

# The Bin Packing and Vector Packing Problems:

## Two more VrpSolver applications.

**Artur Pessoa**<sup>1</sup>    **Ruslan Sadykov**<sup>2</sup>    **Eduardo Uchoa**<sup>1</sup>  
**François Vanderbeck**<sup>3</sup>

<sup>1</sup> Universidade Federal  
Fluminense, Brazil



<sup>2</sup> Inria Bordeaux,  
France



<sup>3</sup> Atoptima,  
France



Autumun School on Advanced BCP Tools  
Paris, France, November 22th

# The Problem

## Input

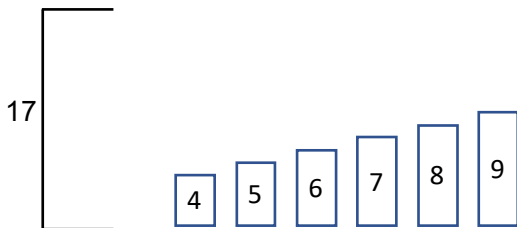
- ▶ Set  $T$  of items, set  $D$  of dimensions
- ▶ bin capacities  $Q^d$  ( $d \in D$ )
- ▶ item weights  $w_t^d$  ( $t \in T, d \in D$ )
- ▶  $D = \{1\}$  for Bin Packing
- ▶  $D = \{1, 2\}$  for (2D-Binary) Vector Packing

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## A Bin Packing Instance

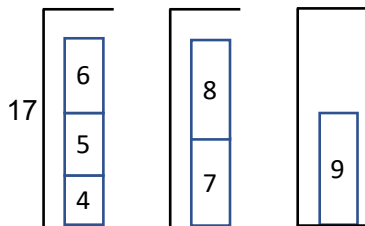


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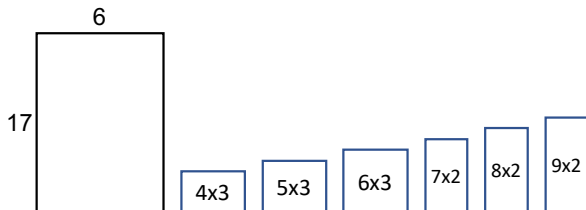


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## A Vector Packing Instance

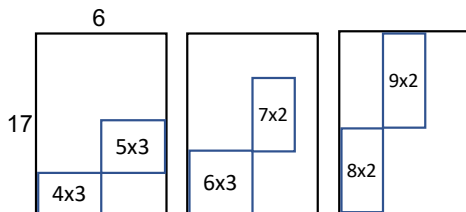


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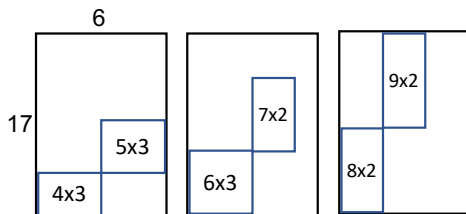


# Decomposition

## Input

- ▶ Set  $T$  of items, set  $D$  of dimensions
- ▶ bin capacities  $Q^d$  ( $d \in D$ )
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## A Vector Packing Instance



## Formulation

$h_t^p$  (constant): how many times item  $t$  is used in pattern  $p \in P$

$\lambda_p$  (variable): how many bins are filled with pattern  $p$

$$\text{Min} \quad \sum_{p \in P} \lambda_p \quad (1a)$$

$$\text{S.t.} \quad \sum_{p \in P} h_t^p \lambda_p \geq 1, \quad t = 1, \dots, m, \quad (1b)$$

$$\lambda_p \in \{0, 1\}, \quad p \in P. \quad (1c)$$

$P$  contains only feasible patterns  
( $p$  satisfying  $\sum_{t \in T} w_t^d h_t^p \leq Q^d$ , for all  $d \in D$ ).



## Relaxation

$h_t^p$  (constant): how many times item  $t$  is used in pattern  $p \in P$

$\lambda_p$  (variable): how many bins are filled with pattern  $p$

$$\text{Min} \quad \sum_{p \in P} \lambda_p \quad (2a)$$

$$\text{S.t.} \quad \sum_{p \in P} h_t^p \lambda_p \geq 1, \quad t = 1, \dots, m, \quad (2b)$$

$$\lambda_p \geq 0, \quad p \in P. \quad (2c)$$

$P$  contains only feasible patterns  
( $p$  satisfying  $\sum_{t \in T} w_t^d h_t^p \leq Q^d$ , for all  $d \in D$ ).

