

#### Vehicle Routing in Glass Waste Collection

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### **A Glass Waste Collection Problem**







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# A Glass Waste Collection Problem

Extension of the Capacitated Vehicle Routing Problem w.r.t. the following aspects:

- Several product types have to be collected from (distributed to) the customer locations
- The capacity of each vehicle can be divided individually into different compartments such that several product types can be collected (distributed) on each tour

#### → Multi-Compartment Vehicle Routing Problem (MCVRP)





# Outline

- 1. Introduction and Motivation
- 2. Problem Definition
- 3. Literature Review
- 4. Variable Neighborhood Search
- 5. Numerical Experiments
- 6. Outlook





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Depot

# **The Multi-Compartment Vehicle Routing Problem**







Depot **Customer** locations Product types 0 5 9 8





Depot
Customer locations
Product types
6 1320 Supplies (non-negative)







Depot **Customer** locations Product types 0 6 13 20 Supplies (non-negative) • Each supply must be satisfied by a single delivery (no split deliveries)







Depot
Customer locations
Product types
6 1320 Supplies (non-negative)

- Each supply must be satisfied by a single delivery (no split deliveries)
- All distances are symmetric







#### Vehicles and Compartments

- A sufficiently large number of homogeneous vehicles is available, each of which providing an identical total capacity Q
- Each vehicle serves a single tour if being use
- The total capacity Q of each vehicle can be divided individually into a limited number of compartments
- The size of each compartment has to be selected from a set of potential compartment sizes,
  - e.g. it may make up for 10%, 20%, ..., 100% of the total capacity Q
- To each compartment only a single product type can be assigned
- The capacity of each compartment must not be exceeded





#### Decisions

- Supply-Vehicle-Assignment: Which locations should be visited by each vehicle?
  - Location-Vehicle-Assignment
- Location-Sequencing: In which sequence should the locations be visited by each vehicle?
- Compartment-Vehicle-Assignment: How should the total capacity of each vehicle be divided into compartments?
- Product-Compartment-Assignment: Which products should be assigned to each compartment of each vehicle?
  - Product-Vehicle-Assignment





#### Decisions

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  - Location-Vehicle-Assignment
- Location-Sequencing: In which sequence should the locations be visited by each vehicle?
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- Product-Compartment-Assignment: Which products should be assigned to each compartment of each vehicle?
  - Product-Vehicle-Assignment

#### **Objective Function**

• Minimize the total length, i.e. the sum of all distances traveled







### A Solution to the MCVRP



Assigned products: None

- # customer locations: 9
- # product types: 3
- Capacity: 100
- # compartments: 2





### A Solution to the MCVRP









### A Solution to the MCVRP







### A Solution to the MCVRP





### A Solution to the MCVRP







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#### **Literature Review**

- Derigs et al. (2011), OR Spectrum:
  - Fixed and flexible compartment sizes, compatibility constraints
  - Large neighborhood search
- El Fallahi et al. (2008), C&OR:
  - Fixed compartment sizes
  - Tabu search, memetic algorithm
- Mendoza et al. (2011), Transportation Science:
  - Stochastic demands
  - Memetic algorithm
- Muyldermans, Pang (2010), EJOR:
  - Fixed compartment sizes
  - Guided local search





### Applications

#### **Fuel Delivery**

- Avella et al. (2004), EJOR
- Brown, Graves (1981), Management Science
- Cornillier et al. (2002), EJOR

#### **Applications in Agriculture**

- Caramia, Guerriero (2010), Interfaces
   Collection of milk at farms
- El Fallahi et al. (2008), C&OR: Distribution of animal food to farms





### **Applications (cont.)**

#### Distribution

Chajakis, Guignard (2003), J Global Optimization
 Delivery of food and grocery products to convenience stores

#### **Maritime Transportation**

• Fagerholt, Christiansen (2000), JORS





# Special Features of this particular MCVRP in Glass Waste Collection

- For each vehicle, the partition of the total capacity into compartments is not given in advance, but <u>has to be fixed</u>
- The total capacity of each vehicle can only be partitioned <u>discretely</u> (not: continuously) into different compartments
- For each vehicle, the <u>number of compartments</u> can be smaller than the number of product types (i.e. on each tour, only a limited number of product types may be collected / distributed)





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### Variable Neighborhood Search with Multiple Starts

```
input: problem data, k<sup>max</sup>;
x_{0}(x_{hest}) := \infty;
do
          generate an <u>initial solution</u> x with <u>objective function</u> value x_{\rho}(x) randomly;
          k := 1;
          do
                     select a neighbor x' from <u>neighborhood</u> k of x randomly (shaking);
                     apply local search to x' and determine a local optimum x'';
                     if x_{\varrho}(x'') satisfies the <u>acceptance criterion</u> then
                               x := x''; k := 1;
                               if x_{\rho}(x) < x_{\rho}(x_{hest}) then x_{hest} := x; endif
                     else
                               k := k + 1;
                               if k = k^{max} + 1 then k := 1; endif
                     endif
          until vns termination criterion is satisfied
until ms termination criterion is satisfied
output: x<sub>hest</sub>;
```





