

Methods for constrained problems

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5DA001 Non-linear Optimization

- ▶ Method for constrained non-linear problems may be categorized as follows:
 - ▶ **Primal** methods that work with the primal variables (x_i).
 - ▶ **Dual** methods that work with the dual variables (λ_i).
 - ▶ **Combined** methods that work on both.
 - ▶ Methods that use the **original** objective function.
 - ▶ Methods that **modify** the objective function.

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Primal methods

- ▶ **Primal methods** that use the **original objective function** may be divided into two categories:
 - ▶ **Feasible point methods**, where every iterate x_i is a feasible point.
 - ▶ **Penalty methods**, that allow infeasible iterates, but the limit $\lim x_i = x^*$ is feasible.

Feasible point methods, linear equality constraints

- ▶ If our problem has **linear equality** constraints only

$$\begin{aligned} \min_{p \in \mathbb{R}^n} \quad & f(\bar{x} + p) \\ \text{s.t.} \quad & Ap = 0 \end{aligned}$$

we may solve

$$\min_{v \in \mathbb{R}^{n-m}} \phi(v) = f(\bar{x} + Zv),$$

instead, where Z is a null space matrix of A .

- ▶ The search direction p is found by first solving the **reduced Newton equation** (**null-space equation**)

$$Z^T \nabla^2 f(x) Z v = Z^T \nabla f(x)$$

for v and then calculating $p = Zv$.

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Feasible point methods, linear inequality constraints

Active set methods

- ▶ For problems with linear inequality constraints there are e.g. **active set** methods.
- ▶ Active set methods solve for the minimum on a set \mathcal{S} of active constraints and modifies the active set until the solution of the complete problem is found.

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Feasible point methods, linear inequality constraints

Active set methods

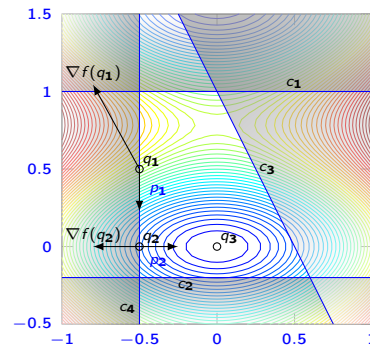
- ▶ If x_k optimal on the current active set:
 - ▶ Calculate the Lagrange multipliers λ_i for all active constraints.
 - ▶ If the active set is empty or if all $\lambda_i \geq 0$,
 - ▶ Terminate. x_k is a local minimizer of the problem.
 - ▶ Otherwise, remove a constraint corresponding to a **negative** Lagrange multiplier λ_i from the active set.
- ▶ Determine a search direction p which is feasible with respect to the active constraints.
- ▶ Determine a step length α which satisfies $f(x_k + \alpha p) < f(x_k)$ and does not violate any inactive constraint.
- ▶ Update the point $x_{k+1} = x_k + \alpha p$.
- ▶ Modify the active set if any new constraints were activated.

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Active set methods

Example

- ▶ At q_1 ,
 - ▶ $\mathcal{S} = \{c_4\}$, $\hat{A} = \begin{bmatrix} 2 & 0 \end{bmatrix}$, $Z = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$,
 - ▶ $p_1 = -ZZ^T \nabla f(q_1) \neq 0$.
 - ▶ q_1 is not minimizer on \mathcal{S} .
 - ▶ p_1 is descent direction on \mathcal{S} .
- ▶ At q_2 ,
 - ▶ $ZZ^T \nabla f(q_2) = 0$.
 - ▶ q_2 is minimizer on \mathcal{S} .
 - ▶ $\nabla f(q_2) = \hat{A}^T \lambda_4 \rightarrow \lambda_4 < 0$.
 - ▶ Remove c_4 from \mathcal{S} .
 - ▶ Compute p from new $\mathcal{S} = \emptyset$.
- ▶ At q_3 ,
 - ▶ $\nabla f(q_3) = 0$.
 - ▶ q_3 is minimizer on \mathcal{S} .



