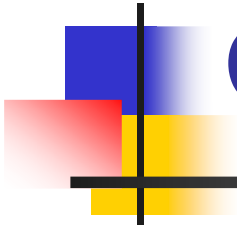


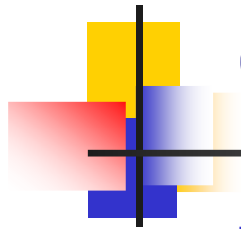
# Locating Mobile Servers under Stochastic Demands and Congestion



Oded Berman  
Dmitry Krass  
Seokjin Kim



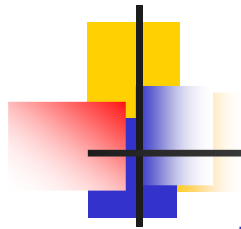
Joseph L. Rotman School of Management  
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# Outline

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- Problem Formulation
  - Assumptions & the Problem
- Overlapping Regions
  - Multi-class Multi-server Systems with Restricted Customer-Server Matchings
    - Caldentey & Kaplan (2002, Submitted to QS), Foley & McDonald (2001, AAP)
- 3 Location Models in the Literature
  - Feasible for the Problem?
    - ReVelle & Hogan (1989, TS), Ball & Lin (1993, OR), Marianov & ReVelle (1994, EJOR)
- 2 New Location Models
- Evaluation of Models & Conclusion



# Problem Formulation<sup>1</sup>

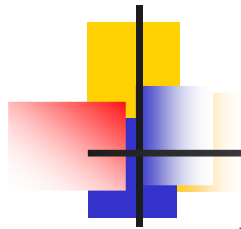
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## ■ Assumptions

- Discrete undirected network  $G=(N,L)$
- Poisson demands w/  $\lambda_i$  at node  $i, i \in N$
- (Customer Assignment Policy) A customer is assigned to the closest available server within a pre-specified distance (radius). Or she is lost.
  - Ties are broken randomly
- Each mobile server completes service in an exponential total service time w/ rate  $\mu$ 
  - total service time = travel time to node and back to home facility + on-scene service time

## ■ Fact

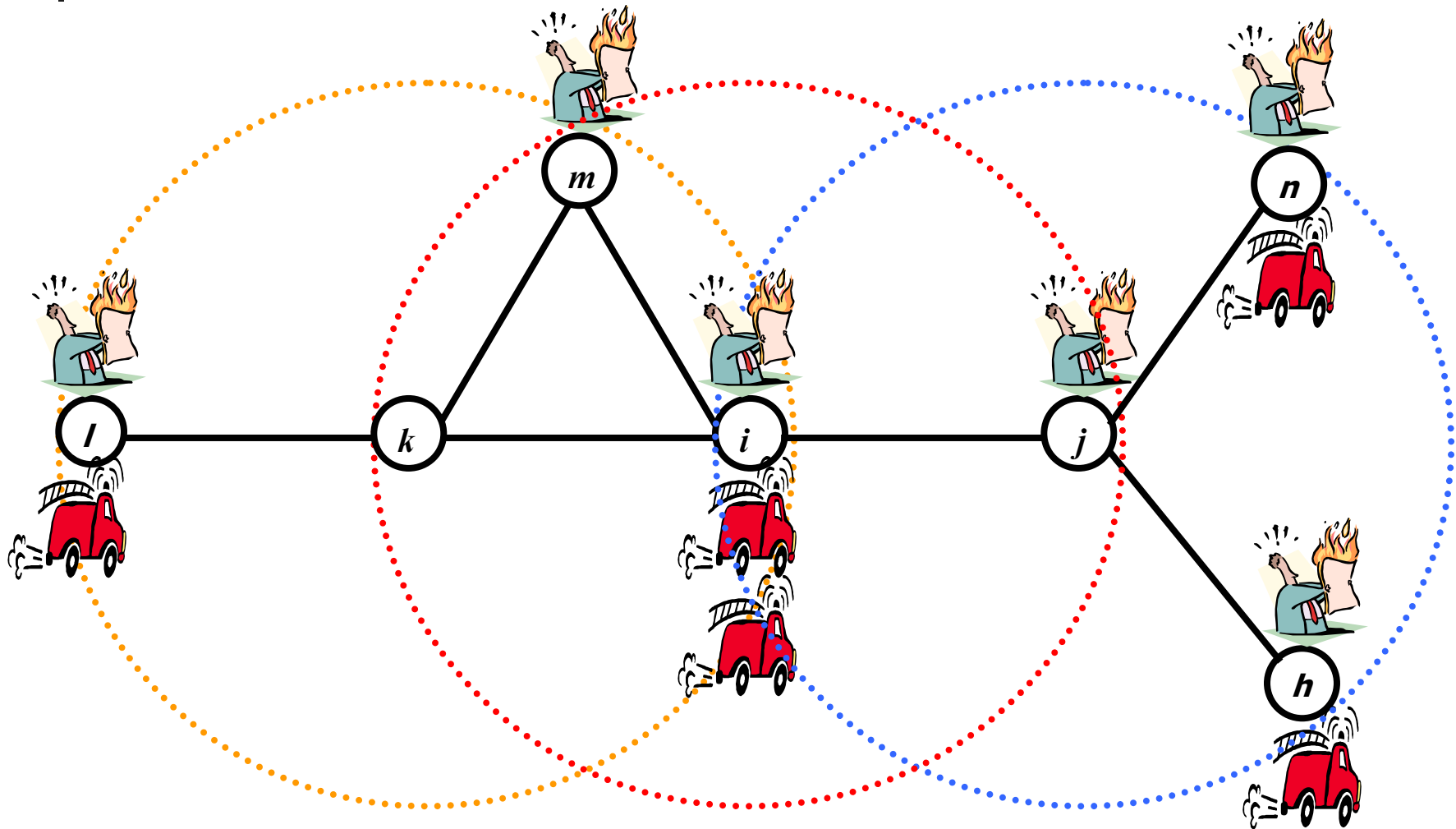
- Location exists at nodes.

