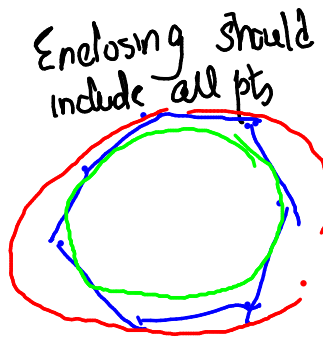


# Convex optimization problem

Eg. Given a set of pts, find the tightest enclosing/enclosed ellipsoid.

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

$$x \in C$$



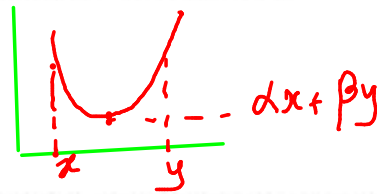
Enclosed ellipsoid should be included within the hull of these pts

- objective and constraint functions are convex:

Initial part of course

$$f_i(\alpha x + \beta y) \leq \alpha f_i(x) + \beta f_i(y)$$

$$\text{if } \alpha + \beta = 1, \alpha \geq 0, \beta \geq 0$$



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

**Convex analysis:** Calculus of inequalities  
Convex geometry is easiest of geometries

**Convex optimisation:** Application of convex analysis

## 2. Convex sets

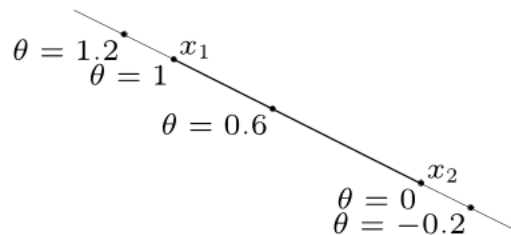
- affine and convex sets
- some important examples
- operations that preserve convexity
- generalized inequalities
- separating and supporting hyperplanes
- dual cones and generalized inequalities

2-1

### Affine set

line through  $x_1, x_2$ : all points

$$x = \theta x_1 + (1 - \theta)x_2 \quad (\theta \in \mathbf{R})$$



$\theta_1 x_1 + \theta_2 x_2$   
 [Affine]  $\rightarrow$  ①  $\theta_1 + \theta_2 = 1$   
 ②  $\theta_1 \geq 0 \quad \theta_2 \geq 0$   
 ③  $\theta_1 + \theta_2 = 1$   
 &  $\theta_1, \theta_2 \geq 0$

**affine set:** contains the line through any two distinct points in the set

**example:** solution set of linear equations  $\{x \mid Ax = b\}$

(conversely, every affine set can be expressed as solution set of system of linear equations)

*insight from linear algebra on geometry etc?*

## 2 Equivalent definitions of affine sets:

$$\textcircled{1} \quad \forall x_1, x_2 \in S \quad \theta_1 x_1 + \theta_2 x_2 \in S \quad \theta_1 + \theta_2 = 1$$

$$\textcircled{2} \quad \{x \mid Ax = b\} \text{ for some } m \times n \text{ matrix } A$$

Proof:  $\textcircled{2} \Rightarrow \textcircled{1}$  is trivial since  $Ax_1 = b$  &  $Ax_2 = b$   
 $\Rightarrow A(\theta_1 x_1 + \theta_2 x_2) = b$  if  $\theta_1 + \theta_2 = 1$

$\textcircled{1} \Rightarrow \textcircled{2}$  ... suggestion: Subtract "p"  $\in S$  from  $S$   
i.e.  $S_p = S - p$  & show  $S_p$  is a v.s

For answer: pages 145 to 181 of

<http://www.cse.iitb.ac.in/~cs709/notes/LinearAlgebra.pdf>

Rank of A

$r=m=n$	$r=m < n$	$r=n < m$
$R=I$	$R=[I \ F]$	$R=[I \ 0]^T$
Unique solution	Infinitely many solutions	0 or 1 solution

Figure 3.3: Summary of the properties of the solutions to the system of equations  $Ax = b$ .

