

# Convex Optimization in Python with CVXPY

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# Outline

Convex optimization

Convex modeling languages

CVXPY

Image in-painting

Trade-off curve, in parallel

Single commodity flow

Summary

## Convex optimization 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 variable  $x \in \mathbf{R}^n$

- ▶ objective and inequality constraints  $f_0, \dots, f_m$  are convex for all  $x, y, \theta \in [0, 1]$ ,

$$f_i(\theta x + (1 - \theta)y) \leq \theta f_i(x) + (1 - \theta)f_i(y)$$

*i.e.*, graphs of  $f_i$  curve upward

- ▶ equality constraints are linear

## Why convex optimization?

- ▶ beautiful, fairly complete, and useful theory
  - ▶ solution algorithms that work well in theory and practice
  - ▶ **many applications** in
    - ▶ machine learning, statistics
    - ▶ control
    - ▶ signal, image processing
    - ▶ networking
    - ▶ engineering design
    - ▶ finance
- ... and many more

## How do you solve a convex problem?

- ▶ use someone else's ('standard') solver (LP, QP, SOCP, ...)
  - ▶ easy, but your problem **must** be in a standard form
  - ▶ cost of solver development amortized across many users
- ▶ write your own (custom) solver
  - ▶ lots of work, but can take advantage of special structure
- ▶ use a convex modeling language
  - ▶ transforms user-friendly format into solver-friendly standard form
  - ▶ extends reach of problems solvable by standard solvers

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# Convex modeling languages

- ▶ long tradition of modeling languages for optimization
  - ▶ cf. AMPL, GAMS
- ▶ modeling languages for convex optimization
  - ▶ *e.g.*, CVX, YALMIP, CVXGEN, QCML
- ▶ function of a convex modeling language:
  - ▶ check/verify problem convexity
  - ▶ convert to standard form

# Disciplined convex programming (DCP)

- ▶ system for constructing expressions with known curvature
  - ▶ constant, affine, nonnegative (convex), nonpositive (concave)
- ▶ expressions formed from
  - ▶ variables (curvature: affine, unknown sign)
  - ▶ constants (curvature: constant, known sign)
  - ▶ library of atoms with known curvature and sign (as function of their arguments)
- ▶ more at [dcp.stanford.edu](http://dcp.stanford.edu)



## Standard (conic) form

$$\begin{array}{ll} \text{minimize} & c^T x \\ \text{subject to} & Ax = b \\ & x \in \mathcal{K} \end{array}$$

with variable  $x \in \mathbf{R}^n$

- ▶  $\mathcal{K}$  is convex cone
  - ▶  $x \in \mathcal{K}$  is a generalized nonnegativity constraint
- ▶ linear objective, equality constraints
- ▶ special cases:
  - ▶  $\mathcal{K} = \mathbf{R}_+^n$ : linear program (LP)
  - ▶  $\mathcal{K} = \mathbf{S}_+^n$ : semidefinite program (SDP)
- ▶ general interface for solvers

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# CVXPY

a modeling language in Python for convex optimization

- ▶ translates from math to standard form used by solvers
- ▶ uses DCP to verify convexity
- ▶ open source all the way from the solvers
- ▶ supports parameterized problems
- ▶ mixes easily with general Python code, other libraries
- ▶ already used in many research projects and two classes
- ▶ over 7000 downloads on PyPi

## CVXPY solvers

- ▶ all open source
- ▶ CVXOPT (Vandenberghe, Dahl, Andersen)
  - ▶ interior-point method
  - ▶ in Python
- ▶ ECOS (Domahidi)
  - ▶ interior-point method
  - ▶ compact, library-free C code
- ▶ SCS (O'Donoghue)
  - ▶ first-order method
  - ▶ native support of exponential cone
  - ▶ parallelism with OpenMP

