```
In [ ]: import Pkg
        Pkg.activate(@_DIR__)
        Pkg.instantiate()
        using LinearAlgebra, Plots
        import ForwardDiff as FD
        using MeshCat
        using Test
        using Plots
```

Q2: Equality Constrained Optimization (25) pts)

In this problem, we are going to use Newton's method to solve some constrained optimization problems. We will start with a smaller problem where we can experiment with Full Newton vs Gauss-Newton, then we will use these methods to solve for the motor torques that make a quadruped balance on one leg.

Part A (10 pts)

Here we are going to solve some equality-constrained optimization problems with Newton's method. We are given a problem

$$\min_{x} \quad f(x) \tag{1}$$

$$\operatorname{st} \quad c(x) = 0 \tag{2}$$

$$st \quad c(x) = 0 \tag{2}$$

Which has the following Lagrangian:

$$\mathcal{L}(x,\lambda) = f(x) + \lambda^T c(x),$$

and the following KKT conditions for optimality:

$$abla_x \mathcal{L} =
abla_x f(x) + \left[\frac{\partial c}{\partial x} \right]^T \lambda = 0$$
 (3)

$$c(x) = 0 (4)$$

Which is just a root-finding problem. To solve this, we are going to solve for a $z = [x^T, \lambda]^T$ that satisfies these KKT conditions.

Newton's Method with a Linesearch

We use Newton's method to solve for when r(z)=0. To do this, we specify $\operatorname{res_fx}(z)$ as r(z), and $\operatorname{res_jac_fx}(z)$ as $\partial r/\partial z$. To calculate a Newton step, we do the following:

$$\Delta z = -iggl[rac{\partial r}{\partial z}iggr]^{-1} r(z_k)$$

We then decide the step length with a linesearch that finds the largest $\alpha \leq 1$ such that the following is true:

$$\phi(z_k + \alpha \Delta z) < \phi(z_k)$$

Where ϕ is a "merit function", or merit_fx(z) in the code. In this assignment you will use a backtracking linesearch where α is initialized as $\alpha=1.0$, and is divided by 2 until the above condition is satisfied.

NOTE: YOU DO NOT NEED TO (AND SHOULD NOT) USE A WHILE LOOP ANYWHERE IN THIS ASSIGNMENT.

```
In [ ]: function linesearch(z::Vector, Δz::Vector, merit_fx::Function;
                               max_ls_iters = 10)::Float64 # optional argument with a d
             # TODO: return maximum \alpha \le 1 such that merit_fx(z + \alpha * \Delta z) < merit_fx(z)
             # with a backtracking linesearch (\alpha = \alpha/2 after each iteration)
             alpha = 2.0
             # NOTE: DO NOT USE A WHILE LOOP
             for i = 1:max_ls_iters
                 alpha = alpha / 2.0
                 # TODO: return \alpha when merit_fx(z + \alpha*\Delta z) < merit_fx(z)
                 if merit_fx(z + alpha*\Deltaz) < merit_fx(z)
                      return alpha
                 end
             end
             error("linesearch failed")
         end
         function newtons_method(z0::Vector, res_fx::Function, res_jac_fx::Function,
                                   tol = 1e-10, max_iters = 50, verbose = false)::Vecto
             # TODO: implement Newton's method given the following inputs:
             \# - z0, initial quess
             # - res_fx, residual function
```

```
# - res_jac_fx, Jacobian of residual function wrt z
    # - merit_fx, merit function for use in linesearch
    # optional arguments
    # - tol, tolerance for convergence. Return when norm(residual)<tol
    # - max iter, max # of iterations
    # - verbose, bool telling the function to output information at each ite
    # return a vector of vectors containing the iterates
    # the last vector in this vector of vectors should be the approx. soluti
    # NOTE: DO NOT USE A WHILE LOOP ANYWHERE
    # return the history of guesses as a vector
    Z = [zeros(length(z0)) for i = 1:max_iters]
    Z[1] = z0
    for i = 1:(max_iters - 1)
        # NOTE: everything here is a suggestion, do whatever you want to
        # TODO: evaluate current residual
        r = res_fx(Z[i])
        norm_r = norm(r)
        if verbose
            print("iter: $i |r|: $norm_r ")
        end
        # TODO: check convergence with norm of residual < tol
        # if converged, return Z[1:i]
        if norm_r < tol</pre>
             return Z[1:i]
        end
        # TODO: caculate Newton step (don't forget the negative sign)
        \Delta z = -res_jac_fx(Z[i]) \setminus r
        # TODO: linesearch and update z
        \alpha = linesearch(Z[i], \Delta z, merit_fx)
        Z[i+1] = Z[i] + \alpha * \Delta z
        if verbose
            print("\alpha: \alpha \setminus n")
        end
    error("Newton's method did not converge")
end
```

