

CVX tutorial session

TA: Mykola Servetnyk

Instructor: Professor Carrson C. Fung

Optimization Theory and Applications

National Chiao Tung University

11 April, 2019

What is CVX?

- Website: <http://cvxr.com/cvx>
- CVX is a modeling system for disciplined convex programming (DCP)
 - <http://cvxr.com/cvx/doc/dcp.html>
- DCPs are convex optimization problems that are described using a limited set of construction rules, which enables them to be analyzed and solved efficiently
- CVX is implemented in Matlab
- CVX relies on external solvers to solve problems
 - Mosek, Gurobi, SDPT3, SeDuMi
- If CVX accepts your problem, you can be sure it is convex
 - Reverse is not always true: Problems that violate the ruleset are rejected, even when the problem is convex

CVX Basics: structure of convex problems

Mathematically

$$\begin{array}{ll}\min & f_0(x), i = 1, \dots, m \\ \text{s.t.} & f_i(x) \leq 0, i = 1, \dots, p \\ & h_i(x) = 0\end{array}$$

In CVX

```
cvx_begin
    variables x(n)
    minimize(f0(x))
    subject to
        f(x) <= 0
        A * x - b == 0
cvx_end
```

Upon exit, CVX sets the variables

- `x`-solution variable x^*
- `cvx_optval` - solution variable x^*
- `cvx_status` - solver status (Solved, Unbounded, Infeasible,...)
- ...

Examples - Basic

Optimization problem

$$\begin{array}{ll}\min & x + y \\ \text{s.t.} & x \geq 1 \\ & y = 2\end{array}$$

In CVX

```
cvx_begin
    variables x(1) y(1)
    minimize (x+y)
    subject to
        x >= 1
        y == 2
cvx_end
```

Examples - Basic

CVX returns a solution and status

```
>> x
    1
>> y
    2
>> cvx_optval
    3
>> cvx_status
Solved
```

Examples - LP

Optimization problem

$$\begin{aligned} \max \quad & \mathbf{c}^T \mathbf{x} \\ \text{s.t.} \quad & \mathbf{Ax} = \mathbf{b} \\ & \mathbf{x} \succeq \mathbf{0} \end{aligned}$$

In CVX

```
cvx_begin
    variable x(n)
    maximize (c' * x)
    subject to
        A * x == b
        x >= 0
cvx_end
```

Optimization problem

$$\begin{aligned} \min \quad & \|\mathbf{X} - \mathbf{A}\|_2^2 \\ \text{s.t.} \quad & \mathbf{X} \succeq \mathbf{0} \end{aligned}$$

In CVX

```
cvx_begin
    variable X(n,n) semidefinite
    minimize square_pos(norm(A - X))
    subject to
        X == semidefinite(n)
cvx_end
```


Examples - Assignments

Optimization problem

$$\min \sum_i \|\mathbf{x} - \mathbf{a}_i\|_2$$

In CVX

```
cvx_begin
    variable x(n,1)
    OBJ = cvx(0);
    for i = 1:n
        OBJ = OBJ + norm(x-A(:,i));
    end
    minimize norm(OBJ)
cvx_end
```

CVX - Variables

The currently supported structure keywords are

- `banded(lb,ub)`
- `diagonal`
- `hankel`
- `hermitian`
- `skew_symmetric`
- `symmetric`
- `toeplitz`
- `tridiagonal`
- `lower_bidiagonal`
- `lower_hessenberg`
- `lower_triangular`
- `upper_bidiagonal`
- `upper_hankel`
- `upper_hessenberg`
- `upper_triangular`

Supported properties

- `complex`
- `nonnegative`
- `semidefinite`
- `integer`
- `binary`

Some functions

function	meaning	attributes
<code>norm(x, p)</code>	$\ x\ _p$	cvx
<code>square(x)</code>	x^2	cvx
<code>square_pos(x)</code>	$(x_+)^2$	cvx, nondecr
<code>pos(x)</code>	x_+	cvx, nondecr
<code>sum_largest(x,k)</code>	$x_{[1]} + \cdots + x_{[k]}$	cvx, nondecr
<code>sqrt(x)</code>	$\sqrt{x} \quad (x \geq 0)$	ccv, nondecr
<code>inv_pos(x)</code>	$1/x \quad (x > 0)$	cvx, nonincr
<code>max(x)</code>	$\max\{x_1, \dots, x_n\}$	cvx, nondecr
<code>quad_over_lin(x,y)</code>	$x^2/y \quad (y > 0)$	cvx, nonincr in y
<code>lambda_max(X)</code>	$\lambda_{\max}(X) \quad (X = X^T)$	cvx
<code>huber(x)</code>	$\begin{cases} x^2, & x \leq 1 \\ 2 x - 1, & x > 1 \end{cases}$	cvx

It is possible to form composite functions

- a convex function of an affine function is convex
- the negative of a convex function is concave
- a convex, nondecreasing function of a convex function is convex
- a concave, nondecreasing function of a concave function is concave

