

# Boscia.jl and the Optimal Experiment Design Problem

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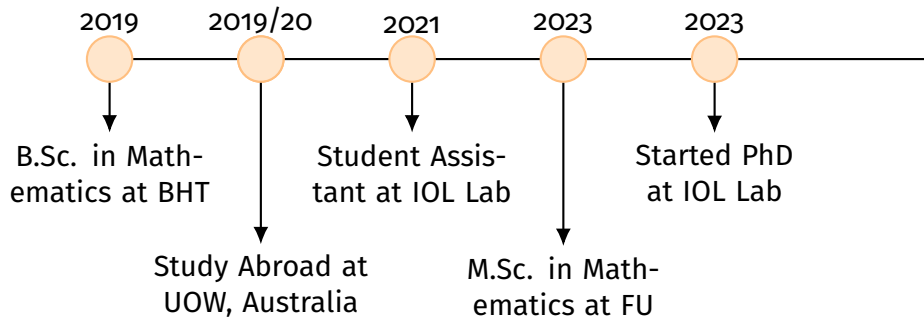
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# Introduction



## 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

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## The Optimal Experiment Design Problem (OEDP)

Integer Frank-Wolfe: `Boscia.jl`

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

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## 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.
- $\theta$  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*.

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

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



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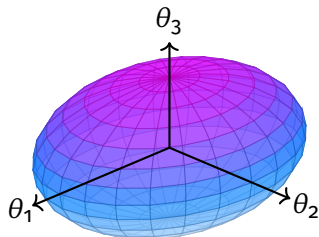
- Variable  $x_i \in \mathbb{N}_0$  denotes how often experiment  $i$  is to be run.  $\mathbf{x}$  is a *design*.
- $A^T A$  is positive definite (PD).
- $X(\mathbf{x})$  is positive semi definite (PSD).
- The inverse of  $X(\mathbf{x})$  (if existent) is called the *Dispersion Matrix*  $D(\mathbf{x})$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

## *Some information theory later ...*

Pukelsheim 2006

# D-Optimal Experiment Design

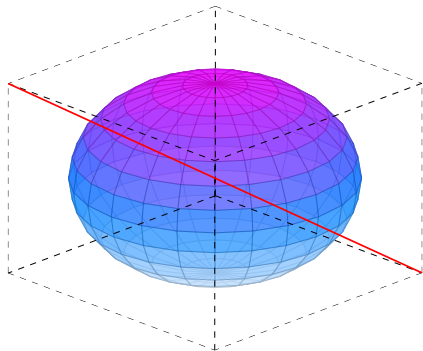
$$\begin{aligned} \min_{\mathbf{x}} \quad & -\log \det (X(\mathbf{x})) \\ \text{s.t.} \quad & \sum_{i=1}^m x_i = N \\ & \mathbf{l} \leq \mathbf{x} \leq \mathbf{u} \\ & \mathbf{x} \in \mathbb{N}_0^m, \end{aligned} \quad (\text{DO})$$



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

# A-Optimal Experiment Design

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



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

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# Boscia - Problem Setting

## Mixed-Integer Convex Problems

We want to solve MINLPs of the form

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

- $f$  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

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

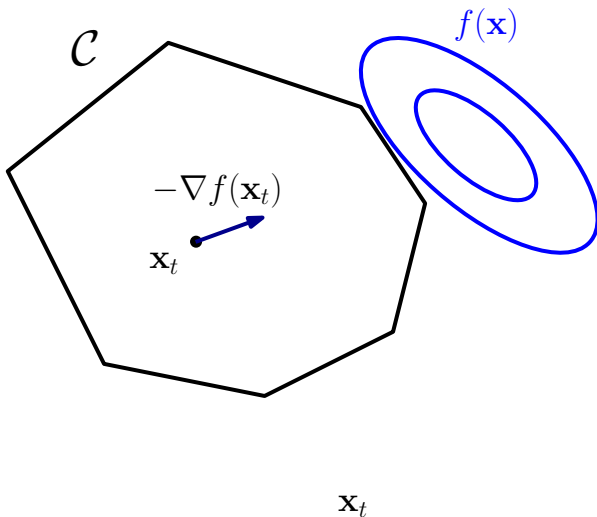
- $C$  is a compact convex set.
- $f$  continuously differentiable, convex function.
- Requires  $f$  to be  $L$ -smooth, i.e. gradient  $\nabla f$  Lipschitz-continuous.
- Assumes that the **Linear Minimization Oracle (LMO)**

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

is comparatively easy to solve.

