

Linear feasibility problem

$$\min c^T x \text{ s.t.}$$

$$Ax + b \geq 0$$

$$\max -b^T y \text{ s.t.}$$

$$A^T y = c, \quad y \geq 0$$

$$\text{find } x \text{ s.t.}$$

$$Ax + b \geq 0$$

Separation oracle

Ellipsoid preview

Difficulties

- How do we get bounding sphere?
- How do we know when to stop?
- Bound region gets complicated—how do we find its center?

Bounding a half-ellipsoid

- General ellipsoid w/ center x_c , shape A :
- Halfspace: $p^T x \leq p^T x_c$
- Translate to origin, scale to be spherical

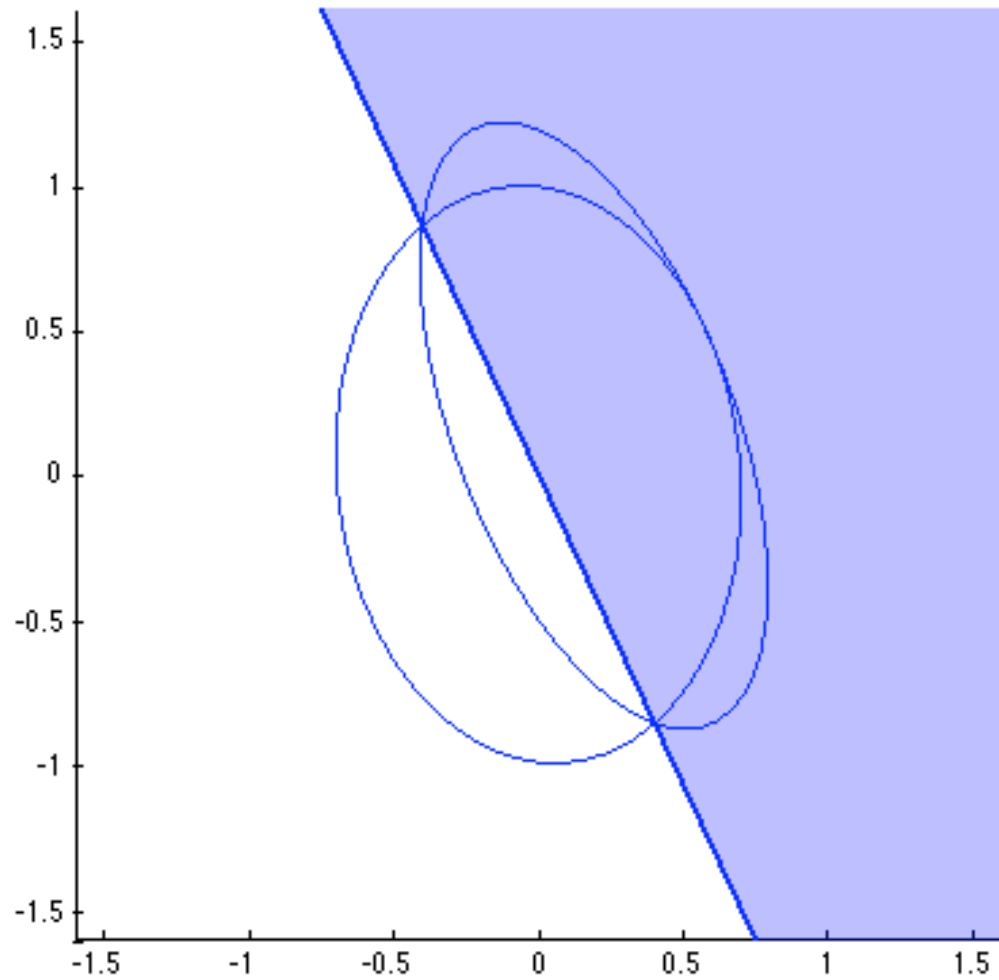
$$y =$$

$$x =$$

Bounding a half-sphere

- Rotate so hyperplane is axis-normal
- New center z_C :
- New shape B :

For example



Ellipsoid algorithm

- Want to find x s.t. $Ax + b + \eta \geq 0$
- Pick E_0 s.t. $x^* \in E_0$
- for $t := 1, 2, \dots$
 - $x_t :=$ center of E_t
 - ask whether $Ax_t + b + \eta \geq 0$
 - yes: declare feasible!
 - no: get new constraint w/ normal p_t
 - $E_{t+1} := \text{bound}(E_t \cap \{x \mid p_t^T x \leq p_t^T x_t\})$
 - if $\text{vol}(E_{t+1}) \leq \varepsilon \text{vol}(E_0)$: declare infeasible!

