

TRAVELING SALESMAN PROBLEM WITH TIME WINDOWS (TSPTW)

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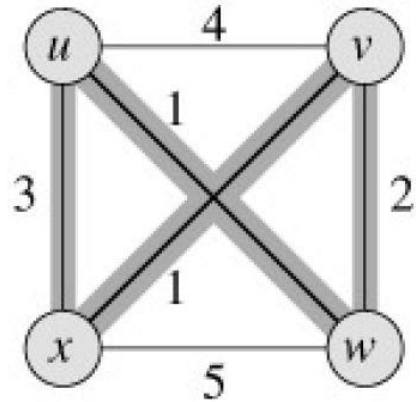
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TSP



- Given a list of cities and the distances between each pair of cities, what is the shortest possible route that visits each city exactly once and returns to the origin city?
- The TSP has several applications even in its purest formulation, such as **planning**, **logistics**, and the **manufacture of microchips**.
- It is an **NP-hard** problem in combinatorial optimization

TSP



An instance of the traveling-salesman problem.
Shaded edges represent a minimum-cost tour, with cost 7.

TSPTW - Definition

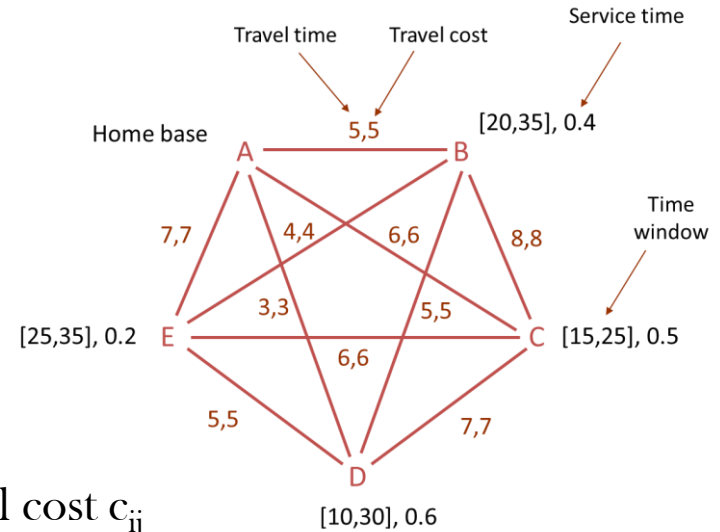
- A more difficult problem than TSP
- Involves the design of a minimum cost tour such that
 - ▣ Every node is visited exactly once
 - ▣ Service at a node must begin and end within the time interval specified at each node
- Incorporates service time at each node and travel time to visit from one node to other

TSPTW - Motivation

- Practical applications in :
 - Postal or office deliveries within specified timings for each
 - School bus routing and scheduling
 - Automated manufacturing environments
 - Automated guided vehicles

TSPTW – Formulation

- Consider a network $G=(N,A)$
 - $N=\{1,2,3, \dots, n\}$ is the set of nodes and A is the set of arcs
- Each node $i \in N$ is associated with
 - A time window $[a_i, b_i]$
 - A service time s_i
- Each arc is associated with a travel time t_{ij} and a travel cost c_{ij}



Related Work



- Savelsbergh (1985) showed that even finding a feasible solution to TSPTW is an NP complete problem
- Bakers (1983) proposed an approach which performed well on problems with upto 50 nodes
- This work by Dumas et al. (1995) is successful in solving problems with upto 200 nodes and fairly wide time windows

