

CO 250: Introduction to Optimization

Module 1: Formulations (Nonlinear Models)

So Far...

- Linear programs
- Integer linear programs

Both have linear/affine constraints.

Now we begin our study on
nonlinear generalization!

$$\begin{array}{ll}\min & c^T x \\ \text{s.t.} & Ax \geq b \\ & x \geq 0 \\ & x \text{ integer}\end{array}$$

Nonlinear Programs

A **nonlinear program** (NLP) is of the form

$$\begin{array}{ll}\min & f(x) \\ \text{s.t.} & g_1(x) \leq 0 \\ & g_2(x) \leq 0 \\ & \dots \\ & g_m(x) \leq 0,\end{array}$$

where

- $x \in \mathbb{R}^n$,
- $f : \mathbb{R}^n \rightarrow \mathbb{R}$, and
- $g_i : \mathbb{R}^n \rightarrow \mathbb{R}$.

Note: Linear programs are NLPs!

Example 1: Finding Close Points in an LP

Finding Close Points in an LP

Problem: We are given an LP (P), and an **infeasible** point \bar{x} .

Goal: Find a point $x \in P$ that is as close as possible to \bar{x} .

I.e., find a point $x \in P$ that minimizes the **Euclidean distance** to \bar{x} :

$$\|x - \bar{x}\|_2 = \sqrt{\sum_{i=1}^n (x_i - \bar{x}_i)^2}$$

Remark: $\|p\|_2$ is called the **L^2 -norm** of p .

$$\begin{array}{ll} \min & c^T x \\ \text{s.t.} & x \in P \end{array}$$

$$P = \{x : Ax \leq b\}$$

$$\begin{array}{ll} \min & \|x - \bar{x}\|_2 \\ \text{s.t.} & x \in P \end{array}$$

Example 2: Binary IP via NLP

NLPs and Binary IPs

Suppose we are given a **binary IP** (i.e., an integer program all of whose variables are binary).

Recall: (Binary) IPs are generally **hard to solve!**

Now: We can write **any** binary IP as an NLP!

Ideas?

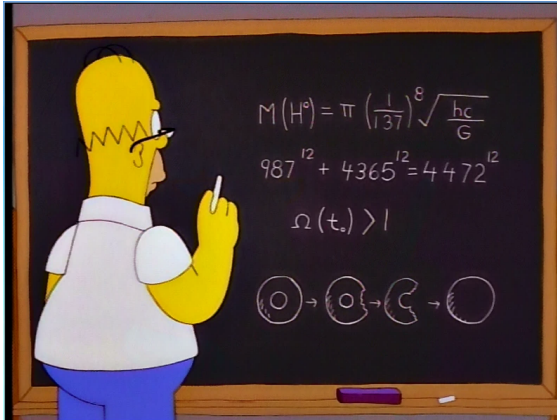
$$\begin{array}{ll}\max & c^T x \\ \text{s.t.} & Ax \leq b \\ & x \geq 0 \\ & x_j \in \{0, 1\} \quad (j \in \{1, \dots, n\})\end{array}$$

$$\begin{array}{ll}\max & c^T x \\ \text{s.t.} & Ax \leq b \\ & x \geq 0 \\ & x_j(1 - x_j) = 0 \quad (j \in [n]) \quad (\star)\end{array}$$

$$\begin{array}{ll}\max & c^T x \\ \text{s.t.} & Ax \leq b \\ & x \geq 0 \\ & \sin(\pi x_j) = 0 \quad (j \in [n]) \quad (*)\end{array}$$

Example 3: Fermat's Last Theorem

This is false...



Swartzwelder, J. (Writer), & Kirkland, M. (Director). (1998). The Wizard of Evergreen Terrace [Television series episode]. In J. L. Brooks, M. Groening, & S. Simon (Executive Producers), *The Simpsons*. New York, NY: Twentieth Century Fox.

...d'oh!

Fermat's Last Theorem

Conjecture [Fermat, 1637]

There are **no integers** $x, y, z \geq 1$ and $n \geq 3$ such that

$$x^n + y^n = z^n.$$

In the margins of a copy of a 1670 article of **Diophantus Arithmetica** he wrote that he had a proof that was a bit **too large to fit**.

Some 358 years later, **Sir Andrew Wiles** gave the first accepted proof of the theorem. The proof is over **150 pages long!**



17th century [Online Image]. Pierre de Fermat. Wikimedia Commons.



1670 [Online Image]. Diophantus-II-R-Fermat. Wikimedia

NLP for Fermat's Last Theorem

$$\begin{aligned} \min \quad & (x_1^{x_4} + x_2^{x_4} - x_3^{x_4})^2 \\ & + (\sin \pi x_1)^2 + (\sin \pi x_2)^2 + (\sin \pi x_3)^2 + (\sin \pi x_4)^2 \\ \text{s.t.} \quad & x_i \geq 1 \quad (i = 1 \dots 3) \\ & x_4 \geq 3 \end{aligned}$$

- The NLP is trivially feasible, and the value of any feasible solution is non-negative as its objective is **the sum of squares**.
- In fact, the value of a solution (x_1, x_2, x_3, x_4) is 0 iff
 - $x_1^{x_4} + x_2^{x_4} = x_3^{x_4}$, and
 - $\sin \pi x_i = 0$, for all $i = 1 \dots 3$.

NLP for Fermat's Last Theorem

$$\begin{aligned} \min \quad & (x_1^{x_4} + x_2^{x_4} - x_3^{x_4})^2 \\ & + (\sin \pi x_1)^2 + (\sin \pi x_2)^2 + (\sin \pi x_3)^2 + (\sin \pi x_4)^2 \\ \text{s.t.} \quad & x_i \geq 1 \quad (i = 1 \dots 3) \\ & x_4 \geq 3 \end{aligned}$$

Remark

Fermat's Last Theorem is true iff the NLP has optimal value **greater than** 0.

Note: It is well known that there is an infinite sequence of feasible solutions whose objective value converges to 0!

Proving Fermat's Last Theorem amounts to **showing that the value 0 can not be attained!**

Recap

- Nonlinear programs are of the form

$$\begin{array}{ll}\min & f(x) \\ \text{s.t.} & g_1(x) \leq 0 \\ & g_2(x) \leq 0 \\ & \dots \\ & g_m(x) \leq 0,\end{array}$$

where f, g_1, \dots, g_m are nonlinear functions.

- Nonlinear programs are strictly more general than integer programs, and thus likely difficult to solve.
- Some famous questions in math can easily be reduced to solving certain NLPs