

The solutions of this homework are entirely my own. I have discussed these problems with several classmates, they are: Shiming Liang, Yifan Xue and Yifei Shao

### 1. Properties of Sets and Functions

Let  $x_1, x_2 \in \mathbb{R}^n$  be in the feasible set  $\mathcal{X}$  of an optimization problem, i.e.

$$x_1, x_2 \in \mathcal{X} = \{x \in \mathbb{R}^n \mid g_i(x) \leq 0, i = 1, \dots, m, h_j(x) = 0, j = 1, \dots, q\}$$

- (1) Can you find simple conditions on functions  $g_i(x)$ ,  $i = 1, \dots, m$ , and  $h_j(x)$ ,  $j = 1, \dots, q$  such that the feasible set  $\mathcal{X}$  is convex. [2 pts]

*Solution:* The condition for the feasible set  $\mathcal{X}$  to be convex is:  $g_i(x)$ ,  $i = 1, \dots, m$ , are all convex and  $h_j(x)$ ,  $j = 1, \dots, q$  are all affine

- (2) let  $z = \theta x_1 + (1 - \theta)x_2$ ,  $\theta \in [0, 1]$  be any point on the line segment between points  $x_1$  and  $x_2$ . Can you find conditions on function  $f(x)$  such that ' $z$  is better than the worst of  $x_1$  and  $x_2$ ', i.e.;

$$f(z) \leq \max\{f(x_1), f(x_2)\}$$

If yes, can it happen that point  $z$  is better than both of them? Try to sketch such a situation. [5 pts]

*Solution:* if  $f$  is quasi-convex, then it satisfies  $f(z) \leq \max\{f(x_1), f(x_2)\}$ . A simple case where point  $z$  is better than both of  $x_1$  and  $x_2$  is when  $f(x_1) = f(x_2)$  as the following figure shows

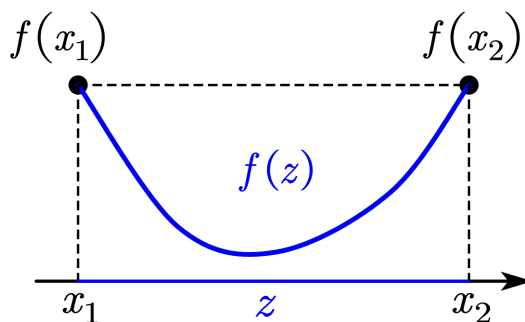


Figure 1: Simple sketch of ' $z$  is better than both of  $x_1$  and  $x_2$ '

- (3) Which property of the feasible set  $\mathcal{X}$  would ensure that point  $y = x_1 + x_2$  is feasible, given  $x_1, x_2 \in \mathcal{X}$ . [3 pts]

*Solution:* if the feasible set  $\mathcal{X}$  is a convex cone, then it would ensure that point  $y = x_1 + x_2$  is feasible, given  $x_1, x_2 \in \mathcal{X}$

## 2. Checking Convexity of Sets

Which of the following sets are convex? Give reasons for your answers.

- (1) A slab, i.e. the set  $\{x \in \mathbb{R} \mid \alpha \leq a^T x \leq \beta\}$  where  $a \in \mathbb{R}^n$  and  $\alpha, \beta \in \mathbb{R}$  [3 pts]

**Solution:** The slab is a convex set, because it is the intersection of two halfspaces. Halfspace is a convex set and intersection is convexity-preserved.

- (2) Let  $s : \mathbb{R}^n \rightarrow \mathbb{R}$  be any function with domain  $\text{dom}(s) \subseteq \mathbb{R}^n$ . Let  $\mathcal{S}$  be any subset of  $\text{dom}(s)$ , though not necessarily a convex one. Is the set  $\mathcal{M}$  defined as:

$$\mathcal{M} := \{x \mid \|x - y\| \leq s(y) \text{ for all } y \in \mathcal{S}\}$$

a convex set? Note that  $\|\cdot\|$  denotes any norm on  $\mathbb{R}^n$  [4 pts]

**Solution:** the set  $\mathcal{M}$  is a convex set. We can show this through convexity-preserved operations, note that:

$$\mathcal{M} := \{x \mid \|x - y\| \leq s(y) \text{ for all } y \in \mathcal{S}\} \Leftrightarrow \mathcal{M} := \bigcap_{y \in \mathcal{S}} \{x \mid \|x - y\| \leq s(y)\}$$

And for a fixed  $y$ , we note that  $\{x \mid \|x - y\| \leq s(y)\}$  is a norm ball and the norm ball is convex for any norm on  $\mathbb{R}^n$ . Therefore, by convexity-preserved property of intersection operation, the set  $\mathcal{M}$  is convex.

