

Constraint Reduction for Linear and Convex Optimization

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Outline

- 1 Constraint Reduction for LP: Basic Ideas
- 2 Constraint Reduction for LP: An Aggressive Approach
 - Selection of Working (Q) Set, and Convergence Properties
 - Addressing “Rank Degeneracy”
 - Allowing Infeasible Starting Points
 - Extension to Convex Quadratic Optimization (CQP)
 - Numerical Results and Applications
- 3 Constraint Reduction for SDP: A More Robust, Polynomial-Time Approach
 - Block-Structured SDP
 - Constraint-Reduction Scheme
 - Special Case: LP
 - Polynomial Convergence
- 4 Discussion

This talk is an overview of work carried out in our research group over the past few years. For more details, see:

- Tits, Absil, Bill Woessner, “Constraint Reduction for Linear Programs with Many Inequality Constraints”, SIOPT 2006.
- Jung, O’Leary, Tits, “Adaptive Constraint Reduction for Training Support Vector Machines”, ETNA 2008.
- Jung, O’Leary, Tits, “Adaptive Constraint Reduction for Convex Quadratic Programming”, COAP 2012.
- Winternitz, Stacey Nicholls, Tits, O’Leary, “A Constraint-Reduced Variant of Mehrotra’s Predictor-Corrector Algorithm”, COAP 2012.
- He, Tits, “Infeasible Constraint-Reduced Interior-Point Methods for Linear Optimization”, GOMS 2012.
- Winternitz, Tits, Absil, “Addressing rank degeneracy in constraint-reduced interior-point methods for linear optimization”, JOTA, 2014.
- Park, O’Leary “A Polynomial Time Constraint Reduced Algorithm for Semidefinite Optimization Problems”, submitted for publication, 2013.

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Background: Primal-Dual Interior Point (PDIP) Methods

- Consider the standard-form primal and dual linear program (LP)

$$(P) \quad \begin{array}{l} \min c^T x \\ \text{s.t. } Ax = b \\ x \geq 0 \end{array} \quad \left| \quad (D) \quad \begin{array}{l} \max b^T y \\ \text{s.t. } A^T y \leq c \\ \text{(or s.t. } A^T y + s = c, s \geq 0) \end{array}$$

where $A \in \mathbb{R}^{m \times n}$.

- PDIP search direction: Newton direction for perturbed version of the equalities in the Karush-Kuhn-Tucker (KKT) conditions.

$$\left. \begin{array}{l} A^T y + s = c, \\ Ax = b, \\ Xs = \tau e, \\ (x, s) \geq 0. \end{array} \right\} \xrightarrow{\text{Newton}} \begin{bmatrix} 0 & A^T & I \\ A & 0 & 0 \\ S & 0 & X \end{bmatrix} \begin{bmatrix} \Delta x \\ \Delta y \\ \Delta s \end{bmatrix} = \begin{bmatrix} c - A^T y - s \\ b - Ax \\ \sigma \mu e - Xs \end{bmatrix},$$

where $X := \text{diag}(x) > 0$, $S := \text{diag}(s) > 0$, $\tau = \sigma \mu$, $\mu = x^T s / n > 0$, $\sigma \in [0, 1]$.

Background: Cost of PDIP iteration

- Commonly, the Newton-KKT system is reduced (by block gaussian elimination) to the symmetric indefinite “augmented” system

$$\begin{bmatrix} -X^{-1}S & A^T \\ A & 0 \end{bmatrix} \begin{bmatrix} \Delta x \\ \Delta y \end{bmatrix} = \begin{bmatrix} \star \\ \star \end{bmatrix},$$

an $(n + m) \times (n + m)$ linear system; or, further reduced to the positive definite “normal equations”

$$M\Delta y = [\star], \text{ where } M := AS^{-1}XA^T.$$

- The dominant cost is that of forming the “normal matrix”

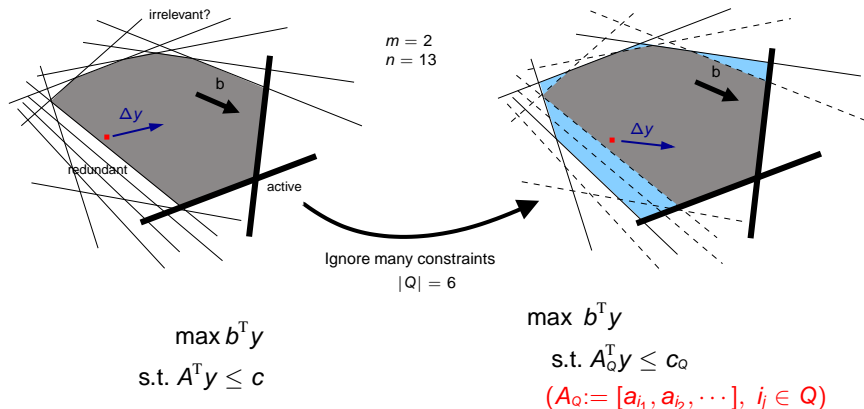
$$M = AS^{-1}XA^T = \sum_{i=1}^n \frac{x_i}{s_i} a_i a_i^T.$$

