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Homework no: 2 .

MAE: 598 Design Optimization .

Problem: 1

$$f = 2x_1^2 - 4x_1x_2 + 1.5x_2^2 + x_2$$

$$\text{Gradient} = \begin{bmatrix} \frac{\partial f}{\partial x_1} \\ \frac{\partial f}{\partial x_2} \end{bmatrix} = \begin{bmatrix} 4x_1 - 4x_2 \\ -4x_1 + 3x_2 + 1 \end{bmatrix}$$

$$H = \begin{bmatrix} \frac{\partial^2 f}{\partial x_1^2} & \frac{\partial^2 f}{\partial x_1 \partial x_2} \\ \frac{\partial^2 f}{\partial x_2 \partial x_1} & \frac{\partial^2 f}{\partial x_2^2} \end{bmatrix}$$

$$= \begin{bmatrix} 4 & -4 \\ -4 & 3 \end{bmatrix}$$

At stationary point, Gradient = 0

$$4x_1 - 4x_2 = 0$$

$$-4x_1 + 3x_2 + 1 = 0$$

$$x_1 = x_2$$

$$\Rightarrow -4x_1 + 3x_1 + 1 = 0$$

$$\Rightarrow \boxed{-x_1 + 1 = 0}$$

$$\boxed{x_1 = x_2 = 1}$$

The purpose of eigen vector is to prove that the point location.

$$H\mathbf{I} - \lambda\mathbf{I} = 0$$

$$\begin{bmatrix} 4 & -4 \\ -4 & 3 \end{bmatrix} - \begin{bmatrix} \lambda & 0 \\ 0 & \lambda \end{bmatrix} = \begin{bmatrix} 4-\lambda & -4 \\ -4 & 3-\lambda \end{bmatrix}$$

$$(4-\lambda)(3-\lambda) - 16 = 0$$

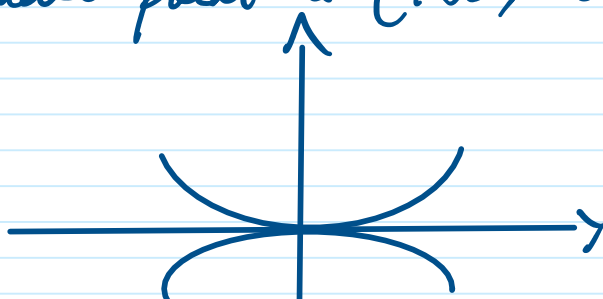
$$12 - 4\lambda - 3\lambda + \lambda^2 - 16 = 0$$

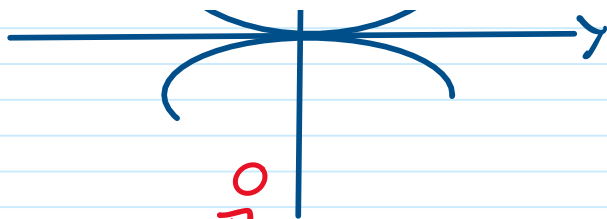
$$12 - 7\lambda + \lambda^2 - 16 = 0$$

$$\lambda^2 - 7\lambda - 4 = 0$$

$$\Rightarrow \lambda_1 = 7.53, \lambda_2 = -0.53$$

The saddle point is $(7.53, -0.53)$.





$$(ii) \quad f(x) = f(x_0) + \cancel{g_{x_0}^T} \overset{0}{(x-x_0)} + \frac{1}{2} (x-x_0)^T H_{x_0} (x-x_0)$$

$$\frac{1}{2} (x-x_0)^T H_{x_0} (x-x_0) = f(x) - f(x_0) < 0$$

$$\Rightarrow (ax_1 + bx_2) \cdot (cx_1 + dx_2) < 0$$

$$\Rightarrow ax_1 + bx_2 < 0 \quad \& \quad cx_1 + dx_2 > 0$$

(or)

$$ax_1 + bx_2 > 0 \quad \& \quad cx_1 + dx_2 < 0$$

Problem: 2

$$f(x_1, x_2, x_3) \Rightarrow x_1 + 2x_2 + 3x_3 = 1.$$

The nearest point to $(1, 0, -1)^T$ can be found by, $\sqrt{(x_1+1)^2 + x_2^2 + (x_3-1)^2}$

