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# Accelerating Quadratic Optimization with Reinforcement Learning

## ※ Supplemental Material ※

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## A Implementation

Training the scalar policy for OSQP [7] requires no modification of the OSQP source code. Instead, we disable the builtin `adaptive_rho` setting and set `max_iter` and `check_termination` to the interval to associate with the policy (e.g., 100). With these settings, the solver will run for the preset iteration count and either return “solved” or “iteration limit reached.” Upon reaching the iteration limit, the RL policy step applies the adaptation via an existing call. On the subsequent step, the internal state of the QP solver remains otherwise unchanged, thus this process mimics adapting the  $\rho$  in the inner loop of the solver.

Training the vector policy requires a minor modification of OSQP to support setting and getting the internal  $\rho$  vector. Otherwise, training the vector policy is the same as training the scalar policy.

Using and benchmarking the policy requires additional modification of the solver. We modify the code so that when the `adaptive_rho` setting is enabled, OSQP calls through the PyTorch C++ API [6] to pass the internal state through the learned policy network and then apply the adaptation internally.

We parallelize the training implementation to run multiple episodes concurrently, but otherwise follow close to the TD3 [2] algorithm for the scalar policy, and according to the one-policy [4] modifications described in the main text. When training reaches an update or epoch step, the implementation waits for concurrently running episodes to complete before updating the networks—this leads to imprecise step counts between training, but does not appear to otherwise effect training.

We plot the training curves on learning the benchmark problems in Fig. 1. In this figure we observe that the policy and critic loss lowers over training time, and correspondingly that the episode length (which is the negative reward), goes down as the learned policy improves.

## B Comparison and Ablation of Training and Policies

We compare multiple training runs with different seeds for different model architectures, and plot the results in Fig. 2. The *Vector 1* policy does not include residuals  $\xi_{\text{primal}}$  and  $\xi_{\text{dual}}$  in  $S$ , while *Vector 2* and *Vector 3* policies do. The *Vector 1* and *Vector 2* policies are networks with 3 hidden layers, while *Vector 3* has 2 hidden layers, all layers are 48 wide with ReLU activations. All policies were trained for a maximum of 50 epochs, with a replay buffer size of  $4 \times 10^8$ ,  $10^5$  initial steps, updates every 10000 steps, 5000 batch size, 20000 steps per epoch, 0.995 polyak, 1.0 noise, 2.5 noise clip, and policy updates every other critic update. For 3-layer networks, we set the learning rate to  $10^{-5}$  for both policy and critic networks, and for the 2-layer network, we set the learning rate to  $10^{-6}$ . We selected the epoch with the lowest average loss, though better performance may be possible with a

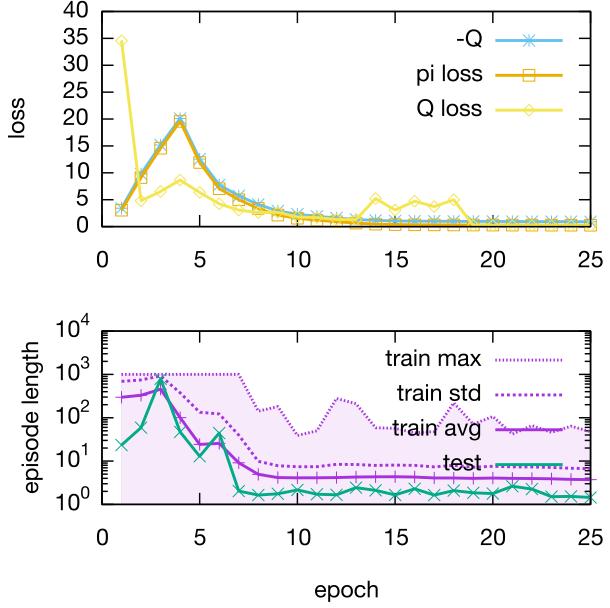


Figure 1: **Reinforcement learning training curves.** In these plots, we show the training curves over a training run. The top graph shows the policy (pi) and critic (Q) loss, along with the negated average critic (-Q) value. The bottom graph shows the training episode length maximum (train max), average length + standard deviation (train std), and average length (train avg), and the test episode average. The top graph converges to smaller loss indicating that the policy and critic are improving. The bottom graph shows that average and maximum episode length lowers as training continues.

