

Optimization: a Ride on the Carousel (with an Eye to Energy)

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FLUID MACHINES AND ENERGY SYSTEMS

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Pisa — March 27th, 2019

Beware Mathematicians When They Seem to Speak Simple

Black-box Optimization

PDE-Constrained Optimization

NonLinear Nonconvex Problems

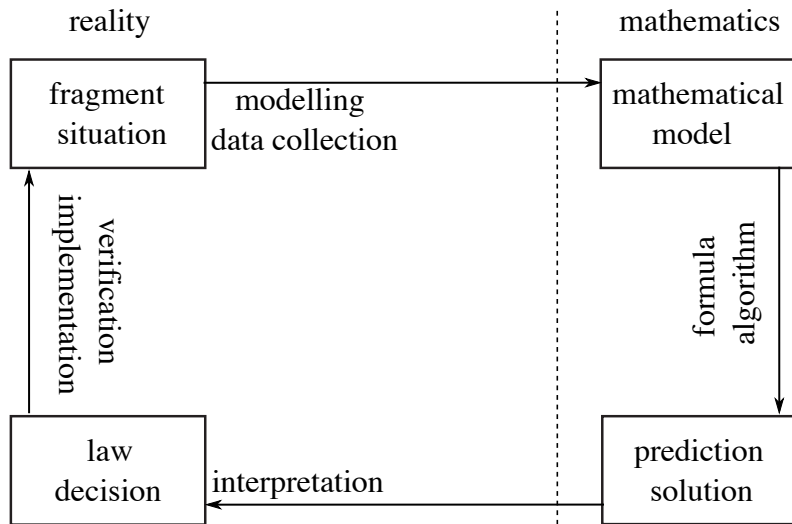
Mixed-Integer Convex (Linear) Problems

An Aside: Multiple Objectives

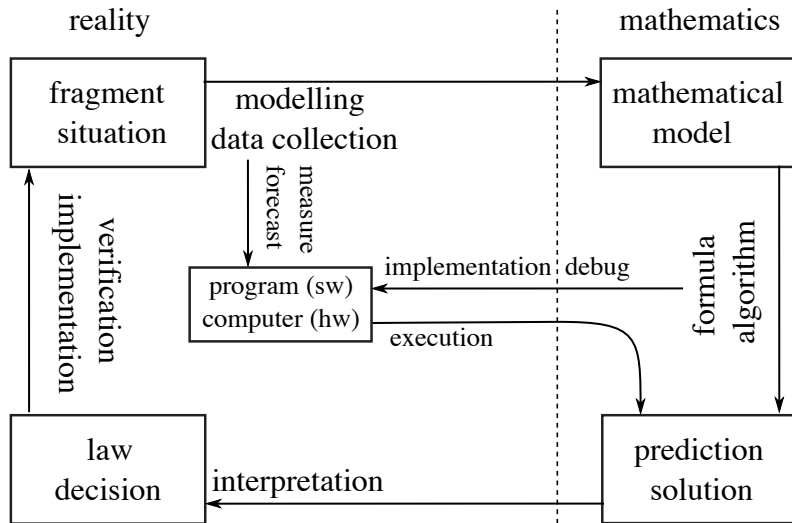
Do Not Underestimate Mixed-Integer Linear (Convex) Problems

Conclusions: Don't Be Afraid Of Optimization

- ▶ Everything you do, there **always** is at least one **scarce resource** (time, material, **energy**, money, manpower, data, knowledge, ...)
- ▶ If you want to do more, there are basically two ways:
 - ▶ get more resources (slaughter some more of your neighbours, pollute some more the environment, ...)
 - ▶ make better use of the resources you have
- ▶ Technology = learning to better exploit available resources
- ▶ This requires **understanding** of **how the world works**
- ▶ Understanding is almost invariably best expressed via **mathematics** (although not completely clear as to why this is the case)



- The fundamental cycle



- The fundamental cycle and its implementation

- ▶ **Descriptive model**: tells how the world (supposedly) **is**
- ▶ **Prescriptive model**: tells how the world (supposedly) **should be**
a.k.a. **optimization problem**:

$$(P) \quad f_* = \min \{ f(x) : x \in X \}$$

- ▶ **arbitrary set** X = **feasible region** of possible choices x
 - ▶ typically X specified by $G \supset X$ (ground set) + **constraints**
dictating required properties of **feasible solutions** $x \in X$
[$\implies x \in G \setminus X$ = unfeasible solution (??)]
 - ▶ $f : X \rightarrow Y$ **objective function** mapping preferences (cost)
 - ▶ **optimal value** $f_* \leq f(x) \forall x \in X, \forall v > f_* \exists x \in X \text{ s.t. } f(x) < v$
 - ▶ we want **optimal solution**: $x_* \in X \text{ s.t. } f(x_*) = f_*$
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 - ▶ we want **optimal solution**: $x_* \in X \text{ s.t. } f(x_*) = f_*$
- ▶ Everything looks pretty straightforward ... **or is it?**

- ▶ “Bad case” I: $X = \emptyset$ (“empty”)

$$\min\{x : x \in \mathbb{R} \wedge x \leq -1 \wedge x \geq 1\}$$

there just is **no solution** (which may be important to know)

- ▶ “Bad case” II: $\forall M \exists x_M \in X$ s.t. $f(x_M) \leq M$ (“unbounded [below]”)

$$\min\{x : x \in \mathbb{R} \wedge x \leq 0\}$$

there are **solutions as good as you like** (which may be important to know)

- ▶ **Not really bad cases**, just things that can happen

- ▶ **Solving an optimization problem** actually three different things:

- ▶ Finding x_* and **proving it is optimal** (how??)
- ▶ **Proving $X = \emptyset$** (how??)
- ▶ **Constructively prove** $\forall M \exists x_M \in X$ s.t. $f(x_M) \leq M$ (how??)

- ▶ Often OK to find **approximately optimal** \bar{x} **and prove it** (how??)

$$f(\bar{x}) - f_* \leq \varepsilon \text{ (absolute)} \quad \text{or} \quad (f(\bar{x}) - f_*) / |f_*| \leq \varepsilon \text{ (relative)}$$

- ▶ Let's just stick to **nonempty and bounded** $X \implies \exists x_*$

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- ▶ Let's just stick to **nonempty and bounded** $X \implies \exists x_* \dots$ **or does it?**

- ▶ Things can be worse: not empty, not unbounded, but no x_* either:

- ▶ $\min\{x : x \in \mathbb{R} \wedge x > 0\}$ (“bad” X)

- ▶ $\min\{1/x : x \in \mathbb{R} \wedge x > 0\}$ (“bad” f and X)

- ▶ $\min\left\{f(x) = \begin{cases} x & \text{if } x > 0 \\ 1 & \text{if } x = 0 \end{cases} : x \in [0, 1]\right\}$ (“bad” f)

- ▶ Still \exists approximately optimal solutions $\forall \varepsilon > 0$, good enough for us

- ▶ Has to ensure somehow things don't go awry
(continuity, closeness, boundedness, ...)

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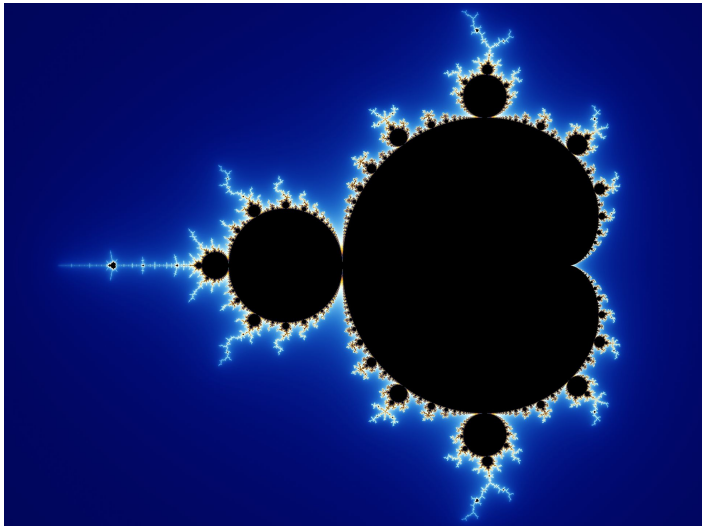
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► $X \subset G \equiv$ (indicator) function $\mathbf{1}_X : G \rightarrow \{0, \infty\}$

► $x \in X \equiv \mathbf{1}_X(x) \leq 0$ (**constraint**)

► All the difficulty lies in **computing function values**:

$$(P) \equiv \min \{ f(x) + \mathbf{1}_X(x) \}$$

the objective can take up all the complication of constraints

► Vice-versa also true: objective can always be **linear**

$$(P) \equiv \min \{ v : x \in X, v \geq f(x) \}$$

► And **at least I can compute $f(x)/\mathbf{1}_X(x)$** , right? **How hard can that be?**

► Functions can be **demonstrably impossible to compute** \implies
 (P) **demonstrably impossible to solve**

► Even if not impossible, computing a function can be **very hard**

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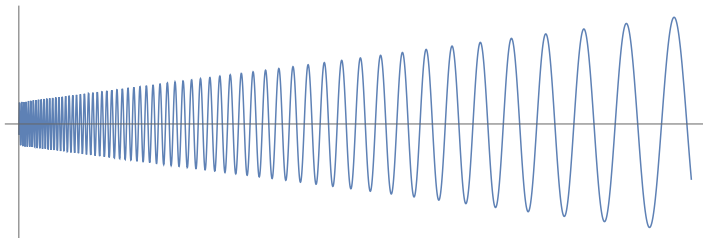
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- ▶ (P) where $f(\cdot) / I_X(\cdot)$ are “just any function” \equiv **complex mathematical model** with **no closed formulæ** (most of them):
 - ▶ numerical integration
 - ▶ systems of PDEs
 - ▶ electromagnetic propagation models (ray-tracing, ...)
 - ▶ heat propagation models (heating/cooling of buildings, ...)
 - ▶ systems with **complex management procedures** (storage/plant design with route/machine optimization ...)
 - ▶ systems with **stochastic components** (+ possibly complex management) (queues in ERs, users of cellular networks, ...)
- ▶ A.k.a. **simulation-based optimization**: the system can **only** be **numerically simulated** as opposed to **algebraically described**
- ▶ **Computation of $f(x) / I_X(x)$ costly** (can do few 100s/1000s of them)
- ▶ **No information** about the behaviour of $f(\cdot)$ “close” to x

