Modeling Cone Optimization Problems (and more!) with COIN OS

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Outline

General cone optimization

$$\min c^T x \qquad \max b^T y$$
$$Ax = b \qquad A^T y + s = c$$
$$x \in \mathcal{K} \qquad s \in \mathcal{K}^*$$

The cone $\mathcal{K}$ can be

Linear: $x \geq 0$

Second-order: $x_0 \geq \|x\|_2$

Rotated second-order: $x_0 x_1 \geq \|x_{2:n}\|^2$, and $x_0 \geq 0$

Semidefinite: x is (can be assembled into) a symmetric, positive semidefinite matrix, or a

product/intersection of these.

robust control, combinatorics, polynomial and SOS, truss-topology, materials structure, ...

Semidefinite optimization

- Standard form

$$\begin{aligned} \min\ & C \bullet X & \max\ & b^T y \\ \mathcal{A}X &= b & \mathcal{A}^* y + S &= C \\ X &\text{ is PSD} & S &\text{ is PSD,} \end{aligned} \qquad \text{(P-D)}$$

where $b, y \in \mathbb{R}^m, X, S, C \in \mathbb{R}^{n^2}, \mathcal{A} : \mathbb{R}^{n^2} \to \mathbb{R}^m$

- Linear operator $\mathcal{A}$

$$\mathcal{A}X = (A_i \bullet X)_{i=1}^m$$

$$\mathcal{A}^* y = \sum_{i=1}^m A_i y_i$$

$\Rightarrow$ too restrictive

Motivation

- Need for a general format
- Express the special structure of the problem
- Preprocessing
- COIN-OR would need it anyways

Special forms

- Rank one, low rank A_i

$$A_i = aa^T,\ A_i \bullet X = a^T X a$$

  - immediate savings in storage
  - can be exploited inside the algorithm
  - cannot be recovered exactly from A_i

- General operators

$$\mathcal{A}X = AX + XA, \text{or}$$
$$\mathcal{A}X = AXB + BXA$$

  - $\mathcal{A} = A \otimes A$ is a large Kronecker product
  - not practical for $n > 100$
  - huge savings in storage and computation

Input formats

- What's out there
  - SDP: SeDuMi, SDPT3, SDPpack, PENSDP, Sparse SDPA, extensions
  - SOCP: MOSEK, LOQO, CPLEX
  - CVX, Yalmip
  - COIN-OS (first attempt)
- Common features
  - based on the standard problem form
  - not flexible
  - hard to extend

A collection of cone optimization problems

- Problems/problem structures from
  - robust optimization
  - combinatorics
  - stability and control
  - polynomial optimization
  - ...
- Necessary language components
  - $a^T X a$
  - $\mathrm{Tr}(X)$
  - $\det(X)$
  - $AXB + BXA$
  - X^{-1}
  - ...
- Collection to be published soon
  - Joint work with Johan Löfberg and Michael C. Grant

The COIN OR project

- Started in 2000 by IBM
- COmputational INfrastructure for Operations Research
- Open-source repository of OR related software
  - optimization
  - algorithmic differentiation
  - graph algorithms
- Transferred to a nonprofit organization

COIN Optimization Services

- Standards to represent
  - optimization problems
  - results
  - communication between clients and solvers
- Implemented by most COIN OR solvers
- Based on XML schemas
  - portability
  - web services

Original COIN OS conic constructs

- LP + cone constraints
  - (our fault)
  - very inefficient
  - all the drawbacks of existing formats
  - did not allow advanced operators
- Use matrix variables instead
  - smallest unit
  - further subdivision is artificial
- Use functions of matrices
  - extend the OSnL library
- Goal: preprocessing

Declarations

- Matrix variable
  - from new/existing scalar variables
  - verification is done here
  - matrices can share variables
- Attributes
  - symmetric,
  - positive semidefinite
  - Hermitian
  - integer (MICLP!)
  - matrix size
  - bounds (interpreted according to the matrix type)
- Matrix parameters
  - to be used in new functions
  - $\det(M + X)$

Functions

- Create a library of matrix functions
  - $\det(X)$
  - AX
  - $AXB + BXA$
  - $\lambda_{\min}(X)$
  - $\ldots$
- The arguments are matrices, not n^2 numbers!
- Verification is easier
- Extends the OSnL library

