

Infinite-Horizon Proactive Dynamic DCOPs



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Outline

- Distributed Constraint Optimization Problems
- Dynamic DCOPs
- Proactive Dynamic DCOPs
- Infinite-Horizon Proactive Dynamic DCOPs*
- Overview and Details



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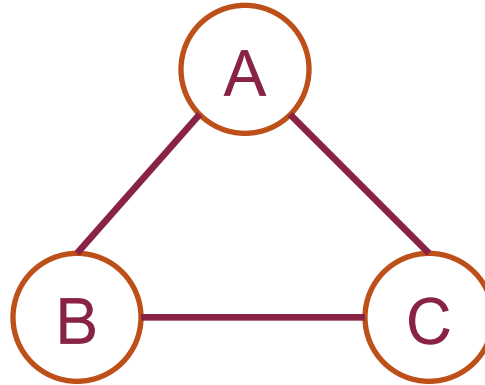


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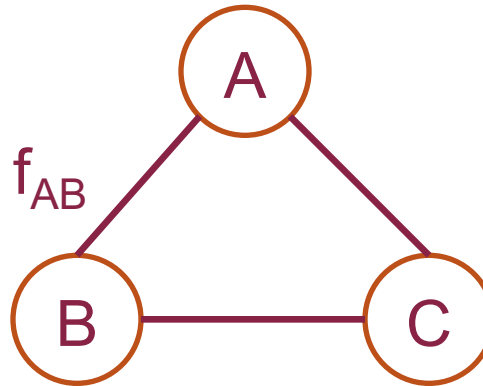


Distributed Constraint Optimization Problems



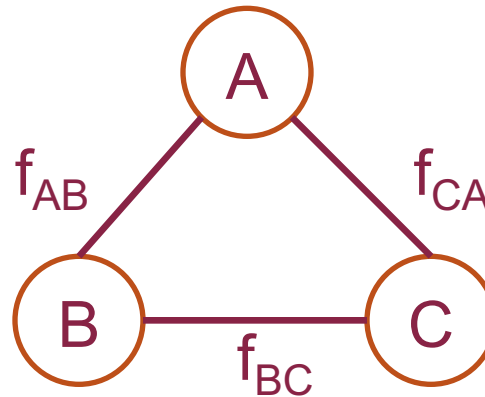
Distributed Constraint Optimization Problems

x_A	x_B	$f_{AB}(x_A, x_B)$
0	0	5
0	1	10
...



Distributed Constraint Optimization Problems

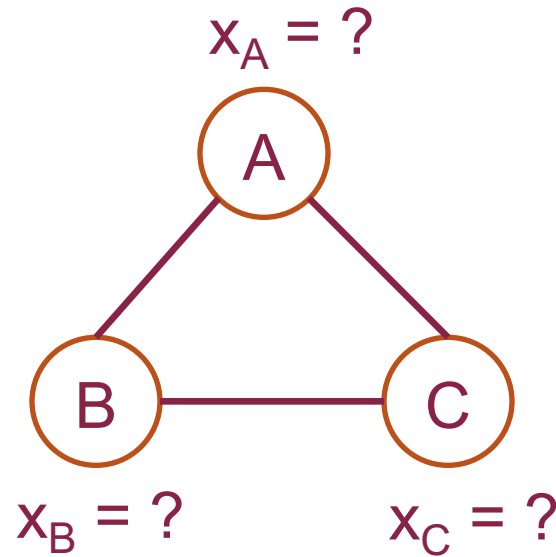
x_A	x_B	$f_{AB}(x_A, x_B)$
0	0	5
0	1	10
...



x_C	x_A	$f_{CA}(x_C, x_A)$
0	0	7
0	1	4
...

x_B	x_C	$f_{BC}(x_B, x_C)$
0	0	3
0	1	12
...

Distributed Constraint Optimization Problems



Maximize $f_{AB} + f_{BC} + f_{CA}$

Distributed Constraint Optimization Problems

- Meeting scheduling problems
- Smart devices scheduling
- Resource allocation
- Sensor network



Limitations

- DCOPs
 - Static problem
 - Not consider possible changes



Limitations

- DCOPs
 - Static problem
 - Not consider possible changes
- Dynamic DCOPs
 - Reacting to changes of the problem



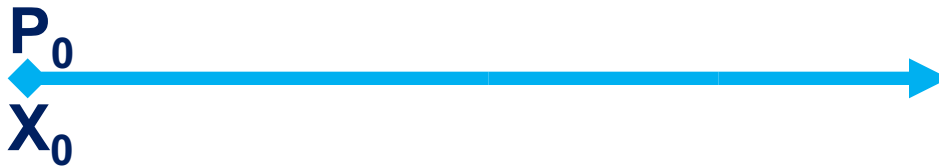
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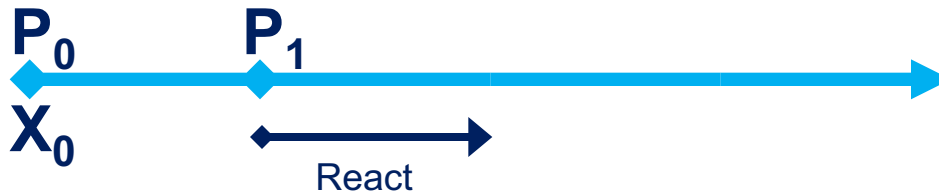
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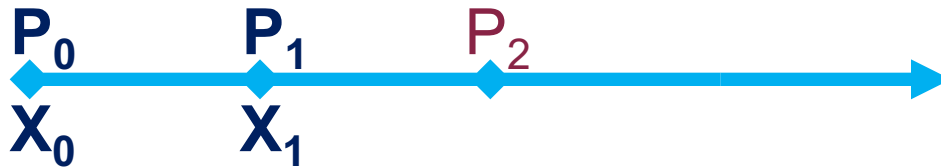
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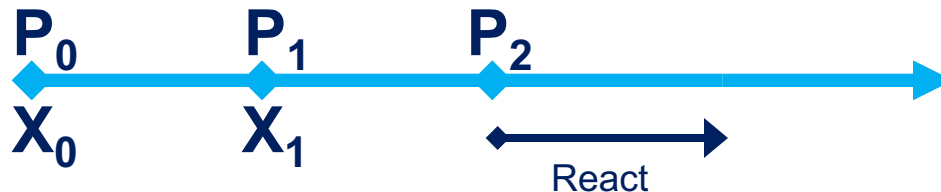
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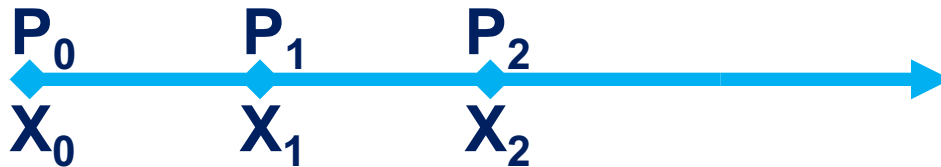
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Limitations

