

Numerical Methods

V. Leclère (ENPC)

May 6th, 2020

Contents

- 1 Where we got
 - System optimum
 - Wardrop equilibrium

- 2 Optimization methods
 - Miscellaneous
 - Unidimensional optimization

- 3 Conditional gradient algorithm

- 4 Algorithm for computing User Equilibrium
 - Heuristics algorithms
 - Frank-Wolfe for UE

The set-up

- $G = (V, E)$ is a directed graph
- x_e for $e \in E$ represent the flux (number of people per hour) taking edge e
- $\ell_e : \mathbb{R} \rightarrow \mathbb{R}^+$ the cost incurred by a given user to take edge e
- We consider K origin-destination vertex pair $\{o^k, d^k\}_{k \in [1, K]}$, such that there exists at least one path from o^k to d^k .
- r_k is the rate of people going from o^k to d^k
- \mathcal{P}_k the set of all simple (i.e. without cycle) path form o^k to d^k
- We denote f_p the flux of people taking path $p \in \mathcal{P}_k$

Some physical relations

People going from o^k to d^k have to choose a path

$$r^k = \sum_{p \in \mathcal{P}^k} f_p.$$

People going through an edge are on a simple path taking this edge

$$x_e = \sum_{p \ni e} f_p.$$

The flux are non-negative

$$\forall p \in \mathcal{P}, \quad f_p \geq 0, \quad \text{and} \quad , \forall e \in E, \quad x_e \geq 0$$

Some physical relations

People going from o^k to d^k have to choose a path

$$r^k = \sum_{p \in \mathcal{P}^k} f_p.$$

People going through an edge are on a simple path taking this edge

$$x_e = \sum_{p \ni e} f_p.$$

The flux are non-negative

$$\forall p \in \mathcal{P}, \quad f_p \geq 0, \quad \text{and} \quad \forall e \in E, \quad x_e \geq 0$$

Some physical relations

People going from o^k to d^k have to choose a path

$$r^k = \sum_{p \in \mathcal{P}^k} f_p.$$

People going through an edge are on a simple path taking this edge

$$x_e = \sum_{p \ni e} f_p.$$

The flux are non-negative

$$\forall p \in \mathcal{P}, \quad f_p \geq 0, \quad \text{and} \quad , \forall e \in E, \quad x_e \geq 0$$

System optimum problem

The system optimum consists in minimizing the sum of all costs over the admissible flux $x = (x_e)_{e \in E}$

- Given x , the cost of taking edge e for one person is $l_e(x_e)$.
- The cost for the system for edge e is thus $x_e l_e(x_e)$.
- Thus minimizing the system costs consists in solving

$$\min_{x, f} \sum_{e \in E} x_e l_e(x_e) \quad (SO)$$

$$\text{s.t.} \quad r_k = \sum_{p \in \mathcal{P}_k} f_p \quad k \in \llbracket 1, K \rrbracket$$

$$x_e = \sum_{p \ni e} f_p \quad e \in E$$

$$f_p \geq 0 \quad p \in \mathcal{P}$$

System optimum problem

The system optimum consists in minimizing the sum of all costs over the admissible flux $x = (x_e)_{e \in E}$

- Given x , the cost of taking edge e for one person is $l_e(x_e)$.
- The cost for the system for edge e is thus $x_e l_e(x_e)$.
- Thus minimizing the system costs consists in solving

$$\min_{x, f} \sum_{e \in E} x_e l_e(x_e) \quad (SO)$$

$$\text{s.t.} \quad r_k = \sum_{p \in \mathcal{P}_k} f_p \quad k \in \llbracket 1, K \rrbracket$$

$$x_e = \sum_{p \ni e} f_p \quad e \in E$$

$$f_p \geq 0 \quad p \in \mathcal{P}$$

System optimum problem

The system optimum consists in minimizing the sum of all costs over the admissible flux $x = (x_e)_{e \in E}$

- Given x , the cost of taking edge e for one person is $\ell_e(x_e)$.
- The cost for the system for edge e is thus $x_e \ell_e(x_e)$.
- Thus minimizing the system costs consists in solving

$$\min_{x, f} \sum_{e \in E} x_e \ell_e(x_e) \quad (SO)$$

$$\text{s.t.} \quad r_k = \sum_{p \in \mathcal{P}_k} f_p \quad k \in \llbracket 1, K \rrbracket$$

$$x_e = \sum_{p \ni e} f_p \quad e \in E$$

$$f_p \geq 0 \quad p \in \mathcal{P}$$

Path intensity formulation

- We can reformulate the (SO) problem only using path-intensity $f = (f_p)_{p \in \mathcal{P}}$.
- Define $x_e(f) := \sum_{p \ni e} f_p$, and $x = (x_e)_{e \in E}$.
- Define the loss along a path $l_p(f) = \sum_{e \in p} l_e \left(\underbrace{\sum_{p' \ni e} f_{p'}}_{x_e(f)} \right)$
- The total cost is thus

$$C(f) = \sum_{p \in \mathcal{P}} f_p l_p(f) = \sum_{e \in E} x_e l_e(x_e(f)) = C(x(f)).$$

Path intensity formulation

- We can reformulate the (SO) problem only using path-intensity $f = (f_p)_{p \in \mathcal{P}}$.
- Define $x_e(f) := \sum_{p \ni e} f_p$, and $x = (x_e)_{e \in E}$.

