# Algorithmic Solutions for Re-Balancing in Bike Sharing: Challenges and Opportunities

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# Road Map

- 1. Introduction
- 2. Four System Components
- 3. Re-balancing Through Trucks
- 4. Re-balancing Through Workers
- 5. Spatial and Temporal Complexity
- 6. Challenges and Opportunities
- 7. Conclusion



# 1. Introduction

#### Smart City

- Collection of data
- Management of assets, resources, and services

#### Scope

- Transportation
- . Power plants
- . Utilities
- Water supply
- Crime detection
- School
- Libraries
- Hospitals



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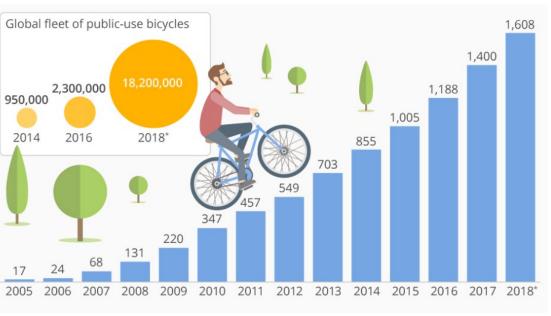
# Bike Sharing System (BSS)

#### BSS

- First/last mile connection
- Rent-Ride-Return
- > 1600 BSSs in > 50 countries

#### Benefits

- Healthy lifestyle
- Green transportation
  - 40% of BSS users drive less



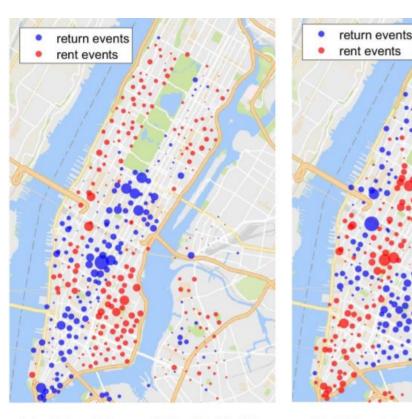
# Unbalanced Usage in BSS

#### Unbalanced usage

- . Time
- . Space

#### Capacity

- Underflow (empty)
- Overflow (full)



- (a) AM rush hours: 8:00 10:00 AM
- (b) PM rush hours: 5:00 7:00 PM

# Re-Balancing in BSS

#### Dock BSS

- Citi Bike (NYC), Indego (Philly),
   and GoBike (Bay Area)
- BikeMi (Milan), Bubi (Budapest)

#### Dock-less BSS

- ofo and Mobike (China)
- U-Bicycle and OV-fiets (Europe)
- LimeBike and JUMP (US)

#### Re-balancing (repositioning)

- Via trucks (not eco-friendly)
- Via workers (through crowdsourcing)



# 2. Four System Components

#### 1. System design

- Station number, location, capacity, and bike number
- Facility location problem: area best for placing a station?

O

### 2. System prediction

- Mobility modeling
- Demand prediction

### 3. System balancing

- Dedicated truck service
- Incentive-based worker recruitment
- Route planning and scheduling

#### 4. Trip advisor

- User guidance
- Re-balance via suggestions

# AI Take-off

- X AI convergence
  - AI blackbox
- However, DARPA: Explainable AI

Produce more explainable models

Enable human users to understand



- Back to fundamentals
  - Direct algorithmic/combinatoric solutions
  - Mixed with AI/ML solutions

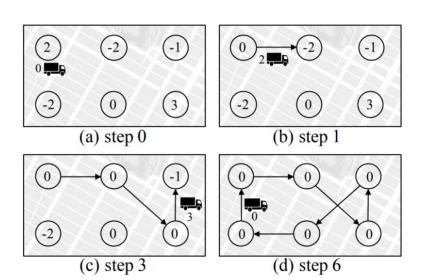
# 3. Re-balancing Through Trucks

#### Hamiltonian circle (for TSP) Legitimate circle

 Trucks move around stations to pick-up/drop-off bikes  Alternating positive pieces and negative pieces s.t. capacity l

#### Notation

- +m: overflow by m
- -m: underflow by m
- I: truck capacity



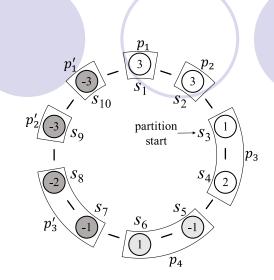
### MATCH Method

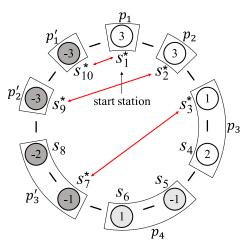
#### **Assumptions**

- Predefined Hamiltonian cycle
- Piece length limit: I'

