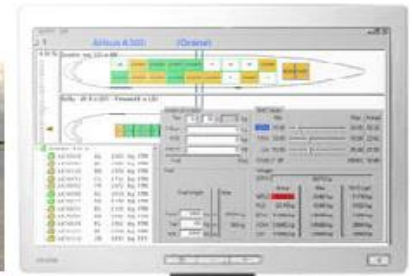


# Modeling, learning and solving dynamic problems by meta- and hyper-heuristics in maintenance.

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CODeS, Computer Science  
KU Leuven

# TC Ghent: Industrial Cooperation (Greet Vanden Berghe)

timetabling, rostering, scheduling, routing, cutting, packing



# Themes at TC Ghent

- Vehicle routing, cutting and packing, (personnel) scheduling,...



## Traveling Umpire Problem Automated Benchmark

This website provides an automated benchmark for the Traveling Umpire Problem.  
To add publications or submit solutions, please create an account or sign in.

[Create an account »](#)

# Themes @ KULAK

## Patrick De Causmaecker

- Data Science meets Optimization
  - [New EURO Working Group \(workshop\)](#)
  - Algorithm Selection
  - [Algorithm Configuration](#)



**COSEAL**

COnfiguration and SElection of ALgorithms



intelligent-optimization.org

**Benelearn**

# So where are the data?

- Technically
  - preventive maintenance
- Logistically:
  - Planned inspections
  - Unplanned replacements and repairs
  - Significant variation in workload
- Site characteristics
- Resources availability
- Process regulations

# So where is the problem?

- *Core problem is planning*
  - Shunting (Routing Problem, Rush Hour Problem)
  - Parking (Multi-Knapsack Problem)
  - Services (Resource Constrained Multi-Project Scheduling Problem)
  - Splitting and combining of trains
  - Mapping of incoming trains to outgoing trains

# So where is the challenge?

- Compare systematically with human planners' performance
- Improve and extend planning algorithms
- Better understanding of influencing factors
  - site layout
  - logistic problem characteristics
  - applied heuristics
- Empirical research to obtain more data on process variations and correlations

# Modeling: Bin packing

$$\text{minimize } B = \sum_{i=1}^n y_i$$

$$\text{subject to } B \geq 1,$$

$$\sum_{j=1}^n a_j x_{ij} \leq V y_i, \quad \forall i \in \{1, \dots, n\}$$

$$\sum_{i=1}^n x_{ij} = 1, \quad \forall j \in \{1, \dots, n\}$$

$$y_i \in \{0, 1\}, \quad \forall i \in \{1, \dots, n\}$$

$$x_{ij} \in \{0, 1\}, \quad \forall i \in \{1, \dots, n\} \forall j \in \{1, \dots, n\}$$

where  $y_i = 1$  if bin  $i$  is used and  $x_{ij} = 1$  if item  $j$  is put into bin  $i$ .<sup>[5]</sup>



<http://challenge-esicup-2015.org/Intro.htm>



# Solving

- 'Exact' methods
  - MILP, Quadratic programming, Constraint programming
- Heuristics
  - E.g. Best Fit
- Metaheuristics
  - E.g. Genetic Algorithm, variable neighborhood
- Matheuristics
  - Hybridizing meta heuristic and exact mathematical ideas
- Hyperheuristics
  - Allowing layman designers to use advanced search

# Solving: exact methods (MILP)

## Progress in Algorithms Beats Moore's Law

December 23, 2010 by Noam Nisan

quantified. Here is just one example, provided by Professor Martin Grötschel of Konrad-Zuse-Zentrum für Informationstechnik Berlin.