# Relaxation: A Fractional Solution

$$\text{Min} \quad \lambda_{(4,5,6)} + \lambda_{(7,8)} + \lambda_{(7,9)} + \lambda_{(9,8)} + \cdots \quad (3a)$$

$$\text{S.t.} \quad \lambda_{(4,5,6)} + \lambda_{(4)} + \cdots \geq 1, \quad (3b)$$

$$\lambda_{(4,5,6)} + \lambda_{(5)} + \cdots \geq 1, \quad (3c)$$

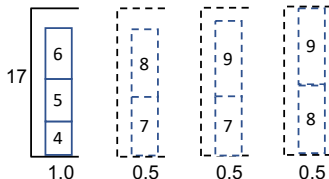
$$\lambda_{(4,5,6)} + \lambda_{(6)} + \cdots \geq 1, \quad (3d)$$

$$\lambda_{(7,8)} + \lambda_{(7,9)} + \cdots \geq 1, \quad (3e)$$

$$\lambda_{(7,8)} + \lambda_{(8,9)} + \cdots \geq 1, \quad (3f)$$

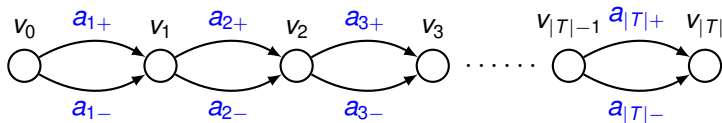
$$\lambda_{(7,9)} + \lambda_{(8,9)} + \cdots \geq 1, \quad (3g)$$

$$\lambda_p \geq 0, \quad p \in P. \quad (3h)$$



# The VrpSolver Model

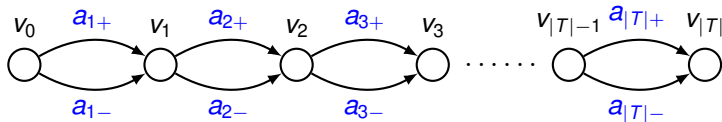
## Graph $G$



- ▶ Resources  $d \in D = R = R^M$  with consumption:  
 $q_{a_{t+},d} = w_t^d, q_{a_{t-},d} = 0, t \in T, d \in D$
- ▶ Consumption bounds:  $[l_{v_j,d}, u_{v_j,d}] = [0, Q^d], t \in T$ .
- ▶ Same as [Hessler et al., 2018] and [Wei et al., 2019].

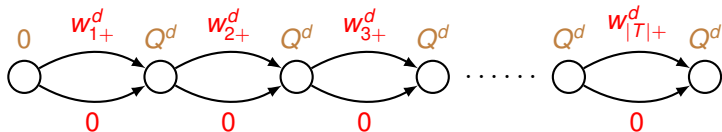
# The VrpSolver Model

## Graph G



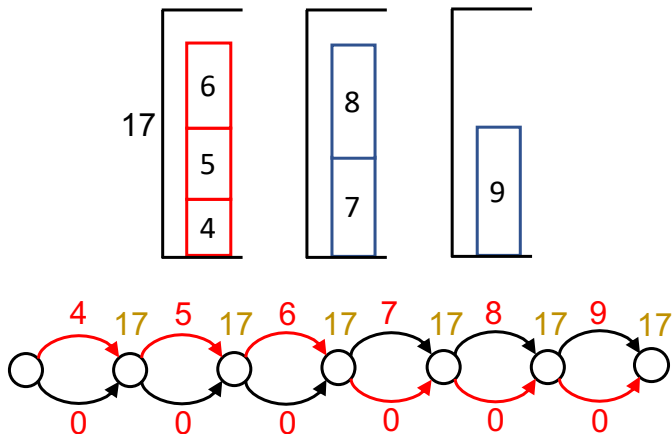
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## RCSP Subproblem



