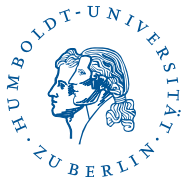


Numerical Evaluation of Approximation Methods in Stochastic Programming

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Stochastic Programming

Stochastic Programming model:

$$v(\xi) := \min_{x \in X} \varphi(x, \xi) \quad (= \min_{x \in X} \mathbb{E}_{\xi}[f(x, \xi)])$$

$$S(\xi) := \{x \in X : \varphi(x, \xi) = v(\xi)\}$$

- analytic solutions are rarely available
- ⇒ numerical approach: discretize or approximate the stochastic process ξ

How to measure the quality of approximation methods?

Approximation quality

Theoretical results

- perturbation and stability analysis (Römisch, Schultz, ...)
- statistical estimates and bounds (Shapiro, Sen, ...)
- convergence of optimal values and/or solutions (sets) for specific approximation techniques (Pennanen, Kuhn, Pflug, ...)

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but...

- require regularity and boundedness assumptions (e.g., relatively complete recourse)
- asymptotical results or unknown (Lipschitz) constants

Numerical Evaluation

Evaluate approximation quality numerically?

- deviation from *real* optimal value: $|v(\xi) - v(\tilde{\xi})|$?
 - $v(\xi)$ unknown
 - Comparing $v(\tilde{\xi})$ and $v(\tilde{\tilde{\xi}})$? No.

Numerical Evaluation

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 - $v(\xi)$ unknown
 - Comparing $v(\tilde{\xi})$ and $v(\tilde{\tilde{\xi}})$? No.
- deviation from *real* optimal solution set: $d(S(\xi), S(\tilde{\xi}))$?
 - $S(\xi)$ unknown
- “real-world” performance of approximated solution $\tilde{x}(\tilde{\xi})$:

$$\text{“}\varphi(\tilde{x}(\tilde{\xi}), \xi)\text{”}$$

maybe a more reliable estimate of $v(\xi)$ than $v(\tilde{\xi})$

compare $\varphi(\tilde{x}(\tilde{\xi}), \xi)$ and $\varphi(\tilde{\tilde{x}}(\tilde{\tilde{\xi}}), \xi)$

⇒ estimate $\varphi(\tilde{x}(\tilde{\xi}), \xi)$ by **out-of-sample simulations**

Out-of-sample (oos) simulations

Estimate $\varphi(\tilde{x}(\tilde{\xi}), \xi)$ by **out-of-sample** (oos) simulations:

- 1 Approximate ξ by $\tilde{\xi}$
- 2 Solve an approximated problem using $\tilde{\xi}$
 \Rightarrow optimal value $v(\tilde{\xi})$ and optimal solution $\tilde{x}(\tilde{\xi})$

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- 1 Approximate ξ by $\tilde{\xi}$
- 2 Solve an approximated problem using $\tilde{\xi}$
 \Rightarrow optimal value $v(\tilde{\xi})$ and optimal solution $\tilde{x}(\tilde{\xi})$
- 3 Draw samples (*out-of-sample* scenarios) $\{\hat{\xi}^i, i = 1, \dots, N\}$ from ξ
- 4 Evaluation of $\tilde{x}(\tilde{\xi})$ along $\hat{\xi}^i$ yields $f(\tilde{x}, \hat{\xi}^i)$, $i = 1, \dots, N$

$$\varphi(\tilde{x}(\tilde{\xi}), \xi) \approx \frac{1}{N} \sum_{i=1}^N f(\tilde{x}, \hat{\xi}^i)$$

Evaluation of $\tilde{X}(\tilde{\xi})$ along $\{\hat{\xi}^i, i = 1, \dots, N\}$: Literature

Kaut & Wallace (2007)

“Evaluation of scenario-generation methods for stochastic programming”

- **one-period** portfolio optimization problem

Evaluation of $\tilde{x}(\tilde{\xi})$ along $\{\hat{\xi}^i, i = 1, \dots, N\}$: Literature

Kaut & Wallace (2007)

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- **one-period** portfolio optimization problem

Chiralaksanakul & Morton (2004)

“Assessing policy quality in multi-stage stochastic programming”

Hilli & Pennanen (2006)

“Numerical study of discretizations of multistage stochastic programs”

- multistage stochastic programs (time interval $[1, \dots, T]$)
- given solution $\tilde{x}(\tilde{\xi})$ and oos scenarios $\hat{\xi}^i, i = 1, \dots, N$
- for $i = 1, \dots, N$: let $\hat{x}_1^i := \tilde{x}_1(\tilde{\xi})$
for $t = 2, \dots, T$:
 - construct tree for $[t, \dots, T]$ conditional on $(\xi_1, \dots, \xi_{t-1}) = (\hat{\xi}_1^i, \dots, \hat{\xi}_{t-1}^i)$
 - solve optimization problem on $[t, \dots, T]$ w.r.t. $(\hat{x}_1^i, \dots, \hat{x}_{t-1}^i) \Rightarrow \hat{x}_t^i$
- **numerically demanding** ($\Rightarrow T$ small)
- assume relatively complete recourse

