Submodular Functions, Optimization, and Applications to Machine Learning — Spring Quarter, Lecture 18 http://j.ee.washington.edu/~bilmes/classes/ee596b_spring_2014/

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EE596b/Spring 2014/Submodularity - Lecture 18 - June 2nd, 2014

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Cumulative Outstanding Reading

- Good references for today: Schrijver-2003, Oxley-1992/2011, Welsh-1973, Goemans-2010, Cunningham-1984, Edmonds-1969, Choquet-1955, Grabisch/Marichal/Mesiar/Pap "Aggregation Functions", Lovász-1983, Bach-2011.
- Read Tom McCormick's overview paper on SFM http://people. commerce.ubc.ca/faculty/mccormick/sfmchap8a.pdf
- Read chapters 1 4 from Fujishige book.
- Matroid properties http:

//www-math.mit.edu/~goemans/18433S09/matroid-notes.pdf

- Read lecture 14 slides on lattice theory at our web page (http://j. ee.washington.edu/~bilmes/classes/ee596b_spring_2014/)
- Wolfe "Finding the Nearest Point in a Polytope", 1976.
- Fujishige & Isotani, "A Submodular Function Minimization Algorithm Based on the Minimum-Norm Base", 2009.

Logistics

Review



• Weekly Office Hours: Wednesdays, 5:00-5:50, or by skype or google hangout (email me).

Logistics

Review

Class Road Map - IT-I

- L1 (3/31): Motivation, Applications, & Basic Definitions
- L2: (4/2): Applications, Basic Definitions, Properties
- L3: More examples and properties (e.g., closure properties), and examples, spanning trees
- L4: proofs of equivalent definitions, independence, start matroids
- L5: matroids, basic definitions and examples
- L6: More on matroids, System of Distinct Reps, Transversals, Transversal Matroid, Matroid and representation
- L7: Dual Matroids, other matroid properties, Combinatorial Geometries
- L8: Combinatorial Geometries, matroids and greedy, Polyhedra, Matroid Polytopes,
- L9: From Matroid Polytopes to Polymatroids.
- L10: Polymatroids and Submodularity

- L11: More properties of polymatroids, SFM special cases
- L12: polymatroid properties, extreme points polymatroids,
- L13: sat, dep, supp, exchange capacity, examples
- L14: Lattice theory: partially ordered sets; lattices; distributive, modular, submodular, and boolean lattices; ideals and join irreducibles.
- L15: Supp, Base polytope, polymatroids and entropic Venn diagrams, exchange capacity,
- L16: proof that minimum norm point yields min of submodular function, and the lattice of minimizers of a submodular function, Lovasz extension
- L17: Lovasz extension, Choquet Integration, more properties/examples of Lovasz extension, convex minimization and SFM.
- L18: Lovasz extension examples and structured convex norms, The Min-Norm Point Algorithm detailed.
- L19:
- L20:

Finals Week: June 9th-13th, 2014.

Review

Choquet integral

Definition 18.2.1

Let f be any capacity on E and $w \in \mathbb{R}^E_+$. The Choquet integral (1954) of w w.r.t. f is defined by

$$C_f(w) = \sum_{i=1}^{m} (w_{e_i} - w_{e_{i+1}}) f(E_i)$$
(18.12)

where in the sum, we have sorted and renamed the elements of E so that $w_{e_1} \ge w_{e_2} \ge \cdots \ge w_{e_m} \ge w_{e_{m+1}} \triangleq 0$, and where $E_i = \{e_1, e_2, \ldots, e_i\}$.

• We immediately see that an equivalent formula is as follows:

$$C_f(w) = \sum_{i=1}^m w(e_i)(f(E_i) - f(E_{i-1}))$$
(18.13)

where $E_0 \stackrel{\text{def}}{=} \emptyset$.

