

Constrained convex optimization: algorithms and applications

Convex optimization problems

A convex optimization problem is an optimization problem of the form

$$\begin{aligned} \min & f(x) \\ \text{s.t.} & g_i(x) \leq 0, \quad i = 1, \dots, m \\ & h_j(x) = 0, \quad j = 1, \dots, k \end{aligned}$$

where $f, g_i : \mathbb{R}^n \rightarrow \mathbb{R}$ are convex functions and $h_i : \mathbb{R}^n \rightarrow \mathbb{R}$ are affine functions

Convex optimization problems

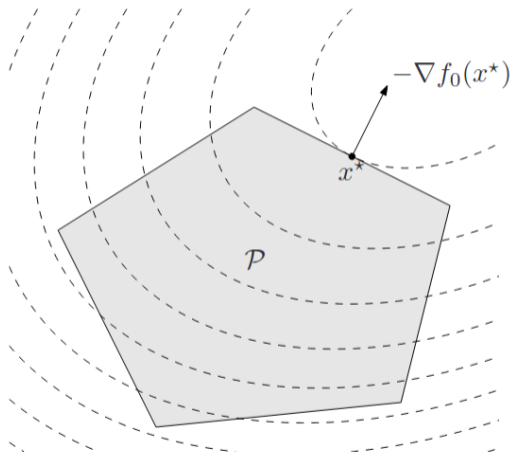
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The **feasible set** $\Omega = \{x \in \mathbb{R}^n \mid g_i(x) \leq 0, h_j(x) = 0\}$ is a convex set

Geometry









f_0 is the objective, \mathcal{P} is the feasible region

Application of constrained convex optimization

The Frank-Wolfe algorithm

Constrained least-squares







Back to the diet problem

Ingredients needed				
	3 oz	2 oz	2 oz	50 cts
	0 oz	4 oz	5 oz	80 cts
Requirements	6 oz	10 oz	8 oz	

Suppose that we want to meet the nutrition requirements within our budget of 300 cents

Constrained least-squares

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We can formulate this as a least-squares problem







$$\min_{x_1, x_2} (3x_1 - 6)^2 + (2x_1 + 4x_2 - 10)^2 + (2x_1 + 5x_2 - 8)^2$$

$$\text{s.t. } 50x_1 + 80x_2 \leq 300$$

$$x_1, x_2 \geq 0$$

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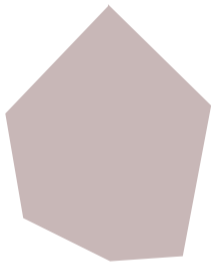
or in the matrix form:

$$\min_{x_1, x_2} \left\| \begin{bmatrix} 3 & 0 \\ 2 & 4 \\ 2 & 5 \end{bmatrix} \cdot \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} - \begin{bmatrix} 6 \\ 10 \\ 8 \end{bmatrix} \right\|^2$$

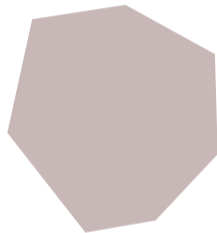
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Distance between polyhedra

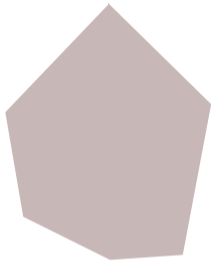


$$(\mathcal{P}_1) \quad A_1 x \leq b_1$$

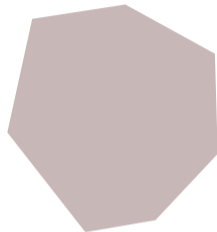


$$A_2 x \leq b_2 \quad (\mathcal{P}_2)$$

Distance between polyhedra



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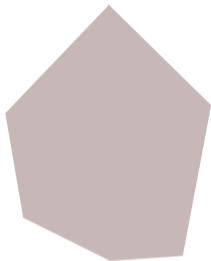


