

# Wolfe's Combinatorial Method is Exponential

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Computational and Applied Mathematics, UCLA



joint with Jesús De Loera and Luis Rademacher (UC Davis)

<https://arxiv.org/abs/1710.02608>

## Minimum Norm Point ( $\text{MNP}(P)$ )

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# Minimum Norm Point in Polytope

We are interested in solving the problem ( $\text{MNP}(P)$ ):

$$\min_{\mathbf{x} \in P} \|\mathbf{x}\|_2$$

where  $P$  is a polytope, and determining the minimum dimension face,  $F$ , which achieves distance  $\|\mathbf{x}\|_2$ .

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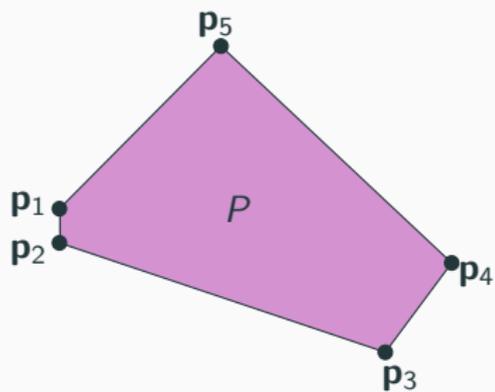
$$\min_{\mathbf{x} \in P} \|\mathbf{x}\|_2$$

where  $P$  is a polytope, and determining the minimum dimension face,  $F$ , which achieves distance  $\|\mathbf{x}\|_2$ .

Note: We consider polytopes,  $P$ , given in V-representation as the convex hull of points  $\mathbf{p}_1, \mathbf{p}_2, \dots, \mathbf{p}_m$ ,

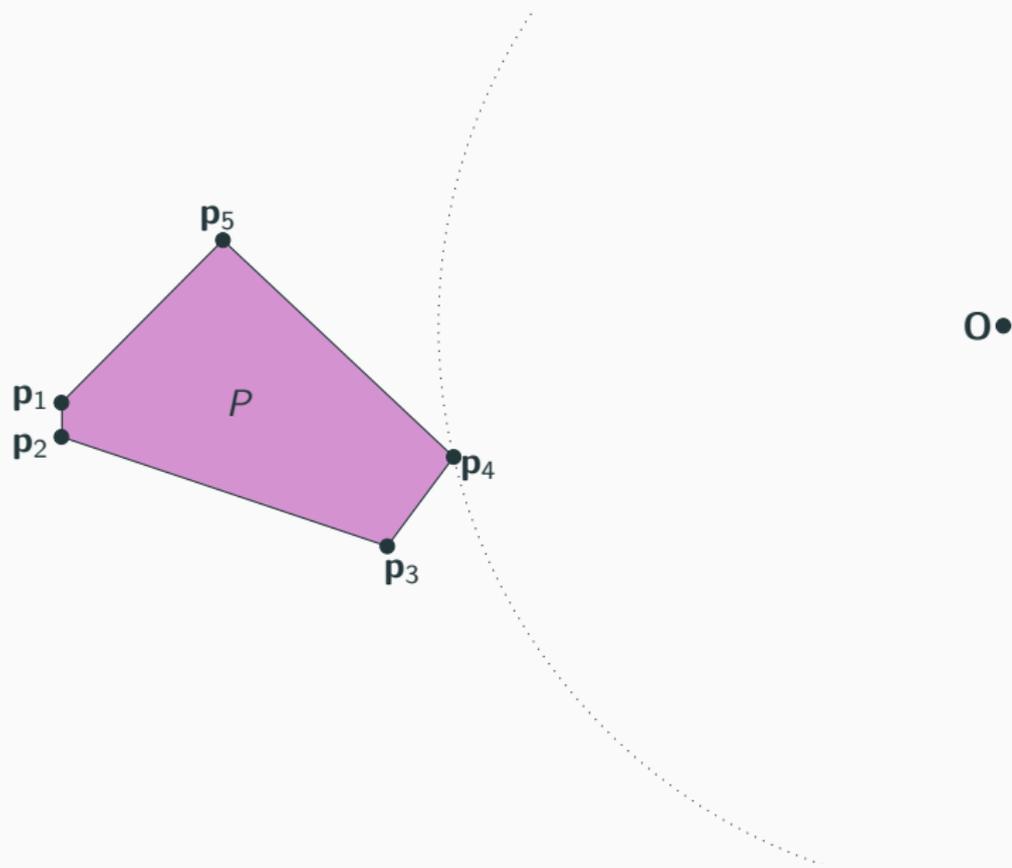
$$P = \left\{ \sum_{i=1}^m \lambda_i \mathbf{p}_i : \sum_{i=1}^m \lambda_i = 1, \lambda_i \geq 0 \text{ for all } i = 1, 2, \dots, m \right\}.$$

# Minimum Norm Point in Polytope



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permits combinatorial algorithms

- arbitrary polytope projection

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- compute distance to polytope

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It was previously known that linear programming reduces to MNP on a polytope in weakly-polynomial time [Fujishige, Hayashi, Isotani '06].

## **Theorem (De Loera, H., Rademacher '17)**

*There exists a family of polytopes on which Wolfe's method requires exponential time to compute the MNP.*

## Theorem (Wolfe '74)

Let  $P = \text{conv}(\mathbf{p}_1, \mathbf{p}_2, \dots, \mathbf{p}_m)$ . Then  $\mathbf{x} \in P$  is  $\text{MNP}(P)$  if and only if

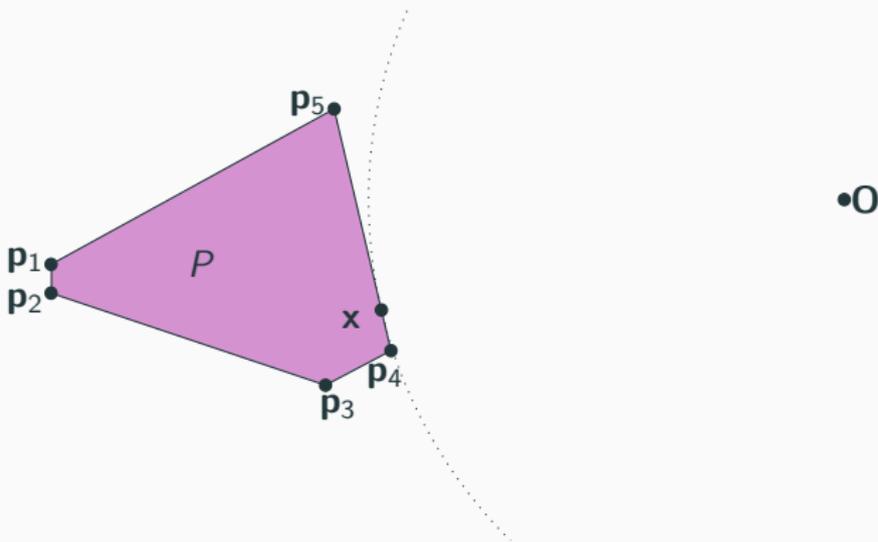
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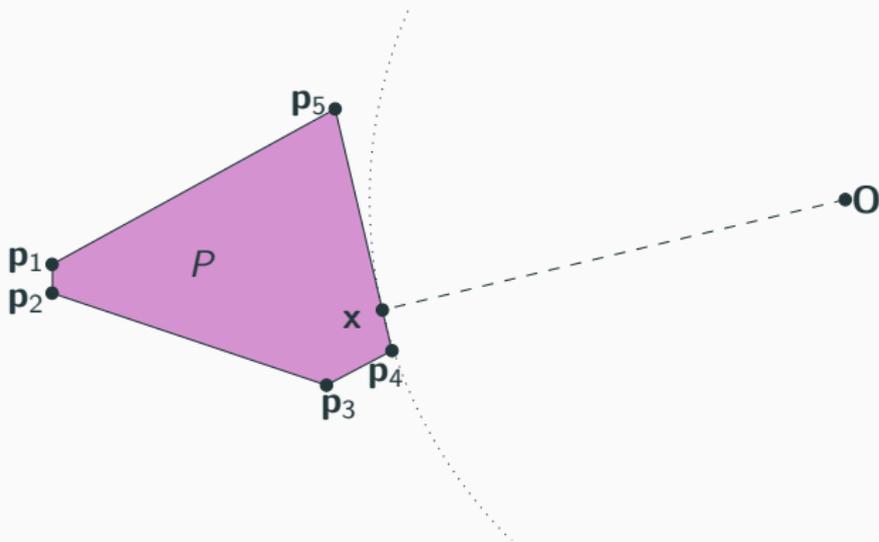


