# Introduction

Computational Intelligence, Lecture 1, part 1  $\,$ 

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#### Motivation

#### Statement

A lot of modern methods, computations and work in general in Robotics are backed by numerical optimization tools.

#### What we want?

To go from a "I hope it works" to a solid understanding of the mathematics and use-cases of those tools.

#### Why we want it?

It should allow us to solve a much wider range of problems, and solve them much more effectively.

## Motivating example

We have the following problem: find such  $\mathbf{x}$  that minimizes  $\mathbf{x}^{\top}\mathbf{M}\mathbf{x}$ , while  $\mathbf{C}\mathbf{x} = \mathbf{y}$ . In other words:

$$\begin{array}{ll}
\text{minimize} & \mathbf{x}^{\top} \mathbf{M} \mathbf{x}, \\
\mathbf{x} & \text{subject to} & \mathbf{C} \mathbf{x} = \mathbf{y}.
\end{array} \tag{1}$$

More concrete:

minimize 
$$\begin{bmatrix} x_1 & x_2 & x_3 \end{bmatrix} \begin{bmatrix} 1 & 0 & 1 \\ 0 & 5 & 0 \\ 1 & 0 & 3 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix},$$
 subject to 
$$\begin{bmatrix} 1 & 7 & 2 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = 1.$$
 (2)

How do we solve it?

One very popular way of doing it is by use of a general-purpose local optimization solver, such as fmincon provided by MATLAB. Here is one possible solution:

```
0 \mid M = [1 \ 0 \ 1; \ 0 \ 5 \ 0; \ 1 \ 0 \ 3];
\begin{bmatrix} C = [1 & 7 & 2]; \\ y = 1; \end{bmatrix}
4 | \text{fnc} = @(x) x' * M * x;
  con = @(x) deal([], C*x-y);
6 | x = fmincon(fnc, zeros(3, 1), [], [], [], [], [], con)
```

Average solution time is 4.8 ms (this depends on many factors, so treat it only as a relative information). Solution is  $\mathbf{x} = \begin{bmatrix} 0.0442 & 0.1239 & 0.0442 \end{bmatrix}.$ 

Introduction

# Motivating example quadprog

A more sophisticated, but still a very straightforward approach is to use a dedicated solver for this class of problems quadprog provided by MATLAB. Here is the solution:

```
 \begin{array}{l} 0 \\ M = \begin{bmatrix} 1 & 0 & 1; & 0 & 5 & 0; & 1 & 0 & 3 \end{bmatrix}; \\ C = \begin{bmatrix} 1 & 7 & 2 \end{bmatrix}; \\ y = 1; \\ x = quadprog(M, [], [], C, y) \end{array}
```

Average solution time is **0.56** ms, an order of magnitude less than with fmincon.

# Motivating example

#### SVD-based solution

We can use an algebraic solution, based on SVD decomposition (or its derivative methods - null space and pseudo-inverse), as follows:

```
 \begin{array}{l} 0 \\ M = \begin{bmatrix} 1 & 0 & 1; & 0 & 5 & 0; & 1 & 0 & 3 \end{bmatrix}; \\ C = \begin{bmatrix} 1 & 7 & 2 \end{bmatrix}; \\ y = 1; \\ 4 \\ tol = 10^{(-5)}; \\ [P, N] = pinv_null(C, tol); \\ x = (eye(3) - N*((N'*M*N) \setminus (N'*M))) * P*y \\ \end{array}
```

Where pinv\_null is a function combining pinv and null, obtained from a single SVD decomposition.

Average solution time is 0.027 ms,  $\sim 20$  times faster than quadprog and  $\sim 200$  times faster than fmincon.

# Motivating example

CVX-based solution

Finally, we can invoke one of the most powerful convex optimization tools with a user-friendly coding style - CVX:

However, we will see that the overhead for the call to the solver for this task is excessive. Average solution time is 282 ms, which is  $\sim 60 \text{ times slower than fmincon}$ .

# Homework

Solve problem (2) by the method you know and understand.

Lecture slides are available via Moodle.

You can help improve these slides at: https://github.com/SergeiSa/Linear-Control-Slides-Spring-2020

Check Moodle for additional links, videos, textbook suggestions.