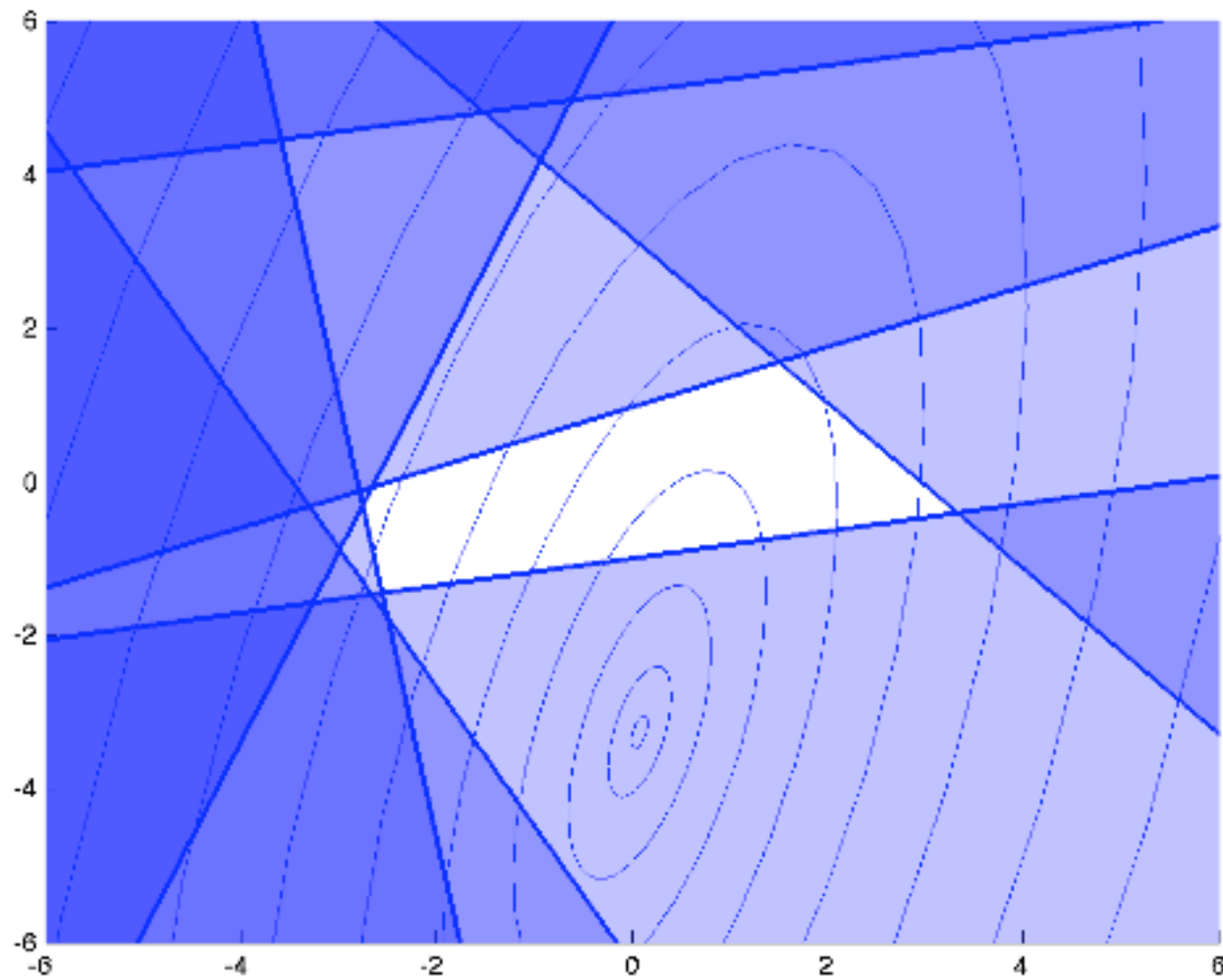


# Quadratic programs

# Problem statement

- Linear  $= \geq \leq$  constraints
- Quadratic objective
- minimize subject to  
 $Ax + b \geq 0$   
 $Ex + d = 0$