- Define the loss along a path $l_p(f) = \sum_{e \in p} l_e \left(\underbrace{\sum_{p' \ni e} f_{p'}}_{x_e(f)} \right)$

- The total cost is thus

$$C(f) = \sum_{p \in \mathcal{P}} f_p l_p(f) = \sum_{e \in E} x_e l_e(x_e(f)) = C(x(f)).$$

Path intensity formulation

- We can reformulate the (SO) problem only using path-intensity $f = (f_p)_{p \in \mathcal{P}}$.
- Define $x_e(f) := \sum_{p \ni e} f_p$, and $x = (x_e)_{e \in E}$.
- Define the loss along a path $l_p(f) = \sum_{e \in p} l_e \left(\underbrace{\sum_{p' \ni e} f_{p'}}_{x_e(f)} \right)$
- The total cost is thus

$$C(f) = \sum_{p \in \mathcal{P}} f_p l_p(f) = \sum_{e \in E} x_e l_e(x_e(f)) = C(x(f)).$$

Path intensity formulation

- We can reformulate the (SO) problem only using path-intensity $f = (f_p)_{p \in \mathcal{P}}$.
- Define $x_e(f) := \sum_{p \ni e} f_p$, and $x = (x_e)_{e \in E}$.
- Define the loss along a path $l_p(f) = \sum_{e \in p} l_e \left(\underbrace{\sum_{p' \ni e} f_{p'}}_{x_e(f)} \right)$
- The total cost is thus

$$C(f) = \sum_{p \in \mathcal{P}} f_p l_p(f) = \sum_{e \in E} x_e l_e(x_e(f)) = C(x(f)).$$

Path intensity problem

$$\begin{aligned} \min_f \quad & \sum_{p \in \mathcal{P}} f_p l_p(f) && (SO) \\ \text{s.t.} \quad & r_k = \sum_{p \in \mathcal{P}_k} f_p && k \in \llbracket 1, K \rrbracket \\ & f_p \geq 0 && p \in \mathcal{P} \end{aligned}$$

Contents

- 1 Where we got
 - System optimum
 - Wardrop equilibrium
- 2 Optimization methods
 - Miscellaneous
 - Unidimensional optimization
- 3 Conditional gradient algorithm
- 4 Algorithm for computing User Equilibrium
 - Heuristics algorithms
 - Frank-Wolfe for UE

Equilibrium definition

John Wardrop defined a traffic equilibrium as follows. "Under equilibrium conditions traffic arranges itself in congested networks such that all used routes between an O-D pair have equal and minimum costs, while all unused routes have greater or equal costs."

A mathematical definition reads as follows.

Definition

A user flow f is a User Equilibrium if

$$\forall k \in [1, K], \quad \forall (p, p') \in \mathcal{P}_k^2, \quad f_p > 0 \implies l_p(f) \leq l_{p'}(f).$$

Equilibrium definition

John Wardrop defined a traffic equilibrium as follows. "Under equilibrium conditions traffic arranges itself in congested networks such that all used routes between an O-D pair have equal and minimum costs, while all unused routes have greater or equal costs."

A mathematical definition reads as follows.

Definition

A user flow f is a User Equilibrium if

$$\forall k \in \llbracket 1, K \rrbracket, \quad \forall (p, p') \in \mathcal{P}_k^2, \quad f_p > 0 \quad \implies \quad l_p(f) \leq l_{p'}(f).$$

A new cost function

We are going to show that a user-equilibrium f is defined as a vector satisfying the KKT conditions of a certain optimization problem.

Let define a new edge-loss function by

$$L_e(x_e) := \int_0^{x_e} \ell_e(u) du.$$

The Wardrop potential is defined (for edge intensity) as

$$W(f) = W(x(f)) = \sum_{e \in E} L_e(x_e(f)).$$

A new cost function

We are going to show that a user-equilibrium f is defined as a vector satisfying the KKT conditions of a certain optimization problem.

Let define a new edge-loss function by

$$L_e(x_e) := \int_0^{x_e} \ell_e(u) du.$$

The Wardrop potential is defined (for edge intensity) as

$$W(f) = W(x(f)) = \sum_{e \in E} L_e(x_e(f)).$$

User optimum problem

Theorem

A flow f is a user equilibrium if and only if it satisfies the first order KKT conditions of the following optimization problem

$$\begin{array}{ll} \min_{x,f} & W(x) \\ \text{s.t.} & r_k = \sum_{p \in \mathcal{P}_k} f_p \quad k \in \llbracket 1, K \rrbracket \\ & x_e = \sum_{p \ni e} f_p \quad e \in E \\ & f_p \geq 0 \quad p \in \mathcal{P} \end{array}$$

Convex case : equivalence

If the loss functions (in edge-intensity) are non-decreasing then the Wardrop potential W is convex.

Theorem

Assume that the loss function ℓ_e are non-decreasing for all $e \in E$. Then there exists at least one user equilibrium, and a flow f is a user equilibrium if and only if it solves (UE)

Contents

- 1 Where we got
 - System optimum
 - Wardrop equilibrium

- 2 Optimization methods
 - Miscellaneous
 - Unidimensional optimization

- 3 Conditional gradient algorithm

- 4 Algorithm for computing User Equilibrium
 - Heuristics algorithms
 - Frank-Wolfe for UE

Descent methods

Consider the unconstrained optimization problem

$$\min_{x \in \mathbb{R}^n} f(x). \quad (2)$$

A *descent direction algorithm* is an algorithm that constructs a sequence of points $(x^{(k)})_{k \in \mathbb{N}}$, that are recursively defined with:

$$x^{(k+1)} = x^{(k)} + t^{(k)} d^{(k)} \quad (3)$$

where

- $x^{(0)}$ is the initial point,
- $d^{(k)} \in \mathbb{R}^n$ is the descent direction,
- $t^{(k)}$ is the step length.

