Multi-product, Multi-supplier Order Assignment and Routing for an e-Commerce Application in the Retail Sector

Louis Rivière[1], Christian Artigues[1], Azeddine Cheref[1], Nicolas Jozefowiez[2], Marie-José Huguet[1], Sandra U. Ngueveu[1] and Vincent Charvillat[3,4]

[1]*CNRS, LAAS-CNRS, Université de Toulouse, INSA, INP, France*

[2]*LCOMS EA 7306, Université de Lorraine, Metz 57000, France*

[3]*Université de Toulouse, IRIT, INP, France*

[4]*U Devatics, Toulouse, France*

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Abstract: With the rise of virtualization, the share of e-commerce in the retail market continues to grow in an omnichannel context. We consider an existing software tool, developed by the Devatics company, for pooling inventories in stores to meet online orders. The problem which arises therefore consists in seeking the optimal allocation of a set of customers to stores. In this paper we consider a variant of the offline problem corresponding to an evolution of the existing software, consisting of assigning a set of predefined orders when the transportation cost depends on a delivery tour to the customer locations. We show that the problem corresponds to a vehicle routing problem with additional but standard attributes. A mixed-integer linear programming formulation is given and several heuristics are proposed : a giant tour-based genetic algorithm, a simple cluster-first, route second heuristic and an assignment-based genetic algorithm. Preliminary computational results on a set of realistic problem instances suggest that the assignment-based genetic algorithm better scales as the problem size increases.

1 INTRODUCTION

With the rise of virtualization, the share of e-commerce in the retail market continues to grow in an omnichannel context. One of the services offered by the Devatics company is Onestock[1], a tool for pooling inventories to meet online orders. The problem which arises therefore consists in seeking the optimal allocation of a set of customers to stores. Two modes of assignment are possible. Indeed, we can consider the "Online" assignment mode, consisting of the allocation of each order as they are declared, and the "Offline" assignment which consists of assigning all the orders in a single large block. In this paper we consider the offline problem. The Onestock software solves a variant where the transport cost are fixed. In this paper we consider an evolution of the problem towards a variant where the transport costs depend on delivery tours to the customer locations. We propose an mixed-integer linear programming formulation (MILP) of the problem. On realistic data instances, we compare several heuristics and metaheuristics. We show that a cluster-first, route-second based genetic algorithm obtains the best results. The problem formulation is given in Section 2. The realistic data extraction approach that we use to generate the data instances is then presented in Section 3. Section 4 first gives a quick state of the art review of efficient metaheuristics for vehicle routing problems and propose adaptations for the considered E-commerce problem. Section 5 provides a computational comparison of the proposed exact and heuristic approaches. Concluding remarks are drawn in Section 6.

[1]https://www.onestock-retail.com/

2 MODELING THE PROBLEM

The problem considers a fixed set of online orders D for a set of products P. Each order $d \in D$ asks for an amount q_{dp} of product $p \in P$. We have a set M of stores, and each store $m \in M$ has a stock s_{mp} of product $p \in P$. The problem is then to meet the demand in products of each order by using the store stocks

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with the possibility to split the demand across different stores. Then, each store must deliver the ordered packages to the customers in a single tour.

Although in the OneStock software the orders are served online upon receipt, the offline problem has concrete applications. Indeed, most real orders take place in the evening, and therefore cannot be processed before the stores open on next morning. In this case, we have a given number of orders to process at a time. Another application of interest is the estimation of a "regret", i.e. the difference in performance between the immediate allocation of successive orders and the optimal allocation of these orders. In this paper, we wish to minimize the distance traveled on tours. The trucks have no capacity, so each store only has to deliver the products in at most one tour. However, a customer can be served by several stores and therefore by several routes. This model therefore explicitly incorporates the "assignment + routing" aspect.

2.1 Input Data

D : set of orders.
M : set of stores.
P : set of products.
$N = M \cup D$: set of nodes.
$V = \{(i, j) \mid i, j \in N^2\}$ set of arcs.
R : set of $r_{ij} \in \mathbb{R}$: cost of arc from i to j
Q : set of $q_{dp} \in \mathbb{N}$: amount of product $p \in P$ in order $d \in D$.
S : set of $s_{mp} \in \mathbb{N}$: stock of product $p \in P$ in store $m \in M$.