# For example



# QCQP

- Quadratic constraints make problem harder -- no longer called a QP!
- Quadratically-constrained QP instead

minimize  $a^2 + b^2$  subject to

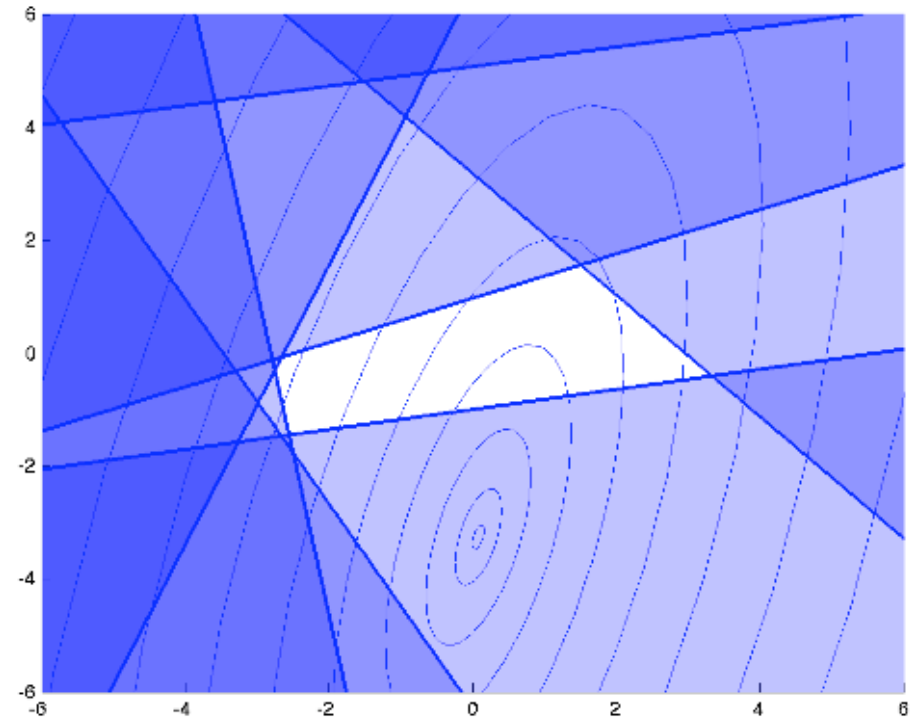
$$a \geq x^2, \quad b \geq y^2$$

$$3x + y = 6$$

# How hard are QPs?

- Max cut problem (NP-complete)
- Max cut QP
- QP is NP-hard (in fact, NP-complete)

# Convex QPs



- +ve semidefinite objective
  - minimize  $x'Hx/2 + c'x$
- Or -ve semidefinite for maximization
- Convex QP is about as hard as LP (poly-time, but very flexible)

