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Numerical Approximation of Optimal Strategies for Impulse Control of Piecewise Deterministic Markov Processes Application to Maintenance Optimisation

Benoîte de Saporta, François Dufour, Huilong Zhang
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Outline

Introduction

Motivation

Piecewise deterministic Markov processes

Impulse control for PDMPs

Numerical implementation

Conclusion

Maintenance optimization

Equipments

- ▶ with several components
- ▶ subject to **random** degradation and failures

Maintenance optimization problem: find some optimal balance between

- ▶ repairing/changing components too often
- ▶ do nothing and wait for the total failure of the system

Optimize some criterion

- ▶ minimize a **cost**: repair, maintenance, unavailability penalty, failure penalty, ...
- ▶ maximize a **reward**: availability, production, ...

Maintenance optimization

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Impulse control problem

Impulse control

Select

- ▶ **intervention dates**
- ▶ new **starting point** for the process at interventions

to **minimize** a cost function

Piecewise deterministic Markov processes

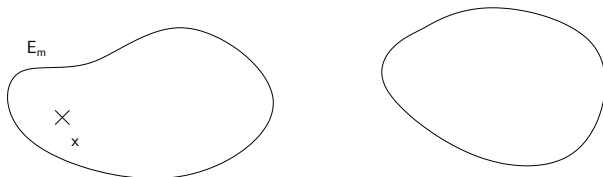
General class of **non-diffusion** dynamic stochastic **hybrid** models:
deterministic motion punctuated by **random** jumps.

[CD 89], [Davis 93], [dSDZ 14], ...

Piecewise deterministic Markov processes

Starting point

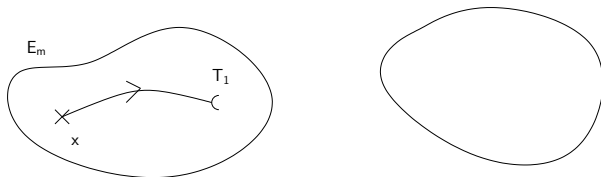
$$X_0 = (m, x)$$



Piecewise deterministic Markov processes

X_t follows the deterministic flow until the first jump time $T_1 = S_1$

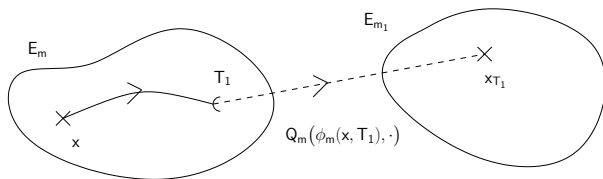
$$X_t = (m, \phi_m(x, t)), \quad \mathbb{P}_{(m,x)}(T_1 > t) = e^{-\int_0^t \lambda_m(\phi_m(x,s)) ds}$$



Piecewise deterministic Markov processes

Post-jump location (m_1, x_{T_1}) selected by the Markov kernel

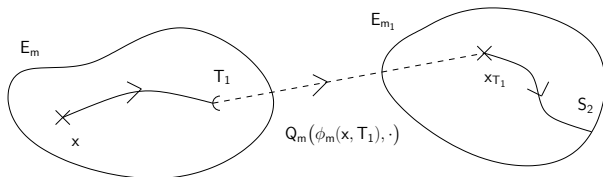
$$Q_m(\phi_m(x, T_1), \cdot)$$



Piecewise deterministic Markov processes

X_t follows the **flow** until the next jump time $T_2 = T_1 + S_2$

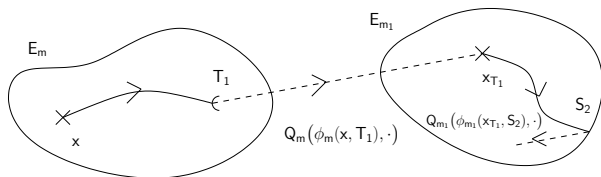
$$X_{T_1+t} = (m_1, \phi_{m_1}(x_{T_1}, t)), \quad t < S_2$$



Piecewise deterministic Markov processes

Post-jump location (m_2, x_{T_2}) selected by Markov kernel

$$Q_{m_1}(\phi_{m_1}(x_{T_1}, S_2), \cdot) \dots$$



Embedded Markov chain

$\{X_t\}$ strong Markov process [Davis 93]

Natural embedded Markov chain

- ▶ Z_0 starting point, $S_0 = 0$, $S_1 = T_1$
- ▶ Z_n new mode and location after n -th jump, $S_n = T_n - T_{n-1}$,
time between two jumps

