



# **Modeling and solving optimization problems with decision diagrams**

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# Hello and welcome



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## **A brief history optimization**

Once upon a time in 1940 to now with many matrices

## **What are decision diagrams?**

Overview of fundamentals, state-based search, hybrid solving

## **Decision diagrams in action**

Opportunities DDs offer for vehicle routing, runtime, and more

## **Q&A time**

Ask questions in the chat or Q&A feature





# A brief history of optimization



# Once upon a time in the 1940s

We were really good at linear algebra. So we used matrices as the underlying vehicle for optimization solvers. And many of our problems looked like this:

$$\begin{pmatrix} 1 & 1 & 0 & \dots \\ 1 & 0 & -1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & \dots \\ 0 & 0 & 1 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & \dots \\ 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & \dots \\ 1 & 0 & -1 & 0 & 0 & 0 & -1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & \dots \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & \dots \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & \dots \\ 0 & 0 & 1 & 0 & -1 & 0 & 1 & 0 & 0 & 0 & -1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & \dots \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & \dots \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & \dots \\ 1 & 0 & 0 & 0 & 1 & 0 & -1 & 0 & 0 & 0 & 0 & 0 & 0 & -1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & \dots \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & \dots \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & \dots \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & -1 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & -1 & 0 & 0 & 0 & 0 & 0 & \dots \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & 0 & 0 & \dots \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & 0 & \dots \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & -1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & -1 & \dots & \dots & \dots \\ \vdots & \dots \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \\ x_5 \\ x_6 \\ x_7 \\ x_8 \\ x_9 \\ x_{10} \\ x_{11} \\ x_{12} \\ x_{13} \\ x_{14} \\ x_{15} \\ x_{16} \\ x_{17} \\ x_{18} \\ \vdots \end{pmatrix} = \begin{pmatrix} 1 \\ 0 \\ 1 \\ 1 \\ 1 \\ -1 \\ 1 \\ 1 \\ 0 \\ 1 \\ 1 \\ 0 \\ 1 \\ 1 \\ 0 \\ 1 \\ 1 \\ 0 \\ 0 \\ 1 \\ 1 \\ 0 \\ \vdots \end{pmatrix}$$



# 😬 This was a lot of work for the modeler

Modelers became logic tricksters. How do I use a matrix row to add precedence or capacity constraints to a TSP? Or represent either/or logic?

*Here are your technological coefficients*

$$\begin{pmatrix} 1 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & \dots \\ 1 & 0 & -1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & \dots \\ 0 & 0 & 1 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & \dots \\ 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & \dots \\ 1 & 0 & -1 & 0 & 0 & 0 & -1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & \dots \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & \dots \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & \dots \\ 0 & 0 & 1 & 0 & -1 & 0 & 1 & 0 & 0 & 0 & -1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & \dots \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & \dots \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & \dots \\ 1 & 0 & 0 & 0 & 1 & 0 & -1 & 0 & 0 & 0 & 0 & 0 & 0 & -1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & \dots \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & \dots \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & \dots \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & -1 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & -1 & 0 & 0 & 0 & 0 & \dots \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & 0 & 0 & 0 & \dots \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & 0 & 0 & \dots \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & -1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & -1 & \dots \\ \vdots & \dots \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \\ x_5 \\ x_6 \\ x_7 \\ x_8 \\ x_9 \\ x_{10} \\ x_{11} \\ x_{12} \\ x_{13} \\ x_{14} \\ x_{15} \\ x_{16} \\ x_{17} \\ x_{18} \\ \vdots \end{pmatrix} = \begin{pmatrix} 1 \\ 0 \\ 1 \\ 1 \\ 1 \\ -1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 0 \\ 1 \\ 0 \\ 1 \\ 1 \\ 1 \\ 0 \\ 1 \\ 1 \\ 0 \\ 0 \\ \vdots \end{pmatrix}$$

*These are your decision variables*

*And here are some more numbers*



# 🤔 As time passed, we gained some perspective

## **What is optimization?**

Optimization is the search for a minimum or maximum solution to some feasible set according to a given objective function

## **What does optimization do?**

Optimization helps us make good decisions when many choices are available

## **What are learning now?**

The initial structure of optimization is sort of a historical accident, and optimization has less to do with math as we've traditionally been taught.





