

# *Numerical Methods in Economics*

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## **Notes for Lecture 6: Constrained Optimization**

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# Optimization Problems

- Canonical problem:

$$\begin{aligned} \min_x f(x) \\ \text{s.t. } g(x) = 0, \\ h(x) \leq 0, \end{aligned}$$

- $f : \mathbb{R}^n \rightarrow \mathbb{R}$  is the *objective function*
  - $g : \mathbb{R}^n \rightarrow \mathbb{R}^m$  is the vector of  $m$  *equality constraints*
  - $h : \mathbb{R}^n \rightarrow \mathbb{R}^\ell$  is the vector of  $\ell$  *inequality constraints*.
- Examples:
    - Maximization of consumer utility subject to a budget constraint
    - Optimal incentive contracts
    - Portfolio optimization
    - Life-cycle consumption
  - Assumptions
    - Always assume  $f, g$ , and  $h$  are continuous
    - Usually assume  $f, g$ , and  $h$  are  $C^1$
    - Often assume  $f, g$ , and  $h$  are  $C^3$

# Linear Programming

- Canonical linear programming problem is

$$\begin{aligned} \min_x & a^\top x \\ \text{s.t.} & Cx = b, \\ & x \geq 0. \end{aligned} \tag{1}$$

- $Dx \leq f$  : use *slack variables*,  $s$ , and constraints  $Dx + s = f, s \geq 0$ .
- $Dx \geq f$  : use  $Dx - s = f, s \geq 0$ ,  $s$  is vector of *surplus variables*.
- $x \geq d$  : define  $y = x - d$  and min over  $y$
- $x_i$  free: define  $x_i = y_i - z_i$ , add constraints  $y_i, z_i \geq 0$ , and min over  $(y_i, z_i)$ .

- Basic method is the *simplex method*. Figure 4.4 shows example:

$$\begin{aligned} \min_{x,y} \quad & -2x - y \\ \text{s.t.} \quad & x + y \leq 4, \quad x, y \geq 0, \\ & x \leq 3, \quad y \leq 2. \end{aligned}$$

- Find some point on boundary of constraints, such as  $A$ .
- Step 1: Note which constraints are active at  $A$  and points nearby.
- Find feasible directions and choose steepest descent direction.
- Figure 4.4 has two directions: from  $A$ : to  $B$  and to  $O$ , with  $B$  better.
- Follow that direction to next vertex on boundary, and go back to step 1.
- Continue until no direction reduces the objective: point  $H$ .
- Stops in finite time since there are only a finite set of vertices.

- General History
  - Goes back to Dantzig (1951). (The real *Good Will Hunting*.)
  - Worst case time is exponential in number of variables and constraints
  - Fast on average – time is degree four polynomial in problem size
  - Software implementations vary in numerical stability
- Best software: CPLEX and GUROBI

# Constrained Nonlinear Optimization

General problem:

$$\begin{aligned} \min_x f(x) \\ \text{s.t. } g(x) = 0 \\ h(x) \leq 0 \end{aligned} \tag{4.7.1}$$

- $f : X \subseteq \mathbb{R}^n \rightarrow \mathbb{R}$ : objective function with  $n$  choices
  - $g : X \subseteq \mathbb{R}^n \rightarrow \mathbb{R}^m$ :  $m$  equality constraints
  - $h : X \subseteq \mathbb{R}^n \rightarrow \mathbb{R}^\ell$ :  $\ell$  inequality constraints
  - $f, g$ , and  $h$  are  $C^2$  on  $X$
- Linear Independence Constraint Qualification (LICQ):
  - The set of constraints that hold with equality at a feasible point  $x \in X$  is called the active set  $A(x)$ . Formally,
 
$$A(x) = \{i \in I \mid g_i(x) = 0\} \cup E.$$
  - The linear independence constraint qualification (LICQ) holds at a point  $x \in X$  if the gradients of all active constraints are linearly independent.

