

Lecture 3

GP, SDP, Relaxation

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- **Geometric Programming**
- Semi-definite Programming
- Non-convex and Approximate Algorithm

Geometric Programming

- What is This?
- Why We Need This?
- Standard Form and Transformation
- Use Cases
- Proof for Convexity

Geometric Programming

$$\text{minimize} \quad cx_1^{a_1}x_2^{a_2}x_3^{a_3} \dots x_n^{a_n}$$

$$\begin{aligned} \text{subject to} \quad & bx_1^{b_1}x_2^{b_2}x_3^{b_3} \dots x_n^{b_n} \leq 1 \\ & cx_1^{c_1}x_2^{c_2}x_3^{c_3} \dots x_n^{c_n} = 1 \end{aligned}$$

$$\text{minimize} \quad x_1^2x_2^{-1}x_3^3$$

$$\text{subject to} \quad x_1^2x_2^3 \leq 1$$

Why we need such optimization problem?

Geometric Programming



Geometric Programming

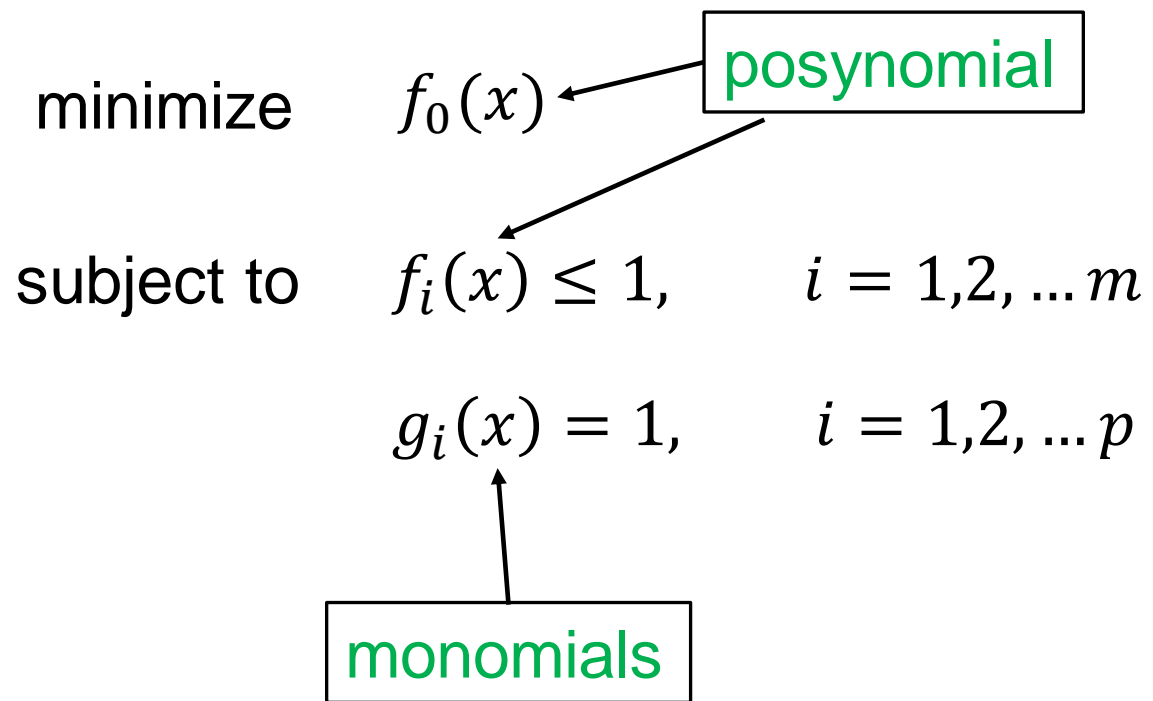
minimize $f_0(x)$

subject to $f_i(x) \leq 1, \quad i = 1, 2, \dots, m$

$g_i(x) = 1, \quad i = 1, 2, \dots, p$

The diagram illustrates the structure of geometric programming. A box labeled "posynomial" points to the objective function $f_0(x)$ and the inequality constraints $f_i(x) \leq 1$. A box labeled "monomials" points to the equality constraints $g_i(x) = 1$.

Monomials and Posynomial



Properties of Monomials

Monomials are closed under multiplication and division

if f and g are monomials:

- $f \cdot g$ is monomials
- f/g is monomials

Problem

Which of the followings are **monomials**?

A. $2xy$

B. $2 + 3x + 3y$

C. $\sin x$

D. $x_1^3 x_2^{-1/2}$

E. 1

F. $-xyz$

Problem

Which of the followings are **posynomial**?