# Optimization is a series of strategies for evaluating and making decisions

Pulling from John Hooker's framework, nearly all successful approaches to solving large or difficult problems are based on three elements.

1. **Search:** Enumerate possible solutions.
2. **Inference:** Learn as we explore.
3. **Relaxation:** Simplify hard problems.



# 🤔 In the now times for decision and OR ops

Our data looks more like this:

```
    "id": "vehicle-10"  
    "capacity": 125  
  },  
  "stops": [  
    {  
      "id": "order-1-pickup-1"  
      "position": {  
        "lon": -96.827094  
        "lat": 33.004745  
      },  
      "precedes": "order-1-dropoff",  
      "quantity": -27  
    },  
    {  
      "id": "order-1-dropoff"  
      "target_time": "2023-05-25T04:24:20-6:00"  
    }  
  ]  
}
```

But our process looks like this:

- Translate business rules to linear inequality systems
- Hand off to a solver
- 🙌 🙏
- Translate solutions back to business rules





So if we think about **optimization less as math and more as strategy...**

**...can we build models in a way that's more natural to the problem we're trying to solve?**





# Let's talk decision diagrams



# 👉 First, some acknowledgements

We are applying this work to problems in industry. A lot of amazing folks at Carnegie Mellon and other places figured out how to use DDs to solve optimization problems, including...

- David Bergman
- Andre A. Cire
- Willem-Jan van Hoeve
- John Hooker
- And others!





# What is a decision diagram?

A decision diagram (DD) is a layered, directed, multigraph that represents a set of choices. The layers correspond to the order in which we make decisions.

An “exact DD” has a path from the root node to the terminal node for every solution. The arcs costs of a path sum up to its objective value.

This turns minimization (maximization) problems into shortest (longest) path problems.





