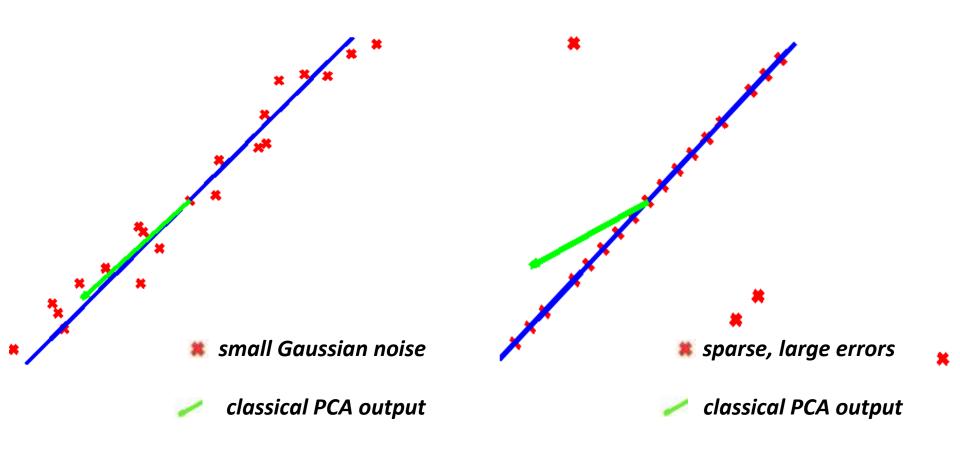


Problem: Given 
$$D=A_0+E_0$$
, recover  $A_0$  and  $E_0$  Low-rank component Sparse component (gross errors)



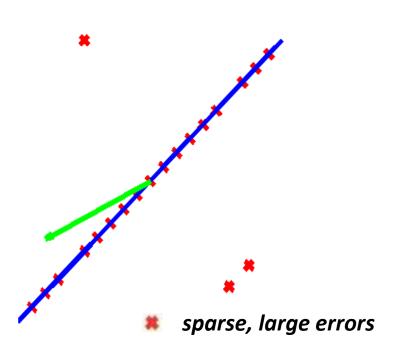


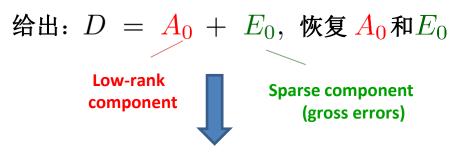
# 经典PCA局限性





### 提出 Robust PCA





 $\min \operatorname{rank}(\mathbf{A}) + \gamma ||E||_0 \quad \operatorname{subj} \quad \mathbf{A} + E = D.$ 

低秩:  $rank(A) = \#\{\sigma_i(A) \neq 0\}.$ 

稀疏:  $||E||_0 = \#\{E_{ij} \neq 0\}.$ 

! Not always – original problem is NP-hard



#### **Convex relaxation**

0范数(L0): 
$$||E||_0 = \#\{E_{ij} \neq 0\}$$
.

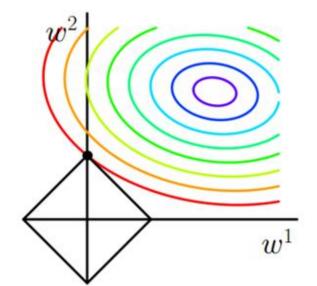


1范数(L1):  $||E||_1 = \sum_{ij} |E_{ij}|$ .

最优凸近似

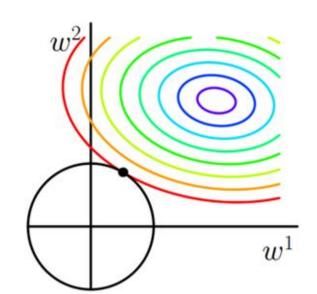
### L1范数约束依然稀疏

$$\min_{w} \frac{1}{n} || y - Xw ||^2, s.t || w ||_1 \le C$$



#### L2范数约束无稀疏特性

$$\min_{w} \frac{1}{n} || y - Xw ||^2, s.t || w ||_2 \le C$$





#### **Convex relaxation**

$$\min \operatorname{rank}(A) + \gamma ||E||_0 \operatorname{subj} A + E = D.$$



$$\operatorname{rank}(A) = \#\{\sigma_i(A) \neq 0\}.$$
  $\|E\|_0 = \#\{E_{ij} \neq 0\}.$  最优 ↓↓ 凸近似 
$$\|A\|_* = \sum_i \sigma_i(A).$$
  $\|E\|_1 = \sum_{ij} |E_{ij}|.$ 

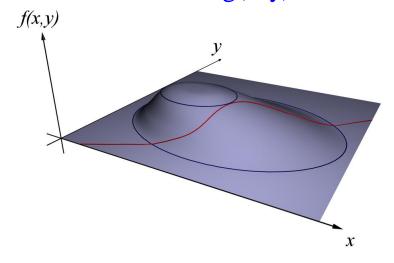
$$\min \quad ||\mathbf{A}||_* + \gamma ||\mathbf{E}||_1 \quad subj \quad \mathbf{A} + \mathbf{E} = \mathbf{D}$$

