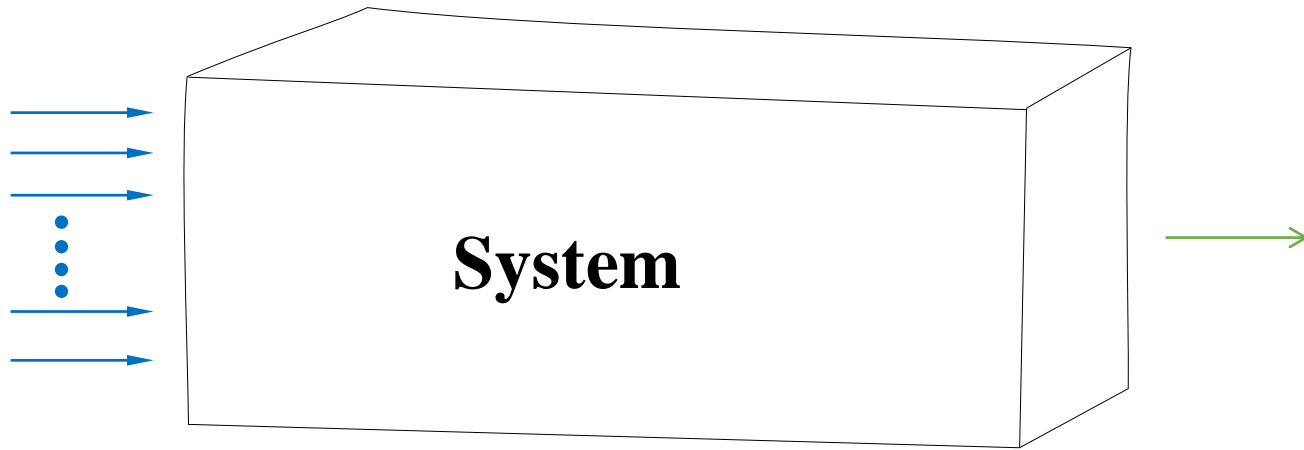


Single-objective Optimization Problems

Main components of an optimization problem

Inputs (variables)

Output (objective)

