

# Optimization Software

## Introduction to Rich Vehicle Routing Problem Solvers

Ruslan Sadykov

INRIA Bordeaux — Sud-Ouest



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# Course organisation

- ▶ Labs in CREMI :  $5 \times 4$  hours +  $2 \times 2$  hours
- ▶ 1 lab (today) : Introduction
- ▶ 2 labs (in October) : Presentation of two solvers (OR-Tools and LocalSolver)
- ▶ 3 labs (in November-December) : Working on your projects
- ▶ 1 lab (8 December) : You present your results
- ▶ Evaluation : 100% for the project
- ▶ Course web-page :

[www.math.u-bordeaux.fr/  
~sadykov/teaching/vrp/](http://www.math.u-bordeaux.fr/~sadykov/teaching/vrp/)

# Contents

Vehicle Routing Problems

Solution approaches

Software packages for VRPs

Your project

# Vehicle Routing Problem (VRP)

One of the most widely studied in Combinatorial Optimization :

- ▶ +6,000 works published only in 2019 (Google Scholar), mostly heuristics
- ▶ Direct application in the real systems that distribute goods and provide services



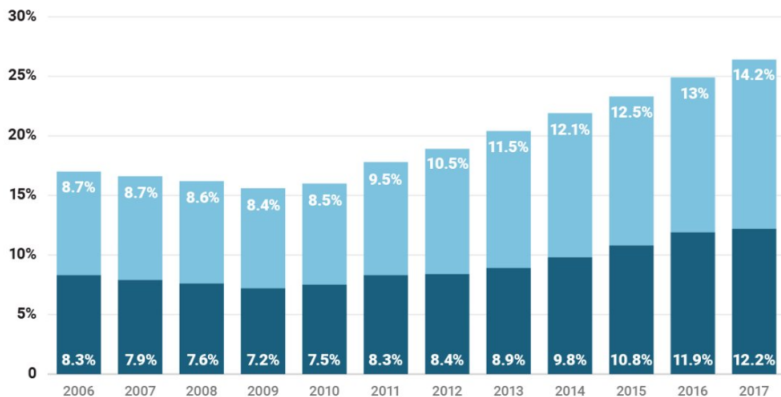
# Shipping costs (depot–customer) in Amazon

## Amazon's fulfillment and shipping costs compared to net sales

- Shipping costs
- Fulfillment costs\*

\*Fulfillment costs consist of costs incurred in operating and staffing fulfillment centers, customer service centers and physical stores as well as payment processing costs.

Shipping costs in 2017: \$21.7B  
Fulfillment costs in 2017: \$25.2B



Source: Amazon

statista | BUSINESS INSIDER

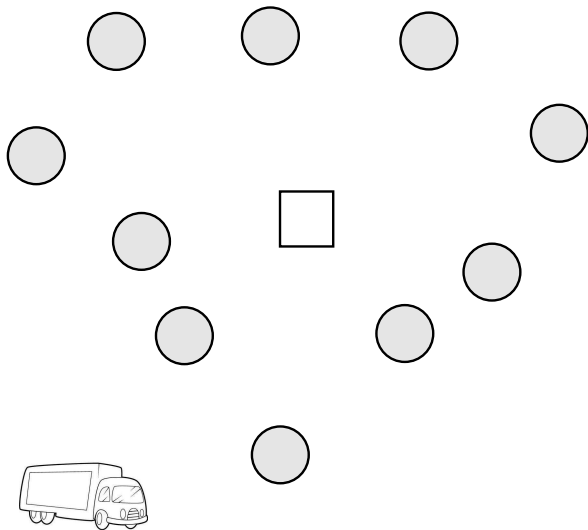
# Vehicle Routing Problem (VRP)

Reflecting the variety of real transportation systems, VRP literature is spread into hundreds of variants. For example, there are variants that consider :

