Cows, Fish, Fields of Fuel and Optimization

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How to enhance the impact of optimization in applications?

- Key impact area: decision making in (environmentally) resource constrained problems
- Feature: shared resource that interacts with complex multi-user systems
- Enhance understanding of decision space, facilitate policy design and operational improvement
- Build appropriate models, fast enough solution for expert interaction, visualize results

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Overview

- Anadromous fish migrate from the sea upstream into freshwater to spawn.
- Natural & man-made barriers break stream connectivity and prevent fish from penetrating deep into inland lakes and rivers



Perched above river Overhanging outlet



- There are over 235,000 identified barriers to migration in the Great Lakes Basin
 - Lake Michigan: >83% of tributaries inaccessible
 - Lake Huron: >86% of tributaries inaccessible
 - Lake Erie: >50% reduction of population size

Cont'd

- Barriers can be mitigated to allow for fish passage:
 - Removal of dams, improved road crossings, fish passageways
- However, they are very expensive Average costs for fixes:
 - Dams: \$100,000 \$650,000 each
 - Others: \$30,000 \$150,000 per project
- · Limited funds necessitate ideal selection of projects
 - Difficult to assess where funds should be used
 - Country/State/County lines make appropriation difficult



• Increasing passability increases risk for the spread of invasive aquatic species (e.g. Sea Lamprey)

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The Goal (Customer #1)

- 1. Provide an interactive tool to consolidate big-data sets across multiple departments (DNR, FWS, NFPP, etc) and visually display in a meaningful way.
- **2.** *Utilize optimization to maximize efficiency in policy decisions and funds appropriations.
- **3.** *Allow any user to dynamically solve a large range of models and scenarios without requiring background knowledge of optimization.
- 4. Provide means for certified users to update/validate data sets.



Data Visualization:

http://www.greatlakesconnectivity.org/

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The Data

For every Barrier [*J*]: 236,264

- Barrier ID A unique string identifier
- Geographical Info Nation, State, County, Lake Basin, Watershed
- Barrier Type Dam or Road Passage
- Cost Estimated cost to mitigate the barrier
- Root If the barrier is the first in the stream (no downstream barriers)
- Downstream ID Identifier of the downstream barrier
- For every Fish Guild [*S*]: 36
 - Invasive If it is an invasive species or not
- For every $[J \times S]$: 8,505,504
 - Passability Rating % Chance species can pass this barrier
 - Upstream Habitat Amount of usable habitat upstream of barrier

The Model

Objective:

$$\max \sum_{j \in J} \sum_{s \in S \setminus \text{Inv}} v_{js} * z_{js}$$

Subject To:

$$\sum_{j \in J} x_j * c_j \le B$$

$$z_{js} = (\overline{p}_{js} + \pi_{js} \cdot x_j) * z_{ds}, \qquad \forall j \in J, d \in D(j), s \in S$$

$$x_j \in \{0,1\}$$

Where:

- $v_{is} \coloneqq$ Upstream Habitat, $\bar{p}_{is} \coloneqq$ Passability Rating, $\pi_{is} \coloneqq$ Probability Increase (if mitigated)
- $c_i \coloneqq \text{Cost of mitigation}$, $B \coloneqq \text{Total Available Budget}$
- $z_{is} \coloneqq$ Cumulative passability rating, $D(j) \coloneqq$ Set of nodes downstream of j. Note: $|D(j)| \le 1$.
- $x_i \coloneqq$ Decision to Remove barrier 'j'

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Smart Modelling - Linearization

$$z_{js} = (\bar{p}_{js} + \pi_{js} \cdot x_j) * z_{ds}, \qquad \forall j \in J, \forall d \in D(j)$$

Use set of roots $(R \subset J)$:

$$z_{rs} = \bar{p}_{rs} + \pi_{rs} \cdot \boldsymbol{x}_r, \qquad \forall r \in R, s \in S$$

Introduce new variable $y_{js} = x_{js} * z_{ds}$:

$$z_{js} = \overline{p}_{js} \cdot z_{ds} + \pi_{js} \cdot y_{js}, \qquad \forall j \in J \setminus \mathbb{R}, s \in S$$

Add additional constraints:

$$y_{js} \le x_j, \qquad \forall j \in J \setminus \mathbb{R}, s \in S$$
$$y_{js} \le z_{ds}, \qquad \forall j \in J \setminus \mathbb{R}, s \in S$$