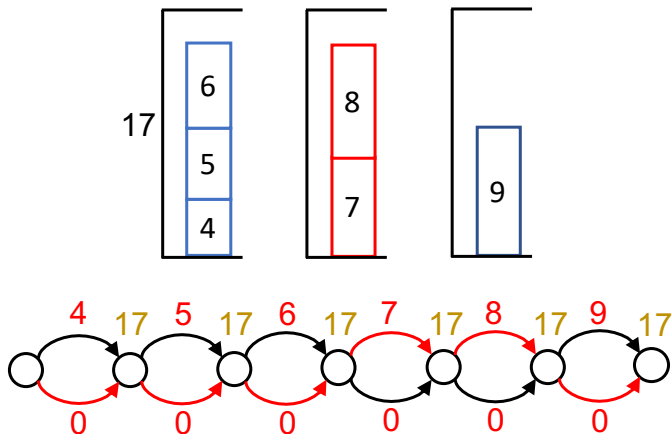
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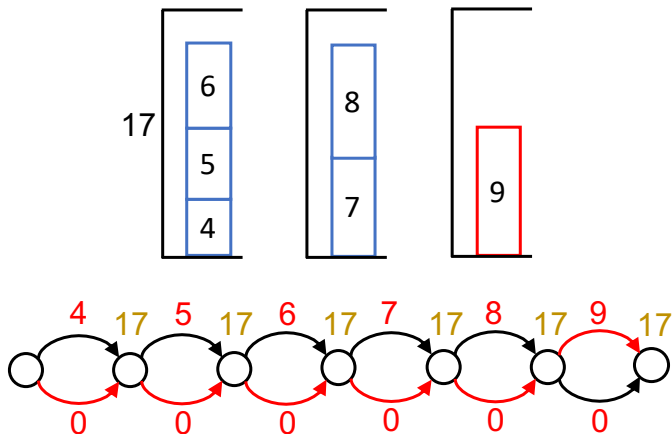
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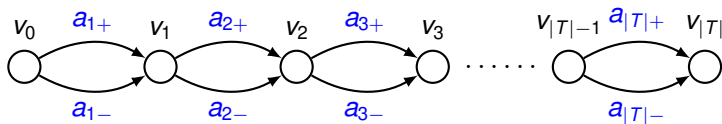
# The VrpSolver Model

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# The VrpSolver Model

## Graph G

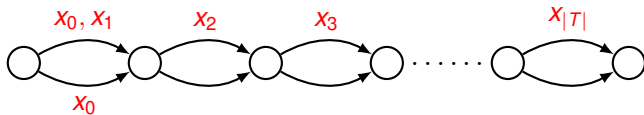


- Mapping:  $M(x_0) = \{a_{1+}, a_{1-}\}$ ,  $M(x_t) = \{a_{t+}\}$ ,  $t \in T$



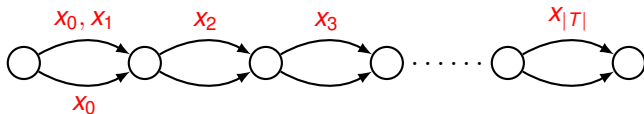
# The VrpSolver Model

## Arc mappings



# The VrpSolver Model

## Arc mappings



## Formulation

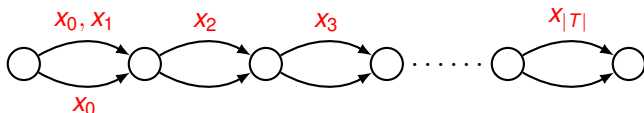
$$\begin{array}{ll}\text{Min} & x_0 \\ \text{S.t.} & x_t \geq 1, \quad t \in T;\end{array}$$

## Additional Elements

- ▶ Subproblem cardinality:  $L = 0$ ,  $U = \infty$
- ▶ Packing sets:  $\mathcal{B} = \cup_{t \in T} \{\{a_{t+}\}\}$
- ▶ Branching over accumulated resource consumption and, if still needed, by Ryan and Foster rule
- ▶ Enumeration is on

# The VrpSolver Model

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# Advanced Techniques borrowed from Vehicle Routing

- ▶ Bucket graph-based labelling algorithm for the RCSP pricing [Righini and Salani, 2006] [Sadykov et al., 2017]
- ▶ Automatic dual price smoothing stabilization [Wentges, 1997] [Pessoa et al., 2017]
- ▶ Reduced cost fixing of (bucket) arcs in the pricing problem [Ibaraki and Nakamura, 1994] [Irnich et al., 2010] [Sadykov et al., 2017]
- ▶ Limited-Memory Rank-1 Cuts [Jepsen et al., 2008] [Pecin et al., 2017b] [Pecin et al., 2017c] [Pecin et al., 2017a]
- ▶ Enumeration of elementary routes [Baldacci et al., 2008]
- ▶ Multi-phase strong branching [Pecin et al., 2017b]
- ▶ Generic (strong) diving heuristic [Sadykov et al., 2018]

## Bin Packing: computational results

- ▶ Comparison with the best BCP [Wei et al., 2019] on AI and ANI instances by [Delorme et al., 2016].
- ▶ All instances by [Falkenauer, 1996] (up to 501 items) and by [Schoenfeld, 2002] (up to 200 items, Hard28) solved in up to 3m37s (16s in the average) but pseudopolynomial formulations lead to better results.
- ▶ Initial upper bound is rounded-up lower bound plus one (easy for heuristics).
- ▶ Diving heuristic not enabled for ANI instances.

