

Dynamic Pricing for Vehicle Ferries: using Packing and Simulation to Optimize Revenues

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Abstract

We propose an heuristic approach to the vehicle ferry revenue management problem, where the aim is to maximize the revenue obtained from the sale of vehicle tickets by varying the prices charged to different vehicle types, each occupying a different amount of deck space. Customers arrive and purchase tickets according to their vehicle type and their willingness-to-pay, which typically increases over time because customers purchasing tickets closer to departure tend to accept higher prices. The optimization problem can be solved using dynamic programming but the possible states in the selling season are the set of all feasible vehicle mixes that fit onto the ferry. This makes the problem intractable as the number of vehicle types and ferry size increases. We propose a state space reduction, which uses a vehicle ferry loading simulator to map each vehicle mix to a remaining-space state. This reduces the state space of the dynamic program. Our approach allows the value function to be approximated rapidly and accurately with a relatively coarse discretization of states. We present simulations of the selling season using this reduced state space to validate the method. The vehicle ferry loading simulator was developed in collaboration with a vehicle ferry company and addresses real-world constraints such as manoeuvrability, elevator access, strategic parking gaps, vehicle height constraints and ease of implementation of the packing solutions.

Keywords: Revenue management; Packing; Transportation; Dynamic pricing.

1 Introduction

Vehicle ferries are used to transport passengers and their vehicles and, for many island populations, they can be the sole means of transporting goods, as well as providing a service to commuters and tourists. The global ferry market in 2012 was valued at over \$15 billion, carrying more than 2 billion passengers and 350 million vehicles. Space on the vehicle deck is typically the binding constraint and managing prices to ensure efficient use of the available space is an important problem. In this article we describe an heuristic pricing algorithm that takes into account the efficiency of the packing, and practical considerations such as vehicle manoeuvrability when setting prices for different vehicle types, ranging from large freight vehicles to motorcycles. Customer arrivals into the booking system are stochastic and a customer will purchase a ticket with a probability dependent on the price, their vehicle type and the time left until departure. This assumption allows us to use price as a lever of demand to push towards more efficient and profitable vehicle mixes, where a vehicle mix is defined as the number of vehicles of each type. While this article is focused on vehicle ferries, a similar problem is encountered in other industries, e.g., sale of advertising time on radio or television channels, setting costs for bespoke manufacturing, and other freight transportation applications.

We use dynamic programming to set prices, where the state of the dynamic program gives an indication of the space remaining on the ferry. To obtain an exact solution, the states of the dynamic program should correspond to the mix of vehicles that have already purchased tickets for the ferry and in other work we describe how to obtain exact solutions using a combination of mixed integer linear programming and dynamic pricing (see Martinez-Sykora et al. (2017)). As the size of the ferry and the number of vehicle types increase, the state space can become too large to be easily tractable and it becomes necessary to use an approximation to the space remaining, which we estimate from the output of a simulation of the loading process and term a *transition function* (Section 4.3). Transition functions are defined for each deck and return the amount of space taken up by a given vehicle type on that deck, including both the area of the vehicle and the expected wasted space it generates; for example by blocking off areas of the deck due to staggered parking.

The transition functions derived from the simulation are used in the dynamic program. Our results show that this approach reduces the state space sufficiently to allow a dynamic program to solve real ferry instances, which can accommodate hundreds of vehicles, within a few minutes. The packing simulation model takes account of vehicle ferry loading constraints such as manoeuvrability, elevator access for disabled customers, priority boarding and other case-specific constraints when placing vehicles. Clearly, the capability of the packing procedure to produce high quality configurations of vehicles will have the greatest effect on the amount of wasted space. We have developed a sequential packing algorithm, which chooses positions for each vehicle type remaining to be packed. It then selects which vehicle to load next by maximizing a weighted sum of a variety of efficiency based attributes (Section 5.4). A simulated annealing algorithm is used to tune the weights of the algorithm to achieve improved packing efficiency for a given vehicle mix.

Ferries can have flexible space in the form of temporary decks that can be raised and lowered as required between crossings. Typically, making use of these temporary decks will increase the space available for smaller vehicles and reduce the space available for high vehicles. Hence, the decision over whether they should be used or not is dependent on the vehicle mix. We incorporate a method for deciding on the most efficient deck configuration dynamically through the selling period and find that in most cases this out-performs fixing the configuration in advance.

This work builds on our previous work (Bayliss et al. (2016)) and represents a significant development in the scope of the problem definition as well as introducing new methodological tools. Bayliss et al. (2016) only considered a fixed ferry configuration with no height restriction on the main deck. The packing of vehicles was via a fixed loading heuristic and the remaining area was found by a simple numerical approximation. In this work we solve a more realistic problem that incorporates height restrictions on different areas of the main deck arising from the ferry’s movable mezzanine decks. This increases the dimensionality of both the packing and dynamic pricing problems, which the new algorithm presented here is capable of handling. Moreover, the new algorithm is able to select the optimal ferry configuration and optimize the prices. The approach described here also improves the optimization of packing decisions by introducing a simulated annealing algorithm that improves the packing efficiency and is less sensitive to the amount of space remaining. Furthermore, the area calculations that form the basis of the mapping of the state space are now calculated exactly via a vehicle sliding procedure (Section 5.2). The improved approach also **features a gradient-based value function interpolation scheme**, which enables us to approximate the value function accurately with a coarse discretization. This is vital for tackling the higher dimensional problem that arises when mezzanine decks are considered. Additionally a variable interval size allows the new model to capture ferries that are close to capacity more accurately; for example allowing us to capture states where motorcycles still fit onto the ferry when cars will not.

The proposed approach provides a complete pricing and packing solution to the vehicle ferry revenue management (RM) problem, which maximizes expected revenues by exploiting the willingness-to-pay distributions, ensuring that customers pay a fare for their vehicle that better reflects the capacity that it uses. The loading simulator is required at every stage of the implementation. It is used first when setting prices, to estimate the transition functions, which are required for calculating state transitions in the dynamic program. During the selling season,

the loading simulator is used to monitor the current remaining-space state, which identifies the prices to offer to each vehicle type in each time step. Using the loading simulator also helps guard against overbooking as it ensures that the accepted vehicle mix is a mix that can feasibly be loaded onto the ferry. At the end of the selling season the packing solution can be printed off and given to the loading personnel as a guide.

One of the advantages of the proposed approach is that the computation time is linear in the number of vehicle types and does not suffer from a combinatorial explosion as the number of vehicle types increases.

To summarize, our approach to solving the vehicle ferry RM problem is characterized by three main components, which are also illustrated in Figure 1:

1. Pricing algorithm: used to find the optimal dynamic pricing policy, which comprises a price for each vehicle type in each time period at each remaining-space state.
 - (a) Dynamic program: The vehicle ferry pricing problem is formulated as a dynamic program. See Section 4.1 for details.
 - (b) Transition functions: describe the space requirements of different vehicle types. These are approximated by the load optimizer and are an input for the dynamic program. See Section 4.3 for details.
2. Load optimizer: consists of the loading simulator and the packing algorithm. The load optimizer finds the transition functions and calculates the remaining space for any given vehicle mix during the selling season. It can also be used to pack vehicles efficiently.
 - (a) Loading simulator: a simulation model of the vehicle loading process. The simulation was developed after observing the loading process first hand and discussing it with personnel from the ferry company, to ensure that it captures the most important practical aspects of loading. For example, unrestricted access to the elevators, parking gaps and ease of implementation of the packing solution. This forms part of the Initialization Process in Figure 1 and is described in more detail in Section 5.
 - (b) Packing algorithm: rules for vehicle selection and placement used within the simulator. Simulated annealing is used to tune the parameter values of the vehicle selection and placement rules. This also forms part of the Initialization Process in Figure 1. See Section 5.4 for details.
3. Selling season simulator (testing): a simulation of the selling season is used to test the dynamic pricing policies.

The remainder of the paper is organized as follows. We review the relevant literature in Section 2, before describing the practical problem we are solving in more detail in Section 3. In Section 4 we formulate the pricing problem, in Section 5 we introduce the load optimizer. Results are presented in Section 6 and we draw some conclusions and discuss future work in Section 7.

2 Related Literature

2.1 Dynamic Pricing

Dynamic pricing regulates sales via automatic price adjustments in response to statistical fluctuations in demand. The earliest work in the area was carried out by Kincaid and Darling (1963) but the past two decades have seen an increase in the number of applications of dynamic pricing and the complexity of the problems being solved. We focus on applications of dynamic pricing where capacity is limited and products are perishable. Previous applications include airline ticket pricing (Anjos et al., 2005); fashion and retail (Bitran and Mondschein, 1997); car rental (Li and Pang, 2017); railways (Bharill and Rangaraj, 2008); delivery prices for online groceries (Yang

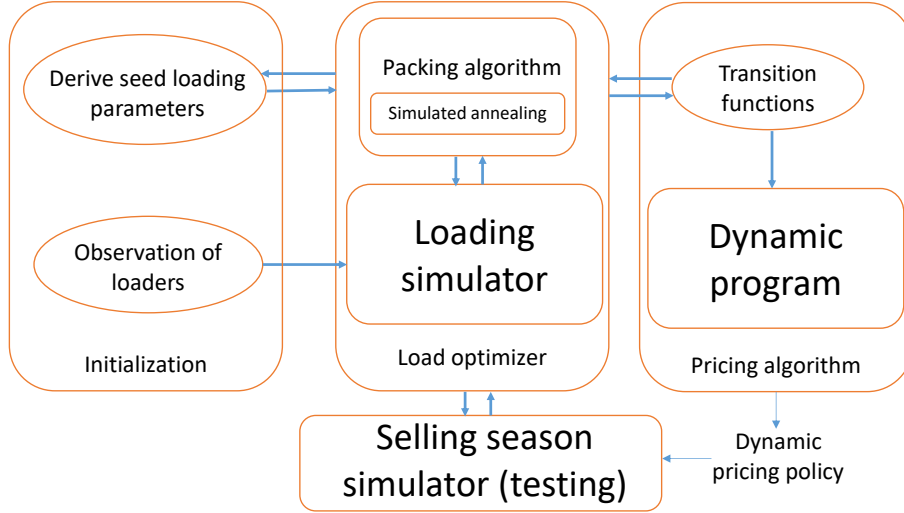


Figure 1: Overview of proposed vehicle pricing optimization framework.

et al., 2016; Yang and Strauss, 2017); air cargo RM (Kasilingam, 1996; J.S.Billings, 2003; Amaruchkul et al., 2007) and cruises (Maddah et al., 2010). The final two applications have some relevance to the ferry problem as we discuss below. A more comprehensive guide to the applications of dynamic pricing can be found in Talluri and Ryzin (2004). Yeoman and McMahon-Beattie (2011) provides a more recent practical perspective of the applications of revenue management and pricing.

We have found no other work related to RM in the vehicle ferry industry but Maddah et al. (2010) apply RM to optimal pricing of cabins on cruise ships. With a cruise ship, there are two competing constraints: lifeboat capacity and cabin capacity. In this sense, the cruise ship RM problem is similar to the vehicle ferry RM problem, although in our example, the lifeboat constraint is rarely binding and the capacity constraint for the vehicles is continuous and two or three-dimensional (dependent upon the need for height constraints) rather than a discrete and one dimensional state definition, which is the case for cabins. Both problems have a large state space, which Maddah et al. (2010) solve using heuristics, including single dimension state space reduction schemes and dynamic programming heuristics. The latter are based on decomposing the problem into two separate dynamic programs where value functions are derived separately for each dimension of the problem, and then combined when the solutions are implemented.

A key characteristic of the price optimization problem for vehicle ferries is that each vehicle type uses different amounts of a multi-dimensional capacity. A similar problem is described in Xiao and Yang (2010) who cite examples including container shipping, restaurant RM and air cargo. The authors consider a hypothetical example with two fixed-price products and two capacity dimensions and develop revenue-optimizing accept-reject look-up-table policies. The solution method is a backwards recursion, where a Hamilton-Jacobi equation provides the optimality conditions for deriving the optimal control decision for each discrete remaining-capacity state at each time period. We use a dynamic pricing policy rather than an accept-reject strategy and determine this via heuristics, allowing us to control demand for large, real-world problem instances.