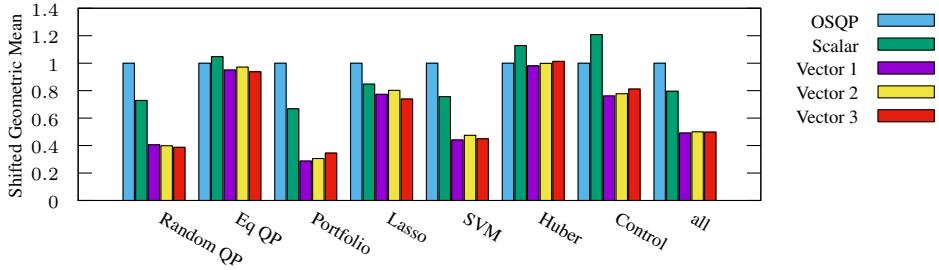


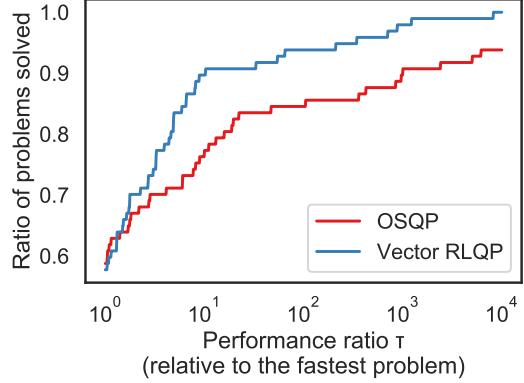
Figure 2: Comparison of the geometric mean of solve times for policies from different training runs. Here we normalize to the geometric mean of OSQP at 1.0. See text for description of the policies and how they were trained.

policy from a different epoch. We observe minor variation in the 3 trained policies, but not sufficient to categorically state which one is the best.

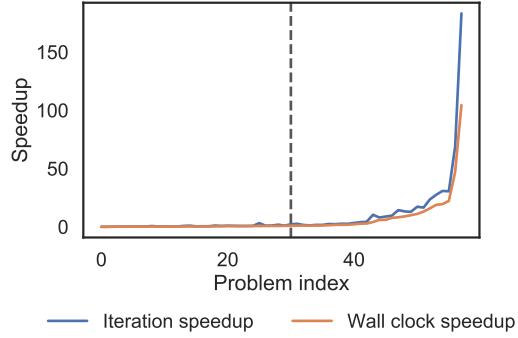
## C Netlib Linear Programming Results

In order to measure how well the vector RL policy for OSQP generalizes to unseen inputs, we evaluate the policy on the 98 Netlib LP test problems [3]. These problems are a collection of linear programs considered to be large and challenging. We select this benchmark as this class of linear programs is significantly different than any of the quadratic program classes we train with.

Overall, the vector RLQP policy outperforms the OSQP policy with a shifted geometric mean runtime that is  $1.30\times$  faster. Moreover, the vector RLQP policy solves 5.2% more problems than the heuristic OSQP. Figure 3 shows the number of problems solved by OSQP and RLQP with increasing runtime.



**Figure 3: Netlib LP performance profiles** We evaluate how the learned RLQP policy generalizes to unseen problems. The vector policy is  $1.3\times$  faster (shifted geometric mean) than the existing heuristic in OSQP while solving 5.2% more problems.



**Figure 4: Netlib LP problem speedup** Iteration speedup per problem in the Netlib LP problem set. Problems right of the dotted line observe speedup greater than 1. For the majority of problems, RLQP accelerates convergence by up to  $73\times$ .

Performance ratio ( $\tau$ ) represents the rescaled runtime relative to the fastest problem, following the practice of Dolan and Moré [1].

These results are slightly better than the Netlib LP results included in the main paper. With the extra time, we were able to slightly tune the training procedure. Namely, we reduced the replay buffer size (which avoids training the policy with stale rollouts), decreased the learning rate, increased the batch size and finally trained the policy longer. These changes do not substantially change results (from  $1.23\times$  to  $1.30\times$ ). Moreover, the Netlib LP problems require a large number of iterations from the OSQP solver. We increased the maximum number of iterations for Netlib LP evaluation to  $10^6$  iterations.

