

# Trajectory of Alternating Direction Method of Multipliers and Adaptive Acceleration

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Constrained and composite optimisation problem:

$$\min_{x \in \mathbb{R}^n, y \in \mathbb{R}^m} R(x) + J(y) \quad \text{such that} \quad Ax + By = b \quad (\mathcal{P})$$

under basic assumptions

- $R, J$  are proper, convex, lower semi-continuous functions.
- $A : \mathbb{R}^n \rightarrow \mathbb{R}^p$  and  $B : \mathbb{R}^m \rightarrow \mathbb{R}^p$  are injective linear operators.
- $\text{ri}(\text{dom}(R) \cap \text{dom}(J)) \neq \emptyset$  and the set of minimizers is non-empty.

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**Question:** *How should one accelerate the convergence of ADMM?*

Given a fixed point sequence  $z_{k+1} = \mathcal{F}(z_k)$ , accelerate by

$$\bar{z}_{k+1} = z_k + \alpha_k(z_k - z_{k-1}), \quad \alpha_k > 0$$

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Inertial is well-studied for algorithms such as gradient descent and Forward-Backward.

Improves the objective convergence rate from  $\mathcal{O}(k^{-1})$  to  $\mathcal{O}(k^{-2})$ .

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The performance of inertial-ADMM in general is less clear.

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2. We obtain insight into when inertial will work and fail.

3. We develop an acceleration scheme with local acceleration rates.

**Augmented Lagrangian:** For  $\gamma > 0$  and Lagrangian multiplier  $\psi \in \mathbb{R}^p$

$$\mathcal{L}(x, y, \psi) \stackrel{\text{def.}}{=} R(x) + J(y) + \langle \psi, Ax + By - b \rangle + \frac{\gamma}{2} \|Ax + By - b\|_2^2.$$

The ADMM iterations:

$$x_k = \operatorname{argmin}_{x \in \mathbb{R}^n} R(x) + \frac{\gamma}{2} \|Ax + By_{k-1} - b + \frac{1}{\gamma} \psi_{k-1}\|^2,$$

$$y_k = \operatorname{argmin}_{y \in \mathbb{R}^m} J(y) + \frac{\gamma}{2} \|Ax_k + By - b + \frac{1}{\gamma} \psi_{k-1}\|^2,$$

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Then,  $z_k = \mathcal{F}(z_{k-1})$  for some fixed point operator  $\mathcal{F}^\dagger$ .

<sup>†</sup> Due to the equivalence between ADMM and Douglas-Rachford splitting [Gabay '83].

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*We will analyse the behaviour of  $\{z_k\}_k$ .*

$R$  is **partly smooth** at  $x$  relative to a set  $\mathcal{M} \ni x$  if  $\partial R(x) \neq \emptyset$  and

**Smoothness:**

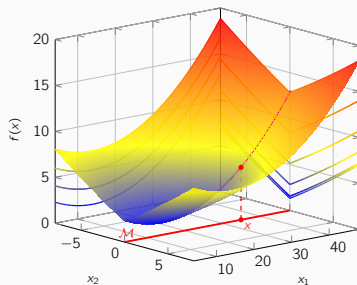
$\mathcal{M}$  is a  $C^2$ -manifold,  $R|_{\mathcal{M}}$  is  $C^2$  near  $x$ .

**Sharpness:**

Tangent space  $\mathcal{T}_{\mathcal{M}}(x)$  is  $\text{par}(\partial R(x))^{\perp}$ .

**Continuity:**

$\partial R$  is continuous along  $\mathcal{M}$  near  $x$ .



$\text{par}(C)$ : sub-space parallel to  $C$ , where  $C$  is a non-empty convex set.

$\text{PSF}_x(\mathcal{M}_x)$ : function that is partly smooth at  $x$  relative to  $\mathcal{M}_x$ .

