

Minimum Cost Flow Interdiction with Shifting and Recruiting for Human Trafficking Networks

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Solution Methodology: Column and Constraint Generation (CCG)

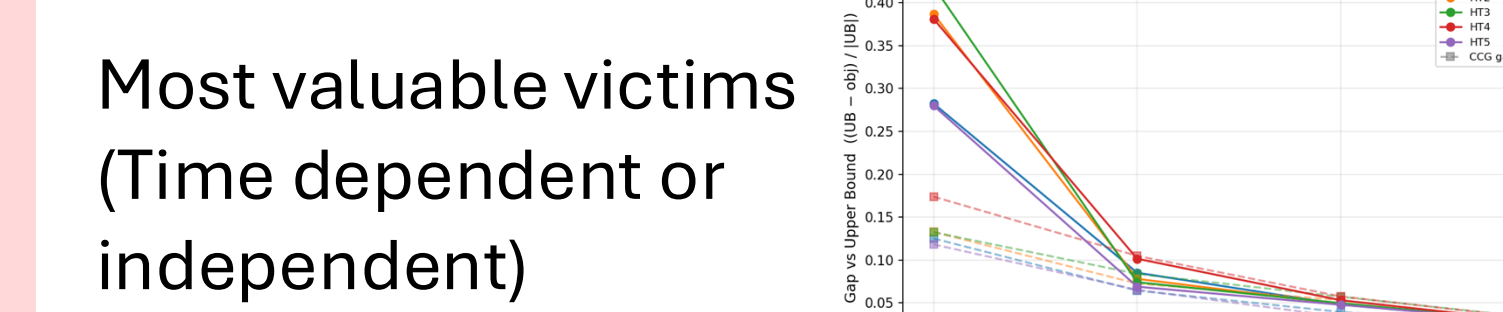
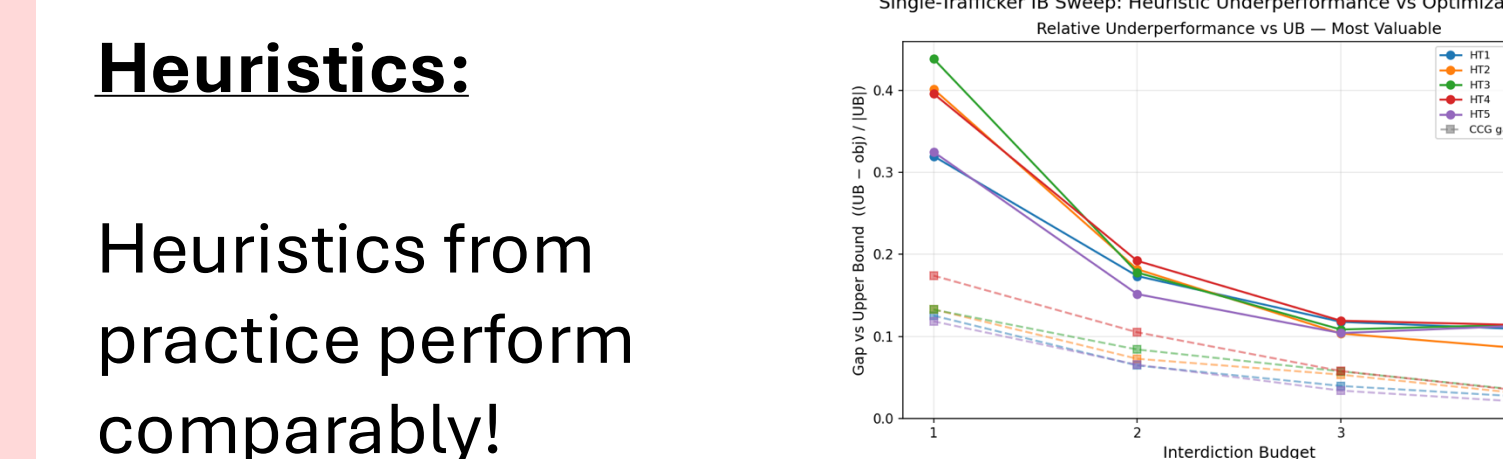
