

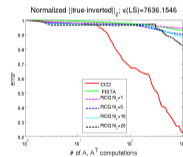
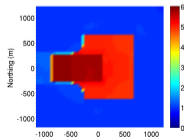
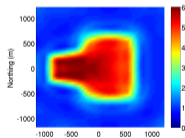
Compressive Conjugate Directions: Linear Theory

A new tool for sparsity-promoting optimization

Musa Maharramov and Stewart A. Levin

Department of Geophysics

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- **Model styling**=regularization is critical in applications
- **Non-smooth** sparsity/blockiness-promoting L_1 /TV regularization
- Computationally **expensive** algorithms exist
- Goal: a **computationally feasible and accurate algorithm**



$$\|\mathbf{B}\mathbf{u}\|_1 + \frac{\alpha}{2} \|\mathbf{A}\mathbf{u} - \mathbf{d}\|_2^2 \rightarrow \min, \quad (1)$$

$$\mathbf{B} = \mathbf{I} \quad (2)$$

or

$$\mathbf{B} = \nabla. \quad (3)$$



ADMM requires solving **lots of large** LS problems in a loop:

$$\begin{aligned}\mathbf{u}_{k+1} &= \operatorname{argmin} \frac{\alpha}{2} \|\mathbf{A}\mathbf{u} - \mathbf{d}\|_2^2 + \frac{\lambda}{2} \|\mathbf{z}_k - \mathbf{B}\mathbf{u} + \mathbf{b}_k\|_2^2, && \text{very hard!} \\ \mathbf{z}_{k+1} &= \operatorname{argmin} \|\mathbf{z}\|_1 + \frac{\lambda}{2} \|\mathbf{z} - \mathbf{B}\mathbf{u}_{k+1} + \mathbf{b}_k\|_2^2, && \text{easy} \\ \mathbf{b}_{k+1} &= \mathbf{b}_k + \mathbf{z}_{k+1} - \mathbf{B}\mathbf{u}_{k+1}, \quad k = 0, 1, 2, \dots && \text{trivial}\end{aligned}\tag{4}$$



FISTA speeds up **gradient descent** using Nesterov relaxation:

$$\begin{aligned}\mathbf{y}_{k+1} &= \mathbf{u}_k - \gamma\alpha\mathbf{A}^T (\mathbf{A}\mathbf{u}_k - \mathbf{d}), && \Leftarrow \text{single iteration!} \\ \mathbf{z}_{k+1} &= \text{shrink} \{ \mathbf{y}_{k+1}, \gamma \}, && \Leftarrow \text{trivial} \\ \zeta_{k+1} &= \left(1 + \sqrt{1 + 4\zeta_k^2} \right) / 2, && \Leftarrow \text{trivial} \\ \mathbf{u}_{k+1} &= \mathbf{y}_{k+1} + \frac{\zeta_k - 1}{\zeta_{k+1}} (\mathbf{y}_{k+1} - \mathbf{y}_k), && \Leftarrow \text{trivial}\end{aligned}\tag{5}$$



Restarted CG does a **few CG iterations** of each LS problem:

$$\begin{aligned}\mathbf{u}_{k+1} &= N \text{ iters of } \operatorname{argmin} \frac{\alpha}{2} \|\mathbf{A}\mathbf{u} - \mathbf{d}\|_2^2 + \frac{\lambda}{2} \|\mathbf{z}_k - \mathbf{B}\mathbf{u} + \mathbf{b}_k\|_2^2, \\ \mathbf{z}_{k+1} &= \operatorname{argmin} \|\mathbf{z}\|_1 + \frac{\lambda}{2} \|\mathbf{z} - \mathbf{B}\mathbf{u}_{k+1} + \mathbf{b}_k\|_2^2, \\ \mathbf{b}_{k+1} &= \mathbf{b}_k + \mathbf{z}_{k+1} - \mathbf{B}\mathbf{u}_{k+1}, \quad k = 0, 1, 2, \dots\end{aligned}\tag{6}$$

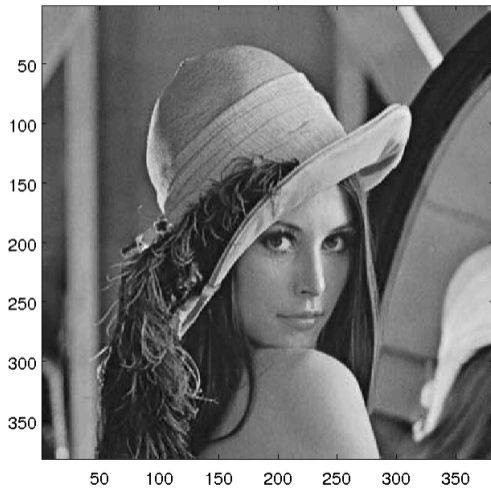


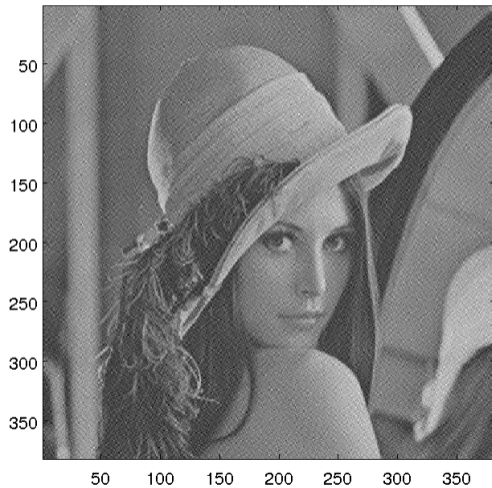
- **Problem:** rhs change \Rightarrow previous geometry information of standard CG residuals is lost
- **Observation:** the quadratic shape of the objective function (6) **does not change**
- **Idea:** store the previous conjugate directions **GMRES-style**

