

ORF522 – Linear and Nonlinear Optimization

10. Interior-point methods for linear optimization

Ed Forum

- Is it true that the online algorithm of recomputing the optimal solution when we found out about a new constraint is the main use case for the dual simplex method?
- How do you determine the magnitude of u (or maybe the range of u 's) to prevent it from changing the optimal basis but also not so small that the analyses does not provide meaningless information?

Section 5.1 L9

Recap

Adding new variables

$$\begin{array}{ll} \text{minimize} & c^T x \\ \text{subject to} & Ax = b \\ & x \geq 0 \end{array}$$

Solution x^*, y^*

Adding new variables

$$\begin{array}{ll} \text{minimize} & c^T x \\ \text{subject to} & Ax = b \\ & x \geq 0 \end{array} \longrightarrow \begin{array}{ll} \text{minimize} & c^T x + c_{n+1} x_{n+1} \\ \text{subject to} & Ax + A_{n+1} x_{n+1} = b \\ & x, x_{n+1} \geq 0 \end{array}$$

Solution x^*, y^*

Adding new variables

$$\begin{array}{ll} \text{minimize} & c^T x \\ \text{subject to} & Ax = b \\ & x \geq 0 \end{array} \longrightarrow \begin{array}{ll} \text{minimize} & c^T x + c_{n+1} x_{n+1} \\ \text{subject to} & Ax + A_{n+1} x_{n+1} = b \\ & x, x_{n+1} \geq 0 \end{array}$$

Solution x^*, y^*

Solution $(x^*, 0), y^*$ **optimal** for the new problem?

Adding new variables

Optimality conditions

minimize $c^T x + c_{n+1} x_{n+1}$

subject to $Ax + A_{n+1} x_{n+1} = b \longrightarrow$ Solution $(x^*, 0)$ is still **primal feasible**

$x, x_{n+1} \geq 0$

Adding new variables

Optimality conditions

minimize $c^T x + c_{n+1} x_{n+1}$

subject to $Ax + A_{n+1} x_{n+1} = b \longrightarrow$ Solution $(x^*, 0)$ is still **primal feasible**

$$x, x_{n+1} \geq 0$$

Is y^* still **dual feasible**?

$$A_{n+1}^T y^* + c_{n+1} \geq 0$$

Adding new variables

Optimality conditions

$$\bar{c} = \begin{bmatrix} A^T y + c \\ A_{n+1}^T y + c_{n+1} \end{bmatrix} \geq 0$$

?

minimize $c^T x + c_{n+1} x_{n+1}$

subject to $Ax + A_{n+1}x_{n+1} = b \longrightarrow$ Solution $(x^*, 0)$ is still **primal feasible**

$$x, x_{n+1} \geq 0$$

Is y^* still **dual feasible**?

$$A_{n+1}^T y^* + c_{n+1} \geq 0$$

Yes

$(x^*, 0)$ still **optimal** for new problem

Otherwise

Primal simplex

Adding new constraints

$$\begin{array}{ll} \text{minimize} & c^T x \\ \text{subject to} & Ax = b \\ & x \geq 0 \end{array}$$

Solution x^*, y^*

Adding new constraints

$$\begin{array}{ll} \text{minimize} & c^T x \\ \text{subject to} & Ax = b \\ & x \geq 0 \end{array}$$

Solution x^*, y^*



$$\begin{array}{ll} \text{minimize} & c^T x \\ \text{subject to} & Ax = b \\ & a_{m+1}^T x = b_{m+1} \\ & x \geq 0 \end{array}$$

Adding new constraints

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Solution x^*, y^*

Dual

$$\begin{array}{ll} \text{maximize} & -b^T y \\ \text{subject to} & A^T y + a_{m+1} y_{m+1} + c \geq 0 \end{array}$$

Adding new constraints

$$\begin{array}{ll} \text{minimize} & c^T x \\ \text{subject to} & Ax = b \\ & x \geq 0 \end{array} \longrightarrow \begin{array}{ll} \text{minimize} & c^T x \\ \text{subject to} & Ax = b \\ & a_{m+1}^T x = b_{m+1} \\ & x \geq 0 \end{array}$$

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Solution $x^*, (y^*, 0)$ **optimal** for the new problem?

Adding new constraints

Optimality conditions

maximize $-b^T y$

subject to $A^T y + a_{m+1} y_{m+1} + c \geq 0 \longrightarrow$ Solution $(y^*, 0)$ is still **dual feasible**

Adding new constraints

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Is x^* still **primal feasible**?

$$Ax = b$$

$$a_{m+1}^T x = b_{m+1}$$

$$x \geq 0$$

Adding new constraints

Optimality conditions

maximize $-b^T y$
subject to $A^T y + a_{m+1} y_{m+1} + c \geq 0 \longrightarrow$ Solution $(y^*, 0)$ is still **dual feasible**

Is x^* still **primal feasible**?

$$Ax = b$$

$$a_{m+1}^T x = b_{m+1}$$

$$x \geq 0$$

Yes

x^* still **optimal** for new problem

Otherwise

Dual simplex

Today's lecture

[Chapter 14, NO][Chapters 17/18, LP]

- History
- Newton's method
- Central path
- Primal-dual path-following algorithm

History

Ellipsoid method Khachian (1979)

Answer to major question

Is worst-case LP complexity
polynomial? Yes!

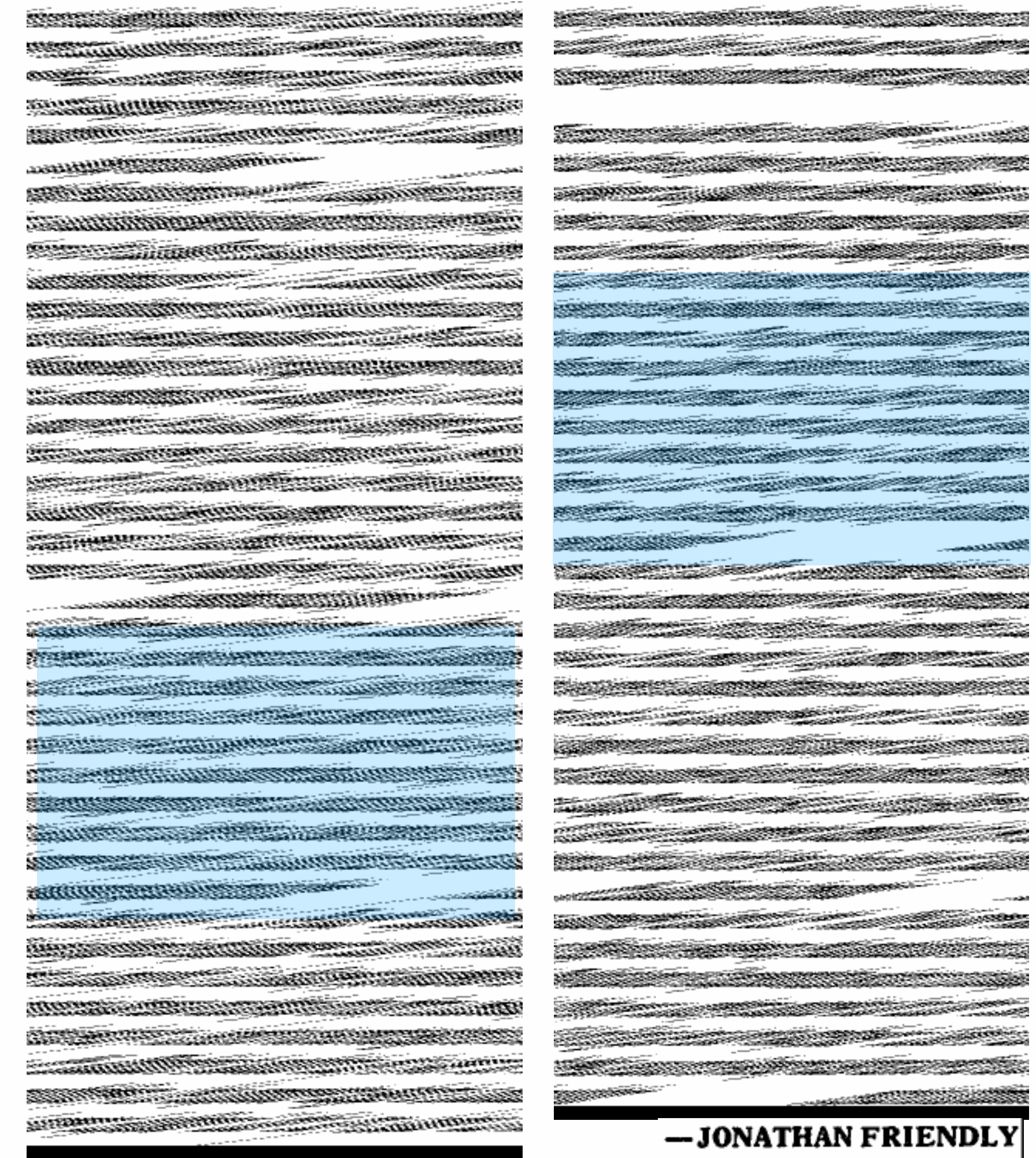
Shazam! A Shortcut for Computers

A garment manufacturer has three kinds of dresses — A, B and C. On Monday he has 17 bolts of one cloth and 10 bolts of another, as well as 200 buttons, 25 of one kind and 15 of another. He has three cutters, 10 sewers and one finisher. Dress A, on which he makes a profit of \$1.25 a unit, requires one combination of unit, material, accessories and work; the material with a \$1.50 profit, takes a B dress, a combination, and the \$2.25 different cost a third set of requirements. Dress C has yet another set of requirements. How should he schedule his production to make the most money?

