

GGLasso - a Python package for General Graphical Lasso computation

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Summary

We introduce GGLasso, a Python package for solving General Graphical Lasso problems. The Graphical Lasso scheme, introduced by (Friedman et al., 2007) (see also (Banerjee et al., 2008; Yuan & Lin, 2007)), estimates a sparse inverse covariance matrix Θ from multivariate Gaussian data $\mathcal{X} \sim \mathcal{N}(\mu, \Sigma) \in \mathbb{R}^p$. Originally proposed by (Dempster, 1972) under the name Covariance Selection, this estimation framework has been extended to include latent variables in (Chandrasekaran et al., 2012). Recent extensions also include the joint estimation of multiple inverse covariance matrices, see, e.g., in (Danaher et al., 2013; Tomasi et al., 2018). The GGLasso package contains methods for solving the general problem formulation:

$$\min_{\Theta, L \in \mathbb{S}_{++}^{K}} \quad \sum_{k=1}^{K} \left(-\log \det(\Theta^{(k)} - L^{(k)}) + \langle S^{(k)}, \Theta^{(k)} - L^{(k)} \rangle \right) + \mathcal{P}(\Theta) + \sum_{k=1}^{K} \mu_{1,k} \|L^{(k)}\|_{\star}.$$
(1)

Here, we denote with \mathbb{S}_{++}^K the K-product of the space of symmetric, positive definite matrices. Moreover, we write $\Theta=(\Theta^{(1)},\ldots,\Theta^{(K)})$ for the sparse component of the inverse covariances and $L=(L^{(1)},\ldots,L^{(K)})$ for the low rank components, formed by potential latent variables. Here, $\mathcal P$ is a regularization function that induces a desired sparsity structure. The above problem formulation subsumes important special cases, including the single (latent variable) Graphical Lasso, the Group, and the Fused Graphical Lasso.

Statement of need

Currently, there is no Python package available for solving general Graphical Lasso instances. The standard single Graphical Lasso problem (SGL) can be solved in scikit-learn (Pedregosa et al., 2011). The skggm package provides several algorithmic and model selection extensions for the single Graphical Lasso problem (Laska & Narayan, 2017). The package regain (Tomasi et al., 2018) comprises solvers for single and Fused Graphical Lasso problems, with and without latent variables. With GGLasso, we make the following contributions:

- Proposing a uniform framework for solving Graphical Lasso problems.
- Providing solvers for Group Graphical Lasso problems (with and without latent variables).



- Providing a solver for what we call nonconforming GGL problems where not all variables need to be present in every instance. We detail a use case of this novel extension on synthetic data.
- Implementing a block-wise ADMM solver for SGL problems following (Witten et al., 2011) as well as proximal point solvers for FGL and GGL problems (N. Zhang et al., 2021; Y. Zhang et al., 2020).

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In the table below	We give an	overview of	existing	tunctionalities	and the	GGLASSO DACKAGE
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	scikit-learn	regain	GGLasso	comment
SGL	yes	yes	yes	new: block-wise solver
SGL + Iatent	no	yes	yes	
GGL	no	no	yes	
GGL + latent	no	no	yes	
FGL	no	yes	yes	new: proximal point solver
FGL + latent	no	yes	yes	
GGL nonconforming (+latent)	no	no	yes	

Functionalities

Installation and problem instantiation

GGLasso can be installed via pip.

```
pip install gglasso
```

The central object of GGLasso is the class glasso_problem which streamlines the solving or model selection procedure for SGL, GGL, and FGL problems with or without latent variables.

As an example, we instantiate a single Graphical Lasso problem (see the problem formulation below). We input the empirical covariance matrix S and the number of samples N. We can choose to model latent variables and set the regularization parameters via the other input arguments.

As a second example, we instantiate a Group Graphical Lasso problem with latent variables. Typically, the optimal choice of the regularization parameters are not known and are determined via model selection.

```
# Define \ a \ GGL \ problem \ instance \ with \ given \ data \ S problem = glasso_problem(S, N, reg = "GGL", reg_params = None, latent = True)
```

Depending on the input arguments, glasso_problem comprises two main modes:

• if regularization parameters are specified, the problem-dependent default solver is called.



• if regularization parameters are *not* specified, GGLasso performs model selection via grid search and the extended BIC criterion (Foygel & Drton, 2010)).

```
problem.solve()
problem.model_selection()
```

For further information on the input arguments and methods, we refer to the detailled documentation.

