

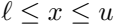


# GUROBI

## OPTIMIZATION

$x^2 + x + 1$















1999



$$x \left[ \text{rev} x \right] = \text{rev} x \left[ \text{rev} x \right] : \text{rev} x$$



$x_{\text{even}} = x_{\text{odd}}$



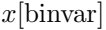
**[x] [1] [2] [3] [4] [5] [6] [7] [8] [9] [0]**

[[[Biblical]]] = [[Bible]]



was [or] in [the] way

$x[bivai] = bivai(x) \cdot x$











1991-1992







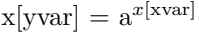


$$x[\text{var}] = p_0 x[\text{var}]^d + p_1 x[\text{var}]^{d-1} + \dots + p_{d-1} x[\text{var}] + p_d$$





www.arpix.org

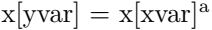






xxvii] 109] xxi]

$x \log x = \log x$



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**xxviii] = cob] xvi]**

$x \left[ \frac{1}{2} \right]_{\text{odd}}$

*odjB odjV*





A pixelated, grayscale representation of the word "EWE". The letters are composed of a grid of black and gray pixels on a white background, giving it a low-resolution, digital-art appearance. The "E" is on the left, followed by the "W", and then the "E" on the right. The style is reminiscent of early computer graphics or video game sprites.