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Review

Lovász extension, as integral

• Additional ways we can define the Lovász extension for any (not necessarily submodular) but normalized function *f* include:

$$\tilde{f}(w) = \sum_{i=1}^{m} w(e_i) f(e_i | E_{i-1}) = \sum_{i=1}^{m} \lambda_i f(E_i)$$
(18.22)
$$= \sum_{i=1}^{m-1} f(E_i) (w(e_i) - w(e_{i+1})) + f(E) w(e_m)$$
(18.23)
$$= \int_{\min\{w_1, \dots, w_m\}}^{+\infty} f(\{w \ge \alpha\}) d\alpha + f(E) \min\{w_1, \dots, w_m\}$$
(18.24)
$$= \int_0^{+\infty} f(\{w \ge \alpha\}) d\alpha + \int_{-\infty}^0 [f(\{w \ge \alpha\}) - f(E)] d\alpha$$
(18.25)

Lovász extension properties

• Using the above, have the following (some of which we've seen):

Theorem 18.2.2

Logistics

Let
$$f, g: 2^E \to \mathbb{R}$$
 be normalized $(f(\emptyset) = g(\emptyset) = 0)$. Then

- Superposition of LE operator: Given f and g with Lovász extensions \tilde{f} and \tilde{g} then $\tilde{f} + \tilde{g}$ is the Lovász extension of f + g and $\lambda \tilde{f}$ is the Lovász extension of λf for $\lambda \in \mathbb{R}$.
- 2 If $w \in \mathbb{R}^E_+$ then $\tilde{f}(w) = \int_0^{+\infty} f(\{w \ge \alpha\}) d\alpha$.
- **3** For $w \in \mathbb{R}^E$, and $\alpha \in \mathbb{R}$, we have $\tilde{f}(w + \alpha \mathbf{1}_E) = \tilde{f}(w) + \alpha f(E)$.
- Solution Positive homogeneity: I.e., $\tilde{f}(\alpha w) = \alpha \tilde{f}(w)$ for $\alpha \ge 0$.

• For all
$$A \subseteq \frac{E}{E}$$
, $\tilde{f}(\mathbf{1}_A) = f(A)$.

• f symmetric as in $f(A) = f(E \setminus A), \forall A$, then $\tilde{f}(w) = \tilde{f}(-w)$ (\tilde{f} is even).

 $\begin{array}{l} \hline \textbf{O} \quad \textbf{Given partition } E^1 \cup E^2 \cup \cdots \cup E^k \quad \textbf{of } E \quad \textbf{and } w = \sum_{i=1}^k \gamma_i \mathbf{1}_{E_k} \quad \textbf{with} \\ \gamma_1 \geq \gamma_2 \geq \cdots \geq \gamma_k, \quad \textbf{and with } E^{1:i} = E^1 \cup E^2 \cup \cdots \cup E^i, \quad \textbf{then} \\ \tilde{f}(w) = \sum_{i=1}^k \gamma_i f(E^i | E^{1:i-1}) = \sum_{i=1}^{k-1} f(E^{1:i})(\gamma_i - \gamma_{i+1}) + f(E)\gamma_k. \end{array}$

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Minimizing f vs. minimizing f

In fact, we have:

Theorem 18.2.5

Let f be submodular and \tilde{f} be its Lovász extension. Then $\min \{f(A)|A \subseteq E\} = \min_{w \in \{0,1\}^E} \tilde{f}(w) = \min_{w \in [0,1]^E} \tilde{f}(w).$

Proof.

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- First, since $\tilde{f}(\mathbf{1}_A) = f(A), \forall A \subseteq V$, we clearly have $\min \{f(A) | A \subseteq V\} = \min_{w \in \{0,1\}^E} \tilde{f}(w) \ge \min_{w \in [0,1]^E} \tilde{f}(w).$
- Next, consider any $w \in [0,1]^E$, sort elements $E = \{e_1, \ldots, e_m\}$ as $w(e_1) \ge w(e_2) \ge \cdots \ge w(e_m)$, define $E_i = \{e_1, \ldots, e_i\}$, and define $\lambda_m = w(e_m)$ and $\lambda_i = w(e_i) w(e_{i+1})$ for $i \in \{1, \ldots, m-1\}$.
- Then, as we have seen, $w = \sum_i \lambda_i \mathbf{1}_{E_i}$ and $\lambda_i \ge 0$.
- Also, $\sum_i \lambda_i = w(e_1) \leq 1$.

