Forward–partial inverse–forward method for solving monotone inclusions: application to land use planning <sup>1</sup>

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IVIOUVa	ation	Characterizatio	'n	Algorithm and convergence	Applications
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	Problem	n ( <i>P</i> )			
		Find $x \in \mathcal{H}$	such that	$0\in Ax+Bx+N_Vx.$	

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• *H* is a real Hilbert space,

 $\bullet~A\colon \mathcal{H}\to 2^{\mathcal{H}}$  is maximally monotone, i.e., it is monotone:

$$(\forall u \in Ax)(\forall v \in Ay) \quad \langle u - v \mid x - y \rangle \ge 0$$

and its graph is maximal among graphs of monotone op.

- $B: \mathcal{H} \to \mathcal{H}$  is monotone and  $\chi$ -lipschitzian.
- V is a closed vectorial subspace of H (N<sub>V</sub> = V<sup>⊥</sup> is the normal cone to V).

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- V is a closed vectorial subspace of H (N<sub>V</sub> = V<sup>⊥</sup> is the normal cone to V).
- We suppose that the set of solutions to (*P*) is  $Z \neq \emptyset$ .

# Examples

 If A = ∂f and B = ∇g, where f and g are convex functions, the problem (P) reduces to (+ qualification conditions)

 $\underset{x \in V}{\text{minimize}} \ f(x) + g(x).$ 



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$$\underset{x \in V}{\text{minimize}} f(x) + g(x).$$

• If  $\mathcal{H} = H^n$ , where H is a real Hilbert space,  $A = A_1 \times \cdots \times A_n$ , where  $A_i \colon H \to 2^H$  is maximally monotone,  $B \colon (x_i)_{1 \le i \le n} \mapsto (Bx_i)_{1 \le i \le n}$ , where B is single-valued, monotone, and lipschitzian, and  $V = \{x \in \mathcal{H} \mid x_1 = \cdots = x_n\}$ , the problem (P) becomes

find 
$$x \in \mathcal{H}$$
 such that  $0 \in \sum_{i=1}^{n} A_i x + B x$ .

(P) Find  $x \in \mathcal{H}$  such that  $0 \in Ax + Bx + N_V x$ .

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(P) Find  $x \in \mathcal{H}$  such that  $0 \in Ax + Bx + N_V x$ .

If  $B \equiv 0$ , (P) becomes

find  $x \in V$  and  $y \in V^{\perp}$  such that  $y \in Ax$ 

Partial inverse of A with respect to V

$$egin{aligned} & A_V\colon \mathcal{H} o 2^{\mathcal{H}} \ v \in A_V u \ \Leftrightarrow \ P_V v + P_{V^\perp} u \in \mathcal{A}(P_V u + P_{V^\perp} v) \ & A_{\mathcal{H}} = A \ ext{and} \ A_{\{0\}} = A^{-1} \end{aligned}$$

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Problem of partial inverse

find  $x \in V$  and  $y \in V^{\perp}$  such that  $0 \in A_V(x + y)$ .

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**Method:** Proximal point algorithm (Martinet (1970), Rockafellar (1976))  $x_{n+1} = J_{\gamma_n A_V} x_n = (\text{Id} + \gamma_n A_V)^{-1} x_n, \gamma_n > 0$ 



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Partial inverse method (Spingarn, 1983)

Let  $x_0 \in V$  and  $y_0 \in V^{\perp}$ . For every  $n \in \mathbb{N}$ ,

Step 1. Find 
$$(p_n, q_n) \in \mathcal{H}^2$$
 such that  $x_n + y_n = p_n + q_n$   
and  $\frac{P_V q_n}{\gamma_n} + P_{V^{\perp}} q_n \in A\left(P_V p_n + \frac{P_{V^{\perp}} p_n}{\gamma_n}\right)$ .  
Step 2. Set  $x_{n+1} = P_V p_n$  and  $y_{n+1} = P_{V^{\perp}} q_n$ . Back to step 1.

