

# New Developments in the Computerized Routing of Meter Readers over Street Networks

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# Outline of Lecture

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- The close enough traveling salesman problem (CETSP)
- The CETSP over a street network
- Heuristics for solving this problem
  - Greedy Approaches
  - IP Formulations
- Computational Results
- Conclusions

# The CETSP over a Street Network

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- Until recently, utility meter readers had to visit each customer location and read the meter at that site
- Now, radio frequency identification (RFID) technology allows the meter reader to get close to each customer and remotely read the meter
- Our models are based on data from a utility and use an actual road network with a central depot and a fixed radius  $r$  for the hand held device
- Our goal is to minimize distance traveled or elapsed time

# The CETSP over a Street Network

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- We used RouteSmart (RS) with ArcGIS
  - Real-world data and constraints
  - Address matching
  - Side-of-street level routing
  - Solved as an arc routing problem
- Our heuristic selects segments to exploit the “close enough” feature of RFID
- RS routes over the chosen segments to obtain a cycle
- Currently, RS solves the problem as a Chinese (or rural) Postman Problem

# Heuristic Implementation

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- How do we choose the street segments to feed into RS?
- We tested several ideas
- Greedy procedures
  - Greedy A: Choose the street segment that covers the most customers, remove those customers, and repeat until all customers are covered
  - Greedy B: Same as above, but order street segments based on the number of customers covered per unit length
- IP Formulations

# IP Formulation

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- We also experimented with formulating the problem as an IP:

$$\text{Minimize } \sum_j c_j x_j$$

subject to

$$\sum_j a_{ij} x_j \geq 1 \text{ for all } i$$

$$x_j \in \{0,1\}$$

where  $a_{ij} = 1$  if customer  $i$  is covered by road segment  $j$

0 otherwise

and  $x_j = 1$  if road segment  $j$  is traversed

0 otherwise

# IP Variants

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- We tested several choices for the objective function

