

# Parameter Selection and Pre-Conditioning for a Graph Form Solver

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## Outline

Graph form problem

Dual and optimality conditions

Algorithm

Pre-conditioning

POGS

## Graph form problem

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

- ▶  $x \in \mathbf{R}^n$  and  $y \in \mathbf{R}^m$  are variables
- ▶  $f : \mathbf{R}^m \rightarrow \mathbf{R} \cup \{\infty\}$ ,  $g : \mathbf{R}^n \rightarrow \mathbf{R} \cup \{\infty\}$  are convex closed proper
- ▶ infinite values of  $f$ ,  $g$  encode constraints
- ▶ constraint is  $(x, y) \in \mathcal{G} = \{(x, y) \mid y = Ax\}$ , the graph of  $x \mapsto Ax$
- ▶ graph form includes many common convex problems

## Example: Cone programming

$$\begin{array}{ll} \text{minimize} & c^T x \\ \text{subject to} & Ax \preceq_K b \end{array}$$

- ▶  $g(x) = c^T x$
- ▶  $f(y) = I_K(b - y)$  ( $I$  is indicator function)
- ▶ includes LP, SOCP, SDP, ...  
(so via CVX\*, most convex problems in practice)

## Example: Generalized linear model fitting

$$\text{minimize } L(Ax, z) + r(x)$$

- ▶ variable  $x$  is parameter in statistical model
- ▶  $z$  is observed data;  $A$  contains associated regressors
- ▶  $L$  is loss function, convex in first argument
- ▶  $r$  is convex regularizer
- ▶ includes LASSO, SVM, logistic regression, . . .
- ▶ in graph form,  $f(y) = L(y, z)$ ,  $g(x) = r(x)$

## Radiation treatment planning

$$\begin{array}{ll} \text{minimize} & f(y) \\ \text{subject to} & y = Ax, \quad x \geq 0 \end{array}$$

- ▶  $x$  gives  $n$  beam intensities;  $y$  is radiation dose to  $m$  voxels
- ▶  $A$  depends on beam/voxel geometry/physics;  $A_{ij} \geq 0$
- ▶ objective is  $f(y) = \sum_{i=1}^m f_i(y_i)$ , with

$$f_i(y_i) = \begin{cases} w_i^- (d_i - y_i)_+ + w_i^+ (y_i - d_i)_+ & \text{voxel } i \text{ in tumor} \\ w_i^+ y_i & \text{voxel } i \text{ not in tumor} \end{cases}$$

- ▶  $d_i$  is prescribed dosage;  $w_i^+$ ,  $w_i^-$  are positive weights
- ▶ in graph form,  $g(x) = I_+(x)$  encodes  $x \geq 0$

## Portfolio optimization

$$\begin{aligned} & \text{maximize} && \mu^T x - \gamma x^T (FF^T + D)x \\ & \text{subject to} && x \geq 0, \quad \mathbf{1}^T x = 1 \end{aligned}$$

- ▶  $x \in \mathbf{R}^n$  gives portfolio weights (allocation)
- ▶  $\mu$  is expected asset return vector
- ▶  $\Sigma = FF^T + D$  is asset return covariance ('factor model')
- ▶  $F \in \mathbf{R}^{n \times k}$  is factor loading,  $D$  is diagonal ('idiosyncratic risk')
- ▶ objective is risk-adjusted return;  $\gamma > 0$  is risk aversion parameter
- ▶ in graph form:  $y = \begin{bmatrix} F^T \\ \mathbf{1}^T \end{bmatrix} x \in \mathbf{R}^{k+1}$ ,

$$g(x) = -\mu^T x + \gamma x^T D x + I_+(x), \quad f(y) = \gamma y^T y + I_{y_{k+1}=1}(y)$$

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## Dual problem

- ▶ Lagrange function:  $L(x, y, \nu) = f(y) + g(x) + \nu^T(Ax - y)$
- ▶ dual function:

$$\inf_{x,y} L(x, y, \nu) = -f^*(\nu) - g^*(-A^T \nu)$$

- ▶ dual problem, with new variable  $\mu = -A^T \nu$

$$\begin{array}{ll} \text{maximize} & -f^*(\nu) - g^*(\mu) \\ \text{subject to} & \mu = -A^T \nu \end{array}$$

... also a graph form problem

- ▶ duality gap  $\eta = f(y) + f^*(\nu) + g(x) + g^*(\mu)$
- ▶ for  $(x, y, \mu, \nu)$  feasible,  $\eta \geq 0$  (and gives bound on suboptimality)

