

Constrained optimization

- General theoretical and practical aspects
- A quick intro to linear programming

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Motivation

- ★ all algorithms presented before dealt with **unconstrained optimization**
 - ★ **Advantage in the unconstrained case:** when looking for the next iterate **you can search in any direction you want!**
 - ★ In practice it may not be possible to include all information in the objective function!
 - ★ Sometimes, a minimization problem does not have non-trivial examples if no constraints are imposed!
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- ★ constraints are **necessary and useful** in practice: what are the implications from the theoretical point of view?
 - ★ how to deduce what are the **relevant optimality conditions** and how to **solve practically** optimization problems under constraints?

Example 1

Source: <http://people.brunel.ac.uk/~mastjjb/jeb/or/morelp.html>

A company makes two products (X and Y) using two machines (A and B). Each unit of X that is produced requires 50 minutes processing time on machine A and 30 minutes processing time on machine B. Each unit of Y that is produced requires 24 minutes processing time on machine A and 33 minutes processing time on machine B.

At the start of the current week there are 30 units of X and 90 units of Y in stock. Available processing time on machine A is forecast to be 40 hours and on machine B is forecast to be 35 hours.

The demand for X in the current week is forecast to be 75 units and for Y is forecast to be 95 units. Company policy is to maximise the combined sum of the units of X and the units of Y in stock at the end of the week.

Getting the constraints and objective function...

- $50x + 24y \leq 40 \times 60$

- $30x + 33y \leq 35 \times 60$

- $x \geq 45$

- $y \geq 5$

Maximize: $x + y - 50$

Example 2

Optimal can

For an aluminum can one can infer that its production cost may be proportional to its surface area. On the other hand, the can must hold a certain volume c of juice. Supposing that the can **has a cylindrical shape**, what are its optimal dimensions?

- ★ we have two parameters: the height h and the radius r .
- ★ Area of the can (to be minimized): $A(h, r) = 2\pi r^2 + 2\pi rh$
- ★ Volume of the can (constraint): $V(h, r) = \pi r^2 h$
- ★ finally we obtain the problem

$$\min_{V(h,r) \geq c} A(h, r).$$

The milkmaid problem

Suppose a person (M) in a large field trying to get to a cow (C) as fast as possible. Before milking the cow the bucket needs to be cleaned in a river nearby defined by the equation $g(x, y) = 0$. What is the optimal point P on the river such that the total distance traveled $MP + PC$ is minimal?

If $M(x_0, y_0)$ is the initial position and $C(x_C, y_C)$ is the position of the cow then the problem becomes

$$\min_{g(P)=0} MP + PC.$$

General formulation

★ given functions $f, h_1, \dots, h_m, g_1, \dots, g_k : \mathbb{R}^n \rightarrow \mathbb{R}$ we may consider problems like

$$\begin{aligned} (P) \quad & \min f(x) \\ \text{s.t.} \quad & h_i(x) = 0, i = 1, \dots, m \\ & g_j(x) \leq 0, j = 1, \dots, k \end{aligned}$$

★ in the following we assume that functions f, h_i, g_j are at least C^1 (even more regular if necessary)

★ the cases where the constraints define a **convex set** are nice!

★ we are interested in finding **necessary** and **sufficient** (when possible) optimality conditions

Some terminology

- ★ a **feasible solution** to (P) is any point which verifies all the constraints
- ★ the **feasible set** is the family of all feasible solutions
- ★ if among feasible solutions of (P) there exists one x^* such that $f(x^*) \leq f(x)$ for all x which are feasible then we found an optimal solution of (P)

- ★ inequality constraints can be turned into **equality constraints** by introducing some **slack variables**: this increases the dimension of the problem...
- ★ keeping the inequality constraints is **good in the convex case!**

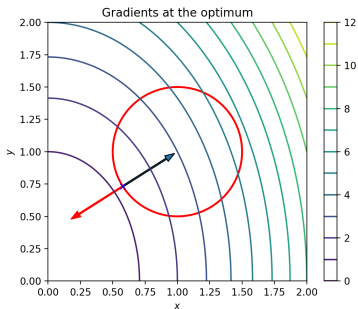
- ★ is good to picture **the geometry given by the constraints** and only then go to the analysis results

Intuitive Example

★ Minimize $f(x, y) = 2x^2 + y^2$ under the constraint

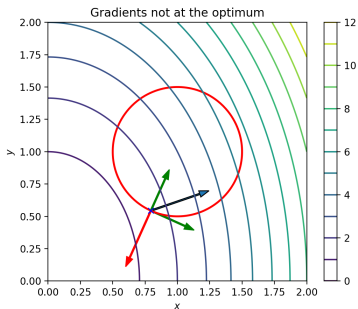
$$h(x, y) = \sqrt{(x-1)^2 + (y-1)^2} - 0.5 = 0$$

★ Do the optimization and trace the gradients of f and h at the minimum:



★ Looks like the gradients are colinear! Why?

What happens if the gradients are not collinear?



★ the gradient ∇f has a **non-zero component** along the tangent line to the constraint

★ **Consequence:** it should be possible to further decrease the value of f by moving tangentially to the constraint!

Optimality condition: equality constraints

★ the gradient $\nabla f(x^*)$ should be orthogonal to the tangent plane to the constraint set $h(x^*) = 0$, otherwise following the non-zero tangential part we could still decrease the value of f

Questions:

★ definition of tangent space: look at the first order Taylor expansion!

