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## **Solving Minimax Problems with Feasible Sequential Quadratic Programming**

05/06/2014

# Constrained minimax problem

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$$\text{Minimize } \max_{i \in I^f} \{f_i(x)\}$$

s.t.  $x \in X$      $X$  is the set of points  $x \in \mathbb{R}^n$  satisfying

$$\left\{ \begin{array}{ll} bl \leq x \leq bu & n_B \\ g_j(x) \leq 0 & j = 1, \dots, n_{NI} \\ g_j(x) \equiv \langle c_j, x \rangle - d_j \leq 0 & j = 1, \dots, n_{LI} \\ h_j(x) = 0 & j = 1, \dots, n_{NE} \\ h_j(x) \equiv \langle a_j, x \rangle - b_j = 0 & j = 1, \dots, n_{LE} \end{array} \right.$$

# Constrained minimax problem

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**\* Objectives**

s.t.  $x \in X$      $X$  is the set of points  $x \in \mathbb{R}^n$  satisfying

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# Constrained minimax problem

$$\text{Minimize } \max_{i \in I^f} \{f_i(x)\}$$

**\* Objectives**

s.t.  $x \in X$      $X$  is the set of points  $x \in \mathbb{R}^n$  satisfying

$$\left\{ \begin{array}{lll} bl \leq x \leq bu & n_B & \text{* Bounds} \\ g_j(x) \leq 0 & j = 1, \dots, n_{NI} & \text{* Nonlinear inequality} \\ g_j(x) \equiv \langle c_j, x \rangle - d_j \leq 0 & j = 1, \dots, n_{LI} & \text{* Linear inequality} \\ h_j(x) = 0 & j = 1, \dots, n_{NE} & \text{* Nonlinear equality} \\ h_j(x) \equiv \langle a_j, x \rangle - b_j = 0 & j = 1, \dots, n_{LE} & \text{* Linear equality} \end{array} \right.$$

# FSQP Algorithm

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- ❖ A random point
- ❖ A point fitting all linear constraints
- ❖ A point fitting all constraints
- ❖ An optimal point fitting all constraints

# FSQP Algorithm

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- ❖ **A random point**
- ❖ A point fitting all linear constraints
- ❖ A point fitting all constraints
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# FSQP Algorithm

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- ❖ A random point
- ❖ **A point fitting all linear constraints**
  - boundary + linear inequality + linear equality
- ❖ A point fitting all constraints
- ❖ An optimal point fitting all constraints

# FSQP Algorithm

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- ❖ A random point
- ❖ A point fitting all linear constraints
  - boundary + linear inequality + linear equality
- ❖ **A point fitting all constraints**
  - boundary + linear inequality + linear equality + nonlinear inequality + nonlinear equality
- ❖ An optimal point fitting all constraints



# FSQP Algorithm

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- ❖ A random point
- ❖ A point fitting all linear constraints
  - boundary + linear inequality + linear equality
- ❖ A point fitting all constraints
  - boundary + linear inequality + linear equality + nonlinear inequality + nonlinear equality
- ❖ **An optimal point fitting all constraints**

# FSQP Algorithm

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**Step 1. Initialization**     $x_k$  – a point;  $H_k$  – Hessian matrix



**Step 2. A search line**     $d_k$  – direction



**Step 3. Line search**     $t_k$  – distance



**Step 4. Updates**

$x_{k+1}$  – an update point;

$H_{k+1}$  – an update Hessian matrix



# Initialization

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$x_0$  = an initial point fitting all constraints

$H_0$  = an identity matrix

$p_{0,j}$  = a constant       $f_m(x, p) = \max_{i \in I^f} \{f_i(x)\} - \sum_{j=1}^{n_{NE}} p_j h_j(x)$

$k = 0$        $j = 1, \dots, n_{NE}$

# Computation of a search line

1. Compute  $d_k^0$ , solution of  $QP(x_k, H_k, p_k)$

$$\left\{ \begin{array}{ll} \min_{d^0} & \frac{1}{2} \langle d^0, H_k d^0 \rangle + f'(x_k, d^0, p_k) \\ \text{s.t.} & bl \leq x_k + d^0 \leq bu \\ & g_j(x_k) + \langle \nabla g_j(x_k), d^0 \rangle \leq 0, \quad j=1, \dots, t_i \\ & h_j(x_k) + \langle \nabla h_j(x_k), d^0 \rangle \leq 0, \quad j=1, \dots, n_e \\ & \langle a_j, x_k + d^0 \rangle = b_j \quad j=1, \dots, t_e - n_e \end{array} \right.$$

