

# Approximation of the value function of an impulse control problem for Piecewise Deterministic Markov Processes

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# Definition of piecewise deterministic Markov processes

## Davis (80's)

General class of **non-diffusion** dynamic stochastic **hybrid** models:  
**deterministic** motion punctuated by **random** jumps.

## Applications

Engineering systems, operations research, management science,  
economics, dependability and safety, . . .

# Dynamics

Hybrid process  $X_t = (m_t, y_t)$

- **discrete** mode  $m_t \in \{1, 2, \dots, p\}$
- **Euclidean** state variable  $y_t \in \mathbb{R}^n$

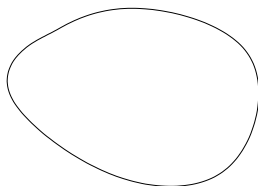
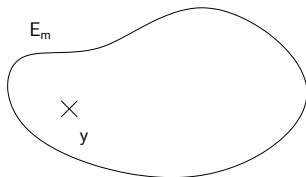
Local characteristics for each mode  $m$

- $E_m$  open subset of  $\mathbb{R}^d$ ,  $\partial E_m$  its boundary and  $\bar{E}_m$  its closure
- **Flow**  $\phi_m: \mathbb{R}^d \times \mathbb{R} \rightarrow \mathbb{R}^d$  deterministic motion between jumps, one-parameter group of homeomorphisms
- **Intensity**  $\lambda_m: \bar{E}_m \rightarrow \mathbb{R}_+$  intensity of random jumps
- **Markov kernel**  $Q_m$  on  $(\bar{E}_m, \mathcal{B}(\bar{E}_m))$  selects the post-jump location

# Iterative construction

Starting point

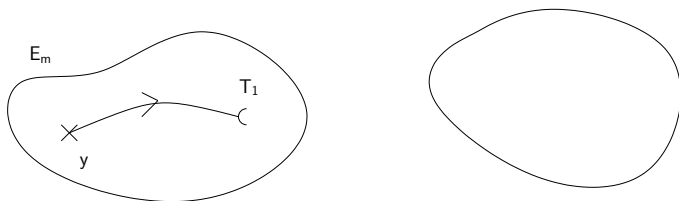
$$X_0 = Z_0 = (m, y)$$



# Iterative construction

$X_t$  follows the deterministic flow until the first jump time  $T_1 = S_1$

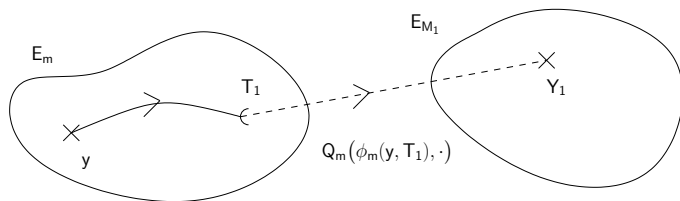
$$X_t = (m, \phi_m(y, t)), \quad t < T_1$$



# Iterative construction

Post-jump location  $Z_1 = (M_1, Y_1)$  selected by

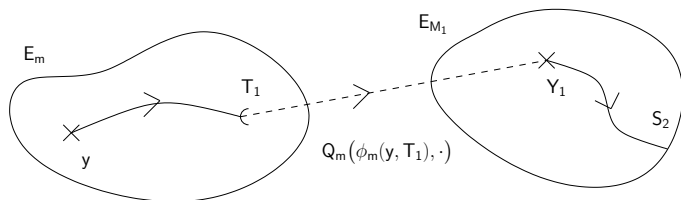
$$Q_m(\phi_m(y, T_1), \cdot)$$



# Iterative construction

$X_t$  follows the flow until the next jump time  $T_2 = T_1 + S_2$

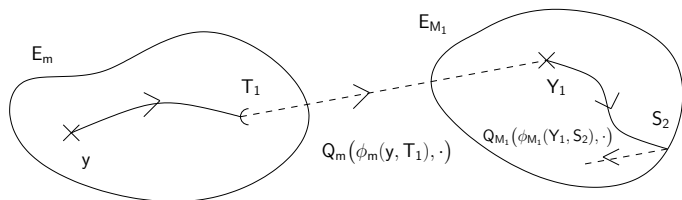
$$X_{T_1+t} = (M_1, \phi_{M_1}(Y_1, t)), \quad t < S_2$$



