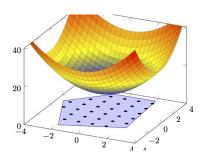
Mixed Integer Nonlinear Programming Theory and Applications

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Outline

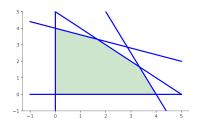
1 Linear Programming

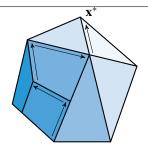
Linear Programming (LP):

Polynomial time (P)

Given a matrix $A \in \mathbb{R}^{m \times n}$, vector $b \in \mathbb{R}^m$ and vector $c \in \mathbb{R}^n$, the *linear programming* problem is

$$\begin{array}{ll}
\max & c^{\top} x \\
s.t. & Ax \leq b \\
& x \geq 0
\end{array} \tag{1}$$





Example: Toy Maker

Excel PuLP Gurobipy

Consider the problem of a toy company that produces toy planes and toy boats. The toy company can sell its planes for \$10 and its boats for \$8 dollars. It costs \$3 in raw materials to make a plane and \$2 in raw materials to make a boat. A plane requires 3 hours to make and 1 hour to finish while a boat requires 1 hour to make and 2 hours to finish. The toy company knows it will not sell anymore than 35 planes per week. Further, given the number of workers, the company cannot spend anymore than 160 hours per week finishing toys and 120 hours per week making toys. The company wishes to maximize the profit it makes by choosing how much of each toy to produce.

$$\begin{cases}
\max 7x_1 + 6x_2 \\
s.t. 3x_1 + x_2 \le 120 \\
x_1 + 2x_2 \le 160 \\
x_1 \le 35 \\
x_1 \ge 0 \\
x_2 \ge 0
\end{cases} \tag{2}$$

1.1. Amazing Results in Linear Programming

- 1. There are fast (polynomial time!) algorithms to solve Linear Programming.
- 2. If objective is bounded, then there exists an optimal solution.
- 3. If the objective is unbounded, there exists a ray on which the objective is unbiounded.
- 4. Strong duality theorem

2 Integer Programming

${\bf Integer\ Linear\ Programming\ (ILP):}$

NP-Complete

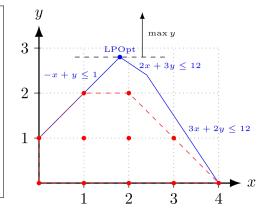
Given a matrix $A \in \mathbb{R}^{m \times n}$, vector $b \in \mathbb{R}^m$ and vector $c \in \mathbb{R}^n$,

the integer linear programming problem is

$$\max \quad c^{\top} x$$

$$s.t. \quad Ax \le b$$

$$x \in \mathbb{Z}^n$$
(3)



3 Mixed Integer Nonlinear Programming

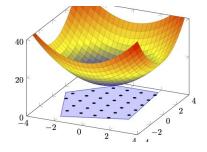
MINLP:

very NP-Hard!

Given a function $f(x): \mathbb{R}^d \to \mathbb{R}$ and other functions $f_i(x): \mathbb{R}^d \to \mathbb{R}$ for i = 1, ..., m, the *mixed integer nonlinear programming* problem is

min
$$f(x)$$

s.t. $f_i(x) \le 0$ for $i = 1,...,m$ (4)
 $x \in \mathbb{Z}^n \times \mathbb{R}^{d-n}$



3.1. Example: Polynomial optimization

min
$$3x_1 + 4x_2$$

s.t. $x_1^2x_2 + 2x_2 + x_3 = 5$
 $x_1^2x_2^2 + x_2 + x_4 = 3$
 $x_1x_2 - x_1x_2^2 \le 1$
 $0 \le x_1x_2^2 \le 2$
 $x_1 \in \mathbb{Z}$ (5)

3.2. Difficult things about MINLP

- 1. There may not exist any finite algorithm!
- 2. Even if the objective is bounded, there may not exist an optimal solution!
- 3. If the objective is unbounded, there may not be a ray on which the objective is unbounded!
- 4. Nearly feasible solutions may be super optimal!
- 5. It is difficult to determine even if there exists a rational solution!
- 6. Feasible regions are not contiguous!

3.3. Very cool things about MINLP

Sums of Squares Programming: A polynomial f(x) in *n*-variables is non-negative if we can write it as a *sum of squares*, i.e.,

$$f(x) = \sum_{j=1}^{t} (s_j(x))^2$$

for some polynomials $s_j(x)$.

