Datastructure for Filtering and Storing Non-Dominated Points

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Exact Efficient Solution of Mixed Integer Programming Problems with Multiple Objective Functions (ANR/DFG-14-CE35-0034-01)

Université de Nantes, France - Technische Universität Kaiserslautern, Germany.

1. Introduction

Context

Background:

- $y \in S \subseteq \mathbb{R}^p$
- points of S are dynamically revealed
- identify $S_N \subseteq S$, the set of non-dominated points $y \in S$

Remark: if S is static, and contains n points, then

- this is the problem of finding all maximal points, sometimes called the maxima set problem in computational geometry.
- for $p = \{2, 3\}$, this problem can be solved in time $O(n \log n)$ [Kung et al., 1975]

Assumptions

- p = 2
- ranges of components of S_N are a priori unknown

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Example

For

$$y = \left\{ \left(\begin{array}{c} 5 \\ 6 \end{array}\right); \left(\begin{array}{c} 7 \\ 7 \end{array}\right); \left(\begin{array}{c} 2 \\ 4 \end{array}\right); \left(\begin{array}{c} 6 \\ 3 \end{array}\right); \left(\begin{array}{c} 8 \\ 4 \end{array}\right); \left(\begin{array}{c} 3 \\ 7 \end{array}\right); \left(\begin{array}{c} 7 \\ 1 \end{array}\right) \right\}.$$

and the minimization case, the operations are:

			6
iteration	У	operations	S_N
0	-	-	Ø
1	$\begin{pmatrix} 5 \\ 6 \end{pmatrix}$	added	$\left\{\left(\begin{array}{c}5\\6\end{array}\right)\right\}$
2	$\begin{pmatrix} 7 \\ 7 \end{pmatrix}$	dominated by $\begin{pmatrix} 5 \\ 6 \end{pmatrix}$ \Rightarrow deleted	$\left\{ \left(\begin{array}{c} 5\\ 6 \end{array}\right) \right\}$
3	$\begin{pmatrix} 2 \\ 4 \end{pmatrix}$	added; dominates $\begin{pmatrix} 5 \\ 6 \end{pmatrix} \Rightarrow \text{removed}$	$\left\{ \left(\begin{array}{c} 2\\4 \end{array}\right) \right\}$
4	$\begin{pmatrix} 6 \\ 3 \end{pmatrix}$	added	$\left\{ \left(\begin{array}{c} 2\\4 \end{array}\right); \left(\begin{array}{c} 6\\3 \end{array}\right) \right\}$
5	$\begin{pmatrix} 8 \\ 4 \end{pmatrix}$	weakly dominated by $\begin{pmatrix} 2 \\ 4 \end{pmatrix} \Rightarrow$ deleted	$\left\{ \left(\begin{array}{c} 2\\4 \end{array}\right); \left(\begin{array}{c} 6\\3 \end{array}\right) \right\}$
6	$\begin{pmatrix} 3 \\ 7 \end{pmatrix}$	dominated by $\begin{pmatrix} 2 \\ 4 \end{pmatrix} \Rightarrow$ deleted	$\left\{ \left(\begin{array}{c} 2\\4 \end{array}\right); \left(\begin{array}{c} 6\\3 \end{array}\right) \right\}$
7	$\begin{pmatrix} 7 \\ 1 \end{pmatrix}$	added	$\left\{ \left(\begin{array}{c} 2\\4 \end{array}\right); \left(\begin{array}{c} 6\\3 \end{array}\right); \left(\begin{array}{c} 7\\1 \end{array}\right) \right\}$

3

Motivations

Multiobjective Optimization:

- discrete variables (MOIP/MOCO)
- \bullet compute Y_N , the set of non-dominated points

Algorithms:

• exact:

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such a branch and bound (to handle local sets of points)
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• approximation:

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such a (meta)heuristics or a local search (to maintain the elite population)
```

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\rightarrow identify Y_{PN}
```

Question investigated

Problematic:

- $S_N = \emptyset$
- - is y ND? in S_N getall z1, z2 from S_N

Question:

 which data structure/algorithm to recommand for performing efficiently this problematic?

Main approaches in the MOO literature

Linear structures:

- List (L)
- Sorted list (SL)

Tree structures:

- Quad-Tree (QT) Habenicht, 1982; Sun and Steuer, 1996
- ND-Tree (ND) Jaszkiewicz and Lust, 2016
- Balanced Binary Tree (Adelson-Velskii-Landis, AVL) Dumez, 2016

Fast analysis

	L	SL	QT	ND	AVL
implementation	easy	easy	intermediate	intermediate	intermediate
	(immediate)	(maintain)	(maintain)	(maintain)	(maintain)
specific	none	yes ¹	yes ²	yes ³	yes ⁴
operation					
require	no	no	no	yes	no
a tuning				2 parameters	
complexity	linear	linear	linear	unknown	logarithmic
(worst case)					
limit	no	yes	no	no	yes
on p		p = 2			p = 2

^{1:} at the insertion, the list must be maintained sorted

Best for p = 2: SL according [Jaszkiewicz and Lust 2016]

^{2:} at the deletion, the sub-tree has to be re-inserted to the structure

^{3:} at the insertion, spliting points into hypercube cluster

^{4:} balance

Objectives of this study

- (re)visit the AVL trees for the identified problematic; to the best of our knowledge, no such paper exists in the MCDM literature;
- propose "the AVL for non-dominated points on a dynamic set (AVL_ND) algorithm" with proofs and theoretical complexity results;
- experiment numerically the structures SL / QT / NDtree / AVL-ND in practice.

