

# Tutorial AMPL

## Part I

Eduardo Camponogara

Department of Automation and Systems Engineering  
Federal University of Santa Catarina

October 2016

# Summary

Introduction

AMPL

Examples

## Algebraic Modeling Languages

### Definition:

- ▶ They are high-level programming languages with which one can specify and solve optimization problems.

### Properties:

- ▶ These languages do not solve the problems directly, but rather invoke algorithms (*solvers*) to obtain a solution.
- ▶ Some languages have the advantage of having a syntax similar to the mathematical notation used to describe optimization problems.

### Examples:

- ▶ GAMS, AMPL, Pyomo, CMLP, MPL, PuLP, ...

## Algebraic Modeling Languages

### Definition:

- ▶ They are high-level programming languages with which one can specify and solve optimization problems.

### Properties:

- ▶ These languages do not solve the problems directly, but rather invoke algorithms (*solvers*) to obtain a solution.
- ▶ Some languages have the advantage of having a syntax similar to the mathematical notation used to describe optimization problems.

### Examples:

- ▶ GAMS, AMPL, Pyomo, CMLP, MPL, PuLP, ...

## Algebraic Modeling Languages

### Definition:

- ▶ They are high-level programming languages with which one can specify and solve optimization problems.

### Properties:

- ▶ These languages do not solve the problems directly, but rather invoke algorithms (*solvers*) to obtain a solution.
- ▶ Some languages have the advantage of having a syntax similar to the mathematical notation used to describe optimization problems.

### Examples:

- ▶ GAMS, AMPL, Pyomo, CPLEX, MPL, PuLP, ...

## Algebraic Modeling Languages

### Definition:

- ▶ They are high-level programming languages with which one can specify and solve optimization problems.

### Properties:

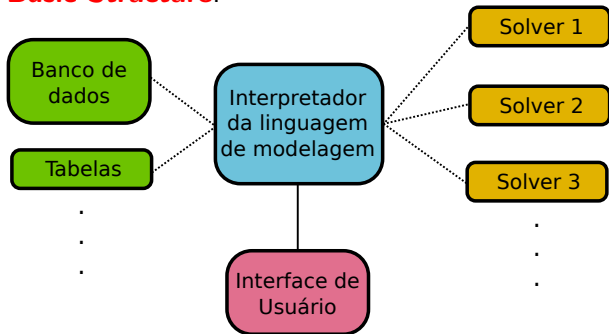
- ▶ These languages do not solve the problems directly, but rather invoke algorithms (*solvers*) to obtain a solution.
- ▶ Some languages have the advantage of having a syntax similar to the mathematical notation used to describe optimization problems.

### Examples:

- ▶ GAMS, **AMPL**, Pyomo, CMLP, MPL, PuLP, ...

# Algebraic Modeling Languages

## Basic Structure:



## AMPL: A Mathematical Programming Language

- ▶ The user interface is a terminal for input of command lines. It is reached by running the command **ampl.exe**.
- ▶ The files contain the model, data, configurations, and other programming structures that can be edited by a regular editor.
- ▶ There exists a developing interface, AMPL IDE, which facilitates the editing and execution of AMPL commands.



## AMPL: A Mathematical Programming Language

- ▶ The user interface is a terminal for input of command lines. It is reached by running the command **ampl.exe**.
- ▶ The files contain the model, data, configurations, and other programming structures that can be edited by a regular editor.
- ▶ There exists a developing interface, AMPL IDE, which facilitates the editing and execution of AMPL commands.

## AMPL: A Mathematical Programming Language

- ▶ The user interface is a terminal for input of command lines. It is reached by running the command **ampl.exe**.
- ▶ The files contain the model, data, configurations, and other programming structures that can be edited by a regular editor.
- ▶ There exists a developing interface, AMPL IDE, which facilitates the editing and execution of AMPL commands.

