

Optimization of two-phase methods using simple feedback mechanisms

W. Kool

VU University
Amsterdam

ORTEC
Zoetermeer

Agenda

Introduction

Framework

The pallet matching problem

The capacitated vehicle routing problem

The resource assignment problem

Discussion

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Two-phase methods

- ▶ First phase solves part of the problem
- ▶ Second phase solves other part of the problem, given solution from first phase
- ▶ Overall solution is at most conditionally optimal given decisions in first phase

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Two-phase methods

- ▶ First phase solves part of the problem
- ▶ Second phase solves other part of the problem, given solution from first phase
- ▶ Overall solution is at most conditionally optimal given decisions in first phase

Examples

- ▶ First create clusters/regions/areas, then create routes
- ▶ Create timetable/routes, then assign drivers/crews
- ▶ More than two phases can be regarded as nested two-phase methods

Introduction

Idea

- ▶ There must be some 'cost metric' c_1 for first phase which, if optimized, results in intermediate solution that leads to global optimum
- ▶ Start with a priori belief \tilde{c}_1 of c_1 and update \tilde{c}_1 based on observations
- ▶ More precisely, let \tilde{c}_1 exactly represent last observed solution
- ▶ Stop if \tilde{c}_1 is no longer updated (so fixed point iteration)

Introduction

Instance x , intermediate solution $y = F_1(x, c_1)$, solution $z = F_2(x, y)$

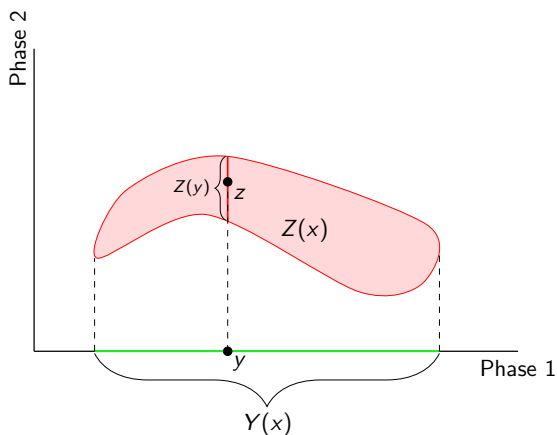


Figure: Visualization of domains

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Discussion

Notation

- ▶ Instance x , intermediate solution $y \in Y(x)$, solution $z \in Z(y) \subseteq Z(x)$
- ▶ Cost metric c_1 and $c_2 = c$ for phase 1 and 2
- ▶ Optimization methods $F_1(x, c_1)$ and $F_2(x, y, c_2)$
- ▶ $c_2 = c$ fixed, so $F_2(x, y) = F_2(x, y, c_2)$

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Assumptions

- ▶ $F_1(x, c_1) = \arg \min_{y \in Y(x)} c_1(x, y)$
- ▶ $F_2(x, y) = \arg \min_{z \in Z(y)} c(x, z)$

Optimality

- ▶ Let z^* be the global optimum, and y^* the corresponding intermediate solution
- ▶ To find global optimum, c_1 should be such that $y^* = F_1(x, c_1)$
- ▶ Multiple options, for example $c_1(x, y) = \mathbb{1}_{\{y \neq y^*\}}$ and $c_1(x, y) = c(x, F_2(x, y)) = \min_{z \in Z(y)} c(x, z)$

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Idea

- ▶ Problem: c_1 is not well behaved and hard to evaluate
- ▶ Therefore, replace c_1 by 'belief' \tilde{c}_1
- ▶ Update \tilde{c}_1 based on observation and repeat
- ▶ Convergence if \tilde{c}_1 no longer changes

Framework

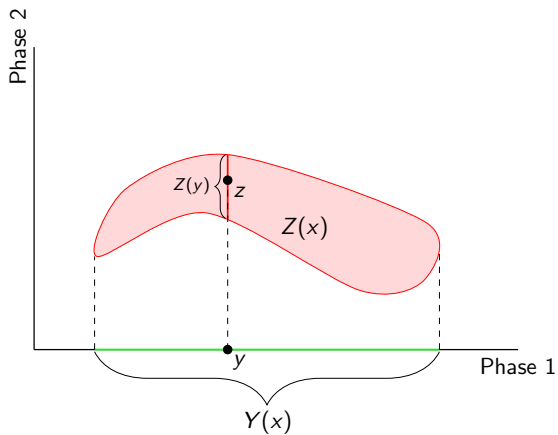


Figure: Visualization of domains

The feedback mechanism

- ▶ Update \tilde{c}_1 such that $\tilde{c}_1(x, \hat{y}) = c(x, \hat{z})$, where \hat{y}, \hat{z} is the (intermediate) solution from the last iteration

The feedback mechanism

- ▶ Update \tilde{c}_1 such that $\tilde{c}_1(x, \hat{y}) = c(x, \hat{z})$, where \hat{y}, \hat{z} is the (intermediate) solution from the last iteration

Considerations

- ▶ May invalidate previous equalities, but convergence if same solution is found
- ▶ Optionally require that the equality is *also* satisfied for best solution so far (the incumbent)
- ▶ Important: the *a priori* belief should be *optimistic* to avoid immediate convergence in local optimum

Algorithm 1 Simple feedback mechanism.

```
1: procedure SIMPLEFEEDBACK( $x, F_1, F_2, \tilde{c}_1, c$ )
2:   while  $\tilde{c}_1$  has not converged do
3:      $\hat{y} \leftarrow F_1(x, \tilde{c}_1)$ ;
4:      $\hat{z} \leftarrow F_2(x, \hat{y})$ ;
5:      $\tilde{c}_1 \leftarrow \text{Update}(\tilde{c}_1, \hat{y}, \hat{z}, c)$ ;    ▷  $\text{Update } \tilde{c}_1(x, \hat{y}) := c(x, \hat{z})$ 
6:   end while
7: end procedure
```