2/7/24, 1:56 PM

Out[]: newtons_method (generic function with 1 method)

```
In []: @testset "check Newton" begin

    f(_x) = [sin(_x[1]), cos(_x[2])]
    df(_x) = FD.jacobian(f, _x)
    merit(_x) = norm(f(_x))

    x0 = [-1.742410372590328, 1.4020334125022704]

    X = newtons_method(x0, f, df, merit; tol = 1e-10, max_iters = 50, verbos

# check this took the correct number of iterations
# if your linesearch isn't working, this will fail
# you should see 1 iteration where α = 0.5
    @test length(X) == 6

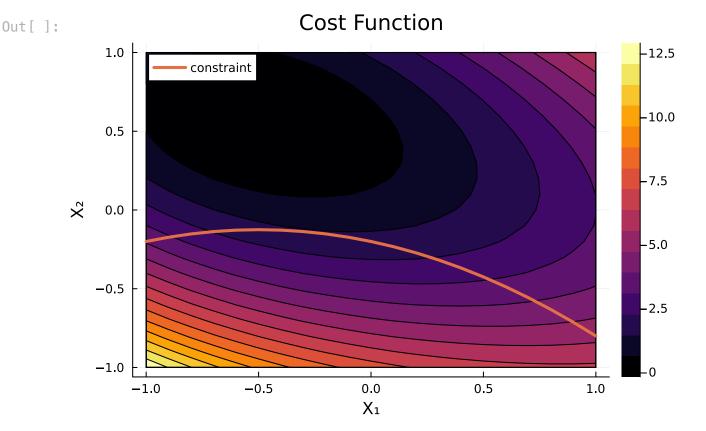
# check we actually converged
@test norm(f(X[end])) < 1e-10

end</pre>
end
```

```
iter: 1
         |r|: 0.9995239729818045
                              \alpha: 1.0
iter: 2
        |r|: 0.9421342427117169
                              \alpha: 0.5
iter: 3
       |r|: 0.1753172908866053
                             α: 1.0
iter: 4
        |r|: 0.0018472215879181287 \alpha: 1.0
        |r|: 2.1010529101114843e-9
iter: 5
                                \alpha: 1.0
iter: 6
        check Newton |
               2
                     2 0.3s
```

Out[]: Test.DefaultTestSet("check Newton", Any[], 2, false, false, true, 1.7062833 59469679e9, 1.706283359760339e9, false)

We will now use Newton's method to solve the following constrained optimization problem. We will write functions for the full Newton Jacobian, as well as the Gauss-Newton Jacobian.



