Problem 1

1) (a) size of the vectors

$$\vec{v}$$
 = [P x 1]

$$\vec{x} = [n \times 1]$$

$$\vec{b} = [\text{m x 1}]$$

(b)
$$\vec{v} = \vec{0} \in \mathbb{R}^P$$

(c) Optimization problem P

Min
$$\vec{v}^{\text{t}}$$
 B \vec{x}

S.t
$$A\vec{x} \leq \vec{b}$$

$$\vec{x} \ge 0$$

Problem (1) can be reformulated as

Find
$$\vec{v}$$

S.t
$$P \ge 0$$

- (d) No, you can't feed P to an LP Solver and give a solution.
- 2) (a) $\vec{c} = B^t \vec{v}_0$

Size of
$$\vec{c} = [n \times 1]$$

(b) $\vec{x} = [1 \ 1 \ 1]'$

$$\vec{v}_0^{\rm t}$$
 B \vec{x} = -8 (Since the value is negative, \vec{v}_0 doesn't satisfy the problem

3) (a) Min $\vec{b}^{\rm t} \vec{y}$

S.t
$$A^t \vec{y} \ge -\vec{c}$$

$$\vec{y} \ge 0$$

(b) Min $\vec{b}^{\rm t} \vec{y}$

S.t
$$A^t \vec{y} \ge -B^t \vec{v}$$

$$\vec{y} \ge 0$$

Yes, this problem can be solved using a LP solver.

(c) Converting the above dual to standard form, we get

$$\begin{aligned} & \text{Min } \vec{b}^{\text{t}} \vec{y} \\ & \text{S.t } \mathsf{A}^{\text{t}} \vec{y} + \mathsf{B}^{\text{t}} \vec{v} \geq 0 \\ & \vec{y} \geq 0 \end{aligned}$$

Substituting \vec{y} by $\vec{\lambda}$

Since it is a minimization problem we know that value of $\vec{b}^{t} \vec{\lambda} \leq 0$, and the feasible solution for a dual is the feasible solution for primal, therefore since \vec{v} is the solution to the dual problem, it is the solution to problem (1) too.

(d) First solve for x, using random matrix A & vector b.

Then pass the value of the product B and x, to the L1 norm to find the value of v.

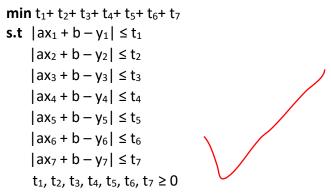
We will come to find out that value of v is unbounded, as v can take value.

Prob3d.m is the mat lab code used to solve problem (1).

The value of EXITFLAG will be -3 which implies the problem is unbounded.

Problem 2

- 1) (a) No we can't find an *f* that can exactly fit all the data points.
 - (b) L1 norm



L∞ norm

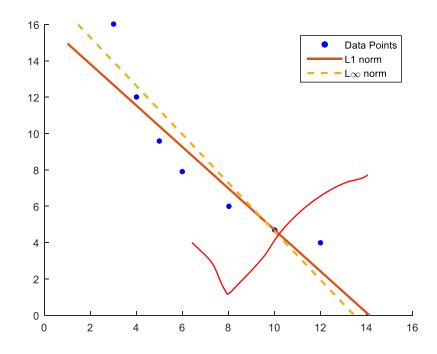
min t

s.t
$$|ax_1 + b - y_1| \le t$$

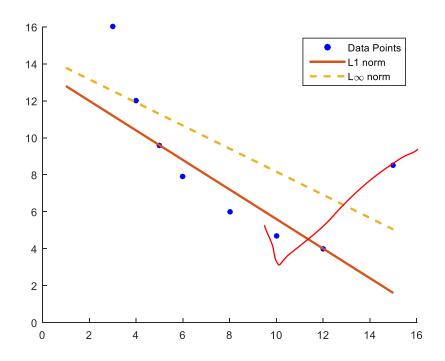
 $|ax_2 + b - y_2| \le t$
 $|ax_3 + b - y_3| \le t$
 $|ax_4 + b - y_4| \le t$
 $|ax_5 + b - y_5| \le t$
 $|ax_6 + b - y_6| \le t$
 $|ax_7 + b - y_7| \le t$
 $t \ge 0$

(c) Script **prob1.m** and functions **L1norm.m**, **LInfnorm.m**, **nDegreePolynomial.m** & **plotGraph.m** are used to solve the given problem.

First call **prob1.m** and you will get a prompt saying "enter the value of n:" give 1 for this prob.



(d) For this problem call prob2.m and enter the value for n as 1.



