

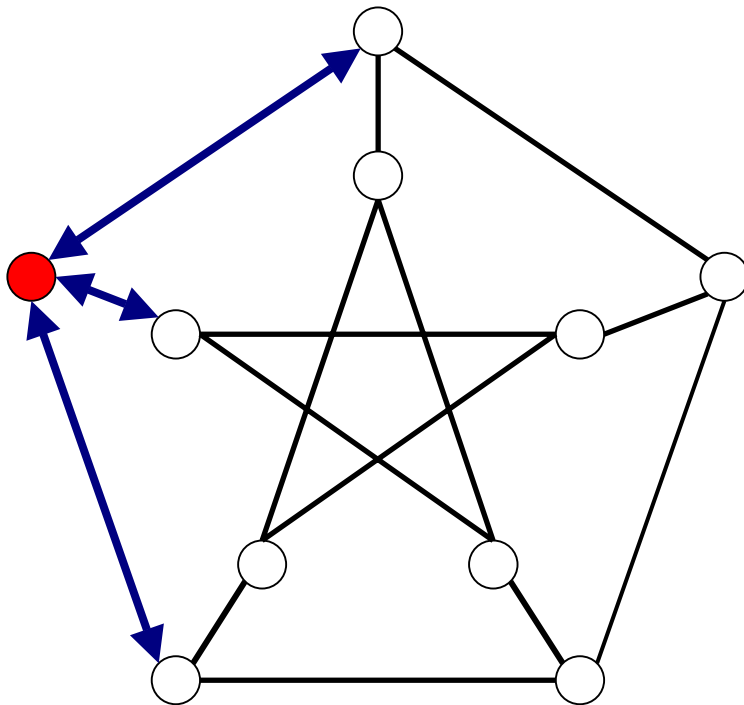
# Distributing semidefinite relaxations

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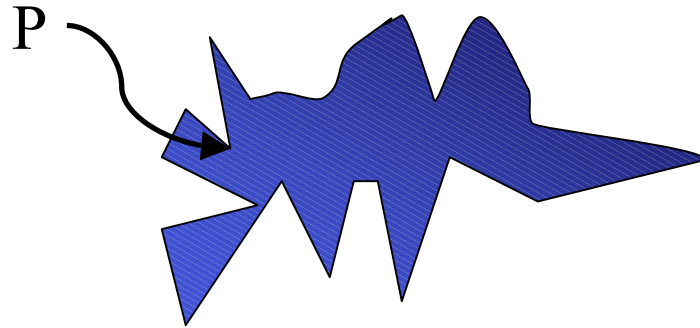
# Hard problems on networks



