

Eg 5.8 (iii)

p5

initial tableau

|       | $x_1$ | $x_2$ | $x_3$ | $x_4$ | $x_5$ | $\vec{b}$ |
|-------|-------|-------|-------|-------|-------|-----------|
| $x_4$ | 1     | 3     | 4     | 1     | 0     | 30        |
| $x_5$ | 1     | 4     | -1    | 0     | 1     | 10        |
|       | -2    | -7    | 3     | 0     | 0     | 0         |

optimal tableau

|       | $x_1$ | $x_2$ | $x_3$ | $x_4$ | $x_5$ | $\vec{b}$ |
|-------|-------|-------|-------|-------|-------|-----------|
| $x_4$ | 0     | -1    | 5     | 1     | -1    | 20        |
| $x_1$ | 1     | 4     | -1    | 0     | 1     | 10        |
| $x_2$ | 0     | 1     | 1     | 0     | 2     | 20        |

$$B = \begin{pmatrix} \vec{a}_4 & \vec{a}_1 \\ 1 & 1 \\ 0 & 1 \end{pmatrix}$$

$$B^{-1} = \begin{pmatrix} 1 & -1 \\ 0 & 1 \end{pmatrix}$$

Suppose

$$A = \begin{pmatrix} 1 & 3 & 4 & 1 & 0 \\ 1 & 4 & -1 & 0 & 1 \end{pmatrix} \rightarrow \hat{A} = \begin{pmatrix} 1 & 1 & 4 & 1 & 0 \\ 1 & 3 & -1 & 0 & 1 \end{pmatrix}$$

$$Y = \begin{pmatrix} 0 & -1 & 5 & 1 & -1 \\ 1 & 4 & -1 & 0 & 1 \end{pmatrix} \rightarrow \hat{Y} = \begin{pmatrix} 1 & -2 & 4 & 1 & 0 \\ 1 & 3 & -1 & 0 & 1 \end{pmatrix}$$

$$(\because \hat{A} = B\hat{Y} \Rightarrow \hat{a}_2 = B\hat{y}_2 \Rightarrow \hat{y}_2 = B^{-1}\hat{a}_2 = \begin{pmatrix} -2 \\ 3 \end{pmatrix})$$

$$\begin{aligned} \vec{z} - \vec{c} &= \vec{c}_0^T \bar{Y} - \vec{c} & \vec{z} - \vec{c} &= \vec{c}_0^T \hat{Y} - \vec{c} \\ &= (0, 2) \bar{Y} - \vec{c} & &= (0, 2) \hat{Y} - \vec{c} \\ &= (2 \ 8 \ -2 \ 0 \ 0) - (2 \ 7 \ -3 \ 0 \ 0) & &= (2 \ 6 \ -2 \ 0 \ 0) - (2 \ 7 \ -3 \ 0 \ 0) \\ &= (0 \ 1 \ 1 \ 0 \ 0) & &= (0, -1, 1, 0, 0) \end{aligned}$$

Thus the new tableau is

|       | $x_1$ | $x_2$ | $x_3$ | $x_4$ | $x_5$ | $\vec{b}$ |
|-------|-------|-------|-------|-------|-------|-----------|
| $x_4$ | 0     | -2    | 5     | 1     | -1    | 20        |
| $x_1$ | 1     | 3*    | -1    | 0     | 1     | 10        |
| $x_2$ | 0     | -1    | 1     | 0     | 2     | 20        |

After 1 iteration, we get the optimal tableau

|       | $x_1$         | $x_2$ | $x_3$          | $x_4$ | $x_5$          | $\vec{b}$      |
|-------|---------------|-------|----------------|-------|----------------|----------------|
| $x_4$ | $\frac{2}{3}$ | 0     | $\frac{13}{3}$ | 1     | $-\frac{1}{3}$ | $\frac{80}{3}$ |
| $x_2$ | $\frac{1}{3}$ | 1     | $-\frac{1}{3}$ | 0     | $\frac{1}{3}$  | $\frac{10}{3}$ |
| $x_0$ | $\frac{1}{3}$ | 0     | $\frac{2}{3}$  | 0     | $\frac{7}{3}$  | $\frac{70}{3}$ |

