



OSiL: An XML-based schema for stochastic programs

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Outline

- Motivation and review
- A four-stage investment problem
- OSiL format
- Conclusions and future work





Why a standard?

- Benchmarking
- Archiving
- Algorithm development
- Distributed computing
- Sharing of problem instances





Why XML?

- Existing parsers to check syntax
- Easy to generate automatically
- Tree structure naturally mirrors expression trees for nonlinear functions
- Arbitrary precision and name space
- Automatic attribute checking (e.g., nonnegativity)
- Querying capabilities via XQuery
- Encryption standards being developed
- Easy integration into broader IT infrastructure





Stochastic programs

$$\begin{aligned} & \min \quad & f_0(x_0) + f_1(x_0, x_1) + \ldots + f_T(x_0, x_1, \ldots, x_T) \\ & \text{s.t.,} \quad & G_0(x_0) & \sim b_0 \\ & & R_1(x_0) & & & \Delta r_1 \\ & & G_1(x_0, x_1) & & & \Delta b_1 \\ & \vdots & & \vdots & & \vdots \\ & & G_T(x_0, x_1, \ldots, x_T) & & & \Delta b_T \\ & & & l_0 \leq x_0 \leq u_0 \\ & & l_t \leq x_t \leq u_t, t = 1, \ldots, T \end{aligned}$$

Any data item with nonzero subscript may be random (including dimensions where mathematically sensible)

~ stands for arbitrary relations (\leq , =, \geq)

∆ means ~ with probability 1

or with probability at least β

or with expected violation at most v





Problem classes and time domain

- Single-stage problems
 - Mean-variance problems (Markowitz)
 - Robust optimization
 - Chance-constrained problems
 - Reformulated and solved as deterministic nonlinear problems





Problem classes and time domain (cont'd)

- Two-stage problems with recourse
 - Solved by
 - Deterministic equivalent methods
 - Benders decomposition
 - Stochastic quasigradient methods
 - Stochastic decomposition (Higle and Sen)
 - Monte Carlo sampling (Shapiro and Homem-de-Mello)
 - Regression approximation (Deák)
 - Distributions
 - Known
 - Approximated (by scenario generation)
 - Partially known (moments, distribution type, support, etc.)





Problem classes and time domain (cont'd)

- Multi-stage recourse models
 - Deterministic equivalent
 - Nested Benders decomposition
 - Progressive hedging
 - Multistage stochastic decomposition
 - Probabilistic constraints and risk measures can be added as "linking constraints"





Problem classes and time domain (cont'd)

- Horizon problems (Grinold, Sethi)
- Markov reward processes
- Continuous time problems





Example (Birge)

$$\max \sum_{s=1}^{S} p_{s}(w_{s} - \beta u_{s})$$

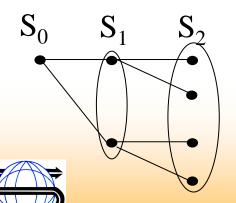
$$\text{s.t.} \sum_{i=1}^{I} x_{0i} = B$$

$$\sum_{i=1}^{I} \alpha_{0is} x_{0i} - \sum_{i=1}^{I} x_{1is} = 0, s \in S_{1}$$

$$\sum_{i=1}^{I} \alpha_{t-1,i,s} x_{t-1,i,a(s)} - \sum_{i=1}^{I} x_{tis} = 0, s \in S_{t}, t = 2, ..., T - 1$$

$$\sum_{i=1}^{I} \alpha_{T-1,i,s} x_{T-1,i,a(s)} + u_{s} - w_{s} = R, s \in S_{T}$$

 $x_{tis}, u_s, w_s \ge 0$



$$I = 2$$
, $T = 3$, $B = 55$, $R = 80$, $\alpha_{t1} = \{1.25, 1.06\}$, $\alpha_{t2} = \{1.14, 1.12\}$



Markup languages

- Intersperse text (data) and information about it (formatting, etc.)
- Examples
 - TeX (extensible through user \def)
 - HTML
 - VRML
 - XML





