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An Adaptive Large-Neighborhood Search Heuristic for a Multi-Period Vehicle Routing Problem

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Abstract*.* This problem involves optimizing product collection and redistribution from production locations to a set of processing plants over a planning horizon. This horizon consists of several days, and the collection-redistribution is performed on a repeating daily basis. A single routing plan must be prepared for the whole horizon, taking into account the seasonal variations in the supply. We model the problem using a sequence of periods, each corresponding to a season. We propose an adaptive large-neighborhood search with several specifically designed operators and features. The results show the excellent performance of the algorithm in terms of solution quality and computational efficiency.

Keywords: Multi-period vehicle routing problem with seasonal fluctuations, tactical planning, seasonal variation, adaptive large neighborhood search.

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1 Introduction

The vehicle routing problem (VRP) is a difficult combinatorial optimization problem that appears in many practical applications relating to the design and management of distribution systems. Studies of the classical VRP and its many variants and extensions, starting with the seminal work of Dantzig and Ramser (1959), represent a signicant portion of the operations research literature (Toth and Vigo, 2002). The classical VRP, referred to as the capacitated vehicle routing problem (CVRP), concerns the determination of routes for a fleet of homogeneous vehicles, stationed at a central depot, that must service a set of customers with known demands (supplies). The goal is to design a collection of least-cost routes such that: 1) each route, performed by a single vehicle, begins at a depot, 2) each customer is visited once by exactly one vehicle, and 3) the quantity of goods delivered (collected) on each route does not exceed the vehicle capacity (Golden et al., 2008).

In many settings, e.g., the CVRP, the routing plan is executed repeatedly over a long planning horizon. The parameters of the problem, such as the quantities to be delivered (collected) at each customer location, are assumed fixed over the horizon and known a priori. However, in many real-life applications, this assumption may result in poor-quality routing plans. This occurs, for instance, in settings that display significant seasonal fluctuations in the level of supply/demand throughout the considered planning horizon. The class of problems addressed in this paper, inspired by milk collection and redistribution in the dairy industry of Quebec (see Dayarian et al., 2015b), has several problem-specific attributes and characteristics. The routing corresponds to the collection of a given product from producers' facilities followed by the distribution of the product to a set of processing plants. The routes must be designed in such a way that the plant demands are completely satisfied, while every producer is visited by exactly one vehicle and each vehicle delivers to just one plant per day. We assume that the total daily quantity produced satisfies the total plant demand. Because of contractual and service-consistency requirements, a single routing plan must be designed for a given horizon.

For service consistency, each producer should always be included in the same route and serviced by the same vehicle. The drivers also use this routing plan to schedule their daily operations.

Dayarian et al. (2015b) modeled this problem as a Multi-Period VRP with Seasonal Fluctuations (MPVRPSF) and proposed an exact solution method based on a branch-and-price approach. Their solution approach provides optimal solutions for instances with up to sixty producers. However, real-life instances may have several hundred producers. Therefore, we need solution approaches that can find good but not necessarily optimal solutions to larger instances. Furthermore, since the solutions obtained from the model can be the basis for negotiations with carriers in some settings, such as the one described in Dayarian et al. (2015b), it may be imperative to be able to solve different versions of an instance repeatedly and within a short time span. Therefore, it is critical to have a fast and efficient solution approach. The main goal of this paper is to derive such a solution approach for the MPVRPSF based on the adaptive large-neighborhood search (ALNS) framework (Pisinger and Ropke, 2007; Ropke and Pisinger, 2006). An Adapton angular
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Our main contributions are as follows:

- We design an ALNS based metaheuristic for the MPVRPSF, a rich vehicle routing problem. The proposed solution procedure includes a set of novel algorithmic features, including several new operators based on the inherent structure of the problem. These are detailed in Section 4.
- To evaluate the quality of the solution, we compute a series of lower and upper bounds on the value of the multi-period solution. We compare the solutions obtained through the ALNS with these bounds.
- We extensively analyze the performance of the method and its components in terms of computational time and solution quality, through a series of numerical tests on a large set of randomly generated instances.

The remainder of this paper is organized as follows. In Section 2, we describe the problem and the notation that we use. Section 3 discusses the state-of-the-art in this field. In Section 4, we present our ALNS-based approach to the problem. In Section 5, we propose a series of bounds that allow us to evaluate the performance of the algorithm. The experimental results are reported in Section 6, and Section 7 provides concluding remarks.

2 Problem Statement

In this section, we describe more precisely the Multi-Period VRP with Seasonal Fluctuations (MPVRPSF). As mentioned earlier, the purpose of the

problem is to design a routing plan that will serve to organize transportation between a set of producers and a set of processing plants for a given horizon H of several days (typically, several months). A plan consists of a set of routes, each performed by a single vehicle on every collection day of horizon H . An unlimited fleet of identical vehicles is assumed to be available at multiple depots. On every collection day, each vehicle departs from a depot, collects a single product type from a subset of producers, delivers the collected product to a single plant, and then returns to its depot. This can be seen as an extension of the VRP with additional deliveries to multiple plants, and it is therefore NP-hard (Lenstra and Kan, 1981).

There are many application settings, in which a routing plan must be designed to be operated repetitively on several collection "days" over a long horizon: the collection of dairy products, poultry and eggs, beverage distribution, waste collection, etc. We are interested in environments in which the supply (demand) exhibits seasonal variations signicant enough to have a major impact on the routing. Moreover, we focus on situations in which producers' (customers') supply (demand) are sufficiently strongly correlated that we can make the assumption that they are perfectly correlated.

To treat this correlation, we assume that a year can be divided into several periods, each representing a seasonal production level. We take inter-period production variations into account; the potential intra-period fluctuations are neglected. Intra-period fluctuations can often be handled by leaving a spare capacity of 5% -10% on each vehicle when designing the routes. In most applications of the MPVRPSF, this correlation is expected to arise because almost all the producers/customers in a given geographical region are exposed to similar seasonal cycles. The plants must adjust their seasonal demands according to the supply so that the total supply always meets the total demand.

The proposed multi-period model has strong similarities with an a priori optimization framework in the context of the vehicle routing problem with stochastic demand (VRPSD). In a two-stage formulation of a stochastic problem, the solution from the first stage is updated at the second stage as the exact values of the stochastic parameters are revealed. One seeks a solution that minimizes the total expected cost of the original plan and the potential adjustments in the second stage. Similarly to algorithms for the VRPSD, in the context of our multi-period problem we design a single plan for the planning horizon in the first stage, taking into account possible supply changes between periods. In the second stage, the plan is adjusted based on

the specificities of each period. In seasons with higher supply levels, a vehicle may have insufficient residual capacity to collect the supply at a given producer location. We refer to this as a *failure*. Following a failure, the vehicle usually travels to a plant to empty its tank and then proceeds to visit the remaining producers of the planned route. We refer to this extra travel as a recourse action.

Under our recourse policy, the vehicle always visits the producers in the order of the planned route; when a failure occurs, it travels to its assigned plant. Consequently, the total distance traveled corresponds to the fixed length of the planned route plus the length of the return trip to the plant.

The goal is to design a unique tactical routing plan, which guarantees given levels of service consistency and quality, and takes into account seasonal supply fluctuations. This plan consists of a set of fixed routes that are applied over the horizon. In each period, routes are adjusted based on the recourse policy described above. A plan is considered to be feasible if its routes can be applied in all considered periods of the horizon, while requiring at most one recourse action per route in each period.

We control the desired service quality over the horizon by setting a *service* reliability threshold (SRT), indicating the minimum percentage of days over the horizon H that the planned routes should be executable with no failures. The magnitude of the SRT has a major impact on the design of the plan. Clearly, if $SRT = 100\%$, no failure occurs in any period of the horizon. However, this strategy is not cost-efficient, because it often requires many vehicles.

Let Ξ be the set of all periods in the horizon H. We associate with each period $\xi \in \Xi$ a weight W_{ξ} , representing the share of period ξ in horizon H. It is calculated by dividing the length of period ξ by the length of horizon H. We also associate with each period ξ a production coefficient, P_{ξ} , which is defined to be the ratio of the production level in period ξ to a chosen *reference production level* P_{ref} . The choice of the reference production level is discussed in detail in Dayarian et al. $(2015b)$. Briefly, the reference period is obtained by merging the smallest subset of the periods with least production coefficients, forming a new period in such a way that the cumulative weight of the added periods to the subset covers the SRT. The newly obtained period, referred to as the reference period, substitutes the periods included in the subset. The production coefficient of the reference period corresponds to the largest coefficient among the added periods while its weight is equal to the cumulative weight of the substituted periods. For the sake of simplicity, all An Adapton angularistic state Heuristic for a Multi-Brasiline supply levels, a validie through the specific
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the production coefficients are divided by the reference period's coefficient P_{ref} (consequently, $P_{ref} = 1$). In order to provide plans respecting the defined SRT, one has to make sure that the designed routes do not face any failure in the reference period.

Example 1 Figure 1 depicts an example of a route in three different periods, where the supply of the producers in the reference period are reported between parentheses. Figure 1a shows the routing plan which must be executed in every period. As one can notice, considering a vehicle of capacity 10, the routing plan will not face any failure in the reference period $(P_{ref} = 1)$. However, the route will face one failure in each of periods 1 and 2 (see Figures 1b and $1c$.

The model is defined on a directed graph $\mathcal{G} = (\mathcal{V}, \mathcal{A})$, where V and A are the node and arc sets, respectively. The node set contains the depots, producers, and plants; $\mathcal{V} = \mathcal{D} \cup \mathcal{N} \cup \mathcal{P}$. The arc set $\mathcal{A} \subset \mathcal{V} \times \mathcal{V}$ defines feasible movements between different locations in $\mathcal V$. For each pair of locations $n_i, n_j \in \mathcal{V}, n_i \neq n_j$, there exists an arc $(n_i, n_j) \in \mathcal{A}$. Each arc $(n_i, n_j) \in \mathcal{A}$ has an associated nonnegative travel cost c_{ij} , which is proportional to the length of the arc. An unlimited fleet of vehicles $\mathcal K$, with identical capacity Q , is available at each depot. However, employing vehicle $k \in \mathcal{K}$ incurs a fixed cost of c_k . Note that a naive upper bound on the number of vehicles can be obtained by assigning each producer to a vehicle.

In each period, each producer $n_i \in \mathcal{N}$ produces a limited quantity of product on a daily basis. The supply levels in period $\xi \in \Xi$ are given by a vector in which the jth parameter, denoted o_i^{ξ} $\frac{\xi}{j}$, is the supply (offer) of producer j. Moreover, the supply of each producer n_j in the reference period is given by o_i^{ref} $j^{ref}.$ Therefore, the supply of producer n_j in period ξ is

$$
o_j^{\xi} = P_{\xi} \cdot o_j^{ref} \qquad (j \in \mathcal{N}, \xi \in \Xi), \tag{1}
$$

where P_{ξ} represents the production coefficient in period ξ . Each plant $p \in \mathcal{P}$ receives, on a daily basis, the collected product. The demand of each plant p in period ξ is given by D_p^{ξ} . The routes are designed to have no failures in the reference period and at most one failure in the other periods. In other words, for each route r, assuming that \mathcal{N}_r represents the set of producer nodes visited by route r , the following inequalities hold:

$$
\sum_{j \in \mathcal{N}_r} o_j^{\xi} \le 2Q, \qquad (\xi \in \Xi)
$$
\n(2)

Figure 1: Route execution in different periods. Vehicle capacity $= 10$.

and

$$
\sum_{j \in \mathcal{N}_r} o_j^{ref} \le Q. \tag{3}
$$

The two-stage mathematical formulation of the problem is provided in Appendix A. We present our proposed solution method to tackle the described problem setting in Section 4, but before we review the relevant literature.

3 Literature Review

In this section, we review metaheuristic methods, and in particular, the ALNS for VRPs. Complete surveys of metaheuristics for the VRP can be found in Gendreau et al. (2008) and Vidal et al. (2013). They include neighborhood searches, population-based methods such as evolutionary and genetic algorithms, hybrid metaheuristics, as well as parallel and cooperative metaheuristics. Of the neighborhood search methods, the large neighborhood search (LNS) algorithms (Shaw, 1998) have proven to be successful for several classes of the VRP. ALNS (Ropke and Pisinger, 2006; Pisinger and Ropke, 2007), an extension of the LNS, is also related to the ruin-and-recreate approach of Schrimpf (2000). Recently, ALNS has provided good solutions for a wide variety of vehicle routing problems; see for instance Ropke and Pisinger (2006), Pepin et al. (2009), Gendreau et al. (2010), Laporte et al. (2010), and Azi et al. (2014).

