

Boscia.jl and the Optimal Experiment Design Problem

Deborah Hendrych, Mathieu Besançon, Sebastian Pokutta

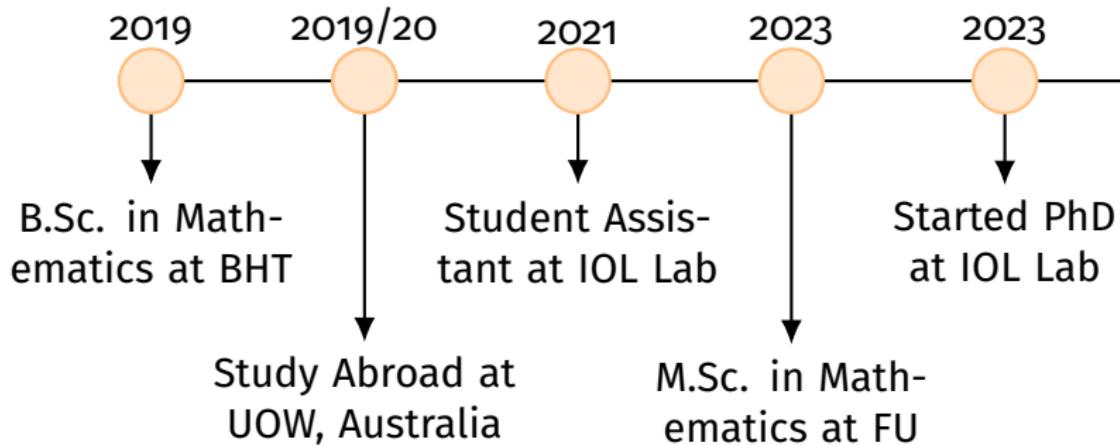
hendrych@zib.de

Zuse Institute Berlin

IOL Seminar · June 11, 2025



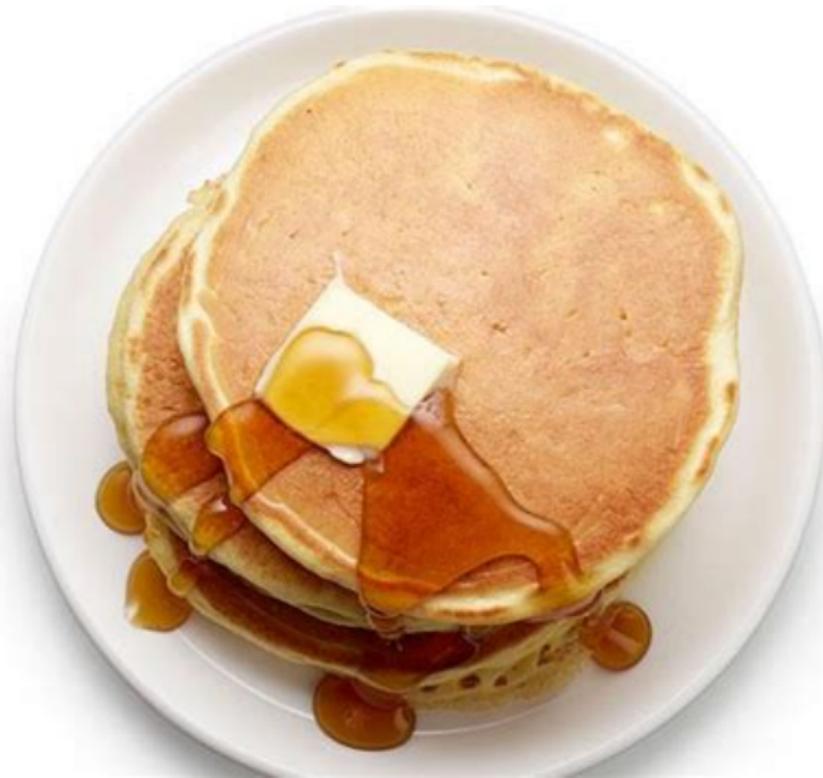
Introduction



Topics of interest

- Discrete geometry
- Discrete mathematics
- First-order optimization algorithms
- Mixed Integer Non-Linear Problems

Think Pancakes



Outline

1. The Optimal Experiment Design Problem (OEDP)
2. Integer Frank-Wolfe: `Boscia.jl`
Branch-and-Bound with Frank-Wolfe Methods: `Boscia.jl`
3. Computational Experiments
 - Other approaches
 - Results
4. Summary and Outlook

Table of Contents

The Optimal Experiment Design Problem (OEDP)

Integer Frank-Wolfe: [Boscia.jl](#)

Branch-and-Bound with Frank-Wolfe Methods: [Boscia.jl](#)

Computational Experiments

Other approaches

Results

Summary and Outlook



Set-up

- The ultimate goal is fitting a regression model.

$$\min_{\theta \in \mathbb{R}^n} \|A\theta - \mathbf{y}\|_2^2$$

- $A = [-\mathbf{a}_i -]_{i=1}^m$ with $\mathbf{a}_i \in \mathbb{R}^n$ is the *Experiment Matrix*. Assumed to have full column rank.
- θ is the unknown set of parameters to be found.
- \mathbf{y} is the **not-yet** measured response.
- Issue:** Running all m experiments too costly and/or too time intensive.

