

## LINEARLY CONSTRAINED MINIMIZATION

$$\underset{x \in \mathbb{R}^n}{\text{minimize}} \quad f(x) \quad \text{subject to} \quad Ax \begin{cases} \geq \\ = \end{cases} b$$

where the **objective function**  $f : \mathbb{R}^n \rightarrow \mathbb{R}$

- assume that  $f \in C^1$  (sometimes  $C^2$ ) and Lipschitz
- often in practice this assumption violated, but not necessary
- important special cases:
  - ◊ **linear programming**:  $f(x) = g^T x$
  - ◊ **quadratic programming**:  $f(x) = g^T x + \frac{1}{2}x^T H x$

**Concentrate here on quadratic programming**

## Part 4: Active-set methods for linearly constrained optimization

Nick Gould (RAL)

$$\underset{x \in \mathbb{R}^n}{\text{minimize}} \quad f(x) \quad \text{subject to} \quad Ax \geq b$$

Part C course on continuous optimization

## QUADRATIC PROGRAMMING

**QP**: minimize  $q(x) = g^T x + \frac{1}{2}x^T H x$  subject to  $Ax \geq b$   
 $x \in \mathbb{R}^n$

- $H$  is  $n$  by  $n$ , real symmetric,  $g \in \mathbb{R}^n$
- $A = \begin{pmatrix} a_1^T \\ \vdots \\ a_m^T \end{pmatrix}$  is  $m$  by  $n$  real,  $b = \begin{pmatrix} [b]_1 \\ \vdots \\ [b]_m \end{pmatrix}$
- in general, constraints may
  - ◊ have upper bounds:  $b^l \leq Ax \leq b^u$
  - ◊ include equalities:  $A^e x = b^e$
  - ◊ involve simple bounds:  $x^l \leq x \leq x^u$
  - ◊ include network constraints ...

## PROBLEM TYPES

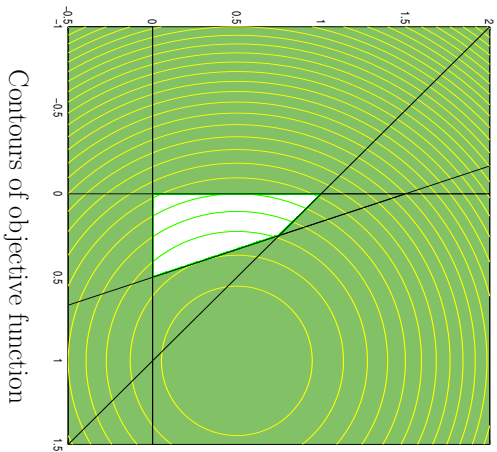
### Convex problems

- $H$  is positive semi-definite ( $x^T H x \geq 0$  for all  $x$ )
- any local minimizer is global
- important special case:  $H = 0 \iff$  linear programming

### Strictly convex problems

- $H$  is positive definite ( $x^T H x > 0$  for all  $x \neq 0$ )
- unique minimizer (if any)

## CONVEX EXAMPLE



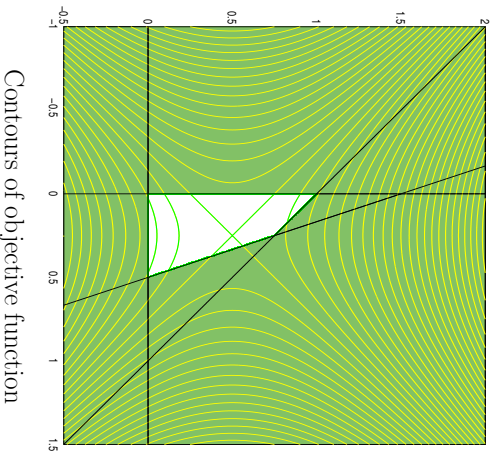
$$\begin{aligned} \min & (x_1 - 1)^2 + (x_2 - 0.5)^2 \\ \text{subject to} & x_1 + x_2 \leq 1 \\ & 3x_1 + x_2 \leq 1.5 \\ & (x_1, x_2) \geq 0 \end{aligned}$$

## PROBLEM TYPES (II)

### General (non-convex) problems

- $H$  may be indefinite ( $x^T H x < 0$  for some  $x$ )
- may be many local minimizers
- may have to be content with a local minimizer
- problem may be unbounded from below

## NON-CONVEX EXAMPLE



$$\begin{aligned} \min & -2(x_1 - 0.25)^2 + 2(x_2 - 0.5)^2 \\ \text{subject to} & x_1 + x_2 \leq 1 \\ & 3x_1 + x_2 \leq 1.5 \\ & (x_1, x_2) \geq 0 \end{aligned}$$

