



# A conic operator splitting method for large convex conic problems

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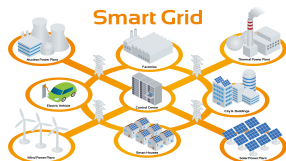
JuMP-dev workshop, Santiago, Chile  
13th March 2019

# Motivation

Why do we care about solving large convex conic programs?

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# Overview

Conic Problem Format

ADMM Algorithm

Example: Nearest correlation matrix

Chordal decomposition of PSD constraints

Example: Block-arrow structured SDPs

Implementation

# Problem Format

$$\begin{aligned} & \text{minimize} && \frac{1}{2}x^T P x + q^T x \\ & \text{subject to} && A x + s = b \\ & && s \in \mathcal{K} \end{aligned}$$

- Decision variables:  $x \in \mathbb{R}^n, s \in \mathbb{R}^m$
- Problem data: real matrices  $P \succeq 0, A$ , and real vectors  $q, b$
- Convex cone  $\mathcal{K}$  which can be a Cartesian product of cones:

$$\mathcal{K} = \mathcal{K}_1^{m_1} \times \mathcal{K}_2^{m_2} \times \cdots \times \mathcal{K}_N^{m_N}, \quad \text{where } \sum_{i=1}^N m_i = m$$

# Problem Format

$$\begin{array}{ll} \text{minimize} & \frac{1}{2}x^T P x + q^T x \\ \text{subject to} & Ax + s = b \\ & s \in \{0\}^{m_1} \times \mathbb{R}_+^{m_2} \end{array}$$

Linear Program

- Decision variables:  $x \in \mathbb{R}^n, s \in \mathbb{R}^m$
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# Problem Format

$$\begin{array}{ll} \text{minimize} & \frac{1}{2}x^T P x + q^T x \\ \text{subject to} & Ax + s = b \\ & \text{mat}(s) \succeq 0 \end{array}$$

Semidefinite Program

- Decision variables:  $x \in \mathbb{R}^n, s \in \mathbb{R}^m$
- Problem data: real matrices  $P \succeq 0, A$ , and real vectors  $q, b$
- Convex cone  $\mathcal{K}$  which can be a Cartesian product of cones:

$$\mathcal{K} = \mathcal{K}_1^{m_1} \times \mathcal{K}_2^{m_2} \times \cdots \times \mathcal{K}_N^{m_N}, \quad \text{where } \sum_{i=1}^N m_i = m$$

# Generic ADMM

$$\begin{array}{ll} \text{minimize} & f(x) + g(z) \\ \text{subject to} & Ax + Bz = c \end{array}$$

- Augmented Lagrangian:

$$L_\rho(x, z, y) = f(x) + g(z) + y^T(Ax + Bz - c) + \frac{\rho}{2}\|Ax + Bz - c\|_2^2,$$

- ADMM steps:



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$$x^{k+1} := \underset{x}{\operatorname{argmin}} L_\rho(x, z^k, y^k)$$

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$$y^{k+1} := y^k + \rho(Ax^{k+1} + Bz^{k+1} - c)$$

# Splitting method

$$\begin{array}{ll} \text{minimize} & \frac{1}{2}x^T P x + q^T x \\ \text{subject to} & Ax + s = b \\ & s \in \mathcal{K} \end{array}$$

$$\begin{array}{ll} \text{minimize} & \underbrace{\frac{1}{2}\tilde{x}^T P \tilde{x} + q^T \tilde{x} + I_{Ax+s=b}(\tilde{x}, \tilde{s})}_{f(\tilde{x}, \tilde{s})} + \underbrace{I_{\mathcal{K}}(s)}_{g(x, s)} \\ \text{subject to} & (\tilde{x}, \tilde{s}) = (x, s) \end{array}$$

# ADMM algorithm

1: **Input:** Initial values  $x^0, s^0, y^0$ , step sizes  $\sigma, \rho$

2: **Do**

3:

$$(\tilde{x}^{k+1}, \tilde{s}^{k+1}) = \underset{\tilde{x}, \tilde{s}}{\operatorname{argmin}} L_\rho(\tilde{x}, \tilde{s}, x^k, s^k, y^k) \quad \begin{array}{l} \text{equality} \\ \text{constrained QP} \end{array}$$

