

Handling non-convexity in low-rank approaches for semidefinite programming

Nicolas Boumal

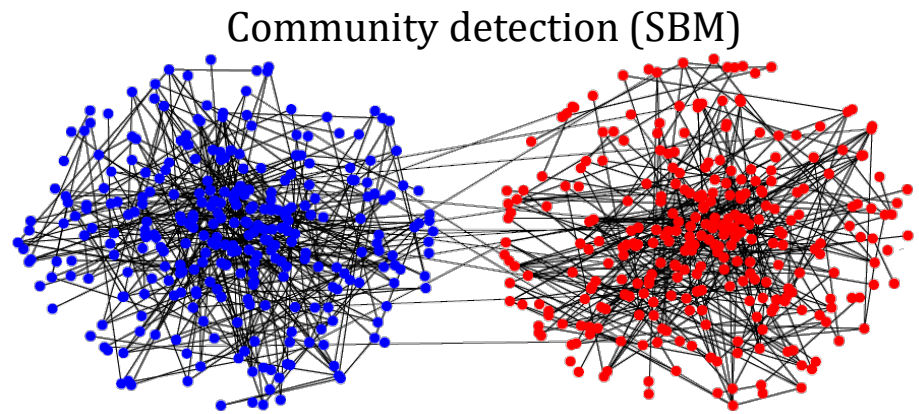
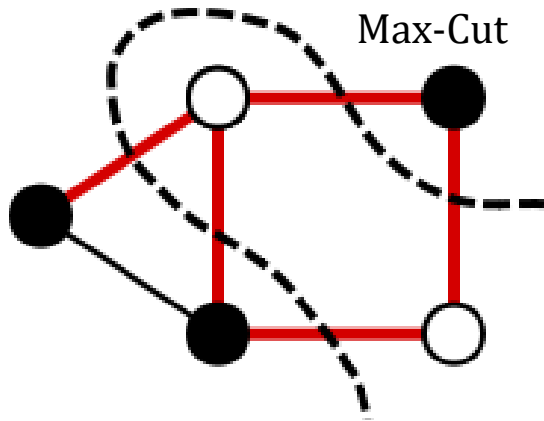
Department of Mathematics, Princeton University

Collaborations with Afonso Bandeira and Vladislav Voroninski;
Pierre-Antoine Absil, Naman Agarwal, Brian Bullins and Coralia
Cartis; Srinadh Bhojanapalli, Prateek Jain and Praneeth Netrapalli;
Samy Jelassi and Thomas Pumar.

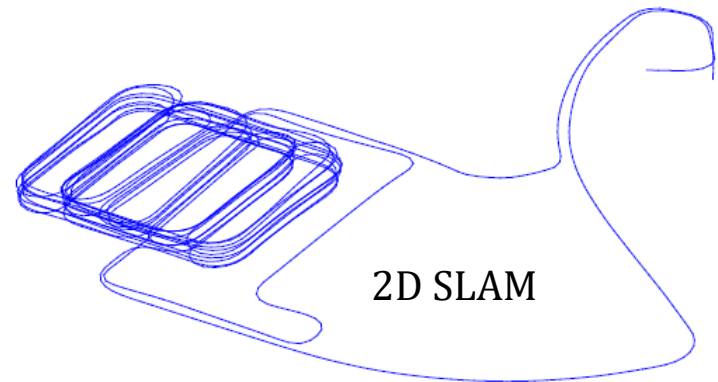
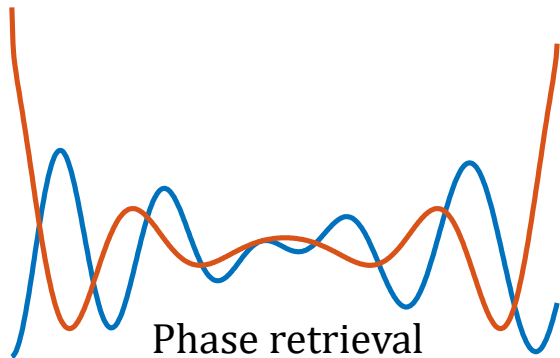
This is about semidefinite programs

$$\min_{X:n \times n} \text{Tr}(AX) \text{ s. t. } \text{Lin}(X) = b, X \succcurlyeq 0$$

But not just “any” SDP.



$$\min_{X:n \times n} \text{Tr}(AX) \text{ s. t. } \text{diag}(X) = \mathbf{1}, X \succcurlyeq 0$$



Convex, but in high dimension

Standard algorithms to solve SDPs iterate on **full-rank, dense** matrices X ,

And need to maintain positive definiteness.

This requires memory and time.

Max-Cut SDP has a low-rank solution

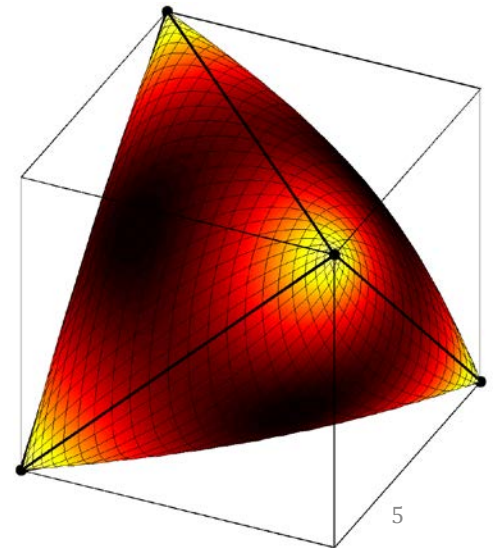
$$\min_X \text{Tr}(AX) \text{ s. t. } \text{diag}(X) = \mathbf{1}, X \succcurlyeq 0$$

Shapiro '82, Grone et al. '90, Pataki '94, Barvinok '95

There is an optimal X whose rank r satisfies

$$\frac{r(r+1)}{2} \leq n$$

A fortiori, $r \leq \sqrt{2n}$.