Information Matrix

The *Information Matrix* is a linear map $X : \mathbb{R}_{\geq 0}^m \rightarrow \mathbb{R}^{n \times n}$.

$$X(\mathbf{x}) = \sum_{i=1}^m x_i \mathbf{a}_i \mathbf{a}_i^\top = A^\top \text{diag}(\mathbf{x}) A$$

- Variable $x_i \in \mathbb{N}_0$ denotes how often experiment i is to be run. \mathbf{x} is a *design*.

Information Matrix

The *Information Matrix* is a linear map $X : \mathbb{R}_{\geq 0}^m \rightarrow \mathbb{R}^{n \times n}$.

$$X(\mathbf{x}) = \sum_{i=1}^m x_i \mathbf{a}_i \mathbf{a}_i^\top = A^\top \text{diag}(\mathbf{x}) A$$

- Variable $x_i \in \mathbb{N}_0$ denotes how often experiment i is to be run. \mathbf{x} is a *design*.
- $A^\top A$ is positive definite (PD).
- $X(\mathbf{x})$ is positive semi definite (PSD).

Information Matrix

The *Information Matrix* is a linear map $X : \mathbb{R}_{\geq 0}^m \rightarrow \mathbb{R}^{n \times n}$.

$$X(\mathbf{x}) = \sum_{i=1}^m x_i \mathbf{a}_i \mathbf{a}_i^\top = A^\top \text{diag}(\mathbf{x}) A$$

- Variable $x_i \in \mathbb{N}_0$ denotes how often experiment i is to be run. \mathbf{x} is a *design*.
- $A^\top A$ is positive definite (PD).
- $X(\mathbf{x})$ is positive semi definite (PSD).
- The inverse of $X(\mathbf{x})$ (if existent) is called the *Dispersion Matrix* $D(\mathbf{x})$ and is a measure of the variance of the parameter vector θ
Ahipaşaoğlu 2021.
- A design \mathbf{x} is "useful" if $X(\mathbf{x})$ is regular.

Some information theory later ...

Pukelsheim 2006



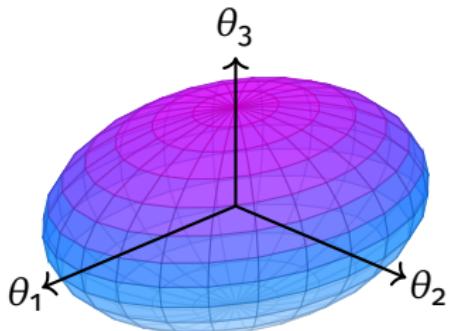
D-Optimal Experiment Design

$$\min_{\mathbf{x}} - \log \det (X(\mathbf{x}))$$

$$\text{s.t. } \sum_{i=1}^m x_i = N \quad (\text{DO})$$

$$\mathbf{l} \leq \mathbf{x} \leq \mathbf{u}$$

$$\mathbf{x} \in \mathbb{N}_0^m,$$



Ahipaşaoğlu 2015; Sagnol and Pauwels 2019; Nikolov, Singh, and Tantipongpipat 2022

A-Optimal Experiment Design

$$\begin{aligned} & \min_{\mathbf{x}} \text{tr} ((X(\mathbf{x}))^{-1}) \\ \text{s.t. } & \sum_{i=1}^m x_i = N \\ & \mathbf{l} \leq \mathbf{x} \leq \mathbf{u} \\ & \mathbf{x} \in \mathbb{N}_0^m, \end{aligned} \tag{AO}$$

Ahipaşaoğlu 2015; Sagnol and Pauwels 2019; Nikolov, Singh, and Tantipongpipat 2022

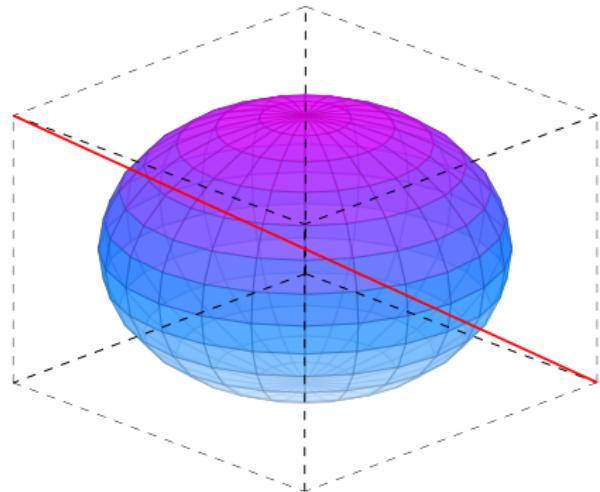


Table of Contents

The Optimal Experiment Design Problem (OEDP)

[Integer Frank-Wolfe: Boscia.jl](#)

[Branch-and-Bound with Frank-Wolfe Methods: Boscia.jl](#)

Computational Experiments

Other approaches

Results

Summary and Outlook



Boscia - Problem Setting

Mixed-Integer Convex Problems

We want to solve MINLPs of the form

$$\begin{aligned} & \min_{\mathbf{x}} f(\mathbf{x}) \\ \text{s.t. } & \mathbf{x} \in \mathcal{X} \\ & x_j \in \mathbb{Z} \quad \forall j \in J \end{aligned}$$

- f is a differentiable, non-linear, convex (L -smooth) function.
- \mathcal{X} is polyhedral potentially with combinatorial constraints.

