

## Example – Sparse projection

– Find:  $\hat{x} \in \underset{x \in \mathbb{R}^p}{\operatorname{argmin}} \|x - y\|_2^2$   
 s.t.  $\|x\|_0 \leq k < p$

for given  $y \in \mathbb{R}^p$

$Q \subset \mathbb{R}^n$ .

means subset

– Step 1: Assume we know  $\mathcal{S} := \operatorname{supp}(\hat{x}) \subset \{1, \dots, p\}$

$$\hat{x}_{\mathcal{S}} = y_{\mathcal{S}}$$

– Step 2: Transform original problem

$$\mathcal{S} \in \underset{\operatorname{card}(\mathcal{S}) \leq k}{\operatorname{argmin}} \|y_{\mathcal{S}} - y\|_2^2 \equiv \mathcal{S} \in \underset{\operatorname{card}(\mathcal{S}) \leq k}{\operatorname{argmax}} \|y_{\mathcal{S}}\|_2^2 := \sum_{i \in \mathcal{S}} y_i^2$$

Why?

– Step 3: Find efficient ways to solve the last part!

– Rank of a matrix: maximum # of independent columns or rows

**Definition:** If  $A$  is a square  $n \times n$  matrix, then the **Trace** of  $A$  denoted  $\operatorname{tr}(A)$  is the sum of all of the entries in the main diagonal, that is  $\operatorname{tr}(A) = \sum_{i=1}^n a_{ii}$ . If  $A$  is not a square matrix, then the trace of  $A$  is undefined.

$$\langle A, B \rangle = \operatorname{Tr}(A^T B) = \operatorname{Tr}(B^T A), \forall A, B \in \mathbb{R}^{m \times n}$$

Positive semi-definite matrices:  $A \succeq 0$

1.  $A \in \mathbb{R}^{n \times n}$
2.  $A$  is symmetric
3.  $x^T A x \geq 0, \forall x \in \mathbb{R}^n, x \neq 0$

To denote an **estimator**, e.g.,  $\hat{\mu} = m$  for the **sample mean**.

$$\begin{matrix} \begin{matrix} \text{ } & \text{ } & \text{ } & \text{ } & \text{ } \\ \text{ } & \text{ } & \text{ } & \text{ } & \text{ } \\ \text{ } & \text{ } & \text{ } & \text{ } & \text{ } \\ \text{ } & \text{ } & \text{ } & \text{ } & \text{ } \\ \text{ } & \text{ } & \text{ } & \text{ } & \text{ } \end{matrix} & \begin{matrix} \text{ } & \text{ } & \text{ } & \text{ } & \text{ } \\ \text{ } & \text{ } & \text{ } & \text{ } & \text{ } \\ \text{ } & \text{ } & \text{ } & \text{ } & \text{ } \\ \text{ } & \text{ } & \text{ } & \text{ } & \text{ } \\ \text{ } & \text{ } & \text{ } & \text{ } & \text{ } \end{matrix} & \begin{matrix} 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 \end{matrix} & \begin{matrix} \text{ } & \text{ } & \text{ } & \text{ } & \text{ } \\ \text{ } & \text{ } & \text{ } & \text{ } & \text{ } \\ \text{ } & \text{ } & \text{ } & \text{ } & \text{ } \\ \text{ } & \text{ } & \text{ } & \text{ } & \text{ } \\ \text{ } & \text{ } & \text{ } & \text{ } & \text{ } \end{matrix} \\ \mathbf{M} = & \mathbf{U} & \mathbf{\Sigma} & \mathbf{V}^* \\ m \times n & m \times m & m \times n & n \times n \end{matrix}$$

