

Expensive black-box combinatorial optimization

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Work in collaboration with Manuel Lopez-Ibanez (University of Manchester, University of Malaga)

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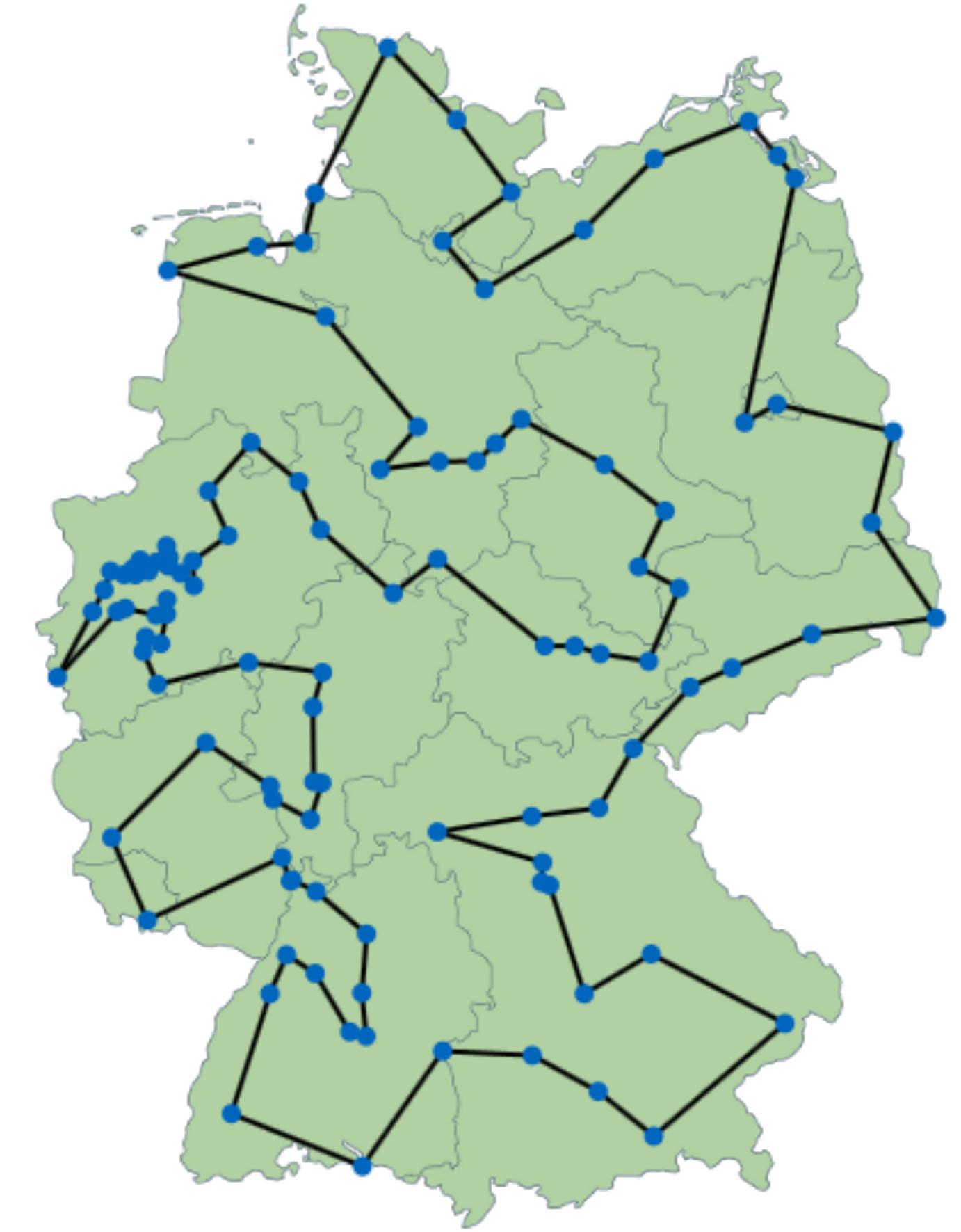
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A solution is a permutation of objects

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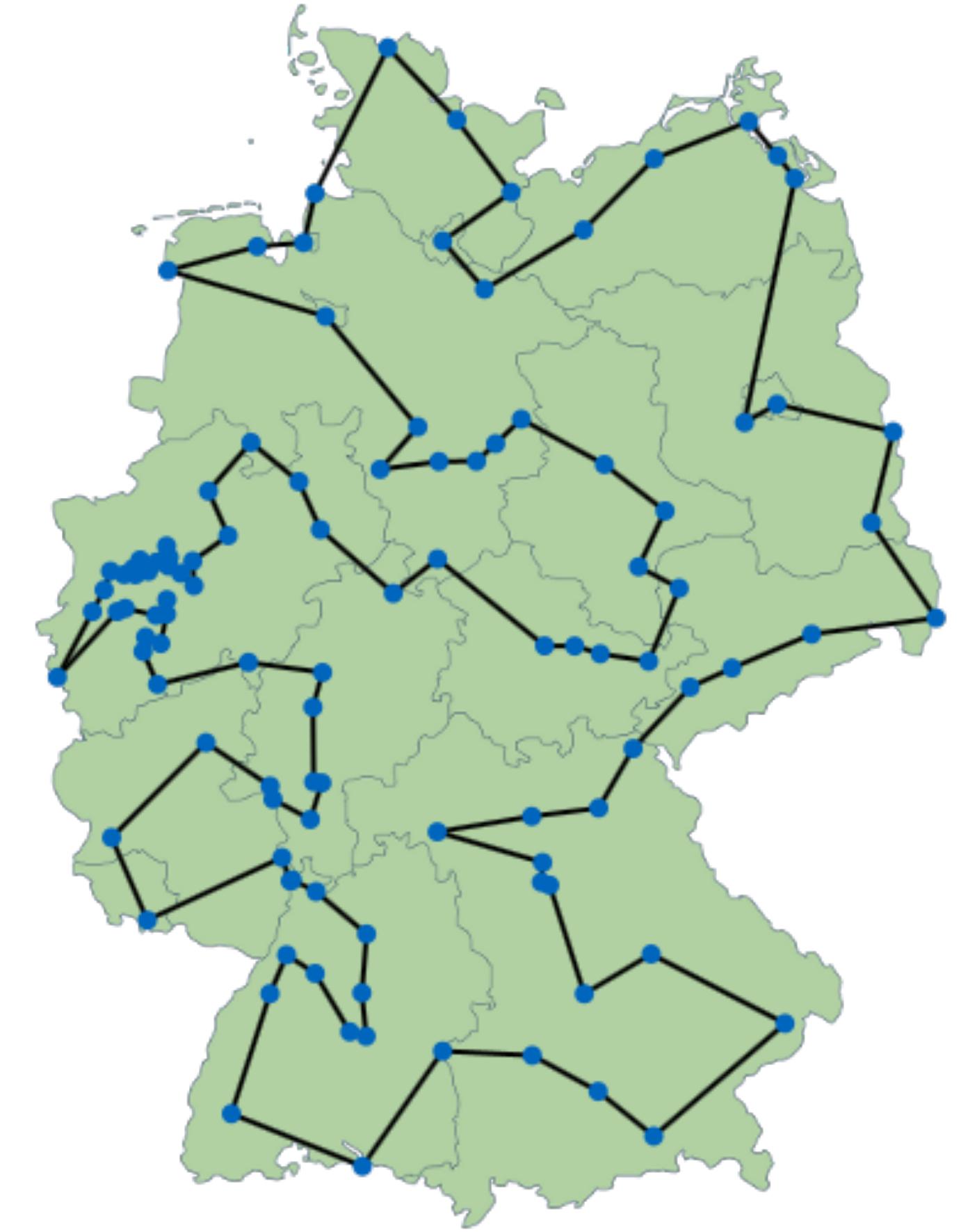
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- For n cities there are $n!$ possible routes
 - $53! \approx 4.27e69$

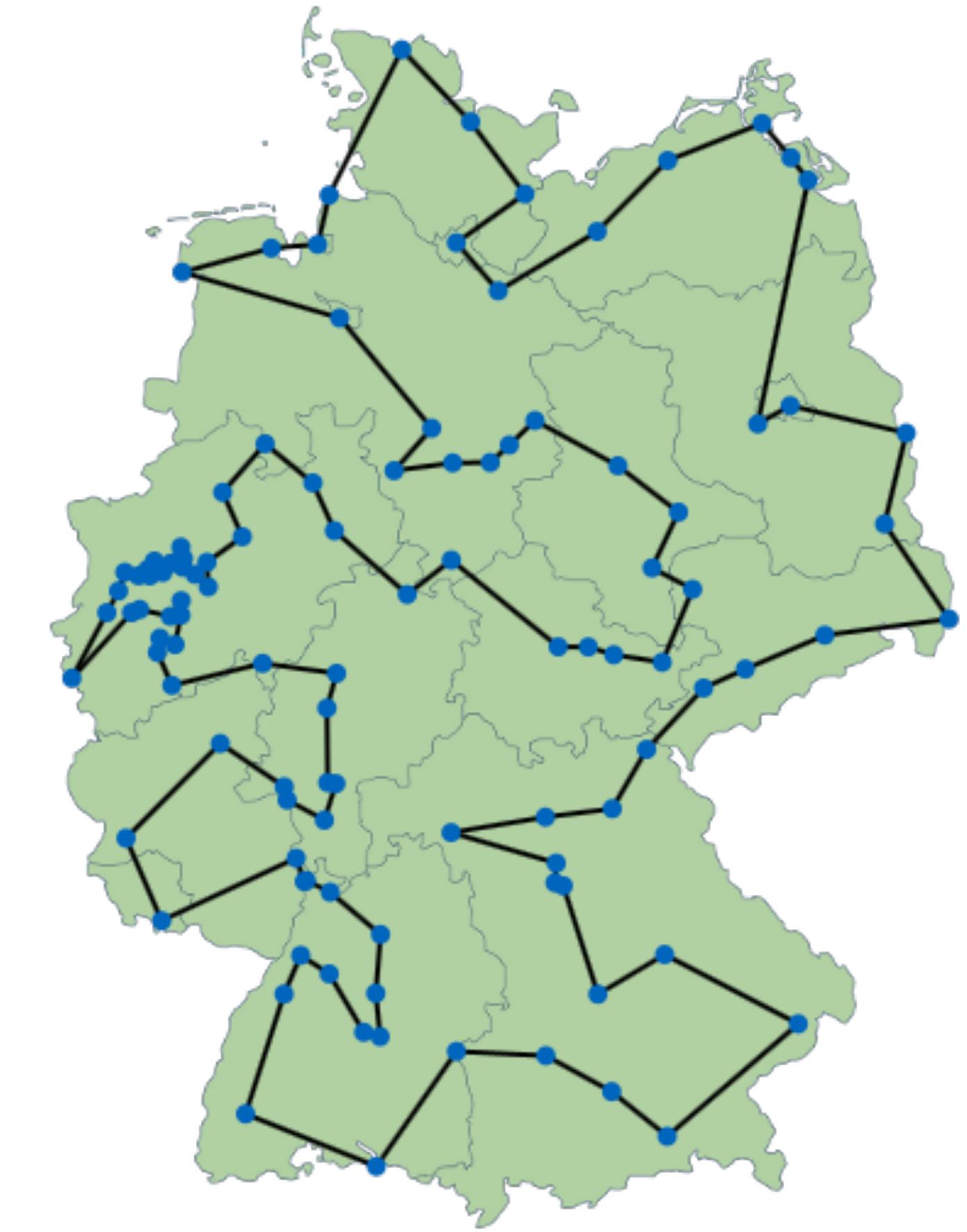


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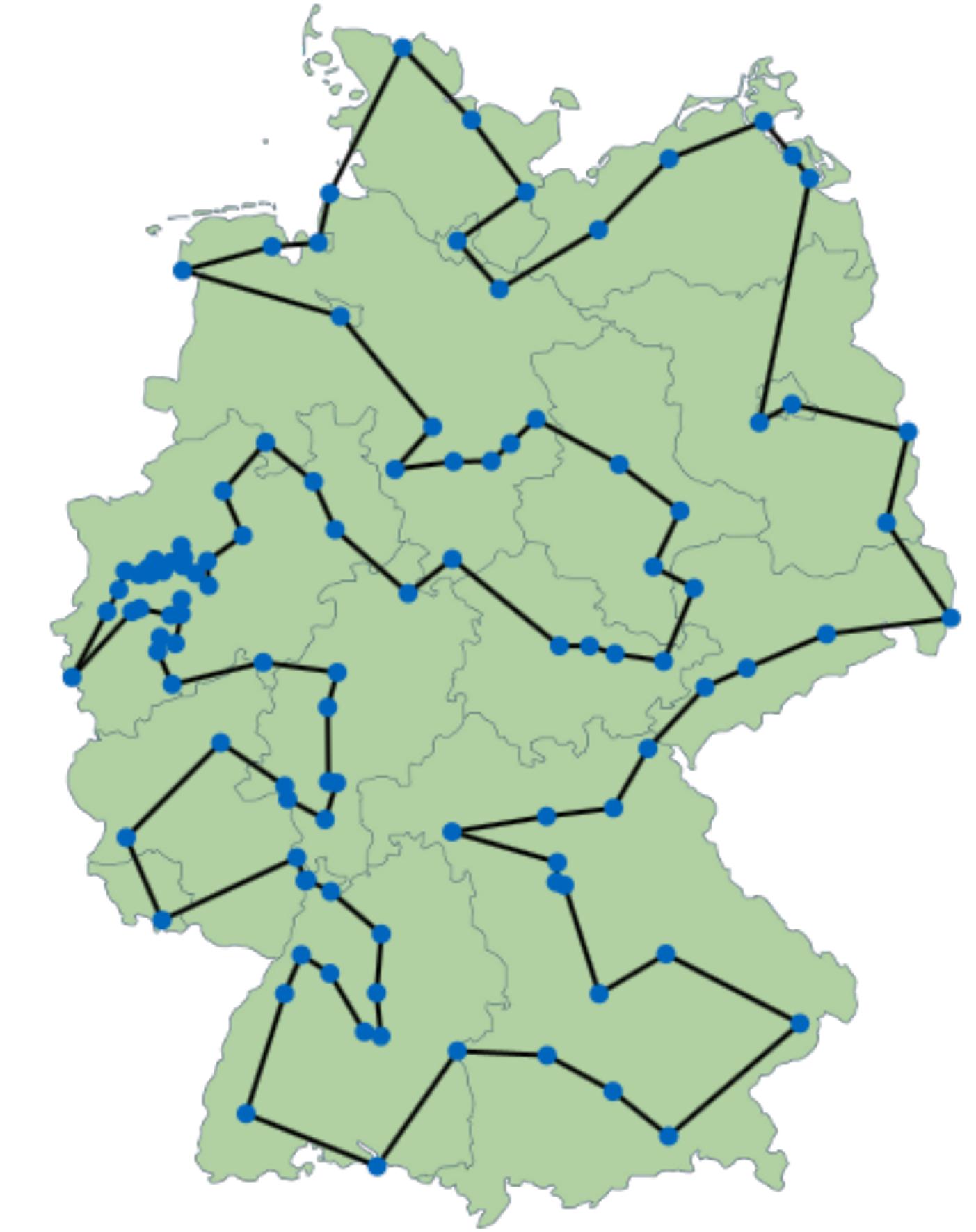
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Number of atoms in the galaxy
- For 15k towns it takes 22 years of computation to get the optimal tour