## Bin Packing: computational results

Instance class	$ J $	Best BCP		Our BCP	
		$N$	$T$	$N$	$T$
ANI200	201	50/50	14s	50/50	17s
ANI400	402	47/50	>7m16s	50/50	1m36s
ANI600	600	0/50	>1h	3/50	>58m
ANI800	801	0/50	>1h	0/50	>1h
AI200	202	50/50	4s	50/50	52s
AI400	403	46/50	>6m	46/50	>8m11s
AI600	601	27/50	>29m	35/50	>24m
AI800	802	15/50	>46m	26/50	>46m

► Best BCP: [\[Wei, Luo, Baldacci, and Lim, 2019\]](#)

# Vertex Packing: computational results

Comparison with the state-of-the-art on the **harder**  
**2-resources 200-items instances** by [Caprara and Toth, 2001]

Algorithm	Class 1		Class 4	
	<i>N</i>	<i>T</i>	<i>N</i>	<i>T</i>
[Brandão and Pedroso, 2016]	10/10	2h07m	0/10	>2h
[Hu et al., 2017]	0/10	>10m	0/10	>10m
[Hessler et al., 2018]	3/10	>47m	0/10	>1h
Our BCP	10/10	2m42s	10/10	2m33s
	Class 5		Class 9	
	<i>N</i>	<i>T</i>	<i>N</i>	<i>T</i>
[Brandão and Pedroso, 2016]	0/10	>2h	0/10	>2h
[Hu et al., 2017]	7/10	>6m	0/10	>10m
[Hessler et al., 2018]	7/10	>41m	0/10	>1h
Our BCP	10/10	12m10s	8/10	>27m

# New Branching Scheme for Bin Packing

## VrpSolver Model

- ▶ Branching over accumulated resource consumption and, if still needed, by Ryan and Foster rule



# New Branching Scheme for Bin Packing

## VrpSolver Model

- ▶ Branching over accumulated (disposable) resource consumption and, if still needed, by Ryan and Foster rule (never needed)

# New Branching Scheme for Bin Packing

## VrpSolver Model

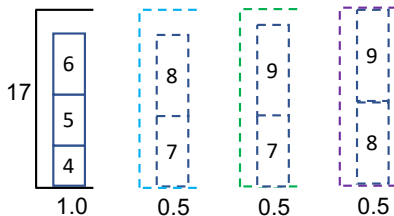
- ▶ Branching over accumulated (disposable) resource consumption and, if still needed, by Ryan and Foster rule (never needed)
- ▶ Advantages: keeps the pricing structure (robust), allows stronger dominance rule.
- ▶ Disadvantage: subproblem solutions with positive capacity slacks may be feasible in both branches.

# New Branching Scheme for Bin Packing

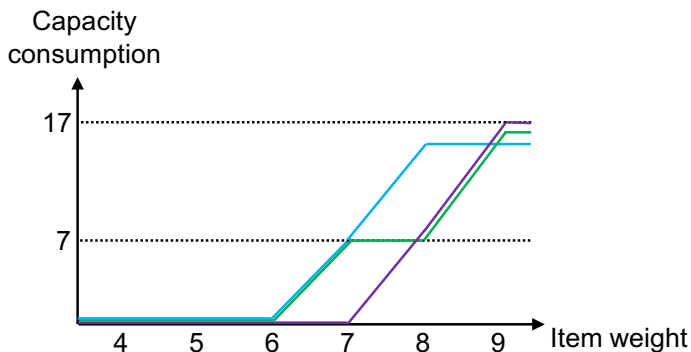
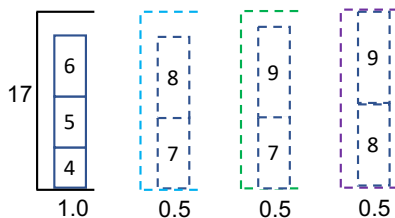
## VrpSolver Model

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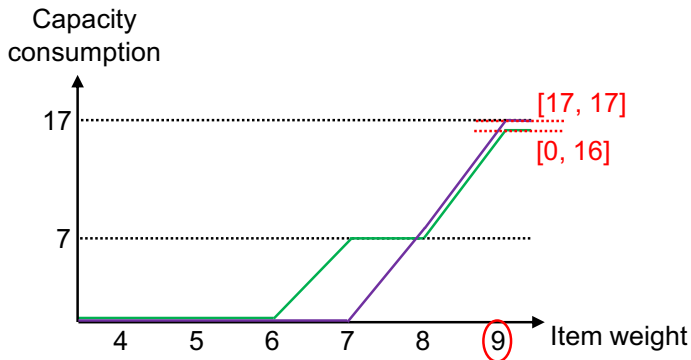
## Example