- IP1: Minimize the number of road segments chosen

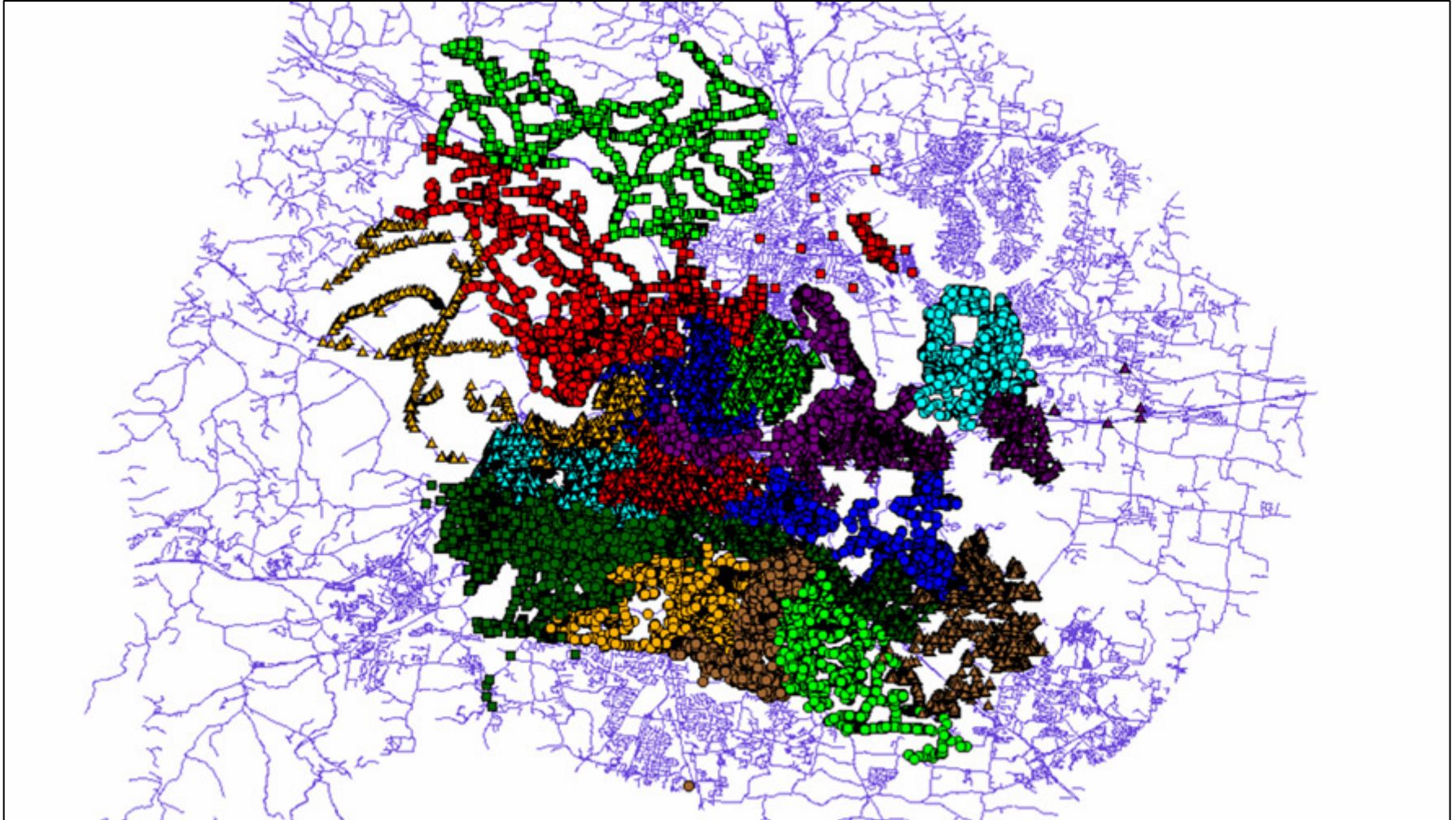
$$c_j = 1 \text{ for all } j$$

- IPD1: Minimize the distance of the road segments chosen

$$c_j = \text{the distance of road segment } j$$

# Each Color is a Separate Partition

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# A Single Partition

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# A Closer Look at a Partition

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# The Area Covered with RFID

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# The Area Covered by the Entire Partition



# Dense Partition Results

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| 500 foot radius |              |              |                               |                              |                           |
|-----------------|--------------|--------------|-------------------------------|------------------------------|---------------------------|
| <u>Method</u>   | <u>Miles</u> | <u>Hours</u> | <u>Number of<br/>Segments</u> | <u>Miles of<br/>Segments</u> | <u>Deadhead<br/>Miles</u> |
| RS              | 204.8        | 9:22         | 1099                          | 97.5                         | 107.3                     |
| Greedy A        | 160.5        | 7:06         | 470                           | 64.4                         | 96.1                      |
| Greedy B        | 166.5        | 7:27         | 577                           | 64.2                         | 102.3                     |
| IP1             | 165.8        | 7:25         | 458                           | 62.4                         | 103.4                     |
| IPD1            | 161.6        | 7:15         | 470                           | 59.1                         | 102.5                     |
| Essential       | –            | –            | 342                           | 43.3                         | –                         |

# Dense Partition Results

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| 350 foot radius |              |              |                               |                              |                           |
|-----------------|--------------|--------------|-------------------------------|------------------------------|---------------------------|
| <u>Method</u>   | <u>Miles</u> | <u>Hours</u> | <u>Number of<br/>Segments</u> | <u>Miles of<br/>Segments</u> | <u>Deadhead<br/>Miles</u> |
| RS              | 204.8        | 9:22         | 1099                          | 97.5                         | 107.3                     |
| Greedy A        | 171.9        | 7:45         | 621                           | 78.1                         | 93.8                      |
| Greedy B        | 179.3        | 7:55         | 610                           | 78.0                         | 101.3                     |
| IP1             | 169.8        | 7:39         | 608                           | 77.6                         | 92.2                      |
| IPD1            | 168.1        | 7:40         | 609                           | 76.9                         | 91.2                      |
| Essential       | –            | –            | 451                           | 61.9                         | –                         |

# Sparse Partition Results

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| 500 foot radius |              |              |                               |                              |                           |
|-----------------|--------------|--------------|-------------------------------|------------------------------|---------------------------|
| <u>Method</u>   | <u>Miles</u> | <u>Hours</u> | <u>Number of<br/>Segments</u> | <u>Miles of<br/>Segments</u> | <u>Deadhead<br/>Miles</u> |
| RS              | 213.6        | 9:26         | 405                           | 98.4                         | 115.2                     |
| Greedy A        | 189.9        | 8:22         | 217                           | 79.6                         | 110.3                     |
| Greedy B        | 197.0        | 8:56         | 236                           | 84.7                         | 112.3                     |
| IP1             | 188.2        | 8:18         | 216                           | 78.5                         | 109.7                     |
| IPD1            | 188.4        | 8:18         | 216                           | 78.3                         | 110.1                     |
| Essential       | —            | —            | 212                           | 78.0                         | —                         |