→ Branch-and-Bound with Frank-Wolfe

The Frank-Wolfe algorithm I

Frank and Wolfe 1956; Levitin and Polyak 1966

$$\begin{aligned} \min_{\mathbf{x}} f(\mathbf{x}) \\ \text{s.t. } \mathbf{x} \in C \end{aligned}$$

- C is a compact convex set.
- f continuously differentiable, convex function.
- Requires f to be L -smooth, i.e. gradient ∇f Lipschitz-continuous.
- Assumes that the **Linear Minimization Oracle (LMO)**

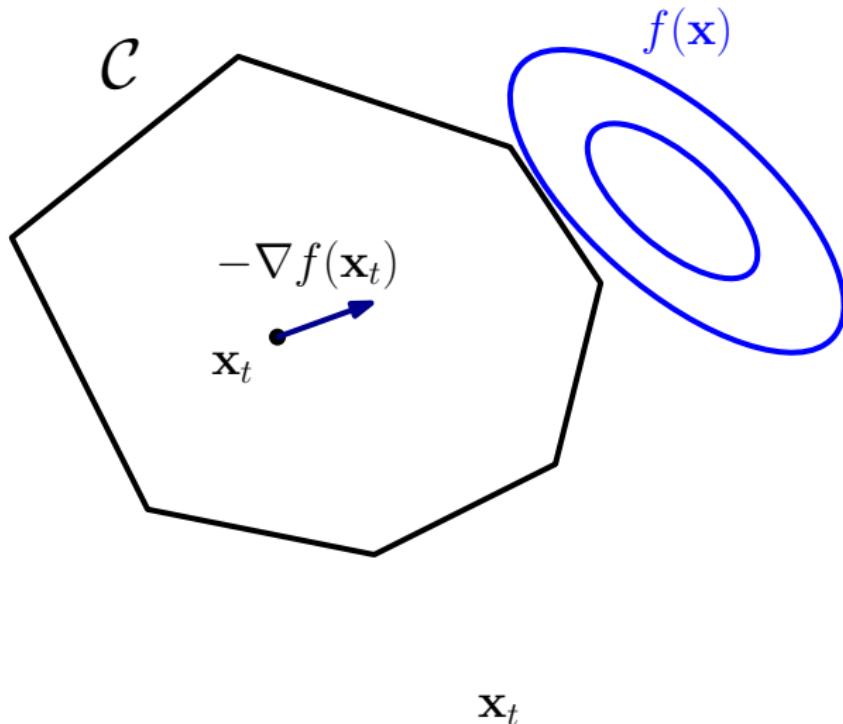
$$\min_{\mathbf{v} \in C} \langle \mathbf{d}, \mathbf{v} \rangle$$

is comparatively easy to solve.