- **Objective** can be

- `minimize(convex expression)`
- `minimize(convex expression)`
- omitted (feasibility problem)

- **Constraint** can be

- `convex expression <= concave expression`
- `concave expression <= convex expression`
- `affine expression == affine expression`
- omitted (unconstrained problem)

- watch out for `=` (assignment) versus `==` (equality constraint)
- $X \geq 0$, with matrix X is an elementwise inequality
- writing `subject to` is unnecessary (but can look nicer)
- many problems traditionally stated using convex quadratic forms can be posed as norm problems
 $x'Px \leq 1$ can be replaced with `norm(chol(P)*x) <= 1`

- CVX user's guide: <http://web.cvxr.com/cvx/beta/doc/CVX.pdf>

- Some problems do not appear to be convex
- Even if it is known that problem is convex, it might require some reformulations to program it to cvx (or make it run much faster)
- It may help you to understand how cvx works and do your own problem reformulations.

Example: Chebyshev (ℓ_∞) norm

$$\text{minimize } f(Ax - b) \triangleq \|Ax - b\|_\infty = \max_{1 \leq k \leq m} |a_k^T x - b|$$

This can be expressed as a linear program:

$$\begin{array}{ll} \text{minimize} & q \\ \text{subject to} & -q\mathbf{1} \leq Ax - b \leq +q\mathbf{1} \end{array} \quad \Rightarrow \quad \begin{array}{ll} \text{minimize} & \begin{bmatrix} \mathbf{0} & 1 \end{bmatrix} \begin{bmatrix} x \\ q \end{bmatrix} \\ \text{subject to} & \begin{bmatrix} A & -\mathbf{1} \\ -A & -\mathbf{1} \end{bmatrix} \begin{bmatrix} x \\ q \end{bmatrix} \leq \begin{bmatrix} b \\ -b \end{bmatrix} \end{array}$$

Example: Manhattan (ℓ_1) norm

$$\text{minimize} \quad f(Ax - b) \triangleq \|Ax - b\|_1 = \sum_{k=1}^m |a_k^T x - b|$$

LP formulation:

$$\begin{array}{ll} \text{minimize} & \mathbf{1}^T w \\ \text{subject to} & -w \leq Ax - b \leq w \end{array} \quad \Rightarrow \quad \begin{array}{ll} \text{minimize} & \begin{bmatrix} \mathbf{0} & \mathbf{1} \end{bmatrix}^T \begin{bmatrix} x \\ w \end{bmatrix} \\ \text{subject to} & \begin{bmatrix} A & -I \\ -A & -I \end{bmatrix} \begin{bmatrix} x \\ w \end{bmatrix} \leq \begin{bmatrix} b \\ -b \end{bmatrix} \end{array}$$

Example: Largest-L norm

Let $|w|_{[k]}$ represent the k -th largest element (in magnitude) of $w \in \mathbf{R}^m$:

$$|w|_{[1]} \geq |w|_{[2]} \geq \cdots \geq |w|_{[m]}$$

Then define the *largest-L norm* as

$$\|w\|_{[L]} \triangleq |w|_{[1]} + |w|_{[2]} + \cdots + |w|_{[L]} \triangleq \sum_{k=1}^L \sigma_k(\mathbf{diag}(w))$$

for any integer $1 \leq L \leq m$. Special cases include

$$\|w\|_{[1]} \equiv \|w\|_{\infty}, \quad \|w\|_{[m]} \triangleq \|w\|_1$$

but novel results are produced for all $1 < L < m$

Example: Constrained ℓ_2 norm

Add some constraints:

$$\begin{array}{ll}\text{minimize} & \|Ax - b\|_2 \\ \text{subject to} & Cx = d \\ & \ell \leq x \leq u\end{array}$$

This is not a least-squares problem—but it is an SOCP, and SeDuMi can handle it, once it is converted to standard form:

$$\begin{array}{ll}\text{minimize} & z \\ \text{subject to} & Ax - b = y \\ & Cx = d \\ & x - s_\ell = \ell \\ & x + s_u = u \\ & s_\ell, s_u \geq 0 \\ & \|y\|_2 \leq z\end{array} \quad \Rightarrow \quad \begin{array}{ll}\text{minimize} & \begin{bmatrix} 0 & 0 & 0 & 0 & 1 \end{bmatrix}^T \bar{x} \\ \text{subject to} & \begin{bmatrix} A & & & -I \\ C & & & \\ I & -I & & \\ I & & I & \end{bmatrix} \bar{x} = \begin{bmatrix} b \\ d \\ \ell \\ u \end{bmatrix} \\ & \bar{x} \in \mathbf{R}^n \times \mathbf{R}_+^n \times \mathbf{R}_+^n \times \mathbf{Q}^m\end{array}$$

$s_\ell, s_u \in \mathbf{R}_+^n$ are *slack variables*, which are used quite often to convert inequalities to equations

Good Luck!