When A is dense, the work per iteration is approximately

$$\boxed{nm^2 \text{ flops}}.$$

Constraint Reduction for LP: Basic Intuition

We expect many constraints are redundant or somehow not very relevant. We could try to **guess, at each iteration**, a good set Q to “pay attention to” and ignore the rest.



- Some prior work in 1990's, Dantzig and Ye [1991], Tone [1993], Den Hertog et al. [1994], for basic classes of **dual** interior-point algorithms.
- Our work focuses on **primal-dual** interior-point methods (PDIP).

Constraint Reduction: Basic Scheme

- Given a small set Q of constraints **deemed critical at the current iteration**, compute a PDIP search direction for

$$\begin{array}{ll} \min c_Q^T x_Q & \max b^T y \\ \text{s.t. } A_Q x_Q = b & \text{s.t. } A_Q^T y \leq c_Q \\ x_Q \geq 0 & \end{array}$$

i.e., solve

$$\begin{bmatrix} 0 & A_Q^T & I \\ A_Q & 0 & 0 \\ S_Q & 0 & X_Q \end{bmatrix} \begin{bmatrix} \Delta x_Q \\ \Delta y \\ \Delta s_Q \end{bmatrix} = \begin{bmatrix} * \\ * \\ * \end{bmatrix}.$$

This system can be reduced (by block Gaussian elimination) to the “normal equations”

$$M^{(Q)} \Delta y = [*], \text{ where } M^{(Q)} := A_Q S_Q^{-1} X_Q A_Q^T.$$

The dominant cost is that of forming the reduced “normal matrix”

$$M^{(Q)} = A_Q S_Q^{-1} X_Q A_Q^T := \sum_{i \in Q} \frac{x_i}{s_i} a_i a_i^T.$$

When A is dense, the cost is reduced from nm^2 to $|Q|m^2$ flops.

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Aggressive Approach: Selection of Working (Q) Set

[Given a **dual-feasible** initial point, a **dual-feasible** sequence is generated.]

- Key requirements for **working set Q_k at iteration k** :
 - A_Q must have full row rank, in order for Δy to be well defined.
 - **IF the sequence $\{y^k\}$ converges to some limit y' , THEN, for k large enough, all constraints that are active at y' must be contained in Q .**
- Sufficient rule to satisfy these requirements:
Let M be an upper bound to the number of active constraints at any feasible y , and let $\epsilon > 0$. Among the M smallest slacks s_i^k , include all those with $s_i^k < \epsilon$, subject to A_Q full row rank.
- Possibly **augment** Q with heuristics addressing the class of problems or application under consideration.
- Reduced “normal” matrix $M^{(Q)}$ **need not** be close to unreduced matrix M .
- (Ongoing investigation: sort the constraints by s_i^k / s_i^{k-1} instead of s_i^k .)

Aggressive Approach: Convergence Properties

If

- Problem is primal-dual strictly feasible
- A has full row rank

Then y^k converges to y^* , a stationary point.

If, in addition,

- A linear-independence condition holds [Conjecture: This condition is not needed]

Then y^k converges to y^* , a dual solution.

If further

- The dual solution set is a singleton

Then (x^k, y^k) converges q-quadratically to the unique PD solution.

Aggressive Approach: Addressing “Rank Degeneracy”

If A_Q is rank deficient, it means the reduced primal-dual problem

$$\begin{array}{ll} \min c_Q^T x_Q & \max b^T y \\ \text{s.t. } A_Q x_Q = b & \text{s.t. } A_Q^T y \leq c_Q \\ x_Q \geq 0 & \end{array}$$

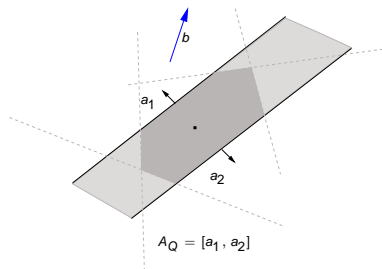
is degenerate, and the reduced PDIP search direction is not well-defined.

Enforcing $\text{rank}(A_Q) = m$ may require significant effort or make $|Q|$ larger than desired:

- Add constraints until the condition holds.

OR

- More systematic linear-algebra methods to ensure a good basis is obtained.