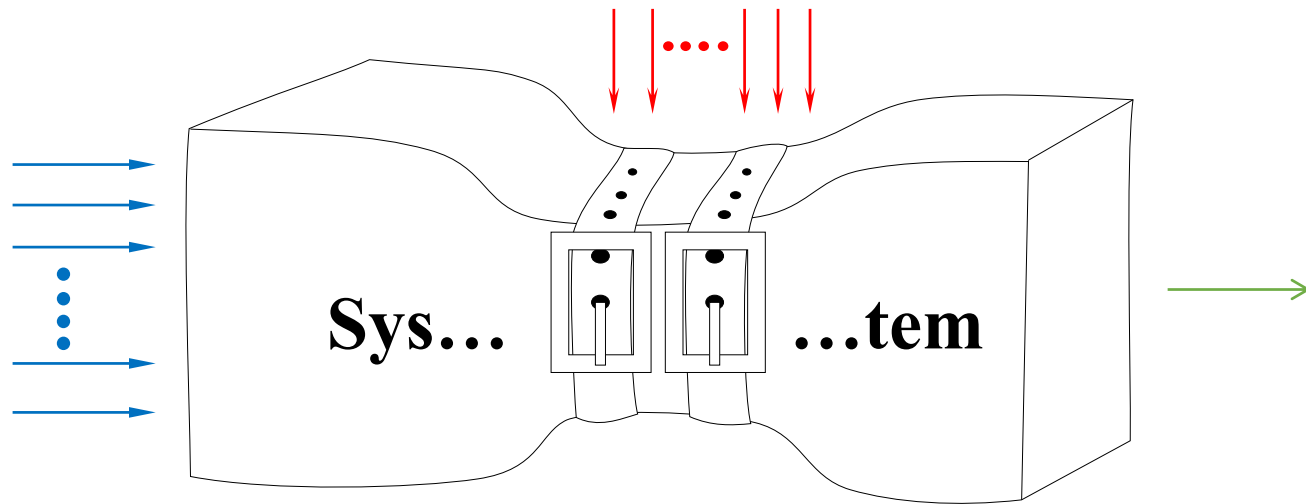


Main components of an optimization problem

Inputs

Constraints

Output

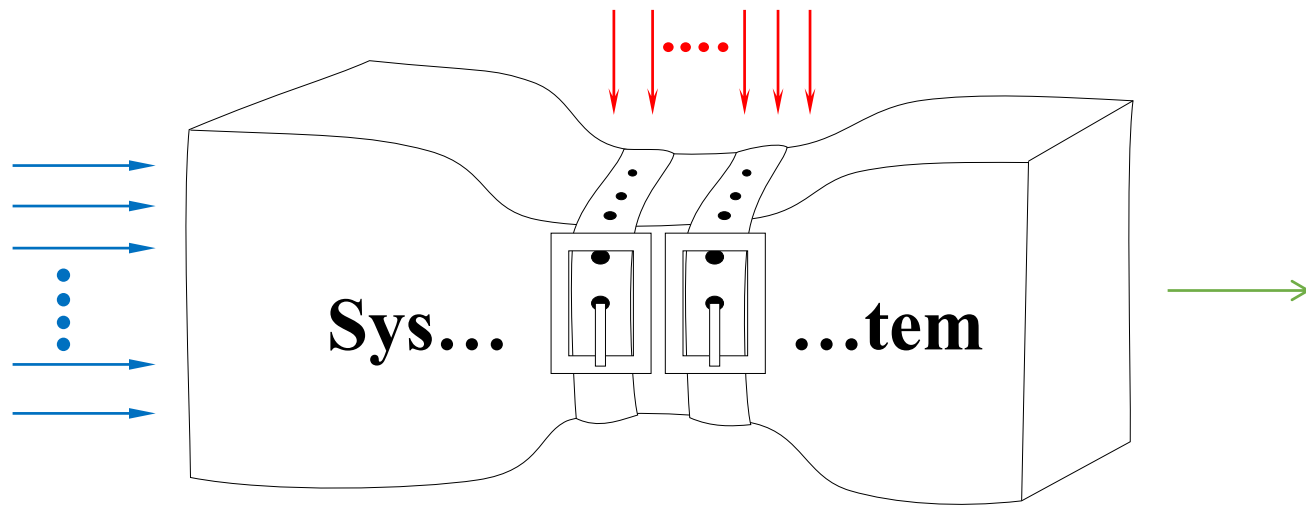


Formulating an optimization problem

Inputs

Constraints

Output



Minimise: $f(x_1, x_2, \dots, x_n)$

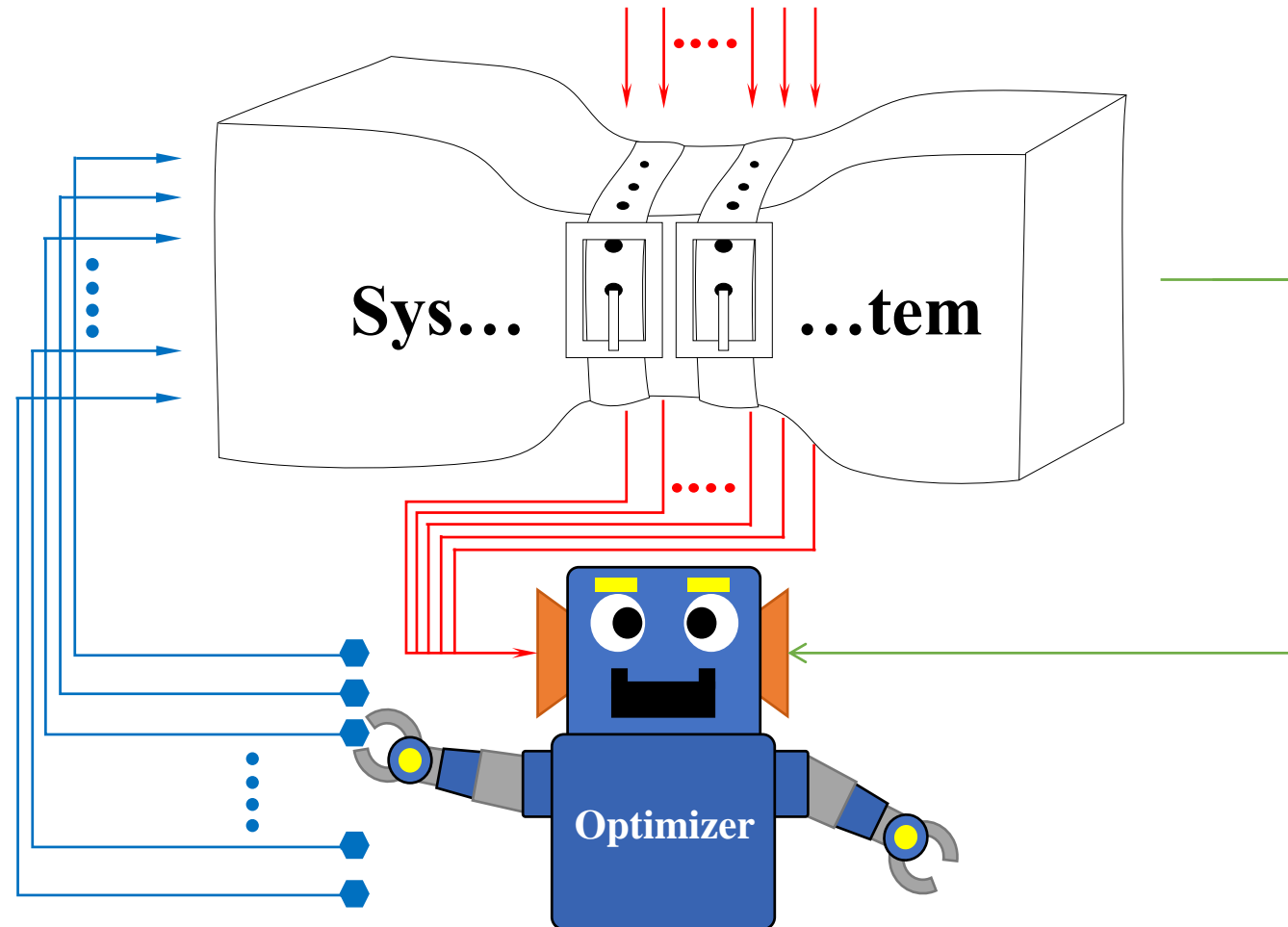
Subject to: ***Constraints***

Optimization algorithm