$A$   $m \times n$  matrix

Assign some values to free variables  
 $Ax_{\text{particular}} = b$   
 $Ax_{\text{nullspace}} = 0$

$$Ax_{\text{complete}} = A(x_{\text{particular}} + x_{\text{nullspace}}) = b + 0 = b$$

Example:

$$Ax = \begin{bmatrix} 1 & 2 & 2 & 2 \\ 2 & 4 & 6 & 8 \\ 3 & 6 & 8 & 10 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{bmatrix} = \begin{bmatrix} b_1 \\ b_2 \\ b_3 \end{bmatrix} = b$$

⇓ (Gauss Elimination)

$$[A \ b] = \begin{bmatrix} 1 & 2 & 2 & 2 & b_1 \\ 2 & 4 & 6 & 8 & b_2 \\ 3 & 6 & 8 & 10 & b_3 \end{bmatrix} \xrightarrow{E_{2,1}, E_{3,1}} \begin{bmatrix} [1] & 2 & 2 & 2 & b_1 \\ 0 & 0 & [2] & 4 & b_2 - 2b_1 \\ 0 & 0 & 2 & 4 & b_3 - 3b_1 \end{bmatrix}$$

$r=2 \quad m=3 \quad n=4$

$$\xrightarrow{E_{3,2}} \begin{bmatrix} [1] & 2 & 2 & 2 & b_1 \\ 0 & 0 & [2] & 4 & b_2 - 2b_1 \\ 0 & 0 & 0 & 0 & b_3 - b_1 - b_2 \end{bmatrix}$$

Condition for solvability:  $b_3 - b_1 - b_2 = 0$

Procedure to obtain  $A$  &  $b$  given an affine set  $S$

① Let  $p \in S$   $S-p$

Then claim:  $\{x-p \mid x \in S\}$  is a vector space  
Call it  $S_p$

1/1/10

② Identify  $A$  s.t.  $\forall x \in S_p, Ax = 0$   
i.e. rows of  $A$  could form basis of  $S_p^\perp$

Basically

$A$  nullspace = 0

③ Identify  $b = Ap$

Basically the  $x_{\text{particular}}$  giving you  $Ax_{\text{particular}} = b$   
in prev example

Thus:

The system of equations  $A\mathbf{x} = \mathbf{b}$  is solvable when  $\mathbf{b}$  is in the column space  $C(A)$ .

Another way of describing solvability is:

The system of equations  $A\mathbf{x} = \mathbf{b}$  is solvable if a combination of the rows of  $A$  produces a zero row, the requirement on  $\mathbf{b}$  is that the same combination of the components of  $\mathbf{b}$  has to yield zero.

Steps to find  $\mathbf{x}_{\text{particular}}$ :

1.  $\mathbf{x}_{\text{particular}}$ <sup>2</sup>: Set all free variables (corresponding to columns with no pivots) to 0. In the example above, we should set  $x_2 = 0$  and  $x_4 = 0$ .
2. Solve  $A\mathbf{x} = \mathbf{b}$  for pivot variables.

In this example:

$$x_1 + 2x_3 = b_1 \quad \& \quad 2x_3 = b_2 - 2b_1$$

$$\Rightarrow \mathbf{x}_{\text{particular}} = \begin{bmatrix} b_2 + 3b_1 \\ 0 \\ \frac{b_2 - 2b_1}{2} \\ 0 \end{bmatrix}$$

Now:  $\mathbf{x}_{\text{complete}} = \mathbf{x}_{\text{particular}} + \mathbf{x}_{\text{nullspace}}$  since  $\mathbf{x}_{\text{nullspace}}$  is s.t.  $A\mathbf{x}_{\text{nullspace}} = \mathbf{0}$

$$\boxed{A\mathbf{x}_{\text{complete}} = A(\mathbf{x}_{\text{particular}} + \mathbf{x}_{\text{nullspace}}) = \mathbf{b} + \mathbf{0} = \mathbf{b}}$$

Eg: if we choose  $\mathbf{b} = [5 \ 1 \ 6]^T$ , we get

$$\mathbf{x}_{\text{particular}} = \begin{bmatrix} -2 \\ 0 \\ \frac{3}{2} \\ 0 \end{bmatrix} \quad \&$$

$$x_{\text{complete}} = \begin{bmatrix} -2 \\ 0 \\ \frac{3}{2} \\ 0 \end{bmatrix} + \begin{bmatrix} -2 & 2 \\ 1 & 0 \\ 0 & -2 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} c_1 \\ c_2 \end{bmatrix} \quad (3.36)$$

Show that  $x_{\text{complete}} = \theta x_1 + (1-\theta)x_2$  for some

$$x_1, x_2 \in \mathbb{R}^4 \text{ \& } \theta \in \mathbb{R}$$

Proves  
  
 that

$\{x \mid Ax=b\}$  is an affine set

Q: What is a more generalised definition of affine sets?