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The pallet matching problem

The problem

- ▶ Given a set of request and a set of pallets
- ▶ Match the requests in pairs (stacks) of two
- ▶ To each request, match one fulfilling pallet
- ▶ Costs depend on resulting pairs of pallets

The pallet matching problem

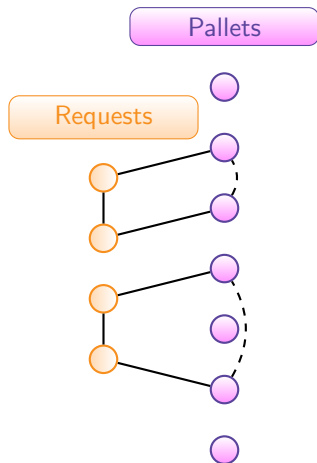


Figure: Visualization of the pallet matching problem

The pallet matching problem

Two phase decomposition

- ▶ Phase 1: (non-bipartite) matching of requests
- ▶ Phase 2: bipartite matching of requests to pallets
 - ▶ Note: *not* a pure bipartite matching problem because of cost function!

The pallet matching problem

Ingredients

- ▶ y : matching of requests

The pallet matching problem

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- ▶ y : matching of requests
- ▶ $c_1(x, y)$: represented by cost matrix D

The pallet matching problem

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- ▶ $F_1(x, c_1)$: minimum cost perfect matching using cost matrix D

The pallet matching problem

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- ▶ \tilde{c}_1 : entry \tilde{d}_{kl} of \tilde{D} represents lower bound of costs (costs if ideal pallets are matched)

The pallet matching problem

Ingredients

- ▶ y : matching of requests
- ▶ $c_1(x, y)$: represented by cost matrix D
- ▶ $F_1(x, c_1)$: minimum cost perfect matching using cost matrix D
- ▶ $F_2(x, y)$: matching of pallets to request using MIP
- ▶ \tilde{c}_1 : entry \tilde{d}_{kl} of \tilde{D} represents lower bound of costs (costs if ideal pallets are matched)
- ▶ Updating mechanism: set \tilde{d}_{kl} to actual costs of pallets matched to requests k and l

The pallet matching problem

	Requests				Pallets							
Requests	0	1	0	0	0	0	1	0	1	0	0	
	1	0	1	1	1	0	1	1	0	0	1	
	0	1	0	1	1	1	0	1	1	0	1	
	0	1	1	0	1	0	1	1	0	0	0	
Pallets	0	1	1	1	∞	52	54	6	57	27	56	
	0	0	1	0	52	∞	91	63	57	5	47	
	1	1	0	1	54	91	∞	27	39	84	42	
	0	1	1	1	6	63	27	∞	69	10	21	
	1	0	1	0	57	57	39	69	∞	73	24	
	0	0	0	0	27	5	84	10	73	∞	31	
	0	1	1	0	56	47	42	21	24	31	∞	

Figure: Calculating the lower bound matrix \tilde{D} for \tilde{c}_1

The pallet matching problem

	Requests				Pallets							
Requests	0	1	0	0	0	0	1	0	1	0	0	
	1	0	1	1	1	0	1	1	0	0	1	
	0	1	0	1	1	1	0	1	1	0	1	
	0	1	1	0	1	0	1	1	0	0	0	
Pallets	0	1	1	1	∞	52	54	6	57	27	56	
	0	0	1	0	52	∞	91	63	57	5	47	
	1	1	0	1	54	91	∞	27	39	84	42	
	0	1	1	1	6	63	27	∞	69	10	21	
	1	0	1	0	57	57	39	69	∞	73	24	
	0	0	0	0	27	5	84	10	73	∞	31	
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	Requests				Pallets							
	0	1	0	0	0	0	1	0	1	0	0	0
Requests	1	0	1	1	1	0	1	1	0	0	0	1
	0	1	0	1	1	1	0	1	1	0	0	1
	0	1	1	0	1	0	1	1	0	0	0	0
	0	1	1	1	∞	52	54	6	57	27	56	
Pallets	0	0	1	0	52	∞	91	63	57	5	47	
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The pallet matching problem

		Requests				Pallets						
		0	1	0	0	0	0	1	0	1	0	0
Requests		1	0	1	1	1	0	1	1	0	0	1
		0	1	0	1	1	1	0	1	1	0	1
		0	1	1	0	1	0	1	1	0	0	0
			Pallets									
Pallets		0	1	1	1	∞	52	54	6	57	27	56
		0	0	1	0	52	∞	91	63	57	5	47
		1	1	0	1	54	91	∞	27	39	84	42
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The pallet matching problem

		Requests				Pallets						
		0	1	0	0	0	0	1	0	1	0	0
Requests		1	0	1	1	1	0	1	1	0	0	1
		0	1	0	1	1	1	0	1	1	0	1
		0	1	1	0	1	0	1	1	0	0	0
			Pallets				∞	52	54	6	57	27
		0	0	1	0	52	∞	91	63	57	5	47
		1	1	0	1	54	91	∞	27	39	84	42
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	Requests				Pallets						
Requests	0	1	0	0	0	0	1	0	1	0	0
	1	0	1	1	1	0	1	1	0	0	1
	0	1	0	1	1	1	0	1	1	0	1
	0	1	1	0	1	0	1	1	0	0	0
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	Requests				Pallets						
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	1	0	1	1	1	0	1	1	0	0	1
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	0	1	1	0	1	0	1	1	0	0	0
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The pallet matching problem

		Requests				Pallets							
Requests		∞	24	∞	∞	0	0	1	0	1	0	0	
		24	∞	6	6	1	0	1	1	0	0	1	
		∞	6	∞	6	1	1	0	1	1	0	1	
		∞	6	6	∞	1	0	1	1	0	0	0	
Pallets		0	1	1	1	∞	52	54	6	57	27	56	
		0	0	1	0	52	∞	91	63	57	5	47	
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		0	1	1	0	56	47	42	21	24	31	∞	

