Désidéri-Duvigneau

Introduction

Problematic:

Algorithmic construction

Nash games

Application to a sizing problem in flight mechanics

Conclusion

Prioritized optimization by Nash games : towards an adaptive multi-objective strategy Application to a problem of flight mechanics

> Jean-Antoine Désidéri & Régis Duvigneau Université Côte d'Azur - INRIA - CNRS - LJAD jean-antoine.desideri@inria.fr regis.duvigneau@inria.fr

Inria Project-Team Acumes 2004 Route des Lucioles, BP 93 F-06905 Sophia Antipolis Cedex (France) https://team.inria.fr/acumes/

FGS 2019 19th French-German-Swiss Conference on Optimization Nice Sept. 17-20, 2019

Désidéri-Duvigneau

Introduction

Problematics

- Algorithmic construction
- Nash games
- Application to a sizing problem in flight mechanics
- Conclusion

1 Introduction

2 Problematics

3 Algorithmic construction

4 Nash games

(5) Application to a sizing problem in flight mechanics

6 Conclusion

Outline

Désidéri-Duvigneau

Introduction

Problematic

Algorithmic construction

Nash games

Application to a sizing problem in flight mechanics

Conclusion

What is a 'complex system' from an engg. optimization standpoint?

Prototype example: shape optimization of an aircraft wing

A situation that is

- multi-disciplinary aerodynamics, structural design, acoustics, stealth, ...
- multi-objective (in each discipline)

and for aerodynamics alone:

3 forces and 3 moments, and several perspectives: energy, maneuverabilty, ...

• multi-point

and for aerodynamics alone:

cruise (transonic, small AoA) vs take-off and landing (subsonic, large AoA, deployed flaps), other critical configurations of the flight envelope, ...

Désidéri-Duvigneau

Introduction

- Problematic
- Algorithmic construction
- Nash games
- Application to a sizing problem in flight mechanics
- Conclusion

Complex system from an engg. optimization viewpoint (foreword)

A situation involving cost functions that are

• functionals

(not in closed-form expressions), involving several complex simulation codes

compressible 3D EULER (wave drag) vs RANS equations (deployed flaps), elasticity, wave equation (acoustics), Maxwell (stealth)...

• many,

some of which being revealed more critical than anticipated after a first campaign of multi-objective optimization, and a first analysis of the concept.

Let us simplify ...

Désidéri-Duvigneau

Introduction

Problematics

- Algorithmic construction
- Nash games
- Application to a sizing problem in flight mechanics
- Conclusion

1 Introduction

2 Problematics

3 Algorithmic construction

4 Nash games

(5) Application to a sizing problem in flight mechanics

6 Conclusion

Outline

Désidéri-Duvigneau

Introduction

Problematics

Algorithmic construction

Nash games

Application to a sizing problem in flight mechanics

Conclusion

Suppose a design-point $\mathbf{x}_A^{\star} \in \mathbb{R}^n$ that is Pareto-optimal w.r.t. the minimization of the following *m* primary cost functions

$$\left\{f_j(\mathbf{x})\right\} \quad (j=1,\ldots,m)$$

Problematics

subject to the K equality constraints

$$c_k(\mathbf{x}) = 0 \quad (k = 1, \dots, K)$$

is known (by a preliminary multiobjective process). Can we construct a continuum of neighboring design-points $\{\bar{\mathbf{x}}_{\varepsilon}\}$ parameterized by a small parameter ε in such a way that:

Consistency":

$$\bar{\mathbf{x}}_0 = \mathbf{x}_A^{\star}$$

- the Pareto optimality of the primary cost functions is degraded by an-O(ε²) term only
- **3** the constraint are satisfied throughout $(c_k(\bar{\mathbf{x}}_{\varepsilon}) = 0, \forall k, \forall \varepsilon)$
- 4 additional secondary cost functions

$$\left\{f_j(\mathbf{x})\right\} \quad (j=m+1,\ldots,M)$$

are reduced at least linearly in ε ?

