

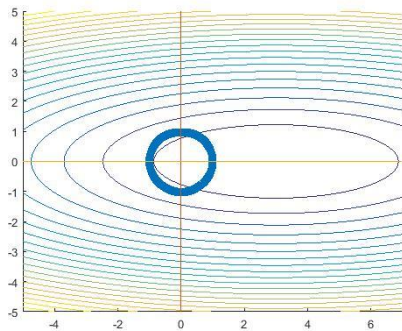
1. (20%) Consider the problem

$$\begin{aligned} \min_{x_1, x_2} \quad & 0.1 * (x_1 - 3)^2 + x_2^2 \\ \text{s.t.} \quad & x_1^2 + x_2^2 - 1 \leq 0 \end{aligned} \quad (1)$$

- Write down the KKT conditions for (1).
- Solve the KKT conditions and find the optimal solutions, including the Lagrangian parameters.
- Compute the reduced Hessian and check the second order conditions for the solution.

**A1.(a):**

- $\nabla L(\vec{x}, \lambda) = \nabla[0.1 * (x_1 - 3)^2 + x_2^2] + \lambda \nabla[x_1^2 + x_2^2 - 1] = 0$
- $x_1^2 + x_2^2 - 1 \leq 0$
- $\lambda * [x_1^2 + x_2^2 - 1] = 0$
- $\lambda \geq 0$



**A1.(b)** 由圖可知 min at (1,0)

$$d_{x_1} L(\vec{x}, \lambda) = 0.2 * (x_1 - 3) + 2 * \lambda * x_1 = 0 \rightarrow x_1 * (0.2 + 2 * \lambda) = 0.6$$

$$d_{x_2} L(\vec{x}, \lambda) = 2 * x_2 + 2 * \lambda * x_2 = 0 \rightarrow x_2 = 0$$

$$d_{\lambda} L(\vec{x}, \lambda) = x_1^2 + x_2^2 - 1 = 0 \rightarrow \left(\frac{0.6}{0.2+2*\lambda}\right)^2 = 1 \rightarrow 50\lambda^2 + 5\lambda - 4 = 0$$

(無整數解, 以matlab求近似解到小數點第一位)  $\cong (\lambda + 0.3)(\lambda - 0.2) = 0$  取  $\lambda = 0.2$

$$x_1 = \left(\frac{0.6}{0.2+2*0.2}\right) = 1, x_2 = 0, \lambda = 0.2 \geq 0$$

**A1.(c)**

$$\nabla L = \begin{bmatrix} 0.2 * (x_1 - 3) + 2 * \lambda * x_1 \\ 2 * x_2 + 2 * \lambda * x_2 \end{bmatrix} = 0$$

$$\nabla \nabla L = \begin{bmatrix} 0.2 + 2 * \lambda & 0 \\ 0 & 2 + 2 * \lambda \end{bmatrix} \rightarrow \nabla \nabla L(\lambda = 0.2) = \begin{bmatrix} 0.6 & 0 \\ 0 & 2.4 \end{bmatrix}$$

$$\nabla C_1(x^*) = \begin{bmatrix} 2 * x_1 \\ 2 * x_2 \end{bmatrix} \rightarrow \nabla C_1(1, 0) = \begin{bmatrix} 2 \\ 0 \end{bmatrix} \because \lambda > 0 \therefore \nabla C_1(x, \lambda) w = 0$$

$$\therefore W = \left( \begin{array}{c} 0 \\ w_2 \end{array} \mid w_2 \in R \text{ and } w_2 \neq 0 \right) \neq \vec{0}$$

$$\therefore w * \nabla \nabla L * w = \begin{pmatrix} 0 \\ w_2 \end{pmatrix}^T * \begin{bmatrix} 0.6 & 0 \\ 0 & 2.4 \end{bmatrix} * \begin{pmatrix} 0 \\ w_2 \end{pmatrix} = 2.4 * (w_2)^2 > 0$$

$\therefore$  the sufficient conditions satisfied  $\therefore x^* = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$  is strict local solution

2. (20%) The trust region method (for unconstrained optimization problem) needs to solve a local model in each step

$$\begin{aligned} \min_{\vec{p}} \quad & m(\vec{p}) = \frac{1}{2} \vec{p}^T A \vec{p} + \vec{g}^T \vec{p} \\ \text{s.t.} \quad & \vec{p}^T \vec{p} \leq \Delta^2. \end{aligned}$$

Prove that the optimal solution  $\vec{p}^*$  of the local model satisfies

$$\begin{aligned} (A + \lambda I) \vec{p}^* &= -\vec{g} \\ \lambda(\Delta - \|\vec{p}^*\|) &= 0 \\ (A + \lambda I) &\text{ is positive semidefinite.} \end{aligned}$$

(Hint: to prove the last statement, you only need to consider the directions in the *critical cone*.)

