

# Adjustable robust optimization

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# Remember the farmer?

- Crop planting decisions
- **Probabilities from experience**
- Willing to take some risk
- Uncertain data
- **No probability information**
- Risk-averse decisions

→ Stochastic optimization!

→ Robust Optimization!



# Robust Optimization

- + does not need probability distributions
- + risk-averse
- + tractable
  
- no 2nd stage decisions
- overprotective (conservative)




**Solution: ARO**



# Adjustable Robust Optimization

# Stochastic Programming vs ARO

**SP:**  $\min c^T x + E_{\zeta} [d^T y(\zeta)]$



**ARO:**  $\min c^T x + \max_{\zeta} [d^T y(\zeta)]$

# Adjustable Robust Optimization

Ben-Tal et al. (2004)

1st stage decisions

$$\begin{aligned} \min \quad & c^T x + \max_{\zeta} d^T y(\zeta) \\ \text{s.t.} \quad & A_{\zeta} x + B_{\zeta} y(\zeta) \leq b_{\zeta} \quad \forall \zeta \in Z \end{aligned}$$

2nd stage decisions

- 2nd stage decisions  $y(\zeta)$  are functions of the uncertainty
- Objective function looks at the worst case scenario
- Adjustability counteracts overprotectiveness
- Easy(ish) to compute for infinitely many scenarios!

# Example:

- Want to grow **apple** and **cherry** trees
- Must reserve **land** to plant them
- One tree yields 50kg of **apples/cherries**
- Birds eat 50kg of combined fruit, preference tbd
- Want at least 100kg of apples and 100kg of cherries



# Example:

Number of trees

$\min$   $x$  Apples (kg) Cherries (kg)

s.t.  $y_1(\zeta) + y_2(\zeta) \leq 50x \quad \forall \zeta \in [0, 50]$  (apple + cherry  $\leq$  total fruit)

$y_1(\zeta) \geq 100 + \zeta \quad \forall \zeta \in [0, 50]$  (enough apples)

$y_2(\zeta) \geq 100 + (50 - \zeta) \quad \forall \zeta \in [0, 50]$  (enough cherries)

$x \geq 0$

$$\begin{aligned} y_1 &= 150 \\ y_2 &= 150 \end{aligned}$$

$$x = 6$$

$$\begin{aligned} y_1(\zeta) &= 100 + \zeta \\ y_2(\zeta) &= 150 - \zeta \end{aligned}$$

$$x = 5$$



# Tractability

- **Complicated 2nd stage variables**
- **Tractable in some cases**
- **In general: NP-hard**
  - RO tractability advantage is gone!
- **Solution: Approximate!**



# Affine Adjustability

# Affine Adjustability

Ben-Tal et al. (2004)

- Recourse decisions are functions
- Instead of arbitrary functions, use a certain class
- Affine functions:  $x \rightarrow Wx + w$
- Replace  $y(\zeta)$  with  $W\zeta + w$
- 2 normal variables instead of functions

$$\min \quad c^T x + \max_{\zeta} \quad d^T (W^T \zeta + w)$$

$$\text{s.t.} \quad A_{\zeta} x + B_{\zeta} (W\zeta + w) \leq b_{\zeta} \quad \forall \zeta \in Z$$



# Example

min  $x$

s.t.  $y_1(\zeta) + y_2(\zeta) \leq 50x \quad \forall \zeta \in [0, 50]$

$$y_1(\zeta) \geq 100 + \zeta \quad \forall \zeta \in [0, 50]$$

$$y_2(\zeta) \geq 100 + (50 - \zeta) \quad \forall \zeta \in [0, 50]$$

$$x \geq 0$$

# Example

min  $x$

$$\text{s.t. } (W_1 \zeta + w_1) + (W_2 \zeta + w_2) \leq 50x \quad \forall \zeta \in [0, 50]$$

$$(W_1 \zeta + w_1) \geq 100 + \zeta \quad \forall \zeta \in [0, 50]$$

$$(W_2 \zeta + w_2) \geq 100 + (50 - \zeta) \quad \forall \zeta \in [0, 50]$$

$$x \geq 0$$

$$y_1(\zeta) = \zeta + 100$$

$$y_2(\zeta) = 150 - \zeta$$

$$(W_1, w_1) = (1, 100)$$

$$(W_2, w_2) = (-1, 150)$$

# Limitations

$$\min \quad c^T x + \max_{\zeta} \quad d^T (W^T \zeta + w)$$

$$\text{s.t.} \quad A_{\zeta} x + B_{\zeta} (W \zeta + w) \leq b_{\zeta} \quad \forall \zeta \in Z$$

- Computationally tractable in many cases
- Optimal in some cases
- Possibly intractable for non-fixed recourse
- No integer 2nd stage decisions

But we can't plant half of an apple tree!