## CVXPY example

(constrained LASSO)

$$\begin{array}{ll} \text{minimize} & \|Ax - b\|_2^2 + \gamma \|x\|_1 \\ \text{subject to} & \mathbf{1}^T x = 0, \quad \|x\|_\infty \leq 1 \end{array}$$

with variable  $x \in \mathbf{R}^n$

---

```
from cvxpy import *
x = Variable(n)
cost = sum_squares(A*x-b) + gamma*norm(x,1)
obj = Minimize(cost)
constr = [sum_entries(x) == 0, norm(x,"inf") <= 1]
prob = Problem(obj, constr)
opt_val = prob.solve()
solution = x.value
```

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## Image in-painting

- ▶ guess pixel values in obscured/corrupted parts of image
- ▶ *total variation in-painting*: choose pixel values  $x_{ij} \in \mathbf{R}^3$  to minimize

$$\text{TV}(x) = \sum_{ij} \left\| \begin{bmatrix} x_{i+1,j} - x_{ij} \\ x_{i,j+1} - x_{ij} \end{bmatrix} \right\|_2$$

- ▶ a convex problem

## Example

- ▶  $512 \times 512$  color image
- ▶ denote corrupted pixels with  $K \in \{0, 1\}^{512 \times 512}$ 
  - ▶  $K_{ij} = 1$  if pixel value is known
  - ▶  $K_{ij} = 0$  if unknown
- ▶  $X_{\text{corr}} \in \mathbf{R}^{512 \times 512 \times 3}$  is corrupted image



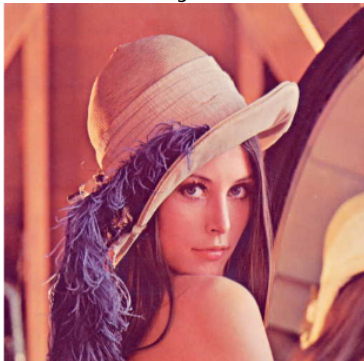
## Image in-painting CVXPY code

```
from cvxpy import *
variables = []
constr = []
for i in range(3):
    X = Variable(512, 512)
    variables += [X]
    constr += [mul_elemwise(K, X - X_corr[:, :, i]) == 0]

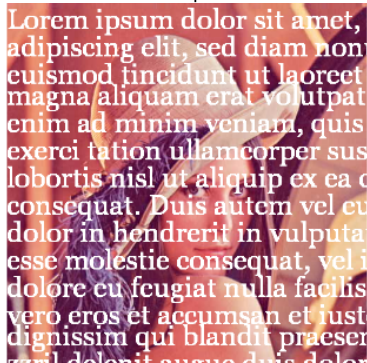
prob = Problem(Minimize(tv(*variables)), constr)
prob.solve(solver=SCS)
```

