# Package 'quadprogXT'

July 22, 2025
Title Quadratic Programming with Absolute Value Constraints
Version 0.0.6
<b>Description</b> Extends the quadprog package to solve quadratic programs with absolute value constraints and absolute values in the objective function.
Imports quadprog
License GPL (>= 2)
Encoding UTF-8
Suggests tinytest
RoxygenNote 7.3.2
NeedsCompilation no
Author Bob Harlow [aut, cre], Brian Koch [ctb]
Maintainer Bob Harlow <rharlow86@gmail.com></rharlow86@gmail.com>
Repository CRAN
<b>Date/Publication</b> 2025-04-02 04:40:09 UTC
Contents
convertToCompact
Index 7
convertToCompact Make a Constraint Matrix Compact

## Description

Make a Constraint Matrix Compact

2 normalizeConstraints

#### Usage

```
convertToCompact(Amat)
```

## Arguments

Amat

A constraint matrix as defined in solve.QP.

## Value

A list containing the two elements to be passed to solve.QP.compact, each named accordingly.

#### See Also

```
quadprog::solve.QP
quadprog::solve.QP.compact
```

normalizeConstraints Normalize constraint matrix

## Description

it is not uncommon for quadprog to fail when there are large differences in 2-norm between the columns of the constraint matrix (Amat). It is possible to alleviate this issue in some cases by normalizing the constraints (and their boundaries, defined by bvec).

## Usage

```
normalizeConstraints(Amat, bvec)
```

## Arguments

constraint matrix as defined by solve.QP Amat

bvec constraints as defined by solve.QP

#### Value

a list with two elements: Amat and byec that contain the normalized constraints.

### See Also

```
quadprog::solve.QP
```

quadprog::solve.QP.compact

solveQPXT

Solve a quadratic program with absolute values in constraints & objective

#### **Description**

solveQPXT allows for absolute value constraints and absolute values in the objective. buildQP builds a parameter list that can then be passed to quadprog::solve.QP.compact or quadprog::solve.QP directly if desired by the user. solveQPXT by default implicitly takes advantage of sparsity in the constraint matrix and can improve numerical stability by normalizing the constraint matrix. For the rest of the documentation, assume that Dmat is n x n.

The solver solves the following problem (each \* corresponds to matrix multiplication):

```
min:
    -t(dvec) * b + 1/2 t(b) * Dmat * b +
    -t(dvecPosNeg) * c(b_positive, b_negative) +
    -t(dvecPosNegDelta) * c(deltab_positive, deltab_negative)

s.t.
t(Amat) * b >= bvec
t(AmatPosNeg) * c(b_positive, b_negative) >= bvecPosNeg
t(AmatPosNegDelta) * c(deltab_positive, deltab_negative) >= bvecPosNegDeltab_positive, b_negative >= 0,
b = b_positive - b_negative
deltab_positive, deltab_negative >= 0,
b - b0 = deltab_positive - deltab_negative
```

## Usage

```
solveQPXT(...)
buildQP(
    Dmat,
    dvec,
    Amat,
    bvec,
    meq = 0,
    factorized = FALSE,
    AmatPosNeg = NULL,
    bvecPosNeg = NULL,
    dvecPosNeg = NULL,
    dvecPosNegDelta = NULL,
    bvecPosNegDelta = NULL,
    dvecPosNegDelta = NULL,
    dvecPosNegDelta = NULL,
    dvecPosNegDelta = NULL,
```

```
tol = 1e-08,
compact = TRUE,
normalize = TRUE)
```

#### **Arguments**

parameters to pass to buildQP when calling solveQPXT
 matrix appearing in the quadratic function to be minimized.
 dvec vector appearing in the quadratic function to be minimized.

Amat matrix defining the constraints under which we want to minimize the quadratic

function.

byec vector holding the values of  $b_0$  (defaults to zero).

meq the first meq constraints are treated as equality constraints, all further as inequal-

ity constraints (defaults to 0).

factorized logical flag: if TRUE, then we are passing  $R^{-1}$  (where  $D = R^T R$ ) instead of the

matrix D in the argument Dmat.