Air freight providers face many of the same capacity constraints as vehicle ferry operators, the main difference being that weight tends to be a more important constraint for air freight and there is greater uncertainty in the dimensions of an order. This uncertainty results in model solutions that need to be more simplified than those that we develop for vehicle ferries. More details can be found in Kasilingam (1996); J.S.Billings (2003); Amaruchkul et al. (2007), where it can be seen that the objective of the optimization in air cargo RM is often to minimize overbooking rather than to optimize revenue. Solution methods used include Markov Decision processes (Han et al., 2010); dynamic and stochastic knapsack (Kleywegt and Papastavrou, 1998b); and newsvendor models

(Wong et al., 2009; Zou et al., 2013).

The formulation of the vehicle ferry RM problem shares some of the characteristics of the dynamic and stochastic knapsack problem of Kleywegt and Papastavrou (1998a, 2001) in that items arrive following a stochastic process. In the knapsack formulation, the capacity requirements and reward of each item are random variables, which follow fully defined statistical distributions and are realized on arrival into the system. Dynamic and stochastic knapsack algorithms decide whether to accept or reject an item based on its realized reward and capacity requirements and the capacity remaining in the system. This could be a way of approaching the vehicle ferry RM problem but we have chosen to use pricing as a lever for demand instead of making accept/reject decisions. The vehicle ferry problem also has the additional complication of including the 2-dimensional packing problem of fitting vehicles onto the decks.

The effect of price on demand is an important aspect of optimal pricing models and Chapter 3 of Philips (2005) provides a useful discussion of the basic economic ideas, describing the most commonly used demand models. We base our price dependence on the logistic model, in which small variations around the market price can lead to large fluctuations in demand. Other factors can impact on willingness-to-pay, with the time until the end of the selling season being the most common. We include the time-dependence explicitly in the price-response curve (Equation 1) and follow previous authors in assuming that willingness-to-pay increases over time (e.g. see Anjos et al., 2005; Zhao and Zheng, 2000; Gallego and van Ryzin G., 1994). Herbon and Khmelnitsky (2017) investigate dynamic pricing and inventory management in cases where demand is an additive function of price and time; their work focuses on the case where demand decreases with time, applicable to products whose quality deteriorates. In related studies Feng (2010) integrate dynamic pricing and replenishment decisions under uncertainty in the supply capacity; and Hsieh and Dye (2017) consider dynamic pricing where demand depends on price, stock level and customer reference prices. We assume myopic customers and, as we consider one sailing at a time, ignore reference price effects (Popescu and Wu, 2007). Other authors have considered strategic customers (e.g. Lazear, 1986; Dasu and Tong, 2009; Yin et al., 2009; Levin et al., 2010; Su, 2007). For the case where willingness-to-pay increases over time, corresponding to a situation where customers with higher valuations arrive later in the selling season, strategic waiting is less likely to be beneficial because, in general, prices are more likely to rise than fall.

The optimization problem has a similar structure to that described in Yang et al. (2016), where vehicle routing is integrated into a dynamic pricing algorithm for the e-grocer delivery problem. The solution to the vehicle routing problem is not found explicitly in the paper and the authors assume that it is possible to estimate an insertion cost for each accepted delivery. Here, we have no additional costs associated with allowing a vehicle onto the ferry but we do have a second optimization routine, the packing algorithm, which must be solved alongside the dynamic program.

2.2 Bin packing

Packing vehicles onto the ferry efficiently can be viewed as a 2-dimensional bin packing problem with additional problem specific constraints. In Martinez-Sykora et al. (2017) we consider an exact formulation for the packing problem that uses a mixed integer linear program to optimize the packing of vehicles within lanes, where lanes correspond to 1-d bins. In this work, we consider larger ferries and account for more of the practical constraints that ferry companies face when placing vehicles. For that reason, we use a simulation of the loading process, incorporating a packing algorithm that uses simulated annealing (e.g. see Aarts and Lenstra, 1997) to set efficient parameter values.

Heuristics have been used previously in the bin packing literature. Beisiegel et al. (2006) implement a simulated annealing algorithm for a two-dimensional bin packing problem that arises in the steel industry and solutions are encoded as oriented trees. A parameterized approach to an on-line one-dimensional bin-packing problem has also been considered before by Asta et al. (2016), who use a genetic algorithm to optimize a policy matrix for loading items. Their algorithms are shown to outperform human generated policy matrices. Our approach is sim-

ilar but the parameters being optimized in this work are weights that multiply attributes of the currently available parking spaces. An alternative form of heuristic is used by Trivella and Pisinger (2016), who consider a multi-level local search algorithm for packing, with the goal of minimizing the distance of the centre-of-mass from a target point.

Rectangle packing is of particular relevance here, given the shape of the vehicles being packed. The current state of the art for 2D and 3D rectangle packing is a genetic algorithm described in Goncalves and Resende (2013). A parameterized approach is used for encoding solutions where the chromosome segments represent the position in the packing sequence and box orientation. The authors note that one of the most time-consuming parts of packing algorithms is the maintenance of the list of available placement positions, which they term Empty Maximal Spaces or EMSs. Here, we deal with this in part using a vehicle sliding procedure (Section 5.2) that regenerates the list of available positions after each placement decision.

The packing problem considered in this paper is a constrained one-dimensional and two-dimensional bin packing problem¹. A vehicle ferry may have some decks which must strictly adhere to the painted lanes (one-dimensional bin packing), and others catering to a mix of vehicle types where parking is more flexible, making two-dimensional packing patterns permissible. The practical problem we consider in the case study is constrained by the wide variety of hard and soft constraints that must be respected in the vehicle ferry loading process and also because some of the decks are optional and impose stricter height restrictions on some sections of the main deck.

For further details about packing problems see Lodi et al. (2002) for a survey of two-dimensional bin-packing problems, Csirik and Woeginger (1998) for a tour of performance results for on-line packing heuristics and Wäscher et al. (2007) for an improved typology of cutting and packing problems.

2.3 Approximate Dynamic Programming

While we make use of heuristics and simulation, the optimization method we are proposing here is perhaps best classified as approximate dynamic programming (ADP) because we use a transformation to map from a discrete high-dimensional state to a continuous low-dimensional state and finally to a low-dimensional discrete state. The textbooks of Bertsekas and Tsitsiklis (1996) and Powell (2007) provide a comprehensive treatment of ADP, which is concerned with finding approximate solutions **to intractable stochastic dynamic programs; for example, stochastic dynamic programs with a high-dimensional state space**.

Chapter 12 of Judd (1998) provides a thorough treatment of solving continuous state problems using discretization in which they state conditions for discretization schemes that ensure the same solutions can be achieved with the discretized scheme as with the continuous state space. We use discretization of the state space here, approximating the values of intermediate states using numerical methods where necessary.

Simulation provides a useful tool for reducing the state space in stochastic and dynamic problems. Bertsimas and de Boer (2005) use simulation as a method of state-space reduction in a network RM problem, allowing them to solve practical-sized problems with stochastic and dynamic demand. The simulation is used as part of the revenue approximation and a stochastic-gradient algorithm is implemented to obtain the optimal booking limits.

The work of Farias and Saure (2012) introduces an approximate dynamic programming approach for solving dynamic oligopoly models. The main point of interest for us in this article is that it provides another example of how approximate dynamic programming can be used to address the curse of dimensionality of difficult optimization problems. They use a Mathematical programming formulation for solving the Bellman equations and then approximate the value function with a linear combination of basis functions. A state sampling approach is used to reduce the number of constraints in their mathematical programming formulation.

¹The pricing problem that is considered in this work has two state dimensions, one for each deck, i.e. one for the one-dimensional bin packing problem on the car deck and one for the two-dimensional problem on the main deck. The pricing problem has an additional dimension for the case when mezzanine decks are in operation on the main deck, which is because the main deck is then split into low and high vehicle regions.

The use of simulation and heuristics also brings us closer to recent work in simheuristics (e.g. see the review by Juan et al., 2015). Much of the previous work in this research area has applied simulation and metaheuristics to solving combinatorial optimization problems but the range of applications is growing beyond the original vehicle-routing problems; for example, renewable energy (Mallor et al., 2015) and social networks (Pérez-Rosés and Sebé, 2015). Our approach is a little different from the standard simheuristics algorithms, which solve the deterministic problem via heuristics and then test the effect of stochasticity via simulation.

3 Case Study

While the methods described in this paper have wide applicability, the development of the methodology draws on a specific case study from the ferry operator, Red Funnel. Red Funnel operate a vehicle ferry service between the mainland (Southampton) and the Isle of Wight, UK.

According to the characterization of RM problems given by Britan and Caldentey (2003), the vehicle ferry RM problem that we consider here is a multiple product stochastic demand process with flexible, perishable and continuous capacity and price-sensitive customers. We assume that there are no substitution effects and that customers' willingness-to-pay increases over time. The assumption of increasing willingness-to-pay is common in transportation applications (e.g. see Anjos et al., 2005) and represents situations in which customers with higher valuations arrive later in the selling period. The proposed method does in fact apply to other examples of price sensitivity, where willingness-to-pay is stationary or decreases over time, and we include results for an example with decreasing willingness-to-pay in Appendix D.

Red Funnel have three identical vehicle ferries, each with two permanent vehicle decks, approximately eighty meters long and twelve and a half meters wide. The main deck has a high ceiling (approximately five meters) and accommodates all vehicle types from motorcycles to large freight vehicles and coaches. The upper deck has a relatively low ceiling (approximately two meters) and accommodates cars and motorcycles only. The ferry has two mezzanine decks that can be lowered from the ceiling of the main deck, which accommodate cars only: see the central pane of Figure 2 in which one of the mezzanine decks is in operation. When mezzanine decks are in operation only vehicles below 2.7 metres in height can be parked underneath them on the main deck.

As can be seen in Figure 2, the ferry is nearly symmetrical both laterally and longitudinally, but with the elevators from the vehicle deck only on one side of the ship. These are roll-on-roll-off ferries in which vehicles enter at one end and exit at the other.

We consider thirteen main types of vehicles: cars, motorcycles, vans, minibuses, coaches, medium and large freight vehicles, drop trailers, caravans, other towed vehicles, parcel cages, unaccompanied cars and a miscellaneous category. The physical dimensions and the price acceptance probability model vary between vehicle types, as customers with bigger vehicles will typically accept higher prices.

Vehicle ferry operators face a number of practical constraints on placing vehicles, as listed below.

- Vehicles with hazardous materials must be parked underneath the sprinklers; for Red Funnel these are at the front or the back of the main deck.
- Large vehicles cannot manoeuvre into the corners next to the exits.
- Some customers may require unimpeded access to the lifts.
- Drop trailers (freight vehicles without a towing vehicle) are towed onto the ferry first with a tug and parked in predefined positions.
- Parking gaps are needed to allow vehicles to reverse out of certain positions and passengers to exit the vehicle deck for the duration of the journey.
- Some customers pay an additional charge for priority boarding.