That is an easy example of a kind of problem that, in the past, has become difficult because of the number of variables and constraints that must be handled to get a best solution. As the number of variables and constraints grows — as, for instance, in a model of the national economy or in the scheduling of production at any of the refineries — the difficulty multiplies.

Even the most powerful computers might have to run for hours to tell a plant manager how to handle a small change in, say, the amount of crude oil being delivered to his tanks. And adding one new restriction can substantially increase the number of possible answers and thus the time required to check them for an optimum solution.

Last week, intrigued mathematicians were trying to sort out the meaning of what looked like a stupor.



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The New York Times
Published: November 11, 1979
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Ellipsoid method Khachian (1979)

Answer to major question

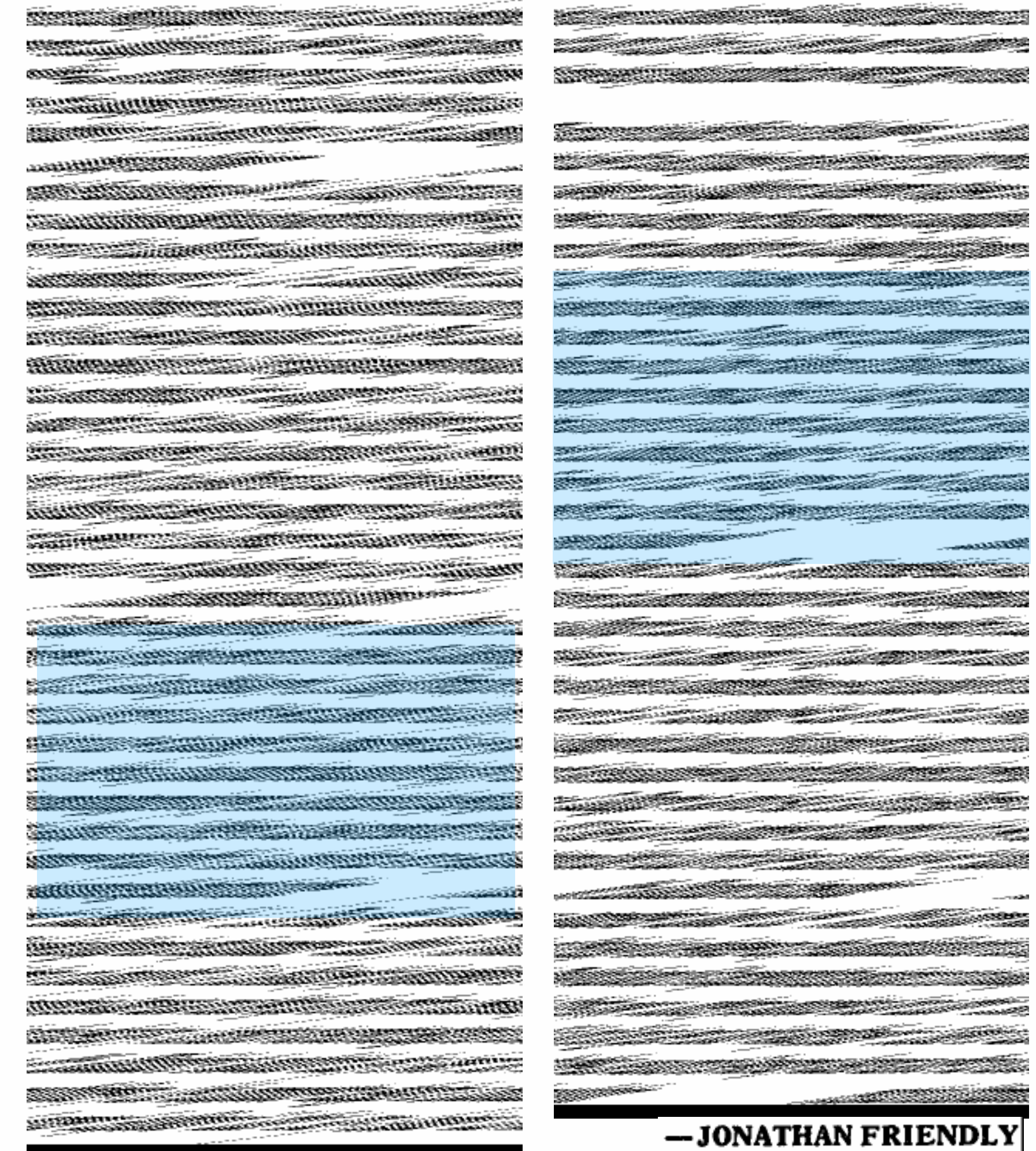
Is worst-case LP complexity polynomial? Yes!

Drawbacks

Very inefficient. Much slower than simplex!

Shazam! A Shortcut for Computers

A garment manufacturer has three kinds of dresses — A, B and C. On a kind of cloth and hand, he has 17 bolts of one cloth and another, as well as 200 buttons, 25 of one kind and 75 of another. He has three cutters, 10 sewers and one finisher. Dress A, on which he makes a profit of \$1.25 a unit, requires one combination of unit, material, accessories and work; the material with a \$1.50 profit, takes a B dress, a combination, and the \$2.25 different cost a third set of requirements. Dress C has yet another set of requirements. How should he schedule his production to make the most money? That is an easy example of a kind of problem that, in the past, has been difficult because of the number of variables and constraints that must be handled to get a best solution. As the number of variables and constraints grows — as, for instance, in a model of the national economy or in a scheduling of production at any of the refineries — the difficulty multiplies. Even the most powerful computers might have to run for hours to tell a plant manager how to handle a small change in, say, the amount of crude oil being delivered to his tanks. And adding one new restriction can substantially increase the number of possible answers and thus the time required to check them for an optimum solution. Last week, intrigued mathematicians were trying to sort out the meaning of what looked like a stupor.



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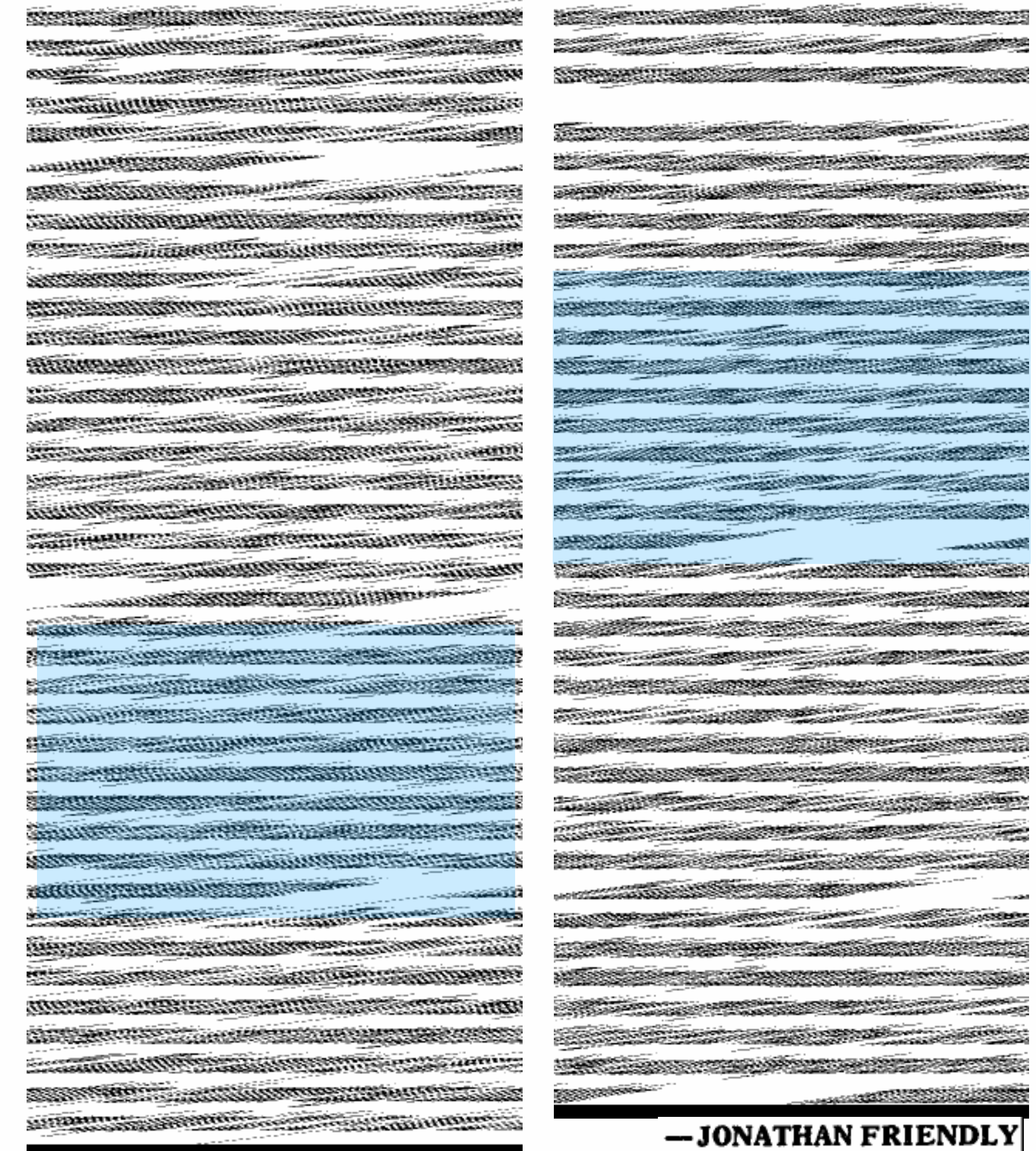
Very inefficient. Much slower than simplex!

