

#### Inverse problems and sparse models (3/6)

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# **Reminder of last sessions**

## Introduction

- ✓ sparsity & data compression
- ✓ inverse problems in signal and image processing
  - image deblurring, image inpainting,
  - channel equalization, signal separation,
  - tomography, MRI
- ✓ sparsity & under-determined inverse problems
  - relation to subset selection problem

# Pursuit Algorithms

- ✓ Greedy algorithms: Matching Pursuit & al
- ✓ L1 minimization principles
- ✓ L1 minimization algorithms
- Complexity of Pursuit Algorithms



# **Sparsity:** definition

A vector is ✓ **sparse** if it has (many) zero coefficients ✓ **k-sparse** if it has at most k nonzero coefficients Symbolic representation as column vector • **Support** = indices of nonzero components Sparsity measured with L0 pseudo-norm

 $\|x\|_0 := \#\{n, \ x_n \neq 0\} = \sum |x_n|^0$  (Convention here

- In french:
  - sparse

n

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 $a^0 = 1(a > 0); 0^0 = 0$ 

Not sparse

- -> «creux», «parcimonieux»
- sparsity, sparseness -> «parcimonie», «sparsité

**3-sparse** 

# Linear inverse problems: definition

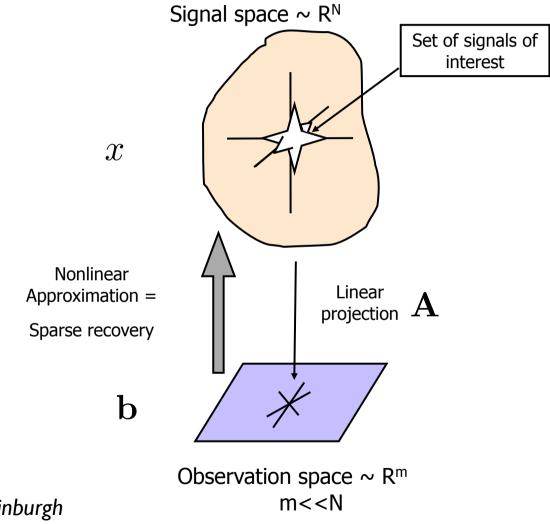
 Definition: a problem where a high-dimensional vector must be estimated from its low dimensional projection

 Generic form: b = Ay + e observation/measure ∫ unknown noise projection matrix

 ✓ m observations / measures b ∈ ℝ<sup>m</sup>
 ✓ N unknowns y ∈ ℝ<sup>N</sup>

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# Inverse problems



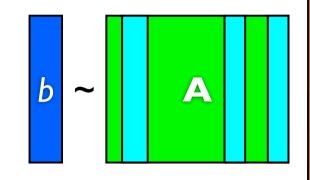
Courtesy: M. Davies, U. Edinburgh



**R. GRIBONVAL - SPARSE METHODS** 

# Sparsity and subset selection

- Under-determined system
   ✓ Infinitely many solutions
- If vector is sparse:



- ✓ If support is known (and columns independent)
  - nonzero values characterized by (over)determined linear problem

