

Class Notes
MAD – Decision Aid Methodologies – FEUP 2005

Multiobjective problems

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Multiobjective problems

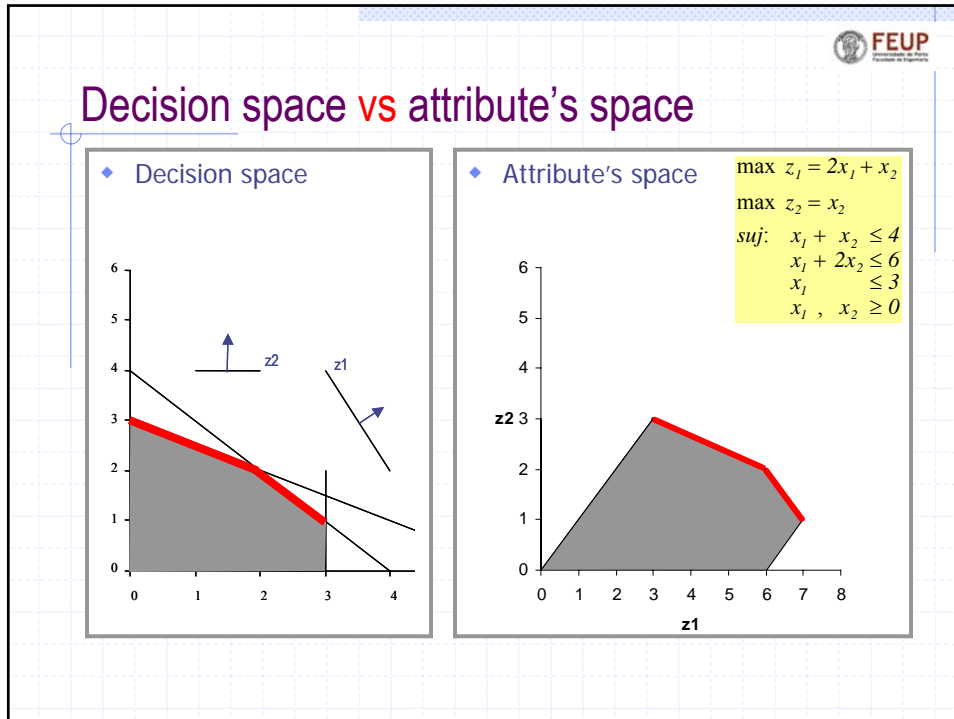
$$\begin{aligned} \min \quad & \mathbf{f}(\mathbf{x}) = \begin{cases} f_1(\mathbf{x}) \\ f_2(\mathbf{x}) \\ \dots \\ f_m(\mathbf{x}) \end{cases} \\ \text{st.} \quad & \mathbf{g}(\mathbf{x}) = \mathbf{0} \\ & \mathbf{h}(\mathbf{x}) \leq \mathbf{0} \\ & \mathbf{x} \geq \mathbf{0} \end{aligned}$$


\mathbf{x} vector of decision variables
(may include integer or binary variables)
 $\mathbf{f}(\mathbf{x})$ vector of objective functions
 $\mathbf{g}(\mathbf{x})$ set of equality constraints
 $\mathbf{h}(\mathbf{x})$ set of inequality constraints


♦ Main characteristics

- Alternatives are not known in advance
- Optimization procedures are always needed
- May have a big number of constraints and decision variables
- May not be completely described by the mathematical formulation
- Sometimes interpreted as optimization problems with more than one objective function (vector optimization)






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- ## Multicriteria analysis - main approaches
- ◆ Ensure that the DM follows a "rational" behavior (Normative option)
 - ◆ Give some advice based on reasonable (but not indisputable) rules
 - ◆ Find the preferred solution from partial decisions about decision hypothesis
 - ◆ Prepare decision sets
 - ◆ *Value functions, Utility theory, distance to the Ideal*
 - ◆ *The French School*
 - ◆ *Interactive methods*
 - ◆ *Generation methods*
Filtering of efficient solutions



MO problems – basic strategies

- ◆ Generation methods
- ◆ Aggregation of criteria (use of a value function)
 - Transforms the problem into an optimization one
- ◆ Interactive methods
 - Based on an implicit value function (never explicitly known!)
 - ◆ Geoffrion-Dyer-Feinberg, Surrogate Worth Trade-off, Zionts-Wallenius
 - Without special conditions
 - ◆ STEM, Trimap
- ◆ Goal programming



Multiobjective approaches

- ◆ Two phase (or generation)


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            graph LR
            A[Generation] --> B[List of efficient decisions]
            B --> C[Decision-aid methodologies]
            C --> D[Preferred Solution]
            
