## Exact semidefinite programming bounds for packing problems

Philippe Moustrou, UiT - The Arctic University of Norway Joint work with M. Dostert (KTH) and D. de Laat (TU Delft).
Combinatorics and Geometric Days III - December 4, 2020

## Contents

Exact semidefinite programming bounds for packing problems

## Contents

Exact semidefinite programming bounds for packing problems

- Packing problems: What kind of problems?


## Contents

Exact semidefinite programming bounds for packing problems

- Packing problems: What kind of problems?
- Semidefinite programming bounds: Optimization in the service of geometry.


## Contents

Exact semidefinite programming bounds for packing problems

- Packing problems: What kind of problems?
- Semidefinite programming bounds: Optimization in the service of geometry.
- Exact: Why do we want exact bounds?


## Contents

Exact semidefinite programming bounds for packing problems

- Packing problems: What kind of problems?
- Semidefinite programming bounds: Optimization in the service of geometry.
- Exact: Why do we want exact bounds?

Problem:
Usually semidefinite programming provides approximate numerical bounds.

## Contents

## Exact semidefinite programming bounds for packing problems

- Packing problems: What kind of problems?
- Semidefinite programming bounds: Optimization in the service of geometry.
- Exact: Why do we want exact bounds?

Problem:
Usually semidefinite programming provides approximate numerical bounds.

How can we turn these bounds into exact bounds?

## Motivation: the kissing number problem

How many unit spheres can simultaneously touch a central unit sphere without overlapping?

## Motivation: the kissing number problem

How many unit spheres can simultaneously touch a central unit sphere without overlapping?


## Motivation: the kissing number problem

How many unit spheres can simultaneously touch a central unit sphere without overlapping?


## Motivation: the kissing number problem

How many unit spheres can simultaneously touch a central unit sphere without overlapping?


Known in dimensions 1, 2, 3 (Schutte, vander Waerden, 1953), 4 (Musin, 2008), 8 and 24 (Levenshtein / Odlyzko, Sloane, 1979).

## Formulation and generalizations



Kissing number:

$$
\max \left\{|C|, \quad C \subset S^{n-1}, \quad x \cdot y \leq 1 / 2 \text { for all } x \neq y \in C\right\}
$$

## Formulation and generalizations



Spherical codes:

$$
\max \left\{|C|, \quad C \subset S^{n-1}, \quad x \cdot y \leq \cos \theta \text { for all } x \neq y \in C\right\}
$$

## Formulation and generalizations



One-sided kissing number (Musin, 2006):

$$
\max \left\{|C|, \quad C \subset H^{n-1}, \quad x \cdot y \leq 1 / 2 \text { for all } x \neq y \in C\right\}
$$

## Goal and results

We are interested in special rigid structures, like:

## Goal and results

We are interested in special rigid structures, like:

- The square antiprism, the unique optimal $\theta$-spherical code in dimension 3 with $\cos \theta=(2 \sqrt{2}-1) / 7$ (Schütte-van der Waerden 1951, Danzer 1986).



## Goal and results

We are interested in special rigid structures, like:

- The square antiprism, the unique optimal $\theta$-spherical code in dimension 3 with $\cos \theta=(2 \sqrt{2}-1) / 7$ (Schütte-van der Waerden 1951, Danzer 1986).

- For the Hemisphere in dimension 8: the $\mathrm{E}_{8}$ lattice provides an optimal configuration (Bachoc-Vallentin, 2008). What about uniqueness?



## Goal and results

We are interested in special rigid structures, like:

- The square antiprism, the unique optimal $\theta$-spherical code in dimension 3 with $\cos \theta=(2 \sqrt{2}-1) / 7$ (Schütte-van der Waerden 1951, Danzer 1986).

- For the Hemisphere in dimension 8: the $\mathrm{E}_{8}$ lattice provides an optimal configuration (Bachoc-Vallentin, 2008). What about uniqueness?

- [Dostert, De Laat, M., 2020]: A general framework to prove optimality and uniqueness of such configurations.