# Where do DDs live in the world of optimization?

**MIP**

**Mixed integer programming**

Strong optimality reasoning

*"This is the best solution!"*

**DDs**

**Decision diagrams**

Good at finding feasible solutions, can prove optimality

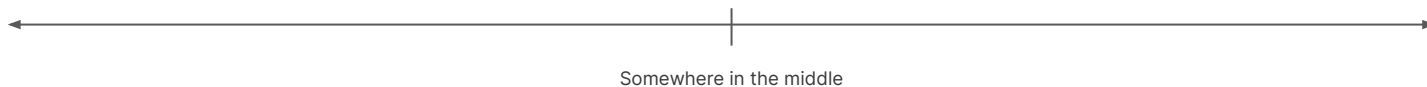
*"This is a good, timely solution!"*

**CP**

**Constraint programming**

Strong feasibility reasoning

*"Here are solutions!"*

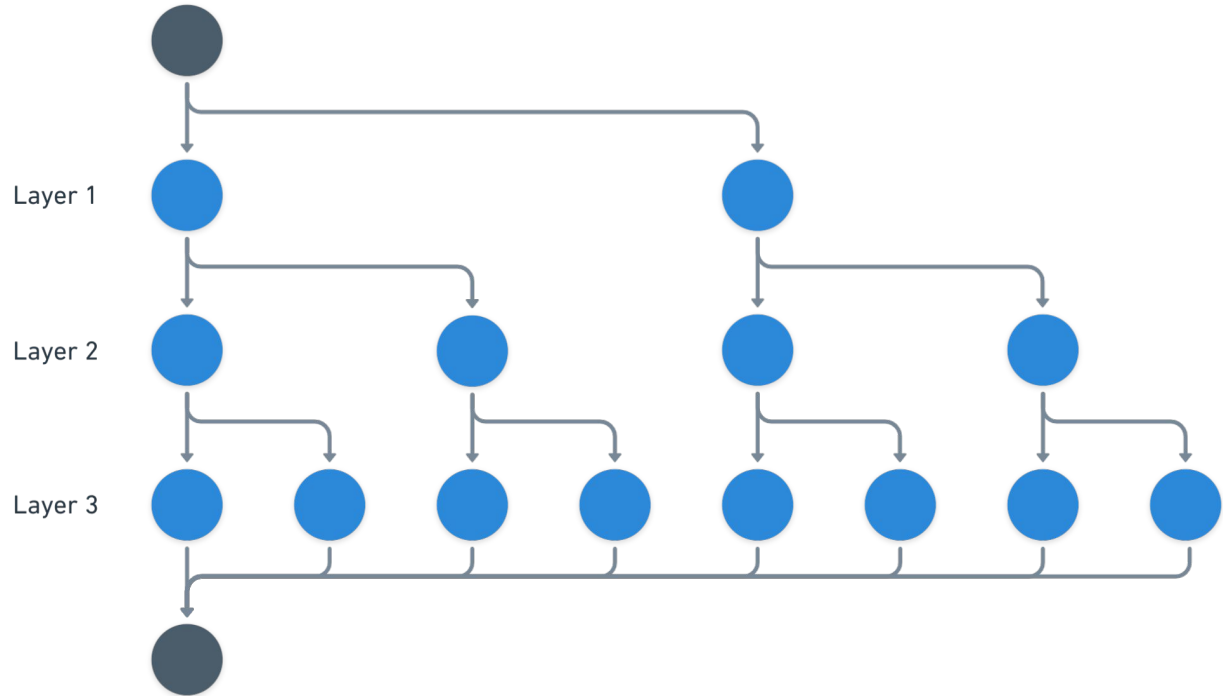


# 👁️ What does a decision diagram (DD) look like?

SEARCH