While the vector RLQP policy accelerates Netlib LP optimization overall, it can slow convergence for some problems. In Figure 4 displays per-problem speedups of RLQP over OSQP. RLQP achieves speedups of up to 73x, but degrades performance for a minority of problems. We include detailed per-problem results containing solver runtime in Section E. As we evaluate the policy at fixed intervals, the solver must re-factorize the problem due to a change in  $\rho$ . However, the policy may update  $\rho$  more times than is needed which can slow convergence for some fast well-conditioned problems. Our work is a good starting place for further research into learning methods for first-order optimization. We are extending the RLQP framework to support dynamic policy evaluation which would improve performance for these small-scale problems.

## D Maros and Mészáros Results

As with the Netlib linear problems, we evaluate the policy trained on the benchmark problems on all 138 Maros and Mészáros [5] QP problems and present the results here. We have made no effort to ensure that training problems come from the same distribution of QPs as the Maros and Mészáros problems. Many of these QPs are poorly scaled, which causes both OSQP and RLQP to sometimes fail to converge within a 600 s time limit we set. Some problems that OSQP fails to solve, RLQP (vector) solves, and vice versa, while the (scalar) policy performs poorly on most of these problems (not shown). We show results for two (vector) models trained on the benchmarks. The “GNN” model includes the primal and dual residuals ( $\xi_{\text{primal}}$  and  $\xi_{\text{dual}}$ ) in  $S$ , while the “non-GNN” does not. In the table that follows, the bold entries are the fastest solve times in seconds and the fewest ADMM iterations, though we omit the bold when the three policies tie. We report the number of times OSQP and RLQP have the fastest solve time and fewest iterations, and observe that the difference between these indicates that time to compute the adaptation is a factor in making RLQP not outperform OSQP more often.

