

C++ Concepts for Ill-posed Inverse Problems

Or: How to do weird math stuff at compile time

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Complete code at <https://godbolt.org/z/EBuSA5>

What we'll be doing

Convert key ideas of **elsa**'s* design, which currently does a lot at runtime, to work at compile time

* You can find it at: <https://gitlab.lrz.de/IP/elsa>

What is an ill-posed Inverse Problem

- Arise when, we want to compute information about hidden data from outside
- Can represent image processing or tomographic reconstruction task
- Check out the book [Discrete Inverse Problems](#) by [Per Christian Hansen](#) (Math heavy!!)

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The concept Problem

- Models mathematical optimization problem
- Incorporates logic, so an algorithm can find a solution (called a Solver)

Currently [elsa](#) does all checks, if the Solver can actually handle the problem at run time.

A base concept for a problem

```
template<class P_>
concept Problem = requires(P_ p) {
    { p.dataTerm_ } -> Functional;
    requires requires (vector x) {
        { p.gradient(x) } -> convertible_to<vector>;
    };
};
```

How to read this:

If a type has a member `dataTerm_`, which fulfills the concept `Functional` and has a member function `gradient`, which takes a `vector` and returns something, which is convertible to a `vector`, it satisfies the concept `Problem`

Specialized Problems

For example, *Conjugate Gradient** requires a data term in quadric form

- Introduce concepts, which require the original Problem and impose further restrictions

* for the interested https://en.wikipedia.org/wiki/Conjugate_gradient_method

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Concepts for *Conjugate Gradient*

```
template<class P_>
concept QuadricProblem = Problem<P_> && requires(P_ p) {
    requires is_specialization<decltype(p.dataTerm_), quadric>;
};

template<class P_>
concept ConvertibleToQuadricProblem = Problem<P_> && requires(P_ p) {
    requires
        is_specialization<decltype(p.dataTerm_), l2_norm_pow2> &&
        requires { { p.toQuadric() } -> QuadricProblem; };
};
```

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A promising approach for **elsa***

Remove flat polymorphic hierarchies

Remove coupling between some components

Describing mathematical constraints at compile time

Personally, the approach of *requiring something* feels natural

* and maybe for your project?

I hope you enjoyed my talk!

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