We have  $x_n \rightarrow x$  solution to partial inverse problem.

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If 
$$\gamma_n \equiv 1$$
, 
$$\begin{cases} x_{n+1} = P_V J_A(x_n + y_n) \\ y_{n+1} = P_{V^\perp}(x_n + y_n - J_A(x_n + y_n)). \end{cases}$$

### (P) Find $x \in \mathcal{H}$ such that $0 \in Ax + Bx + N_V x$ .

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Method: Forward-backward-forward (Tseng (2000)):

$$(\forall n \in \mathbb{N}) \quad \begin{cases} \gamma_n \in \left] 0, \chi^{-1} \right[ \\ y_n = z_n - \gamma_n B z_n \\ p_n = J_{\gamma_n A} y_n \\ q_n = p_n - \gamma_n B p_n \\ z_{n+1} = z_n - y_n + q_n. \end{cases}$$

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We obtain that  $(x_n)_{n \in \mathbb{N}}$  converges weakly to a solution to (P2).

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### General case

Existing methods do not exploit the whole structure of the problem:

- Combettes (2009) and B-A & Combettes (2011) propose an algorithm that converges weakly to a solution to (*P*). However, it is necessary to compute  $(Id + B)^{-1}$ .
- Combettes and Pesquet (2012) exploit the single-valued property of *B*. However, the algorithm does not take into advantage the normal cone structure and the use of product space techniques generates several additional auxiliary variables to be updated at each iteration.

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### Objectives

- To propose a new convergent method for solving problem (P) that take into advantage of all the structure of the problem.
- To generalize the previous methods: partial inverse and forward-backward-forward.
- Applications: monotone inclusions involving partial sums and land use planning and Generalized Nash equilibrium problems.







Algorithm and convergence



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### Characterization

### (*P*) Find $x \in \mathcal{H}$ such that $0 \in Ax + Bx + N_V x$ .

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### Characterization

(P) Find  $x \in \mathcal{H}$  such that  $0 \in Ax + Bx + N_V x$ .

#### Equivalence

x is a solution to Problem (P) if and only if

$$x \in V$$
 and  $(\exists y \in V^{\perp})$  such that  
 $0 \in (\lambda A)_V(\underbrace{x + \lambda(y - P_{V^{\perp}}Bx)}_{z}) + \lambda P_V BP_V(\underbrace{x + \lambda(y - P_{V^{\perp}}Bx)}_{z}),$ 

where  $\lambda \in ]0, +\infty[$ .

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where  $\lambda \in ]0, +\infty[$ . Note that:

- ()  $(\lambda A)_V$  is maximally monotone.
- 2  $\lambda P_V BP_V$  is  $\lambda \chi$ -lipschitzien and monotone.

$$Z = P_V((\lambda A)_V + \lambda P_V B P_V)^{-1}(0).$$

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### Main result

Let  $\lambda \in ]0, +\infty[$ , let  $(\gamma_n)_{n \in \mathbb{N}}$  be une sequence in  $]0, (\lambda \chi)^{-1}[$ , let  $x_0 \in V$  and let  $y_0 \in V^{\perp}$ . For every  $n \in \mathbb{N}$ ,

Step 1. Find  $(p_n, q_n)$  such that  $x_n - \gamma_n \lambda P_V B x_n + \lambda y_n = p_n + \lambda q_n$ and  $\frac{P_V q_n}{\gamma_n} + P_{V^{\perp}} q_n \in A \left( P_V p_n + \frac{P_{V^{\perp}} p_n}{\gamma_n} \right)$ . Step 2. Let  $x_{n+1} = P_V p_n + \gamma_n \lambda P_V (B x_n - B P_V p_n)$ and  $y_{n+1} = P_{V^{\perp}} q_n$ . Back to Step 1.

