

# Optimization Theory Summary

Mathematical Notes

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# 1 Linear Programming

## 1.1 Standard Form

**Definition 1.1.** A linear programming problem in standard form:

$$\min \quad c^T x \quad (1)$$

$$\text{s.t.} \quad Ax = b \quad (2)$$

$$x \geq 0 \quad (3)$$

where  $A \in \mathbb{R}^{m \times n}$ ,  $b \in \mathbb{R}^m$ ,  $c \in \mathbb{R}^n$ .

## 1.2 Basic Solutions

**Definition 1.2.** A **basic solution** is obtained by setting  $n - m$  variables to zero and solving the resulting system. If all variables are nonnegative, it's a **basic feasible solution**.

## 1.3 Simplex Method

**Definition 1.3.** The simplex method:

1. Start with a basic feasible solution
2. Choose entering variable (most negative reduced cost)
3. Choose leaving variable (minimum ratio test)
4. Pivot to new basic feasible solution
5. Repeat until optimal

## 1.4 Duality

**Definition 1.4.** The dual of the primal problem  $\min\{c^T x : Ax = b, x \geq 0\}$  is:

$$\max \quad b^T y \quad \text{s.t.} \quad A^T y \leq c$$

**Theorem 1.1** (Strong Duality). If the primal has an optimal solution, then so does the dual, and their optimal values are equal.

# 2 Convex Optimization

## 2.1 Convex Sets

**Definition 2.1.** A set  $C \subseteq \mathbb{R}^n$  is **convex** if for all  $x, y \in C$  and  $\lambda \in [0, 1]$ :

$$\lambda x + (1 - \lambda)y \in C$$

## 2.2 Convex Functions

**Definition 2.2.** A function  $f : C \rightarrow \mathbb{R}$  is **convex** if for all  $x, y \in C$  and  $\lambda \in [0, 1]$ :

$$f(\lambda x + (1 - \lambda)y) \leq \lambda f(x) + (1 - \lambda)f(y)$$

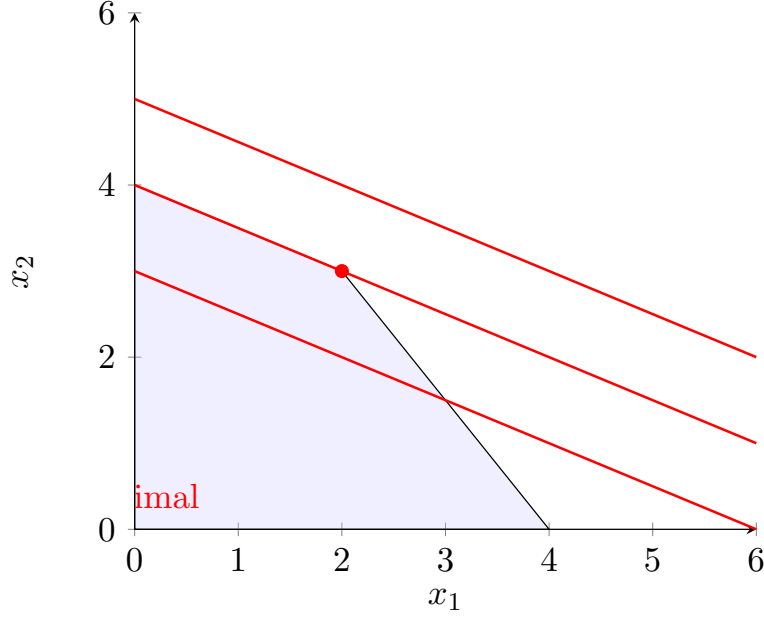


Figure 1: Linear programming feasible region and objective contours

## 2.3 Convex Optimization Problem

**Definition 2.3.** A convex optimization problem:

$$\min f(x) \tag{4}$$

$$\text{s.t. } g_i(x) \leq 0, \quad i = 1, \dots, m \tag{5}$$

$$h_j(x) = 0, \quad j = 1, \dots, p \tag{6}$$

where  $f$  and  $g_i$  are convex, and  $h_j$  are affine.

## 2.4 Optimality Conditions

**Theorem 2.1** (KKT Conditions). For a convex optimization problem,  $x^*$  is optimal if and only if there exist Lagrange multipliers  $\lambda_i \geq 0$  and  $\nu_j$  such that:

$$\nabla f(x^*) + \sum_{i=1}^m \lambda_i \nabla g_i(x^*) + \sum_{j=1}^p \nu_j \nabla h_j(x^*) = 0 \tag{7}$$

$$g_i(x^*) \leq 0, \quad i = 1, \dots, m \tag{8}$$

$$h_j(x^*) = 0, \quad j = 1, \dots, p \tag{9}$$

$$\lambda_i g_i(x^*) = 0, \quad i = 1, \dots, m \tag{10}$$

# 3 Unconstrained Optimization

## 3.1 Gradient Descent

**Definition 3.1.** Gradient descent for minimizing  $f(x)$ :

$$x_{k+1} = x_k - \alpha_k \nabla f(x_k)$$

where  $\alpha_k$  is the step size.