The linearization of the constraint h_i around x s.t. $h_i(x) = 0$ is given by

$$\ell_i(y) = h_i(x) + \nabla h_i(x) \cdot (y - x) = \nabla h_i(x) \cdot (y - x)$$

If $h(x) = 0$ then the tangent plane at x is defined by

$$T_x = \{y : (y - x) \cdot \nabla h_i(x) = 0, i = 1, \dots, m\}.$$

★ existence of well-defined tangent spaces: the function h should be **regular** around the minimizer

Examples

★ $h(x) = x_1^2 + x_2^2 - 1$ around the point $p = (\sqrt{2}/2, \sqrt{2}/2)$: we have $\nabla h(p) = 2(x_1, x_2)$ so the tangent plane is

$$T_p = \{y : (y - p) \cdot (x_1, x_2) = 0\},$$

which is a well defined 1-dimensional line

★ $h(x) = x_1^2 - x_2^2$ at the point $p = (0, 0)$: we have $\nabla f(x) = (2x_1, -2x_2)$ so $\nabla f(p) = 0$. Using the same definition we have

$$T_p = \{y : (y - p) \cdot 0 = 0\} = \mathbb{R}^2,$$

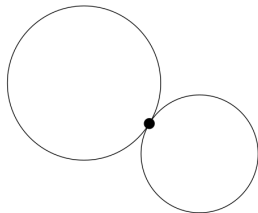
which is weird.

Goal: m equality constraints should give rise to a tangent space of dimension $k = n - m$! The gradient should be in the **orthogonal to the tangent plane at the optimum**: this has dimension equal to the rank of $Dh(x^*)$. Two situations occur:

- rank of $Dh(x^*)$ is strictly less than m : $\nabla f(x^*)$ might not be representable as a linear combination of $\nabla h_i(x^*)$!
- rank of $Dh(x^*)$ is exactly equal to m

Further Examples

★ intersect two spheres in \mathbb{R}^3 : you may end up with a point which is not a set of dimension 1



★ intersect a sphere and a right cylinder: $h_1(x) = x_1^2 + x_2^2 + x_3^2 - 1$, $h_2(x) = x_1^2 + x_2^2 - x_2$. The gradients are $\nabla h_1(x) = 2(x_1, x_2, x_3)$ and $\nabla h_2(x) = (2x_1, 2x_2 - 1, 0)$ and they are linearly dependent at $(0, 1, 0)$.

We expect an intersection made of a 1D curve, but there are points where the tangent is not unique!

Definition 1 (Regular points)

Given a family h_1, \dots, h_m of C^1 functions, $m \leq n$, a solution x_0 of the system

$$h_i(x) = 0, i = 1, \dots, m$$

is called **regular** if the gradient vectors $(\nabla h_i(x_0))_{i=1}^m$ are linearly independent. Equivalently, the $m \times n$ matrix having $\nabla h_i(x_0)$ as rows has full rank m .

- ★ the implicit function theorem implies that around regular points the system $h_i(x) = 0$ defines a C^1 surface of dimension $k = n - m$!
- ★ moreover, you can pick some $k = n - m$ coordinates and express the set $h_i(x)$ in parametric form in terms of these coordinates
- ★ at regular points we can define the notion of **tangent space** which coincides with the one given by linearizing the constraints.

Proposition 2

Let S be given by $h_i(x) = 0, i = 1, \dots, m$ where h_i are C^2 functions and $x \in S$ be a regular solutions. Then the plane T_x defined by

$$T_x = \{(y - x)Dh(x) = 0\}$$

is the tangent plane to S at x . Furthermore, there exists a constant C such that

(1) for every $x' \in S$ there exists $y' \in T_x$ s.t. $|x' - y'| \leq C|x' - x|^2$

and

(2) for every $y' \in T_x$ there exists $x' \in S$ s.t. $|x' - y'| \leq C|y' - x|^2$

★ Just look at the Taylor expansion of h_i and the linearization ℓ_i around x ! They coincide up to the second order.

★ the statement (2) is false if x is not a regular point: the tangent space defined by T_x is **larger than the real tangent space!**

More details: tangent plane

★ if $Dh(x)$ is of rank m then the linear system $Dh(x)y = 0$ can be solved in terms of $k = n - m$ parameters: e.g. y_{m+1}, \dots, y_n :

$$\bar{y}_i = \ell_i(y_{m+1}, \dots, y_n), \quad i = 1, \dots, m.$$

★ implicit function theorem: there exist $k = n - m$ coordinates (say y_{m+1}, \dots, y_n) such that there exist C^1 functions φ_j s.t.

$$y_i = \varphi_i(y_{m+1}, \dots, y_n), \quad i = 1, \dots, m$$

★ The gradients of φ_i are given by ℓ_i !

★ Finally, the difference between the surface $h(x) = 0$ and the linearization contains **only second order terms!**

$$y_i - \bar{y}_i = O(|x - y|^2).$$

First order optimality conditions

- ★ suppose that x^* is a local minimum of f under the constraints $h(x) = 0$
- ★ suppose also that x^* is regular so that the tangent space T_x to the constraint gives a good approximation of $h(x) = 0$.
- ★ it is reasonable to assume that x^* also minimizes the linearization of f :
 $\bar{f}(y) = f(x^*) + (y - x^*)\nabla f(x^*)$ on this tangent plane defined by $Dh(x^*)(y - x^*) = 0$.
- ★ this would imply that $\nabla f(x^*)$ is orthogonal to $(y - x^*)$ for every y such that $Dh(x^*)(y - x^*) = 0$.
- ★ in usual notations we have $\nabla f(x^*) \in (\ker Dh(x^*))^\perp$
- ★ recall an important linear algebra result:

$$(\ker A)^\perp = \text{Im} A^T.$$

- ★ finally, we obtain that there exists some $\lambda \in \mathbb{R}^m$ s.t.

$$\nabla f(x^*) = Dh(x^*)\lambda$$

which translates to the classical relation

$$\nabla f(x^*) = \sum_{i=1}^m \lambda_i \nabla h_i(x^*).$$

Main result: Lagrange multipliers

Theorem 3

Let x^* be a local minimizer for the equality constrained problem

$$\min_{h(x)=0} f(x)$$

and suppose that x^* is a regular point for the system of equality constraints.