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Basic {0,1} LP Model:



Subject To:

$$\sum_{j \in J} \mathbf{x}_{j} * \mathbf{c}_{j} \leq B$$

$$z_{rs} = \bar{p}_{rs} + \pi_{rs} \cdot \mathbf{x}_{r}, \qquad \forall r \in R, s \in S$$

$$z_{js} = \bar{p}_{js} \cdot z_{ds} + \pi_{js} \cdot \mathbf{y}_{js}, \qquad \forall j \in J \setminus R, s \in S$$

$$y_{js} \leq \mathbf{x}_{j}, \qquad \forall j \in J \setminus R, s \in S$$

$$y_{js} \leq z_{ds}, \qquad \forall j \in J \setminus R, s \in S$$

$$\mathbf{x}_{j} \in \{0,1\} \qquad \forall j \in J$$

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Interactive Modelling

Allow user to:

- Select their range of influence (i.e. State, County, etc)
- Select mitigatable barriers using a broad range of criteria
- Manipulate Constraints
- Visualize Results

Let's check it out! ($B = 10^7$)

- Minnesota : 3,458 6s.
- Wisconsin: 19,854 Timed Out!?



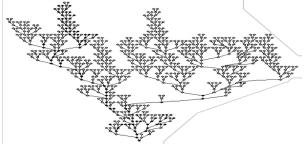
Problem!

{0,1} Linear Programming is $\mathcal{NP} - Complete!$

- Solution time quickly becomes unpractical as problem size grows!
- Web tool requires fast processing to inform user.

Need to find methods to speed up solution time!

Could we take advantage of the unique structure of our data?



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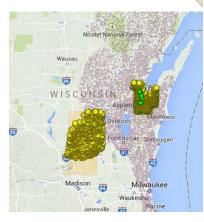
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Pre-Processing

Disjoint Counties: Data Compression

- May desire collaboration between counties
- Downstream barriers effected by upstream decisions
 - Barriers in-between are irrelevant
 - Can be removed by smartly incorporating their data into other nodes!



Representative Species

- 36 total fish guilds Many have very similar parameter data!
- Use QAP to separate guilds into 'representative groups'
 - · Smaller overall data set improves speed of (relaxed) master solution

$$\min\left\{\sum_{g\in G}\sum_{i\in S}\sum_{j\in S} (d_{ij} * z_{ijg})\right\}$$

Subject to:

$$\begin{split} \sum_{g \in G} x_{sg} &= 1, & \forall s \in S \\ z_{ijg} &\leq x_{ig}, & \forall i, j \in S, g \in G \\ z_{ijg} &+ 1 \geq x_{ig} + x_{jg}, & \forall i, j \in S, g \in G \end{split}$$

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Independent Streams?

Each root node corresponds to a completely independent tree! Can solve separate, smaller MIP on each tree.

- However, budget constraint is global!
- How do determine budget in each tree?

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28 29 30 B1

The Goal (Customer #2)

Quickly and accurately create return-on-investment (ROI) curves for a wide-breadth of project scenarios.

• Each curve requires > 20 data points to cover all range of possible budgets!

Supplement base model with additional constraints:

- Ensure that available habitat for ALL species increases by specific amount
 - While still maximizing total habitat
- Prevent invasive species from gaining too much habitat.

Additional Constraints

• Ensure all (non-invasive) species improve:

$$\sum_{j\in J} (v_{js} * z_{js}) \ge v_{0s} * U_s, \qquad \forall s \in S \setminus \text{Inv}$$

where v_{0s} is the starting habitat for each species and U_s is the percentage increase for each species.