2.2 Variables

X : set of $x_{dmp} \in \mathbb{N}$: number of products p sent from store m for order d.
Y : set of $y_{dm} \in \{0,1\}$: indicates whether a package is sent from store m for order d.
Z : set of $z_{ij}^m \in \{0,1\}$: indicates whether the tour of store m takes arc (i, j).
U : set of $u_i^m \in \mathbb{N}$: number assigned to node i in the tour of store m (to avoid subtours).

2.3 Objective

$$\min \sum_{m \in M} \sum_{(i,j) \in V} z_{ij}^m r_{ij} \quad (1)$$

2.3.1 Constraints

$$\sum_{m \in M} x_{dmp} \geq q_{dp}, \forall d, p \in D, P \quad (2)$$

$$\sum_{d \in D} x_{dmp} \leq s_{mp}, \forall m, p \in M, P \quad (3)$$

$$x_{dmp} \leq y_{dm} \min(q_{dp}, s_{mp}), \forall d, m, p \in D, M, P \quad (4)$$

$$\sum_{i \in N} z_{id}^m \geq y_{dm}\ , \forall d, m \in D, M \quad (5)$$

$$\sum_{i \in N} z_{mi}^m \geq y_{md}\ , \forall d, m \in D, M \quad (6)$$

$$\sum_{i \in N} z_{ij}^m = \sum_{k \in N} z_{jk}^m, \forall m, j \in M, N \quad (7)$$

$$u_i^m - u_j^m + |D| z_{ij}^m \leq |D| - 1, \quad \forall i, j \in V \setminus \{m\}, i \neq j, \forall m \in M \quad (8)$$

Objective (1) is this time to minimize the total distance traveled by the store deliverers.

Constraints (2) guarantees that each order is sufficiently supplied. Constraints (3) guarantee that stocks are sufficient for shipments and constraints (4) ensure that the number of products p sent from store m to customer d is set to 0 if no package is sent from m to d. Constraints (5) and (6) guarantee that the tour of store m passes through customer d and by store m if this allocation has been decided, respectively. Constraints (7) ensure flow conservation while (8) guarantees that only cycles including store m are allowed.

3 REALISTIC DATA INSTANCE GENERATION

To best stick to reality, we use statistics extracted from real instances of a Devatics customer. An offline problem generator uses these statistics to create datasets with an arbitrary number of orders.

Figures 1 and 2 show that for the firm considered the distribution of orders is not egalitarian.Wednesday is the busiest day with around 200 orders on average, with peaks of orders on sales days that do not exceed 1000 orders for a day.

For each product, its popularity is given by the sum of its purchases. In addition, a matrix of co-occurrence indicates for each pair of products the number of orders that include both. We notice that the popularity of the products is distributed in a way approaching a Pareto distribution.

We can therefore generate a semi-realistic n-sized order from the data, first choosing a product randomly based on its popularity, then adding products according to their co-occurrences with the products already

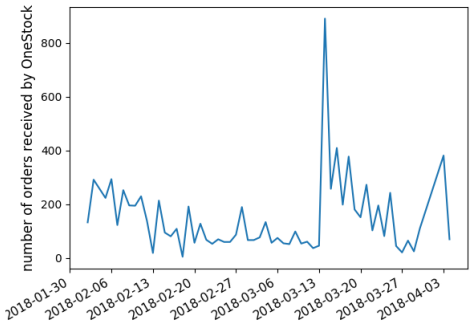

Figure 1: Number of orders per day over a three-month period.

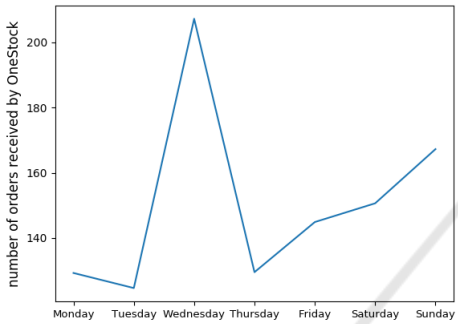

Figure 2: Average number of orders per day of the week.

present until we have n products. We also have information regarding the size distribution of n orders with an almost binomial distribution of the quantity of product ordered. We notice that the average order gathers 2.8 products, or roughly 1% of the available products (203 in total).