Figure: Calculating the lower bound matrix \tilde{D} for \tilde{c}_1

The pallet matching problem

Algorithm 2 Simple feedback mechanism.

```
1: procedure SIMPLEFEEDBACKPALLETMATCHING( $x$ )
2:    $D \leftarrow$  calculateLowerBoundMatrix( $x$ )
3:   while true do
4:      $\hat{y} \leftarrow$  matchRequests( $x, D$ );
5:      $\hat{z} \leftarrow$  matchPallets( $x, \hat{y}$ );
6:     if  $c_1(\hat{y}, D) == c(\hat{z})$  then return
7:     end if
8:      $D \leftarrow$  Update( $D, \hat{y}, \hat{z}, c$ );    ▷ Update  $\tilde{c}_1(x, \hat{y}) := c(x, \hat{z})$ 
9:   end while
10: end procedure
```

The pallet matching problem

Average gap with optimum: 2.88% (4.55% if heuristic used for second phase)

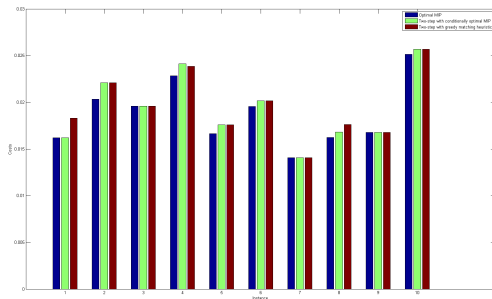


Figure: Results for 10 randomly generated instances

The pallet matching problem

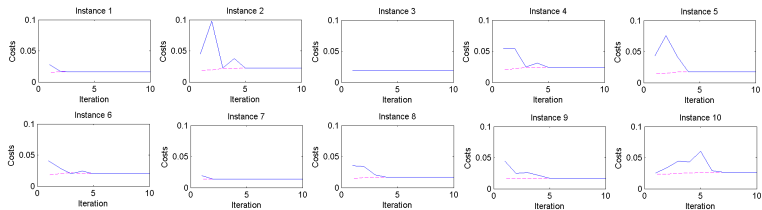


Figure: Solution quality vs. iterations

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The capacitated vehicle routing problem

The problem

- ▶ Given a depot, a set of customers, a demand for each customer, a vehicle capacity and a distance matrix
- ▶ Create routes with customers such that the total demand in each route does not exceed the capacity
- ▶ The total driving time or distance should be minimized

The capacitated vehicle routing problem



Figure: Visualization of the (capacitated) vehicle routing problem

The capacitated vehicle routing problem

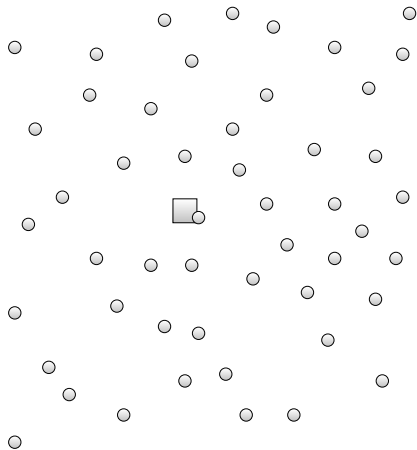


Figure: Visualization of the (capacitated) vehicle routing problem

The capacitated vehicle routing problem

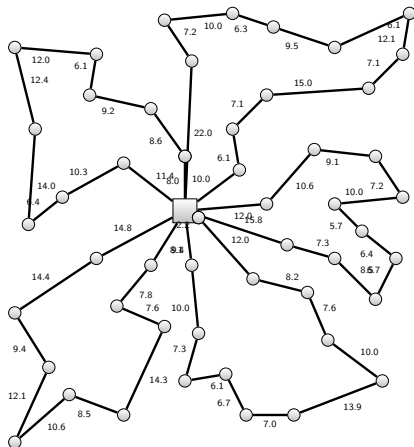


Figure: Visualization of the (capacitated) vehicle routing problem

The capacitated vehicle routing problem

Two phase decomposition

- ▶ Cluster-first-route-second method according to Bramel and Simchi-Levi (1995), inspired by Fisher and Jaikumar (1981)
- ▶ Phase 1: create clusters using capacitated contractor location problem (CCLP)
- ▶ Phase 2: create routes by solving travelling salesman problem (TSP) for each cluster

The capacitated vehicle routing problem

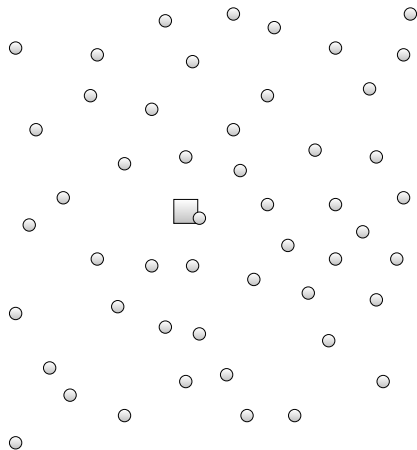


Figure: Visualization of the CCLP

The capacitated vehicle routing problem

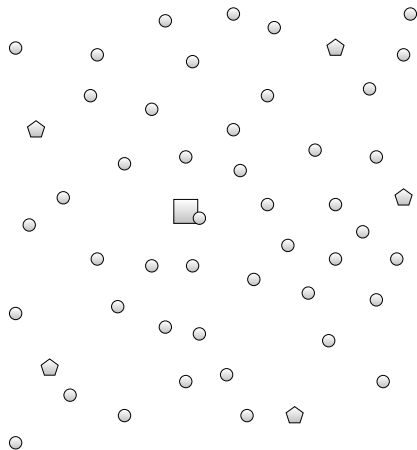


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The capacitated vehicle routing problem