$$\begin{matrix} \begin{matrix} \text{ } & \text{ } & \text{ } & \text{ } & \text{ } \\ \text{ } & \text{ } & \text{ } & \text{ } & \text{ } \\ \text{ } & \text{ } & \text{ } & \text{ } & \text{ } \\ \text{ } & \text{ } & \text{ } & \text{ } & \text{ } \\ \text{ } & \text{ } & \text{ } & \text{ } & \text{ } \end{matrix} & \begin{matrix} \text{ } & \text{ } & \text{ } & \text{ } & \text{ } \\ \text{ } & \text{ } & \text{ } & \text{ } & \text{ } \\ \text{ } & \text{ } & \text{ } & \text{ } & \text{ } \\ \text{ } & \text{ } & \text{ } & \text{ } & \text{ } \\ \text{ } & \text{ } & \text{ } & \text{ } & \text{ } \end{matrix} & \begin{matrix} 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \end{matrix} \\ \mathbf{U} & \mathbf{U}^* & = & \mathbf{I}_m \\ \begin{matrix} \text{ } & \text{ } & \text{ } & \text{ } & \text{ } \\ \text{ } & \text{ } & \text{ } & \text{ } & \text{ } \\ \text{ } & \text{ } & \text{ } & \text{ } & \text{ } \\ \text{ } & \text{ } & \text{ } & \text{ } & \text{ } \\ \text{ } & \text{ } & \text{ } & \text{ } & \text{ } \end{matrix} & \begin{matrix} \text{ } & \text{ } & \text{ } & \text{ } & \text{ } \\ \text{ } & \text{ } & \text{ } & \text{ } & \text{ } \\ \text{ } & \text{ } & \text{ } & \text{ } & \text{ } \\ \text{ } & \text{ } & \text{ } & \text{ } & \text{ } \\ \text{ } & \text{ } & \text{ } & \text{ } & \text{ } \end{matrix} & \begin{matrix} 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \end{matrix} \\ \mathbf{V} & \mathbf{V}^* & = & \mathbf{I}_n \end{matrix}$$

Can we consider SVD as a special way to calculate eigen-values from those not square matrices?

orthogonal:  $U^T U = I$  and  $V^T V = I$

$$\|A\|_F = \sqrt{\sum_{ij} A_{ij}^2}$$

(Frobenius norm)

$$\|A\|_* = \sum_i \sigma_i$$

(Nuclear norm)

$$\|A\|_2 = \max_i \sigma_i$$

(Spectral norm)

$$f(x) \triangleq \|y - Ax\|_2^2$$

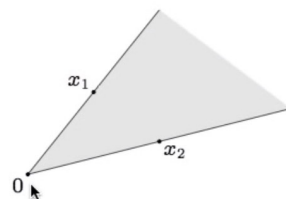
What does this triangle mean?

**optimal solution**  $x^*$  has smallest value of  $f_0$  among all vectors that satisfy the constraints

$$x = \theta_1 x_1 + \theta_2 x_2$$

with  $\theta_1 \geq 0, \theta_2 \geq 0$

Convex cone



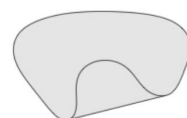
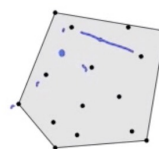
**convex combination** of  $x_1, \dots, x_k$ : any point  $x$  of the form

$$x = \theta_1 x_1 + \theta_2 x_2 + \dots + \theta_k x_k$$

with  $\theta_1 + \dots + \theta_k = 1, \theta_i \geq 0$

Combination don't need to be unique

**convex hull**  $\operatorname{conv} S$ : set of all convex combinations of points in  $S$



• **hyperplanes** are affine and convex; halfspaces are convex

Difference between Affine set and convex set, it theta in affine don't Need to be within 0 and 1, all the points On that line is okay, but in convex, theta Need to be between 0 and 1, i.e., between  $x_1$  and  $x_2$ ,

line through  $x_1, x_2$ : all points

$$x = \theta x_1 + (1 - \theta) x_2 \quad (\theta \in \mathbb{R})$$

$$\theta = 1, 2 \quad x_1$$

$$\theta = 0.6$$

$$\theta = 0 \quad x_2$$

$$\theta = -0.2$$

Affine set

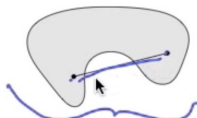
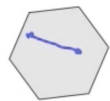
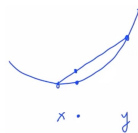
**The definition of convex function:**

How does this relate to sparse projection?

A function  $f: \mathcal{X} \rightarrow \mathbb{R}$  is said to be convex if it always lies below its chords, that is

$$\forall (x, y, \gamma) \in \mathcal{X} \times \mathcal{X} \times [0, 1], f((1 - \gamma)x + \gamma y) \leq (1 - \gamma)f(x) + \gamma f(y).$$

examples (one convex, two nonconvex sets)



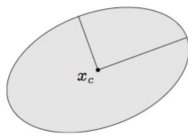
(Euclidean) ball with center  $x_c$  and radius  $r$ :

$$B(x_c, r) = \{x \mid \|x - x_c\|_2 \leq r\} = \{x_c + ru \mid \|u\|_2 \leq 1\}$$

ellipsoid: set of the form

$$\{x \mid (x - x_c)^T P^{-1} (x - x_c) \leq 1\}$$

with  $P \in \mathbf{S}_{++}^n$  (i.e.,  $P$  symmetric positive definite)