- Communication with neighbors
- Local computation
- Global objective
  
- **Can we solve the optimization efficiently?**

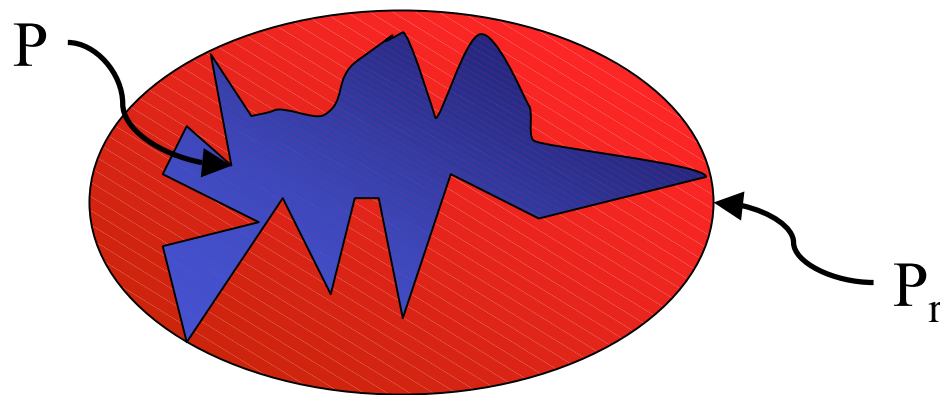
# Relaxations: Settling for Sufficiency

- Given a hard problem  $P$



# Relaxations: Settling for Sufficiency

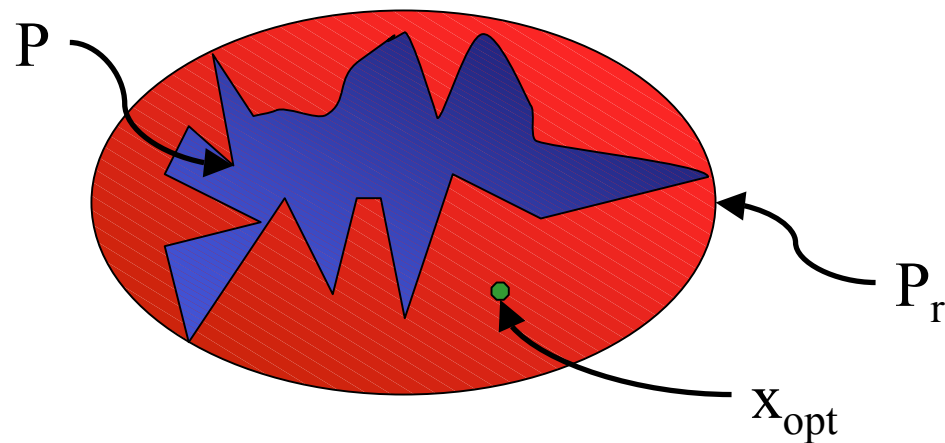
- Given a hard problem  $P$ , come up with problem  $P_r$  such that



- We can efficiently, locally find a solution for  $P_r$

# Relaxations: Settling for Sufficiency

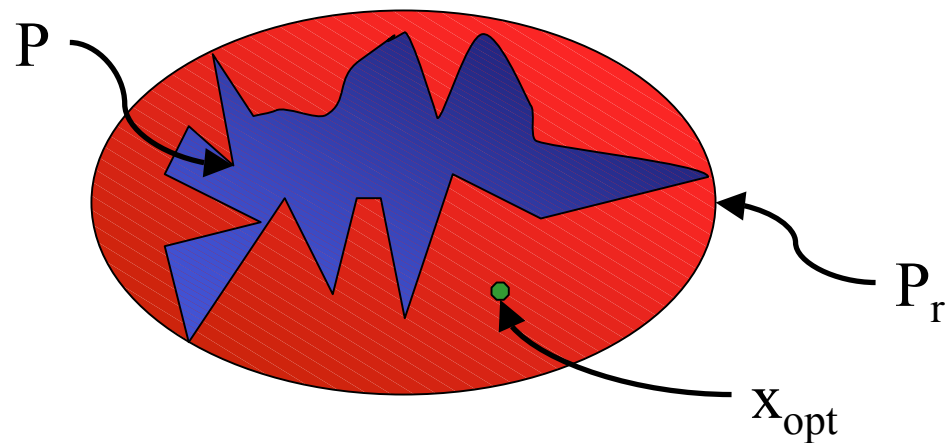
- Given a hard problem  $P$ , come up with problem  $P_r$  such that



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- We can efficiently determine if this solution is valid for  $P$

# Relaxations: Settling for Sufficiency

- Given a hard problem  $P$ , come up with problem  $P_r$  such that



- We can efficiently, locally find a solution for  $P_r$
- We can efficiently determine if this solution is valid for  $P$
- If no valid solution exists, we hope to get a bound on the complexity of  $P$

# Distributed approximations

- Hierarchies of approximations
- Linear (Sherali-Adams) vs. Semidefinite (Parillo, Lasserre)