## Example

Original

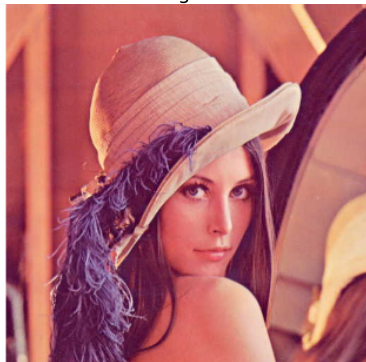


Corrupted



# Example

Original

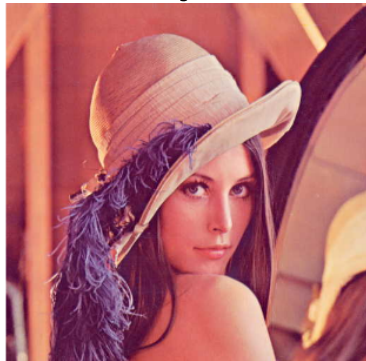


Recovered



## Example (80% of pixels removed)

Original

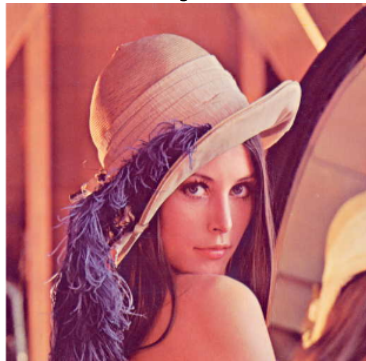


Corrupted

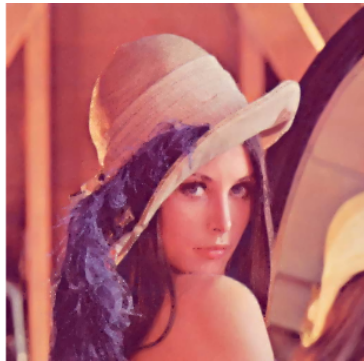


## Example (80% of pixels removed)

Original



Recovered



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# Parameters

- ▶ symbolic representations of constants
- ▶ fixed sign and dimensions
- ▶ change value of constant without rebuilding problem

## Parameter syntax

```
# Positive scalar parameter.  
gamma = Parameter(sign="positive")  
  
# Column vector parameter with unknown sign (by default).  
c = Parameter(5)  
  
# Matrix parameter with negative entries.  
G = Parameter(4, 7, sign="negative")  
  
# Assigns a constant value to G.  
G.value = -numpy.ones((4, 7))
```



## LASSO in CVXPY

(LASSO)

$$\text{minimize} \quad \|Ax - b\|_2^2 + \gamma \|x\|_1$$

with variable  $x \in \mathbf{R}^n$

---

```
x = Variable(n)
gamma = Parameter(sign="positive")
error = sum_squares(A*x-b)
regularization = gamma*norm(x,1)
prob = Problem(Minimize(error + regularization))
```

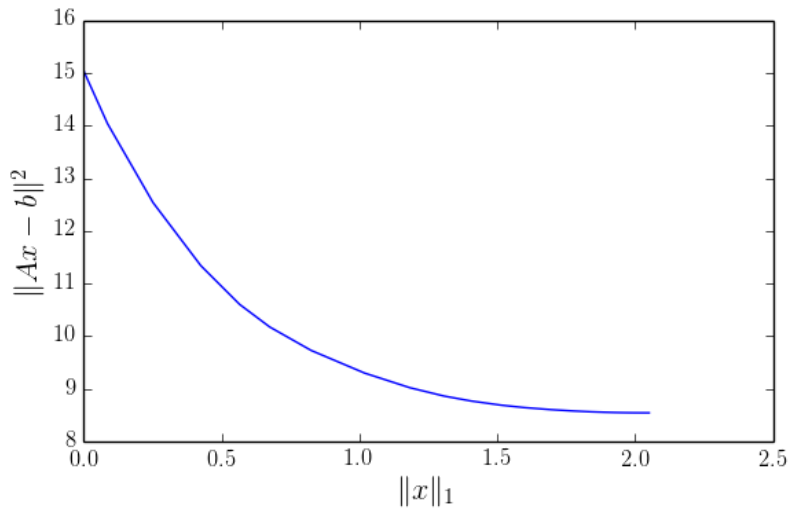
## For loop style trade-off curve

compute a trade-off curve by updating parameter gamma

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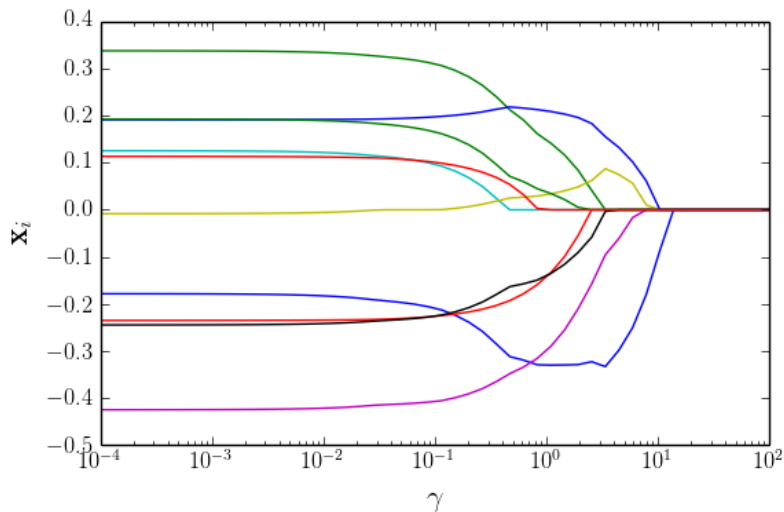
```
x_values = []  
for val in numpy.logspace(-4, 2):  
    gamma.value = val  
    prob.solve()  
    x_values.append(x.value)
```

