

Maestría de Ciencia de Datos

Optimización Convexa

Tarea 4: Optimización restringida y regularización

Estudiante: Daniel Nuño

Profesor: Dr. Juan Diego Sanchez Torres

Fecha entrega: 16 de febrero, 2022

Introduction

The purpose of this last activity is to solve a problem similar to those encountered in practice, using a reasonably sophisticated code structure appropriate to the solution of the problem. Also, use is made of symbolic transformers for the resolution of a regression problem. It is demonstrated that the use of new inputs can improve the model's predictive capacity.

Problema 1

Activities

Problem 1: Solve the following constrained optimization problems.

- 1. Maximize $f(x,y) = \sqrt{6-x^2-y^2}$ subject to the constraint, x+y-2=0.
- 2. Maximize $U(x,y) = 8x^{4/5}y^{1/5}$ subject to the constraint, 4x + 2y = 12.
- 3. Optimize f(x, y, z) = yz + xy subject to the constraints: xy = 1, $y^2 + z^2 = 1$.
- 4. Minimize $f(x,y,z) = x^2 + y^2 + z^2$ when x + y + z = 9 and x + 2y + 3z = 20.
- 5. A large container in the shape of a rectangular solid must have a volume of 480 m³. The bottom of the container costs \$5/m² to construct whereas the top and sides cost \$3/m² to construct. Use Lagrange multipliers to find the dimensions of the container of this size that has the minimum cost.
- 6. Use Lagrange multipliers to find the point on the line y = 2x + 3 that is closest to point (4,2).
- Use Lagrange multipliers to find the minimum distance from point (0,1) to the parabola x² = 4y.
- 8. Use Lagrange multipliers to find the minimum and maximum distances between the ellipse $x^2 + xy + 2y^2 = 1$ and the origin.

Lagrange dice que hay un número (lambda) que hace los vectores gradientes paralelos (de la función a optimizar y la restricción).

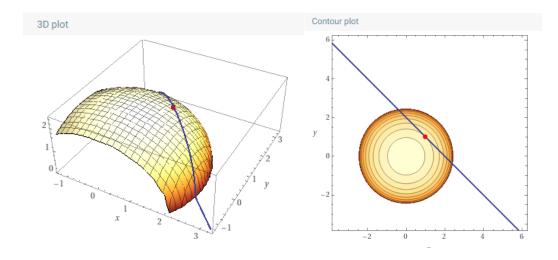
$$\nabla f(x,y) = \lambda \nabla g(x,y)$$

Con lambda encuentra los valores extremos de la función:

Los pasos a seguir son:

- 1. Define la función de Lagrange (L) $L(x, y, \lambda) = f(x, y) + \lambda g(x, y)$
- 2. Encuentra las derivadas parciales de L e iguala cero.
- 3. Soluciona el sistema de ecuaciones de las derivadas parciales. Encuentra puntos críticos.
- 4. Evalúa los puntos críticos encontrados.
- 5. Para decidir si es máximo o mínimo aplica el criterio de la segunda derivada.

Problema 1:



16 febrero 2012 Daniel Nuño

problema: resulte las signientes problemas de optimización restringida

1) Maximiza $f(x,y) = \sqrt{6-x^2-y^2}$ sujeto a la restricción g(x,y)=xty-zo

L(x,y,x) = f(x,y) + \g(x,y)

L(x,y,x) = f(x,y) + \g(x,y)

L(x, y, 1) = 16-x-y2 + 1x+ 2y-2 1

paso 2: Derivadas parciales de L

歌ニメナソース 回

Paro 3: La derivados paraides igualar a cero como sistema de ecuaciones
Utiliza g para sustituir sobre X o Y X=-7+2 6

$$\frac{\sqrt{-2}\sqrt{2}+0.045}{\sqrt{-2}\sqrt{2}+0.045} + \lambda = 0$$

ol denomina dos lados por

Siendo la o entonces.

