

Robust Repositioning to Counter Unpredictable Demand in Bike Sharing Systems

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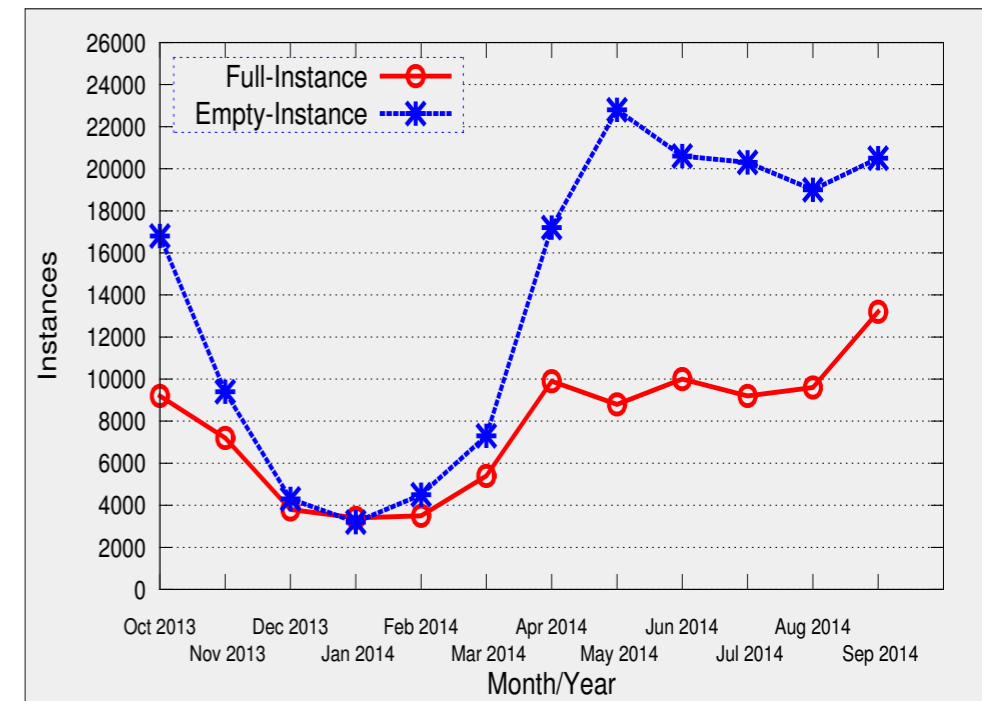
Motivation: Bike Sharing Systems

+ Bike Sharing Systems

+ 1,070 active systems all over the world.

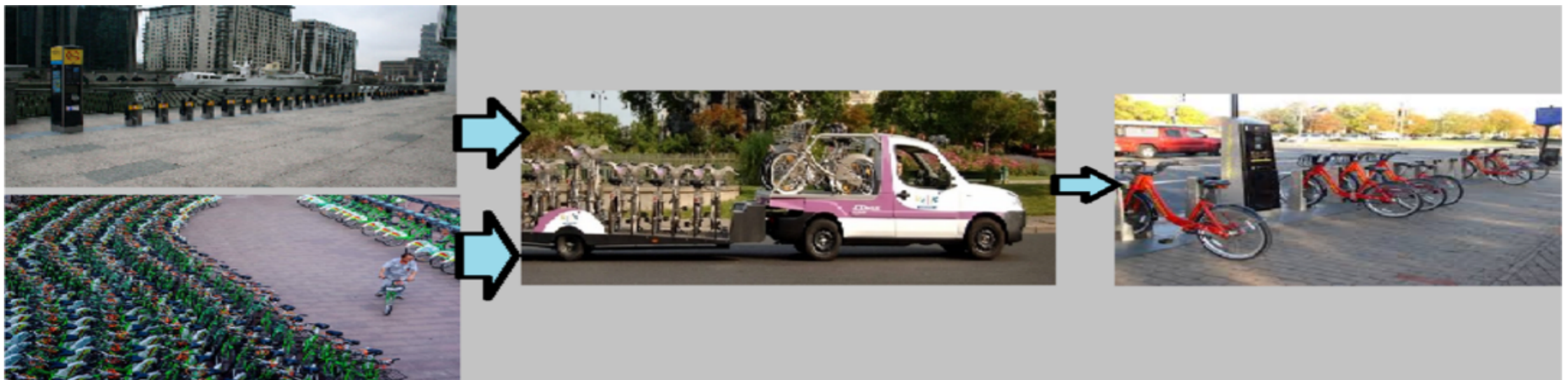
+ Ex: Capital Bikeshare (Washington DC),
Hubway (Boston), Vélib'(Paris)

+ **Problem:** Low availability of bikes at base stations due to uncoordinated movements.