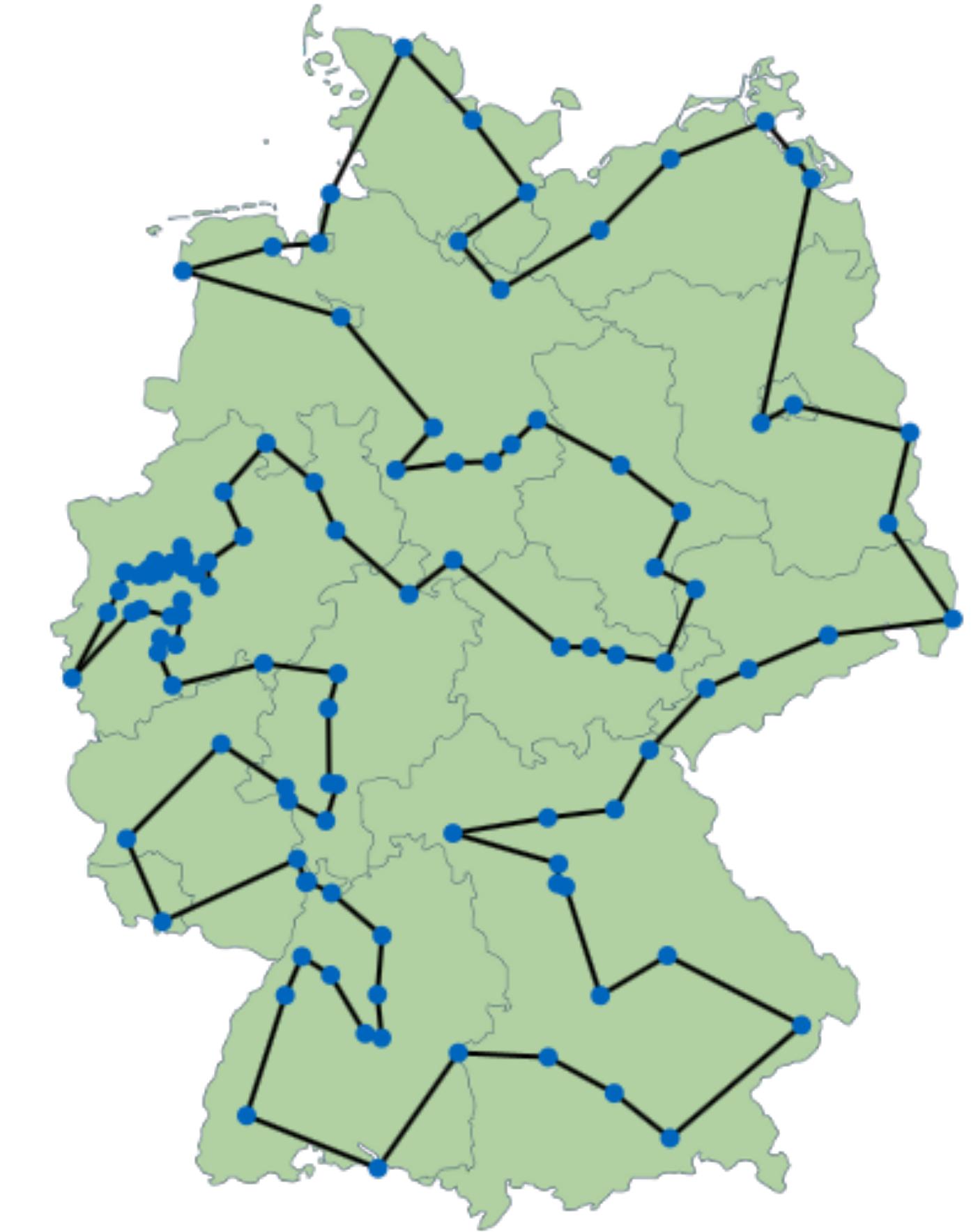
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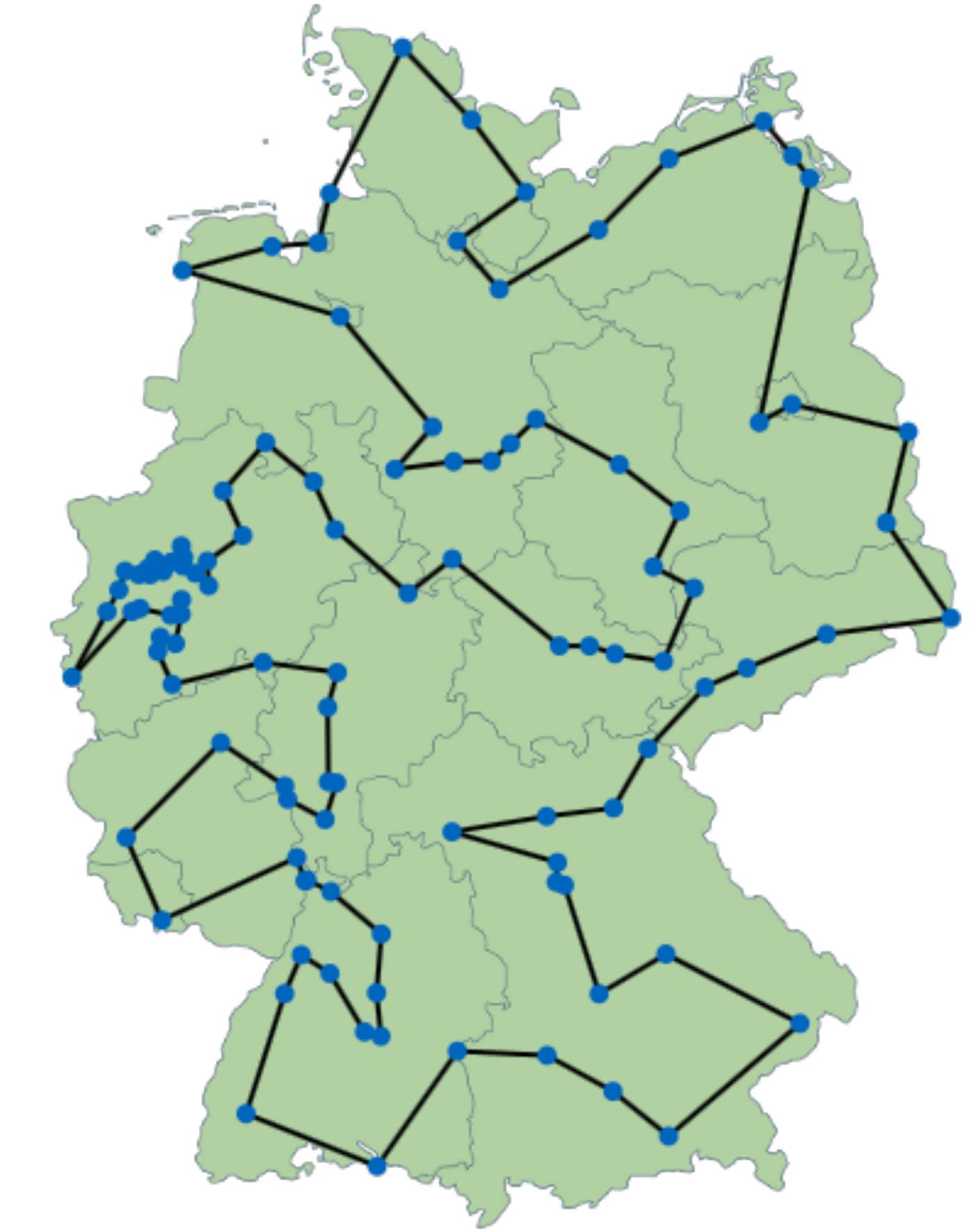
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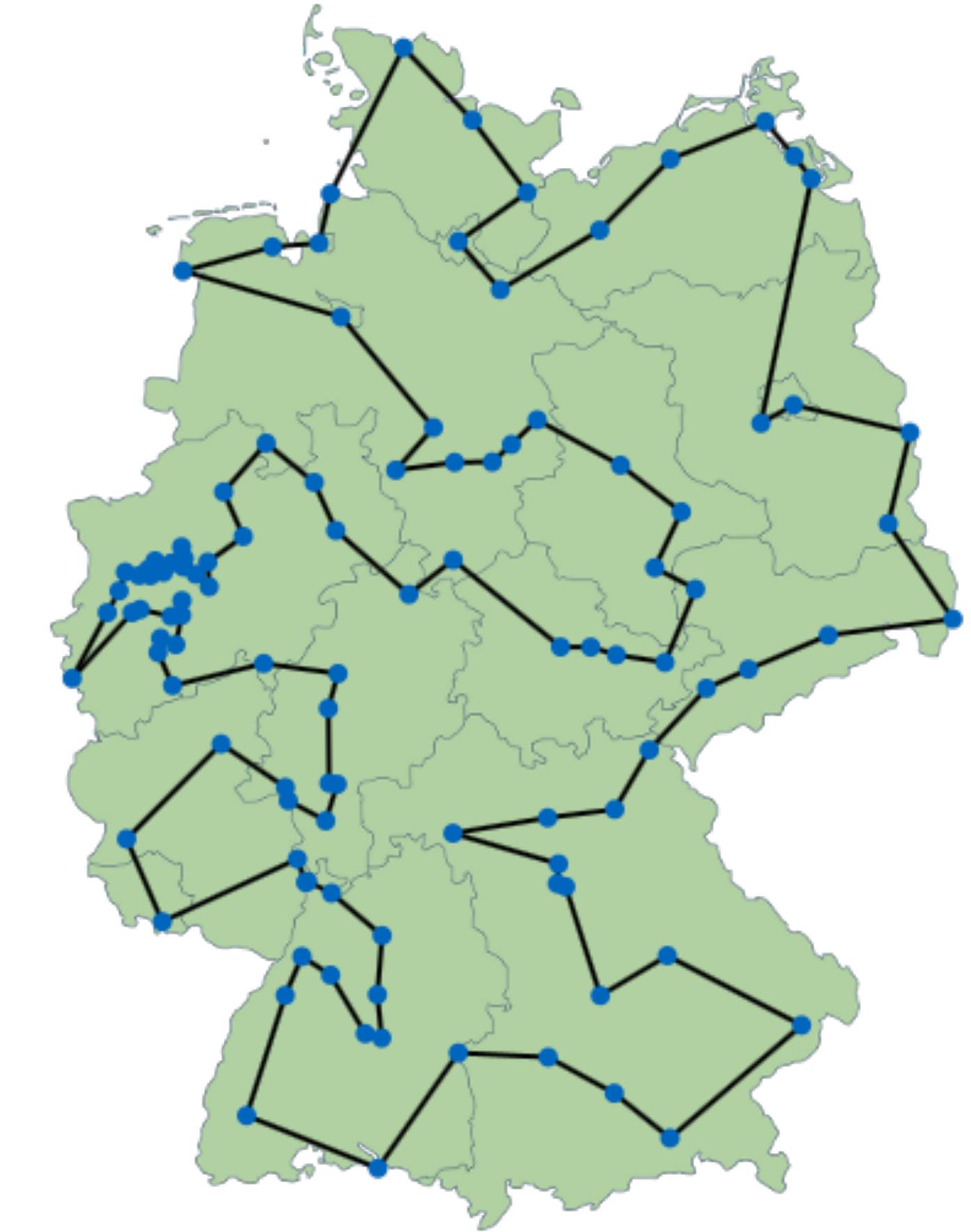
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 - $53! \approx 4.27e69 > 1.2e68$ Classical setting
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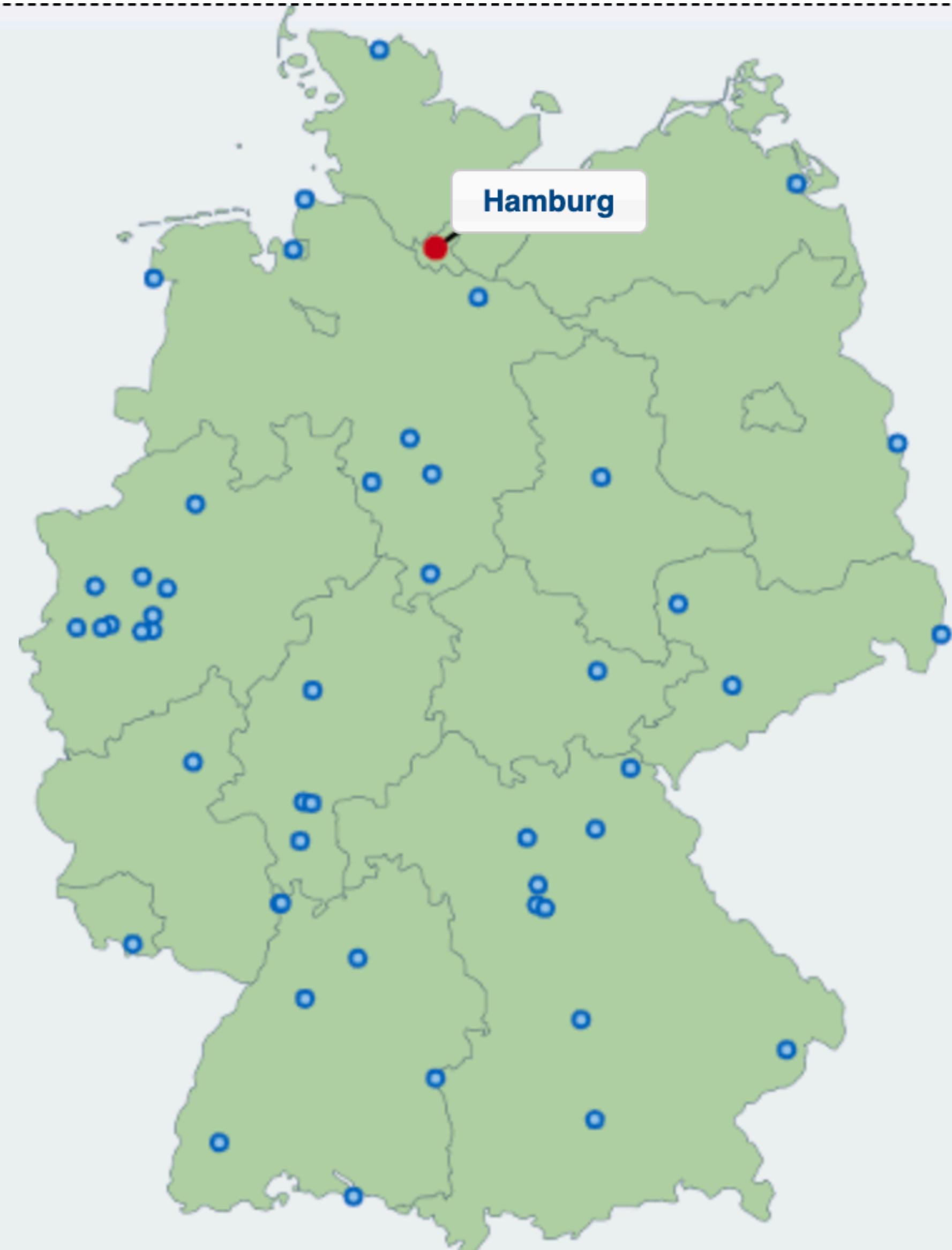
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Classic greedy strategies