## PROBLEM TYPES (III)

### Small

- values/structure of matrix data  $H$  and  $A$  irrelevant
- currently  $\min(m, n) = O(10^2)$

### Large

- values/structure of matrix data  $H$  and  $A$  important
- currently  $\min(m, n) \geq O(10^3)$

### Huge

- factorizations involving  $H$  and  $A$  are unrealistic
- currently  $\min(m, n) \geq O(10^5)$

## WHY IS QP SO IMPORTANT?

- many **applications**
    - portfolio analysis, structural analysis, VLSI design, discrete-time stabilization, optimal and fuzzy control, finite impulse response design, optimal power flow, economic dispatch ...
    - ~ 500 application papers
  - **prototypical** nonlinear programming problem
  - **basic subproblem** in constrained optimization:
 
$$\begin{aligned} & \underset{x \in \mathbb{R}^n}{\text{minimize}} && f(x) && \implies && \underset{x \in \mathbb{R}^n}{\text{minimize}} && f + g^T x + \frac{1}{2} x^T H x \\ & \text{subject to} && c(x) \geq 0 && && \text{subject to} && Ax + c \geq 0 \end{aligned}$$
- $\implies$  SQP methods ( $\implies$  Course Part 7)

## FIRST-ORDER OPTIMALITY

$$\text{QP: } \underset{x \in \mathbb{R}^n}{\text{minimize}} \quad q(x) = g^T x + \frac{1}{2} x^T H x \quad \text{subject to} \quad Ax \geq b$$

Any point  $x_*$  that satisfies the conditions

$$\begin{aligned} Ax_* &\geq b && \text{(primal feasibility)} \\ Hx_* + g - A^T y_* &= 0 \text{ and } y_* \geq 0 && \text{(dual feasibility)} \\ [Ax_* - b]_i \cdot [y_*]_i &= 0 \text{ for all } i && \text{(complementary slackness)} \end{aligned}$$

for some vector of **Lagrange multipliers**  $y_*$  is a **first-order critical** (or Karush-Kuhn-Tucker) point

If  $[Ax_* - b]_i = 0 \iff [y_*]_i > 0$  for all  $i \implies$  the solution is **strictly complementary**

## OPTIMALITY CONDITIONS

**Recall:** the importance of optimality conditions is:

- to be able to recognise a solution if found by accident or design
- to guide the development of algorithms

## SECOND-ORDER OPTIMALITY

$$\text{QP: } \underset{x \in \mathbb{R}^n}{\text{minimize}} \quad q(x) = g^T x + \frac{1}{2} x^T H x \quad \text{subject to} \quad Ax \geq b$$

Let

$$\mathcal{N}_+ = \left\{ s \left| \begin{array}{l} a_i^T s = 0 \text{ for all } i \text{ such that } a_i^T x_* = [b]_i \text{ and } [y_*]_i > 0 \text{ and} \\ a_i^T s \geq 0 \text{ for all } i \text{ such that } a_i^T x_* = [b]_i \text{ and } [y_*]_i = 0 \end{array} \right. \right\}$$

Any first-order critical point  $x_*$  for which additionally

$$s^T H s \geq 0 \text{ (resp. } > 0) \text{ for all } s \in \mathcal{N}_+$$

is a **second-order** (resp. **strong second-order**) critical point

**Theorem 4.1:**  $x_*$  is a (an isolated) local minimizer of QP  $\iff x_*$  is (strong) second-order critical

## WEAK SECOND-ORDER OPTIMALITY

QP: minimize  $q(x) = g^T x + \frac{1}{2}x^T H x$  subject to  $Ax \geq b$   
 $x \in \mathbb{R}^n$

Let

$$\mathcal{N} = \{s \mid a_i^T s = 0 \text{ for all } i \text{ such that } a_i^T x_* = [b]_i\}$$

Any first-order critical point  $x_*$  for which additionally

$$s^T H s \geq 0 \text{ for all } s \in \mathcal{N}$$

is a **weak** second-order critical point

Note that

- a weak second-order critical point may be a maximizer!
- checking for weak second-order criticality is easy (strong is hard)

## [ DUALITY

QP: minimize  $q(x) = g^T x + \frac{1}{2}x^T H x$  subject to  $Ax \geq b$   
 $x \in \mathbb{R}^n$