OSiL Schema

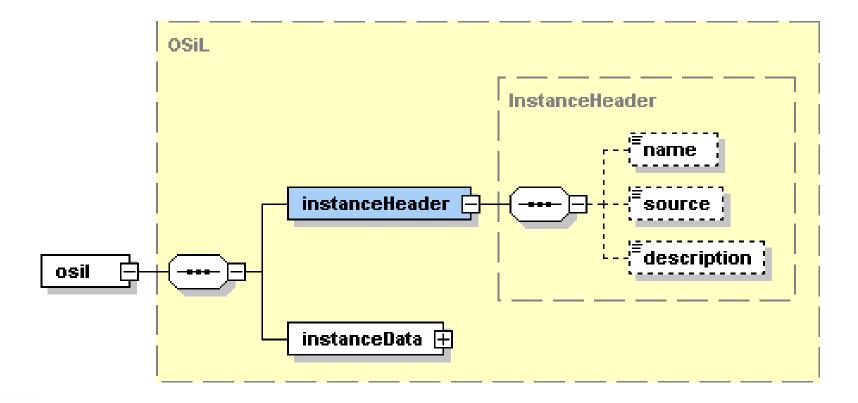
- Written in XML
- Very flexible
- Intended to handle as many types of mathematical programs as possible
 - Linear and integer
 - Nonlinear
 - Stochastic

– ...





OSiL Schema – Header information







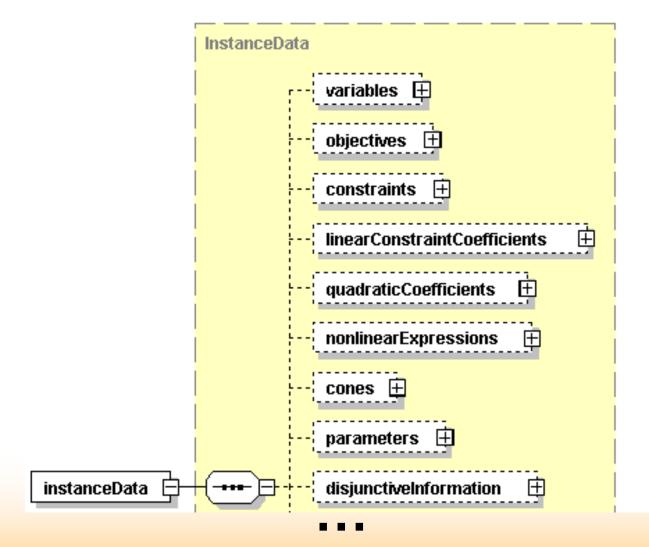
Header information – Example

```
<?xmlversion="1.0"encoding="UTF8"?>
  <osil xmlns="os.optimizationservices.org"</pre>
    xmlns:xsi=http://www.w3.org/2001/XMLSchemainstance
    xsi:schemaLocation="OSiL.xsd">
   <instanceHeader>
    <name>FinancialPlan_JohnBirge</name>
      <source>
         Birge and Louveaux, Stochastic Programming
      </source>
      <description>
         Three-stage stochastic investment problem
      </description>
   </instanceHeader >
   <instanceData>
   </instanceData>
  </osil>
```





OSiL Schema – Deterministic data







Instance data – Variables, objectives, constraints

```
<variables numberOfVariables="8">
  <var name="invest01" type="C" lb="0.0"/>
  <var name="invest02"/>
  <var name="invest11"/>
  <var name="invest12"/>
  <var name="invest21"/>
  <var name="invest22"/>
  <var name="w"/>
  <var name="u"/>
</variables>
<objectives numberOfObjectives="1">
  <obj maxOrMin="max" numberOfObjCoef= "2" lb="0.0">
    <coef idx="6"/>1.</coef>
    <coef idx="7"/>-4.</coef>
  </obi>
</objectives>
<constraints numberOfConstraints="4">
  <con name="budget0" lb="55" ub="55"/>
  <con name="budget1" lb="0" ub="0"/>
  <con name="budget2" lb="0" ub="0"/>
  <con name="budget3" lb="80" ub="80"/>
</constraints>
```