## Exact diagram

Show all possible states — and watch the tree get big, fast

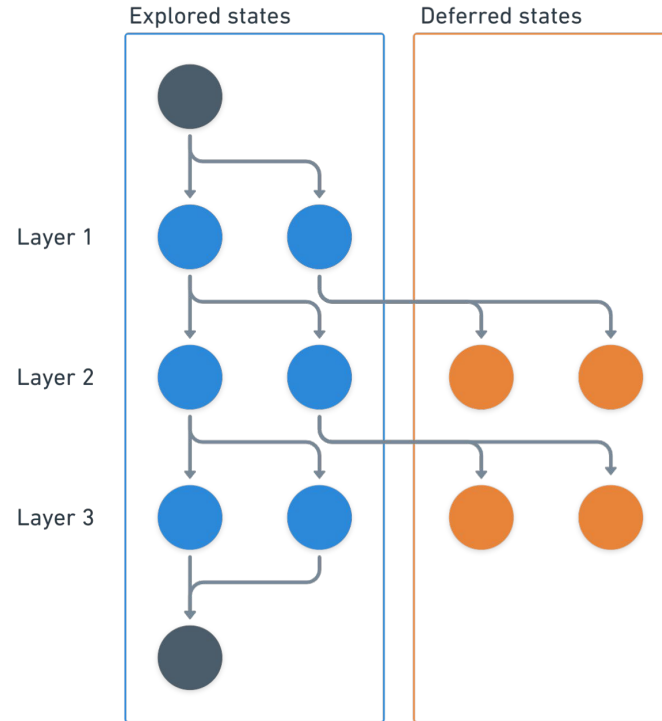


# 👁️ What does a decision diagram (DD) look like?

## SEARCH

### Restricted diagram

Selectively explore some states now and some states later

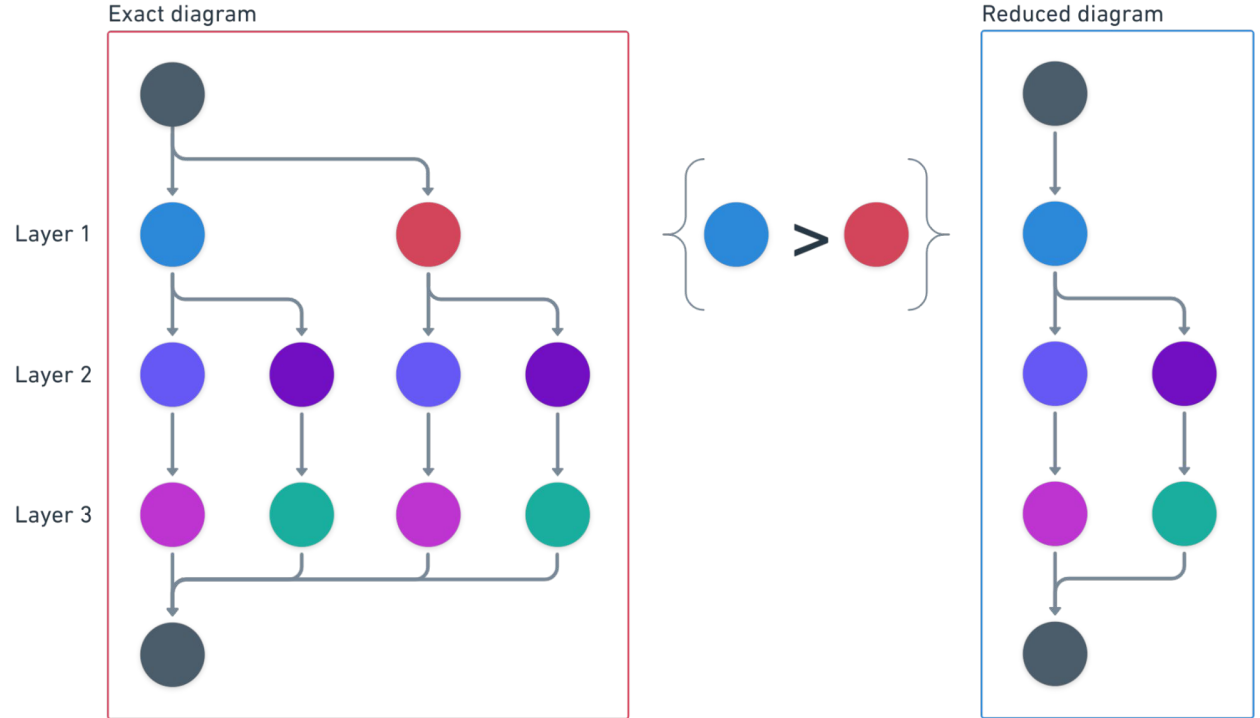


# 👁️ What does a decision diagram (DD) look like?

## INFERENCE

### Reduced diagram

Learn as we explore to avoid non-productive branches of the search tree.