$$f'(x, d, p) = \max_{i \in I^f} \{f_i(x) + \langle \nabla f_i(x), d \rangle\} - f_{I^f}(x) - \sum_{j=1}^{n_g} p_j \langle \nabla h_j(x), d \rangle$$

$$f_I(x) = \max_{i \in I} \{f_i(x)\}$$

2. Compute  $d_k^1$ , solution of  $QP(x_k, d_k^0, p_k)$

$$\left\{ \begin{array}{ll} \min_{d^1 \in \mathbb{R}^n, \gamma \in \mathbb{R}} & \frac{\eta}{2} \langle d_k^0 - d^1, d_k^0 - d^1 \rangle + \gamma \\ \text{s.t.} & bl \leq x_k + d^1 \leq bu \\ & f'(x_k, d^1, p_k) \leq \gamma \\ & g_j(x_k) + \langle \nabla g_j(x_k), d^1 \rangle \leq \gamma \quad j=1, \dots, n_i \\ & \langle c_j, x_k + d^1 \rangle \leq d_j \quad j=1, \dots, t_i - n_i \\ & h_j(x_k) + \langle \nabla h_j(x_k), d^1 \rangle \leq \gamma \quad j=1, \dots, n_e \\ & \langle a_j, x_k + d^1 \rangle = b_j \quad j=1, \dots, t_e - n_e \end{array} \right.$$

3. Set  $d_k = (1 - \rho_k) d_k^0 + \rho_k d_k^1$

$$\rho_k = \|d_k^0\|^\kappa / (\|d_k^0\|^\kappa + v_k)$$

$$v_k = \max(0.5, \|d_k^1\|^{\tau_1})$$

4. Compute  $\tilde{d}_k$

$$\text{Stop: if } \|d_k^0\| \leq \varepsilon \text{ and } \sum_{j=1}^{n_g} |h_j(x_k)| \leq \varepsilon_e$$

# Line search

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## Armijo line search

$$\delta_k = \begin{cases} -\langle d_k^0, H_k d_k^0 \rangle & n_i + n_e = 0 \\ f'(x_k, d_k, p_k) & n_i + n_e \neq 0 \end{cases} \quad \text{No nonlinear constraints}$$

$$f'(x, d, p) = \max_{i \in I^f} \{f_i(x) + \langle \nabla f_i(x), d \rangle\} - f_{I^f}(x) - \sum_{j=1}^{n_{NE}} p_j \langle \nabla h_j(x), d \rangle$$

Compute  $t_k$ , the first number  $t$  in the sequence  $\{1, \beta, \beta^2, \dots\}$  satisfying

$$f_m(x_k + t_k d_k, p_k) \leq f_m(x_k, p_k) + \alpha t \delta_k$$

$$\begin{cases} g_j(x_k + t d_k) \leq 0, & j = 1, \dots, n_{NI} \\ \langle c_j, x_k + t d_k \rangle \leq d_j, & j = 1, \dots, n_{LI} \\ h_j(x_k + t d_k) \leq 0, & j = 1, \dots, n_{NE} \end{cases} \quad f_m(x, p) = \max_{i \in I^f} \{f_i(x)\} - \sum_{j=1}^{n_{NE}} p_j h_j(x)$$

# Updates

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$$x_{k+1} = x_k + t_k d_k$$

$H_{k+1}$  updated by BFGS formula with Powell's modification

$$\eta_{k+1} = x_{k+1} - x_k, \quad \gamma_{k+1} = \nabla_x L(x_{k+1}, p_k) - \nabla_x L(x_k, p_k)$$

$$\theta_{k+1} = \begin{cases} 1, & \eta_{k+1}^T \gamma_{k+1} \geq 0.2 \eta_{k+1}^T H_k \eta_{k+1} \\ \frac{0.8 \eta_{k+1}^T H_k \eta_{k+1}}{\eta_{k+1}^T H_k \eta_{k+1} - \eta_{k+1}^T \gamma_{k+1}}, & \text{otherwise} \end{cases}$$

$$\xi_{k+1} = \theta_{k+1} \cdot \gamma_{k+1} + (1 - \theta_{k+1}) \cdot H_k \gamma_{k+1}$$

$$H_{k+1} = H_k - \frac{H_k \eta_{k+1} \eta_{k+1}^T H_k}{\eta_{k+1}^T H_k \eta_{k+1}} + \frac{\xi_{k+1} \xi_{k+1}^T}{\eta_{k+1}^T \xi_{k+1}}$$