**Examples:**  $\ell_1$ ,  $\ell_{1,2}$ ,  $\ell_{\infty}$ -norm, nuclear norm, total variation.

If  $R \in \text{PSF}_{x^*}(\mathcal{M}_{x^*}^R)$  and  $J \in \text{PSF}_{y^*}(\mathcal{M}_{y^*}^J)$ , then under **non-degeneracy conditions** around  $x^*$  and  $y^*$ :

### Manifold identification and local linearisation [Liang, Fadili & Peyré '16]:

There exists  $K \in \mathbb{N}$  and a matrix  $M_{\text{ADMM}}$  such that for all  $k \geq K$ ,

- $x_k \in \mathcal{M}_{x^*}^R$  and  $y_k \in \mathcal{M}_{y^*}^J$
- $z_k - z^* = M_{\text{ADMM}}(z_{k-1} - z^*) + o(\|z_{k-1} - z^*\|)$



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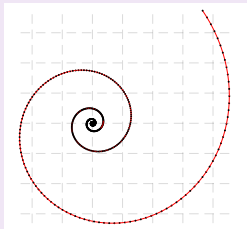
The behaviour of  $z_k$  is eventually **regular**.

# Partial smoothness and sequence trajectory

Let  $v_k \stackrel{\text{def.}}{=} z_k - z_{k-1}$  and  $\theta_k = \angle(v_k, v_{k-1})$ .

## Two non-smooth terms

$R$  and  $J$  are locally polyhedral around  $x^*$  and  $y^*$ .



### Spiral trajectory:

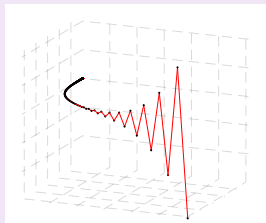
$$\cos(\theta_k) = \cos(\alpha) + \mathcal{O}(\eta^{2k})$$

with  $\eta < 1, \alpha > 0$ .

$M_{\text{ADMM}}$  has **complex** eigenvalues

## At least one smooth term

$A$  is a full rank square matrix and  $R$  is locally  $\mathcal{C}^2$  around  $x^*$ .



### Straight line trajectory:

$\cos(\theta_k) \rightarrow 1$  when

$$\gamma > \|(A^\top A)^{-\frac{1}{2}} \nabla^2 R(x^*) (A^\top A)^{-\frac{1}{2}}\|.$$

$M_{\text{ADMM}}$  has all **real** eigenvalues

One **inertial**-ADMM iteration:

$$x_k = \operatorname{argmin}_{x \in \mathbb{R}^n} R(x) + \frac{\gamma}{2} \|Ax - \frac{1}{\gamma}(\bar{z}_{k-1} - 2\psi_{k-1})\|^2,$$

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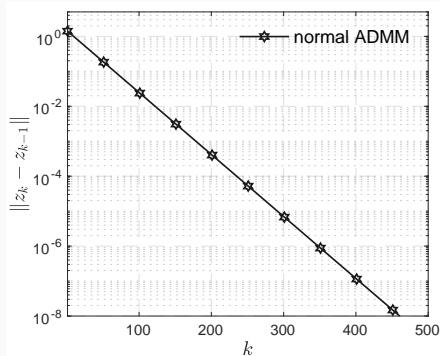
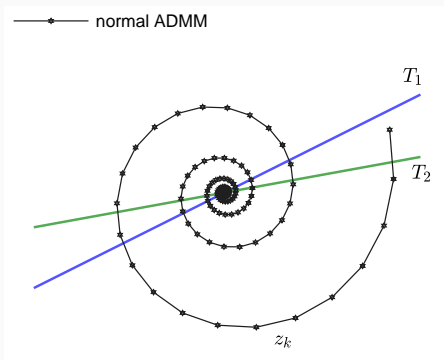
**Intuition:** inertial-ADMM accelerates if  $z_k$  is moving along a straight path...