- Karush-Kuhn-Tucker (KKT) theorem: if there is a local minimum at  $x^*$  then there are multipliers  $\lambda^* \in \mathbb{R}^m$  and  $\mu^* \in \mathbb{R}^\ell$  such that  $x^*$  is a *stationary*, or *critical*, point of  $\mathcal{L}$ , the *Lagrangian*,

$$\mathcal{L}(x, \lambda, \mu) = f(x) + \lambda^\top g(x) + \mu^\top h(x) \quad (4.7.2)$$

- First-order conditions,  $\mathcal{L}_x(x^*, \lambda^*, \mu^*) = 0$ , imply that  $(\lambda^*, \mu^*, x^*)$  solves

$$\begin{aligned} f_x + \lambda^\top g_x + \mu^\top h_x &= 0 \\ \mu_i h^i(x) &= 0, \quad i = 1, \dots, \ell \\ g(x) &= 0 \\ h(x) &\leq 0 \\ \mu &\geq 0 \end{aligned} \quad (4.7.3)$$

- If LICQ holds then the multipliers are unique; otherwise, they are called “unbounded”.

- The KKT conditions are

$$\nabla_x L(x^*, \lambda^*) = 0 \text{ i.e. } \nabla f(x^*) = \sum_{i \in E \cup I} \lambda_i^* \nabla g_i(x^*)$$

$$g_i(x^*) = 0, \forall i \in E$$

$$g_i(x^*) \geq 0, \forall i \in I$$

$$\lambda_i^* \geq 0, \forall i \in I$$

$$\lambda_i^* g_i(x^*) = 0, \forall i \in E \cup I$$

- At a solution,  $x$ , all equality constraints must hold.
- Some inequality constraints will be active, that is, equal zero. For each solution  $x$ , define the active set of constraints

$$A(x) = E \cup \{i \in I | g_i(x) = 0\}$$

- Given  $x^*$  and  $A(x^*)$ , we say that the linear independence constraint qualification (LICQ) holds if the set of active constraint gradients  $\{\nabla g_i(x^*) | i \in A(x^*)\}$  is linearly independent.



## A Kuhn-Tucker Approach

- Idea: try all possible Kuhn-Tucker systems and pick best
  - Let  $\mathcal{J}$  be the set  $\{1, 2, \dots, \ell\}$ .
  - For a subset  $\mathcal{P} \subset \mathcal{J}$ , define the  $\mathcal{P}$  problem, corresponding to a combination of binding and nonbinding inequality constraints

$$\begin{aligned}
 g(x) &= 0 \\
 h^i(x) &= 0, \quad i \in \mathcal{P}, \\
 \mu^i &= 0, \quad i \in \mathcal{J} - \mathcal{P}, \\
 f_x + \lambda^\top g_x + \mu^\top h_x &= 0.
 \end{aligned} \tag{4.7.4}$$

- Solve (or attempt to do so) each  $\mathcal{P}$ -problem
  - Choose the best solution among those  $\mathcal{P}$ -problems with solutions consistent with all constraints.
- We can do better in general.

# Penalty Function Approach

- Many constrained optimization methods use a *penalty function* approach:
  - Replace constrained problem with related unconstrained problem.
  - Permit anything, but make it “painful” to violate constraints.
- Penalty function: for canonical problem

$$\begin{aligned}
 &\min_x f(x) \\
 &s.t. \quad g(x) = a, \\
 &\quad \quad h(x) \leq b.
 \end{aligned} \tag{4.7.5}$$

construct the penalty function problem

$$\min_x f(x) + \frac{1}{2}P \left( \sum_i (g^i(x) - a_i)^2 + \sum_j (\max [0, h^j(x) - b_j])^2 \right) \tag{4.7.6}$$

where  $P > 0$  is the penalty parameter.

- Denote the penalized objective in (4.7.6)  $F(x; P, a, b)$ .
- Include  $a$  and  $b$  as parameters of  $F(x; P, a, b)$ .
- If  $P$  is “infinite,” then (4.7.5) and (4.7.6) are identical.
- Hopefully, for large  $P$ , their solutions will be close.