Overview

- 1 Introduction
- 2 Evaluation Method
- 3 Example: Power Scheduling

Setting

Multistage linear stochastic programs **with or without** relatively complete recourse

$$v(\xi) = \min \mathbb{E} \left[\sum_{t=1}^T \langle c_t(\xi_t), x_t \rangle \right]$$

such that $x_t \geq 0, \quad x_t \in \mathcal{F}_t, \quad t = 1, \dots, T$

$$A_{t,0}x_t + A_{t,1}x_{t-1} = h_t(\xi_t), \quad t = 2, \dots, T$$

Evaluation of $\tilde{x}(\tilde{\xi})$ along $\{\hat{\xi}^i, i = 1, \dots, N\}$

Given: scenario tree approximation $\tilde{\xi}$ of ξ and solution $\tilde{x}(\tilde{\xi})$

Consider an **out-of-sample scenario** $\hat{\xi}^i$

Evaluation of $\tilde{x}(\tilde{\xi})$ along $\{\hat{\xi}^i, i = 1, \dots, N\}$

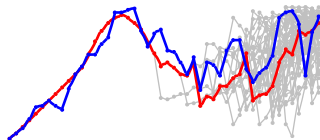
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Consider an **out-of-sample scenario** $\hat{\xi}^i$

- 1 find a **reference scenario** $\tilde{\xi}^{h(i)}$ of $\tilde{\xi}$ close to $\hat{\xi}^i$
(nonanticipativity!): For $t = 2, \dots, T$:

$$\tilde{\xi}_t^{h(i)} := \operatorname{argmin}_{\tilde{\xi}_t} \|\tilde{\xi}_t - \hat{\xi}_t^i\|$$

$$\text{such that } (\tilde{\xi}_1, \dots, \tilde{\xi}_{t-1}) = (\xi_1^{h(i)}, \dots, \xi_{t-1}^{h(i)})$$



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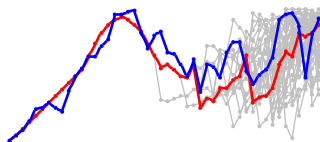
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- 2 consider the **reference solution** $\tilde{x}^i := \tilde{x}(\tilde{\xi}^{h(i)})$ along $\tilde{\xi}^{h(i)}$
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Evaluation of $\tilde{x}(\tilde{\xi})$ along $\{\hat{\xi}^i, i = 1, \dots, N\}$

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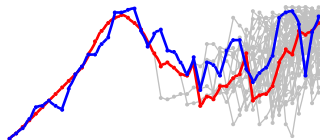
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$$\Rightarrow \text{oos-value} \quad \frac{1}{N} \sum_{i=1}^N \sum_{t=1}^T \langle c_t(\hat{\xi}_t^i), \hat{x}_t^i \rangle$$



Evaluation of $\tilde{x}(\tilde{\xi})$ along $\{\hat{\xi}^i, i = 1, \dots, N\}$

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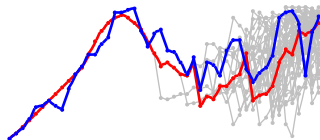
- 2 consider the **reference solution** $\tilde{x}^i := \tilde{x}(\tilde{\xi}^{h(i)})$ along $\tilde{\xi}^{h(i)}$
- 3 **modify** \tilde{x}^i to a feasible solution along $\hat{\xi}^i$ (if possible) \Rightarrow **oos solution** \hat{x}^i

$$\Rightarrow \text{oos-value } \frac{1}{N} \sum_{i=1}^N \sum_{t=1}^T \langle c_t(\hat{\xi}_t^i), \hat{x}_t^i \rangle$$

How to adapt \tilde{x}^i to a feasible and “good” solution \hat{x}^i ?

$\hat{x}_1^i := \tilde{x}_1^i$. For $t = 2, \dots, T$ (nonanticipativity!):

Find feasible \hat{x}_t^i that is close to \tilde{x}_t^i (and, maybe, has low costs $\langle c_t(\hat{\xi}_t^i), \hat{x}_t^i \rangle$).



Modify \tilde{x}^i to a feasible solution \hat{x}^i along $\hat{\xi}^i$: Naive

Given $(\hat{x}_1^i, \dots, \hat{x}_{t-1}^i)$.

Very naive approach: keep close to \tilde{x}_t^i

$$\hat{x}_t^i := \operatorname{argmin}_{x_t} \|x_t - \tilde{x}_t^i\|_\infty$$

such that $x_t \geq 0$

$$A_{t,0}x_t + A_{t,1}\hat{x}_{t-1}^i = h_t(\hat{\xi}^i)$$

Modify \tilde{x}^i to a feasible solution \hat{x}^i along $\hat{\xi}^i$: Naive

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Naive approach: keep close to \tilde{x}_t^i

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$$A_{\tau,0}x_\tau + A_{\tau,1}x_{\tau-1} \in [h_\tau^{\text{low}}, h_\tau^{\text{up}}], \quad \tau = t+1, \dots, T$$

(to include at least deterministic information about the future)

Modify \tilde{x}^i to a feasible solution \hat{x}^i along $\hat{\xi}^i$: Naive

Given $(\hat{x}_1^i, \dots, \hat{x}_{t-1}^i)$.