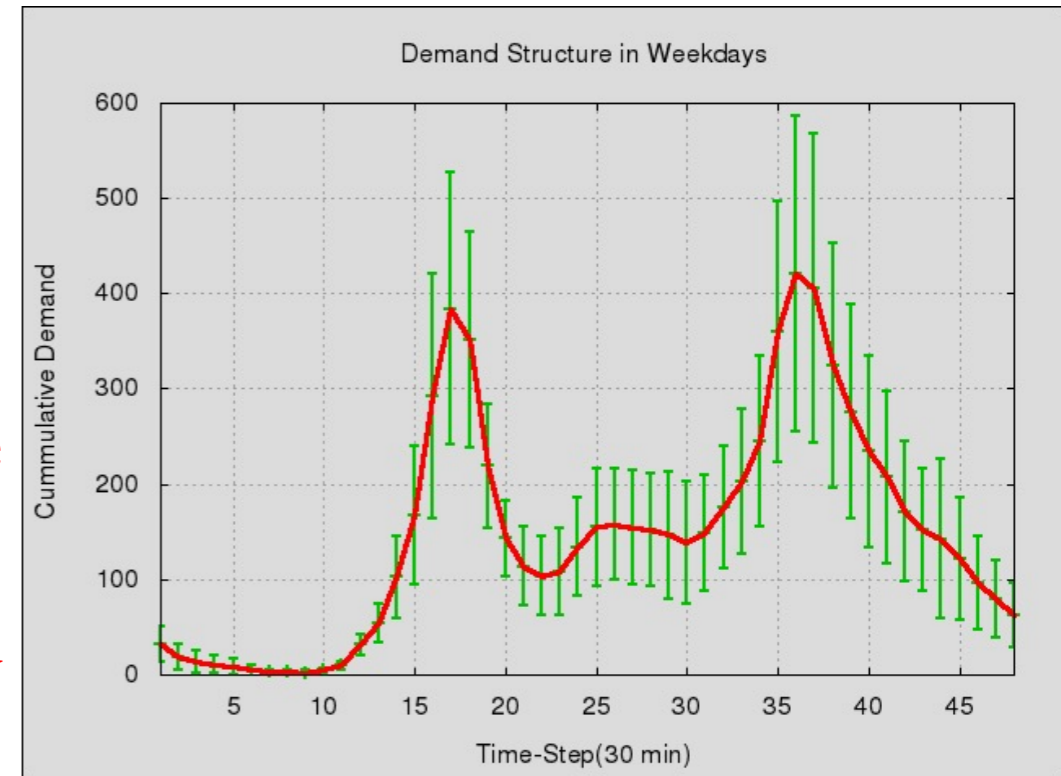
Starvation/congestion in Capitalbikeshare

+ **Goal:** Robust & dynamic repositioning to address availability issues



Background & Contributions

- + Static repositioning (at the end of day)
 - + Raviv and Kolka (2013), Raidl et al. (2013)
- + Dynamic repositioning (myopic & offline)
 - + Schuijbroek et al. (2013), Shu et al. (2013)
- + Existing solutions do not capture uncertainty in future demand
- + Demand has higher variance for densely populated cities