A. $2xy + x + xy^{1/3}$

B. $3xz - 2x$

C. $2x$

D. 1

E. $2(1 + 2xy)^2$

F. $3(1 + x)^{0.5}$

Standard Form

The diagram illustrates the standard form of an optimization problem. It consists of the following components:

- minimize** $f_0(x)$
- subject to** $f_i(x) \leq 1, \quad i = 1, 2, \dots, m$
- $g_i(x) = 1, \quad i = 1, 2, \dots, p$

Annotations in green boxes with arrows indicate the types of functions:

- A box labeled **posynomial** has arrows pointing to $f_0(x)$ and $f_i(x)$.
- A box labeled **monomials** has an arrow pointing to $g_i(x)$.

Example Problem

$$\text{minimize} \quad x^{-1}y^{-1/2}z^{-1} + 2.3xz + 4xyz$$

$$\text{subject to} \quad (1/3)x^{-2}y^{-2} + (3/4)y^{1/2}z^{-1} \leq 1$$

$$x + 2y + 3z \leq 1$$

$$xy = 1$$

Problem1: Chang to Standard Form

maximize x/y

subject to $2 \leq x \leq 3$

$$x^2 + 3y/z \leq \sqrt{y}$$

$$x/y = z^2$$

Problem2: Chang to Standard Form

$$\text{minimize} \quad \sqrt{1 + x^2} + (1 + y/z)^{3.1}$$

$$\text{subject to} \quad \frac{1}{x} + \frac{z}{y} \leq 1$$

$$(x/y + y/z)^{2.2} + x + y \leq 1$$

Problem2: Chang to Standard Form

$$\text{minimize} \quad \sqrt{1 + x^2} + (1 + y/z)^{3.1}$$

$$\text{subject to} \quad \frac{1}{x} + \frac{z}{y} \leq 1$$

$$(x/y + y/z)^{2.2} + x + y \leq 1$$

Problem3: Chang to Standard Form

$$\text{minimize} \quad \max\{x + y, 1 + (y + z)^{1/2}\}$$

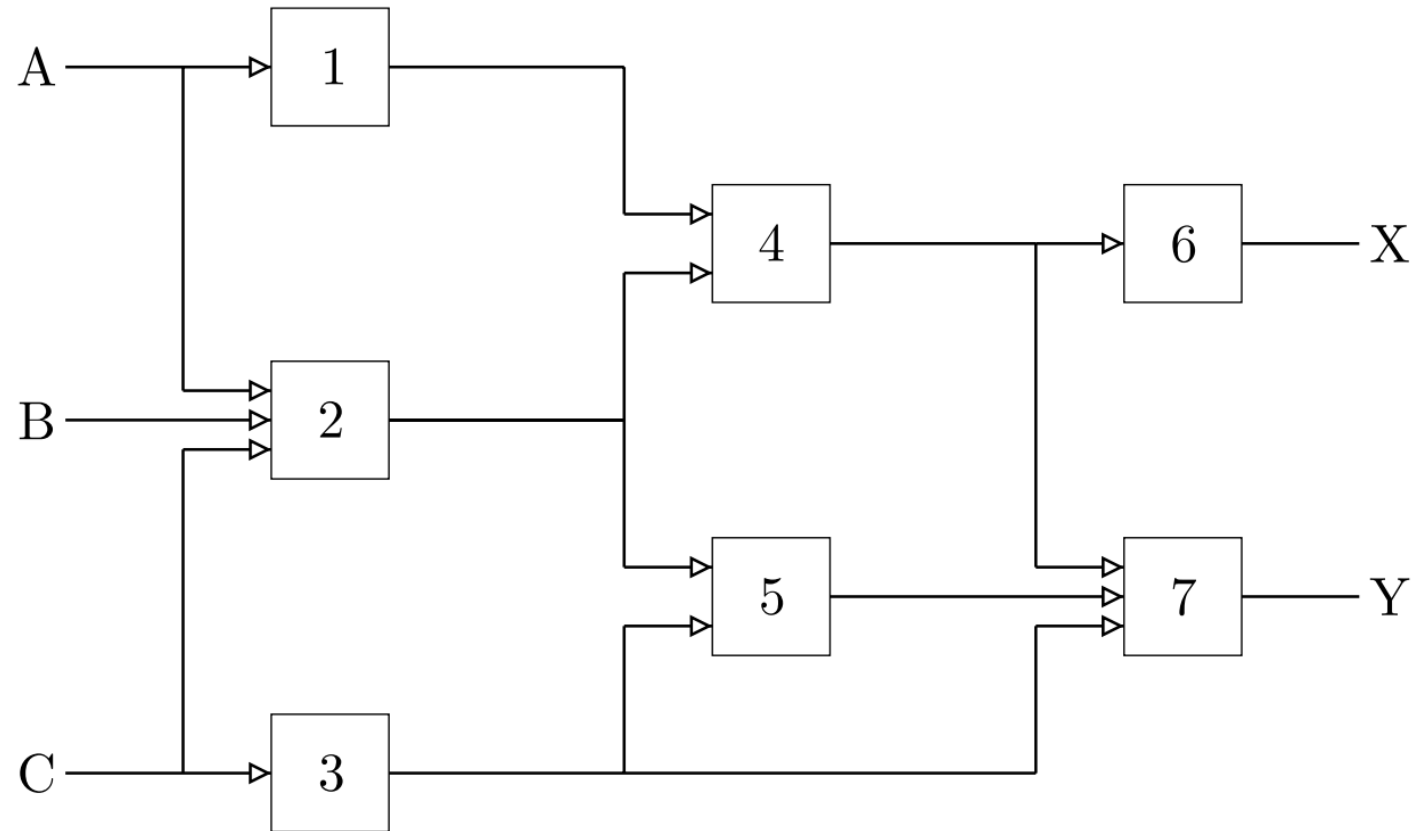
$$\text{subject to} \quad \max\{y, z^2\} + \max\{yz, 0.3\} \leq 1$$