# Iterative construction

Post-jump location  $Z_2 = (M_2, Y_2)$  selected by

$$Q_{M_1}(\phi_{M_1}(Y_1, S_2), \cdot) \dots$$





# Embedded Markov chain

$\{X_t\}$  strong Markov process (M.H.A. Davis)

Natural embedded **Markov chain**

- $Z_0$  starting point,  $S_0 = 0$ ,  $S_1 = T_1$
- $Z_n$  new mode and location after  $n$ -th jump,  $S_n = T_n - T_{n-1}$ ,  
time between two jumps

## Proposition

$(Z_n, S_n)$  is a discrete-time Markov chain  
Only source of randomness of the PDMP

# Impulse control

## Impulse control

Choose

- **intervention times**
- new **starting points** for the process after the interventions

in order to minimize a cost function

## Application: maintenance of a complex system

Machine subject to failure of its components. Choose

- the intervention dates to perform a maintenance
- the nature of the maintenance: full or partial reparation

# Mathematical definition

Strategy  $\mathcal{S} = (\tau_n, R_n)_{n \geq 1}$

- $\tau_n$  intervention times
- $R_n$  new positions after intervention

## Value function

$$\mathcal{J}^{\mathcal{S}}(x) = E_x^{\mathcal{S}} \left[ \int_0^{\infty} e^{-\alpha s} f(Y_s) ds + \sum_{i=1}^{\infty} e^{-\alpha \tau_i} c(Y_{\tau_i}, Y_{\tau_i}^+) \right]$$

$$\mathcal{V}(x) = \inf_{\mathcal{S} \in \mathbb{S}} \mathcal{J}^{\mathcal{S}}(x)$$

- $f, c$  cost functions,  $\alpha$  discount factor
- $Y_t$  controlled process,  $\mathbb{S}$  set of admissible strategies

# Dynamic programming

Costa, Davis, 1988

For any function  $g \geq$  cost of the no-impulse strategy

- $v_0 = g$
- $v_n = \mathcal{L}(v_{n-1})$

$$v_n(x) \xrightarrow{n \rightarrow \infty} \mathcal{V}(x)$$

# Dynamic programming operator

$$\begin{aligned}
 \mathcal{L}(w)(x) &= L(Mw, w)(x) \\
 &= \left( \inf_{t \leq t^*(x)} \mathbb{E}_x \left[ F(x, t) + e^{-\alpha S_1} w(Z_1) \mathbf{1}_{\{S_1 < t \wedge t^*(x)\}} \right. \right. \\
 &\quad \left. \left. + e^{-\alpha t \wedge t^*(x)} Mw(\phi(x, t \wedge t^*(x))) \mathbf{1}_{\{S_1 \geq t \wedge t^*(x)\}} \right] \right) \\
 &\quad \wedge \mathbb{E}_x \left[ F(x, t^*(x)) + e^{-\alpha S_1} w(Z_1) \right]
 \end{aligned}$$

with

$$\begin{aligned}
 F(x, t) &= \int_0^{t \wedge t^*(x)} e^{-\alpha s - \Lambda(x, s)} f(\phi(x, s)) ds \\
 Mw(x) &= \inf_{y \in \mathbb{U}} \{c(x, y) + w(y)\}
 \end{aligned}$$

# Our aim

## Propose a numerical method

- to compute an **approximation** of the value function
- with **error bounds**

## Main difficulty

Discretization of the dynamic programming **operator**

## Our approach

Discretize the underlying **Markov chain**  $(Z_n, S_n)$

# Quantization

## Quantization of a random variable $X$

Approximate  $X$  by  $\hat{X}$  taking **finitely** many values such that  $\|X - \hat{X}\|_p$  is **minimum**