# Column-and-Constraint Generation Method

# CCG Method for ARO

Zeng & Zhao (2013)

$$\begin{aligned} \min \quad & c^T x + \max_{\zeta} d^T y(\zeta) \\ \text{s.t.} \quad & A_{\zeta} x + B_{\zeta} y(\zeta) \leq b_{\zeta} \quad \forall \zeta \in Z \end{aligned}$$

$$\begin{aligned} \min \quad & c^T x + \eta \\ \text{s.t.} \quad & \eta \geq d^T y(\zeta) \\ & A_{\zeta} x + B_{\zeta} y(\zeta) \leq b_{\zeta} \end{aligned}$$

$\forall \zeta \in Z$   
 $\forall \zeta \in Z$

- Instead of  $Z$ , use a subset
- Obtain a lower bound
- Idea: gradually add scenarios to obtain better lower bounds



# CCG Method for ARO

Initialize:  $S = \emptyset$



Solve Master Problem, update LB

$$\begin{array}{ll} \min & c^T x + \eta \\ \text{s.t.} & \eta \geq d^T y_\zeta \quad \forall \zeta \in S \\ & A_\zeta x + B_\zeta y_\zeta \leq b_\zeta \quad \forall \zeta \in S \end{array}$$



Solve Subproblem, update UB

$$\begin{array}{ll} \min \max_\zeta & d^T y(\zeta) \\ \text{s.t.} & A_\zeta x^* + B_\zeta y(\zeta) \leq b_\zeta \quad \forall \zeta \in Z \end{array}$$



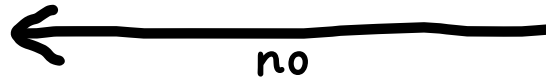
UB - LB <  $\epsilon$  ?

yes

Return  $x^*$  and terminate!

Update Master

1. add variable  $y_{\zeta^*}$
2. add  $\zeta^*$  to S



# Example

min  $x$

s.t.  $y_1(\zeta) + y_2(\zeta) \leq 50x \quad \forall \zeta \in [0, 50]$

$$y_1(\zeta) \geq 100 + \zeta \quad \forall \zeta \in [0, 50]$$

$$y_2(\zeta) \geq 150 - \zeta \quad \forall \zeta \in [0, 50]$$

$$x, y, s \geq 0$$




# Example

LB = 0

$$\begin{array}{ll} \min & x \\ \text{s.t.} & x \geq 0 \end{array}$$

$x^* = 0$




UB =  $1000 \cdot 250 = 250\,000$  for  $\zeta^* = 0$

$$\begin{array}{ll} \min & \max_{\zeta} 1000 (s_1(\zeta) + s_2(\zeta)) \\ \text{s.t.} & y_1(\zeta) + y_2(\zeta) \leq 50 \cdot 0 \quad \forall \zeta \in [0, 50] \\ & y_1(\zeta) + s_1(\zeta) \geq 100 + \zeta \quad \forall \zeta \in [0, 50] \\ & y_2(\zeta) + s_2(\zeta) \geq 150 - \zeta \quad \forall \zeta \in [0, 50] \\ & y, s \geq 0 \end{array}$$



UB - LB <  $\epsilon$  ?

no



1. add variables  $y^0, s^0$
2. add 0 to S

# Example

LB = 5

$$\begin{array}{ll} \text{Min} & x + \eta \\ \text{s.t.} & \eta \geq 1000 (s_1^0 + s_2^0) \\ & y_1^0 + y_2^0 \leq 50x \\ & y_1^0 + s_1^0 \geq 100 + 0 \\ & y_2^0 + s_2^0 \geq 150 - 0 \\ & x, y, s \geq 0 \end{array}$$

$x^* = 5$



UB = 5

$$\begin{array}{ll} \text{min} & \max_{\zeta} 1000 (s_1(\zeta) + s_2(\zeta)) \\ \text{s.t.} & y_1(\zeta) + y_2(\zeta) \leq 50 \cdot 5 \quad \forall \zeta \in [0, 50] \\ & y_1(\zeta) + s_1(\zeta) \geq 100 + \zeta \quad \forall \zeta \in [0, 50] \\ & y_2(\zeta) + s_2(\zeta) \geq 150 - \zeta \quad \forall \zeta \in [0, 50] \\ & y, s \geq 0 \end{array}$$

1. add variables  $y^0, s^0$
2. add 0 to S

UB - LB <  $\epsilon$  ?

yes

Reserve land for 5 trees!

