



signProx: 1-bit Proximal Algorithm for Nonconvex Stochastic Optimization

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A common inverse problem

- A common inverse problem model

True signal

$$\boldsymbol{x}^*$$

Forward model

$$\boldsymbol{H}$$

Observation

$$\boldsymbol{y} = \boldsymbol{H}\boldsymbol{x}^*$$

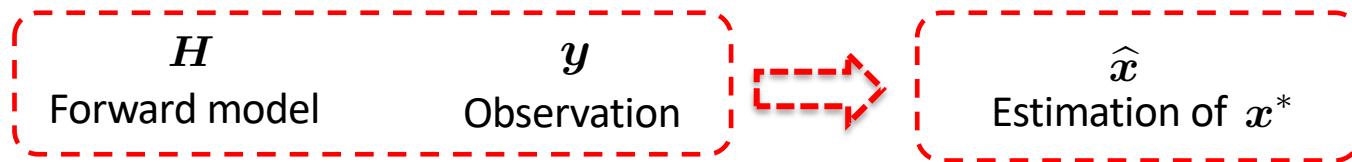
A common inverse problem

- A common inverse problem model



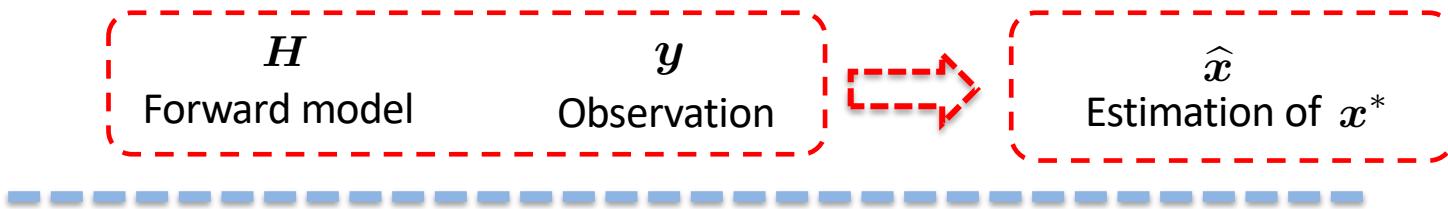
The inverse problem could be formulated as an optimization problem

- A feasible optimization framework to solve the problem



The inverse problem could be formulated as an optimization problem

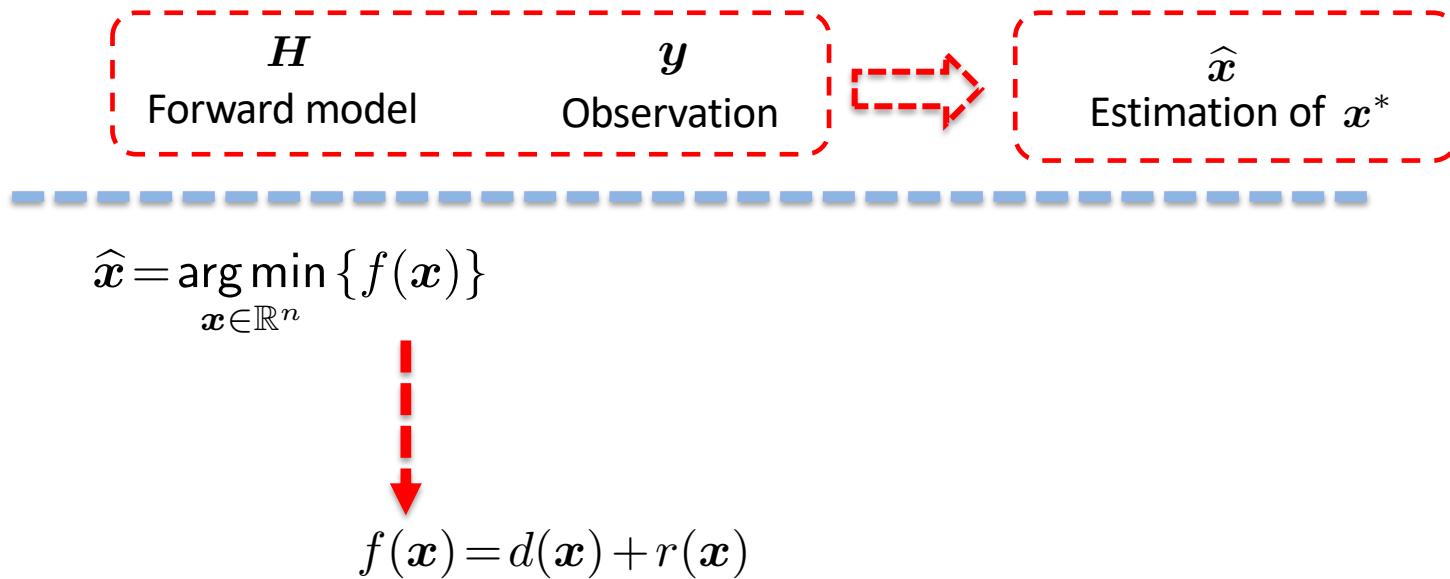
- A feasible optimization framework to solve the problem