## These are optimization problems!

Let $G=(V, E)$ be the graph where:

These are optimization problems!
Let $G=(V, E)$ be the graph where:

- $V=S^{n-1}$ (or $H^{n-1}$ ),


## These are optimization problems!

Let $G=(V, E)$ be the graph where:

- $V=S^{n-1}$ (or $H^{n-1}$ ),
- $\{x, y\} \in E$ if $x \cdot y>\cos \theta$.


## These are optimization problems!

Let $G=(V, E)$ be the graph where:

- $V=S^{n-1}$ ( or $H^{n-1}$ ),
- $\{x, y\} \in E$ if $x \cdot y>\cos \theta$.

Our problems boil down to computing the independence number of these graphs!

## These are optimization problems!

Let $G=(V, E)$ be the graph where:

- $V=S^{n-1}$ ( or $H^{n-1}$ ),
- $\{x, y\} \in E$ if $x \cdot y>\cos \theta$.

Our problems boil down to computing the independence number of these graphs!

- Lower bounds: Constructions.


## These are optimization problems!

Let $G=(V, E)$ be the graph where:

- $V=S^{n-1}$ ( or $H^{n-1}$ ),
- $\{x, y\} \in E$ if $x \cdot y>\cos \theta$.

Our problems boil down to computing the independence number of these graphs!

- Lower bounds: Constructions.
- Upper bounds:


## These are optimization problems!

Let $G=(V, E)$ be the graph where:

- $V=S^{n-1}$ ( or $H^{n-1}$ ),
- $\{x, y\} \in E$ if $x \cdot y>\cos \theta$.

Our problems boil down to computing the independence number of these graphs!

- Lower bounds: Constructions.
- Upper bounds:
- For finite graphs: hierarchies of semidefinite upper bounds. (Lovász-Schrijver 1991, Lasserre 2001, Laurent 2007)


## These are optimization problems!

Let $G=(V, E)$ be the graph where:

- $V=S^{n-1}$ ( or $H^{n-1}$ ),
- $\{x, y\} \in E$ if $x \cdot y>\cos \theta$.

Our problems boil down to computing the independence number of these graphs!

- Lower bounds: Constructions.
- Upper bounds:
- For finite graphs: hierarchies of semidefinite upper bounds. (Lovász-Schrijver 1991, Lasserre 2001, Laurent 2007)
- For infinite graphs: Generalization of Lasserre's hierarchy (de Laat-Vallentin 2015), related to the previous 2-point (Delsarte-Goethals-Seidel 1977) and 3-point bounds (Bachoc-Vallentin 2008).


## 2-point bound for spherical codes (Delsarte-Goethals-Seidel 1977)

Based on two ingredients, related to the symmetries of the sphere:

## 2-point bound for spherical codes (Delsarte-Goethals-Seidel 1977)

Based on two ingredients, related to the symmetries of the sphere:

- Up to symmetry, a couple $x, y$ of points in a $\theta$-spherical code is uniquely determined by

$$
u=x \cdot y, \quad \text { with } \begin{cases}u=1 & x=y \\ u \in[-1, \cos \theta] & x \neq y\end{cases}
$$

## 2-point bound for spherical codes (Delsarte-Goethals-Seidel 1977)

Based on two ingredients, related to the symmetries of the sphere:

- Up to symmetry, a couple $x, y$ of points in a $\theta$-spherical code is uniquely determined by

$$
u=x \cdot y, \quad \text { with } \begin{cases}u=1 & x=y \\ u \in[-1, \cos \theta] & x \neq y\end{cases}
$$

- The normalized Gegenbauer polynomials $P_{k}^{n}(u)$ (with $P_{k}^{n}(1)=1$ ), satisfying:

For every $X \subset S^{n-1}$ finite, $\sum_{x, y \in X} P_{k}^{n}(x \cdot y) \geq 0$.