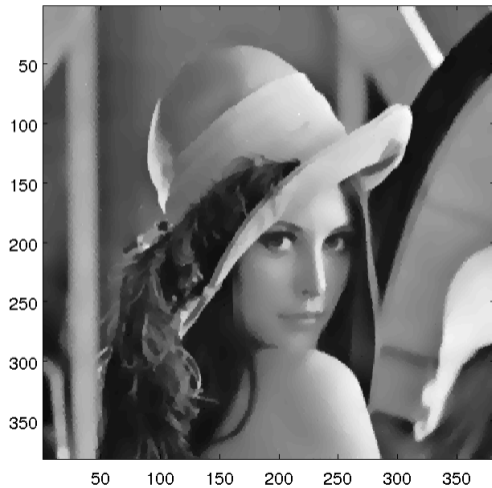


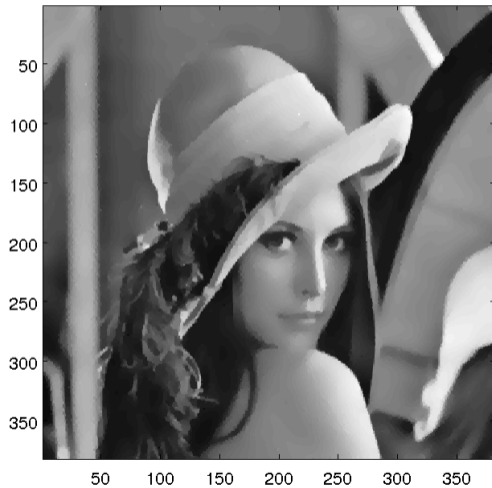
- 1: $\mathbf{u}_0 \leftarrow \mathbf{0}^N$, $\mathbf{z}_0 \leftarrow \mathbf{0}^K$; $\mathbf{b}_0 \leftarrow \mathbf{0}^K$, $\mathbf{v}_0 \leftarrow \left[\sqrt{\alpha} \mathbf{d}; \sqrt{\lambda} (\mathbf{z}_0 + \mathbf{b}_0) \right]$
- 2: $\mathbf{F} \leftarrow [\mathbf{A}; \mathbf{B}]$, $\mathbf{p}_0 \leftarrow \mathbf{F}^T \mathbf{v}_0$, $\mathbf{q}_0 \leftarrow \mathbf{F} \mathbf{p}_0$, $\delta_0 \leftarrow \mathbf{q}_0^T \mathbf{q}_0$
- 3: **for** $k = 0, 1, 2, 3, \dots$ **do**
- 4: $\tau_i \leftarrow \mathbf{q}_i^T \mathbf{v}_k / \delta_i$, $i = 0, 1, \dots, k$, $\mathbf{u}_{k+1} \leftarrow \sum_{i=0}^k \tau_i \mathbf{p}_i$
- 5: $\mathbf{z}_{k+1} \leftarrow \text{shrink} \{ \mathbf{B} \mathbf{u}_{k+1} - \mathbf{b}_k, 1/\lambda \}$
- 6: $\mathbf{b}_{k+1} \leftarrow \mathbf{b}_k + \mathbf{z}_{k+1} - \mathbf{B} \mathbf{u}_{k+1}$
- 7: $\mathbf{v}_{k+1} \leftarrow \left[\sqrt{\alpha} \mathbf{d}; \sqrt{\lambda} (\mathbf{z}_{k+1} + \mathbf{b}_{k+1}) \right]$
- 8: $\mathbf{r}_{k+1} \leftarrow \mathbf{v}_{k+1} - \sum_{i=0}^k \tau_i \mathbf{q}_i$
- 9: $\mathbf{w}_{k+1} \leftarrow \mathbf{F}^T \mathbf{r}_{k+1}$, $\mathbf{s}_{k+1} \leftarrow \mathbf{F} \mathbf{w}_{k+1}$
- 10: $\beta_i \leftarrow -\mathbf{q}_i^T \mathbf{s}_{k+1} / \delta_i$, $i = 0, 1, \dots, k$
- 11: $\mathbf{p}_{k+1} \leftarrow \sum_{i=0}^k \beta_i \mathbf{p}_i + \mathbf{w}_{k+1}$, $\mathbf{q}_{k+1} \leftarrow \sum_{i=0}^k \beta_i \mathbf{q}_i + \mathbf{s}_{k+1}$
- 12: $\delta_{k+1} \leftarrow \mathbf{q}_{k+1}^T \mathbf{q}_{k+1}$
- 13: if $\delta_{k+1} = 0$, $\delta_{k+1} \leftarrow 1$, $\mathbf{p}_{k+1} \leftarrow \mathbf{0}^N$, $\mathbf{q}_{k+1} \leftarrow \mathbf{0}^{M+K}$
- 14: Exit loop if $\| \mathbf{u}_{k+1} - \mathbf{u}_k \|_2 / \| \mathbf{u}_k \|_2 \leq \text{target accuracy}$
- 15: **end for**