## Trade-off curve for LASSO



Trade-off curve, in parallel

## Entries of $\mathbf{x}$ versus $\gamma$ : (regularization path)



## Parallel style trade-off curve

```
# Use tools for parallelism in standard library.
from multiprocessing import Pool

# Assign a value to gamma and find the optimal x.
def get_x(gamma_value):
    gamma.value = gamma_value
    result = prob.solve()
    return x.value

# Parallel computation with N processes.
pool = Pool(processes = N)
x_values = pool.map(get_x, numpy.logspace(-4, 2))
```

## Performance

- ▶ Lasso with  $A \in \mathbf{R}^{1000 \times 500}$ , 100 values of  $\gamma$
- ▶ single thread time for one LASSO: 4 seconds
- ▶ performance using solver SCS:

	For loop	4 processes	32 processes
4 core MacBook Pro	403 sec	147 sec	136 sec
32 cores, Intel Xeon	619 sec	175 sec	56 sec

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## Single commodity flow

- ▶ directed graph with  $p$  nodes,  $n$  edges
- ▶ flow  $f_i$  on edge  $i$
- ▶ external source/sink flow  $s_j$  at node  $j$
- ▶ single commodity flow problem:

$$\begin{array}{ll} \text{minimize} & \sum_{i=1}^n \phi_i(f_i) + \sum_{j=1}^p \psi_j(s_j), \\ \text{subject to} & \text{zero net flow at each node} \end{array}$$

- ▶ variables are  $f_i, s_j$
- ▶  $\phi_i$  convex flow cost functions
- ▶  $\psi_j$  convex source cost functions
- ▶ can include constraints in  $\phi_i, \psi_j$



## Matrix representation

- ▶ node incidence matrix  $A \in \mathbf{R}^{p \times n}$

$$A_{ij} = \begin{cases} +1 & \text{edge } i \text{ leaves node } j \\ -1 & \text{edge } i \text{ enters node } j \\ 0 & \text{otherwise.} \end{cases}$$

- ▶ zero net flow at each node:  $Af = s$
- ▶ final problem:

$$\begin{array}{ll} \text{minimize} & \sum_{i=1}^n \phi_i(f_i) + \sum_{j=1}^p \psi_j(s_j), \\ \text{subject to} & Af = s \end{array}$$

## Object-oriented representation

- ▶ node object includes source, cost, source/net flow constraints
- ▶ edge object includes flow, cost, flow constraints
- ▶ solve the problem:

```
cost = sum([object.cost for object in nodes + edges])
obj = Minimize(cost)
constraints = []
for object in nodes + edges:
    constraints += object.constraints()
Problem(obj, constraints).solve()
```

## Node object

```
class Node(object):
    def __init__(self, cost):
        self.source = Variable()
        self.cost = cost(self.source)
        self.edge_flows = []

    def constraints(self):
        """The constraint net flow == 0."""
        net_flow = sum(self.edge_flows) + self.source
        return [net_flow == 0]
```

