# Mathematical Tools for Engineering and Management

Lecture 12

18 Jan 2012





- $\triangleright$  Models, Data and Algorithms
- ▷ Linear Optimization
- ▷ Mathematical Background: Polyhedra, Simplex-Algorithm
- Sensitivity Analysis; (Mixed) Integer Programming
- ▷ MIP Modelling

- ▷ MIP Modelling: More Examples; Branch & Bound
- > Cutting Planes; Combinatorial Optimization: Examples, Graphs, Algorithms
- ▷ TSP-Heuristics
- ▷ Network Flows
- Shortest Path Problem
- ▷ Complexity Theory
- ▷ Nonlinear Optimization
- ▷ Scheduling (Jan 25)
- ▷ Lot Sizing (Feb 01)
- ▷ Summary (Feb 08)
- ▷ Oral exam (Feb 15)











#### ▷ Production Planning in Automobile Industry







Product	Beetle	Cabrio
Revenue	\$10000	\$20000
Manufacturing	5h	3h
Assembly	4h	7h
Raw material	400kg	400kg

#### Plant capacity and available raw materials:

- Manufacturing capacity: 50h
- Assembly capacity: 70h
- Raw material: 4500kg





#### Production Planning in Automobile Industry







Product	Beetle	Cabrio
Revenue	\$10000	\$20,00
Manufacturing	5h	3h
Assembly	4h	7h
Raw material	400kg	400kg

#### Plant capacity and available raw materials:

- Manufacturing capacity: 50h
- Assembly capacity: 70h
- Raw material: 4500kg
- ▷ More realistic: Price of Cabrio depending on the demand









- $\triangleright$  Relation between price p of cabrio and demand x:  $p = K \cdot x^{1/E}$ 
  - ➡ Price elasticity E < 0 (assume E is constant within the price and demand range considered)





- $\triangleright$  Relation between price p of cabrio and demand x:  $p = K \cdot x^{1/E}$ 
  - ➡ Price elasticity E < 0 (assume E is constant within the price and demand range considered)
  - $\blacktriangleright$  K: the price where demand reduces to 1 unit





- $\triangleright$  Relation between price p of cabric and demand x:  $p = K \cdot x^{1/E}$ 
  - ➡ Price elasticity E < 0 (assume E is constant within the price and demand range considered)
  - $\blacktriangleright$  K: the price where demand reduces to 1 unit
- ▷ Assume we produce exactly the demanded number of cabrios





- $\triangleright$  Relation between price p of cabric and demand x:  $p = K \cdot x^{1/E}$ 
  - ➡ Price elasticity E < 0 (assume E is constant within the price and demand range considered)
  - $\blacktriangleright$  K: the price where demand reduces to 1 unit
- ▷ Assume we produce exactly the demanded number of cabrios
  - ightarrow demand  $x = x_{c}$





- $\triangleright$  Relation between price p of cabric and demand x:  $p = K \cdot x^{1/E}$ 
  - ➡ Price elasticity E < 0 (assume E is constant within the price and demand range considered)
  - $\blacktriangleright$  K: the price where demand reduces to 1 unit
- ▷ Assume we produce exactly the demanded number of cabrios
  - ightarrow demand  $x = x_{c}$
- $\triangleright$  Fixed production cost k of one cabrio (assume independent of produced number)





- $\triangleright$  Relation between price p of cabric and demand x:  $p = K \cdot x^{1/E}$ 
  - ➡ Price elasticity E < 0 (assume E is constant within the price and demand range considered)
  - $\blacktriangleright$  K: the price where demand reduces to 1 unit
- ▷ Assume we produce exactly the demanded number of cabrios
  - ightarrow demand  $x = x_c$
- $\triangleright$  Fixed production cost k of one cabrio (assume independent of produced number)
  - ➡ Contribution of cabrios to the revenue:

$$(p-k)\cdot x_{\mathsf{c}} = \left(K\cdot x_{\mathsf{c}}^{1/E} - k\right)\cdot x_{\mathsf{c}} = Kx_{\mathsf{c}}^{1+1/E} - kx_{\mathsf{c}}$$





- $\triangleright$  Relation between price p of cabric and demand x:  $p = K \cdot x^{1/E}$ 
  - ➡ Price elasticity E < 0 (assume E is constant within the price and demand range considered)
  - $\blacktriangleright$  K: the price where demand reduces to 1 unit
- ▷ Assume we produce exactly the demanded number of cabrios
  - ightarrow demand  $x = x_c$
- $\triangleright$  Fixed production cost k of one cabrio (assume independent of produced number)
  - ➡ Contribution of cabrios to the revenue:

$$(p-k) \cdot x_{\mathsf{c}} = \left( K \cdot x_{\mathsf{c}}^{1/E} - k \right) \cdot x_{\mathsf{c}} = K x_{\mathsf{c}}^{1+1/E} - k x_{\mathsf{c}}$$

 $\triangleright$  Specific values assumed for cabrios: k := 20000, K := 150000, and E := -2





- Relation between price p of cabric and demand x:  $p = K \cdot x^{1/E}$  $\triangleright$ 
  - $\rightarrow$  Price elasticity E < 0 (assume E is constant within the price and demand range considered)
  - $\rightarrow$  K: the price where demand reduces to 1 unit
- Assume we produce exactly the demanded number of cabrios  $\triangleright$ 
  - ightarrow demand  $x = x_{c}$
- Fixed production cost k of one cabric (assume independent of produced number)  $\triangleright$ 
  - Contribution of cabrios to the revenue:

$$(p-k) \cdot x_{\mathsf{c}} = \left( K \cdot x_{\mathsf{c}}^{1/E} - k \right) \cdot x_{\mathsf{c}} = K x_{\mathsf{c}}^{1+1/E} - k x_{\mathsf{c}}$$

