

Algorithms for online decision making in OM

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Outline

Canonical approach to decision optimization in operations management (OM)

Examples of impactful applications

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Examples of impactful applications

⇒ Data-driven Decision Making

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Examples of impactful applications

⇒ Data-driven Decision Making

- Deep Reinforcement Learning

Content/acknowledgement

Published:

Deep reinforcement learning for inventory control: A roadmap (with Robert Boute, Joren Gijsbrechts, Nathalie VanVuchelen),

Policies for the Dynamic Traveling Maintainer Problem with Alerts (with Paulo Oliveira da Costa, Peter Verleijsdonk, Simon Voorberg, Alp Akçay, Stella Kapodistria, Yingqian Zhang)

Ongoing:

Scalable policies for the dynamic traveling multi-maintainer problem with alerts (with Peter Verleijsdonk, Stella Kapodistria)

Deep Controlled Learning for Inventory Control (with Remco Dijkman, Tarkan Temizöz, Christina Imdahl, Douniel Lamghari-Idrissi)

Value-based versus Policy-based Reinforcement Learning for Dynamic Vehicle Routing Problems (with Fabian Akkerman and Martijn Mes)

Canonical approach

- What is my objective?
- What are my decision variables?
- What are my constraints?
 - chance constraints, robust constraints, etc.

Canonical approach (2)

⇒ The “puzzle” paradigm

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Theory: Needle-in-the-Haystack - NP-hard / NP-complete.

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Underlies most optimization software nowadays:

- Flexible
- Well-studied, tried, and trusted
- Joint optimization of decisions x_i that constitute $\vec{x} = \{x_1, x_2, \dots, x_n\}$.

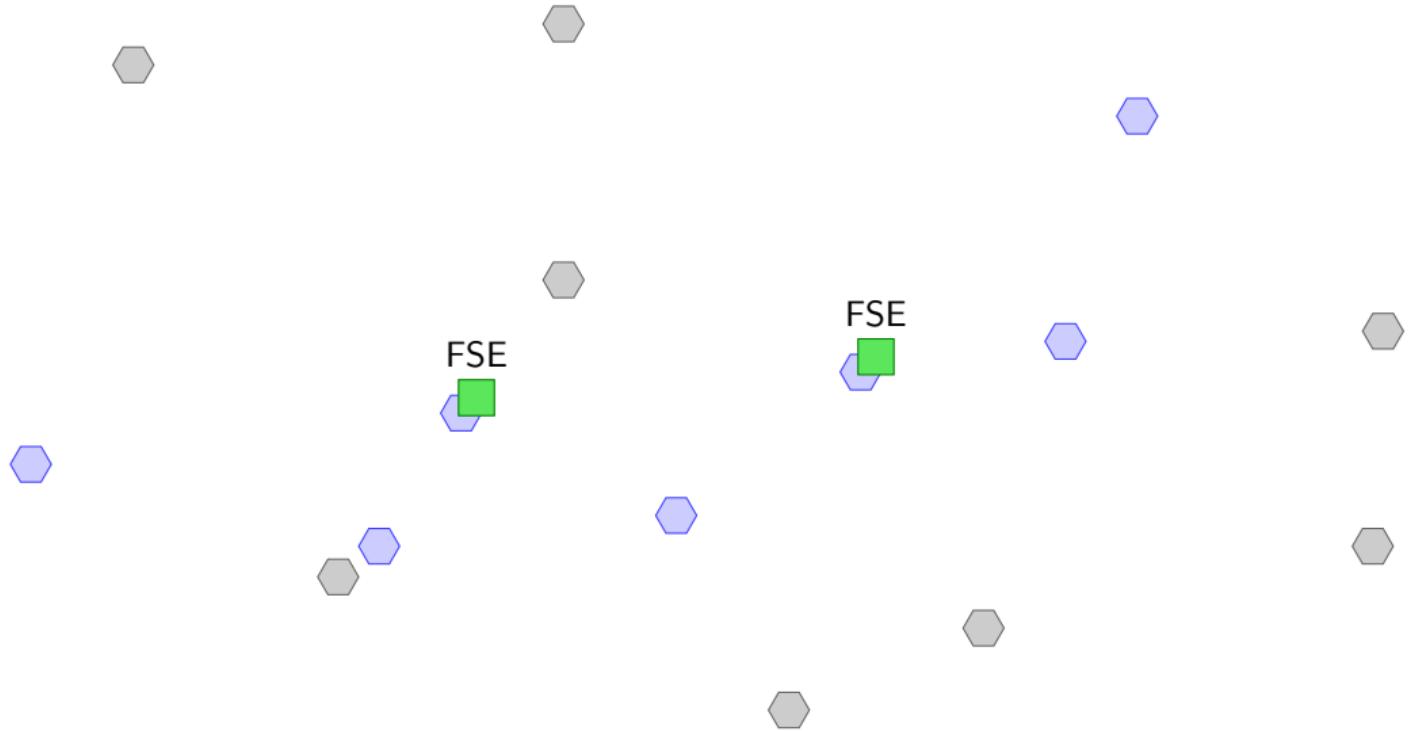
Example (with Philips)

Goal: On-time equipment maintenance

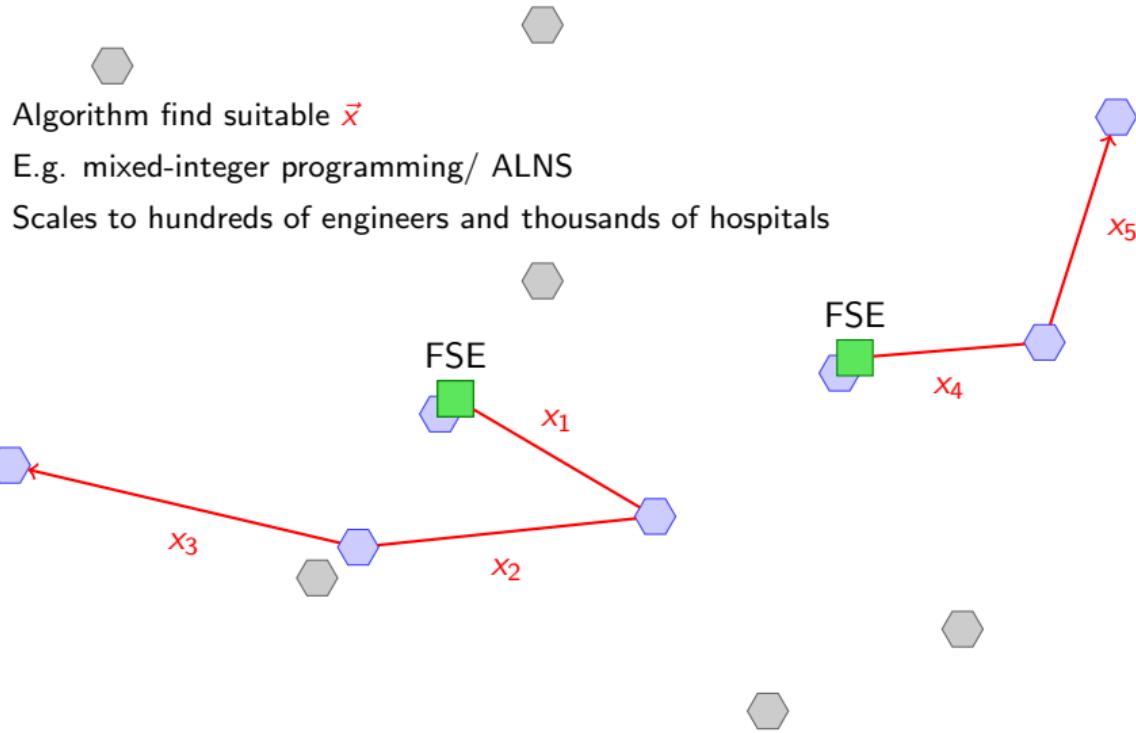
- Field service engineers (■)
- Hospital/equipment location (○)
- Equipment due for preventive maintenance (○)



Example (with Philips)



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Example: Tactical Spare Parts Inventory Planning

Stocking policy for spares $i \in \{1, \dots, N\}$ to achieve overall weighted fill rate target at minimum holding costs

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Stocking policy for spares $i \in \{1, \dots, N\}$ to achieve overall weighted fill rate target at minimum holding costs:

$$\begin{aligned} & \min_{\vec{x}=\{S_1, S_2, \dots, S_n\}} \sum_{i=1}^N h_i S_i \\ \text{s.t. } & \sum_{i \in I} w_i F_i(S_i) \geq 95\% \end{aligned}$$

$S_i \in \{0, 1, 2, \dots\}$: Base-stock level for SKU i

$F_i(S_i)$: Long-term fill-rate when using base-stock S_i for SKU i

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Opportunity: Predict maintenance using equipment IoT data
Maintain only when needed : **data-driven maintenance!**

Example (with Philips)

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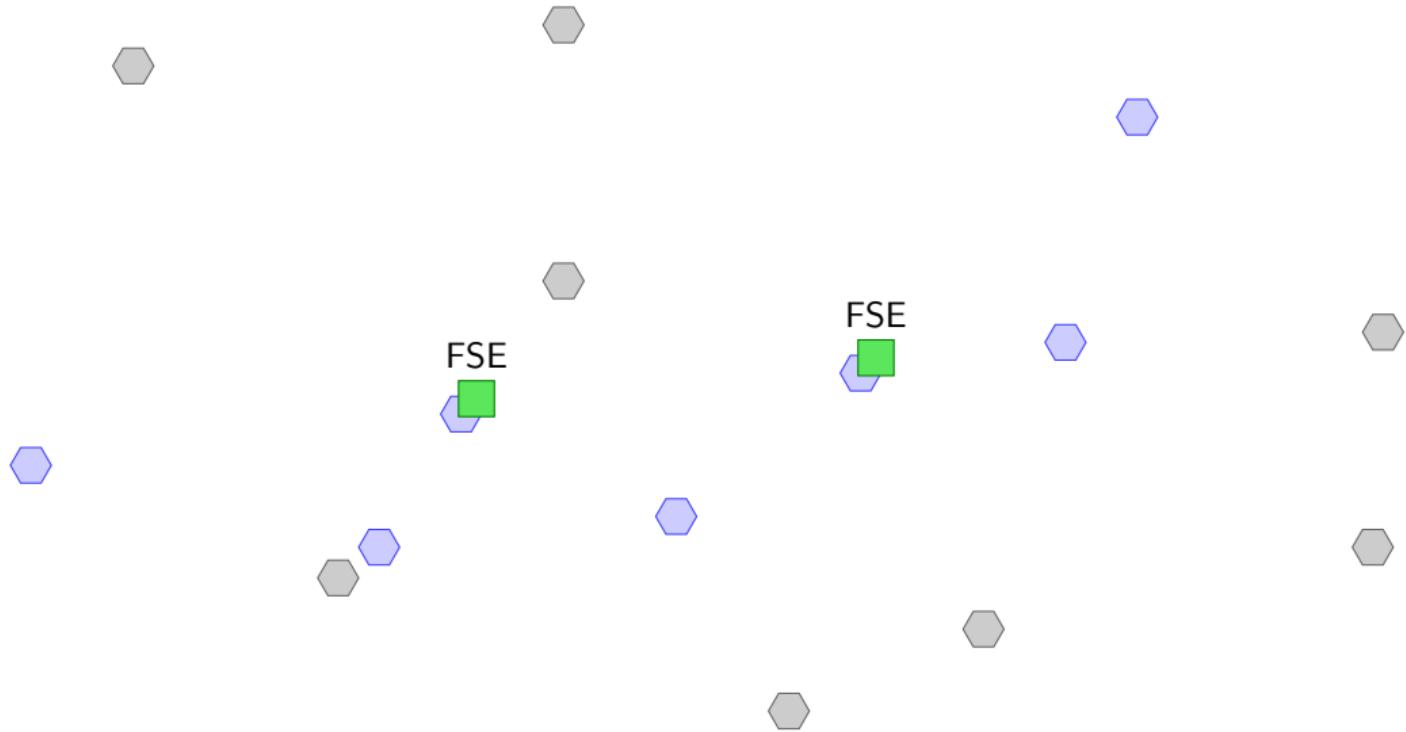
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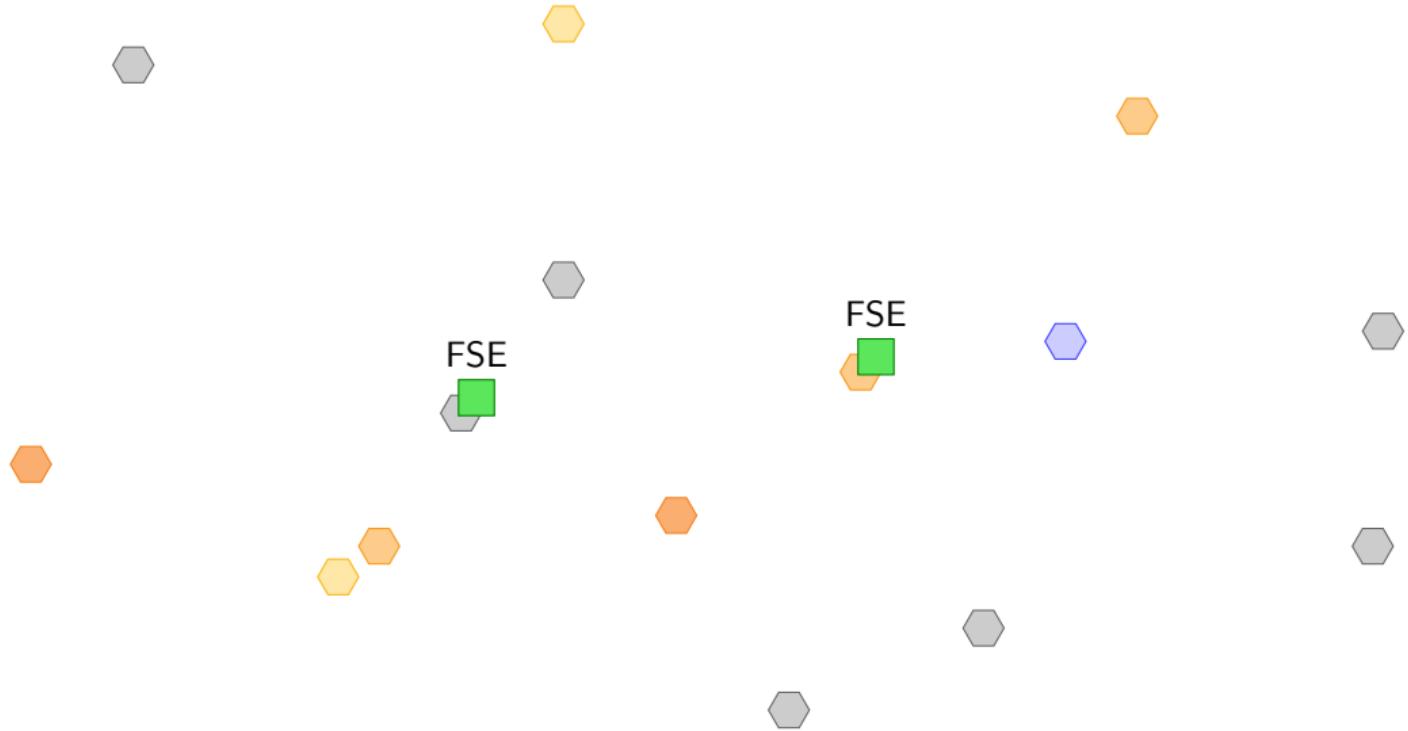
Opportunity: Predict maintenance using equipment IoT data
Maintain only when needed : data-driven maintenance!