# The Frank-Wolfe algorithm II

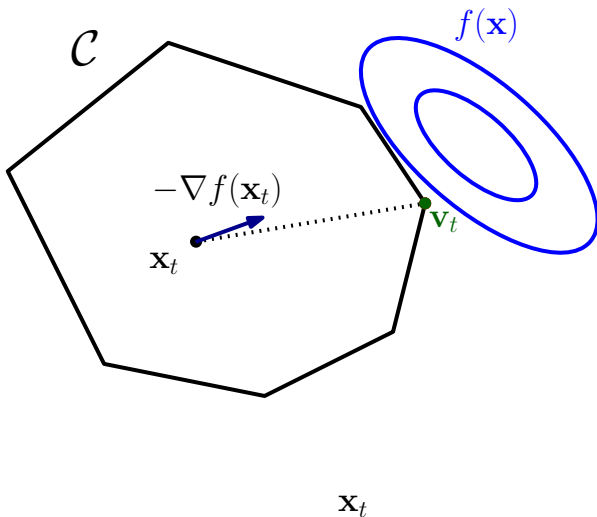
Frank and Wolfe 1956; Levitin and Polyak 1966





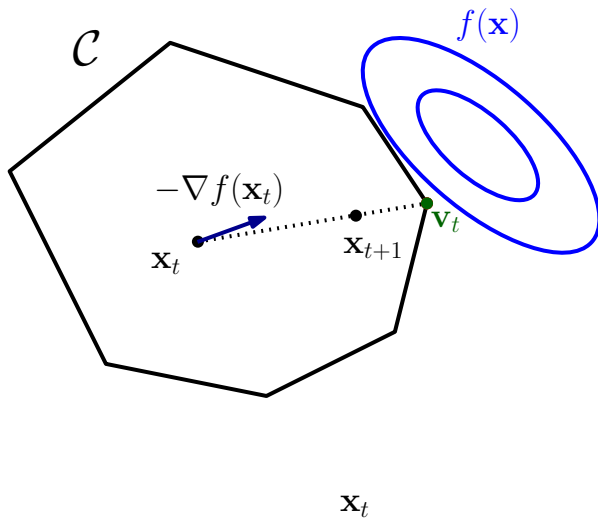
# The Frank-Wolfe algorithm III

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

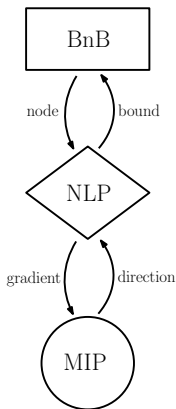
$$f(\mathbf{x}) - f(\mathbf{x}^*) \leq \langle \nabla f(\mathbf{x}), \mathbf{x} - \mathbf{x}^* \rangle \leq \min_{\mathbf{v} \in C} \langle \nabla f(\mathbf{x}), \mathbf{x} - \mathbf{v} \rangle.$$

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 I

Hendrych et al. 2023



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

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

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

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

Hendrych et al. 2023

- Frank-Wolfe implemented in `FrankWolfe.jl` Besaçon, 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.



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

Ahipaşaoğlu 2021

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

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

- $\mathbf{w}$  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  $\varphi$  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

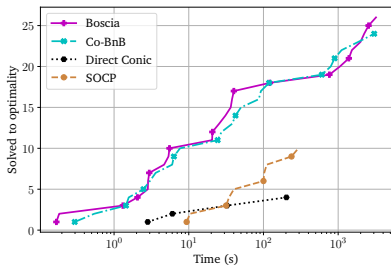


Figure: Independent data

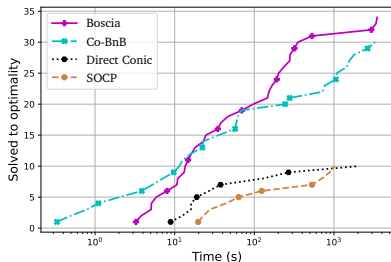


Figure: Correlated data

# Experimental Results III

## Termination over time for the D-Optimal Problem

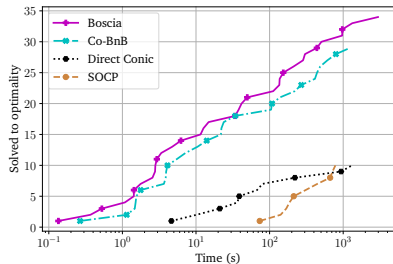


Figure: Independent data

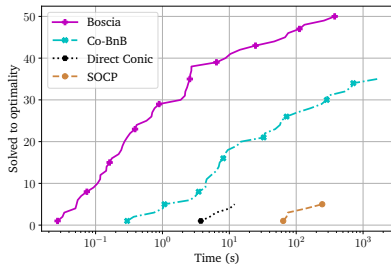


Figure: Correlated data

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# 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 `Boschia.jl` side