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Feasible point methods, non-linear equality constraints

- ▶ Consider a non-linear problem with non-linear equality constraints:

$$\begin{aligned} \min \quad & f(x), \\ \text{s.t.} \quad & c(x) = 0. \end{aligned}$$

- ▶ If we construct the Lagrangian function

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

we may apply Newton's method on the first order condition on \mathcal{L} , i.e.

$$\nabla \mathcal{L}(x, \lambda) = 0.$$

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Feasible point methods, non-linear equality constraints

Cont'd

- The Newton formula for this problem is

$$\begin{bmatrix} x_{k+1} \\ \lambda_{k+1} \end{bmatrix} = \begin{bmatrix} x_k \\ \lambda_k \end{bmatrix} + \begin{bmatrix} p_k \\ \nu_k \end{bmatrix}.$$

- The vectors p_k and ν_k are found as the solution of the Newton equation for the Lagrangian function:

$$\nabla^2 \mathcal{L}(x_k, \lambda_k) \begin{bmatrix} p_k \\ \nu_k \end{bmatrix} = -\nabla \mathcal{L}(x_k, \lambda_k).$$

- Thus, for each iteration we calculate an update for both the primal parameters x and the dual parameters λ .

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Sequential Quadratic Programming (SQP)

- The Newton equation for the Lagrangian function has the following structure:

$$\begin{bmatrix} \nabla_{xx}^2 \mathcal{L}(x_k, \lambda_k) & -\nabla c(x_k) \\ -\nabla c(x_k)^T & 0 \end{bmatrix} \begin{bmatrix} p_k \\ \nu_k \end{bmatrix} = \begin{bmatrix} -\nabla_x \mathcal{L}(x_k, \lambda_k) \\ c(x_k) \end{bmatrix},$$

which corresponds to the first order condition for the problem

$$\begin{aligned} \min_p \quad & \frac{1}{2} p^T \nabla_{xx}^2 \mathcal{L}(x_k, \lambda_k) p + p^T \nabla_x \mathcal{L}(x_k, \lambda_k), \\ \text{s.t.} \quad & \nabla c(x_k)^T p + c(x_k) = 0. \end{aligned}$$

- Thus, we use a **second order** Taylor approximation of the Lagrangian function and a **first order** Taylor approximation of the constraints.
- This technique is called **Sequential Quadratic Programming (SQP)** since we solve a **sequence** of quadratic problem.

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Sequential Quadratic Programming (SQP)

Cont'd

- Derivation: The problem

$$\begin{aligned} \min_p \quad & \frac{1}{2} p^T \nabla_{xx}^2 \mathcal{L} p + p^T \nabla_x \mathcal{L} \\ \text{s.t.} \quad & \nabla c^T p + c = 0 \end{aligned}$$

has the Lagrangian function

$$\mathcal{M}(p, \nu) = \frac{1}{2} p^T \nabla_{xx}^2 \mathcal{L} p + p^T \nabla_x \mathcal{L} - (\nabla c^T p + c)^T \nu.$$

- The first order conditions are

$$\begin{aligned} \nabla_p \mathcal{M} &= \nabla_{xx}^2 \mathcal{L} p + \nabla_x \mathcal{L} - \nabla c \nu = 0 \\ \nabla_\nu \mathcal{M} &= \nabla c^T p + c = 0 \end{aligned}$$

or

$$\begin{bmatrix} \nabla_{xx}^2 \mathcal{L} & -\nabla c \\ -\nabla c^T & 0 \end{bmatrix} \begin{bmatrix} p \\ \nu \end{bmatrix} = \begin{bmatrix} -\nabla_x \mathcal{L} \\ c \end{bmatrix}.$$

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SQP for least squares problems