Benefits

Motivated new research directions

Shazam! A Shortcut for Computers

A garment manufacturer has three kinds of dresses — A, B and C. On the one hand, he has 17 bolts of one cloth and another, as well as 200 buttons, 25 of one kind and 75 of another. He has three cutters, 10 sewers and one finisher. Dress A, on which he makes a profit of \$1.25 a unit, requires one combination of unit, material, accessories and work; the material with a \$1.50 profit, takes a B dress, a combination, and the \$2.25 different cost of a third set of requirements. Dress C has yet another set of requirements. How should he schedule his production to make the most money? That is an easy example of a kind of problem that, in the past, has been difficult because of the number of variables and constraints that must be handled to get a best solution. As the number of variables and constraints grows — as, for instance, in a model of the national economy or in the scheduling of production at any of the refineries — the difficulty multiplies. Even the most powerful computers might have to run for hours to tell a plant manager how to handle a small change in, say, the amount of crude oil being delivered to his tanks. And adding one new restriction can substantially increase the number of possible answers and thus the time required to check them for an optimum solution. Last week, intrigued mathematicians were trying to sort out the meaning of what looked like a stupor.



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Interior-point methods

1950s-1960s: nonlinear convex optimization

- Sequential unconstrained optimization (Fiacco & McCormick), Logarithmic barrier method (Frish), affine scaling method (Dikin), etc.
- No worst-case complexity theory but often good practical performance

Interior-point methods

1950s-1960s: nonlinear convex optimization

- Sequential unconstrained optimization (Fiacco & McCormick), Logarithmic barrier method (Frish), affine scaling method (Dikin), etc.
- No worst-case complexity theory but often good practical performance

1980s-1990s: interior point methods

- Karmarkar's algorithm (1984)
- Competitive with simplex, often faster for larger problems



Newton's method

Newton's method for nonlinear equations

$$h: \mathbb{R}^h \rightarrow \mathbb{R}^m$$

Goal: solve
 $h(x) = 0$

Derivative

$$Dh = \begin{bmatrix} \frac{\partial h_1}{\partial x_1} & \cdots & \frac{\partial h_1}{\partial x_n} \\ \vdots & \vdots & \vdots \\ \frac{\partial h_m}{\partial x_1} & \cdots & \frac{\partial h_m}{\partial x_n} \end{bmatrix}$$

Newton's method for nonlinear equations

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First-order approximation

$$h(x) \approx h(\bar{x}) + Dh(\bar{x})(x - \bar{x})$$



Iteratively set to zero

$$h(x^k) + Dh(x^k)(x^{k+1} - x^k) = 0$$

Newton's method for nonlinear equations

Goal: solve
 $h(x) = 0$

Derivative

$$Dh = \begin{bmatrix} \frac{\partial h_1}{\partial x_1} & \cdots & \frac{\partial h_1}{\partial x_n} \\ \vdots & \vdots & \vdots \\ \frac{\partial h_m}{\partial x_1} & \cdots & \frac{\partial h_m}{\partial x_n} \end{bmatrix}$$

First-order approximation

$$h(x) \approx h(\bar{x}) + Dh(\bar{x})(x - \bar{x})$$



Iteratively set to zero

$$h(x^k) + Dh(x^k)(x^{k+1} - x^k) = 0$$

Iterations

- Solve $Dh(x^k)\Delta x = -h(x^k)$
- $x^{k+1} \leftarrow x^k + \Delta x$

Newton method

Convergence

$$x \text{ st. } h(x) = 0$$

Iterations

- Solve $Dh(x^k)\Delta x = -h(x^k)$
- $x^{k+1} \leftarrow x^k + \Delta x$

Remarks

- Iterations can be **expensive** (linear system solution)
- **Fast (quadratic) convergence** close to the solution x^*

Optimality conditions

$$\begin{array}{ll} \text{minimize} & c^T x \\ \text{subject to} & Ax \leq b \end{array}$$

Optimality conditions

			Primal		Dual	
minimize	$c^T x$	\longrightarrow	minimize	$c^T x$	maximize	$-b^T y$
subject to	$Ax \leq b$		subject to	$Ax + s = b$	subject to	$A^T y + c = 0$
				$s \geq 0$		$y \geq 0$

Optimality conditions

	Primal	Dual
minimize $c^T x$	minimize $c^T x$	maximize $-b^T y$
subject to $Ax \leq b$	subject to $Ax + s = b$ $s \geq 0$	subject to $A^T y + c = 0$ $y \geq 0$

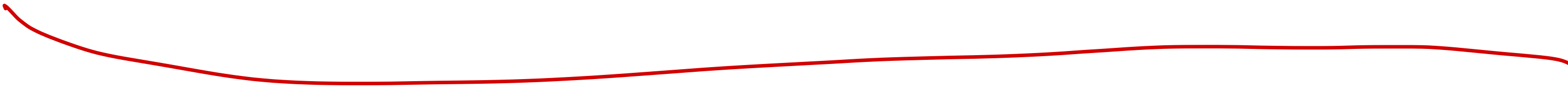
Optimality conditions

$$Ax + s - b = 0$$

$$A^T y + c = 0$$

$$s_i y_i = 0$$

$$s, y \geq 0$$

$$s_i = (b - Ax)_i$$


Main idea

$$s_i y_i = 0 \quad \forall i \quad \Leftrightarrow \begin{bmatrix} s_1 & & \\ & \dots & \\ & & s_m \end{bmatrix} \begin{bmatrix} y_1 & & \\ & \dots & \\ & & y_m \end{bmatrix} \begin{bmatrix} 1 \\ \vdots \\ 1 \end{bmatrix} = 0$$

Optimality conditions

$$h(x, s, y) = \begin{bmatrix} Ax + s - b \\ A^T y + c \\ SY \mathbf{1} \end{bmatrix} = 0$$

$s, y \geq 0$

$$S = \mathbf{diag}(s)$$
$$Y = \mathbf{diag}(y)$$

- Apply variants of Newton's method to solve $h(x, s, y) = 0$
- Enforce $s, y > 0$ (strictly) at every iteration
- **Motivation** avoid getting stuck in "corners"

Newton's method for optimality conditions

Root-finding equation

$$h(x, s, y) = \begin{bmatrix} Ax + s - b \\ A^T y + c \\ SY\mathbf{1} \end{bmatrix} = 0$$

Linear system

$$\begin{array}{c} Dh \\ \begin{bmatrix} 0 & A & I \\ A^T & 0 & 0 \\ S & 0 & Y \end{bmatrix} \end{array} \begin{bmatrix} \Delta y \\ \Delta x \\ \Delta s \end{bmatrix} = \begin{array}{c} -h \\ \begin{bmatrix} -r_p \\ -r_d \\ -SY\mathbf{1} \end{bmatrix} \end{array}$$

Residuals

$$r_p = Ax + s - b$$

$$r_d = A^T y + c$$

Newton's method for optimality conditions

Root-finding equation

$$h(x, s, y) = \begin{bmatrix} Ax + s - b \\ A^T y + c \\ SY\mathbf{1} \end{bmatrix} = 0$$

Linear system

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Residuals

$$r_p = Ax + s - b$$

$$r_d = A^T y + c$$

Line search to enforce $s > 0$

$$(x, s, y) \leftarrow (x, s, y) + \alpha(\Delta x, \Delta s, \Delta y)$$

Newton's method for optimality conditions

Root-finding equation

$$h(x, s, y) = \begin{bmatrix} Ax + s - b \\ A^T y + c \\ SY\mathbf{1} \end{bmatrix} = 0$$

Linear system

$$Dh \begin{bmatrix} 0 & A & I \\ A^T & 0 & 0 \\ S & 0 & Y \end{bmatrix} \begin{bmatrix} \Delta y \\ \Delta x \\ \Delta s \end{bmatrix} = \begin{bmatrix} -h \\ -r_p \\ -SY\mathbf{1} \end{bmatrix}$$

