

# **BLOOD SUPPLY AND SIMULATION**



# SIMULATION & OPTIMIZATION - BLOOD

In Haijema, Van der Wal and Van Dijk (2004)

### **STEPS**

combined OR and simulation by the following steps:

Step 1: First, a stochastic dynamic programming

- **STEP 1:** Provide a Stochastic Dynamic Programming (SDP) formulation
- **STEP 2:** Reduce the dimension of the (SDP) by aggregating the state space and demands so that the downsized (SDP) problem can be solved numerically (using successive approximation).
- **STEP 3:** The obtained optimal solution (policy) is (re)evaluated and run by simulation.
- **STEP 4:** a heuristic search procedure used derive a simple practical near to optimal solution.
- **STEP 5:** The quality of this simple order-up-to strategy is then evaluated by simulation.

Due to the complexity of problem- The demand and inventory levels are downsized (aggregate pools in batches of 4)– obtain optimal solution for the downsized problem

### **SDP**

The state of the system is described by (d,x) with:

d: the day of the week (d = 1, 2, ..., 7) x = (x1, x2, ..., xm) the inventory state  $x_r = the$  number of pools with a residual life time of *r* days (maximal m = 6 days) <u>A pool is one patient transfusion</u> Vn(d,x): represent the minimal expected costs over *n* days when starting in state (d,x). The optimal inventory strategy is determined by solving for the SDP-equations for n = 1, 2, ...

 $V_n(d, x) = \min_k \left[ c(x, k) + \sum p_d(b) V_{n-1}(d+1, t(x, k, b)) \right]$ 

#### k the production action

c(x,k) cost per day in state x under production k  $p_d(b)$  the probability for a composite demand d t(x,k,b) the new inventory state based on k, b, x

# **BLOOD CROSS MATCHING**

### **THE ASSIGNMENT PROBLEM**

#### **FROM WIKIPEDIA**

Assignment

Problem ?

The assignment problem is one of the fundamental combinatorial optimization problems in the branch of optimization or operations research in mathematics. It consists of finding a maximum weight matching in a weighted bipartite graph.

#### THE ASSIGNMENT PROBLEM

Let there be *n* jobs which are to be assigned to *n* operators so that one job is assigned to only one operator.

- i =Index for job, i = 1, 2, ..., n
- j =Index for operators, j = 1, 2, ..., n
- $C_{ij}$  = Unit cost for assigning job *i* to operator *j*

1 if job i is assigned to operator j

0 Otherwise  $X_{ii} =$ 

The objective function is:

Minimize 
$$Z = \sum_{i=1}^{n} \sum_{j=1}^{n} C_{ij} X_{ij}$$

Subject to  $\sum_{i=1}^{n} X_{ij} = 1$ ; for all j; j = 1, 2, ... N $\sum_{j=1}^{n} X_{ij} = 1$ ; for all i; i = 1, 2, ... N $X_{ii} \geq for all i and all j.$ 



There are a number of agents and a number of tasks. Any agent can be assigned to perform any task, incurring some cost that may vary depending on the agent-task assignment. It is required to perform all tasks by assigning exactly one agent to each task in such a way that the total cost of the assignment is minimized.

Benanav et al 1985 shows that this type of problem is NP- complete

# **ORDER FULFILLMENT**

#### • OPERATORS AND TASKS

- > Operators: Different blood type inventories
- > Tasks: Blood type demands regardless of hospital

1 if type i is compatible with type j

 $c_{ij} = 0$  Otherwise

1 if sack r will be assigned to order k

 $X_{rk} = \begin{bmatrix} 0 \text{ Otherwise} \end{bmatrix}$ 

 $D_{ik}$  = Demand for type *i* for hospital k

- $S_i$  = Available storage for type *i*
- $P_i$  = Available pooled inventory for type *i*

$$P_i = \sum_{i=1}^n c_{ij} S_i$$
 for all *i*

 $Ti = Time \ sack \ k \ been \ in \ storage$ 

- For each order k, route through each sacks r in pool i
  - Rank pool according to remaining perishability 1 = spent more time in inventory
    - Break ties 1 / Si
    - Exact match of blood type
  - Update rank



Sepea



#### Objective: minimize shortage

Cross match to pull from nearest expiring inventory

Cross match to pull from fullest inventory

Rarer blood types (slow moving) have higher priority

#### Smaller orders given higher priority

TYPES	DISTRIBUTION	RATIOS
O +ve	1 person in 3	38.4%
O -ve	1 person in 15	7.7%
A +ve	1 person in 3	32.3%
A -ve	1 person in 16	6.5%
B+ve	1 person in 12	9.4%
B -ve	1 person in 67	1.7%
AB +ve	1 person in 29	3.2%
AB -ve	1 person in 167	0.7%
http://www.bdwebguide.com		

Include any other complex subjective selection rules

Develop an embedded optimizer within the simulation model