4:

$$x^{k+1} = \tilde{x}^{k+1}$$

5:

$$s^{k+1} = \Pi_{\mathcal{K}} \left( \tilde{s}^{k+1} + \frac{1}{\rho} y^k \right) \quad \begin{array}{l} \text{projection} \\ \text{onto } \mathcal{K} \end{array}$$

6:

$$y^{k+1} = y^k + \rho (\tilde{s}^{k+1} - s^{k+1})$$

7: **while** *termination criteria not satisfied*

# Solving the equality constrained quadratic program

Equality constrained QP:

$$\text{minimize } \frac{1}{2} \tilde{x}^T P \tilde{x} + q^T \tilde{x} + \frac{\sigma}{2} \|\tilde{x} - x^k\|_2^2 + \frac{\rho}{2} \|\tilde{s} - s^k + \frac{1}{\rho} y^k\|_2^2$$

$$\text{subject to } A\tilde{x} + \tilde{s} = b$$

KKT system:

$$\begin{bmatrix} P + \sigma I & A^T \\ A & -\frac{1}{\rho} I \end{bmatrix} \begin{bmatrix} \tilde{x}^{k+1} \\ \nu^{k+1} \end{bmatrix} = \begin{bmatrix} -q + \sigma x^k \\ b - s^k + \frac{1}{\rho} y^k \end{bmatrix}$$

- always quasi-definite
- factorisation can be cached

$$\tilde{s}^{k+1} = s^k - \frac{1}{\rho} (\nu^{k+1} + y^k)$$

# ADMM algorithm

1: **Input:** Initial values  $x^0, s^0, y^0$ , step sizes  $\sigma, \rho$

2: **Do**

3:  $(\tilde{x}^{k+1}, \tilde{s}^{k+1}) = \underset{\tilde{x}, \tilde{s}}{\operatorname{argmin}} L_\rho(\tilde{x}, \tilde{s}, x^k, s^k, y^k)$  equality  
constrained QP

4:  $x^{k+1} = \tilde{x}^{k+1}$

5:  $s^{k+1} = \Pi_{\mathcal{K}}\left(\tilde{s}^{k+1} + \frac{1}{\rho}y^k\right)$  projection  
onto  $\mathcal{K}$

6:  $y^{k+1} = y^k + \rho(\tilde{s}^{k+1} - s^{k+1})$

7: **while** *termination criteria not satisfied*

## Projection onto $\mathcal{K}$

The update equation for  $s$  becomes a projection onto  $\mathcal{K}$ :

$$s^{k+1} = \Pi_{\mathcal{K}} \left( \tilde{s}^{k+1} + \frac{1}{\rho} y^k \right)$$

- Projections for LPs, QPs are computationally cheap
- Projection onto positive semidefinite cone requires an eigenvalue decomposition
- Algorithms for the eigen decomposition of a N-by-N matrix have a complexity of  $\mathcal{O}(N^3)$



## Example: Nearest correlation matrix problem

- Given data matrix  $C \in \mathbb{R}^{n \times n}$  find the nearest correlation matrix  $X$ :

$$\begin{aligned} & \text{minimize} && \frac{1}{2} \|X - C\|_F^2 \\ & \text{subject to} && X_{ii} = 1, \quad i = 1, \dots, n \\ & && X \in \mathbb{S}_+^n, \end{aligned}$$

- The objective function can be rewritten as

$$\frac{1}{2} \|X - C\|_F^2 = \frac{1}{2} x^\top x - c^\top x + \frac{1}{2} c^\top c$$