This justifies restricting the rank

$$\min_X \text{Tr}(AX) \text{ s. t. } \text{diag}(X) = \mathbf{1}, X \succeq 0, \text{rank}(X) \leq p$$

Parameterize as $X = YY^T$ with Y of size $n \times p$:

$$\min_{Y:n \times p} \text{Tr}(AYY^T) \text{ s. t. } \text{diag}(YY^T) = \mathbf{1}$$

Lower dimension and no conic constraint!

Burer & Monteiro '03, '05

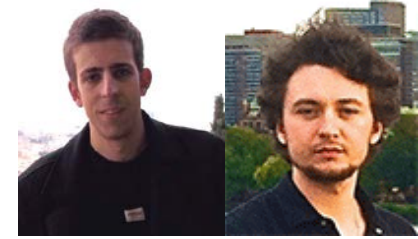
But **nonconvex**...

Burer-Monteiro's early work ('03, '05)

“How large must we take p so that the local minima map to solutions of the SDP?”

Our theorem asserts we need only $\frac{p(p+1)}{2} > n$

*(with the important **caveat** that some faces of the SDP [...] can harbor non-global local minima).”*



Our main result for this SDP

$$\min_{Y:n \times p} \text{Tr}(A Y Y^T) \text{ s. t. } \text{diag}(Y Y^T) = \mathbf{1}$$

If $\frac{p(p+1)}{2} > n$, for almost all A , all 2° points are optimal.

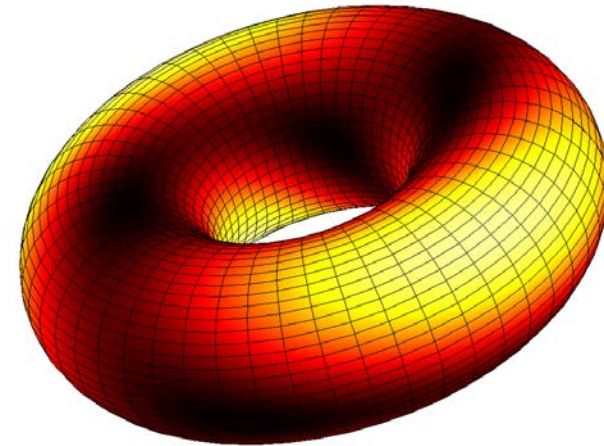
(If $p > n/2$, for all A , all 2° points are optimal.)

The search space is smooth

$$\min_{Y:n \times p} \text{Tr}(AYY^T) \text{ s. t. } \text{diag}(YY^T) = \mathbf{1}$$

Constraints \rightarrow rows of Y have unit norm.

The search space is a **product of spheres**: smooth cost function on a smooth manifold.

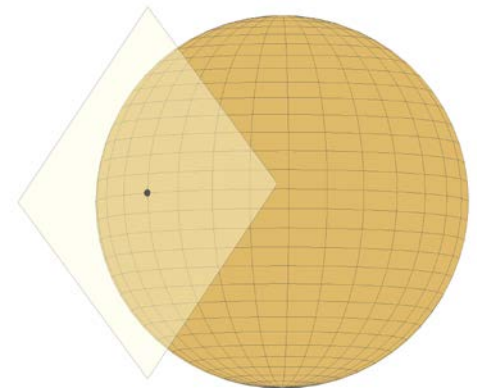


Journée, Bach, Absil, Sepulchre '10

Necessary optimality conditions are straightforward on smooth spaces

$$\min_{Y:n \times p} \text{Tr}(AYY^T) \text{ s. t. } \text{diag}(YY^T) = \mathbf{1}$$

1° $\text{Proj}_Y AY = SY = \mathbf{0}$, with
 $S = A - \text{ddiag}(AYY^T)$



2° $\langle \dot{Y}, S\dot{Y} \rangle \geq 0$ for all \dot{Y} tangent:

$$\text{T}_Y M = \{ \dot{Y} : \text{diag}(\dot{Y}Y^T + Y\dot{Y}^T) = \mathbf{0} \}$$

Main proof ingredients

1. $X = YY^T$ is optimal iff
- For all feasible \hat{X} ,
- $$\begin{aligned} 0 &\leq \text{Tr}(S\hat{X}) \\ &= \text{Tr}(A\hat{X}) - \text{Tr}(\text{ddiag}(AX)\hat{X}) \\ &= \text{Tr}(A\hat{X}) - \text{Tr}(AX). \end{aligned}$$

$$S = A - \text{ddiag}(AX) \succcurlyeq 0$$

2. If Y is a 2° point and rank deficient, $S \succcurlyeq 0$

3. If $\frac{p(p+1)}{2} > n$, for almost all A ,
all critical points Y are rank deficient.



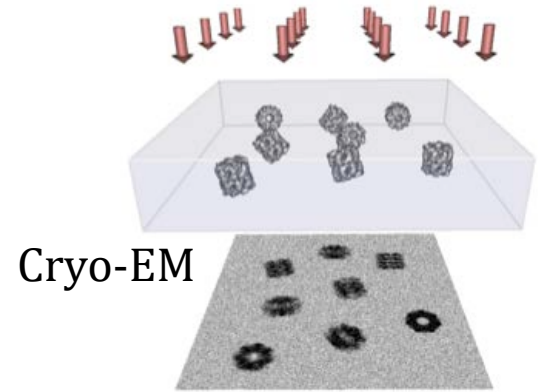
Main result for smooth SDPs

$$\min_{X:n \times n} \text{Tr}(AX) \text{ s. t. } \text{Lin}(X) = b, X \succcurlyeq 0$$

$$\min_{Y:n \times p} \text{Tr}(AYY^T) \text{ s. t. } \text{Lin}(YY^T) = b$$

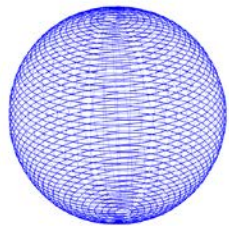
If the search space in X is **compact**
and the search space in Y is a **manifold**,
and if $\frac{p(p+1)}{2} > \# \text{constraints}$, then,
for almost all A , all 2° points are optimal.