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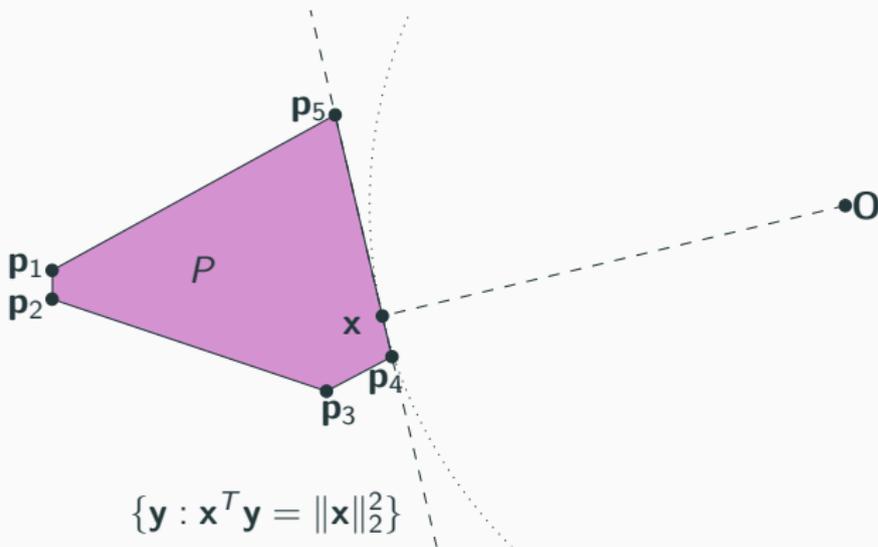


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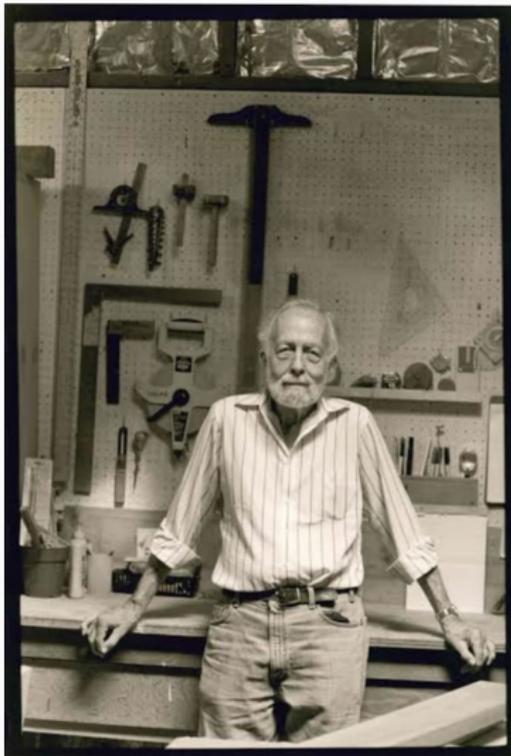
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## Wolfe's Method

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- Frank-Wolfe method
- Dantzig-Wolfe decomposition
- simplex method for quadratic programming

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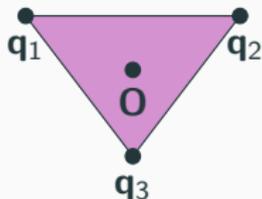
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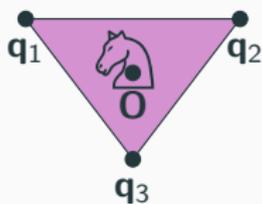
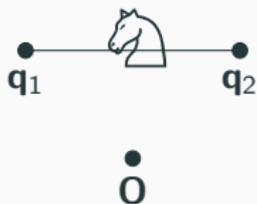
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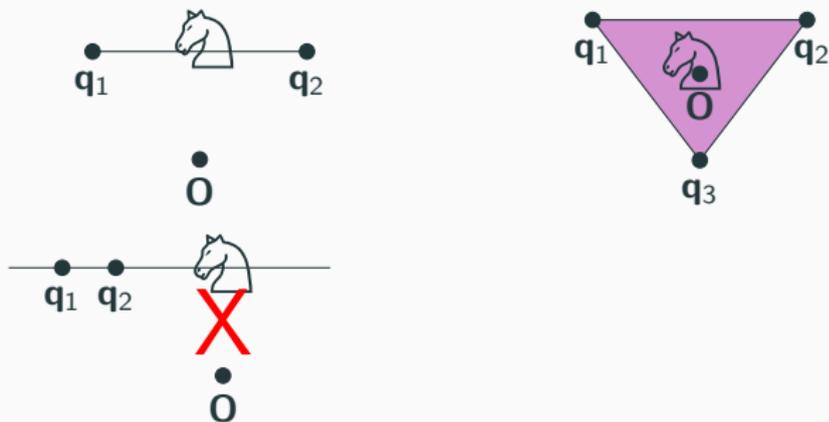
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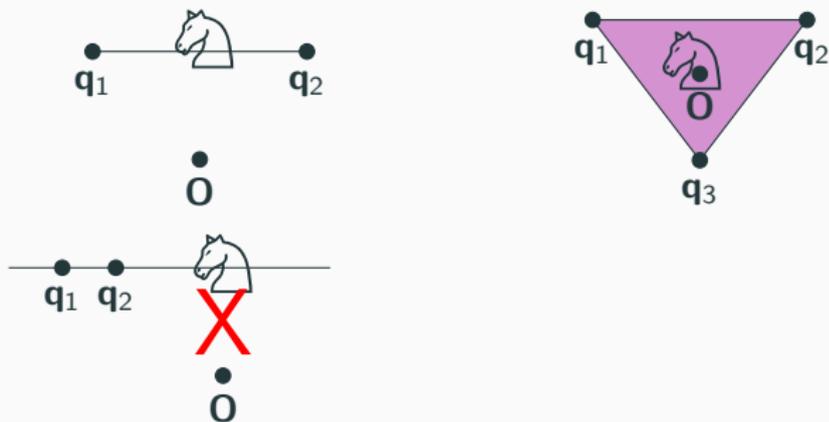
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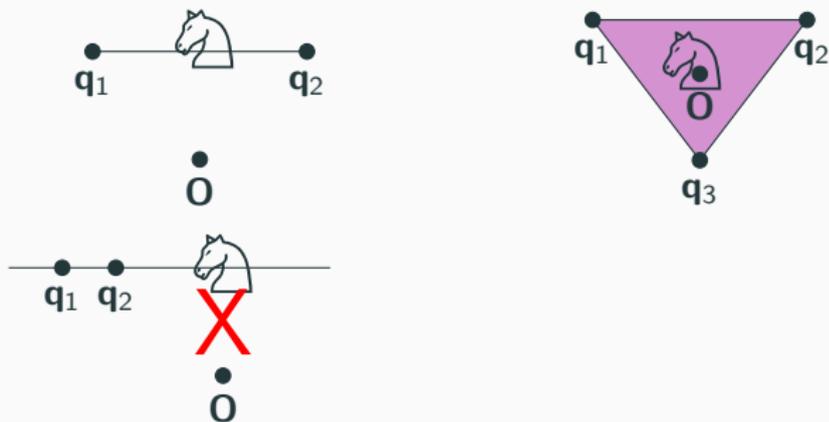


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**Note:** There is a corral in  $P$  whose convex hull contains  $\text{MNP}(P)$ .

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  - optimality criterion **checks** if correct coral

## Sketch of Method

$$\mathbf{x} \in P = \{\mathbf{p}_1, \mathbf{p}_2, \dots, \mathbf{p}_m\}$$

$$C = \{\mathbf{x}\}$$

while  $\mathbf{x}$  is not MNP( $P$ )

$$\mathbf{p}_j \in \{\mathbf{p} \in P : \mathbf{x}^T \mathbf{p} < \|\mathbf{x}\|_2^2\}$$

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$$\mathbf{y} = \text{MNP}(\text{aff}(C))$$