# Sketching convex QPs

- $\min (x-4)^2 + (y-2)^2$  s.t.
- $3x + 2y \leq 6$
- $x \geq 0, y \geq 0$

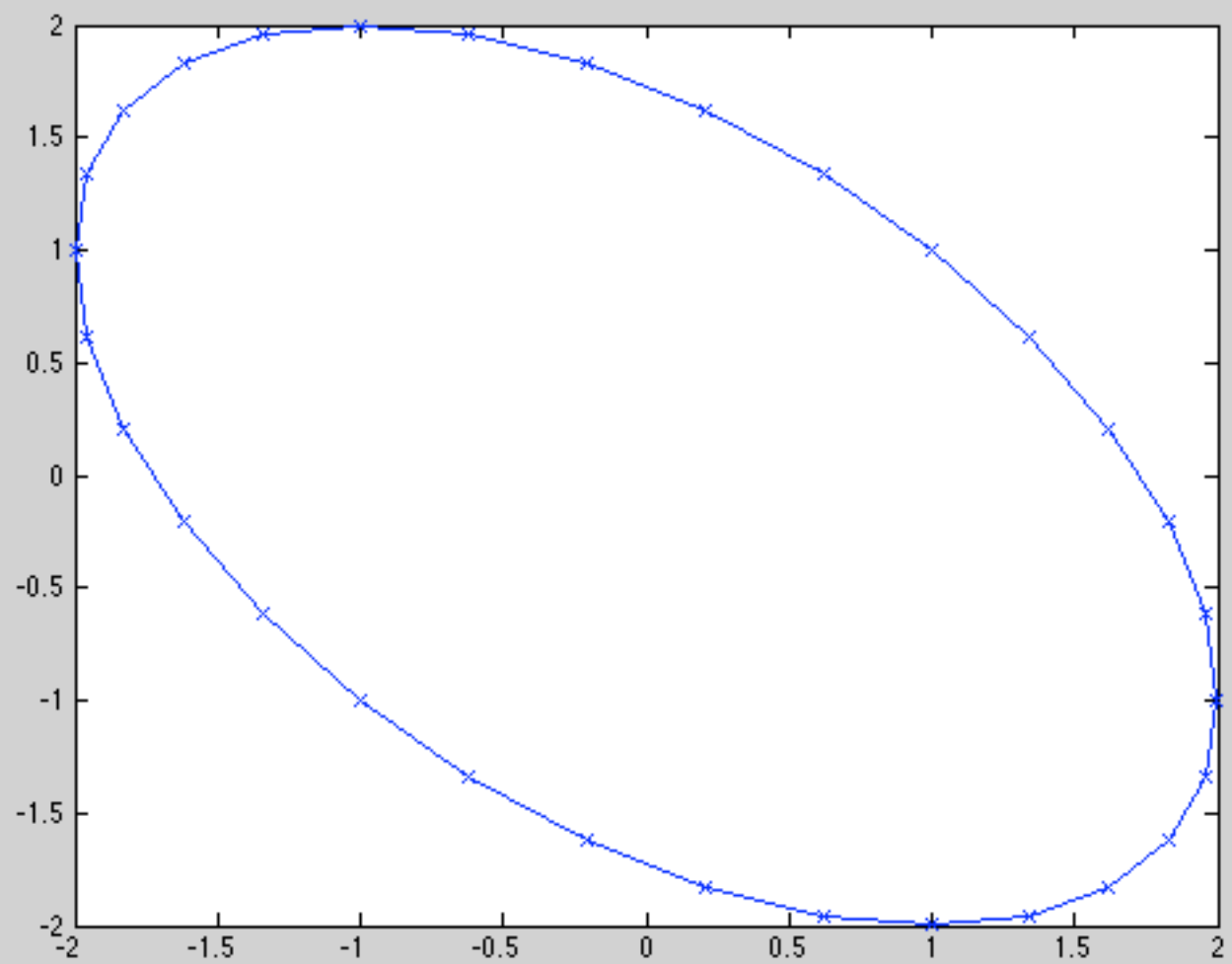
# Sketching ellipses

- $\min x'Hx/2 - c'x \quad \text{s.t.} \quad \dots$
- If  $H = \text{identity}$ , circles centered @  $c$
- For positive-definite  $H = A'A$ :
- $\min x'A'A x/2 - c'x \quad y = Ax$
- In  $y$ -space, circles around  $A^{-1}c$
- In  $x$ -space: images of circles under  $A$



