

# Development of an algorithm for solving mixed integer and nonconvex problems arising in electrical supply networks

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# Outline

- 1 Motivations
- 2 Piecewise linear approximations
- 3 Description of the method and numerical results
- 4 Future work and conclusions

# The considered problem

## The problem of tertiary voltage control (TVC)

- In alternating current: power is a complex number  
real part = real power  
imaginary part = reactive power
- reactive power transmission causes voltage drops and losses  
⇒ need a regulation of the reactive power produced by each generator of an electrical network
- under some physical laws
- problem and model provided by Tractebel Engineering

# Modelling of the problem

$$\left\{ \begin{array}{l}
 \min \sum_{k \in N_G} w_k (Q_k - obj_k)^2 \\
 \text{s.t. } P_i - P_{i_c} - \sum_{ik \in S_i^s} P_{ik} - \sum_{ik \in S_i^e} P_{ik} - \sum_{ik \in T_i^s} P_{ik} - \sum_{ik \in T_i^e} P_{ik} = 0, \forall i \in N \\
 Q_i - Q_{i_c} + a_i \nu_i^2 Q_{i_0} - \sum_{ik \in S_i^s} Q_{ik} - \sum_{ik \in S_i^e} Q_{ik} - \sum_{ik \in T_i^s} Q_{ik} - \sum_{ik \in T_i^e} Q_{ik} = 0, \forall i \in N \\
 \sum_{ik \in B^*} Q_{ik} = K \\
 \nu_{min_i} \leq \nu_i \leq \nu_{max_i}, & a_i \text{ binary} & \forall i \in N \\
 P_{min_i} \leq P_i \leq P_{max_i}, & Q_{min_i} \leq Q_i \leq Q_{max_i} & \forall i \in N_G \\
 r_{min_{ik}} \leq r_{ik} \leq r_{max_{ik}}, & r_{ik} \in E_{disc} \text{ discrete} & \forall ik \in T \\
 \theta_{min_i} \leq \theta_i \leq \theta_{max_i}, & & \forall i \in N
 \end{array} \right.$$

# Modelling of the problem (continued)

where

$$P_{ik} = \nu_i^2 (y_{ik} \cos(\zeta_{ik}) + g_{ik}) - \nu_i \nu_k y_{ik} \cos(\zeta_{ik} + \theta_i - \theta_k), \quad \forall ik \in S_i^e$$

$$Q_{ik} = \nu_i^2 (y_{ik} \sin(\zeta_{ik}) - h_{ik}) - \nu_i \nu_k y_{ik} \sin(\zeta_{ik} + \theta_i - \theta_k), \quad \forall ik \in S_i^e$$

$$P_{ik} = \nu_i^2 r_{ik}^2 y_{ik} \cos(\zeta_{ik}) - \nu_i \nu_k r_{ik} y_{ik} \cos(\zeta_{ik} + \theta_i - \theta_k), \quad \forall ik \in T_i^e$$

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$$P_{ki} = \nu_k^2 (y_{ik} \cos(\zeta_{ik}) + y_{0_{ik}} \cos(\zeta_{0_{ik}})) - \nu_i \nu_k r_{ik} y_{ik} \cos(\zeta_{ik} + \theta_k - \theta_i), \quad \forall ki \in T_i^s$$

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⇒ highly nonlinear, nonconvex

# Use of discrete variables

- $a_i$ : binary ( $i \in N$ )  
→ variables on/off
- $r_{ik} \in E_{disc}$ : discrete ( $ik \in T$ )  
e.g.:  $E_{disc} = \{1, 2, 3, 4, 5, 6, 7, 8, 9, 10\}$   
→ the transformer ratio can only  
be equal to some fixed values

⇒ Mixed Integer NonConvex Programming problem

# Motivation

Current approach: **heuristics**:

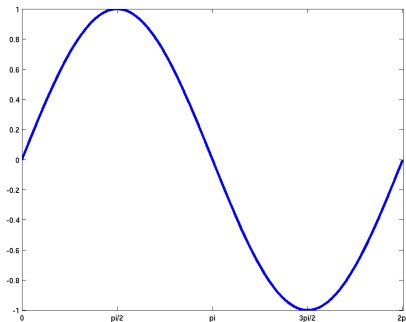
Successive solutions of relaxed nonlinear problems

