

# Behavior Models and Optimization

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# Outline

- 1 Demand and supply
- 2 Disaggregate demand models
- 3 Literature
- 4 A generic framework
- 5 A simple example
  - Example: one theater
  - Example: two theaters
- 6 Case study
- 7 Conclusion

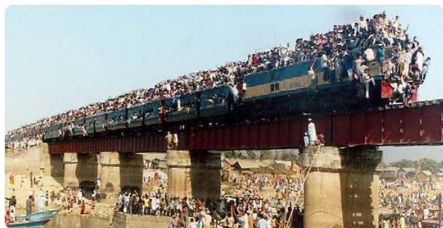


# Demand models



- Supply = infrastructure
- Demand = behavior, choices
- Congestion = mismatch

# Demand models



- Usually in OR:
- optimization of the supply
- for a given (fixed) demand

# Aggregate demand



- Homogeneous population
- Identical behavior
- Price ( $P$ ) and quantity ( $Q$ )
- Demand functions:  $P = f(Q)$
- Inverse demand:  $Q = f^{-1}(P)$

# Disaggregate demand



- Heterogeneous population
- Different behaviors
- Many variables:
  - Attributes: price, travel time, reliability, frequency, etc.
  - Characteristics: age, income, education, etc.
- Complex demand/inverse demand functions.

# Demand-supply interactions

## Operations Research

- Given the demand...
- configure the system

**Johnson City Enterprise.**  
Published Every Saturday,  
\$1. per year—Advance Payment.  
SATURDAY, APRIL 7, 1883.

**TIME TABLE**  
**E. T. V. & G. R. R.**

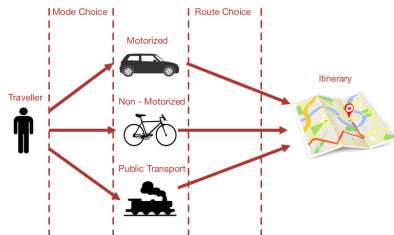
PASSENGER,	ARRIVES,
No. 1, West,	6:37, a. m.
No. 2, East,	9:45, p. m.
No. 3, West,	11:51, p.m.
No. 4, East,	3:56, a. m.
LOCAL FREIGHT,	ARRIVES,
No. 5,	7:20, a. m.
No. 8,	6:20, p. m.

Jno. W. EAKIN, Agent.

E. T. & W. N. C. R. R.  
Passenger, leaves, 7, a. m.  
" arrives, 6, p. m.  
J. C. HARDIN, Agent.

## Behavioral models

- Given the configuration of the system...
- predict the demand



# Demand-supply interactions

Multi-objective optimization

Minimize costs



Maximize satisfaction



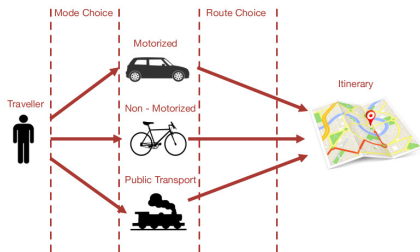


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# Choice models



## Behavioral models

- Demand = sequence of choices
- Choosing means trade-offs
- In practice: derive trade-offs from choice models

# Choice models

## Theoretical foundations

- Random utility theory
- Choice set:  $\mathcal{C}_n$
- $y_{in} = 1$  if  $i \in \mathcal{C}_n$ , 0 if not
- Logit model:

$$P(i|\mathcal{C}_n) = \frac{y_{in}e^{V_{in}}}{\sum_{j \in \mathcal{C}_n} y_{jn}e^{V_{jn}}}$$



2000



# Logit model

## Utility

$$U_{in} = V_{in} + \varepsilon_{in}$$

- Decision-maker  $n$
- Alternative  $i \in \mathcal{C}_n$

## Choice probability

$$P_n(i|\mathcal{C}_n) = \frac{y_{in}e^{V_{in}}}{\sum_{j \in \mathcal{C}} y_{jn}e^{V_{jn}}}$$



Variables:  $x_{in} = (p_{in}, z_{in}, s_n)$

### Attributes of alternative $i$ : $z_{in}$

- Cost / price ( $p_{in}$ )
- Travel time
- Waiting time
- Level of comfort
- Number of transfers
- Late/early arrival
- etc.

