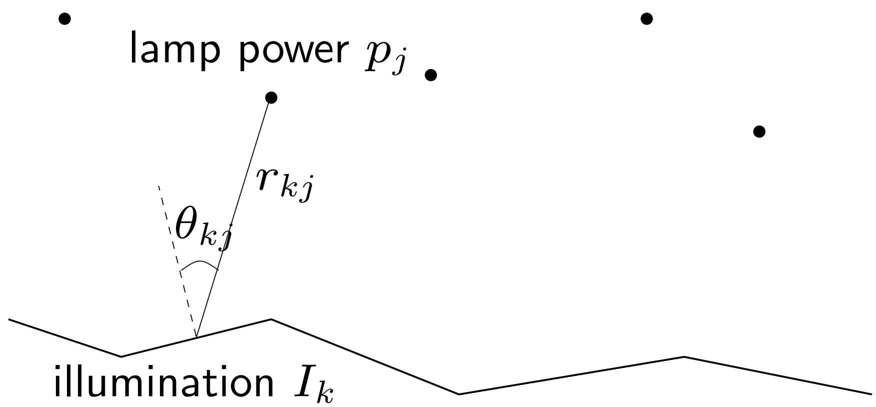
Example

m lamps illuminating n (small, flat) patches



intensity I_k at patch k depends linearly on lamp powers p_j:

$$I_k = \sum_{j=1}^{m} a_{kj} p_j, \qquad a_{kj} = r_{kj}^{-2} \max\{\cos\theta_{kj}, 0\}$$

problem: achieve desired illumination I_{des} with bounded lamp powers

$$\begin{array}{ll} \text{minimize} & \max_{k=1,\ldots,n} |\log I_k - \log I_{\mathrm{des}}| \\ \text{subject to} & 0 \le p_j \le p_{\max}, \quad j = 1, \ldots, m \end{array}$$

how to solve?

1. use uniform power: $p_j = p$, vary p
2. use least-squares:

$$\text{minimize} \quad \sum_{k=1}^{n} (I_k - I_{\text{des}})^2$$

   round p_j if $p_j > p_{\text{max}}$ or $p_j < 0$

3. use weighted least-squares:

$$\text{minimize} \quad \sum_{k=1}^{n} (I_k - I_{\text{des}})^2 + \sum_{j=1}^{m} w_j (p_j - p_{\text{max}}/2)^2$$

   iteratively adjust weights w_j until $0 \le p_j \le p_{\text{max}}$

4. use linear programming:

$$\begin{array}{ll} \text{minimize} & \max_{k=1,\ldots,n} |I_k - I_{\text{des}}| \\ \text{subject to} & 0 \le p_j \le p_{\text{max}}, \quad j = 1, \ldots, m \end{array}$$

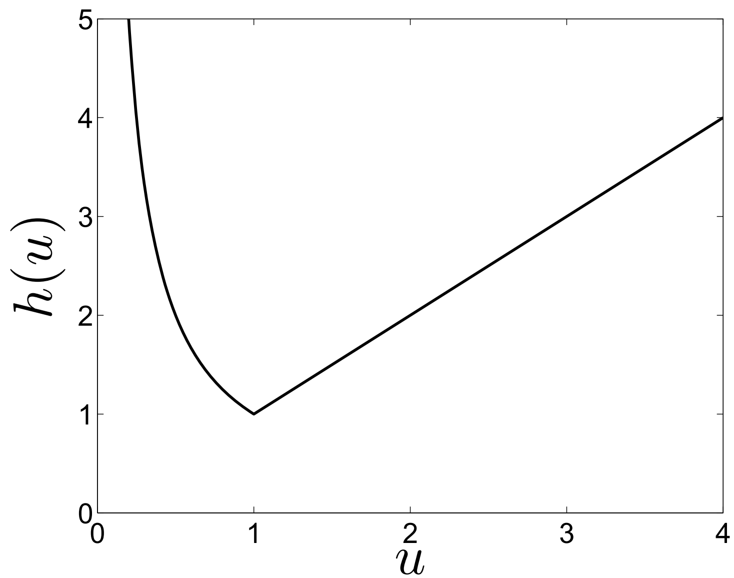
   which can be solved via linear programming

of course these are approximate (suboptimal) 'solutions'

5. use convex optimization: problem is equivalent to

$$\begin{array}{ll} \text{minimize} & f_0(p) = \max_{k=1,\ldots,n} h(I_k/I_{\mathsf{des}}) \\ \text{subject to} & 0 \leq p_j \leq p_{\mathsf{max}}, \quad j = 1,\ldots,m \end{array}$$

with $h(u) = \max\{u, 1/u\}$



f_0 is convex because maximum of convex functions is convex

exact solution obtained with effort $\approx$ modest factor $\times$ least-squares effort

additional constraints: does adding 1 or 2 below complicate the problem?

1. no more than half of total power is in any 10 lamps
2. no more than half of the lamps are on ($p_j > 0$)

- answer: with (1), still easy to solve; with (2), extremely difficult
- moral: (untrained) intuition doesn't always work; without the proper background very easy problems can appear quite similar to very difficult problems