

Module 1: Formulations (Nonlinear Models)

So far ...

- Linear programs, and

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

So far ...

- **Linear** programs, and
- **Integer** linear programs.

Both have **linear/affine** constraints.

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

So far ...

- **Linear** programs, and
- **Integer** linear programs.

Both have **linear/affine** constraints.

Now: Nonlinear generalization!

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

Nonlinear Programs

A non-linear program (NLP) is of the form

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

Nonlinear Programs

A **non-linear program** (NLP) is of the form

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

where

- $x \in \mathbb{R}^n$,

Nonlinear Programs

A **non-linear 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

Nonlinear Programs

A **non-linear 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
- $g_i : \mathbb{R}^n \rightarrow \mathbb{R}$.

Nonlinear Programs

A **non-linear 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} .

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

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

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} .

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

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

Finding Close Points in an LP

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

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

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

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

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

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

Finding Close Points in an LP

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

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

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

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

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

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

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

Finding Close Points in an LP

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

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

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

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

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

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

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

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

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).

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

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!**

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

NLPs and Binary IPs

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

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

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

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

NLPs and Binary IPs

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

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

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

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

Ideas?

NLPs and Binary IPs

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

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

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

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

Ideas?

NLPs and Binary IPs

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

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

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

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

Correctness: For $j \in [n]$, (\star) holds iff $x_j = 0$ or $x_j = 1$.

Ideas?

NLPs and Binary IPs

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

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

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

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

Ideas?

Correctness: For $j \in [n]$, (\star) holds iff $x_j = 0$ or $x_j = 1$.

Q: Can you change the NLP to express the fact that x_j is **any non-negative integer** instead of binary?

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

Ideas?

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

Correctness: For $j \in [n]$, $(*)$ holds iff $x_j = 0$ or $x_j = 1$.

Q: Can you change the NLP to express the fact that x_j is **any non-negative integer** instead of binary?

Correctness: note that $\sin(\pi x_j) = 0$ only if x_j is an integer.

Example 3: Fermat's Last Theorem

Fermat's Last Theorem

Conjecture [Fermat, 1637]

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

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



Fermat's Last Theorem

Conjecture [Fermat, 1637]

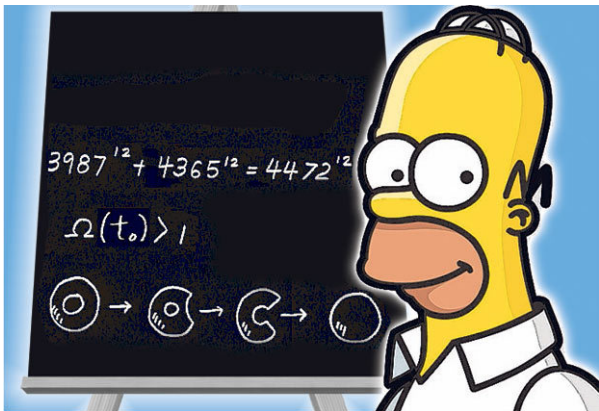
There are **no** integers $x, y, z \geq 1$ and $n \geq 3$ such that

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



This is false ...

This is false ...



... doh!

Fermat's Last Theorem

Conjecture [Fermat, 1637]

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

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



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**.



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.



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!**



NLP for Fermat's Last Theorem

$$\min (x_1^{x_4} + x_2^{x_4} - x_3^{x_4})^2 \\ + (\sin \pi x_1)^2 + (\sin \pi x_2)^2 + (\sin \pi x_3)^2 + (\sin \pi x_4)^2$$

$$\text{s.t. } x_i \geq 1 \quad (i = 1 \dots 3)$$

$$x_4 \geq 3$$

NLP for Fermat's Last Theorem

$$\min \quad (x_1^{x_4} + x_2^{x_4} - x_3^{x_4})^2 \\ + (\sin \pi x_1)^2 + (\sin \pi x_2)^2 + (\sin \pi x_3)^2 + (\sin \pi x_4)^2$$

$$\text{s.t. } x_i \geq 1 \quad (i = 1 \dots 3)$$

$$x_4 \geq 3$$

- The NLP is trivially feasible, and

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**.

NLP for Fermat's Last Theorem

$$\begin{aligned} \min \quad & (x_1^{x_4} + x_2^{x_4} - x_3^{x_4})^2 \\ & + (\sin \pi x_1)^2 + (\sin \pi x_2)^2 + (\sin \pi x_3)^2 + (\sin \pi x_4)^2 \end{aligned}$$

$$\text{s.t. } x_i \geq 1 \quad (i = 1 \dots 3)$$

$$x_4 \geq 3$$

- 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

NLP for Fermat's Last Theorem

$$\begin{aligned} \min \quad & (x_1^{x_4} + x_2^{x_4} - x_3^{x_4})^2 \\ & + (\sin \pi x_1)^2 + (\sin \pi x_2)^2 + (\sin \pi x_3)^2 + (\sin \pi x_4)^2 \end{aligned}$$

$$\begin{aligned} \text{s.t.} \quad & x_i \geq 1 \quad (i = 1 \dots 3) \\ & x_4 \geq 3 \end{aligned}$$

- 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

NLP for Fermat's Last Theorem

$$\begin{aligned} \min \quad & (x_1^{x_4} + x_2^{x_4} - x_3^{x_4})^2 \\ & + (\sin \pi x_1)^2 + (\sin \pi x_2)^2 + (\sin \pi x_3)^2 + (\sin \pi x_4)^2 \end{aligned}$$

$$\begin{aligned} \text{s.t.} \quad & x_i \geq 1 \quad (i = 1 \dots 3) \\ & x_4 \geq 3 \end{aligned}$$

- 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.

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

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: 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

- Non-linear programs are of the form

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

where f, g_1, \dots, g_m are non-linear functions.

Recap

- Non-linear programs are of the form

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

where f, g_1, \dots, g_m are non-linear functions.

- Non-linear programs are strictly more general than integer programs, and thus likely difficult to solve.

Recap

- Non-linear programs are of the form

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

where f, g_1, \dots, g_m are non-linear functions.

- Non-linear 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