# AMPL

## The basic files are:

- `.mod` - used to declare the elements of the models: variables, objective, constraints and data (sets and parameters).
- `.dat` - used to define the data for the model.
- `.run` - where variable configurations are defined, “scripting constructs,” such as reading tables or data bases.

# AMPL

## The basic files are:

- `.mod` - used to declare the elements of the models: variables, objective, constraints and data (sets and parameters).
- `.dat` - used to define the data for the model.
- `.run` - where variable configurations are defined, “scripting constructs,” such as reading tables or data bases.

# AMPL

## The basic files are:

- `.mod` - used to declare the elements of the models: variables, objective, constraints and data (sets and parameters).
- `.dat` - used to define the data for the model.
- `.run` - where variable configurations are defined, “scripting constructs,” such as reading tables or data bases.

# AMPL

## Sintaxe:

- ▶ Variable: **var** VariableName;
- ▶ Objective: **minimize** or **maximize** ObjectiveName: ...;
- ▶ Constraint: **subject to** RestrictionName: ...;

## Remarks:

- ▶ Every line instruction must be terminated with “;”.
- ▶ Line comments are preceded by the symbol “#”.
- ▶ Block commands are enclosed by the symbols “//\*...\*/”.
- ▶ AMPL is “case-sensitive”.
- ▶ Variable names must be unique.

# AMPL

## Sintaxe:

- ▶ Variable: **var** VariableName;
- ▶ Objective: **minimize** or **maximize** ObjectiveName: ...;
- ▶ Constraint: **subject to** RestrictionName: ...;

## Remarks:

- ▶ Every line instruction must be terminated with “;”.
- ▶ Line comments are preceded by the symbol “#”.
- ▶ Block commands are enclosed by the symbols “//\*...\*//”.
- ▶ AMPL is “case-sensitive”.
- ▶ Variable names must be unique.

## AMPL – Example 1

### Problem Description:

- ▶ Paint Deals produces two colors of paint, **blue** and **black**.
- ▶ Blue paint is sold for US\$10 per liter, while black paint is sold for US\$15 per liter.
- ▶ The company owns a process plant which can produce one color paint at a time.
- ▶ However, blue paint is produced at a rate of 40 liters per hour, while the production rate for black paint is 30 liters per hour.
- ▶ Besides, the marketing department estimates that at most 860 liters of black paint and 1000 liters of blue paint can be sold in the market.
- ▶ During a week, the plant can operate for 40 hours and the paint can be stored for the following week.
- ▶ Determine how many liters of each paint should be produced to maximize week revenue.



## AMPL – Example 1

### Problem Description:

- ▶ Paint Deals produces two colors of paint, **blue** and **black**.
- ▶ Blue paint is sold for US\$10 per liter, while black paint is sold for US\$15 per liter.
- ▶ The company owns a process plant which can produce one color paint at a time.
- ▶ However, blue paint is produced at a rate of 40 liters per hour, while the production rate for black paint is 30 liters per hour.
- ▶ Besides, the marketing department estimates that at most 860 liters of black paint and 1000 liters of blue paint can be sold in the market.
- ▶ During a week, the plant can operate for 40 hours and the paint can be stored for the following week.
- ▶ Determine how many liters of each paint should be produced to maximize week revenue.

## AMPL – Example 1

### Problem Description:

- ▶ Paint Deals produces two colors of paint, **blue** and **black**.
- ▶ Blue paint is sold for US\$10 per liter, while black paint is sold for US\$15 per liter.
- ▶ The company owns a process plant which can produce one color paint at a time.
- ▶ However, blue paint is produced at a rate of 40 liters per hour, while the production rate for black paint is 30 liters per hour.
- ▶ Besides, the marketing department estimates that at most 860 liters of black paint and 1000 liters of blue paint can be sold in the market.
- ▶ During a week, the plant can operate for 40 hours and the paint can be stored for the following week.
- ▶ Determine how many liters of each paint should be produced to maximize week revenue.