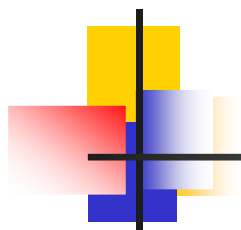


# Problem Formulation<sup>2</sup>

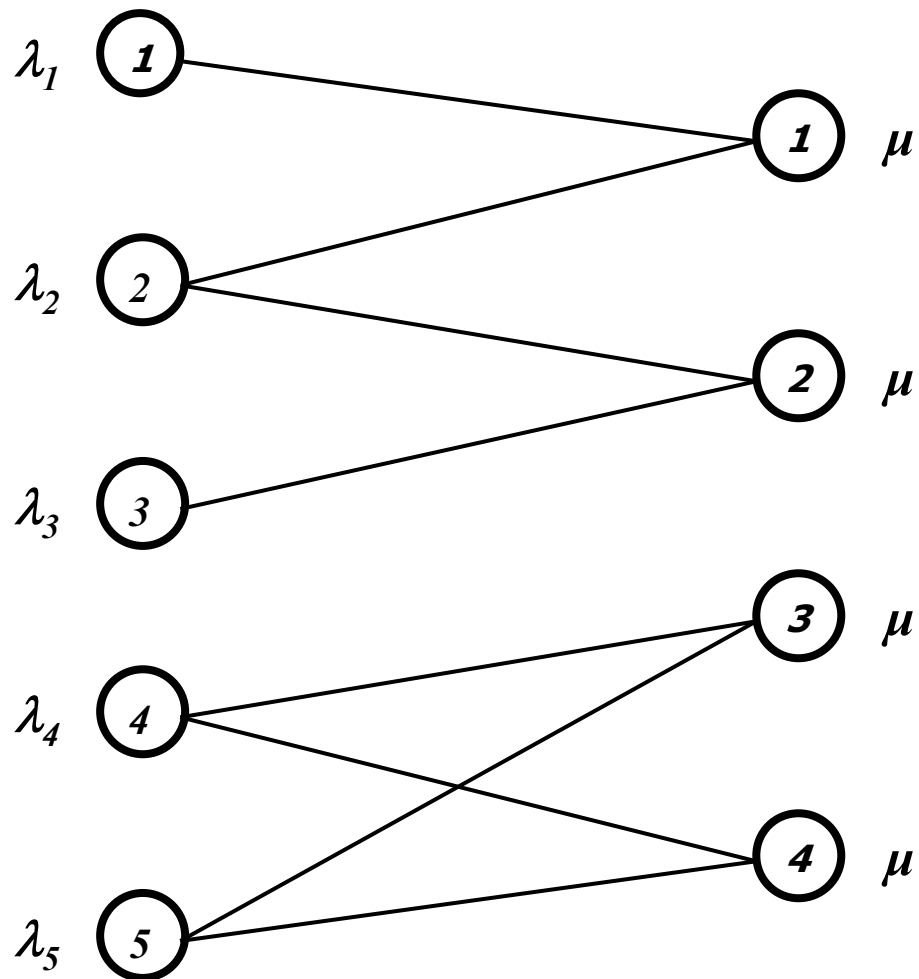
- The Problem is
  - to find a location  $x = (x_I, \dots, x_J)$  minimizing the number of mobile servers to be located on the site set  $X$ , while keeping the availability  $A_i(x)$  of node  $i$  at least the required level  $\alpha$ ,  $i \in N$
  - where  $A_i(x) = \text{Prob}(\text{a customer at node } i \text{ finds at least one available server upon calling for service, for a given location } x)$ .
- Background
  - Applied for locating emergency service vehicles
  - A required availability  $\alpha$  is enforced.
  - Hard to find  $A_i(x)$  analytically even for a given location  $x$ . Simulation is an alternative.

# Overlapping Regions





# Bipartite Graph Representation





# Problem Formulation<sup>3</sup>

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## ■ Notations

- $N$  = Set of nodes
- $X$  = Set of facility sites
- $x = (x_1, \dots, x_J)$  = Location vector (Location)
- $x_j$  = Number of servers at facility  $j$
- $F(x)$  = Set of facilities
- $N_p$  = Set of nodes within the radius of point  $p \in G$
- $N_i$  = Region  $i \in N$
- $X_p$  = Set of facility sites within the radius of point  $p$
- $F_p(x)$  = Set of facilities within the radius of point  $p$
- $k_i(x)$  = Number of servers located in  $X_i$
- $\lambda(S)$  = Rate at which demands originate from  $S \subseteq N$
- $B(S)$  = Union of all the nodes in  $N_n, n \in S$   
= Neighborhood of  $S$



# Problem Formulation<sup>4</sup>

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- Mathematical programming formulation

$$\begin{aligned} (P) \quad & \min \sum_{j \in X} x_j \\ & s.t. \quad A_i(x) \geq \alpha, \quad i \in N \\ & \quad \quad x_j = 0, 1, \dots \end{aligned}$$

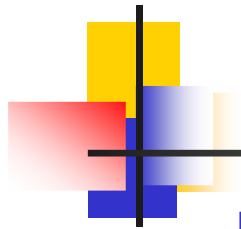
- What most researchers have done

$$st \quad (A_i(x) \approx) \quad A_i \geq \alpha, \quad i \in N$$

- What we are trying to do

$$st \quad (A_i(x) \geq) \quad A_i \geq \alpha, \quad i \in N$$





# Local Regions

- Region- $i$

$$N_i, \quad i \in N$$

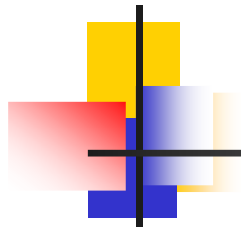
- Region- $i$  demand rate

$$\lambda(N_i) = \sum_{n \in N_i} \lambda_n$$

- Neighborhood of region  $i$

$$B(N_i) = \bigcup_{n \in N_i} N_n$$

- Given a location  $x$ , is an  $M/M/k_i(x)/k_i(x)$  system with demand rate  $\lambda(N_i)$  embedded in  $N_i$ ?
  - Not necessarily.
  - Yes, if all the demands originating from  $N_i$  are served only by servers at node  $i$ . (only for complete bipartite graphs)



