Technical University of Crete School of Electrical and Computer Engineering

Course: Convex Optimization Instructor: Athanasios P. Liavas Exercise 2 (110/500)

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In this exercise, we will solve simple unconstrained convex optimization problems.

A. We consider a simple quadratic optimization problem.

(a) (10) Let $f: \mathbb{R}^n \to \mathbb{R}$. For fixed $\mathbf{x} \in \mathbb{R}^n$ and m > 0, let $g_{\mathbf{x}}: \mathbb{R}^n \to \mathbb{R}$ be defined as

$$g_{\mathbf{x}}(\mathbf{y}) := f(\mathbf{x}) + \nabla f(\mathbf{x})^{T} (\mathbf{y} - \mathbf{x}) + \frac{m}{2} \|\mathbf{y} - \mathbf{x}\|_{2}^{2}.$$
(1)

- i. (5) Compute $\nabla g_{\mathbf{x}}(\mathbf{y})$.
- ii. (5) Compute the optimal point, $\mathbf{y}_* = \underset{\mathbf{y}}{\operatorname{argmin}} g_{\mathbf{x}}(\mathbf{y})$, and the optimal value, $g_{\mathbf{x}}(\mathbf{y}_*)$.
- B. We proceed to the solution of convex quadratic problems. Our goal is to study the behavior of the gradient method, with exact and backtracking line search.
 - (a) (40) Consider the problem

$$\underset{\mathbf{x} \in \mathbb{R}^n}{\text{minimize}} f(\mathbf{x}) = \frac{1}{2} \mathbf{x}^T \mathbf{P} \mathbf{x} + \mathbf{q}^T \mathbf{x}, \tag{2}$$

where $\mathbf{P} \in \mathbb{R}^{n \times n}$, $\mathbf{P} = \mathbf{P}^T \succ \mathbf{O}$ and $\mathbf{q} \in \mathbb{R}^n$ (indicative values of n are $n = 2, 50, 10^2, 10^3$.)

i. A random positive definite matrix \mathbf{P} can be constructed in many ways. To fully control the condition number of the matrix, we can act as follows. Every positive definite \mathbf{P} can be expressed as

$$\mathbf{P} = \mathbf{U}\boldsymbol{\Lambda}\mathbf{U}^T \tag{3}$$

with $\mathbf{U}, \mathbf{\Lambda} \in \mathbb{R}^{n \times n}$, $\mathbf{U}\mathbf{U}^T = \mathbf{U}^T\mathbf{U} = \mathbf{I}_n$, and $\mathbf{\Lambda} = \operatorname{diag}(\lambda_1, \dots, \lambda_n)$, with $\lambda_i > 0$, for $i = 1, \dots, n$. The columns of \mathbf{U} are the eigenvectors of \mathbf{P} and the elements of the diagonal of $\mathbf{\Lambda}$ are the eigenvalues of \mathbf{P} .

(a) To create a random orthonormal \mathbf{U} , create a random $(n \times n)$ matrix \mathbf{A} and then calculate its singular value decomposition

$$[\mathtt{U},\mathtt{S},\mathtt{V}]=\mathtt{svd}(\mathtt{A});$$

Compute U * U' and U' * U. What do you observe?

(b) To construct the eigenvalues λ_i , for i = 1, ..., n, select the smallest and largest, λ_{\min} and λ_{\max} , respectively. You can create the other eigenvalues in any way you wish. For example, you can create (n-2) random numbers, uniformly distributed in the interval $[\lambda_{\min}, \lambda_{\max}]$ using the command

$$z = \lambda_{\min} + (\lambda_{\max} - \lambda_{\min}) * rand(n - 2, 1); \tag{4}$$

and the vector of the n eigenvalues as

$$eig_P = [\lambda_{min}; \lambda_{max}; z]; \tag{5}$$

Matrix Λ may be constructed as

$$\Lambda = \text{diag}(\text{eig_P}); \tag{6}$$

The condition number of the problem is $\mathcal{K} := \frac{\lambda_{\text{max}}}{\lambda_{\text{min}}}$.

- ii. (5) Construct random vector \mathbf{q} and random positive definite matrix \mathbf{P} , with condition number \mathcal{K} (indicative values, $\mathcal{K} = 10, 10^2, 10^3$).
- iii. (5) Solve problem (2) using the closed-form solution, and compute the optimal point, \mathbf{x}_* , and the optimal value, $p_* = f(\mathbf{x}_*)$.
- iv. (15) Solve problem (2) using the gradient algorithm (with exact and back-tracking line search). How many iterations are necessary for convergence, if $\mathcal{K} = 1$ and you use the exact line search?
- v. (5) For n = 2, construct a contour plot, with levels the values $f(\mathbf{x}_k)$. Then, on top of this plot, plot the trajectories of $\{\mathbf{x}_k\}$ produced by the two algorithms. (For problems with large condition number, you must observe the "zig-zag" effect.)