- Equipment with level 1/2/3 alert (○/○/○)
- Equipment with diminished capability (○)

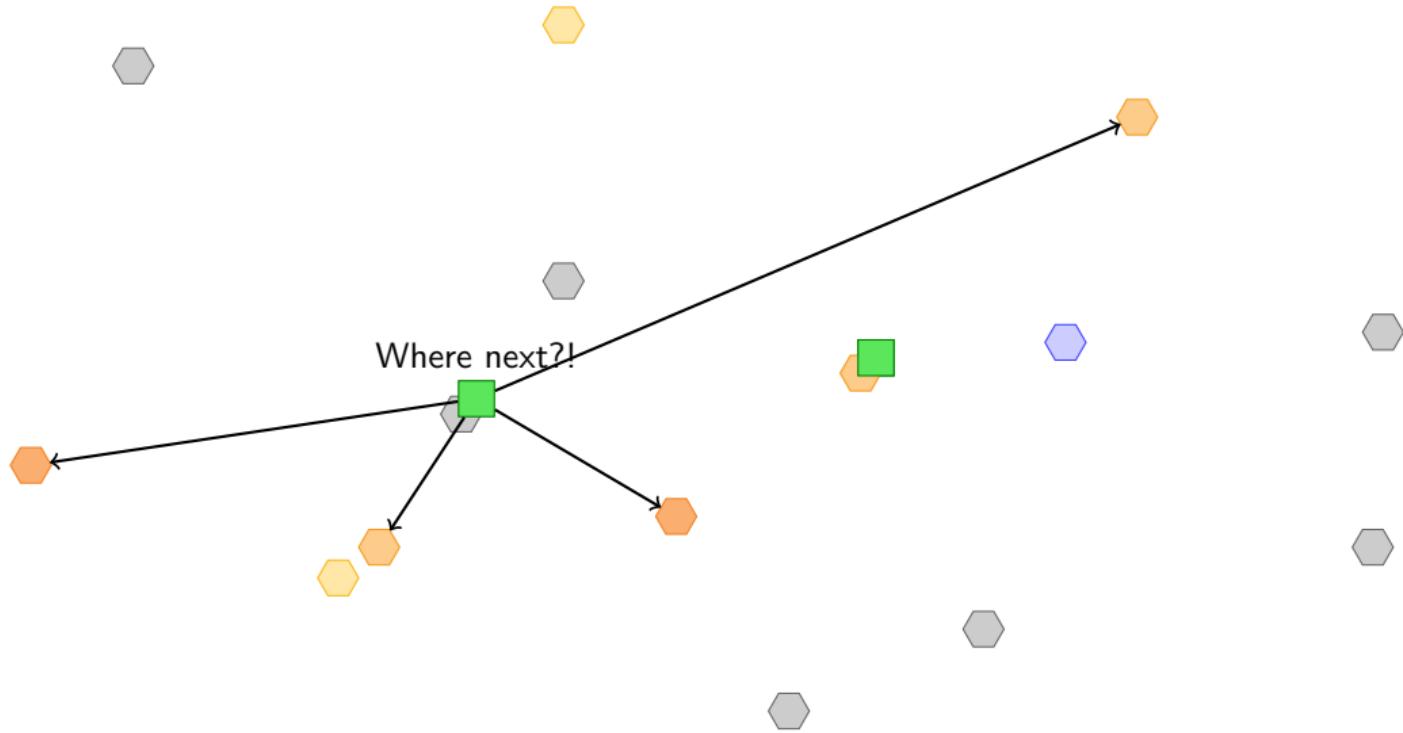
Example (with Philips)