# Sketching example

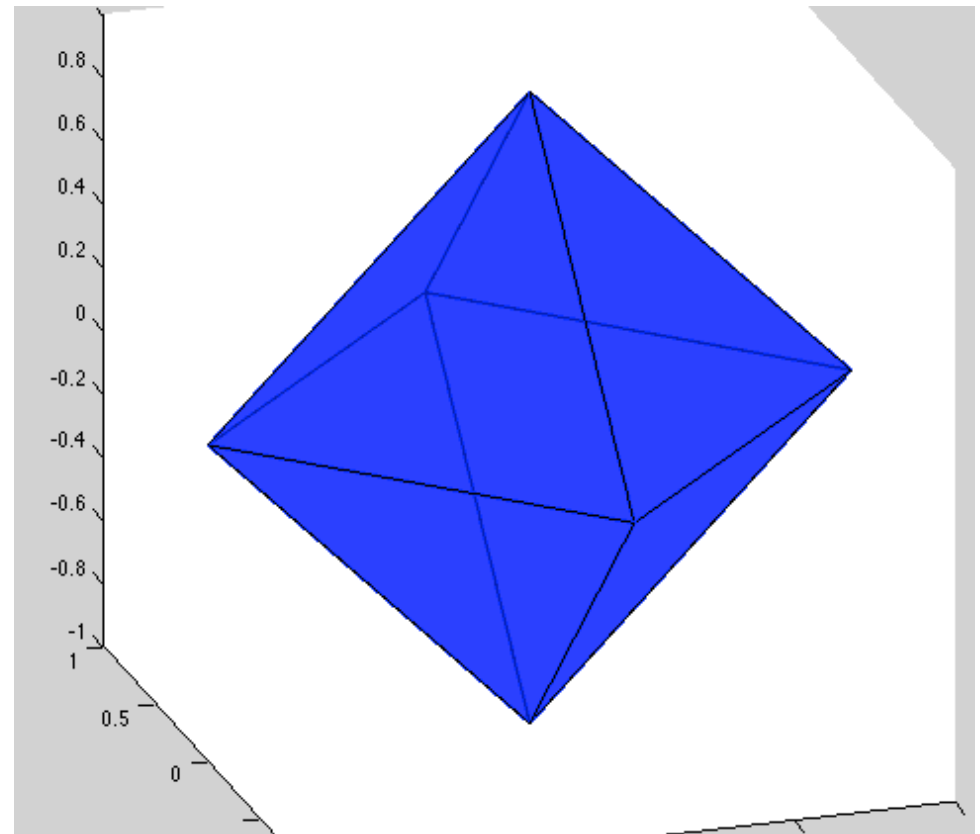
- $H = \begin{pmatrix} 4 & -2 \\ -2 & 4 \end{pmatrix} = L L'$
- $L = \begin{pmatrix} 2 & 0 \\ -1 & \sqrt{3} \end{pmatrix}$



# Quadratic program examples

# Euclidean projection

- Find point closest to  $(3, 3, 3)$  in octahedron



# Robust (Huber) regression

- Given points  $(x_i, y_i)$
- $L_2$  regression:  
$$\min_w \sum_i (y_i - x_i'w)^2$$
- Problem:
- Solution: Huber loss  
$$\min_w \sum_i \text{Hu}(y_i - x_i'w)$$

$\text{Hu}(z) =$

# Huber loss as QP

- $H_u(z)$ :