- For a least squares problem with non-linear equality constraints

$$\begin{aligned} \min_x \quad & f(x) = \frac{1}{2} \|r(x)\|^2 \\ \text{s.t.} \quad & c(x) = 0 \end{aligned}$$

we have

$$\nabla f = J^T r, \quad \nabla^2 f = J^T J + Q.$$

- The Lagrangian function is

$$\mathcal{L} = \frac{1}{2} \|r\|^2 - c^T \lambda$$

with partial derivatives

$$\begin{aligned} \nabla_x \mathcal{L} &= J^T r - \nabla c \lambda, \quad \nabla_\lambda \mathcal{L} = -c, \\ \nabla_{xx}^2 \mathcal{L} &= J^T J + Q - \underbrace{\sum \lambda_i \nabla_{xx}^2 c_i}_{Q_c}, \quad \nabla_{\lambda\lambda}^2 \mathcal{L} = 0, \\ \nabla_{x\lambda}^2 \mathcal{L} &= -\nabla c, \quad \nabla_{\lambda x}^2 \mathcal{L} = -\nabla c^T. \end{aligned}$$

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SQP for least squares problems

Cont'd

- Together

$$\nabla \mathcal{L} = \begin{bmatrix} J^T r - \nabla c^T \lambda \\ -c \end{bmatrix}, \quad \nabla^2 \mathcal{L} = \begin{bmatrix} J^T J + Q - Q_c & -\nabla c^T \\ -\nabla c^T & 0 \end{bmatrix}.$$

- If we ignore the curvatures Q and Q_c we get the Gauss-Newton Equation for constrained problems

$$\begin{bmatrix} J^T J & -A^T \\ -A & 0 \end{bmatrix} \begin{bmatrix} p \\ \nu \end{bmatrix} = \begin{bmatrix} -J^T r + A^T \lambda \\ c \end{bmatrix},$$

where $A = \nabla c^T$.

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SQP for least squares problems

Cont'd

- If we denote the updated Lagrangian vector with $\lambda' = \lambda + \nu$, we may solve the following, equivalent, system equation:

$$\begin{bmatrix} 0 & 0 & A \\ 0 & I & J \\ A^T & J^T & 0 \end{bmatrix} \begin{bmatrix} \lambda' \\ w \\ p \end{bmatrix} = \begin{bmatrix} -c \\ -r \\ 0 \end{bmatrix}.$$

- Thus, with this formulation we do not need to estimate the Lagrangian multipliers. Instead we calculate an estimate for each iteration.

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SQP for least squares problems

Cont'd

- Geometrically, this corresponds to solving the problem

$$\begin{aligned} \min_p \quad & \frac{1}{2} \|Jp + r\|^2 \\ \text{s.t.} \quad & Ap + c = 0. \end{aligned}$$

- With substitution $w = -(Jp + r)$, the first row of the Gauss-Newton equation becomes

$$\begin{aligned} J^T Jp - A^T \nu &= -J^T r + A^T \lambda \\ &\Downarrow \\ -A^T \nu &= J^T w + A^T \lambda \\ &\text{or} \\ J^T w + A^T (\lambda + \nu) &= 0. \end{aligned}$$

- The vector $\lambda + \nu$ holds the updated Lagrange multiplier.

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Obtaining global convergence

Merit functions

- In order to obtain a descent direction we approximate the (reduced) hessian with a positive definite matrix.
- To get an acceptable step length, we have to balance any reduction of the object function value with the violations of the constraints.
- One solution is to apply a line search on a merit function.
- An example of a quadratic merit function is

$$\mathcal{M}(x_k, \rho_k) = f(x_k) + \rho_k c(x_k)^T c(x_k) = f(x_k) + \rho_k \sum_{i=1}^m c_i(x_k)^2, \quad \rho_k > 0,$$

where the penalty parameter ρ controls the penalty term for violating the constraints.

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Obtaining global convergence

Merit functions

- ▶ To obtain global convergence, the sequence $\{\rho_k\}$ must contain a non-decreasing sequence.
- ▶ Initially, the penalty value is low, the constraint is relaxed and the method is allowed to take short-cuts outside the feasible set.
- ▶ As the penalty parameter is increased, the iterate is forced to stay closer and closer to the constraint.
- ▶ The calculation of the penalty weights ρ_k is crucial to the efficiency of a merit-function based method.
- ▶ Increasing ρ too slowly will allow the iterates to stay unfeasible too long, increasing them too fast will force the iterates to follow the constraints unnecessarily close.