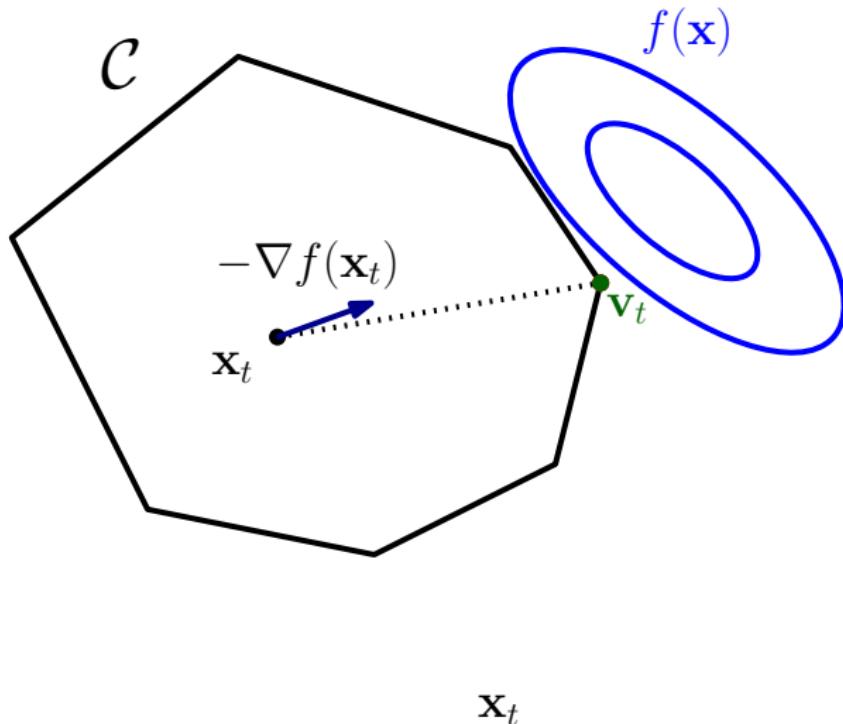
The Frank-Wolfe algorithm II

Frank and Wolfe 1956; Levitin and Polyak 1966



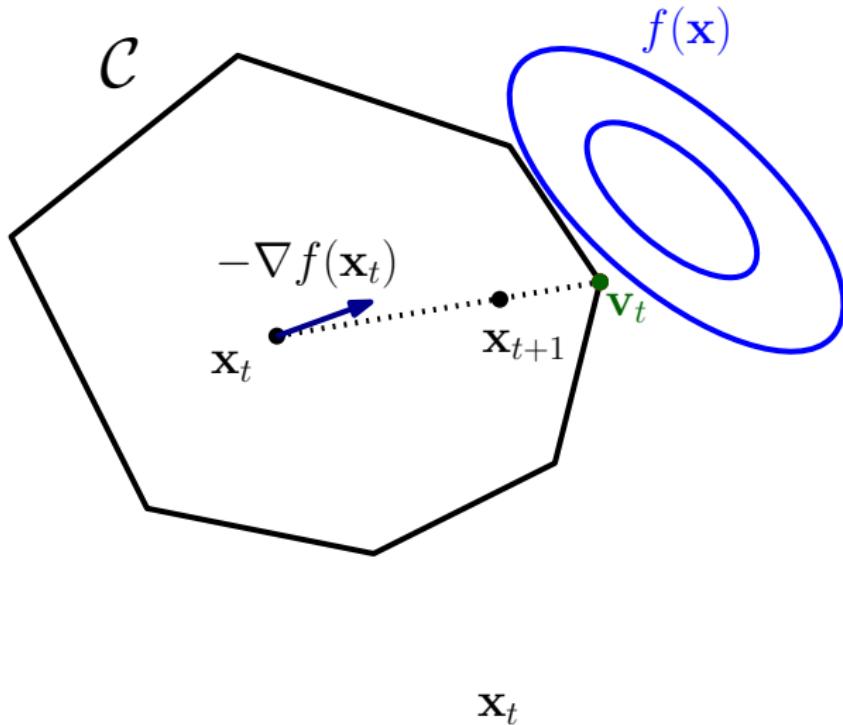
The Frank-Wolfe algorithm III

Frank and Wolfe 1956; Levitin and Polyak 1966



The Frank-Wolfe algorithm IV

Frank and Wolfe 1956; Levitin and Polyak 1966



The Frank-Wolfe algorithm V

Frank and Wolfe 1956; Levitin and Polyak 1966

The Frank-Wolfe Gap

By convexity, we have

$$f(\mathbf{x}) - f(\mathbf{x}^*) \leq \langle \nabla f(\mathbf{x}), \mathbf{x} - \mathbf{x}^* \rangle \leq \min_{\mathbf{v} \in C} \langle \nabla f(\mathbf{x}), \mathbf{x} - \mathbf{v} \rangle.$$

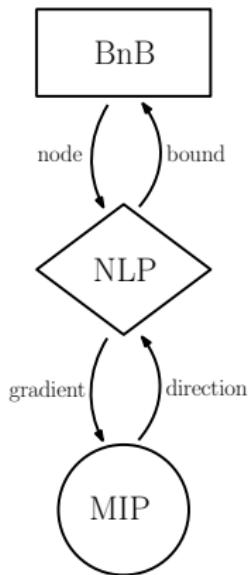
Also, this provides us with a lower bound on the optimum.

$$f(\mathbf{x}) - \min_{\mathbf{v} \in C} \langle \nabla f(\mathbf{x}), \mathbf{x} - \mathbf{v} \rangle \leq f(\mathbf{x}^*)$$



Branch-and-Bound with Frank-Wolfe: Boscia.jl |

Hendrych et al. 2023



$$\begin{aligned} & \min_{\mathbf{x}} f(\mathbf{x}) \\ \text{s.t. } & \mathbf{x} \in \mathcal{X} \cap \mathbb{Z}_j \end{aligned}$$

$$\begin{aligned} & \min_{\mathbf{x}} f(\mathbf{x}) \\ \text{s.t. } & \mathbf{x} \in \text{conv}\{\mathcal{X} \cap \mathbb{Z}_j\} \end{aligned}$$

$$\begin{aligned} & \min_{\mathbf{v}} \langle \nabla f(x_t), \mathbf{v} \rangle \\ \text{s.t. } & \mathbf{v} \in \mathcal{X} \cap \mathbb{Z}_j \end{aligned}$$

Branch-and-Bound with Frank-Wolfe: Boscia.jl II

Hendrych et al. 2023

- Frank-Wolfe implemented in `FrankWolfe.jl` Besançon, Carderera, and Pokutta 2022.
- Linear Minimization Oracle is a *Bounded (Mixed-Integer) Linear Minimization Oracle (BLMO)*, usually this is a MIP solver but it can also be a combinatorial solver.
- Integer feasible solutions from the root node → an inbuild heuristic.
- Exploits Frank-Wolfe's precision-adaptiveness → the solution tolerance is tightening with the node depth.
- Frank-Wolfe enables warm-starting via the active set being split while branching.