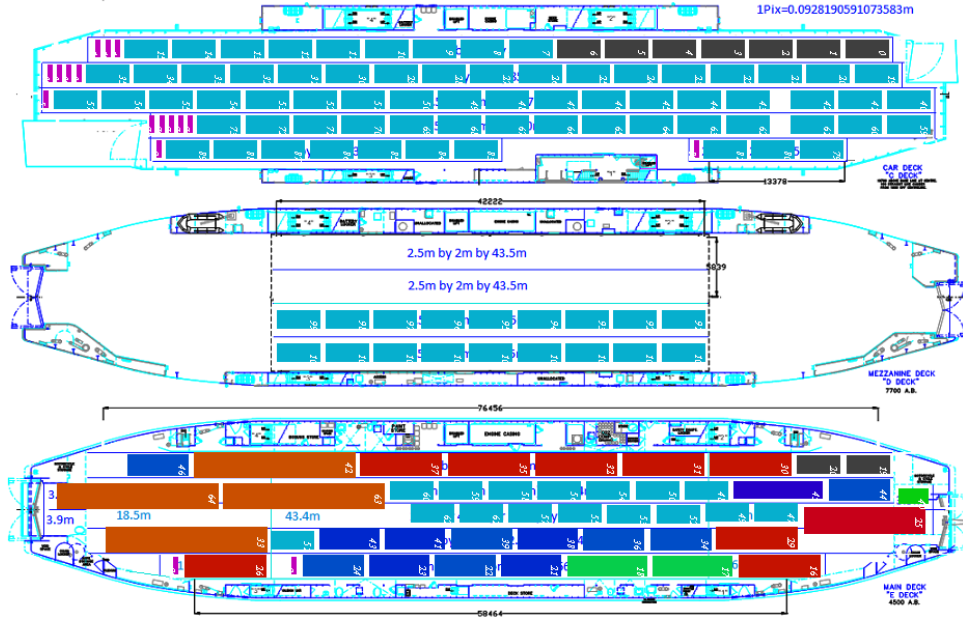


Figure 2: Ferry lane layout diagram with an illustration of packing loss.

The loading procedure is manually controlled by loaders and yard personnel. Yard personnel sort vehicles into different lanes on the dockside prior to boarding, according to their types and any special requirements, and notify the loaders of the number of vehicles of each type that are to be loaded. Loading of the upper and main decks can take place simultaneously, and cars are loaded onto the upper deck if possible. Loading of the upper deck is straightforward due to the homogeneity of the vehicles, consequently much of the work that follows concentrates on the loading of the main deck.

4 Dynamic Pricing

This section describes the formulation of the pricing problem as a dynamic program. We begin by describing the dynamic program and the price acceptance model (Section 4.1). The main difficulty in setting up the dynamic program comes in setting up the state space and we focus much of the description below on this issue (Section 4.2). In order to avoid the curse of dimensionality that emerges when states in the selling season are modelled as counts of the number of tickets sold to each vehicle type, we propose mapping these vehicle mix states to remaining-space vector states. The loading simulator is used to perform this mapping of a discrete vehicle mix state to a continuous remaining-space state by maximizing packing efficiency before calculating the remaining space in each component of the deck space. The approximated continuous states are discretized to facilitate a point-wise approximation of the value function. Transition functions are used within the dynamic program to move from one state to another when a vehicle booking is accepted and we describe how these are calculated in Section 4.3.

4.1 The Dynamic Program

The vehicle ferry RM problem can be formulated as a dynamic program, where the decision variable is the pricing policy. Using the dynamic program will account for the stochastic nature of the arrival and purchase process. We assume a Poisson arrival process where the arrival rates are denoted by $\lambda_{v,t}$, for vehicle types $v = 1, 2, \dots, \eta$ in each time period $t = 0, 1, \dots, T-1$, where η denotes the number of vehicle types and T denotes the number of time intervals in a selling season. We discretize time into intervals which are small enough such that it is reasonable to

assume that at most one customer will arrive into the booking system during each time interval, i.e. a Bernoulli arrival process (Talluri and Ryzin, 2004). The rate $\lambda_{0,t}$ is the probability of no arrivals in time period t and equals $1 - \sum_{v=1}^{\eta} \lambda_{v,t}$, with the constraint that $\sum_{v=1}^{\eta} \lambda_{v,t} \leq 1, \forall t \in 0 \dots T-1$. The arrival rates used in the experiments are derived from historical demand data (see Section 6).

Customers' willingness-to-pay, or equivalently, the probability that they will purchase a ticket of price p_v , $\alpha_v(p_v, t)$, is assumed to vary between vehicle types v and with the time remaining until the end of the selling season t as shown in Equation 1. Customers are assumed to be myopic, which is justified for the case where there are few competitors.

$$\alpha_v(p, t) = \begin{cases} \left(\frac{\sigma_v}{1 + e^{(k_v(\frac{p}{\chi_v}) - \psi_v)}} \right) \times \left(\gamma_v + (\beta_v - \gamma_v) \left(\frac{t}{T} \right)^{\epsilon_v} \right) & \text{if } p < \chi_v \\ 0 & \text{if } p \geq \chi_v \end{cases} \quad (1)$$

This price acceptance model has two multiplicative components, one for price and another for time. A logistic curve is used to model the price component (e.g. see Philips, 2005). The variable χ_v is the maximum price that a customer is willing-to-pay for that vehicle type; k_v is inversely proportional to the variance of the willingness-to-pay of customers booking vehicles of type v ; ψ_v is the mode of the willingness-to-pay distribution relative to the maximum price parameter χ_v ; and σ_v is a normalizing factor calculated on the basis that the function returns the maximum probability of price acceptance at the end of the selling season at zero price (assuming willingness-to-pay increases over time). We base the model on the assumption that the probability of accepting the minimum price is less than or equal to γ_v at the beginning and β_v at the end of the selling season. The time component can capture smooth monotonic effects that time may have on the probability of price acceptance through the parameter ϵ_v . In this work we model willingness-to-pay as increasing over time by setting $\gamma_v < \beta_v$ but we provide results for an example in which willingness-to-pay decreases over time in Appendix D.

Our formulation of the vehicle ferry pricing problem as a dynamic program is made tractable by mapping vehicle mix states $x \in \{X \subset \mathbb{Z}_+^{\eta}\}$ – defined as the number of vehicles of each type – to a lower-dimension state vector r , which describes the remaining space per deck region [after packing the vehicle mix \$x\$ using the loading simulator \(see Section 5.1\)](#). We write $r \in \{R \subset \mathbb{R}_+^D\}$, where D is the number of deck regions, [defined to be low space, high space and car deck for the problem we consider here](#). This vector r is then mapped to the final discretized state space S , where $S \subset \mathbb{Z}_+^D$. [Section 4.2 provides a formal description of the reduced and discretized state spaces.](#)

In the following we present the formulation of the vehicle ferry revenue management problem as a dynamic program based on the state space $s \in S$, where s denotes the current state.

Let s' be the new state of the dynamic program, given a purchase is made by vehicle type v when the system is in state s . We solve the dynamic program to find the optimal price to charge $p_v(s, t)$ each vehicle type $v \in \{1 \dots \eta\}$, at each time $t \in \{0 \dots T-1\}$, in each state $s \in S$. The dynamic programming formulation of the vehicle ferry revenue management problem is defined as:

$$V_t(s) = \lambda_{t,0} V_{t+1}(s) + \sum_{v=1}^{\eta} \lambda_{t,v} \max_{p_v(s,t) \leq \chi_v} \left\{ \alpha_v(p_v(s,t), t) \left[\begin{aligned} &I(s, v) (p_v(s, t) + V_{t+1}(s')) \\ &+ \\ &(1 - I(s, v)) V_{t+1}(s) \\ &+ \\ &(1 - \alpha_v(p_v(s, t), t)) V_{t+1}(s) \end{aligned} \right] \right\} \quad (2)$$

$$\forall s \in S, \forall t \in 0 \dots T-1,$$

$$V_T(s) = 0$$

$$\forall s \in S.$$

The expected value of a state s at time t is denoted $V_t(s)$ and is calculated from the values and probabilities of four

possible outcomes: 1) a customer arrives, sufficient capacity remains for their vehicle (indicated by the binary indicator function $I(s, v) = 1$) and the customer purchases a ticket, the value of which is the sum of the ticket price and the future value of the remaining-space state $V_{t+1}(s')$; 2) a customer arrives but there is insufficient capacity on the ferry (indicated by the binary indicator function $I(s, v) = 0$) and therefore a sale cannot be made; 3) a customer arrives, there is sufficient capacity on the ferry, but the customer decides not to purchase a ticket (with probability $(1 - \alpha_v(p_v(s, t), t))$); and 4) no customers arrive.

The boundary conditions state that all states $s \in S$ have a value of 0 at time T , the end of the selling season, as no more tickets can be sold.

The assumption of at most one arrival per time period allows the price optimization to be carried out independently for each vehicle type in each state at each time. This is why the *max* term of Equation 2 is inside the summation. Therefore, for each vehicle type v , state s and time t , we need to find the optimal price $p_v^*(s, t)$ for the following:

$$\max_{p_v(s, t) \leq \chi_v} \alpha_v(p_v(s, t), t) p_v(s, t) + \alpha_v(p_v(s, t), t) V_{t+1}(s') + (1 - \alpha_v(p_v(s, t), t)) V_{t+1}(s). \quad (3)$$

This is part of Equation 2 for states where vehicles fit and can be offered a price. The first term $\alpha_v(p_v(s, t), t) p_v(s, t)$ is unimodal, being a product of an increasing function (price) and a decreasing function (probability of a customer accepting the price). The following two terms form a linear function of price; therefore the pricing sub-problem consists of a unimodal and a linear function of price, which results in a unimodal function. Hence, a Golden Search optimization routine is guaranteed to converge to the optimal solution. Golden search is a numerical optimization technique that iteratively decreases the size of the interval that the optimal solution must lie within. The interval size decreases by a factor equal to the inverse of the golden ratio in each iteration (see Burley, 1974, for a good introduction to Golden Search). Our approach generates optimal continuous prices with a tolerance that depends on the number of golden search iterations performed. In this case 50 iterations are used which decreases the size of the initial interval containing the optimal solution ($[0, \chi_v]$) by a factor of 3.55×10^{-11} .

4.2 Discretization of the State Space

We define a mapping from a state with complete information about the number of vehicles of each type who have purchased tickets at any given time in the selling season (the vehicle mix x) to a reduced state vector $r = \{r_u, r_l, r_h\}$, where r measures the remaining area for vehicles on the upper deck (r_u), for low vehicles on the main deck (r_l) and for high vehicles on the main deck (r_h), having packed the set of vehicles x . Then r is mapped to s the discretized state space. The nomenclature of the state reducing mappings is as follows:

$$x \in \{X \subset \mathbb{Z}_+^n\} \rightarrow r \in \{R \subset \mathbb{R}_+^D\} \rightarrow s \in \{S \subset \mathbb{Z}_+^D\}.$$

This work uses the following state mapping to reduce the dimensionality of the problem:

$$\phi(z(x)) \rightarrow \phi(r) \rightarrow s. \quad (4)$$

The mapping $z(X)$ in Equation 4 is performed by the loading simulator introduced in Section 5. This mapping is a fundamental part of our approach for reducing the computational complexity of the dynamic program. State dimension reduction mappings are a common technique in approximate dynamic programming, e.g., see Powell (2007).

To facilitate a look-up-table approach for solving the dynamic program in the reduced state space, we discretize each deck space component into a number of discrete levels. The choice of the uniformity and number of discrete states depends on two parameters, ζ_i and μ_i , which are set separately for each deck space component i and corresponds to the mapping $\phi(r) \rightarrow s$. We show later how accurate estimates of the value function can be

obtained using a relatively coarse discretization of the remaining-space states. Denoting the remaining deck space state dimension components r_i , $i \in \{u, h, l\}$, suppose ζ_i denotes the choice of the number of discrete states for a component r_i of the remaining-space state vector r , and μ_i is a parameter that determines how the discretized state interval sizes increase or decrease between the minimum ($rMin_i$) and maximum usable levels ($rMax_i$). The relation between the discrete state s_i for a given component of remaining space r_i is as follows:

$$s_i = \phi(r_i) = \begin{cases} 0 & \text{if } r_i < rMin_i \\ 1 + (\zeta_i - 1) \left(\frac{r_i - rMin_i}{rMax_i - rMin_i} \right)^{\mu_i} & \text{otherwise} \end{cases} \quad (5)$$

The discrete state s_i is zero for levels of remaining space that are below the minimum usable amount as by definition no more vehicles will fit onto the ferry in such a state. A μ_i value of 1 results in a constant interval size, a μ_i value below 1 leads to an interval size that decreases as the remaining space of deck component i runs out. It is the latter that will be useful in the current context as it allows for the modelling of states where small vehicle types such as motorcycles still fit onto the ferry whilst cars may not. We use $\mu_i = 0.5 \forall i \in \{u, h, l\}$ for precisely this reason noting that the approach still works for other values.