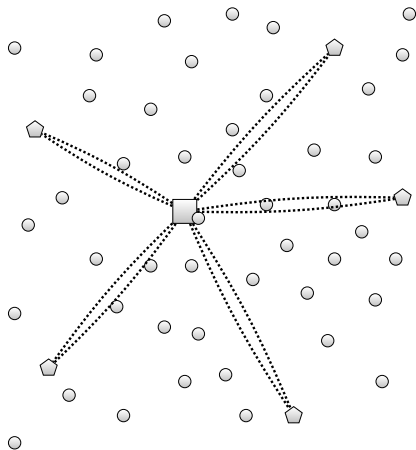


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The capacitated vehicle routing problem

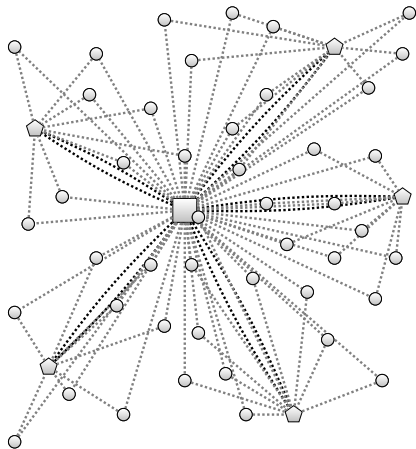


Figure: Visualization of the CCLP

The capacitated vehicle routing problem

Variables

- ▶ $y_{jj} = 1$ if j is a seed
- ▶ $y_{ij} = 1$ if i is connected to seed j

MIP formulation

$$\min \quad c_1(x, y) = \sum_{i \in V \setminus \{0\}} \sum_{j \in V \setminus \{0\}} y_{ij} d_{ij} \quad (1)$$

$$\text{s.t.} \quad \sum_{j \in V \setminus \{0\}} y_{ij} = 1 \quad i \in V \setminus \{0\} \quad (2)$$

$$\sum_{i \in V \setminus \{0\}} a_i y_{ij} \leq B \quad j \in V \setminus \{0\} \quad (3)$$

$$y_{ij} \leq y_{jj} \quad i, j \in V \setminus \{0\}, i \neq j \quad (4)$$

$$y_{ij} \in \{0, 1\} \quad i, j \in V \setminus \{0\} \quad (5)$$

The capacitated vehicle routing problem

Ingredients

- ▶ y : clustering of customers
 - ▶ $y_{ij} = 1$ if i is connected to j , $y_{jj} = 1$ if j is a seed

The capacitated vehicle routing problem

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- ▶ y : clustering of customers
 - ▶ $y_{ij} = 1$ if i is connected to j , $y_{jj} = 1$ if j is a seed
- ▶ $c_1(x, y)$: represented by cost matrix D
 - ▶ d_{ij} are the connection costs of location i to seed j
 - ▶ d_{jj} are the setup costs for a seed j

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- ▶ $F_1(x, c_1)$: solve the CCLP using the MIP formulation

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- ▶ $F_1(x, c_1)$: solve the CCLP using the MIP formulation
- ▶ $F_2(x, y)$: solve the TSP using MIP formulation with lazy constraint subtour elimination

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- ▶ \tilde{c}_1 : lower bound is hard, so use 'optimism parameter' γ (t_{ij} is distance, 0 is depot)
 - ▶ $d_{ij} = \gamma(t_{0i} + t_{ij} - t_{0j})$, $d_{jj} = 2t_{0j}$

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- ▶ \tilde{c}_1 : lower bound is hard, so use 'optimism parameter' γ (t_{ij} is distance, 0 is depot)
 - ▶ $d_{ij} = \gamma(t_{0i} + t_{ij} - t_{0j})$, $d_{jj} = 2t_{0j}$
- ▶ Updating mechanism: scale d_{ij} ($i \neq j$) according to observed route length
 - ▶ Both for last solution *and* incumbent; illustration on next slides

The capacitated vehicle routing problem

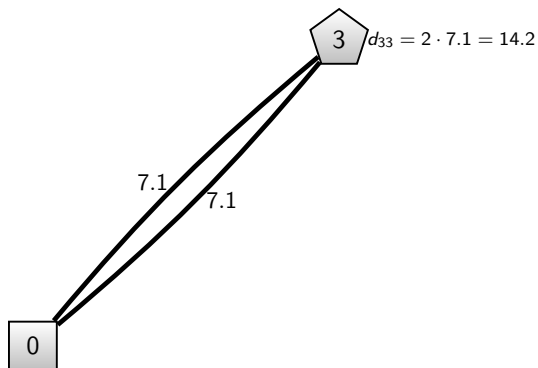


Figure: Illustration of the updating mechanism

The capacitated vehicle routing problem

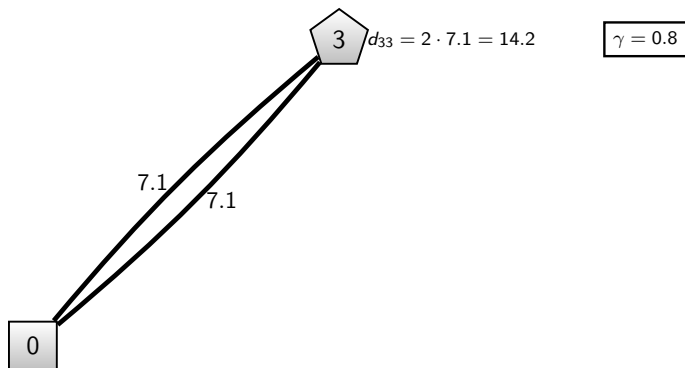


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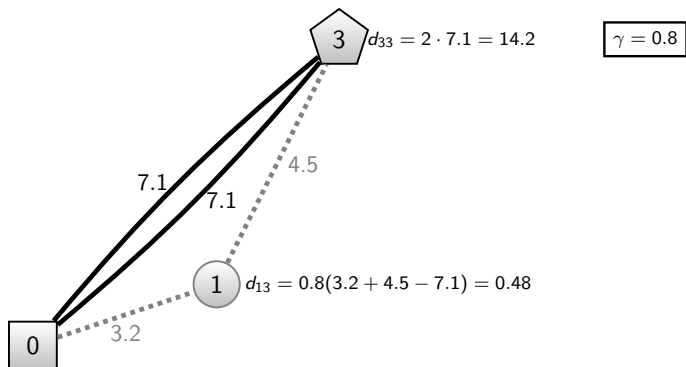