A denoising example ($A = I$). True image



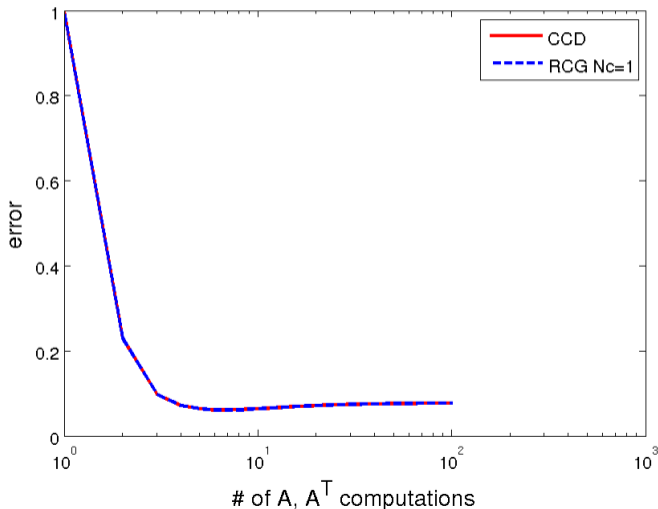


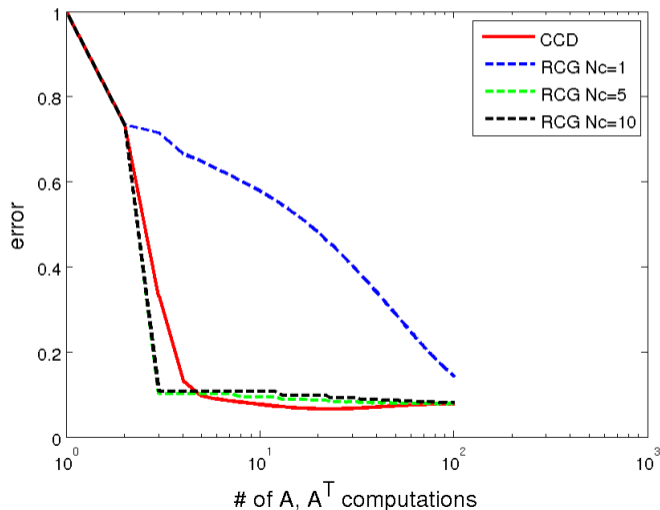


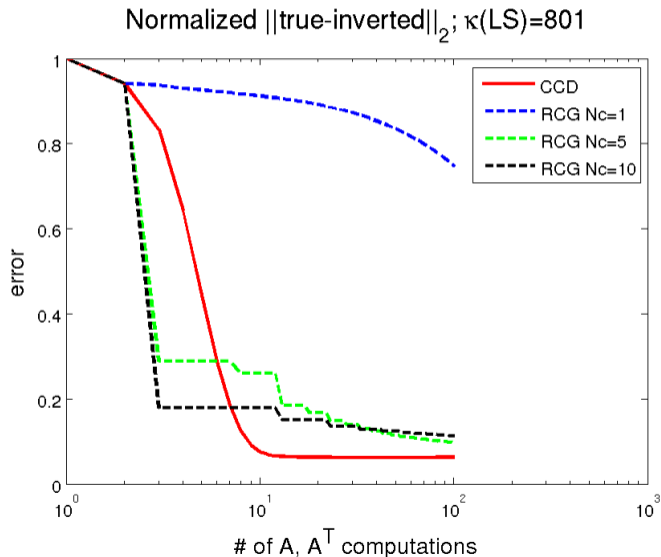


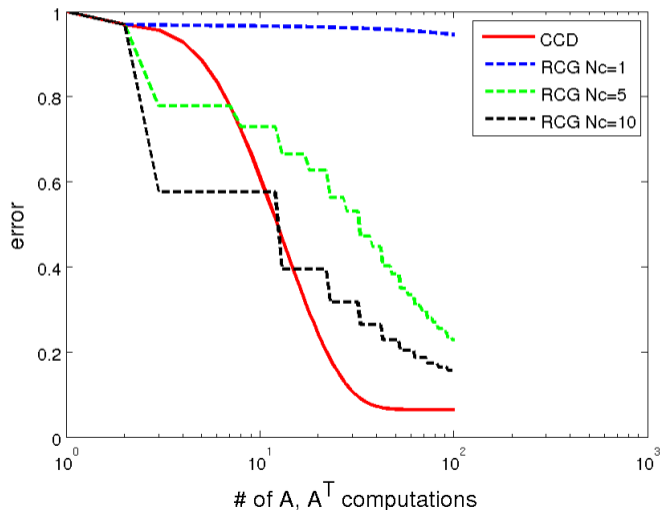


Normalized $\| \text{true-inverted} \|_2$; $\kappa(\text{LS})=1.8$



Normalized $\| \text{true-inverted} \|_2$; $\kappa(\text{LS})=81$ 



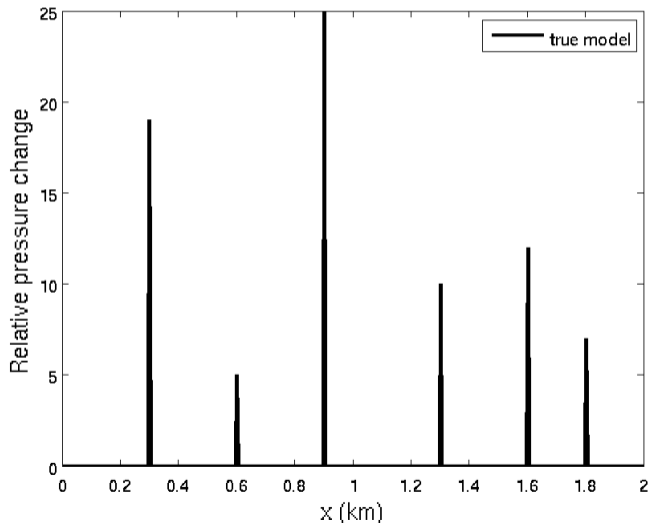
Normalized $\|\text{true-inverted}\|_2$; $\kappa(\text{LS})=8001$ 

