

Today

- LPS continued; Simplex algo
- QPs

Extreme Point / Vertex

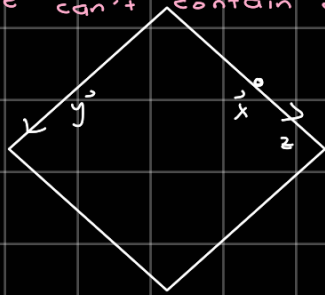
• \vec{x} is a vertex of P (polyhedron $\{\vec{x} \in \mathbb{R}^n \mid A\vec{x} \leq \vec{b}\}$)

if it can't be expressed as a convex combination of

$\vec{y}, \vec{z} \in P, \vec{y}, \vec{z} \neq \vec{x}$, i.e.

$$\vec{x} = \lambda \vec{y} + (1-\lambda) \vec{z} \quad \lambda \in [0, 1] \text{ is not possible}$$

We can't contain a line



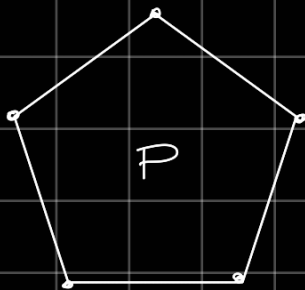
Thm: Consider $\min \vec{c}^T \vec{x}$
s.t. $A\vec{x} \leq \vec{b}$ } linear program

- ① Assume P has an extreme point.
- ② Assume optimal soln exists \therefore is finite

Then: \exists an optimal soln that's an extreme point of P

(note: we aren't saying \forall optimal solns are extreme points; just that there's one)

Proof:



$$P = \{x \mid A\vec{x} \leq \vec{b}\}$$

$$p^* = \min_{x \in P} \vec{c}^T \vec{x}$$

Consider Q : set of all optimal solutions

$$Q = \left\{ \vec{x} \mid \underbrace{A\vec{x} \leq \vec{b}}_{\text{bc } \vec{x} \text{ is in } P}, \underbrace{\vec{c}^T \vec{x} = p^*}_{\text{bc } \vec{x} \text{ is optimal soln}} \right\}$$

Q : nonempty (bc ^{we assumed} an optimal soln exists)

• also a polyhedron \rightarrow set defined by linear constraints

\hookrightarrow want to argue that Q has an extreme point

(bc some polyhedrons, like half-spaces, don't have any extreme points)

$Q \subset P$, P can't contain a line $\Rightarrow Q$ can't contain a line (bc it's a subset) $\Rightarrow Q$ has a vertex

\hookrightarrow wts vertex of Q is also vertex of P .

\hookrightarrow do a convex combination thing

\vec{v} is a vertex of Q , wts: \vec{v} is a vertex of P .

\hookrightarrow Proof by contradiction

IF possible \vec{v} is not a vertex of P , eg:

$$\exists \vec{y}, \vec{z} \in P, \vec{y}, \vec{z} \neq \vec{v} \text{ s.t. } \lambda \vec{y} + (1-\lambda) \vec{z} = \vec{v} \quad \lambda \in [0,1]$$

\hookrightarrow want to use fact that \vec{v} is part of Q

$$\vec{v} \in Q \Rightarrow \vec{c}^T \vec{v} = p^*$$

$$\begin{aligned} p^* &= \vec{c}^T \vec{v} = \vec{c}^T (\lambda \vec{y} + (1-\lambda) \vec{z}) \\ &= \lambda \vec{c}^T \vec{y} + (1-\lambda) \vec{c}^T \vec{z} \end{aligned}$$

Aha! contradiction: Q contains a line

$$\vec{c}^T \vec{y} \geq p^* \quad \vec{c}^T \vec{z} \geq p^*$$

$$\hookrightarrow \lambda \vec{c}^T \vec{y} + (1-\lambda) \vec{c}^T \vec{z} \leq \lambda p^* + (1-\lambda) p^*$$

$$\text{but we know } \lambda \vec{c}^T \vec{y} + (1-\lambda) \vec{c}^T \vec{z} = p^*$$

$$\text{so } \vec{c}^T \vec{y} = p^* = \vec{c}^T \vec{z}$$

\rightarrow since $\vec{y} \geq \vec{z}$ are optimal $\Rightarrow \vec{y}, \vec{z} \in Q$

$\Rightarrow \vec{v}$ cannot be a vertex of Q (contradiction)

(contains a line consistent of linear combo of points in Q) CONTRADICTION

$\therefore \vec{v}$ must be a vertex of P \square QED.

"strong duality always holds for LPS that are feasible)

Quadratic Programs

general form: $\min_{\vec{x}} \quad \frac{1}{2} \vec{x}^T H \vec{x} + \vec{c}^T \vec{x} = p^*$

$$\begin{aligned} A \vec{x} &\leq \vec{b} \\ C \vec{x} &= \vec{d}, \vec{v} \end{aligned}$$

→ if you have that $H = H^T$ (symmetric) $\ni H$ PSD, then this is also convex.

Unconstrained QP

Cases for eigenvalues of H (symmetric), unconstrained minimization

① H has at least one negative eigenvalue

$p^* = -\infty$ choose \vec{c} -vector corresponding to negative eigenvalue as your \vec{x}^* .