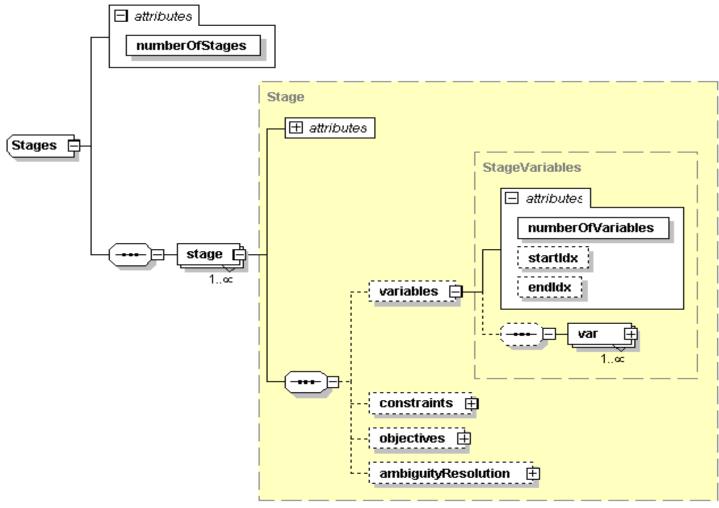
Instance data – Core matrix (sparse matrix form)

```
linearConstraintCoefficients
                                <rowIdx>
                                                  <value>
       numberOfValues="14">
                                  <el>0</el>
                                                     <el>1</el>
                                  <el>1</el>
                                                     <el>1.25</el>
  <start>
    <el>0</el>
                                  <el>0</el>
                                                     <el>1</el>
    <el>2</el>
                                  <el>1</el>
                                                     <el>1.14</el>
    <el>4</el>
                                  <el>1</el>
                                                     <el>1</el>
    <el>6</el>
                                  <el>2</el>
                                                     <el>1.25</el>
    <el>8</el>
                                  <el>1</el>
                                                     <el>1</el>
    <el>10</el>
                                  <el>2</el>
                                                     <el>1.14</el>
    <el>12</el>
                                  <el>2</el>
                                                     <el>1</el>
    <el>13</el>
                                  <el>3</el>
                                                     <el>1.25</el>
    <el>14</el>
                                  <el>2</el>
                                                     <el>1</el>
                                  <el>3</el>
                                                     <el>1.14</el>
  </start>
                                  <el>3</el>
                                                     <el>1</el>
                                  <el>3</el>
                                                     <el>-1</el>
                                </rowIdx>
                                                  </value>
```





OSiL Schema – Dynamic structure





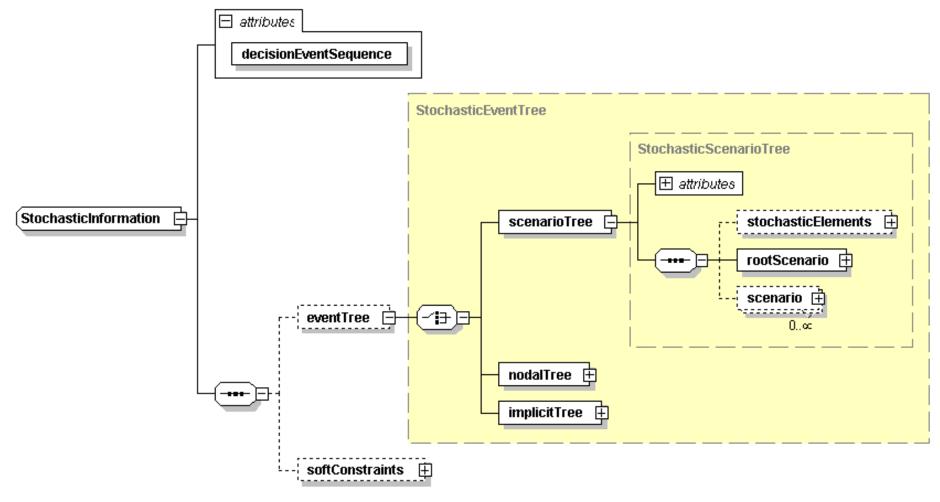


Dynamic information – Example

```
<stages numberOfStages="4">
  <stage>
     <variables numberOfVariables="2" startIdx="0" endIdx="1"/>
     <constraints numberOfConstraints="1" startIdx="0"/>
  </stage>
  <stage>
     <variables numberOfVariables="2" startIdx="2" endIdx="3"/>
     <constraints numberOfConstraints="1" startIdx="1"/>
  </stage>
  <stage>
     <variables numberOfVariables="2" startIdx="4" endIdx="5"/>
     <constraints numberOfConstraints="1" startIdx="2"/>
  </stage>
  <stage>
     <variables numberOfVariables="2">
       <var idx="6"> <var idx="7">
     </variables>
     <constraints numberOfConstraints="1" startIdx="3"/>
  </stage>
</stages>
```