⇒ wish to work with more reliable/robust methods

Idea: use an appropriate linear approximation of the problem

# How can we approximate a nonlinear component by a linear function?

e.g.:  $\sin$

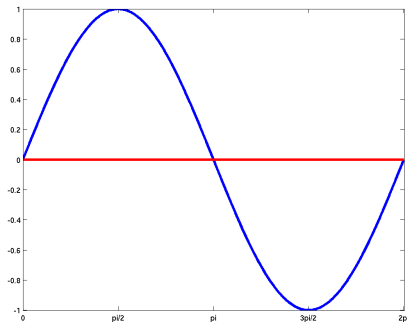




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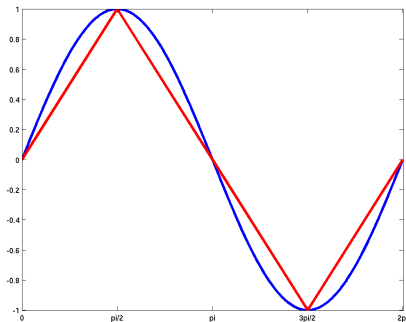
→ not accurate



# How can we approximate a nonlinear component by a linear function?

e.g.:  $\sin$

→ piecewise linear approximation



# Approximation by special ordered sets

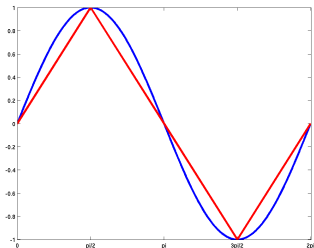
To approximate  $f(x)$  by  $\tilde{f}(x)$ , we use

$$f(x) \approx \tilde{f}(x) = \sum_{i=1}^n \lambda_i f(x_i)$$

where  $x_i$  are breakpoints,  $i = 1, n$

$$x = \sum_{i=1}^n \lambda_i x_i$$

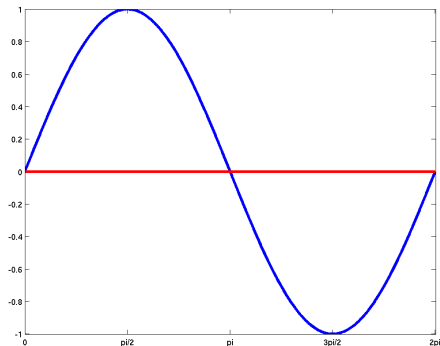
$$\sum_{i=1}^n \lambda_i = 1, \lambda_i \geq 0, \quad i = 1, n$$



Refs: Beale, Tomlin, Martin

# SOS condition: motivation

If  $\lambda_1 \neq 0$ ,  $\lambda_5 \neq 0$   
 $\lambda_i = 0$ ,  $i = 2, \dots, 4$



## SOS formulation (1 dimension)

$$f(x) \approx \tilde{f}(x) = \sum_{i=1}^n \lambda_i f(x_i)$$

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SOS type 2 condition:

At most 2  $\lambda_j$  can be nonzero.

Moreover, these  $\lambda_j$  must be adjacent.

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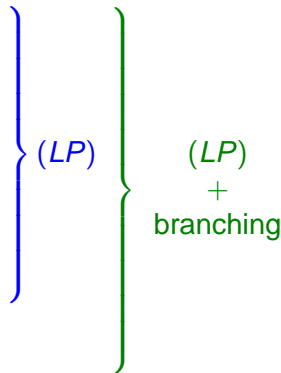
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$$x = \sum_{i=1}^n \lambda_i x_i$$

$$\sum_{i=1}^n \lambda_i = 1, \lambda_i \geq 0, \quad i = 1, \dots, n$$

At most 2  $\lambda_i$  can be nonzero.

Moreover, these  $\lambda_i$  must be adjacent.



