

## 1 - Motivation

Designing resilient logistics plans in contested environments:

- Expeditionary and humanitarian aid logistics



## 3 - Problem Definition

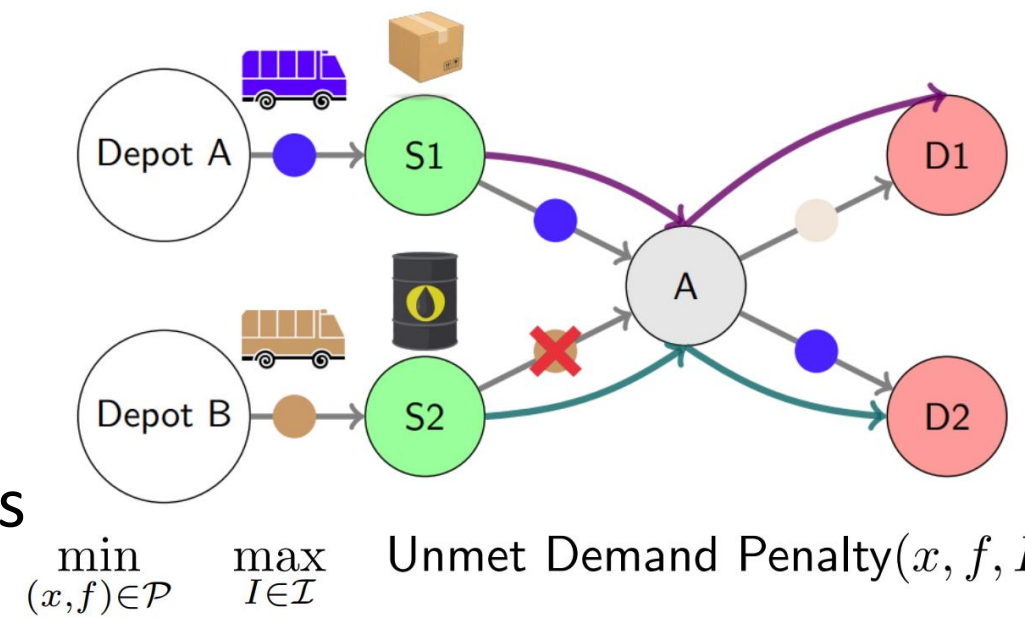
**Network Setup:** Commodities transported by vehicles on an acyclic directed graph.

**Planner's Action:** The planner defines a logistics plan.

**Attacker's Action:** The attacker observes the plan and chooses arcs to interdict.

**Impact:** Interdiction renders the vehicle and its cargo unusable for the remainder of the plan.

**No-Recourse:** The planner cannot adjust the plan after the interdiction occurs.



$$\min_{(x,f) \in P} \max_{I \in \mathcal{I}} \text{Unmet Demand Penalty}(x, f, I)$$

**Objective:** Minimize the total penalty incurred from unmet demand in the worst-case scenario.

## 5 - Path-Based MIP

$$\min z$$

$$\text{s.t. } \sum_{a \in \delta^+(v)} x_{a,c} - \sum_{a \in \delta^-(v)} x_{a,c} \leq s(c,v)$$

$$\sum_{\lambda \in \Lambda_k; \text{start}(\lambda)=v} f_{\lambda,k} \leq \text{sup}(v,k)$$

**Sets:**  $V$  nodes,  $A$  arcs,  $C$  vehicles,  $K$  commodities,  $\Lambda_k$  paths for  $k$   
**Plan**  $(x, f) \in P$ :  $x_{a,c} \in \{0, 1\}$  vehicle routing,  $f_{\lambda,k} \geq 0$  path flow  
**Post-interdiction:**  $x_{a,c}^I, f_{\lambda,k}^I \geq 0$   
**Params:**  $\text{cap}(c)$ ,  $\text{sup}(v,k)$ ,  $\text{dem}(v,k)$ ,  $w(v,k)$

**Initial Plan Feasibility:**

- Vehicle routing must satisfy flow balance
- Commodity flow must respect initial supply and vehicle capacity limits

**Post-Interdiction Plan:**

- Delivered flow cannot exceed demand
- Interdicted vehicles cannot proceed past the interdicted arc
- No-recourse