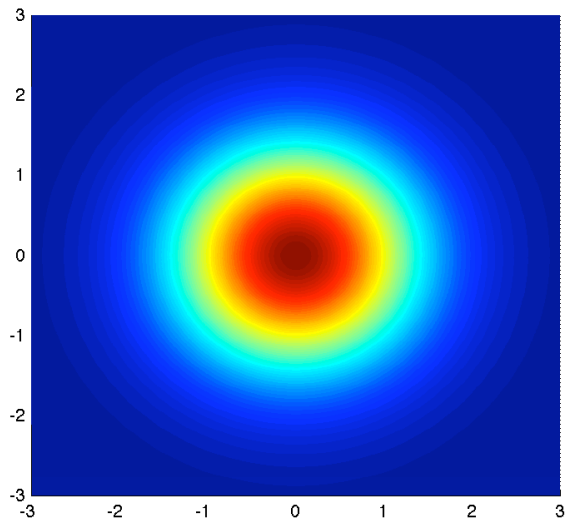
- Find a finite weighted grid  $\Gamma$  with  $|\Gamma| = K$
- Set  $\hat{X} = p_\Gamma(X)$  closest neighbor projection

## Algorithms

There exist algorithms providing

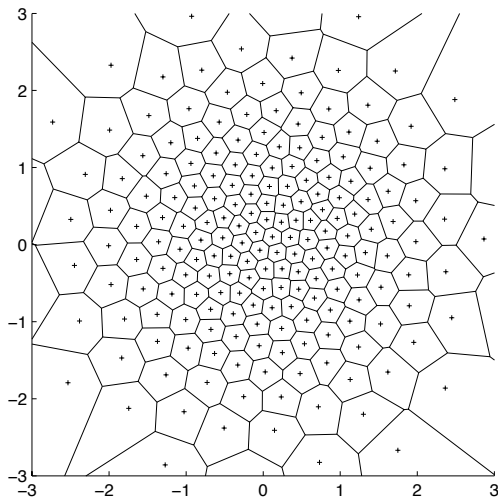
- $\Gamma$
- **law** of  $\hat{X}$
- **transition probabilities** for quantization of Markov chains

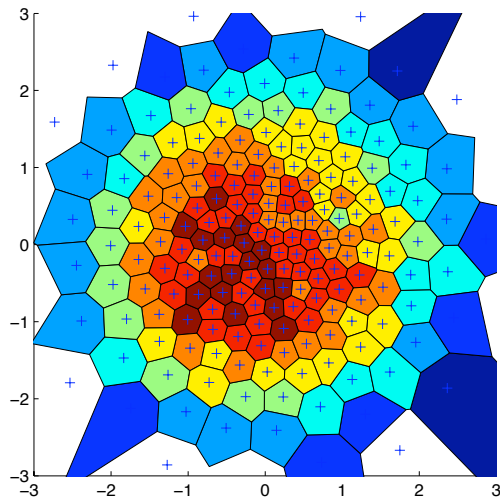
Example:  $\mathcal{N}(0, I_2)$ :





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# Horizon and control set

- **finite** set  $\mathbb{U}$  of new starting points
- select horizon  $N$  such that  $v_N(x) - \mathcal{V}(x)$  small enough

→ numerical approximation of  $v_N(x)$

## Main idea

Replace the dynamic programming iteration of **functions** by an iteration of **random variables**

# Backward dynamic programming

## Change of notation

For a well chosen function  $g$  and large enough  $N$

- $v_N = g$
- $v_n = \mathcal{L}(v_{n+1})$

$$v_0(x) \simeq \mathcal{V}(x)$$

# Dynamic programming

## Markov property

$$\begin{aligned}
 v_n(Z_n) &= L(Mv_{n+1}, v_{n+1})(Z_n) \\
 &= \left( \inf_{t \leq t^*(Z_n)} \mathbb{E} \left[ F(Z_n, t) + e^{-\alpha S_{n+1}} v_{n+1}(Z_{n+1}) \mathbf{1}_{\{S_{n+1} < t \wedge t^*(Z_n)\}} \right. \right. \\
 &\quad \left. \left. + e^{-\alpha t \wedge t^*(Z_n)} Mv_{n+1}(\phi(Z_n, t \wedge t^*(Z_n))) \mathbf{1}_{\{S_{n+1} \geq t \wedge t^*(Z_n)\}} \mid Z_n \right] \right. \\
 &\quad \left. \wedge \mathbb{E} \left[ F(Z_n, t^*(Z_n)) + e^{-\alpha S_{n+1}} v_{n+1}(Z_{n+1}) \mid Z_n \right] \right)
 \end{aligned}$$

with

$$\begin{aligned}
 F(x, t) &= \int_0^{t \wedge t^*(x)} e^{-\alpha s - \Lambda(x, s)} f(\phi(x, s)) ds \\
 Mv_{n+1}(x) &= \inf_{y \in \mathbb{U}} \{c(x, y) + v_{n+1}(y)\}
 \end{aligned}$$