- Problem: for large  $P$ , the Hessian of  $F$ ,  $F_{xx}$ , is ill-conditioned at  $x$  away from the solution.
- Solution: solve a sequence of problems.
  - Solve  $\min_x F(x; P_1, a, b)$  with a small choice of  $P_1$  to get  $x^1$ .
  - Then execute the iteration

$$x^{k+1} \in \arg \min_x F(x; P_{k+1}, a, b) \quad (4.7.7)$$

where we use  $x^k$  as initial guess in iteration  $k + 1$ , and  $F_{xx}(x^k; P_{k+1}, a, b)$  as the initial Hessian guess (which is hopefully not too ill-conditioned)

- Shadow prices in (4.7.5) and (4.7.7):
  - Shadow price of  $a_i$  in (4.7.6) is  $F_{a_i} = P(g^i(x) - a_i)$ .
  - Shadow price of  $b_j$  in (4.7.6) is  $F_{b_j}$ ;  $P(h^j(x) - b_j)$  if binding, 0 otherwise.
- Theorem: Penalty method works with convergence of  $x$  and shadow prices as  $P_k$  diverges (under mild conditions)

- Simple example

- Consumer buys good  $y$  (price is 1) and good  $z$  (price is 2) with income 5.
- Utility is  $u(y, z) = \sqrt{yz}$ .
- Optimal consumption problem is

$$\begin{aligned} & \max_{y,z} \sqrt{yz} \\ & s.t. \quad y + 2z \leq 5. \end{aligned} \tag{4.7.8}$$

with solution  $(y^*, z^*) = (5/2, 5/4)$ ,  $\lambda^* = 8^{-1/2}$ .

- Penalty function is

$$u(y, z) - \frac{1}{2}P(\max[0, y + 2z - 5])^2$$

- Iterates are in Table 4.7 (stagnation due to finite precision)

**Table 4.7**

Penalty function method applied to (4.7.8)

$k$	$P_k$	$(y, z) - (y^*, z^*)$	Constraint violation	$\lambda$ error
0	10	(8.8(-3), .015)	1.0(-1)	-5.9(-3)
1	$10^2$	(8.8(-4), 1.5(-3))	1.0(-2)	-5.5(-4)
2	$10^3$	(5.5(-5), 1.7(-4))	1.0(-3)	2.1(-2)
3	$10^4$	(-2.5(-4), 1.7(-4))	1.0(-4)	1.7(-4)
4	$10^5$	(-2.8(-4), 1.7(-4))	1.0(-5)	2.3(-4)

# Sequential Quadratic Programming Method

- Special methods are available when we have a quadratic objective and linear constraints

$$\begin{aligned} \min_x & (x - a)^\top A (x - a) \\ \text{s.t.} \quad & b(x - s) = 0 \\ & c(x - q) \leq 0 \end{aligned}$$

- Extensions of linear programming
- Excellent software includes CPLEX and GUROBI

- Sequential Quadratic Programming Method

- Solution is stationary point of Lagrangian

$$\mathcal{L}(x, \lambda, \mu) = f(x) + \lambda^\top g(x) + \mu^\top h(x)$$

- Suppose that the current guesses are  $(x^k, \lambda^k, \mu^k)$ .
- Let step size  $s^{k+1}$  solve approximating quadratic problem

$$\begin{aligned} \min_s & \mathcal{L}_x(x^k, \lambda^k, \mu^k)(x^k - s) + (x^k - s)^\top \mathcal{L}_{xx}(x^k, \lambda^k, \mu^k)(x^k - s) \\ \text{s.t. } & g(x^k) + g_x(x^k)(x^k - s) = 0 \\ & h(x^k) + h_x(x^k)(x^k - s) \leq 0 \end{aligned}$$

- The next iterate is  $x^{k+1} = x^k + \phi s^{k+1}$  for some  $\phi$ 
  - \* Could use linesearch to choose  $\phi$
  - \*  $\lambda^k$  and  $\mu^k$  are also updated but we do not describe the detail here.
- Proceed through a sequence of quadratic problems.
- SQP method inherits many properties of Newton's method
  - \* rapid local convergence
  - \* can use quasi-Newton to approximate Hessian.