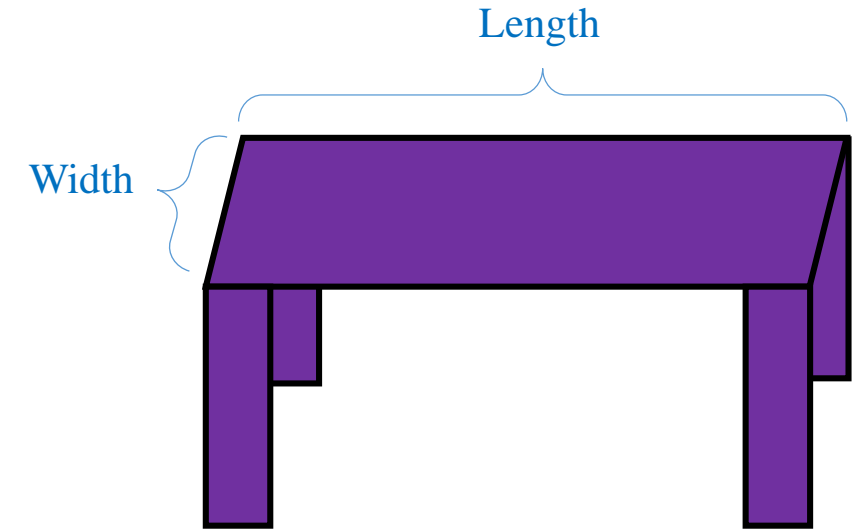
Inputs

Constraints

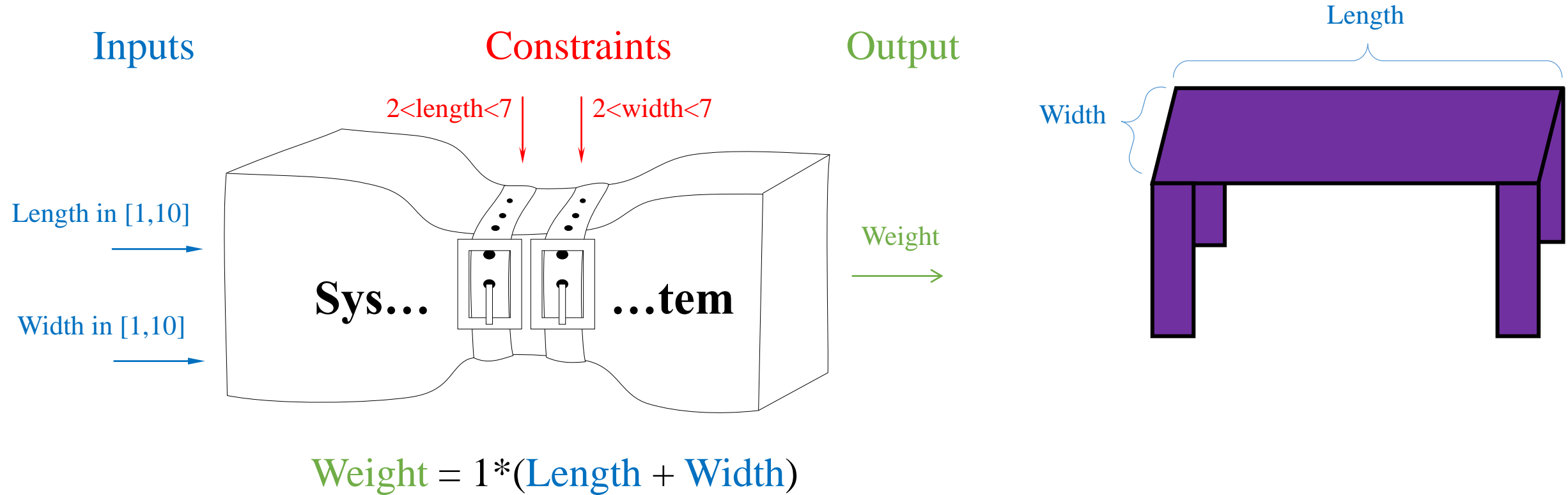
Output



Example: designing a table

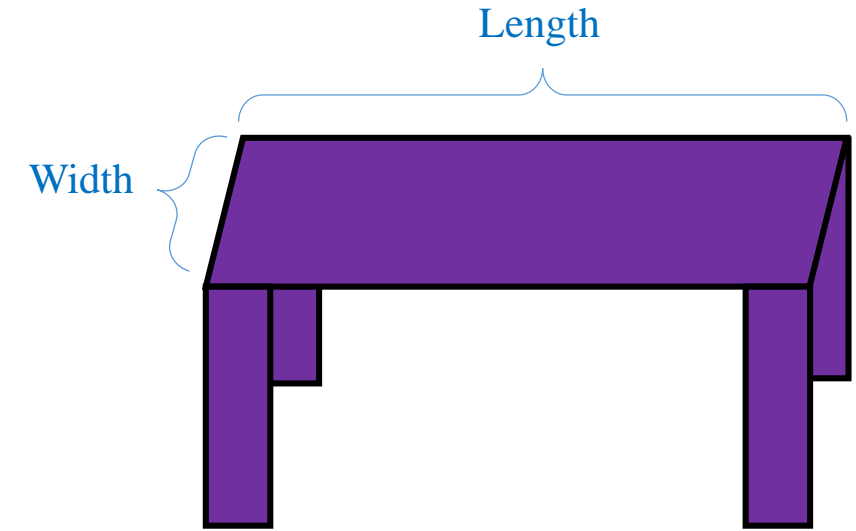


Example: designing a table



The objective is to minimize the weight

Example: designing a table



Minimise: $f(\text{length}, \text{width}) = 1 * (\text{Length} + \text{Width})$