$$p_{k+1,j} = \begin{cases} p_{k,j} & p_{k,j} + \bar{\mu}_j \geq \varepsilon_1 \\ \max\{\varepsilon_1 - \bar{\mu}_j, \delta p_{k,j}\} & \text{otherwise} \end{cases}$$

$$k = k + 1$$

# Implementation

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JFSQP.java

Initial.java

QP.java

MiniMax.java

Direction\_d0.java

QP.java

KKT.java

Direction\_d1.java

QP.java

Arcsearch.java

Check.java

BFGS\_Powell.java

MiniMax.java

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**Loop 1.**

**Find initial feasible point**

MiniMax.java

Direction\_d0.java

QP.java

KKT.java

Direction\_d1.java

QP.java

Arcsearch.java

Check.java

BFGS\_Powell.java

**Loop 2.**

**Find optimal point**



# Implementation

JFSQP.java

Initial.java

QP.java

**Loop 1.**  
**Find initial feasible point**

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Check.java

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**Loop 2.**  
**Find optimal point**

# Implementation

JFSQP.java

Initial.java

QP.java ← **Find a point fitting all linear constraints**

MiniMax.java



Direction\_d0.java

**Find point fitting all constraints (linear + nonlinear)**

QP.java

KKT.java

Direction\_d1.java

QP.java

Arcsearch.java

Check.java

BFGS\_Powell.java

MiniMax.java



Direction\_d0.java

QP.java

KKT.java

Direction\_d1.java

QP.java

Arcsearch.java

Check.java

BFGS\_Powell.java

**Find the optimal point also fitting all constraints (linear + nonlinear)**

# Implementation

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Three open-source Java libraries were leveraged:

1) JAMA (Version 1.0.3; 11/2012)

<http://math.nist.gov/javanumerics/jama/>

2) Apache Commons.Lang (Version 3.3.2; 04/2014)

<http://commons.apache.org/>

3) Joptimizer (Version 3.3.0; 04/2014)