### Main result

Let  $\lambda \in ]0, +\infty[$ , let  $(\gamma_n)_{n \in \mathbb{N}}$  be une sequence in  $]0, (\lambda \chi)^{-1}[$ , let  $x_0 \in V$  and let  $y_0 \in V^{\perp}$ . For every  $n \in \mathbb{N}$ ,

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Then, the sequences  $(x_n)_{n \in \mathbb{N}}$  and  $(y_n)_{n \in \mathbb{N}}$  are in V and  $V^{\perp}$ , respectively, and for a solution  $\overline{x} \in Z$  and  $\overline{y} \in V^{\perp} \cap (A\overline{x} + P_V B\overline{x})$  we have:

1 
$$x_n \rightarrow \overline{x} \text{ and } y_n \rightarrow \overline{y}.$$
  
2  $x_{n+1} - x_n \rightarrow 0 \text{ and } y_{n+1} - y_n \rightarrow 0.$   
3  $P_V B x_n \rightarrow P_V B \overline{x}.$ 

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• If  $\lambda = 1$  and  $B \equiv 0$ , the proposed method becomes the partial inverse algorithm (Spingarn, 1983) that solves

find  $x \in V$  and  $y \in V^{\perp}$  such that  $y \in Ax$ .



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• Step 1 is not always easy to compute. If we set  $\gamma_n \equiv 1$  we obtain

Let 
$$\lambda \in ]0, \beta[, x_0 \in V, y_0 \in V^{\perp}]$$
.  
 $(\forall n \in \mathbb{N})$ 

$$\begin{cases}
s_n = x_n - \lambda P_V B x_n + \lambda y_n \\
p_n = J_{\lambda A} s_n \\
r_n = p_n - \lambda P_V B P_V p_n \\
q_n = (s_n - p_n)/\lambda \\
x_{n+1} = P_V (x_n - s_n + r_n) \\
y_{n+1} = P_{V^{\perp}} q_n.
\end{cases}$$

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\end{cases}$$

• If V = H we obtain the forward–backward–forward splitting (Tseng, 2000) with a constant step size.







Algorithm and convergence



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# Composite monotone inclusions involving partial sums

#### Definition

Let  $A: \mathcal{H} \to 2^{\mathcal{H}}$  and  $B: \mathcal{H} \to 2^{\mathcal{H}}$  be maximally monotone operators and let *V* be a closed vectorial subspace of  $\mathcal{H}$ . We define the partial sum of *A* and *B* with respect to *V* by

 $A \Box_V B = (A_V + B_V)_V.$ 

#### Note that

$$\bigcirc \ A \square_{\mathcal{H}} B = A + B$$

② 
$$A \square_{0}B = A \square B = (A^{-1} + B^{-1})^{-1}$$
 (parallel sum).

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Applications

# Monotone inclusion involving partial sums

#### Problem

Find 
$$x \in H$$
 such that  
 $z \in \mathcal{A}x + \mathcal{N}_{\mathcal{U}}x + \sum_{i=1}^{m} \left( \mathcal{L}_{i}^{*}(\mathcal{B}_{i} \Box_{\mathcal{V}_{i}^{\perp}} \mathcal{D}_{i})(\mathcal{L}_{i}x - r_{i}) + \mathcal{L}_{i}^{*}\mathcal{N}_{\mathcal{V}_{i}}(\mathcal{L}_{i}x - r_{i}) \right) + \mathcal{C}x$ 

## For every $i \in \{1, ..., m\}$ :

•  $\mathcal{U}$  and  $\mathcal{V}_i$  are closed vectorial subspaces of real Hilbert spaces *H* and *G<sub>i</sub>*, respectively.

2 
$$\mathcal{A}: H \to 2^H$$
 and  $\mathcal{B}_i: G_i \to 2^{G_i}$  are maximally monotone.

- ◎  $\mathcal{D}_i$ :  $G_i \to 2^{G_i}$  is monotone and  $(\mathcal{D}_i)_{\mathcal{V}_i^{\perp}}$  is  $\nu_i$ -lipschitzian.
- $C: H \rightarrow H$  is monotone and  $\mu$ -lipschitzian.
- **(**)  $\mathcal{L}_i: H \to G_i$  is linear and bounded.
- **o**  $z \in H$  and  $r_i \in G_i$ .

