

## Lecture 14: Linear programming and algorithms for compressive sensing.

Recall basis pursuit:

$$\min \|x\|_1 \text{ s.t. } Ax = b$$

but how to deal with this?

linear system, can solve

We will develop a general paradigm for solving this via linear programming.

A linear program is specified by:

1. Variables  $x_1, \dots, x_n \in \mathbb{R}$

2. Linear constraints, i.e.  $i=1, \dots, m$

$$\sum_{j=1}^n a_{ij} x_j \geq b_i \quad \uparrow \quad \# \text{ of constraints}$$

$$\sum_{j=1}^n a_{ij} x_j = b_i \quad n$$

Note: this captures  $\sum_{j=1}^n a_{ij} x_j \leq b_i$  by negating:  
 $\sum_{j=1}^n -a_{ij} x_j \geq -b_i$

technically, you don't even need equality:

$$\sum a_{ij} x_j = b_i \Leftrightarrow \sum a_{ij} x_j \leq b_i \text{ and } \sum a_{ij} x_j \geq -b_i.$$

3. Objective function: again linear.

$$\min \sum_{j=1}^n c_j x_j.$$

Note: also captures max by negating as well.

What is not allowed:  $x_i^2$ ,  $\log x_i$ ,  $e^{x_i}$ , etc.

In general, we write this as

$$\min c^T x \text{ s.t. } Ax \geq b$$

$\underbrace{\text{this means coordinatewise.}}$

Example:

$$\max x_1 + x_2$$

$$\text{s.t. } x_1 \geq 0$$

$$x_2 \geq 0$$

$$2x_1 + x_2 \leq 1$$

$$x_1 + 2x_2 \leq 1$$



(1/3, 1/3)

a "polytope" in high dimensions.

Example:  $\ell_1$  minimization.  $x \in \mathbb{R}^n$

$$\min \|x\|_1 \text{ s.t. } Ax = b \quad \text{easy}$$

how to encode?

Idea: use additional variables.  $y_1, \dots, y_n$

$$\text{goal: } y_i = |x_i|.$$

$$\min \|x\|_1 \Leftrightarrow \min \sum y_i.$$

Idea: enforce that  $y_i \geq |x_i|$ , so that minimizer will always take  $y_i = |x_i|$ .

Introduce  $2n$  constraints  $y_i \geq x_i, y_i \geq -x_i$ .

$$\Leftrightarrow y_i \geq |x_i|.$$

$$\min \sum_{i=1}^n y_i \text{ s.t. } y_i \geq x_i, y_i \geq -x_i \quad \forall i$$

$$Ax = b.$$

$$\uparrow$$

$$Ax \geq b, -Ax \geq -b$$

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## Solving linear programs

LPs were introduced by Fourier in 1827

Kantorovich, Leontief 30s

Dantzig  $\rightarrow$  Simplex Algorithm '47, but is worst case slow.

+ von Neumann  $\rightarrow$  Duality '48.  $\min \Leftrightarrow \max$

[Khachiyan '79]: A polynomial time algorithm for solving LPs called the ellipsoid method.

[Karmarkar '84]: Interior point methods (much faster)

hiding (many)  $\log^c$  factors

Nowadays:  $\tilde{O}(n^{2+1/18} L)$  [Jiang, Sing, Weinstein, Zhang '20].

For sparse:  $\tilde{O}(m\sqrt{n}L)$  [Lee - Sidford '15].

$L = \# \text{ bits needed to encode the input}$

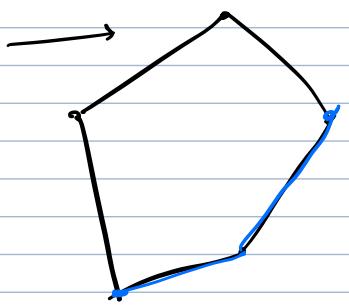
Actual fastest:  
CVXPY

Big open questions:

- Can  $L$  be removed? (strongly polynomial time)
- Can you get truly nearly-linear time?

(very) high level ideas:

simplex:



Fact: optimal solution is at a vertex of the polytope.

Fact: If you are at a suboptimal vertex, there is a neighboring vertex that improves your value.

worst case: exponential time.

However, for "most" instances, polytime

Smoothed analysis

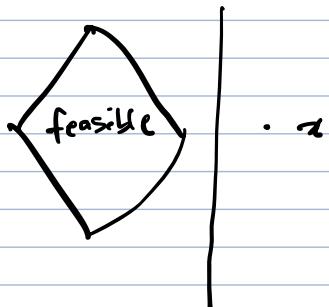
[Spelman - Teng '03].

Ellipsoid / cutting plane:

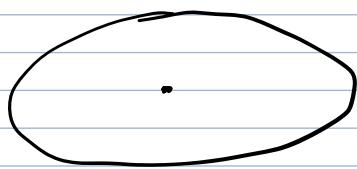
you can reduce optimization to feasibility:

does there exist a point that satisfies  $Ax \geq b$ ?

