# Combinatorial Optimization Challenge 2021

Yang Xikun

**ZTE** 2021.06.09

### Table Of Contents

- Combinatorial Optimization: An Introduction
  - What is combinatorial optimization?
  - Difficulty of solving CO problems
- Deep Learning for Combinatorial Optimization
  - Why we use DL in Combinatorial Optimization?
  - DL solutions for Classical Problems
- Combinatorial Optimization In Networking
  - Application: Network Planning
  - Details Of Our Challenge



# Combinatorial Optimization: An introduction



### What is combinatorial optimization?

- Combinatorial optimization (CO) is:
  - A topic that consists of finding an optimal solution from a finite discrete set of solutions
  - A subfield of mathematical optimization
- It has important applications in real life.
  - Engineering and manufacturing
  - Transportation
  - Telecommunication
- A challenge for AI/ML and software engineering.

### What is combinatorial optimization?

#### • Classical CO problems in real world:







Bin Packing Problem

transportation



Graph Coloring Problem Mobile Radio Frequency Assignment

# Difficulty of solving CO problems

Most problems are hard to solve.

- When the solution space is small, we can use some classical algorithms to get optimal solution. eg. Dynamic Planning.
- As the scale of the problem increases, the number of solutions will increase rapidly. It is almost impossible to traverse the entire solution space.

Scale of Travelling Salesman Problem

nodes (n)	5	7	10	100	•••
Possible routes ((n-1)!)	120	5040	3628800	9.3e157	

- We can only use heuristic algorithms to get an "approximate optimal solution". eg. Genetic Algorithm, Simulated Annealing Algorithm.
- Shortage: time consuming, low efficiency.



# Deep Learning for Combinatorial Optimization

# **Vhy we use DL in Combinatorial Optimization?**

- A high-dimensional problem solver
  - Combinatorial optimization problems are always company with many variables and constraints
  - DL model gives a approximate function with a large number of parameters, which can be optimized and get a good solution on most case of the dataset
  - Focus on inputs, outputs and modeling
- A learner not a searcher
  - Get 'knowledge' from data(supervised learning) or from reward(reinforcement learning)
  - Can be used in, or transferred to a series of similar scenes
  - Fast to get a solution

# DL solutions for Classical Problems

#### • The solution to travelling salesman problem

**Pointer Network**, which modifies seq2seq+attention model

Inputs: coordinates of city

**Outputs:** the shortest possible route(in order of cities) that visits each city exactly once and returns to the starting point

Supervised learning with a generated dataset

Problem scale: number of city <= 50</pre>



(a) Sequence-to-Sequence

(b) Ptr-Net



# DL solutions for Classical Problems

#### • The solution to 3D bin packing problem

#### Difficulties:

- complex decision (order, orientation and position of items)
- many constraints (can not exceed the size of bin)

Target: minimize the surface area(SA) of bin

**Method:** reinforcement learning + heuristic algorithm

**Item number:** 8, 10, 12 (based on the number of items in one customer order)



# DL solutions for Classical Problems

#### • Useful tools for graph feature extracting

#### Graph Embedding:

- converting high-dimensional sparse graphs into low-dimensional, dense and continuous vector spaces, preserving maximally the graph structure properties
- DeepWalk, node2vec, struct2vec ...



#### Graph Convolution Network(GCN):

 can be used directly as a classification model or as a part of model to get graph embedding



Xu, M. (2020). Understanding graph embedding methods and their applications. https://tkipf.github.io/graph-convolutional-networks/ 11 arXiv preprint arXiv:2012.08019.



### DL solutions for Classical Problems

#### • The solution to graph coloring problem

#### FastColorNet (AlphaGoZero Framework):

- Graph embedding
- Monte Carlo Tree Search(MCTS)



• Deep reinforcement learning model



• Self-play



# Combinatorial Optimization In Networking

### Application: Network Planning

#### • Benefits:

- The 5G network brings many innovations, including higher speed, higher bandwidth, lower delay and so on.
- At the same time, it also brings an explosion in data traffic, with more users and services.
- A good network planning can not only bring high-quality network services to users, but also save bandwidth resources, which will reduce telecom operators' costs greatly.
- Typical scenario:
  - User services planning and deploying



### Details Of Our Challenge

#### • Goal:

Deploy all services to minimize the overall delay under the network resource constraints





### Details Of Our Challenge

#### • Challenge Description:

• Please see statement from

https://wiki.lfaidata.foundation/display/ADLIK/2021+Combinatorial+Optimization+Challenge:+Delivery+ro ute+optimization

• We have omitted the complicated telecommunication technology and abstracted it as a delivery route planning problem.

#### • Solution:

• Not limited to deep learning, any other algorithms which have excellent performance can be used

### Details Of Our Challenge

#### • Dataset:

- Can be download from problem statement website
- Format:

```
1. ""
2. graph format: a json object
3. ""
4. {
5. nodes:[0,1,2], # id list of the transportation nodes
6. edges:[
7. (0,1):{ # (starting point, end point)
8. # id list of the lanes, the length of the array is the number of the lanes between the two adjacent nodes
9. lanes: [0,1,2],
10. lane_weights:[10, 10, 20] # The weight that each lane can carry
11. }
12. ]
13. }
14. 
15. ""
15. delivery format: an array of tuple
17. ""
18. [(starting point, endpoint, weight), (starting point, endpoint, weight)]
```

• Tips:

1. We have public dataset for challengers and private dataset for testing

2. You can generate your own data according to the problem description

### Details Of Our Challenge

#### • Submitting:

- Create a private Github repository to contain their work.
- Add ITU-AIChallenge-ZTE as a collaborator. The repository must be made public before submission deadline and should be accessible till the end of the final event of the ITU challenge.
- The repository should contains:
  - 1. Runnable Source codes
  - 2. result and running time of all the samples in dataset
  - 3. A description document describing how to verify the result with the source code, hardware configuration, explanation of the algorithm, and any other thing you want to say about the Challenge.

### Details Of Our Challenge

#### • Evaluation Criteria:

- Performance of algorithm (60%):
  - Both total cost and running time will be taken into account.
- Solution advantage (30%):
  - Whether the solution is reasonable and whether the solution has enough practicability, innovation and universality.
- Completeness (10%):
  - Whether the requirements of the challenge are fulfilled according to the proposed scheme and design.

### Details Of Our Challenge

- Tips:
  - Registration: Register for the problem statement, you can enroll as a team with 1-4 members. The registration is open from June 9th, 2021 to August 31th, 2021.
  - **Submission:** We will begin to accept submissions from July 1st, 2021 and the submission deadline is October 25th, 2021, please submit by adding ITU-AIChallenge-ZTE as a collaborator of your github repo containing your solution.
  - Evaluation: All the submissions will be evaluated before November 10th, 2021.
  - **Global round:** Winners of the problem statement will take part in the Grand Challenge Finale of ITU AI/ML in 5G challenge and compete for the final awards.



# Thanks