

Mixed-Projection Conic Optimization: A New Paradigm for Modeling Rank Constraints

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Problem Setting

Setting: General low-rank optimization problems with conic constraints

$$\min_{\mathbf{X} \in \mathbb{R}^{n \times m}} \quad \lambda \cdot \text{Rank}(\mathbf{X}) + \langle \mathbf{C}, \mathbf{X} \rangle \quad \text{s.t.} \quad \mathbf{A}\mathbf{X} = \mathbf{B}, \quad \text{Rank}(\mathbf{X}) \leq k, \quad \mathbf{X} \in \mathcal{K},$$

Where:

- Rank objective \rightarrow \mathbf{x} of minimal complexity,
- $\mathbf{AX=B}$ defines a subspace,
- \mathcal{K} is a proper cone, e.g., non-negative orthant, semidefinite cone.

Application: Matrix Completion

Formulation

$$\min_{\mathbf{X} \in \mathbb{R}^{n \times p}} \frac{1}{2} \sum_{(i,j) \in \mathcal{I}} (X_{i,j} - A_{i,j})^2 \quad \text{s.t.} \quad \text{Rank}(\mathbf{X}) \leq k.$$

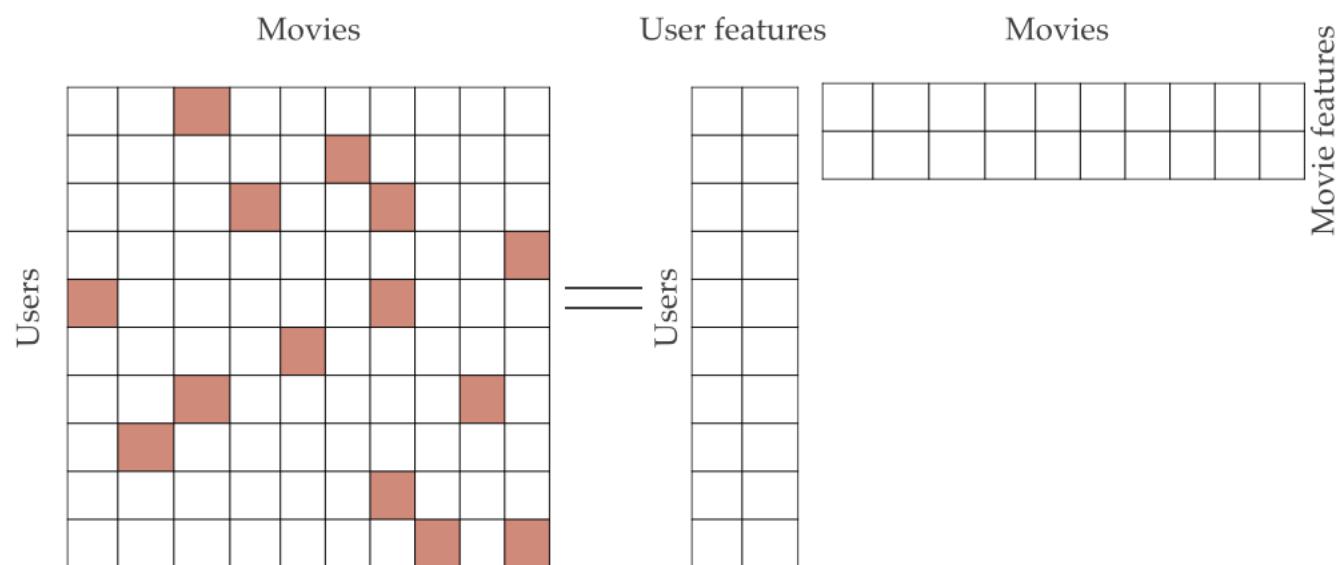
Decision variables/Problem data

$X_{i,j}$: Predicted rating movie j by user i

$A_{i,j}$: Reported rating movie j by user i

Movie Recommendation:

- Given user movie ratings, predict ratings for unseen movies.
- To make problem tractable, assume ratings depend on k factors (lead actor, lead actress, director, genre, year, ...)



Many Other Applications!

- **Machine Learning:** Decompose matrix into sparse plus low-rank matrix.
- **Control Theory:** Identify minimum complexity realization of a system.
- **Algebraic Geometry:** Minimum degree sum-of-squares decomposition of polynomial.
- **Computer Vision:** Decompose a matrix into a product of non-negative factors.
- **Many, many more...**

Low-Rank Optimization: How Hard Can it Be?

