

Solver for vehicle routing problems

VrpSolver

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THE AUTHOR WILL GREATLY APPRECIATE ANY FEEDBACK.

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Description of the task for which this program is intended

This program is designed to solve various types of vehicle routing problems (VRPs) with pickups and deliveries. The program can handle the following features and constraints:

- Each vehicle has its own attributes, such as cost, availability, capacity, route, and skills.
- Each order has its own specifications, such as pickup and delivery locations, time windows, weight, and required skills.
- The program aims to assign orders to vehicles in a way that minimizes the total cost and meets the time requirements.

Some examples of VRPs that this program can solve are:

- Pickup and Delivery Problem with Time Windows (PDPTW)
- Dial-a-Ride Problem (DARP)
- Capacitated Vehicle Routing Problem (CVRP)
- Capacitated Vehicle Routing Problem with Time Windows (CVRPTW)

The algorithm used

- The optimizer uses a highly advanced meta heuristic algorithms to solve the problem – simulated annealing SA (or late acceptance high climbing LAHC) with local neighborhood search, the effectiveness of which is confirmed by several world records and some achievements in solving reference tests. These algorithms have proven to be very effective and efficient in solving complex problems.
- Its speed, with very good quality of the solution is quite high. All operations that are possible are performed in parallel. Thus, you can increase the speed of the solution by increasing the number of processor cores.

The data you need to solve the problem:

- A set of starting and end points for vehicles and points of departure and destination. Some of these points may be the same
 - The time/distance matrix between all these points. Each element of the matrix may depend on time. In addition, up to four different matrixes can be set (for each vehicle, you can specify which matrix to use if the characteristics of the vehicles are different)
 - The details of each order, such as:
 - Pickup and delivery points for order
 - Weight and volume of cargo
 - Time required to load and unload cargo
 - Multiply time windows to load and unload cargo
 - You can also set unloading time windows relative to load time. This gives the possibility to restrict maximal time to transfer cargo – required at example at DARP
 - The skills required from vehicle to handle the order.
 - The characteristics of each vehicle, such as:
 - The starting and ending points of its route. These may be the same or different.
 - Attribute, if vehicle needs to return to end point or route ends at destination of last order
 - The maximum capacity in terms of weight and volume
 - The maximum length of its route and number of orders
 - The delay at each point, which can be used instead of separate loading and unloading times (optional)
 - Own vehicle weight – to calculate total transport work (gross ton-mile - I refer this value further as job)
 - Separate costs for:
 - Unit of distance
 - Unit of job (transport work) – you can plan more greener and logic routes, because fuel consumption and passenger convenience depend on this
 - Unit of time – time is also costs something; you do not use even small value for this – not to plan route which is 1% shorter but requires 100% time more.
 - Own cost for using this vehicle
 - The skills that the vehicle has
- The program requires a zip archive with several json files as input data. You can find the description of these files below.
- You need to load the zip archive into the program and start the optimization process. This may take some time depending on the size and complexity of the problem.
- After the optimization is done, you can save the results as another zip archive with a different set of files. You can find the description of these files below as well.

Program limits

- ❖ This version of solver is suitable for tasks with approximately 500 to 800 orders and hundreds of vehicles.
- ❖ For such tasks, 8GB of memory should be sufficient.

Input file description

- The program requires a zip archive (with the .zip extension) as input data. You can see an example of this archive in [example.zip](#). Autogenerated Json schemas of files in this archive - [vrpsolver_schemas.zip](#).
- The archive should contain these files:
 1. **Points.json**: A list of all the points in the problem, such as where vehicles start and end, and where orders are picked up and delivered.
 2. **Vehicles.json**: A list of all the vehicles in the problem, with their features and limits.
 3. **Orders.json**: A list of all the orders in the problem, with their details and needs.
 4. **Matrix.json**: A time/distance matrix that shows how long and how far it takes to travel between any two points. You can have up to four different matrices for different kinds of vehicles. If you need more than one matrix, you can name them as matrix1.json, matrix2.json, and matrix3.json.
 5. **options.json** (optional): A file that has some options for the solver, like:
 - **MinInuse**: A flag that tells the solver to use fewer vehicles in the solution, even if it costs more. The default value is 1 (true).
 - **MinReturns**: A flag that tells the solver to visit points that are pickup locations for many orders less often. The default value is 1 (true).
 - **NumSolvers**: The number of solvers that run concurrently. The default value is 1, which works well for most problems. Increasing it allows multiple solvers to run in parallel and choose the best solution. The value must be positive.
 - **NumIterations**: The number of times that the solver tries to find the best solution. The default value is 100000, which works well for most problems. For small tasks, you can reduce this value; for large tasks, you can increase it.
 - **InitRebuilds**: The number of times that the solver tries to find a starting solution. A good value is between 500 and 1000. This value can be zero if you give an absolute temperature value in Simulated Annealing (SA) mode or in Late Acceptance Hill Climbing (LAHC) mode.
 - **Timeout**: The most time (in minutes) that the solver can run. If zero, there is no time limit.
 - **KInitTemp**: A parameter that changes the starting temperature in Simulated Annealing (SA) mode. If positive, it is used as a factor for auto-finding the