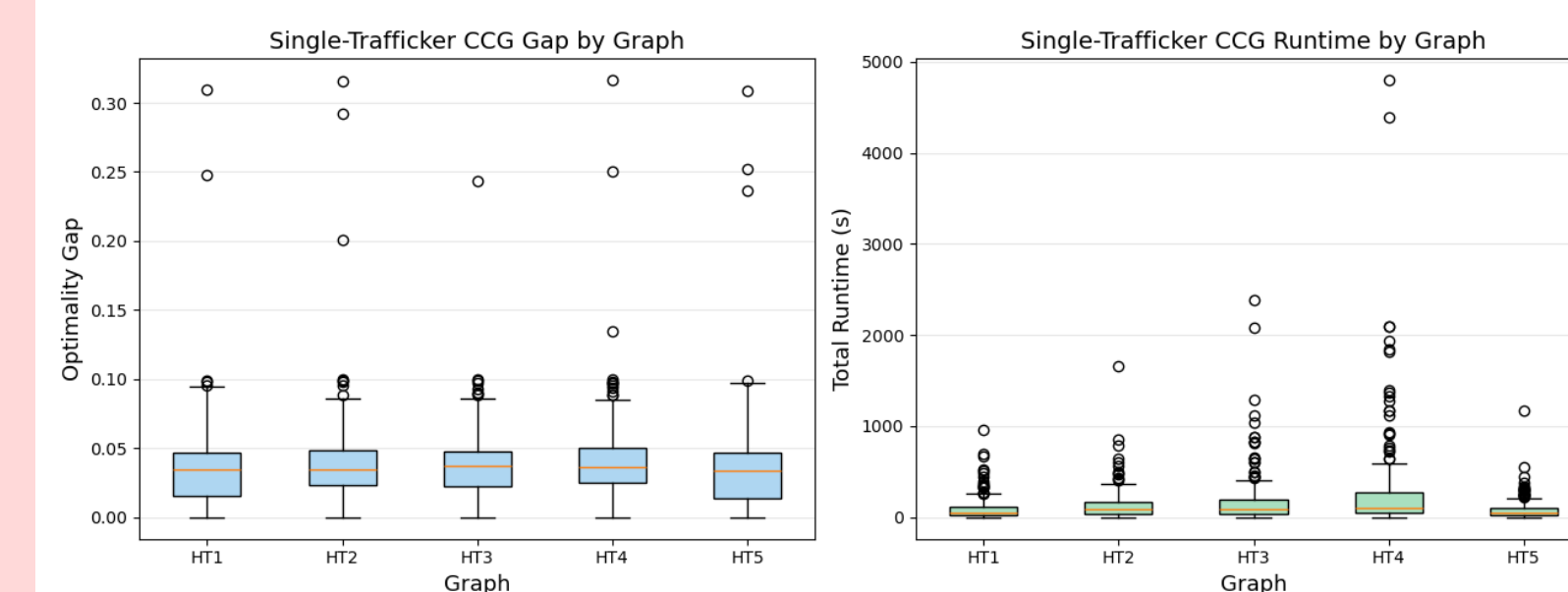
- Iteratively obtain upper and lower bounds through solving master and subproblems
- The master problem determines an optimal interdiction under a subset of scenarios
- Terminate when below relative optimality threshold