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$C = C - \{\mathbf{p}_i\}$  where  $\mathbf{p}_i, \mathbf{z}$   
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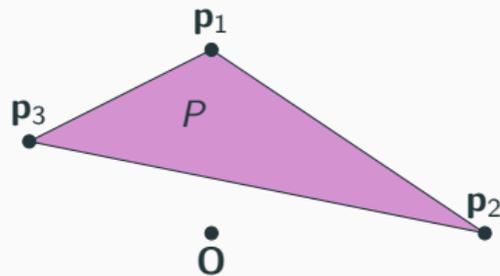
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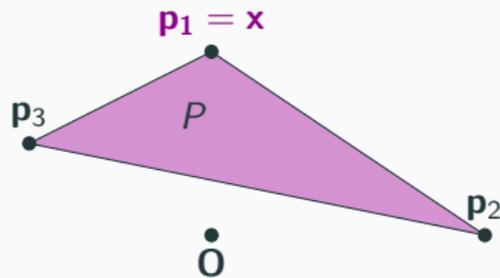
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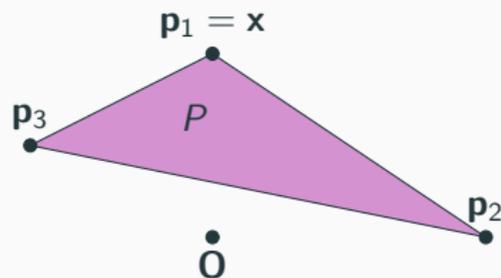
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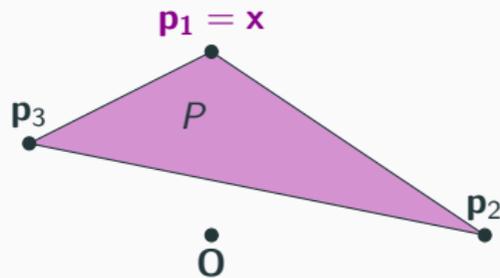
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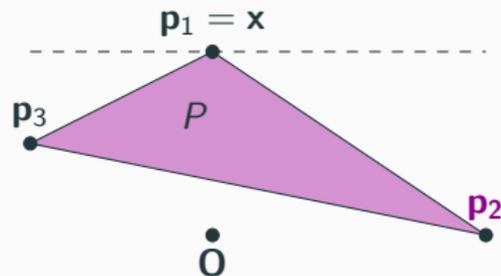
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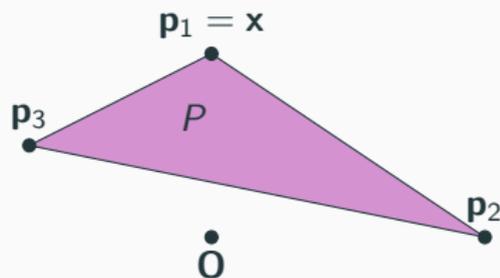
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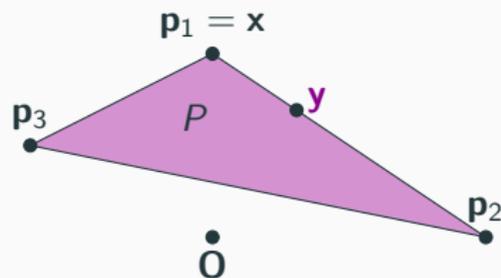
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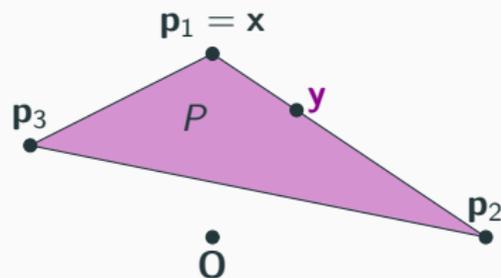
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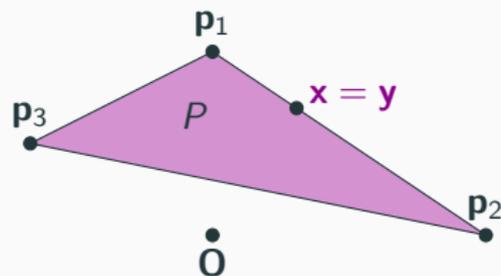
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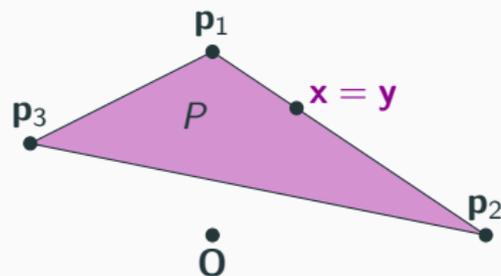
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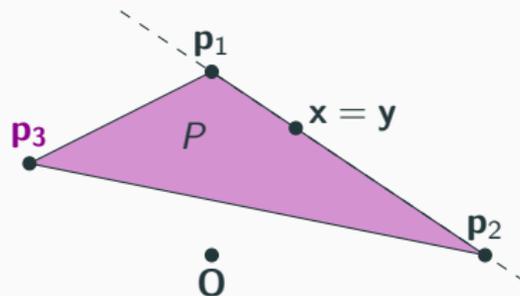
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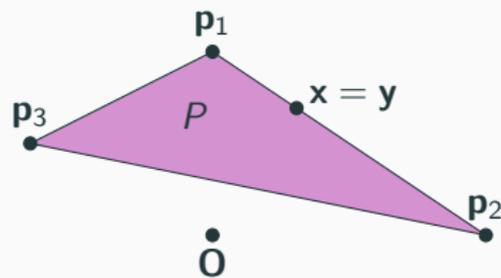
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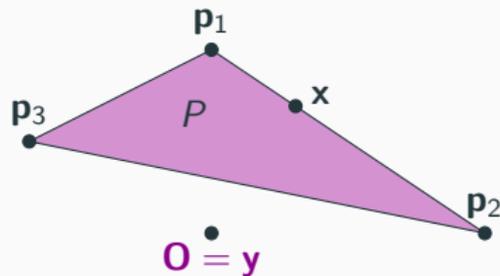
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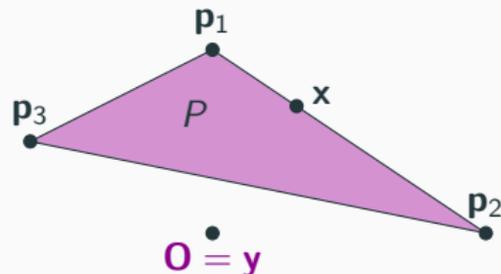
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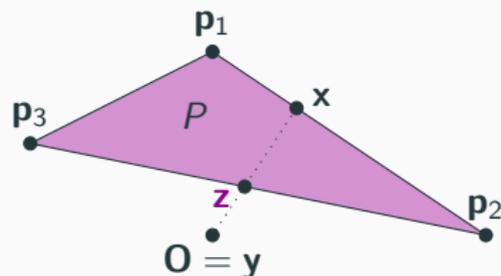
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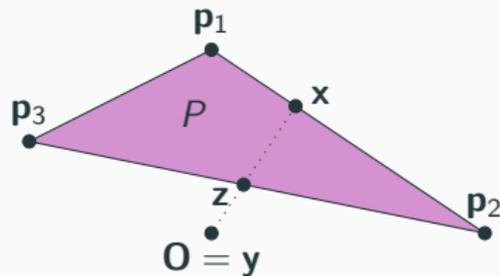
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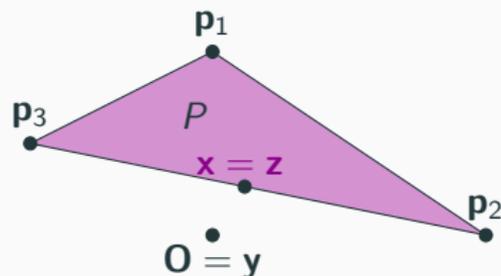
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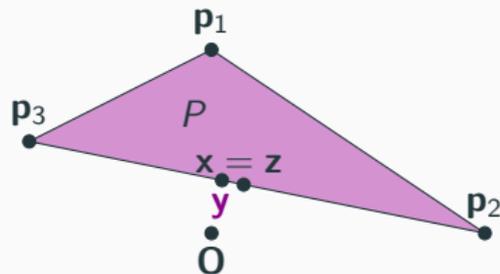
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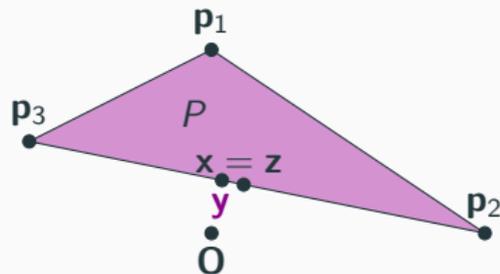
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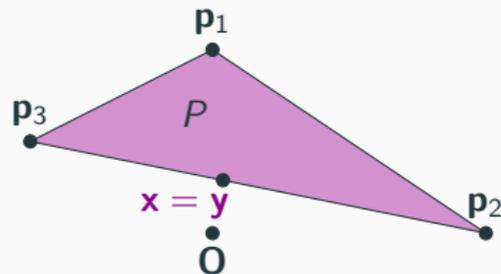
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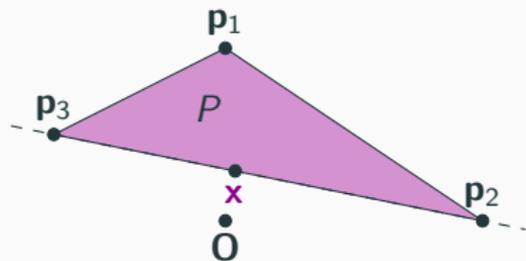
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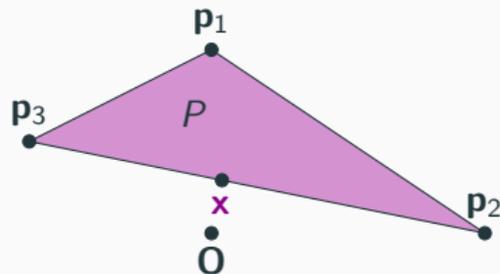
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# Wolfe's Method