Sustituye en (1) usono (3)

Significantly
$$\lambda = -(x-2)$$
, sustituye on β uson to tembien $\lambda = -2y^2 + 4y + 2$

$$\frac{\partial L}{\partial y} = -\frac{y}{\sqrt{2}y^2 + 4y + 2} + \frac{-y + 2}{\sqrt{-2}y^2 + 4y + 2} = \frac{-y - y + 2}{\sqrt{-2}y^2 + 4y + 2} = 0$$

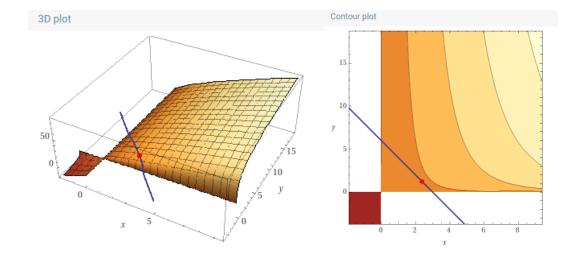
multiplica ambas labor = $-2y + 2 = 0$

por el dro minador = $-2y + 2 = 0$

$$= y = -\frac{2}{3} = 1$$
 $x + 2 = 0$
 $x + 3 = 0$
 $x = 1$

Evalua
$$e_1 f(2,1)$$
 y $f(0)$
 $f(1,1)=2$

Problema 2:



2) Maximila
$$U(x,y) = 8x^{4/5}y^{4/5}$$
 sujeto a la restricción $g(x,y) = 4x + 2y = 12$

Paso 2:

 $dx = \frac{32}{57}y + 41 = 0$
 $dx = \frac{8}{5}y^{4/5} + 2\lambda = 0$

Paso 3: $x = \frac{6-y}{2} = 3 = \frac{y}{2}$ deglese $\sqrt[6]{3}$

Paso 3: $x = \frac{6-y}{2} = 3 = \frac{y}{2}$ deglese $\sqrt[6]{3}$
 $y = 6 - 2x$

In $\sqrt[6]{3} = \frac{32(6-2x)^{1/5}}{5(x)^{1/5}} + 41 = 0 = 0$

In $\sqrt[6]{3} = \frac{32(6-2x)^{1/5}}{5(x)^{1/5}} + 41 = 0 = 0$

In $\sqrt[6]{3} = \frac{32(6-2x)^{1/5}}{5(x)^{1/5}} + 41 = 0$

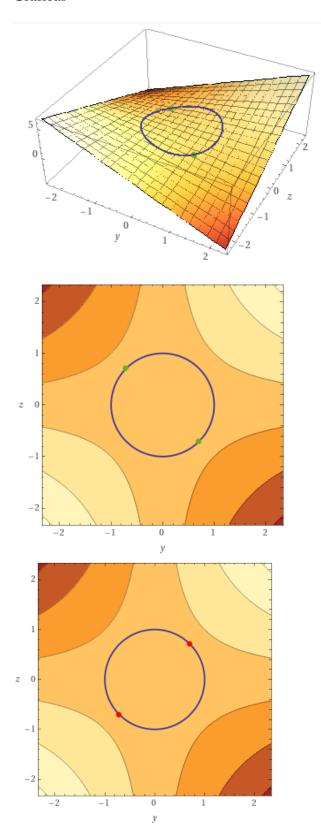
$$99 \frac{8 \times 45}{5(6-2)^{4/5}} + 2\left(-32 \frac{(6-2)}{25(x)^{1/5}}\right) = 0$$

$$\frac{\partial^2 F}{\partial x^2} = -\frac{32 \times 115}{75 \times 15} = -\frac{16(2)}{15}$$

los negativos son más grades que los potitivos y por 6 tanto la suma es menor que 0.

, F(号, 台) ~ 16.71 cs un maximo.

Problema 3: Graficas



Procedimiento

Procedimiento

3. of finite
$$f(x,y,t) = yt + xy$$
 sujeto $f(x,y,t) = yt + xy$

$$f(x,y) = yt + xy$$

$$f(x,y,t) = yt$$

$$f(x,y,t) = yt$$

$$f(x,y,t) = yt$$

$$f(x,y,t)$$

$$\lambda = \frac{2\lambda}{1} + \lambda$$

Problema 4:

$$L(x,y,z,\lambda,u) = f(x,y,z) + \lambda g(x,y,z) + uh(x,y,z)$$

5. XYZ= 480m3 X=\$5 m2

4,2=\$3 m2

OF(X,Y,Z) = XYZ

0 Xyz = 480

Pomue es un lectangulo entonces

base = TOP = 5 x y 6 3 x y

Zladas largas = 3xz

2 ladas cortos = 3 y 2

6 Min (9(x, v, 2) = 5xy +3xy 2+(3x2x+ 6 y2)2

L(xy, 2) = xyz + 13xy + 13xy + 3xxz + 3xyz

= 180 +35xy +32xx +32x2 +3xy2

Paso Z:

