

Large-Scale QCQP via Low-Discrepancy Sequences

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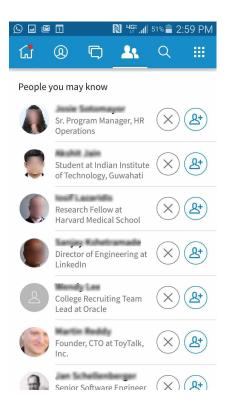
## Motivation

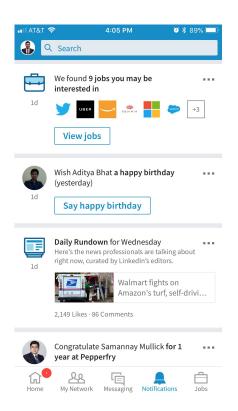






## Similar Ranking Problems





### **Examples:**

- (a) People You May Know (PYMK)
- (b) Notifications

## Multi-Objective Optimization



- Most ranking / recommendation problems try to balance conflicting metrics.
- Increase in one causes decrease in another.
  - Feed: Increase engagement but not drop revenue
  - **Notifications / Emails**: Decrease sends but do not drop sessions.

# Optimization Formulation - Notification Example

- Minimize sends such that expected sessions does not drop.

- x<sub>ij</sub> Probability of sending item j to user i
  q<sub>ij</sub> Prior probability of sending item j to user i
  s<sub>ii</sub> Probability that the user will visit given item j is sent to user i

Minimize 
$$\sum_{i=1}^{I} \sum_{j=1}^{J} x_{i,j} + \frac{\gamma}{2} \sum_{i=1}^{I} \sum_{j=1}^{J} (x_{i,j} - q_{i,j})^2$$
subject to 
$$\sum_{i=1}^{I} \sum_{j=1}^{J} x_{i,j} s_{i,j} \ge C$$
$$0 \le x_{i,j} \le 1$$

# Quadratically Constrained Quadratic Problem (QCQP)

- The probability s<sub>ij</sub> that user will visit depends not only on the current notification but also on many previous notifications sent.
  - For example total sends till the last visit.
  - No. of flashy UI pushes, etc
- If approximate it as a linear function, say  $oldsymbol{s} = \mathbf{P} \mathbf{x}$

• 
$$s_{ij} = p_{ij}^1 x_{i1} + p_{ij}^2 x_{i2} + \ldots + p_{ij}^J x_{iJ}$$

# Quadratically Constrained Quadratic Problem (QCQP)

• Original Problem:

Minimize 
$$\sum_{i=1}^{I} \sum_{j=1}^{J} x_{i,j} + \frac{\gamma}{2} \sum_{i=1}^{I} \sum_{j=1}^{J} (x_{i,j} - q_{i,j})^2$$

subject to 
$$\sum_{i=1}^{I} \sum_{j=1}^{J} x_{i,j} s_{i,j} \ge C$$

$$0 \le x_{i,j} \le 1$$

Derived Problem:

Minimize 
$$\mathbf{x}^T \mathbf{1} + \frac{\gamma}{2} ||\mathbf{x} - \mathbf{q}||^2$$
  
subject to  $\mathbf{x}^T \mathbf{P} \mathbf{x} \ge C$   
 $0 \le \mathbf{x} \le 1$ 

## Overview

- Challenges
- Method of solving the Large-Scale QCQP
  - Approximation
  - Sampling techniques
- Theoretical Guarantees
- Empirical Validation

## Challenges of Solving a QCQP

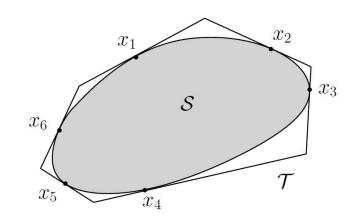
- It is NP hard in the general framework.
- Usual Solutions
  - Semidefinite Programming
  - Relaxation Linearization Technique
- Both convert the problem from n variables to O(n²) and hence becomes prohibitively expensive for large n.

## Methodology

- Main Idea: QCQP to QP Approximation. Solving the QP by state-of-the-art methods.
- Original Problem:

Minimize 
$$(\mathbf{x} - \mathbf{a})^T \mathbf{A} (\mathbf{x} - \mathbf{a})$$
  
subject to  $(\mathbf{x} - \mathbf{b})^T \mathbf{B} (\mathbf{x} - \mathbf{b}) \leq \tilde{b}$ ,  
 $\mathbf{C} \mathbf{x} = \mathbf{c}$ .

#### **Constraint Set:**



## QCQP to QP Approximations

Derived problem becomes:

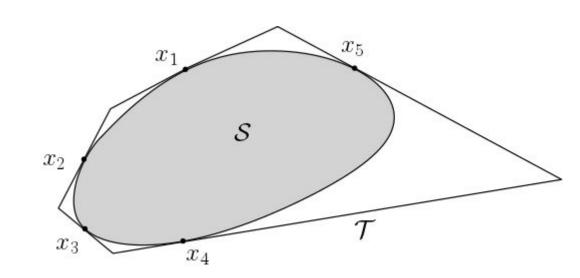
Minimize 
$$(\mathbf{x} - \mathbf{a})^T \mathbf{A} (\mathbf{x} - \mathbf{a})$$
  
subject to  $(\mathbf{x} - \mathbf{b})^T \mathbf{B} (\mathbf{x}_j - \mathbf{b}) \leq \tilde{b}$  for  $j = 1, \dots, N$   
 $\mathbf{C} \mathbf{x} = \mathbf{c}$ .