#

Adding a new variable:

original

$$\max \vec{c}^T \vec{x}$$

$$\begin{cases} A\vec{x} = \vec{b} \\ \vec{x} \geq \vec{0} \end{cases}$$

|              |           |
|--------------|-----------|
| A            | $\vec{b}$ |
| $-\vec{c}^T$ | 0         |

}

|                            |                                     |
|----------------------------|-------------------------------------|
| I                          | $\vec{x}_B = B^{-1}\vec{b}$         |
| $-(\vec{c}^T - \vec{z}^T)$ | $\vec{z}_0 = \vec{c}_B^T \vec{x}_B$ |

new

$$\max \vec{c}^T \vec{x} + c_n \cdot x_n$$

$$\begin{cases} A\vec{x} + \vec{a}_n x_n = \vec{b} \\ \vec{x}, x_n \geq 0 \end{cases}$$

|              |             |           |
|--------------|-------------|-----------|
| A            | $\vec{a}_n$ | $\vec{b}$ |
| $-\vec{c}^T$ | $-c_n$      | 0         |

}

|                            |               |                             |
|----------------------------|---------------|-----------------------------|
| I                          | $\vec{y}_n$   | $\vec{x}_0 = B^{-1}\vec{b}$ |
| $-(\vec{c}^T - \vec{z}^T)$ | $(c_n - z_n)$ | $z_0$                       |

$$x_n = 0$$

$$\downarrow$$

$$A\vec{x} = \vec{b}$$

$\downarrow$   
 $\vec{x}_B$  is still feasible

$$\begin{cases} \vec{y}_n = B^{-1}\vec{a}_n \\ z_n = \vec{c}_B^T B^{-1}\vec{a}_n \end{cases}$$

feasible but not necessarily optimal.

Eg 5.8 Suppose

|       |    |    |     |    |   |       |   |
|-------|----|----|-----|----|---|-------|---|
|       |    |    |     |    |   | $x_6$ |   |
| $x_4$ | 1  | 3  | 4   | 10 | 1 | 30    |   |
| $x_5$ | 1  | 4  | -10 | 1  | 1 | 10    |   |
|       | -2 | -7 | 3   | 0  | 0 | -4    | 0 |

→

|       |   |    |     |    |   |       |    |
|-------|---|----|-----|----|---|-------|----|
|       |   |    |     |    |   | $x_6$ |    |
| $x_4$ | 0 | -1 | 5   | -1 | 0 | 20    |    |
| $x_5$ | 1 | 4  | -10 | 1  | 1 | 10    |    |
|       | 0 | 1  | 1   | 0  | 2 | -2    | 20 |

feasible but not optimal

$$\vec{y}_6 = B^{-1}\vec{a}_6 = \begin{pmatrix} 1 & -1 \\ 0 & 1 \end{pmatrix} \begin{pmatrix} 1 \\ 1 \end{pmatrix} = \begin{pmatrix} 0 \\ 1 \end{pmatrix}$$

$$z_6 = \vec{c}_B^T \vec{y}_6 = (0, 2) \begin{pmatrix} 0 \\ 1 \end{pmatrix} = 2$$

$$-(c_6 - z_6) = -(4 - 2) = -2$$

# Constrained Optimization

$$\min f(x)$$

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

Lagrange Multiplier method

$$\min J(x) = f(x) + \lambda g(x)$$

unconstrained optimization

$$\begin{cases} \frac{\partial J(x)}{\partial x} = f'(x) + \lambda g'(x) = 0 \\ \frac{\partial J(x)}{\partial \lambda} = g(x) = 0 \end{cases}$$

