

## More Advanced Topics

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# Outline

## Nonconvex Optimization Methods

- Difference of convex and multi-convex programming

- Quasiconvex programming

## Formulating convex problems (wisely)

- Convex formulation from modeling

- Convexifying nonconvex problems

## Miscellaneous topics on algorithms and solvers

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## Methods for nonconvex optimization problems

- ▶ **convex optimization methods** are (roughly) always global, always fast
- ▶ for general nonconvex problems, we have to give up one
  - ▶ **local optimization methods** are fast, but need not find global solution (and even when they do, cannot certify it)
  - ▶ **global optimization methods** find global solution (and certify it), but are not always fast (indeed, are often slow)
- ▶ **in this lecture:** local optimization methods that are based on solving a sequence of convex problems

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## Difference of convex programming

- express problem as

$$\begin{array}{ll}\text{minimize} & f_0(x) - g_0(x) \\ \text{subject to} & f_i(x) - g_i(x) \leq 0, \quad i = 1, \dots, m\end{array}$$

where  $f_i$  and  $g_i$  are convex

- $f_i - g_i$  are called difference of convex functions
- problem is sometimes called difference of convex programming

## Convex-concave procedure

- ▶ iterative method for difference of convex programming
- ▶ obvious convexification at  $x^{(k)}$ : replace  $f(x) - g(x)$  with

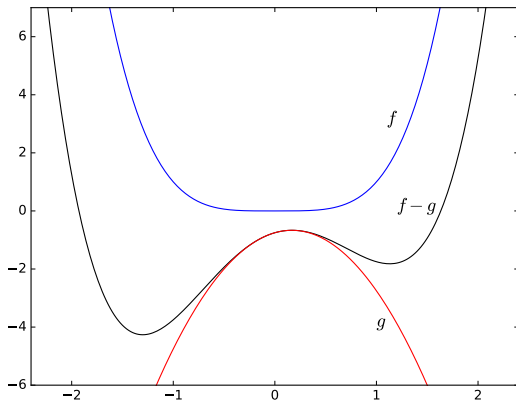
$$\hat{f}(x) = f(x) - g(x^{(k)}) - \nabla g(x^{(k)})^T (x - x^{(k)})$$

- ▶ true objective at  $\tilde{x}$  is better than convexified objective
  - ▶ true feasible set contains feasible set for convexified problem
- ▶ solve the convexified problem to get  $x^{(k+1)}$  and repeat

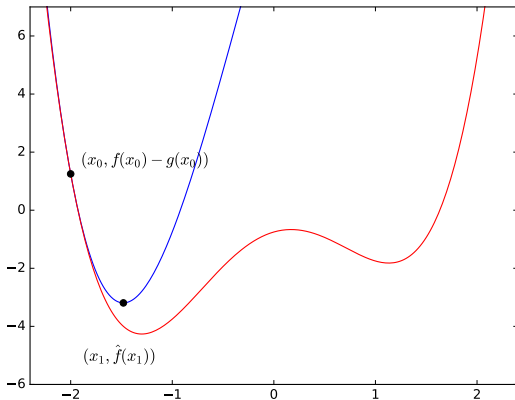


## Example

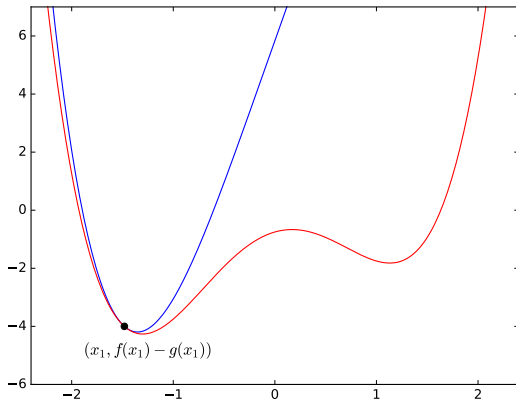
- unconstrained optimization on  $\mathbf{R}$



