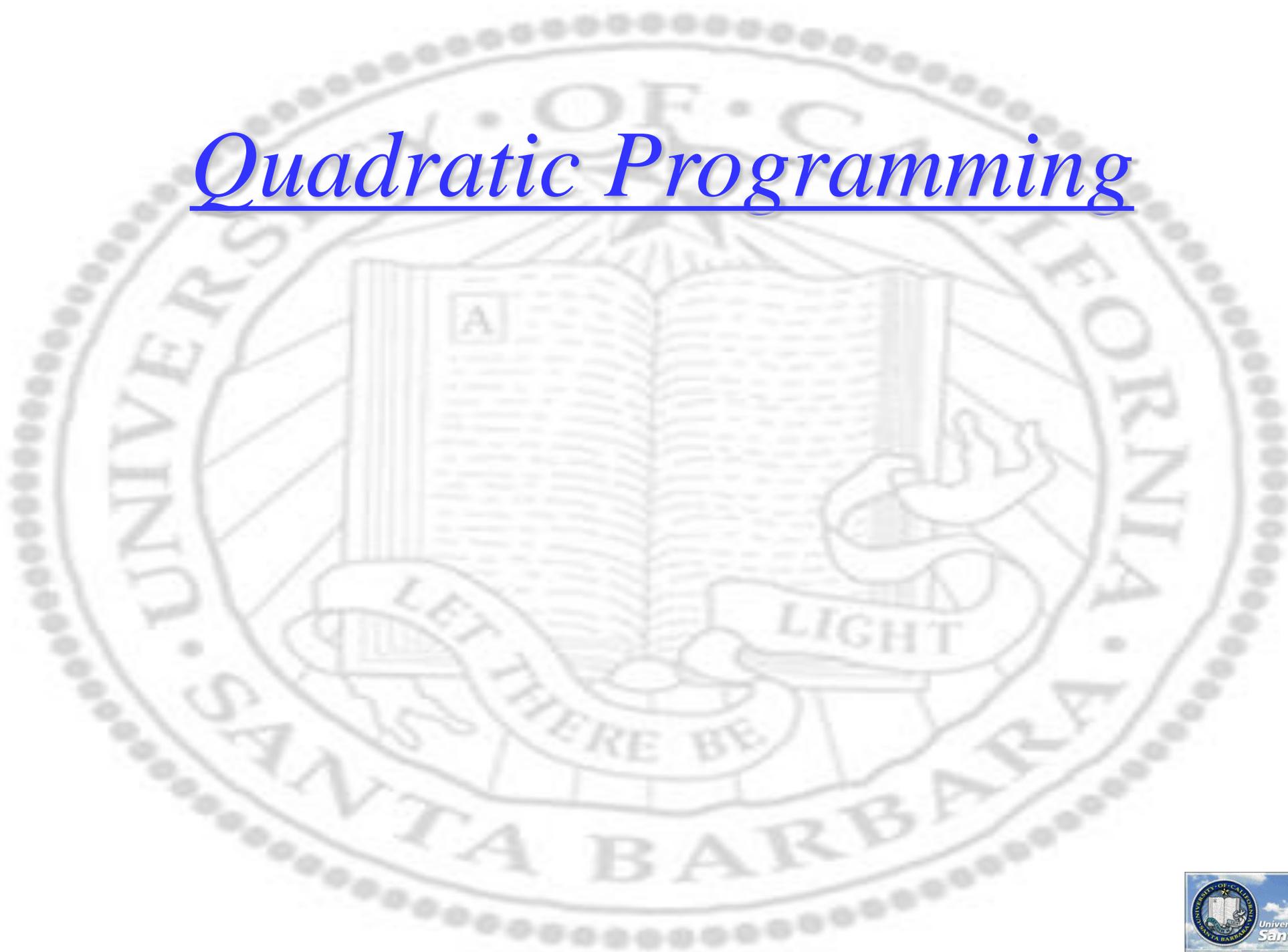


# Quadratic Programming



# Outline

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

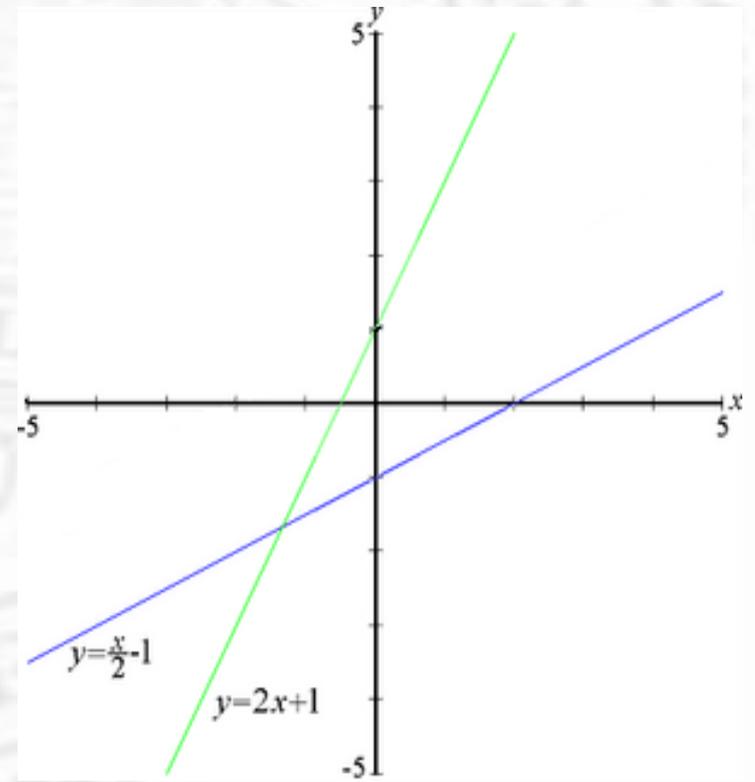