- Dynamic DCOPs
 - Not take advantage of possible changes
 - Good for current, bad for future (myopic solutions)



Limitations

- Dynamic DCOPs
 - Not take advantage of possible changes
 - Good for current, bad for future (myopic solutions)
- How about if we know
 - How often the problems change
 - Knowledge about possible changes



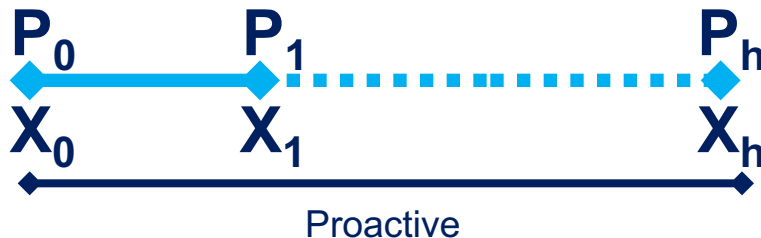
Proactive Dynamic DCOPs

- Knowledge about changes of random events
 - Initial distribution and transition function
- Solve all the problems beforehand up to horizon h
- Keep the solution at time step h



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Limitations

Is this solution optimal from h onwards???



Key contributions

- Infinite-Horizon Proactive Dynamic DCOPs
 - Optimal solution from h onwards
 - Based on converged distribution at h^*
 - Proactive vs. Reactive dynamic DCOP algorithms (first time!!!)



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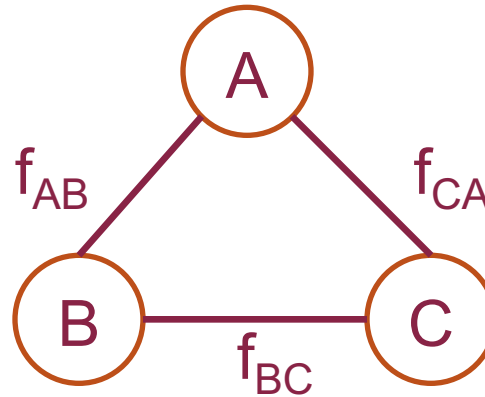
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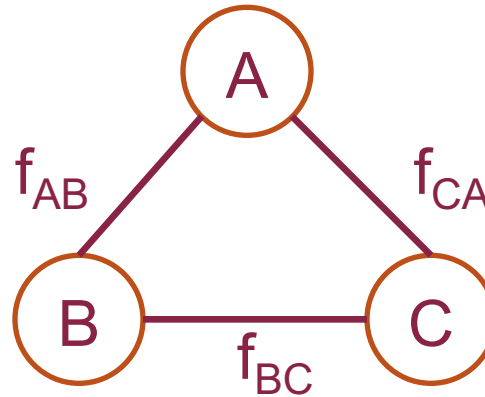


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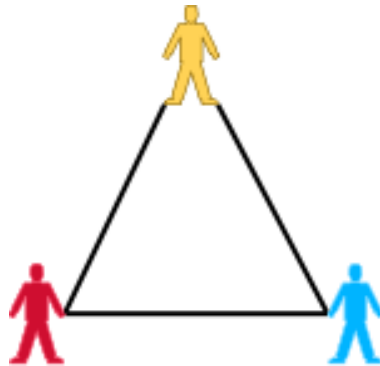
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Maximize $f_{AB} + f_{BC} + f_{CA}$

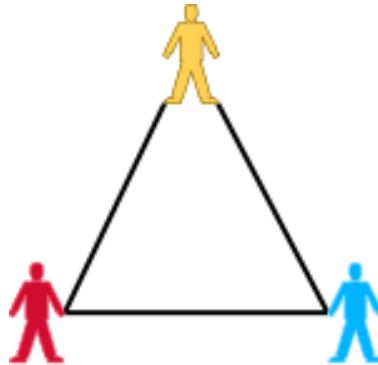
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Distributed Meeting Scheduling Problem



Distributed Meeting Scheduling Problem

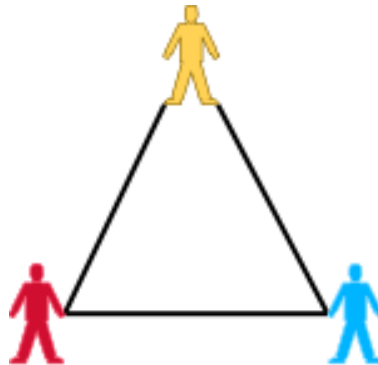
Person A	Utility
8:00	2
9:00	5
...	...
16:00	10



Distributed Meeting Scheduling Problem

Person A	Utility
8:00	2
9:00	5
...	...
16:00	10

Person A	Person B	Utility
8:00	8:00	0
8:00	9:00	- infinity
...
16:00	16:00	0



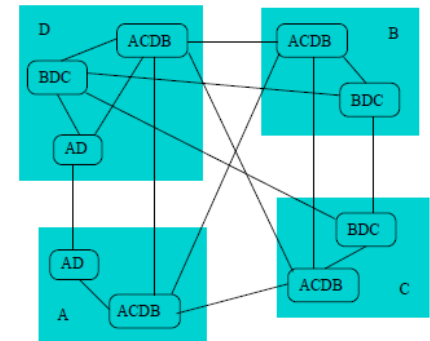
$$\text{Maximize } f_A + f_B + f_C + f_{AB} + f_{BC} + f_{CA}$$

Distributed Constraint Optimization Problem (DCOP)

DCOP is a tuple $\langle A, X, D, F \rangle$

- $A = \{a_1, a_2, \dots, a_n\}$
- $X = \{x_1, x_2, \dots, x_m\}$
- $D = \{D_1, D_2, \dots, D_m\}$
- $F = \{f_1, f_2, \dots, f_l\}$
- $F(\sigma) = \sum f_i$
- $\sigma_{\max} = \operatorname{argmax} F(\sigma)$

