# Introduction to Mathematical Optimization 

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## Outline

(1) Introduction to Decision Theory

- Mathematical Optimization
(2) Linear Programming
(3) Methods to Solve Linear Programming

4 Linear Programming

- The Simplex Methods
- Remarks
(5) References


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## Decision Theory

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- Focus on determining the optimal decisions given constraints and assumptions
- Interdisciplinary field : computer scientists, mathematicians, economists, engineers, statisticians, ...
- Operations Research : analytical methods to help better decisions


## The role of Decision-Making Tools



## Electrification of the Transportation System



Figure: Source: https://skliotsc.um.edu.mo/power-and-transportation-nexus/

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- private and public transportation vehicles replaced with electric vehicles


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Crucial problem involving the Transportation and Energy Systems

- private and public transportation vehicles replaced with electric vehicles
- hugely affect transportation and energy systems


## Electrification of the Transportation System

- provide a widespread network of efficient charging stations (strategic problem)


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https://ec.europa.eu/newsroom/horizon2020/document.cfm?doc_id=46368
https://www.uber.com/us/en/about/reports/spark-partnering-to-electrify-europe/


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## Mathematical Optimization (MO) or Mathematical Programming (MP)

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- Aim: modeling (formulate) optimization problems
- Formulate-and-solve paradigm
- Available general-purpose solvers


## Mathematical Optimization (MO) or Mathematical Programming (MP)

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\begin{array}{cl}
\min _{x} & f(x) \\
& g_{i}(x) \leq 0 \quad \forall i=1, \ldots, m \\
\underline{x} \quad \leq x \leq \bar{x} & \\
& x_{j} \in \quad \mathbb{Z} \quad \forall j \in Z
\end{array}
$$

where

- $x$ is an $n$-dimensional vector of the decision variables


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- $\underline{x}$ and $\bar{x}$ are the given vectors of lower and upper bounds on the variables
- set $Z \subseteq\{1,2, \ldots, n\}$ is the set of the indexes of the integer variables


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where

- $f(x)$ and $g(x)$ can be written in closed form
- $f(x)$ and $g_{i}(x)$ are given twice continuously differentiable functions of the variables $(\forall i=1, \ldots, m)$


## Mathematical Optimization: a Simple Example

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Objective function? $\max x_{1}+x_{2}$

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\begin{aligned}
& \max \sum_{\ell \in L} p_{\ell} x_{\ell} \\
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- An optimization problem can be modeled in different ways $\rightarrow$ several formulations
- Instance : when the expression of $f(x), g(x)$ and the values of $\underline{x}, \bar{x}$, and $Z$ are known. The set of instances of a MO problems is potentially infinite.


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## Given the formulation :

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(where $W$ is the truck maximum capacity, $L$ is the set of liquids and, for each $\ell \in L$, we have unit profi $p_{\ell}$, unit weight $w_{\ell}$, maximum availability $\bar{x}_{\ell}$ )

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$W=13, L=\{1,2\}, w^{\top}=(3,2), p^{\top}=(1,1), \bar{x}^{\top}=(3,5)$ is an instance of the above formulation.

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## A few definitions:

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Optimal solution(s) ? We will see later...

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- Mixed Integer Linear Programming (MILP): $f(x)$ and $g(x)$ are linear, $Z \subset\{1,2, \ldots, n\}$


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- Mixed Integer Non Linear Programming (MINLP): $f(x)$ and $g(x)$ are twice continuously differentiable, $Z \subset\{1,2, \ldots, n\}$


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- Mixed Integer Non Linear Programming (MINLP): $f(x)$ and $g(x)$ are twice continuously differentiable, $Z \subset\{1,2, \ldots, n\}$
Black Box Optimization: $f(x)$ or $g(x) \rightarrow$ no closed form


## The Mathematical Optimizer's Job

Mathematical Optimisation is a knowledge-based approach


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- Mathematical Optimization
(2) Linear Programming
(3) Methods to Solve Linear Programming

4 Linear Programming

- The Simplex Methods
- Remarks
(5) References


## Linear Programming problems

$$
\begin{array}{cc}
\min _{x} & f(x) \\
& g_{i}(x) \leq 0 \quad \forall i=1, \ldots, m \\
\underline{x} \quad \leq x \leq \quad \bar{x} \\
& x_{j} \in \mathbb{Z} \quad \forall j \in Z
\end{array}
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## Linear Programming problems

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Linear Programming (LP) problem:

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\min _{x} f(x) \rightarrow \min _{x} c^{\top} x
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g(x) \leq 0 & \rightarrow A x \leq b
\end{aligned}
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\underline{x} \leq x \leq \bar{x} & \rightarrow \underline{x} \leq x \leq \bar{x} \\
x_{j} \in \mathbb{Z} \quad \forall j \in Z & \rightarrow \text { removed }
\end{aligned}
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## LP problems

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W.I.o.g. because $\max \tilde{c}^{\top} x \rightarrow$

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For some $i, \quad \tilde{A}_{i} x=\tilde{b}_{i} \rightarrow$

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For some $i, \quad \tilde{A}_{i} x=\tilde{b}_{i} \rightarrow-\tilde{A}_{i} x \leq-\tilde{b}_{i}$ and $\tilde{A}_{i} x \leq \tilde{b}_{i}$

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For some $i, \quad \tilde{A}_{i} x \geq \tilde{b}_{i} \rightarrow-\tilde{A}_{i} x \leq-\tilde{b}_{i}$
For some $i, \quad \tilde{A}_{i} x=\tilde{b}_{i} \rightarrow-\tilde{A}_{i} x \leq-\tilde{b}_{i}$ and $\tilde{A}_{i} x \leq \tilde{b}_{i}$
Moreover, $\underline{x} \in[-\infty,+\infty)$ and $\bar{x} \in(-\infty,+\infty]$.

## LPs characteristics

## Feasible (solutions) set/region : $X=\{x \mid A x \leq b, \underline{x} \leq x \leq \bar{x}\}$

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Geometrical interpretation of LPs

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Geometrical interpretation of LPs
How to draw constraints and objective function

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## (1) Introduction to Decision Theory

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## LP problems and methods

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\begin{aligned}
\min _{x} c^{\top} x & \\
A x & \leq b \\
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## LP problems and methods

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$$

## Methods

- primal or dual simplex algorithm
- interior point method
- barrier method
- ...


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## Methods

- primal or dual simplex algorithm
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In this course: graphical solution of LPs and intuition on the primal simplex method

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## LP problems and methods

Possible outcomes:

- optimal: when $X=\{x \mid A x \leq b, \underline{x} \leq x \leq \bar{x}\} \neq \emptyset$, bounded. In this case, an optimal solution is found, i.e., a feasible point $x^{*}$ s.t. $c^{\top} x^{*} \leq c^{\top} x$ for all feasible $x \in X$
- infeasible: when $X=\{x \mid A x \leq b, \underline{x} \leq x \leq \bar{x}\}=\emptyset$
- unbounded: when the $\min \left\{c^{\top} x \mid A x \leq b, \underline{x} \leq x \leq \bar{x}\right\}=-\infty$


## Example 1: optimal solution

$\max x_{1}+x_{2}$
$3 x_{1}+2 x_{2} \leq 13$
$0 \leq x_{1} \leq 3$
$0 \leq x_{2} \leq 5$.


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Optimal solution: $x_{1}=1 \rightarrow 1 \mathrm{k}$ gallons of milk $x_{2}=5 \rightarrow 5 \mathrm{k}$ gallons of juice
Profit $=6$


## Example 2: infeasible problem

$$
\begin{array}{r}
\max x_{1}+x_{2} \\
3 x_{1}+2 x_{2} \leq 13 \\
x_{1}+x_{2} \geq 7 \\
0 \leq x_{1} \leq 3 \\
0 \leq x_{2} \leq 5 .
\end{array}
$$

Impose to transport at least 7k gallons of liquid, in total.


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Impose to transport at least $7 k$ gallons of liquid, in total.

Solutions set: $\emptyset$


## Example 3: unbounded problem

$$
\begin{aligned}
\max x_{1}+2 x_{2} & \\
x_{1}-x_{2} & \leq 1 \\
-x_{1}+x_{2} & \leq 3 \\
x_{1} & \geq 0 \\
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\end{aligned}
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\end{aligned}
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## Example 4: degenerate case

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\max 3 x_{1}+2 x_{2} & \\
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## Some theoretical results

## Theorem

Each convex combination of optimal vertices is optimal.

## Some theoretical results

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Each convex combination of optimal vertices is optimal.

