

# Convex Optimization

## Geometrical and Approximation Problems

# Approximation

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- norm approximation
- least-norm problems
- regularized approximation
- robust approximation

# Norm approximation

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$$\text{minimize } \|Ax - b\|$$

( $A \in \mathbf{R}^{m \times n}$  with  $m \geq n$ ,  $\|\cdot\|$  is a norm on  $\mathbf{R}^m$ )

interpretations of solution  $x^* = \operatorname{argmin}_x \|Ax - b\|$ :

- **geometric:**  $Ax^*$  is point in  $\mathcal{R}(A)$  closest to  $b$
- **estimation:** linear measurement model

$$y = Ax + v$$

$y$  are measurements,  $x$  is unknown,  $v$  is measurement error

given  $y = b$ , best guess of  $x$  is  $x^*$

- **optimal design:**  $x$  are design variables (input),  $Ax$  is result (output)

$x^*$  is design that best approximates desired result  $b$

## examples

- least-squares approximation ( $\|\cdot\|_2$ ): solution satisfies normal equations

$$A^T A x = A^T b$$

$$(x^* = (A^T A)^{-1} A^T b \text{ if } \mathbf{Rank} A = n)$$

- Chebyshev approximation ( $\|\cdot\|_\infty$ ): can be solved as an LP

$$\begin{array}{ll} \text{minimize} & t \\ \text{subject to} & -t\mathbf{1} \preceq Ax - b \preceq t\mathbf{1} \end{array}$$

- sum of absolute residuals approximation ( $\|\cdot\|_1$ ): can be solved as an LP

$$\begin{array}{ll} \text{minimize} & \mathbf{1}^T y \\ \text{subject to} & -y \preceq Ax - b \preceq y \end{array}$$

# Penalty function approximation

$$\begin{array}{ll} \text{minimize} & \phi(r_1) + \dots + \phi(r_m) \\ \text{subject to} & r = Ax - b \end{array}$$

( $A \in \mathbf{R}^{m \times n}$ ,  $\phi : \mathbf{R} \rightarrow \mathbf{R}$  is a convex penalty function)

## examples

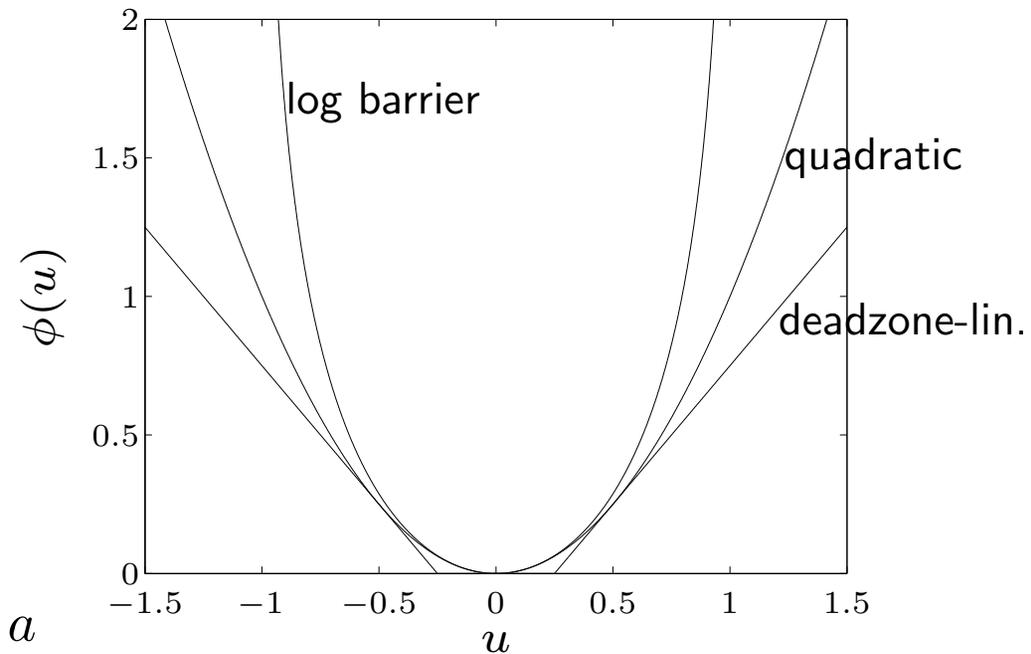
■ quadratic:  $\phi(u) = u^2$

■ deadzone-linear with width  $a$ :

$$\phi(u) = \max\{0, |u| - a\}$$

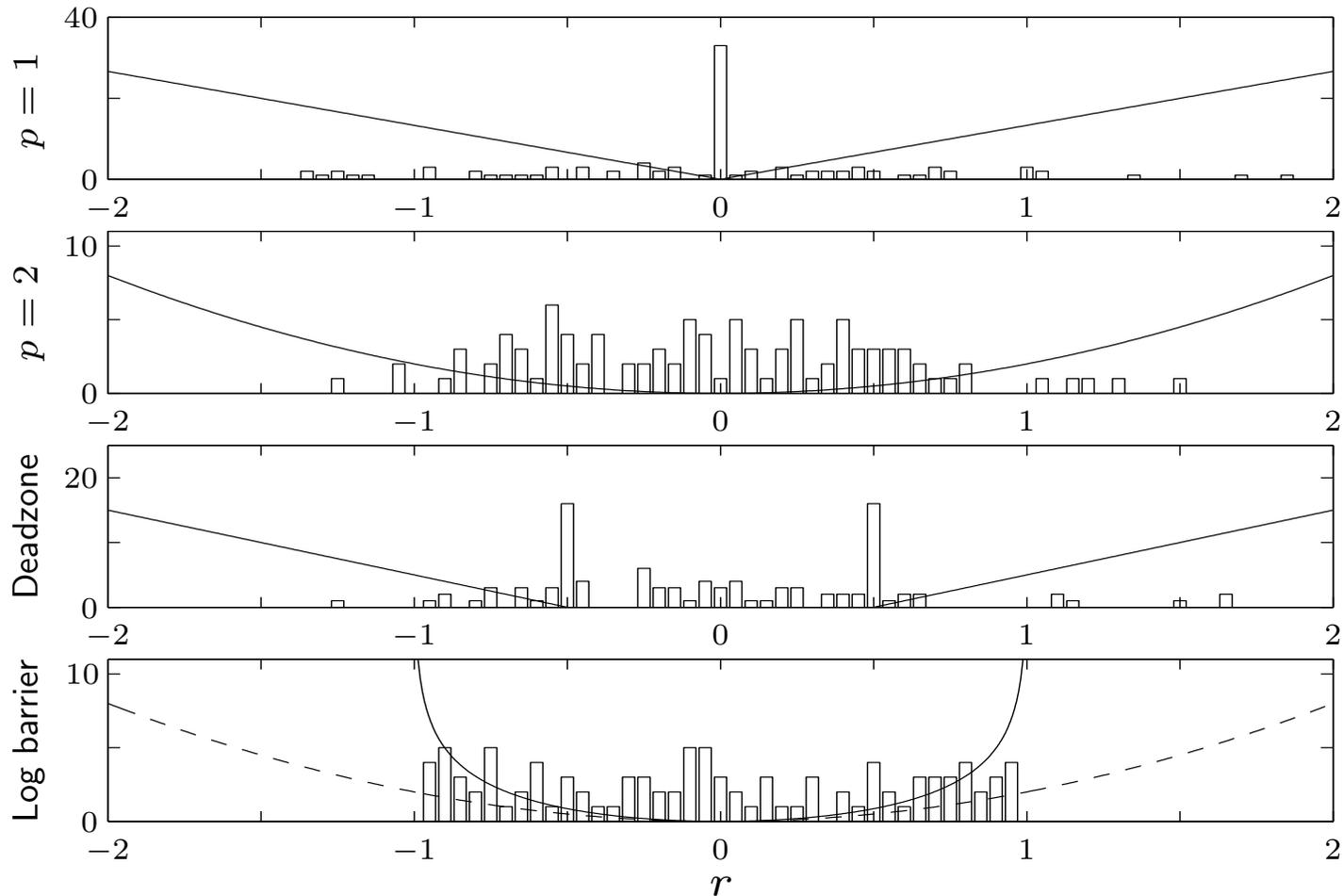
■ log-barrier with limit  $a$ :

$$\phi(u) = \begin{cases} -a^2 \log(1 - (u/a)^2) & |u| < a \\ \infty & \text{otherwise} \end{cases}$$