## 2-point bound for spherical codes (Delsarte-Goethals-Seidel 1977)

Assume we have a polynomial $f$ such that

- there exists coefficients $\alpha_{0}, \ldots, \alpha_{d} \geq 0$ such that

$$
f(u)=\sum_{k=0}^{d} \alpha_{k} P_{k}^{n}(u) .
$$

- $f(u) \leq-1$ for all $u \in[-1, \cos \theta]$


## 2-point bound for spherical codes (Delsarte-Goethals-Seidel 1977)

Assume we have a polynomial $f$ such that

- there exists coefficients $\alpha_{0}, \ldots, \alpha_{d} \geq 0$ such that

$$
f(u)=\sum_{k=0}^{d} \alpha_{k} P_{k}^{n}(u) .
$$

- $f(u) \leq-1$ for all $u \in[-1, \cos \theta]$

Then, if $C$ is a $\theta$-spherical code,

## 2-point bound for spherical codes (Delsarte-Goethals-Seidel 1977)

Assume we have a polynomial $f$ such that

- there exists coefficients $\alpha_{0}, \ldots, \alpha_{d} \geq 0$ such that

$$
f(u)=\sum_{k=0}^{d} \alpha_{k} P_{k}^{n}(u) .
$$

- $f(u) \leq-1$ for all $u \in[-1, \cos \theta]$

Then, if $C$ is a $\theta$-spherical code,

$$
\sum_{x, y \in C} f(x \cdot y)
$$

## 2-point bound for spherical codes (Delsarte-Goethals-Seidel 1977)

Assume we have a polynomial $f$ such that

- there exists coefficients $\alpha_{0}, \ldots, \alpha_{d} \geq 0$ such that

$$
f(u)=\sum_{k=0}^{d} \alpha_{k} P_{k}^{n}(u) .
$$

- $f(u) \leq-1$ for all $u \in[-1, \cos \theta]$

Then, if $C$ is a $\theta$-spherical code,

$$
\sum_{k=0}^{d} \alpha_{k}\left(\sum_{x, y \in C} P_{k}^{n}(x \cdot y)\right)=\sum_{x, y \in C} f(x \cdot y)
$$

## 2-point bound for spherical codes (Delsarte-Goethals-Seidel 1977)

Assume we have a polynomial $f$ such that

- there exists coefficients $\alpha_{0}, \ldots, \alpha_{d} \geq 0$ such that

$$
f(u)=\sum_{k=0}^{d} \alpha_{k} P_{k}^{n}(u) .
$$

- $f(u) \leq-1$ for all $u \in[-1, \cos \theta]$

Then, if $C$ is a $\theta$-spherical code,
$0 \leq \sum_{k=0}^{d} \alpha_{k}\left(\sum_{x, y \in C} P_{k}^{n}(x \cdot y)\right)=\sum_{x, y \in C} f(x \cdot y)$

## 2-point bound for spherical codes (Delsarte-Goethals-Seidel 1977)

Assume we have a polynomial $f$ such that

- there exists coefficients $\alpha_{0}, \ldots, \alpha_{d} \geq 0$ such that

$$
f(u)=\sum_{k=0}^{d} \alpha_{k} P_{k}^{n}(u)
$$

- $f(u) \leq-1$ for all $u \in[-1, \cos \theta]$

Then, if $C$ is a $\theta$-spherical code,
$0 \leq \sum_{k=0}^{d} \alpha_{k}\left(\sum_{x, y \in C} P_{k}^{n}(x \cdot y)\right)=\sum_{x, y \in C} f(x \cdot y) \leq|C| f(1)+\sum_{x \neq y} f(x \cdot y)$

## 2-point bound for spherical codes (Delsarte-Goethals-Seidel 1977)

Assume we have a polynomial $f$ such that

- there exists coefficients $\alpha_{0}, \ldots, \alpha_{d} \geq 0$ such that

$$
f(u)=\sum_{k=0}^{d} \alpha_{k} P_{k}^{n}(u)
$$

- $f(u) \leq-1$ for all $u \in[-1, \cos \theta]$

Then, if $C$ is a $\theta$-spherical code,
$0 \leq \sum_{k=0}^{d} \alpha_{k}\left(\sum_{x, y \in C} P_{k}^{n}(x \cdot y)\right)=\sum_{x, y \in C} f(x \cdot y) \leq|C| f(1)+\sum_{x \neq y} f(x \cdot y)=|C|(f(1)-|C|+1)$