<http://www.joptimizer.com/>

# Validation

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testJFSQP.java

testInitial.java

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testInitial.java

testQP.java

testMiniMax.java

testQP.java

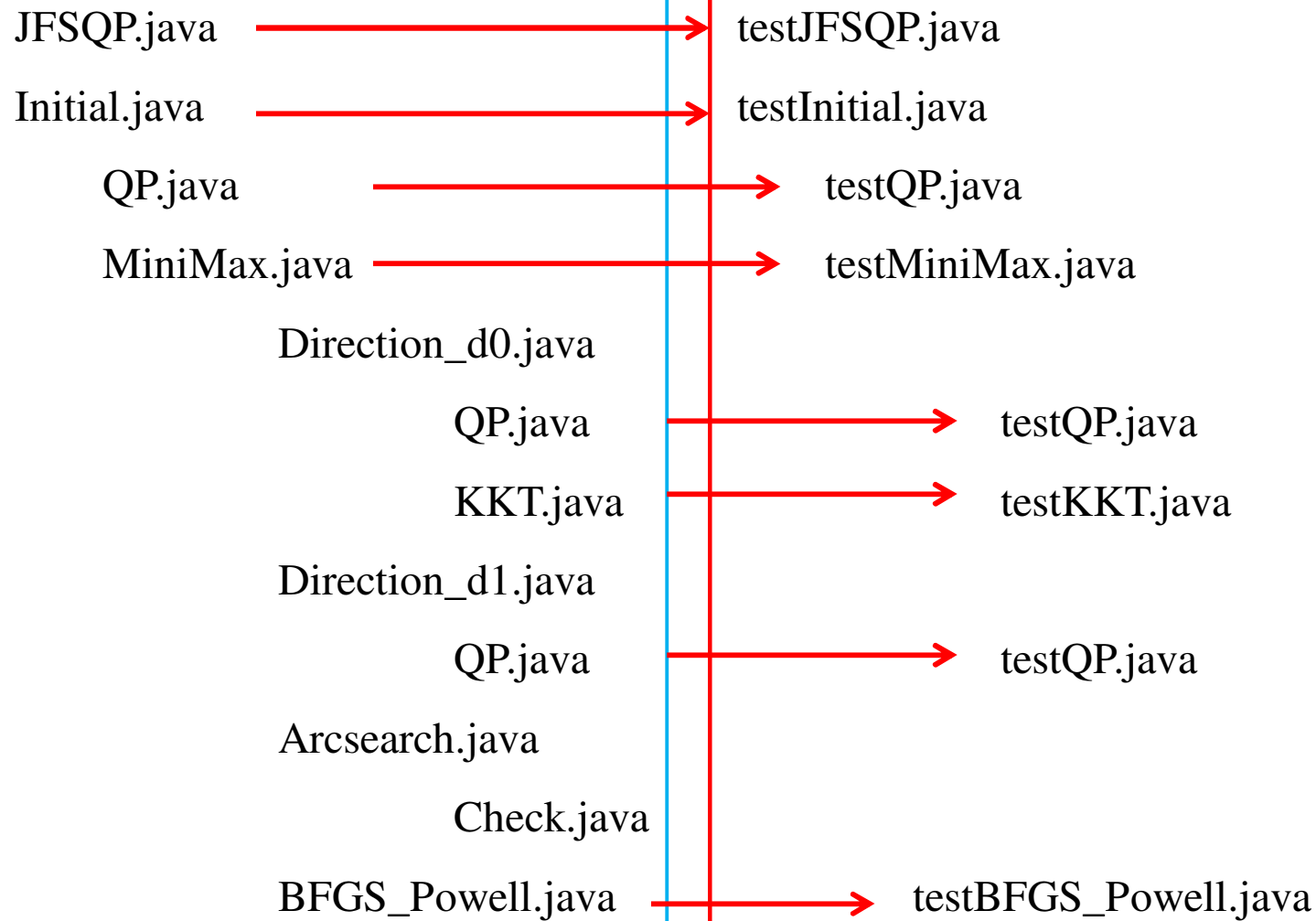
testKKT.java

testQP.java

testBFGS\_Powell.java



# Validation



# Validation

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testJFSQP.java

testInitial.java

testQP.java

