

# Decision-Theoretic Troubleshooting

## Hardness of Approximation

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# Outline

- 1 History
- 2 Troubleshooting with Bayesian Networks
- 3 Results
- 4 Conclusion

# Early Formulations of the Problem

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*A problem of importance to the Air Force is that of **troubleshooting** to find a malfunctioning part of a complex piece of electronic equipment. ... A complicated machine may break down because of the failure of some of its components. In what sequence should its components be tested and repaired in order to minimize the expected delay time?*

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R. Bellman, *Dynamic Programming*, 1957.

B. Gluss, *An Optimum Policy for Detecting a Fault in a Complex System*, Operations Research, 1959.

# Early Solutions – Dynamic Programming

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*A ball is in one of  $n$  boxes, with the a-priory probability  $p_k$  that it is in the  $k^{\text{th}}$  box. The time of examining the  $k^{\text{th}}$  box is  $c_k$ . What is the **optimal policy** to obtain the ball with **minimum expected time**?*

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The minimum expected time is

$$E(p_1, \dots, p_n) = \min_k \{c_k + (1 - p_k) \cdot E(p'_1, \dots, p'_n)\},$$

where

$$\begin{aligned} p'_k &= 0, \text{ and} \\ p'_i &= p_i / (1 - p_k) \text{ for } i \neq k. \end{aligned}$$

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Solution – open the boxes according to the decreasing ratio  $p_k/c_k$ .



# Troubleshooting with Bayesian Networks

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Recent dissertations:

- Håkan Warnquist (2011).
- Thorsten J. Ottosen (2012).

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These actions differ both in their difficulty and in the likelihood of fixing the print problem.

Our goal: sequence the available repair actions so that the expected cost of the repair is as low as possible.

# Troubleshooting is hard

Already very simple scenarios are *NP-hard*.

- Marta Vomlelová, *Complexity of decision-theoretic troubleshooting*, International Journal of Intelligent Systems, 2003.

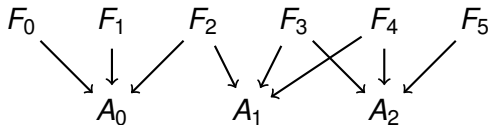
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The following is an instance of the *Set Cover* problem:

- Let  $F_0, \dots, F_5$  be faults, all equally likely,
- let  $A_0, A_1, A_2$  be actions, all with the same cost.





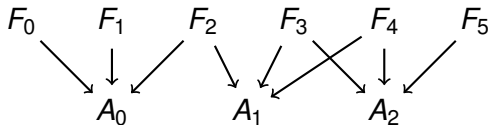
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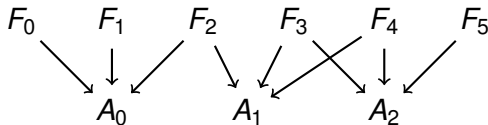
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Algorithm  $A$  is a  $\rho$ -approximation algorithm ( $\rho > 1$ ) for a minimization problem  $L$  if for all instances  $x$  of  $L$  we have

$$A(x) \leq \rho \cdot \text{opt}(x),$$

where

- $A(x)$  – the value returned by  $A$  when applied to instance  $x$ ,
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**Hardness of approximation** result shows that for certain  $\rho$ , there is no polynomial-time  $\rho$ -approximation algorithm for  $L$  unless  $P=NP$ .

# Troubleshooting with Dependent Actions

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Objective: Find a linear ordering  $\pi$  of actions minimizing the **expected cost of repair**:

$$ECR(A_{\pi(1)}, A_{\pi(2)}, \dots) = \sum_i c(A_{\pi(i)}) \cdot \underbrace{P\left(\bigwedge_{j < i} \{A_{\pi(j)} = \text{no}\}\right)}_{\text{probability of reaching } A_{\pi(i)}}$$



# Troubleshooting with Dependent Actions: Hardness of Approximation

## Theorem

*Unless  $P=NP$ , troubleshooting with Dependent Actions has no polynomial-time  $(4 - \epsilon)$ -approximation algorithm for any  $\epsilon > 0$ .*

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## Theorem

*Unless  $P=NP$ , troubleshooting with Dependent Actions has no polynomial-time  $(4 - \epsilon)$ -approximation algorithm for any  $\epsilon > 0$ .*

Proof by reduction from **Min-sum Set Cover**.

- Feige, Lovász, Tetali, *Approximating Min-sum Set Cover*, Algorithmica, 2004.

# Other results

Come see the poster!

Hardness of approximation for ...

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Hardness of approximation for . . .

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- troubleshooting with cost clusters forming a DAG.

# Summary

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Outlook:

- Greedy algorithms
  - empirical evaluation,
  - performance guarantees for special cases,
  - worst case conditions – when do the algorithms perform badly?

# Thank you

## Q & A