Proposition

(Z_n, S_n) is a discrete-time Markov chain

Only source of randomness of the PDMP

Mathematical definition of impulse control

Strategy $\mathcal{S} = (\tau_n, R_n)_{n \geq 1}$

- ▶ τ_n intervention times
- ▶ R_n new positions after intervention

Value function

$$\mathcal{J}^{\mathcal{S}}(x) = E_x^{\mathcal{S}} \left[\int_0^{\infty} e^{-\alpha s} f(Y_s) ds + \sum_{i=1}^{\infty} e^{-\alpha \tau_i} c(Y_{\tau_i}, Y_{\tau_i}^+) \right]$$

$$\mathcal{V}(x) = \inf_{\mathcal{S} \in \mathbb{S}} \mathcal{J}^{\mathcal{S}}(x)$$

- ▶ f, c cost functions, α discount factor
- ▶ Y_t controlled process, \mathbb{S} set of admissible strategies

Dynamic programming

Costa, Davis, 1988

For any function $g \geq$ cost of the no-impulse strategy

- ▶ $v_0 = g$
- ▶ $v_n = L(v_{n-1})$

$$v_n(x) \xrightarrow[n \rightarrow \infty]{} \mathcal{V}(x)$$

dS, Dufour, Geeraert, 2017

Construction of ϵ -optimal strategies based on the dynamic programming operator

Dynamic programming

Jump-or-intervention operator

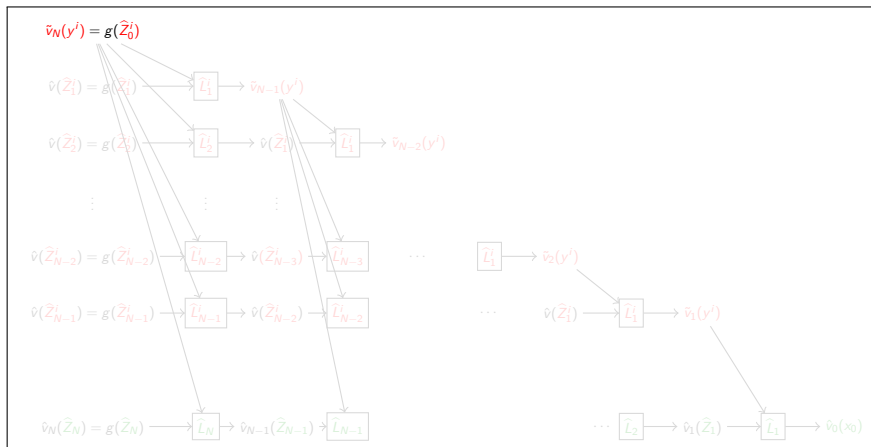
$$\begin{aligned}
 v_n(Z_n) &= L(Mv_{n+1}, v_{n+1})(Z_n) \\
 &= \left(\inf_{t \leq t^*(Z_n)} \mathbb{E} \left[F(Z_n, t) + e^{-\alpha S_{n+1}} v_{n+1}(Z_{n+1}) \mathbb{1}_{\{S_{n+1} < t \wedge t^*(Z_n)\}} \right. \right. \\
 &\quad \left. \left. + e^{-\alpha t \wedge t^*(Z_n)} Mv_{n+1}(\phi(Z_n, t \wedge t^*(Z_n))) \mathbb{1}_{\{S_{n+1} \geq t \wedge t^*(Z_n)\}} \mid Z_n \right] \right) \\
 &\quad \wedge \mathbb{E} \left[F(Z_n, t^*(Z_n)) + e^{-\alpha S_{n+1}} v_{n+1}(Z_{n+1}) \mid Z_n \right]
 \end{aligned}$$

with

$$\begin{aligned}
 F(x, t) &= \int_0^{t \wedge t^*(x)} e^{-\alpha s - \int_0^s \lambda(\phi(x, u)) du} f(\phi(x, s)) ds \\
 Mv_{n+1}(x) &= \inf_{y \in \mathbb{U}} \{c(x, y) + v_{n+1}(y)\}
 \end{aligned}$$

