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Overview



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Aim: Solve the Network Design problem for the Traffic Assignment Model

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Introduction



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- Introduction
- Model and Algorithms



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- Model and Algorithms
- Numerical Experiments





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- Network Design adds a binary problem on top of a network
- For a fixed network, the underlying model can be solved efficiently
- We leverage this special structure present for efficient computation of these oracles





 Traffic Assignment models the equilibrium traffic flow between various origins and destinations

$$G = (V, E)$$



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- Equivalent to a network flow problem with convex costs

$$G = (V, E)$$

$$\min_{x} c(x)$$

$$\text{s.t. } x_{ij} = \sum_{d \in \mathcal{D}} x_{ij}^{t}$$

$$\sum_{(i,j) \in \mathcal{E}} x_{ij}^{t} - \sum_{(j,i) \in \mathcal{E}} x_{ji}^{t} = D_{i}^{t}$$

$$x_{ij}^{t} \geq 0$$

$$D_{i} = \begin{cases} 0 & \text{no net flow at } i \text{ for } t \\ d_{i}^{t} & \text{supply from } i \text{ to } t \\ -\sum_{k \in \mathcal{O}} d_{k}^{t} & \text{total supply for } t \text{ at } i = t \end{cases}$$



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- Equivalent to a network flow problem with convex costs
- Solved using the Frank Wolfe algorithm.
- Linear oracle solved using a sequence of shortest path problems

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 Implements the Network Design on top of the traffic assignment model

$$\min_{x} c(x) + r^{\top} y$$
 $\text{s.t. } x \in \mathcal{X}$
 $x_j \leq M y_j \ \forall j \in J$
 $y_j \in \{0, 1\}$



- Implements the Network Design on top of the traffic assignment model
- Goal: find a new arc which reduces the overall traffic cost at equilibrium

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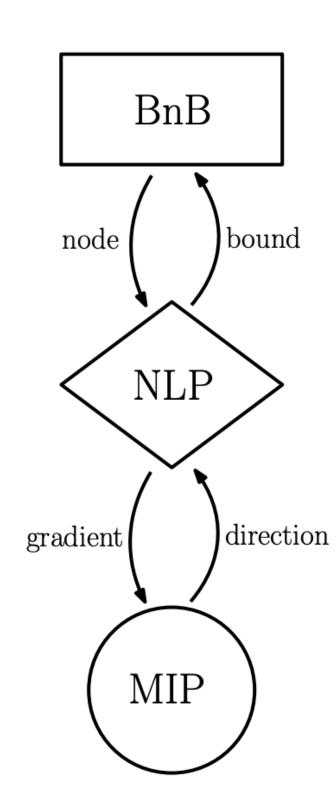
- Implements the Network Design on top of the traffic assignment model
- Goal: find a new arc which reduces the overall traffic cost at equilibrium
- Leads to a discrete optimization problem with convex costs
- Due to graphs and multiple sources and destinations, the problem size is large

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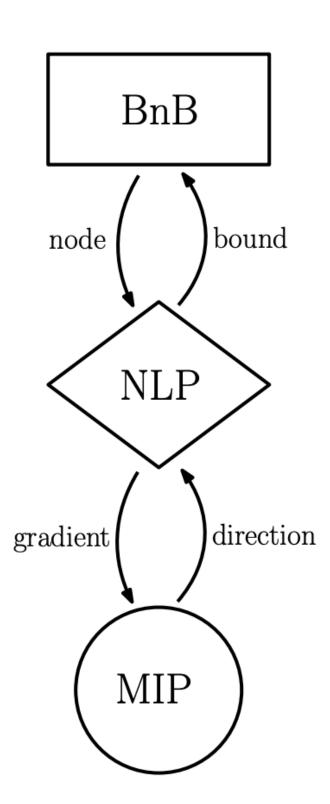


 Solves the MINLP using a B&B approach with an NLP being solved at every node



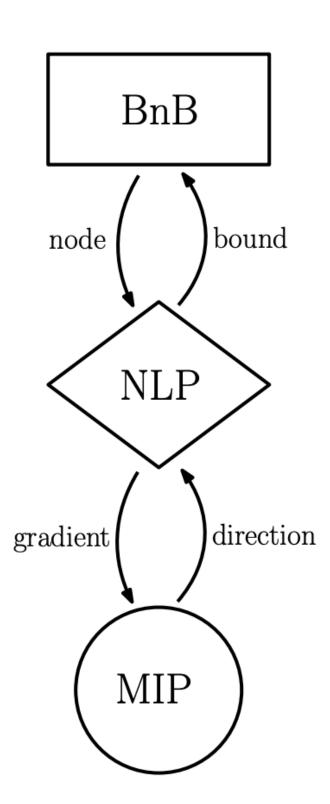


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- Solves the MINLP using a B&B approach with an NLP being solved at every node
- The NLP is solved using the FW algorithm
- The FW algorithm requires a MIP oracle