Pasa 3

OL = 3h(y+2)+5hy =0 |

OL = 32(X+ 2)\$5/X=0

3= = 3 K(X+Y) = 0

2 = 50 +3 xx +3 xx

X=7.11379

7=7.11379

7=9,418505

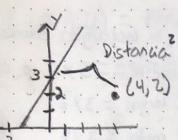
Paso 418

g(x, y, z) = \$1214.54

6. Usa multiplicadores de lagrange para encontrar el punto. Sobre la linea y=2x+3 que esta máscercano al punto (4,8)

FLX)=2x+3=4

distancia mínima 1x2+y== (X-4) + (Y-2)



= 1(x-4)2 + (2x+3-2)2
paso 1: usa distancia al wadrado

L(xx,x)=x2x+3)+(x-4)2+(2x+1)

Paso 2

DF = 26-4)

DE = 2(4-4)

33 = 2

89 - -1

Paso 3:

Z(x-4)=2)

X = +4+1/

2(4-4) = -1)

イニーティナリ

resolviendo de el sistema de

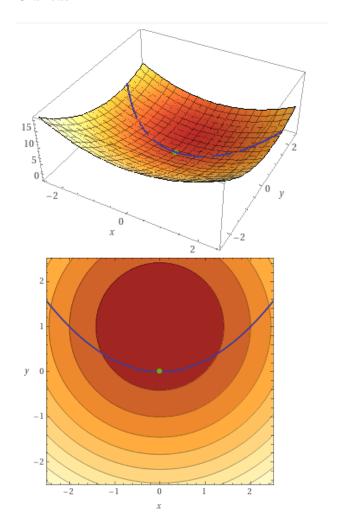
2t chariones wand

X=95

9= 9(2)-3=19 , ladistarcia es 81

Problema 7

Graficas



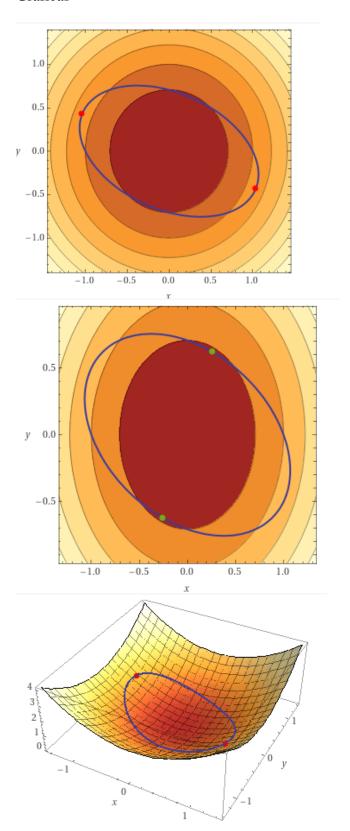
Procedimiento

Fund Lagrange para encontrar sa distance minima entro d.

points
$$(0,1)$$
 of la parado sa $x^2 = 4y$.

