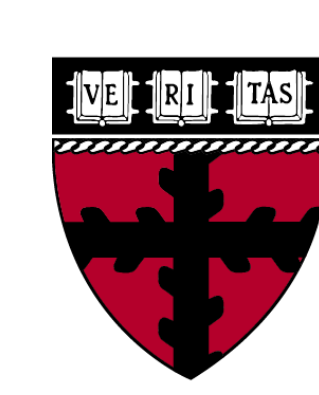


Modeling Robustness in Decision-Focused Learning as a Stackelberg Game



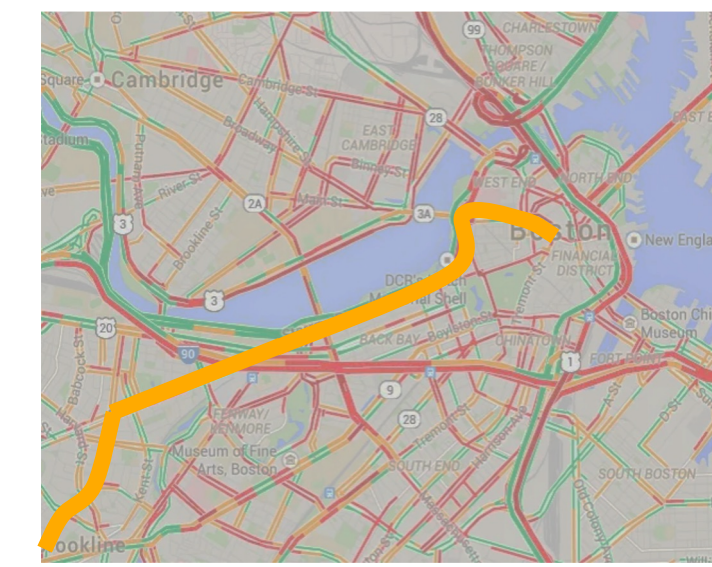
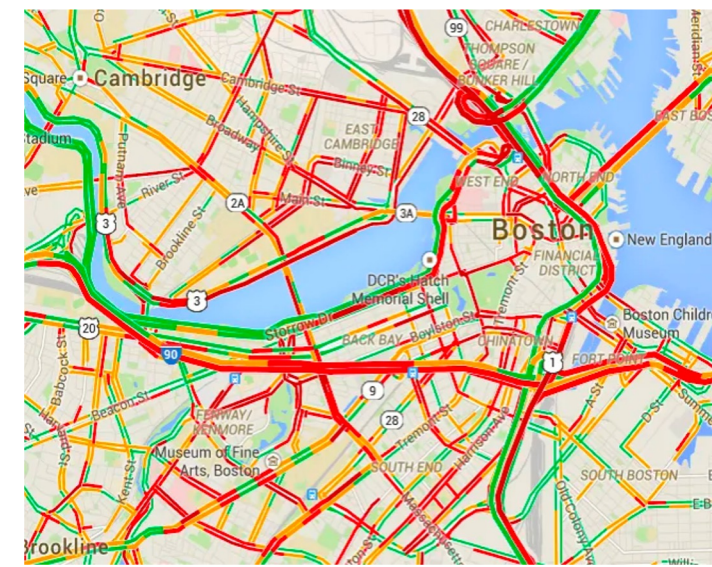
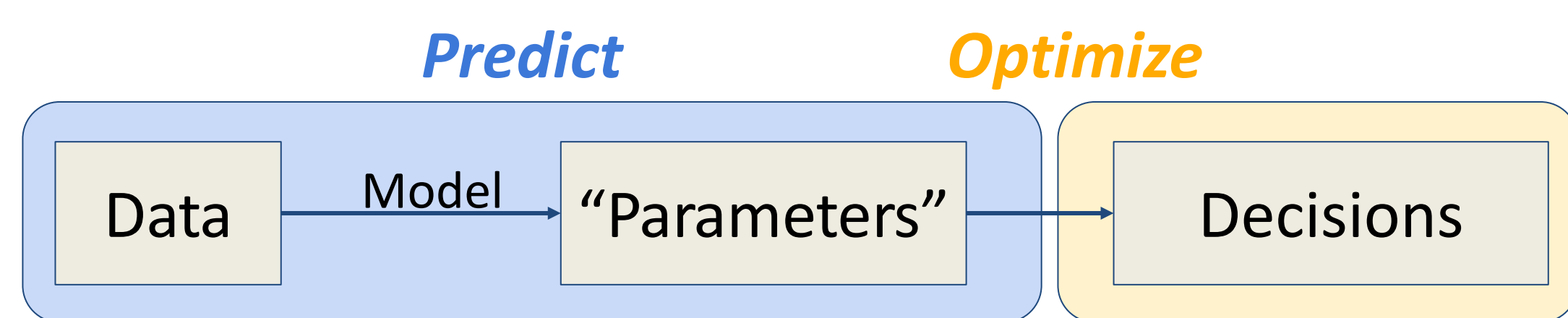
Harvard John A. Paulson School of Engineering and Applied Sciences

