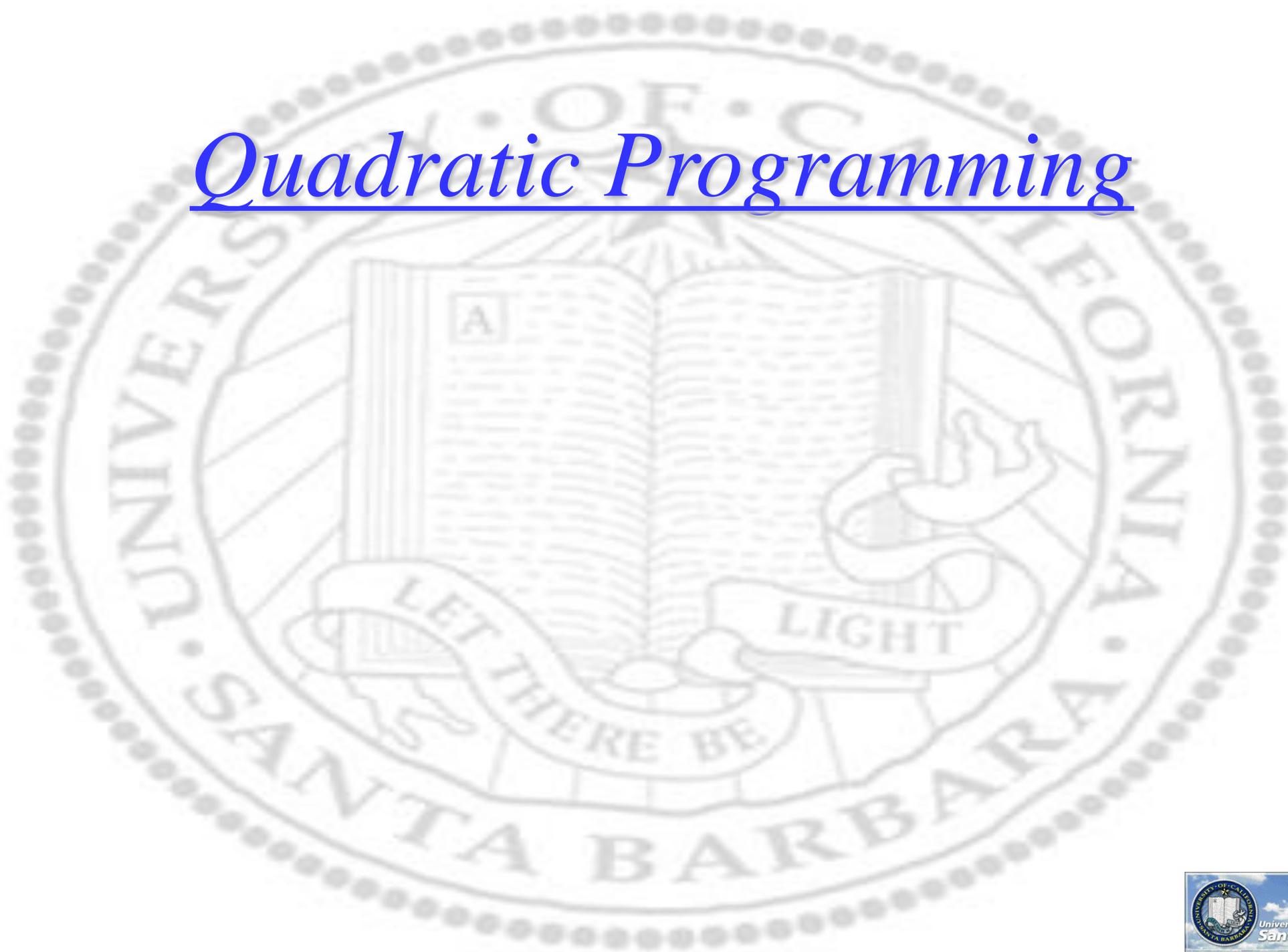


Quadratic Programming



Outline

- ❖ Linearly constrained minimization
 - Linear equality constraints
 - Linear inequality constraints
- ❖ Quadratic objective function

