

# Symmetric Order of Addition Experiments

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- 2 Order of Addition Experiments
  - Asymmetric (Existing Work)
  - Symmetric
- 3 Methods
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# Motivating Example



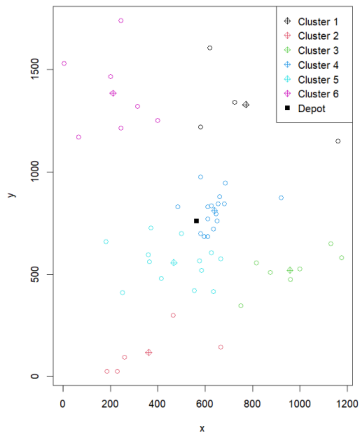
- “Typical” delivery problem
- One truck makes many stops
- What is the shortest route?  
(Travelling Salesman Problem)

# Motivating Example

New technology - delivery drones.



# Motivating Example



- New approach: separate delivery points into  $m$  clusters
- Have trucks stop at the center of each cluster
- Send drones to all delivery points in the cluster, wait for them to return.

# Motivating Example



- **Truck and Drone Delivery** problem
- One truck makes  $m$  stops (one per cluster)
- At each stop, they deploy drones to each delivery point in the cluster.
- What is the optimal route for the truck?

# The Plan (High Level)

- 1 Identify a design, i.e., a subset of all possible routes, and retrieve the cost for each route in the design.
- 2 Fit a model to the data.
- 3 Use the model's parameter estimates to (greedily) search for the route with the lowest cost.

- If  $m$  is large, then  $m!$  is too large to examine all possible orders.
- e.g. if  $m = 10$  then  $10! = 3628800$ . We can use symmetry to cut this in half, but it is still too large to examine.
- Existing Order-of-Addition models (and designs) inherently assume asymmetry, but this problem has underlying symmetric cost.



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# Order of Addition (OofA) Experiments

- We have  $m$  components and a response  $y$
- Question: if we change the order of the  $m$  components, will this affect the response?
- A treatment is a permutation of  $(1, 2, \dots, m)$ .
- There are  $m!$  treatments.
- We want to find the order of the  $m$  components that gives the optimal (maximum or minimum) response  $y^*$ .

# Pairwise Ordering (PWO) Model

**Table:** OofA Design for  $m = 3$ , all possible orders

| Order   | $z_{12}$ | $z_{13}$ | $z_{23}$ |
|---------|----------|----------|----------|
| (1,2,3) | 1        | 1        | 1        |
| (1,3,2) | 1        | 1        | -1       |
| (3,1,2) | 1        | -1       | -1       |
| (3,2,1) | -1       | -1       | -1       |
| (2,3,1) | -1       | -1       | 1        |
| (2,1,3) | -1       | 1        | 1        |

- Van Nostrand (1995) introduced a model based on pairwise order (PWO).
- PWO Model:  
$$y = \beta_0 + \sum_{jk} z_{jk} \beta_{jk} + \epsilon$$
- Some combinations of PWO factors are impossible (e.g.  $z_{12} = 1, z_{13} = -1, z_{23} = 1$ ).

# Component Position (CP) Model

- An alternative to the PWO coding scheme is the Component-Position (CP) model (Yang et al., 2021).

$$y(\mathbf{a}) = \mu_0 + \sum_{c=1}^m \sum_{j=1}^m \delta_c^{(j)} x_c^{(j)}(\mathbf{a}) + \epsilon$$

for any order  $\mathbf{a}$  of components.