# *M/M/k/k* Systems

- Availability of the *M/M/k/k* system with demand rate  $d$

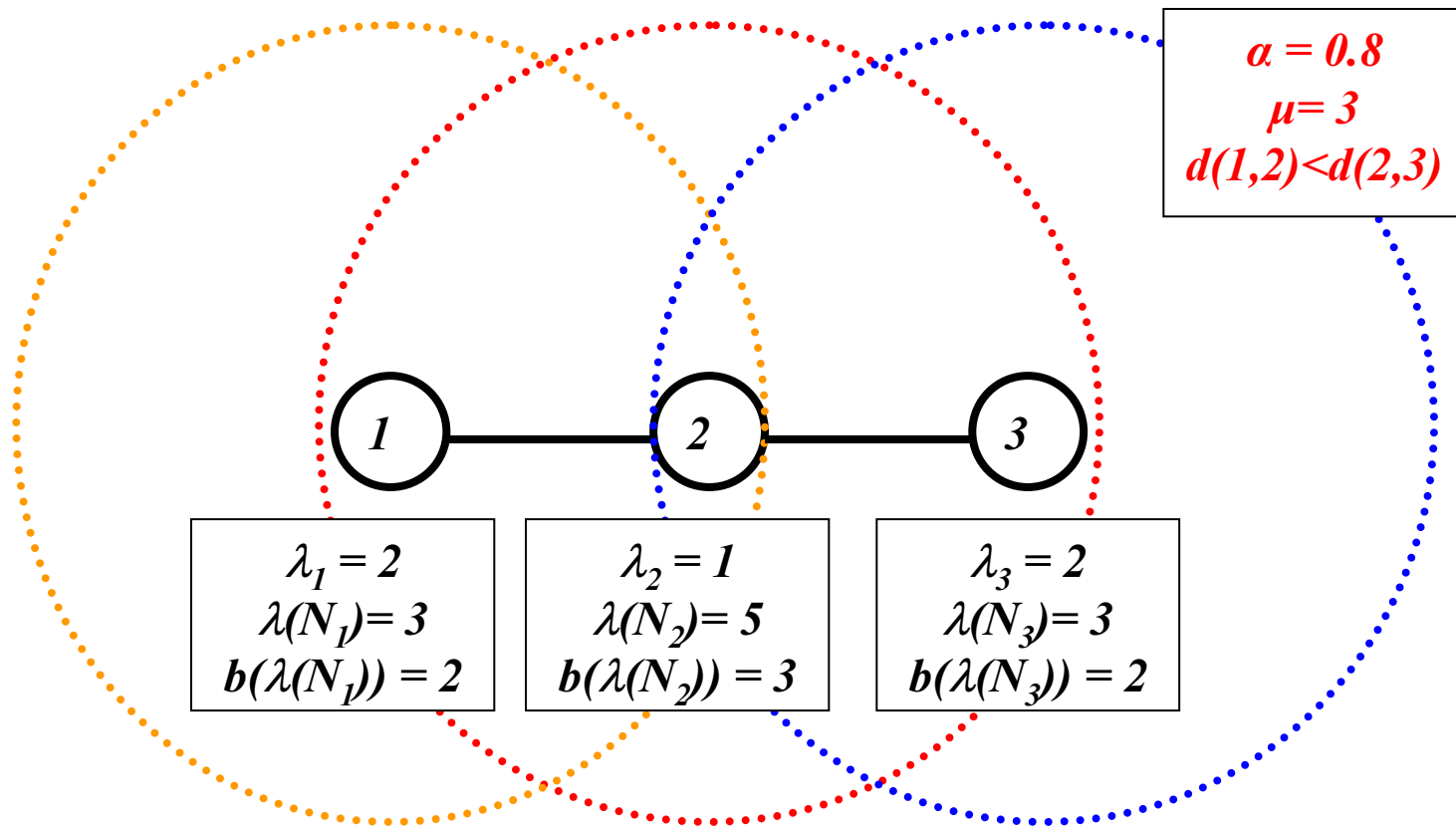
$$A(d, k) = \left[ \sum_{n=0}^{k-1} \frac{\left(\frac{d}{\mu}\right)^n}{n!} \right] \left[ \sum_{n=0}^k \frac{\left(\frac{d}{\mu}\right)^n}{n!} \right]^{-1}$$

- Decreasing in  $d$ ; increasing in  $k$
- Minimum number of servers for  $\alpha$ -availability

$$b(d) = \min \{ k \geq 0 \mid A(d, k) \geq \alpha \}$$

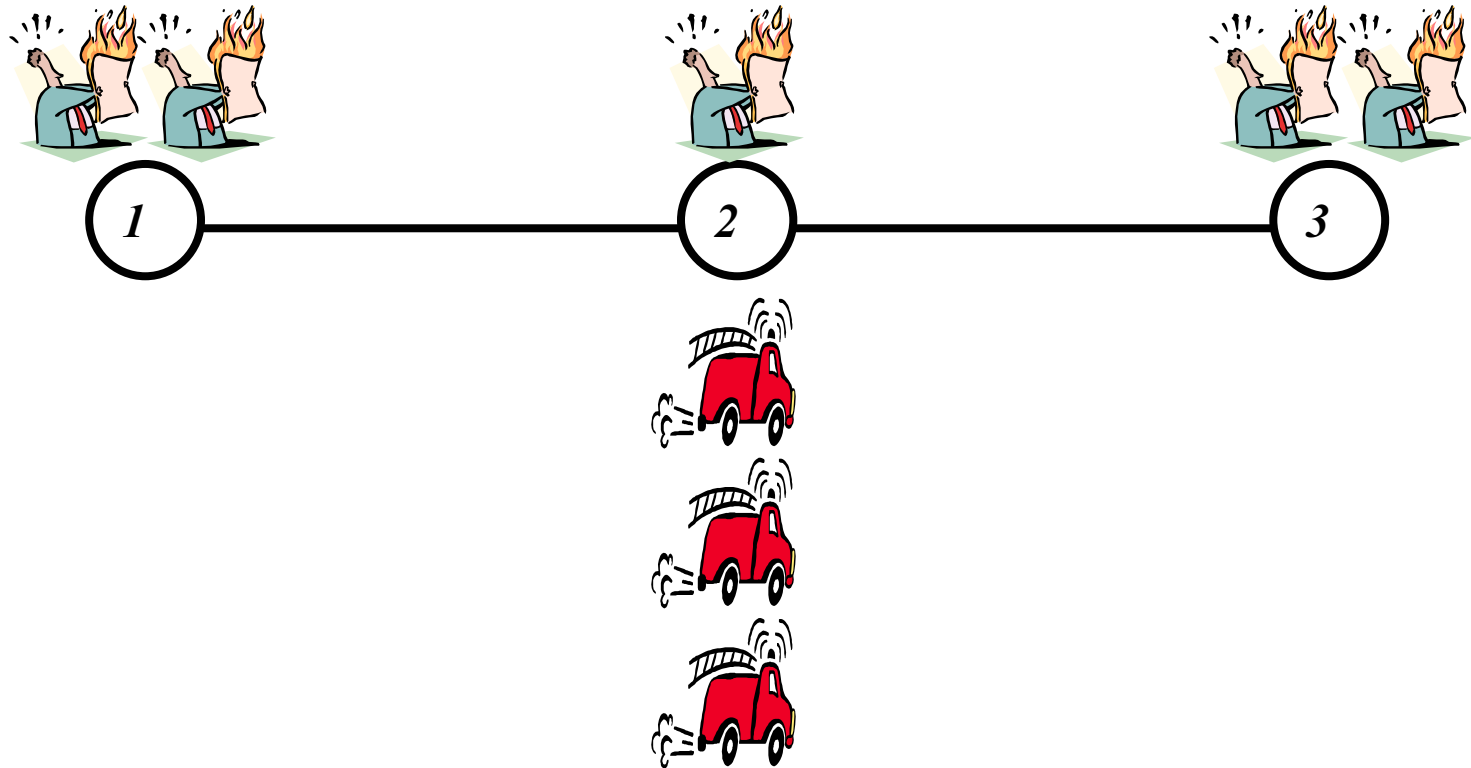
- Non-decreasing in  $d$ ;  $A(d, b(d)) \geq \alpha$

# Example: Path w/ Large Radius



- Centered location:  $x^c = (x_1^c = 0, x_2^c = 3, x_3^c = 0)$ 
  - $M/M/3/3$  with demand rate 5

# A Feasible Location for (P)



$$A_1(x^c) = A_2(x^c) = A_3(x^c) = 0.84 > \alpha = 0.8$$



# ReVelle and Hogan's Model

---

- Region-specific approximations for availability
- Linear integer programming formulation

$$\begin{aligned} (RH) \quad & \min \sum_{j \in X} x_j \\ & s.t. \sum_{j \in X_i} x_j \geq b_i, \quad i \in N \\ & x_j = 0, 1, \dots \end{aligned}$$

- where  $b_i$  is the smallest  $k_i \geq 0$  s.t.

$$(A_i(x) \approx) \quad A_i = 1 - \rho_i^{k_i} = 1 - \left( \frac{\lambda(N_i)}{k_i \mu} \right)^{k_i} \geq \alpha$$