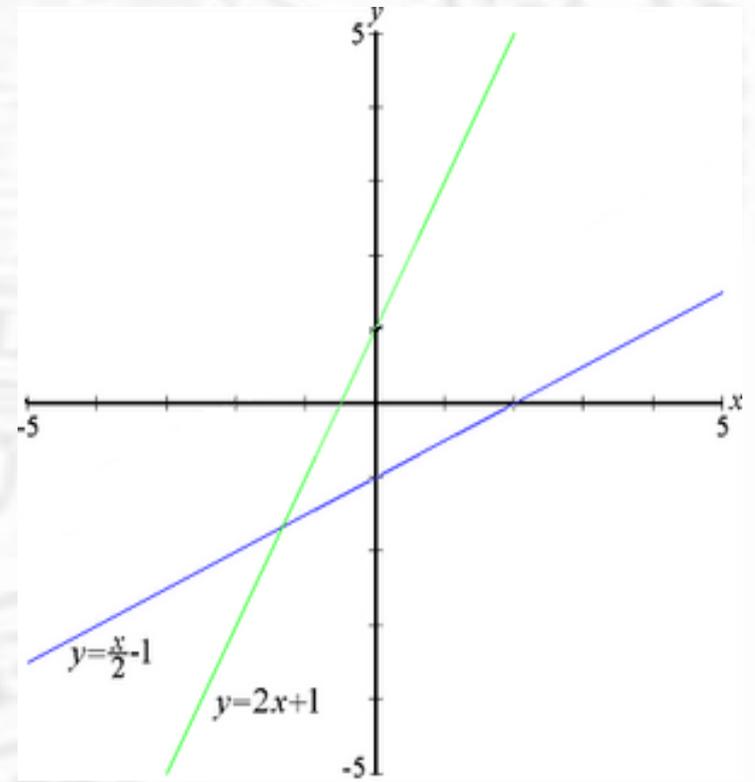
SideBar: Matrix Spaces

- ❖ Four fundamental subspaces of a matrix
 - Column space, $\text{col}(A)$
 - Row space, $\text{row}(A)$
 - Null space $Ax=0$, $\text{null}(A)$
 - Left Null space $x^T A=0$, $\text{lnull}(A)$
 - Rank $=\text{dim}(\text{col}(A))=\text{dim}(\text{row}(A))$
 - $\text{Dim}(\text{col}(A))+\text{Dim}(\text{lnull}(A)) = \# \text{ column}$
 - $\text{col}(A)$ and $\text{lnull}(A)$ are orthogonal
 - $\text{Dim}(\text{row}(A))+\text{Dim}(\text{null}(A)) = \# \text{ row}$
 - $\text{row}(A)$ and $\text{null}(A)$ are orthogonal

Linear Equality Constraints

- ❖ $\min_x F(x)$
 - s.t. $Ax = b$
- ❖ Assume constraints are consistent and linearly independent
- ❖ t constraints remove t degrees of freedom
- ❖ solution x