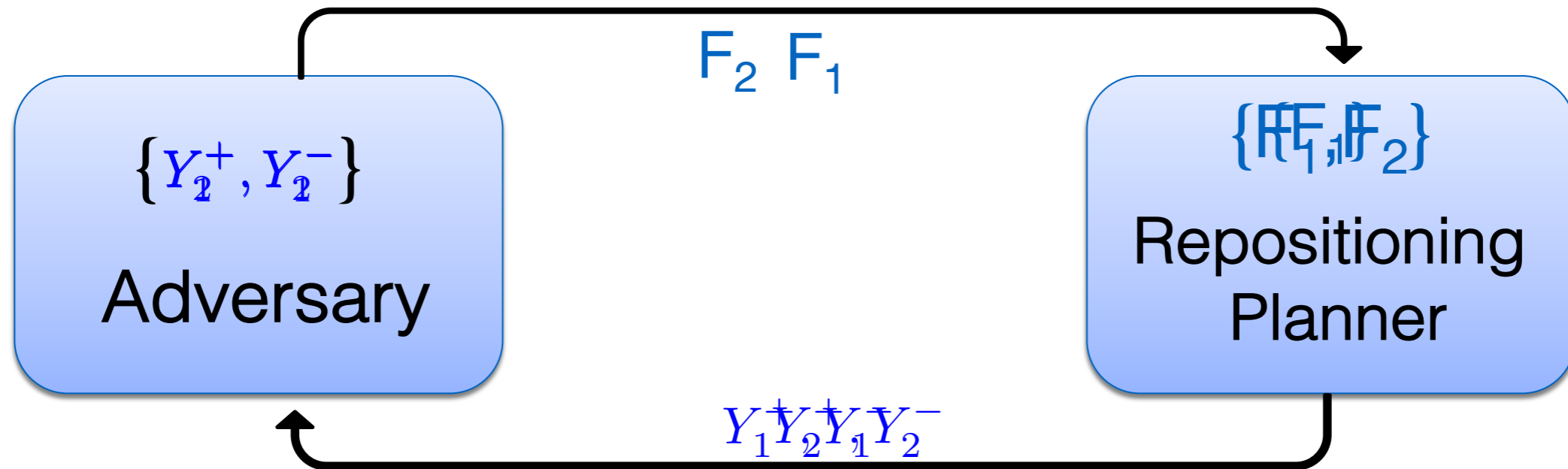


Uncertainty (higher variance) in demand

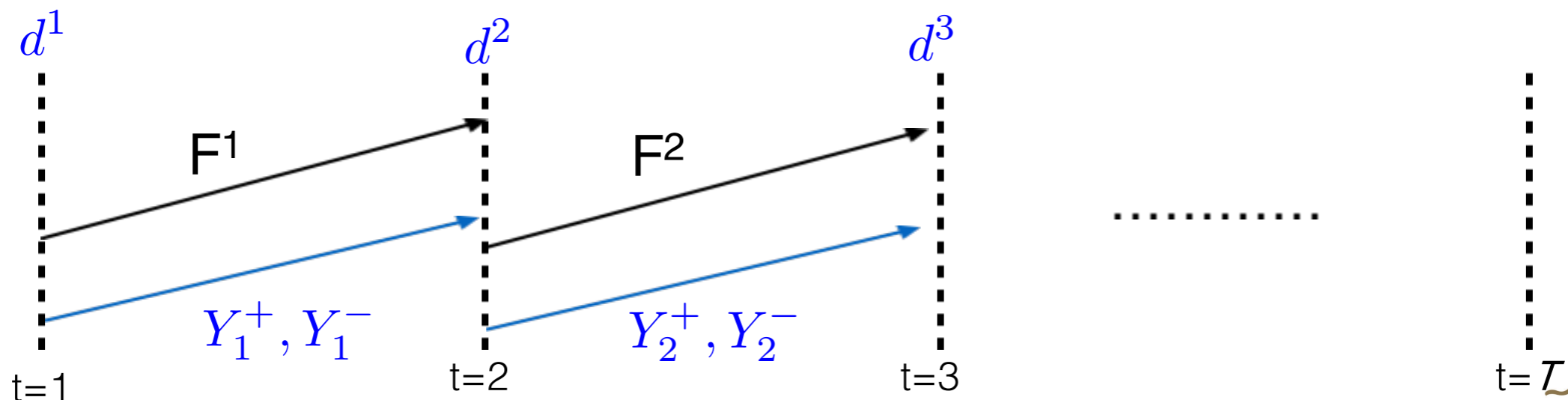
- + **Contributions:**
 - + We formally represent the **Dynamic Repositioning and Routing Problem under demand Uncertainty [DRRPU]**
 - + Propose an iterative two player game between the decision maker and the environment acting as an adversary to solve the *DRRPU*.
 - + Execute the policy online using a simulation built on real world data set.