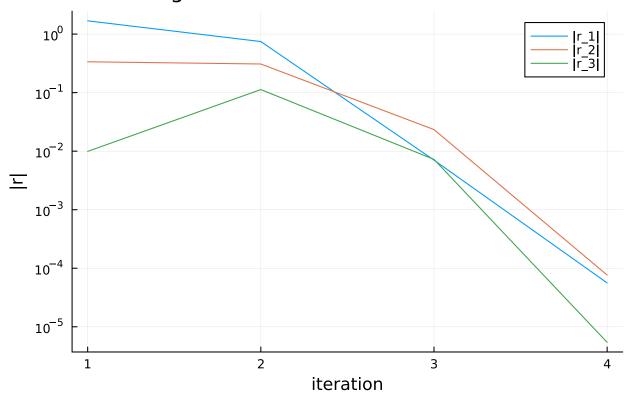
```
In []: # we will use Newton's method to solve the constrained optimization problem
        function cost(x::Vector)
            Q = [1.65539 \ 2.89376; \ 2.89376 \ 6.51521];
            q = [2; -3]
            return 0.5*x'*0*x + q'*x + exp(-1.3*x[1] + 0.3*x[2]^2)
        end
        function constraint(x::Vector)
            norm(x) - 0.5
        end
        # HINT: use this if you want to, but you don't have to
        function constraint_jacobian(x::Vector)::Matrix
            # since `constraint` returns a scalar value, ForwardDiff
            # will only allow us to compute a gradient of this function
            # (instead of a Jacobian). This means we have two options for
            # computing the Jacobian: Option 1 is to just reshape the gradient
            # into a row vector
            \# J = reshape(FD.gradient(constraint, x), 1, 2)
            # or we can just make the output of constraint an array,
            constraint_array(x) = [constraint(x)]
            J = FD.jacobian(constraint_array, x)
            # assert the jacobian has # rows = # outputs
            # and # columns = # inputs
            @assert size(J) == (length(constraint(x)), length(x))
```

```
return J
end
function kkt_conditions(z::Vector)::Vector
    # TODO: return the KKT conditions
    x = z[1:2]
    \lambda = z[3:3]
    # TODO: return the stationarity condition for the cost function
    # and the primal feasibility
    cost_gradient = FD.gradient(cost, x) # (2,1)
    constrain j = constraint jacobian(x) # (1,2)
    station condition = cost gradient + constrain j' * \lambda
    primal_feasibility = constraint(x)
    residue = [station_condition; primal_feasibility]
    return residue # (3, 1)
end
function fn_kkt_jac(z::Vector)::Matrix
    # TODO: return full Newton Jacobian of kkt conditions wrt z
    x = z[1:2]
    \lambda = z[3]
    # TODO: return full Newton jacobian with a 1e-3 regularizer
    Lx(_x) = cost(_x) + \lambda * constraint(_x)
    Lxx = FD.hessian(Lx, x)
    Lxlam = constraint_jacobian(x)
    reg = 1e-3*I(3)
    reg[3,3] = - 1e-3 # NOTE: lambda's eign value is negative
    kkt_jac = [Lxx Lxlam'; Lxlam zeros(1,1)] + reg
    return kkt_jac
end
function gn_kkt_jac(z::Vector)::Matrix
    # TODO: return Gauss-Newton Jacobian of kkt conditions wrt z
    x = z[1:2]
    \lambda = z[3]
    # TODO: return Gauss-Newton jacobian with a 1e-3 regularizer
    Lx(x) = cost(x)
    Lxx = FD.hessian(Lx, x)
    Lxlam = constraint_jacobian(x)
    reg = 1e-3*I(3)
    reg[3,3] = -1e-3 \# NOTE: lambda's eign value is negative
```

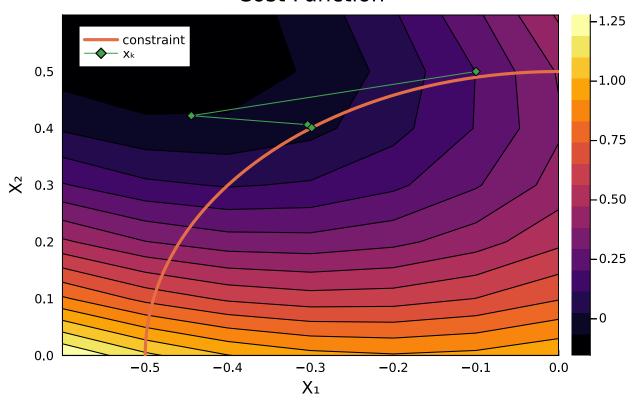
kkt_jac = [Lxx Lxlam'; Lxlam zeros(1,1)] + reg

```
return kkt_jac
        end
Out[]: gn_kkt_jac (generic function with 1 method)
In [ ]: @testset "Test Jacobians" begin
            # first we check the regularizer
            z = randn(3)
            J fn = fn kkt jac(z)
            J_gn = gn_kkt_jac(z)
            # check what should/shouldn't be the same between
             \text{@test norm}(J_fn[1:2,1:2] - J_gn[1:2,1:2]) > 1e-10 
            0 = 10 = 0 = 0
            @test abs(J_gn[3,3] + 1e-3) < 1e-10
            [atest norm(J fn[1:2,3] - J gn[1:2,3]) < 1e-10]
            [atest norm(J_fn[3,1:2] - J_gn[3,1:2]) < 1e-10]
        end
       Test Summary: | Pass Total Time
       Test Jacobians | 5
                                  5 1.9s
Out[]: Test.DefaultTestSet("Test Jacobians", Any[], 5, false, false, true, 1.70629
        1878488978e9, 1.706291880427015e9, false)
In []: @testset "Full Newton" begin
            z0 = [-.1, .5, 0] # initial guess
            merit_fx(_z) = norm(kkt_conditions(_z)) # simple merit function
            Z = newtons\_method(z0, kkt\_conditions, fn\_kkt\_jac, merit\_fx; tol = 1e-4,
            R = kkt conditions.(Z)
            # make sure we converged on a solution to the KKT conditions
            @test norm(kkt_conditions(Z[end])) < 1e-4</pre>
            @test length(R) < 6
            # -----plotting stuff-----
            Rp = [[abs(R[i][ii]) + 1e-15 \text{ for } i = 1:length(R)] \text{ for } ii = 1:length(R[1])
            plot(Rp[1],yaxis=:log,ylabel = "|r|",xlabel = "iteration",
                 yticks= [1.0*10.0^{(-x)} \text{ for } x = float(15:-1:-2)],
                 title = "Convergence of Full Newton on KKT Conditions", label = "|r_
            plot!(Rp[2], label = "|r_2|")
            display(plot!(Rp[3], label = "|r_3|"))
            contour(-.6:.1:0,0:.1:.6, (x1,x2)-> cost([x1;x2]),title = "Cost Functior")
```