Fact: for any point  $x$  which violates the constraints, one can easily find a separating hyperplane



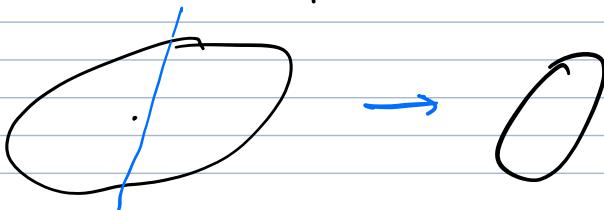
Idea: Maintain an ellipsoid of possible solutions



query the center of the ellipsoid.

- if feasible, done

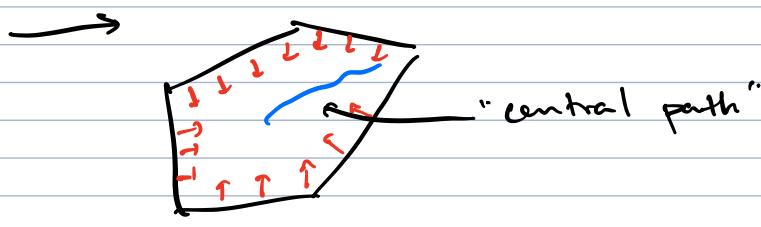
- if infeasible, use separating hyperplane to draw smaller ellipsoid



Can show that volume decreases, so process cannot go on forever.

Interior point

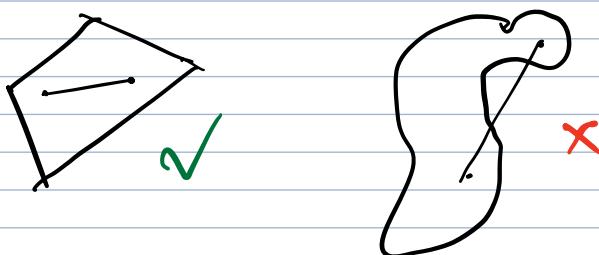
$\varphi$  = barrier function.



Convex programming

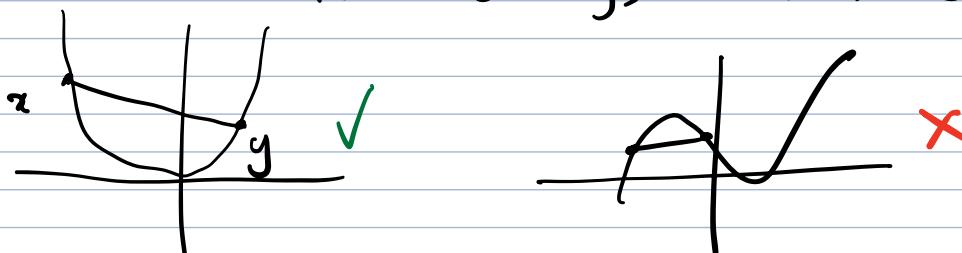
a further generalization of LPs.

Def: A set  $C$  is convex if  $\forall x, y \in C, t x + (1-t)y \in C, \forall t$ .



Def: A function  $f: \mathbb{R}^n \rightarrow \mathbb{R}$  is convex if

$$f(tx + (1-t)y) \leq t f(x) + (1-t)f(y), \quad \forall x, y \in \mathbb{R}^n, t \in [0, 1]$$



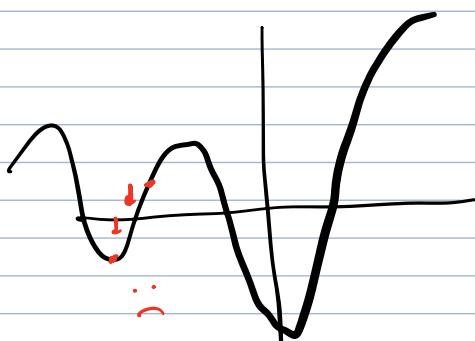
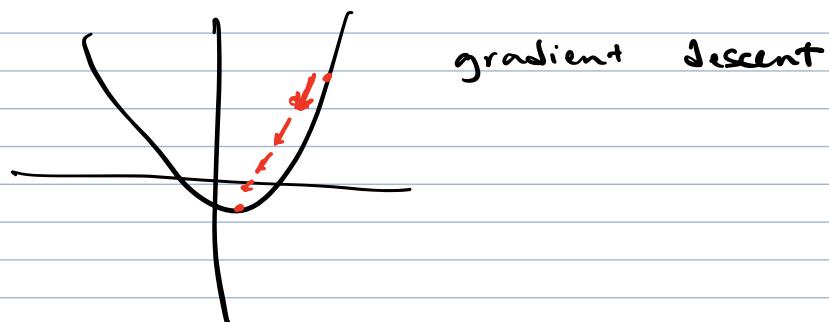
convex optimization:

$$\min f(x) \text{ s.t. } x \in C.$$

$f$  is convex,  $C$  is convex.

given "good" access to  $f, C$ , this can be solved in poly-time.

convex function  $\Rightarrow$  local improvement implies global convergence.