**example** ( $m = 100, n = 30$ ): histogram of residuals for penalties

$$\phi(u) = |u|, \quad \phi(u) = u^2, \quad \phi(u) = \max\{0, |u| - a\}, \quad \phi(u) = -\log(1 - u^2)$$

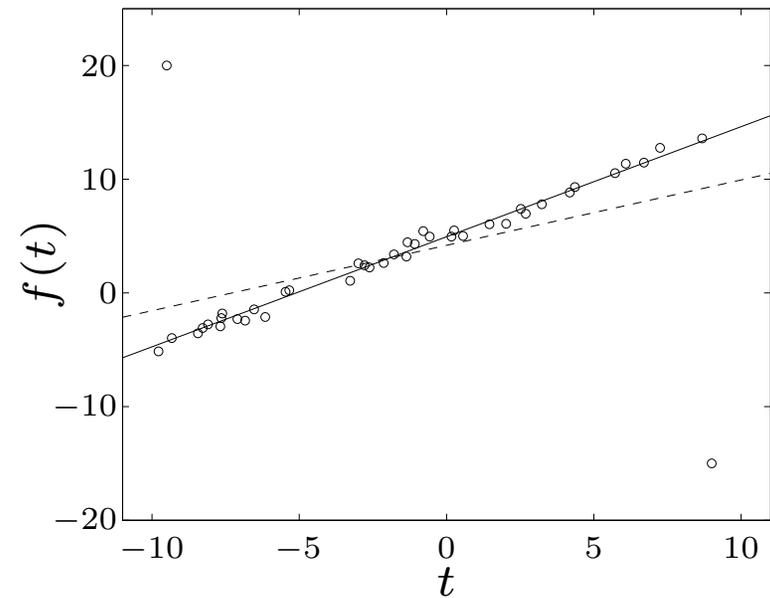
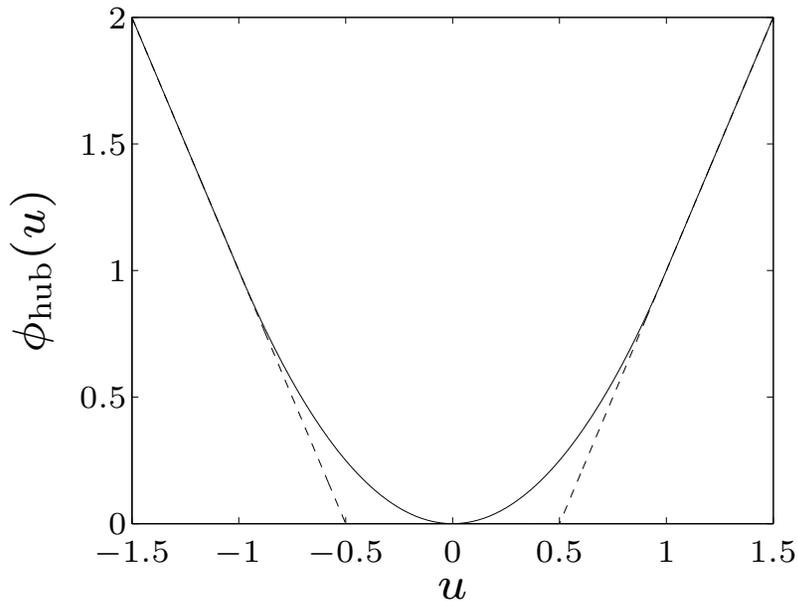


shape of penalty function has large effect on distribution of residuals

# Huber penalty function (with parameter $M$ )

$$\phi_{\text{hub}}(u) = \begin{cases} u^2 & |u| \leq M \\ M(2|u| - M) & |u| > M \end{cases}$$

linear growth for large  $u$  makes approximation less sensitive to outliers



- left: Huber penalty for  $M = 1$
- right: affine function  $f(t) = \alpha + \beta t$  fitted to 42 points  $t_i, y_i$  (circles) using quadratic (dashed) and Huber (solid) penalty

# Least-norm problems

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$$\begin{array}{ll} \text{minimize} & \|x\| \\ \text{subject to} & Ax = b \end{array}$$

( $A \in \mathbf{R}^{m \times n}$  with  $m \leq n$ ,  $\|\cdot\|$  is a norm on  $\mathbf{R}^n$ )

interpretations of solution  $x^* = \operatorname{argmin}_{Ax=b} \|x\|$ :

- **geometric:**  $x^*$  is point in affine set  $\{x \mid Ax = b\}$  with minimum distance to 0
- **estimation:**  $b = Ax$  are (perfect) measurements of  $x$ ;  $x^*$  is smallest ('most plausible') estimate consistent with measurements
- **design:**  $x$  are design variables (inputs);  $b$  are required results (outputs)  
 $x^*$  is smallest ('most efficient') design that satisfies requirements

## examples

- least-squares solution of linear equations ( $\|\cdot\|_2$ ):

can be solved via optimality conditions

$$2x + A^T \nu = 0, \quad Ax = b$$

- minimum sum of absolute values ( $\|\cdot\|_1$ ): can be solved as an LP

$$\begin{array}{ll} \text{minimize} & \mathbf{1}^T y \\ \text{subject to} & -y \preceq x \preceq y, \quad Ax = b \end{array}$$

tends to produce sparse solution  $x^*$

## extension: least-penalty problem

$$\begin{array}{ll} \text{minimize} & \phi(x_1) + \cdots + \phi(x_n) \\ \text{subject to} & Ax = b \end{array}$$

$\phi : \mathbf{R} \rightarrow \mathbf{R}$  is convex penalty function

# Regularized approximation

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minimize (w.r.t.  $\mathbf{R}_+^2$ )  $(\|Ax - b\|, \|x\|)$

$A \in \mathbf{R}^{m \times n}$ , norms on  $\mathbf{R}^m$  and  $\mathbf{R}^n$  can be different

interpretation: find good approximation  $Ax \approx b$  with small  $x$

- **estimation:** linear measurement model  $y = Ax + v$ , with prior knowledge that  $\|x\|$  is small
- **optimal design:** small  $x$  is cheaper or more efficient, or the linear model  $y = Ax$  is only valid for small  $x$
- **robust approximation:** good approximation  $Ax \approx b$  with small  $x$  is less sensitive to errors in  $A$  than good approximation with large  $x$

# Scalarized problem

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$$\text{minimize } \|Ax - b\| + \gamma\|x\|$$

- solution for  $\gamma > 0$  traces out optimal trade-off curve
- other common method: minimize  $\|Ax - b\|^2 + \delta\|x\|^2$  with  $\delta > 0$