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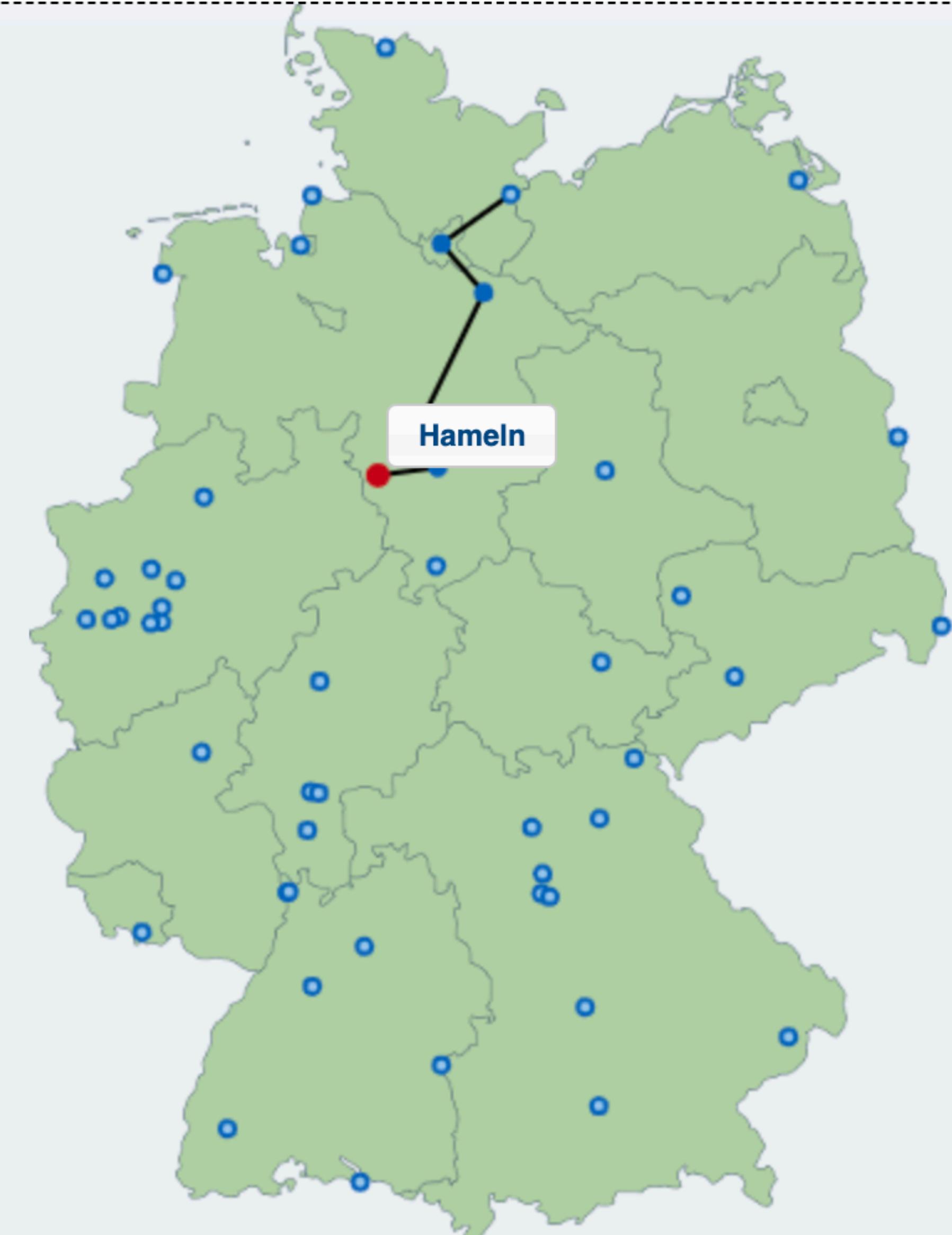
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Go to the closest city

Classic greedy strategies

- No optimal but has good approximation guarantees
- Deterministic but there are probabilistic variants
- Easy to implement, easy to justify
- Your first option!
- **White-box:** We need to have access to the particular instance



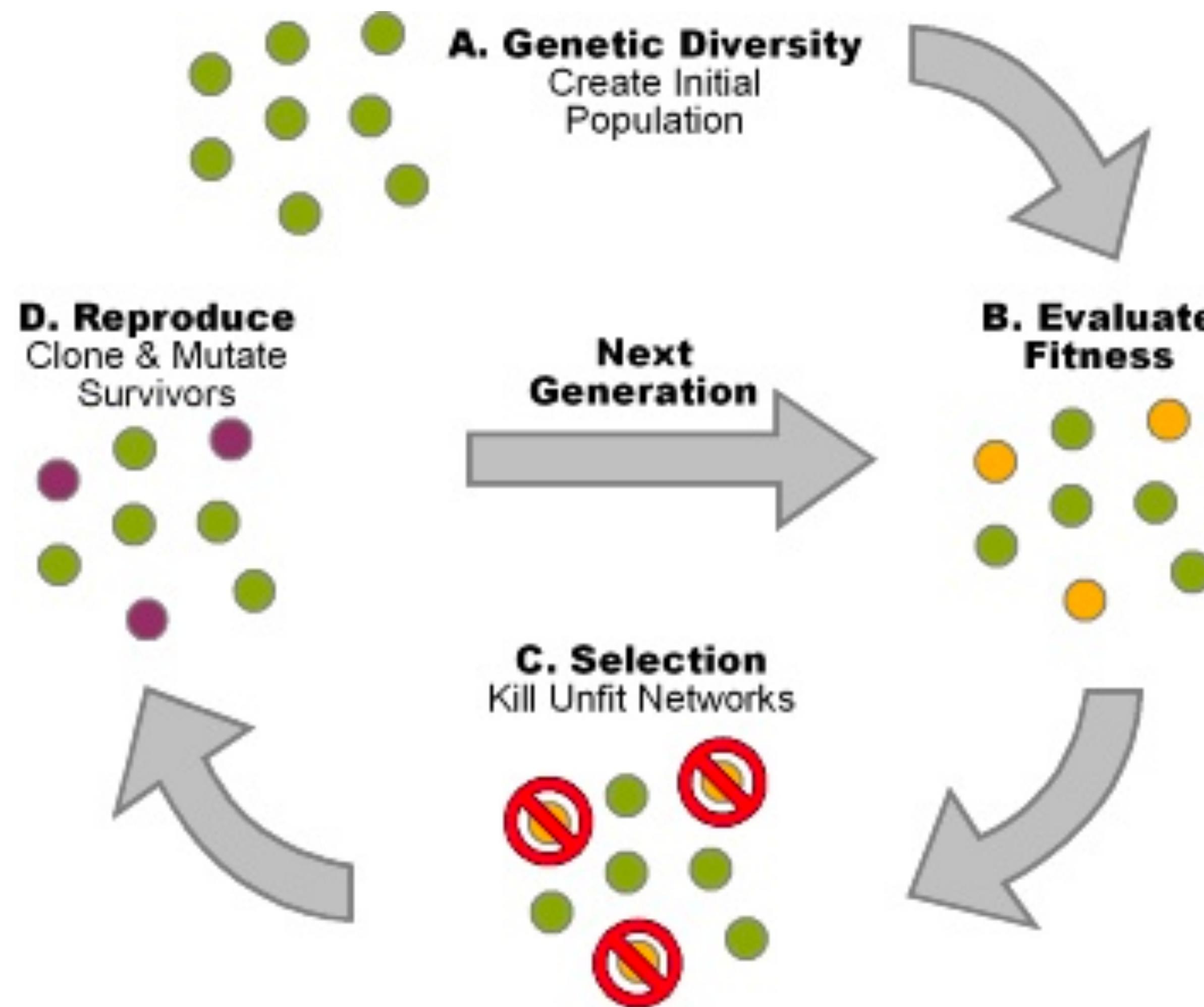
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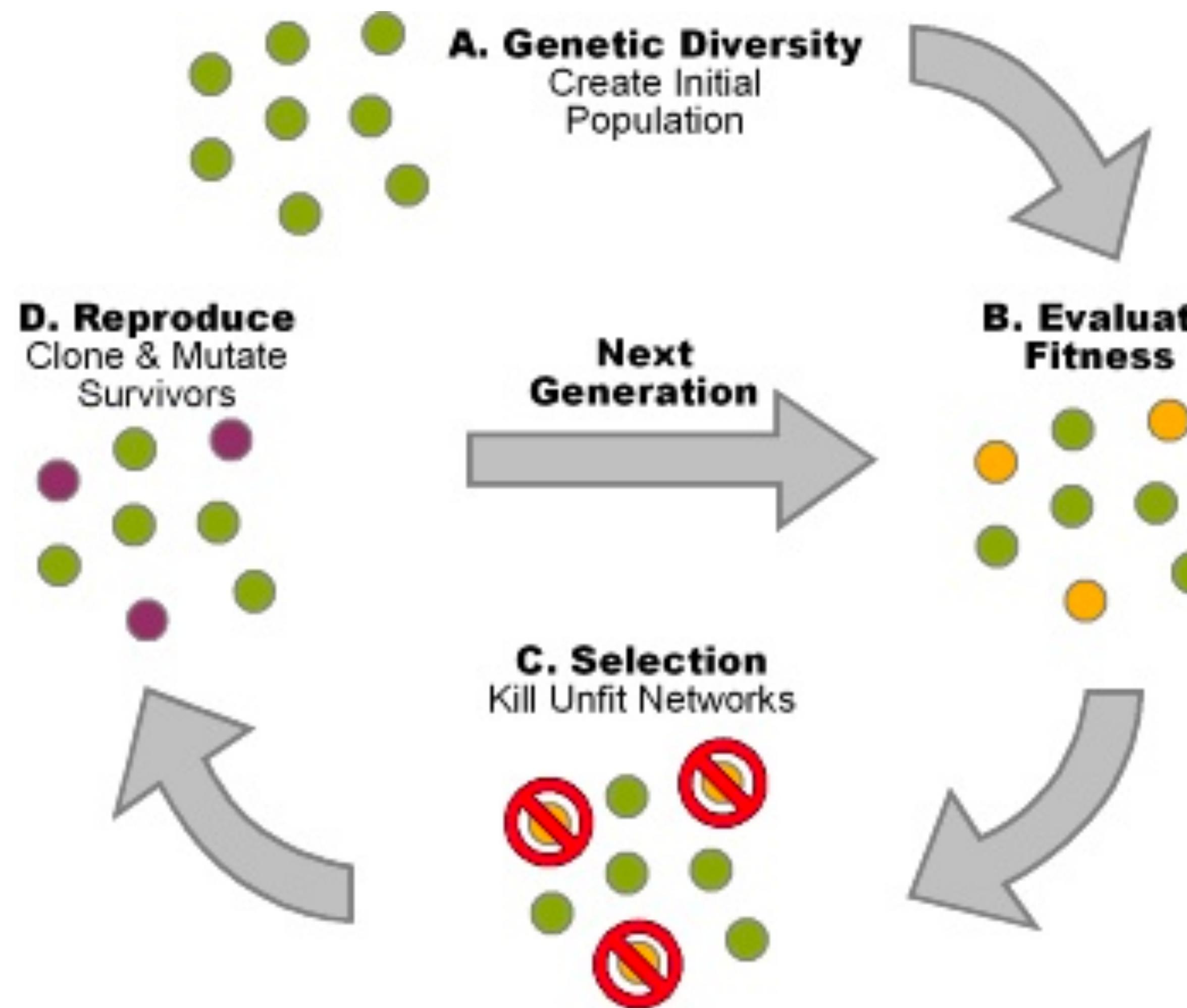
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Genetic algorithms are black-box optimizers

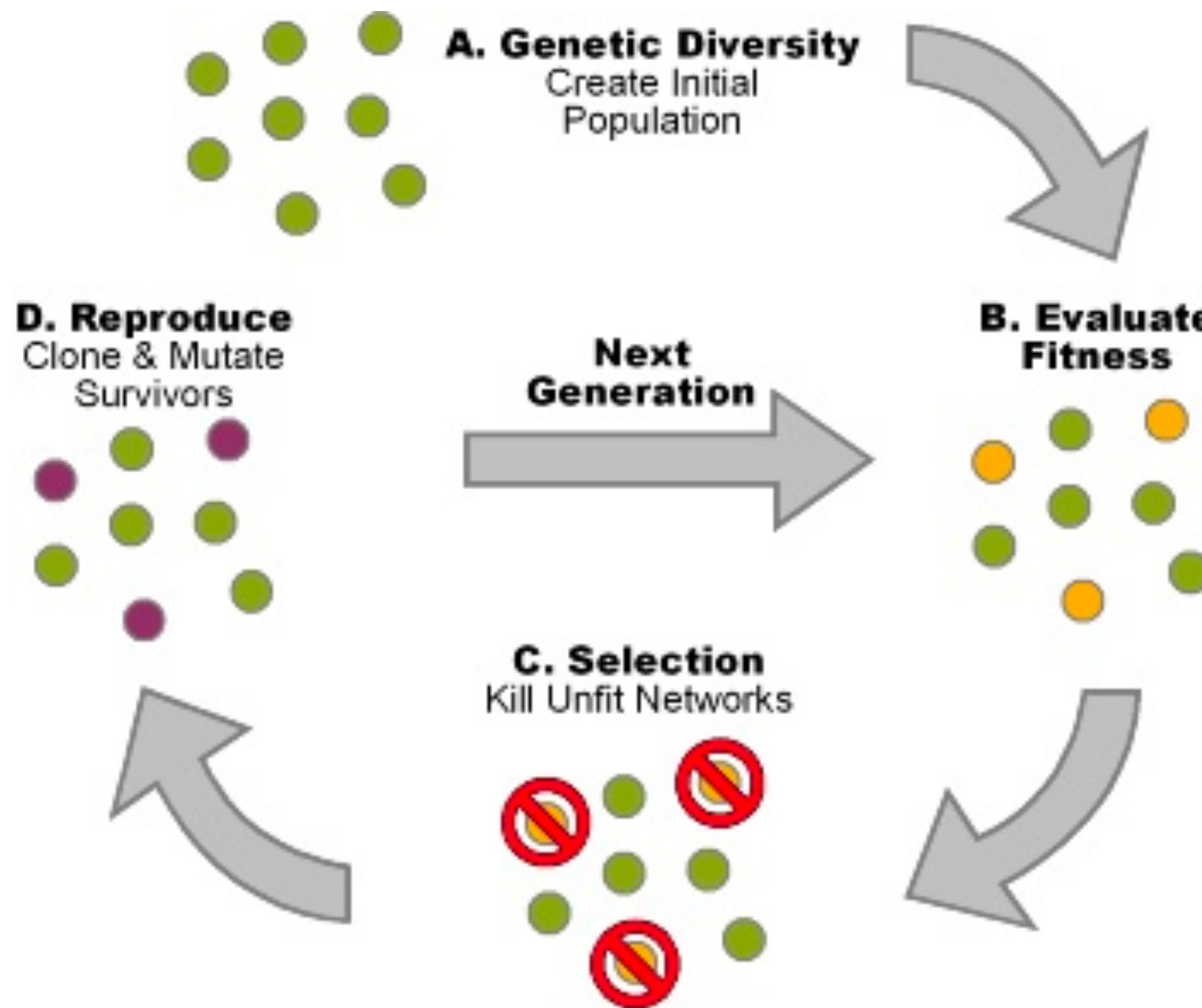


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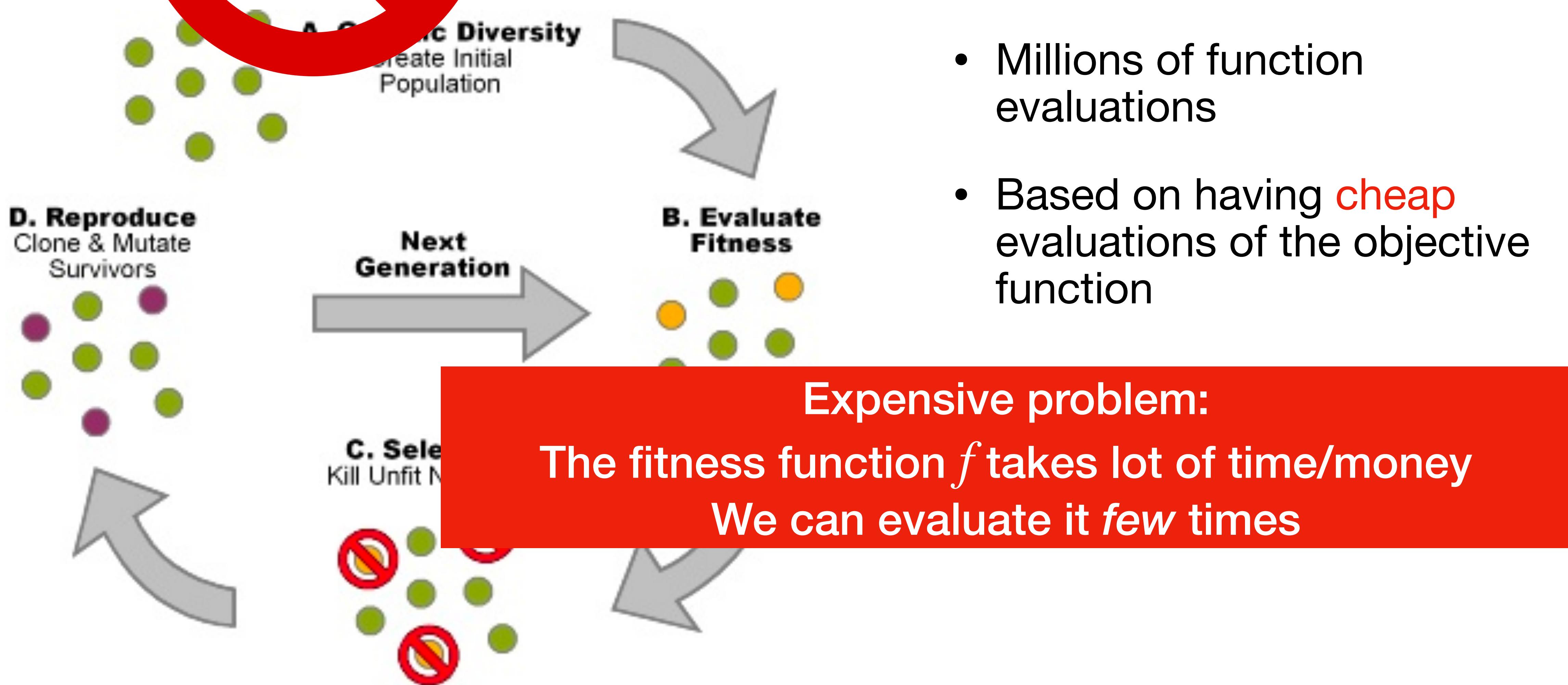
- Millions of function evaluations