Ribeiro and Laporte (2012) present an ALNS heuristic for the cumulative capacitated vehicle routing problem (CCVRP). The CCVRP is a variation of the classical capacitated vehicle routing problem where the arrival times at the customers are important. in the CCVRP, the objective function constitutes of minimization of the sum of arrival times at customers. The authors use mainly the typical destruction and construction heuristics from the literature.Their algorithm outperformed the only available algorithm in the literature for the CCVRP at the time, which was based on a Memetic algorithm by Ngueveu et al. (2010).

Hemmelmayr et al. (2012) propose an ALNS heuristic for the Two-Echelon Vehicle Routing Problem (2E-VRP) and the Location Routing Problem (LRP). The author propose a modeling approach to transform LRP instances into 2E-VRP instances so as to address both problems with the same operators

and parameter values. Their method uses existing operators from the literature and new operators designed specifically for the problem classes considered. In addition, a local search step is applied after some of the operators. For the 2E-VRP, the proposed ALNS heuristic outperforms existing algorithms from the literature. As for the LRP, the proposed solution method achieve competitive results and outperform existing solutions methods on one instance set.

Demir et al. (2012) describe a heuristic algorithm to solve the pollutionrouting problem (PRP). Their proposed algorithm iterates between a vehicle routing problem with time windows (VRPTW) and a speed optimization problem. The VRPTW is solved using an enhanced ALNS, while the speed optimization problem is solved using a polynomial time procedure. The proposed ALNS uses new, as well as existing removal and insertion operators, which improve the solution quality. Their results show the effectiveness of the proposed algorithm in finding good-quality solutions on instances with up to 200 nodes.

Renaud et al. (2013) addressed a pickup and delivery problem with transfers (PDPT). The authors proposed an ALNS embedding new heuristics capable of efficiently inserting requests through transfer points. New destruction and construction heuristics dedicated to the use of transfer points were introduced. The proposed approach was applied to the real-life applications involving the transportation of people with disabilities.

Adulyasak et al. (2014) developed an efficient heuristic using enumeration, ALNS, and network flow techniques to solve the production routing problem (PRP). As mentioned by the authors, applying ALNS in the context of the PRP is particularly difficult because the problem involves quantity decisions. To overcome this difficulty, following the ideas put forward by Coelho et al. (2012) in the context of the inventory-routing problem, Adulyasak et al. (2014) use the ALNS to handle the binary variables indicating the customers to visit and the vehicle routes. On the other hand, they use a network flow model to set the corresponding optimal continuous variables. The results proved the efficiency of the proposed heuristic and indicated that it generally outperforms all other heuristics for the PRP reported in the literature. An Adapted phonons Search Heuristic for a Multi-Brasil gypectes from the literature and parameter values. Their method uses existing operates from the literature and in a costing the proposed All and the search Heuristic

More recently, Mancini (2015) addressed a rich VRP characterized as multi-depot multi-period vehicle routing problem with a heterogeneous fleet, and several side constraints such as route duration. The author proposed an ALNS heuristic, in which new destruction heuristics were defined.

The other problem settings from the literature with similar features are

the waste collection problem (Beullens et al., 2004), the collection of waste vegetable oil to be used in a production process for biodiesel (Aksen et al., 2014), and the collection of olive oil (Lahyani et al., 2015). For a complete overview of transportation of waste and reusable material, the reader is referred to Beullens et al. (2004). The collection of residential waste often takes the form of an arc routing problem, as a large number of households, with small distances between them, need to be visited.

Elbek and Wøhlk (2016) consider a special case of residential waste management in which citizens can deposit glass and paper for recycling in small cubes located at several collection points. The cubes are emptied by a vehicle and are transported to treatment facilities. One of the main differences between this problem and the MPVRPSF is the fact that in the waste collection problem, there is no demand associated with facilities. Instead, each facility may have a limited daily capacity. More references on waste collection can be found in Angelelli and Speranza (2002), Bogh et al. (2014), and Muyldermans and Pang (2010).

Lahrichi et al. (2013), investigating a dairy transportation application, considered a variant of the VRP with features similar to those of our problem. They used a generalized version of the Unified Tabu Search (Cordeau et al., 2001). They simultaneously considered the plant deliveries, different vehicle capacities, different numbers of vehicles at each depot, and multiple depots and periods. Dayarian et al. (2015a) proposed a branch-and-price algorithm for a variant of the dairy transportation application in which a time window is associated with each producer, and the production levels over the horizon are assumed to be fixed.

The VRPs that are similar to our problem are the multi-period (MPVRP) and the periodic (PVRP) settings. In most studies of the MPVRP, customers request a service that could be performed over a multi-period horizon (see Tricoire, 2006; Angelelli et al., 2007; Wen et al., 2010; Athanasopoulos, 2011). The classical MPVRP is closely related to the PVRP, in which the customers specify a service frequency and allowable combinations of visit days. Surveys of these problems and extensions can be found in Francis et al. (2008) and Vidal et al. (2013). The best-known algorithms for the PVRP are those of Cordeau et al. (1997), Hemmelmayr et al. (2009), Rahimi-Vahed et al. (2013) and, particularly, Vidal et al. (2012) and Vidal et al. (2014). In contrast to the PVRP, in our problem, all the producers need to be serviced every period on a daily basis. Moreover, the definition of the periods is based on seasonal production level variations.

A single plan for a horizon of several periods has been investigated in the context of telecommunication network design (Kouassi et al., 2009; Gendreau et al., 2006). However, apart from the work of Dayarian et al. (2015b), we are not aware of any previous study of the VRP with the multi-period configuration considered in this paper. Dayarian et al. (2015b) used a branchand-price approach to solve the problem that we investigate. However, their algorithm is able to solve instances with only up to sixty producers.

The MPVRPSF, as considered in this paper, has to date received limited attention. Based on the success of the ALNS, we propose an ALNS for our problem. This algorithm is outlined in the next section.

4 Proposed Solution Framework

The classical ALNS algorithm, as presented by (Ropke and Pisinger, 2006; Pisinger and Ropke, 2007), is an iterative process where, at each iteration, part of the current solution is destroyed and then reconstructed in the hope of finding a better solution. The destruction phase for the VRP consists in disconnecting a number $q \in [q_{min}, q_{max}]$ of nodes from their current routes and placing them into the *unassigned node pool* Φ . Note that q_{min} and q_{max} are parameters whose values are to be tuned. The construction phase then inserts the nodes from Φ into the routes of the solution. Destruction and construction are performed by appropriate heuristics, selected at each iteration from a given set of procedures via a biased random mechanism, referred to as roulette-wheel, favoring the heuristics that have been successful in recent iterations according to certain criteria (e.g., improvement in solution quality). An Adapted phonons Search Heuristic for a Multi-prosecution Search Heuristic for a simple of the search Anisolation (Anisolation Heuristic for a Multi-Period Multi-Period Vehicle 1 al., 2006). Intervention of a search Ani

Note that, our algorithm is based on the general ALNS concept. In fact, the structure of the proposed ALNS follows the general scheme of ALNS applied to routing problems or, for that matter, to many other combinatorial problems. However, our algorithm incorporates a number of features that improve its performance. Moreover, one of the main contributions of the algorithm revolves around the denition of new focused operators that address the specific characteristics of our problem. An outline of our procedure is presented in Algorithm 1.

At each iteration, we explore the neighborhood of the current solution, generating potentially φ new solutions (lines 9-18). New solutions are obtained by applying an operator $opr \in \Omega$ to the current solution, where Ω is

the set of all operators. Contrary to classical ALNS, the operators are built through coupling each combination of destruction and construction heuristics, described in Sections 4.5 and 4.6, respectively. (A similar idea of pairing heuristics was used by Kovacs et al. (2012) in the context of service technician scheduling.) The main advantage is that we can weight the performance of each (destruction-construction) pair. We select the operator to apply to the solution of the current iteration via a roulette-wheel mechanism (line 13).

At the end of each iteration, we apply an acceptance criterion to the best solution among the φ solutions found (lines 19-27). This criterion is defined by simulated annealing (SA) (see Kirkpatrick et al., 1983) as the search paradigm applied at the master level. If the solution satisfies the criterion, it replaces the current solution. That is, the new solution s' replaces the current solution s if $f(s') < f(s)$, where $f(s)$ represents the value of solution s. In SA, with $\Delta f = f(s') - f(s)$, solution s' is accepted with probability

$$
\exp\left(\frac{-\Delta f}{T}\right),\tag{4}
$$

where $T > 0$ is the temperature parameter. The temperature is initialized to T^{init} and is lowered in the course of the search by a cooling rate $c \in (0,1)$: $T \leftarrow cT$ (line 41). The probability of accepting worse solutions reduces as T decreases. This allows the algorithm to progressively find better local optima. We perform the cooling procedure when no global best feasible solution has been found in the last δ iterations. This can be seen as a *dynamic repetition* schedule that dynamically defines the number of iterations executed at a given temperature. This procedure divides the search into several segments, each being a series of consecutive iterations. The length of each segment corresponds to the repetition schedule for a given temperature and therefore has a minimum length of δ iterations, where δ is a parameter to be tuned. If a new global best feasible solution is found in the current segment, the length of the segment is extended for another δ iterations (line 22).

To intensify the search, at the end of each segment, we apply a series of local search (LS) operators to the best solution found in the segment (lines 32-40). If this gives an improvement, we update the current solution.

Moreover, we design new operators for our specific problem setting. The main components of our algorithm are described next.

Algorithm 1 ALNS

```
1: s \leftarrow InitialSolution;
 2: s^* \leftarrow s:
      * \leftarrow s; best solution
3: Initialize the weights \pi;
4: Set the temperature T;<br>5: iter \leftarrow 1;
5: iter \leftarrow 1;<br>
5: iter \leftarrow 1;<br>
5: segmentIter \leftarrow 1;<br>
5: best \leftarrow 1;
6: segmentIter \leftarrow 1; \triangleright counter of iterations in a segment 7: seg \leftarrow 1; \triangleright counter of segments
7: seg \leftarrow 1;<br>
8: s_{seq} \leftarrow s;<br>
b best solution of segment seg
                                                                                             \triangleright best solution of segment seg
9: repeated<br>10: repeated10: repeat \triangleright exploring neighbourhood of the current solution 11: s_{iter} \leftarrow s;
11: s_{iter} \leftarrow s; \triangleright current solution at iteration iter<br>12: q_{iter} \leftarrow Number of nodes to be removed;
12: q_{iter} \leftarrow Number of nodes to be removed;<br>13: Opr_{iter} \leftarrow Select an operator;
              \label{eq:opt2} Opt_{iter} \leftarrow \text{Select an operator}; \qquad \qquad \triangleright \text{ roulette-wheel mechanism}\frac{14}{15}s' \leftarrow Opt_{iter}(s, q_{iter});15. if f(s') < f(s_{iter}) then
16: s_{iter} \leftarrow s';
17: end if<br>18: until iter'18: until iter\% \varphi == 0<br>19: if f(s_{iter}) < f(s^*)19: if f(s_{iter}) < f(s^*) and s_{iter} feasible then
\frac{20}{21}s^* \leftarrow s_{iter};21: s_{seg} \leftarrow s_{iter};<br>
22: segmentIter \leftarrow 0;22: segmentIter \leftarrow 0; \triangleright extending the length of the segment 23: else
23: else
24: if \text{ACCEPT}(s_{iter}, s) then<br>25: s \leftarrow s_{iter};
25: s \leftarrow s_{iter};<br>26: end if
26: end if 27: end if
27: end if<br>28: if f(s)28: if f(s_{iter}) < f(s_{seg}) then<br>29: s_{seq} \leftarrow s_{iter}29: s_{seg} \leftarrow s_{iter};<br>30: end if
\frac{30:}{31:} end if
31: Update the score of opr;<br>32: if seqmentler == \delta the
         if sequentIter = \delta then . \triangleright local search .
\frac{33}{34}s' \leftarrow LOCAL SEARCH(s_{seg});
34: if f(s') < f(s^*) then
\frac{35}{36}* \leftarrow s';
36: segmentIter \leftarrow 0;<br>37: else
37: else
38: if f(s') < f(s) then
39: s \leftarrow s';
40: end if<br>41: T \leftarrow c.T;41: T \leftarrow c.T; \triangleright cooling procedure 42:
42: s_{seg} \leftarrow s;<br>43: s_{eq} \leftarrow sec43: seg \leftarrow seg + 1;<br>44: end if
\frac{44}{45}: end if
45: end if<br>46: if seq^{\circ}46: if seg\% \gamma == 0 then<br>47: Update the weight
47: Update the weights;<br>48: end if
48: end if<br>49: iter \leftarrow49: iter \leftarrow iter + 1;<br>50: seamentIter \leftarrowsegmentIter \leftarrow segmentIter + 1;51: until Stopping Criterion
52: return s^*An Adapted Jacobidgeborhood Search Heuristic for a Multi-Period Vehicle Search Adapted Control of the Control of Alectic Form and Control of the C
```
4.1 Solution representation

One of the main decisions prior to implementing a metaheuristic is the choice of the data structure and how to represent solutions. Since most of metaheuristics involve numerous neighbourhood evaluations and move executions, the solution representation has a direct impact on the efficiency of a metaheuristic. In our method, a solution is encoded using the following entities:

- List of successors: For each node of the graph associated with a producer. it gives its successor node, which is associated with another producer or a plant.
- List of predecessors: For each node of the graph associated with a producer, it gives its predecessor node, which is associated with another producer or a depot.
- List of assigned route: For each node of the graph associated with a producer, it gives the number of the route to which the node is assigned.
- Route information: Each route has three main characteristics:
	- Its depot,
	- Its plant,
	- \bullet The number of the first customer that it visits.

