

$$(X, \mathcal{R}, F, f, D, \mathcal{S})$$

$X = \{x \in \mathbb{R}, g_j(x) \leq 0 \text{ for } j \leq 1\}$ with
 $g_j(x) \in C^2(x)$

$$|\mathcal{R}| = 1 \iff \mathcal{R} = \{c\}$$

$$F \subseteq \mathbb{R}$$

$$|D| = 1 \iff D = \{c\}$$

$\tilde{\pi}$ ADMITS A CONSISTENT VALUE FUNCTION
 $v: F \rightarrow \mathbb{R}$

$$\begin{array}{c} \text{MIN} \\ | \end{array}$$

KNN \rightarrow we can ENUMERATE THESE POINTS AND
 FIND OPTIMAL SOLUTION

TH. LOCALLY OPTIMAL PI? ?

WHAT IS DIRECTION?

Hip. d FEASIBLE DIRECTION

$$d \in \mathbb{R} : \exists c \in X \text{ and } c \in X \forall x \in [c, c]$$

TH.

NOT IMPROVING DIRECTION

↳ REAL VECTOR IF EXIST \bar{c}

SUCH THAT IF WE START FROM x_0 THIS
WILL NOT BE A BETTER POINT THAN

\tilde{x} OBJECTIVE FUNCTION

IT'S INFINITE \rightarrow IT'S NOT AN ALGORITHM

CRAZIEST ALGORITHM? MOVING ON A CURVE LINE

$S \in \mathbb{R}$

↳ POINT IN SPACE

$S: \mathbb{R} \rightarrow \mathbb{R}^n$

$$\begin{bmatrix} z \sin \alpha \\ z \cos \alpha \end{bmatrix} \begin{matrix} 0 \\ z \end{matrix} \quad [c, z]$$

INCREASING OR WE ARE MOVING ON THE
CIRCLE THEOREM THAT IS FINALLY FEASIBLE

FAIL OR \rightarrow USE S, MOVE VALUE,
MULTIPLY BY α

CHOOSE x

IN WHICH DIRECTION FUNCTION INCREASE?

FEASIBLE SOLUTION!

POINT x^* IS FEASIBLE AND $g(x) \in C^2(x)$
FEASIBLE REGION

AT FEASIBLE POINT x^* FIND x^*

3 ASSUMPTION FOR NOW

\rightarrow SUPPOSE g IS
WHERE g ARMS
ANGLE $> 90^\circ$
 $(\nabla g_s(\hat{x}))^T = 0$

WANT TO MOVE TO A FEASIBLE REGION

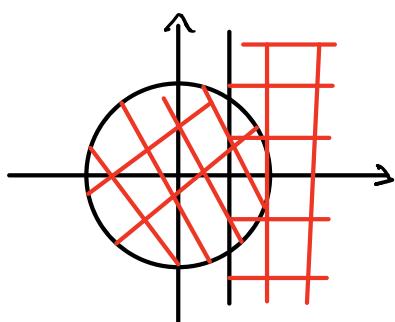
IF WE MAKE SCALAR PRODUCT AND EQUAL TO 0

\hookrightarrow IT MUST SATISFY MORE AND EITHER LESS

CPT

$$\min f(x) = (x_1 - 1)^2 + x_2^2$$

$$g_1(x) = -x_1^2 - x_2^2 + 4 \leq 0$$



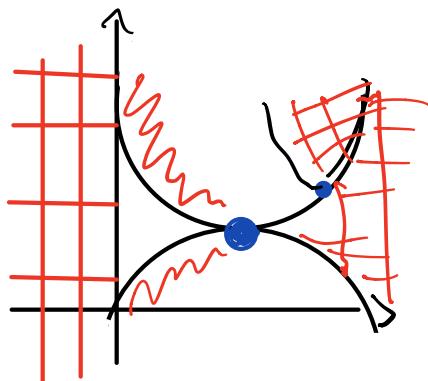
$$g_2(x) = x_1 - \frac{3}{2} \leq 0$$

$$\min f(x) = -x_1$$

$$g_1(x) = (x_1 - 1)^3 + (x_2 - 2) \leq 0$$

$$g_2(x) = (x_1 - 1)^3 - (x_2 - 2) \leq 0$$

$$g_3(x) = -x_1 \leq 0$$



$$C = X$$

For each $x \in C \Rightarrow$

For each Σ feasible for $X \text{ in } x$

$$\text{If } [\nabla f(x)]^T P_{\Sigma}(x) \leq 0$$

Then $C = C \setminus \{x\}$

Return C

Theorem

Hp. $\tilde{x} \in X$

$$g_i \in C^1(x)$$

$\Sigma_{(x)}$ feasible area for $X \text{ in } x$

$$\text{th. } [\nabla g_s(x)]^T P_{\Sigma}(x) \leq 0 \quad \forall s \in \text{JACK}(\tilde{x})$$

