

Optimization

$$f(x) = 0$$

Objective function

$$g_i(x) = 0$$

Equality constraints

$$h_i(x) \leq 0$$

Inequality constraints

Terminology

Feasible set

Degrees of freedom

Active constraint

classifications

Unconstrained v. constrained

Linear v. non-linear

Convex v. concave v. neither

Continuous space v. discrete space

Linear case

Unconstrained makes no sense

Simplex method

Minimum at a vertex

Start at a vertex,

jump to adjacent vertex as long as objective is less

Uses slack variables to turn inequality constraints

Into equality constraints with variable:

$$h(x) - s = 0;$$

Non-linear unconstrained case

Unconstrained makes no sense

Simplex method

Minimum at a vertex

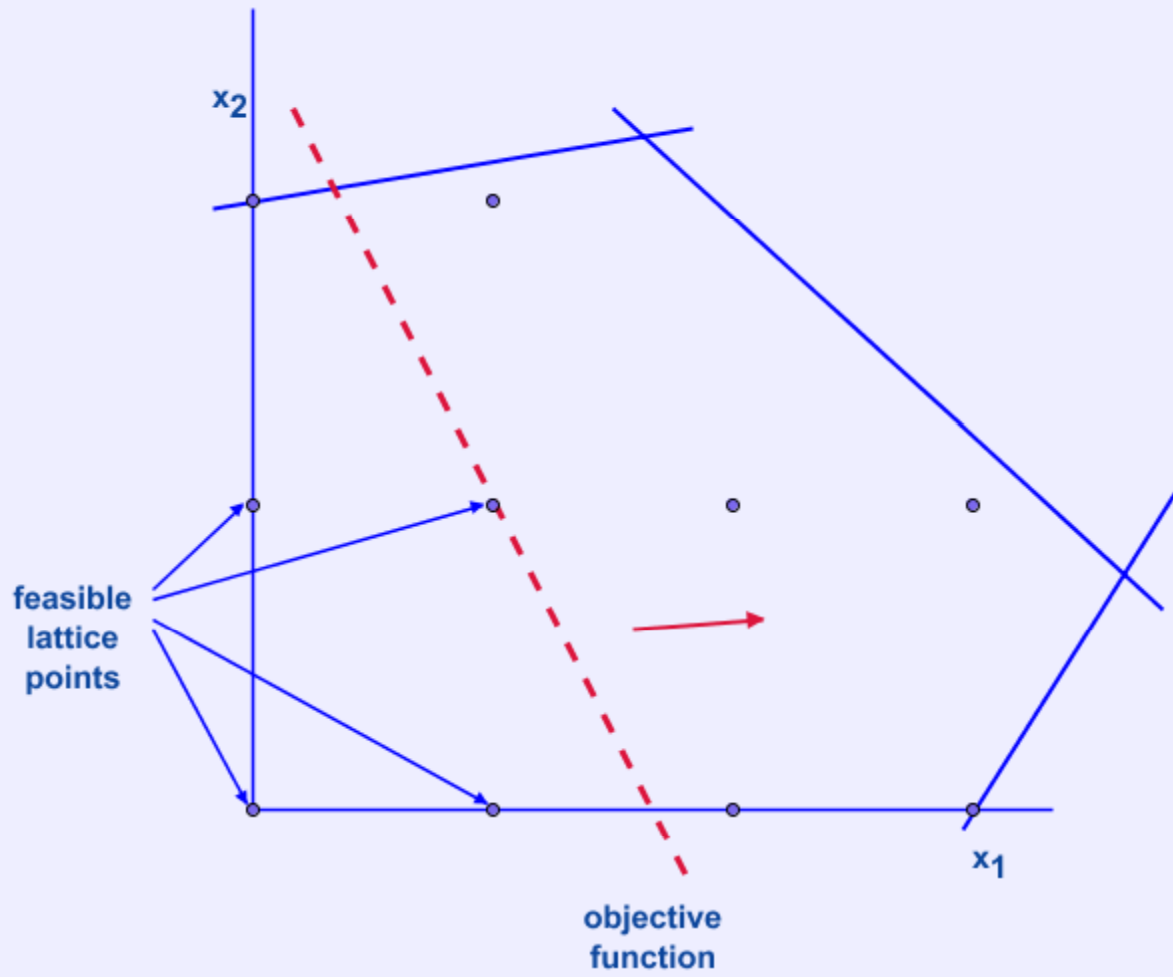
Start at a vertex,

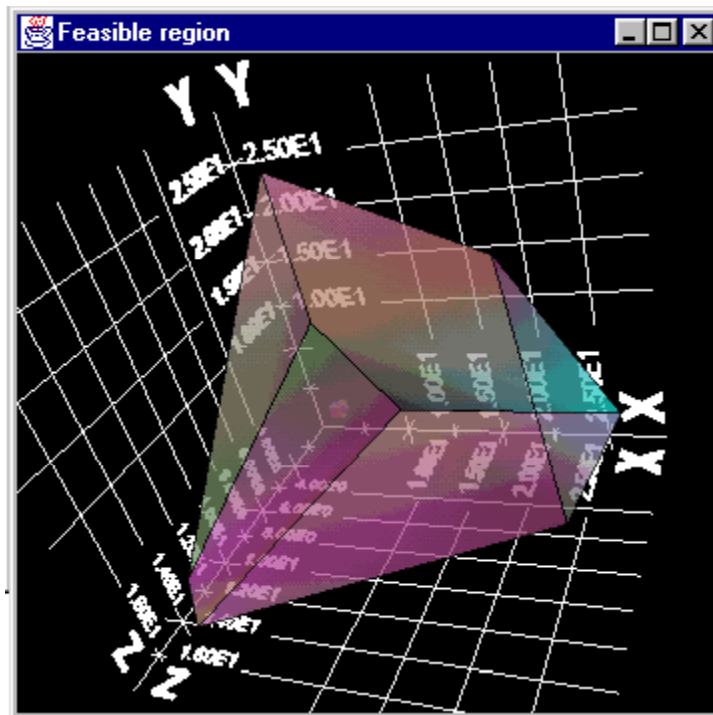
jump to adjacent vertex as long as objective is less

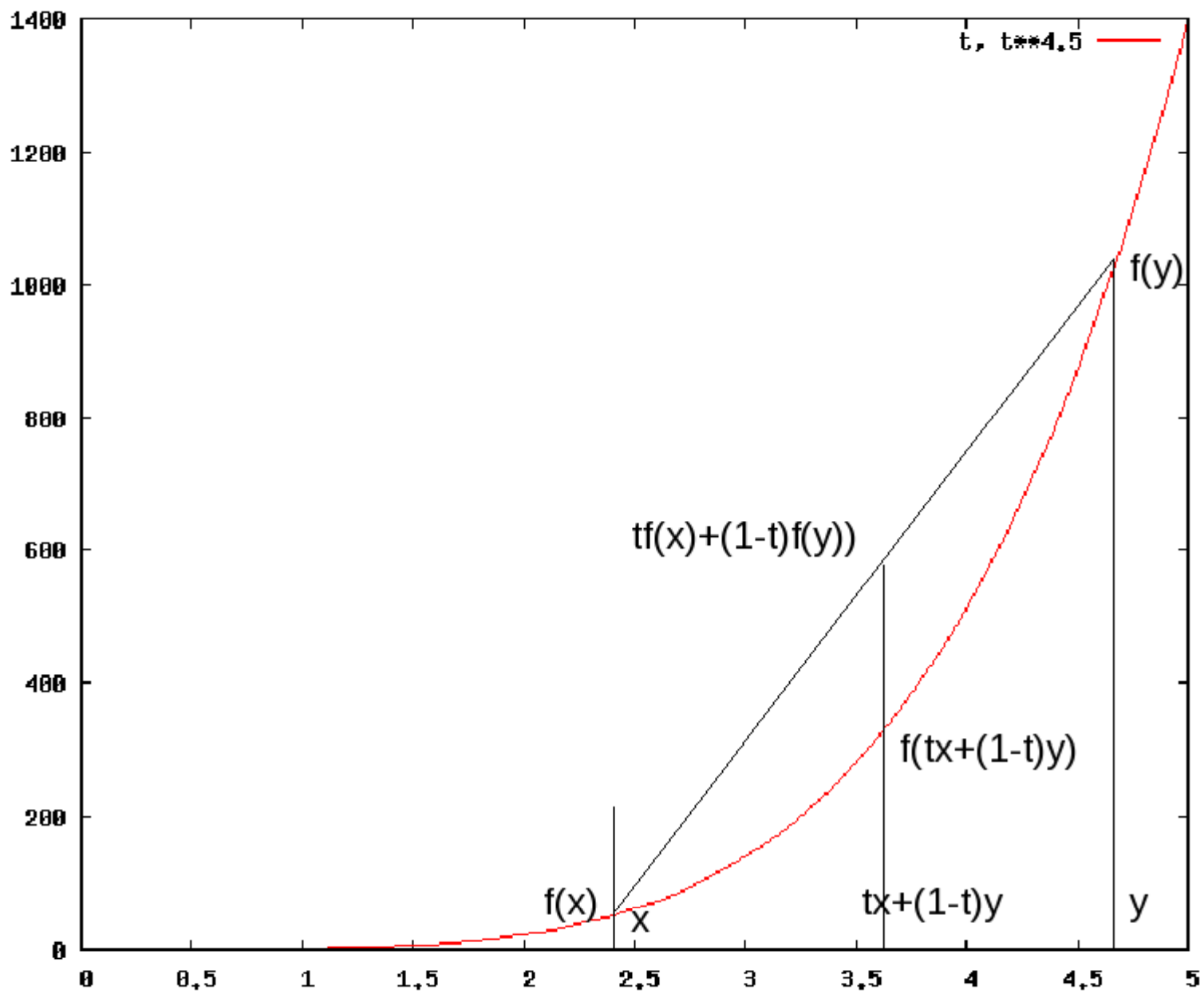
Uses slack variables to turn inequality constraints

Into equality constraints with variable:

$$h(x) - s = 0;$$







Local Versus Global Maximum

