

# Structure Detection for Quadratic Programming

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# Outline

1. Structure exploiting optimization
2. Benders decomposition in SCIP
3. Structure detection
4. Examples
5. Outlook

# Structure-exploiting optimization

- Dantzig-Wolfe decomposition
- (Generalized) Benders decomposition
- Lagrangean decomposition
- (Multi-block) ADMM

# Automatic decomposition software

- **GCG** - Dantzig-Wolfe & Benders decomposition,
- **DIP** (formerly **DECOMP**) - Dantzig-Wolfe decomposition
- **COLUNA** - Dantzig-Wolfe decomposition
- **SAS/OR** - Dantzig-Wolfe decomposition
- **CPLEX** - Benders decomposition

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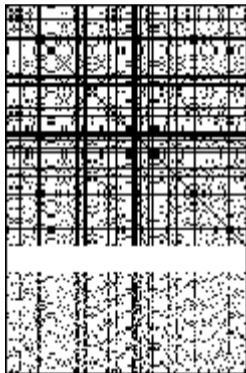
**SCIP**: includes generalized Benders decomposition framework

# Quadratic programming

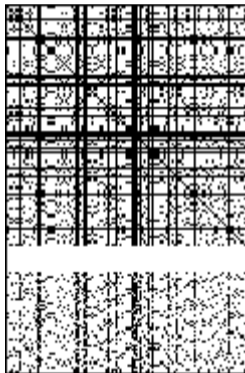
$$\begin{aligned} \min \quad & \frac{1}{2}x^T Qx + c^T x \quad (Q \succeq 0) \\ \text{s.t.} \quad & Ax \geq b \\ & x \geq 0 \end{aligned}$$

# Quadratic programming

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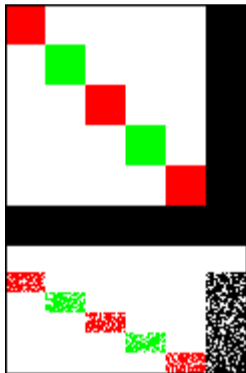
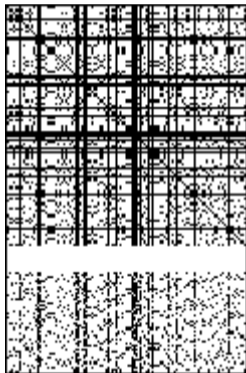


## QP instances

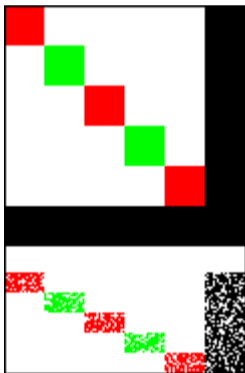




## QP instances



# Notation



- $x, y_i$ : linking and subproblem variables
- $Q_i$ : Submatrix of Hessian corresponding to variables  $y_i$
- $R_i$ : Submatrix of Hessian connecting subproblem  $i$  with linking vars  $x$
- $A_i$ : Submatrix of constraints corresponding to variables  $y_i$
- $B_i$ : Submatrix of constraints connecting subproblem  $i$  with linking vars  $x$

# Benders decomposition

Master problem

$$\begin{aligned} \min \quad & \frac{1}{2}x^T Q_0 x + c_0^T x + \sum \varphi_i \\ \text{s.t.} \quad & A_0 x \leq b_0 \\ & \varphi_i \geq \gamma_{\omega_i}^T (b_i - B_i x) \quad \forall \omega_i \in \mathcal{O} \\ & 0 \geq \gamma_{\omega_i}^T (b_i - B_i x) \quad \forall \omega_i \in \mathcal{F} \\ & x \in \mathbb{R}^{n_0} \\ & \varphi_i \geq 0 \end{aligned}$$

# Benders decomposition

Master problem

$$\min \frac{1}{2}x^T Q_0 x + c_0^T x + \sum \varphi_i$$

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$$0 \geq \gamma_{\omega_i}^T (b_i - B_i x) \quad \forall \omega_i \in \mathcal{F}$$

$$x \in \mathbb{R}^{n_0}$$

$$\varphi_i \geq 0$$

Subproblems

$$z_i(\hat{x}) = \min \frac{1}{2}y_i^T Q_i y_i + \tilde{x}^T R_i y_i + c_i^T y_i$$

$$\text{s.t. } A y_i \geq b_i - B_i \tilde{x}$$

$$\tilde{x} = \hat{x}$$

$$y_i \in \mathbb{R}^{n_i}$$

$$\tilde{x} \in \mathbb{R}^{n_0}$$

# Benders decomposition

Master problem

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How do we find that structure?

