SW3

Termonologie:

 $x^* \in S$ such that $f(x^*) \ge f(x)$ for all $x \in S$

Le Optimal Solution (x (-ith function f(x*)

f (x+)

- Optimum (real value)

Definition of Solution Space:

- functional constraints:

e.g. $\{=\{x \in \mathbb{R} \times \mathbb{Z} \times \{0,1\} : x_1 + x_2 + x_3 = 1, x \ge 0\}$ i.e. $x = \{x_1, x_2, x_2\}^T$ and $x_1 \in \mathbb{R}, x_2 \in \mathbb{Z}, x_3 \in \{0,1\}$

> Non- Functional constraints:

S= {x & Z: x is a permutation of 1...n}

> Hard for solvers, impassible

Problems and Problem instances:

max(£ c; x; £ a; x; ≤ b, x ∈ R'} - This is the Problem.

The Problem Instance is with actual parameters.

Neighborhood:

Neighborhood: N:S > P(S) where S C IR, P(S) Powered of S

 $\times \mapsto \mathcal{N}(x)$

Neighborhood N(x) & S

Solution:

P(S) is a Set of all subsets of S. if $S = \{1,2,3\}$ $P(S) = \{\emptyset, \{1\}, \{2\}, \{3\}, \{1,3\}, \{1,2\}, \{2,3\}, \{1,2\}\}$

A neighborhood is a set of subset of the powerset, where the subsets are neighborhood of 1 is 1 and 3:

N(1) = 51,3}

If we have a feasible solution x ES, we search in the neighborhood for a better solution. If we don't find a better solution in the neighborhood, we have a local optimum.

You repeat the search in neighborhoods, till you have a maximum. That's called Principle of Local Search Hethods or Trajectory - Based Search.

Boundaries / Interior Points:

Interior Point: Point within the boundary, NoT on the boundary Boundary Point: Point on the boundary.

closed: all boundary points of s are in s open: all points are interior

How is it possible that something is not closed? Theorem of Weierstrasse:

Let SSR non-empty, closed, bounded f: S continuous.

Level Sets:

Graph of a function f: SH R:

tl = f(x, f(x)):x FS} Simple an additional dimension f(x)

Level Sets -or level a:

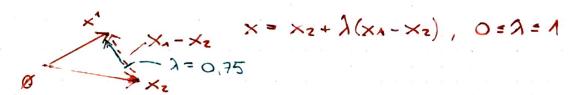
**** (f(x)=a1)

La = 1x ES: f(x) = a}

In particular: Linear Functions

Convex Optimization:

Convex combination of $x^7, x^2 \in \mathbb{R}^n$: $\Rightarrow x^n, n \text{ is the index}$ $x = \lambda x^1 + (1 - \lambda)x^2 \text{ for some } \lambda \in \mathbb{R} \text{ with } 0 \leq \lambda \leq \lambda$ $= x^2 + \lambda(x^1 - x^2)$



Convex combination of more points is also possible $X^{1}, X^{2}, X^{3}, X^{4} \in \mathbb{R}$

$$x = \sum_{i=1}^{k} \lambda_i x^i$$

E 1; = 1 < Bedingung

Convex Set S = RM