Descent methods

Consider the unconstrained optimization problem

$$\min_{x \in \mathbb{R}^n} f(x). \quad (2)$$

A *descent direction algorithm* is an algorithm that constructs a sequence of points $(x^{(k)})_{k \in \mathbb{N}}$, that are recursively defined with:

$$x^{(k+1)} = x^{(k)} + t^{(k)} d^{(k)} \quad (3)$$

where

- $x^{(0)}$ is the initial point,
- $d^{(k)} \in \mathbb{R}^n$ is the descent direction,
- $t^{(k)}$ is the step length.

Descent methods

Consider the unconstrained optimization problem

$$\min_{x \in \mathbb{R}^n} f(x). \quad (2)$$

A *descent direction algorithm* is an algorithm that constructs a sequence of points $(x^{(k)})_{k \in \mathbb{N}}$, that are recursively defined with:

$$x^{(k+1)} = x^{(k)} + t^{(k)} d^{(k)} \quad (3)$$

where

- $x^{(0)}$ is the initial point,
- $d^{(k)} \in \mathbb{R}^n$ is the descent direction,
- $t^{(k)}$ is the step length.

Video explanation

<https://www.youtube.com/watch?v=n-Y0SDS0fUI>

Descent direction

For a differentiable objective function f , $d^{(k)}$ will be a descent direction iff $\nabla f(x^{(k)}) \cdot d^{(k)} \leq 0$, which can be seen from a first order development:

$$f(x^{(k)} + t^{(k)}d^{(k)}) = f(x^{(k)}) + t\langle \nabla f(x^{(k)}), d^{(k)} \rangle + o(t).$$

The most classical descent direction is $d^{(k)} = -\nabla f(x^{(k)})$, which correspond to the gradient algorithm.

Descent direction

For a differentiable objective function f , $d^{(k)}$ will be a descent direction iff $\nabla f(x^{(k)}) \cdot d^{(k)} \leq 0$, which can be seen from a first order development:

$$f(x^{(k)} + t^{(k)}d^{(k)}) = f(x^{(k)}) + t\langle \nabla f(x^{(k)}), d^{(k)} \rangle + o(t).$$

The most classical descent direction is $d^{(k)} = -\nabla f(x^{(k)})$, which correspond to the gradient algorithm.

Step-size choice

The step-size $t^{(k)}$ can be:

- fixed $t^{(k)} = t^{(0)}$, for all iteration,
- optimal $t^{(k)} \in \arg \min_{t \geq 0} f(x^{(k)} + td^{(k)})$,
- a "good" step, following some rules (e.g Armijo's rules).

Finding the optimal step size is a special case of unidimensional optimization (or linear search).

Step-size choice

The step-size $t^{(k)}$ can be:

- fixed $t^{(k)} = t^{(0)}$, for all iteration,
- optimal $t^{(k)} \in \arg \min_{t \geq 0} f(x^{(k)} + td^{(k)})$,
- a "good" step, following some rules (e.g Armijo's rules).

Finding the optimal step size is a special case of unidimensional optimization (or linear search).

Contents

- 1 Where we got
 - System optimum
 - Wardrop equilibrium
- 2 Optimization methods
 - Miscellaneous
 - Unidimensional optimization
- 3 Conditional gradient algorithm
- 4 Algorithm for computing User Equilibrium
 - Heuristics algorithms
 - Frank-Wolfe for UE

Unidimensional optimization

We assume that the objective function $J : \mathbb{R} \rightarrow \mathbb{R}$ is strictly convex.

We are going to consider two types of methods:

- interval reduction algorithms: constructing $[a^{(l)}, b^{(l)}]$ containing the optimal point;
- successive approximation algorithms: approximating J and taking the minimum of the approximation.

Bisection method

We assume that J is differentiable over $[a, b]$. Note that, for $c \in [a, b]$, $t^* < c$ iff $J'(c) > 0$. From this simple remark we construct the bisection method.

```
while  $b^{(l)} - a^{(l)} > \varepsilon$  do
   $c^{(l)} = \frac{b^{(l)} - a^{(l)}}{2}$  ;
  if  $J'(c^{(l)}) > 0$  then
     $a^{(l+1)} = a^{(l)}$  ;  $b^{(l+1)} = c^{(l)}$  ;
  else if  $J'(c^{(l)}) < 0$  then
     $a^{(l+1)} = c^{(l)}$  ;  $b^{(l+1)} = b^{(l)}$  ;
  else
    return interval  $[a^{(l)}, b^{(l)}]$ 
   $l = l + 1$ 
```

Note that $L_l = b^{(l)} - a^{(l)} = \frac{L_0}{2^l}$.