If QP is convex, any first-order critical point is a global minimizer

If  $H$  is strictly convex, the problem

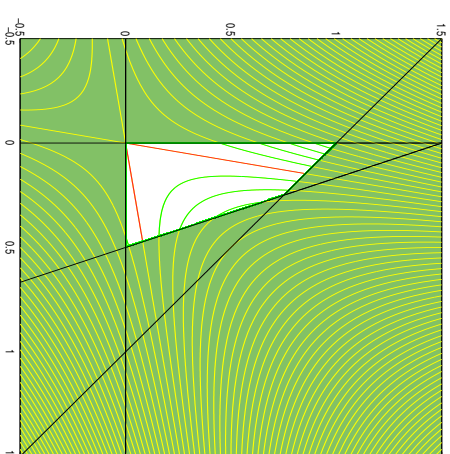
$$\text{maximize}_{y \in \mathbb{R}^m, y \geq 0} -\frac{1}{2}g^T H^{-1} g + (AH^{-1} g + b)^T y - \frac{1}{2}y^T AH^{-1} A^T y$$

is known as the **dual** of QP

- QP is the **primal**
- primal and dual have same KKT conditions
- if primal is feasible, optimal value of primal = optimal value dual
- can be generalized for simply convex case ]

## NON-CONVEX EXAMPLE

$$\begin{aligned} \min x_1^2 + x_2^2 - 6x_1 x_2 \\ \text{subject to } x_1 + x_2 \leq 1 \\ 3x_1 + x_2 \leq 1.5 \\ (x_1, x_2) \geq 0 \end{aligned}$$



Contours of objective function:

note that escaping from the origin may be difficult!

## ALGORITHMS

Essentially two classes of methods (slight simplification)

**active set methods** :

**primal** active set methods aim for dual feasibility while maintaining primal feasibility and complementary slackness

**dual** active set methods aim for primal feasibility while maintaining dual feasibility and complementary slackness

**interior-point methods** : aim for complementary slackness while maintaining primal and dual feasibility ( $\implies$  Course Part 6)

## EQUALITY CONSTRAINED QP

The basic subproblem in all of the methods we will consider is

**EQP**: minimize  $g^T x + \frac{1}{2}x^T H x$  subject to  $Ax = 0 \leftarrow$  **N.B.**  
 $x \in \mathbb{R}^n$

Assume  $A$  is  $m$  by  $n$ , full-rank (preprocess if necessary)

- First-order optimality (Lagrange multipliers  $y$ )

$$\begin{pmatrix} H & A^T \\ A & 0 \end{pmatrix} \begin{pmatrix} x \\ -y \end{pmatrix} = \begin{pmatrix} -g \\ 0 \end{pmatrix}$$

- Second-order necessary optimality:
  - $s^T H s \geq 0$  for all  $s$  for which  $As = 0$
- Second-order sufficient optimality:
  - $s^T H s > 0$  for all  $s \neq 0$  for which  $As = 0$

## CLASSIFICATION OF EQP METHODS

Aim to solve

$$\begin{pmatrix} H & A^T \\ A & 0 \end{pmatrix} \begin{pmatrix} x \\ -y \end{pmatrix} = \begin{pmatrix} -g \\ 0 \end{pmatrix}$$

Three basic approaches:

- full-space** approach
- range-space** approach
- null-space** approach

For each of these can use

- direct** (factorization) method
- iterative** (conjugate-gradient) method

## EQUALITY CONSTRAINED QP (II)

EQP: minimize  $q(x) = g^T x + \frac{1}{2}x^T H x$  subject to  $Ax = 0$   
 $x \in \mathbb{R}^n$

Four possibilities:

$$(i) \quad \begin{pmatrix} H & A^T \\ A & 0 \end{pmatrix} \begin{pmatrix} x \\ -y \end{pmatrix} = \begin{pmatrix} -g \\ 0 \end{pmatrix} \quad (*)$$

and  $H$  is second-order sufficient  $\implies$  **unique** minimizer  $x$

- (ii) (\*) holds,  $H$  is second-order necessary, but  $\exists s$  such that  $Hs = 0$  and  $As = 0 \implies$  family of **weak** minimizers  $x + \alpha s$  for any  $\alpha \in \mathbb{R}$

- (iii)  $\exists s$  for which  $As = 0$ ,  $Hs = 0$  and  $g^T s < 0 \implies$

$q(\cdot)$  unbounded along **direction of linear infinite descent**  $s$

- (iv)  $\exists s$  for which  $As = 0$  and  $s^T H s < 0 \implies$

$q(\cdot)$  unbounded along **direction of negative curvature**  $s$

## FULL-SPACE/KKT/AUGMENTED SYSTEM APPROACH

$$\begin{pmatrix} H & A^T \\ A & 0 \end{pmatrix} \begin{pmatrix} x \\ -y \end{pmatrix} = \begin{pmatrix} -g \\ 0 \end{pmatrix}$$