# Ball & Lin's Model

- Linear integer programming formulation

$$(BL) \quad \min \sum_{j \in X} \sum_{k=1}^K x_{jk} \quad s.t. \quad x_{jk} = 0, 1$$
$$\sum_{j \in X_i} \sum_{k=1}^K -\log(P[D(j) \geq k]) x_{jk} \geq -\log(1 - \alpha), \quad i \in N$$

- Nonlinear availability constraints

$$1 - A_i(x) \leq 1 - A_i = \prod_{j \in X_i} \prod_{k=1}^K P[D(j) \geq k]^{x_{jk}} \leq 1 - \alpha, \quad i \in N$$

- $D(j)$  = Number of demands from  $N_j$  during  $(0, U)$   
~ Poisson with mean  $U\lambda(N_j)$
- $U$  = Upper bound on exponential service times



# Marianov & ReVelle's Model

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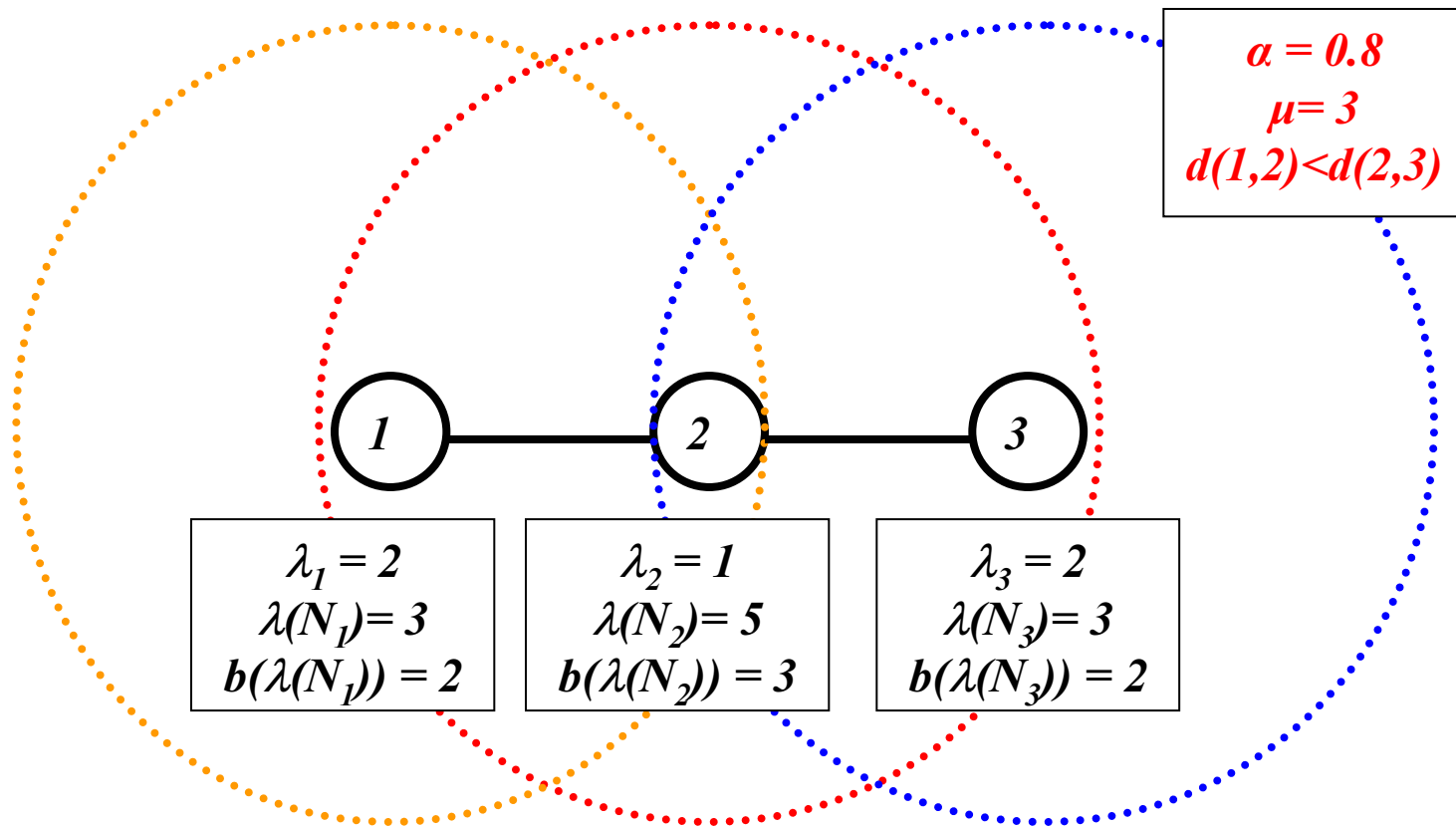
- Assumption:
  - For a given location  $x$ ,  $N_i$  is an  $M/M/k_i(x)/k_i(x)$  system with demand rate

$$\lambda(N_i) = \sum_{n \in N_i} \lambda_n$$

- Linear integer programming formulation

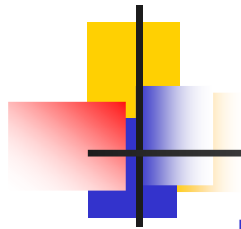
$$\begin{aligned} (MR) \quad & \min \sum_{j \in X} x_j \\ & s.t. \sum_{j \in X_i} x_j \geq b(\lambda(N_i)), \quad i \in N \\ & \quad x_j = 0, 1, \dots \end{aligned}$$

# Example Revisited<sup>1</sup>



- Centered location:  $x^c = (x_1^c = 0, x_2^c = 3, x_3^c = 0)$ 
  - $M/M/3/3$  with demand rate 5