Subject to: $2 < \text{length} < 7$
 $2 < \text{width} < 7$

Search landscape of the table problem

Inputs:

width , length

Output:

weight

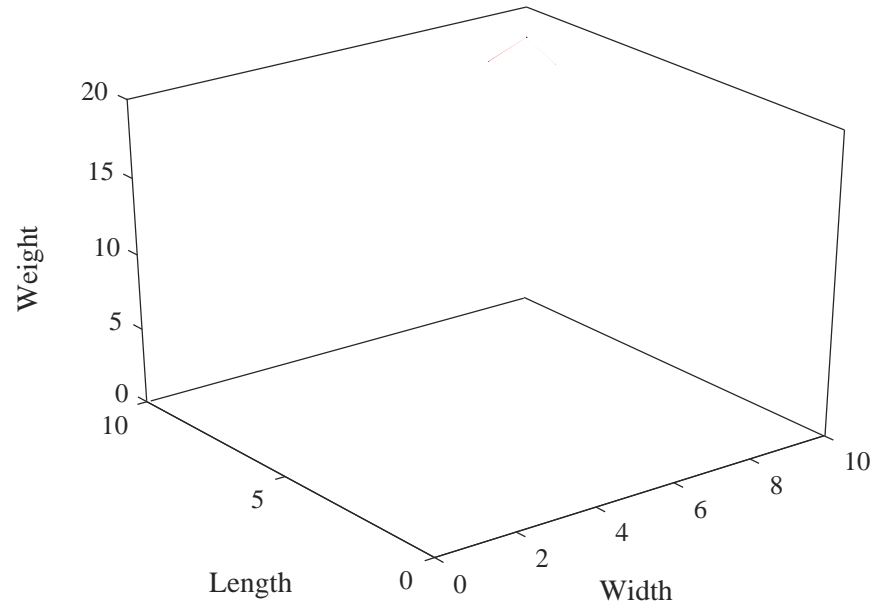


Table #1: $W=10, L=10$

Table #2: $W=9, L=10$

Table #3: $W=10, L=9$

Table #4: $W=9, L=9$

Search landscape of the table problem

Inputs:

width , length

Output:

weight

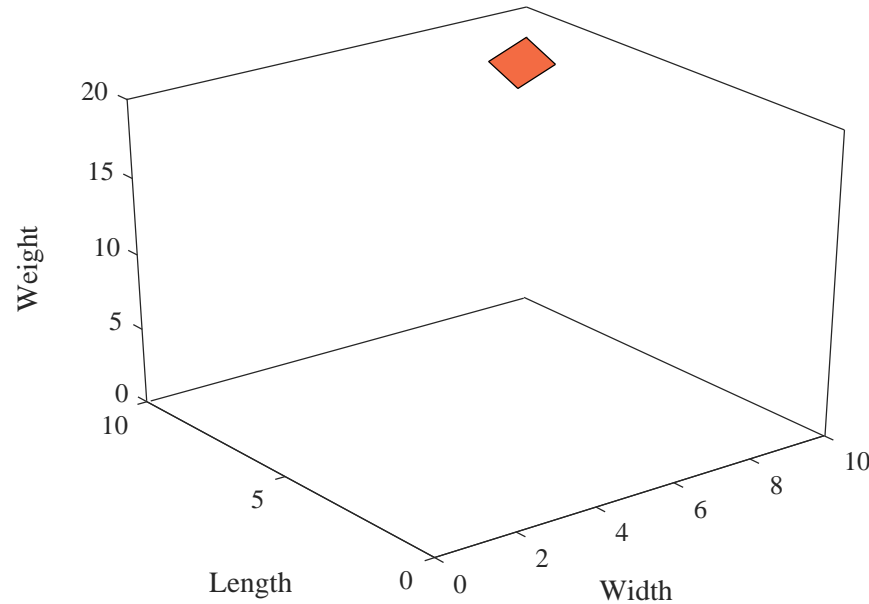


Table #1: $W=10, L=10$

Table #2: $W=9, L=10$

Table #3: $W=10, L=9$

Table #4: $W=9, L=9$

Example

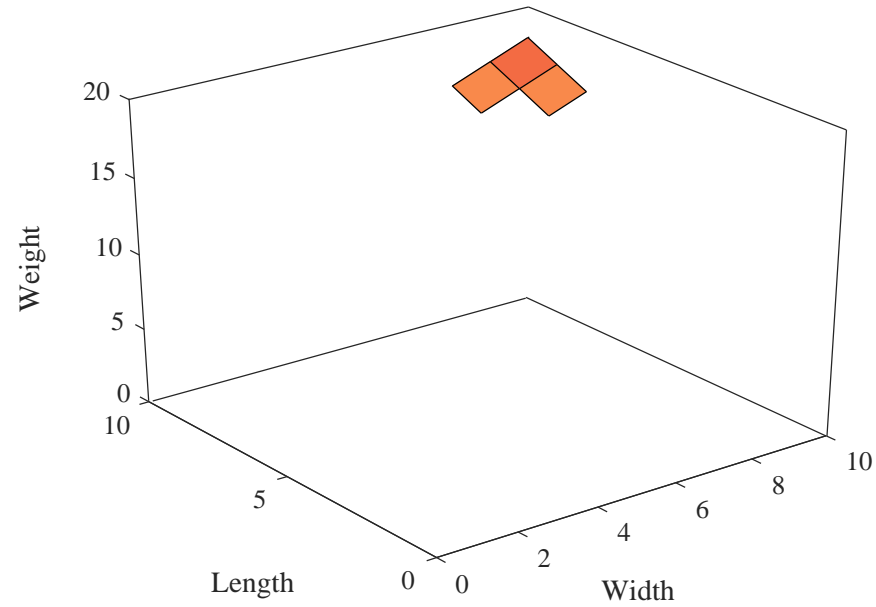
Inputs:

width , length

Output:

weight

8 tables



Example

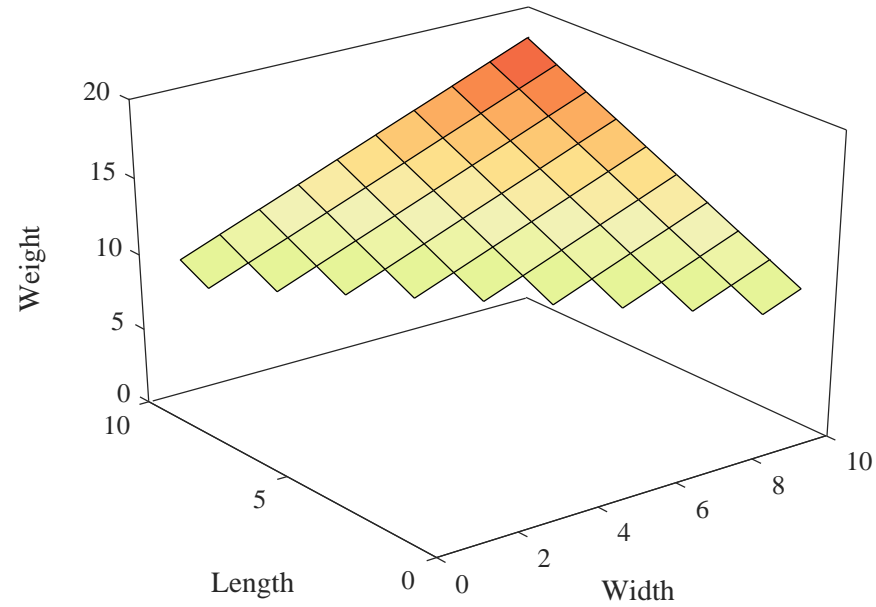
Inputs:

width , length

Output:

weight

50 tables



Example

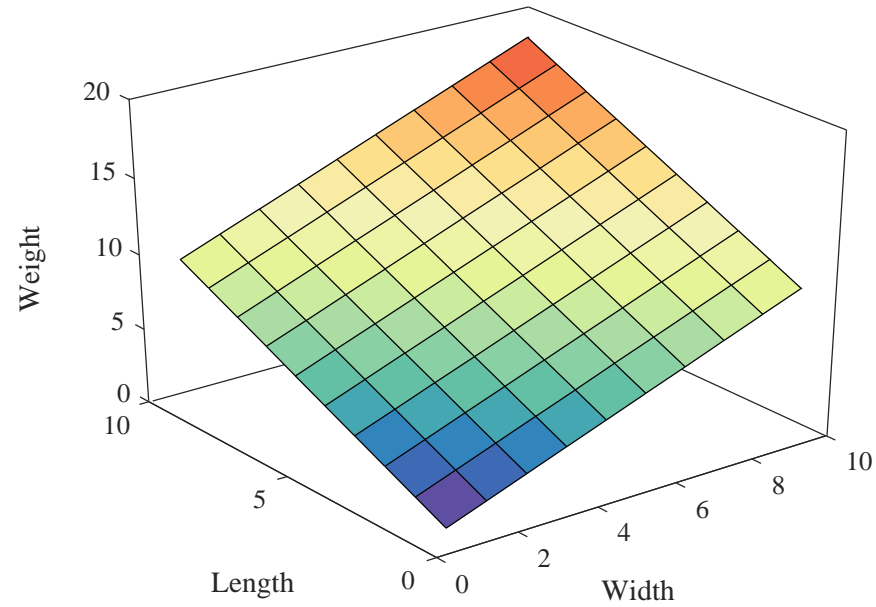
Inputs:

width , length

Output:

weight

100 tables



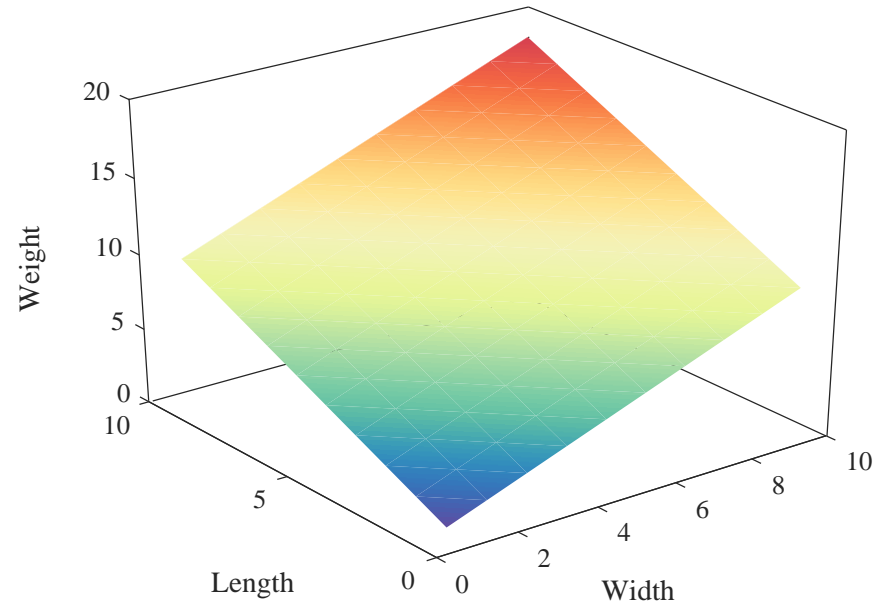
Example

Inputs:

width , length

Output:

weight



Example

Inputs:

width , length

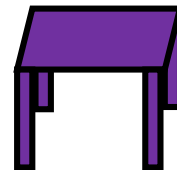
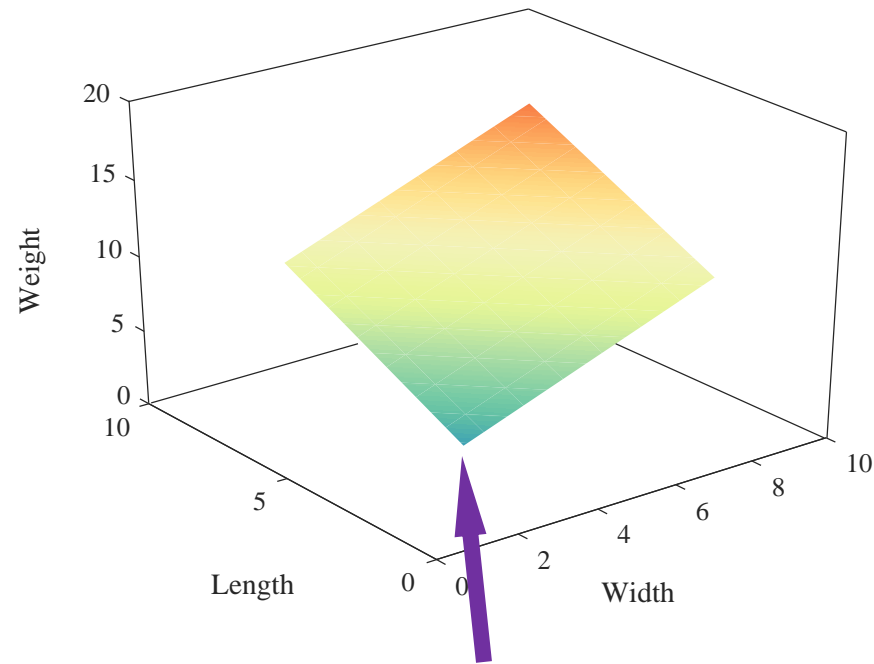
Output:

weight

Constraints:

$2 < \text{width} < 7$

$2 < \text{length} < 7$



Search landscape

Inputs:

x, y

Output:

$f(x,y)$

Constraints:

$$(y \leq 3.2) \vee (y \geq 3.4)$$

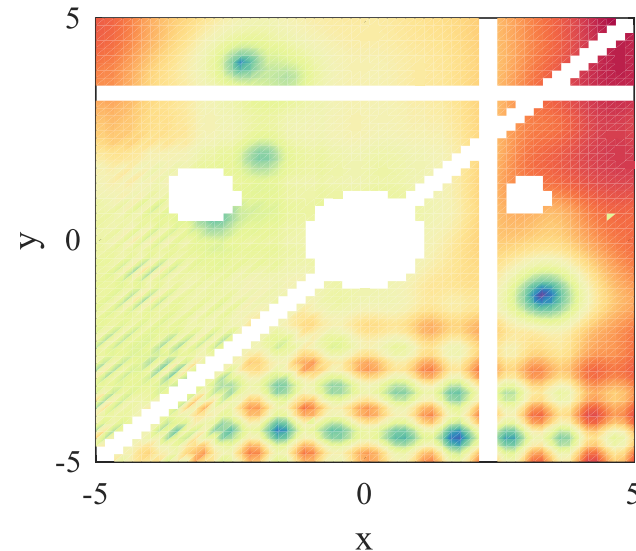
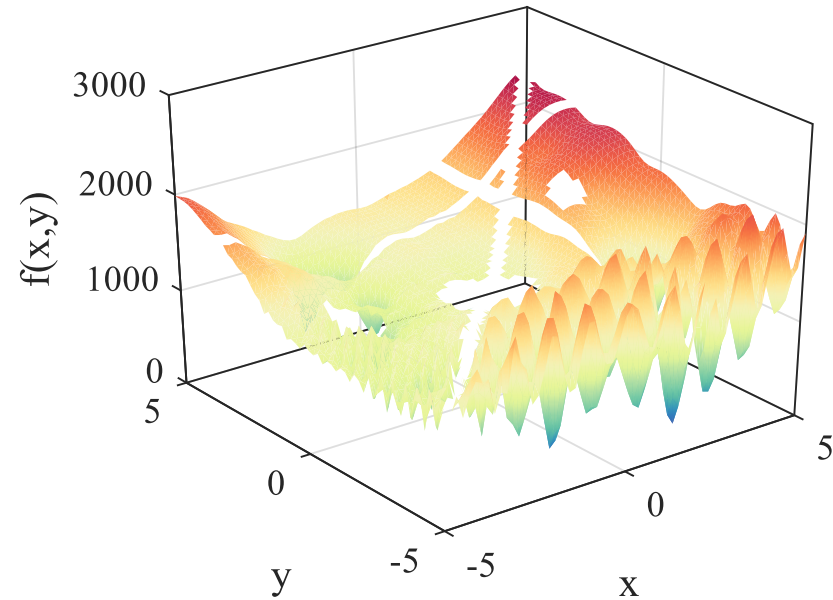
$$(x \leq 2.2) \vee (x \geq 2.3)$$