- Specific values assumed for cabrios: k := 20000, K := 150000, and E := -2 $\triangleright$ 
  - $\rightarrow$  Objective (total revenue):  $10000x_b + 150000\sqrt{x_c} 20000x_c$





maximize	$10x_{b} + 150\sqrt{x_{c}} - 20x_{c}$	
subject to	$4x_{b} + 4x_{c} \leq 45$	(total raw material)
	$5x_{b} + 3x_{c} \leq 50$	(time in manufacturing)
	$4x_{b} + 7x_{c} \leq 70$	(time in assembly)
	$x_{b}, x_{c} \geq 0$	(non-negativity)





Objective	maximize	$10x_{b} + 150\sqrt{x_{c}} - 20x_{c}$	
_	subject to	$4x_{b} + 4x_{c} \leq 45$	(total raw material)
С		$5x_{b} + 3x_{c} \leq 50$	(time in manufacturing)
		$4x_{b} + 7x_{c} \leq 70$	(time in assembly)
V		$x_{b}, x_{c} \geq 0$	(non-negativity)





Objective	maximize	$10x_{b} + 150\sqrt{x_{c}} - 20x_{c}$	
_	subject to	$4x_{b} + 4x_{c} \leq 45$	(total raw material)
С		$5x_{b} + 3x_{c} \leq 50$	(time in manufacturing)
		$4x_{b} + 7x_{c} \leq 70$	(time in assembly)
V		$x_{b}, x_{c} \geq 0$	(non-negativity)

 $\triangleright$  Optimal solution:  $(x_b, x_c) = (5, 6.25)$ 





Objective	maximize	$10x_{b} + 150\sqrt{x_{c}} - 20x_{c}$	
_	subject to	$4x_{b} + 4x_{c} \leq 45$	(total raw material)
С		$5x_{b} + 3x_{c} \leq 50$	(time in manufacturing)
		$4x_{b} + 7x_{c} \leq 70$	(time in assembly)
V		$x_{b}, x_{c} \geq 0$	(non-negativity)

- $\triangleright$  Optimal solution:  $(x_b, x_c) = (5, 6.25)$ 
  - ➡ Price for one cabrio at this demand: 60000
  - ➡ Profit for one cabrio: 40000











•••••••



B







➡ Linear objective and linear constraints





- ➡ Linear objective and linear constraints
- ➡ Sum of linear terms:  $\ldots + a_i \cdot x_i + \ldots$







- ➡ Linear objective and linear constraints
- ➡ Sum of linear terms:  $\ldots + a_i \cdot x_i + \ldots$

parameter variable

- ▷ Non-linear optimization
  - ➡ Non-linear objective and/or non-linear constraints





- ➡ Linear objective and linear constraints
- ➡ Sum of linear terms:  $\ldots + a_i \cdot x_i + \ldots$

parameter variable

- ▷ Non-linear optimization
  - ➡ Non-linear objective and/or non-linear constraints
  - ➡ Examples:





- ➡ Linear objective and linear constraints
- ➡ Sum of linear terms:  $\ldots + a_i \cdot x_i + \ldots$

parameter variable

- ▷ Non-linear optimization
  - ➡ Non-linear objective and/or non-linear constraints
  - ➡ Examples:
    - Products of variables:  $x_i \cdot x_j$





- ➡ Linear objective and linear constraints
- Sum of linear terms:  $\ldots + a_i \cdot x_i + \ldots$

parameter	variable
7	K
U	U

- ▷ Non-linear optimization
  - ➡ Non-linear objective and/or non-linear constraints
  - ➡ Examples:
    - Products of variables:  $x_i \cdot x_j$
    - Squares of variables:  $x_i^2$





#### Linear optimization $\triangleright$

- → Linear objective and linear constraints
- Sum of linear terms:  $\ldots + a_i \cdot x_i + \ldots$

parameter	variable
7	K
	U

- Non-linear optimization  $\triangleright$ 
  - ➡ Non-linear objective and/or non-linear constraints
  - Examples:
    - Products of variables:  $x_i \cdot x_j$  Squares of variables:  $x_i^2$   $\left. \right\}$  quadratic expressions





#### Linear optimization $\triangleright$

- → Linear objective and linear constraints
- Sum of linear terms:  $\ldots + a_i \cdot x_i + \ldots$

parameter	variable
7	K
l u	U

- Non-linear optimization  $\triangleright$ 
  - Non-linear objective **and/or** non-linear constraints
  - Examples:
    - Products of variables:  $x_i \cdot x_j$  Squares of variables:  $x_i^2$  } quadratic expressions

    - Higher-order terms of variables:  $x_i \cdot x_j \cdot x_k$ ,  $x_j^5 \cdot x_j$







#### Linear optimization $\triangleright$

- → Linear objective and linear constraints
- Sum of linear terms:  $\ldots + a_i \cdot x_i + \ldots$

narameter	variable
7	R
l U	e i

- Non-linear optimization  $\triangleright$ 
  - Non-linear objective **and/or** non-linear constraints
  - Examples:
    - Products of variables:  $x_i \cdot x_j$  Squares of variables:  $x_i^2$   $\left. \right\}$  quadratic expressions

- Higher-order terms of variables:  $x_i \cdot x_j \cdot x_k$ ,  $x_j^5 \cdot x_j$
- Absolute values or maxima/minima:  $|x_i|$ ,  $\max x_i$





- ➡ Linear objective and linear constraints
- Sum of linear terms:  $\ldots + a_i \cdot x_i + \ldots + a_i$

parameter	variable
7	R
$\cdots$ $\omega_l$	$\omega_l$   · · ·

- Non-linear optimization  $\triangleright$ 
  - Non-linear objective **and/or** non-linear constraints
  - Examples:

    - Products of variables:  $x_i \cdot x_j$  Squares of variables:  $x_i^2$   $\left. \right\}$  quadratic expressions

- Higher-order terms of variables:  $x_i \cdot x_j \cdot x_k$ ,  $x_j^5 \cdot x_j$
- Absolute values or maxima/minima:  $|x_i|$ ,  $\max x_i$
- Terms including elementary functions:  $\sin x_i$ ,  $2^{x_i \cdot x_j}$ ,  $\frac{1}{\sqrt{x_i}}$ ,  $\log(x_i + x_j^{x_k})$

