## 2-point bound for spherical codes (Delsarte-Goethals-Seidel 1977)

Assume we have a polynomial $f$ such that

- there exists coefficients $\alpha_{0}, \ldots, \alpha_{d} \geq 0$ such that

$$
f(u)=\sum_{k=0}^{d} \alpha_{k} P_{k}^{n}(u)
$$

- $f(u) \leq-1$ for all $u \in[-1, \cos \theta]$

Then, if $C$ is a $\theta$-spherical code,
$0 \leq \sum_{k=0}^{d} \alpha_{k}\left(\sum_{x, y \in C} P_{k}^{n}(x \cdot y)\right)=\sum_{x, y \in C} f(x \cdot y) \leq|C| f(1)+\sum_{x \neq y} f(x \cdot y)=|C|(f(1)-|C|+1)$
So

$$
|C| \leq f(1)+1
$$

## 2-point bound for spherical codes (Delsarte-Goethals-Seidel 1977)

So for every $d \geq 0$, the size of a $\theta$-spherical code is at most

$$
\begin{aligned}
\min \{M \in \mathbb{R}: & \alpha_{0}, \ldots, \alpha_{d} \geq 0 \\
& f(1) \leq M-1, \\
& f(u) \leq-1 \text { for all } u \in[-1, \cos \theta]\}
\end{aligned}
$$

where

$$
f(u)=\sum_{k=0}^{d} \alpha_{k} P_{k}^{n}(u) .
$$

## 2-point bound for spherical codes (Delsarte-Goethals-Seidel 1977)

So for every $d \geq 0$, the size of a $\theta$-spherical code is at most

$$
\begin{aligned}
\min \{M \in \mathbb{R}: & \alpha_{0}, \ldots, \alpha_{d} \geq 0 \\
& f(1) \leq M-1, \\
& f(u) \leq-1 \text { for all } u \in[-1, \cos \theta]\}
\end{aligned}
$$

where

$$
f(u)=\sum_{k=0}^{d} \alpha_{k} P_{k}^{n}(u) .
$$

This is a linear programming bound.

## 3-point bound for spherical codes (Bachoc-Vallentin 2008)

Based on two ingredients related to the symmetries of the sphere:

## 3-point bound for spherical codes (Bachoc-Vallentin 2008)

Based on two ingredients related to the symmetries of the sphere:

- Up to symmetry, a triple of points $x, y, z$ in a $\theta$-spherical code is uniquely determined by

$$
u=x \cdot y, \quad v=x \cdot z, \quad t=y \cdot z
$$

with $(u, v, t)$ in

$$
\begin{cases}\{(1,1,1)\} & x=y=z \\ \Delta_{0}=\{(u, u, 1): u \in[-1, \cos \theta]\} & x \neq y=z \\ \Delta & x, y, z \text { distinct }\end{cases}
$$

where

$$
\Delta=\left\{(u, v, t): u, v, t \in[-1, \cos \theta], 1+2 u v t-u^{2}-v^{2}-t^{2} \geq 0\right\}
$$

## 3-point bound for spherical codes (Bachoc-Vallentin 2008)

Based on two ingredients related to the symmetries of the sphere:

- Up to symmetry, a triple of points $x, y, z$ in a $\theta$-spherical code is uniquely determined by

$$
u=x \cdot y, \quad v=x \cdot z, \quad t=y \cdot z
$$

with $(u, v, t)$ in

$$
\begin{cases}\{(1,1,1)\} & x=y=z \\ \Delta_{0}=\{(u, u, 1): u \in[-1, \cos \theta]\} & x \neq y=z \\ \Delta & x, y, z \text { distinct }\end{cases}
$$

where

$$
\Delta=\left\{(u, v, t): u, v, t \in[-1, \cos \theta], 1+2 u v t-u^{2}-v^{2}-t^{2} \geq 0\right\}
$$

- Matrix polynomials $S_{k}^{n}(u, v, t)$ satisfying:

For every $X \subset S^{n-1}$ finite, $\sum_{x, y, z \in X} S_{k}^{n}(x \cdot y, x \cdot z, y \cdot t) \succeq 0$.