**norm:** a function  $\|\cdot\|$  that satisfies

- $\|x\| \geq 0$ ;  $\|x\| = 0$  if and only if  $x = 0$
- $\|tx\| = |t| \|x\|$  for  $t \in \mathbf{R}$
- $\|x + y\| \leq \|x\| + \|y\|$

**norm ball** with center  $x_c$  and radius  $r$ :  $\{x \mid \|x - x_c\| \leq r\}$   
 $\preceq$  is componentwise inequality)

$$Ax \preceq b, \quad \text{All } x \text{ meet } Ax \leq b.$$

the intersection of (any number of) convex sets is convex

suppose  $f: \mathbf{R}^n \rightarrow \mathbf{R}^m$  is affine ( $f(x) = Ax + b$  with  $A \in \mathbf{R}^{m \times n}$ ,  $b \in \mathbf{R}^m$ )

- the image of a convex set under  $f$  is convex

$$S \subseteq \mathbf{R}^n \text{ convex} \implies f(S) = \{f(x) \mid x \in S\} \text{ convex}$$

- the inverse image  $f^{-1}(C)$  of a convex set under  $f$  is convex

$$C \subseteq \mathbf{R}^m \text{ convex} \implies f^{-1}(C) = \{x \in \mathbf{R}^n \mid f(x) \in C\} \text{ convex}$$

The **perspective function**  $P: \mathbf{R}^{n+1} \rightarrow \mathbf{R}^n$  is defined mathematically as:

$$P(x, t) = xt, \quad \text{domain of } P = \{(x, t) \mid t > 0\}$$

Intuitively it can be explained as Professor Stephen Boyd explains, "Divide first  $n$  elements of the vector by its last component".

images and inverse images of convex sets under perspective are convex

**linear-fractional function**  $f: \mathbf{R}^n \rightarrow \mathbf{R}^m$ :

$$f(x) = \frac{Ax + b}{c^T x + d}, \quad \text{dom } f = \{x \mid c^T x + d > 0\}$$

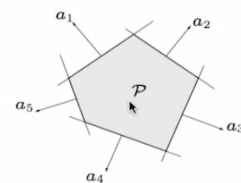
images and inverse images of convex sets under linear-fractional functions are convex

$\triangleq$  mean "is defined as" or equals by definition.

$$\frac{X - \mu}{\sigma} \quad \text{Normalize.}$$

more involved task. The main contribution of this paper is the derivation of gradient projections with  $\ell_1$  domain constraints that can be performed almost as fast as gradient projection with  $\ell_2$  constraints.

A **positive definite** matrix is a **symmetric** matrix with all **positive** eigenvalues.



polyhedron is intersection of finite number of halfspaces and hyperplanes

$\mathbf{S}^n$  is set of symmetric  $n \times n$  matrices

$\mathbf{S}_+^n = \{X \in \mathbf{S}^n \mid X \succeq 0\}$ : positive semidefinite  $n \times n$  matrices

$$X \in \mathbf{S}_+^n \iff z^T X z \geq 0 \text{ for all } z$$

$\mathbf{S}_+^n$  is a convex cone

$\mathbf{S}_{++}^n = \{X \in \mathbf{S}^n \mid X \succ 0\}$ : positive definite  $n \times n$  matrices

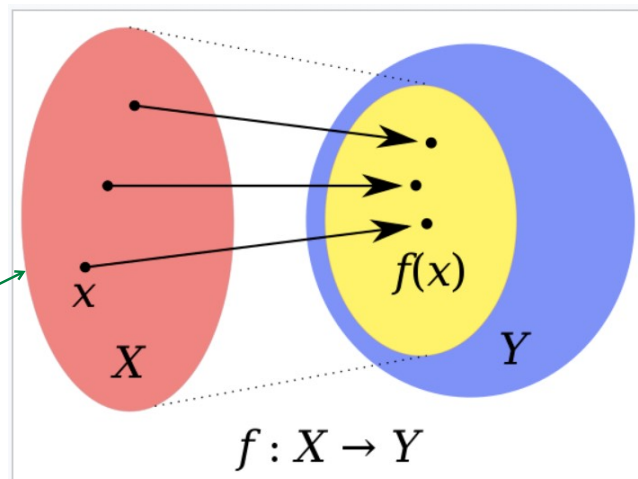


Illustration showing  $f$ , a function from the pink domain  $X$  to the blue codomain  $Y$ . The yellow oval inside  $Y$  is the **image** of  $f$ . Both the image and the codomain are sometimes called the **range** of  $f$ .

$$f(x) = \frac{1}{x_1 + x_2 + 1} x$$