#### MATCH method

- 1': 1/2, complexity: O(n3), bound: 6.5
- Min-weight perfect matching:
   pos (l')., neg (l')., and zero pieces
- Visit each pair following the cycle clock-wise (random point)
- Cyclic-shift the sequence (real start)
- + and initially balanced





l=6, l'=3, (**3**, 7, 8, 4, 5, 6, 9, 2, 10, 1)

Cyclic-shift: (1, 3, 7, 8, 4, 5, 6, 9, 2, 10)

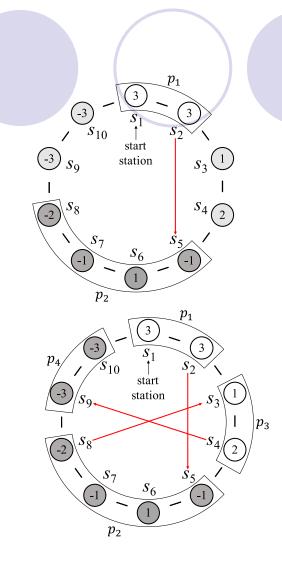
### GREED Method

#### Assumptions

- Predefined Hamiltonian cycle
- Piece length limit: I'

#### GREED method

- l': l, complexity: O(n²)
- Alternating pos. and neg.
   following the cycle clock-wise



(1, 2, 5, 6, 7, 8, 3, 4, 9, 10, 1)

### HYBRID Method

#### MATCH

- Sparse mode (primary)
- Small geo-area (secondary)

#### GREED

- Dense model (primary)
- Large geo area (secondary)

#### HYBRID

- Two-level hierarchy
- MATCH for intra-cluster
- GREED for inter-cluster



(a) A sample distribution of dock stations in Beijing [26]

	MATCH	GREED	HYBRID
City	2.064	1.108	0.881
City+Suburb	3.016	1.923	1.080
City (Sparse)	1.435	1.781	1.342
City + Suburb (Sparse)	2.597	2.575	1.827

(b) MATCH, GREED, vs HYBRID

(Average per bike repositioning distance in km)

- M. Charikar et al, <u>Algorithms for capacitated vehicle</u> routing, SIAM, 2001
- Y. Duan, J. Wu, and H. Zheng, <u>A greedy approach for vehicle routing</u>, GLOBECOM, 2018

**ICNC 2020** 

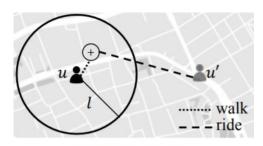
# 4. Re-balancing Through Workers

#### Through incentive

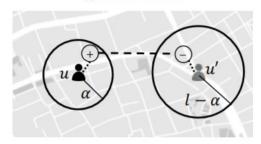
- Workers are BSS users
- Overflow: + and underflow: -
- Monetary award prop.to distance
- Reinforcement learning on setting the price

#### Dock-less incentive

- Source detour bounded by I
- Extensions with detour at both source and destination



(a) Source incentive



(b) Source and destination incentive

- L. Pan et al, <u>A Deeep Reinforcement Learning Framework for Rebalancing Dockless Bikesharing Systems</u>, AAAI, 2019
- Y. Duan and J. Wu, <u>Optimizing Rebalance Scheme for Dockless</u> <u>Bike Sharing Systems with Adaptive Incentive</u>, MDM, 2019

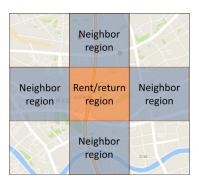
### Incentive Simulation

#### Cost of detour $\delta$

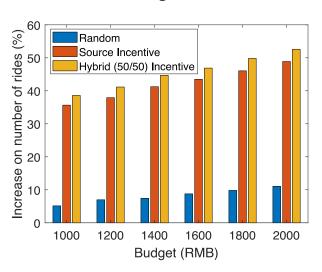
- 0 in original rent/return region
- $\eta \delta^2$  in neighbor regions
- •+∞ otherwise

#### Incentive

- RL learns optimal prizing for different regions and slots
- Higher rent (return) incentive in overflow (underflow) regions



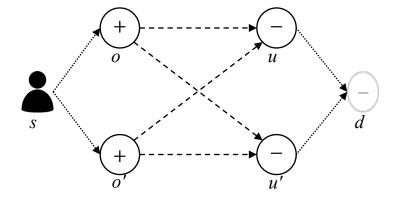
#### Mobike Shanghai trace data



# A Global Incentive Approach

#### Incentive

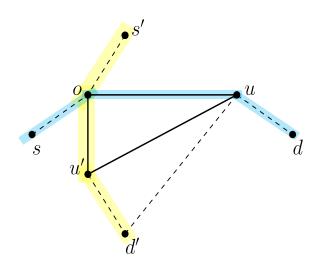
- For both dock and dock-less
- Deal with multiple workers
- Two rounds of perfect matching
  - Match overflow stations with underflow stations
  - Match users with station pairs