$$\hat{x} = \arg \min_{x \in \mathbb{R}^n} \{f(x)\}$$

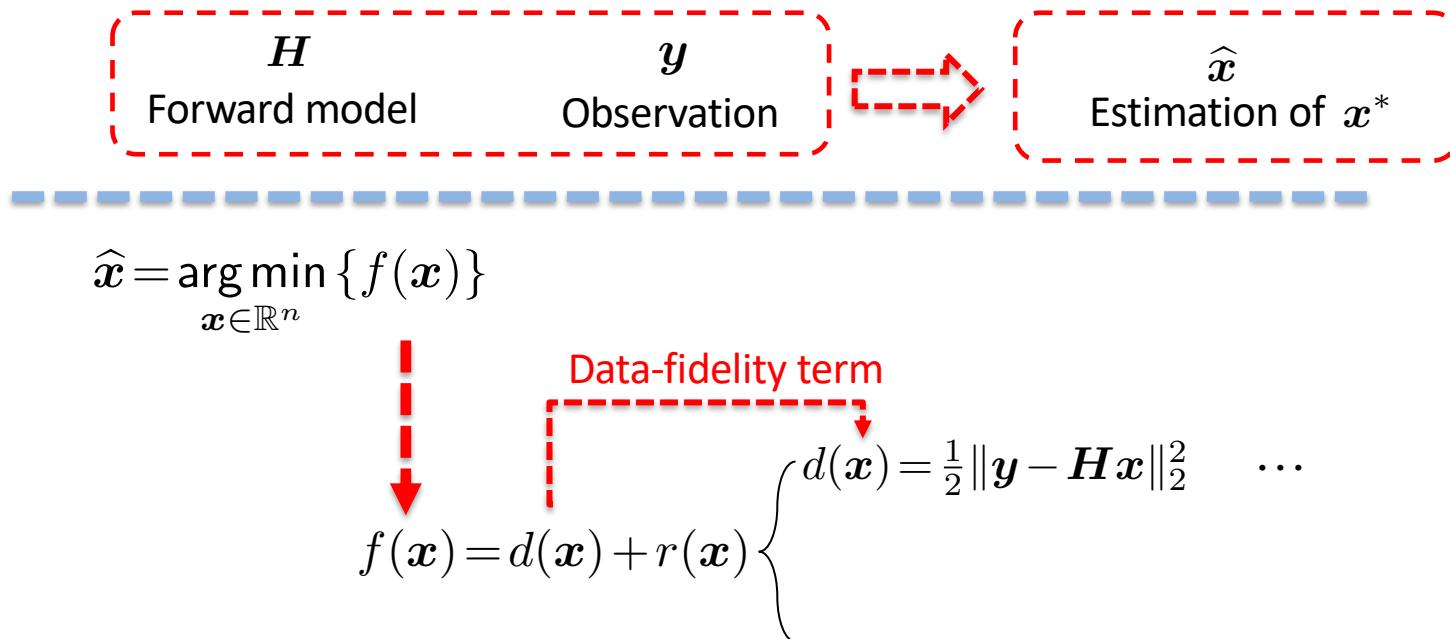
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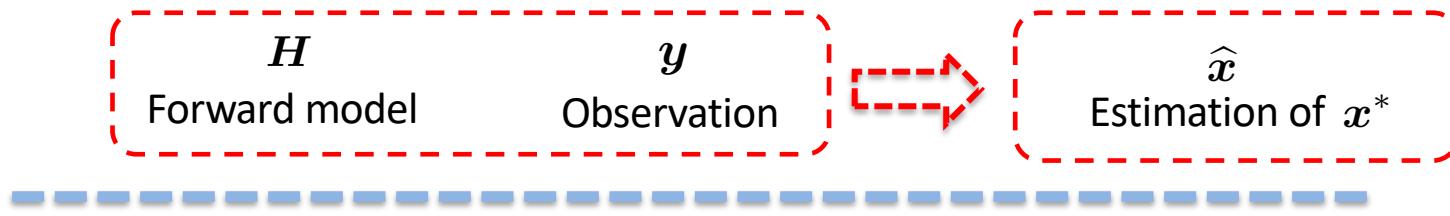
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The inverse problem could be formulated as an optimization problem

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$$\hat{x} = \arg \min_{x \in \mathbb{R}^n} \{f(x)\}$$

This diagram shows the definition of the objective function $f(x)$. A vertical red arrow points down from the equation $f(x) = d(x) + r(x)$ to the term $d(x)$. Another red arrow points from the term $d(x)$ to the equation $d(x) = \frac{1}{2} \|y - Hx\|_2^2$. To the right of this equation is an ellipsis (...). A bracket groups the terms $d(x)$ and $r(x)$. A red arrow points from the label "Data-fidelity term" to the term $d(x)$. A red arrow points from the label "Regularizer term" to the term $r(x)$.

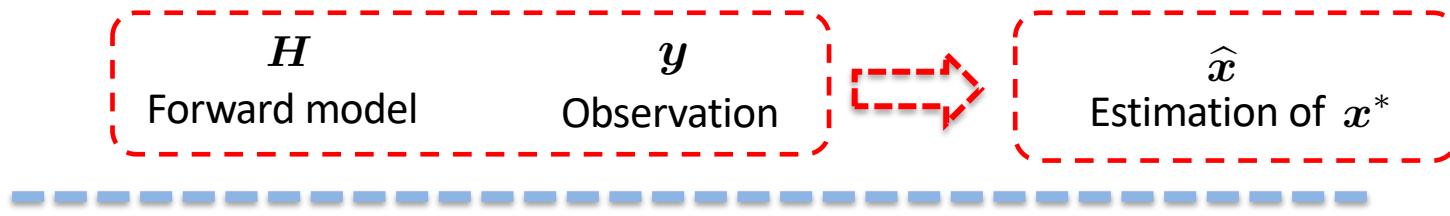
$$f(x) = d(x) + r(x)$$
$$d(x) = \frac{1}{2} \|y - Hx\|_2^2 \quad \dots$$
$$r(x) =$$

Data-fidelity term

Regularizer term

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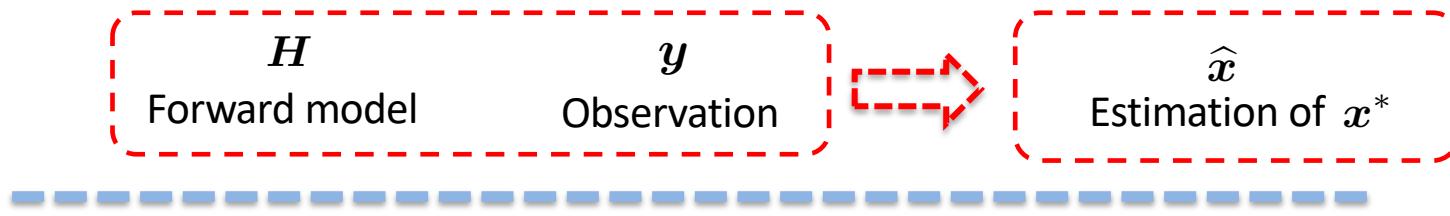
$$\hat{x} = \arg \min_{x \in \mathbb{R}^n} \{f(x)\}$$

The equation $f(x) = d(x) + r(x)$ is shown. A red arrow points down to it from the forward model and observation components. A red bracket labeled "Data-fidelity term" encloses $d(x) = \frac{1}{2} \|y - Hx\|_2^2$. A red bracket labeled "Regularizer term" encloses $r(x) = \|x\|_1$.

$$f(x) = d(x) + r(x)$$
$$d(x) = \frac{1}{2} \|y - Hx\|_2^2 \quad \dots$$
$$r(x) = \|x\|_1$$

The inverse problem could be formulated as an optimization problem

- A feasible optimization framework to solve the problem



$$\hat{x} = \arg \min_{x \in \mathbb{R}^n} \{f(x)\}$$

The diagram shows the function $f(x)$ defined as the sum of two terms:

$$f(x) = d(x) + r(x)$$

The term $d(x)$ is labeled as the **Data-fidelity term**, and its definition is shown as:

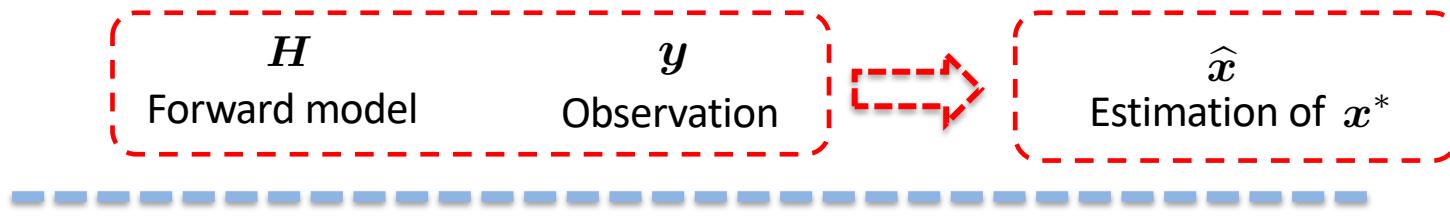
$$d(x) = \frac{1}{2} \|y - Hx\|_2^2 \quad \dots$$