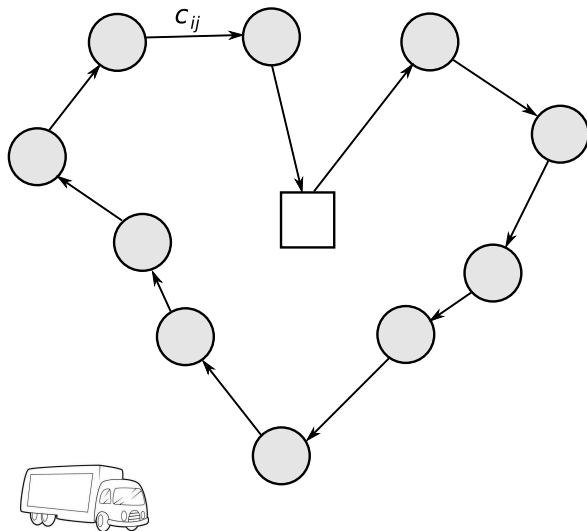
- ▶ Vehicle capacities,
- ▶ Time windows,
- ▶ Heterogeneous fleets,
- ▶ Multiple depots, periods, echelons,
- ▶ Split delivery, pickup and delivery, backhauling,
- ▶ Arc routing (Ex : garbage collection),
- ▶ Electric vehicle routing, drone routing,
- ▶ etc, etc.

“Rich VRPs” combine several variants.

# Traveling Salesman Problem (TSP) (I)



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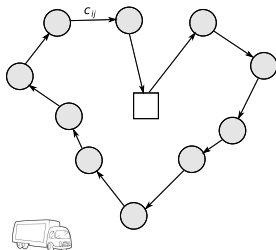




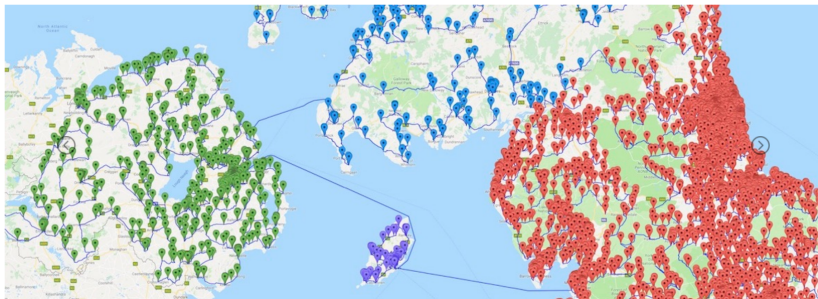
# Traveling Salesman Problem (TSP) (II)

Simplest routing problem : single vehicle, no constraints to the route

- ▶ TSP model applies only to simple and small delivery systems



# Traveling Salesman Problem (TSP) (III)

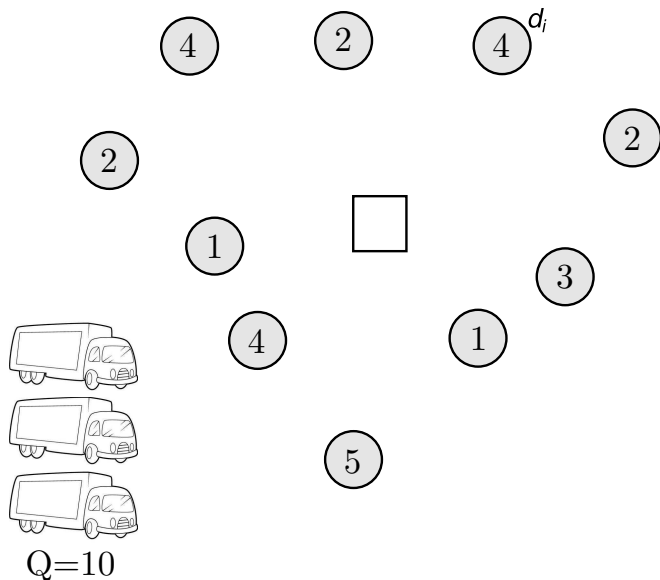


The smallest walk visiting 49.687 pubs in Great Britain is **63.739.687 meters**.