AmatPosNeg 2n x k matrix of constraints on the positive and negative part of b byecPosNeg k length vector of thresholds to the constraints in AmatPosNeg

dvecPosNeg k \* 2n length vector of loadings on the positive and negative part of b, respec-

tively

b0 a starting point that describes the 'current' state of the problem such that con-

straints and penalty on absolute changes in the decision variable from a starting point can be incorporated. b0 is an n length vector. Note that b0 is NOT a starting point for the optimization - that is handled implicitly by quadprog.

AmatPosNegDelta

2n x l matrix of constraints on the positive and negative part of a change in b

from a starting point, b0.

bvecPosNegDelta

l length vector of thresholds to the constraints in AmatPosNegDelta

dvecPosNegDelta

1 \* 2n length vector of loadings in the objective function on the positive and

negative part of changes in b from a starting point of b0.

tol tolerance along the diagonal of the expanded Dmat for slack variables

compact logical: if TRUE, it is assumed that we want to use solve.QP.compact to solve

the problem, which handles sparsity.

normalize logical: should constraint matrix be normalized

#### Details

In order to handle constraints on b\_positive and b\_negative, slack variables are introduced. The total number of parameters in the problem increases by the following amounts:

If all the new parameters (those not already used by quadprog) remain NULL, the problem size does not increase and quadprog::solve.QP (.compact) is called after normalizing the constraint matrix and converting to a sparse matrix representation by default.

If AmatPosNeg, bvecPosNeg or dvecPosNeg are not null, the problem size increases by n If AmatPosNegDelta or devecPosNegDelta are not null, the problem size increases by n. This results in a potential problem size of up to 3 \* n. Despite the potential large increases in problem size, the underlying solver is written in Fortran and converges quickly for problems involving even hundreds of parameters. Additionally, it has been the author's experience that solutions solved via the convex quadprog are much more stable than those solved by other methods (e.g. a non-linear solver).

Note that due to the fact that the constraints are by default normalized, the original constraint values the user passed will may not be returned by buildQP.

## **Examples**

```
##quadprog example"
Dmat
          \leftarrow matrix(0,3,3)
diag(Dmat) <- 1</pre>
dvec
          <-c(0,5,0)
Amat
           \leftarrow matrix(c(-4, -3, 0, 2, 1, 0, 0, -2, 1), 3, 3)
           <- c(-8,2,0)
bvec
qp <- quadprog::solve.QP(Dmat,dvec,Amat,bvec=bvec)</pre>
qpXT <- solveQPXT(Dmat,dvec,Amat,bvec=bvec)</pre>
range(qp$solution - qpXT$solution)
N <- 10
set.seed(2)
cr \leftarrow matrix(runif(N * N, 0, .05), N, N)
diag(cr) <- 1
cr <- (cr + t(cr)) / 2
set.seed(3)
sigs \leftarrow runif(N, min = .02, max = .25)
set.seed(5)
dvec <- runif(N, -.1, .1)</pre>
Dmat <- sigs %o% sigs * cr
Amat <- cbind(diag(N), diag(N) * -1)
bvec <- c(rep(-1, N), rep(-1, N))
resBase <- solveQPXT(Dmat, dvec, Amat, bvec)
##absolute value constraint on decision variable:
res <- solveQPXT(Dmat, dvec, Amat, bvec,
AmatPosNeg = matrix(rep(-1, 2 * N)), bvecPosNeg = -1)
sum(abs(res$solution[1:N]))
## penalty of L1 norm
resL1Penalty <- solveQPXT(Dmat, dvec, Amat, bvec, dvecPosNeg = -.005 * rep(1, 2 * N))
sum(abs(resL1Penalty$solution[1:N]))
## constraint on amount decision variable can vary from a starting point
b0 < -rep(.15, N)
thresh <- .25
res <- solveQPXT(Dmat, dvec, Amat, bvec, b0 = b0,
AmatPosNegDelta = matrix(rep(-1, 2 * N)), bvecPosNegDelta = -thresh)
sum(abs(res$solution[1:N] - b0))
##use buildQP, then call solve.QP.compact directly
qp <- buildQP(Dmat, dvec, Amat, bvec, b0 = b0,</pre>
```

```
AmatPosNegDelta = matrix(rep(-1, 2 * N)), bvecPosNegDelta = -thresh)
res2 <- do.call(quadprog::solve.QP.compact, qp)
range(res$solution - res2$solution)</pre>
```

## **Index**

```
buildQP(solveQPXT), 3
convertToCompact, 1
normalizeConstraints, 2
solveQPXT, 3
```