$$\frac{3xy}{z} = 1$$

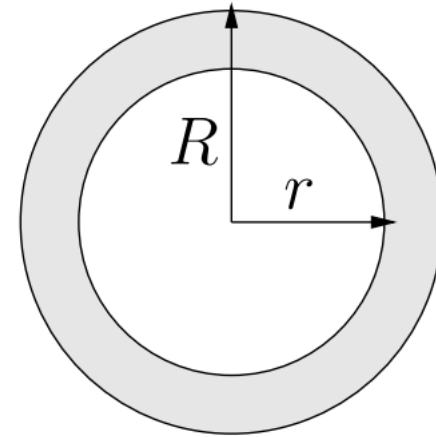
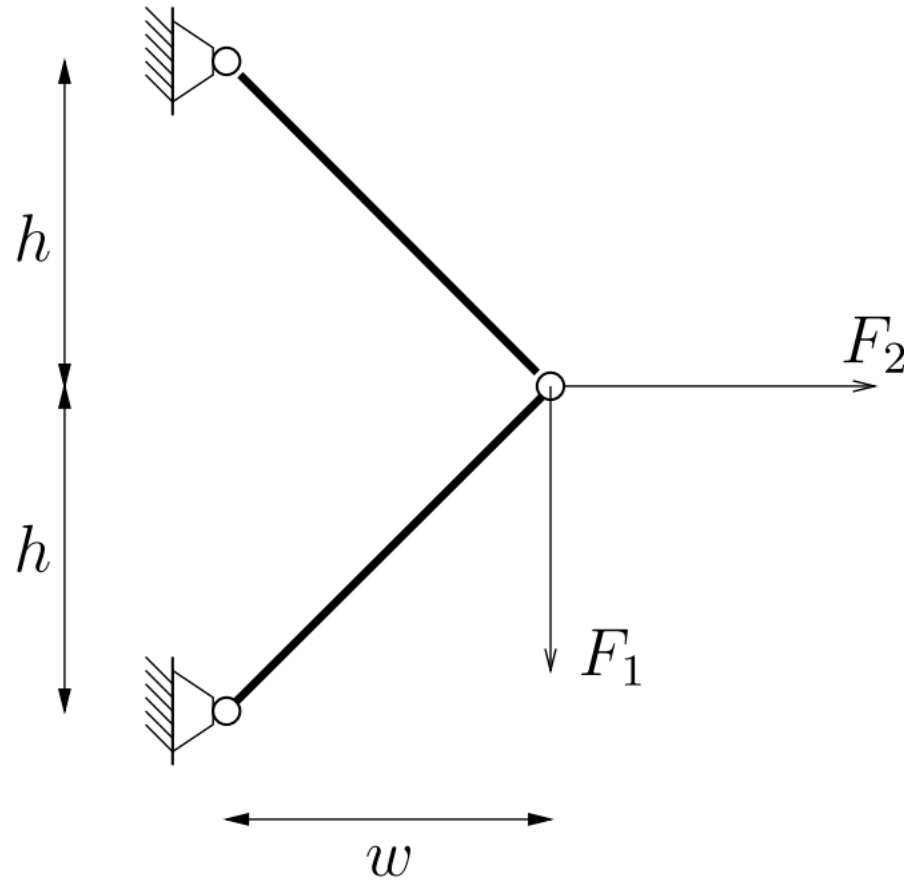
Problem

We optimize the shape of a box-shaped structure with height h , width w , and depth d . We have a limit on the total wall area $2(hw + hd)$, and the floor area wd , as well as lower and upper bounds on the aspect ratios h/w and w/d . Subject to these constraints, we wish to maximize the volume of the structure, hwd .