$\mathbf{x} = \mathbf{p}_i$  for some  $i = 1, 2, \dots, m$ ,  $\lambda = \mathbf{e}_i$

$C = \{i\}$

while  $\mathbf{x} \neq \mathbf{0}$  and there exists  $\mathbf{p}_j$  with  $\mathbf{x}^T \mathbf{p}_j < \|\mathbf{x}\|_2^2$

$C = C \cup \{j\}$

$\alpha = \operatorname{argmin}_{\sum_{i \in C} \alpha_i = 1} \left\| \sum_{i \in C} \alpha_i \mathbf{p}_i \right\|_2$ ,  $\mathbf{y} = \sum_{i \in C} \alpha_i \mathbf{p}_i$

while  $\alpha_i \leq 0$  for some  $i = 1, 2, \dots, m$

$\theta = \min_{i: \alpha_i \leq 0} \frac{\lambda_i}{\lambda_i - \alpha_i}$

$\mathbf{z} = \theta \mathbf{y} + (1 - \theta) \mathbf{x}$

$i \in \{j : \theta \alpha_j + (1 - \theta) \lambda_j = 0\}$

$C = C - \{i\}$

$\mathbf{x} = \mathbf{z}$

solve  $\mathbf{x} = P\lambda$  for  $\lambda$

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**Choice 1:** Initial vertex.

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$$\mathbf{x} = \mathbf{y}$$

return  $\mathbf{x}$

**Choice 1:** Initial vertex.

**Choice 2:** Adding to corral.

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**Choice 1:** Initial vertex.

**Choice 2:** Adding to corral.

**Choice 3:** Removing from corral.

**Initial:** `minnorm`

**Insertion:** `linopt` (select  $\mathbf{p}_j$  minimizing  $\mathbf{x}^T \mathbf{p}_j$ ), `minnorm`

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- insertion rules have different benefits

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- behavior depends on choice of insertion rule
- examples in which each insertion rule is better

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# Exponential Behavior

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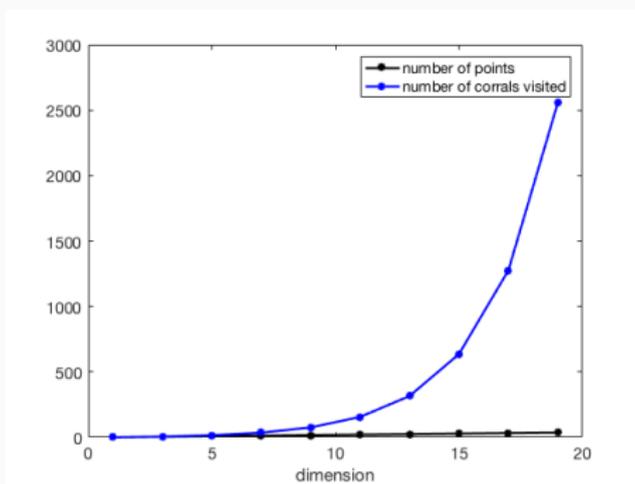
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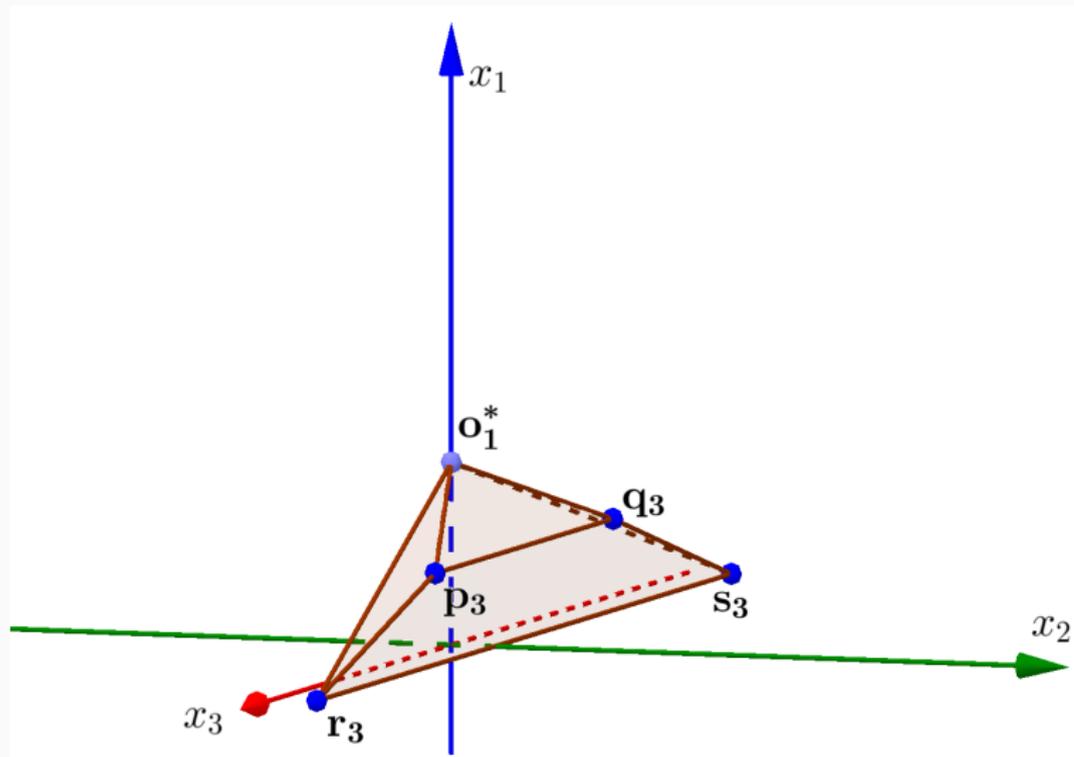
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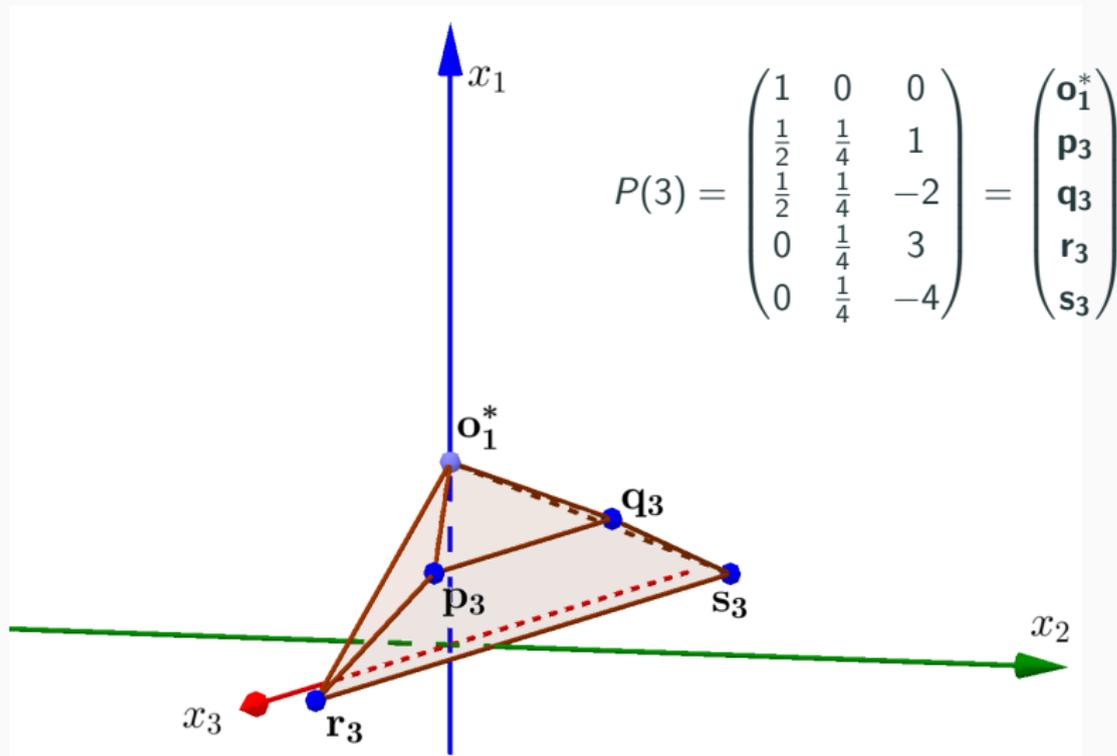
$P(1) := \{1\}$