2. AVL_ND

stands for

AVL tree for non-dominated points on a dynamic set

- 1 Search for the position of *y* in the tree
- 2 If y is not dominated, add it and refresh info at the node
- 3 During the ascent, look for dominated points
- Balance all nodes for which we proceeded additions or deletions in their subtrees

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Lexicographic order

When we introduce a point y in S we can say that :

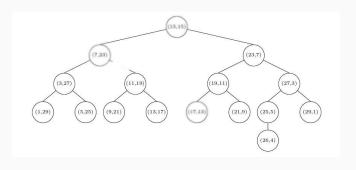
- if y is dominated then it will be dominated by $\max_{|\mathbf{x}| \in S_N | x \leq_{\text{lex}} y}$
- if y dominates points then it will dominates $min_{lex}\{x \in S_N | x \ge_{lex} y\}$
- ullet all points dominated by y in S_N are consecutive

Phases 2 and 3

When we add a point we can quickly look at its father, and brother, to determine whether they are dominated or not.

Furthermore, starting from the node of y and all left father of it :

- we may be able to delete the whole right subtree
- otherwise we have to dive into it. Then at each level we go in the left subtree or in the right one (and we can delete the left one)



Phase 4

We can balance a node a in O(|balance(a)|).

Algorithm 1: Balancing algorithm

```
Function BALANCE (a, f):

if |balance(a)| > 1 then

\Delta = appropriated rotation

return BALANCE (a, \Delta(a, f))
```

Where a rotation returns the node which is now the father of a.

Complexity

Let n be the number of element in our tree. The complexity of each phase is :

- 1. O(log(n)) because it a research into a binary search tree
- 2. O(log(n)) because it is in O(1) or we dive into the right subtree
- 3. O(log(n)) because we need to dive into a subtree at most once
- 4. O(log(n)) because the number of created "unbalancement" is bounded by 9.log(n)

3. Numerical experiments

Environment

Numerical instances:

- Dataset 1: random; clusters $(\#S=100\ 000,\ 5\ values\ for\ the\ parameter\ "quality\ of\ distribution")$
- Dataset 2: random; classic $(\#S=100\ 000,\ 5\ values\ for\ the\ parameter\ "quality\ of\ distribution")$
- Dataset 3: 2TSP, PLS (#S=100 000)
- Dataset 4: S composed by only (supported) non-dominated points $(\#S=100\ 000\ \text{to}\ 1\ 000\ 000,\ 10\ \text{runs}\ \text{where}\ S$ is randomly shaked)

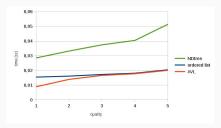
Procedures:

- implemented in C and Julia programming languages,
 Julia version of AVL-ND is integrated to vOptSolver
- C/C++ versions of SL, ND, AVL used here for comparisons needs

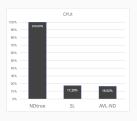
Datasets $1\sim3$, ND-tree: from [Jaszkiewicz and Lust 2016]

Results

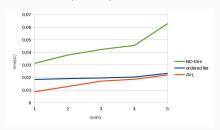
Dataset 1: (clusters)



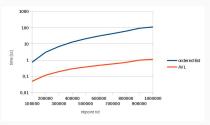
Dataset 3: (PLS)



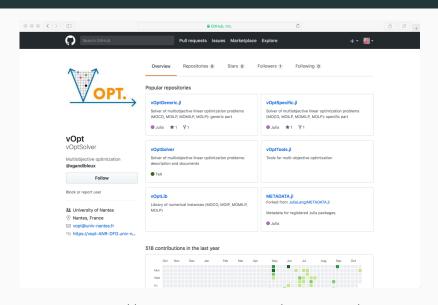
Dataset 2: (classic)



Dataset $4:(S_N)$



AVL-ND available within vOptSolver



http://voptsolver.github.io/vOptSolver/

Follow/join/contribute to vOptSolver

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Homepage of vOptSolver:
http://voptsolver.github.io/vOptSolver/
Repository of vOptSolver:
http://github.com/vOptSolver

Contact concerning vOptSolver:
vopt@univ-nantes.fr

Follow vOptSolver on Twitter:
@vOptSolver
```

4. Discussion

Conclusion and ongoing works

- → A new approach in this context
- → Introduction of a new rotation, allowing a quicker balancing of a possibly very unbalanced tree
- → Best known theoretical complexity in the worst case

PROS:

- very good running time
- in practice, the algorithm is not sensitive to the distribution of y ∈ S;
 no pathologic case of the tree may appear
- not difficult to implement (codes in Julia and C are available)

CONS:

• up to now, limited to p = 2

NOW:

- Careful analyse of the existing literature about Dynamic Algorithms in Computational Geometry
- to study the case when $p \ge 3$

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