Theorem

Hp. $\tilde{x} \in X$

$$g_i \in C^1(x)$$

$$\nabla g_s \quad s \in \text{JACK}$$

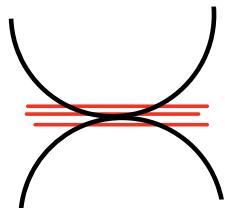
\tilde{x} is a regular point \Rightarrow linearly independent

$$[\nabla g_1(x)]^\top$$

CONSTRAINT OF g_1 IS LINEARLY
INDEPENDENT

TH. $\Sigma(x)$ FEASIBLE FOR $X \in \mathbb{R}$

WE TRYING TO IMAGINE THAT ALL OUR POINTS ARE LINES

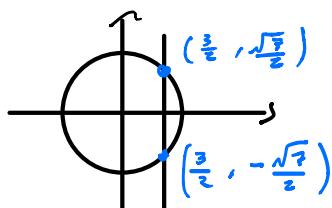


YOU CAN GO LEFT AND ALSO RIGHT

$$\text{VALUES ARE } \frac{3}{2}, \sqrt{\frac{7}{2}}$$

$$-\frac{9}{4} - x_2^2 + 4 = 0 \quad x_2^2 = \frac{7}{4} \Rightarrow x_{1,2} = \pm \frac{\sqrt{7}}{2}$$

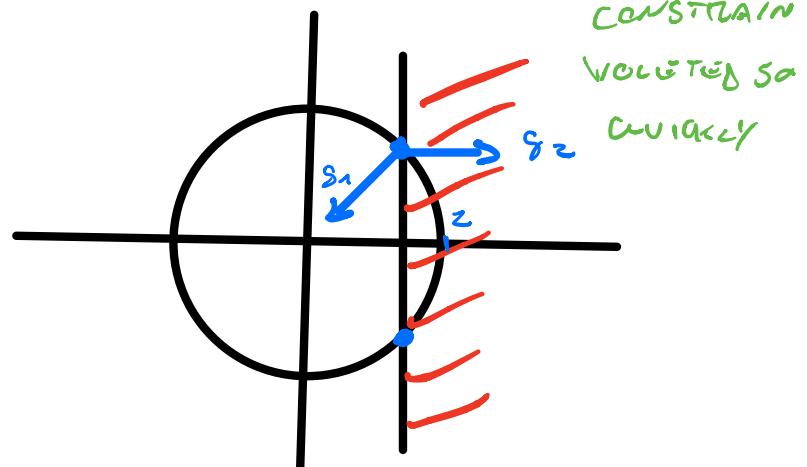
WILL SHOW THAT THIS POINTS ARE LINEARLY INDEPENDENT



$$\nabla g_1 = \begin{bmatrix} -2x_1 \\ -2x_2 \end{bmatrix} \xrightarrow{\text{PARTIAL DERIVATIVES}} \nabla g_2 = \begin{bmatrix} 1 \\ 0 \end{bmatrix}$$

$$\nabla g_1 \left(\frac{3}{2}, \frac{\sqrt{7}}{2} \right) = \begin{bmatrix} -3 \\ -\sqrt{7} \end{bmatrix}$$

|
2, ...



$$\alpha_1 \nabla g_1 + \alpha_2 \nabla g_2 = 0$$

$$\alpha_1 \begin{bmatrix} -3 \\ -\sqrt{7} \end{bmatrix} + \alpha_2 \begin{bmatrix} 1 \\ 0 \end{bmatrix} = 0$$

$$\left\{ \begin{array}{l} -3\alpha_1 + \alpha_2 = 0 \\ -\sqrt{7}\alpha_1 = 0 \end{array} \right.$$

→

\downarrow SAME
FIND LOCAL REGULAR POINT

$$\alpha_2 = 0$$

$$\alpha_1 = 0$$

THE ONLY POSSIBILITY IS THE GRADIENT = 0

g_1 NEVER EQUALS TO 0

g_2 NEVER EQUALS TO 0

$$\begin{vmatrix} -3 & 1 \\ -\sqrt{7} & 0 \end{vmatrix} \stackrel{\text{DET}}{=} 0 + (-\sqrt{7}) = -\sqrt{7}$$