The term $r(x)$ is labeled as the **Regularizer term**, and its definition is shown as:

$$r(x) = \|x\|_1 \quad \|x\|_2$$

The inverse problem could be formulated as an optimization problem

- A feasible optimization framework to solve the problem



$$\hat{x} = \arg \min_{x \in \mathbb{R}^n} \{f(x)\}$$

The diagram details the optimization function $f(x)$ as the sum of two terms: a data-fidelity term $d(x)$ and a regularizer term $r(x)$. The data-fidelity term is defined as $d(x) = \frac{1}{2} \|y - Hx\|_2^2$, and the regularizer term is defined as $r(x) = \|x\|_1 + \|x\|_2$.

$$f(x) = d(x) + r(x)$$

Data-fidelity term

$d(x) = \frac{1}{2} \|y - Hx\|_2^2 \quad \dots$

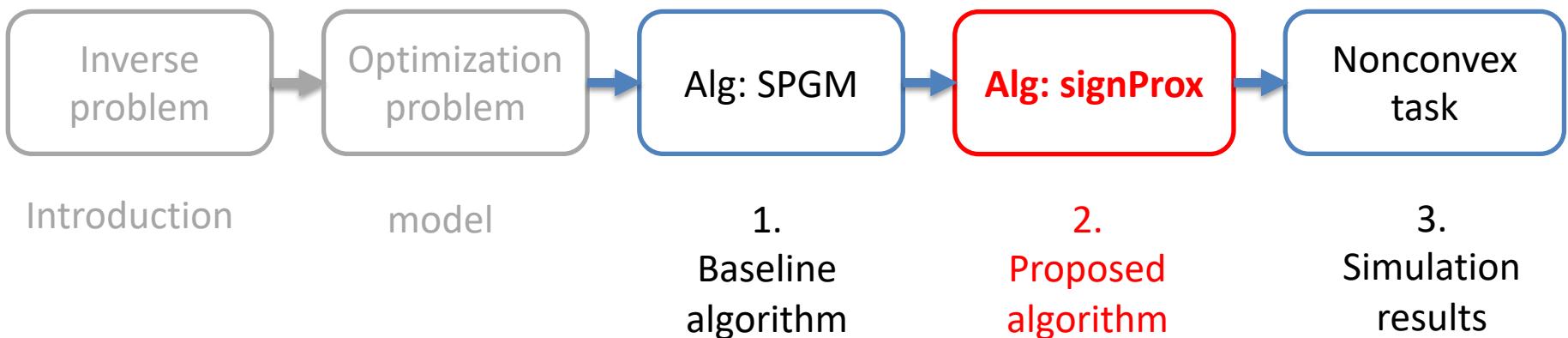
Regularizer term

$r(x) = \|x\|_1 + \|x\|_2 \quad \dots$

Guideline of the talk

- Large scale optimization problem

$$\hat{\mathbf{x}} = \arg \min_{\mathbf{x} \in \mathbb{R}^n} \{f(\mathbf{x})\} \quad \text{with} \quad f(\mathbf{x}) = d(\mathbf{x}) + \frac{1}{K} \{r_1(\mathbf{x}) + \dots + r_k(\mathbf{x}) + \dots + r_K(\mathbf{x})\}$$



Proximal gradient method could minimize the non-differentiable functions

- Modeled optimization problem

$$\hat{\mathbf{x}} = \arg \min_{\mathbf{x} \in \mathbb{R}^n} \{f(\mathbf{x})\} \quad \text{with} \quad f(\mathbf{x}) = d(\mathbf{x}) + r(\mathbf{x})$$

Proximal gradient method could minimize the non-differentiable functions

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$$\hat{\mathbf{x}} = \arg \min_{\mathbf{x} \in \mathbb{R}^n} \{f(\mathbf{x})\} \quad \text{with} \quad f(\mathbf{x}) = d(\mathbf{x}) + r(\mathbf{x})$$


- Proximal gradient method (PGM)

$$\mathbf{x}^t \leftarrow \text{prox}_{\gamma r}(\mathbf{x}^{t-1} - \gamma \nabla d(\mathbf{x}^{t-1}))$$

Proximal gradient mapping

Proximal gradient method could minimize the non-differentiable functions

- Modeled optimization problem

$$\hat{\mathbf{x}} = \arg \min_{\mathbf{x} \in \mathbb{R}^n} \{f(\mathbf{x})\} \quad \text{with} \quad f(\mathbf{x}) = d(\mathbf{x}) + r(\mathbf{x})$$



- Proximal gradient method (PGM)

$$\mathbf{x}^t \leftarrow \text{prox}_{\gamma r}(\mathbf{x}^{t-1} - \gamma \nabla d(\mathbf{x}^{t-1}))$$

Proximal gradient mapping

$$s = \mathbf{x}^{t-1} - \gamma \nabla d(\mathbf{x}^{t-1})$$

Proximal gradient method could minimize the non-differentiable functions

- Modeled optimization problem

$$\hat{\mathbf{x}} = \arg \min_{\mathbf{x} \in \mathbb{R}^n} \{f(\mathbf{x})\} \quad \text{with} \quad f(\mathbf{x}) = d(\mathbf{x}) + r(\mathbf{x})$$


- Proximal gradient method (PGM)

$$\mathbf{x}^t \leftarrow \text{prox}_{\gamma r}(\mathbf{x}^{t-1} - \gamma \nabla d(\mathbf{x}^{t-1}))$$

Proximal gradient mapping

$$\left. \begin{array}{l} \mathbf{s} = \mathbf{x}^{t-1} - \gamma \nabla d(\mathbf{x}^{t-1}) \\ \mathbf{x}^t = \text{prox}_{\gamma r}(\mathbf{s}) \triangleq \arg \min_{\mathbf{x} \in \mathbb{R}^n} \left\{ \frac{1}{2} \|\mathbf{x} - \mathbf{s}\|_2^2 + \gamma r(\mathbf{x}) \right\} \end{array} \right\}$$

Proximal operation

Proximal average is a good estimation of the true proximal gradient mapping

- Large scale optimization problem

$$\hat{\mathbf{x}} = \arg \min_{\mathbf{x} \in \mathbb{R}^n} \{f(\mathbf{x})\} \quad \text{with} \quad \begin{cases} f(\mathbf{x}) = \frac{1}{K} \sum_{k=1}^K f_k(\mathbf{x}) \\ f_k(\mathbf{x}) = d(\mathbf{x}) + r_k(\mathbf{x}) \end{cases}$$

- Bauschke, Heinz H., et al. "The proximal average: basic theory." SIAM Journal on Optimization 19.2 (2008): 766-785.
- Yu, Yao-Liang. "Better approximation and faster algorithm using the proximal average." Advances in neural information processing systems. 2013.

