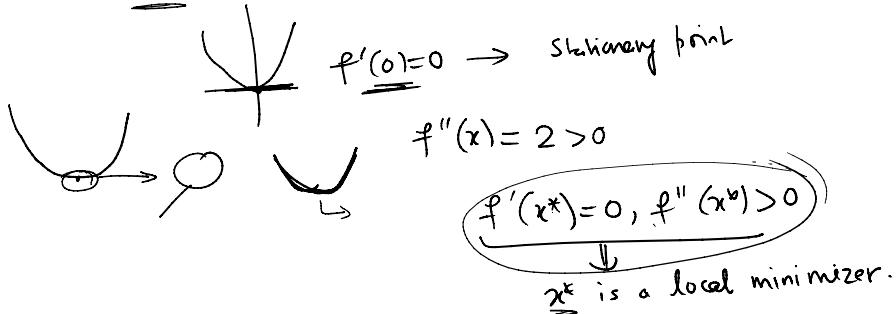


## ↳ Integer Linear Programs (ILP)

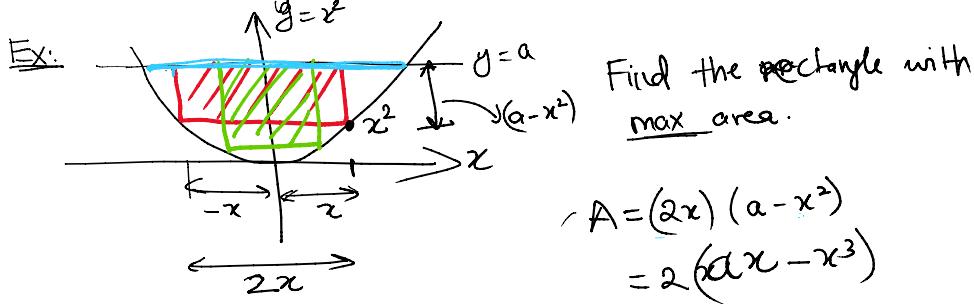
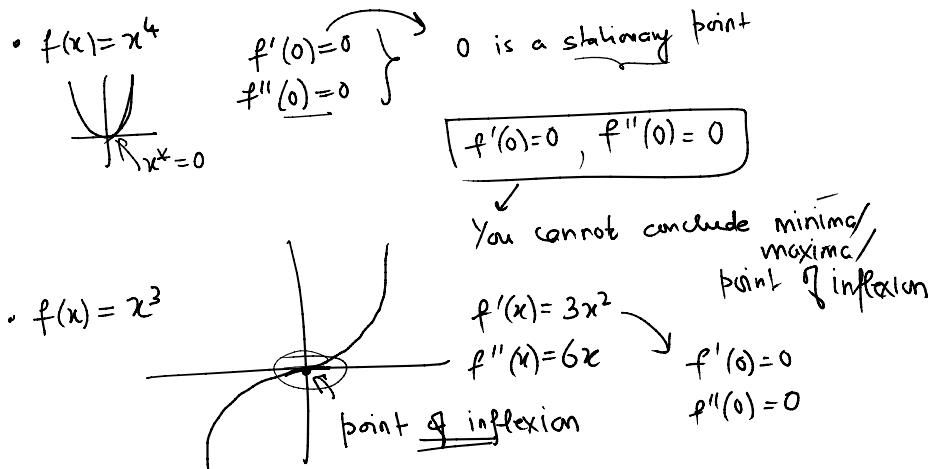
↳ Continuous variables → Stationary Points / Critical points  
 ↳ Minimum / Maximum / Point of inflection



- $f(x) = x^2$   
Minimize     $x=0$      $f(0)=0$



- $f(x) = x^2$   
Maximize     $x^* = 0$   
 $f'(0)=0 \quad f''(0) < 0$



$\frac{dA}{dx} = 0$  stationary point

$$\frac{dA}{dx} = 0 \rightarrow \text{Stationary point}$$

$$2(a - 3x^2) = 0$$

$$\left. \frac{dA}{dx} \right|_{x=x^*} = 0 \quad \text{at } x^* = \sqrt{\frac{a}{3}}$$

$$x^* = \sqrt{\frac{a}{3}} \rightarrow x^* \text{ is a critical point}$$

$$\frac{d^2A}{dx^2} = -12x \quad \left. \frac{d^2A}{dx^2} \right|_{x=x^*} < 0$$

$\therefore$  Area gets maximized at  $x^* = \sqrt{\frac{a}{3}}$

$$A^* = 2\sqrt{\frac{a}{3}} \left( a - \frac{a}{3} \right) = \frac{4a\sqrt{a}}{3\sqrt{3}}$$