Figure 2 shows an example of a routing solution for a network with 2 depots, 2 plants, and 7 producers. Each element of array "Successors/Predecessors" indicates the successor/predecessor of the node represented by the index of that element. Similarly, each element of the array "Assigned route" provides the number of route to which the node corresponding to the index of that element is assigned. The depot, plant and the first node visited by a route are stored (an empty route can be recognized if its first route coincides its plant). Using these data structures, each insertion or removal can be performed in constant time.

4.2 Search Space

It is well known in the metaheuristic literature that allowing the search into infeasible regions may lead to good solutions. We therefore permit infeasible

Figure 2: Example of a solution with 2 depots, 2 plants, and 7 producers.

solutions in which the plant demands are not completely satisfied. We evaluate the moves and solutions using a penalty function $f(s) = C(s) + \eta D^{-}(s)$, where $C(s)$ is the total operating cost of the solution (i.e., fixed, routing, and recourse costs) and $D^{-}(s)$ is the unsatisfied plant demand. The role of parameter η is to put more or less emphasize on the penalty function depending on the time spent by the search method in feasible or infeasible regions. The parameter η is initially set to 1. It is updated after each block of *Iter*^{adj} iterations based on the trajectory recorded during the last $Iter^{his}$ iterations. More precisely, we multiply η by 2 if the number of infeasible solutions in the last Iterhis iterations is greater than δ_{max} , and we divide it by 2 if the number of such solutions is less than δ_{min} . The two parameters δ_{min} and δ_{max} are to be tuned.

This penalty function is similar to that used in Taburoute (Gendreau et al., 1994) and the Unified Tabu Search (Cordeau et al., 2001). Our penalty strategy favors removal from routes serving plants with an oversupply and insertion into routes servicing plants being under-supplied. We add a penalty ρ to the local cost of removal or insertion in a given position, where

$$
\rho = \eta D^{-}(s). \tag{5}
$$

4.3 Central Memory

We propose the use of an enhanced *central memory*, which stores high-quality solutions. We design several new destruction heuristics that use information extracted from the central memory (See Section 4.5). Define Ψ , a central memory containing a limited number of solutions of two types:

- Best Feasible Solutions (Ψ_{FS}): A list of the β_1 best feasible solutions generated so far.
- Best Infeasible Solutions (Ψ_{NFS}): A list of the β_2 infeasible solutions (involving at least one plant with unsatisfied demand) with least routing cost generated so far.

The size of the central memory follows from a trade-off between search quality on the one hand and computational efficiency and memory requirements on the other. In Section 4.5 we explain how different types of information are extracted from this memory and are used in some destruction heuristics.

4.4 Adaptive Search Engine

We implement an adaptive weight adjustment procedure to represent the historic performance of the operators, and use these weights to bias their selection at each iteration. We remind the reader that in this paper the term "operator" refers to a pair of destruction and construction heuristics.

A weight ω_{opt} is thus assigned to each operator opr. Initially, all the weights are set to one. We update the operator weights after each block of γ segments, based on a combination of long and short-term performance history (lines 45-46). The probability of selecting *opr* is then defined as $\omega_{opr}/\sum_{k\in\Omega}\omega_k.$ An Aagrese large-biogramma Search Heuristic for a Multi-Brachmood Search Heuristic for a Multi-Brachmood of the operators, and use these weights to bise their sink of a Multi-Period Search Heuristic for a pair of destruct

The short-term performance of the operators is captured through a scoring mechanism. A score is assigned to each operator, the score being set to zero initially and after each γ segments. At each iteration, we then update the scores (line 30) by adding a bonus factor $\sigma_i, i \in \{1, \ldots, 4\}$, where $\sigma_i \leq \sigma_{i+1}, i \in \{1, 2, 3\}$, to the current score as follows:

- I. σ_4 if a new global best feasible solution has been found;
- II. σ_3 if the new solution improves the current solution but not the global best feasible solution;
- III. σ_2 if the new solution satisfies the acceptance criterion and is inserted into Ψ_{FS} ;
- IV. σ_1 if the new solution satisfies the acceptance criterion but is not inserted into Ψ_{FS} .

The bonus factor is zero in all other cases.

Let π_{opt} be the total score of *opr* obtained from ν_{opt} applications of *opr* in the last γ segments. We update the weight of each operator using a parameter $\alpha \in [0, 1]$, called the *reaction factor*, through the formula

$$
\omega_{opr,\iota+1} = \omega_{opr,\iota} (1 - \alpha) + \alpha \frac{\pi_{opr}}{\nu_{opr}},\tag{6}
$$

where $\omega_{\text{opt,}i}$ represents the weight of operator *opr* in *i*th block of γ segments.

4.5 Destruction Heuristics

Several destruction heuristics have been proposed in the literature, and some can be adapted to our problem setting. We focus on the following destruction heuristics from the literature:

- Worst Removal: Initially proposed by Rousseau et al. (2002) and later used by Ropke and Pisinger (2006) , it removes the q worst placed nodes and places them in Φ.
- Route Removal: Removes all the nodes of a randomly selected route and places them in Φ.
- Cluster Removal: This heuristic (Pisinger and Ropke, 2007) removes a cluster of nodes from a route, based on their geographical region. It randomly selects a route from the current solution. It then applies the well-known Kruskal algorithm to find a minimum spanning tree for the nodes of this route, based on the arc length. When two forests have been generated, one of them is randomly chosen and its nodes are removed and placed in Φ.
- Smart Removal: This heuristic (Rousseau et al., 2002) randomly selects a pivot node and removes portions of different routes around the pivot, based on a reference distance and a proximity measure.

We also define a series of memory-based destruction heuristics, which primarily differ in the way that the closeness of the removed nodes are weighted. The solution-cost-based related removal is adapted from existing heuristics proposed by Pisinger and Ropke (2007), while others are new. We extract different types of information from the central memory, described in Section 4.3, and use the extracted information to determine the relatedness of different nodes of the graph with respect to different criteria. We design a destruction heuristic based on each criterion, obtaining the six heuristics below.

Solution-Cost-Based Related Removal

The solution-cost-based related removal heuristic, based on the historical node-pair removal (Pisinger and Ropke, 2007), associates with each arc $(u, v) \in$ A a weight $f^*(u, v)$. This weight indicates the value of the best-known solution that contains arc (u, v) . Initially, $f^*(u, v)$ is set to infinity for all arcs $(u, v) \in A$. Then, whenever a new solution is inserted into the central memory, we update the $f^*(u, v)$ value of all the arcs (u, v) in the solution.

Following a call to this heuristic, we perform a worst removal procedure in which the weight $f^*(u, v)$ replaces the cost of each arc $(u, v) \in A$. We repeat this process until q nodes have been removed and placed in Φ .

Route-Cost-Based Related Removal

The route-cost-based related removal is a new heuristic, in which similar to the heuristic above, associates with each arc $(u, v) \in A$ a weight $r^*(u, v)$, indicating the value of the minimal-cost route found so far that contains arc (u, v) . Weight $r^*(u, v)$ is initially set to infinity for all arcs $(u, v) \in A$, and is potentially updated when a new solution is inserted in the memory. We perform a worst removal based on the $r^*(u, v)$ weights.

Paired-Related Removal

This heuristic investigates adjacent producer nodes. We give each arc (i, j) a weight $\varpi_{(i,j)}$, initially set to 0. The heuristic starts by adding a weight h_s to the weights of all the arcs used in the solutions of the central memory. When an arc (i, j) is used by solution s, we add the weight h_s to both (i, j) and (j, i) . We compute h_s via $h_s = List.size() - pos_{inList}(s)$, where List represents the list to which solution s belongs, List.size() is the length of that list, and $pos_{inList}(s)$ is the position of solution s in that list. This procedure favors the solutions at the start of the lists. When a new solution is inserted into any of the lists, we update the weights h_s . We use the arc weights $\varpi_{(i,j)}$ to identify the q producer nodes that seem to be related to each other. An initial node n_i is randomly selected, removed, and placed in Φ . Then, while $|\Phi| < q$, we randomly select a node n_j from Φ and identify the node n_k in Φ that is the most closely related to node n_j (it has the highest $\varpi_{(j,k)}$). We then remove the node n_k and place it in Φ . An Adapted and Magnetial Technology Search Heuristic for a Multi-Period Search The Technology The Potter Cost-Based Related Removal is new heuristic, in which similar the heuristic for a Multi-Period Magnetic for a Multi-

Route-Related Removal

This heuristic, similarly to the previous heuristic, adds a weight h_s to all pairs of nodes serviced by the same route in solution s. We assign weights as for the previous heuristic. We remove nodes from their current position following a similar procedure to that for the previous heuristic.

Depot-Producer-Related Removal

This heuristic attempts to identify the nodes that may be misassigned to a depot. A weight is assigned to each depot-node pair (n_d, n_i) , for $d \in \mathcal{D}$ and $i \in \mathcal{N}$. The weight increases by h_s if, in solution s, producer i is assigned to a route departing from depot d. We calculate the value of h_s as for the

paired-related removal heuristic. We select a node to remove via the following steps:

- **Step 1:** We sort the producer-depot assignments in the current solution s according to the historical pair weights obtained as described above in $List_{i,d}(s)$.
- Step 2: Starting from the producer-depot pair with the lowest weight, we remove nodes from their current position with probability

$$
Pr_{n_i, n_{d_i}}(s) = \frac{rank(n_i)}{List_{i,d}(s).size(\mathcal{C})},\tag{7}
$$

where $rank(n_i)$ is the position of the pair (n_{d_i}, n_i) in $List_{i,d}(s)$. Moreover, $List_{i,d}(s).size()$ is the length of the node-depot list, which is the number of producer nodes. Accordingly, we remove the node with the lowest weight from its current position with probability 1.

Step 3: If the list is traversed to the end, but the number of removed nodes is less than q, we update the length of the list to $List_{i,d}(s).size() - |\Phi|$ and make the corresponding updates to the pair ranking. We then return to Step 2.

Plant-Producer-Related Removal

This heuristic follows the three steps above. It attempts to remove producer nodes based on the node-plant pair weights calculated from the historical information.

4.6 Construction Heuristics

After the destruction heuristic, the nodes that have been removed and placed in Φ are considered for reinsertion into routes. We consider the following construction heuristics from the literature:

- Best-First Insertion: Inserts each node in the cheapest position. At each step it selects the node with the lowest insertion cost.
- Regret Insertion: This heuristic (Ropke and Pisinger, 2006), orders the nodes in Φ by decreasing regret values. The regret value is the cost difference between the best insertion position and the second best. More

generally, the k-regret heuristic denes the regret value with respect to the k best routes. We also use this heuristic to generate our initial solution, by fixing k equal to the number of plants.

We also designed the following construction heuristic based on the characteristics of our problem.

Minimum-Loss Insertion

This new heuristic, designed based on the regret insertion heuristic, does not use ρ (the adaptive penalty coefficient of unsatisfied plant demand). It inserts nodes into the routes while attempting to maintain the feasibility of the solution at the minimal cost. The heuristic is based on the regret associated with the insertion of a node into a route servicing a plant with unsatisfied demand rather than in the best possible route. Clearly, the best candidate is a node for which the best possible position is in a route servicing a plant with unsatisfied demand. The best insertion candidate is determined using the following criterion: An Adaptate and Multi-Book of a Multi-Book of a mapping the state of a Multi-Period Vehicle Routing Control We also d

$$
n_i := \underset{n_i \in \Phi}{\arg \min} \left(\underset{r \in \mathcal{R}_s^{D^-}}{\min} \left(\Delta f_{r+n_i}(s) \right) - \underset{r \in \mathcal{R}_s}{\min} \left(\Delta f_{r+n_i}(s) \right) \right),\tag{8}
$$

where \mathcal{R}_s is the set of routes for solution s, and $\mathcal{R}_s^{D^-}$ is the set of routes servicing plants with unsatisfied demand. If all the plant demands are met, the insertion order of the remaining nodes in Φ is defined as for the regret insertion operator.