## Tikhonov regularization

$$\text{minimize } \|Ax - b\|_2^2 + \delta\|x\|_2^2$$

can be solved as a least-squares problem

$$\text{minimize } \left\| \begin{bmatrix} A \\ \sqrt{\delta}I \end{bmatrix} x - \begin{bmatrix} b \\ 0 \end{bmatrix} \right\|_2^2$$

$$\text{solution } x^* = (A^T A + \delta I)^{-1} A^T b$$

# Signal reconstruction

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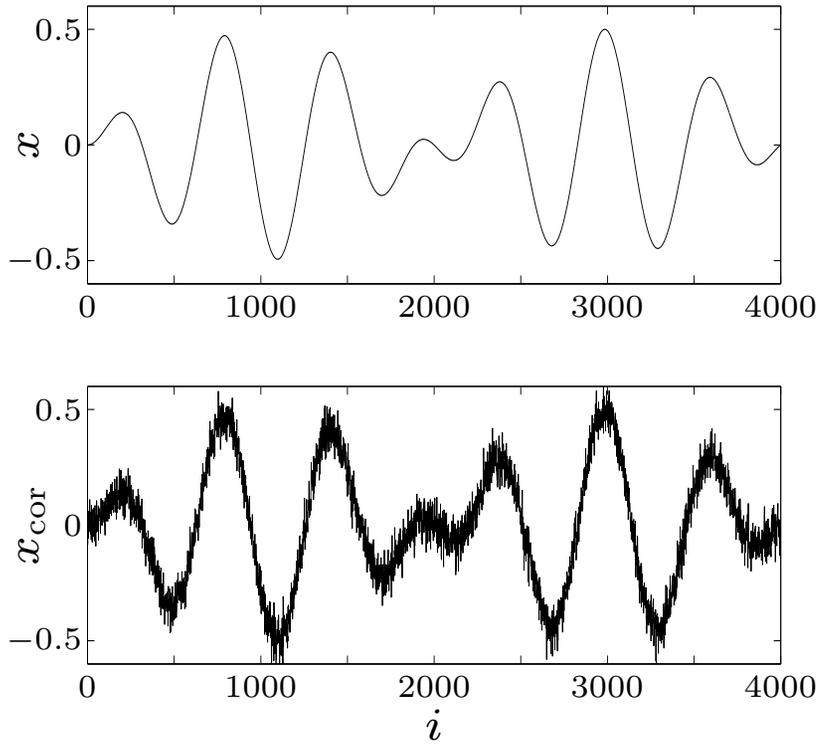
minimize (w.r.t.  $\mathbf{R}_+^2$ )  $(\|\hat{x} - x_{\text{cor}}\|_2, \phi(\hat{x}))$

- $x \in \mathbf{R}^n$  is unknown signal
- $x_{\text{cor}} = x + v$  is (known) corrupted version of  $x$ , with additive noise  $v$
- variable  $\hat{x}$  (reconstructed signal) is estimate of  $x$
- $\phi : \mathbf{R}^n \rightarrow \mathbf{R}$  is regularization function or smoothing objective

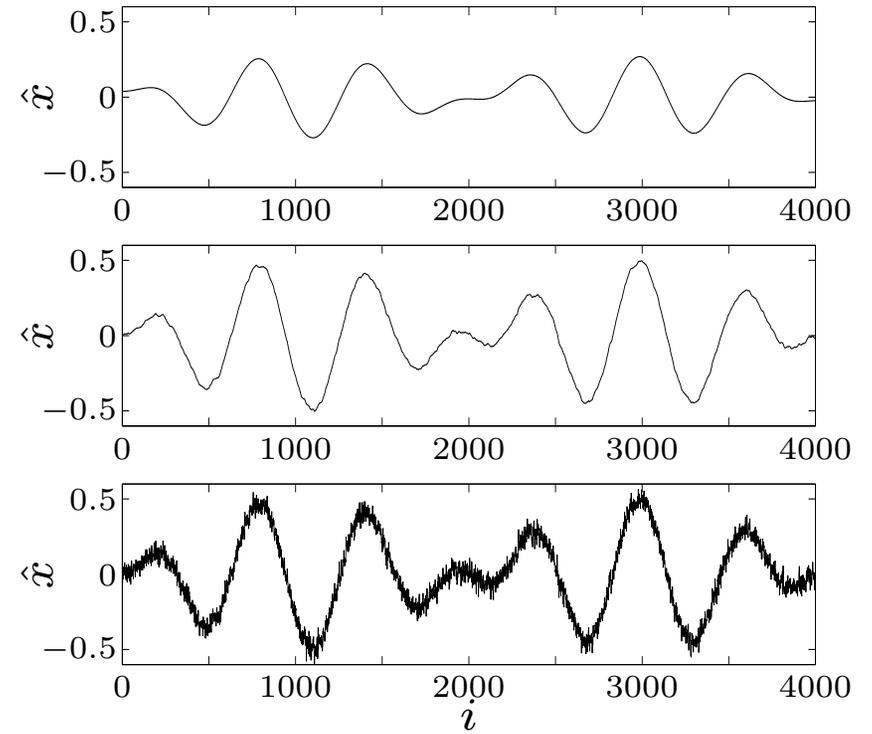
**examples:** quadratic smoothing, total variation smoothing:

$$\phi_{\text{quad}}(\hat{x}) = \sum_{i=1}^{n-1} (\hat{x}_{i+1} - \hat{x}_i)^2, \quad \phi_{\text{tv}}(\hat{x}) = \sum_{i=1}^{n-1} |\hat{x}_{i+1} - \hat{x}_i|$$