Solution Methodology

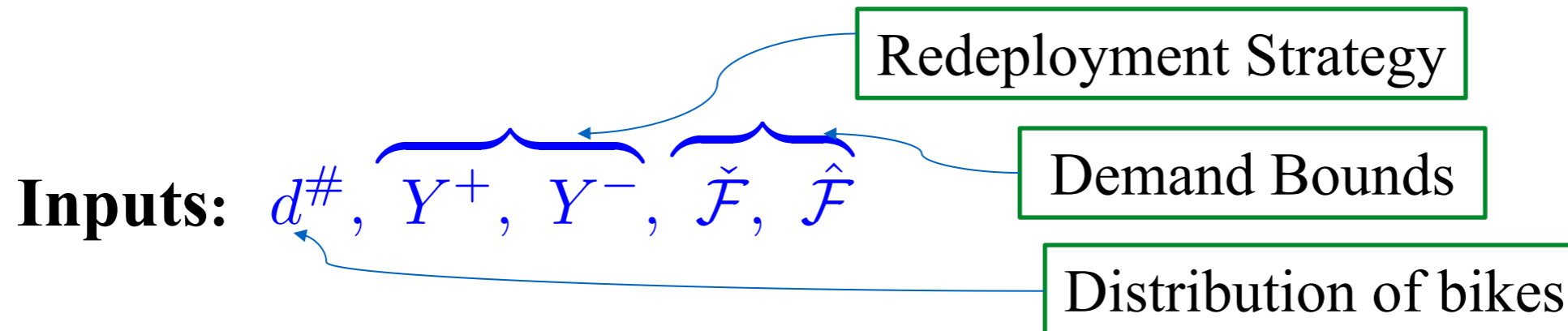
- + Input: **DRRPU** tuple $\langle \mathcal{S}, \mathcal{V}, \mathbf{C}^\#, \mathbf{C}^*, \mathbf{d}^{\#,0}, \mathbf{d}^{*,0}, \mathbf{P}, \check{\mathbf{F}}, \hat{\mathbf{F}} \rangle$
- + Outputs: Repositioning & routing strategy $\langle \mathbf{Y}^+, \mathbf{Y}^-, \mathbf{Z} \rangle$



- + **Policy execution:** Simulate policy along with flow of bikes by customers



Adversary Model



MILP:

$$\max_F \sum_s L_s \quad \leftarrow \text{Maximise lost demand}$$

$$s.t. \quad L_s = \max(0, \underbrace{\sum_{s'} F_{s,s'} - (d_s^\# + Y_s^- - Y_s^+)}_{\text{LostDemand}}), \forall s \quad \leftarrow \text{Compute lost demand}$$

$$F \in [\check{F}, \hat{F}] \Rightarrow \begin{cases} \check{F}^t \leq \sum_{s,s'} F_{s,s'} \leq \hat{F}^t \\ \check{F}_s^t \leq \sum_{s'} F_{s,s'} \leq \hat{F}_s^t, \quad \forall s \\ \check{F}_{s,s'}^t \leq F_{s,s'} \leq \hat{F}_{s,s'}^t, \quad \forall s, s' \end{cases} \quad \leftarrow \text{Demand scenario follows input bounds on demand}$$

Repositioning Model

Inputs: $d^\#, F^1, F^2, \dots, F^k$

k demand scenarios

Distribution of bikes

MILP:

$\min_{y,z} \max_k \sum_s L_s^k$

Minimise worse case Lost demand

$s.t. L_s^k \geq \underbrace{\sum_{s'} F_{s,s'}^k}_{Demand} - \underbrace{(d_s^\# + \sum_{\hat{t},v} (y_{s,v}^{-,\hat{t}} - y_{s,v}^{+,\hat{t}}))}_{Supply}, \forall s, k$