Figure 3 illustrates the value function obtained with $\mu = 0.5$, $\zeta_u = 20$ and $\zeta_h = 20$ and no l (low vehicle) remaining space component. Where there are no mezzanine decks in operation, $r_h = r_l$ at all times and the number of state dimensions is reduced by one. Figure 3 illustrates the decreasing interval size as space runs out on each deck space component.

To solve the pricing problem we use dynamic programming to compute a pointwise approximation of the value function for each integer state $s \in S$. In what follows we use the integer values of s_i between 0 and ζ_i as the states of our dynamic program and omit the deck space component index i for clarity. When solving the dynamic program for the discrete set of states, Equation 5 is used to find the new state (s') when an additional vehicle is booked onto the ferry. One of the issues we address in this section is that transitions from the discrete states will in general lead to the remaining space falling between two discrete states. The values of these intermediate states (s') are required in Equation 2 and we interpolate them from the values of the neighbouring discrete states, $\lfloor s' \rfloor$ (largest integer previous to s') and $\lceil s' \rceil$ (smallest integer following s').

We now describe the numerical interpolation scheme that is used for calculating the values of intermediate states that are encountered when solving the dynamic programming equations. The interpolation method uses a combination of a weighted-sum-of-neighbouring-states approach and a first-order-gradient approach, exploiting the assumption that the value function is concave in the remaining-space state for each time period, to achieve more accurate interpolation than either approach alone. The concavity of the value function in the state s is a logical consequence of known results on the asymptotic behavior of dynamic pricing policies in relation to the available capacity and the duration of the selling season (see Gallego and van Ryzin G. (1994)). **For our problem this assumes that, given a fixed amount of time to sell a given amount of capacity, the expected profit for each additional unit of capacity is non-increasing. We demonstrate the concavity with a numerical example, as shown in Figure 3.** The first-order-gradient approach estimates the partial derivatives at each defined state of the value function using the values of the neighbouring states. The structure of the value function is such that the weighted sum approach is guaranteed to underestimate the values of intermediate states, whilst the gradient based approach is guaranteed to overestimate the value of intermediate states, and so taking a weighted sum of both estimates results in a more accurate estimate of the values of intermediate states than either approach alone. Note that the benefits of the proposed numerical approach would also apply for a convex value function, or more generally for functions with either non-negative second derivatives or non-positive second derivatives.

Consider an example in which only one dimension of the state space is changing (as is the case when there are no mezzanine decks or a low vehicle can always be placed fully under a mezzanine deck). The interpolated value of the intermediate state s' , which is between the discrete interval states $\lfloor s' \rfloor$ and $\lceil s' \rceil$, is given by

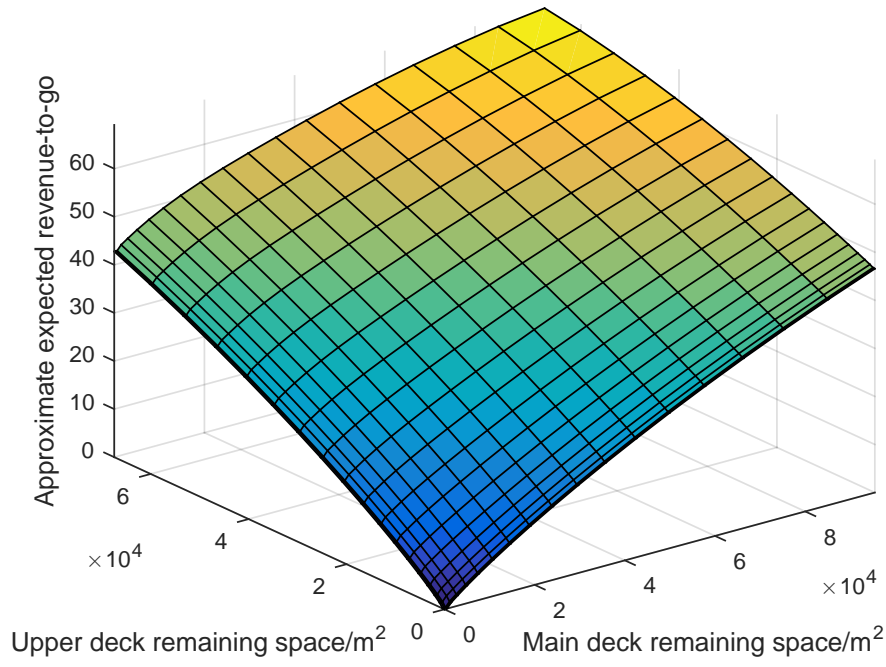


Figure 3: A value function surface at the beginning of the selling season.

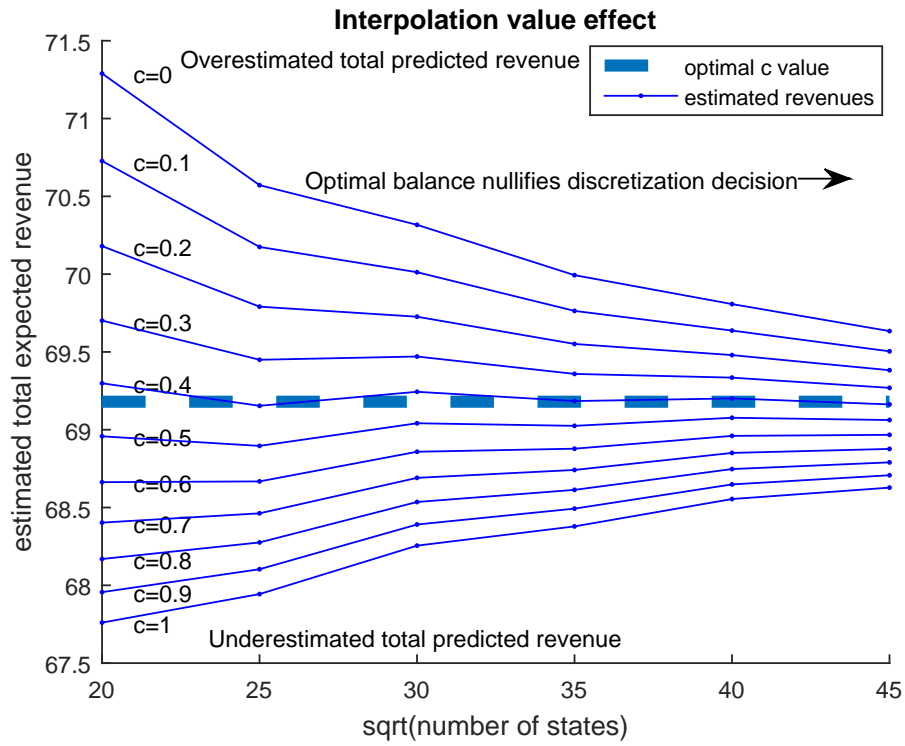


Figure 4: The effect of the interpolation parameter c on the total expected revenue as the number state interval sizes is decreased.

$$V_t(s') = c(d_2 V_{t+1}(\lfloor s' \rfloor) + d_1 V_{t+1}(\lceil s' \rceil)) + (1-c) \left[\begin{aligned} & d_2 \left(V_{t+1}(\lfloor s' \rfloor) + d_1 \frac{\partial}{\partial s} V_{t+1}(\lfloor s' \rfloor) \right) \\ & + \\ & d_1 \left(V_{t+1}(\lceil s' \rceil) - d_2 \frac{\partial}{\partial s} V_{t+1}(\lceil s' \rceil) \right) \end{aligned} \right], \quad (6)$$

where $d_1 = s' - \lfloor s' \rfloor$ and $d_2 = \lceil s' \rceil - s'$ represent the distance of the intermediate state s' from the neighbouring discrete states $\lfloor s' \rfloor$ and $\lceil s' \rceil$ respectively; c is a constant that weights the contribution of the weighted sum estimate relative to the gradient-based estimate. Our experimentation suggests that for the problem we consider here, if c is set to 0.43, the number of states has a negligible impact on the expected revenue, allowing us to use a coarser discretization without affecting the overall accuracy of the value function approximation. For $c > 0.43$ the estimate of the total expected revenue decreases, for $c < 0.43$ the estimate of the total expected revenue increases. The best value of c in general has to be determined from experimentation for each different problem the approach is applied to, but $c = 0.5$ is a reasonable starting point. Figure 4 demonstrates the effect. The partial derivatives (with respect to the state s) are estimated numerically at the defined states using mid-point approximations

$$\frac{\partial}{\partial s} V_t(s) \approx \frac{V_t(s+1) - V_t(s-1)}{2}. \quad (7)$$

For the case of state transitions involving the simultaneous use of low and high vehicle space the equivalent of Equation 6 is given in Equation 8. Such transitions occur when mezzanine decks are in operation and a vehicle is parked, on average, in a position that is not entirely under a mezzanine deck and consequently uses both high vehicle space and low vehicle space.

$$V_t(s_u, s'_l, s'_h) = c \left(\begin{aligned} & d_2^l d_2^h V_{t+1}(s_u, \lfloor s'_l \rfloor, \lfloor s'_h \rfloor) \\ & + d_1^l d_2^h V_{t+1}(s_u, \lceil s'_l \rceil, \lfloor s'_h \rfloor) \\ & + d_2^l d_1^h V_{t+1}(s_u, \lfloor s'_l \rfloor, \lceil s'_h \rceil) \\ & + d_1^l d_1^h V_{t+1}(s_u, \lceil s'_l \rceil, \lceil s'_h \rceil) \end{aligned} \right) + (1-c) \left(\begin{aligned} & d_2^l d_2^h \left(\begin{aligned} & V_{t+1}(s_u, \lfloor s'_l \rfloor, \lfloor s'_h \rfloor) \\ & + d_1^l \frac{\partial}{\partial s_l} V_{t+1}(s_u, \lfloor s'_l \rfloor, \lfloor s'_h \rfloor) \\ & + d_1^h \frac{\partial}{\partial s_h} V_{t+1}(s_u, \lfloor s'_l \rfloor, \lfloor s'_h \rfloor) \end{aligned} \right) \\ & + d_1^l d_2^h \left(\begin{aligned} & V_{t+1}(s_u, \lceil s'_l \rceil, \lfloor s'_h \rfloor) \\ & - d_2^l \frac{\partial}{\partial s_l} V_{t+1}(s_u, \lceil s'_l \rceil, \lfloor s'_h \rfloor) \\ & + d_1^h \frac{\partial}{\partial s_h} V_{t+1}(s_u, \lceil s'_l \rceil, \lfloor s'_h \rfloor) \end{aligned} \right) \\ & + d_2^l d_1^h \left(\begin{aligned} & V_{t+1}(s_u, \lfloor s'_l \rfloor, \lceil s'_h \rceil) \\ & + d_1^l \frac{\partial}{\partial s_l} V_{t+1}(s_u, \lfloor s'_l \rfloor, \lceil s'_h \rceil) \\ & - d_2^h \frac{\partial}{\partial s_h} V_{t+1}(s_u, \lfloor s'_l \rfloor, \lceil s'_h \rceil) \end{aligned} \right) \\ & + d_1^l d_1^h \left(\begin{aligned} & V_{t+1}(s_u, \lceil s'_l \rceil, \lceil s'_h \rceil) \\ & - d_2^l \frac{\partial}{\partial s_l} V_{t+1}(s_u, \lceil s'_l \rceil, \lceil s'_h \rceil) \\ & - d_2^h \frac{\partial}{\partial s_h} V_{t+1}(s_u, \lceil s'_l \rceil, \lceil s'_h \rceil) \end{aligned} \right) \end{aligned} \right). \quad (8)$$

4.3 Transition Values

In the dynamic program, state transitions occur every time a customer purchases a vehicle ticket for the ferry. Each vehicle type will use an area in one or more of the upper deck, low space on the main deck, or high space on the main deck. The set of area requirements for each vehicle type in each part of the ferry are referred to as transition values, which will vary between vehicle type v and the area remaining.

