

Stochastic Optimization

IDA PhD course 2011ht

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6. Lecture: Two- and Multi-Stage Problems
17. November 2011



Linköping University

1 Two-Stage Programming

- Deterministic reformulation in case of discrete distributions
- Main theoretical result

2 Multi-Stage Programming

- Comparison with Online Optimization
- Modeling Multi-Stage Stochastic Programming Problems
- Deterministic Reformulation in case of discrete distributions (Main Idea)



Outline

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Why Two-Stage Programming?

- Feasibility in all scenarios: Conservative solutions
- Chance-Constraints: Infeasibility of solution possible
- Simple Recourse: No actual "recourse" action
- In the end: feasible solution → most realistic?



Basic structure of Two-Stage Programming Problem

- 1 First stage: random parameters unknown
- 2 (Pre)-decision taken based on (statistical) information of uncertain parameters
- 3 Objective: Minimize expected total cost
- 4 Between first and second stage: **all** random parameters come to be known
- 5 Second stage: deterministic problem
- 6 Make corrective decision ("recourse"):
 - Make solution feasible
 - Decrease total cost



Linear Two-Stage Problem

$$\begin{aligned} \min_{x \geq 0} \quad & c^T x + \mathbb{E}[Q(x, \chi)] \\ \text{s.t.} \quad & Ax \geq b, \\ & Q(x, \chi) = \min_{y \geq 0} d^T y \\ & \text{s.t.} \quad T(\chi)x + W(\chi)y \geq h(\chi). \end{aligned}$$

$x \in \mathbb{R}^{n_1}$: decision vector of 1st stage

$y \in \mathbb{R}^{n_2}$: decision vectors of 2nd stage (recourse action)

$T(\chi)$: Technology matrix

$W(\chi)$: Recourse matrix



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Linear Two-Stage Problem

$$\min_{x \geq 0} \quad c^T x + \sum_{k=1}^K p^k Q(x, \chi^k)$$

$$\text{s.t.} \quad Ax \geq b,$$

$$Q(x, \chi^k) = \min_{y^k \geq 0} \quad d^T y^k$$

$$\text{s.t.} \quad T(\chi^k)x + W(\chi^k)y^k \geq h(\chi^k).$$

$$(\forall k \in \{1, \dots, K\}).$$

$x \in \mathbb{R}^{n_1}$: decision vector of 1st stage

$y \in \mathbb{R}^{n_2}$: decision vectors of 2nd stage (recourse action)

$\chi^1, \dots, \chi^K \in \mathbb{R}^s$: scenarios

$\mathbb{P}\{\chi = \chi^k\} := p^k$: probabilities

Deterministically Reformulated Linear Two-Stage Problem

$$\begin{aligned} \min_{\substack{x \geq 0 \\ y^k \geq 0}} \quad & c^T x + \sum_{k=1}^K p^k (d^T y^k) \\ \text{s.t.} \quad & Ax \geq b, \\ & T(x^k)x + W(x^k)y^k \geq h(x^k) \quad (\forall k \in \{1, \dots, K\}). \end{aligned} \tag{3a}$$



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Definition (Fixed Recourse)

A Linear Two Stage Programming Problem is said to have **fixed recourse** if the recourse matrix is deterministic, i.e. $W(\chi) = W$.



Theorem

Given: linear two-stage problem

Let:

- fixed recourse
- $\mathbb{E}[\chi] \in \mathbb{R}$
- $\{\lambda \in \mathbb{R}^{m_2} : d \geq \lambda W\} \neq \emptyset$
(\approx primal and dual feasible feasibility of second-stage problem)

Then $\mathbb{E}[Q(x, \chi)]$ is

- real-valued,
- piecewise linear and convex in x ,
- Lipschitz continuous in x ,
- sub-differentiable in x .

Theorem

Given: linear two-stage problem

Let:

- *fixed recourse*
- $\mathbb{E}[\chi] \in \mathbb{R}$
- $\{\lambda \in \mathbb{R}^{m_2} : d \geq \lambda W\} \neq \emptyset$
(*\approx primal and dual feasible feasibility of second-stage problem*)
- χ *continuously distributed*

Then $\mathbb{E}[Q(x, \chi)]$ is

- *real-valued,*
- *piecewise linear and convex in x ,*
- *Lipschitz continuous in x ,*
- *continuously differentiable.*

Theorem

Given: linear two-stage problem

Let:

- *fixed recourse*
- $\mathbb{E}[\chi] \in \mathbb{R}$
- $\{\lambda \in \mathbb{R}^{m_2} : d \geq \lambda W\} \neq \emptyset$
(*\approx primal and dual feasibility of second-stage problem*)
- χ *finitely discretely distributed*

Then $\mathbb{E}[Q(x, \chi)]$ is

- *real-valued,*
- *piecewise linear and convex in x ,*
- *Lipschitz continuous in x ,*
- *subdifferentiable in x ,*
- *a polyhedral convex function.*

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Basics of Multi-Stage Programming

- Information obtained in several "stages"
- Recourse action can be taken in each stage
- Recourse action depends on:
 - Information available
 - Previous decisions
- Recourse action does not depend on:
 - Information to be released later (\neq det. multi-period optimization)
- Objective: Minimize **total expected cost**
- Crucial: Discretization of time and random distribution(s)



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Basics of Online Optimization

- Information **changes** over time
- Time discretized (**periods**)
- (New) Decision can be taken in each time period
- Decision depends on:
 - Information available
 - Previous decisions
 - "**Learning process**"
- Decision does not depend on:
 - Information to be released later (\neq det. multi-period optimization)
- Possible objectives:
 - a) Minimize **total cost**
 - b) Average cost not higher than r times "optimal" cost