$$\min_{X:n \times n} \text{Tr}(AX) \quad \text{s. t. } X_{ii} = I_d, X \succcurlyeq 0$$

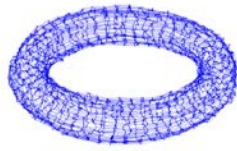


Structure from motion (SfM)

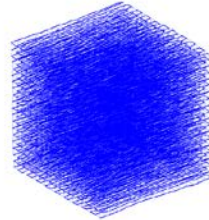
3D registration



(a) sphere



(b) torus

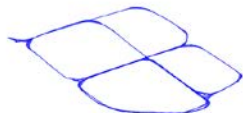


(c) cube

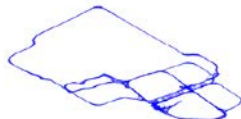
3D SLAM



(d) garage



(e) cubicle



(f) rim

Figure 5-2: Visualizations of the optimal solutions recovered by SE-Sync for the large-scale 3D pose-graph SLAM datasets listed in Table 5.1. Note that (a)–(c) are synthetic, while (d)–(f) are real.



Approximate second-order points?

Our main result states **exact** 2° points are optimal for almost all A , for $\frac{p(p+1)}{2} > m$ (conditions apply).

In practice, can only compute **approximate** 2° points.

Are they approximately optimal?

Well, there's the issue of "bad A s"...

If bad A s exist, need to be careful

A is bad if there exists a suboptimal 2° point Y .

Minuscule random perturbations of A kill all such points, almost surely...

But Y is still approximately 2° point, while its suboptimality didn't change much...

If bad A s exist,

Then, there exists a *non-zero measure* set of A s

For which approximate 2° points are *not* all approximately optimal with $\frac{p(p+1)}{2} > m$.

How thick is this set?

Might it force us to take $p \gg \sqrt{m}$?



Smoothed analysis

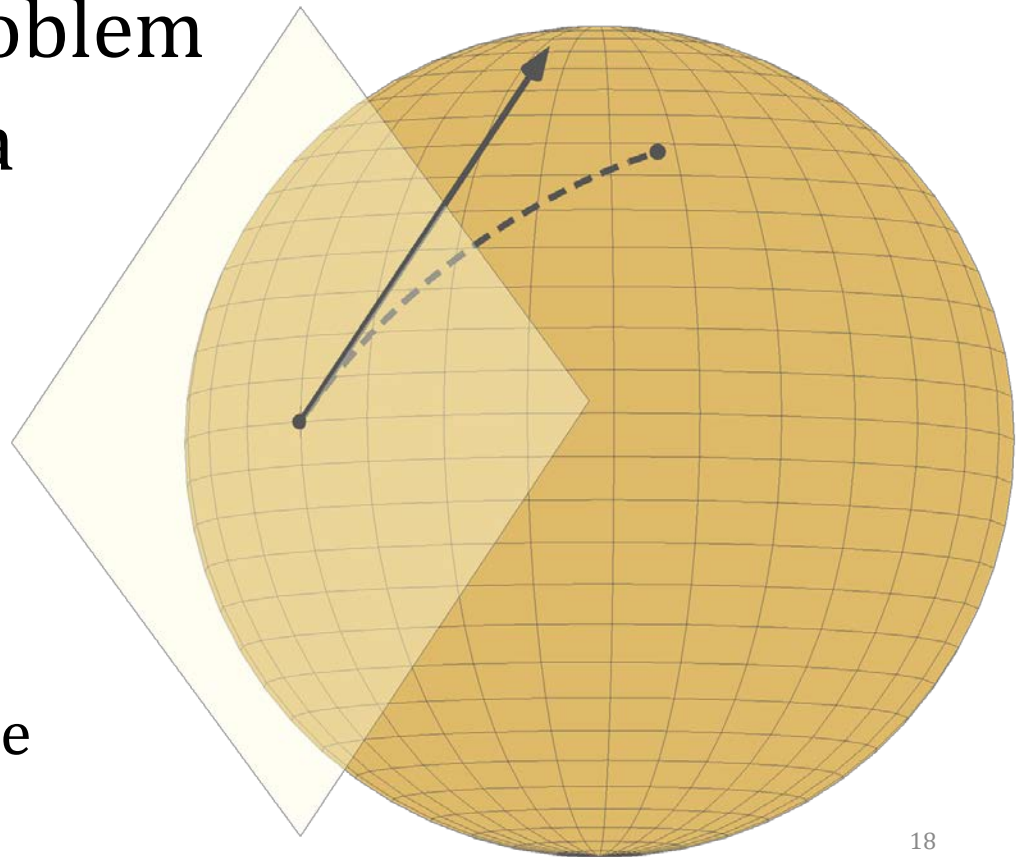
Deterministically, an approximate 2° point which is approximately rank deficient is approximately optimal.

With $p = \tilde{\Omega}(\sqrt{m})$, **with high probability** upon random perturbation of A , all approximate 1° points are approximately rank deficient.