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What about the costs $\langle c_t(\hat{\xi}_t^i), \hat{x}_t^i \rangle$?

Modify \tilde{x}^i to a feasible solution \hat{x}^i along $\hat{\xi}^i$: Myopic

Given $(\hat{x}_1^i, \dots, \hat{x}_{t-1}^i)$.

Distance to feasible set:

$$\Delta_t^i := \min \|x_t - \tilde{x}_t^i\|_\infty$$

$$\text{s.t. } x_t \geq 0$$

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Myopic approach: keep close to \tilde{x}_t^i , but minimize current costs

$$\hat{x}_t^i := \operatorname{argmin}_{x_t} \langle c_t(\hat{\xi}_t^i), x_t \rangle$$

$$\text{s.t. } x_t \geq 0$$

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$$A_{\tau,0}x_\tau + A_{\tau,1}x_{\tau-1} \in [h_\tau^{\text{low}}, h_\tau^{\text{up}}], \quad \tau = t+1, \dots, T$$

$$\|x_t - \tilde{x}_t^i\|_\infty \leq (1 + \varepsilon_{\text{rel}})\Delta_t^i + \varepsilon_{\text{abs}}$$

Modify \tilde{x}^i to a feasible solution \hat{x}^i along $\hat{\xi}^i$: Myopic

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What about the future costs $Q_t(\hat{x}_t^i, \hat{\xi}_t^i)$?

Modify \tilde{x}^i to a feasible solution \hat{x}^i along $\hat{\xi}^i$: Farsighted

Given $(\hat{x}_1^i, \dots, \hat{x}_{t-1}^i)$.

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$$\Delta_t^i := \min \|x_t - \tilde{x}_t^i\|_\infty$$

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$$A_{\tau,0}x_\tau + A_{\tau,1}x_{\tau-1} \in [h_\tau^{\text{low}}, h_\tau^{\text{up}}], \quad \tau = t+1, \dots, T$$

Farsighted approach: keep close to \tilde{x}_t^i , but minimize current and future costs

$$\hat{x}_t^i := \operatorname{argmin}_{x_t} \langle c_t(\hat{\xi}_t^i) - \pi_{t+1}, x_t \rangle$$

$$\text{s.t. } x_t \geq 0$$

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$$\|x_t - \tilde{x}_t^i\|_\infty \leq (1 + \varepsilon_{\text{rel}})\Delta_t^i + \varepsilon_{\text{abs}}$$

with $-\pi_{t+1}$ a subgradient of the cost-to-go function $x_t \mapsto Q_t(x_t, \tilde{\xi}_t^{h(i)})$

Coping with lack of relatively complete recourse

Distance to feasible set

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No relatively complete recourse $\Rightarrow \Delta_t^i$ may be ∞ !

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- or stop (\Rightarrow oos scenario is “hard infeasible”)

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\Rightarrow more characteristic values:

oos-value w.r.t. feasible scenarios:
$$\frac{1}{|I_{\text{feas}}|} \sum_{i \in I_{\text{feas}}} \sum_{t=1}^T \langle c_t(\hat{\xi}^i), \hat{x}_t^i \rangle$$

rates of soft and hard infeas. scen.:
$$\frac{|I_{\text{soft infeas}}|}{N}, \quad \frac{|I_{\text{hard infeas}}|}{N}$$

average soft infeasibility:
$$\frac{1}{|I_{\text{soft infeas}}|} \sum_{i \in I_{\text{soft infeas}}} \left(\text{violation of soft constraints} \right)^i$$

Example: Power Scheduling

Simple power generating system:

- 3 thermal units (coal, gas & steam, gas)
- a pumped hydro unit
- a wind power plant \Rightarrow uncertain wind energy input

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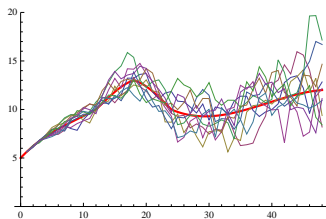
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Time Horizon: $T = 48$ hours

Stochastic Wind

Wind speed: model by a mean reverting autoregressive stochastic process:

$$\xi_t = \frac{3}{4}\xi_{t-1} + \mathcal{N}\left(\mu_t, \frac{1}{24}t\right)$$

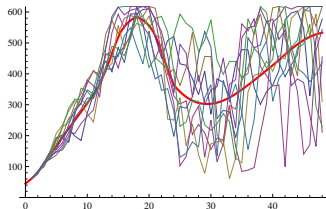
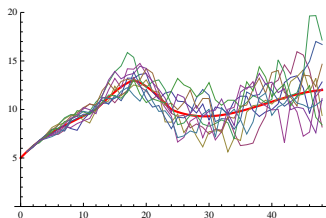
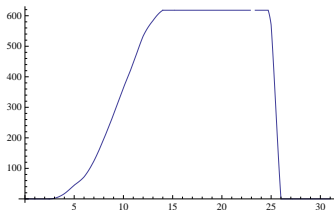


