Ch 17: Penalty and Augmented Lagrangian Methods 17.1 The quadratic penalty method Transform: subject to: $SC_i(\infty) = 0$, $i \in \mathbb{Z}$ $SC_i(\infty) > 0$, $i \in \mathbb{Z}$ min food : otwi $Q(x; N) = f(x) + \frac{M}{2} \sum_{i \in \Sigma} c_i^2(x) + \frac{M}{2} \sum_{i \in \Gamma} (E(i, \infty)J)^2$ with EyI = max(-y,0)

Then make µ very large until Convergence.

Problem: * Q(x; m) is not twice diff'ble.

For equality-constraints only: Franework 17.1 (Quadratic Penalty Method) Given Mo>0, ETK >03, TK->0, X° (starting) tor K=0,1,2,... Minimize Q(.; MK) to get XK and terminate when $||\nabla_{\mathbf{x}}Q(\mathbf{x}; ME)|| \leq \zeta_{K}$ (unconstrained opt if smooth Q(.)). If final convergence satisfied > return (XK) Choose MK+1 > MK Choose Ikti end Notes: * $\mu_{K+1} = \{1.5 \, \mu_K \text{ for expensive min } Q(\cdot) \mu_K\}$ * increase Mr if constraints not satisfied. * For smooth Q(-jue), regular unconstr.

opt will work.

* Trad is ill-cond=D Quasi-Necuton + CG

will not work will not work.

* Newton's method is oxed for ill-conditioned Hessians but: - For large Mk, ill-cond = S wrong Pk
- Quadratic approx only for small
regions =D may have to set: $x_{k+1}^s = x_k$) $M_{k+1} = M_k + \delta$. Thms 17.1, 17.2 require MEAD IVI-conditioning and re-formulations Instead of solving: $\nabla_{xx}^{2}Q(x;\mu_{k})=-\nabla_{x}Q(x;\mu_{k})$ use 3=MA(x)P to get: *However, Mr. C.(cx) maybe bad approximations to -x;, the Lagrange multipliers!

17.2 Non-smooth penalty functions Consider the 11 penalty function: $\Phi_{i}(\alpha; \mu) = f(\alpha) + \mu \sum_{i \in \mathcal{I}} |C_{i}(\alpha)| + \mu \sum_{i \in \mathcal{I}} |C_{i}(\alpha)|$ which works for all u>ux where $\mu^* = \|\lambda^*\|_{\infty} = \max_{i \in \text{EUI}} |\lambda_i^*|$ (See thin 17.3) A practical solution is simply: min q(P;M) = fox) + bp TWP + Vfox) P + MZ (ri+si) + MZ ti Subject to: $\nabla C_i(\alpha x)^T P + C_i(\alpha x) = Y_i - S_i$, ie E $\frac{1}{2}$ $\frac{1}$ r, s, t 70

and plug this into framework 17.2 Wis symmetric. --