- ▶ Typically require **bound constraints**: w.l.o.g. $X \subseteq [0, 1]^n$
(hence $X = [0, 1]^n$, other constraints “hidden” in $f(\cdot)$)
- ▶ Basically only (clever) “shotgun approach”:
fire **enough rounds** and **eventually** a good solution happens
- ▶ Good playground for population-based approaches
(genetic algorithms, particle swarm, ...)
- ▶ Any other standard search (simulated annealing, taboo search, GRASP, variable-neighbourhood search, ...)
- ▶ Better idea: construct a **model of $f(\cdot)$ out of past iterates** to drive the search (regression, kriging, radial-basis functions, SVR, ML, ...)
- ▶ Bad news: none of these **can possibly work efficiently** (in theory)

How (DoublePlusUn)Good are Black-box Optimization Algorithms? 13

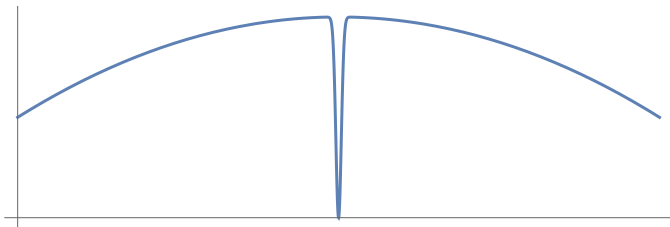
- ▶ If $f(\cdot)$ “swings wildly”, things can be arbitrarily bad



- ▶ $f : \mathbb{R}^n \rightarrow \mathbb{R}$ (globally) **Lipschitz continuous** with constant L
($|f(x) - f(y)| \leq L\|x - y\| \implies$ not too wild swings \implies continuous)
- ▶ **For each algorithm $\exists f(\cdot)$** s.t. finding ε -optimal solution requires $\geq O(L/\varepsilon)^n$ evaluations — that's **very bad**
- ▶ **No free lunch theorem** says “all algorithms equally bad”
- ▶ In practice is not as bad, but **cost indeed grows very rapidly with n**
- ▶ $n \approx 10 - 100$ if $f(\cdot)$ very costly, perhaps $n \approx 1000$ if not too costly

- ▶ $f(x)$ may be a random process:
average performance computed via Montecarlo out of simulations
- ▶ Many examples:
 - ▶ behaviour of users
 - ▶ impact of weather on energy production/consumption
 - ▶ errors in measurement/impurity of materials ...
- ▶ Interesting tidbit: almost all approaches are inherently randomized (if you don't know anything, you may as well throw dices)
- ▶ Good part: can be trivially parallelized (as all Montecarlo do)
- ▶ Bad part: many runs = costly to compute average with high accuracy
- ▶ Intuitively, high accuracy only needed close to x_*
- ▶ But how do I tell if I'm close x_* ? And which x_* ?

- ▶ In a nutshell: if everything goes very, very well
 - ▶ you don't have many parameters (n in the few tens, ...)
 - ▶ you don't really need the best solution, a good one is OK
 - ▶ you have a lot of time and/or a supercomputer at hand
 - ▶ f is "nice enough": Lipschitz continuous, no isolated local minima, ...



- ▶ Good news: plenty of general-purpose black-box solvers, simple to use
- ▶ Bad news: difficult to choose/tune, none will ever scale to large-size
- ▶ In many cases, it is just what is needed
- ▶ Can we do better? Yes, we can if we have more structure

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- ▶ Fundamental concept: if you know the structure of $f(\cdot)/X$, exploit it
- ▶ Very important structure: Partial Differential Equations
- ▶ Model disparate phenomena as such as:
 - ▶ sound, heat, diffusion
 - ▶ electromagnetism (Maxwell's equations)
 - ▶ fluid dynamics (Navier–Stokes equations)
 - ▶ elasticity, ...
- ▶ Countless many applications:
 - ▶ weather forecast, ocean currents, pollution diffusion, ...
 - ▶ flows in pipes (water, gas, blood, ...)
 - ▶ air flow (airplane wing, car, wind turbine, ...)
 - ▶ behaviour of complex materials/objects (buildings, seismic models, ...)
- ▶ Optimal design/operation of many systems has PDE-defined $f(\cdot)/X$:
PDE-Constrained Optimization (PDE-CO) problem

- ▶ General form of the problem:

$$(\text{PDE-CO}) \quad \min \{ \ell(c, s) : \mathcal{H}(c, s) = 0, \mathcal{G}(c, s) \geq 0 \}$$

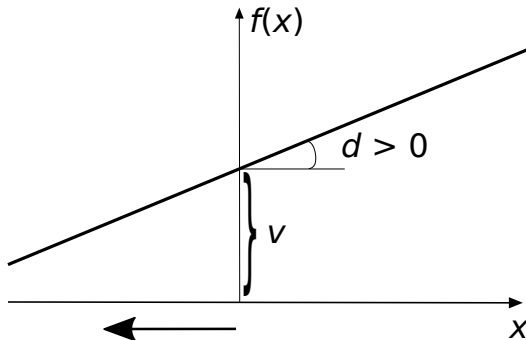
$x = [c, s]$, explicit description of X :

- ▶ s = state (pressure/velocity of air, force in material, ...)
 - ▶ c = controls (shape of wing/blade, position of actuators, ...)
 - ▶ $\ell(c, s)$ = measure of function \implies typically involves integrals
 - ▶ $\mathcal{H}(c, s)$ = PDE constraints (Navier–Stokes equations, ...)
 - ▶ $\mathcal{G}(c, s)$ = “other” algebraic constraints (min/max size/position, ...)
-
- ▶ each $s_i : \mathbb{R}^k \rightarrow \mathbb{R}$ a function: $X \subset \mathbb{F}^n$
 - ▶ often k small-ish: 2D/3D coordinates, fields, time (optimal control)
 - ▶ controls may be functions or “simple” reals (\equiv linear functions)
 - ▶ \mathbb{F}^n is a whole lot bigger than even \mathbb{R}^n (all functions vs. linear ones): Banach space, infinite-dimensional while \mathbb{R}^n has finite dimension n
 - ▶ What did I gain from knowing $\ell, \mathcal{H}, \mathcal{G}$?

- ▶ (the) “Space (\mathbb{F}^n) is big. Really big. You just won’t believe how vastly, hugely, mind-bogglingly big it is.”

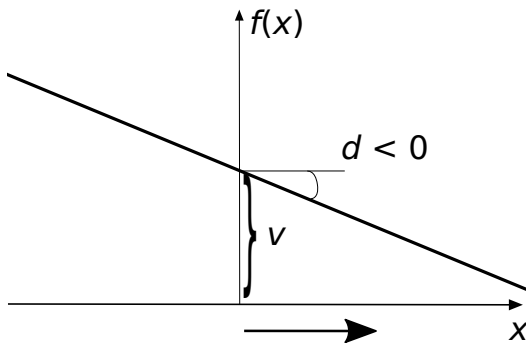
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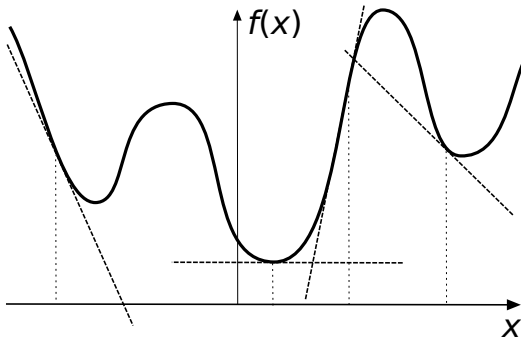
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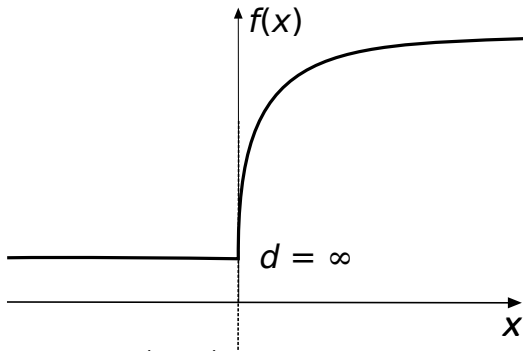
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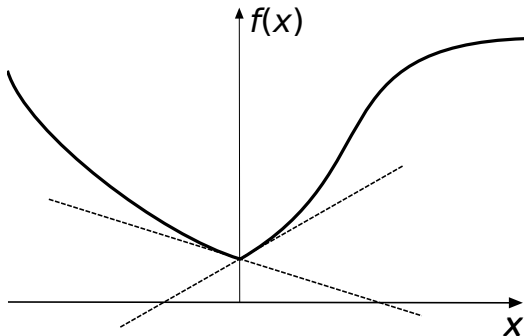
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- ▶ Obvious idea: use the linear function that best locally approximates f
- ▶ Trusty old derivative $d = f'(x) = \lim_{t \rightarrow 0} [f(x+t) - f(x)]/t$
(putting a lot under the carpet even in \mathbb{R}^n , not to mention \mathbb{F}^n)

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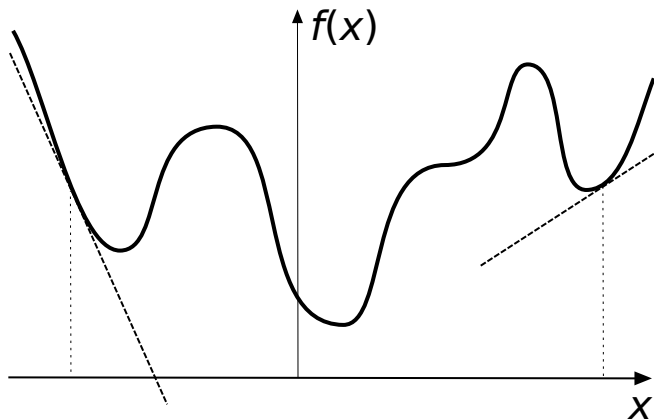


