



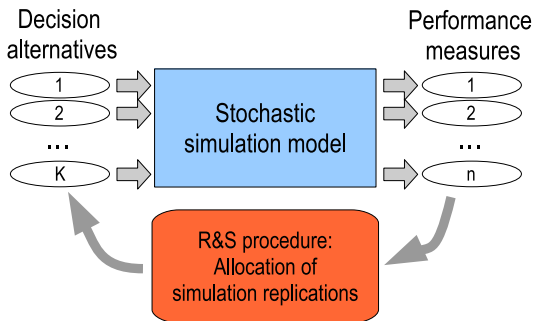
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# Ranking and selection (R&S) with multiple performance measures using incomplete preference information

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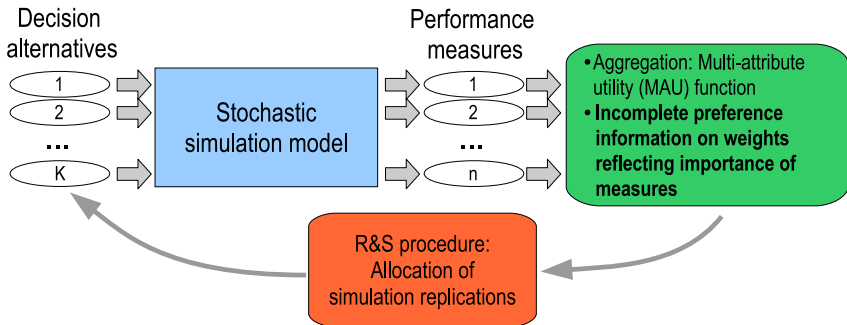
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# R&S procedures in simulation-optimization



→ Best decision alternative(s) efficiently and with a high level of confidence

## New procedure [Mattila and Virtanen, 2013]



- Advantages over existing procedures:
- Ease of giving preference information
  - Savings in simulation effort
  - Increased confidence in correct selection

# The R&S problem

$$\min_{k \in \{1, \dots, K\}} (E(X_{k1}), \dots, E(X_{kn}))$$

- $K$  decision alternatives, *designs*
- $\mathbf{X}_k = (X_{k1}, \dots, X_{kn})$ ,  $n$  performance measures of a stochastic simulation model for design  $k$
- $E(X_{ki})$  estimated from samples of  $X_{ki}$  obtained through simulation replications of the model
- *Computing budget*, i.e., number of available simulation replications limited

# Existing approaches

- Optimal computing budget allocation (OCBA) [Chen et al., 2000]
  - Performance measures aggregated with MAU function
  - Maximizes probability of correctly selecting design with highest expected utility
  - Requires complete preference information
- Multi-objective OCBA (MOCBA) [Lee et al., 2004]
  - Dominance:  
 $k \succ l$  if  $E(X_{ki}) \leq E(X_{lj}) \forall i = 1, \dots, n$  and at least one inequality is strict
  - Maximizes probability of correctly selecting non-dominated designs
  - May be tedious, several designs may remain

# Incomplete preference information

- Additive MAU function:  $U(\mathbf{X}_k) = \sum_{i=1}^n w_i u_i (X_{ki})$ 
  - $u_i, w_i \in [0, 1] \forall i = 1, \dots, n, \sum w_i = 1$
- Incomplete preference information
  - Linear constraints for the weights  $\mathbf{w} = (w_1, \dots, w_n)$
  - Feasible set of weights a bounded convex polyhedron with extreme points  $\{\mathbf{w}_1, \dots, \mathbf{w}_H\}$
- Pairwise dominance:
  - $k \succ_p l$  if  $E(U(\mathbf{X}_k)) \geq E(U(\mathbf{X}_l)) \forall \mathbf{w} \in \{\mathbf{w}_1, \dots, \mathbf{w}_H\}$  and at least one inequality is strict
- Similarity to dominance → MOCBA applied for maximizing probability of correctly selecting pairwise non-dominated designs

## New procedure: MOCBA-p

0. Determine  $u_i, i = 1, \dots, n$  and  $\{\mathbf{w}_1, \dots, \mathbf{w}_H\}$

Perform initial replications to all designs

Estimate  $E(U(\mathbf{X}_k))$  and  $Var(U(\mathbf{X}_k))$  for all  $\mathbf{w} \in \{\mathbf{w}_1, \dots, \mathbf{w}_H\}$

1. Perform additional replications according to *allocation rules*

Dominated designs: proportional to uncertainty about dominance

Dominating designs: proportional to allocations of such designs that the one in question dominates most likely

