

EECS 127/227AT Optimization Models in Engineering

Spring 2020

Discussion 11

1. Dual norms and SOCP

Consider the problem

$$p^* = \min_{\vec{x} \in \mathbb{R}^n} \|A\vec{x} - \vec{y}\|_1 + \mu \|\vec{x}\|_2$$

$\min \vec{z}^\top \vec{x}$
 $\|A\vec{x} + \vec{z}\|_2 \leq \vec{d}^\top \vec{x} + e$
 \dots
 $\sum_i |(A\vec{x} - \vec{y})_i| = \sum_i |\vec{a}_i^\top \vec{x} - y_i|$
↑ one row of A
 $A = \begin{pmatrix} \vec{a}_1^\top \\ \vdots \\ \vec{a}_m^\top \end{pmatrix}$

where $A \in \mathbb{R}^{m \times n}$, $\vec{y} \in \mathbb{R}^m$, and $\mu > 0$.

(a) Express this (primal) problem in standard SOCP form.

$$\begin{aligned} p^* = \min_{\vec{x}, \vec{t}} \quad & \sum_i t_i + \mu \|\vec{x}\|_2 \\ \text{such that } \quad & \vec{t}_i \geq |\vec{a}_i^\top \vec{x} - y_i| \quad \forall i \end{aligned}$$

\rightarrow

SOC?

$$\begin{aligned} p^* = \min_{\vec{x}, \vec{t}, z} \quad & \vec{1}^\top \vec{t} + \mu z \quad \leftarrow \text{linear} \\ \text{subject to } \quad & -\vec{a}_i^\top \vec{x} + y_i \leq t_i \quad \forall i \in [1, m] \quad \leftarrow \text{linear} \\ & \vec{a}_i^\top \vec{x} - y_i \leq t_i \quad \forall i \in [1, m] \quad \leftarrow \text{linear} \\ & \|\vec{x}\|_2 \leq z \quad \leftarrow \text{conic} \end{aligned}$$

(b) Find a dual to the problem and express it in standard SOCP form.

Hint: Recall that for every vector \vec{z} , the following dual norm equalities hold:

$$\|\vec{z}\|_2 = \max_{\vec{u}: \|\vec{u}\|_2 \leq 1} \vec{u}^\top \vec{z}, \quad \|\vec{z}\|_1 = \max_{\vec{u}: \|\vec{u}\|_\infty \leq 1} \vec{u}^\top \vec{z}.$$

How to define d^\top when there is no constraints?

Should be given to you

$$\|A\vec{x} - \vec{y}\|_1 = \max_{\vec{u}: \|\vec{u}\|_\infty \leq 1} \vec{u}^\top (A\vec{x} - \vec{y})$$

$$\|\vec{x}\|_2 = \max_{\vec{v}: \|\vec{v}\|_2 \leq 1} \vec{v}^\top \vec{x}$$

$$P^* = \min_{\vec{x}} \max_{\substack{\vec{u}, \vec{v} \\ \|\vec{u}\|_\infty \leq 1 \\ \|\vec{v}\|_2 \leq 1}} \vec{u}^\top (A\vec{x} - \vec{y}) + \vec{v}^\top \mu \vec{x}$$

$L(\vec{x}, \vec{u}, \vec{v})$

continuous and diff w.r.t. \vec{x}

linear w.r.t. \vec{x}

$$\begin{aligned} \min_{\vec{x}} = -\infty & \text{ if } \vec{c}^\top \vec{x} < 0 \\ & \text{if } \vec{c} \neq 0 \\ & \text{= const if } \vec{c} = 0 \end{aligned}$$

$$d^+ = \max_{\substack{\vec{u}, \vec{v} \\ \|\vec{u}\|_\infty \leq 1 \\ \|\vec{v}\|_2 \leq 1}} \min_{\vec{x}} \vec{u}^\top (A\vec{x} - \vec{y}) + \vec{v}^\top \mu \vec{x}$$

$$\nabla_{\vec{x}} L(\vec{x}, \vec{u}, \vec{v}) = A^\top \vec{u} + \mu \vec{v} = \vec{0} \quad \text{if } \vec{x}^* = \min$$

$$d^* = \max_{\substack{\bar{u}, \bar{v} \\ \|\bar{u}\|_\infty \leq 1, \|\bar{v}\|_2 \leq 1}} \begin{cases} -\bar{u}^\top \bar{y} & \text{if } A^\top \bar{u} + \mu \bar{v} = 0 \\ -\infty & \text{otherwise} \end{cases}$$