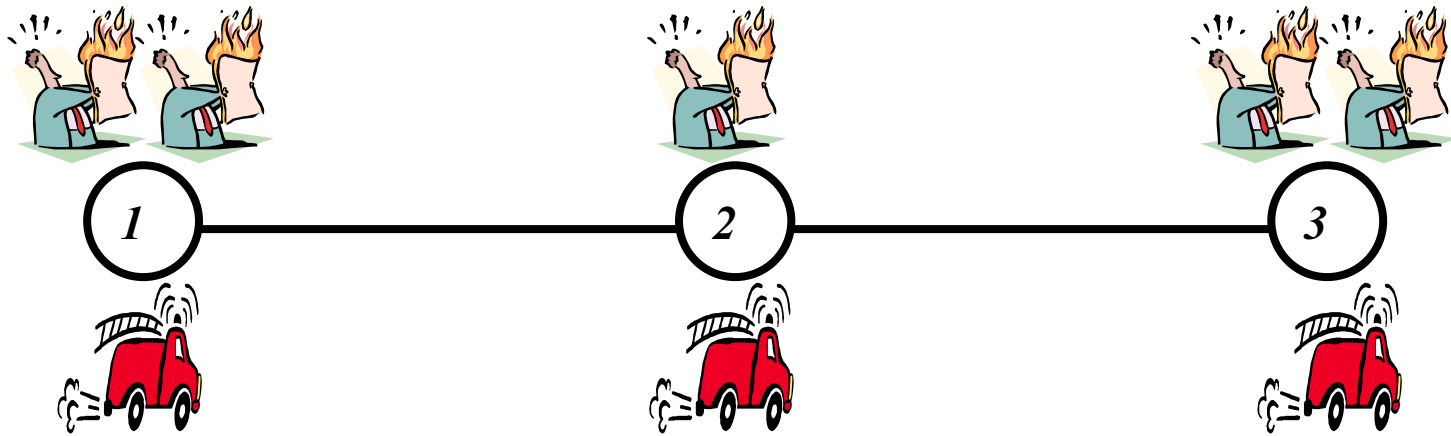
## Example Revisited<sup>2</sup>

- Marianov & ReVelle's model

$$\begin{aligned} \min \quad & x_1 + x_2 + x_3 \\ \text{s.t.} \quad & x_1 + x_2 \geq 2 \\ & x_1 + x_2 + x_3 \geq 3 \\ & x_2 + x_3 \geq 2 \\ & x_1, x_2, x_3 = 0, 1, \dots \end{aligned}$$

- Solution:  $x^m = (x_1^m = 1, x_2^m = 1, x_3^m = 1)$
- Compare with:  $x^c = (x_1^c = 0, x_2^c = 3, x_3^c = 0)$

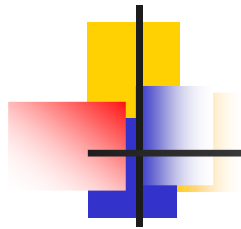
# An Infeasible Location for (P)



$$A_1(x^m) = 0.76 < \alpha = 0.8,$$

$$A_2(x^m) = 0.88 > \alpha = 0.8,$$

$$A_3(x^m) = 0.77 < \alpha = 0.8.$$



# Model BKK1

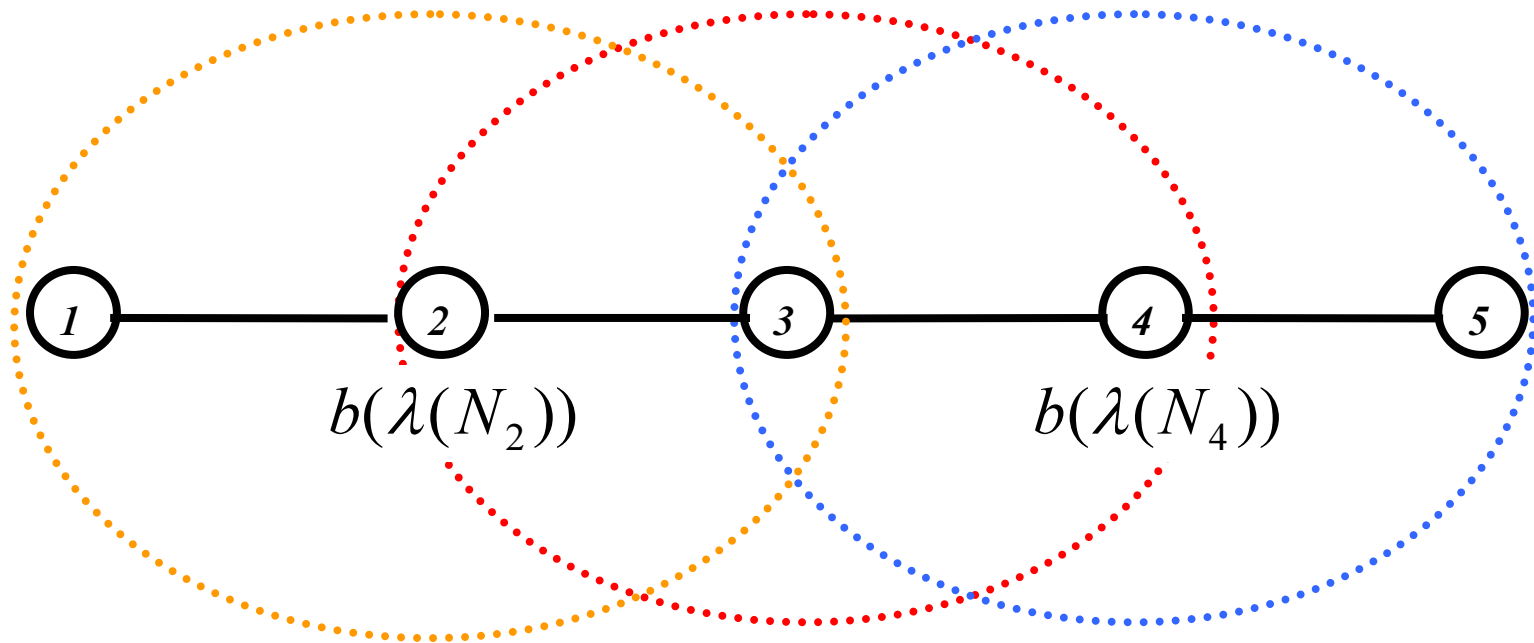
- Facility-specific lower bounds for availability
- Place “all or nothing” at facility  $j$ .
- Weighted set covering problem formulation

$$\begin{aligned} (BKK1) \quad & \min \sum_{j \in X} b(\lambda(N_j)) y_j \\ & s.t. \sum_{j \in X_i} y_j \geq 1 \quad i \in N \\ & \quad y_j = 0, 1 \quad j \in X \end{aligned}$$

- where  $y_j=1$ , if a facility is located at facility  $j$   
and  $y_j=0$ , otherwise