Once the orders are composed, we need to provide stores to ensure the feasibility of the problem. To do this, we are inspired by the overall distribution of the stock of products as well as quantities of stocks of each product in each store. We noticed that more than 30% of the stock is in the warehouse, while all the other stores roughly share the rest.

For each unit of product ordered we select a store to receive a unit of stock of this product. If it is the first unit of this product in stock, a stock margin of two units is added. This margin value, given by Devatics, corresponds to the risk aversion of stores that report a quantity of stock below reality to avoid shortage. We generate a set of problems constituting a test bench on which we vary the values of the number of orders and of the stock margin.

4 PROPOSED METHODS

The modeling of the routing problem, in particular the constraints that eliminate subtours, do not allow a MILP solver to solve the problem effectively, which justifies the use of heuristics. This problem is very close to several well studied problems such as the traveling salesman problem (TSP) the location and routing problem (LRP) and in particular the vehicle routing problem (VRP). Classically, the latter consists of minimizing the cost of visiting all customers without exceeding a given capacity of the truck. One can consider that our problem corresponds to the VRP with additional classical attributes (no capacity on trucks, multi-products, capacity on stocks, several warehouses, multiple deliveries, one truck per warehouse). The VRP as well as many variations involving some of these attributes are very studied problems for their many practical applications in the field of logistics. In (Abdulkader et al., 2018; Martins et al., 2020), heuristics are proposed for a related omnichannel retail problem with the difference that vehicles are not attached to stores but located in a central depot and perform pick up and delivery tours. We first review the efficient metaheuristics designed for the VRP before describing our solution approaches.

4.1 The Properties of Efficient Metaheuristics for Vehicle Routing Problems

Vidal *et al.* (Vidal et al., 2014b) proposed a unified heuristic framework to solve ta family of VRP with many attributes. The approach consists in categorizing the attributes (additional constraints) of the VRP to be able to offer solutions adapted to each of these categories. In addition, others works (Vidal et al., 2013) try to extract from the profusion of the methods the main characteristics which make the success of an approach. Although empirical, this analysis can guide us in creating our method. Two tracks inspired by the methods of LRP solution approach emerge. On the one hand, the giant tour method, which focuses on the ”routing” aspect of the problem, and on the other, an approach highlighting the ”assignment” aspect of the problem.

4.2 Giant Tours: Route-first, Cluster-second Approach

The giant tour method is proposed for the first time for the VRP by Beasley (Beasley, 1983). Prins (Prins, 2004) integrates this technique with a memetic algorithm (genetic algorithm with a local search phase).

Vidal *et al.* (Vidal et al., 2014b) among others proposed an efficient variant able to solve a large set of routing problems with various constraints. In this section we first recall the principle of the giant tour and the SPLIT operator for the VRP. Then, we describe the adaptation of the SPLIT operator to our problem and we finally describe the proposed giant tour based hybrid genetic algorithm that uses a MILP-based repair operator.

The Principle of the Giant Tour. The representation by giant tour consists for the classic VRP to consider, instead of explicit solutions, "giant tours", a kind of concatenation of real tours, representing all the ways to cut this tour in order to respect the capacity constraint of the trucks. The idea is that if we know how to quickly find the best solution for this subset, it is faster to consider "macro solutions". An illustration of the giant tour is given in Fig. 3. In this figure, a giant tour of size 3: [3,1,2] must be cut for a truck capacity of 2. The different possible cuts are therefore [3 — 1 — 2], [3,1 — 2] and [3 — 1,2]where "—" represents a return to the depot.

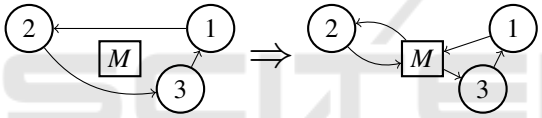

Figure 3: Giant tour [3,1,2] and associated solution.

Finding an optimal division of the giant tour into subtours is polynomial, as a shortest path algorithm. Figure 4 shows how this cutting operator (commonly called SPLIT) determines the optimal solution. It consists in finding the shortest path in a graph whose nodes are the ordered points visited by the giant tour and whose arcs each represent a grouping. Each arc cannot group more points than the capacity of the trucks and the cost associated with an arc is the cost of the grouping it represents.