Min-Norm Point Algorithm

Simple expressions for Lovász E. with m = 2, $E = \{1, 2\}$

• If $w_1 \ge w_2$, then

$$\tilde{f}(w) = w_1 f(\{1\}) + w_2 f(\{2\}|\{1\})$$

$$= (w_1 - w_2) f(\{1\}) + w_2 f(\{1,2\})$$
(18.1)
(18.2)

Simple expressions for Lovász E. with $m = 2, E = \{1, 2\}$

• If $w_1 \ge w_2$, then

Lovász extension examples

$$\hat{f}(w) = w_1 f(\{1\}) + w_2 f(\{2\} | \{1\})$$

$$= (w_1 - w_2) f(\{1\}) + w_2 f(\{1,2\})$$
(18.1)
(18.2)

Min-Norm Point Algorithm

• If $w_1 \leq w_2$, then

 $\tilde{f}(w) = w_2 f(\{2\}) + w_1 f(\{1\}|\{2\})$ $= (w_2 - w_1) f(\{2\}) + w_1 f(\{1,2\})$ (18.3)
(18.4)

Min-Norm Point Algorithm

Simple expressions for Lovász E. with m = 2, $E = \{1, 2\}$

• If $w_1 \ge w_2$, then

$$\tilde{f}(w) = w_1 f(\{1\}) + w_2 f(\{2\}|\{1\})$$
(18.5)

$$= (w_1 - w_2)f(\{1\}) + w_2f(\{1,2\})$$
(18.6)

$$= \frac{1}{2}f(1)(w_1 - w_2) + \frac{1}{2}f(1)(w_1 - w_2)$$
(18.7)

$$+\frac{1}{2}f(\{1,2\})(w_1+w_2)-\frac{1}{2}f(\{1,2\})(w_1-w_2)$$
 (18.8)

$$+\frac{1}{2}f(2)(w_1 - w_2) + \frac{1}{2}f(2)(w_2 - w_1)$$
(18.9)

Min-Norm Point Algorithm

Simple expressions for Lovász E. with m = 2, $E = \{1, 2\}$

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$$+\frac{1}{2}f(\{1,2\})(w_1+w_2)-\frac{1}{2}f(\{1,2\})(w_1-w_2)$$
 (18.8)

$$+\frac{1}{2}f(2)(w_1 - w_2) + \frac{1}{2}f(2)(w_2 - w_1)$$
(18.9)

• A similar (symmetric) expression holds when $w_1 \leq w_2$.



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Simple expressions for Lovász E. with m = 2, $E = \{1, 2\}$

• This gives, for general w_1, w_2 , that

Lovász extension examples

$$\tilde{f}(w) = \frac{1}{2} \left(f(\{1\}) + f(\{2\}) - f(\{1,2\}) \right) |w_1 - w_2|$$
(18.10)

$$+\frac{1}{2}\left(f(\{1\}) - f(\{2\}) + f(\{1,2\})\right)w_1 \tag{18.11}$$

Min-Norm Point Algorithm

$$+\frac{1}{2}\left(-f(\{1\})+f(\{2\})+f(\{1,2\})\right)w_2$$
(18.12)

$$= - (f(\{1\}) + f(\{2\}) - f(\{1,2\})) \min \{w_1, w_2\}$$
(18.13)
+ f(\{1\})w_1 + f(\{2\})w_2 (18.14)

• Thus, if $f(A) = H(X_A)$ is the entropy function, we have $\tilde{f}(w) = H(e_1)w_1 + H(e_2)w_2 - I(e_1; e_2) \min \{w_1, w_2\}$ which must be convex in w, where $I(e_1; e_2)$ is the mutual information.