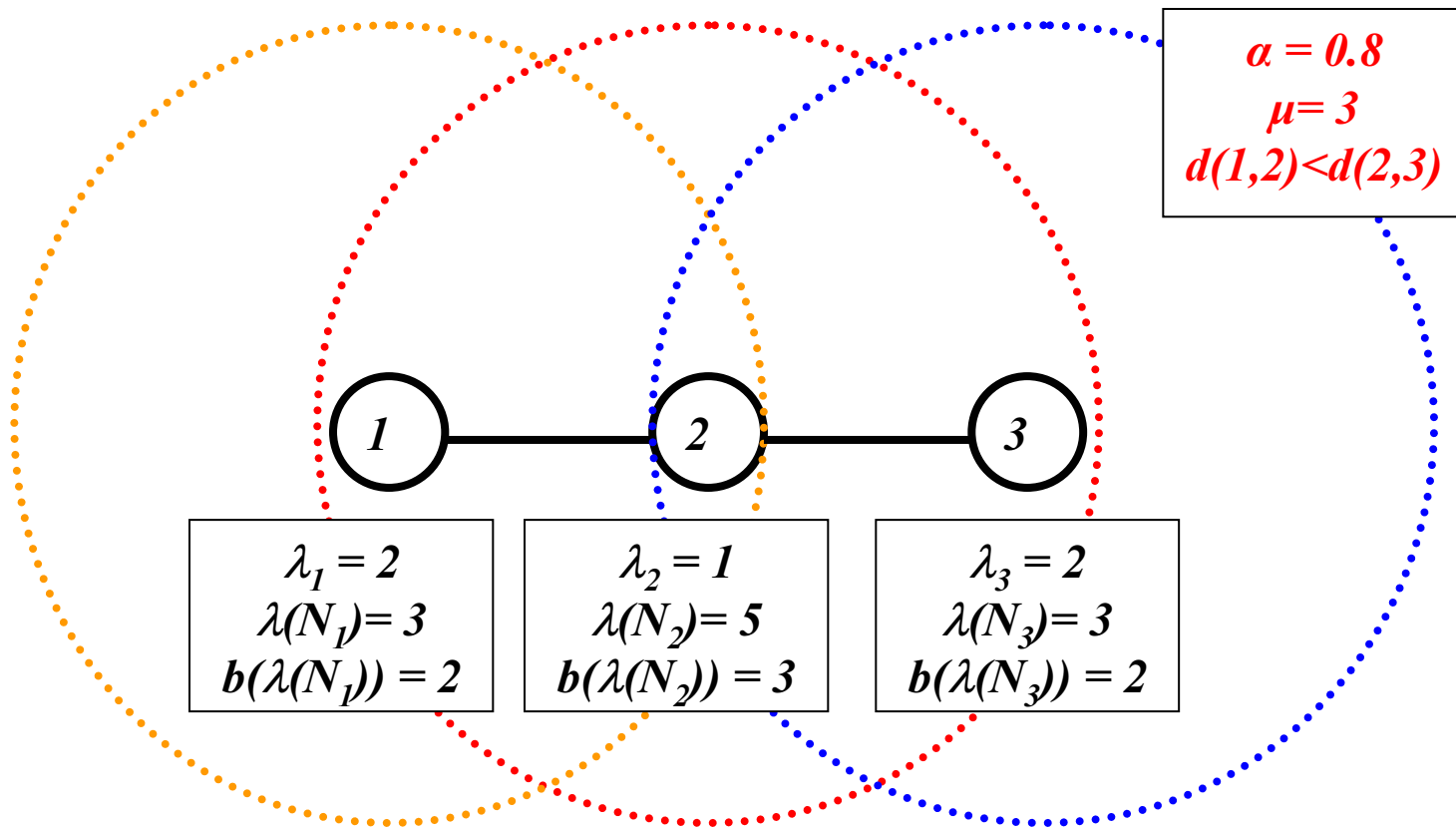
# Why is BKK1 Feasible for (P)?

- Decoupling the underlying system into  $M/M/k/k$  systems

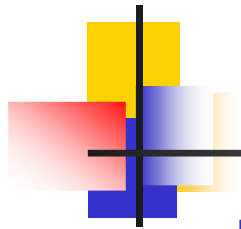


- Insensitive to customer assignment policies and queue capacities

# Example Revisited<sup>3</sup>



- Centered location:  $x^c = (x_1^c = 0, x_2^c = 3, x_3^c = 0)$ 
  - $M/M/3/3$  with demand rate 5



## Example Revisited<sup>4</sup>

- BKK1 for the example

$$\min \quad 2y_1 + 3y_2 + 2y_3$$

$$s.t. \quad y_1 + y_2 \geq 1$$

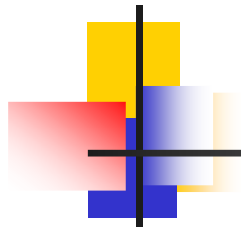
$$y_1 + y_2 + y_3 \geq 1$$

$$y_2 + y_3 \geq 1$$

$$y_1, y_2, y_3 = 0, 1$$

- Optimal solution:  $y^b = (y_1^b = 0, y_2^b = 1, y_3^b = 0)$
- Server allocation:  $x^b = (x_1^b = 0, x_2^b = 3, x_3^b = 0) = x^c$
- BKK1 is safe!

$$A_1(x^b) = A_2(x^b) = A_3(x^b) = 0.84 > \alpha = 0.8$$



## Model BKK2<sup>1</sup>

- Node-specific lower bounds for availability
- Goal programming approach
- (1st Step) Solve weighted set covering problem for facility location

$$\begin{aligned} (WSCP) \quad & \min \sum_{j \in X} y_j b \left( \sum_{n \in N_j} \lambda(N_n) \right) \\ & s.t. \sum_{j \in X_i} y_j \geq 1 \quad i \in N \\ & \quad y_j = 0, 1 \quad j \in X \end{aligned}$$

- Let  $y^*$  be optimal for  $(WSCP)$ .



## Model BKK2<sup>2</sup>

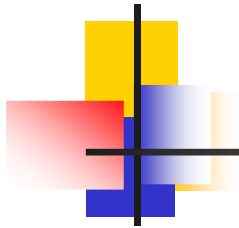
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- (2nd Step) Solve integer program to allocate servers

$$\begin{aligned} (BKK\ 2) \quad & \min \sum_{j \in X} x_j \\ & s.t. \quad x_j \leq My_j^* \quad j \in X \\ & \quad \sum_{j \in X_i} x_j \geq b(\lambda(B(F_i(y^*))) \quad i \in N \\ & \quad x_j = 0, 1, \dots \quad j \in X \end{aligned}$$

- where  $M$  is a big number
- Fact
  - Extends readily to capacitated-facility cases