Convergence of Full Newton on KKT Conditions



Cost Function

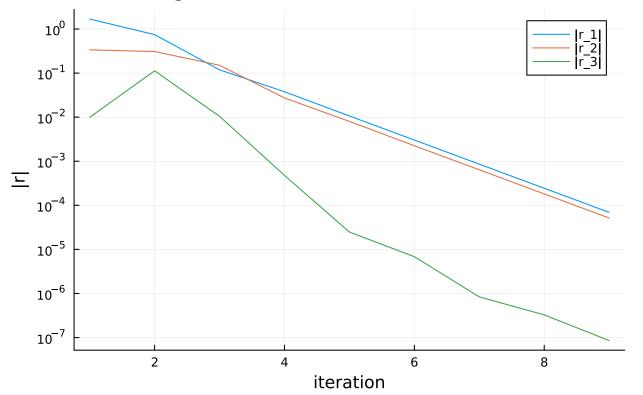


Test Summary: | **Pass Total Time** Full Newton | 2 2 1.7s

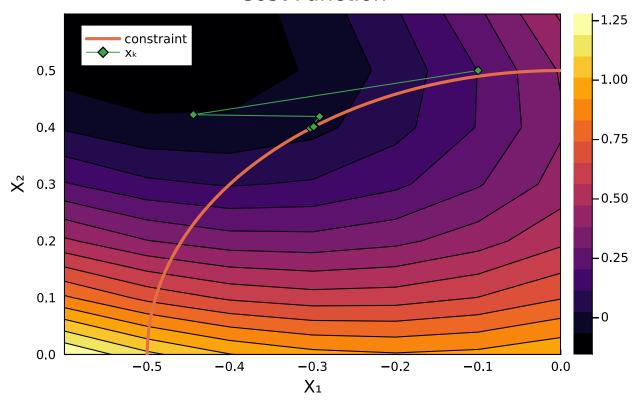
Out[]: Test.DefaultTestSet("Full Newton", Any[], 2, false, false, true, 1.70629188 8375631e9, 1.706291890070227e9, false)

```
iter: 1
            |r|: 1.7188450769812715
                                        \alpha: 1.0
            |r|: 0.815049596220325
iter: 2
                                       \alpha: 1.0
iter: 3
            |r|: 0.19186516708148585
                                         \alpha: 1.0
iter: 4
            |r|: 0.04663490553083133
                                         \alpha: 1.0
iter: 5
            |r|: 0.013329778429546028
                                           \alpha: 1.0
iter: 6
           |r|: 0.0037714013578573355
                                            \alpha: 1.0
iter: 7
            |r|: 0.001071165054782875
                                           \alpha: 1.0
iter: 8
           |r|: 0.00030392210707413806
                                           α: 1.0
iter: 9
           |r|: 8.625764141582568e-5
```

Convergence of Full Newton on KKT Conditions



Cost Function



Test Summary: | Pass Total Time
Gauss-Newton | 2 2 0.2s

Out[]: Test.DefaultTestSet("Gauss-Newton", Any[], 2, false, false, true, 1.7062918 98151176e9, 1.706291898333151e9, false)