Residuals

$$r_p = Ax + s - b$$

$$r_d = A^T y + c$$

Issue

Pure **Newton's step** does not allow significant progress towards

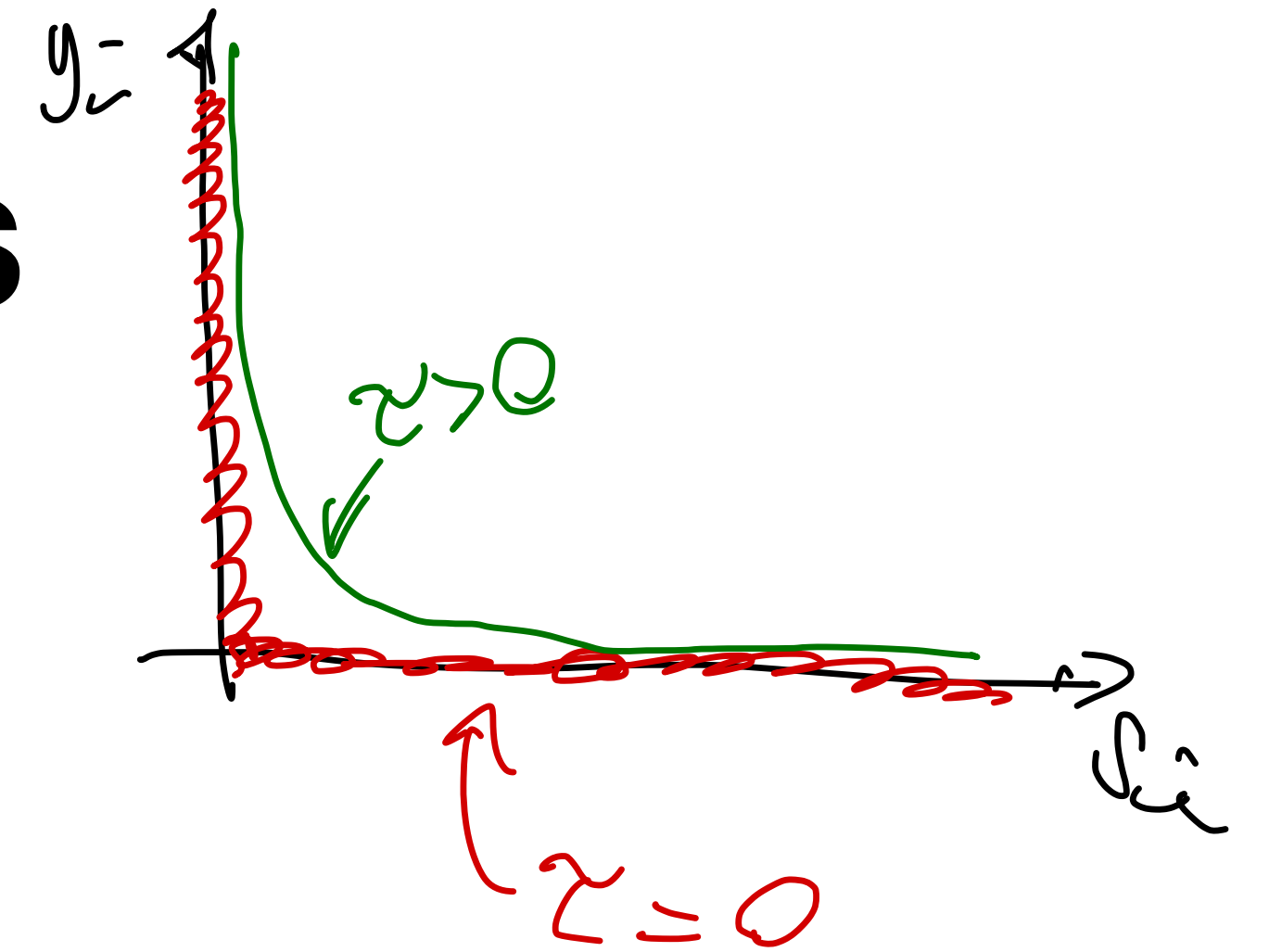
$$h(x, s, y) = 0 \text{ and } \mathfrak{L}, y \geq 0.$$

Line search to enforce $\mathfrak{L}, s > 0$

$$(x, s, y) \leftarrow (x, s, y) + \alpha(\Delta x, \Delta s, \Delta y)$$

Central path

Smoothed optimality conditions



Optimality conditions

$$Ax + s - b = 0$$

$$A^T y + c = 0$$

$$s_i y_i = \tau \quad \leftarrow \text{Same } \tau \text{ for every pair}$$

$$s, y \geq 0$$

Same optimality conditions for a “smoothed” version of our problem

Newton's method for smoothed optimality conditions

Smoothed optimality conditions

$$h_\tau(x, s, y) = \begin{bmatrix} Ax + s - b \\ A^T y + c \\ SY\mathbf{1} - \tau\mathbf{1} \end{bmatrix} = 0$$
$$s, y \geq 0$$

Newton's method for smoothed optimality conditions

Smoothed optimality conditions

$$h_{\tau}(x, s, y) = \begin{bmatrix} Ax + s - b \\ A^T y + c \\ SY\mathbf{1} - \tau\mathbf{1} \end{bmatrix} = 0$$
$$s, y \geq 0$$

Linear system

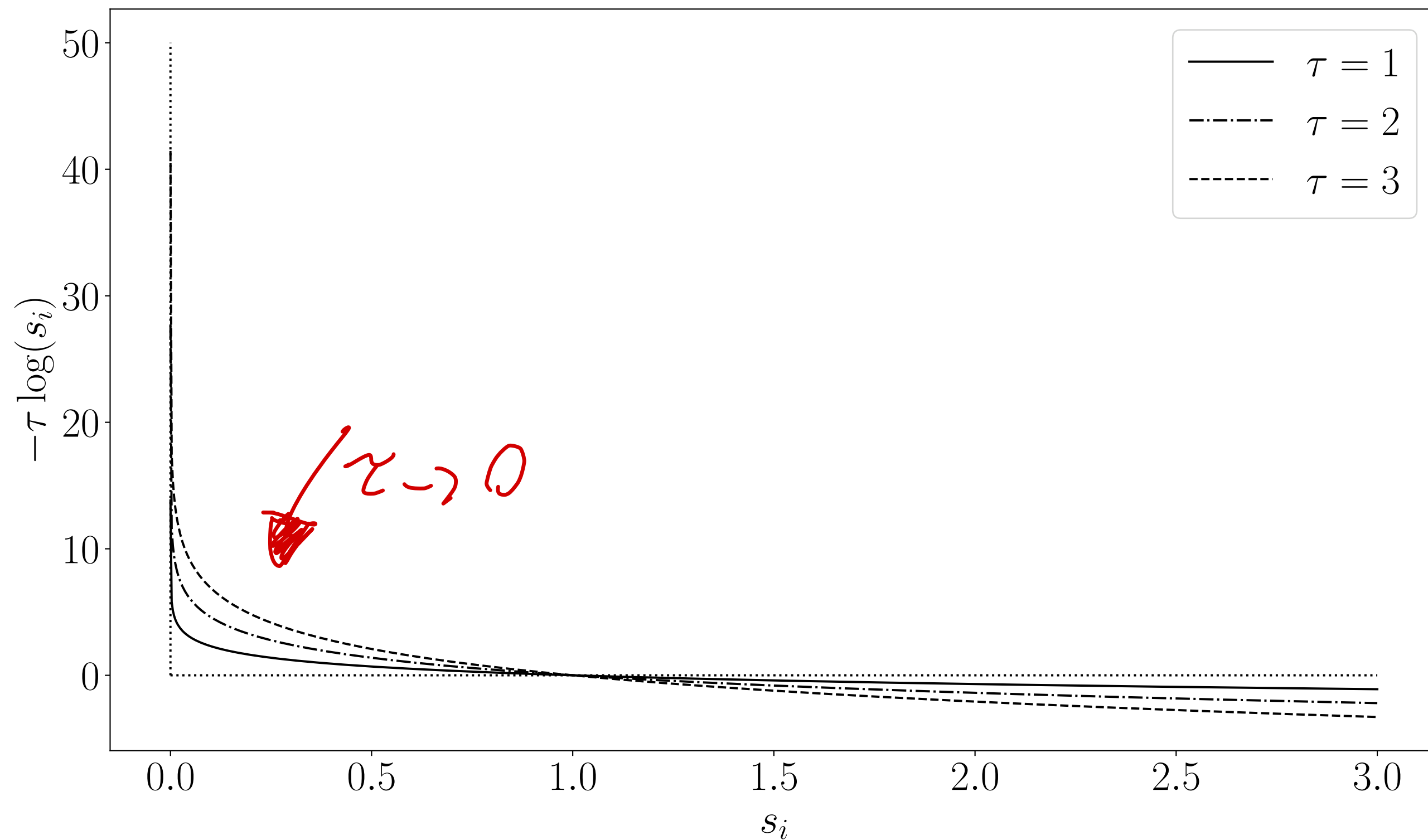
$$\begin{bmatrix} 0 & A & I \\ A^T & 0 & 0 \\ S & 0 & Y \end{bmatrix} \begin{bmatrix} \Delta y \\ \Delta x \\ \Delta s \end{bmatrix} = \begin{bmatrix} -r_p \\ -r_d \\ -SY\mathbf{1} + \tau\mathbf{1} \end{bmatrix}$$

Line search to enforce $s > 0$

$$(x, s, y) \leftarrow (x, s, y) + \alpha(\Delta x, \Delta s, \Delta y)$$

Logarithmic barrier

$$\phi(s) = -\tau \sum_{i=1}^m \log(s_i) \quad \text{on domain} \quad s_i > 0$$



As $\tau \rightarrow 0$ it approximates

$$\mathcal{I}_{s_i \geq 0} = \begin{cases} 0 & \text{if } s_i \geq 0 \\ \infty & \text{otherwise} \end{cases}$$

Smoothed problem

minimize $c^T x$

subject to $Ax + s = b$

$s \geq 0$

Smoothed problem

minimize $c^T x$
subject to $Ax + s = b$
 $s \geq 0$

→

minimize $c^T x + \phi(x) = c^T x - \tau \sum_{i=1}^m \log(s_i)$
subject to $Ax + s = b$

Smoothed problem

$$\begin{array}{ll} \text{minimize} & c^T x \\ \text{subject to} & Ax + s = b \\ & s \geq 0 \end{array}$$



$$\begin{array}{ll} \text{minimize} & c^T x + \phi(x) = c^T x - \tau \sum_{i=1}^m \log(s_i) \\ \text{subject to} & Ax + s = b \end{array}$$

Dual cost

$$g(y) = \underset{x,s}{\text{minimize}} \mathcal{L}(x, s, y) = c^T x + \phi(s) + \underbrace{y^T (Ax + s - b)}$$

Smoothed problem

$$\begin{array}{ll} \text{minimize} & c^T x \\ \text{subject to} & Ax + s = b \\ & \boxed{s \geq 0} \end{array} \longrightarrow \begin{array}{ll} \text{minimize} & c^T x + \phi(x) = c^T x - \tau \sum_{i=1}^m \log(s_i) \\ \text{subject to} & Ax + s = b \end{array}$$