# quadratic smoothing example

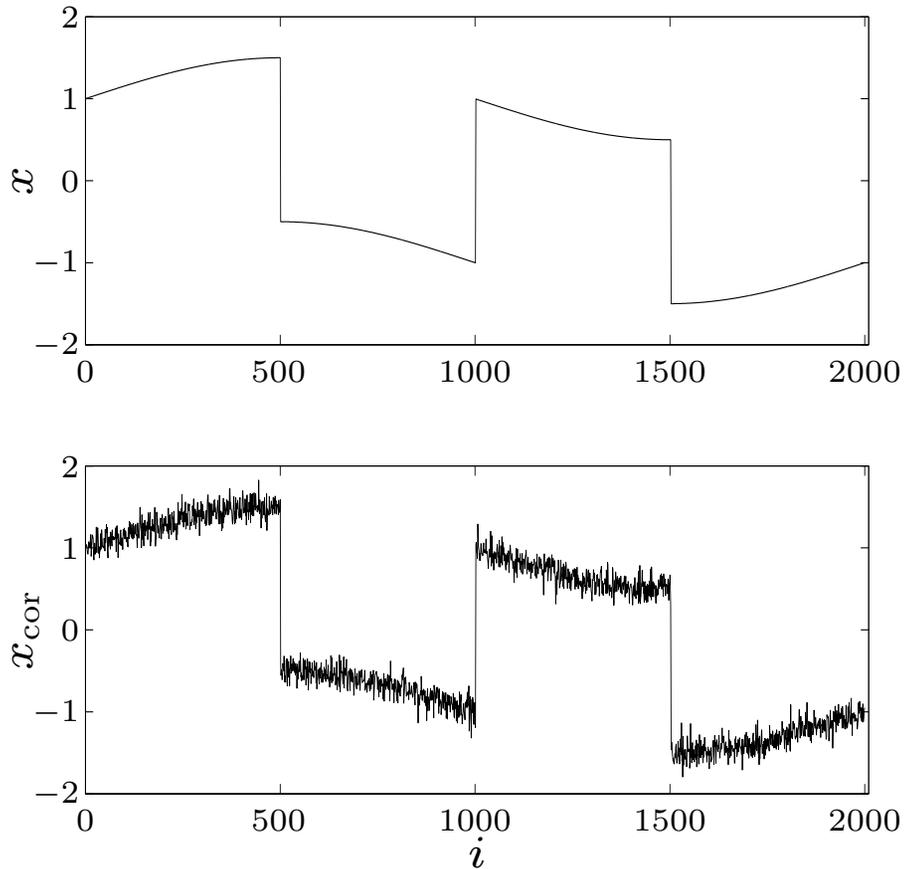


original signal  $x$  and noisy signal  $x_{\text{cor}}$

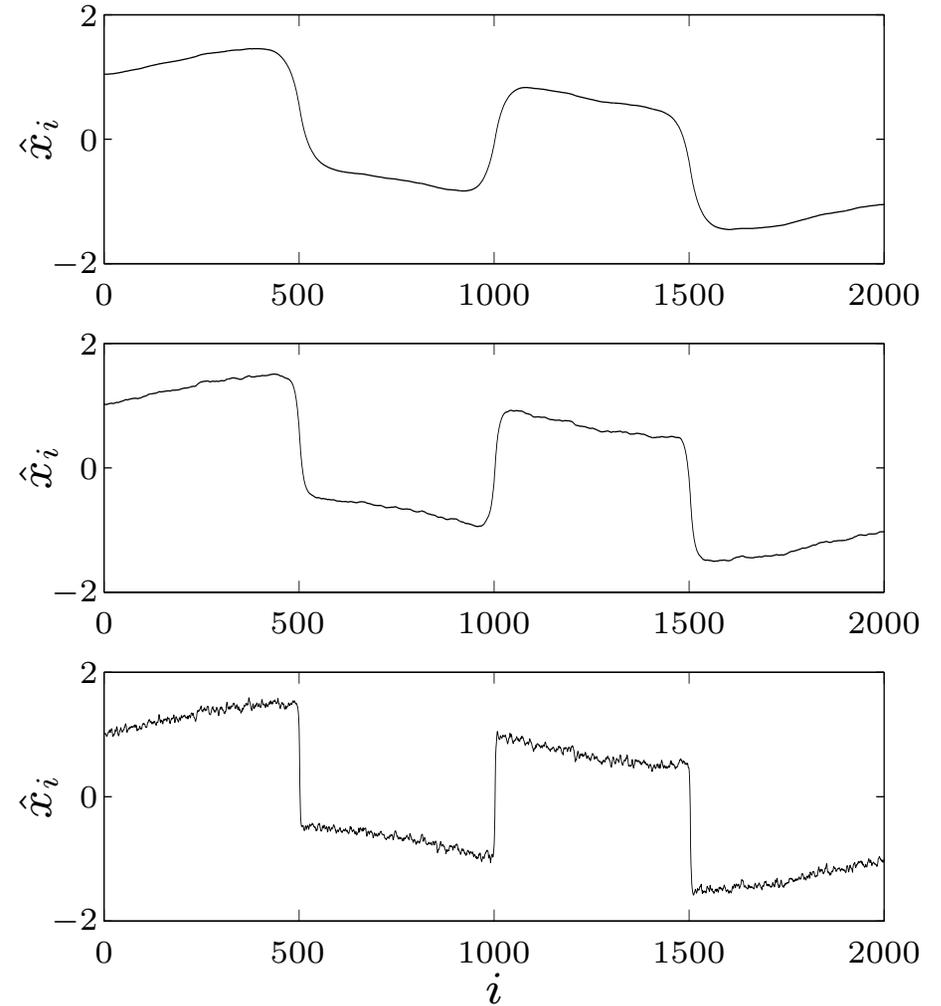


three solutions on trade-off curve  
 $\|\hat{x} - x_{\text{cor}}\|_2$  versus  $\phi_{\text{quad}}(\hat{x})$

# total variation reconstruction example



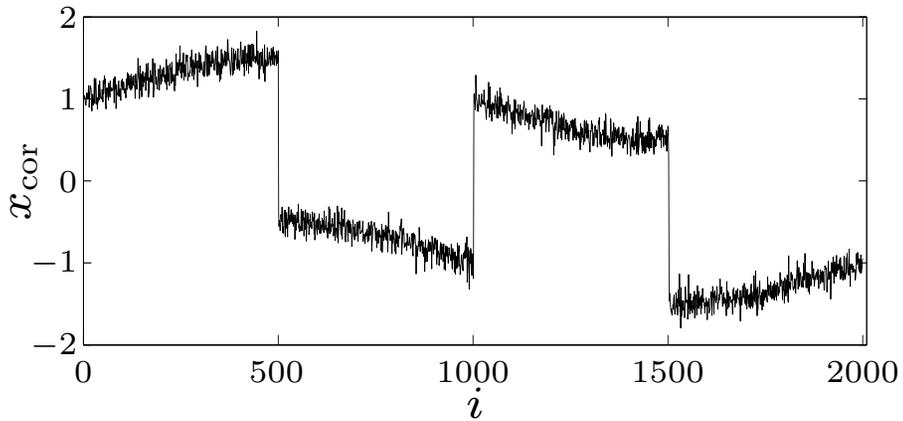
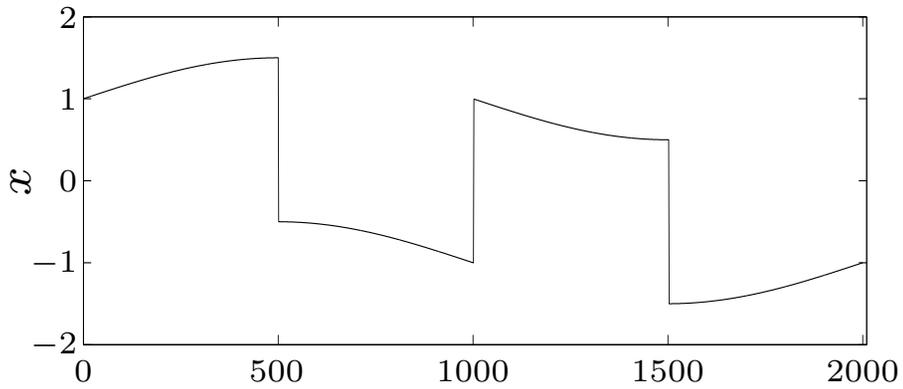
original signal  $x$  and noisy signal  $x_{\text{cor}}$



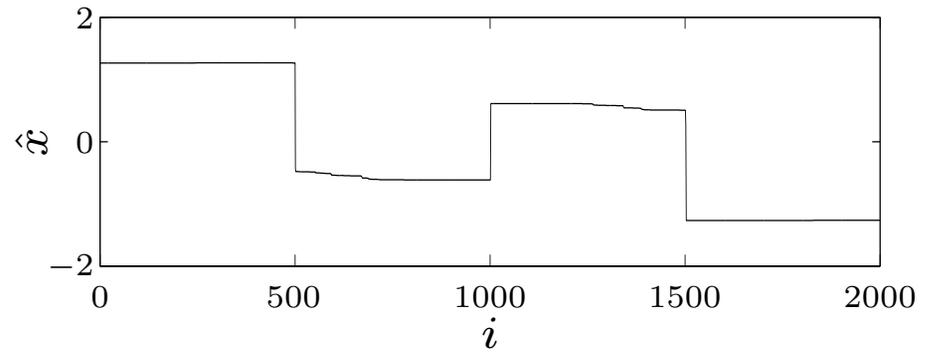
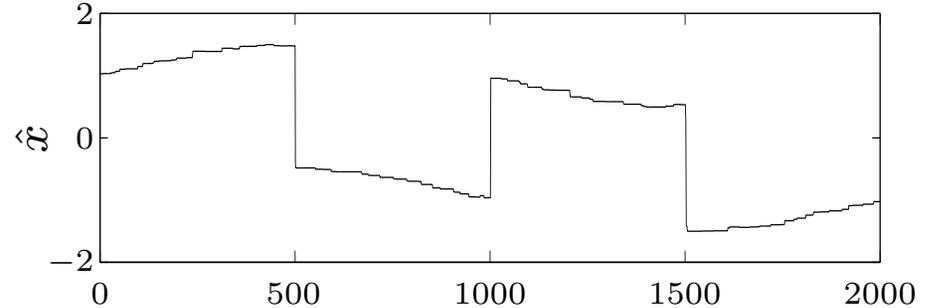
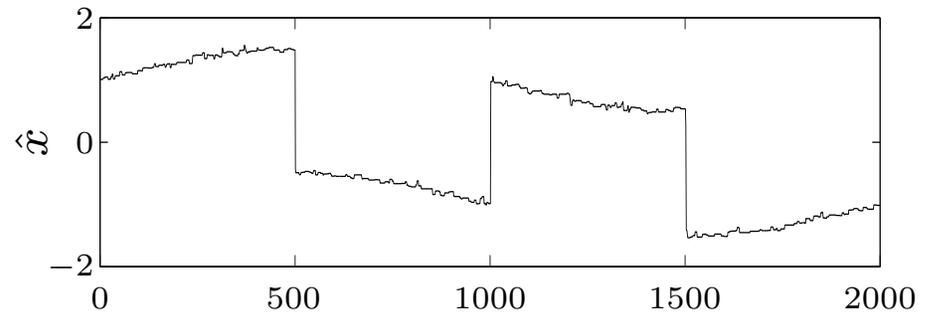
three solutions on trade-off curve