Part B (10 pts): Balance a quadruped

Now we are going to solve for the control input $u \in \mathbb{R}^{12}$, and state $x \in \mathbb{R}^{30}$, such that the quadruped is balancing up on one leg. First, let's load in a model and display the rough "guess" configuration that we are going for:

```
[ Info: Listening on: 127.0.0.1:8702, thread id: 1 r Info: MeshCat server started. You can open the visualizer by visiting the following URL in your browser:
L http://127.0.0.1:8702
WARNING: redefinition of constant x_guess. This may fail, cause incorrect an swers, or produce other errors.
```

Out[]:

Now, we are going to solve for the state and control that get us a statically stable stance on just one leg. We are going to do this by solving the following optimization problem:

$$\min_{x,u} \quad \frac{1}{2} (x - x_{guess})^T (x - x_{guess}) + \frac{1}{2} 10^{-3} u^T u \tag{5}$$

$$st f(x,u) = 0 (6)$$

Where our primal variables are $x\in\mathbb{R}^{30}$ and $u\in\mathbb{R}^{12}$, that we can stack up in a new variable $y=[x^T,u^T]^T\in\mathbb{R}^{42}$. We have a constraint $f(x,u)=\dot{x}=0$, which will ensure the resulting configuration is stable. This constraint is enforced with a dual variable $\lambda\in\mathbb{R}^{30}$. We are now ready to use Newton's method to solve this equality constrained

optimization problem, where we will solve for a variable $z = [y^T, \lambda^T]^T \in \mathbb{R}^{72}.$

In this next section, you should fill out <code>quadruped_kkt(z)</code> with the KKT conditions for this optimization problem, given the constraint is that <code>dynamics(model, x, u) = zeros(30)</code>. When forming the Jacobian of the KKT conditions, use the Gauss-Newton approximation for the hessian of the Lagrangian (see example above if you're having trouble with this).

```
In [ ]: # initial guess
        const x_guess = initial_state(model)
        # indexing stuff
        const idx x = 1:30
        const idx_u = 31:42
        const idx_c = 43:72
        # I like stacking up all the primal variables in y, where y = [x;u]
        # Newton's method will solve for z = [x;u;\lambda], or z = [y;\lambda]
        function quadruped_cost(y::Vector)
            # cost function
            @assert length(y) == 42
            x = y[idx_x]
            u = y[idx_u]
            # TODO: return cost
            x = x - x = x - x = x = x
             return 0.5 * x_error' * x_error + 0.5 * 1e-3 * u' * u
        end
        function quadruped_constraint(y::Vector)::Vector
            # constraint function
            @assert length(y) == 42
            x = y[idx x]
            u = y[idx_u]
            # TODO: return constraint
             return dynamics(model, x, u)
        end
        function quadruped_kkt(z::Vector)::Vector
            @assert length(z) == 72
            x = z[idx x]
            u = z[idx_u]
            \lambda = z[idx c]
            y = [x;u]
            # TODO: return the KKT conditions
```

```
cost_gradient = FD.gradient(quadruped_cost, y)
    constrain_jacobian = FD.jacobian(quadruped_constraint, y)
    station_condition = cost_gradient + constrain_jacobian' * \lambda
    primal_feasibility = quadruped_constraint(y)
    return [station condition; primal feasibility]
end
function quadruped_kkt_jac(z::Vector)::Matrix
    @assert length(z) == 72
    x = z[idx_x]
    u = z[idx u]
    \lambda = z[idx c]
    x len = length(idx x)
    u len = length(idx u)
    lam_len = length(idx_c)
    y = [x;u]
    # TODO: return Gauss-Newton Jacobian with a regularizer (try 1e-3,1e-4,1
    # and use whatever regularizer works for you
    Ly(\underline{y}) = quadruped\_cost(\underline{y})
    Lyy = FD.hessian(Ly, y)
    Lylam = FD.jacobian(quadruped_constraint, y)
    reg = diagm(0 \Rightarrow [ones(x_len+u_len); -ones(lam_len)]) * 1e-3
    # @show size(Lyy)
    # @show size(Lylam)
    # @show lam_len
    # @show size(reg)
    kkt_jac = [Lyy Lylam'; Lylam zeros(lam_len,lam_len)] + reg
    return kkt_jac
end
```

