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Routing for couriers, a multi-objective tabu search method to rebalance a tactical route plan with zones

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Questions



Why

In literature a large VRP problem has:

- ▶ 1000 - 2000 customers
- ▶ 10 -30 vehicles



Why

In literature a large VRP problem has:

- ▶ 1000 - 2000 customers
- ▶ 10 -30 vehicles

In reality courier companies have:

- ▶ 10000 customers
- ▶ 100 vehicles
- ▶ Highly stochastic



Zones

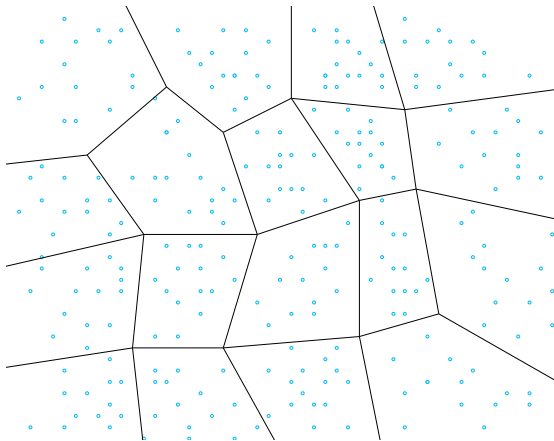


Figure: Division of work area into zones



Zones

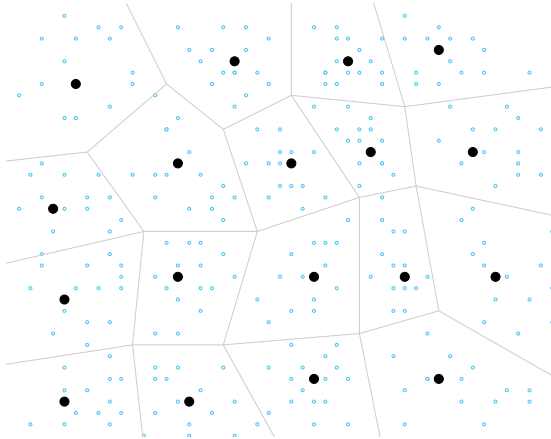


Figure: Division of work area into zones



Tactical route plan

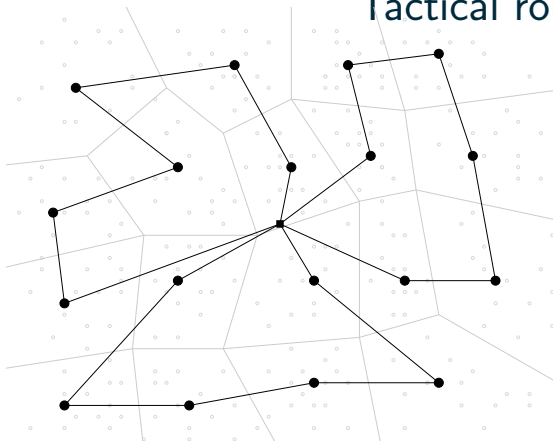


Figure: Tactical plan



Advantage

Classic approach:

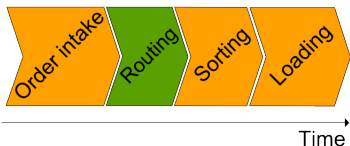


Figure: Sequential modus operandi



Advantage

Classic approach:

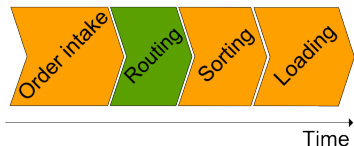


Figure: Sequential modus operandi

Alternative approach:

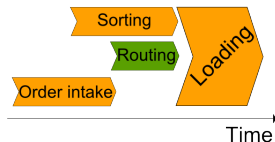


Figure: Alternative modus operandi



Model & assumptions

Assumptions:

- ▶ Given tactical plan with R basic routes
- ▶ Location and estimates of the workload per zone are given/known
- ▶ Zones are never empty

Sequence S region centres with workload c_j while minimising

- ▶ Transportation cost
- ▶ Difference between tactical route plan and operational plan
- ▶ The workload imbalance



Model & assumptions

- ▶ **Objective 1 - Transportation cost:** measured by total travel time in this case.

$$\min f_1 = \text{Total Travel Time}$$

- ▶ **Objective 2 - Difference from Tactical route plan:** measured by counting the regions that are no longer allocated to their original route.

$$\min f_2 = \sum_{j=1}^S y_j$$

where y_j is a binary variable taking value 1 if centre j is not in its original round and 0 otherwise.



Model & assumptions

- ▶ **Objective 3 - Workload imbalance:** measured by the sum of the squared deviations from the average route time.

$$\min f_3 = \frac{1}{R} \sum_{r=1}^R (l_r - \text{AvgWT})^2$$

where l_r is the workload (in percentage) of route r and AvgWT the average workload (in percentage) for all routes.



Model & assumptions

- ▶ Result = Pareto front (set of non-dominated solutions)
- ▶ Decision maker determines final solution
- ▶ Filter solution set to not overwhelm decision maker



Problem-instance generation

- ▶ Center point locations generated randomly
- ▶ To represent city centers
 - ▶ 90% allocated to clusters
 - ▶ 10% uniformly distributed
- ▶ To get to the tactical plan → VRPH [1]



Linear combination

Optimise the (convex) weighted sums of objectives for varying weights [2, 3]:

$$f(\mathbf{x}) = \left\{ \sum_i w_i [f_i^n(\mathbf{x})]^P \right\}^{\frac{1}{P}}$$

with $\sum_i w_i = 1$, $f_i^n(\mathbf{x}) > 0 \forall i$ and $f_i^n(\mathbf{x})$ the normalised objective function of objective i .