Branch-and-Bound with Frank-Wolfe: Boscia.jl III

Hendrych et al. 2023

- Frank-Wolfe's lazification techniques to avoid calling the BLMO too often.
- Collecting dropped vertices into the *shadow set* as a further lazification.
- Dynamically stop node evaluation if
 - the node's lower bound is larger than the incumbent.
 - there are k open nodes with a better lower bounds.



Table of Contents

The Optimal Experiment Design Problem (OEDP)

Integer Frank-Wolfe: Boscia.jl

Branch-and-Bound with Frank-Wolfe Methods: Boscia.jl

Computational Experiments

Other approaches

Results

Summary and Outlook



A Custom Branch-and-Bound for OEDP under Matrix Means (Co-BnB)

Ahipaşaoğlu 2021

- Coordinate-Descent-like algorithm for the nodes.
- Developed for $m \gg n$.

$$\begin{aligned} & \max_{\mathbf{w}} \log(\phi(X(\mathbf{w}))) \\ \text{s.t. } & \sum_{i=1}^m w_i = 1 \\ & \mathbf{w} \in [0, 1]^m \\ & N\mathbf{w} \in \mathbb{Z}_{\geq 0}^m \end{aligned} \tag{M-OEDP}$$

- \mathbf{w} can be interpreted as a probability distribution.
- Exploit connection to the Minimum Volume Enclosing Ellipsoid Problem (MVEP) for the termination criteria.



Direct Conic Formulation

Coey, Kapelevich, and Vielma 2022a; Coey, Kapelevich, and Vielma 2022b; Coey, Lubin, and Vielma 2020

- Pajarito.jl is a mixed-integer convex solver with conic certificates.
- Hypatia.jl is an interior point solver for conic optimization problems.
- D-Criterion:

$$\mathcal{K}_{\log \det} := \text{cl} \left\{ (u, v, W) \in \mathbb{R} \times \mathbb{R}_{>0} \times \mathbb{S}_{++}^n \mid u \leq v \log \det(W/v) \right\}$$

- A-Criterion: Dual of

$$\mathcal{K}_{\text{sepspec}} := \text{cl} \left\{ (u, v, w) \in \mathbb{R} \times \mathbb{R}_{>0} \times \text{int}(Q) \mid u \geq v\varphi(w/v) \right\}$$

- Q is the PSD cone and φ is the negative square root.
- The convex conjugate of the negative square root is the trace inverse.

Second-Order Conic Formulation (SOCP)

Sagnol 2011; Sagnol and Harman 2015

- In Sagnol 2011 the SOCP formulation for the continuous problem was introduced.
- The SOCP formulation of the exact formulation of OEDP was shown in Sagnol and Harman 2015.
- In theory, a nice result, but in practice, the problem size becomes much larger.
- For the A-Optimal Problem, we have $2m(n + 1)$ variables and $2(n + 1) + m$ constraints.
- For the D-Optimal Problem, we have $2m(1 + n) + n^2 + 1$ variables and $n(m + 1) + 3m + 4$ constraints.

Experimental Results I

Set up

- m between 50 and 120
- $n = \lfloor m/4 \rfloor$ and $n = \lfloor m/10 \rfloor$
- #allowed experiments $N = \lfloor 1.5n \rfloor$.
- Independent and correlated data for the experiment matrix A .
- Five random seeds, leading to 50 instances per problem and data.
- Carried out in Julia with a time limit of 1 hour.