Désidéri-Duvigneau

Introduction

Problematics

Algorithmic construction

Nash games

Application to a sizing problem in flight mechanics

Conclusion

1 Introduction

2 Problematics

3 Algorithmic construction

4 Nash games

(5) Application to a sizing problem in flight mechanics

6 Conclusion

Outline

Désidéri-Duvigneau

Introduction

Problematics

Algorithmic construction

Nash games

Application to a sizing problem in flight mechanics

Conclusion

Preparation phase

- Primary steering function $f_A^+(\mathbf{x})$, convexity fix
- Territory splitting
- Secondary steering function $f_B(\mathbf{x})$

Nash games

Construction

Désidéri-Duvigneau

Introduction

Problematics

Algorithmic construction

Nash games

Application to a sizing problem in flight mechanics

Conclusion

Preparation phase Momentarily assume that all differential elements are available Primary steering function $f_A^+(\mathbf{x})$, convexity fix

 Gram-Schmidt orthogonalization of constraint gradients {∇c^{*}_k} (k = 1,...,K) assumed to be linearly independent by "constraint qualification":

$$\nabla \mathbf{c}^{\star} = \begin{pmatrix} \vdots & \vdots \\ \nabla c_1^{\star} & \dots & \nabla c_K^{\star} \\ \vdots & \vdots \end{pmatrix} = \mathbf{QR}, \quad \mathbf{Q} = \begin{pmatrix} \vdots & \vdots \\ q^1 & \dots & q^K \\ \vdots & \vdots \end{pmatrix}.$$

Define the projection operator onto the subspace tangent to the constraint manifold:

$$\mathbf{P} = \mathbf{I}_n - \sum_{k=1}^{K} \left[\mathbf{q}^k \right] \left[\mathbf{q}^k \right]^t.$$

Compute the projected (logarithmic) gradients of the primary cost functions:

$$\mathbf{g}_{j}^{\star} = \mathbf{P} \frac{\nabla f_{j}^{\star}}{f_{j}^{\star}} = \frac{\nabla f_{j}^{\star}}{f_{j}^{\star}} - \sum_{k=1}^{K} \left(\frac{\nabla f_{j}^{\star}}{f_{j}^{\star}}, \mathbf{q}^{k} \right) \mathbf{q}^{k} \qquad (j = 1, \dots, m, \ \mathbf{g}_{j}^{\star} \in \mathbf{R}^{n}).$$

Désidéri-Duvigneau

Introduction

Problematics

Algorithmic construction

Nash games

Application to a sizing problem in flight mechanics

Conclusion

Primary steering function $f_A^+(\mathbf{x})$ (end)

^b MGDA: recursive exploration of the boundary of an *n*-polytope with *m* vertices to identify the coefficients $\{\alpha_i^{\star}\}$ appearing in the expression of Pareto-optimality at $\mathbf{x} = \mathbf{x}_A^{\star}$:

$$\boldsymbol{\omega}_{A}^{\star} = \arg\min_{\mathbf{u}\in\overline{\mathbf{U}}_{A}} ||\mathbf{u}|| = \sum_{j=1}^{m} \alpha_{j}^{\star} \mathbf{g}_{j}^{\star} = 0$$
$$\overline{\mathbf{U}}_{A} = \left\{ \mathbf{u} = \sum_{j=1}^{m} \alpha_{j}^{\star} \mathbf{g}_{j}^{\star} \text{ s.t. } \alpha_{j} \ge 0 \ (\forall j), \ \sum_{j=1}^{m} \alpha_{j} = 1 \right\}.$$

· Define the "agglomerated primary cost function":

$$f_{A}(\mathbf{x}) = \sum_{j=1}^{m} \alpha_{j}^{\star} \frac{f_{j}(\mathbf{x})}{f_{j}^{\star}}$$

so that

t $\mathbf{P}\nabla f_A^{\star} = 0 \iff \nabla f_A^{\star} + \sum_{k=1}^K \lambda_k \nabla c_k^{\star} = 0$ (λ_k : Lagrange multiplier).