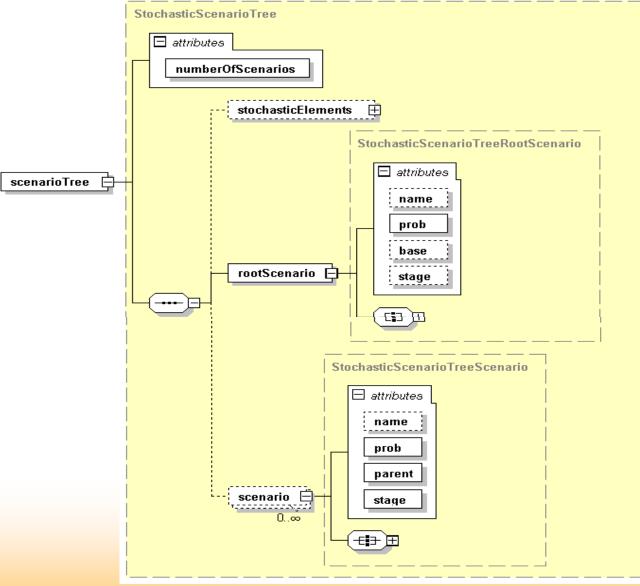
Explicit and implicit event trees







OSiL Schema – Scenario trees





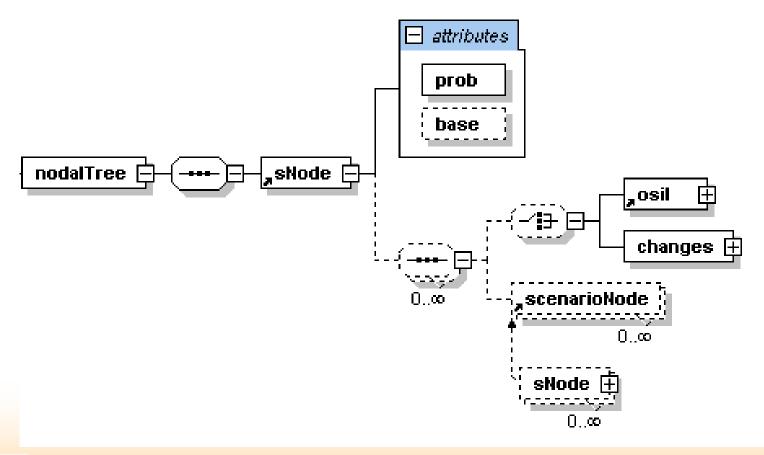


Scenario tree – Example





Node-by-node representation for stochastic problem dimensions







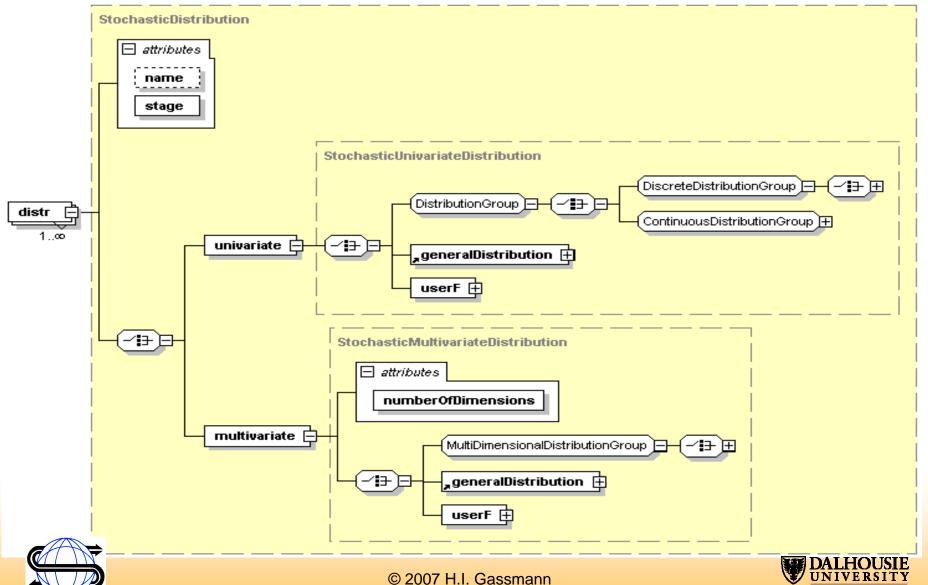
Node-by-node – Example

```
<stochasticInformation</pre>
       decisionEvenSequence="DecisionAfterEvent">
  <eventTree >
    <nodalTree>
       <sNode prob="1" base="coreProgram">
         <sNode prob="0.5" base="coreProgram">
            <sNode prob="0.5" base="coreProgram">
              <sNode prob="0.5" base="coreProgram"/>
              <sNode prob="0.5" base="firstSibling">
                 <changes>
                   <el rowIdx="3" colIdx="4">1.06</el>
                   <el rowIdx="3" colIdx="5">1.12</el>
                 </changes>
              </sNode>
            </sNode>
```





