

# Preference elicitation for interactive learning of Optimization Modulo Theory problems

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joint work with Paolo Campigotto and Roberto Battiti

*I would like to build a house in a safe area, close to my parents and to the kindergarten, with a garden if there are no parks nearby. My maximum budget is 300,000 euro.*

Variable	Description
$x_1$	has garden
$x_2$	has park nearby
$x_3$	crime rate
$x_4$	distance from parents
$x_5$	distance from kindergarten

$$\max_{\mathbf{x}} \quad w_1 p_1 + w_2 p_2 + w_3 (p_3 \wedge p_4) \quad \text{client utility}$$

subj to:

client const	$p_1 = (\neg x_2 \Rightarrow x_1)$	$price(\mathbf{x}) \leq 300000$
	$p_2 = (x_3 \leq \theta_1)$	
	$p_3 = (x_4 \leq \theta_2)$	
	$p_4 = (x_5 \leq \theta_3)$	
		$x_4 \geq \theta_4$ company const
		$x_5 \geq \theta_5$ const

soft constraints

hard constraints

- Satisfiability problem over *predicates* rather than *Boolean variables*
- Predicates defined over *theories* of interest (e.g. FOL, linear arithmetic)
- Solution requires truth assignment of predicates + consistent value of predicate variables (e.g. integer or real variables..)
- MAX-SMT extends SMT as MAX-SAT extends SAT (very recent research trend)

Fine we are done! not quite..

*I would like to build a house in a safe area, close to my parents and to the kindergarten, with a garden if there are no parks nearby. My maximum budget is 300,000 euro.*

Who is capable of such a precise and exhaustive explanation?

- exact problem formulation unknown (human DM)
- set of candidate *catalogue* features is available (the **variables**)
- set of candidate constraints over the features (combinations of **predicates**)
- True (unknown) utility is weighted sum of *few* constraints over *few* variables
- DM feedback as pairwise preferences btw solutions

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## Catalogue features

- Set of features characterizing candidate solutions
- E.g. for housing problem

feature	Description	type
$x_1$	house type	ord
$x_2$	garden	Bool
$x_3$	garage	Bool
$x_4$	commercial facilities nearby	Bool
$x_5$	public green areas nearby	Bool
$x_6$	distance from downtown	num
$x_7$	crime rate	num
$x_9$	public transit service quality index	num
$x_{10}$	distance from parents house	num
....	...	...

## Possible predicates

- All predicates constructible from catalogue features
- E.g. for housing problem

predicate	Description	formula
$p_1$	has garden	$x_2$
$p_2$	has garage	$x_3$
$p_3$	has park nearby	$x_5$
$p_4$	close to downtown	$x_6 < \theta_1$
$p_5$	low crime rate area	$x_7 < \theta_2$
$p_6$	high quality transit service	$x_8 > \theta_3$
....	...	...

## Possible constraints

- All constraints constructible from predicates
- E.g. for housing problem

predicate	Description	formula
$c_1$	has garden	$p_1$
$c_2$	garden if no park nearby	$\neg p_3 \rightarrow p_1$
$c_3$	good transportation if far from downtown	$\neg p_4 \rightarrow p_6$
$c_4$	garage if high crime rate	$\neg p_5 \rightarrow p_2$
....	...	...

## Feasible set

- The set of feasible solutions is defined by known hard constraints
- E.g. for housing problem

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hard constraint

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price  $\leq \theta_1$

location-based taxes and fees  $\leq \theta_2 \Rightarrow$

*not* public green areas nearby

crime rate  $\leq \theta_4 \Rightarrow$  downtown distance  $\geq \theta_5$

working place distance + parents house distance  $\geq \theta_6$

working place distance + high schools distance  $\geq \theta_7$

parents house distance + high schools distance  $\geq \theta_8$

garden  $\Rightarrow$  house type  $\geq \theta_{13}$

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## User utility

- User utility is linear combination of (some) constraints
- We use polynomial mapping  $\phi(\mathbf{p})$  from predicates to all products (i.e. conjunctions) of up to  $d$  predicates
- User utility formalized as:

$$f(\mathbf{p}) = \mathbf{w}^T \phi(\mathbf{p})$$

## Note

- True (unknown)  $f$  extremely **sparse** (most weights should be zero)

## Ranking task

- User feedback comes as ranking of candidate solutions
- Need feature sparsity: *1-norm regularization*
- Dataset  $\mathcal{D}$  of pairwise comparisons  $(\mathbf{p}_i, \mathbf{p}_j)$  ( $\mathbf{p}_i$  better than  $\mathbf{p}_j$ )
- Support vector ranking with 1-norm regularization:

$$\min_{\mathbf{w}} \sum_{(\mathbf{p}_i, \mathbf{p}_j): \mathbf{p}_i \prec \mathbf{p}_j} \left[ 1 - \mathbf{w}^T (\Phi(\mathbf{p}_i) - \Phi(\mathbf{p}_j)) \right]_+ + \lambda \|\mathbf{w}\|_1$$



## MAX-SMT problem

- A given utility  $f$  (+ hard constraints) defines a MAX-SMT problem
- Optimizing utility consists of solving the MAX-SMT problem
- Diversity should be injected to avoid premature convergence (utility is learned..)
  - E.g. re-optimize adding diversification constraints

## Algorithm

- Select  $s$  random configurations
- Ask the DM for their ranking and initialize  $\mathcal{D}$
- **while** (termination\_criterion)
  - Learn ranking function as:

$$\min_{\mathbf{w}} \sum_{(p_i, p_j): p_i \prec p_j} \left[ 1 - \mathbf{w}^T (\Phi(p_i) - \Phi(p_j)) \right]_+ + \lambda \|\mathbf{w}\|_1$$

- Optimize learned MAX-SMT and get  $s/2$  new configs
  - Ask the DM for their ranking and update  $\mathcal{D}$
- **return** configuration optimizing the final MAX-SMT

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## Housing problem

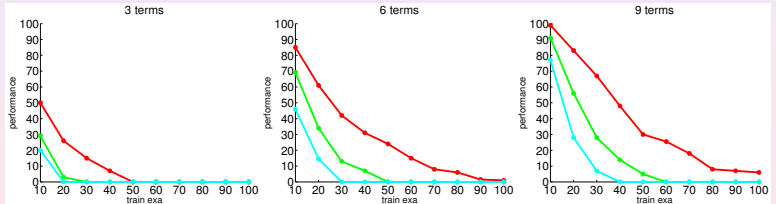
- 15 features, 40 predicates, max term size 3, term weights in  $[1, 100]$ .
- inaccurate feedback: ( $p = 0.1$  of incorrect ranking)
- Evaluate by approximation error w.r.t. gold solution (found optimizing true utility)
- Experiments for growing number of terms (medians over 400 runs)

## Results

1 iteration

2 iterations

3 iterations



- Fewest knowledge assumed on utility
- Simple feedback required to DM
- Handling of inaccurate feedback
- Large class of problems can be modelled

- lack of optimality guarantees
- small-scale problems (explicit mapping):
  - OK for human DM
  - can use implicit mapping (kernels) but :
    - lower results (no feature sparsity)
    - problems with tight SAT - Theory solvers integration
- simple preference elicitation strategy
  - can try Bayesian approaches but need to retain feature sparsity