- starting temperature. If negative, it is used as a fixed value. The default value is 0.5.
- **LahcLength:** A parameter of Late Acceptance Hill Climbing (LAHC) algorithm. If positive, the solver uses LAHC instead of SA. The default value is zero. If you want to use LAHC, you can try a value around 100. SA and LAHC modes have their own advantages and disadvantages.
6. *sdata.txt* (optional): A file that has a starting solution from a previous run.
 7. Optionally: *sdata.txt* – The initial solution from previous run.

Detailed descriptions of input structures in C# notation:

Point data structure:

```
struct SPtInfo {
    int Id          // Unique point ID
    string Name     // Name
    string Info     // optional: Additional information
    string Address  // optional: Address
    string LatLng   // optional: GPS coordinates
}
```

Distance matrix element data structure:

```
struct SVDistInfo {
    int Point_from_id // Identifier of the point of the beginning of the section
    int Point_to_id   // Identifier of the end point of the section
    STimeInfo [] ATime // Array of time/distance description structures (at least 1 element)
    // Time / distance array element:
    struct STimeInfo {
        double StartTime // Start time of this element
        double TravelTime // Travel time
        double Distance // Travel distance
    }
    // ATime elements must be sorted by StartTime and StartTime of all elements must be different
}
```

Vehicle data structure:

```
struct SVehData
{
    int Id // Unique identifier of vehicle.
    string Name // Name
    int Start_Point_Id // Identifier of the route start point
    int End_Point_Id // Identifier of the route end point (can be the same as Start_Point_Id)
    double Capacity // load capacity
    double Volume // optional: maximum cargo volume
    int Matrix_Index // Index of the time/distance matrix (0 - 3)
    double Max_run // maximum allowed path length
    int Max_Order_Count // maximum allowed number of orders to be executed
    int Attr // 0 - if the vehicle ends the path at the destination of the last order,
    // otherwise 1
    int LoadConstr // Restrictions on the order of loading / unloading: 0 - no, 1 - LIFO, 2 -
    // FIFO
    double TimeStart // Start time
    double TimeEnd // End time of work
    double delay_at_pt // Delay time when for loading / unloading
    double own_weight // Own weight of vehicle
    double cost_vehicle // Fixed cost for using vehicle
    double cost_distance // Cost of distance unit
    double cost_time // Cost of a unit of time
    double cost_job // Cost of a unit of transport work
    double kcost_order // Coefficient of the cost of an order for this vehicle
    double coefficient_of_delay // optional: Coefficient of the cost of the delay in the start of the order
    double ktime_speed // optional: Speed coefficient - the time of distance matrix is multiplied
    // by this coefficient
    string Skills // - optional: list of additional properties of this vehicle
}
```

Skills string format:

<NAME OF SKILL1:string>:<COUNT:int>:<TYPE:int>;<NAME OF SKILL2:string>:<COUNT:int>:<TYPE:int>

Where

NAME OF SKILL – some abbreviation for skill

COUNT – number of such skills (max value - 10000)

Type of skill: 0, 1, 2 or 3.

If type of skill is 1 – then it is released after using by some order, is 0 – vehicle simply “has” such property, type 2 – if skill has limit for whole route – it is not released by order.

At example skills for taxi: front seat, two rear seats and lux car – “FRS:1:1;REAR:2:1;LUX:0:1”

If the type of skill is 3, then COUNT must be zero for vehicles; but for orders, COUNT will indicate the “kind” of the skill. This means that orders with the same skill name but different kinds cannot be assigned to the same vehicle at the same time.

For example, a vehicle with the skill TEMPERATURE;3;0 can handle orders with different temperature requirements, but not simultaneously. An order with TEMPERATURE;1 needs a cold environment, while an order with TEMPERATURE;2 needs a hot environment.