Then the following two equivalent facts take place

- The directional derivative of f in every direction along the space $\{y : Dh(x^*)(y - x^*) = 0\}$ tangent to the constraint at x^* is zero:

$$Dh(x^*)d = 0 \implies \nabla f(x^*) \cdot d = 0$$

- There exist a uniquely defined vector of *Lagrange multipliers* λ_i^* , $i = 1, \dots, m$ such that

$$\nabla f(x^*) + \sum_{i=1}^m \lambda_i^* \nabla h_i(x^*) = 0.$$

Proof:

- S denotes the set $h(x) = 0$.
- suppose that there exist a direction parallel to the tangent plane $Dh(x^*)\delta = 0$ which is not orthogonal to $\nabla f(x^*)$
- by eventually replacing it with $-\delta$ we may assume $\delta \cdot \nabla f(x^*) = -\alpha < 0$.
- denote $y_t = x^* + t\delta$. For small enough t we have $f(y_t) \leq f(x^*) - t\alpha/2$
- since x^* is regular, for every t small there exists a point $x_t \in S$ such that

$$|y_t - x_t| \leq C|y_t - x^*|^2 = C_1 t^2$$

- f is C^1 and therefore Lipschitz around x^* so

$$|f(x_t) - f(y_t)| \leq C_2|x_t - y_t| \leq C_1 C_2 t^2.$$

- Finally we get that $f(x_t) \leq f(x^*) - \alpha t/2 + C_1 C_2 t^2 < f(x^*)$ for $t > 0$ small enough, contradicting the optimality of x^*

★ the second points comes from $(\ker A)^\perp = \text{Im} A^T$!

The result may be false at irregular points

Counterexample: Minimize the function $f(x_1, x_2, x_3) = x_2$ under the constraints

$$0 = h_1(x) = x_1^6 - x_3, \quad 0 = h_2(x) = x_2^3 - x_3.$$

- ★ the constraints define the curve $\gamma(x) = (x, x^2, x^6)$.
- ★ the minimum of f is attained at $(0, 0, 0)$
- ★ We have $\nabla f(0) = (0, 1, 0)$
- ★ on the other hand $\nabla h_1(0) = \nabla h_2(0) = (0, 0, -1)$
- ★ it is clear that $\nabla f(0)$ is not a linear combination of $\nabla h_1(0)$ and $\nabla h_2(0)$

Another counterexample

★ come back to the intersection between the sphere and the cylinder:

$h_1(x) = x_1^2 + x_2^2 + x_3^2 - 1$, $h_2(x) = x_1^2 + x_2^2 - x_2$. The gradients are $\nabla h_1(x) = 2(x_1, x_2, x_3)$ and $\nabla h_2(x) = (2x_1, 2x_2 - 1, 0)$ and they are linearly dependent at $(0, 1, 0)$.

★ we can obtain that $x_1^2 = x_3^2 - x_3^4$ and $x_2 = 1 - x_3^2$ so the curve representing the intersection between h_1 and h_2 has the parametrization

$$(\pm\sqrt{x_3^2 - x_3^4}, 1 - x_3^2, x_3)$$

★ choose now the function $f(x_1, x_2, x_3) = x_1 + x_3 = x_3 \pm \sqrt{x_3^2 - x_3^4}$. This function has the minimum value 0 for $x_3 = 0$ associated to the point $(0, 1, 0)$.

★ the gradient of f at the minimum is $\nabla f(0, 1, 0) = (1, 0, 1)$

★ again, the conclusion of the theorem is not satisfied since the gradients of the constraints are not linearly independent at the optimum.

Example of usage

- ★ $\min(3x + 2y + 6z)$ such that $x^2 + y^2 + z^2 = 1$
- ★ obviously, there exists a solution, since $x^2 + y^2 + z^2 = 1$ is closed and bounded
- ★ write the optimality conditions: there exists λ such that $\nabla f(x^*) + \lambda \nabla h(x^*) = 0$

$$(3, 2, 6) = \lambda(2x, 2y, 2z).$$

- ★ this immediately gives x, y, z in terms of λ
- ★ plug these expression in the constraint to get λ , and therefore x, y, z
- ★ in this case we get two values of λ : one corresponding to the minimum, the other corresponding to the maximum!

Order one optimality conditions do not indicate whether we are at a minimum or at a maximum!

The milkmaid problem

$$\min_{g(x)=0} d(P, x) + d(x, Q).$$

- ★ suppose that g is a nice curve in the plane with non-zero gradient
- ★ the gradient of the distance function:

$$\nabla_x d(P, x) = \frac{x - P}{d(P, x)},$$

is the unit vector that points from P to the variable point x .

- ★ the optimality condition says that there exists λ such that

$$\nabla_x d(P, x) + \nabla_x d(Q, x) + \lambda \nabla g(x) = 0$$

- ★ what does this mean geometrically? The normal vector $\nabla g(x)$ to $g(x) = 0$ cuts the angle PxQ in half
- ★ we obtain the classical **reflection condition** using Lagrange multipliers!

The isoperimetric inequality

What is the curve which has the maximum area for a given perimeter?

★ suppose we have a 2D curve parametrized by $(x(t), y(t))$ in a counter-clockwise direction.

- the perimeter is $L = \int \sqrt{\dot{x}(t)^2 + \dot{y}(t)^2}$
- the area is $A = \int \frac{1}{2}(x(t)\dot{y}(t) - y(t)\dot{x}(t))$

Problem

Maximize A with the constraint $L = p$.

★ $L = L(x, y)$, $A = A(x, y)$ are functions for which variables are **other functions**. Sometimes the term **functionals** is employed!

★ how to compute the gradient in such cases? when in doubt **just come back to the one dimensional case using directional derivatives**

★ the integrals are taken over a **whole period** of the parametrization

Derivatives of A and L

★ pick two directions u and v and $t \in \mathbb{R}$. Then compute the derivative of $t \mapsto L(x + tu, y + tv)$ at $t = 0$.