- (3) Consider  $s$  and  $\mathcal{S}$  as above, again  $\|\cdot\|$  denotes any norm on  $\mathbb{R}^n$ . We consider the set  $\tilde{\mathcal{M}}$  defined as:

$$\tilde{\mathcal{M}} := \{x \mid \exists y \in \mathcal{S} \text{ s.t. } \|x - y\| \leq s(y)\}$$

Is  $\tilde{\mathcal{M}}$  a convex set, assuming that  $s$  is a convex function? [4 pts]

**Solution:** the set  $\tilde{\mathcal{M}}$  is generally not a convex set, even assuming that  $s$  is a convex function, we can consider it from the aspect of convexity-preserved operations, note that:

$$\tilde{\mathcal{M}} := \{x \mid \exists y \in \mathcal{S} \text{ s.t. } \|x - y\| \leq s(y)\} \Leftrightarrow \tilde{\mathcal{M}} = \bigcup_{y \in \mathcal{S}} \{x \mid \|x - y\| \leq s(y)\}$$

Although for fixed  $y$ ,  $\{x \mid \|x - y\| \leq s(y)\}$  is a norm ball and the norm ball is convex for any norm on  $\mathbb{R}^n$ , the union of convex sets is not necessarily convex. In fact, we can quickly construct a non-convex example of this. Assume  $s(y) = 1$  and  $\text{dom}(s) = \mathbb{R}^2$ . Take  $\mathcal{S} = \left\{ \begin{bmatrix} 1 & 0 \end{bmatrix}^T, \begin{bmatrix} -1 & 0 \end{bmatrix}^T \right\}$  which is a subset of  $\text{dom}(s)$ . Then the sketch of set  $\tilde{\mathcal{M}}$  can be shown as the dumbbell-shape grey region below:

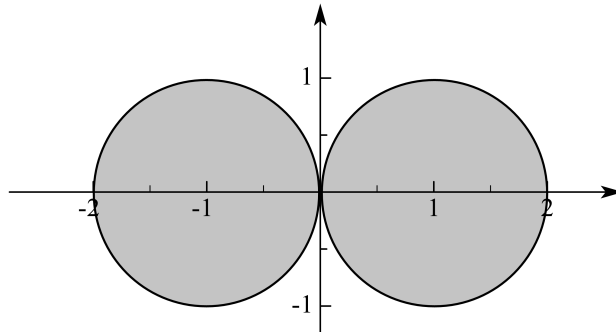


Figure 2: Simple illustration of a certain kind of  $\tilde{\mathcal{M}}$ : nonconvex

And this set is obviously non-convex, so  $\tilde{\mathcal{M}}$  in general is not convex.

- (4) The set of points closer to a given point  $x_0$  than to given set  $\mathcal{Q} \subseteq \mathbb{R}^n$ , i.e.

$$\{x \mid \|x - x_0\|_2 \leq \|x - y\|_2 \text{ for all } y \in \mathcal{Q}\}$$

where  $\|\cdot\|_2$  denotes the standard 2-norm (also called Euclidean norm) [4 pts]

Solution: This set is convex and we can consider it from the aspect of convexity-preserved operations. Note that:

$$\{x \mid \|x - x_0\|_2 \leq \|x - y\|_2 \text{ for all } y \in \mathcal{Q}\} \Leftrightarrow \bigcap_{y \in \mathcal{Q}} \{x \mid \|x - x_0\|_2 \leq \|x - y\|_2\}$$