$$\|\hat{x} - x_{\text{cor}}\|_2 \text{ versus } \phi_{\text{quad}}(\hat{x})$$

quadratic smoothing smooths out noise **and** sharp transitions in signal



original signal  $x$  and noisy signal  $x_{\text{cor}}$



three solutions on trade-off curve  
 $\|\hat{x} - x_{\text{cor}}\|_2$  versus  $\phi_{\text{tv}}(\hat{x})$

total variation smoothing preserves sharp transitions in signal

# Geometrical Problems

# Geometrical Problems

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- extremal volume ellipsoids
- centering
- placement and facility location.

# Minimum volume ellipsoid around a set

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**Löwner-John ellipsoid** of a set  $C$ : minimum volume ellipsoid  $\mathcal{E}$  s.t.  $C \subseteq \mathcal{E}$

- parametrize  $\mathcal{E}$  as  $\mathcal{E} = \{v \mid \|Av + b\|_2 \leq 1\}$ ; w.l.o.g. assume  $A \in \mathbf{S}_{++}^n$
- $\text{vol } \mathcal{E}$  is proportional to  $\det A^{-1}$ ; to compute minimum volume ellipsoid,

$$\begin{array}{ll} \text{minimize (over } A, b) & \log \det A^{-1} \\ \text{subject to} & \sup_{v \in C} \|Av + b\|_2 \leq 1 \end{array}$$

convex, but evaluating the constraint can be hard (for general  $C$ )

**finite set**  $C = \{x_1, \dots, x_m\}$ :

$$\begin{array}{ll} \text{minimize (over } A, b) & \log \det A^{-1} \\ \text{subject to} & \|Ax_i + b\|_2 \leq 1, \quad i = 1, \dots, m \end{array}$$

also gives Löwner-John ellipsoid for polyhedron  $\mathbf{Co}\{x_1, \dots, x_m\}$

# Maximum volume inscribed ellipsoid

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maximum volume ellipsoid  $\mathcal{E}$  inside a convex set  $C \subseteq \mathbf{R}^n$

- parametrize  $\mathcal{E}$  as  $\mathcal{E} = \{Bu + d \mid \|u\|_2 \leq 1\}$ ; w.l.o.g. assume  $B \in \mathbf{S}_{++}^n$
- $\text{vol } \mathcal{E}$  is proportional to  $\det B$ ; can compute  $\mathcal{E}$  by solving

$$\begin{aligned} & \text{maximize} && \log \det B \\ & \text{subject to} && \sup_{\|u\|_2 \leq 1} I_C(Bu + d) \leq 0 \end{aligned}$$

(where  $I_C(x) = 0$  for  $x \in C$  and  $I_C(x) = \infty$  for  $x \notin C$ )

convex, but evaluating the constraint can be hard (for general  $C$ )

**polyhedron**  $\{x \mid a_i^T x \leq b_i, i = 1, \dots, m\}$ :

$$\begin{aligned} & \text{maximize} && \log \det B \\ & \text{subject to} && \|Ba_i\|_2 + a_i^T d \leq b_i, \quad i = 1, \dots, m \end{aligned}$$

(constraint follows from  $\sup_{\|u\|_2 \leq 1} a_i^T (Bu + d) = \|Ba_i\|_2 + a_i^T d$ )

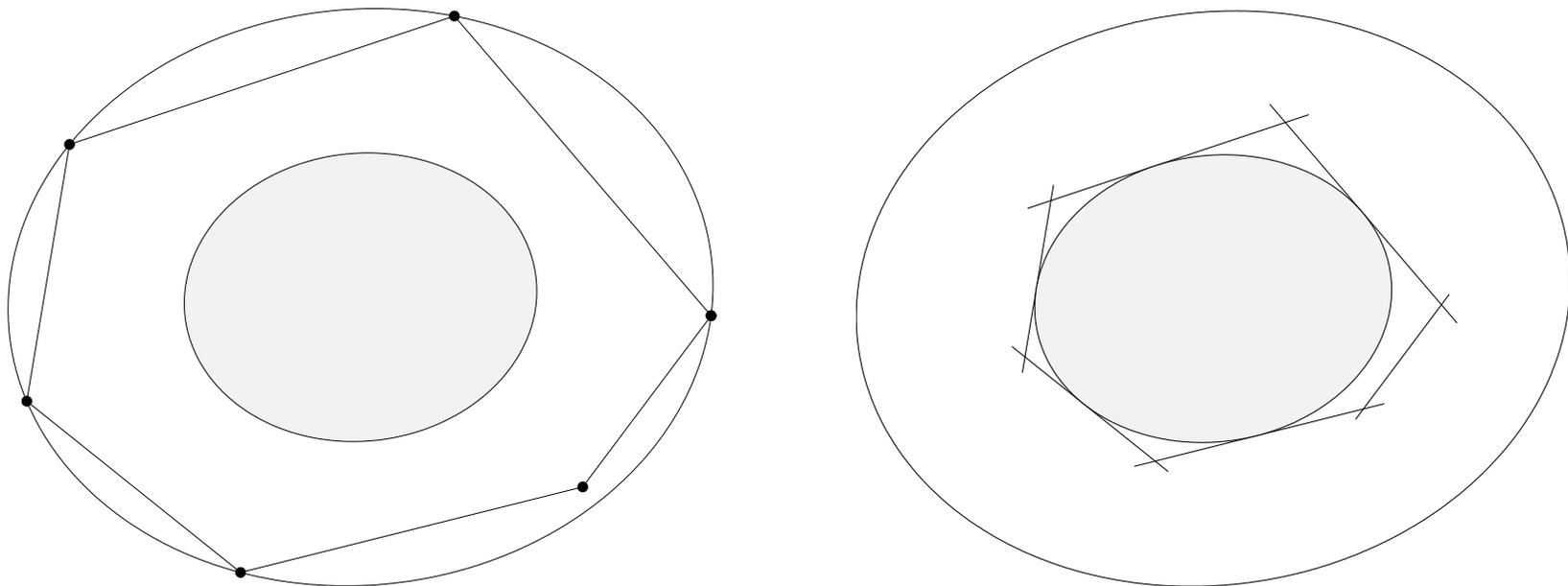
# Efficiency of ellipsoidal approximations

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$C \subseteq \mathbf{R}^n$  convex, bounded, with nonempty interior

