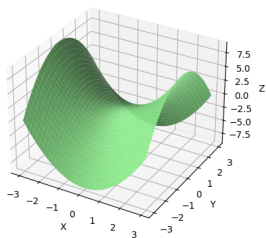


# Disciplined Saddle Programming

Philipp Schiele, Eric Luxenberg, Stephen Boyd

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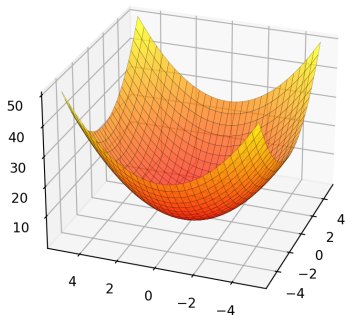


## Disciplined Saddle Programming (DSP)

- ▶ Domain specific language for saddle programming.
- ▶ Implemented as an extension to CVXPY.
- ▶ Method based on recent work by Juditsky and Nemirovski [JN22].
- ▶ Natural use case is robust optimization.

# CVXPY

- ▶ CVXPY is a Python-embedded modeling language for convex optimization.



## Convex optimization problem

Formally, a *convex optimization problem* is can be written as

$$\begin{array}{ll} \text{minimize} & f_0(x) \\ \text{subject to} & f_i(x) \leq 0, \quad i = 1, \dots, m \\ & Ax = b \end{array}$$

- ▶ variable  $x \in \mathbf{R}^n$
- ▶ equality constraints are linear
- ▶  $f_0, \dots, f_m$  are **convex**: for  $\theta \in [0, 1]$ ,

$$f_i(\theta x + (1 - \theta)y) \leq \theta f_i(x) + (1 - \theta)f_i(y)$$

*i.e.*,  $f_i$  have nonnegative (upward) curvature

## Solving convex problems with CVXPY

- ▶ CVXPY allows to solve convex optimization problems in a natural way.

```
1 import cvxpy as cp
2
3 x = cp.Variable(2)
4 objective = cp.sum_squares(x)
5 constraints = [-4 <= x, x <= 4]
6 problem = cp.Problem(cp.Minimize(objective), constraints)
7 opt_val = problem.solve() # 0.0
8 solution = x.value # array([0., 0.]
```

## Linear programming

- ▶ Let us consider the simple linear program

$$\begin{array}{llll} \text{maximize} & 2x_1 & + & 3x_2 \\ \text{subject to} & x_1 & & \leq 5 \\ & & & x_2 \leq 4 \\ & x_1 & + & x_2 \leq 7 \end{array}$$

## Finding an upper bound

- ▶ Can we combine the constraints to find an upper bound?

$$\begin{array}{rcll} \text{maximize} & 2x_1 & + & 3x_2 \\ \text{subject to} & x_1 & & \leq 5 & |(*1) \\ & & & x_2 & \leq 4 & |(*2) \\ & x_1 & + & x_2 & \leq 7 & |(*1) \\ \hline & 2x_1 & + & 3x_2 & \leq 20 \end{array}$$

## Finding the smallest upper bound

- ▶ Can we combine the constraints to find an upper bound?

$$\begin{array}{llll} \text{maximize} & 2x_1 & + & 3x_2 \\ \text{subject to} & x_1 & & \leq 5 & | (*y_1) \\ & & & x_2 & \leq 4 & | (*y_2) \\ & x_1 & + & x_2 & \leq 7 & | (*y_3) \end{array}$$

This means, we can write the problem as

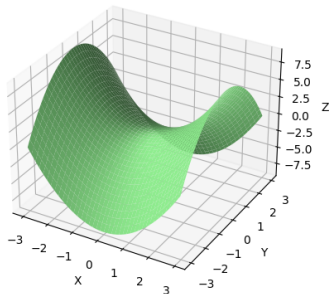
$$\begin{array}{llllll} \text{minimize} & 5y_1 & + & 4y_2 & + & 7y_3 \\ \text{subject to} & y_1 & + & & + & y_3 & \geq 2 \\ & & + & y_2 & + & y_3 & \geq 3 \\ & & & & & y_1, y_2, y_3 & \geq 0 \end{array}$$

- ▶ This is again a linear program.
- ▶ It is the so-called *dual* of the original problem.