★ it is useful to take all derivatives off u and v to get the linear form

$$L'(x, y)(u, v) = - \int \left[\left(\frac{\dot{x}}{\sqrt{\dot{x}^2 + \dot{y}^2}} \right)' u + \left(\frac{\dot{y}}{\sqrt{\dot{x}^2 + \dot{y}^2}} \right)' v \right]$$

★ do the same for $A(x, y)$ to get

$$A'(x, y)(u, v) = \int (\dot{y}u - \dot{x}v)$$

★ in the end we get

$$\nabla L(x, y) = \left(\left(\frac{\dot{x}}{\sqrt{\dot{x}^2 + \dot{y}^2}} \right)', \left(\frac{\dot{y}}{\sqrt{\dot{x}^2 + \dot{y}^2}} \right)' \right), \nabla A(x, y) = (\dot{y}, -\dot{x}).$$

Optimality condition and conclusion

★ when maximizing A under the constraint $L = p$ the solution should verify the optimality condition

$$\nabla A(x, y) + \lambda \nabla P(x, y) = 0, \quad \lambda \in \mathbb{R}$$

★ plugging the derivatives found previously we get

$$\begin{cases} \dot{y} - \lambda \left(\frac{\dot{x}}{\sqrt{\dot{x}^2 + \dot{y}^2}} \right)' = 0 \\ -\dot{x} - \lambda \left(\frac{\dot{y}}{\sqrt{\dot{x}^2 + \dot{y}^2}} \right)' = 0 \end{cases}$$

★ integrating we obtain

$$\begin{cases} y - \lambda \frac{\dot{x}}{\sqrt{\dot{x}^2 + \dot{y}^2}} = b \\ x + \lambda \frac{\dot{y}}{\sqrt{\dot{x}^2 + \dot{y}^2}} = a \end{cases}$$

★ in the end we have

$$(x - a)^2 + (y - b)^2 = \lambda^2,$$

so the solution should be a circle.

The Lagrangian

- ★ the optimality conditions obtained involve the gradient of the objective function and the constraints.
- ★ the optimality condition can be written as the gradient of a function combining the objective and the constraints called the **Lagrangian**: $\mathcal{L} : \mathbb{R}^n \times \mathbb{R}^m$

$$\mathcal{L}(x, \lambda) = f(x) + \sum_{i=1}^m \lambda_i h_i(x) = f(x) + \lambda \cdot h(x).$$

- ★ if x^* is a local minimum of f on the set $\{h(x) = 0\}$ then the optimality condition tells us that there exists $\lambda^* \in \mathbb{R}^m$ such that

$$\frac{\partial \mathcal{L}}{\partial x}(x^*, \lambda^*) = 0 \text{ and } \frac{\partial \mathcal{L}}{\partial \lambda}(x^*, \lambda^*) = 0$$

- ★ moreover, $\sup_{\lambda \in \mathbb{R}^m} \mathcal{L}(x, \lambda) = \begin{cases} f(x) & \text{if } h(x) = 0 \\ +\infty & \text{if } h(x) \neq 0 \end{cases}$ which gives

$$\min_{h(x)=0} f(x) = \min_{x \in \mathbb{R}^n} \sup_{\lambda \in \mathbb{R}^m} \mathcal{L}(x, \lambda).$$

- ★ the minimizer of f becomes a **saddle point for the Lagrangian**

Another point of view

★ for $c_i \in \mathbb{R}, i = 1, \dots, m$ consider the problem

$$\min_{h_i(x)=c_i} f(x)$$

★ considering the Lagrangian

$$\mathcal{L}(x, \lambda) = f(x) + \sum_{i=1}^m \lambda_i (c_i - h_i(x))$$

we see that $\frac{\partial \mathcal{L}}{\partial c_i} = \lambda_i$ so the Lagrange multipliers represent **the rate of change of the quantity being optimized as a function of the constraint parameter.**

★ denote by $x^*(c), \lambda^*(c)$ the optimizer and the Lagrange multipliers as a function of c . Then

$$\begin{aligned} \frac{\partial f(x^*(c))}{\partial c_i} &= \frac{\partial \mathcal{L}(x^*(c), \lambda^*)}{\partial c_i} \\ &= \frac{\partial \mathcal{L}}{\partial x}(x^*(c), \lambda^*) \frac{\partial x^*(c)}{\partial c_i} + \frac{\partial \mathcal{L}}{\partial c_i}(x^*(c), \lambda^*) \\ &= \lambda_i^* \end{aligned}$$

Another application: compute derivatives

★ how to compute derivatives under constraints?

Example: Compute the derivative of $x \mapsto f$ under the constraint $f^2 = x$.

★ write the Lagrangian: $L(x, f, p) = f + (f^2 - x)p$

★ if $f = \sqrt{x}$ then $L(x, f, p) = f$.

★ compute the derivative of f directly from above:

$$f'(x) = \frac{\partial L}{\partial x}(x, f, p) + \frac{\partial L}{\partial f}(x, f, p) \frac{df}{dx} + \frac{\partial L}{\partial p}(x, f, p) \frac{dp}{dx}$$

★ cancel the terms which you don't know using the Lagrangian:

$$\frac{\partial L}{\partial p} = f^2 - x = 0, \quad \frac{\partial L}{\partial f} = 1 + 2fp = 0.$$

★ what remains is $f'(x) = \frac{\partial L}{\partial x}(x, f, -1/(2f)) = \frac{1}{2f} = \frac{1}{2\sqrt{x}}$.

★ we recover the **classical result**. This technique is known as the **adjoint method** and is useful for computing derivatives in **complicated spaces**: shape derivatives, control theory, etc.

What happens for inequality constraints?

- ★ minimize $f(x)$ such that $g_1(x) \leq 0, \dots, g_k(x) \leq 0$.
- ★ not all inequality constraints play the same role: at the point x the constraint i is said to be **active** if $g_i(x) = 0$.
- ★ if a constraint g_i (where g_i is C^1) is inactive at a minimizer x^* then $g_i(x) < 0$ in a neighborhood of x^*

- ★ if x^* is a minimizer of $f(x)$ under the constraints g_i and $g_i(x^*) < 0$ then g_i does not impose any restriction on f locally: **ignoring it produces the same result (locally)**
- ★ equality constraints generally produced **surfaces** while inequality constraints can just give **bunded regions of \mathbb{R}^n** .

Qualification of constraints

★ denote by $I(x) = \{i \in \{1, \dots, k\} : g_i(x) = 0\}$ be the indices of **active constraints** at x

★ we say that the constraints are **qualified at x** if the gradients $(\nabla g_i(x))_{i \in I(x)}$ are linearly independent!