$P(3) := \{(1, 0, 0), \mathbf{p}_3, \mathbf{q}_3, \mathbf{r}_3, \mathbf{s}_3\}$

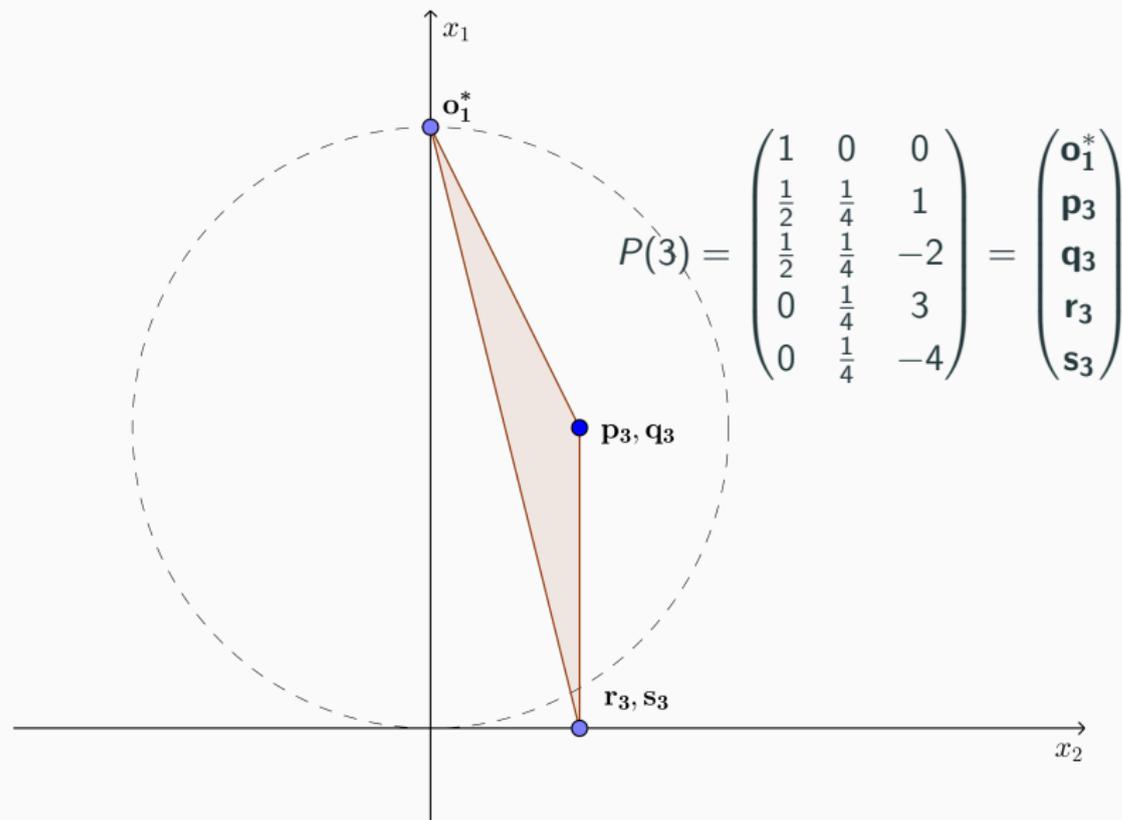
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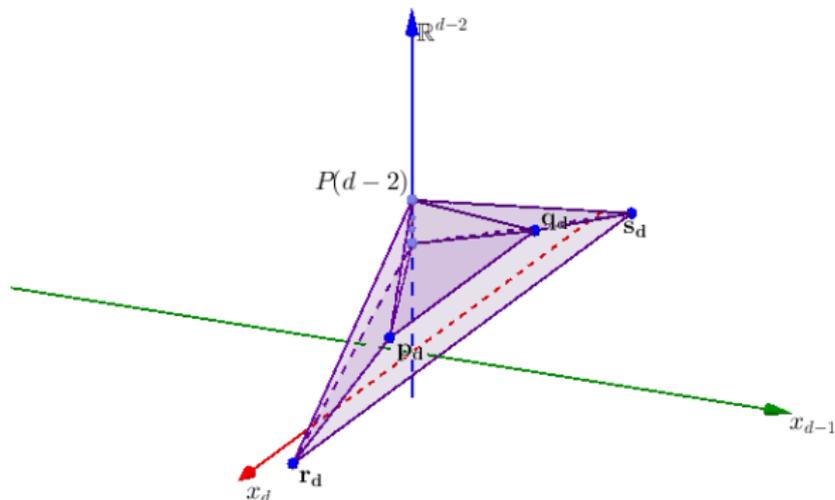
$$P(d) = \begin{pmatrix} P(d-2) & 0 & 0 \\ \frac{1}{2}\mathbf{o}_{d-2}^* & \frac{m_{d-2}}{4} & M_{d-2} \\ \frac{1}{2}\mathbf{o}_{d-2}^* & \frac{m_{d-2}}{4} & -(M_{d-2} + 1) \\ 0 & \frac{m_{d-2}}{4} & M_{d-2} + 2 \\ 0 & \frac{m_{d-2}}{4} & -(M_{d-2} + 3) \end{pmatrix}$$

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## Theorem (De Loera, H., Rademacher '17)

*Consider the execution of Wolfe's method with the  $\min\text{norm}$  insertion rule on input  $P(d)$  where  $d = 2k - 1$ . Then the sequence of corrals,  $C(d)$  has length  $5 \cdot 2^{k-1} - 4$ .*

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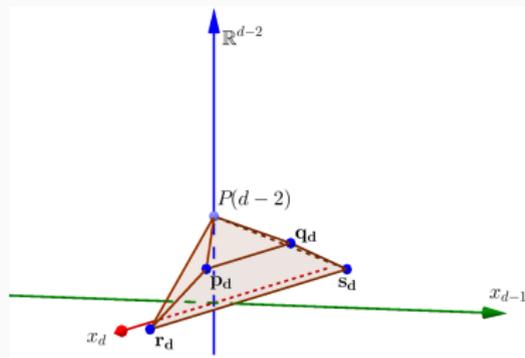
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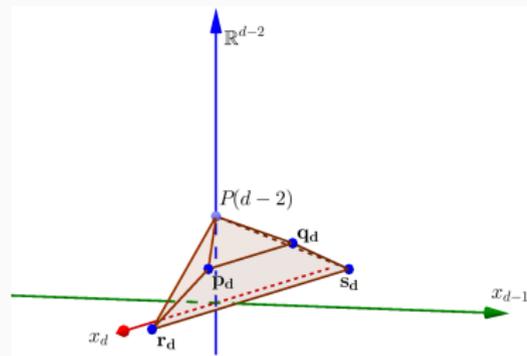
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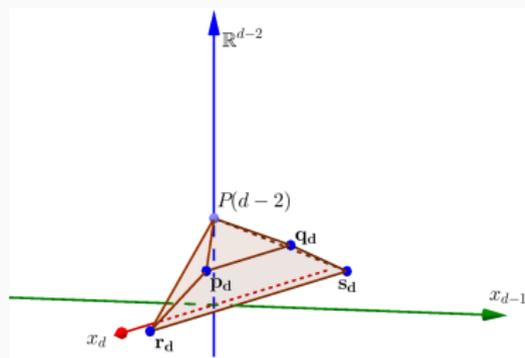
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$$C(d-2) \longrightarrow \begin{array}{l} C(d-2) \\ O(d-2)\mathbf{p}_d \\ \mathbf{p}_d\mathbf{q}_d \\ \mathbf{q}_d\mathbf{r}_d \\ \mathbf{r}_d\mathbf{s}_d \\ C(d-2)\mathbf{r}_d\mathbf{s}_d \end{array}$$



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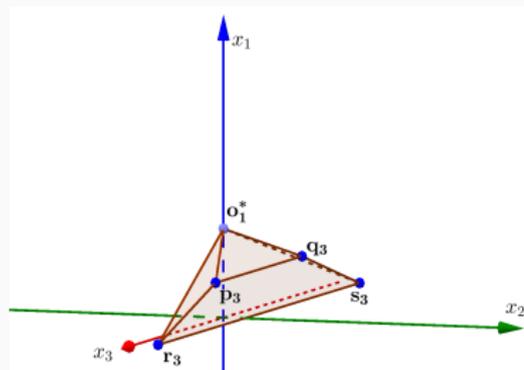
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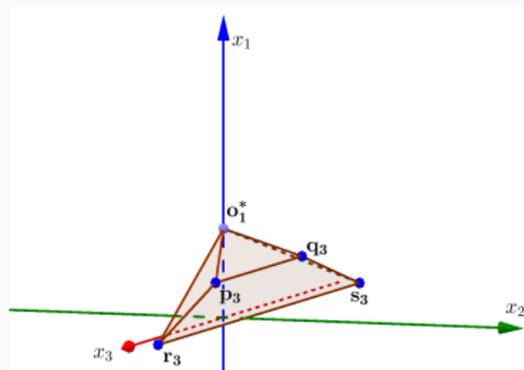
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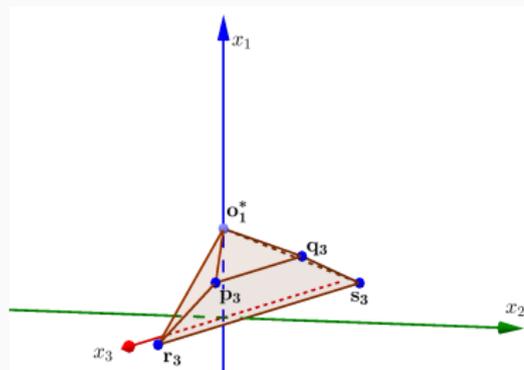
$(1, 0, 0)p_3$