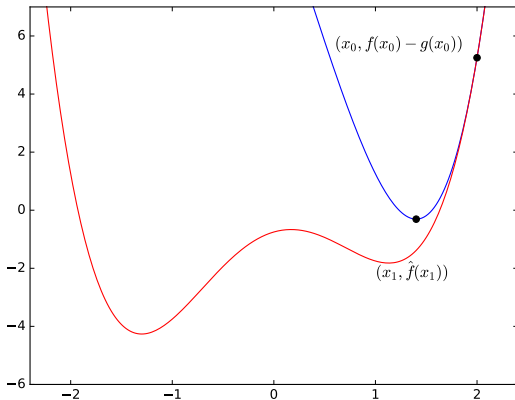
## Example



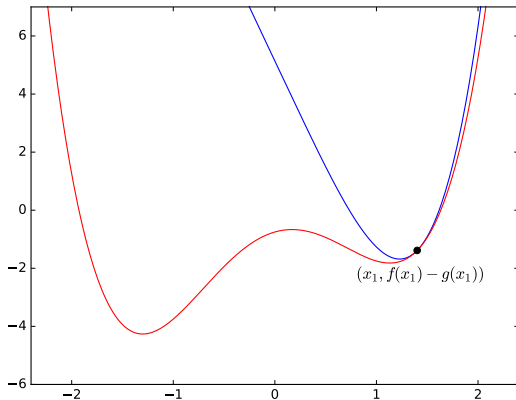
## Example



## Example



## Example



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## Multi-convex programming

- ▶ given nonconvex problem with variable  $(x_1, \dots, x_n) \in \mathbf{R}^n$
- ▶  $\mathcal{I}_1, \dots, \mathcal{I}_k \subset \{1, \dots, n\}$  are index subsets with  $\bigcup_j \mathcal{I}_j = \{1, \dots, n\}$
- ▶ suppose problem is convex in subset of variables  $x_i, i \in \mathcal{I}_j$ , when  $x_i, i \notin \mathcal{I}_j$  are fixed
- ▶ alternating convex optimization method: cycle through  $j$ , in each step optimizing over variables  $x_i, i \in \mathcal{I}_j$
- ▶ special case: bi-convex problem
  - ▶  $x = (u, v)$ ; problem is convex in  $u$  ( $v$ ) with  $v$  ( $u$ ) fixed
  - ▶ alternate optimizing over  $u$  and  $v$

## Nonnegative matrix factorization

- ▶ NMF problem:

$$\begin{array}{ll}\text{minimize} & \|A - XY\|_F \\ \text{subject to} & X_{ij}, Y_{ij} \geq 0\end{array}$$

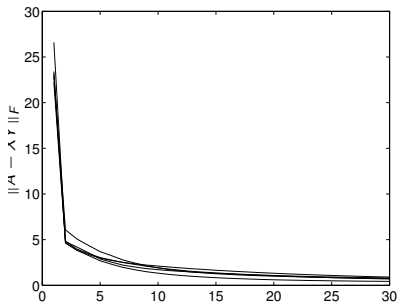
variables  $X \in \mathbf{R}^{m \times k}$ ,  $Y \in \mathbf{R}^{k \times n}$ , data  $A \in \mathbf{R}^{m \times n}$

- ▶ difficult problem, except for a few special cases (e.g.,  $k = 1$ )
- ▶ alternating convex optimization: solve QPs to optimize over  $X$ , then  $Y$ , then  $X \dots$



## Example

- convergence for example with  $m = n = 50$ ,  $k = 5$   
(five starting points)



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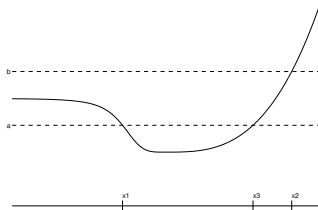
## Miscellaneous topics on algorithms and solvers

## Quasiconvex programming

**Quasiconvex functions**  $f : \mathbf{R}^n \rightarrow \mathbf{R}$  is quasiconvex if **dom**  $f$  is convex and the sublevel sets

$$S_\alpha = \{x \in \mathbf{dom} f \mid f(x) \leq \alpha\}$$

are convex for all  $\alpha$



- ▶  $f$  is quasiconcave if  $-f$  is quasiconvex
- ▶  $f$  is quasilinear if it is quasiconvex and quasiconcave