## Saddle function

- ▶ Convex optimization deals with functions that have a joint curvature in all their arguments.
- ▶ A (convex-concave) saddle function  $f : \mathcal{X} \times \mathcal{Y} \rightarrow \mathbf{R}$  is convex in  $f(\cdot, y)$  for any fixed  $y \in \mathcal{Y}$ , concave in  $f(x, \cdot)$  for any fixed  $x \in \mathcal{X}$ .



## A saddle point problem

- ▶ A *saddle point problem* is to find a *saddle point* of a saddle function.
- ▶ A saddle point  $(x^*, y^*) \in \mathcal{X} \times \mathcal{Y}$  is any point that satisfies

$$f(x^*, y) \leq f(x^*, y^*) \leq f(x, y^*) \text{ for all } x \in \mathcal{X}, y \in \mathcal{Y}.$$

- ▶ In other words,  $x^*$  minimizes  $f(x, y^*)$  over  $x \in \mathcal{X}$ , and  $y^*$  maximizes  $f(x^*, y)$  over  $y \in \mathcal{Y}$ .

## A simple example

- ▶ A *matrix game* is a game where two players choose strategies  $x \in \mathbf{R}^n$  and  $y \in \mathbf{R}^n$ , respectively.
- ▶ For a given payoff matrix  $C$ , the resulting payment is  $f(x, y) = x^T C y$ .
- ▶ The player choosing  $x$  wants to minimize the payment, and the player choosing  $y$  wants to maximize the payment.

## A simple example ctd.

- ▶ Let us consider the following matrix game with variable  $x \in \mathbf{R}^2$  and  $y \in \mathbf{R}^2$ .

	$y_1$	$y_2$
$x_1$	1	2
$x_2$	3	1

We restrict  $x_1, x_2, y_1, y_2 \geq 0$  and  $x_1 + x_2 = 1, y_1 + y_2 = 1$ .  
Recall that  $x$  tries to minimize  $x^T C y$ , and  $y$  tries to maximize.

## A simple example ctd.

- ▶ Matrix games can be solved as a convex optimization problem by dualizing the problem.
- ▶ This solution method goes back to Von Neumann and Morgenstern [MVN53].
- ▶ However, dualizing the problem requires working knowledge of duality, and is error prone.
- ▶ DSP allows formulating this problem explicitly as a saddle point problem.

## The matrix game in DSP

```
1 import dsp
2
3 x = cp.Variable(2, nonneg=True)
4 y = cp.Variable(2, nonneg=True)
5 C = np.array([[1, 2], [3, 1]])
6
7 f = dsp.inner(x, C @ y)
8 obj = dsp.MinimizeMaximize(f)
9
10 constraints = [cp.sum(x) == 1, cp.sum(y) == 1]
11 prob = dsp.SaddlePointProblem(obj, constraints)
12 prob.solve()
13
14 prob.value # 1.6666666666666667
15 x.value # array([0.66666667, 0.33333333])
16 y.value # array([0.33333333, 0.66666667])
```

## Conic standard form as an API

- ▶ Many convex optimization problems can be written in the following form:

$$\begin{array}{ll} \text{minimize} & c^T x \\ \text{subject to} & Ax = b \\ & x \in \mathcal{K} \end{array}$$

- ▶ This allows for a separation of concerns between
  - ▶ Modeling languages
  - ▶ Solvers
  - ▶ Research about algorithms

## Conic standard form as an API ctd.

- ▶ Use CVXPY as a tool to obtain conic representation of saddle functions.
- ▶ Apply automated dualization to obtain single minimization problem.
- ▶ Use CVXPY to solve the resulting problem.

$$\begin{aligned}\Phi(x) &= \sup_{y \in \mathcal{Y}} \phi(x, y) \\ &= \sup_{y \in \mathcal{Y}} \inf_{f, t, u} \{ f^T y + t \mid Pf + tp + Qu + Rx \preceq_K s \} \\ &= \inf_{f, t, u} \left\{ \sup_{y \in \mathcal{Y}} (f^T y + t) \mid Pf + tp + Qu + Rx \preceq_K s \right\} \\ &= \inf_{f, t, u} \left\{ \sup_{y \in \mathcal{Y}} (f^T y) + t \mid Pf + tp + Qu + Rx \preceq_K s \right\} \\ &= \inf_{f, t, u} \left\{ \inf_{\lambda} \left\{ \lambda^T e \mid \begin{array}{l} C^T \lambda = f, D^T \lambda = 0 \\ \lambda \succeq_{K^*} 0 \end{array} \right\} \mid Pf + tp + Qu + Rx \preceq_K s \right\}\end{aligned}$$