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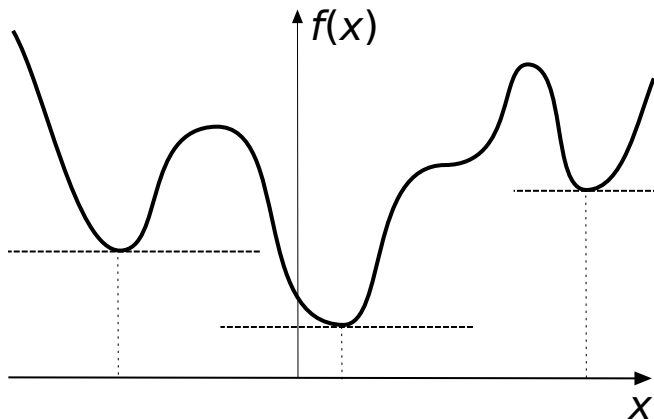
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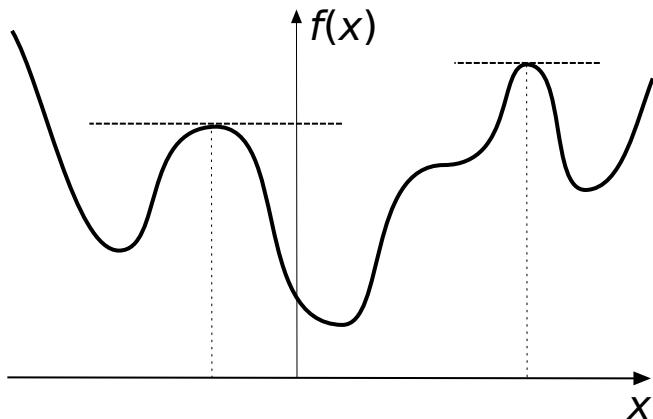
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- ▶ Provided it exists ... and it is unique



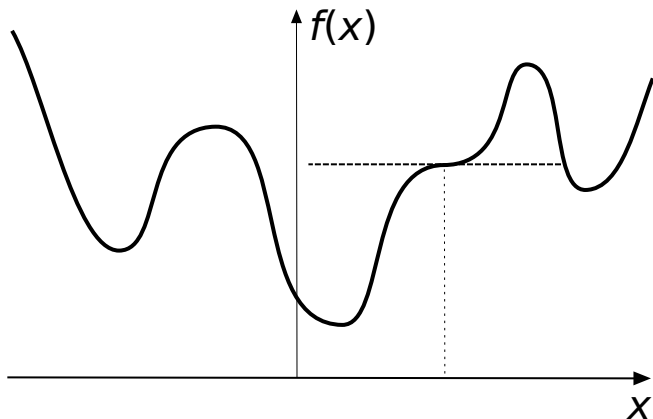
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- ▶ $f'(x) = 0$ in all local minima \implies in the global one
- ▶ However, $f'(x) = 0$ also in local (global) maxima and in saddle points

- ▶ To find x_* , try finding stationary point x s.t. $f'(x) = 0$
- ▶ $f'(x) = 0$ (necessary, not sufficient) optimality condition:
optimization is a system of (nonlinear) equations
- ▶ Still a lot hidden under the carpet:
 - ▶ what exactly is f' when $X \neq \mathbb{R}$?
 - ▶ I_X has no derivative on “border” of $X \implies$
has to “explicitly write” X as opposed to “hide” it in $I_X(\mathcal{H}, \mathcal{G})$
 - ▶ lots of “ifs” and “buts” (f' has to exist, X has to be “nice”, ...)
- ▶ If all goes well, (local) optimality can be detected using derivatives
(we'll see more details later in a simpler setting) \implies
optimality conditions for PDE-CO is a PDE system. But:

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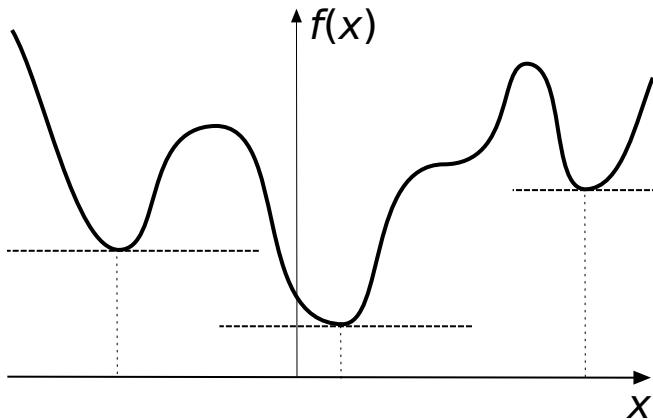
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 \implies have to discretize the PDE and solve approximately

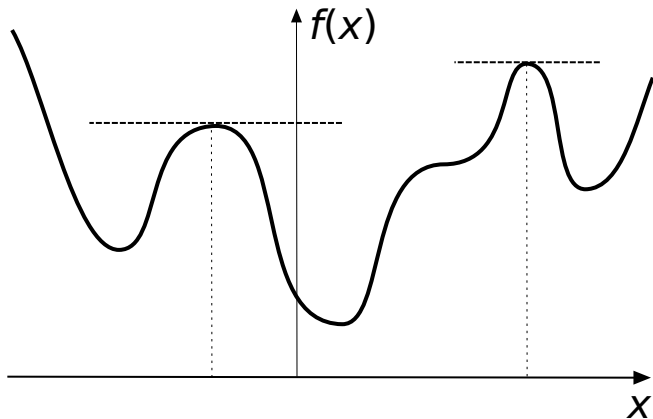
- ▶ Still back to “have to compute $f(\cdot)$ numerically”
- ▶ However, can now prove that $x (= [c, u])$ is a (local) minimum
- ▶ Also, algorithms that use derivatives are vastly more efficient (we'll see more details later in a simpler setting)
- ▶ Can quickly reach a (local) minimum and stop there:
no more random moves for fear of having missed a better point nearby
- ▶ $|f'(x)| \approx$ “distance” from x_* , useful to choose accuracy of simulation
- ▶ Explicit optimality conditions leads to multiple strategies:
 - ▶ first discretize, then write optimality conditions
 - ▶ first write optimality conditions, then discretize(neither uniformly better, depends on the application)
- ▶ However, $f'(x) = 0$ only tells x may be a minimum, all is in vain if it rather is a maximum/saddle point
- ▶ There are ways to check it and ensure it'll never happen

To Avoid Issues, just Ensure Every Stationary Point is a Minimum 23



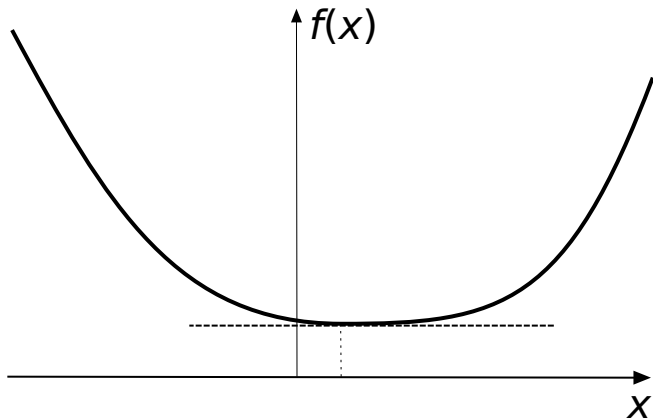
- If f has local minima

To Avoid Issues, just Ensure Every Stationary Point is a Minimum 23



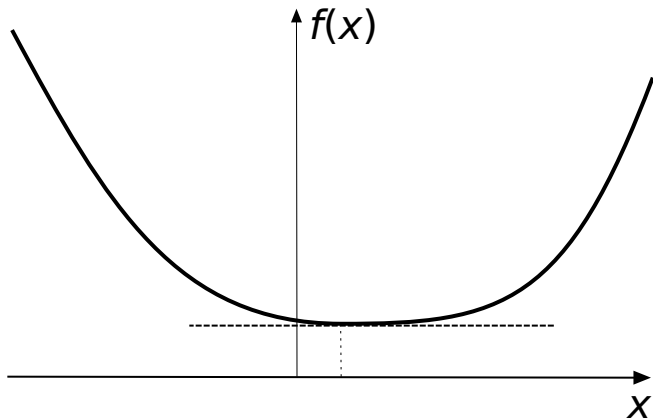
- ▶ If f has local minima and maxima, f' must first \nearrow and then \searrow
- ▶ What if f' monotone?

To Avoid Issues, just Ensure Every Stationary Point is a Minimum 23



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To Avoid Issues, just Ensure Every Stationary Point is a Minimum 23



- ▶ If f has local minima and maxima, f' must first \nearrow and then \searrow
- ▶ What if f' monotone? f convex function \implies
stationary point \implies local minimum \implies global minimum
- ▶ $f(\cdot) / X$ convex $\implies x_*$ can be found “easily”
- ▶ (Restrictive) sufficient conditions to ensure $f(\cdot) / X$ convex

- ▶ In a nutshell: if everything goes very well
 - ▶ ℓ , \mathcal{H} and \mathcal{G} must have the right properties
 - ▶ details have to be worked out, options be wisely chosen
 - ▶ **local optimality** must be OK (or the problem convex to start with)
- ▶ **There is no general-purpose PDE-OC solver**, each case has to be dealt with individually
- ▶ However, **tools are there, knowledge is there**
- ▶ Problems of scale required by practical applications **can be solved**
 - ▶ with a little help from my (PDE-CO-savvy) friends
 - ▶ and possibly a supercomputer at hand
- ▶ As always, **structure is your friend**
(e.g., optimal control has many specialized approaches exploiting time)
- ▶ **Is it worth?** **In quite many cases, it is**

Beware Mathematicians When They Seem to Speak Simple

Black-box Optimization

PDE-Constrained Optimization

NonLinear Nonconvex Problems

Mixed-Integer Convex (Linear) Problems

An Aside: Multiple Objectives

Do Not Underestimate Mixed-Integer Linear (Convex) Problems

Conclusions: Don't Be Afraid Of Optimization

- ▶ “Easier” problem: no PDE constraints, “only” algebraic ones

$$X = \{ x \in \mathbb{R}^n : g_i(x) \leq 0 \ i \in \mathcal{I}, h_j(x) = 0 \ j \in \mathcal{J} \}$$

\mathcal{I} = set of inequality constraints, \mathcal{J} = set of equality constraints

