

The Riemannian Convex Bundle Method

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joint work with

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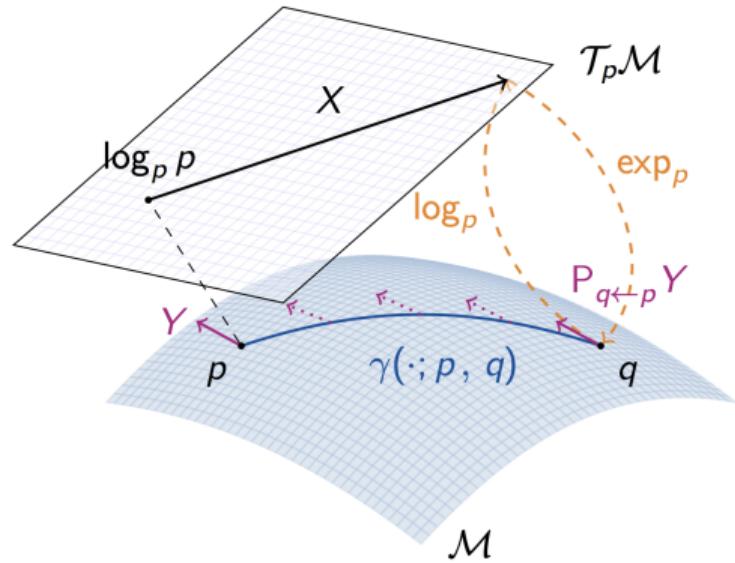
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Riemannian Geometry

Notation

- ▶ Smooth Riemannian manifold \mathcal{M}
- ▶ Tangent space $\mathcal{T}_p\mathcal{M}$ at the point $p \in \mathcal{M}$
- ▶ Inner product $(\cdot, \cdot)_p : \mathcal{T}_p\mathcal{M} \times \mathcal{T}_p\mathcal{M} \rightarrow \mathbb{R}$
- ▶ Exponential map $\exp_p X_p = \gamma_{pq}(1) = q$
- ▶ Logarithmic map $\log_p q = \exp_p^{-1} q = X_p$
- ▶ Parallel transport $P_{q \leftarrow p} : \mathcal{T}_p\mathcal{M} \rightarrow \mathcal{T}_q\mathcal{M}$





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 - ▶ complete
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- ▶ $f: \mathcal{M} \rightarrow \overline{\mathbb{R}}$ is such that
 - ▶ $\text{dom } f$ is a nonempty, bounded, strongly geodesically convex set with nonempty interior in \mathcal{M}
 - ▶ geodesically convex on $\text{dom } f$: $f \circ \gamma: [0, 1] \rightarrow \overline{\mathbb{R}}$ for all geodesic arcs $\gamma \subseteq \text{dom } f$ is convex in the usual sense
 - ▶ lower semi-continuous: $\liminf_{q \rightarrow p} f(q) \geq f(p)$



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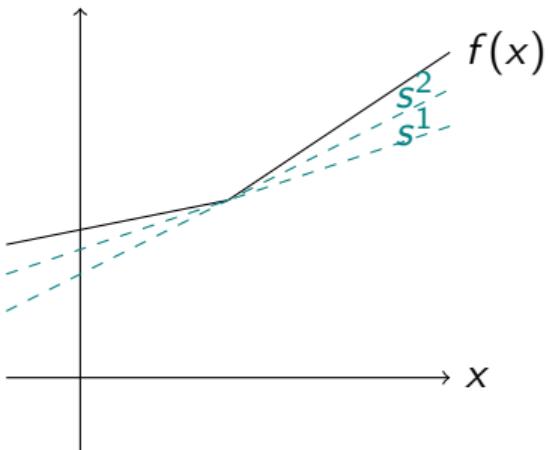
Goal. Solve this non-smooth optimization problem with a convex bundle method.