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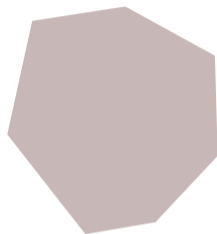
The distance between two polyhedra is

$$\min_{x_1 \in \mathcal{P}_1, x_2 \in \mathcal{P}_2} \|x_1 - x_2\|$$

Distance between polyhedra



$$(\mathcal{P}_1) \quad A_1 x \leq b_1$$



$$A_2 x \leq b_2 \quad (\mathcal{P}_2)$$

This can be formulated as

$$\begin{aligned} & \min_{x_1, x_2} \|x_1 - x_2\|^2 \\ & \text{s.t. } Ax_1 \leq b_1, Ax_2 \leq b_2 \end{aligned}$$

Linear program with random cost

We go back to an LP

$$\begin{array}{ll} \text{minimize} & c^T x \\ \text{subject to} & Ax = b \\ & \text{and } x \geq 0 \end{array}$$

But now suppose that the cost $c \in \mathbb{R}^n$ is random with mean \bar{c} and covariance $\mathbb{E}[(c - \bar{c})(c - \bar{c})^T] = \Sigma$

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But now suppose that the cost $c \in \mathbb{R}^n$ is random with mean \bar{c} and covariance $\mathbb{E}[(c - \bar{c})(c - \bar{c})^T] = \Sigma$. The mean and variance of the cost $c^T x$ is

$$\mathbb{E}[c^T x] = \bar{c}x, \quad \text{Var}[c^T x] = x^T \Sigma x$$

Linear program with random cost

In general there is a trade-off between expected cost and variance

One way to take variance into account is to minimize a linear combination of the expected value and the variance of the cost

$$\bar{c}x + \gamma x^T \Sigma x$$

This is called **risk-sensitive** cost

The parameter $\gamma \geq 0$ is called the **risk-aversion parameter**

Linear program with random cost

We replace the linear cost by the risk-sensitive cost

$$\begin{aligned} \min_x \quad & \bar{c}x + \gamma x^T \Sigma x \\ \text{s.t.} \quad & Ax = b \\ & \text{and } x \geq 0 \end{aligned}$$

This is a convex optimization problem

Markowitz portfolio optimization

- We consider a classical portfolio problem with n stocks held over a period of time

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 - A normal long position in asset i corresponds to $x_i > 0$
 - A short position in asset i (i.e., the obligation to buy the asset at the end of the period) corresponds to $x_i < 0$
- We let p_i denote the relative price change of asset i over the period, i.e., its change in price over the period divided by its price at the beginning of the period

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$$r = p^T x$$

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- The prices $p \in \mathbb{R}^n$ is usually random with known mean \bar{p} and covariance Σ
- Therefore with portfolio $x \in \mathbb{R}^n$, the return r is a random variable with mean $\bar{p}^T x$ and variance $x^T \Sigma x$

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$$\text{s.t. } \bar{p}^T x \geq r_m$$

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- One extension is to allow short positions, i.e., $x_i < 0$. To do this we introduce variables x_{long} and x_{short} with

$$x_{\text{long}} \geq 0 \quad x_{\text{short}} \geq 0 \quad x = x_{\text{long}} - x_{\text{short}} \quad \Sigma x_{\text{short}} \leq \gamma \Sigma x_{\text{long}}$$

where γ limits the total short position as a fraction of the total long position

Markowitz portfolio optimization

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Markowitz portfolio optimization

- As another extension we can include linear transaction costs
- Starting from a given initial portfolio x_{init} , we buy and sell assets to achieve the portfolio x , which we then hold over the period
- We are charged a transaction fee for buying and selling assets, which is proportional to the amount bought or sold
- To handle this, we introduce variables u_{buy} and u_{sell} , which determine the amount of each asset we buy and sell before the holding period. We have the constraints

$$x = x_{\text{init}} + u_{\text{buy}} - u_{\text{sell}} \quad u_{\text{buy}} \geq 0 \quad u_{\text{sell}} \geq 0$$

Markowitz portfolio optimization

- We replace the simple budget constraint $\sum_i x_i = B$ with the condition that the initial buying and selling, including transaction fees, involves zero net cash

$$(1 - f_{\text{sell}}) \sum u_{\text{sell}} = (1 + f_{\text{buy}}) \sum u_{\text{buy}}$$