Golden section

Consider $a < t_1 < t_2 < b$, we are looking for $t^* = \arg \min_{t \in [a, b]} J(t)$

Note that

- if $J(t_1) < J(t_2)$, then $t^* \in [a, t_2]$;
- if $J(t_1) > J(t_2)$, then $t^* \in [t_1, b]$;
- if $J(t_1) = J(t_2)$, then $t^* \in [t_1, t_2]$.

Hence, at each iteration the interval $[a^{(l)}, b^{(l)}]$ is updated into $[a^{(l)}, t_2^{(l)}]$ or $[t_1^{(l)}, b^{(l)}]$.

Golden section

Consider $a < t_1 < t_2 < b$, we are looking for $t^* = \arg \min_{t \in [a, b]} J(t)$

Note that

- if $J(t_1) < J(t_2)$, then $t^* \in [a, t_2]$;
- if $J(t_1) > J(t_2)$, then $t^* \in [t_1, b]$;
- if $J(t_1) = J(t_2)$, then $t^* \in [t_1, t_2]$.

Hence, at each iteration the interval $[a^{(l)}, b^{(l)}]$ is updated into $[a^{(l)}, t_2^{(l)}]$ or $[t_1^{(l)}, b^{(l)}]$.

Golden section



We now want to know how to choose $t_1^{(l)}$ and $t_2^{(l)}$. To minimize the worst case complexity we want equity between both possibility, hence $b^{(l)} - t_1^{(l)} = t_2^{(l)} - a^{(l)}$. Now assume that $J(t_1^{(l)}) < J(t_2^{(l)})$. Hence $a^{(l+1)} = a^{(l)}$, and $b^{(l+1)} = t_2$. We would like to reuse the computation of $J(t_1^{(l)})$ by defining $t_1^{(k+1)} = t_2^{(l)}$.

In order to satisfy this constraint we need to have

$$\begin{cases} L_2 + L_1 = L \\ \frac{L_2}{L} = \frac{L_1}{L_2} =: R \end{cases} \quad (4)$$

where $L = b^{(l)} - a^{(l)}$, $L_1 = t_1^{(l)} - a^{(l)}$ and $L_2 = t_2^{(l)} - a^{(l)}$.

This implies

$$1 + R = \frac{1}{R} \quad (5)$$

Golden section



We now want to know how to choose $t_1^{(l)}$ and $t_2^{(l)}$. To minimize the worst case complexity we want equity between both possibility, hence $b^{(l)} - t_1^{(l)} = t_2^{(l)} - a^{(l)}$. Now assume that $J(t_1^{(l)}) < J(t_2^{(l)})$. Hence $a^{(l+1)} = a^{(l)}$, and $b^{(l+1)} = t_2$. We would like to reuse the computation of $J(t_1^{(l)})$ by defining $t_1^{(k+1)} = t_2^{(l)}$. In order to satisfy this constraint we need to have

$$\begin{cases} L_2 + L_1 = L \\ \frac{L_2}{L} = \frac{L_1}{L_2} =: R \end{cases} \quad (4)$$

where $L = b^{(l)} - a^{(l)}$, $L_1 = t_1^{(l)} - a^{(l)}$ and $L_2 = t_2^{(l)} - a^{(l)}$.

This implies

$$1 + R = \frac{1}{R} \quad (5)$$

Golden section



We now want to know how to choose $t_1^{(l)}$ and $t_2^{(l)}$. To minimize the worst case complexity we want equity between both possibility, hence $b^{(l)} - t_1^{(l)} = t_2^{(l)} - a^{(l)}$. Now assume that $J(t_1^{(l)}) < J(t_2^{(l)})$. Hence $a^{(l+1)} = a^{(l)}$, and $b^{(l+1)} = t_2$. We would like to reuse the computation of $J(t_1^{(l)})$ by defining $t_1^{(k+1)} = t_2^{(l)}$. In order to satisfy this constraint we need to have

$$\begin{cases} L_2 + L_1 = L \\ \frac{L_2}{L} = \frac{L_1}{L_2} =: R \end{cases} \quad (4)$$

where $L = b^{(l)} - a^{(l)}$, $L_1 = t_1^{(l)} - a^{(l)}$ and $L_2 = t_2^{(l)} - a^{(l)}$.

This implies

$$1 + R = \frac{1}{R} \quad (5)$$

Golden section



$$R = \frac{\sqrt{5} - 1}{2}. \quad (6)$$

Finally, in order to satisfy equity and reusability it is enough to set

$$t_1^{(l)} = a^{(l)} + (1 - R)(b^{(l)} - a^{(l)})$$

$$t_2^{(l)} = a^{(l)} + R(b^{(l)} - a^{(l)})$$

The same happens for the $J(t_1^{(l)}) > J(t_2^{(l)})$ case.

Golden section algorithm

```
 $a^{(0)} = a, \quad b^{(0)} = b;$   
 $t_1^{(0)} = a + (1 - R)b, \quad t_2^{(0)} = a + Rb;$   
 $J_1 = J(t_1^{(0)}), \quad J_2 = J(t_2^{(0)});$   
while  $b^{(l)} - a^{(l)} > \varepsilon$  do  
  if  $J_1 < J_2$  then  
     $a^{(l+1)} = a^{(l)}; \quad b^{(l+1)} = t_2^{(l)};$   
     $t_1^{(l+1)} = a^{(l+1)} + (1 - R)b^{(l+1)}; \quad t_2^{(l+1)} = t_1^{(l)};$   
     $J_2 = J_1;$   
     $J_1 = J(t_1^{(l+1)});$   
  else  
     $a^{(l+1)} = t_1^{(l)}; \quad b^{(l+1)} = b^{(l)};$   
     $t_1^{(l+1)} = t_2^{(l)}; \quad t_2^{(l+1)} = a^{(l+1)} + Rb^{(l+1)};$   
     $J_1 = J_2;$   
     $J_2 = J(t_2^{(l+1)});$   
   $l = l + 1$ 
```

Note that $L_l = R^l L_0$.

