L1 Regularization for Human Beings

Why, What, and How?

Why?

Input:
20% of all pixels are set.

Output:
Full reconstruction

Source: http://www.**wired**.com/magazine/2010/02/ff_algorithm/

What?

- „Lasso“

$$\min_x \|y - f(x)\|_2 + \lambda \|Dx\|_1, \qquad \| x \|_1 = \sum |x_i|$$

Most of the entries in *Dx* are going to zero!

(Tibshirani, 1996), >7000 citations
http://www-stat.stanford.edu/~tibs/research.html

Example: Change Point Detection

$\min \| Ax - y \|_2^2 + \| Dx \|_1$

x contains the stepwise differences in the signal

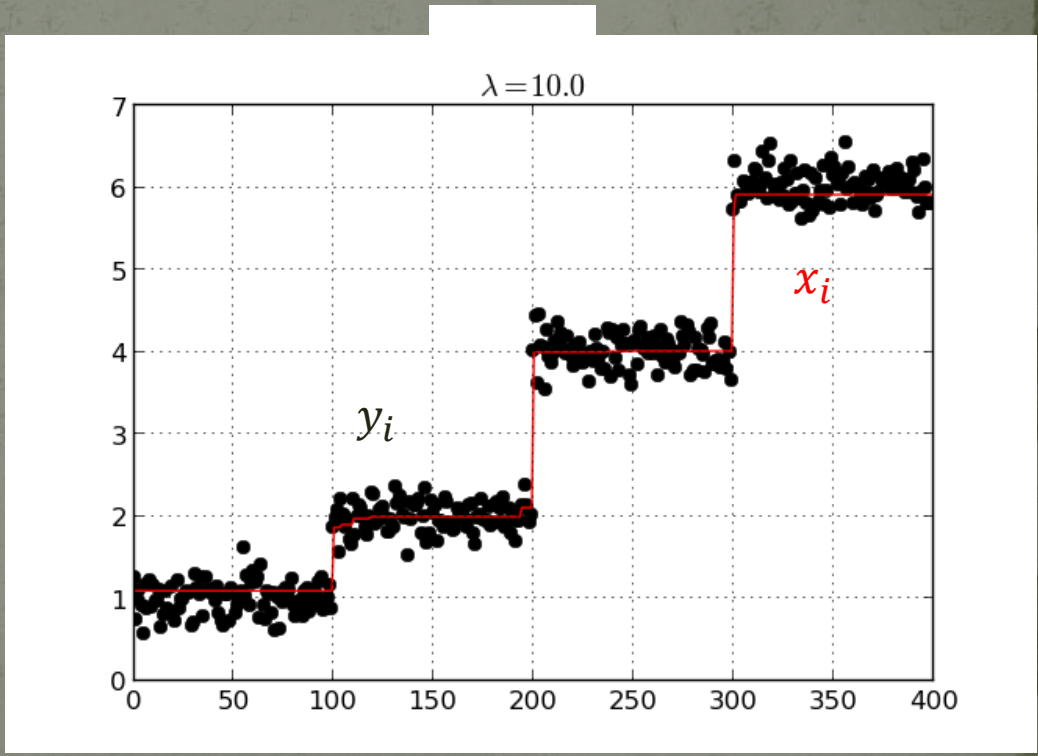
„*Differential*“ operator D:

$$D := \begin{pmatrix} -1 & 1 & 0 \\ 0 & -1 & 1 \\ 0 & 0 & -1 \end{pmatrix}$$

$\| Dx \|$ measures the difference between two neighbouring values!

$A = I \in R^{N \times N}$

$N = 400$



entry in y (1..N)