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Barrier methods

- ▶ Barrier methods require the iterates to initially be feasible and approach the constraints from the inside.
- ▶ Barrier methods are suitable for inequality constrained problems.
- ▶ Consider the problem

$$\min f(x) \text{ s.t. } g_i(x) \geq 0, \quad i = 1, \dots, m.$$

- ▶ Define the function $\phi(x)$ such that $\phi(x) \rightarrow \infty$ as $g_i(x) \rightarrow 0$, e.g.

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

or

$$\phi(x) = \sum_{i=1}^m \frac{1}{g_i(x)}.$$

- ▶ This function will act as a barrier when x approaches the border of the feasible set from the inside.

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Penalty and barrier methods

- ▶ Consider the constrained minimization problem

$$\min f(x) \text{ s.t. } x \in S,$$

where S is the feasible set.

- ▶ Define

$$\sigma(x) = \begin{cases} 0 & x \in S; \\ \infty & \text{otherwise.} \end{cases}$$

- ▶ The constrained problem may thus be rewritten as an unconstrained problem

$$\min f(x) + \sigma(x).$$

- ▶ Since $\sigma(x) = \infty$ for all infeasible points, the minimum will be attained in a feasible point.
- ▶ Penalty and barrier methods formulate and solve a sequence of problems replacing $\sigma(x)$ with a continuous function that approaches $\sigma(x)$ as $k \rightarrow \infty$.
- ▶ Penalty methods impose a penalty for violating a constraint, barrier methods impose a penalty for getting too close to the constraint from the inside of the feasible set.

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Barrier methods

- ▶ The barrier function is defined as

$$\beta(x, \mu) = f(x) + \mu\phi(x),$$

where μ is called a barrier parameter.

- ▶ Barrier methods solve the sequence of problems

$$\min_x \beta(x, \mu_k)$$

for a sequence $\{\mu_k\}$ of positive barrier parameters that decrease monotonically to zero.

- ▶ As μ_k approaches zero, the penalty for being close to the constraint will decrease, and the point x will be allowed to come closer and closer to the constraints.
- ▶ With smaller μ_k , the barrier will become more and more vertical and the Hessian of the barrier function will become more and more ill conditioned.

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Penalty methods

- ▶ Penalty methods allow **infeasible** iterates and are thus suitable also for equality constrained problems. Consider the problem

$$\begin{array}{ll}\min & f(x) \\ \text{s.t.} & g_i(x) = 0, \quad i = 1, \dots, m.\end{array}$$

- ▶ Define the function $\psi(x)$ such that $\psi(x) = 0$ as $x \in S$, otherwise $\psi(x) > 0$ and $\psi(x) \rightarrow 0$ as $x \rightarrow S$.
- ▶ The function $\psi(x)$ will impose a penalty that depends on how infeasible the point x is.
- ▶ An example of such a penalty is the **quadratic-loss function**

$$\psi(x) = \frac{1}{2} \sum_{i=1}^m g_i(x)^2 = \frac{1}{2} c(x)^T c(x).$$

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Penalty methods

- ▶ The weight of the penalty is controlled by a positive penalty parameter ρ .
- ▶ As ρ increases, the function $\rho\psi$ approaches the ideal penalty σ .
- ▶ The **penalty function** is defined as

$$\pi(x, \rho) = f(x) + \rho\psi(x).$$

- ▶ Penalty methods solve a sequence of problems

$$\min_x \pi(x, \rho_k)$$

for an increasing sequence $\{\rho_k\}$.

- ▶ As $\rho_k \rightarrow \infty$, the iterates x_k will be forced closer and closer to the feasible set S .
- ▶ As with the barrier methods, for large ρ_k , the walls will be almost vertical and the Hessian of the penalty function will be ill conditioned.

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