A small SDP

$$\min 10x_1 + 20x_2$$
$$x_1F_1 + x_2F_2 - F_0 \text{ is positive semidefinite,}$$

where

$$F_0 = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 2 & 0 & 0 \\ 0 & 0 & 3 & 0 \\ 0 & 0 & 0 & 4 \end{pmatrix}, F_1 = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 2 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{pmatrix}, F_2 = \begin{pmatrix} 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 5 & 2 \\ 0 & 0 & 2 & 6 \end{pmatrix}$$

Notice the 2×2 block structure.

Examples – Variables and objective

```
<variables numberOfVariables="2">
    <var lb="-INF" ub="INF" mult="2"></var>
</variables>

<objectives>
  <obj maxOrMin="min" numberOfObjCoef="2">
    <coef idx="0">10.</coef>
    <coef idx="1">20.</coef>
  </obj>
</objectives>
```

Examples – Constant matrices

```
<constantMatrix id="F2:2" numberOfColumns="2" numberOfRo
  <elements numberOfValues="3">

    <start>
      <el>0</el>
      <el>1</el>
      <el>3</el>
    </start>
    <rowIdx>
      <el mult="2">0</el>
      <el>1</el>
    </rowIdx>
    <value>
      <el>5.</el>
      <el>2.</el>
      <el>6.</el>
    </value>
  </elements>
</constantMatrix>
```

$$\begin{pmatrix} 5 & 2 \\ 2 & 6 \end{pmatrix}$$

Only the upper half is entered

Examples – Cones and constraints

```
<cones numberOfCones="2">
  <semidefiniteCone id="C1"
      numberOfColumns="2" numberOfRows="2"/>
  <semidefiniteCone id="C2"
      numberOfColumns="2" numberOfRows="2"/>
</cones>
```

Also available: (rotated) Lorentz, copositive, completely positive, nonnegative, product, intersection

```
<matrixConstraints numberOfMatrixCon="2">
  <matrixCon numberOfRows="1" numberOfColumns="1"
        lbMatrixID="F01" lbConeId="C1"/>
  <matrixCon numberOfRows="1" numberOfColumns="1"
        lbMatrixID="F02" lbConeId="C2"/>
</matrixConstraints>
```

Examples – Coefficients

```
<linearConstraintMatrixOperators numberOfOperators="3">
```

(term $x_1 F_{11}$ in the first constraint)

```
  <scalarVarOperator
      varIdx="0" matrixConIdx="0" matrixID="F1:1"/>
```

(term $x_2 F_{21}$ in the first constraint)

```
  <scalarVarOperator
      varIdx="1" matrixConIdx="0" matrixID="F2:1"/>
```

(term $x_2 F_{22}$ in the second constraint)

```
  <scalarVarOperator
      varIdx="1" matrixConIdx="1" matrixID="F2:2"/>
</linearConstraintMatrixOperators>
```

Advanced constructions – Matrix programming

- General linear operators
  $0.5 M_5 X_0 M_6^T$ in the first constraint

```
<operator matrixConIdx="0" matrixVarIdx="0"
  scalarCoef="0.5" leftMatrixID="M5" rightMatrixID="M6"
  rightMatrixTranspose="true"/>
```

- Nonlinear functions
  X_3^{-1} in the second constraint

```
<nonlinearMatrixExpressions
         numberOfMatrixNonlinearExpressions="1">
  <matrixNL matrixConIdx="1">
    <matrixInverse>
      <matrix id="3"/>
    </matrixInverse>
  </matrixNL>
</nonlinearMatrixExpressions>
```

- We don't even need cones!

Summary

- Completed
  - collection of various cone problems
  - list of constructs needed
  - XML schemas in COIN OS
  - converter from SDPA format (others coming soon)
  - initial verification
- In progress
  - cosmetic changes
  - more examples
  - conversion from other formats (SDPpack, SeDuMi, SDPT3)

Future work

- Example library
  - SOCP
  - mixed integer problems
- Solver links
  - CSDP (already in COIN OR)
  - SeDuMi
- Extensive preprocessing routines
  - decomposition
  - matrix completion
  - sparsity