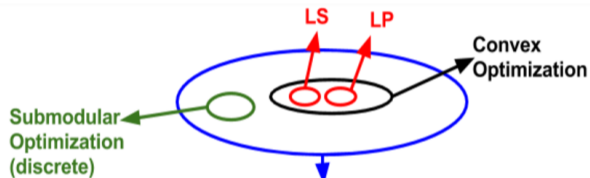


Lecture 1 : Introduction to Convex Optimization CS709

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Introduction: Mathematical optimization

- **Motivating Example**
- **Applications**
- **Convex optimization**
- **Least-squares(LS) and linear programming(LP) - Very common place**



General Opt.

Several of these are either

- a) Composed and/or
- b) Look similar to convex optimization.

- **Course goals and topics**
- **Nonlinear optimization**
- **Brief history of convex optimization**

Mathematical optimization

(Mathematical) Optimization problem:-

$$\begin{aligned} & \underset{x}{\text{minimize}} && f_0(x) \\ & \text{subject to} && f_i(x) \leq b_i, \quad i = 1, \dots, m. \end{aligned}$$

$x = (x_1, \dots, x_n)$: optimization variables

$f_i : \mathbb{R}^n \rightarrow \mathbb{R}$, $i = 1, \dots, m$: constraint functions

optimal solution x^* has smallest value of f_0 among all vectors that satisfy the constraints

Almost Every Problem can be posed as an Optimization Problem

- Given a set $\mathcal{C} \subseteq \mathbb{R}^n$ find the ellipsoid $\mathcal{E} \subseteq \mathbb{R}^n$ that is of smallest volume such that $\mathcal{C} \subseteq \mathcal{E}$.
Hint: First work out the problem in lower dimensions.
- Sphere $\mathcal{S}_r \subseteq \mathbb{R}^n$ centered at $\mathbf{0}$ is expressed as:

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- Ellipsoid $\mathcal{E} \subseteq \mathbb{R}^n$ is expressed as:
 $\mathcal{E} = \{\mathbf{v} \in \mathbb{R}^n \mid A\mathbf{v} + \mathbf{b} \in \mathcal{S}_1\} = \{\mathbf{v} \in \mathbb{R}^n \mid \|A\mathbf{v} + \mathbf{b}\|_2 \leq 1\}$. Here, $A \in S_{++}^n$, that is, A is an $n \times n$ (strictly) positive definite matrix.
- The optimization problem will be:

$$\begin{array}{ll} \underset{[a_{11}, a_{12}, \dots, a_{nn}, b_1, \dots, b_n]}{\text{minimize}} & \det(A^{-1}) \\ \text{subject to} & \mathbf{v}^T A \mathbf{v} > 0, \quad \forall \mathbf{v} \neq \mathbf{0} \\ & \|A\mathbf{v} + \mathbf{b}\|_2 \leq 1, \quad \forall \mathbf{v} \in \mathcal{C} \end{array}$$

Every Problem can be posed as an Optimization Problem (contd.)

- Given a polygon \mathcal{P} find the ellipsoid \mathcal{E} that is of smallest volume such that $\mathcal{P} \subseteq \mathcal{E}$.
- Let $\mathbf{v}_1, \mathbf{v}_2, \dots, \mathbf{v}_p$ be the corners of the polygon \mathcal{P}
- The optimization problem will be:

$$\begin{array}{ll} \text{minimize} & \det(A^{-1}) \\ [a_{11}, a_{12}, \dots, a_{nn}, b_1, \dots, b_n] & \\ \text{subject to} & -\mathbf{v}^T A \mathbf{v} > 0, \quad \forall \mathbf{v} \neq 0 \\ & \|A \mathbf{v}_i + \mathbf{b}\|_2 \leq 1, \quad i \in \{1..p\} \end{array}$$

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- How would you pose an optimization problem to find the ellipsoid of largest volume that fits inside \mathcal{C} ?

So Again: Mathematical optimization

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Examples

portfolio optimization

- variables: amounts invested in different assets
- constraints: budget, max./min. investment per asset, minimum return
- objective: overall risk or return variance

Examples

device sizing in electronic circuits

- variables: device widths and lengths
- constraints: manufacturing limits, timing requirements, maximum area
- objective: power consumption

Examples

data fitting - machine learning

- variables: model parameters
- constraints: prior information, parameter limits
- objective: measure of misfit or prediction error

More Generally..

- x represents some action such as
 - ▶ portfolio decisions to be made
 - ▶ resources to be allocated
 - ▶ schedule to be created
 - ▶ vehicle/airline deflections
- Constraints impose conditions on outcome based on
 - ▶ performance requirements
 - ▶ manufacturing process
- Objective $f_0(x)$ should be desirably small
 - ▶ total cost
 - ▶ risk
 - ▶ negative profit

Solving optimization problems

general optimization problems

- very difficult to solve
- methods involve some compromise, e.g., very long computation time, or not always finding the solution

exceptions: certain problem classes can be solved efficiently and reliably

- least-squares problems
- linear programming problems
- convex optimization problems

Least-squares

$$\underset{x}{\text{minimize}} \quad \|Ax - b\|_2^2$$

solving least-squares problems

- analytical solution: $x^* = (A^T A)^{-1} A^T b$
- reliable and efficient algorithms and software
- computation time proportional to $n^2 k$ ($A \in \mathbb{R}^{k \times n}$); less if structured
- a mature technology

using least-squares

- least-squares problems are easy to recognize
- a few standard techniques increase flexibility (e.g., including weights, adding regularization terms)