### 3.2 Newton's Method

**Definition 3.2.** Newton's method for optimization:

$$x_{k+1} = x_k - [\nabla^2 f(x_k)]^{-1} \nabla f(x_k)$$

### 3.3 Convergence Analysis

**Theorem 3.1.** If  $f$  is strongly convex with Lipschitz gradient, gradient descent with constant step size converges linearly:

$$f(x_k) - f(x^*) \leq \rho^k (f(x_0) - f(x^*))$$

for some  $\rho < 1$ .

## 4 Constrained Optimization

### 4.1 Lagrange Multipliers

**Definition 4.1.** For the problem  $\min f(x)$  subject to  $h(x) = 0$ , the Lagrangian is:

$$L(x, \lambda) = f(x) + \lambda^T h(x)$$

### 4.2 Penalty Methods

**Definition 4.2.** The penalty method approximates constrained problems by:

$$\min f(x) + \mu \sum_{i=1}^m [g_i(x)]_+^2 + \mu \sum_{j=1}^p h_j(x)^2$$

where  $[z]_+ = \max(0, z)$ .

### 4.3 Barrier Methods

**Definition 4.3.** The barrier method uses:

$$\min f(x) - \mu \sum_{i=1}^m \log(-g_i(x))$$

for inequality constraints.

## 5 Integer Programming

### 5.1 Branch and Bound

**Definition 5.1.** Branch and bound for integer programming:

1. Solve LP relaxation
2. If solution is integer, stop

3. Branch on fractional variable
4. Bound using LP relaxation
5. Prune infeasible or suboptimal nodes

## 5.2 Cutting Planes

**Definition 5.2.** Cutting plane methods add valid inequalities to tighten the LP relaxation:

1. Solve LP relaxation
2. If solution is fractional, find cutting plane
3. Add cut and resolve
4. Repeat until integer solution

## 6 Nonlinear Programming

### 6.1 Sequential Quadratic Programming

**Definition 6.1.** SQP solves the subproblem:

$$\min \quad \frac{1}{2}d^T B_k d + \nabla f(x_k)^T d \quad (11)$$

$$\text{s.t.} \quad \nabla g_i(x_k)^T d + g_i(x_k) \leq 0 \quad (12)$$

$$\nabla h_j(x_k)^T d + h_j(x_k) = 0 \quad (13)$$

where  $B_k$  approximates the Hessian.

### 6.2 Trust Region Methods

**Definition 6.2.** Trust region methods solve:

$$\min_{d: \|d\| \leq \Delta_k} m_k(d)$$

where  $m_k(d)$  is a model of  $f(x_k + d)$ .

## 7 Stochastic Optimization

### 7.1 Stochastic Gradient Descent

**Definition 7.1.** SGD for minimizing  $E[F(x, \xi)]$ :

$$x_{k+1} = x_k - \alpha_k \nabla F(x_k, \xi_k)$$

where  $\xi_k$  is a random sample.

## 7.2 Robust Optimization

**Definition 7.2.** Robust optimization considers uncertainty in parameters:

$$\min_x \max_{\xi \in \mathcal{U}} f(x, \xi)$$

where  $\mathcal{U}$  is the uncertainty set.

## 8 Applications

### 8.1 Operations Research

Optimization is used in:

- Supply chain management
- Scheduling problems
- Resource allocation
- Network design

### 8.2 Machine Learning

Applications include:

- Training neural networks
- Support vector machines
- Regularized regression
- Clustering algorithms

### 8.3 Finance

Used for:

- Portfolio optimization
- Risk management
- Option pricing
- Algorithmic trading

## 9 Important Theorems

### 9.1 Farkas' Lemma

**Theorem 9.1.** Exactly one of the following holds:

1. There exists  $x \geq 0$  such that  $Ax = b$
2. There exists  $y$  such that  $A^T y \leq 0$  and  $b^T y > 0$

## 9.2 Complementary Slackness

**Theorem 9.2.** For optimal solutions  $x^*$  and  $y^*$  of primal and dual:

$$x_i^* > 0 \Rightarrow (A^T y^*)_i = c_i$$

$$(A^T y^*)_i < c_i \Rightarrow x_i^* = 0$$

## 9.3 Minimax Theorem

**Theorem 9.3.** For a convex-concave function  $f(x, y)$ :

$$\min_x \max_y f(x, y) = \max_y \min_x f(x, y)$$

# 10 Complexity

## 10.1 Computational Complexity

- Linear programming: Polynomial time (interior point methods)
- Convex optimization: Polynomial time
- Integer programming: NP-hard
- General nonlinear programming: NP-hard

## 10.2 Approximation Algorithms

**Definition 10.1.** An  $\alpha$ -approximation algorithm produces a solution within factor  $\alpha$  of optimal in polynomial time.