testMiniMax.java

testQP.java

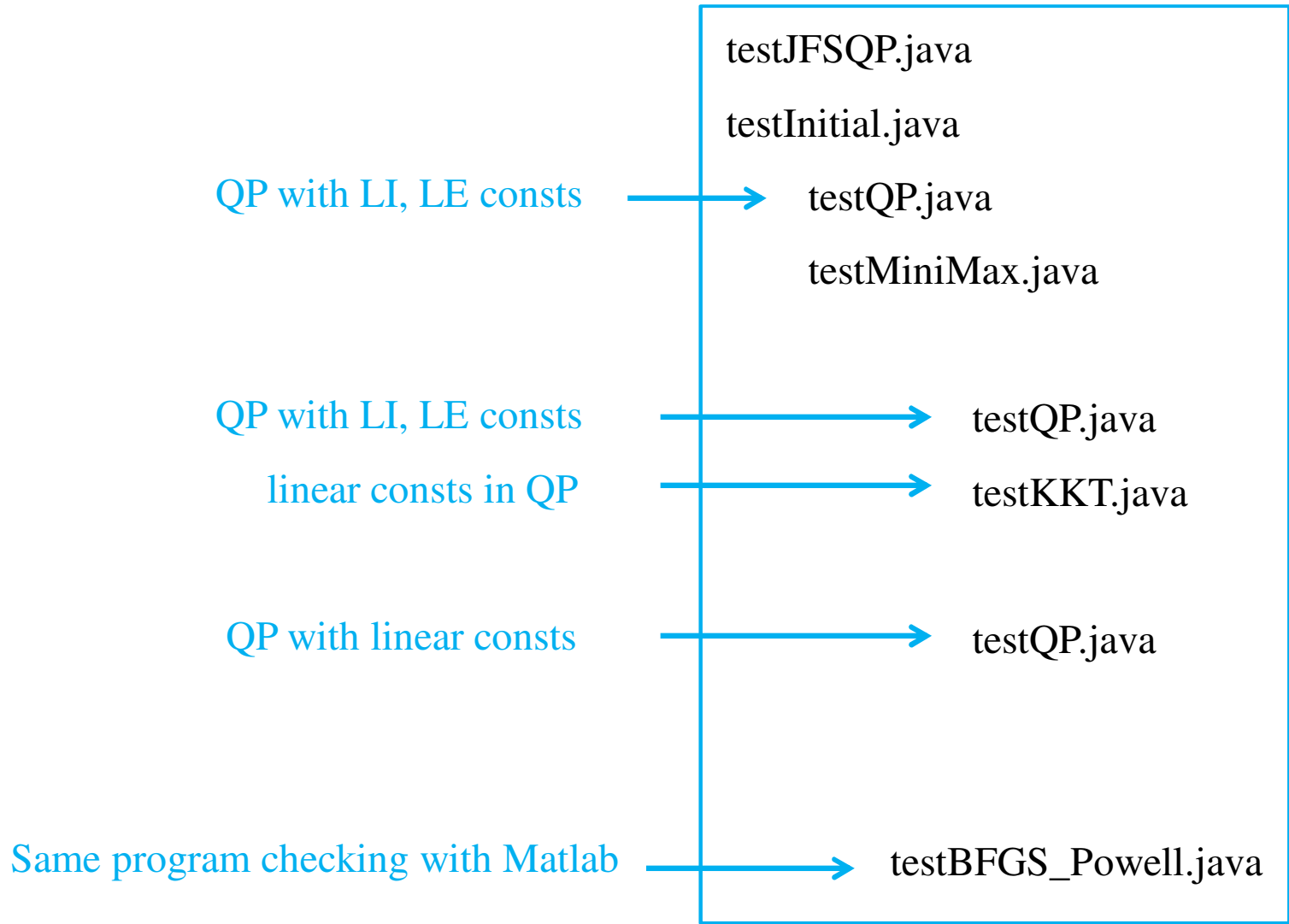
testKKT.java

testQP.java

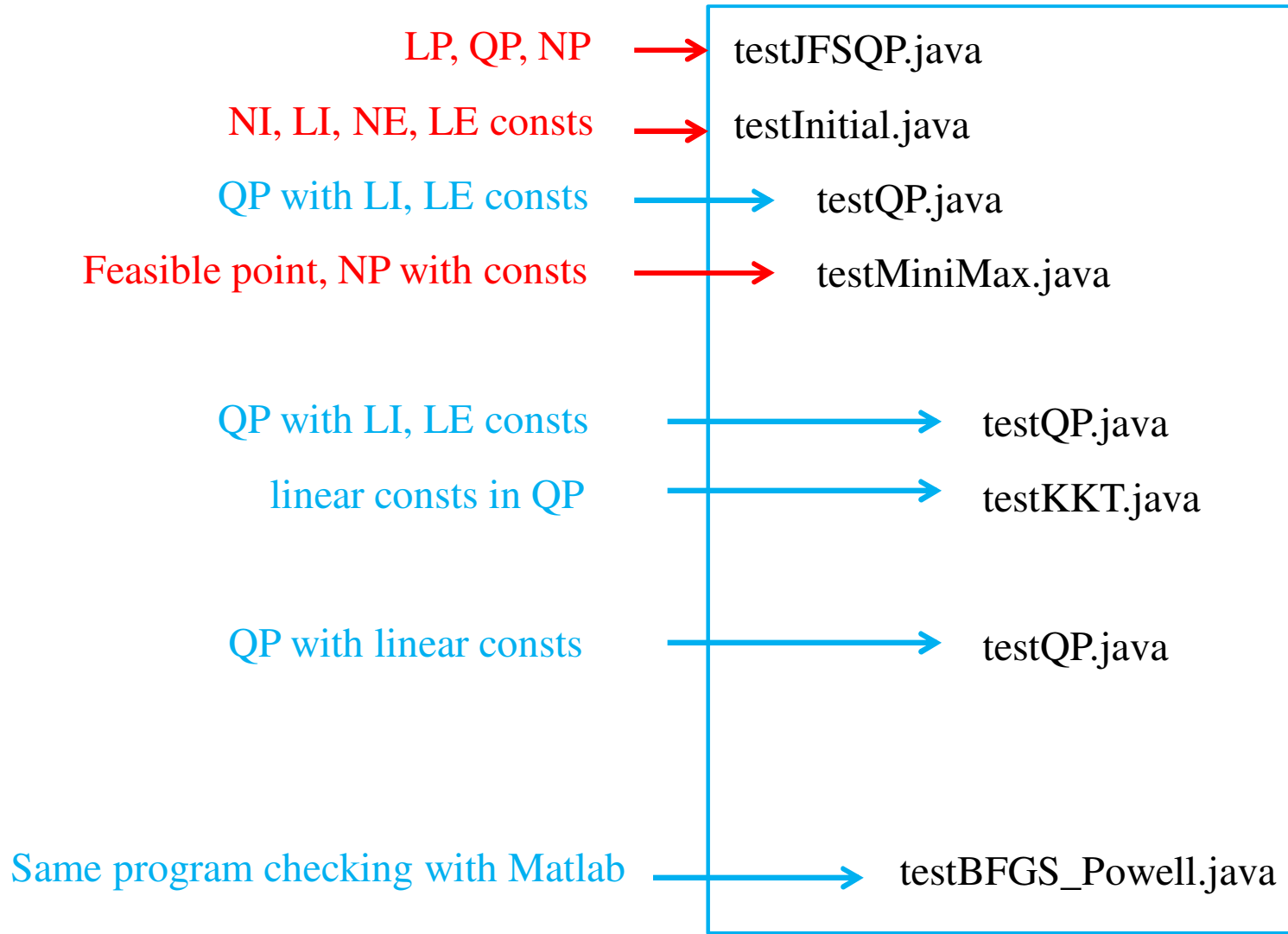
testBFGS\_Powell.java

# Validation

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# Validation



# Example 1

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$$\min_{x \in \mathbb{R}^2} f(x) = -x_1 + x_2$$

$$\text{S.t.} \quad \begin{cases} -x_1 \leq 0 \\ -x_2 \leq 0 \\ x_1 - 1 \leq 0 \\ x_2 - 1 \leq 0 \end{cases}$$