For Order it does not contain type, only name of skill and count or kind.

At example:

“REAR:1;LUX:1” – Order needs 1 rear seat in LUX car.

If Skills for order – empty string – order does not need any special resources.

Transfer order data structure:

```
public struct SOrderData {
    public int Id                // Unique order identifier
    public string Name           // Name
    public int Point_from_id     // loading point identifier
    public int Point_to_id      // destination point identifier
    public double Cargo_weight  // Cargo weight
    public double Cargo_volume  // optional: cargo volume
    public double TimeToLoad     // Time to Load
    public double [] TimeStartLoad // Array of start time of time windows to load
    public double [] TimeEndLoad // Array of the end time of time windows for loading
    // Arrays TimeStartLoad and TimeEndLoad must have equal length

    public double TimeToUnload // Array of start times of time windows to unload
    public double [] TimeStartUnload // Array of start times of time windows for unloading
    public double [] TimeEndUnload // Array of the end time of time windows for unloading
    // Arrays TimeStartUnload and TimeEndUnload must have equal length

    public bool adjust_UnloadTw // true - if the time window for unloading is set relative to the
                                // load time, and in fact it represents the time limit for order
                                // fulfillment.

    public double CostOfDelay // optional: the cost of delaying the start of the order
    public string Skills      // optional: Requires additional vehicle properties to complete
                                // the order.
}
```

Solution file description:

- The solution file is zip archive with the following elements:
 1. **result.json** – information about the solution in json format. *See below.*
 2. **result.txt** – a solution in human-readable text form.
 3. **result.xlsx** - a solution in Microsoft Excel format.
 4. **sdata.txt** – a file that, if necessary, can be used as an initial solution to the task.

Result.json structure description:

(Json schema - schema_result_solution.json)

```

solution
{
    solution_summary summary // Total values across all routes
    List<route> routes // list of all routes
}

```

Summary structure:

```

solution_summary
{
    double duration // Total duration of all routes
    double distance // Total length of all routes
    double job // Total transport work
    double cost // Total cost
    double orders_cost // Total orders cost
    double cargo_weight // Total cargo weight
    int orders_count // Total number of orders
    double wait_time // Total waiting time
    int number_of_routes // Total routes
    List<error> errors // List of errors, if any
}

```

Error structure:

```

error
{
    string description // Error description
    double value // Value
}

```

Route structure:

```

route
{
    int route_nr // Route number
    vehicle vehicle // Vehicle description
    summary summary // Summary for this route
    List<segment> segments // List of route segments
}

```

Vehicle structure:

```
vehicle
{
    int id // Unique identifier of vehicle.
    string name // Name
    string loading_constraints // Restrictions on the order of loading / unloading
    double delay_at_point // Delay time when for loading / unloading
    double ktime_speed // Speed coefficient
    List<skill> skills // List of additional properties of this vehicle
    point depot // Depot point
    point destination // Destination point
    int Matrix_Index // Index of the time/distance matrix
}
```

Skill structure:

```
skill
{
    string name // Skill name
    short as_resources // Skill type
    int count // Skill count
}
```

Point structure:

```
point
{
    int id // Unique point ID
    string name // Name
    string info // Additional information
    string address // Address
    string latlng // GPS coordinates
    List<operation> operations // List of operations performed at this point, if any
}
```

Operation structure:

```
operation
{
    string type                // Type of operation: Load / Unload
    double start_time          // Start time of this operation
    double end_time            // End time of this operation
    double late                 // Delay, if any
    double wait                 // Wait time before operation, if any

    // Information about related order:
    int order_id                // Unique order identifier
    string order_name           // Name
    double order_weight         // Cargo weight
    double order_volume         // Cargo volume
    List<skill> order_skills     // Additional vehicle properties, required to complete the order,
                                // if any
}
```

Segment structure:

```
segment
{
    point from_point           // Segment start point
    point at_point             // Segment end point
    double distance            // Travel distance
    double duration            // Travel duration
    double start_time          // Start time
    List<onboard> onboard;     // Items on board
}
```

Onboard structure:

```
onboard
{
    // Information about order:
    int order_id                // Unique order identifier
    string order_name           // Name
    double order_weight         // Cargo weight
    double order_volume         // Cargo volume
    List<skill> order_skills     // Additional vehicle properties, required to complete the order,
                                // if any
}
```