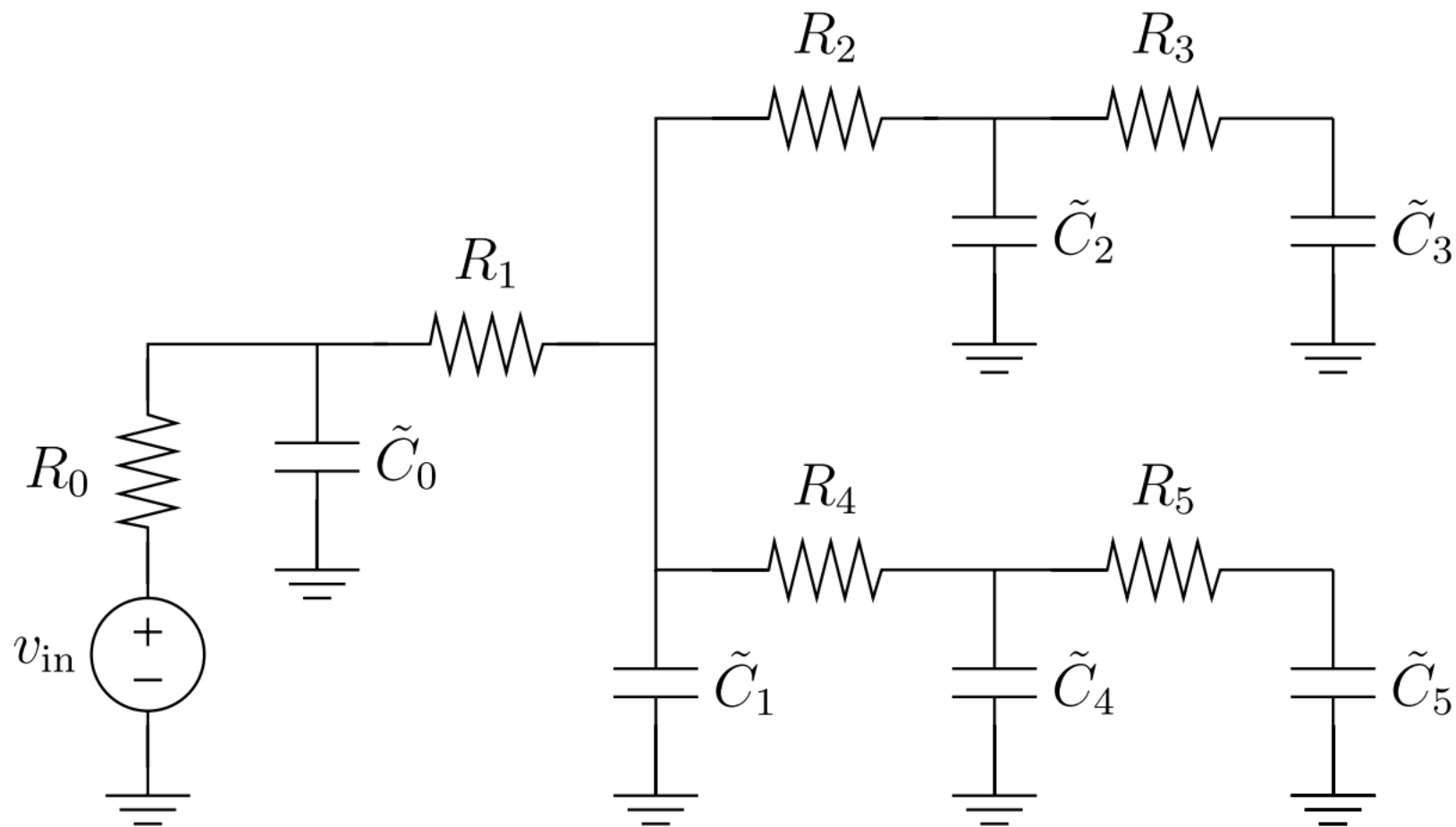
Other Problem – Circuit design



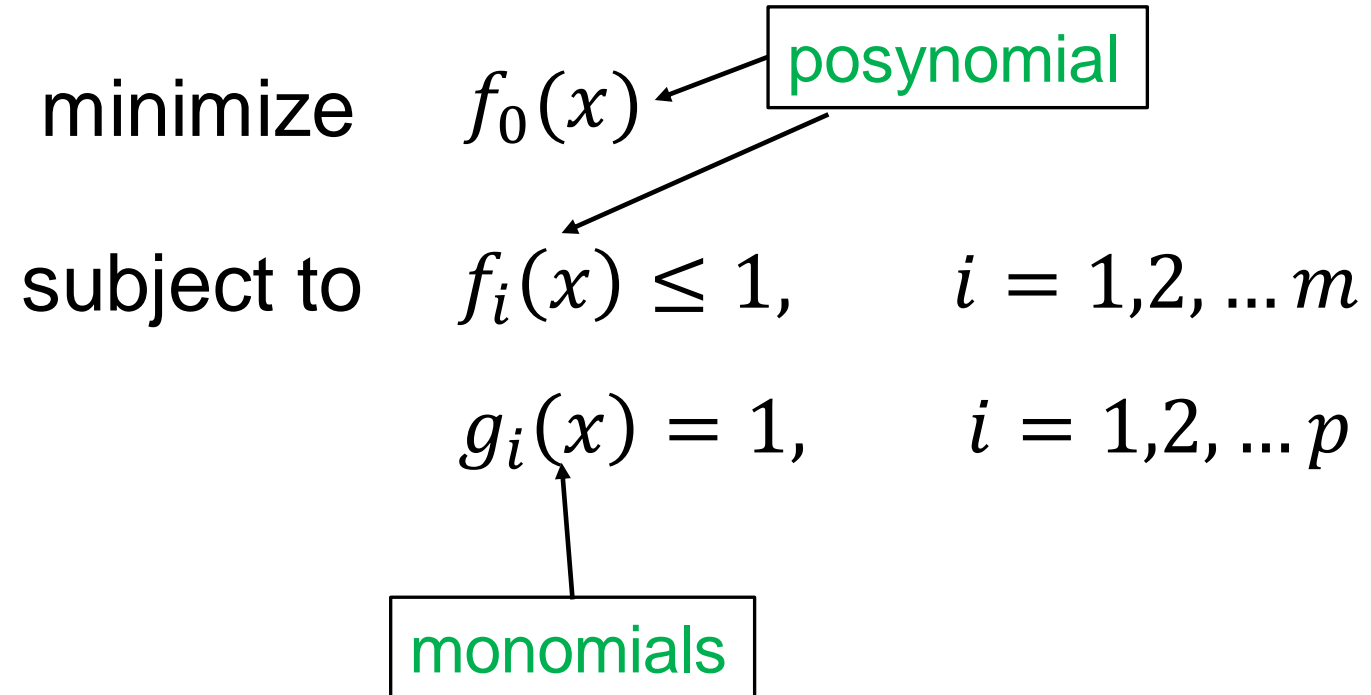
Other Problem – Truss Design



Other Problem – Wire Sizing



Convexity of Geometric Programming



minimize $f_0(x)$

subject to $f_i(x) \leq 1, \quad i = 1, 2, \dots, m$

$g_i(x) = 1, \quad i = 1, 2, \dots, p$

The diagram illustrates the classification of functions in geometric programming. A box labeled "posynomial" in green text has two arrows: one pointing to the objective function $f_0(x)$ and another pointing to the inequality constraint functions $f_i(x)$. A box labeled "monomials" in green text has an arrow pointing to the equality constraint functions $g_i(x)$.

Q: Is it convex?

Convex Optimization

Two Conditions

- Feasible region: Convex set
- Objective: Convex function

Convexity of Geometric Programming

Convexity of Geometric Programming

Convexity of Geometric Programming

Feasibility Analysis

minimize $f_0(x)$

subject to $f_i(x) \leq 1, \quad i = 1, 2, \dots, m$

$g_i(x) = 1, \quad i = 1, 2, \dots, p$