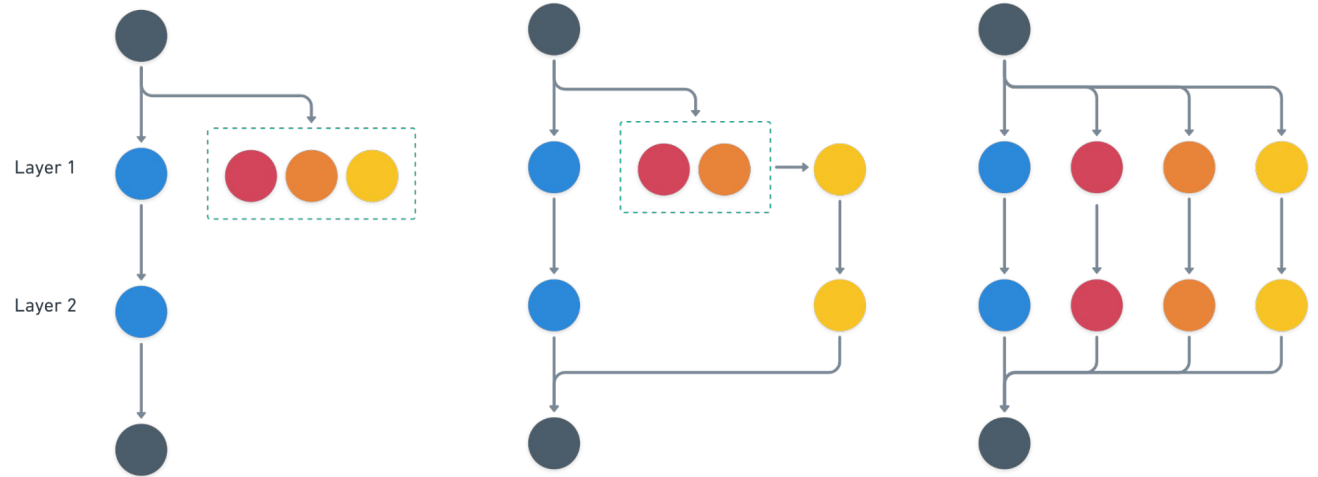


# 👁️ What does a decision diagram (DD) look like?

## RELAXATION

### Relaxed diagram

Simplify hard problems by grouping states together to reduce complexity.





## What do we use in our DD solver?

- We don't use relaxation diagrams or merge operators. We use expanders.
- We hybridize DDs with ALNS in our routing models.
- We use reducers as our primary inference technique.





# Decision diagrams in action



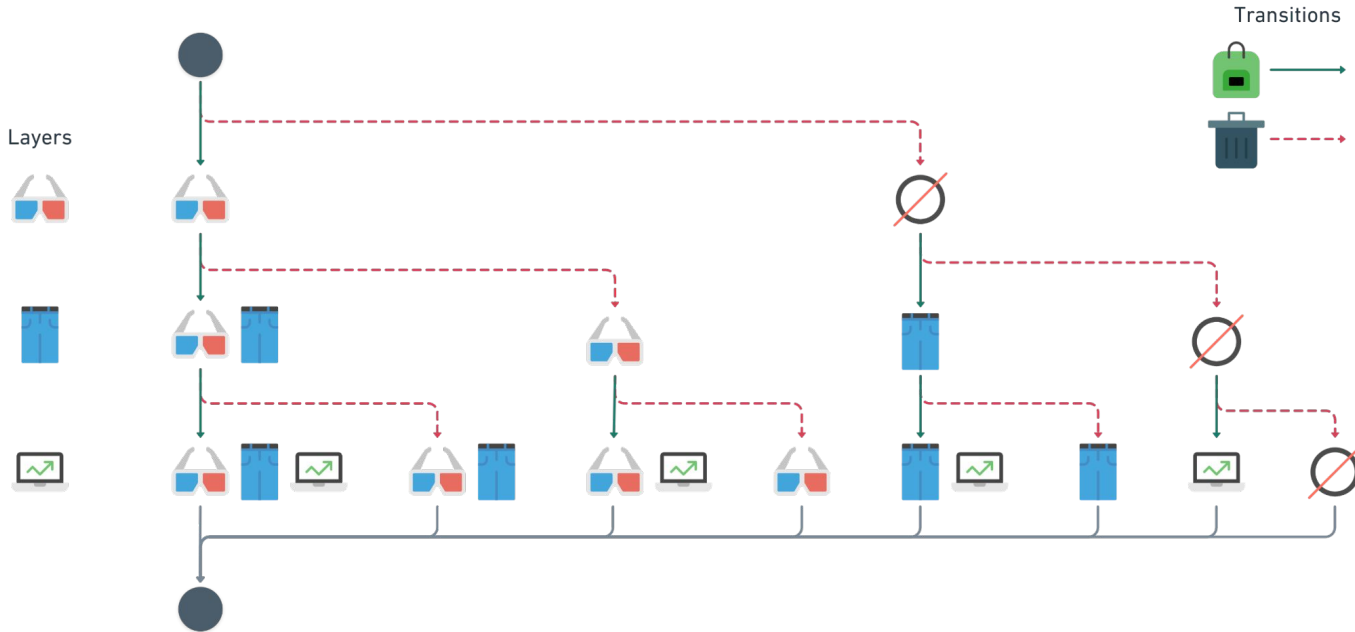


## Hey! Listen! Here's what you're about to see

- 2 different models (knapsack and CPDTSP)
- Solve the “naive” formulation (that's the restricted diagram)
- Add bounds (through relaxation)
- Add a reducer