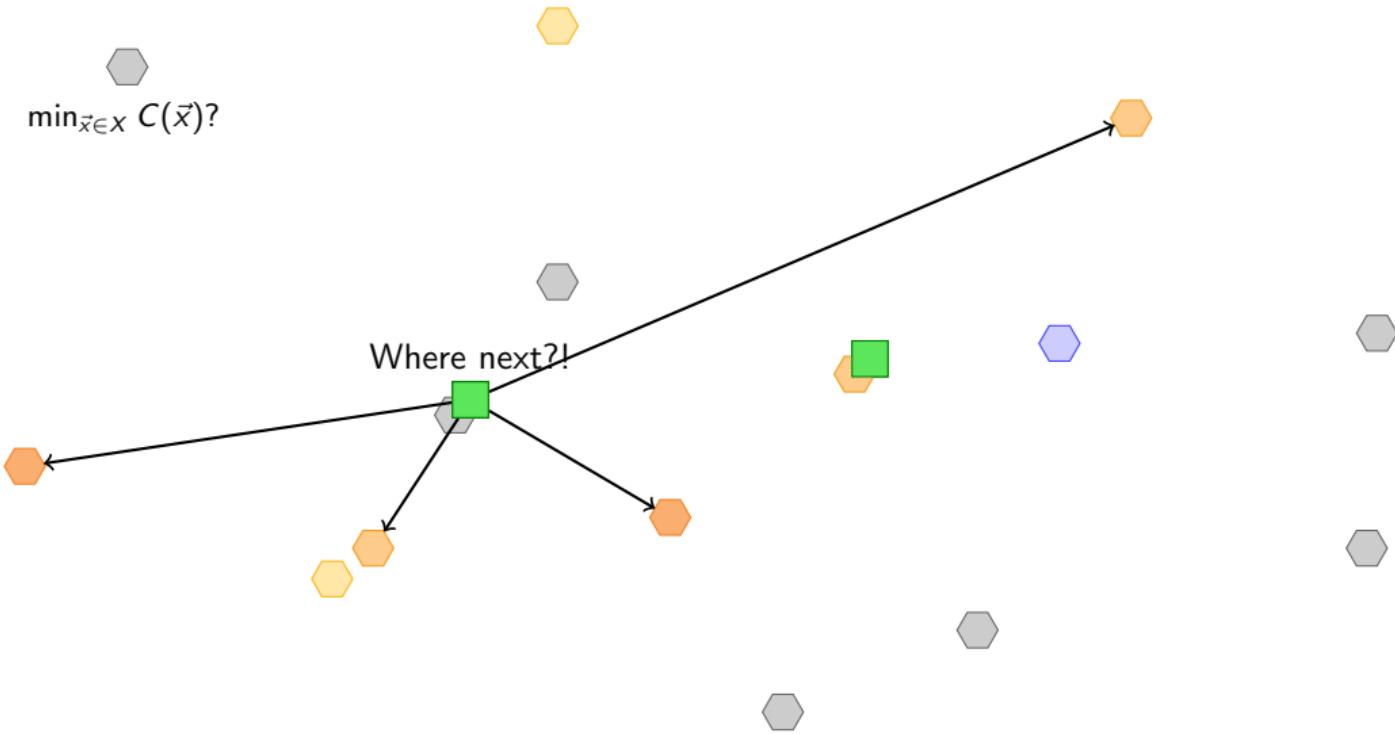
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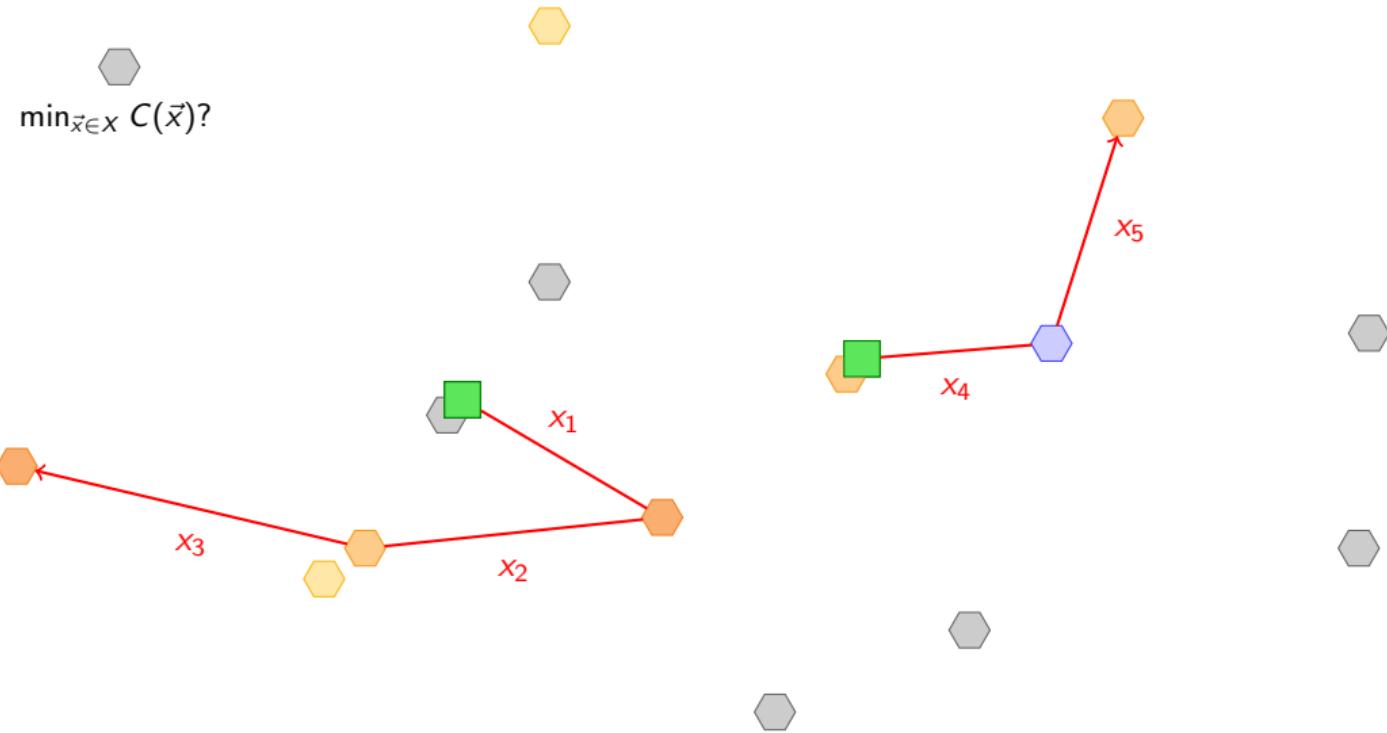
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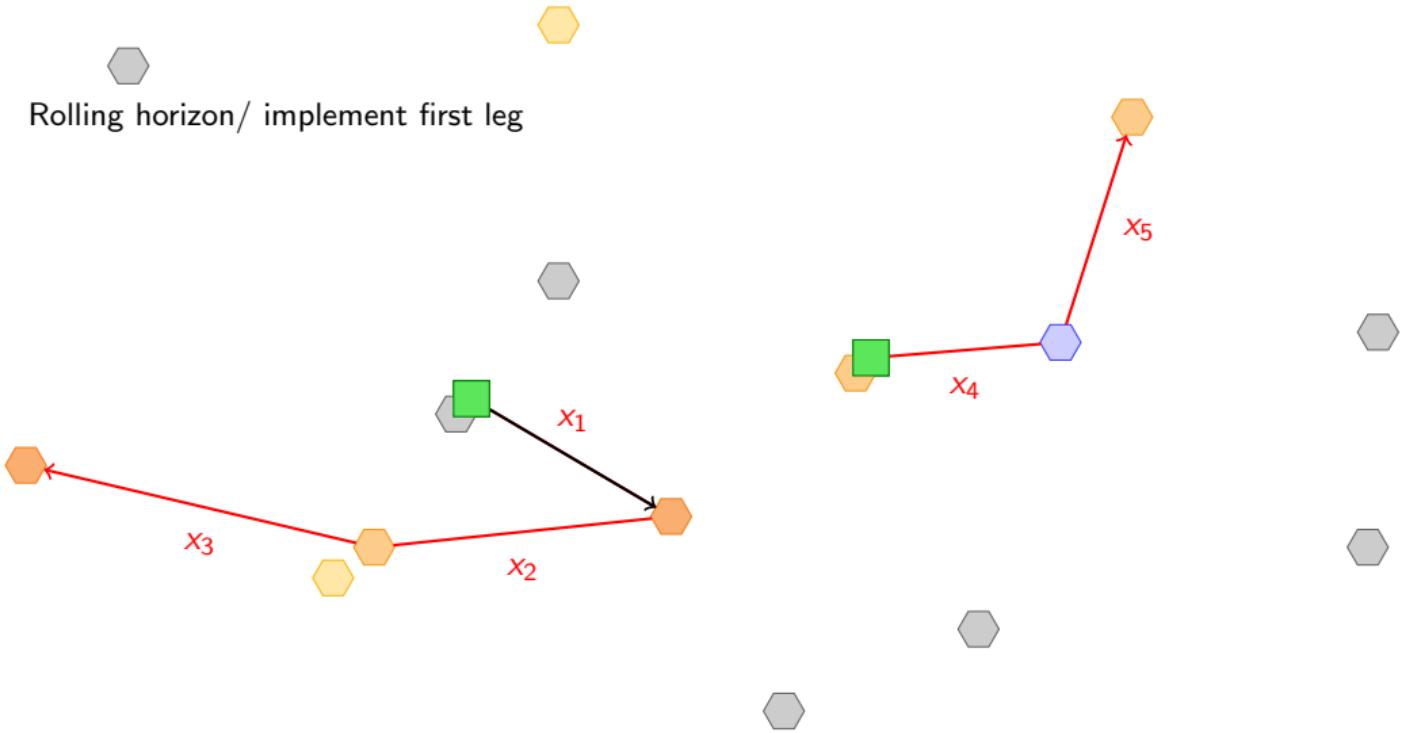
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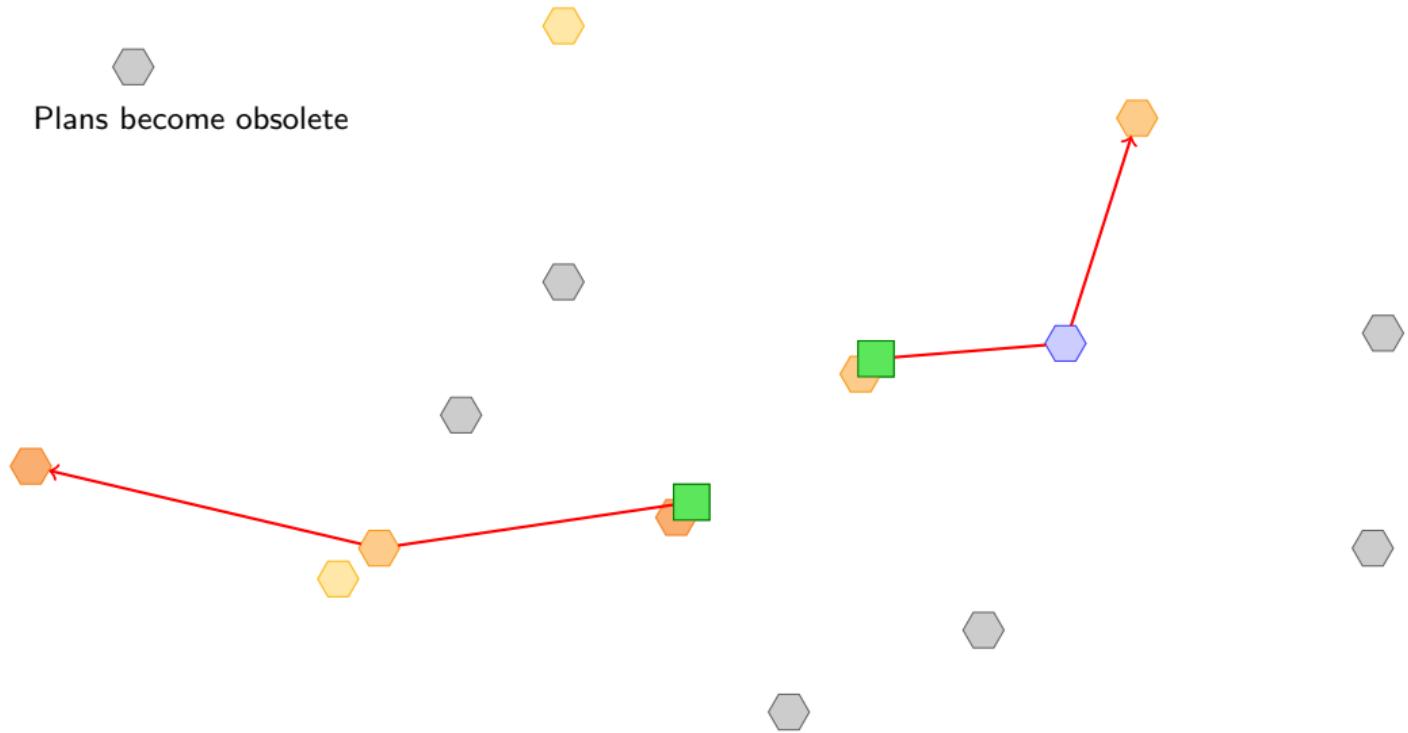
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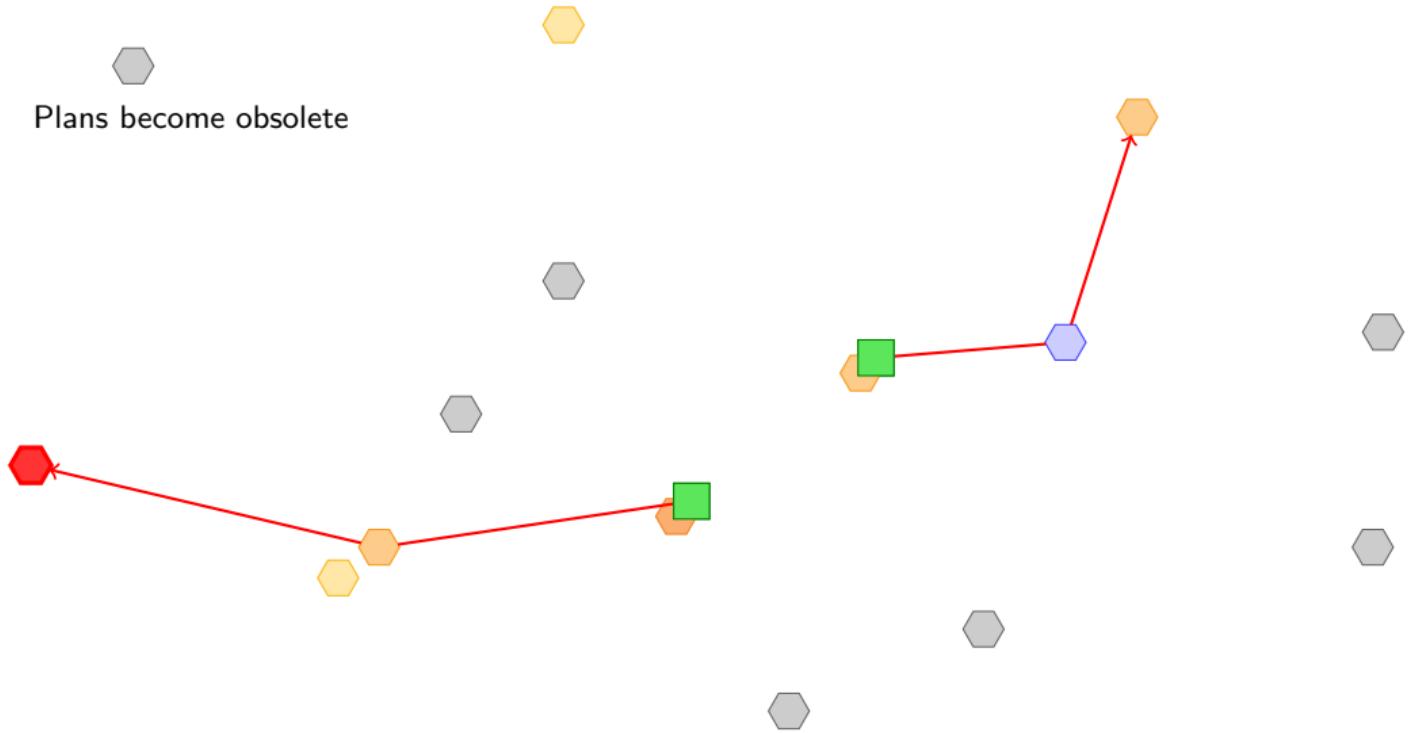
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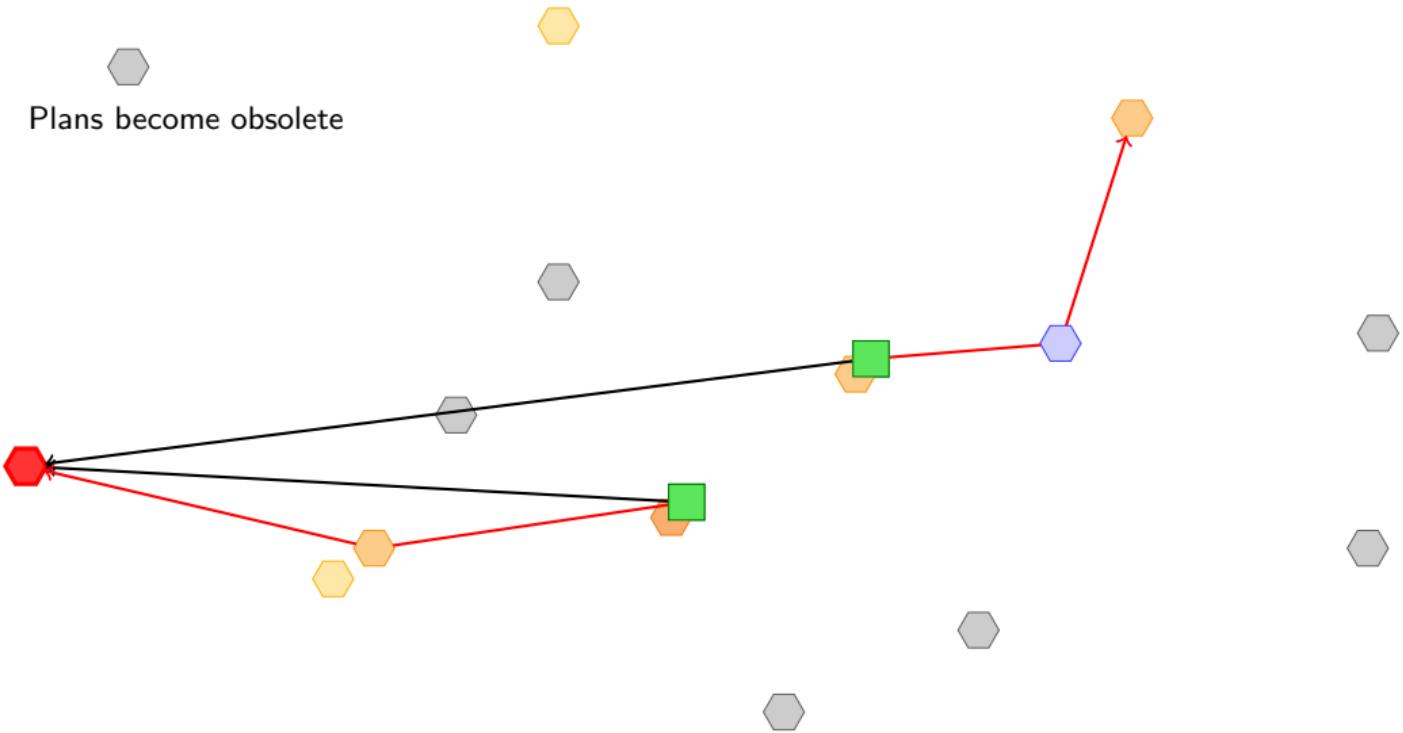
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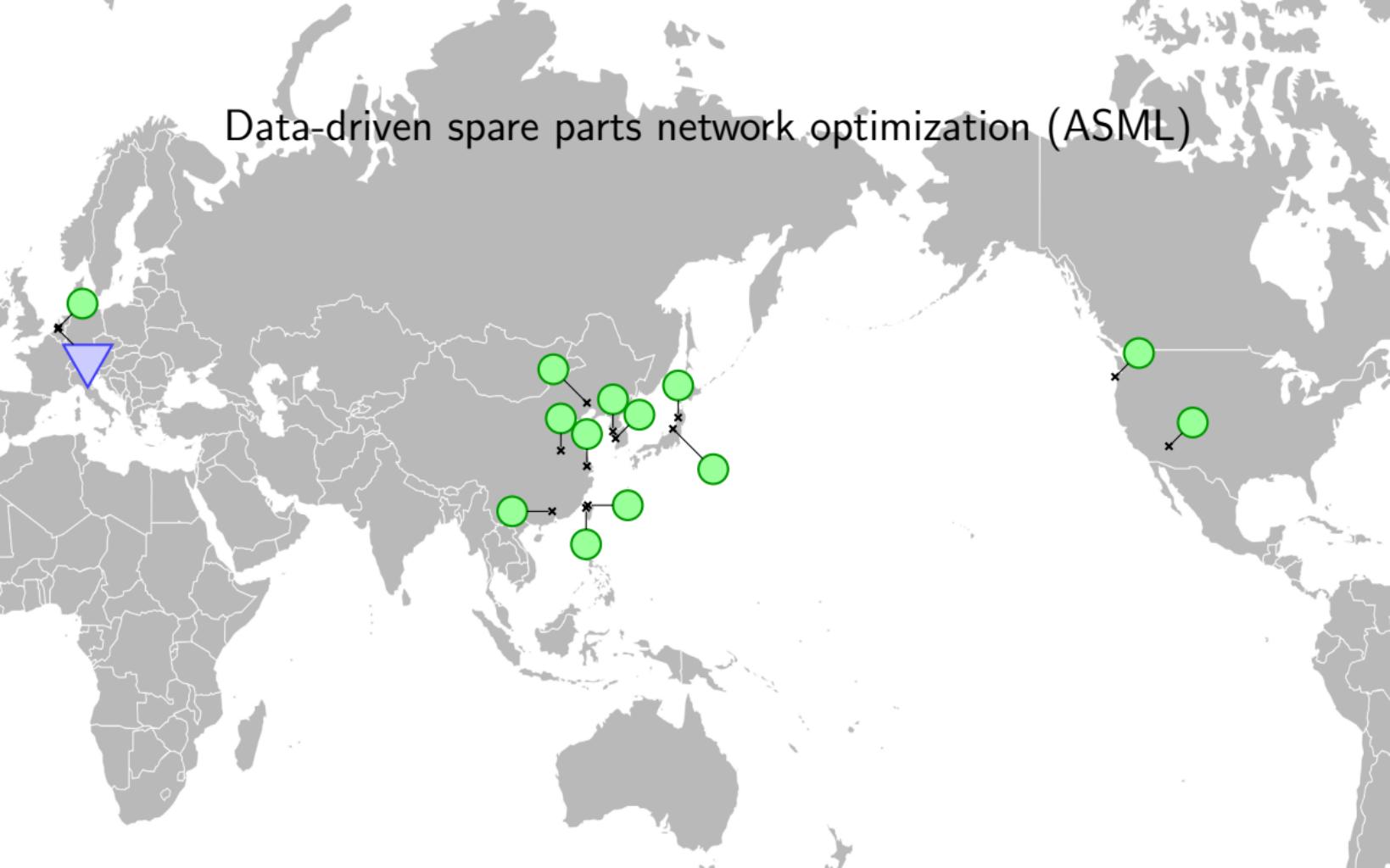
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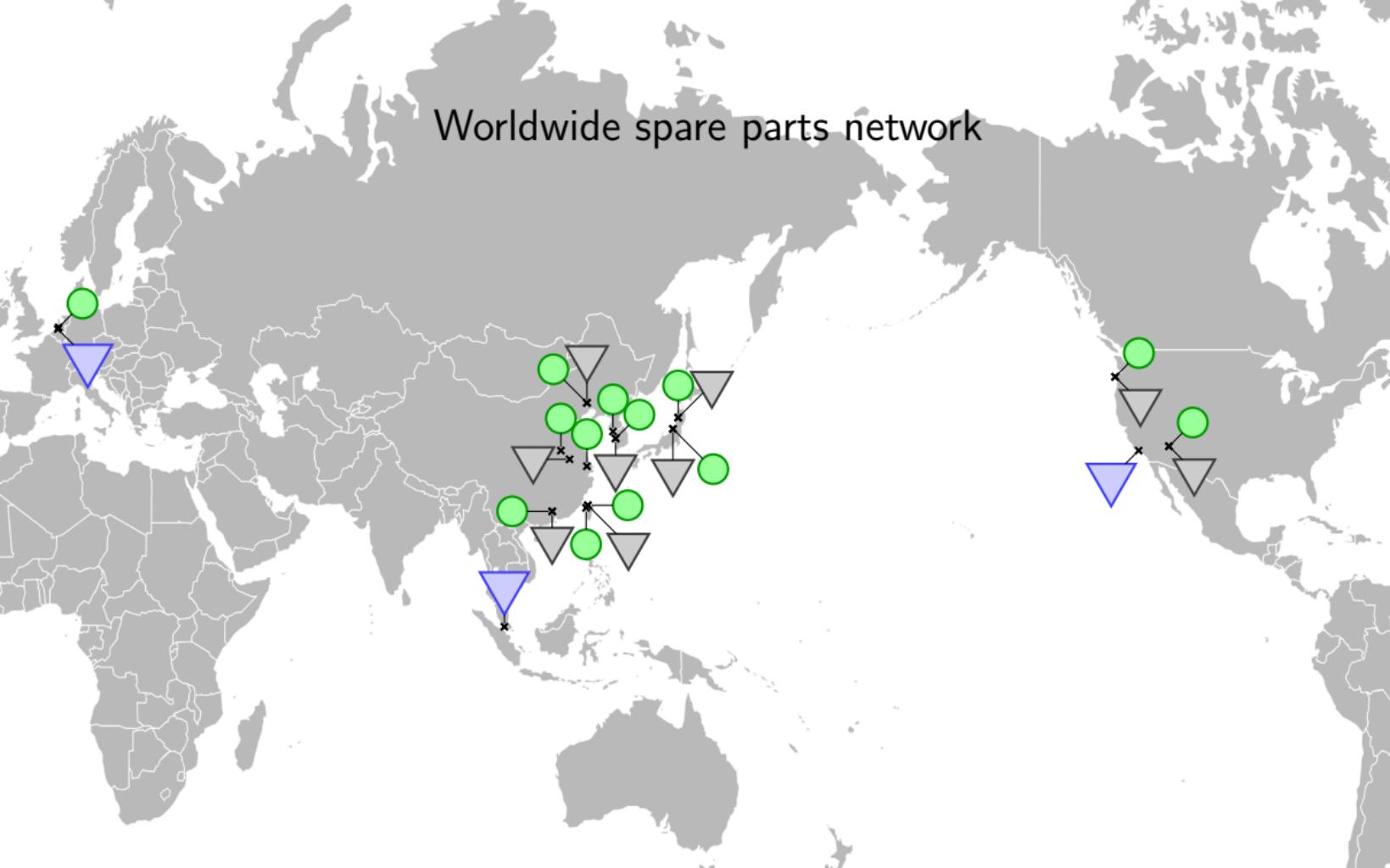
Example (with Philips)