Eg 1.  $\min x^2 + y^2$   
 $\text{st. } 3x + 2y = 6$

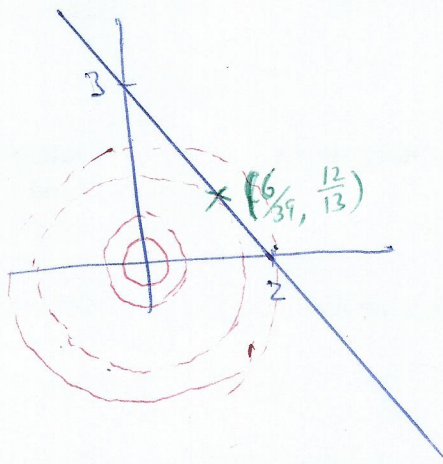
$$\min J(x, y) = x^2 + y^2 + \lambda(3x + 2y - 6)$$

$$\frac{\partial J}{\partial x} = 2x + 3\lambda = 0 \Rightarrow \lambda = -\frac{2}{3}x \Rightarrow x = -\frac{3}{2}\lambda$$

$$\frac{\partial J}{\partial y} = 2y + 2\lambda = 0 \Rightarrow \lambda = -y \Rightarrow y = -\lambda$$

$$\frac{\partial J}{\partial \lambda} = 3x + 2y - 6 = 0 \Rightarrow 3\left(-\frac{3}{2}\lambda\right) + 2(-\lambda) = 6 \Rightarrow -\frac{13}{2}\lambda = 6 \Rightarrow \lambda = -\frac{12}{13}$$

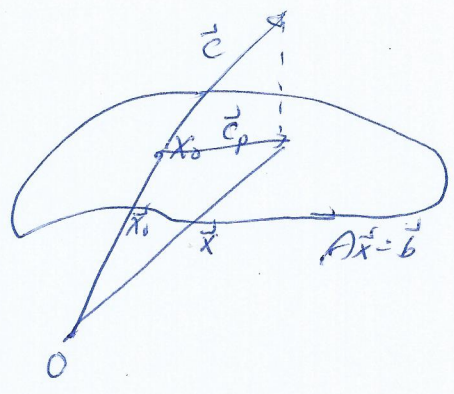
$$\therefore x = +\frac{6}{13}, y = +\frac{12}{13}$$



Given  $A\vec{x}_0 = \vec{b}$

min  $\|\vec{x} - (\vec{x}_0 + \vec{c})\|_2^2$

$A\vec{x} = \vec{b}$



$\Rightarrow \min_{A\vec{x}=\vec{b}} \left\{ \|\vec{x} - (\vec{x}_0 + \vec{c})\|_2^2 + \vec{\lambda}^T (A\vec{x} - \vec{b}) \right\}$

$\Rightarrow \begin{cases} \frac{\partial}{\partial \vec{x}} = \vec{x} - (\vec{x}_0 + \vec{c}) + A^T \vec{\lambda} = 0 & (1) \\ \frac{\partial}{\partial \vec{\lambda}} = A\vec{x} - \vec{b} = 0 & (2) \end{cases}$

$\Rightarrow \vec{x} = \vec{x}_0 + \vec{c} - A^T \vec{\lambda} \quad (3)$

$\Rightarrow A(\vec{x}_0 + \vec{c}) - AA^T \vec{\lambda} = \vec{b}$

$\Rightarrow A\vec{c} - AA^T \vec{\lambda} = \vec{0}$

$\Rightarrow \vec{\lambda} = (AA^T)^{-1} A\vec{c} \quad (4)$

$\Rightarrow \vec{x} = \vec{x}_0 + \vec{c} - A^T (AA^T)^{-1} A\vec{c}$   
 $= \vec{x}_0 + (I - A^T (AA^T)^{-1} A) \vec{c}$