▷ Economy of scale





## ▷ Economy of scale

Production cost per item decrease
 with number x<sub>i</sub> of produced items







## ▷ Economy of scale

- Production cost per item decrease
  with number x<sub>i</sub> of produced items
- ➡ Contribution to objective (examples):

 $\dots + \sqrt{x_i} + \dots$  $\dots + \log x_i + \dots$ 






### ▷ Economy of scale

- Production cost per item decrease
  with number x<sub>i</sub> of produced items
- ➡ Contribution to objective (examples):

 $\dots + \sqrt{x_i} + \dots$  $\dots + \log x_i + \dots$ 

▷ Diseconomy of scale







#### ▷ Economy of scale

 $\triangleleft$ 

- Production cost per item decrease
  with number x<sub>i</sub> of produced items
- ➡ Contribution to objective (examples):

 $\dots + \sqrt{x_i} + \dots$  $\dots + \log x_i + \dots$ 



### ▷ Diseconomy of scale

Production cost per item increase
 with number x<sub>i</sub> of produced items







### ▷ Economy of scale

 $\triangleleft$ 

- Production cost per item decrease
  with number x<sub>i</sub> of produced items
- ➡ Contribution to objective (examples):

 $\dots + \sqrt{x_i} + \dots$  $\dots + \log x_i + \dots$ 



# ▷ Diseconomy of scale

- Production cost per item increase
  with number x<sub>i</sub> of produced items
- Contribution to objective (examples):

$$\dots + x_i^2 + \dots$$
$$\dots + x_i \log x_i + \dots$$











ZIB





B







- ▷ Given: locations at specified coordinates in the plane
- ▷ Task: Find an optimal location for a central unit connecting every given location!





- ▷ Given: locations at specified coordinates in the plane
- ▷ Task: Find an optimal location for a central unit connecting every given location!









- ▷ Given: locations at specified coordinates in the plane
- ▷ Task: Find an optimal location for a central unit connecting every given location!







- $\triangleright$  Given: locations at specified coordinates in the plane
- ▷ Task: Find an optimal location for a central unit connecting every given location!













→ Distance to A: 
$$\sqrt{(x-8)^2 + (y-2)^2}$$







- → Distance to A:  $\sqrt{(x-8)^2 + (y-2)^2}$
- → Cost for all connections to A:  $9 \cdot \sqrt{(x-8)^2 + (y-2)^2}$





 $\triangleleft$ 



- ➡ Distance to A:  $\sqrt{(x-8)^2 + (y-2)^2}$
- ➡ Cost for all connections to A:  $9 \cdot \sqrt{(x-8)^2 + (y-2)^2}$
- $\Rightarrow$  Analogous for **B**, **C**, and **D**





 $\triangleleft$ 



- → Distance to A:  $\sqrt{(x-8)^2 + (y-2)^2}$
- → Cost for all connections to A:  $9 \cdot \sqrt{(x-8)^2 + (y-2)^2}$
- $\rightarrow$  Analogous for **B**, **C**, and **D**
- → Objective: min  $9\sqrt{(x-8)^2 + (y-2)^2} + 7\sqrt{(x-3)^2 + (y-10)^2}$   $+ 2\sqrt{(x-8)^2 + (y-15)^2} + 5\sqrt{(x-14)^2 + (y-13)^2}$







**Objective**: min 
$$9\sqrt{(x-8)^2 + (y-2)^2} + 7\sqrt{(x-3)^2 + (y-10)^2}$$
  
+  $2\sqrt{(x-8)^2 + (y-15)^2} + 5\sqrt{(x-14)^2 + (y-13)^2}$ 







••••••

**Objective**: min 
$$9\sqrt{(x-8)^2 + (y-2)^2} + 7\sqrt{(x-3)^2 + (y-10)^2}$$
  
+  $2\sqrt{(x-8)^2 + (y-15)^2} + 5\sqrt{(x-14)^2 + (y-13)^2}$ 



No explicit constraints!







 $\triangleright$ 

••••••

**Objective**: min 
$$9\sqrt{(x-8)^2 + (y-2)^2} + 7\sqrt{(x-3)^2 + (y-10)^2}$$
  
+  $2\sqrt{(x-8)^2 + (y-15)^2} + 5\sqrt{(x-14)^2 + (y-13)^2}$ 

# No explicit constraints!

→ Optimal solution: (x, y) = (6.25, 7.47) (unique!)























**Objective**: min 
$$9\sqrt{(x-8)^2 + (y-2)^2} + 7\sqrt{(x-3)^2 + (y-10)^2}$$
  
+  $2\sqrt{(x-8)^2 + (y-15)^2} + 5\sqrt{(x-14)^2 + (y-13)^2}$ 

 $\mbox{Constraints:} \quad x \geq 4, \quad y \geq 5, \quad y \leq 11, \quad x+y \leq 18$ 

→ Optimal solution: (x, y) = (6.25, 7.47) (same as before!)





 $\triangleleft$ 



▷ A non-linear optimization model...