Dual cost

$$g(y) = \underset{x,s}{\text{minimize}} \mathcal{L}(x, s, y) = c^T x + \phi(s) + y^T (Ax + s - b)$$

$$\frac{\partial \mathcal{L}}{\partial x} = A^T y + c = 0$$

$$\frac{\partial \mathcal{L}}{\partial s_i} = -\tau \frac{1}{s_i} + y_i = 0 \implies \underline{s_i y_i = \tau}$$

Central path

$$\begin{aligned} &\text{minimize} && c^T x - \tau \sum_{i=1}^m \log(s_i) \\ &\text{subject to} && Ax + s = b \end{aligned}$$

Set of points $(x^*(\tau), s^*(\tau), y^*(\tau))$
with $\tau > 0$ such that

$$Ax + s - b = 0$$

$$A^T y + c = 0$$

$$s_i y_i = \tau$$

$$s, y \geq 0$$

Central path

minimize $c^T x - \tau \sum_{i=1}^m \log(s_i)$
 subject to $Ax + s = b$

Set of points $(x^*(\tau), s^*(\tau), y^*(\tau))$
 with $\tau > 0$ such that

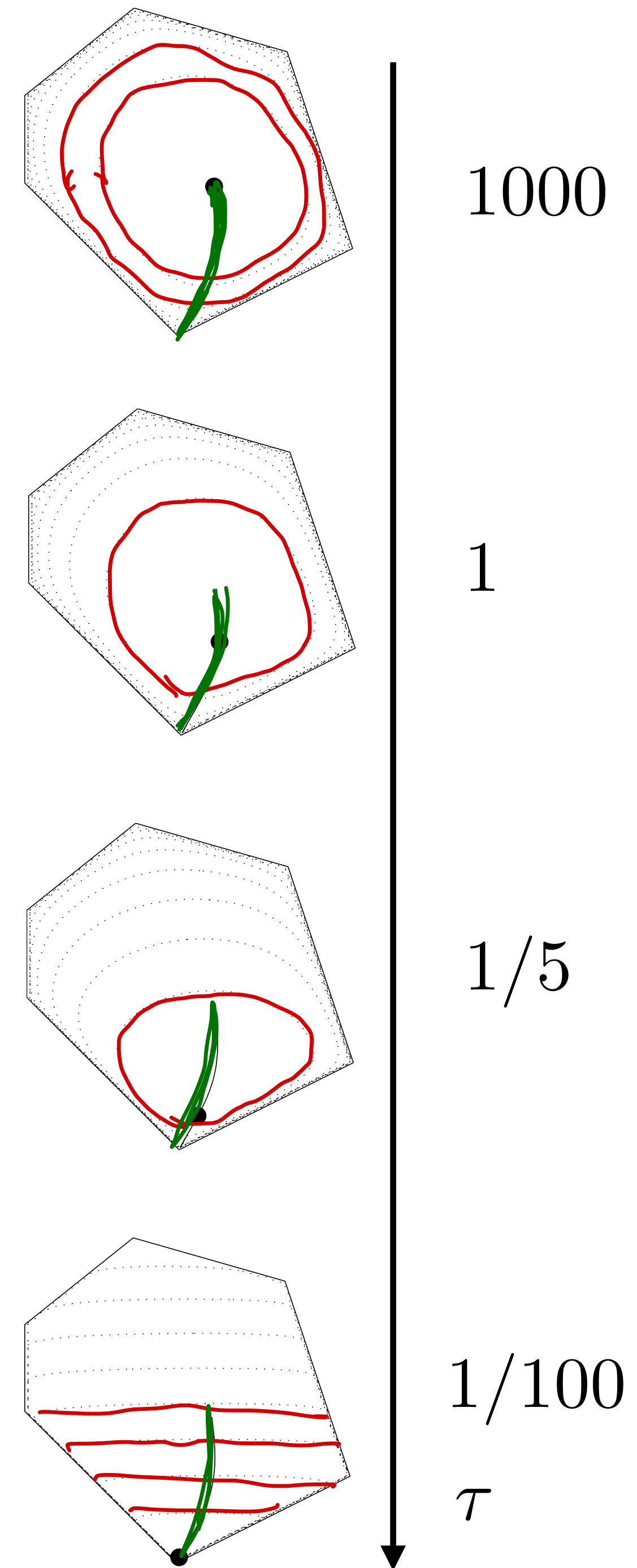
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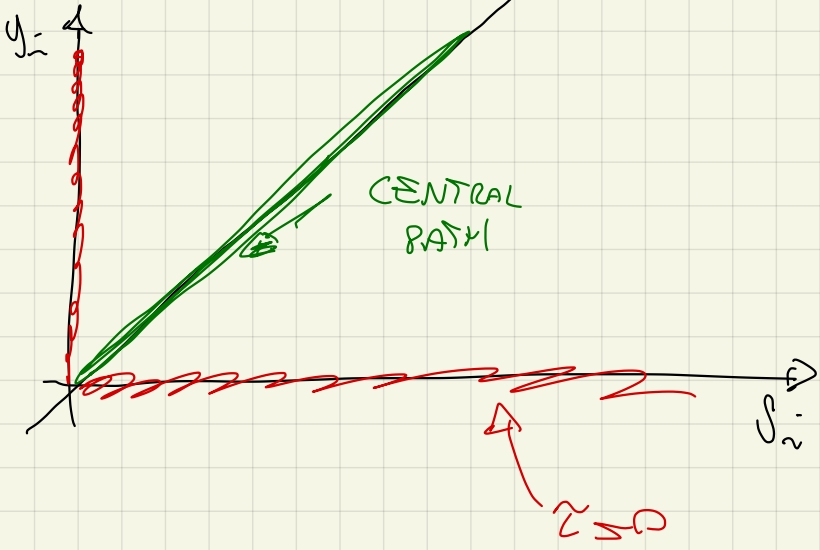
$$s, y \geq 0$$

Analytic Center
 $\tau \rightarrow \infty$



Main idea

Follow central path as $\tau \rightarrow 0$



Primal-dual path-following method

Duality measure

Definition

$$\mu = \frac{s^T y}{m}$$

Average value of the pairs $s_i y_i$

It describes the “desirability” of each point in the search space

Algorithm step

Linear system

$$\begin{bmatrix} 0 & A & I \\ A^T & 0 & 0 \\ S & 0 & Y \end{bmatrix} \begin{bmatrix} \Delta y \\ \Delta x \\ \Delta s \end{bmatrix} = \begin{bmatrix} -r_p \\ -r_d \\ -SY\mathbf{1} + \sigma\mu\mathbf{1} \end{bmatrix}$$

Duality measure

$$\mu = \frac{s^T y}{m}$$

Centering parameter

$$\sigma \in [0, 1]$$

Algorithm step

Linear system

$$\begin{bmatrix} 0 & A & I \\ A^T & 0 & 0 \\ S & 0 & Y \end{bmatrix} \begin{bmatrix} \Delta y \\ \Delta x \\ \Delta s \end{bmatrix} = \begin{bmatrix} -r_p \\ -r_d \\ -SY\mathbf{1} + \sigma\mu\mathbf{1} \end{bmatrix}$$

Duality measure

$$\mu = \frac{s^T y}{m}$$

Centering parameter

$$\sigma \in [0, 1]$$

$\sigma = 0 \Rightarrow$ Newton step

$\sigma = 1 \Rightarrow$ Centering step towards $(x^*(\mu), s^*(\mu), y^*(\mu))$

Algorithm step

Linear system

$$\begin{bmatrix} 0 & A & I \\ A^T & 0 & 0 \\ S & 0 & Y \end{bmatrix} \begin{bmatrix} \Delta y \\ \Delta x \\ \Delta s \end{bmatrix} = \begin{bmatrix} -r_p \\ -r_d \\ -SY\mathbf{1} + \sigma\mu\mathbf{1} \end{bmatrix}$$