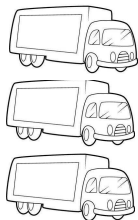
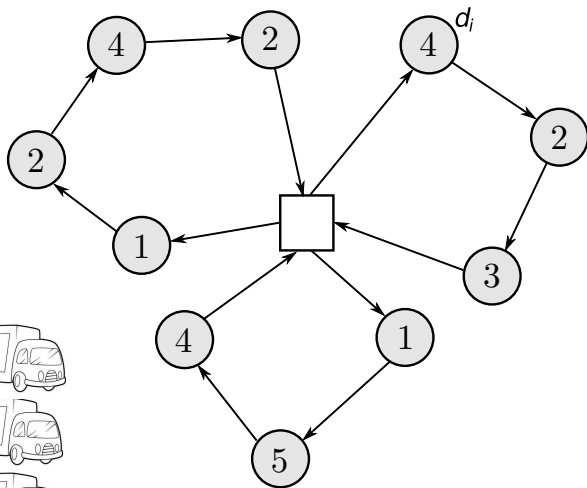
Solution time : **250 years** (14 months wall clock time)

Finding optimal solutions with 100 points takes on average **0.22 secondes**

# Capacitated Vehicle Routing Problem (CVRP)



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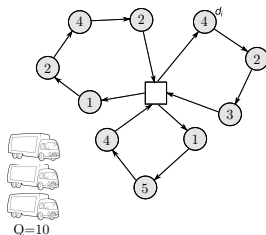
$Q=10$

# Capacitated Vehicle Routing Problem (CVRP)

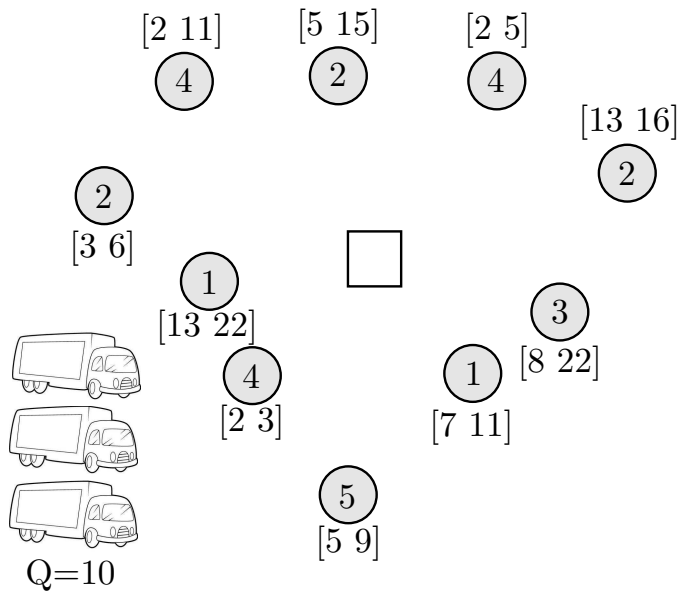
Introduced in 1959

**Instance** :  $n + 1$  points (depot +  $n$  customers), cost  $c_{ij}$  for traveling from  $i$  to  $j$ , customer demands  $d_i$ ,  $K$  identical vehicle with capacity  $Q$ .

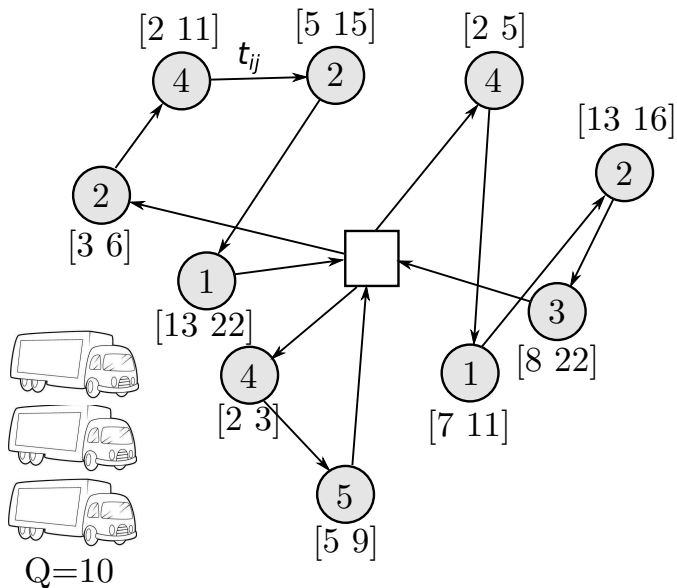
**Solution** :  $K$  routes starting and ending at the depot, visiting all customers, respecting the vehicle capacities and minimizing total cost.