# Sparse Partition Results

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| 350 foot radius |              |              |                               |                              |                           |
|-----------------|--------------|--------------|-------------------------------|------------------------------|---------------------------|
| <u>Method</u>   | <u>Miles</u> | <u>Hours</u> | <u>Number of<br/>Segments</u> | <u>Miles of<br/>Segments</u> | <u>Deadhead<br/>Miles</u> |
| RS              | 213.6        | 9:26         | 405                           | 98.4                         | 115.2                     |
| Greedy A        | 200.1        | 8:34         | 379                           | 91.2                         | 108.9                     |
| Greedy B        | 203.1        | 8:41         | 391                           | 93.3                         | 109.8                     |
| IP1             | 200.5        | 8:36         | 378                           | 91.6                         | 108.9                     |
| IPD1            | 201.0        | 8:37         | 380                           | 91.0                         | 110.0                     |
| Essential       | —            | —            | 325                           | 85.9                         | —                         |



# Results for all 18 Partitions

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|               |              | 500 foot radius |                               |                              |                           |
|---------------|--------------|-----------------|-------------------------------|------------------------------|---------------------------|
| <u>Method</u> | <u>Miles</u> | <u>Hours</u>    | <u>Number of<br/>Segments</u> | <u>Miles of<br/>Segments</u> | <u>Deadhead<br/>Miles</u> |
| RS            | 3798.1       | 165:41          | 16509                         | 1545.1                       | 2253.0                    |
| Greedy A      | 3045.2       | 140:05          | 9895                          | 1498.9                       | 1546.3                    |
| Greedy B      | 3140.3       | 144:41          | 11483                         | 1528.6                       | 1611.7                    |
| IP1           | 3055.6       | 140:37          | 9857                          | 1492.8                       | 1562.8                    |
| IPD1          | 3039.1       | 140:02          | 9907                          | 1491.8                       | 1547.3                    |
| Essential     | —            | —               | 7777                          | 1399.6                       | —                         |

# Results for all 18 Partitions

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| 500 foot radius |              |              |                     |                         |
|-----------------|--------------|--------------|---------------------|-------------------------|
| <u>Method</u>   | <u>Miles</u> | <u>Hours</u> | Best<br><u>Time</u> | Best<br><u>Distance</u> |
| RS              | 3798.1       | 165:41       | 0                   | 0                       |
| Greedy A        | 3045.2       | 140:05       | 7                   | 7                       |
| Greedy B        | 3140.3       | 144:41       | 0                   | 0                       |
| IP1             | 3055.6       | 140:37       | 4                   | 5                       |
| IPD1            | 3039.1       | 140:02       | 7                   | 8                       |

# Redundancy

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- To provide redundancy, we test how serving each customer by at least two different road segments effects the costs
- In terms of the IP, change  $\sum_j a_{ij}x_j \geq 1$  to  $\sum_j a_{ij}x_j \geq 2$

|               |              | 500 foot radius |                           |                          |                       |
|---------------|--------------|-----------------|---------------------------|--------------------------|-----------------------|
| <u>Method</u> | <u>Miles</u> | <u>Hours</u>    | <u>Number of Segments</u> | <u>Miles of Segments</u> | <u>Deadhead Miles</u> |
| IP2           | 192.3        | 8:23            | 250                       | 81.2                     | 111.1                 |
| IPD2          | 193.1        | 8:26            | 251                       | 79.9                     | 113.2                 |
| IP1           | 188.2        | 8:18            | 216                       | 78.5                     | 109.7                 |
| IPD1          | 188.4        | 8:18            | 216                       | 78.3                     | 110.1                 |

# Conclusions

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- We have shown several heuristics for solving this new class of problems
- The best heuristics seem to work well
- RFID travel paths have a 15% time savings and 20% distance savings over the RS solution
- As the technology improves (i.e., the radius increases) the savings will increase dramatically<sub>20</sub>