NON 0 SO VECTORS ARE
INDEPENDENT

MORE USE MAKE THESE GRADIENT

$$\nabla g_1 = \begin{bmatrix} 3(x-1)^2 \\ 1 \end{bmatrix} \quad \nabla g_2 = \begin{bmatrix} 3(x-1)^2 \\ -1 \end{bmatrix} \quad \nabla g_3 = \begin{bmatrix} -1 \\ 0 \end{bmatrix}$$

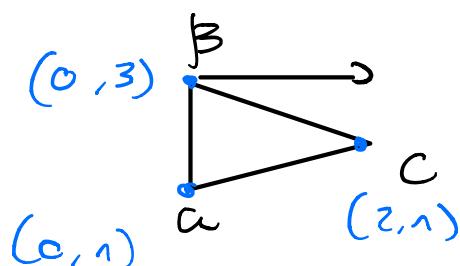
$$\nabla g_1(\beta) = \begin{bmatrix} 3 \\ 1 \end{bmatrix} \quad \nabla g_2(a) = \begin{bmatrix} 3 \\ 1 \end{bmatrix}$$

↳ WHICH IS GOOD

$$\nabla g_1(c) = \begin{bmatrix} 0 \\ 1 \end{bmatrix} \quad \nabla g_2(c) = \begin{bmatrix} 0 \\ -1 \end{bmatrix}$$

OO MANY SOLUTIONS

DET $\begin{vmatrix} 0 & 0 \\ 1 & -1 \end{vmatrix} = 0 \longrightarrow \text{LINEAR DEPENDENT}$



ARE REGULAR BUT NOT THE
VERTEXES AND WE HAVE
TO CHECK THEM

POINT C IS PATHOLOGICAL AND NON REGULAR

WHAT WE DO? WE COMPUTE THEM

$X_{nr} = \text{NONREGULAR POINT } X$

$C = X \setminus X_{nr} \longrightarrow$ WE ARE CHECKING NON
REGULAR POINTS

FOR EACH ...

...

$$C = C \cup X_{nr}$$

POTENTIALITY WITH $-x_1$ WAS 
THIS POINT AS A LOCAL MINIMUM

WE CAN SAY TO NOT CHECK FEASIBLE REGION BUT

(P) THAT SATISFY CONDITION OF PRACTICABLE VECTOR OF THE ARCH

$X_{nr} = \text{NOT REGULAR}(x)$

$$C = X \setminus X_{nr}$$

FOR EACH $x \in C$ DO

FOR EACH $p \in \mathbb{R}^n = [\nabla g_j(x)]^T p \leq 0 \quad \forall j \in \text{SACK}$
 $\text{IF } [\nabla f(x)]^T p < 0$

$$C = C \cup X_{nr}$$

RETURN C

TWO OR MORE LOOPS \rightarrow NOT NICE

CONSIDER A POINT THAT IS NOT LOCALLY OPTIMAL

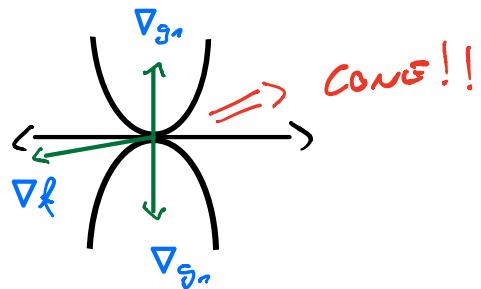
$$P \left[\nabla g_i(x) \right]^T \leq 0 \rightarrow \text{angle} > 90^\circ$$

