

# CONVEX OPTIMIZATION

## Lecture 1: Introduction.

+ An optimization problem in general has the form:

$$\begin{aligned} \min \quad & f_0(x) \\ \text{s.t.} \quad & f_i(x) \leq b_i \quad i=1, \dots, m \end{aligned}$$

- Vector  $x = (x_1, x_2, \dots, x_n) \in \mathbb{R}^n$  is the optimization variable.
- function  $f_0: \mathbb{R}^n \rightarrow \mathbb{R}$  is the objective function.
- functions  $f_i: \mathbb{R}^n \rightarrow \mathbb{R}$  are constraint functions  
 $i = 1, \dots, m$        $m = \# \text{ of constraints}$ .

- Optimal value or solution is a vector  $x^*$  that has the smallest objective function among all vectors that satisfy the constraints.

$$f_0(x^*) \leq f_0(z) \quad \forall z: f_i(z) \leq b_i, i=1 \dots m.$$

+ A general optimization problem is difficult to solve (to find the optimal value).

There are certain classes of problems that can be solved efficiently and reliably. Convex optimization problems make a (large) such class.

+ Convex optimization problem: all constraints and objective functions are convex. (more later).

- Includes several well-known classes of optimization problems as special cases: least-squares, linear programming (among others).

## LINEAR ALGEBRA

### LEAST-SQUARES METHODS

#### + Least-squares problems:

$$\min \|Ax - b\|_2^2$$

$$A \in \mathbb{R}^{k \times n} \quad (k \geq n)$$

$$x \in \mathbb{R}^n$$

- unconstrained optimization
- objective function

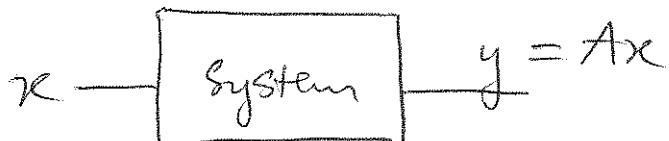
$$f_0 = \|Ax - b\|_2^2 = \sum_{i=1}^k (a_i^T x - b_i)^2$$

$A =$   
tall matrix

$$k \begin{bmatrix} \vdash a_1^T \vdash \\ \vdash a_2^T \vdash \\ \vdots \\ \vdash a_{k-1}^T \vdash \\ \vdash a_k^T \vdash \\ \hline n \end{bmatrix}$$

$$y = Ax = \begin{bmatrix} y_1 \\ y_2 \\ \vdots \\ y_{k-1} \\ y_k \end{bmatrix}, \quad b = \begin{bmatrix} b_1 \\ b_2 \\ \vdots \\ b_{k-1} \\ b_k \end{bmatrix}$$

#### - Examples:



- estimation in communication, control:

- system equation  $y = Ax$
- you observe  $k$  output instances that form vector  $b$
- you want to estimate the input variable  $x$ .

(Note: If we add noise and want to minimize the average square error in this estimation, we will get the MMSE estimator).

- data fitting:

- you are given a large amount of data  $(u_1, b_1), (u_2, b_2), \dots, (u_k, b_k)$

- you want to find a function  $f$  that matches this data as closely as possible

$$\min \sum_{i=1}^k (f(u_i) - b_i)^2$$

- say you want to do polynomial fitting

$$f(u) = x_1 + x_2 u + \dots + x_n u^{n-1}$$

then for each vector  $x = (x_1, x_2, \dots, x_n)$  we can compute the error vector

$$\epsilon = (f(u_1) - b_1, f(u_2) - b_2), \dots, f(u_k) - b_k)$$

We can formulate an optimization problem that minimizes the norm of this error vector

$$\min \| \epsilon \|_2^2 = \| Ax - b \|_2^2$$

where  $A \in \mathbb{R}^{k \times n}$ ,  $A_{ij} = u_i^{j-1}$

$$A = \begin{bmatrix} 1 & u_1 & u_1^2 & \dots & u_1^{n-1} \\ 1 & u_2 & u_2^2 & \dots & u_2^{n-1} \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ 1 & u_k & u_k^2 & \dots & u_k^{n-1} \end{bmatrix}, x = \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{bmatrix}, b = \begin{bmatrix} b_1 \\ b_2 \\ \vdots \\ b_k \end{bmatrix}$$

- The good news: least-squares problems can be solved analytically, in closed-form!

$$x^* = (A^T A)^{-1} A^T b$$

• Numerical computation of this solution (numerical solver) can be carried out in approximately  $n^2 k$  unit time.

• The main computational cost is in the matrix inversion.

• Can exploit structure of  $A$  (such as sparsity) to reduce the computation time

• Desktop computers can do of orders  $n = 10K's$ ,  $k = 100K's$  in minutes. Larger problems (millions of variables) are challenging.

## $\Rightarrow$ Linear programming:

$$\min c^T x$$

$$\text{s.t. } a_i^T x \leq b_i \quad i=1, \dots, m.$$

$c, a_1, \dots, a_m \in \mathbb{R}^n$  (vectors)  
 $b_1, \dots, b_m \in \mathbb{R}$  (scalars)  $\rightarrow$  problem parameters

- No simple analytical solution as in least-squares.
- Well-developed methods for solving them numerically.
- Complexity is of the order  $n^2m$  (for  $m \geq n$ ) but with a constant factor less well-characterized than least-squares.