If  $\mathcal{U} = H$  and, for every  $i \in \{1, ..., m\}$ ,  $\mathcal{V}_i = G_i$  the problem reduces to

Find  $x \in H$  such that

$$z \in \mathcal{A}x + \sum_{i=1}^{m} \left( \mathcal{L}_{i}^{*}(\mathcal{B}_{i} \Box \mathcal{D}_{i})(\mathcal{L}_{i}x - r_{i}) + \mathcal{C}x, \right)$$

which is solved in Combettes-Pesquet (2012).

## Equivalent formulation

### KKT conditions yields

#### Primal-Dual inclusion



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# Equivalent formulation

KKT conditions yields

Primal-Dual inclusion

Find  $z \in \mathcal{H}$  s.t.  $0 \in Az + Bz + N_W z$ ,

where

- $\mathcal{H} = \mathcal{H} \times \mathcal{G}_1 \times \cdots \times \mathcal{G}_m$ .
- A:  $\mathcal{H} \to 2^{\mathcal{H}}$  is maximally monotone.
- $B: \mathcal{H} \to \mathcal{H}$  is monotone and lipschitzian.
- $W = U \times V_1 \times \cdots \times V_m$ .

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Our algorithm applied in this case gives a splitting convergent algorithm.

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# Land use planning: Notation

- C: finite set of types of households (or agents). For every *h* ∈ *C*, *H<sub>h</sub>* > 0 is the number of agents of type *h*.
- N: finite set of zones. For every *i* ∈ N, S<sub>i</sub> > 0 is the number of available houses in the zone *i*.
- *x<sub>hi</sub>*: % of agents of type *h* which will be localized in the zone *i* (variable to obtain).
- Constraints: for every  $i \in N$  and  $h \in C$ ,  $\sum_{h \in C} H_h x_{hi} \leq S_i$ and  $\sum_{i \in N} x_{hi} = 1$ .
- *z<sub>hi</sub>*: perceived utility of agents type *h* with respect to the zone *i*. It depends on the localization of the agents of all types (externality):

$$\mathbf{z}_{hi} = \gamma_{hi} + \sum_{\mathbf{g} \in \mathbf{C}} \alpha_{hg} \mathbf{x}_{gi}.$$

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### Land use planning: Notation

|C|-players game: we denote  $x^h = (x_{hi})_{i \in N}$  and  $x^{-h}$  as usual.

- <u>Strategy set:</u>  $\Delta = \left\{ x \in [0, +\infty[^{|N|} \mid \sum_{i \in N} x_i = 1] \right\}$
- Payoff agent type h:

$$\begin{aligned} F_h(x^h, x^{-h}) &= \sum_{i \in N} (x_{hi} z_{hi} - \mu x_{hi} (\ln(x_{hi}) - 1)) \\ &= \sum_{i \in N} (x_{hi} \gamma_{hi} - \mu x_{hi} (\ln(x_{hi}) - 1) + \alpha_{hh} x_{hi}^2) \\ &+ \sum_{i \in N} \sum_{g \neq h} \alpha_{hg} x_{hi} x_{gi} \end{aligned}$$

• Shared constraintes: For every  $i \in N$ ,  $X_i = \{x = (x^h)_{h \in C} \in [0, +\infty[^{|C|+|N|} | \sum_{h \in C} H_h x_{hi} \le S_i\}.$ Denote by  $X = \bigcap_{i \in N} X_i$ .

# Land use planning: Model

### Generalized Nash equilibrium (GNE)

Find  $x = (x^h)_{h \in C} \in \Delta^{|N|} \cap X$  such that

$$(\forall h \in C)(\forall y^h \in \Delta \cap X_{x^{-h}}) \quad F_h(x^h, x^{-h}) \geq F_h(y^h, x^{-h}).$$



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**Particular case:** If, for every *g*, *h*,  $\alpha_{hg} = 0$ , our game becomes the potential game:

$$\underset{x \in X \cap \Delta^{|N|}}{\text{maximize}} \quad \sum_{h \in C} \sum_{i \in N} (x_{hi} \gamma_{hi} - \mu x_{hi} (\ln(x_{hi}) - 1)),$$

which has been proposed by Wilson (1967) (see also Roy (2004)).