- ▶ $G(x) = [g_i(x)]_{i \in \mathcal{I}} : \mathbb{R}^n \rightarrow \mathbb{R}^{|\mathcal{I}|}$, $H(x) = [h_j(x)]_{j \in \mathcal{J}} : \mathbb{R}^n \rightarrow \mathbb{R}^{|\mathcal{J}|}$

$$X = \{ x \in \mathbb{R}^n : G(x) \leq 0, H(x) = 0 \}$$

$G(\cdot)$, $H(\cdot)$ algebraic (vector-valued, multivariate) real functions

- ▶ Could always assume $|\mathcal{I}| = 1$ and $|\mathcal{J}| = 0$:

- ▶ $h_j(x) = 0 \equiv h_j(x) \leq 0 \wedge -h_j(x) \leq 0$

- ▶ $G(x) \leq 0 \equiv \max\{g_i(x) : i \in \mathcal{I}\} = g(x) \leq 0$

but good reasons not to (exploit structure when is there)

- ▶ What does this gives to me? You know the drill: derivatives

- $f : \mathbb{R}^n \rightarrow \mathbb{R}$, partial derivative of f w.r.t. x_i at $x \in \mathbb{R}^n$:

$$\frac{\partial f}{\partial x_i}(x) = \lim_{t \rightarrow 0} \frac{f(x_1, \dots, x_{i-1}, x_i + t, x_{i+1}, \dots, x_n) - f(x)}{t}$$

just $f'(x_1, \dots, x_{i-1}, x, x_{i+1}, \dots, x_n)$ treating x_j for $j \neq i$ as constants

- Good news: computing derivatives mechanic, Automatic Differentiation software will do it for you, not only from formulæ but from code

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- Good news: computing derivatives mechanic, Automatic Differentiation software will do it for you, not only from formulæ but from code ... provided they exist ($f(x) = |x|$, $f'(x) = ???$)

- Gradient = vector of all partial derivatives all important in optimization

$$\nabla f(x) := \left[\frac{\partial f}{\partial x_1}(x), \dots, \frac{\partial f}{\partial x_n}(x) \right]$$

- $\nabla f(x) \approx [f(x + e_i \varepsilon) - f(x)] / \varepsilon$, $i = 1, \dots, n$ (which ε ?)
- f differentiable at $x \approx \forall i \frac{\partial f}{\partial x_i}(\cdot)$ continuous ($\Leftarrow \exists$)
- $f \in C^1$: $\nabla f(x)$ continuous $\equiv f$ differentiable ($\implies f$ continuous) $\forall x$
- $f \in C^1 \implies$ finding local minimum (actually, stationary point) “easy”: just go in the other direction ($-\nabla f(x)$ = steepest descent direction)

► Vector-valued function $f : \mathbb{R}^n \rightarrow \mathbb{R}^m$, $f(x) = [f_1(x), f_2(x), \dots, f_m(x)]$

► Partial derivative: usual stuff, except with **extra index**

$$\frac{\partial f_j}{\partial x_i}(x) = \lim_{t \rightarrow 0} \frac{f_j(x_1, \dots, x_{i-1}, x_i + t, x_{i+1}, \dots, x_n) - f_j(x)}{t}$$

► $\nabla f(x) : \mathbb{R}^n \rightarrow \mathbb{R}^n$ itself **has a gradient**: Hessian of f

$$\nabla^2 f(x) = \begin{bmatrix} \frac{\partial^2 f}{\partial x_1^2}(x) & \frac{\partial^2 f}{\partial x_2 \partial x_1}(x) & \dots & \frac{\partial^2 f}{\partial x_n \partial x_1}(x) \\ \frac{\partial^2 f}{\partial x_1 \partial x_2}(x) & \frac{\partial^2 f}{\partial x_2^2}(x) & \dots & \frac{\partial^2 f}{\partial x_n \partial x_2}(x) \\ \vdots & \vdots & \ddots & \vdots \\ \frac{\partial^2 f}{\partial x_1 \partial x_n}(x) & \frac{\partial^2 f}{\partial x_2 \partial x_n}(x) & \dots & \frac{\partial^2 f}{\partial x_n^2}(x) \end{bmatrix}$$

second-order partial derivative

(just do it **twice**)

$$\frac{\partial^2 f}{\partial x_j \partial x_i} = \frac{\partial^2 f}{\partial x_i \partial x_j} = \frac{\partial^2 f}{\partial x_i^2}$$

► $\nabla^2 f(x) \approx n$ times $\nabla f(x) \approx n^2$ times $f(x)$: **packs a lot of information**

► $f \in C^2$: $\nabla^2 f(x)$ continuous (\implies symmetric) $\equiv \nabla f$ differentiable $\forall x$

► $f \in C^2 \implies$ finding local minimum (**stationary point**) “super-easy”

- ▶ $X = \mathbb{R}^n \implies$ all depends on quality of derivatives of f :
 - ▶ $f \notin C^1 \implies$ subgradient methods \implies sublinear convergence
(error at step $k \approx 1/\sqrt{k}$, $O(1/\varepsilon^2)$ iterations)
 - ▶ $f \in C^1 \implies$ gradient methods \implies linear convergence
(error at step $k \approx \gamma^k$ with $\gamma < 1$, $O(1/\log(\varepsilon))$ iterations)
 - ▶ $f \in C^2 \implies$ Newton-type methods \implies superlinear/quadratic convergence
(error at step $k \approx \gamma^{k^2}/\gamma^{2^k}$ with $\gamma < 1$, $\approx O(1)$ iterations)
- ▶ All bounds \approx independent from n (can be “hidden in the constants”)
 \implies good for large-scale problems (n very large)
- ▶ Not all trivial, line search/trust region, globalization, ...
- ▶ Gradient methods can be rather slow in practice ($\gamma \approx 1$), need to cure zig-zagging (heavy ball, fast gradients, ...)
- ▶ Hessian a big guy, inverting it $O(n^3)$ a serious issue for large-scale:
quasi-Newton/conjugate gradient only $O(n^2)$ / $O(kn)$ (but trade-offs)
- ▶ All in all, local (unconstrained) convergence very well dealt with

► **Local optimality** still “easy” to characterize via derivatives

► Karush-Kuhn-Tucker conditions: $\exists \lambda \in \mathbb{R}_+^{|\mathcal{I}|}$ and $\mu \in \mathbb{R}^{|\mathcal{J}|}$ s.t.

$$g_i(x) \leq 0 \quad i \in \mathcal{I} \quad , \quad h_j(x) = 0 \quad j \in \mathcal{J} \quad (\text{KKT-F})$$

$$\nabla f(x) + \sum_{i \in \mathcal{I}} \lambda_i \nabla g_i(x) + \sum_{j \in \mathcal{J}} \mu_j \nabla h_j(x) = 0 \quad (\text{KKT-G})$$

$$\sum_{i \in \mathcal{I}} \lambda_i g_i(x) = 0 \quad (\text{KKT-CS})$$

$\equiv x$ stationary point of **Lagrangian function** (in $x, \lambda / \mu$ **parameters**)

$$L(x; \lambda, \mu) = f(x) + \sum_{i \in \mathcal{I}} \lambda_i g_i(x) + \sum_{j \in \mathcal{J}} \mu_j h_j(x) \quad (\leadsto \text{duality} \dots)$$

► KKT Theorem: x local optimum + **constraint qualifications** \implies (KKT)

a) Affine constraints: g_i and h_j affine $\forall i \in \mathcal{I}$ and $j \in \mathcal{J}$

b) Slater's condition: g_i convex, h_j affine, $\exists \bar{x} \in X$ s.t. $g_i(\bar{x}) < 0 \quad \forall i$

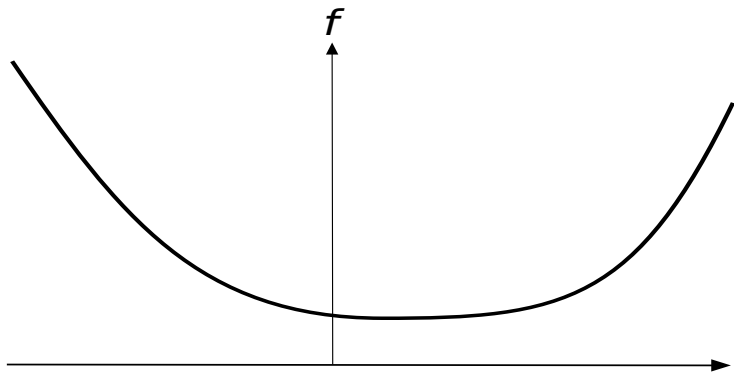
c) Linear independence of $\nabla g_i(x)$ (i active) and $\nabla h_j(x)$ (all)

► **(P) convex problem**: (KKT) $\implies x$ global optimum

► Otherwise, quite involved second-order optimality conditions ...

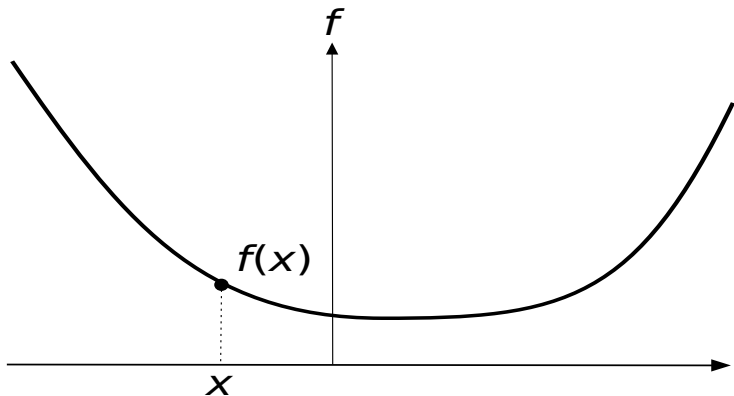
- ▶ In a nutshell, that \exists efficient local algorithms
- ▶ At the very least, (KKT) \approx tell \times local minimum, stop the search
- ▶ Checking if (KKT) holds “easy” (Farkas’ Lemma ...)
- ▶ Optimization \equiv solving systems of nonlinear equations and inequalities
- ▶ Does not mean that algorithms are obvious:
 - ▶ several different forms (primal, dual, ...)
 - ▶ several different ideas (active set, projection, barrier, penalty, ...)
 - ▶ combinatorial aspects (active set choice) may make them inefficient
- ▶ Yet, provably and practically efficient algorithms are there if data of the problem nice ($f, G \in C^1/C^2$, H affine ...)
- ▶ Particularly relevant/elegant class: primal-dual interior point methods
- ▶ (Reasonably) robust and efficient implementations available, although numerical issues (linear algebra accuracy/cost) still nontrivial