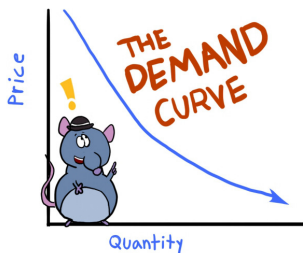
### Characteristics of decision-maker $n$ :

$s_n$

- Income
- Age
- Sex
- Trip purpose
- Car ownership
- Education
- Profession
- etc.



# Demand curve



## Disaggregate model

$$P_n(i|p_{in}, z_{in}, s_n)$$

## Total demand

$$D(i) = \sum_n P_n(i|p_{in}, z_{in}, s_n)$$

## Difficulty

Non linear and non convex in  $p_{in}$  and  $z_{in}$

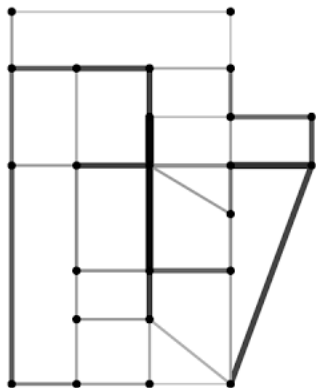


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# Stochastic traffic assignment



## Features

- Nash equilibrium
- Flow problem
- Demand: path choice
- Supply: capacity



# Selected literature

- [Dial, 1971]: logit
- [Daganzo and Sheffi, 1977]: probit
- [Fisk, 1980]: logit
- [Bekhor and Prashker, 2001]: cross-nested logit
- and many others...



# Revenue management



## Features

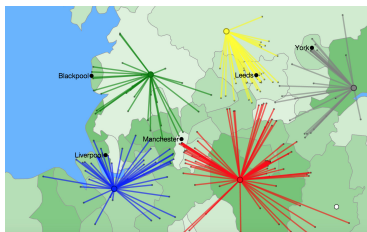
- Stackelberg game
- Bi-level optimization
- Demand: purchase
- Supply: price and capacity

# Selected literature

- [Labbé et al., 1998]: bi-level programming
- [Andersson, 1998]: choice-based RM
- [Talluri and Van Ryzin, 2004]: choice-based RM
- [Gilbert et al., 2014a]: logit
- [Gilbert et al., 2014b]: mixed logit
- [Azadeh et al., 2015]: global optimization
- and many others...



# Facility location problem



## Features

- Competitive market
- Opening a facility impact the costs
- Opening a facility impact the demand
- Decision variables: availability of the alternatives

$$P_n(i|\mathcal{C}_n) = \frac{y_{in}e^{V_{in}}}{\sum_{j \in \mathcal{C}} y_{jn}e^{V_{jn}}}$$

# Selected literature

- [Hakimi, 1990]: competitive location (heuristics)
- [Benati, 1999]: competitive location (B & B, Lagrangian relaxation, submodularity)
- [Serra and Colomé, 2001]: competitive location (heuristics)
- [Marianov et al., 2008]: competitive location (heuristic)
- [Haase and Müller, 2013]: school location (simulation-based)



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# Scenarios

## Draws

- Draw  $R$  realizations  $\xi_{inr}$ ,  $r = 1, \dots, R$
- We obtain  $R$  scenarios

$$U_{inr} = \sum_k \beta_k x_{ink} + f(z_{in}) + \xi_{inr}.$$

- For each scenario  $r$ , we can identify the largest utility.
- It corresponds to the chosen alternative.





# Capacities

- Demand may exceed supply
- Each alternative  $i$  can be chosen by maximum  $c_i$  individuals.
- An exogenous priority list is available.
- The numbering of individuals is consistent with their priority.