Instead we propose dealing with the degeneracy by the regularization

$$\begin{array}{ll} \max b^T y - \frac{\delta_k}{2} \|y - y_k\|_2^2 & \\ \text{s.t. } A_Q^T y \leq c_Q & \end{array}$$

Aggressive Approach: Regularized reduced PDIP

At k th iteration, choose Q and δ_k , and compute PDIP step for the regularized dual (and associated primal)

$$\begin{aligned} \max b^T y - \frac{\delta_k}{2} \|y - y_k\|^2 \\ \text{s.t. } A_Q^T y \leq c \end{aligned} \qquad \begin{aligned} \min c_Q^T x_Q + \frac{1}{2\delta_k} \|r\|^2 + r^T y_k \\ \text{s.t. } A_Q x_Q + r = b \\ x_Q \geq 0 \\ \text{with vars } x_Q, r. \end{aligned}$$

The regularized “augmented” system is

$$\begin{pmatrix} -X_Q^{-1} S_Q & A_Q^T \\ A_Q & \delta_k I \end{pmatrix} \begin{pmatrix} \Delta x_Q \\ \Delta y \end{pmatrix} = \begin{pmatrix} s \\ b - A_Q x_Q \end{pmatrix},$$

and the regularized “normal-equations” are

$$(A_Q S_Q^{-1} X_Q A_Q^T + \delta_k I) \Delta y = b,$$

Theorem: *Without need for $\text{rank}(A_Q) = m$ at each iteration*, a variant of the regularized reduced PDIP method with special choice of δ_k (that has $\delta_k \rightarrow 0$ appropriately fast as the solution is approached) **converges globally with local quadratic rate.**

Aggressive Approach: Regularization in the limit of small δ

Regularized $\Delta y(\delta)$ satisfies

$$(A_0 S_0^{-1} X_0 A_0^T + \delta I) \Delta y(\delta) = b$$

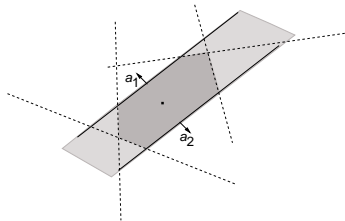
What happens as $\delta \rightarrow 0$?

Using a spectral decomposition of the normal matrix

$$A_0 S_0^{-1} X_0 A_0^T = V \Sigma V^T = (V_1 \quad V_2) \begin{pmatrix} \Sigma_1 & 0 \\ 0 & 0 \end{pmatrix} \begin{pmatrix} V_1^T \\ V_2^T \end{pmatrix},$$

with $\mathcal{R}(V_1) = \mathcal{R}(A_0)$ and $\mathcal{R}(V_2) = \mathcal{N}(A_0^T)$, we get

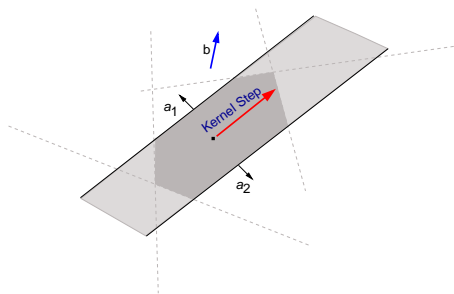
$$\Delta y(\delta) = V_1 (\Sigma_1 + \delta I)^{-1} V_1^T b + \delta^{-1} V_2 V_2^T b.$$



- If $V_2^T b = 0$, i.e., $b \in \mathcal{R}(A_0)$, then $\Delta y(\delta) \rightarrow V_1 \Sigma_1^{-1} V_1^T b$, the least norm solution to the normal equations. (E.g., this is so in the non-degenerate case: $\text{rank}(A_0) = m$.)
- While, if $V_2^T b \neq 0$, then the second term dominates and $\delta \Delta y(\delta) \rightarrow V_2 V_2^T b$, the projection of b onto $\mathcal{N}(A_0^T)$ ($= \mathcal{R}(A_0)^\perp$).

Aggressive Approach: Kernel-step constraint-reduced PDIP

- Regular step: If $b \in \mathcal{R}(A_0)$ then use least norm solution to $A_0 S_0^{-1} X_0 A_0^T \Delta y = b$,
- Kernel step: Otherwise take a long step along the projection of b onto $\mathcal{N}(A_0^T)$.
- We proposed and analyzed an algorithm based on this step within our general constraint-reduced PDIP framework.
- **Theorem:** *Without need for rank(A_0) = m at each iteration*, a variant of the kernel-step reduced PDIP method **converges globally with local quadratic rate**. Furthermore, only **finitely many** kernel-steps are taken.



It turns out that the total number of kernel steps can be related to a suitably defined “degree of degeneracy”.