Getting bounds

- How big does E_0 need to be?
- What should η be?
- How small does ε need to be?

Dotting i's, crossing t's

- What if LF was unbounded?
- What about numerical precision?

Comparison to constraint generation

- Ellipsoid is polynomial, but slow
- Constraint generation has no non-trivial runtime bound, but often much faster

Other algorithms

- Interior point: polynomial, can be very fast
- Simplex: exponential in worst case, but often fast in practice
- Randomized simplex: polynomial [Kelner & Spielman, 2006]
- Subgradient descent: weakly polynomial, but really simple, and fast for some purposes

What's a subgradient?

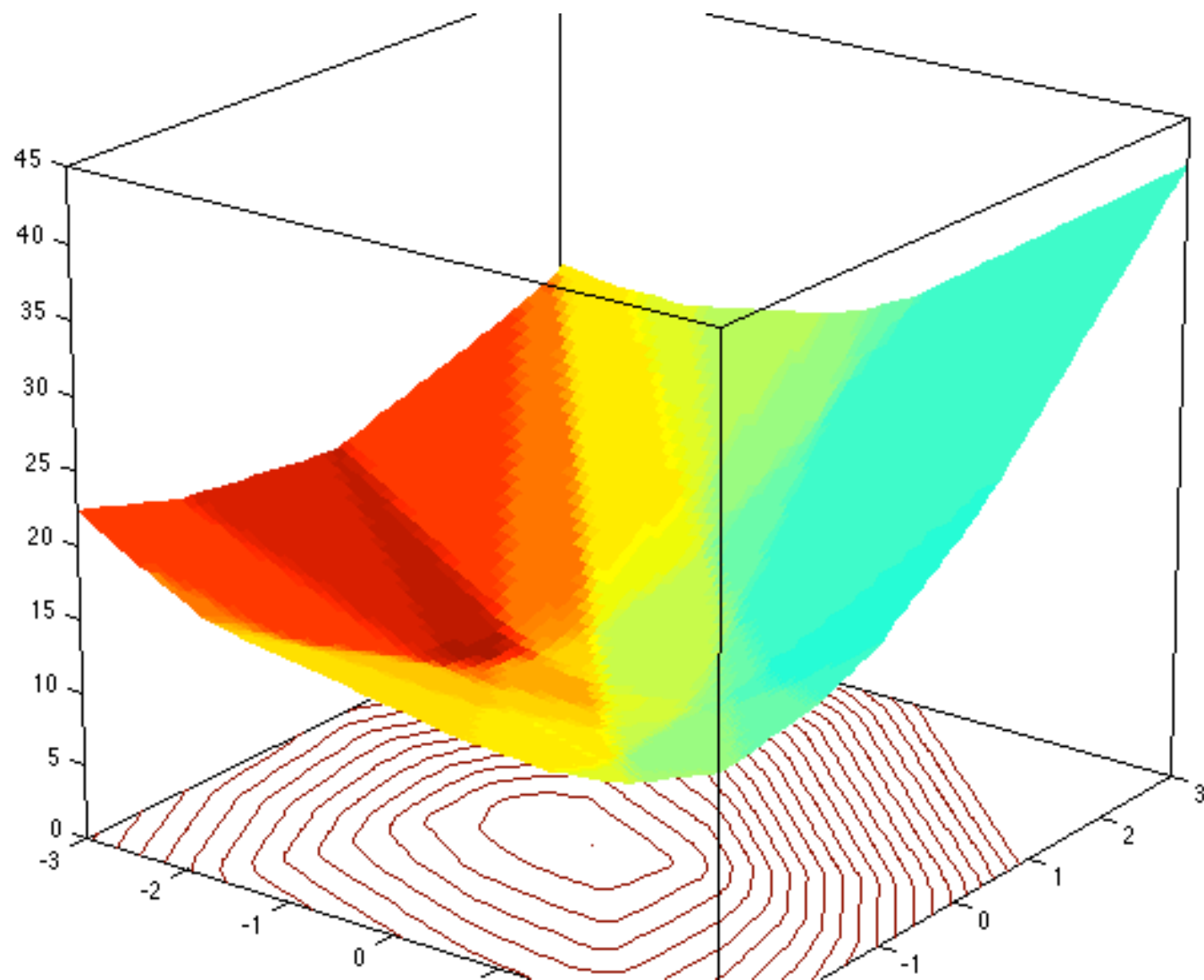
Subgradients for SVMs

- $\min_{s,w,b} ||w||^2 + C \sum_i s_i$ s.t.
 $y_i(x_i^T w - b) \geq 1 - s_i$
 $s_i \geq 0$
- Equivalently,