- **KKT matrix**

$$K = \begin{pmatrix} H & A^T \\ A & 0 \end{pmatrix}$$

is symmetric, indefinite  $\implies$  use Bunch-Parlett type factorization

- $K = PLBL^T P^T$
- $P$  permutation,  $L$  unit lower-triangular
- $B$  block diagonal with  $1 \times 1$  and  $2 \times 2$  blocks

- LAPACK for small problems, MA27/MA57 for large ones
- **Theorem 4.2**:  $H$  is second-order sufficient  $\iff$   
 $K$  non-singular and has precisely  $m$  negative eigenvalues

## RANGE-SPACE APPROACH

$$\begin{pmatrix} H & A^T \\ A & 0 \end{pmatrix} \begin{pmatrix} x \\ -y \end{pmatrix} = \begin{pmatrix} -g \\ 0 \end{pmatrix} \quad (*)$$

For **non-singular**  $H$

- eliminate  $x$  using first block of  $(*) \implies$

$$AH^{-1}A^T y = AH^{-1}g \text{ followed by } Hx = -g + A^T y$$

- strictly convex case  $\implies H$  and  $AH^{-1}A^T$  positive definite  $\implies$  Cholesky factorization

- Theorem 4.3:**  $H$  is second-order sufficient  $\iff$

$H$  and  $AH^{-1}A^T$  have same number of negative eigenvalues

- $AH^{-1}A^T$  usually dense  $\implies$  factorization only for small  $m$

## NULL-SPACE BASIS

Require  $n$  by  $n - m$  null-space basis  $S$  for  $A \implies AS = 0$

**Non-orthogonal basis:** let  $A = (A_1 \ A_2)P$

- $P$  permutation,  $A_1$  non-singular

$$\implies S = P^T \begin{pmatrix} -A_1^{-1}A_2 \\ I \end{pmatrix}$$

- generally suitable for large problems. Best  $A_1$ ?

**Orthogonal basis:** let  $A = (L \ 0)Q$

- $L$  non-singular (e.g., triangular),  $Q = \begin{pmatrix} Q_1 \\ Q_2 \end{pmatrix}$  orthonormal

$$\implies S = Q_2^T$$

- more stable but ... generally unsuitable for large problems

## NULL-SPACE APPROACH

$$\begin{pmatrix} H & A^T \\ A & 0 \end{pmatrix} \begin{pmatrix} x \\ -y \end{pmatrix} = \begin{pmatrix} -g \\ 0 \end{pmatrix} \quad (*)$$

- let  $n$  by  $n - m$   $S$  be a **basis** for null-space of  $A \implies AS = 0$

- second block  $(*) \implies x = Sx_N$

- premultiply first block  $(*)$  by  $S^T \implies$

$$S^T H S x_S = -S^T g$$

- Theorem 4.4:**  $H$  is second-order sufficient  $\iff$

$S^T H S$  is positive definite  $\implies$  Cholesky factorization

- $S^T H S$  usually dense  $\implies$  factorization only for small  $n - m$

## ITERATIVE METHODS FOR SYMMETRIC LINEAR SYSTEMS

$$Bx = b$$

Best methods are based on finding solutions from the **Krylov space**

$$K = \{r^0, Br^0, B(Br^0), \dots\} \quad (r^0 = b - Bx^0)$$

**$B$  indefinite:** use MINRES method

**$B$  positive definite:** use conjugate gradient method

- usually satisfactory to find approximation rather than exact solution

- usually try to **precondition** system, i.e., solve

$$C^{-1}Bx = C^{-1}b$$

where  $C^{-1}B \approx I$

]

## [ ITERATIVE RANGE-SPACE APPROACH

$$AH^{-1}A^T y = AH^{-1}g \text{ followed by } Hx = -g + A^T y$$

For strictly convex case  $\implies H$  and  $AH^{-1}A^T$  positive definite

$H^{-1}$  **available**: (directly or via factors),

use conjugate gradients to solve  $AH^{-1}A^T y = AH^{-1}g$

◦ matrix vector product  $AH^{-1}A^T v = (A(H^{-1}(A^T v)))$

◦ preconditioning? Need to approximate (likely dense)  $AH^{-1}A^T$

$H^{-1}$  **not available**: use composite conjugate gradient method

(Uzawa's method) iterating both on solutions to

$$AH^{-1}A^T y = AH^{-1}g \quad \text{and} \quad Hx = -g + A^T y$$

at the same time (may not converge)

]

## [ ITERATIVE FULL-SPACE APPROACH

$$\begin{pmatrix} H & A^T \\ A & 0 \end{pmatrix} \begin{pmatrix} x \\ -y \end{pmatrix} = \begin{pmatrix} -g \\ 0 \end{pmatrix}$$

◦ use MINRES with the preconditioner

$$\begin{pmatrix} M & 0 \\ 0 & AN^{-1}A^T \end{pmatrix}$$

where  $M$  and  $N \approx H$ .