- Löwner-John ellipsoid, shrunk by a factor  $n$ , lies inside  $C$
- maximum volume inscribed ellipsoid, expanded by a factor  $n$ , covers  $C$

**example** (for two polyhedra in  $\mathbf{R}^2$ )



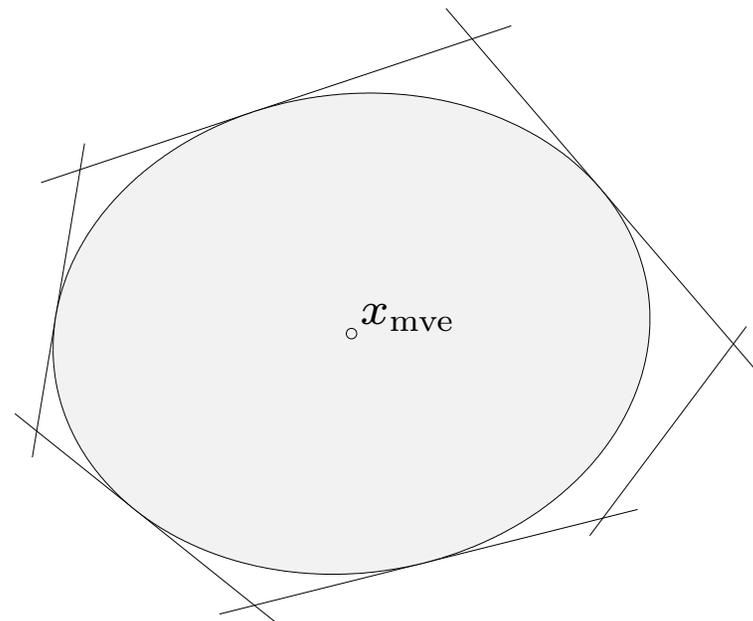
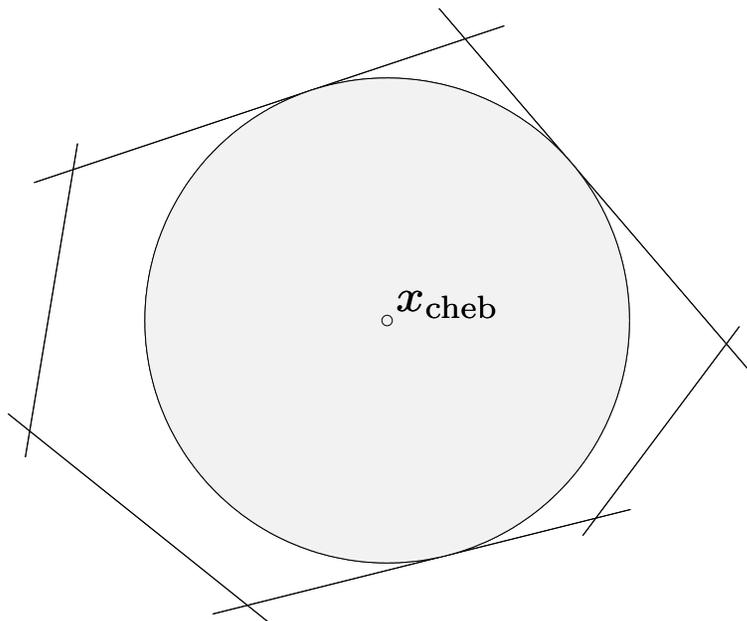
factor  $n$  can be improved to  $\sqrt{n}$  if  $C$  is symmetric

# Centering

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some possible definitions of 'center' of a convex set  $C$ :

- center of largest inscribed ball ('Chebyshev center')  
for polyhedron, can be computed via linear programming (page ??)
- center of maximum volume inscribed ellipsoid (page 19)



MVE center is invariant under affine coordinate transformations

# Analytic center of a set inequalities

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the analytic center of set of convex inequalities and linear equations

$$f_i(x) \leq 0, \quad i = 1, \dots, m, \quad Fx = g$$

is defined as the optimal point of

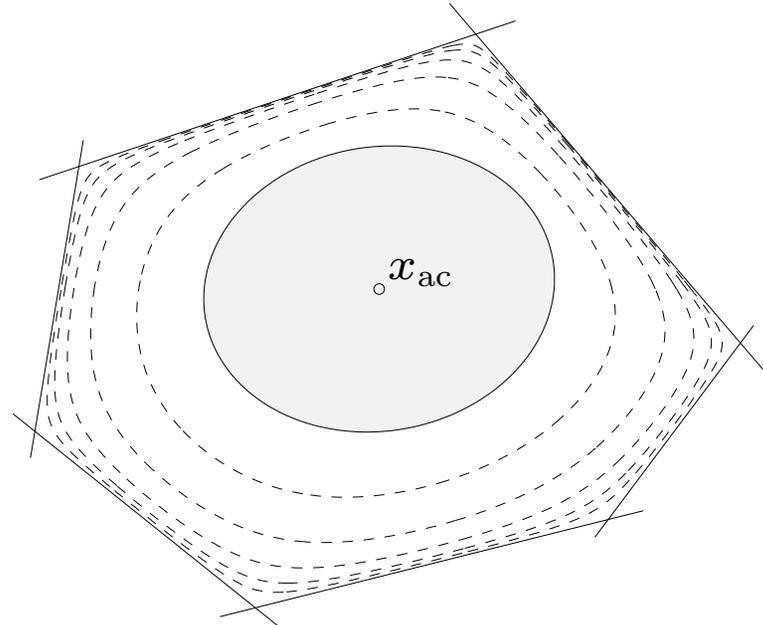
$$\begin{array}{ll} \text{minimize} & -\sum_{i=1}^m \log(-f_i(x)) \\ \text{subject to} & Fx = g \end{array}$$

- more easily computed than MVE or Chebyshev center (see later)
- not just a property of the feasible set: two sets of inequalities can describe the same set, but have different analytic centers

analytic center of linear inequalities  $a_i^T x \leq b_i, i = 1, \dots, m$

$x_{ac}$  is minimizer of

$$\phi(x) = - \sum_{i=1}^m \log(b_i - a_i^T x)$$



inner and outer ellipsoids from analytic center:

$$\mathcal{E}_{\text{inner}} \subseteq \{x \mid a_i^T x \leq b_i, i = 1, \dots, m\} \subseteq \mathcal{E}_{\text{outer}}$$

where

$$\mathcal{E}_{\text{inner}} = \{x \mid (x - x_{ac})^T \nabla^2 \phi(x_{ac})(x - x_{ac}) \leq 1\}$$

$$\mathcal{E}_{\text{outer}} = \{x \mid (x - x_{ac})^T \nabla^2 \phi(x_{ac})(x - x_{ac}) \leq m(m - 1)\}$$

# Placement and facility location

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- $N$  points with coordinates  $x_i \in \mathbf{R}^2$  (or  $\mathbf{R}^3$ )
- some positions  $x_i$  are given; the other  $x_i$ 's are variables
- for each pair of points, a cost function  $f_{ij}(x_i, x_j)$