Genetic algorithms are black-box optimizers



- Millions of function evaluations
- Based on having **cheap** evaluations of the objective function

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 - Incremental sample
 - Probabilistic
 - Core: weighted median for permutations

Notation

- $\sigma = (3,1,2,5,4)$
- Bijection of the set $[n]$ onto itself,
Symmetric group, \mathbb{S}_n
- $e = (1,2,3,4,5)$
- Inverse $\sigma^{-1} : \sigma(i) = j \Leftrightarrow \sigma^{-1}(j) = i$
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- Interpretation
 - Ranking $\sigma = (3,5,2,1,4)$
 - Ordering $\sigma^{-1} = (4,3,1,5,2)$

UMM, Unbalanced Mallows model

Big picture of our proposal

$S \leftarrow 10$ random permutations

for $i \in [1\dots evaluations]$:

$$\forall \sigma \in S : w_\sigma \leftarrow \rho^{f(\sigma)}$$

$$\mu \leftarrow wmedian(S, \{w_\sigma\})$$

$$\sigma' \sim M(\mu, \theta_i)$$

$$S \leftarrow S \cup \{\sigma'\}$$

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When solving a problem of interest,
do not solve a more general problem
as an intermediate step

Borda is a *good* approximation of the median

	Item 1	Item 2	Item 3	Item 4
σ_1	1	2	4	3
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- Computationally efficient, complexity comes from sorting
- It is a 5/11 approximation
- Unbiased estimator

Weighted Borda

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18 14 23 17

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 - More robust estimator [1,2]

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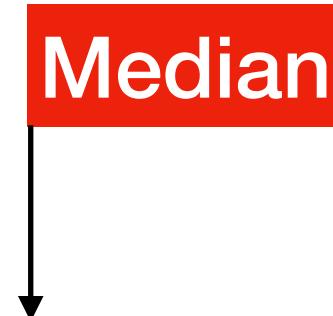
Mallows, probability distribution for permutation

Analogous to the Gaussian distribution

- $p(\sigma | \mu, \theta) \propto \exp(-\theta d(\sigma, \mu))$
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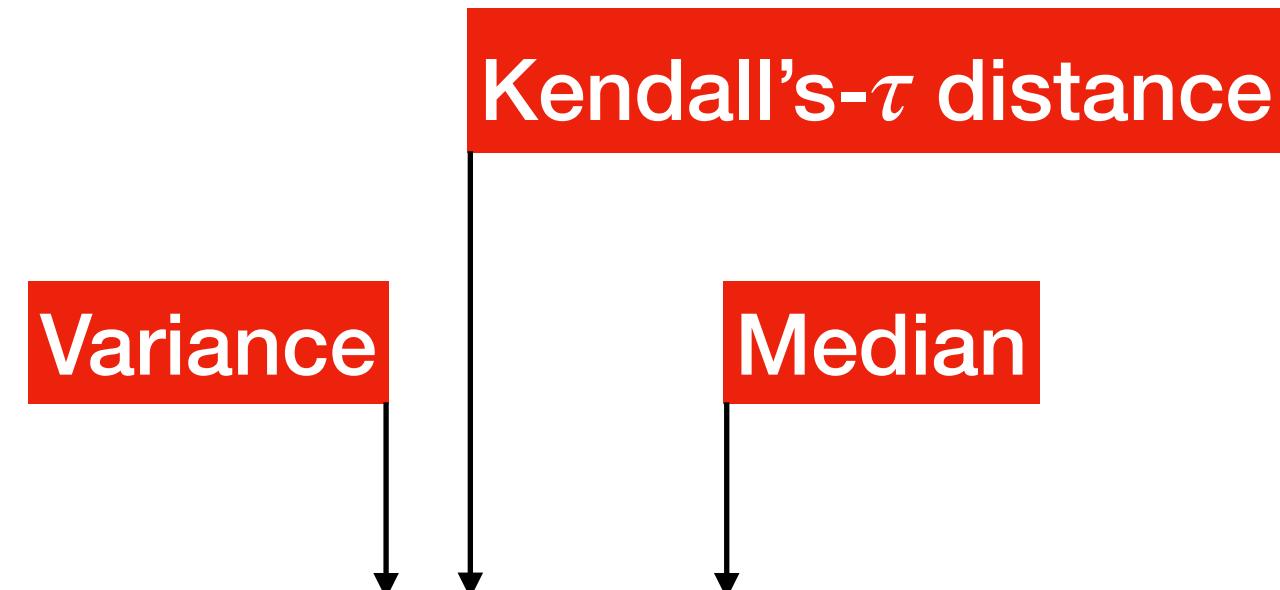
Kendall's- τ distance

Median

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The uncertainty of the median decreases with iterations

Decreasing variance

- The variance is not intuitive
- For $\sigma \sim M(\mu, \theta)$
 - $\mathbb{E}[d(\sigma, \mu)] = \frac{n \cdot \exp(-\theta)}{1 - \exp(-\theta)} - \sum_{j=1}^n \frac{j \cdot \exp(-j\theta)}{1 - \exp(-j\theta)}$
 - $\mathbb{E}[d(\sigma, \mu)]$ is a function of θ
 - The $\mathbb{E}[d(\sigma, \mu)]$ linearly decreases with iterations

Exploration - exploitation

Both the learning rate ρ and the model variance θ balance this ratio

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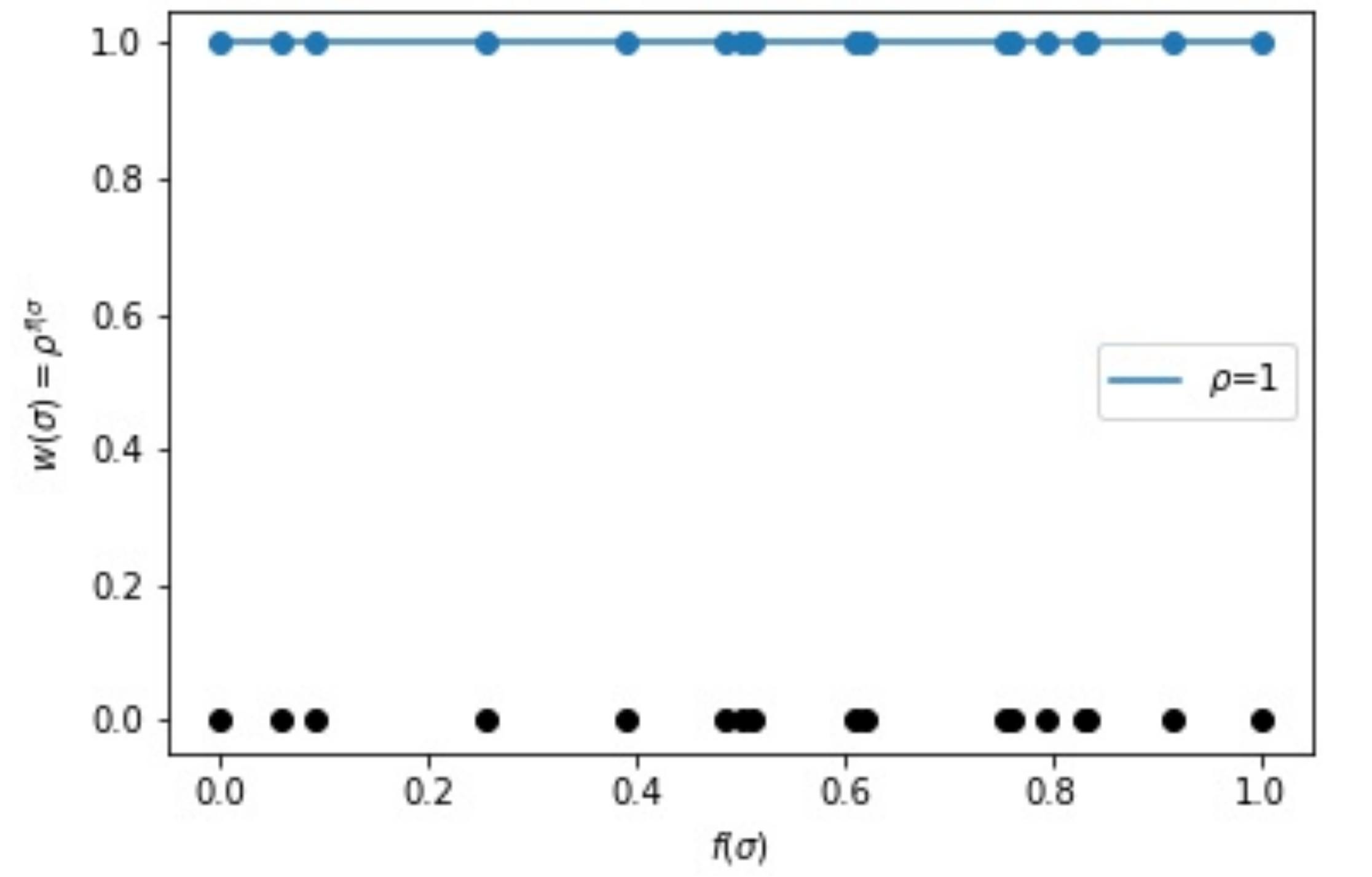
The sample is more accurate

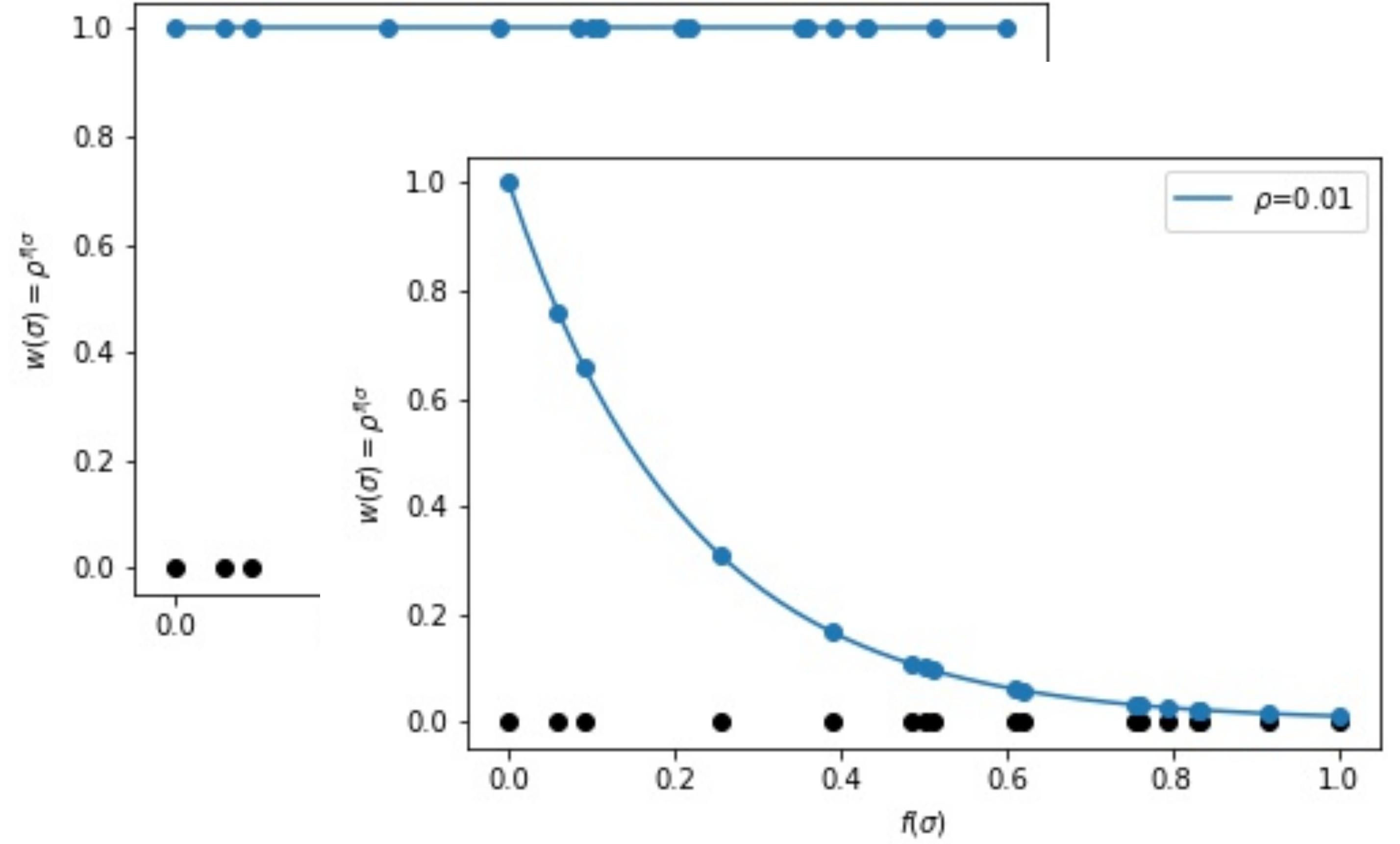
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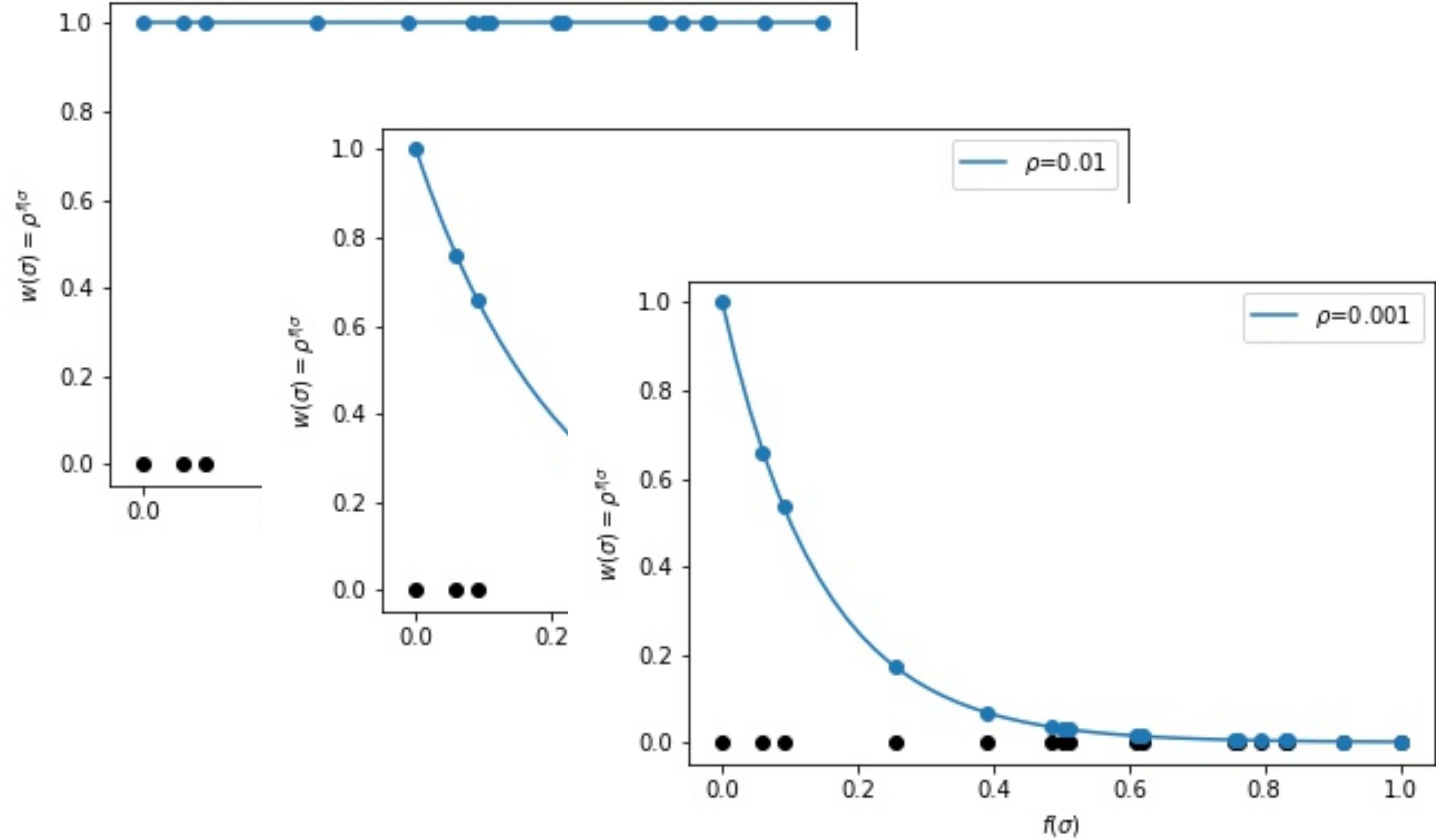
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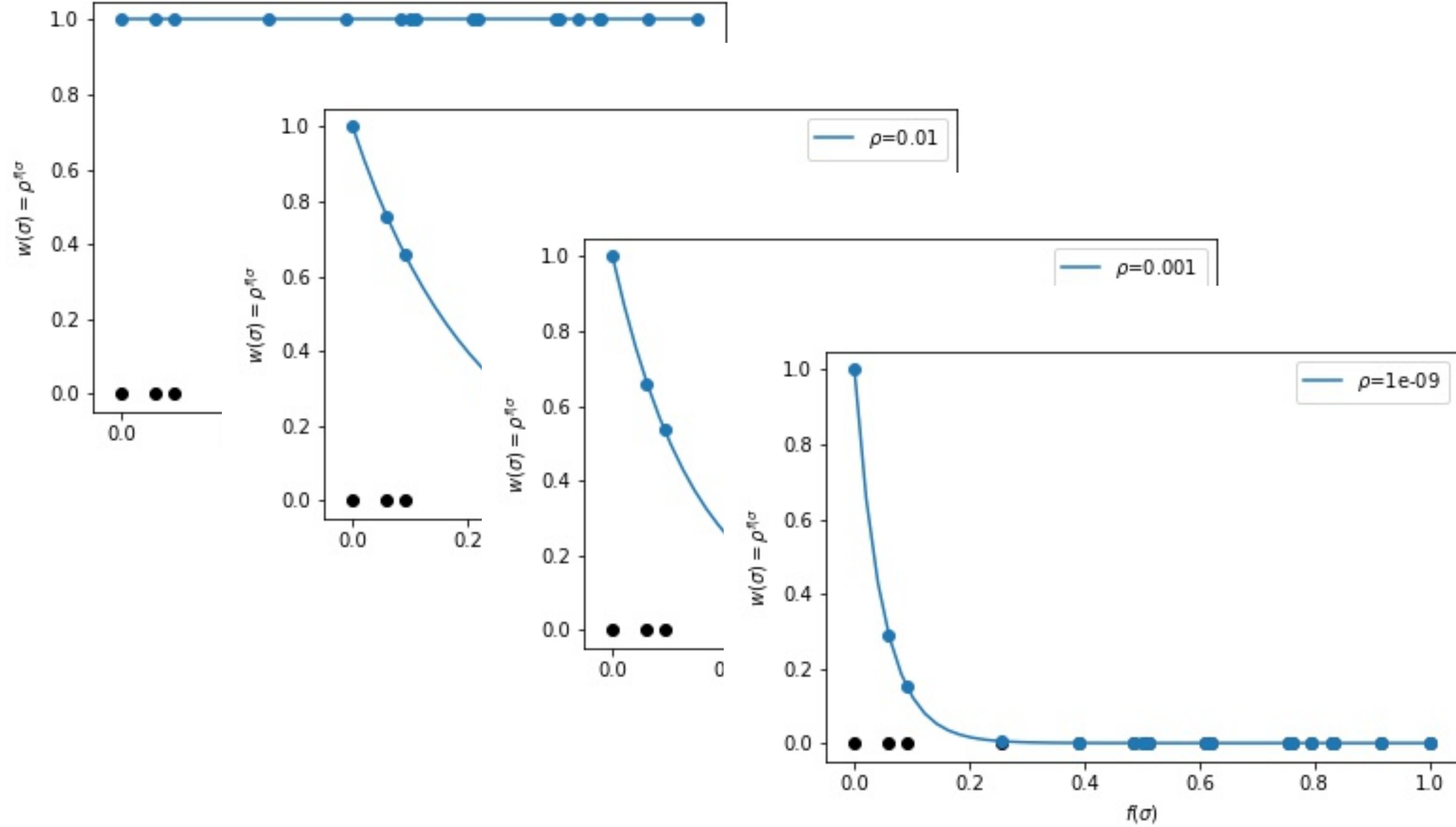
The estimator is more accurate

