ℓ_1 -norm Methods for Convex-Cardinality Problems

- problems involving cardinality
- the ℓ_1 -norm heuristic
- convex relaxation and convex envelope interpretations
- examples
- recent results

ℓ_1 -norm heuristics for cardinality problems

- cardinality problems arise often, but are hard to solve exactly
- ullet a simple heuristic, that relies on ℓ_1 -norm, seems to work well
- used for many years, in many fields
 - sparse design
 - LASSO, robust estimation in statistics
 - support vector machine (SVM) in machine learning
 - total variation reconstruction in signal processing, geophysics
 - compressed sensing
- new theoretical results guarantee the method works, at least for a few problems

Cardinality

- the **cardinality** of $x \in \mathbb{R}^n$, denoted $\mathbf{card}(x)$, is the number of nonzero components of x
- card is separable; for scalar x, card $(x) = \begin{cases} 0 & x = 0 \\ 1 & x \neq 0 \end{cases}$
- card is quasiconcave on \mathbb{R}^n_+ (but not \mathbb{R}^n) since

$$\operatorname{card}(x+y) \ge \min\{\operatorname{card}(x), \operatorname{card}(y)\}\$$

holds for $x, y \succeq 0$

- but otherwise has no convexity properties
- arises in many problems

General convex-cardinality problems

a **convex-cardinality problem** is one that would be convex, except for appearance of card in objective or constraints

examples (with C, f convex):

• convex minimum cardinality problem:

minimize
$$\operatorname{\mathbf{card}}(x)$$
 subject to $x \in \mathcal{C}$

convex problem with cardinality constraint:

minimize
$$f(x)$$
 subject to $x \in \mathcal{C}$, $\mathbf{card}(x) \leq k$

Solving convex-cardinality problems

convex-cardinality problem with $x \in \mathbf{R}^n$

- if we fix the sparsity pattern of x (i.e., which entries are zero/nonzero) we get a convex problem
- by solving 2^n convex problems associated with all possible sparsity patterns, we can solve convex-cardinality problem (possibly practical for $n \leq 10$; not practical for n > 15 or so . . .)
- general convex-cardinality problem is (NP-) hard
- can solve globally by branch-and-bound
 - can work for particular problem instances (with some luck)
 - in worst case reduces to checking all (or many of) 2^n sparsity patterns

Boolean LP as convex-cardinality problem

Boolean LP:

minimize
$$c^T x$$
 subject to $Ax \leq b$, $x_i \in \{0, 1\}$

includes many famous (hard) problems, e.g., 3-SAT, traveling salesman

can be expressed as

since
$$\operatorname{card}(x) + \operatorname{card}(1-x) \le n \iff x_i \in \{0,1\}$$

• conclusion: general convex-cardinality problem is hard

Sparse design

minimize $\operatorname{\mathbf{card}}(x)$ subject to $x \in \mathcal{C}$

- ullet find sparsest design vector x that satisfies a set of specifications
- zero values of x simplify design, or correspond to components that aren't even needed
- examples:
 - FIR filter design (zero coefficients reduce required hardware)
 - antenna array beamforming (zero coefficients correspond to unneeded antenna elements)
 - truss design (zero coefficients correspond to bars that are not needed)
 - wire sizing (zero coefficients correspond to wires that are not needed)

Sparse modeling / regressor selection

fit vector $b \in \mathbf{R}^m$ as a linear combination of k regressors (chosen from n possible regressors)

minimize
$$||Ax - b||_2$$

subject to $\mathbf{card}(x) \leq k$

- gives *k*-term model
- ullet chooses subset of k regressors that (together) best fit or explain b
- ullet can solve (in principle) by trying all $\binom{n}{k}$ choices
- variations:
 - minimize $\operatorname{card}(x)$ subject to $||Ax b||_2 \le \epsilon$
 - minimize $||Ax b||_2 + \lambda \operatorname{card}(x)$

Sparse signal reconstruction

- \bullet estimate signal x, given
 - noisy measurement y = Ax + v, $v \sim \mathcal{N}(0, \sigma^2 I)$ (A is known; v is not)
 - prior information $\mathbf{card}(x) \leq k$
- ullet maximum likelihood estimate \hat{x}_{ml} is solution of

minimize
$$||Ax - y||_2$$

subject to $\mathbf{card}(x) \leq k$

Estimation with outliers

- ullet we have measurements $y_i = a_i^T x + v_i + w_i$, $i=1,\ldots,m$
- noises $v_i \sim \mathcal{N}(0, \sigma^2)$ are independent
- only assumption on w is sparsity: $\mathbf{card}(w) \leq k$
- $\mathcal{B} = \{i \mid w_i \neq 0\}$ is set of bad measurements or *outliers*
- maximum likelihood estimate of x found by solving

