

Exact semidefinite programming bounds for packing problems

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Joint work with M. Dostert (EPFL) and D. de Laat (TU Delft).

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Usually semidefinite programming provides approximate numerical bounds.

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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?

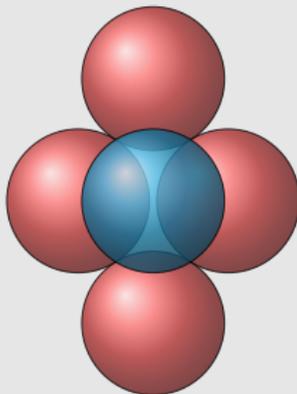
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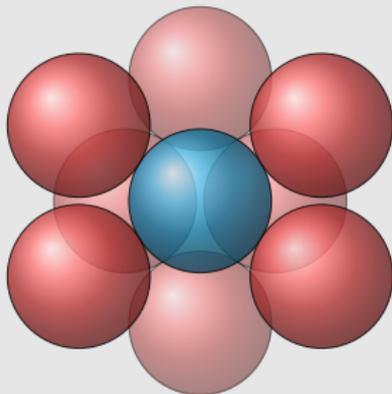
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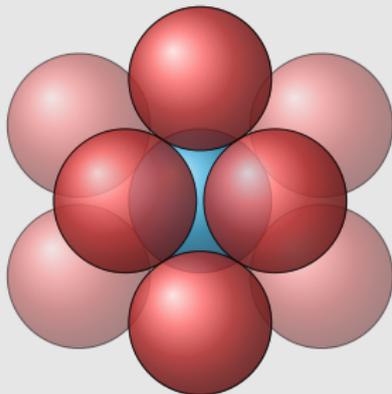
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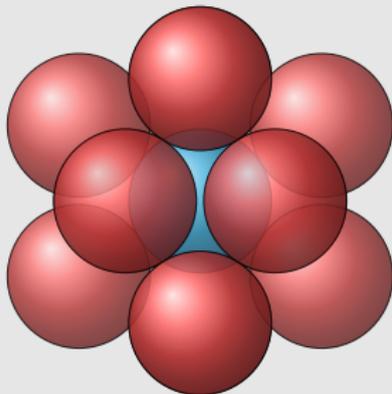
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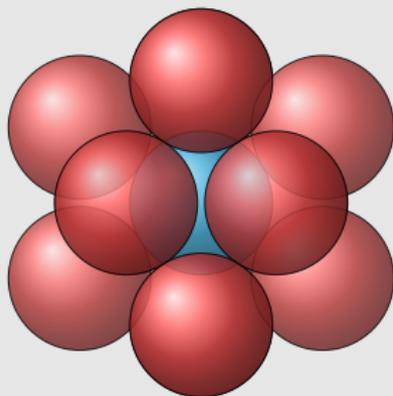
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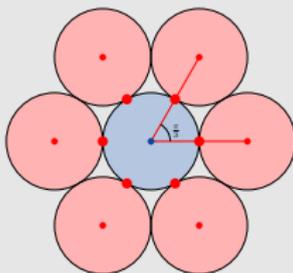
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Known for $n \in \{1, 2, 3, 4, 8, 24\}$.

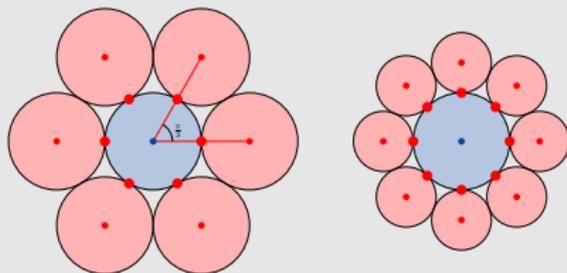
Formulation and generalizations



Kissing number:

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

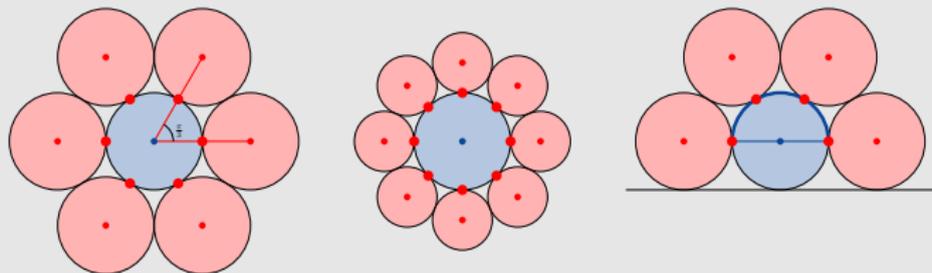
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Spherical codes:

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

Formulation and generalizations



Kissing number of the hemisphere:

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

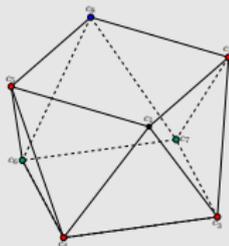
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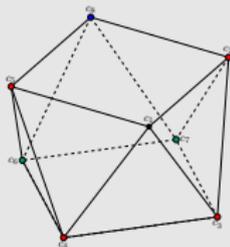
- The **square antiprism**, the **unique optimal** θ -spherical code in dimension 3 with $\cos \theta = (2\sqrt{2} - 1)/7$ (Schütte-van der Waerden 1951, Danzer 1986).