Duality measure

$$\mu = \frac{s^T y}{m}$$

Centering parameter

$$\sigma \in [0, 1]$$

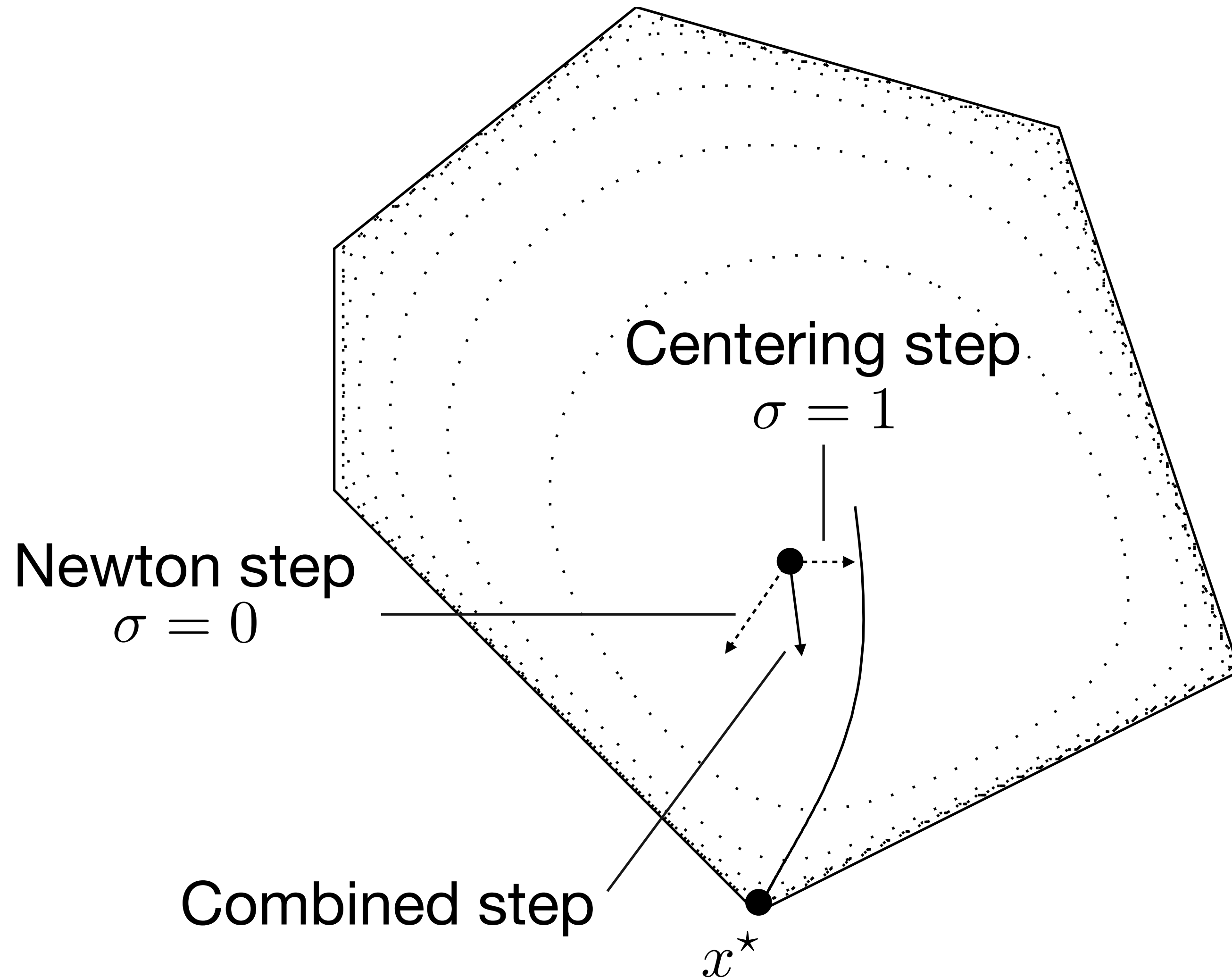
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$\sigma = 1 \Rightarrow$ Centering step towards $(x^*(\mu), s^*(\mu), y^*(\mu))$

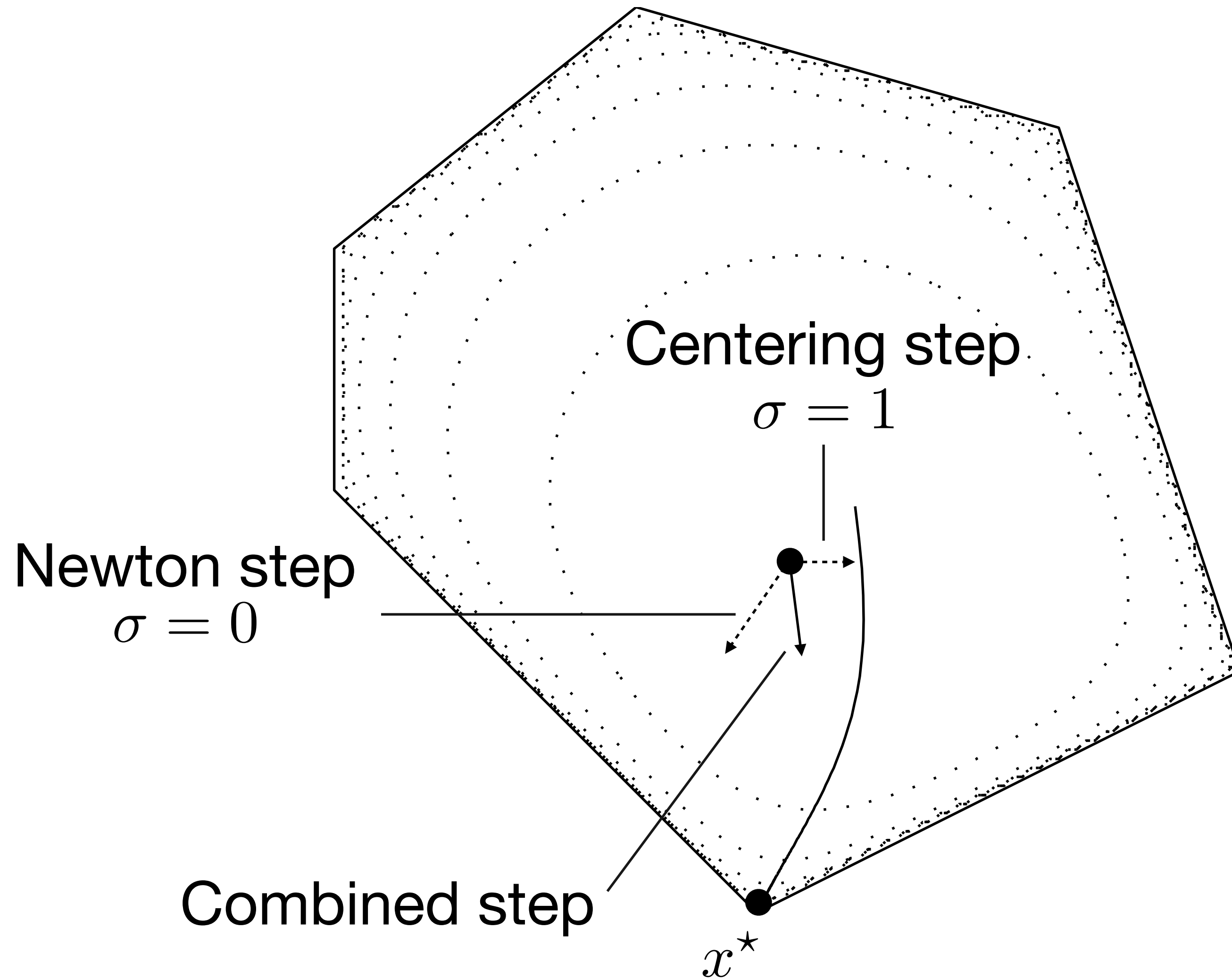
Line search to enforce $y, s > 0$

$$(x, s, y) \leftarrow (x, s, y) + \alpha(\Delta x, \Delta s, \Delta y)$$

Path-following algorithm idea



Path-following algorithm idea

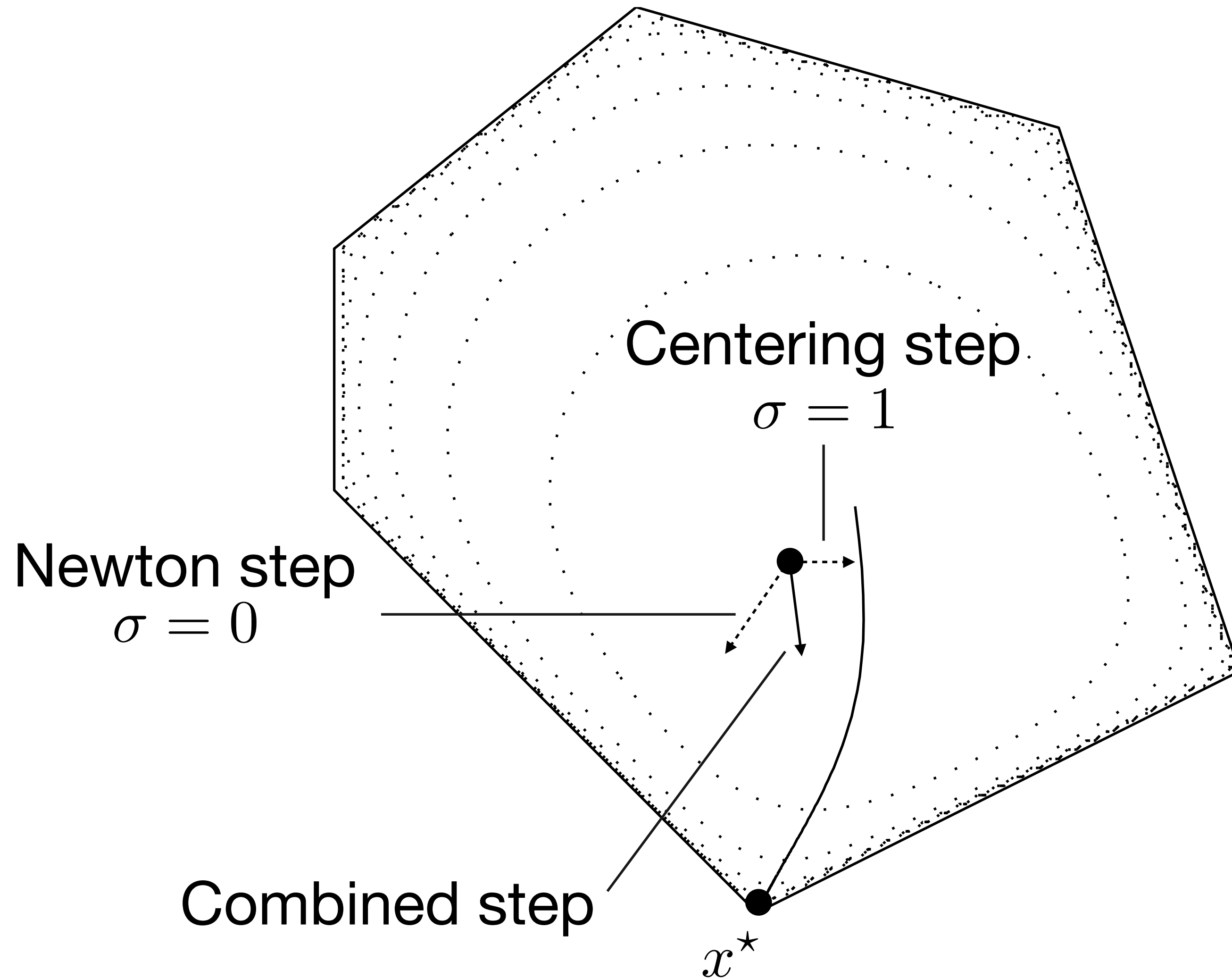


Centering step

It brings towards the **central path** and is usually biased towards $s, y > 0$.