## Optimality conditions

1. *primal feasibility*:  $y = Ax$
2. *dual feasibility*:  $\mu = -A^T \nu$
3. *zero gap*:  $f(y) + f^*(\nu) + g(x) + g^*(\mu) = 0$

► for any  $x, y, \mu, \nu$  (by definition),

$$f(y) + f^*(\nu) \geq \nu^T y, \quad g(x) + g^*(\mu) \geq \mu^T x$$

so can replace zero gap with *Fenchel feasibility*:

$$f(y) + f^*(\nu) = \nu^T y, \quad g(x) + g^*(\mu) = \mu^T x$$

► same as:  $y$  minimizes  $f(y) - \nu^T y$ ,  $x$  minimizes  $g(x) - \mu^T x$

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## ADMM for constrained minimization

- ▶ convex constrained problem

$$\begin{array}{ll} \text{minimize} & \phi(x) \\ \text{subject to} & x \in \mathcal{C} \end{array}$$

- ▶ ADMM (alternating directions method of multipliers):

for  $k = 1, 2, \dots$

$$x^{k+1/2} := \mathbf{prox}_{\phi}(x^k - \tilde{x}^k)$$

$$x^{k+1} := \Pi(x^{k+1/2} + \tilde{x}^k)$$

$$\tilde{x}^{k+1} := \tilde{x}^k + x^{k+1/2} - x^{k+1}$$

until converged

- ▶  $\mathbf{prox}_{\phi}$  is proximal operator of  $\phi$ ,

$$\mathbf{prox}_{\phi}(v) = \underset{x}{\operatorname{argmin}} (\phi(x) + (\rho/2)\|x - v\|_2^2)$$

- ▶ convergence theory:  $x^k - x^{k+1/2} \rightarrow 0$ ,  $\phi(x^{k+1/2}) \rightarrow \inf_{x \in \mathcal{C}} \phi(x)$

## Graph projection ADMM [Parikh 2014]

- ▶ apply ADMM for constrained minimization to graph form problem
- ▶ yields graph projection ADMM:

for  $k = 1, 2, \dots$

$$(x^{k+1/2}, y^{k+1/2}) := (\mathbf{prox}_g(x^k - \tilde{x}^k), \mathbf{prox}_f(y^k - \tilde{y}^k))$$

$$(x^{k+1}, y^{k+1}) := \Pi(x^{k+1/2} + \tilde{x}^k, y^{k+1/2} + \tilde{y}^k)$$

$$(\tilde{x}^{k+1}, \tilde{y}^{k+1}) := (\tilde{x}^k + x^{k+1/2} - x^{k+1}, \tilde{y}^k + y^{k+1/2} - y^{k+1})$$

until converged

- ▶ projection onto  $\mathcal{G}$  is

$$\Pi(c, d) = K^{-1} \begin{bmatrix} c + A^T d \\ 0 \end{bmatrix}, \quad K = \begin{bmatrix} I & A^T \\ A & -I \end{bmatrix}$$

## Efficient graph projection

- ▶ direct method:
  - ▶ factorize  $K$  (which is quasidefinite)
  - ▶ cache factorization so each subsequent iteration is a back-solve
- ▶ indirect/iterative method:
  - ▶ use CG/LSQR to approximately compute projection
  - ▶ warm start subsequent projections from last iterate

## Iterate properties

- ▶ iterates  $(x^k, y^k, \mu^k, \nu^k)$  are primal and dual feasible,

$$Ax^{k+1/2} = y^{k+1/2}, \quad -A^T \nu^{k+1/2} = \mu^{k+1/2}$$

and Fenchel feasible in limit (when  $f$  and  $g$  are smooth)

- ▶ with  $\mu^{k+1/2} = -\rho(x^{k+1/2} - x^k + \tilde{x}^k)$ ,  $\nu^{k+1/2} = -\rho(y^{k+1/2} - y^k + \tilde{y}^k)$ ,

$$(x^{k+1/2}, y^{k+1/2}, \mu^{k+1/2}, \nu^{k+1/2})$$

is Fenchel feasible, and primal and dual feasible in limit:

$$Ax^{k+1/2} - y^{k+1/2} \rightarrow 0, \quad A^T \nu^{k+1/2} + \mu^{k+1/2} \rightarrow 0$$

(with *no assumptions* on  $f$  and  $g$ )