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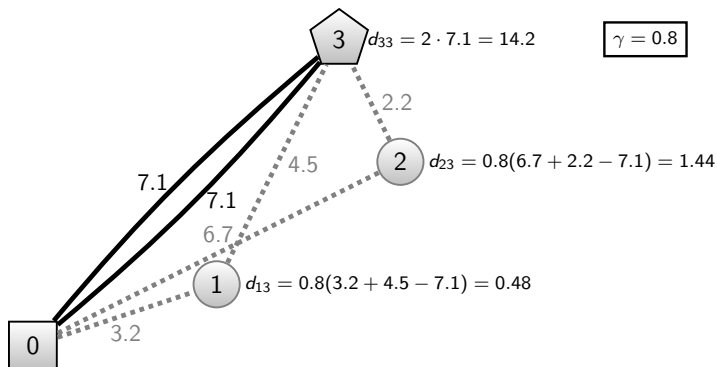


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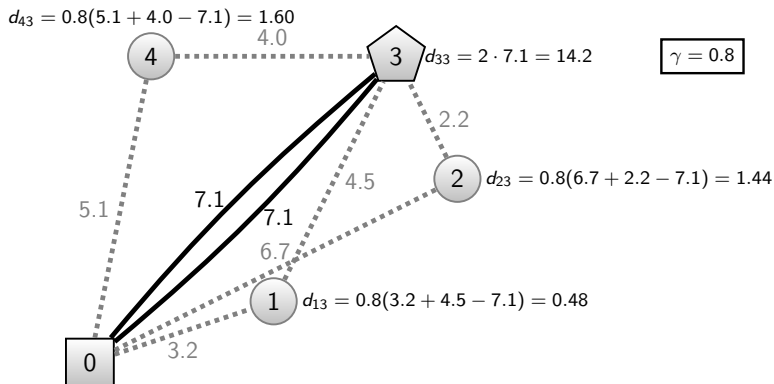