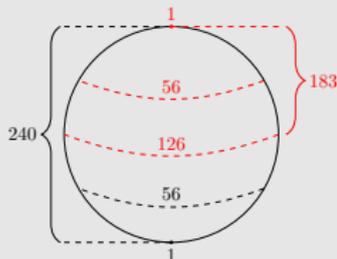
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- The **square antiprism**, the **unique optimal** θ -spherical code in dimension 3 with $\cos \theta = (2\sqrt{2} - 1)/7$ (Schütte-van der Waerden 1951, Danzer 1986).



- For the **Hemisphere** in dimension 8: the **E_8 lattice** provides an **optimal** configuration (Bachoc-Vallentin, 2008). What about uniqueness?



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

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- **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)

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- Up to **symmetry**, a **couple** x, y of points in a θ -spherical code is uniquely determined by

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- The normalized **Gegenbauer polynomials** $P_k^n(u)$ (with $P_k^n(1) = 1$), satisfying:

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

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Assume we have a polynomial f such that

- there exists coefficients $\alpha_0, \dots, \alpha_d \geq 0$ such that

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So

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

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

$$\begin{aligned} \min\{M \in \mathbb{R} : \alpha_0, \dots, \alpha_d \geq 0, \\ f(1) \leq M - 1, \\ f(u) \leq -1 \text{ for all } u \in [-1, \cos \theta]\} \end{aligned}$$

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This is a linear programming bound.

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

with (u, v, t) in

$$\begin{cases} \{(1, 1, 1)\} & x = y = z \\ \Delta_0 = \{(u, u, 1) : u \in [-1, \cos \theta]\} & x \neq y = z \\ \Delta & x, y, z \text{ distinct} \end{cases}$$

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

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- **Matrix polynomials** $S_k^n(u, v, t)$ satisfying:

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

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

$$\min\{M \in \mathbb{R} : \alpha_k \geq 0, F_k \succeq 0\}$$

$$\sum_{k=0}^d \alpha_k + F(1, 1, 1) \leq M - 1,$$

$$\sum_{k=0}^d \alpha_k P_k^n(u) + 3F(u, u, 1) \leq -1 \text{ for all } u \in [-1, \cos \theta],$$

$$F(u, v, t) \leq 0 \text{ for all } (u, v, t) \in \Delta\}$$

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$$F(u, v, t) = \sum_{k=0}^d \langle F_k, S_k^n(u, v, t) \rangle.$$

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This leads to semidefinite upper bounds using sums of squares.

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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**.

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Now if C is an optimal configuration,

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$$\Rightarrow \text{for all } x, y \in C, x \cdot y \in \{0, \pm 1/2, \pm 1\} \Rightarrow C = C_0$$

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 - 3-point bound → semidefinite programming bound

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- For spherical codes in spherical caps:
 - 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).

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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).

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→ **Uniqueness** (Dostert-de Laat-M 2020)

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- **Our context**: The problems provide a candidate field to round over, either \mathbb{Q} or $\mathbb{Q}(\sqrt{d})$.

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

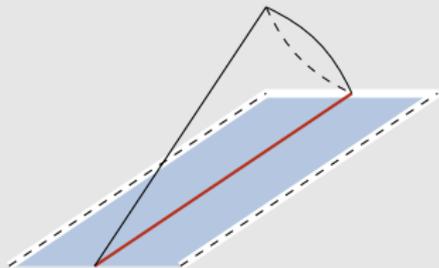
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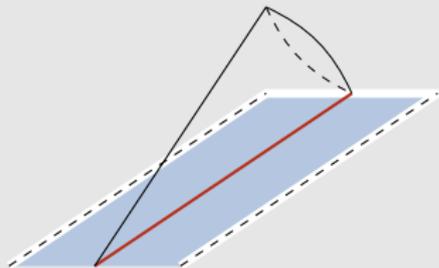
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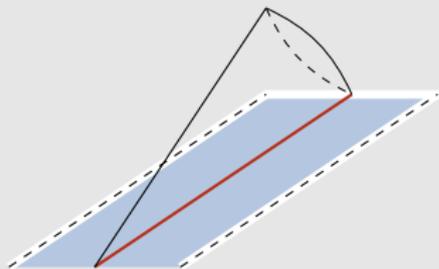
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- Then $\mathcal{B}_i(x)v = 0$ provides new linear constraints on x !