Video explanation

Golden section

<https://www.youtube.com/watch?v=6NYp3td3cjU>

Curve fitting : Newton method

If J is twice-differentiable (with non-null second order derivative) is to determine $t^{(k+1)}$ as the minimum of the second order Taylor's of J at $t^{(k)}$:

$$\begin{aligned}t^{(l+1)} - t^{(l)} &= \arg \min_t J(t^{(l)}) + J'(t^{(l)})t + \frac{t^2}{2} J''(t^{(l)}) \\ &= (J''(t^{(l)}))^{-1} J'(t^{(l)})\end{aligned}$$

This is the well known, and very efficient, Newton method.

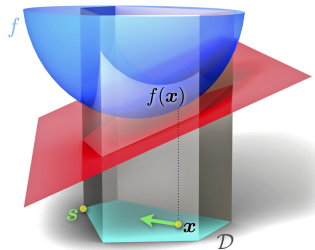
Conditional gradient algorithm

We address an optimization problem with convex objective function f and compact polyhedral constraint set X , i.e.

$$\min_{x \in X \subset \mathbb{R}^n} f(x)$$

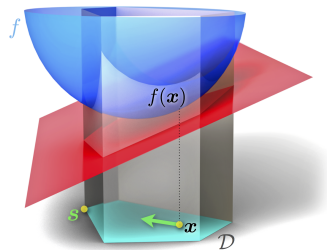
where

$$X = \{x \in \mathbb{R}^n \mid Ax \leq b, \quad \tilde{A}x = \tilde{b}\}$$



Conditional gradient algorithm

It is a descent algorithm, where we first look for an admissible descent direction $d^{(k)}$, and then look for the optimal step.

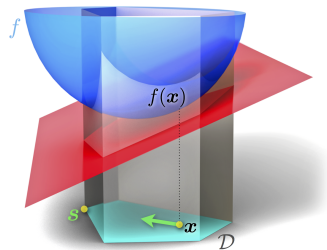


Conditional gradient algorithm

It is a descent algorithm, where we first look for an admissible descent direction $d^{(k)}$, and then look for the optimal step.

As f is convex, we know that for any point $x^{(k)}$,

$$f(y) \geq f(x^{(k)}) + \nabla f(x^{(k)}) \cdot (y - x^{(k)})$$



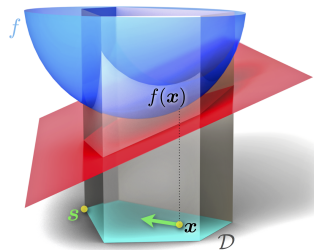
Conditional gradient algorithm

It is a descent algorithm, where we first look for an admissible descent direction $d^{(k)}$, and then look for the optimal step.

As f is convex, we know that for any point $x^{(k)}$,

$$f(y) \geq f(x^{(k)}) + \nabla f(x^{(k)}) \cdot (y - x^{(k)})$$

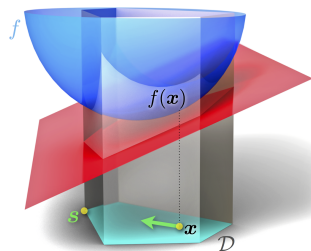
The conditional gradient method consists in choosing the descent direction that minimize the linearization that minimize the linearization of f over X .



Conditional gradient algorithm

The conditional gradient method consists in choosing the descent direction that minimize the linearization of f over X . More precisely, at step k we solve

$$y^{(k)} \in \arg \min_{y \in X} f(x^{(k)}) + \nabla f(x^{(k)}) \cdot (y - x)$$



Remarks on conditional gradient

$$y^{(k)} \in \arg \min_{y \in X} f(x^{(k)}) + \nabla f(x^{(k)}) \cdot (y - x^{(k)}).$$

- This problem is linear, hence easy to solve.
- By the convexity inequality, the value of the linearized Problem is a lower bound to the true problem.
- As $y^{(k)} \in X$, $d^{(k)} = y^{(k)} - x^{(k)}$ is a *feasible direction*, in the sense that for all $t \in [0, 1]$, $x^{(k)} + td^{(k)} \in X$.
- If $y^{(k)}$ is obtained through the simplex method it is an extreme point of X , which means that, for $t > 1$, $x^{(k)} + td^{(k)} \notin X$.
- If $y^{(k)} = x^{(k)}$ then we have found an optimal solution.
- We also have $y^{(k)} \in \arg \min_{x \in X} \nabla f(x^{(k)}) \cdot y$, the lower-bound being obtained easily.