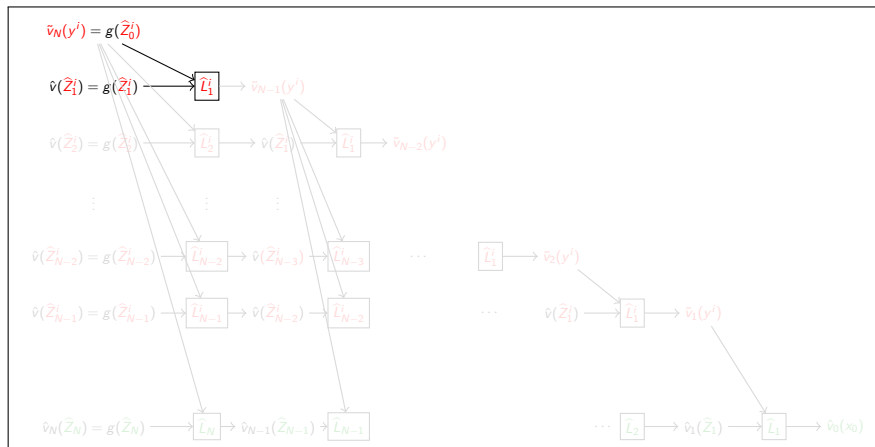
Approximation scheme - Value function

Based on time-dependent discretizations of the state space of (Z_n, S_n)



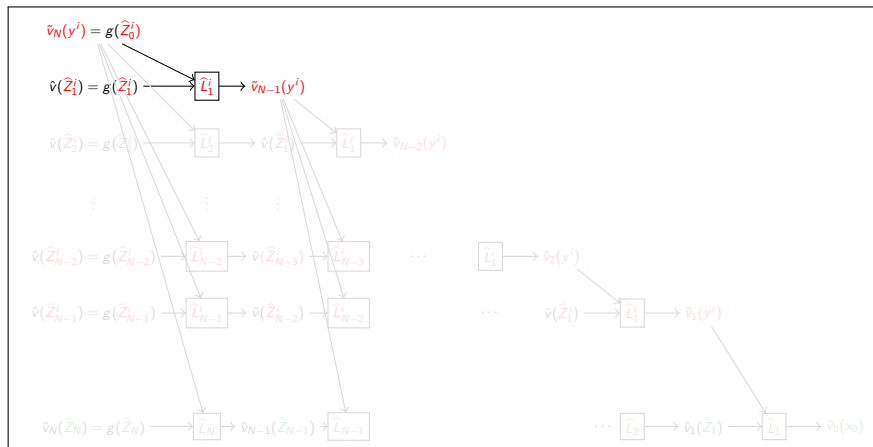
Approximation scheme - Value function

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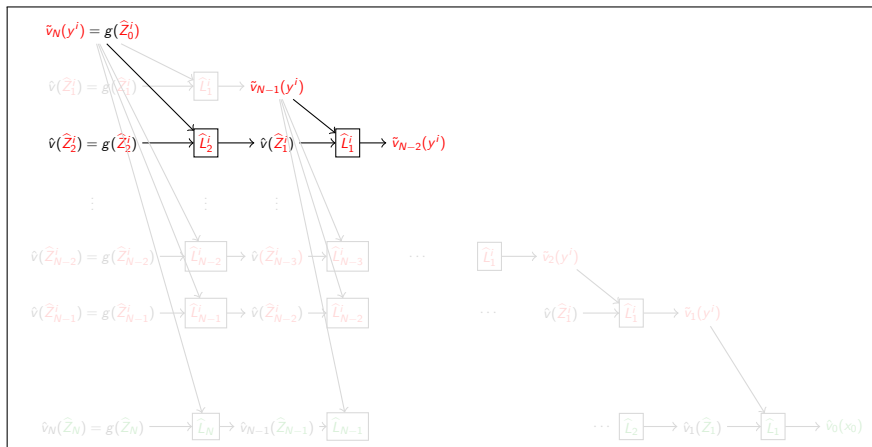
Approximation scheme - Value function