$p_3q_3$

$q_3r_3$

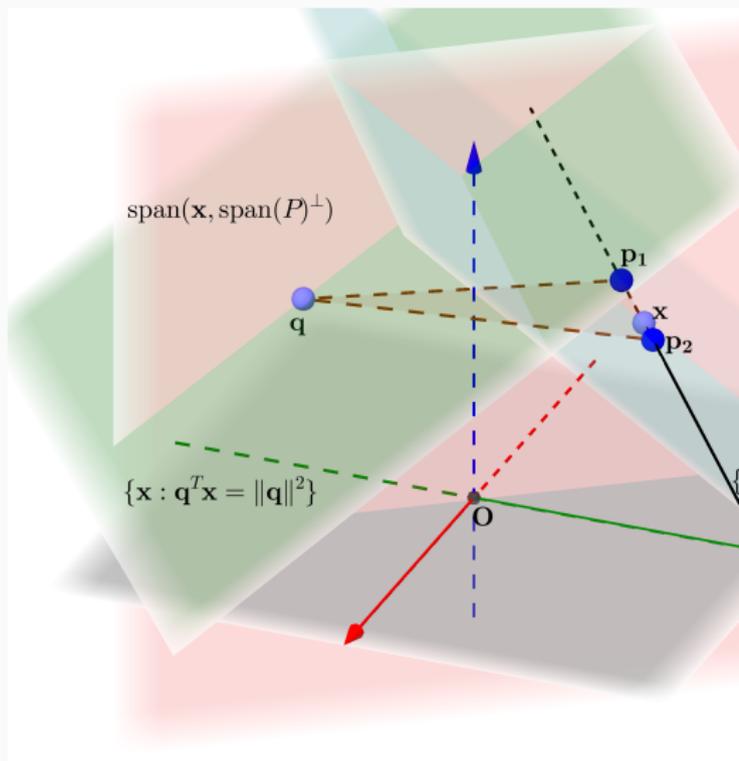
$r_3s_3$

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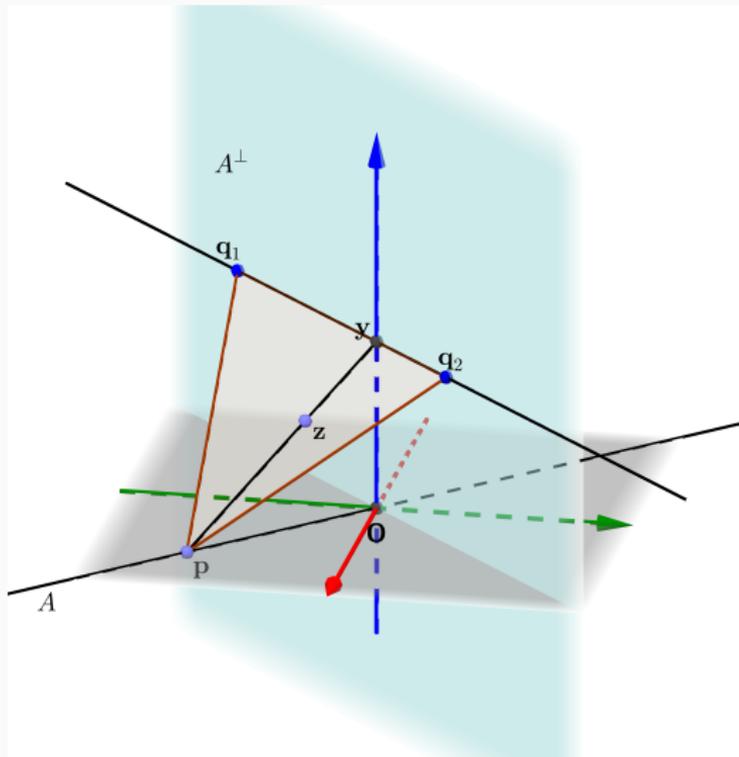
# Three Lemmas

- ▷ a corral with a point made from MNP and orthogonal directions is still a corral



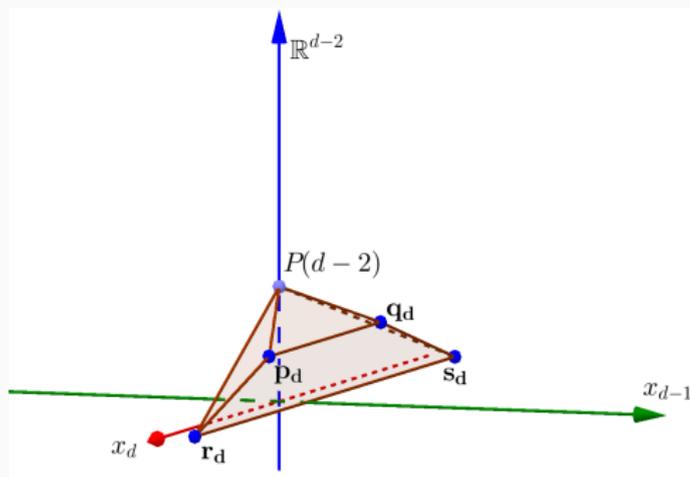
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# Sketch of Proof of Sequence $C(d)$ : $C(d - 2)$



$$P(d) = \begin{pmatrix} P(d-2) & 0 & 0 \\ \frac{1}{2} \mathbf{o}_{d-2}^* & \frac{m_{d-2}}{4} & M_{d-2} \\ \frac{1}{2} \mathbf{o}_{d-2}^* & \frac{m_{d-2}}{4} & -(M_{d-2} + 1) \\ 0 & \frac{m_{d-2}}{4} & M_{d-2} + 2 \\ 0 & \frac{m_{d-2}}{4} & -(M_{d-2} + 3) \end{pmatrix}$$