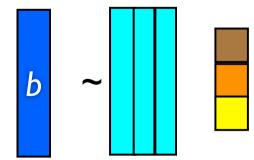
#### ✓ If support is unknown

- Main issue = finding the support!
- This is the subset selection problem

### Objectives of the course

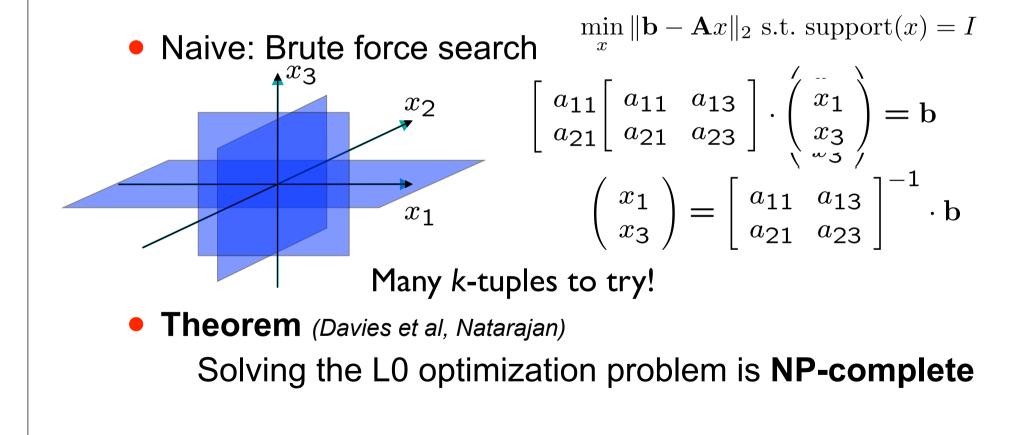
- Well-posedness of subset selection
- Efficient subset selection algorithms = pursuit algorithms
- Stability guarantees of pursuits





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# **Complexity of Ideal Sparse Approximation**



# Overview of greedy algorithms

$$\mathbf{b} = \mathbf{A}x_i + \mathbf{r}_i \qquad \qquad \mathbf{A} = [\mathbf{A}_1, \dots, \mathbf{A}_N]$$

	Matching Pursuit	OMP	Stagewise OMP
Selection	$\Gamma_i := \arg\max_n  \mathbf{A}_n^T \mathbf{r}_{i-1} $		$\Gamma_i := \{ n \mid  \mathbf{A}_n^T \mathbf{r}_{i-1}  > \theta_i \}$
Update	$\Lambda_i = \Lambda_{i-1} \cup \Gamma_i$	$\Lambda_i = \Lambda_{i-1} \cup \Gamma_i$	
	$x_i = x_{i-1} + \mathbf{A}_{\Gamma_i}^+ \mathbf{r}_{i-1}$	$x_i = \mathbf{A}_{\Lambda_i}^+ \mathbf{b}$	
	$\mathbf{r}_i = \mathbf{r}_{i-1} - \mathbf{A}_{\Gamma_i} \mathbf{A}_{\Gamma_i}^+ \mathbf{r}_{i-1}$	$\mathbf{r}_i =$	$\mathbf{b} - \mathbf{A}_{\Lambda_i} x_i$

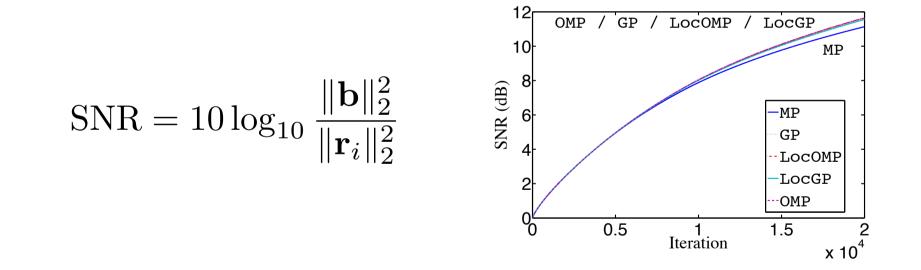
MP & OMP: Mallat & Zhang 1993 StOMP: Donoho & al 2006 (similar to MCA, Bobin & al 2006)

