

8.6-6.5-1.1

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Question:

Find the minimum value of the function

$$f(x) = (2x - 1)^2 + 3$$

Solution:

Theoretical solution:

Given,

$$\frac{dy}{dx} = 4(2x - 1) = 0 \quad (0.1)$$

$$\implies x = \frac{1}{2} \quad (0.2)$$

$$\frac{d^2y}{dx^2} = 8 \quad (0.3)$$

$$(0.4)$$

Since, $\frac{d^2y}{dx^2} > 0$, at $x = \frac{1}{2}$ there exists minimum

Therefore, $f\left(\frac{1}{2}\right) = 3$ is the minimum value of the function

Computational Solution Using Gradient Descent

To verify the analytical results, we use gradient descent to find the local minimum

Gradient Descent for local minimum :

- Start with $x_0 = 4$
- Update x iteratively using

$$x_{n+1} = x_n - \eta \cdot f'(x_n) \quad (0.5)$$

where :

$$\eta = 0.1 \quad (0.6)$$

$$f'(x) = 4(2x - 1) \quad (0.7)$$

$$x_{n+1} = x_n - \eta \cdot (4(2x_n - 1)) \quad (0.8)$$

Computational Results

- Local minimum

$$x \approx 0.5, \quad g(x) \approx 3.000 \quad (0.9)$$

Computational Solution Using Quadratic programming problem

Find the point lying on the line $y = 1$, which is nearest to origin.
We can formulate the problem as follows:

$$\min_{\mathbf{x}} \|e_2^\top \mathbf{x}\|^2 \quad (0.10)$$

$$\text{s.t.} \quad (0.11)$$

$$\mathbf{x}^\top V \mathbf{x} + 2\mathbf{u}^\top \mathbf{x} + f = 0 \quad (0.12)$$

$$V = \begin{pmatrix} 4 & 0 \\ 0 & 0 \end{pmatrix} \quad (0.13)$$

$$\mathbf{u} = \begin{pmatrix} -2 \\ 0 \end{pmatrix} \quad (0.14)$$

$$f = 4 \quad (0.15)$$

In the current form, the constraint is non-convex since the constraint defines a set which is not convex, since points on the line joining any 2 points on the curve don't belong to the set. However, if we become lenient and make the constraint

$$\mathbf{x}^\top V \mathbf{x} + 2\mathbf{u}^\top \mathbf{x} \leq 0 \quad (0.16)$$

the constraint becomes convex. Using cvxpy to solve this convex optimization problem, we get

Computational solution

The minimum value of the function is:

$$\boxed{3}$$

and it occurs at:

$$\boxed{x = 0.5}$$