- ▶ Unfortunately an **entirely different game**: sifting through all X required
- ▶ **Derivatives** a local object, can't give global information
except in the **convex** case, where they actually do



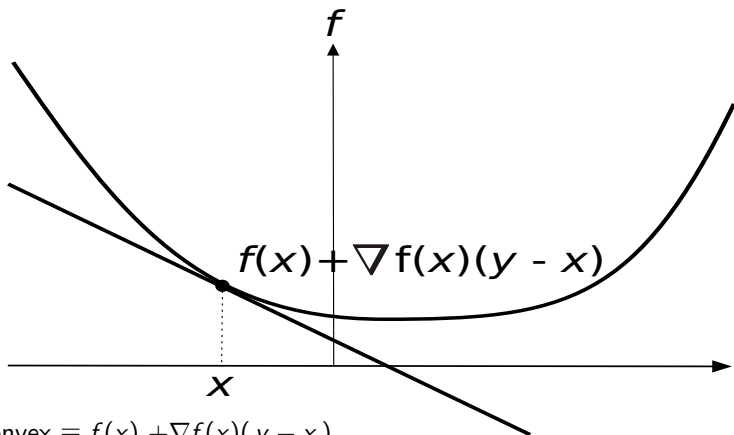
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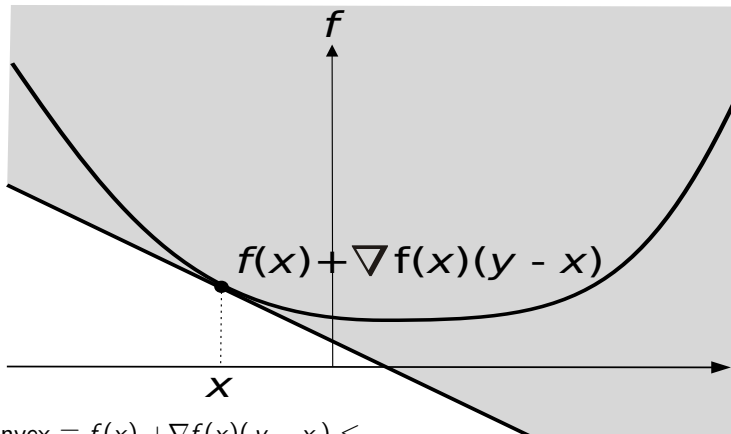
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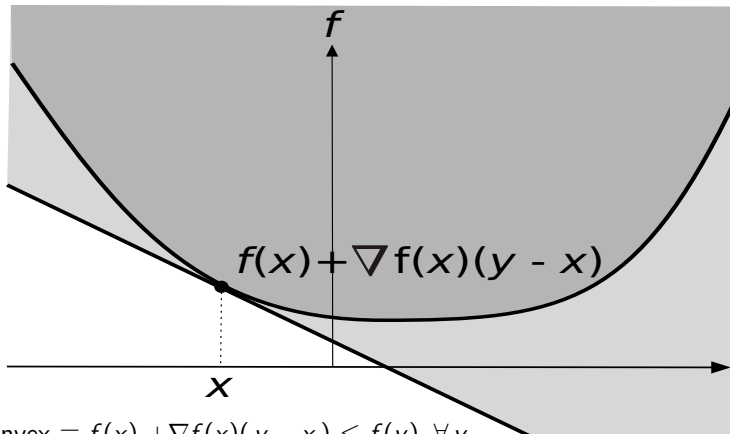
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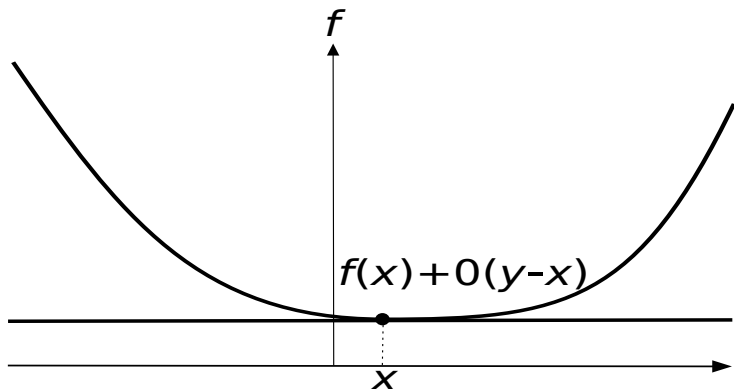
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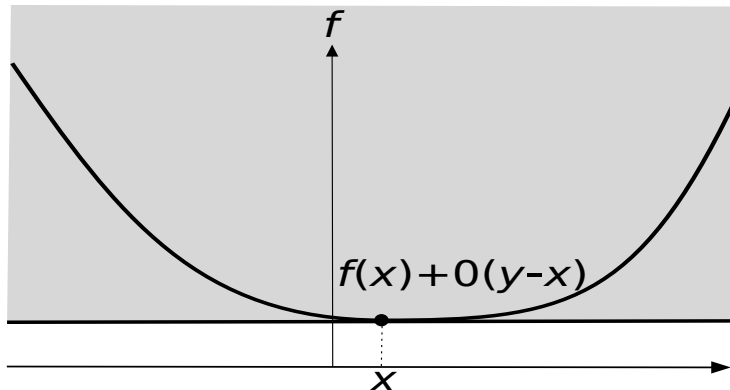
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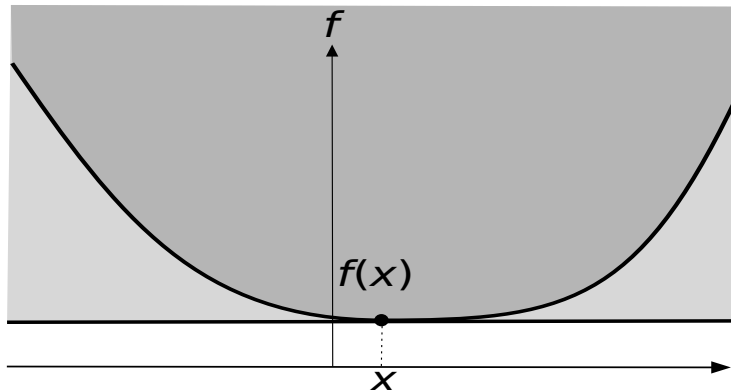
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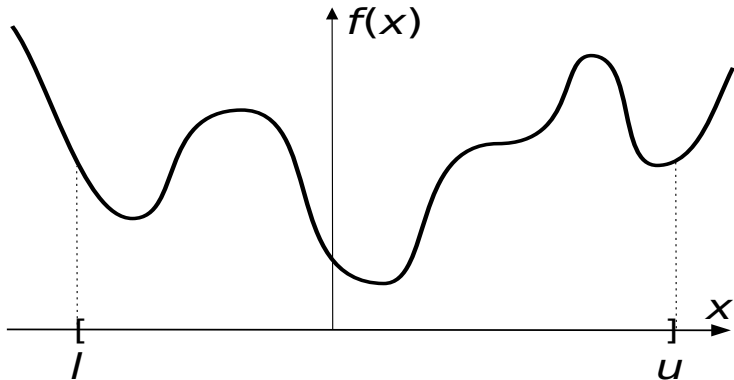
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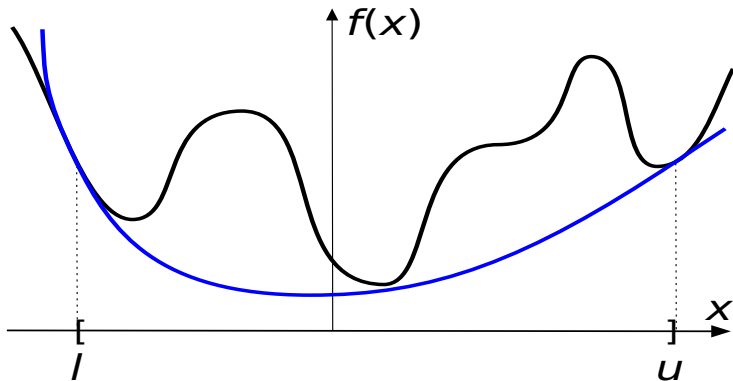


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- Sift through all $X (= [l, u])$ but using a clever guide