Aggressive Approach: Infeasible Starting Point

- A significant disadvantage: the need for a strictly dual-feasible initial point.
 - Analysis relies crucially on the property $b^T \Delta y > 0$.
- A remedy: introduce an ℓ_1 penalty function:

$$\min_{y,z} -b^T y + \rho \sum_i z_i \quad \text{s.t.} \quad A^T y \leq c + z, \quad z \geq 0$$

where $\rho > 0$ is the penalty parameter.

- Alternatively, an ℓ_∞ penalty function can be used:

$$\min_{y,z} -b^T y + \rho z \quad \text{s.t.} \quad A^T y \leq c + ze, \quad z \geq 0$$

Aggressive Approach: Exactness of Penalty Function

Let x^* and y^* be the solution of the original primal and dual problems respectively. Let y_ρ^* and z_ρ^* denote the solution of the penalized problem. If

$$\rho > \|x^*\|_\infty,$$

then

$$y_\rho^* = y^*, z_\rho^* = 0.$$

- ℓ_1 penalty fcn is **exact**, i.e., ρ need not go to ∞ .
- But x^* is not known *a priori*.

Choice of ρ is challenging:

- If ρ is too large, the cost function $b^T y$ is too strongly deemphasized, resulting in slower convergence to the solution.
- If ρ is too small,
 - the penalized problem is unboundedor
 - the solution of the penalized problem is infeasible for the original problem.

Aggressive Approach: Adaptive Adjustment of Penalty Parameter

Begin with ρ relatively small. Let $\sigma > 1$, $\gamma_i > 0$, $i = 1, 2, 3, 4$ be given.

Update: At every iteration of the optimization process, set $\rho^+ = \sigma\rho$ when

EITHER ($\{z_k\}$ seems to be unbounded)

$$\|z\|_\infty \geq \gamma_1\rho$$

OR (sequence seems to converge to an infeasible KKT point)

$$\|[\Delta y; \Delta z]\| \leq \frac{\rho}{\rho} \text{ AND } \tilde{x}_Q \geq -\gamma_3 e \text{ AND } \tilde{u}_Q \not\geq \gamma_4 e$$

where $\tilde{x} = x + \Delta x$, $\tilde{u} = u + \Delta u$ and where u is the primal variables (i.e., KKT multiplier) associated to " $z \geq 0$ ".

Theorem: Under mild assumptions it is guaranteed that ρ is increased at most finitely many times, and that the iterates converge quadratically to the solution.

Aggressive Approach: Extension to Convex Quadratic Programming (CQP)

- Problem:

$$\max b^T y - \frac{1}{2} y^T H y \quad \text{s.t.} \quad A^T y \leq c.$$

where $H \in \mathbb{R}^{m \times m}$, $H^T = H \succeq 0$, with $[H, A]$ full row rank.

- PDIP iteration extends readily.
- Q-selection rule also extends. However, the number of constraints active at the solution may be significantly **smaller** than the number m of variables.
- The ℓ_1 (or ℓ_∞) penalization scheme readily extends.

Aggressive Approach: Numerical Results: Randomly Generated Problems

Parameters and initial conditions

- Parameters in the penalty adjustment scheme: $\sigma = 10$, $\gamma_1 = 10$, $\gamma_2 = 1$, $\gamma_3 = \gamma_4 = 100$.
- **Typical infeasible** initial points x_0, y_0, s_0 generated as in MPC algorithm [Mehrotra, 1992];
- Other initial values: $z_0 = A^T y_0 - c + s_0$, $u_0^i = (x_0^T s_0) / z_0^i$, for $i = 1, \dots, n$, and $\rho_0 = \|x_0 + u_0\|_\infty$.

Aggressive Approach: Numerical Results: Randomly Generated Problems

- $A \sim \mathcal{N}(0, 1)$; $b \sim \mathcal{N}(0, 1)$; $c := A^T \bar{y} + \bar{s}$, with $\bar{y} \sim \mathcal{N}(0, 1)$ and $\bar{s} \sim \mathcal{U}(0, 1)$.
- $m = 100$ and $n = 20000$.