Simple expressions for Lovász E. with m = 2, $E = \{1, 2\}$

• This gives, for general w_1, w_2 , that

$$\tilde{f}(w) = \frac{1}{2} \left(f(\{1\}) + f(\{2\}) - f(\{1,2\}) \right) |w_1 - w_2|$$
(18.10)

$$+\frac{1}{2}\left(f(\{1\}) - f(\{2\}) + f(\{1,2\})\right)w_1 \tag{18.11}$$

Min-Norm Point Algorithm

$$+\frac{1}{2}\left(-f(\{1\})+f(\{2\})+f(\{1,2\})\right)w_2 \tag{18.12}$$

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- Thus, if $f(A) = H(X_A)$ is the entropy function, we have $\tilde{f}(w) = H(e_1)w_1 + H(e_2)w_2 - I(e_1; e_2) \min \{w_1, w_2\}$ which must be convex in w, where $I(e_1; e_2)$ is the mutual information.
- This "simple" but general form of the Lovász extension with m=2 can be useful.

Min-Norm Point Algorithm

Example: m = 2, $E = \{1, 2\}$, contours

• If $w_1 \ge w_2$, then

 $\tilde{f}(w) = w_1 f(\{1\}) + w_2 f(\{2\}|\{1\})$ (18.15)

Min-Norm Point Algorithm

Example: m = 2, $E = \{1, 2\}$, contours

• If $w_1 \ge w_2$, then

$$\tilde{f}(w) = \frac{w_1 f(\{1\}) + w_2 f(\{2\}|\{1\})}{(18.15)}$$

• If
$$w = (1,0)/f(\{1\}) = (1/f(\{1\}), 0)$$
 then $\tilde{f}(w) = 1$.

Min-Norm Point Algorithm

(18.15)

Example: m = 2, $E = \{1, 2\}$, contours

• If $w_1 \ge w_2$, then

$$\tilde{f}(w) = w_1 f(\{1\}) + w_2 f(\{2\}|\{1\})$$

• If
$$w = (1,0)/f(\{1\}) = (1/f(\{1\}), 0)$$
 then $\tilde{f}(w) = 1$.

• If $w = (1,1)/f(\{1,2\})$ then f(w) = 1.

Example: m = 2, $E = \{1, 2\}$, contours

• If $w_1 \ge w_2$, then

$$\tilde{f}(w) = w_1 f(\{1\}) + w_2 f(\{2\}|\{1\})$$
(18.15)

• If
$$w = (1,0)/f(\{1\}) = (1/f(\{1\}), 0)$$
 then $\tilde{f}(w) = 1$.
• If $w = (1,1)/f(\{1,2\})$ then $\tilde{f}(w) = 1$.

• If $w_1 \leq w_2$, then

 $\tilde{f}(w) = w_2 f(\{2\}) + w_1 f(\{1\}|\{2\})$ (18.16)

Example: m = 2, $E = \{1, 2\}$, contours

• If $w_1 \ge w_2$, then

$$\tilde{f}(w) = w_1 f(\{1\}) + w_2 f(\{2\}|\{1\})$$
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• If $w_1 \leq w_2$, then

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Example: m = 2, $E = \{1, 2\}$, contours

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• If
$$w = (1,0)/f(\{1\}) = (1/f(\{1\}), 0)$$
 then $\tilde{f}(w) = 1$.
• If $w = (1,1)/f(\{1,2\})$ then $\tilde{f}(w) = 1$.

• If $w_1 \leq w_2$, then

$$\tilde{f}(w) = w_2 f(\{2\}) + w_1 f(\{1\}|\{2\})$$
(18.16)

• If $w = (0,1)/f(\{2\}) = (0,1/f(\{2\}))$ then $\tilde{f}(w) = 1$. • If $w = (1,1)/f(\{1,2\})$ then $\tilde{f}(w) = 1$.

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Min-Norm Point Algorithm

Example: m = 2, $E = \{1, 2\}$, contours

• If $w_1 \ge w_2$, then

$$\tilde{f}(w) = w_1 f(\{1\}) + w_2 f(\{2\}|\{1\})$$
(18.15)

• If
$$w = (1,0)/f(\{1\}) = (1/f(\{1\}), 0)$$
 then $\tilde{f}(w) = 1$.
• If $w = (1,1)/f(\{1,2\})$ then $\tilde{f}(w) = 1$.