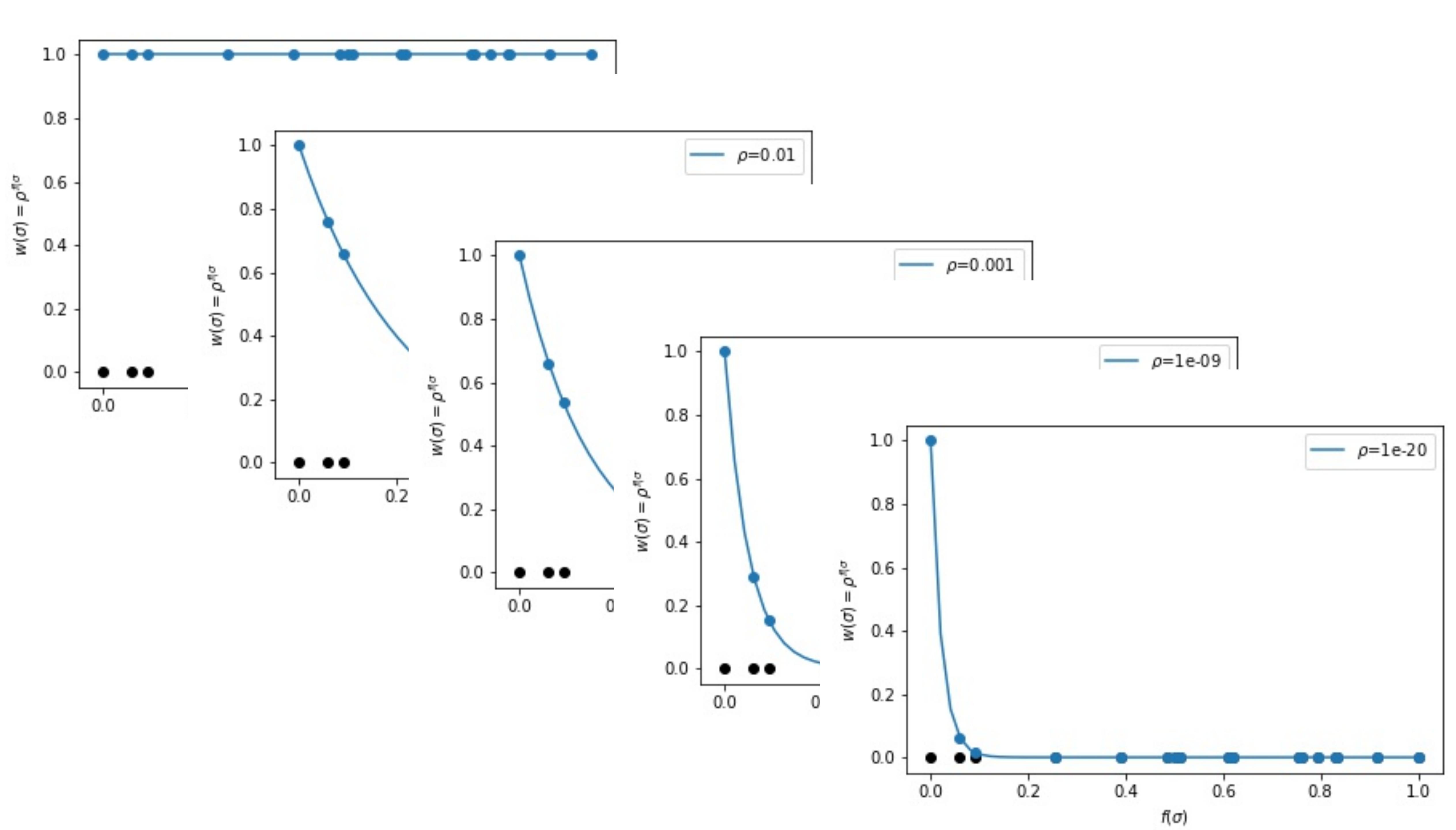
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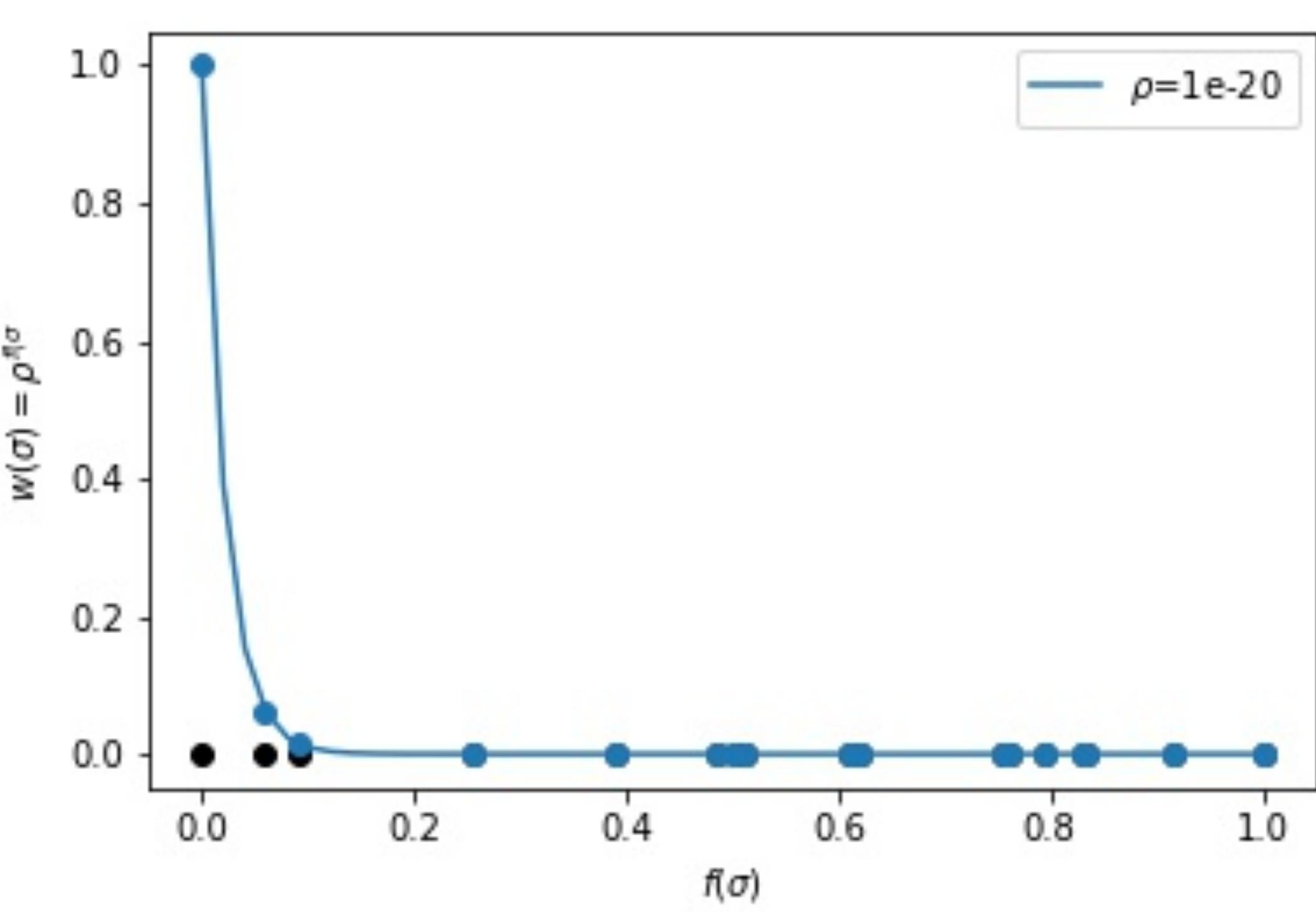
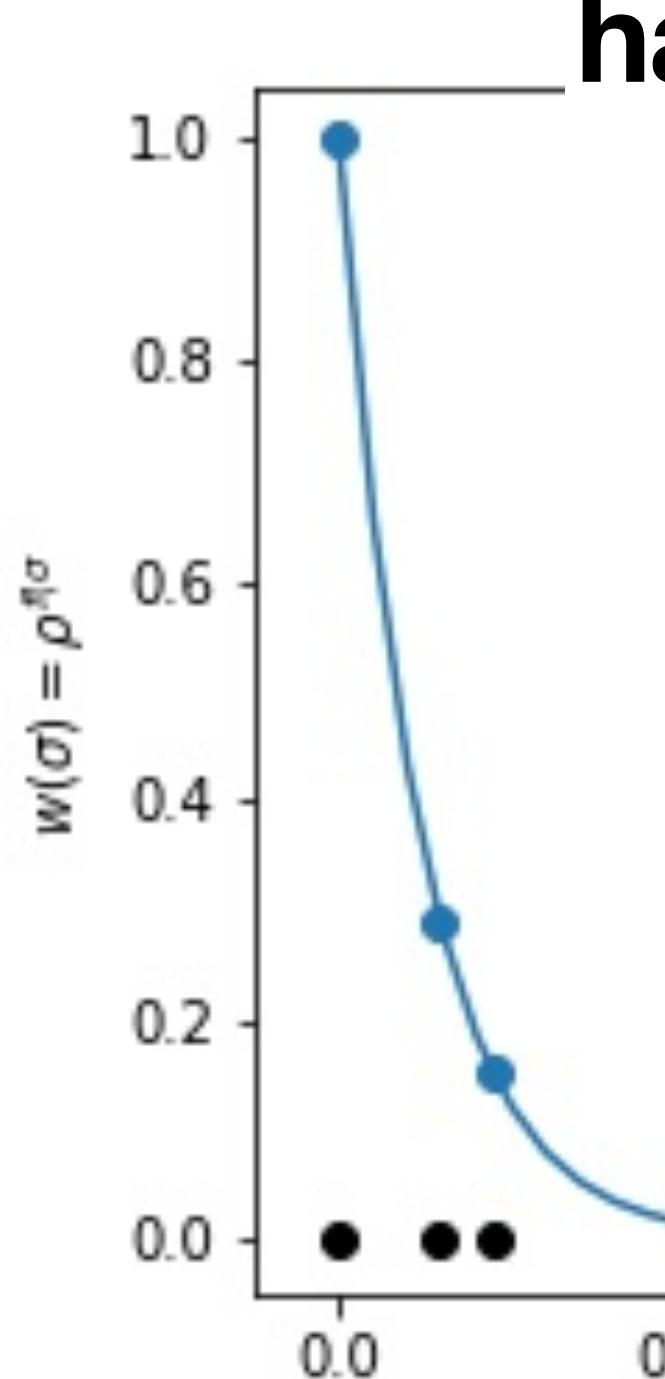
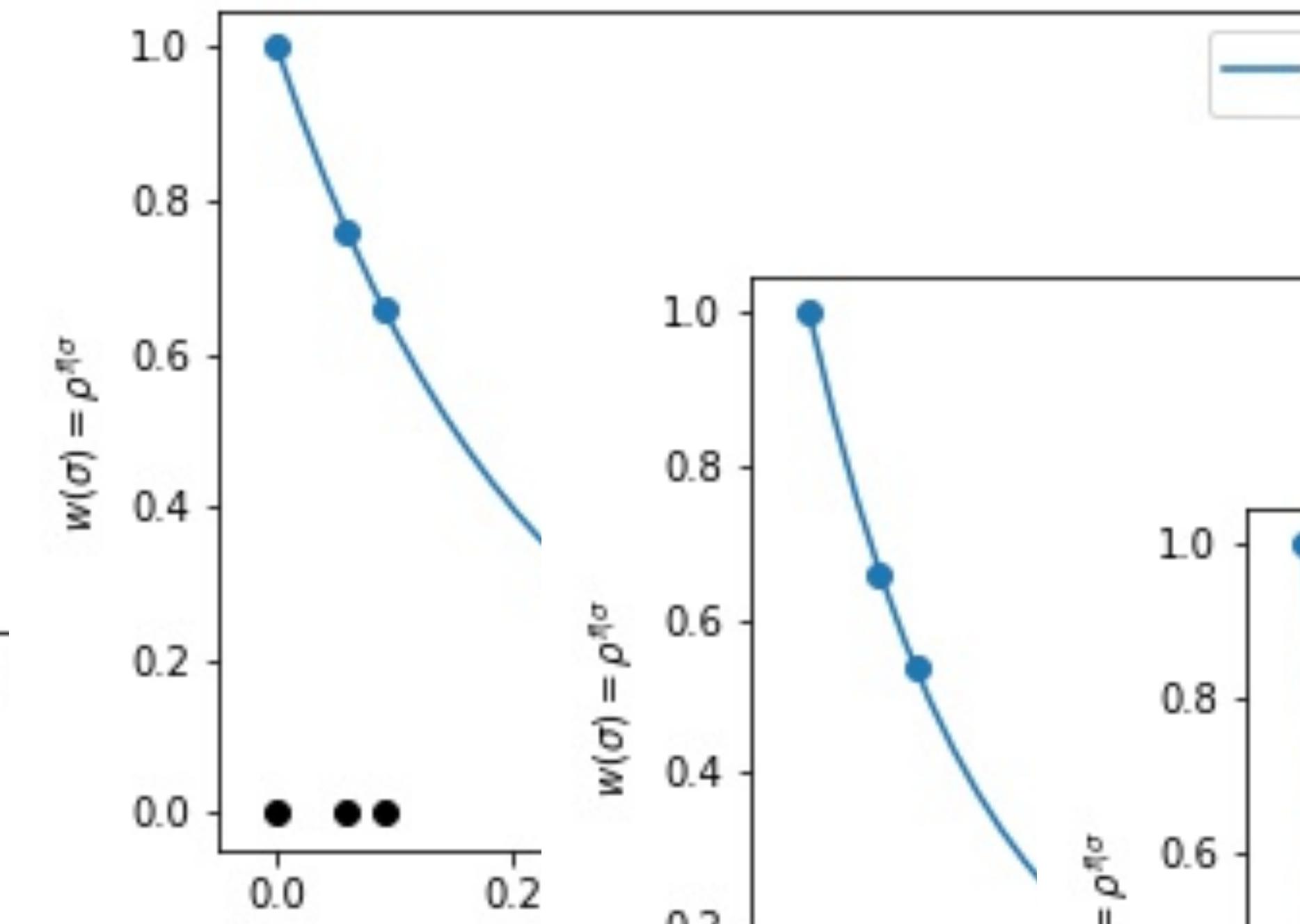
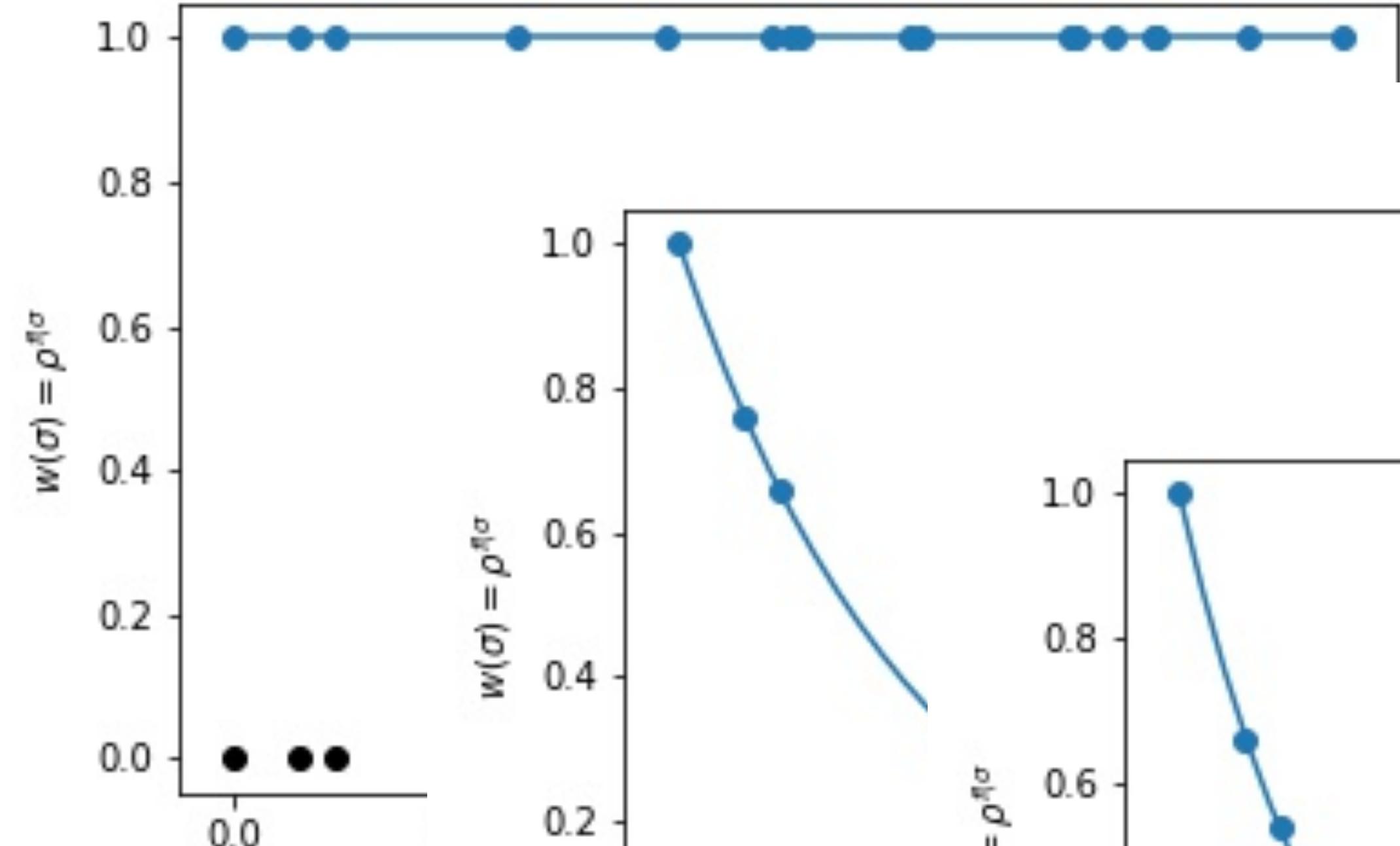