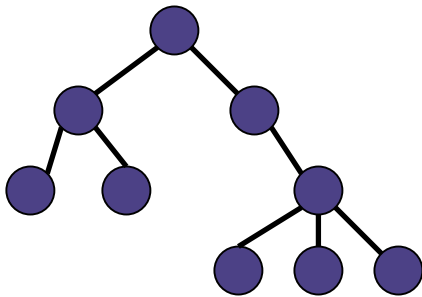
$$\begin{array}{ccccccc} \mathcal{L}_1 & \subseteq & \mathcal{L}_2 & \subseteq & \dots & \subseteq & \mathcal{L}_V \\ |\cap & & |\cap & & & & || \\ \mathcal{S}_1 & \subseteq & \mathcal{S}_2 & \subseteq & \dots & \subseteq & \mathcal{S}_V \end{array}$$

fast/easy

hard slog

# Linear = Belief Propagation

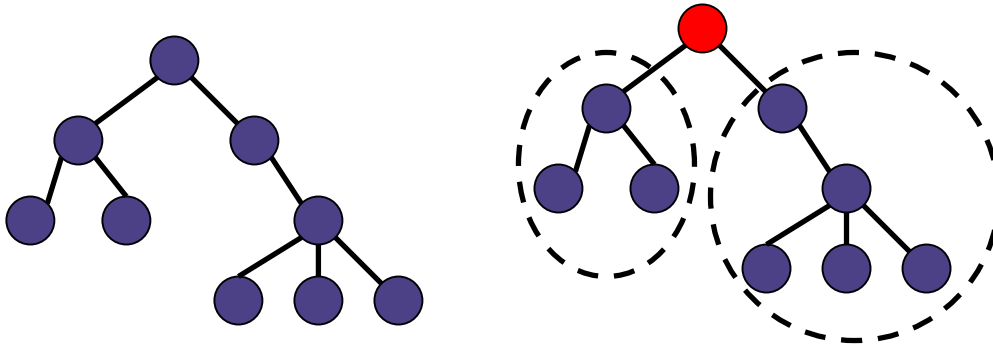
- Key magic: Dynamic Programming





# Linear = Belief Propagation

- Key magic: Dynamic Programming

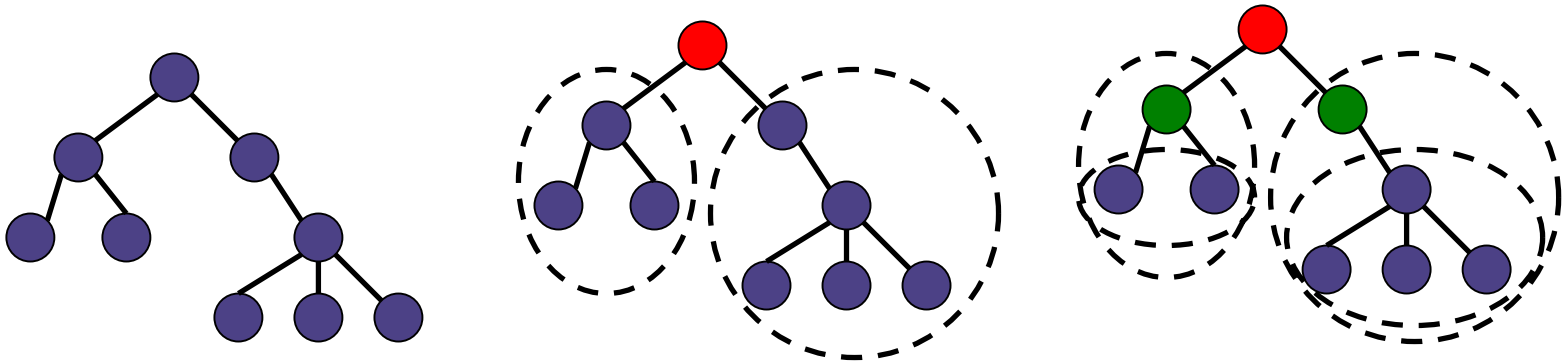


- Recursive attack
- Don't repeat calculations

$$\min J[i, j] = \min \left( \min J^k[i, k] + \min J_k[k, j] \right)$$

# Linear = Belief Propagation

- Key magic: Dynamic Programming