Numerical Experiments

- Two types of networks:
 - Synthetic, yet realistic networks
 - Fully synthetically generated
- Gurobi 12 for MILP solver

Parameters

- Interdict cost:
 - Victims and recruits: 1
 - Victim Manager: 3
- Random integer supply for victims
- Flow costs
 - Victim → Trafficker: 1
 - Victim Manager → Trafficker: 2
 - Restructured Victim → Trafficker: 10
- Each network has ~ 10 people



Insights

- Victim managers are interdicted towards the end of the time horizons
- CCG Methods uncover nongreedy interdiction patterns
- Symmetric data makes CCG significantly more challenging

Acknowledgements

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We recognize that our research cannot capture all the complexities of the lived experiences of trafficking victims and survivors.

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What is our model?

A bilevel mixed integer linear program

$$\max_y \min_{x, \beta, q, p} \sum_{t=1}^T \sum_{(i,j) \in A} c_{ij} x_{ij}^t$$

maximize the minimum cost flow over time

Subject to the following constraints:

Revenue Flow and Demand

$$\sum_{j \in \mathcal{N}^+(i)} x_{ij}^t + v_i^t = \sum_{j \in \mathcal{N}^-(i)} x_{ij}^t \quad \forall i \in \mathcal{N}, t \in T$$

$$\text{flow in} + \text{production} = \text{flow out} \quad \forall i \in T$$

$$b_i + \beta_i^t = \sum_{j \in \mathcal{N}^-(i)} x_{ij}^t \quad \forall i \in T$$

$$\text{trafficker demand} = \text{flow in} \quad \forall (i, i') \in A^E, t \in T$$

$$0 \leq x_{ij}^t \leq M \left(1 - \sum_{r=1}^t y_{ij}^r \right) \quad \forall (i, i') \in A^E, t \in T$$

$$\text{interdicting arcs closes flow} \quad \forall i \in \mathcal{N}, t \in T$$

$$v_i^t \leq (b_i + \beta_i^t) \left(1 - \sum_{r=1}^t y_{ij}^r \right) \quad \forall i \in \mathcal{N}, t \in T$$

$$\text{production bounded by available supply} \quad \forall i \in \mathcal{N}, t \in T$$

$$b_i + \beta_i^t \leq B_i \quad \forall i \in \mathcal{N}, t \in T$$

$$\text{maximum supply for node} \quad \forall i \in T$$

$$\beta_i^t \geq \left(\sum_{i' \in \mathcal{N}^-(i)} (b_{i'} + \beta_{i'}^t) \left(1 - \sum_{r=1}^t y_{i'i}^r \right) + \sum_{i' \in R} (b_{i'} + \beta_{i'}^t) q_{i'i}^t \left(1 - \sum_{r=1}^t y_{i'i}^r \right) \right) - b_i \quad \forall i \in T$$

$$\text{excess supply is demanded} \quad \forall i \in E, t \in T$$

$$\beta_i^{t+1} = \sum_{r=1}^t \beta_i^r \quad \forall i \in E, t \in T$$

$$\text{accumulated supply} \quad \forall i \in E \cup \{a\}, t \in T$$

$$\beta_i^t = \sum_{j \in R} \sum_{k \in E} \mathbb{1}_{j \in M, \beta_{jk}^t} \leq (b_i + \beta_i^t) q_{ij}^t \quad \forall i \in E, t \in T$$

$$\text{supply increase at node } i \quad \forall i \in E, t \in T$$

$$\sum_{j \in R} \mathbb{1}_{j \in M, \beta_{jk}^t} \leq (b_i + \beta_i^t) q_{ij}^t \quad \text{where node } i \text{ can send supply}$$

Trafficker Recruitment Rules

$$\sum_{i \in \mathcal{N}} [\text{risk of } i] \times q_{ia}^t \leq D_t \quad \forall i \in T$$

$$\text{recruitment budget} \quad \forall i \in R$$

$$\sum_{t=1}^T q_{ia}^t \leq 1 \quad \forall i \in R$$

$$\text{recruit once} \quad \forall i \in R$$

$$\sum_{t=1}^T p_{ia}^t = 0 \quad \forall i \in R$$

$$\text{cannot work before } t' \text{ rounds} \quad \forall i \in R, \forall t \in T$$

$$p_{ia}^t \geq q_{ia}^t \wedge t \geq t' + t'_{ia} \quad \forall i \in R, \forall t \in T$$