WE ARE INTERESTED IN VECTOR P^*



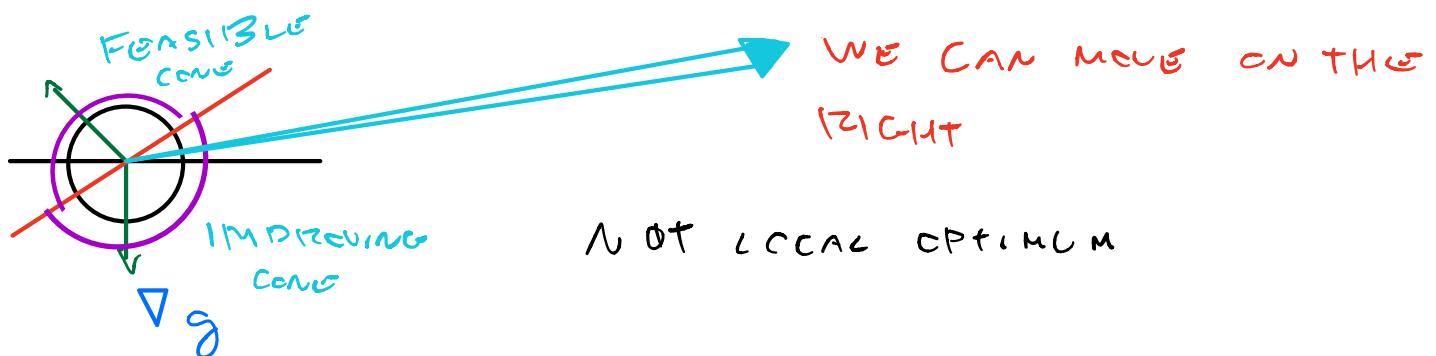
CONE IF VECTOR P THAT SATISFY OUR CONSTRAINT

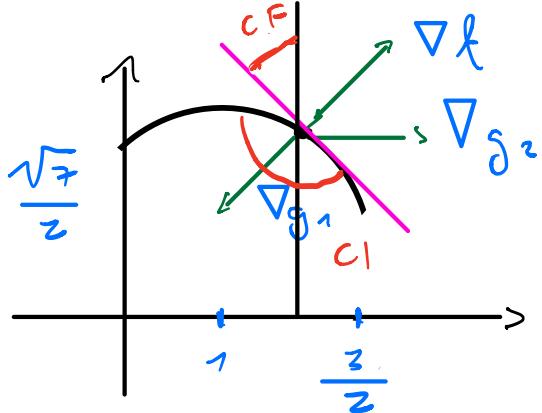
IT'S KNOWN AS A FASIBLE CONE



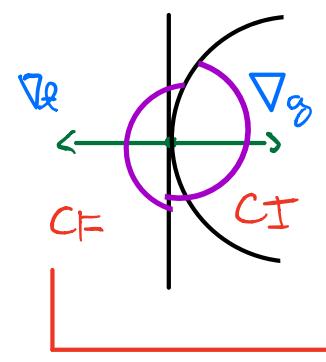
IMPROVING CONE \rightarrow OBJECTIVE FUNCTION IS GOING TO IMPROVE

IMPROVING CONE AND FASIBLE CONE
NEVER INTERSECT





CONE OF CI NOT INTERSECT
WITH CONE OF CF
NOT IMPROVING



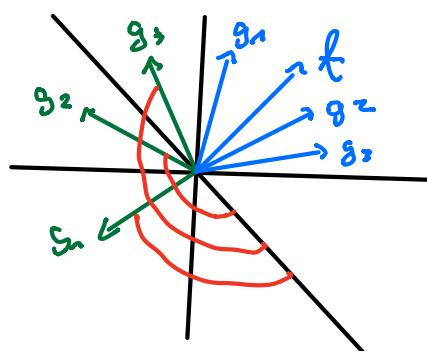
OPPOSITE GRADIENT OF ONLY ACTIVE constraint

$$f \in \mathbb{R}^n$$

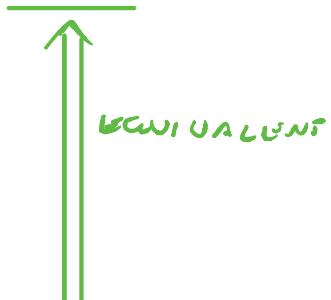
Other vectors g_s

$$g_s \in \mathbb{R}^n \quad s: 1, \dots, m$$

$$P^T f \leq 0 \quad \text{for all } P: P^T g_s \leq 0 \quad \forall s = 1, \dots, m$$



"STAY AWAY FROM g_1, g_2, g_3, \dots "



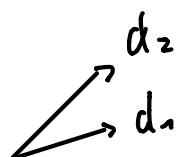
WHAT IS THE RELATION BETWEEN P AND f

COMBINATION OF VECTORS
LINEARLY COMB. COEFFICIENTS

$$\exists \lambda_s \geq 0 : f = \sum_{s=1}^m \lambda_s g_s$$

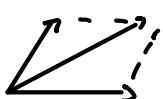
LINEAR COMBINATION \rightarrow SUM OF NUMBERS MULTIPLY BY VECTORS

IT IS CALLED CONIC COMBINATION



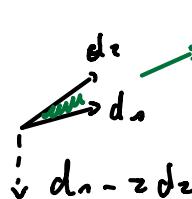
$$d_1 = \begin{bmatrix} 2 \\ 1 \end{bmatrix} \quad d_2 = \begin{bmatrix} 1 \\ 2 \end{bmatrix}$$

LINEAR COMBINATION OF THE VECTORS?