2

- (c) Assume strong duality holds¹ and that $m = 100$ and $n = 10^6$, i.e., A is 100×10^6 . Which problem would you choose to solve using a numerical solver: the primal or the dual? Justify your answer.

Primal variable is in \mathbb{R}^n
Dual variable is in \mathbb{R}^m SOCP

$$\rightarrow d^* = \max_{\substack{\bar{u}, \bar{v} \\ \|\bar{u}\|_\infty \leq 1 \\ \|\bar{v}\|_2 \leq 1 \\ A^\top \bar{u} + \mu \bar{v} = 0}} -\bar{u}^\top \bar{y}$$

$$d^* = \max_{\bar{u}} -\bar{u}^\top \bar{y}$$

$\|\bar{u}\|_\infty \leq 1$
 $\|A^\top \bar{u}\|_2 \leq \mu$

Sometimes duality will transpose your data matrix
and might reduce the dimensionality of your problem

2. Squaring SOCP constraints ← Prevent you to do this error and understand why it is an error

When considering a second-order cone (SOC) constraint, you might be tempted to square it to obtain a classical convex quadratic constraint. This problem explores why that might not always work, and how to introduce additional constraints to maintain equivalence and convexity.

- (a) For $\vec{x} \in \mathbb{R}^2$, consider the constraint

$x_1 - 2x_2 \geq 0$ Why squaring? SOCP

Convex $\rightarrow x_1 - 2x_2 \geq \|\vec{x}\|_2$,

Second SOC

and its squared counterpart

Not convex $\rightarrow (x_1 - 2x_2)^2 \geq \|\vec{x}\|_2^2$.

Are the two sets equivalent? Are they both convex?

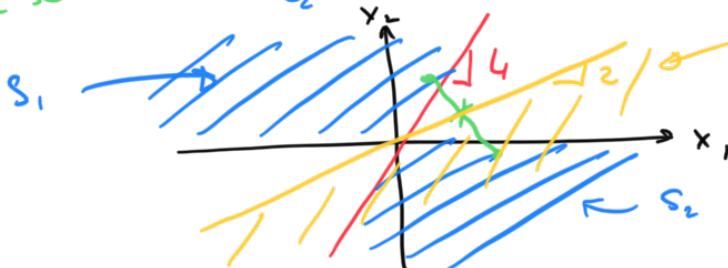
No

$$x_1^2 + 2x_2^2 - 4x_1x_2 \geq x_1 + x_2$$

It is quadratic but not positive so \nearrow
Not convex constraint $\rightarrow x_2(x_2 - 4x_1) \geq 0$

$$S_1 = \{x_2 \geq 0 \text{ and } x_2 - 4x_1 \geq 0\}$$

or $\{x_2 \leq 0 \text{ and } x_2 - 4x_1 \leq 0\}$



$$\begin{aligned} \|A\vec{x} + \bar{b}\|_2 &\leq \bar{c}^\top \vec{x} + d \\ \text{Can't square} \quad \vec{x}^\top A^\top A \vec{x} + 2\bar{b}^\top A \vec{x} + \bar{b}^\top \bar{b} \\ QP? \quad \rightarrow &\text{Some time not = QP} \\ &\leq (\bar{c}^\top \vec{x} + d)(\bar{c}^\top \vec{x} + d) \\ &\quad \uparrow \quad \uparrow \\ &\vec{x}^\top \bar{c} \bar{c}^\top \vec{x} \\ &\vec{x}^\top (A^\top A - \bar{c} \bar{c}^\top) \vec{x} + \dots \leq 0 \\ \text{Might not be PSD} \end{aligned}$$

$$\begin{aligned} x_1 - 2x_2 &\geq 0 \\ S_1, S_2 &= \{\vec{x}, (x_1 - 2x_2)^2 \geq \|\vec{x}\|_2^2\} \\ S_2 &= \{\vec{x}, x_1 - 2x_2 \geq \|\vec{x}\|_2\} \end{aligned}$$

¹In fact, you can show that strong duality holds using Sion's theorem, a generalization of the minimax theorem that is beyond the scope of this class.