- $x_c^{(j)}(\mathbf{a}) = 1$  if component  $c$  is in position  $j$ , and 0 otherwise.
- $\delta_c^{(j)}$  is the effect of placing component  $c$  in position  $j$  on the expected response

# Component Position (CP) Model

Table: CP Design for  $m = 3$ , all possible orders

| Order   | $z_1^{(1)}$ | $z_1^{(2)}$ | $z_1^{(3)}$ | $z_2^{(1)}$ | $z_2^{(2)}$ | $z_2^{(1)}$ | $z_3^{(1)}$ | $z_3^{(2)}$ | $z_3^{(3)}$ |
|---------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|
| (1,2,3) | 1           | 0           | 0           | 0           | 1           | 0           | 0           | 0           | 1           |
| (1,3,2) | 1           | 0           | 0           | 0           | 0           | 1           | 0           | 1           | 0           |
| (3,1,2) | 0           | 1           | 0           | 0           | 0           | 1           | 1           | 0           | 0           |
| (3,2,1) | 0           | 0           | 1           | 0           | 1           | 0           | 1           | 0           | 0           |
| (2,3,1) | 0           | 0           | 1           | 1           | 0           | 0           | 0           | 1           | 0           |
| (2,1,3) | 0           | 1           | 0           | 1           | 0           | 0           | 0           | 1           | 0           |

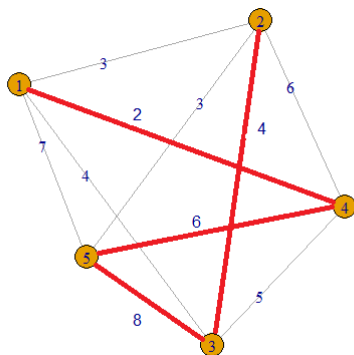
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# A Definition of Symmetry

- Let  $\mathbf{a} = (a_1, \dots, a_m)$  be a permutation of  $(1, 2, \dots, m)$ .
- Let  $\text{rev}(\mathbf{a}) = (a_m, \dots, a_1)$  be the reversal of  $\mathbf{a}$ .
- Let  $\tau(\mathbf{a})$  be the expected response given  $\mathbf{a}$ .
- We say that the order of addition problem is **symmetric** if  $\tau(\mathbf{a}) = \tau(\text{rev}(\mathbf{a}))$  for all possible permutations  $\mathbf{a}$
- Symmetric means reversing the order shouldn't change the expected outcome.

# Graphical Representation - Symmetric Case

- Symmetry means we can use an undirected graph to represent the problem.
- Any permutation is a Hamiltonian path.





# Problem Statement

- Let  $\mathcal{A}^*$  be the set of all of  $\frac{m!}{2}$  permutations that are distinct under reversals.
- Let  $\mathcal{D}$  be the set of all possible subsets of  $\mathcal{A}^*$ . We want an optimal design  $D^*$ , i.e.

$$D^* = \arg \max_{D \in \mathcal{D}} \phi(D)$$

for some (model-based) optimality criterion  $\phi$ . (e.g.  $D$ -optimal)

- We wish to identify an optimal Hamiltonian path  $\mathbf{a} \in \mathcal{A}^*$ , i.e.

$$\mathbf{a}^* = \arg \min_{\mathbf{a} \in \mathcal{A}^*} \tau(\mathbf{a})$$

where  $\tau(\mathbf{a})$  is the expected response for a permutation  $\mathbf{a}$ .

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# Symmetric OofA Model

Table: Symmetric OofA Coding for  $m = 3$

| Order   | $x_{12}$ | $x_{13}$ | $x_{23}$ |
|---------|----------|----------|----------|
| (1,2,3) | 1        | 0        | 1        |
| (1,3,2) | 0        | 1        | 1        |
| (3,1,2) | 1        | 1        | 0        |

- Let

$$x_{jk}(\mathbf{a}) = \begin{cases} 1 & \text{if } (j, k) \in \mathbf{a} \\ 0 & \text{otherwise} \end{cases}$$

- Model:

$$y = \beta_0 + \sum_{jk} x_{jk}(\mathbf{a})\beta_{jk} + \epsilon$$

- For identifiability purposes, we constrain  $\beta_{12} = \beta_{23} = \dots = \beta_{(m-1)m} = 0$ .
- Moment Matrix  $M = \frac{1}{n}X^T X$ , where  $X$  is the model matrix expansion of the design

## Corollary

Under the proposed model, the full design (with all  $m!/2$  runs included exactly once) is  $\phi$ -optimal for any  $\phi$  that is concave and permutation invariant.

- Follows from Lin and Peng (2019), which proves a similar result for the asymmetric case.
- Requires permutation invariance (instead of signed permutation invariance).
- This allows us to compare all designs to the full design.