## 3-point bound for spherical codes (Bachoc-Vallentin 2008)

Then for every $d \geq 0$, the size of a $\theta$-spherical code is at most

$$
\begin{aligned}
\min \{M \in \mathbb{R}: & \alpha_{k} \geq 0, F_{k} \succeq 0 \\
& \sum_{k=0}^{d} \alpha_{k}+F(1,1,1) \leq M-1, \\
& \sum_{k=0}^{d} \alpha_{k} P_{k}^{n}(u)+3 F(u, u, 1) \leq-1 \text { for all } u \in[-1, \cos \theta], \\
& F(u, v, t) \leq 0 \text { for all }(u, v, t) \in \Delta\}
\end{aligned}
$$

where

$$
F(u, v, t)=\sum_{k=0}^{d}\left\langle F_{k}, S_{k}^{n}(u, v, t)\right\rangle .
$$

## 3-point bound for spherical codes (Bachoc-Vallentin 2008)

Then for every $d \geq 0$, the size of a $\theta$-spherical code is at most

$$
\begin{aligned}
\min \{M \in \mathbb{R}: & \alpha_{k} \geq 0, F_{k} \succeq 0 \\
& \sum_{k=0}^{d} \alpha_{k}+F(1,1,1) \leq M-1, \\
& \sum_{k=0}^{d} \alpha_{k} P_{k}^{n}(u)+3 F(u, u, 1) \leq-1 \text { for all } u \in[-1, \cos \theta] \\
& F(u, v, t) \leq 0 \text { for all }(u, v, t) \in \Delta\}
\end{aligned}
$$

where

$$
F(u, v, t)=\sum_{k=0}^{d}\left\langle F_{k}, S_{k}^{n}(u, v, t)\right\rangle .
$$

This leads to semidefinite upper bounds using sums of squares.

## Why exact bounds?

Assume we know a configuration $C$ with $|C|=N$.

## Why exact bounds?

Assume we know a configuration $C$ with $|C|=N$.

- Any upper bound $<N+1$ is enough to prove that $C$ is optimal.


## Why exact bounds?

Assume we know a configuration $C$ with $|C|=N$.

- Any upper bound $<N+1$ is enough to prove that $C$ is optimal.
- Even if we do not solve the SDP exactly, if the numerical output of the solver is very close to $N$, it is not hard to prove a rigorous upper bound of the form $N+\varepsilon$.


## Why exact bounds?

Assume we know a configuration $C$ with $|C|=N$.

- Any upper bound $<N+1$ is enough to prove that $C$ is optimal.
- Even if we do not solve the SDP exactly, if the numerical output of the solver is very close to $N$, it is not hard to prove a rigorous upper bound of the form $N+\varepsilon$.

So why do we want an exact sharp bound?

## Why exact bounds?

Assume we know a configuration $C$ with $|C|=N$.

- Any upper bound $<N+1$ is enough to prove that $C$ is optimal.
- Even if we do not solve the SDP exactly, if the numerical output of the solver is very close to $N$, it is not hard to prove a rigorous upper bound of the form $N+\varepsilon$.

So why do we want an exact sharp bound?

- Optimization: When does a bound give the independence number?


## Why exact bounds?

Assume we know a configuration $C$ with $|C|=N$.

- Any upper bound $<N+1$ is enough to prove that $C$ is optimal.
- Even if we do not solve the SDP exactly, if the numerical output of the solver is very close to $N$, it is not hard to prove a rigorous upper bound of the form $N+\varepsilon$.

So why do we want an exact sharp bound?

- Optimization: When does a bound give the independence number?
- Geometry: Sharp bounds provide additional information on optimal configurations, leading to uniqueness proofs.


## Recap

- For spherical codes, including kissing number:
- 2-point bound $\rightarrow$ linear programming bound
- 3-point bound $\rightarrow$ semidefinite programming bound


## Recap

- For spherical codes, including kissing number:
- 2-point bound $\rightarrow$ linear programming bound
- 3-point bound $\rightarrow$ semidefinite programming bound
- For spherical codes in spherical caps, like hemisphere:
- Delsarte bound does not apply anymore due to the lack of symmetry.
- The 3-point bound can be adapted to a 2-point semidefinite programming bound (Bachoc-Vallentin 2009).


## Results

Many examples of exact sharp LP bounds ...

## Results

Many examples of exact sharp LP bounds ...
But very few cases in which SDP bound is proven to be sharp while LP is not:

## Results

Many examples of exact sharp LP bounds ...
But very few cases in which SDP bound is proven to be sharp while LP is not:

- The Petersen code is the unique optimal $1 / 6$-code in dimension 4 (Bachoc-Vallentin 2009, Dostert-de Laat-M 2020).