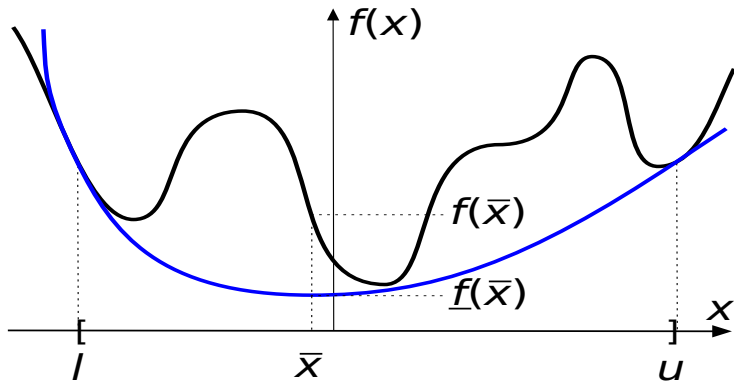


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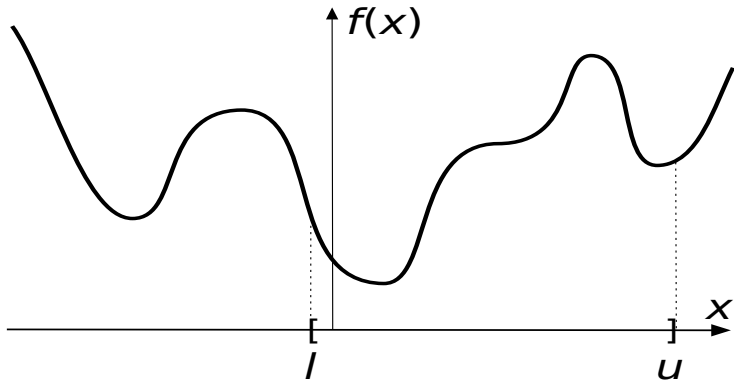
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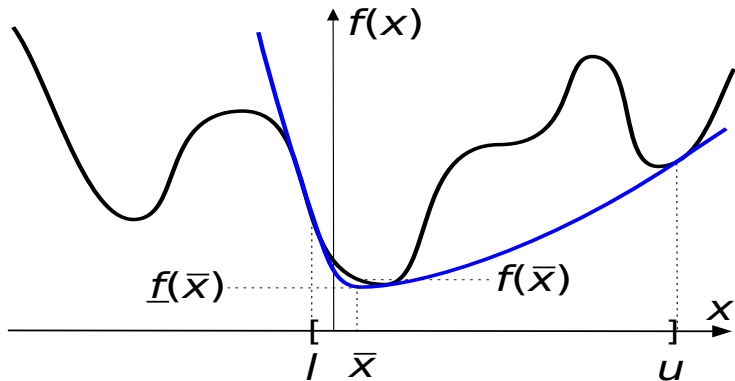
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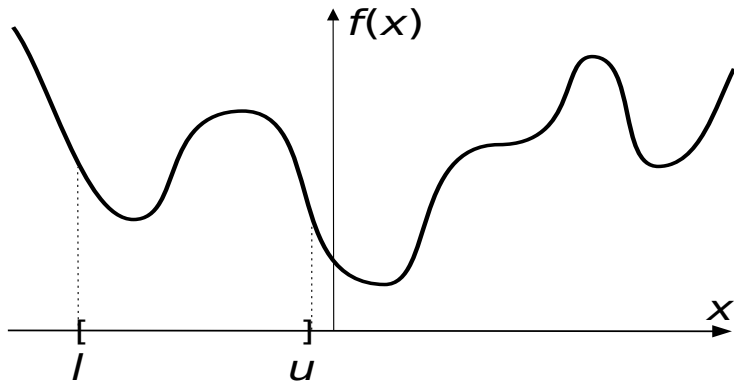
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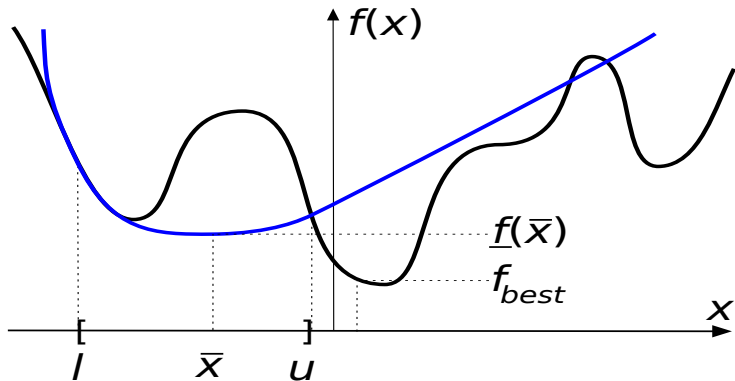
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- \underline{f} depends on partition, smaller partition \implies better gap (hopefully)
- If on some partition $\underline{f}(\bar{x}) \geq$ best f -value so far, partition killed for good

- ▶ In a word? No
- ▶ Worst-case: keep dicing and slicing X until pieces “very small”
- ▶ However, in practice it depends on:
 - ▶ “how much nonconvex” f really is
 - ▶ how good \underline{f} is as a lower approximation of f
- ▶ Best possible lower approximation: convex envelope
- ▶ Bad news: computing convex envelopes is hard
- ▶ Typical approach:
 - ▶ rewrite the expression of f in terms of unary/binary functions
 - ▶ apply specific convexification formulæ for each function
- ▶ Tedious job, bounds often rather weak
- ▶ Good news: implemented in available, well-engineered solvers
- ▶ Good news: immensely less inefficient in practice than blind search
(at least, bounds allow to cut away whole regions for good)

- ▶ In a nutshell: if everything goes well
 - ▶ f , G and H must have the right properties
 - ▶ the less nonconvex they are, the better
 - ▶ the less “complicated” they are, the better
- ▶ Yet, there are general-purpose nonconvex MINLP solvers which can solve the problem to proven optimality
- ▶ Using them nontrivial, formulating the problem well crucial (\equiv so that a “good \underline{f} is available”)
- ▶ Not really “large-scale”, but 100s/1000s of variables often doable quickly enough with off-the-shelf tools
- ▶ Much larger problems also possible with special tools/effort
- ▶ As always, structure is your friend
- ▶ Is it worth? In quite many cases, it is (ask chemical Engineers)

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Conclusions: Don't Be Afraid Of Optimization

- ▶ Computing “good” convex approximation both **complex** and **difficult**
- ▶ One very relevant case in which at least “easy”: **integrality constraints**
- ▶ $x_i \in \mathbb{Z}$, most often $x_i \in \{0, 1\}$ **very convenient** for discrete choices (start machine/don't, make trip/don't, ...)
- ▶ Clearly **nonconvex**, \exists nonlinear versions ($x_i(1 - x_i) \leq 0, \dots$)
- ▶ Actually **quite powerful**: many different nonlinear nonconvex structures can be expressed via that + **“simple” (linear) constraints**
- ▶ Yet, this requires some rather **weird formulation tricks**
 $z = xy \equiv [(z \leq x) \wedge (z \leq y) \wedge (z \geq x + y - 1)]$ if all $x, y, z \in \{0, 1\}$
- ▶ If **all the rest in the problem convex**, then **a convex relaxation very easy**: **continuous relaxation** ($x_i \in \mathbb{Z} \longrightarrow x_i \in \mathbb{R}$)
- ▶ This **does not mean convex relaxation is good**, but it may be
- ▶ At least **makes life a lot easier** to solution algorithms

- ▶ Finding **good relaxations** crucial for practical efficiency
- ▶ Solvers **helped a lot by having few, well-controlled nonconvexities**
- ▶ Mixed-Integer Convex Problems the **easiest class** of **hard problems**
- ▶ Especially famous special case: **Mixed-Integer Linear Program**
$$(MILP) \quad \min \{ cx : Ax \geq b, \quad x_i \in \mathbb{Z} \quad i \in I \}$$

 \implies continuous relaxation \equiv **Linear Program**
- ▶ Very **stable and efficient algorithms**, some \approx unique (simplex methods)
- ▶ **Very powerful methods to improve relaxation quality** (valid inequalities)
- ▶ Countless many results about **special combinatorial structures**
(paths, trees, cuts, matchings, cliques, covers, knapsacks, ...)
- ▶ Clever approaches to **exploit structure**, though some work for MINLP too
(Column/Row Generation, Dantzig-Wolfe/Benders' Decomposition, ...)

- ▶ Fundamental point: formulating the problem well is crucial
- ▶ Almost anything can be written as a MILP, albeit to some \approx (not always a good idea: some nonlinearities “nice”)
- ▶ Many different ways to write the same problem: apparently minor changes can make orders-of-magnitude difference
- ▶ Several of the best formulation weird and/or very large (appropriate tricks to only generate the strictly required part)
- ▶ Doing it “by hand” should not be required: solvers should be able to automatically find the best formulation (reformulate)
- ▶ Good news: the “perfect” formulation provably exists
- ▶ Bad news: it is provably (\mathcal{NP} -)hard to construct
- ▶ Doing it automatically is clearly difficult (but we should try harder)
- ▶ Meanwhile, a well-trained eye can make a lot of difference

- ▶ Good news: can “hide” many nonlinearities in a Linear Program
- ▶ **Conic Program**: $(P) \min\{cx : Ax \succeq_K b\}$
where $x \succeq_K y \equiv x - y \in K$, K pointed convex cone, e.g.
 - ▶ $K = \mathbb{R}_+^n \equiv$ sign constraints \equiv Linear Program
 - ▶ $K = \mathbb{L} = \{x \in \mathbb{R}^n : x_n \geq \sqrt{\sum_{i=1}^{n-1} x_i^2}\} \equiv$ Second-Order Cone Program
 - ▶ $K = \mathbb{S}_+ = \{A \succeq 0\} \equiv$ “ \succeq ” constraints \equiv SemiDefinite Program
- ▶ Exceedingly smart idea: everything is linear, but the cone is not \equiv a nonlinear program disguised as a linear one
- ▶ Contains as special case convex quadratic functions
- ▶ Many interesting (convex) nonlinear functions have a conic representation (but have to learn some even weirder formulation trick)
- ▶ Continuous relaxation almost as efficient as Linear Program
- ▶ Many combinatorial MILP tricks extend to MI-SOCP (valid surfaces, ...)
- ▶ Support in general-purpose software growing, already quite advanced

- ▶ In a nutshell: unless something goes very bad
 - ▶ data of the problem **by definition** is nice
 - ▶ a feasible relaxation always there, bounds can be quite good
 - ▶ lots of good ideas (cutting planes, general-purpose heuristics, ...)
- ▶ Plenty of general-purpose, well-engineered MILP/MI-SOCP solvers which **can solve the problem to proven optimality**
- ▶ Lots of useful supporting software: **algebraic modelling languages**, (there for MINLP too), **IDEs**, interfaces with database/spreadsheet, ...
- ▶ 10000/100000 variables often doable in minutes/hours on stock hw/sw **if you write the right model**
- ▶ Much larger problems (10^6 / 10^9) also possible with special tools/effort
- ▶ As always, **structure is your friend**, and **many known forms of structures**
- ▶ **Is it worth?** In very many cases, it is

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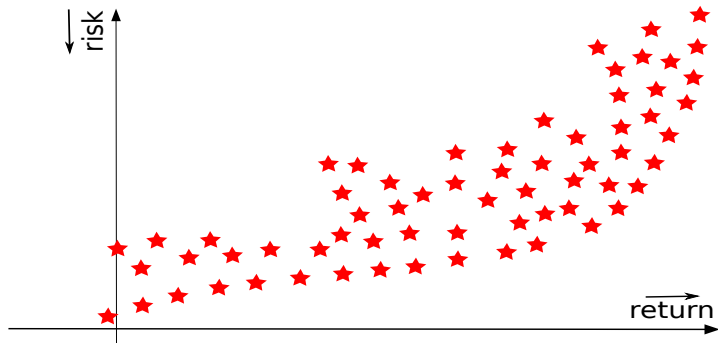
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Do Not Underestimate Mixed-Integer Linear (Convex) Problems