## SOS formulation (2 dimensions)

$$f(x, y) \approx \tilde{f}(x, y) = \sum_{i=1}^n \sum_{j=1}^m \lambda_{ij} f(x_i, y_j)$$

where  $(x_i, y_j)$  are breakpoints,  $i = 1, \dots, n, j = 1, \dots, m$

$$x = \sum_{i=1}^n \sum_{j=1}^m \lambda_{ij} x_i$$

$$y = \sum_{i=1}^n \sum_{j=1}^m \lambda_{ij} y_j$$

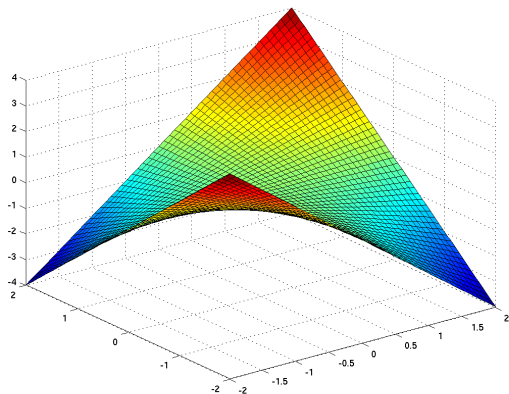
$$\sum_{i=1}^n \sum_{j=1}^m \lambda_{ij} = 1, \quad \lambda_{ij} \geq 0, \quad i = 1, \dots, n, j = 1, \dots, m$$

At most 3  $\lambda_{ij}$  can be nonzero.

Moreover, these  $\lambda_{ij}$  must be adjacent on a triangle.

# Illustration: $xy$

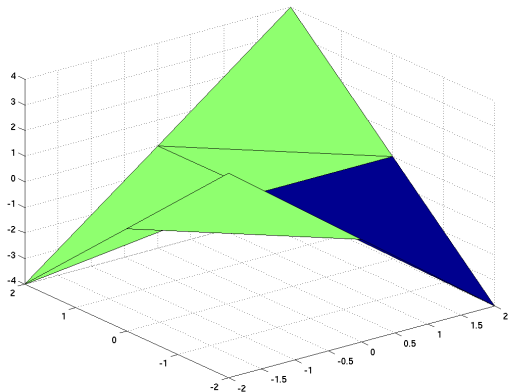
On  $[-2 : 2] \times [-2 : 2]$  :





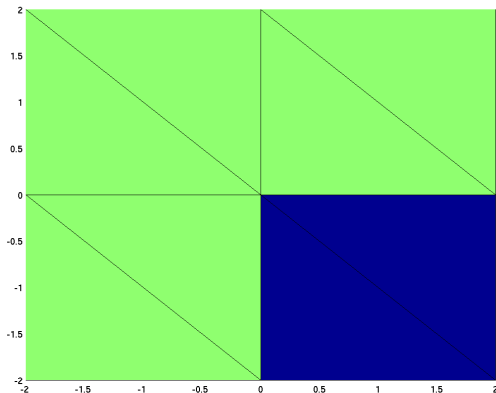
# Illustration: $xy$

Approximation by SOS: 3 breakpoints are used in each dimension



# Illustration: $xy$

Dividing the feasible domain into triangles



## Approximation by special ordered sets (3 dimensions and more)

- the same reasoning could be used
- BUT introduction of a lot of variables into the problem:  
for  $k$  breakpoints in each dimension:

1 dim :  $k$  var  $\lambda$

2 dim :  $k^2$  var  $\lambda$

3 dim :  $k^3$  var  $\lambda$

...

