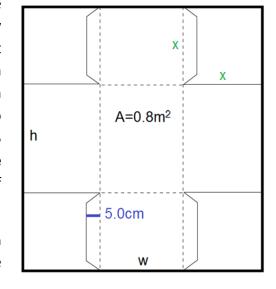
Optimization: Maximize the Volume of a Box

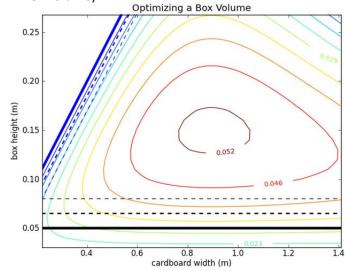
A piece of cardboard with a total area of $0.8m^2$ is to be made into an open-top box by first removing the corners and then by folding the box sides up and securing the tabs to the adjacent box side. The starting cardboard sheet has height h and width w. When cut and folded, the box has a width of w-2x, a length of h-2x, and a height of x. In order to properly secure the tabs to the adjacent box side, the width of the tab must be 5 centimeters (0.05m). The objective is to maximize the volume of the box by choosing an appropriate value of x (the height of the box) and w (the starting width of the cardboard sheet).



 Develop an expression for the volume of the box as a function of x and w only. Hint: The height h and width w are related by the total area.

2. Determine the optimal volume of the box. Differentiate the objective with respect to \mathbf{x} and \mathbf{w} and set each equation equal to zero. Solve the resulting two equations for optimal values of \mathbf{x} and \mathbf{w} . Remember that for $ax^2 + bx + c = 0$ the solution is the quadratic formula $x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$.

3. Show the first iteration of the steepest descent method starting from w=1.0m and x=0.1m and alpha=0.2. Do not normalize the search vector. Plot the starting and first iteration point on the contour plot. Remember that (maximize Volume) = (minimize -Volume).

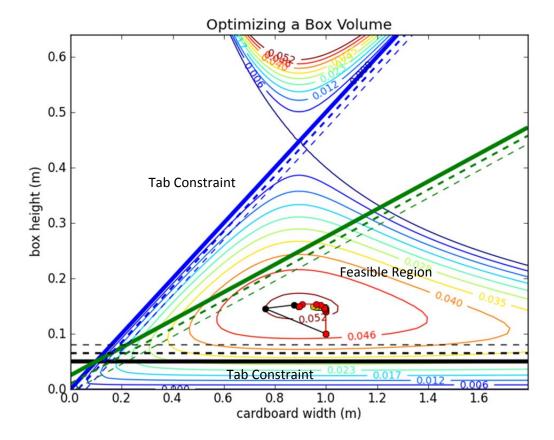


4. What influence do the side tab constraints have on the optimal solution?

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1. V = 0.8 * x - 2*x^2*w - 2 * x^2 * 0.8 / w + 4*x^3
2. dV/dw = -2*x^2 + 1.6 * x^2 / w^2
   dV/dx = 0.8 - 4*x*w - 3.2 * x / w + 12 * x^2
   Solving the first equation gives:
            -2*x^2 + 1.6 * x^2 / w^2 = 0
            Multiply by w^2 and divide by x^2
            -2 * w^2 + 1.6 = 0
            w^2 = -1.6 / -2.0
            w = sqrt(1.6/2.0) = 0.8944
    Using the second equation to calculate:
            0.8*0.89 - 4*x*0.89^2 - 3.2*x + 12*x^2*0.89 = 0
            0.7155 - 6.4*x + 10.68*x^2 = 0
            x = (-b + sqrt(b^2-4*a*c))/2*a = 0.45 (Infeasible)
            x = (-b - sqrt(b^2-4*a*c))/2*a = 0.1487 (Optimal)
3. Steepest descent
   w = 1.0m x = 0.1m objective function f = minimize (-V)
    Gradients
    df/dw = -(-2*x^2 + 1.6 * x^2 / w^2) = 2 * 0.01 - 1.6 * 0.01 / 1 = 0.02 - 0.016 = +0.004
    df/dx = -(0.8 - 4*x*w - 3.2 * x / w + 12 * x^2) = -0.8 + 4*0.1 + 3.2*0.1 - 12 * 0.01
          = -0.8 + 0.4 + 0.32 - 0.12 = -0.2
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4. No active constraints at the solution although the width / 2 > x + tab does keep the solution away from a possible second solution that would create a tall box (negative lengths).

x1 = x0 + alpha * (-grad(x0)) = [1, 0.1] - 0.2 * [0.004, -0.2] = [1-0.0008, 0.1+0.04] = [0.9992, 0.14]



Zoomed In to Show Iterations of 4 methods: Newton's, Quasi-Newton (BFGS), CG, and Steepest Descent