Ex: To produce  $x$  units of some product, a company spends,  $C(x) = ax^2 + bx$  (\$)

The product is sold at a price of \$ per unit. Determine the sales volume at which profit reaches maximum.

$$P(x) = R(x) - C(x)$$

$$P(x) = p \cdot x - ax^2 - bx$$

maximize

$$\frac{dP}{dx} = 0 \Rightarrow -2ax + p - b = 0$$

$$\text{or } x^* = \frac{p-b}{2a}$$

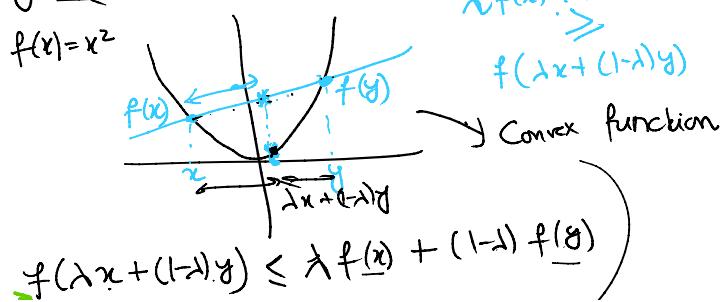
Stationary pt.

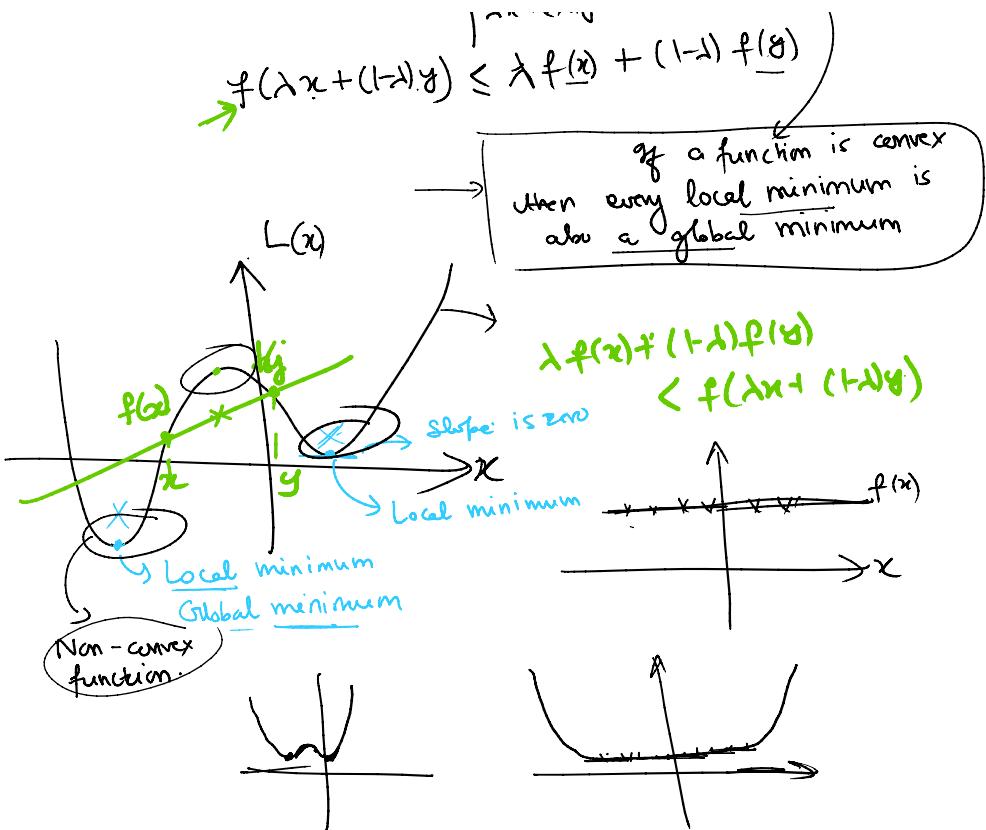
$$\frac{d^2P}{dx^2} < 0 \text{ at } x = x^*$$