minimize
$$\sum_{i \notin \mathcal{B}} (y_i - a_i^T x)^2$$
 subject to $|\mathcal{B}| \leq k$

with variables x and $\mathcal{B} \subseteq \{1, \ldots, m\}$

equivalent to

minimize
$$||y - Ax - w||_2^2$$
 subject to $\mathbf{card}(w) \leq k$

Minimum number of violations

• set of convex inequalities

$$f_1(x) \leq 0, \ldots, f_m(x) \leq 0, \qquad x \in \mathcal{C}$$

• choose x to minimize the number of violated inequalities:

minimize
$$\mathbf{card}(t)$$
 subject to $f_i(x) \leq t_i, \quad i = 1, \dots, m$ $x \in \mathcal{C}, \quad t \geq 0$

• determining whether zero inequalities can be violated is (easy) convex feasibility problem

Linear classifier with fewest errors

- given data $(x_1, y_1), \dots, (x_m, y_m) \in \mathbf{R}^n \times \{-1, 1\}$
- we seek linear (affine) classifier $y \approx \mathbf{sign}(w^T x + v)$
- classification error corresponds to $y_i(w^Tx + v) \leq 0$
- ullet to find w, v that give fewest classification errors:

minimize
$$\operatorname{card}(t)$$

subject to $y_i(w^Tx_i + v) + t_i \ge 1, \quad i = 1, \dots, m$

with variables w, v, t (we use homogeneity in w, v here)

Smallest set of mutually infeasible inequalities

- given a set of mutually infeasible convex inequalities $f_1(x) \leq 0, \ldots, f_m(x) \leq 0$
- find smallest (cardinality) subset of these that is infeasible
- certificate of infeasibility is $g(\lambda) = \inf_x (\sum_{i=1}^m \lambda_i f_i(x)) \ge 1$, $\lambda \ge 0$
- to find smallest cardinality infeasible subset, we solve

minimize
$$\operatorname{\mathbf{card}}(\lambda)$$
 subject to $g(\lambda) \geq 1, \quad \lambda \succeq 0$

(assuming some constraint qualifications)

Portfolio investment with linear and fixed costs

- we use budget B to purchase (dollar) amount $x_i \ge 0$ of stock i
- trading fee is fixed cost plus linear cost: $\beta \operatorname{\mathbf{card}}(x) + \alpha^T x$
- budget constraint is $\mathbf{1}^T x + \beta \operatorname{\mathbf{card}}(x) + \alpha^T x \leq B$
- mean return on investment is $\mu^T x$; variance is $x^T \Sigma x$
- \bullet minimize investment variance (risk) with mean return $\geq R_{\min}$:

$$\begin{array}{ll} \text{minimize} & x^T \Sigma x \\ \text{subject to} & \mu^T x \geq R_{\min}, \quad x \succeq 0 \\ & \mathbf{1}^T x + \beta \operatorname{\mathbf{card}}(x) + \alpha^T x \leq B \end{array}$$

Piecewise constant fitting

- fit corrupted x_{cor} by a piecewise constant signal \hat{x} with k or fewer jumps
- problem is convex once location (indices) of jumps are fixed
- \hat{x} is piecewise constant with $\leq k$ jumps $\iff \mathbf{card}(D\hat{x}) \leq k$, where

$$D = \begin{bmatrix} 1 & -1 & & & & \\ & 1 & -1 & & & \\ & & \ddots & \ddots & & \\ & & & 1 & -1 \end{bmatrix} \in \mathbf{R}^{(n-1)\times n}$$

• as convex-cardinality problem:

$$\begin{array}{ll} \text{minimize} & \|\hat{x} - x_{\text{cor}}\|_2 \\ \text{subject to} & \mathbf{card}(D\hat{x}) \leq k \end{array}$$

Piecewise linear fitting

- fit x_{cor} by a piecewise linear signal \hat{x} with k or fewer kinks
- as convex-cardinality problem:

minimize
$$\|\hat{x} - x_{\text{cor}}\|_2$$
 subject to $\operatorname{\mathbf{card}}(\nabla \hat{x}) \leq k$

where

$$\nabla = \begin{bmatrix} -1 & 2 & -1 \\ & -1 & 2 & -1 \\ & & \ddots & \ddots & \ddots \\ & & & -1 & 2 & -1 \end{bmatrix}$$