# Domain Problems

- Suppose  $f : X \subseteq \mathbb{R}^n \rightarrow \mathbb{R}$ ,  $g : X \subseteq \mathbb{R}^n \rightarrow \mathbb{R}^m$ ,  $h : X \subseteq \mathbb{R}^n \rightarrow \mathbb{R}^\ell$ , and we want to solve

$$\begin{aligned} \min_x & f(x) \\ \text{s.t. } & g(x) = 0 \\ & h(x) \leq 0 \end{aligned} \tag{4.7.1}$$

- The penalty function approach produces an unconstrained problem

$$\max_{x \in \mathbb{R}^n} F(x; P, a, b)$$

- Problem:  $F(x; P, a, b)$  may not be defined for all  $x$ .
- Example: Consumer demand problem

$$\begin{aligned} \max_{y,z} & u(y, z) \\ \text{s.t. } & p y + q z \leq I. \end{aligned}$$

– Penalty method

$$\max_{y,z} u(y, z) - \frac{1}{2} P (\max[0, p y + q z - I])^2$$

- Problem:  $u(y, z)$  will not be defined for all  $y$  and  $z$ , such as

$$u(y, z) = \log y + \log z$$

$$u(y, z) = y^{1/3} z^{1/4}$$

$$u(y, z) = \left( y^{1/6} + z^{1/6} \right)^{7/2}$$

- Penalty method may crash when computer tries to evaluate  $u(y, z)$ !



- Solutions

- Strategy 1: Transform variables

- \* If functions are defined only for  $x_i > 0$ , then reformulate in terms of  $z_i = \log x_i$
- \* For example, let  $\tilde{y} = \log y$ ,  $\tilde{z} = \log z$ , and solve

$$\max_{\tilde{y}, \tilde{z}} u(e^{\tilde{y}}, e^{\tilde{z}}) - \frac{1}{2}P(\max[0, p e^{\tilde{y}} + q e^{\tilde{z}} - I])^2$$

- \* Problem: log transformation may not preserve shape; e.g., concave function of  $x$  may not be concave in  $\log x$
- Strategy 2: Alter objective and constraint functions so that they are defined everywhere (see discussion above)
- Strategy 3: Express the domain where functions are defined in terms of inequality constraints that are enforced by the algorithm at every step.
  - \* E.g., if utility function is  $\log(x) + \log(y)$ , then add constraints  $x \geq \delta, y \geq \delta$  for some very small  $\delta > 0$  (use, for example,  $\delta \approx 10^{-6}$ ; don't use  $\delta = 0$  since roundoff error may still allow negative  $x$  or  $y$ )
  - \* In general, you can avoid domain problems if you express the domain in terms of linear constraints.
  - \* If the domain is defined by nonlinear functions, then create new variables that can describe the domain in linear terms.

# Active Set Approach

- Problems:
  - Kuhn-Tucker approach has too many combinations to check
    - \* some choices of  $\mathcal{P}$  may have no solution
    - \* there may be multiple local solutions to others.
  - Sequential quadratic method can be slow if there are too many constraints.
  - Penalty function methods are costly since all constraints are in (4.7.5), even if only a few bind at solution.

- Solution: refine K-T with a *good sequence* of subproblems, ignoring constraints that you think won't be active at the solution.

- Let  $\mathcal{J}$  be the set  $\{1, 2, \dots, \ell\}$
- for  $\mathcal{P} \subset \mathcal{J}$ , define the  $\mathcal{P}$  problem

$$\begin{aligned} \min_x f(x) \\ \text{s.t. } g(x) = 0, \\ h^i(x) \leq 0, \quad i \in \mathcal{P}. \end{aligned} \tag{4.7.10} \tag{\mathcal{P}}$$

- Choose an initial set of constraints,  $\mathcal{P}$ , and solve (4.7.10- $\mathcal{P}$ ) If that solution satisfies all constraints, then you are done.
- Otherwise
  - \* Add constraints which are violated by most recent guess
  - \* Periodically drop constraints in  $\mathcal{P}$  which fail to bind
  - \* Increase penalty parameters
  - \* Repeat
- The simplex method for linear programming is really an active set method.