For a single  $y$ , the set  $\{x \mid \|x - x_0\|_2 \leq \|x - y\|_2\}$  is a halfspace and hence is a convex set, which can be proved as below:

$$\begin{aligned} \|x - x_0\|_2 \leq \|x - y\|_2 &\Leftrightarrow (x - x_0)^T (x - x_0) \leq (x - y)^T (x - y) \\ &\Leftrightarrow 2(y - x_0)^T x \leq y^T y - x_0^T x_0 \\ &\Leftrightarrow a^T x \leq b, \quad \text{where } a = 2(y - x_0)^T, b = y^T y - x_0^T x_0 \end{aligned}$$

Therefore, by convexity-preserved property of intersection operation, the set is convex.

### 3. 1-Norm, $\infty$ -Norm

Instead of the standard 2-norm, the 1-norm or the  $\infty$ -norm are sometimes used in the MPC cost function. In this exercise you should show that both a minimization problem with a 1-norm objective and an  $\infty$ -norm objective

$$\min_x \|Ax\|_p, \quad p \in \{1, \infty\}$$

can be recast as a linear program (LP)

$$\begin{aligned} \min_y \quad & b^T y \\ \text{s.t.} \quad & Fy \leq g \end{aligned}$$

with vectors  $b, g$  and matrix  $F$  defined appropriately. [10 pts]

**Solution:**

1-norm case:

recall the definition of 1-norm, we can rewrite 1-norm minimization as the following form:

$$\min_{x \in \mathbb{R}^n} \|Ax\|_1 \Leftrightarrow \min_{x \in \mathbb{R}^n} \sum_{i=1}^N |(Ax)_i| \Leftrightarrow \min_{x \in \mathbb{R}^n} \sum_{i=1}^N \max\{(Ax)_i, -(Ax)_i\}$$

where  $(Ax)_i$  represents the  $i$ -th component of vector  $Ax$ . Using the formulation of piece-wise affine minimization, by introducing the additional variable  $t \in \mathbb{R}^N$ , we can write down the equivalent optimization problem as below:

$$\begin{aligned} \min_{x \in \mathbb{R}^n} \sum_{i=1}^N \max\{(Ax)_i, -(Ax)_i\} &\Leftrightarrow \min_{x \in \mathbb{R}^n, t_i \in \mathbb{R}} \sum_{i=1}^N t_i &\Leftrightarrow \min_{x \in \mathbb{R}^n, t \in \mathbb{R}^N} \mathbf{1}_N^T t \\ \text{s.t.} \quad (Ax)_i &\leq t_i &\Leftrightarrow \text{s.t.} \quad Ax \leq t \\ &-(Ax)_i \leq t_i &\quad -Ax \leq t \end{aligned}$$

Where  $\mathbf{1}_N$  is the  $N$  dimensional all-1 column vector. Further, we stack  $x$  and  $t$  up, denoting as  $y = [x^T \quad t^T]^T \in \mathbb{R}^{n+N}$ , to get the unified augmented form of the problem:

$$\begin{aligned} \min_{y \in \mathbb{R}^{n+N}} \quad & b^T y \\ \text{s.t.} \quad & Fy \leq g \end{aligned}$$

And it is easy to get that:

$$b = \begin{bmatrix} \mathbf{0}_n \\ \mathbf{1}_N \end{bmatrix}, \quad g = \mathbf{0}_{2N}, \quad F = \begin{bmatrix} A & -I_N \\ -A & -I_N \end{bmatrix}$$

where  $I_N$  denotes that  $N \times N$  identity matrix, and  $\mathbf{0}_n, \mathbf{1}_N, \mathbf{0}_{2N}$  denotes the all 0 (or 1) column vector with dimension shown in the corresponding subscript.