★ geometrically, as in the equality constraints case, if the constraints are qualified at x then we may define a proper **tangent space** using the family $(\nabla g_i(x))_{i \in I(x)}$

★ **Special case:** if all g_i are **affine constraints** then they are automatically qualified. Why?

- in this case the constraints also define the tangent space themselves
- the linear independence of the gradients at a point x is equivalent to **the removal of redundant constraints**

Theorem 4

Let x^* be a local minimizer for the inequality constrained problem

$$\min_{g(x) \leq 0} f(x)$$

and suppose that the constraints are qualified at x^* . Then the following affirmations are true:

- There exists a uniquely defined vector of *Lagrange multipliers* $\lambda_i^* \geq 0$, $i = 1, \dots, k$ such that

$$\nabla f(x^*) + \sum_{i=1}^m \lambda_i^* \nabla g_i(x^*) = 0.$$

- Moreover, if $g_i(x^*) < 0$ then $\lambda_i = 0$, also called the *complementary slackness* relations. Equivalent formulation: $\lambda_i g_i(x^*) = 0$.

★ why are Lagrange multipliers non-negative in this case? x^* would like to "get out of the constraints" to increase the value of f

★ if x^* is an interior point for $g(x) \leq 0$ then simply $\nabla f(x^*) = 0$

Example: qualification of constraints

Consider the set

$$K = \{x = (x_1, x_2) \in \mathbb{R}^2 : -x_1 \leq 0, -x_2 \leq 0, -(1 - x_1)^3 + x_2 \leq 0\}.$$

★ Maximize $J(x) = x_1 + x_2$ for $x \in K$.

★ making a drawing we find that immediately that the solutions are $(0, 1)$ and $(1, 0)$.

★ let's check if we can write the optimality condition at the two points:

- $(1, 0)$: constraints not qualified: unable to write the opt. cond
- $(0, 1)$: constraints qualified: the optimality condition can be written!

The Lagrangian - inequality case

★ the optimality conditions obtained involve the gradient of the objective function and the constraints.

★ the optimality condition can be written as the gradient of a function combining the objective and the constraints called the **Lagrangian**: $\mathcal{L} : \mathbb{R}^n \times \mathbb{R}_+^m$

$$\mathcal{L}(x, \lambda) = f(x) + \sum_{i=1}^k \lambda_i g_i(x) = f(x) + \lambda \cdot g(x).$$

★ if x^* is a local minimum of f on the set $\{g(x) \leq 0\}$ then the optimality condition tells us that there exists $\lambda^* \in \mathbb{R}_+^m$ such that

$$\frac{\partial \mathcal{L}}{\partial x}(x^*, \lambda^*) = 0 \text{ and } \frac{\partial \mathcal{L}}{\partial \lambda}(x^*, \lambda^*) = 0$$

★ moreover, $\sup_{\lambda \in \mathbb{R}_+^m} \mathcal{L}(x, \lambda) = \begin{cases} f(x) & \text{if } g(x) \leq 0 \\ +\infty & \text{otherwise} \end{cases}$ which gives

$$\min_{g(x) \leq 0} f(x) = \min_{x \in \mathbb{R}^n} \sup_{\lambda \in \mathbb{R}_+^m} \mathcal{L}(x, \lambda).$$

★ the minimizer of f becomes a **saddle point for the Lagrangian**

Come back to the optimal can problem

- ★ Area of the can (to be minimized): $A(h, r) = 2\pi r^2 + 2\pi rh$
- ★ Volume of the can (constraint): $V(h, r) = \pi r^2 h$
- ★ finally we obtain the problem

$$\min_{V(h,r) \geq c} A(h, r).$$

- ★ **the constraint will be active!**
- ★ write the optimality condition: find r and h in terms of λ and finish!

- ★ in the end we find that the optimal can will have the height h equal to two times its radius r .

- ★ find now the optimal cup: only one of the two ends is filled with material!

Saddle points

Definition 5

We say that $(u, p) \in U \times P$ is a saddle point of \mathcal{L} on $U \times P$ if

$$\forall q \in P \quad \mathcal{L}(u, q) \leq \mathcal{L}(u, p) \leq \mathcal{L}(v, p) \quad \forall v \in U$$

★ when fixing p : $v \mapsto \mathcal{L}(v, p)$ is minimal for $v = u$

★ when fixing u : $q \mapsto \mathcal{L}(u, q)$ is minimal for $q = p$

★ If J is the objective function and F defines the constraint set K (equality or inequality) then a saddle point (u, p) for the Lagrangian

$$\mathcal{L}(v, q) = J(v) + q \cdot F(v)$$

verifies that u is a minimum of J on K .

★ moreover, if the Lagrangian is defined on an open neighborhood U of the constraint set K then we also recover the optimality condition

$$\nabla J(u) + \sum_{i=1}^m p_i \nabla F_i(u) = 0.$$

Sufficient conditions

- ★ two options: go to the second order or use convexity
- ★ it is not enough to look at the second order approximation of f on the tangent space! The **curvature of the constraint** can also play a role.
- ★ the correct way is to look at the Hessian of the Lagrangian with respect to x , **reduced to the tangent space!**

- ★ in the convex case, for **inequality constraints** things are a little bit easier!

- ★ why only for inequality constraints? Imagine that equality constraints can produce **curved surfaces** and the only way to have convexity there is if they are flat!
- ★ why the choice $g_i(x) \leq 0$ as the definition of inequality constraints? Because if all g_i are convex functions then
$$K = \{x : g_i(x) \leq 0, i = 1, \dots, k\}$$
 is a convex set.