• If $w_1 \leq w_2$, then

$$\tilde{f}(w) = w_2 f(\{2\}) + w_1 f(\{1\}|\{2\})$$
(18.16)

• If $w = (0,1)/f(\{2\}) = (0,1/f(\{2\}))$ then $\tilde{f}(w) = 1$. • If $w = (1,1)/f(\{1,2\})$ then $\tilde{f}(w) = 1$.

• Can plot contours of the form $\{w \in \mathbb{R}^2 : \tilde{f}(w) = 1\}$, particular marked points of form $w = \mathbf{1}_A \times \frac{1}{f(A)}$ for certain A, where $\tilde{f}(w) = 1$.

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Min-Norm Point Algorithm

Example: m = 2, $E = \{1, 2\}$

• Contour plot of m = 2 Lovász extension (from Bach-2011).



• In order to visualize in 3D, we make a few simplifications.

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- Consider any submodular f' and $x \in B_{f'}$. Then
 - f(A) = f'(A) x(A) is submodular

- In order to visualize in 3D, we make a few simplifications.
- Consider any submodular f' and $x \in B_{f'}$. Then f(A) = f'(A) x(A) is submodular, and moreover f(E) = f'(E) x(E) = 0.

F

Example: m = 3, $E = \{1, 2, 3\}$

- In order to visualize in 3D, we make a few simplifications.
- Consider any submodular f' and $x \in B_{f'}$. Then f(A) = f'(A) x(A) is submodular, and moreover f(E) = f'(E) x(E) = 0.
- Hence, from $\tilde{f}(w + \alpha \mathbf{1}_E) = \tilde{f}(w) + \alpha f(E)$, we have that $\tilde{f}(w + \alpha \mathbf{1}_E) = \tilde{f}(w)$.

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- In order to visualize in 3D, we make a few simplifications.
- Consider any submodular f' and $x \in B_{f'}$. Then f(A) = f'(A) x(A) is submodular, and moreover f(E) = f'(E) x(E) = 0.
- Hence, from $\tilde{f}(w + \alpha \mathbf{1}_E) = \tilde{f}(w) + \alpha f(E)$, we have that $\tilde{f}(w + \alpha \mathbf{1}_E) = \tilde{f}(w)$.
- Thus, we can look "down" on the contour plot of the Lovász extension, $\{w: \tilde{f}(w) = 1\}$, from a vantage point right on the line $\{x: x = \alpha \mathbf{1}_E, \alpha > 0\}$ since moving in direction $\mathbf{1}_E$ changes nothing.

Min-Norm Point Algorithm

Example: m = 3, $E = \{1, 2, 3\}$

• Example 1 (from Bach-2011): $f(A) = \mathbf{1}_{|A| \in \{1,2\}}$ = min {|A|, 1} + min { $|E \setminus A|, 1$ } - 1 is submodular, and $\tilde{f}(w) = \max_{k \in \{1,2,3\}} w_k - \min_{k \in \{1,2,3\}} w_k$.



Min-Norm Point Algorithm

Example: m = 3, $E = \{1, 2, 3\}$

• Example 2 (from Bach-2011): $f(A) = |\mathbf{1}_{1 \in A} - \mathbf{1}_{2 \in A}| + |\mathbf{1}_{2 \in A} - \mathbf{1}_{3 \in A}|$

Lovász extension examples



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Min-Norm Point Algorithm

Example: m = 3, $E = \{1, 2, 3\}$

- Example 2 (from Bach-2011): $f(A) = |\mathbf{1}_{1 \in A} - \mathbf{1}_{2 \in A}| + |\mathbf{1}_{2 \in A} - \mathbf{1}_{3 \in A}|$
- This gives a "total variation" function for the Lovász extension, with $\tilde{f}(w) = |w_1 w_2| + |w_2 w_3|$, a prior to prefer piecewise-constant signals.



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Total Variation Example

From "Nonlinear total variation based noise removal algorithms" Rudin, Osher, and Fatemi, 1992. Top left original, bottom right total variation.