The Convex Subdifferential(s)

For a convex function, the subdifferential is defined as

$$\partial f(x) = \left\{ s \in \mathbb{R}^n \mid f(y) \geq f(x) + (s)^T(y - x) \text{ for all } y \in \mathbb{R}^n \right\}$$

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- ▶ keeps memory of the last “best” points
- ▶ solves a stabilization subproblem
 - ▶ we employ a dual approach with the ε –subdifferential as in Geiger and Kanzow 2002
- ▶ generates sequences of *candidate* points and *stability centers*



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- ▶ **Main challenge on manifolds:** given $p^1, \dots, p^k \in \mathcal{M}$, and $X_{p^j} \in \partial f(p^j)$, then

$$P_{p^k \leftarrow p^j} X_{p^j} \in \partial_c f(p^k) \quad \text{for some } c > 0?$$



Curvature Correction

Let $\delta := \text{diam}(\text{dom } f) < +\infty$. Define

$$\zeta_{1,\omega}(\delta) := \begin{cases} 1 & \text{if } \omega \geq 0, \\ \sqrt{-\omega} \delta \coth(\sqrt{-\omega} \delta) & \text{if } \omega < 0, \end{cases}$$
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$$c_j^k := f(p^k) - f(p^j) - \left(X_{p^j}, \log_{p^j} p^k \right) + \varrho \|\log_{p^j} p^k\| \|X_{p^j}\|,$$

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Data: $x^1 = y^1 \in \mathbb{R}^n$, $g^0 = s^1 \in \partial f(x^1)$, $m \in (0, 1)$, $\varepsilon_0 = e_1^1 = 0$, $k = 1$,
 $J_k = \{1\}$

1 **while** not converged **do**

2 Compute a solution $\lambda^k \in \mathbb{R}^{|J_k|}$ of the subproblem and set

$$g^k := \sum_{j \in J_k} \lambda_j^k s^j, \quad \varepsilon_k := \sum_{j \in J_k} \lambda_j^k e_j^k, \quad d^k := -g^k, \quad \xi_k := -\|g^k\|^2 - \varepsilon_k$$

Set $y^{k+1} := x^k + d^k$

3 If $f(y^{k+1}) \leq f(x^k) + m\xi_k$, then set $x^{k+1} := y^{k+1}$, else set $x^{k+1} := x^k$

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5 **end**

Result: x^{k_*} , for some $k_* \in \mathbb{N}$.

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The Riemannian Convex Bundle Method

Data: $p^1 = q^1 \in \text{int}(\text{dom } f)$, $g^0 = X_1 \in \partial f(p^1)$, $m \in (0, 1)$, $\varepsilon_0 = c_1^1 = 0$,
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- ▶ In the Euclidean case we have Geiger and Kanzow 2002, Theorem 6.80.

Theorem

Let the solution set $S = \{x^ \in \mathbb{R}^n \mid f(x^*) = \inf_{x \in \mathbb{R}^n} f(x)\}$ of the minimization problem be nonempty. Then every sequence $\{x^k\}$ generated by the bundle method algorithm converges to a minimizer of f .*



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- ▶ In the Riemannian case, we have obtained convergence in case the number of serious steps generated by the algorithm is infinite.
- ▶ The case where only a finite number of serious steps is generated is still *open*. The main problem is studying the convergence of the curvature-dependent term $\varrho \|\log_{q^j} p^{k+1}\| \|X_{q^j}\|$.