• Prevent over-proliferation of invasive species:

$$\sum_{j \in J} (v_{ji} * z_{ji}) \le v_{0s} * U_i, \quad \forall i \in \text{Inv}$$
$$y_{ji} \ge z_{di} + (x_j - 1), \quad \forall j \in J, i \in \text{Inv}, d \in D(j)$$

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Full Model: $\max\sum_{j\in J}\sum_{s\in S\setminus \mathrm{Inv}} (v_{js}*z_{js})$

$$\sum_{j \in J} x_j * c_j \leq B$$

$$\sum_{j \in J} (v_{js} * z_{js}) \geq v_{0s} * U_s, \quad \forall s \in S \setminus Inv$$

$$\sum_{j \in J} (v_{ji} * z_{ji}) \leq v_{0s} * U_i, \quad \forall i \in Inv$$

$$z_{rs} = \bar{p}_{rs} + \pi_{rs} \cdot x_r, \quad \forall r \in R, s \in S$$

$$z_{js} = \bar{p}_{js} \cdot z_{ds} + \pi_{js} \cdot y_{js}, \quad \forall j \in J \setminus R, s \in S$$

$$y_{js} \leq z_{ds}, \quad \forall j \in J \setminus R, s \in S$$

$$y_{ji} \geq z_{di} + (x_j - 1), \quad \forall j \in J, i \in Inv, d \in D(j)$$

$$x_j \in \{0,1\} \quad \forall j \in J$$

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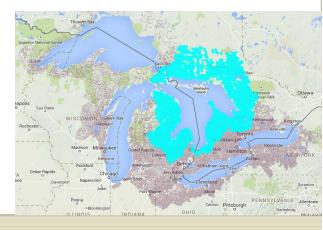
Test Data Set: Lake Huron Basin

51,149 Barriers 36 Species

2 Invasive Species

Model Size:

- 1,934,421 rows
- 1,274,454 columns
 - 753 discrete-columns
- 4,896,386 non-zeroes



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The Problem:

- $\{0,1\}$ Linear Programming is $\mathcal{NP} Complete!$
- Our Data Set is extremely large.
- Solution times grow exponentially with budget [CPLEX, WID Clusters]:
 - $B = 10^6$: 8211 s (Gap = 0%)
 - $B = 10^7$: 2132 s (Gap = 0%)
 - $B = 10^8$: >4 days (Gap = 1%)
 - $B = 5 * 10^8 : >4$ days (Gap = 10%)
- Customer desires ROI Curve generation, requiring data points over the entire range of budgets and different scenarios!
- Solution time is unpractical for dynamic web-app modelling!

Back to Decomposition

- Entire 'Forest' is made up of independent trees (starting at each root)
- But... we have three *Global* constraints that cannot be decomposed

Idea: Use a heuristic to estimate necessary budget within each independent tree.



- Solve relaxed-MIP over entire data set.
- Determine amount of total budget spent in each tree.
- Re-enforce binary constraint on each tree with portion of total budget.