- ▷ A non-linear optimization model...
  - ...might have no optimal solutions in vertices of the feasible region





- ▷ A non-linear optimization model...
  - ...might have no optimal solutions in vertices of the feasible region
  - ...might have a feasible region without any vertices at all





- ▷ A non-linear optimization model...
  - ...might have no optimal solutions in vertices of the feasible region
  - ...might have a feasible region without any vertices at all
  - ...might have optimal solutions only in the interior of the feasible region





- ▷ A non-linear optimization model...
  - ...might have no optimal solutions in vertices of the feasible region
  - ...might have a feasible region without any vertices at all
  - ...might have optimal solutions only in the interior of the feasible region
  - ...might have different optimal solutions spread over the whole feasible region





- ▷ A non-linear optimization model...
  - ...might have no optimal solutions in vertices of the feasible region
  - ...might have a feasible region without any vertices at all
  - ...might have optimal solutions only in the interior of the feasible region
  - ...might have different optimal solutions spread over the whole feasible region
  - ...might have (even unique) optimal solutions without any constraints





- ▷ A non-linear optimization model...
  - ...might have no optimal solutions in vertices of the feasible region
  - ...might have a feasible region without any vertices at all
  - ...might have optimal solutions only in the interior of the feasible region
  - ...might have different optimal solutions spread over the whole feasible region
  - ...might have (even unique) optimal solutions without any constraints
  - ...might be unbounded, even if the feasible region is bounded





- ▷ A non-linear optimization model...
  - ...might have no optimal solutions in vertices of the feasible region
  - ...might have a feasible region without any vertices at all
  - ...might have optimal solutions only in the interior of the feasible region
  - ...might have different optimal solutions spread over the whole feasible region
  - ...might have (even unique) optimal solutions without any constraints
  - ...might be unbounded, even if the feasible region is bounded
- $\triangleright$  All of this cannot happen with linear optimization models





- ▷ A non-linear optimization model...
  - ...might have no optimal solutions in vertices of the feasible region
  - ...might have a feasible region without any vertices at all
  - ...might have optimal solutions only in the interior of the feasible region
  - ...might have different optimal solutions spread over the whole feasible region
  - ...might have (even unique) optimal solutions without any constraints
  - ...might be unbounded, even if the feasible region is bounded
- $\triangleright$  All of this cannot happen with linear optimization models

How to find an optimal solution...?



 $\triangleleft$ 



▷ Linear models





- ▷ Linear models
  - Linear objective
    - Level sets are straight lines
      (in higher dimension: hyperplanes)
  - Linear constraints
    - Feasible region is a polygon
      (in higher dimension: polyhedron)





- ▷ Linear models
  - Linear objective
    - Level sets are straight lines
      (in higher dimension: hyperplanes)
  - Linear constraints
    - Feasible region is a polygon
      (in higher dimension: polyhedron)







- ▷ Linear models
  - Linear objective
    - Level sets are straight lines
      (in higher dimension: hyperplanes)
  - Linear constraints
    - Feasible region is a polygon
      (in higher dimension: polyhedron)







- ▷ Linear models
  - Linear objective
    - Level sets are straight lines
      (in higher dimension: hyperplanes)
  - Linear constraints
    - Feasible region is a polygon
      (in higher dimension: polyhedron)



 Optimal solutions can always be found in vertices





- ▷ Linear models
  - Linear objective
    - Level sets are straight lines
      (in higher dimension: hyperplanes)
  - Linear constraints
    - Feasible region is a polygon
      (in higher dimension: polyhedron)
- ▷ Non-linear models
  - Non-linear objective
    - Level sets can be complicated curves
  - Non-linear constraints
    - ➡ Feasible region can be complicated



 Optimal solutions can always be found in vertices




▷ Linear models

 $\triangleleft$ 

- Linear objective
  - Level sets are straight lines
     (in higher dimension: hyperplanes)
- Linear constraints
  - Feasible region is a polygon
     (in higher dimension: polyhedron)
- ▷ Non-linear models
  - Non-linear objective
    - Level sets can be complicated curves
  - Non-linear constraints
    - ➡ Feasible region can be complicated



 Optimal solutions can always be found in vertices



Finding optimal solution can be difficult





$$\max \sqrt{(x-4)^2 + (y-4)^2}$$
s.t.  $x \ge 2$   
 $x \le 5$   
 $-x+y \le 2$   
 $x+y \le 10$   
 $x-3y \le -4$ 





## $\max \sqrt{(x-4)^2 + (y-4)^2}$ s.t. $x \ge 2$ $x \le 5$ $-x+y \le 2$ $x+y \le 10$ $x-3y \le -4$







## $\max \sqrt{(x-4)^2 + (y-4)^2}$ s.t. $x \ge 2$ $x \le 5$ $-x+y \le 2$ $x+y \le 10$ $x-3y \le -4$







## $\max \sqrt{(x-4)^2 + (y-4)^2}$ s.t. $x \ge 2$ $x \le 5$ $-x+y \le 2$ $x+y \le 10$ $x-3y \le -4$







## Local and global optima

$$\max \sqrt{(x-4)^2 + (y-4)^2}$$
s.t.  $x \ge 2$   
 $x \le 5$   
 $-x+y \le 2$   
 $x+y \le 10$   
 $x-3y \le -4$ 







$$\max \sqrt{(x-4)^2 + (y-4)^2}$$
s.t.  $x \ge 2$   
 $x \le 5$   
 $-x+y \le 2$   
 $x+y \le 10$   
 $x-3y \le -4$ 



A feasible solution is called locally optimal if there is no nearby feasible solution with a better objective function value





$$\max \sqrt{(x-4)^2 + (y-4)^2}$$
s.t.  $x \ge 2$   
 $x \le 5$   
 $-x+y \le 2$   
 $x+y \le 10$   
 $x-3y \le -4$ 



A feasible solution is called locally optimal if there is no nearby feasible solution with a better objective function value





$$\max \sqrt{(x-4)^2 + (y-4)^2}$$
s.t.  $x \ge 2$   
 $x \le 5$   
 $-x+y \le 2$   
 $x+y \le 10$   
 $x-3y \le -4$ 



A feasible solution is called locally optimal if there is no nearby feasible solution with a better objective function value





$$\max \sqrt{(x-4)^2 + (y-4)^2}$$
s.t.  $x \ge 2$   
 $x \le 5$   
 $-x+y \le 2$   
 $x+y \le 10$   
 $x-3y \le -4$ 



A feasible solution is called locally optimal if there is no nearby feasible solution with a better objective function value

A feasible solution is called globally optimal if there is no feasible solution at all with a better objective function value





- $\triangleright$  In general:
  - Every global optimum is also a local optimum





- $\triangleright$  In general:
  - Every global optimum is also a local optimum
  - Not every local optimum is a global optimum!