## placement problem

$$\text{minimize } \sum_{i \neq j} f_{ij}(x_i, x_j)$$

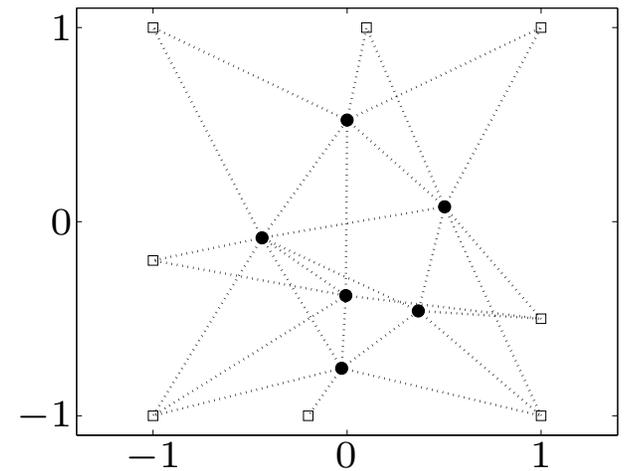
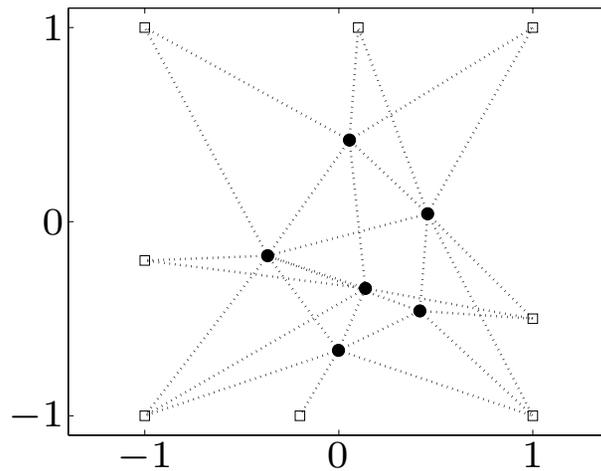
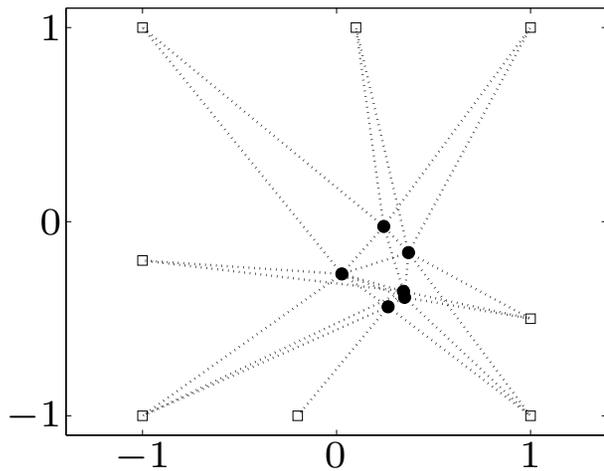
variables are positions of free points

## interpretations

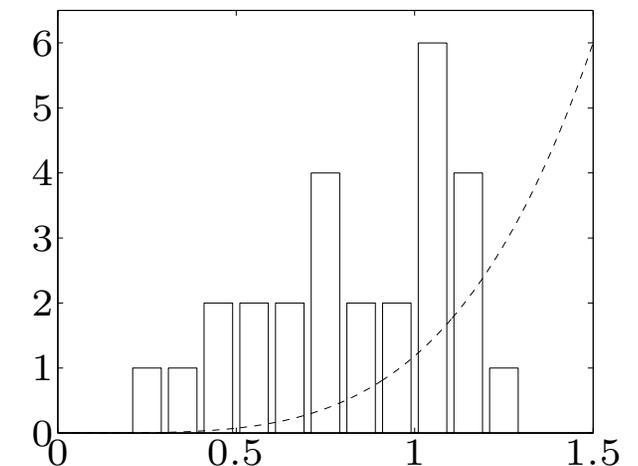
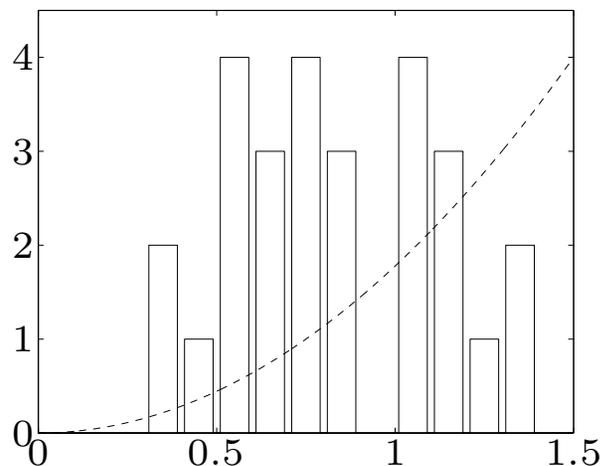
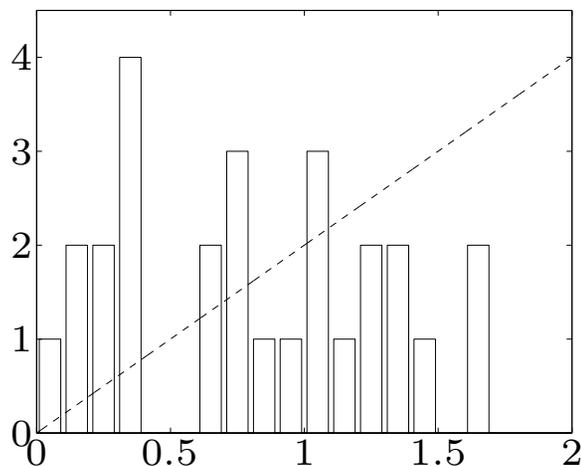
- points represent plants or warehouses;  $f_{ij}$  is transportation cost between facilities  $i$  and  $j$
- points represent cells on an IC;  $f_{ij}$  represents wirelength

**example:** minimize  $\sum_{(i,j) \in \mathcal{A}} h(\|x_i - x_j\|_2)$ , with 6 free points, 27 links

optimal placement for  $h(z) = z$ ,  $h(z) = z^2$ ,  $h(z) = z^4$



histograms of connection lengths  $\|x_i - x_j\|_2$



# Distance matrices

# Distance matrices . . .

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- The problem of reconstructing an  $N$ -point Euclidean metric, given **partial** information on pairwise distances between points  $v_i$ ,  $i = 1, \dots, N$  can also be cast as an SDP, known as and **Euclidean Distance Matrix Completion** problem.

$$\begin{aligned} & \text{find} && D \\ & \text{subject to} && \mathbf{1}v^T + v\mathbf{1}^T - D \succeq 0 \\ & && D_{ij} = \|v_i - v_j\|_2^2, \quad (i, j) \in S \\ & && v \geq 0 \end{aligned}$$

in the variables  $D \in \mathbf{S}_n$  and  $v \in \mathbf{R}^n$ , on a subset  $S \subset [1, N]^2$ .

- We can add further constraints to this problem given additional structural info on the configuration.
- Applications in sensor networks, molecular conformation reconstruction etc. . .