Equivalently, let X be a vector of monomials. Then when f(x) is a sum of squares, it can be written as

$$f(x) = z^{\top} Q z$$

where Q is a positive semidefinite matrix.

Corollary: There exists an algorithm for many polynomial optimization problems.

Example. Consider the task proving nonnegativity of the polynomial

$$p(x) = x_1^4 - 6x_1^3x_2 + 2x_1^3x_3 + 6x_1^2x_3^2 + 9x_1^2x_2^2 - 6x_1^2x_2x_3 - 14x_1x_2x_3^2 + 4x_1x_3^3 + 5x_3^4 - 7x_2^2x_3^2 + 16x_2^4.$$

Since this is a form (i.e., a homogeneous polynomial), we take

$$z = (x_1^2, x_1 x_2, x_2^2, x_1 x_3, x_2 x_3, x_3^2)^T.$$

One feasible solution to the SDP in (5) is given by

$$Q = \left(\begin{array}{ccccccc} 1 & -3 & 0 & 1 & 0 & 2 \\ -3 & 9 & 0 & -3 & 0 & -6 \\ 0 & 0 & 16 & 0 & 0 & -4 \\ 1 & -3 & 0 & 2 & -1 & 2 \\ 0 & 0 & 0 & -1 & 1 & 0 \\ 2 & -6 & 4 & 2 & 0 & 5 \end{array}\right)$$

Upon a decomposition $Q = \sum_{i=1}^{3} a_i^T a_i$, with $a_1 = (1, -3, 0, 1, 0, 2)^T$, $a_2 = (0, 0, 0, 1, -1, 0)^T$, $a_3 = (0, 0, 4, 0, 0, -1)^T$, one obtains the sos decomposition

$$p(x) = (x_1^2 - 3x_1x_2 + x_1x_3 + 2x_3^2)^2 + (x_1x_3 - x_2x_3)^2 + (4x_2^2 - x_3^2)^2.$$

¹Borrowed from lecture slides of Amir Ali Ahmadi, Princeton ORFE

4 Research interests

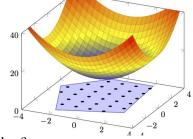
4.1. Nonliner Mixed Integer Programming over Polyhedra

Suppose that f is a nonconvex polynomial. Consider

$$\max f(x)$$

$$s.t. \quad Ax \le b$$

$$x \in \mathbb{Z}^n \times \mathbb{R}^{d-n}$$
(6)

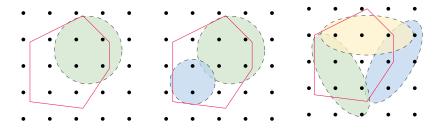


What is known in terms of complexity to solve this problem?

- 1. If f is convex, then $n^{O(n)}poly(\langle f, A, b \rangle)$.
- 2. Some results on additional problem structure (tree-width, fixed number of constraints)
- 3. Some results for 1, 2, and 3 integer variables when f is quadratic
- 4. Some results when f is a quadratic
- 5. Some hardness results in low dimension.

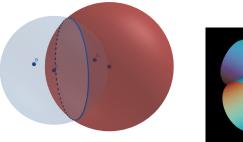
4.2. Reverse convex sets

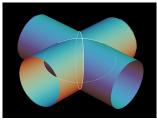
- Let *P* be a polyhedron
- Let C_i be convex sets (semi-algebraic?), for i = 1, ..., m.
- Determine if $P \setminus (C_1 \cup \cdots \cup C_m)$ contains any integer points.



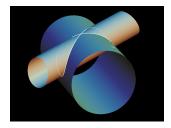
Affine Intersections

Some convex sets have nice intersections!





But this property might be fragile.

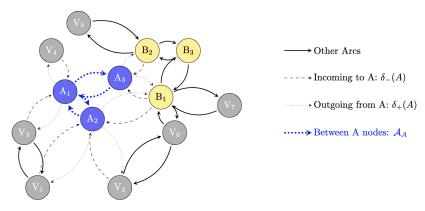


Combining theories

- 1. How to make an integer analog of Sums of Squares Programming?
- 2. What kinds of intersections of algebraic sets affine varieties?
- 3. What does this imply about solvability of non-convex mixed integer programming?

5 Integer Programming Games

How do we study Nash Equibria for Integer Programming Games?



• (Binary) Integer Programming games can be phrased a (nonconvex) quadratic mixed integer optimization problems.

6 Optimization in Space and on other Planets