" "Primary steering function": augment $f_A(\mathbf{x})$ by a convexity-fix term:

$$f_A^+(\mathbf{x}) = f_A(\mathbf{x}) + \frac{c}{2} \left\| \mathbf{x} - \mathbf{x}_A^{\star} \right\|^2$$

($c \ge 0$, and sufficiently large): convex and minimum at \mathbf{x}_{A}^{\star} under the constraints.

Désidéri-Duvigneau

Introduction

Problematic:

Algorithmic construction

Nash games

Application to a sizing problem in flight mechanics

Conclusion

Preparation continued

Territory splitting

Split design space \mathbb{R}^n into two supplementary subspace U and V

· Compute and diagonalize the reduced Hessian matrix

$$\mathbf{H}_{\mathcal{A}}' = \mathbf{P}\left(\nabla^{2} f_{\mathcal{A}}^{+,\star}\right) \mathbf{P} = \mathbf{\Omega} \mathcal{H} \mathbf{\Omega}^{t}, \quad \mathbf{\Omega}^{t} \mathbf{\Omega} = \mathbf{I}_{n}, \quad \mathcal{H} = \mathbf{Diag}(h_{k}') = \begin{pmatrix} \mathcal{H}_{\mathbf{u}} & \mathbf{0} \\ \mathbf{0} & \mathcal{H}_{\mathbf{v}} \end{pmatrix},$$

where the ordering is such that: h'₁ = ··· = h'_K = 0; h'_{K+1} ≥ h'_{K+2} ≥ ··· ≥ h'_n > 0.
Choose dimension *ρ*, and split the matrix Ω as follows:

$$\Omega = (\Omega_u \ \Omega_v), \quad \Omega_u = \left(\begin{array}{c} \Omega_{uu} \\ \Omega_{vu} \end{array} \right), \quad \Omega_v = \left(\begin{array}{c} \Omega_{uv} \\ \Omega_{vv} \end{array} \right),$$

 $(\Omega_{\mathbf{u}}: n \times (n-p); \Omega_{\mathbf{v}}: n \times p)$ corresponding to a split of \mathbb{R}^{n} into two supplementary

subspaces

 $\mathbb{R}^n = U \oplus V$ (dim U = n - p, dim V = p, $U \perp V$)

where U is spanned by the first n - p eigenvectors of matrix \mathbf{H}'_A , the first K of which spanning the null space of **P**, and V by the last p eigenvectors.

Introduce the change of variables:

$$\mathbf{x} = \mathbf{x}_{A}^{\star} + \mathbf{\Omega} \begin{pmatrix} \mathbf{u} \\ \mathbf{v} \end{pmatrix} = \mathbf{x}_{A}^{\star} + \mathbf{\Omega}_{\mathbf{u}} \mathbf{u} + \mathbf{\Omega}_{\mathbf{v}} \mathbf{v} := \mathbf{X}(\mathbf{u}, \mathbf{v}) \quad (\mathbf{u} \in \mathbb{R}^{n-\rho}, \ \mathbf{v} \in \mathbb{R}^{\rho})$$

Désidéri-Duvigneau

Introduction

Problematics

Algorithmic construction

Nash games

Application to a sizing problem in flight mechanics

Conclusion

Preparation (end)

Secondary steering function, $f_B(\mathbf{x})$

- New *p*-dimensional variable (alternative to **v**), **w** = $\mathbf{S}^{\frac{1}{2}} \mathbf{v}$ where $\mathbf{S} = \nabla_{\mathbf{v}\mathbf{v}}'_{\mathbf{A}}^{t,\star} = \mathcal{H}_{\mathbf{v}}$ (positive-definite diagonal matrix)
- Logarithmic gradients of secondary cost functions w.r.t. the variable w (for fixed u):

$$\mathbf{g}_{j}^{\star} = \frac{\nabla_{\mathbf{w}} f_{j}^{\star}}{f_{j}^{\star}} = \frac{\mathbf{S}^{-\frac{1}{2}} \boldsymbol{\Omega}_{\mathbf{v}}^{t} \nabla f_{j}^{\star}}{f_{j}^{\star}} \quad (j = m + 1, \dots, M).$$