Grötschel, an expert in optimization, observes that a benchmark production planning model solved using linear programming would have taken 82 years to solve in 1988, using the computers and the linear programming algorithms of the day. Fifteen years later – in 2003 – this same model could be solved in roughly 1 minute, an improvement by a factor of roughly 43 million. Of this, a factor of roughly 1,000 was due to increased processor speed, whereas a factor of roughly 43,000 was due to improvements in algorithms! Grötschel

## **SOLVING REAL-WORLD LINEAR PROGRAMS: A DECADE AND MORE OF PROGRESS**

**ROBERT E. BIXBY**

*ILOG, Inc. and Rice University, [bixby@ilog.com](mailto:bixby@ilog.com) or [bixby@rice.edu](mailto:bixby@rice.edu)*

ulak

# Solving: heuristics

Burke, E. K., Kendall, G., & Whitwell, G. (2004). A new placement heuristic for the orthogonal stock-cutting problem. *Operations Research*, 52(4), 655–671.

Imahori, S., & Yagiura, M. (2010). The best-fit heuristic for the rectangular strip packing problem: an efficient implementation and the worst-case approximation ratio. *Computers and Operations Research*, 37(2), 325–333.

Production, Manufacturing and Logistics

A two-dimensional heuristic decomposition approach to a three-dimensional multiple container loading problem

Túlio A. M. Toffolo<sup>a,b,\*</sup>, Eline Esprit<sup>a</sup>, Tony Wauters<sup>a</sup>, Greet Vanden Berghe<sup>a</sup>

# Solving: Metaheuristics

- The two-dimensional decomposition:
- Until **stop criterion** is reached:
  - Order unhandled items
  - Until all items have been handled
    - Pack equal height items at the bottom layer
    - Stack two layers on top
  - Keep “**best**” packed containers



# Solving: Metaheuristics

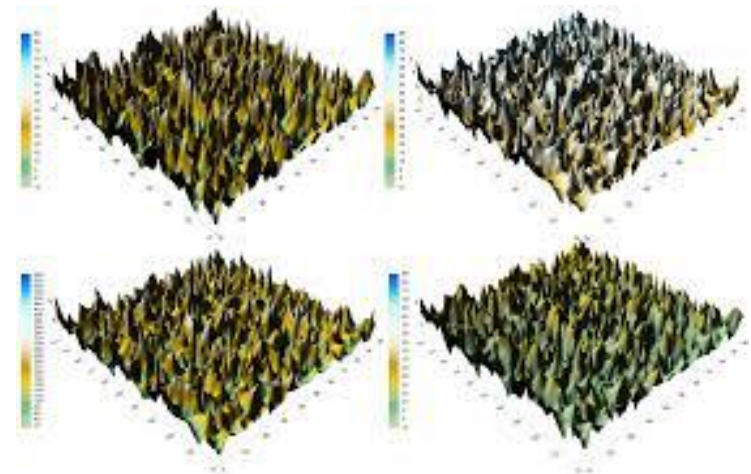
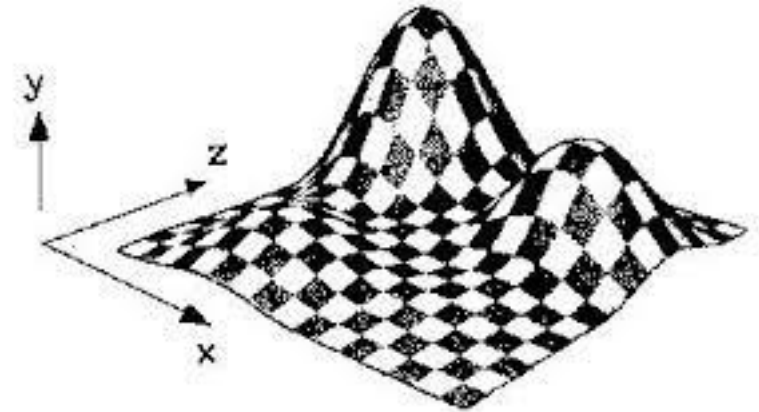
- “best”:
  - Space left in container
  - Fragmentation
  - Algorithm effectiveness
  - ...
- Stop criterion
  - Time
  - Iterations
  - Time since last improvement
  - ...