4.7 Local Search

At the end of each segment, LS procedures are performed on the best solution found during the segment. Our LS procedures are inspired by the education phase of the genetic algorithm proposed by Vidal et al. (2012). The procedures are restricted to the feasible region. We build each node's neighborhood using a threshold ϑ , which is computed as follows:

$$
\vartheta = \frac{Z(s)}{nbArc(s)},\tag{9}
$$

where $Z(s)$ and $nbArc(s)$ are the sum of the arc costs and the number of arcs used in solution s. In our implementation, $Z(s)$ and $nbArc(s)$ are limited to

the arcs between producer nodes; the recourse costs and the corresponding arcs are omitted. The value ϑ is the average length of the arcs between the producer nodes in solution s. The neighbour set of each node n_i contains all nodes n_i such that $c_{ij} \leq \vartheta$.

Suppose that n_u , assigned to route r_u , is a neighbor of n_v , assigned to route r_v . Moreover, suppose that n_x and n_y are immediate successors of n_u and n_v in r_u and r_v , respectively. For every node n_u and all of its neighbors n_v , we perform the LS operators in a random order. When a better solution is found, the new solution replaces the current solution. The LS stops when no operator generates an improved solution. The LS operators are:

Insertion 1: Remove n_u and reinsert it as the successor of n_v .

Insertion 2: Remove n_u and n_x ; reinsert n_u after n_v and n_x after n_u .

Insertion 3: Remove n_u and n_x ; reinsert n_x after n_v and n_u after n_x .

Swap 1: Swap the positions of n_u and n_v .

Swap 2: Swap the position of the pair (n_u, n_x) with n_v .

Swap 3: Swap the position of (n_u, n_x) with (n_v, n_y) .

2-opt: If $r_u = r_v$, replace (n_u, n_x) and (n_v, n_y) with (n_u, n_v) and (n_x, n_y) .

- **2-opt* 1:** If $r_u \neq r_v$, replace (n_u, n_x) and (n_v, n_y) with (n_u, n_v) and (n_x, n_y) n_{η}).
- **2-opt* 2:** If $r_u \neq r_v$, replace (n_u, n_x) and (n_v, n_y) with (n_u, n_y) and (n_x, n_y) n_{ν}).

5 Bounds on the Multi-Period Solution

To evaluate the performance of our algorithm, we compute lower and upper bounds on the objective function value. Let the single-period problem that considers only the production levels in the reference period be Pb^{ref} , with optimal solution x^{ref} . An adapted version of the branch-and-price algorithm of Dayarian et al. (2015a) can be used to solve the Pb^{ref} . Let Pb^{mp} be the multi-period problem, with optimal solution x^* .

Recall, the route cost, C, has three components: 1) fixed vehicle costs, 2) first-stage routing costs, and 3) second-stage routing costs (recourse costs). These components are denoted $c_f(x)$, $c(x)$, and $\mathcal{F}(x)$, respectively. That is, $C(x) = c_f(x) + c(x) + \mathcal{F}(x)$. For any feasible solution x to Pb^{mp} , $C(x)$ provides an upper bound on the optimal value of the multi-period solution. Moreover, because the fixed vehicle costs are significantly large compared to the total routing costs, the number of vehicles used in the multi-period solution is the minimum number of vehicles needed during the reference period, so the fixed vehicle costs are the same: An Adapted and the ratio of $\sum_{i=1}^{n} \sum_{j=1}^{n} f_{ij}$ and $\sum_{i=1}^{n} f_{ij}$

$$
c_f(x^*) = c_f(x^{ref}).\tag{10}
$$

Since x^* is also a feasible solution to P^{ref} , we have

$$
c(x^{ref}) \le c(x^*). \tag{11}
$$

We combine (10) and (11) to obtain a lower bound on the value of the multiperiod solution:

$$
c_f(x^{ref}) + c(x^{ref}) \le C(x^*). \tag{12}
$$

We also consider a lower bound on the value of $\mathcal{F}(x^*)$. Let $F(r,\xi)$ be the recourse cost in period $\xi \in \Xi$ for route $r \in \mathcal{R}_s$, where \mathcal{R}_s is the set of routes in solution s. We have

$$
\mathcal{F}(x) = \sum_{\xi \in \Xi} \sum_{r \in \mathcal{R}_s} W_{\xi} F(r, \xi). \tag{13}
$$

Let the set of producer nodes visited by route r be \mathcal{N}_r , the plant to which r is assigned be p_r , and the set of all routes serving plant $p \in \mathcal{P}$ be $\mathcal{R}_s^p \subseteq \mathcal{R}_s$. Then

$$
F(r,\xi) \geq 2 \min_{i \in \mathcal{N}_r} c_{i,p_r} \cdot t_r^{\xi} \tag{14}
$$

$$
\Rightarrow \mathcal{F}(x^*) \geq 2 \sum_{r \in \mathcal{R}_s} t_r^{\xi} \min_{i \in \mathcal{N}_r} c_{i, p_r} \tag{15}
$$

$$
= 2\sum_{p \in \mathcal{P}} \sum_{r \in \mathcal{R}_s^p} t_r^{\xi} \min_{i \in \mathcal{N}_r} c_{i, p_r}, \qquad (16)
$$

where t_r^{ξ} is a binary parameter, which is equal to 1 if a failure occurs on route r in period ξ and 0, otherwise.

The minimum failure cost for a given instance can then be computed by first determining the minimum number of vehicles needed to service the plants and producers. We then assign the producers to vehicles (routes) while attempting to minimize the total failure cost. To do this, we assign failure points to the routes so that the total failure cost is minimized. The minimum number of vehicles, K^* , is obtained using equation (17).

$$
K^* = \max\{\sum_{p \in \mathcal{P}} \lceil D_p/Q \rceil, \lceil \sum_{i \in \mathcal{N}} o_i/Q \rceil\}. \tag{17}
$$

5.1 Minimum Failure Cost

Given the minimum number of vehicles, we can compute a lower bound on the total failure cost of Pb^{mp} based on inequality (16). We assign nodes to the restricted vehicle set K^* , assuming that for a given route r, all the failures in different periods occur on the node that is closest to p_r . We assign the nodes by solving a bin-packing formulation that minimizes the failure cost, Table 1 displaying the notation.

Table 1: Bin-packing notation for the minimum failure cost formulation

$$
Z = \min \quad \sum_{\xi \in \mathcal{S}} W_{\xi} \sum_{p \in \mathcal{P}} \sum_{i \in \mathcal{N}} 2c_{i,p} u_{ikp}^{\xi}
$$
(18)

subject to

$$
l_{kp} = \sum_{i \in \mathcal{N}} o_i x_{ikp} \quad (p \in \mathcal{P}, k \in \mathcal{K}^*); \tag{19}
$$

$$
l_{kp} \le Q y_{kp} \quad (p \in \mathcal{P}, k \in \mathcal{K}^*); \tag{20}
$$

$$
\sum_{p \in \mathcal{P}} y_{kp} = 1 \quad (k \in \mathcal{K}^*); \tag{21}
$$

$$
\sum_{k \in \mathcal{K}^*} l_{kp} \ge D_p \quad (p \in \mathcal{P});\tag{22}
$$

$$
\sum_{k \in \mathcal{K}^*} \sum_{p \in \mathcal{P}} x_{ikp} = 1 \quad (i \in \mathcal{N});\tag{23}
$$

$$
x_{ikp} \le y_{kp} \quad (i \in \mathcal{N}, p \in \mathcal{P}, k \in \mathcal{K}^*); \tag{24}
$$

$$
P_{\xi} \sum_{p \in \mathcal{P}} l_{kp} \le Q(1 + t_k^{\xi}) \quad (\xi \in \mathcal{S}, k \in \mathcal{K}^*); \tag{25}
$$

$$
\sum_{p \in \mathcal{P}} \sum_{i \in \mathcal{N}} u_{ikp}^{\xi} = t_k^{\xi} \quad (\xi \in \mathcal{S}, k \in \mathcal{K}^*); \tag{26}
$$

$$
u_{ikp}^{\xi} \le x_{ikp} \quad (\xi \in \mathcal{S}, i \in \mathcal{N}, p \in \mathcal{P}, k \in \mathcal{K}^*); \tag{27}
$$

$$
y_{kp} \le y_{k-1p} + y_{k-1p-1} \quad (p \in \mathcal{P}, k \in \mathcal{K}^*); \tag{28}
$$

$$
y_{11} = 1; \t\t(29)
$$

$$
x_{ikp}, y_{kp}, t_k^{\xi}, u_{ikp}^{\xi} \in \{0, 1\} \quad (\xi \in \mathcal{S}, i \in \mathcal{N}, p \in \mathcal{P}, k \in \mathcal{K}^*(30)
$$

Constraints (19) and (20) ensure that the vehicle capacities are satisfied. Constraint (21) ensures that each vehicle is assigned to a single plant. Constraint (22) ensures that the plant demands are satisfied, and constraint (23) ensures that each producer is assigned to a single vehicle. Constraint (24) ensures that producers are assigned only to open routes. For each period ξ , constraints $(25)-(27)$ determine the number and location of failures on each vehicle k. Constraints (28) and (29) break the possible symmetry due to the set of identical vehicles. The objective function, Z, provides a lower bound on the total failure cost. We assume that, for a given route, all the failures in different periods occur in the node that is closest to the assigned plant. An Adapted Jarge-Neighborhood Search Heuristic for a Multi-Period Vehicle Problem
 $l_{bg} = \sum_{k \in \mathcal{N}} 0_k x_{i,bg}^k$ ($p \in \mathcal{P}, k \in \mathcal{K}^*$);
 $l_{bg} \le Qy_{b\mu}$ ($p \in \mathcal{P}, k \in \mathcal{K}^*$);
 $l_{bg} \le Qy_{b\mu}$ ($p \in \mathcal{P}, k \in \mathcal{K}^$

The bound can be tightened if we acknowledge that on a given route not all periods have failures at the same node. Proposition 1 provides a condition

determining when two periods both encounter failure at the same node.

Proposition 1 Two periods ξ_1 and ξ_2 may both encounter a failure at node n_j if the following inequality holds:

$$
\frac{Q}{P_2}(1 - \frac{P_2}{P_1}) \le o_j.
$$
\n(31)

 \Box

Proof 1 Assume that $P_1 \geq P_2$ and that in period ξ_1 the quantity collected prior to node n_j is Q. The quantity collected in period ξ_2 will then be $P_2\frac{Q}{P_1}$ $\frac{Q}{P_1}$. Moreover, ξ_2 has a failure at node n_j if $P_2 \frac{Q}{P_1}$ $\frac{Q}{P_1} + P_2 o_j \ge Q.$

Including this condition in the model $(18)-(30)$ may lead to an increase in the value of Z by assigning certain failure points to nodes that are farther from the plant. This occurs when two different periods cannot both encounter failure on the closest node to the plant.

6 Computational Experiments

We describe our computational experiments in the following sequence. In Section 6.1, we introduce the set of test problems. We calibrate the parameter values via extensive sensitivity analysis; the results of these tests are presented in Section 6.2. We also study the impact of different components of the algorithm based on a series of tests, which are presented in Section 6.3. Finally, the computational results for the test problems are presented in Section 6.4.

6.1 Test Instances

We consider instances with producer set sizes ranging from 40 to 200. The instances with 40, 50, and 60 producers were originally generated by Dayarian et al. (2015b). We also created a set of larger instances with 100 and 200 producers to evaluate our heuristic on larger-scaled instances (These new instances can be found at https://github.com/idayarian/MPVRPSF). Each instance was considered with 4 or 5 periods, to represent the multi-periodic aspect of the problem. For each case with 4 or 5 periods, 5 different scenarios $\{T1, \ldots, T5\}$ were explored, differing in terms of the distribution of the

Number of producers Number of depots Number of plants		
40	2, 3	2,3
50	2, 3	2, 3
50	4,6	4,6
60	2, 3	2, 3
60	4, 6	4, 6
100	2, 3, 6	2, 3, 6
200	3, 6	3,6

Table 2: Specifications of test instances

Table 3: Weight and production-level distribution of the periods (Dayarian et al., 2015b)

				weights are the same as in Dayarian et al. (2015b) and are given in Table 3. Table 2: Specifications of test instances							
		Number of producers		Number of depots			Number of plants				
	40 50			2, 3				2, 3			
					2, 3			2, 3			
	50				4,6			4,6			
	60				2, 3			2, 3			
	60				4,6			4,6 2, 3, 6			
	100			2, 3, 6				3, 6			
Table 3: Weight and production-level distribution of the periods (Dayarian et al., 2015b)	200				3,6						
$#$ periods		Type 1		Type 2		Type 3		Type 4		Type 5	
	P_{ξ}	$W_{\xi}\%$		P_{ξ} $W_{\xi}\%$		P_{ξ} $W_{\xi}\%$		P_{ξ} $W_{\xi}\%$	P_{ξ}	$W_{\xi}\%$	
	1.00	60	1.00	$50\,$	1.00	40	1.00	$30\,$	1.00	20	
$\overline{4}$	1.30	20	1.30	25	1.20	35	1.10	30	1.10	40	
	1.50 1.70	10 10	1.50 1.70	15 10	1.35 1.50	20 15	1.20 1.40	25 15	1.30 1.70		
	P_{ξ}	$W_{\xi}\%$	P_{ξ}	$W_{\xi}\overline{\%}$	P_{ξ}	$W_{\xi}\%$	P_{ξ}	$W_{\xi}\%$	P_{ξ}	30 10 $W_{\xi}\%$	
	1.00	60	1.00	50	1.00	40	1.00	30	1.00	20	
5	1.30	15	1.30	20	1.20	25	1.10	25	1.10	35	
	1.50 1.70	15 $\bf 5$	1.50 1.70	15 10	1.35 1.50	20 10	1.20 1.40	20 15	1.20 1.40	25 15	

6.2 Parameter Settings and Sensitivity Analysis

Similarly to most metaheuristics, changing the values of the parameters may affect the performance (but not the correctness) of the algorithm.