Experimental Results II

Termination over time for the A-Optimal Problem

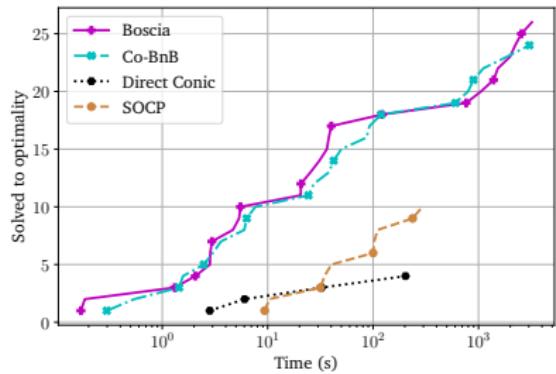


Figure: Independent data

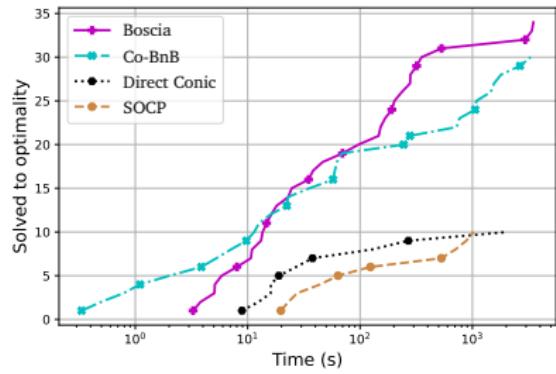


Figure: Correlated data

Experimental Results III

Termination over time for the D-Optimal Problem

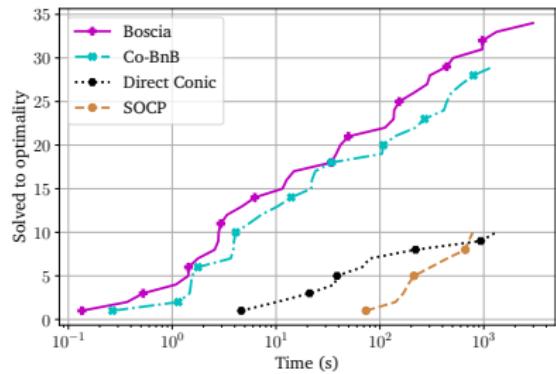


Figure: Independent data

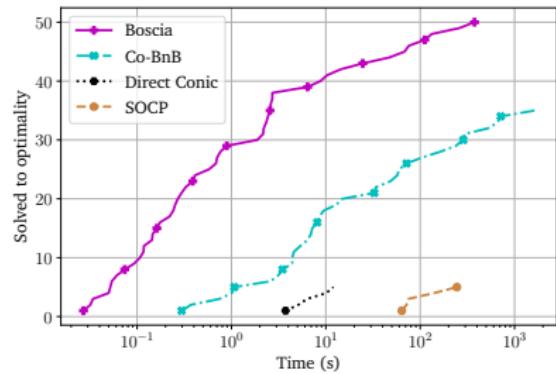


Figure: Correlated data

Table of Contents

The Optimal Experiment Design Problem (OEDP)

Integer Frank-Wolfe: [Boscia.jl](#)

Branch-and-Bound with Frank-Wolfe Methods: [Boscia.jl](#)

Computational Experiments

Other approaches

Results

Summary and Outlook



Summary

- The Outer Approximation approaches are fast for small instances.
- Co-BnB is fast for instances where n is very small compared to m , i.e. $n = m/10$.
- Boscia.jl outperforms the other solvers, especially for medium to large scale instances.
- It also keeps the problem structure intact.
- Can easily handle additional constraints.

Outlook

On the Optimal Design side

- The E-Optimal Criterion and smoothing techniques.
- Sequential designs.
- Knowledge of experiment matrix $A \rightarrow$ Robustness.
- Non-Linear regression and nearly convex functions.

On the general Boscia.jl side

- Handling of non-convex objectives?
- Preprocessing.
- Gradient feasible region.

Thank you for your attention!



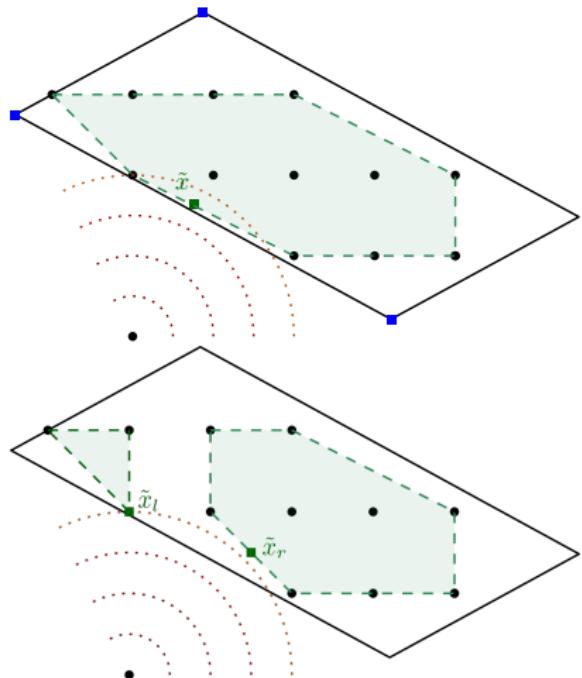
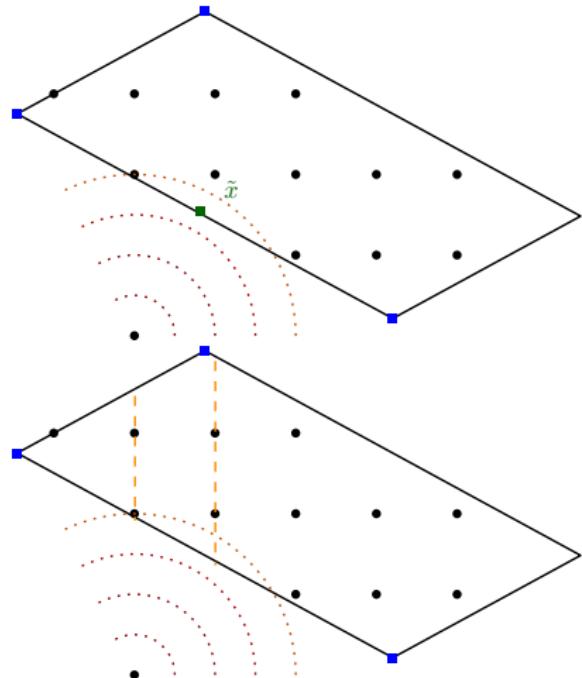
References I