# LASSO

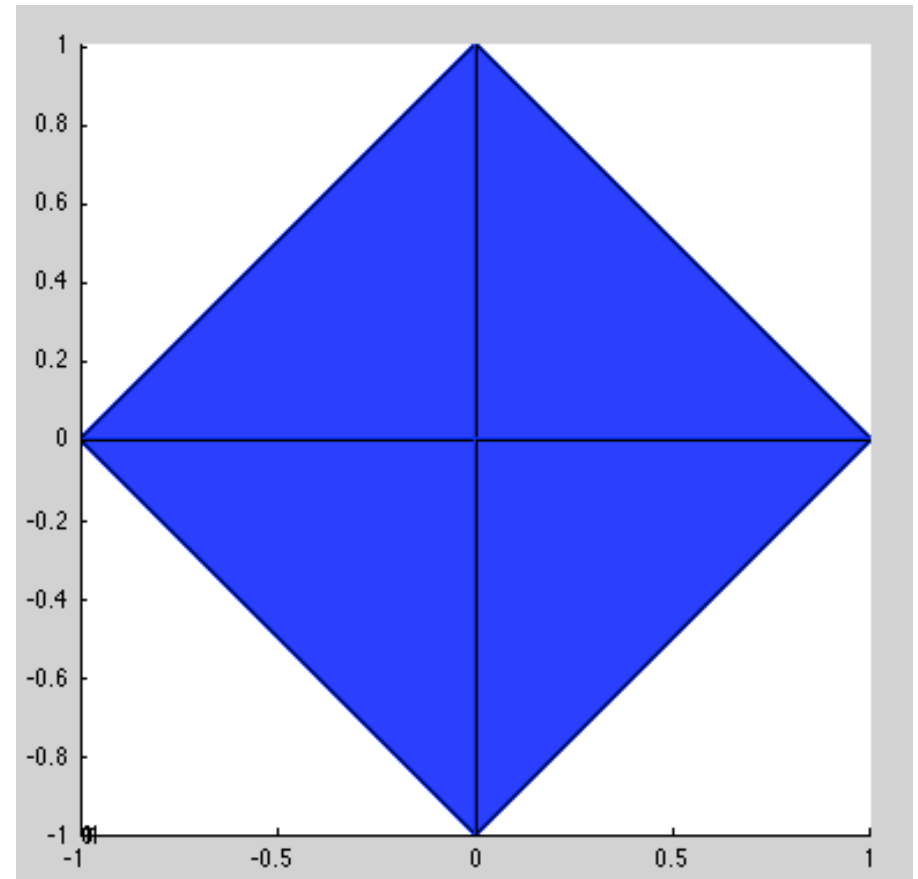
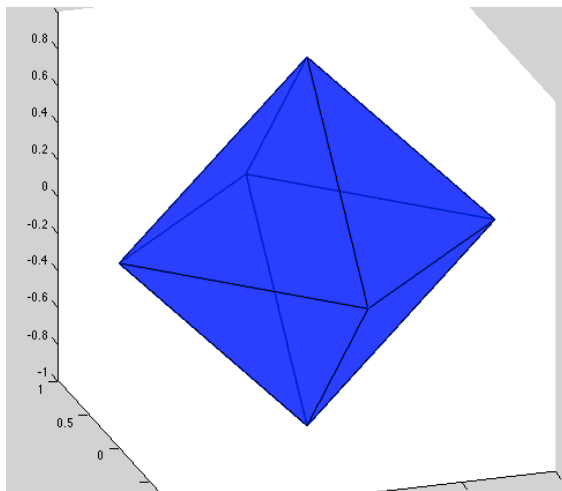
- “Least Absolute Shrinkage & Selection Operator”
- Problem: regression with many more features than examples

$$\min_w \sum_i (y_i - x_i'w)^2$$

- Problem:

# Why would LASSO work?

- Imagine constraining  $\|w\|_1$
- Pretend quadratic is near-spherical





# LASSO as QP

- Just like absolute value LP

$$\min_w \sum_i (y_i - x_i'w)^2 + \sum_j s_j$$

$$s_j \geq w_j$$

$$s_j \geq -w_j$$

# Support vector machines

# Maximizing margin

- $\text{margin} = y_i (x_i \cdot \bar{w} - \bar{b})$
- $\max$  s.t.

# Administrative

- Submission directories should be present **now**. `/afs/andrew/course/10/725/Submit/your-ID`  
Check yours!
  - e.g., submit a small file “test.txt”
- We don't want to hear about problems late on night before due date...
- Audit deadline is tomorrow (1/29)
  - make sure we know about your preference
  - no need to tell us again if you signed up on Wed.
  - we are trying to accomodate as many as possible