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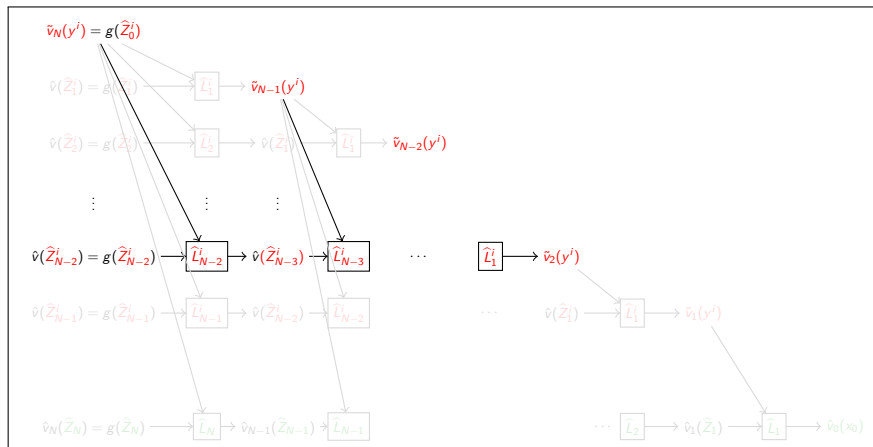
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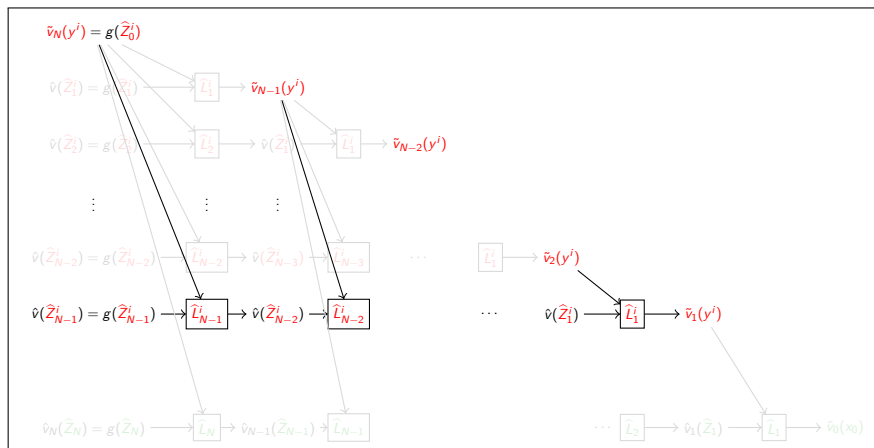
Approximation scheme - Value function

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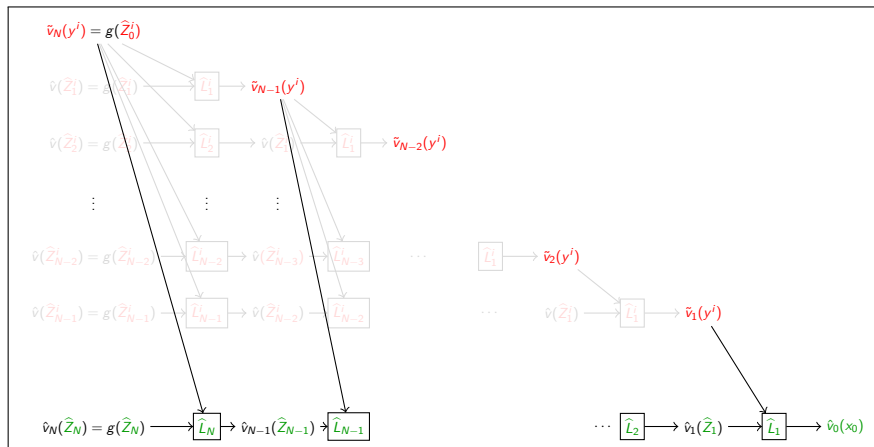
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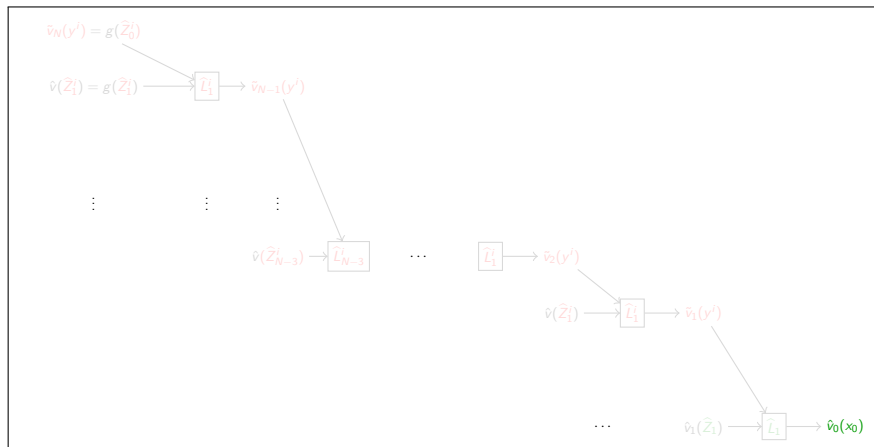
Approximation scheme - Value function