which is equivalent to $(x_1+1)^2 + x_2^2 + (x_3-1)^2$

$$\text{Also } x_1 = 1 - 2x_2 - 3x_3$$

$$\Rightarrow (1 - 2x_2 - 3x_3)^2 + x_2^2 + x_3^2 + 1 - 2x_3 + 2x_1$$

$$= 1 - 4x_2 - 6x_3 + 4x_2^2 + 12x_2x_3 + 9x_3^2 + x_2^2 + x_3^2 + 1 - 2x_3 + 2x_1$$

$$\begin{aligned}
 &= 1 + 4x_2^2 + 9x_3^2 - 4x_2 - 3x_3 + 6x_2x_3 \\
 &\quad + x_2^2 + x_3^2 + 1 - 2x_3 \\
 &= 5x_2^2 + 10x_3^2 - 4x_2 - 5x_3 + 6x_2x_3 + 2.
 \end{aligned}$$

$$\frac{\partial f}{\partial x_2} = 10x_2 - 4 + 6x_3$$

$$\frac{\partial f}{\partial x_3} = 20x_3 - 5 + 6x_2$$

$$\frac{\partial^2 f}{\partial x_2^2} = 10 \qquad \frac{\partial^2 f}{\partial x_2 \partial x_3} = 6$$

$$\frac{\partial^2 f}{\partial x_3^2} = 20 \qquad \frac{\partial^2 f}{\partial x_3 \partial x_2} = 6$$

$$\text{gradient} = \begin{bmatrix} \partial f / \partial x_2 \\ \partial f / \partial x_3 \end{bmatrix}$$

$$= \begin{bmatrix} 10x_2 - 4 + 6x_3 \\ 20x_3 - 5 + 6x_2 \end{bmatrix}$$

$$\text{Hessian} = \begin{bmatrix} \frac{\partial^2 f}{\partial x_2^2} & \frac{\partial^2 f}{\partial x_2 \partial x_3} \\ \frac{\partial^2 f}{\partial x_3^2} & \frac{\partial^2 f}{\partial x_3 \partial x_2} \end{bmatrix}$$

$$\begin{bmatrix} \frac{\partial^2 f}{\partial x_1 \partial x_1} & \frac{\partial^2 f}{\partial x_1 \partial x_2} \\ \frac{\partial^2 f}{\partial x_2 \partial x_1} & \frac{\partial^2 f}{\partial x_2 \partial x_2} \end{bmatrix}$$

$$= \begin{bmatrix} 10 & 12 \\ 12 & 10 \end{bmatrix}$$

From which we understand that it has positive semi definite.

Problem: 3.

If the function is semi-definite everywhere and have a hessian, the second order derivative is zero.

$$\Rightarrow a f(x) + b(g(x))$$

⑥ The condition to be a convex function, so

So $x_1 \propto x_2$,

$$f(\alpha_1 x_1 + \alpha_2 x_2) \leq \alpha_1 f(x_1) + \alpha_2 f(x_2)$$

Similarly,

\hookrightarrow ①

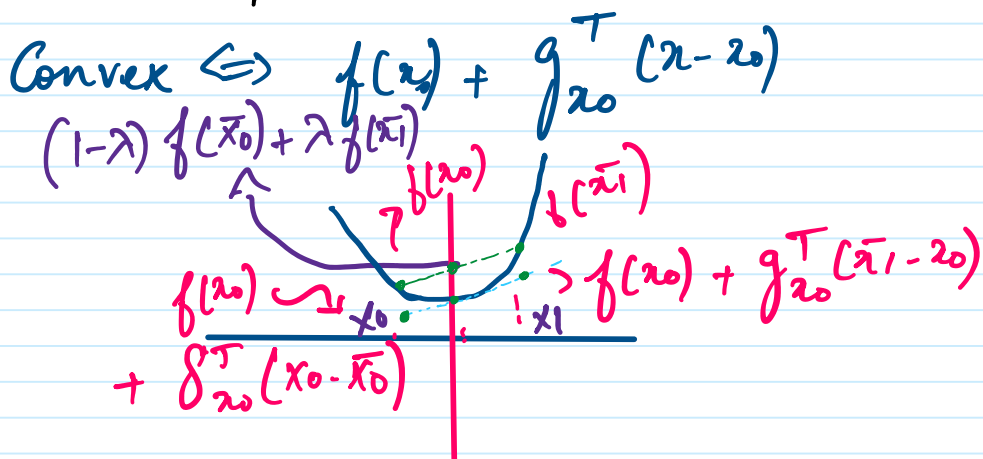
$$g(\alpha_1 x_1 + \alpha_2 x_2) \leq \alpha_1 g(x_1) + \alpha_2 g(x_2)$$