## E Detailed results for Netlib LP problems

Netlib LP Problem	<i>n</i>	<i>m</i>	non-zeros	OSQP	RLQP (vector)
25FV47	1876	2697	12581	<b>3.496</b>	31.064
80BAU3B	12061	14323	35325	<b>11.569</b>	52.989
ADLITTLE	138	194	562	<b>0.076</b>	0.079
AFIRO	51	78	153	<b>0.001</b>	0.002
AGG2	758	1274	5498	timeout	<b>1.183</b>
AGG3	758	1274	5514	timeout	<b>0.415</b>
AGG	615	1103	3477	timeout	timeout
BANDM	472	777	2966	0.466	<b>0.264</b>
BEACONFD	295	468	3703	0.025	<b>0.024</b>
BLEND	114	188	636	0.031	<b>0.007</b>
BNL1	1586	2229	7118	timeout	<b>0.998</b>
BNL2	4486	6810	19482	<b>24.329</b>	37.051
BOEING1	726	1077	4553	3.119	<b>0.348</b>
BOEING2	305	471	1663	timeout	<b>0.198</b>
BORE3D	334	567	1782	0.585	<b>0.419</b>
BRANDY	303	523	2505	<b>0.548</b>	0.962
CAPRI	496	767	2461	4.846	<b>0.437</b>
CYCLE	3378	5281	24626	<b>4.931</b>	29.043
CZPROB	3562	4491	14270	10.714	<b>1.388</b>
D2Q06C	5831	8002	38912	<b>127.159</b>	167.348
D6CUBE	6184	6599	43888	3.211	<b>0.321</b>
DEGEN2	757	1201	4958	<b>0.089</b>	0.583
DEGEN3	2604	4107	28036	<b>0.730</b>	3.558
DFL001	12230	18301	47862	<b>14.112</b>	765.502
E226	472	695	3240	<b>0.371</b>	1.126
ETAMACRO	816	1216	3353	<b>0.655</b>	6.718
FFFFF800	1028	1552	7429	timeout	timeout
FINNIS	1064	1561	3824	<b>2.034</b>	2.657
FIT1D	1049	1073	14476	<b>0.390</b>	1.895
FIT1P	1677	2304	11545	0.478	<b>0.080</b>
FIT2D	10524	10549	139566	<b>3.622</b>	119.416
FIT2P	13525	16525	63809	<b>0.533</b>	2.332
FORPLAN	492	653	5126	0.061	<b>0.053</b>
GANGES	1706	3015	8643	<b>4.741</b>	timeout
GFRD-PNC	1160	1776	3605	0.790	<b>0.288</b>
GREENBEEA	5598	7990	36668	timeout	timeout
GREENBEB	5602	7994	36677	122.834	timeout
GROW15	645	945	6265	timeout	timeout
GROW22	946	1386	9198	<b>1.132</b>	timeout
GROW7	301	441	2913	timeout	timeout
ISRAEL	316	490	2759	timeout	<b>2.781</b>
KB2	68	111	381	timeout	<b>0.066</b>
LOTFI	366	519	1502	1.599	<b>0.196</b>
MAROS-R7	9408	12544	154256	<b>253.193</b>	timeout
MAROS	1966	2812	12103	timeout	timeout
MODSZEK1	1622	2309	4792	<b>1.588</b>	5.152
NESM	3105	3767	16575	<b>0.811</b>	timeout
PEROLD	1594	2219	8911	timeout	timeout
PILOT-JA	2355	3295	18571	timeout	timeout
PILOT-WE	3008	3730	12809	timeout	timeout
PILOT4	1211	1621	8553	timeout	timeout
PILOT87	6680	8710	81629	timeout	timeout
PILOTNOV	2446	3421	15777	timeout	timeout
PILOT	4860	6301	49235	timeout	timeout
QAP12	8856	12048	47160	<b>9.819</b>	26.535
QAP15	22275	28605	117225	<b>91.608</b>	137.196
QAP8	1632	2544	8928	0.386	<b>0.177</b>
RECIPELP	204	295	891	<b>0.002</b>	0.003
SC105	163	268	503	<b>0.011</b>	0.014
SC205	317	522	982	timeout	<b>0.022</b>
SC50A	78	128	238	<b>0.003</b>	0.009
SC50B	78	128	226	<b>0.005</b>	0.023
SCAGR25	671	1142	2396	<b>0.122</b>	timeout
SCAGR7	185	314	650	<b>0.081</b>	0.087
SCFXM1	600	930	3332	<b>2.895</b>	timeout
SCFXM2	1200	1860	6669	timeout	timeout
SCFXM3	1800	2790	10006	<b>15.458</b>	timeout
SCORPION	466	854	2000	timeout	timeout
SCR88	1275	1765	4563	<b>1.156</b>	7.543
SCSD1	760	837	3148	0.021	<b>0.008</b>
SCSD6	1350	1497	5666	0.262	<b>0.017</b>
SCSD8	2750	3147	11334	0.187	<b>0.031</b>

continued ...

Netlib LP Problem	<i>n</i>	<i>m</i>	non-zeros	OSQP	RLQP (vector)
SCTAP1	660	960	2532	1.492	<b>0.014</b>
SCTAP2	2500	3590	9834	1.094	<b>0.056</b>
SCTAP3	3340	4820	13074	1.192	<b>0.054</b>
SEBA	1036	1551	5396	1.022	<b>0.939</b>
SHARE1B	253	370	1432	<b>1.574</b>	3.544
SHARE2B	162	258	939	timeout	<b>0.030</b>
SHELL	1777	2313	5335	3.615	<b>0.192</b>
SHIP04L	2166	2568	8546	0.716	<b>0.397</b>
SHIP04S	1506	1908	5906	<b>0.091</b>	0.730
SHIP08L	4363	5141	17245	<b>0.372</b>	0.608
SHIP08S	2467	3245	9661	timeout	<b>1.034</b>
SHIP12L	5533	6684	21809	5.992	<b>5.682</b>
SHIP12S	2869	4020	11153	<b>1.081</b>	1.874
SIERRA	2735	3962	10736	5.383	<b>3.165</b>
STAIR	620	976	4641	<b>1.417</b>	timeout
STANDATA	1274	1633	4504	timeout	<b>0.075</b>
STANDGUB	1383	1744	4722	timeout	<b>0.079</b>
STANDMPS	1274	1741	5152	1.329	<b>0.028</b>
STOCFOR1	165	282	666	timeout	<b>0.013</b>
STOCFOR2	3045	5202	12402	<b>2.599</b>	7.081
STOCFOR3	23541	40216	100014	timeout	timeout
TRUSS	8806	9806	36642	10.070	<b>0.770</b>
VTP-BASE	347	545	1399	timeout	<b>2.344</b>
WOOD1P	2595	2839	72811	timeout	<b>0.162</b>
WOODW	8418	9516	45905	<b>9.310</b>	10.675
<b>Total Solved:</b>		67	72		

