

Lagrange multipliers

Problem Statement

Consider function $f(x)$

$$\begin{array}{ccc} \text{Input} & & \text{Output} \\ \mathbb{R}^D & \xrightarrow{\boxed{f}} & \mathbb{R} \\ x & & f(x) \end{array}$$

Goal: constrained optimization

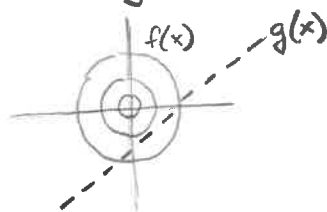
$$\text{Find } x^* = \underset{x}{\operatorname{argmin}} f(x)$$

subject to constraint $g(x) = 0$

focus on equality constraint

see p. 7 for inequality

"bowl" function $f(x)$



Find the x on line defined by g that minimizes $f(x)$

Recipe

1) Define objective function f and constraints g

2) Define expanded objective function

introduced new "multiplier" variable λ

$$d(x, \lambda) = f(x) + \lambda g(x)$$

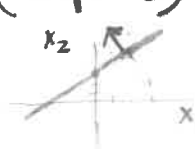

3) Set up system of eqs, where each partial deriv equals zero

$$\frac{\partial}{\partial x_1} d = 0, \quad \frac{\partial}{\partial x_2} d = 0, \quad \dots \quad \frac{\partial}{\partial x_D} d = 0, \quad \frac{\partial}{\partial \lambda} d = 0$$

4) solve system of equations to find the optimal value of x

Writing Constraints as Functions $g(x)$ 2

Here are some examples of turning an equality constraint into a function $g(x)$ that is zero when inputs satisfy constraint.

<u>Constraint</u>	<u>Function $g(x)$</u>	<u>Gradient $\nabla g(x)$</u>
1D "such that" \rightarrow s.t. Find x (a scalar) $x - 1 = 0$	$g(x) = x - 1$	
2D Find $x = [x_1, x_2]$ s.t. $x_1 = x_2$	$g(x) = x_1 - x_2$ or $g(x) = x_2 - x_1$	
2D Find $x = [x_1, x_2]$ s.t. x lies on line with slope 1 and intercept 3 i.e. $x_2 = 1x_1 + 3$	$g(x) = x_2 - (x_1 + 3)$	$\begin{bmatrix} -1 \\ 1 \end{bmatrix}$ 
2D Find $x = [x_1, x_2]$ s.t. x lies on unit circle $x_1^2 + x_2^2 = 1$	$g(x) = 1 - x_1^2 - x_2^2$	$\begin{bmatrix} -2x_1 \\ -2x_2 \end{bmatrix}$ 
N-dim Find $x = [x_1, x_2, \dots, x_D]$ s.t. $\sum_d x_d = 1$	$g(x) = 1 - \sum_d x_d$	

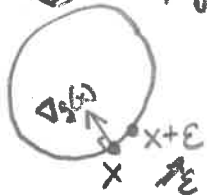
Intuition for why it works

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Step 1: Realize that any x that satisfies constraints must have gradient perpendicular to constraint surface

Consider $x, x + \epsilon$ that both satisfy constraints

↙ satisfy set $\{x | g(x) = 0\}$



$$(1)$$

$$g(x) = 0$$

$$g(x + \epsilon) = 0$$

Taylor thm says

$$(2) \quad g(x + \epsilon) \approx g(x) + \epsilon^T \nabla g(x)$$

Plugging in the zeros from (1) gives

$$0 = \epsilon^T \nabla g(x)$$

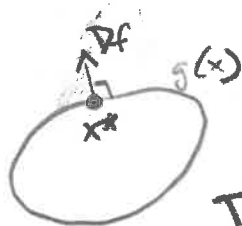
Dot product of zero implies vectors are perpendicular

so $\nabla g(x)$ is orthogonal to a step along constraint surface

Alternatively, realize satisfying set is iso-contour of function g , so by def. all points have perp. gradient

Step 2: At optimal point x^* , both objective's gradient and constraint gradient are perpendicular to constraint surface and parallel to each other

Suppose ∇f was not orthogonal at x^* , then we could move along constraint surface & improve f , which means x^* is not optimal



both ∇f and ∇g are orthogonal to same surface

$\nabla f, \nabla g$ are parallel

$$\nabla f + \lambda \nabla g = 0 \quad \text{for some } \lambda \neq 0$$

(cont'd from prev page)

Step 3: Set up system of equations s.t. solution x^*, λ satisfies optimization problem

Need to guarantee

$$(1) \nabla_x f + \lambda \nabla_x g = 0 \quad \text{at } x^*$$

$$(2) g(x^*) = 0$$

Let
$$\mathcal{L}(x, \lambda) = f(x) + \lambda g(x)$$

Partial wrt x satisfies (1)

Partial wrt λ satisfies (2)