Figure: Illustration of the updating mechanism

The capacitated vehicle routing problem

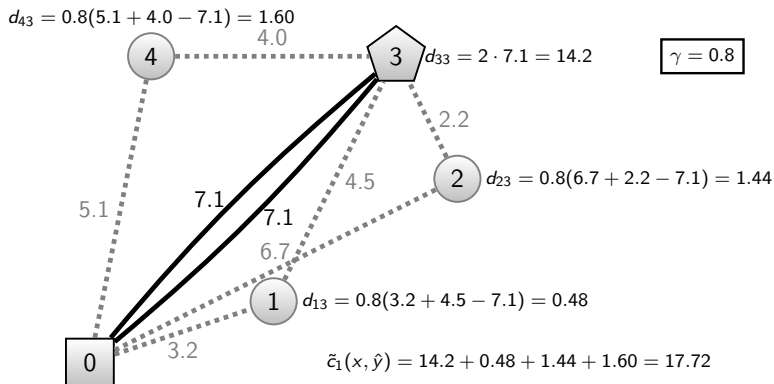


Figure: Illustration of the updating mechanism

The capacitated vehicle routing problem

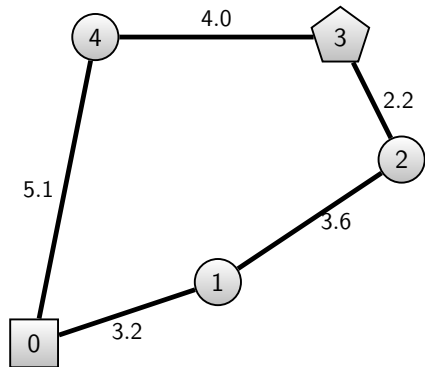


Figure: Illustration of the updating mechanism

The capacitated vehicle routing problem

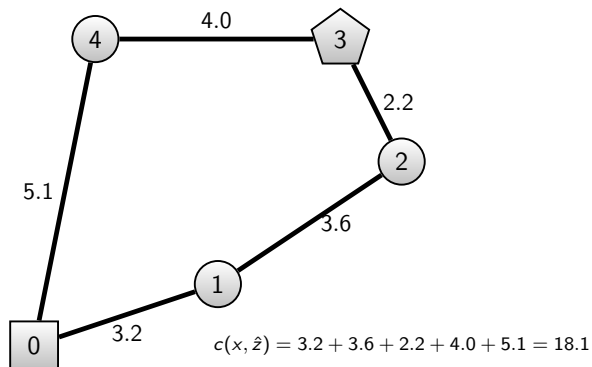


Figure: Illustration of the updating mechanism

The capacitated vehicle routing problem

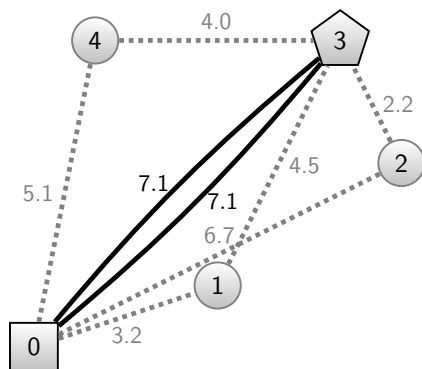


Figure: Illustration of the updating mechanism

The capacitated vehicle routing problem

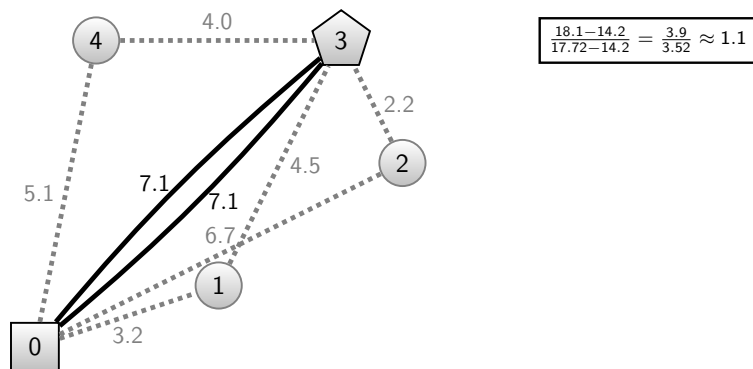


Figure: Illustration of the updating mechanism

The capacitated vehicle routing problem

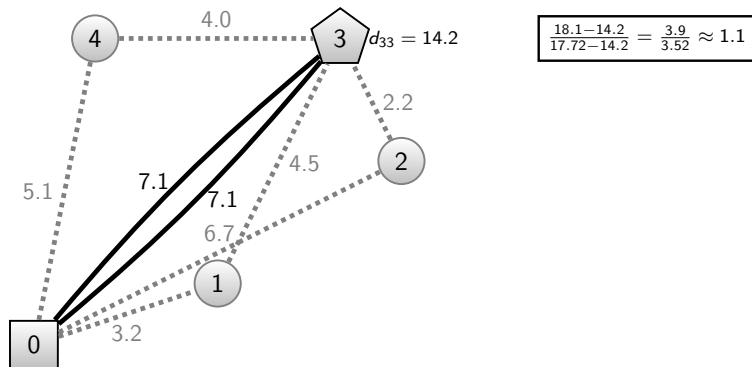


Figure: Illustration of the updating mechanism

The capacitated vehicle routing problem

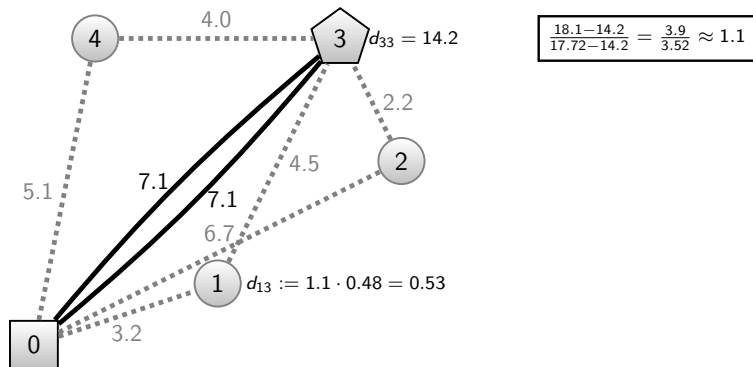


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The capacitated vehicle routing problem

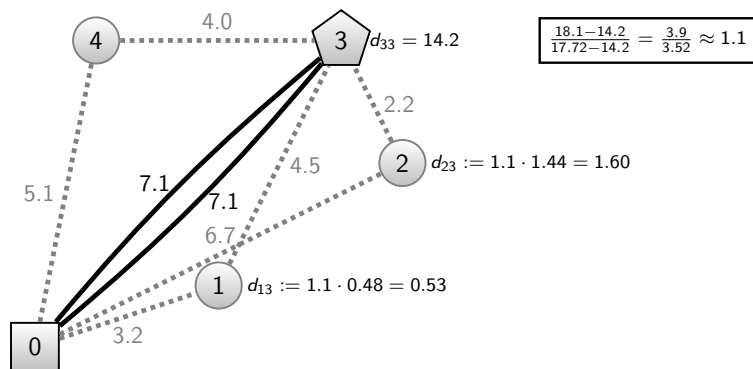


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The capacitated vehicle routing problem

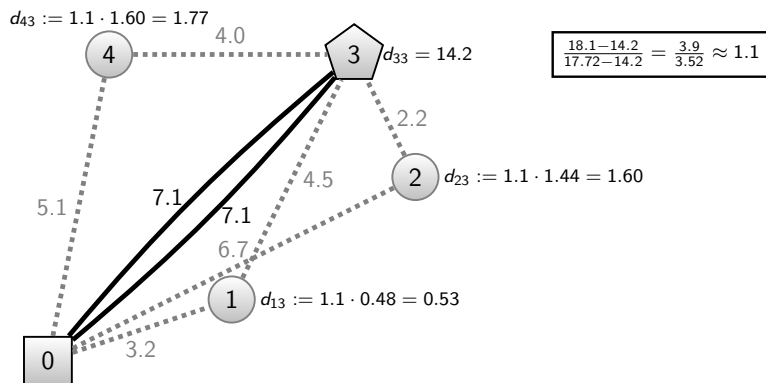


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The capacitated vehicle routing problem

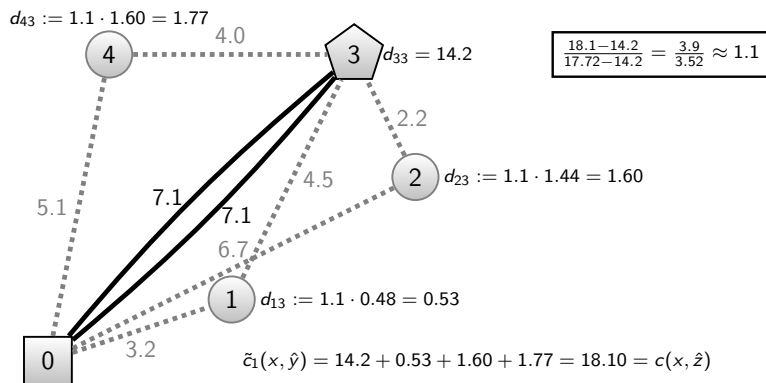


Figure: Illustration of the updating mechanism

The capacitated vehicle routing problem

Convergence

- ▶ If γ small, other options are explored
- ▶ Unfortunately diverges
- ▶ Therefore, keep incumbent as fall back

How to keep incumbent?