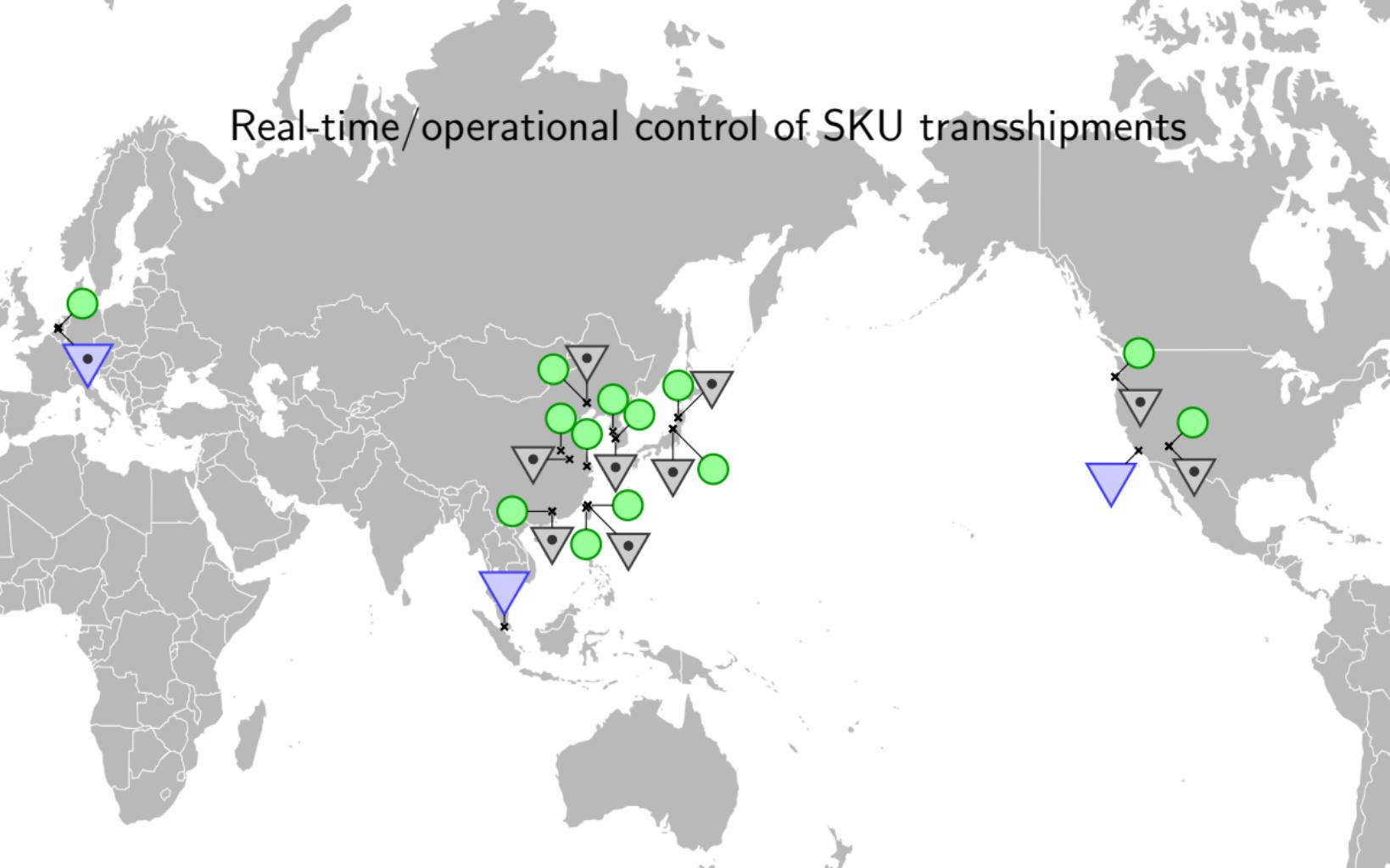
Data-driven spare parts network optimization (ASML)



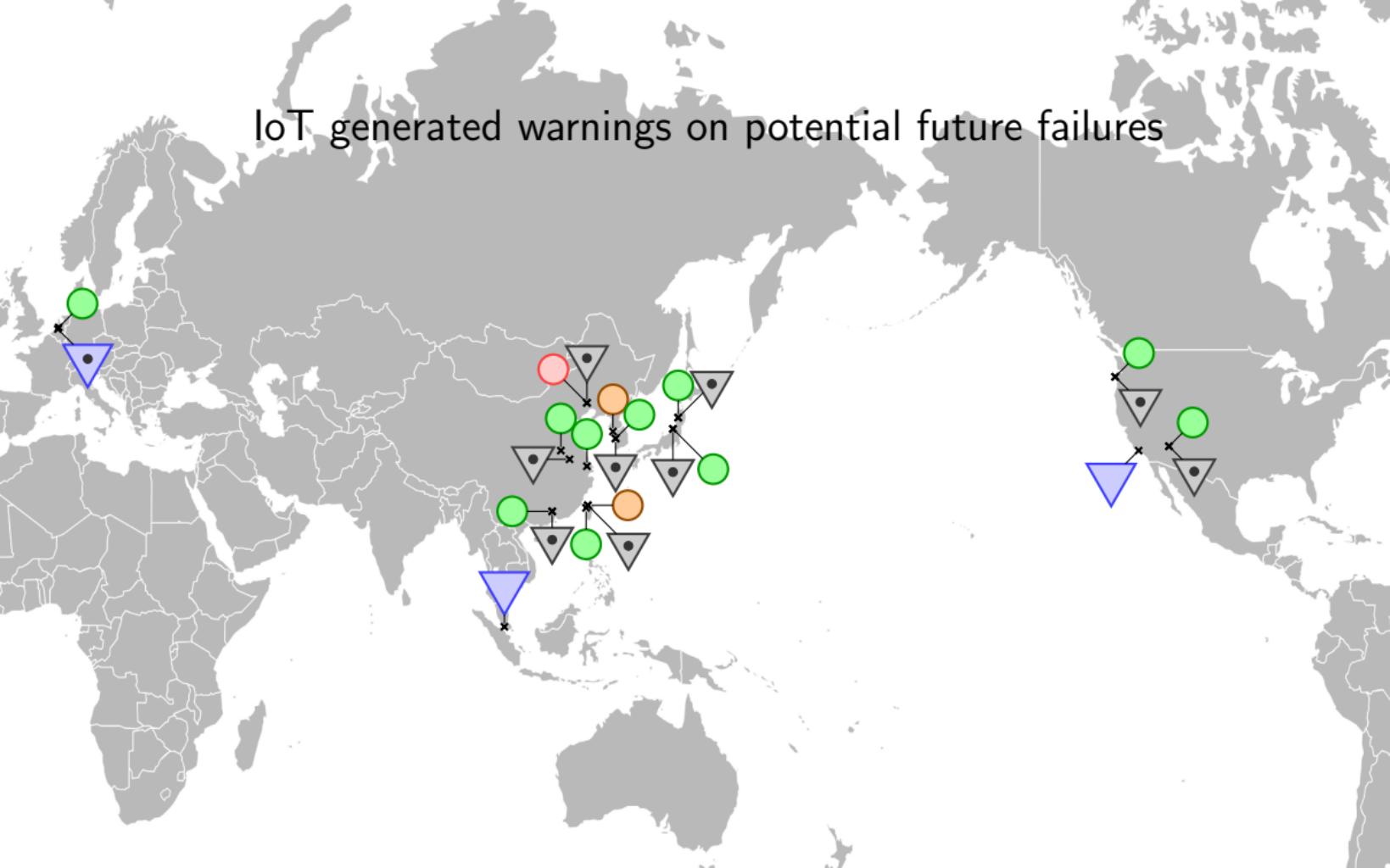
Worldwide spare parts network



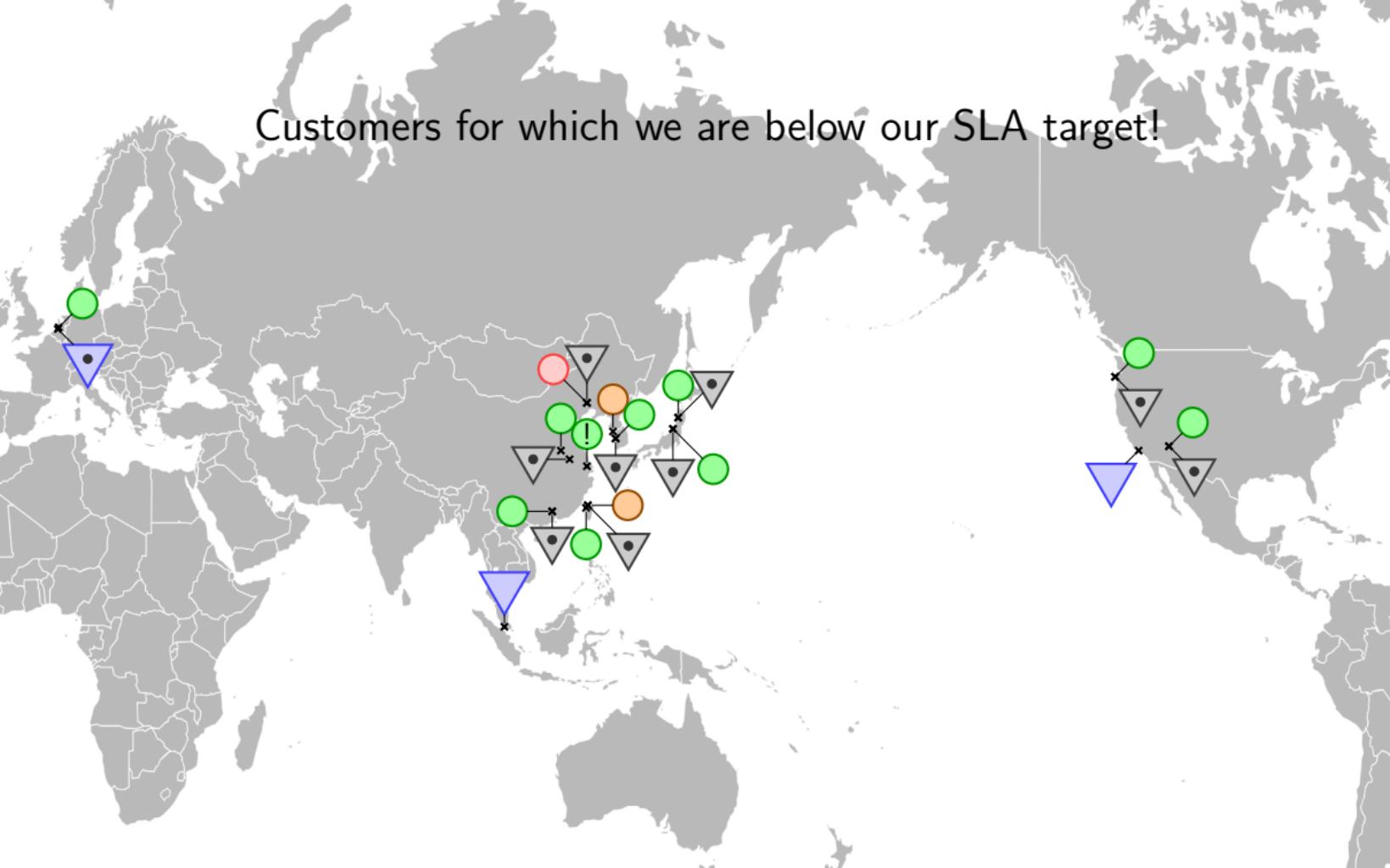
Real-time/operational control of SKU transshipments