$\infty$ -norm case:

recall the definition of  $\infty$ -norm, we can rewrite  $\infty$ -norm minimization as the following form:

$$\min_{x \in \mathbb{R}^n} \|Ax\|_\infty \Leftrightarrow \min_{x \in \mathbb{R}^n} \max\{(Ax)_1, -(Ax)_1, \dots, (Ax)_N, -(Ax)_N\}$$

where  $(Ax)_i$  represents the  $i$ -th component of vector  $Ax$ . Using the technique of piece-wise affine minimization, by introducing the additional variable  $t \in \mathbb{R}$ , we can write down the equivalent optimization problem as below:

$$\begin{aligned} \min_{x \in \mathbb{R}^n} \max\{(Ax)_1, -(Ax)_1, \dots, (Ax)_N, -(Ax)_N\} &\Leftrightarrow \min_{x \in \mathbb{R}^n, t \in \mathbb{R}} t &\Leftrightarrow \min_{x \in \mathbb{R}^n, t \in \mathbb{R}} t \\ \text{s.t.} \quad (Ax)_i &\leq t &\Leftrightarrow \text{s.t.} \quad Ax \leq \mathbf{1}_N t \\ &-(Ax)_i \leq t &\quad -Ax \leq \mathbf{1}_N t \end{aligned}$$

Where  $\mathbf{1}_N$  is the  $N$  dimensional all-1 column vector. Further, we stack  $x$  and  $t$  up, denoting as  $y = [x^T \ t]^T \in \mathbb{R}^{n+1}$ , to get the unified augmented form of the problem:

$$\begin{aligned} \min_{y \in \mathbb{R}^{n+1}} \quad & b^T y \\ \text{s.t.} \quad & Fy \leq g \end{aligned}$$

And it is easy to get that:

$$b = \begin{bmatrix} \mathbf{0}_n \\ 1 \end{bmatrix}, \quad g = \mathbf{0}_{2N}, \quad F = \begin{bmatrix} A & -\mathbf{1}_N \\ -A & -\mathbf{1}_N \end{bmatrix}$$

where  $\mathbf{0}_n, \mathbf{1}_N, \mathbf{0}_{2N}$  denotes the all 0 (or 1) column vector with dimension shown in the corresponding subscript.

#### 4. Linear Regression with 1- and $\infty$ -Norms

We now use the ideas from Exercise 3 to solve a linear regression problem: Use the command `linprog` from MATLAB to solve the LP's stemming from a reformulation of the linear regression problems

$$\min_x \|Ax - b\|_p, \quad p \in \{1, \infty\}$$

where  $A$  is a random matrix and  $b$  is a random vector, e.g. created in MATLAB with the commands `A=rand(10,5)` and `b=rand(10,1)`. [10 pts]

**Solution:** The formulation of the problem can refer to Exercise 3, the only difference is for more general affine objective,  $g$  should be modified as  $g = [b^T \quad -b^T]^T$  where  $b$  here is the affine term in  $\|Ax - b\|$

We verify some numerical examples in MATLAB and the code is shown below, we also use `YALMIP` to directly solve the problem and check the correctness of our method. In the numerical example, we take  $A$  be a random  $5 \times 3$  matrix and  $b \in \mathbb{R}^5$  be a random vector. The following is a result for a certain case (set the random seed to be 0 to reproduce the same result) in this case:

$$A = \begin{bmatrix} 0.8147 & 0.0975 & 0.1576 \\ 0.9058 & 0.2785 & 0.9705 \\ 0.1270 & 0.5469 & 0.9572 \\ 0.9134 & 0.9575 & 0.4854 \\ 0.6324 & 0.9649 & 0.8003 \end{bmatrix}, b = \begin{bmatrix} 0.1419 \\ 0.4218 \\ 0.9157 \\ 0.7922 \\ 0.9595 \end{bmatrix}$$

And we have the minimum and minimizer as the following:

$$x_1^* = \begin{bmatrix} -0.1692 \\ 0.8057 \\ 0.3613 \end{bmatrix}, J_1^* = 0.2950$$

