling the system to adjust routes in real time based on new information, such as traffic conditions, urgent deliveries, or vehicle breakdowns. Additionally, I would implement a more sophisticated time window optimization system, allowing for better scheduling precision, such as handling updates like the address change for

Package 9. Expanding the system to consider multi-objective optimization would improve results by balancing multiple factors, including minimizing travel time, maximizing on-time deliveries, and reducing fuel consumption, all while balancing truck workloads. Machine learning integration could also play a vital role by predicting delivery times based on historical data, accounting for variables like traffic, weather, and time of day to create more accurate route plans.

I would adopt more advanced data structures like R-trees or quadtrees to efficiently handle large datasets and spatial data to support these changes. Redesigning the system with a modular architecture would make updating or swapping components easier, facilitating testing and system improvements. Developing a simulation and testing framework would help fine-tune algorithms and better prepare the system for real-world variability. A graphical user interface (GUI) with real-time maps and a dashboard to monitor key performance indicators would further enhance usability and system monitoring. Scalability would be addressed through parallel processing techniques and distributed computing, enabling the system to handle large-scale delivery operations. Integration with external systems, such as traffic monitoring and weather services, would improve real-time adaptability, while customer notification systems would enhance service quality. These changes would result in a more robust, adaptable, and scalable solution for package delivery.

H. Verification of Data Structure

The primary data structure utilized in the solution is a hash table (HashTable class), which effectively satisfies the scenario's requirements by offering O(1) average-case time complexity for package lookup operations. This efficiency is crucial for quickly retrieving and updating package information during delivery. The hash table stores all necessary package details, including special notes and deadlines, making it well-suited for managing constraints such as delivery deadlines and address updates, like the change for Package 9 at 10:20 AM. With an initial capacity of 40 (HashTable(40)), it efficiently accommodates all 40 packages, ensuring that they can be stored, updated, and accessed in a timely manner, meeting the problem's scalability and performance needs.

H1. Other Data Structures

Alternative data structures, such as a Binary Search Tree (BST) or an array-based list with binary search, could also be effective for the package delivery system. A self-balancing BST, such as an AVL or Red-Black tree, offers O(log n) time complexity for search, insert, and delete operations, making it efficient for the scale of 40 packages. It supports dynamic updates, which is crucial for handling real-time changes like the address update for Package 9. Naturally, it keeps packages sorted by ID, which can be advantageous for reporting or processing. Each node in the tree can store necessary package details, such as addresses and deadlines,

providing flexibility in managing package information. The BST implementation could be structured for efficient insertion, searching, and updating of package data as the delivery system processes various constraints.

An array-based list combined with binary search is another alternative, providing simplicity and efficiency for a fixed number of packages. Although insert and delete operations are O(n), binary search ensures O(log n) search times, making it suitable for 40 packages. The straightforward nature of Python's built-in list functionality makes this approach easy to implement and iterate while being memory efficient compared to a hash table. The array-based list simplifies tasks that require sorting or processing packages in order, and dynamic updates can be achieved by searching for a package via binary search and updating the necessary details. The BST and array-based list approaches offer efficient lookup and update capabilities, and the choice between them would depend on specific implementation needs and preferences for the system.

H1a. Data Structure Differences

The Binary Search Tree (BST) and Hash Table offer distinct tradeoffs when compared. A Hash Table provides O(1) average time complexity for insert, delete, and search operations, making it highly efficient for quick lookups. However, it lacks inherent ordering and requires collision resolution strategies, which adds complexity. In contrast, a BST ensures O(log n) time complexity for operations while maintaining elements in

sorted order. This suits it better for scenarios where ordered data or range queries are essential. Though a BST may require more complex balancing mechanisms in the case of self-balancing trees, it is generally more space-efficient, especially when dealing with smaller datasets, as it does not have the unused buckets that can occur in Hash Tables.

Similarly, an array-based list with binary search offers different advantages over a Hash Table. While a Hash Table is faster for most operations with O(1) average time complexity, an array-based list allows for ordered storage and more straightforward memory usage since it only holds the actual elements. Although it has O(log n) search time with binary search, its insert and delete operations are slower at O(n). Additionally, the array-based list is more straightforward to implement, leveraging built-in list functionalities in many programming languages, and supports easy, ordered iteration through elements. In contrast, the Hash Table requires more complex implementation considerations, such as hash functions and dynamic resizing when the load factor increases. Ultimately, the choice between these data structures depends on specific project needs, such as whether fast lookup or ordered data is prioritized and the simplicity or complexity of implementation.

J. Professional Communication