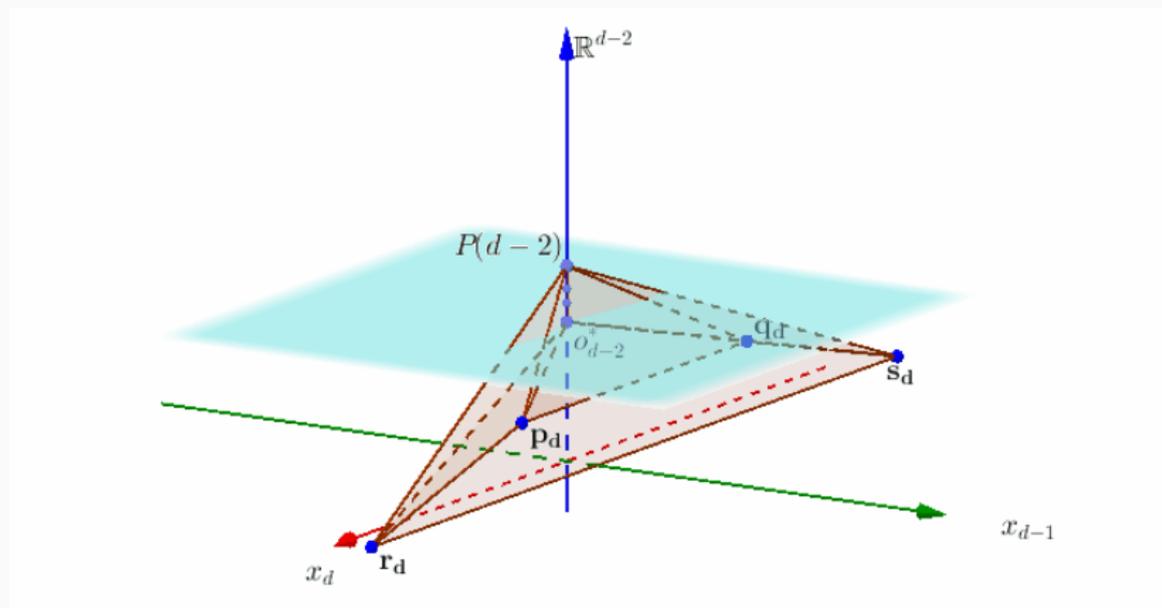
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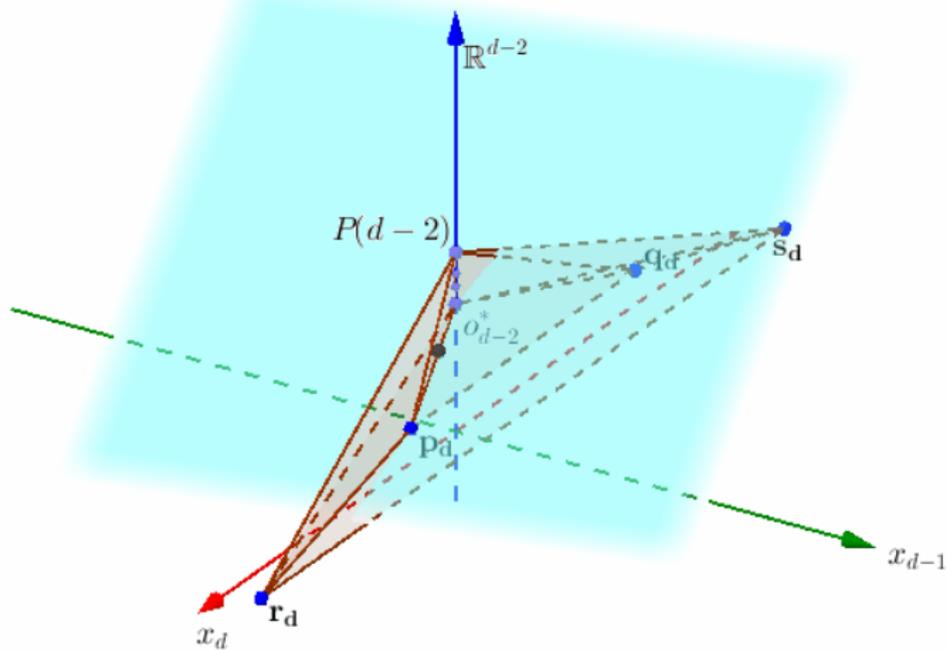
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# Sketch of Proof of Sequence $C(d)$ : $O(d-2)p_d$

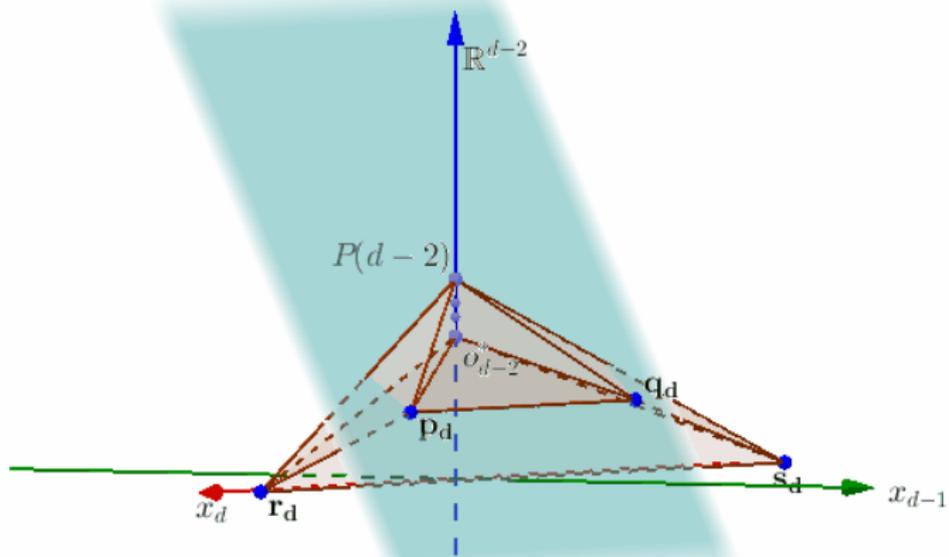


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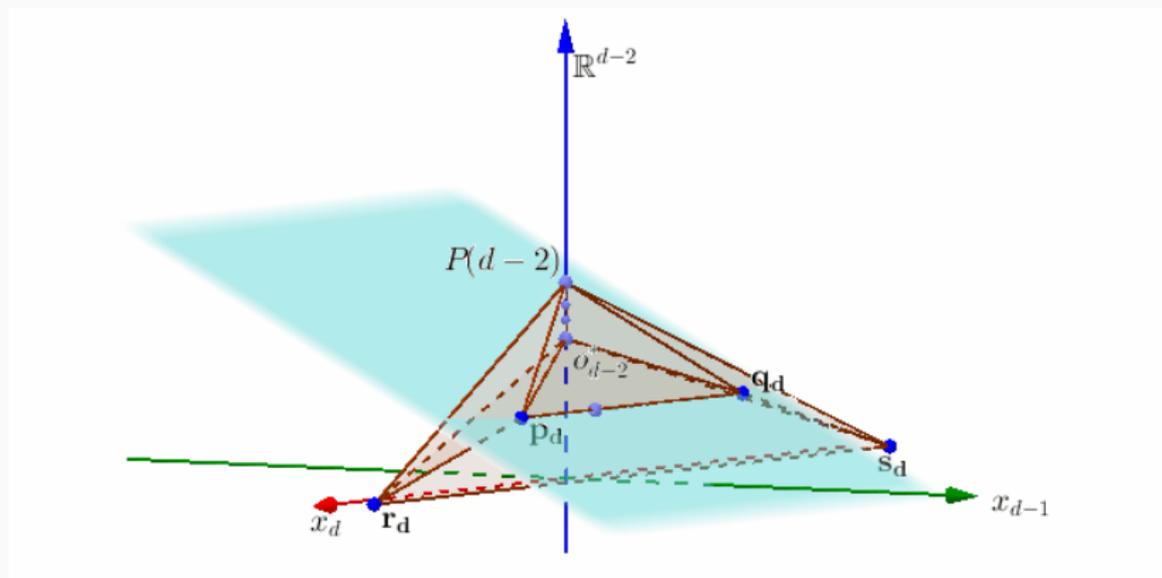