Distributions (implicit tree)



Inspiring Minds

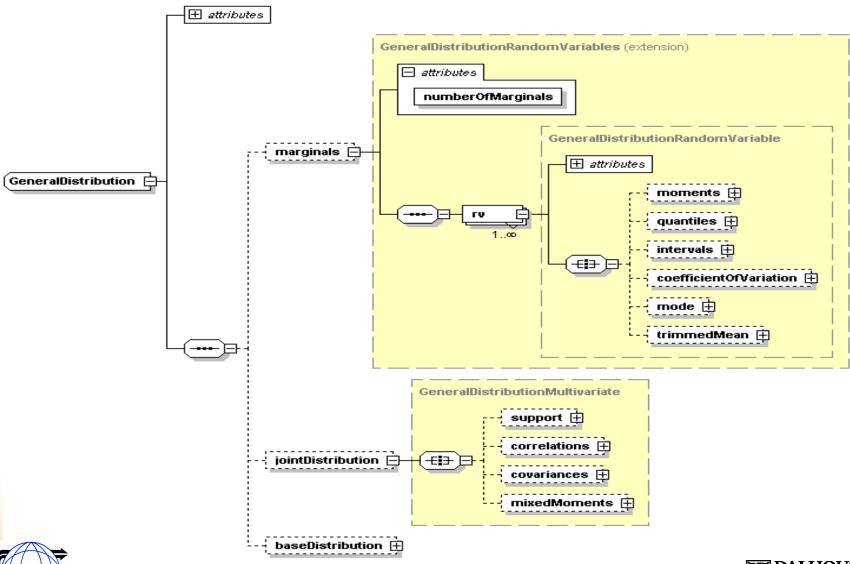
Discrete random vector

```
<distributions>
   <multivariate>
     <distr stage="1">
       <multiDimensionalDistributionGroup>
          <multivariateDiscrete>
            <scenario>
               ob>0.5
               <el>1.25</el>
               <el>1.14</el>
            </scenario>
            <scenario>
               ob>0.5
               <el>1.06</el>
               <el>1.12</el>
            </scenario>
          </multivariateDiscrete>
       </multiDimensionalDistributionGroup>
     </distr>
   </multivariate>
</distributions>
```





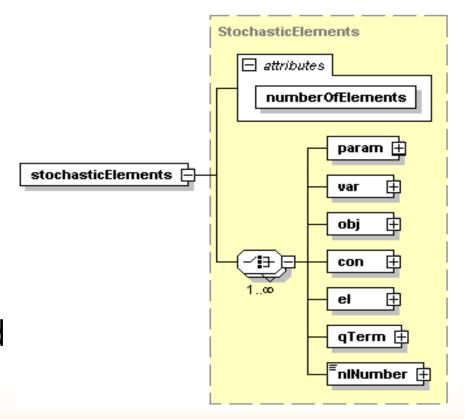
General distribution (incomplete information)





Transformations

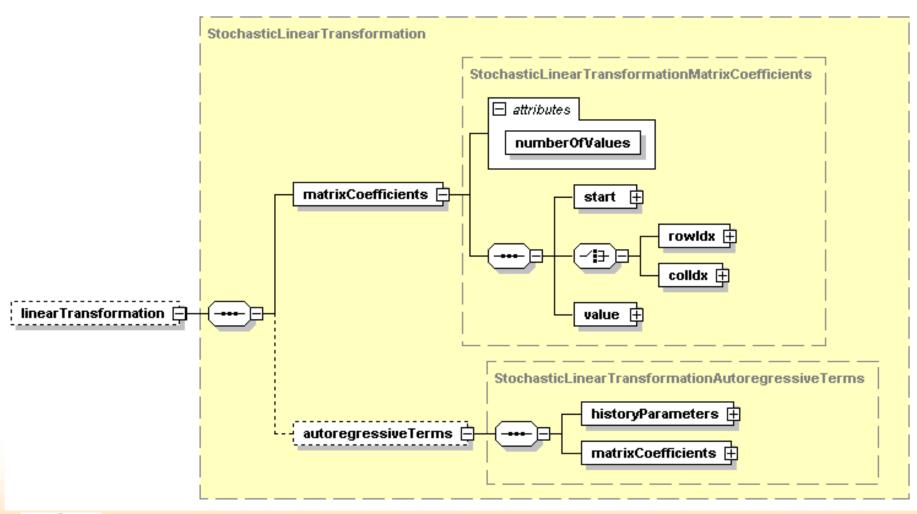
- Random variables separated from model entities
- Linked to stochastic problem elements by transformations (linear or nonlinear)
- Useful for factor models and other stochastic processes