with  $x = \text{vec}(X)$  and  $c = \text{vec}(C)$

## Example: Nearest correlation matrix problem

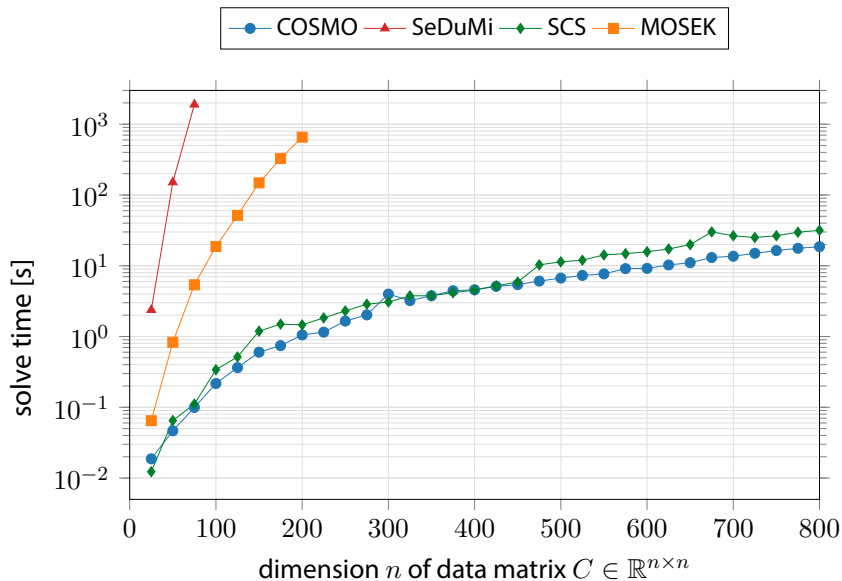
- We can solve this with a few lines of code with JuMP and COSMO:

---

```
1 C = rand(rng, n, n);
2 c = vec(C);
3
4 m = JuMP.Model(with_optimizer(COSMO.Optimizer));
5 @variable(m, X[1:n, 1:n], PSD);
6 x = vec(X);
7
8 @objective(m, Min, 0.5 * x' * x - c' * x + 0.5 * c' * c)
9
10 for i = 1:n
11     @constraint(m, X[i, i] == 1.)
12 end
13
14 JuMP.optimize!(m)
```

---

# Example: Nearest correlation matrix problem



Conic Problem Format

ADMM Algorithm

Example: Nearest correlation matrix

**Chordal decomposition of PSD constraints**

Example: Block-arrow structured SDPs

Implementation

# Chordal Decomposition

- **Main idea:** Replace large structured PSD constraint on  $S$  by a number of smaller PSD constraints on its subblocks

$$\text{minimize} \quad \frac{1}{2}x^T P x + q^T x$$

$$\text{subject to} \quad \sum_{i=1}^m \mathcal{A}_i x_i + S = B$$

$$S \in \mathbb{S}_+^r$$

$$\begin{bmatrix} S_{11} & S_{12} & 0 & 0 & 0 & S_{16} \\ S_{21} & S_{22} & S_{23} & S_{24} & 0 & S_{26} \\ 0 & S_{32} & S_{33} & S_{34} & 0 & 0 \\ 0 & S_{42} & S_{43} & S_{44} & S_{45} & S_{46} \\ 0 & 0 & 0 & S_{54} & S_{55} & S_{56} \\ S_{61} & S_{62} & 0 & S_{64} & S_{65} & S_{66} \end{bmatrix}$$

# Chordal Decomposition

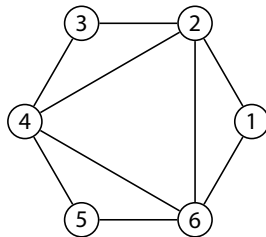
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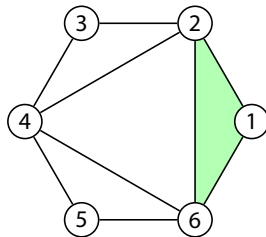
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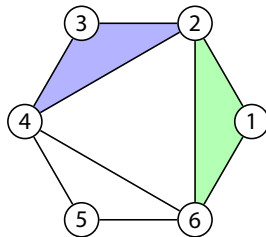
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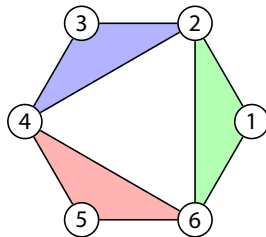
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# Chordal Decomposition