More appropriate name when  $x_1$  &  $x_2$  are pts in real, finite dimensional Euclidean vector space  $\mathbb{R}^n$  or  $\mathbb{R}^{m \times n}$

**Convex set**

**line segment** between  $x_1$  and  $x_2$ : all points

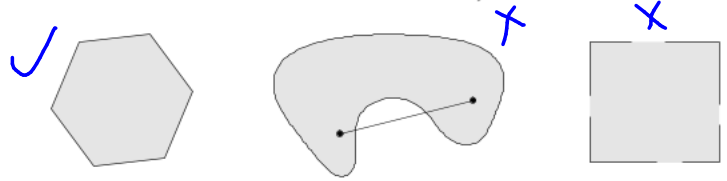
$$x = \theta x_1 + (1 - \theta)x_2$$

with  $0 \leq \theta \leq 1$

**convex set**: contains line segment between any two points in the set

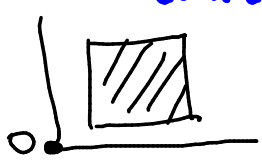
$$x_1, x_2 \in C, \quad 0 \leq \theta \leq 1 \implies \theta x_1 + (1 - \theta)x_2 \in C$$

examples (one convex, two nonconvex sets)



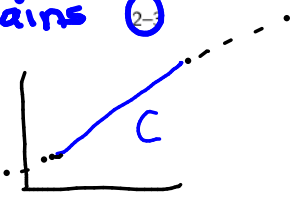
**Aside:** Convex set is connected: [https://en.wikipedia.org/wiki/Connected\\_space](https://en.wikipedia.org/wiki/Connected_space)

convex sets  
convex set can, but not necessarily contains '0'



$$\text{aff}(C) \ni 0$$

$$0 \notin \text{aff}(C)$$



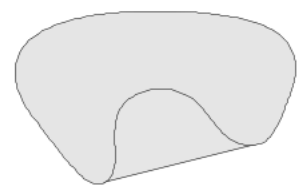
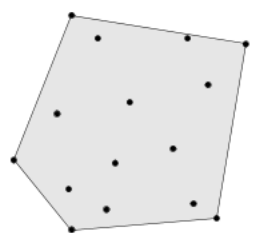
**Convex combination and convex hull**

**convex combination** of  $x_1, \dots, x_k$ : any point  $x$  of the form

$$x = \theta_1 x_1 + \theta_2 x_2 + \dots + \theta_k x_k = \text{conv}(\{x_1, x_2, \dots, x_k\})$$

with  $\theta_1 + \dots + \theta_k = 1, \theta_i \geq 0$

**convex hull**  $\text{conv } S$ : set of all convex combinations of points in  $S$



$\text{conv}(S)$  is always convex



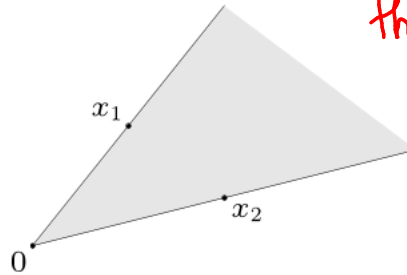
# Convex cone

conic (nonnegative) combination of  $x_1$  and  $x_2$ : any point of the form

$$x = \theta_1 x_1 + \theta_2 x_2$$

with  $\theta_1 \geq 0, \theta_2 \geq 0$

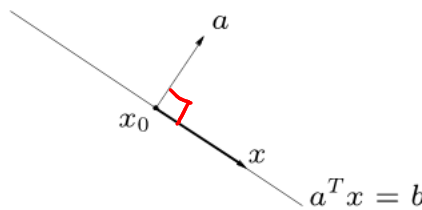
if  $\theta_1 = 0$  &  $\theta_2 = 0$   
then  $x = 0 \in \text{Cone}$