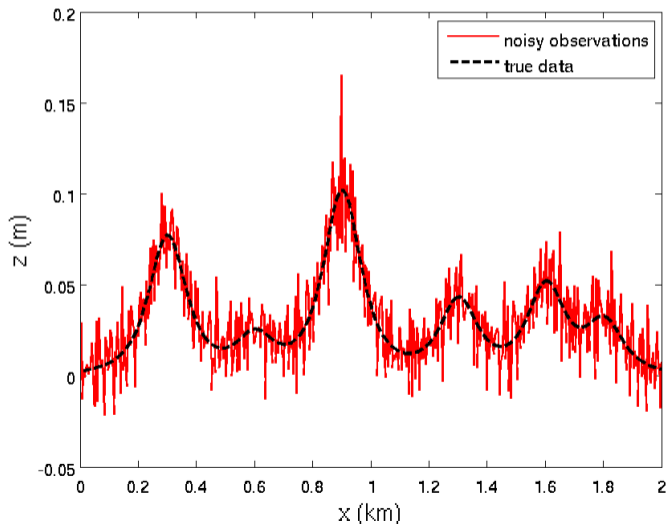


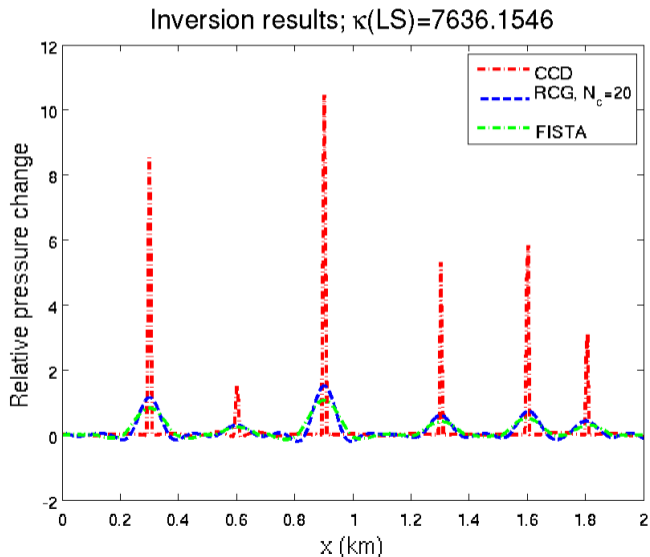
Surface deformation due to distributed dilatational (e.g. **pressure**) sources:

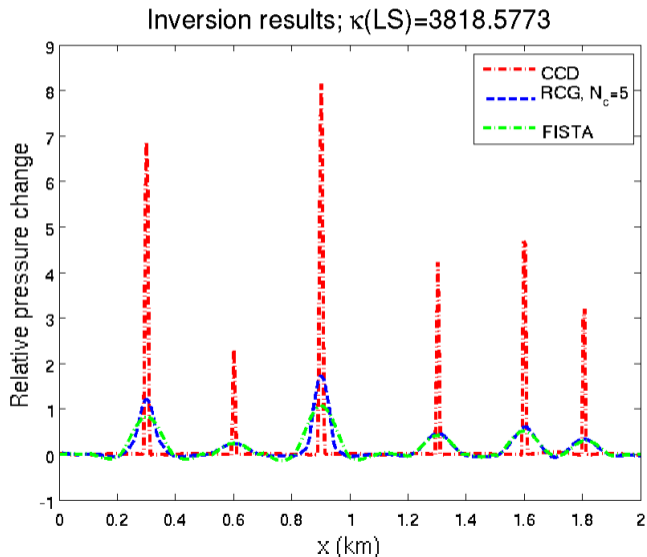
$$\mathbf{A}\mathbf{u} = d(x, y),$$
$$d(x, y) = c \int_0^A \int_0^A \frac{Du(\xi, \eta)d\xi d\eta}{(D^2 + (x - \xi)^2 + (y - \eta)^2)^{3/2}}, \quad (7)$$

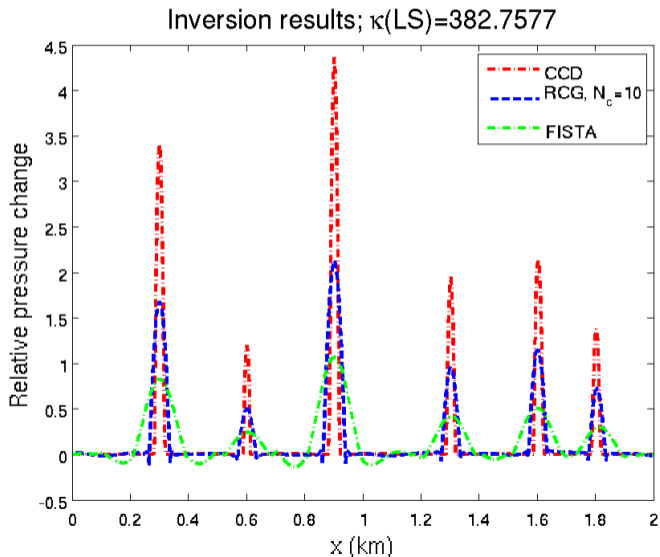
Ill-conditioned inverse problem of resolving pressure from surface deformation...

