

## Types of optimization problems

Regard the following optimization problem:

$$\begin{aligned} \min_{x \in \mathbb{R}^n} \quad & \frac{1}{2}x^\top Qx + c^\top x \\ \text{s.t.} \quad & Ax + b = 0, \\ & Cx + d \geq 0, \end{aligned}$$

where  $Q \in \mathbb{R}^{n \times n}$ ,  $c \in \mathbb{R}^n$ ,  $A \in \mathbb{R}^{p \times n}$ ,  $b \in \mathbb{R}^p$ ,  $C \in \mathbb{R}^{q \times n}$ ,  $d \in \mathbb{R}^q$ . Which of the following types of optimization problems does it belong to?

Choose all that apply.

- (a) Linear program (LP)
- (b) Quadratic program (QP)
- (c) Nonlinear program (NLP)
- (d) Nondifferentiable optimization problems

## Convexity of sets

Which of the following sets are convex? ( $b \in \mathbb{R}^m$ ,  $A \in \mathbb{R}^{m \times n}$ )  
Choose all that apply.

(a)  $\{x \in \mathbb{R}^n \mid \|Ax\|_2^2 \leq 10\}$

(b)  $\{x \in \mathbb{R}^n \mid \|x\|_2^2 = 10 \ \& \ Ax \leq b\}$

(c)  $\{x \in \mathbb{R}^n \mid \|Ax + b\|_1 \geq 5\}$

(d)  $\{X \in \mathbb{S}^n \mid X \succeq 0\}$

(where  $\mathbb{S}^n = \{Q \in \mathbb{R}^{n \times n} \mid Q = Q^\top\}$  )

## Convexity of functions

Which of the following functions are convex? ( $x, c \in \mathbb{R}^n$ ,  $A \in \mathbb{R}^{m \times n}$ )

Choose all that apply.

(a)  $f_1(x) = \exp(\|x\|_2^2)$

(b)  $f_2(x) = \max(\|x\|_2, x^\top x) + \|Ax\|_2$

(c)  $f_3(x) = \|Ax\|_2 + \log(c^\top x)$

(d)  $f_4(x) = \sin(\|x\|_2)$

## Convexity of optimization problems

Which of the following optimization problems are convex?  
Choose all that apply.

$$(a) \quad \min_{x, y \in \mathbb{R}} \quad 3x^2 + \exp y \quad \text{s.t.} \quad \begin{array}{l} x + 3y \leq 0, \\ y + 10 \geq 0. \end{array}$$

$$(b) \quad \min_{x \in \mathbb{R}} \quad 7x^4 \quad \text{s.t.} \quad x^2 - 2 = 0.$$

$$(c) \quad \min_{x, y \in \mathbb{R}} \quad x^2 + 4y^2 \quad \text{s.t.} \quad x^2 + y^2 - 1 \geq 0.$$

$$(d) \quad \min_{x \in \mathbb{R}} \quad \frac{1}{x} \quad \text{s.t.} \quad 1 \leq x \leq 10.$$

## Newton's method

Regard the following equation system:

$$\begin{aligned}\sin(x) - y &= 0, \\ x^2 + y^2 - 1 &= 0.\end{aligned}$$

We summarize it as  $F(w) = 0$ , where  $w = (x, y)$  and  $F : \mathbb{R}^2 \rightarrow \mathbb{R}^2$ . We want to solve this root finding problem using (exact) Newton's method. Our current iterate is  $w_k = (0, 1)$  (i.e.,  $x_k = 0$ ,  $y_k = 1$ .) Use Newton's method to find the next iterate  $w_{k+1} = (x_{k+1}, y_{k+1})$ .

As answer, please enter the value of  $x_{k+1}$ :

$$x_{k+1} = \dots ?$$

*If necessary, round the value to two decimal digits after the decimal separator by simply dropping the superfluous digits (e.g. "3.149" becomes "3.14").*

## Optimization using CasADi

Regard the following optimization problem:

$$\begin{aligned} \min_{w \in \mathbb{R}^3} \quad & 2w_1^2 + w_1w_3 + 2w_3^2 + 3w_2 - \log(w_3 + 1) \\ \text{s.t.} \quad & -2w_1^2 - \frac{1}{2}w_2^2 + 3 \geq 0, \\ & 1 \leq w_3 \leq 4, \end{aligned}$$

where  $w = (w_1, w_2, w_3)$ . Use CasADi and the solver IPOPT to find the minimizer  $w^* = (w_1^*, w_2^*, w_3^*)$  of this problem.

As answer, please enter the value of  $w_2^*$ :

$$w_2^* = \dots?$$

*If necessary, round the value to two decimal digits after the decimal separator by simply dropping the superfluous digits (e.g. “3.149” becomes “3.14”).*

## Globalization

Regard the following optimization problem:

$$\min_{x \in \mathbb{R}} \sqrt{1 + x^2}.$$

We want to solve this problem using a globalized version of Newton's method. Currently we are at the iterate  $x_k = 2$ , such that the full Newton step would be  $p_k = -10$ . Our next iterate is  $x_{k+1} = x_k + t_k p_k$ .

Use the backtracking algorithm to find the value of  $t_k$  such that it fulfills Armijo's sufficient decrease condition. The algorithm parameters are  $\beta = \frac{1}{2}$ ,  $\gamma = \frac{1}{10}$  and  $t_{\max} = 1$ . You are allowed to use a calculator.

Having found  $t_k$ , the value of the next iterate is  $x_{k+1} = \dots$ ?

*If necessary, round the value to two decimal digits after the decimal separator by simply dropping the superfluous digits (e.g. "3.149" becomes "3.14").*