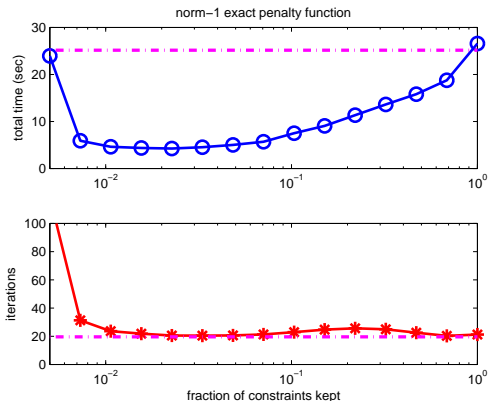


Figure: CPU time and iterations with the ℓ_1 exact penalty function

Aggressive Approach: Some Successful Applications

- LP: Digital Filter Design for GPS Application (NASA)
- CQP: L_2 Entropy-Based Moment Closure
- CQP: Support-Vector Machine
- CQP: Model-Predictive Control

Aggressive Approach: Digital Filter Design (NASA)

N-“tap” FIR filter frequency response

$$H(e^{j\omega}) = \sum_{k=0}^{N-1} h_k e^{-j\omega k}, \omega \in [-\pi, \pi].$$

Chebyshev approximation with side constraints gives optimality criterion that matches a natural approach to filter specification.

min t

$$\text{s.t. } W(\omega) \left| H(e^{j\omega}) - H_d(e^{j\omega}) \right| \leq t, \forall \omega \in \Omega_{\text{approx}}$$

$$\alpha(\omega) \leq \left| H(e^{j\omega}) \right| \leq \beta(\omega), \forall \omega \in \Omega_{\text{side}}$$

This is not an LP (since $H(e^{j\omega})$ is complex), but it can be rewritten as one:

- Impose linear phase symmetry constraints
- Design the filter “power-spectrum”, then perform spectral factorization
- Introduce auxiliary semi-infinite variable

We proposed an effective constraint selection rule for this problem class:

- $M \geq m$ most active, plus
- All grid points on a coarse $O(m)$ discretization grid, plus
- All local minimizers of “slack function” (local maximizers of error).

Aggressive Approach: Linear Phase FIR Filter Design

Under (Type II) linear phase symmetry constraints

$$H(e^{j\omega}) = A(e^{j\omega})e^{j\omega\tau}$$

$$A(e^{j\omega}) = \sum_{k=0}^{\frac{N}{2}-1} \alpha_k 2 \cos \omega(k - \tau) + \beta_k 2 \sin \omega(k - \tau),$$

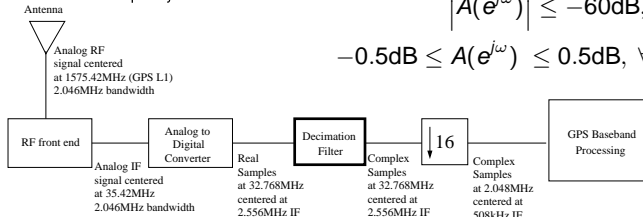
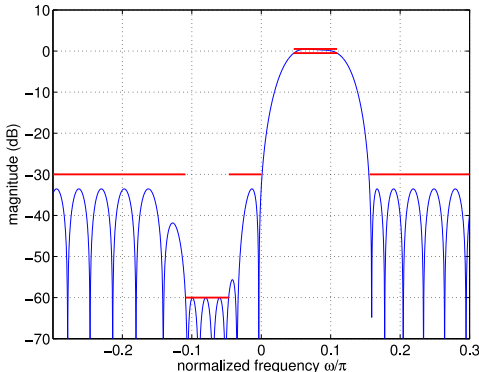
with $h_k = \alpha_k + j\beta_k$;

min t

$$\text{s.t. } |A(e^{j\omega}) - 0| \leq t, \forall \omega \in \Omega_{\text{stop}}$$

$$|A(e^{j\omega})| \leq -60\text{dB}, \forall \omega \in \Omega_{\text{image}},$$

$$-0.5\text{dB} \leq A(e^{j\omega}) \leq 0.5\text{dB}, \forall \omega \in \Omega_{\text{pass}},$$



Aggressive Approach: Numerical Results on Filter Design

rps-pp=revised primal simplex with partial pricing.

(3m random columns priced, avoids $O(mn)$ work)

mpc=unreduced unregularized Mehrotra predictor-corrector

rmpc=reduced regularized Mehrotra predictor-corrector using special constraint-selection rule

prob	alg	status	time	iter	max $ Q_k $	mean $ Q_k $
Linear phase FIR	rps-pp	succ	2.61	629	65	65.0
	mpc	succ	19.91	25	39372	39372.0
	rmpc	succ	5.48	40	1985	1947.3
Phase Noise Filter	rps-pp	fail	Inf	Inf	252	252.0
	mpc	succ	696.47	33	163840	163840.0
	rmpc	succ	112.57	63	7907	7772.4
Linear Predictor	rps-pp	succ	10.14	2672	26	26.0
	mpc	succ	35.72	31	105050	105050.0
	rmpc	succ	12.50	49	1963	1704.5
Antenna Array	rps-pp	succ	130.93	8042	99	99.0
	mpc	succ	299.61	32	272250	272250.0
	rmpc	succ	42.68	35	9769	8598.3

Additional tests showed that our methods typically outperform prior constraint-reduced interior-point algorithms.