Compute Lost Demand

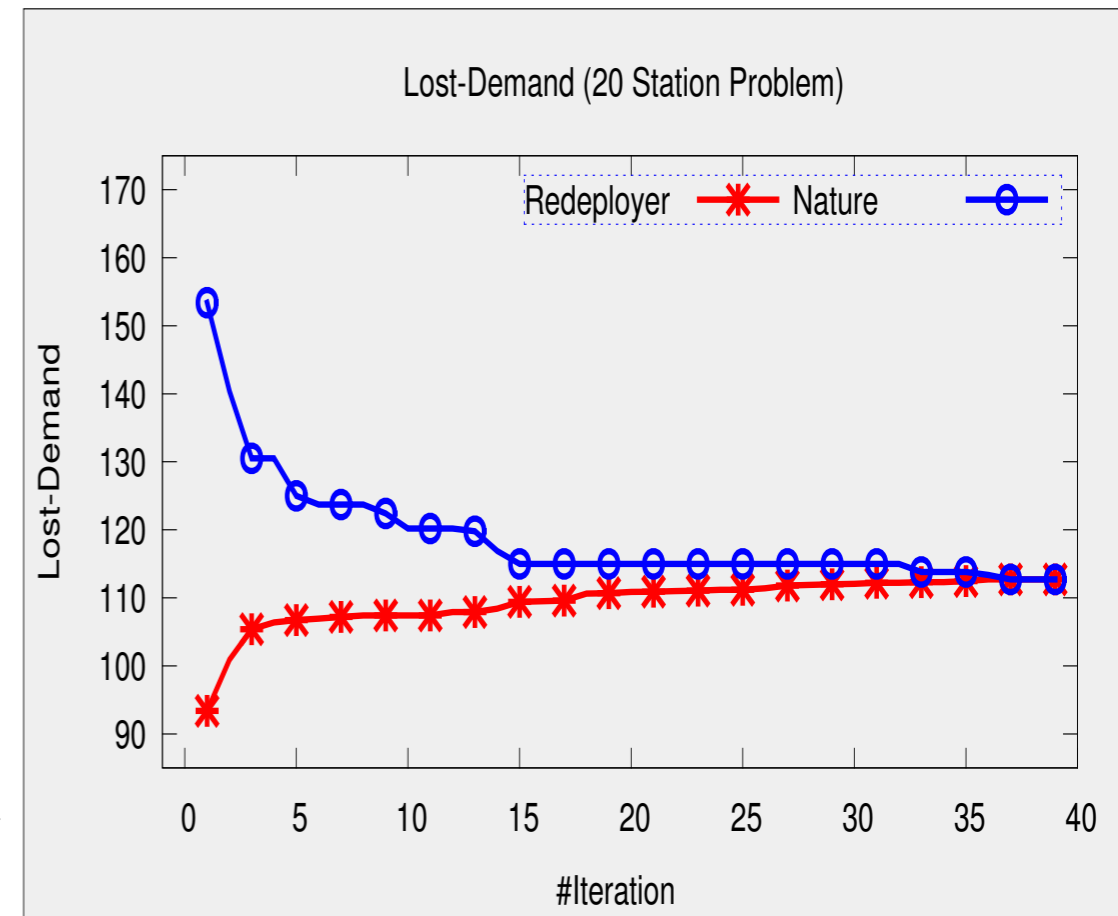
$y^+, y^- \in \phi(z, d^\#)$

Follow additional routing constraints

1. Carrier vehicle flow (routing) preservation constraints.
2. Routing distance of carrier is bounded by a threshold value.
3. Carrier can pickup/drop-off bikes if it is present in the station.
4. Bike flow preservation in the carriers.

Experimental Results

- + **Dataset:** Hubway BSS of Boston (95 stations, 3 carrier vehicles)
 - + Trip history data for 3 months
 - + Planning period: 6AM-12PM (each decision epoch is 30 minutes)
- + **Evaluation Metrics:** Average, standard deviation and maximum lost demand (computed over 100 demand scenarios)
- + **Benchmark Approaches:**
 - + Static (Redeployment at the end of day)
 - + Myopic (Fill a fixed percentage of the station inventory)
 - + Online (Schuijbroek *et. al.*,2013)
- + **Scenario Generation approach:**
 - + Gap reduces monotonically
 - + At convergence, guarantees an upper bound on the lost demand



Convergence of scenario generation approach

Lost Demand Statistics on Hubway Data set

1. Real world demand scenarios (18% & 10% reduction in average and worse case lost demand)

	Static	Myopic	Online	Robust
Average	329	407	303	248
STDEV	98	109	99	83
Maximum	562	667	544	490

2. Demand follows Poisson at each station (27% & 19% reduction)

Average	198	281	183	133
STDEV	27	40	32	28
Maximum	276	367	260	211

3. Demand follows Poisson for each OD pair (18% & 16% reduction)

Average	231	314	205	167
STDEV	37	50	34	33
Maximum	309	428	290	244

Conclusion

- + **Online and robust repositioning in BSS:**
 - + A practically important and challenging problem.
 - + A two-player iterative game approach to counter unavailability of bikes (with unpredictable demand).
 - + Employed a simulation build on real-world data set for policy execution and performance validation.
 - + Lost demand (average) is reduced by at least **18%**.
 - + Solution is robust to uncertainty in future demand.