$$\text{recruit working after } t' \text{ rounds} \quad \forall i \in R, \forall t \in T$$

$$p_{ia}^t \leq \sum_{r=1}^t \mathbb{1}_{\tau + t_{ia} \leq r} q_{ia}^r \quad \forall i \in R, \forall t \in T$$

$$\text{must wait } t' \text{ rounds} \quad \forall i \in R, \forall t \in T$$

$$\sum_{j \in E} \mathbb{1}_{j \in M, \beta_{jk}^t} \leq M \sum_{r=1}^t q_{ia}^r \quad \forall i \in R, \forall t \in T$$

$$\text{cannot send supply if not recruited} \quad \forall i \in R, \forall t \in T$$

$$x_{ia}^t \leq p_{ia}^t M \quad \forall i \in R, \forall t \in T$$

$$\text{sending capacity after } t' \text{ rounds} \quad \forall i \in R, \forall t \in T$$

Trafficker Variable Domains

$$q_{ia}^t \in \{0, 1\} \quad \forall i \in R, t \in T$$

$$\text{trafficker } a \text{ recruits victim } i \text{ at time } t \quad \forall i \in R, t \in T$$

$$p_{ia}^t \in \{0, 1\} \quad \forall i \in R, t \in T$$

$$\text{recruit } i \text{ for trafficker } a \text{ able to work at } t \quad \forall (i, j) \in A, t \in T$$

$$x_{ij}^t \geq 0 \quad \forall (i, j) \in A, t \in T$$

$$\text{flow on arc } (i, j) \text{ at time } t \quad \forall i \in \mathcal{N}, t \in T$$

$$v_i^t \geq 0 \quad \forall i \in \mathcal{N}, t \in T$$

$$\text{production at node } i \text{ at time } t \quad \forall i \in E, t \in T$$