$$\begin{array}{ll} \textbf{`Master Problem':} & \sum_{j \in J} x_j * c_j \leq B \\ & \sum_{j \in J} (v_{js} * z_{js}) \geq v_{0s} * U_s, \quad \forall s \in S \setminus \text{Inv} \\ & \max \sum_{j \in J} \sum_{s \in S \setminus \text{Inv}} v_{js} * z_{js} \\ & \max \sum_{j \in J} \sum_{s \in S \setminus \text{Inv}} v_{js} * z_{js} \\ & \sum_{j \in J} (v_{ji} * z_{ji}) \leq v_{0s} * U_i, \quad \forall i \in \text{Inv} \\ & \sum_{j \in J} (v_{ji} * z_{ji}) \leq v_{0s} * U_i, \quad \forall i \in \text{Inv} \\ & \sum_{j \in J} (v_{ji} * z_{ji}) \leq v_{0s} * U_i, \quad \forall i \in \text{Inv} \\ & \sum_{j \in J} (v_{ji} * z_{ji}) \leq v_{0s} * U_i, \quad \forall i \in \text{Inv} \\ & \sum_{j \in J} (v_{ji} * z_{ji}) \leq v_{0s} * U_i, \quad \forall i \in \text{Inv} \\ & \sum_{j \in J} (v_{ji} * z_{ji}) \leq v_{0s} * U_i, \quad \forall i \in \text{Inv} \\ & \sum_{j \in J} (v_{ji} * z_{ji}) \leq v_{0s} * U_i, \quad \forall i \in \text{Inv} \\ & \sum_{j \in J} (v_{ji} * z_{ji}) \leq v_{0s} * U_i, \quad \forall i \in \text{Inv} \\ & \sum_{j \in J} (v_{ji} * z_{ji}) \leq v_{0s} * U_i, \quad \forall i \in \text{Inv} \\ & \sum_{j \in J} (v_{ji} * z_{ji}) \leq v_{0s} * U_i, \quad \forall i \in \text{Inv} \\ & \sum_{j \in J} (v_{ji} * z_{ji}) \leq v_{0s} * U_i, \quad \forall i \in \text{Inv} \\ & \sum_{j \in J} (v_{ji} * z_{ji}) \leq v_{0s} * U_i, \quad \forall i \in \text{Inv} \\ & \sum_{j \in J} (v_{ji} * z_{ji}) \leq v_{0s} * U_i, \quad \forall i \in \text{Inv} \\ & \sum_{j \in J} (v_{ji} * z_{ji}) \leq v_{0s} * U_i, \quad \forall i \in \text{Inv} \\ & \sum_{j \in J} (v_{ji} * z_{ji}) \leq v_{0s} * U_i, \quad \forall i \in J \setminus \text{Inv} \\ & \sum_{j \in J} (v_{ji} * z_{ji}) \leq v_{0s} * U_i, \quad \forall i \in \text{Inv} \\ & \sum_{j \in J} (v_{ji} * z_{ji}) \leq v_{0s} * U_i, \quad \forall i \in J \setminus \text{Inv} \\ & \sum_{j \in J} (v_{ji} * z_{ji}) \leq v_{0s} * U_i, \quad \forall j \in J \setminus \text{Inv} \\ & \sum_{j \in J} (v_{ji} + v_{ji}) \leq v_{0s} \times (v_{ji}) \\ & \sum_{j \in J} (v_{ji} + v_{ji}) \leq v_{0s} \times (v_{ji}) \\ & \sum_{j \in J} (v_{ji} + v_{ji}) \leq v_{0s} \times (v_{ji}) \\ & \sum_{j \in J} (v_{ji} + v_{ji}) \leq v_{0s} \times (v_{ji}) \\ & \sum_{j \in J} (v_{ji} + v_{ji}) \leq v_{0s} \times (v_{ji}) \\ & \sum_{j \in J} (v_{ji} + v_{ji}) \leq v_{0s} \times (v_{ji}) \\ & \sum_{j \in J} (v_{ji} + v_{ji}) \leq v_{0s} \times (v_{ji}) \\ & \sum_{j \in J} (v_{ji} + v_{ji}) \\ & \sum_{j \in J} (v_{ji} + v_{ji}) \leq v_{0s} \times (v_{ji}) \\ & \sum_{j \in J} (v_{ji} + v_{ji}) \\ & \sum_{j \in J} (v_{ji}) \\ & \sum_{j \in J}$$

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Decomposing Habitat Constraints

Minimum increase constraint:

- Typical value used: U = 5%
- Bound is never tight species generally see increases of 100 1000%!
- Removed constraints from decomposition model.

Maximum invasives constraint:

- Relaxed-MIP provides an upper bound on obtainable habitat.
- Therefore, treat invasives habitat exactly like a 'budget'
 - Apportion % of total invasive 'budget' to each tree based on amount allowed in master!
- Upperbound on rMIP guarantees feasible solutions in decomposed trees.

Results:

Budget (\$)	Gap (%)
$1 \cdot 10^{8}$	0.9752
$2\cdot 10^8$	1.7424
$3\cdot 10^8$	0.8031
$4 \cdot 10^{8}$	1.4213
$5 \cdot 10^{8}$	10.536

• Each scenario still took >2 hours to solve (LP itself can take nearly an hour).

- 11/12 of decomposed trees solve to optimality
 - One tree was too large and exceeded set resource limit (45 min per tree)
- · Despite optimal solve in each sub-tree, still did not obtain optimal solutions!
 - What went wrong?!

Problems Identified

Time:

- Not all trees are of equal size!
 - Most are very small (< 1000 *barriers*), solve optimally < 1 minute.
 - Some trees (1000 < T < 5000) in size, can take 1 30 minutes to solve
 - One tree > 11,500 barriers, cannot be solved optimally!
- Thus, even the sub-problems are too large for reasonable solution times

Optimality Gap:

- The rMIP does NOT provide an optimal distribution of the budget!
- 'Partial' removal of barriers allows operations within a tree that are infeasible when constrained to binary programming (violation of invasive constraints).

Solution #1: Time

In order to facilitate faster solution times, sub-problems need to be further decomposed into now-dependent 'Networks'.