## Results

Many examples of exact sharp LP bounds ...
But very few cases in which SDP bound is proven to be sharp while LP is not:

- The Petersen code is the unique optimal $1 / 6$-code in dimension 4 (Bachoc-Vallentin 2009, Dostert-de Laat-M 2020).
- Numerically sharp for the square antiprism (Bachoc-Vallentin 2009) $\rightarrow$ Rigorous proof (Dostert-de Laat-M 2020)


## Results

Many examples of exact sharp LP bounds ...
But very few cases in which SDP bound is proven to be sharp while LP is not:

- The Petersen code is the unique optimal $1 / 6$-code in dimension 4 (Bachoc-Vallentin 2009, Dostert-de Laat-M 2020).
- Numerically sharp for the square antiprism (Bachoc-Vallentin 2009) $\rightarrow$ Rigorous proof (Dostert-de Laat-M 2020)
- $E_{8}$ gives an optimal configuration on the hemisphere in dimension 8 (Bachoc-Vallentin 2009)
$\rightarrow$ Uniqueness (Dostert-de Laat-M 2020)

Solving an SDP: Rage against the machine precision

## Solving an SDP: Rage against the machine precision

A semidefinite program:

$$
\inf \{\underbrace{c^{t} x}_{\text {objective }}: \underbrace{A x=b}_{\text {linear constraints }}, \underbrace{\mathcal{B}_{i}(x) \succeq 0}_{\text {PSD constraints }}\}
$$

with $x$ the vector of unknowns, and $\mathcal{B}_{i}(x)$ the blocks of $x$.

## Solving an SDP: Rage against the machine precision

A semidefinite program:

$$
\inf \{\underbrace{c^{t} x}_{\text {objective }}: \underbrace{A x=b}_{\text {linear constraints }}, \underbrace{\mathcal{B}_{i}(x) \succeq 0}_{\text {PSD constraints }}\}
$$

with $x$ the vector of unknowns, and $\mathcal{B}_{i}(x)$ the blocks of $x$.

- Solving an SDP exactly is sometimes possible (Henrion-Naldi-Safey EI Din 2018).


## Solving an SDP: Rage against the machine precision

A semidefinite program:

$$
\inf \{\underbrace{c^{t} x}_{\text {objective }}: \underbrace{A x=b}_{\text {linear constraints }}, \underbrace{\mathcal{B}_{i}(x) \succeq 0}_{\text {PSD constraints }}\}
$$

with $x$ the vector of unknowns, and $\mathcal{B}_{i}(x)$ the blocks of $x$.

- Solving an SDP exactly is sometimes possible (Henrion-Naldi-Safey EI Din 2018).
- For larger problems, SDP solvers provide approximate solutions in floating point in polynomial time.


## Solving an SDP: Rage against the machine precision

A semidefinite program:

$$
\inf \{\underbrace{c^{t} x}_{\text {objective }}: \underbrace{A x=b}_{\text {linear constraints }}, \underbrace{\mathcal{B}_{i}(x) \succeq 0}_{\text {PSD constraints }}\}
$$

with $x$ the vector of unknowns, and $\mathcal{B}_{i}(x)$ the blocks of $x$.

- Solving an SDP exactly is sometimes possible (Henrion-Naldi-Safey El Din 2018).
- For larger problems, SDP solvers provide approximate solutions in floating point in polynomial time.

How can we turn an approximate solution into an exact one?

## Solving an SDP: Rage against the machine precision

A semidefinite program:

$$
\inf \{\underbrace{c^{t} x}_{\text {objective }}: \underbrace{A x=b}_{\text {linear constraints }}, \underbrace{\mathcal{B}_{i}(x) \succeq 0}_{\text {PSD constraints }}\}
$$

with $x$ the vector of unknowns, and $\mathcal{B}_{i}(x)$ the blocks of $x$.

- Solving an SDP exactly is sometimes possible (Henrion-Naldi-Safey EI Din 2018).
- For larger problems, SDP solvers provide approximate solutions in floating point in polynomial time.

How can we turn an approximate solution into an exact one?

