

## Introduction

- Professor John Carlsson is researching ways to optimize delivery systems
- Expansion of ecommerce growth need for package delivery optimization
- Traveling salesman problem – finding the shortest path throughout multiple points
- Many algorithms and heuristics used to simplify TSP (traveling salesman problem) since TSP is NP-hard
- Horsefly problem (using drones as a means for delivery services) – an application of TSP in real world
- Experiment with the different algorithms developed from MATLAB and methods used to solve these problems

## Objective & Impact of Professor's Research

Below are two articles published by Professor Carlsson:

### Coordinated Logistics with a truck and a drone

- Horsefly problem in real life
- Use drones to deliver packages which makes routing for trucks smaller
- Popular new innovation – Amazon Prime Air

### Household-Level Economics of Scale in Transportation (2015)

- Study of the effectiveness of delivery systems over running errands
- Focus on CO2 emissions with either errands or delivery
- Results show that significant amount of delivery systems needed before it becomes more effective

## Skills Learned

- MATLAB** (coding language based on matrices)
- coding multiple representations of different algorithms/heuristics to see the different results
  - Developing proprietary programs to recreate the different algorithms (nearest neighbor, random insertion, cheapest insertion)
  - Bearwood-Halton-Hammersley Theorem (proportionality to  $\sqrt{n}$ )

```

Experiment9.m Experiment8.m Experiment10.m cheapestInsertion.m
function [dist,order]=cheapestInsertion(x,y)
n=length(x);
k=6;
Rnd_perm=randperm(n);
order=1:n;
x=x(Rnd_perm);
y=y(Rnd_perm);
order=order(Rnd_perm);
if n<k
    dist=bruteForceDistance(x,y);
    order=bruteForceOrder(x,y);
    %drawalot(x,y,order);
else
    base_x=zeros(1,n);base_y=zeros(1,n);base_order=zeros(1,n);
    base_x(1,1:k)=x(1,1:k);
    base_y(1,1:k)=y(1,1:k);
    base_order(1,1:k)=order(1,1:k);
    optOrder=bruteForceOrder(x(1:k),y(1:k));
    base_x=[base_x(optOrder).zeros(1,n-k)1];
    
```

Figure 1: Example of code of one of many algorithms used

### Basic Graph Theory

- Trees – Connected set of points with no loop
- Minimum Spanning Tree – smallest cost for connecting all points
- Eulerian Tour – go through all points twice

### Transformations into Metric TSP Problems

- Many computer algorithms and programs to solve metric TSP problems (finding the shortest path)
- Not all problems are set up in metric TSP form
- Use transformations to change to metric TSP

## Projects and Experiments

- During experiments, we tested the effectiveness of the algorithms versus human intuition
- Beta of human intuition better than any heuristics in small scale

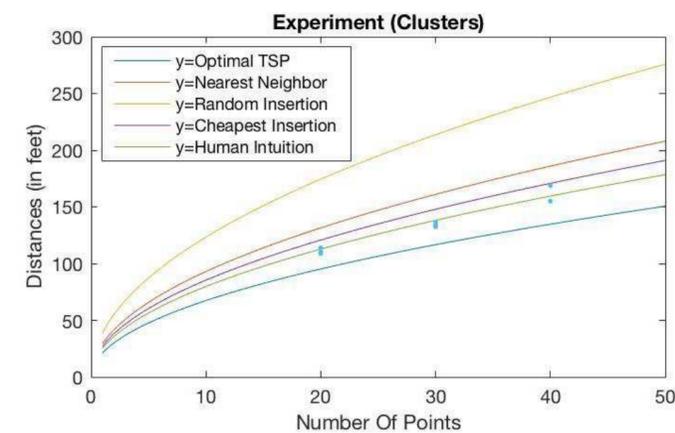


Figure 2: Graph of how human intuition performs vs different algorithms

- Used Cheapest Insertion algorithm to chart possible paths to resupply Albertsons stores

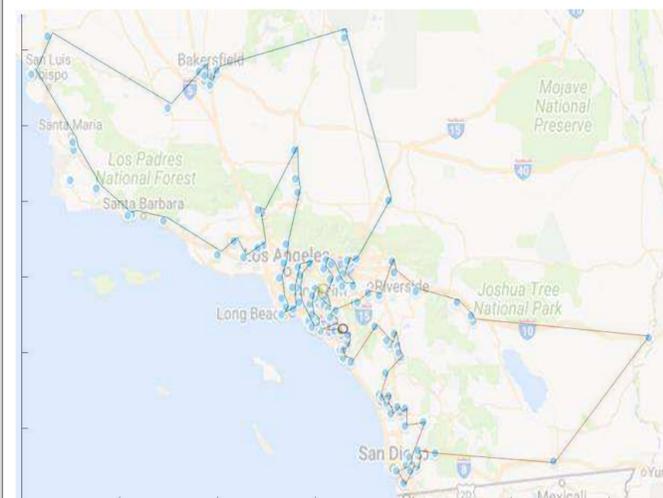


Figure 3: Map of all Albertsons locations in southern California and a path to effectively restock them

## Future Research

Next Steps: use drones to study the horsefly problem

- Drones mounted on trucks lessen the time needed to deliver packages



## How This Relates to Your STEM Coursework

Through this research experience, I found similarities to my STEM coursework are logic and problem solving skills. Differences are research is based on a very specific topic while schoolwork covers multiple areas of a general topic. Also, teachers structure their lectures and labs with known results while research leads to unknown territory.

## Next Steps

While we completed many experiments and gathered significant data during SHINE, I want to have the opportunity to continue the data collection based on the horsefly problem.

## Acknowledgements

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