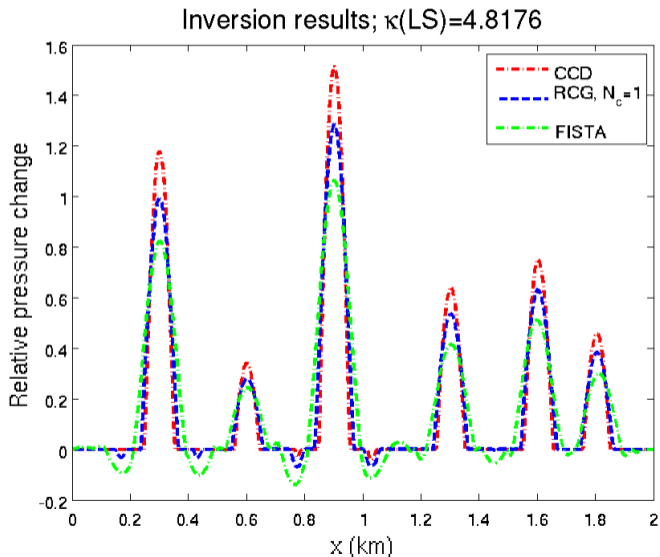


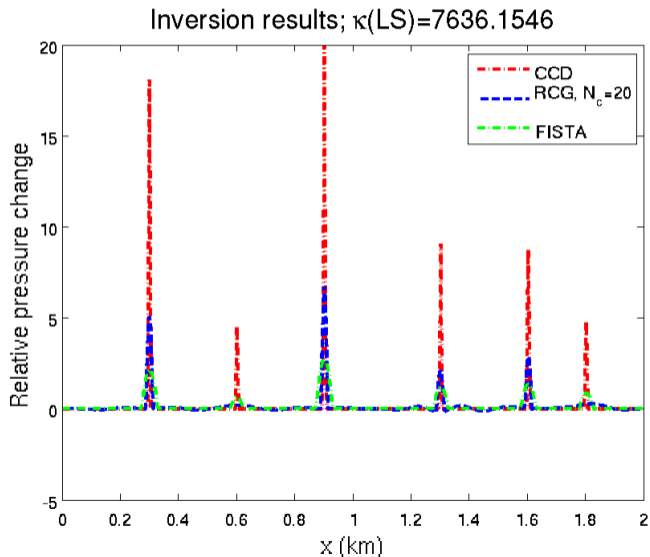




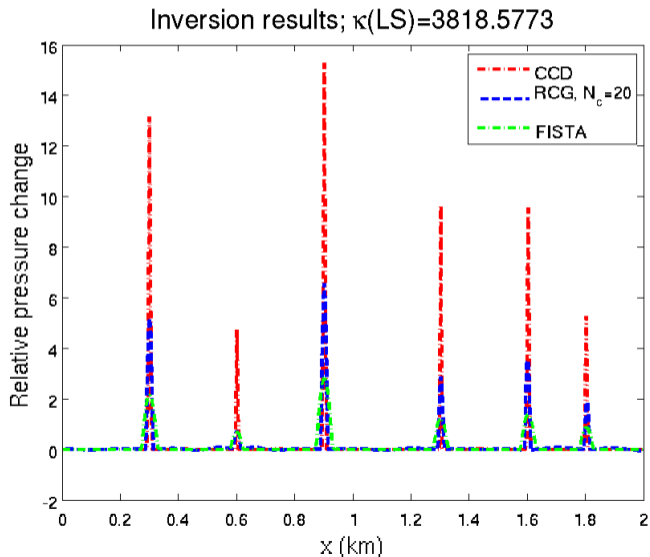


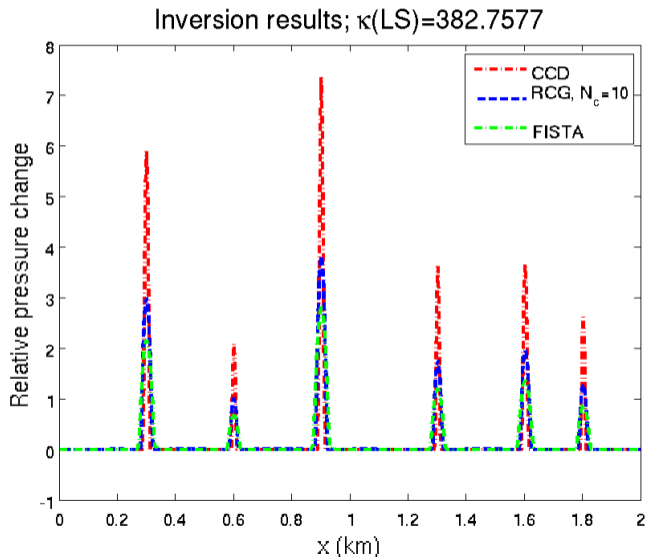


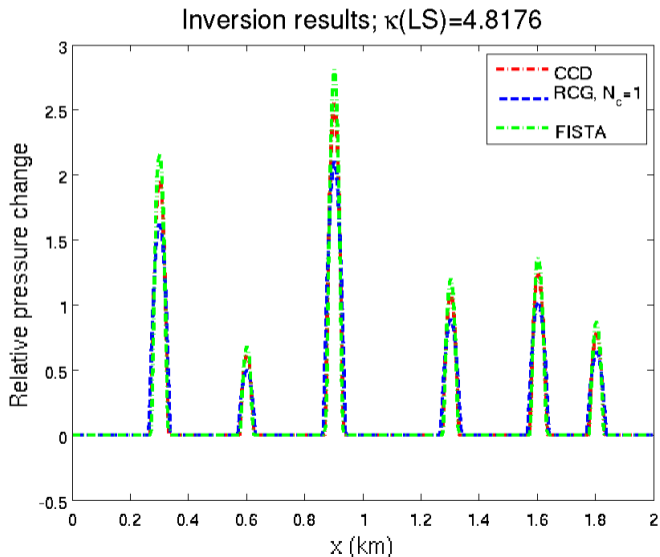


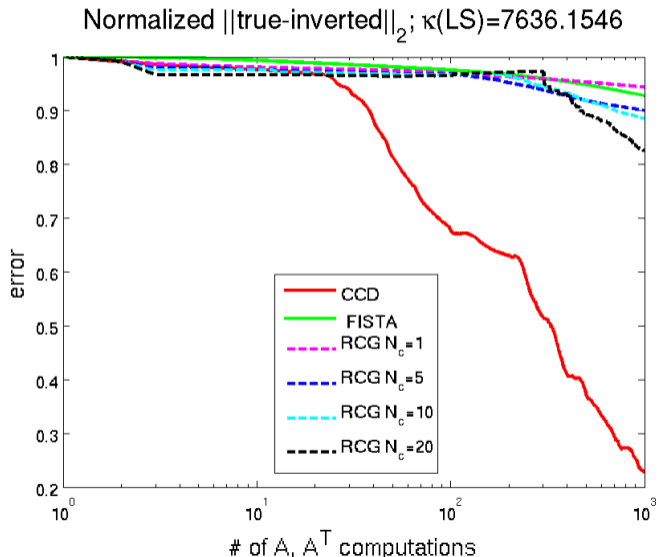


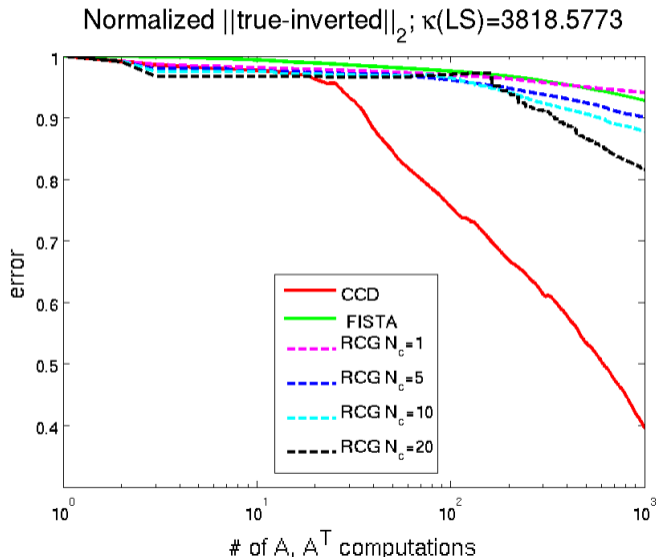
$\lambda = .1$, 1000 iterations

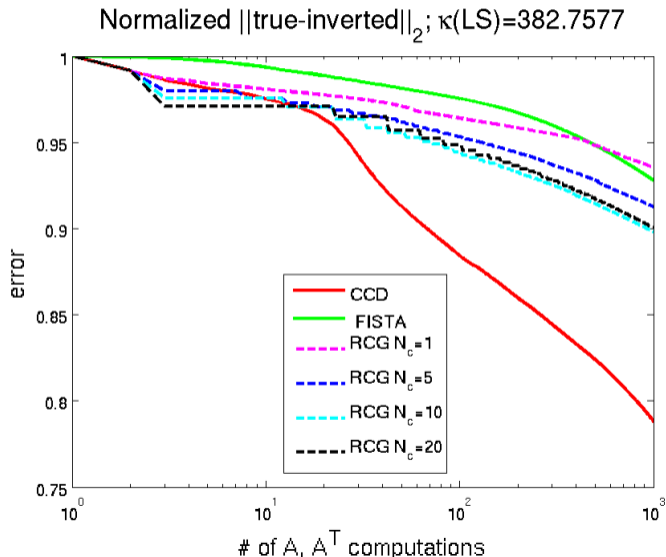


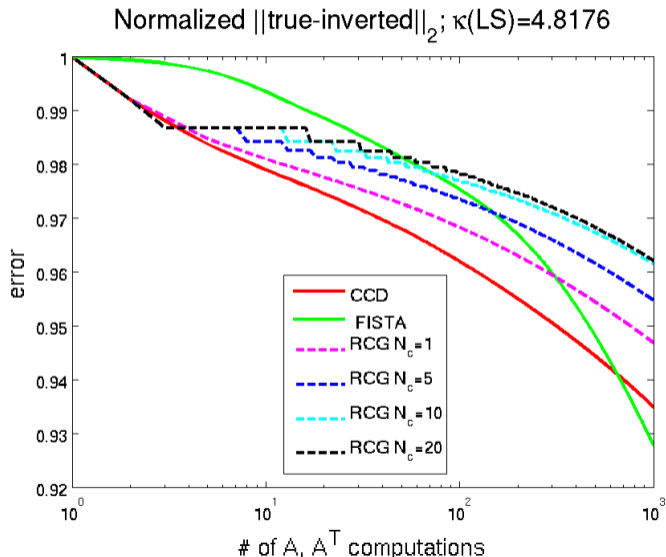