- Represent aggregate sparsity pattern of  $S$  by a graph  $G(V, E)$

## Theorem (Agler's theorem)

Let  $G(V, E)$  be a chordal graph with a set of maximal cliques  $\{C_1, \dots, C_p\}$ . Then  $S \in \mathbb{S}_+^n(E, 0)$  if and only if there exist matrices  $S_\ell \in \mathbb{S}_+^{|C_\ell|}$  for  $\ell = 1, \dots, p$  such that

$$S = \sum_{\ell=1}^p T_\ell^T S_\ell T_\ell.$$

# Chordal Decomposition

$$\begin{aligned} &\text{minimize} && \frac{1}{2}x^T P x + q^T x \\ &\text{subject to} && \sum_{i=1}^m \mathcal{A}_i x_i + S = B \\ &&& S \in \mathbb{S}_+^r(E, 0) \end{aligned}$$

⇓ Agler's theorem

$$\begin{aligned} &\text{minimize} && \frac{1}{2}x^T P x + q^T x \\ &\text{subject to} && \sum_{i=1}^m \mathcal{A}_i x_i + \sum_{\ell=1}^p T_\ell^T S_\ell T_\ell = B \\ &&& S_\ell \in \mathbb{S}_+^{|C_\ell|}, \quad \ell = 1, \dots, p \end{aligned}$$

# Chordal Decomposition with JuMP and COSMO

in Jupyter notebook

# Example: Block-arrow structured SDPs

$$\begin{aligned} & \text{minimize} && q^T x \\ & \text{subject to} && \sum_{i=1}^m \mathcal{A}_i x_i + S = B \\ & && S \in \mathbb{S}_+^r \end{aligned}$$

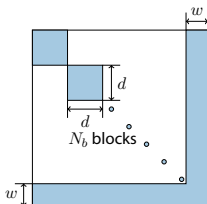
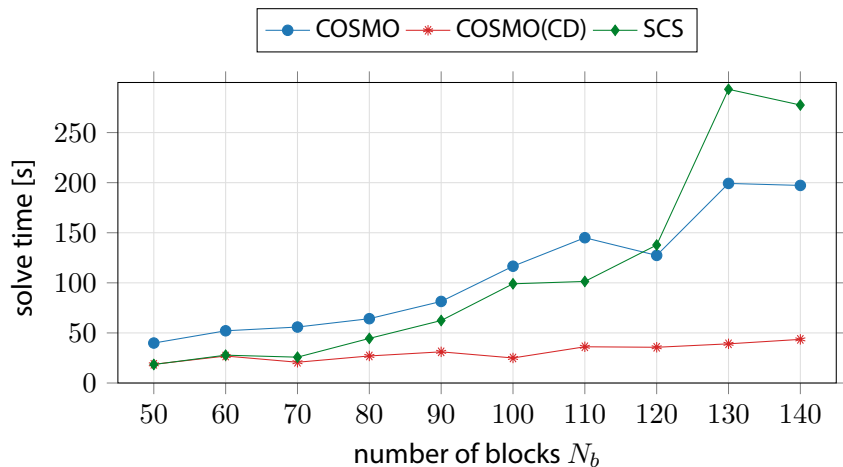


Figure: Parameters of block-arrow sparsity pattern.

## Example: Block-arrow structured SDPs

- Benchmark problems:  $d = 10, m = 100, N_b = 50 - 140$



## Conclusion:

- open source ADMM-based solver written in Julia
- supports quadratic objectives
- supports LPs, QPs, SOCPs, SDPs
- infeasibility detection
- chordal decomposition of PSD constraints
- allows user-defined convex sets
- supports MOI v0.8 / JuMP v0.19

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## Future work:

- Acceleration methods
- Approximate projections
- Parallel Implementation of projections

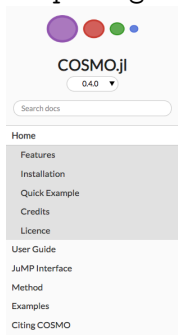


# COSMO.jl Package

- Installation via the Julia package manager

```
code — julia — 97×32
(v1.1) pkg> add COSMO
```

- Code and documentation available at:  
<https://github.com/oxfordcontrol/COSMO.jl>



» Home

[Edit on GitHub](#)