- Even if the SDP is defined over $\mathbb{Q}$, optimal solutions can require high algebraic degree (Nie-Ranestad-Sturmfels 2008).


## Solving an SDP: Rage against the machine precision

A semidefinite program:

$$
\inf \{\underbrace{c^{t} x}_{\text {objective }}: \underbrace{A x=b}_{\text {linear constraints }}, \underbrace{\mathcal{B}_{i}(x) \succeq 0}_{\text {PSD constraints }}\}
$$

with $x$ the vector of unknowns, and $\mathcal{B}_{i}(x)$ the blocks of $x$.

- Solving an SDP exactly is sometimes possible (Henrion-Naldi-Safey EI Din 2018).
- For larger problems, SDP solvers provide approximate solutions in floating point in polynomial time.

How can we turn an approximate solution into an exact one?

- Even if the SDP is defined over $\mathbb{Q}$, optimal solutions can require high algebraic degree (Nie-Ranestad-Sturmfels 2008).
- Our context: The problems provide a candidate field to round over, either $\mathbb{Q}$ or $\mathbb{Q}(\sqrt{d})$.


## Rounding over $\mathbb{Q}$ : the affine conditions

Solve the SDP numerically in high precision (SDPA-GMP),
$\rightarrow$ get an approximate solution $x^{*}$ :

## Rounding over $\mathbb{Q}$ : the affine conditions

Solve the SDP numerically in high precision (SDPA-GMP),
$\rightarrow$ get an approximate solution $x^{*}$ :

- $A x^{*} \approx b$


## Rounding over $\mathbb{Q}$ : the affine conditions

Solve the SDP numerically in high precision (SDPA-GMP),
$\rightarrow$ get an approximate solution $x^{*}$ :

- $A x^{*} \approx b$
- The blocks $\mathcal{B}_{i}\left(x^{*}\right)$ might have negative near zero eigenvalues.


## Rounding over $\mathbb{Q}$ : the affine conditions

Solve the SDP numerically in high precision (SDPA-GMP),
$\rightarrow$ get an approximate solution $x^{*}$ :

- $A x^{*} \approx b$
- The blocks $\mathcal{B}_{i}\left(x^{*}\right)$ might have negative near zero eigenvalues.

We want to find a solution $x$ close to $x^{*}$ and such that

$$
A x=b
$$

## Rounding over $\mathbb{Q}$ : the affine conditions

Solve the SDP numerically in high precision (SDPA-GMP),
$\rightarrow$ get an approximate solution $x^{*}$ :

- $A x^{*} \approx b$
- The blocks $\mathcal{B}_{i}\left(x^{*}\right)$ might have negative near zero eigenvalues.

We want to find a solution $x$ close to $x^{*}$ and such that

$$
A x=b
$$

- Put the system into reduced row echelon form in rational arithmetic,


## Rounding over $\mathbb{Q}$ : the affine conditions

Solve the SDP numerically in high precision (SDPA-GMP),
$\rightarrow$ get an approximate solution $x^{*}$ :

- $A x^{*} \approx b$
- The blocks $\mathcal{B}_{i}\left(x^{*}\right)$ might have negative near zero eigenvalues.

We want to find a solution $x$ close to $x^{*}$ and such that

$$
A x=b
$$

- Put the system into reduced row echelon form in rational arithmetic,
- Solve the system by backsubstitution. For every free variable, take a value close to the corresponding value in $x^{*}$.


## Rounding over $\mathbb{Q}$ : the affine conditions

Solve the SDP numerically in high precision (SDPA-GMP),
$\rightarrow$ get an approximate solution $x^{*}$ :

- $A x^{*} \approx b$
- The blocks $\mathcal{B}_{i}\left(x^{*}\right)$ might have negative near zero eigenvalues.

We want to find a solution $x$ close to $x^{*}$ and such that

$$
A x=b
$$

- Put the system into reduced row echelon form in rational arithmetic,
- Solve the system by backsubstitution. For every free variable, take a value close to the corresponding value in $x^{*}$.

The linear system is then satisfied... But what about the PSD conditions?

## Rounding over $\mathbb{Q}$ : the PSD conditions

- If all the eigenvalues of $\mathcal{B}_{i}\left(x^{*}\right)$ are far away from zero, $\mathcal{B}_{i}(x)$ will be positive definite.