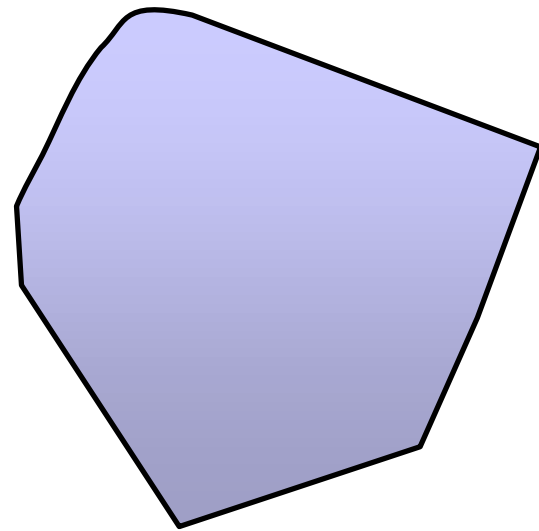


- Recursive attack
- Don't repeat calculations
- **Linear time in network size**

$$\min J[i, j] = \min \left( \min J^k[i, k] + \min J_k[k, j] \right)$$

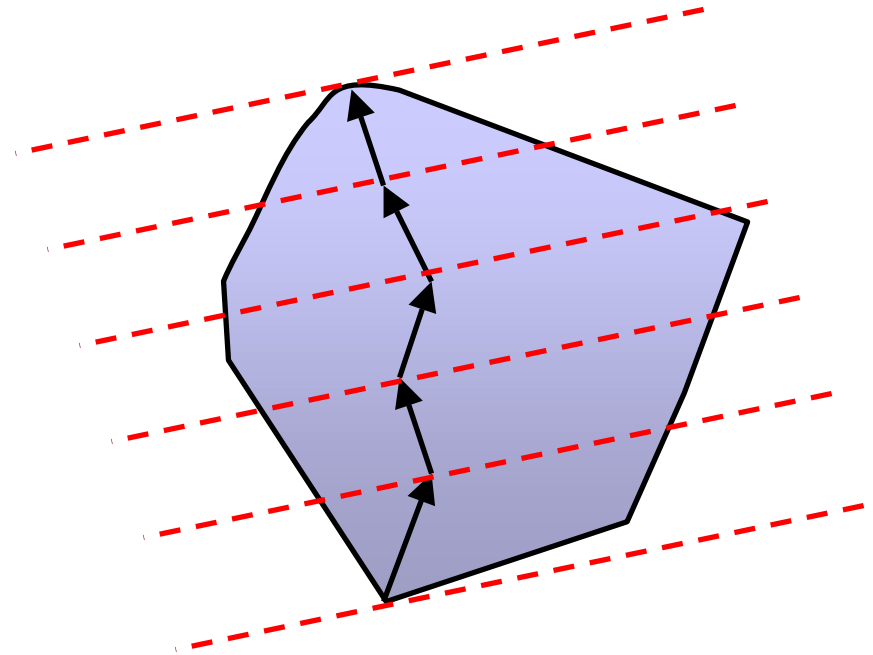
# Semidefinite Programs

- More complicated constraints



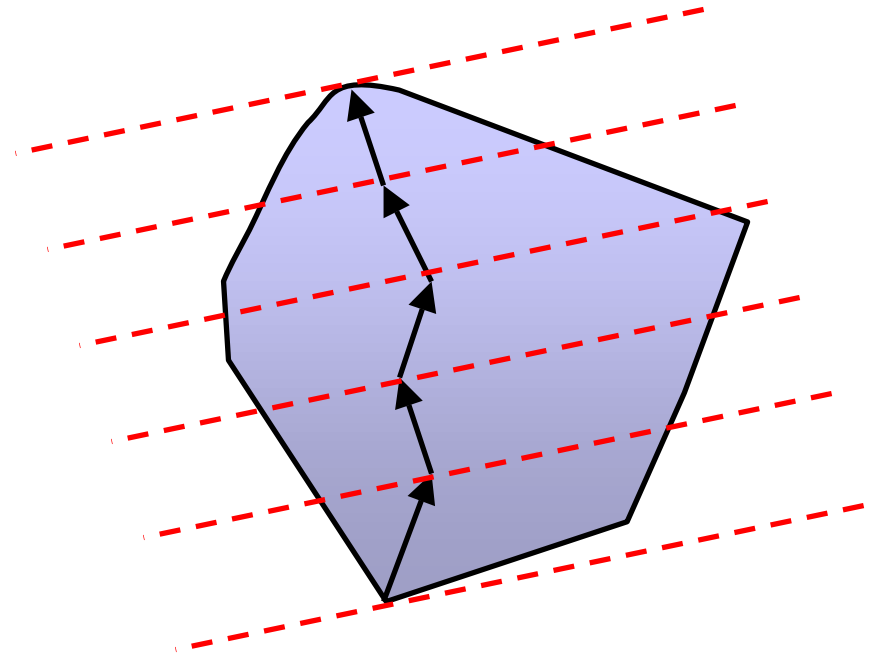
# Semidefinite Programs

- More complicated constraints
- Solve with Interior Point Methods



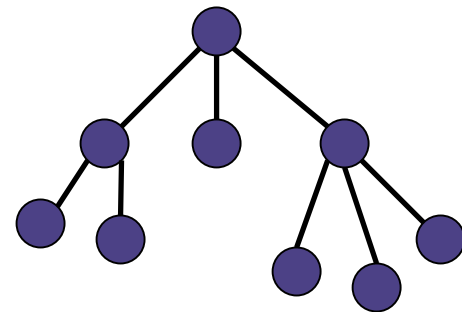
# Semidefinite Programs

- More complicated constraints
- Solve with Interior Point Methods
- Can be **very** slow
- Need **global info**



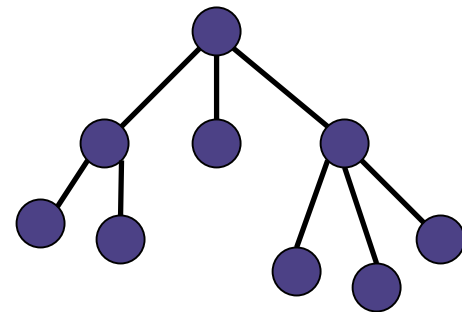