1. Rank constraints are hard, in a complexity-theoretic sense.
 - Known to be strongly NP-hard
 - **We show: existential theory of reals-hard**, i.e., as hard as deciding feasibility of semialgebraic set.
2. Rank constraints cannot be modeled using mixed-integer optimization.
 - How should we model rank constraints then?



We're gonna need a new approach!

Contributions

- We propose to model rank constraints using a **projection matrix as an additional variable**
- The resulting framework, **mixed-projection optimization**, naturally extends MIO to rank constraints
- We show that some of the most successful tools from MIO (e.g., big-M methods, branch-and-bound, outer-approximation, relaxation and rounding schemes) can be extended to MPO
- With the current technology, can already solve matrix completion w. 50s features to **certifiable optimality, 1000s** to near optimality.

Modeling Rank with Projection Matrices

Cardinality constraints can be modeled using binary variables

$$\|\mathbf{x}\|_0 \leq k \iff \exists \mathbf{z} \in \{0, 1\}^n : \mathbf{e}^\top \mathbf{z} \leq k, \mathbf{x} = \mathbf{z} \circ \mathbf{x},$$

Rank constraints can be modeled using projection matrices

$$\text{Rank}(\mathbf{X}) \leq k \iff \exists \mathbf{Y} \in \mathcal{Y}_n : \text{tr}(\mathbf{Y}) \leq k, \mathbf{X} = \mathbf{Y}\mathbf{X},$$

where $\mathcal{Y}_n := \{\mathbf{P} \in S^n : \mathbf{P}^2 = \mathbf{P}\}$

Similarities Between Binaries and Projections

- Cardinality on binaries is a linear function
(inner product with the vector of all ones)
- Binary variables are idempotent scalars
which satisfy $z^2=z$
- We model logical constraints via $x=zx$
- Rank on projection matrices is a linear
function (inner product with identity matrix)
- Projection matrices are idempotent
matrices which satisfy $\mathbf{Y}^2=\mathbf{Y}$
- We model rank constraints via $\mathbf{X}=\mathbf{Y}\mathbf{X}$

Mixed-Projection Formulation

$$\min_{\mathbf{X} \in \mathbb{R}^{n \times m}} \quad \lambda \cdot \text{Rank}(\mathbf{X}) + \langle \mathbf{C}, \mathbf{X} \rangle \quad \text{s.t.} \quad \mathbf{A}\mathbf{X} = \mathbf{B}, \quad \text{Rank}(\mathbf{X}) \leq k, \quad \mathbf{X} \in \mathcal{K},$$

can be expressed as **Mixed-Projection Conic Optimization** problem

$$\min_{\mathbf{Y} \in \mathcal{Y}_n^k} \min_{\mathbf{X} \in \mathbb{R}^{n \times m}} \quad \lambda \cdot \text{tr}(\mathbf{Y}) + \langle \mathbf{C}, \mathbf{X} \rangle \quad \text{s.t.} \quad \mathbf{A}\mathbf{X} = \mathbf{B}, \quad \mathbf{X} = \mathbf{Y}\mathbf{X}, \quad \mathbf{X} \in \mathcal{K}.$$

where \mathbf{Y} is a projection matrix.

How to Deal With the Nonlinear Term $X=YX$

We add a **regularization term** to the objective, $\Omega(\mathbf{X})$, of the following form:

- Either a **hard constraint on the spectral norm** of \mathbf{X}

$$\Omega(\mathbf{X}) = 0 \text{ if } \|\mathbf{X}\|_{\sigma} \leq M, +\infty \text{ otherwise}$$

(generalizing the big-M constraints from MIO)

- Or a **penalty on the Frobenius norm** of \mathbf{X}

$$\Omega(\mathbf{X}) = \frac{1}{2\gamma} \|\mathbf{X}\|_F^2$$

(generalizing the perspective reformulation from MIO)

