

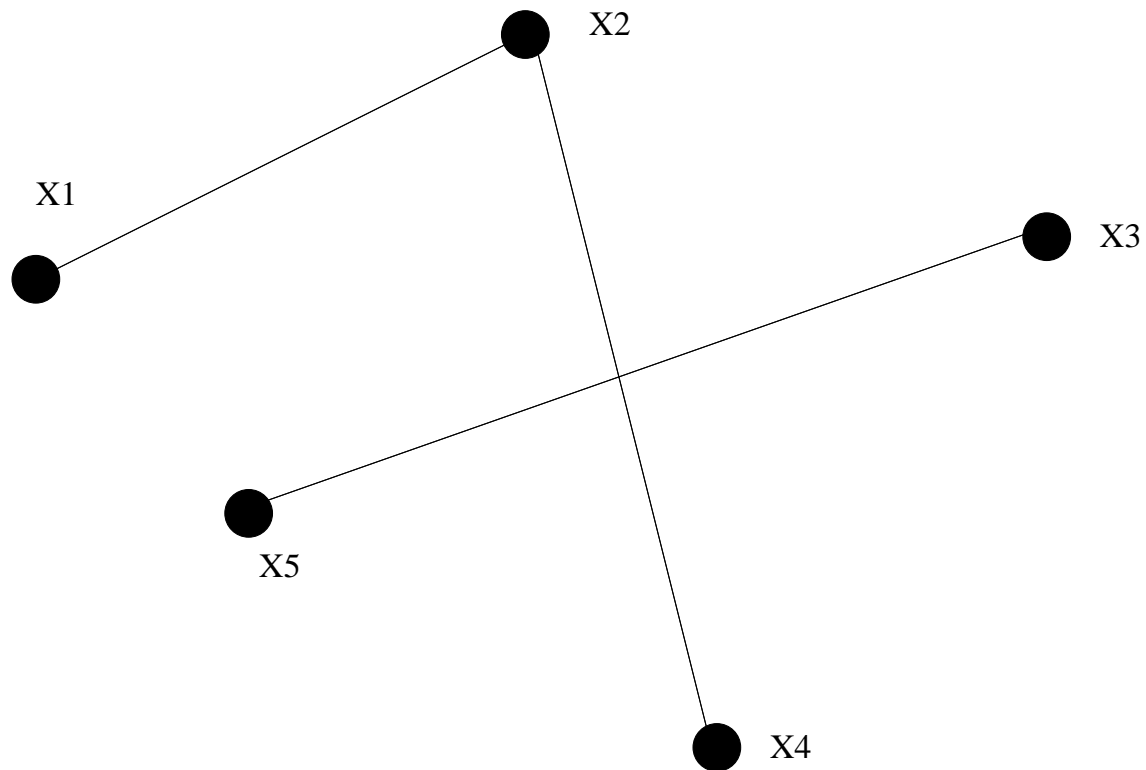
# Estimation of sparse Gaussian graphical models:

The graphical lasso

Data:  $p$  quantitative variables measured on  $N$  observations. For example,  $p = 5$  proteins measured in  $N = 10,000$  cells

	protein1	protein2	protein3	protein4	protein5
cell 1	2.5	2.6	-1.3	2.8	4.7
cell 2	4.7	-3.3	1.8	3.3	3.4
cell 3	-1.2	-1.4	2.1	4.4	2.4
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.					
.					

Goal: estimate the best undirected graph on the variables: a missing link means that the variables are **conditionally independent**



## The Lasso for regression

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$$\min \sum_i (y_i - \sum_j x_{ij} \beta_j)^2 \text{ subject to } \sum_j |\beta_j| \leq t$$

- For  $t \geq 0$  sufficiently small, some  $\hat{\beta}_j$  will be zero. This is a smooth form of subset selection. We have fast algorithms for solving the lasso.

Lasso is a nice **convex** method for achieving sparsity.

## Naive procedure for graphs

- The coefficient of the  $j$ th predictor in a regression measures the partial correlation between the response variable and the  $j$ th predictor
- Idea: apply lasso to graph problem by treating each node in turn as the response variable
- include an edge  $i \leftrightarrow j$  in the graph if either coefficient of  $j$ th predictor in regression for  $x_i$  is non-zero, or  $i$ th predictor in regression for  $x_j$  is non-zero.

## Better formulation

- Assume  $\mathbf{x} \sim N(0, \Sigma)$  and let  $\ell(\Sigma; \mathbf{X})$  be the log-likelihood.  
 $X_j, X_k$  are conditionally independent if  $(\Sigma^{-1})_{jk} = 0$
- let  $\Theta = \Sigma^{-1}$ , and let  $S$  be the empirical covariance matrix, the problem is to maximize the penalized log-likelihood

$$\log \det \Theta - \text{tr}(S\Theta) \quad \text{subject to } \|\Theta\|_1 \leq t, \quad (1)$$

over non-negative definite matrices  $\Theta$

- Convex problem! How to maximize?

$\text{lasso}(\mathbf{X}_{[-j]}, \mathbf{X}_j, t)$  Naive

$\text{lasso}((\mathbf{X}^T \mathbf{X})_{[-j, -j]}, \mathbf{X}_{[-j, -j]}^T \mathbf{X}_j, t)$  Naive using inner products

$\text{lasso}(\Sigma_{[-j, -j]}, \mathbf{X}_{[-j, -j]}^T \mathbf{X}_j, t)$  Exact!