NP问题转化为凸函数约束问题



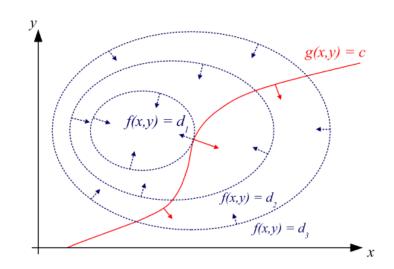
# 拉格朗日乘子法原理

约束  $\max$  f(x,y) 问题 s.t. g(x,y)=c



#### 极值点位置:

$$\nabla[f(x,y) + \lambda(g(x,y) - c)] = 0$$



#### 约束问题

 $\max f(\mathbf{x})$ 

s.t. 
$$g_i(\mathbf{x}) = 0$$
  $i = 1, 2..., n$ 

## 无约束的目标函数替代原约束问题

max



$$L(\mathbf{x}, \lambda_i) = f(\mathbf{x}) + \sum_{i=1}^n \lambda_i g_i(\mathbf{x})$$

# 增广拉格朗日乘子法



min f(x), s.t h(x) = 0

1: 
$$\rho \ge 1$$
.

2: while not converged do

3: Solve  $X_{k+1} = \arg\min_{X} L(X, Y_k, \mu_k)$ .

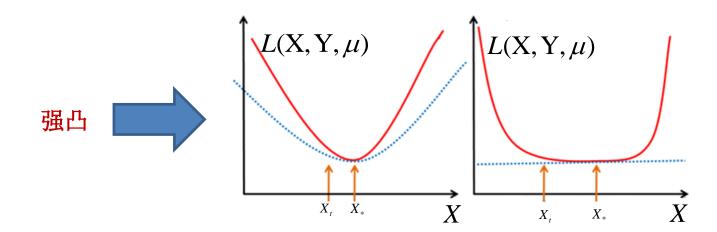
4:  $Y_{k+1} = Y_k + \mu_k h(X_{k+1});$ 

5: Update  $\mu_k$  to  $\mu_{k+1}$ .

6: end while

Output:  $X_k$ .

$$L(X, Y, \mu) = f(X) + \langle Y, h(X) \rangle + \frac{\mu}{2} \|h(X)\|_{2}^{2}$$



#### RPCA via the Inexact ALM Method

$$\min \operatorname{rank}(A) + \gamma ||E||_0 \operatorname{subj} A + E = D.$$

$$f(x) = ||A||_* + \lambda ||E||_1$$
, and  $h(x) = D - A - E$ 

$$L(A, E, Y, \mu) = ||A||_* + \lambda ||E||_1 + \langle Y, D - A - E \rangle + \frac{\mu}{2} ||D - A - E||_2^2$$

```
Input: Observation matrix D \in \mathbb{R}^{m \times n}, \lambda.

1: Y_0 = D/J(D); E_0 = 0; \mu_0 > 0; \rho > 1; k = 0.

2: while not converged do

3: // Lines 4-5 solve A_{k+1} = \arg\min_A L(A, E_k, Y_k, \mu_k).

4: (U, S, V) = \operatorname{svd}(D - E_k + \mu_k^{-1}Y_k);

5: A_{k+1} = US_{\mu_k^{-1}}[S]V^T.

6: // Line 7 solves E_{k+1} = \arg\min_E L(A_{k+1}, E, Y_k, \mu_k).

7: E_{k+1} = S_{\lambda\mu_k^{-1}}[D - A_{k+1} + \mu_k^{-1}Y_k].

8: Y_{k+1} = Y_k + \mu_k(D - A_{k+1} - E_{k+1}).

9: Update \mu_k to \mu_{k+1}.

10: k \leftarrow k+1.

11: end while Output: (A_k, E_k).
```

# RPCA求解

For a 1000x1000 matrix of rank 50, with 10% (100,000) entries randomly corrupted:  $\min \|A\|_* + \lambda \|E\|_1 \quad \mathrm{subj} \quad A + E = D.$ 

Algorithms	Accuracy	Rank	E  _0	# iterations	time (sec)
IT	5.99e-006	50	101,268	8,550	119,370.3
DUAL	8.65e-006	50	100,024	822	1,855.4
APG	5.85e-006	50	100,347	134	1,468.9
APG <sub>P</sub>	5.91e-006	50	100,347	134	82.7
EALM <sub>P</sub>	2.07e-007	50	100,014	34	37.5
IALM <sub>P</sub>	3.83e-007	50	99,996	23	11.8

10,000 times speedup!