¹Matrices that satisfy this property are called **orthonormal**.

- vi. (5) Plot quantity $\log(f(\mathbf{x}_k) p_*)$, produced by the two algorithms, versus k. What is the slope of this plot? What do you observe for different condition numbers?
- vii. (5) Using the convergence analysis results for strongly convex functions, and the values of $f(\mathbf{x}_0)$, p_* and ϵ , compute the minimum number of iterations that guarantees solution within accuracy ϵ , i.e., $f(\mathbf{x}_k) p_* \leq \epsilon$, and compare it with the number of iterations performed by the algorithms. What do you observe?
- C. We proceed to the solution of a convex unconstrained problem.
 - (60) Let $\mathbf{c} \in \mathbb{R}^n$, $\mathbf{b} \in \mathbb{R}^m$, and $\mathbf{A} \in \mathbb{R}^{m \times n}$, with rows \mathbf{a}_i^T , for $i = 1, \dots, m$. Consider the function $f : \mathbb{R}^n \to \mathbb{R}$, defined as

$$f(\mathbf{x}) = \mathbf{c}^T \mathbf{x} - \sum_{i=1}^m \log(b_i - \mathbf{a}_i^T \mathbf{x}) = \mathbf{c}^T \mathbf{x} - \operatorname{sum}(\log(\mathbf{b} - \mathbf{A}\mathbf{x})),$$
 (7)

with $\mathbf{x} \in \mathbb{R}^n$ and m > n (or $m \gg n$) (indicative value pairs (n, m) = (2, 20), (50, 200). If you have patience and enough memory in the computer, you can set (n, m) = (300, 800) or larger values).

Some observations are as follows (see Boyd–Vandenberghe, pages 141, 419–422, 458–459, 472, 492):

• The set $\operatorname{dom} f$ contains only the points $\mathbf{x} \in \mathbb{R}^n$ for which the arguments of the logarithms are positive.

Prove that

- (a) (5) the set $\mathbf{dom} f$ is convex.
- (b) (5) Function f is convex.
- Observe that if $b_i > 0$, for i = 1, ..., m, then $\operatorname{dom} f \neq \emptyset$, because $\mathbf{x} = \mathbf{0}$ is a feasible point (in the experiments, it makes sense to always use this convention).
- Function f may be unbounded from below. In this case, the problem has no solution (no need to do something for it cvx will help you to identify these cases).
- If a solution \mathbf{x}_* exists, then it lies in the interior of $\mathbf{dom} f$, because when we approach the boundary of $\mathbf{dom} f$ the value of the function increases without

bound. This means that a necessary and sufficient condition for \mathbf{x}_* to be an optimal point is $\nabla f(\mathbf{x}_*) = \mathbf{0}$.

Our study will proceed as follows.

- (a) Minimize f using the cvx. If the problem has a solution, then cvx will compute it, otherwise it will display a message saying that the problem has no solution.
- (b) (5) If n = 2, then plot f and its level sets in the neighborhood of the optimum point. You can check whether a point \mathbf{x} belongs to the domain of f by checking the argument of the logarithm at this point. If a point \mathbf{x} belongs to $\mathbf{dom} f$, then you can compute the value of f at this point. Otherwise, you can give an arbitrarily large value to f at this point (for example, $f(\mathbf{x}) = 10^3$).
- (c) (20) Assuming that $\mathbf{x} = \mathbf{0}$ is a feasible point, minimize f using the gradient algorithm with backtracking line search, starting from $\mathbf{x}_0 = \mathbf{0}$. The implementation will have the following main difference from the baseline implementation.
 - In step (k+1), given the vectors \mathbf{x}_k and $\Delta \mathbf{x}_k$, and having set t=1, before starting the backtracking, you should check whether the point $\mathbf{x}_k + t\Delta \mathbf{x}_k$ belongs to $\mathbf{dom} f$ or not. If it does not belong to $\mathbf{dom} f$, then you must put $t := \beta t$ (β is the backtracking parameter) and repeat this process until you find a point that belongs to $\mathbf{dom} f$. When you arrive at a point that belongs to $\mathbf{dom} f$, then you can proceed to the typical backtracking line search.
- (d) (20) Following the analogous procedure, minimize function f using the Newton algorithm.
- (e) (5) Plot, using semilogy, quantities $(f_{\text{gradient}}(\mathbf{x}_k) p_*)$ and $(f_{\text{newton}}(\mathbf{x}_k) p_*)$, as a function of step k. What do you observe for small and large values of the pair (n, m)?

²It may help you in the understanding of the behavior of the method if you print a message every time point $\mathbf{x} + t\Delta\mathbf{x}$ does not belong in $\mathbf{dom} f$. You may observe different behavior far away and close to the solution.