Lovász extension examples



Fig. 3. (a) "Resolution Chart". (b) Noisy "Resolution Chart", SNR = 1.0. (c) Wiener filter reconstruction from (b). (d) TV

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Min-Norm Point Algorithm

Example: Lovász extension of concave over modular

• Let $m: E \to \mathbb{R}_+$ be a modular function and define f(A) = g(m(A)) where g is concave. Then f is submodular.

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Lovász extension examples

Example: Lovász extension of concave over modular

- Let $m: E \to \mathbb{R}_+$ be a modular function and define
 - f(A) = g(m(A)) where g is concave. Then f is submodular.
- Let $M_j = \sum_{i=1}^j m(e_i)$

Lovász extension examples

Example: Lovász extension of concave over modular

- Let $m: E \to \mathbb{R}_+$ be a modular function and define f(A) = g(m(A)) where g is concave. Then f is submodular.
- Let $M_j = \sum_{i=1}^j m(e_i)$
- $\tilde{f}(w)$ is given as

$$\tilde{f}(w) = \sum_{i=1}^{m} w(e_i) (g(M_i) - g(M_{i-1}))$$

(18.17)
Example: Lovász extension of concave over modular

- Let $m: E \to \mathbb{R}_+$ be a modular function and define f(A) = g(m(A)) where g is concave. Then f is submodular.
- Let $M_j = \sum_{i=1}^j m(e_i)$
- $\tilde{f}(w)$ is given as

$$\tilde{f}(w) = \sum_{i=1}^{m} w(e_i) \big(g(M_i) - g(M_{i-1}) \big)$$
(18.17)

• And if m(A) = |A|, we get

$$\tilde{f}(w) = \sum_{i=1}^{m} w(e_i) \left(g(i) - g(i-1) \right)$$
(18.18)

Lovász extension examples

Example: Lovász extension and cut functions

• Cut Function: Given a non-negative weighted graph G = (V, E, m)where $m : E \to \mathbb{R}_+$ is a modular function over the edges, we know from Lecture 2 that $f : 2^V \to \mathbb{R}_+$ with $f(X) = m(\Gamma(X))$ where $\Gamma(X) = \{(u, v) | (u, v) \in E, u \in X, v \in V \setminus X\}$ is non-monotone submodular.

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Example: Lovász extension and cut functions

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- Simple way to write it, with $m_{ij} = m((i, j))$:

$$f(X) = \sum_{i \in X, j \in V \setminus X} m_{ij}$$
(18.19)

• Simple way to write it, with $m_{ij} = m((i, j))$:

$$f(X) = \sum_{i \in X, j \in V \setminus X} m_{ij}$$
(18.19)

 Exercise: show that Lovász extension of graph cut may be written as:

$$\tilde{f}(w) = \sum_{i,j \in V} m_{ij} \max\left\{ (w_i - w_j), 0 \right\}$$
(18.20)

where elements are ordered as usual, $w_1 \ge w_2 \ge \cdots \ge w_n$.



Lovász extension examples

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- Simple way to write it, with $m_{ij} = m((i, j))$:

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• Exercise: show that Lovász extension of graph cut may be written as:

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where elements are ordered as usual, $w_1 \ge w_2 \ge \cdots \ge w_n$. • This is also a form of "total variation"

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A few more Lovász extension examples

Some additional submodular functions and their Lovász extensions, where $w(e_1) \ge w(e_2) \ge \cdots \ge w(e_m) \ge 0$. Let $W_k \triangleq \sum_{i=1}^k w(e_i)$.



(thanks to K. Narayanan).