- $\triangleright$  In general:
  - Every global optimum is also a local optimum
  - Not every local optimum is a global optimum!
  - ➡ Finding a local optimum is not enough for solving the problem!





- $\triangleright$  In general:
  - Every global optimum is also a local optimum
  - Not every local optimum is a global optimum!
  - Finding a local optimum is not enough for solving the problem!
- ▷ In linear programming models:





- $\triangleright$  In general:
  - Every global optimum is also a local optimum
  - Not every local optimum is a global optimum!
  - ➡ Finding a local optimum is not enough for solving the problem!
- ▷ In linear programming models:
  - Every local optimum is automatically global!





- $\triangleright$  In general:
  - Every global optimum is also a local optimum
  - Not every local optimum is a global optimum!
  - ➡ Finding a local optimum is not enough for solving the problem!
- ▷ In linear programming models:
  - Every local optimum is automatically global!
  - The simplex algorithm finds a local optimum





- $\triangleright$  In general:
  - Every global optimum is also a local optimum
  - Not every local optimum is a global optimum!
  - ➡ Finding a local optimum is not enough for solving the problem!
- ▷ In linear programming models:
  - Every local optimum is automatically global!
  - The simplex algorithm finds a local optimum
  - ➡ Linear problems can always be solved by the simplex algorithm





- $\triangleright$  In general:
  - Every global optimum is also a local optimum
  - Not every local optimum is a global optimum!
  - ➡ Finding a local optimum is not enough for solving the problem!
- ▷ In linear programming models:
  - Every local optimum is automatically global!
  - The simplex algorithm finds a local optimum
  - ➡ Linear problems can always be solved by the simplex algorithm
- ▷ Possible strategy for solving a non-linear optimization problem:





- $\triangleright$  In general:
  - Every global optimum is also a local optimum
  - Not every local optimum is a global optimum!
  - ➡ Finding a local optimum is not enough for solving the problem!
- ▷ In linear programming models:
  - Every local optimum is automatically global!
  - The simplex algorithm finds a local optimum
  - ➡ Linear problems can always be solved by the simplex algorithm
- ▷ Possible strategy for solving a non-linear optimization problem:
  - Search for a local optimum...





- $\triangleright$  In general:
  - Every global optimum is also a local optimum
  - Not every local optimum is a global optimum!
  - ➡ Finding a local optimum is not enough for solving the problem!
- ▷ In linear programming models:
  - Every local optimum is automatically global!
  - The simplex algorithm finds a local optimum
  - ➡ Linear problems can always be solved by the simplex algorithm
- ▷ Possible strategy for solving a non-linear optimization problem:
  - Search for a local optimum...
  - ...and hope that it's global!





- $\triangleright$  In general:
  - Every global optimum is also a local optimum
  - Not every local optimum is a global optimum!
  - ➡ Finding a local optimum is not enough for solving the problem!
- ▷ In linear programming models:
  - Every local optimum is automatically global!
  - The simplex algorithm finds a local optimum
  - ➡ Linear problems can always be solved by the simplex algorithm
- ▷ Possible strategy for solving a non-linear optimization problem:
  - Search for a local optimum...
  - ...and hope that it's global! (Usually it's not...)





▷ Non-linear optimization is like mountain-climbing in the fog







> Non-linear optimization is like mountain-climbing in the fog



▷ How do you know that you're on the highest mountain if you can't see the other peaks?





▷ Basic principle of interior point methods for finding a local maximum:





- ▷ Basic principle of interior point methods for finding a local maximum:
  - Find a point somewhere in the feasible region





- ▷ Basic principle of interior point methods for finding a local maximum:
  - Find a point somewhere in the feasible region
  - Follow steps in direction of increasing objective until a local maximum is reached





- ▷ Basic principle of interior point methods for finding a local maximum:
  - Find a point somewhere in the feasible region
  - Follow steps in direction of increasing objective until a local maximum is reached
- ▷ Problem: only finds a local maximum!





- ▷ Basic principle of interior point methods for finding a local maximum:
  - Find a point somewhere in the feasible region
  - Follow steps in direction of increasing objective until a local maximum is reached
- ▷ Problem: only finds a local maximum!
- ➡ Heuristic strategies to overcome this:
  - Allow for steps in direction of decreasing objective from time to time





- ▷ Basic principle of interior point methods for finding a local maximum:
  - Find a point somewhere in the feasible region
  - Follow steps in direction of increasing objective until a local maximum is reached
- ▷ Problem: only finds a local maximum!
- ➡ Heuristic strategies to overcome this:
  - Allow for steps in direction of decreasing objective from time to time
  - Restart from a different starting point





- ▷ Basic principle of interior point methods for finding a local maximum:
  - Find a point somewhere in the feasible region
  - Follow steps in direction of increasing objective until a local maximum is reached
- ▷ Problem: only finds a local maximum!
- ➡ Heuristic strategies to overcome this:
  - Allow for steps in direction of decreasing objective from time to time
  - Restart from a different starting point
- ▷ Examples:
  - Simulated annealing, Tabu search, Genetic algorithms, Ant colony simulation





- ▷ Basic principle of interior point methods for finding a local maximum:
  - Find a point somewhere in the feasible region
  - Follow steps in direction of increasing objective until a local maximum is reached
- ▷ Problem: only finds a local maximum!
- ➡ Heuristic strategies to overcome this:
  - Allow for steps in direction of decreasing objective from time to time
  - Restart from a different starting point
- ▷ Examples:

 $\triangleleft$ 

- Simulated annealing, Tabu search, Genetic algorithms, Ant colony simulation
- ▷ Big disadvantage: no optimality information (as gaps in branch & bound)!
  - ➡ You have to rely on luck to get an optimal solution...