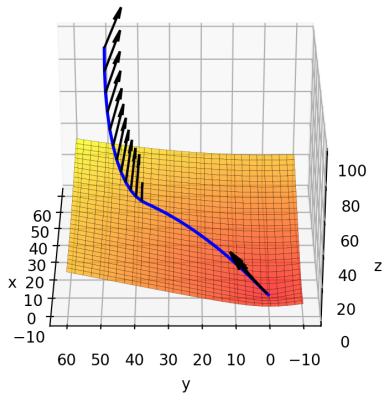


## Example: Rocket landing

- ▶ We showed how to solve a rocket landing problem using CVXPY on Monday.
- ▶ The objective was to minimize the fuel used to land a rocket.

```
1 V = cp.Variable((K + 1, 3)) # velocity
2 P = cp.Variable((K + 1, 3)) # position
3 F = cp.Variable((K, 3)) # thrust
4
5 constraints = [...]
6
7 fuel_consumption = gamma * cp.sum(cp.norm(F, axis=1))
8
9 problem = cp.Problem(cp.Minimize(fuel_consumption), constraints)
10 problem.solve()
```

## Example: Rocket landing ctd.



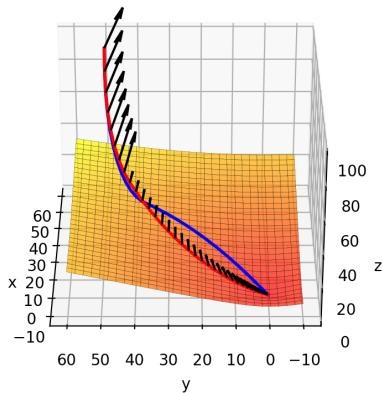
This trajectory uses 150t of fuel.

## Example: Robust rocket landing

- ▶ We now assume  $\gamma$  is the *average* fuel consumption.
- ▶ In each period,  $\hat{\gamma}_k$  can be within  $\gamma \pm 30\%$ .
- ▶ We want to find the best trajectory for the worst case  $\hat{\gamma}$ .

```
1 gamma_hat = cp.Variable(K)
2 constraints += [
3     cp.sum(gamma_hat)/K == gamma,
4     0.7 * gamma <= gamma_hat, gamma_hat <= gamma * 1.3
5 ]
6
7 fuel_consumption_saddle = dsp.saddle_inner(cp.norm(F, axis=1), gamma_hat)
8
9 problem = dsp.SaddlePointProblem(
10     dsp.MinimizeMaximize(fuel_consumption_saddle),
11     constraints
12 )
13 problem.solve()
```

## Example: Robust rocket landing ctd.



This trajectory uses 170t of fuel.

## Saddle extremum functions

- ▶ A saddle extremum (SE) function is a partial supremum or infimum of a saddle function.
- ▶ The partial supremum is referred to as a *saddle max*

$$G(x) = \sup_{y \in \mathcal{Y}} f(x, y), \quad x \in \mathcal{X},$$

with the partial infimum referred to as a *saddle min*.

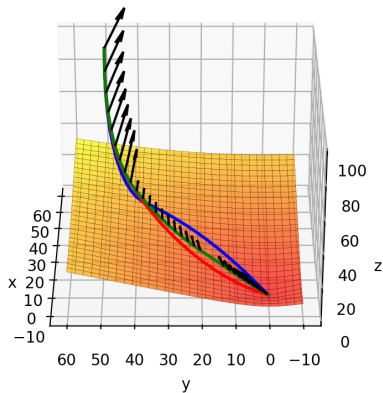
- ▶ When only the objective is a SE, the problem we have a saddle point problem.
- ▶ A *saddle problem* more generally can include SE functions in its constraints.
- ▶ Since SE functions are convex (concave) expressions, they can be used in any CVXPY problem.

