

# On the feasibility for the system of quadratic equations MATLAB Library

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## 1 Notations

The goal of the project is to solve a number of tasks for quadratic maps, which are

1. (Real case) The map  $f: \mathbb{R}^n \rightarrow \mathbb{R}^m$  s.t.

$$f_i(x) = x^T A_i x + 2b_i^T x, \quad A_i = A_i^T$$

2. (Complex case) The map  $f: \mathbb{C}^n \rightarrow \mathbb{R}^m$  s.t.

$$f_i(x) = x^* A_i x + b_i^* x + x^* b_i, \quad A_i = A_i^*$$

Where  $\cdot^*$  is Hermitian transpose.

From this point on,  $X$  denotes  $\mathbb{R}^n$  for real case or  $\mathbb{C}^n$  for complex case.

We use the following notations:

**Definition 1.1.** For a vector  $c \in \mathbb{R}^n$  and tuple of matrices  $(A_1, \dots, A_n)$  (or vectors) the dot product is defined as following:

$$c \cdot A = \sum_{i=1}^n c_i A_i$$

**Definition 1.2.** The image of  $f$  is denoted as  $F$ :

$$F = f(X)$$

**Definition 1.3.** The convex hull of  $F$  is denoted as  $G$ :

$$G = \text{conv } F$$

**Definition 1.4.** The boundary points of  $F$  touched by a tangent hyperplane with normal vector  $c \in \mathbb{R}^m$ :

$$\partial F_c = \arg \min_{y \in F} (c, y)$$

**Definition 1.5.** The boundary points of  $G$  touched by a tangent hyperplane with normal vector  $c \in \mathbb{R}^m$ :

$$\partial G_c = \arg \min_{y \in G} (c, y)$$

## 2 Functions

The library consists of a number of functions defined in separate .m files. Input format for the map is the following:

- The number  $A(i, j, k)$  denotes  $i$ 'th row and  $j$ 'th column of the matrix  $A_k$
- The number  $b(i, j)$  denotes  $i$ 'th element of the vector  $b_j \in \mathbb{R}^m$

### 1. Feasibility membership oracle

**Given:**

- The map  $f$  as matrices  $A$  and vectors  $b$
- A point  $y \in \mathbb{R}^m$ .

**Determine:** if  $y \in F$

`is_infeasible = infeasibility_oracle(A, b, y)`

This function tries to separate the point  $y$  from the convex hull  $G$  with a hyperplane. See Theorem 3.2 from the article.

**Return value:**

- 1 means that the separation was successful and the point  $y \notin G$ . This implies  $y \notin F$ .
- 0 means that the feasibility is uncertain.

## 2. Boundary oracle

**Given:**

- The map  $f$  as matrices  $A$  and vectors  $b$
- A point  $y \in F$
- A direction  $d \in \mathbb{R}^m$

The following two tasks are considered:

(a) `[t, is_in_F] = boundary_oracle(A, b, y, d)`

This function finds the point  $y + td$  on the boundary  $\partial G$  with the largest  $t$ :

$$t = \sup\{\tau | y + \tau d \in G\}$$

**Return value:**

- $t$  is the largest step in direction  $d$
- `is_in_F` is a binary variable indicating if the resulting point  $y + td$  belongs to  $F$

**Exception:** if optimization task failed

(b) `c = get_c_from_d(A, b, y, d)`

This function obtains the normal vector  $c$  at the boundary point  $y + td$  using dual problem (5) from the article.

**Return value:** the normal vector  $c$  s.t.  $y + td \in \partial G_c$

**Exception:** if optimization task failed

## 3. Nonconvexity certificate

**Given:**

- The map  $f$  as matrices  $A$  and vectors  $b$
- A point  $y \in F$
- Number of iterations  $k$

The following two tasks are considered:

(a) `c = get_c_minus(A, b, y, k)`

This function runs  $k$  iterations of the following procedure:

- Generate random direction  $d$
- Obtain a normal vector  $c$  using `get_c_from_d()`
- Check if  $\partial F_c$  is nonconvex using Theorem 3.4 from the article
- Return  $c$  if so, continue otherwise

**Return value:**  $c$  s.t.  $\partial F_c$  is nonconvex

**Exception:** if  $c$  was not found in  $k$  iterations

(b) `is_nonconvex = nonconvexity_certificate(A, b, y, k)`

This function runs `get_c_minus()` and outputs 1 if the normal vector  $c$  was found. In this case the image  $F$  is guaranteed to be nonconvex.