## Quasiconvex programming

### Examples

- ▶  $\sqrt{|x|}$  is quasiconvex on  $\mathbf{R}$
- ▶  $\text{ceil}(x) = \inf\{z \in \mathbf{Z} \mid z \geq x\}$  is quasilinear
- ▶  $\log x$  is quasilinear on  $\mathbf{R}_{++}$
- ▶  $f(x_1, x_2) = x_1 x_2$  is quasiconcave on  $\mathbf{R}_{++}^2$
- ▶ linear-fractional function

$$f(x) = \frac{a^T x + b}{c^T x + d}, \quad \text{dom } f = \{x \mid c^T x + d > 0\}$$

is quasilinear

- ▶ distance ratio

$$f(x) = \frac{\|x - a\|_2}{\|x - b\|_2}, \quad \text{dom } f = \{x \mid \|x - a\|_2 \leq \|x - b\|_2\}$$

is quasiconvex

## Quasiconvex programming

### Internal rate of return

- ▶ cash flow  $x = (x_0, \dots, x_n)$ ;  $x_i$  is payment in period  $i$  (to us if  $x_i > 0$ )
- ▶ we assume  $x_0 < 0$  and  $x_0 + x_1 + \dots + x_n > 0$
- ▶ present value of cash flow  $x$ , for interest rate  $r$ :

$$\text{PV}(x, r) = \sum_{i=0}^n (1+r)^{-i} x_i$$

- ▶ internal rate of return is smallest interest rate for which  $\text{PV}(x, r) = 0$ :

$$\text{IRR}(x) = \inf\{r \geq 0 \mid \text{PV}(x, r) = 0\}$$

## Quasiconvex programming

### Internal rate of return

- ▶ internal rate of return is smallest interest rate for which  $PV(x, r) = 0$ :

$$IRR(x) = \inf\{r \geq 0 \mid PV(x, r) = 0\}$$

IRR is quasiconcave: superlevel set is intersection of open halfspaces

$$IRR(x) \geq R \iff \sum_{i=0}^n (1+r)^{-i} x_i > 0 \text{ for } 0 \leq r < R$$

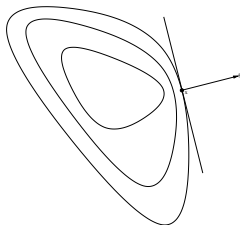
## Quasiconvex programming

**Properties modified Jensen inequality:** for quasiconvex  $f$

$$0 \leq \theta \leq 1 \implies f(\theta x + (1 - \theta)y) \leq \max\{f(x), f(y)\}$$

**first-order condition:** differentiable  $f$  with cvx domain is quasiconvex iff

$$f(y) \leq f(x) \implies \nabla f(x)^T (y - x) \leq 0$$



**sums** of quasiconvex functions are not necessarily quasiconvex

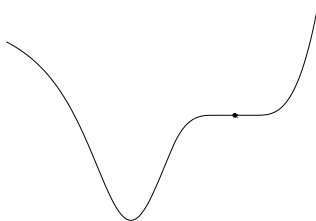
## Quasiconvex programming

### Problem

$$\begin{array}{ll}\text{minimize} & f_0(x) \\ \text{subject to} & f_i(x) \leq 0, \quad i = 1, \dots, m \\ & Ax = b\end{array}$$

with  $f_0 : \mathbf{R}^n \rightarrow \mathbf{R}$  quasiconvex,  $f_1, \dots, f_m$  convex

can have locally optimal points that are not (globally) optimal





## Quasiconvex programming

**Convex representation of sublevel sets of  $f_0$**  if  $f_0$  is quasiconvex, there exists a family of functions  $\phi_t$  such that:

- ▶  $\phi_t(x)$  is convex in  $x$  for fixed  $t$
- ▶  $t$ -sublevel set of  $f_0$  is 0-sublevel set of  $\phi_t$ , i.e.,

$$f_0(x) \leq t \iff \phi_t(x) \leq 0$$

**example**

$$f_0(x) = \frac{p(x)}{q(x)}$$

with  $p$  convex,  $q$  concave, and  $p(x) \geq 0$ ,  $q(x) > 0$  on **dom**  $f_0$

can take  $\phi_t(x) = p(x) - tq(x)$ :

- ▶ for  $t \geq 0$ ,  $\phi_t$  convex in  $x$
- ▶  $p(x)/q(x) \leq t$  if and only if  $\phi_t(x) \leq 0$

## Quasiconvex programming

### Quasiconvex OPT via convex feasibility problems

$$\phi_t(x) \leq 0, \quad f_i(x) \leq 0, \quad i = 1, \dots, m, \quad Ax = b \quad (1)$$

- ▶ for fixed  $t$ , a convex feasibility problem in  $x$
- ▶ if feasible, we can conclude that  $t \geq p^*$ ; if infeasible,  $t \leq p^*$

---

*Bisection method for quasiconvex optimization*

**given**  $l \leq p^*$ ,  $u \geq p^*$ , tolerance  $\epsilon > 0$ .

**repeat**

1.  $t := (l + u)/2$ .
2. Solve the convex feasibility problem (1).
3. **if** (1) is feasible,  $u := t$ ; **else**  $l := t$ .