# Distance matrices . . .

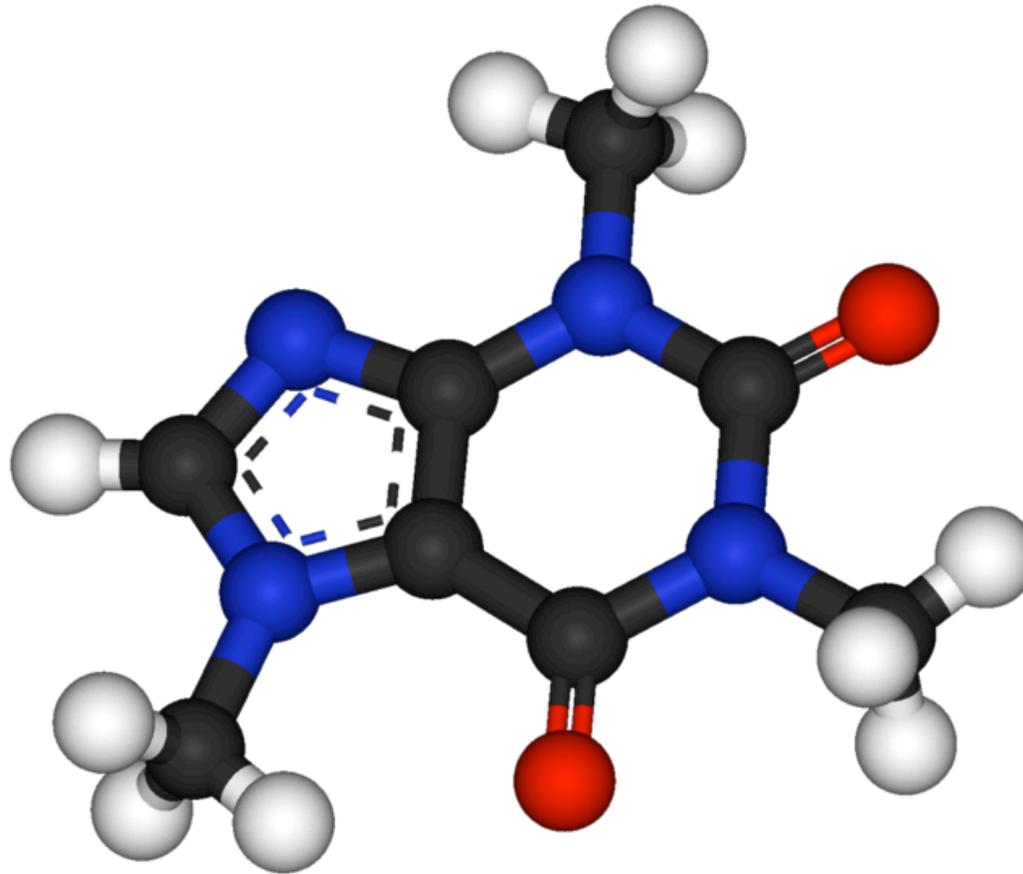
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[Dattorro, 2005] 3D map of the USA reconstructed from pairwise distances on 5000 points. Distances reconstructed from Latitude/Longitude data.

# Distance matrices . . .

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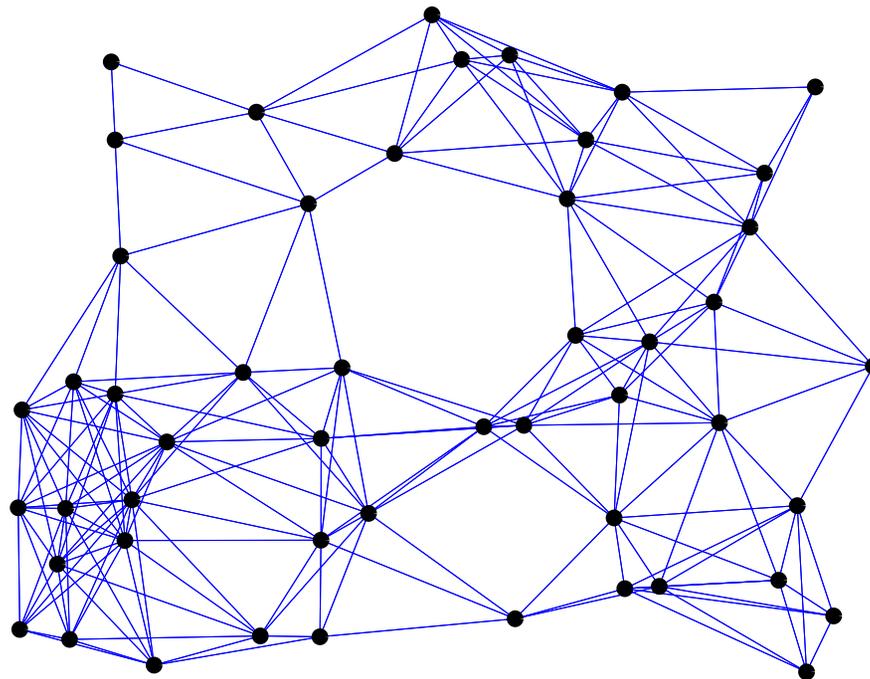
3D **Caffeine**. Reconstruct molecules from MRI data...

# Mixing rates for Markov chains & maximum variance unfolding

# Mixing rates for Markov chains & unfolding

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- Let  $G = (V, E)$  be an **undirected graph** with  $n$  vertices and  $m$  edges.
- We define a **Markov chain** on this graph, and let  $w_{ij} \geq 0$  be the transition rate for edge  $(i, j) \in E$ .



# Mixing rates for Markov chains & unfolding

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- Let  $\pi(t)$  be the state distribution at time  $t$ , its evolution is governed by the heat equation

$$d\pi(t) = -L\pi(t)dt$$

with

$$L_{ij} = \begin{cases} -w_{ij} & \text{if } i \neq j, (i, j) \in V \\ 0 & \text{if } (i, j) \notin V \\ \sum_{(i,k) \in V} w_{ik} & \text{if } i = j \end{cases}$$

the **graph Laplacian** matrix, which means

$$\pi(t) = e^{-Lt}\pi(0).$$

# Mixing rates for Markov chains & unfolding

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[Sun, Boyd, Xiao, and Diaconis, 2006]

- Maximizing the mixing rate of the Markov chain means solving

$$\begin{aligned} & \text{maximize} && t \\ & \text{subject to} && L(w) \succeq t(\mathbf{I} - (1/n)\mathbf{1}\mathbf{1}^T) \\ & && \sum_{(i,j) \in V} d_{ij}^2 w_{ij} \leq 1 \\ & && w \geq 0 \end{aligned}$$

in the variable  $w \in \mathbf{R}^m$ , with (normalization) parameters  $d_{ij}^2 \geq 0$ .

- Since  $L(w)$  is an affine function of the variable  $w \in \mathbf{R}^m$ , this is a **semidefinite program** in  $w \in \mathbf{R}^m$ .

# Mixing rates for Markov chains & unfolding

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[Weinberger and Saul, 2006, Sun et al., 2006]

- The **dual** means solving

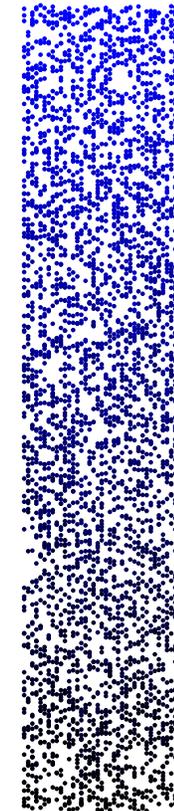
$$\begin{aligned} & \text{maximize} && \mathbf{Tr}(X(\mathbf{I} - (1/n)\mathbf{1}\mathbf{1}^T)) \\ & \text{subject to} && X_{ii} - 2X_{ij} + X_{jj} \leq d_{ij}^2, \quad (i, j) \in V \\ & && X \succeq 0, \end{aligned}$$

in the variable  $X \in \mathbf{S}_n$ .

- This is a **maximum variance unfolding problem**.

# Mixing rates for Markov chains & unfolding

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From [Sun et al., 2006]: we are given pairwise 3D distances for  $k$ -nearest neighbors in the point set on the right. We plot the maximum variance point set satisfying these pairwise distance bounds on the right.



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## References

J. Dattorro. *Convex optimization & Euclidean distance geometry*. Meboo Publishing USA, 2005.

J. Sun, S. Boyd, L. Xiao, and P. Diaconis. The fastest mixing Markov process on a graph and a connection to a maximum variance unfolding problem. *SIAM Review*, 48(4):681–699, 2006.

K.Q. Weinberger and L.K. Saul. Unsupervised Learning of Image Manifolds by Semidefinite Programming. *International Journal of Computer Vision*, 70(1):77–90, 2006.