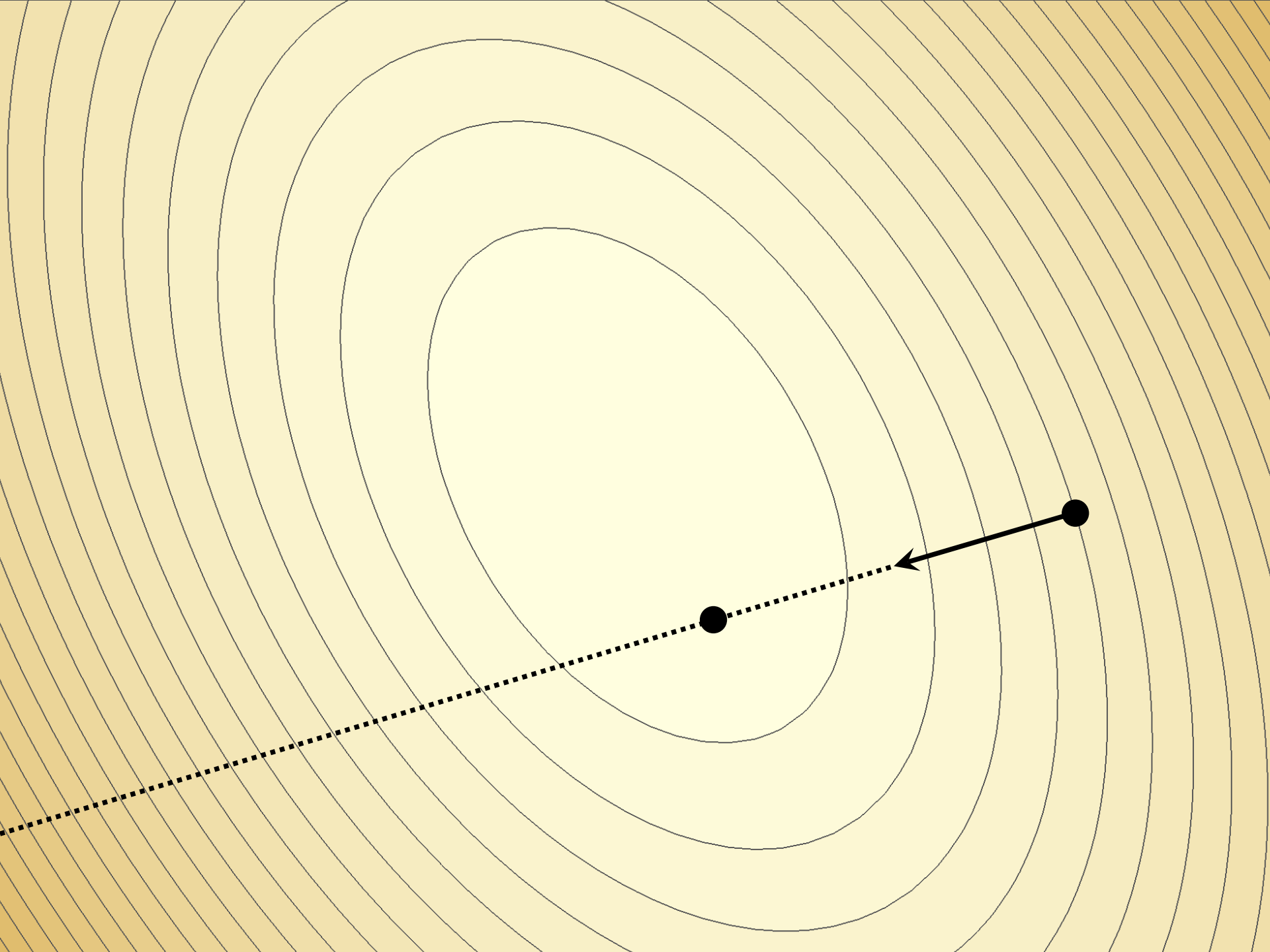
How to solve it?

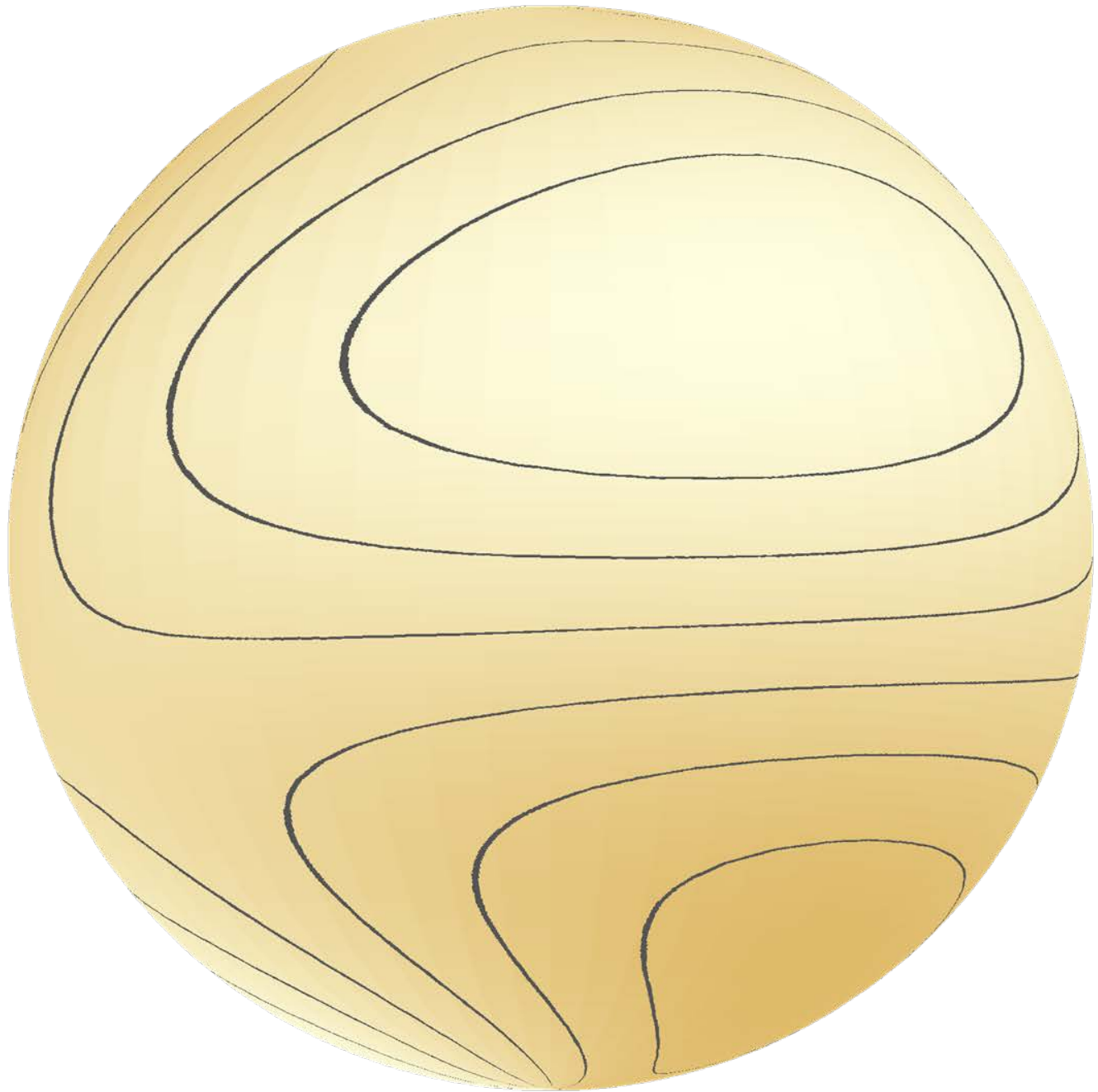
Under the smoothness assumption,
the non-convex problem
is optimization of a
smooth cost
over a
smooth manifold.

