

Let: $P = \# \text{Variables} = \# \text{pixels in image} = n * m$

height
width

flops per vector norm = $P + P = 2P \rightarrow O(P)$

$$\|x\|_2^2 = x^T x$$

$P \times 1$

flops per matrix-vector multiplication = $P \cdot (P + P) = 2P^2 \rightarrow O(P^2)$

$$Dx = c$$

$P \times P \quad P \times 1 \quad P \times 1$

flops per vector addition = $P = O(P)$

$$x + y = z$$

$P \times 1 \quad P \times 1 \quad P \times 1$

\therefore # flops per denoising objective function evaluation = $P^2 + P + P + P = O(P^2)$

$Dx \quad \|Dx\| \quad x - z_n \quad \|x - z_n\|$

flops per denoising objective function gradient evaluation = $P^2 + P = O(P^2)$

flops per denoising objective function Hessian evaluation = $P^2 + P^2 = O(P^2)$

→ We can now describe worst case flops for Armijo Line Search + gradient descent as:

Flops = Worst Case iteration Complexity for G.D. $O(\log(1/\epsilon))$ \times
 $\nabla f(x) = P^2$
 $\|\nabla f(x)\| = P$

flops per grad. evaluation
flops per norm evaluation
flops value update $x_{k+1} = x_k - \alpha \nabla f(x)$

 $\frac{\log(L/(1-\gamma))}{\log 2}$
Worst Case iteration Complexity for Armijo

 $x - x_i, \nabla f(x)$
flops per subtraction + per function evaluation

$\textcircled{10} \quad \quad \quad \textcircled{8}$

$$\therefore O(\log(1/\epsilon)) * (P^2 + P + \frac{\log(L/(1-\gamma))}{\log 2} (P + P^2) + P)$$

$O(\log(1/\epsilon) + P^2) \rightarrow$ in Big-O notation