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Wind energy: map wind speed to wind energy using an “aggregated power curve”

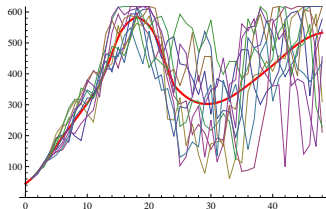
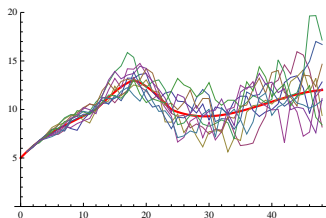
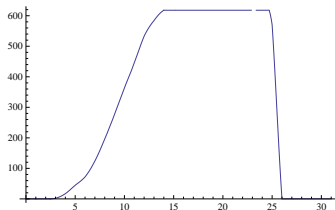


Stochastic Wind

Wind speed: model by a mean reverting autoregressive stochastic process:

$$\xi_t = \frac{3}{4}\xi_{t-1} + \mathcal{N}\left(\mu_t, \frac{1}{24}t\right)$$

Wind energy: map wind speed to wind energy using an “aggregated power curve”



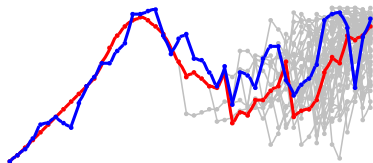
⇒ sample scenarios as input for scenario tree construction
SCENRED 2.1 (H. Heitsch et.al.)

Average distance oos scenarios to scenario trees

- sample 1000 initial scenarios
- construct **scenario trees** with varying degrees of reduction $\Rightarrow \tilde{\xi}$

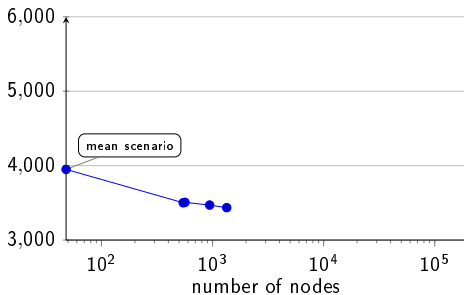
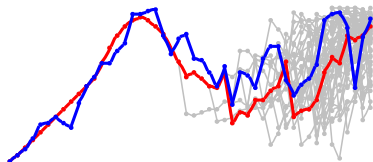
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- **project oos-scenarios onto scenario tree**
(respecting nonanticipativity): $\hat{\xi}^i \mapsto \tilde{\xi}^{h(i)}$



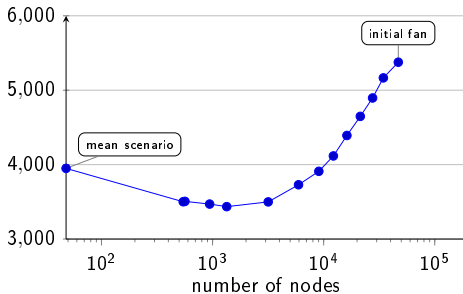
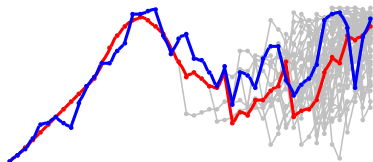
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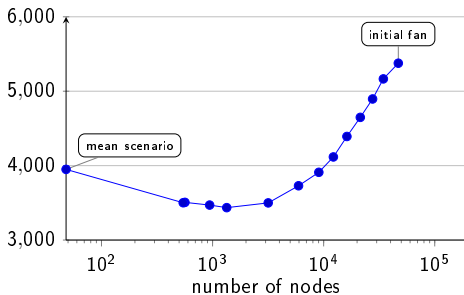
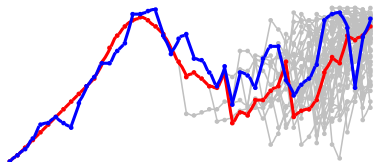
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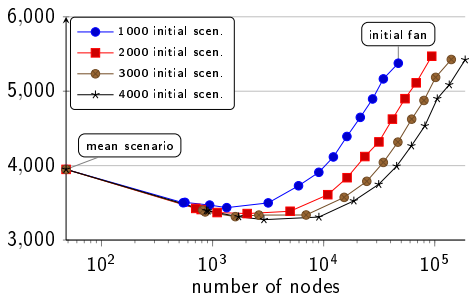
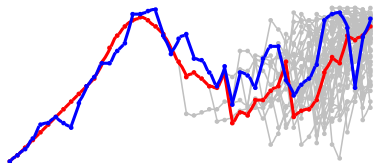
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48 timesteps $\Rightarrow 10^{14}$ scenarios
- 10^3 scenarios on 48 timesteps \Rightarrow only ≈ 1.15 branches in each node
- early branching leads to bad approximation of **conditional distributions** in later timesteps (low number of initial scenarios in subtrees after a few branchings)