## F Detailed results for Maros & Mészáros problems

Maros & Mészáros Problem	<i>n</i>	<i>m</i>	non-zeros	Solve Time			Iteration		
				OSQP	RLQP non-GNN	RLQP GNN	OSQP	RLQP non-GNN	RLQP GNN
AUG2D	20200	30200	80000	<b>0.155</b>	0.164	0.163	200	200	200
AUG2DC	20200	30200	80400	<b>0.153</b>	0.188	0.155	200	200	200
AUG2DCQP	20200	30200	80400	1.562	23.198	<b>0.939</b>	2200	26800	<b>1000</b>
AUG2DQP	20200	30200	80000	1.683	8.923	<b>0.854</b>	2400	10600	<b>1000</b>
AUG3D	3873	4873	13092	<b>0.028</b>	0.039	0.037	200	200	200
AUG3DC	3873	4873	14292	<b>0.026</b>	0.031	0.035	200	200	200
AUG3DCQP	3873	4873	14292	<b>0.056</b>	0.063	0.065	400	400	400
AUG3DQP	3873	4873	13092	<b>0.053</b>	0.064	0.065	400	400	400
BOYD1	93261	93279	745507	286.552	<b>275.054</b>	timeout	66000	<b>61400</b>	timeout
BOYD2	93263	279794	517049	timeout	timeout	timeout	timeout	timeout	timeout
CONT-050	2597	4998	17199	0.395	<b>0.237</b>	17.030	1600	<b>800</b>	54800
CONT-100	10197	19998	69399	12.062	<b>1.766</b>	timeout	8200	<b>1000</b>	timeout
CONT-101	10197	20295	62496	20.508	<b>3.089</b>	timeout	12800	<b>1800</b>	timeout
CONT-200	40397	79998	278799	352.981	<b>87.121</b>	timeout	33000	<b>7200</b>	timeout
CONT-201	40397	80595	249996	timeout	timeout	timeout	timeout	timeout	timeout
CONT-300	90597	180895	562496	timeout	timeout	timeout	timeout	timeout	timeout
CVXQP1_L	10000	15000	94966	84.758	<b>31.133</b>	104.432	9800	<b>1800</b>	6200
CVXQP1_M	1000	1500	9466	0.161	<b>0.140</b>	0.227	1200	<b>800</b>	1400
CVXQP1_S	100	150	920	<b>0.004</b>	<b>0.003</b>	0.035	800	<b>600</b>	6800
CVXQP2_L	10000	12500	87467	7.049	4.865	<b>4.748</b>	800	<b>400</b>	<b>400</b>
CVXQP2_M	1000	1250	8717	<b>0.046</b>	0.055	0.053	400	400	400
CVXQP2_S	100	125	846	0.001	0.001	0.001	200	200	200
CVXQP3_L	10000	17500	102465	99.156	<b>19.785</b>	23.884	10200	<b>1000</b>	1200
CVXQP3_M	1000	1750	10215	0.795	<b>0.444</b>	40.058	5400	<b>2200</b>	206400
CVXQP3_S	100	175	994	<b>0.002</b>	<b>0.002</b>	0.014	<b>400</b>	<b>400</b>	2200
DPLK01	133	210	1785	0.002	0.002	0.003	200	200	200
DTOC3	14999	24997	64989	1.389	<b>0.191</b>	7.221	3800	<b>400</b>	16600
DUAL1	85	86	7201	0.002	0.002	0.002	200	200	200
DUAL2	96	97	9112	0.002	0.002	0.003	200	200	200
DUAL3	111	112	12327	0.003	0.003	0.004	200	200	200
DUAL4	75	76	5673	0.001	0.001	0.002	200	200	200
DUALC1	9	224	2025	0.002	0.002	0.002	600	<b>400</b>	<b>400</b>
DUALC2	7	236	1659	0.001	0.002	0.002	400	400	400