# VRP with Time Windows (VRPTW)



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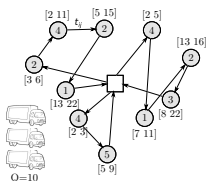
# VRP with Time Windows (VRPTW)

Introduces a time dimension :

**Instance** : CVRP data + traveling times  $t_{ij}$  between points  $i$  and  $j$ , visiting time  $s_i$  and time windows  $[a_i, b_i]$  at each customer.

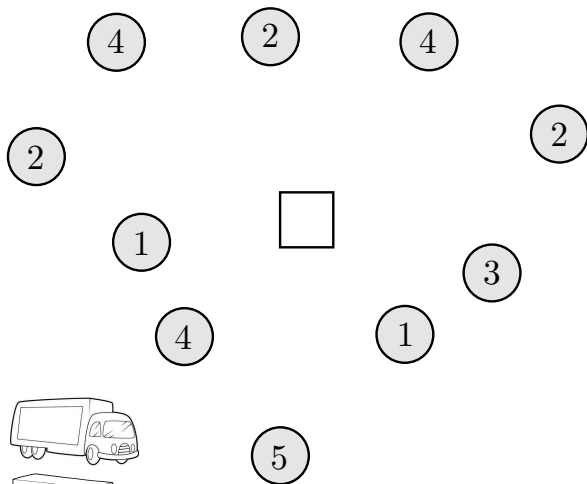
**Solution** :  $K$  routes starting and ending at the depot, visiting all customers **within the time windows**, respecting the vehicle capacities and minimizing total cost.

- ▶ Waiting in the middle of the route is usually allowed





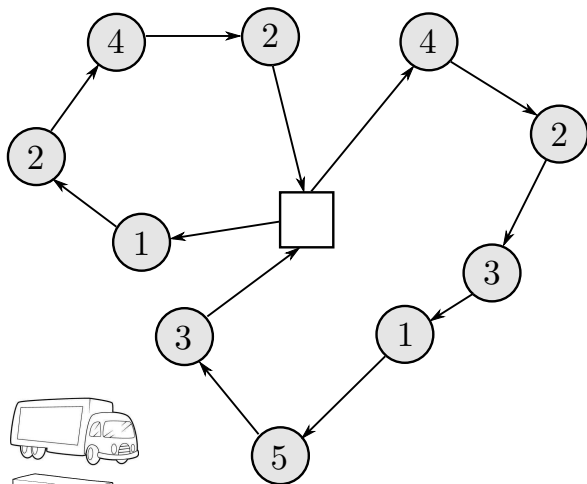
# Heterogeneous Fleet VRP (HFVRP)