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Out-of-sample values: Naive, Myopic, Farsighted, ε

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 - farsighted minimize stage- t and future costs within ε -box around $\tilde{x}_t(\tilde{\xi}^{h(i)})$

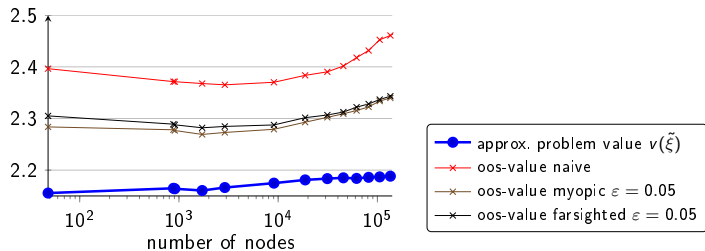
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avg. projection distance $\|\tilde{\xi} - \hat{\xi}\|$



scenario tree value $v(\tilde{\xi})$ vs. out-of-sample values



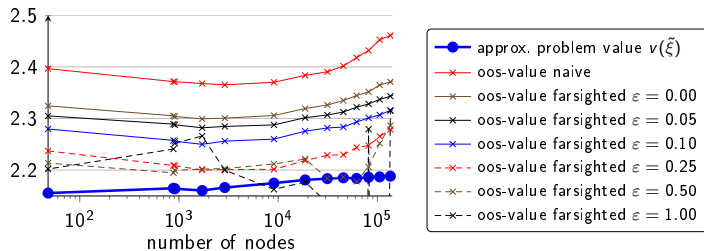
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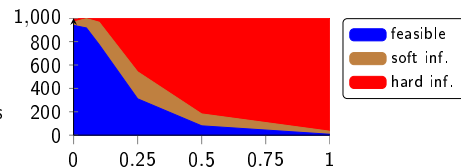
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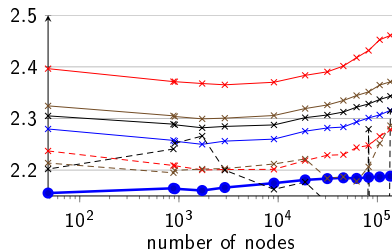
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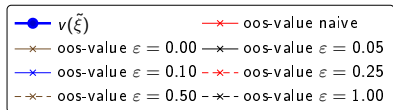
number of (soft/hard in)feasible oos-scenarios



scenario tree value $v(\tilde{\xi})$ vs. out-of-sample values



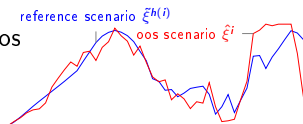
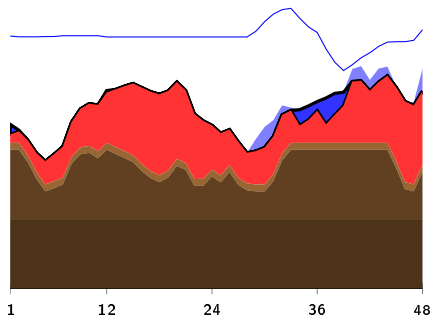
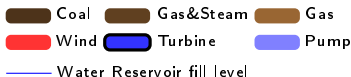
ε : allowed deviation from reference solution



Power Scheduling Solutions

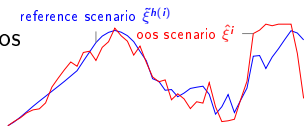
- tree $\tilde{\xi}$: 2899 nodes, from 4000 initial scenarios
- compare reference solution $\tilde{x}(\tilde{\xi}^{h(i)})$ and modification \hat{x}^i that is feasible along $\hat{\xi}^i$

reference solution $\tilde{x}(\tilde{\xi}^{h(i)})$, cost: 2.241



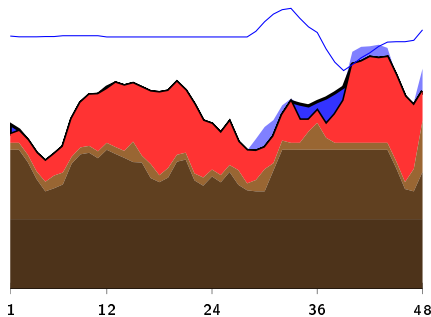
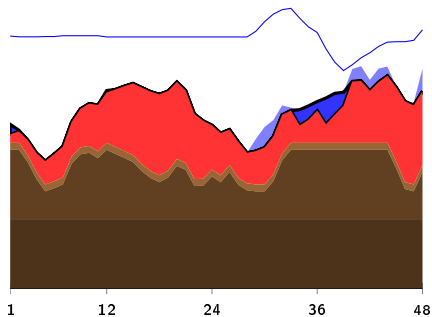
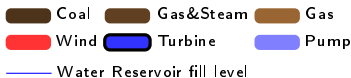
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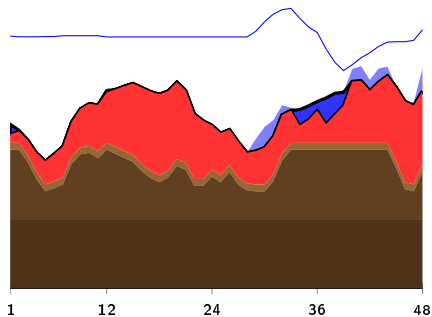
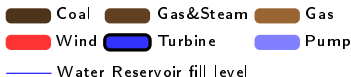
oos solution \hat{x}^i , naive, cost: 2.443