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## **OMP versus MP**

#### SNR as a function of iteration number



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# Overview of the course

## Session 1: Introduction

## Session 2: Complexity & Feasibility

- ✓ Difficulty of ideal sparse approximation
- ✓ Greedy algorithms

## Session 3: Convex Pursuit Algorithms,

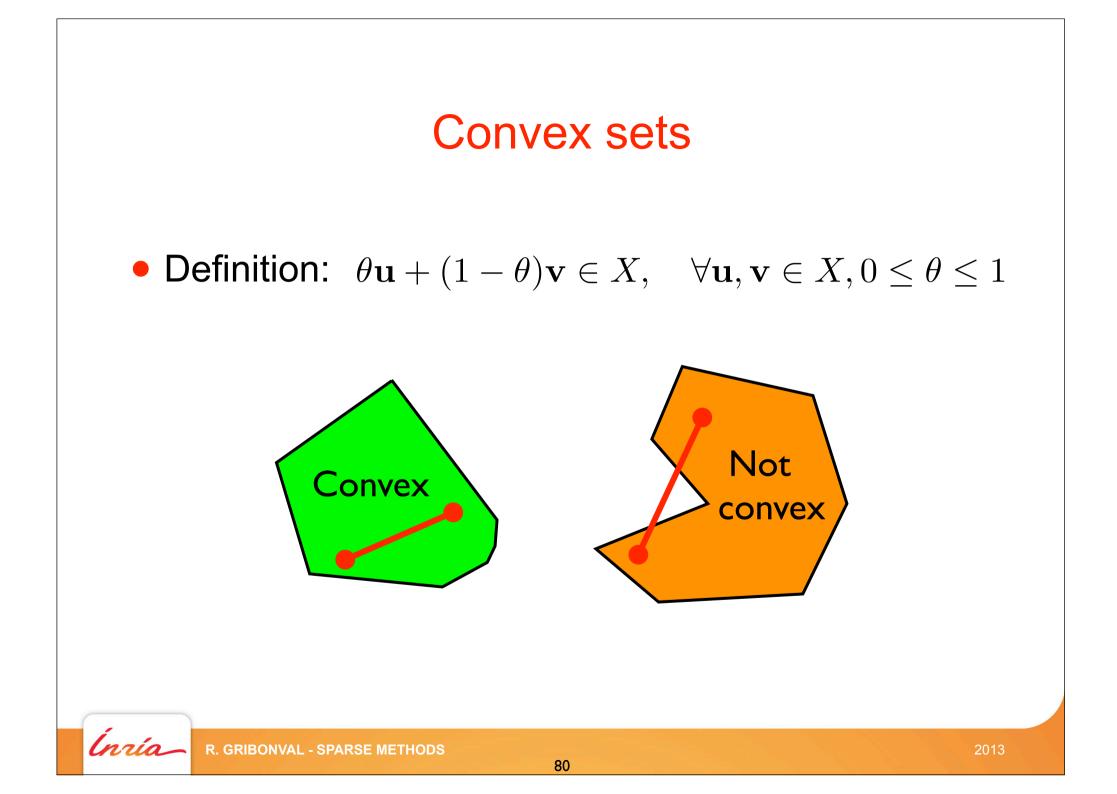
 Session 4-6: Recovery Guarantees, Dictionaries & Compressive Sensing, Beyond sparsity



## **Convex Pursuit Algorithms**

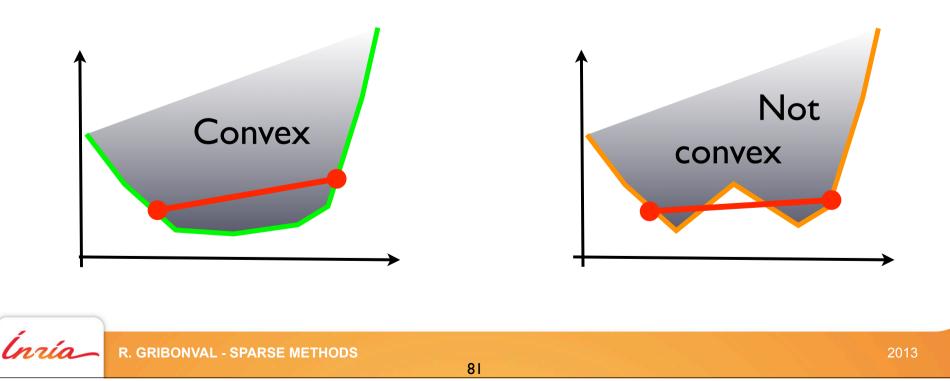
Sparse optimization *principles* L1 minimization *induces* sparsity Algorithms for L1 minimization

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# **Convex functions**

# • Definition: f is convex if $\forall \mathbf{u}, \mathbf{v}, 0 \leq \theta \leq 1$ $f(\theta \mathbf{u} + (1 - \theta)\mathbf{v}) \leq \theta f(\mathbf{u}) + (1 - \theta)f(\mathbf{v})$