# Recurrence on random variables

$v_n(Z_n)$  expression of  $v_{n+1}(Z_{n+1})$ ,  $Z_n$ ,  $S_{n+1}$   
+  $v_{n+1}(y)$  for all  $y$  in  $\mathbb{U}$

## Numerical scheme

- first compute recursively  $\tilde{v}_n(y)$  approximation of  $v_n(y)$  for all  $y$  in  $\mathbb{U}$
- then compute recursively  $\hat{v}_n(\hat{Z}_n)$  approximation of  $v_n(Z_n)$

## Discretization

In the expression of operator  $L$  replace

- inf by min over a discretized grid
- $Z_n$ ,  $Z_{n+1}$ ,  $S_{n+1}$  by their quantized approximation **starting from**  
 $Z_0 \in \mathbb{U}$

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## Discretization

In the expression of operator  $L$  replace

- inf by min over a discretized grid
- $Z_n$ ,  $Z_{n+1}$ ,  $S_{n+1}$  by their quantized approximation starting from  $Z_0 = x$

# Properties of the numerical scheme

- the quantized process has **no Markov property** → a different approximation of  $L$  for each time step and each starting point
- Under Lipschitz regularity assumption, convergence of the scheme with **errors bounds** depending on
  - the time discretization step  $\inf \rightarrow \min$
  - the quantization error  $(Z_n, S_n) \rightarrow (\hat{Z}_n, \hat{S}_n)$

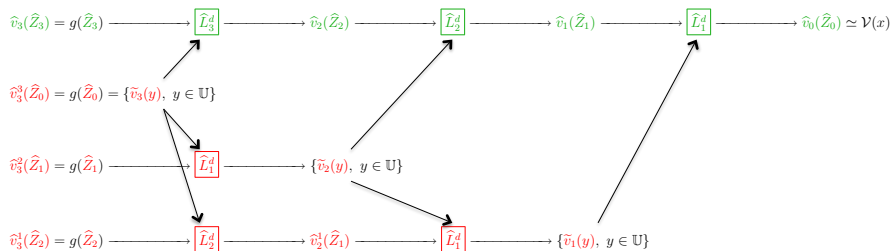


# Numerical scheme in practice

Draw two series of quantization grids for  $(Z_n, S_n)$

- $(\widehat{Z}_n, \widehat{S}_n)$  starting uniformly on  $\mathbb{U}$
- $(\widehat{Z}_n, \widehat{S}_n)$  starting from  $x$

Compute the triangular scheme (ex:  $N = 3$ )



# Simple example

object moving on  $[0; 1[$  with constant speed

## Local characteristics

- $\phi(x, t) = x + t$
- $\lambda(x) = 3x$ : as the object comes closer to 1 the probability to jump increases
- $Q(x, \cdot)$  uniform law on  $[0; 1/2]$

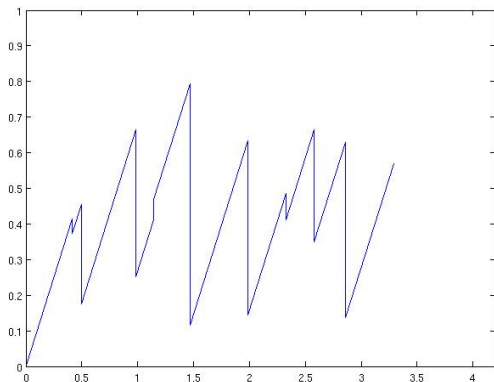
## Control parameters

- discount factor  $\alpha = 2$
- running cost  $f(x) = 1 - x$ , constant intervention cost  $c(x, y) = 0.08$
- control set  $\mathbb{U} = \{k/50, 0 \leq k < 50\}$