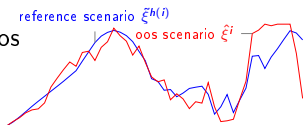
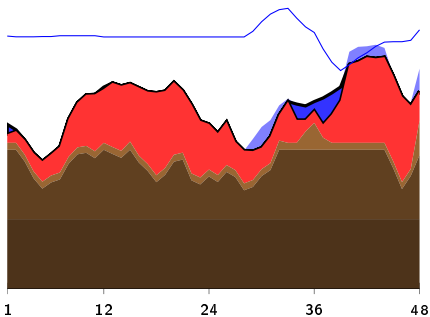
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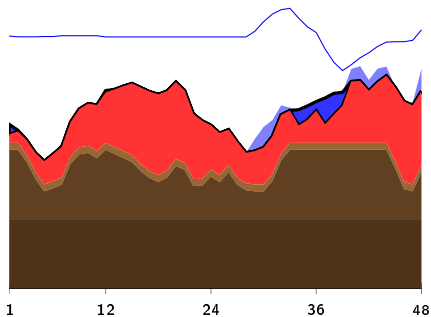
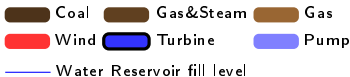
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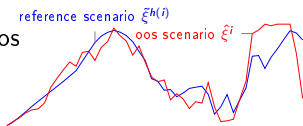
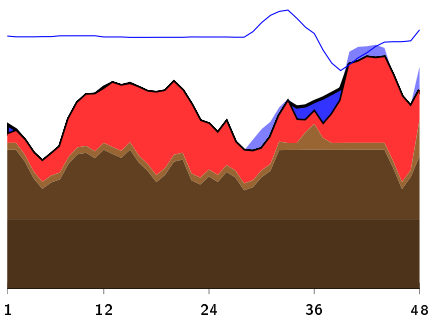
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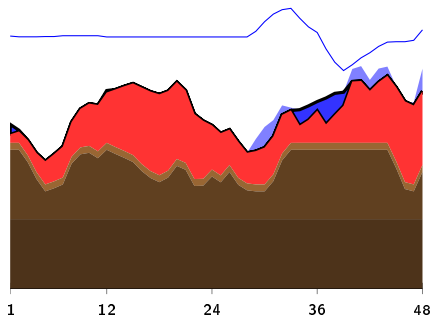
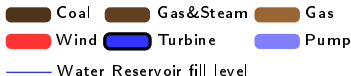
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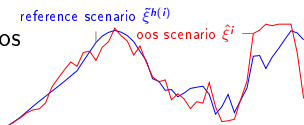
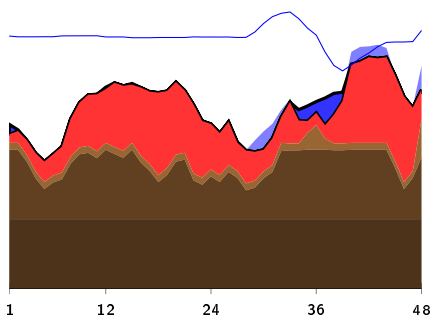


oos solution \hat{x}^i , naive, cost: 2.443

\hat{x}^i , farsighted, $\varepsilon = 0.00$, cost: 2.368

\hat{x}^i , farsighted, $\varepsilon = 0.05$, cost: 2.364

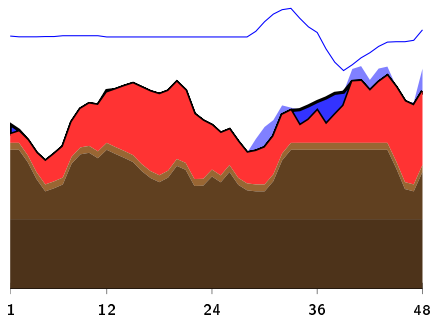
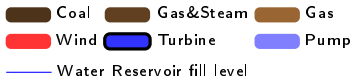
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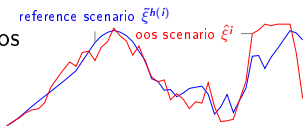
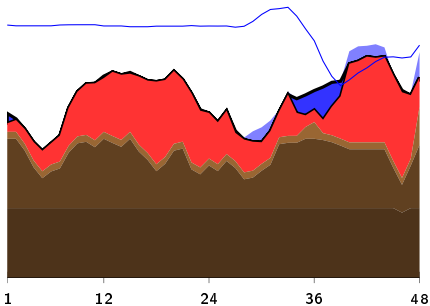
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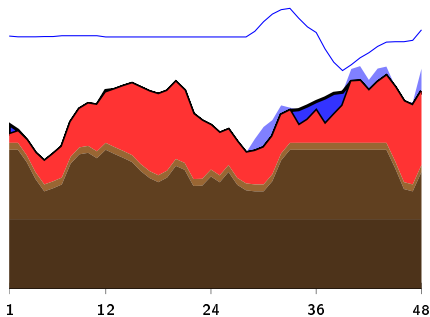
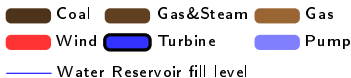
\hat{x}^i , farsighted, $\varepsilon = 0.25$, cost: 2.305