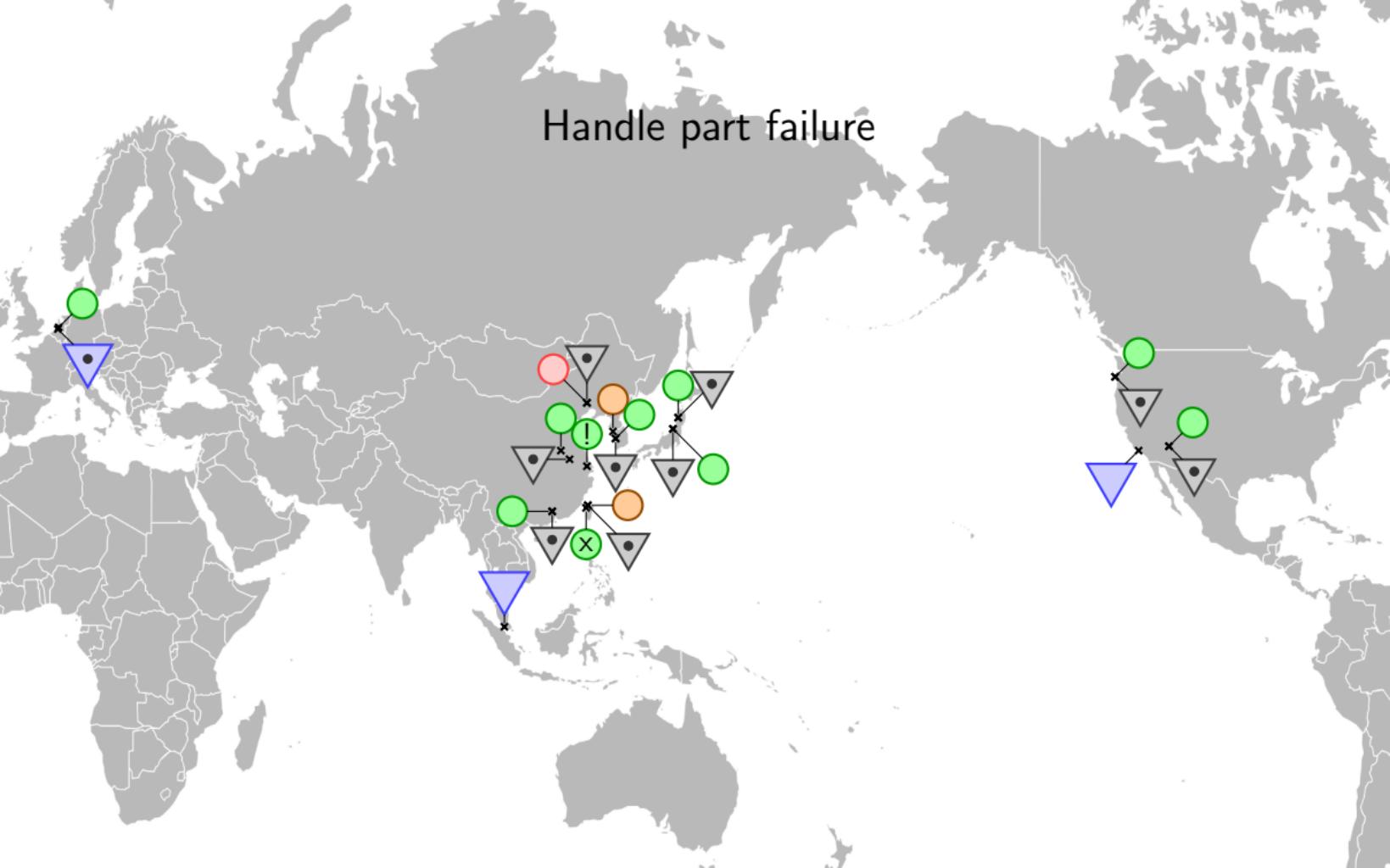
IoT generated warnings on potential future failures



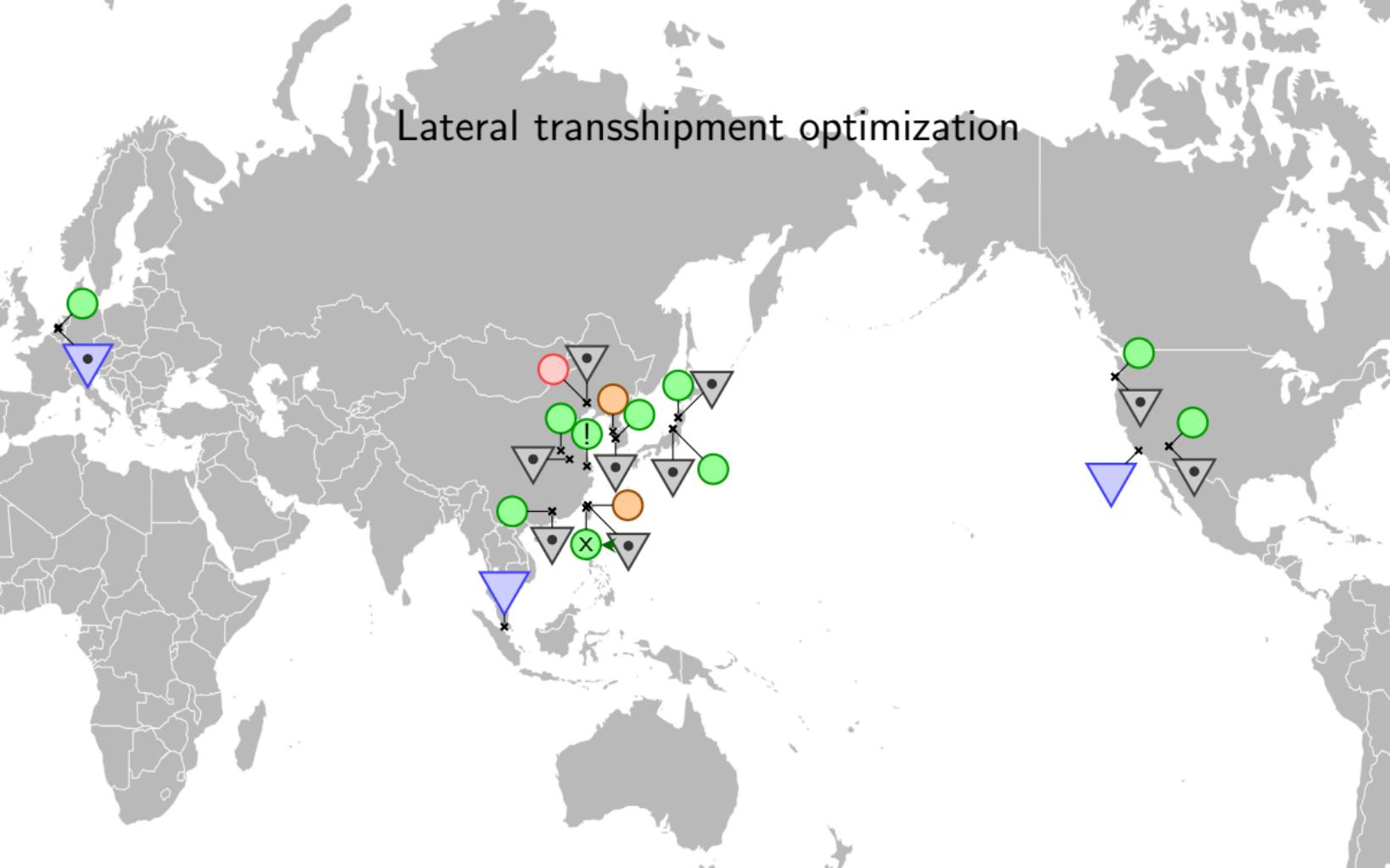
Customers for which we are below our SLA target!