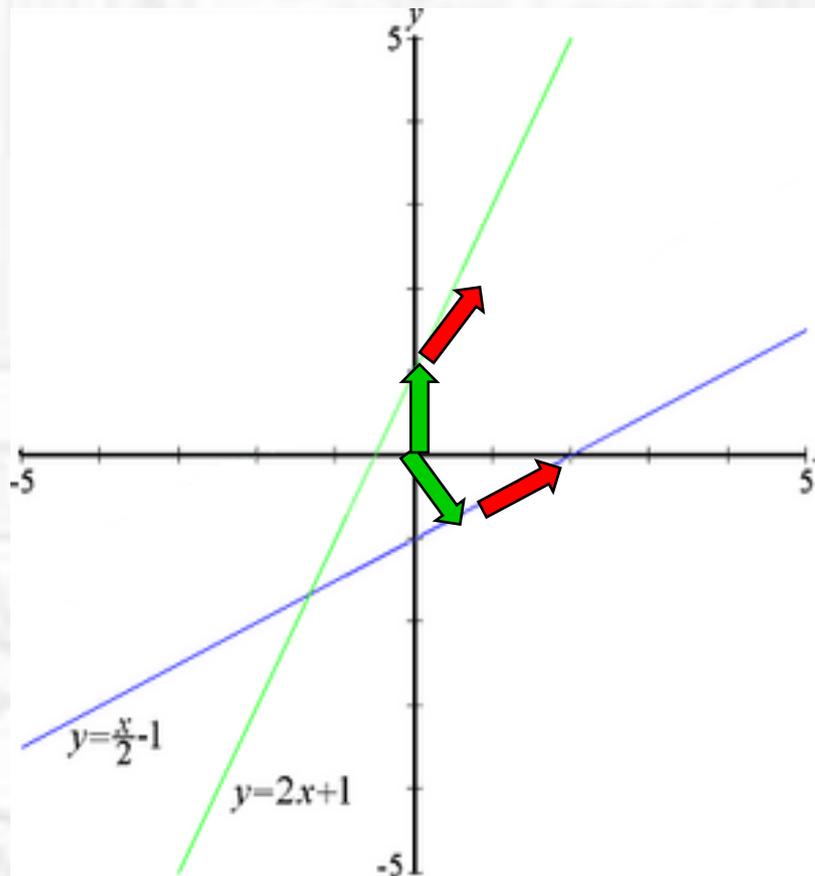
$$x = \underbrace{A^T x_a}_{\text{Row space}} + \underbrace{Z x_z}_{\text{Null space}}$$



Graphical Interpretation

$$\diamond \mathbf{x} = \mathbf{A}^T \mathbf{x}_a + \mathbf{Z} \mathbf{x}_z$$

- $\mathbf{A}^T \mathbf{x}_a$: a particular solution ($\mathbf{A}\mathbf{x}=\mathbf{b}$)
- $\mathbf{Z} \mathbf{x}_z$: a homogeneous solution ($\mathbf{A}\mathbf{x}=\mathbf{0}$)



Feasible Search Directions

- ❖ Feasible *points* x_1, x_2 have $Ax_1 = Ax_2 = b$
- ❖ Feasible *step* p satisfies $Ap = A(x_1 - x_2) = 0$
- ❖ If Z is a basis for $\text{null}(A)$, feasible directions p are such that $p = Zp_z$
- ❖ I.e., direction of change (p) should be in the null space of A
 - $Ap=0$
 - $Ax_2=A(x_1+p) = Ax_1=b$

Optimality Conditions

- ❖ Taylor series expansion along feasible direction
 - ❑ $F(x + \epsilon Z p_z) = F(x) + \epsilon p_z^T Z^T g(x) + \frac{1}{2} \epsilon^2 p_z^T Z^T G(x + \epsilon \Theta Z p_z) Z p_z$
- ❖ g is the gradient $[f_1, f_2, \dots, f_n]^T$
- ❖ $\epsilon p_z^T Z^T g(x) = \text{feasible direction} * \text{gradient} = \text{change}$
- ❖ Projected gradient $p_z^T Z^T g(x) = 0$ for all p_z at constrained stationary points
- ❖ Therefore, $Z^T g(x) = 0$ is first-order optimality condition
- ❖ This implies that
 - ❑ $g(x) \in \text{null}(Z^T)$
 - ❑ $g(x)$ must in $\text{row}(A)$
 - ❑ so $g(x) = A^T \lambda$ at local minimum
- ❖ Gradient direction is orthogonal to the feasible direction
- ❖ Change is zero or local landscape is flat (extreme or saddle point)

$$\begin{bmatrix} - & z_1^T & - \\ \dots & \dots & \dots \\ - & z_k^T & - \end{bmatrix} g(x) = 0$$

Optimality Conditions

- ❖ First-order condition necessary but not sufficient; only guarantees critical point
- ❖ Second order condition: projected Hessian G is positive semi-definite
- ❖ Positive semi-definite G guarantees weak minimum

Summary

❖ Necessary conditions for constrained minimum:

□ $Ax = b$

□ $Z^T g(x) = 0$

□ $Z^T G(x)Z$ positive semi-definite

Algorithm

- ❖ Step 1: If conditions satisfied, terminate
- ❖ Step 2: Compute feasible search direction
- ❖ Step 3: Compute step length
- ❖ Step 4: Update estimate of minimum
- ❖ Search direction computed by Newton's Method:
 - ❑ $F(x + \epsilon Z p_z) = F(x) + \epsilon p_z^T Z^T g(x) + \frac{1}{2} \epsilon^2 p_z^T Z^T G(x + \epsilon \theta Z p_z) Z p_z$
 - ❑ $F(x + \epsilon Z p_z)' = 0$ (derivative with respect to p_z)
 - ❑ $Z^T g + Z^T G Z p_z = 0$
 - ❑ solve $Z^T G Z p_z = -Z^T g$ for p_z and set $p = Z p_z$
 - ❑ Cf. $g + H(f) p = 0$ (for 1D case), This says that 1D condition is true along the direction p

Linear Inequality Constraints

❖ $\min_x F(x)$

□ s.t. $Ax \leq b$

□ Each row $a^T x \leq b$ is a half plane

$$\begin{bmatrix} a_1^T \\ a_2^T \\ \vdots \\ a_k^T \end{bmatrix} x \leq \begin{bmatrix} b_1 \\ b_2 \\ \vdots \\ b_k \end{bmatrix}$$