Linear programming

$$\begin{aligned} & \underset{x}{\text{minimize}} && c^T x \\ & \text{subject to} && a_i^T x \geq b_i, \quad i = 1, \dots, m. \end{aligned}$$

solving linear programs

- no analytical formula for solution
- reliable and efficient algorithms and software
- computation time proportional to n^2m if $m \geq n$; less with structure
- a mature technology

using linear programs

- not as easy to recognize as least-squares problems
- a few standard tricks used to convert problems into linear programs (e.g., problems involving l_1 - or l_∞ -norms, piecewise-linear functions)

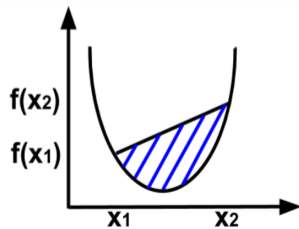
Convex optimization problem

$$\begin{aligned} & \underset{x}{\text{minimize}} && f_0(x) \\ & \text{subject to} && f_i(x) \leq b_i, \quad i = 1, \dots, m. \end{aligned}$$

- objective and constraint functions are convex:

$$f_i(\alpha x_1 + \beta x_2) \leq \alpha f_i(x_1) + \beta f_i(x_2)$$

if $\alpha + \beta = 1$, $\alpha \geq 0$, $\beta \geq 0$



- includes least-squares problems and linear programs as special cases

Convex optimization problem

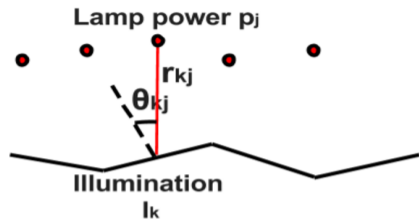
solving convex optimization problems

- no analytical solution
- reliable and efficient algorithms
- computation time (roughly) proportional to $\{n^3, n^2m, F\}$, where F is cost of evaluating f_i 's and their first and second derivative
- almost a technology

using convex optimization

- often difficult to recognize
- many tricks for transforming problems into convex form
- surprisingly many problems can be solved via convex optimization

Example: m lamps illuminating n (small, flat) patches



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

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

problem: Provided the fixed locations (a_{kj} 's), achieve desired illumination I_{des} with bounded lamp powers

$$\begin{aligned} & \underset{p_j}{\text{minimize}} && \max_{k=1, \dots, n} | \log(I_k) - \log(I_{des}) | \\ & \text{subject to} && 0 \leq p_j \leq p_{max}, \quad j = 1, \dots, m. \end{aligned}$$

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How to solve? Some approximate(suboptimal) 'solutions':-

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

$$\underset{p_j}{\text{minimize}} \quad \sum_{k=1}^n \|I_k - I_{des}\|_2^2$$

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

- 3 use weighted least-squares:

$$\underset{p_j}{\text{minimize}} \quad \sum_{k=1}^n \|I_k - I_{des}\|_2^2 + \sum_{j=1}^m w_j \|p_j - p_{max}/2\|_2^2$$

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

- 4 use linear programming:

$$\text{minimize} \quad \max_{k=1, \dots, n} |I_k - I_{des}|$$

$$\text{subject to} \quad 0 \leq p_j \leq p_{max}, \quad j = 1, \dots, m.$$

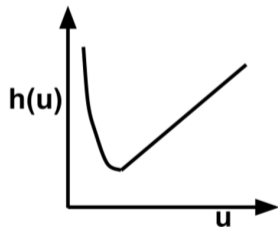
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- Use convex optimization: problem is equivalent to

$$\underset{p_j}{\text{minimize}} \quad f_0(p) = \max_{k=1,\dots,n} h(I_k/I_{des})$$

$$\text{subject to} \quad 0 \leq p_j \leq p_{max}, \quad j = 1, \dots, m.$$

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

Example: m lamps illuminating n (small, flat) patches

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 ($p_j > 0$).

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- **answer:** with (1), still easy to solve; with (2), extremely difficult.

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 - 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.

Course goals and topics

Goals

- recognize/formulate problems (such as the illumination problem) as convex optimization problem
- develop code for problems of moderate size (1000 lamps, 5000 patches)
- characterize optimal solution (optimal power distribution), give limits of performance, etc

Topics

- Convex sets, (Univariate) Functions, Optimization problem
- Unconstrained Optimization: Analysis and Algorithms
- Constrained Optimization: Analysis and Algorithms
- Optimization Algorithms for Machine Learning
- Discrete Optimization and Convexity (Eg: Submodular Minimization)
- Other Examples and applications (MAP Inference on Graphical Models, Majorization-Minimization for Non-convex problems)

Grading and Audit

Grading

- Quizzes and Assignments: 15%
- Midsem: 25%
- Endsem: 45%
- Project: 15%

Audit requirement

- Quizzes and Assignments and Project

Nonlinear optimization

traditional techniques for general nonconvex problems involve compromise **local optimization methods** (nonlinear programming)

- find a point that minimizes f_0 among feasible points near it
- fast, can handle large problems
- require initial guess
- provide no information about distance to (global) optimum

global optimization methods

- find the (global) solution
- worst-case complexity grows exponentially with problem size

these algorithms are often based on solving convex subproblems

Brief history of convex optimization

theory (convex analysis): ca1900–1970

algorithms

- 1947: simplex algorithm for linear programming (Dantzig)
- 1960s: early interior-point methods (Fiacco & McCormick, Dikin, . . .)
- 1970s: ellipsoid method and other subgradient methods
- 1980s: polynomial-time interior-point methods for linear programming (Karmarkar 1984)
- late 1980s–now: polynomial-time interior-point methods for nonlinear convex optimization (Nesterov & Nemirovski 1994)

applications

- before 1990: mostly in operations research; few in engineering
- since 1990: many new applications in engineering (control, signal processing, communications, circuit design, . . .); new problem classes (semidefinite and second-order cone programming, robust optimization)