# Failure of inertial-ADMM

Find  $z \in T_1 \cap T_2$ . Solve using ADMM

$$\min_{x,y} \iota_{T_1}(x) + \iota_{T_2}(y) \quad \text{such that} \quad x - y = 0.$$

Consider  $z_k \stackrel{\text{def.}}{=} \psi_{k-1} + \gamma x_k$ . **Standard ADMM:**

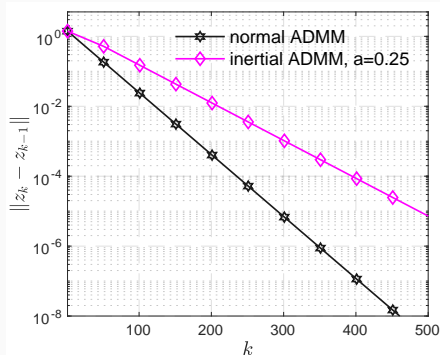
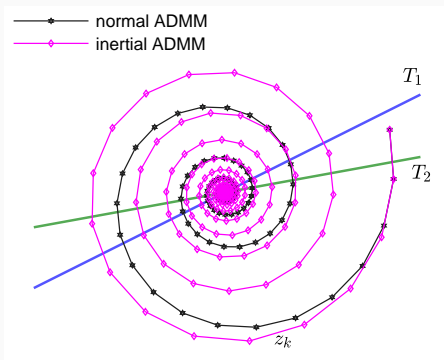


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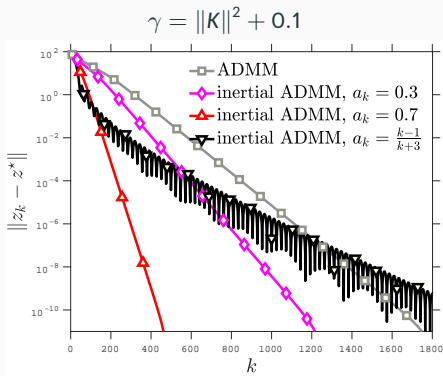
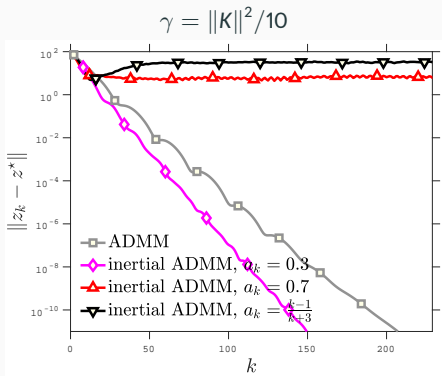
Consider  $z_k \stackrel{\text{def.}}{=} \psi_{k-1} + \gamma x_k$ . **Inertial-ADMM with  $a = 0.25$ :**



# Failure of inertial-ADMM

## LASSO example:

$$\min_{x,y \in \mathbb{R}^n} \mu \|x\|_1 + \frac{1}{2} \|Ky - f\|_2^2 \quad \text{such that} \quad x - y = 0.$$



## Eventual trajectory:

- Straight line when  $\gamma > \|K\|^2$
- $M_{\text{ADMM}}$  may have complex leading eigenvalue if  $\gamma \leq \|K\|^2$ .

# Adaptive acceleration for ADMM (A<sup>3</sup>DMM)

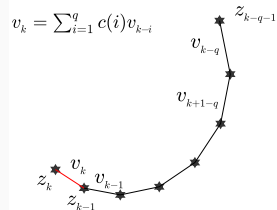
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**Idea:** Define  $v_j \stackrel{\text{def.}}{=} z_j - z_{j-1}$ ,

**S.1)** Fit the past directions  $v_{k-1}, \dots, v_{k-q}$  to the latest direction  $v_k$ :

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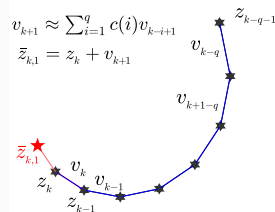
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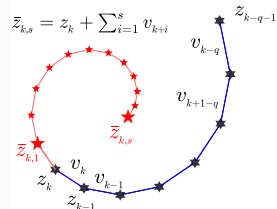
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Repeat  $s$  times to predict  $z_{k+s}$ .