**A2:**

—— 假設  $\vec{p}^*$  為最佳解使  $m(\vec{p}^*) \leq m(\vec{p})$

$$L = \frac{1}{2} \vec{p}^T A \vec{p} + \vec{g}^T \vec{p} - u * (\Delta^2 - \vec{p}^T \vec{p})$$

$$\because \text{KKT} \quad \therefore \nabla_x L = \vec{g} + A * \vec{p}^* + 2 * u * \vec{p}^* = 0$$

$$\text{令 } \lambda = 2u \rightarrow \nabla_x L = \vec{g} + A * \vec{p}^* + \lambda * \vec{p}^* = 0 \rightarrow (A + \lambda I) \vec{p}^* = -\vec{g}$$

$$\because \text{complementarity condition} \quad \therefore \lambda * (\Delta^2 - \vec{p}^{*T} \vec{p}^*) = 0 \rightarrow \lambda * (\Delta - \|\vec{p}^*\|) = 0$$

if  $\lambda = 0 \rightarrow$  inactive  $\rightarrow \Delta^2 - \vec{p}^{*T} \vec{p}^* \geq 0$  此限制式無存在意義

$\rightarrow$  轉為無限制式求極值問題.  $\rightarrow A + \lambda I = A$  為半正定矩陣(否則無解)

If  $\lambda > 0 \rightarrow$  active  $\rightarrow \Delta^2 - \vec{p}^{*T} \vec{p}^* = 0 \rightarrow \Delta^2 = \vec{p}^{*T} \vec{p}^* \rightarrow \Delta = \|\vec{p}^*\|$

由假設  $m(\vec{p}^*) \leq m(\vec{p}) \rightarrow \vec{g}^T * \vec{p}^* + \frac{1}{2} \vec{p}^{*T} * A * \vec{p}^* \leq \vec{g}^T * \vec{p} + \frac{1}{2} \vec{p}^T * A * \vec{p} \dots 1$

$$\because (A + \lambda I) \vec{p}^* = -\vec{g} \rightarrow -(A + \lambda I) \vec{p}^* = \vec{g}$$

$$\therefore -\vec{p}^{*T} * (A + \lambda I) * \vec{p}^* + \frac{1}{2} \vec{p}^{*T} * A * \vec{p}^* \leq -\vec{p}^{*T} * (A + \lambda I) * \vec{p} + \frac{1}{2} \vec{p}^T * A * \vec{p}$$

$$\text{式子兩邊同加上 } \frac{1}{2} \lambda \Delta^2 = \frac{1}{2} \lambda (\vec{p}^{*T} \vec{p}^*) = \frac{1}{2} \lambda (\vec{p}^T \vec{p})$$

$$-\vec{p}^{*T} * (A + \lambda I) * \vec{p}^* + \frac{1}{2} \vec{p}^{*T} * (A + \lambda I) * \vec{p}^* \leq -\vec{p}^{*T} * (A + \lambda I) * \vec{p} + \frac{1}{2} \vec{p}^T * (A + \lambda I) * \vec{p}$$

$$\text{上式整理後} \rightarrow \frac{1}{2} (\vec{p}^{*T} * (A + \lambda I) * \vec{p}) - \vec{p}^{*T} * (A + \lambda I) * \vec{p} + \frac{1}{2} \vec{p}^T * (A + \lambda I) * \vec{p} \geq 0$$

$$\rightarrow (\vec{p}^{*T} * (A + \lambda I) * \vec{p}) - 2 * \vec{p}^{*T} * (A + \lambda I) * \vec{p} + \vec{p}^T * (A + \lambda I) * \vec{p} \geq 0$$

$$\rightarrow ((\vec{p}^* - \vec{p})^T * (A + \lambda I) * (\vec{p}^* - \vec{p})) \geq 0$$

$$\rightarrow A + \lambda I = A \text{ 為半正定矩陣}$$

3. (60%) Implement the Interior Point Method (IPM), as shown in Figure 1, to solve linear programming problem.

$$\begin{aligned} \min_{\vec{x}} \quad & \vec{c}^T \vec{x} \\ \text{s.t.} \quad & A\vec{x} - \vec{s} = \vec{b} \\ & \vec{s} \geq 0 \end{aligned}$$

You can assume  $\vec{x}_0 = 0$  is a feasible interior point.