Rounding over \mathbb{Q} : detecting kernel vectors (general case)

This is not enough in general. How to extract a **nice** basis from the numerical values?

$$\ker(\mathcal{B}_i(x^*)) \approx \left\langle \begin{pmatrix} 0.19550004741012542 \\ -0.10616756374846323 \\ -0.25700180101766007 \\ -0.33241916014721035 \end{pmatrix}, \begin{pmatrix} -0.8676883652023846 \\ -0.4321427618192919 \\ -0.2143699892153049 \\ -0.1054836185183479 \end{pmatrix} \right\rangle$$

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Key idea: use the LLL algorithm to detect an integer linear equation almost satisfied by the kernel vectors...

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$$\{-u_1 + 3u_2 - 2u_3 = 0\}$$

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...and another one...

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With enough equations, we can compute the **expected kernel basis**.

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- Use this information and a bit of geometry to prove that the candidate optimal configuration is **unique!**

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- What about other applications?

Thank you!



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- We also expect a solution over $\mathbb{Q}(\sqrt{d})$, so write

$$x = x_1 + \sqrt{d}x_2$$

and work over \mathbb{Q} :

$$\begin{pmatrix} A_1 & dA_2 \\ A_2 & A_1 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = \begin{pmatrix} b_1 \\ b_2 \end{pmatrix}$$

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- To do so, solve (in floating point) the linear system:

$$\begin{pmatrix} A_1 & dA_2 \\ A_2 & A_1 \end{pmatrix} \begin{pmatrix} y \\ \frac{1}{\sqrt{d}}(x^* - y) \end{pmatrix} \approx \begin{pmatrix} b_1 \\ b_2 \end{pmatrix}.$$

Encore: extension to quadratic fields (kernel detection)

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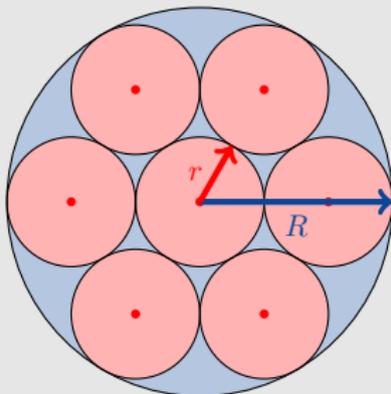
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$$\begin{pmatrix} u_1^1 \\ \vdots \\ u_1^1 \\ \sqrt{d}u_1^1 \\ \vdots \\ \sqrt{d}u_1^1 \end{pmatrix}, \dots, \begin{pmatrix} u_1^r \\ \vdots \\ u_1^r \\ \sqrt{d}u_1^r \\ \vdots \\ \sqrt{d}u_1^r \end{pmatrix} \begin{matrix} \lambda_1 \\ \vdots \\ \lambda_l \\ \mu_1 \\ \vdots \\ \mu_l^r \end{matrix} \rightarrow \sum_{i=1}^l (\lambda_i + \sqrt{d}\mu_i)u_i = 0$$

- Compute the expected kernel over \mathbb{Q} and add the corresponding constraints on x_1 and x_2 .

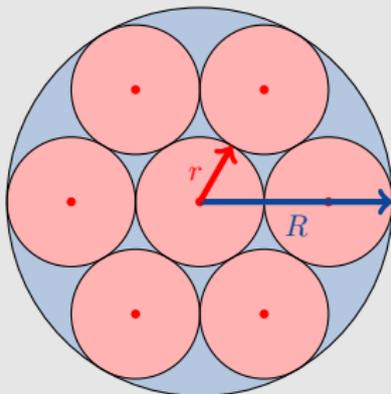
Bonus 2: packing spheres in spheres (formulation)

How many spheres of radius r can be packed into a sphere of radius R ?



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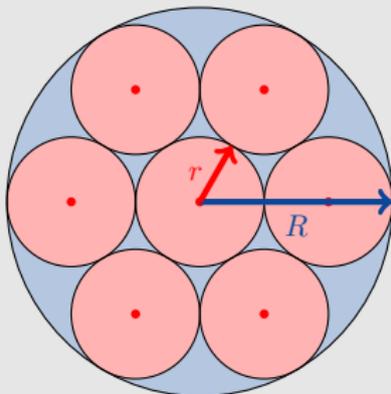
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Again, we can turn the 3-point bound into a 2-point bound with

$$u = \|x\|, \quad v = \|y\|, \quad t = x \cdot y.$$

Bonus 2: packing spheres into spheres (results)

The Lovász ϑ -number gives a sharp bound on the largest number M of n -dimensional unit spheres that can be packed into a sphere of radius R , for

- (i) $n \geq 2$ with $R = 2$ and $M = 2$;
- (ii) $n \geq 2$ with $R = 2/\sqrt{3} + 1$ and $M = 3$;
- (iii) $n \geq 2$ with $R = \sqrt{2n/(n+1)} + 1$ and $M = n + 1$;
- (iv) $n \geq 2$ with $R = \sqrt{2} + 1$ and $M = 2n$;
- (v) $n = 2$ with $R = 1 + \sqrt{2(1 + 1/\sqrt{5})}$ and $M = 5$;
- (vi) $n = 2$ with $R = 3$ and $M = 7$.