**Worst-case unmet demand penalty**

$$\sum_{k \in K} \sum_{\lambda \in \Lambda_k; \lambda \ni (a,c)} f_{\lambda,k} \leq \text{cap}(c) \cdot x_{a,c}$$

$$\sum_{a \in \delta^+(v)} x_{a,c}^I - \sum_{a \in \delta^-(v)} x_{a,c}^I \leq s(c,v)$$

$$\sum_{k \in K} \sum_{\lambda \in \Lambda_k; \lambda \ni (a,c)} f_{\lambda,k}^I \leq \text{cap}(c) \cdot x_{a,c}^I$$

$$\sum_{\lambda \in \Lambda_k; \text{end}(\lambda)=v} f_{\lambda,k}^I \leq \text{dem}(v,k)$$

$$\sum_{c \in C} x_{a,c}^I \leq 0$$

$$x_{a,c}^I \leq x_{a,c}$$

$$f_{\lambda,k}^I \leq f_{\lambda,k}$$

$$z \geq \sum_{v \in V} \sum_{k \in K} w(v,k) \cdot \left( \text{dem}(v,k) - \sum_{\lambda \in \Lambda_k; \text{end}(\lambda)=v} f_{\lambda,k}^I \right)$$

$$x_{a,c} \in \{0, 1\}, x_{a,c}^I \geq 0, f_{\lambda,k} \geq 0, f_{\lambda,k}^I \geq 0$$

## 7 - Best Interdiction MIP

**Most damaging interdiction plan:**

- Bilevel optimization problem
- Dualize and combine: Quadratic MIP
- Linearize using Big-M bounds

	$x, f$	$x^1, f^1$	$x^2, f^2$	$x^3, f^3$	$\dots$	$x^k, f^k$	$\dots$
Initial Plan	$A_0$	0	0	0	$\dots$	0	$\dots$
Interdiction 1	$B_1$	$C_1$	0	0	$\dots$	0	$\dots$
Interdiction 2	$B_2$	0	$C_2$	0	$\dots$	0	$\dots$
Interdiction 3	$B_3$	0	0	$C_3$	$\dots$	0	$\dots$
$\vdots$	$\vdots$	$\vdots$	$\vdots$	$\vdots$	$\ddots$	$\vdots$	$\vdots$
Interdiction $k$	$B_k$	0	0	0	$\dots$	$C_k$	$\dots$
$\vdots$	$\vdots$	$\vdots$	$\vdots$	$\vdots$	$\dots$	$\vdots$	$\vdots$

$$\max_I q(I) \quad \text{s.t. } \sum_{a \in A} \text{cost}(a) \cdot I_a \leq B, \quad I_a \in \{0, 1\}$$

$$q(I) = \min_{x^I, f^I} z$$

$$\text{s.t. } \sum_{a \in \delta^+(v)} x_{a,c}^I - \sum_{a \in \delta^-(v)} x_{a,c}^I \leq s(c,v)$$

$$x_{a,c}^I \leq 1 - I_a$$

$$x_{a,c}^I \leq \bar{x}_{a,c}$$

$$f_{\lambda,k}^I \leq \bar{f}_{\lambda,k}$$

$$\sum_{k \in K} \sum_{\lambda \in \Lambda_k; \lambda \ni (a,c)} f_{\lambda,k}^I \leq \text{cap}(c) \cdot x_{a,c}^I$$

$$\sum_{\lambda \in \Lambda_k; \text{end}(\lambda)=v} f_{\lambda,k}^I \leq \text{dem}(v,k)$$