Used Example

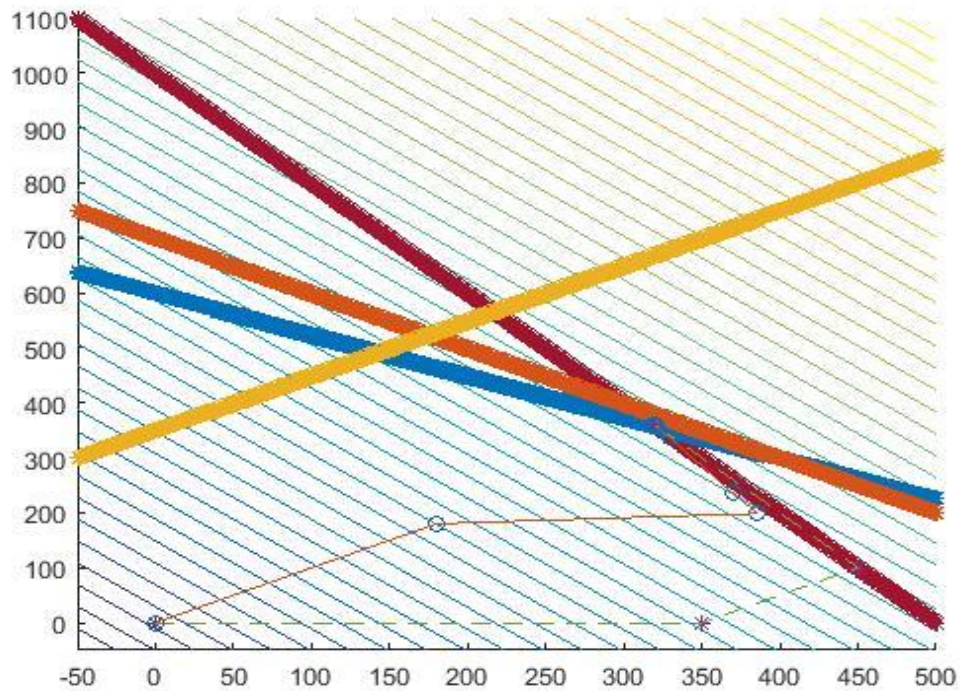
$$\begin{aligned} \max_{x_1, x_2} \quad & z = 8x_1 + 5x_2 \\ \text{s.t.} \quad & 2x_1 + x_2 \leq 1000 \\ & 3x_1 + 4x_2 \leq 2400 \\ & x_1 + x_2 \leq 700 \\ & x_1 - x_2 \leq 350 \\ & x_1, x_2 \geq 0 \end{aligned}$$

轉換問題為  $\min_{x_1, x_2} z = -8x_1 - 5x_2, \quad \sigma = 0.4$  (測試過, 步數最少)

$$A = \begin{pmatrix} -2 & -1 \\ -3 & -4 \\ -1 & -1 \\ -1 & 1 \\ 1 & 0 \\ 0 & 1 \end{pmatrix} \quad b = \begin{pmatrix} -1000 \\ -2400 \\ -700 \\ -350 \\ 0 \\ 0 \end{pmatrix} \quad \text{lambda} = \begin{pmatrix} 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \end{pmatrix} \quad s_0 = \begin{pmatrix} 1000 \\ 2400 \\ 700 \\ 350 \\ 0 \\ 0 \end{pmatrix}$$

$c = \begin{pmatrix} -8 \\ -5 \end{pmatrix}, x_0 = \begin{pmatrix} 0 \\ 0 \end{pmatrix}$  收斂條件改 ( $u \leq 0.001$ ) 而非  $u=0$  不然要等好久...

IPM(圈圈)與 simplex method(\*)比較



IPM 撞牆壁之後,似乎就很難移動了.每次移動均很小步

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function [Z X]=interior_point_method(A, b, c, x0, lambda0, s0)
    X=[0;0]; %init returnX record path
    %init 相關變數
    x = x0;
    lambda=lambda0;
    s = s0;
    F = [x;lambda;s];
    [m,n] = size(A);
    sigma = 0.4;
    alpha = 100;
    u = (lambda'*s)/m;
    r=0.001;

    while(u >0.001 )    % 收斂條件 u==0
        alpha = 100;
        H=[zeros(n,n),-A',zeros(n,m);
        _____
        A,zeros(m,m),eye(m);zeros(m,n),diag(s),diag(lambda)];
        u = (lambda'*s)/m;
        g = [A'*lambda-c;A*x-s-b;sigma*u*ones(m,1)-
        diag(lambda)*diag(s)*ones(m,1)];
        d=H\g;
        %compute appropriate alpha
        try_point= F+alpha*d; %先走alpha步看看
        while(min(try_point(n+1:n+m).*try_point(n+m+1:n+2*m))<r*u)
            %檢查是否越界
            alpha=alpha/2;    %改走小步一點
            try_point= F+alpha*d; %在走走看
        end
        %update
        F = F+alpha*d;    %正式走 updata
        x = F(1:n);
        lambda = F(n+1:n+m);
        s = F(n+m+1:n+2*m);
        X=[X x];    %record path
    end

    x
    Z=c'*x;
end

```