We define “packing loss” as the unusable spaces between vehicles. It includes parking gaps, which are required for passengers to exit the vehicle deck, as well as larger gaps that occur when a parking space is blocked off by another (usually larger) vehicle. The transition values include the area of the vehicle and the packing loss. The possibility that some vehicle types can have high transition values in comparison to the area of the vehicle (due to packing loss) allows the pricing algorithm to exploit the opportunities for encouraging demand of easy-to-pack vehicle types, which cause little packing loss, whilst pricing the difficult-to-pack vehicle types according to the

space that they consume. As an aside, a quantitative measure of how difficult a vehicle is to pack is the change in the remaining space due to loading a vehicle, divided by the area of that vehicle.

Cars and motorcycles subtract from the remaining space of the upper deck if a sufficient amount of space remains; otherwise vehicles subtract from the space of the main deck. When a high vehicle transition occurs it subtracts by equal amounts from both the remaining low and high vehicle spaces because high vehicle space is also available to low vehicles. When a low vehicle transition occurs the vehicle might not subtract at all from the high vehicle space component. Note that, as mentioned earlier, if there are no mezzanine decks in operation the low and high vehicle space transitions are always equal and the dimensionality of the pricing problem is reduced by one.

We now define the transition function Equation 9, which maps the remaining-space vector r and a vehicle type v to a new remaining-space vector r' based on the transition values. We write the transition function as $r' = G(r, v)$, where r' denotes the new remaining-space vector, given that the current remaining-space vector is r and vehicle type v purchases a ticket. The transition function can be thought of as a method of conveniently packaging the transition values for the purpose of modelling remaining-space state transitions.

$$R' = G(R, v) = \begin{cases} r_u \leftarrow r_u - g_u(v) & \text{if vehicle fits on the upper deck} \\ r_l \leftarrow r_l - g_l(v) \\ r_h \leftarrow r_h - g_h(v) & \text{otherwise and if vehicle fits on the main deck} \end{cases} \quad (9)$$

where $g_u(v)$, $g_l(v)$ and $g_h(v)$ denote the transition values for a vehicle of type v for space on the upper deck, and for low and high vehicles on the main deck respectively. For the case where a vehicle does not fit onto the ferry we set the binary indicator function $I(s, v) = 0$, otherwise $I(s, v) = 1$ as required by Equation 2. The transition values g_u , g_l and g_h were found not to depend on r which is explained by consistent packing efficiency of the load optimizer. Therefore using the transition function given in Equation 9 the new state s' in (the Bellman) Equation 2 is obtained via the sequence of steps: 1) $r \leftarrow \phi^{-1}(s)$ (Equation 5); 2) $r' \leftarrow G(r, v)$ (Equation 9) and 3) $s' \leftarrow \phi(r')$ (Equation 5).

To derive transition values, we generated fully loaded ferries by simulating selling season arrivals ignoring the impact of prices (equivalent to setting the probability of price acceptance to one), and loading vehicles onto the ferry using our loading algorithm (Section 5.3), where the loading algorithm parameters are re-optimized using simulated annealing when a vehicle fails to fit. If the simulated annealing is unable to find a solution in which the vehicle fits then the vehicle type that arrived last is closed and this process continues until all vehicle types have been closed. No more vehicle arrivals are generated at this point and the loading procedure is repeated with the current set of vehicles, this time measuring transition values as each vehicle is loaded. We carry out 500 iterations of this procedure starting with a different random seed each time to generate a set of transition values, where 500 was judged to be sufficient because the space requirements of each vehicle remain approximately constant as the number of iterations increases beyond this point. The transition values for each vehicle type are calculated as the average transition values observed in the sample of 500 optimized ferry loads.

5 Load Optimizer

As illustrated in Figure 1 the load optimizer module is central to the proposed approach to pricing vehicles. It is used to estimate the transition function for the dynamic program, to map vehicle mix states to lower dimensional remaining-space states and to prevent overselling during the selling season. In each case the role of the load optimizer module is to take as input a vehicle mix and to then pack as many of those vehicles as possible. To achieve this a packing algorithm is used to make placement decisions and a simulated annealing algorithm is used to search the space of the loading parameters for a set of parameters that maximize packing efficiency (Section 5.4). The load optimizer module is used to model ferry capacity during the selling season and therefore packing

is re-optimized every time a new vehicle arrives and purchases a ticket. At the end of the selling season the final packing solution for the accepted mix of vehicles can be passed onto loading personnel as a possible packing arrangement.

We categorize the remaining space on the ferry as on-line remaining space or off-line remaining space. On-line remaining space is the area that is reachable from the entrance. Off-line remaining space is the sum of the on-line remaining space for a (possibly hypothetical) minimum-width-minimum-length vehicle plus the unreachable gaps that have been blocked off by other vehicles. On-line remaining space is used in calculating the transition values and for calculating some of the efficiency attributes in Section 5.3, while off-line remaining space is used as a measure of the theoretical maximum remaining space that could be achieved if vehicles were optimally repacked. Off-line remaining space is used to track remaining-space states in actual and simulated selling seasons because it allows for the possibility of repacking vehicles more efficiently each time a sale is made. This is required because in the early stages of a selling season, when very few vehicles have purchased tickets, the packing solution used to approximate the state may be very inefficient as the packing re-optimization routine is not carried out.

5.1 Loading Simulator

The loading simulator models the real world constraints of the ferry loading procedure as well as the priority ordering of different vehicle types. Considerable effort was spent improving the computational efficiency of the simulation model as this is run during the implementation of pricing policies to determine the remaining-space. For reasons of space, the full details of optimizing the performance of the code will not be reported here but the model will be made available online.

Algorithm 1 outlines the prioritization of vehicle placement decisions for the loading simulator when it is tasked with loading a given vehicle mix.