OSiL schema – Linear transformations







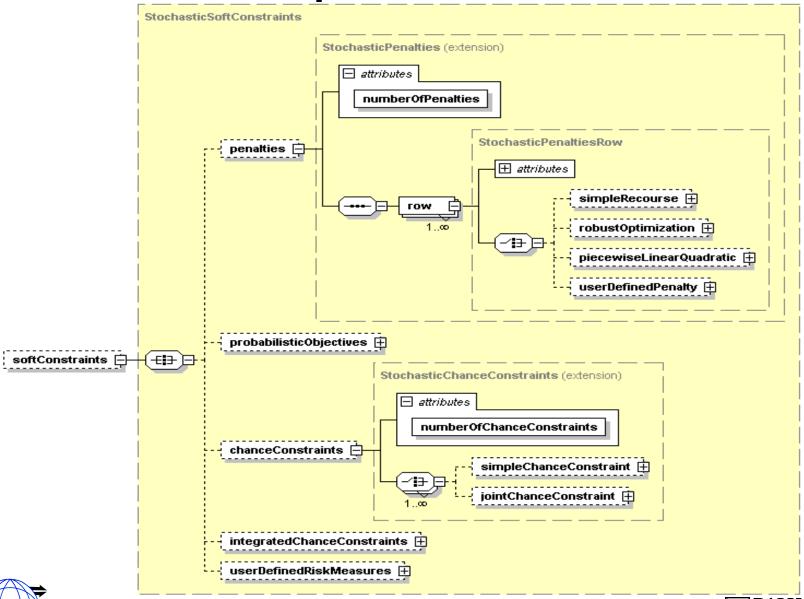
Linear transformation – Example

```
<stochasticTransformation>
  <linearTransformation>
     <stochasticElements
         numberOfElements="6">
       <el rowIdx="1" colIdx="0"/>
       <el rowIdx="1" colIdx="1"/>
       <el rowIdx="2" colIdx="2"/>
       <el rowIdx="2" colIdx="3"/>
       <el rowIdx="3" colIdx="4"/>
       <el rowIdx="3" colIdx="5"/>
     </stochasticElements>
     <matrixCoefficients
         numberOfElements="6">
       <start>
          <el>0</el>
          <el>1</el>
          <el>2</el>
          <el>3</el>
          <el>4</el>
          <el>5</el>
          <el>6</el>
       </start>
```





Penalties and probabilistic constraints





Nonlinear expression – $(2x_0 - x_1^2)^2 + (1 - x_0)^2$

```
<plus>
  <power>
    <minus>
       <var coef="2.0" idx="0"/>
       <power>
         <var coef="1.0" idx="1"/>
         <number value="2"/>
       </power>
    </minus>
    <number value="2"/>
  </power>
  <power>
    <minus>
       <number value="1"/>
       <var coef="1.0" idx="0"/>
    </minus>
    <number value="2"/>
  </power>
</plus>
```





Capabilities

- Arbitrary nonlinear expressions
- Arbitrary distributions
- Scenario trees
- Stochastic problem dimensions
- Simple recourse
- Soft constraints with arbitrary penalties
- Probabilistic constraints
- Arbitrary moment constraints





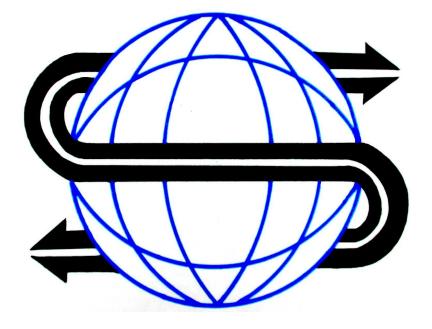
Further work

- Internal data structures (OSInstance)
- OSiLWriter: SMPS → OSiL
- Library of problems (netlib, POSTS, Ariyawansa and Felt, Watson, SIPLib,...)
- Readers
- Solver interfaces
- Buy-in





QUESTIONS?



http://www.optimizationservices.org

http://myweb.dal.ca/gassmann