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## Pre-conditioning

- ▶ with  $D, E$  invertible, define  $\hat{y} = Dy, \quad \hat{x} = E^{-1}x$
- ▶ solve (graph form) problem with variables  $\hat{x}, \hat{y}$

$$\begin{aligned} & \text{minimize} && f(D^{-1}\hat{y}) + g(E\hat{x}) \\ & \text{subject to} && \hat{y} = (DAE)\hat{x} \end{aligned}$$

- ▶ called *pre-conditioned graph form problem*
- ▶ scaling  $D$  and  $E$  has same effect as changing  $\rho$
- ▶ goal: choose  $D, E$  so
  - ▶ graph projection ADMM is not (much) harder to carry out
  - ▶ practical convergence is faster
- ▶ first condition holds when  $f, g$  are separable and  $D, E$  are diagonal

## Diagonal pre-conditioning

- ▶ heuristic: choose diagonal  $D$ ,  $E$  so that  $\sigma_i(DAE) \approx 1$
- ▶ supported by (some) theory, numerical experiments
- ▶ heuristic for heuristic: *equilibrate DAE*  
i.e., choose  $D$  and  $E$  so that rows (and columns) have same norm:

$$\sum_{j=1}^n (D_{ii} A_{ij} E_{jj})^2 = n\alpha, \quad \sum_{i=1}^m (D_{ii} A_{ij} E_{jj})^2 = m\alpha$$

- ▶ find  $D$  and  $E$  by minimizing convex function

$$\sum_{i=1}^m \sum_{j=1}^n A_{ij}^2 e^{u_i + v_j} - n\mathbf{1}^T u - m\mathbf{1}^T v$$

by (simple) coordinate minimization; take  $D_{ii} = e^{u_i/2}$ ,  $E_{jj} = e^{v_j/2}$   
(recovers Sinkhorn-Knopp algorithm)

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## Proximal Graph Solver (POGS)

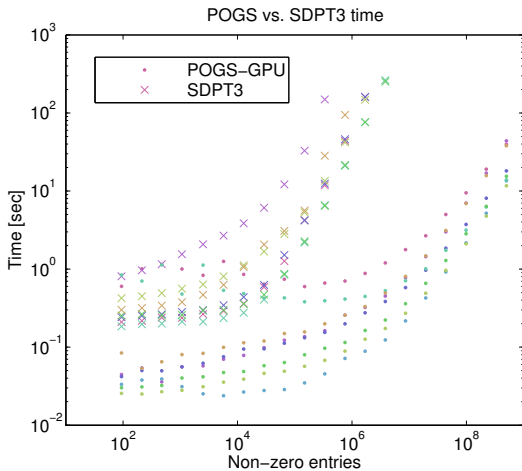
- ▶ developed by Chris Fougner
- ▶ open source C++ implementation, on `github`
- ▶ targets CPUs and GPUs, with various wrappers
- ▶ handles sparse and dense  $A$ , direct and indirect solvers
- ▶ for now, only fully separable  $f$  and  $g$
- ▶ includes proximal operator library; easy to extend
- ▶ algorithm only slightly more complicated than description above (e.g., adaptive  $\rho$ -update, regularized equilibration)

## Testing

- ▶ POGS was tested on many problem instances
  - ▶ from many application areas
  - ▶ of varying dimensions
  - ▶ of varying difficulty
- ▶ results verified against (high accuracy) interior-point method (where possible)
- ▶ since we want a general solver, *no tuning of any POGS algorithm parameters*
- ▶ timing includes transfer to/from GPU, factorization, ...

## POGS-GPU versus SDPT3

results for 3GHz Core i7, Nvidia K40

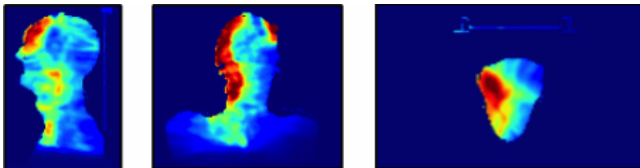


## Performance summary

### POGS-GPU versus SDPT3

- ▶ POGS solves problems  $1000\times$  larger in same time
- ▶ POGS solves same problems  $100\times$  (or more) faster
- ▶ limitation is GPU memory

## Radiation treatment planning



- ▶ 0.4 GB problem,  $m = 360000$  voxels,  $n = 360$  beams
- ▶ checked against interior-point method and actual treatment plan used
- ▶ solve times
  - ▶ conventional method: 8 hours
  - ▶ ECOS (interior-point method): 1 hour
  - ▶ POGS (cold start): 5 seconds
  - ▶ POGS (warm start): 2 seconds
- ▶ enables real-time treatment planning