Algorithm 1 Loading simulator vehicle prioritization ordering for an input vehicle mix

```

1: Inputs: Vehicles to load
2: while Vehicles fit and remain do
3:   if Drop trailers remain and predetermined positions remain then
4:     Park these in the predetermined positions
5:   else if Lift access requiring vehicles remain then
6:     Park these next to the lift
7:   else if Cars or motorcycles remain and space remains on the upper deck then
8:     Park these on the upper deck
9:   else
10:    Perform the vehicle sliding procedure for each remaining vehicle type (Section 5.2)
11:    Calculate the highest scoring position for each vehicle type and then based on these calculate the highest scoring vehicle (Section 5.3)
12:    Park the recommended vehicle in its recommended position
13:   end if
14: end while
15: Outputs: Remaining space in each deck region ( $\{r_u, r_l, r_h\}$ ), number of vehicles of each type not loaded

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The loading simulator is designed to capture the real time sequential nature of the loading process in terms of the reachability of parking positions from the entrance. The physical constraints that must be respected in this process include: minimum parking gaps between vehicles, height restrictions in subregions of a deck due to lowered mezzanine decks, manoeuvrability/large turning circles, which mean that large vehicles should not be parked in either of the corners besides the exit and the fact that vehicles cannot drive through one another. To generate feasible parking positions we use a vehicle sliding procedure (Section 5.2) which traces out an outline of the remaining space (inner-fit polygon) that is reachable from the entrance.

The loading simulator also provides a visual output, as demonstrated in Figure 2. While it is currently being used as part of the pricing algorithm, it is also being developed as a training tool for loading personnel.

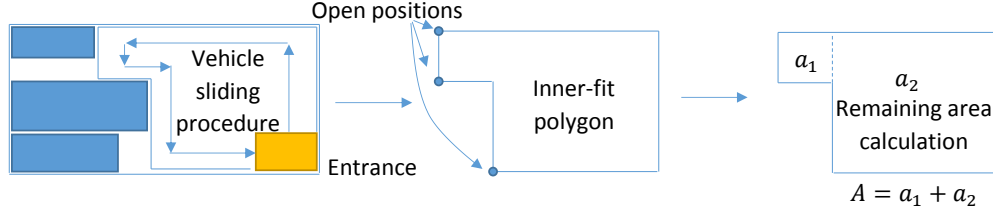


Figure 5: The inner-fit polygon generated from the vehicle sliding procedure is used to identify open positions and to calculate the remaining space for a vehicle.

5.2 Vehicle Sliding Procedure

This section describes the vehicle sliding procedure that is used to identify the set of reachable parking positions after each vehicle placement decision. The vehicle sliding procedure is a similar idea to an inner-fit polygon, an important method used in irregular shape cutting and packing problems (Burke et al., 2007; Bennell and Song, 2008). The inner fit polygon is also used to calculate the remaining space on the main deck. This remaining space calculation enables the proposed mapping of a vehicle mix state to a remaining-space state. In our sequential loading algorithm the vehicle sliding procedure is run for each vehicle type every time a vehicle is parked to provide candidate parking positions for the next vehicle placement decision.

In the vehicle sliding procedure the sliding-vehicle is initially placed adjacent to and within the ferry entrance and proceeds to slide anti-clockwise around the inside of the ferry and around the outside of vehicles that have already been parked. The sliding-vehicle never travels through gaps narrower than the vehicle itself (plus minimum parking gaps), or underneath mezzanine decks if the height of the sliding-vehicle exceeds the height of a lowered mezzanine deck, or into corner positions besides the exit if the sliding-vehicle has a very large turning circle. The bottom corner positions of the inner-fit polygon are the candidate parking positions for vehicles of the same type as the sliding-vehicle.

Inner-fit polygons are used to calculate the remaining-space state. Any polygon consisting of only right angle edges can be divided into a set of non-overlapping rectangles. To do this the extreme edges of the right angle polygon are iteratively cut off until a single rectangle remains. Extreme edges that are targeted are identified as those where the cut leaves a longer edge parallel to the edge just cut off. The remaining space is simply the sum of the areas of all of the cut off rectangles plus that of the final remaining rectangle. Figure 5 illustrates the uses of the inner-fit polygon and the remaining area calculation for a simple example.

5.3 Placing the Next Vehicle

For vehicles that are not parked in predefined positions on the main deck a two phase approach is used to select and place each vehicle. First a single preferred open position is determined for each vehicle type. The preferred position for each vehicle type is selected by scoring the available positions using a weighted sum of a number of efficiency based attribute measurements (Section 5.3.1), and the position with the highest efficiency score is selected. Second, the decision of which vehicle to load next is made in a similar way. This time a number of efficiency based attribute measurements (Section 5.3.2) are derived from the effect that parking each vehicle type in its preferred position will have on the amount of space that will remain available for the vehicles still waiting to be loaded. The vehicle with the highest weighted sum of attributes is then loaded into its preferred position and the process repeats until all vehicles are loaded or no more vehicles can be loaded. This approach is formalized in Equation 10.

The position and vehicle selection attributes are listed and explained below. The list is designed to be exhaustive and several of the attributes are likely to be correlated. For example the position selection attributes *Width inefficiency* and *Tightness* are measurements that both depend upon the width of the given vehicle type but capture different considerations. *Width inefficiency* considers the effect that the width of a vehicle will have on the number of vehicles that can fit next to it after it has been parked, whereas *Tightness* is a measure of how snugly a vehicle fits into a given parking position.

The value for each attribute is normalized.

5.3.1 Position Selection Attributes

1. *Width inefficiency*. Open positions are generated for each vehicle type, and have a maximum width associated with them corresponding to the widest vehicle that can fit within them. Width inefficiency is equal to the total area of vehicles that will fit adjacent to the given vehicle type in the given position (i.e. within the maximum width of the same open position) relative to the total area of vehicles that will then remain to be loaded.
2. *Tightness*. The ratio of the width of the vehicle type plus a standard lateral parking gap divided by the width of the open position. It is interesting to note the contrast between this and the previous attribute.
3. *Entrance overlap ratio*. If a vehicle is parked in the entrance, the entrance overlap ratio is the area of the vehicle type that would overlap the entrance zone, relative to the area of the entrance zone. The entrance zone is defined as the rectangle that begins at the entrance ramp, is as wide as the entrance ramp and is as long as the longest vehicle type.
4. *Uniqueness*. 1 minus the ratio of the number of remaining vehicle types that fit into the open position to the total number of vehicle types that remain to be packed.
5. *Mezzanine deck overlap ratio*. The area of the vehicle type parked directly underneath a lowered Mezzanine deck relative to the area of that vehicle type.
6. *Distance from the bottom*. Longitudinal distance from the exit ramp of the ferry relative to the maximum longitudinal distance of any available position from the exit ramp.
7. *Distance from the right*. Distance from the right hand wall of the ferry relative to the width of the ferry. This is included specifically for the 1 mezzanine deck configuration, where it may be beneficial to park low vehicles under the single mezzanine deck—which is on the right hand side of the ferry—whenever possible, so as to reserve space for high vehicles.
8. *Distance from the nearest side*. Distance from the nearest side relative to the width of the ferry. This measure is included to reflect actual loading practices where some loaders tend to park vehicles close to the sides first before filling in the gaps in the middle.
9. *Adjacent to the side*. 1 if the open position is adjacent to a side wall, 0 otherwise.
10. *Distance from middle*. Distance from the centre of the ferry relative to the width of the ferry.
11. *Width to lowest open position*. Lateral distance to the open position nearest the exit ramp relative to the width of the ferry. This attribute was designed to penalize open positions that block off other open positions that are closer to the bottom (exit).
12. *Bottom adjacency ratio*. In some cases not all of the width of an open position is adjacent to a vehicle parked in front of it, which may lead to staggered parking and the blocking off of other open positions. This

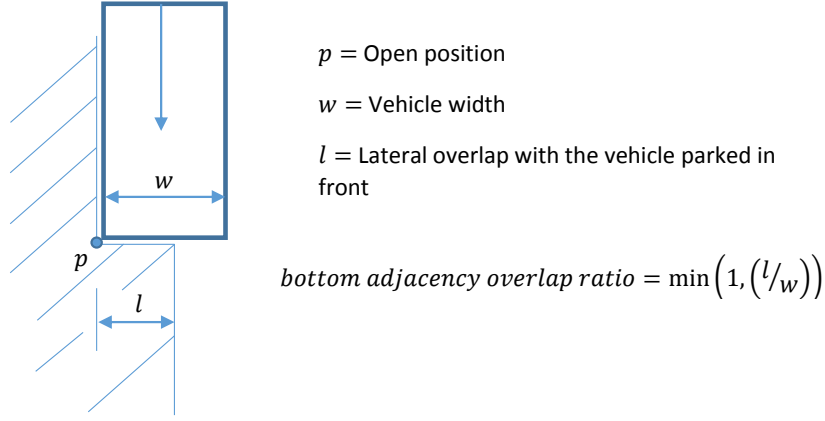


Figure 6: Illustration of the bottom adjacency ratio attribute.

attribute is measured relative to the width of the vehicle type the open position is generated for and takes a maximum value of 1. See Figure 6 for more details.

A parking position is selected for each vehicle type based on maximizing a weighted sum of the above attributes. A further set of efficiency attributes are calculated for each vehicle parked in its highest scoring position in preparation for selecting which vehicle to load next.

5.3.2 Vehicle Selection Attributes

1. *Remaining vehicle space.* This attribute provides a single value score for the total floor area of the remaining vehicles that can still fit onto the ferry. It can prevent vehicles from being placed in positions where they obstruct other vehicles from being loaded onto the ferry. Let a'_v denote the “remaining vehicle space” attribute value for vehicle type v and $\xi_{v,v'}$ denote the remaining space for vehicle type v' after parking vehicle type v in its selected position then

$$a'_v = \sum_{j=1}^{\eta} \xi_{v,j} \left(\frac{n_j area_j}{\sum_{k=1}^{\eta} n_k area_k} \right).$$

where n_v is the number of vehicles of type v that remain to be parked and $area_v$ is the area of a vehicle of type v . The calculation of the ξ values is the most computationally expensive part of the loading simulator. As a result, the computational efficiency of the area calculation has a significant impact on the total computation time.

2. *Parking loss.* Measured as the drop in remaining space, after parking a vehicle, relative to the minimum area required for parking that vehicle.

$$\text{parking loss} = \frac{\text{remaining area before parking} - \text{remaining area after parking} - area_v}{area_v}.$$

3. *Open position selection score.* The weighted sum of the normalized position attributes for the position selected for the given vehicle type, which we reuse for the purpose of selecting which vehicle to park next.
4. *Remaining space for the same vehicle type.* The amount of space remaining for the vehicle type, once parked in its preferred position, relative to the space remaining for a minimum dimensioned vehicle.

The weighted sum procedure that is used to determine the next vehicle type to load is given in Equation 10. The inputs are the sets of available parking positions for each vehicle type and the loading parameter weights. The

output is which vehicle to load next (vehicle type l) and where (position index b_l). In Equation 10 B is the set of attribute score indices that are included in the weighted sum; and $a_{v,i,q}$ is attribute score i of vehicle type v when such a vehicle is parked in position q , where the set of positions available for vehicle type v is defined as the set Q_v . Note that it is only necessary to consider vehicle types that remain to be loaded in Equation 10.

The loading parameters for each attribute (attribute index i) come as a pair of parameters $\{w_{i,1}, w_{i,2}\}$. The single weight for an attribute is calculated as a weighted sum of this pair, where the weight given to $w_{i,1}$ is $1 - H$ and the weight given to $w_{i,2}$ is H , where H summarizes the remaining space on the main deck as the ratio of the remaining space for low vehicles r_l to the size of the main deck. This approach allows the loading algorithm behaviour to change (linearly) over the course of the loading process. Such an approach vastly improves the quality of the packing solutions that can be derived from the packing algorithm.

$$(v^*, q^*) = \arg \max \left\{ \sum_{i \in B} [w_{i,1} (1 - H) + w_{i,2} H] a_{v,i,q} \mid v \in V, q \in Q_v \right\}. \quad (10)$$

5.4 Optimizing the Parameters of the Loading Algorithm

We use simulated annealing to search for sets of loading parameters that maximize the total area of vehicles that can be loaded and which minimize wasted space. This means that the simulated annealing algorithm influences packing decisions indirectly through the rules that are used to select and place vehicles. Simulated annealing was selected because it is not as evaluation-intensive per iteration as most other metaheuristic algorithms such as genetic algorithms (Aarts and Lenstra, 1997). It is also a popular method for tackling packing problems, e.g. see Dowsland (1993), who used a method that penalized object overlaps and Martins and Tsuzuki (2008), who also use no-fit polygons to address the packing feasibility issue. Evaluating candidate solutions with the loading simulator is the main computational bottle neck, with evaluations taking between 0.01 and 0.1 seconds, dependent on how many mezzanine decks are used, when implemented as a single-threaded Java application, in a i7-4790, with 3.60GHz and 16GB of RAM.

Simulated annealing is used in two stages of the approach outline in Figure 1: firstly, for deriving initial loading parameter solutions, which are stored and used as initial solutions later on, and secondly for optimizing those initial solutions for individual vehicle mixes, which is done when calculating transition values and during selling season simulation testing. The initial solutions are designed to work well for a wide variety of vehicle mixes so as to avoid overfitting; however when setting the transition values and using the algorithm during the selling season, solutions can be specific to the vehicle mix and so the neighbourhood structures used differ, as described in Section 5.4.1.

The objective function for the simulated annealing algorithm is to maximize the on-line remaining space (O), minimize the number of blocked off gaps that are big enough to accommodate at least one vehicle type (Q), and minimize the area of the vehicle(s) that could not be loaded (F). The O term maximizes the on-line remaining space to ensure that vehicles are loaded efficiently even if the set of vehicles easily fit onto the ferry. The logic of the Q term is that reducing the number of wasted gaps will help to create larger usable gaps. The F term ensures that in cases where all of the vehicles do not fit onto the ferry, the area of the vehicles not loaded is minimized. These objectives are non-conflicting and each helps to guide a local search algorithm to tightly packed solutions where all of the vehicles are loaded. The objective function can be written as

$$objVal = \sum_{m=1}^{vMixes} (O - (M_1 \times Q) - (M_2 \times F))^2.$$

where $M_1 = 1000$ and $M_2 = 10$. Although other values can be used, these were chosen because Q is generally a small number and so M_1 is set larger than M_2 for it to have any effect on the search, whilst F is considered a more important aspect of the objective than O and therefore M_1 is set to be greater than 1. Furthermore, since the

separate objective terms are not conflicting the exact choice of M_1 and M_2 is non-critical. The summation allows for the case where the interest is in finding a set of loading parameters that work well in each of a set of vehicle mix scenarios. Such an approach avoids overfitting and leads to robust parameters. The squaring of the objective value contributions from each vehicle mix ensures that the parameters work uniformly well for each vehicle mix rather than being extremely good in some situations but very bad in others. This is useful when deriving the initial solutions. However, for the cases of estimating the transition values and measuring the remaining-space state during a simulated selling season, the focus is on one particular vehicle mix. In each case the simulated annealing algorithm that is used to optimize the loading parameters is that given below in Algorithm 2.

Algorithm 2 Simulated annealing algorithm for the optimization of the attribute weights