Known minimizer:

$$x_0 = (-3, 2)^T; f(x_0) = 5$$

$$x^* = (1, 0)^T; f(x^*) = -1$$

Reference: Hock, Willi, and Klaus Schittkowski. "Test examples for nonlinear programming codes." *Journal of Optimization Theory and Applications* 30.1 (1980): 127-129.

# Example 1

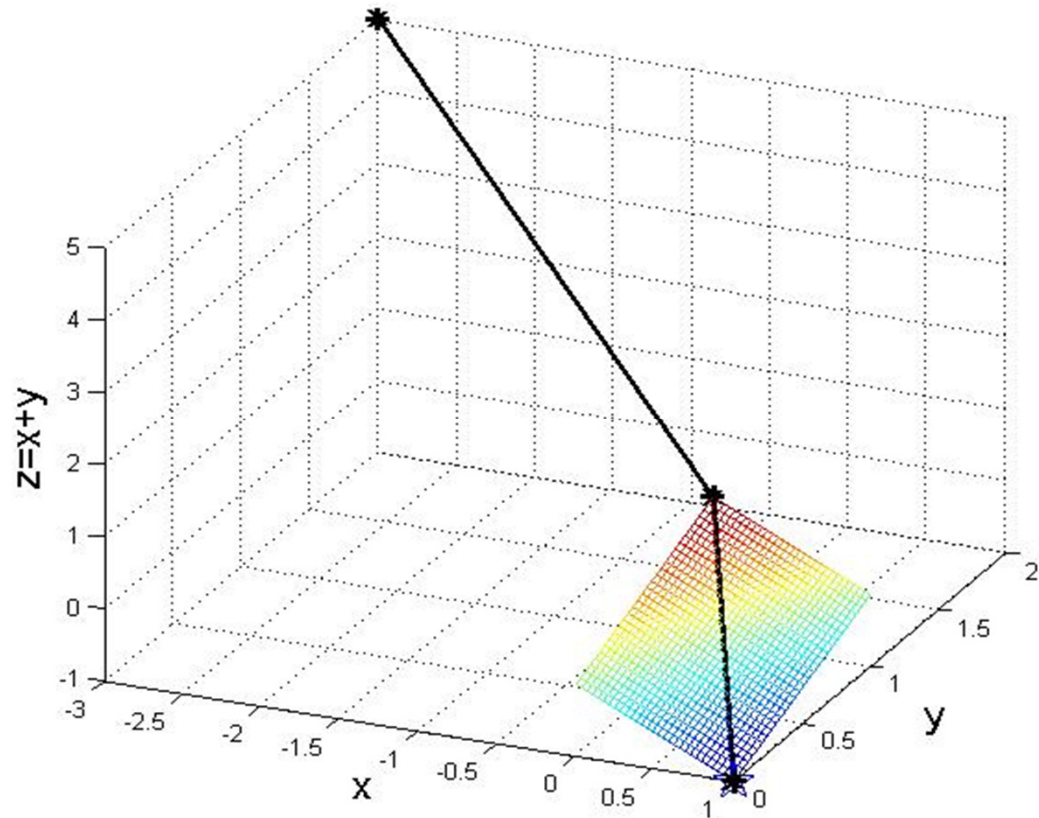
$$\min_{x \in \mathbb{R}^2} f(x) = -x_1 + x_2$$

$$\text{S.t.} \quad \begin{cases} -x_1 \leq 0 \\ -x_2 \leq 0 \\ x_1 - 1 \leq 0 \\ x_2 - 1 \leq 0 \end{cases}$$

Known minimizer:

$$x_0 = (-3, 2)^T; f(x_0) = 5$$

$$x^* = (1, 0)^T; f(x^*) = -1$$



Reference: Hock, Willi, and Klaus Schittkowski. "Test examples for nonlinear programming codes." *Journal of Optimization Theory and Applications* 30.1 (1980): 127-129.