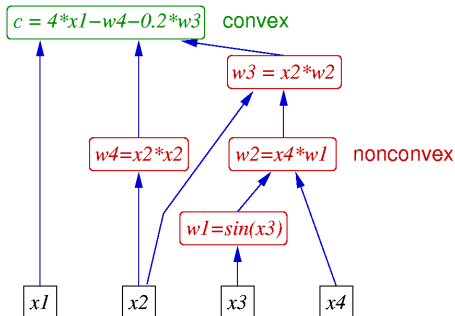
$n$  dim :  $k^n$  var  $\lambda$

Idea: **decompose** problem **into components of 1 or 2 variables**

# Decomposition of the problem

Computational graph for

$$c = 4x_1 - x_2^2 - 0.2x_2x_4 \sin(x_3)$$



- Decomposition of the problem into nonlinear components of 1 or 2 variables
- Approximation of each of these nonlinear components by new variables
- Computational graph not unique

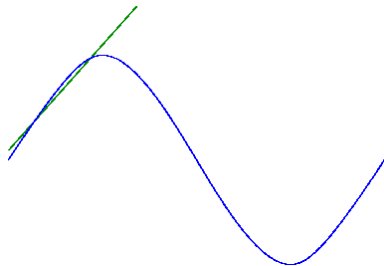
# Main components of the problem

3 main kinds of nonlinear components:

- square functions:  $x^2$
- trigonometric functions:  $\sin(x)$ ,  $\cos(x)$
- bilinear functions:  $xy$

# Insufficient approximation

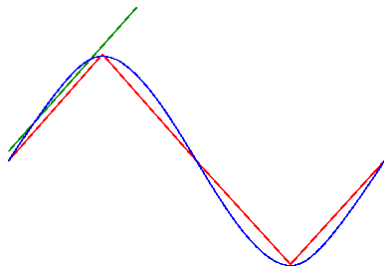
- Building of a linear approximation problem subject to SOS conditions
- There exists an efficient method (Martin)
- – solution of an **approximation** problem
  - the solution of that problem has little chance to be feasible for our problem
  - physical constraints must be absolutely satisfied



⇒ use outer approximations to guarantee solution

# Insufficient approximation

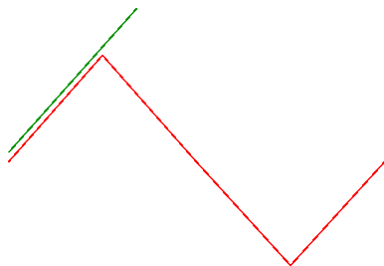
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- Building of a linear approximation problem subject to SOS conditions
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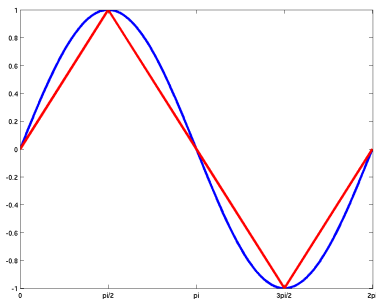


⇒ use outer approximations to guarantee solution



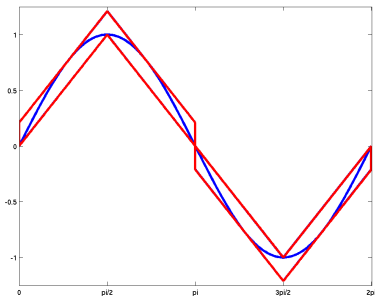
# Outer approximations

Idea: replace each nonlinear component  $f$  by a linear domain which includes the nonlinear function.



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Idea recently used (Gatzke)

Difference: use of linear big M approximations instead of SOS approximations

## Determination of an outer domain

For each component  $f$ , compute the approximation errors

$$\begin{aligned}\epsilon_L(x_i, x_{i+1}) &= \max_{x \in [x_i, x_{i+1}]} (\tilde{f}(x) - f(x), 0) \\ \epsilon_U(x_i, x_{i+1}) &= \max_{x \in [x_i, x_{i+1}]} (f(x) - \tilde{f}(x), 0)\end{aligned}$$

and replace  $f(x) \approx \tilde{f}(x)$  by

$$\tilde{f}(x) - \epsilon_L(x_i, x_{i+1}) \leq f(x) \leq \tilde{f}(x) + \epsilon_U(x_i, x_{i+1}), \quad x_i \leq x \leq x_{i+1}$$

on each piece

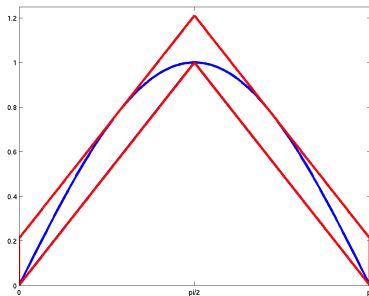
# Too coarse approximations

- Results in an outer approximation
- BUT its solution can be very far from the true solution