We tune the parameters via a blackbox optimizer called Opal (Audet et al., 2012). One drawback of this optimizer is that as the number of parameters increases, the accuracy of the algorithm decreases considerably. We therefore apply a two-phase procedure, where at each phase a subset of the parameters is tuned. In the first phase, the parameters that have a greater impact on the performance of the algorithm are adjusted using the blackbox optimizer. In the second phase, the less sensitive parameters are tuned via trial-and-error. As for the selection of the parameters to be included in each phase, it was made based on extensive preliminary tests.

We tune the parameters in the first subset by first determining a range for each parameter based on preliminary tests. We then find the best value for each parameter using the Opal algorithm (Audet et al., 2012). Opal takes an algorithm and a parameter matrix (i.e. for each parameter a lower and an upper bound) as input, and it outputs parameter values based on a user-defined performance measure. Opal models the problem as a blackbox optimization, which is then solved by a state-of-the-art direct search solver.

To define a performance measure for Opal, we selected a restricted set of training instances. This set included instances ranging from 40 to 200 producer nodes, with 2 to 6 depots and plants. For a given vector of parameters, we ran each instance five times and recorded the average objective function value. The performance measure is defined to be the geometric mean of the average values of the training instances. Table 4 gives the values found for the first subset of parameters.

We set the initial temperature to $T^{init} = \frac{0.05C(s_0)}{|\mathcal{N}| \ln(0.5)}$, where $C(s_0)$ is the value of the initial solution. By equation (4), setting the initial temperature to $\frac{0.05C(s_0)}{\ln(0.5)}$ allows us to accept solutions that are 5% worse than the current solution with a probability of 50%. The choice of these values were inspired by the tuning performed by Pisinger and Ropke (2007). Preliminary tests showed that dividing this value by the number of producers improved the results; similar results were reported by Pisinger and Ropke (2007). We set the final temperature to $T^{fin} = T^{init}c^{25000}$, allowing a minimum of 25000 iterations. Table 5 gives the resulting values for the second subset.

	Parameter	Range	Value
	Default segment length	[50, 150]	70
φ	Inner loop length	[3, 7]	6
	Number of segments to update operator weights	1, 4	
α	Reaction factor in weight update	[0, 1]	0.25
C	Cooling rate for SA	[0.9980, 0.9998]	0.9987

Table 4: Parameter values found using Opal

Table 5: Parameter values found by trial and error

	Table 4: Parameter values found using Opal		
	Parameter	Range	Value
δ	Default segment length	[50, 150]	70
φ	Inner loop length	[3, 7]	6
γ	Number of segments to update operator weights	1, 4	$\overline{2}$
α	Reaction factor in weight update	[0, 1]	
			0.25
	Cooling rate for SA	[0.9980, 0.9998]	
\boldsymbol{c}			
	Table 5: Parameter values found by trial and error Parameter	Value	
	Bounds on number of nodes removed q	$[\min(5, 0.05 \mathcal{N}), \min(20, 0.4 \mathcal{N})]$	
Iter ^{adj}	Number of iterations after which η is updated	20	
$[q_{min}, q_{max}]$ Iter ^{his}	History used to update η	100	
	Bounds on number of infeasible solutions used to update η	30 and 45	
δ_{min} and δ_{max} β_1, β_2	Lengths of lists in central memory	20, 20	
$\sigma_1, \sigma_2, \sigma_3, \sigma_4$	Bonus factors for adaptive weight adjustment	1, 1, 1, 2	0.9987

6.3 Evaluating the Contributions of the Algorithmic Components

We studied and now demonstrate the usefulness of various components of our algorithmic framework. We first examine the performance of the different operators, followed by an evaluation of the contribution of each destruction and construction heuristic. We then examine the gain of including the heuristics pairing feature, and the local search operators. We also compare our algorithm with an adapted version of the basic ALNS proposed by Pisinger and Ropke (2007). Finally, we investigate the price of consistency. These computations are based on a representative subset of 64 instances of different size combinations. The comparison is measured based on the following metrics:

- best: The best value of the routing cost (solution's total cost excluding the vehicles fixed cost) found over five runs;
- avg.: The mean value of the routing costs found over the five runs.

Furthermore, the variants obtained by excluding either a pairing of heuristics, or local search operators, the basic ALNS as well as the version with no consistency are also compared on the basis of the CPU time:

CPU time degradation: The percentage of CPU time increase in average over five runs.

6.3.1 Evaluating the Performances of the Operators

Table 6 provides statistics on the probabilities of selecting different operators, computed at the end of the solution process of the instances in the representative instance subset. For each operator (pair of destruction-construction heuristics), three data are given:

- min: The minimum probability of being selected at the end of the solution procedure among the 64 instances;
- avg.: The average probability of being selected at the end of the solution procedure, considering the 64 instances;
- max: The maximum probability of being selected at the end of the solution procedure among the 64 instances.

An Adaptive Large-Neighborhood Search Heuristic for a Multi-Period Vehicle Routing Problem				
Table 6: Final probabilities of choosing different destruction-construction				
pair				
Destruction Heuristic	Construction Heuristic	min %	$avg.\ \sqrt{\%}$	\max %
	Regret Insertion	1.03	6.16	17.41
Worst Removal	Best-First Insertion	0.01	1.76	6.56
	Minimum-Loss Insertion	0.00	2.17	4.75
		1.16	6.27	11.14
Cluster Removal	Regret Insertion Best-First Insertion	0.11	3.19	9.52
	Minimum-Loss Insertion	0.03	3.19	6.68
	Regret Insertion	0.00	2.32	10.51
Route Removal	Best-First Insertion	0.00	0.50	4.03
	Minimum-Loss Insertion	0.00	1.81	6.03
	Regret Insertion	1.55	6.86	14.32
Smart Removal	Best-First Insertion	0.15	2.68	8.55
	Minimum-Loss Insertion	0.62	3.69	7.93
	Regret Insertion	2.50	7.68	11.24
Paired-Related Removal	Best-First Insertion	0.67	2.55	4.49
	Minimum-Loss Insertion	0.91	3.35	5.03
	Regret Insertion	2.66	8.63	15.87
Solution-Cost-Based Related Removal	Best-First Insertion	0.12	2.88	11.49
	Minimum-Loss Insertion	0.00	1.58	5.63
	Regret Insertion	0.46	6.66	17.20
Route-Cost-Based Related Removal	Best-First Insertion	0.00	1.95	7.69
	Minimum-Loss Insertion	0.00	1.07	$7.65\,$
	Regret Insertion	0.47	7.26	23.31
Depot-Producer-Related Removal	Best-First Insertion	0.01	2.47	11.98
	Minimum-Loss Insertion	0.11	2.60	$9.62\,$
	Regret Insertion	0.53	7.07	13.16
Plant-Producer-Related Removal	Best-First Insertion	0.02	1.85	6.08
	Minimum-Loss Insertion	0.02	1.81	8.18
	30			CIRRELT-2016-35

Table 6: Final probabilities of choosing different destruction-construction pair

The minimum, average and maximum probabilities are distributed in [0.00, 2.66], [0.5, 8.63] and [4.03, 23.31] intervals, respectively. Moreover, the average of the values under the columns min, avg., and max are 0.49%, 3.70% and 9.85%, respectively. The results show that considering all the instances, at some point, each operator is useful. The signicant variations between the min and max final probabilities in the case of some operators, such as the Depot-Producer-Related Removal with the Regret Insertion or the Route-Cost-Based Related Removal with the Regret Insertion show the importance of the adaptation layer. Even in the case of the operator formed of Route Removal with Best Insertion, which represents the smallest average final probability, in an instance its final probability was 4.03, which is larger than 1/27, its probability if no adaptation was considered. In fact, an operator may be strongly efficient in the case of an instance, while the same operator does not contribute signicantly for another instance. The results also show that the adaptive layer of the algorithm allows the probability adjustment with respect to the characteristics of each instance.

Moreover, as we see in Table 6, the final probabilities of all operators that use the Regret Insertion outweigh the other operators. However, as we will show in Section 6.3.2, the exclusion of the operators that either use the Best-First Insertion or the Minimum-Loss Insertion leads to a degradation in the performance of the algorithm. Therefore, these operators are kept in the algorithm.

6.3.2 Evaluating the Contributions of the Heuristics

Table 7 provides statistics on the removal and insertion heuristics. We ran each instance five times while excluding one heuristic and keeping the others. Whenever a heuristic is excluded, the whole block of operators using that heuristic are disabled. For each instance, we recorded the average result over the five runs of the 64 instances of the representative set. The comparison is done based on the average percentage of solution degradation (columns Best sol. deg. over five runs and Avg. deg. over five runs) and also the maximum percentage of solution degradation (columns Max best sol. deg. over five runs and Max avg. deg. over five runs). The maximum degradation shows the maximum loss corresponding to the exclusion of the block of operators using a specific heuristic in at least one of the instances of the representative set. Note that the values in the first two columns of Table 7 indicate the degradation in the geometric mean of the values obtained for all the instances in the

An Adaptive Large-Neighborhood Search Heuristic for a Multi-Period Vehicle Routing Problem				
considered subset. We use the geometric mean because the subset includes				
problems of different sizes with varying objective values. With the geometric				
mean the degradation's in smaller instances' objectives is not dominated by				
the larger ones.				
Table 7: Evaluation of contribution $(\%)$ of each heuristic				
	Best sol. deg.	Avg. deg.	Max best sol. deg.	Max avg. deg.
Heuristic	over five runs	over five runs	over five runs	over five runs
Worst Removal	0.02	0.11	0.97	0.85
Cluster Removal	0.02	0.07	0.72	0.65
Route Removal Smart Removal	0.12 0.03	0.21 0.11	1.40 0.74	1.73 0.90
Paired-Related Removal	0.08	0.13	1.37	1.23
Solution-Cost-Based Related Removal	0.10	0.16	1.53	1.35
Route-Cost-Based Related Removal Depot-Producer-Related Removal	0.04 0.09	0.09 0.15	0.68 1.50	1.07 1.21
Plant-Producer-Related Removal	0.15	0.20	1.75	1.44
Regret Insertion	0.18	0.32	1.27	2.27
Best-First Insertion Minimum-Loss Insertion	0.03 0.13	0.08 0.19	0.92 1.39	0.86 1.10
These results indicate the usefulness of all of our destruction and con- struction heuristics in the case of this problem setting. Overall, the plant-				
producer-related removal is the most efficient removal heuristic, followed by				
the route removal and Solution-Cost-Based Related Removal heuristics. Re-				
gret insertion is the most useful insertion heuristic, followed by the minimum-				
loss insertion heuristic.				
Evaluating the Performance of Destruction-Construction He 6.3.3 tics Pairing				
Table 8 synthesizes results on the contribution of particular algorithmic com-				
ponents. It provides, in particular, the average deterioration of the variant				
of the algorithm in which destruction and construction heuristics are con-				
sidered individually rather than in pairs for different instance sizes. This				
is equivalent to consider two separate pools of heuristics (destruction and				
construction), while the choice of heuristics from each pool is performed in-				
dependently. In this variant, at the end of each iteration of the algorithm,				
the scores of the two heuristics used are incremented using the bonus factors,				
presented in Section 4.4.				
The figures in Table 8 show that when no pairing is used to define the				
operators, the results observed deteriorate, on average, by 0.12% to 0.40% ,				
	32			CIRRELT-2016-35

Table 7: Evaluation of contribution (%) of each heuristic

6.3.3 Evaluating the Performance of Destruction-Construction Heuristics Pairing

and 0.23% to 0.29% respectively for the best solution observed over five runs and the average solution quality obtained over five runs, depending on the instance size. While the improvement in terms of solution quality does not seem to be significant, the saving in CPU time seems quite favorable. In fact, heuristic pairing allows us to improve the total CPU time by 11.88-30.07% on average. Based on these results the use of the heuristics pairing is motivated.