Conclusions: Don't Be Afraid Of Optimization

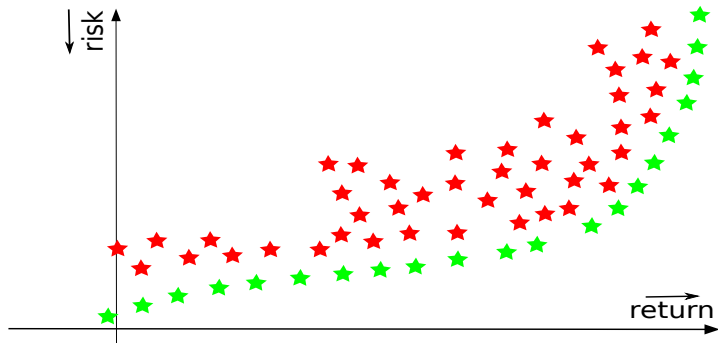
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more than one objective, with incomparable units (apples & oranges)

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- ▶ Textbook example: portfolio selection problem



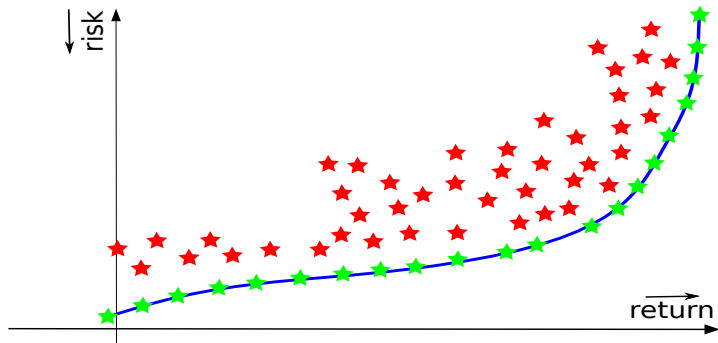
- ▶ No “best” solution, only

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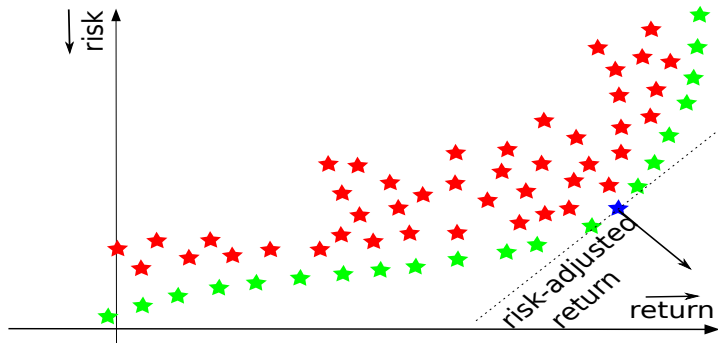
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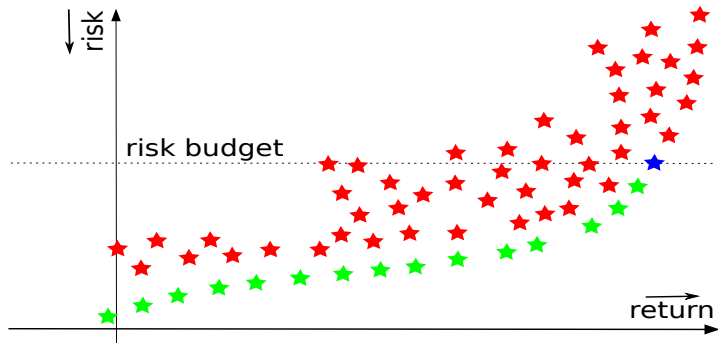
- ▶ No “best” solution, only non-dominated ones on the Pareto frontier
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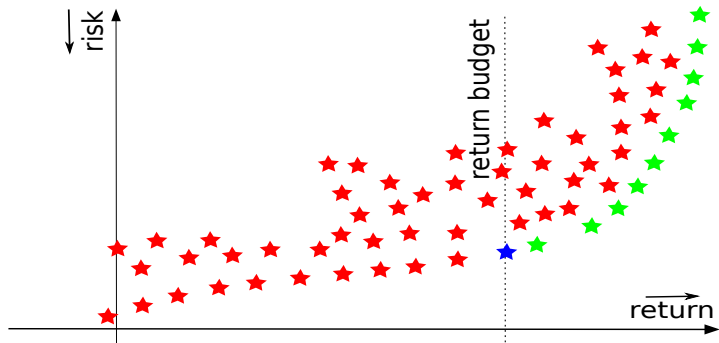
- ▶ No “best” solution, only non-dominated ones on the Pareto frontier
- ▶ Two practical solutions: maximize risk-adjusted return,
a.k.a. scalarization $\min \{ f_1(x) + \alpha f_2(x) : x \in X \}$ (which α ??)

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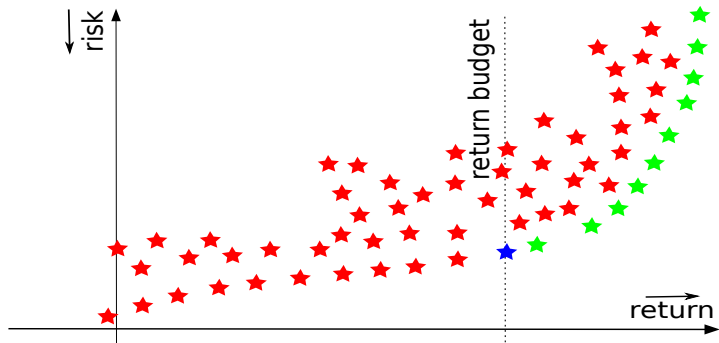
- ▶ No “best” solution, only non-dominated ones on the Pareto frontier
- ▶ Two practical solutions: maximize return with budget on maximum risk, a.k.a. budgeting $\min \{ f_1(x) : f_2(x) \leq \beta_2, x \in X \}$ (which $\beta_2??$)

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- ▶ All a bit fuzzy, but it's the nature of the beast

Beware Mathematicians When They Seem to Speak Simple

Black-box Optimization

PDE-Constrained Optimization

NonLinear Nonconvex Problems

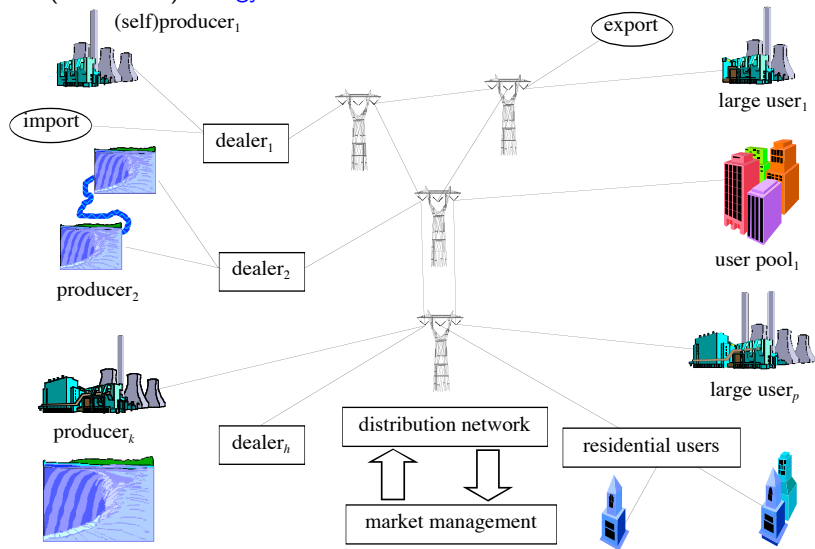
Mixed-Integer Convex (Linear) Problems

An Aside: Multiple Objectives

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Conclusions: Don't Be Afraid Of Optimization

- Schedule a set of **generating units** over a **set of time instants** to satisfy the (forecasted) **energy demand** at each



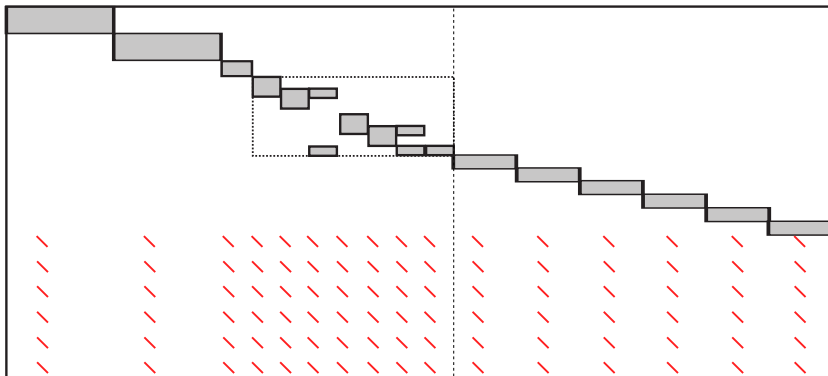
- ▶ Gazzillions €€€ / \$\$\$, enormous amount of research¹
- ▶ Different types of production units, different constraints:
 - ▶ Thermal (comprised nuclear): min/max production, min up/down time, ramp rates on production increase/decrease, start-up cost depending on previous downtime, others (modulation, ...)
 - ▶ Hydro (valleys): min/max production, min/max reservoir volume, time delay to get to the downstream reservoir, others (pumping, ...)
 - ▶ **Non programmable** (ROR hydro) **intermittent** units (solar/wind, ...)
 - ▶ Fancy things (small-scale storage, demand response, smart grids, ...)
- ▶ The electrical network (AC/DC, transmission/distribution, OTS, ...)
- ▶ **The right formulation** of the **individual units** may make a lot of difference for thermals^{2,3}, hydros⁴, ...