Convergence

In Geiger and Kanzow 2002, Theorem 6.80, they are able to show that

$$\sum_{j=k_*}^{+\infty} (\|g^j\|^2 + \varepsilon_j)^2 < +\infty$$

where $k_* \in \mathbb{N}$ is the index that corresponds to the last serious iterate, namely

$$p^k = p^{k_*} \quad \text{for all } k \geq k_*.$$

This is possible because from the definition of e_j^k one gets a bound

$$(s^k, g^{k-1}) < m(\|g^{k-1}\|^2 + \varepsilon_{k-1}) - e_k^k,$$

whereas in the Riemannian case one has

$$(P_{p^k \leftarrow q^k} X_{q^k}, t_{k-1} g^{k-1}) < m(\|g^{k-1}\|^2 + \varepsilon_{k-1}) - c_k^k + \varrho \|t_{k-1} g^{k-1}\| \|X_{q^k}\|.$$

Implementation

The algorithm is implemented¹ in Julia using `Manopt.jl` (Bergmann 2022) which uses manifolds from `Manifolds.jl` (Axen et al. 2021). A solver call just looks like

```
p* = convex_bundle_method(M, f, ∂f, p0)
```

where

- ▶ M is a Riemannian manifold
- ▶ f is the objective function
- ▶ ∂f is a subgradient of the objective function
- ▶ p_0 is an initial point on the manifold
- ▶ the parameter for the descent test is set at a default $m = 0.0125$

The default stopping criterion for the algorithm is set to

$$-\xi_k \leq 10^{-8}.$$

¹not yet in a release version

Numerical Example: Signal Denoising on \mathcal{H}^2



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Let \mathcal{H}^2 be the two-dimensional hyperbolic space and let $n = 496$. By projecting a square wave onto \mathcal{H}^2 , we manufacture an artificial signal which can be interpreted as a point $q \in (\mathcal{H}^2)^n$.

Numerical Example: Signal Denoising on \mathcal{H}^2



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Let \mathcal{H}^2 be the two-dimensional hyperbolic space and let $n = 496$. By projecting a square wave onto \mathcal{H}^2 , we manufacture an artificial signal which can be interpreted as a point $q \in (\mathcal{H}^2)^n$. We then generate a noisy signal $\bar{q} \in \mathcal{M}$ by adding Gaussian noise to the original signal, i. e., we set $\bar{q}^i = \exp_{q^i} X_i$ for $i = 1, \dots, n$, where $X \in T_{q^i}\mathcal{M}$ has a standard deviation of $\sigma = 0.1$.

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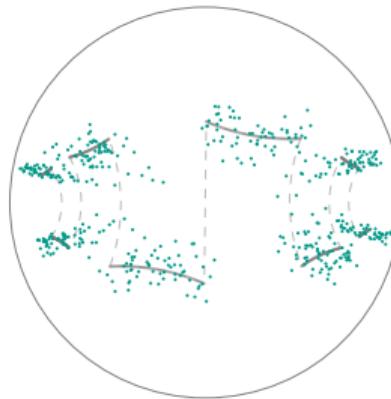


Figure: Artificial signal $q \in (\mathcal{H}^2)^{496}$ in gray, and noisy data $\bar{q} \in (\mathcal{H}^2)^{496}$ in teal.

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$$f_q(p) = \frac{1}{n}(g(p, q) + \alpha \operatorname{TV}(p))$$

where

$$g(p, q) = \frac{1}{2} \sum_{i=1}^n \operatorname{dist}(p^i, q^i)^2 \quad \text{and} \quad \operatorname{TV}(p) = \sum_{i=1}^{n-1} \operatorname{dist}(p^i, p^{i+1}).$$

We also set $\operatorname{diam}(\operatorname{dom} f) := \frac{5}{2} \operatorname{dist}(q, \bar{q})$.

Numerical Example: Signal Denoising on \mathcal{H}^2



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Finally, we compare the Riemannian Convex Bundle Method (RCBM) to the Proximal Bundle Algorithm (PBA), the Subgradient Method (SGM), and the Cyclic Proximal Point Algorithm (CPPA).

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Finally, we compare the Riemannian Convex Bundle Method (RCBM) to the Proximal Bundle Algorithm (PBA), the Subgradient Method (SGM), and the Cyclic Proximal Point Algorithm (CPPA).