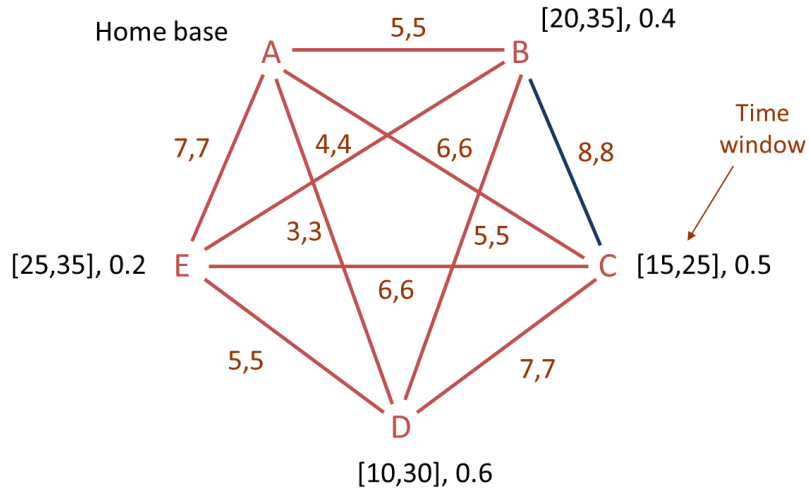
Approach



- **Preprocessing to remove infeasible arcs**
- **Dynamic Programming**
- **Reduction of the state space via infeasibility tests**
 - ▣ Takes advantage of the time window constraints
 - ▣ Performed during the execution of the algorithm

Preprocessing

- An arc $(i,j) \in A$ is feasible if $a_i + s_i + t_{ij} \leq b_j$



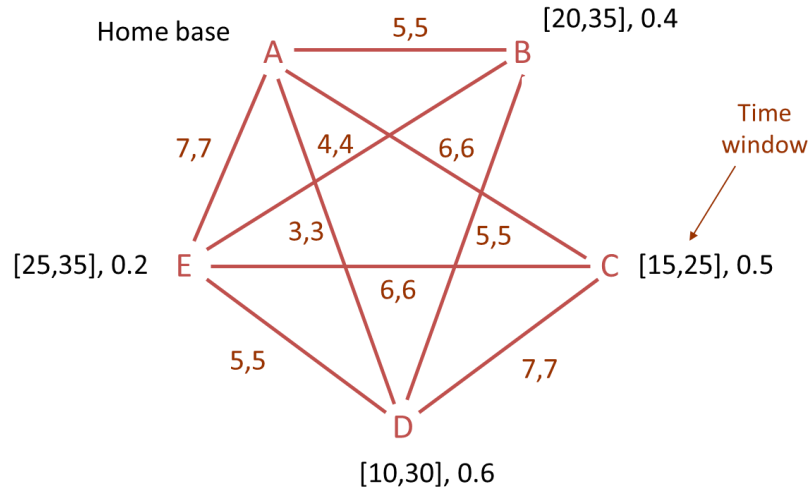
For the edge BC:

$$\begin{aligned} a_B + s_B + t_{BC} &= 20 + 0.4 + 8 \\ &= 28.4 > b_C = 25 \end{aligned}$$

Edge BC can be pruned!

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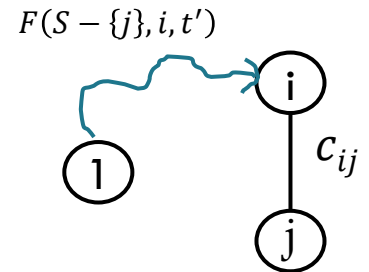
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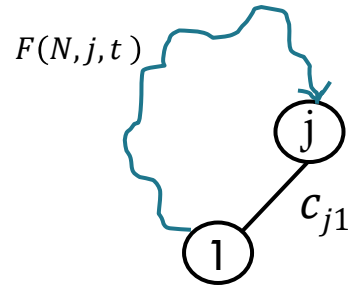
Dynamic Programming

- Define $F(S, i, t)$ as the least cost of a path **starting at node 1** passing through **every node of S exactly once** and **ending at node $i \in S$** and ready to **serve node i at time t or later**.
- The function $F(S, j, t)$ can be computed by the recurrence
 - $F(S, j, t) = \min_{(i,j) \in A} \{F(S - \{j\}, i, t') + c_{ij}\}$ where $t' + s_i + t_{ij} \leq t$ and $a_i \leq t' \leq b_i$
 - Base condition: $F(\{1\}, 1, 0) = 0$, since we start at node 1