COSMO.jl is a Julia implementation of the *Conic Operator Splitting Method*. The underlying ADMM algorithm is well-suited for large convex conic problems. COSMO solves the following problem:

$$\begin{aligned} & \text{minimize} && \frac{1}{2}x^T Px + q^T x \\ & \text{subject to} && Ax + s = b \\ & && s \in \mathcal{K}, \end{aligned}$$

with decision variables  $x \in \mathbb{R}^n$ ,  $s \in \mathbb{R}^m$  and data matrices  $P = P^T \succeq 0$ ,  $q \in \mathbb{R}^n$ ,  $A \in \mathbb{R}^{m \times n}$ , and  $b \in \mathbb{R}^m$ . The convex set  $\mathcal{K}$  is a composition of convex sets and cones.

## Features

- Versatile: COSMO solves linear programs, quadratic programs, second-order cone programs and semidefinite programs
- Quad SDPs: Positive semidefinite programs with quadratic objective functions are natively supported
- Infeasibility detection: Infeasible problems are detected without a homogeneous self-dual embedding of the problem
- JuMP support: COSMO supports MathOptInterface and JuMP v0.19, which allows you to describe your problem in JuMP

We want to solve the following semidefinite program:

$$\begin{aligned} & \text{minimize} && q^T x \\ & \text{subject to} && Ax + S = B, \quad S \succeq 0 \end{aligned}$$

where  $A$  and  $B$  have the same structure:

$$A = B = \begin{bmatrix} X & X & 0 & 0 \\ X & X & X & X \\ 0 & X & X & X \\ 0 & X & X & X \end{bmatrix}$$

Lets formulate the problem in JuMP and solve it with COSMO:

In [7]:

```
using COSMO, JuMP, LinearAlgebra

# Define problem data

A =
[0.128183  0.612346  0.0      0.0;
 0.612346  0.744476  0.526152  0.817133;
 0.0      0.526152  0.404581  0.454653;
 0.0      0.817133  0.454653  0.535701];

B =
[0.67846  0.924571  0.0  0.0;
 0.924571  1.60899  0.794429  1.23378;
 0.0      0.794429  1.09579  0.686474;
 0.0      1.23378  0.686474  1.29377];

q = -1.0907161041533153;
```

In [8]:

```
model = JuMP.Model(with_optimizer(COSMO.Optimizer, decompose = true, verbose = true));

@variable(model, x);
@objective(model, Min, q * x);
@constraint(model, B - A .* x in JuMP.PSDCone());
JuMP.optimize!(model);
```

```
-----
                COSMO - A Quadratic Objective Conic Solver
                Michael Garstka
                University of Oxford, 2017 - 2018
-----
```

```
Problem:  x ∈ R{14},
          constraints: A ∈ R{29x14} (38 nnz), b ∈ R{29},
          matrix size to factor: 43x43 (1849 elem, 119 nnz)
Sets:    ZeroSet{Float64} of dim: 16
          PsdCone{Float64} of dim: 9
          PsdCone{Float64} of dim: 4
Decomp:  Num of original PSD cones: 1
          Num decomposable PSD cones: 1
          Num PSD cones after decomposition: 2
Settings: ε_abs = 1.0e-04, ε_rel = 1.0e-04,
          ε_prim_inf = 1.0e-06, ε_dual_inf = 1.0e-04,
          ρ = 0.1, σ = 1.0e-6, α = 1.6,
          max_iter = 2500,
          scaling iter = 10 (on),
          check termination every 40 iter,
          check infeasibility every 40 iter
Setup Time: 0.9ms
```

Iter:	Objective:	Primal Res:	Dual Res:	Rho:
40	-1.9240e+00	6.9916e-04	8.2750e-06	1.0000e-01
80	-1.9238e+00	3.1361e-13	6.3127e-13	1.0000e-01

```
-----
>>> Results
Status: Solved
Iterations: 80
Optimal objective: -1.9238
Runtime: 0.008s (7.67ms)
```

**You can see that the original 4x4 JuMP.PSDCone - constraint was decomposed into 2 smaller PsdCones of dimension 3x3 and 2x2**