**until**  $u - l \leq \epsilon$ .

---

## Quasiconvex programming

### Quasiconvex OPT via convex feasibility problems

---

*Bisection method for quasiconvex optimization*

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requires exactly  $\lceil \log_2((u - l)/\epsilon) \rceil$  iterations (where  $u, l$  are initial values).

- Choose  $u$  and  $l$ : if infeasible for  $t = u$ , then  $l = u$ ,  $u = 2u$ . If feasible for  $t = l$ , then  $u = l$ ,  $l = l/2$ . Otherwise, start use current  $u$  and  $l$ .

## Summary

- ▶ nonconvex problems are generally intractable
- ▶ these are heuristics with no optimality guarantee
  - ▶ but often works *very well* in practice
- ▶ CVXPY plugins are in the works
  - ▶ DCCP: difference of convex programming, solved via *convex-concave procedure*

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  - ▶ DCCP: difference of convex programming, solved via *convex-concave procedure*
  - ▶ DMCP: multi-convex optimization, solved via *block coordinate descent*
  - ▶ QCQP: nonconvex QCQP (quadratically constrained quadratic programming) via *suggest and improve*
  - ▶ NCVX: mostly convex apart from decision variables from a non-convex set, solved via *NC-ADMM* or *relax-round-polish*
- ▶ main idea: automatically recognize the specific nonconvexity pattern and apply appropriate heuristics

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## Bandlimited signal recovery from zero-crossings

Let  $y \in \mathbf{R}^n$  denote a bandlimited signal ( $t = 1, \dots, n$ ):

$$y_t = \sum_{j=1}^B a_j \cos\left(\frac{2\pi}{n}(f_{\min} + j - 1)t\right) + b_j \sin\left(\frac{2\pi}{n}(f_{\min} + j - 1)t\right).$$

**Given:**  $f_{\min}$  the lowest frequency in the band,  $B$  the bandwidth, and the signs of  $y$ , i.e.,  $s = \text{sign}(y)$ , with  $s_t = 1$  if  $y_t \geq 0$  and  $s_t = -1$  otherwise.

**Unknowns:** the coefficients  $a, b \in \mathbf{R}^B$  and the signal  $y \in \mathbf{R}^n$ .

**Goal:** find  $y$  and  $a, b$  that minimizes  $\|y\|_2$ , and are consistent with the bandlimited assumption above, the signs and a normalization constraint  $\|y\|_1 = n$  (as positive scaling does not change signs).

## Bandlimited signal recovery from zero-crossings

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**Solution:**

- ▶ bandlimited assumption:  $\hat{y} = Ax$ ,  $A = [C \ S]$ ,  $x = (a, b)$ .  
 $C_{tj} = \cos(2\pi(f_{\min} + j - 1)t/n)$ ,  
 $S_{tj} = \sin(2\pi(f_{\min} + j - 1)t/n)$ .
- ▶ sign consistency:  $s_t a_t^T x \geq 0$ .
- ▶ normalization:  $\|\hat{y}\|_1 = s^T Ax = n$ .

## Bandlimited signal recovery from zero-crossings

Let  $y \in \mathbf{R}^n$  denote a bandlimited signal ( $t = 1, \dots, n$ ):

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**Given:**  $f_{\min}$  the lowest frequency in the band,  $B$  the bandwidth, and the signs of  $y$ , i.e.,  $s = \text{sign}(y)$ , with  $s_t = 1$  if  $y_t \geq 0$  and  $s_t = -1$  otherwise.

**Solution:**

- We finally arrive at:

$$\begin{aligned} & \text{minimize} && \|Ax\|_2 \\ & \text{subject to} && s_t a_t^T x \geq 0, \quad t = 1, \dots, n \\ & && s^T Ax = n. \end{aligned}$$

## Matrix equilibration

We say that a matrix is  $\ell_p$  equilibrated if each of its rows has the same  $\ell_p$  norm, and each of its columns has the same  $\ell_p$  norm.

**Goal:** given matrix  $A \in \mathbf{R}^{m \times n}$ , find diagonal invertible matrices  $D \in \mathbf{R}^{m \times m}$  and  $E \in \mathbf{R}^{n \times n}$  such that  $DAE$  is  $\ell_p$  equilibrated.