MGDA: identify minimum-Euclidean norm element ω[★]_B = Σ^M_{j=m+1} α[★]_j g[★]_j in the convex hull U
 [¯]_B of the above gradients:

$$\overline{\mathbf{U}}_{B} = \left\{ \mathbf{u} = \sum_{j=m+1}^{M} \alpha_{j} \mathbf{g}_{j}^{\star} \text{ s.t. } \alpha_{j} \ge 0 \ (\forall j), \sum_{j=m+1}^{M} \alpha_{j} = 1 \right\}$$

"Secondary steering function":

$$f_B(\mathbf{x}) = \sum_{j=m+1}^{M} \alpha_j^{\star} \frac{f_j(\mathbf{x})}{f_j^{\star}}$$

so that:

- : $\nabla_{\mathbf{w}} f_B^{\star} = \omega_B^{\star}, \quad (\nabla_{\mathbf{w}} f_B^{\star}, \omega_B^{\star}) = \sigma_B = \left\| \omega_B^{\star} \right\|^2 \ge 0.$
- If σ_B is too small: abandon, or formulate the problem differently; otherwise, proceed.

Désidéri-Duvigneau

Introduction

Problematics

Algorithmic construction

Nash games

Application to a sizing problem in flight mechanics

Conclusion

1 Introduction

2 Problematics

3 Algorithmic construction

4 Nash games

(5) Application to a sizing problem in flight mechanics

6 Conclusion

Outline

Désidéri-Duvigneau

Introduction

Problematic:

Algorithmic construction

Nash games

Application to a sizing problem in flight mechanics

Conclusion

Nash games¹

Formulation

• Define a continuation parameter ε ($0 \le \varepsilon \le 1$), and the auxiliary cost function

$$f_{AB} = (1 - \varepsilon)f_A^+ + \varepsilon f_B.$$

• For each fixed value of ε , a Nash equilibrium point

$$\boldsymbol{\bar{x}}_{\varepsilon} = \boldsymbol{X}(\boldsymbol{\bar{u}}_{\varepsilon},\boldsymbol{\bar{v}}_{\varepsilon})$$

is sought such that:

• the sub-vector $\mathbf{\bar{u}}_{\varepsilon}$ minimizes $f_A^+(\mathbf{X}(\mathbf{u}, \mathbf{\bar{v}}_{\varepsilon}))$ w.r.t. \mathbf{u} subject to the constraints

 $c_k(\mathbf{X}(\mathbf{u}, \mathbf{\bar{v}}_{\varepsilon})) = 0, \forall k$

 the sub-vector v
ε minimizes f{AB}(X(u
_ε, v)) w.r.t. v subject to no constraints.

Désidéri-Duvigneau

Introduction

Problematics

Algorithmic construction

Nash games

Application to a sizing problem in flight mechanics

Conclusion

Theoretical result

The Nash equilibrium point x
 x ε exists for all sufficiently small ε, and for ε = 0:

$$\bar{\mathbf{x}}_0 = \mathbf{x}_A^{\star}$$

Nash games²

(consistency).

- As ε increases (and remains sufficiently small):
 - The primary steering function $f_A^+(\mathbf{X}(\bar{\mathbf{u}}_{\varepsilon}, \bar{\mathbf{v}}_{\varepsilon}))$ augments from the value 1, with an initial derivative equal to 0, and the equilibrium point departs from the Pareto-optimality of the primary cost functions $\{f_j\}$ (j = 1, ..., m) by a term $O(\varepsilon^2)$ only.
 - The secondary steering function f_B(X(ū_ε, v̄_ε)) diminishes linearly with ε, as (-σ_B)ε

(where the positive constant σ_B is calculated a priori). The secondary cost functions $\{f_i\}$ (j = m + 1, ..., M) decrease at the same rate, or faster.