No progress on duality measure μ

Path-following algorithm idea



Centering step

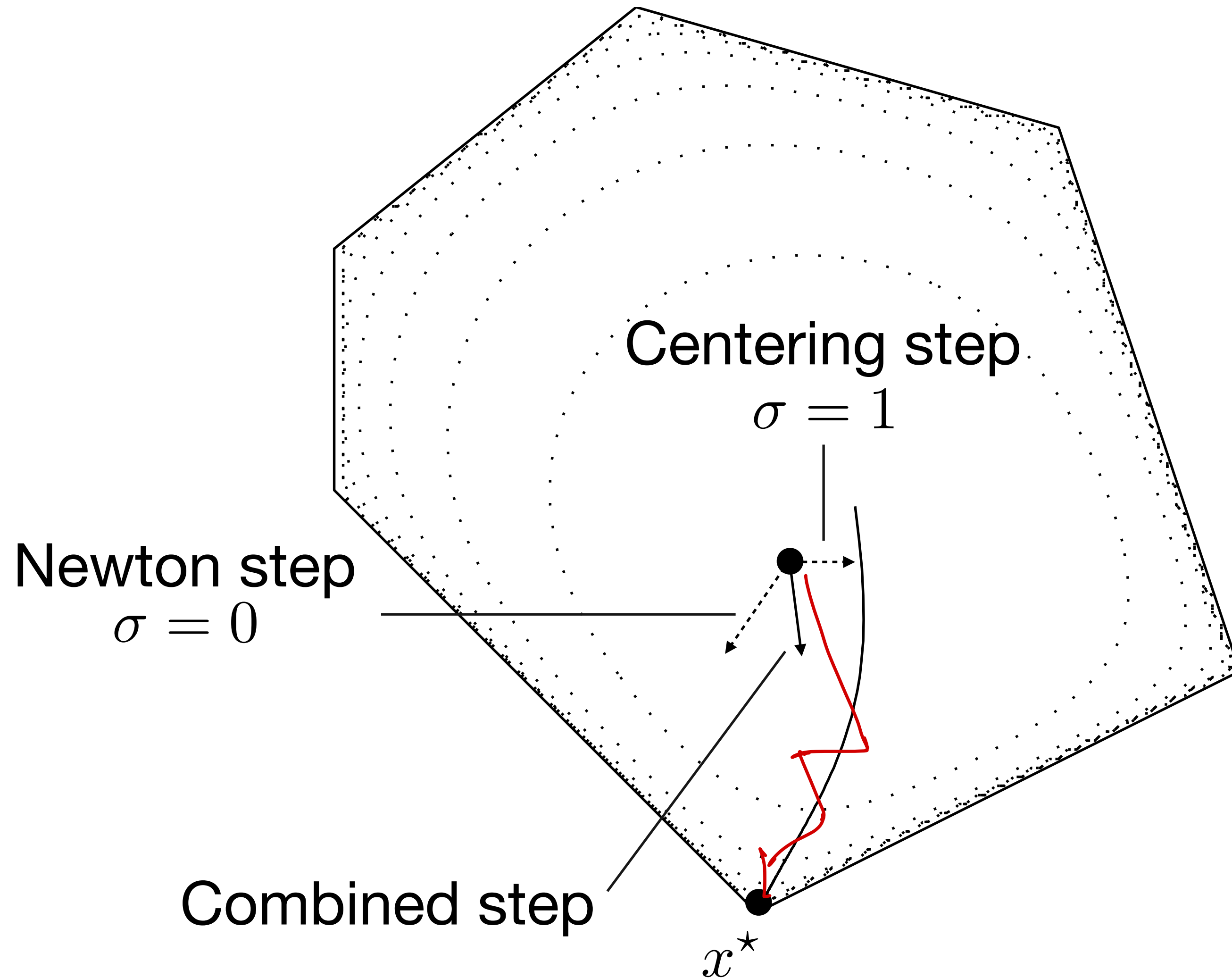
It brings towards the **central path** and is usually biased towards $s, y > 0$.

No progress on duality measure μ

Newton step

It brings towards the **zero duality measure** μ . Quickly violates $s, y > 0$.

Path-following algorithm idea



Centering step

It brings towards the **central path** and is usually biased towards $s, y > 0$.
No progress on duality measure μ

Newton step

It brings towards the **zero duality measure** μ . Quickly violates $s, y > 0$.

Combined step

Best of both worlds with longer steps

Primal-dual path-following algorithm

Initialization

1. Given (x_0, s_0, y_0) such that $s_0, y_0 > 0$

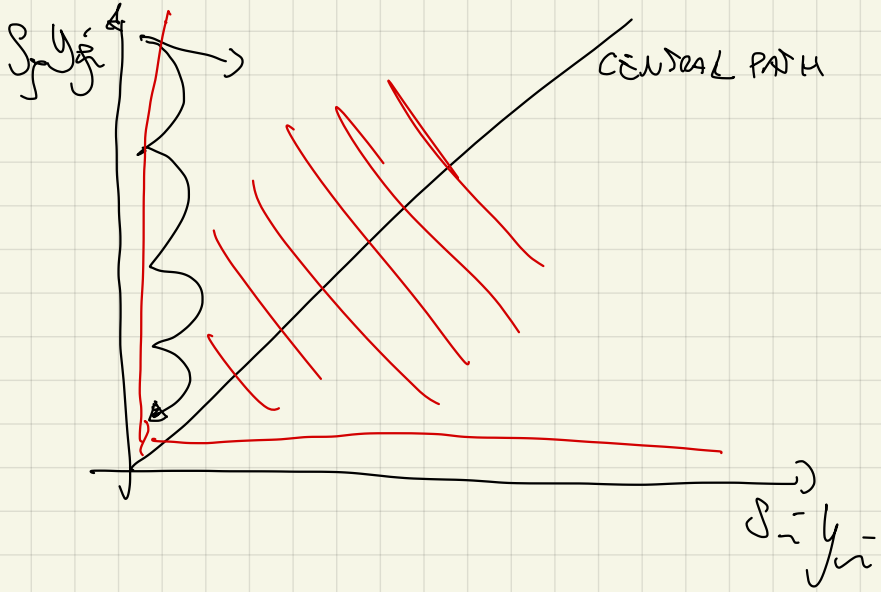
Iterations

1. Choose $\sigma \in [0, 1]$

2. Solve
$$\begin{bmatrix} 0 & A & I \\ A^T & 0 & 0 \\ S & 0 & Y \end{bmatrix} \begin{bmatrix} \Delta y \\ \Delta x \\ \Delta s \end{bmatrix} = \begin{bmatrix} -r_p \\ -r_d \\ -SY\mathbf{1} + \sigma\mu\mathbf{1} \end{bmatrix}$$
 where $\mu = s^T y / m$

3. Find maximum α such that $y + \alpha\Delta y > 0$ and $s + \alpha\Delta s > 0$

4. Update $(x, s, y) \leftarrow (x, s, y) + \alpha(\Delta x, \Delta s, \Delta y)$



Working towards optimality conditions

Optimality conditions satisfied **only at convergence**

Primal residual

$$r_p = Ax + s - b \rightarrow 0$$

Dual residual

$$r_d = A^T y + c \rightarrow 0$$

Complementary slackness

$$s^T y \rightarrow 0$$

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$$r_d = A^T y + c \rightarrow 0$$