Proximal average is a good estimation of the true proximal gradient mapping

- Large scale optimization problem

$$\hat{\mathbf{x}} = \arg \min_{\mathbf{x} \in \mathbb{R}^n} \{f(\mathbf{x})\} \quad \text{with} \quad \begin{cases} f(\mathbf{x}) = \frac{1}{K} \sum_{k=1}^K f_k(\mathbf{x}) \\ f_k(\mathbf{x}) = d(\mathbf{x}) + r_k(\mathbf{x}) \end{cases}$$



- Proximal average

$$\mathsf{P}(\mathbf{x}) \triangleq \frac{1}{K} \sum_{k=1}^K \mathsf{P}_k(\mathbf{x}) \quad \text{with} \quad \mathsf{P}_k(\mathbf{x}) \triangleq \text{prox}_{\gamma r_k} (\mathbf{x} - \gamma \nabla d(\mathbf{x})), \quad k \in [1, \dots, K]$$

- Bauschke, Heinz H., et al. "The proximal average: basic theory." SIAM Journal on Optimization 19.2 (2008): 766-785.
- Yu, Yao-Liang. "Better approximation and faster algorithm using the proximal average." Advances in neural information processing systems. 2013.

Stochastic proximal gradient method could approximate the proximal average

- Stochastic proximal gradient method

$$P(\mathbf{x}) \triangleq \frac{1}{K} \sum_{k=1}^K P_k(\mathbf{x})$$


Could be time consuming and computational resource demanding for K components

- H. Robbins and S. Monro, "A stochastic approximation method," The Annals of Mathematical Statistics, vol. 22, no. 3, pp. 400–407, September 1951.

Stochastic proximal gradient method could approximate the proximal average

- Stochastic proximal gradient method

$$P(\mathbf{x}) \triangleq \frac{1}{K} \sum_{k=1}^K P_k(\mathbf{x}) \quad \approx \quad \widehat{P}(\mathbf{x}) \triangleq \frac{1}{B} \sum_{b=1}^B P_{k_b}(\mathbf{x})$$

$B \ll K$

Could be time consuming and computational resource demanding for K components

- H. Robbins and S. Monro, "A stochastic approximation method," The Annals of Mathematical Statistics, vol. 22, no. 3, pp. 400–407, September 1951.

Stochastic proximal gradient method could approximate the proximal average

- Stochastic proximal gradient method

$$P(x) \triangleq \frac{1}{K} \sum_{k=1}^K P_k(x) \quad \approx \quad \widehat{P}(x) \triangleq \frac{1}{B} \sum_{b=1}^B P_{k_b}(x)$$

Could be time consuming and computational resource demanding for K components

$B \ll K$

The diagram illustrates the relationship between the true proximal average $P(x)$ and its stochastic approximation $\widehat{P}(x)$. The true average is represented by a sum over all components k from 1 to K . The stochastic approximation is represented by a sum over a much smaller number of components b from 1 to B , where $B \ll K$. A red dashed arrow connects the two expressions, and another red dashed arrow points to the condition $B \ll K$, which is highlighted by a red dashed box.

- H. Robbins and S. Monro, "A stochastic approximation method," The Annals of Mathematical Statistics, vol. 22, no. 3, pp. 400–407, September 1951.

Stochastic proximal gradient method could approximate the proximal average

- Stochastic proximal gradient method

$$P(x) \triangleq \frac{1}{K} \sum_{k=1}^K P_k(x) \quad \approx \quad \widehat{P}(x) \triangleq \frac{1}{B} \sum_{b=1}^B P_{k_b}(x)$$

Could be time consuming and computational resource demanding for K components

$B \ll K$

$$x^t \leftarrow \widehat{P}(x^{t-1})$$

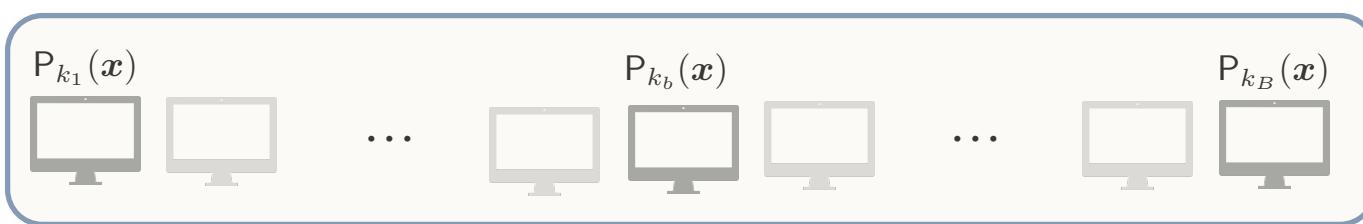
Stochastic proximal gradient method (SPGM)

- H. Robbins and S. Monro, "A stochastic approximation method," The Annals of Mathematical Statistics, vol. 22, no. 3, pp. 400–407, September 1951.

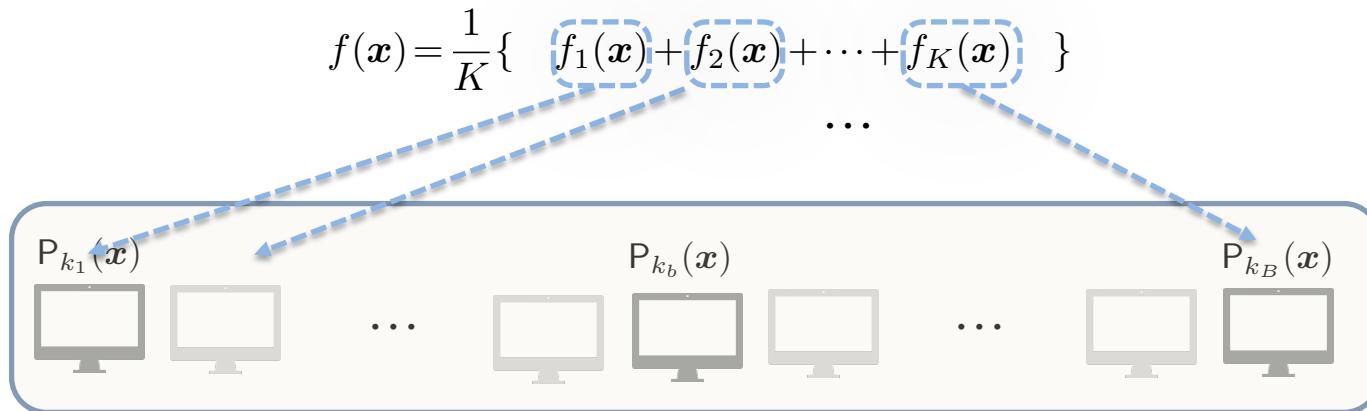
SPGM could work parallelly

$$f(\boldsymbol{x}) = \frac{1}{K} \left\{ f_1(\boldsymbol{x}) + f_2(\boldsymbol{x}) + \cdots + f_K(\boldsymbol{x}) \right\}$$