**Return value:** 1 if  $F$  is nonconvex

**Exception:** on uncertain case if  $c$  was not found or optimization failed

## 4. Positive-definite $c \cdot A$

**Given:**

- The map  $f$  as matrices  $A$  and vectors  $b$
- The initial normal vector  $p$

The following three tasks are considered:

(a) `c_plus = get_near_c_plus(A, p, gamma);`

This function finds the nearest to  $p$  vector  $c_+$  such that

$$c_+ \cdot A \succeq 0$$

via solving the following optimization task ( $c_{+\perp}$  is the part of  $c_+$  orthogonal to  $p$ ):

$$\begin{aligned} \min \quad & \gamma \|c_+\|^2 + c_{+\perp}^2 \\ & c_+ \cdot A - I \succeq 0 \\ & (c_+, p) \geq 0 \end{aligned}$$

**Return value:**  $c_+$  s.t.  $c_+ \cdot A \succeq 0$

**Exception:** if  $c_+$  was not found

(b) `c_plus = get_c_plus(A)`

This function generates a random vector  $p$  and then finds  $c_+$  nearest to it.

**Return value:**  $c_+$  s.t.  $c_+ \cdot A \succeq 0$

**Exception:** if  $c_+$  was not found

(c) `c_plus = get_best_plus(A)`

This function returns the "best" vector  $c_+$  s.t.  $c_+ \cdot A \succeq 0$  via the following problem:

$$\begin{aligned} \max \lambda_{\min}(c_+ \cdot A) \\ \|c\|^2 \leq 1 \end{aligned}$$

The spectrum of the resulting matrix  $c_+ \cdot A$  is separated from 0 the most.

**Return value:**  $c_+$  s.t.  $c_+ \cdot A \succeq 0$

**Exception:** if  $c_+$  was not found

## 5. Convex subpart

**Given:**

- The map  $f$  as matrices  $A$  and vectors  $b$
- The point  $y \in F$
- Number of iterations  $k$
- Vector  $c_+$  s.t.  $c_+ \cdot A \succeq 0$
- Number of iterations `k_c_minus` for the nonconvexity certificate

`z_max = get_z_max(A, b, y, k, c_plus, k_c_minus)`

This function performs the following procedure  $k$  times:

- Changing basis with `change_basis`
- Obtaining  $c \in C_-$  using `get_c_minus`
- Minimizing  $z(c)$  using  $c$  as a starting point

The resulting  $z_{\max}$  is a minimum over all obtained  $z$ 's

**Return value:** Minimal value  $z_{\max}$  or Inf if no nonconvexities were found

**Exception:** None

## 6. Other functions

Name	Input	Call	Description	Return value	Exception
<b>Random map</b>	Dimensions $n, m$	<code>get_random_f(n, ... m, is_complex)</code>	Generates random map $f$	<code>[A, b]</code>	None
<b>Value at x</b>	The point $x \in X$	<code>quadratic_map(A, ... b, x)</code>	Calculates $f(x)$	$y = f(x)$	None
<b>Product</b> $c \cdot A$	Normal vector $c$	<code>get_Ac(A, c)</code>	Calculates $c \cdot A$	$A_c = c \cdot A$	None
<b>Get</b> $H_c$	$c, y \in \mathbb{R}^m$	<code>get_H_c(A, b, c, y)</code>	$H_c = \begin{pmatrix} A_c & b_c \\ b'_c & -(c, y) \end{pmatrix}$	$H_c$	None
<b>Minimize</b> $z(c)$	$c, c_+, \text{step } \beta$	<code>minimize_z_c(A, ... b, c, c_plus, ... beta_initial, max_step)</code>	Calculates $\inf_{c \in C_-} z(c)$	<code>[z, c_array, ... z_array]</code>	If failed
<b><math>\mathbb{R}^n</math> projection</b>		<code>project(A, ... b, c, x_0, ... delta_c, normal, ... search_area_size)</code>	Projects $c + \Delta c$ to $C_-$	<code>[c_new, lambda]</code>	If failed
<b><math>\mathbb{C}^n</math> projection</b>		<code>project_descent(A, ... b, c, normal_1, ... normal_2)</code>	Projects $c$ to $C_-$	<code>[c_new, distance]</code>	If failed
<b>Gradient</b> $\frac{\partial z}{\partial c}$	Normal $c$	<code>get_dz_dc(A, b, c)</code>	Calculates $Q, \nabla z(c)$ , normal vectors $n_1, n_2$	<code>[Q, Q_inv, k, ... v, lambda_min, ... z, dz_dc, ... normal_re, ... normal_im, ... drho_dc]</code>	None
<b>Change of basis</b>	$c_+$	<code>change_basis(A, b, ... c_plus)</code>	$\begin{cases} x = S(x' + x_0) \\ y = y' + y_0 \\ c_+ \cdot A_0 = I \\ c_+ \cdot b_0 = 0 \end{cases}$ s.t.	<code>[A_new, ... b_new, x0, y0]</code>	None