```
- ◆ Aggregation


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            graph LR
            A[Aggregation of attributes] --> B[Single objective problem]
            B --> C[Constrained optimization procedure]
            C --> D["Optimal" Solution]
            
```
- ◆ Interactive


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            graph LR
            A[Generation] --> B[One efficient solution]
            B --> C{Preferred ?}
            C -- Y --> D[Preferred Solution]
            C --> E[Change some conditions]
            E --> A
            
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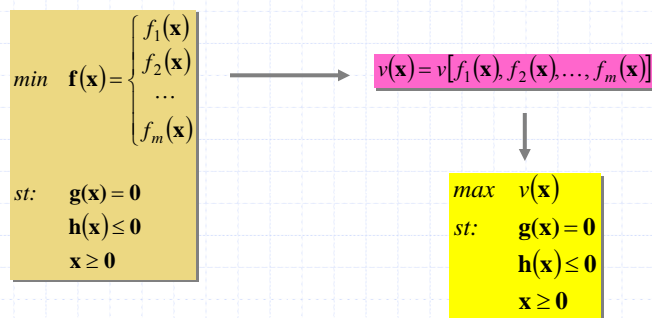


Some arguments

Strategy	Pro	Con
Generation	<ul style="list-style-type: none"> Doesn't have parameters Gives the global picture Doesn't require the DM's presence 	<ul style="list-style-type: none"> Doesn't produce a solution or an order Risk of generating too many solutions Heavy calculations
Aggregation	<ul style="list-style-type: none"> Leads to optimization Induces a total order No further intervention of the DM 	<ul style="list-style-type: none"> Difficulties in building the Value Function Some arbitrariness Tendency to predefinitions and confusion between Obj. Func. and Value Func.
Interactive	<ul style="list-style-type: none"> Reduces information overload Easier calculations (in general) Induces learning 	<ul style="list-style-type: none"> Loss of holistic vision Produces only a final solution May need many judgments
Goal Prog.	<ul style="list-style-type: none"> Well established in OR Easy to apply Adequate to large dimension problems 	<ul style="list-style-type: none"> Only linear problems Needs goal definition Requires a lexicographic order of the criteria (no compensation)



Aggregation (use of a value function)



- \mathbf{x} vector of decision variables (may include integer or binary variables)
- $\mathbf{f}(\mathbf{x})$ vector of objective functions
- $\mathbf{g}(\mathbf{x})$ set of equality constraints
- $\mathbf{h}(\mathbf{x})$ set of inequality constraints



Interactive approaches

(typically, only for MO linear problems)

- ◆ General procedure
 1. Find an initial solution (efficient)
 2. Ask the DM if he is satisfied → if he is, this is the preferred solution. STOP
 3. Ask the DM which criteria he wants to improve and which criteria he accepts to worsen
 4. Use the precedent information to find a new solution
 5. Return to 2

- ◆ Some classics
 - STEM
 - ◆ STRANGE
 - Zionts-Wallenius
 - Interval Criterion Weights
 - Surrogate Worth Trade-off
 - Geoffrion-Dyer-Feinberg
 - Pareto Race
 - Trimap



