

EE 5561: Image Processing and Applications

Lecture 12

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Recap of Last Lecture

- Sparsity regularization
 - l_1 norm, soft thresholding
 - Solving the objective function

$$\arg \min_{\mathbf{x}} \|\mathbf{y} - \mathbf{H}\mathbf{x}\|_2^2 + \tau \|\mathbf{x}\|_1$$

← degradation/measurement matrix

- Gradient descent
 - Proximal gradient descent
- Today:
 - Variable splitting

Lagrangian relaxation

- Some more optimization

- Suppose we are solving a constrained optimization problem

$$\min_{\mathbf{x}} f(\mathbf{x}) \quad \text{s. t. } \mathbf{Ax} = \mathbf{b}$$

- The Lagrangian is given by

$$\mathcal{L}(\mathbf{x}, \boldsymbol{\lambda}) = f(\mathbf{x}) + \boldsymbol{\lambda}^T (\mathbf{Ax} - \mathbf{b})$$

- If $\hat{\mathbf{x}}$ is a solution to the original problem, then there exists $\hat{\boldsymbol{\lambda}}$ such that partial derivatives of \mathcal{L} at $(\hat{\mathbf{x}}, \hat{\boldsymbol{\lambda}})$ are 0.
- For convex f , there exists $\hat{\boldsymbol{\lambda}}$ such that $\hat{\mathbf{x}}$ minimizes $\mathcal{L}(\mathbf{x}, \hat{\boldsymbol{\lambda}})$ and $\hat{\boldsymbol{\lambda}}^T (\mathbf{Ax} - \mathbf{b}) = 0$

Lagrangian relaxation

- Some more optimization

- We can define a dual function $g(\boldsymbol{\lambda}) = \inf_{\mathbf{x}} \mathcal{L}(\mathbf{x}, \boldsymbol{\lambda})$

- The dual problem is to solve

$$\hat{\boldsymbol{\lambda}} = \max_{\boldsymbol{\lambda}} g(\boldsymbol{\lambda})$$

- While we also solve $\hat{\mathbf{x}} = \arg \min_{\mathbf{x}} \mathcal{L}(\mathbf{x}, \hat{\boldsymbol{\lambda}})$

- One can solve this by solving the dual problem by gradient method (ascent)

$$\boldsymbol{\lambda}^{(t+1)} = \boldsymbol{\lambda}^{(t)} + \alpha_k (\mathbf{A}\mathbf{x}^{(t)} - \mathbf{b})$$

$$\mathbf{x}^{(t+1)} = \arg \min_{\mathbf{x}} \mathcal{L}(\mathbf{x}, \boldsymbol{\lambda}^{(t+1)})$$

- Alternating method to solve it (need assumption to work)

Augmented Lagrangian

- Some more optimization

- Again start from the constrained problem

$$\min_{\mathbf{x}} f(\mathbf{x}) \quad \text{s. t. } \mathbf{Ax} = \mathbf{b}$$

- Augmented Lagrangian is given by

$$\mathcal{L}_\rho(\mathbf{x}, \boldsymbol{\lambda}) = f(\mathbf{x}) + \boldsymbol{\lambda}^T (\mathbf{Ax} - \mathbf{b}) + \frac{\rho}{2} \|\mathbf{Ax} - \mathbf{b}\|_2^2$$

↖ augmentation
ensures dual function
 $g(\boldsymbol{\lambda}) = \inf_{\mathbf{x}} \mathcal{L}_\rho(\mathbf{x}, \boldsymbol{\lambda})$ is differentiable

Augmented Lagrangian

- Some more optimization

- Alternative intuition

$$\min_{\mathbf{x}} f(\mathbf{x}) \quad \text{s. t. } \mathbf{Ax} = \mathbf{b}$$

replace with quadratic penalty
i.e. $\|\mathbf{b} - \mathbf{Ax}\|_2^2$ should be small

$$f(\mathbf{x}) + \frac{\rho}{2} \|\mathbf{Ax} - \mathbf{b}\|_2^2$$

- We can do the same dual solution idea for the augmented Lagrangian

$$\mathbf{x}^{(t+1)} = \arg \min_{\mathbf{x}} \mathcal{L}_{\rho}(\mathbf{x}, \boldsymbol{\lambda}^{(t)}) \quad \mathcal{L}_{\rho}(\mathbf{x}, \boldsymbol{\lambda}) = f(\mathbf{x}) + \boldsymbol{\lambda}^T (\mathbf{Ax} - \mathbf{b}) + \frac{\rho}{2} \|\mathbf{Ax} - \mathbf{b}\|_2^2$$

$$\boldsymbol{\lambda}^{(t+1)} = \boldsymbol{\lambda}^{(t)} + \rho(\mathbf{Ax}^{(t+1)} - \mathbf{b})$$