Integer LMO: IFW

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 Solves an integer optimization problem to find the descent direction.

$$\min_{v} \nabla_{x} c(x_{t})^{\top} v^{x} + r^{\top} v^{y}$$
s.t. $v^{x} \in \mathcal{X}$

$$v_{j}^{x} \leq M v_{j}^{y} \ \forall j \in J$$

$$v_{j}^{y} \in \{0, 1\}$$



Integer LMO: IFW

- Solves an integer optimization problem to find the descent direction.
- Solves the math programming model without leveraging the special structure

$$\min_{v} \nabla_{x} c(x_{t})^{\top} v^{x} + r^{\top} v^{y}$$
s.t. $v^{x} \in \mathcal{X}$

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• x and y only connected by network design constraints.



- *x* and *y* only connected by network design constraints.
- Move the constraint into the objective and penalise its violation

$$\min_{x,y} c(x) + r^{\top}y + \lambda \sum_{j \in J} \max(x_j - My_j, 0)^p$$
s.t. $x \in \mathcal{X}$

$$y_j \in \{0, 1\}$$



 $y_i \in \{0, 1\}$

- *x* and *y* only connected by network design constraints.
- Move the constraint into the objective and penalise its violation
- Allows the descent direction problem to be separated into network flow and a selection problems.

$$\min_{x,y} c(x) + r^{\top}y + \lambda \sum_{j \in J} \max(x_j - My_j, 0)^p$$

s.t. $x \in \mathcal{X}$

$$\min_{x} (\nabla c(x_t) + \lambda g_t)^{\top} v^x \quad \min_{y} (r + \lambda h_t)^{\top} v^y$$

s.t. $v^x \in \mathcal{X}$ s.t. $v_j^y \in \{0, 1\}$

$$g_{ti} = \begin{cases} 0 & i \notin J \\ 0 & i \in J \& x_{ti} \le My_{ti} \\ p(x_{ti} - My_{ti})^{p-1} & i \in J \& x_{ti} > My_{ti} \end{cases}$$

$$h_{ki} = \begin{cases} 0 & i \in J \& x_{ti} \le My_{ti} \\ -Mp(x_{ti} - My_{ti})^{p-1} & i \in J \& x_{ti} > My_{ti} \end{cases}$$



 $y_i \in \{0, 1\}$

- *x* and *y* only connected by network design constraints.
- Move the constraint into the objective and penalise its violation
- Allows the descent direction problem to be separated into network flow and a selection problems.
- 2 parameters: λ (penalty) and p (power)

$$\min_{x,y} c(x) + r^{\top}y + \lambda \sum_{j \in J} \max(x_j - My_j, 0)^p$$

s.t. $x \in \mathcal{X}$

$$\min_{x} (\nabla c(x_t) + \lambda g_t)^{\top} v^x \quad \min_{y} (r + \lambda h_t)^{\top} v^y$$

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Network LMO with Benders: NLMO-B

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 We solve the descent problem using Benders's decomposition

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$$v_{j}^{x} \leq M v_{j}^{y} \ \forall j \in J$$

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Network LMO with Benders: NLMO-B

- We solve the descent problem using Benders's decomposition
- The subproblem at each step then simplifies to network flow problem

$$\min_{v} \nabla_{x} c(x_{t})^{\top} v^{x} + r^{\top} v^{y}$$
s.t. $v^{x} \in \mathcal{X}$

$$v_{j}^{x} \leq M v_{j}^{y} \ \forall j \in J$$

$$v_{j}^{y} \in \{0, 1\}$$

$$\min_{x,y} r^{\top} v^{y} + \eta$$
s.t. $\eta \geq p_{k}^{\top} b - s_{k}^{\top} M v^{y} \quad \forall k \in OPT$

$$0 \geq p_{k}^{\top} b - s_{k}^{\top} M v^{y} \quad \forall k \in FEAS$$

$$v_{i}^{y} \in \{0,1\} \quad \forall j \in J$$



Network LMO with Benders: NLMO-B

- We solve the descent problem using Benders's decomposition
- The subproblem at each step then simplifies to network flow problem
- Disadvantage: Requires a iterative algorithm for the descent problem which can be slow

$$\min_{v} \nabla_{x} c(x_{t})^{\top} v^{x} + r^{\top} v^{y}$$
s.t. $v^{x} \in \mathcal{X}$

$$v_{j}^{x} \leq M v_{j}^{y} \ \forall j \in J$$

$$v_{j}^{y} \in \{0, 1\}$$

$$\begin{aligned} & \min_{x,y} r^\top v^y + \eta \\ & \text{s.t. } \eta \geq p_k^\top b - s_k^\top M v^y \ \, \forall k \in OPT \\ & 0 \geq p_k^\top b - s_k^\top M v^y \ \, \forall k \in FEAS \\ & v_j^y \in \{0,1\} \ \, \forall j \in J \end{aligned}$$