$$\therefore -2a < 0 \Rightarrow x^* \rightarrow \frac{p-b}{2a}$$

Optimal number of units

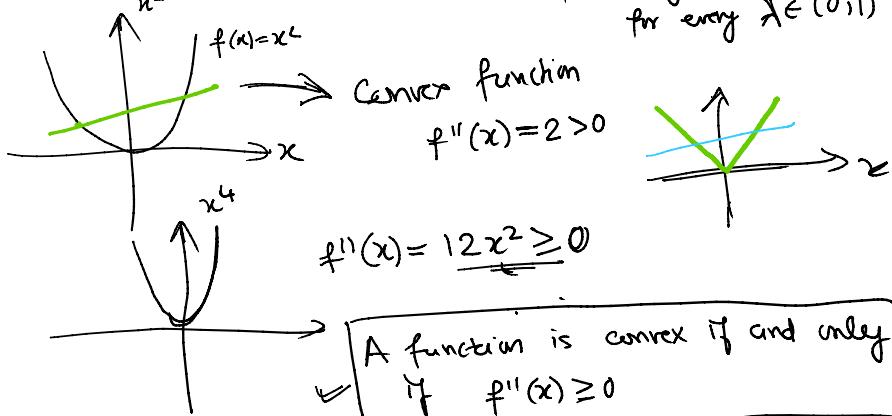
Convexity (and Concavity)



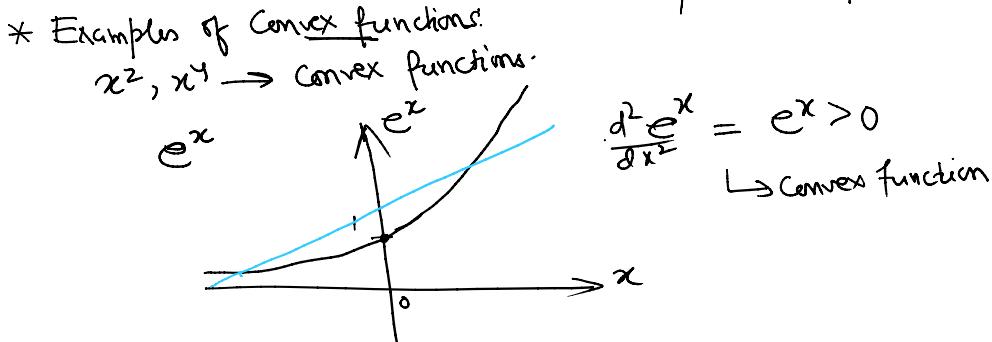


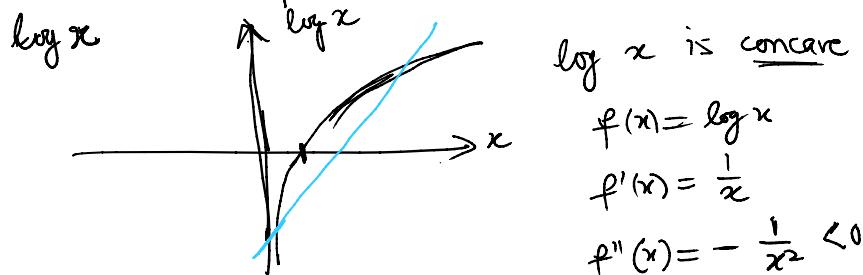
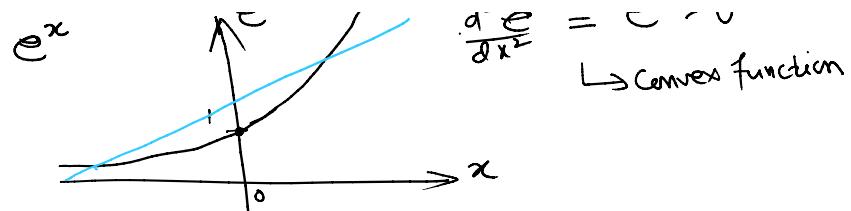
Convex function:  

$$f(\lambda x + (1-\lambda)y) \leq \lambda f(x) + (1-\lambda)f(y)$$
 for every  $x, y$   
 for every  $\lambda \in (0, 1)$

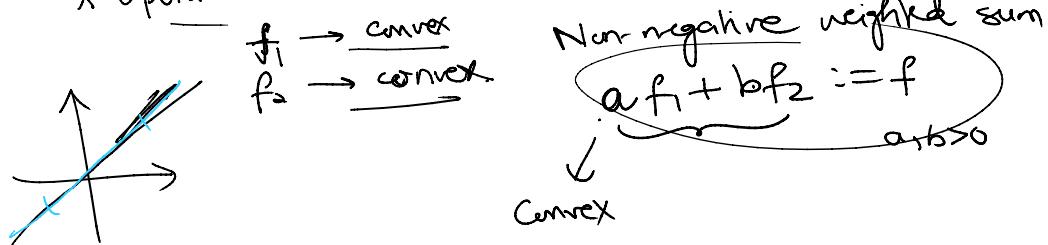


Concave functions:  
 convex  
 Minimum  
 Maximum  
 concave function





\* Operations that preserve convexity:



$$\checkmark f_1(x) = x$$

$$a f_1(x) + b f_2(x)$$

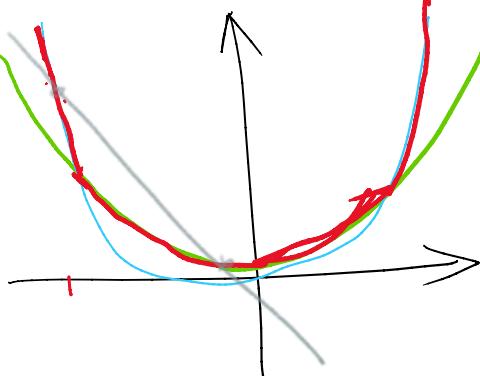
$$\checkmark f_2(x) = x^2$$

$a x + b x^2$  is also convex  
for  $a, b > 0$

$$a=1, b=-1$$

$$\underline{x-x^2}$$

\* Pointwise Maximum:  $\rightarrow$  Preserves convexity



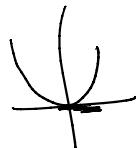
$$f(x) = \max \{ f_1(x), f_2(x) \}$$

Convex

\* Functions of several variables:

$$\left\{ \begin{array}{l} f'(\mathbf{x}) = 0 \rightarrow \text{Stationary pt.} \\ f''(\mathbf{x}) > 0 \end{array} \right.$$

-  $\mathbf{x}^*$  is a minimizer



$\left\{ \begin{array}{l} f''(x) > 0 \\ \end{array} \right. \rightarrow x^* \text{ is a minimizer}$

$$f(x,y) = 3x^2y + xy + y^2x + 3y$$

$$\frac{\partial f}{\partial x} = 0 \quad \frac{\partial f}{\partial y} = 0$$

$$\nabla f(x,y) = \begin{bmatrix} \frac{\partial f}{\partial x} \\ \frac{\partial f}{\partial y} \end{bmatrix}$$

Gradient of  $f$

$$\nabla f = \begin{bmatrix} 6xy + y + y^2 \\ 3x^2 + x + 2y + 3 \end{bmatrix} = 0$$

$$f(x) = x^2 - y^2$$

$$(x,y) = (0,0)$$

$$(x^*, y^*) \Rightarrow \nabla f(x^*, y^*) = 0$$

Critical points or stationary points

$$\nabla f = \begin{bmatrix} 2x \\ -2y \end{bmatrix} = 0 \Rightarrow (x^*, y^*) = (0,0)$$

$$\nabla^2 f = \begin{bmatrix} 2 & 0 \\ 0 & -2 \end{bmatrix}$$

Second. order condition:

We compute Hessians.

$$f_{xx}, f_{xy}, f_{yx}, f_{yy}$$

$$\nabla f = \begin{bmatrix} f_x \\ f_y \end{bmatrix}$$

$$\nabla^2 f = \begin{bmatrix} f_{xx} & f_{xy} \\ f_{yx} & f_{yy} \end{bmatrix}$$

$$\nabla f = \begin{bmatrix} 6xy + y + y^2 \\ 3x^2 + x + 2y + 3 \end{bmatrix}$$

$$\nabla^2 f = \begin{bmatrix} 6y & 6x+1+2y \\ 6x+1+2y & 2 \end{bmatrix}$$

→ Symmetric Matrix

Now  $x^*$  is a local min

$\boxed{f(x^*) = \dots}$

$\nabla f = 0$  and  $\nabla^2 f$  is positive definite, then  $x^*$  is a local min  
 $\nabla^2 f$  is negative "  $x^*$  is a local max

$\nabla^2 f$  is neither pos-neg definite, then we cannot conclude about  $x^*$ .

$f_{xx} > 0$  and Determinant is  $> 0 \Rightarrow$  Matrix is positive definite  
 $f_{xx} < 0$  and Determinant is  $> 0 \Rightarrow$  Matrix is negative "  
and if Determinant  $\leq 0 \Rightarrow$  we cannot conclude.

$$A_{n \times n} \quad x \in \mathbb{R}^n$$

$x^T A x > 0$  for every  $x \neq 0$   
 $x^T A x < 0$  for every  $x \neq 0$   
→ Negative definite

$$x^2 = x \cdot \underline{1} \cdot x$$

$$-x^2 = x \cdot (-1) \cdot x$$