

Decision Methods and Models

Master's Degree in Computer Science

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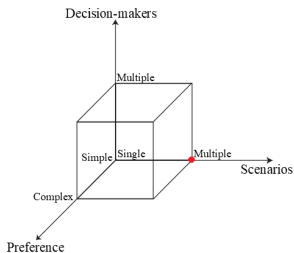


- Schedule: **Thursday 16.30 - 18.30 in Aula Magna (CS department)**
Friday 12.30 - 14.30 in classroom 301
- Office hours: **on appointment**
- E-mail: **roberto.cordone@unimi.it**
- Web page: **<https://homes.di.unimi.it/cordone/courses/2024-mmd/2024-mmd.html>**
- Ariel site: **<https://myariel.unimi.it/course/view.php?id=4467>**

Decision-making under uncertainty

We assume

- a **preference relation** Π that is a **weak order** with a **known consistent value function** $u(f)$ (replaced by a cost f)
- a **uncertain environment**: $|\Omega| > 1$
- a **single decision-maker**: $|D| = 1 \Rightarrow \Pi_d$ reduces to Π



The problem becomes $\min_{x \in X} f(x, \omega)$ with $\omega \in \Omega$ known after x is selected

If ω is known in advance, the problem falls into **parametric optimisation**: solution $x^*(\omega)$ represents a **strategy prepared for every possible scenario**

The situation has applications in many different fields

- finance: decide how much to invest and in what
- marketing: decide prices and advertising campaigns
- research and development: decide which research projects to finance and how much
- ...

but also less obvious fields such as algorithmics

- X is the set of alternative algorithms for a problem
- Ω is the set of instances
- $f(x, \omega)$ is the optimality gap (or computational time) achieved by algorithm x on instance ω

Varieties of uncertainty

Descriptive models provide information on the scenarios

Different kinds of information generate different classes of problems

- 1 **ignorance**: the only information is the scenario set Ω
- 2 **risk**: we know the scenario set Ω and a probability function π_ω
- 3 ...

Notice that even ruling out unpredicted scenarios is hard (“black swans”)

Given X and Ω , **other descriptive models provide the impacts $f(x, \omega)$**

Suitable conditions allow to introduce a relation on alternatives that can filter out some of them and simplify (or even solve) the problem

$$x \preceq x' \Leftrightarrow f(x, \omega) \preceq f(x', \omega) \quad \text{for all } \omega \in \Omega$$

If the strong domination is strict, solution x' can be safely removed

The definition is formally equivalent to Paretian preference, with scenario $\omega \in \Omega$ replacing indicators $I \in P$: $f_I(x) \rightarrow f(x, \omega)$

- similar methods find nondominated solutions and Paretian solutions
- but, while the indicators are p , the scenarios can be infinitely many
(*in that case, the extension is not trivial*)

Example

Consider a set of investments with the corresponding impacts (benefits)

ROI	Recession	Moderate growth	Strong growth
Stock fund	-25%	0%	35%
Bond fund	-10%	5%	15%
Treasuries	8%	8%	8%
"Toxic" fund	-5%	6%	8%

The toxic fund is dominated by treasuries

Probabilistic dominance

$$x \preceq x' \Leftrightarrow \Pr(f(x) \leq f) \geq \Pr(f(x') \leq f) \text{ for all } f \in F$$

State (die result)	1	2	3	4	5	6	
Gamble A wins \$	1	1	2	2	2	2	first-order stochastic dominance (FSD) $P[A \geq x] \geq P[B \geq x]$ for all x ,
Gamble B wins \$	1	1	1	2	2	2	
Gamble C wins \$	3	3	3	1	1	1	

A strongly dominates B (yield as good for all possible outcomes of the die roll)

C does not strongly dominate B (B gives a better yield in scenarios 4 to 6)

C probabilistically dominates B because

- $\Pr(B \geq 1) = \Pr(C \geq 1) = 1$
- $\Pr(B \geq 2) = \Pr(C \geq 2) = 3/6$
- $\Pr(B \geq 3) = 0 < \Pr(C \geq 3) = 3/6$

A and C exhibit no probabilistic dominance

- $\Pr(A \geq 2) = 4/6 > \Pr(C \geq 2) = 3/6$
- $\Pr(C \geq 3) = 3/6 > \Pr(A \geq 3) = 0$