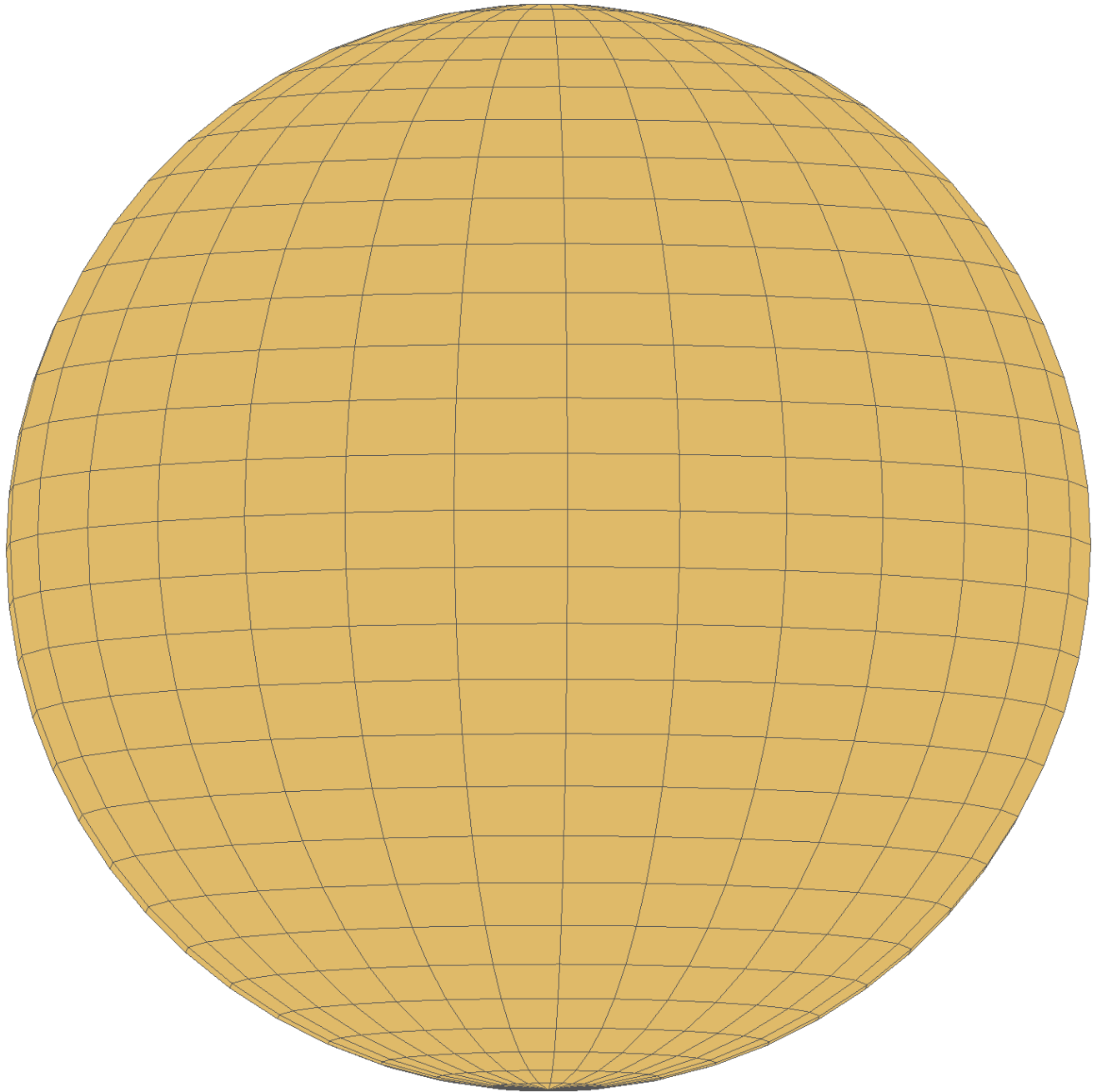


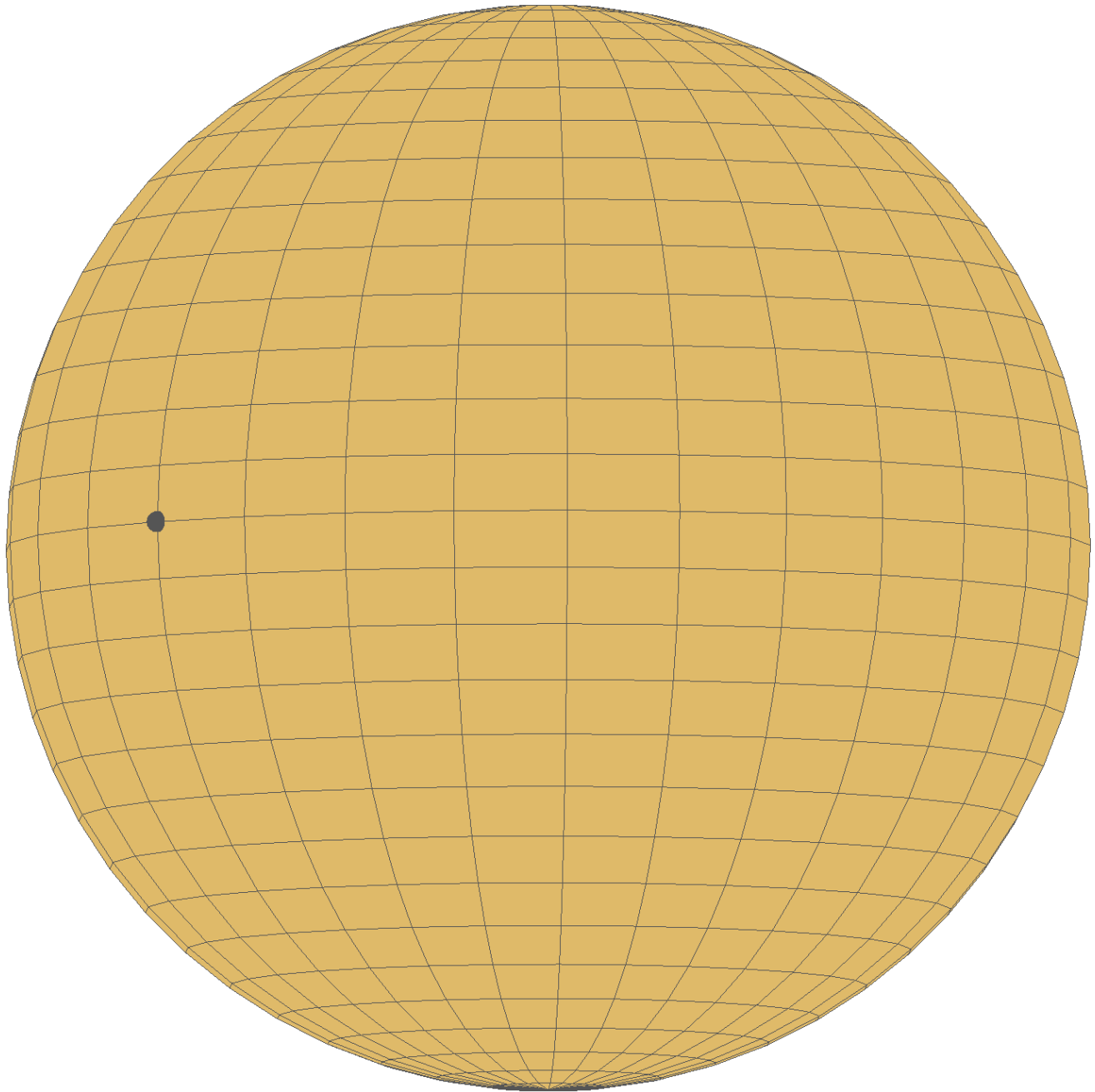
Ad: upcoming grad course

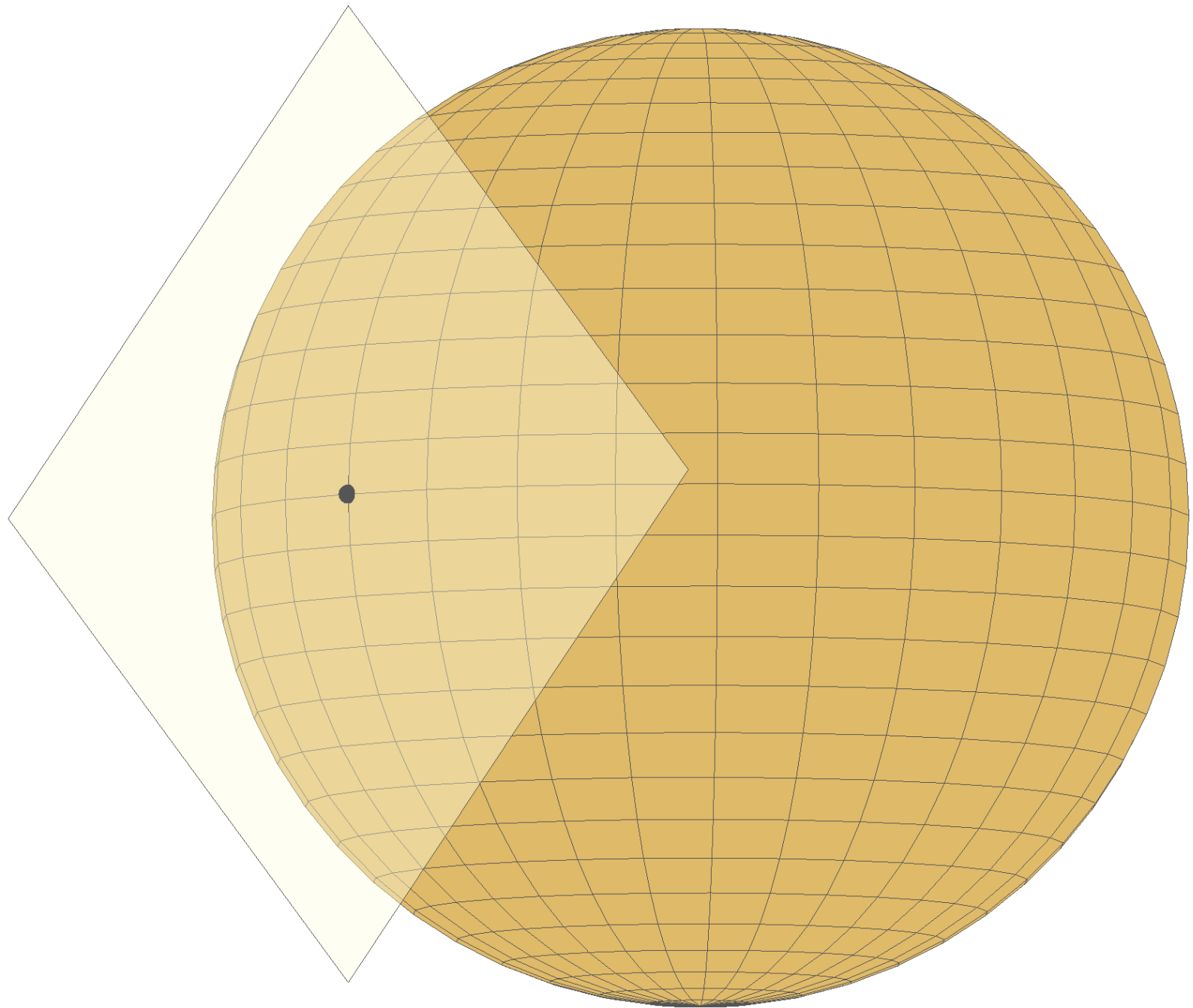
Taking a close look at gradient descent

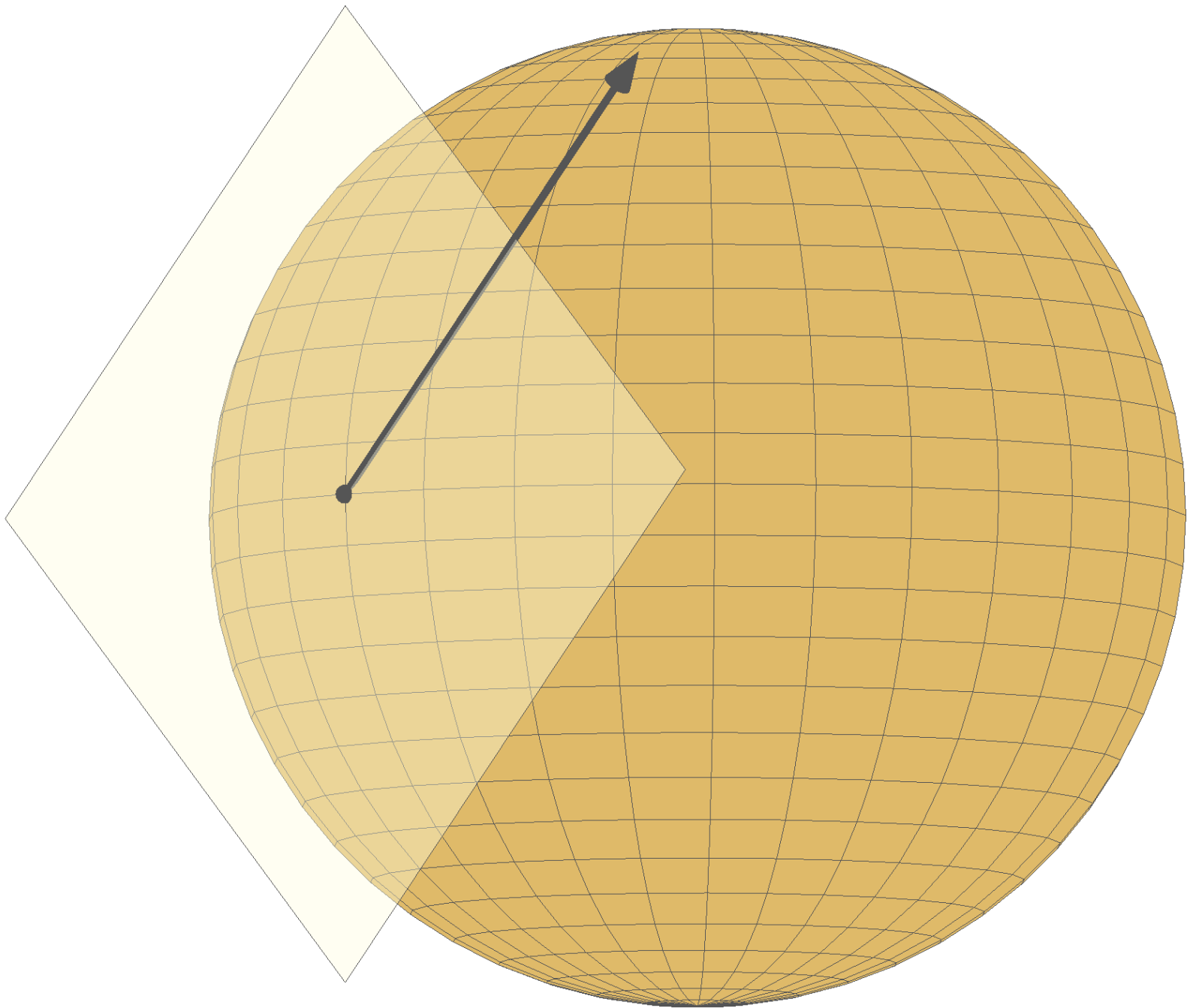


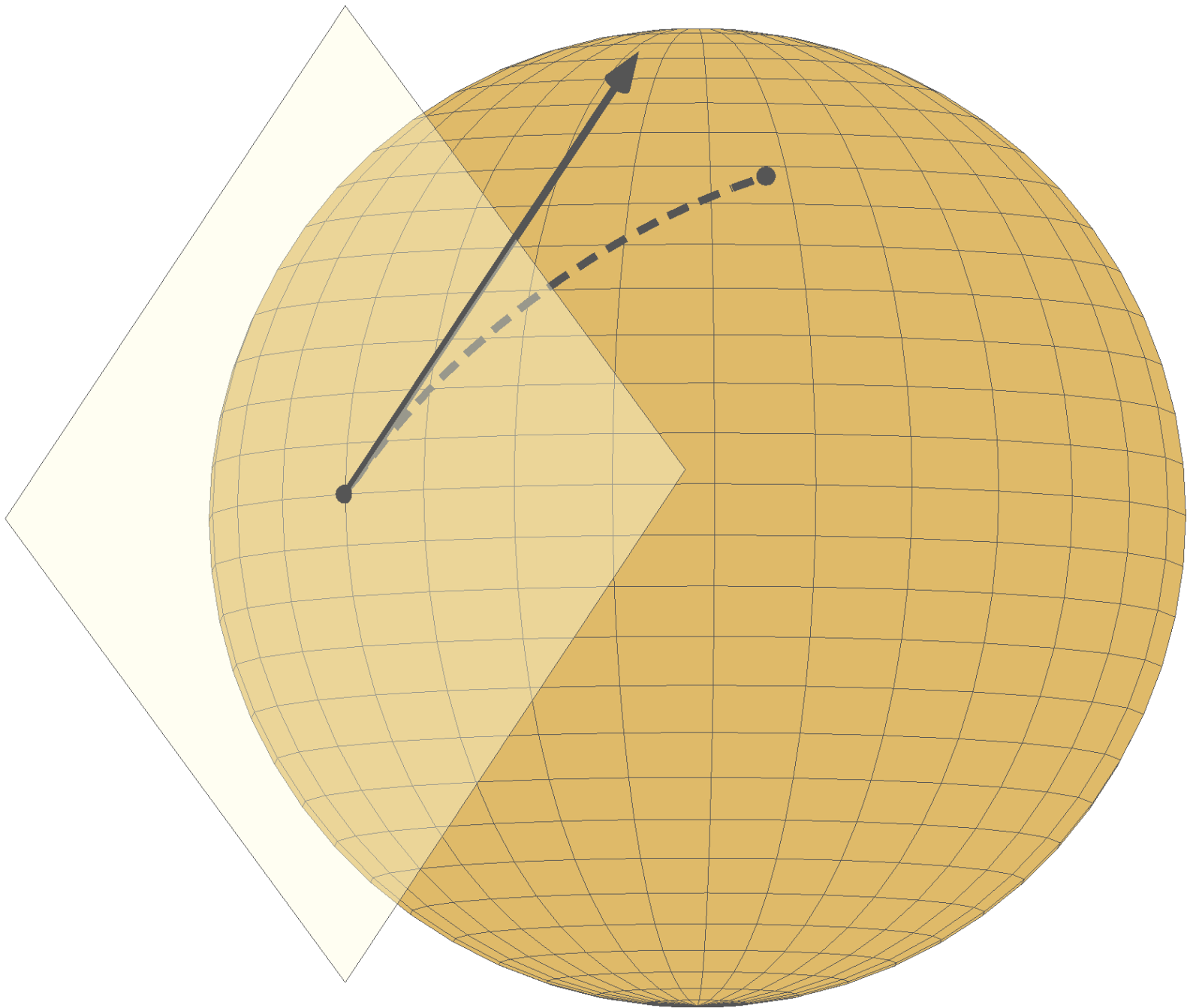








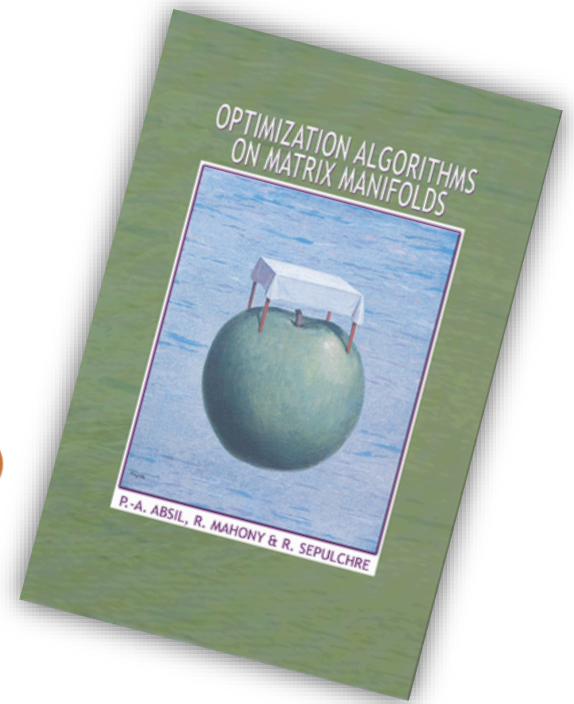




An excellent book

Optimization algorithms on
matrix manifolds

A Matlab toolbox



www.manopt.org

Manopt [Home](#) [Tutorial](#) [Forum](#) [About](#) [Contact](#)

Welcome to Manopt!

A Matlab toolbox for optimization on manifolds

Optimization on manifolds is a powerful paradigm to address nonlinear optimization problems with various types of constraints that arise naturally in applications, such as orthonormality or low rank.

[Download](#) [Get started](#)

With Mishra, Absil & Sepulchre

Iteration complexity for computing approximate 2° points on manifolds

Riemannian trust regions

arXiv:1605.08101, IMAJNA

$$O(\varepsilon^{-2}) \text{ for small gradient}$$
$$O(\varepsilon^{-3}) \text{ for second-order too}$$



Adaptive regularization with cubics (ARC)

arXiv:1806.00065

$$O(\varepsilon^{-1.5}) \text{ for small gradient}$$
$$O(\varepsilon^{-3}) \text{ for second-order too}$$



(Under Lipschitz conditions, satisfied on compact manifolds.)

Take home messages

The Burer-Monteiro low-rank approach works, generically, for **smooth, compact** SDPs.

Solve them with optimization on manifolds.

To ponder: can we relax the assumptions?