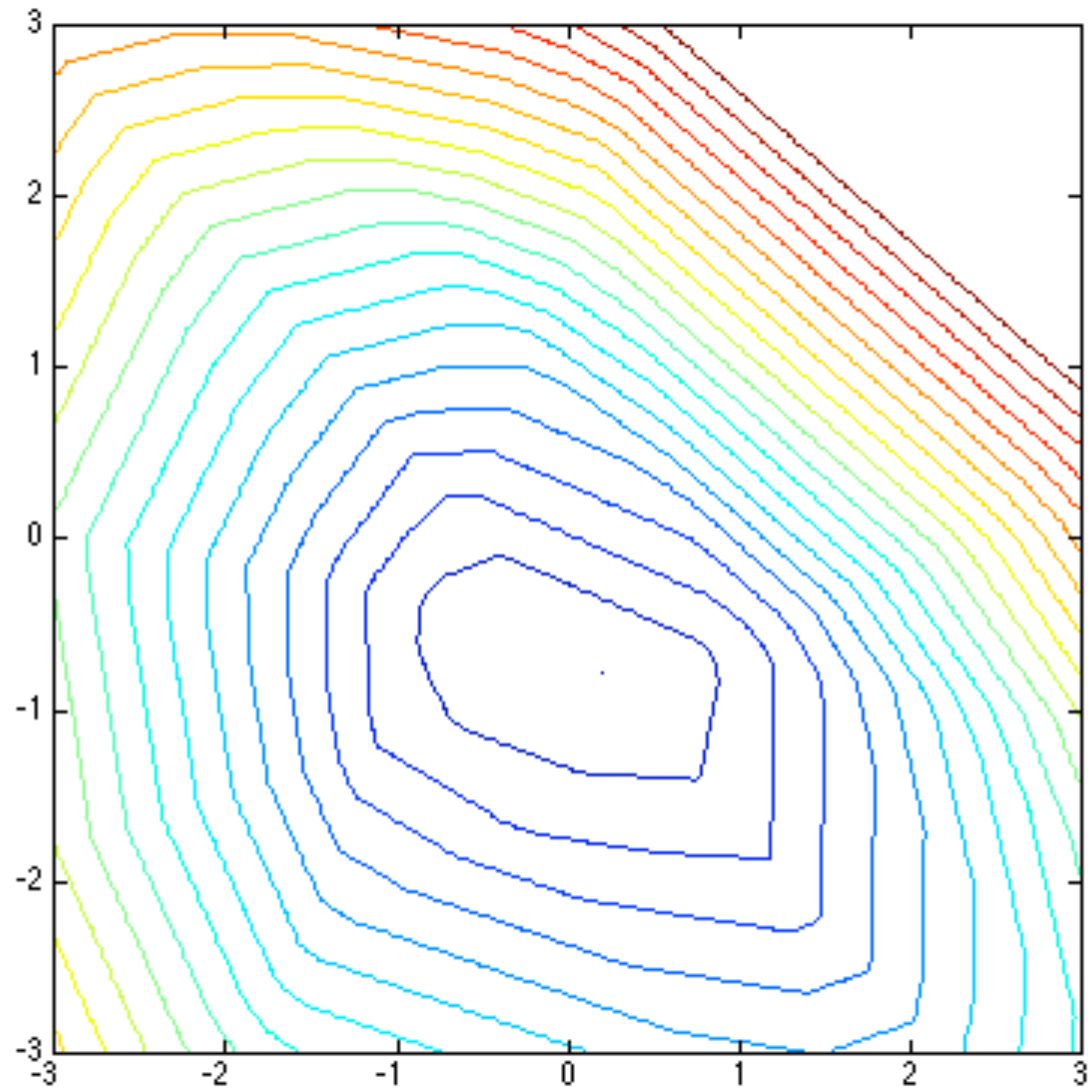
Subgradients for SVMs

- $\min_w L(w) = ||w||^2 + (C/m) \sum_i h(y_i x_i^T w)$
- Subgradient of $h(z)$:
- Subgradient of $L(w)$ wrt w :

SVM loss



Subgradient descent



Subgradient descent

- While not tired:

$$g_t = \partial f(x_t)$$

$$x_{t+1} = x_t - \eta_t g_t$$

Subgradient questions

- How to choose learning rate?
- How to decide when we're tired?
- How to estimate $\partial f(x_t)$?