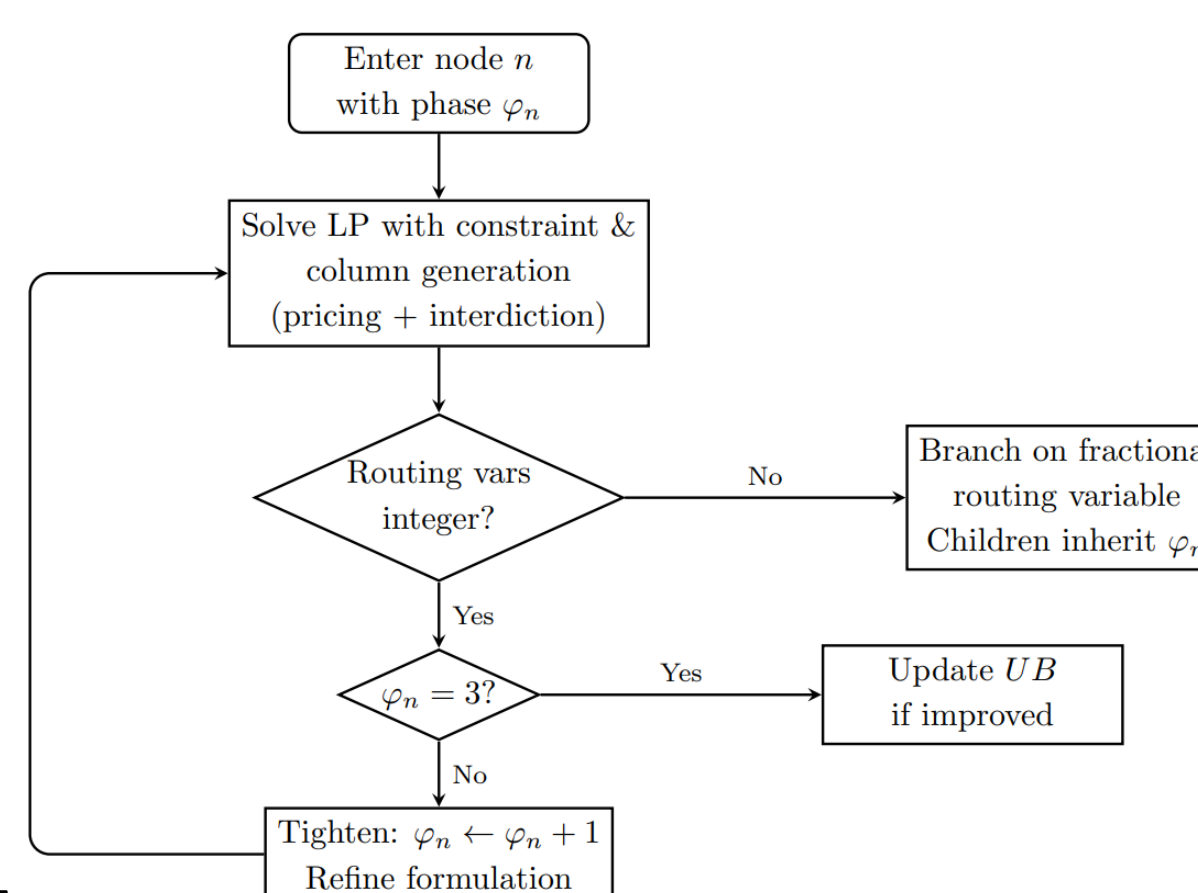
$$z \geq \sum_{v \in V} \sum_{k \in K} w(v,k) \left( \text{dem}(v,k) - \sum_{\lambda \in \Lambda_k; \text{end}(\lambda)=v} f_{\lambda,k}^I \right)$$

