

# 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
$t \text{ in } T$	Time index
$r \text{ in } R$	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 $t$ ( $^{\circ}\text{C}$ )
$\text{hum}[t] \geq 0$	Continuous	Humidity of the whole place at hour $t$ (%)
$\text{delta\_low}[r,t]$ in $\{0,1\}$	Binary	Low temperature overrule controller active
$\text{delta\_high}[r,t]$ in $\{0,1\}$	Binary	High temperature overrule controller active
$\text{delta\_hum}[t]$ in $\{0,1\}$	Binary	Humidity overrule 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_vent * v[t] ) ]
```

## Constraints

### 1. Initial Temperature Condition

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

```
temp[r,0] = T0 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.

```
temp[r,t] = temp[r,t-1]
+ zeta_exch * ( temp[3-r, t-1] - temp[r, t-1] )
+ zeta_loss * ( T_out[t-1] - temp[r, t-1] )
+ zeta_conv * p[r, t-1]
- zeta_cool * v[t-1]
+ zeta_occ * occ[r, t-1]
```

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

### 3. Initial Humidity Condition

The humidity is initialized at H0 at hour 0.

```
hum[0] = H0
```

### 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\{0}
```

### 5. Low Temperature Overrule Controller — Activation

The controller activates when the room temperature drops below T\_low.

```
M * delta_low[r,t] >= T_low - temp[r,t] for all r, t
```

### 6. Low Temperature Overrule Controller — Memory

The controller remains active if it was active and temperature is still below T\_ok.

```
M * delta_low[r,t] >= delta_low[r,t-1] * T_ok - temp[r,t]
for all r, t in T\{0}
```

### 7. Low Temperature Overrule Controller — Deactivation

The controller deactivates when the temperature surpasses T\_ok.

```
M * (1 - delta_low[r,t]) >= temp[r,t] - T_ok for all r, t
```

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

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

```
p[r,t] >= P_max * delta_low[r,t] for all r, t
```

### 9. High Temperature Overrule Controller — Activation

The controller activates when the room temperature rises above T\_high.

```
M * delta_high[r,t] >= temp[r,t] - T_high for all r, t
```

### 10. High Temperature Overrule Controller — Memory

The controller remains active if it was active and temperature is still above T\_ok.

```
M * delta_high[r,t] >= delta_high[r,t-1] * T_high - temp[r,t]
for all r, t in T\{0}
```

### 11. High Temperature Overrule Controller — Deactivation

The controller deactivates when the temperature drops below T\_ok.

```
M * (1 - delta_high[r,t]) >= T_ok - temp[r,t] for all r, t
```

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

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

```
p[r,t] <= P_max * (1 - delta_high[r,t]) for all r, t
```

### 13. Conflict Between Controllers

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

```
delta_low[r,t] + delta_high[r,t] <= 1 for all r, t
```

#### **14. Humidity Overrule Controller — Activation**

The humidity overrule controller activates when humidity exceeds H\_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.

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