Remarks on conditional gradient

$$y^{(k)} \in \arg \min_{y \in X} f(x^{(k)}) + \nabla f(x^{(k)}) \cdot (y - x^{(k)}).$$

- This problem is linear, hence easy to solve.
- By the convexity inequality, the value of the linearized Problem is a lower bound to the true problem.
- As $y^{(k)} \in X$, $d^{(k)} = y^{(k)} - x^{(k)}$ is a *feasible direction*, in the sense that for all $t \in [0, 1]$, $x^{(k)} + td^{(k)} \in X$.
- If $y^{(k)}$ is obtained through the simplex method it is an extreme point of X , which means that, for $t > 1$, $x^{(k)} + td^{(k)} \notin X$.
- If $y^{(k)} = x^{(k)}$ then we have found an optimal solution.
- We also have $y^{(k)} \in \arg \min_{x \in X} \nabla f(x^{(k)}) \cdot y$, the lower-bound being obtained easily.

Remarks on conditional gradient

$$y^{(k)} \in \arg \min_{y \in X} f(x^{(k)}) + \nabla f(x^{(k)}) \cdot (y - x^{(k)}).$$

- This problem is linear, hence easy to solve.
- By the convexity inequality, the value of the linearized Problem is a lower bound to the true problem.
- As $y^{(k)} \in X$, $d^{(k)} = y^{(k)} - x^{(k)}$ is a *feasible direction*, in the sense that for all $t \in [0, 1]$, $x^{(k)} + td^{(k)} \in X$.
- If $y^{(k)}$ is obtained through the simplex method it is an extreme point of X , which means that, for $t > 1$, $x^{(k)} + td^{(k)} \notin X$.
- If $y^{(k)} = x^{(k)}$ then we have found an optimal solution.
- We also have $y^{(k)} \in \arg \min_{x \in X} \nabla f(x^{(k)}) \cdot y$, the lower-bound being obtained easily.

Remarks on conditional gradient

$$y^{(k)} \in \arg \min_{y \in X} f(x^{(k)}) + \nabla f(x^{(k)}) \cdot (y - x^{(k)}).$$

- This problem is linear, hence easy to solve.
- By the convexity inequality, the value of the linearized Problem is a lower bound to the true problem.
- As $y^{(k)} \in X$, $d^{(k)} = y^{(k)} - x^{(k)}$ is a *feasible direction*, in the sense that for all $t \in [0, 1]$, $x^{(k)} + td^{(k)} \in X$.
- If $y^{(k)}$ is obtained through the simplex method it is an extreme point of X , which means that, for $t > 1$, $x^{(k)} + td^{(k)} \notin X$.
- If $y^{(k)} = x^{(k)}$ then we have found an optimal solution.
- We also have $y^{(k)} \in \arg \min_{x \in X} \nabla f(x^{(k)}) \cdot y$, the lower-bound being obtained easily.

Remarks on conditional gradient

$$y^{(k)} \in \arg \min_{y \in X} f(x^{(k)}) + \nabla f(x^{(k)}) \cdot (y - x^{(k)}).$$

- This problem is linear, hence easy to solve.
- By the convexity inequality, the value of the linearized Problem is a lower bound to the true problem.
- As $y^{(k)} \in X$, $d^{(k)} = y^{(k)} - x^{(k)}$ is a *feasible direction*, in the sense that for all $t \in [0, 1]$, $x^{(k)} + td^{(k)} \in X$.
- If $y^{(k)}$ is obtained through the simplex method it is an extreme point of X , which means that, for $t > 1$, $x^{(k)} + td^{(k)} \notin X$.
- If $y^{(k)} = x^{(k)}$ then we have found an optimal solution.
- We also have $y^{(k)} \in \arg \min_{x \in X} \nabla f(x^{(k)}) \cdot y$, the lower-bound being obtained easily.

Remarks on conditional gradient

$$y^{(k)} \in \arg \min_{y \in X} f(x^{(k)}) + \nabla f(x^{(k)}) \cdot (y - x^{(k)}).$$

- This problem is linear, hence easy to solve.
- By the convexity inequality, the value of the linearized Problem is a lower bound to the true problem.
- As $y^{(k)} \in X$, $d^{(k)} = y^{(k)} - x^{(k)}$ is a *feasible direction*, in the sense that for all $t \in [0, 1]$, $x^{(k)} + td^{(k)} \in X$.
- If $y^{(k)}$ is obtained through the simplex method it is an extreme point of X , which means that, for $t > 1$, $x^{(k)} + td^{(k)} \notin X$.
- If $y^{(k)} = x^{(k)}$ then we have found an optimal solution.
- We also have $y^{(k)} \in \arg \min_{x \in X} \nabla f(x^{(k)}) \cdot y$, the lower-bound being obtained easily.

Frank Wolfe algorithm

Data: objective function f , constraints, initial point $x^{(0)}$, precision ε

Result: ε -optimal solution $x^{(k)}$, upperbound $f(x^{(k)})$, lowerbound \underline{f}

$\underline{f} = -\infty$;

$k = 0$;

while $f(x^{(k)}) - \underline{f} > \varepsilon$ **do**

 solve the LP $\min_{y \in X} f(x^{(k)}) + \nabla f(x^{(k)}) \cdot (y - x^{(k)})$;

 let $y^{(k)}$ be an optimal solution, and \underline{f} the optimal value ;

 set $d^{(k)} = y^{(k)} - x^{(k)}$;

 solve $t^{(k)} \in \arg \min_{t \in [0,1]} f(x^{(k)} + td^{(k)})$;

 update $x^{(k+1)} = x^{(k)} + t^{(k)}d^{(k)}$;

$k = k + 1$;

Contents

- 1 Where we got
 - System optimum
 - Wardrop equilibrium
- 2 Optimization methods
 - Miscellaneous
 - Unidimensional optimization
- 3 Conditional gradient algorithm
- 4 Algorithm for computing User Equilibrium
 - Heuristics algorithms
 - Frank-Wolfe for UE

All-or nothing

A very simple heuristic consists in:

- 1 Set $k = 0$.
- 2 Assume initial cost per edge $\ell_e^{(k)} = \ell_e(x_e^{ref})$.
- 3 For each origin-destination pair (o_i, d_i) find the shortest path associated with $\ell^{(k)}$.
- 4 Associate the full flow r_i to this path, which form a flow of user $f^{(k)}$.
- 5 Deducing the travel cost per edge is $\ell_e^{(k+1)} = \ell_e(f^{(k)})$.
- 6 Go to step 3.