Person A	Utility
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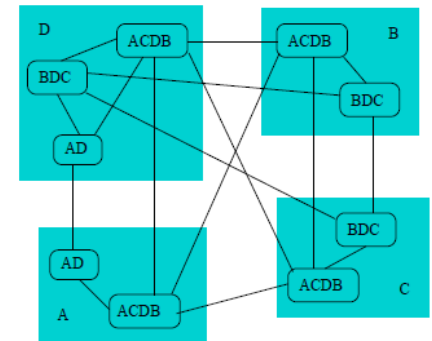


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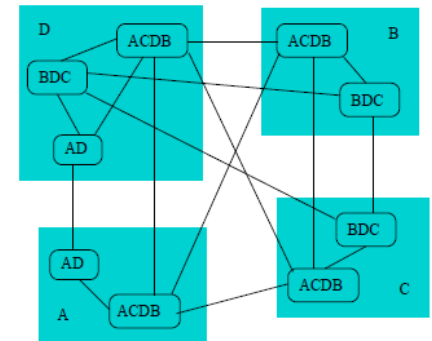


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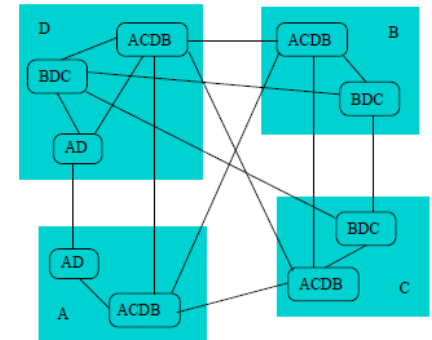


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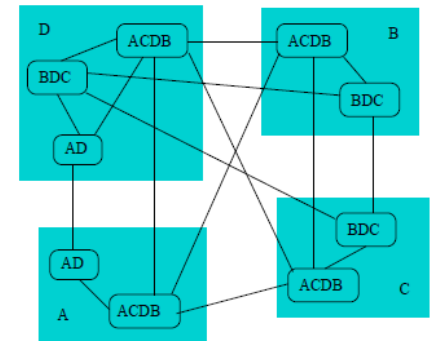


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Proactive Dynamic DCOPs

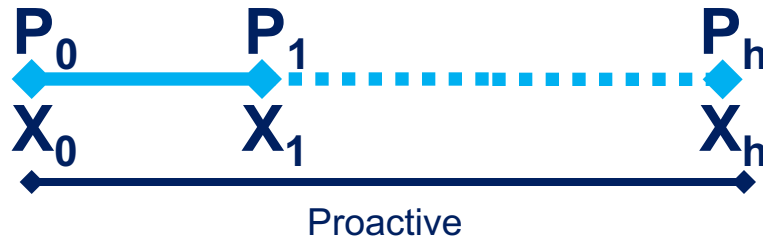
- Random variables
 - Initial distribution
 - Transition function



Week 0	Raining		Week 1	Raining
	8:00	→		10:00

$$P = \begin{bmatrix} 0.9 & 0.075 & 0.025 \\ 0.15 & 0.8 & 0.05 \\ 0.25 & 0.25 & 0.5 \end{bmatrix}$$

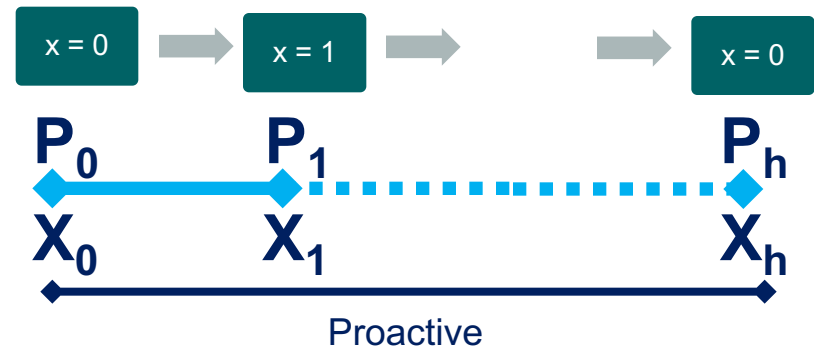
Proactive Dynamic DCOPs



- Constraints with random variables
- Proactive: solve the whole problems beforehand
- Keep the solution at h onwards

Proactive Dynamic DCOPs

- $Y = \{y_1, y_2, \dots, y_m\}$
 - Ω : event space
 - p^0 : initial distribution
 - T : transition function
- c : switching cost
- h : horizon



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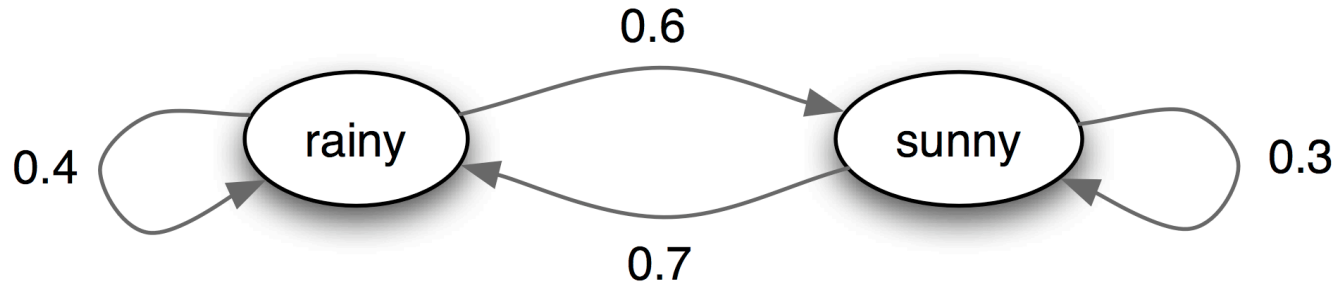


Limitations

Is this solution optimal from h onwards???



Infinite-Horizon Proactive Dynamic DCOPs



- Each random variable => Markov chain
- Optimal solutions from h onwards
- Markov chain convergence

Infinite-Horizon Proactive Dynamic DCOPs



- Under some specific conditions:
 - Markov chains converge at h^*
 - Solve the problem at h with converged distribution

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Algorithms

- Preprocessing
 - Eliminate random variables
 - Calculate expected utility
 - Regular DCOPs at every time step
- FORWARD
- BACKWARD



Preprocessing (cont.)