$Q_1 = 10$  

$Q_2 = 18$  

# Heterogeneous Fleet VRP (HFVRP)



$$Q_1 = 10$$



$$Q_2 = 18$$



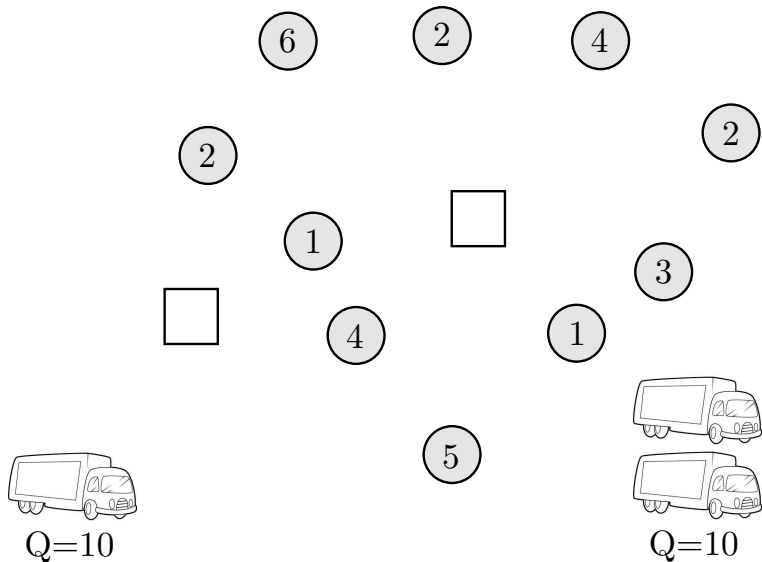
# Heterogeneous Fleet VRP (HFVRP)

Very important in practice :

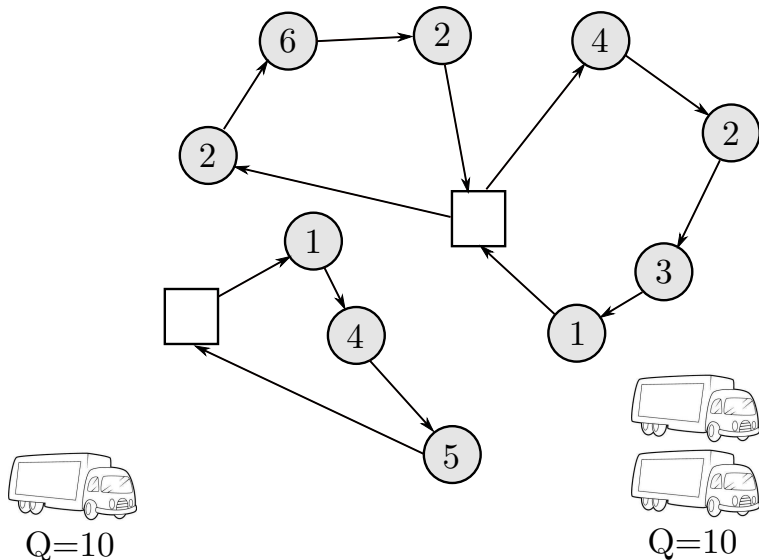
- ▶ It is established that heterogeneous fleets lead to significant economies in many real systems



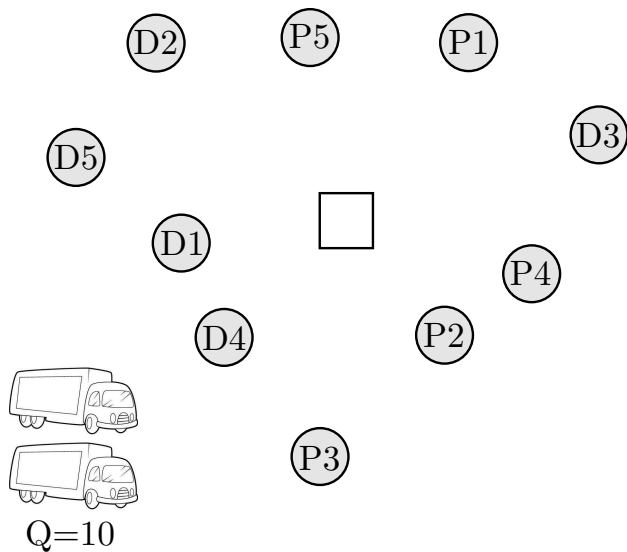
# Multi-Depot VRP (MDVRP)



