

## 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  $c_{\text{true}}$  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  $c_{\text{true}}$  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

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

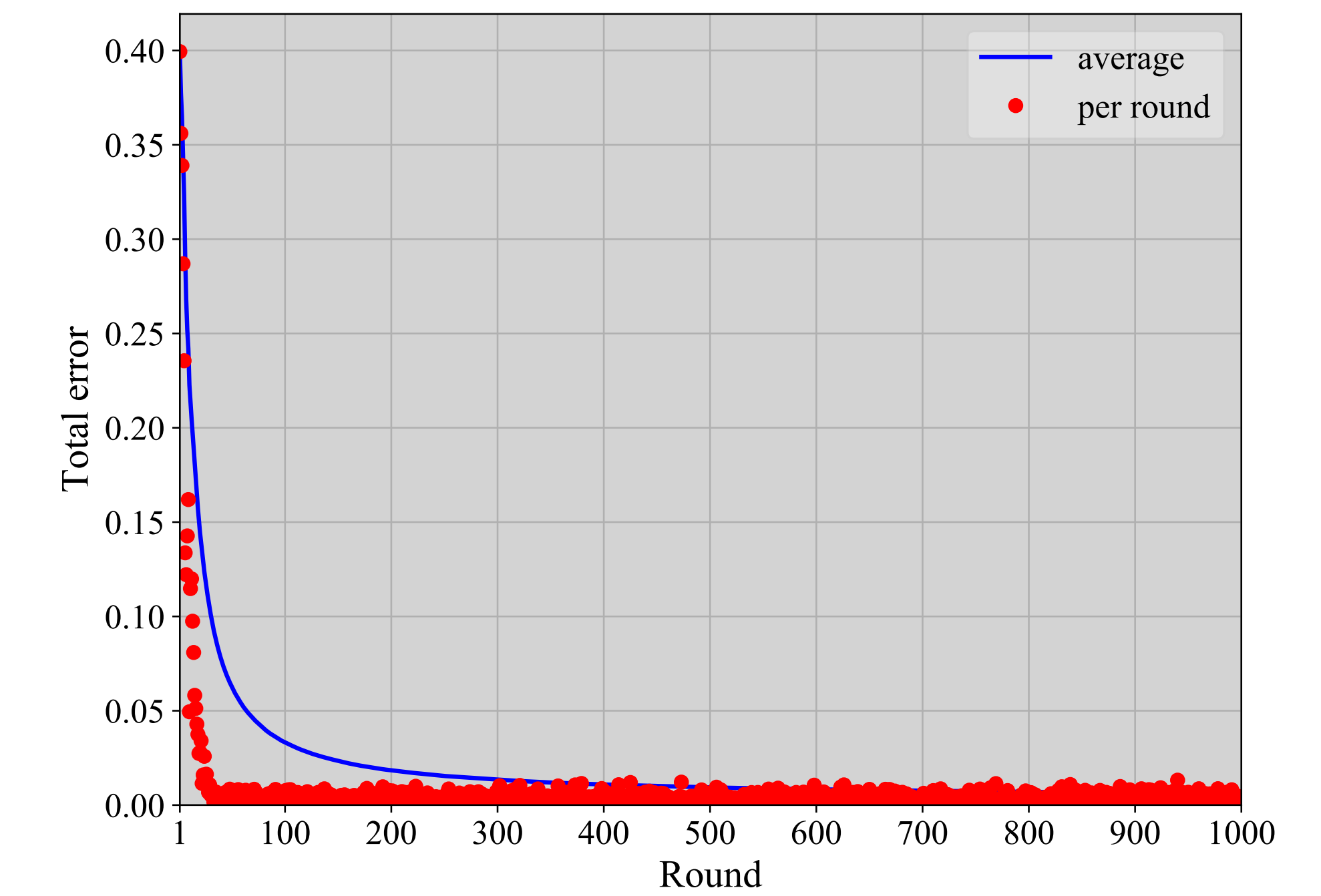
## APPLICATION 1: CUSTOMER PREFERENCES

- 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.