**Naive feasibility problem:** find  $D$ ,  $E$ , and two real numbers  $\nu$  and  $\omega$ , s.t.

$$\mathbf{1}D^pBE^p = -\nu\mathbf{1}^T, \quad D^pBE^p\mathbf{1} = -\omega\mathbf{1}.$$

Here  $B_{ij} = |A_{ij}|^p$ . **Nonconvex!**

## Matrix equilibration

**Naive feasibility problem:** find  $D$ ,  $E$ , and two real numbers  $\nu$  and  $\omega$ , s.t.

$$\mathbf{1}D^pBE^p = -\nu\mathbf{1}^T, \quad D^pBE^p\mathbf{1} = -\omega\mathbf{1}.$$

Here  $B_{ij} = |A_{ij}|^p$ .

- **Solution:** find an convex optimization problem with the feasibility problem as its KKT/optimality conditions.

$$\begin{array}{ll} \text{minimize} & \sum_{i=1}^m \sum_{j=1}^n B_{ij} e^{u_i + v_j} \\ \text{subject to} & \mathbf{1}^T u = 0, \quad \mathbf{1}^T v = 0. \end{array}$$

- Then  $D = \mathbf{diag}(e^{u/p})$ ,  $E = \mathbf{diag}(e^{v/p})$ .

## Matrix equilibration

- **Solution:** find a convex optimization problem with the feasibility problem as its KKT/optimality conditions.

$$\begin{array}{ll}\text{minimize} & \sum_{i=1}^m \sum_{j=1}^n B_{ij} e^{u_i + v_j} \\ \text{subject to} & \mathbf{1}^T u = 0, \quad \mathbf{1}^T v = 0.\end{array}$$

- Then  $D = \mathbf{diag}(e^{u/p})$ ,  $E = \mathbf{diag}(e^{v/p})$ .
- Optimality conditions ( $\nu$ ,  $\omega$  are multipliers of the constraints  $\mathbf{1}^T u = 0$  and  $\mathbf{1}^T v = 0$ , resp.):

$$\begin{aligned}\sum_{j=1}^n B_{ij} e^{u_i + v_j} + \nu &= 0, \quad i = 1, \dots, m, \\ \sum_{i=1}^m B_{ij} e^{u_i + v_j} + \omega &= 0, \quad j = 1, \dots, n.\end{aligned}$$



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## Linear-fractional program

$$\begin{array}{ll}\text{minimize} & f_0(x) \\ \text{subject to} & Gx \preceq h \\ & Ax = b\end{array}$$

### linear-fractional program

$$f_0(x) = \frac{c^T x + d}{e^T x + f}, \quad \text{dom } f_0(x) = \{x \mid e^T x + f > 0\}$$

- a quasiconvex optimization problem; can be solved by bisection

## Linear-fractional program

$$\begin{array}{ll}\text{minimize} & f_0(x) \\ \text{subject to} & Gx \preceq h \\ & Ax = b\end{array}$$

### linear-fractional program

$$f_0(x) = \frac{c^T x + d}{e^T x + f}, \quad \text{dom } f_0(x) = \{x \mid e^T x + f > 0\}$$

- ▶ also equivalent to the LP (variables  $y, z$ )

$$\begin{array}{ll}\text{minimize} & c^T y + dz \\ \text{subject to} & Gy \preceq hz \\ & Ay = bz \\ & e^T y + fz = 1 \\ & z \geq 0\end{array}$$

## Linear-fractional program

### Proof sketch of equivalence

$$\begin{array}{ll}\text{minimize} & f_0(x) = \frac{c^T x + d}{e^T x + f} \\ \text{subject to} & Gx \preceq h, \quad Ax = b\end{array}$$

$$\begin{array}{ll}\text{minimize} & c^T y + dz \\ \text{subject to} & Gy \preceq hz, \quad Ay = bz, \\ & e^T y + fz = 1, \quad z \geq 0\end{array}$$

- ▶  $y = x/(e^T x + f)$ ,  $z = 1/(e^T x + f)$ .
- ▶  $x = y/z$  if  $z \neq 0$ . Otherwise, consider  $x = x_0 + ty$ , then  $f_0(x) \rightarrow c^T y + dz$ .