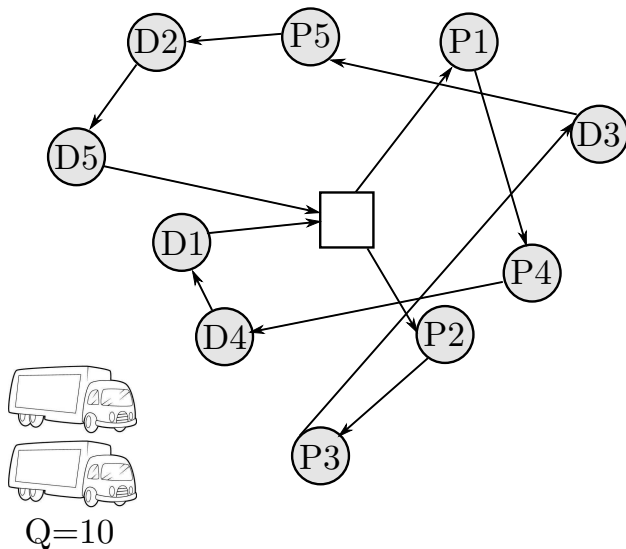
# Multi-Depot VRP (MDVRP)



# Pickup and Delivery VRP (PDVRP)



# Pickup and Delivery VRP (PDVRP)



## “Emerging” variants (I)

Routing of electrical vehicles :

- ▶ Limited autonomy. Recharge is only available at few points and is slow

Routing inside warehouses :





## “Emerging” variants (II)

### Dynamic Routing :

- ▶ Ongoing routes may be changed due to unexpected events (accidents, heavy traffic, new demands, ...)
- ▶ Only possible after GPS and mobile phone technology

### Drone routing :



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# Exact approaches

## Mixed Integer (Linear) Programming

- ▶ MIP solvers (bad performance for VRPs)
- ▶ Specialised Branch-and-Cut algorithms (mediocre performance and bad for rich VRPs)
- ▶ Column generation and Branch-Cut-and-Price (the best performance so far, can be used up to 100-150 points) — VRPSolver to be presented in the **Integer Programming 3** course

## Constraint Programming

- ▶ VRPs are similar to scheduling problems
- ▶ However, exact CP solvers have bad performance due to different objective functions and different instance structure

# Heuristic approaches

## Constraint Programming

- ▶ Can be good when combined with limited enumeration

## Machine learning

- ▶ Bad performance when used alone (end-to-end approaches)
- ▶ Unknown whether can be successfully combined with limited enumeration (in the « Alpha-Zero style »)
- ▶ Has some potential for real-time and dynamic VRPs

## « Classic » heuristics

- ▶ Combination of local search and diversification (f.e. genetic algorithm)
- ▶ The best approach for solving practical and large-scale problems
- ▶ Several heuristic solvers are available for rich VRPs

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## Open-source packages/solvers

- ▶ **OR-Tools** (C++, Java, Python) : local search and meta-heuristics on top of a CP solver
- ▶ Optaplanner (Java, Python via OptaPy) : a local search and meta-heuristic solver
- ▶ VROOM (C++) : a local search and meta-heuristic solver, a limited number of problems
- ▶ Jspirt (Java) : a meta-heuristic solver, a limited number of problems
- ▶ LKH-3 (C) : a heuristic solver, a finite list of problems
- ▶ VRPy (Python) : a column generation heuristic solver, a limited number of problems

# Commercial packages/solvers

- ▶ **LocalSolver** (C++, Java, Python, own modeller) : local search, meta-heuristics and some lower bounding mechanisms
- ▶ NextMV (Go) : ALNS and decision diagrams
- ▶ ... many « route planners » with unclear solution methods

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# The work to do for your project

- ▶ You work in groups of 3-4 people
- ▶ You choose a paper (a list will be given)
- ▶ You read the paper (introduction, problem definition, experimental results)
- ▶ You find instances (or generate similar ones)
- ▶ You model the problem (or its simplification) both with OR-Tools AND LocalSolver
- ▶ You compare experimentally two models on the instances from the paper
- ▶ You produce a report (4-5 pages), where you indicate clearly how the work has been divided between the members of the group.
- ▶ You present your results on December 8 (20 minutes per group + questions)