# **Overall compromise**

Approximation quality

$$\|\mathbf{A}x - \mathbf{b}\|_2$$

• Ideal sparsity measure :  $\ell^0$  "norm"

$$||x||_0 := \sharp\{n, \ x_n \neq 0\} = \sum |x_n|^0$$

# • "Relaxed" sparsity measures n0

n

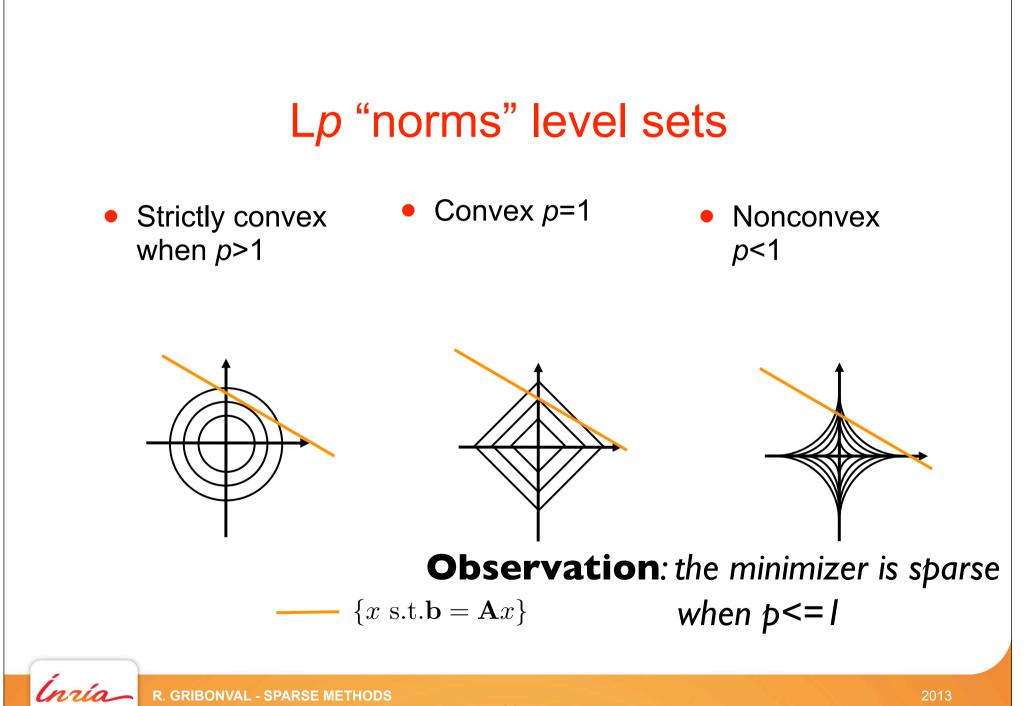
# Lp norms / quasi-norms

• Norms when  $1 \le p < \infty$  = convex  $\|x\|_p = 0 \Leftrightarrow x = 0$  $\|\lambda x\|_p = |\lambda| \|x\|_p, \forall \lambda, x$ 

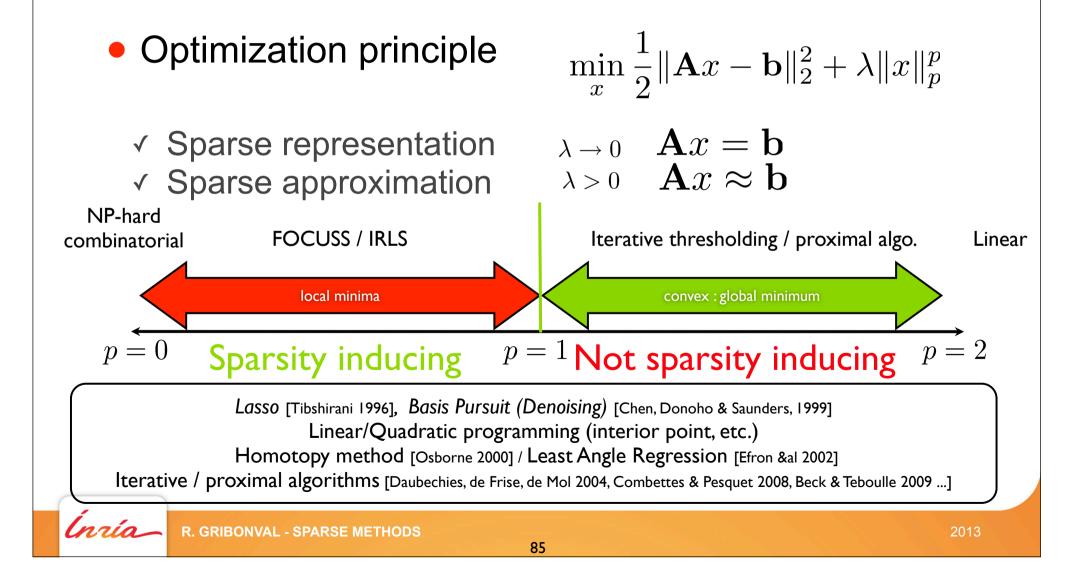
Triangle inequality  $\|x+y\|_p \le \|x\|_p + \|y\|_p, \forall x, y$ 

