Iterative Hessian Sketch for Constrained Least-Squares

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December 10, 2018

Paper: Iterative Hessian Sketch: Fast and Accurate Solution Approximation for Constrained Least-Squares

• Consider the constrained least-squares

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where C: constraint; $A \in \mathbb{R}^{n \times p}$: design matrix; y: response.

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- $S \in \mathbb{R}^{m \times n}$: sketching matrix; $\mathbb{E}S^{\top}S = I_n$.

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- random row sampling: randomly select m rows from I_n (rescaled by $\sqrt{\frac{n}{m}}$);
- randomized orthogonal system: randomly select m rows from an orthogonal matrix H (rescaled by $\sqrt{\frac{n}{m}}$);

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• We expect the optimal method satisfies $m \approx O(p)$ Think about this part more carefully?;

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where $\rho \in (0, \frac{1}{2})$.

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• An iterative idea for improvement: " $||x^{t+1} - x_{ls}|| \le \rho ||x^t - x_{ls}||$ "?

A detailed idea:

• Given x^t , a modified least square with $x_{ls} - x^t$ as minimizer:

$$\min_{u} \frac{1}{2} ||A(u+x^{t})||_{2}^{2} - \langle A^{\top}y, (u+x^{t}) \rangle$$

A detailed idea:

• Given x^t , a modified least square with $x_{ls} - x^t$ as minimizer:

$$\min_{u} \frac{1}{2} ||Au||_2^2 - \langle A^{\top}(y - Ax^t), u \rangle$$

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$$u^{t+1} = \arg\min_{u} \frac{1}{2} \|SAu\|_2^2 - \langle A^{\top}(y - Ax^t), u \rangle$$

- Property of Hessian sketch: $\|u^{t+1} (x_{ls} x^t)\| \le \rho \|x_{ls} x^t\|$;
- Define $x^{t+1} = x^t + u^{t+1}$, then:

$$||x^{t+1} - x_{ls}|| \le \rho ||x^t - x_{ls}||, \text{ w.h.p.}$$



Algorithm

- Initialize $x^0 = 0$.
- ② For t = 1,...N, generate independent sketches $S^t \in \mathbb{R}^{m \times n}$ and

$$x^{t} = \arg\min_{x \in C} \frac{1}{2} \|S^{t} A(x - x^{t-1})\|_{2}^{2} - \langle A^{T} (y - Ax^{t-1}), x - x^{t-1} \rangle$$

3 Return $\hat{x} = x^N$.

Properties of IHS:

• m = O(p) to guarantee $||x^t - x_{ls}|| \le \rho ||x^{t-1} - x_{ls}||$ in each iteration;

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- Optimality:
 - To achieve the same bound as $||x_{ls} x_*|| \approx O(\frac{1}{\sqrt{n}})$, we need N = log(n) iterations;
 - Union bound: $||x^N x_{ls}|| \le \rho^N ||x_{ls}||$, w.h.p..

Simulations in the paper

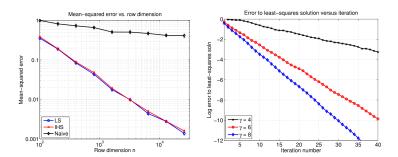


Figure : Left: classical sketch vs. iterative hessian sketch; Right: different choices of $m = \gamma p$.

Simulations - different sketch matrices

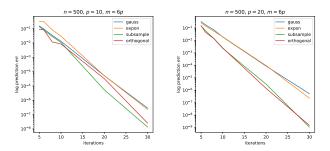


Figure : Using different sketch matrices, under Gaussian design. "expon" means Laplace design.

Simulations - model mis-specifications

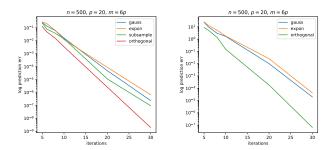


Figure: Left: exponential design; Right: Laplace design.

Simulations - model mis-specifications cont.

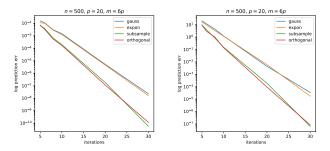


Figure : Left: $y = \sin(Ax) + w$; Right: $y = (Ax)^3 + w$. Both under Gaussian design. Large noise w behabves similarly.

Thank you!

Evaluation for Sketch Performance

Cost Approximation

In terms of f-cost, the approximated \tilde{x} is said to be ϵ -optimal if

$$f(x^{LS}) \le f(\tilde{x}) \le (1+\epsilon)^2 f(x^{LS}).$$

Solution Approximation

In terms of f-cost, the prediction norm defined as

$$\|\tilde{x} - x^{LS}\|_A := \frac{1}{\sqrt{n}} \|A(\tilde{x} - x^{LS})\|_2.$$