Algorithm idea:

- Combine all small trees into larger network.
- Continuously breakdown trees that are too large into smaller subtrees
 - Recursively divide subtrees until they fit into a network.
 - In order to track network dependence, all divided subtree roots are excluded from networks, and instead tracked in a set of 'LeftOut' barriers.
 - · Every 'LeftOut' barrier has an association to all networks containing upstream barriers.

How to fix dependency?

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Solution #2: Network Dependency

- Many networks are now dependent on the decisions made on their 'LeftOut' set of roots (and subtree roots).
- Therefore, force binary solutions on 'LeftOut' barriers during relaxed Master solve (relax all others).
- For each network:
 - Fix associated 'LeftOut' barriers to values from rMIP.
 - Allocated \$ and invasives 'budgets' to each network based on amount used in rMIP.

Performance:

Budget (\$)	Sol Time (s)	Gap (%)	Sol Time for Best (s)	% Speedup
10 ⁶	573	0.53	8211	1,333 %
107	668	0.88	2132	219 %
10 ⁸	2431	1.31	> 4 days	14,116 %

As we can see, we are able to obtain reasonable solutions for most budgets in less than 10 minutes!

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Why This Works

Though we approached this as a decomposition... It's not! Our network splitting technique is actually a **selection heuristic**!

- 'Leftout' nodes are the barriers 'rooted' at the largest subtrees...
- Thus, they impact the most number of other barriers!
- Most likely to be significant.

With smaller budgets, most if not all \$ is spent on these barriers!

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Importance of Fast Algorithm