SUM PARALLELGRAM RULE FOR

$$d_1 - 2d_2 \quad \left| \begin{array}{c} 0 \\ -3 \end{array} \right|$$

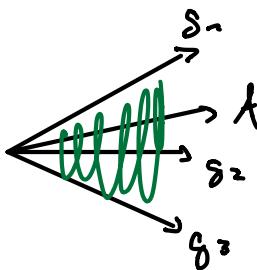


NEVER GET OUT OF THIS LINE IDENTIFIED BY THE TWO VECTORS

$$\downarrow d_1 - 2d_2$$

f IS PART OF THE CONE IDENTIFIED BY s 'S VECTORS

I CAN OBTAIN EVERYTHING I WANT



INSTEAD OF f WE CONSIDER $-f$ THEN
ALL FALSE
 $-P \rightarrow$ TRANSPOSED P

NOW THIS COMES AS AN ALGORITHM

- $\exists \mu_s \geq 0 \quad \nabla f(x) + \sum_{S \in \text{ Slack}(x)} \mu_s \nabla g_s = 0 \rightarrow x \text{ IS A CANDIDATE POINT}$

- $\lambda \leq g_j(x) \leq 0$

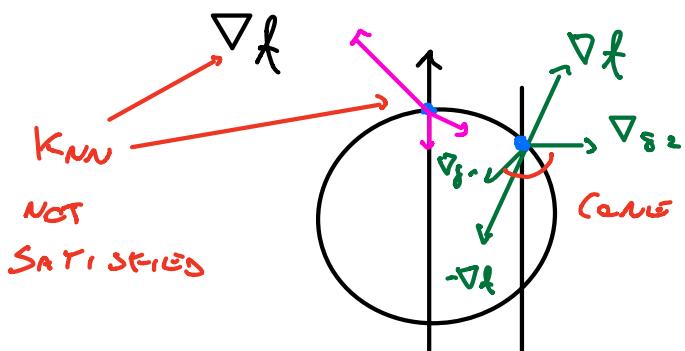
IF ACTIVE TRIVIAL, IF NOT ACTIVE IT'S NEGATIVE
THIS IS A KKT CONDITION

∇g_1 IMPORTANT, ∇g_2 NOT IMPORTANT

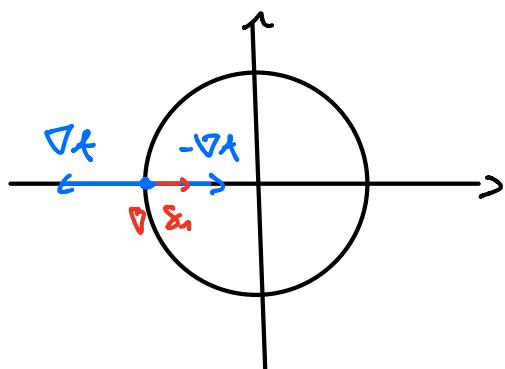
GEOMETRIC POINT OF VIEW?

IT'S ANOTHER CONE \rightarrow CONE OF THE GRADIENT

$$-\nabla f = \sum \mu_s \nabla g_s$$



$-\nabla f$ INSIDE CONE SO IT'S A CANDIDATE



$-\nabla f$ INSIDE CONE OF GRADIENT AND SATISFY THE CONDITION

$$\min f(x) = (x_1 - 1)^2 + x_2$$

$$g_1(x) = -x_1^2 - x_2 + 4 \leq 0$$

$$g_2(x) = x_1 - \frac{3}{2} \leq 0$$

$$z(x_1 - 1) + \mu_1(-x_1) + \mu_2(1) = 0 \quad \text{Pareto } g_2$$

$$z x_2 + \mu_1(-z x_2) + \mu_2(0) = 0$$

$$\mu_1(-x_1^2 - x_2^2 + 4) = 0$$

$$\mu_2(x - \frac{3}{2}) = 0$$

$$\mu_1 \geq 0$$

$$\mu_2 \geq 0$$

$$x_1 - \frac{3}{2} \leq 0$$

$$-x_1^2 - x_2^2 + 4 \leq 0$$

FIND ALL SOLUTION OF SYSTEMS

4 VARIABLES

N. VARIABLES = N. CONSTRAINT

4 CONSTRAINT

N + M VARIABLES = N + M CONSTRAINT

IN KNN