# Dynamic resource allocation problems in communication networks:

Introduction and the Finite Horizon Restless Bandit problem

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#### Introduction

Motivation

Mode

Finite horizon RE

## Acknowledgement

Thanks the CNI center (Centre for Networked Intelligence) and IIsc to have invited me. Huge thanks to Parimal, Preetam.

This course has been also elaborate during the project Ramonaas<sup>1</sup> (Regional Program STIC-AmSud):

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- Campus France/FR and the National Agency for Research;
- Innovation/UY (MOV\_CO\_2022\_1\_1011515)

<sup>&</sup>lt;sup>1</sup>Resource Allocation Methods for Optical Networks as a Service



## What do in Brest?



### Maths& Net

Goals: The Maths&Net team aims to design, describe, manage, secure and control various aspects of networks, in particular telecommunications networks. The team also works on other types of networks such as distributed ledgers or social networks.

#### **Permanent members**

- Prof. Sandrine Vaton (head of the team)
- Prof. Francoise Sailhan
- Associate Prof. Isabel Amigo
- Associate Prof. Alexandre Reiffers-Masson

**Non-permanent members:** Robin Duraz (Ph.D.), Sanaa Ghandi (Ph.D.), Ziad Tlaiss (Ph.D.), Colin Troisemaine (Ph.D.), Stanislas Mareschal de Charentenay (Ph.D.), Hajer Rejeb (Postdoc), Olivier Tsemogne Kamguia (Postdoc).

## Agenda of the course

# Part I: Provably efficient heuristics for solving large-scale resource allocation problems.

- Day I: Introduction to resource allocation problem and MDP and Restless Bandit in Finite Horizon.
- Day II: Weakly coupled MDP and the resolving heuristic.
- Day III: Constrained Finite Horizon Stochastic Optimization Problems.

#### Part II: Machine Learning for Resource Allocation Problems

- Day IV: Online and Distributed algorithm for Resource Allocation Problem with unknown parameters.
- Day V: Deep-learning applied to Resource Allocation Problems.

## Objectives of the course

- Provably efficient heuristics for solving large-scale resource allocation problems
  - 1. Design heuristics and prove asymptotically optimal properties.
  - 2. Code the heuristic in python using *cvxpy*.
- Machine Learning for Resource Allocation Problems
  - 1. Learn fundamental theoretical results to study the performance of Gradient-descent type of algorithms.
  - 2. Learn recent theoretical results to study the performance of Neural Networks (expressive power of neural networks, convergence and generalization).
  - 3. Code Neural Networks and DRL.

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## Machine Maintenance<sup>2</sup>

• Scenario: A collection of N machines which deteriorate under usage is maintained by a set of  $\alpha$  repairmen. Maintenance interventions will improve a machine's condition and may preempt costly breakdowns.

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- 1. The charging station obtains a reward of 1-c for each unit of electricity provides.
- If the station cannot fully charge the vehicle by the time it leaves, the station needs to pay a penalty proportional to the amount of unfulfilled charge.

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**Evolution:** The (Markovian) evolution of the state is given by:

$$S_k(t+1) = \begin{cases} (T_k(t) - 1, [B_k(t) - a_k(t)]_+) & \text{if } T_k(t) > 1, \\ (T, B) & \text{with prob. } Q(T, B) & \text{otherwise,} \end{cases}$$

where  $a_k(t)$  is the amount of electricity given to spot k at instant t.

## Other applications

- Wireless Communication;
- Web Crawling;
- Congestion Control;
- Queuing Systems;
- Cluster and Cloud computing;
- Target Tracking;
- Clinical Trials.

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# A quick recall on Markov chain

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The matrix  $P := [[p_{ss'}]]_{s,s'}$  is called the *transition matrix*.

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**Knowns parameters:**  $\mathcal{S}$ ,  $\mathcal{A}$ , reward  $R:=[[r_s^a]]_{s,a}$ , Horizon T, transition matrix  $P^a:=[[p_{s\,s'}^a]]_{s,s'}$ .

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#### Definition

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- 2. When a randomized Markov policy  $\pi_t$  is used, the probability that the Markov process evolves to S(t+1)=s' and action A(t)=a, knowing S(t)=s is given by  $p^a_{s,s'}\pi^a(s)$ .