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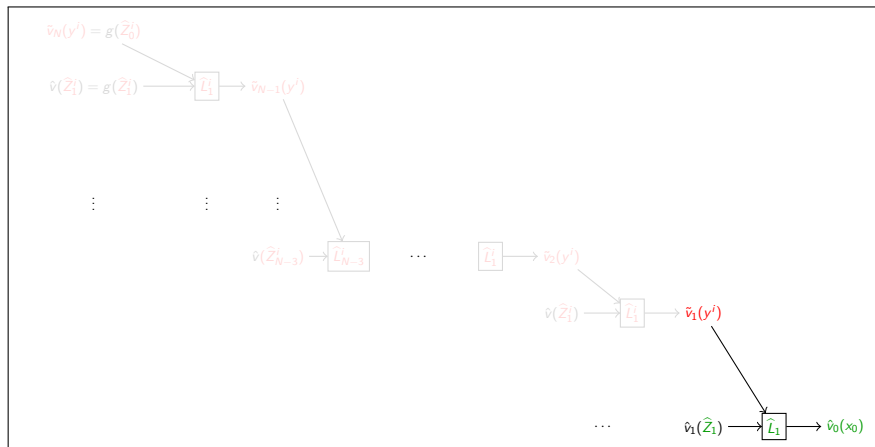
Approximation scheme - ϵ -optimal strategy

Based on time-dependent discretizations of the state space of (Z_n, S_n)



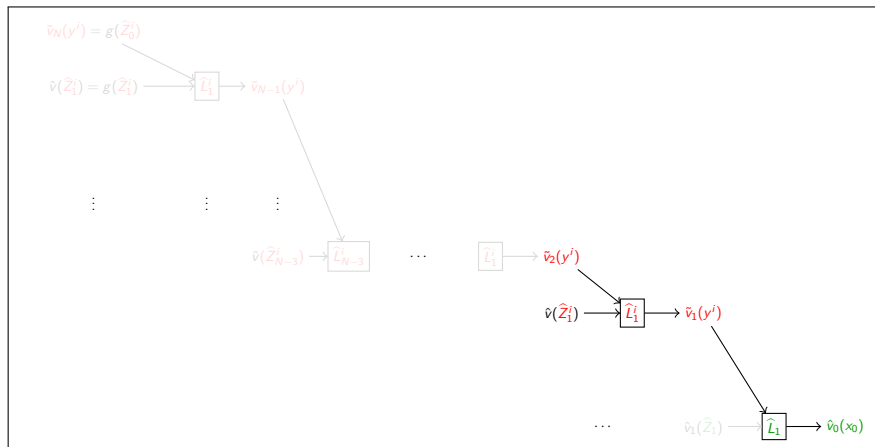
Approximation scheme - ϵ -optimal strategy

Based on time-dependent discretizations of the state space of (Z_n, S_n)



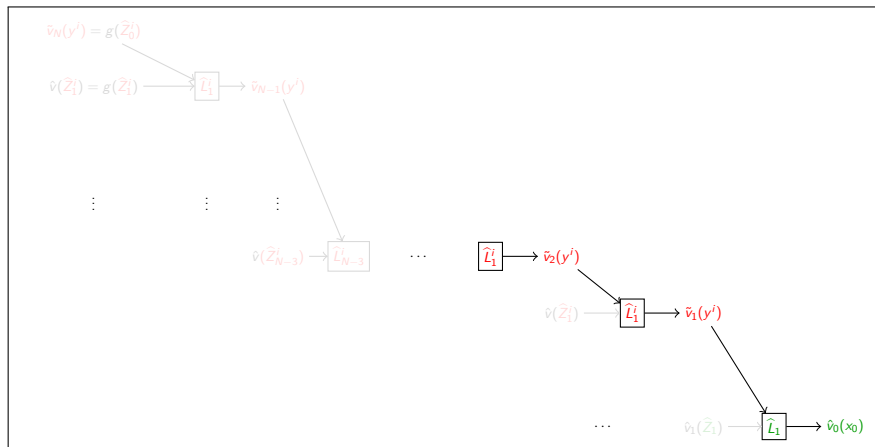
Approximation scheme - ϵ -optimal strategy