Feasibility Analysis

minimize $f_0(x)$

subject to $f_i(x) \leq 1, \quad i = 1, 2, \dots, m$

$g_i(x) = 1, \quad i = 1, 2, \dots, p$

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- **Semi-definite Programming**
- Non-convex and Approximate Algorithm

Recall: Linear Programming

minimize $c^T x$

subject to $a_i^T x = b_i \quad i = 1, 2, \dots, p$

$x \geq 0$

Basics for Positive Semi-definite Matrix

If matrix M is PSD, then

For symmetric matrix $M \in S^n$, we have $M = QDQ^T$

Semi-definite Programming

minimize $C * X$

subject to $A_i * X = b_i \quad i = 1, 2, \dots, p$

$X \succcurlyeq 0$

Semi-definite Programming

$$\text{minimize} \quad C * X$$

$$\text{subject to} \quad A_i * X = b_i \quad i = 1, 2, \dots, p$$

$$X \succcurlyeq 0$$

$$A_1 = \begin{pmatrix} 1 & 0 & 1 \\ 0 & 3 & 7 \\ 1 & 7 & 5 \end{pmatrix}, \quad A_2 = \begin{pmatrix} 0 & 2 & 8 \\ 2 & 6 & 0 \\ 8 & 0 & 4 \end{pmatrix}, \quad \text{and} \quad C = \begin{pmatrix} 1 & 2 & 3 \\ 2 & 9 & 0 \\ 3 & 0 & 7 \end{pmatrix}$$

$$b_1 = 11 \quad b_2 = 19$$

SDP is Convex?