DUALC5	8	286	2296	0.001	0.001	0.001	200	200	200
DUALC8	8	511	4096	<b>0.002</b>	<b>0.002</b>	0.003	200	200	200
EXDATA	3000	6001	2260500	<b>4.820</b>	13.794	8.030	<b>2000</b>	3200	<b>2000</b>
GENHS28	10	18	62	0.000	0.000	0.000	200	200	200
GOULDQP2	699	1048	2791	0.020	<b>0.008</b>	0.023	1400	<b>400</b>	1200
GOULDQP3	699	1048	3838	0.003	0.004	0.004	200	200	200
HS118	15	32	69	0.000	0.000	0.000	800	<b>400</b>	<b>400</b>
HS21	2	3	6	0.000	0.000	0.000	200	200	200
HS268	5	10	55	0.000	0.000	0.000	400	400	400
HS35	3	4	13	0.000	0.000	0.000	200	200	200
HS35MOD	3	4	13	0.000	0.000	0.000	200	200	200
HS51	5	8	21	0.000	0.000	0.000	200	200	200
HS52	5	8	21	0.000	0.000	0.000	200	200	200
HS53	5	8	21	0.000	0.000	0.000	200	200	200
HS76	4	7	22	0.000	0.000	0.000	200	200	200
HUES-MOD	10000	10002	40000	0.223	0.174	<b>0.169</b>	1200	<b>800</b>	<b>800</b>
HUESTIS	10000	10002	40000	1.380	<b>0.269</b>	54.088	7600	<b>1200</b>	226600
KSKIP	20	1021	19938	0.058	<b>0.025</b>	0.035	1800	<b>600</b>	800
LASER	1002	2002	9462	<b>0.011</b>	0.012	0.014	400	400	400
LISWET1	10002	20002	50004	3.324	278.583	<b>0.851</b>	11200	717600	<b>2400</b>
LISWET10	10002	20002	50004	2.388	0.615	<b>0.312</b>	8200	1600	<b>800</b>
LISWET11	10002	20002	50004	2.441	0.628	<b>0.334</b>	8400	1600	<b>800</b>
LISWET12	10002	20002	50004	2.405	0.684	<b>0.313</b>	8400	1600	<b>800</b>
LISWET2	10002	20002	50004	2.012	0.717	<b>0.283</b>	6800	1800	<b>800</b>
LISWET3	10002	20002	50004	1.935	0.731	<b>0.283</b>	6800	1800	<b>800</b>
LISWET4	10002	20002	50004	2.089	0.635	<b>0.307</b>	6800	1800	<b>800</b>
LISWET5	10002	20002	50004	0.907	0.397	<b>0.212</b>	3200	1000	<b>600</b>
LISWET6	10002	20002	50004	2.417	0.639	<b>0.275</b>	8400	1600	<b>800</b>
LISWET7	10002	20002	50004	2.085	0.885	<b>0.351</b>	7200	2200	<b>1000</b>
LISWET8	10002	20002	50004	2.081	0.791	<b>0.360</b>	7200	2200	<b>1000</b>
LISWET9	10002	20002	50004	2.120	0.787	<b>0.414</b>	7200	2200	<b>1000</b>
LOTSCHD	12	19	72	0.000	0.000	0.000	400	400	400
MOSARQP1	2500	3200	8512	<b>0.028</b>	0.046	0.034	<b>400</b>	600	<b>400</b>
MOSARQP2	900	1500	4820	0.010	0.010	0.011	200	200	200
POWELL20	10000	20000	40000	136.363	283.350	<b>0.796</b>	462400	653200	<b>1200</b>
PRIMAL1	325	410	6464	0.005	0.006	0.006	200	200	200
PRIMAL2	649	745	9339	<b>0.008</b>	0.011	<b>0.008</b>	200	200	200
PRIMAL3	745	856	23036	<b>0.020</b>	0.026	0.021	200	200	200

continued ...