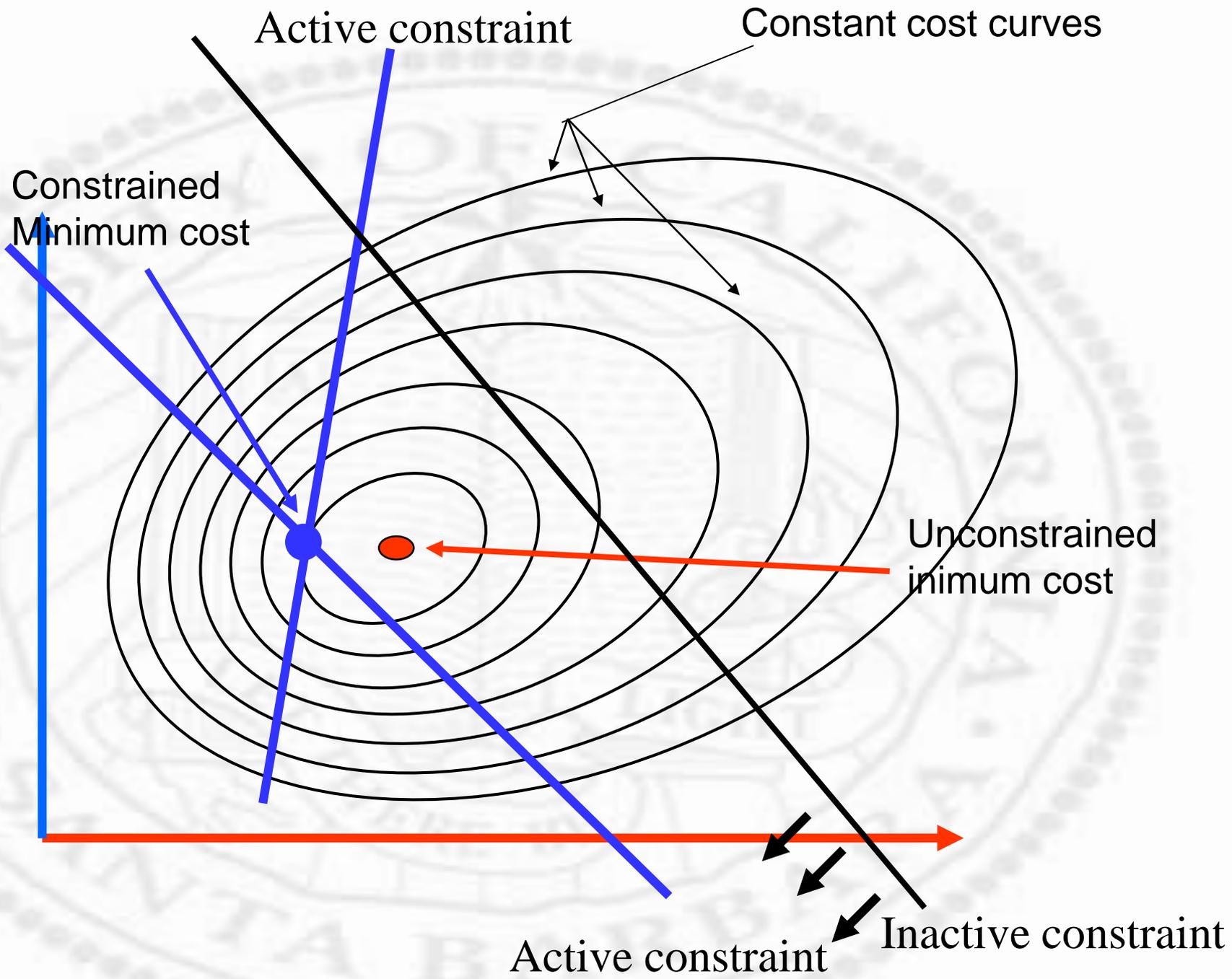
❖ Active constraint: $a^T x = b$

❖ Inactive constraint: $a^T x < b$

❖ If set of active constraints at solution was known, could convert to equality constraints

❖ Active Set Methods: maintain current active constraints, use equality constraint methods

❖ KKT condition applies here – those inactive constraints have lambda of zero



Feasible Search Directions

- ❖ Recall that, before a new search
 - $a^T x = b$ (active) or $a^T x < b$ (inactive, don't care)
- ❖ Feasible search must not invalidate these constraints
- ❖ Concentrate on the active set
- ❖ *Binding* perturbation: $a^T p = 0$; constraint remains active ($a^T (x+tp) = a^T x = b$)
- ❖ *Non-binding* perturbation: $a^T p < 0$; constraint becomes inactive ($a^T (x+tp) = a^T x + t a^T p = b + t a^T p < b$)

Optimality Conditions

- ❖ First and second order conditions from linear equality case apply for binding perturbations
- ❖ Added condition: $g(x)^T p \leq 0$ for all non-binding perturbations p satisfying $Ap \leq 0$
 - ❑ $g(x)^T p \neq 0$ means gradient * direction = change
 - ❑ If $g(x)^T p > 0$, then some constraints will be violated (because we start with $Ax=b$)
- ❖ Since $g(x) = A^T \lambda$, $g(x)^T p \leq 0$ implies $\lambda A p \leq 0$
- ❖ This holds only if all $\lambda \geq 0$
 - ❑ Because, If $\lambda_j < 0$, choose p such that $(a_j)^T p = 1$, $(a_i)^T p = 0$, then:
 - ❑ $g(x)^T p = \lambda_j (a_j)^T p = \lambda_j < 0$

Summary

❖ Necessary conditions for constrained minimum:

□ $Ax = b$

□ $Z^T g(x) = 0$

□ $Z^T G(x) Z$ positive semi-definite

□ $\lambda_i \geq 0, i = 1, \dots, t$

Algorithm

- ❖ Step 1: If conditions satisfied, terminate
- ❖ Step 2: Decide if a constraint should be deleted from working set; if so, go to step 6
- ❖ Step 3: Compute feasible search direction
- ❖ Step 4: Compute step length
- ❖ Step 5: Add a constraint to working set if necessary, go to step 7
- ❖ Step 6: Delete a constraint from the working set and update Z
- ❖ Step 7: Update estimate of minimum

Computing Search Direction

- ❖ Newton's method computes feasible step with respect to currently active constraints
- ❖ Need to check if $a^T p < 0$ for any inactive constraints
- ❖ Find intersection $x + \alpha p$ to closest constraint
- ❖ Line search between x and $x + \alpha p$ determines optimal step ϵp
- ❖ If $\epsilon = \alpha$, new constraint added to working set

Quadratic Programming

- ❖ Simplifications possible when using quadratic objective function
- ❖ Hessian becomes constant matrix
- ❖ Newton's method becomes exact rather than approximate

Quadratic Programming

- ❖ Newton method finds minimum in 1 iteration
- ❖ Line search not needed; either take full step, or shorten to nearest constraint
- ❖ Constant Hessian need not be evaluated at each iteration

Quadratic Programming

- ❖ Special factorization updates can be applied
- ❖ Example: Cholesky factor of G is updated by a single column when a constraint deleted
- ❖ Decomposition need only be done once at the beginning of execution