# New Branching Scheme for Bin Packing

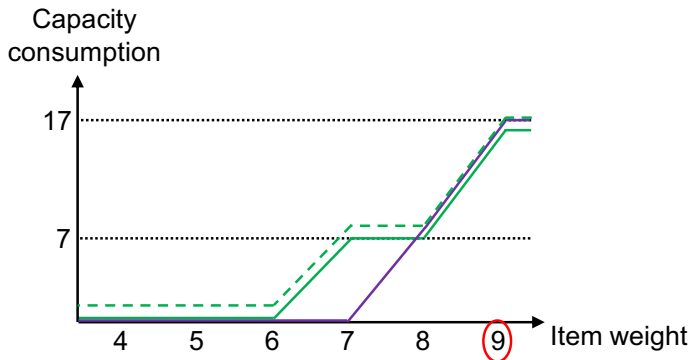


# New Branching Scheme for Bin Packing



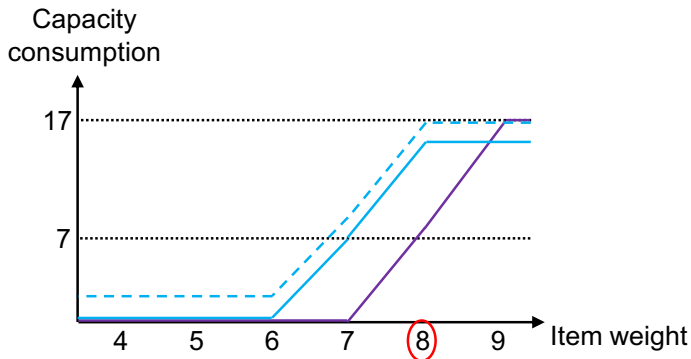
- ▶ Resource consumption bounds for branching on item 9 are  $[0, 16]$  and  $[17, 17]$
- ▶ Both paths can meet bounds  $[17, 17]$  (disposable resources)

# New Branching Scheme for Bin Packing



- ▶ Must consider both minimum and maximum resource consumptions
- ▶ No effective branching is possible for item 9

# New Branching Scheme for Bin Packing



- Item 8 admits an effective branching

# New Branching Scheme for Bin Packing

## The scheme

- ▶ In an effective branching, for each branch, there is at least one non-zero  $\lambda$  variable whose path becomes infeasible.
- ▶ Some  $\lambda$  variables may still have paths feasible for both branches.
- ▶ Previously proposed in [Gélinas et al., 1995] for vehicle routing.



# New Branching Scheme for Bin Packing

## The scheme

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- ▶ Proposed in [Gélinas et al., 1995] for vehicle routing.

## Theorem

- ▶ For Bin Packing, any fractional solution with no effective branching has the same projection as some convex combination of integer solutions in the arcs space.

# New Branching Scheme for Bin Packing

## Theorem

- ▶ Any fractional solution with no effective branching has the same projection as some convex combination of integer solutions in the arcs space.

## Sketch of the proof

- Step 1** Any fractional solution obtained with tight (disposable) resource consumption bounds has the same projection as some convex combination of integer solutions in the arcs space.
- ▶ The master problem relaxation is equivalent to a minimum cost flow problem.

# New Branching Scheme for Bin Packing

## Theorem

- ▶ Any fractional solution with no effective branching has the same projection as some convex combination of integer solutions in the arcs space.

## Sketch of the proof

**Step 2** Any fractional solution with no effective branching is feasible for some set of tight resource consumption bounds (and the theorem follows from Step 1).

- ▶ No effective branching  $\Rightarrow$  for every item  $t$ , and consumption threshold  $q$ , every path is feasible either under consumption bound  $\leq q - 1$  or  $\geq q$ .
- ▶ Let  $q^*$  be the maximum threshold that makes all paths feasible for consumption bound  $\geq q^*$ .
- ▶ For threshold  $q^* + 1$  all paths are feasible for consumption bound  $\leq q^*$ .
- ▶ Thus, all paths are feasible for the tight consumption range  $[q^*, q^*]$ .

# Conclusions and Future Work

## Conclusions

- ▶ VrpSolver is an useful tool for testing (existing) advanced BCP techniques on new problems
- ▶ For Bin Packing, it is competitive, and for Vector Packing, superior to the state-of-the art.
- ▶ Such tests may inspire interesting new investigations (e.g. the new branching scheme)

## Possible Extensions to the New Branching Scheme

- ▶ Bin Packing with Multiple Size Bins
- ▶ Cutting Stock
- ▶ Generic VrpSolver Model (multiple resources)

THANKS!

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