B







 $5x_{b} + 3x_{c} \le 50$  $4x_{b} + 7x_{c} \le 70$  $x_{b}, x_{c} \ge 0$ 





 $\triangleleft$ 





 $\triangleleft$ 







▷ Feasible region:  $R = \{(x_{b}, x_{c}) | 4x_{b} + 4x_{c} \le 45$  $5x_{b} + 3x_{c} \le 50$  $4x_{b} + 7x_{c} \le 70$  $x_{b}, x_{c} \ge 0\}$ 

➡ is convex

i.e. every straight line between two points in R also lies completely in R






➡ is convex

i.e. every straight line between two points in R also lies completely in R







➡ is convex

 $\triangleleft$ 

i.e. every straight line between two points in R also lies completely in R







#### ➡ is convex

i.e. every straight line between two points in R also lies completely in R

 $\lambda p + (1 - \lambda)q \in R$  for all  $p, q \in R$  and  $0 \le \lambda \le 1$ 







➡ is convex

i.e. every straight line between two points in R also lies completely in R

 $\lambda p + (1 - \lambda)q \in R$  for all  $p, q \in R$  and  $0 \le \lambda \le 1$ 







➡ is convex

i.e. every straight line between two points in R also lies completely in R

 $\lambda p + (1 - \lambda)q \in R$  for all  $p, q \in R$  and  $0 \le \lambda \le 1$ 







➡ is convex

 $\triangleleft$ 

i.e. every straight line between two points in R also lies completely in R

 $\lambda p + (1 - \lambda)q \in R$  for all  $p, q \in R$  and  $0 \le \lambda \le 1$ 































i.e. every straightline between twopoints on thesurface lies beneaththe surface







A function  $f: R \to \mathbb{R}$  is called concave if  $f(\lambda p + (1 - \lambda)q) \ge \lambda f(p) + (1 - \lambda)f(q)$  for all  $p, q \in R$  and  $0 \le \lambda \le 1$ .



 $\triangleleft$ 



▷ An optimization problem is called **concave** if





- ▷ An optimization problem is called **concave** if
  - the objective function is a **concave function**





- ▷ An optimization problem is called **concave** if
  - the objective function is a **concave function**
  - the optimization sense is to maximize





- ▷ An optimization problem is called **concave** if
  - the objective function is a **concave function**
  - the optimization sense is to maximize
  - the feasible region is a convex set





- ▷ An optimization problem is called **concave** if
  - the objective function is a **concave function**
  - the optimization sense is to maximize
  - the feasible region is a convex set, i.e.





- ▷ An optimization problem is called **concave** if
  - the objective function is a **concave function**
  - the optimization sense is to maximize
  - the feasible region is a convex set, i.e.
    - the left-hand side of every = constraint is a linear function
    - the left-hand side of every  $\leq$  constraint is a convex function
    - the left-hand side of every  $\geq$  constraint is a concave function





- ▷ An optimization problem is called concave if
  - the objective function is a **concave function**
  - the optimization sense is to maximize
  - the feasible region is a convex set, i.e.
    - the left-hand side of every = constraint is a linear function
    - the left-hand side of every  $\leq$  constraint is a convex function
    - the left-hand side of every  $\geq$  constraint is a concave function

For concave optimization problems every local optimum is automatically a global optimum





- ▷ An optimization problem is called **concave** if
  - the objective function is a **concave function**
  - the optimization sense is to maximize
  - the feasible region is a convex set, i.e.
    - the left-hand side of every = constraint is a linear function
    - the left-hand side of every  $\leq$  constraint is a convex function
    - the left-hand side of every  $\geq$  constraint is a concave function

For concave optimization problems every local optimum is automatically a global optimum





 $\triangleleft$ 









 $\triangleright$ 







 $\triangleright$ 











### $\triangleright$ f is convex

i.e. every straightline between twopoints on thesurface lies abovethe surface









i.e. every straightline between twopoints on thesurface lies abovethe surface

A function  $f : R \to \mathbb{R}$  is called convex if  $f(\lambda p + (1 - \lambda)q) \leq \lambda f(p) + (1 - \lambda)f(q)$  for all  $p, q \in R$  and  $0 \leq \lambda \leq 1$ .





▷ An optimization problem is called **convex** if





- ▷ An optimization problem is called **convex** if
  - the objective function is a **convex function**





- $\triangleright$  An optimization problem is called **convex** if
  - the objective function is a **convex function**
  - the optimization sense is to minimize





- ▷ An optimization problem is called **convex** if
  - the objective function is a **convex function**
  - the optimization sense is to minimize
  - the feasible region is a convex set, i.e.
    - the left-hand side of every = constraint is a linear function
    - the left-hand side of every  $\leq$  constraint is a convex function
    - the left-hand side of every  $\geq$  constraint is a concave function





- ▷ An optimization problem is called **convex** if
  - the objective function is a **convex function**
  - the optimization sense is to minimize
  - the feasible region is a convex set, i.e.
    - the left-hand side of every = constraint is a linear function
    - the left-hand side of every  $\leq$  constraint is a convex function
    - the left-hand side of every  $\geq$  constraint is a concave function

For convex optimization problems every local optimum is automatically a global optimum





- ▷ An optimization problem is called **convex** if
  - the objective function is a **convex function**
  - the optimization sense is to minimize
  - the feasible region is a convex set, i.e.
    - the left-hand side of every = constraint is a linear function
    - the left-hand side of every  $\leq$  constraint is a convex function
    - the left-hand side of every  $\geq$  constraint is a concave function

For convex optimization problems every local optimum is automatically a global optimum



















 $\triangleright$  Convex feasible region  $\checkmark$ 









- $\triangleright$  Convex feasible region  $\checkmark$
- $\triangleright$  Convex objective function  $\checkmark$









- $\triangleright$  Convex feasible region  $\checkmark$
- $\triangleright$  Convex objective function  $\checkmark$
- $\triangleright$  Maximization problem  $\bigcirc$





 $\triangleright$  Linear objective function: f(x,y) = 2x + 3y







 $\triangleright$  Linear objective function: f(x,y) = 2x + 3y






$\triangleright$  Linear objective function: f(x,y) = 2x + 3y



- $\begin{tabular}{ll} $$ & f$ is both concave \\ $$ and convex \\ \end{tabular}$
- optimization sense doesn't matter





