

Simulated Annealing Algorithm for Customer–Centric Location Routing Problem

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- Why this research?
- What is this research?
- Methodology
- Mathematical Model & Computational Results
- Heuristic Algorithm & Computational Results
- Conclusion

E-Commerce Market Growing Rapidly

- Sales grew from \$360b to \$409b from 2016 to 2017 (14% growth)
- Expected sales in 2021 to be \$603b (YoY 8.5% growth)

Change in Consumer's Expectation on Deliveries and Shipping

A quarter of consumers would pay a premium for same-day delivery



Delivery-model customer preferences, %



Growing Market + Change in Consumer Expectation

=

Opportunities for Disruption and Market Share Gain

By providing faster delivery for better customer shopping experience



Capacitated Latency Location Routing Problem:

Location Routing Problem

- Determines location of depots, allocation of vehicles, and routes of the vehicles concurrently
- Facility Location Problem (NP-Hard)
- Vehicle Routing Problem (NP-Hard)

Capacitated Latency

- Minimize Customer Waiting Time vs Cost
- Capacity Constraints on Vehicles and Warehouses



Capacitated Latency Location Routing Problem





Methodology

Two Ways to Solve CLLRP

- Mathematical Model
- Heuristic Algorithm

Mathematical Model	Heuristic Algorithm				
Always provides the best solution	Provides good enough solution				
Computationally inefficient	Computes very quickly				



Assumptions

- Number and locations of candidate depots are known
- Number of depots to open and vehicles to use are pre-determined
- Capacities of depots and vehicles are pre-determined
- All the demands are satisfied
- Travel time between customer i and j are symmetric







Indices	
i,j,u	Represent customers, totally N_c customers
k	Represents vehicle
g	Represents candidate depots, totally N_f

Sets	
Κ	Set of vehicles, K
G	Set of candidate depots, $ G = N_f$
V '	Set of customers, $ V' = N_c$
V	Set of all customers and candidate depots $ V = N = N_c +$
	N_f



Parameters	
N_v	Number of vehicles
Wg	Capacity of depot g
q_j	Demand quantity at customer j
Q_k	Capacity of vehicle k
C _{ij}	Travel time between nodes i and j
N_g	Number of facilities to open
M	Large positive constant
Variables	

Variables	
t_i^k	Arrival time of vehicle k at customer i
x_{ij}^k	1 if vehicle k traverses arc (i,j) from customer i to
	customer j ; otherwise, 0
f _{gi}	1 if customer i is supplied from depot g; otherwise, 0
Z_g	1, if facility g is open; otherwise 0



Minimize:

$$\sum_{k\in K, i\in V'} t_i^k$$

s.t.

$$\sum_{i \in V'} f_{gi}q_i \leq W_g \forall g \in G$$

$$\sum_{j \in V} x_{ij}^k = \sum_{j \in V} x_{ji}^k \forall i \in V, \forall k$$

$$\in K$$

(1)

(2)

(3)

|||;;

$$\sum_{k \in K, j \in V', i \neq j} x_{ij}^{k} = 1 \forall i \in V'$$

$$\sum_{g \in G} f_{gj} = 1 \forall j \in V'$$

$$\sum_{i \in V, j \in V'} x_{ij}^{k} q_{j} \leq Q_{k} \forall k \in K$$

$$\sum_{g \in G, i \in V'} x_{gi}^{k} = 1 \forall k \in K$$

$$\sum_{u \in V'} x_{gu}^{k} + \sum_{u \in V \setminus \{i\}} x_{ui}^{k} \leq 1 + f_{gi} \forall i \in V', \forall k \in K, \forall g$$

$$\in G$$

$$(4)$$

$$(5)$$

$$(5)$$

$$(5)$$

$$(6)$$

$$(6)$$

$$(7)$$

$$(7)$$



$$t_{i}^{k} + c_{ij} - (1 - x_{ij}^{k})M \leq t_{j}^{k}, \forall i \in V, \forall j \in V', \forall i$$

$$\neq j, \forall k \in K, \forall g \in G$$

$$\sum_{i \in V'} f_{gi} \leq M z_{g} \forall g \in G$$

$$\sum_{i \in V'} f_{gi} \geq z_{g} \forall g \in G$$

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$$\sum_{i \in V, f_{gi} \in G}$$



Computational Results

Mathematical Model





Computational Results

Mathematical Model





Heuristic Algorithm

Simulated Annealing

- Inspired by annealing process
- Accepts worse solutions initially in order to leave the local optimum





Simulated Annealing

Parameters

- Initial Temperature, T₀
- Final Temperature, T_f
- Cooling Rate, α
- Boltzmann Constant, K



$e^{-\Delta/(KT)}$ = number between 0 and 1.