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**Define:**  $H(c_k) \stackrel{\text{def.}}{=} \left[ c_k \mid \frac{\operatorname{Id}_{q-1}}{O_{1,q-1}} \right]$  and  $\mathcal{E}_{s,q,k} = V_k \left( \sum_{j=1}^s H(c_k)^j \right)_{(:,1)}$ .

The **s-step extrapolation** is  $\bar{z}_{k,s} = z_k + \mathcal{E}_{s,q,k}$ .

**Initial:** Let  $s \geq 1$ ,  $q \geq 1$ ,  $\bar{q} = q + 1$ . Let  $\bar{z}_0 = z_0 \in \mathbb{R}^p$  and  $V_0 = 0_{p \times q}$ .

**Repeat:** For  $k \geq 1$

$$y_k = \operatorname{argmin}_{y \in \mathbb{R}^m} J(y) + \frac{\gamma}{2} \|By + \frac{1}{\gamma} (\bar{z}_{k-1} - \gamma b)\|^2$$

$$\psi_k = \bar{z}_{k-1} + \gamma(By_k - b)$$

$$x_k = \operatorname{argmin}_{x \in \mathbb{R}^n} R(x) + \frac{\gamma}{2} \|Ax - \frac{1}{\gamma} (\bar{z}_{k-1} - 2\psi_k)\|^2$$

$$z_k = \psi_k + \gamma Ax_k$$

$$v_k = z_k - z_{k-1} \quad \text{and} \quad V_k = [v_k, V_k(:, 1 : q - 1)]$$

If  $\operatorname{mod}(k, \bar{q}) = 0$ : Compute coefficients  $c_k$  and let  $C_k \stackrel{\text{def.}}{=} H(c_k)$

If  $\rho(C_k) < 1$ :  $\bar{z}_k = z_k + a_k \mathcal{E}_{s,q,k}$ ; else:  $\bar{z}_k = z_k$ .

If  $\operatorname{mod}(k, \bar{q}) \neq 0$ :  $\bar{z}_k = z_k$ .

Global convergence is guaranteed for appropriate choice of  $a_k$ .

Local acceleration depends on  $\varepsilon_k \stackrel{\text{def.}}{=} \min_c \|V_{k-1}c - v_k\|$ .

- If  $M_{\text{ADMM}}$  is diagonalisable, then  $\varepsilon_k = \mathcal{O}(|\lambda_{\bar{q}}|^k)$  where  $\lambda_{\bar{q}}$  is the  $\bar{q}^{\text{th}}$  largest eigenvalue.
- Guaranteed local acceleration for  $q = 2$  if  $R$  and  $J$  are polyhedral.

Related to vector extrapolation techniques from the 1960's.

[Aitken '27, Wynn '62, Andersen '65...]

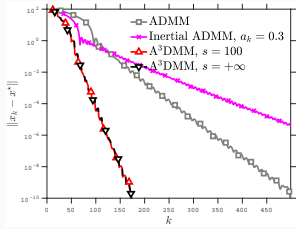
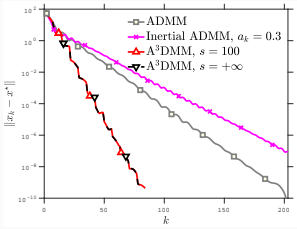
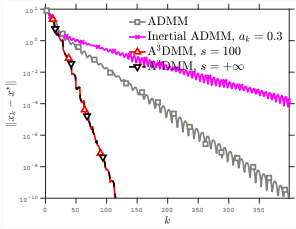
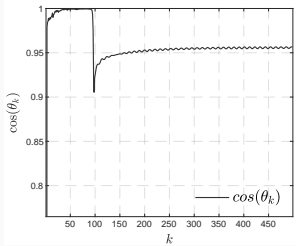
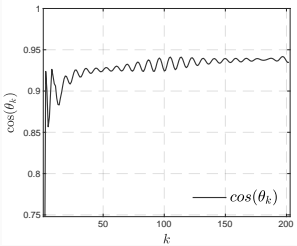
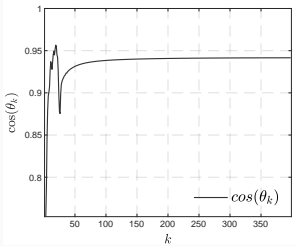
## Implementation:

- Typically set  $q \leq 10$ .
- Extra memory cost of  $p \times (q + 1)$  (storing  $V_k$ ).
- Extra computation cost of  $q^2 p$  every  $(q + 2)$  iterations.
- One could also extrapolate  $\{x_k, y_k\}$  simultaneously. But this would require extra storage of past directions.

# Experiment: 2 non-smooth terms

Basis pursuit type problem with  $\Omega \stackrel{\text{def.}}{=} \{x \in \mathbb{R}^n ; Kx = f\}$ :

$$\min_{x,y \in \mathbb{R}^n} R(x) + \iota_{\Omega}(y) \quad \text{such that} \quad x - y = 0.$$

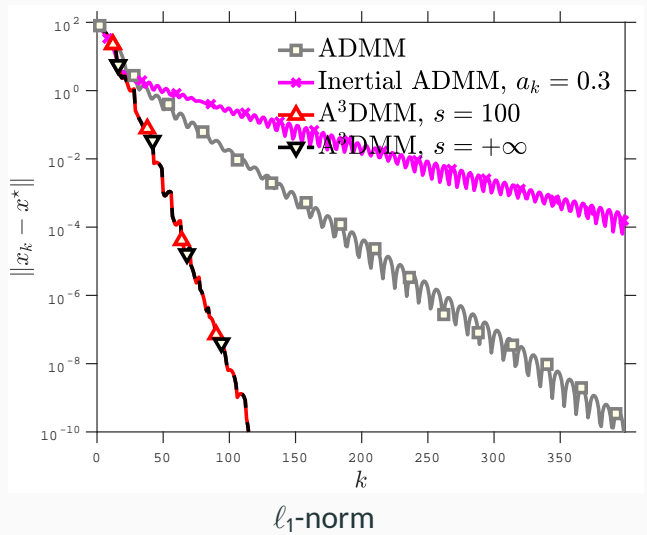


$\ell_1$ -norm

$\ell_{1,2}$ -norm

Nuclear norm

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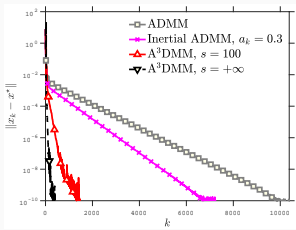


Inertial ADMM is **slower** than ADMM as eventual trajectory is a spiral.

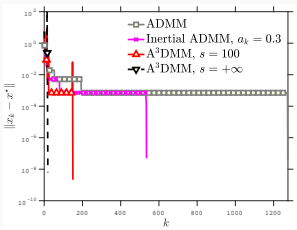
# Experiment: LASSO

Consider the LASSO problem

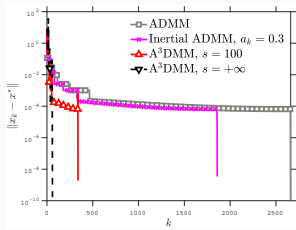
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covtype



