

# Vehicle Routing

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# Problem Definition

Vehicle Routing: distribution of **goods** between **depots** and **customers**.

Delivery, collection, transportation.

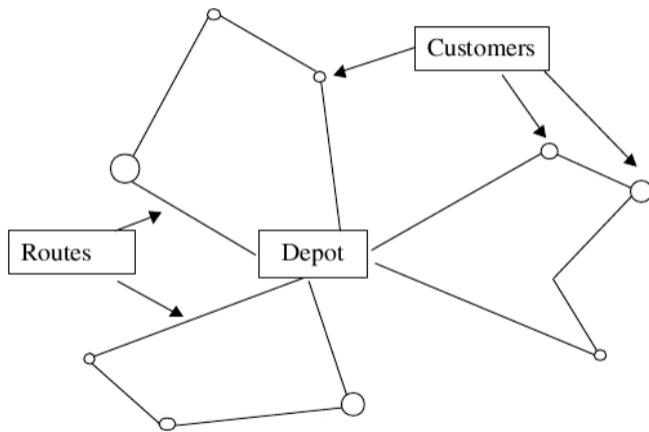
Examples: solid waste collection, street cleaning, school bus routing, dial-a-ride systems, transportation of handicapped persons, routing of salespeople and maintenance unit.

## Vehicle Routing Problems

**Input:** Vehicles, depots, road network, costs and customers requirements.

**Output:** Set of routes such that:

- requirement of customers are fulfilled,
- operational constraints are satisfied and
- a global transportation cost is minimized.



## Road Network

- represented by a (directed or undirected) complete graph
- travel costs and travel times on the arcs obtained by shortest paths

## Customers

- vertices of the graph
- collection or delivery demands
- time windows for service
- service time
- subset of vehicles that can serve them
- priority (if not obligatory visit)

## Vehicles

- capacity
- types of goods
- subsets of arcs traversable
- fix costs associated to the use of a vehicle
- distance dependent costs
- a-priori partition of customers
- home depot in multi-depot systems
- drivers with union contracts

## Operational Constraints

- vehicle capacity
- delivery or collection
- time windows
- working periods of the vehicle drivers

## Objectives

- minimization of global transportation cost (variable + fixed costs)
- minimization of the number of vehicles
- balancing of the routes
- minimization of penalties for un-served customers

## History:

Dantzig, Ramser “The truck dispatching problem”, Management Science, 1959

Clark, Wright, “Scheduling of vehicles from a central depot to a number of delivery points”.

Operation Research. 1964

# Vehicle Routing Problems

- Capacitated (and Distance Constrained) VRP (CVRP and DCVRP)
- VRP with Time Windows (VRPTW)
- VRP with Backhauls (VRPB)
- VRP with Pickup and Delivery (VRPPD)
- Periodic VRP (PVRP)
- Multiple Depot VRP (MDVRP)
- Split Delivery VRP (SDVRP)
- VRP with Satellite Facilities (VRPSF)
- Site Dependent VRP
- Open VRP
- Stochastic VRP (SVRP)
- ...

# Capacitated Vehicle Routing (CVRP)

**Input:** (common to all VRPs)

- (di)graph (strongly connected, typically complete)  $G(V, A)$ , where  $V = \{0, \dots, n\}$  is a vertex set:
  - $0$  is the depot.
  - $V' = V \setminus \{0\}$  is the set of  $n$  customers
  - $A = \{(i, j) : i, j \in V\}$  is a set of arcs
- $C$  a matrix of non-negative costs or distances  $c_{ij}$  between customers  $i$  and  $j$  (shortest path or Euclidean distance)
 
$$(c_{ik} + c_{kj} \geq c_{ij} \quad \forall i, j \in V)$$
- a non-negative vector of customer demands  $d_i$
- a set of  $K$  (identical!) vehicles with capacity  $Q$ ,  $d_i \leq Q$



**Task:**

Find collection of  $K$  circuits with minimum cost, defined as the sum of the costs of the arcs of the circuits and such that:

- each circuit visits the depot vertex
- each customer vertex is visited by exactly one circuit; and
- the sum of the demands of the vertices visited by a circuit does not exceed the vehicle capacity  $Q$ .