# Priority list

## Application dependent

- First in, first out
- Frequent travelers
- Subscribers
- ...

## In this framework

The list of customers must be sorted



# References

- Technical report: [Bierlaire and Azadeh, 2016]
- TRISTAN presentation: [Pacheco et al., 2016]
- STRC proceeding: [Pacheco et al., 2017]



# Demand model



- Population of  $N$  customers ( $n$ )
- Choice set  $\mathcal{C}$  ( $i$ )
- $\mathcal{C}_n \subseteq \mathcal{C}$ : alternatives considered by customer  $n$

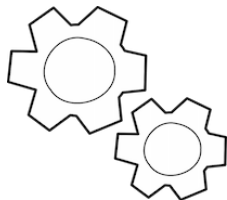
## Behavioral assumption

- $U_{in} = V_{in} + \varepsilon_{in}$
- $V_{in} = \sum_k \beta_{ink} x_{ink}^e + q^d(x^d)$
- $P_n(i|\mathcal{C}_n) = \Pr(U_{in} \geq U_{jn}, \forall j \in \mathcal{C}_n)$

## Simulation

- Distribution  $\varepsilon_{in}$
- $R$  draws  $\xi_{in1}, \dots, \xi_{inR}$
- $U_{inr} = V_{in} + \xi_{inr}$

# Supply model



- Operator selling services to a market
  - Price  $p_{in}$  (to be decided)
  - Capacity  $c_i$
- Benefit (revenue – cost) to be maximized
- Opt-out option ( $i = 0$ )

## Price characterization

- Continuous: lower and upper bound
- Discrete: price levels

## Capacity allocation

- Exogenous priority list of customers
- Assumed given
- Capacity as decision variable

# MILP (in words)

## MILP

max benefit  
subject to utility definition  
availability  
discounted utility  
choice  
capacity allocation  
price selection



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# A simple example



## Context

- $\mathcal{C}$ : set of movies
- Population of  $N$  individuals
- Competition: staying home watching TV



# One theater – homogenous population



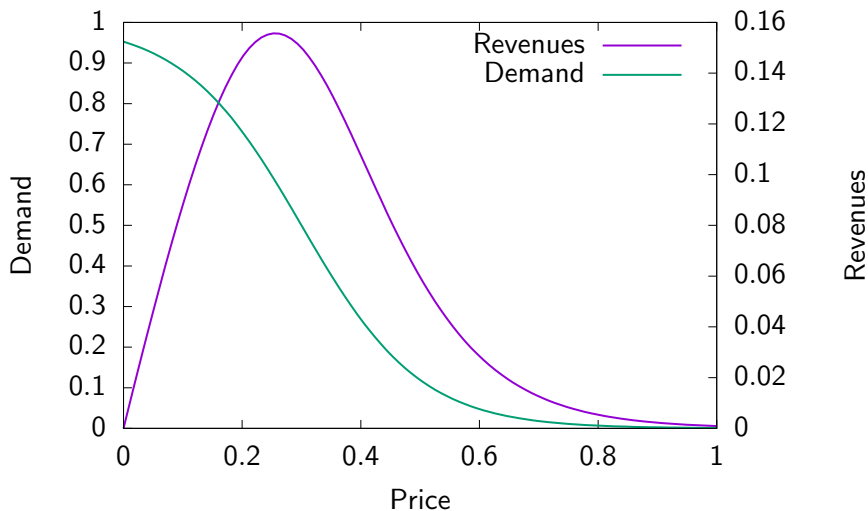
## Alternatives

- Staying home:  $U_{cn} = 0 + \varepsilon_{cn}$
- My theater:  $U_{mn} = -10.0p_m + 3 + \varepsilon_{mn}$

## Logit model

$\varepsilon_m$  i.i.d. EV(0,1)