6.3.4 Evaluating the Contribution of the Local Search

Table 8 compares the results of our algorithm with the variant in which the local search operators at the end of each segment are disabled. The absence of the local search operators in the algorithm incurs a degradation of 0.02% to 1.28% in the value of the best solution over five runs as well as a degradation of 0.03% to 1.08% in the average value of the five runs for the instances with 40 to 200 producers. Moreover, the local search causes an increase in the CPU time ranging from 0.24% to 10.23% for instances with 40 to 200 producers. While the local search operators' contribution seems to be marginal in the case of smaller instances (where ALNS can often find the optimal solution), their inclusion in the algorithm appears more promising in the case of larger instances. Considering the trade-off between CPU time increase and improved solution quality, it seems valuable to include the local search operators in the algorithm.

6.3.5 Evaluating the Performance of the basic ALNS

We also compare the results obtained from our implementation of the basic ALNS introduced by Pisinger and Ropke (2007) with those obtained from our proposed algorithm. This translates in disabling several additional features proposed in this paper. These modifications are:

- Destruction-construction heuristics pairing is disabled. Each destruction or construction heuristic is treated separately;
- At each iteration, instead of φ neighbors of the current solution, only one neighbor is explored. In return the number of iterations before stopping the algorithm is set to 25000φ ;
- The repetition schedule in the master level is disabled. This is equivalent to lowering the temperature in the SA mechanism at the end of each iteration.;

- Following the previous point, the weight adjustment of the heuristics is not performed dynamically: we adjust the weights after $\delta\gamma$ iterations;
- The local search operators are disabled;
- A noise to the insertion cost was added as described in Ropke and Pisinger (2006);
- A large penalty associated with infeasible solutions is added, as Pisinger and Ropke (2007) consider only feasible solutions;
- The list of employed destruction and construction heuristics in this variant is:
	- Random Removal;
	- Worst Removal;
	- Cluster Removal;
	- Route Removal;
	- Solution-Cost-Based Related Removal (Historical node-pair removal);
	- Paired-Related Removal (Historical request-pair removal);
	- Regret Insertion;
	- Best Insertion.

Note that the historical request-pair removal proposed by Pisinger and Ropke (2007) is based on the memory of the top 100 solutions. Accordingly, we replace our central memory with a list of the top 100 solutions.

As reported in Table 8, our proposed algorithm improves the best solution over 5 runs compared to the basic ALNS algorithm of Pisinger and Ropke (2007) from 0.76% to 4.76 % for the instances with the number of producers ranging from 40 to 200. The improvement of the average solution cost over 5 runs ranges from 1.91% to 6.32% depending on the size of the instances. The larger CPU time (76.39-80.24% more) can be explained by the use of a larger number of iterations. An Adapted Interest Search Heuristic for Multi-Branch Multi-Branch Conductions (Fig. 1991). The local search operators are disabled; the weight adjustment of the heuristics for a Multi-Period Vehicle Routing CRRELT-2016 (

6.3.6 Price of Consistency

We finally investigate the price of forcing consistency of the routing plan over the horizon. More precisely, we would like to see how the routing cost would change if we had the capacity of reoptimizing our routing plan for every period. It is worth mentioning that in many real-world contexts, such as the milk collection problem introduced in Dayarian et al. (2015b), the contractual procedure does not allow multiple routing plans as the basis of negotiations. Moreover, due to the fixed cost associated with each contract sign off procedure, it would be unrealistic to sign a contract per period. However, we believe that comparing the results of the routing plans where no consistency is imposed over different periods of the horizon would give some managerial insights into how often different stakeholders should undergo a contract sign off procedure.

Towards this end, every period is considered independently, while allowing at most one failure per route per period. That is, while the number of routes may remain the same from one period to another, the structure of routes and therefore their cost may be very different. Consequently, a producer may be served by different drivers in different periods. Also, note that due to the high fixed cost of vehicles, it might still be beneficial for vehicles to perform an extra round trip to the depot, rather than enlarging the fleet size in periods with high production. Let x_{ξ} and $C_{\xi}(x_{\xi})$ be the routing solution and the total cost of that solution associated with period $\xi \in \Xi$. The total cost, C_H , over horizon H can be obtained using the following equation:

$$
C_H = \sum_{\xi \in \Xi} W_{\xi} C_{\xi}(x_{\xi}).
$$
\n(32)

Table 8 reports the potential cost savings for different size classes of instances, if the consistency restriction over the horizon was removed. Note that when the problems associated with each period are solved separately, the total CPU time is obtained by adding up the time spent to solve each period. Therefore, an increase in the total CPU time of the version with no consistency is expected.

6.4 Computational Results

Detailed results obtained by applying our algorithm to the instances described in Section 6.1 are given in Tables $9-16$, where:

Algorithm	Instance	Best sol. degradation	Ave. degradation	
	size	over five runs $(\%)$	over five runs $(\%)$	CPU time degradation $(\%)$
	40	0.12	0.23	28.24
	50 60	0.16 0.20	$_{0.28}$ 0.27	28.59 30.07
No Heuristic Pairing	100	0.40	0.29	18.88
	200	0.36	$_{0.29}$	$21.22\,$
	40	0.02	0.03	-0.24
	50	0.08	$0.17\,$	-2.75
No Local Search	60	0.38	0.33	-0.87
	100	0.76	0.57	-3.82
	200	1.28	1.08	-10.23
	40	0.76	1.91	76.39
	50	1.17	2.21	71.48
Basic ALNS	60	2.13	3.36	38.84
	100	4.31	5.40	76.82
	200	4.76	6.32	80.24
	40	-4.62	-4.43	347.77
	50	-4.09	-3.97	361.24
No Consistency				
	60	-3.94	-3.99	357.90
	100 200	-3.34 -2.09	-3.56 -1.53	327.52 326.75
in Section 5;				Bounds on opt. sol. are the lower and upper bounds obtained as described BP LP bound DCGR is the solution of the linear relaxation of the branch-
with 100 or 200 producers);				and-price of Dayarian et al. (2015b), whenever their algorithm was able to provide a bound in a 10-hour CPU time limit (reported for instances
it is available;				BKS DCGR is the optimal solution from Dayarian et al. (2015b), whenever
of Dayarian et al. (2015b);				T (s) DCGR is the computational time of the branch-and-price algorithm
				ALNS best over 5 is the best solution found over 5 runs of the ALNS;
				ALNS avg. over 5 is the average of the solutions found over the 5 runs;

Table 8: Evaluation of contribution of algorithmic components

- Bounds on opt. sol. are the lower and upper bounds obtained as described in Section 5;
- BP LP bound DCGR is the solution of the linear relaxation of the branchand-price of Dayarian et al. (2015b), whenever their algorithm was able to provide a bound in a 10-hour CPU time limit (reported for instances with 100 or 200 producers);
- BKS DCGR is the optimal solution from Dayarian et al. (2015b), whenever it is available;
- T (s) DCGR is the computational time of the branch-and-price algorithm of Dayarian et al. (2015b);
- ALNS best over 5 is the best solution found over 5 runs of the ALNS;
- ALNS avg. over 5 is the average of the solutions found over the 5 runs;
- % dev. total cost is the standard deviation of the total cost from the ALNS best over the 5 runs;
- % dev. routing cost is the standard deviation of the routing cost from the ALNS best over the 5 runs;
- T (s) ALNS avg. is the average computational time of the five runs;
- % dev. ALNS best from DCGR is the deviation of the ALNS best from the BKS DCGR;
- % dev. ALNS best from LB is the deviation of the ALNS best from the lower bound reported in column "**Bounds on opt. sol.**";
- % dev. DCGR from LB is the deviation of the BKS DCGR from the lower bound reported in column "Bounds on opt. sol.".

For the smaller instances (with 40, 50, and 60 producers), some optimal solutions are reported in Tables $9 - 13$ in column BKS DCGR. We also generate lower and upper bounds as described in Section 5. The lower bound has two parts: 1) the value of the optimal solution for the VRP for the reference period, and 2) a lower bound on the total recourse cost, based on the bin-packing formulation described in Section 5. For the first part, we adapt the algorithm proposed by Dayarian et al. (2015a) for the deterministic variant of the problem to solve the VRP corresponding to the reference period. This algorithm can solve some instances with up to 60 producers; we do not report bounds for larger problems. We solved the bin-packing formulation using Cplex 12.6. We compute the upper bound by evaluating the cost of the solution to the reference period, based on the objective function of the multi-period problem.

Table 9 gives the results for the instances with 40 producers. Results show that in the case of 20 out of the 29 instances with known optimal solutions, the best solution obtained by ALNS over 5 runs corresponds to the optimal solution. Moreover the average optimality gap of the best ALNS solutions over these 29 instances is 0.02%. The average deviation of the best ALNS solutions from the lower bound over the 34 instances for which the lower bound is available is 1.29%. We also calculated the deviation of the BKS DCGR from the lower bound, for the cases where both these values are available. The average deviation BKS DCGR from the lower bound over the 24 instances for which the BKS DCGR and the lower bound are available was 1.28 %. The similitude between the deviations from the lower bound in the case of the BKS DCGR and the ALNS Best shows the quality of the ANLS

Best even when the BKS DCGR is not available for the basis of comparison. In terms of CPU time, in the case of the instances with 40 producers, the gain of using the ALNS compared to the exact solution method is signicant (29 seconds vs. 6128 seconds on average).

Tables 10 and 11 report the results for the instances with 50 producers. We divided these instances into two groups with $2/3$ or $4/6$ depots and plants. Results show that, on average, an increase in the number of depots or plants does not necessarily affect the performance of the ALNS. A smaller number of available optimal solutions in the case of the BKS DCGR for the instances with a larger number of depot/plant shows the limits of the exact method. However, the comparison of the average optimality gap (% dev ALNS best from DCGR) in Tables 10 and 11, 0.05 $\%$ vs. 0.03 $\%$, shows that the ALNS dealt well facing an increase in the number of depots/plants. Moreover, in Table 10, in the case of 17 out of 24 instances for which the optimal solutions are available, the ALNS best coincides with the optimal value. In terms of CPU, comparing the computation time of those 24 instances reached optimality using the algorithm of DCGR and the 40 instances solved by the ALNS, we observe a signicant reduction (4509 vs. 42 seconds). As for the second part of instances with 50 producers, reported in Table 11, the ALNS best corresponds to the optimal solution BKS DCGR in the case of 7 instances out of 12 with known optimal solutions. The comparison of CPU based on only those 12 instances solved by the algorithm DCGR and all the 40 instances solved by the ALNS reveals a decrease from over 6300 seconds to 80 seconds. Similar to the case of the instances with 40 producers, comparable values representing the average deviation of ALNS best from the lower bound and the average deviation of DCGR from the lower bound , whenever the corresponding values are available. This further supports the claim that our ALNS is able to provide high-quality results (1.24 vs. 1.34 and 1.13 vs. 0.80). An Adapted and the RKS DCGR is not evaluated for the basis of comparison.
Best even when the RKS DCGR is not evaluable for the basis of comparison
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Tables 12 and 13 show results for instances with 60 producers. The analyses of the results are more limited, as less information regarding the optimal solution values and the lower bounds is available for these instances. It can be observed that increasing the number of depots/plants made the problems harder on average. This is obvious from a larger average deviation of ALNS best from BKS DCGR in the case of instances with larger numbers of depots/plants. Moreover, an increase in the value of the average deviation of the routing cost from the best ALNS comparing to instances with 40 and 50 producers shows the higher difficulty of these instances. Similar to the results

obtained for the instances with 40 and 50 producers, a signicant reduction in CPU time is observed in the case of the instances with 60 producers (part 1: 8164 seconds for the exact algorithm vs. 55 second for the ALNS, part 2: 6297 seconds for the exact algorithm vs. 111 seconds for the ALNS).

Overall, an increase in the number of depots and/or plants (which potentially leads to a larger number of routes to be included in the solution), increases the average CPU time (e.g., in the case of instances with 40 producers: 22 seconds for 2D2P4S vs. 32 seconds for 3D3P4S, in the case of instances with 50 producers: 33 seconds for 2D2P4S vs. 100 for 6D6P4S, and in the case of instances with 60 producers: 41 second in the case of 2D2P4S vs. 145 seconds in the case of 6D6P4).

The results for the instances with 100 and 200 producers, reported in Tables $14 - 16$, show that larger problems are more difficult. Increasing the number of plants has a greater impact than increasing the number of depots, on both the computational time and the deviation from the best solution obtained by restarting. In order to better evaluate the performance of our metaheuristic for the instances with 100 and 200 producers, we also report the value of the linear relaxation obtained based on the branch-and-price approach of Dayarian et al. (2015b). Note that their branch-and-price was only able to solve instances with up to 60 producers. In Tables $14 - 16$, we only report those bounds which were attained within a 10-hour CPU time limit. The results show that the average gaps between the total routing cost obtained using our ALNS and the LB based on the linear relaxation of the problem are 0.54% and 0.77% for the instances with 100 and 200 producers, respectively. It is noticeable that the metaheuristic we propose is able to generate high quality solutions within low computational efforts even for these difficult instances.

