

HW 7

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HW

Here, algorithms are based on §6.4 in (Boyd et al., 2011). For more information, see §3.3 and §5 in (Boyd and Vandenberghe, 2004).

The lasso is commonly written as

$$x^* = \arg \min_x \left(\frac{1}{2} \|Ax - b\|_2^2 + \lambda \|x\|_1 \right)$$

Similar to the last homework, we can split this up into the differentiable part and non-differentiable part, which gives rise to the ADMM form.

$$\begin{aligned} \text{minimize} \quad & \|Ax - b\|_2^2 + \lambda \|z\|_1 \\ \text{s.t.} \quad & x - z = 0 \end{aligned}$$

In other words,

$$\begin{aligned} f(x) &= \frac{1}{2} \|Ax - b\|_2^2 = \frac{1}{2} x^\top A^\top A x - b^\top A x + \frac{1}{2} y^\top y = \frac{1}{2} x^\top P x + q^\top x + r \\ P &= A^\top A \\ q &= -A^\top b \\ g(z) &= \lambda \|z\|_1 \\ Ix + (-I)z &= x - z = c = 0 \end{aligned}$$

So we can break up the minimization according to §4.2 to find the optimal value for x :

$$\begin{aligned} x^+ &= \arg \min_x \left(f(x) + \frac{\rho}{2} \|x - (z + 0 - u)\|_2^2 \right) \\ &= \arg \min_x \left(f(x) + \frac{\rho}{2} \|x - z + u\|_2^2 \right) \\ &= \arg \min_x \left(\frac{1}{2} x^\top P x + q^\top x + r + \frac{\rho}{2} \|x - z + u\|_2^2 \right) \\ &= (P + \rho I^\top I)^{-1} (\rho I v - q) \quad [\text{see equation (4.1) for quadratic functions}] \\ &= (A^\top A + \rho I)^{-1} (\rho(z - u) + A^\top b) \end{aligned}$$

Now, the update for z :

$$g(z) = \lambda \|z\|_1 = \sum_{i=1}^p \lambda |z_i| = \sum_{i=1}^p h(z_i)$$

so the objective for z is component separable, so we can minimize each element separately:

$$\begin{aligned} \text{minimize} \quad & g(z) \\ \text{s.t.} \quad & x - z = 0 \\ z_i^+ &= \arg \min_{z_i} \left(h(z_i) + \frac{\rho}{2} (x_i - z_i + u_i)^2 \right) \\ &= \arg \min_{z_i} \left(h(z_i) + \frac{\rho}{2} (z_i - (x_i + u_i))^2 \right) \\ v_i &= x_i + u_i \\ &= \arg \min_{z_i} \left(h(z_i) + \frac{\rho}{2} (z_i - v_i)^2 \right) \\ &= S_{\lambda/\rho}(v_i) \quad [\text{see §4.4.3}] \\ &= S_{\lambda/\rho}(x_i + u_i) \end{aligned}$$

Then finally for u ,

$$u^+ = u + Ix + (-I)z - 0 = u + x - z \quad [\text{see equation (3.7)}]$$

TODO: refactor code to have “accelerated proximal gradient” and “ADMM” functions.

See R code on GitHub.