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 - Base condition: $F(\{1\}, 1, 0) = 0$, since we start at node 1
- The optimal TSPTW solution is given by:
 - $\min_{(j,1) \in A} \{F(N, j, t) + c_{j1}\}$ s. t. $a_j \leq t \leq b_j$



Dynamic Programming

- Let ξ_k be a state set which contains all feasible states (S, i, t) s.t $|S| = k$
 - $\xi_1 = \{(\{1\}, 1, 0)\}$
- For computing ξ_k from ξ_{k-1} , do the following steps:
 - For each $(S, i, t) \in \xi_{k-1}$, add the state (S', j, t') to ξ_k where
 - $S' = S \cup \{j\}, (i, j) \in A$ and
 - $t' = \max(a_j, t + s_i + t_{ij})$ and
 - (S', j, t') is a **feasible expansion** of (S, i, t)

Algorithm

- Initialize $\xi_1 = \{(\{1\}, 1, 0)\}$ and $F(\{1\}, 1, 0) = 0$
- for $(k=2, 3, \dots, n)$ do
 - for $(S, i, t) \in \xi_{k-1}$ do
 - add the state (S', j, t') to ξ_k only if (S', j, t') passes elimination tests
 - update $F(S', j, t') = F(S, i, t) + c_{ij}$
- The optimal solution is $\min_{(j,1) \in A} \{F(N, j, t) + c_{j1}\}$ s. t. $a_j \leq t \leq b_j$

Elimination/Infeasibility tests

- Test 1
- Test 2
- Test 3
- Dominance Tests

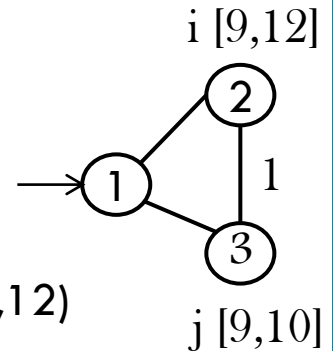
Test 1

- Let $\text{FIRST}(S, i)$ denotes the smallest time when a service can begin at node i
- Let $\text{LDT}(i, j)$ denote the latest departure time at i to begin service at node j s.t. time of service at j is feasible
- Reject (S, i, t) , $a_i \leq t \leq b_i$ if
 - $\text{FIRST}(S, i) > \min_{j \in S} \text{LDT}(i, j)$

Let $\xi_k = \{(\{1,2\}, 2, 11), (\{1,2\}, 2, 12)\}$

$\text{FIRST}(\{1,2\}, 2) = 11 > \text{LDT}(2, 3) = 9$

Can remove $(\{1,2\}, 2, 11)$ and $(\{1,2\}, 2, 12)$

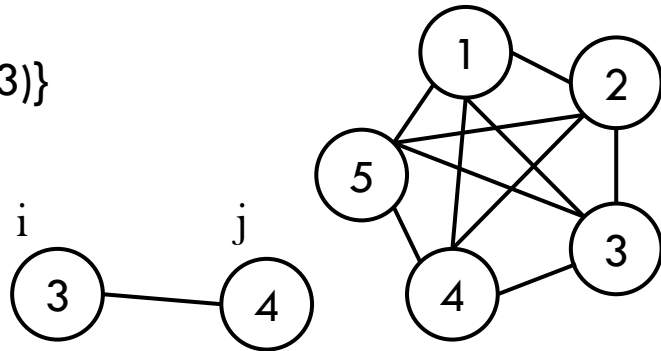


Test 2

- Let $\text{BEFORE}(j)$ denote the set of nodes which must be visited before visiting the node j
- Reject (S, i, t) , $a_i \leq t \leq b_i$ if
 - $\exists j \notin S$ and $(i,j) \in A$ and $\text{BEFORE}(j) \not\subseteq S$