$$\beta_i^t \geq 0 \quad \forall i \in E \cup \{a\}, t \in T$$

$$\text{supply shift at time } t \quad \forall i \in E \cup \{a\}, t \in T$$

$$\beta_i^t \geq 0 \quad \forall i, j \in E, t \in T$$

$$\text{accumulated supply shift at time } t \quad \forall i, j \in E, t \in T$$

$$\beta_i^t \geq 0, i \neq j \quad \forall i, j \in E, t \in T$$

$$\text{supply shift from } j \text{ to } i$$

Interdictor Variable Domain and Constraints

$$y_{ij}^t \in \{0, 1\} \quad \forall (i, i') \in A^E, t \in T$$

$$\text{victim } i \text{ interdiction decision} \quad \forall t \in T$$

$$\sum_{(i, i') \in A^E} r_{ij} y_{ij}^t \leq B_t \quad \forall t \in T$$

$$\text{interdiction budget} \quad \forall (i, i') \in A^E$$

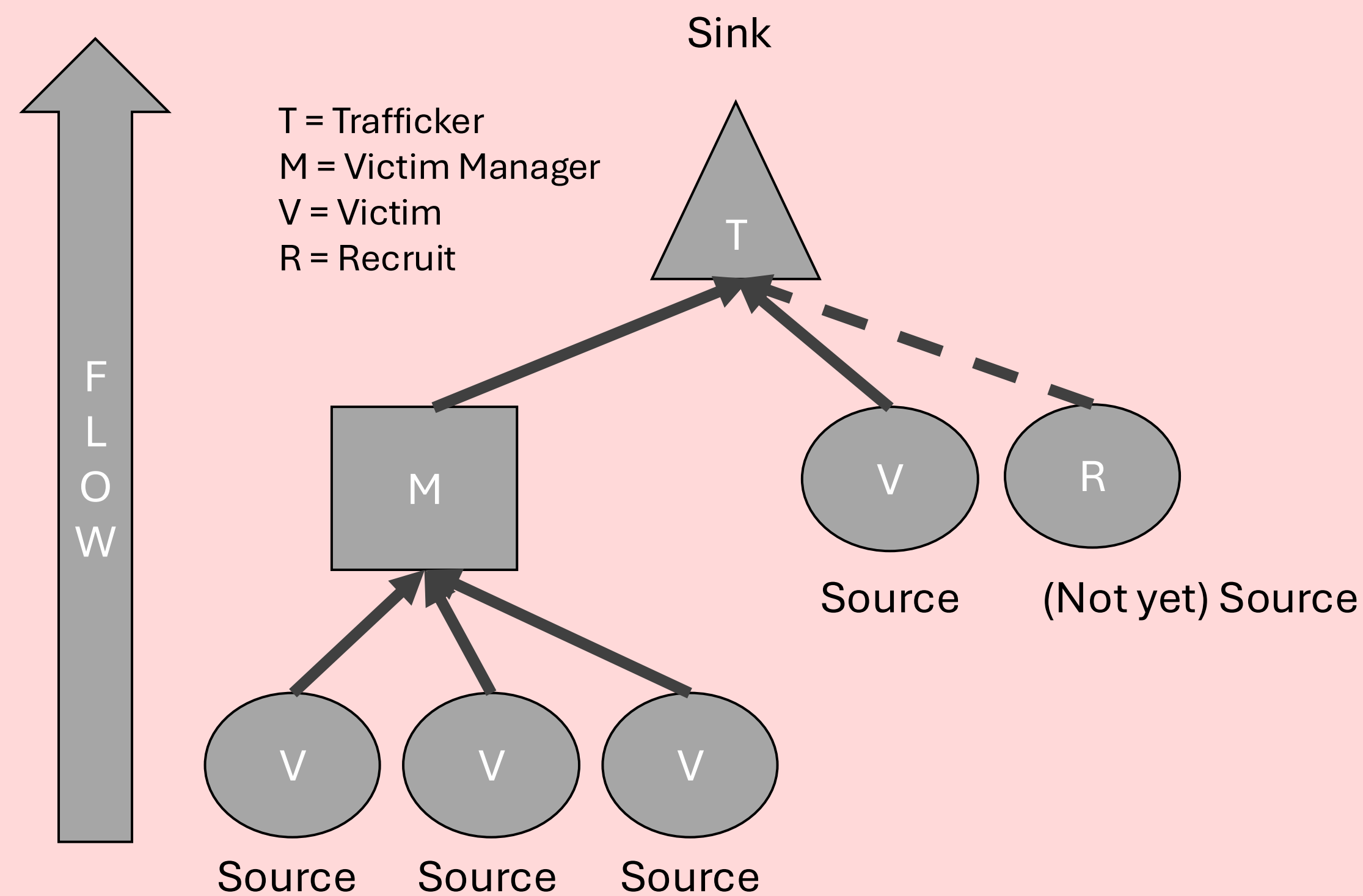
$$\sum_{t=1}^T y_{ij}^t \leq 1 \quad \forall (i, i') \in A^E$$