Aggressive Approach: CQP: Application to L_2 Entropy-Based Moment Closure

Nonnegative- L_2 -entropy-based moment closure constructs an “ansatz” of the underlying distribution given a finite set of moments, by solving

$$\text{minimize } \int f(\mu)^2 d\mu \quad \text{s.t. } f \geq 0 \text{ and } \int m(\mu)f(\mu)d\mu = u,$$

where f is a trial distribution, u is a vector of known moments, and m is a vector of polynomials that define the moments.

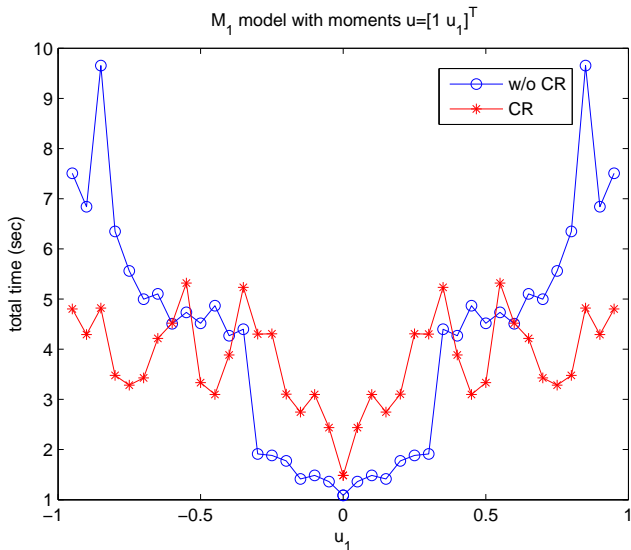
The dual problem can be expressed as

$$\text{minimize } \frac{1}{2} \int \varphi(\mu)^2 d\mu - u^T \alpha \quad \text{s.t. } \alpha^T m(\mu) \leq \varphi(\mu) \text{ for all } \mu,$$

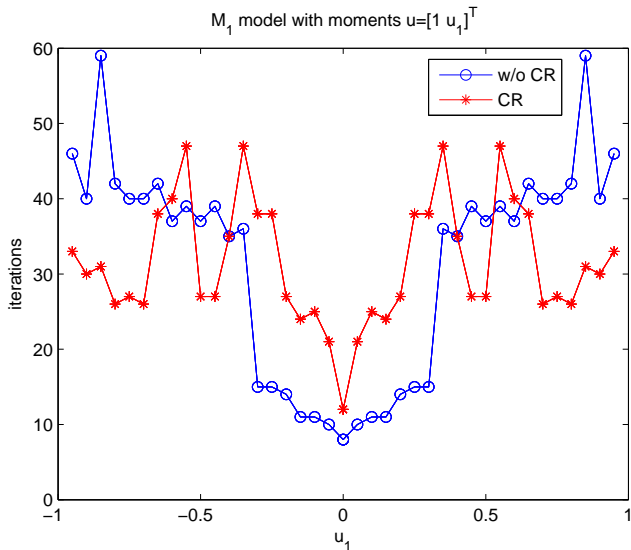
where minimization is with respect to vector α and scalar function φ .

After fine discretization this yields a CQP with many inequality constraints, for which, on “hard” problems, only a small percentage of the constraints are **active** at the solution: a clear candidate for **constraint reduction**.

Aggressive Approach for CQP: L_2 Entropy-Based Moment Closure: Preliminary Results (Total Time)



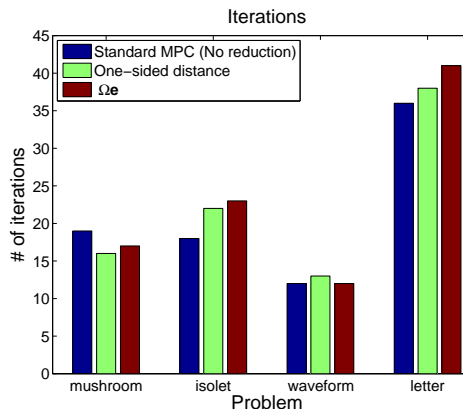
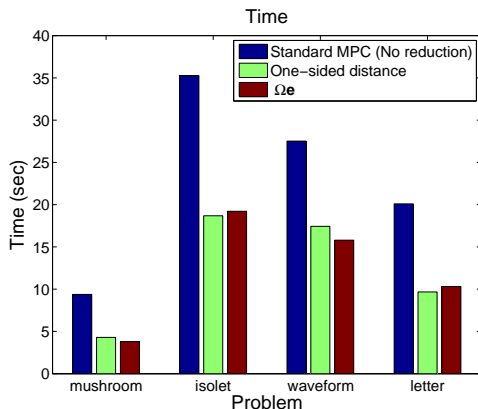
L_2 Entropy-Based Moment Closure: Preliminary Results (Iteration Count)