**Note:** lower bound on  $K$

- $\lceil d(V')/Q \rceil$
- number of bins in the associated *Bin Packing Problem*

A **feasible solution** is composed of:

- a partition  $R_1, \dots, R_m$  of  $V$ ;
- a permutation  $\pi^i$  of  $R_i \cup \{0\}$  specifying the order of the customers on route  $i$ .

A route  $R_i$  is feasible if  $\sum_{i=\pi_1}^{\pi_m} d_i \leq Q$ .

The cost of a given route ( $R_i$ ) is given by:  $F(R_i) = \sum_{j=\pi_0}^{\pi_m} c_{j,j+1}$

The cost of the problem solution is:  $F_{VRP} = \sum_{i=1}^m F(R_i)$  .

## Relation with TSP

- VRP with  $K = 1$ , no limits, no (any) depot, customers with no demand  $\rightarrow$  TSP
- VRP is a generalization of the Traveling Salesman Problem (TSP)  $\rightarrow$  is NP-Hard.
- VRP with a depot,  $K$  vehicles with no limits, customers with no demand  $\rightarrow$  Multiple TSP = one origin and  $K$  salesman
- Multiple TSP is transformable in a TSP by adding  $K$  identical copies of the origin and making costs between copies infinite.

## Variants of CVRP:

- minimize number of vehicles
- different vehicles  $Q_k, k = 1, \dots, K$
- Distance-Constrained VRP: length  $t_{ij}$  on arcs and total duration of a route cannot exceed  $T$  associated with each vehicle  
Generally  $c_{ij} = t_{ij}$   
(Service times  $s_i$  can be added to the travel times of the arcs:  $t'_{ij} = t_{ij} + s_i/2 + s_j/2$ )
- Distance constrained CVRP

# Vehicle Routing with Time Windows (VRPTW)

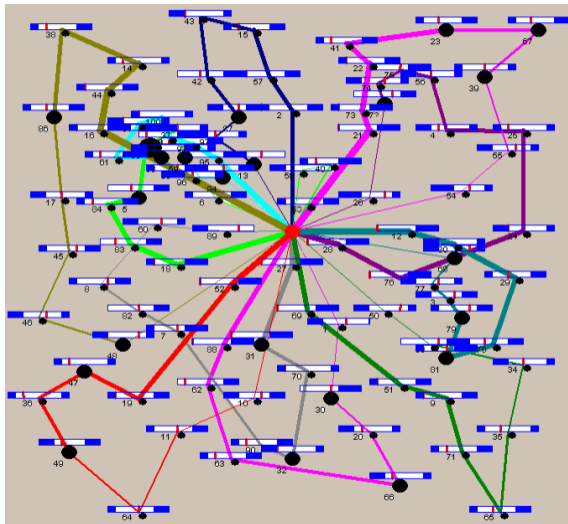
## Further Input:

- each vertex is also associated with a time interval  $[a_i, b_i]$ .
- each arc is associated with a travel time  $t_{ij}$
- each vertex is associated with a service time  $s_i$

## Task:

Find a collection of  $K$  simple circuits with minimum cost, such that:

- each circuit visit the depot vertex
- each customer vertex is visited by exactly one circuit; and
- the sum of the demands of the vertices visited by a circuit does not exceed the vehicle capacity  $Q$ .
- for each customer  $i$ , the service starts within the time windows  $[a_i, b_i]$  (it is allowed to wait until  $a_i$  if early arrive)



Time windows induce an orientation of the routes.

## Variants

- Minimize number of routes
- Minimize hierarchical objective function
- Makespan VRP with Time Windows (MPTW)  
minimizing the completion time
- Delivery Man Problem with Time Windows (DMPTW)  
minimizing the sum of customers waiting times

# Solution Techniques for CVRP

- Integer Programming
- Construction Heuristics
- Local Search
- Metaheuristics
- Hybridization with Constraint Programming



1. MILP Models

- arc flow formulation
  - integer variables on the edges counting the number of time it is traversed
  - one, two or three index variables
- set partitioning formulation
- multi-commodity network flow formulation for VRPTW
  - integer variables representing the flow of commodities along the paths traveled by the vehicles and
  - integer variables representing times