$$x_{a,c}^I \geq 0, f_{\lambda,k}^I \geq 0$$

## 9 - Acceleration Techniques – Hierarchical Relaxation

**Three Phases (cheap → exact):**

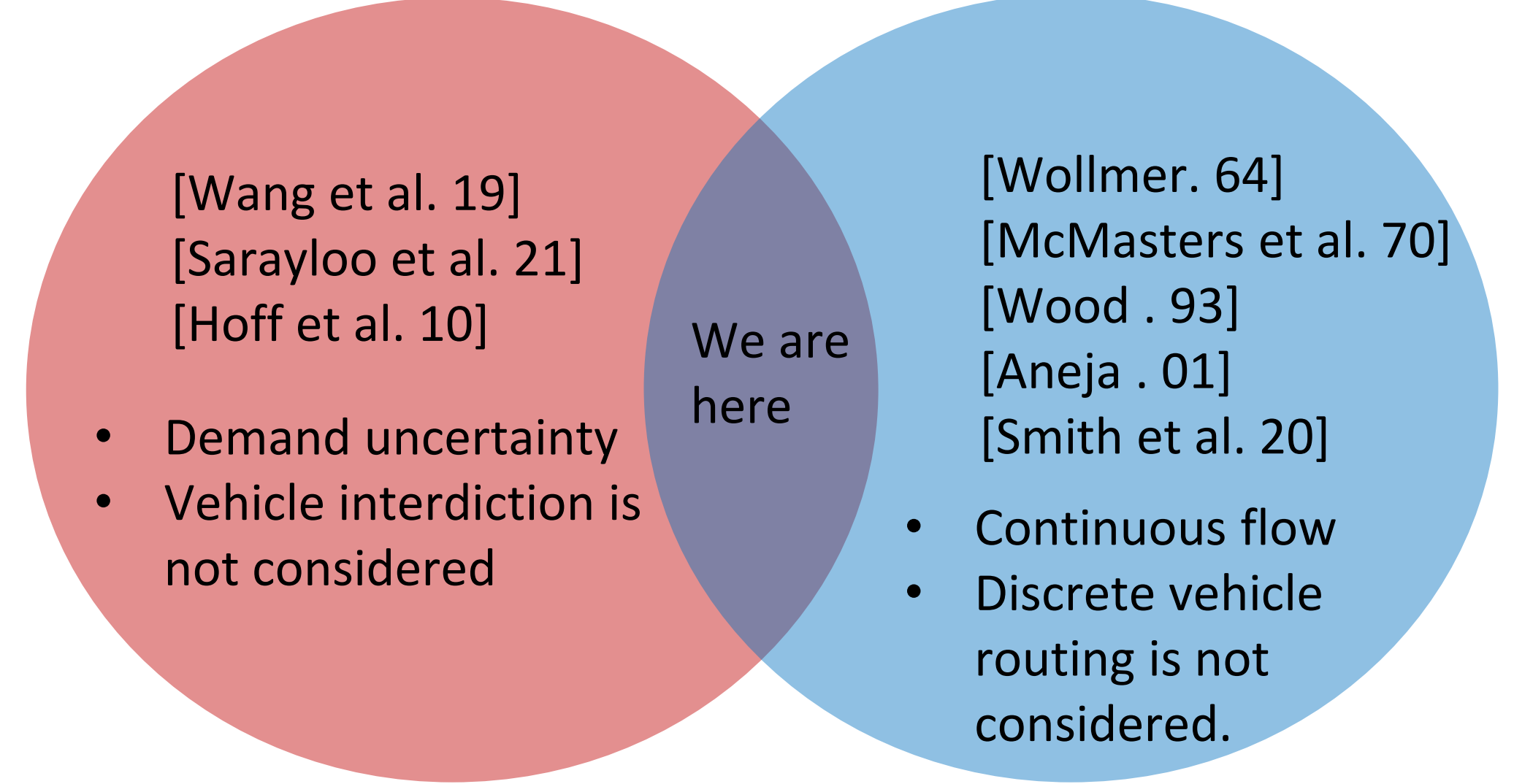
- Phase 1:** Vehicle-type arc-based LP. Aggregates vehicles by capacity. No path pricing, cheapest LP. Branch on vehicle-type routing  $x_{a,l}$ .
- Phase 2:** Individual-vehicle arc-based LP. Disaggregates to per-vehicle routing  $x_{a,c}$ . No pricing.
- Phase 3:** Path-based LP (exact). Adds transportation path pricing.