Algorithm	Iter.	Time (sec.)	Objective	Error
RCBM	3232	94.290	$1.7929 \cdot 10^{-3}$	$3.3101 \cdot 10^{-4}$
PBA	14 879	79.036	$1.8160 \cdot 10^{-3}$	$4.2182 \cdot 10^{-4}$
SGM	15 000	78.742	$1.7918 \cdot 10^{-3}$	$3.3004 \cdot 10^{-4}$
CPPA	15 000	73.065	$1.7928 \cdot 10^{-3}$	$3.3229 \cdot 10^{-4}$

Comparisons between the four algorithms on $(\mathcal{H}^2)^{496}$ for a TV parameter of $\alpha = 0.05$.

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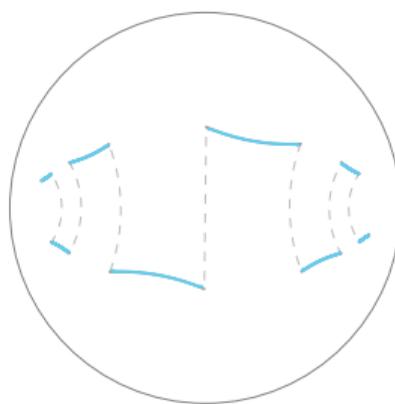


Figure: Denoised reconstruction $q^* \in (\mathcal{H}^2)^{496}$ in cyan.



Numerical Example: Riemannian Median on \mathcal{S}^d

Let \mathcal{S}^d be the d -dimensional sphere and let $q^1, \dots, q^n \in \mathcal{S}^d$ be $n = 1000$ Gaussian random data points sampled in a ball of radius $\frac{\pi}{3}$ around the north pole \bar{p} , $B_{\frac{\pi}{3}}(\bar{p})$.



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$$f(p) = \begin{cases} \frac{1}{n} \sum_{j=1}^n \text{dist}(p, q^j) & \text{if } p \in B_{\frac{\pi}{3}}(\bar{p}), \\ +\infty & \text{otherwise.} \end{cases}$$



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Consider now the dataset

$$\mathcal{D} = \left\{ q^1, \dots, q^n \mid q^j \in \mathcal{S}^d \text{ for all } j = 1, \dots, n \right\}.$$

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The Riemannian geometric median p^* of \mathcal{D} is then defined as

$$p^* := \arg \min_{p \in \mathcal{S}^d} f(p).$$

The initial point is chosen as one of the two points that realize the maximal distance within \mathcal{D} .

Numerical Example: Riemannian Median on S^d



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Dimension	RCBM			PBA		
	Iter.	Time (sec.)	Objective	Iter.	Time (sec.)	Objective
2	16	$4.74 \cdot 10^{-3}$	0.393 47	31	$7.80 \cdot 10^{-3}$	0.393 47
4	77	$2.85 \cdot 10^{-2}$	0.391 46	71	$2.29 \cdot 10^{-2}$	0.391 46
32	20	$1.32 \cdot 10^{-2}$	0.393 48	19	$1.09 \cdot 10^{-2}$	0.393 48
1024	30	$3.06 \cdot 10^{-1}$	0.402 59	42	$4.16 \cdot 10^{-1}$	0.402 59
32 768	50	$1.85 \cdot 10^1$	0.391 92	78	$2.64 \cdot 10^1$	0.391 92

SGM			
Dimension	Iter.	Time (sec.)	Objective
2	4570	$2.87 \cdot 10^{-2}$	0.393 47
4	5000	1.33	0.391 46
32	5000	2.16	0.393 48
1024	4646	$4.31 \cdot 10^1$	0.402 59
32 768	75	$2.26 \cdot 10^1$	0.391 92

Comparisons between the three algorithms on S^d with varying dimension.

Conclusion and Future Work



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In summary:

- ▶ presented the bundle method for geodesically convex functions on Riemannian manifolds
- ▶ touched upon convergence and the problems therein
- ▶ showed two numerical examples

To do:

- ▶ further investigate convergence

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