Based on time-dependent discretizations of the state space of (Z_n, S_n)



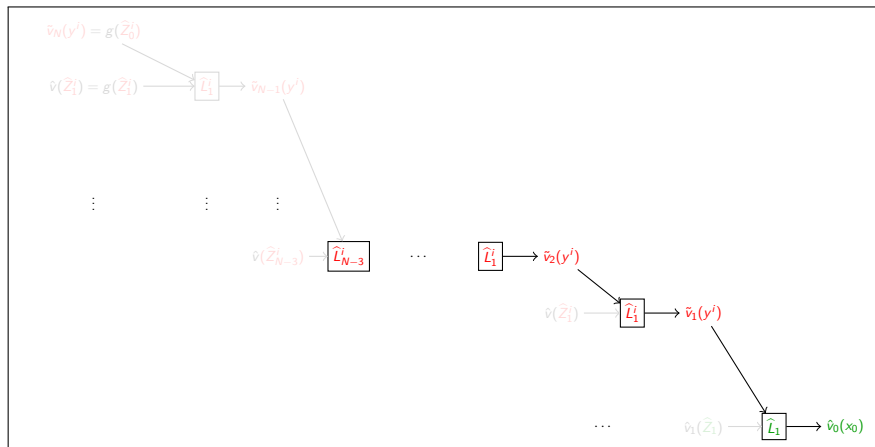
Approximation scheme - ϵ -optimal strategy

Based on time-dependent discretizations of the state space of (Z_n, S_n)



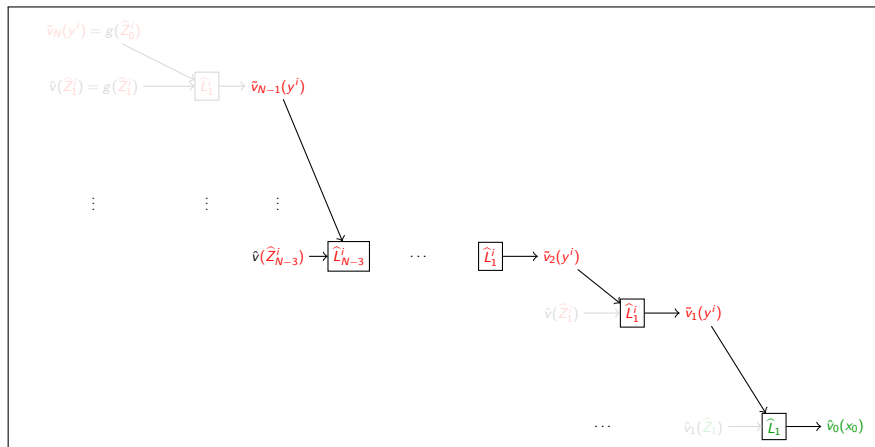
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Based on time-dependent discretizations of the state space of (Z_n, S_n)



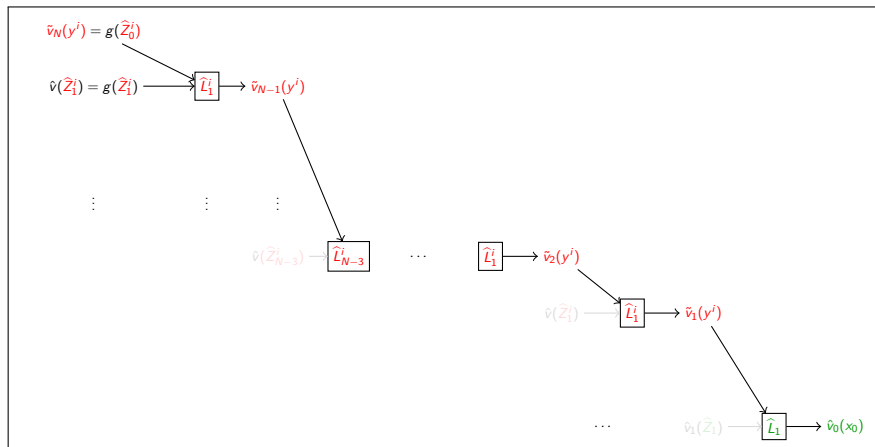
Approximation scheme - ϵ -optimal strategy

Based on time-dependent discretizations of the state space of (Z_n, S_n)