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¹Harvard University, ²Google Research

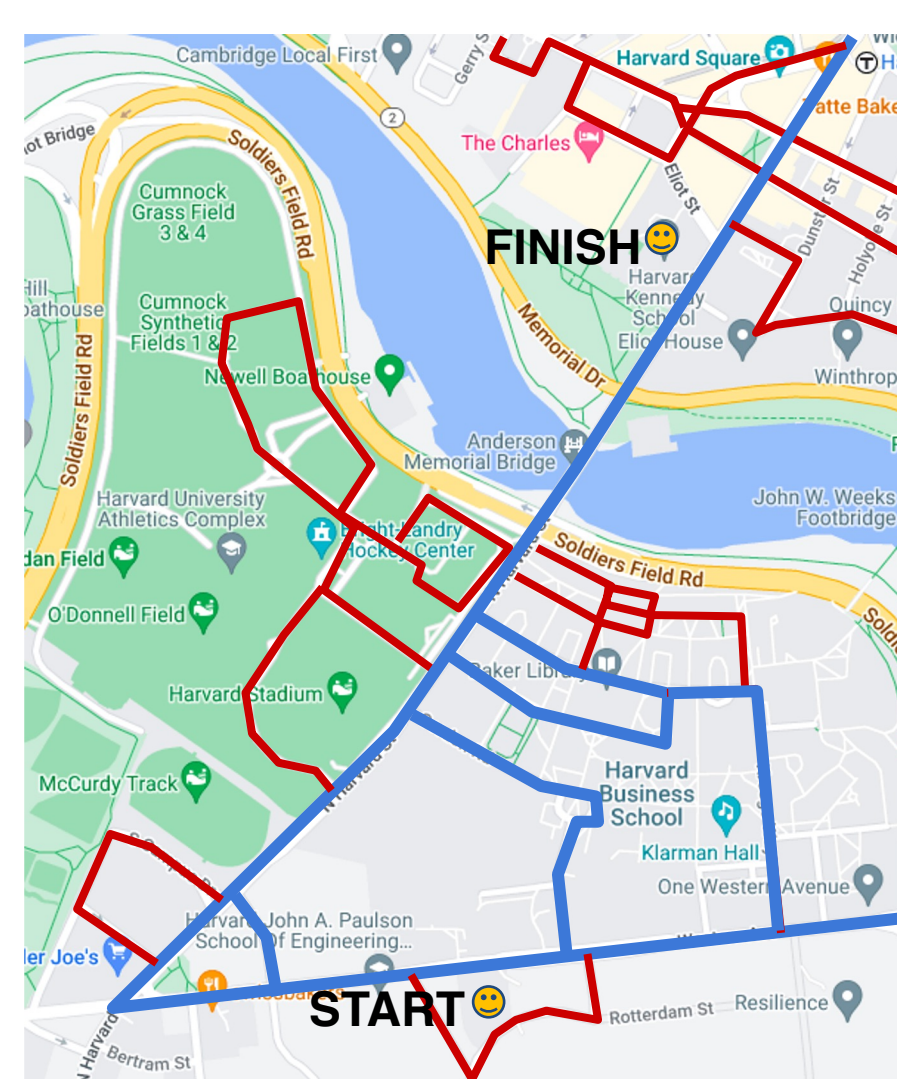
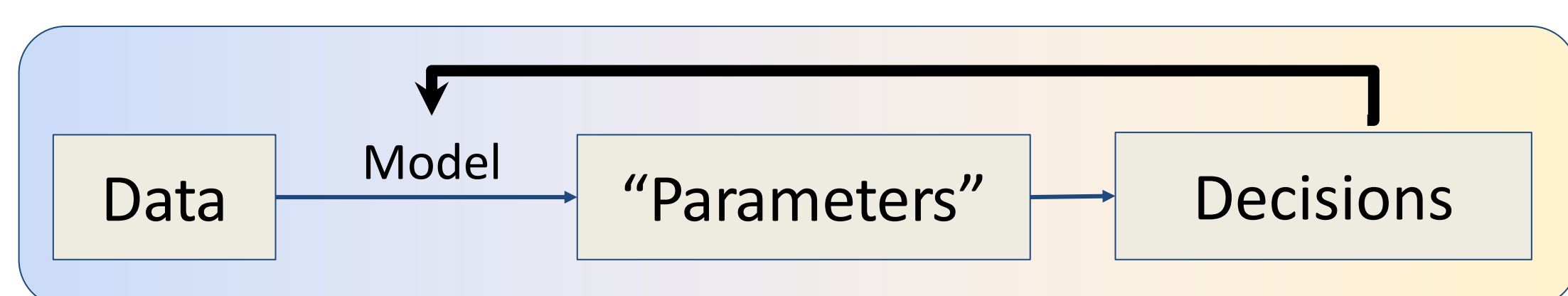
Introduction