- (b) What additional constraint must be imposed alongside the squared constraint to enforce the same feasible set as the unsquared SOC constraint?

$$\hookrightarrow \text{In } x_1 - 2x_2 \geq \| \vec{x} \|_2$$

If you want to square the inequality
you should add the constraint $x_1 - 2x_2 \geq 0$

$$\| A\vec{x} + \vec{b} \|_2 \leq \vec{c}^\top \vec{x} + d \Leftrightarrow \| A\vec{x} + \vec{b} \|_2^2 \leq \vec{c}^\top \vec{x} + d \text{ and}$$

So $c =$

$$\vec{x}^\top A^\top A \vec{x} + 2\vec{b}^\top A \vec{x} + \vec{b}^\top \vec{b} \leq \vec{x}^\top \vec{c} + d$$

$$\Leftrightarrow \vec{x}^\top (A^\top A - c^\top c) \vec{x} + 2(A^\top \vec{b} - d c)^\top \vec{x} + \vec{b}^\top \vec{b} - d^2 \leq 0$$

$$\text{and } 0 \leq \vec{c}^\top \vec{x} + d$$

3. Casting optimization problems as SOCPs

Cast the following problem as an SOCP in its standard form:

$$\begin{aligned} & \min_{\vec{x} \in \mathbb{R}^n} \sum_{i=1}^p \frac{\| F_i \vec{x} + \vec{g}_i \|_2^2}{\vec{a}_i^\top \vec{x} + b_i} \\ & \text{s.t. } \vec{a}_i^\top \vec{x} + b_i > 0, \quad i = 1, \dots, p, \end{aligned} \quad \text{PSD}$$

where $F_i \in \mathbb{R}^{m \times n}$, $\vec{g}_i \in \mathbb{R}^m$, $\vec{a}_i \in \mathbb{R}^n$, and $b_i \in \mathbb{R}$, for $i = 1, \dots, p$.

In this block,
practice,
linear algebra,
duality

$$\begin{aligned} & \min_{\vec{x}, t} \vec{t}^\top \vec{t} \quad \leftarrow \text{Linear} \\ & \frac{\| F_i \vec{x} + \vec{g}_i \|_2^2}{\vec{a}_i^\top \vec{x} + b_i} \leq t_i \quad \forall i \\ & \vec{a}_i^\top \vec{x} + b_i > 0 \quad \forall i \leftarrow \text{Linear} \\ & \| F_i \vec{x} + \vec{g}_i \|_2^2 \leq t_i (\vec{a}_i^\top \vec{x} + b_i) \quad \forall i \\ & \| 2(F_i \vec{x} + \vec{g}_i) \|_2 \leq t_i + \vec{a}_i^\top \vec{x} + b_i \quad \leftarrow \text{SOC} \end{aligned}$$

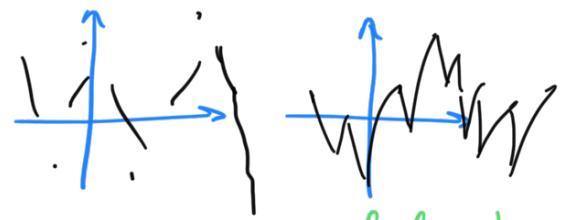
4. A review of standard problem formulations

In this question, we review conceptually the standard forms of various problems and the assertions we can (and cannot!) make about each.

- (a) *Linear programming (LP)*.

- i. Write the most general form of a linear program (LP) and list its defining attributes.