Min-Norm Point Algorithm

Supervised And Unsupervised Machine Learning

• Given training data $\mathcal{D} = \{(x_i, y_i)\}_{i=1}^m$ with $(x_i, y_i) \in \mathbb{R}^n \times \mathbb{R}$, perform the following risk minimization problem:

m

$$\min_{w \in \mathbb{R}^n} \frac{1}{m} \sum_{i=1}^{\infty} \ell(y_i, w^{\mathsf{T}} x_i) + \lambda \Omega(w), \qquad (18.21)$$

where $\ell(\cdot)$ is a loss function (e.g., squared error) and $\Omega(w)$ is a norm. • When

data has multiple responses $(x_i, y_i) \in \mathbb{R}^n \times \mathbb{R}^k$, learning becomes:

$$\min_{w^{1},...,w^{k}\in\mathbb{R}^{n}}\sum_{j=1}^{k}\frac{1}{m}\sum_{i=1}^{m}\ell(y_{i}^{k},(w^{k})^{\mathsf{T}}x_{i})+\lambda\Omega(w^{k}), \quad (18.22)$$

• When data has multiple responses only that are observed, $(y_i) \in \mathbb{R}^k$ we get dictionary learning (Krause & Guestrin, Das & Kempe):

$$\min_{x_1,...,x_m} \min_{w^1,...,w^k \in \mathbb{R}^n} \sum_{i=1}^k \frac{1}{m} \sum_{i=1}^m \ell(y_i^k, (w^k)^\mathsf{T} x_i) + \lambda \Omega(w^k), \quad (18.23)$$
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Norms, sparse norms, and computer vision

• Common norms include *p*-norm $\Omega(w) = ||w||_p = (\sum_{i=1}^p w_i^p)^{1/p}$

Lovász extension examples

Norms, sparse norms, and computer vision

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• Points of difference should be "sparse" (frequently zero).



(Rodriguez, 2009)

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Min-Norm Point Algorithm

Submodular parameterization of a sparse convex norm

• Prefer convex norms since they can be solved.

Lovász extension examples

Min-Norm Point Algorithm

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Lovász extension examples

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- Ex: total variation is Lovász-ext. of graph cut, but \exists many more!

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• Using Lovász extension to define various norms of the form $\|w\|_{\tilde{f}} = \tilde{f}(|w|)$, renders the function symmetric about all orthants (i.e., $\|w\|_{\tilde{f}} = \|b \odot w\|_{\tilde{f}}$ where $b \in \{-1, 1\}^m$ and \odot is element-wise multiplication).

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- Hence, not all norms come from the Lovász extension of some submodular function.
- Similarly, not all convex functions are the Lovász extension of some submodular function.
- Bach-2011 has a complete discussion of this.



The following four slides are review, and are from Lectures 12, 15, and 16.

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Min-Norm Point Algorithm

A polymatroid function's polyhedron is a polymatroid.

Theorem 18.4.1

Let f be a submodular function defined on subsets of E. For any $x \in \mathbb{R}^E$, we have: $rank(x) = max (y(E) : y \le x, y \in P_f) = min (x(A) + f(E \setminus A) : A \subseteq E)$ (18.5)

If we take x to be zero, we get:

Corollary 18.4.2

Let f be a submodular function defined on subsets of E. $x \in \mathbb{R}^{E}$, we have:

$$rank(0) = max(y(E) : y \le 0, y \in P_f) = min(f(A) : A \subseteq E)$$
 (18.6)

Min-Norm Point: Definition

• Restating what we saw before, we have:

$$\max\{y(E)|y \in P_f, y \le 0\} = \min\{f(X)|X \subseteq V\}$$
(18.12)

minimize
$$||x||_2^2$$
(18.13a)subject to $x \in B_f$ (18.13b)

where B_f is the base polytope of submodular f, and $||x||_2^2 = \sum_{e \in E} x(e)^2$ is the squared 2-norm. Let x^* be the optimal solution.

- Note, x^* is the unique optimal solution since we have a strictly convex objective over a set of convex constraints.
- x^* is called the minimum norm point of the base polytope.

Min-Norm Point and Submodular Function Minimization

• Given optimal solution x^* to the above, consider the quantities

$$y^* = x^* \land 0 = (\min(x^*(e), 0) | e \in E)$$
(18.1)

$$A_- = \{e : x^*(e) < 0\}$$
(18.2)

$$A_0 = \{e : x^*(e) \le 0\}$$
(18.3)

• Thus, we immediately have that:

$$A_{-} \subseteq A_{0} \tag{18.4}$$

and that

$$x^*(A_-) = x^*(A_0) = y^*(A_-) = y^*(A_0)$$
(18.5)

- It turns out, these quantities will solve the submodular function minimization problem, as we now show.
- The proof is nice since it uses the tools we've been recently developing.