Y. Duan and J. Wu, Optimizing the crowdsourcing-based bike rebalancing scheme, IEEE ICDCS, 2019

# Approximation

- 3-approximation
- Proof sketch:



Yellow: Optimal, Blue: 2-Round

#### Optimality of the two rounds of matching

$$\sum ou \leq \sum ou'$$

$$\Sigma(so + ud) \le \Sigma(s'o + ud')$$

#### Triangle inequality

$$\sum u d' \leq \sum (u u' + u' d')$$

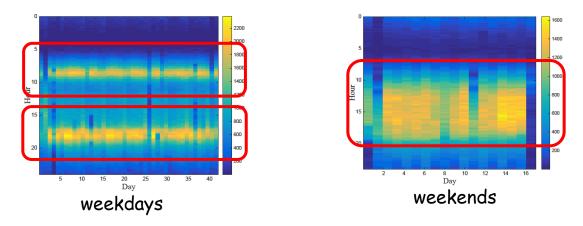
$$\sum uu' \leq \sum (ou + ou')$$

#### Combining

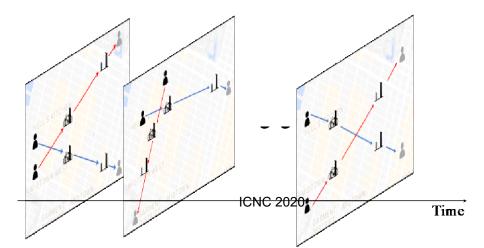
$$\Sigma(so + ou + ud) \le \Sigma(s'o + 3ou' + u'd') \le 3OPT$$

# 5. Spatial and Temporal Complexity

Traffic dynamic: NYC Citi Bike dataset



Static vs. dynamic repositioning



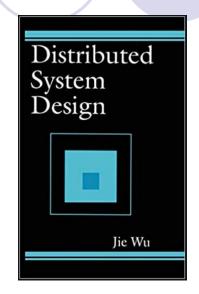
# Time-Space View

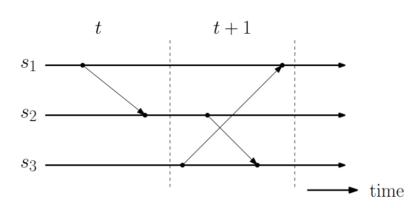
#### View

- Horizontal line
   Status of local station
- Vertical dotted line (slot)
  - Time period between two slots
- Slanted arrowRe-balancing event
- Cut: a re-balancing event go across two slots

#### Global state

- Local state
- Transition state





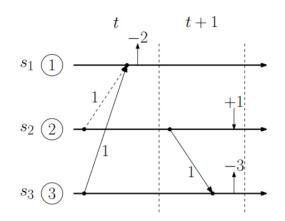
## Frequency Reduction via Look-Ahead

#### K-hop look ahead

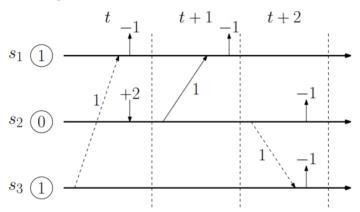
- Make minimum move in the current slot so that it can last at least k hops
- Reschedule after k slots

#### Greedily look ahead

- Make move in the current slot so that it can last the longest (L)
- Reschedule after L slots
  - (a) and (b): solid lines for 1-hop



(a) An example of 2-hop look ahead outperforming 1-hop look ahead



(b) An example of 1-hop look ahead outperforming greedily look ahead

# Spatial and Temporal Domain Simulation

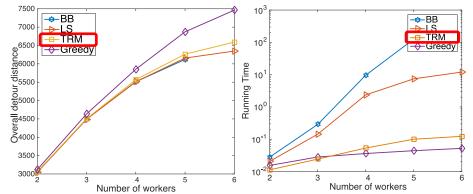
#### Spatial domain

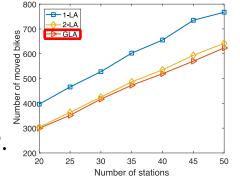
- On a single time slot
- Given rebalance targets
- Minimize worker detour

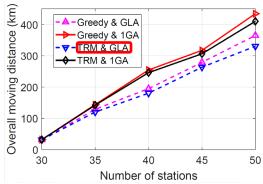
(BB: Branch & Bound , LS: Local Search, TRM: 2-Round Matching, Greedy: closest NYC Citi Bike)

#### Temporal domain

- Over multiple time slots
- Minimize bike repositioning dis.