Complementary slackness

$$s^T y \rightarrow 0$$

Stopping criteria

$$\|r_p\| \leq \epsilon_{\text{pri}}$$

$$\|r_d\| \leq \epsilon_{\text{dua}}$$

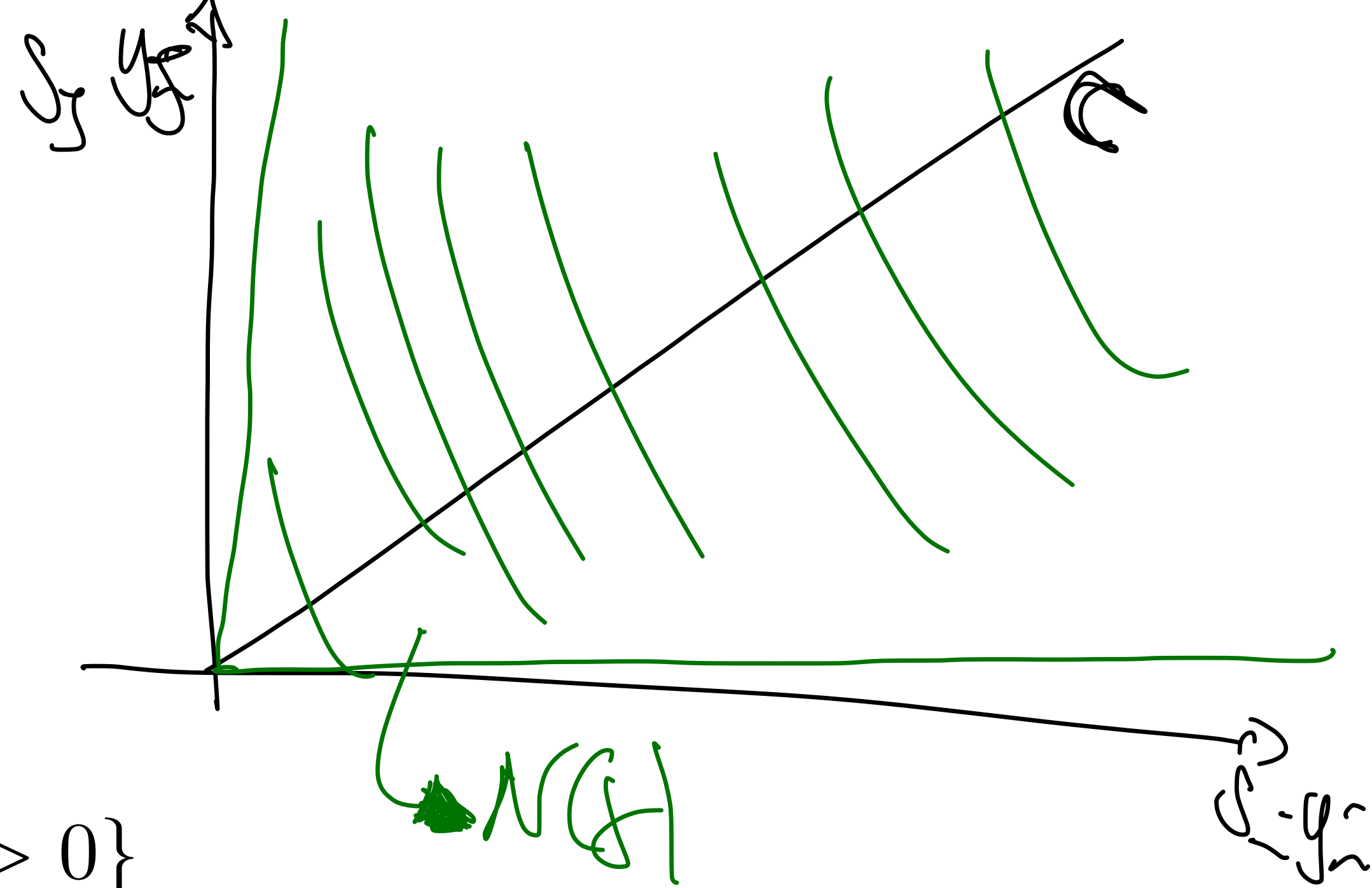
$$s^T y \leq \epsilon_{\text{gap}}$$

Convergence

Definitions

Primal-dual strictly feasible set

$$\mathcal{F}^\circ = \{(x, s, y) \mid Ax + s = b, A^T y + c = 0, s, y > 0\}$$



Central path neighborhood

$$\mathcal{N}(\gamma) = \{(x, s, y) \in \mathcal{F}^\circ \mid s_i y_i \geq \gamma \mu\} \quad \text{with } \gamma \in (0, 1] \quad (\text{almost all the feasible region})$$

Theorem

[Page 402-406, NO]

Smallest decrement

$$\mu_{k+1} \leq (1 - \delta/n) \mu_k$$

with constant $\delta > 0$

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[Page 402-406, NO]

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Iteration complexity

Given $(x_0, s_0, y_0) \in \mathcal{N}(\gamma)$, there exists $K = O(n \log(1/\epsilon))$ such that

$$\mu_k \leq \epsilon \mu_0 \quad \text{for all } k \geq K$$

Theorem

[Page 402-406, NO]

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Remark Modified versions achieve $O(\sqrt{n} \log(1/\epsilon))$

Iteration complexity proof

[Page 402-406, NO]

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[Page 402-406, NO]

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(take logarithm)

$$\log \mu_{k+1} \leq \log (1 - \delta/n) + \log \mu_k$$

Iteration complexity proof

[Page 402-406, NO]

$$\mu_{k+1} \leq (1 - \delta/n) \mu_k$$

$$\log\left(\frac{\mu_k}{\mu_0}\right) \leq k \log\left(1 - \frac{\delta}{n}\right)$$

(take logarithm)

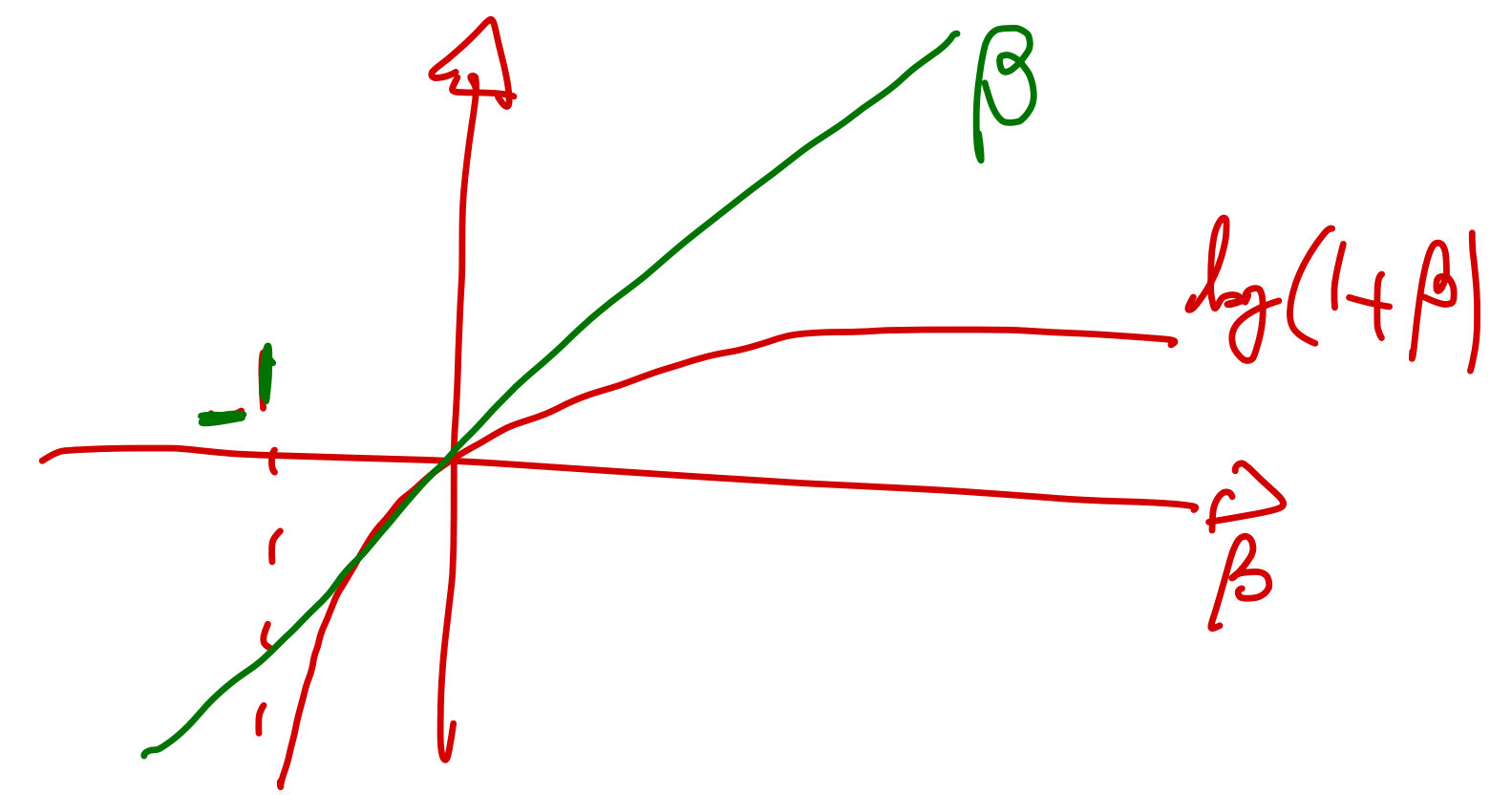
(apply iteratively)

$$\log \mu_{k+1} \leq \log (1 - \delta/n) + \log \mu_k \longrightarrow \log \mu_k \leq k \log (1 - \delta/n) + \log \mu_0$$

Iteration complexity proof

[Page 402-406, NO]

$$\mu_{k+1} \leq (1 - \delta/n) \mu_k$$



(take logarithm)

(apply iteratively)

$$\log \mu_{k+1} \leq \log (1 - \delta/n) + \log \mu_k \longrightarrow \log \mu_k \leq k \log (1 - \delta/n) + \log \mu_0$$

$$\text{Since } \log(1 + \beta) \leq \beta, \quad \forall \beta > -1 \longrightarrow \log(\mu_k/\mu_0) \leq k(-\delta/n)$$

Iteration complexity proof

[Page 402-406, NO]

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If $k(-\delta/n) \leq \log(\epsilon)$, then $\log(\mu_k/\mu_0) \leq \log(\epsilon)$. Therefore, $\mu_k/\mu_0 \leq \epsilon$

Iteration complexity proof

[Page 402-406, NO]

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(apply iteratively)

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If $k(-\delta/n) \leq \log(\epsilon)$, then $\log(\mu_k/\mu_0) \leq \log(\epsilon)$. Therefore, $\mu_k/\mu_0 \leq \epsilon$

$$k(\delta/n) \geq -\log(\epsilon)$$

Rewriting the inequality: $k \geq (n/\delta) \underline{\log(1/\epsilon)}$ ■

Interior-point methods for linear optimization

Today, we learned to:

- **Apply** Newton's method to solve optimality conditions
- **Analyze** the central path and the smoothed optimality conditions
- **Develop** a prototype primal-dual path-following algorithm

Next lecture

- Practical interior-point method (Mehrotra predictor-corrector algorithm)
- Linear algebra implementation details
- Linear optimization recap