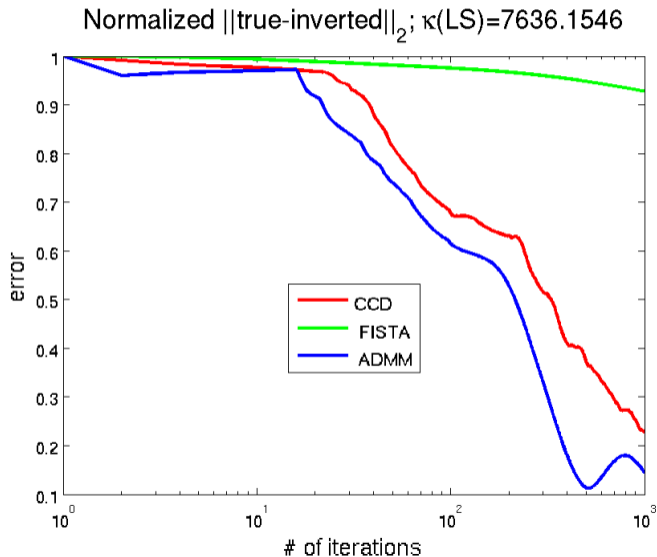


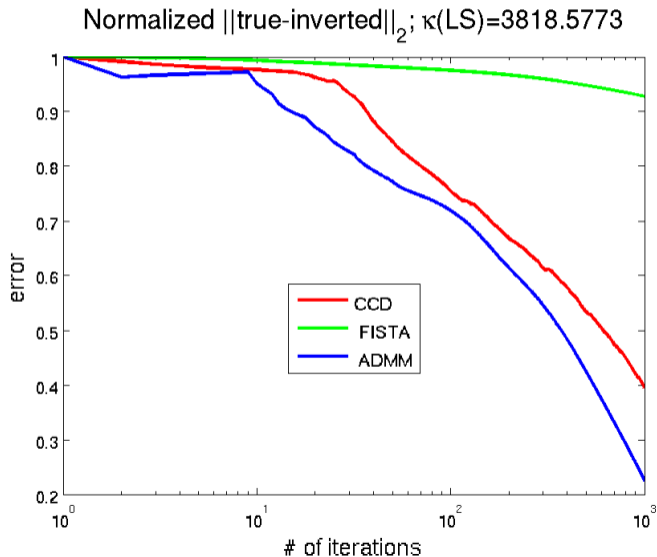


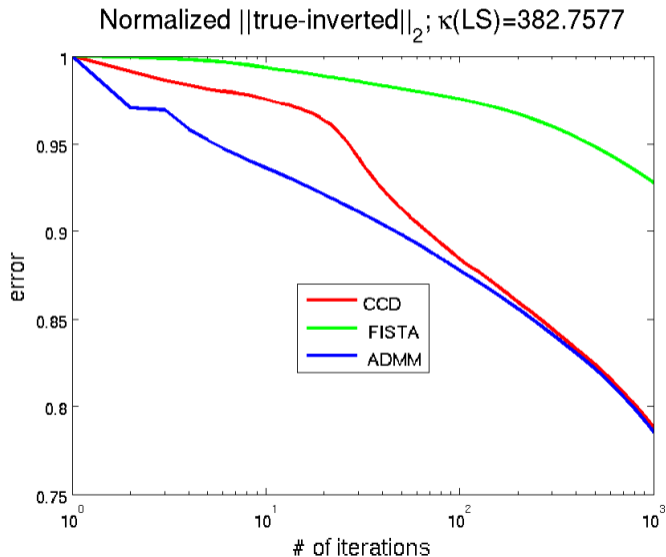


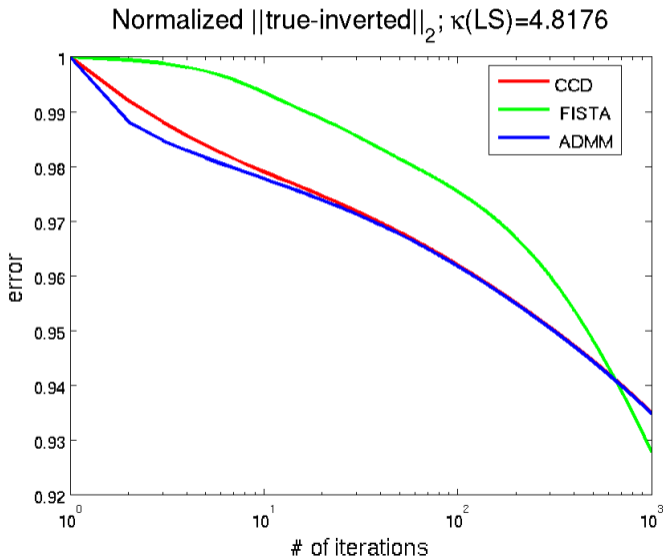


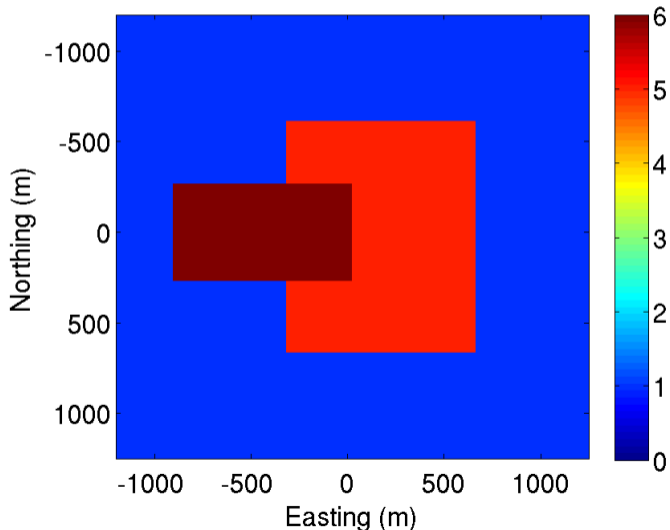


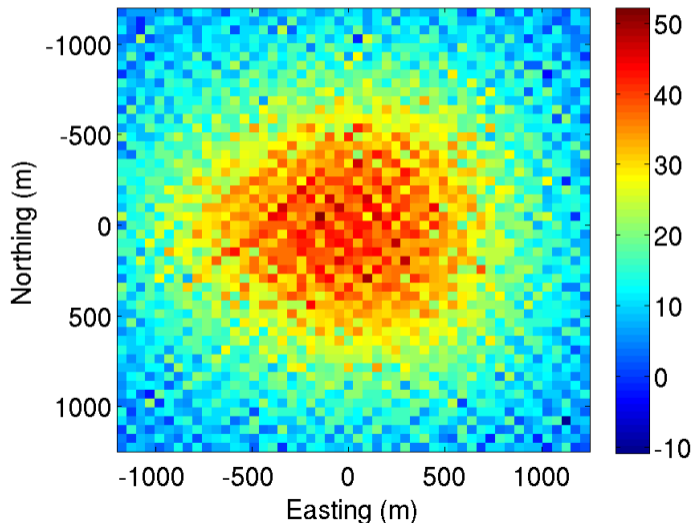


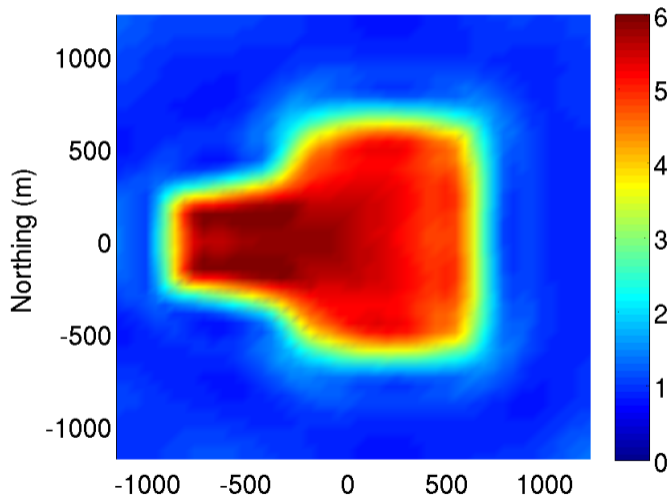


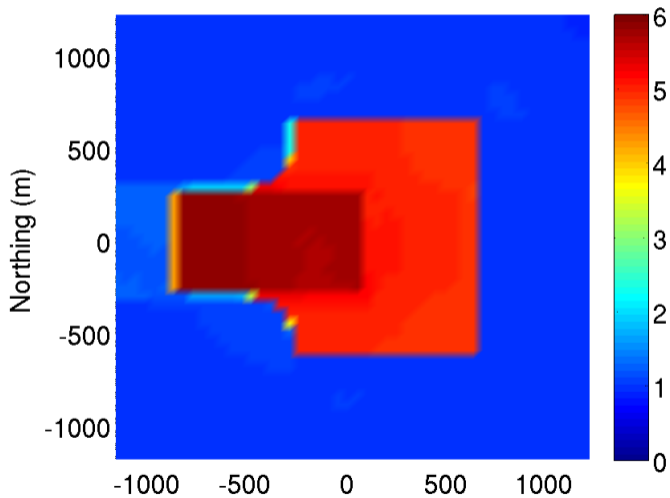


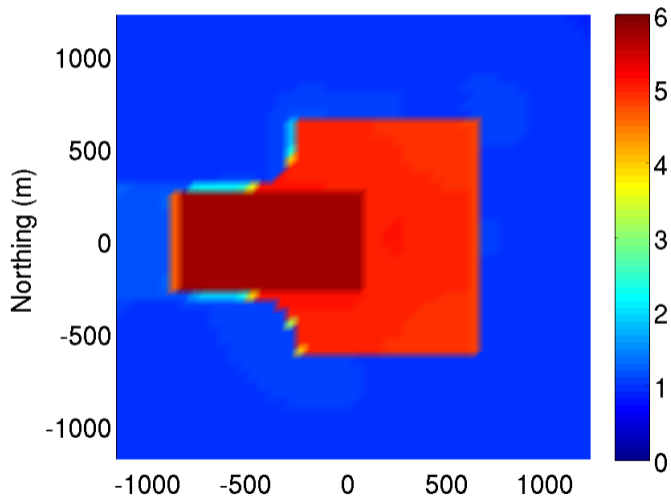