$$\text{interdict once}$$

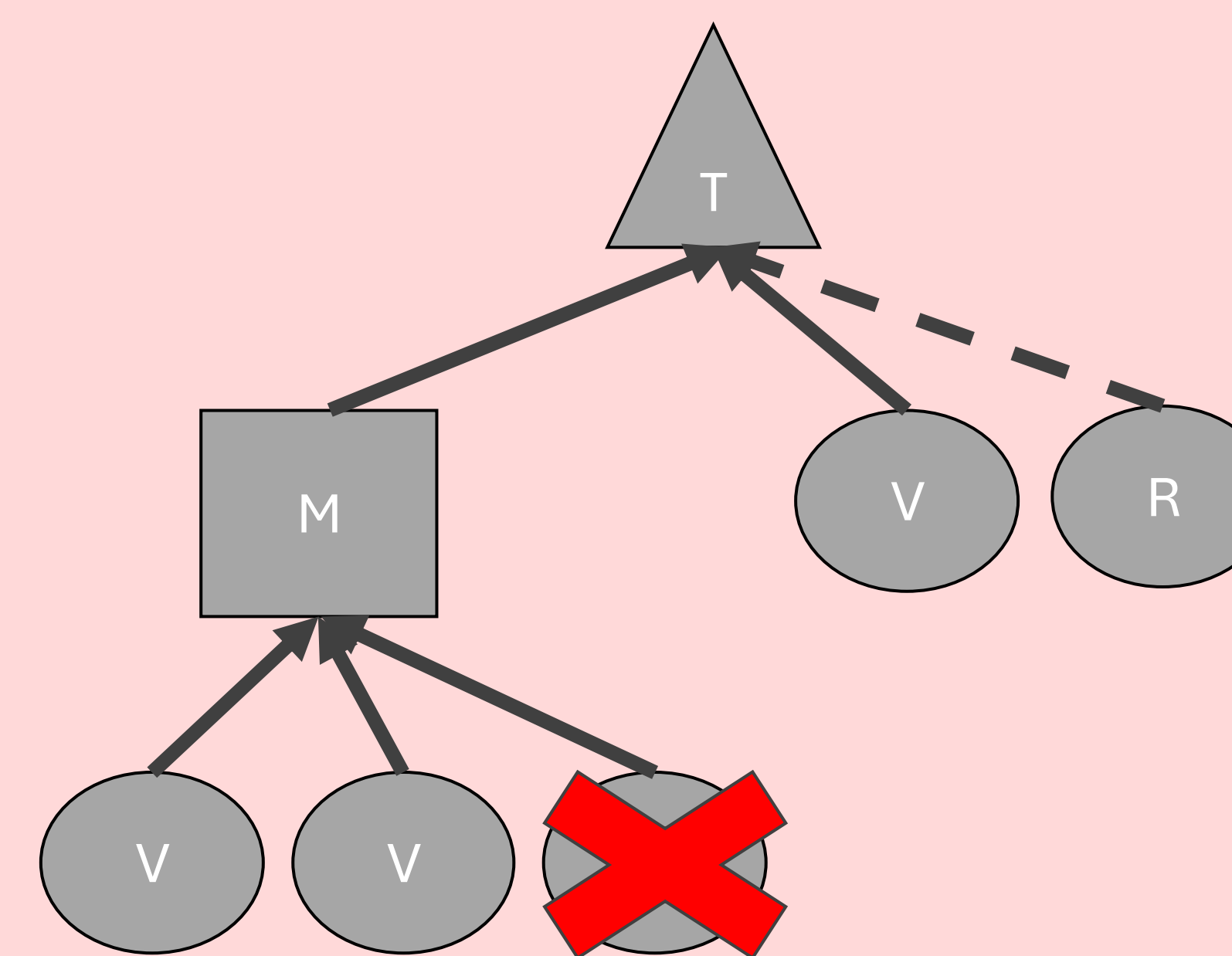
Goal: Provide decision-support to anti-trafficking organizations regarding how to optimally interdict human trafficking networks, while accounting for traffickers adjusting after interdiction.

- Traffickers seek to exploit victims (supply) for their gain (revenues)
- Victims have limited supply (e.g., exploited labor, sex, ...) to meet the trafficker's demand
- There is a risk (cost) and limitations (capacities) to how much the victims supply per day
- A human trafficking network acts like a supply chain