"Horn-shaped pattern in function space"

Désidéri-Duvigneau

Introduction

Problematic:

Algorithmic construction

Nash games

Application to a sizing problem in flight mechanics

Conclusion

Nash games³

Computational implementation

Metamodels

• <u>Global</u> (i.e. fixed) quadratic metamodels for steering functions $f = f_A^+$ or f_B :

$$\tilde{f}(\mathbf{x}) = f^{\star} + \left(\mathbf{x} - \mathbf{x}_{A}^{\star}, \nabla f^{\star} + \frac{1}{2}\mathbf{H}^{\star}(\mathbf{x} - \mathbf{x}_{A}^{\star})\right)$$

(gradients by finite differences, Hessians by least squares)

Local (i.e. regularly upgraded along the process) quadratic constraint metamodels:

$$\tilde{c}_k(\mathbf{x}) = c_k(\bar{\mathbf{x}}) + \left(\mathbf{x} - \bar{\mathbf{x}}, \overline{\nabla c_k} + \frac{1}{2}\overline{\mathbf{H}_{c_k}}(\mathbf{x} - \bar{\mathbf{x}})\right) \quad (k = 1, \dots, K)$$

Nash-Game Implementation

- **u-subproblem:** minimization of a quadratic form subject to a set of quadratic constraints; the optimality conditions are solved by Newton's method.
- **v-subproblem:** unconstrained minimization of a quadratic form; the optimality conditions are linear and solved by direct inversion.

Coordination by Schwarz-method-type algorithm: The upper bound ε_{max} guaranteeing convexity is known a priori.

Désidéri-Duvigneau

Introduction

Problematics

Algorithmic construction

Nash games

Application to a sizing problem in flight mechanics

Conclusion

1 Introduction

2 Problematics

3 Algorithmic construction

4 Nash games

5 Application to a sizing problem in flight mechanics

6 Conclusion

Outline

Désidéri-Duvigneau

Introduction

- **Problematic**:
- Algorithmic construction

Nash games

Application to a sizing problem in flight mechanics

Conclusion

A testcase in flight mechanics

Black-box software provided by Dassault Aviation

15 design variables subject to interval bounds

symbol	significance	lower bound	upper bound	
(X_i)	(unit)	$X_{i,\min}$	X _{i, max}	
Z	cruise altitude (m)	8000	18500	
xmach	cruise Mach number	1.6	2.0	
S	wing reference surface (m ²)	100	200	
phi0w	wing leading-edge sweep angle (°)	40	70	
phi100w	wing trailing-edge sweep angle (°)	-10	20	
xlw	wing taper ratio	0.05	0.50	
t_cw	wing relative thickness	0.04	0.08	
phi0t	vertical-tail leading-edge sweep angle (°)	40	70	
phi100t	vertical-tail trailing-edge sweep angle (°)	0	10	
xlt	vertical-tail taper ratio	0.05	0.50	
t_ct	vertical-tail relative thickness	0.05	0.08	
dfus	fuselage diameter (m)	2.0	2.5	
wfuel	fuel mass (kg)	15,000	40,000	
alpha	landing maximum angle of attack (°)	10	15	
xfac	mlw/tow, landing to take-off mass ratio	0.85	0.95	

For each design variable X_i , let:

$$X_{i} = \frac{X_{i, \max} + X_{i, \min}}{2} + \frac{X_{i, \max} - X_{i, \min}}{2} \sin x_{i}$$

 $\mathbf{x} = \{x_i\} \in \mathbb{R}^{15}$: preliminary optimization variable

Désidéri-Duvigneau

Introduction

Problematic:

Algorithmic construction

Nash games

Application to a sizing problem in flight mechanics

Conclusion

A testcase in flight mechanics

Optimization formulation

Functions of interest

- mass, *M* (kg) (to be minimized)
- range, *R* (m) (to be maximized)
- take-off (t.o.) distance, *D* (m) (to be maintained below 1828 m)
- approach speed, V (m/s) (to be reduced)

Function values, no gradients.