Min-max Formulation

Consider problem as a **projection-only** minimization

$$\min_{\mathbf{Y} \in \mathcal{Y}_n^k} \quad f(\mathbf{Y}) + \lambda \cdot \text{tr}(\mathbf{Y})$$

with $f(\mathbf{Y}) := \min_{\mathbf{X} \in \mathbb{R}^{n \times m}} g(\mathbf{X}) + \Omega(\mathbf{X}) \quad \text{s.t.} \quad \mathbf{X} = \mathbf{Y}\mathbf{X}$

$$f(\mathbf{Y}) = \max_{\boldsymbol{\alpha}, \mathbf{V}_{11}, \mathbf{V}_{22}} \quad \lambda \cdot \text{tr}(\mathbf{Y}) + h(\boldsymbol{\alpha}) - \Omega^*(\boldsymbol{\alpha}, \mathbf{Y}, \mathbf{V}_{11}, \mathbf{V}_{22}) \quad \leftarrow \text{strong duality}$$

where $\Omega^*(\boldsymbol{\alpha}, \mathbf{Y}, \mathbf{V}_{11}, \mathbf{V}_{22})$ is linear in \mathbf{Y} \leftarrow cutting-plane method
non-trivial part of the proof

Algorithms - Overview

- **Exact method:** Solve via outer-approximation w. spatial branch-and-bound.
- **Approximate method:** Solve semidefinite relaxation, round eigenvalues to obtain near-optimal solution.

Exact Outer-Approximation Algorithm

$$\min_{\mathbf{Y} \in \mathcal{Y}_n^k} \max_{\boldsymbol{\alpha}, \mathbf{V}_{11}, \mathbf{V}_{22}} \lambda \cdot \text{tr}(\mathbf{Y}) + h(\boldsymbol{\alpha}) - \Omega^*(\boldsymbol{\alpha}, \mathbf{Y}, \mathbf{V}_{11}, \mathbf{V}_{22})$$

Algorithmic Implementation:

- Iteratively construct a piece-wise linear lower approximation
- Implemented using lazy constraint callbacks in Gurobi.
- To warm-start lower bound, run method on semidefinite relaxation.
- To warm-start upper bound, greedily round semidefinite relaxation.

Optimizing Over Projection Matrices

How to tell Gurobi that \mathbf{Y} is a projection matrix?

→ Solution: define \mathbf{Y} using non-convex quadratic constraints

How to tell Gurobi that \mathbf{Y} is semidefinite ?

→ Solution: strengthen w. SOC constraints from outer-approximation of PSD cone.

Conclusion Master problem is non-convex quadratic w. SOCs.

$$\min_{\mathbf{Y} \in S^n, \mathbf{U} \in \mathbb{R}^{n \times k}, \theta} \theta + \lambda \cdot \text{tr}(\mathbf{Y}) \quad \text{s.t. } z_i \theta \geq h_i + \langle \mathbf{H}_i, \mathbf{Y} - \mathbf{Y}_i \rangle, \forall i \in [t],$$
$$\mathbf{Y} = \mathbf{U}\mathbf{U}^\top, \mathbf{U}^\top \mathbf{U} = \mathbb{I}, Y_{i,i} Y_{j,j} \geq Y_{i,j}^2, \forall i, j \in [n], Y_{i,i} \geq \sum_{t=1}^k U_{i,t}^2, \forall i \in [n], \text{tr}(\mathbf{Y}) = k,$$
$$0 \geq \|\mathbf{U}_i - \mathbf{U}_j\|_2^2 + 2Y_{i,j} - Y_{i,i} - Y_{j,j}, \quad 0 \geq \|\mathbf{U}_i - \mathbf{U}_j\|_2^2 + 2Y_{i,j} - Y_{i,i} - Y_{j,j}, \forall i, j \in [n].$$

strengthen

Semidefinite Relaxation: Penalty interpretation

Outline of the analysis

- Consider the min-max formulation for the rank-penalized problem
- Relax $\mathbf{Y} \in \mathcal{Y}_n$ into $\mathbf{Y} \in \text{conv}(\mathcal{Y}_n)$
- Take the dual of the inner-maximization problem
- Interpret the relaxation as a penalty on the primal variable \mathbf{X}

$$\min_{\mathbf{Y} \in \mathbf{Y} \in \text{conv}(\mathcal{Y}_n)} \min_{\mathbf{X}} r_{22}$$

With spectral regularization → recovers nuclear norm penalty (Fazel, 2002)

With Frobenius regularization → novel “Generalized Reverse Huber”

$$\min_{\mathbf{X} \in \mathbb{R}^{n \times m}} g(\mathbf{X}) + \sum_{i=1}^n \min \left(\sqrt{\frac{2\lambda}{\gamma}} \sigma_i(\mathbf{X}), \lambda + \frac{\sigma_i(\mathbf{X})^2}{2\gamma} \right).$$