# **Generation of an Initial Solution**

- All supplies are sequenced randomly
- According to the sequence, the supplies are assigned one after another to a vehicle if:
  - (1) The corresponding product type is already assigned or can still be assigned to this vehicle
  - (2) The vehicle capacity will not be exceeded
- Otherwise another vehicle is checked





# **Neighborhood Structures: Selection Types**

#### Supply-related

• The assignment of single supplies to vehicles is changed

#### Location-related

• The assignment of locations to vehicles is changed

#### **Product-related**

• The assignment of product types to vehicles is changed





# **Neighborhood Structures: Move Types**

#### Shift

• All or a part of selected supplies are moved to the same vehicle

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#### Swap

 Two selected sets of supplies which are assigned to two different vehicles are exchanged

#### Split

• All selected supplies are moved individually to vehicles





### **Neighborhood Structures: Overview**

• The following combinations of operators are used:

	Shift	Swap	Split
Supply-related	Х	х	
Location-related	Х	Х	х
Product-related	Х	Х	х





 One customer location is randomly selected from one vehicle and all respective supplies are inserted individually into another vehicle, into a new vehicle or into the original vehicle







 One customer location is randomly selected from one vehicle and all respective supplies are inserted individually into another vehicle, into a new vehicle or into the original vehicle







 One customer location is randomly selected from one vehicle and all respective supplies are inserted individually into another vehicle, into a new vehicle or into the original vehicle





 One customer location is randomly selected from one vehicle and all respective supplies are inserted individually into another vehicle, into a new vehicle or into the original vehicle







 One product type is randomly selected from one vehicle and the respective supplies are inserted collectively into another vehicle or into a new vehicle







 One product type is randomly selected from one vehicle and the respective supplies are inserted collectively into another vehicle or into a new vehicle





 One product type is randomly selected from one vehicle and the respective supplies are inserted collectively into another vehicle or into a new vehicle





 One product type is randomly selected from one vehicle and the respective supplies are inserted collectively into another vehicle or into a new vehicle





# Further Characteristics (1)

#### **Solution Space**

• Feasible and infeasible solutions with regard to the vehicle capacity

#### **Objective Function**

Total length and penalty term

#### **Acceptance Criterion**

- Threshold accepting with a dynamically adjusting parameter
   Local Search
- 3-opt neighborhood with strict descent and first find





# **Further Characteristics (2)**

#### Termination of a VNS Loop

• Number of iterations without finding a new best solution

#### **Termination of the Algorithm**

• Number of VNS loops without finding a new best solution





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### **Problem Classes**

#### **Input Parameters**

- Number of locations: 10
- Number of product types: 3, 6, 9
- Maximum number of compartments:
  - 3 product types: 2, 3
  - 6 product types: 2, 4, 6
  - 9 product types: 2, 4, 7, 9
- Number of product types supplied at each location:
  - Small (up to 1/3 of the number of product types)
  - Medium (between 1/3 and 2/3 of the number of product types)
  - Large (between 2/3 and 3/3 of the number of product types)

➤ 50 instances per problem class





### Implementation

#### **Exact Approach**

 Mathematical model implemented in Visual C++ Express 2012 with the ILOG CPLEX 12.5 interface on a 3,2GHz PC with 8GB memory

#### Heuristic Approach

- Implemented in Visual C++ Express 2012 (on a 3,2GHz PC with 8GB memory)
- Algorithm parameters:
  - VNS loops without an improvement: #Locations·#Products/6
  - Iterations without an improvement: 500·#Locations·#Products





# **Computing Times: Exact Approach**

• Average computing time (seconds) per problem class, exact approach

#products 3			}	6			9			
#compartments		2	3	2	4	6	2	4	7	9
	s	5.4	2.6	5.9	5.0	4.0	502.4	12.9	5.3	3.9
#supplies	m	11.4	2.7	4.8	27.8	5.9	1,921.6	267.7	49.3	10.5
	I	2.0	5.0	1.8	310.7	9.0	5,400.9	1,324.6	496.0	32.9





## **Solution Quality and Computing Times: Heuristic**

- Average deviation (%) per instance of the total tour length obtained by the VNS algorithm in comparison to the optimal total tour length
- Average computing times per instance in seconds (in brackets)