1.05		1.1		1.2		1.25		1.4		1.5		1.8		2	
Budget	Habitat	Budget	Habitat	Budget	Habitat	Budget	Habitat	Budget	Habitat	Budget	Habitat	Budget	Habitat	Budget	Habitat
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5.00E+05	1.183E+08	5.00E+05	1.203E+08	5.00E+05	1.224E+08	5.00E+05	1.224E+08	5.00E+05	1.254E+08	5.00E+05	1.25E+08	5.00E+05	1.254E+08	5.00E+05	1.25E+08
1.50E+06	2.068E+08	1.50E+06	2.074E+08	1.50E+06	2.096E+08	1.50E+06	2.096E+08	1.50E+06	2.139E+08	1.50E+06	2.14E+08	1.50E+06	2.139E+08	1.50E+06	2.15E+08
3.50E+06	2.645E+08	3.50E+06	2.650E+08	3.50E+06	2.683E+08	3.50E+06	2.683E+08	3.50E+06	2.724E+08	3.50E+06	2.72E+08	3.50E+06	2.699E+08	3.50E+06	2.80E+08
6.50E+06	3.023E+08	6.50E+06	3.033E+08	6.50E+06	3.101E+08	6.50E+06	3.101E+08	6.50E+06	3.148E+08	6.50E+06	3.12E+08	6.50E+06	3.146E+08	6.50E+06	3.23E+08
1.05E+07	3.421E+08	1.05E+07	3.485E+08	1.05E+07	3.435E+08	1.05E+07	3.506E+08	1.05E+07	3.515E+08	1.05E+07	3.55E+08	1.05E+07	3.564E+08	1.05E+07	3.65E+08
1.55E+07	3.743E+08	1.55E+07	3.753E+08	1.55E+07	3.777E+08	1.55E+07	3.788E+08	1.55E+07	3.839E+08	1.55E+07	3.86E+08	1.55E+07	3.888E+08	1.55E+07	4.01E+08
2.15E+07	3.857E+08	2.15E+07	3.872E+08	2.15E+07	3.887E+08	2.15E+07	3.905E+08	2.15E+07	3.949E+08	2.15E+07	3.97E+08	2.15E+07	4.057E+08	2.15E+07	4.14E+08
2.85E+07	3.967E+08	2.85E+07	3.980E+08	2.85E+07	4.002E+08	2.85E+07	4.008E+08	2.85E+07	4.049E+08	2.85E+07	4.07E+08	2.85E+07	4.157E+08	2.85E+07	4.23E+08
3.65E+07	4.040E+08	3.65E+07	4.057E+08	3.65E+07	4.076E+08	3.65E+07	4.084E+08	3.65E+07	4.145E+08	3.65E+07	4.17E+08	3.65E+07	4.264E+08	3.65E+07	4.34E+08
4-55E+07	4.138E+08	4.55E+07	4.158E+08	4.55E+07	4.162E+08	4.55E+07	4.166E+08	4.55E+07	4.219E+08	4.55E+07	4.25E+08	4.55E+07	4.326E+08	4.55E+07	4.41E+08
5.55E+07	4.212E+08	5.55E+07	4.242E+08	5.55E+07	4.266E+08	5.55E+07	4.274E+08	5.55E+07	4.326E+08	5.55E+07	4.34E+08	5.55E+07	4.414E+08	5.55E+07	4.52E+08
6.65E+07	4.297E+08	6.65E+07	4.322E+08	6.65E+07	4.344E+08	6.65E+07	4.348E+08	6.65E+07	4.405E+08	6.65E+07	4.42E+08	6.65E+07	4.494E+08	6.65E+07	4.58E+08
7.85E+07	4.37E+08	7.85E+07	4.393E+08	7.85E+07	4.414E+08	7.85E+07	4.426E+08	7.85E+07	4.476E+08	7.85E+07	4.50E+08	7.85E+07	4.579E+08	7.85E+07	4.68E+08
9.15E+07	4.44E+08	9.15E+07	4.469E+08	9.15E+07	4.485E+08	9.15E+07	4.497E+08	9.15E+07	4.554E+08	9.15E+07	4.57E+08	9.15E+07	4.665E+08	9.15E+07	4.75E+08
1.05E+08	4.51E+08	1.05E+08	4.537E+08	1.05E+08	4.557E+08	1.05E+08	4.564E+08	1.05E+08	4.617E+08	1.05E+08	4.64E+08	1.05E+08	4.728E+08	1.05E+08	4.81E+08
1.20E+08	4.58E+08	1.20E+08	4.604E+08	1.20E+08	4.627E+08	1.20E+08	4.633E+08	1.20E+08	4.685E+08	1.20E+08	4.71E+08	1.20E+08	4.800E+08	1.20E+08	4.89E+08
1.36E+08	4.64E+08	1.36E+08	4.669E+08	1.36E+08	4.695E+08	1.36E+08	4.701E+08	1.36E+08	4.753E+08	1.36E+08	4.79E+08	1.36E+08	4.877E+08	1.36E+08	4.95E+08
1.53E+08	4.70E+08	1.53E+08	4.731E+08	1.53E+08	4.742E+08	1.53E+08	4.762E+08	1.53E+08	4.802E+08	1.53E+08	4.85E+08	1.53E+08	4.92E+08	1.53E+08	5.01E+08
1.71E+08	4.76E+08	1.71E+08	4.790E+08	1.71E+08	4.802E+08	1.71E+08	4.819E+08	1.71E+08	4.852E+08	1.71E+08	4.90E+08	1.71E+08	4.97E+08	1.71E+08	5.07E+08
1.90E+08	4.81E+08	1.90E+08	4.842E+08	1.90E+08	4.856E+08	1.90E+08	4.872E+08	1.90E+08	4.910E+08	1.90E+08	4.96E+08	1.90E+08	5.03E+08	1.90E+08	5.10E+08
2.10E+08	4.87E+08	Total time:	12638	2.10E+08	4.903E+08	2.10E+08	4.921E+08	2.10E+08	4.956E+08	2.10E+08	5.00E+08	2.10E+08	5.09E+08	2.10E+08	5.14E+08
2.31E+08	4.92E+08		3.510556	2.31E+08	4.958E+08	2.31E+08	4.973E+08	2.31E+08	5.006E+08	2.31E+08	5.05E+08	2.31E+08	5.13E+08	2.31E+08	5.21E+08
Total time (s):	11555			Total time:	15851	Total time:	13468	Total time:	27284	Total time:	45020	Total time:	48595	Total time:	44324
Hours:)	3.209722				4.403056		3.741111		7.578889		12.5056		13.49861		12.3122

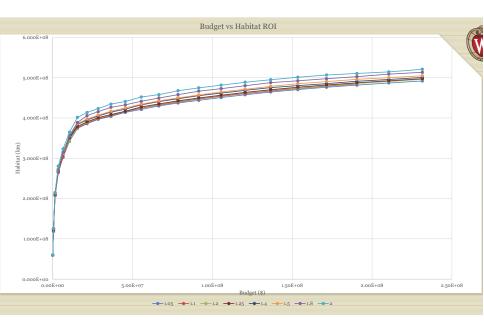
Ferris (Univ. Wisconsin)

Cows, Fish, and Fue

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- 2



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Already Impactful!