This method is simple and requires only to compute the shortest path in a fixed cost graph.

However it is not converging as it can cycle.

All-or nothing

A very simple heuristic consists in:

- 1 Set $k = 0$.
- 2 Assume initial cost per edge $\ell_e^{(k)} = \ell_e(x_e^{ref})$.
- 3 For each origin-destination pair (o_i, d_i) find the shortest path associated with $\ell^{(k)}$.
- 4 Associate the full flow r_i to this path, which form a flow of user $f^{(k)}$.
- 5 Deducing the travel cost per edge is $\ell_e^{(k+1)} = \ell_e(f^{(k)})$.
- 6 Go to step 3.

This method is simple and requires only to compute the shortest path in a fixed cost graph.

However it is not converging as it can cycle.

All-or nothing

A very simple heuristic consists in:

- 1 Set $k = 0$.
- 2 Assume initial cost per edge $\ell_e^{(k)} = \ell_e(x_e^{ref})$.
- 3 For each origin-destination pair (o_i, d_i) find the shortest path associated with $\ell^{(k)}$.
- 4 Associate the full flow r_i to this path, which form a flow of user $f^{(k)}$.
- 5 Deducing the travel cost per edge is $\ell_e^{(k+1)} = \ell_e(f^{(k)})$.
- 6 Go to step 3.

This method is simple and requires only to compute the shortest path in a fixed cost graph.

However it is not converging as it can cycle.

Smoothed all-or-nothing

The all-or-nothing method can be understood as follow: each day every user choose the shortest path according to the traffice on the previous day. We can smooth the approach by saying that only a fraction ρ of user is going to update its path from one day to the next.

Hence the smoothed all-or-nothing approach reads

- 1 Set $k = 0$.
- 2 Assume initial cost per arc $\ell_e^{(k)} = \ell_e(x_e^{ref})$.
- 3 For each pair origin destination (o_i, d_i) find the shortest path associated with $\ell^{(k)}$.
- 4 Associate the full flow r_i to this path, which form a flow of user $\tilde{f}^{(k)}$.
- 5 Compute the new flow $f^{(k)} = (1 - \rho)f^{(k-1)} + \rho\tilde{f}^{(k)}$.
- 6 Deducing the travel cost per arc as $\ell_e^{(k+1)} = \ell_e(f^{(k)})$.
- 7 Go to step 3.

Smoothed all-or-nothing

The all-or-nothing method can be understood as follow: each day every user choose the shortest path according to the traffice on the previous day. We can smooth the approach by saying that only a fraction ρ of user is going to update its path from one day to the next.

Hence the smoothed all-or-nothing approach reads

- 1 Set $k = 0$.
- 2 Assume initial cost per arc $\ell_e^{(k)} = \ell_e(x_e^{ref})$.
- 3 For each pair origin destination (o_i, d_i) find the shortest path associated with $\ell^{(k)}$.
- 4 Associate the full flow r_i to this path, which form a flow of user $\tilde{f}^{(k)}$.
- 5 Compute the new flow $f^{(k)} = (1 - \rho)f^{(k-1)} + \rho\tilde{f}^{(k)}$.
- 6 Deducing the travel cost per arc as $\ell_e^{(k+1)} = \ell_e(f^{(k)})$.
- 7 Go to step 3.

Contents

- 1 Where we got
 - System optimum
 - Wardrop equilibrium
- 2 Optimization methods
 - Miscellaneous
 - Unidimensional optimization
- 3 Conditional gradient algorithm
- 4 Algorithm for computing User Equilibrium
 - Heuristics algorithms
 - Frank-Wolfe for UE

UE problem

Recall that, if the arc-cost functions are non-decreasing finding a user-equilibrium is equivalent to solving

$$\begin{aligned} \min_{f \geq 0} \quad & W(x(f)) \\ \text{s.t.} \quad & r_k = \sum_{p \in \mathcal{P}_k} f_p \quad k \in \llbracket 1, K \rrbracket \end{aligned}$$

where

$$W(f) = W(x(f)) = \sum_{e \in E} L_e(x_e(f)),$$

with

$$L_e(x_e) := \int_0^{x_e} \ell_e(u) du,$$

and

$$x_e(f) = \sum_{p \ni e} f_p.$$

Frank-Wolfe for UE

Let's compute the linearization of the objective function. Consider an admissible flow $f^{(\kappa)}$ and a path $p \in \mathcal{P}_i$. We have

$$\begin{aligned} \frac{\partial W \circ x}{\partial f_p}(f^{(\kappa)}) &= \frac{\partial}{\partial f_p} \left(\sum_{e \in E} L_e \left(\sum_{p' \ni e} f_{p'}^{(\kappa)} \right) \right) \\ &= \sum_{e \in p} \frac{\partial}{\partial x_e} L_e(x_e(f^{(\kappa)})) \\ &= \sum_{e \in p} \ell_e(x_e(f^{(\kappa)})) = \ell_p(f^{(\kappa)}). \end{aligned}$$