minimize $C * X$

subject to $A_i * X = b_i \quad i = 1, 2, \dots, p$

$X \succeq 0$

LP is special case of SDP

$$\begin{aligned} &\text{minimize} && c^T x \\ &\text{subject to} && a_i^T x = b_i \quad i = 1, 2, \dots, p \\ &&& x \geq 0 \end{aligned}$$

$$\begin{aligned} &\text{minimize} && C * X \\ &\text{subject to} && A_i * X = b_i \quad i = 1, 2, \dots, p \\ &&& X \succeq 0 \end{aligned}$$

Major applications of SDP

- Non-convex problem relaxes to SDP
- Directly modeling using SDP

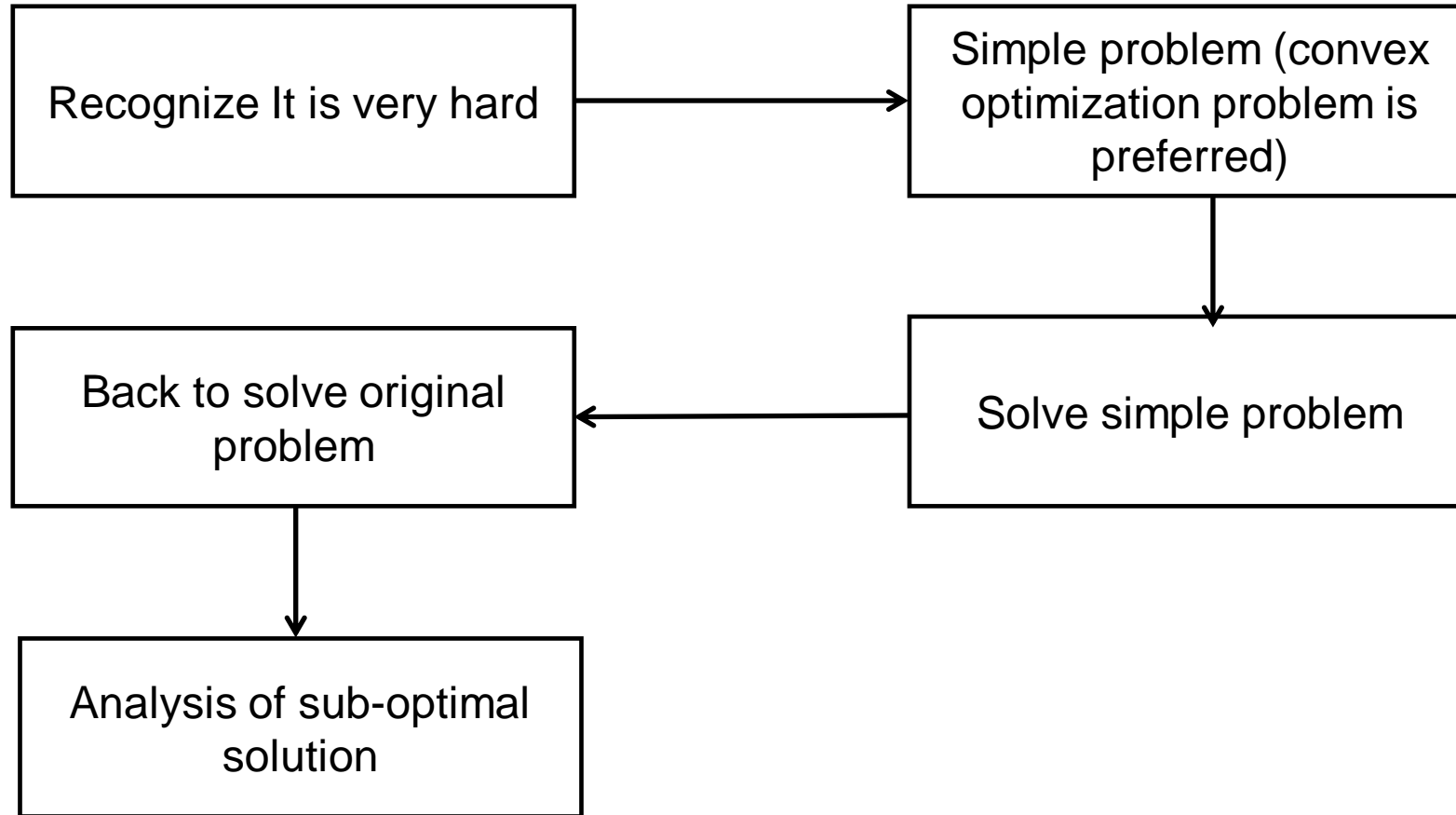
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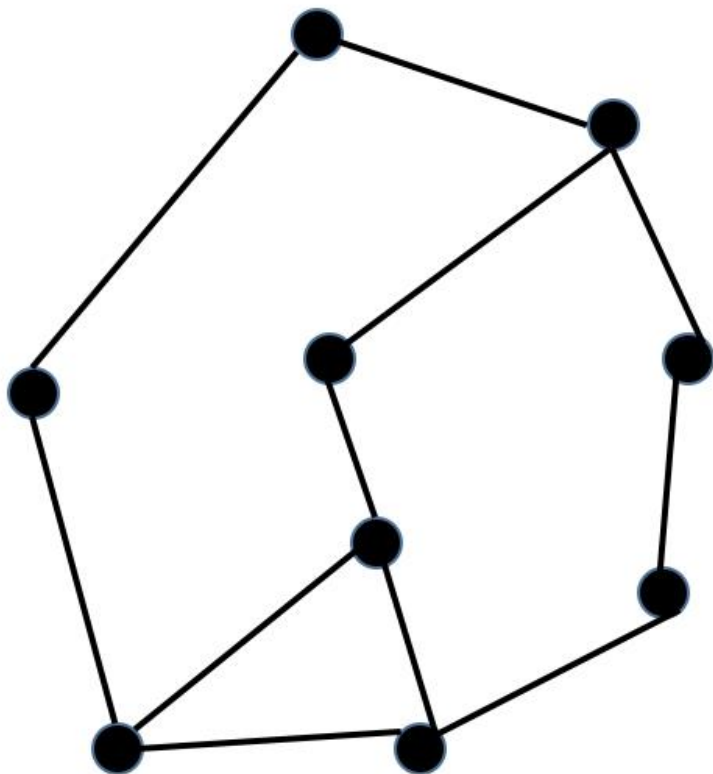
Non-convex problems