$\Rightarrow \vec{c}_p = (I - A^T (AA^T)^{-1} A) \vec{c} \quad \#$

$$\text{Min } z = x_1 - 2x_2$$

$$\vec{c}^T = (1, -2, 0)$$

$$\begin{cases} x_1 - 2x_2 + x_3 = 0 \\ x_1 + x_2 + x_3 = 1 \\ x_1, x_2, x_3 \geq 0 \end{cases}$$

$$A = \begin{pmatrix} 1 & -2 & 1 \\ 1 & 1 & 1 \end{pmatrix} \quad \vec{b} = \begin{pmatrix} 0 \\ 1 \end{pmatrix}$$

Iteration 1    initial solution  $(\frac{1}{3}, \frac{1}{3}, \frac{1}{3})$

To transform  $\vec{x} = (\frac{1}{3}, \frac{1}{3}, \frac{1}{3})$  to  $\tilde{x} = (1, 1, 1)$

$$\begin{pmatrix} \frac{1}{3} \\ \frac{1}{3} \\ \frac{1}{3} \\ \vec{x} \end{pmatrix} = \underbrace{\begin{pmatrix} \frac{1}{3} & & \\ & \frac{1}{3} & \\ & & \frac{1}{3} \end{pmatrix}}_D \begin{pmatrix} 1 \\ 1 \\ 1 \\ \vec{x} \end{pmatrix}$$

$$\tilde{x} = \begin{pmatrix} 3 & 0 & 0 \\ 0 & 3 & 0 \\ 0 & 0 & 3 \end{pmatrix} x$$

$$\text{Min } z = \frac{1}{3}\tilde{x}_1 - \frac{2}{3}\tilde{x}_2$$

$$\begin{cases} \frac{1}{3}\tilde{x}_1 - \frac{2}{3}\tilde{x}_2 + \frac{1}{3}\tilde{x}_3 = 0 \\ \frac{1}{3}\tilde{x}_1 + \frac{1}{3}\tilde{x}_2 + \frac{1}{3}\tilde{x}_3 = 1 \end{cases}$$

$$\tilde{x}_1, \tilde{x}_2, \tilde{x}_3 \geq 0$$

$$\tilde{A} = AD = \begin{pmatrix} 1 & -2 & 1 \\ 1 & 1 & 1 \end{pmatrix} \begin{pmatrix} \frac{1}{3} & & \\ & \frac{1}{3} & \\ & & \frac{1}{3} \end{pmatrix} = \begin{pmatrix} \frac{1}{3} & -\frac{2}{3} & \frac{1}{3} \\ \frac{1}{3} & \frac{1}{3} & \frac{1}{3} \end{pmatrix}$$

$$\tilde{c} = Dc = \begin{pmatrix} \frac{1}{3} & & \\ & \frac{1}{3} & \\ & & \frac{1}{3} \end{pmatrix} \begin{pmatrix} 1 \\ -2 \\ 0 \end{pmatrix} = \begin{pmatrix} \frac{1}{3} \\ -\frac{2}{3} \\ 0 \end{pmatrix}$$

$$P = I - \tilde{A}^T (\tilde{A}\tilde{A}^T)^{-1} \tilde{A}$$

$$= \begin{pmatrix} 1 & & \\ & 1 & \\ & & 1 \end{pmatrix} - \begin{pmatrix} \frac{1}{3} & \frac{1}{3} \\ -\frac{2}{3} & \frac{1}{3} \\ \frac{1}{3} & \frac{1}{3} \end{pmatrix} \left[ \begin{pmatrix} \frac{1}{3} & -\frac{2}{3} & \frac{1}{3} \\ \frac{1}{3} & \frac{1}{3} & \frac{1}{3} \end{pmatrix} \begin{pmatrix} \frac{1}{3} & \frac{1}{3} \\ -\frac{2}{3} & \frac{1}{3} \\ \frac{1}{3} & \frac{1}{3} \end{pmatrix} \right]^{-1} \begin{pmatrix} \frac{1}{3} & -\frac{2}{3} & \frac{1}{3} \\ \frac{1}{3} & \frac{1}{3} & \frac{1}{3} \end{pmatrix} = \begin{pmatrix} \frac{1}{2} & 0 & -\frac{1}{2} \\ 0 & 0 & 0 \\ -\frac{1}{2} & 0 & \frac{1}{2} \end{pmatrix}$$