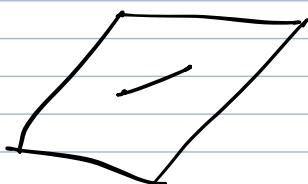


e.g. Any linear function is convex.

$$f(x) = a^T x.$$

$$f(tx + (1-t)x) = t f(x) + (1-t)f(x) \quad \checkmark$$

e.g. Any polytope is convex.

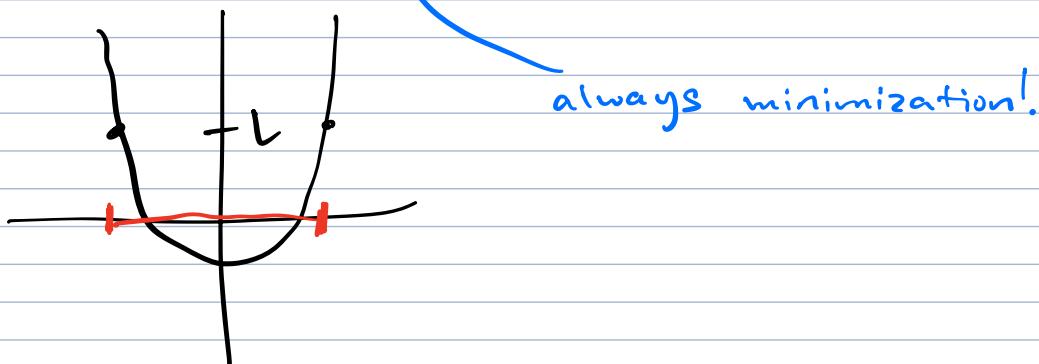


e.g. Any norm is convex (e.g.  $\|\cdot\|_1$ )

(b.p. of triangle inequality).

e.g. If  $f$  is a convex function, then  $\mathcal{L}$ ,

$$Q = \{x : f(x) \leq L\} \text{ is convex}$$



$$\{x : f(x) \geq L\} \text{ is not convex.}$$

e.g. Let  $M_n$  be the set of  $n \times n$  symmetric matrices.

Recall a <sup>symmetric</sup> matrix is positive semidefinite  $\Leftrightarrow$  all eigenvalues are non-negative

linear constraints on  $M$ .

$$\Leftrightarrow x^T M x \geq 0 \quad \forall x \in \mathbb{R}^n.$$

$$\text{Let } M_n^+ : \{M \in M_n : M \text{ is PSD}\}$$

then  $M_n^+$  is convex.

Semi-definite programming (SDP):

$$\min \langle C, X \rangle$$

$$\text{s.t. } \langle A_i, X \rangle \geq b_i, \forall i$$

$$X \text{ PSD}$$

can be solved efficiently! (since it's convex).

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matrix completion.

given a low rank matrix that's missing data, can we find the missing entries?

Say unknown matrix is  $M \in \mathbb{R}^{n \times m}$ , and revealed entries are in set  $S \subseteq [n] \times [m]$

previously: SVD.

Now:

$$\min \text{rank}(\hat{M})$$

s.t.  $\hat{M}_{ij} = M_{ij}, \forall i, j \in S.$

not convex!

rank  $\leftrightarrow$  matrices

sparsity  $\leftrightarrow$  vectors

Is there a convex relaxation of rank?

Recall: SVD

$$M = U\Sigma V^T$$

$$\Sigma = \begin{pmatrix} \sigma_1 & & \\ & \ddots & \\ & & \sigma_r & \\ & & & 0 & \ddots \end{pmatrix}$$

$\Sigma$  is diagonal matrix of singular values.

$M$  has rank  $r$

$\Leftrightarrow M$  has  $r$  nonzero singular values.

$$\text{so } \text{rank}(M) = \|\Sigma\|_F$$

natural idea:  $\|\Sigma\|_1 \leftarrow$  is a valid norm on  $M$   
"nuclear norm"

$$\min \|\Sigma(\hat{M})\|_1$$

s.t.  $\hat{M}_{ij} = M_{ij}, \forall i, j \in S.$

nuclear norm minimization.

UW!  
d

Theorem [Candes - Recht, Candes - Tao, Keshavan - Montanari - Oh, Recht '09]

Suppose that the entries in  $S$  are chosen at random, that  $M$  is "spread out", and that  $|S| \geq \tilde{\Omega}(r(m+n)).$

Then NNM succeeds in recovering  $M$ .