

LEARNING OBJECTIVE FUNCTIONS

We demonstrate how to learn the (linear) objective function of a decision maker from observing the problem input data and her decisions over multiple rounds. In each round $t = 1, \dots, T$, the decision maker solves the optimization problem

$$\max\{c_{\text{true}}^T x \mid x \in X(p_t)\},$$

where the objective function $c_{\text{true}} \in \mathbb{R}^n$ is only known to her, while the input data $p_t \in \mathbb{R}^k$ in

that round and the feasible set $X(p_t)$ they induce are observable. Our aim is to learn enough about the unknown objective function c_{true} over time to be able to find solutions to the above optimization problem that are essentially as good as those of the decision maker. To this end, we present a specialized learning algorithm and prove strong convergence bounds on solution quality. We show their effectiveness in two computational examples.

ALGORITHMIC APPROACH

Assuming w.l.o.g. that the true objective function c_{true} lies within the unit simplex $\Delta_n \subset \mathbb{R}^n$, we can use online learning to find a strategy (c_1, c_2, \dots, c_T) of objective functions in each round, whose error with respect to the optimal solution vanishes on average. This particular setup allows us to use the *multiplicative weights update (MWU)* method [1], more general setups can be treated via *online gradient descent* [2]. All that is required is an optimization oracle that is able to solve the T instances of the maximization subproblem

$$\max\{c^T x \mid x \in X(p_t)\} \quad (1)$$

for any guess of linear objective function c , producing an optimal solution \bar{x}_t . Our algorithm then proceeds as follows:

- 1: **input** observations (p_t, x_t) for $t = 1, \dots, T$
- 2: **output** sequence of objectives c_1, c_2, \dots, c_T
- 3: $\eta \leftarrow \sqrt{\frac{\ln n}{T}}$ {set learning rate}
- 4: $w_1 \leftarrow \mathbb{1}^n$ {initialize weights}
- 5: **for** $t = 1, \dots, T$ **do**
- 6: $c_t \leftarrow \frac{w_t}{\|w_t\|_1}$ {normalize weights}
- 7: $\bar{x}_t \leftarrow \operatorname{argmax}\{c_t^T x \mid x \in X(p_t)\}$ {solve Subproblem (1)}
- 8: **if** $\bar{x}_t = x_t$ **then**
- 9: $y_t \leftarrow 0$
- 10: **else**
- 11: $y_t \leftarrow \frac{\bar{x}_t - x_t}{\|\bar{x}_t - x_t\|_\infty}$
- 12: **end if**
- 13: $w_{t+1}(i) \leftarrow w_t(i)(1 - \eta y_t(i))$ {update weights}
- 14: **end for**
- 15: **return** (c_1, c_2, \dots, c_T) .

CONVERGENCE BOUNDS

The algorithm stated on the left produces a sequence of solutions $(x_t)_t$ which are practically as good as those of the decision maker on average:

Theorem 1. Let $K \geq 0$ with $\max_{x_1, x_2 \in X(p_t)} \|x_1 - x_2\|_\infty \leq K$ for all $t = 1, \dots, T$. Then we have

$$0 \leq \frac{1}{T} \sum_{t=1}^T (c_t - c_{\text{true}})^T (\bar{x}_t - x_t) \leq 2K \sqrt{\frac{\ln n}{T}},$$

which in particular implies:

1. $0 \leq \frac{1}{T} \sum_{t=1}^T c_t^T (\bar{x}_t - x_t) \leq 2K \sqrt{\frac{\ln n}{T}}$,
2. $0 \leq \frac{1}{T} \sum_{t=1}^T c_{\text{true}}^T (x_t - \bar{x}_t) \leq 2K \sqrt{\frac{\ln n}{T}}$.

This allows us to conclude that high deviations in solution quality between our solutions and those of the expert tend to 0 over time:

Corollary 2. Under the prerequisites of Theorem 1, we have that for any $\epsilon > 0$ the fraction of rounds t with $c_{\text{true}}^T (x_t - \bar{x}_t) \geq 2K \sqrt{\frac{\ln n}{T}} + \epsilon$ is at most

$$1 - \frac{\epsilon}{2K \sqrt{\frac{\ln n}{T}} + \epsilon}.$$

In the case of unique optima with a common minimum margin of optimality over all rounds, we can even show more:

Corollary 3. Under the prerequisites of Theorem 1 and if $c_{\text{true}}^T (x_t - \bar{x}_t) \geq \Delta$ whenever $x_t \neq \bar{x}_t$ for some fixed $\Delta > 0$, we have

$$|\{t = 1, \dots, T \mid \bar{x}_t \neq x_t\}| \leq 2K \sqrt{\frac{T \ln n}{\Delta}}.$$

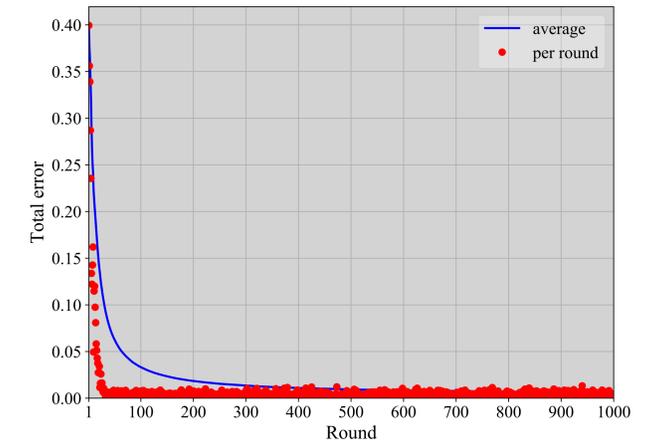
APPLICATION 1: CUSTOMER PREFERENCES

- We consider a market, where customers can buy different goods G . Prices p_{tg} and the budget p_{t0} of the customer, which we can observe, vary over days $t = 1, \dots, T$. The preference u_g for each good $g \in G$ is unknown.
- To maximize his overall utility on each day t , the customer solves the problem

$$\begin{aligned} \max \quad & \sum_{g \in G} u_g x_g \\ \text{s.t.} \quad & \sum_{g \in G} p_{tg} x_g \leq p_{t0} \\ & x \in \{0, 1\}^{|G|}, \end{aligned}$$

whose optimal solution we can observe.

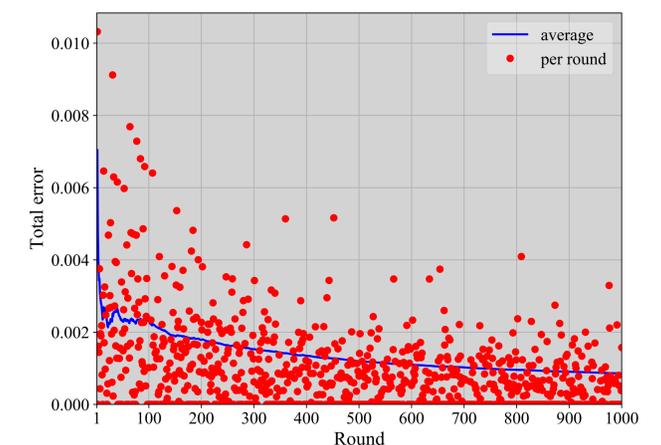
- We generated random instances with $T = 1000$ observations and $n = 100$ goods. The preferences and the prices are drawn such that all goods have similar benefit-cost ratios, making the problem hard to solve.



The figure shows the error $\frac{1}{T} \sum_{t=1}^T (c_t - c_{\text{true}})^T (\bar{x}_t - x_t)$ over T on the x -axis in blue. In red we plot the cost $(c_t - c_{\text{true}})^T (\bar{x}_t - x_T)$ of round t . As we can see, after few iterations most solutions reside on the x -axis and only few deviate beyond the average.

APPLICATION 2: TRAVEL TIMES

- In this example, we consider drivers in a road network $G = (V, E)$ who want to minimize their travel times, while not driving overly large detours. For the network arcs $e \in E$, we assume the travel times c_e to be unknown, while their length a_e is known. We observe the path taken by each driver over time $t = 1, \dots, T$.
- Each driver solves a resource-constrained shortest-path problem with the above data to find the optimal path.
- Our test instances use the same model for the random data as in Application 1, with 1000 drivers optimizing over a grid graph with 15 rows and 30 columns, and a maximum detour of 25%.



We show the total error as above. Convergence is slower here as the problem is much more complex. Still, in most rounds we have an error close to 0.

REFERENCES

- [1] Y. Freund and R. E. Schapire. Adaptive game playing using multiplicative weights, 1997.
- [2] M. Zinkevich. Online convex programming and generalized infinitesimal gradient ascent, 2003.

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