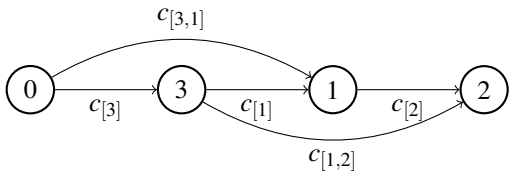

Figure 4: Subgraph for cutting by SPLIT the giant tour [3,1,2] with capacity 2.

Adapting the Split Operator to Our Problem. To adapt the method to our problem and its attributes, we first observe the adaptations considered for these attributes taken individually. In the literature, to adapt the method to problems with split-delivery, (Boudia et al., 2007) brings two changes:

- A node can appear several times in a giant tour.
- Each occurrence of a node is associated with the quantity of delivered products. The sum of the delivered quantity must match the request.

The SPLIT operator is also slightly modified since when a sub-tour is considered, visiting several times the same node is meaningless. The sum of the delivered quantities is therefore carried over to a single occurrence of the node. Experience shows that the choice of this node, if it can be difficult to determine optimally, can be done deterministically (the local search carried out thereafter rectifying a possible bad choice). In addition to the loss of optimality, the first of these changes complicates the cutting, in fact, in a giant tour, a node can appear up to M times if it is served by all stores. We switch from a fixed size $|D|$ to a variable size up to $|D|.|M|$. Especially since in a multi-product context and with capacities on stocks, the information associated with the quantity delivered for each product can be voluminous and, as we will see later, does not by itself guarantee the existence of a solution by the SPLIT operator. Indeed, even if the sum of the delivered products corresponds to the demand for each product, it is still necessary that stores have stocks to deliver these products. This feasibility of a sub tour is itself difficult to determine since it depends on the other sub-routes selected.

Vidal *et al.* (Vidal et al., 2014a) show how the giant tour can be adapted to multiple depots. The change is restricted to the SPLIT method, in which the costs associated with a sub-tour becomes the cost of allocating the tour to the best depot. In our case with capacities, it is not possible to determine the "best" assignment independently of other assignments. We must therefore create for each assignment of a subtour to a store m, an arc with a corresponding cost. The number of route assignments to be considered becomes $O(|M|^n)$ in the worst case where n is the size of the giant tour since we do not limit the capacity of the trucks.

A SPLIT operator adapted to the case of deliveries with capacities is presented by Duhamel *et al.* (Duhamel et al., 2010). The authors use a Bellman algorithm with several labels per node to keep the stocks available when searching for the shortest path. A dominance rule between labels makes it possible to discard some of them, but the method remains too slow for large instances. Several improvements are proposed to speed it up, in particular, limiting the number of labels considered during the evaluation (a parameter to be set). Despite these complications, one of the properties of our problem, which can simplify

the SPLIT procedure, is that each store performs only one tour. In this case, the resource whose labels must report the usage is no longer the stock, but the prior use or not of a store. However, the giant tour cut this way represents a less important set of solutions. So we have a trade-off between speed of cutting and search efficiency.

From this analysis, a giant tour for our problem is thus a sequence S of at most $|D|.|M|$ nodes, each node k corresponding to an order $\delta(k)$ associated to a delivered amount $\lambda_p(k)$ such that the sum of delivered amount for the nodes corresponding to the same order equals the total required quantity for each product, which correspond to the following invariant:

$$\sum_{\substack{k=1 \\ \delta(k)=d}}^{|S|} \lambda_p(k) = q_{dp} \quad \forall d \in D, p \in P \tag{9}$$

The SPLIT operator we propose is synthesized in Algorithmm 1. A solution is represented by a chain of labels. a label L labels is composed of a node $L.node$in the giant tour S, a score $L.score$, a store $L.store$ and a set of available stores $L.available\_m$, and a parent label $L.parent$. A Label represent the subsequence from the successor of $L.parent$ to $L.node$ assigned to store m of cost $L.score$ and such that the set of stores available for delivering the successors of $L.node$ in S is stored in $L.available_m$. The notation μ_{ij} denotes the sub-tour comprising nodes $i+1$ up to j in S. To save the propagation of unnecessary labels, the procedure ADDLABELTONODE uses a standard dominance rule. A label L_1 dominates a label L_2 (noted $L_1 \succ L_2$) if it uses fewer resources for a better score. Formally:

$$L_1.score < L_2.score \text{ and}$$
$$L_2.available\_m \subseteq L_1.available\_m$$

or

$$L_1.score \leq L_2.score \text{ and}$$
$$L_2.available\_m \subset L_1.available\_m$$