- Researchers at UW Limnology believe(d) that invasives constraint is vital to amount of attainable habitat.
 - Large amounts of research conducted to identify spread threats
 - Investing research \$ into improving mitigation/treatment techniques
 - Pheromones, lampricide, traps, low-head barriers, etc
- ROI Curves show otherwise!
- Either...
 - We've discovered a flaw in current theories on invasive species spreading
 - Or... (More Likely), a flaw in the data set.



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	fieldsoffuel.org/game/moderator	Q 1 5	
Apps 📄 food	🔚 Buildin' stuff 📄 coding 📄 WID WORK 📋 L	earnin' stuff 📋 houses 📋 Standby 🧼 🚞 Other Book	marks
	Moderator	Controls	
	Game Controls:	Help Options:	
	Pause Next Stage End Game	Scoreboard Help	
	Apply Changes		
	Game Settings:	Farmer List	
	Market-Driven Prices Enabled: 🗹	Farmer Rosemary (bot) Fuelsteader (bot)	
	Management Options Enabled: 🗹	Fuel Fielder (bot)	
	Help Popups Disabled:	📕 Human Farmer	
	Help Popups Disabled:		
	Adjust Crop Prices:		
		Adjust Robot Strategy ×	
		Enter values to make the robot adopt an	
		appropriate strategy.	
		appropriate strategy. Economy: 2 = 22.2%	
		Economy: 2 = 22.2%	
		Economy: 2 = 22.2% Energy: 7 = 77.8% Environment: 0 = 0%	
		Economy: 2 = 22.2% Energy: 7 = 77.8%	
	Alfalfa: \$ 121 Reweight Sustainability Score:	Economy: 2 = 22.2% Energy: 7 = 77.8% Environment: 0 = 0%	
	Alfalfa: \$ 121 Reweight Sustainability Score: Economy: 1 = 33.3%	Economy: 2 = 22.2% Energy: 7 = 77.8% Environment: 0 = 0%	

Idea and implementation

- Multiple agents interacting independently, along with shared resource
- Farmers (planting and management, leeching, CO2)
- Economy (supply, demand, money), Environment (bug index), Energy
- Use in schools, undergraduate classes and group of Ag/Econ experts

Idea and implementation

- Multiple agents interacting independently, along with shared resource
- Farmers (planting and management, leeching, CO2)
- Economy (supply, demand, money), Environment (bug index), Energy
- Use in schools, undergraduate classes and group of Ag/Econ experts
- Repeated game
- Single player not interesting introduce bots
- Implement bots using GAMS
 - Information in: same as a human player
 - ► Key step: approximate other players actions/response function
 - Different objectives
 - Information out: planting and management decisions
- Point your google chrome browser at: fieldsoffuel.org

Aside: designing bots

- Bots receive same information as human players (see graphs and help)
- Only know own strategy
- Different objectives (economy, energy, environment, combination)

Aside: designing bots

- Bots receive same information as human players (see graphs and help)
- Only know own strategy
- Different objectives (economy, energy, environment, combination)
- Perennials: need history/look-ahead
- Runoff and bug index: need neighbors strategies
- Understand the economy/prices
- Prediction model for next 5 periods
- Solve multistage look-ahead MIP model (in real time)
- Distributed solution, each bot can use multiple cores