Maros & Mészáros Problem	<i>n</i>	<i>m</i>	non-zeros	Solve Time			Iteration		
				OSQP	RLQP non-GNN	RLQP GNN	OSQP	RLQP non-GNN	RLQP GNN
PRIMAL4	1489	1564	19008	<b>0.019</b>	0.022	0.020	200	200	200
PRIMALC1	230	239	2529	timeout	0.945	<b>0.006</b>	timeout	94400	<b>600</b>
PRIMALC2	231	238	2078	timeout	0.389	<b>0.005</b>	timeout	45800	<b>600</b>
PRIMALC5	287	295	2869	timeout	<b>0.005</b>	<b>0.004</b>	timeout	<b>400</b>	<b>400</b>
PRIMALC8	520	528	5199	timeout	0.435	<b>0.018</b>	timeout	21800	<b>800</b>
Q25FV47	1571	2391	130523	<b>6.124</b>	timeout	8.155	<b>27600</b>	timeout	28200
QADLITTL	97	153	637	0.004	0.004	0.004	1200	<b>1000</b>	<b>1000</b>
QAFIGO	32	59	124	0.000	0.000	0.000	200	200	200
QBANDM	472	777	3023	0.228	<b>0.044</b>	0.049	13600	<b>2000</b>	2200
QBEACONF	262	435	3673	0.032	<b>0.010</b>	0.018	2600	<b>600</b>	1000
QBORE3D	315	548	1872	1.302	<b>0.033</b>	0.368	126200	<b>2600</b>	29000
QBRANDY	249	469	2511	0.170	0.090	<b>0.015</b>	14600	5600	<b>1000</b>
QCAPRI	353	624	3852	2.041	418.003	<b>0.088</b>	146600	22029400	<b>4800</b>
QE226	282	505	4721	0.557	0.147	<b>0.077</b>	36400	7400	<b>3400</b>
QETAMACR	688	1088	11613	0.916	<b>0.140</b>	0.207	10000	<b>1200</b>	1800
QFFFFF80	854	1378	10635	<b>0.362</b>	74.270	15.281	<b>6200</b>	1031600	201400
QFORPLAN	421	582	6112	<b>0.009</b>	timeout	3.255	<b>400</b>	timeout	153200
QGFRDXPN	1092	1708	3739	0.898	<b>0.167</b>	timeout	43400	<b>6600</b>	timeout
QGRROW15	645	945	7227	463.025	timeout	<b>0.121</b>	15832000	timeout	<b>3400</b>
QGRROW22	946	1386	10837	29.204	timeout	<b>0.116</b>	659400	timeout	<b>2200</b>
QGRROW7	301	441	3597	0.536	<b>0.036</b>	timeout	40600	<b>2000</b>	timeout
QISRAEL	142	316	3765	0.043	<b>0.037</b>	0.075	4800	<b>3000</b>	6000
QPCBLEND	83	157	657	<b>0.003</b>	<b>0.003</b>	0.004	1000	<b>600</b>	800
QPCBOE11	384	735	4253	0.139	0.058	<b>0.056</b>	7000	2200	<b>1800</b>
QPCBOE12	143	309	1482	0.908	<b>0.022</b>	0.028	148000	<b>2200</b>	3200
QPCSTAIR	467	823	4790	<b>0.086</b>	29.648	0.122	<b>3400</b>	965200	3800
QPILOTNO	2172	3147	16105	<b>60.362</b>	timeout	timeout	<b>411200</b>	timeout	timeout
QPTEST	2	4	10	0.000	0.000	0.000	200	200	200
QRECIPE	180	271	923	<b>0.003</b>	0.004	0.004	600	600	600
QSC205	203	408	785	0.001	0.002	0.001	200	200	200
QSCAGR25	500	971	2282	<b>0.102</b>	timeout	0.154	<b>8800</b>	timeout	9000
QSCAGR7	140	269	602	0.036	0.435	<b>0.005</b>	11200	86400	<b>1000</b>
QSCFXM1	457	787	4456	<b>0.278</b>	131.058	0.872	<b>16400</b>	5741800	41000
QSCFXM2	914	1574	8285	<b>1.160</b>	timeout	11.558	<b>32200</b>	timeout	256600