One must notice that the SPLIT operator may fail in obtaining a feasible set of tours. Indeed, it is possible that all active label at some points fail to satisfy the condition at Line 8. This condition express the fact that the stock in store m must be sufficient to deliver all amounts $\lambda_p(k)$ of each order k in the μ_{ij} subsequence for all products p. But if the $\lambda_p(k)$ atttached to the giant tour satisfy invariant (9), which ensure that the customer demand is satisfied, they are not necessarily compatible with the stock. In this case, the best set of tours computed by the SPLIT operator is incomplete.

Algorithm 1: The SPLIT procedure.

```
1  //Insert start label;
2  L ← (node = 0; cost = 0; available_store =
     M; parent = nil);
3  ADDLABELTONODE(0, L);
4  for i ∈ {0, .., |S|} do
5      for L_i^l ∈ {Labels on node i} do
6          for j ∈ {i, .., |N|} do
7              for m ∈ L_i^l.available_m do
8                  if s_mp ≥ Σ_{k=i+1}^{j} λ_p(k), ∀p ∈ P
                     then
9                      L.score ← L_i^j.score +
                         route_cost(μ_ij, m);
10                     L.available ←
                         L_i^j.available_m \ {m};
11                     L.node = j;
12                     L.store = m;
13                     L.parent = L_i^l;
14                     ADDLABELTONODE(j, L);
15                 end
16             end
17         end
18     end
19 end
```

The Giant Tour-based Hybrid Genetic Algorithm. Given the SPLIT operator, Algorithm 2 describes the genetic algorithm. Individuals are giant tours. In Line 1, a population of giant tours is initialized randomly via function INITPOPGT. The a standard tournament selection is performed to select two parent individuals $I1$ and $I2$ (Line 3, function CHOOSEPARENTSGT). An adaptation of the classic one point crossover operator is used on the selected giant tours $I1$ and $I2$ at Line 4 with function CROSSOVERGT, which yields offspring $I3$. Recall that a giant tour is defined by a sequence of nodes k and associated $\lambda_p(k)$ delivered values for each product $p \in P$. For the nodes up to the crossover point, $\lambda_p(k)$ values in $I3$ are the same as in $I1$. After the crossover point, the $\lambda_p(k)$ values for the nodes k duplicated from I2 are set so that invariant (9) is satisfied. If there is not enough nodes for a given order to satisfy its demand, nodes are duplicated at the end until the invariant is satisfied. Then, at Line 5, the SPLIT operator is applied to obtain a set T of tours (one for each store).

If tour T is incomplete (see reasons above), a MILP-based repairing operator is used (Line 6). Based on tour T, the repair operator searches to compute a new feasible tour for each store with optimized cost. Let $\bar{y}$ the current assignment of orders to stores

Algorithm 2: Giant tour-based genetic algorithm.

```
1  Pop = InitPopGT(n);
2  while True do
3  |  I1,I2 =ChooseParentsGT(Pop);
4  |  I3 =CrossoverGT(I1,I2);
5  |  T =Split(I3);
6  |  T =MilpRepair(T);
7  |  T =LocalSearch(T);
8  |  I3 =getGT(T);
9  |  Pop = Pop + I3;
10 |  if |Pop| > α then
11 |  |  Pop =SelectSurvivorsGT(Pop);
12 |  end
13 |  if it_stale > β then
14 |  |  Pop =DiversifyGT(Pop);
15 |  end
16 end
```

as stated by tour T such that $\bar{y}_{dm} = 1$ if store m delivers at least a part of order d and $\bar{y}_{dm} = 0$ if no part of order d is delivered by store m. A new feasible assignment of orders to stores is first computed by solving a variant of multi order, multi product facility location problem issued from MILP (1–8) while replacing the routing constraints by estimated removal profits and insertion costs. Let T_m denote the tour on machine m and T_{mk} for $k = 1,\dots|T_m|$ the kth order visited by tour T_m. The repair MILP has variables y_{dm} and $x_{dmp} \in \{0,1\}$ for all $d \in D$, $m \in M$, $d \in D$ and the following objective and constraints.