Initial Solution

• Nearest Neighborhood algorithm with probabilistic centrality

Operators

- Local operators: local insertion, local swap, flip
- Non-local operators: non-local insertion, non-local swap



Local Operator Example—Flip





Non-Local Operator Example—Non-local Swap





Three Different Types of Simulated Annealing

- Adaptive Simulated Annealing (SA1)
 - Uses all local operators within each prime operator and give preference to better performing prime operators
- Sequential Simulated Annealing (SA2)
 - Uses all five operators in a row
- Iterative Simulated Annealing (SA3)
 - Uses all local operators within each non-local operator



Simulated Annealing– Prins et al. Benchmark Test

Problem		Vehicle	Depot		T 7 1 • 1	Open	LLRP	SA1		Average
instance	Customers	Capacity	Capacity	Depots	Vehicles	Depots	Best	Best A	verage	Time
20-5-1	20	70	140	5	5	3	331.9	337.6	383.8	11.1
20-5-1b	20	150	300	5	3	2	608.1	608.1	647.4	6.6
20-5-2	20	70	70/140	5	5	3	304.8	302.0	333.9	8.7
20-5-2b	20	150	150/300	5	3	2	486.5	486.5	511.1	6.0
50-5-1	50	70	420/350	5	12	3	859.9	958.1	1,164.7	26.7
50-5-1b	50	150	420/350	5	6	2	$1,\!330.2$	$1,\!326.3$	$1,\!479.8$	32.2
50-5-2	50	70	350	5	12	3	723.4	822.4	826.1	23.8
50-5-2b	50	150	350	5	6	3	965.7	967.2	$1,\!105.6$	30.4
50-5-2BIS	50	70	350	5	12	3	955.2	987.1	$1,\!127.4$	28.1
50-5-2bBIS	50	150	300	5	6	3	811.8	868.8	1,050.0	46.6
50-5-3	50	70	350/420	5	12	2	848.1	948.7	957.4	26.9
100-5-1	100	70	700/770	5	24	3	2,030.9	-	-	118.6
100-5-1b	100	150	700/770	5	12	3	$2,\!374.9$	$2,\!442.2$	2,634.9	148.9

Iterative Simulated Annealing vs Mathematical Model

Problem		Vehicle	Depot			Open	Math	Math Time	SA3		SA3 Time
Instance	Customers	Capacity	Capacity	Depots	Vehicles	Depots	Best	(seconds)	Best	Average	(seconds)
10-4-4-1	10	70	140	5	4	4	335.85	201.73	335.85	350.70	3.16
10-4-4-2	10	70	140	5	4	4	311.36	18.93	311.36	323.29	3.69
10-4-4-3	10	70	140	5	4	4	229.18	16.43	229.17	241.53	3.18
10-4-4-4	10	70	140	5	4	4	300.48	105.01	300.48	305.68	3.17
10-4-4-5	10	70	140	5	4	4	410.80	1615.89	410.80	410.80	3.56
11-4-4-1	11	70	140	5	4	4	431.02	296.37	431.02	435.33	3.86
11-4-4-2	11	70	140	5	4	4	409.13	2732.94	409.13	455.73	3.77
11-4-4-3	11	70	140	5	4	4	347.75	1582.21	347.75	351.83	4.31
11-4-4-4	11	70	140	5	4	4	352.06	5000.00	354.27	361.43	4.21
11-4-4-5	11	70	140	5	4	4	320.14	252.46	320.14	326.05	4.26
12-4-4-1	12	70	140	5	4	4	502.76	2506.55	510.50	511.26	5.07
12 - 4 - 2	12	70	140	5	4	4	419.54	1378.80	419.54	421.57	4.69



Conclusion

- Minimize total customer waiting time instead of cost
- Heuristic algorithm is necessary to solve large-sized problems
- All three simulated annealing algorithms perform competitively with the algorithms in the literature and the mathematical model