## AMPL – Example 1

### Problem Description:

- ▶ Paint Deals produces two colors of paint, **blue** and **black**.
- ▶ Blue paint is sold for US\$10 per liter, while black paint is sold for US\$15 per liter.
- ▶ The company owns a process plant which can produce one color paint at a time.
- ▶ However, blue paint is produced at a rate of 40 liters per hour, while the production rate for black paint is 30 liters per hour.
- ▶ Besides, the marketing department estimates that at most 860 liters of black paint and 1000 liters of blue paint can be sold in the market.
- ▶ During a week, the plant can operate for 40 hours and the paint can be stored for the following week.
- ▶ Determine how many liters of each paint should be produced to maximize week revenue.

## AMPL – Example 1

### Mathematical Programming Model:

$$\max \quad 10 \cdot \textit{BluePaint} + 15 \cdot \textit{BlackPaint} \quad (1)$$

$$\text{s.t.} : \left(\frac{1}{40}\right) \cdot \textit{BluePaint} + \left(\frac{1}{30}\right) \cdot \textit{BlackPaint} \leq 40 \quad (2)$$

$$0 \leq \textit{BluePaint} \leq 1000 \quad (3)$$

$$0 \leq \textit{BlackPaint} \leq 860 \quad (4)$$

## AMPL – Example 1

### Basic Structure of “.mod” file:

```
# Part 1: Variable Declaration (var, set, param, etc)
var BluePaint;
var BlackPaint;
# Part 2: Objective Function
maximize Revenue: 10*BluePaint + 15*BlackPaint;
# Part 3: Constraints
subject to Time:  $(1/40)*\text{BluePaint} + (1/30)*\text{BlackPaint}$ 
<= 40;
subject to BlueLimit: 0 <= BluePaint <= 1000;
subject to BlackLimit: 0 <= BlackPaint <= 860;
```

## AMPL – Example 1

### Basic Structure of “.mod” file:

```
# Part 1: Variable Declaration (var, set, param, etc)
var BluePaint;
var BlackPaint;
# Part 2: Objective Function
maximize Revenue: 10*BluePaint + 15*BlackPaint;
# Part 3: Constraints
subject to Time: (1/40)*BluePaint + (1/30)*BlackPaint
<= 40;
subject to BlueLimit: 0 <= BluePaint <= 1000;
subject to BlackLimit: 0 <= BlackPaint <= 860;
```

## AMPL – Example 1

### Basic Structure of “.mod” file:

```
# Part 1: Variable Declaration (var, set, param, etc)
var BluePaint;
var BlackPaint;
# Part 2: Objective Function
maximize Revenue: 10*BluePaint + 15*BlackPaint;
# Part 3: Constraints
subject to Time:  $(1/40)*\text{BluePaint} + (1/30)*\text{BlackPaint}$ 
<= 40;
subject to BlueLimit: 0 <= BluePaint <= 1000;
subject to BlackLimit: 0 <= BlackPaint <= 860;
```

## AMPL – Example 1

### Basic Structure of “.run” file:

```
# Reset Memory  
reset ;  
# Load Model  
model example1.mod;  
# Change Configuration (optional)  
option solver cplex;  
# Solve Problem  
solve;  
# Show Results  
display BluePaint, BlackPaint;  
display Revenue;  
expand Time;
```



## AMPL – Example 1

### Basic Structure of “.run” file:

```
# Reset Memory
reset ;
# Load Model
model example1.mod;
# Change Configuration (optional)
option solver cplex;
# Solve Problem
solve;
# Show Results
display BluePaint, BlackPaint;
display Revenue;
expand Time;
```

## AMPL – Example 1

### Basic Structure of “.run” file:

```
# Reset Memory  
reset ;  
# Load Model  
model example1.mod;  
# Change Configuration (optional)  
option solver cplex;  
# Solve Problem  
solve;  
# Show Results  
display BluePaint, BlackPaint;  
display Revenue;  
expand Time;
```