# Demand and revenues



# Optimization

## Solver

GLPK v4.61 under PyMathProg

## Data

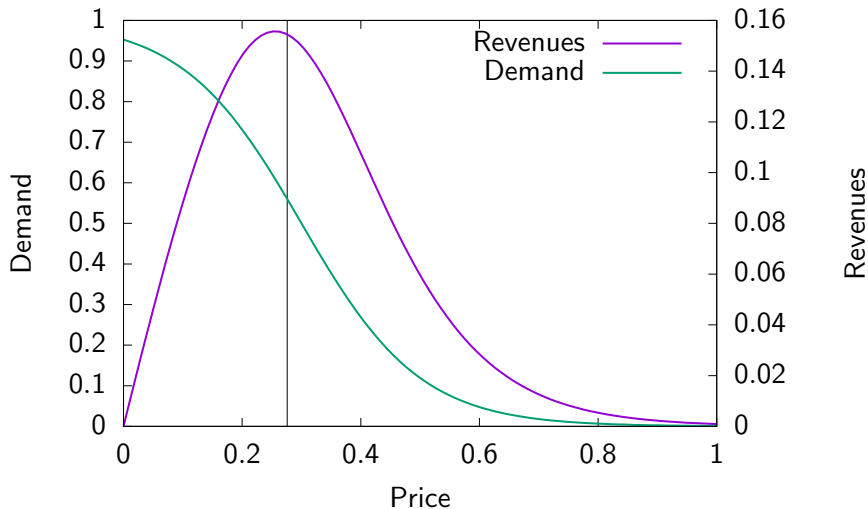
- $N = 1$
- $R = 1000$

## Results

- Optimum price: 0.276
- Demand: 57.4%
- Revenues: 0.159



# Demand and revenues



# Heterogeneous population



Two groups in the population

$$U_{mn} = -\beta_n p_m + c_n$$

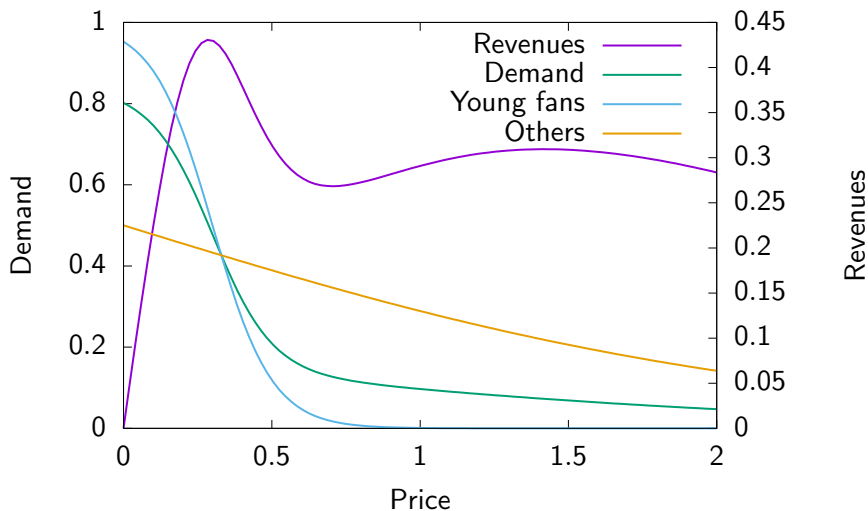
Young fans: 2/3

$$\beta_1 = -10, c_1 = 3$$

Others: 1/3

$$\beta_2 = -0.9, c_2 = 0$$

# Demand and revenues



# Optimization

## Data

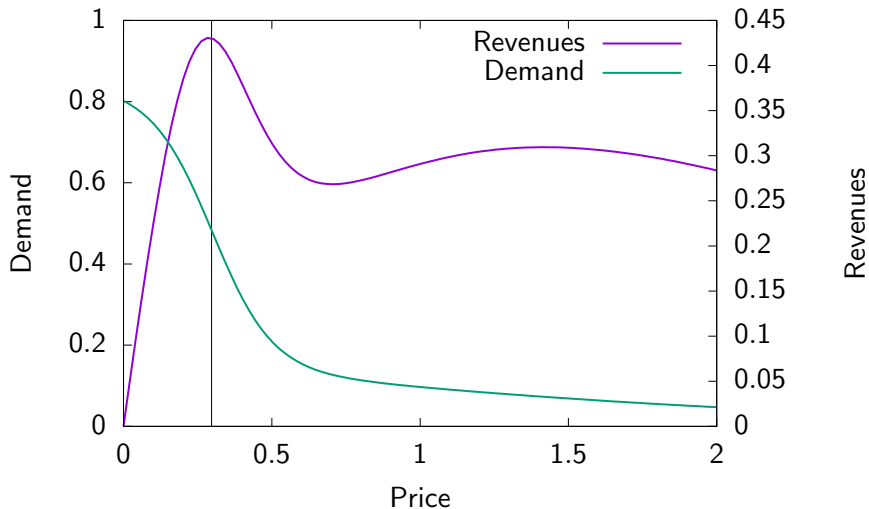
- $N = 3$
- $R = 500$

## Results

- Optimum price: 0.297
- Customer 1 (fan): 52.4%  
[theory: 50.8 %]
- Customer 2 (fan) : 49%  
[theory: 50.8 %]
- Customer 3 (other) : 45.8%  
[theory: 43.4 %]
- Demand: 1.472 (49%)
- Revenues: 0.437



# Demand and revenues





# Two theaters, different types of films



# Two theaters, different types of films

## Theater $m$

- Attractive for young people
- Star Wars Episode VII

## Theater $k$

- Not particularly attractive for young people
- Tinker Tailor Soldier Spy

## Heterogeneous demand

- Two third of the population is young (price sensitive)
- One third of the population is not (less price sensitive)

# Two theaters, different types of films

## Data

- Theaters  $m$  and  $k$
- $N = 9$
- $R = 50$
- $U_{mn} = -10p_m + \textcircled{4}$ ,  $n = \text{young}$