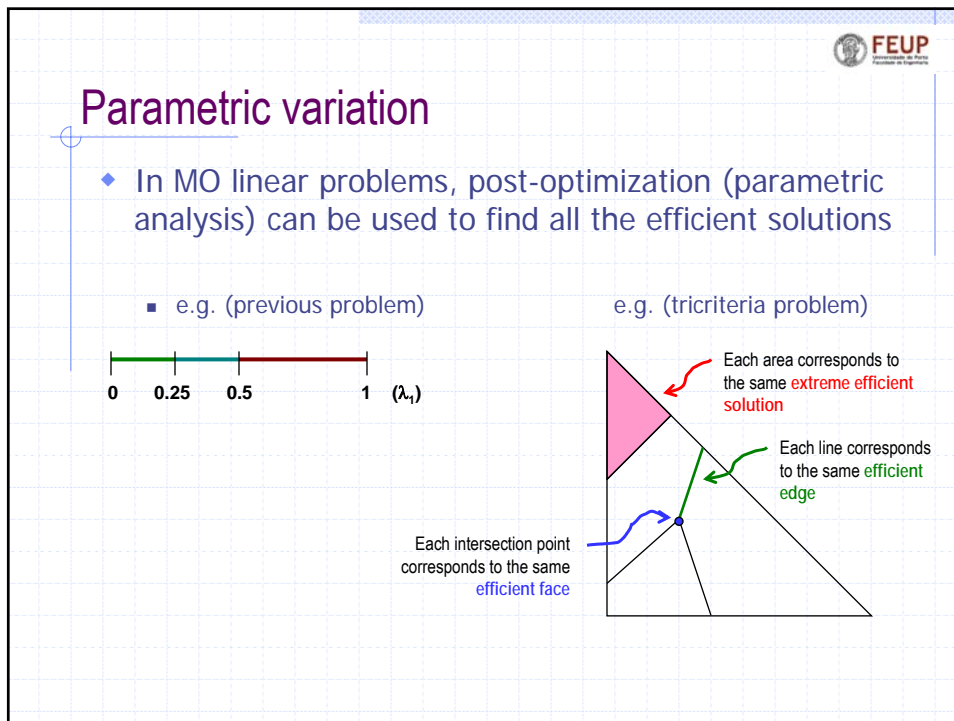
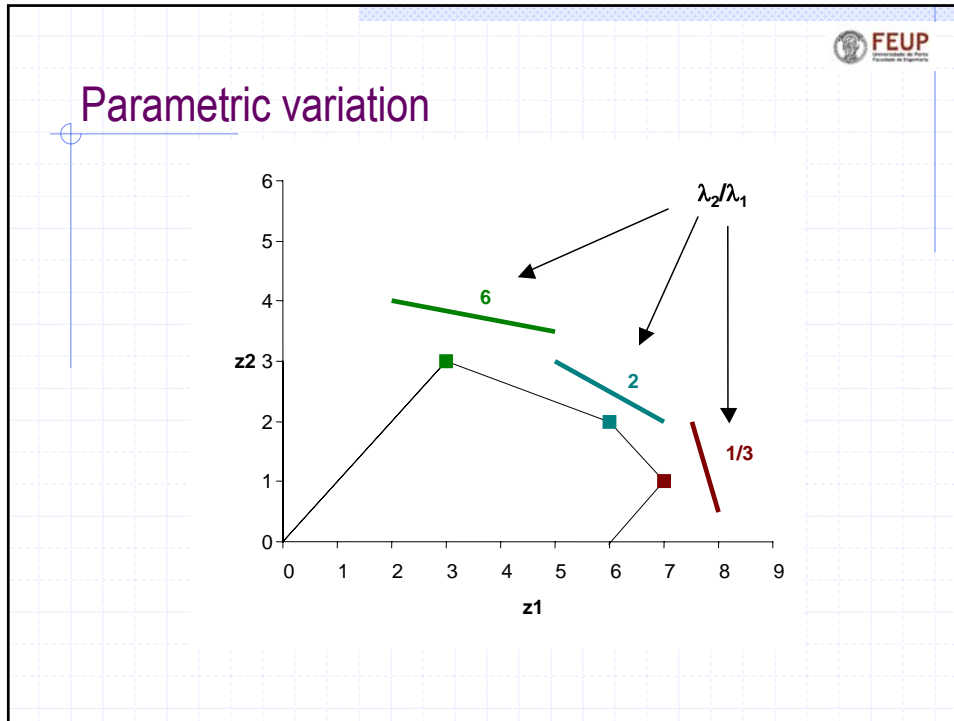
Generation methods