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## Land use planning: Model

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which has been proposed by Wilson (1967) (see also Roy (2004)).

Existing methods for solving (GNE) use lagrangian multipliers or penalty methods (see Facchinei-Fischer-Piccialli, 2009; Facchinei-Kansow, 2007; Pang-Fukushima, 2005, ...)

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#### Define

$$\Phi \colon \mathbb{R}^{|\mathcal{C}|+|\mathcal{N}|} \to \mathbb{R}^{|\mathcal{C}|+|\mathcal{N}|} \colon \mathbf{X} = (\mathbf{X}^h)_{h \in \mathcal{C}} \mapsto (-\nabla_{\mathbf{X}^h} \mathcal{F}_h(\mathbf{X}^h, \mathbf{X}^{-h}))_{h \in \mathcal{C}}.$$

Forward–partial inverse–forward method for solving monotone inclusions 23/25

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Define  $\Phi: \mathbb{R}^{|C|+|N|} \to \mathbb{R}^{|C|+|N|}: x = (x^h)_{h \in C} \mapsto (-\nabla_{x^h} F_h(x^h, x^{-h}))_{h \in C}.$ Since, for every  $h \in C$  and  $x^{-h}$ ,  $-F_h(\cdot, x^{-h})$  is convex, it is <u>enough</u> to solve:

 $\begin{array}{ll} \text{find} \quad x = (x^h)_{h \in C} \in X \cap \Delta^{|N|} \quad \text{such that} \\ (\forall y \in X \cap \Delta^{|N|}) \quad \langle \Phi(x) \mid y - x \rangle \geq 0, \end{array}$ 

or, equivalently, (qualification conditions hold)

Monotone inclusion

 $\text{find} \quad x\in X \quad \text{such that} \quad 0\in \Phi(x)+N_{\Delta^{|N|}}(x)+N_X(x).$ 

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Define  $\Phi: \mathbb{R}^{|C|+|N|} \to \mathbb{R}^{|C|+|N|}: x = (x^h)_{h \in C} \mapsto (-\nabla_{x^h} F_h(x^h, x^{-h}))_{h \in C}.$ Since, for every  $h \in C$  and  $x^{-h}$ ,  $-F_h(\cdot, x^{-h})$  is convex, it is <u>enough</u> to solve:

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or, equivalently, (qualification conditions hold)

Monotone inclusion

find  $x \in X$  such that  $0 \in \Phi(x) + N_{\Delta^{|N|}}(x) + N_X(x)$ .

**Remark:** All solution of the inclusion is NE, but not every NE is a solution of the inclusion. These special NE are called variational equilibria (see e.g. Facchinei-Kansow, 2007).

**Variable sustitution:** u = x - e, where e = (1, ..., 1)/|N|. Define  $V = \{x \in \mathbb{R}^{|C|+|N|} \mid (\forall h \in C) \sum_{i \in N} x_i^h = 0\}$ , which is a vectorial subspace of  $\mathbb{R}^{|C|+|N|}$ , and  $\widetilde{X} = X - e$ . Then our inclusion becomes

Modified inclusion

find  $u \in \widetilde{X}$  such that  $0 \in \Phi(u + e) + N_V u + N_{\widetilde{X}} u$ .

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find  $u \in \widetilde{X}$  such that  $0 \in \Phi(u + e) + N_V u + N_{\widetilde{X}} u$ .

Under suitable conditions on the constants  $(\alpha_{hg})_{h\in C,g\in C}$  we can guarantee that  $\Phi$  is monotone. Hence, we can apply the forward-PI-forward method for finding a solution of the land use planning problem.

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