Cost functions and constraint

Primary:
$$f_1(\mathbf{x}) = \exp\left[\gamma\left(\frac{M}{M^*} - 1\right)\right], \quad f_2(\mathbf{x}) = \exp\left[\gamma\left(\frac{R^*}{R} - 1\right)\right]$$

Secondary: $f_3(\mathbf{x}) = \exp\left[\gamma\left(\frac{V}{V^*} - 1\right)\right]$
Constraint: $c_1(\mathbf{x}) = \frac{D}{1828} - 1 + x_{16}^2 = 0$ (x_{16} : slack variable)

(starred symbols: values at \mathbf{x}_{A}^{\star})

Désidéri-Duvigneau

Introduction

Problematics

Algorithmic construction

Nash games

Application to a sizing problem in flight mechanics

Conclusion

A testcase in flight mechanics

Two-step numerical experiment

First step

Identify some starting point \mathbf{x}_{A}^{\star} on the mass-range (f_{1}, f_{2}) Pareto front subject to constraint on take-off distance $c_{1}(\mathbf{x}) = 0$ (and interval bounds on all 15 physical variables) Procedure: *Pareto Archived Evolution Strategy*

Second step

Reduce approach speed (through f_3) while maintaining:

- quasi mass-range Pareto-optimality,
- and constraint on take-off distance.

Désidéri-Duvigneau

Introduction

Problematic:

Algorithmic construction

Nash games

Application to a sizing problem in flight mechanics

Conclusion

A testcase in flight mechanics Results Discrete mass-range Pareto front and five continua of Nash equilibria to reduce approach speed



Désidéri-Duvigneau

Introduction

Problematics

Algorithmic construction

Nash games

Application to a sizing problem in flight mechanics

Conclusion

A testcase in flight mechanics

Set-up for the numerical experimention

Numerical parameters

case	γ^{a}	hdiff ^b	hbox ^c	κ ^d	ℓ _{max} ^e	TOL ^f	$\lambda_{\max}{}^{g}$	$\mu_{\max}{}^h$
А	10	10 ⁻²	0.5	10	100;96	10 ⁻⁴	15	5
В	10	10 ⁻²	0.5	5	100;94	10 ⁻⁴	15	5
С	10	10 ⁻⁴	0.5×10 ⁻²	10	100;99	10 ⁻⁴	15	5
D	10 ³	10 ⁻⁵	0.5×10 ⁻³	10	100;99	10 ⁻⁴	15	5
Е	40	10 ⁻⁴	0.5×10 ⁻²	1.5	100 ; 99	10 ⁻⁴	15	5

^a constant to control magnitude of initial gradients

^bstepsize in central differencing

^cbox size for global metamodels

^{*d*} parameter controling the convexity fix

^{*e*} number of discretization subintervals of $[0, \varepsilon_{max}]$

 $f_{\text{accuracy tolerance in } (\mathbf{u}, \mathbf{v}) \text{ coordination outer loop}}$

 g maximum number of (**u**, **v**) coordination iterations

^hmaximum number of iterations by Newton's method in each **u** subproblem

Désidéri-Duvigneau

Introduction

Problematic:

Algorithmic construction

Nash games

Application to a sizing problem in flight mechanics

Conclusion

A testcase in flight mechanics

Case B

Horn-shaped or lily-shaped cost function pattern



Désidéri-Duvigneau

Introduction

Problematic:

Algorithmic construction

Nash games

Application to a sizing problem in flight mechanics

Conclusion

A testcase in flight mechanics

Case B

Actual reduction of approach speed



Désidéri-Duvigneau

Introduction

Problematic:

Algorithmic construction

Nash games

Application to a sizing problem in flight mechanics

Conclusion

A testcase in flight mechanics

Case B

The 16 optimization variables along the continuum



Désidéri-Duvigneau

Introduction

Problematic

Algorithmic construction

Nash games

Application to a sizing problem in flight mechanics

Conclusion

A testcase in flight mechanics

Case B

The constraint along the continuum



At point B': $c_1 = -3.5 \times 10^{-5}$.