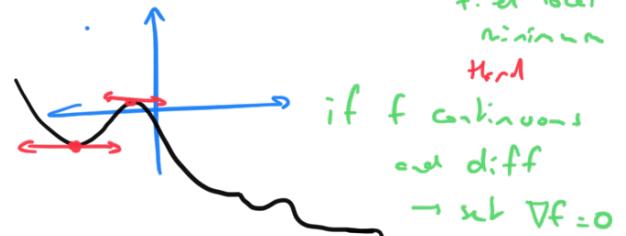
Convex problem : $\min_{\bar{x} \in \mathbb{R}} f(\bar{x})$



Small analysis shows that we like the problem without constraints, convex, continuous and differentiable

if f not continuous
almost impossible
to minimize it

if f continuous
but not diff
→ you might
find local
minimum hard

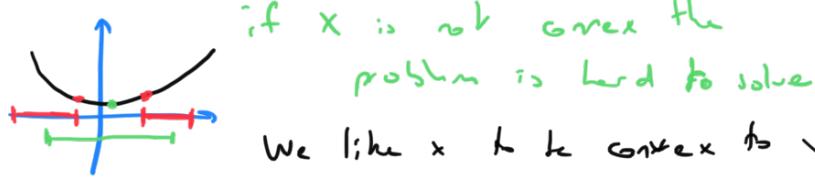


- ii. Under what conditions is an LP convex?

If we add constraints :

$$\min_{\bar{x}} f(\bar{x}) \quad \text{continuous, convex has a min. differentiable}$$

$$\bar{x} \in X \leftarrow \text{feasible set}$$



if X is not convex the problem is hard to solve

We like x to be convex to

$$\min_{\bar{x}} f(\bar{x}) \quad \text{continuous, diff, convex, has min}$$

$$\bar{x} \in X \leftarrow \text{set is convex}$$

(b) Quadratic programming (QP).

if f continuous, diff
and convex → set $\nabla f = 0$
to get global minimum
if it exists

$y = -x$ is convex and
does not have
global minimum

- i. Write the most general form of a quadratic program (QP) and list its defining attributes.

Define a convex problem

$$\min_{\bar{x}} f(\bar{x})$$

continuous diff, has a min, convex

$f_i(\bar{x}) \leq 0 \quad \forall i=1, \dots, n$ → sublevel set of convex function is convex

$h_j(\bar{x}) = 0 \quad \forall j=1, \dots, m$ → level set of affine function is convex (because affine)

Define a convex set of feasible points

We like that: easy (easier) to solve

With constraints : you cannot find min with $\nabla f = 0$

→ You can still do some kind of algorithms

$$\min_{\tilde{x}} \tilde{f}(\tilde{x}) \stackrel{\text{defn of } \tilde{f}_5}{=} \min_{\tilde{x}} \tilde{F}(\tilde{x})$$

if \tilde{F} is convex, continuous, diff and min exist, can be solved by $\nabla \tilde{F} = 0$

Under what conditions is a QP convex?

Stationary condition of KKT cond.

$$\nabla_{\tilde{x}} L(\tilde{x}^*, \tilde{\lambda}^*, \tilde{\mu}^*) = 0$$

All theory you should know.

Applications, on how to solve it efficiently → Algorithms
GD, type of problems

how to use it in engineering

↳ Regression, LASSO, SVM, Machine Learning, LP, QP, QCQP, SOCP, SDP

(c) Quadratically-constrained quadratic programming (QCQP).

- i. Write the most general form of a quadratically-constrained quadratic program (QCQP) and list its defining attributes.

pb 1 dis \Leftrightarrow Complexity reduction, interior point methods

pb 1 dis \Leftrightarrow pb equivalence

- ii. Under what conditions is a QCQP convex?

(d) ***Second-order cone programming (SOCP).***

- i. Write the most general form of a second-order cone program (SOCP) and list its defining attributes.

- ii. Under what conditions is an SOCP convex?

(e) ***Relationships.*** Recall that

$$LP \subset QP_{\text{convex}} \subset QCQP_{\text{convex}} \subset SOCP \subset \{\text{all convex programs}\},$$

where LP denotes the set of all linear programs, QP_{convex} denotes the set of all convex quadratic programs, etc. Which of these problems can be solved most efficiently? Why are these categorizations useful?