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A Mixing Method based Branch-and-Bound Solver for QUBO Problems

Joint work with Valentin Durante

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Quadratic Unconstrained Binary Optimization (QUBO)

Optimization Problem (QUBO)

Given $C \in \mathbb{R}^{n \times n}$, solve

$$\begin{array}{ll} \max & x^\top C x \\ \text{s.t.} & x \in \{-1, 1\}^n \end{array} \quad (\text{QUBO})$$

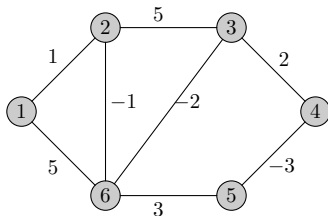
- ▶ \mathcal{NP} -hard problem
- ▶ LP approaches exist only for sparse C

Example:

Max-Cut Problem: $C = \frac{1}{4}L(G)$, where $L(G)$ Laplacian matrix

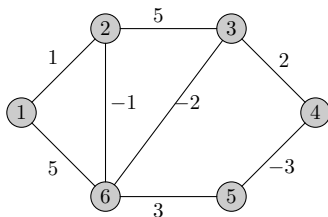
The (Weighted) Max-Cut Problem

Given: undirected graph $G = (V, E)$ with **edge weights** $w \in \mathbb{R}^E$



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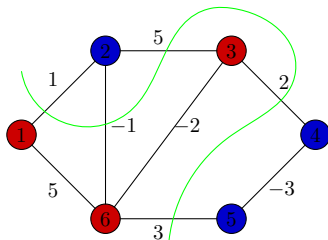


Goal: find a **maximum cut** in G , i.e., an optimal solution of

$$\max_{S \subseteq V} \sum_{i \in S, j \in V \setminus S} w_{ij} \quad (\text{MC})$$

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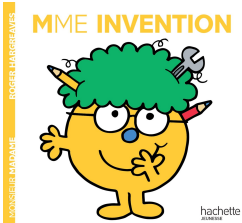

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Solvers for dense C using Semidefinite Programming

BiqMac (2010)	BiqCrunch (2016)
	
MADAM (2021)	BiqBin (2022)
	

Semidefinite Relaxation

We introduce $X := xx^T$:

- ▶ $x^T C x = \langle C, xx^T \rangle = \langle C, X \rangle$
- ▶ $\text{diag}(X) = e$
- ▶ $X \succeq 0$
- ▶ $\text{rank}(X) = 1$

Equivalent formulations

$$\begin{array}{ll} \max & x^T C x \\ \text{s.t.} & x \in \{-1, 1\}^n \end{array} \quad \Leftrightarrow \quad \begin{array}{ll} \max & \langle C, X \rangle \\ \text{s.t.} & \text{diag}(X) = e \\ & X \succeq 0 \\ & \text{rank}(X) = 1 \end{array}$$

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Semidefinite relaxation

$$\begin{array}{ll} \max & x^T C x \\ \text{s.t.} & x \in \{-1, 1\}^n \end{array} \leq \begin{array}{ll} \max & \langle C, X \rangle \\ \text{s.t.} & \text{diag}(X) = e \\ & X \succeq 0 \\ & \text{rank}(X) = 1 \end{array}$$

- ▶ all mentioned solvers: additional 'clique' inequalities
- ▶ but competitive implementations possible without inequalities

Low-rank Factorization $X = V^{\top} V$

Factorization of $X \succeq 0$

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for some $V = (v_1 | \dots | v_n) \in \mathbb{R}^{k \times n}$ with $k \leq n$

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$$\begin{aligned} \max \quad & \sum_{i,j=1}^n C_{ij} v_i^\top v_j \\ \text{s.t.} \quad & v_i \in \mathcal{S}^{k-1}, i = 1, \dots, n \end{aligned} \quad (\text{SDP-vec})$$

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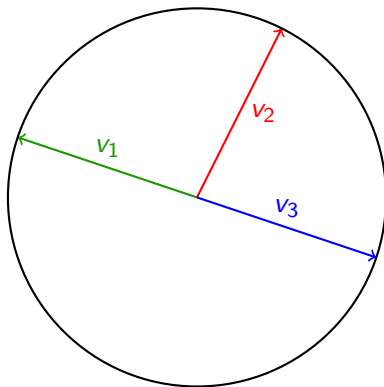
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- ▶ $k > \sqrt{2n}$: (SDP) \Leftrightarrow (SDP-vec) [cf. Pataki, 1998]

Geometric Interpretation

$$\begin{aligned}v_i^\top v_j &= \|v_i\| \cdot \|v_j\| \cdot \cos \angle(v_i, v_j) \\ &= \cos \angle(v_i, v_j)\end{aligned}$$