```

1: input: current attribute weights  $w$ , vehicle mix that current weights cannot load
2: Set simulated annealing parameters: maximum_iteration,  $c$  (temperature parameter  $< 1$ ), all_vehicles_fit = false, current_objective = best_objective = evaluate( $w_0$ ), iteration = 0 (iteration count),  $n = 0$  (neighbourhood structure),  $w = w_0$ , best_w =  $w$ 
3: while iteration < max_iterations do
4:   temperature =  $c \left( 1 - \frac{\text{iteration}}{\text{maximum\_iterations}} \right) | \text{best\_objective} |$ 
5:   neighbour selection: repeat previous improving neighbour type; otherwise generate a new random attribute  $i$ , random neighbour type  $k$ , random direction  $d$ 
6:   generate candidate solution  $w' = w$  followed by  $w'_i = N_{n,i,k,d}$ 
7:   objective = evaluate( $w'$ )
8:   if all_vehicles_fit then
9:     return  $w'$  and terminate
10:  else
11:     $\delta = \text{best\_objective} - \text{objective}$ 
12:    if  $\delta \leq 0$  then
13:       $w = w'$ 
14:      current_objective = objective
15:      best_objective = objective
16:      best_w =  $w'$ 
17:      reset neighbouring solutions  $N$ 
18:    else
19:      if  $\text{rand}(0, 1) < e^{\left( -\frac{\delta}{\text{temperature}} \right)}$  or objective < current_objective then
20:         $w = w'$ 
21:        current_objective = objective
22:        reset neighbouring solutions  $N$ 
23:      end if
24:    end if
25:  end if
26:  iteration = iteration + 1
27:  alternate neighbourhood structure:  $n = 1 - n$ 
28: end while
29: output: new attribute weights best_w

```

For the case of deriving initial seed loading parameters we optimize the loading parameters $w_{i,1}, w_{i,2}$, $i = 1, \dots, \text{numPars}$ using 2000 iterations of the simulation model, using Algorithm 2 and recording the parameters. This process is repeated 10 times and the best set of loading parameters are stored. For the case where the loading parameters are optimized dynamically during a (real or simulated) selling season for a single vehicle mix, we always start with the stored initial loading parameters derived earlier. This speeds up the overall computation time, while allowing us to use loading parameters that are suited to the realized demand.

The temperature/annealing scheme (line 5) is based on a linearly decreasing fraction of the absolute value of the current best objective value. This approach allows the temperature scheme to respond to the progress that has been made during the algorithm. A similar approach is considered by Hatami et al. (2015) as this approach is self-calibrating and thus reduces the parameter-setting burden of simulated annealing. In each iteration a random

neighbouring candidate solution is generated and evaluated. If all of the vehicles fit onto the ferry the new solution is returned and the algorithm terminates (line 10). If the new solution has an equal or better objective (line 13) than the current best solution it is accepted as the current solution and the best solution, since it is beneficial to accept different solutions with the same objective value to encourage exploration. Otherwise (line 20) the solution is accepted as the current solution with a probability that depends on the temperature and how much worse the solution is compared to the current best solution.

5.4.1 Neighbourhood Structure

The simulated annealing algorithm uses two different local neighbourhood structures depending on whether the optimization is being carried out for a set of vehicle scenarios simultaneously (in the case of deriving initial seed solutions) or for the case of optimizing the loading parameters for a single vehicle mix (transition function estimation and state measurements during the selling season). For the former, a step-length based local neighbourhood is used, for the latter a *minimum parameter change* neighbourhood is used. The step-length based approach is useful for aggressively searching the loading parameter space (exploration), whereas the a minimum parameter change neighbourhood is focused on small refinements (intensification). For the case of deriving initial seed solutions we consider two varieties of a step-length based local neighbourhood: a linearly decreasing step-length and random step-length. The simulated annealing scheme will choose the linearly decreasing step-length with probability $0.5 \left(1 + \left(\frac{\text{iteration}}{\text{maxIterations}} \right)^{0.5} \right)$, where *iteration* is the current iteration and *maxIterations* is the maximum number of iterations; otherwise the random step-length will be used. This is designed to increase diversification in the early stages and intensification in the later stages. The linearly decreasing step-lengths are calculated using $SL = 0.5 * \left(1 - \frac{\text{iteration}}{\text{maxIterations}} \right)$. The step-length can be added or subtracted, for this *sign* is set to -1 or 1 with equal probability.

For the random case *SL* is multiplied by *randInput* to generate a random step-length, where *randInput* is sampled from a Uniform(0, 1) distribution. A neighbouring solution w' is then generated by randomly selecting a loading parameter index i and an endpoint j to apply the step length.

$$w'_{i,j} = w_{i,j} + \text{sign} * SL * \text{randInput}.$$

A different neighbourhood is used for the optimization of the loading parameters for a single vehicle mix, which we term *The Minimum Parameter Change Neighbourhood*. This approach is designed for identifying minimal changes to any of the loading parameters which improve loading efficiency whilst retaining desirable features of an incumbent solution. The neighbourhood consists of sets of replacement values for each pair of loading parameters $w_{i,1}^c$ and $w_{i,2}^c$ for each efficiency attribute i , in comparison to the incumbent solution. The replacement values are calculated as the nearest values to the current values that make a difference to at least one decision made during the loading of a particular vehicle mix (Equation 10). A change in the value of a loading parameter changes a decision if it causes a different position to be selected for any vehicles or changes which vehicle is loaded next. We consider four alternative minimum change calculations. The first (indexed $k = 0$) considers the nearest parameter value to endpoint 1 of each parameter, $w_{i,1}$, that makes a difference. The second (indexed $k = 1$) considers the nearest parameter value to endpoint 2 of each parameter, $w_{i,2}$, that makes a difference. The third (indexed $k = 2$) considers the minimum common additive change to both endpoints of each parameter w_i that makes a difference. The fourth (indexed $k = 3$) considers the minimum common multiplicative change to both endpoints of each parameter w_i that makes a difference. The equations used for calculating the nearest parameter values are provided in Appendix J.

Furthermore, for each case $k = \{0, 1, 2, 3\}$ there is either the absolute minimum parameter changes that are required to change one decision (option $n = 0$), or the average of the minimum parameter changes from the minimum changes required to change the decision that was made to each other possible decision (option $n = 1$). In Algorithm 2, we alternate between $n = 0$ and $n = 1$. The reasoning being that using both diversifies the search:

$n = 0$ is more conservative and $n = 1$ is more aggressive. If we also store negative and positive minimum parameter changes separately and index the negative case $d = 0$ and the positive case $d = 1$, we can define the neighbourhood structure $(N_{n,i,k,d})$ where i is a specific loading parameter index. This means that a random neighbouring loading solution can be generated (line 6 of Algorithm 2) by generating a random tuple n, i, k, d .

This minimum parameter change neighbourhood allows for the fine tuning of the loading parameter for a particular vehicle mix. In such cases over fitting is not a problem because there is an exact problem that needs a solution.

6 Numerical Experiments

We present results for three different demand scenarios corresponding to: 1. Low proportion of large freight vehicles, high proportion of cars; 2. Average demand rate; 3. High proportion of large freight vehicles, low proportion of cars. Scenarios 1 and 3 correspond to typical sailings in the middle of the day and early in the morning respectively. Each scenario is solved using our method and the pricing approaches described in Section 6.1. The experiments assume homogeneous arrival rates, which we derive from historical demand data. Assuming homogeneity simplifies the analysis of other variables, but note that the same formulation applies for non-homogeneous arrival rates. The lengths of time intervals used in the dynamic program were chosen separately for each arrival scenario to ensure that the probability of no arrivals occurring in each time interval was equal to 0.5. The arrival rates were increased proportionally such that the total expected area required by arriving vehicles was 1.5 times the total area of the ferry with both mezzanine decks in operation. The number of time intervals for demand scenarios 1, 2 and 3 were 732, 637 and 486 respectively. While a little artificial, it allows us to maintain the typical ratio of arrival rates observed in practice and ensures that comparisons are on examples where demand exceeds supply and efficient packing is important. If the net demand cannot exceed the available capacity then there is effectively no capacity constraint and the optimal pricing policy is the infinite-capacity or revenue-rate-maximizing price for each vehicle. The vehicle dimensions, arrival rates, price acceptance model parameters, ferry dimensions and parking gap requirements have been included in Appendix J.

6.1 Benchmark Pricing Policies

We compare our proposed approach with a number of alternative pricing approaches, including an approximation of current pricing practice. For clarity, these alternatives are listed below.

Optimal Fixed Price (FP). We find the price that optimizes the revenue equation $\sum_{v=1}^{|V|} \sum_{t=1}^T \alpha_{v,p_v,t} \lambda_v p_v$ with the constraint $\sum_{v=1}^{|V|} \sum_{t=1}^T \alpha_{v,p_v,t} \lambda_v area_v \leq \Omega$, where $area_v$ is a point estimate of the space required to park a vehicle of type v and Ω is the total space available on the ferry. We find the optimal price to charge using a local search method.

Approximation of current practice (AP). The current approach of the ferry company is constrained by a number of confidential business rules. This prevents us from providing full details of the policy in which a limited number of price changes are permitted during the selling season between a discrete set of price points. Price changes are typically triggered at pre-determined thresholds of remaining capacity, although manual intervention is also used.

To simulate the current approach we implement a dynamic program for the pricing problem identical to that presented in Section 4.1, but with the business rules added as extra constraints. In our implementation, the discrete set of price points for each vehicle type are taken to be equally spaced between the revenue-rate-maximizing or infinite-capacity price (the solution of $\frac{d(pd(p))}{dp} = 0$, where $d(p)$ is the demand as a function of price) and the maximum price χ_v .

Capacity based pricing (CP). In this approach, each remaining-space state has a set of prices \mathbf{p} associated with it, where the prices are set by observing simulations of the full dynamic pricing policy of Section 4.1. The prices for each remaining-space state are those on offer at the expected time that state is visited. The expected

times at which each of the states are visited is calculated by evaluating the full dynamic pricing policy in a forwards time direction starting from a probability of 1 that all capacity is initially available.

The ferry has three possible deck configurations: no mezzanine decks, two mezzanine decks and one mezzanine deck. We first test each of the pricing policies on each combination of demand scenario and deck configuration before going on to consider the case where the ferry deck configuration is not decided at the beginning of the selling season. When the deck configuration is non-fixed (*NF*) the number of mezzanine decks to use is a free variable and the pricing policies for all three possible deck configurations are calculated. During the selling season the *NF* approach measures the remaining-space states for each ferry configuration and chooses the pricing policy for the deck configuration estimated to have the highest expected future revenue. This allows the choice of ferry configuration to be sensitive to the realized demand during the selling season.

6.2 Results

In the scenarios we consider here, we assume that a customer's maximum willingness-to-pay for a particular vehicle type is proportional to its footprint area, which we measure in Car Equivalent Units (CEUs). This assumption does not change the characteristics of the resultant pricing policy but helps to highlight the effect of packing considerations on pricing. Each demand scenario and pricing policy is solved for 0, 1 and 2 mezzanine decks and results of 500 simulations are presented in Table 1. This section focuses on the average revenues achieved by each pricing approach in repeat simulations where the packing problem is solved on-line during the simulations of the selling season. For the interested reader Figure 1 of Appendix B illustrates the strong correlation between the expected revenues from the DP look up tables (start of the selling season with all of the space remaining) and the simulated revenues achieved by the pricing policies derived from those value functions tested in 500 repeat simulations. Since the approach of common random numbers was used for each of the 500 repeat simulations, Table 1 in Appendix C provides confidence intervals for the differences between each pricing method and the method with the highest average revenue, which support the significance levels reported in Table 1 of the main paper.

The computation times for our proposed method with fixed deck configurations range from 12 seconds for the 0 mezzanine deck case with high freight demand to 230 seconds for the 1 Mezzanine deck case with high car demand. The most computationally intensive part of the proposed approach is the derivation of the transition functions, with optimal ferry loading requiring up to 90 seconds for the 1 mezzanine deck configuration and average demand scenario.