# Moment Matrix of Full Design

## Lemma 1: Moment Matrix

Under the proposed model, the full design has moment matrix

$$M_f = \frac{2}{m!} \begin{bmatrix} m!/2 & (m-1)!1^T \\ (m-1)!1 & (m-1)!I_{\binom{m}{2}} + (m-2)!Q \end{bmatrix}$$

where  $I_{\binom{m}{2}}$  is an identity matrix of dimension  $\binom{m}{2}$ ,  $1$  is a  $\binom{m}{2} \times 1$  column of ones, and  $Q$  is a matrix with columns and rows indexed by the pairs  $(12, 13, 14, \dots, (m-1)m)$  in lexicographically increasing order and elements

$$Q(ij, kl) = \begin{cases} 0 & \text{if } (i, j) = (k, l) \\ 2 & \text{if } i \neq k, l \text{ and } j \neq k, l \\ 1 & \text{otherwise.} \end{cases}$$

# D-efficiency of Full Design

- From Lemma 1, we can show that the D-efficiency of the full design is

$$\left[ \left( 1 + \frac{m-2}{m} \right) \left( \frac{2}{m} \right)^{\frac{(m-1)(m-2)}{2} - 1} \left( \frac{2}{m(m-1)} \right)^{m-1} \right]^{\frac{1}{p}}.$$

- This allows us to quickly find the D-efficiency of the full design for any  $m$ , which is useful when relative efficiencies need to be calculated.
- Can also derive formula for  $A$ -efficiency.

# Recursive Algorithm to Generate $\phi$ -Optimal Designs

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**Algorithm 1:** Recursively Generate Optimal Fractional Design

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**Inputs:** Optimal fractional design for  $m - 1$  components  $D_{m-1}$ .

**for**  $b = 1, 2, \dots, m$  **do**

    Let  $B_b$  be the matrix that results from inserting a column of  $m$ 's  
    after the  $(m - b)^{th}$  column of  $D_{m-1}$ .

**end**

$$D = [B_1^T, B_2^T, \dots, B_m^T]^T$$

**return**  $D$

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## Theorem 1

Suppose  $D$  is a design matrix generated by Algorithm 1. Then,  $D$  is  $\phi$ -optimal for any  $\phi$  that is concave and permutation invariant.

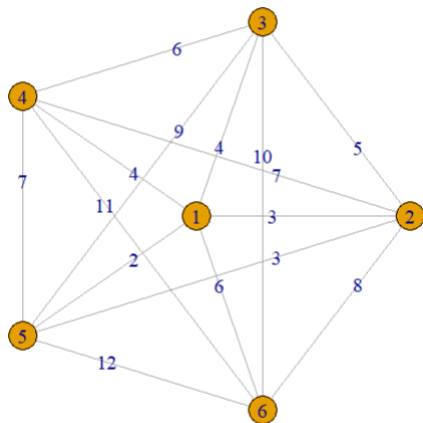
- Applies to  $D$ -,  $A$ - and many other popular optimality criteria.
- It is easy to use computer search to find optimal designs for small  $m$  (e.g.  $m = 4, 5$  and then use recursion to find optimal designs for larger  $m$ ).



# Algorithm - Find Optimal Paths

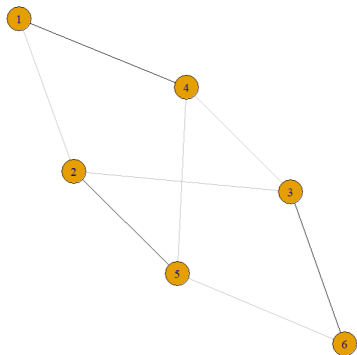
- 1 Let  $G^*$  be an empty graph on  $m$  vertices.
- 2 For all significant  $\hat{\beta}_{jk} < 0$ , add  $(j, k)$  to  $G^*$ .
- 3 If  $G^*$  contains no Hamiltonian paths, add baseline edges  $(1, 2), (2, 3), \dots, (m - 1, m)$  to  $G^*$ .
- 4 Return the set of all Hamiltonian paths in  $G^*$ .