## Example 2

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$$\min_{x \in \mathbb{R}^3} f(x) = (x_1 + 3x_2 + x_3)^2 + 4(x_1 - x_2)^2$$

$$\text{S.t.} \quad \begin{cases} x_1, x_2, x_3 \geq 0 \\ x_1^3 - 6x_2 - 4x_3 + 3 \leq 0 \\ 1 - x_1 - x_2 - x_3 = 0 \end{cases}$$

Known global minimizer:  $x^* = (0, 0, 1)^T$ ;  $f(x^*) = 1$

Reference: Hock, Willi, and Klaus Schittkowski. "Test examples for nonlinear programming codes." *Journal of Optimization Theory and Applications* 30.1 (1980): 127-129.

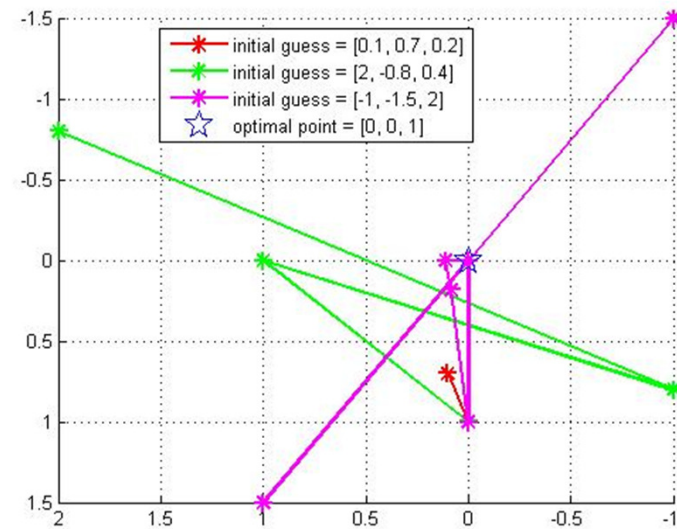
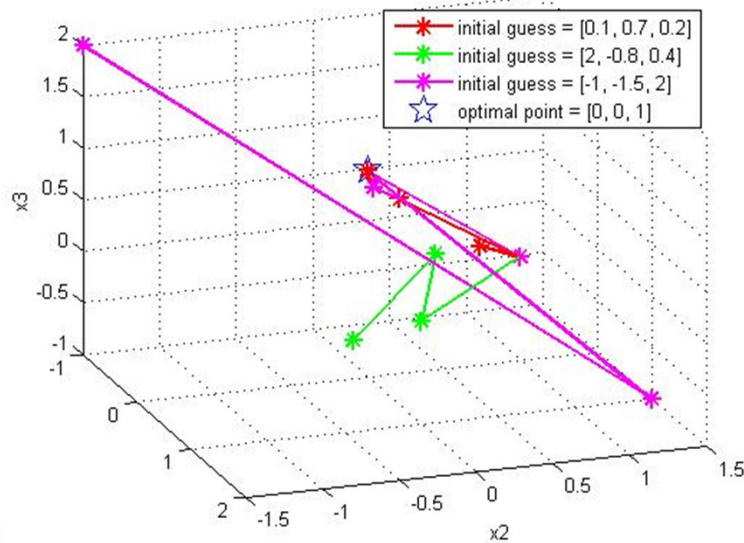
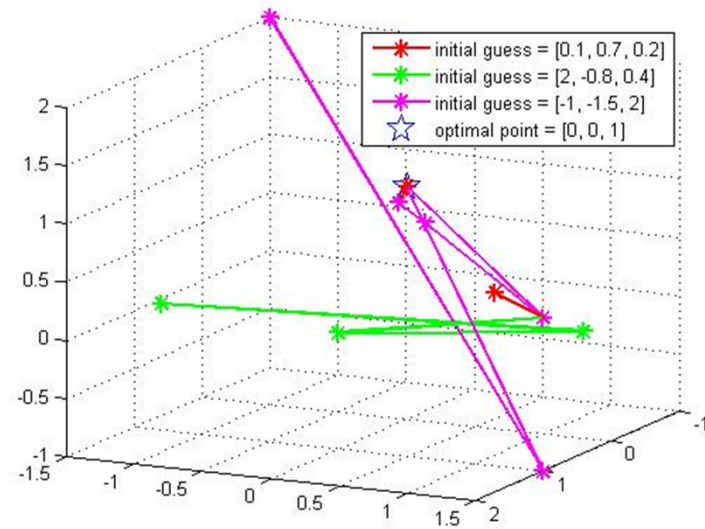
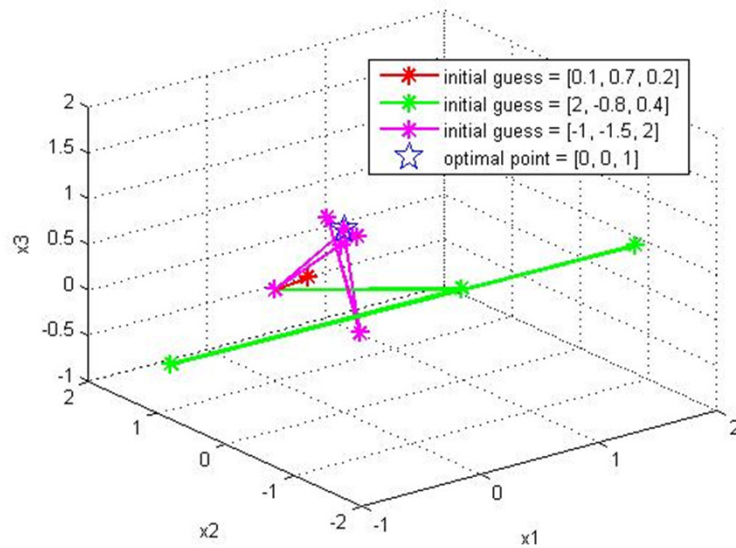
## Example 2