- *Predict-then-Optimize* allows smart decision-making by first estimating missing parameters and then optimizing over these predicted parameters.



e.g. route planning: *predict* travel times and then *optimize* for shortest path

- *Decision-focused learning* makes predict-then-optimize an end-to-end learning pipeline by differentiating through the optimization to train the predictive model.



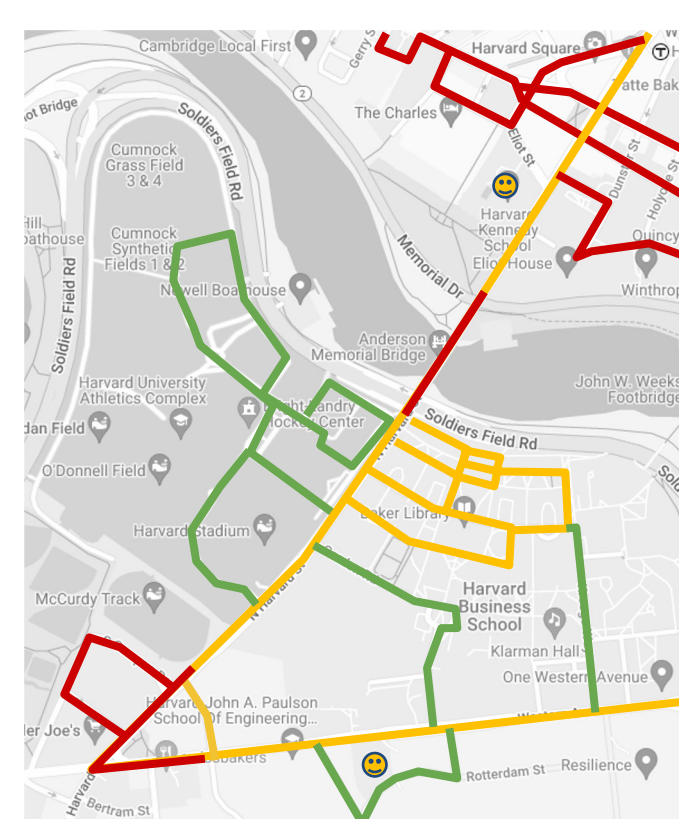
Traditional: Get as many predictions as right as possible! (MSE)

But: It's okay to have lower accuracy in these predictions...

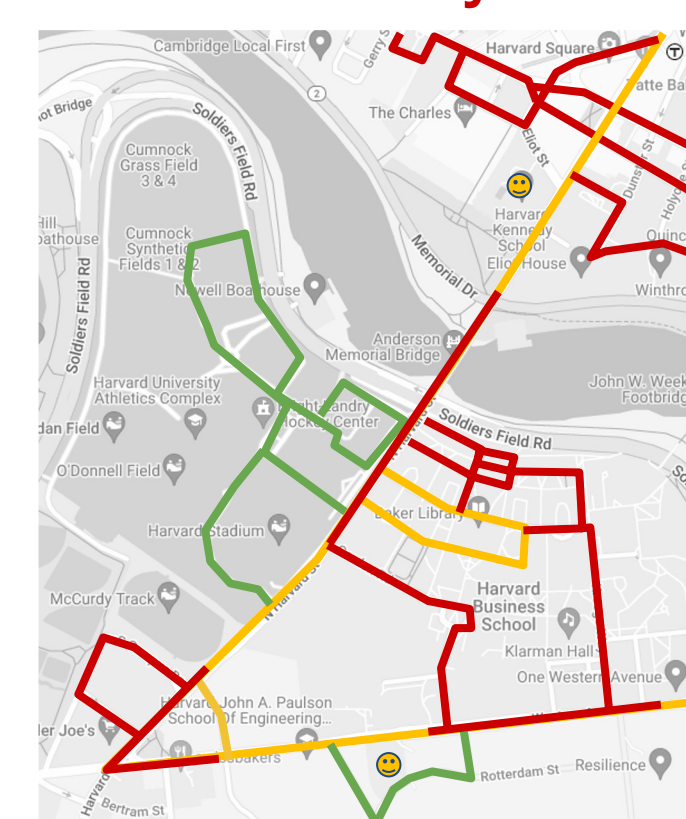
As long as you get these predictions correct!

