





#### **Measuring Features of Dynamic and Time-Linked Optimization Problems**

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## Time-Linked Dynamic Optimization Literature



- Time-Linkage:
   Optimizer decisions influence problem state
- Citerature sparse or highly domain specific
- **C** DynOpt often "Tracking the Optimum" [1]
- Practical Time-Linked DynOpt often: "Avoid Systemic Failure" [2]
- Comparing Metaheuristics often difficult



HERE BE DRAGONS





## **Problem: Dynamic Servicing**



- Vehicle routing
- Vehicles service locations
- **Fully connected distance graph**
- No central depot
- Cities activate at random (no prior information)
- ♥ Target: cumulative active time





#### **Problem Instances**



**Q** 2 Maps: Vienna and Upper Austria

### § 51 Locations

- **Q** Mean-time-to-activation ~  $N(\mu_l, \sigma_l) * d$
- Constant
  Constant
- S Vehicles
- Optimization target: Cumulative Active-Time (assuming no new activations)



## Simulation



#### Content Simulation

#### **©** "Decision Points"

- Vehicle v finished servicing
- Location I activates and at least one Vehicle idle
- No en-route-Reconsideration

## Content Conten

- Best-evaluated solution since last decision
- Reevaluated last elite

## Stochastic and hidden Information

- **©** Time-Linkage: Algorithm influences future problem states
  - Active/Inactive Locations
  - Vehicle positions







## Encoding



#### Solution: (1,2,4,#,3,6,5,#,#) (Permutation)

### Vehicle positions (5, 6, 5)

- V1 drives to 2, then idles
- V2 drives to 5, then 3, then idles
- V3 idles (although it is on an active city)
- Encoding length does not change
- Any solution always feasible

## **Domain-Measures**



## **©** Trivial

#### • Active sites

#### Contraction Contractica Con

- Mean distance between active sites
- Mean distance between vehicles
- Mean distance to nearest vehicle
- Nearest neighbor disparity

## Clustering

- Inter cluster distance
- Intra cluster distance

## Contracting Con

- Activations
- Deactivations
- Average Move Distance
- Average Path Distance

## Cutilization

- Travel Utilization
- Service Utilization
- Waiting Utilization

### Algorithmic

• Non-Greediness



# Time Line













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## **Average Move Distance**







#### **Comparing Timelines - Mean Distance**







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## **Visual Data Exploration**



## **©** Use all features

- Except difficulty & time
- Normalize time-correlated features

## **C** TSNE: 2d embedding



![](_page_11_Picture_7.jpeg)

Colored by time

![](_page_12_Picture_0.jpeg)

## Clustering

K-means (k =2)

- C Blue: "good" states
- Red: "bad" state

- Control Con
- Time of "control loss"
- Contract Provide the second second

![](_page_12_Picture_8.jpeg)

![](_page_12_Figure_9.jpeg)

## **Critical Border for Comparing Algorithms**

![](_page_13_Picture_1.jpeg)

![](_page_13_Figure_2.jpeg)

- 1/100 the execution budget
- **Critical border earlier & at lower difficulties**
- **©** "Point of no Supervision"
  - Difficulty-component of the Border function for time =  $\infty$
  - Appears to be similar

![](_page_13_Figure_8.jpeg)

![](_page_14_Picture_0.jpeg)

## Conclusion

![](_page_14_Picture_2.jpeg)

#### **C** Analysis of time-linked problems

- Gain insight
- Compare algorithms
- Estimate optimizer/problem limits
- (Predict) state deterioration

## **©** Domain specific features

- Cheap to calculate
- Mixed usefulness

![](_page_15_Picture_0.jpeg)

#### **Sneak Peak: Critical Border (FLA)**

![](_page_15_Picture_2.jpeg)

![](_page_15_Figure_3.jpeg)

**Measuring Features of Dynamic and Time-Linked Optimization Problems** 

![](_page_16_Picture_0.jpeg)

- [1] Nguyen, T. T., Yang, S., & Branke, J. (2012). Evolutionary dynamic optimization: A survey of the state of the art. Swarm and Evolutionary Computation, 6, 1-24.
- [2] Werth, B., Karder, J., Beham, A., & Wagner, S. (2021, July). Dynamic landscape analysis for openended stacking. In *Proceedings of the Genetic and Evolutionary Computation Conference Companion* (pp. 1700-1707).