## Two index arc flow formulation

$$\min \sum_{i \in V} \sum_{j \in V} c_{ij} x_{ij} \quad (1)$$

$$\text{s.t.} \quad \sum_{i \in V} x_{ij} = 1 \quad \forall j \in V \setminus \{0\} \quad (2)$$

$$\sum_{j \in V} x_{ij} = 1 \quad \forall i \in V \setminus \{0\} \quad (3)$$

$$\sum_{i \in V} x_{i0} = K \quad (4)$$

$$\sum_{j \in V} x_{0j} = K \quad (5)$$

$$\sum_{i \in S} \sum_{j \notin S} x_{ij} \geq r(S) \quad \forall S \subseteq V \setminus \{0\}, S \neq \emptyset \quad (6)$$

$$x_{ij} \in \{0, 1\} \quad \forall i, j \in V \quad (7)$$

$r(S)$  minimum number of vehicles needed to serve set  $S$

(6): capacity-cut constraints

## One index arc flow formulation

$$\min \sum_{e \in E} c_e x_e \quad (8)$$

$$\text{s.t.} \quad \sum_{e \in \delta(i)} x_e = 2 \quad \forall i \in V \setminus \{0\} \quad (9)$$

$$\sum_{e \in \delta(0)} x_e = 2K \quad (10)$$

$$\sum_{e \in \delta(S)} x_e \geq 2r(S) \quad \forall S \subseteq V \setminus \{0\}, S \neq \emptyset \quad (11)$$

$$x_e \in \{0, 1\} \quad \forall e \notin \delta(0) \quad (12)$$

$$x_e \in \{0, 1, 2\} \quad \forall e \in \delta(0) \quad (13)$$

$r(S)$  minimum number of vehicles needed to serve set  $S$   
 $x_e = 2$  if we allow single visit routes

## Three index arc flow formulation

$$\min \sum_{i \in V} \sum_{j \in V} c_{ij} \sum_{k=1}^K x_{ijk} \quad (14)$$

$$\text{s.t.} \quad \sum_{k=1}^K y_{ik} = 1 \quad \forall i \in V \setminus \{0\} \quad (15)$$

$$\sum_{k=1}^K y_{0k} = K \quad (16)$$

$$\sum_{j \in V} x_{ijk} = \sum_{j \in V} x_{jik} = y_{ik} \quad \forall i \in V, k = 1, \dots, K \quad (17)$$

$$\sum_{i \in V} d_i y_{ik} \leq C \quad \forall k = 1, \dots, K \quad (18)$$

$$\sum_{i \in S} \sum_{j \notin S} x_{ijk} \geq y_{hk} \quad \forall S \subseteq V \setminus \{0\}, h \in S, k = 1, \dots, K \quad (19)$$

$$y_{ik} \in \{0, 1\} \quad \forall i \in V, k = 1, \dots, K \quad (20)$$

$$x_{ijk} \in \{0, 1\} \quad \forall i, j \in V, k = 1, \dots, K \quad (21)$$

# Set Partitioning Formulation

$\mathcal{R} = \{1, 2, \dots, R\}$  index set of routes

$$a_{ir} = \begin{cases} 1 & \text{if customer } i \text{ is served by } r \\ 0 & \text{otherwise} \end{cases}$$

$$x_r = \begin{cases} 1 & \text{if route } r \text{ is selected} \\ 0 & \text{otherwise} \end{cases}$$

$$\min \sum_{r \in \mathcal{R}} c_r x_r \tag{31}$$

$$\text{s.t. } \sum_{r \in \mathcal{R}} a_{ir} x_r = 1 \quad \forall i \in V \tag{32}$$

$$\sum_{r \in \mathcal{R}} x_r \leq K \tag{33}$$

$$x_r \in \{0, 1\} \quad \forall r \in \mathcal{R} \tag{34}$$

What can we do with these integer programs?

- plug them into a commercial solver and try to solve them
- preprocess them
- determine lower bounds
  - solve the linear relaxation
  - combinatorial relaxations
    - relax some constraints and get an easy solvable problem
  - Lagrangian relaxation
  - polyhedral study to tighten the formulations
- upper bounds via heuristics
- branch and bound
- cutting plane
- branch and cut
- Dantzig Wolfe decomposition
- column generation (via reformulation)
- branch and price