- Constraints with random variables

x	y	
0	0	a
0	1	b
1	0	c
1	1	d

x	ts = k
0	$a \cdot \text{prob}(y=0) + b \cdot \text{prob}(y=1)$
1	$c \cdot \text{prob}(y=0) + d \cdot \text{prob}(y=1)$

- Regular DCOPs at every time step

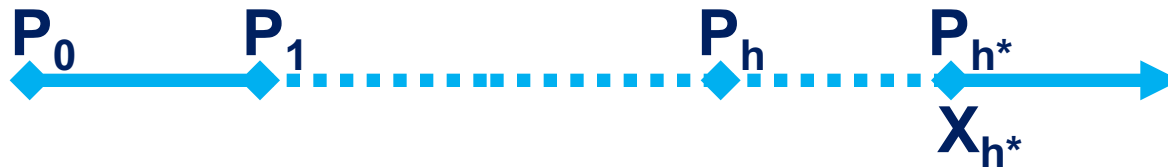
FORWARD

- Solve problem at h with converged distribution
- Solve from P_0 forward
- Online – Offline algorithm



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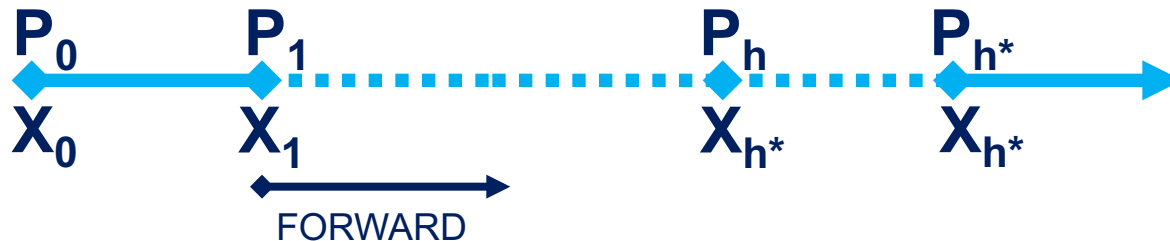
FORWARD

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FORWARD

- Solve problem at h with converged distribution
- Solve from P_0 forward
- Online – Offline algorithm



BACKWARD

- Solve problem at h with converged distribution
- Solve from P_h backward
- Offline algorithm



BACKWARD

- Solve problem at h with converged distribution
- Solve from P_h backward
- Offline algorithm



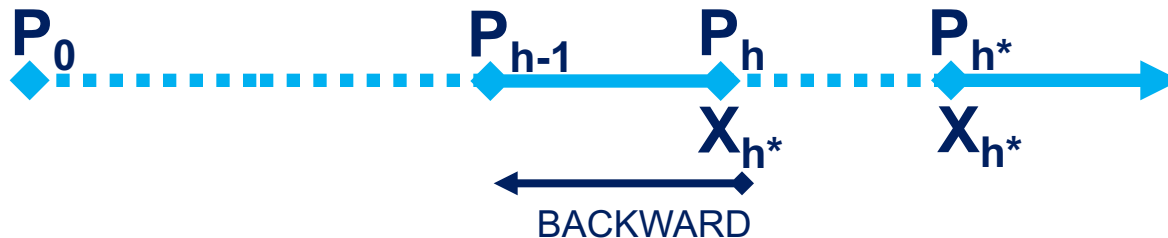
BACKWARD

- Solve problem at h with converged distribution
- Solve from P_h backward
- Offline algorithm



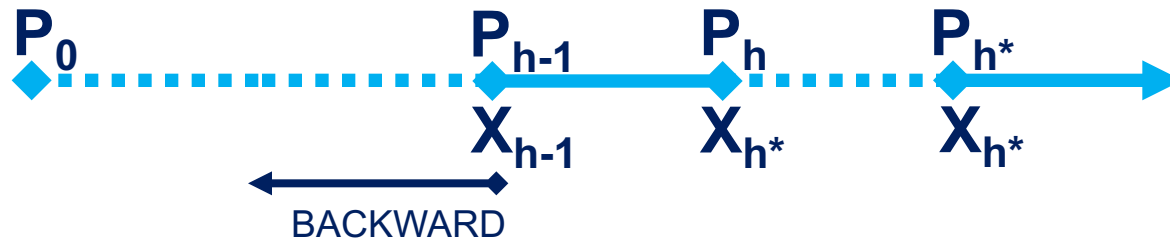
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BACKWARD

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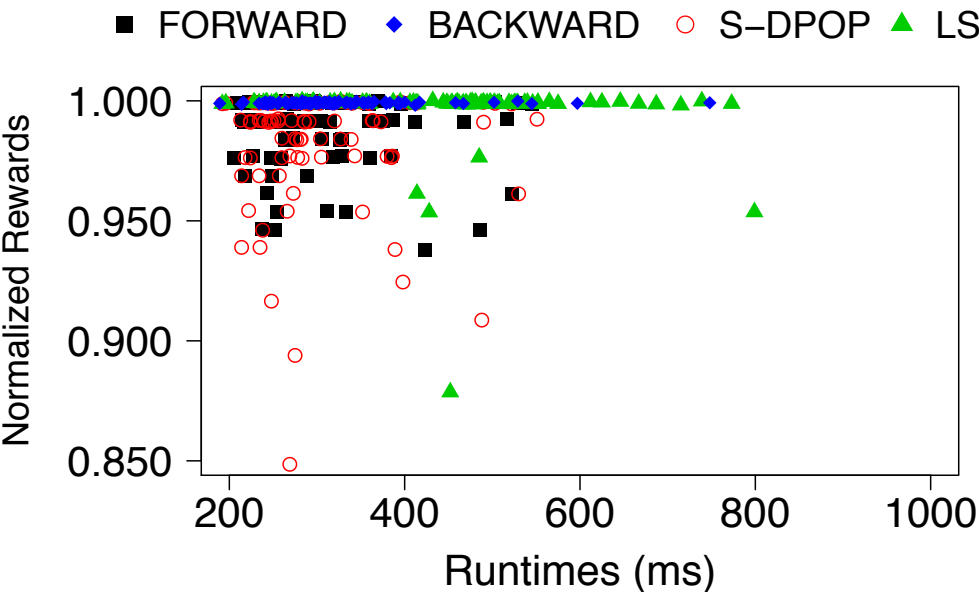