#products		3		6			9			
#compartments		2	3	2	4	6	2	4	7	9
#supplies	S	0.00%	<b>0.00%</b>	<b>0.00%</b>	<b>0.00%</b>	<b>0.00%</b>	<b>0.00%</b>	<b>0.00%</b>	<b>0.00%</b>	<b>0.00%</b>
	m	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.26%	0.05%
	I	(2.9s) <b>0.00%</b> (2.9s)	(3.4s) <b>0.00%</b> (3.7s)	(11.55) <b>0.00%</b> (13.0s)	(15.0s) <b>0.15%</b> (15.1s)	(14.95) <b>0.00%</b> (15.6s)	(50.55) <b>0.00%</b> (55.8s)	(48.0s) <b>0.00%</b> (51.1s)	(47.35) <b>0.02%</b> (54.7s)	(43.4s) <b>0.10%</b> (47.0s)





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### **Problem Classes**

#### **Input Parameters**

- Number of locations: 50
- Number of product types: 3, 6, 9
- Maximum number of compartments:
  - 3 product types: 2, 3
  - 6 product types: 2, 4, 6
  - 9 product types: 2, 4, 7, 9
- Number of product types supplied at each location:
  - Small (up to 1/3 of the number of product types)
  - Medium (between 1/3 and 2/3 of the number of product types)
  - Large (between 2/3 and 3/3 of the number of product types)

One instance per problem class





### Implementation

#### **Heuristic Approach**

- Implemented in Visual C++ Express 2012 (on a 3,2GHz PC with 8GB memory)
- Algorithm parameters:
  - VNS loops without an improvement: 6 hours
  - Iterations without an improvement: 500·#Locations·#Products





# **Solution Quality**

• Average deviation (%) of the total tour lengths obtained by the VNS algorithm in comparison to the total tour lengths found after 6 hours

	deviation of the best solution found after							
	10min	20min	30min	40min	50min	60min		
minimum	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%		
average	5.62%	3.98%	2.94%	2.75%	2.48%	2.03%		
maximum	20.16%	10.89%	7.30%	7.10%	7.07%	6.35%		





# **Solution Quality**

• Average deviation (%) of the total tour lengths obtained by the VNS algorithm in comparison to the total tour lengths found after 6 hours

	deviation of the best solution found after							
	60min	120min	180min	240min	300min	360min		
minimum	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%		
average	2.03%	1.40%	0.79%	0.53%	0.24%	0.00%		
maximum	6.35%	5.04%	4.06%	3.13%	2.97%	0.00%		





### **Solution Quality**







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### **Problem Classes**

#### **Input Parameters**

- Number of product types: 3
- Number of locations: 26 34
- Number of supplies: 34 54
- Maximum number of compartments:
  - 2 (MCVRP)
  - 1 (VRP)





#### Implementation

#### Heuristic (VNS) Approach

- Algorithm parameters:
  - Number of VNS loops: #Locations·#Products/6
  - Number of iterations per loop: 500.#Locations.#Products
- Computing times: 107 452 seconds per instance





### Solution Quality: CVRP vs. MC-VRP

instance	parameters		to	otal length (in k	#tours		
instance	#locations	#supplies	CVRP	MCVRP	deviation	CVRP	MCVRP
1	32	54	123.8	83.4	32.7%	3	2
2	26	38	117.6	78.1	33.6%	3	2
3	33	44	130.2	91.2	30.0%	3	2
4	33	46	136.2	95.5	29.9%	3	2
5	31	48	149.2	80.0	46.4%	4	2
6	29	34	115.1	77.2	32.9%	3	2
7	34	54	163.4	94.5	42.2%	4	2
8	28	40	132.7	92.7	30.1%	3	2
9	30	44	117.1	78.7	32.8%	3	2
10	31	44	122.7	82.3	32.9%	3	2
11	34	48	160.2	90.3	43.6%	4	2
12	30	36	125.6	85.7	31.8%	3	2
13	32	54	123.8	83.5	32.6%	3	2
14	26	38	117.6	78.1	33.6%	3	2
15	33	44	130.2	91.2	30.0%	3	2
16	33	46	136.2	95.5	29.9%	3	2
17	31	48	149.2	80.0	46.4%	4	2
18	29	34	115.1	77.2	32.9%	3	2
19	34	54	163.4	94.5	42.2%	4	2
20	28	40	132.7	92.7	30.1%	3	2
21	30	44	117.1	78.7	32.8%	3	2
22	31	44	122.7	82.3	32.9%	3	2
23	34	48	160.2	90.3	43.6%	4	2
24	30	36	125.6	85.7	31.8%	3	2
25	32	54	123.8	83.5	32.6%	3	2
avg	31.0	44.6	132.5	85.7	34.8%	3.2	2.0





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# Outlook

- Further research on the described problem
  - Improvement of the exact solution approach
- Further research on variants and extensions
  - Consideration of stochastic supplies
  - Extension to multiple periods



# Thank your for your attention! Any questions?

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