• Given a fixed N, the accuracy of the solution solely depends on the choice of the points  $x_1, ..., x_N$ .

## Why not Random Points?

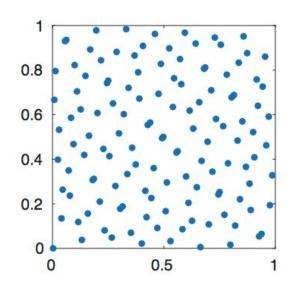
 If you are lucky it can be good, but if not it can be arbitrarily bad.

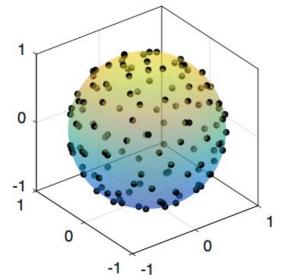
 Can even get an unbounded region

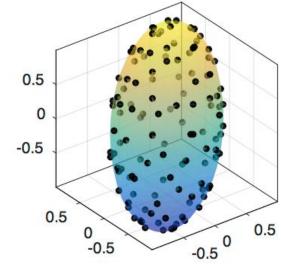


# **Optimal Choice of Points**

Low-Discrepancy Points







## Theoretical Results

Theorem 1: 
$$\lim_{N\to\infty} ||{\bf x}^*(N) - {\bf x}^*|| = 0$$

**Theorem 2:** If  $x^*(N)$  converges to  $x^*$  in the rate O(g(N)), then

$$|f(\mathbf{x}^*(N)) - f(\mathbf{x}^*)| \le C_2 g(N)$$

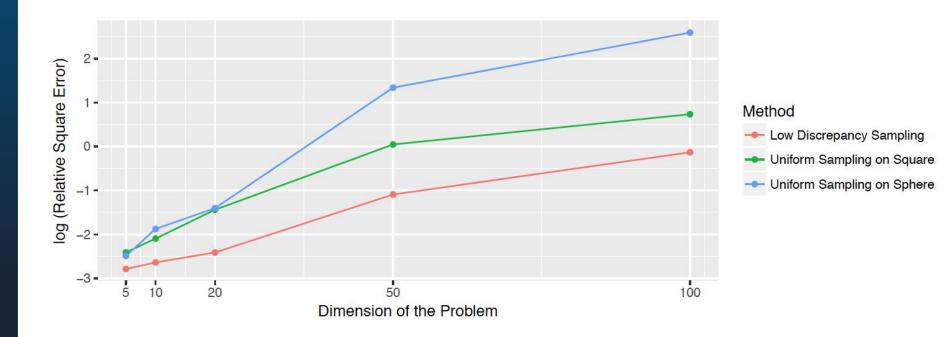
and the function g(N) can be explicitly identified for different constraint domains.

# **Comparative Study**

Table 1: The optimal objective value and convergence time

n	Our method	Sampling on $[0,1]^n$	Sampling on $\mathbb{S}^n$	SDP relaxation	RLT relaxation	Exact
5	3.00	2.99	2.95	3.07	3.08	3.07
	(4.61s)	(4.74s)	(6. 11s)	(0.52s)	(0.51s)	(0.49)
10	206.85	205.21	206.5	252.88	252.88	252.88
	(5.04s)	(5.65s)	(5.26s)	(0.53s)	(0.51s)	(0.51)
20	6291.4	4507.8	5052.2	6841.6	6841.6	6841.6
	(6.56s)	(6.28s)	(6.69s)	(2.05s)	(1.86s)	(0.54)
50	99668	15122	26239	$1.11\times10^{5}$	$1.08 \times 10^{5}$	$1.11  imes 10^5$
	(15.55s)	(18.98s)	(17.32s)	(4.31s)	(2.96s)	(0.64)
100	$1.40 \times 10^{6}$	69746	$1.24 \times 10^{6}$	$\boldsymbol{1.62\times10^6}$	$1.52 \times 10^{6}$	$\boxed{1.62\times10^6}$
	(58.41s)	(1.03m)	(54.69s)	(30.41s)	(15.36s)	(2.30s)
1000	$2.24 \times 10^{7}$	$8.34 \times 10^{6}$	$9.02 \times 10^{6}$	NA	NA	NA
	(14.87m)	(15.63m)	(15.32m)			
$10^5$	$3.10 \times 10^{8}$	$7.12 \times 10^{7}$	$8.39 \times 10^{7}$	NA	NA	NA
	(25.82m)	(24.59m)	(27.23m)			
$10^{6}$	$3.91 \times 10^{9}$	$2.69 \times 10^{8}$	$7.53 \times 10^{8}$	NA	NA	NA
	(38.30m)	(39.15m)	(37.21m)			

## **Comparative Study**



## **Future Work**

- Comparison with
  - Commercial solvers such as CPLEX.
  - Large-Scale SDP solvers based on ADMM.

Finding explicit bounds for common domains.

 Finding accurate rates of comparison by considering the growth of the eigenvalues of the matrices.

## Summary & Takeaways

- This method gives a highly scalable solution to the QCQP problem, with a theoretical guarantee of convergence.
- Rather than using random points it is better to use low-discrepancy points since random points can lead to arbitrarily bad results.
- Can be used in several applications which were blocked because of the scale of the problem.

## Thank you for your attention!