 $\triangleright$  Linear objective function: f(x,y) = 2x + 3y



- optimization sense doesn't matter

▷ Linear constraints ➡ feasible region is always convex





 $\triangleright$  Linear objective function: f(x,y) = 2x + 3y



- ▷ Linear constraints ➡ feasible region is always convex
- ➡ For linear programming local optima are always automatically global



 $\triangleleft$ 



> Some special cases of non-linear models can be transformed directly into linear models





- > Some special cases of non-linear models can be transformed directly into linear models
- > Linear constraints and objective function to minimize is piecewise linear and convex





- > Some special cases of non-linear models can be transformed directly into linear models
- $\triangleright$  Linear constraints and objective function to minimize is piecewise linear and convex

➡ Non-linear: minimize 
$$\max_{k=1,...,\ell} f_k(x_1,...,x_n)$$
 ( $f_k$  are all linear)
subject to  $\sum_{i=1}^n a_{ji}x_i \leq b_j$   $\forall j$ 





- > Some special cases of non-linear models can be transformed directly into linear models
- $\,\triangleright\,$  Linear constraints and objective function to minimize is piecewise linear and convex

Non-linear: minimize 
$$\max_{k=1,...,\ell} f_k(x_1,\ldots,x_n)$$
 ( $f_k$  are all linear)
subject to  $\sum_{i=1}^n a_{ji}x_i \leq b_j$   $\forall j$ 

ightarrow Rewrite as: minimize z

subject to 
$$f_k(x_1, \dots, x_n) \leq z$$
  $(1 \leq k \leq \ell)$   
 $\sum_{i=1}^n a_{ji} x_i \leq b_j \quad \forall j$ 





- > Some special cases of non-linear models can be transformed directly into linear models
- $\,\triangleright\,$  Linear constraints and objective function to minimize is piecewise linear and convex

Non-linear: minimize 
$$\max_{k=1,...,\ell} f_k(x_1,\ldots,x_n)$$
 ( $f_k$  are all linear)
subject to  $\sum_{i=1}^n a_{ji}x_i \leq b_j$   $\forall j$ 

ightarrow Rewrite as: minimize z

subject to 
$$f_k(x_1, \dots, x_n) - z \leq 0$$
  $(1 \leq k \leq \ell)$   
 $\sum_{i=1}^n a_{ji} x_i \leq b_j \quad \forall j$ 





- > Some special cases of non-linear models can be transformed directly into linear models
- > Linear constraints and objective function to minimize is piecewise linear and convex

Non-linear: minimize 
$$\max_{k=1,...,\ell} f_k(x_1,\ldots,x_n)$$
 ( $f_k$  are all linear)
subject to  $\sum_{i=1}^n a_{ji}x_i \leq b_j$   $\forall j$ 

Rewrite as: minimize z

subject to 
$$f_k(x_1,\ldots,x_n)-z \leq 0$$
  $(1\leq k\leq \ell)$   
 $\sum_{i=1}^n a_{ji}x_i \leq b_j \quad \forall j$ 

 $\,\triangleright\,$  Linear constraints and objective function to minimize is convex of the form

$$\sum_{i=1}^{n} c_i |x_i| \quad \text{with all } c_i \ge 0$$





- > Some special cases of non-linear models can be transformed directly into linear models
- $\,\triangleright\,$  Linear constraints and objective function to minimize is piecewise linear and convex

Non-linear: minimize 
$$\max_{k=1,...,\ell} f_k(x_1,\ldots,x_n)$$
 ( $f_k$  are all linear)
subject to  $\sum_{i=1}^n a_{ji}x_i \leq b_j$   $\forall j$ 

Rewrite as: minimize z

subject to 
$$f_k(x_1, \dots, x_n) - z \leq 0$$
  $(1 \leq k \leq \ell)$   
 $\sum_{i=1}^n a_{ji} x_i \leq b_j \quad \forall j$ 

 $\,\triangleright\,$  Linear constraints and objective function to minimize is convex of the form

$$\sum_{i=1}^{n} c_i |x_i| \quad \text{with all } c_i \ge 0$$

➡ Can be similarly rewritten into linear constraints





























Minimize the largest occuring vertical distance between the wanted line and the data points!



 $\triangleleft$ 



Example













→ Vertical distance between line and the *i*-th data point:  $|ax_i + b - y_i|$ 







- → Vertical distance between line and the *i*-th data point:  $|ax_i + b y_i|$
- → **Objective**: minimize  $\max_{i=1,...,n} |ax_i + b y_i|$







- → Vertical distance between line and the *i*-th data point:  $|ax_i + b y_i|$
- → **Objective**: minimize  $\max_{i=1,...,n} |ax_i + b y_i|$

no constraints







- → Vertical distance between line and the *i*-th data point:  $|ax_i + b y_i|$
- ➡ Objective: minimize  $\max_{i=1,...,n} |ax_i + b y_i|$ non-linear!