Let $\xi_k = \{(\{1,2,3\},3,12),(\{1,5,3\},3,13)\}$

$\text{BEFORE}(4)=\{1, 2, 5\}$



Test 3

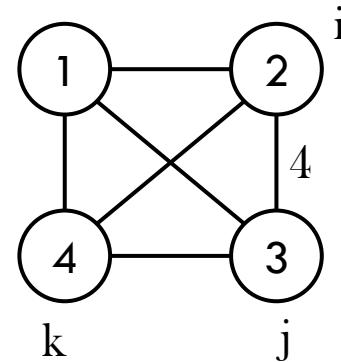
- Reject (S', j, t') , $a_j \leq t' \leq b_j$ if
 - $\exists(S, i, t)$ s.t. $j \notin S$, $(i, j) \in A$, $t \leq \text{LDT}(i, j)$ and
 - $\forall k$ s.t. $k \notin S$ and $t + t_{ij} > \text{LDT}(j, k)$

Let $(S, i, t) = (\{1, 2\}, 2, 18)$ and $(S', j, t') = (\{1, 2, 3\}, 3, 22)$

$\text{LDT}(2, 3) = 20$ and $\text{LDT}(3, 4) = 12$ and $t_{23} = 4$

$(2, 3)$ can be feasible since $t = 18 \leq \text{LDT}(2, 3) = 20$ but

$(3, 4)$ is infeasible since $t + t_{23} = 18 + 4 = 22 > \text{LDT}(3, 4) = 12$



Dominance Test

- Reject $(S, i, t') \in \xi_k$ if $\exists (S, i, t) \in \xi_k$ s.t.
 - $F(S, i, t) \leq F(S, i, t')$
 - $t \leq t'$

Experimental results

- Variation of CPU time with number of nodes

| n | A' | (S,i,t) | CPU time |
|-----|-------|---------|----------|
| 20 | 34.2 | 4.4 | 0.02 |
| 40 | 121.8 | 16.0 | 0.08 |
| 60 | 226.0 | 21.8 | 0.15 |
| 80 | 362.6 | 49.8 | 0.35 |
| 100 | 510.0 | 45.0 | 0.62 |
| 150 | 975.8 | 326.8 | 2.44 |

w=20

| n | A' | (S,i,t) | CPU time |
|-----|--------|---------|----------|
| 20 | 115.2 | 35.6 | 0.14 |
| 40 | 404.2 | 554.0 | 4.37 |
| 60 | 670.6 | 1344.4 | 6.84 |
| 80 | 1149.6 | 7716.8 | 55.32 |
| 100 | 1731.4 | 6804.8 | 107.95 |
| 150 | 2953.6 | 26351.0 | 462.97 |

w=60

Experimental results

- Comparison of number of labels removed by each test

| | w | Test 1 | Test 2 | Test 3 |
|----------|----|--------|---------|--------|
| (S,i,t) | 20 | 21.8 | 3716.4 | 37.4 |
| CPU time | | 0.15 | 6.20 | 0.17 |
| (S,i,t) | 40 | 145.8 | 18520.5 | 229.0 |
| CPU time | | 0.91 | 49.23 | 0.98 |

n=60

Conclusion

- For a given problem size, problem difficulty increases with the time windows
- For narrow widths, its behavior is less than exponential allowing large size problems to be solved.
 - ▣ E.g. a 250 node problem with $w=20$ is solved in less than 10 sec.
- The algorithm can accommodate additional costs for waiting at a node such as total schedule time.
- The algorithm works for larger problem sizes and time windows than any previous work.

References

- **Research papers:**

- <http://pubsonline.informs.org/doi/pdf/10.1287/opre.43.2.367>

- <http://www.jstor.org/stable/pdfplus/172015.pdf?&acceptTC=true&jpdConfirm=true>

Thank you



Questions / Comments?