◦ **Disadvantage**:  $Ax^{\text{approx}} \neq 0$

◦ use conjugate gradients with the preconditioner

$$\begin{pmatrix} M & A^T \\ A & 0 \end{pmatrix}$$

where  $M \approx H$ .

◦ **Advantage**:  $Ax^{\text{approx}} = 0$

]

## [ ITERATIVE NULL-SPACE APPROACH

$$S^T H S x_N = -S^T g \text{ followed by } x = S x_N$$

◦ use conjugate gradient method

◦ matrix vector product  $S^T H S v_N = (S^T (H(S v_N)))$

◦ preconditioning? Need to approximate (likely dense)  $S^T H S$

◦ if we encounter  $s_N$  such that  $s_N^T (S^T H S) s_N < 0 \implies s = N s_N$  is a direction of negative curvature since  $As = 0$  and  $s^T H s < 0$

◦ **Advantage**:  $Ax^{\text{approx}} = 0$

]

## ACTIVE SET ALGORITHMS

QP: minimize  $q(x) = g^T x + \frac{1}{2} x^T H x$  subject to  $Ax \geq b$   
 $x \in \mathbb{R}^n$

The **active set**  $\mathcal{A}(x)$  at  $x$  is

$$\mathcal{A}(x) = \{i \mid a_i^T x = [b]_i\}$$

If  $x_*$  solves QP, we have

$$\begin{aligned} & \arg \min q(x) \text{ subject to } Ax \geq b \\ & \equiv \arg \min q(x) \text{ subject to } a_i^T x = [b]_i \text{ for all } i \in \mathcal{A}(x_*) \end{aligned}$$

A **working set**  $\mathcal{W}(x)$  at  $x$  is a **subset of the active set** for which the vectors  $\{a_i\}$ ,  $i \in \mathcal{W}(x)$  are linearly independent

## BASICS OF ACTIVE SET ALGORITHMS

**Basic idea:** Pick a subset  $\mathcal{W}_k$  of  $\{1, \dots, m\}$  and find

$$x_{k+1} = \arg \min q(x) \text{ subject to } a_i^T x = [b]_i, \text{ for all } i \in \mathcal{W}_k$$

If  $x_{k+1}$  does not solve QP, adjust  $\mathcal{W}_k$  to form  $\mathcal{W}_{k+1}$  and repeat

Important issues are:

- how do we know if  $x_{k+1}$  solves QP ?
- if  $x_{k+1}$  does not solve QP, how do we pick the next working set  $\mathcal{W}_{k+1}$  ?

**Notation:** rows of  $A_k$  are those of  $A$  indexed by  $\mathcal{W}_k$

components of  $b_k$  are those of  $b$  indexed by  $\mathcal{W}_k$

## PRIMAL ACTIVE SET ALGORITHMS

### — ADDING CONSTRAINTS

$$s_k = \arg \min q(x_k + s) \text{ subject to } A_k s = 0$$

What if  $x_k + s_k$  is not feasible?

- a currently inactive constraint  $j$  must become active at  $x_k + \alpha_k s_k$  for some  $\alpha_k < 1$  — pick the smallest such  $\alpha_k$
- move instead to  $x_{k+1} = x_k + \alpha_k s_k$  and set  $\mathcal{W}_{k+1} = \mathcal{W}_k + \{j\}$

## PRIMAL ACTIVE SET ALGORITHMS

Important feature: ensure all iterates are feasible, i.e.,  $Ax_k \geq b$

If  $\mathcal{W}_k \subseteq \mathcal{A}(x_k)$

$$\implies A_k x_k = b_k \text{ and } A_k x_{k+1} = b_k$$

$$\implies x_{k+1} = x_k + s_k, \text{ where}$$

$$s_k = \arg \min \text{EQP}_k \\ = \arg \min q(x_k + s) \text{ subject to } \underbrace{A_k s = 0}_{\text{equality constrained problem}}$$

Need an initial feasible point  $x_0$

## PRIMAL ACTIVE SET ALGORITHMS

### — DELETING CONSTRAINTS

What if  $x_{k+1} = x_k + s_k$  is feasible?  $\implies$

$$x_{k+1} = \arg \min q(x) \text{ subject to } a_i^T x = [b]_i \text{ for all } i \in \mathcal{W}_k$$