- $U_{mn} = -0.9p_m$ ,  $n = \text{others}$
- $U_{kn} = -10p_k + \textcircled{0}$ ,  $n = \text{young}$
- $U_{kn} = -0.9p_k$ ,  $n = \text{others}$

## Theater $m$

- Optimum price  $m$ : 0.390
- Young customers: 3.48 / 6
- Other customers: 1.08 / 3
- Demand: 4.56 (50.7%)
- Revenues: 1.779

## Theater $k$

- Optimum price  $k$ : 1.728
- Young customers: 0.0 / 6
- Other customers: 0.38 / 3
- Demand: 0.38 (4.2%)
- Revenues: 0.581

# Two theaters, same type of films

## Theater $m$

- Expensive
- Star Wars Episode VII

## Theater $k$

- Cheap (half price)
- Star Wars Episode VIII

## Heterogeneous demand

- Two third of the population is young (price sensitive)
- One third of the population is not (less price sensitive)

# Two theaters, same type of films

## Data

- Theaters  $m$  and  $k$
- $N = 9$
- $R = 50$
- $U_{mn} = -10p + 4$ ,  $n = \text{young}$
- $U_{mn} = -0.9p$ ,  $n = \text{others}$
- $U_{kn} = -10p/2 + 4$ ,  $n = \text{young}$
- $U_{kn} = -0.9p/2$ ,  $n = \text{others}$

## Theater $m$

- Optimum price  $m$ : 3.582
- Young customers: 0
- Other customers: 1.9
- Demand: 1.9 (31.7%)
- Revenues: 3.42

## Theater $k$

Closed

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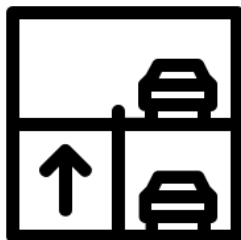


## Challenge

- Select a real choice model from the literature
- Integrate it in an optimization problem.



