

## SMOOTHING BY CONVEX QUADRATIC PROGRAMMING <sup>\*1)</sup>

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### Abstract

In this paper, we study the relaxed smoothing problems with general closed convex constraints. It is pointed out that such problems can be converted to a convex quadratic minimization problem for which there are good programs in software libraries.

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*Key words:* Relaxed smoothing, Convex quadratic Programming.

### 1. Introduction

Let

$$x_1 < x_2 < \cdots < x_n < x_{n+1}$$

and

$$y_1, y_2, \dots, y_n, y_{n+1} = y_1.$$

The mathematical form of the problems considered in this paper is to find a twice continuous differentiable periodic function  $g(x)$  with  $g(x_{n+i}) = g(x_i)$ , such that  $g(x)$  is the optimal solution of the following problem:

$$\min \int_{x_1}^{x_{n+1}} |g''(x)|^2 dx \quad (1.1)$$

$$\text{s. t. } u \in \Omega \quad (1.2)$$

where

$$u = (u_1, u_2, \dots, u_n)^T, \quad u_i = \frac{g(x_i) - y_i}{\delta y_i}, \quad (1.3)$$

$\delta y_i, i = 1, \dots, n$  are given positive numbers and  $\Omega$  is a closed convex set in  $R^n$ . We refer the problem to *relaxed smoothing problem* whenever  $\Omega \neq \{0\}$ . For  $\Omega = \{v \in R^n \mid \|v\|_2 \leq r\}$ , the problem was investigated by Reinsch [2] and it was converted to a smooth convex unconstrained optimization. Problem (1.1) with general closed convex constraints have more applications, for example,  $\Omega = \{v \in R^n \mid \|v\|_\infty \leq r\}$  is also interesting in real problems.

It is well known that the solution of the non-relaxed problem of (1.1) is a spline function. We will prove that the solution of the relaxed smoothing problem with general closed convex constraints is the spline function  $g(x) \in C^2$  of the following form:

$$g(x) = a_i + b_i(x - x_i) + c_i(x - x_i)^2 + d_i(x - x_i)^3, \quad x \in [x_i, x_{i+1}). \quad (1.4)$$

Then the task of solving problem (1.1)-(1.2) is to find  $a_i, b_i, c_i, d_i, i = 1, \dots, n$ .

In next section, we summarize some notations and the basic relations of the spline function. Section 3 illustrates that the coefficients of the spline function can be obtained by solving a

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convex quadratic programming. Finally, in Section 4, we prove that the obtained spline function is the solution of the original problem and give our conclusions.

## 2. Notations and the Basic Relations

For analysis convenience, we need the following notations. Let  $h_i := x_{i+1} - x_i$ ,

$$D = \begin{pmatrix} \delta y_1 & & & \\ & \delta y_2 & & \\ & & \ddots & \\ & & & \delta y_n \end{pmatrix} \quad \text{and} \quad H = \begin{pmatrix} h_1 & & & \\ & h_2 & & \\ & & \ddots & \\ & & & h_n \end{pmatrix}$$

be diagonal matrices in  $R^{n \times n}$ . Denote

$$y = \begin{pmatrix} y_1 \\ y_2 \\ \vdots \\ y_n \end{pmatrix}, \quad a = \begin{pmatrix} a_1 \\ a_2 \\ \vdots \\ a_n \end{pmatrix}, \quad b = \begin{pmatrix} b_1 \\ b_2 \\ \vdots \\ b_n \end{pmatrix}, \quad c = \begin{pmatrix} c_1 \\ c_2 \\ \vdots \\ c_n \end{pmatrix} \quad \text{and} \quad d = \begin{pmatrix} d_1 \\ d_2 \\ \vdots \\ d_n \end{pmatrix}.$$

Note that  $a, b, c, d$  are unknown vectors. Since  $g(x_i) = a_i$ , using these notations, the relation (1.3) can be written as

$$u = D^{-1}(a - y). \quad (2.1)$$

In addition, we need the following permutation matrix

$$P := \begin{pmatrix} 0 & 1 & & 0 \\ & \ddots & \ddots & \\ & & \ddots & 1 \\ 1 & & & 0 \end{pmatrix}.$$

For this matrix  $P$  we have  $P^T P = I$ ,

$$Pa = \begin{pmatrix} a_2 \\ \vdots \\ a_n \\ a_1 \end{pmatrix} \quad \text{and} \quad P^T a = \begin{pmatrix} a_n \\ a_1 \\ \vdots \\ a_{n-1} \end{pmatrix}.$$

Now, let us list the basic properties of the periodic spline function  $g(x) \in C^2$ . First, since  $g(x_{i+1}^-) = g(x_{i+1}^+)$ , we have  $a_i + b_i h_i + c_i h_i^2 + d_i h_i^3 = a_{i+1}$  and thus

$$a + Hb + H^2 c + H^3 d = Pa. \quad (2.2)$$

In addition, because  $g'(x_{i+1}^-) = g'(x_{i+1}^+)$ , we have  $b_i + 2c_i h_i + 3d_i h_i^2 = b_{i+1}$  and

$$b + 2Hc + 3H^2 d = Pb. \quad (2.3)$$

Finally, since  $g''(x_{i+1}^-) = g''(x_{i+1}^+)$ , we have  $c_i + 3d_i h_i = c_{i+1}$  and thus

$$c + 3Hd = Pc. \quad (2.4)$$