Similarities

- Decision taken over time (stages \leftrightarrow periods)
- Decision does not depend on information available in future



Differences

Solution

Multi-Stage Programming:

- Decision vector
- Decision for each stage and scenario

Online Optimization:

- Policy
- Online Algorithm



Differences

Objective

Multi-Stage Programming:

- Minimize expected total cost

Online Optimization:

- Minimize total cost
- Propose "competitive" online algorithm



Differences

Modeling

Multi-Stage Programming:

- Random variables
- Knowledge about distribution

Online Optimization:

- Generally no knowledge of structure of input
- State sequence
- Deterministic formulation



Two different views

Multi-Stage programming is...

- ... a different approach to optimization with information over time than...
- ... one way to attack problems in the domain of...

...online optimization.



Which approach to choose?

Questions to be answered:

- Do I have a finite, infinite or undefined number of periods/stages?
- Is information changing or extended over time?
- Do I have statistical information about the uncertain parameters?
OR: Do I need/want to learn about uncertainties "on the fly"?
- Is discretization of the random distribution an option?
- Do I have the infrastructure and/or time to make decisions online?
- Will I use my solution once or several times?

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General Linear Multi-Stage Model

$$\min_{x_0 \geq 0} \quad c_0^T x_0 + \mathbb{E}_{\zeta_1} \left[Q^1(x_{[0]}, \zeta_{[1]}) \right]$$

$$\text{s.t.} \quad A_{00} x_0 \geq b_0,$$

$$\left. \begin{aligned} Q^t(x_{[t-1]}, \zeta_{[t]}) &= \min_{x_t \geq 0} \quad c_t^T x_t + \mathbb{E}_{\zeta_{t+1} | \zeta_{[t]}} \left[Q^{t+1}(x_{[t]}, \zeta_{[t+1]}) \right] \\ \text{s.t.} \quad \sum_{s=0}^t A_{ts}(\zeta_{[t]}) x_s &\geq b_t(\zeta_{[t]}). \end{aligned} \right\} \quad \forall t \in \{1, \dots, t-1\}$$

$$Q^T(x_{[T-1]}, \zeta_{[T]}) = \min_{x_T \geq 0} \quad c_T^T x_T$$

$$\text{s.t.} \quad \sum_{s=0}^T A_{Ts}(\zeta_{[T]}) x_s \geq b_T(\zeta_{[T]}).$$

$$\zeta_{[t]} = (\zeta_1, \dots, \zeta_t)$$

$$x_{[t-1]} = (x_0, x_1, \dots, x_{t-1})$$

$$x_t = x_t(\zeta_{[t]}) \quad \forall t \geq 1$$

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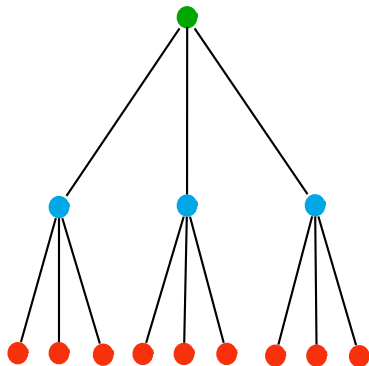
Definition

Scenario

- Sequence of outcomes $\zeta_1^k, \dots, \zeta_T^k$ of ζ_1, \dots, ζ_T
- Outcome $\zeta_{[T]}^k$ of $\zeta_{[T]} = (\zeta_1, \dots, \zeta_T)$



Scenario Tree



Definition

Scenario

- Sequence of outcomes $\zeta_1^k, \dots, \zeta_T^k$ of ζ_1, \dots, ζ_T
- Outcome $\zeta_{[T]}^k$ of $\zeta_{[T]} = (\zeta_1, \dots, \zeta_T)$

Idea

Introduce sequence of decision vectors $(x_0^k, x_1^k, \dots, x_T^k)$ (\forall scenarios $\zeta_{[T]}^k$)

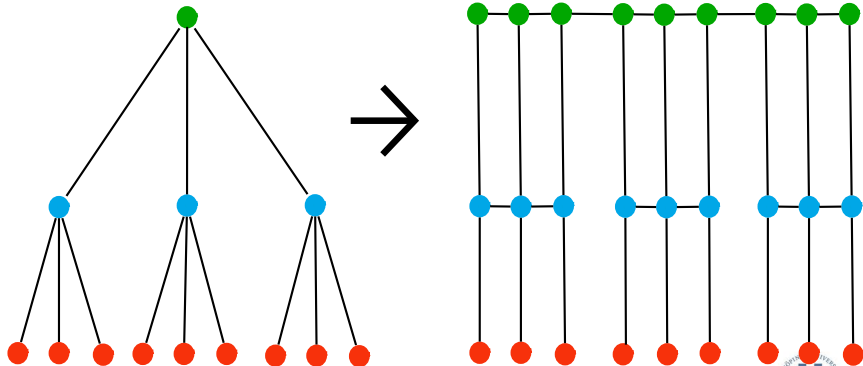
Problem

Some decision vectors should be equal (e.g. $x_0^k = x_0^{k'} \forall k, k'$)

Solution

Non-anticipativity constraints: $x_t^k = x_t^{k'}$ if $\zeta_{[t]}^k = \zeta_{[t]}^{k'}$

Scenario Tree



QUESTIONS?

What about next week?