# Toy Example - Finding Optimal Paths



- Example with  $m = 6$  cities
- Minimal cost order (including return cost) is  $\mathbf{a} = (5, 2, 1, 4, 3, 6)$ .
- Significant negative edges are  $(2, 5), (1, 4), (3, 6)$

# Toy Example - Finding Optimal Paths

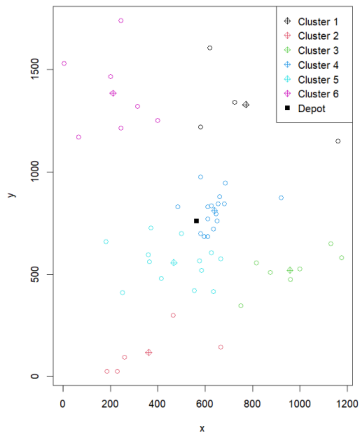


- Added baseline edges  $(1, 2), (2, 3), (3, 4), (4, 5), (5, 6)$  to  $G^*$
- Six possible Hamiltonian paths on  $G^*$
- The optimal path is captured.

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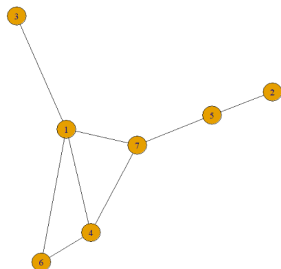
- 52 delivery locations in Berlin in 6 clusters
- $m = 7$  components: Depot (origin point) + 6 stops
- Used recursive algorithm to create optimal design based on a design for  $m = 4$  components
- The optimal solution is (1, 3, 2, 5, 7, 4, 6), i.e. start at depot (7), go to 4, 6, 1, 3, 2, 5, return.

# Motivating Example

| Parameter    | Estimate | Std. Error | T      | P-value |
|--------------|----------|------------|--------|---------|
| $\beta_0$    | 8959.74  | 24.48      | 365.97 | 0.00    |
| $\beta_{13}$ | -37.77   | 16.01      | -2.36  | 0.02    |
| $\beta_{14}$ | -168.79  | 15.06      | -11.21 | 0.00    |
| $\beta_{15}$ | 51.64    | 15.47      | 3.34   | 0.00    |
| $\beta_{16}$ | -659.77  | 15.30      | -43.12 | 0.00    |
| $\beta_{17}$ | -81.21   | 16.19      | -5.02  | 0.00    |
| $\beta_{24}$ | 46.25    | 15.07      | 3.07   | 0.00    |
| $\beta_{25}$ | -325.23  | 14.40      | -22.59 | 0.00    |
| $\beta_{26}$ | 77.39    | 14.70      | 5.26   | 0.00    |
| $\beta_{27}$ | 0.14     | 15.30      | 0.01   | 0.99    |
| $\beta_{35}$ | 3.61     | 15.09      | 0.24   | 0.81    |
| $\beta_{36}$ | 217.72   | 14.40      | 15.12  | 0.00    |
| $\beta_{37}$ | 78.53    | 15.47      | 5.08   | 0.00    |
| $\beta_{46}$ | -37.06   | 15.07      | -2.46  | 0.01    |
| $\beta_{47}$ | -133.01  | 15.06      | -8.83  | 0.00    |
| $\beta_{57}$ | -77.54   | 16.01      | -4.84  | 0.00    |

Table: Parameter Estimates

# Motivating Example



- Two possible optimal solutions: (2, 5, 7, 4, 6, 1, 3) and (3, 1, 6, 4, 7, 5, 2)
- Both are rotations of the optimal path

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# Conclusion

- First attempt to create designs and models for the Order-of-Addition problem where the costs are symmetric
- New model for representing the effect of order via edges in the adjacency matrix of an undirected graph
- Systematic recursive method for finding  $\phi$ -optimal fractions of the full design

- Interactions between edges in a graph
- Cheaper designs that are highly efficient, but not exactly optimal might be found using stochastic search algorithms, e.g. Threshold Accepting (Winker et al., 2020)
- What if  $G$  is not a complete graph?

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