Hence, the linearized problem around $f^{(k)}$ reads

$$\begin{aligned} \min_{\{y_p\}_{p \in \mathcal{P}}} \quad & \sum_{p \in \mathcal{P}} y_p \ell_p(f^{(k)}) \\ \text{s.t.} \quad & r_k = \sum_{p \in \mathcal{P}_k} y_p \quad k \in \llbracket 1, K \rrbracket \end{aligned}$$

Frank-Wolfe for UE

Let's compute the linearization of the objective function. Consider an admissible flow $f^{(\kappa)}$ and a path $p \in \mathcal{P}_i$. We have

$$\begin{aligned} \frac{\partial W \circ x}{\partial f_p}(f^{(\kappa)}) &= \frac{\partial}{\partial f_p} \left(\sum_{e \in E} L_e \left(\sum_{p' \ni e} f_{p'}^{(\kappa)} \right) \right) \\ &= \sum_{e \in p} \frac{\partial}{\partial x_e} L_e(x_e(f^{(\kappa)})) \\ &= \sum_{e \in p} \ell_e(x_e(f^{(\kappa)})) = \ell_p(f^{(\kappa)}). \end{aligned}$$

Hence, the linearized problem around $f^{(k)}$ reads

$$\begin{aligned} \min_{\{y_p\}_{p \in \mathcal{P}}} \quad & \sum_{p \in \mathcal{P}} y_p \ell_p(f^{(k)}) \\ \text{s.t.} \quad & r_k = \sum_{p \in \mathcal{P}_k} y_p \qquad k \in \llbracket 1, K \rrbracket \end{aligned}$$

Frank-Wolfe for UE



$$\begin{aligned} \min_{\{y_p\}_{p \in \mathcal{P}}} \quad & \sum_{p \in \mathcal{P}} y_p \ell_p(f^{(\kappa)}) \\ \text{s.t.} \quad & r_k = \sum_{p \in \mathcal{P}_k} y_p \quad k \in \llbracket 1, K \rrbracket \\ & y_p \geq 0 \quad p \in \mathcal{P} \end{aligned}$$

Note that this problem is an all-or-nothing iteration and can be solved (o, d) -pair by (o, d) -pair by solving a **shortest path problem**. As the cost $t_a^k := \ell_e(f^{(\kappa)})$ is non-negative we can use Dijkstra's algorithm to solve this problem.

Frank-Wolfe for UE



$$\begin{aligned} \min_{\{y_p\}_{p \in \mathcal{P}}} \quad & \sum_{p \in \mathcal{P}} y_p \ell_p(f^{(\kappa)}) \\ \text{s.t.} \quad & r_k = \sum_{p \in \mathcal{P}_k} y_p \quad k \in \llbracket 1, K \rrbracket \\ & y_p \geq 0 \quad p \in \mathcal{P} \end{aligned}$$

Note that this problem is an all-or-nothing iteration and can be solved (o, d) -pair by (o, d) -pair by solving a **shortest path problem**. As the cost $t_a^k := \ell_e(f^{(\kappa)})$ is non-negative we can use **Dijkstra's** algorithm to solve this problem.

Frank-Wolfe for UE



aving found $y^{(\kappa)}$, we now have to solve

$$\min_{t \in [0,1]} J(t) := W\left((1-t)f^{(\kappa)} + ty^{(\kappa)}\right).$$

As J is convex, the bisection method seems adapted. We have

$$\begin{aligned} J'(t) &= \nabla W\left((1-t)f^{(\kappa)} + ty^{(\kappa)}\right) \cdot (y^{(\kappa)} - f^{(\kappa)}) \\ &= \sum_{p \in \mathcal{P}} (y_p^{(\kappa)} - f_p^{(\kappa)}) \ell_p\left((1-t)f^{(\kappa)} + ty^{(\kappa)}\right) \end{aligned}$$

hence the bisection method is readily implementable.

Frank Wolfe is a smoothed all-or-nothing

Data: cost function ℓ , constraints, initial flow $f^{(0)}$

Result: equilibrium flow $f^{(\kappa)}$

$\underline{f} = -\infty$;

$k = 0$;

compute starting travel time $c_e^{(0)} = \ell_e(x(f^{(0)}))$;

while $f(x^{(\kappa)}) - \underline{f} > \varepsilon$ **do**

foreach *pair origin-destination* (o_i, d_i) **do**

 └ find a shortest path p_i from o_i to d_i for the loss $c^{(\kappa)}$;

 deduce an auxiliary flow $y^{(\kappa)}$ by setting r_i to p_i ;

 set descent direction $d^{(\kappa)} = y^{(\kappa)} - f^{(\kappa)}$;

 find optimal step $t^{(\kappa)} \in \arg \min_{t \in [0,1]} W(x^{(\kappa)} + td^{(\kappa)})$;

 update $f^{(k+1)} = f^{(\kappa)} + t^{(\kappa)} d^{(\kappa)}$;

$\kappa = \kappa + 1$;