# Mathematical formulation of the problem

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The Value function is given by:

$$V_1^*(x^0, T) = \min_{\pi} V_1^{\pi}(x^0, T)$$

# LP formulation

Let us define the following LP problem:

$$\min_{y \geq 0} \sum_{t=0}^{T-1} \sum_{s,a} R_s^a y_{a,s}(t) 
\text{s.t.} \quad y_{s,0}(t) + y_{s,1}(t) = x_s(t), \ \forall t \in [[0, T-1]], \ \forall s \in \mathcal{S}, 
x_s(t) = \sum_{s'} \sum_{a} y_{s',a}(t-1) p_{s',s}^a \ \forall t \in [[1, T-1]], \ \forall s \in \mathcal{S}, 
x_s(0) = x^0, \ \forall s \in \mathcal{S}$$
(3)

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# Equivalence

**Lemma:** Let  $y^*$  be a solution of (3). If for all  $0 \le t \le T-1$ , for all  $s \in \mathcal{S}$  and for all  $a \in \mathcal{A}$ , we define

$$\pi_t(a|s) = \left\{ \begin{array}{ll} y_s^a(t)/x_s^a(t), & \text{if } x_s^a(t) > 0, \\ 0 & \text{otherwise,} \end{array} \right.$$

then

$$V_1(x^0, T) = V_1^{\pi}(x^0, T).$$

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- We assume that the decision maker chooses a fraction  $0<\alpha<1$  of the N arms to be activated.

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### N-Arms Restless Bandit

### For each time-step $t = 0, \ldots, T-1$ :

- 1. The decision-maker gets full knowledge of the current system state  $S(t) := [S_1(t), \dots, S_N(t)] \in \mathcal{S}^N$ ;
- 2. Once S(t) has been observed, the decision-maker chooses a control  $A(t):=[A_1(t),\ldots,A_N(t)]\in\mathcal{A}^N$ , such that  $\sum_k A_k(t)\leq N\alpha$ ;
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**Objective:** Maximize the expected total sum of rewards over the  ${\cal T}$  time-steps.

**Knowns parameters:** S, A, reward  $R:=[[r_s^a]]_{s,a}$ , Horizon T, transition matrix  $P^a:=[[p_{s,s'}^a]]_{s,s'}$ .

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- $Y_{s,a}^{(N)}(t):=$  the fraction of arms in state s at time t for which decision a is taken.  $Y^{(N)}(t):=[Y_{s,a}^{(N)}(t)]_{s\in\mathcal{S},a\in\mathcal{A}}$  is the associated vector.

### Mathematical Formulation

$$\min_{\pi} \quad \sum_{t=0}^{T-1} \mathbb{E} \sum_{s,a} r_s^a Y_{a,s}^{(N)}(t) := V_{opt}^{(N)}(m(0), T)$$
 (4a)

s.t. Arms follow the Markovian evolution generated by  $\Pi_n p_{s_n,s_n'}^{a_n}$ , (4b)

$$Y_{0,s}^{(N)}(t) + Y_{1,s}^{(N)}(t) = M_s^{(N)}(t), \ \forall t \in [[0, T-1]], \ \forall s \in \mathcal{S}, \tag{4c}$$

$$\sum_{s,a} Y_{s,a}^{(N)}(t) \le \alpha \ \forall t \in [[0, T-1]],, \tag{4d}$$

$$M_s^{(N)}(0) = m_s(0), \ \forall s \in \mathcal{S}, \tag{4e}$$

where  $m_s(0) = \frac{1}{N} \sum_{k=1}^N I\{S_k(0) = s\}$  , for all  $s \in \mathcal{S}$ .

# Difficulty

The key difficulty of the N-Arms Restless Bandit problem is coming from:

$$\sum_{s} Y_{s,a}^{(N)}(t) \le \alpha \ \forall t \in [[0, T-1]],$$

which couples all the arms together.

#### Challenge of the day:

How to design an efficient heuristic to solve such problem?

## Outline of the approach

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$$\sum_{s} \mathbb{E}[Y_{s,a}^{(N)}(t)] \le \alpha, \ \forall t \in [[0, T-1]].$$

2. **Interpolation:** Construct a sequence of decision rules  $\pi_t: \Delta^d \to \Delta^{2d}$  which is optimal for the relaxed problem.