Transportation Networks repository



- Transportation Networks repository
- Instances created out of existing datasets by removing arcs at random



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- Model solved with a time limit of 3 hours with no post processing



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Methods Compared



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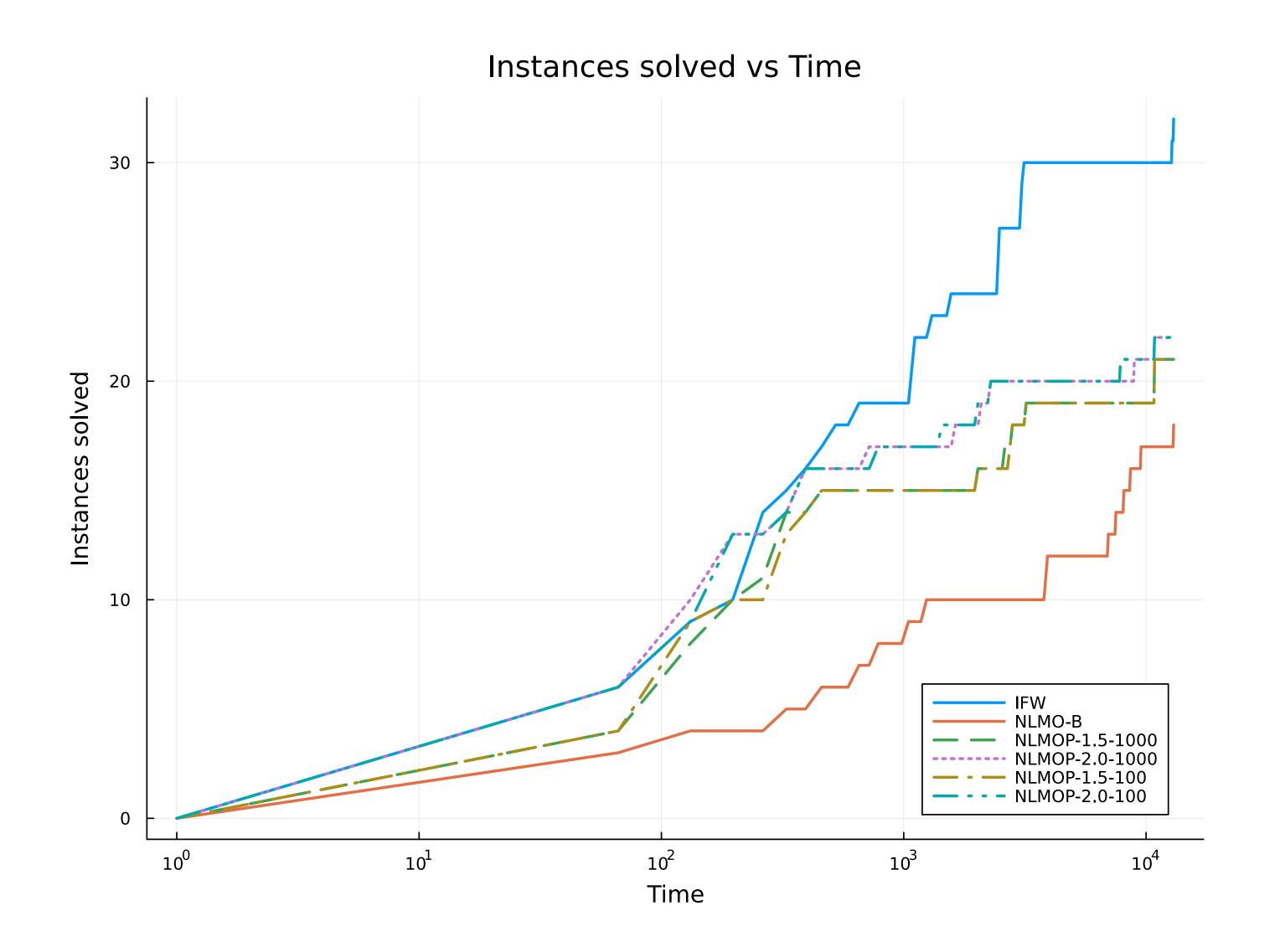
- IFW
- NLMO-P
- NLMO-B