$$\tilde{c}_p = P\tilde{c} = \begin{pmatrix} \frac{1}{2} & 0 & -\frac{1}{2} \\ 0 & 0 & 0 \\ -\frac{1}{2} & 0 & \frac{1}{2} \end{pmatrix} \begin{pmatrix} \frac{1}{3} \\ -\frac{2}{3} \\ 0 \end{pmatrix} = \begin{pmatrix} \frac{1}{6} \\ 0 \\ -\frac{1}{6} \end{pmatrix}$$

$$\vec{x}_{\text{new}} = \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} + \frac{\alpha}{\frac{1}{6}} \begin{pmatrix} \frac{1}{6} \\ 0 \\ -\frac{1}{6} \end{pmatrix} = \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} + \alpha \begin{pmatrix} 1 \\ 0 \\ -1 \end{pmatrix}$$

(Note that  $\tilde{A}\vec{x}_{\text{new}} = \begin{pmatrix} 0 \\ 1 \end{pmatrix} \forall \alpha$   
 $\& \vec{x}_{\text{new}} \geq 0 \quad \forall \alpha \leq 1$ )

Let's choose  $\alpha = \frac{1}{2}$ , then new  $\tilde{x}$  is

$$\tilde{x}_{\text{new}} = \begin{pmatrix} \frac{3}{2} \\ 1 \\ \frac{1}{2} \end{pmatrix} \Rightarrow \tilde{x}_{\text{new}} = D \tilde{x}_{\text{new}} = \begin{pmatrix} \frac{1}{3} & & \\ & \frac{1}{3} & \\ & & \frac{1}{3} \end{pmatrix} \begin{pmatrix} \frac{3}{2} \\ 1 \\ \frac{1}{2} \end{pmatrix} = \begin{pmatrix} \frac{1}{2} \\ \frac{1}{3} \\ \frac{1}{6} \end{pmatrix}$$

Iteration 2: initial solution is  $x = (\frac{1}{2}, \frac{1}{3}, \frac{1}{6})$

To transform  $\tilde{x} = (\frac{1}{2}, \frac{1}{3}, \frac{1}{6})$  to  $\tilde{x} = (1, 1, 1)$

$$\begin{pmatrix} \frac{1}{2} \\ \frac{1}{3} \\ \frac{1}{6} \end{pmatrix} = \begin{pmatrix} \frac{1}{2} & & \\ & \frac{1}{3} & \\ & & \frac{1}{6} \end{pmatrix} \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} \Rightarrow \tilde{x} = \begin{pmatrix} 2 & & \\ & 3 & \\ & & 6 \end{pmatrix} x$$

$$\tilde{A} = AD = \begin{pmatrix} 1 & -2 & 1 \\ 1 & 1 & 1 \end{pmatrix} \begin{pmatrix} \frac{1}{2} \\ \frac{1}{3} \\ \frac{1}{6} \end{pmatrix} = \begin{pmatrix} \frac{1}{2} & -\frac{2}{3} & \frac{1}{6} \\ \frac{1}{2} & \frac{1}{3} & \frac{1}{6} \end{pmatrix}$$

$$\tilde{c} = DC = \begin{pmatrix} \frac{1}{2} & \frac{1}{3} & \frac{1}{6} \end{pmatrix} \begin{pmatrix} 1 \\ -2 \\ 0 \end{pmatrix} = \begin{pmatrix} \frac{1}{2} \\ -\frac{2}{3} \\ 0 \end{pmatrix}$$