$\implies \exists$  Lagrange multipliers  $y_{k+1}$  such that

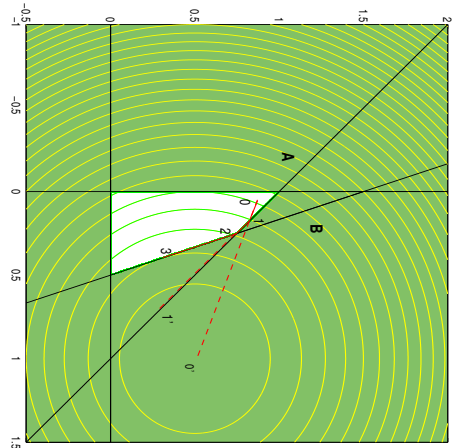
$$\begin{pmatrix} H & A_k^T \\ A_k & 0 \end{pmatrix} \begin{pmatrix} x_{k+1} \\ -y_{k+1} \end{pmatrix} = \begin{pmatrix} -g \\ b_k \end{pmatrix}$$

Three possibilities:

- $q(x_{k+1}) = -\infty$  (not strictly-convex case only)
- $y_{k+1} \geq 0 \implies x_{k+1}$  is a first-order critical point of QP
- $[y_{k+1}]_i < 0$  for some  $i \implies q(x)$  may be improved by considering  $\mathcal{W}_{k+1} = \mathcal{W}_k \setminus \{j\}$ , where  $j$  is the  $i$ -th member of  $\mathcal{W}_k$



## ACTIVE-SET APPROACH



0. Starting point
- 0'. Unconstrained minimizer
1. Encounter constraint A
- 1'. Minimizer on constraint A
2. Encounter constraint B, move off constraint A
3. Minimizer on constraint B = required solution

## LINEAR ALGEBRA

Need to solve a sequence of EQP<sub>k</sub>s in which

$$\text{either } \mathcal{W}_{k+1} = \mathcal{W}_k + \{j\} \implies A_{k+1} = \begin{pmatrix} A_k \\ a_j^T \end{pmatrix}$$

$$\text{or } \mathcal{W}_{k+1} = \mathcal{W}_k \setminus \{j\} \implies A_k = \begin{pmatrix} A_{k+1} \\ a_j^T \end{pmatrix}$$

Since working sets change gradually, aim to **update** factorizations rather than compute afresh

## RANGE-SPACE APPROACH — MATRIX UPDATES

Need factors  $L_{k+1}L_{k+1}^T = A_{k+1}H^{-1}A_{k+1}^T$  given  $L_kL_k^T = A_kH^{-1}A_k^T$

$$\text{When } A_{k+1} = \begin{pmatrix} A_k \\ a_j^T \end{pmatrix} \implies$$

$$A_{k+1}H^{-1}A_{k+1}^T = \begin{pmatrix} A_kH^{-1}A_k^T & A_kH^{-1}a_j \\ a_j^T H^{-1}A_k^T & a_j^T H^{-1}a_j \end{pmatrix}$$

$\implies$

$$L_{k+1} = \begin{pmatrix} L_k & 0 \\ t^T & \lambda \end{pmatrix}$$

where

$$L_k l = A_k H^{-1} a_j \text{ and } \lambda = \sqrt{a_j^T H^{-1} a_j - t^T l}$$

Essentially reverse this to remove a constraint

## NULL-SPACE APPROACH — MATRIX UPDATES

Need factors  $A_{k+1} = (L_{k+1} \ 0)Q_{k+1}$  given

$$A_k = (L_k \ 0)Q_k = (L_k \ 0) \begin{pmatrix} Q_{1k} \\ Q_{2k} \end{pmatrix}$$

To add a constraint (to remove is similar)

$$\begin{aligned} A_{k+1} &= \begin{pmatrix} A_k \\ a_j^T \end{pmatrix} = \begin{pmatrix} L_k & 0 \\ a_j^T Q_{1k} & a_j^T Q_{2k} \end{pmatrix} Q_k \\ &= \begin{pmatrix} L_k & 0 \\ a_j^T Q_{1k} & a_j^T Q_{2k} \end{pmatrix} \begin{pmatrix} I & 0 \\ 0 & U^T \end{pmatrix} \begin{pmatrix} I & 0 \\ 0 & U \end{pmatrix} Q_k \\ &= \underbrace{\begin{pmatrix} L_k & 0 \\ a_j^T Q_{1k} & \sigma e_1^T \end{pmatrix}}_{(L_{k+1} \ 0)} \underbrace{\begin{pmatrix} I & 0 \\ 0 & U \end{pmatrix}}_{Q_{k+1}} Q_k \end{aligned}$$

where the Householder matrix  $U$  reduces  $Q_{2k}a_j$  to  $\sigma e_1 = \begin{pmatrix} \sigma \\ 0 \end{pmatrix}$