Fun-Example: Ressource Allocation

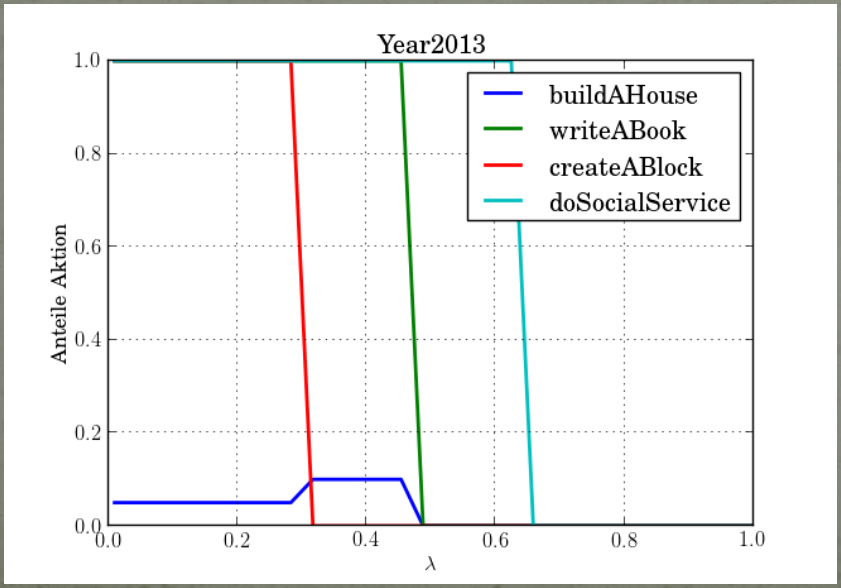
- Problem:
  - You have N tasks
  - Every task costs you c_i time to finish
  - You have c_{total} time (months?) to work
  - Every task has a coolness value u_i
  - You dont like to do many things at once!

$$\min(-u + c)^T x + \lambda \parallel x \parallel_1$$
$$subject\ to \quad c^T x < c_{total}$$

With $c = (c_1, \cdots, c_n)^T$, $u = (u_1, \cdots, u_n)^T$,
And x_i from x is the „importance of the task i.

Ressource Allocation

- Tasks
  - Build a house: (coolness: 3, cost: 10)
  - Write a book: (coolness, 3, cost: 2)
  - Create a blog: (coolness, 2, cost: 0.5)
  - Do Social Service: (coolness 4, cost: 1)



Results:

1. Do the social service
2. Then write a book
3. Then create a blog **xor** build a house.

How?

1. Easiest Approach: Reformulate as a Quadratic Program:

- $\min \| Ax - y \|_2^2 + \| Dx \|_1$
- The problem is equivalent to:
- $\min \| Ax - y \|_2^2 + 1^T v$
  - s.t. $-v \leq Dx \leq v$
- And this to:
  - $\min x^T P x + q^T x$
  - s.t. $Gx < h$
  - Where $x = (x, v)^T$, $P = \begin{pmatrix} A^T A & 0 \\ 0 & 0 \end{pmatrix}$, $q = \begin{pmatrix} -A^T y \\ 1 \end{pmatrix}$, $G = \begin{pmatrix} -D & -I \\ D & -I \end{pmatrix}$,
  - $h = 0$

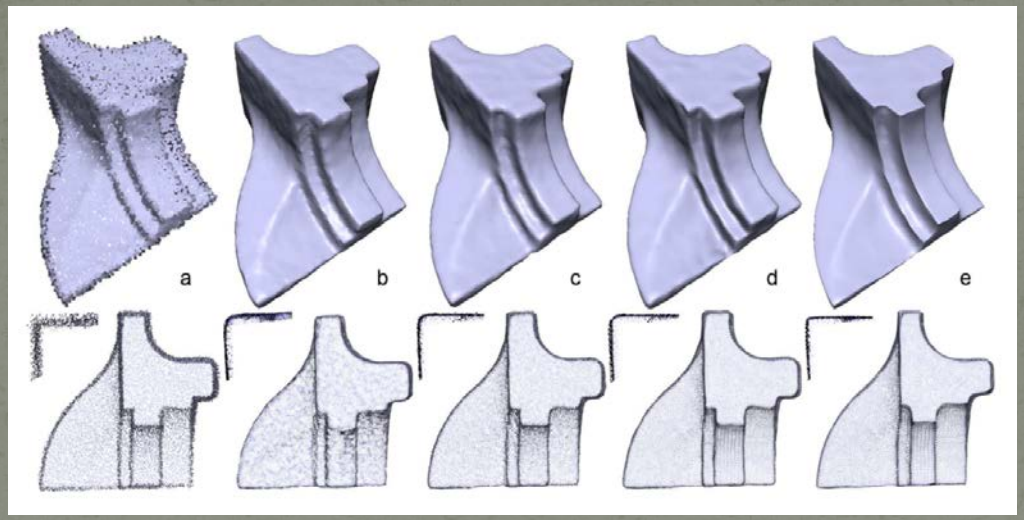
How2

- Use cvxopt: Convex Programming Framework (python)
- Or Matlab implementation from http://users.ece.gatech.edu/~justin/l1magic/
- More Infos: http://dsp.rice.edu/cs