Theorem 6 (Kuhn-Tucker)

Suppose that the functions $f, g_i, i = 1, \dots, k$ are C^1 and convex. Define K as the set $K = \{x : g_i(x) \leq 0\}$ and introduce the Lagrangian

$$\mathcal{L}(v, q) = f(v) + q \cdot g(v), \quad v \in \mathbb{R}^n, q \in \mathbb{R}_+^k.$$

Let x^* be a point of K where the constraints are qualified. Then the following are equivalent:

- x^* is a global minimum of f on K
- there exists $\lambda^* \in \mathbb{R}^m$ such that (x^*, λ^*) is a saddle point for the Lagrangian
- $g(x^*) \leq 0, \lambda^* \geq 0, \lambda^* \cdot F(x^*) = 0, \nabla f(x^*) + \sum_{i=1}^k \lambda_i^* \nabla g_i(x^*) = 0$.

★ why the reverse implication works? When $q \geq 0$ the Lagrangian

$$\mathcal{L}(v, q) = f(v) + q \cdot g(v), \quad v \in \mathbb{R}^n, q \in \mathbb{R}_+^k$$

is convex when f and $g = (g_i)$ are convex!

★ particular case: **affine equalities!** convex and qualified!

Handle the constraints numerically

★ we already saw two methods:

- projected gradient algorithm:

$$x_{i+1} = \text{Proj}_K(x_i - t\nabla f(x_i))$$

- penalization: include the constraint $\{g = 0\}$ in the objective

$$\min f(x) + \frac{1}{\varepsilon}g(x)^2$$

★ we saw that the projection is not explicit in most cases! In the meantime we learned how to solve non-linear equations. Imagine the following algorithm:

- Compute x_i and the projection d_i of $-\nabla f(x_i)$ on the tangent space (orthogonal of $(\nabla g_j(x_i))$)
- advance in the direction of d_i : $x_{i+1} = x_i + \gamma_i d_i$
- project x_{i+1} on the set of constraints using the Newton method

Conclusion on Lagrange multipliers

- we may obtain necessary optimality conditions involving equality and inequality constraints: the gradient of f is a linear combination of the gradients of the constraints
- the gradients of the constraints need to be linearly independent at the optimum: proper definition of the tangent space!
- for inequality constraints only the active constraints come into play in the optimality condition
- sufficient conditions can be found in the convex case: Kuhn-Tucker theorem
- the theory gives new ways to handle constraints numerically

Constrained optimization

- General theoretical and practical aspects
- A quick intro to linear programming

★ maximizing or minimizing a linear function subject to linear constraints!

★ Example:

$$\max(x_1 + x_2)$$

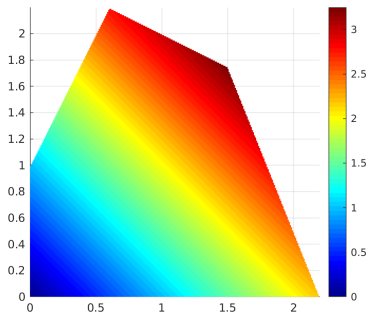
such that $x_1 \geq 0$, $x_2 \geq 0$ and

$$\begin{aligned}x_1 + 2x_2 &\leq 5 \\5x_1 + 2x_2 &\leq 11 \\-2x_1 + x_2 &\leq 1\end{aligned}$$

★ we have some **non-negativity constraints** and the **main constraints**

Geometric solution

★ in dimension 2 we can solve the problem by plotting the objective function on the admissible set determined by the constraints!



★ observe that in this case the solution is situated at the intersection of the lines $5x_1 + 2x_2 = 11$ and $x_1 + 2x_2 = 5$.

Theoretical observations

- ★ the gradient of $f(x_1, x_2) = x_1 + x_2$ is $(1, 1)$: it is constant and never zero!
- ★ the set K determined by the linear constraints is convex
- ★ the minimum or maximum cannot be attained in the interior of K , since $\nabla f(x) \neq 0$!
- ★ the optimal value is on the boundary of K . Moreover there exists a vertex of the polygon where it can be found! Why?
 - start at a point x_0 inside K go against the gradient till you meet an edge
 - if the function is constant along an edge then the gradient of the function and the constraint are collinear at that point: Kuhn-Tucker Theorem says that we reached the solution!
 - otherwise, follow the direction where the function decreases till reaching a vertex. Then go to the next edge and repeat the previous reasoning.
 - the process will finish: finite number of edges!
- ★ same reasoning can be applied in higher dimensions: follow the anti-gradient direction till it is collinear to the gradient of the constraint or no further decrease is possible along further facets!

★ **The Standard Maximum Problem:** Maximize $\mathbf{c}^t \mathbf{x} = c_1 x_1 + \dots + c_n x_n$
subject to the constraints

$$\begin{aligned} a_{11}x_1 + \dots + a_{1n}x_n &\leq b_1 \\ &\vdots \\ a_{m1}x_1 + \dots + a_{mn}x_n &\leq b_m \end{aligned} \quad \text{or } \mathbf{Ax} \leq \mathbf{b}$$

and $x_1 \geq 0, x_2 \geq 0, \dots, x_n \geq 0$ or $\mathbf{x} \geq 0$

★ **The Standard Minimum Problem:** Minimize $\mathbf{y}^t \mathbf{b} = y_1 b_1 + \dots + y_m b_m$
subject to the constraints

$$\begin{aligned} a_{11}y_1 + \dots + a_{1m}y_m &\geq c_1 \\ &\vdots \\ a_{n1}y_1 + \dots + a_{nm}y_m &\geq c_n \end{aligned} \quad \text{or } \mathbf{y}^T \mathbf{A} \geq \mathbf{c}^T$$

and $y_1 \geq 0, y_2 \geq 0, \dots, y_m \geq 0$ or $\mathbf{y} \geq 0$

Example 1

The Transportation Problem

- ★ There are I production sites P_1, \dots, P_I which supply a product and J markets M_1, \dots, M_J to which the product is shipped.
- ★ the site P_i contains s_i products and the market M_j must receive r_j products.
- ★ the cost of transportation from P_i to M_j is b_{ij}
- ★ the objective is to **minimize the transportation cost while meeting the market requirements!**
- ★ denote by y_{ij} the quantity transported from P_i to M_j . Then the cost is

$$\sum_{i=1}^I \sum_{j=1}^J y_{ij} b_{ij}$$

- ★ the constraints are

$$\sum_{j=1}^J y_{ij} \leq s_i \text{ and } \sum_{i=1}^I y_{ij} \geq r_j.$$

Example 2

The Optimal Assignment Problem

- ★ There are I persons available for J jobs. The "value" of person i working 1 day at job j is a_{ij} .
- ★ **Objective:** Maximize the total "value"
- ★ the variables are x_{ij} : the proportion of person i 's time spent on job j
- ★ the constraints are $x_{ij} \geq 0$

$$\sum_{j=1}^J x_{ij} \leq 1, i = 1, \dots, I \text{ and } \sum_{i=1}^I x_{ij} \leq 1, j = 1, \dots, J \leq 1$$

