

**opt.exe Exercises for Chapter opt**

Exercise opt.charlie

Consider the function  $f: \mathbb{R}^2 \rightarrow \mathbb{R}$ , defined as

$$f(x) = \cos(x_1 - e^{x_2} + 2) \sin(x_1^2/4 - x_2^2/3 + 4) \quad (1)$$

Use the method of Barzilai and Borwein<sup>5</sup> starting at  $x_0 = (1, 1)$  to find a minimum of the function.

5. Barzilai and Borwein, Two-Point Step Size Gradient Methods?

Exercise opt.cummerbund

Consider the functions (a)  $f_1: \mathbb{R}^2 \rightarrow \mathbb{R}$  and (b)  $f_2: \mathbb{R}^2 \rightarrow \mathbb{R}$  defined as

$$f_1(x) = 4(x_1 - 16)^2 + (x_2 + 64)^2 + x_1 \sin^2 x_1 \quad (2)$$

$$f_2(x) = \frac{1}{2}x \cdot Ax - b \cdot x \quad (3)$$

where

$$A = \begin{bmatrix} 5 & 0 \\ 0 & 15 \end{bmatrix} \quad \text{and} \quad (4a)$$

$$b = \begin{bmatrix} -2 \\ 1 \end{bmatrix}. \quad (4b)$$

Use the method of Barzilai and Borwein<sup>6</sup> starting at some  $x_0$  to find a minimum of each function.

6. ibidem.

Exercise opt.mahly

Maximize the objective function

$$f(x) = c \cdot x \quad (5a)$$

for  $x \in \mathbb{R}^3$  and

$$c = \begin{bmatrix} 3 & -8 & 1 \end{bmatrix}^T \quad (5b)$$

subject to constraints

$$0 \leq x_1 \leq 20 \quad (6a)$$

$$-5 \leq x_2 \leq 0 \quad (6b)$$

$$5 \leq x_3 \leq 17 \quad (6c)$$

$$x_1 + 4x_2 \leq 50 \quad (6d)$$

$$2x_1 + x_3 \leq 43 \quad (6e)$$

$$-4x_1 + x_2 - 5x_3 \geq -99. \quad (6f)$$

$$4x_1 - x_2 + 5x_3 \leq 99$$

$$b = \begin{bmatrix} 0 \\ -5 \\ 5 \end{bmatrix} \quad u = \begin{bmatrix} 20 \\ 0 \\ 17 \end{bmatrix}$$

$$Ax \leq a$$

$$\begin{bmatrix} 1 & 4 & 0 \\ 2 & 0 & 1 \\ 4 & -1 & 5 \end{bmatrix} x \leq \begin{bmatrix} 50 \\ 43 \\ 99 \end{bmatrix}$$

nlin

**Nonlinear analysis**

1 The ubiquity of near-linear systems and the tools we have for analyses thereof can sometimes give the impression that nonlinear systems are exotic or even downright flamboyant. However, a great many systems<sup>1</sup> important for a mechanical engineer are frequently hopelessly nonlinear. Here are a some examples of such systems.

- A robot arm.
- Viscous fluid flow (usually modelled by the Navier-Stokes equations).
- Anything that "fills up" or "saturates."
- Nonlinear optics.
- Einstein's field equations (gravitation in general relativity).
- Heat radiation and nonlinear heat conduction.
- Fracture mechanics.

2 Lest we think this is merely an inconvenience, we should keep in mind that it is actually the nonlinearity that makes many phenomena useful. For instance, the depends on the nonlinearity of its optics. Similarly, transistors and the digital circuits made thereby (including the microprocessor) wouldn't function if their physics were linear.

3 In this chapter, we will see some ways to formulate, characterize, and simulate nonlinear systems. Purely are few for nonlinear systems. Most are beyond the scope of this text, but we describe a few, mostly in Lec. nlin.char. Simulation via numerical integration of nonlinear dynamical equations is the most accessible technique, so it is introduced.

4 We skip a discussion of linearization; of course, if this is an option, it is preferable. Instead, we focus on the

5 For a good introduction to nonlinear dynamics, see Strogatz and Dichter.<sup>2</sup> A more engineer-oriented introduction is Kolk and Lerman.<sup>3</sup>

1. As is customary, we frequently say "system" when we mean "mathematical system model." Recall that multiple models may be used for any given physical system, depending on what one wants to know.

2. S.H. Strogatz and M. Dichter. Nonlinear Dynamics and Chaos. Second. Studies in Nonlinearity. Avalon Publishing, 2016. isbn: 9780813350844.  
3. W. Richard Kolk and Robert A. Lerman. Nonlinear System Dynamics. 1 edition. Springer US, 1993. isbn: 978-1-4684-6496-2.