# Optimisation

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#### Is optimisation rational?

**General Setting** 

 $\min F(x)$  $x \in S \subseteq K^n$ 

where:

- x is a vector of variables
- S is the feasible space
- $K^n$  is a vector space,  $(\mathbb{Z}^n, \mathbb{R}^n, \{0, 1\}^n)$ .
- $F: S \mapsto \mathbb{R}^m$

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#### Well known specific cases: m=1

- *F*(*x*) is linear, *S* is a *n*-dimensional polytope: linear programming min *cx*, *Ax* ≤ *b*, *x* ≥ 0.
- S is a *n*-dimensional polytope, but F : ℝ<sup>n+m</sup> → ℝ: constraint satisfaction min y, Ax + y ≤ b, x, y ≥ 0.
- F(x) is linear,  $S \subseteq \{0, 1\}^n$ : combinatorial optimisation.
- *F*(*x*) is convex and *S* is a convex subset of  $\mathbb{R}^n$ : convex programming

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# More challenging cases

Instead of min<sub>x∈S</sub> F(x) we get sup<sub>x∈S</sub> x. Practically we only have a preference relation on S (and thus we cannot define any "quantitative" function of x).

#### NB

The problem becomes tricky when the preference relation cannot be represented explicitly (for instance when  $S \subseteq \{0, 1\}^n$ )

• *m* > 1. We get

$$F(x) = \langle f_1(x) \cdots f_n(x) \rangle$$

Practically a problem mathematically undefinable ...

Combinations of the two cases above as well as of the previous ones ...

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- R: dangerous
- Y: fairly dangerous
- G: not dangerous

#### Which is the safest path in the network?

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Tsoukiàs Optimisation

Tricky Optimisation Methods





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# Find all "non dominated solutions" and then explore it appropriately (straightforward or interactively) until a compromise is established. <u>BUT</u>:

- The set of all such solutions can be extremely large, an explicit enumeration becoming often intractable.
- Depending on the shape and size of the set of the "non dominated solutions", exploring the set can be intractable.

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- Instead trying to construct the whole set of "non dominated solutions", concentrate the search of the compromise in an "interesting" subset. Problem: how to define and describe the "interesting" subset?
- Aggregate the different objective functions (the criteria) to a single one and then apply mathematical programming:
  - scalarising functions;
  - distances.

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# **Scalarising Functions**

#### We transform

$$\min_{x\in\mathcal{S}}[f_1(x)\cdots f_n(x)]$$

to the problem

 $\min_{x\in\mathcal{S}}\lambda^{T}F(x)$ 

 $\lambda$  being a vector of trade-offs. Problem: how do we get them?

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#### This turns to be a parametric optimisation problem

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# Add Constraints

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#### **Tchebychev** Distances

#### We transform

$$\min_{x\in\mathcal{S}}[f_1(x)\cdots f_n(x)]$$

to the problem

$$\min_{x\in S}[\max_{j=1\cdots m}w_j(f_j(x)-y_j)]$$

 $w_j$  being a vector of trade-offs. Problem: how do we get them?  $y_j$  being a special point (for instance the ideal point) in the objective space

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# **Combinatorial Optimisation**

# What happens if we have to choose among collections of objects, while we only know the values of the objects?

- Knapsack Problems
- Output Problems
- Assignment Problems

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What if there are interactions (positive or negative synergies) among the chosen objects?

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# The Choquet Integral

Given a set *N*, a function  $v : 2^N \mapsto [0, 1]$  such that: -  $v(\emptyset) = 0$ , V(N) = 1-  $\forall A, B \in 2^N : A \subseteq B \quad v(A) \le v(B)$ is a capacity



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We use the Choquet Integral

$$C_{\nu}(f) = \sum_{i=1}^{n} [f(\sigma(i)) - f(\sigma(i-1))]\nu(A_i)$$

which is a measure of a capacity where:

- *f* represent the value function for *x*;
- $\sigma(i)$  represents a permutation on  $A_i$  such that:  $f(\sigma(0)) = 0$  and  $f(\sigma(1)) < \cdots f(\sigma(n))$

$$(\sigma(0)) = 0$$
 and  $f(\sigma(1)) \leq \cdots f(\sigma(n))$ 

# Several Models Together

The Choquet Integral contains as special cases several models:

- The weighted sum.
- The k-additive model
- The expected utility model.
- The Ordered Weighted Average model
- The Rank Depending Utility model

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#### Lessons Learned

#### • Optimising is not necessary "rational".

- Optimising multiple objectives simultaneously is ill defined and "difficult".
- We can improve using preference based models.
- We need to (and we can) take into account the possible interactions among objects or among objectives.
- We need "good" approximation algorithms.

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