- Ahipaşaoğlu, Selin Damla (2015). "A first-order algorithm for the A-optimal experimental design problem: a mathematical programming approach". In: *Statistics and Computing* 25.6, pp. 1113–1127.
- (2021). "A branch-and-bound algorithm for the exact optimal experimental design problem". In: *Statistics and Computing* 31.5, p. 65.
- Besançon, Mathieu, Alejandro Carderera, and Sebastian Pokutta (2022). "FrankWolfe.jl: A High-Performance and Flexible Toolbox for Frank-Wolfe Algorithms and Conditional Gradients". In: *INFORMS Journal on Computing*.
- Carderera, Alejandro, Mathieu Besançon, and Sebastian Pokutta (2021). "Simple steps are all you need: Frank-Wolfe and generalized self-concordant functions". In: *Advances in Neural Information Processing Systems* 34, pp. 5390–5401.
- Coey, Chris, Lea Kapelevich, and Juan Pablo Vielma (2022a). "Conic optimization with spectral functions on Euclidean Jordan algebras". In: *Mathematics of Operations Research*.
- (2022b). "Performance enhancements for a generic conic interior point algorithm". In: *Mathematical Programming Computation*. DOI: <https://doi.org/10.1007/s12532-022-00226-0>.
- Coey, Chris, Miles Lubin, and Juan Pablo Vielma (2020). "Outer approximation with conic certificates for mixed-integer convex problems". In: *Mathematical Programming Computation* 12.2, pp. 249–293.
- Frank, Marguerite and Philip Wolfe (1956). "An algorithm for quadratic programming". In: *Naval research logistics quarterly* 3.1-2, pp. 95–110.

References II

- Hendrych, Deborah et al. (2023). Convex mixed-integer optimization with Frank-Wolfe methods. arXiv: 2208.11010 [math.OC].
- Levitin, Evgeny S and Boris T Polyak (1966). "Constrained minimization methods". In: USSR Computational mathematics and mathematical physics 6.5, pp. 1–50.
- Nikolov, Aleksandar, Mohit Singh, and Uthaipon Tantipongpipat (2022). "Proportional volume sampling and approximation algorithms for A-optimal design". In: Mathematics of Operations Research 47.2, pp. 847–877.
- Pukelsheim, Friedrich (2006). Optimal design of experiments. SIAM.
- Sagnol, Guillaume (2011). "Computing optimal designs of multiresponse experiments reduces to second-order cone programming". In: Journal of Statistical Planning and Inference 141.5, pp. 1684–1708.
- Sagnol, Guillaume and Radoslav Harman (2015). "Computing exact D-optimal designs by mixed integer second-order cone programming". In.
- Sagnol, Guillaume and Edouard Pauwels (2019). "An unexpected connection between Bayes A-optimal designs and the group lasso". In: Statistical Papers 60.2, pp. 565–584.

Convex relaxation vs integer hull



Using Boscia.jl to solve OEDP I

Theorem (*L*-smoothness for the Fusion Problems)

The functions

$$f(X_C(\mathbf{x})) = -\log \det(X_C(\mathbf{x}))$$

$$g(X_C(\mathbf{x})) = \text{tr}(X_C(\mathbf{x})^{-p}) \quad p > 0$$

$$k(X_C(\mathbf{x})) = \log \text{tr}(X_C(\mathbf{x})^{-p}) \quad p > 0$$

are *L*-smooth on $x \in \mathbb{R}_{\geq 0}$ where $X_C(\mathbf{x})$ denotes the information matrix for the Fusion Problems.

Using Boscia.jl to solve OEDP II

Theorem (Local L -smoothness for the Optimal Problems)

The functions $f(X(\mathbf{x}))$, $g(X(\mathbf{x}))$ and $k(X(\mathbf{x}))$ are locally L -smooth on

$$\mathcal{L}_0 = \left\{ \mathbf{x} \in D \cap \sum_{i=1}^m x_i = N \mid (*)(\mathbf{x}) \leq (*)(\mathbf{x}_0) \right\}$$

where $()$ is a placeholder for each function.*

Using Boscia.jl to solve OEDP III

By Carderera, Besançon, and Pokutta 2021, we also have convergence if the objective is generalized self-concordant. Self-concordance was already proved for the $-\log \det(X)$ on \mathbb{S}_{++}^n .

Theorem (Generalized self concordance)

The function $g(X) = \text{tr}(X^{-p})$, with $p > 0$, is $\left(3, \frac{(p+2)\sqrt[4]{a^{2p}n}}{\sqrt{p(p+1)}}\right)$ -generalized self-concordant on $\text{dom}(g) = \{X \in \mathbb{S}_{++}^n \mid 0 \prec X \preccurlyeq aI\}$ where $a \in \mathbb{R}_{>0}$ bounds the maximum eigenvalue of X .

Conjecture: The function $k(X) = \log \text{tr}(X^{-p})$, with $p > 0$, is generalized self-concordant on some bounded set of the PD cone.

