

Convex Optimization

Matlab Assignment

Feb. 28, 2018

Note: Use SeDuMi (solver) and Yalmip (solver interface) to solve the following optimization problems. Please read the usage of following commands in Yalmip: 'sdpvar', 'sdpsettings', 'optimize' etc. (<https://yalmip.github.io/tutorial/basics/>).

Q1: Solve the following linear feasibility problem:

$$p^* = f_0(x_1^*, x_2^*) = \min_{x_1, x_2} 0$$

$$\text{s.t. } x_1 \geq 0, \quad x_2 \geq 0, \quad x_1 + x_2 \geq 1, \quad x_1 + x_2 \leq 2, \quad x_1 + 2x_2 \geq 2$$

(a) locate the feasible point (x_1^*, x_2^*) in the polyhedron defined by the constraints.

Q2: Solve the following linear optimization problem:

$$p^* = f_0(x_1^*, x_2^*) = \min_{x_1, x_2} 2x_1 + 3x_2$$

$$\text{s.t. } x_1 \geq 0, \quad x_2 \geq 0, \quad x_1 + x_2 \geq 1, \quad x_1 + x_2 \leq 2, \quad x_1 + 2x_2 \geq 2$$

(a) locate the optimal point (x_1^*, x_2^*) in the polyhedron defined by the constraints.

Q3: Solve the following linear optimization problem:

$$p^* = f_0(x_1^*, x_2^*) = \min_{x_1, x_2} 2x_1 + 3x_2$$

$$\text{s.t. } x_1 \geq 0, \quad x_2 \geq 0, \quad x_1 + x_2 \geq 1, \quad x_1 + x_2 \leq 2, \quad x_1 + 2x_2 \geq 2, \quad -x_1 + x_2 \leq 1$$

- (a) locate the optimal point (x_1^*, x_2^*) in the polyhedron defined by the constraints and,
 (b) compare the optimal value $p^* = f_0(x_1^*, x_2^*)$ to the optimal value obtained in **Q2**.

Q4: Consider the following semidefinite program:

$$p^* = f_0(Q^*) = \min_Q \text{Trace}(Q)$$

$$\text{s.t. } Q \succeq 0, \quad x_1^T Q x_1 \geq \gamma_1, \quad x_2^T Q x_2 \geq \gamma_2, \quad x_3^T Q x_3 \leq \gamma_3,$$

where $x_1, x_2, x_3 \in \mathbb{R}^{n \times 1}$ are known vectors which can be generated randomly (e.g. using 'randn' function in Matlab); $\gamma_1 = 3, \gamma_2 = 2, \gamma_3 = 1$; $Q \in \mathbb{S}_+^n$ is unknown. Find:

- (a) the optimal point Q^* and optimal value $p^* = f_0(Q^*)$ of the above semidefinite program and,
 (b) using eigen vector decomposition (EVD), verify if the optimal point Q^* is a positive semidefinite matrix.