7 Conclusions

We have investigated the design of tactical plans for a transportation problem inspired by real-world milk collection in Quebec. To take the seasonal variations into account, we modeled the problem as a multi-period VRP. We developed an ALNS algorithm incorporating several heuristics for this VRP.

We tested the algorithm on a large set of instances of different sizes. The results for the smaller instances were compared with the existing exact solutions in the literature. For the larger instances, where optimal solutions

were not available, we computed lower and upper bounds on the value of the solution.

While the problem investigated in this paper is rather specific, we believe that many insights gained from the application of the proposed method to this problem could be extended to other complex vehicle routing problems.

Future research will include more attributes and constraints such as soft time windows on the collection, restrictions on the route length, and heterogeneous fleets of vehicles. We also plan to consider the situation where a vehicle may perform several deliveries to more than one plant per day. It would also be interesting to take into account the daily variations in the production levels. This transforms the problem into a VRP with stochastic demands.

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Table 9: Results for instances with 40 producers

Table 10: Results for instances with 50 (1) producers Table 10: Results for instances with 50 (1) producers

Table 11: Results for instances with 50 (2) producers

Table 12: Results for instances with 60 (1) producers Table 12: Results for instances with 60 (1) producers

Table 13: Results for instances with 60 (2) producers

50

	Instance	BP LP bound	ALNS best	ALNS avg.	$%$ dev	$%$ dev	$\%$ dev	T(s)
		DCGR	over 5	over 5	total cost	routing cost	BP LP	
	pr-100-2D2P4S-T1		29519.2	29532.1	0.05	0.21		$\overline{72}$
2 depots	pr-100-2D2P4S-T2	\overline{a}	29831.6	29838.2	0.03	0.14	\overline{a}	$71\,$
2 plants	pr-100-2D2P4S-T3		30193.8	30204.8	0.05	0.18		73
4 periods	pr-100-2D2P4S-T4		29968.2	29988.2	0.09	0.35	\overline{a}	74
	pr-100-2D2P4S-T5		30251.3	30268	0.07	0.28		77
	pr-100-2D2P5S-T1	\overline{a}	29580.4	29591.2	0.04	0.18	L.	79
2 depots	pr-100-2D2P5S-T2	\overline{a}	29892.1	29910.4	0.07	0.29	\overline{a}	78
2 plants	pr-100-2D2P5S-T3		29965	29988.7	0.09	0.37		77
5 periods	pr-100-2D2P5S-T4		30100.9	30119	0.07	0.29	\overline{a}	83
	pr-100-2D2P5S-T5		30228.9	30248.8	0.08	0.33		85
	pr-100-2D3P4S-T1	26309.3	26407.4	26416.5	0.04	0.22	0.37	57
2 depots	pr-100-2D3P4S-T2	26501	26585.5	26609.1	$0.1\,$	0.48	0.32	56
3 plants	pr-100-2D3P4S-T3	26722.1	26830.6	26857.3	0.12	0.56	0.41	60
4 periods	pr-100-2D3P4S-T4	26586.6	26666.9	26710.9	0.19	0.92	0.30	60
	pr-100-2D3P4S-T5	26812.8	26925.1	26939.5	0.07	0.32	0.42	57
	pr-100-2D3P5S-T1		26415.1	26430.8	0.07	0.36		61
2 depots	pr-100-2D3P5S-T2	26544.4	26626.5	26648.8	0.09	0.45	0.31	63
3 plants	pr-100-2D3P5S-T3	26592.7	26671.8	26691.4	0.09	0.43	0.30	61
5 periods	pr-100-2D3P5S-T4	26694.2	26786	26832.1	0.22	$\mathbf{1}$	0.34	63
	pr-100-2D3P5S-T5	26779.1	26859.8	26920	0.27	1.26	0.30	66
	pr-100-2D6P4S-T1	26725.9	26940.4	26964.9	0.1	0.47	0.80	98
2 depots	pr-100-2D6P4S-T2	26933.4	27148.6	27179.1	0.14	$0.6\,$	0.80	99
6 plants	pr-100-2D6P4S-T3	27143.1	27418.9	27462.9	0.19	0.81	1.02	113
4 periods	pr-100-2D6P4S-T4	26832.8	27164.5	27178.7	0.08	0.35	1.24	119
	pr-100-2D6P4S-T5	27035	27413.6	27464.6	$0.25\,$	1.05	1.40	114
	pr-100-2D6P5S-T1	26759.7	26946.5	26980.7	$0.15\,$	0.67	0.70	114
2 depots	pr-100-2D6P5S-T2	26986.6	27171.6	27218.3	$0.2\,$	0.87	0.69	116
6 plants	pr-100-2D6P5S-T3	27021.4	27225.8	27248.9	0.11	0.47	0.76	121
5 periods	pr-100-2D6P5S-T4	27023.7	27338.8	27347.6	0.04	0.18	1.17	130
	pr-100-2D6P5S-T5	27020.4	27430.4	27451.9	0.1	0.44	1.52	131
	pr-100-3D2P4S-T1	23727.7	23774.1	23791.6	0.11	0.43	0.20	89
3 depots	pr-100-3D2P4S-T2	23949.1	24038.8	24049.3	0.05	$\rm 0.2$	0.37	86
2 plants	pr-100-3D2P4S-T3	24200	24269.8	24296.2	0.14	0.52	0.29	92
4 periods	pr-100-3D2P4S-T4	23971.2	24070.5	24084.5	0.08	0.33	0.41	83
	pr-100-3D2P4S-T5	24189.1	24289.4	24300.6	0.06	0.24	0.41	85
	pr-100-3D2P5S-T1	23761.5	23808.4	23811	0.02	0.07	0.20	86
3 depots	pr-100-3D2P5S-T2	23999.2	24062.1	24073.7	0.06	0.22	0.26	97
2 plants	pr-100-3D2P5S-T3	24051.7	24110.6	24127.9	0.1	0.38	0.24	97
5 periods	pr-100-3D2P5S-T4	24130.5	24204.8	24233.4	0.14	0.53	0.31	106
	pr-100-3D2P5S-T5	24186.1	24311	24315.2	0.03	0.11	0.52	107
	Avg.		26986.1	27008.2	0.10	0.44	0.56(29)	86.4

Table 14: Results for instances with 100 producers (1)

		Table 15: Results for instances with 100 producers (2)						
	Instance	BP LP bound	ALNS best	ALNS avg.	$%$ dev	$%$ dev	$%$ dev	$\overline{T(s)}$
		DCGR	over 5	over 5 27740	total cost	routing cost	BP LP	
3 depots	pr-100-3D3P4S-T1 pr-100-3D3P4S-T2	27622 27822.5	27704.8 27904.7	27927.7	0.14 0.11	0.59 0.45	0.30 0.30	101 102
3 plants	pr-100-3D3P4S-T3	28013.4	28143.9	28163.3	0.09	0.35	0.47	101
4 periods	pr-100-3D3P4S-T4	27704.3	27803.8	27852.6	0.2	0.82	0.36	107
	pr-100-3D3P4S-T5	27937.4	28037.4	$\boldsymbol{28081.3}$	0.18	0.7	0.36	110
	pr-100-3D3P5S-T1	27677.3	27768.7	27779.1	0.05	0.19	0.33	107
3 depots	pr-100-3D3P5S-T2	27909.5	27990.1 28006.1	28015.9	0.1	0.42	0.29	107
3 plants 5 periods	pr-100-3D3P5S-T3 pr-100-3D3P5S-T4	27902 27937.7	28038	28023.4 28067.5	0.07 0.14	0.28 0.54	0.37 0.36	111 119
	pr-100-3D3P5S-T5	27920.5	28067.9	28076.4	0.04	0.15	0.53	121
	pr-100-3D6P4S-T1	33350.2	33482.8	33489.6	0.03	0.14	0.40	134
3 depots	pr-100-3D6P4S-T2	33472.6	33605.1	33652.9	$_{0.16}$	0.81	0.40	136
6 plants	pr-100-3D6P4S-T3	33373.1	33501.3	33534.9	0.11	0.59	0.38	148
4 periods	pr-100-3D6P4S-T4	33047.9	33185.2	33195.4	0.04	0.22	0.42	150
	pr-100-3D6P4S-T5 pr-100-3D6P5S-T1	33248.2 33411.3	33413.7 33531.2	33435.1 33560.7	0.08 0.1	0.42 0.52	0.50 0.36	157 139
3 depots	pr-100-3D6P5S-T2	33572.9	33751.2	33760.5	0.04	0.19	0.53	141
6 plants	pr-100-3D6P5S-T3	33381.5	33512.3	33540.2	0.09	0.48	0.39	154
5 periods	pr-100-3D6P5S-T4	33361.9	33500.2	33519.6	0.07	0.35	0.41	163
	pr-100-3D6P5S-T5	33211.4	33345.4	33362.3	0.06	0.3	0.40	162
	pr-100-6D2P4S-T1	26212.7	26283.4	26289.4	0.03	0.15	0.27	95
6 depots	pr-100-6D2P4S-T2	26397.2	26482.9	26487.5	0.02	0.1	0.32	94
2 plants 4 periods	pr-100-6D2P4S-T3 pr-100-6D2P4S-T4	26610.1 26448.8	26721.2 26557	26724.1 26572	0.01 0.07	0.06 0.34	0.42 0.41	110 89
	$pr-100-6D2P4S-T5$	26675.5	26790.2	26812.8	0.1	0.45	0.43	116
	pr-100-6D2P5S-T1	26251.7	26319.1	26324.4	0.03	0.12	0.26	100
6 depots	pr-100-6D2P5S-T2	26464.9	26533.7	26541.4	0.03	0.17	0.26	121
2 plants	pr-100-6D2P5S-T3	26491.9	26592	26598.1	0.03	0.13	0.38	116
5 periods	pr-100-6D2P5S-T4	26605.6	26710.7	26729.7	0.08	0.39	0.40	122
	pr-100-6D2P5S-T5 pr-100-6D3P4S-T1	26661 26739.7	26793.7 26829.5	26801.2 26838.3	0.04 0.04	0.16 0.18	0.50 0.34	113 109
6 depots	pr-100-6D3P4S-T2	26936.1	27056.5	27069	0.05	0.24	0.45	112
3 plants	pr-100-6D3P4S-T3	27129.2	27256.4	27289.8	0.14	0.6	0.47	115
4 periods	$pr-100-6D3P4S-T4$	26865.5	26980.3	26994.1	0.06	0.27	0.43	122
	pr-100-6D3P4S-T5	27088.5	27225.3	27239.1	0.07	0.3	0.51	125
	pr-100-6D3P5S-T1	26778.6	26852.4	26858.2	0.03	0.13	0.28	114
6 depots 3 plants	pr-100-6D3P5S-T2	27004.1 27013.2	27089.7	27110.9 27152.4	0.09	0.4	0.32	117
5 periods	pr-100-6D3P5S-T3 pr-100-6D3P5S-T4	27067.7	27140.4 27147.4	27177.6	0.05 $\rm 0.13$	0.23 0.57	0.47 0.29	120 129
	pr-100-6D3P5S-T5	27065.8	27176.4	27190.5	0.06	0.28	0.41	132
	pr-100-6D6P4S-T1	30406.2	30673	30705.2	0.15	0.68	0.88	210
6 depots	pr-100-6D6P4S-T2	30601.6	30878.8	30919.7	0.16	0.7	0.91	208
6 plants	pr-100-6D6P4S-T3	30687.2	31076	31109.8	0.15	0.66	1.27	218
4 periods	pr-100-6D6P4S-T4	30402.6	30795.9	30824.8	0.12	0.53	1.29	226
	pr-100-6D6P4S-T5 pr-100-6D6P5S-T1	30613.5 30463.5	31072.9 30729	31099.1 30754.4	0.1 $0.1\,$	0.46 0.47	1.50 0.87	231 215
6 depots	pr-100-6D6P5S-T2	30684.8	30929.2	30974.6	0.19	0.83	0.80	216
6 plants	pr-100-6D6P5S-T3	30623.7	30995.4	31027.9	$0.13\,$	0.58	1.21	223
5 periods	pr-100-6D6P5S-T4	30656.6	30964.4	31026.3	0.24	1.07	1.00	233
	pr-100-6D6P5S-T5	30614	30943.6	31002.7	$_{0.27}$	1.19	1.08	240
	Avg.		29197.8	29220.5	0.09	0.42	0.53	141.22

Table 15: Results for instances with 100 producers (2)