# Parking choices



- $N = 50$  customers
- $\mathcal{C} = \{\text{PSP}, \text{PUP}, \text{FSP}\}$
- $\mathcal{C}_n = \mathcal{C} \quad \forall n$
- PSP: 0.50, 0.51, ..., 0.65 (16 price levels)
- PUP: 0.70, 0.71, ..., 0.85 (16 price levels)
- Capacity of 20 spots



## Choice model: mixtures of logit model [Ibeas et al., 2014]

$$V_{FSP} = \beta_{AT} AT_{FSP} + \beta_{TD} TD_{FSP} + \beta_{Origin_{INT\_FSP}} Origin_{INT\_FSP}$$

$$V_{PSP} = ASC_{PSP} + \beta_{AT} AT_{PSP} + \beta_{TD} TD_{PSP} + \beta_{FEE} \mathbf{FEE}_{PSP} \\ + \beta_{FEE_{PSP}(LowInc)} \mathbf{FEE}_{PSP} LowInc + \beta_{FEE_{PSP}(Res)} \mathbf{FEE}_{PSP} Res$$

$$V_{PUP} = ASC_{PUP} + \beta_{AT} AT_{PUP} + \beta_{TD} TD_{PUP} + \beta_{FEE} \mathbf{FEE}_{PUP} \\ + \beta_{FEE_{PUP}(LowInc)} \mathbf{FEE}_{PUP} LowInc + \beta_{FEE_{PUP}(Res)} \mathbf{FEE}_{PUP} Res \\ + \beta_{AgeVeh \leq 3} AgeVeh_{\leq 3}$$

- Parameters
  - Circle: distributed parameters
  - Rectangle: constant parameters
- Variables: all given but FEE (in bold)

# Experiment 1: uncapacitated vs capacitated case (1)

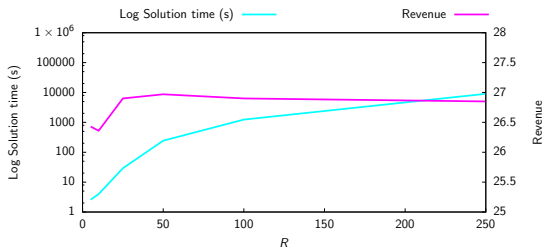


- Capacity constraints are ignored
- Unlimited capacity is assumed

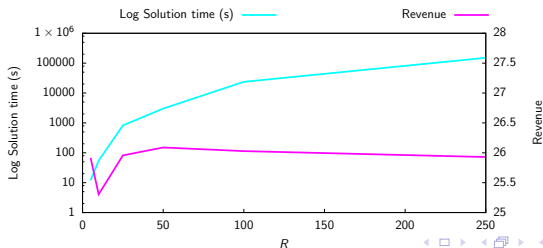
- 20 spots for PSP and PUP
- Free street parking (FSP) has unlimited capacity

# Experiment 1: uncapacitated vs capacitated case (2)

## Uncapacitated

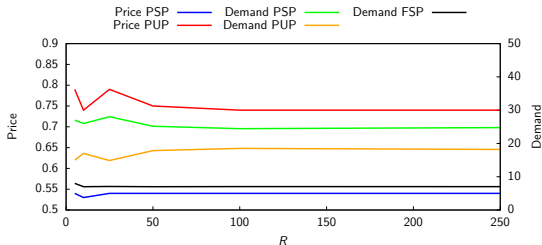


## Capacitated

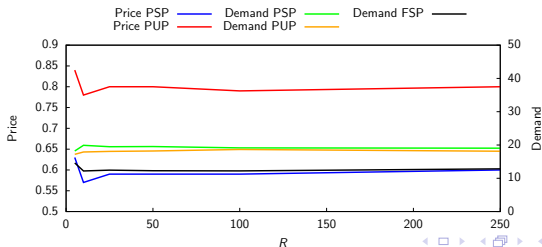


# Experiment 1: uncapacitated vs capacitated case (3)

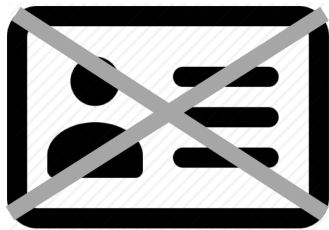
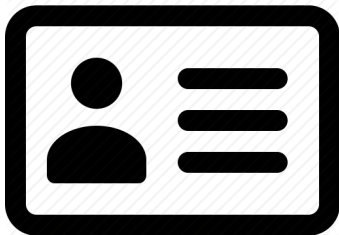
## Uncapacitated