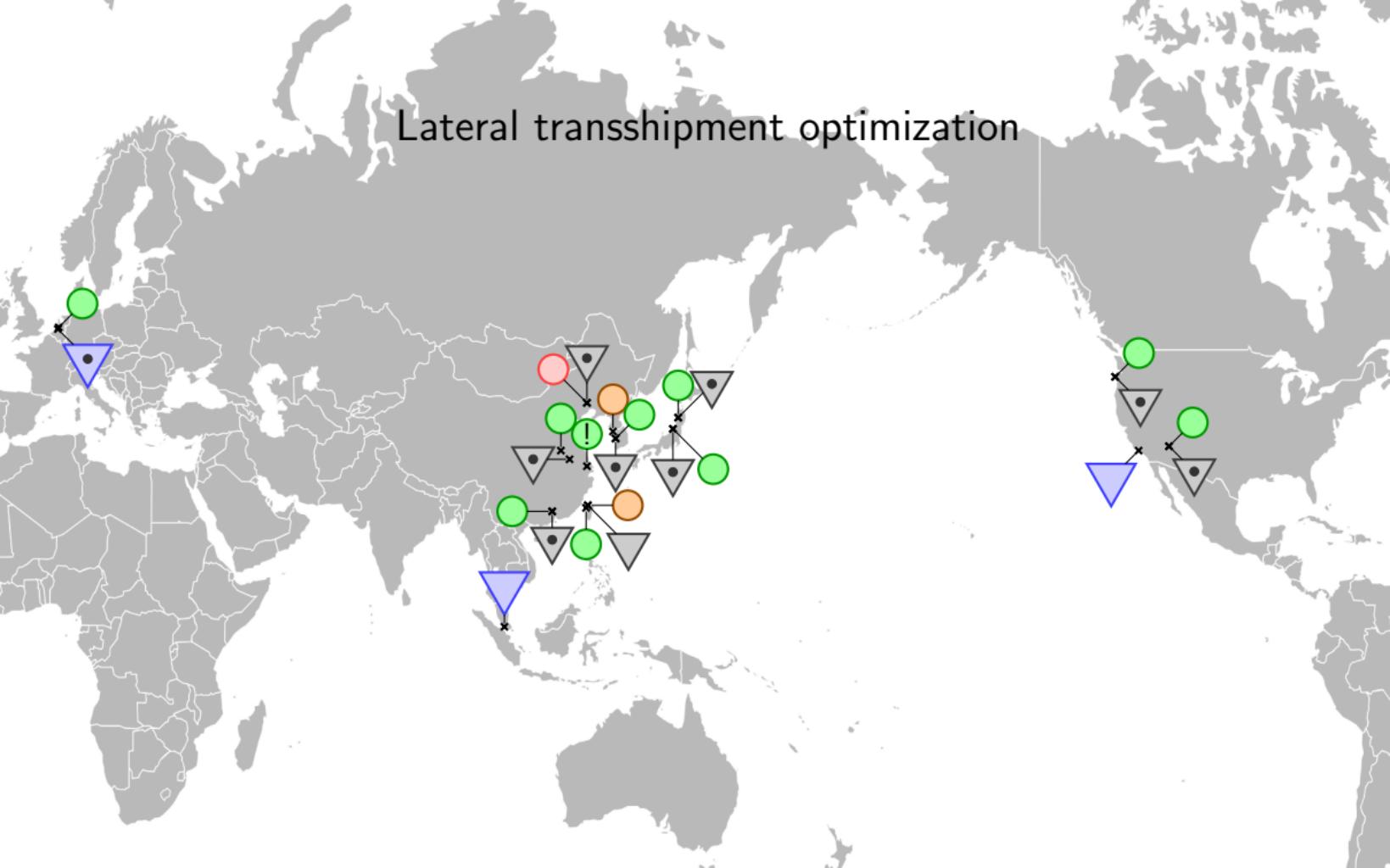
Handle part failure



Lateral transshipment optimization

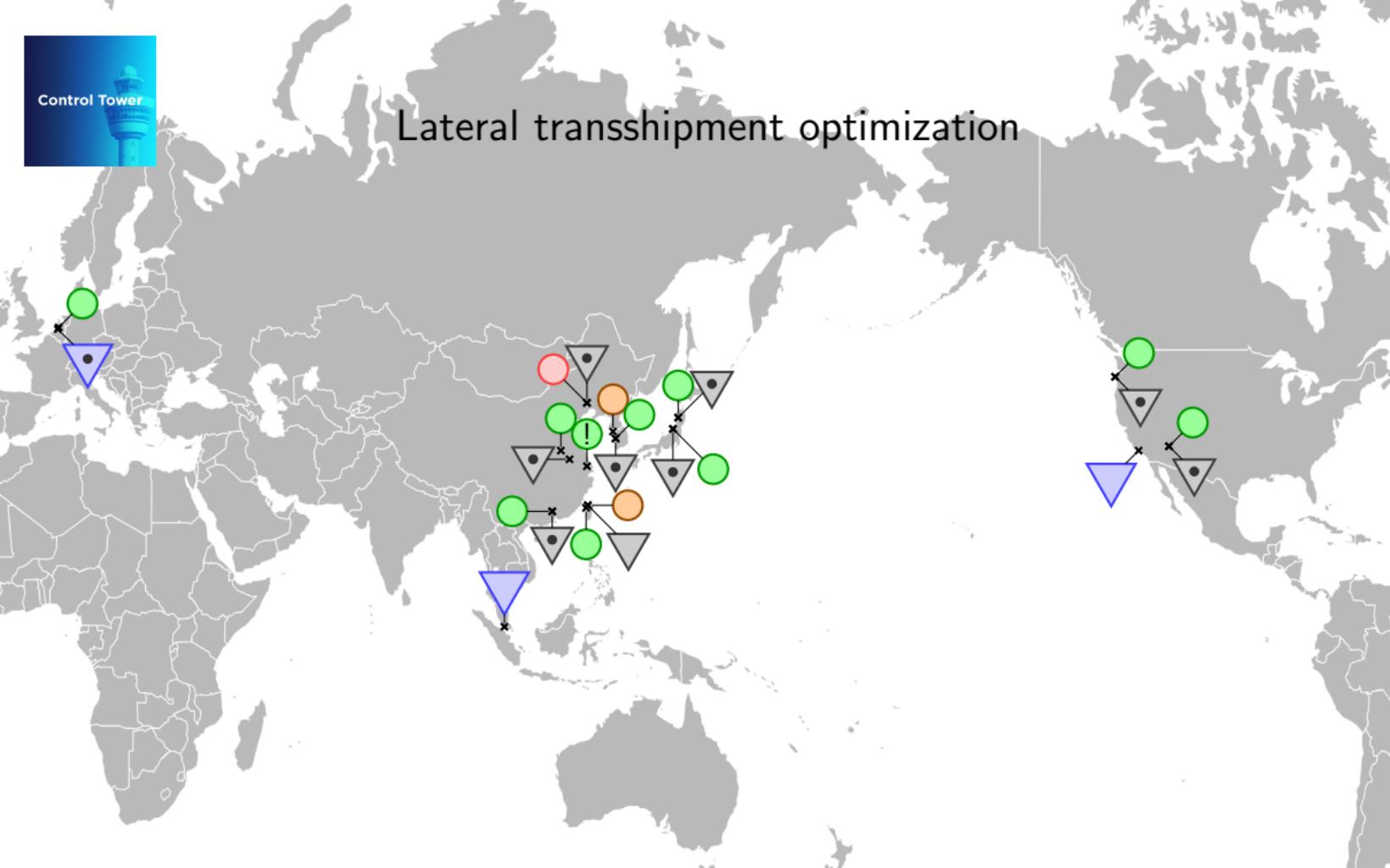


Lateral transshipment optimization



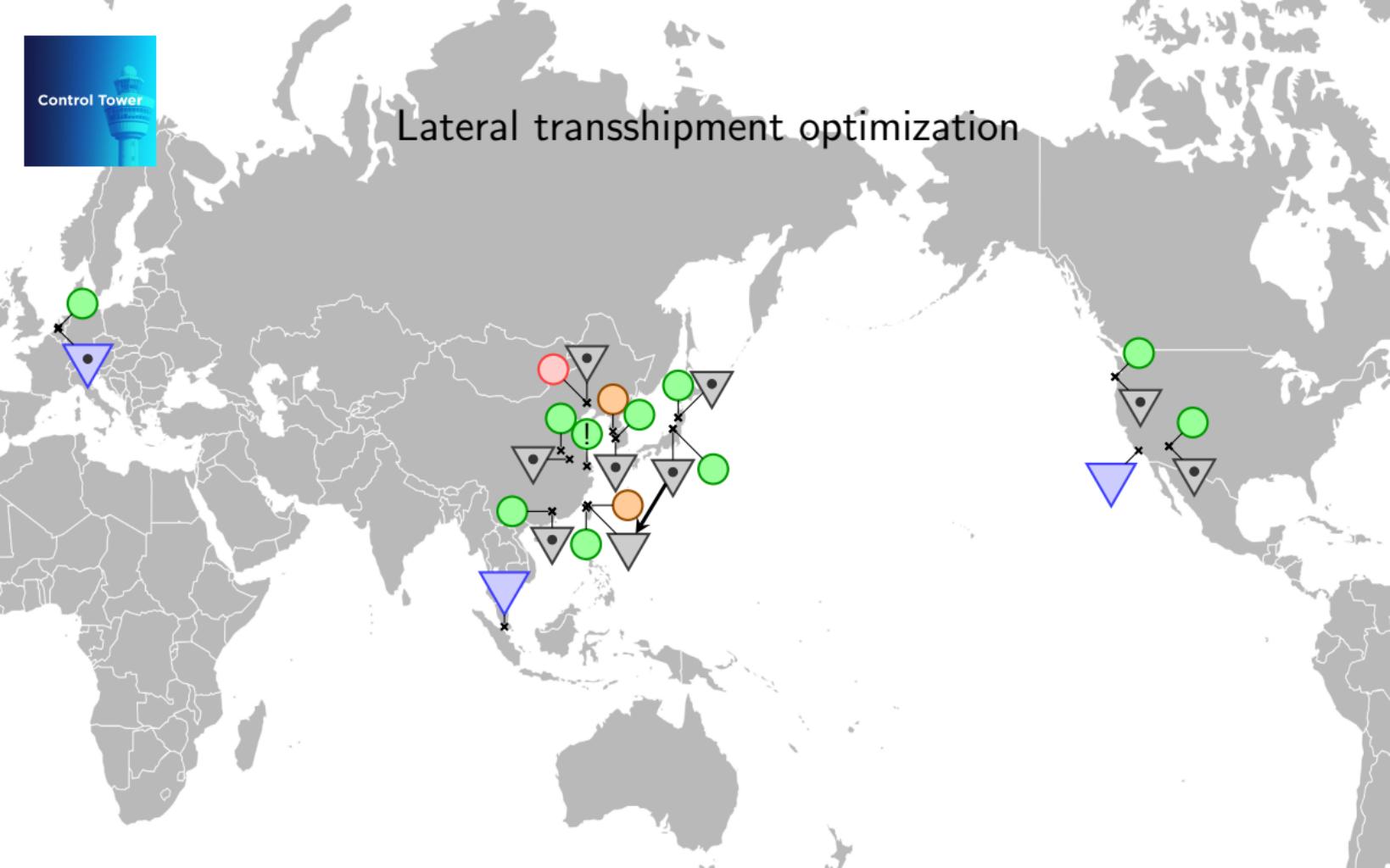


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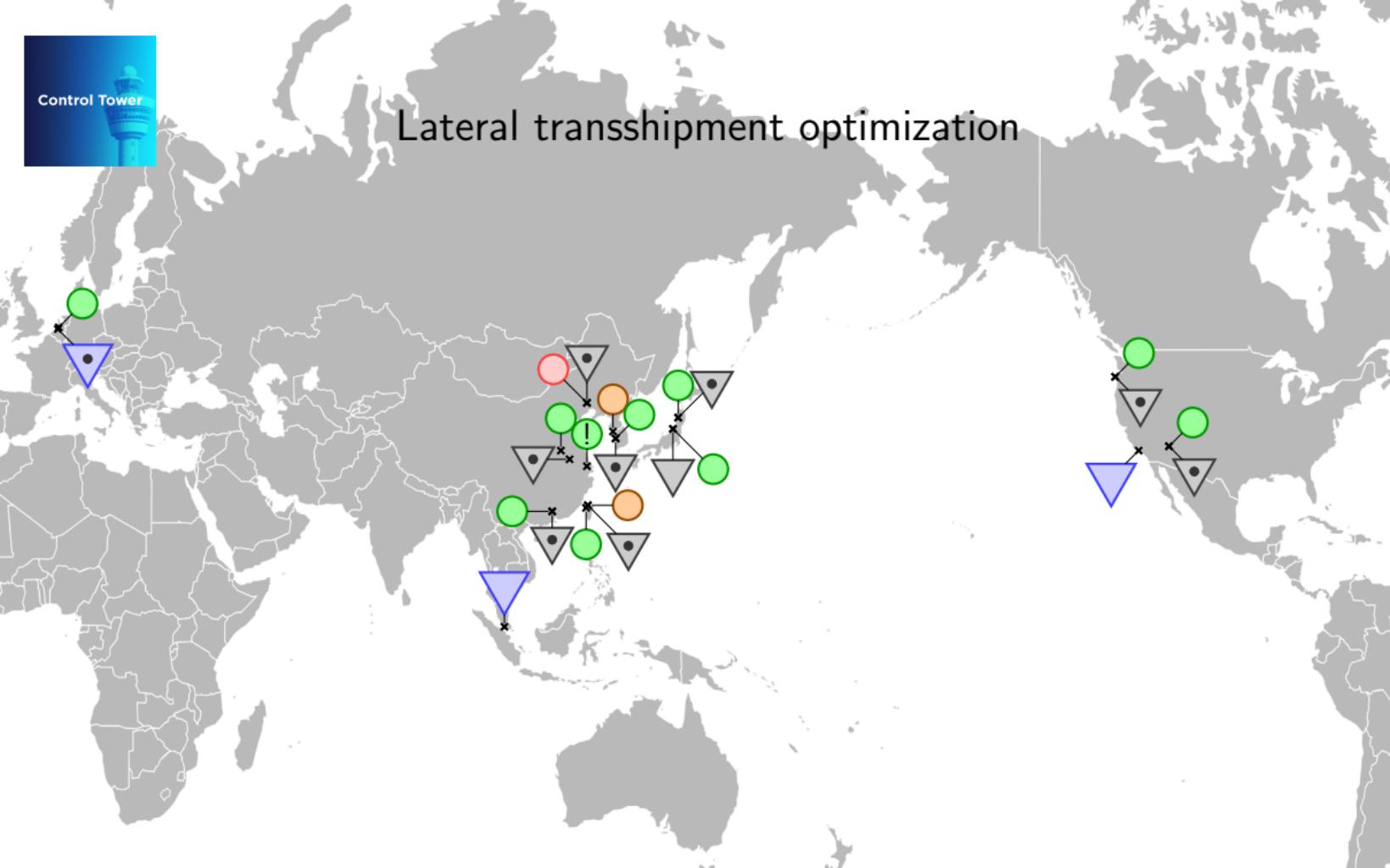


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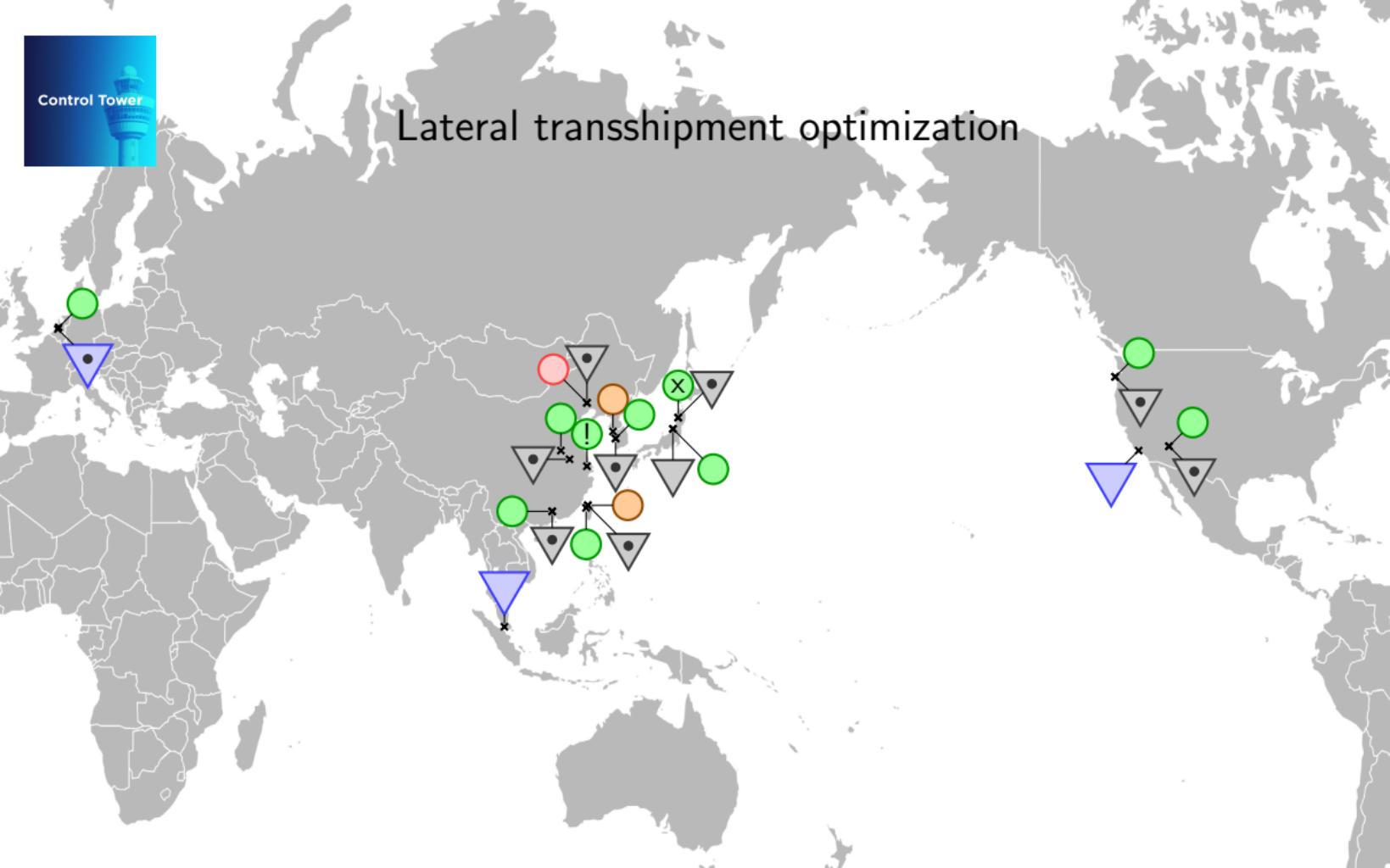


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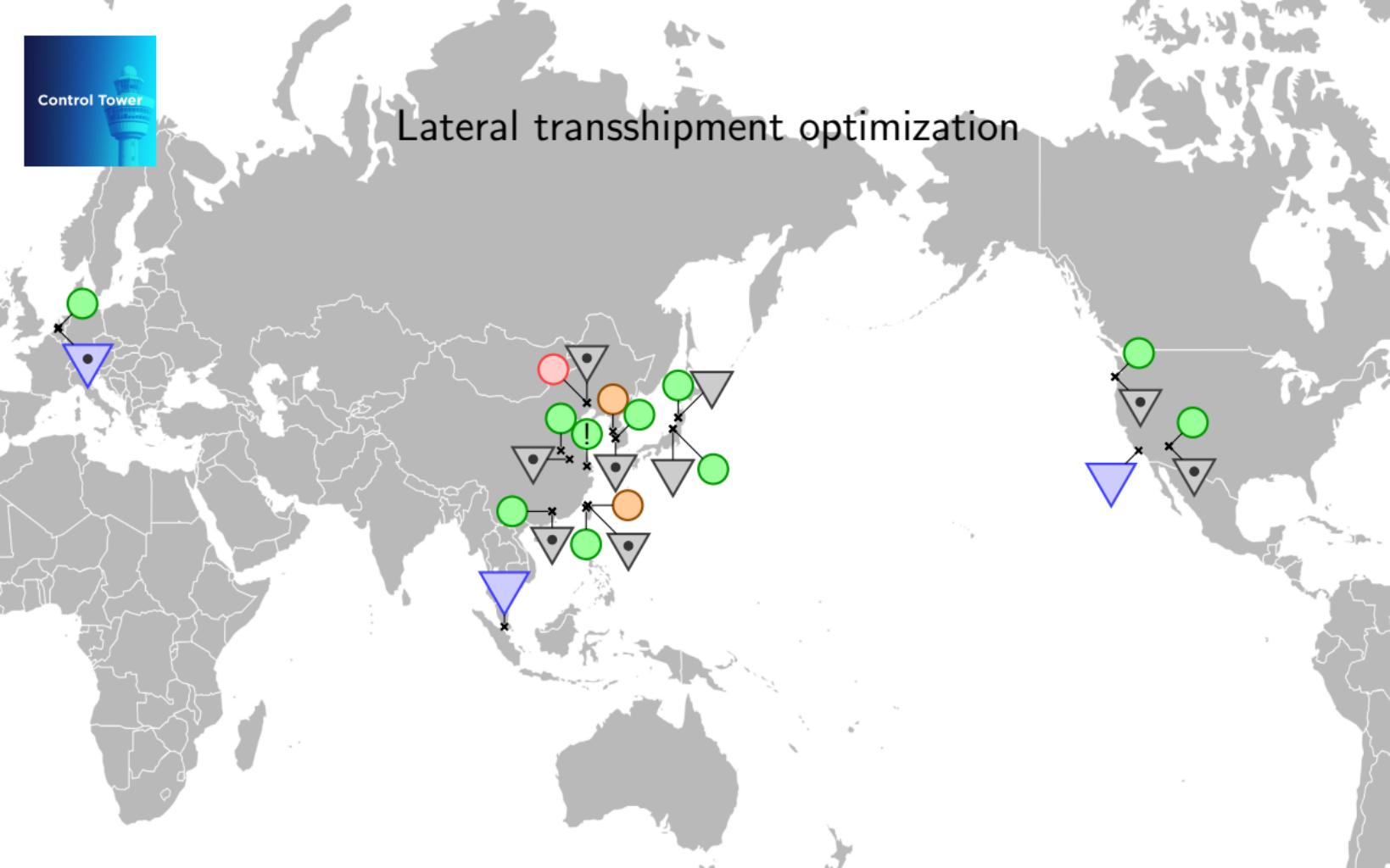