- This is called method of multipliers

- The first problem is usually hard to solve

ADMM

- Alternating direction method of multipliers (ADMM)

- Now consider something more similar to last lecture

$$\min_{\mathbf{x}, \mathbf{z}} f(\mathbf{x}) + h(\mathbf{z}) \quad \text{s. t. } \mathbf{Ax} + \mathbf{Bz} = \mathbf{c}$$

- Difference to last lecture \rightarrow two variables \mathbf{x} and \mathbf{z}
- Augmented Lagrangian is

$$\mathcal{L}_\rho(\mathbf{x}, \mathbf{z}, \boldsymbol{\lambda}) = f(\mathbf{x}) + h(\mathbf{z}) + \boldsymbol{\lambda}^T (\mathbf{Ax} + \mathbf{Bz} - \mathbf{c}) + \frac{\rho}{2} \|\mathbf{Ax} + \mathbf{Bz} - \mathbf{c}\|_2^2$$

- ADMM solves

$$\mathbf{x}^{(t+1)} = \arg \min_{\mathbf{x}} \mathcal{L}_\rho(\mathbf{x}, \mathbf{z}^{(t)}, \boldsymbol{\lambda}^{(t)})$$

$$\mathbf{z}^{(t+1)} = \arg \min_{\mathbf{z}} \mathcal{L}_\rho(\mathbf{x}^{(t+1)}, \mathbf{z}, \boldsymbol{\lambda}^{(t)})$$

$$\boldsymbol{\lambda}^{(t+1)} = \boldsymbol{\lambda}^{(t)} + \rho(\mathbf{Ax}^{(t+1)} + \mathbf{Bz}^{(t+1)} - \mathbf{c})$$

ADMM

- Alternating direction method of multipliers (ADMM)

- We can make this nicer, consider

$$\lambda^T (\mathbf{Ax} + \mathbf{Bz} - \mathbf{c}) + \frac{\rho}{2} \|\mathbf{Ax} + \mathbf{Bz} - \mathbf{c}\|_2^2$$

- Define $\mathbf{r} = \mathbf{Ax} + \mathbf{Bz} - \mathbf{c}$

$$\lambda^T \mathbf{r} + \frac{\rho}{2} \|\mathbf{r}\|_2^2 = \frac{\rho}{2} \left(\mathbf{r}^T \mathbf{r} + \frac{2}{\rho} \lambda^T \mathbf{r} \right)$$

$$= \frac{\rho}{2} \left(\mathbf{r}^T \mathbf{r} + 2 \frac{\lambda^T}{\rho} \mathbf{r} + \frac{\lambda^T \lambda}{\rho^2} - \frac{\lambda^T \lambda}{\rho^2} \right) = \frac{\rho}{2} \left(\left\| \mathbf{r} + \frac{\lambda}{\rho} \right\|_2^2 - \left\| \frac{\lambda}{\rho} \right\|_2^2 \right)$$

- Define $\mathbf{u} = \lambda / \rho$

$$= \frac{\rho}{2} \left(\|\mathbf{r} + \mathbf{u}\|_2^2 - \|\mathbf{u}\|_2^2 \right)$$

ADMM

- Alternating direction method of multipliers (ADMM)
 - Now the updates become

$$\mathbf{x}^{(t+1)} = \arg \min_{\mathbf{x}} \mathcal{L}_{\rho}(\mathbf{x}, \mathbf{z}^{(t)}, \mathbf{u}^{(t)})$$

$$= \arg \min_{\mathbf{x}} f(\mathbf{x}) + \frac{\rho}{2} \|\mathbf{Ax} + \mathbf{Bz}^{(t)} - \mathbf{c} + \mathbf{u}^{(t)}\|_2^2$$

$$\mathbf{z}^{(t+1)} = \arg \min_{\mathbf{z}} \mathcal{L}_{\rho}(\mathbf{x}^{(t+1)}, \mathbf{z}, \mathbf{u}^{(t)})$$

$$= \arg \min_{\mathbf{z}} h(\mathbf{z}) + \frac{\rho}{2} \|\mathbf{Ax}^{(t+1)} + \mathbf{Bz} - \mathbf{c} + \mathbf{u}^{(t)}\|_2^2$$

$$\mathbf{u}^{(t+1)} = \mathbf{u}^{(t)} + (\mathbf{Ax}^{(t+1)} + \mathbf{Bz}^{(t+1)} - \mathbf{c})$$