- The constants $f_{\text{buy}} \geq 0$ and $f_{\text{sell}} \geq 0$ are the transaction fee rates for buying and selling
- The left-hand side is the total proceeds from selling assets, less the selling transaction fee
- The right-hand side is the total cost, including transaction fee, of buying assets

Markowitz portfolio optimization

In summary, the optimization problem with transaction costs is

$$\min_x x^T \Sigma x$$

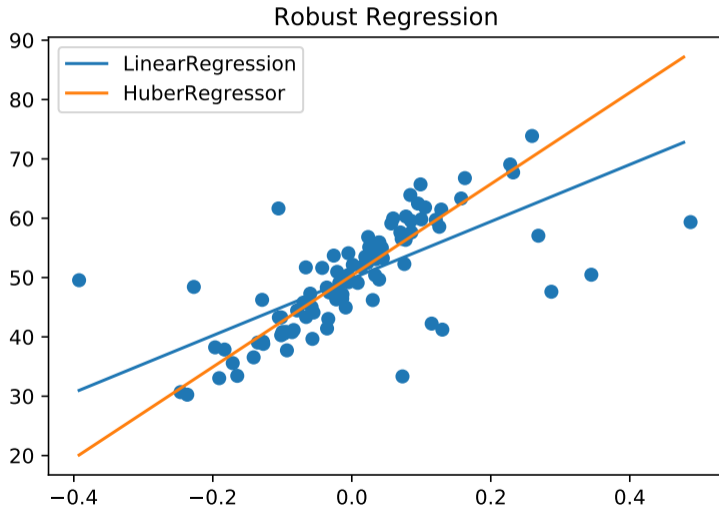
$$\text{s.t. } \bar{p}^T x \geq r_m$$

$$x = x_{\text{init}} + u_{\text{buy}} - u_{\text{sell}}$$

$$(1 - f_{\text{sell}}) \sum u_{\text{sell}} = (1 + f_{\text{buy}}) \sum u_{\text{buy}}$$

$$u_{\text{buy}} \geq 0, u_{\text{sell}} \geq 0$$

Robust linear regression



Robust linear regression

X = matrix of independent variables, y = dependent variable

The linear regression problem (finding the coefficient vector β) can be written as

$$\begin{aligned} \min_{\beta, r} & r_1^2 + r_2^2 + \dots + r_p^2 \\ \text{s.t.} & r = X\beta - y \end{aligned}$$

Idea: minimize the residuals r

Robust linear regression

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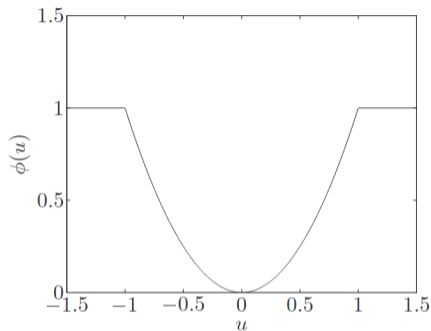
The linear regression problem (finding the coefficient vector β) can be written as

$$\begin{aligned} \min_{\beta, r} & \phi(r_1) + \phi(r_2) + \dots + \phi(r_p) \\ \text{s.t.} & r = X\beta - y \end{aligned}$$

where ϕ is a **penalty function** (e.g. $\phi(u) = u^2$)

How can we design ϕ so that the regression is **robust to outliers**?

First idea

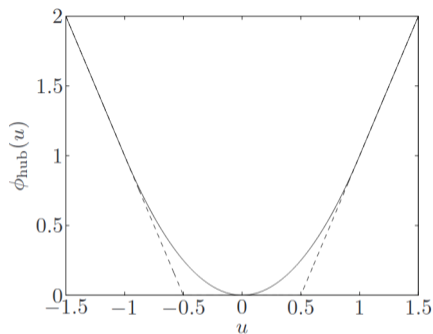


$$\phi_M(u) = \begin{cases} u^2 & |u| \leq M \\ M^2 & |u| > M \end{cases}$$

This penalty function agrees with LR for any residual smaller than M

but puts a fixed weight on any residual larger than M , no matter how much larger it is. However, this function is not convex!