② $H \succcurlyeq 0$ (PSD) $\vec{c} \in \mathcal{R}(H)$

↳ \vec{c} belongs to the range of H

$$F(\vec{x}) = \frac{1}{2} \vec{x}^T H \vec{x} + \vec{c}^T \vec{x}$$

lets us write in this form

Rewrite: $F(\vec{x}) = \frac{1}{2} (\vec{x} - \vec{x}_0)^T H (\vec{x} - \vec{x}_0) + \kappa$

$$= \frac{1}{2} \vec{x}^T H \vec{x} + \frac{1}{2} \vec{x}_0^T H \vec{x}_0 - \vec{x}_0^T H \vec{x} + \kappa$$

choose:

$$\vec{c}^T = -\vec{x}_0^T H \rightarrow \vec{c} = -H \vec{x}_0$$

$$\kappa = -\frac{1}{2} \vec{x}_0^T H \vec{x}_0 \quad \leftarrow \text{so it cancels out}$$

Ideally choose $\vec{x}_0 = \vec{x}_0$

then $\vec{c} = -H \vec{x}_0$ but couple cases

① case 1: H invertible

$$\vec{x}_0^* = -H^{-1} \vec{c}$$

② Case 2: H has nullspace (not invertible)

↳ then any \vec{x}_0 s.t. $-H \vec{x}_0 = \vec{c}$

Key idea: pseudoinverse

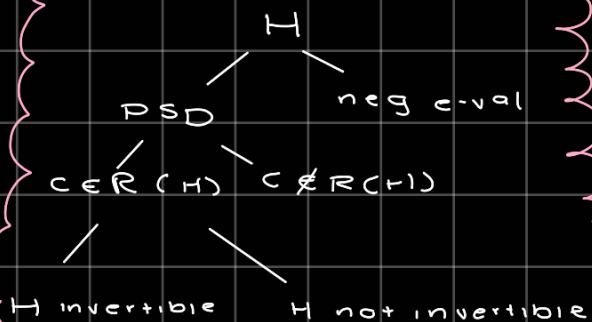
$$H = U \Sigma V^T \quad rK(H) = r$$

$$H = U \begin{bmatrix} \Sigma & 0 \\ 0 & 0 \end{bmatrix} V^T$$

Moore-penrose pseudoinverse H^+

$$H^+ = V \begin{bmatrix} \Sigma^{-1} & 0 \\ 0 & 0 \end{bmatrix} U^T$$

Decision tree for the cases we're considering



Properties of Moore-penrose pseudoinverse:

- $HH^T = U_r U_r^T$
- $H^T H = V_r V_r^T$
- $HH^T H = H$

... continuing case (2):

$$\vec{x}_* = -H^T \vec{c} + \underbrace{\vec{u}}_{\vec{u} \in N(CH)}$$

(3) Case 3: $\vec{c} \notin RCH$, $H \neq 0$, symmetric

$$\vec{c} = -H\vec{x}_0 + \vec{r} \quad \vec{r} \in N(CH^T)$$

$$F(\kappa \vec{r}) = \kappa \left(\frac{1}{2} \vec{r}^T H \vec{r} + \vec{c}^T \vec{r} \right) \quad \kappa \in \mathbb{R}$$

vector from nullspace

$$= 0 + \kappa \vec{c}^T \vec{r}$$

$$= \kappa (-H\vec{x}_0 + \vec{r})^T \vec{r}$$

$$= -\kappa H\vec{x}_0^T \vec{r} + \kappa \vec{r}^T \vec{r}$$

$$= -\cancel{\vec{x}_0^T H^T} + \kappa \vec{r}^T \vec{r}$$

$$= \kappa \|\vec{r}\|_2^2$$

if we choose κ negative $\rightarrow -\infty$ unbounded below

$$p^* = -\infty$$

$$x^* = \text{any vector} \in N(CH)$$

Equality Constrained QP

we can make eq-constrained QP into unconstrained QP using change of var.

Applications

(1) Linear control LQR

$$x[t+1] = Ax[t] + Bu[t]$$

Goal: reach \vec{g} goal by time t

(want to choose controls u to reach your goal)

$$x[t] = A^t x[0] + \sum_{i=0}^{t-1} A^{t-i-1} B u[i]$$

→ to reach goal:

optimization problem: quadratic

$$\min \|\hat{x}(T) - \hat{y}\|_2^2 + \sum_{t=0}^T \|u(t)\|_2^2$$

constraints:
linear

$$x(t) : 0, \dots, T$$

$$u(t) : 0, \dots, T-1$$

s.t.

$$x(t) = A^t x[0] + \sum_{i=0}^{t-1} A^{t-i-1} B u[i]$$

optimization vars are u's

② Functional Fitting



observation

piecewise constant fcn
want to estimate what \hat{x} is

$$y = \hat{x} + \text{noise}$$

→ want to find \hat{x} s.t. x doesn't change much (want smooth transitions)

→ often expressed as a cardinality constraint

↳ can be reduced to L1 → can be reduced to QP

$$D = \begin{bmatrix} -1 & 1 & 0 & \dots & 0 \\ 0 & -1 & 1 & 0 & \dots & 0 \\ 0 & 0 & -1 & 1 & 0 & \dots & 0 \\ \dots & 0 & -1 & 1 & 0 & \dots & 0 \end{bmatrix} \quad D\vec{x} = \begin{bmatrix} x_2 - x_1 \\ x_3 - x_2 \\ \vdots \\ x_n - x_{n-1} \end{bmatrix}$$

$$p^0 = \min_{\vec{x}} \|\vec{y} - \vec{x}\|_2^2$$

$$\text{s.t. } \text{card}(Dx) \leq k$$

↳ can relax this to L1 constraints

$$p^* = \min_{\vec{x}} \|\vec{y} - \vec{x}\|_2^2$$

$$\text{s.t. } \|D\vec{x}\|_1 \leq \alpha$$