

# Two Functional MDD's for the Price of One - Part 2

TODO add list of authors

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# Outline

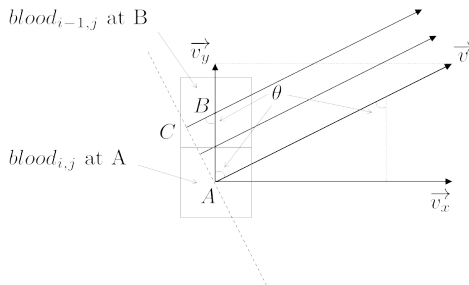
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# Symphony - Modeling Language for Non-Linear Optimization

- Models linear and non-linear optimization problems
- Simple declarative language
- Support for bounded parameters and constraint programming
- Generates performance oriented c code
- Solver Agnostic (plug into your solver of choice)

# SYNTAX EXAMPLES

# Sample Problem 1 - Velocity Problem



- MRI imaging problem dealing with blood flow
- Given vector field of blood flow: can we find how long each blood cell has been there?
- Do this by minimizing the **flow** over time (hence an optimization problem!)

# Velocity Problem - Model Derivation

$$\Rightarrow t_{i-1,j} - t_{i,j} = \frac{CB}{|\vec{v}|} = \frac{AB \cos \theta}{\sqrt{v_x^2 + v_y^2}} = \frac{1 \frac{v_y}{\sqrt{v_x^2 + v_y^2}}}{\sqrt{v_x^2 + v_y^2}} = \frac{v_y}{v_x^2 + v_y^2} \quad (1)$$

$$\Rightarrow (t_{i-1,j} - t_{i,j})(v_x^2 + v_y^2) = v_y \quad (2)$$

$$\Leftrightarrow \Delta t_y (v_x^2 + v_y^2) = v_y \quad (3)$$

# Velocity Problem - Optimization Model

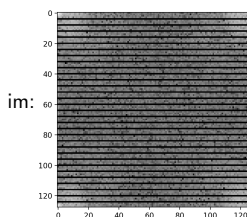
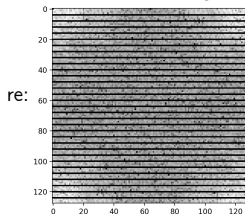
$$\min_t \sum_{\text{pixels}} (\Delta t_x (v_x^2 + v_y^2) - v_x) * v_x^2)^2 \\ + \sum_{\text{pixels}} (\Delta t_y ((v_x^2 + x_y^2) - x_y) * x_y^2)^2$$

$v_{(x,y)}$  velocity in x,y direction

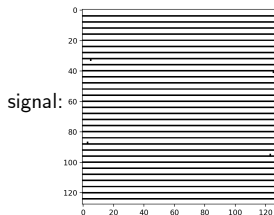
$t_{(x,y)}$  time in x,y direction

# Brain Problem - 1

Data: real part (re) and imag part (im) of image's k-space received by the MRI.  
Black spots are where the signal is lost.



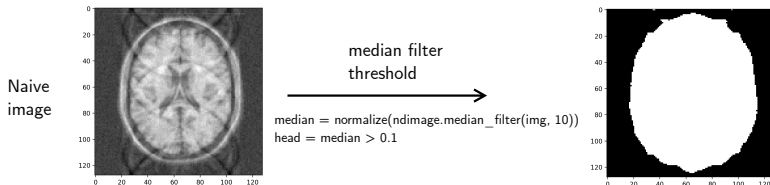
Apply a threshold:  $\text{signal} = \text{abs}(\text{re}) > 0.5$  to get a matrix of where the signal is received.  
 $\text{signal}[i][j] = 1$  if there is signal in this spot, 0 otherwise





# Brain Problem - 2

Naively reconstruct the image by taking inverse FFT, we get the naive image.



Determine the box  
constraint

$x_{lb}$  and  $x_{ub}$

- Inside head:  $\text{pixel} \geq 0$
- Outside head:  $-4 \leq \text{pixel} \leq 4$

# Play with generating HDF5

# (Multi-Coil MRI / Constraint Programming)

# Play with Scaling Factor

# Play With L2-Norm / Huber Penalty

# Hashed Expression - Symphony's Backend

- Embedded Language in Haskell

# References