Aggressive Approach for CQP: Support-Vector Machine

Problems from [Gertz-Griffin, 2006]:

- “Mushroom”: space dimension = 276, # of patterns = 8124
- “Isolet”: space dimension = 617, # of patterns = 7797
- “Waveform”: space dimension = 861, # of patterns = 5000
- “Letter”: space dimension = 153, # of patterns = 20,000



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SDP in Standard Form

Primal SDP: $\min_{\mathbf{X}} \mathbf{C} \bullet \mathbf{X}$ s.t. $\mathbf{A}_i \bullet \mathbf{X} = b_i$ for $i = 1, \dots, m$, $\mathbf{X} \succeq \mathbf{0}$,

Dual SDP: $\max_{\mathbf{y}, \mathbf{S}} \mathbf{b}^T \mathbf{y}$ s.t. $\sum_{i=1}^m y_i \mathbf{A}_i + \mathbf{S} = \mathbf{C}$, $\mathbf{S} \succeq \mathbf{0}$,

where $\mathbf{C} \in \mathcal{S}^n$, $\mathbf{A}_i \in \mathcal{S}^n$, $\mathbf{X} \in \mathcal{S}^n$, and $\mathbf{S} \in \mathcal{S}^n$.

Conditions of Optimality:

$$\mathbf{A}_i \bullet \mathbf{X} = b_i \text{ for } i = 1, \dots, m,$$

$$\sum_{i=1}^m y_i \mathbf{A}_i + \mathbf{S} = \mathbf{C},$$

$$\mathbf{X} \mathbf{S} = \mathbf{0}, \quad \mathbf{X} \succeq \mathbf{0}, \quad \mathbf{S} \succeq \mathbf{0}.$$

[Note: whenever $\mathbf{X} \succeq \mathbf{0}$ and $\mathbf{S} \succeq \mathbf{0}$, $\mathbf{X} \mathbf{S} = \mathbf{0}$ iff $\mathbf{X} \bullet \mathbf{S} = 0$.]

Normal System for PDIP (Newton) Direction

$$\begin{aligned}M\Delta\mathbf{y} &= \mathbf{g}, \\ \Delta\mathbf{s} &= \mathbf{r}_d - \mathcal{A}^T\Delta\mathbf{y}, \\ \Delta\mathbf{x} &= (\mathbf{X} \otimes \mathbf{S}^{-1})(\mathcal{A}^T\Delta\mathbf{y} - \mathbf{r}_d) + (\mathbf{I} \otimes \mathbf{S}^{-1})\mathbf{r}_c\end{aligned}$$

where

$$\begin{aligned}\mathcal{A} &= [\text{vec}(\mathbf{A}_1), \dots, \text{vec}(\mathbf{A}_m)]^T, \\ \mathbf{M} &= \mathcal{A}(\mathbf{X} \otimes \mathbf{S}^{-1})\mathcal{A}^T, \\ \mathbf{g} &= \mathbf{r}_p + \mathcal{A}(\mathbf{X} \otimes \mathbf{S}^{-1})\mathbf{r}_d - \mathcal{A}(\mathbf{I} \otimes \mathbf{S}^{-1})\mathbf{r}_c.\end{aligned}$$

with

$$\begin{aligned}r_{pi} &= b_i - \mathbf{A}_i \bullet \mathbf{X} \quad \text{for } i = 1, \dots, m, \\ r_d &= \text{vec} \left(\mathbf{C} - \mathbf{S} - \sum_{i=1}^m y_i \mathbf{A}_i \right), \\ r_c &= \text{vec}(\bar{\mu}\mathbf{I} - \mathbf{X}\mathbf{S}),\end{aligned}$$

Block-Structured SDP

In many applications, \mathbf{A}_i and \mathbf{C} are block-diagonal,

$$\mathbf{A}_i = \begin{bmatrix} \mathbf{A}_{i1} & & \mathbf{0} \\ & \ddots & \\ \mathbf{0} & & \mathbf{A}_{ip} \end{bmatrix}, \quad \mathbf{C} = \begin{bmatrix} \mathbf{C}_1 & & \mathbf{0} \\ & \ddots & \\ \mathbf{0} & & \mathbf{C}_p \end{bmatrix},$$

yielding

$$\mathbf{M} = \mathcal{A}(\mathbf{X} \otimes \mathbf{S}^{-1})\mathcal{A}^T = \sum_{j=1}^p \mathcal{A}_j(\mathbf{X}_j \otimes \mathbf{S}_j^{-1})\mathcal{A}_j^T,$$

where $\mathcal{A}_j = [\text{vec}(\mathbf{A}_{1j}), \dots, \text{vec}(\mathbf{A}_{mj})]^T$.