• Quasi-norms when 0 = nonconvexQuasi-triangle inequality $<math>\|x + y\|_p \le 2^{1/p} (\|x\|_p + \|y\|_p), \forall x, y$   $\|x + y\|_p^p \le \|x\|_p^p + \|y\|_p^p, \forall x, y$ • "Pseudo"-norm for p=0  $\|x + y\|_0 \le \|x\|_0 + \|y\|_0, \forall x, y$ 





# Global Optimization : from Principles to Algorithms



Summary				
	Global optimization	Iterative greedy algorithms		
Principle	$\min_{x} \frac{1}{2} \ \mathbf{A}x - \mathbf{b}\ _{2}^{2} + \lambda \ x\ _{p}^{p}$	iterative decomposition $\mathbf{r}_i = \mathbf{b} - \mathbf{A} x_i$ • select new components • update residual		
Tuning quality/sparsity	regularization parameter $~\lambda$	stopping criterion (nb of iterations, error level,) $\ x_i\ _0 \ge k  \ \mathbf{r}_i\  \le \epsilon$		
Variants	<ul> <li>choice of sparsity measure p</li> <li>optimization algorithm</li> <li>initialization</li> </ul>	<ul> <li>selection criterion (weak, stagewise)</li> <li>update strategy (orthogonal)</li> </ul>		

### **Convex Pursuit Algorithms** Sparse optimization *principles* L1 minimization *induces* sparsity Algorithms for L1 minimization

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# L1 *induces* sparsity (1)

### Real-valued case

- $\checkmark$  **A** = an *m* x *N* real-valued matrix, where m < N
- ✓ b = an *m*-dimensional real-valued vector
- $\checkmark$  X = set of all minimum L1 norm solutions to Ax = b

$$\tilde{x} \in X \Leftrightarrow \|\tilde{x}\|_1 = \min_x \|x\|_1 \text{ s.t. } \mathbf{A}x = \mathbf{b}$$

 Fact 1: X is convex and contains a "sparse" solution

$$\exists x_0 \in X \subset \mathbb{R}^N, \|x_0\|_0 \le m < N$$

# **Proof ? Exercice!**

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# Proof ? Exercice!

# • Convexity of the set of solutions X:

✓ let  $x, x' \in X, \ 0 \le \theta \le 1$ ✓ convexity of constraint

$$\mathbf{A}x = \mathbf{A}x' = \mathbf{A}(\theta x + (1 - \theta)x') = \mathbf{b}$$

✓ by definition  $||x||_1 = ||x'||_1 = \min ||\tilde{x}||_1$  s.t.  $A\tilde{x} = b$ 

✓ convexity of objective function  $\|(\theta x + (1 - \theta)x')\|_1 \le \theta \|x\|_1 + (1 - \theta)\|x'\|_1 = \|x\|_1$ ✓ hence  $\theta x + (1 - \theta)x' \in X$ 

# Exercice: Matlab code for (O)MP

## Full clean code would include some checking (column normalization, dimension checking, etc.)

```
function [x res] = mp(b,A,k)
% explain here what the function should do
....
end
```

```
function [x res] = omp(b,A,k)
% explain here what the function should do
....
end
```