# 应用

# Background Modeling

D = A + E

 ${\it Video}\ D$ 







Low-rank appx. $\!A\!$ 







Sparse error  $\,E\,$ 

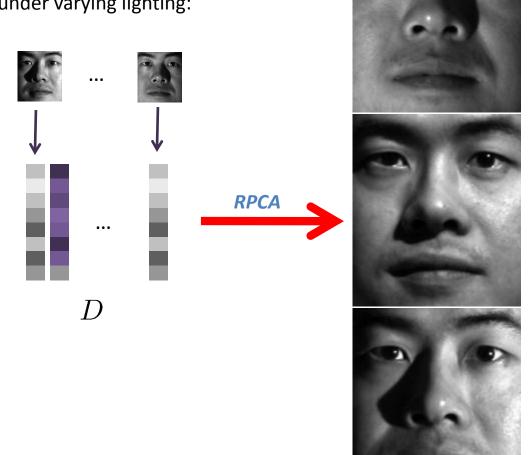


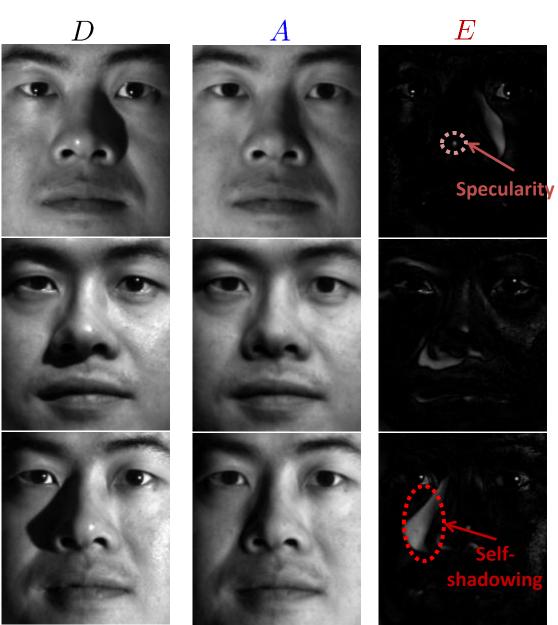


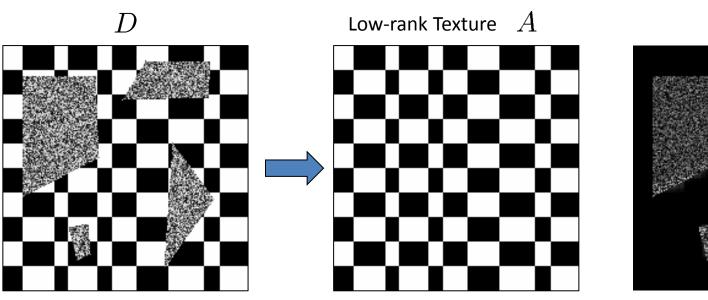


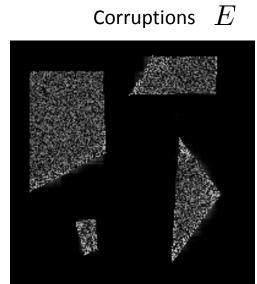
### Removing Shadows and Specularities from Face Images

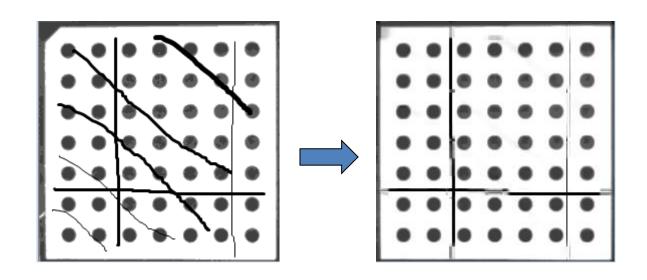
58 images of one person under varying lighting:

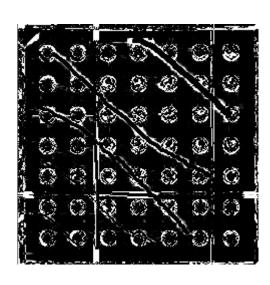




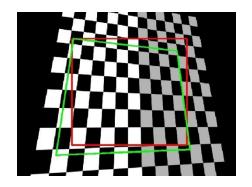


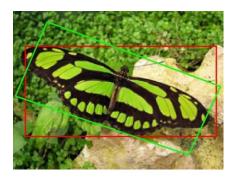






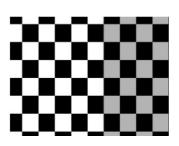
Input (red window D)







Output (rectified green window A)







**IALM** 

# 参考

**Prof.** Yi Ma http://perception.csl.illinois.edu/matrix-rank/sample\_code.html

github https://github.com/andrewssobral/Irslibrary

Optimization http://www.stat.purdue.edu/~vishy/introml/notes/Optimization.pdf

Lagrange multiplier https://en.wikipedia.org/wiki/Lagrange\_multiplier

**RPCA** Robust Principal Component Analysis?

The Augmented Lagrange Multiplier Method for Exact Recovery of Corrupted Low-Rank Matrices