NameReadySustainabilityEoremyEnvironmentFarmer Ben (bot)no224Farmer Ben (bot)no1224Farmer Ben (bot)no4351Farmer Steve (bot)no3412Your Farmno5543	ility Econom Energy Environment Year: 7	
Farmer James (bot) no 2 1 3 5 Farmer Ben (bot) no 1 2 2 4 Farmer Ben (bot) no 4 3 5 1 Farmer Will (bot) no 4 3 5 1 Farmer Steve (bot) no 3 4 1 2	ical.	
Farmer Ben (bot) no 1 2 2 4 Farmer Will (bot) no 4 3 5 1 Farmer Steve (bot) no 3 4 1 2		
armer Will (bot) no 4 3 5 1 Price of Corn (per ton): 158 armer Steve (bot) no 3 4 1 2 Price of Switchgrass (per ton): 77 Price of Land (a for ton): 245 2 Price of Switchgrass (per ton): 77 Price of Switchgrass (per ton): 77	1 3 5 Stage: Plant	
armer Steve (bot) no 3 4 1 2 Price of Switchgrass (per ton): 77	2 2 4 Dian of Court (courtors), 150	
armer Steve (bot) no 3 4 1 2 Price of Alfalfa (per ton): 245	S S I Price of Switchgrass (per top): 77	
our Farm no 5 5 4 3	4 1 2 Price of Alfalfa (per ton): 245	
	5 4 3	

Cows, Fish, and Fuel



Cows, Fish, and Fuel

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(M)OPEC

$$\min_{\mathbf{x}} \theta(\mathbf{x}, \mathbf{p}) \text{ s.t. } g(\mathbf{x}, \mathbf{p}) \leq 0$$

 $0 \leq \mathbf{p} \perp h(\mathbf{x}, \mathbf{p}) \geq 0$

equilibrium min theta x g vi h p

Solved concurrently

3

(M)OPEC

ľ

$$\begin{array}{ll} \min_{\mathbf{x}} \theta(\mathbf{x}, p) \text{ s.t. } g(\mathbf{x}, p) \leq 0 & \mathbf{x} \perp \nabla_{\mathbf{x}} \theta(\mathbf{x}, p) + \lambda^T \nabla_{\mathbf{x}} g(\mathbf{x}, p) \\ \hline \\ \hline \\ 0 \leq p \perp h(\mathbf{x}, p) \geq 0 & 0 \leq p \perp h(\mathbf{x}, p) \geq 0 \\ \end{array}$$

```
equilibrium
min theta x g
vi h p
```

- Solved concurrently
- Requires global solutions of agents problems (or theory to guarantee KKT are equivalent)
- Theory of existence, uniqueness and stability based in variational analysis

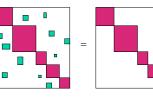
MOPEC

$$\min_{x_i} \theta_i(x_i, x_{-i}, p) \text{ s.t. } g_i(x_i, x_{-i}, p) \leq 0, \forall i$$

p solves $VI(h(x, \cdot), C)$

```
equilibrium
min theta(1) x(1) g(1)
...
min theta(m) x(m) g(m)
```

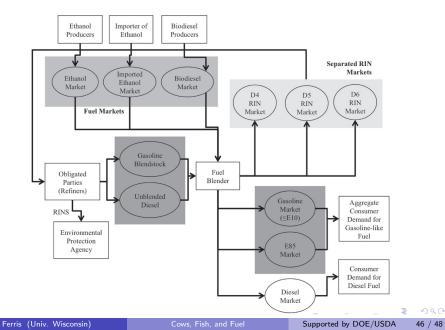
```
vi h p cons
```



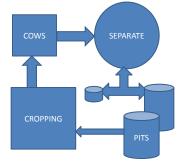
- (Generalized) Nash
- Reformulate optimization problem as first order conditions (complementarity)
- Use nonsmooth Newton methods to solve
- Solve overall problem using "individual optimizations"?

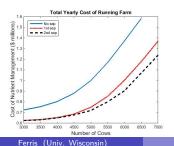


US Biofuel Market



Biomass Research and Development Initiative (BRDI)





- Whole farm (complex interacting) mathematical model
- Long term sustainable (environment and financial)
- Economic/Logistic Optimization, taking into account phosphorus runoff, other environmental restrictions
- Incorporates data analytics (e.g. SNAP+)
- New insights to operate system efficiently, how to enforce much stricter environmental constraints using blend of rotations, NMP and separations
- Large (mixed integer) optimization

Cows, Fish, and Fu

Conclusions

- Combination of models provides effective decision tool at multiple scales
- MOPEC problems capture complex interactions between optimizing agents
- Policy implications addressable using MOPEC
- MOPEC available to use within the GAMS modeling system
- Approximation and aggregation improve solution times
- Optimization guides the development of complex interaction processes within application domains
- Many new settings available for deployment; need for more theoretic and algorithmic enhancements