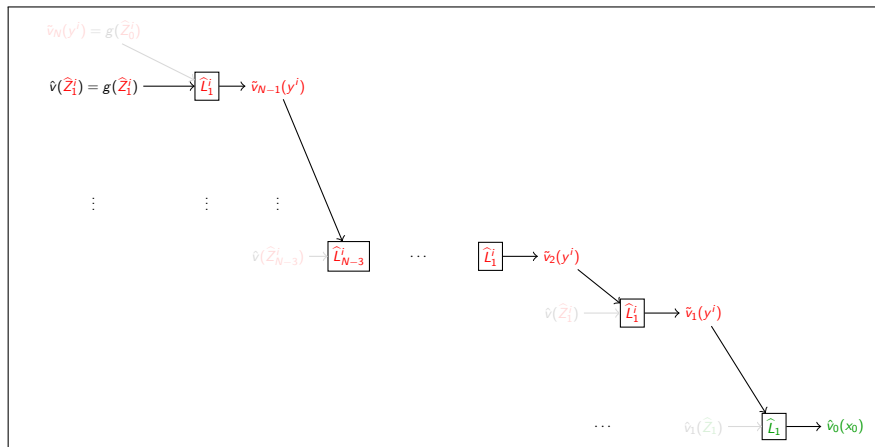
Approximation scheme - ϵ -optimal strategy

Based on time-dependent discretizations of the state space of (Z_n, S_n)



Approximation scheme - ϵ -optimal strategy

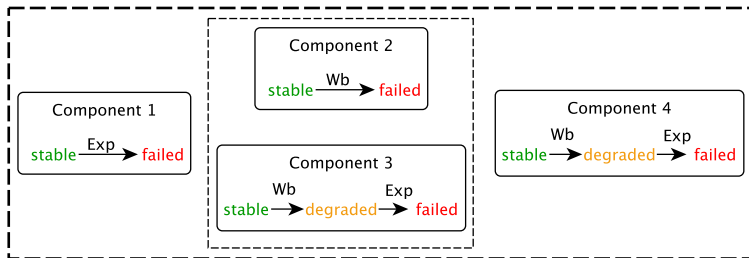
Based on time-dependent discretizations of the state space of (Z_n, S_n)



Equipment model

Typical model with 4 components

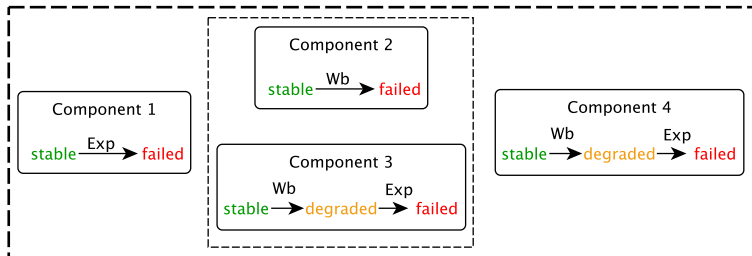
- ▶ Component 1: 2 states – **stable** $\xrightarrow{\text{Exponential}}$ **failed**
- ▶ Component 2: 2 states – **stable** $\xrightarrow{\text{Weibull}}$ **failed**
- ▶ Components 3 and 4: 3 states
stable $\xrightarrow{\text{Weibull}}$ **degraded** $\xrightarrow{\text{Exponential}}$ **failed**



Maintenance operations

Possible maintenance operations

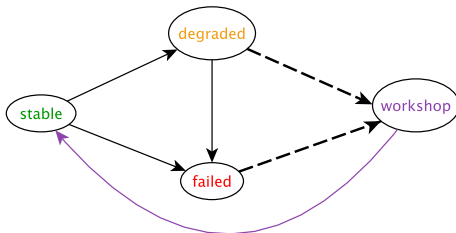
- ▶ All components, all states: do nothing
- ▶ Components 1 and 2, all states: change
- ▶ Components 3 and 4: change in all states, repair only in stable or degraded states



Criterion to optimize

Minimize the maintenance + unavailability costs

- ▶ **unavailability** cost proportional to time spend in **failed** state
- ▶ fixed cost for going to the workshop + **repair** < **change** costs



PDMP model of the equipment

- ▶ **Euclidean variables:** 5 time variables
 - ▶ functioning time of components 2, 3 and 4
 - ▶ calendar time
 - ▶ time spent in the workshop
- ▶ **Discrete variables:** 225 modes
 - ▶ state of the components / maintenance operations