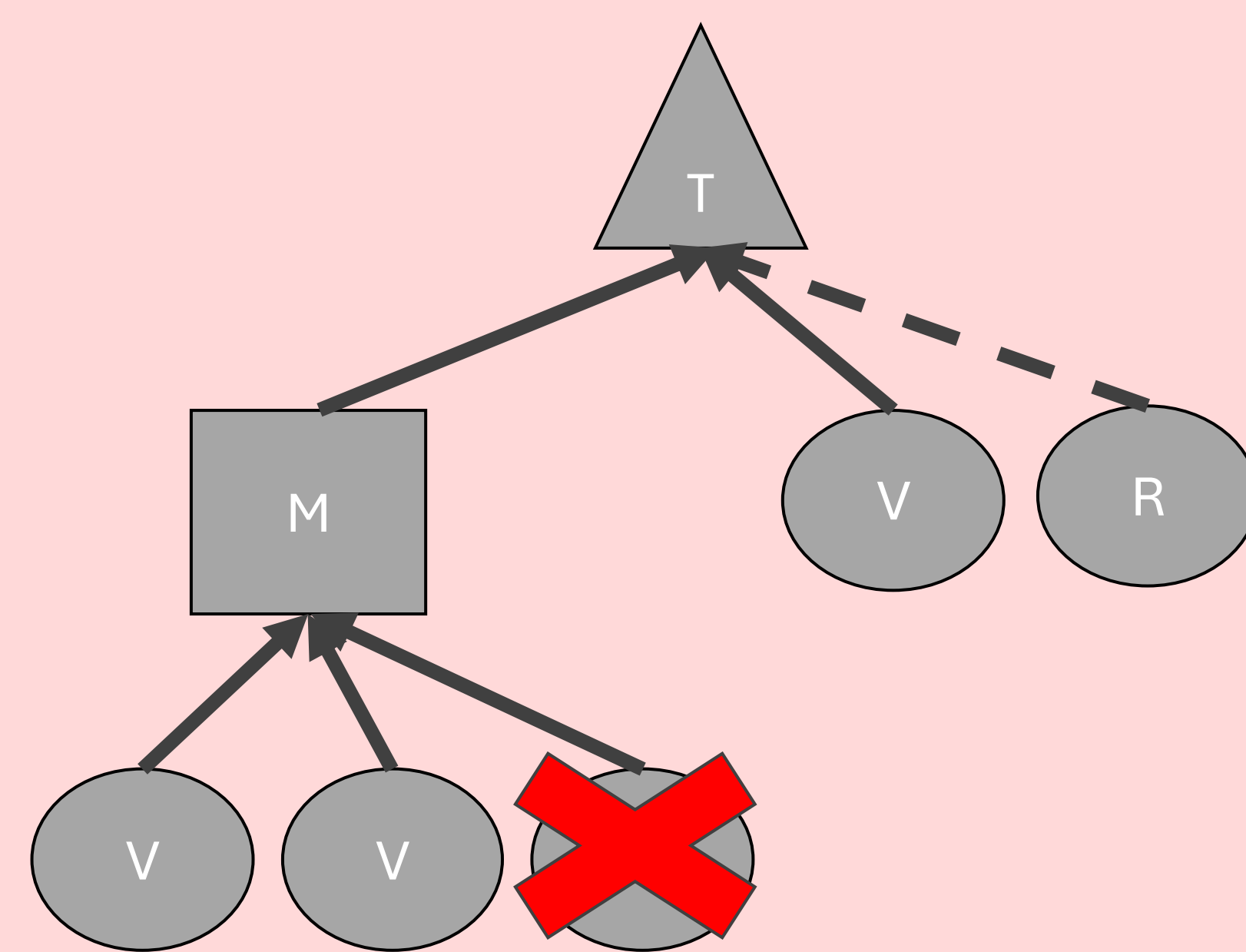
Network Overview



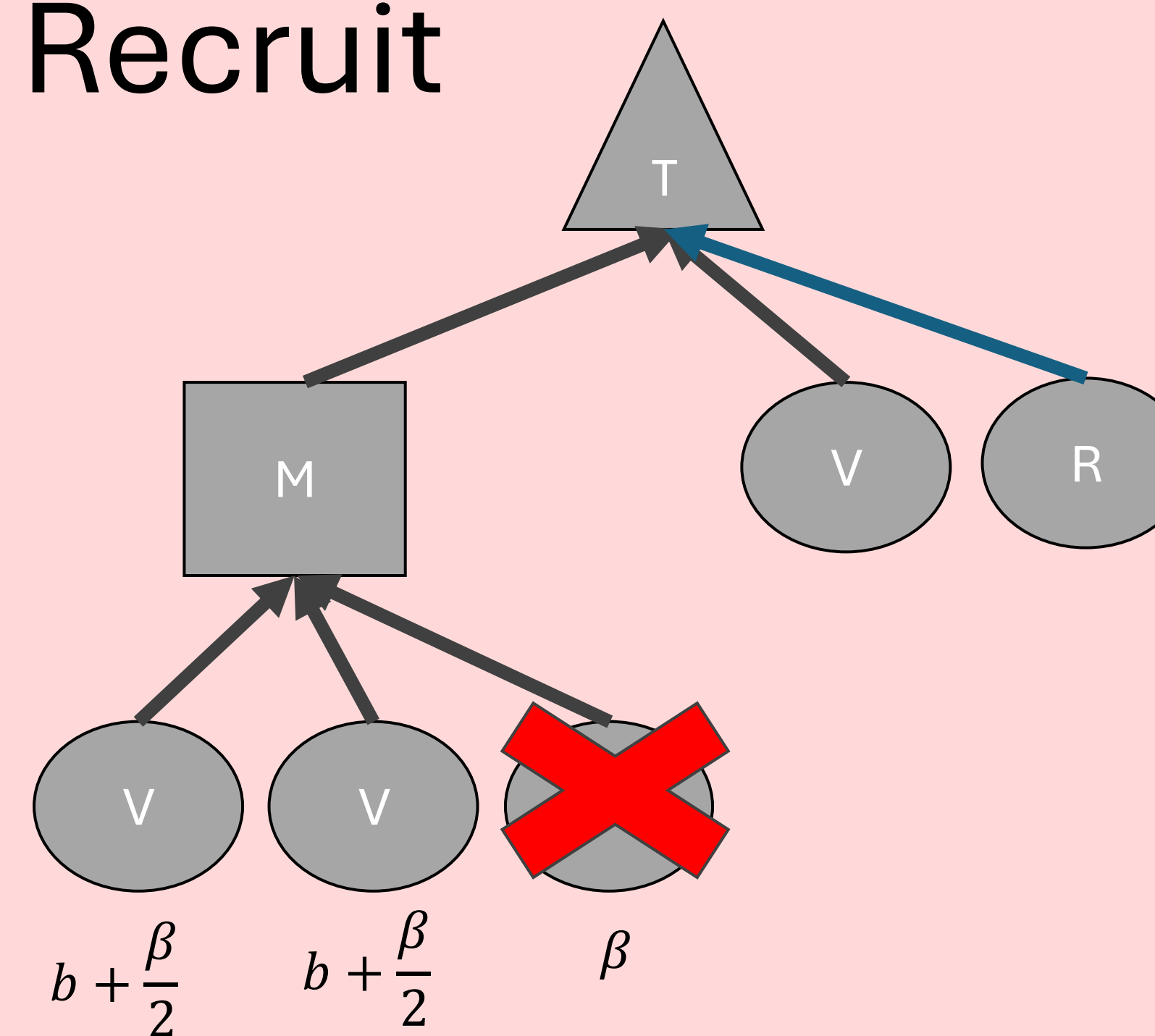
Move 1: Interdict



Move 2: MCF



Move 3: Shift & Recruit



By accounting for recruitment and supply shifting that more realistically captures the consequences of interdiction, we can more accurately provide interdiction recommendations for better decision making!

At each time step, 3 distinct moves are made

- Move 1:** Interdictor takes action (help victims leave)
- Move 2:** Trafficker minimum cost flow (MCF) computed (revenue generated)
- Move 3:** Shift supply + capacity and recruitment activity for the next round (prepare for next round)