More Robust Approach: Constraint-Reduction Scheme

Replace \mathbf{M} with

$$\widehat{\mathbf{M}}(\mathbf{Q}) = \sum_{j \in \mathbf{Q}} \mathcal{A}_j(\mathbf{x}_j \otimes \mathbf{s}_j^{-1}) \mathcal{A}_j^T,$$

where \mathbf{Q} is a “small” subset of $\{1, \dots, p\}$ such that, for prescribed $q \in (0, 1)$,

$$\left\| \mathbf{x}_{\mathbf{Q}^c} \left(\sum_{i=1}^m \Delta y_i \mathbf{A}_{i, \mathbf{Q}^c} \right) \right\|_F \leq q \left\| \begin{bmatrix} \mathbf{x}_{\mathbf{Q}} \left(\sum_{i=1}^m \Delta y_i \mathbf{A}_{i, \mathbf{Q}} \right) & 0 \\ 0 & 0 \end{bmatrix} + \mathbf{X} \mathbf{R}_d + \mathbf{R}_c \right\|_F$$

where

$$\mathbf{R}_d = \mathbf{C} - \mathbf{S} - \sum_{i=1}^m y_i \mathbf{A}_i \quad (= \text{mat}(\mathbf{r}_c))$$

$$\mathbf{R}_c = \bar{\mu} \mathbf{I} - \mathbf{X} \mathbf{S} \quad (= \text{mat}(\mathbf{r}_d))$$

Important: The chosen value of q is linked to the step size rule. The price to be paid for more aggressive constraint reduction (q closer to 1) is a shorter step.

More Robust Approach: Special Case: LP

When the \mathbf{A}_i 's and \mathbf{C} are *scalar*-diagonal, the SDP becomes our LP in standard form, with the following constraint reduction rule:

$$M^{(Q)} = A_Q S_Q^{-1} X_Q A_Q^T,$$

where $Q \in \{1, \dots, n\}$ must satisfy

$$\|X_{Q^c} A_{Q^c}^T \Delta y\|_2 \leq q \left\| r_c - X r_d + \begin{bmatrix} X_Q A_Q^T \Delta y \\ 0 \end{bmatrix} \right\|_2,$$

where Δy solves

$$M^{(Q)} \Delta y = r_p - A S^{-1} (r_c - X r_d),$$

with

$$r_p := b - A x, \quad r_d := c - s - A^T y, \quad r_c := \bar{\mu} e - X s.$$

More Robust Approach: Polynomial Convergence

After adding an appropriate “corrector” direction to the “predictor” (affine-scaling) direction just discussed, and incorporating an appropriate steplength rule (along the resulting direction), an overall algorithm is obtained that was proved to be polynomially convergent. Specifically, let

$$\epsilon_0 = \max\{\mathbf{X}^0 \bullet \mathbf{S}^0, \|r_p^0\|, \|r_d^0\|\}.$$

Then

$$\max\{\mathbf{X}^k \bullet \mathbf{S}^k, \|r_p^k\|, \|r_d^k\|\} < \epsilon$$

after a number k of iterations no larger than

$$O(n \ln(\epsilon_0/\epsilon)).$$

This algorithm is an **adaptation of an (“unreduced”) scheme due to Potra and Sheng (1998).**

Outline

- 1 Constraint Reduction for LP: Basic Ideas
- 2 Constraint Reduction for LP: An Aggressive Approach
 - Selection of Working (Q) Set, and Convergence Properties
 - Addressing “Rank Degeneracy”
 - Allowing Infeasible Starting Points
 - Extension to Convex Quadratic Optimization (CQP)
 - Numerical Results and Applications
- 3 Constraint Reduction for SDP: A More Robust, Polynomial-Time Approach
 - Block-Structured SDP
 - Constraint-Reduction Scheme
 - Special Case: LP
 - Polynomial Convergence
- 4 Discussion

- Two approaches to constraint reduction were presented:
 - ① A rather aggressive approach, w/ the following properties:
 - dual feasible; infeasible initial points are handled by incorporating an exact penalty function scheme;
 - no guarantee of polynomial time;
 - constraint-reduced search direction potentially remote from (at times better than) the “unreduced” direction;
 - extends to QP, and even to NLP.
 - ② A more robust approach, w/ the following properties:
 - targets SDP (which includes CQP, LP,...);
 - no requirement of initial feasibility;
 - polynomial complexity;
 - constraint-reduced search direction close to the “unreduced” direction.
- Promising numerical results were reported with the former. (Numerical implementation of the latter is underway.)