## [ FULL-SPACE APPROACH — MATRIX UPDATES

$\mathcal{W}_k$  becomes  $\mathcal{W}_\ell \Rightarrow A_k = \begin{pmatrix} A_c \\ A_D \end{pmatrix}$  becomes  $A_\ell = \begin{pmatrix} A_c \\ A_A \end{pmatrix}$

Solving

$$\begin{pmatrix} H & A_\ell^T \\ A_\ell & 0 \end{pmatrix} \begin{pmatrix} s_\ell \\ -y_\ell \end{pmatrix} = \begin{pmatrix} g_\ell \\ 0 \end{pmatrix} \Rightarrow$$

$$\begin{pmatrix} H & A_k^T \\ A_k & 0 \end{pmatrix} \leftarrow \begin{pmatrix} H & A_c^T & A_D^T & A_A^T & 0 & 0 \\ A_c & 0 & 0 & 0 & 0 & 0 \\ A_D & 0 & 0 & 0 & I & 0 \\ A_A & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & I & 0 & 0 \end{pmatrix} \begin{pmatrix} s_\ell \\ -y_c \\ -y_D \\ -y_A \\ u_\ell \end{pmatrix} = \begin{pmatrix} g_\ell \\ 0 \\ 0 \\ 0 \\ 0 \end{pmatrix};$$

$$y_\ell = \begin{pmatrix} y_c \\ y_A \end{pmatrix}$$

... ]

## [ SCHUR COMPLEMENT UPDATING

- Major iteration starts with factorization of

$$K_k = \begin{pmatrix} H & A_k^T \\ A_k & 0 \end{pmatrix}$$

- As  $\mathcal{W}_k$  changes to  $\mathcal{W}_\ell$ , factorization of

$$S_\ell = - \begin{pmatrix} A_A & 0 & 0 \\ 0 & 0 & I \end{pmatrix} \begin{pmatrix} H & A_k^T \\ A_k & 0 \end{pmatrix}^{-1} \begin{pmatrix} A_A^T & 0 \\ 0 & 0 \\ 0 & 0 & I \end{pmatrix}$$

is **updated** not recomputed

- Once  $\dim S_\ell$  exceeds a given threshold, or it is cheaper to factorize/use  $K_\ell$  than maintain/use  $K_k$  and  $S_\ell$ , start the next major iteration

]

## [ FULL-SPACE APPROACH — MATRIX UPDATES (CONT.)

... can solve

$$\begin{pmatrix} H & A_\ell^T \\ A_\ell & 0 \end{pmatrix} \leftarrow \begin{pmatrix} H & A_c^T & A_D^T & A_A^T & 0 & 0 \\ A_c & 0 & 0 & 0 & 0 & 0 \\ A_D & 0 & 0 & 0 & I & 0 \\ A_A & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & I & 0 & 0 \end{pmatrix} \begin{pmatrix} s_\ell \\ -y_c \\ -y_D \\ -y_A \\ u_\ell \end{pmatrix} = \begin{pmatrix} g_\ell \\ 0 \\ 0 \\ 0 \\ 0 \end{pmatrix}$$

using the factors of

$$K_k = \begin{pmatrix} H & A_k^T \\ A_k & 0 \end{pmatrix}$$

and the **Schur complement**

$$S_\ell = - \begin{pmatrix} A_A & 0 & 0 \\ 0 & 0 & I \end{pmatrix} \begin{pmatrix} H & A_k^T \\ A_k & 0 \end{pmatrix}^{-1} \begin{pmatrix} A_A^T & 0 \\ 0 & 0 \\ 0 & 0 & I \end{pmatrix}$$

... ]

## PHASE-1

To find an initial feasible point  $x_0$  such that  $Ax_0 \geq b$

- use traditional (simplex) phase-1, or
- let  $r = \min(b - Ax_{\text{guess}}, 0)$ , and solve  $[(x_0, \xi_0) = (x_{\text{guess}}, 1)]$

$$\text{minimize } \xi \text{ subject to } Ax + \xi r \geq b \text{ and } \xi \geq 0$$

Alternatively, use a single-phase method

- Big- $M$ : for some sufficiently large  $M$

$$\text{minimize } q(x) + M\xi \text{ subject to } Ax + \xi r \geq b \text{ and } \xi \geq 0$$