By comparing the above two figures we could see that L∞ norm is very sensitive and L1 norm is insensitive to presence of outliers

2) (a) **L1 norm**

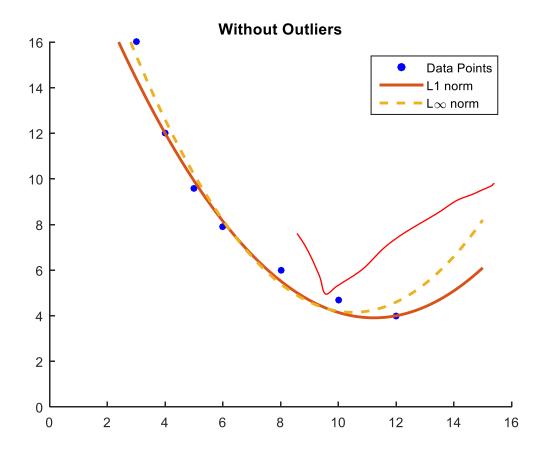
$$\begin{aligned} & \textbf{min} \ t_1 + \ t_2 + \ t_3 + \ t_4 + \ t_5 + \ t_6 + \ t_7 \\ & \textbf{s.t} \quad | \ a_1x_1 + \ a_2x_1^2 + \ b - \ y_1 \ | \ \leq t_1 \\ & \ | \ a_1x_2 + \ a_2x_2^2 + \ b - \ y_2 \ | \ \leq t_2 \\ & \ | \ a_1x_3 + \ a_2x_3^2 + \ b - \ y_3 \ | \ \leq t_3 \\ & \ | \ a_1x_4 + \ a_2x_4^2 + \ b - \ y_4 \ | \ \leq t_4 \\ & \ | \ a_1x_5 + \ a_2x_5^2 + \ b - \ y_5 \ | \ \leq t_5 \\ & \ | \ a_1x_6 + \ a_2x_6^2 + \ b - \ y_6 \ | \ \leq t_6 \\ & \ | \ a_1x_7 + \ a_2x_7^2 + \ b - \ y_7 \ | \ \leq t_7 \\ & \ t_1, \ t_2, \ t_3, \ t_4, \ t_5, \ t_6, \ t_7 \geq 0 \end{aligned}$$

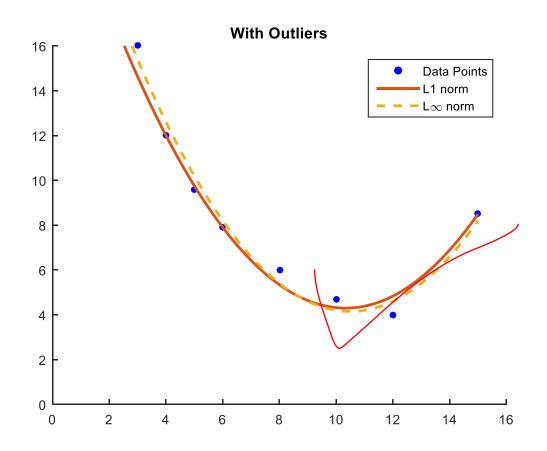
L∞ norm

min t

$$\begin{aligned} \textbf{s.t} & \left| a_1x_1 + a_2x_1^2 + b - y_1 \right| \leq t \\ & \left| a_1x_2 + a_2x_2^2 + b - y_2 \right| \leq t \\ & \left| a_1x_3 + a_2x_3^2 + b - y_3 \right| \leq t \\ & \left| a_1x_4 + a_2x_4^2 + b - y_4 \right| \leq t \\ & \left| a_1x_5 + a_2x_5^2 + b - y_5 \right| \leq t \\ & \left| a_1x_6 + a_2x_6^2 + b - y_6 \right| \leq t \\ & \left| a_1x_7 + a_2x_7^2 + b - y_7 \right| \leq t \\ & t \geq 0 \end{aligned}$$

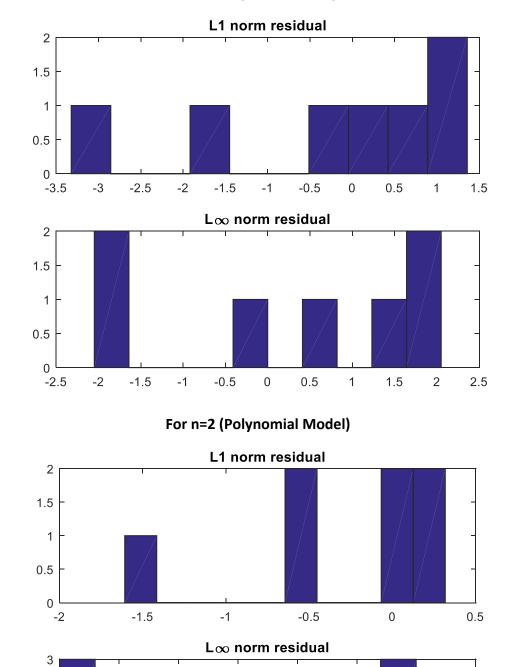
(b) As stated above, call prob1.m and prob2.m but give the value of n as 2.





(c) Performance of the affine and the polynomial model for each norm can be inferred from the below Error Histograms

For n = 1 (Affine Model)



3) **nDegreePolynomial.m** function handles polynomial models with up to a degree N that will be given as an input.

0

0.2

0.4

0.6

8.0

2

1

0

-0.6

-0.4

-0.2