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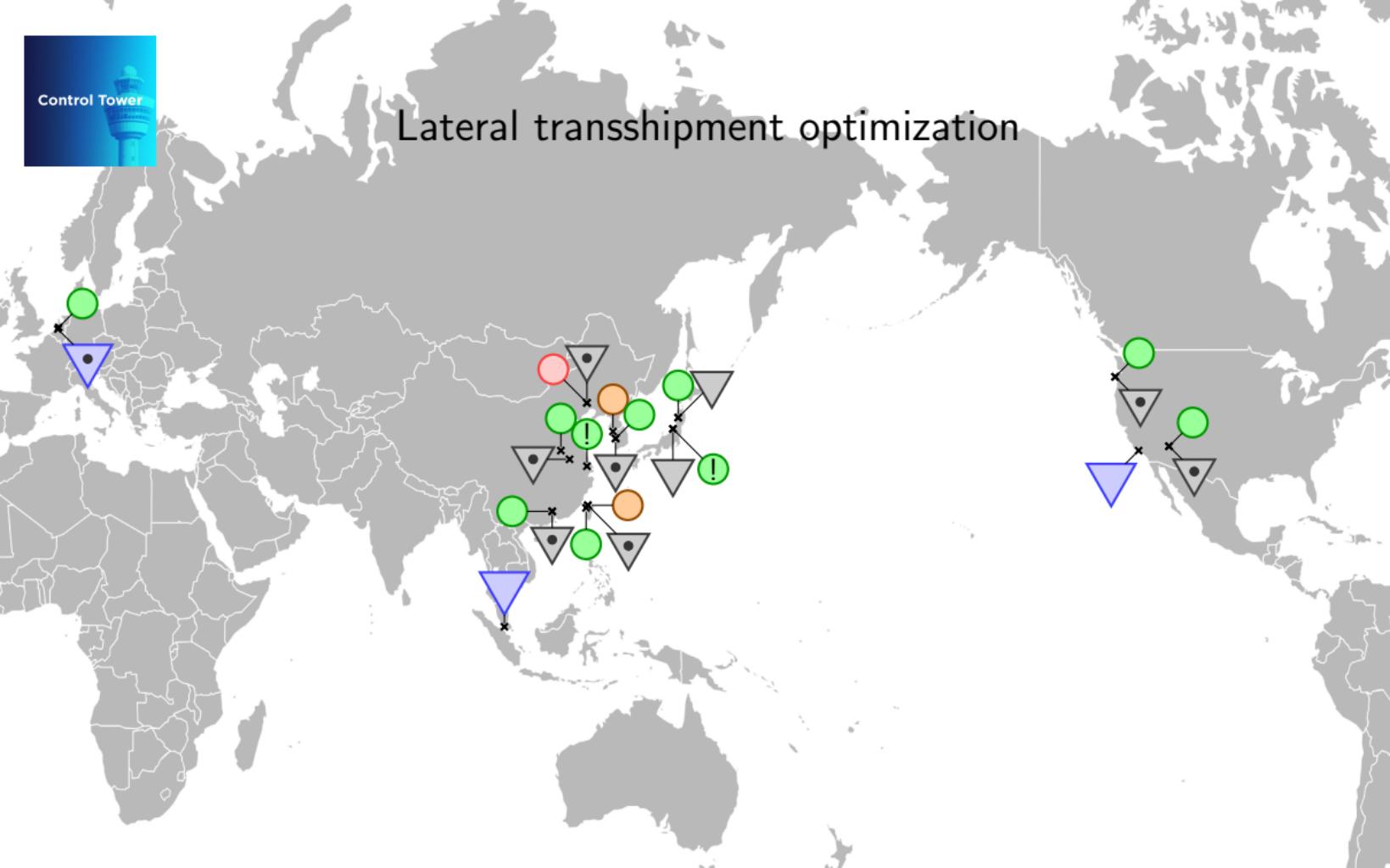


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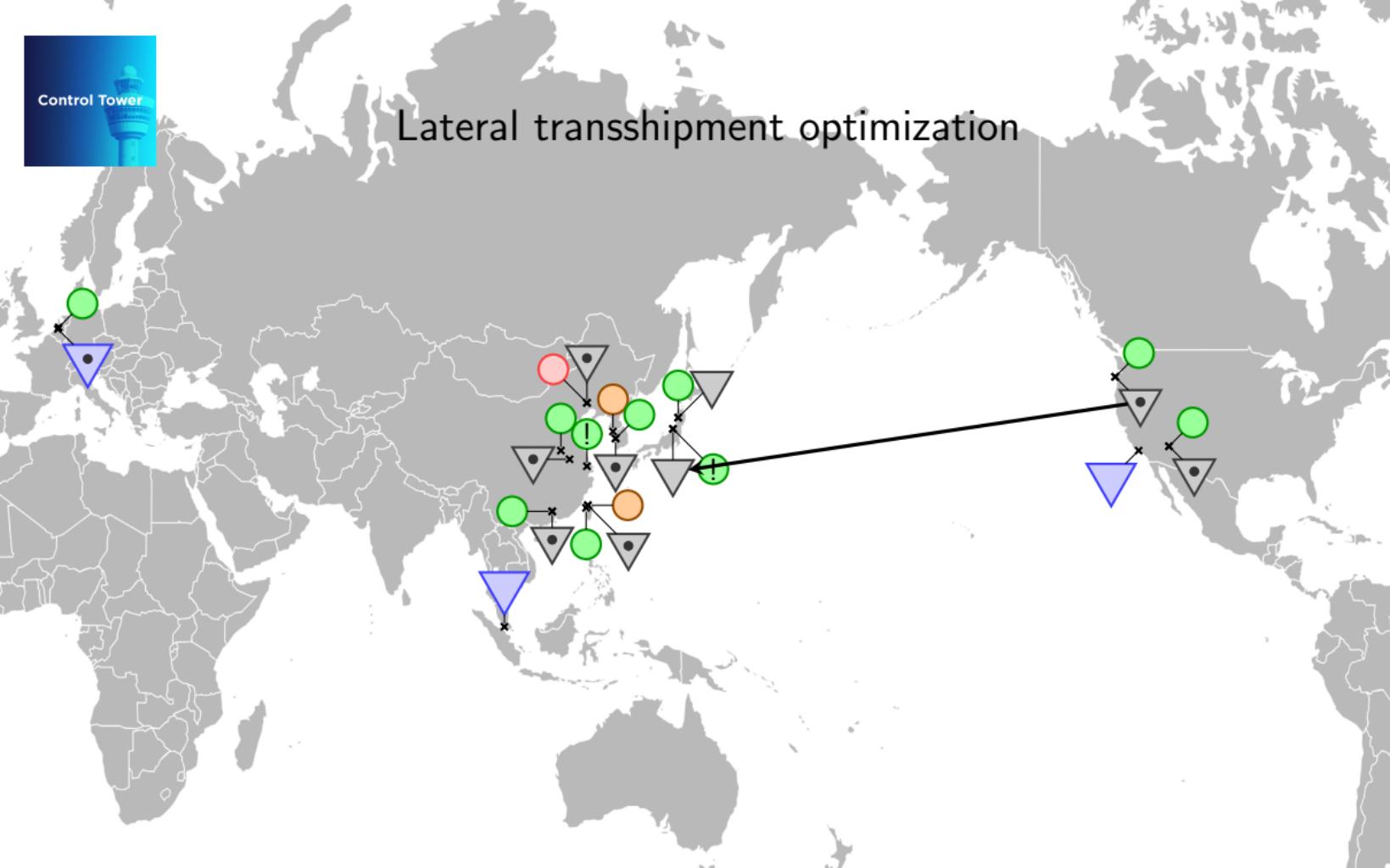


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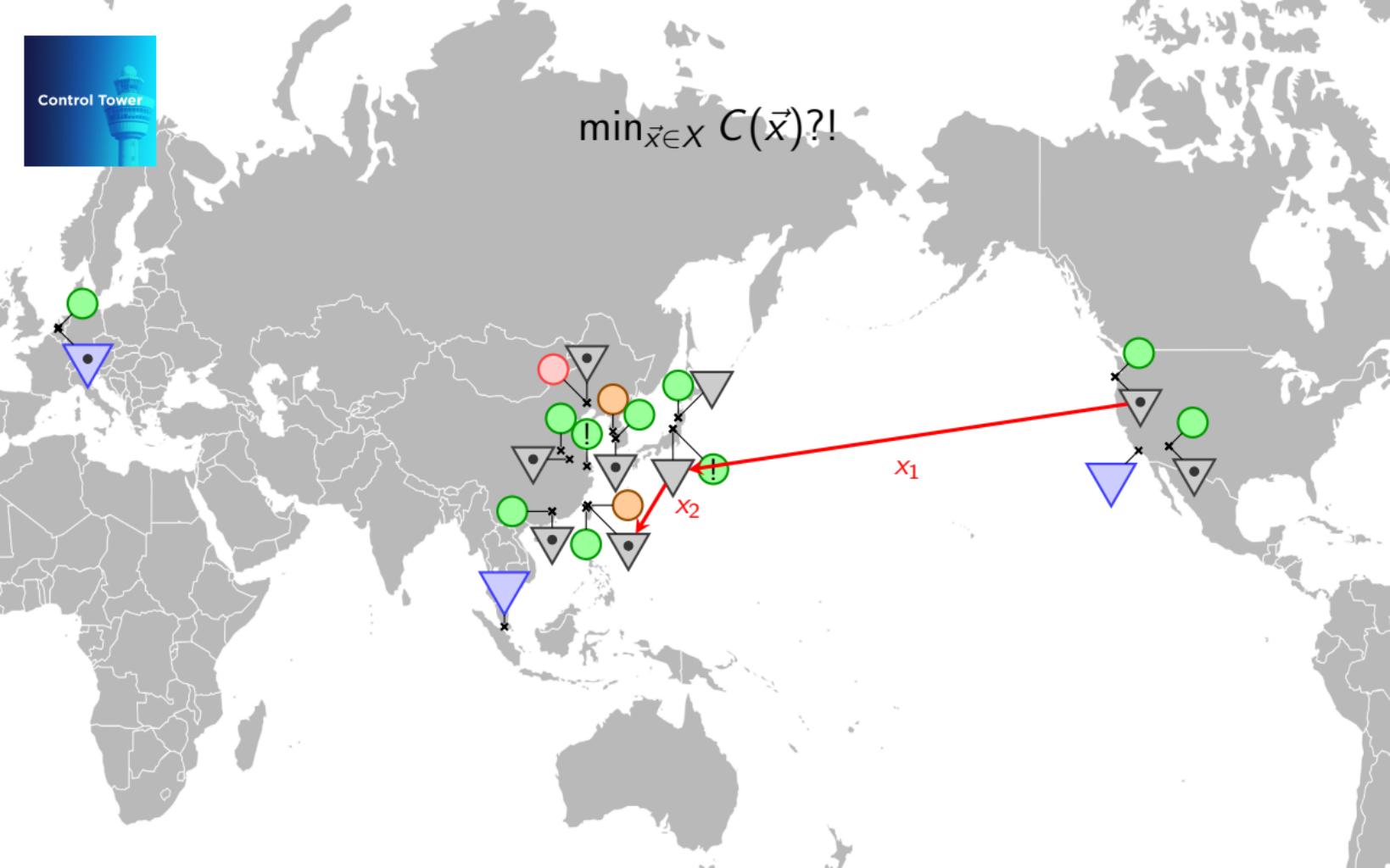
Lateral transshipment optimization





Control Tower

$\min_{\vec{x} \in X} C(\vec{x})?!$



Recap and outlook

$$\min_{\vec{x} \in X} c(\vec{x})$$

The “puzzle” paradigm to optimization:

- Flexible
- Well-studied, tried, and trusted
- Joint optimization of decisions x_i that constitute $\vec{x} = \{x_1, x_2, \dots, x_n\}$.

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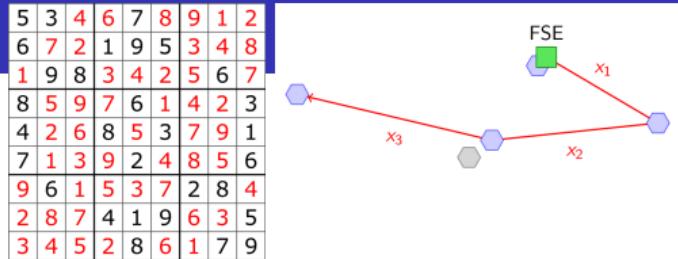
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Observation: Data-driven/online optimization is like a single-player “game”, where alternating decisions and random events determine the eventual outcome.