Demand scenario	Mezzanine decks	Average revenue (Proportion of winning cases)			
		DP	CP	AP	FP
1	0	68.80 (0.644)*	67.89 (0.28)	65.33 (0.07)	64.62 (0.006)
	1	70.95 (0.552)*	70.38 (0.324)	69.23 (0.086)	66.76 (0.038)
	2	71.13 (0.28)	71.38 (0.350)	71.48 (0.350)	68.76 (0.02)
2	0	68.36 (0.526)*	67.91 (0.348)	65.14 (0.094)	66.24 (0.032)
	1	69.24 (0.432)*	68.56 (0.318)	67.66 (0.148)	66.04 (0.102)
	2	66.10 (0.392)	65.70 (0.364)	62.00 (0.184)	62.69 (0.060)
3	0	66.56 (0.484)*	66.04 (0.356)	61.47 (0.072)	64.47 (0.088)
	1	60.77 (0.416)	61.28 (0.524)*	54.91 (0.032)	51.10 (0.028)
	2	46.73 (0.592)*	45.89 (0.344)	41.18 (0.064)	14.36 (0.0)

Table 1: Average revenues and proportion of winning cases achieved by our approach (DP) and the benchmark pricing policies (CP, AP and FP). Here, * indicates significantly higher revenues at the 95% confidence interval level compared to the alternative approaches.

Table 1 shows that with two exceptions (D1C2 and D3C1), our proposed DP pricing approach attains the highest average revenues. It also shows that the 2 mezzanine deck configuration is the most profitable for the high

car demand scenario; the 1 mezzanine deck is the most profitable configuration for the average demand scenario; and the 0 mezzanine decks is the most profitable configuration for the high freight demand scenario. These results make sense as these configurations maximize the space available for the vehicle types with the highest expected demand.

Table 1 also shows that with a few exceptions the average revenues for each method of pricing are ordered from highest to lowest average revenue as DP, CP, AP and FP, as introduced in Section 6.1. The notable exception to this is the result that the AP method attains the highest average revenue for the high car demand scenario in the most profitable configuration (2 mezzanine decks). We believe this to be due to more efficient packing rather than improved pricing because this policy reaches capacity more quickly than other pricing policies. Reaching capacity triggers a re-optimization of the packing, improving its efficiency; therefore packing is likely to be more efficient with the AP policy (although computation times will be longer). Using this observation, it may be possible to improve the revenues of the other pricing policies by re-optimizing regularly rather than waiting until one of the vehicle types no longer fits onto the ferry. Appendix H contains a detailed comparison of DP and AP for this scenario. The FP method performs very badly in the high freight two-mezzanine deck case because it accepts too many freight vehicles, which have a habit of blocking the entrance prematurely. It is worth noting that the 2 mezzanine deck configuration in the high car demand scenario is the simplest pricing problem as the capacity for low vehicles is very high and so a generally good policy is to stimulate a high demand for low vehicles. In the other cases the ideal mix of low and high vehicles is more balanced. Table 1 also lists the proportion of wins for each method.

The appendix contains experimental results that support those given in Table 1 including confidence intervals and revenue results for the cases where willingness-to-pay decreases over time and where a customer's maximum willingness-to-pay is proportional to the square root of vehicle length as opposed to being proportional to vehicle footprint area. The DP method is also highly effective in these cases.

Demand scenario		Ferry configuration			
		0 M decks	1 M decks	2 M decks	Non-fixed configuration
1		68.80 (0.98)	70.95 (1.00)	71.13 (1.00)	71.61 (0.99)
2		68.36 (0.99)	69.24 (0.96)	66.10 (0.99)	67.73 (0.88)
3		66.56 (0.98)	60.77 (0.98)	46.73 (0.92)	66.58 (0.98)
Average	Solution Time (s)	16.05	189.87	129.66	335.58

Table 2: Average revenue from 500 simulation iterations with the optimal revenue policies for each demand scenario written in bold. In brackets are the relative revenues found without re-optimization of the packing.

Table 2 shows the effect of the NF (non-fixed ferry configuration) pricing strategy. The NF pricing strategy improves average revenues for the extremal demand scenarios 1 and 3, but leads to reduced revenues for the average demand scenario. Statistical fluctuations in demand in the average demand scenario are such that it is possible that either a 0 mezzanine deck configuration or a 2 mezzanine deck configuration can be the most profitable and therefore form the basis on which pricing decisions are made. However, once a configuration transition occurs, the new configuration will become an attractor as it will encourage a demand pattern for which the configuration is best suited. The downside of changing configurations is that the final mix of vehicles may not suit the final ferry configuration as well as it could have if the ferry configuration decision was fixed at the beginning of the selling season.

As Table 2 shows, the NF pricing strategy leads to small average revenue improvements for the high car demand scenario and the high freight demand scenario. For the high car demand scenario the configuration with the highest expected future revenue appears to systematically vary between the 1 and 2 mezzanine deck configurations. At around time step 600 the probability that the 1 and 2 mezzanine deck configurations have the highest future expected revenue momentarily swap in favour of the 1 mezzanine deck configuration. This

observation can be explained as corresponding to the critical point whereby the natural demand for low vehicle types is low or high. If the car demand for low vehicles is below average it will remain profitable to accept bookings from high vehicle types which will typically only be possible in the 1 mezzanine deck configuration. Alternatively if the low vehicle demand is high enough then the 2 mezzanine deck configuration will be the most profitable as this configuration maximizes the space for low vehicle types. In the high freight demand scenario it is rarely the case that the 1 mezzanine deck configuration has the highest expected future revenue, a fact that is reflected in the minor increase in average revenue due to the NF pricing strategy. Appendix I provides plots that show the proportion of time the NF approach uses each of the ferry configurations during the booking period, for each demand scenario.

Table 2 also shows in brackets the relative average revenues that were achieved when the simulated annealing algorithm is not used to re-optimize the loading algorithm parameters every time a vehicle type is found not to fit onto the ferry. The impact of the simulated annealing re-optimization is an average 2.2% increase in total revenue.

6.3 Comparison to Exact Optimal Solutions

In this section we show that the proposed approach provides pricing policies which are close to optimal by comparing the results of previous work (Martinez-Sykora et al., 2017), where we developed a method that solves the optimization problem exactly for problem instances with up to 5 vehicle types for a moderate-sized ferry. To enable the comparison we replace the loading simulator with a 1-d bin packing formulation which simulates optimal lane parking (no 2-d/staggered parking arrangements) as this mimics the packing method used in the exact approach.

One of the approaches for addressing the tractability of the optimal formulation is to discretize vehicle types into a smaller number of categories, so a 5 vehicle type problem can serve as an approximation to a 20 vehicle problem. The discretization requires that the vehicles within each category are modelled as having the maximal dimensions of all vehicles with that category. The following graph shows that for a range of discretizations on the 5 vehicle type problem the proposed simulation based approach stays close to the optimal solution in terms of the average revenue achieved in simulation testing of the pricing policies derived from each approach. Furthermore, Figure 7 shows that allowing 2-d/staggered parking significantly increases revenues. It should be noted that if the optimal formulation utilized a 2-d packing solution the revenue would again be higher than those achieved by the simulation based approach; however the simulation based approach is the only one that remains tractable and close to optimal for large problem instances. The proposed approach took a total of 10 minutes for each discretization, whereas the optimal formulation took over a day to solve. For the 1-d bin packing case the proposed approach achieved on average 97.48% of the revenue of the optimal formulation.

7 Discussion

We have described a practical method for finding the optimal price to charge on vehicle ferries with stochastic demand and variable configurations. This compares well with the exact solution on small problem instances (97.48% of the optimal revenue and 0.7% of the computation time) and remains tractable for larger problems.

Experimental results from a range of demand scenarios showed that our method led to higher average revenues than alternative pricing strategies in most cases. In particular, it attained average revenues that were 6% higher than those attained by the approximation of current practice. We believe this to be due to the method incorporating more flexibility in its pricing, allowing it to react to realized demand and improve the efficiency of the packing. This is underlined by the observation that improving the efficiency of the packing by re-optimizing during the selling season was shown to result in a 2.2% average increase in revenue.

Being flexible with the ferry configuration and allowing it to vary during the selling period was shown to increase average revenue in some cases whilst being susceptible to pitfalls in certain situations. In particular the

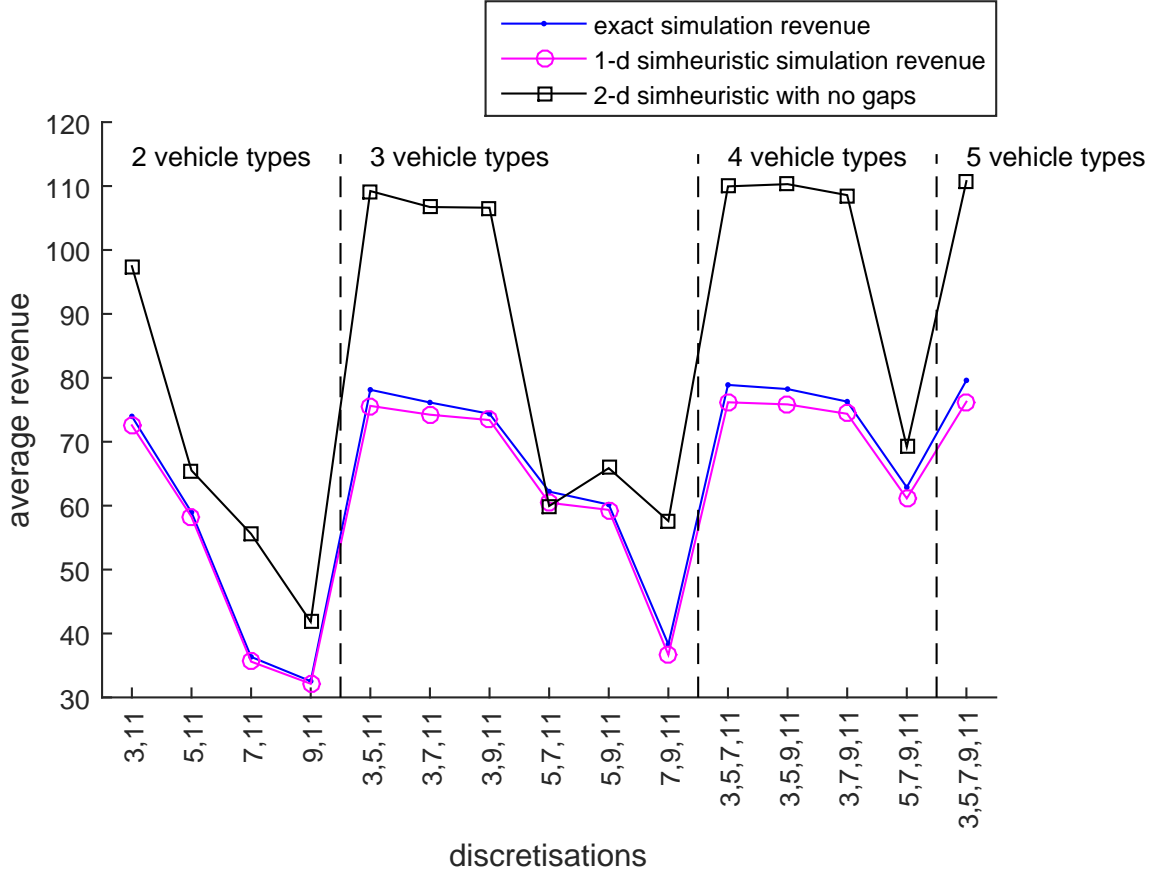


Figure 7: Total average revenue comparison between the proposed simulation-based approach and an optimal formulation for a small problem instance.

average demand scenario appeared to have the 0 and 2 mezzanine deck configurations as non-profitable attractors due to the effect that different pricing policies have on the final vehicle mix. Results remain inconclusive about whether the increased computation time associated with this algorithm is warranted given the small increases in revenue that it produces, although the mixed results may be a result of the demand scenarios that we considered.

The work makes several contributions to the academic literature. First, we introduce a dynamic pricing algorithm that takes into account the efficiency of the packing when setting fares for different products. Combinatorial dependencies between products are not often considered in RM problems and this work has the potential to be applied in other areas where accepting a purchase has a complex effect on the capacity remaining for future sales. Potential examples include the pricing of online grocery deliveries, bespoke 3-d printing, advertising space, and air freight. These share the characteristics that the capacity is continuous and different item types use up different amounts of the available resource. Second, despite its importance globally, we have found no references to pricing of vehicle ferry tickets in the literature and this work provides a practical methodology for solving the vehicle ferry RM problem. Third, we describe a state space reduction, which enables us to move from a high-dimensional state

space to a low-dimensional state space that still retains the most important information for the pricing problem. This speeds up the computation significantly and allows practical problem instances to be solved rapidly. Previous work, although determining optimal solutions, becomes intractable for large problem instances.

The heuristic approach that we present here is built around a loading simulator, making it easy to allow for practical constraints on the loading process, such as manoeuvrability and elevator access. We deliberately include a wide variety of complex features in the case study example, making it more straightforward to adapt the proposed approach to other ferry designs, which may have only a subset of these features. The aim of incorporating the loading simulator was to estimate the remaining space on the vehicle decks of the ferry and to deduce how the remaining space decreases as an extra vehicle is added. Other structures and optimization routines could be used for the loading algorithm, which may improve computation times and/or its results but this is the subject of future work. The flexibility to real-world constraints means that the work can be used in practice, where it goes beyond the current state-of-the-art by explicitly accounting for the loading process when setting prices.

In addition to improving the price optimization, the packing algorithm introduced in Section 5 obtains good solutions and has computation times that are low enough to make it useful for generating packing solutions for a set of vehicles waiting to be loaded onto the ferry. Combined with the simulator, it also has the potential to be useful as a training tool for loading staff. One aspect of the loading process that is not considered here is the impact of lining vehicles up on the dockside waiting to drive onto the ferry. As vehicles can only be taken from the front of a line, this can render packing solutions infeasible, particularly if the waiting area on the dock only has space for a small number of lines. In future work, we envisage developing an optimization routine that takes into account the restricted choice of vehicles when setting up packing solutions.

The current model is based on the assumption that there is a single market price for each vehicle type at each time. A future study might consider the implications of multiple third party sellers all offering slightly different prices. The benefits of third party sellers are that they increase the market size through their own advertising, which may also target new customer groups. Whilst such considerations are beyond the scope of the current study their inclusion could build upon the efficient dynamic pricing methodology presented here.

ACKNOWLEDGEMENTS

This work was funded by the EPSRC under grant number EP/N006461/1. We are also grateful to Alexander Strong, Lee Hudson and Pete Smith at Red Funnel, UK who provided us with useful practical advice when designing this method.

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