## Capacitated



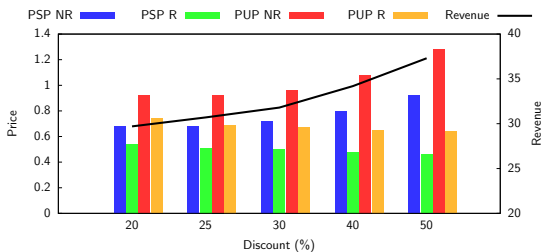
## Experiment 2: price differentiation by segmentation (1)



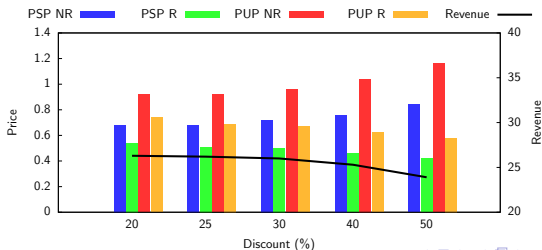
- Discount offered to residents
- Two scenarios (municipality)
  - 1 Subsidy offered by the municipality
  - 2 Operator obliged to offer reduced fees
- We expect the price to increase
  - PSP:  $\{0.60, 0.64, \dots, 1.20\}$
  - PUP:  $\{0.80, 0.84, \dots, 1.40\}$

# Experiment 2: price differentiation by segmentation (2)

## Scenario 1

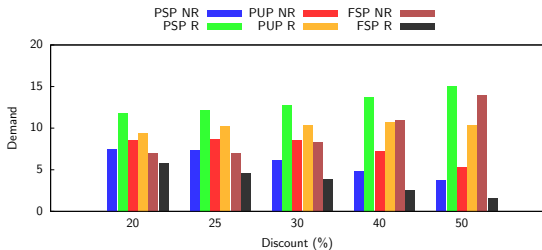


## Scenario 2

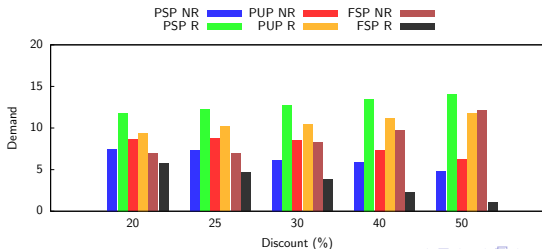


# Experiment 2: price differentiation by segmentation (3)

## Scenario 1



## Scenario 2



# Other experiments

## Impact of the priority list

- Priority list = order of the individuals in the data (i.e., random arrival)
- 100 different priority lists
- Aggregate indicators remain stable across random priority lists

## Benefit maximization through capacity allocation

- 4 different capacity levels for both PSP and PUP: 5, 10, 15 and 20
- Optimal solution: PSP with 20 spots and PUP is not offered
- Both services have to be offered: PSP with 15 and PUP with 5





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# Summary

## Demand and supply

- Supply: prices and capacity
- Demand: choice of customers
- Interaction between the two

## Discrete choice models

- Rich family of behavioral models
- Strong theoretical foundations
- Great deal of concrete applications
- Capture the heterogeneity of behavior
- Probabilistic models

# Optimization

## Discrete choice models

- Non linear and non convex
- Idea: use utility instead of probability
- Rely on simulation to capture stochasticity

## Proposed formulation

- Linear in the decision variables
- Large scale
- Fairly general



# Ongoing research

- Decomposition methods
- Scenarios are (almost) independent from each other (except objective function)
- Individuals are also loosely coupled (except for capacity constraints)



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