Power Scheduling Solutions

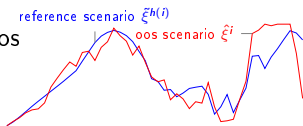
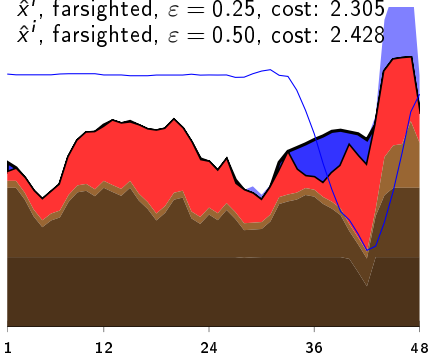
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oos solution \hat{x}^i , naive, cost: 2.443

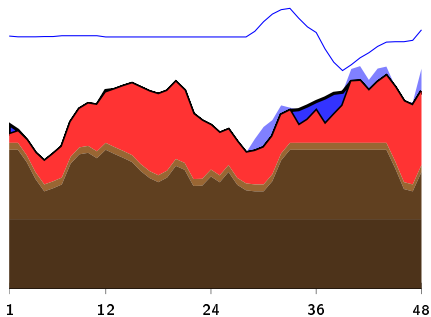
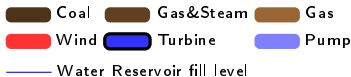
- \hat{x}^i , farsighted, $\varepsilon = 0.00$, cost: 2.368
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- \hat{x}^i , farsighted, $\varepsilon = 0.50$, cost: 2.428



Power Scheduling Solutions

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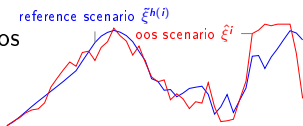
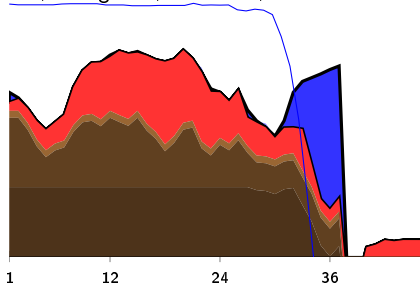
\hat{x}^i , farsighted, $\varepsilon = 0.05$, cost: 2.364

\hat{x}^i , farsighted, $\varepsilon = 0.10$, cost: 2.359

\hat{x}^i , farsighted, $\varepsilon = 0.25$, cost: 2.305

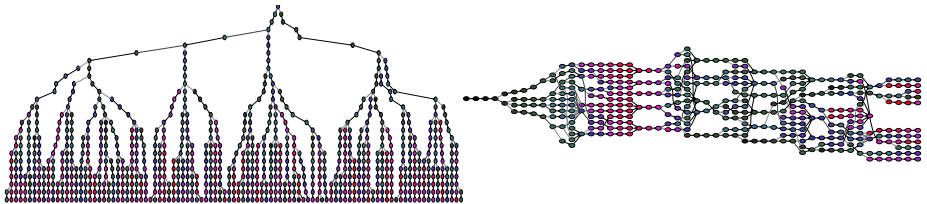
\hat{x}^i , farsighted, $\varepsilon = 0.50$, cost: 2.428

\hat{x}^i , farsighted, $\varepsilon = 1.00$, infeasible



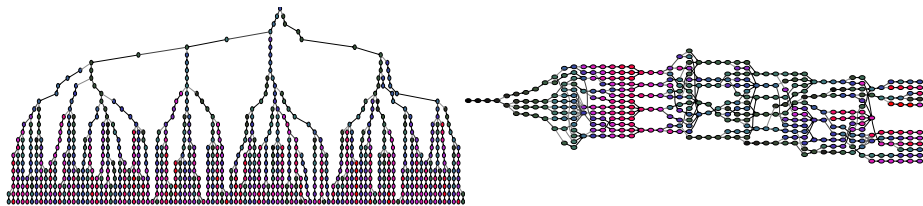
Recombining scenario trees

- consider scenario “trees” where scenarios are allowed to **recombine**



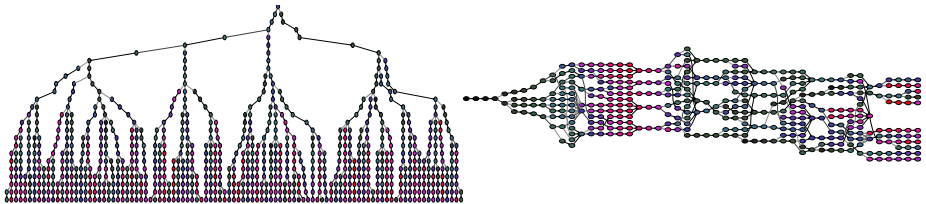
Recombining scenario trees

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 - well suited for processes where ξ_t depends only on **short-time history**
- ⇒ represent a **large number of scenarios** with a **small number of nodes**