# Interior-Point methods

- Consider

$$\begin{aligned} \min_{x \in \mathbb{R}^n} \quad & c^\top x \\ \text{s.t.} \quad & Ax = b \\ & x \geq 0 \end{aligned}$$

where  $c \in \mathbb{R}^n$ ,  $b \in \mathbb{R}^m$ , and  $A$  is an  $m \times n$  matrix.

- Karush-Kuhn-Tucker conditions for this optimization problem are as follows.

$$A^\top \lambda + s = c \tag{2}$$

$$Ax = b \tag{3}$$

$$x_i s_i = 0, \quad i = 1, 2, \dots, n \tag{4}$$

$$x \geq 0 \tag{5}$$

$$s \geq 0 \tag{6}$$

- Interior-point methods solve a sequence of perturbed problems.
  - Consider the following perturbation of the KKT conditions.

$$A^\top \lambda + s = c \tag{7}$$

$$Ax = b \tag{8}$$

$$x_i s_i = \mu, \quad i = 1, 2, \dots, n \tag{9}$$

$$x > 0 \tag{10}$$

$$s > 0 \tag{11}$$

- The complementarity condition (4) is replaced by (9) for some positive scalar  $\mu > 0$ .
- Assuming that a solution  $(x^{(0)}, \lambda^{(0)}, s^{(0)})$  to this system is given for some initial value of  $\mu^{(0)} > 0$ , interior-point methods decrease the parameter  $\mu$  and thereby generate a sequence of points  $(x^{(k)}, \lambda^{(k)}, s^{(k)})$  that satisfy the non-negativity constraints on the variables strictly,  $x^{(k)} > 0$  and  $s^{(k)} > 0$ .
- As  $\mu$  is decreased to zero, a point satisfying the original first-order conditions is reached.
- The set of solutions to the perturbed system,

$$C = \{x(\mu), \lambda(\mu), s(\mu) \mid \mu > 0\}$$

is called the central path.

- Implementations must handle many details

- It is often difficult to find a feasible starting point  $(x^{(0)}, \lambda^{(0)}, s^{(0)})$  of the perturbed system.
- Good initial guesses generally do not work! IPOPT will use good initial guesses.
- We need to solve (7) – (9) in each iteration and maintain 10 and 11.
- Newton's method can be used but better is to use path-following to maintain the inequalities.

# The Logarithmic Barrier Method

- Consider

$$\begin{aligned} \min_{x \in \mathbb{R}^n} \quad & f(x) \\ \text{s.t.} \quad & g_i(x) \geq 0 \quad i \in I \end{aligned}$$

- Combine the objective function and constraints to define a penalty function

$$P(x; \mu) = f(x) - \mu \sum_{i \in I} \ln g_i(x),$$

- $\mu > 0$  is called the barrier parameter
- $\sum_{i \in I} \ln g_i(x)$  is called a logarithmic barrier function.
- Each  $-\ln g_i(x)$  term tends to infinity as  $x$  approaches the boundary of  $g_i(x) \geq 0$  from the interior of the feasible region.
- As  $\mu$  converges to zero, the optimal solution  $x^*(\mu)$  path of  $\min_{x \in \mathbb{R}^n} P(x; \mu)$  converges to the optimal solution of the original problem.

- First-order conditions are

$$\nabla_x P(x; \mu) = \nabla f(x) - \sum_{i \in I} \frac{\mu}{g_i(x)} \nabla g_i(x) = 0.$$

- Now define for all  $i \in I$

$$\nu_i(\mu) := \frac{\mu}{g_i(x)} .$$

- Note that since  $\mu > 0$  by definition we have that  $\nu_i(\mu) > 0$ .
- Thus, at a stationary point of the penalty function the following conditions hold.

$$\begin{aligned} \nabla f(x) - \sum_{i \in I} \nu_i \nabla g_i(x) &= 0 \\ g_i(x) - s_i &= 0 && \text{for all } i \in I \\ \nu_i s_i &= \mu && \text{for all } i \in I \\ \nu_i &> 0 && \text{for all } i \in I \\ s_i &> 0 && \text{for all } i \in I \end{aligned}$$