Second idea



$$\phi_{\text{hub}}(u) = \begin{cases} u^2 & |u| \leq M \\ M(2M - |u|) & |u| > M \end{cases}$$

This penalty function agrees with the LR for residuals smaller than M and then reverts to linear growth for larger residuals. This works!

Huber regression (1964)

Data points: $(x_1, y_1), (x_2, y_2), \dots, (x_n, y_n)$; $x_i \in \mathbb{R}^p, y \in \mathbb{R}$

Huber regression (1964)

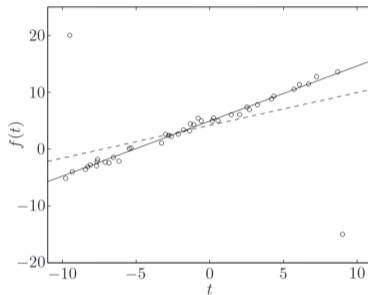
Data points: $(x_1, y_1), (x_2, y_2), \dots, (x_n, y_n)$; $x_i \in \mathbb{R}^p, y \in \mathbb{R}$

The coefficient vector β of the Huber regression is given by solving the least-squares problem:

$$\min_{\beta} \sum_{i=1}^n \phi_{\text{hub}}(y_i - A\beta)$$

1D example

Below is an example of 42 data points: $(x_1, y_1), \dots, (x_{42}, y_{42})$



The solid line shows the Huber regression with one independent variable:

$$\hat{y}_i = a + bx_i$$

The coefficients a, b can be found by solving

$$\min_{a,b} \phi_{\text{hub}}(y_i - a - bx_i)$$

Application of constrained convex optimization

The Frank-Wolfe algorithm

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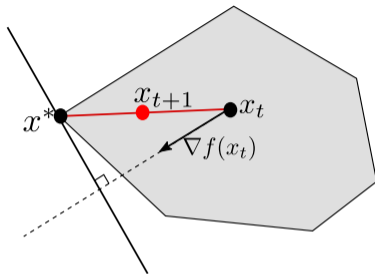
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There are many algorithms that solve this problem

One simple algorithm is the **Frank-Wolfe** algorithm

The Frank-Wolfe algorithm

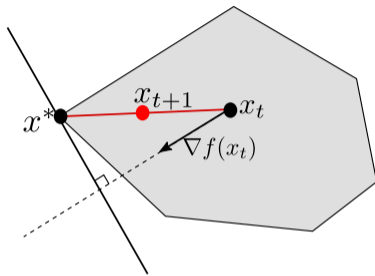


At step t , we approximate the objective by a linear function

$$f(x) \approx f(x_t) + \nabla f(x_t)(x - x_t)$$

$$\begin{aligned} \min & f(x_t) + \nabla f(x_t)(x - x_t) \\ \text{s.t.} & g_i(x) \leq 0, \quad i = 1, \dots, m \\ & h_j(x) = 0, \quad j = 1, \dots, k \end{aligned}$$

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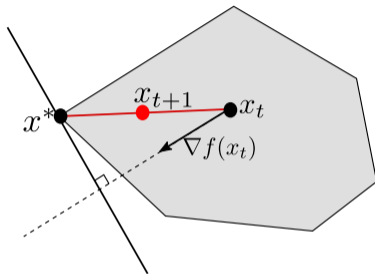


Since x_t is fixed, $f(x_t)$ is a constant, so we can remove the term

$$\begin{aligned} \min \quad & \nabla f(x_t)(x - x_t) \\ \text{s.t.} \quad & g_i(x) \leq 0, \quad i = 1, \dots, m \\ & h_j(x) = 0, \quad j = 1, \dots, k \end{aligned}$$

Let x^* be the solution to this LP (obtained via e.g. simplex method)

The Frank-Wolfe algorithm



Use the line search to optimize the objective between x^* and x_t

$$\min_{\alpha \in [0,1]} f(x_t + \alpha(x^* - x_t))$$

Go back to the first step, repeat until convergence