## 2 - Related Literature

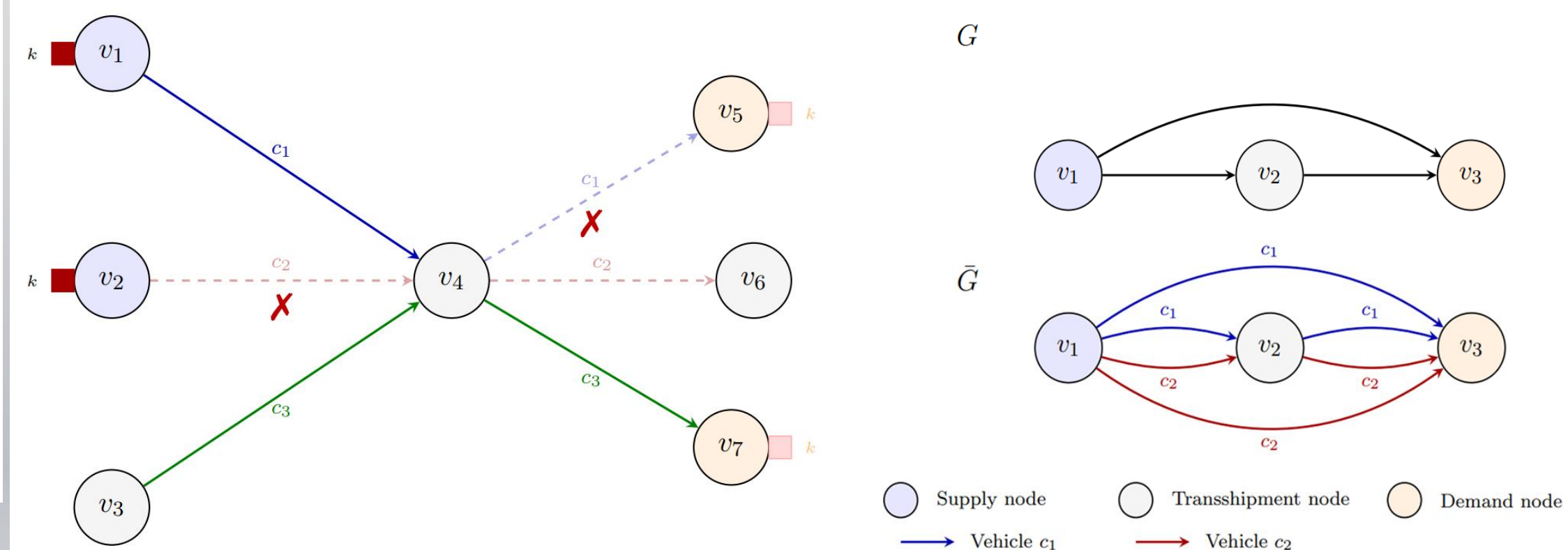
**Service Network Design**

**Network Interdiction**

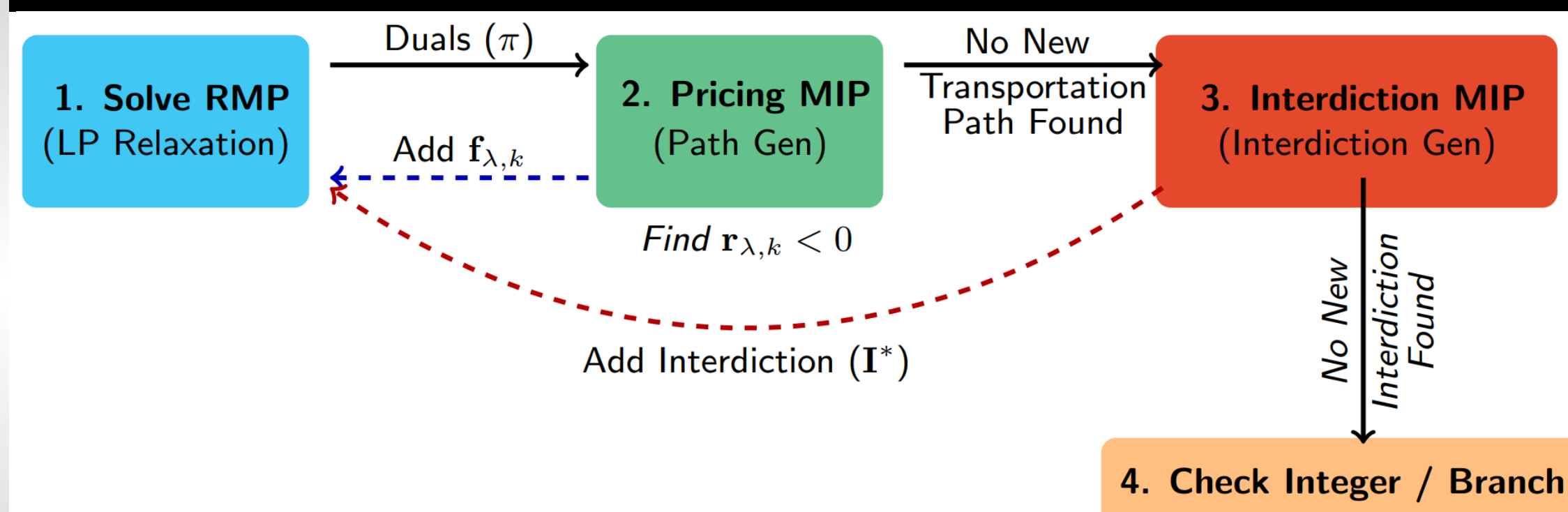


## 4 - Why a Path-Based Formulation

- Arc-based formulation cannot capture the no-recourse assumption
- Commodity flows must be indexed by transportation paths