 $d = \sqrt{(x-d)^2 + (y-d)^2}$
 $d = \sqrt{(x-d)^2 + (y-d)^2} = x^2 + y^2 - 2y + 1$
 $d = \sqrt{(x-d)^2 + (y-d)^2} = x^2 + y^2 - 2y + 1$
 $d = \sqrt{(x-d)^2 + (y-d)^2} = x^2 + y^2 - 2y + 1$
 $d = \sqrt{(x-d)^2 + (y-d)^2} = x^2 + y^2 - 2y + 1$
 $d = \sqrt{(x-d)^2 + (y-d)^2} = x^2 + y^2 - 2y + 1$
 $d = \sqrt{(x-d)^2 + (y-d)^2} = x^2 + y^2 - 2y + 1$
 $d = \sqrt{(x-d)^2 + (y-d)^2} = x^2 + y^2 - 2y + 1$
 $d = \sqrt{(x-d)^2 + (y-d)^2} = x^2 + y^2 - 2y + 1$
 $d = \sqrt{(x-d)^2 + (y-d)^2} = x^2 + y^2 - 2y + 1$
 $d = \sqrt{(x-d)^2 + (y-d)^2} = x^2 + y^2 - 2y + 1$
 $d = \sqrt{(x-d)^2 + (y-d)^2} = x^2 + y^2 - 2y + 1$
 $d = \sqrt{(x-d)^2 + (y-d)^2} = x^2 + y^2 - 2y + 1$
 $d = \sqrt{(x-d)^2 + (y-d)^2} = x^2 + y^2 - 2y + 1$
 $d = \sqrt{(x-d)^2 + (y-d)^2} = x^2 + y^2 - 2y + 1$
 $d = \sqrt{(x-d)^2 + (y-d)^2} = x^2 + y^2 - 2y + 1$
 $d = \sqrt{(x-d)^2 + (y-d)^2} = x^2 + y^2 - 2y + 1$
 $d = \sqrt{(x-d)^2 + (y-d)^2} = x^2 + y^2 - 2y + 1$
 $d = \sqrt{(x-d)^2 + (y-d)^2} = x^2 + y^2 - 2y + 1$
 $d = \sqrt{(x-d)^2 + (y-d)^2} = x^2 + y^2 - 2y + 1$
 $d = \sqrt{(x-d)^2 + (y-d)^2} = x^2 + y^2 - 2y + 1$
 $d = \sqrt{(x-d)^2 + (y-d)^2} = x^2 + y^2 - 2y + 1$
 $d = \sqrt{(x-d)^2 + (y-d)^2} = x^2 + y^2 - 2y + 1$
 $d = \sqrt{(x-d)^2 + (y-d)^2} = x^2 + y^2 - 2y + 1$
 $d = \sqrt{(x-d)^2 + (y-d)^2} = x^2 + y^2 - 2y + 1$
 $d = \sqrt{(x-d)^2 + (y-d)^2} = x^2 + y^2 - 2y + 1$
 $d = \sqrt{(x-d)^2 + (y-d)^2} = x^2 + y^2 - 2y + 1$
 $d = \sqrt{(x-d)^2 + (y-d)^2} = x^2 + y^2 - 2y + 1$
 $d = \sqrt{(x-d)^2 + (y-d)^2} = x^2 + y^2 - 2y + 1$
 $d = \sqrt{(x-d)^2 + (y-d)^2} = x^2 + y^2 - 2y + 1$
 $d = \sqrt{(x-d)^2 + (y-d)^2} = x^2 + y^2 - 2y + 1$
 $d = \sqrt{(x-d)^2 + (y-d)^2} = x^2 + y^2 - 2y + 1$
 $d = \sqrt{(x-d)^2 + (y-d)^2} = x^2 + y^2 - 2y + 1$
 $d = \sqrt{(x-d)^2 + (y-d)^2} = x^2 + y^2 - 2y + 1$
 $d = \sqrt{(x-d)^2 + (y-d)^2} = x^2 + y^2 - 2y + 1$
 $d = \sqrt{(x-d)^2 + (y-d)^2} = x^2 + y^2 - 2y + 1$
 $d = \sqrt{(x-d)^2 + (y-d)^2} = x^2 + y^2 - 2y + 1$
 $d = \sqrt{(x-d)^2 + (y-d)^2} = x^2 + y^2 - 2y + 1$
 $d = \sqrt{(x-d)^2 + (y-d)^2} = x^2 + y^2 - 2y + 1$
 $d = \sqrt{(x-d)^2 + (y-d)^2} = x^2 + y^2 - 2y + 1$
 $d =$

Problema 8: Graficas



B. Usa multiplica de res de lagrange pora encontra el minno y maximo de las distordas entre el elipse X2 + xy + 2y2 = 1 y el origen

Paso 1:

Paso Z:

Pass 3

$$2x = 2x\lambda + \lambda y$$

$$2y = \lambda(x - 4y)$$

$$2x = \lambda$$

$$2x = \lambda$$

$$2y = \lambda(x - 4y)$$

$$2x = \lambda$$

$$2x = \lambda$$

$$2x = \lambda$$

valates de la en la emación @y

los puntos críticos son

Problema 2:

Problem 2: Using Transformed Features

Read and reproduce the example about the Boston housing dataset given in Gplearn: Symbolic Transformer. Then, explain how the *symbolic transformer* method helps to improve the regression's performance. Upload your results to Github in the form of a Jupyter notebook, then make it interactive using Binder, hence submit your results through both links. The use of Google Colab is highly recommended.