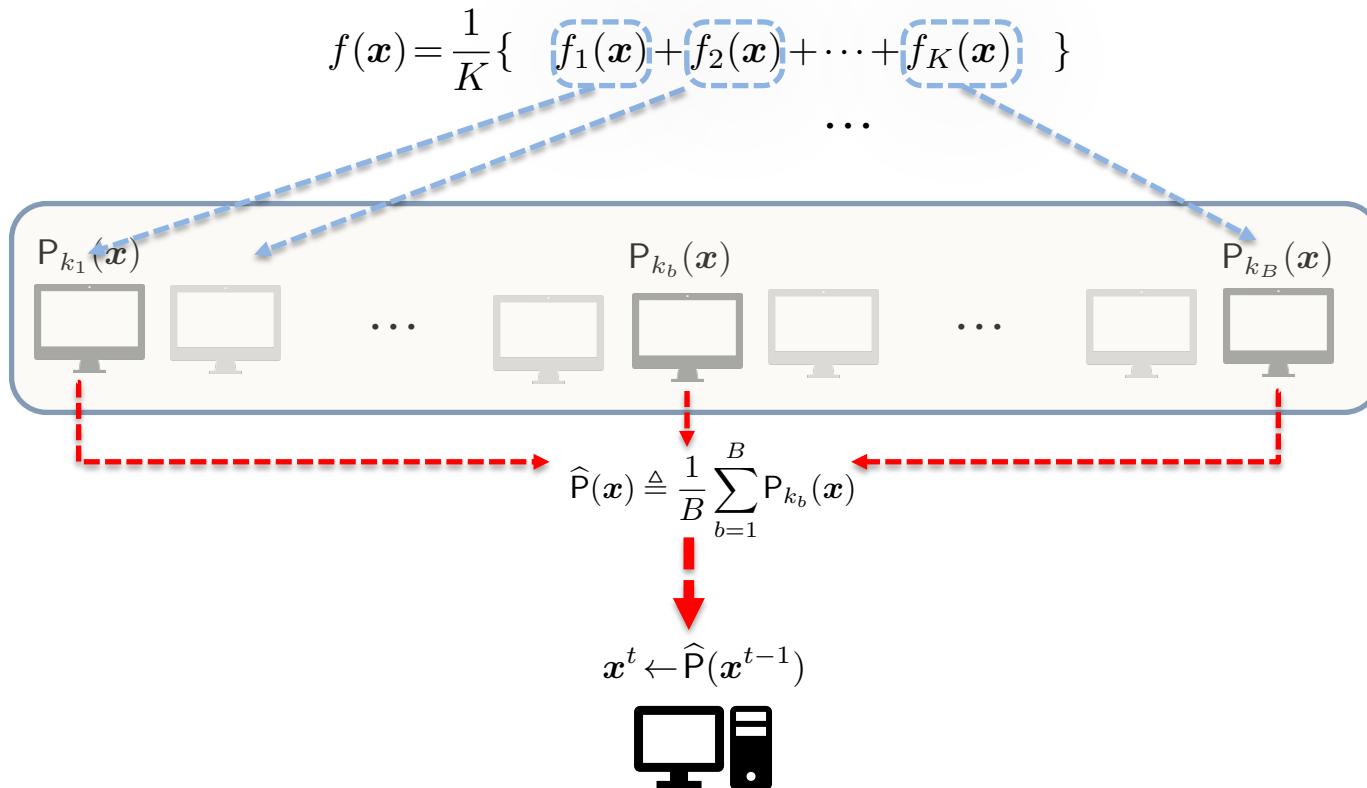
...