- Vertex cover problem
- Set cover problem

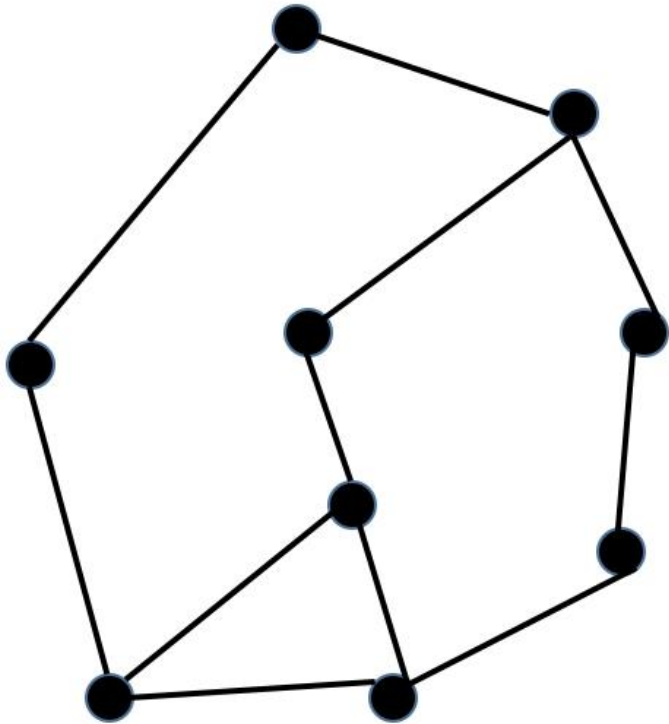
General Approach for very Hard Problem



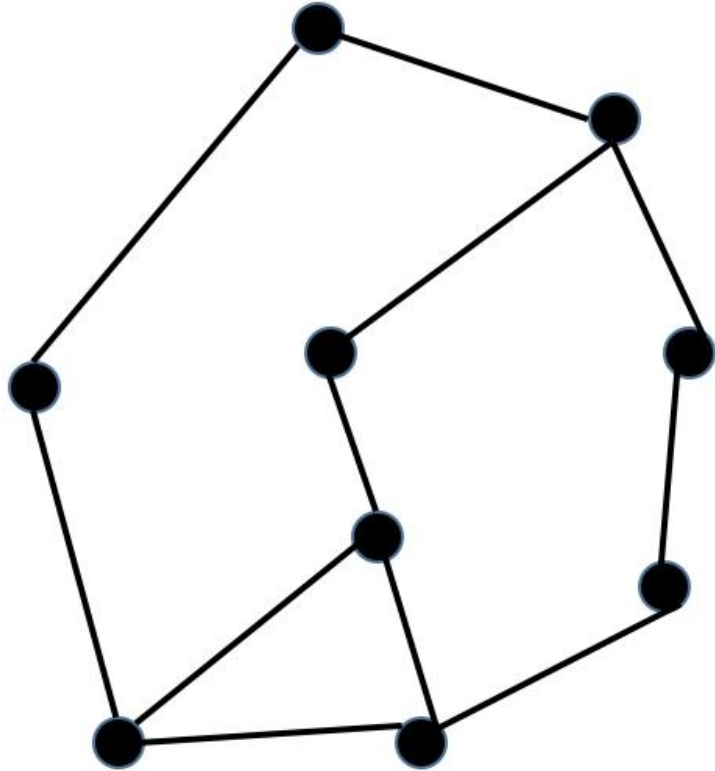
Vertex cover problem



Mathematical Programming

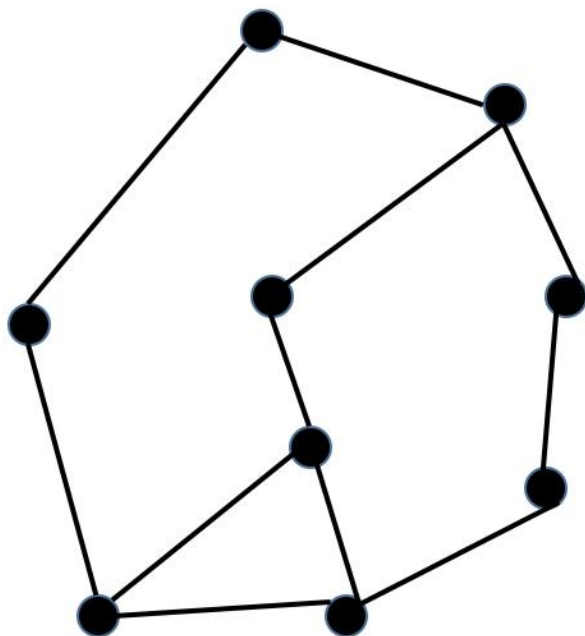


Integer Linear Programming Formulation



It is a hard problem!

Linear Programming Relaxation



Relax to simple problem and solve it

Rounding to get integer solution

Back to solve original problem

Analysis of Solution – Correctness?

Analysis of the solution

Analysis of Solution – How far from true optimal?

True optimal solution: OPT

The lower and upper bound of our solution ???

Analysis of the solution

Set Cover Problem

假设我们有个全集U (Universal Set), 以及m个子集合 S_1, S_2, \dots, S_m , 目标是要寻找最少的集合, 使得集合的union等于U.

例子: $U = \{1, 2, 3, 4, 5\}$, $S: \{S_1 = \{1, 2, 3\}, S_2 = \{2, 4\}, S_3 = \{1, 3\}, S_4 = \{4\}, S_5 = \{3, 4\}, S_6 = \{4, 5\}\}$, 最少的集合为: $\{1, 2, 3\}, \{4, 5\}$, 集合个数为2.

Set Cover Problem

例子： $U = \{1,2,3,4,5\}$, $S: \{S_1=\{1,2,3\}, S_2=\{2,4\}, S_3=\{1,3\}, S_4=\{4\}, S_5=\{3,4\}, S_6=\{4,5\}\}$, 最少的集合为： $\{1,2,3\}, \{4,5\}$, 集合个数为2.

Mathematical Programming

$$\text{minimize } \sum_{i=1}^m x_i$$

$$\text{s. t. } \sum_{i: e \in s_i} x_i \geq 1$$

$$x_i \in \{0,1\} \quad i = 1, \dots, m$$

It is a hard problem!

Convert to Linear Programming

$$\text{minimize } \sum_{i=1}^m x_i$$

$$\text{s. t. } \sum_{i:e \in S_i} x_i \geq 1$$

$$x_i \in [0,1] \quad i = 1, \dots, m$$

Relax to simple problem and solve it

Randomize Rounding

The LP solution will give solutions for x_i , i.e., $x_1 = 0.6$

We view this as the **probability** of this set being selected

Back to solve original problem

Analysis of Solution – Correctness?

Analysis of the solution

Analysis of Solution – How far from true OPT

Analysis of the solution