- → Vertical distance between line and the *i*-th data point:  $|ax_i + b y_i|$
- → Objective: minimize  $\max_{i=1,...,n} |ax_i + b y_i|$  non-linear!
  C no constraints
- ▷ Reformulate into a linear model







- → Vertical distance between line and the *i*-th data point:  $|ax_i + b y_i|$
- → Objective: minimize  $\max_{i=1,...,n} |ax_i + b y_i|$  non-linear!
  C no constraints
- $\triangleright$  Reformulate into a linear model, using additional variable  $z \in \mathbb{R}$ :







- → Vertical distance between line and the *i*-th data point:  $|ax_i + b y_i|$
- → Objective: minimize  $\max_{i=1,...,n} |ax_i + b y_i|$  non-linear!
  C no constraints
- $\triangleright$  Reformulate into a linear model, using additional variable  $z \in \mathbb{R}$ :







Variables: 
$$a,b\in\mathbb{R}$$

- → Vertical distance between line and the *i*-th data point:  $|ax_i + b y_i|$
- → Objective: minimize  $\max_{i=1,...,n} |ax_i + b y_i|$  non-linear!
  C no constraints
- $\triangleright$  Reformulate into a linear model, using additional variable  $z \in \mathbb{R}$ :

 $\begin{array}{lll} \text{minimize} & z\\ \text{subject to} & x_i \cdot a + b - z \leq y_i & (1 \leq i \leq n)\\ & -x_i \cdot a - b - z \leq -y_i & (1 \leq i \leq n)\\ & a, b, z \in \mathbb{R} \end{array}$ 





Variables: 
$$a,b\in\mathbb{R}$$

- → Vertical distance between line and the *i*-th data point:  $|ax_i + b y_i|$
- → Objective: minimize  $\max_{i=1,...,n} |ax_i + b y_i|$  non-linear!
  C no constraints
- $\triangleright$  Reformulate into a linear model, using additional variable  $z \in \mathbb{R}$ :

▷ Variants: minimize sum of distances, square of distances, fit a higher-order curve

















































▷ Last constraint can be expressed in integer variables





▷ A (non-linear) function in more than one variable is called separable if it can be expressed as the sum of (possibly non-linear) functions in one variable each.





- ▷ A (non-linear) function in more than one variable is called separable if it can be expressed as the sum of (possibly non-linear) functions in one variable each.
- $\triangleright$  Examples:

 $x_1^2 + 2x_2 + e^{x_3}$ 




- ▷ A (non-linear) function in more than one variable is called separable if it can be expressed as the sum of (possibly non-linear) functions in one variable each.
- ▷ Examples:

 $x_1^2 + 2x_2 + e^{x_3} \implies \text{separable}$ 





 $\triangleright$ 

- ▷ A (non-linear) function in more than one variable is called separable if it can be expressed as the sum of (possibly non-linear) functions in one variable each.
- ▷ Examples:

 $x_1^2 + 2x_2 + e^{x_3} \implies$  separable  $x_1x_2 + \frac{x_2}{1+x_1} + x_3 \implies$  not separable





 $\triangleright$ 

- ▷ A (non-linear) function in more than one variable is called separable if it can be expressed as the sum of (possibly non-linear) functions in one variable each.
- ▷ Examples:

$$x_1^2 + 2x_2 + e^{x_3} \implies$$
 separable  
 $x_1x_2 + \frac{x_2}{1+x_1} + x_3 \implies$  not separable





- ▷ A (non-linear) function in more than one variable is called separable if it can be expressed as the sum of (possibly non-linear) functions in one variable each.
- ▷ Examples:

$$x_1^2 + 2x_2 + e^{x_3} \implies$$
 separable  
 $x_1x_2 + \frac{x_2}{1+x_1} + x_3 \implies$  not separable

Approximate every single-variable expression by piecewise linear functions





 $\triangleright$ 

- ▷ A (non-linear) function in more than one variable is called separable if it can be expressed as the sum of (possibly non-linear) functions in one variable each.
- ▷ Examples:

$$x_1^2 + 2x_2 + e^{x_3} \implies$$
 separable  
 $x_1x_2 + \frac{x_2}{1+x_1} + x_3 \implies$  not separable

Approximate every single-variable expression by piecewise linear functions

Replaced non-linear model with integer linear model





- ▷ A (non-linear) function in more than one variable is called separable if it can be expressed as the sum of (possibly non-linear) functions in one variable each.
- ▷ Examples:

$$x_1^2 + 2x_2 + e^{x_3} \implies$$
 separable  
 $x_1x_2 + \frac{x_2}{1+x_1} + x_3 \implies$  not separable

Approximate every single-variable expression by piecewise linear functions

- Replaced non-linear model with integer linear model
- $\triangleright$  Disadvantages:
  - much larger number of variables





- ▷ A (non-linear) function in more than one variable is called separable if it can be expressed as the sum of (possibly non-linear) functions in one variable each.
- ▷ Examples:

$$x_1^2 + 2x_2 + e^{x_3} \implies$$
 separable  
 $x_1x_2 + \frac{x_2}{1+x_1} + x_3 \implies$  not separable

Approximate every single-variable expression by piecewise linear functions

- Replaced non-linear model with integer linear model
- ▷ Disadvantages:
  - much larger number of variables
  - have to handle approximation errors















- $\triangleright$  Due to non-linearity:
  - Shadow prices are valid only for infinitesimal changes of the right-hand side







- $\triangleright$  Due to non-linearity:
  - Shadow prices are valid only for infinitesimal changes of the right-hand side
  - No range information available for shadow prices







- $\triangleright$  Due to non-linearity:
  - Shadow prices are valid only for infinitesimal changes of the right-hand side
  - No range information available for shadow prices
- $\triangleright$  Still true:
  - Shadow prices of non-binding constraints are always 0







- ▷ Due to non-linearity:
  - Shadow prices are valid only for infinitesimal changes of the right-hand side
  - No range information available for shadow prices
- $\triangleright$  Still true:
  - Shadow prices of non-binding constraints are always 0
  - Shadow prices of binding constraints may be 0 if the problem is degenerate







- ▷ Models, Data and Algorithms
- ▷ Linear Optimization
- ▷ Mathematical Background: Polyhedra, Simplex-Algorithm
- Sensitivity Analysis; (Mixed) Integer Programming
- ▷ MIP Modelling
- ▷ MIP Modelling: More Examples; Branch & Bound
- > Cutting Planes; Combinatorial Optimization: Examples, Graphs, Algorithms
- ▷ TSP-Heuristics
- ▷ Network Flows
- Shortest Path Problem
- Complexity Theory
- Nonlinear Optimization
- ▷ Scheduling (Jan 25)
- ▷ Lot Sizing (Feb 01)
- ▷ Summary (Feb 08)
- ▷ Oral exam (Feb 15)