## 6 - Branch-Price-and-Cut Algorithm



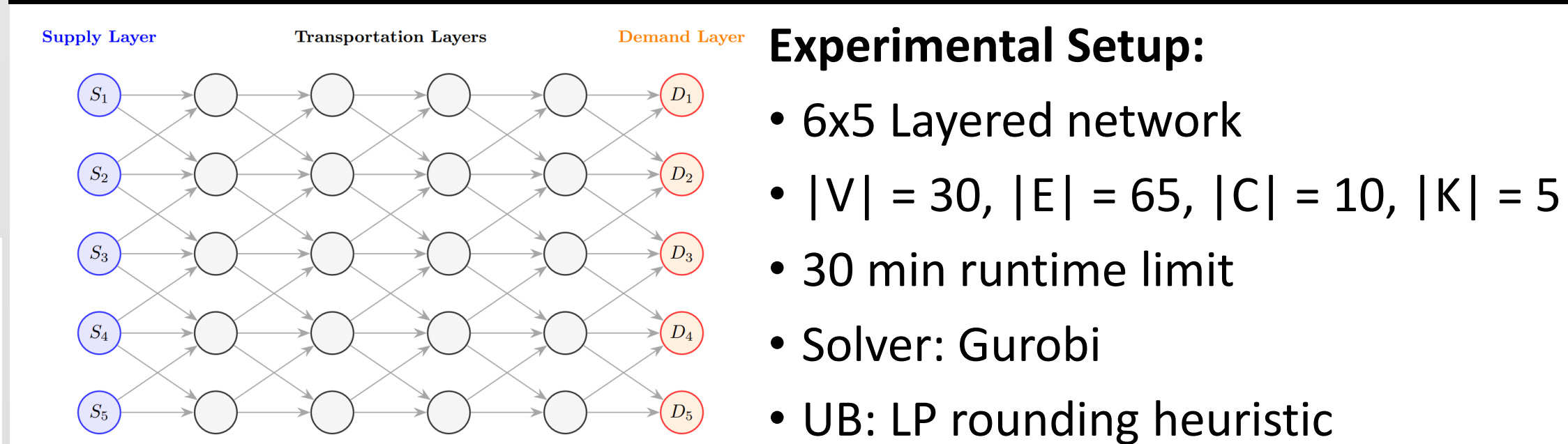
## 8 - Transportation Path Pricing

**Simultaneous constraint and column generation:**

- Formulating the pricing problem on the transportation graph.
- Construct missing dual variables in the pricing problem.

	Known vars		Generated		Not yet generated				RHS		
	$x$	$x^I$	$z$	$\{f_{\lambda,k}\}_{\bar{\lambda}}$	$\{f_{\lambda,k}^I\}_{\bar{\lambda}}$	$f_{\lambda^1,k}$	$f_{\lambda^1,k}^I$	$f_{\lambda^2,k}$	$f_{\lambda^2,k}^I$	$\dots$	$\leq, \geq$
LP( $\bar{\lambda}, \bar{I}, \bar{T}$ ) constraints	*	*	*	*	*	*	*	*	*	$\dots$	$\leq, \geq$
No-Recourse ( $\lambda^1, k$ )	0	0	0	0	0	-1	$I_{ \bar{I} }$	0	0	0	$\leq$
No-Recourse ( $\lambda^2, k$ )	0	0	0	0	0	0	-1	$I_{ \bar{I} }$	0	0	$\leq$
Sign	0	0	0	0	0	0	0	$I$	0	0	$\geq$

## 10 - Preliminary Results



Budget $B$	Metric	Number of Vehicle Types $ L $				
		$ L  = 1$	$ L  = 2$	$ L  = 3$	$ L  = 4$	$ L  = 5$
$B = 1$	LB	12,723.0	14,913.5	13,053.0	13,311.5	12,777.5
	UB	12,723.0	14,975.0	13,371.6	13,443.8	12,941.3
	Gap	0.00%	0.41%	2.43%	0.99%	1.29%
$B = 2$	LB	23,533.0	23,533.0	23,533.0	23,533.0	23,533.0
	UB	23,977.0	23,809.6	23,665.0	23,881.0	24,229.0
	Gap	1.88%	1.17%	0.56%	1.48%	2.96%
$B = 3$	LB	28,230.3	28,322.5	28,230.3	28,230.3	28,230.3
	UB	30,668.7	31,550.3	32,470.0	32,015.9	33,027.5
	Gap	8.64%	11.40%	15.02%	13.41%	16.99%

**Future Work:**

- Benders decomposition
- Upper bound heuristic