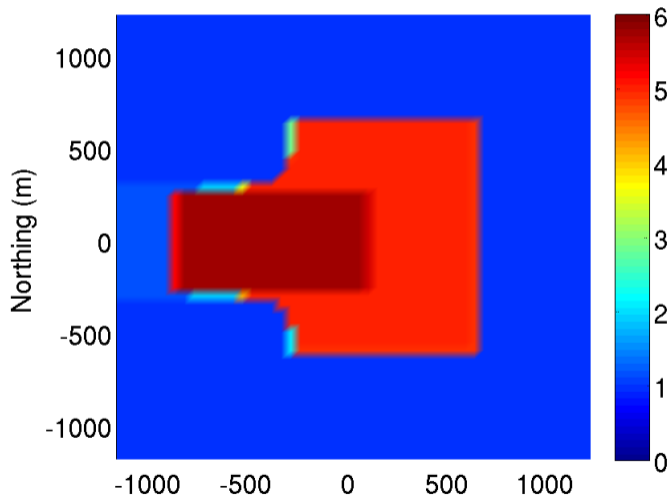


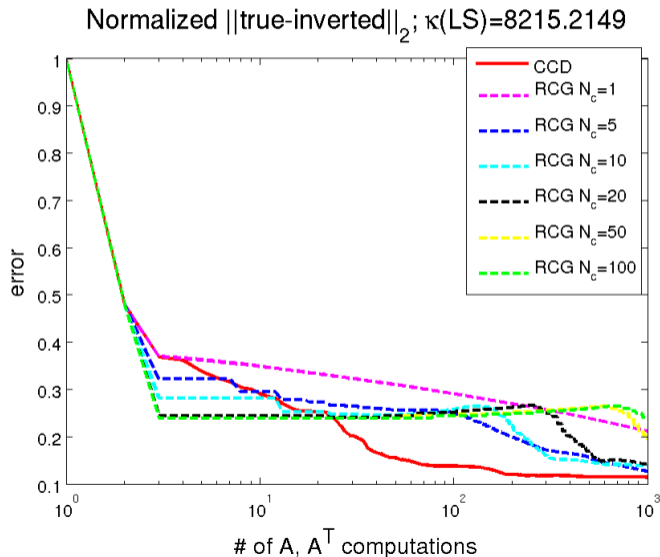


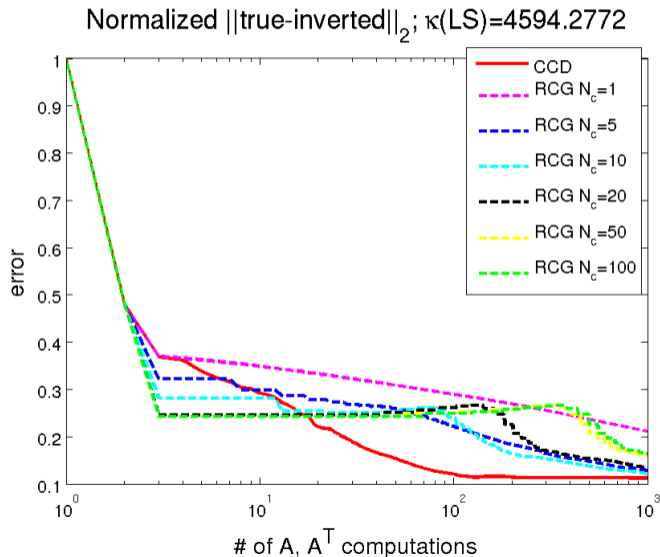


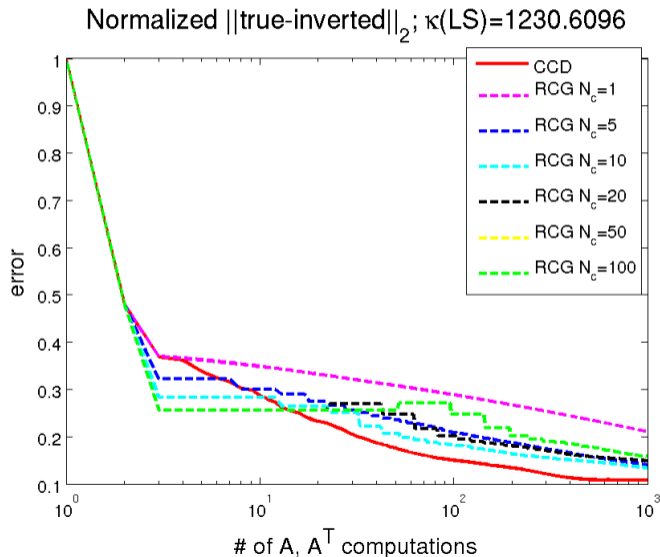










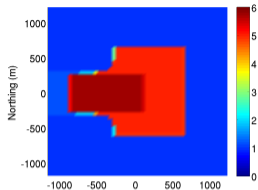
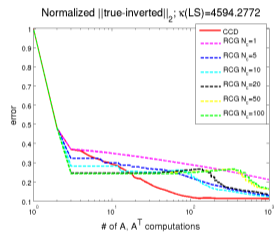




1. Addresses a **nasty trade-off of classic methods**: in practical problems **good** condition numbers of intermediate LS \Leftrightarrow **slow** ADMM convergence (Glowinski, 1982)
2. CCD beats alternatives when the intermediate LS is **ill-conditioned!**
3. Trades applications of the modeling operator for increased memory usage
4. A fast nonlinear extension **has been developed** and can be used with FWI
5. What's the **expected** ADMM convergence vs worst case?



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Q&A