## Rounding over $\mathbb{Q}$ : the PSD conditions

- If all the eigenvalues of $\mathcal{B}_{i}\left(x^{*}\right)$ are far away from zero, $\mathcal{B}_{i}(x)$ will be positive definite.

- If the dimension of the affine space is larger than that of the feasible set, we are in trouble. How to deal with near zero eigenvalues?


## Rounding over $\mathbb{Q}$ : the PSD conditions

- If all the eigenvalues of $\mathcal{B}_{i}\left(x^{*}\right)$ are far away from zero, $\mathcal{B}_{i}(x)$ will be positive definite.

- If the dimension of the affine space is larger than that of the feasible set, we are in trouble. How to deal with near zero eigenvalues?
- Sometimes, zero eigenvalues can be forced by some additional affine constraints coming from an optimal configuration.
This is sometimes enough... (Cohn-Woo 2012).


## Rounding over $\mathbb{Q}$ : the PSD conditions

- If all the eigenvalues of $\mathcal{B}_{i}\left(x^{*}\right)$ are far away from zero, $\mathcal{B}_{i}(x)$ will be positive definite.

- If the dimension of the affine space is larger than that of the feasible set, we are in trouble. How to deal with near zero eigenvalues?
- Sometimes, zero eigenvalues can be forced by some additional affine constraints coming from an optimal configuration. This is sometimes enough... (Cohn-Woo 2012).
- Sometimes not. By undertsanding the kernels, we can force all these constraints!


## Rounding over $\mathbb{Q}$ : the complete procedure

1. Compute an approximate solution $x^{*}$.

## Rounding over $\mathbb{Q}$ : the complete procedure

1. Compute an approximate solution $x^{*}$.
2. Compute the kernels of the $\mathcal{B}_{i}\left(x^{*}\right)$ 's and detect the expected kernels of the $\mathcal{B}_{i}(x)$ 's using LLL.

## Rounding over $\mathbb{Q}$ : the complete procedure

1. Compute an approximate solution $x^{*}$.
2. Compute the kernels of the $\mathcal{B}_{i}\left(x^{*}\right)$ 's and detect the expected kernels of the $\mathcal{B}_{i}(x)$ 's using LLL.
3. Include the new linear constraints in the linear system $A x=b$.

## Rounding over $\mathbb{Q}$ : the complete procedure

1. Compute an approximate solution $x^{*}$.
2. Compute the kernels of the $\mathcal{B}_{i}\left(x^{*}\right)$ 's and detect the expected kernels of the $\mathcal{B}_{i}(x)$ 's using LLL.
3. Include the new linear constraints in the linear system $A x=b$.
4. Row reduce the linear system.

## Rounding over $\mathbb{Q}$ : the complete procedure

1. Compute an approximate solution $x^{*}$.
2. Compute the kernels of the $\mathcal{B}_{i}\left(x^{*}\right)$ 's and detect the expected kernels of the $\mathcal{B}_{i}(x)$ 's using LLL.
3. Include the new linear constraints in the linear system $A x=b$.
4. Row reduce the linear system.
5. Solve it with backsubstitution using $x^{*}$.

## Rounding over $\mathbb{Q}$ : the complete procedure

1. Compute an approximate solution $x^{*}$.
2. Compute the kernels of the $\mathcal{B}_{i}\left(x^{*}\right)$ 's and detect the expected kernels of the $\mathcal{B}_{i}(x)$ 's using LLL.
3. Include the new linear constraints in the linear system $A x=b$.
4. Row reduce the linear system.
5. Solve it with backsubstitution using $x^{*}$.
6. Check that the blocks of the rounded solution are indeed PSD.

## Rounding over $\mathbb{Q}$ : the complete procedure

1. Compute an approximate solution $x^{*}$.
2. Compute the kernels of the $\mathcal{B}_{i}\left(x^{*}\right)$ 's and detect the expected kernels of the $\mathcal{B}_{i}(x)$ 's using LLL.
3. Include the new linear constraints in the linear system $A x=b$.
4. Row reduce the linear system.
5. Solve it with backsubstitution using $x^{*}$.
6. Check that the blocks of the rounded solution are indeed PSD.

## Thank you!