Parameters to tune

- ▶ Number of points in the **control grid** (underlying continuous model)
- ▶ Number of point in the **quantization grids** for (Z_n, S_n)
- ▶ **Approximation horizon** N such that $v_N(x) - \mathcal{V}(x)$ small enough \simeq allowed number of jumps + interventions
- ▶ bounding function g
- ▶ **Time discretization step** for inf

Step 1: Exact simulation of the PDMP

Implementation of an exact simulator for **reference strategies** to serve as benchmark

- ▶ **Strategy 1**: do nothing
- ▶ **Strategy 2**: send equipment to **workshop** 1 day after **failure**, **change** all degraded components, **change** all **failed** ones
- ▶ **Strategy 3**: send equipment to **workshop** 1 day after **degradation**, **change** all degraded components, **change** all **failed** ones

Strategy	1	2	3
Mean cost	19952	11389	8477

Step 1: Exact simulation of the PDMP

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Step 2 and 3: Discretisation of the control set \mathbb{U} and the embedded Markov chain

Tests on strategy 3

Finite control set \mathbb{U}

\implies discretize the functioning times at interventions

\implies project the real times on the grid feasibly

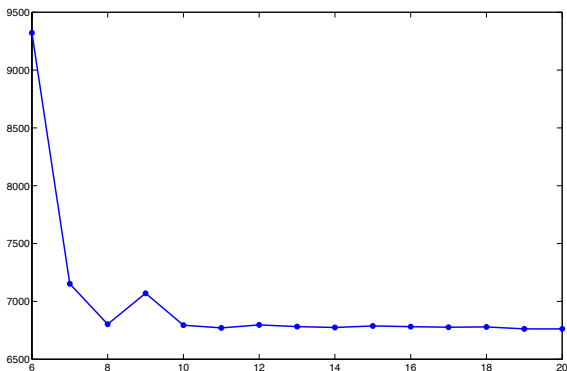
Compromise between precision and computation time

Grid	Number of points	relative error
$3 \times 3 \times 3 \times 5$	246	0.10344
$4 \times 4 \times 4 \times 5$	331	0.0241
$5 \times 5 \times 5 \times 5$	592	0.0062
$3 \times 3 \times 3 \times 11$	615	0.0341
$4 \times 4 \times 4 \times 11$	923	0.0819
$5 \times 5 \times 5 \times 11$	1855	0.0186
$6 \times 6 \times 6 \times 11$	2110	0.0066
$7 \times 7 \times 7 \times 11$	2617	0.0071
$8 \times 8 \times 8 \times 11$	3359	0.0066
$3 \times 3 \times 3 \times 21$	1230	0.0034
$4 \times 4 \times 4 \times 21$	1899	0.0170
$5 \times 5 \times 5 \times 21$	2960	0.0095
$6 \times 6 \times 6 \times 21$	4220	0.0065
$7 \times 7 \times 7 \times 21$	5536	0.0059
$8 \times 8 \times 8 \times 21$	7111	0.0047

Step 4: Calibrating N the number of allowed jumps + interventions

Horizon N (number of iterations)

- ▶ 5 for Strategy 1
- ▶ up to 30 for Strategy 2 (mean 6)
- ▶ up to 25 for Strategy 3 (mean 6)



Step 5: Approximation of the value function

Strategy 1	Strategy 2	Strategy 3	Approx. Value function
19952	11389	8477	7076

- ▶ relative gain of 19.8% vs Strategy 5

Step 6: Optimally controlled trajectories

Strategy 1	Strategy 2	Strategy 3	Approx. Value function	Optimally controlled traj.
19952	11389	8477	7076	6733

- ▶ numerical **validation** of the algorithm with various starting points: consistent results

Conclusion

Numerical method to derive a feasible ϵ -optimal strategy

- ▶ rigorously validated [dSD 12, dSDG 17]
- ▶ with general error bounds for the approximation of the value function
- ▶ numerically demanding but viable in low dimensional examples

References

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- [Davis 93] M. DAVIS, *Markov models and optimization*
- [dSD 12] B. DE SAPORTA, F. DUFOUR *Numerical method for impulse control of piecewise deterministic Markov processes*
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- [P 98] G. PAGÈS *A space quantization method for numerical integration*
- [PPP 04] G. PAGÈS, H. PHAM, J. PRINTEMPS *An optimal Markovian quantization algorithm for multi-dimensional stochastic control problems*