## MIP-based structure detection

$$x_{ib} = \begin{cases} 1 & \text{if var } i \text{ is in block } b \\ 0 & \text{otherwise} \end{cases}$$

$z_b$  = number of vars in block  $b$

## MIP-based structure detection

$$\min_{x,z} \sum_{b=0}^B z_b^2 + 2z_0(n - z_0)$$

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## MIP-based structure detection

$$\begin{array}{ll} \min_{x,z} & \sum_{b=0}^B z_b^2 + 2z_0(n - z_0) \\ \text{s.t.} & \sum_{i=1}^n x_{ib} = z_b \quad \forall b \\ & \sum_{b=0}^B x_{ib} = 1 \quad \forall i \\ & x_{ia} + x_{jb} \leq 1 \quad \forall c \in M : \forall i, j \in NZ(c), i \neq j \\ & x_{ia} + x_{jb} \leq 1 \quad \forall a, b \in \{1, \dots, B\}, a \neq b \\ & x_{ib} \in \{0, 1\} \quad \forall i, j : Q_{ij} \neq 0, i \neq j \\ & z_b \in \mathbb{Z} \quad \forall a, b \in \{1, \dots, B\}, a \neq b \\ & \quad \quad \quad \forall i, \forall b \\ & \quad \quad \quad \forall b \end{array}$$

# MIP-based structure detection

- ▣ Related: Martin 1999 (PhD dissertation)
- ▣ "optimal" decomposition
- ▣ Not practical
- ▣ Useful as benchmark (MIP-score)

# Hypergraph-based detection

- Used in linear decomposition software (GCG, DIP)
- Mature graph partitioning software available (hmetis, gpmets)

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Various possibilities:

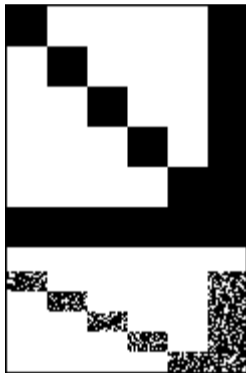
- ▣ Column-based hypergraph
- ▣ Row-based hypergraph
- ▣ **Row-column-based graph**

# Row-Column-based Graph

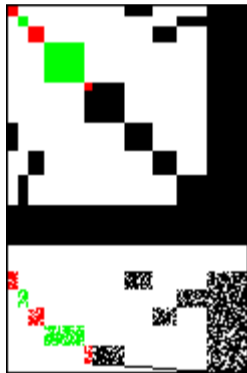
- Vertex for every row and column, + dummy vertices
- Edge for every nonzero in constraint/Hessian matrix
- Use gpmetis for partitioning
- "repair" partitioning result to get valid decomposition
- Use MIP-score to compare decompositions



## Example: column-graph and row-graph

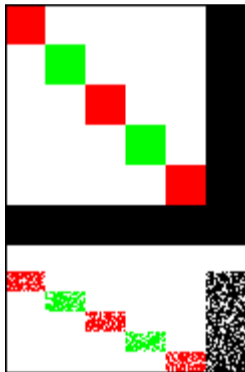


CG: score 14400

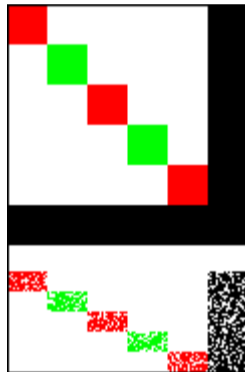


RG: score 13092

## Example: MIP and row-column-graph

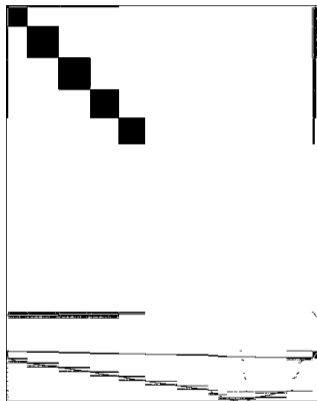


MIP: score 6000



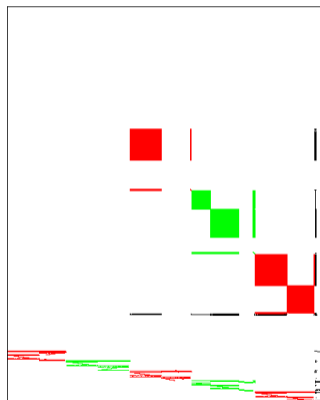
RCG: score 6000

## Example: QPLIB 8906

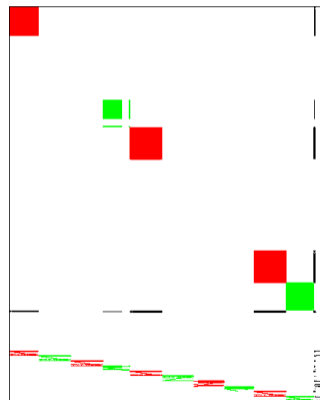


nblocks	2	3	4	5	6	7	8	9	10	11	12	13	14	15
score	8.9	6.0	6.3	<b>4.1</b>	4.7	5.5	5.4	4.2	<b>2.7</b>	3.7	6.4	7.8	9.2	10.1

## Example: QPLIB 8906



5 blocks: score 4,082,907



10 blocks: score 2,668,247

# Outlook

- Full numerical study (QPLIB & Maros-Mezzaros testset)
- Make available through GCG
- Generic convex programming?