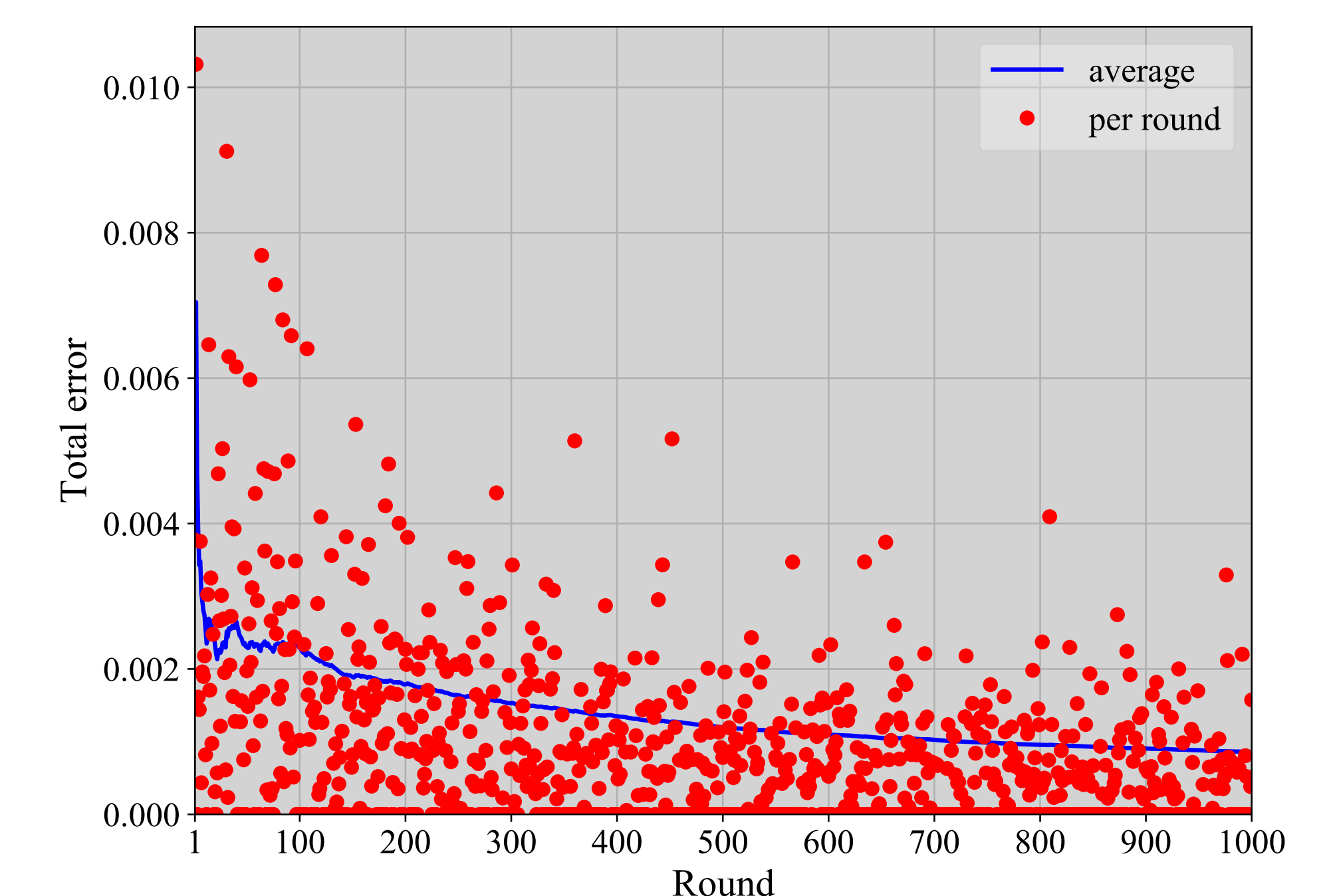
- We generated random instances with  $T = 1000$  observations and  $n = 100$  goods. The preferences and the prices are drawn such that all goods have similar benefit-cost ratios, making the problem hard to solve.



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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