Drawback: not all Pareto optimal points can be found if Pareto front is not convex![3]



Neighbourhoods

Escape local optima by using different neighbourhoods:

- ▶ Relocate
- ▶ Swap
- ▶ 2-opt

Applied to “natural neighbours”



Natural neighbours

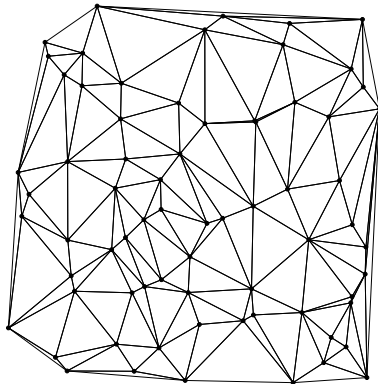


Figure: Delaunay triangulation to find natural neighbours



Pseudo-code

Algorithm 1: Main sequence

Let W_i be the weight for objective i , $\in [0, 1]$,
with step size $\Delta t = 0.1$;

for \forall combinations of $W_i \mid \sum_{i=0}^n W_i = 1$ **do**

 Do tabu Search ;

 Get objective values ;

 Store solution in solution vector S ;

end

Filter solution vector S ;

Return S ;



Algorithm 2: Tabu search

Let V be the solution vector;

let N be the neighbourhood tracker;

while $N < 3$ **do**

if $N = 0$ **then**

 | Do relocate and update tabu list ;

else

if $N = 1$ **then**

 | Do swap and update tabu list ;

else

if $N = 2$ **then**

 | Do 2-opt and update tabu list ;

end

end

end

if *no improvement found* **then**

 | Increase N

else

 | Store solution in V

end

end

Find best solution in V using linear combination of the objective values;

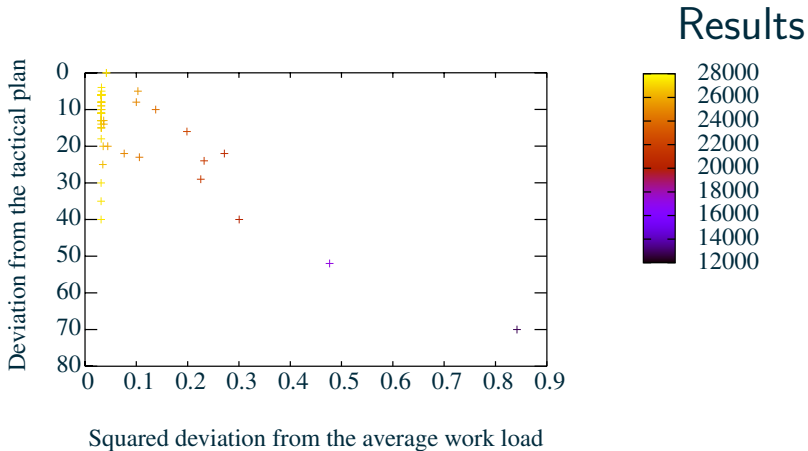
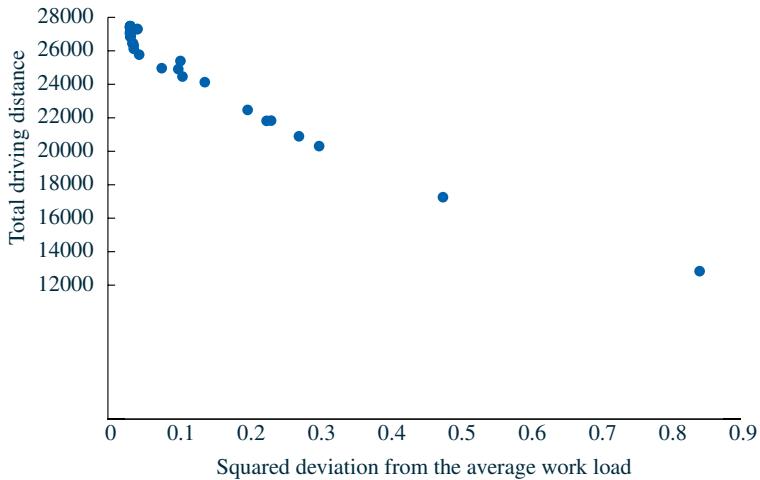
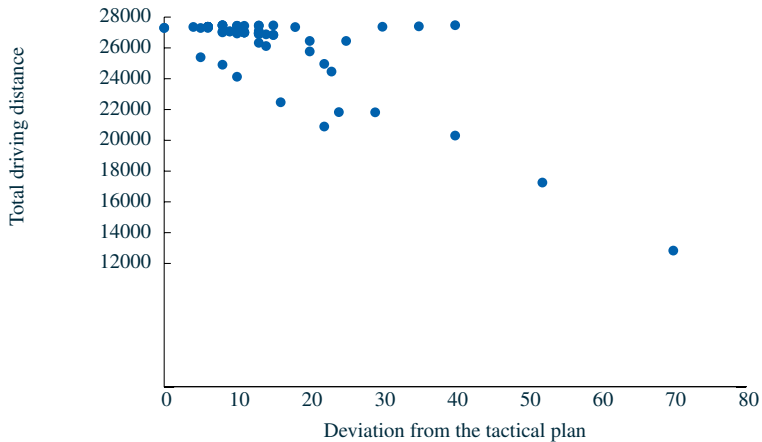


Figure: Experimental results





Results





Future work

- ▶ Algorithm to estimate amount of work in a zone
- ▶ Algorithm to divide area into robust zones of equal work load
- ▶ Research if creation of tactical plan can be more efficient and accurate
- ▶ Algorithms for routing within a zone



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References

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