Table 1. Results return from different initial guess

Initial guess	Objective function	Iterations for finding feasible point	Feasible point return	Iterations for finding optimal point	Final point return
$\begin{pmatrix} 0.1 \\ 0.7 \\ 0.2 \end{pmatrix}$	7.2	2	$\begin{pmatrix} 3.05637e-07 \\ 9.99999e-01 \\ 1.01789e-06 \end{pmatrix}$	29	$\begin{pmatrix} 4.35632e-05 \\ 9.67363e-08 \\ 9.99956e-01 \end{pmatrix}$
$\begin{pmatrix} 2 \\ -0.8 \\ 0.4 \end{pmatrix}$	31.36	2	$\begin{pmatrix} 1.34913e-07 \\ 9.99999e-01 \\ 7.11207e-07 \end{pmatrix}$	33	$\begin{pmatrix} 4.26647e-05 \\ 9.67349e-08 \\ 9.99957e-01 \end{pmatrix}$
$\begin{pmatrix} -1.0 \\ -1.5 \\ 2.0 \end{pmatrix}$	48.25	2	$\begin{pmatrix} 4.04903e-08 \\ 1.00000e-00 \\ 2.02531e-07 \end{pmatrix}$	32	$\begin{pmatrix} 2.45688e-05 \\ 9.81212e-08 \\ 9.99975e-01 \end{pmatrix}$



## Example 2



# Project Schedule

<b>October</b>	<ul style="list-style-type: none"><li>• <b>Literature review;</b></li><li>• <b>Specify the implementation module details;</b></li><li>• <b>Structure the implementation;</b></li></ul>
<b>November</b>	<ul style="list-style-type: none"><li>• <b>Develop the quadratic programming module;</b></li><li>• <b>Unconstrained quadratic program;</b></li><li>• <b>Strictly convex quadratic program;</b></li><li>• <b>Validate the quadratic programming module;</b></li></ul>
<b>December</b>	<ul style="list-style-type: none"><li>• <b>Develop the Gradient and Hessian matrix calculation module;</b></li><li>• <b>Validate the Gradient and Hessian matrix calculation module;</b></li><li>• <b>Midterm project report and presentation;</b></li></ul>

<b>January</b>	<ul style="list-style-type: none"> <li>• <b>Develop Armijo line search module;</b></li> <li>• <b>Validate Armijo line search module;</b></li> </ul>
<b>February</b>	<ul style="list-style-type: none"> <li>• <b>Develop the feasible initial point module;</b></li> <li>• <b>Validate the feasible initial point module;</b></li> <li>• <b>Integrate the program;</b></li> </ul>
<b>March</b>	<ul style="list-style-type: none"> <li>• <b>Debug and document the program;</b></li> <li>• <b>Validate and test the program with case application;</b></li> </ul>
<b>April</b>	<ul style="list-style-type: none"> <li>• Add arch search variable <math>\tilde{d}</math> ;</li> <li>• Compare calculation efficiency of line search with arch search methods;</li> </ul>
<b>May</b>	<ul style="list-style-type: none"> <li>• Develop the user interface if time available;</li> <li>• Final project report and presentation;</li> </ul>

# Deliverables

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Project proposal

Algorithm description

Well-documented Java codes

Test cases: LP, QP, NP with NI, LI, NE, LE constraints

Validation results

Presentations

Project reports

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