Results

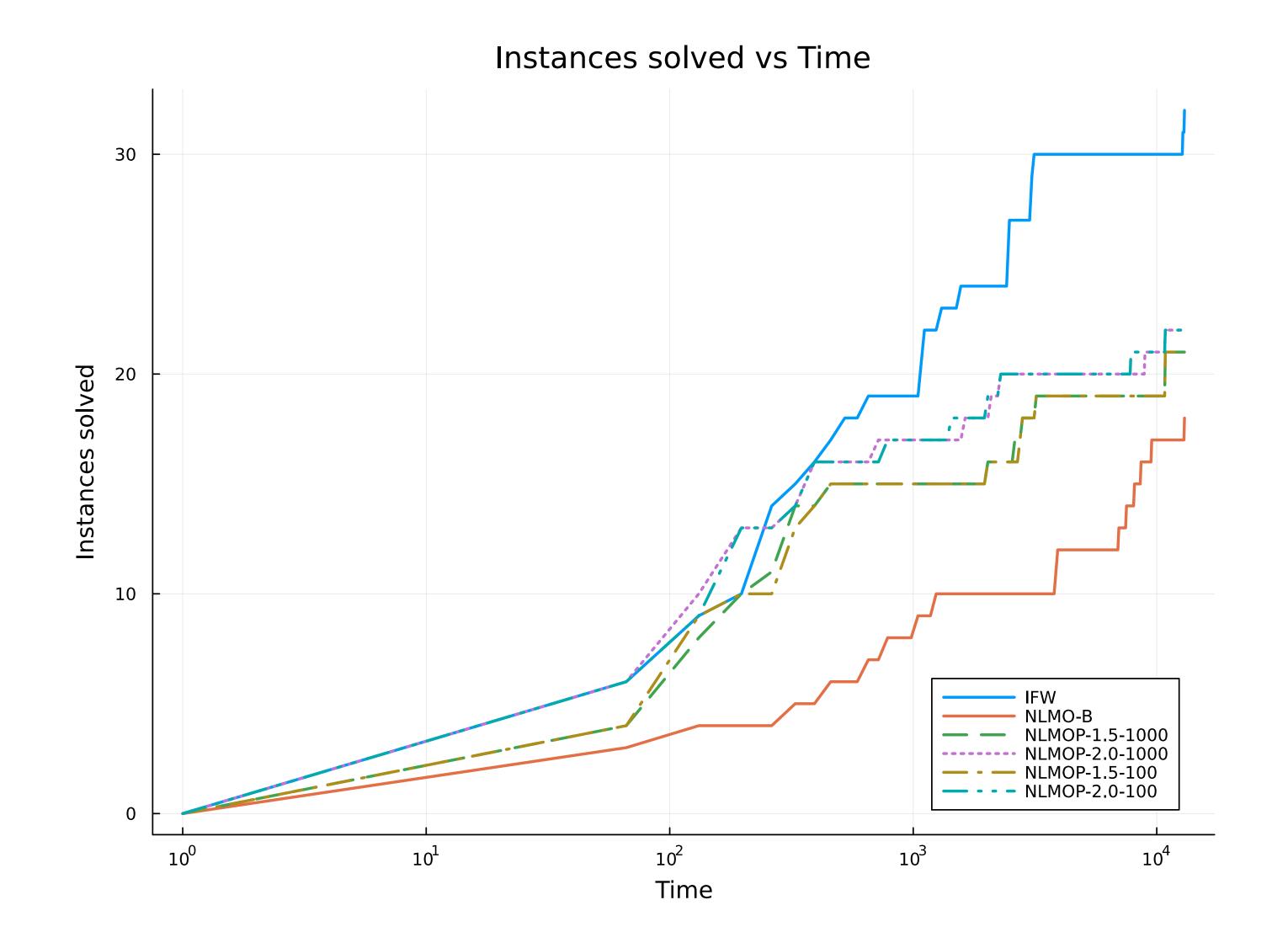


Results





Results



The IFW algorithm solves more instances than the penalty based or Bender's approaches



Results: Common Instances



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Algorithm	Time	Number Of Nodes	Time Per Node	Rel Dual Gap	Total Const. Viol. (1e-3)
NLMO-P-2-1000	1746.59	448.50	3.27	0.0038	1.2089
NLMO-P-1.5-1000	2133.50	549.88	3.65	0.0354	0.0024
NLMO-P-2-100	1672.28	445.50	3.26	0.0040	1.2089
NLMO-P-1.5-100	2143.29	576.63	3.63	0.0351	0.0024
NLMO-B	3307.55	3.00	1086.92	0.0031	
IFW	423.28	10.50	40.29	0.0017	





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- The IFW LMO which solves an integer MIP leads to the fastest algorithm



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- The IFW LMO which solves an integer MIP leads to the fastest algorithm
- The Penalty-based LMO is much faster but explores more of the B&B tree before converging
- More experiments needed to identify situations in which the benefits of the penalty based or Bender's based approach are realised

Hark wen.