ADMM in Computational Imaging

- Back to computational imaging

$$\arg \min_{\mathbf{x}} \frac{1}{2} \|\mathbf{y} - \mathbf{H}\mathbf{x}\|_2^2 + \psi(\mathbf{x}) \quad \text{e.g. } \psi(\mathbf{x}) = \tau \|\mathbf{W}\mathbf{x}\|_1$$

- This is unconstrained, so not the same form as ADMM
- But we can do “variable splitting”

$$\arg \min_{\mathbf{x}, \mathbf{z}} \frac{1}{2} \|\mathbf{y} - \mathbf{H}\mathbf{x}\|_2^2 + \psi(\mathbf{z}) \quad \text{s. t.} \quad \mathbf{x} = \mathbf{z}$$

- Then we have

$$\mathcal{L}_\rho(\mathbf{x}, \mathbf{z}, \mathbf{u}) = \frac{1}{2} \|\mathbf{y} - \mathbf{H}\mathbf{x}\|_2^2 + \psi(\mathbf{z}) + \frac{\rho}{2} \|\mathbf{x} - \mathbf{z} + \mathbf{u}\|_2^2$$
$$\mathcal{L}_\rho(\mathbf{x}, \mathbf{z}, \mathbf{u}) = \underbrace{\frac{1}{2} \|\mathbf{y} - \mathbf{H}\mathbf{x}\|_2^2}_{f(\mathbf{x})} + \underbrace{\psi(\mathbf{z})}_{h(\mathbf{z})} + \underbrace{\frac{\rho}{2} \|\mathbf{x} - \mathbf{z} + \mathbf{u}\|_2^2}_{\text{constraint} + \text{Lagrangian}}$$

ADMM in Computational Imaging

- Compare this to the previous “intuition” where we replace the constraint $\mathbf{x} = \mathbf{z}$ with $\|\mathbf{x} - \mathbf{z}\|_2^2$ should be small

$$\frac{1}{2}\|\mathbf{y} - \mathbf{H}\mathbf{x}\|_2^2 + \psi(\mathbf{z}) + \frac{\rho}{2}\|\mathbf{x} - \mathbf{z}\|_2^2$$

variable splitting with
quadratic penalty

- Looks similar to $\mathcal{L}_\rho(\mathbf{x}, \mathbf{z}, \mathbf{u}) = \frac{1}{2}\|\mathbf{y} - \mathbf{H}\mathbf{x}\|_2^2 + \psi(\mathbf{z}) + \frac{\rho}{2}\|\mathbf{x} - \mathbf{z} + \mathbf{u}\|_2^2$
- But the \mathbf{u} term makes ADMM converge faster
- One more point about ADMM
 - Has slow convergence to high accuracy
 - Fast convergence to medium accuracy
 - Latter is sufficient for image processing

ADMM in Computational Imaging

- Going back to ADMM, the updates are

$$\begin{aligned} \text{i)} \quad \mathbf{x}^{(t+1)} &= \arg \min_{\mathbf{x}} \frac{1}{2} \|\mathbf{y} - \mathbf{H}\mathbf{x}\|_2^2 + \frac{\rho}{2} \|\mathbf{x} - \mathbf{z}^{(t)} + \mathbf{u}^{(t)}\|_2^2 \\ &= (\mathbf{H}^T \mathbf{H} + \rho \mathbf{I})^{-1} (\mathbf{H}^T \mathbf{y} + \rho(\mathbf{z}^{(t)} - \mathbf{u}^{(t)})) \end{aligned}$$

$$\begin{aligned} \text{ii)} \quad \mathbf{z}^{(t+1)} &= \arg \min_{\mathbf{z}} h(\mathbf{z}) + \frac{\rho}{2} \|\mathbf{x}^{(t+1)} - \mathbf{z} + \mathbf{u}^{(t)}\|_2^2 \\ &= \arg \min_{\mathbf{z}} \frac{1}{2} \|(\mathbf{x}^{(t+1)} + \mathbf{u}^{(t)}) - \mathbf{z}\|_2^2 + \frac{1}{\rho} \psi(\mathbf{z}) \end{aligned}$$