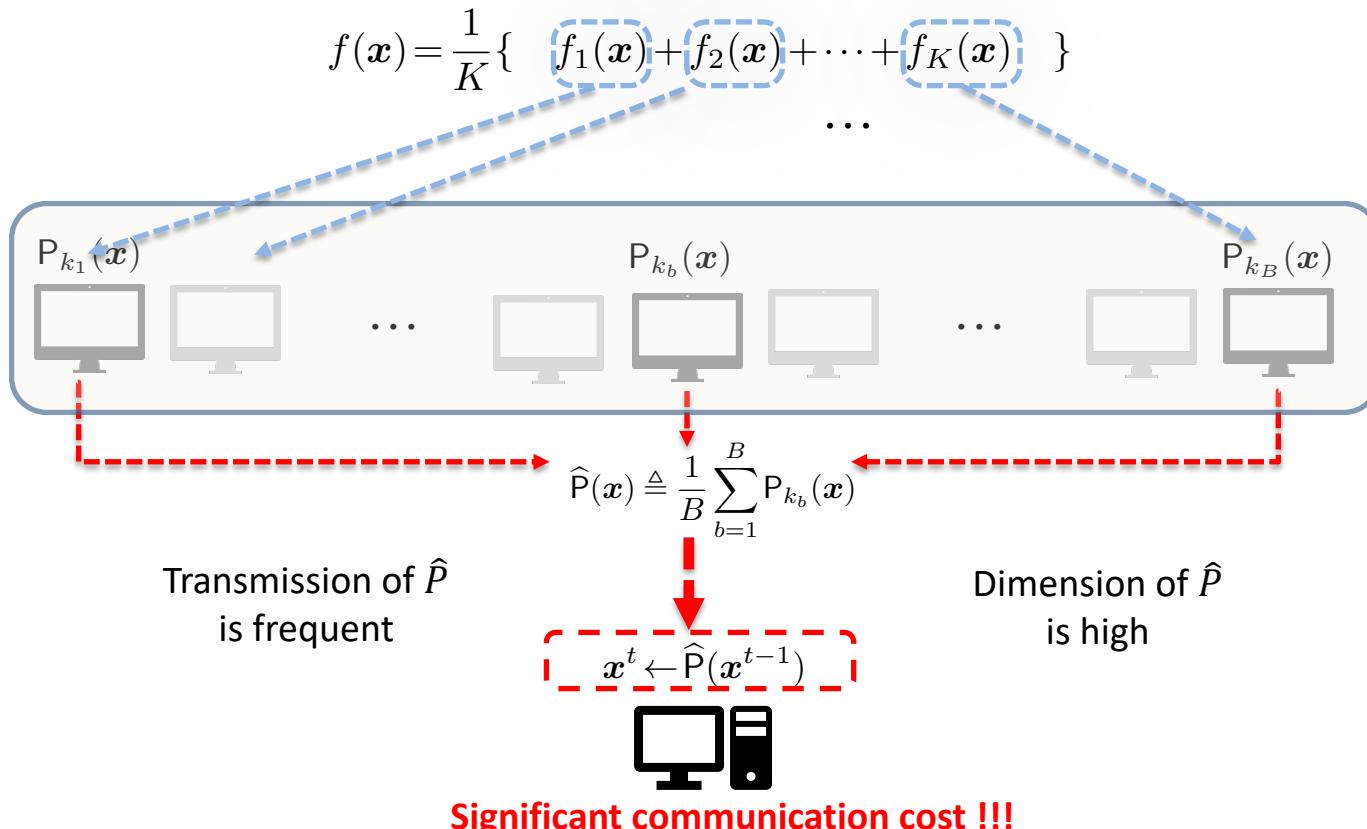
SPGM could work parallelly



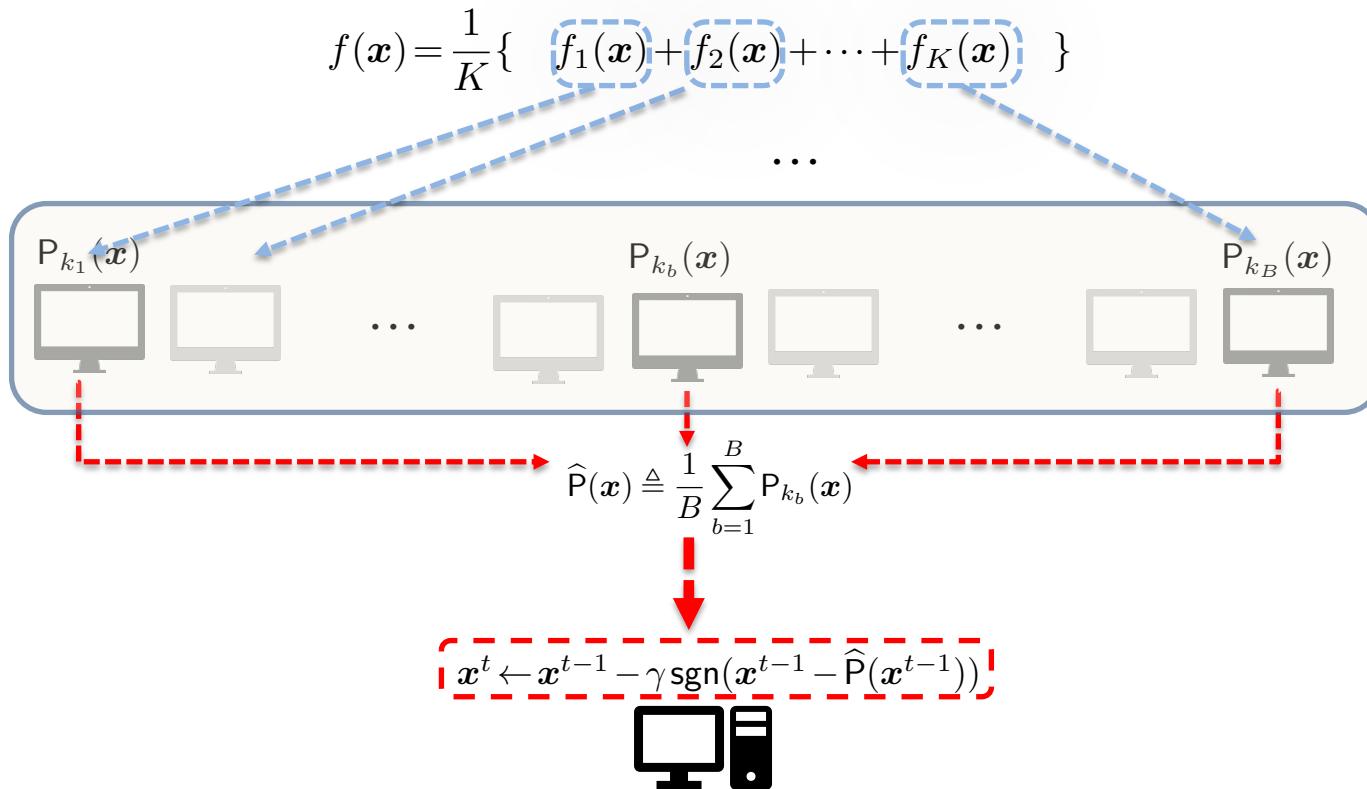
SPGM could work parallelly



SPGM could work parallelly



signProx is more efficient than SPGM



- Seide, Frank, et al. "1-bit stochastic gradient descent and its application to data-parallel distributed training of speech dnns." Fifteenth Annual Conference of the International Speech Communication Association. 2014.
- J. Bernstein, Y.-X. Wang, K. Azizzadenesheli, and A. Anandkumar, "signSGN: Compressed optimization for non-convex problems," in Proc. 35th Int. Conf. Machine Learning (ICML), Stockholm, Sweden, July 2018.

SPGM uses the true direction to update while signProx only uses the sign

- Stochastic proximal gradient method (**SPGM**)

» Update rule:

$$x^t \leftarrow \hat{P}(x^{t-1})$$

- 1-bit stochastic proximal gradient method (**signProx**)

» Update rule:

$$x^t \leftarrow x^{t-1} - \gamma \operatorname{sgn}(x^{t-1} - \hat{P}(x^{t-1}))$$

signProx could achieve the comparable performance with SPGM

- Convergences rate tells how fast you can reduce your loss function

» Convergence conclusion for **signProx**:

$$\mathbb{E} \left[\frac{1}{T} \sum_{t=1}^T \| \mathbf{x}^{t-1} - \mathsf{P}(\mathbf{x}^{t-1}) \|_1 \right] \leq \frac{1}{\sqrt{T}} C_1 = \mathcal{O}\left(\frac{1}{\sqrt{T}}\right)$$

» Convergence conclusion for **SPGM**:

$$\mathbb{E} \left[\frac{1}{T} \sum_{t=1}^T \| \mathbf{x}^{t-1} - \mathsf{P}(\mathbf{x}^{t-1}) \|_2^2 \right] \leq \frac{1}{\sqrt{T}} C_2 = \mathcal{O}\left(\frac{1}{\sqrt{T}}\right)$$