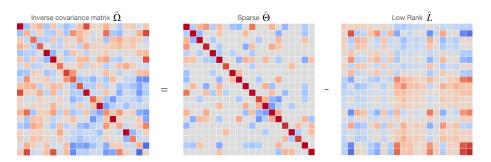


Figure 1: Illustration of the latent SGL: The estimated inverse covariance matrix $\hat{\Omega}$ decomposes into a sparse component $\hat{\Theta}$ (central) and a low-rank component \hat{L} (right).

Problem formulation

We list important special cases of the problem formulation given in Equation 1. For a mathematical formulation of each special case, we refer to the documentation.

Single Graphical Lasso (SGL):

For K=1, the problem reduces to the single (latent variable) Graphical Lasso where

$$\mathcal{P}(\Theta) = \lambda_1 \sum_{i \neq j} |\Theta_{ij}|.$$

An illustration of the single latent variable Graphical Lasso model output is shown in Figure 1.

Group Graphical Lasso (GGL):

For

$$\mathcal{P}(\Theta) = \lambda_1 \sum_{k=1}^{K} \sum_{i \neq j} |\Theta_{ij}^{(k)}| + \lambda_2 \sum_{i \neq j} \left(\sum_{k=1}^{K} |\Theta_{ij}^{(k)}|^2 \right)^{\frac{1}{2}}$$

we obtain the Group Graphical Lasso as formulated in (Danaher et al., 2013).

Fused Graphical Lasso (FGL):

For

$$\mathcal{P}(\Theta) = \lambda_1 \sum_{k=1}^{K} \sum_{i \neq j} |\Theta_{ij}^{(k)}| + \lambda_2 \sum_{k=2}^{K} \sum_{i \neq j} |\Theta_{ij}^{(k)} - \Theta_{ij}^{(k-1)}|$$

we obtain Fused (also called Time-Varying) Graphical Lasso (Danaher et al., 2013; Hallac et al., 2017; Tomasi et al., 2018).



Nonconforming GGL:

Consider the GGL case in a situation where not all variables are observed in every instance $k=1,\ldots,K$. GGLasso is able to solve these problems and include latent variables. We provide the mathematical details in the documentation and give an example.

Optimization algorithms

The GGLasso package implements several methods with provable convergence guarantees for solving the optimization problems formulated above.

- ADMM: for all problem formulations we implemented the ADMM algorithm (Boyd et al., 2011). ADMM is a flexible and efficient optimization scheme which is specifically suited for Graphical Lasso problems as it only relies on efficient computation of the proximal operators of the involved functions (Danaher et al., 2013; Ma et al., 2013; Tomasi et al., 2018).
- PPDNA: for GGL and FGL problems without latent variables, we included the proximal point solver proposed in (N. Zhang et al., 2021; Y. Zhang et al., 2020). According to the numerical experiments in (Y. Zhang et al., 2020), PPDNA can be an efficient alternative to ADMM especially for fast local convergence.
- block-ADMM: for SGL problems without latent variables, we implemented a method which solves the problem block-wise, following the proposal in (Witten et al., 2011).
 This wrapper simply applies the ADMM solver to all connected components of the empirical covariance matrix after thresholding.

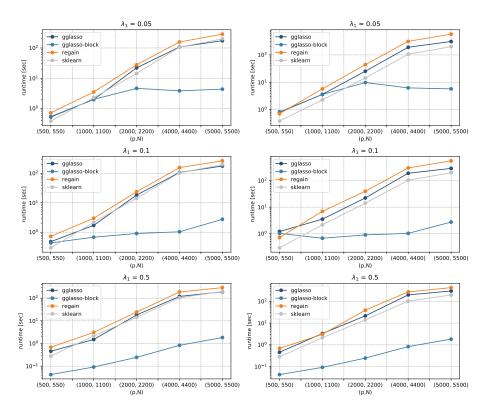


Figure 2: Runtime comparison for SGL problems of varying dimension and sample size at three different λ_1 values. The left column shows the runtime at low accuracy, the right column at high accuracy.



Benchmarks and applications

In our example gallery, we included benchmarks comparing the solvers in GGLasso to state-of-the-art software as well as illustrative examples explaining the usage and functionalities of the package. We want to emphasize the following examples:

- Benchmarks for SGL problems: our solver is competitive with scikit-learn and rega
 in. The newly implemented block-wise solver is highly efficient for large sparse networks
 (see Figure 2 for runtime comparison at low and high accuracy, respectively).
- Soil microbiome application: following (Kurtz et al., 2019), we demonstrate how latent variables can be used to identify hidden confounders in microbial network inference.
- Nonconforming GGL: we illustrate how to use GGLasso for GGL problems with missing variables.

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