$$\min \sum_{m\in M} \sum_{\substack{d\in D \\ \bar{y}_{dm}=0}} c^{+}_{md} y_{dm} - \sum_{m\in M} \sum_{\substack{d\in D \\ \bar{y}_{dm}=1}} c^{-}_{md} y_{dm} \qquad (10)$$

subject to constraints (2–4), where

$$c^{+}_{md} = \min_{k=1,\dots,|T_m|-1} R_{T_{mk}d} + R_{dT_{m,k+1}} - R_{T_{mk}T_{m,k+1}}$$

is the insertion cost of d (in the case where it is the only order inserted in the tour on machine m) and c^{-}_{md} represents symmetrically the profit of removing d from T_m.

Then function MilpRepair, use the standard best insertion algorithm to build the route of each store given the orders assigned to the stores. A two-opt local search algorithm (function LocalSearch at Line 7) further improves tours T. Finally, the giant tour offpring $I3$ is rebuilt by deriving the giant tour from the sequence of tours on T (function getGT). The SelectSurvivorsGT keeps the best giant tours in the population up to a maximal number α. The DiversifyGT diversification function simply reinitializes part of the population randomly.

4.3 Cluster-first, Route Second Approaches

Another common approach, in opposition to the giant tour method, first selects the store assignments to customers, then chooses the best routes for visits. The idea is that once the allocation fixed, the problem is reduced to an instance of the TSP for each store having to visit customers to whom it was assigned. In the worst case, each customer should be visited, but it can be expected that in general a store will only visit a small number of customers; and, due to the combinatorial nature of the problem, solving a set of small problems is much faster than solving a single bigger problem.

Cluster-first, Route-second Heuristic. In an article by Fisher (Fisher and R.Jaikumar, 1981), a heuristic of this type is proposed for the first time for a variant of the VRP and we adapt this method to our problem. It solves a general assignment problem to determine the assignments and then solves the resulting TSP. Intuitively, the problem of allocation resembles the problem of clustering; indeed, if the sets of customers to be visited are located around the stores, we can hope that the associated routing is of good quality. Among all the existing clustering criteria, we choose to minimize the sum of the distances between customers and their associated stores (potentially several) such that the allocation is valid. This criterion has the merit of being simple and of adapting well to the strong constraints on stocks. Other criteria such as minimizing the greatest distance between a customer and a linked store are not adapted since if an assignment happens to be necessary (for example in the case where only one store has a given product) yielding a high cost A, the assignment of other customers to stores becomes indifferent to the cost as long as it is less than A. Once the assignment of orders to stores is made, we use the the MILP (1–8) with fixed variables y_{dm} and x_{pdm}, which amounts to solve $|M|$ small TSPs.

Hybrid Genetic Assignment Algorithm. In addition to the previously mentioned heuristic, another genetic algorithm based on solving the underlying assignment problem is proposed (Algorithm 3). The solutions (or individuals) are represented by a set of $|M|$ chromosomes, each corresponding to a store tour. The population is initialized randomly (InitPop), then, at each iteration, two individuals are selected to be crossed (function ChooseParents). The classic one point crossover operator is used on each of the store tour pairs since it has the advantage of keeping

part of the parents' route (CROSSOVER). Each individual offspring is not not always viable because of the product stock in the stores and the MILPREPAIR function is then used to repair the offspring.

The offspring is then inserted into the population. If the population size exceeds a given threshold, a selection procedure (SELECTSURVIVORS) determines which individuals are deleted. To choose the survivors, we compare of course the solution scores, but we also take into account their diversity, using a measure based on the average Hamming distance between an individual and his closest neighbors. When the search stagnates during a given number of iterations, the population is diversified (DIVERSIFY). The operation consists in destroying the current solutions by removing certain visits before applying a random repair of individuals. To do this, we use a random variant of MILPREPAIR.