$$g(\alpha_1 x_1 + \alpha_2 x_2) = \alpha_1 g(x_1) + \alpha_2 g(x_2) \\ \rightarrow \textcircled{2}$$

$$\textcircled{1} + \textcircled{2} \Rightarrow$$

$$\begin{aligned} \alpha_1 f(x_1) + \alpha_2 f(x_2) + \alpha_1 g(x_1) + \alpha_2 g(x_2) \\ \leq \alpha [a f(x_1) + b g(x_1)] + \beta [a f(x_2) + b g(x_2)] \\ \Rightarrow a f(x) + b g(x) \text{ is convex.} \end{aligned}$$

Problem: 4.



Method: 1

We know that in order to be a convex fn.

$$f(\alpha_1 x_1 + \alpha_2 x_2) \leq \alpha_1 f(x_1) + \alpha_2 f(x_2)$$

We know that the the the first point is the average of the 2 other points.

$$\Rightarrow f(x) \Rightarrow f(x_0) + f(x_1)$$

1 $\Rightarrow f(x) \Rightarrow f(x_0) + f'(x_0)$
 \Rightarrow The function is convex

Method : 2

$$\lim_{x \rightarrow 20} \frac{f(x) - f(20)}{x - 20}.$$

$$\Rightarrow \delta_{x_0}^T (x - x_0) \frac{f(x) - f(x_0)}{x - x_0}.$$

$$\Rightarrow f(x) \geq f(x_0) + g_{x_0}^T (x - x_0), \forall x \in \mathbb{R}$$

\therefore The $f(x)$ is convex.

Problem: 5

$$\min_P \sum_k (a_k^T P - \mathbb{I})^2$$

$$(a_k^T p - 1)^2$$

$$\text{gradient} \Rightarrow 2(a_k^T p - 1) \cdot a_k$$

$$\Rightarrow 2 \cdot (a_k^T \cdot P \cdot a_k - 2 I \cdot a_k)$$

$$= 2 \cdot a_k^T \cdot a_k \cdot p - 2 \cdot \sum a_k$$

$$\text{Hessian} \Rightarrow \sum_k a_k^T a_k$$

$$\left. \begin{array}{l} \text{Hessian for the} \\ \text{entire objective} \\ \text{function} \end{array} \right\} = \sum_k \lambda_k a_k a_k^T$$

Lemma: if $d^T H d \geq 0 \quad \forall d \neq 0$
then H is positive semidefinite

$$d^T H d = \sum_k \lambda_k \underbrace{d^T a_k}_{\text{scalar}} \underbrace{a_k^T d}_{\text{scalar}}$$

$$\text{Define } d^T a_k = u_k$$

$$\Rightarrow \sum_k \lambda_k u_k^2$$

② As the Hessian matrix is PSD,
It is strictly convex.

It is when we have more mirrors as
the lens.

$$\lambda_k < \text{dimensionality}$$

d vector is perpendicular to A vector

d vector is perpendicular to A vector
 $H = PSD$

convex, infinity solution.

③ Different Configuration can be used to give unique solution.

④

$$y = 2 \left[a_k^T d \cdot (c - i) \right] a$$

$$H = 2 a_k a_k^T \geq 0$$

$$\sum P_i \leq P^*$$

$$P_1 + P_2 < P^*$$

For the output power of the n lamps output of any of the n lamps to be less than p , the nature of the solution won't be changed and hence it is unique.

Same as it we require more than

Same as if we require more than half of the lamps to be switched on, the nature of the output does not change, hence it is unique.