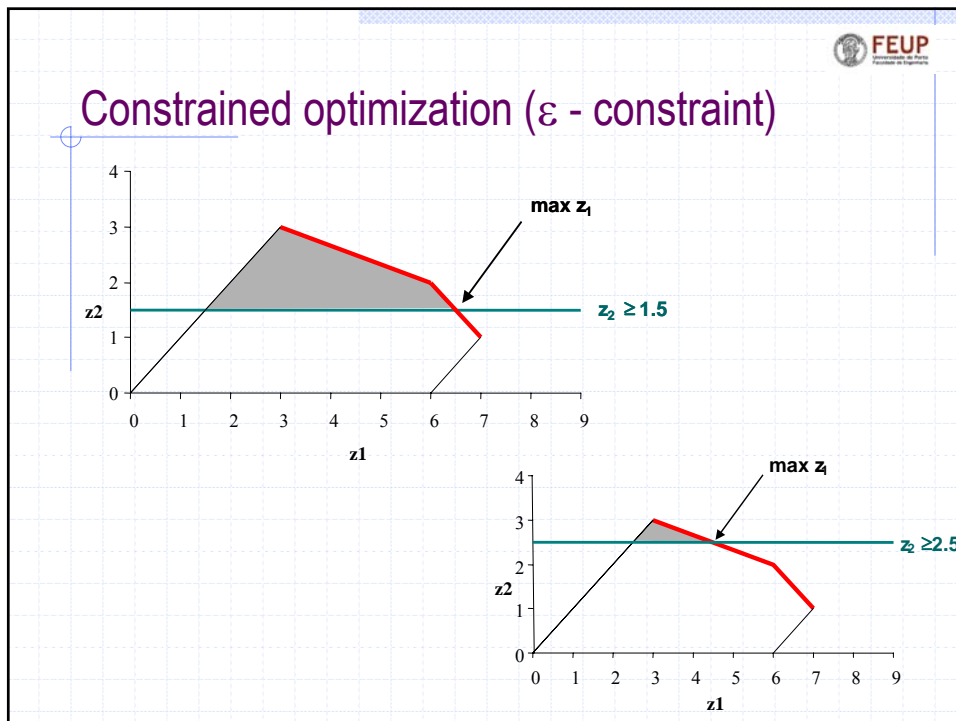
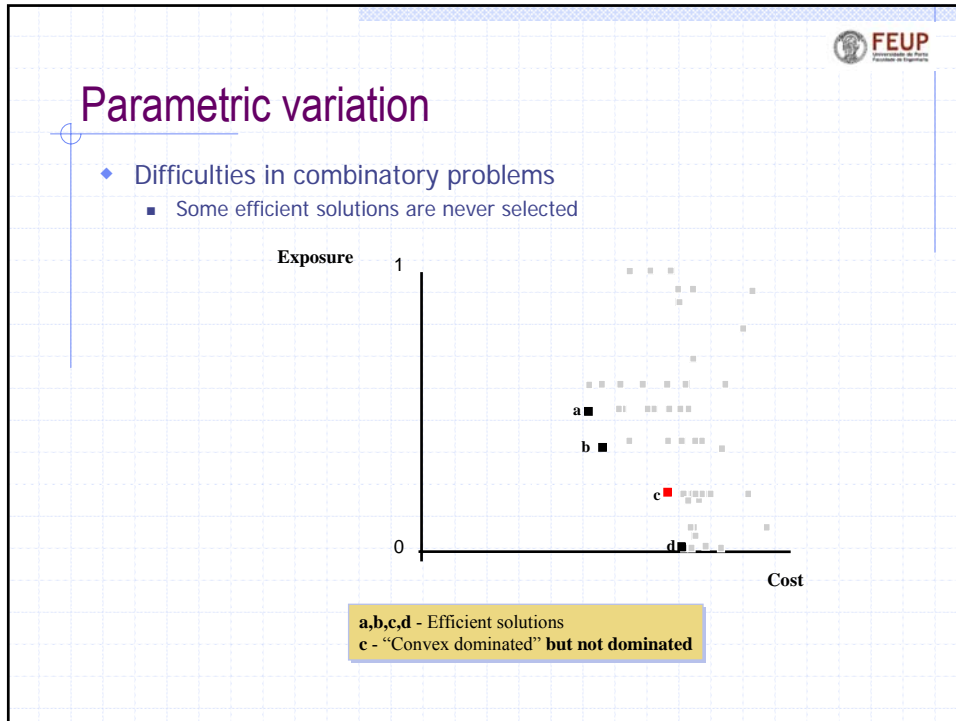
- ◆ Parametric variation of $\lambda > 0$ in $\min f(\mathbf{x}) = \sum_{i=1}^m \lambda_i f_i(\mathbf{x})$
 - The optimal solution of this auxiliary problem is an efficient solution of the original multiobjective problem
 - The parameters λ are only instrumental (not judgments of the DM)


- ◆ Constrained optimization
 - Define additional constraints in $n-1$ objective functions
 - Optimize the remaining objective function
 - Repeat for different RHS values of the additional constraints

- ◆ Multiobjective simplex

- ◆ Multiobjective metaheuristics

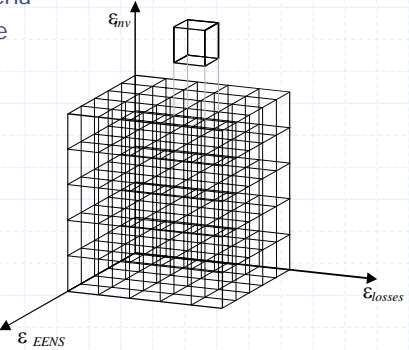







ϵ - constraint method

- ◆ Repeat
 - Fix lower limits for n-1 criteria
 - Optimize the remaining one
- ◆ Example
 - max Robustness
 - s.t.:
 - $Inv \leq \epsilon_{INV}$
 - $Loss \leq \epsilon_{LOSS}$
 - $EENS \leq \epsilon_{EENS}$



- Variation of the ϵ leads to the generation of efficient solutions



Compound and emergent strategies

- ◆ Generation > Filtering
 - ◆ Use aspiration levels and elimination rules
 - ◆ Reduces the number of alternatives to consider
 - ◆ Still doesn't produce a solution or order
- ◆ Generation > Multiattribute method
 - ◆ Constitutes a complete approach
 - ◆ Opens the way to the use of less prescriptive methodologies
- ◆ Meta-heuristics and multiobjective genetic algorithms
 - ◆ Adequate for MO problems with integer or binary variables
 - ◆ Explore the efficient zone (or part of it)
 - ◆ May include interactivity