

Convex Optimization

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1. Introduction

Outline

Mathematical optimization

Convex optimization

Optimization problem

$$\begin{array}{ll} \text{minimize} & f_0(x) \\ \text{subject to} & f_i(x) \leq 0, \quad i = 1, \dots, m \\ & g_i(x) = 0, \quad i = 1, \dots, p \end{array}$$

- ▶ $x \in \mathbf{R}^n$ is (vector) variable to be chosen (n scalar variables x_1, \dots, x_n)
- ▶ f_0 is the **objective function**, to be minimized
- ▶ f_1, \dots, f_m are the **inequality constraint functions**
- ▶ g_1, \dots, g_p are the **equality constraint functions**

- ▶ variations: maximize objective, multiple objectives, ...

Finding good (or best) actions

- ▶ x represents some **action**, *e.g.*,
 - trades in a portfolio
 - airplane control surface deflections
 - schedule or assignment
 - resource allocation
- ▶ constraints limit actions or impose conditions on outcome
- ▶ the smaller the objective $f_0(x)$, the better
 - total cost (or negative profit)
 - deviation from desired or target outcome
 - risk
 - fuel use

Finding good models

- ▶ x represents the **parameters** in a model
- ▶ constraints impose requirements on model parameters (e.g., nonnegativity)
- ▶ objective $f_0(x)$ is sum of two terms:
 - a prediction error (or loss) on some observed data
 - a (regularization) term that penalizes model complexity

Worst-case analysis (pessimization)

- ▶ variables are actions or parameters out of our control (and possibly under the control of an adversary)
- ▶ constraints limit the possible values of the parameters
- ▶ minimizing $-f_0(x)$ finds **worst possible parameter values**

- ▶ if the worst possible value of $f_0(x)$ is tolerable, you're OK
- ▶ it's good to know what the worst possible scenario can be

Optimization-based models

- ▶ model an entity as taking actions that solve an optimization problem
 - an individual makes choices that maximize expected utility
 - an organism acts to maximize its reproductive success
 - reaction rates in a cell maximize growth
 - currents in a circuit minimize total power
- ▶ (except the last) these are **very crude** models
- ▶ and yet, they often work very well

Basic use model for mathematical optimization

- ▶ instead of saying how to choose (action, model) x
- ▶ you articulate what you want (by stating the problem)
- ▶ then let an algorithm decide on (action, model) x

Can you solve it?

- ▶ generally, no
- ▶ but you can try to solve it approximately, and it often doesn't matter

- ▶ the exception: **convex optimization**
 - includes linear programming (LP), quadratic programming (QP), many others
 - we can solve these problems reliably and efficiently
 - come up in many applications across many fields

Nonlinear optimization

traditional techniques for general nonconvex problems involve compromises

local optimization methods (nonlinear programming)

- ▶ find a point that minimizes f_0 among feasible points near it
- ▶ can handle large problems, *e.g.*, neural network training
- ▶ require initial guess, and often, algorithm parameter tuning
- ▶ provide no information about how suboptimal the point found is

global optimization methods

- ▶ find the (global) solution
- ▶ worst-case complexity grows exponentially with problem size
- ▶ often based on solving convex subproblems

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convex optimization problem:

$$\begin{array}{ll} \text{minimize} & f_0(x) \\ \text{subject to} & f_i(x) \leq 0, \quad i = 1, \dots, m \\ & Ax = b \end{array}$$

- ▶ variable $x \in \mathbf{R}^n$
- ▶ equality constraints are linear
- ▶ f_0, \dots, f_m are **convex**: for $\theta \in [0, 1]$,

$$f_i(\theta x + (1 - \theta)y) \leq \theta f_i(x) + (1 - \theta)f_i(y)$$

i.e., f_i have nonnegative (upward) curvature

When is an optimization problem hard to solve?

- ▶ classical view:
 - linear (zero curvature) is easy
 - nonlinear (nonzero curvature) is hard

- ▶ the classical view is **wrong**

- ▶ the correct view:
 - convex (nonnegative curvature) is easy
 - nonconvex (negative curvature) is hard

Solving convex optimization problems

- ▶ many different algorithms (that run on many platforms)
 - interior-point methods for up to 10000s of variables
 - first-order methods for larger problems
 - do not require initial point, babysitting, or tuning
- ▶ can develop and deploy quickly using modeling languages such as CVXPY
- ▶ solvers are reliable, so can be embedded
- ▶ code generation yields real-time solvers that execute in milliseconds (e.g., on Falcon 9 and Heavy for landing)

Modeling languages for convex optimization

- ▶ domain specific languages (DSLs) for convex optimization
 - describe problem in high level language, close to the math
 - can automatically transform problem to standard form, then solve
- ▶ enables rapid prototyping
- ▶ it's now much easier to develop an optimization-based application
- ▶ ideal for teaching and research (can do a lot with short scripts)

- ▶ gets close to the basic idea: **say what you want, not how to get it**

CVXPY example: non-negative least squares

math:

$$\begin{array}{ll} \text{minimize} & \|Ax - b\|_2^2 \\ \text{subject to} & x \geq 0 \end{array}$$

- ▶ variable is x
- ▶ A, b given
- ▶ $x \geq 0$ means $x_1 \geq 0, \dots, x_n \geq 0$

CVXPY code:

```
import cvxpy as cp

A, b = ...

x = cp.Variable(n)
obj = cp.norm2(A @ x - b)**2
constr = [x >= 0]
prob = cp.Problem(cp.Minimize(obj), constr)
prob.solve()
```

Brief history of convex optimization

- ▶ **theory (convex analysis):** 1900–1970
- ▶ **algorithms**
 - 1947: simplex algorithm for linear programming (Dantzig)
 - 1960s: early interior-point methods (Fiacco & McCormick, Dikin, ...)
 - 1970s: ellipsoid method and other subgradient methods
 - 1980s & 90s: interior-point methods (Karmarkar, Nesterov & Nemirovski)
 - since 2000s: many methods for large-scale convex optimization
- ▶ **applications**
 - before 1990: mostly in operations research, a few in engineering
 - since 1990: many applications in engineering (control, signal processing, communications, circuit design, ...)
 - since 2000s: machine learning and statistics, finance

Summary

convex optimization problems

- ▶ are optimization problems of a special form
- ▶ arise in many applications
- ▶ can be solved effectively
- ▶ are easy to specify using DSLs