## AMPL – Example 1

### Running file example1.run:

```
ampl: include example1.run;  
CPLEX 12.2.0.0: No LP presolve or aggregator reductions.  
optimal solution; objective 17433.33333  
1 dual simplex iterations (0 in phase I)  
BluePaint = 453.333  
BlackPaint = 860  
  
Revenue = 17433.3  
  
subject to Time:  
    0.025*BluePaint + 0.0333333*BlackPaint <= 40;  
ampl:
```

## AMPL – Example 2

### Problem Description - MPC:

- ▶ AMPL is used to model a model-based predictive control problem (MPC).
- ▶ We consider a linear discrete-time system with state  $x_k$  and an input variable  $u_k$ .
- ▶ The prediction horizon is  $N = 4$ , with system dynamics given by  $a = 0.8104$  and  $b = 0.2076$ ,  $x_{init} = 0.4884$ .
- ▶ The cost imposes a quadratic penalty on state and control signals, leading to an optimization problem:

$$\min \sum_{k=1}^N (x_{k+1})^2 + \sum_{k=1}^N (u_k)^2$$

$$\text{subject to: } x_{k+1} = ax_k + bu_k, \quad k = 1, \dots, N$$

$$x_1 = x_{init}$$

## AMPL – Example 2

### Problem Description - MPC:

- ▶ AMPL is used to model a model-based predictive control problem (MPC).
- ▶ We consider a linear discrete-time system with state  $x_k$  and an input variable  $u_k$ .
- ▶ The prediction horizon is  $N = 4$ , with system dynamics given by  $a = 0.8104$  and  $b = 0.2076$ ,  $x_{init} = 0.4884$ .
- ▶ The cost imposes a quadratic penalty on state and control signals, leading to an optimization problem:

$$\min \sum_{k=1}^N (x_{k+1})^2 + \sum_{k=1}^N (u_k)^2$$

$$\text{subject to: } x_{k+1} = ax_k + bu_k, \quad k = 1, \dots, N$$

$$x_1 = x_{init}$$

## AMPL – Example 2

### Problem Description - MPC:

- ▶ AMPL is used to model a model-based predictive control problem (MPC).
- ▶ We consider a linear discrete-time system with state  $x_k$  and an input variable  $u_k$ .
- ▶ The prediction horizon is  $N = 4$ , with system dynamics given by  $a = 0.8104$  and  $b = 0.2076$ ,  $x_{init} = 0.4884$ .
- ▶ The cost imposes a quadratic penalty on state and control signals, leading to an optimization problem:

$$\min \sum_{k=1}^N (x_{k+1})^2 + \sum_{k=1}^N (u_k)^2$$

$$\text{subject to: } x_{k+1} = ax_k + bu_k, \quad k = 1, \dots, N$$

$$x_1 = x_{init}$$

## AMPL – Example 2

- ▶ Complete the AMPL model in **example2.mod**.

```
# Parte 1: Variable Declaration (var, set, param, etc)
param a = 0.8104;
param b = 0.2076;
param N = 4;
param Xinit = 0.4884;
var x{k in 1..N+1};
var u{k in 1..N};
# Parte 2: Objective Function
minimize Cost: sum{k in 1..N}(x[k+1]^2) + ...;
```

- ▶ Create a file **example2.run** and obtain the values  $u_k$

## AMPL – Example 2

### example2.mod:

```
# Parte 1: Variable Declaration (var, set, param, etc)
param a = 0.8104;
param b = 0.2076;
param N = 4;
param Xinit = 0.4884;
var x{k in 1..N+1};
var u{k in 1..N};
# Part 2: Objective Function
minimize Cost: sum{k in 1..N}(x[k+1]^2) + sum{k in
1..N}(u[k]^2);
# Part 3: Constraints
subject to sysmodel{k in 1..N}: x[k+1]=a*x[k]+b*u[k];
subject to initial_condition: x[1]= Xinit;
```



## Fundamentals

- ▶ Thank you for attending this lecture!!!