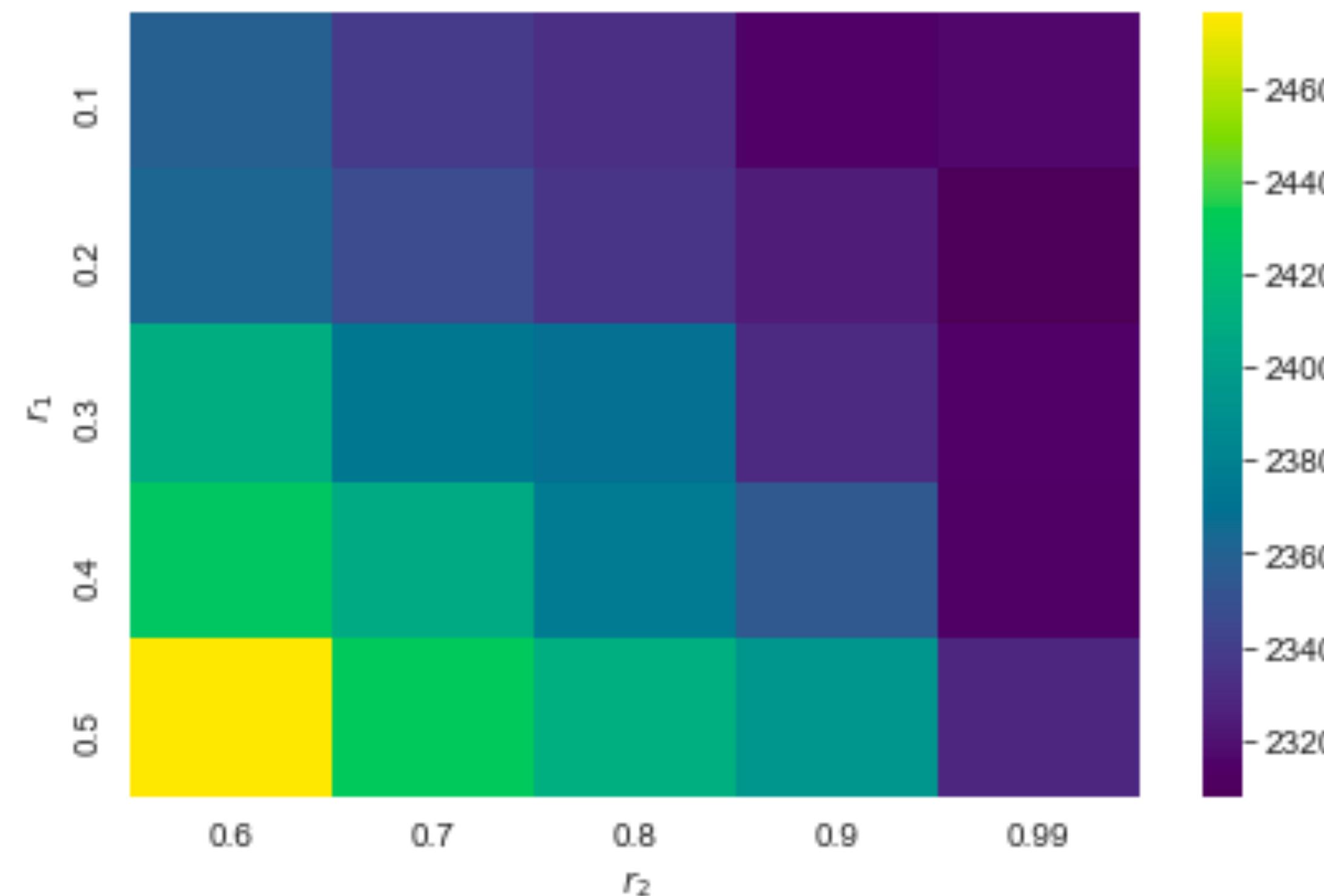
Choose the learning rate ρ dynamically

The best 10% of the samples
have the 90% of the total weight



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The ratios are obtained experimentally



Linear ordering problem

Usually consider orderings

- Find the permutation of rows and columns that minimizes the sum of the lower triangle

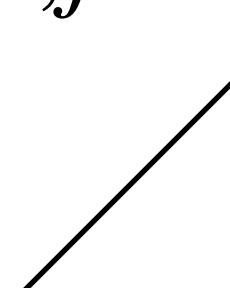
$$\min_{\sigma \in S_n} f(\sigma) = \sum_{i=1}^n \sum_{j=1}^{i-1} a_{\sigma^{-1}(i), \sigma^{-1}(j)}$$

Permutation Flowshop Scheduling Problem, PFSP

- Minimize the *makespan*, the completion time of the last job on the last machine
- $\min_{\sigma \in S_n} f(\sigma) = C_{n,M}$
 - $C_{1,j} = 0 \quad j \in [M], \quad C_{i,1} = 0 \quad i \in [n]$
 - $C_{i,j} = p_{\sigma^{-1}(i),j} + \max\{C_{i-1,j}, C_{i,j-1}\} \quad i \in \{2, \dots, n\}, j \in \{2, \dots, M\}$

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 - $C_{i,j} = p_{\sigma^{-1}(i),j} + \max\{C_{i-1,j}, C_{i,j-1}\} \quad i \in \{2, \dots, n\}, j \in \{2, \dots, M\}$



Permutation Flowshop Scheduling Problem, PFSP

- Minimize the *makespan*, the completion time of the last job on the last machine

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Permutation Flowshop Scheduling Problem, PFSP

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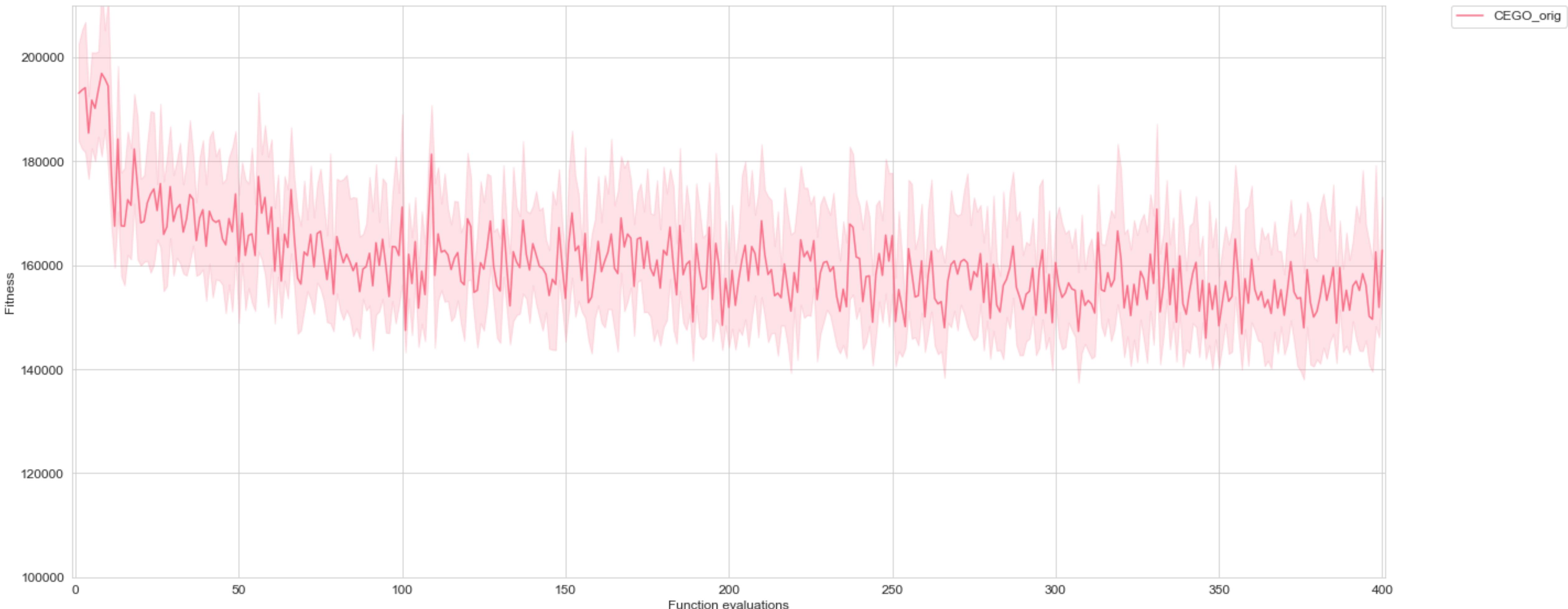
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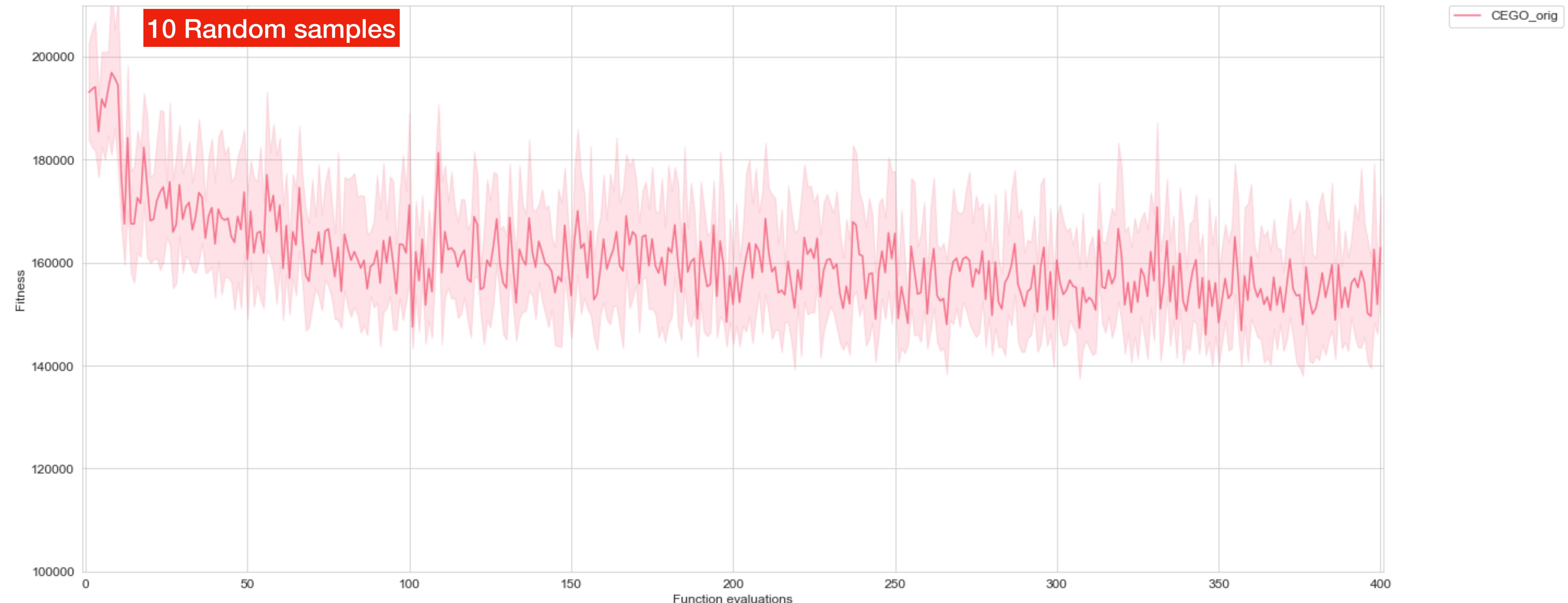
State-of-the-art algorithm