Dominance and algorithm performance

A typical application is the selection of heuristic algorithms where

- an alternative x is a heuristic algorithm A
- a scenario ω is a problem instance I
- the impact $f(x, \omega)$ is the percent gap (relative difference) $\delta_A(I)$

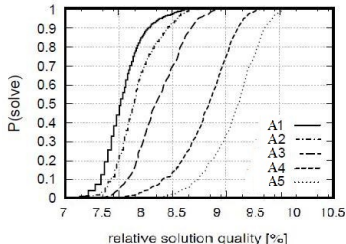
In this context

- strong dominance means a lower gap on all instances (very rare)

$$A \preceq A' \Leftrightarrow \delta_A(I) \leq \delta_{A'}(I) \text{ for all } I \in P$$

- probabilistic dominance means hitting below any given threshold $\bar{\delta}$ for more instances (higher *Solution Quality Distribution* diagram):

$$A \preceq A' \Leftrightarrow \Pr(\delta_A(I) \leq \bar{\delta}) \geq \Pr(\delta_{A'}(I) \leq \bar{\delta}) \text{ for all } f \in F$$



Different scenario modelling approaches

The scenario set Ω is in general a set of vectors in \mathbb{R}^s

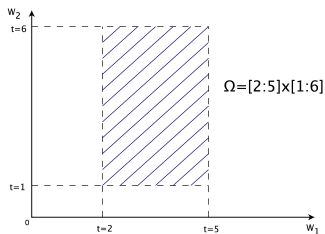
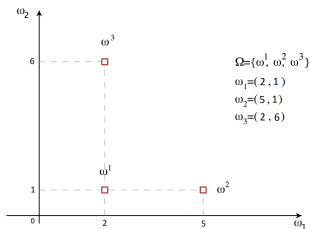
Two notable cases are

- 1 the **scenario-based description** (common in economy):
 Ω is a finite list of scenarios

$$\Omega = \{\omega^{(1)}, \dots, \omega^{(|\Omega|)}\}$$

- 2 the **interval-based description** (common in engineering): Ω is the Cartesian product of a s real intervals on the exogenous variables

$$\Omega = [\omega_1^{\min}, \omega_1^{\max}] \times \dots \times [\omega_s^{\min}, \omega_s^{\max}]$$



Example

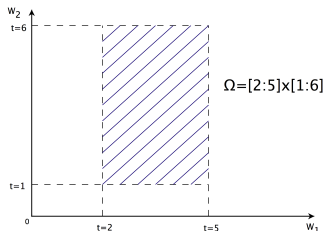
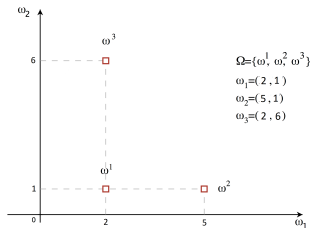
Suppose that we are computing the fastest path on a street network in which two arcs have uncertain travel times ω_1 and ω_2

- in a scenario-based description, we might have

$$\omega = \begin{bmatrix} 2 \\ 1 \end{bmatrix} \text{ or } \begin{bmatrix} 5 \\ 1 \end{bmatrix} \text{ or } \begin{bmatrix} 2 \\ 6 \end{bmatrix} \Leftrightarrow \Omega = \{(2, 1), (5, 1), (2, 6)\}$$

- in an interval-based description, we might have

$$\begin{cases} 2 \leq \omega_1 \leq 5 \\ 1 \leq \omega_2 \leq 6 \end{cases} \Leftrightarrow \Omega = [2, 5] \times [1, 6]$$



How to choose?

The appropriate description depends on

- the precision of the representation
- the simplicity of the solution process *(is there an algorithm?)*

On the one hand, the scenario description has a finite number of cases

- are they **all and only the possible cases**? (precision)
- are they **few or combinatorially many**? (simplicity)

On the other hand, the interval description

- implies that **the exogenous variable are independent** (precision)
- the scenario are **infinitely many**, but **the worst scenario might be**
 - **the same for all solutions**
 - **easy to find** (simplicity)

For example, take the maximum for all travel times