$$\begin{aligned} \Downarrow \\ \text{min } z &= \frac{1}{2} \tilde{x}_1 - \frac{2}{3} \tilde{x}_2 \\ \begin{cases} \frac{1}{2} \tilde{x}_1 - \frac{2}{3} \tilde{x}_2 + \frac{1}{6} \tilde{x}_3 &= 0 \\ \frac{1}{2} \tilde{x}_1 + \frac{1}{3} \tilde{x}_2 + \frac{1}{6} \tilde{x}_3 &= 1 \\ \tilde{x}_1, \tilde{x}_2, \tilde{x}_3 &\geq 0 \end{cases} \end{aligned}$$

$$P = I - \tilde{A}^T (\tilde{A} \tilde{A}^T)^{-1} \tilde{A} = \begin{pmatrix} \frac{1}{10} & 0 & -\frac{3}{10} \\ 0 & 0 & 0 \\ -\frac{3}{10} & 0 & \frac{9}{10} \end{pmatrix}$$

$$\tilde{c}_p = P \tilde{c} = \begin{pmatrix} \frac{1}{10} & 0 & -\frac{3}{10} \\ 0 & 0 & 0 \\ -\frac{3}{10} & 0 & \frac{9}{10} \end{pmatrix} \begin{pmatrix} \frac{1}{2} \\ -\frac{2}{3} \\ 0 \end{pmatrix} = \begin{pmatrix} \frac{1}{20} \\ 0 \\ -\frac{3}{20} \end{pmatrix}$$

$$\tilde{x}_{\text{new}} = \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} + \frac{\alpha}{\begin{pmatrix} 3 \\ 20 \end{pmatrix}} \begin{pmatrix} \frac{1}{20} \\ 0 \\ -\frac{3}{20} \end{pmatrix} = \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} + \alpha \begin{pmatrix} \frac{1}{3} \\ 0 \\ -1 \end{pmatrix}$$

(Note that  $\tilde{A} \tilde{x}_{\text{new}} = \begin{pmatrix} 0 \\ 1 \end{pmatrix} \forall \alpha$   
 $\tilde{x}_{\text{new}} \geq 0 \forall \alpha \leq 1$ )

$$\text{Choosing } \alpha = \frac{1}{2}, \quad \tilde{x}_{\text{new}} = \begin{pmatrix} \frac{7}{6} \\ 1 \\ \frac{1}{2} \end{pmatrix} \Rightarrow \tilde{x}_{\text{new}} = \begin{pmatrix} \frac{1}{2} & & \\ & \frac{1}{3} & \\ & & \frac{1}{6} \end{pmatrix} \begin{pmatrix} \frac{7}{6} \\ 1 \\ \frac{1}{2} \end{pmatrix} = \begin{pmatrix} \frac{7}{12} \\ \frac{1}{3} \\ \frac{1}{12} \end{pmatrix} \#$$

Primal

$$\begin{aligned} \max \quad & \vec{c}^T \vec{x} \\ \text{s.t.} \quad & \begin{cases} A\vec{x} = \vec{b} \\ \vec{x} \geq \vec{0} \end{cases} \end{aligned}$$

Dual

$$\begin{aligned} \min \quad & \vec{b}^T \vec{y} \\ \text{s.t.} \quad & \begin{cases} A^T \vec{y} \geq \vec{c} \\ \vec{y} \text{ free} \end{cases} \end{aligned}$$

$$\Rightarrow \min \vec{b}^T \vec{y} \quad \text{s.t.} \begin{cases} A^T \vec{y} - \vec{s} = \vec{c} \\ \vec{s} \geq \vec{0} \end{cases}$$

$$\begin{aligned} \text{Quality gap} &= \begin{cases} \text{at optimal} & \vec{x}_i \cdot s_i = 0 \quad \forall i \\ \text{not at optimal} & \vec{x}_i \cdot s_i > 0 \quad \forall i \end{cases} \end{aligned}$$

