## Letting a Large Neighborhood Search for an Electric Dial-A-Ride Problem Fly: On-The-Fly Charging Station Insertion

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> GECCO 2024, Melbourne, Australia July 14 – 18, 2024





#### Dial-A-Ride Services

- On-demand, public transit services
	- + Cost efficient, environment-friendlier, customizable service
	- − Ride-sharing, detours

- Dial-A-Ride Problem (DARP)
	- Planning and scheduling of DAR services
	- Combinatorial optimization problem
	- NP-hard

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### Electric Autonomous DARP (E-ADARP) ac<sup>III HRI</sup>

Bongiovanni et al.

#### **Definition**

- Given:
	- *n* transportation requests
	- *m* electric autonomous vehicles
- Task:
	- Design *m* vehicle routes serving all requests
	- Minimize total travel and excess ride time
	-



**Satisfy constraints** Example from Masmoudi et al. (2018).

### E-ADARP Constraints I

- Start and end at a depot
- Pickup and drop-off of request in same route
- Respect time windows and planning horizon
- $\bullet$  User ride time  $\leq$  maximum ride time
	- → Consideration of user inconvenience

#### E-ADARP Constraints II

#### Battery management:

- Minimal battery levels at destination depots
- Only unoccupied vehicles can charge
- $\bullet$   $\leq$  1 visit per charging station (CS)

#### Simplifying assumption:

• Charging: linear increase of state-of-charge

#### Related Work

Static E-ADARP:

- Bongiovanni et al. (2019):
	- mixed integer linear programming (MILP) formulations
	- branch-and-cut algorithm
- Su et al. (2023):
	- deterministic annealing (DA) algorithm
- Limmer (2023):
	- bilevel large neighborhood search (BI-LNS)

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#### **acilii** HRI Large Neighborhood Search (LNS)







Initial solution. The Destroyed solution. The Repaired solution.

Destroy operator: random removal (Ropke and Pisinger, 2006)

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## LNS: Repair Operators

#### Greedy heuristic:

- Cheapest insertion over all unserved requests and routes
- Time window order based heuristic:
- Non-decreasing order of the start of pickup time windows
- Cheapest insertion over all routes
- Random order based heuristic:
	- $\bullet$  Random order
	- Cheapest insertion over all routes

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# Solving Approaches

#### 2 approaches for:

- Insertion and optimization of charging stops
- Efficient scheduling and evaluation

#### Direct Approach:

- Destroy and repair operators for charging stops
- Labeling algorithm

On-the-fly (OTF) approach: evaluation with OTF insertion of charging stops

- MILP formulation
- Time-efficient heuristic

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## On-The-Fly Approach

- Route evaluation procedure:
	- Checks feasibility
	- Inserts charging stops
	- Determines charging durations

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### **OTF Heuristic: Workflow I**

- Remove charging stops from route
- Identify fragments and depots
- Forward pass:
	- Earliest service start times and waiting durations
	- **Battery levels of vehicle**
	- Latest stop *i*<sup>ch</sup> before which charging is necessary
- Backward pass:
	- Latest service start times and backward-waiting durations

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#### OTF Heuristic: Workflow II

- Charging not necessary: terminate  $\rightarrow$  feasible route
- Charging necessary
	- Go backwards from *i*<sup>ch</sup>
	- Check each possible position and charging station
- No feasible insertion: terminate  $\rightarrow$  infeasible route
- Feasible insertions: select and insert stop
- Update all affected data
- Repeat

### Computational Study

- Implementation in Julia 1.10.0
- Gurobi 10.0.3 (single-threaded)
- Runs per instance: 30
- Time limit: 300 s
- Memory limit: 20 GB
- Intel Xeon E5-2640 with 2.4 GHz

#### Benchmark Instances

- 2 data sets:
	- $\cdot$  14 Cordeau<sup>1,3</sup> instances: 2 5 vehicles, 16 50 requests
	- 10 Ropke<sup>2,4</sup> instances:  $5 8$  vehicles,  $48 96$  requests
	- $\rightarrow$  Enhanced with E-ADARP features
- Minimum end battery level ratio:  $v = 0.7$
- 2 modes for CS visits:
	- 1 visit per CS:  $n_s = 1$
	- Unlimited visits per CS:  $n<sub>S</sub> = \infty$

 $1$ Cordeau (2006)  $2$  Ropke et al. (2007) <sup>3</sup>Bongiovanni et al. (2019) 4 Limmer (2023)

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#### Results: Cordeau



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### Results: Ropke





### Conclusions & Outlook

#### **Conclusion**

- Charging stops important for route quality
- All approaches competitive
- OTF heuristic overall best approach
	- 23/48 new best solutions

#### Future Work

- Very large-scale instances
- Machine learning-supported operators
- Dynamic E-ADARP

#### **Discussion & Questions**

# Thank you!

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### Battery-Restricted Fragments Su et al. (2023)



Route with battery-restricted fragments, taken from Su et al. (2023).

- Subsequence of only pickup and drop-off nodes
- Vehicle arrives and leaves empty
- Minimum user excess ride time: exact calculation with a linear program (LP)

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# **Battery-Restricted Fragments: Usage acli HRI**

#### Efficient route cost computation:

• Sum of fragments' minimum user excess ride times

Su et al. (2023):

- Preprocessing: enumerate and evaluate all feasible fragments
	- Time-consuming, memory-demanding

Our approach:

- Evaluate fragments on  $1<sup>st</sup>$  encounter
	- $\rightarrow$  Better scalability
- Improve charging stop insertion

## **OTF Heuristic**

- Feasibility with 1 charging stop:
	- **Optimal insertion**
	- Linear run time: *O(|R|)*
		- *R* … fragment-based route
- Multiple charging stops:
	- **Best insertion heuristic**
	- Run time: *O(|R| \* |S'| \* n*charging*)*
		- *S'* … set of available CSs
		- $n_{\text{charging}}$  ... number of inserted CSs

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