- EGO/CEGO use Gaussian processes as a surrogate for the function
- CEGO is the state-of-the-art for expensive black-box permutation problems
 - Incremental sample
 - Maximize the E.I. criterion to predict the new point to evaluate
 - The surrogate model is explored with a GA

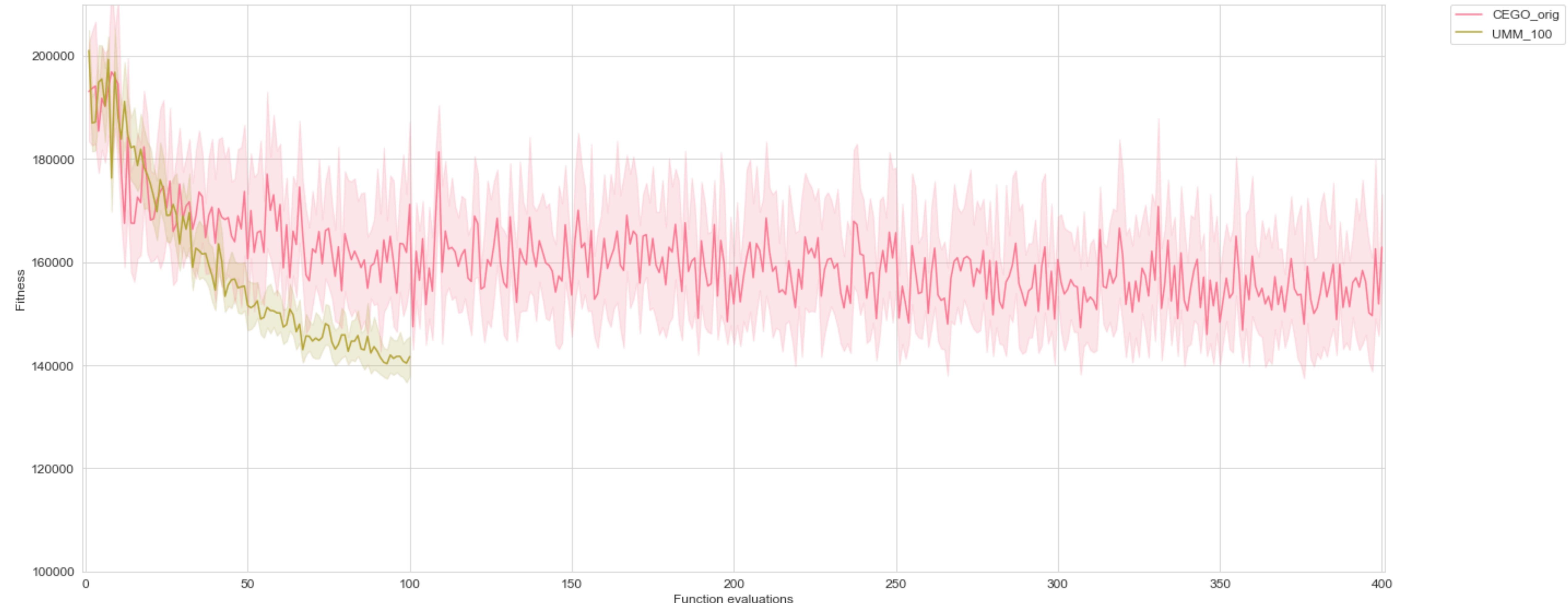
CEGO [5,6], the state-of-the-art Minimization problem

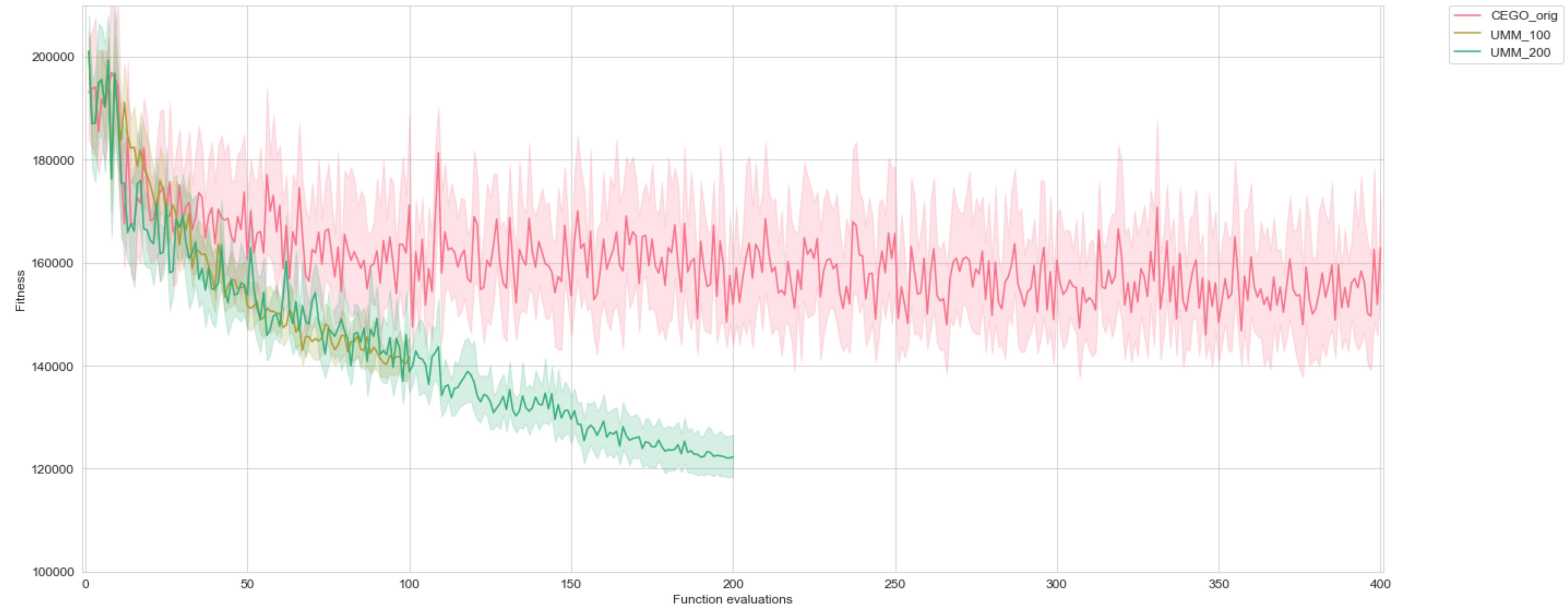


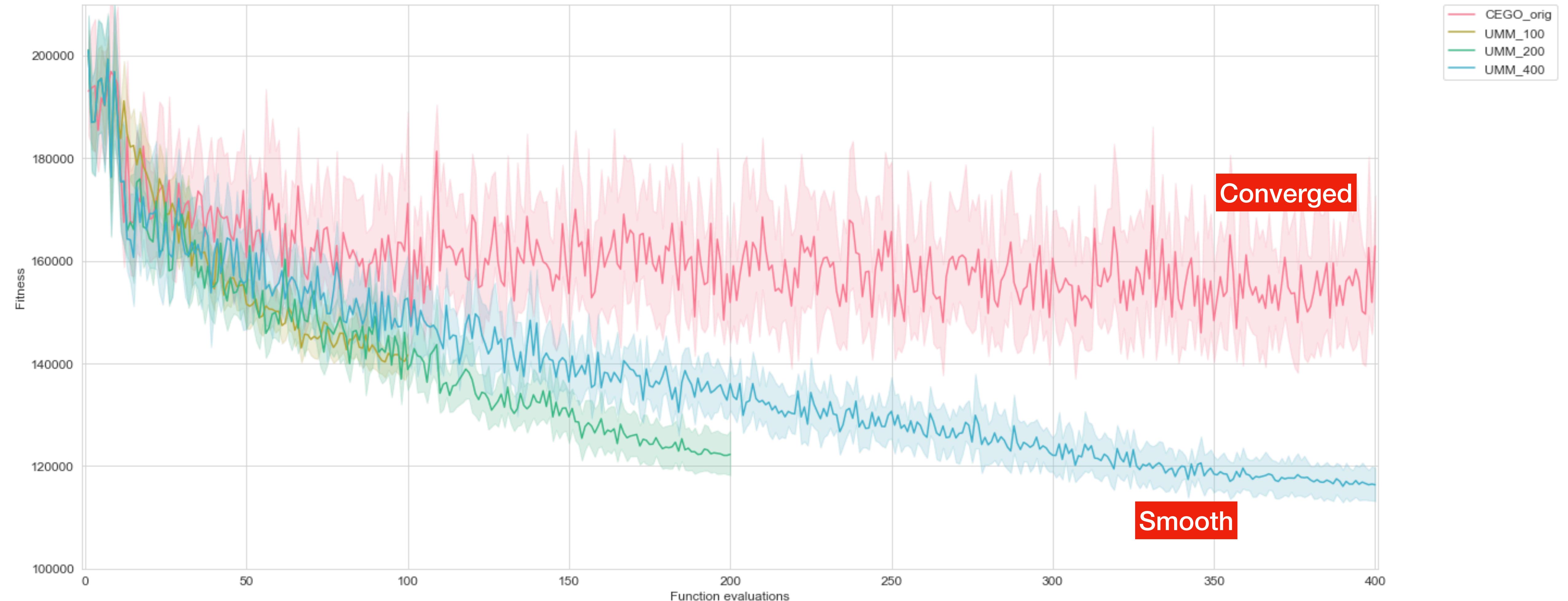
CEGO [5,6], the state-of-the-art Minimization problem