Experimental setup

- Random network
- Number of variables
 - Decision = Random: 8
- Horizon: 5
- Constraint density: 0.5
- Real distributed system, actual runtime



Experiment with Offline Algorithms



Switching cost = 100,000

S-DPOP:

- Not consider switching cost

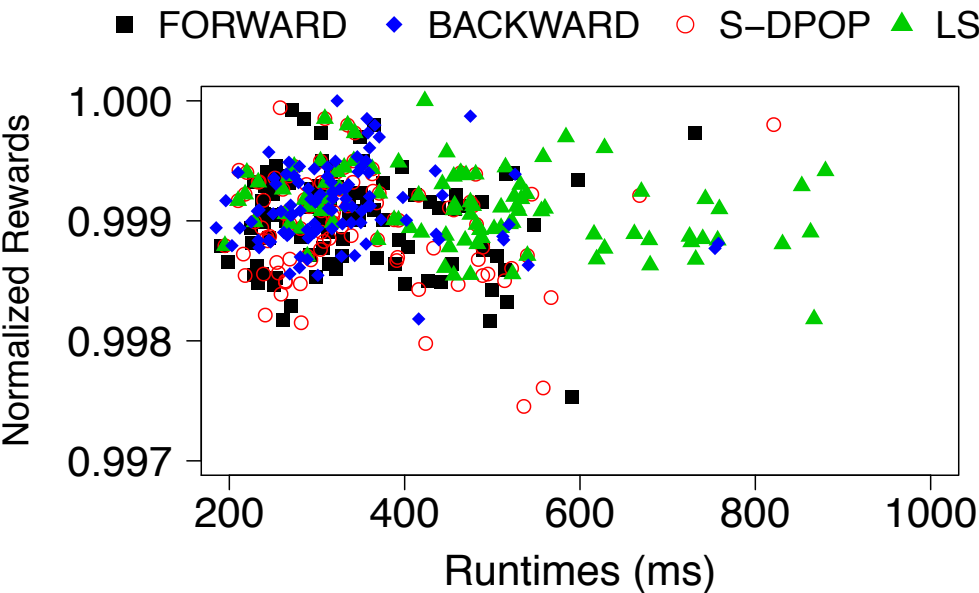
LS-SDPOP:

- Suffer from bad initial solutions

BACKWARD, FORWARD:

- Similar runtimes to S-DPOP
- Better solutions

Experiment with Offline Algorithms



Switching cost = 1,000

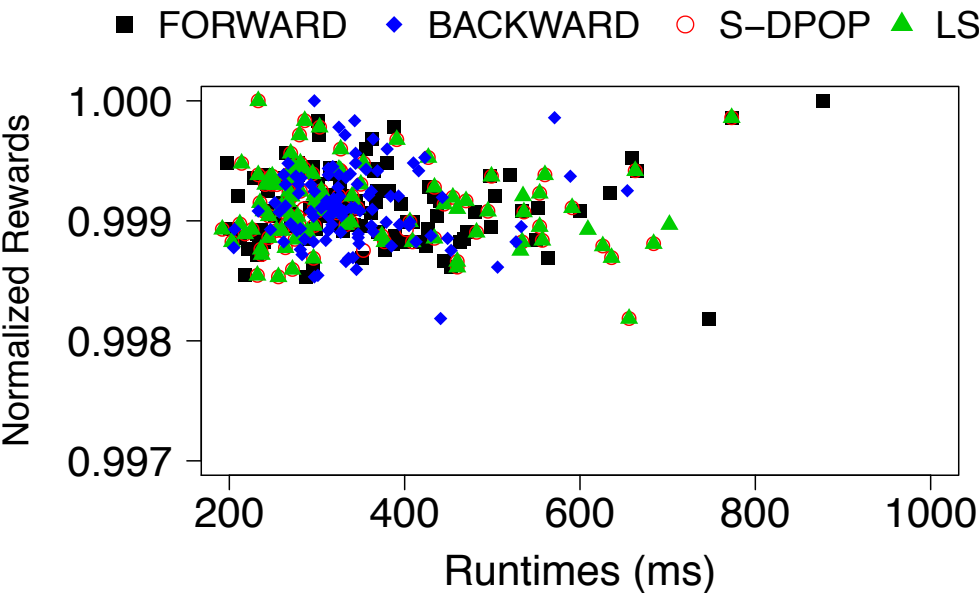
LS-SDPOP:

- Slower, better solutions

Other algorithms:

- Start to differ

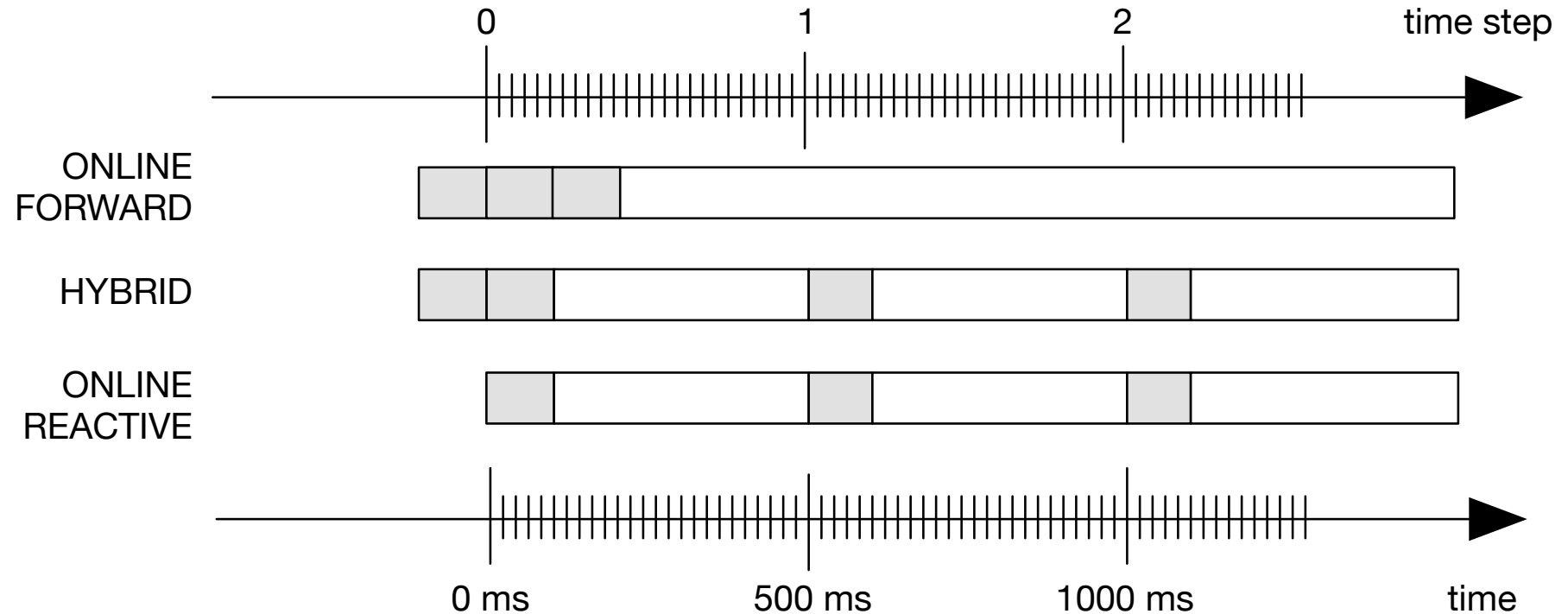
Experiment with Offline Algorithms



Switching cost = 10

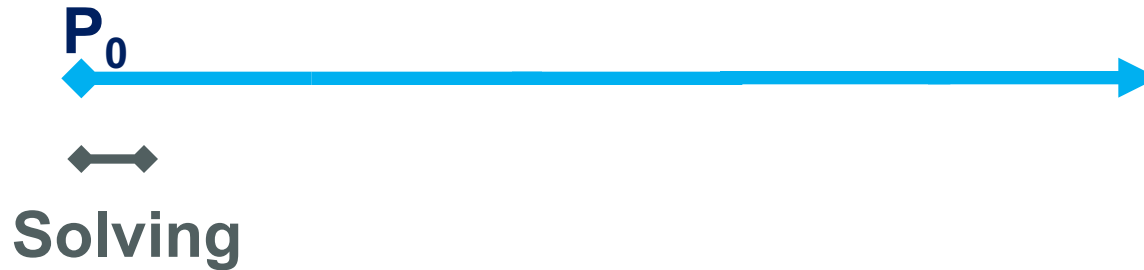
- Small switching cost
- Agent sticks to initial solutions
- Similar quality, runtime

Experiment with Online Algorithms



Experiment with Online Algorithms

- Reactive



Experiment with Online Algorithms

- Reactive



Experiment with Online Algorithms

- Reactive



Experiment with Online Algorithms

- Reactive



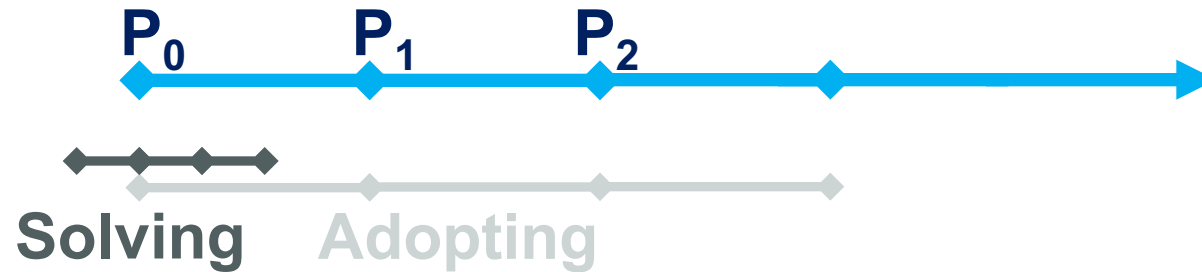
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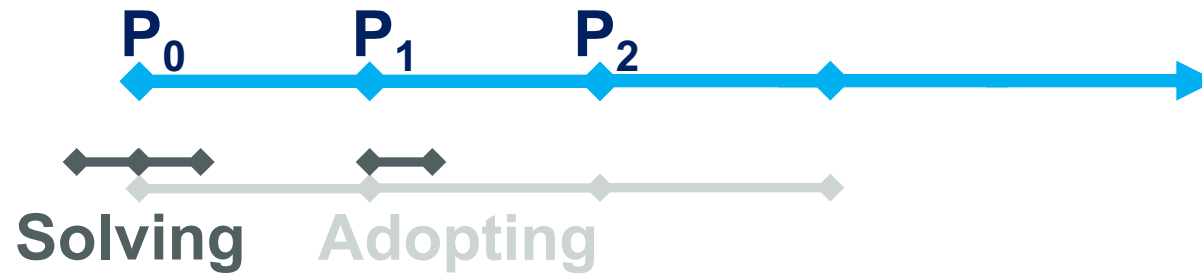
Experiment with Online Algorithms

