# NLPAPI: An API to Nonlinear Programming Problems. **User's Guide**

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### 1 Introduction

This API provides a way to create and access Nonlinear Programming Problems of the form

(v) minimize Objective Function

(i.e. LANCELOT's form). For example

$$O(\mathbf{v}) = \int_{i=1}^{ng} \frac{1}{S_i} g_i \binom{ne_i}{j=1} w_{ij} f_{ij} (Re_{ij}) + \langle a_i, \mathbf{v} \rangle - b_i)$$

The  $g_i:\mathbb{R}$   $\mathbb{R}$  are called groups functions, the  $f_{ij}:\mathbb{R}^{e_{ij}}$   $\mathbb{R}$  are called nonlinear element2/F2lement

### 2.1.1 The Objective

Each problem has an objective function. This can be set with the NLPSet-Objective or NLPSetObjectiveByString routine, or can be built as the sum of a number of groups.

```
NLProblem P;
char name[]="Obj";
int nv;
int *v;
```

functions. This is a convenience, but if the derivatives are approximated by differencing it can also substantially reduce the number of operations needed to approximate the derivatives of the objective.

The objective can be evaluated using the routines: Thyoreppndlded ppsitdas the tipe to the tipe to the tipe to the objective and the tipe to the tipe

NLPSetInequalityConstraintGroupA NLPSetInequalityConstraintGroupB NLPAddNonlinearElementToInequalityConstraintGroup

Inequality constraints can be evaluated using the routines:

```
int c;
double o;
NLVector v, g;
NLMatrix H;

o=NLPEvaluateInequalityConstraint(P, c, v);

g=NLCreate...Vector(...);
NLPEvaluateGradientOfInequalityConstraint(P, c, v, g);
H=NLCreate...Matrix(...);
NLPEvaluateHessianOfInequalityConstraint(P, c, v, H);
```

```
nv=3; v[0]=3; v[1]=10; v[2]=9; I=1.; u=10.; rc=NLPAddEqualityConstraint(P, name, I, u, nv, v, F, dF, ddF, data, freedata);
```

The data variable allows the user to associate a data block with the objective, that is passed to the functions when they are evaluated. The freedata routine is called when the problem is free'd, so that the data block can be released. The array v lists the nv

int c;

Inequalities are sometimes dealt with by introducing extra variables called slacks. That is,

$$I f(\mathbf{v}) u$$

is replaced by an equality constraint and simple bounds on the slack -

$$f(\mathbf{v}) - s = 0$$
$$0 \quad s \quad u - I$$

These operations take a problem with inequality and equality constraints and convert it to a problem with only equality constraints –

NLPConvertToEqual i tyAndBoundsOnly(P);

Finally, equalities are sometimes eliminated by introducing a quadratic penalty and Lagrange multipliers. That is,

minimize 
$$O(\mathbf{v})$$
  
subject to  $f(\mathbf{v}) = 0$ 

becomes

minimize 
$$O(v)$$
 +

or each, what the original constant element and group scale were. Therefore the routine which creates the terms in the objective requires arrays that it can store this information in -

```
int g[nc]; /* the ids of the added groups */
double mu;
double l[nc]; /* Lagrange multipliers */
double b[nc]; /* Constant elements */
double s[nc]; /* Group scales */
nc=NLPGetNumberOfEqualityConstraints(P);
```

NLPSetObj ecti veGroupFuncti on(g, gf); NLPSetEqualityConeaalneaalGriupin(; NLPSetObj ecti veGroLcqueon(s;

```
ef=NLCreateEl ementFuncti onWi thIni ti al Hessi an(P, "etype", n, R, F, dF, ddF, data, freedata, ddF0);

ef=NLCreateEl ementFuncti onByStri ng(P, "etype", n, R, "[x, y, z, w]", "x**2+y**2-z*w");
```

Here, n is the number of element variables, R the range transformation (or NULL), F, dF, and ddF are routines which evalute F and its derivatives (ddF may be NULL). If ddF is NULL, ddF0 gives an initial guess at the Hessian

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#### 2.1.8 Matrices

NLMatrices are similar to the NLVectors. There are dense matrices, and two

The severity is 4, 8 or 12, the Routine is the routine which issued the error, and the line and file give the line of source code where it was issued. The

## 4 Example

We will develop the code for creating and solving HS65. HS65 is the problem:

minimize 
$$(x_1 - x_2)^2 + (x_1 + x_2 - 10)^2 / 9 + (x_3 - 5)^2$$
 subject to 
$$-4.5 \quad x_1 \quad 4.5$$
 
$$-4.5$$

NLPSetSimpleBounds(P, 1, -4.5, 4.5);

function as the group function, but element functions, unlike groups, which take a scalar argument, take a vector as argument. First we include the API prototypes:

#include <NLPAPI.h>

```
rc=NLPSetObj ecti veGroupA(P, group, a);
rc=NLPSetObj ecti veGroupB(P, group, 5.);
NLFreeVector(a);
Next come bounds on the variables:
rc=NLPSetSi mpl eBounds(P, 0, -4. 5, 4. 5);
rc=NLPSetSi mpl eBounds(P, 1, -4. 5, 4. 5);
rc=NLPSetSi mpl eBounds(P, 2, -5. , 5.);
```