- can't spend a negative amount of time at a job
- a person can't spend more than 100% of its time
- no more than one person working on a job

Some Terminology

- ★ a point is said to be **feasible** if it verifies all the constraints
- ★ the set of **feasible points** is the **constraint set**
- ★ a linear programming problem is **feasible** if the constraint set is non-empty. If this is not the case then the problem is **infeasible**

- ★ every problem involving the minimization of a linear function under linear constraints can be put into standard form
 - you can change a " \geq " inequality into " \leq " by **changing the signs of the coefficients**
 - if a variable x_i has no sign restriction, **write it as the difference of two new positive variables** $x_i = u_i - v_i$, $u_i, v_i \geq 0$

- ★ it is possible to pass from **inequality constraints** to **equality constraints** (and the other way around)
 - $Ax = b$ is equivalent to $Ax \leq b$ and $Ax \geq b$
 - If $Ax \leq b$ then add some **slack variables** $u \geq 0$ such that $Ax + u = b$

Definition 7

The dual of the standard maximum problem

$$\begin{cases} \max \mathbf{c}^T \mathbf{x} \\ \text{s.t. } \mathbf{Ax} \leq \mathbf{b} \text{ and } \mathbf{x} \geq 0 \end{cases}$$

is the standard minimum problem

$$\begin{cases} \min \mathbf{y}^T \mathbf{b} \\ \text{s.t. } \mathbf{y}^T \mathbf{A} \geq \mathbf{c}^T \text{ and } \mathbf{y} \geq 0 \end{cases} .$$

Example

★ consider the problem

$$\begin{aligned} & \text{maximize} && x_1 + x_2 \\ & \text{such that} && \mathbf{x} \geq 0 \\ & && x_1 + 2x_2 \leq 5 \\ & && 5x_1 + 2x_2 \leq 11 \\ & && -2x_1 + x_2 \leq 1 \end{aligned}$$

★ the dual problem is

$$\begin{aligned} & \text{minimize} && 5y_1 + 11y_2 + y_3 \\ & \text{such that} && \mathbf{y} \geq 0 \\ & && y_1 + 5y_2 - 2y_3 \geq 1 \\ & && 2y_1 + 2y_2 + y_3 \geq 1 \end{aligned}$$

Relation between dual problems

Theorem 8

If \mathbf{x} is feasible for the standard maximum problem and \mathbf{y} is feasible for the dual problem then

$$\mathbf{c}^T \mathbf{x} \leq \mathbf{y}^T \mathbf{b}.$$

★ The proof is straightforward:

$$\mathbf{c}^T \mathbf{x} \leq \mathbf{y}^T A\mathbf{x} \leq \mathbf{y}^T \mathbf{b}.$$

★ important consequences:

- if the standard maximum problem and its dual are both feasible, they are **bounded feasible**: the optimal values are finite!
- If there exist feasible \mathbf{x}^* and \mathbf{y}^* for the standard maximum problem and its dual such that $\mathbf{c}^T \mathbf{x}^* = \mathbf{y}^{*T} \mathbf{b}$ then **both are optimal for their respective problems!**

Theorem 9 (Duality)

If a standard linear programming problem is **bounded feasible** then so is its dual, their optimal values are equal and there exist optimal solutions for both problems.

Solve LP problems numerically

- ★ the **simplex algorithm**: travel along vertices of the set defined by the constraints until no decrease is possible
- ★ work with the matrix A and with vectors \mathbf{b} and \mathbf{c} and modify them using **pivot rules**: similar to the ones used when solving linear systems
- ★ exploit the connection between the standard formulation and its dual
- ★ things get more complicated when we restrict the variables to be **integers**. This gives rise to **integer programming**!
- ★ algorithms solving the main types of LP problems are implemented in various Python packages: `scipy.optimize.linprog`, `pulp`.

The simplex algorithm

- ★ bring the problem to the case of equality constraints using **slack variables**

$$\sum_{j=1}^n a_{ij}x_j \leq b_i \iff \sum_{j=1}^n a_{ij}x_j + s_i = b_i, s_i \geq 0$$

- ★ any **free variable** $x_j \in \mathbb{R}$ should be replaced with $u_j - v_j$ with $u_j, v_j \geq 0$
- ★ now we can solve

$$\begin{array}{ll} \text{maximize} & \mathbf{c}^T \mathbf{x} \\ \text{subject to} & \mathbf{Ax} = \mathbf{b} \\ & \mathbf{x} \geq 0 \end{array}$$

- ★ start from the origin $\mathbf{x} = 0$ and **go through the vertices of the polytype** $\mathbf{Ax} = \mathbf{b}$
- ★ at each step perform an operation similar to the **Gauss elimination**
- ★ Possible issues: **cycling, numerical instabilities.**

Practical Example 1

★ the first example of a **standard maximum problem**

$$\max(x_1 + x_2)$$

such that $x_1 \geq 0$, $x_2 \geq 0$ and

$$\begin{aligned}x_1 + 2x_2 &\leq 5 \\5x_1 + 2x_2 &\leq 11 \\-2x_1 + x_2 &\leq 1\end{aligned}$$

★ we saw geometrically that the solution should be the intersection of $x_1 + 2x_2 = 5$ and $5x_1 + 2x_2 = 11$

```
scipy.optimize.linprog(c, A_ub=None, b_ub=None, A_eq=None,
                       b_eq=None, bounds=None, method='simplex',
                       callback=None, options=None)
```

Practical Example 2

★ An optimal assignment problem: n

	Job 1	Job 2	Job 3
Person 1	100€	120€	80€
Person 2	150€	110€	120€
Person 3	90€	80€	110€

★ assign Person i to Job j in order to minimize the total cost!