## Proof.

Let $v^{1}, \ldots, v^{p}$ be the optimal vertices of the polyhedron corresponding to the feasible region of LP.
Let $x=\sum_{i=1}^{p} \alpha_{i} v^{i}$ with $\sum_{i=1}^{p} \alpha_{i}=1, \alpha \geq 0$.
Then, its cost is

$$
c^{\top} x=c^{\top} \sum_{i=1}^{p} \alpha_{i} v^{i}=c^{\top} v^{1} \sum_{i=1}^{p} \alpha_{i}=c^{\top} v^{1}
$$

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## Intuition

Simplex Methods based on the property of LP that

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- At least one of the optimal solutions is a vertex of the polytope


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Phase 1: find a feasible solution

## Intuition

Simplex Methods based on the property of LP that

- At least one of the optimal solutions is a vertex of the polytope - unless problem infeasible or unbounded.

Phase 1: find a feasible solution
Phase 2: move from a vertex to an "improving" vertex

## Intuition

## Simplex Methods



From the Research Gate's page of by Laura Leal-Taixé

## The Simplex Method

Require: an LP problem

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```
Require: an LP problem
    optimal = false; unbounded = false
```


## The Simplex Method

```
Require: an LP problem
    optimal = false; unbounded = false
    if the origin (x= (0,0,\ldots,0)) is feasible then
        x*}=(0,0,\ldots,0
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Require: an LP problem
    optimal = false; unbounded = false
    if the origin (x= (0,0,\ldots,0)) is feasible then
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    else
        Phase 1: find a first feasible solution }\mp@subsup{x}{}{*
```


## The Simplex Method

```
Require: an LP problem
    optimal \(=\) false; unbounded \(=\) false
    if the origin \((x=(0,0, \ldots, 0))\) is feasible then
        \(x^{*}=(0,0, \ldots, 0)\)
    else
        Phase 1: find a first feasible solution \(x^{*}\)
        if impossible to find a feasible solution then
        return \(x^{*}=(+\infty,+\infty, \ldots,+\infty)\)
        end if
    end if
```


## The Simplex Method

```
Require: an LP problem
    optimal = false; unbounded = false
    if the origin (x= (0,0,\ldots,0)) is feasible then
        x*}=(0,0,\ldots,0
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        Phase 1: find a first feasible solution }\mp@subsup{x}{}{*
        if impossible to find a feasible solution then
        return }\mp@subsup{x}{}{*}=(+\infty,+\infty,\ldots,+\infty
        end if
    end if
    {Phase 2}
    while optimal = false and unbounded = false do
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## The Simplex Method

```
Require: an LP problem
    optimal = false; unbounded = false
    if the origin (x= (0,0,\ldots,0)) is feasible then
        x*}=(0,0,\ldots,0
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        optimal = true
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        if there is an improvement direction but it goes to infinity then
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## The Simplex Method

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Require: an LP problem
optimal \(=\) false; unbounded \(=\mathbf{f a l s e}\)
if the origin \((x=(0,0, \ldots, 0))\) is feasible then
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else
    Phase 1: find a first feasible solution \(x^{*}\)
    if impossible to find a feasible solution then
        return \(x^{*}=(+\infty,+\infty, \ldots,+\infty)\)
    end if
end if
\{Phase 2\}
while optimal \(=\) false and unbounded \(=\) false do
    if no vertex adjacent to \(x^{*}\) has a better objective function value then
        optimal \(=\) true
    else
        if there is an improvement direction but it goes to infinity then
                unbounded \(=\) true
            else
                \(x^{*}=\) the vertex adjacent to the current \(x^{*}\) with the best objective function value
            end if
    end if
end while
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## The Simplex Method

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            end if
        end if
    end while
    if optimal \(=\) true then
        return \(x^{*}\)
    end if
```


## Outline

## (1) Introduction to Decision Theory

- Mathematical Optimization
(2) Linear Programming
(3) Methods to Solve Linear Programming

4 Linear Programming

- The Simplex Methods
- Remarks
(5) References


## Extremely Simplified Time Complexity

Algorithm complexity could be measured in terms of amount of time it takes to run an algorithm (function of the size of the input)

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Simplex method $\rightarrow$ exponential worst-case running time

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Algorithm complexity could be measured in terms of amount of time it takes to run an algorithm (function of the size of the input)

Constant, Logaritmic, Linear, Polynomial, Exponential, ... Time algorithms
Worst-case time complexity vs average-case
Simplex method $\rightarrow$ exponential worst-case running time
Ellipsoid Method $\rightarrow$ polynomial worst-case running time

## Optimization vs. Simulation



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Optimization : decisions are made.

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Answer to the question "What is the best decision I can make among these options?"

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Simulation : no decisions are made.
Answer to the question "What would happen if I make this decision?"

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## A few references

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