- Online FORWARD



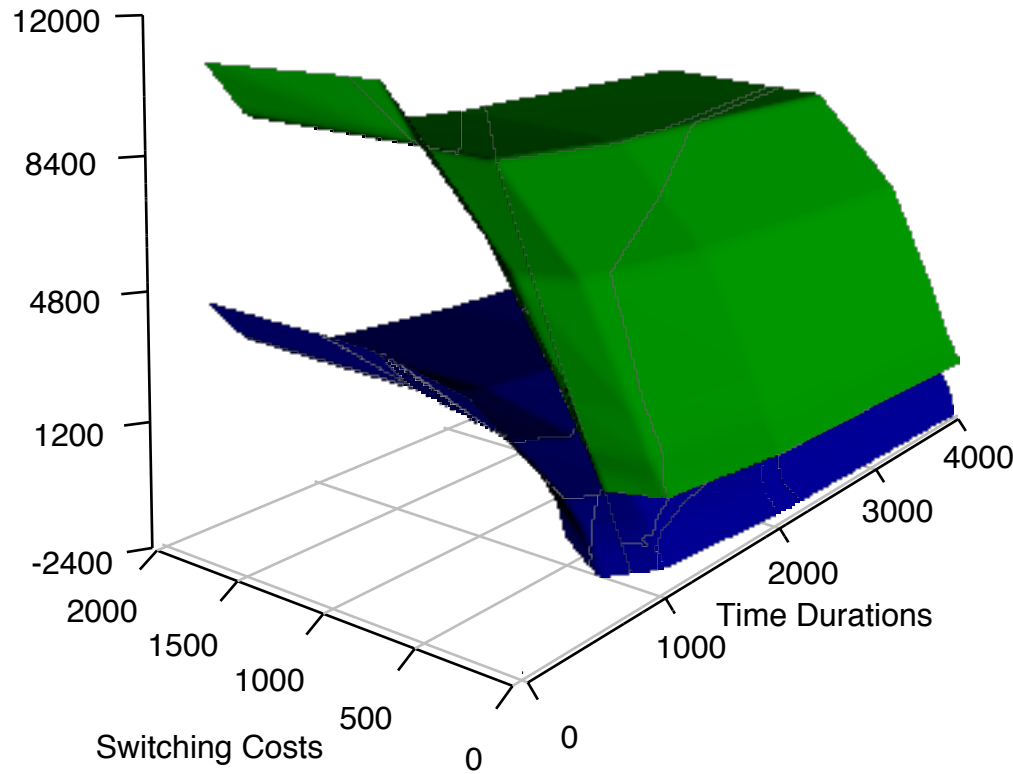
Experiment with Online Algorithms

- Online HYBRID



Experiment with Online Algorithms

Difference in Effective Rewards



Reactive:

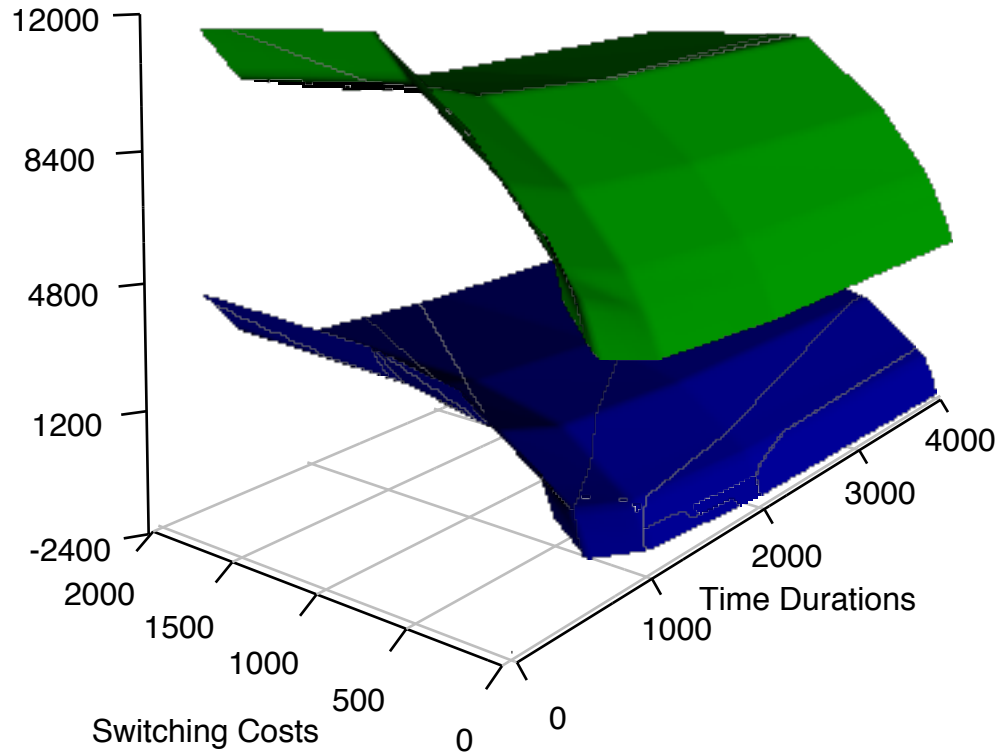
- Small switching cost
- Large time duration

FORWARD:

- Large switching cost
- Small time duration

Experiment with Online Algorithms

Difference in Effective Rewards



Similar results

HYBRID > FORWARD

Conclusions

- Infinite-Horizon Proactive Dynamic DCOP:
 - Optimal solution at time step h onwards
 - Random variables as Markov chains
 - Markov chain convergence
- Experiments:
 - Comparison between proactive and reactive dynamic DCOP algorithms (first time!)



Thank you



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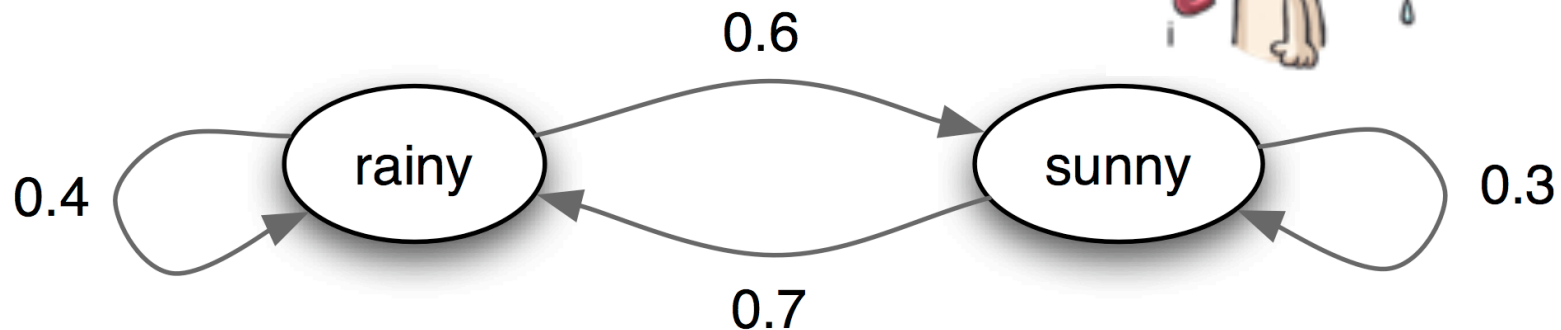
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Markov chains



- Markov property: Memoryless

$$\begin{aligned}\Pr(x^t = j \mid x^{t-1} = i, x^{t-2} = r, \dots, x^0 = s) \\ = \Pr(x^t = j \mid x^{t-1} = i)\end{aligned}$$

Markov chain properties

- A state j is said **accessible** from state i ($i \rightarrow j$)

$$\Pr(x^t = j \mid x^0 = i) > 0$$

- State i and state j **communicate** ($i \leftrightarrow j$)
- A **class** of states: communicate each other