★ we can model the situation as an LP problem with 9 variables: $x_{ij} = 1$ if and only if Person i has job j , $1 \leq i, j \leq 3$

★ the constraints are as follows:

- $\sum_{i=1}^3 x_{ij} = 1$: exactly one Person for Job j
- $\sum_{j=1}^3 x_{ij} = 1$: exactly one Job for Person i

★ we should also impose that $x_i \in \{0, 1\}$: **no fractional jobs**, but we'll neglect this condition and just suppose $x_i \geq 0$.

★ the cost is just

$$\sum_{1 \leq i, j \leq 3} c_{ij} x_{ij}$$

Find the LP parameters

★ let's look at the matrix of the problem: 9 variables and 6 constraints!

$$A = \begin{pmatrix} 1 & 1 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 1 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 1 \\ 1 & 0 & 0 & 1 & 0 & 0 & 1 & 0 & 0 \\ 0 & 1 & 0 & 0 & 1 & 0 & 0 & 1 & 0 \\ 0 & 0 & 1 & 0 & 0 & 1 & 0 & 0 & 1 \end{pmatrix}$$

★ the matrix c_{ij} is given by the table shown previously: the cost of every person per function ★ the vector b is equal to 1 on every component

★ the solution is made of zeros and ones, without imposing this...

★ this phenomenon always happens: if A is a **totally unimodular matrix** and b is made of integers then $Ax \leq b$ has all its vertices at points with **integer coordinates**

A matrix is **totally unimodular** if every square submatrix has determinant in the set $\{0, 1, -1\}$.

Practical Example 3

★ solving a Sudoku with LP

					3		8	5
		1		2				
			5		7			
		4				1		
	9							
5							7	3
		2		1				
				4				9

- ★ Remember the rules: $\{1, 2, 3, 4, 5, 6, 7, 8, 9\}$ should be found on every line, column and 3×3 square
- ★ in order to make this solvable via LP a different formulation should be used!
- ★ classical idea: **use binary variables**

Sudoku in Binary variables

- ★ how to represent a Sudoku puzzle using 0s and 1s?
- ★ build a 3D array $X = (x_{ijk})$ of size $9 \times 9 \times 9$ such that
 - $x_{ijk} = 1$ if and only if on position (i, j) we have the digit k ; else $x_{ijk} = 0$
- ★ what are the constraints in this new formulation?
 - $x_{ijk} \in \{0, 1\}$: again to be relaxed to $x_{ijk} \geq 0$ - 729 constraints
 - fixing i, j : $\sum_{k=1}^9 x_{ijk} = 1$ - one number per cell - 81 constraints
 - fixing i, k : $\sum_{j=1}^9 x_{ijk} = 1$ - k appears exactly once on line i - 81 constraints
 - fixing j, k : $\sum_{i=1}^9 x_{ijk} = 1$ - k appears exactly once on column j - 81 constraints
 - small 3×3 squares condition: for $u, v \in \{0, 3, 6\}$
$$\sum_{i=1}^3 \sum_{j=1}^3 x_{i+u, j+v, k} = 1, \quad k = 1, \dots, 9$$
 - 81 constraints
 - the initial given information for the puzzle may be written in the form $s_{ij} = k$ for some i, j, k . This gives the constraints $x_{i, j, s_{ij}} = 1$.
- ★ we are interested in finding a feasible solution: no objective function is needed!

Solving the Sudoku

- ★ a feasible solution can be found using the simplex algorithm
- ★ sometimes we may get **non-integer results**: apparently, the constraint matrix is not always a Totally Unimodular matrix
- ★ there are LP algorithms which will return integer solutions: **integer programming**
- ★ before solving we should check that **the constraint matrix should be of maximal rank**: eliminate redundant constraints
- ★ we could also eliminate **fixed variables**: the data $s_{ij} = k$ should eliminate all unknowns with first index i , second index j or third index k !
- ★ if the solution is unique: the algorithm **will find it**
- ★ if the solution is not unique: the algorithm will find **one of the solutions**. We may repeat with the constraint that the solution should be different than the previous one, until no other solutions are found!
- ★ check out the PuLP Python library: an example of Sudoku solver is given!

Conclusions on LP

- minimize/maximize linear functions under linear constraints
- many practical applications from an industrial point of view!
- there exist optimizers which are **vertices of the constraint set**
- **simplex algorithm**: travel along vertices decreasing the objective function
- computational complexity: **worst case is exponential**: Klee-Minty cube
- polynomial-time **average case complexity**: most of the LP problems will be solved very fast!

Conclusion of the course

- ★ numerical optimization (unconstrained case):
 - derivatives-free algorithms: no-regularity needed, slow convergence
 - gradient descent algorithms: linear convergence, sensitive to the condition number
 - Newton, quasi-Newton: super-linear convergence in certain cases
 - when dealing with large problems use L-BFGS
 - Conjugate Gradient: solve linear systems, better than GD
 - Gauss-Newton: useful when minimizing a **non-linear least squares function**
- ★ constrained case
 - for simple constraints: use the projected gradient algorithm
 - general smooth constraints: use the **tangential part of the gradient** and come back to the constraint set using the **Newton method**
 - other options available: SQP, etc...
 - Linear Programming: use specific techniques: the **simplex algorithm** → to be continued next year in the course dealing with Convex Optimization!

Conclusion of the course

- know your options when looking at an optimization problem: choose the right algorithm depending on: **the size of the problem, the number of variables, the regularity, the conditioning, etc.**
- learn how to use existing solutions: **`scipy.optimize` is a good starting point**
- **know how to code your own optimization algorithm if necessary:** use gradients when possible, limit the number of function evaluations, choose a good stopping criterion, limit the number of iterations, etc.