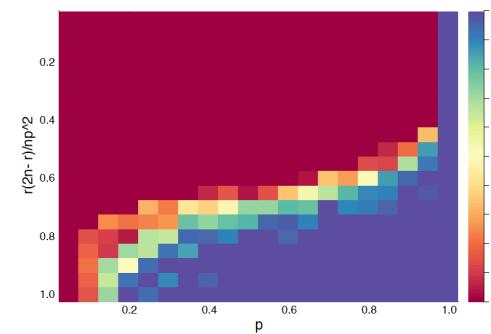
Note: generalizes perspective relaxation and the reverse Huber penalty from MIO

Semidefinite Penalty Comparison

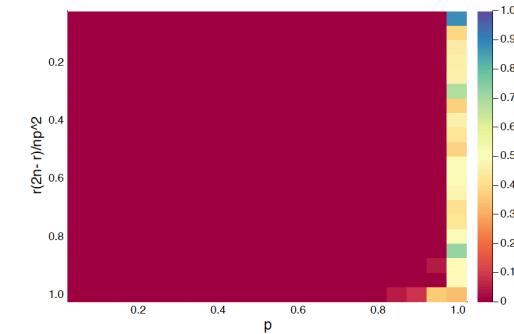
Example:

Recover low-rank 100×100 matrix:

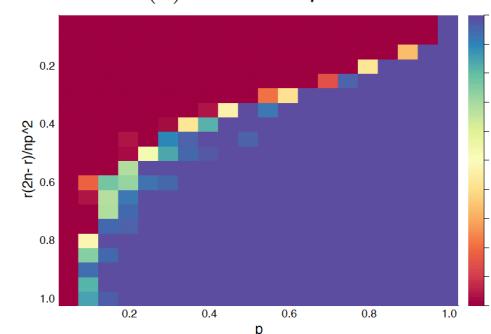
- Vary rank, proportion entries sampled
- Measure % time recover matrix to 1% MSE (more purple=better)
- Nuclear norm *by far* worst approach
- New penalty better, new penalty with rounding much better
- Combining greedy rounding with local search: solutions within 1% of optimality in practice, 10% in theory.



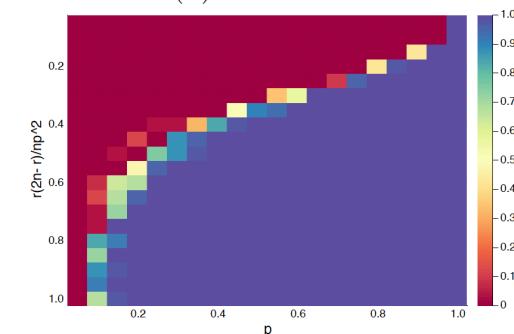
(a) New Penalty



(b) Nuclear Norm



(c) SVD+Local Improvement



(d) New Penalty+Local Improvement

- In practice, new penalty is viable and often more accurate

Matrix Completion Scalability

- Exact method: $f(Y)$ evaluable by solving QP, scales to $p=50s$.

n	p	γ	Time(s)	Nodes	Gap (%)	Cuts
20	0.1	$100/p$	1,266	8,792	0.87%	8.35
20	0.2	$100/p$	1,220	2,710	1.04%	7.80
20	0.3	$100/p$	1,272	1,837	0.64%	3.14

Sample solver-output from the exact method on matrix completion instances

Suggests improvement could come from dedicated branching strategies!

- Relax-then-round scales to $p=1000s$ of features
- On random matrix problems, both exact and approximate method supply lower out-of-sample MSE than state-of-the-art heuristics such as the Burer-Monterio method.

Conclusion

Mixed-Projection is a Natural Generalization of MIO

- Optimize convex function $f(\mathbf{z})$ over non-convex $\{\mathbf{z}: \mathbf{z}^2 = \mathbf{z}\}$, derive tractable relaxations.
- Leads to algorithms which outperform state-of-the-art for central problems in OR/ML.
- Suggests this is a very general story, often useful to think about problems this way.

Two future directions:

1. Improve generality → extend framework to tensors, non-negative polynomials.
2. Improve scalability → custom solver which explicitly branches on proj. matrices



Thank you for listening!
Lingering questions? Email ryancw@mit.edu