- ▶ Additionally ensure $\tilde{c}_1(x, y^*) = c(x, z^*)$
- ▶ If different seeds, updates have no effect
- ▶ If same seeds, apply update for locations in intersection of incumbent and last route
- ▶ Apply updates for connecting locations only in one of both to the intersection route

The capacitated vehicle routing problem

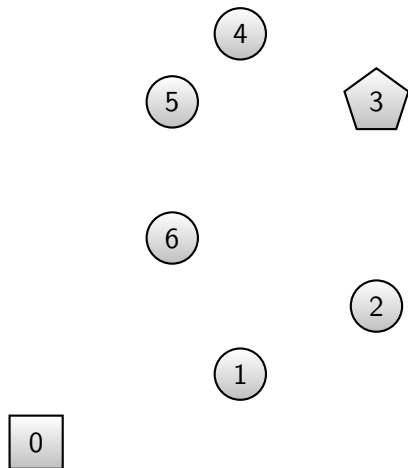


Figure: Illustration of the updating mechanism, if the last solution and incumbent share a seed customer

The capacitated vehicle routing problem

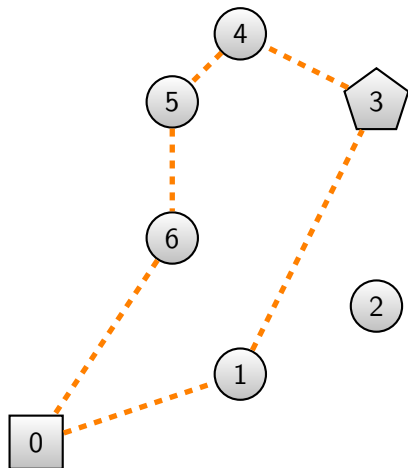


Figure: Illustration of the updating mechanism, if the last solution and incumbent share a seed customer

The capacitated vehicle routing problem

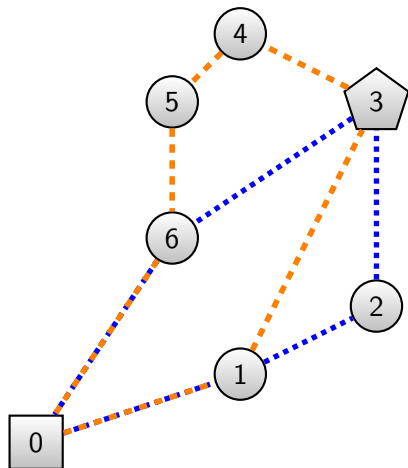


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The capacitated vehicle routing problem

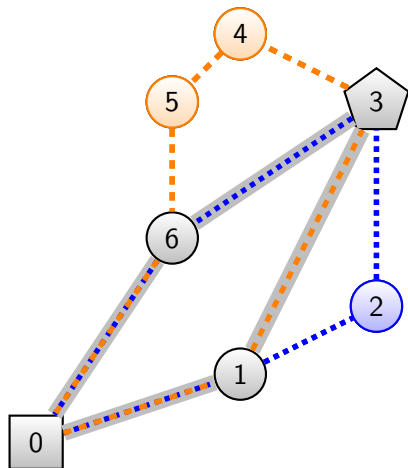


Figure: Illustration of the updating mechanism, if the last solution and incumbent share a seed customer

The capacitated vehicle routing problem

Results for instances from Christofides and Eilon (1969)

Instance	Initial solution		Incumbent		Convergence	
	Val	Gap	Val	Gap	It	Time
vrp1-50	539.22	2.78 %	539.22	2.78 %	2	0.4 s
vrp2-75	841.93	0.80 %	841.93	0.80 %	7	137.5 s
vrp3-100	858.54	3.92 %	832.43	0.76 %	8	169.7 s
vrp4-100	832.83	1.62 %	826.90	0.90 %	4	69.2 s
vrp5-120	1052.54	1.00 %	1045.42	0.32 %	7	428.5 s
vrp6-150	1076.66	4.69 %	1053.24	2.41 %	10	878.5 s

The capacitated vehicle routing problem

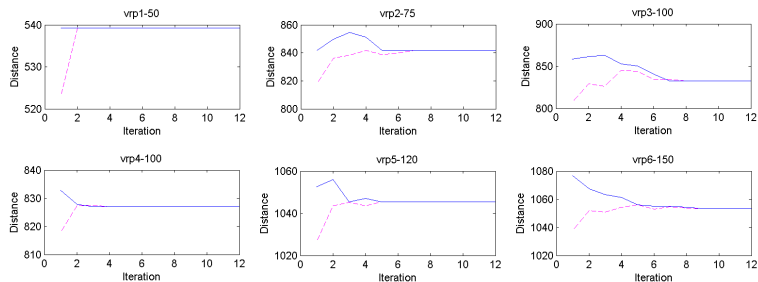


Figure: Solution quality vs. iterations

Agenda

Introduction

Framework

The pallet matching problem

The capacitated vehicle routing problem

The resource assignment problem

Discussion

The resource assignment problem

The problem

- ▶ Variant of the multiple trip vehicle routing problem (MTVRP)
- ▶ Given a depot, a set of customers, capacity constraints, time windows and driving time constraints
- ▶ For a fixed time horizon, create routes for each trailer, where each trailer can visit the depot multiple times
- ▶ Find an assignment of drivers (resources) to the trailers that satisfies driving time constraints
- ▶ Depending on how the trailer routes are constructed, assigning one driver to each trailer may be suboptimal or even infeasible

The resource assignment problem

Two phase decomposition

- ▶ Phase 1: creation of trailer routes using parallel cheapest insertion
- ▶ Phase 2: assignment of resources to trailers using column generation

The resource assignment problem

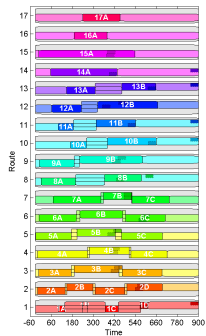


Figure: Trailer routes

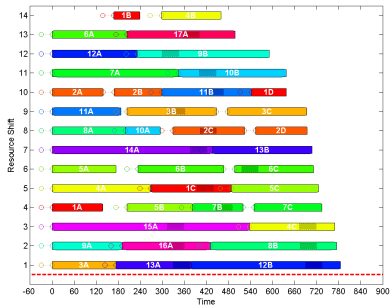


Figure: Resource assignments

The resource assignment problem

Ingredients

- ▶ y : the routes for the trailers

The resource assignment problem

Ingredients

- ▶ y : the routes for the trailers
- ▶ $c_1(x, y)$: non trivial!
 - ▶ Estimate 'topline' using a lower bound and a bias
 - ▶ Estimate no. drivers from topline height in critical interval