Check the performance of SPGM and signProx on a phase retrieval model

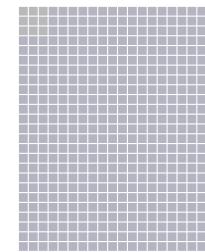
- **Nonconvex** phase retrieval task

$$x^* \in \mathbb{R}^{2500}$$



True image

$$H \in \mathbb{R}^{3000 \times 2500}$$



Forward model

$$y = |Hx^*|^2 \in \mathbb{R}^{3000}$$



Observation

Check the performance of SPGM and signProx on a phase retrieval model

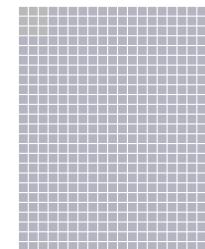
- **Nonconvex** phase retrieval task

$$x^* \in \mathbb{R}^{2500}$$



True image

$$H \in \mathbb{R}^{3000 \times 2500}$$



Forward model

Information about the
sign is lost

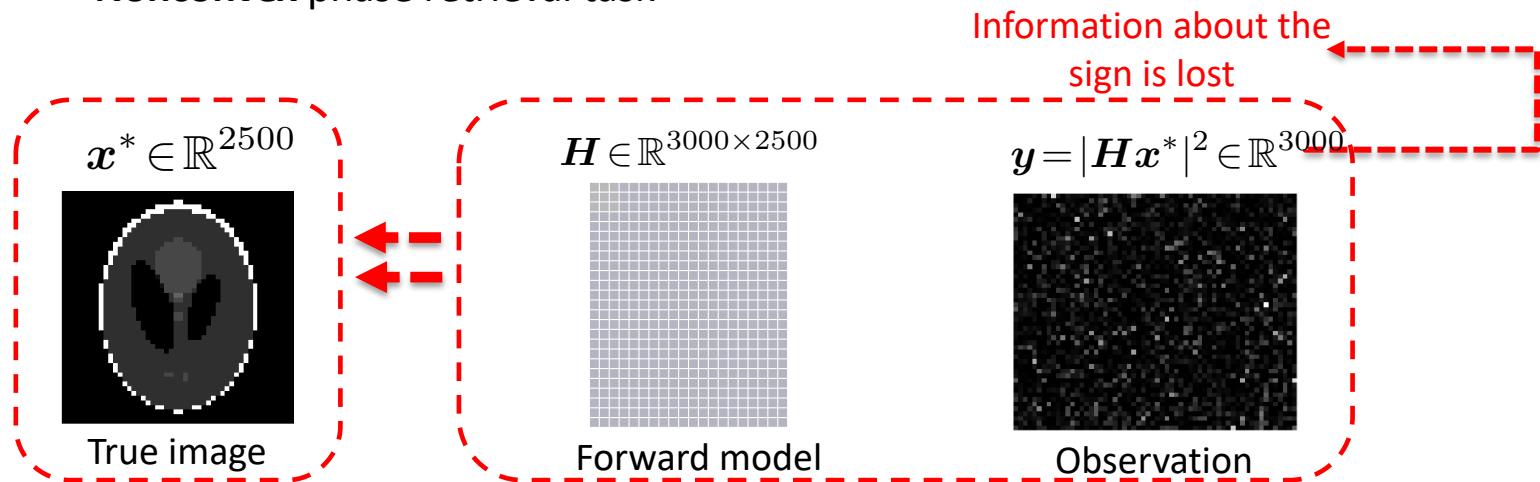
$$y = |Hx^*|^2 \in \mathbb{R}^{3000}$$



Observation

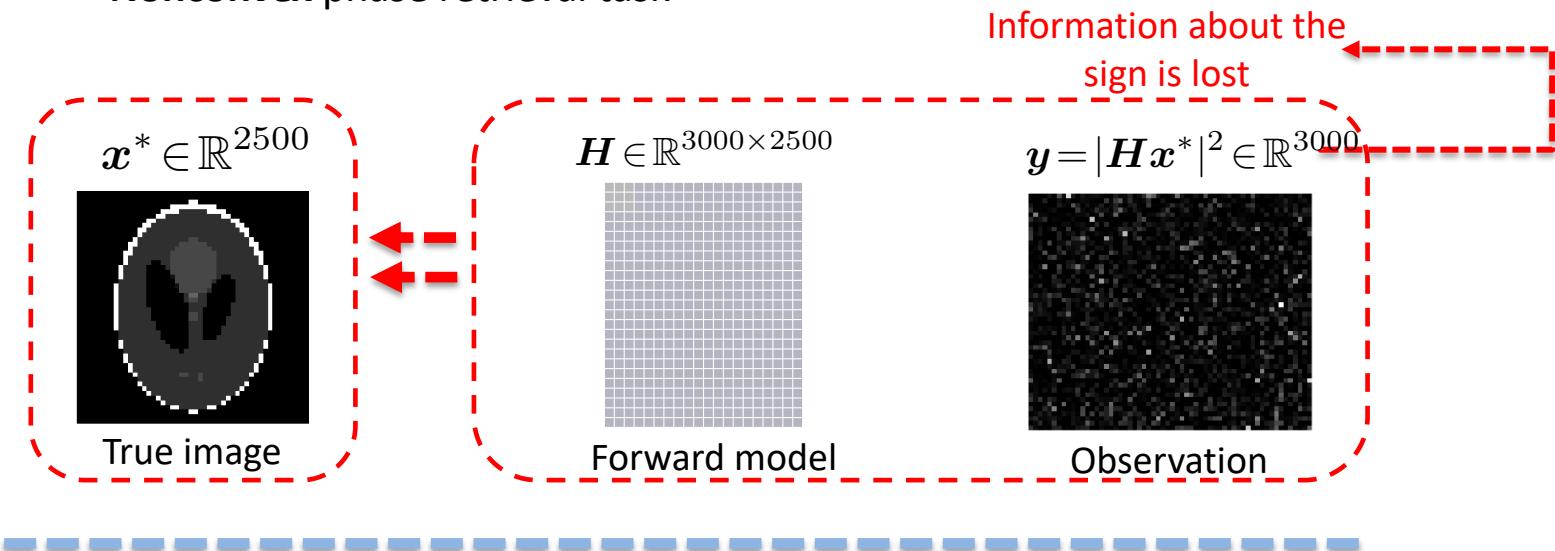
Check the performance of SPGM and signProx on a phase retrieval model

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Check the performance of SPGM and signProx on a phase retrieval model