## Example: Rocket landing with robust constraint

- ▶ Use the average fuel consumption  $\gamma$  as the objective.
- ▶ Want the worst case fuel consumption to be manageable.

```
1 gamma_hat = dsp.LocalVariable(K, nonneg=True)
2 local_constraints += [
3     cp.sum(gamma_hat)/K == gamma,
4     0.7 * gamma <= gamma_hat, gamma_hat <= gamma * 1.3
5 ]
6 fuel_consumption_saddle = dsp.saddle_inner(cp.norm(F, axis=1), gamma_var)
7 fuel_consumption_wc = dsp.saddle_max(
8     fuel_consumption_dsp,
9     local_constraints
10 )
11
12 constraints += [fuel_consumption_wc <= 175]
13 fuel_consumption = gamma * cp.sum(cp.norm(F, axis=1))
14 problem = cp.Problem(cp.Minimize(fuel_consumption), constraints)
```

## Example: Rocket landing with robust constraint ctd.



This trajectory uses 152t of fuel.

## Model comparison

- ▶ Robust constraint gives us a tradeoff between average and worst case fuel consumption.

Model	Nominal objective	Worst case objective
Nominal	150.2t	195.3t
Worst case	152.8t	170.2t
Robust constraint	151.7t	175.0t



## Applications

- ▶ DSP can be used in many applications, including game theory, control, machine learning, and finance.
- ▶ Examples include
  - ▶ *Matrix games.*
  - ▶ *Robust rocket control.*
  - ▶ *Robust Markowitz portfolio optimization.*
  - ▶ *Robust bond portfolio optimization.*
  - ▶ *Robust regression model fitting.*
  - ▶ ...
- ▶ Where else can DSP be used? Let us know!

## Getting started

- ▶ DSP is available on GitHub [cvxgrp/dsp](#).
- ▶ The paper is on arxiv [arXiv:2301.13427](#).
- ▶ Try it out now: `pip install dsp-cvxpy`.

## Resources

- ▶ *Convex Optimization* (book)
- ▶ *EE364a* (course slides, videos, code, homework, . . .)
- ▶ software [CVXPY](#), [CVX](#), [Convex.jl](#), [CVXR](#)
- ▶ *convex optimization short course*
- ▶ *The Art of Linear Programming* [on YouTube]

all available online

## References I



A. Juditsky and A. Nemirovski.

On well-structured convex–concave saddle point problems and variational inequalities with monotone operators.

*Optimization Methods and Software*, 37(5):1567–1602, 2022.



O. Morgenstern and J. Von Neumann.

*Theory of games and economic behavior*.

Princeton University Press, 1953.

Backup slides

## Composition rules

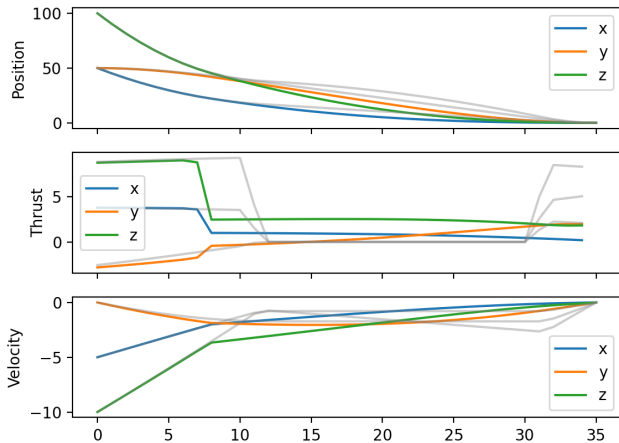
- ▶ Every DCP function is convex, but not every convex function is DCP.
- ▶ Likewise, every DSP function is a saddle function, but not every saddle function is DSP.
- ▶ To construct a DSP function, we start from DSP atoms, which includes all DCP atoms.
- ▶ Saddle functions can be scaled and composed by addition.
- ▶ When adding two saddle functions, a variable may not appear as a convex variable in one expression and as a concave variable in the other expression.

## Manual dualization in CVXPY

- ▶ Some atoms in CVXPY are implemented as manual dualizations.
- ▶ As an example, take the *sum of k largest entries* atom.
- ▶ This atom can be represented as a partial supremum of the saddle function  $f(x, y) = x^T y$ , with  $\mathcal{Y} = \{y \mid 0 \leq y \leq 1, 1^T y = k\}$ .
- ▶ DSP automates the dualization, such that sum of  $k$  largest entries can be written as

```
1 x = cp.Variable(n)
2 y = dsp.LocalVariable(n, nonneg=True)
3 f = dsp.inner(x, y)
4 constraints = [y <= 1, cp.sum(y) == k]
5 sum_k_largest = dsp.saddle_max(f, constraints)
```

## Thrust, velocity, and position for robust rocket landing





## Thrust, velocity, and position for robust constrained rocket landing