- Example: Chebyshev approximation problem (minimax)

$$\text{minimize } \max_{i=1 \dots k} |a_i^T x - b_i|$$

This problem can be reformulated into an LP as:

$$\min t$$

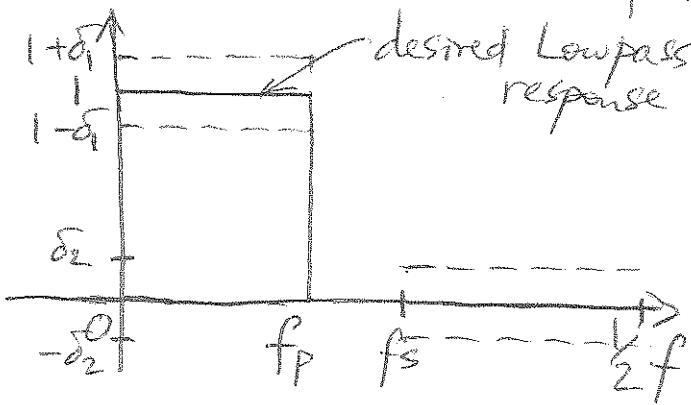
$$\begin{aligned} \text{s.t. } & a_i^T x - t \leq b_i & i=1, \dots, k \\ & -a_i^T x - t \leq -b_i \end{aligned}$$

- Chebyshev approximation problem is used in FIR filter design.

- Given a desired filter frequency response  $D(f)$ .

- We want to design an FIR filter with coefficients  $x = (x_1, x_2, \dots, x_n)$

to closely match the desired response, such that it minimizes the maximum difference in the frequency response.



FIR filter  $\mathbf{x} = (x_0, x_1, \dots, x_n)$

$$\rightarrow \text{frequency response } H(f) = \sum_{k=0}^n x_k e^{-j2\pi f(k-1)}$$

Weighted error  $E(f) = W(f)[H(f) - D(f)]$

↑ weight      ↑ FIR response      ↑ desired response

Then we want to design  $\mathbf{x}$  such that

$$\min_{f \in F} \max |E(f)|$$

$(f \in [0, \frac{1}{2}])$   
is a set of normalized frequencies.

This problem is a Chebyshev approximation which can be transformed into a linear programming problem. The difference here is that the set of constraints is continuous (must apply for all  $f \in F$ ) and therefore it is an LP with a finite number of variables in presence of an infinite number of constraints.

But we will stay in the domain of finite numbers of constraints for now.

+ Convex optimization:

$$\min f_0(\mathbf{x})$$

$$\text{s.t. } f_i(\mathbf{x}) \leq b_i, i = 1, \dots, m$$

All objective and constraints are convex:

$$f_i(\theta \mathbf{x} + \bar{\theta} \mathbf{y}) \leq \theta f_i(\mathbf{x}) + \bar{\theta} f_i(\mathbf{y}), \quad \bar{\theta} = 1 - \theta$$

$$0 \leq \theta \leq 1, \quad \bar{\theta} = 1 - \theta$$

This includes Least-Squares and LP as special cases.

### - About convex optimization:

- usually no analytical solutions (although for some there is!)
- but can understand and say a lot about optimality through duality and KKT conditions
- has a unique solution or else the problem is infeasible
- can design algorithms to solve the problem efficiently and reliably

### - Using convex optimization:

- often difficult to recognise (if a problem is convex)
- many tricks to transform a problem into convex form.
- increasingly more problems are recognized as convex or can be transformed into convex problems
- also plays a role in nonlinear (non-convex) optimization by providing reliable bounds or good starting points.

### - Compared to general nonlinear optimization:

#### + local optimization:

- finds local optimal point
- fast, can handle large problems
- requires good initial guess
- no information about how close the solution to global optimum.

#### + global optimization:

- finds the global solution.
- worst-case complexity grows exponentially with problem size.

#### + convex optimization:

- guarantees global solution (or certificate of infeasibility)
- computation time small ( $\approx \max\{n^3, n^2m, F\}$  where  $F$  is cost of evaluating  $f$ 's first and second derivatives)
- non-heuristic stopping criterion, can guarantee a tolerance gap.
- handles non-differentiable functions as well.

- Example: MIMO capacity maximization

$$\max \log \det (H Q H^T + \sigma^2 I)$$

$$\text{s.t. } \text{tr}(Q) \leq P.$$

$$Q \in \mathbb{R}^{n \times n}$$

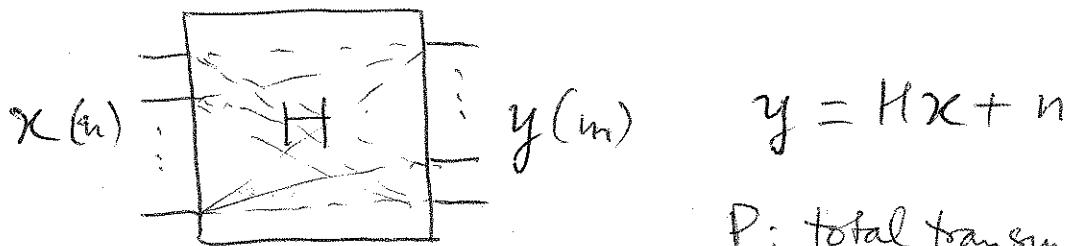
$$H \in \mathbb{C}^{m \times n}$$

$$\sigma^2 \in \mathbb{R}$$

: optimization variable (transmit covariance)

: channel parameters, given

: noise power, a scalar constant



P: total transmit power  
 $Q = E[x^T x]$

This problem is convex, and in fact has an analytical solution.

Can build a very simple algorithm to solve this problem and find the optimal solution.

+ This course: the goals are for you to be able to

- recognize / formulate problems as convex optimization
- characterize the optimal solution
- develop algorithms and write codes for moderate size problems.

We will cover:

- convex sets, functions, problems
- duality theory for analyzing / characterizing convex problems
- algorithms including (a bit of) performance & complexity