Q & A

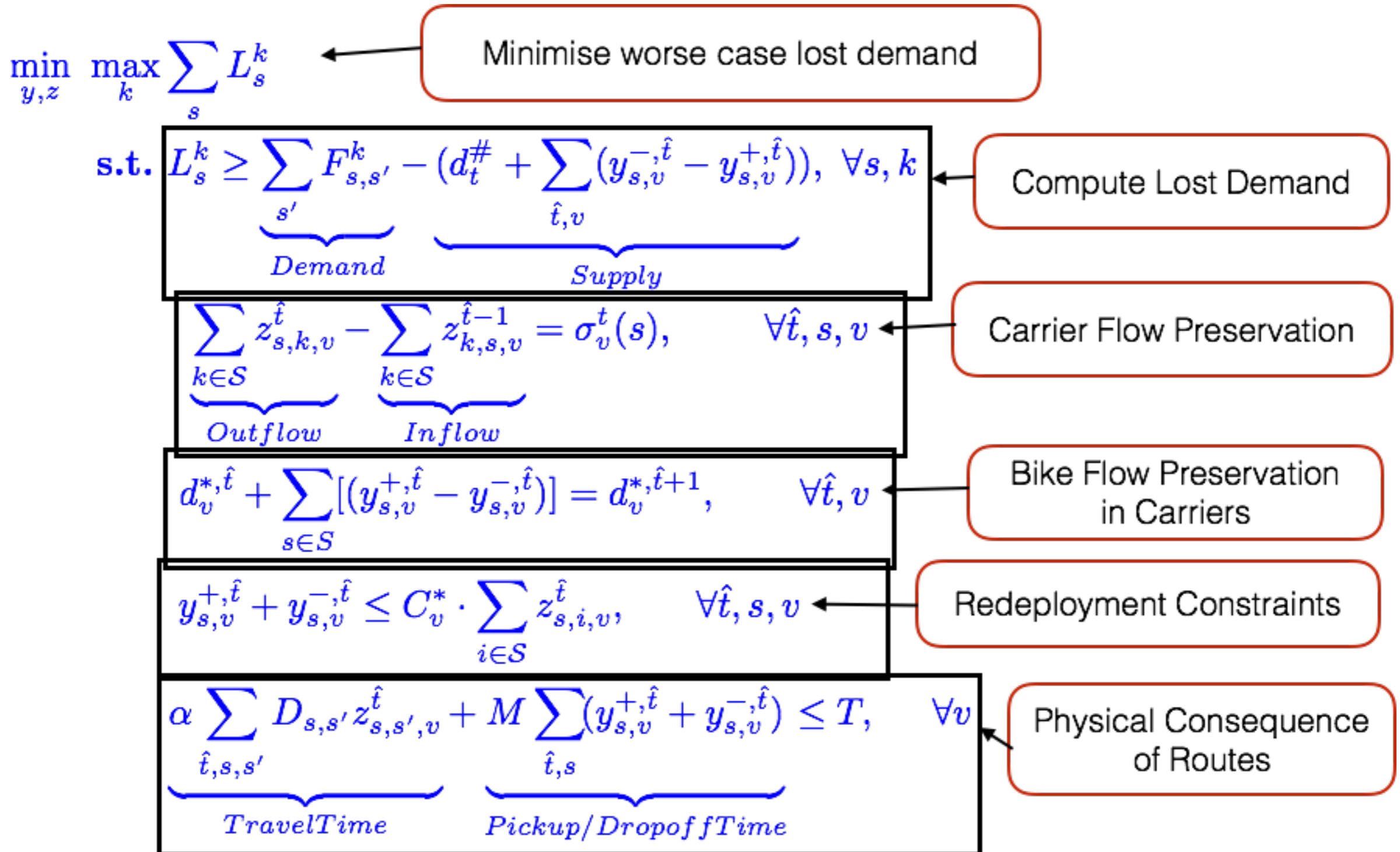


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Thank you!



Redeployment planner



Simulation Model

+ Compute the flow of bikes by the customers

$$x_{s,s'}^t = \begin{cases} f_{s,s'}^t & \text{if } \sum_{s'} f_{s,s'}^t \leq d_s^{\#,t} \\ \frac{f_{s,s'}^t}{\sum_{\tilde{s}} f_{s,\tilde{s}}^t} \cdot d_s^{\#,t} & \text{Otherwise} \end{cases}$$

Demand Supply

+ Compute distribution of bikes for next decision epoch

$$d_s^{\#,t+1} = d_s^{\#,t} + \underbrace{\left[\sum_{\tilde{s}} x_{\tilde{s},s}^t - \sum_{s'} x_{s,s'}^t \right]}_{\text{Net inflow of bikes by customers}} + \underbrace{\left[Y_s^{-,t+1} - Y_s^{+,t+1} \right]}_{\text{Net drop-off bikes by carrier vehicles}}$$