## Covariance estimation for Gaussian random variables

Let  $y \in \mathcal{N}(0, \Sigma)$  ( $y \in \mathbf{R}^n$ ), i.e.,  $\mathbf{E}[yy^T] = \Sigma$ . Then the density is

$$p_{\Sigma}(y) = (2\pi)^{-n/2} \det(\Sigma)^{-1/2} \exp(-y^T \Sigma^{-1} y/2).$$

For samples  $y_1, \dots, y_m$ , the negative log-likelihood function is

$$l(\Sigma) = (mn/2) \log(2\pi) + (m/2) \log \det \Sigma + (m/2) \text{tr}(\Sigma^{-1} Y),$$

where  $Y = \frac{1}{m} \sum_{k=1}^m y_k y_k^T$ . **Nonconvex!**

## Covariance estimation for Gaussian random variables

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where  $Y = \frac{1}{m} \sum_{k=1}^m y_k y_k^T$ . **Nonconvex!**

**Solution:** change of variable to  $S = \Sigma^{-1}$ .

$$\tilde{l}(S) = (mn/2) \log(2\pi) - (m/2) \log \det S + (m/2) \text{tr}(SY).$$

Now convex!

## Maximum Sharpe ratio portfolio

Consider the following problem:

$$\begin{aligned} & \text{minimize} && \mu^T x / \|\Sigma^{1/2} x\|_2 \\ & \text{subject to} && \mathbf{1}^T x = 1, \quad \|x\|_1 \leq L^{\max}, \end{aligned}$$

where  $\mu$  is the mean return,  $\Sigma \succ 0$  is the return covariance, and  $L^{\max}$  is the leverage limit. Assume that  $\exists x$ , s.t.  $\mu^T x > 0$ .

- This is **quasi-convex** – but can we do better?

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- ▶ This is **quasi-convex** – but can we do better?
- ▶ Yes – via homogeneity in  $x$  of the objective function.



## Maximum Sharpe ratio portfolio

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- First step: rewrite leverage constraint as  $\|x\|_1 \leq L^{\max} \mathbf{1}^T x$ , and add redundant constraint  $\mu^T x > 0$  – homogeneous.

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## Maximum Sharpe ratio portfolio

- First step: rewrite leverage constraint as  $\|x\|_1 \leq L^{\max} \mathbf{1}^T x$ , and add redundant constraint  $\mu^T x > 0$  – homogeneous.

$$\begin{array}{ll}\text{maximize} & \mu^T x / \|\Sigma^{1/2} x\|_2 \\ \text{subject to} & \mathbf{1}^T x = 1, \quad \|x\|_1 \leq L^{\max} \mathbf{1}^T x, \quad \mu^T x > 0.\end{array}$$

- Second step: change of variables

$$z = x / \mu^T x \Rightarrow \mu^T z = 1 \Rightarrow x = z / \mathbf{1}^T z.$$

$$\begin{array}{ll}\text{maximize} & 1 / \|\Sigma^{1/2} z\|_2 \\ \text{subject to} & \mu^T z = 1, \quad \|z\|_1 \leq L^{\max} \mathbf{1}^T z.\end{array}$$

## Maximum Sharpe ratio portfolio

Consider the following problem:

$$\begin{array}{ll}\text{maximize} & \mu^T x / \|\Sigma^{1/2} x\|_2 \\ \text{subject to} & \mathbf{1}^T x = 1, \quad \|x\|_1 \leq L^{\max},\end{array}$$

► Finally **convex**!

$$\begin{array}{ll}\text{minimize} & \|\Sigma^{1/2} z\|_2 \\ \text{subject to} & \mu^T z = 1, \quad \|z\|_1 \leq L^{\max} \mathbf{1}^T z.\end{array}$$

## General convexification procedures

- ▶ transformation (change of variables)
- ▶ convex relaxation
- ▶ convex restriction

# Outline

## Nonconvex Optimization Methods

- Difference of convex and multi-convex programming

- Quasiconvex programming

## Formulating convex problems (wisely)

- Convex formulation from modeling

- Convexifying nonconvex problems

## Miscellaneous topics on algorithms and solvers

# Outline

## Nonconvex Optimization Methods

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## Formulating convex problems (wisely)

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## Miscellaneous topics on algorithms and solvers

## Algorithm design

- ▶ sub-differential/sub-gradient and proximal operators
- ▶ monotone operators
- ▶ first-order methods, quasi-Newton methods, Newton methods/interior point methods
- ▶ primal-dual methods, distributed optimization
- ▶ stochastic and online algorithms

## Modeling language and solver choices

- ▶ Clarification: CVXPY is not a solver, but a modeling language
- ▶ How to choose solver: choose the most specialized solver whenever possible – automatically done in CVXPY 1.0, and keep improving



**Questions?**

Q&A time now!