$$(x - 3)^2 + (y - 1)^2 \geq 0.1$$

$$(x + 3)^2 + (y - 1)^2 \geq 0.3$$

$$x^2 + y^2 \geq 1$$

$$x \neq y$$



Search landscape

Inputs:

x, y

Output:

$f(x,y)$

Constraints:

$$(y \leq 3.2) \vee (y \geq 3.4)$$

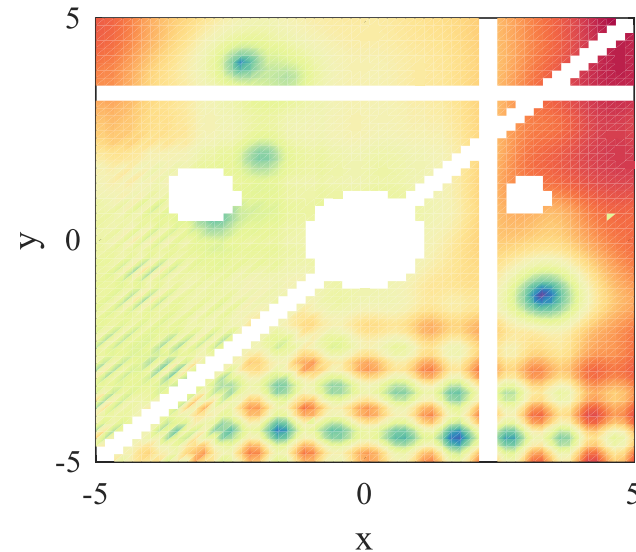
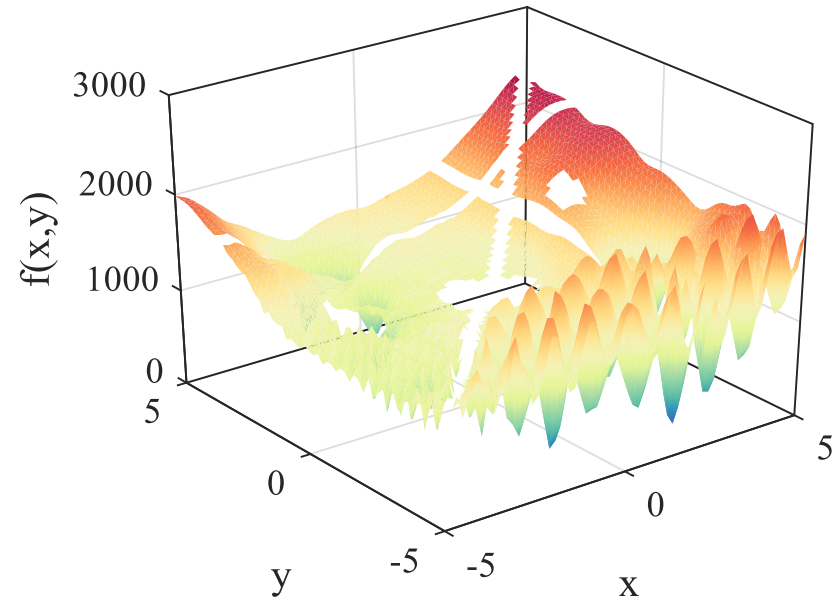
$$(x \leq 2.2) \vee (x \geq 2.3)$$

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$$x^2 + y^2 \geq 1$$

$$x \neq y$$



Difficulties of a real-world problem

- A large number of local solutions
- A large number of constraints
- Discrete variables
- Deceptive search space
- Multiple objectives
- Dynamically changing
- Uncertainties in inputs, outputs, or constraints
- Etc.