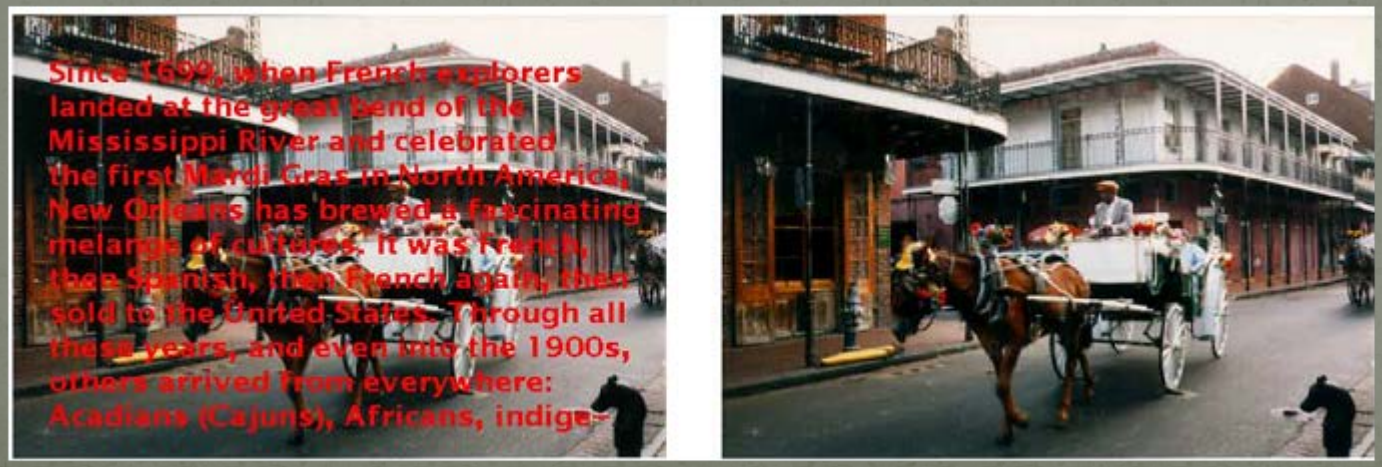
More Magic

Common methods (L2)

L1-Sparse errors



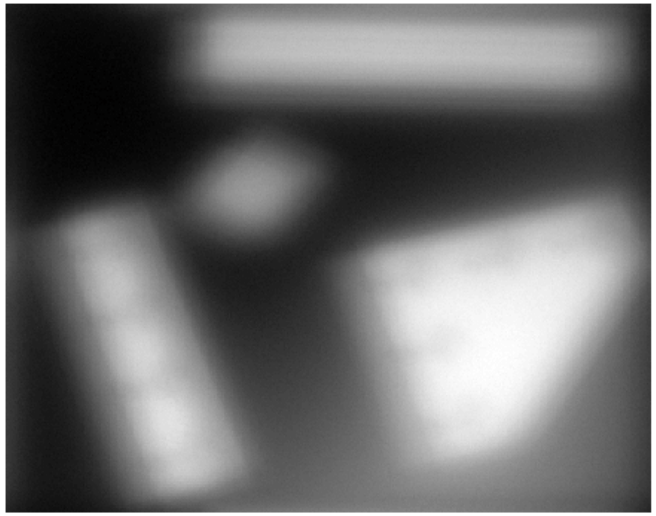
Inpainting



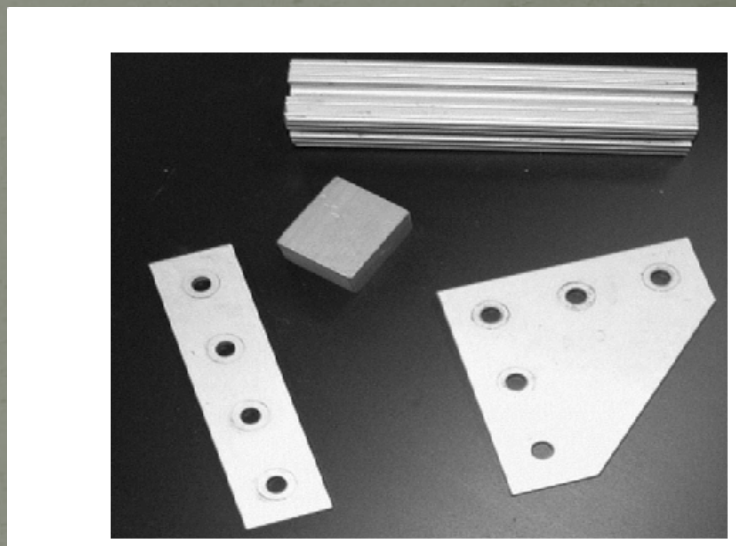
Result

Last Demo…

Input



Result



Code

- https://github.com/eugenfunk/compressive_sensing