Example

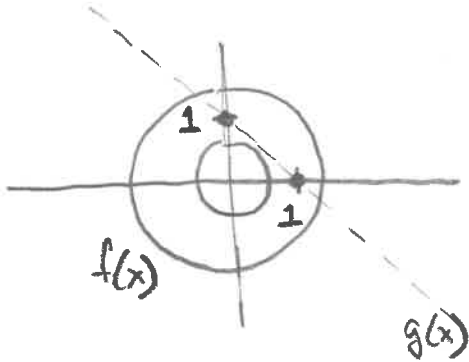
$$x = [x_1 \quad x_2]$$

$$f(x) = 1 - x_1^2 - x_2^2$$

level sets are circles

$$g(x) = x_1 + x_2 - 1$$

just a line



Intuitively

solution is point on line
closest to origin.

$$x^* = \left[\frac{1}{2} \quad \frac{1}{2} \right]$$

Via Lagrange multipliers

$$d(x, \lambda) = 1 - x_1^2 - x_2^2 + \lambda(x_1 + x_2 - 1)$$

$$\frac{\partial d}{\partial x_1} = -2x_1 + \lambda$$

$$\frac{\partial d}{\partial \lambda} = x_1 + x_2 - 1$$

$$\frac{\partial d}{\partial x_2} = -2x_2 + \lambda$$

Step
3

Set up system of eqs

$$(1) \quad 0 = -2x_1 + \lambda$$

$$(2) \quad 0 = -2x_2 + \lambda$$

$$(3) \quad 0 = x_1 + x_2 - 1$$

Step
4

Solve for x, λ

(1) says $\lambda = 2x_1$, so then

$$0 = -2x_2 + 2x_1$$

$$x_1 = x_2 \Rightarrow x_2 = \frac{1}{2}$$

$$+ 0 = 2x_1 + x_2 - 1$$

$$0 = 4x_1 - 2 \Rightarrow x_1 = \frac{1}{2}$$

$$x^* = \left[\frac{1}{2}, \frac{1}{2} \right]$$

$$\lambda = 1$$

Example:

ML estimation for parameters of categorical r.v.

Model

K possible discrete outcomes for random variable X_i

Prob. of k^{th} outcome = θ_k

So

$$P(X_i = k | \theta) = \theta_k$$

Constraint:
$$\sum_{k=1}^K \theta_k = 1$$

Problem

Observed data: $\{X_1, X_2, \dots, X_N\}$

where $X_i \in \{1, 2, \dots, K\}$

Find θ that maximizes likelihood

$$\log p(x|\theta) = \sum_{k=1}^K \sum_{i=1}^N \mathbb{1}_{\{X_i=k\}} \log \theta_k$$

$$N_k \triangleq \sum_{i=1}^N \mathbb{1}_{\{X_i=k\}}$$

$$\rightarrow = \sum_{k=1}^K N_k \log \theta_k$$

Intuitively

$$\theta_k = \frac{N_k}{\sum_l N_l}$$

Solution

Step 1

$$f(\theta) = \sum_{k=1}^K N_k \log \theta_k \quad g(\theta) = 1 - \sum_k \theta_k$$

Step 2

$$L(\theta, \lambda) = \sum_k N_k \log \theta_k + \lambda(1 - \sum_k \theta_k)$$

Step 3

$$\frac{\partial L}{\partial \theta_k} = \frac{N_k}{\theta_k} - \lambda = 0 \quad \frac{\partial L}{\partial \lambda} = 1 - \sum_k \theta_k = 0$$

Step 4

$$\theta_k = \frac{N_k}{N}$$

$$\theta_k = \frac{N_k}{\lambda}$$

$$0 = 1 - \sum_k \frac{N_k}{\lambda} \Rightarrow \frac{1}{\lambda} \sum_k N_k = 1 \Rightarrow \lambda = \sum_k N_k$$

Generalizations / Extensions

Multiple constraints

Write ' $g_1(x), g_2(x), \dots, g_N(x)$

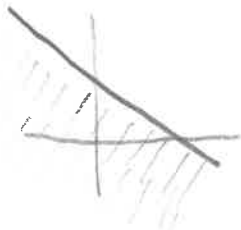
Set "expanded" Lagrange objective

$$\alpha(x, \lambda) = f(x) + \lambda_1 g_1(x) + \dots + \lambda_N g_N(x)$$

Follow same recipe as before to find $x, \lambda_1, \dots, \lambda_N$

Inequality constraints

$$x_2 \leq -x_1 + 3$$



or



$$x_1^2 + x_2^2 \leq 3$$

solutions are of two kinds

active (solution at boundary of feasible region)

inactive solution at interior

So to find $\max f(x)$ s.t. $g(x) \geq 0$

Set up

$$\alpha(x, \lambda) = f(x) + \lambda g(x)$$

subject to $g(x) \geq 0$

$$\lambda > 0$$

$$\lambda g(x) = 0$$

KKT conditions

Not as easy as equality constraints