- What happens when there is **noise in the labels**?
→ can hurt the downstream optimization!

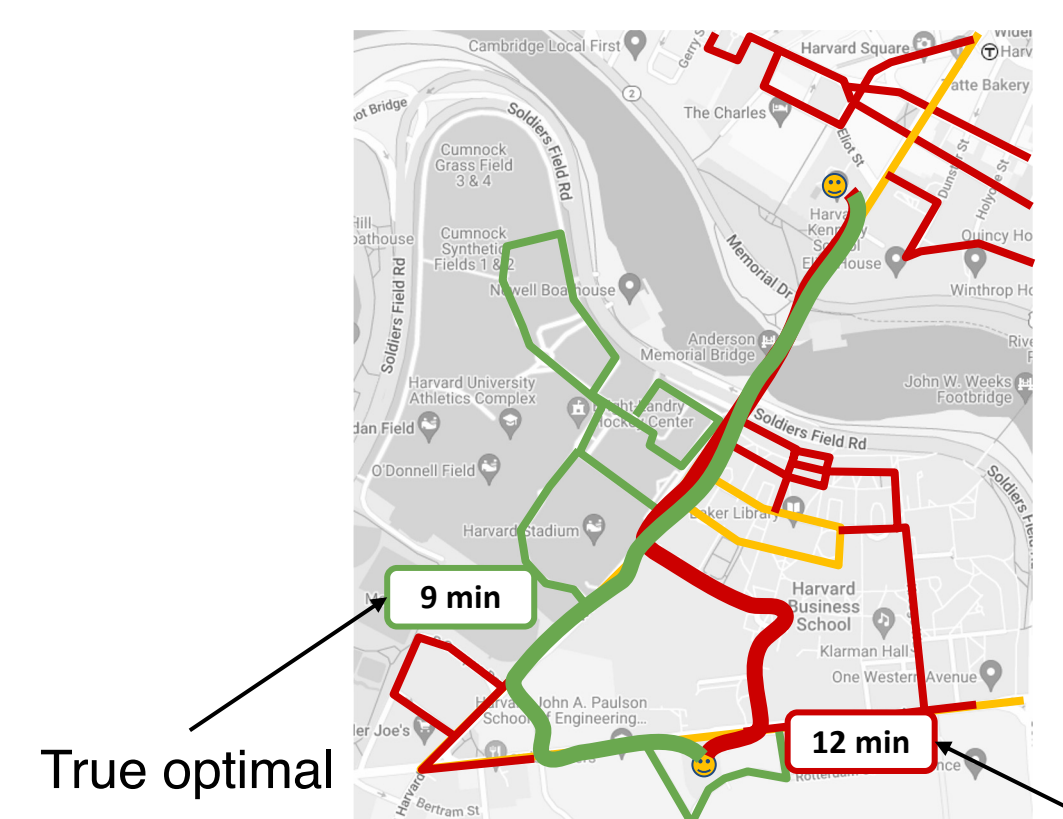
Prediction



Reality



Optimizing over inaccurate predictions results in suboptimal decisions!