“denoising” or proximal operator

$$\begin{aligned} \text{For } \psi(\mathbf{z}) = \tau \|\mathbf{z}\|_1, \text{ solution is } \mathbf{z}^{(t+1)} &= \arg \min_{\mathbf{z}} \frac{1}{2} \|(\mathbf{x}^{(t+1)} + \mathbf{u}^{(t)}) - \mathbf{z}\|_2^2 + \frac{\tau}{\rho} \|\mathbf{z}\|_1 \\ &= S_{\frac{\tau}{\rho}}(\mathbf{x}^{(t+1)} + \mathbf{u}^{(t)}) \end{aligned}$$

$$\text{iii)} \quad \mathbf{u}^{(t+1)} = \mathbf{u}^{(t)} + (\mathbf{x}^{(t+1)} - \mathbf{z}^{(t+1)})$$

Solving Regularized Least Squares

- Overall we have two algorithms for solving $\arg \min_{\mathbf{x}} \frac{1}{2} \|\mathbf{y} - \mathbf{H}\mathbf{x}\|_2^2 + \psi(\mathbf{x})$

- Proximal gradient descent

$$\mathbf{z}^{(t+1)} = \mathbf{x}^{(t)} + \eta \mathbf{H}^T (\mathbf{y} - \mathbf{H}\mathbf{x}^{(t)})$$

$$\mathbf{x}^{(t+1)} = \arg \min_{\mathbf{x}} \frac{1}{2} \|\mathbf{z}^{(t+1)} - \mathbf{x}\|_2^2 + \eta \psi(\mathbf{x})$$

“denoising” or
proximal operator

- ADMM

$$\mathbf{x}^{(t+1)} = (\mathbf{H}^T \mathbf{H} + \rho \mathbf{I})^{-1} (\mathbf{H}^T \mathbf{y} + \rho(\mathbf{z}^{(t)} - \mathbf{u}^{(t)}))$$

$$\mathbf{z}^{(t+1)} = \arg \min_{\mathbf{z}} \frac{1}{2} \|(\mathbf{x}^{(t+1)} + \mathbf{u}^{(t)}) - \mathbf{z}\|_2^2 + \frac{1}{\rho} \psi(\mathbf{z})$$

“denoising” or
proximal operator

$$\mathbf{u}^{(t+1)} = \mathbf{u}^{(t)} + (\mathbf{x}^{(t+1)} - \mathbf{z}^{(t+1)})$$

Solving Regularized Least Squares

- Both converge when $\psi(\mathbf{x}) = \tau \|\mathbf{x}\|_1$
 - Proximal operator easy to solve in this case \rightarrow soft thresholding
- In reality, one can use other $\psi(\cdot)$ (or equivalently $\text{prox}_\psi(\cdot)$), sometimes without guarantees
 - e.g. replace proximal operator patch-based denoising methods (next lecture)

Solving Regularized Least Squares

- ADMM is more versatile

- Can add multiple regularizers, e.g.

$$\arg \min_{\mathbf{x}} \frac{1}{2} \|\mathbf{y} - \mathbf{H}\mathbf{x}\|_2^2 + \psi_1(\mathbf{x}) + \psi_2(\mathbf{x})$$

- Then variable splitting is done as

$$\arg \min_{\mathbf{x}, \mathbf{z}, \mathbf{v}} \frac{1}{2} \|\mathbf{y} - \mathbf{H}\mathbf{x}\|_2^2 + \psi_1(\mathbf{z}) + \psi_2(\mathbf{v}) \quad \text{s. t. } \mathbf{x} = \mathbf{z} \text{ and } \mathbf{x} = \mathbf{v}$$

- Not as easy in proximal gradient descent

Solving Regularized Least Squares

- Final point: How do we solve

$$\mathbf{x}^{(t+1)} = (\mathbf{H}^T \mathbf{H} + \rho \mathbf{I})^{-1} (\mathbf{H}^T \mathbf{y} + \rho(\mathbf{z}^{(t)} - \mathbf{u}^{(t)}))$$

- In practice, we cannot invert (or even store) these matrices
- These least squares problems are themselves solved iteratively
- Again, gradient descent is simplest, but slow
- Practically, one uses the conjugate gradient method (works if \mathbf{A} is symmetric and positive definite)
 - It is in the ADMM subproblem $\mathbf{A} = (\mathbf{H}^T \mathbf{H} + \rho \mathbf{I})$
 - Also in (generalized) Tikhonov regularization
 - We are not going to cover why this works
 - But this is the function we will call in our implementations

Example Solution

Original



Blurred w/ Noise



Recovered