## Why does this work?

- Considered one row and column at a time, the log-likelihood and the lasso problem have the same gradient
- Resulting algorithm is a blockwise coordinate descent procedure

## Details

Subgradient equation for maximization of the log-likelihood is

$$W - S - \rho \cdot \Gamma = 0, \quad (2)$$

using the fact that the derivative of  $\log \det \Theta$  equals  $\Theta^{-1} = W$ , given in e.g (Boyd & Vandenberghe 2004), page 641. Here  $\Gamma_{ij} \in \text{sign}(\Theta_{ij})$ ; i.e.  $\Gamma_{ij} = \text{sign}(\Theta_{ij})$  if  $\Theta_{ij} \neq 0$ , else  $\Gamma_{ij} \in [-1, 1]$  if  $\Theta_{ij} = 0$ .

The upper right block of equation (2) is

$$w_{12} - s_{12} - \rho \cdot \gamma_{12} = 0. \quad (3)$$

Lasso problem is

$$\min_{\beta} \left\{ \frac{1}{2} \|W_{11}^{1/2} \beta - b\|^2 + \rho \|\beta\|_1 \right\}, \quad (4)$$

where  $b = W_{11}^{-1/2} s_{12}$ ;



The sub-gradient equation from (4) works out to be

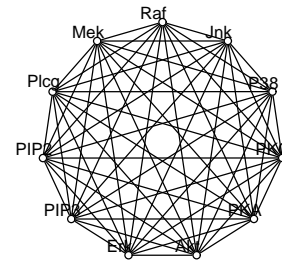
$$W_{11}\beta - s_{12} + \rho \cdot \nu = 0, \tag{5}$$

These are the same if we take  $w_{12} = W_{11}\beta$ .

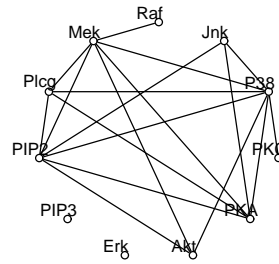
## Graphical Lasso Algorithm

1. Start with  $W = S + \rho I$ . The diagonal of  $W$  remains unchanged in what follows.
2. For each  $j = 1, 2, \dots, p, 1, 2, \dots, p, \dots$ , solve the lasso problem (4), which takes as input the inner products  $W_{11}$  and  $s_{12}$ . This gives a  $p - 1$  vector solution  $\hat{\beta}$ . Fill in the corresponding row and column of  $W$  using  $w_{12} = W_{11}\hat{\beta}$ .
3. Continue until convergence

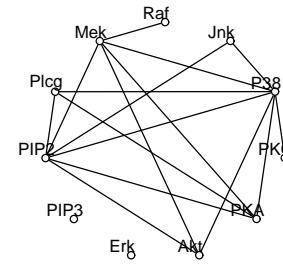
## Cell signalling proteins



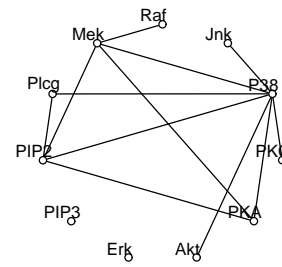
L1 norm= 2.27182



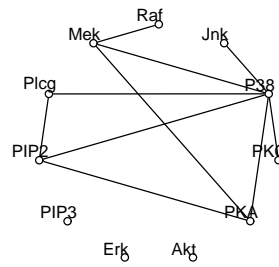
L1 norm= 0.08915



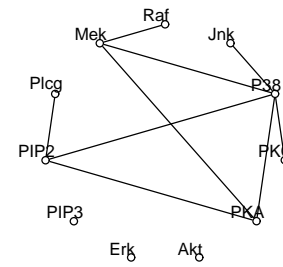
L1 norm= 0.04251



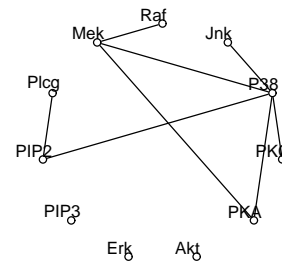
L1 norm= 0.02171



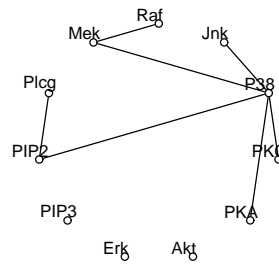
L1 norm= 0.01611



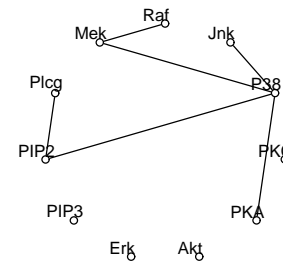
L1 norm= 0.01224



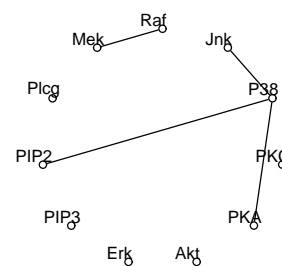
L1 norm= 0.00926



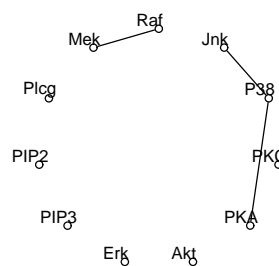
L1 norm= 0.00687



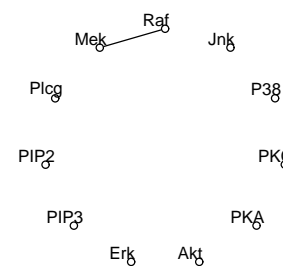
L1 norm= 0.00496



L1 norm= 0.00372



L1 norm= 0.00297



L1 norm= 7e-05

## The Punch line

*Timings for  $p = 400$  variables*

Method	CPU time
State-of-the-art convex optimizer	27 min
Graphical lasso	6.2 sec

**Take that, Steve Boyd!**

Speed is also due to our use of the new **coordinate descent** procedures for lasso (Friedman, Hastie, Hoefling, Tibshirani)

# References

Boyd, S. & Vandenberghe, L. (2004), **Convex Optimization**, Cambridge University Press.