

# MILP Constraints — Restaurant HVAC System

Task 1: Optimal in Hindsight Solution

## Sets and Indices

Symbol	Description
$T = \{0, 1, \dots, 9\}$	Set of time slots (hours)
$R = \{1, 2\}$	Set of rooms
$t \in T$	Time index
$r \in R$	Room index

## Variables

Symbol	Type	Description
$p[r,t] \in [0, P_{\max}]$	Continuous	Heater power of room $r$ at hour $t$ (kW)
$v[t] \in \{0,1\}$	Binary	Ventilation ON/OFF at hour $t$
$\text{temp}[r,t] \in R$	Continuous	Temperature of room $r$ at hour $t$ (°C)
$\text{hum}[t] \geq 0$	Continuous	Humidity of the whole place at hour $t$ (%)
$\text{delta\_low}[r,t] \in \{0,1\}$	Binary	Low temperature override controller active
$\text{delta\_high}[r,t] \in \{0,1\}$	Binary	High temperature override controller active
$\text{delta\_hum}[t] \in \{0,1\}$	Binary	Humidity override controller active

## Objective Function

Minimize the total electricity cost from heating and ventilation:

$$\min \sum_{t \in T} [ \lambda_{t} * ( \sum_{r \in R} p[r,t] + P_{\text{vent}} * v[t] ) ]$$

## Constraints

### 1. Initial Temperature Condition

The temperature of each room is initialized at  $T_0$  at hour 0.

$$\text{temp}[r,0] = T_0 \text{ for all } r \in R$$

### 2. Temperature Dynamics

The temperature of each room evolves as a linear function of thermal exchange, heat loss, heater power, ventilation cooling, and occupancy.

$$\begin{aligned} \text{temp}[r,t] = & \text{temp}[r,t-1] \\ & + \text{zeta\_exch} * ( \text{temp}[3-r, t-1] - \text{temp}[r, t-1] ) \\ & + \text{zeta\_loss} * ( T_{\text{out}}[t-1] - \text{temp}[r, t-1] ) \\ & + \text{zeta\_conv} * p[r, t-1] \\ & - \text{zeta\_cool} * v[t-1] \\ & + \text{zeta\_occ} * \text{occ}[r, t-1] \end{aligned}$$

for all  $r$  in  $R$ ,  $t$  in  $T \setminus \{0\}$

### 3. Initial Humidity Condition

The humidity is initialized at  $H_0$  at hour 0.

$hum[0] = H_0$

### 4. Humidity Dynamics

The humidity evolves as a function of total occupancy and ventilation.

$hum[t] = hum[t-1]$   
 $+ \eta_{occ} * (occ[1,t-1] + occ[2,t-1])$   
 $- \eta_{vent} * v[t-1]$   
for all  $t$  in  $T \setminus \{0\}$

### 5. Low Temperature Override Controller — Activation

The controller activates when the room temperature drops below  $T_{low}$ .

$M * \delta_{low}[r,t] \geq T_{low} - temp[r,t]$  for all  $r, t$

### 6. Low Temperature Override Controller — Memory

The controller remains active if it was active and temperature is still below  $T_{ok}$ .

$M * \delta_{low}[r,t] \geq \delta_{low}[r,t-1] * T_{ok} - temp[r,t]$   
for all  $r, t$  in  $T \setminus \{0\}$

### 7. Low Temperature Override Controller — Deactivation

The controller deactivates when the temperature surpasses  $T_{ok}$ .

$M * (1 - \delta_{low}[r,t]) \geq temp[r,t] - T_{ok}$  for all  $r, t$

### 8. Low Temperature Override Controller — Force Heater to Maximum

When the low override controller is active, the heater is forced to maximum power.

$p[r,t] \geq P_{max} * \delta_{low}[r,t]$  for all  $r, t$

### 9. High Temperature Override Controller — Activation

The controller activates when the room temperature rises above  $T_{high}$ .

$M * \delta_{high}[r,t] \geq temp[r,t] - T_{high}$  for all  $r, t$

### 10. High Temperature Override Controller — Memory

The controller remains active if it was active and temperature is still above  $T_{ok}$ .

$M * \delta_{high}[r,t] \geq \delta_{high}[r,t-1] * T_{high} - temp[r,t]$   
for all  $r, t$  in  $T \setminus \{0\}$

### 11. High Temperature Override Controller — Deactivation

The controller deactivates when the temperature drops below  $T_{ok}$ .

$M * (1 - \delta_{high}[r,t]) \geq T_{ok} - temp[r,t]$  for all  $r, t$

### 12. High Temperature Override Controller — Force Heater to Zero

When the high override controller is active, the heater is forced to zero power.

$p[r,t] \leq P_{max} * (1 - \delta_{high}[r,t])$  for all  $r, t$

### 13. Conflict Between Controllers

The low and high temperature override controllers cannot be active simultaneously.

$\delta_{low}[r,t] + \delta_{high}[r,t] \leq 1$  for all  $r, t$

#### 14. Humidity Overrule Controller — Activation

The humidity overrule controller activates when humidity exceeds  $H_{\text{high}}$ .

$$M * \text{delta\_hum}[t] \geq \text{hum}[t] - H_{\text{high}} \text{ for all } t$$

#### 15. Humidity Overrule Controller — Force Ventilation ON

When the humidity overrule controller is active, ventilation is forced ON.

$$v[t] \geq \text{delta\_hum}[t] \text{ for all } t$$

#### 16. Ventilation Inertia

If ventilation is turned OFF at hour  $t$ , it must have been ON for the 3 preceding hours.

$$v[t-2] + v[t-1] + v[t] \geq 3 * (v[t-1] - v[t]) \text{ for all } t \geq 2$$

#### 17. Initial Condition — Low Temperature Controller

The low temperature overrule controller is inactive at hour 0.

$$\text{delta\_low}[r,0] = 0 \text{ for all } r \text{ in } R$$

#### 18. Initial Condition — High Temperature Controller

The high temperature overrule controller is inactive at hour 0.

$$\text{delta\_high}[r,0] = 0 \text{ for all } r \text{ in } R$$