¹ van Ackooij, Danti Lopez, F., Lacalandra, Tahanan "Large-scale Unit Commitment Under Uncertainty [...]" AOR, 2018

² F., Gentile, Lacalandra "Tighter Approximated MILP Formulations for Unit Commitment Problems" IEEE TPWRS, 2009

³ F., Gentile "New MIP Formulations for the Single-Unit Commitment Problems with Ramping Constraints" TR, 2015

⁴ d'Ambrosio, Lodi, S. Martello. "Piecewise linear approximation of functions of two variables in MILP models" ORL, 2010



- ▶ Many blocks of rather different shape and size + linking constraints
- ▶ A very-large-scale MIQP to be solved in <15' operationally
- ▶ Can be done via Lagrangian decomposition⁵ and specialized solution methods for thermal⁶/hydro⁷ units

⁵ F., Gentile, Lacalandra "Solving Unit Commitment Problems with General Ramp Constraints" *IJEPES*, 2008

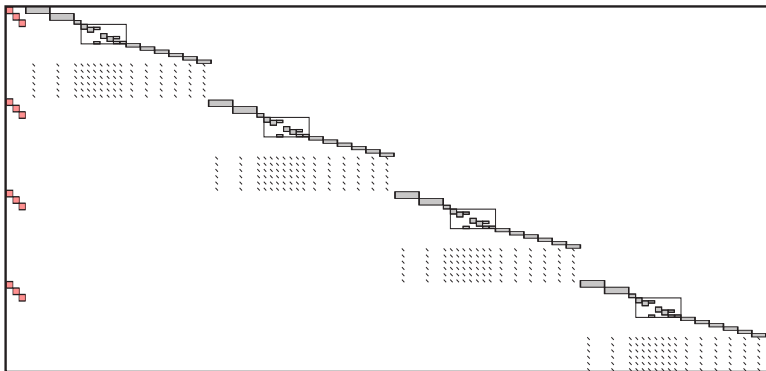
⁶ F., Gentile "Solving non-linear single-unit commitment problems with ramping constraints" *OR*, 2006

⁷ Taktak, D'Ambrosio "An overview on [...] unit commitment problem in hydro valleys" *Energy Systems*, 2017

- ▶ Maybe if this were the end, but it is **just the beginning**
- ▶ **Data is uncertain**: demand, wind/solar production, units/network state ... which **cannot be ignored** (increased RES penetration ...)
- ▶ Need **methods to represent uncertainty**¹:
 - ▶ **Robust Optimization**: uncertain data lives **anywhere** in a (convex) **uncertainty set** (**how chosen?** too conservative, price-of-robustness, ...)
 - ▶ **Chance-Constrained Optimization**: constraints hold with **high probability** (estimate distributions, nasty numerical integrals galore, ...)
 - ▶ **Stochastic Optimization**⁸: here-and-now decisions **in advance**, recourse decisions **when the uncertainty reveals itself**
 - ▶ Hybrids⁹, ...
- ▶ UC typically stochastic: day-ahead commitment, to-the-minute dispatch
- ▶ Simplest approach **scenario-based**: each scenario \approx a full UC
 \Rightarrow **size increases by a factor # scenarios, which should be large**

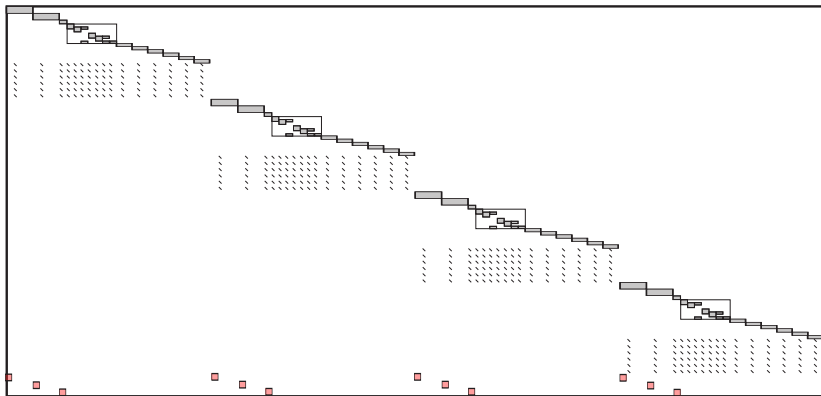
⁸ Scuzziato, Finardi, F. "Comparing Spatial and Scenario Decomposition for Stochastic [...]" *IEEE Trans. Sust. En.*, 2018

⁹ van Ackooij, F., de Oliveira "Inexact Stabilized Benders' Decomposition Approaches, with Application [...]" *CO&A*, 2016



- ▶ Perfect structure for **Benders' decomposition**: iteratively compute **value function** depending on **linking variables**
- ▶ Benders' decomposition with Lagrangian decomposition inside¹⁰ (curiously, both happen to be the cutting-plane algorithm)
- ▶ ... with (different) other subproblems inside

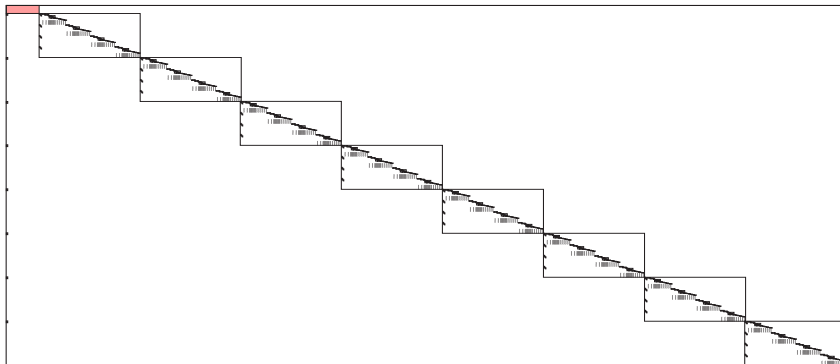
¹⁰ van Ackooij, Malick "Decomposition algorithm for large-scale two-stage unit-commitment" *Ann. OR*, 2016



- ▶ Reformulation trick: split here-and-now variables, add copy constraints
⇒ perfect structure for Lagrangian decomposition again
- ▶ Lagrangian decomposition with Lagrangian decomposition inside ...
- ▶ Which is better? Very hard to say beforehand⁸

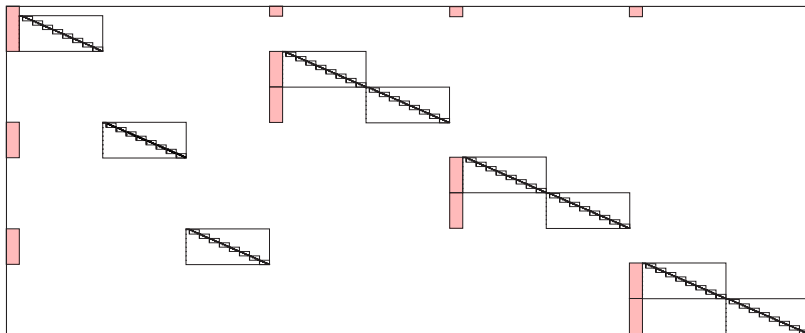
- ▶ Unit-Commitment is a short-term problem, lacks long-term strategies
- ▶ Issue: **cost of water** (none) / minimum reservoir volume (very low)
⇒ lot of water used ⇒ no water most of the year
- ▶ Hydro production most useful for **peak shaving** every day
- ▶ Computing **value of water left in the reservoirs at T for each (significant) day of the year**
- ▶ stochastic dual dynamic programming¹¹:
 - ▶ proceed forward to construct solution
 - ▶ proceed backward to compute/refine lower bounds
 - ▶ **sample** the uncertain parameters, **solve a parametric (uncertain) UC problem for each sample**
 - ▶ construct **stochastic cuts** out of sampled dual information

¹¹Pereira, Pinto "Multi-stage stochastic optimization applied to energy planning" *Math. Prog.*, 1991



- ▶ Each block is scenario-uncertain on some data (RES production) and continuous-uncertain on other data (water inflows/outflows)
- ▶ SDDP + Benders + Lagrange + subproblems or
SDDP + Lagrange + Lagrange + subproblems or ...

- ▶ The energy system changes all the time, but modifications **slow**, **extremely costly**, with **huge inertia**
- ▶ **Demand and production subject to very significant uncertainties:**
climate = RES production + demand, shifts in consumption patterns (EV, cryptocurrencies, ...), new technologies (shale, LED, ...), geo-political factors (energy security), economical factors (boost or boom), regulatory factors (EU energy market, ...), political factors (CO₂ emission treaties, nuclear power, ...), ...
- ▶ **Planning long-term evolution** **very hard**, yet **necessary**
- ▶ 20/30 years, 2/5 years steps (**multi-level** recourse), **many scenarios**



- ▶ Huge size, multiple nested structure
- ▶ Still OK for either Benders or Lagrange
- ▶ Benders + SDDP + Benders + Lagrange + subproblems or
Lagrange + SDDP + Benders + Lagrange + subproblems ...

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www.plan4res.eu
- ▶ Is it “easy”? By no means
- ▶ Tools for doing this actually don't exist, writing them as I speak
- ▶ Large project, 4M€ (so not that large w.r.t. many others), but if we can shave 0.01% of total EU energy cost we re-pay them 1000-fold
- ▶ Is it the “typical” use of optimization? By no means, but:
 - ▶ hints at some useful techniques, in particular for uncertainty
 - ▶ nice idea: it helps if you know how to solve a subproblem
 - ▶ two inner levels actually useful in operations
 - ▶ if we can solve this, we can almost surely solve yours
- ▶ Usual project much more limited \implies doable with standard tools

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- ▶ Usual project much more limited \implies doable with standard tools and maybe a little help from a friend

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Conclusions: Don't Be Afraid Of Optimization

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- ▶ Many problems have structure that can be exploited
- ▶ First crucial choice: which class of optimization problems
- ▶ Trade-off model accuracy vs. model complexity not trivial
- ▶ However, apparently very complex problems may not be that difficult if one knows the right set of modelling tricks
- ▶ Lots of stable, well-developed software (even open-source), especially for the most “tractable” problems
- ▶ Optimal solutions not always needed, “just good” ones may be easy
- ▶ Some mad people having fun just with solving optimization problems
- ▶ Can be worth a lot of €€€/performance
- ▶ If it really helps, it probably can be done

- ▶ Learn a bit about it:
 - ▶ mathematics seems imposing but not really though (unless you want to)
 - ▶ lots of software whose inner workings you only need to partly understand (oftentimes we don't know all the details ourselves)
- ▶ Often off-the-shelf tools enough, but have to be used well
- ▶ Consider inviting an optimization-savvy friend:
 - ▶ (most of us) will typically bend backwards to make it work
 - ▶ seeing our toys actually useful to someone a great joy
 - ▶ though applications need good methodologies, but good methodologies learn a lot from though applications
 - ▶ we won't eat your lunch: too many things we will never know, usually more than happy with our minor slice of the glory cake
- ▶ Optimization a minority stake in any good application, but at the right moment it can save your day

Thank You

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<http://www.di.unipi.it/~frangio>