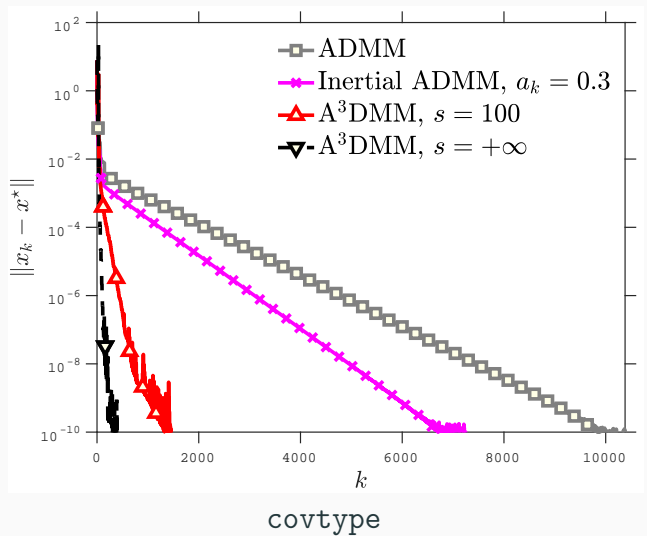
ijcnn1



phishing



# Experiment: LASSO

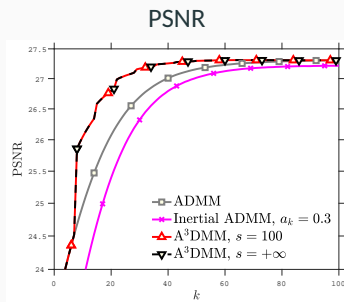
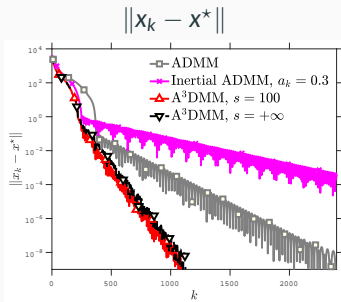
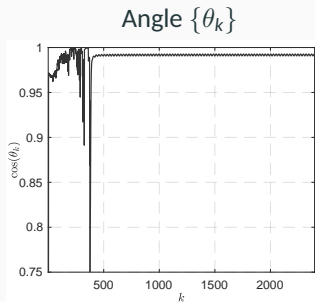


Inertial ADMM does accelerate, but A<sup>3</sup>DMM is significantly faster.

## Experiment: Total variation based image inpainting

Let  $\Omega \stackrel{\text{def.}}{=} \{x \in \mathbb{R}^{n \times n} ; P_{\mathcal{D}}(x) = f\}$ ,  $P_{\mathcal{D}}$  randomly sets 50% pixels to zero and consider

$$\min_{x \in \mathbb{R}^{n \times n}} \|y\|_1 + \iota_{\Omega}(x) \quad \text{such that} \quad \nabla x - y = 0.$$



- Both functions are polyhedral, trajectory is a spiral.
- Inertial ADMM is **slower** than ADMM.

# Experiment: Total variation based image inpainting



Original image



ADMM, PSNR = 26.6935



Inertial ADMM, PSNR = 26.3203



Corrupted image



$A^3DMM$   $s = 100$ , PSNR = 27.1668



$A^3DMM$   $s = +\infty$ , PSNR = 27.1667

**Trajectory of ADMM** For sequence  $\{z_k\}_{k \in \mathbb{N}}$

- When both  $R$  and  $J$  are locally polyhedral around the fixed point,  $\{z_k\}_{k \in \mathbb{N}}$  eventually moves along a **spiral**.
- When at least one of  $R$  or  $J$  is smooth, the trajectory of  $\{z_k\}_{k \in \mathbb{N}}$  depends on  $\gamma$  and can be either a spiral or a **straight line**.

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### An adaptive acceleration for ADMM

- The different trajectory behaviour of ADMM can lead to the **failure** of the inertial technique.
- We propose an acceleration strategy based on the idea of following the sequence trajectory.

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**Poster: East Exhibition Hall B+C #115!**