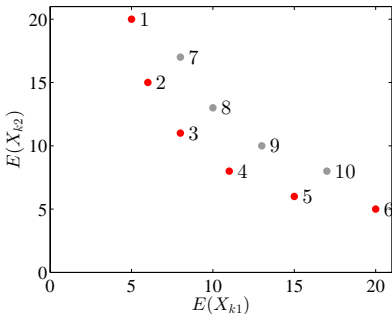
2. Update estimates for  $E(U(\mathbf{X}_k))$  and  $Var(U(\mathbf{X}_k))$

3. If computing budget has not been consumed, return to step 1

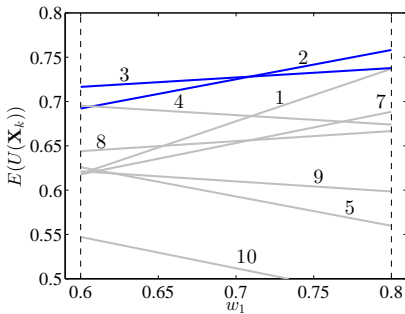
Else, select pairwise non-dominated designs based on estimates for  $E(U(\mathbf{X}_k))$

# Example

- $X_{ki}$  normally distributed
- Linear, decreasing  $u_i$
- $w_1 \in [0.6, 0.8] \rightarrow \mathbf{w}_1 = (0.6, 0.4), \mathbf{w}_2 = (0.8, 0.2)$



■ Non-dominated

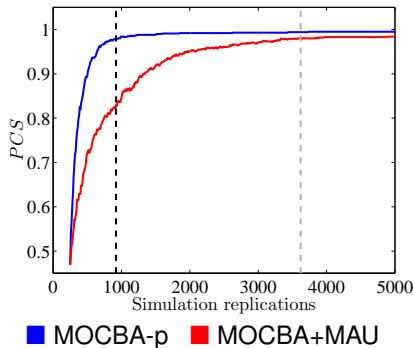


■ Pairwise non-dominated



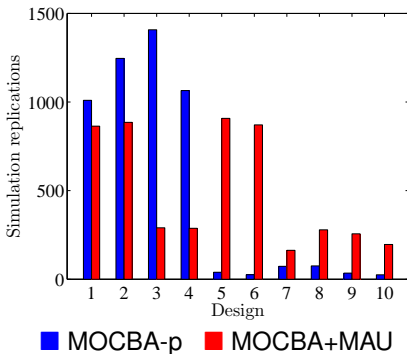
## Example: Probability of correct selection

- MOCBA-p
- Reference procedure, MOCBA+MAU
  1. Non-dominated designs using MOCBA
  2. Pairwise non-dominated using same MAU function as MOCBA-p
- MOCBA-p reaches higher probability with given budget or requires smaller budget for given probability



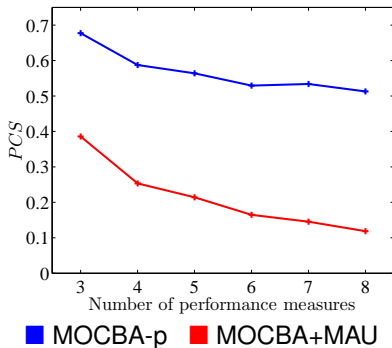
## Example: Allocated replications

- MOCBA-p allocates more replications to pairwise non-dominated designs
- Evaluated with greater accuracy
- Compared with higher degree of confidence, e.g., to select most preferred one



# Increasing number of performance measures




- Setting
  - 100 randomly generated test problems with 50 designs
  - $w_1 \geq w_i, i > 1$
  - Average probability of correct selection over the test problems
- MOCBA-p reaches higher probabilities
- Difference between procedures slightly increases with number of measures



# Conclusions

- New procedure for R&S with multiple performance measures
  - Complete preference information not required (vs. MAU+OCBA)
  - Smaller set of designs remain to be compared after the simulations (vs. MOCBA)
  - Pairwise non-dominated designs selected correctly with higher probability or smaller computing budget (vs. MOCBA+MAU)
  - Pairwise non-dominated designs evaluated with greater accuracy (vs. MOCBA+MAU)
- Similar procedure developed based on *absolute* dominance and OCBA
  - Returns a higher number of designs compared with MOCBA-p
  - Allows non-additive MAU functions

# References

-  C.-H. Chen, J. Lin, E. Yücesan, and S. E. Chick . Simulation Budget Allocation for Further Enhancing the Efficiency of Ordinal Optimization.  
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