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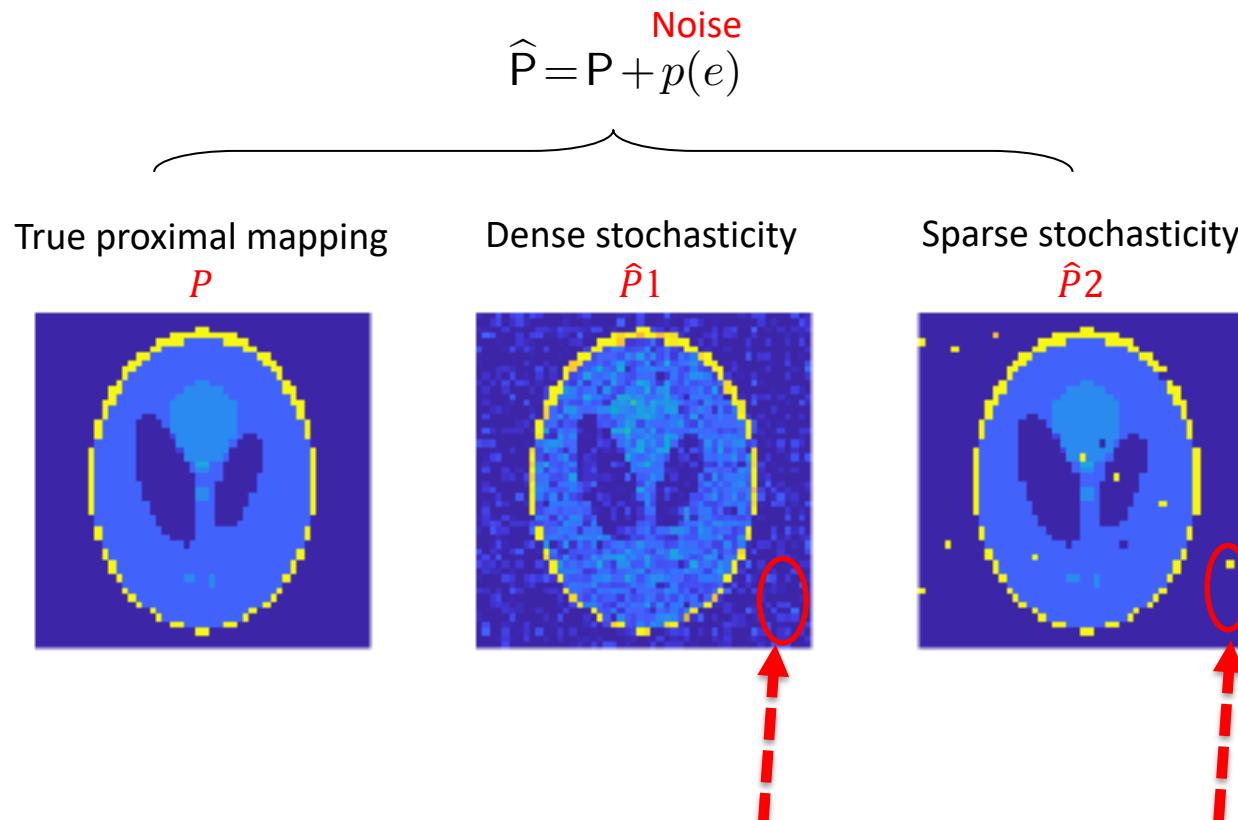


- Optimization objective function

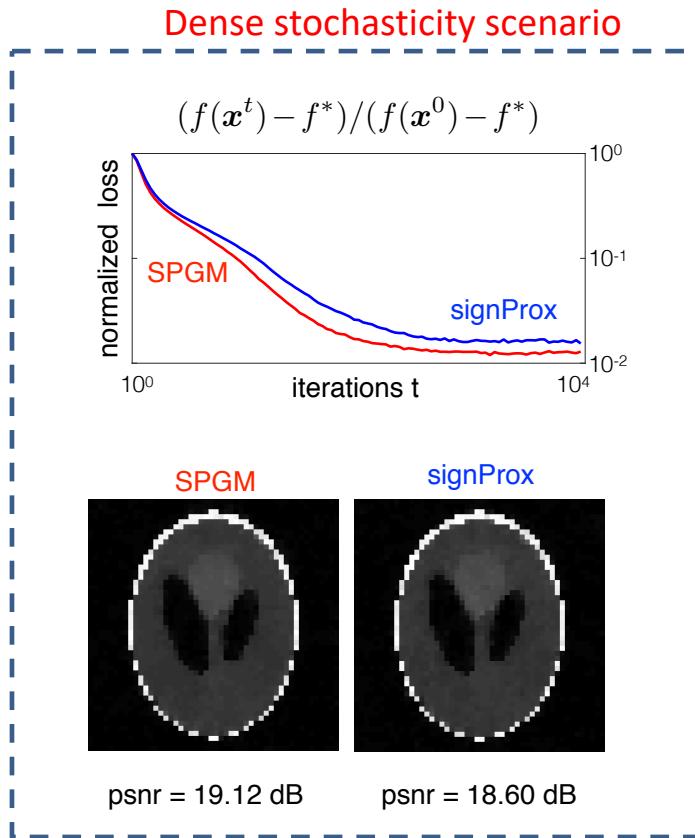
$$\hat{x} = \arg \min_{x \in \mathbb{R}^n} \left\{ \frac{1}{2} \|y - |Hx|^2\|_2^2 + TV(x) \right\}$$

Simulate the stochasticity of the proximal gradient mapping by adding noise

- Stochastic simulation of proximal gradient mapping

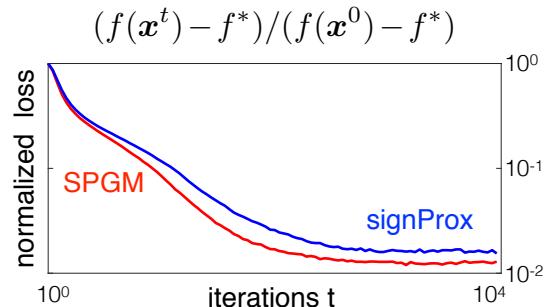


signProx outperforms SPGM in the some sparse stochasticity scenario

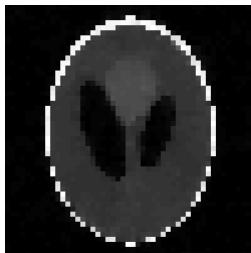


signProx outperforms SPGM in the some sparse stochasticity scenario

Dense stochasticity scenario



SPGM



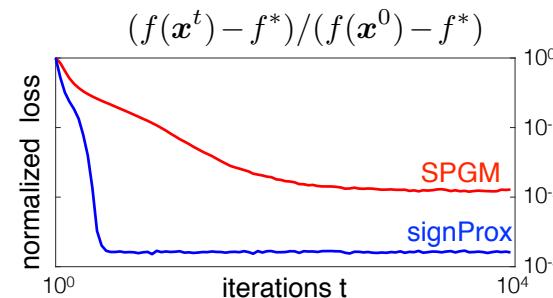
psnr = 19.12 dB

signProx

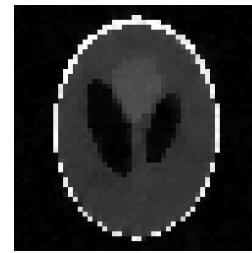


psnr = 18.60 dB

Sparse stochasticity scenario



SPGM



psnr = 19.01 dB

signProx



psnr = 21.15 dB

Conclusions

- » Proposed a compressed proximal gradient method signProx to solve the low efficiency problem of SPGM in a large scale optimization scenario.
- » Proved the convergence of the signProx under nonconvex assumption and showed it achieves the comparable theoretical performance with SPGM.
- » Simulated a phase retrieval problem and showed signProx has a comparable performance with SPGM and in some scenario it even outperforms SPGM.

Acknowledgements

- Support
 - » National Science Foundation under Grant No. 1813910.
- Lab homepage
 - » <https://cigroup.wustl.edu/>
- Follow us
 - » <https://twitter.com/wustlcig>



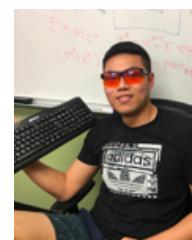
Ulugbek Kamilov



Xiaojian Xu



Yu Sun



Jiaming Liu



Guangxiao Song

Thanks & questions?