<http://challenge-esicup-2015.org/Intro.htm>

# Solving: Metaheuristics

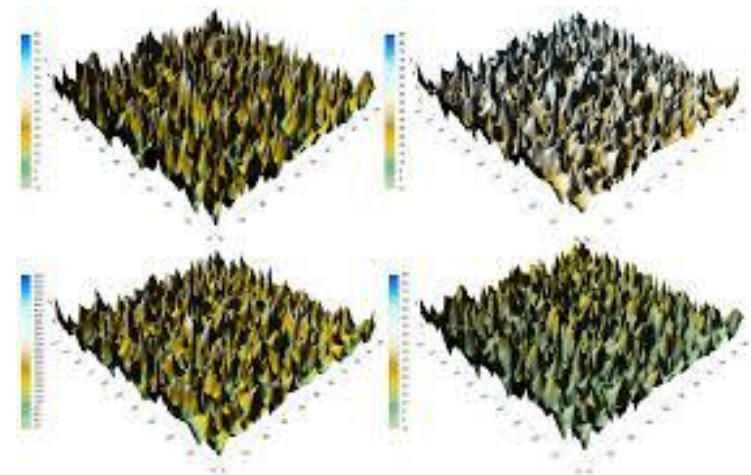
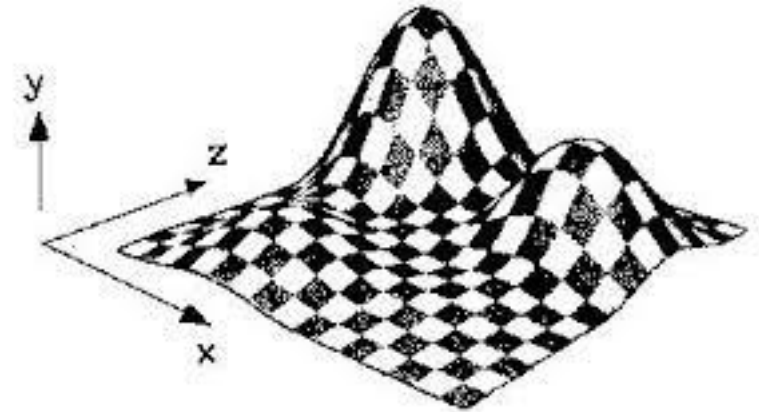
- E.g. local search of solution space
- Neighborhoods (“best”)
- Guided walk
- Escaping from local optima
  - Good results when exact methods break down
  - Fast design
  - No guarantees for optimality



<http://branchandbound.net/blog/architecture/2015/06/on-microservices-monoliths-and-critical-thinking/>  
[http://file.scirp.org/Html/2-2730045\\_49864.htm](http://file.scirp.org/Html/2-2730045_49864.htm)