$x \in \mathbb{R}^n, \xi \in \mathbb{R}$

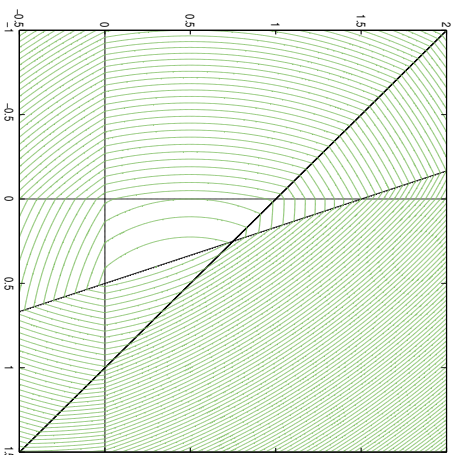
- $\ell_1$ QP ( $\rho > 0$ ) — may be reformulated as a QP

$$\text{minimize } q(x) + \rho \| \max(b - Ax, 0) \|$$

$x \in \mathbb{R}^n$

## CONVEX EXAMPLE

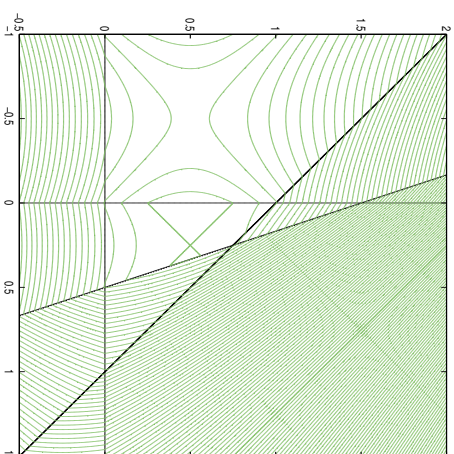
$$\begin{aligned} & \min (x_1 - 1)^2 + (x_2 - 0.5)^2 \\ & \text{subject to } x_1 + x_2 \leq 1 \\ & \quad 3x_1 + x_2 \leq 1.5 \\ & \quad (x_1, x_2) \geq 0 \end{aligned}$$



Contours of penalty function  $q(x) + \rho \| \max(b - Ax, 0) \|$  (with  $\rho = 2$ )

## NON-CONVEX EXAMPLE

$$\begin{aligned} & \min -2(x_1 - 0.25)^2 + 2(x_2 - 0.5)^2 \\ & \text{subject to } x_1 + x_2 \leq 1 \\ & \quad 3x_1 + x_2 \leq 1.5 \\ & \quad (x_1, x_2) \geq 0 \end{aligned}$$



Contours of penalty function  $q(x) + \rho \| \max(b - Ax, 0) \|$  (with  $\rho = 3$ )

## TERMINATION, DEGENERACY & ANTI-CYCLING

So long as  $\alpha_k > 0$ , these methods are finite:

- finite number of steps to find an EQP with a feasible solution
- finite number of EQP with feasible solutions

If  $x_k$  is degenerate (active constraints are dependent) it is possible that  $\alpha_k = 0$ . If this happens infinitely often

- may make no progress (a cycle)  $\implies$  algorithm may stall

Various anti-cycling rules

- Wolfe's and lexicographic perturbations
- least-index — Bland's rule
- Fletcher's robust method

## NON-CONVEXITY

- causes little extra difficulty so long as suitable factorizations are possible

◦ **Inertia-controlling** methods tolerate at most one negative eigenvalue in the reduced Hessian. Idea is

1. start from working set on which problem is strictly convex (e.g., a vertex)
  2. if a negative eigenvalue appears, do not drop any further constraints until 1. is restored
  3. a direction of negative curvature is easy to obtain in 2.
- latest methods are not inertia controlling  $\implies$  more flexible

## COMPLEXITY

- When the problem is convex, there are algorithms that will solve QP in a polynomial number of iterations
  - ◊ some interior-point algorithms are polynomial
  - ◊ no known polynomial active-set algorithm
- When the problem is non-convex, it is unlikely that there are polynomial algorithms
  - ◊ problem is NP complete
  - ◊ even verifying that a proposed solution is locally optimal is NP hard

## NON-QUADRATIC OBJECTIVE

When  $f(x)$  is **non quadratic**

- $H = H_k$  changes
- active-set subproblem
  - $x_{k+1} \approx \arg \min f(x)$  subject to  $a_i^T x = [b]_i$  for all  $i \in \mathcal{M}_k$
  - ◊ iteration now required but each step satisfies  $A_k s = 0$ 
    - $\implies$  linear algebra as before
  - ◊ usually solve subproblem inaccurately
    - ▷ when to stop?
    - ▷ which Lagrange multipliers in this case?
    - ▷ need to avoid zig-zagging in which working sets repeat