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



***Thank you for your attention!***

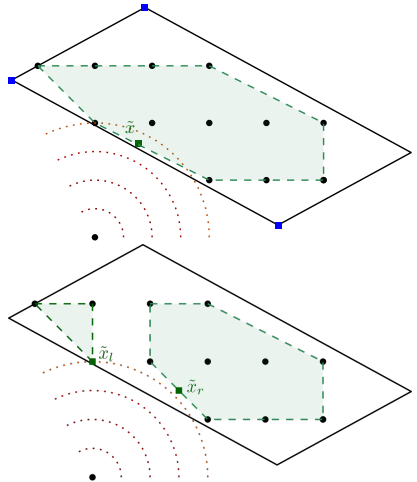
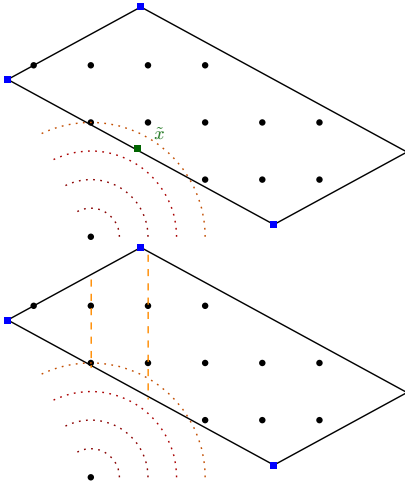
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# Convex relaxation vs integer hull



# Using Boscia.jl to solve OEDP I

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

*The functions*

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

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

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

*are L-smooth on  $\mathbf{x} \in \mathbb{R}_{\geq 0}$  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  $\left(3, \frac{(p+2)\sqrt[p]{a^{2pn}}}{\sqrt{p(p+1)}}\right)$ -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  $g(X) = \operatorname{tr}(X^{-p})$ ,  $p > 0$ , are strongly convex on  $D := \{X \in \mathbb{S}_{++}^n \mid \lambda_{\max}(X) \leq \alpha\}$ .*

*The function  $k(X) = \log \operatorname{tr}(X^{-p})$ ,  $p > 0$ , 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.

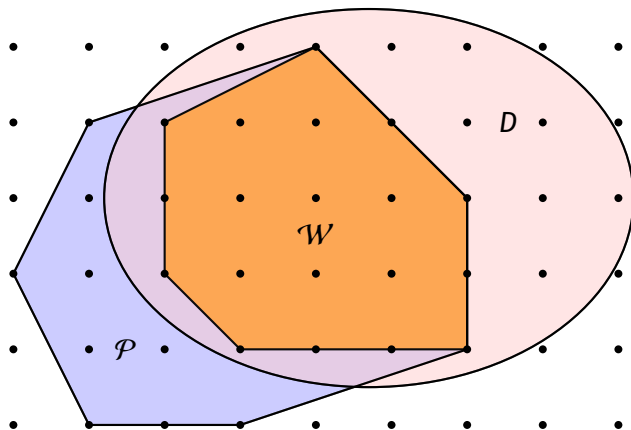


# Using Boscia.jl to solve OEDP V

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

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

# SOCP D-Criterion

$$\begin{aligned} \min_{\substack{\mathbf{w} \in \mathbb{R}_{\geq 0}^m, \mathbf{x} \in \mathbb{Z}^m \\ J \in \mathbb{R}^{n \times n} \\ \forall i \in [m] \ Z_i \in \mathbb{R}^{1 \times n} \\ \forall i \in [m], j \in [n] \ t_{ij} \in \mathbb{R}_{\geq 0}}} \prod_{i=1}^m J_{ii}^{1/m} \end{aligned}$$

$$\text{s.t. } \sum_{i=1}^m A_i Z_i = J$$

$J$  lower triangle matrix

(D-SOCP)

$$\forall i \in [m], j \in [n] \ \|Z_i \mathbf{e}_j\|_F^2 \leq t_{ij} w_i$$

$$\forall j \in [n] \ \sum_{i=1}^m t_{ij} \leq J_{jj}$$

$$\mathbf{l} \leq \mathbf{x} \leq \mathbf{u} \text{ and } \sum_{i=1}^m w_i = 1$$