Define:

$$\begin{cases} A^T \vec{y} - \vec{s} - \vec{c} = \vec{0} \\ A\vec{x} - \vec{b} = \vec{0} \\ \begin{pmatrix} x_1 & \dots & x_n \end{pmatrix} \begin{pmatrix} s_1 & \dots & s_n \end{pmatrix} \begin{pmatrix} 1 \\ \vdots \\ 1 \end{pmatrix} = \begin{pmatrix} 0 \\ \vdots \\ 0 \end{pmatrix} \\ \vec{x} \geq \vec{0}, \vec{s} \geq \vec{0} \end{cases} \quad \textcircled{1}$$

Solve

$$g(\vec{x}, \vec{y}, \vec{s}) = \begin{pmatrix} A^T \vec{y} - \vec{s} - \vec{c} \\ A\vec{x} - \vec{b} \\ (\vec{x}) (\vec{s}) \vec{e} \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix}$$

$$\text{s.t.} \quad \vec{x} \geq \vec{0}, \vec{s} \geq \vec{0} \quad \textcircled{2}$$

$$F = \left\{ \begin{pmatrix} x \\ y \\ z \end{pmatrix} : \textcircled{1} \textcircled{2} \text{ are satisfied} \right\}$$

$$F^i = \left\{ \begin{pmatrix} x \\ y \\ z \end{pmatrix} : \textcircled{1} \text{ is satisfied} + \vec{s} > \vec{0}, \vec{x} > \vec{0} \right\}$$

# Naive Interior Point Method.

① start with  $(x^0, y^0, z^0) \in \mathcal{F}^i$

② determine direction  $(\delta x^k, \delta y^k, \delta z^k)$

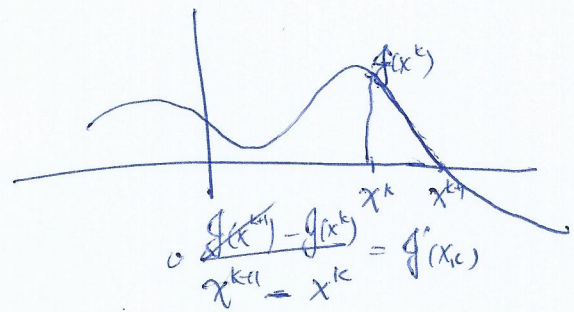
$$\begin{pmatrix} x^{k+1} \\ y^{k+1} \\ z^{k+1} \end{pmatrix} = \begin{pmatrix} x^k \\ y^k \\ z^k \end{pmatrix} + \begin{pmatrix} \delta x^k \\ \delta y^k \\ \delta z^k \end{pmatrix} \quad \text{by Newton's Method.}$$

$$g(\vec{x}) = \vec{0}$$

$$\begin{pmatrix} \delta x^k \\ \delta y^k \\ \delta z^k \end{pmatrix} = - (g'(\vec{x}_k))^{-1} g(\vec{x}_k)$$

$$g'(\vec{x}_k) \begin{pmatrix} \delta x^k \\ \delta y^k \\ \delta z^k \end{pmatrix} = -g(\vec{x}_k)$$

$$\begin{pmatrix} 0 & A^T & -I \\ A & 0 & 0 \\ S^T & 0 & \bar{X} \end{pmatrix} \begin{pmatrix} \delta x^k \\ \delta y^k \\ \delta z^k \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \\ -\bar{X}^k s^k e \end{pmatrix} \quad \text{if } \vec{x}_k \in \mathcal{F}^i.$$



$$-\frac{f(x^k)}{f'(x^k)} = x^{k+1} - x^k$$

$$x^{k+1} = x^k - (f'(x^k))^{-1} f(x^k)$$

But  $\begin{pmatrix} x^{k+1} \\ y^{k+1} \\ z^{k+1} \end{pmatrix}$  may  $\notin \mathcal{F}$