ℓ_1 -norm heuristic

- replace $\mathbf{card}(z)$ with $\gamma \|z\|_1$, or add regularization term $\gamma \|z\|_1$ to objective
- $\gamma > 0$ is parameter used to achieve desired sparsity (when \mathbf{card} appears in constraint, or as term in objective)
- more sophisticated versions use $\sum_i w_i |z_i|$ or $\sum_i w_i (z_i)_+ + \sum_i v_i (z_i)_-$, where w, v are positive weights

Example: Minimum cardinality problem

• start with (hard) minimum cardinality problem

$$\begin{array}{ll} \text{minimize} & \mathbf{card}(x) \\ \text{subject to} & x \in \mathcal{C} \\ \end{array}$$

(C convex)

• apply heuristic to get (easy) ℓ_1 -norm minimization problem

$$\begin{array}{ll} \text{minimize} & \|x\|_1 \\ \text{subject to} & x \in \mathcal{C} \end{array}$$

Example: Cardinality constrained problem

• start with (hard) cardinality constrained problem (f, C convex)

minimize
$$f(x)$$
 subject to $x \in \mathcal{C}$, $\mathbf{card}(x) \leq k$

• apply heuristic to get (easy) ℓ_1 -constrained problem

minimize
$$f(x)$$
 subject to $x \in \mathcal{C}$, $||x||_1 \leq \beta$

or ℓ_1 -regularized problem

minimize
$$f(x) + \gamma ||x||_1$$
 subject to $x \in \mathcal{C}$

 β , γ adjusted so that $\mathbf{card}(x) \leq k$

Polishing

- use ℓ_1 heuristic to find \hat{x} with required sparsity
- fix the sparsity pattern of \hat{x}
- re-solve the (convex) optimization problem with this sparsity pattern to obtain final (heuristic) solution

Interpretation as convex relaxation

• start with

minimize
$$\operatorname{\mathbf{card}}(x)$$
 subject to $x \in \mathcal{C}, \|x\|_{\infty} \leq R$

equivalent to mixed Boolean convex problem

minimize
$$\mathbf{1}^T z$$
 subject to $|x_i| \leq R z_i, \quad i=1,\ldots,n$ $x \in \mathcal{C}, \quad z_i \in \{0,1\}, \quad i=1,\ldots,n$

with variables x, z

• now relax $z_i \in \{0,1\}$ to $z_i \in [0,1]$ to obtain

minimize
$$\mathbf{1}^Tz$$
 subject to $|x_i| \leq Rz_i, \quad i=1,\ldots,n$ $x \in \mathcal{C}$ $0 \leq z_i \leq 1, \quad i=1,\ldots,n$

which is equivalent to

minimize
$$(1/R)||x||_1$$
 subject to $x \in C$

the ℓ_1 heuristic

optimal value of this problem is lower bound on original problem

Interpretation via convex envelope

- ullet convex envelope f^{env} of a function f on set $\mathcal C$ is the largest convex function that is an underestimator of f on $\mathcal C$
- $\mathbf{epi}(f^{\mathrm{env}}) = \mathbf{Co}(\mathbf{epi}(f))$
- $f^{\text{env}} = (f^*)^*$ (with some technical conditions)
- for x scalar, |x| is the convex envelope of $\mathbf{card}(x)$ on [-1,1]
- for $x \in \mathbf{R}^n$ scalar, $(1/R)||x||_1$ is convex envelope of $\mathbf{card}(x)$ on $\{z \mid ||z||_{\infty} \leq R\}$

Weighted and asymmetric ℓ_1 heuristics

- minimize $\mathbf{card}(x)$ over convex set \mathcal{C}
- ullet suppose we know lower and upper bounds on x_i over ${\mathcal C}$

$$x \in \mathcal{C} \implies l_i \le x_i \le u_i$$

(best values for these can be found by solving 2n convex problems)

- if $u_i < 0$ or $l_i > 0$, then $\mathbf{card}(x_i) = 1$ (i.e., $x_i \neq 0$) for all $x \in \mathcal{C}$
- assuming $l_i < 0$, $u_i > 0$, convex relaxation and convex envelope interpretations suggest using

$$\sum_{i=1}^{n} \left(\frac{(x_i)_+}{u_i} + \frac{(x_i)_-}{-l_i} \right)$$

as surrogate (and also lower bound) for $\mathbf{card}(x)$

Regressor selection

minimize
$$||Ax - b||_2$$

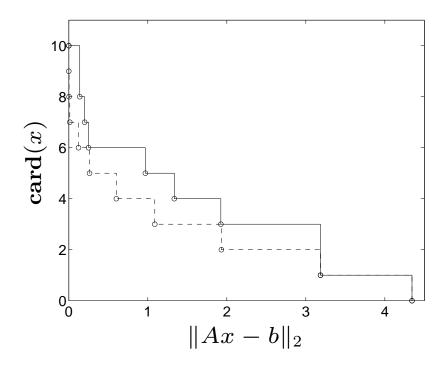
subject to $\mathbf{card}(x) \leq k$

• heuristic:

- minimize $||Ax b||_2 + \gamma ||x||_1$
- find smallest value of γ that gives $\mathbf{card}(x) \leq k$
- fix associated sparsity pattern (i.e., subset of selected regressors) and find x that minimizes $\|Ax-b\|_2$

Example (6.4 in BV book)

- $A \in \mathbb{R}^{10 \times 20}$, $x \in \mathbb{R}^{20}$, $b \in \mathbb{R}^{10}$
- dashed curve: exact optimal (via enumeration)
- ullet solid curve: ℓ_1 heuristic with polishing



Sparse signal reconstruction

• convex-cardinality problem:

minimize
$$||Ax - y||_2$$

subject to $\mathbf{card}(x) \leq k$

• ℓ_1 heuristic:

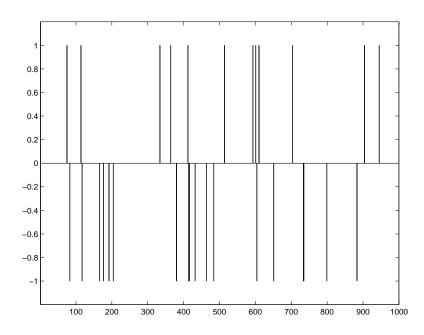
minimize
$$||Ax - y||_2$$
 subject to $||x||_1 \le \beta$

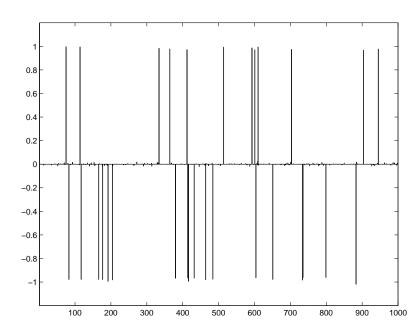
(called LASSO)

• another form: minimize $||Ax - y||_2 + \gamma ||x||_1$ (called basis pursuit denoising)

Example

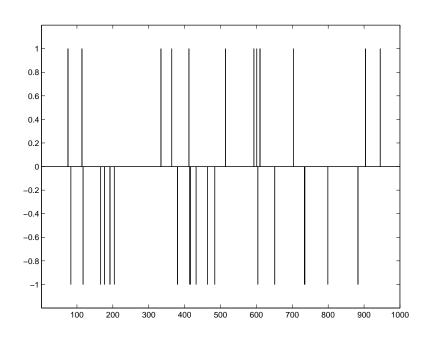
- signal $x \in \mathbf{R}^n$ with n = 1000, $\mathbf{card}(x) = 30$
- m=200 (random) noisy measurements: y=Ax+v, $v\sim\mathcal{N}(0,\sigma^2\mathbf{1})$, $A_{ij}\sim\mathcal{N}(0,1)$
- *left*: original; *right*: ℓ_1 reconstruction with $\gamma = 10^{-3}$

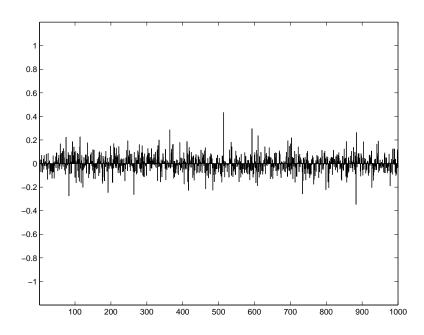




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- ℓ_2 reconstruction; minimizes $||Ax y||_2 + \gamma ||x||_2$, where $\gamma = 10^{-3}$
- *left*: original; *right*: ℓ_2 reconstruction





Some recent theoretical results

- suppose y = Ax, $A \in \mathbf{R}^{m \times n}$, $\mathbf{card}(x) \leq k$
- to reconstruct x, clearly need $m \geq k$
- ullet if $m \geq n$ and A is full rank, we can reconstruct x without cardinality assumption
- when does the ℓ_1 heuristic (minimizing $||x||_1$ subject to Ax = y) reconstruct x (exactly)?

recent results by Candès, Donoho, Romberg, Tao, . . .

- (for some choices of A) if $m \ge (C \log n)k$, ℓ_1 heuristic reconstructs x exactly, with overwhelming probability
- C is absolute constant; valid A's include
 - $-A_{ij} \sim \mathcal{N}(0, \sigma^2)$
 - Ax gives Fourier transform of x at m frequencies, chosen from uniform distribution