Ant Colony Optimization Applied to Switch Engine Scheduling in a Railroad Yard

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Improving railroad efficiency

Many works on the ACO metaheuristic concern applications to rather strong abstractions of real-world problems. Differently, in this research we tackle a **real-life problem**: the railroad yard routine planning.





The real world problem

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- The information about the railroad yard layout
- The switch engines currently located in it
- A list containing all pending planned operations



The **GOAL** is to determine an assignment of switch engines to switch orders, and a sequencing of these such that none of the operational constraints are violated and the costs are minimized.







- The problem was modeled as a pickup and delivery problem with time windows and capacity and ordering constraints;
- Objective function: weighted sum of fixed and variable costs;
- The CompetANTS algorithm was adapted to the solution of this problem;
- A railroad yard simulator was built to generate a large set of real-life like instances to allow for a detailed computational analysis of the algorithm.





First real-world instances showed that the algorithm might produce huge savings;

CompetANTS pheromone update rules proved to give better results than the ones taken directly from rankbased AS;

The computational results achieved so far confirm that the switch engine scheduling problem can effectively be tackled in practice.





The switch engine routing problem is being tackled now: How to determine the best route at a certain moment to go from the pickup to the delivery location such that delays due to the concurrent need for a specific track are minimized. The next step will be the implementation in the largest railroad yard in Latin America, located in Vitória (ES), Brazil.