$$x_\infty^* = \begin{bmatrix} -0.1165 \\ 0.8325 \\ 0.3998 \end{bmatrix}, J_\infty^* = 0.0926$$

```

1 %% This is the Matlab Script for ESE 619 HW2 Ex4
2 clear all
3 clc
4 % randomly generated matrices
5 % use this random seed if you want to reproduce my result
6 rng(0)
7 A = rand(5,3);
8 b = rand(5,1);
9 [N,n] = size(A);
10
11 %% 1-norm minimization
12 % The formulation refers to Ex3
13 % optimization variable is to stack x and t up, denote as y
14 F = [A, -eye(N); -A, -eye(N)];
15 g = [b; -b];
16 c = [zeros(n,1); ones(N,1)];
17 y = linprog(c,F,g);
18 x = y(1:n);
19 t = y(n+1:N+n);
20
21 % use yalmip to verify the solution
22 x_sym = sdpvar(n,1);
23 Objective_1norm = pnorm(A*x_sym-b,1);
24 Cons = [];
25 optimize(Cons, Objective_1norm);
26 solution = value(x_sym);
27 Flag = (norm(solution-x)<1e-10)

```

```

28
29 %% infinity-norm minimization
30 % The formulation refers to Ex3
31 % optimization variable is to stack x and t up, denote as y
32 F_inf = [A, -ones(N,1); -A, -ones(N,1)];
33 g_inf = [b; -b];
34 c_inf = [zeros(n,1); 1];
35 y_inf = linprog(c_inf, F_inf, g_inf);
36 x_inf = y_inf(1:n);
37 t_inf = y_inf(n+1);
38
39 % use yalmip to verify the solution
40 x_sym_inf = sdpvar(n,1);
41 Objective_inf = pnorm(A*x_sym_inf-b,inf);
42 Cons = [];
43 optimize(Cons, Objective_inf);
44 solution_inf = value(x_sym_inf);
45 Flag_inf = (norm(solution_inf - x_inf)<1e-10)

```

5. **Quadratic Program** Consider the optimization problem:

$$\begin{aligned} \min \quad & \frac{1}{2} (x_1^2 + x_2^2 + 0.1x_3^2) + 0.55x_3 \\ \text{subject to} \quad & x_1 + x_2 + x_3 = 1 \\ & x_1 \geq 0 \\ & x_2 \geq 0 \\ & x_3 \geq 0 \end{aligned}$$

1 Show that  $x^* = (0.5, 0.5, 0)$  is a local minimum. [5 pts]

Solution:

Solve the Hessian of the function at  $x^*$ :

$$\nabla^2 f(x^*) = \begin{bmatrix} \frac{\partial^2 f}{\partial x_1^2} & \frac{\partial^2 f}{\partial x_1 \partial x_2} & \frac{\partial^2 f}{\partial x_1 \partial x_3} \\ \frac{\partial^2 f}{\partial x_2 \partial x_1} & \frac{\partial^2 f}{\partial x_2^2} & \frac{\partial^2 f}{\partial x_2 \partial x_3} \\ \frac{\partial^2 f}{\partial x_3 \partial x_1} & \frac{\partial^2 f}{\partial x_3 \partial x_2} & \frac{\partial^2 f}{\partial x_3^2} \end{bmatrix}_{x=x^*} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 0.1 \end{bmatrix} \succ 0$$

According to the Hessian, we can see that the function is a convex function, obviously the feasible region is a convex region. Therefore, this optimization problem is convex.

Then, solve the gradient of the function:

$$\nabla f = \begin{bmatrix} \frac{\partial f}{\partial x_1} \\ \frac{\partial f}{\partial x_2} \\ \frac{\partial f}{\partial x_3} \end{bmatrix} = \begin{bmatrix} x_1 \\ x_2 \\ 0.1x_3 + 0.55 \end{bmatrix}$$

Consider any feasible  $y$  in the feasible region defined by the domain and constraints, we check:

$$\nabla f^T(x^*)(y - x^*) = \begin{bmatrix} 0.5 & 0.5 & 0.55 \end{bmatrix} \begin{bmatrix} y_1 - 0.5 \\ y_2 - 0.5 \\ y_3 - 0 \end{bmatrix} = 0.5(y_1 + y_2) - 0.5 + 0.55y_3 = 0.05y_3 \geq 0$$

According to the first order optimality condition, point  $x^*$  is local minimum

2 Is  $x^*$  also a global minimum? Explain why, or why not. [5 pts]

Solution: For convex optimization problem, local minimum is global minimum.