The variance of the model decreases linearly

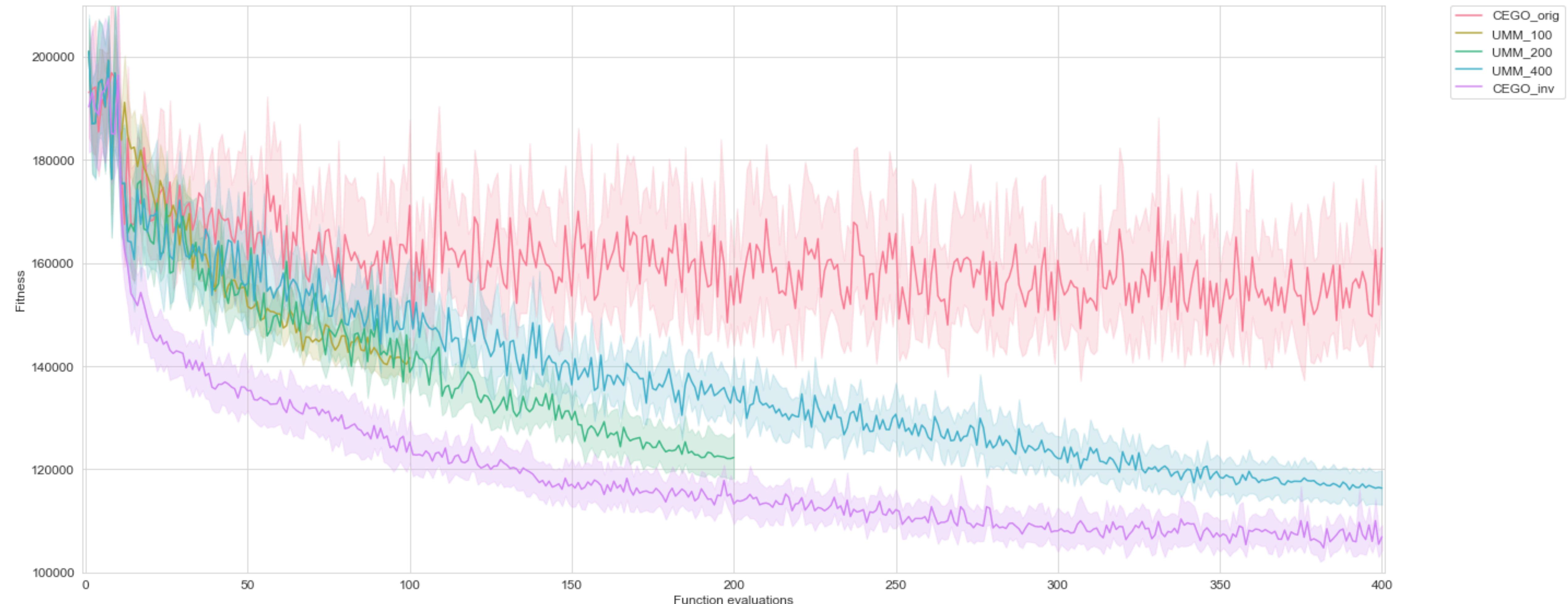






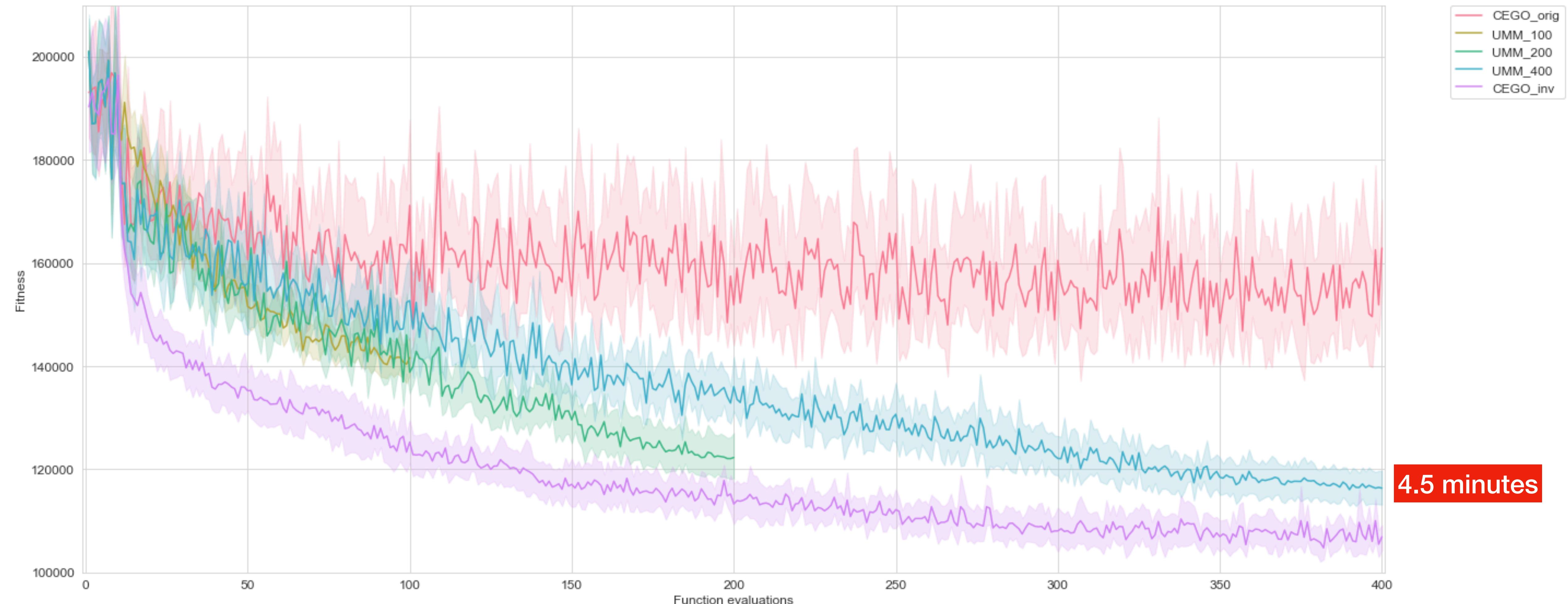
Rankings and orderings

Not just an implementation detail



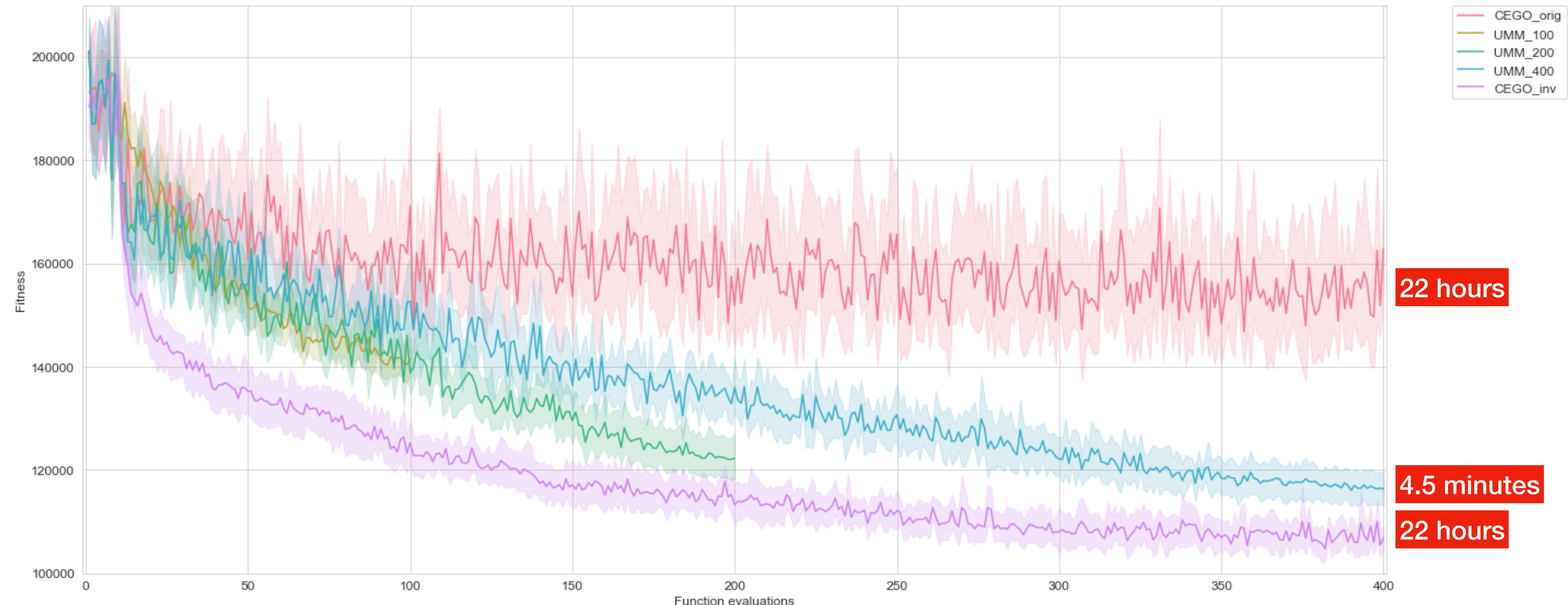
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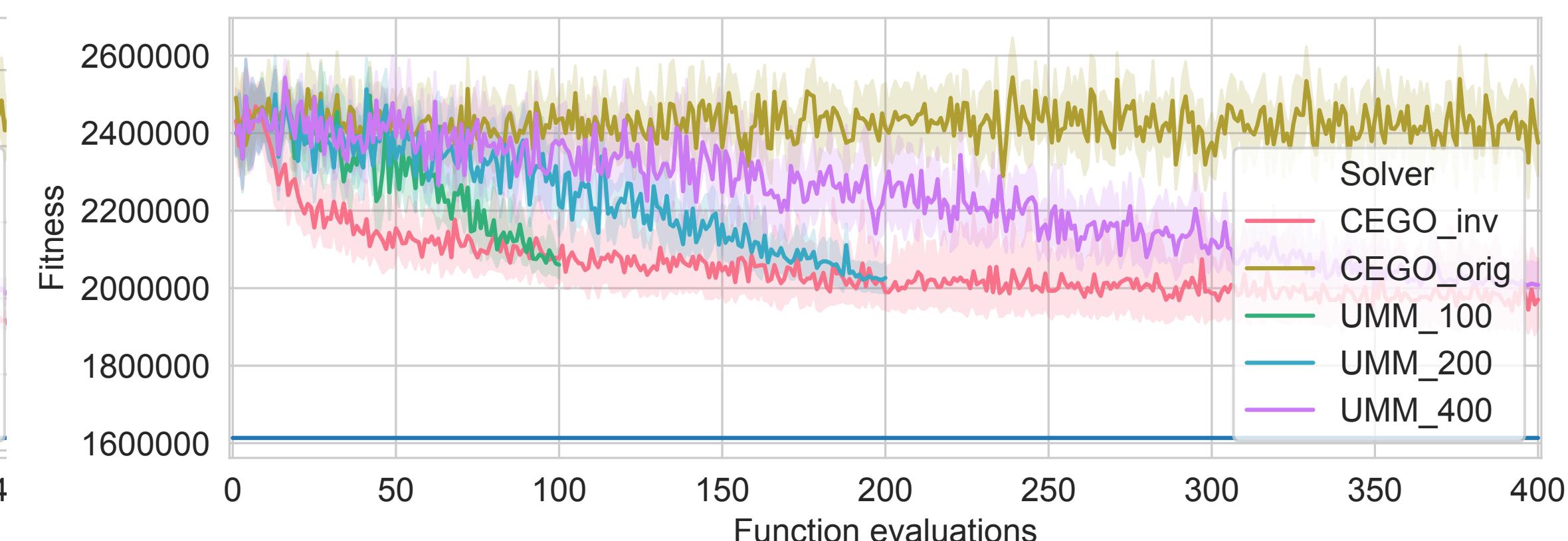
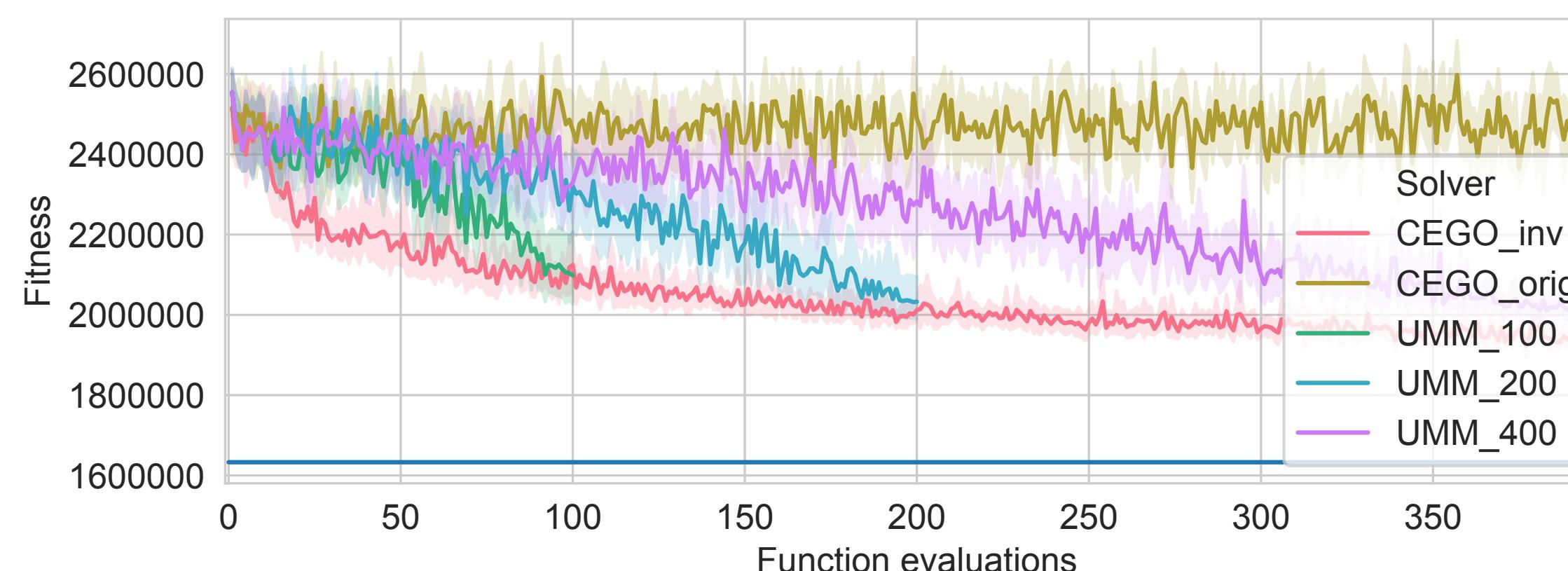
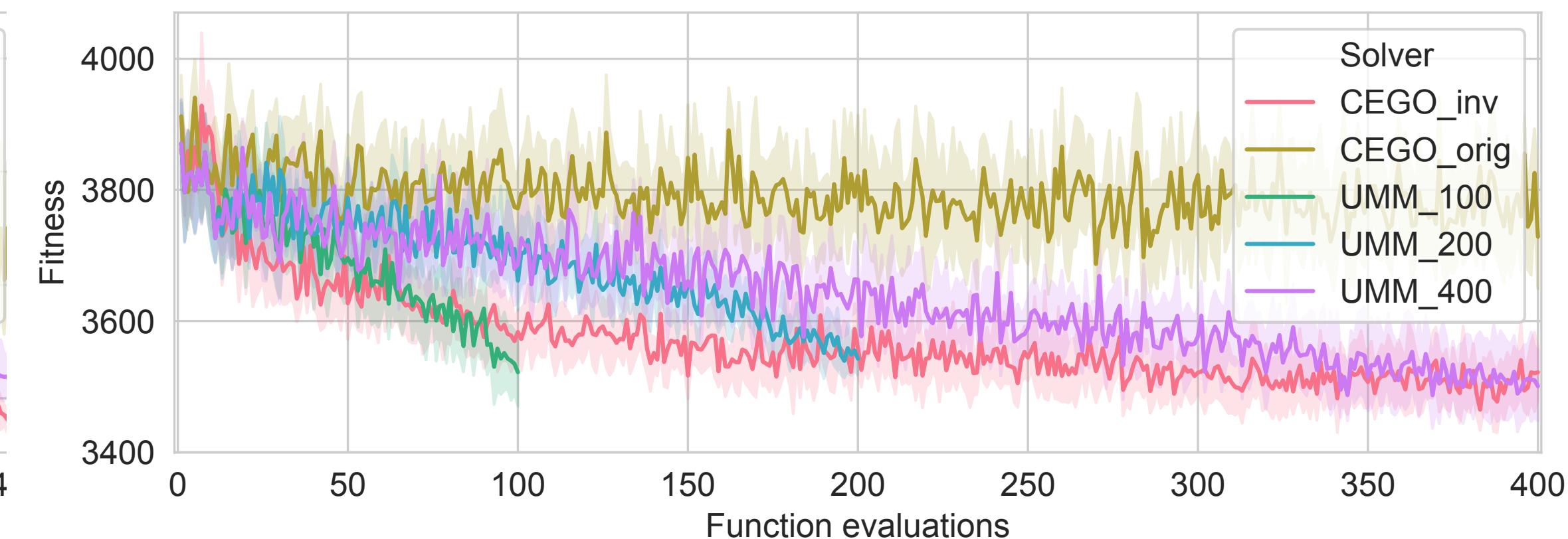
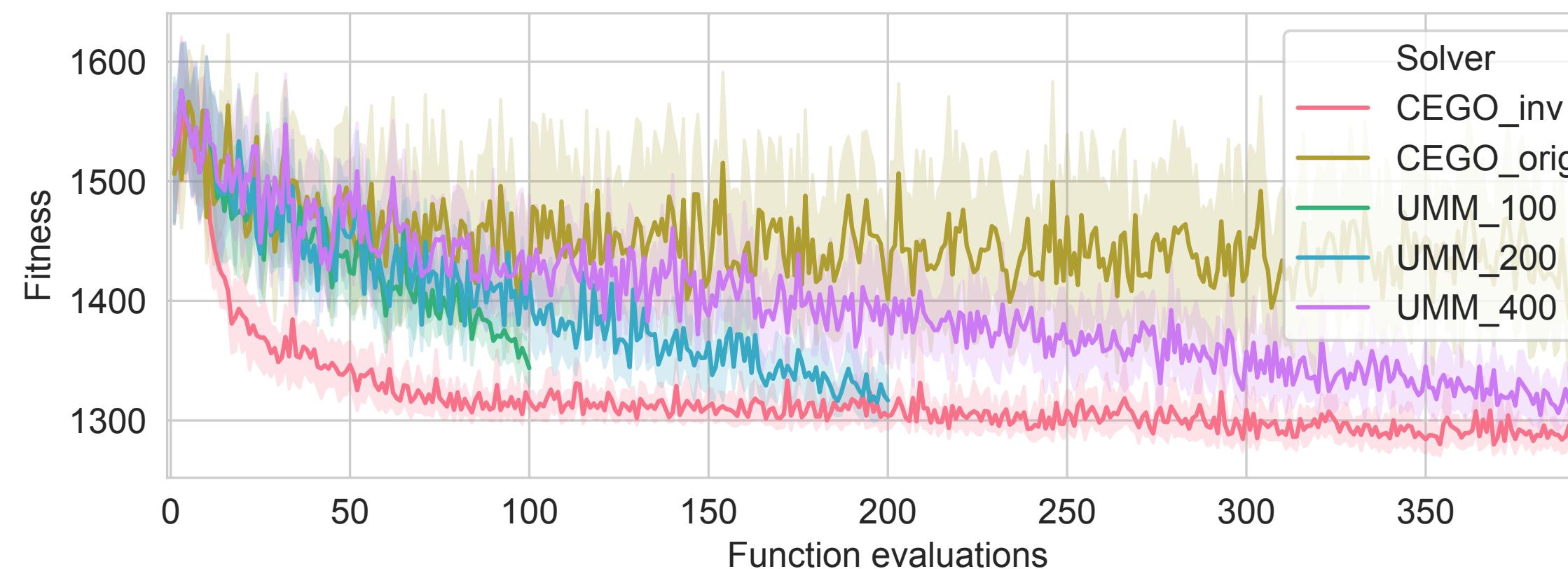


Rankings and orderings

Not just an implementation detail



UMM outperforms the original CEGO It is competitive with the modified version



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Doi: [10.5281/zenodo.00974](https://doi.org/10.5281/zenodo.00974)

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Conclusions

We present UMM

- A new framework for black-box expensive optimization
- Probabilistic, incremental sample
- Fast, efficient
 - Outperforms the state-of-the-art
 - Competitive with the modified version of the state state-of-the-art
- Permutations are not just ordered vectors
- Ad-hoc strategies for permutations often outperform the adaptations