Désidéri-Duvigneau

Introduction

Problematic

Algorithmic construction

Nash games

Application to a sizing problem in flight mechanics

Conclusion

A testcase in flight mechanics

Case B



Number λ of outer iterations necessary to coordinate the subvectors **u** and **v** at a given $\varepsilon = \varepsilon_{\ell}$ as a function of $\ell = 1, ..., 94$ (Case B).

Désidéri-Duvigneau

Introduction

Problematics

Algorithmic construction

Nash games

Application to a sizing problem in flight mechanics

Conclusion

A testcase in flight mechanics

Main conclusions¹

- Testcase of actual interest revealed physical scales raising numerical difficulties (PAES).
- Successful Nash-game approach able to identify a continuum of equilibria in R¹⁶ (15 physical + 1 slack variables) initiated from a large part of the mass-range Pareto front subject to the constraint on take-off distance to preserve properly the Pareto optimality.
- Along (more than 80% of) the continuum, the variation of the cost functions exhibit a horn-shaped (or lily-shaped) pattern:
 - the primary steering function increases moderately with the continuation parameter ε (initial derivative equal to 0), and the Pareto-optimality condition relating the primary cost functions and the constraint is degraded of only O(ε²);
 - the secondary steering function decreases linearly with ε and the initial derivative (-σ) is given by the theory, as well as the limit of convexity ε_{max};
 - · the constraint is strictly satisfied
 - the objective of reducing the secondary cost function related to approach speed is attained.

Désidéri-Duvigneau

Introduction

Problematics

Algorithmic construction

Nash games

Application to a sizing problem in flight mechanics

Conclusion

A testcase in flight mechanics

Main conclusions²

- Quadratic metamodels are adequate; however, the constraint metamodels must be upgraded throughout.
- For a given ε , are sufficient:
 - 3 iterations by Newton's method to solve each **u**-subproblem, for fixed **v**;
 - a moderate number of (\mathbf{u}, \mathbf{v}) coordination iterations except at the approach of the limit of convexity ε_{max} .
- The interactive running time is about 45 s for a given case on a standard laptop. This includes: code assembly and compilation, 15 stages of preparation of the Nash games involving in particular the construction of metamodels, the application of the QR algorithm on the Hessian and several matrix diagonalizations and system inversions (by Lapack), the computation of 100 Nash equilibria, and the elaboration of graphics.
- The software platform is general: the user provides
 - a Fortran-compatible source file for the evaluation of cost functions and constraints (no gradients required),
 - a datafile specifying 14 methodological parameters including the coordinates of the Pareto-optimal starting point x^{*}_A.

Désidéri-Duvigneau

Introduction

Problematics

Algorithmic construction

Nash games

Application to a sizing problem in flight mechanics

Conclusion

1 Introduction

2 Problematics

3 Algorithmic construction

4 Nash games

(5) Application to a sizing problem in flight mechanics

6 Conclusion

Outline

Désidéri-Duvigneau

Introduction

Problematic

Algorithmic construction

Nash games

Application to a sizing problem in flight mechanics

Conclusion

Inria Research Reports 9290 & 9291

- Platform for prioritized multi-objective optimization by metamodel-assisted Nash games
- Direct and adaptive approaches to multi-objective optimization

Conclusion

accessible on the HAL open archive https://hal.inria.fr

Software platform http://mgda.inria.fr currently being remodeled.

Thank you!