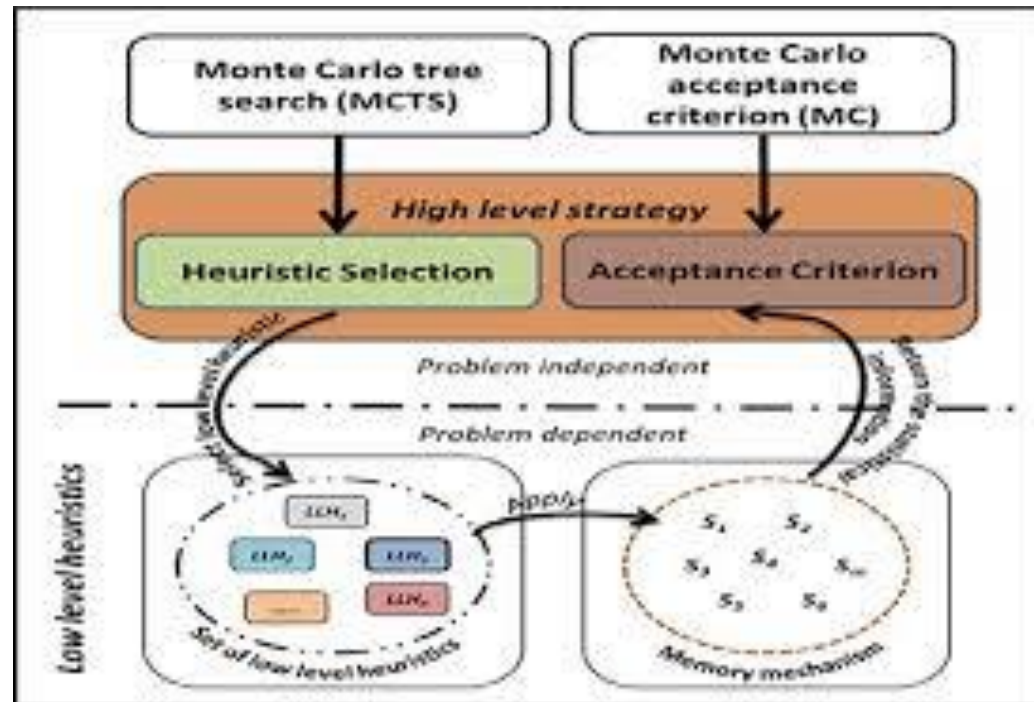
# Solving: Matheuristics

- Metaheuristics use simple ‘heuristic’ ingredients
- Matheuristics incorporate mathematical devices
  - E.g. define a neighborhood using an MILP model
  - Neighborhood search becomes MILP search
- Combine power of metaheuristics and mathematical methods



# Solving: Hyperheuristics

- Domain independent technique:
  - E.g. metaheuristic
  - E.g. genetic algorithm
  - ...
- Domain dependent sector: domain expert
  - Heuristics
  - Neighborhoods
  - ...



- Population based Monte Carlo tree search hyper-heuristic for combinatorial optimization problems, Nasser R. Sabar, Graham Kendall, Information Sciences 2015

[An intelligent hyper-heuristic framework for chesc 2011](#)

M MısıR, K Verbeeck, P De Causmaecker, GV Berghe, Learning and Intelligent Optimization, 461-466



# Solving: Active learning

- Algorithm selection
- Behavior of the algorithm depends on the instance
- Instance features can be used to decide on which algorithm
- Which algorithm?
- Multi armed bandit learns to decide the algorithm



[https://en.wikipedia.org/wiki/Multi-armed\\_bandit](https://en.wikipedia.org/wiki/Multi-armed_bandit)

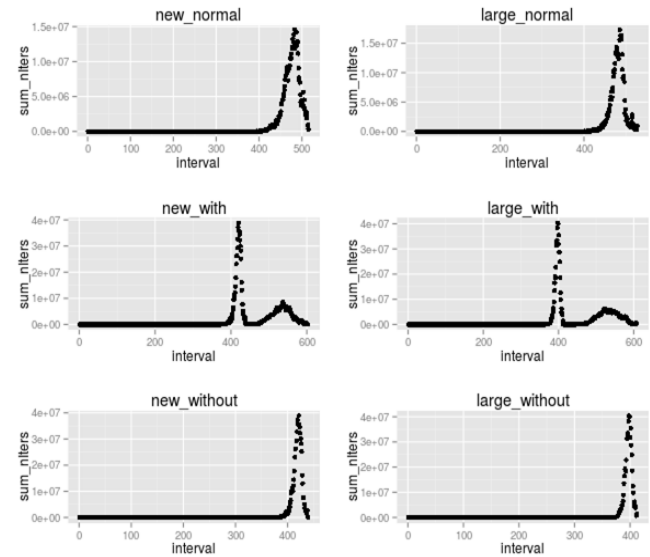
[Automatic Online Algorithm Selection,](#)  
Hans Degroote, Patrick De Causmaecker,  
Benelearn 2016

# Solving: Off line analysis

- Behavior of the algorithm depends on the instance
- Instance features can be used to decide on which algorithm

- → DATA ANALYSIS

- Parameter tuning
- Characterisation of components
- Helping the designer



[Dang, Nguyen Thi Thanh; De Causmaecker, Patrick. Characterization of neighborhood behaviours in a multi-neighborhood local search algorithm, Festa, Paola; Sellmann, Meinolf; Vanschoren, Joaquin \(eds.\), Learning and Intelligent Optimization Conference, Ischia Island \(Napoli\), Italy, 29/5 - 1/6 2016, Springer](#)

