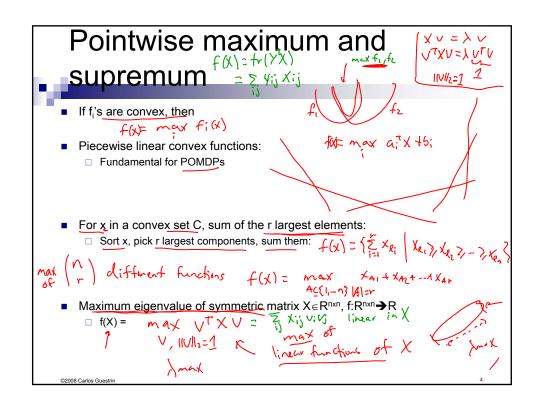
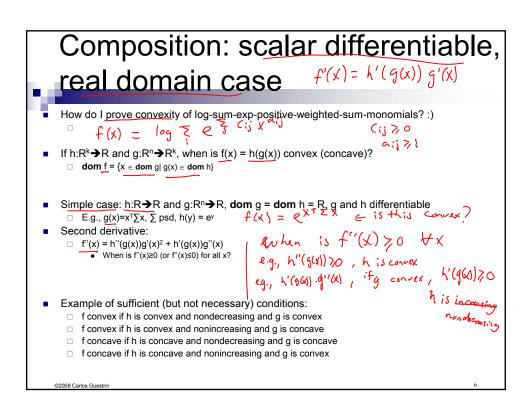


Operations that preserve convexity Many operations preserve convexity Knowing them will make your life much easier when you want to show that something is convex Examples in next few slides Simplest: Non-negative weighted sum: | f = Z w; fi w; > 0 | If all f;'s are convex, then f is convex | If all f;'s are concave, then f is concert | Example: integral of f(x,y) convex y, y | Affine mapping: f:Rn→R, A∈Rnxm, b∈Rm | e.g., A, b come from P(A | g(x) = f(Ax+b) | dom g = { X | Ax + b | e.dom f } f + always | convex | f | lf is convex, then g is concert | dom f | convex | f | dom f | convex | lf f is concave, then g is concert | dom f | convex | lf f is concave, then g is concert | dom f | convex | lf f is concave, then g is concert | dom f | convex | lf f is concave, then g is concert | dom f | convex | lf f is concave, then g is concert | dom f | convex | lf f is concave, then g is concert | dom f | convex | lf f is concave, then g is concert | lf f is concave, then g is concert | lf f is concave, then g is concert | lf f is concave, then g is concert | lf f is concave, then g is concert | lf f is concave, then g is concert | lf f is concave, then g is concert | lf f is concave, then g is concert | lf f is concave, then g is concert | lf f is concave, then g is concert | lf f is concave, then g is concert | lf f is concave, then g is concert | lf f is concave, then g is concert | lf f is concave, then g is concert | lf f is concave, then g is concert | lf f is concave, then g is concert | lf f is concave, then g is concert | lf f is concave, then g is concert | lf f is concave, then g is concert | lf f is concave, then g is concert | lf f is concave, then g is concert | lf f is concave, then g is concert | lf f is concave, then g is concert | lf f is concave, then g is concert | lf f is concave, then g is concert | lf f is concave, then g is concert | lf f is concave, then g is concert | lf f is concave, then g is concert | lf f is concave, then g is concert | lf f is concave, then g is concert | lf f is conc



Pointwise maximum of affine functions: general representation We saw: convex set can be written as intersection of (infinitely many) hyperplanes: C convex, then C = ((a; x + b; > 0)) Convex functions can be written as supremum of (infinitely many) lower bounding hyperplanes: f convex function, then f(x) = max a; x + b; i Not convex or of any of any



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Composition: scalar, general case

If h:Rk→R and g:Rn→Rk, when is f(x) = h(g(x)) convex (concave)?

dom f = {x ∈ dom g| g(x) ∈ dom h}

Simple case: h:R→R and g:Rn→R, general domain and non-differentiable

Example of sufficient (but not necessary) conditions:

fonvex if h is convex and fin hondecreasing and g is convex

foncave if h is concave and fin hondecreasing and g is concave

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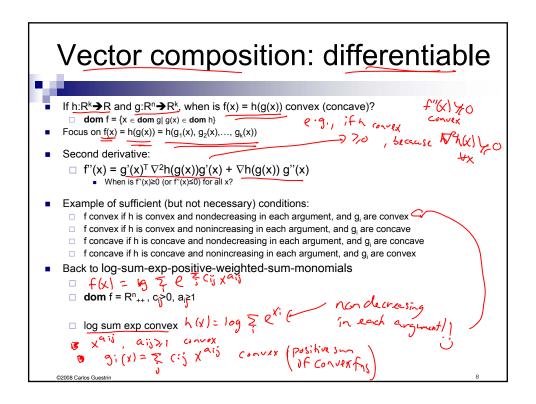
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if h(x) = h(x) if x ∈ dom

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Minimization



If f(x,y) is convex in (x,y) and C is a convex set, then:

- Norm is convex: ||x-y||
- $(x-y) = A \begin{pmatrix} \bar{x} \\ y \end{pmatrix}$
- □ minimum distance to a set C is convex:

d(x, c) = min |x-y|



Perspective function

KL (PIIZ) = Z PCX) log PCX)



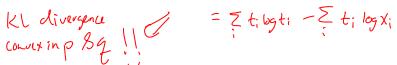
- If f is convex (concave), then the perspective of f is convex (concave):
 - \Box t>0, g(x,t) = t f(x/t)

Computer vision f convox in x, g is convox in both x, t

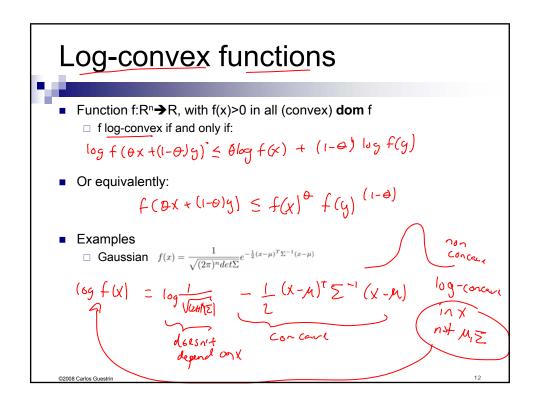
- KL divergence:
 - □ $f(x) = -\log x$ is convex



- □ Take the perspective: $g(X_1t) = -t \log x = -t \log x + t \log t$
- □ Sum over many pairs (x,t) $\lambda(x,t) = \sum_{i=1}^{\infty} g(x_i,t_i)$



Quasiconvex functions Unimodal functions are not always convex But they are (usually) still easy to optimize: Quasiconvex function: All sublevel sets are convex, for all α∈R: Δ = {χ | f(x) ≤ √} Equivalent definition: max of extremes is higher than function convex; f(θχ+(1-θ)γ) ≤ Φf(χ) + (1-θ) f(γ) Applications include computer vision (geometric reconstruction) [κε & καπασθε '05]



What should you know: Convex fns



- definition
- showing that a function is convex/concave
 - ☐ first principle
 - ☐ first and second order condition
 - □ epigraph
 - □ operations that preserve convexity
- quasiconvexity
- log-convexity

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