convex cone: set that contains all conic combinations of points in the set

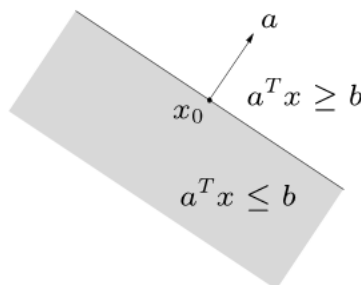
## Hyperplanes and halfspaces

hyperplane: set of the form  $\{x \mid a^T x = b\}$  ( $a \neq 0$ )



$a$  is normal  
 $x_0 \in \mathcal{H}$   
 $\{x \mid (x - x_0) \perp a\}$   
 $\equiv \{x \mid x^T a = x_0^T a = b\}$

halfspace: set of the form  $\{x \mid a^T x \leq b\}$  ( $a \neq 0$ )



- $a$  is the normal vector
- hyperplanes are affine and convex; halfspaces are convex

But NOT affine

Q: What is the relation between

A = affine set :  $\theta_1 + \theta_2 = 1$

S = convex set :  $\theta_1 + \theta_2 = 1$   $\theta_1, \theta_2 \geq 0$

C = cone :  $\theta_1, \theta_2 \geq 0$

Every affine set is convex } • Family of affine sets  
Every cone is convex } is subset of family of  
convex sets  
• Family of cones is  
subset of family of  
convex sets

## Euclidean balls and ellipsoids

$$\|x\|_2 = \sqrt{\sum x_i^2}$$

(Euclidean) ball with center  $x_c$  and radius  $r$ :

$$B(x_c, r) = \{x \mid \|x - x_c\|_2 \leq r\} = \{x_c + ru \mid \|u\|_2 \leq 1\}$$

**ellipsoid:** set of the form

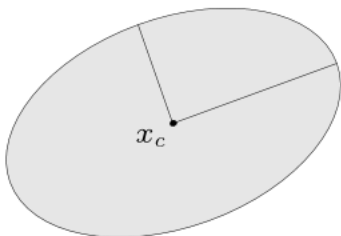
$$\{x \mid (x - x_c)^T P^{-1} (x - x_c) \leq 1\}$$

with  $P \in \mathbf{S}_{++}^n$  (i.e.,  $P$  symmetric positive definite)

$P > 0$  if all its eigenvalues are  $> 0$

$$P = U \Sigma U^T$$

$$\left( (x - x_c)^T U \right) \Sigma^{-1} \left( (x - x_c)^T U \right)^T$$



other representation:  $\{x_c + Au \mid \|u\|_2 \leq 1\}$  with  $A$  square and nonsingular

Convex sets

verify:  $A = (U \Sigma^{1/2})$

Q: Is  $P$  being p.d. imp for convexity? For cone?

## Norm balls and norm cones

**norm:** a function  $\|\cdot\|$  that satisfies

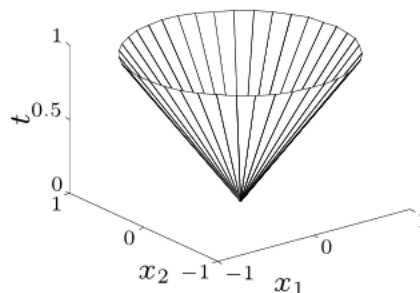
- $\|x\| \geq 0$ ;  $\|x\| = 0$  if and only if  $x = 0$
- $\|tx\| = |t| \|x\|$  for  $t \in \mathbf{R}$
- $\|x + y\| \leq \|x\| + \|y\|$

notation:  $\|\cdot\|$  is general (unspecified) norm;  $\|\cdot\|_{\text{symb}}$  is particular norm

**norm ball** with center  $x_c$  and radius  $r$ :  $\{x \mid \|x - x_c\| \leq r\}$

**norm cone:**  $\{(x, t) \mid \|x\| \leq t\}$

Euclidean norm cone is called second-order cone



norm balls and cones are convex

An ellipsoid is a Euclidean ball in a rotated space