The resource assignment problem

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 - ▶ Estimate no. drivers from topline height in critical interval
- ▶ $F_1(x, c_1)$: trailer routes using parallel cheapest insertion
 - ▶ Adapt insertion cost to find result with low topline
 - ▶ Repeat for a number of different weights, with last solution bias and incumbent bias

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- ▶ y : the routes for the trailers
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 - ▶ Adapt insertion cost to find result with low topline
 - ▶ Repeat for a number of different weights, with last solution bias and incumbent bias
- ▶ $F_2(x, y)$: assign the resources to trailers using column generation
- ▶ \tilde{c}_1 : a priori we have no bias and use the default criterium without feedback
- ▶ Updating mechanism: take bias from observed topline

The resource assignment problem

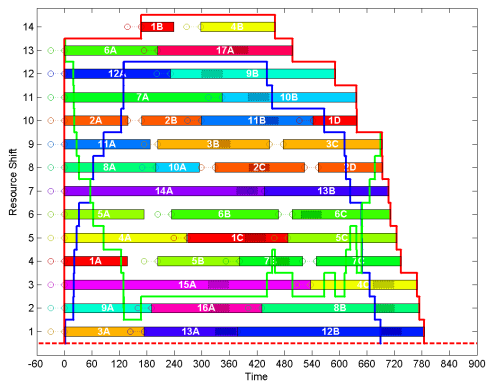


Figure: Illustration of the topline

The resource assignment problem

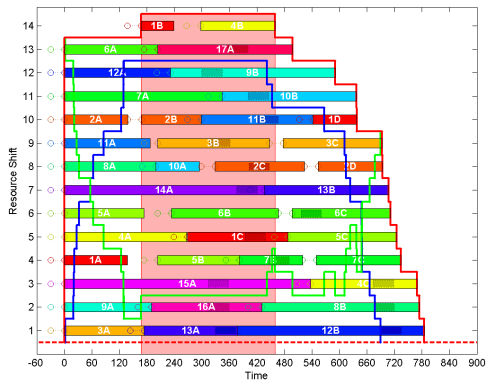


Figure: Illustration of the area under the topline at the critical interval

The resource assignment problem

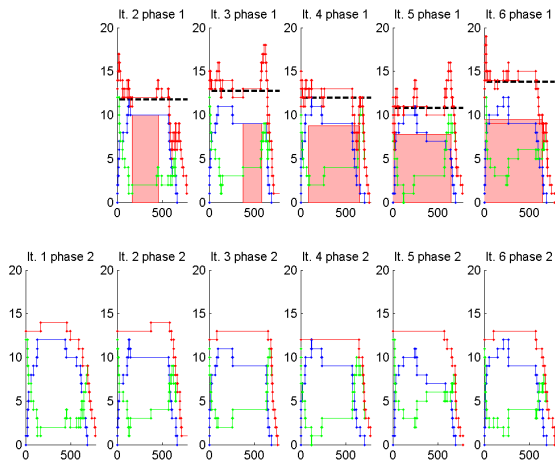


Figure: Illustration of the estimation using the topline

The resource assignment problem

Results

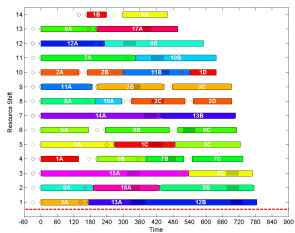


Figure: Initial: 17 trailers, 14 drivers

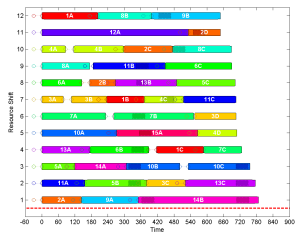


Figure: Final: 15 trailers, 12 drivers

The resource assignment problem

Instance	Initial solution Drv (Trl)	Stopping criteria				10 iterations		
		Drv (Trl)	Impr.	Found	Stop	Drv (Trl)	Impr.	Found
C101	21 (23)	20 (23)	4.76 %	2	8	19 (22)	9.52 %	9
C102	19 (22)	17 (19)	10.53 %	3	4	17 (19)	10.53 %	3
C103	18 (21)	15 (18)	16.67 %	3	5	15 (16)	16.67 %	6
C104	14 (17)	12 (15)	14.29 %	4	6	12 (15)	14.29 %	4
⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮
RC205	21 (21)	18 (20)	14.29 %	3	5	18 (20)	14.29 %	3
RC206	20 (21)	20 (21)	0.00 %	1	2	17 (18)	15.00 %	3
RC207	17 (19)	17 (18)	0.00 %	2	4	17 (18)	0.00 %	2
RC208	15 (16)	15 (16)	0.00 %	1	3	15 (16)	0.00 %	1
Average			4.96 %	2.0	3.7		7.55 %	4.1

Table: Results for the resource assignment problem

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Conclusions

- ▶ Feedback is very effective!
- ▶ Solution quality improves within few iterations
- ▶ Efforts needed to achieve convergence depend on difficulty of problem
- ▶ Structured way of exploring alternatives by repetition, not going into details

Conditions

- ▶ The structural quality of \tilde{c}_1
- ▶ The quality of F_1 and F_2
- ▶ The effectiveness of the updating mechanism
- ▶ The level of optimism in the a priori belief \tilde{c}_1

Further research

- ▶ Conditions and proofs for convergence
- ▶ Redefine \tilde{c}_1 to only describe *precedence relation* on y
- ▶ Formally consider multiple objectives
- ▶ Hybrid heuristic/exact approach for both phases