## Edge object

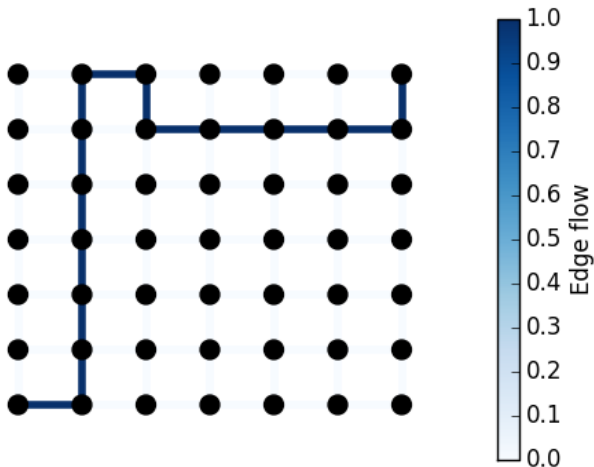
```
class Edge(object):
    def __init__(self, cost):
        self.flow = Variable()
        self.cost = cost(self.flow)

    def connect(self, in_node, out_node):
        """Connects two nodes via the edge."""
        in_node.edge_flows.append(-self.flow)
        out_node.edge_flows.append(self.flow)
```

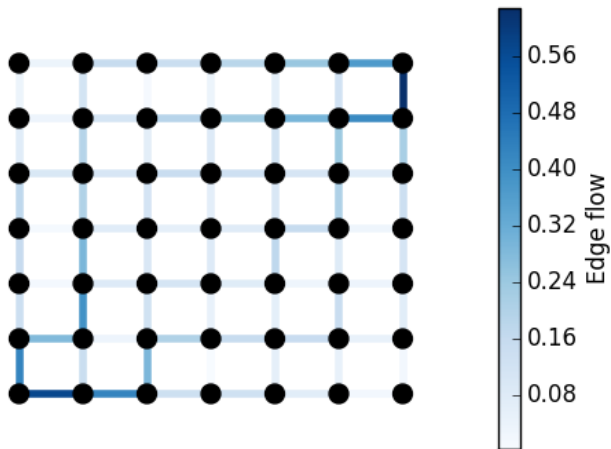
## Example

- ▶ 7-by-7 grid of nodes
- ▶ 1 unit of flow sent from source  $s_1$  to sink  $s_n$ :
  - ▶  $s_1 = +1$
  - ▶  $s_n = -1$
  - ▶  $s_i = 0$  for  $i = 2, \dots, n - 1$
- ▶ flow cost  $\phi_i(f_i) = w_i (|f_i| + \lambda f_i^2)$ 
  - ▶ weights  $w_i > 0$  randomly chosen

Shortest path ( $\lambda = 0$ )

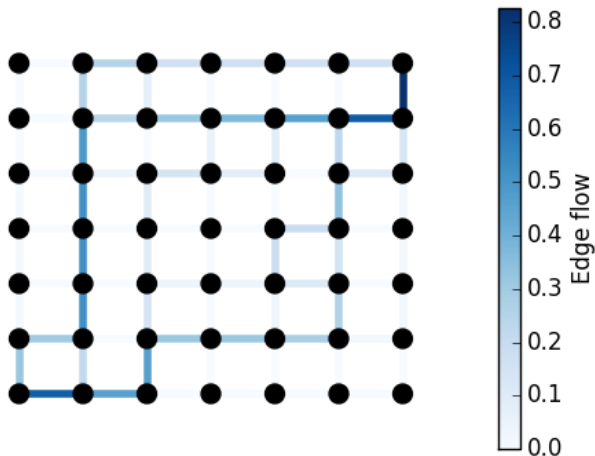


Diffusion ( $\lambda = +\infty$ )



Single commodity flow

## Diffusion with sparsity ( $\lambda = 1$ )





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- ▶ convex optimization is easy with CVXPY
- ▶ mixes well with high level Python
  - ▶ parallelism
  - ▶ object oriented design
- ▶ building block for
  - ▶ distributed optimization
  - ▶ nonconvex optimization

## Future work

- ▶ not just for prototyping
- ▶ speed and scalability
- ▶ abstract linear operators