(1-LA: 1-hop, 2-LA: 2-hop, GLA: Greedily)

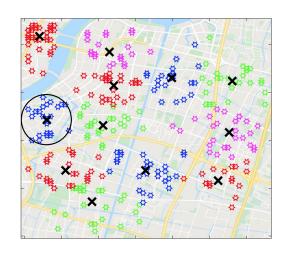
### Extension to Dock-less Scenario

#### Virtual stations (VS)

- Mesh grid
- K-means
- Density-based clustering

#### Rebalancing VS

- Pick-upnearest in starting VS
- Drop-offnearest in destination VS



Mobike Shanghai Dataset (08/01/16-08/31/16)



Y. Duan and J. Wu, <u>Spatial-Temporal Inventory Rebalancing for Bike Sharing Systems with Worker Recruitment</u>, accepted to appear in IEEE Transactions on Mobile Computing, 2020

# 6. Challenges and Opportunities

#### Model extensions

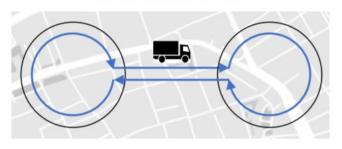
- Models with "cut"
- Repositioning spanning over one slot

#### Scalable design

- Geometric partitioning
- Clustering (k-means or density-based)
- Number of trucks used
- Scheduling of trucks



(a) Two individual circles



(b) One merged circle

- J. Wu, Collaborative Mobile Charging and Coverage, JCST 2014
- H. Zheng, N. Wang, and J. Wu, <u>Minimizing Deep Sea Data Collection Delay With</u>
  <u>Autonomous Underwater Vehicles</u>, *Journal of Parallel and Distributed Computing*, 2017

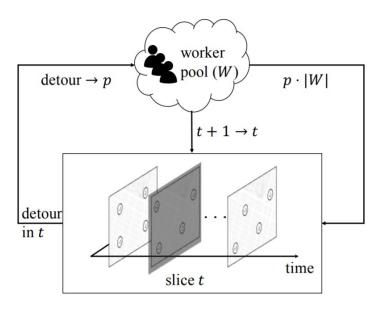
# Challenges and Opportunities (Cont'd)

#### Other models

- Bike recycling (and usage balance)
- Robust solution (under data uncertainty)
- Economic models (mechanism design

#### Gaming and incentive

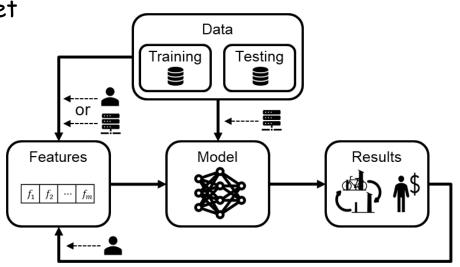
- Stakelberg and Nash games
  - Among BBS operators and workers
- Incentive
  - Reinforcement incentive



# Challenges and Opportunities (Cont'd)

#### Machine Learning (ML)

- Effectiveness
  - Learning from a large data set
  - Challenges: biased samples, data sparsity, data missing
- Robustness
  - Performance deviation due to the data perturbation
- Explainable AI
  - Hybrid approach



# Challenges and Opportunities (Cont'd)

#### Dock vs. dock-less BSS

- Flexibility
- Manageability

#### Trends

- Dock-less BSSs have disappeared largely in US, JUMP from Uber
- Ofo, the largest dock-less BSS in China, suffered financially





### A Bigger Picture: Classification

#### Active transportation

- Fixed (subway, bus, auto-shuttle)
- On-demand (taxi, Uber, DiDi, Lift)
- Hybrid (restricted on-demand)

#### Passive transportation

- ZipCar (first/last ten-mile)
- Bike/e-bike (first/last mile)
- Scooter/e-scooter (first/last mile)





J. Wu et al, <u>Logarithmic Store-Carry-Forward Routing in MANETs</u>, *IEEE Trans.* on Parallel and Distributed Computing, Aug. 2007..

## A Bigger Picture: Future of BSSs

#### **Future**

- E-bike
- Two-wheeled e-scooters

### Policy

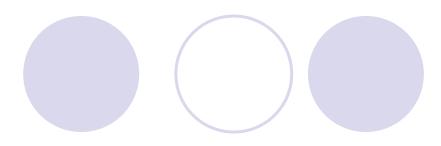
- Shared responsibility
  - Credit systems
- Safety and regulation
  - Sidewalk, bike lanes, and car lanes
  - Scooter: sidewalk or bike lane?
  - How about folded-mini cars (MIT's CityCar Project)?
  - Regulation to enhance rebalancing?



### 7. Conclusions

- Bike Sharing Systems (BSSs)
  - Bike re-balancing issue
- Solutions
  - Algorithmic solutions
  - ML solutions with data analytics
- Future of BSSs
  - Policies and regulations
  - Role in a smart-city ecosystem







J. Wu, <u>Challenges and Opportunities in Algorithmic Solutions for Re-balancing in Bike-Sharing Systems</u>, <u>Tsinghua Science and Technology</u>, 2020.