# Remarks

- **Tractability depends on uncertainty set  $Z$  and subproblem complexity**
- **Convergence guaranteed for discrete and polyhedral  $Z$**
- **Accommodates integer recourse**
- **Works well if the number of relevant scenarios is small**
- **Requires complete recourse**



# Conclusion

# Conclusion

- **ARO rocks!**
- **Don't need probability distributions**
- **Can model risk-averse behaviour**
- **Tractability depends strongly on exact circumstances**
- **Other approaches:**
  - duality-based reformulations
  - benders-style decompositions
  - piecewise linear recourse functions



# References

**Ben-Tal, A., Goryashko, A., Guslitzer, E. *et al.*** Adjustable robust solutions of uncertain linear programs . *Math. Program., Ser. A* **99**, 351–376 (2004).

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# Performance of CCG vs Benders

**Table 2**

Performance of Benders-dual and C&CG algorithms on  $30 \times 30$  instances.

$\Gamma$	10%	20%	30%	40%	50%	60%	70%	80%	90%	100%	Avg.
BD (CPU sec.)	22.71	24.27	25.14	23.76	22.98	24.55	25.29	25.61	25.07	22.49	24.19
C&CG (CPU sec.)	1.35	2.59	3.12	2.54	1.85	2.51	1.90	2.17	1.39	0.38	1.98
<i>Ratio</i>	<b>16.82</b>	<b>9.37</b>	<b>8.06</b>	<b>9.35</b>	<b>12.42</b>	<b>9.78</b>	<b>13.31</b>	<b>11.80</b>	<b>18.04</b>	<b>59.18</b>	<b>16.81</b>
BD (# iter.)	65.4	59.4	56.8	50	47.6	45.6	45.8	43.7	43.3	42.1	49.97
C&CG (# iter.)	4.2	5.8	6.5	5.3	5.1	5.7	4.6	5.4	4	2	4.86
<i>Ratio</i>	<b>15.57</b>	<b>10.24</b>	<b>8.74</b>	<b>9.43</b>	<b>9.33</b>	<b>8.00</b>	<b>9.96</b>	<b>8.09</b>	<b>10.83</b>	<b>21.05</b>	<b>11.12</b>
BD Master (sec./iter.)	0.14	0.13	0.12	0.11	0.11	0.11	0.11	0.11	0.11	0.10	0.12
C&CG master (sec./iter.)	0.12	0.15	0.16	0.14	0.12	0.14	0.12	0.13	0.11	0.07	0.13
<i>Ratio</i>	<b>1.17</b>	<b>0.87</b>	<b>0.75</b>	<b>0.79</b>	<b>0.92</b>	<b>0.79</b>	<b>0.92</b>	<b>0.85</b>	<b>1.00</b>	<b>1.43</b>	<b>0.95</b>

**Table 3**

Performance of Benders-dual and C&CG algorithms on  $70 \times 70$  instances.

$\Gamma$	10%	20%	30%	40%	50%	60%	70%	80%	90%	100%	Avg.
BD (CPU sec.)	776.42	1580.71	1367.34	1300.44	1002.96	935.42	672.68	735.81	619.7	466.68	945.82
C&CG (CPU sec.)	26.16	21.27	72.3	65.22	37.88	54.62	16.72	17.64	9.66	1.55	32.3
<i>Ratio</i>	<b>29.68</b>	<b>74.32</b>	<b>18.91</b>	<b>19.94</b>	<b>26.48</b>	<b>17.13</b>	<b>40.23</b>	<b>41.71</b>	<b>64.15</b>	<b>301.08</b>	<b>63.36</b>
BD (# iter.)	203.9	152.1	117.5	127.1	137.4	143.6	126.3	134.2	136.6	132.4	141.11
C&CG (# iter.)	6.8	5	4.9	5	5.2	5.9	4.5	5.1	4.9	2	4.93
<i>Ratio</i>	<b>29.99</b>	<b>30.42</b>	<b>23.98</b>	<b>25.42</b>	<b>26.42</b>	<b>24.34</b>	<b>28.07</b>	<b>26.31</b>	<b>27.88</b>	<b>66.20</b>	<b>30.90</b>
BD Master (sec./iter.)	1.13	0.79	0.57	0.56	0.46	0.41	0.34	0.35	0.33	0.3	0.52
C&CG Master (sec./iter.)	1.45	0.58	0.57	0.58	0.55	0.72	0.47	0.5	0.51	0.12	0.61
<i>Ratio</i>	<b>0.78</b>	<b>1.36</b>	<b>1.00</b>	<b>0.97</b>	<b>0.84</b>	<b>0.57</b>	<b>0.72</b>	<b>0.70</b>	<b>0.65</b>	<b>2.50</b>	<b>1.01</b>