# SideBar: Matrix Spaces

- ❖ 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  $x$

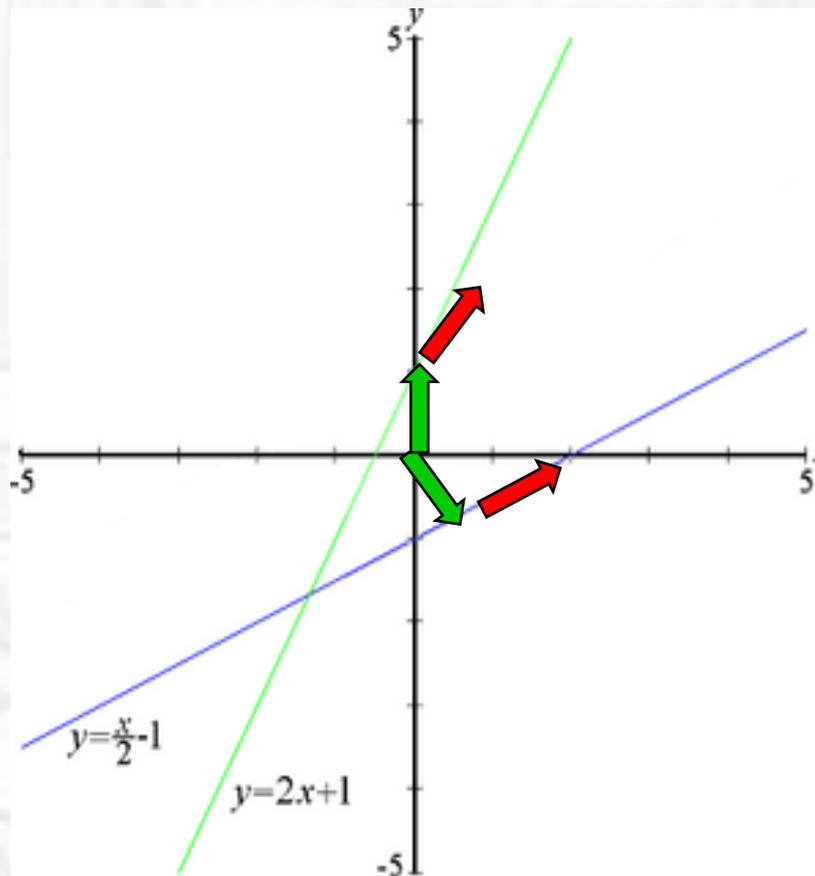
$$x = \underbrace{A^T x_a}_{\text{Row space}} + \underbrace{Z x_z}_{\text{Null space}}$$