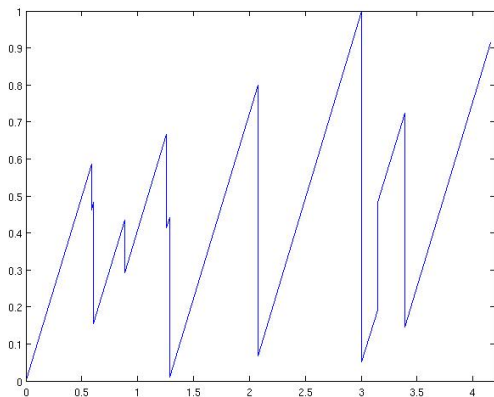
# Trajectories

Examples of trajectories for  $X_0 = 0$  up to the 10-th jump

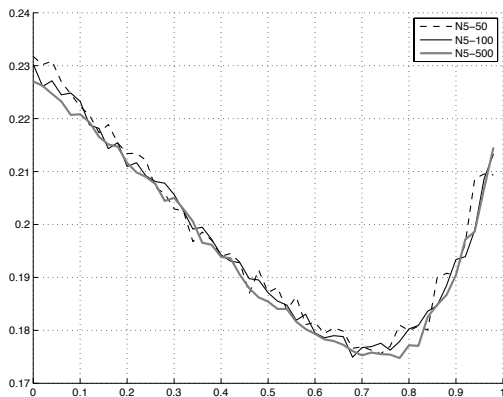


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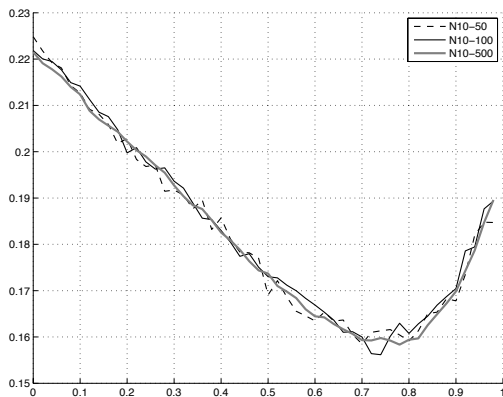


# Approximation of the value function



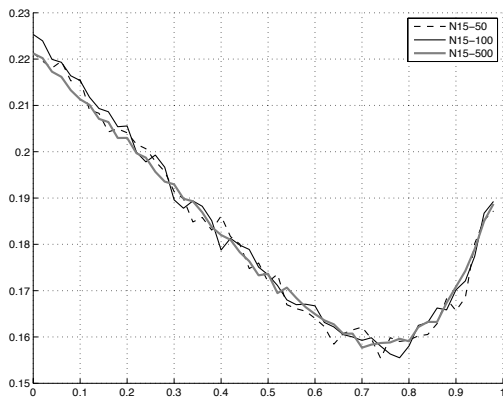
horizon  $N = 5$

# Approximation of the value function



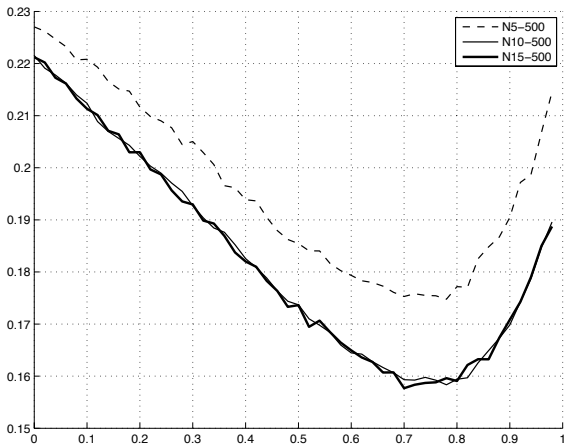
horizon  $N = 10$

# Approximation of the value function



horizon  $N = 15$

# Choice of the computation horizon





# Perspectives

- try our method on industrial examples
- propose a numerical scheme to approximate an  $\varepsilon$ -optimal strategy
  - open post-doc positions