Puzzles and Games

Static “puzzles” are often NP-complete:

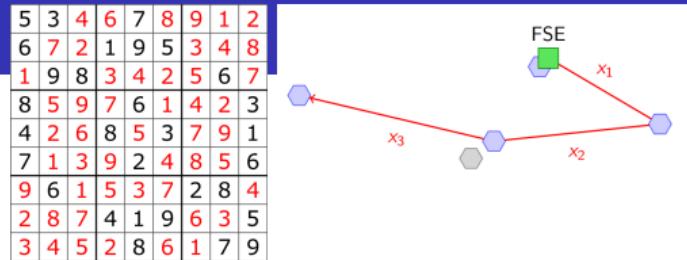
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Puzzles and Games

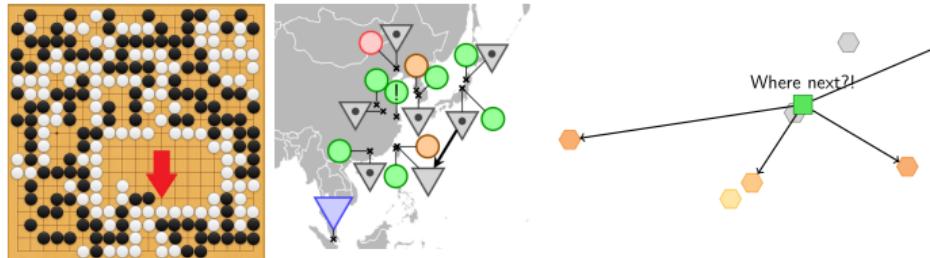
Static “puzzles” are often NP-complete:

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Dynamic “games” are often PSPACE-complete:

- Difficult to find a move that eventually enables a favorable outcome
- Evaluating the quality of a move is also difficult





Google DeepMind Challenge Match

8 - 15 March 2016

ALPHAGO
00:05:30

LEE SEDOL
00:28:28



AlphaGo

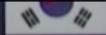
Lee Sedol



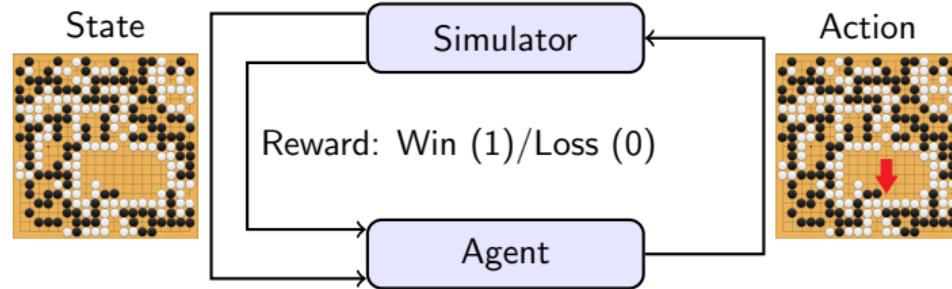
DRL powered software agent AlphaGo beats top player Lee Sedol (Silver et al, 2016)



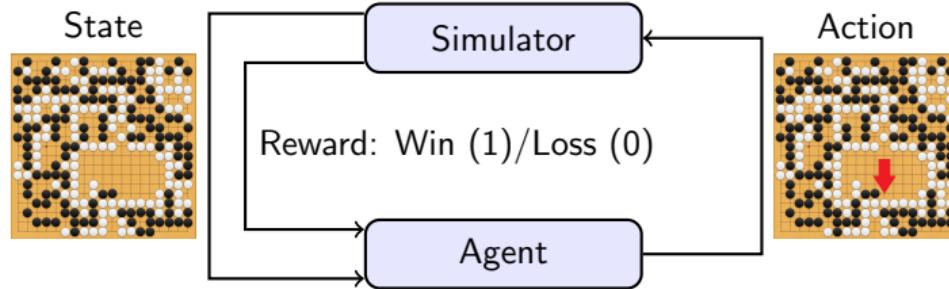
AlphaZero taught itself from scratch how to master Chess, Go & Shogi (2018)



Deep Reinforced Learning



Deep Reinforced Learning



Interesting:

- Learns solely from data
- Uses a neural network to predict good moves for board positions
- Single algorithm competitive for three PSPACE games
- Math underlying this is \sim Markov Decision Process
 - **Natural model for data-driven/online optimization problems**

AlphaZero/DRL: Anything new here?

“Single Deep Reinforcement Learning algorithm employs distributed computing to achieve superhuman performance in Go, Chess and Shogi.”

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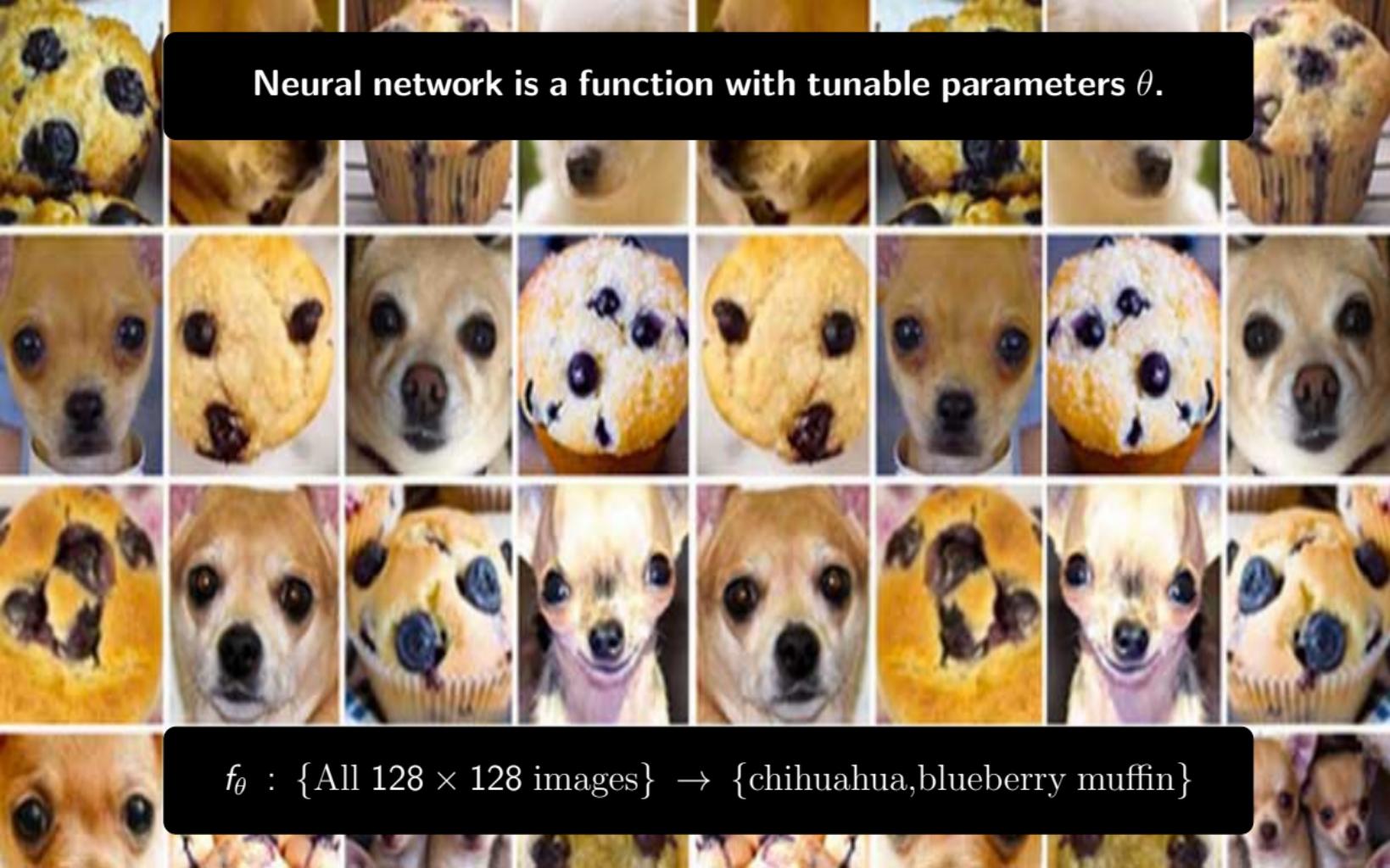
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- **Generic approach** for problems considered difficult - exciting!

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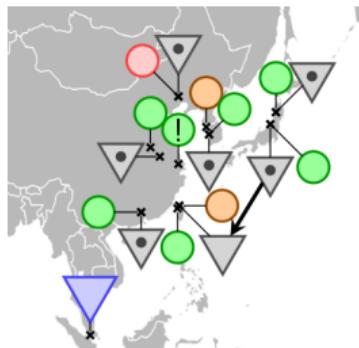
Neural network is a function with tunable parameters θ .

$$f_{\theta} : \{\text{All } 128 \times 128 \text{ images}\} \rightarrow \{\text{chihuahua, blueberry muffin}\}$$

Results for Operations Management

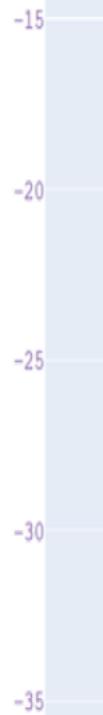
- Results “before” DynaPlex.
- DynaPlex
- Results with Dynaplex.

**Valentin Dmitrichenko (advised by Yingqian
Zhang, myself, and Douniel Lamghari-Idrissi)**

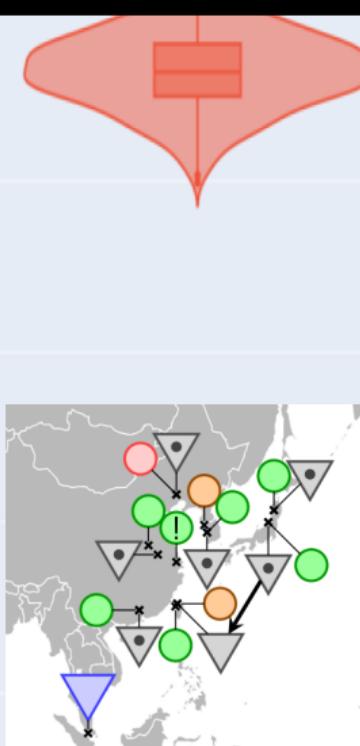


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Operational Costs

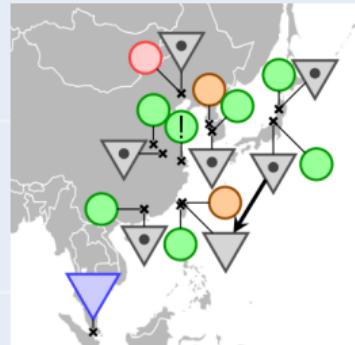


nora



ppo

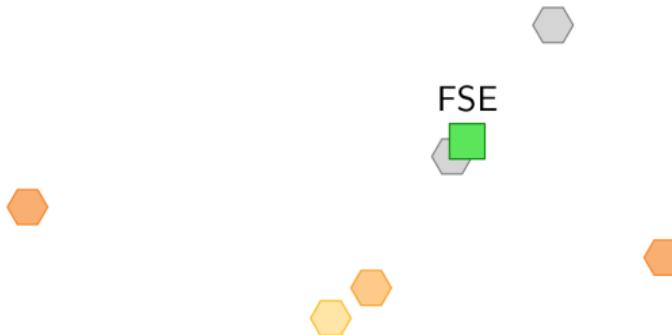
Agents



Dynamic Traveling Maintainer Problem with Alerts

*n*QR-DDQN (L_0)

M1-Q1	16.365 [16.171, 16.56]	124.96 [123.541, 126.378]	32.804 [32.443, 33.165]
M1-Q4	8.806 [8.608, 9.004]	47.408 [46.894, 47.922]	14.513 [14.343, 14.683]
M2-Q2Q3	25.139 [24.935, 25.343]	202.311 [200.675, 203.946]	46.995 [46.609, 47.381]
M4-Q2Q3	92.654 [90.736, 94.571]	470.625 [467.640, 473.611]	106.525 [105.717, 107.334]
M6-Q2Q3Q4	176.642 [175.234, 178.051]	711.188 [705.789, 716.586]	159.527 [158.294, 160.760]
M6-Q2Q3Q4-C		347.500 [344.986, 350.014]	



Observation: Publishing in OM requires beating very capable benchmarks!

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Project with 11 industrial partners and 2 universities (TU/e, UT)

Martijn Mes, Fabian Akkerman, Remco Dijkman, Yingqian Zhang, Riccardo Lo Bianco, Tarkan Temizöz, Luca Begnardi, Peter Verleijsdonk, Simon Voorberg, etc.

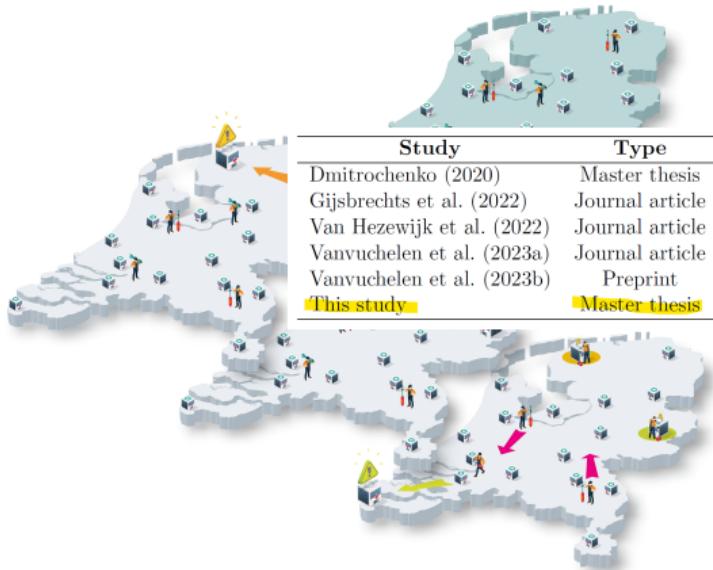
Goal - DRL framework focused on applications in OM:

- Design choices focused on usability within OM.
- Range of algorithms : DCL, PPO, ADP-type, ...
- Suitable for super-computing.

DynaPlex results



DynaPlex results



Schedule

10:00 Welcome and introduction round (Willem)

10:15 The why: Algorithms for online decision making in OM (Willem)

11:00 Break

11:05 The how: Value-based reinforcement learning (Martijn)

12:15 Lunch

13:10 The how: Policy-based reinforcement Learning and Benchmarking (Willem)

14:00 Break

14:15 The how: Neural Network Architectures in DRL (Zaharah)

15:00 Discuss own problem and possible approaches (in groups with coaching)

15:45 Pitch problem and solution ideas (2-minute pitch per group)

16:15 End

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