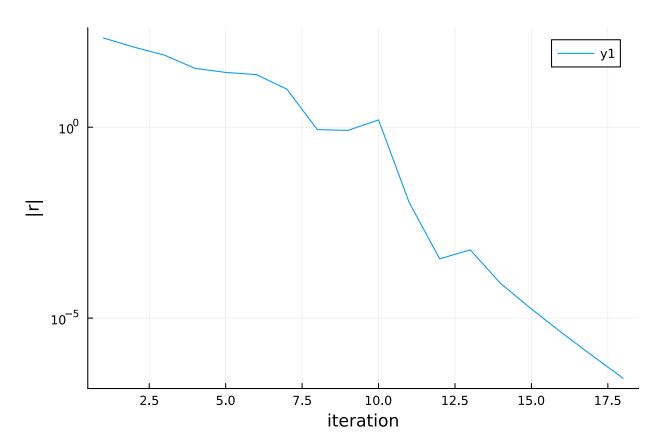
WARNING: redefinition of constant x_guess . This may fail, cause incorrect an swers, or produce other errors.

Out[]: quadruped_kkt_jac (generic function with 1 method)

```
In []: function quadruped_merit(z)
    # merit function for the quadruped problem
    @assert length(z) == 72
    r = quadruped_kkt(z)
    return norm(r[1:42]) + 1e4*norm(r[43:end])
end

@testset "quadruped standing" begin
```

```
iter: 2
            |r|: 124.92133581598108
                                         \alpha: 1.0
iter: 3
            |r|: 76.87596686967947
                                       \alpha: 0.5
iter: 4
            |r|: 34.75020218490922
                                       \alpha: 0.25
iter: 5
            |r|: 27.139783671701174
                                        α: 0.5
iter: 6
            |r|: 23.87618772970579
                                       \alpha: 1.0
iter: 7
            |r|: 9.928511516364996
                                       \alpha: 1.0
iter: 8
            |r|: 0.8635831086148376
                                         \alpha: 1.0
iter: 9
            |r|: 0.8252015646602422
                                         \alpha: 1.0
iter: 10
             |r|: 1.549464041851805
                                         \alpha: 1.0
iter: 11
             |r|: 0.010794824533036831
                                            \alpha: 1.0
iter: 12
             |r|: 0.0003569664754826479
                                             \alpha: 1.0
iter: 13
             |r|: 0.0006131222647310681
                                             α: 1.0
iter: 14
             |r|: 8.012756305099094e-5
                                            α: 1.0
iter: 15
             |r|: 1.7291193005033428e-5
                                             \alpha: 1.0
iter: 16
             Irl: 4.0962955391749e-6
                                        α: 1.0
iter: 17
             |r|: 1.0301773198252933e-6
                                             \alpha: 1.0
iter: 18
             |r|: 2.6560749183908207e-7
```



Out[]: Test.DefaultTestSet("quadruped standing", Any[], 3, false, false, true, 1.7 06292685189511e9, 1.706292688416884e9, false)

```
In []:
    # let's visualize the balancing position we found

    z0 = [x_guess; zeros(12); zeros(30)]
    Z = newtons_method(z0, quadruped_kkt, quadruped_kkt_jac, quadruped_merit
    # visualizer
    mvis = initialize_visualizer(model)
    set_configuration!(mvis, Z[end][1:state_dim(model)÷2])
    render(mvis)

end
```

```
[ Info: Listening on: 127.0.0.1:8703, thread id: 1
r Info: MeshCat server started. You can open the visualizer by visiting the
following URL in your browser:
http://127.0.0.1:8703
```

Out[]:

Part C (5 pts): One sentence short answer

1. Why do we use a linesearch?

put ONE SENTENCE answer here

A: To aviod overshooting the minimum and boost the convergence rate by shrinking to a appropriate step size.

2. Do we need a linesearch for both convex and nonconvex problems?

put ONE SENTENCE answer here

Α:

For convex problem: we don't need a linesearch because Newton's method is guaranteed to converge to the minimum.

For nonconvex problem: we need a linesearch to avoid overshooting.

1. Name one case where we absolutely do not need a linesearch.

put ONE SENTENCE answer here

A: For standard quadratic programming problems, we don't need a linesearch since the objective function is convex.