Algorithm 3: Assignment based genetic algorithm.

```
Pop = INITPOP(n);
while True do
    T1, T2 = CHOOSEPARENTS(Pop);
    T3 = CROSSOVER(T1, T2);
    T3 =MILPREPAIR(T3);
    T3 =LOCALSEARCH(T3);
    Pop = Pop + T3;
    if |Pop| > α then
        Pop =SELECTSURVIVORS(Pop);
    end
    if it_stale > β then
        Pop =DIVERSIFY(Pop);
    end
end
```

5 PRELIMINARY COMPUTATIONAL RESULTS

We compare the four solution methods (MILP using the IBM Cplex solver, Cluster-first heuristic, Assignement-based Genetic algorithm, Giant tour-based Genetic algorithm) on randomly generated problem instances for given dimensions. Figure 5 presents the performances of the methods compared to the best solution among the four. A single 15 min run was performed for each algorithm. Each point correspond to the average score on 3 instances of the given size. So a score of 1 corresponds to the best solution found and a score of 0.5 corresponds to a solution twice as expensive.

As you would expect, The MILP formulation, even if it finds the optimal solution for small instances, is quickly outperformed when it comes to solving larger instances. The assignment-based genetic (named AG affectation in Fig. 5) algorithm is more efficient than the one based on giant tours, especially for the larger instances with a realistic size of 100 orders, 10 stores and 10 products. In third position, the assignment heuristic obtains surprisingly honorable scores (about 1.25 times higher than the best score). As parameter tuning was handcrafted and only single runs were performed, these preliminary computational experiments should be extended in the future but they suggest good scaling properties of the assignment-based genetic algorithm.

6 CONCLUSION

We have considered an industrial problem problem consisting in finding the optimal allocation and routing of a set of customer orders to stores, a variant of the location routing problem / vehicle routing problem with complicating constraints. We proposed mixed-integer linear programming formulations and several heuristics for the problem. Our hybrid genetic algorithm based on assigning customers to store first and routing the order second with MILP-based repair operators showed good scaling properties on preliminary computational experiments. Regarding the routing problem, further improvements can be made in the configuration of genetic algorithms. In particular, the Split operator could be improved as in (Duhamel et al., 2011). An idea to experiment would be not to fix the quantities of products, but that each label contains a MILP model, enriched with each allocation of a sub-tour, which determines the feasibility of an assignment. A simple local search integrating the cluster-first, route-second phases using combined tour improvement neighborhoods and assignment neighborhoods deserves also to be tested.

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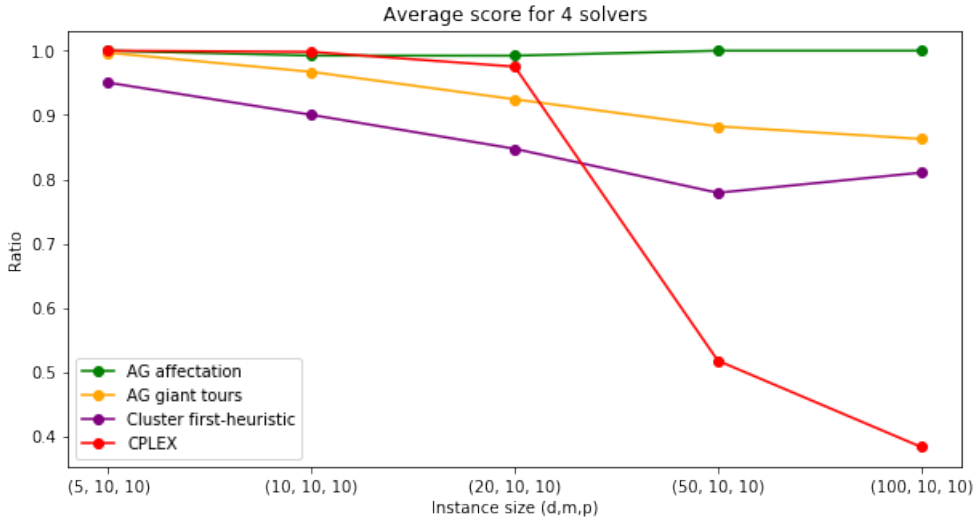

Figure 5: Performance of the different methods compared to the best solution.

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