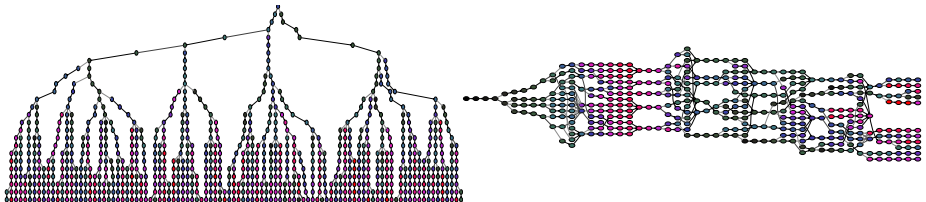
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 - **BUT**: due to time-coupling constraints, solution process is unlikely to follow same recombination pattern as scenario tree
 - modification of Nested Benders decomposition allows for solution process that is **dynamically recombining**
- C. Küchler, S. Vigerske, Decomposition of Multistage Stochastic Programs with Recombining Scenario Trees, SPEPS 9 (2007)
- extends work of Pereira & Pinto (1991) and Infanger & Morton (1996)

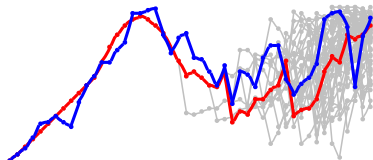


Average distance oos scenarios to recomb. scenario trees

- construct **recombining scenario trees** from 4000 initial scenarios with varying degrees of reduction in subtrees $\Rightarrow \tilde{\xi}$

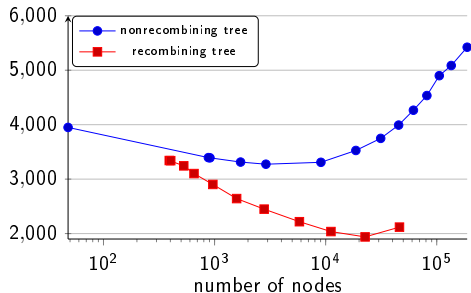
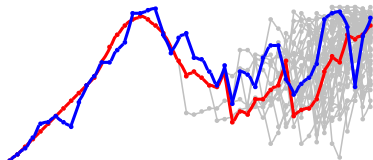
Average distance oos scenarios to recomb. scenario trees

- construct **recombining scenario trees** from 4000 initial scenarios with varying degrees of reduction in subtrees $\Rightarrow \tilde{\xi}$
- **project oos-scenarios onto scenario tree** (respecting nonanticipativity): $\hat{\xi}^i \mapsto \tilde{\xi}^{h(i)}$
- compute **average distance** $\sum_{i=1}^{1000} \|\hat{\xi}^i - \tilde{\xi}^{h(i)}\|$



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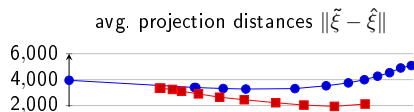


Out-of-sample values: Non-Recomb. vs. Recomb. tree

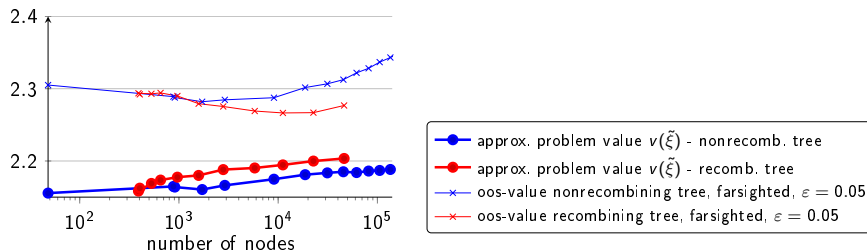
- ① construct **recombining** and nonrecombining scenario trees $\tilde{\xi}$
- ② project 1000 oos-scenarios $\hat{\xi}^i$ onto trees: $\hat{\xi}^i \mapsto \tilde{\xi}^{h(i)}$
- ③ modify reference solutions $\tilde{x}(\tilde{\xi}^{h(i)})$ to feasible solutions along $\hat{\xi}^i \Rightarrow \hat{x}^i$
farsighted minimize stage- t and future costs within ε -box around $\tilde{x}_t(\tilde{\xi}^{h(i)})$

Out-of-sample values: Non-Recomb. vs. Recomb. tree

- 1 construct **recombining** and nonrecombining scenario trees $\tilde{\xi}$
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scenario tree values $v(\tilde{\xi})$ vs. out-of-sample values



That's it.

Thanks!

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- C. Küchler, Stability, Approximation, and Decomposition in Two- and Multistage Stochastic Programming, Ph.D. thesis, Vieweg Teubner (2009)