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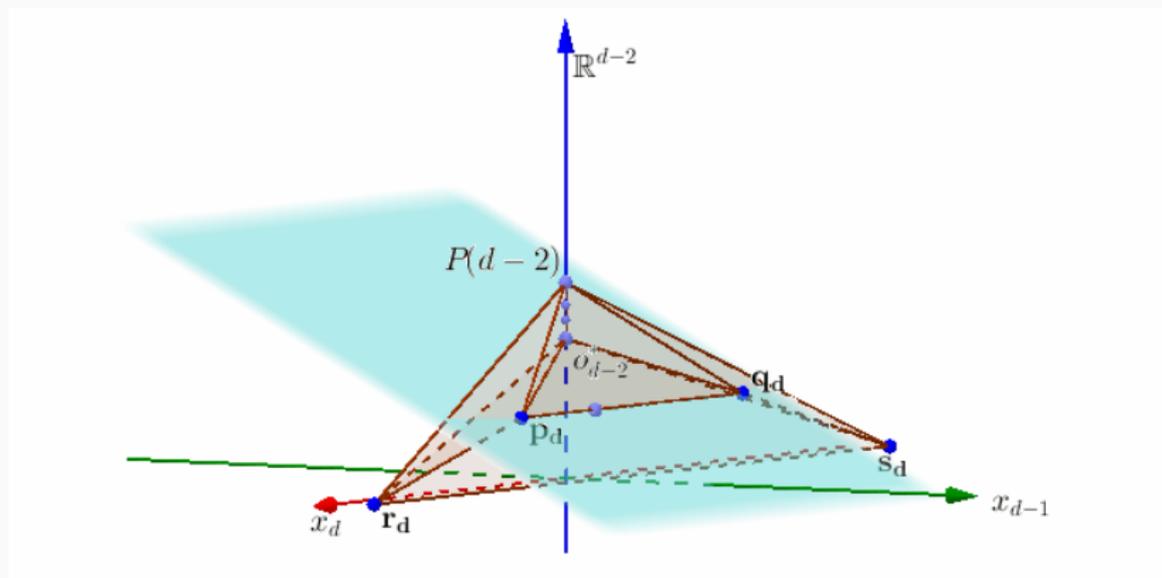
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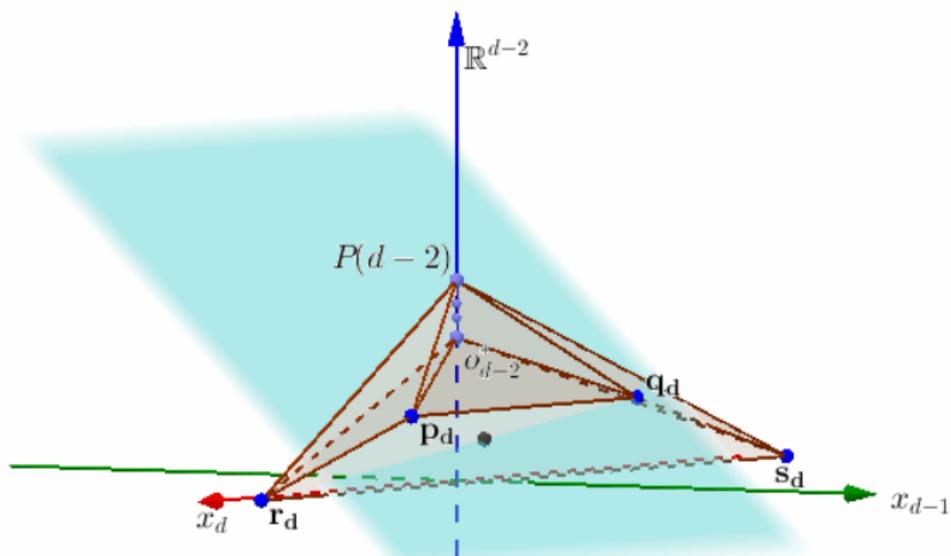
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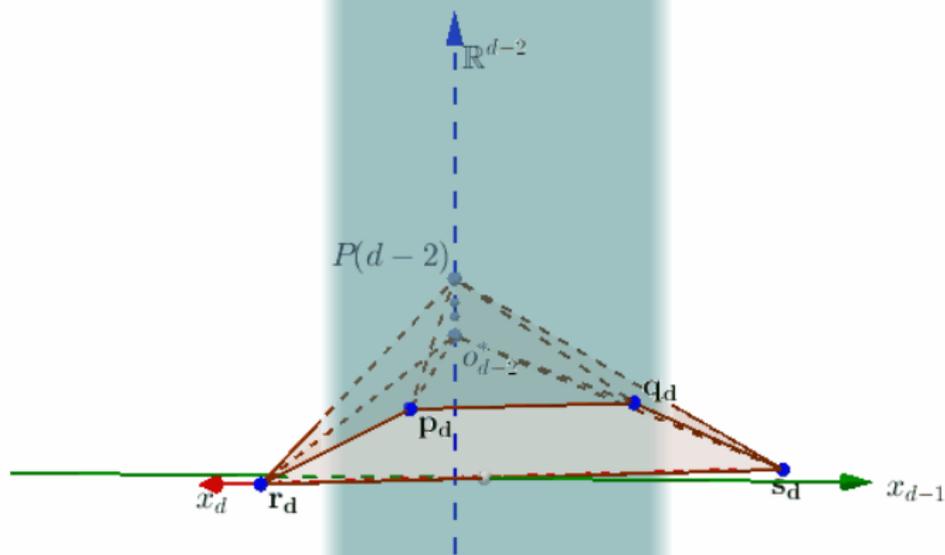


# Sketch of Proof of Sequence $C(d)$ : $q_d r_d$

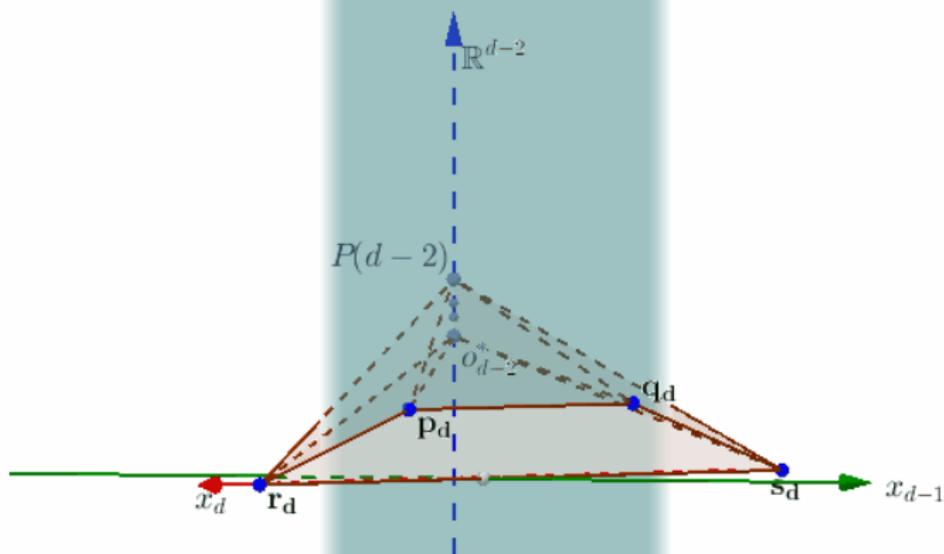




# Sketch of Proof of Sequence $C(d)$ : $r_d s_d$



## Sketch of Proof of Sequence $C(d)$ : $C(d-2)r_d s_d$



- the union of orthogonal corral is still a corral
- adding orthogonal points to the corral doesn't create any available points

## Conclusions

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# Future Directions

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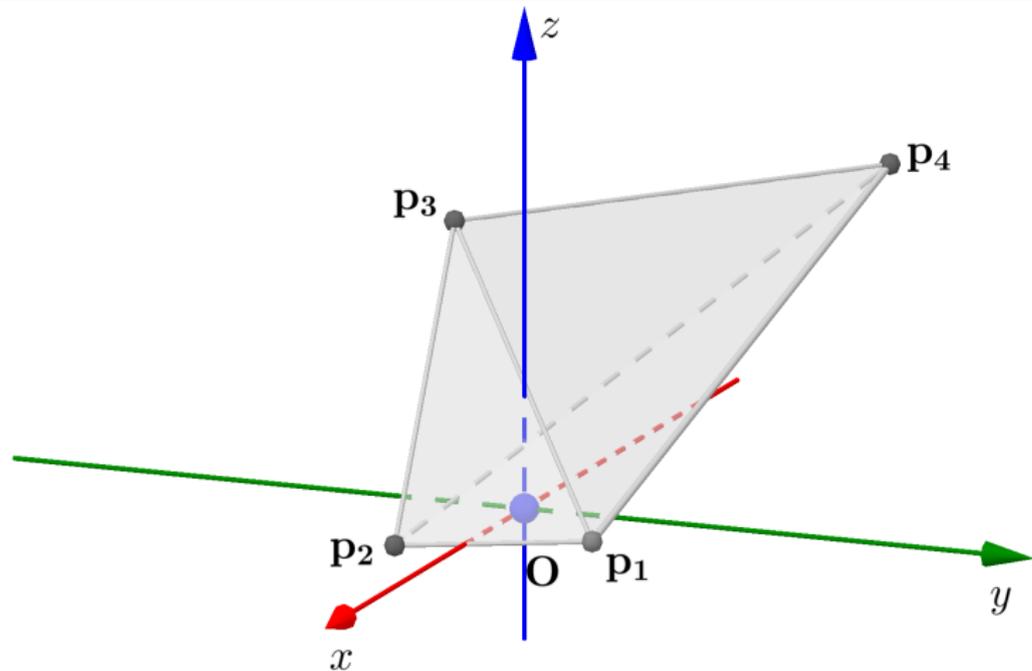
1. Find an exponential example for Wolfe's method with `linopt` insertion rule.
2. Search for types of polytopes where Wolfe's method is polynomial (e.g. base polytopes).
3. Understand the structure of polytopes formed by reduction of linear programs.
4. Give an average (or smoothed) analysis of Wolfe's method.

## Questions?

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Mathematics of Operations Research, 22(3):550–567, 1997.
- [2] D. Chakrabarty, P. Jain, and P. Kothari.  
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CoRR, abs/1411.0095, 2014.
- [3] J. A. De Loera, J. Haddock, and L. Rademacher.  
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- [4] S. Fujishige, T. Hayashi, and S. Isotani.  
**The minimum-norm-point algorithm applied to submodular function minimization and linear programming.**  
Citeseer, 2006.

## Example: minnorm < linopt

$$P = \text{conv}\{(0.8, 0.9, 0), (1.5, -0.5, 0), (-1, -1, 2), (-4, 1.5, 2)\} \subset \mathbb{R}^3$$



## Example: minnorm < linopt

Major Cycle	Minor Cycle	C
0	0	{P <sub>1</sub> }
1	0	{P <sub>1</sub> , P <sub>2</sub> }
2	0	{P <sub>1</sub> , P <sub>2</sub> , P <sub>3</sub> }
3	0	{P <sub>1</sub> , P <sub>2</sub> , P <sub>3</sub> , P <sub>4</sub> }
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3	0	{P <sub>1</sub> , P <sub>3</sub> , P <sub>2</sub> }
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minnorm < linopt



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