# Relaxed problem

$$\min_{\pi} \quad \sum_{t=0}^{T-1} \mathbb{E} \sum_{s,a} r_s^a Y_{a,s}^{(N)}(t) =: V_{rel}^{(N)}(m(0),T)$$
 (5a) s.t. Arms follow the Markovian evolution, (5b) 
$$Y_{0,s}^{(N)}(t) + Y_{1,s}^{(N)}(t) = M_s^{(N)}(t), \ \forall t \in [[0,T-1]], \ \forall s \in \mathcal{S},$$
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$$\sum_{s} \mathbb{E}[Y_{s,a}^{(N)}(t)] \leq \alpha \ \forall t \in [[0,T-1]],$$
 (5d) 
$$M_s^{(N)}(0) = m_s(0), \ \forall s \in \mathcal{S},$$
 (5e)

### LP formulation

Let us define the following LP problem:

$$\min_{y \geq 0} \sum_{t=0}^{T-1} \sum_{s,a} r_s^a y_{s,a}(t) =: V_{LP}(m(0), T)$$
s.t. 
$$y_{s,0}(t) + y_{s,1}(t) = m_s(t), \ \forall t \in [[0, T-1]], \ \forall s \in \mathcal{S},$$

$$m_s(t) = \sum_{s'} \sum_{a} y_{s',a}(t-1) p_{s',s}^a \ \forall t \in [[1, T-1]], \ \forall s \in \mathcal{S},$$

$$\sum_{s} y_{s,1}(t) \leq \alpha, \ \forall t \in [[0, T-1]],$$

$$m_s(0) = m^0, \ \forall s \in \mathcal{S}$$
(6)

### LP formulation

Let us define the following LP problem:

We denote by  $y^*:=[[[y^*_{s,a}(t)]]]_{s,a,t}$  the optimal solution of (6) and we also define  $m^*:=[[m_s(t):=\sum_a y^*_{s,a}(t)]]_{s,t}$ .

# Equivalence

#### Lemma:

$$\begin{array}{rcl} V_{rel}(m^0,T) & = & V_{LP}(m^0,T), \\ V_{opt}^{(N)}(m(0),T) & \geq & V_{LP}(m^0,T). \end{array}$$

We define the set of feasible control at time t by:

$$\mathcal{Y}(M^{(N)}(t)) := \left\{ y \in \mathbb{R}^{2d}_{+} | \sum_{s} y_{s,a} = M_s^{(N)}(t) \ \forall s \in \mathcal{S}; \ \sum_{s} y_{s,1} = \alpha \right\}$$

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We define the following projection operator:

$$\mathsf{Proj}_t(M^{(N)}) := \mathsf{argmin}_{y \in \mathcal{Y}(M^{(N)}(t))} \|y - y^*\|_2^2. \tag{7}$$

# Algorithm

### The Projection Policy

- Input: Initial system configuration vector m(0) and time horizon T.
- **Solve** (6) to obtain *y*\*;
- **Set**  $\hat{M} := m(0);$
- For  $t = 0, 2, \dots, T 1$  do:
  - 1. Projection step: Compute  $\hat{y}(t) := \text{Proj}_t(\hat{M})$ ;
  - 2. Rounding step: For all  $s \in \mathcal{S}$ , set:

$$\hat{Y}_{s,a}^{(N)}(t) = \left\{ \begin{array}{ll} N^{-1} \lfloor N \hat{y}_{s,1}(t) \rfloor & \text{if } a = 1, \\ \hat{M}_s - N^{-1} \lfloor N \hat{y}_{s,1}(t) \rfloor & \text{otherwise}. \end{array} \right.$$

- 3. Use control  $\hat{Y}^{(N)}$  to advance to the next time-step ;
- 4. Set  $\hat{M} := \text{current empirical distribution};$

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$$\hat{M}(t) \xrightarrow{\mathsf{Proj}_t(\hat{M}(t))} \hat{y}(t) \xrightarrow{\mathsf{Roun. step}} \hat{Y}_{s,a}^{(N)}(t) \xrightarrow{\mathsf{Trans. step}} \hat{M}(t+1)$$

**Remark:** We will see in the next theorem that the projection step can be replaced by map  $\pi(\cdot)$  such that:

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**Remark:** We will see in the next theorem that the projection step can be replaced by map  $\pi(\cdot)$  such that:

- 1. Admissible policy:  $\pi_t(M^{(N)}(t)) \in \mathcal{Y}(M^{(N)}(t))$ ,
- 2. LP-compatible policy:  $\pi_t(m^*(t)) = y^*(t)$ .

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Let  $\pi:=\{\pi_t\}_{0\leq t\leq T-1}$  be a continuous an admissible and continuous policy then

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# **Bibliography**

- The proof of the main theorem and more advance theorem can be found here: Gast, Nicolas, Bruno Gaujal, and Chen Yan. "The LP-update policy for weakly coupled Markov decision processes." arXiv preprint arXiv:2211.01961 (2022).
- If you want to find a lot of different applications, you can have a look at: Avrachenkov, Konstantin E., and Vivek S. Borkar. "Whittle index based Q-learning for restless bandits with average reward." Automatica 139 (2022): 110186.