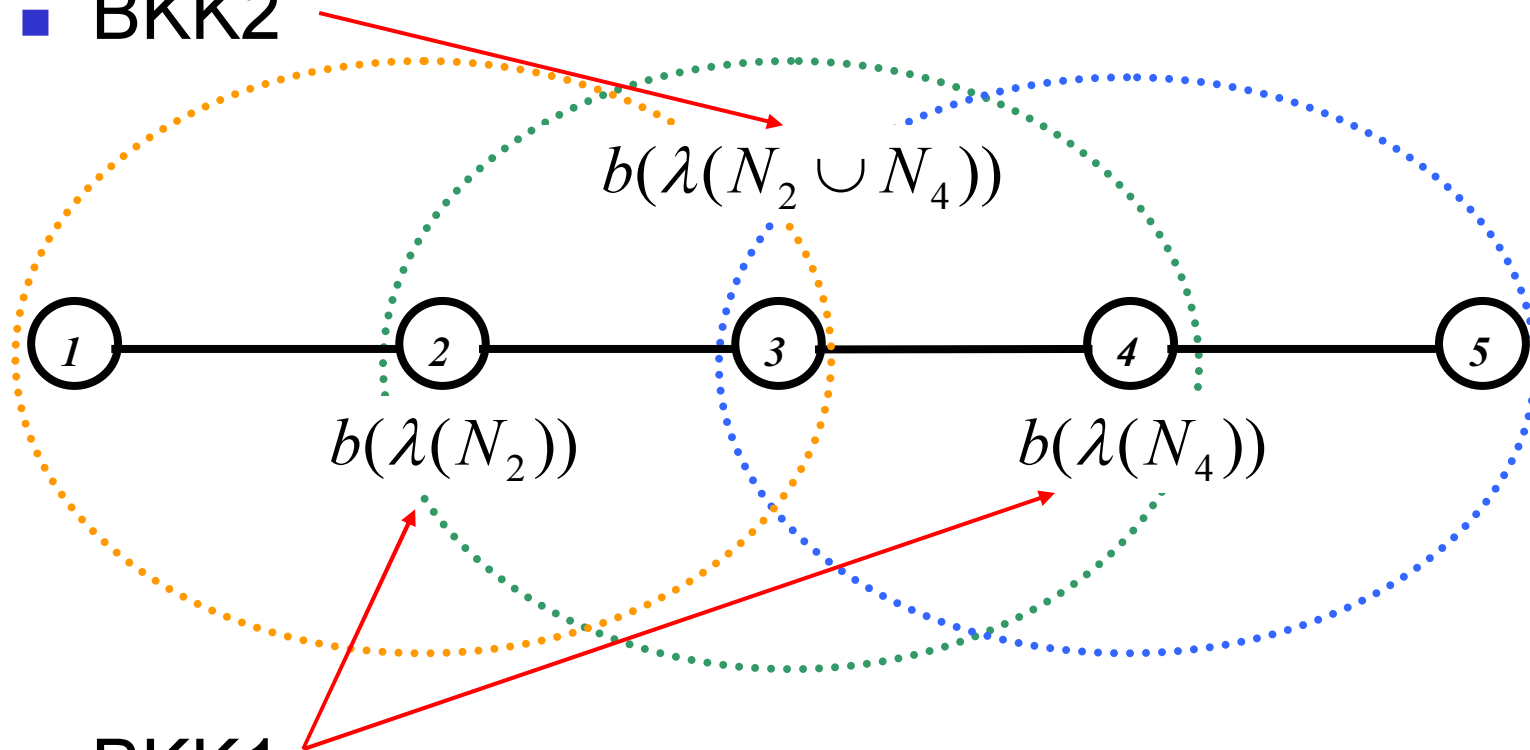


# BKK1 and BKK2

- Optimal set covering solution

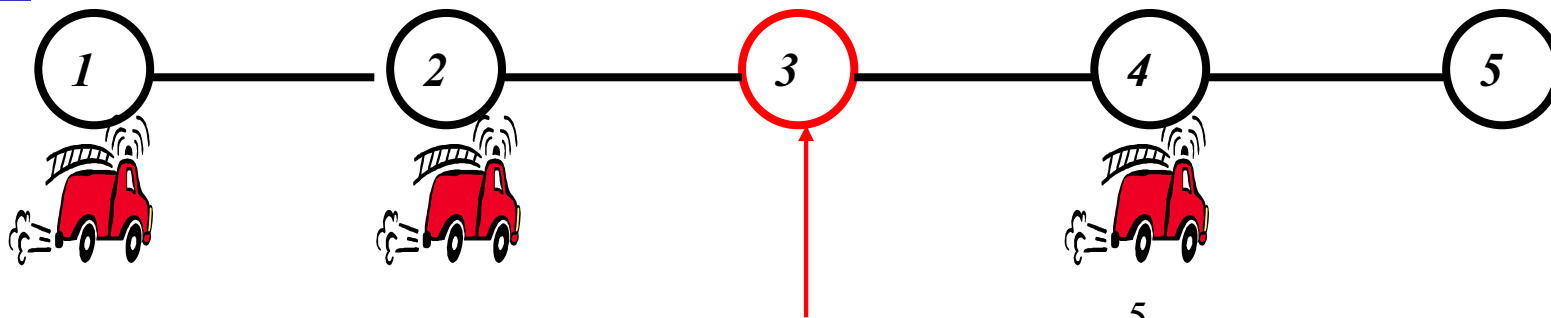
$$y^* = (y_1^* = 0, y_2^* = 1, y_3^* = 0, y_4^* = 1, y_5^* = 0)$$