- Liga a github:
- Liga usando Binder

Problema 3:

Problem 3: LS-SVM: Regression

Consider the following optimization problem:

$$\begin{aligned} & \min_{w,b,e} \mathcal{P}(w,e) = \frac{1}{2} w^T w + \gamma \frac{1}{2} \sum_{k=1}^{N} e_k^2 \\ & \text{s. t. } y_k = w^T \varphi(x_k) + b + e_k, \quad k = 1, \dots, N. \end{aligned} \tag{1}$$

where $\{x_k,y_k\}_{k=1}^N$ represents a training set with input data $x_k \in \mathbb{R}^n$, the output data given $y_k \in \mathbb{R}$, $e_k \in \mathbb{R}^n$ are slack variables, and the feature maps have the form $\varphi(\cdot) : \mathbb{R}^n \to \mathbb{R}^m$. Then, the model's parameters are $w \in \mathbb{R}^m$ and $b \in \mathbb{R}$. Finally, $\gamma > 0$.

Note that the problem (1) can be written as:

$$\min_{w,b,e} \mathcal{P}(w,e) = \frac{1}{2} w^T w + \gamma \frac{1}{2} \sum_{k=1}^{N} \left[y_k - \left(w^T \varphi \left(x_k \right) + b \right) \right]^2.$$

Thus, the problem (1) is related to the so-called least squares support vector machines LS-SVM.

1. Show that the Lagrangian of the problem (1) is given by:

$$\mathcal{L}(w,b,e;\alpha) = \frac{1}{2}w^{T}w + \gamma \frac{1}{2}\sum_{k=1}^{N}e_{k}^{2} - \sum_{k=1}^{N}\alpha_{k}\left\{w^{T}\varphi\left(x_{k}\right) + b + e_{k} - y_{k}\right\}$$

Since the problem has not inequality constraints, the KKT optimality follows directly from the first-order conditions provided by the gradient of the Lagrangian L(w, b, e; α).
Then, show that:

•
$$\nabla_w \mathcal{L} = 0$$
 implies $w = \sum_{k=1}^N \alpha_k \varphi(x_k)$.

•
$$\frac{\partial \mathcal{L}}{\partial b} = 0$$
 implies $\sum_{k=1}^{N} \alpha_k = 0$.

•
$$\frac{\partial \mathcal{L}}{\partial e_k} = 0$$
 implies $\alpha_k = \gamma e_k$ for $k = 1, ..., N$.

•
$$\frac{\partial \mathcal{L}}{\partial a_k} = 0$$
 implies $w^T \varphi(x_k) + b + e_k - y_k = 0$ for $k = 1, \dots, N$.

Ahora do sarrollando la cavación & 5 en K=1,2..., N Para K=1 $\sum_{i=1}^{N} \mathcal{A}_{i} \mathcal{P}^{T}(X_{i}) \mathcal{P}(X_{1}) + b + \mathcal{A}_{1} = Y_{1}$ Para K= N Para K=N Zdip (Xi) p(Xn) + b + dn = /n Ahora para cada K, desarrolla la sumatoria de i Para K=1, i=1,2,..., N. d_pt(x_1) \(p(x_1) + d_2 \(p^t(x_2) \(p(x_1) + ... + d_n \(p^t(x_n) \(p(x_1) + b \tau_2 \) \(= \frac{1}{2} \) Para K=1, i=1,2,..., N. Pala K=1, i=1,2,000,N d1 10 (X1) 9(X1) + d1 30 (X1) 9 (X1) + ... + an 10 (X1) 9 (X1) + b + d2 Para K=N, 1=1,2,...,N app (x2) p(xn) + dry (x2) p(xn) + ... + dn 20 (xn) x (xn) + b + xn

El desarrollo anterior es una matriz que se puede factorizar
en una matriz y 3 vectores.

[DT(X))P(X) DT(X)P(X) DT(X)P(X)

[DT(X))P(X) DT(X)P(X) DT(X)P(X)

[DT(X))P(X) DT(X)P(X)

[DT(X))P(X) DT(X)P(X)

[DT(X))P(X)

 $K \propto + b1_v + = \lambda = Y = \sum_{k=1}^{N} (K + \lambda_k I) \times + b1_v = Y$ $\sum_{k=1}^{N} \lambda_k = 0, \quad \sqrt{2} 1_v = 0, \quad 1\sqrt{2} = 0$

A final resumimos el desarrollo y el sistema de evaciones como matriz multiplicando por un vector