Coordinate Ascent Method

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Coordinate Ascent

We fix all but one vector v_i . (SDP-vec) reduces to

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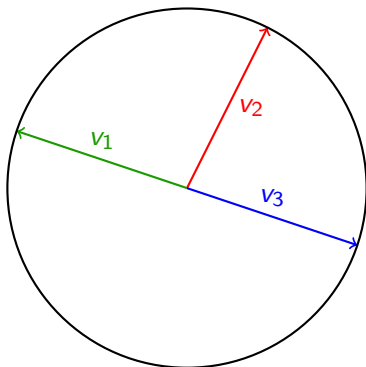
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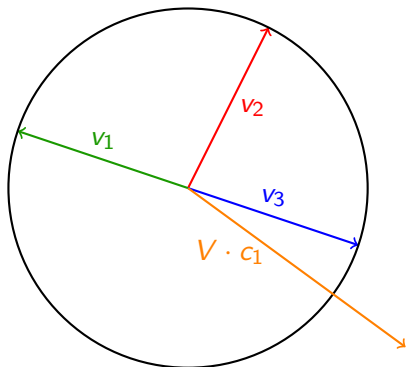
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► closed-form solution: $v_i = \frac{g}{\|g\|}$ for $g \neq 0$

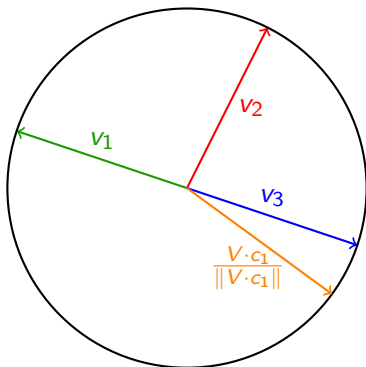
Mixing Method (Wang et al., 2018)



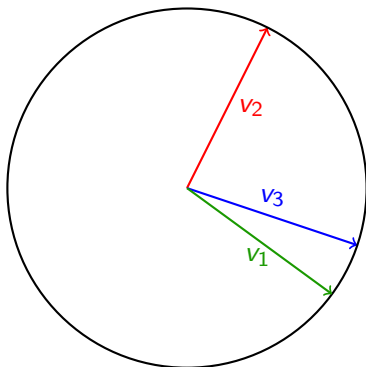
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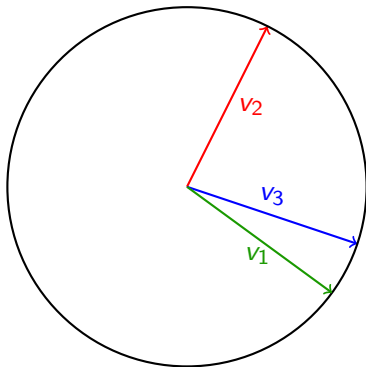
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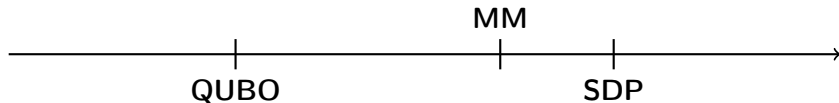
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Mixing Method

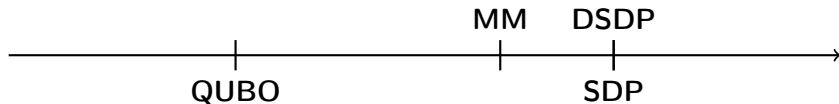
- ▶ repeat for v_1, v_2, \dots, v_n again and again
- ▶ initialize V randomly on the unit sphere
- ▶ converges to optimal solution with linear rate

Exact Approach for QUBO



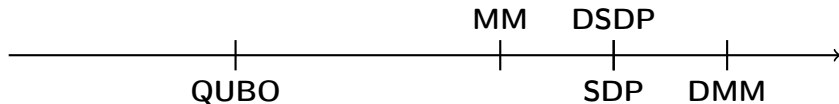
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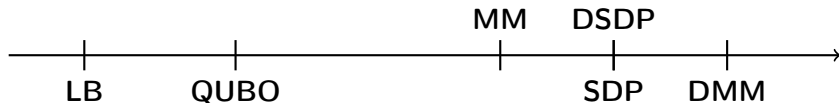
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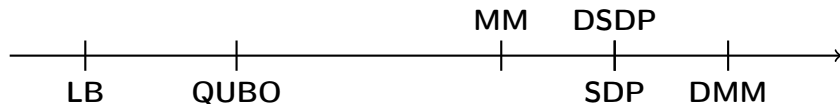
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- ▶ **postprocessing** recovers **upper bound**: $QUBO \leq DMM$
- ▶ heuristics provide lower bound: $LB \leq QUBO$

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Branch-and-Bound

If $\text{DMM} > \text{LB}$, partition QUBO into two smaller subproblems and proceed recursively.

Results and Future Work

- ▶ C implementation using Intel MKL
- ▶ tested on many instances with $n \leq 100$

Results

- ▶ 100–1000 times **more** subproblems than other approaches
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Thank you!