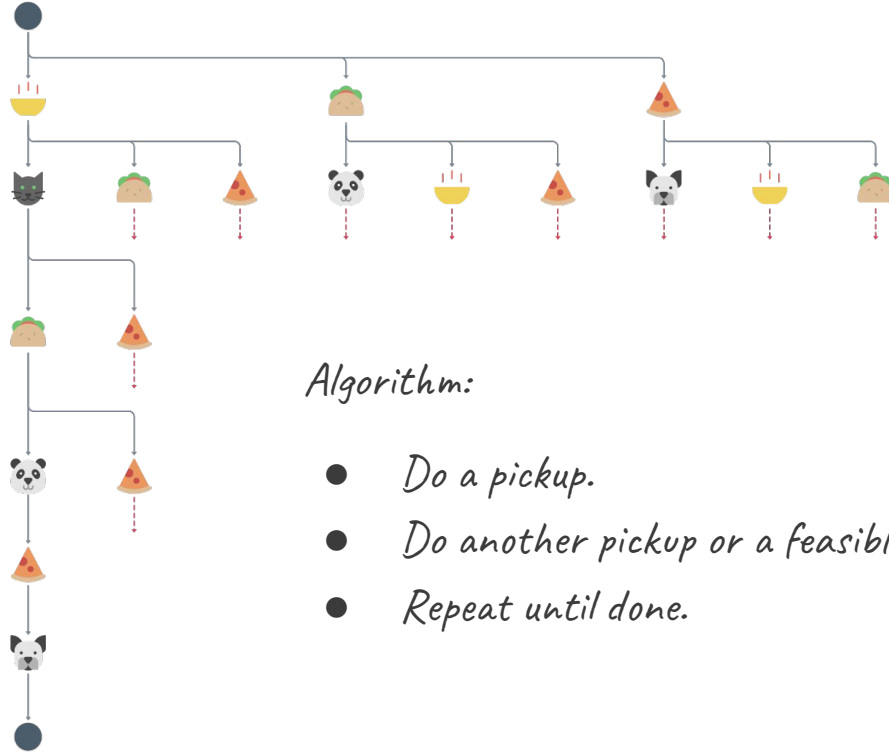
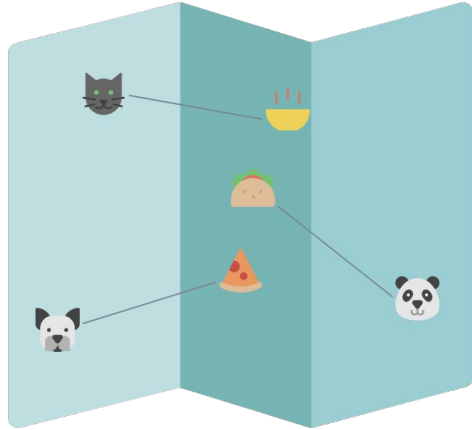


# 0-1 knapsack model





# Pickup and delivery TSP



Algorithm:

- Do a pickup.
- Do another pickup or a feasible delivery.
- Repeat until done.



# Did it work? Let's look at some results

## 0-1 knapsack model

- Search, just search Fully solve **dozens** of items in milliseconds!
- Search + relaxation Fully solve **hundreds** of items in milliseconds!
- Search + relaxation + inference Fully solve **thousands** of items in milliseconds!

## Capacitated pickup & delivery TSP

- Search, just search Optimize **6 pairs** in milliseconds!
- Search + relaxation Optimize **8 pairs** in milliseconds!
- Search + relaxation + inference Optimize **10 pairs** in milliseconds!





# Takeaways from this talk

- Decision diagrams get us a step closer to more natural modeling for optimization problems
- They balance lots of characteristics of other solving paradigms and technologies
- We have found that they are a practical solution for real-time optimization problems







**A bit of time for Q&A**



# Next moves

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**Thank you!**