# 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:
  - ❑  $F(x + \epsilon Zp_z) = F(x) + \epsilon p_z^T Z^T g(x) + \frac{1}{2} \epsilon^2 p_z^T Z^T G(x + \epsilon \Theta Zp_z) Zp_z$
  - ❑  $F(x + \epsilon Zp_z)' = 0$  (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  $p = Zp_z$
  - ❑ 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

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

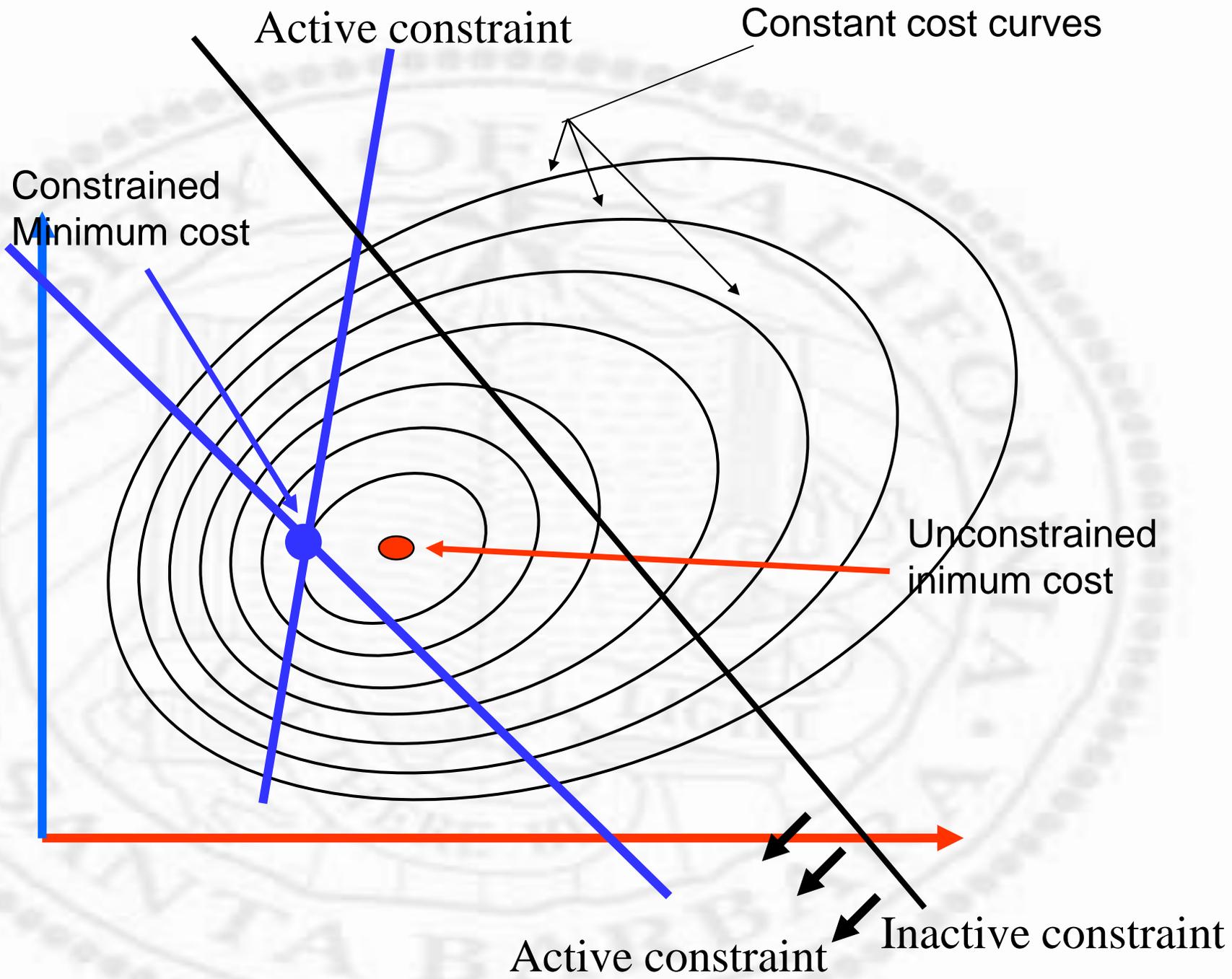
❖ Active constraint:  $a^T x = b$

❖ 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  $\epsilon p$
- ❖ 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