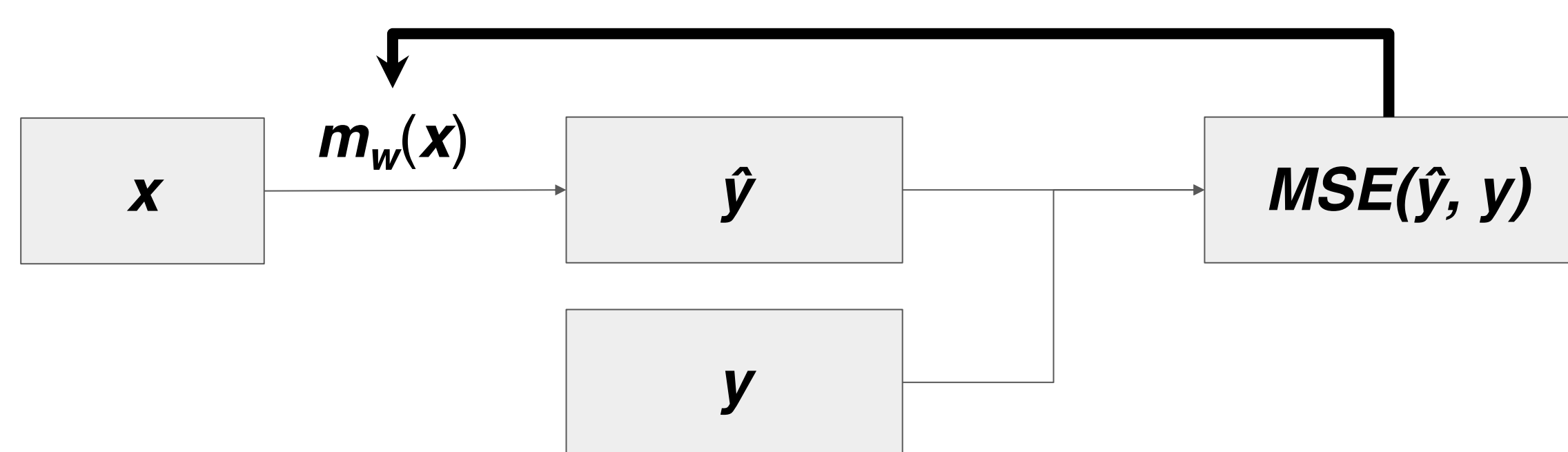


True optimal 9 min Suboptimal 12 min

Background

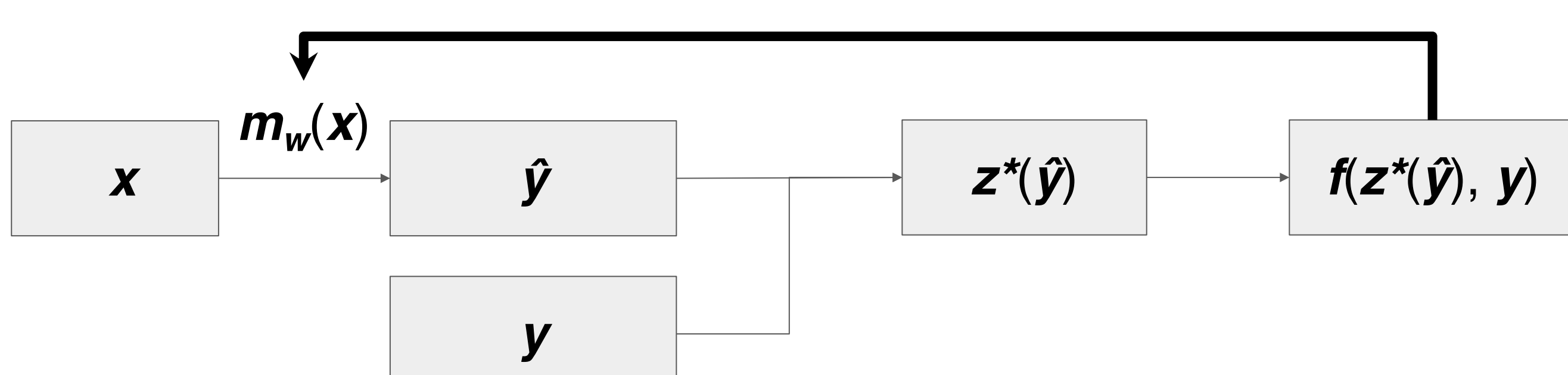
“Two-Stage” Traditional Predict-then-Optimize

$$\min_w \sum_{(x,y) \in \mathcal{D}_{\text{train}}} \|m_w(x) - y\|_2$$



Decision-Focused Learning

$$\max_w \sum_{(x,y) \in \mathcal{D}_{\text{train}}} f(z^*(m_w(x)), y)$$



Contributions

- We propose robust variants of traditional two-stage Predict-then-Optimize and decision-focused learning.

Robust Two-Stage

$$\min_w \sum_{(x,y) \in \mathcal{D}} \|m_w(x) - (y + \epsilon_{x,y}^*)\|_2$$

s.t. $\epsilon_{x,y}^* = \arg \min_{\epsilon: \|\epsilon\| \leq r} f(z^*(m_w(x)), y + \epsilon)$

Robust Decision-Focused Learning

$$\max_w \sum_{(x,y) \in \mathcal{D}_{\text{train}}} f(z^*(m_w(x)), y + \epsilon_{x,y}^*)$$

s.t. $\epsilon_{x,y}^* = \arg \min_{\epsilon: \|\epsilon\| \leq r} f(z^*(m_w(x)), y + \epsilon)$

- We show that these robust algorithms can be viewed through the lens of Stackelberg games.
- We use this framework to provide regret bounds for the robust algorithms.
- We show that robust decision-focused learning outperforms robust traditional Predict-then-Optimize.

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