→ Need to refine the approximations

# Refinement of approximations

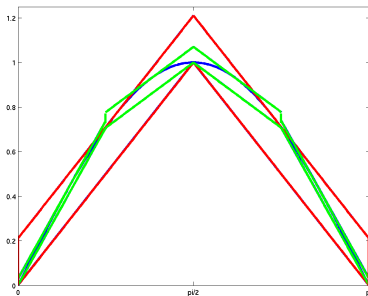
- Use of a branch-and-bound tree:  
reduce the approximation interval, refine the mesh
- better approximations



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# Refinement of approximations

- Use of a branch-and-bound tree:
  - reduce the approximation interval, refine the mesh
- better approximations
- ideal framework to treat discrete variables
  - 2 types of division
- guaranteed convergence to the global optimum in the end

## Choices associated to the branch-and-bound process

- **Choice of the node** to refine:  
depth-first search
- **Choice of the variable** to divide:
  - the variable of the starting problem leading to the largest error of approximation
  - not on the SOS variables  $\lambda \dots$  inefficient
- **Upper bound**:  
the solution of the 1st linear problem is employed as starting point for the NLP problem to generate an upper bound



# Algorithm

- 1 Build an outer approximation problem,  $(LP^0)$ , for  $(P)$   
 $k := 0$
- 2 Propagate bounds through the computational graph and compute the approximation errors. Update  $(LP^k)$
- 3 Solve  $(LP^k) \rightarrow (\tilde{x}, \tilde{f})$   
**if**  $\tilde{f} \geq U \Rightarrow$  the node can be cut,  
**else if**  $\tilde{x}$  is feasible for  $(P)$  and  $f(\tilde{x}) < U$   
 $\Rightarrow U = f(\tilde{x}), x^* = \tilde{x}$  and the node can be cut  
**else** choose a variable  $j$  and divide the pbm  $(LP^k)$  into 2 new subproblems
- 4 **If** the tree is completely explored: STOP  
**else**  $k := k + 1$   
choose a node which has not been examined yet and go to 2.

# Numerical results

Toy problem:

$$(P) \left\{ \begin{array}{l} \min \quad w_1 \sin w_4 \\ \text{s.t.} \quad 4w_1 - w_2^2 - 0.2w_2 w_4 \sin w_3 \leq 1 \\ \quad \quad w_2 - 0.5w_2 w_4 \cos w_3 \leq -2 \\ \quad \quad 0 \leq w_1 \leq 4 \\ \quad \quad 0 \leq w_2 \leq 3 \\ \quad \quad 0 \leq w_3 \leq 2\pi \\ \quad \quad 0 \leq w_4 \leq 2\pi \end{array} \right.$$

- no discrete variables
- 5 breakpoints for the trigonometric components, 3 for the others
- approximation problem: 69 variables and 46 constraints

## Numerical results (continued)

- **Nonlinear local optimization solvers** available on NEOS:  
KO for 87.5% of the solvers
- Nonlinear global optimization solver, **ACRS**: OK but random
- **BARON**: not applicable due to  $\sin(x)$ ,  $\cos(x)$
- **Our method**: global solution obtained (and proved) after the solution of 103 LP and 2 NLP ( $\epsilon = 10E-6$ ).

## Future work

- More tests problems
- Increase the speed of convergence by
  - improving presolve
  - developing better rules to choose the variable to divide and the place to divide
  - testing finer approximations (quadratic, inequalities of McCormick,...)
  - adding cuts to the problem of approximation
- Introduction of discrete variables into the problem

# Conclusion

- Promising approach
- Able to ensure convergence to the global optimum  
But convergence can be slow
- Solution of linear problems only  
But needs the introduction of new variables and constraints into the approximation problem