	Instance	BP LP bound	ALNS best	ALNS avg.	$%$ dev	$%$ dev	$%$ dev	T(s)
		DCGR	over 5	over 5	total cost	routing cost	BP LP	
	pr-200-3D3P4S-T1	\overline{a}	53888	53915.7	0.06	0.26	\equiv	167
3 depots	pr-200-3D3P4S-T2	L.	54490.3	54514.3	0.06	0.22		165
3 plants	pr-200-3D3P4S-T3		55283.6	55326.7	0.1	0.36	÷,	172
4 periods	pr-200-3D3P4S-T4	54656.5	54907	54985.3	0.17	0.63	0.46	186
	pr-200-3D3P4S-T5	\overline{a}	55642	55682.7	0.09	0.33	÷.	192
	pr-200-3D3P5S-T1	L.	53968.6	53995.9	0.06	0.24		174
3 depots	pr-200-3D3P5S-T2	L.	54525.8	54564.7	0.08	0.33	\overline{a}	176
3 plants	pr-200-3D3P5S-T3		54817.5	54860.6	0.09	0.35		182
5 periods	pr-200-3D3P5S-T4	\overline{a}	55176.1	55210.7	0.08	$0.3\,$		184
	pr-200-3D3P5S-T5	\overline{a}	55519.3	55551.3	0.08	0.29	ä,	195
	pr-200-3D6P4S-T1	$\bar{}$	49392.1	49440.8	0.11	0.54	$\bar{}$	207
3 depots	pr-200-3D6P4S-T2	\overline{a}	49871.4	49977.6	0.26	$1.2\,$	L.	202
6 plants	pr-200-3D6P4S-T3	L.	50415.7	50505.7	0.21	0.95	L.	194
4 periods	pr-200-3D6P4S-T4	\overline{a}	50163.1	50193.6	0.08	0.36	\overline{a}	202
	pr-200-3D6P4S-T5	\overline{a}	50753.3	50767.6	0.04	0.17		204
	pr-200-3D6P5S-T1		49435.4	49509.5	0.17	0.82		217
3 depots	pr-200-3D6P5S-T2	L.	49913.3	50014.5	0.23	1.06	L.	215
6 plants	pr-200-3D6P5S-T3	\overline{a}	50124.4	50178.7	0.12	0.56	\overline{a}	213
5 periods	pr-200-3D6P5S-T4		50382.9	50439.2	0.13	0.56	L.	212
	pr-200-3D6P5S-T5		50668.5	50700.9	0.08	0.35		218
	pr-200-6D3P4S-T1	49775.3	50071.9	50118	0.1	0.47	0.6	189
6 depots	pr-200-6D3P4S-T2	50237.5	50576.1	50606.9	0.08	0.33	0.67	194
3 plants	pr-200-6D3P4S-T3	L.	51270.7	51318.6	0.11	0.46	ä,	200
4 periods	pr-200-6D3P4S-T4	\overline{a}	50913.8	50987.5	0.16	0.69	\overline{a}	216
	pr-200-6D3P4S-T5		51526.7	51605.9	0.18	0.75	\blacksquare	211
	pr-200-6D3P5S-T1	49836.2	50113	50152.8	0.1	0.46	0.56	188
6 depots	pr-200-6D3P5S-T2	50336.3	50644.7	50688.8	0.11	0.46	0.61	198
3 plants	pr-200-6D3P5S-T3	50533.4	50942.2	50967.5	0.07	0.29	0.81	202
5 periods	pr-200-6D3P5S-T4	50801.7	51235.6	51311.9	0.18	0.74	0.85	217
	pr-200-6D3P5S-T5		51426.1	51537	0.26	1.06		224
	pr-200-6D6P4S-T1	57539.4	57968.5	58008.4	0.08	0.37	0.75	318
6 depots	pr-200-6D6P4S-T2	58028.9	58522.4	58565.8	0.09	0.38	0.85	329
6 plants	pr-200-6D6P4S-T3		58977.3	59060.3	0.16	0.69	\sim	351
4 periods	pr-200-6D6P4S-T4	57808.6	58463.3	58536	0.15	0.65	1.13	359
	pr-200-6D6P4S-T5	58305.8	59006.3	59039.8	0.07	0.29	$1.2\,$	369
	pr-200-6D6P5S-T1	57598.2	58006.9	58058.9	0.11	0.49	0.71	331
6 depots	pr-200-6D6P5S-T2	58155.4	58597.2	58654.8	0.12	$0.5\,$	0.76	330
6 plants	pr-200-6D6P5S-T3	L.	58701.8	58742.1	0.09	0.36	÷.	344
5 periods	pr-200-6D6P5S-T4	÷,	58880.1	58907.4	0.05	0.23	\overline{a}	363
	pr-200-6D6P5S-T5	\overline{a}	58891.3	58969.3	0.17	0.72		379
	Avg.		53601.9	53654.3	0.12	0.51	0.77(13)	235

Table 16: Results for instances with 200 producers

Appendix A: Two-stage mathematical formulation for the MPVRPSF

To introduce the "first-stage formulation" of the problem, we define binary variables x_{ijk}^{dp} equal to 1 if and only if vehicle k, departing form depot d and delivering to plant p, visits producer n_j immediately after visiting n_i . Therefore, the first-stage formulation takes the following form:

$$
\min \quad mc_k + \sum_{p \in \mathcal{P}} \sum_{d \in \mathcal{D}} \sum_{k \in \mathcal{K}} \sum_{i \in \mathcal{V}} \sum_{j \in \mathcal{V}} c_{ij} x_{ijk}^{dp} + \mathcal{F}(x) \tag{33}
$$

subject to

$$
m = \sum_{p \in \mathcal{P}} \sum_{d \in \mathcal{D}} \sum_{k \in \mathcal{K}} \sum_{j \in \mathcal{V}} x_{djk}^{dp};
$$
\n(34)

$$
\sum_{i \in \mathcal{V}} x_{ihk}^{dp} - \sum_{i \in \mathcal{V}} x_{hik}^{dp} = 0 \quad (h \in \mathcal{V}, k \in \mathcal{K}, d \in \mathcal{D}, p \in \mathcal{P});\tag{35}
$$

$$
\sum_{p \in \mathcal{P}} \sum_{d \in \mathcal{D}} \sum_{j \in \mathcal{V}} x_{djk}^{dp} \le 1 \quad (k \in \mathcal{K});\tag{36}
$$

$$
\sum_{i \in \mathcal{V}} o_i^{ref} \sum_{j \in \mathcal{V}} x_{ijk}^{dp} \le Q \quad (k \in \mathcal{K}, d \in \mathcal{D}, p \in \mathcal{P});
$$
\n(37)

$$
\sum_{d \in \mathcal{D}} \sum_{k \in \mathcal{K}} \sum_{i \in \mathcal{V}} o_i^{ref} \sum_{j \in \mathcal{V}} x_{ijk}^{dp} \ge D_p^{ref} \quad (p \in \mathcal{P});
$$
\n(38)

$$
\sum_{i \in \mathcal{V}} \sum_{j \in \mathcal{V}} x_{ijk}^{dp} \le |\mathcal{S}| - 1 \quad (k \in \mathcal{K}, d \in \mathcal{D}, p \in \mathcal{P}, \mathcal{S} \subseteq \mathcal{V}, |\mathcal{S}| \ge 209)
$$

$$
x_{ijk}^{dp} \in \{1, 0\} \quad (i, j \in \mathcal{V}, k \in \mathcal{K}, d \in \mathcal{D}, p \in \mathcal{P}). \tag{40}
$$

In this formulation, the objective function computes the total cost of a solution, which has three components: 1) the fixed vehicle costs; 2) the firststage routing cost, obtained by summing the costs of the planned routes; and 3) the second-stage routing cost $\mathcal{F}(x)$, which is defined as the average recourse costs computed over the different periods of the horizon (a full definition of $\mathcal{F}(x)$ is provided in equation (41) and model (42)-(50)). Constraint (34) counts the number of vehicles. The role of constraints (35) is to ensure that when a vehicle arrives at a producer it also leaves that producer. Constraints (36) specify that each vehicle is used at most once. Limits on vehicle capacity are imposed through constraints (37). Constraints (38) guarantee that the plant demands are satisfied. Finally, constraints (39) are standard subtour An Adapted angeles for an Heuristic for a Multi-Bronz Writes Routing Froblem
 Appendix A: Two-stagge mathematical formulation

To introduce the "fini-bange formulation" of the problem, we define binary

and delivering t

elimination constraints

To define the "second-stage" problem, let d_k and p_k indicate the original depot and the plant visited by vehicle k , respectively. For the sake of simplicity, in the second-stage formulation, the fixed first-stage variable $x_{ijk}^{d_k p_k}$ is reduced to x_{ijk} , as the information regarding d_k and p_k is encoded in index k. The parameter vector o^{ξ} represents the supplies in period ξ . We also define z_{ijk}^{ξ} as the flow on arc (i, j) for all $i, j \in \mathcal{V}$ traveled by vehicle k in period ξ . Finally, define the intermediate variable w_{ik}^{ξ} that takes the value 1 when a failure occurs as producer n_i is serviced by vehicle k in period ξ and 0 otherwise. Therefore, z^{ξ} and w^{ξ} represent the vectors of z_{ijk}^{ξ} and w_{ik}^{ξ} , respectively. The recourse problem is defined using the flow-based formulation $(42)-(50)$, assuming that parameter M is a large constant such that both MQ and terms Mo_{j}^{ξ} for all $j \in N$, and $\xi \in \Xi$, are integers (Such a constant is guaranteed to exist as long as all problem data are rational numbers). This second-stage formulation was first proposed by Dayarian et al. (2015b) for the same problem.

$$
\mathcal{F}(x) = \sum_{\xi \in \Xi} W_{\xi} F(x, o^{\xi}) \tag{41}
$$

where

$$
F(x, o^{\xi}) = \min \sum_{k \in \mathcal{K}} \sum_{i \in \mathcal{N}} 2c_{ip_k} w_{ik}^{\xi}
$$
 (42)

subject to

$$
z_{ijk}^{\xi} \le Qx_{ijk} \qquad (i, j \in \mathcal{V}, k \in \mathcal{K}), \qquad (43)
$$

$$
w_{ik}^{\xi} \le \sum_{j \in \mathcal{N}} x_{ijk} \qquad (i \in \mathcal{V}, k \in \mathcal{K}), \qquad (44)
$$

$$
\sum_{j \in \mathcal{N}} z_{d_k jk}^{\xi} = 0 \qquad (k \in \mathcal{K}), \qquad (45)
$$

$$
\sum_{j \in \mathcal{N} \cup \mathcal{P}} z_{ijk}^{\xi} = \sum_{j \in \mathcal{N} \cup \mathcal{D}} z_{jik}^{\xi} + o_i^{\xi} - Qw_{ik}^{\xi} \quad (i \in \mathcal{N}, k \in \mathcal{K}), \ (46)
$$

$$
Mz_{ijk}^{\xi} \ge x_{ijk} \qquad (i, j \in \mathcal{N} \cup \mathcal{P}, k \in \mathcal{K}), \qquad (47)
$$

$$
\sum w_{ik}^{\xi} \le 1 \qquad (k \in \mathcal{K}), \qquad (48)
$$

$$
\xi_k \le 1 \qquad (k \in \mathcal{K}), \tag{48}
$$

$$
z^{\xi} \ge 0,\tag{49}
$$

$$
w_{ik}^{\xi} \in \{0, 1\} \qquad (i \in \mathcal{N}, k \in \mathcal{K}). \tag{50}
$$

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j∈N

Equation (41) defines $\mathcal{F}(x)$ as the average recourse cost over the considered planning horizon. In a given period, for a specific first-stage solution, the recourse cost is obtained by solving model (42)-(50). The objective function (42) returns the recourse cost given a first-stage solution x with respect to the production level in a given period ξ . As mentioned before, the recourse cost corresponds to the cost of a return trip to the plant from the failure point. Constraint (43) shows that the flows are nonzero only on the arcs of the planned routes and do not exceed the vehicle capacity. Constraint (44) specifies that a failure at producer n_i on route k can occur only if n_i is visited through route k . Constraints (45) assure that vehicles depart from the depots with empty tanks. Constraints (46) define when a failure occurs at a given producer n_i on a route. Constraint (47) guarantees that in any route only the initial arc leaving from the depot can have a zero flow. Based on constraints (46) and (47) , if a vehicle is filled exactly by the load collected in a producer n_j , route failure will not occur at n_j , but rather at the next producer in the route. Constraints (50) guarantee that each vehicle faces at most one failure per period. An Adapted any Angle-Neighborhood Search Heuristic for a Multi-Period Vehicle Routing Equation (and Jubilism). Equation (AT) defines $\overline{\mathcal{F}}(x)$ as the average recourse cost to we choosing the cosmolor and $\mathbb{R}(2+\sqrt{3$