- BKK2

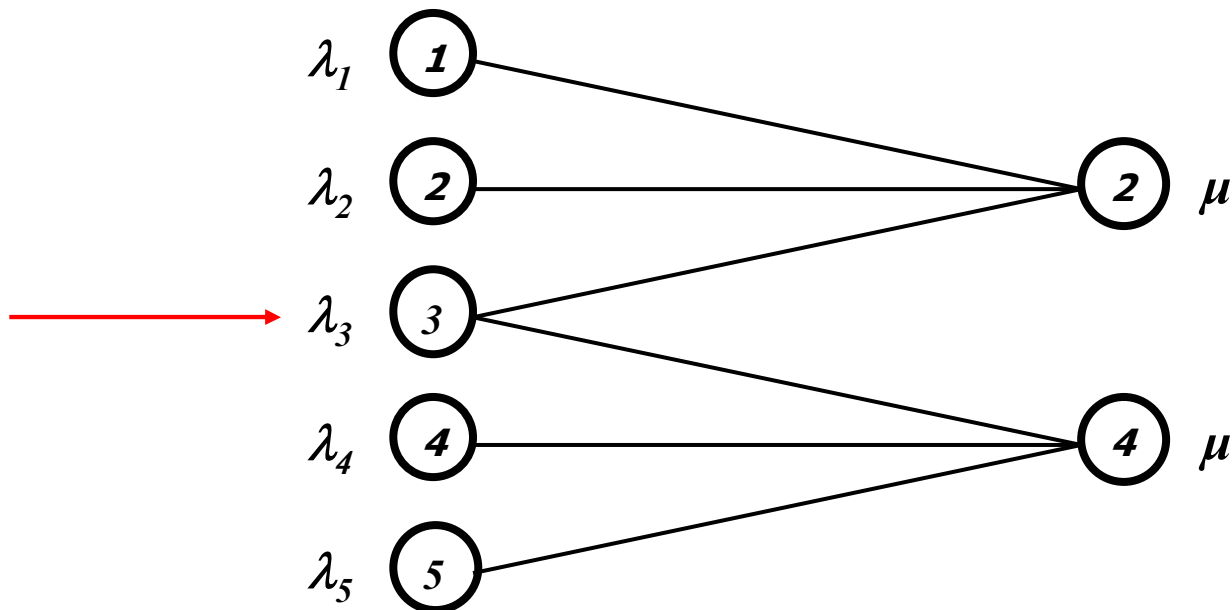


- BKK1

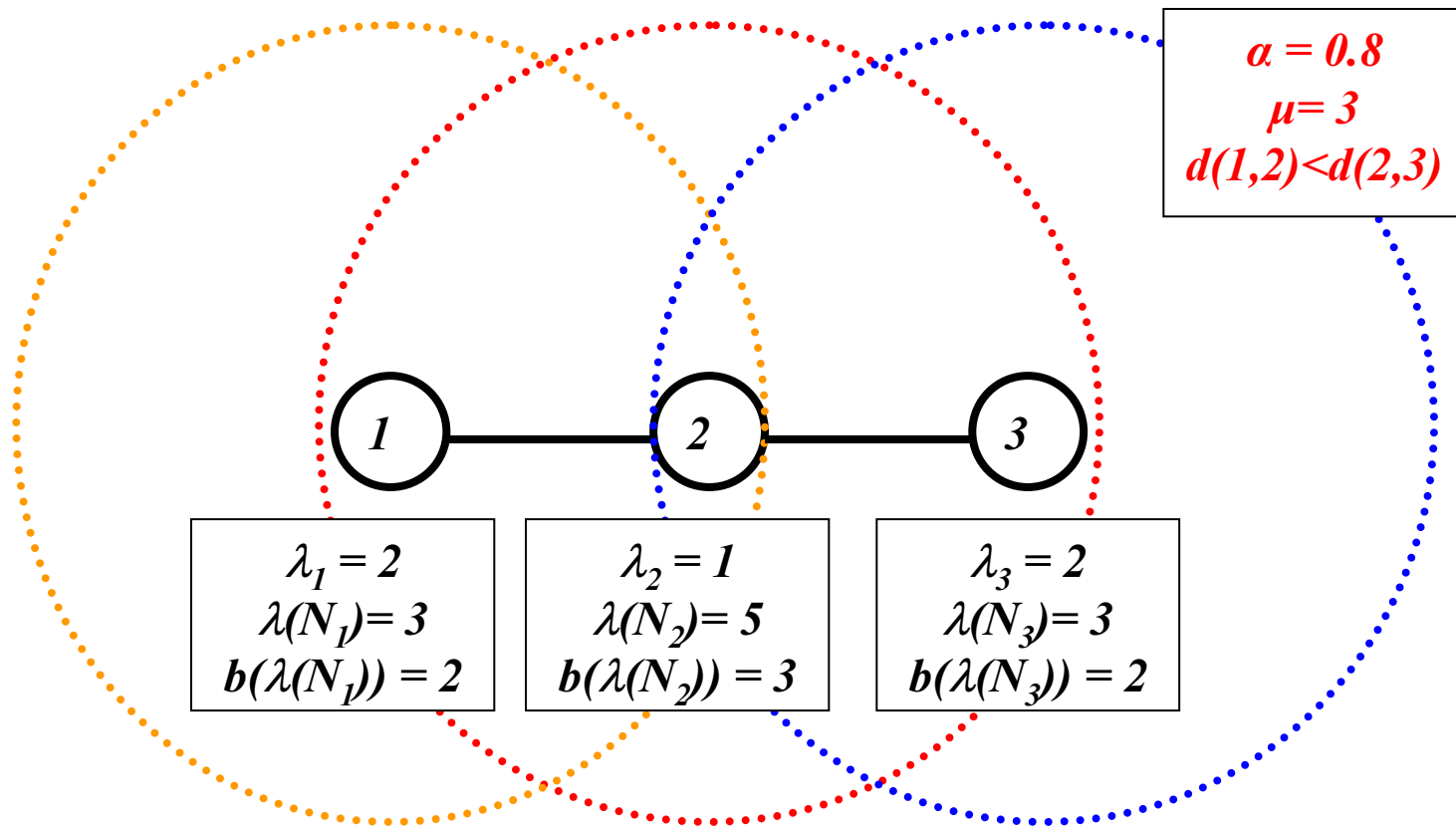
# Why is BKK2 Feasible for (P)?



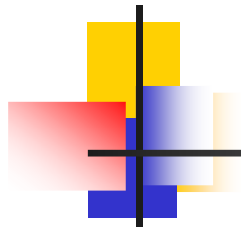
$M / M / 2 / 2$  with  $\sum_{i=1}^5 \lambda_i$



# Example Revisited<sup>5</sup>



- Centered location:  $x^c = (x_1^c = 0, x_2^c = 3, x_3^c = 0)$ 
  - $M/M/3/3$  with demand rate 5



## Example Revisited<sup>6</sup>

- Set covering problem for facility location

$$\begin{aligned} \min \quad & y_1 + y_2 + y_3 \\ \text{s.t.} \quad & y_1 + y_2 \geq 1 \\ & y_1 + y_2 + y_3 \geq 1 \\ & y_2 + y_3 \geq 1 \\ & y_1, y_2, y_3 = 0, 1 \end{aligned}$$

- Optimal solution:  $y^s = (y_1^s = 0, y_2^s = 1, y_3^s = 0)$
- Server allocation:  $x^s = (x_1^s = 0, x_2^s = 3, x_3^s = 0) = x^c$
- BKK2 is safe!

$$A_1(x^s) = A_2(x^s) = A_3(x^s) = 0.84 > \alpha = 0.8$$



# Simulation Experiments

---

- Data sets for 108 instances
  - $|N| = 20, 30, 50, \quad \alpha = 0.8, 0.85, 0.9, 0.95$
  - $\lambda_i \sim \text{Uniform}(1, 10), \quad \mu = 24, 36, 48$
  - Link lengths  $\sim \text{Uniform}(1, 50)$
  - Radii =  $(0.4, 0.6, 0.8)$  (Average Shortest Distance)
- For each instance,
  - 5 Location models (with 2 choices of  $U$  for Ball & Lin's model) are formulated.
  - Simulated on locations (CPLEX8.1 solutions) given by the models

# Computational Results<sup>1</sup>

LOCATION MODELS	ReVelle & Hogan	Ball & Lin w/ 50%	Ball & Lin w/ 75%	Marianov & ReVelle	BKK1	BKK2
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## ■ Fraction of infeasible nodes

AVERAGE	0.1131	0.1984	0.0000	0.1003	0.0000	0.0000
MAXIMUM	0.5500	0.7500	0.0000	0.3333	0.0000	0.0000

## ■ Minimum deviations from $\alpha$

AVERAGE	-0.0702	-0.0252	0.0664	-0.0738	0.0239	0.0237
MINIMUM	-0.4104	-0.0713	0.0223	-0.3629	0.0000	0.0000

## ■ (Computational time) / $|N|$

AVERAGE	0.0006	0.0070	0.0228	0.0003	0.0002	0.0005
MAXIMUM	0.0277	0.2057	0.7064	0.0098	0.0025	0.0055

# Computational Results<sup>2</sup>

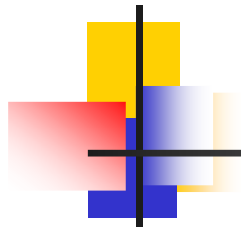
LOCATION MODELS	ReVelle & Hogan	Ball & Lin w/ 50%	Ball & Lin w/ 75%	Marianov & ReVelle	BKK1	BKK2
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## ■ (Number of servers) / $|N|$

AVERAGE	0.6165	0.5840	0.7956	0.6152	0.6836	0.7264
MINIMUM	0.3000	0.3000	0.4400	0.3000	0.3600	0.4200
MAXIMUM	1.1000	1.0500	1.3667	1.1500	1.2333	1.2333

## ■ (Number of facilities) / $|N|$

AVERAGE	0.3834	0.3185	0.3247	0.3857	0.2795	0.3080
MINIMUM	0.2000	0.1200	0.1400	0.2200	0.1200	0.1400
MAXIMUM	0.6500	0.5500	0.5500	0.7500	0.5500	0.5500



# Prospective Research

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- Need better lower bounds
  - Bigger underestimates for availability to locate fewer servers
- Relax Markovian assumption on total service times
  - Total service time = travel time to a node and back to home facility + on-scene service time.
  - BKK1 with zero-capacity queues
- Need stability for infinite capacity queues
  - Place queues at facilities for BKK1
- Prioritize customers
  - Customer assignment policy