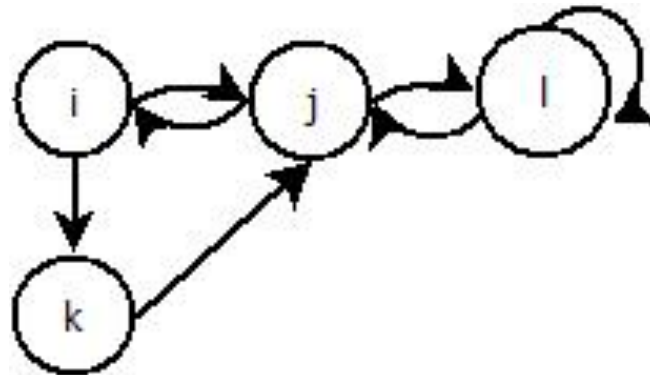


Markov chain properties

- **Period of a state i :**

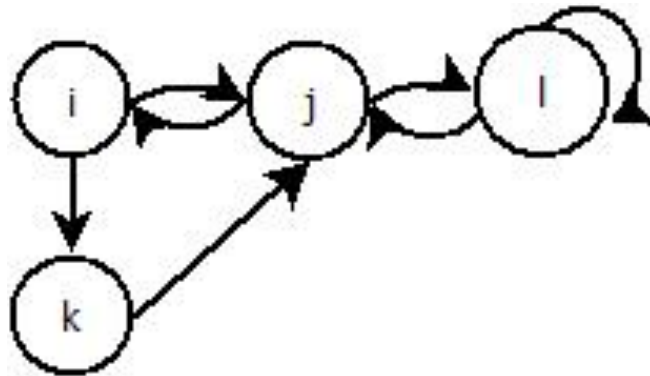
$$d(i) = \gcd\{t : P_{ii}^t > 0\}$$

- **Aperiodic:** period = 1



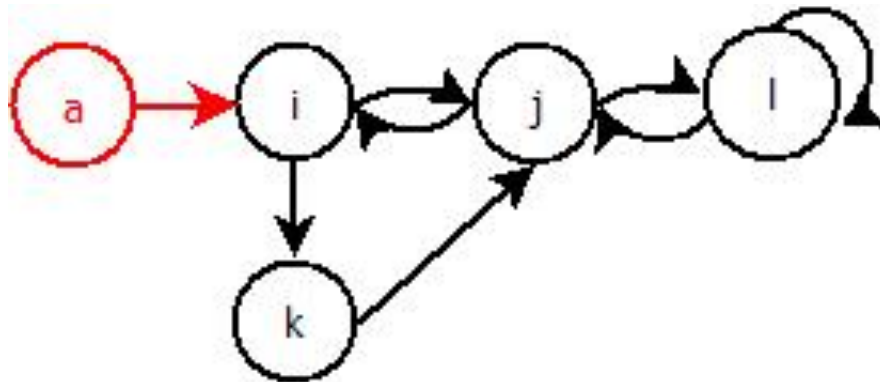
Markov chain properties

- **Recurrent:** $(i \rightarrow j) \Rightarrow (j \rightarrow i)$
- **Transient:** otherwise
- **Ergodic:** Both **aperiodic** and **recurrent**



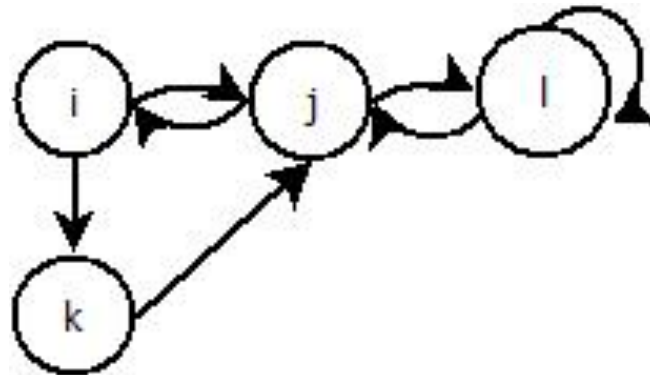
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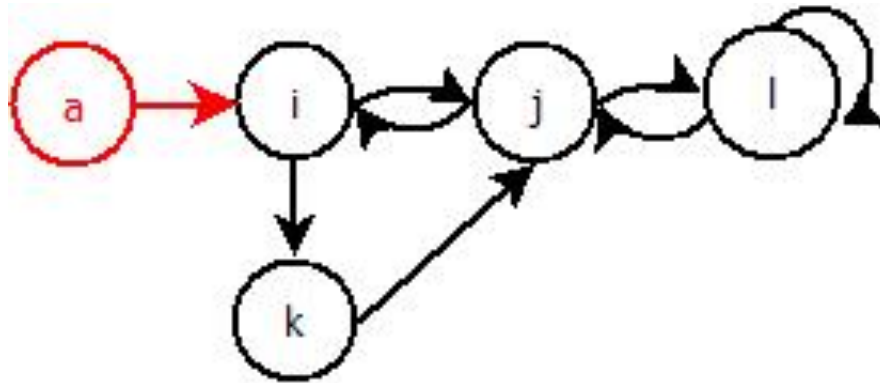
Markov chain properties

- **Unichain:** A chain that contains
 - Single recurrent class
 - Probably some transient states



Markov chain properties

- **Unichain:** A chain that contains
 - Single recurrent class
 - **Ergodic unichain:** aperiodic
 - Probably some transient states



Markov chains

- Convergence:

$$\pi^{t-1} \cdot P = \pi^t = \pi^*$$

- Conditions on convergence:

1. Positive transition matrix
2. All states: one single class and ergodic
3. The chain is an ergodic unichain



FORWARD

- Solve the last time step with stationary distribution

$$F^h(\mathbf{x}) = \sum_{\omega \in \Omega_y} f(\mathbf{x}|_{y=\omega}) \cdot p_y^*(\omega)$$

- Solve from time step 0

$$C^t(x) = -c \cdot \Delta(x^{t-1}, x^t)$$

- At time step h-1: $C^{h-1}(x) = -c \cdot (\Delta(x^{h-2}, x^{h-1}) + \Delta(x^{h-1}, x^*))$
- Either online or offline algorithms

BACKWARD

- Solve the last time step with stationary distribution

$$F^h(\mathbf{x}) = \sum_{\omega \in \Omega_y} f(\mathbf{x}|_{y=\omega}) \cdot p_y^*(\omega)$$

- Solve from time step h-1 backwards

$$C^t(x) = -c \cdot \Delta(x^{t+1}, x^t)$$

- Offline algorithms