

# Disaster Recovery Strategy Generation via Multi-Objective Heuristic Optimization

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## Problem Statement

Following extreme (disaster) events, extensive restoration efforts are often required to return an affected area's infrastructure to its pre-disaster functionality. The rapidity demonstrated and cost incurred in completing this restoration can have significant impact on the long-term *health* of the impacted community.

### Critical:

- Expedience
- Affordability

## Community Impacts

### Economic

- Restoration Costs
- Lost Commerce
- Outmigration
- Resource Loss

### Non-Economic\*

- Mental Health Effects
- Opportunity Loss
- Resource Unavailability

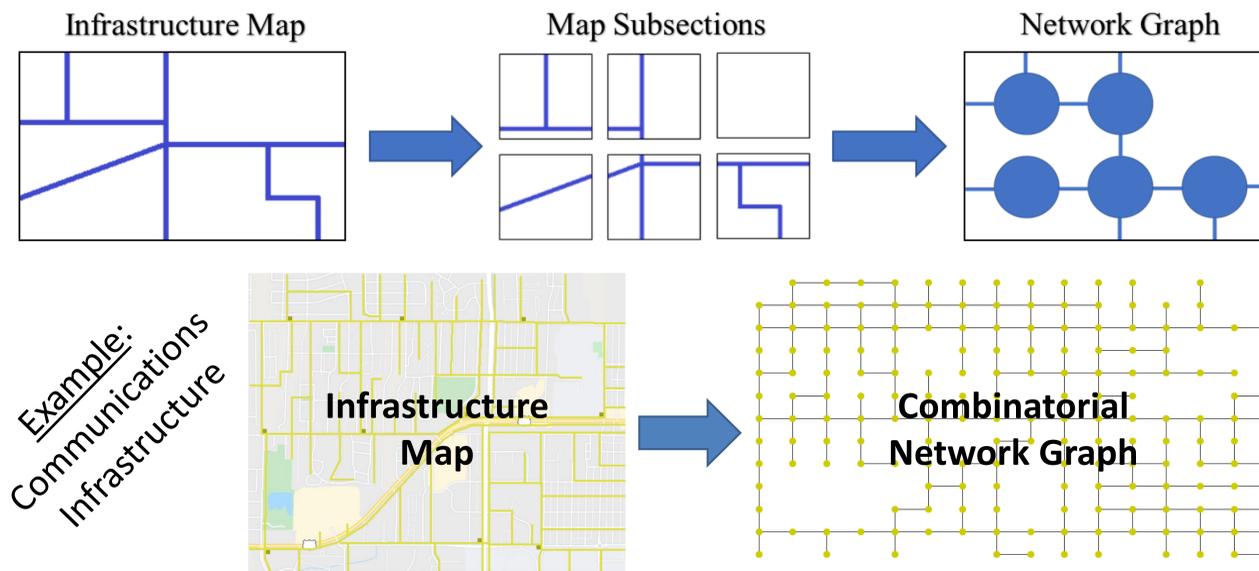
## Challenges

Many factors complicate the process of determining the best order to restore infrastructure elements to optimize restoration time and expense:

- Nature of infrastructure maps
- Rigor of mathematical formulation
- Highly dependent nature of infrastructure systems
- Competing objectives of time and cost
- Massive search space for even small areas

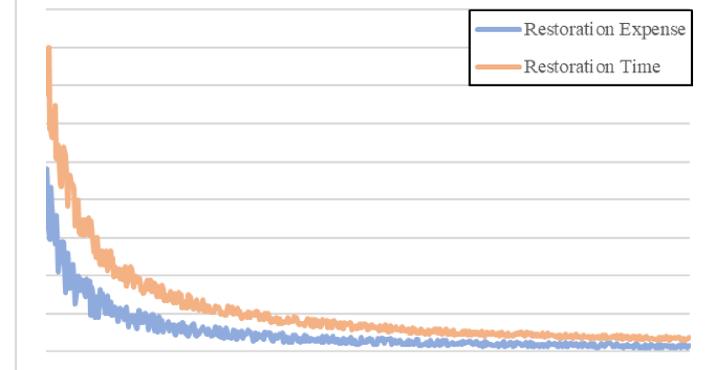
## Automated Network Graph Construction

Using image processing, a basic infrastructure map can be automatically translated into a combinatorial graph about which network optimization techniques can be applied.



## Simulation Results

Pareto Front Average Values



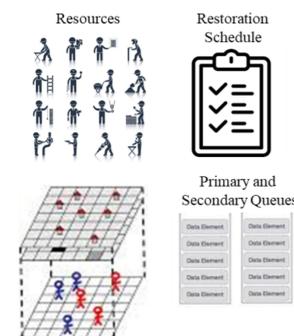
Above: Average restoration times and expense seen dropping as genetic algorithm generations progress

Below: Average restoration time and expense of final generation's (500<sup>th</sup>) Pareto front compared to best values upon initiation.

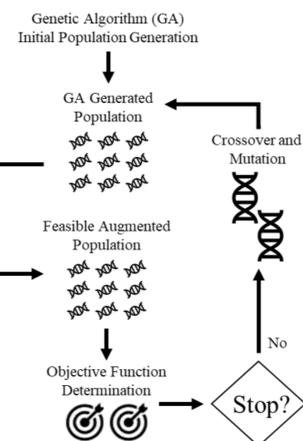
Population	Objective Measure	Minimum Exhibited Value	Average Exhibited Value
Initial Feasible Population	Recovery Cost	\$1,980,090	\$2,998,845
	Recovery Time	42 Days	49.6 Days
Final Pareto Front	Recovery Cost	\$761,130	\$1,410,310
	Recovery Time	21 Days	29.1 Days

## Two-Stage Heuristic Optimization

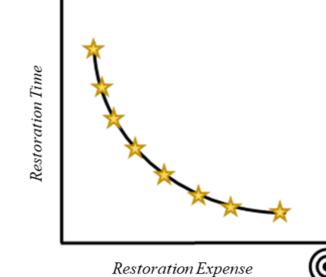
### Agent-Based Modeling Schedule Augmentation



### NSGA-II Heuristic Optimization



### Pareto Efficient Alternatives



A multiobjective genetic algorithm develops restoration schedules seeking to simultaneously optimize the restoration time and restoration cost. An agent-based simulation is used in-place of a standard fitness function to overcome the arduous task of mathematical formulation.

## Contributions

Primary contributions of this research include:

- Presents a method enabling the automated creation of combinatorial network graphs enabling network optimization
- Uses heuristic optimization to allow multiobjective investigation without extensive mathematical formulation
- Easily handles precedence constraints and other infrastructure dependencies
- Demonstrated capable of autonomously improving restoration time and cost in a simulated disaster