# Maintenance

- Metaheuristics for Production Scheduling, Jarboui, Siarry, Teghem, Wiley 2013 (Chapter 11. Multi-Objective Metaheuristics for the Joint Scheduling of Production and Maintenance, BERRICHI, YALAOUI)
- Maintenance for Industrial Systems, Manzini, Regattireri, Pham, Ferrari, 2010
- Maintenance scheduling in the electricity industry: A literature review, Froger, Gendreau, Mendoza, Pinson, Rousseau, EJOR 2016
- The scheduling of maintenance: A resource-constraints mixed integer linear programming model, Manzini, Accorsi, Cennerazzo, Ferrari, Maranesi, Computers and Industrial Engineering, 2015

# Model

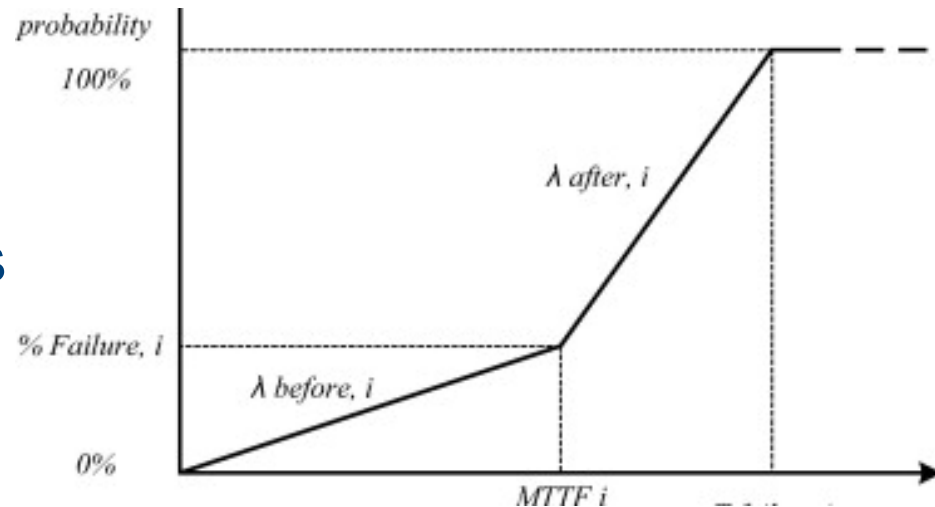
- Reliability
- Cost
- Reliability & Cost
- Resources
- Downtime
- MTTF
  - Failure prediction
  - Uncertainty
- Product specifications
- Complex systems

# Algorithms

- Mathematical programming
- Matheuristics
- Heuristics/metaheuristics
  - GA
  - PSO
  - Other population based
  - LS
  - Tabusearch
  - ACO
  - CP
  - ...

# A linear model

- Service takes place in 'time buckets' → Bin packing problem.
- the set of tasks to be scheduled is known
- the number of time buckets is pre-defined
- the duration of a specific task is constant
- the unit costs (e.g. spare parts, personnel, additional failure cost) are known and deterministic.



$T_{\text{failure}, i}$ ,  $f_i$  and  $\%_{\text{failure}, i}$   
→ On field monitoring

# Open problems

- Strategic planning
  - Exact methods
  - Metaheuristics
- Fast algorithms for online decision support
  - (Meta)heuristics/matheuristics

# The role of data

- Behaviour of the machinery → fault sensitivity
- Production data → fault tolerance, criticality
- Schedule robustness
- Model accuracy and uncertainty
  - Constraint learning
  - Parameter tuning
  - On-line learning

# Thanks for the invite

**1st COST Conference on Mathematics for Industry in Switzerland**

September 15, 2016 - ZHAW Winterthur, Technikumstrasse 9, 8400 Winterthur

Well ...  
this is only the  
**1st!**

**KU LEUVEN**

**kulak**