Using Boscia.jl to solve OEDP IV

Theorem (Strong convexity)

The functions $f(X) = -\log \det(X)$ and $g(X) = \text{tr}(X^{-p})$, $p > 0$, are strongly convex on $D := \{X \in \mathbb{S}_{++}^n \mid \lambda_{\max}(X) \leq \alpha\}$.

The function $k(X) = \log \text{tr}(X^{-p})$, $p > 0$, is strongly convex on $D := \{X \in \mathbb{S}_{++}^n \mid \lambda_{\max}(X) \leq \alpha, \kappa(X) \leq \kappa\}$.

Theorem

The compositions of f , g and k with the information matrix $X(\mathbf{x})$, respectively, are sharp.

In general, the compositions do not have a unique minimizer.

Using Boscia.jl to solve OEDP V

Objective	Convergence	Linear Convergence
$f_F(\mathbf{x}) = \log \det(X_C(\mathbf{x}))$	✓	✓
$g_F(\mathbf{x}) = \text{tr}(X_C(\mathbf{x})^{-p})$	✓	✓
$k_F(\mathbf{x}) = \log (\text{tr}(X_C(\mathbf{x})^{-p}))$	✓	✓
$f(\mathbf{x}) = -\log \det(X(\mathbf{x}))$	✓	✓
$g(\mathbf{x}) = \text{tr}(X(\mathbf{x})^{-p})$	✓	Not guaranteed
$k(\mathbf{x}) = \log (\text{tr}(X(\mathbf{x})^{-p}))$	Conjecture	Not guaranteed

Table: Convergence of Frank-Wolfe on different objective functions.

Feasible region vs Domain

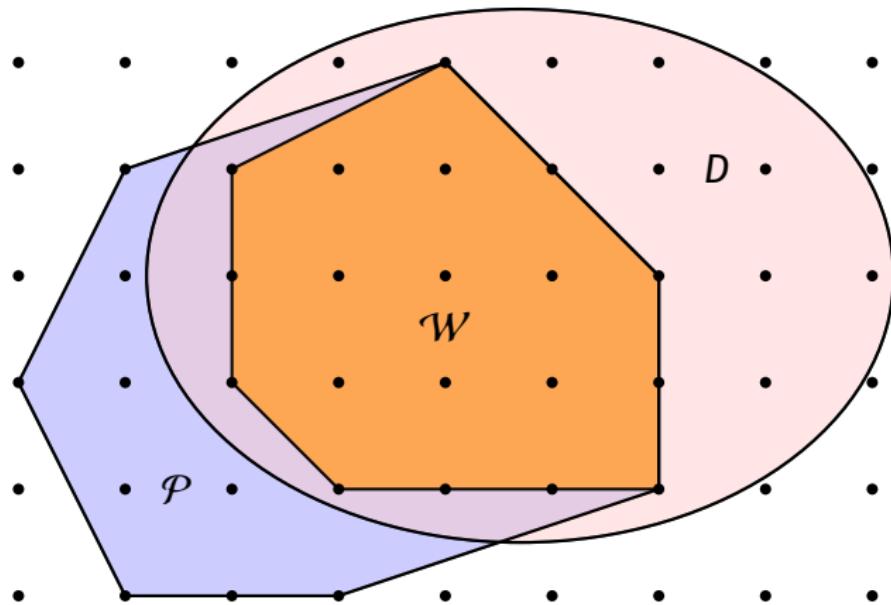


Figure: A schematic representation of the feasible region \mathcal{P} , the domain of the objective \mathcal{D} and the convex hull of vertices that are both feasible and in the domain denoted as \mathcal{W} .

SOCP A-Criterion

$$\begin{aligned} & \min_{\substack{\mu \in \mathbb{R}^m \\ \mathbf{x} \in \mathbb{Z}^m}} \quad \sum_{i=1}^m t_i \\ & \forall i \in [m] \quad Y_i \in \mathbb{R}^{1 \times n} \\ & \text{s.t.} \quad \sum_{i=1}^m A_i Z_i = I \quad (\text{A-SOCP}) \\ & \forall i \in [m] \quad \|Z_i\|_F^2 \leq t_i x_i \\ & \sum_{i=1}^m x_i = N \end{aligned}$$

SOCP D-Criterion

$$\begin{aligned} & \min_{\substack{\mathbf{w} \in \mathbb{R}_{\geq 0}^m, \mathbf{x} \in \mathbb{Z}^m \\ J \in \mathbb{R}^{nxn} \\ \forall i \in [m] Z_i \in \mathbb{R}^{1 \times n} \\ \forall i \in [m], j \in [n] t_{ij} \in \mathbb{R}_{\geq 0}}} \prod_{i=1}^m J_{ii}^{1/m} \\ \text{s.t. } & \sum_{i=1}^m A_i Z_i = J \\ & J \text{ lower triangle matrix} \tag{D-SOCP} \\ & \forall i \in [m], j \in [n] \|Z_i e_j\|_F^2 \leq t_{ij} w_i \\ & \forall j \in [n] \sum_{i=1}^m t_{ij} \leq J_{jj} \\ & \mathbf{l} \leq \mathbf{x} \leq \mathbf{u} \text{ and } \sum_{i=1}^m w_i = 1 \end{aligned}$$