QSCFXM3	1371	2361	11501	<b>1.698</b>	timeout	2.708	<b>30200</b>	timeout	40200
QSCORPIO	358	746	1842	timeout	0.505	<b>0.237</b>	timeout	40000	<b>19400</b>
QSCRSS8	1169	1659	4560	0.508	0.084	<b>0.069</b>	18200	2400	<b>2000</b>
QSCSD1	760	837	4584	0.023	0.017	<b>0.013</b>	1400	800	<b>600</b>
QSCSD6	1350	1497	8378	0.482	0.035	<b>0.031</b>	16400	1000	<b>800</b>
QSCSD8	2750	3147	16214	0.072	0.062	<b>0.049</b>	1200	800	<b>600</b>
QSCTAP1	480	780	2442	timeout	<b>0.016</b>	0.117	timeout	<b>1000</b>	7600
QSCTAP2	1880	2970	10007	0.467	0.060	<b>0.047</b>	8000	800	<b>600</b>
QSCTAP3	2480	3960	13262	0.226	<b>0.042</b>	0.057	2800	<b>400</b>	600
QSEBA	1028	1543	6576	0.201	timeout	<b>0.151</b>	9400	timeout	<b>5800</b>
QSHARE1B	225	342	1436	0.205	0.419	<b>0.060</b>	33800	48400	<b>6800</b>
QSHARE2B	79	175	873	0.117	1.074	<b>0.010</b>	36600	210800	<b>2000</b>
QHELL	1775	2311	74506	<b>0.328</b>	0.706	6.876	<b>2600</b>	4800	41200
QSHIP04L	2118	2520	8548	0.071	0.059	<b>0.031</b>	1800	1200	<b>600</b>
QSHIP04S	1458	1860	5908	0.039	0.028	<b>0.024</b>	1400	800	<b>600</b>
QSHIP08L	4283	5061	86075	<b>0.192</b>	0.326	0.253	<b>600</b>	800	<b>600</b>
QSHIP08S	2387	3165	32317	0.232	0.093	<b>0.080</b>	2400	800	<b>600</b>
QSHIP12L	5427	6578	144030	1.001	0.525	<b>0.404</b>	2000	800	<b>600</b>
QSHIP12S	2763	3914	44705	0.186	<b>0.056</b>	0.093	1600	<b>400</b>	600
QSIERRA	2036	3263	9582	<b>0.115</b>	0.179	0.351	<b>2000</b>	2400	4800
QSTAIR	467	823	6293	2.567	317.286	<b>0.303</b>	89000	9359600	<b>8200</b>
QSTANDAT	1075	1434	5576	0.245	timeout	<b>0.022</b>	10800	timeout	<b>800</b>
S268	5	10	55	0.000	0.000	0.000	400	400	400
STADAT1	2001	6000	13998	timeout	<b>0.611</b>	timeout	timeout	<b>7000</b>	timeout
STADAT2	2001	6000	13998	timeout	<b>0.244</b>	10.190	timeout	<b>3000</b>	107800
STADAT3	4001	12000	27998	timeout	<b>1.309</b>	292.029	timeout	<b>7200</b>	1489600
STCQP1	4097	6149	66544	<b>0.052</b>	0.058	0.060	200	200	200
STCQP2	4097	6149	66544	0.092	<b>0.086</b>	0.093	200	200	200
TAME	2	3	8	0.000	0.000	0.000	200	200	200
UBH1	18009	30009	72012	1.106	<b>0.463</b>	0.711	2600	<b>800</b>	1200
VALUES	202	203	7846	0.008	<b>0.006</b>	0.010	800	<b>600</b>	1000
YAO	2002	4002	10004	224.794	7.161	<b>4.181</b>	4164000	111800	<b>68000</b>
ZECEVIC2	2	4	7	0.000	0.000	0.000	200	200	200
<b>Problems solved with fewest iterations:</b>				31	35	45	15	38	50
<b>Problems solved with fastest solve time:</b>				126	125	127			

Table 1: Detailed results for the Maros & Mészáros problems [5].

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