# Dynamic Programming for Semidefinite Constraints

$$\begin{bmatrix} A_1 & B_{12} & B_{13} & B_{14} \\ B_{12}^\top & A_2 & 0 & 0 \\ B_{13}^\top & 0 & A_3 & 0 \\ B_{14}^\top & 0 & 0 & A_4 \end{bmatrix} \succeq 0$$

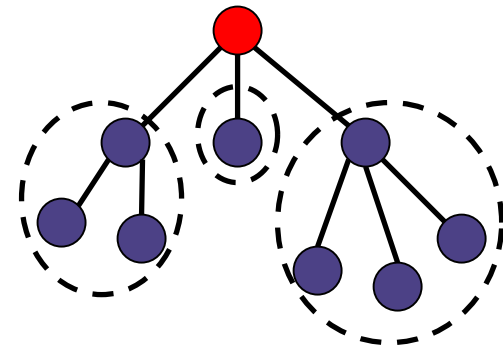


# Dynamic Programming for Semidefinite Constraints

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$$\begin{aligned} \mathbf{A}_2 \succeq 0, \quad \mathbf{A}_3 \succeq 0, \quad \mathbf{A}_4 \succeq 0 \\ \mathbf{A}_1 - \sum_{j=2}^4 \mathbf{B}_{1j}^\top \mathbf{A}_j^{-1} \mathbf{B}_{1j} \succeq 0 \end{aligned}$$



# Tree based approximations

- Use tree-parameterization or “loopy” approximations
- Each successive relaxation groups nodes
- Revisit treewidth to solve problems exactly [Bodlander 87]