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Min-Norm Point and SFM

Theorem 18.4.1

Let y^* , A_- , and A_0 be as given. Then y^* is a maximizer of the l.h.s. of Eqn. (??). Moreover, A_- is the unique minimal minimizer of f and A_0 is the unique maximal minimizer of f.

Proof.

- First note, since $x^* \in B_f$, we have $x^*(E) = f(E)$, meaning $\operatorname{sat}(x^*) = E$. Thus, we can consider any $e \in E$ within $\operatorname{dep}(x^*, e)$.
- Consider any pair (e, e') with $e' \in dep(x^*, e)$ and $e \in A_-$. Then $x^*(e) < 0$, and $\exists \alpha > 0$ s.t. $x^* + \alpha \mathbf{1}_e \alpha \mathbf{1}_{e'} \in P_f$.
- We have $x^*(E) = f(E)$ and x^* is minimum in I2 sense. We have $(x^* + \alpha \mathbf{1}_e \alpha \mathbf{1}_{e'}) \in P_f$, and in fact

$$(x^* + \alpha \mathbf{1}_e - \alpha \mathbf{1}_{e'})(E) = x^*(E) + \alpha - \alpha = f(E)$$
(18.1)

so $x^* + \alpha \mathbf{1}_e - \alpha \mathbf{1}_{e'} \in B_f$ also.

. . .

Min-Norm Point Algorithm

Duality: convex minimization of L.E. and min-norm alg.

• Let f be a submodular function with \tilde{f} it's Lovász extension. Then the following two problems are duals (Pach-2013). $-\|x\|_2^2$ (18.26a) maximize $\underset{w \in \mathbb{R}^{V}}{\text{minimize } \tilde{f}(w) + \frac{1}{2} \|w\|_{2}^{2}} (18.25)$ subject to $x \in B_f$ (18.26b) where $B_f = P_f \cap \{x \in \mathbb{R}^V : x(V) \mid f(V)\}$ is the base polytope of submodular function f, and $||x||_2^2 = \sum_{e \in V} x(e)^2$ is squared 2-norm. • Equation (18.25) is related to proximal methods to minimize the Lovász extension (see Parikh&Boyd, "Proximal Algorithms" 2013). Equation (18.26b) is solved by the minimum-norm point algorithm (Wolfe-1976, Fujishige-1984, Fujishige-2005, Fujishige-2011) is (as we will see) essentially an active-set procedure for quadratic programming, and uses Edmonds's greedy algorithm to make it efficient.

• Unknown worst-case running time, although in practice it usually performs quite well (see below).

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extension examples

Min-Norm Point Algorithm

Ex: 3D base B_f : permutahedron

 Consider submodular function $f: 2^V \to \mathbb{R}$ with |V| = 4, and for $X \subseteq V$, concave q_i

$$f(X) = g(|X|) = \sum_{i=1}^{|X|} (4 - i + 1)$$

• Then B_f is a 3D polytope, and in this particular case gives us a permutahedron with 24 distinct extreme points, on the right (from wikipedia).



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Modified max-min theorem

• We have a variant of Theorem 12.5.2, the min-max theorem, namely that:

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Theorem 18.4.1 (Edmonds-1970)

$$\min\{f(X)|X \subseteq E\} = \max\{x^{-}(E)|x \in B_f\}$$
(18.27)

where $x^{-}(e) = \min \{x(e), 0\}$ for $e \in E$.

Modified max-min theorem

• We have a variant of Theorem 12.5.2, the min-max theorem, namely that:

Theorem 18.4.1 (Edmonds-1970)

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(18.27)

where $x^{-}(e) = \min \{x(e), 0\}$ for $e \in E$.

Proof. $\min \{f(X) | X \subseteq E\} = \min_{w \in [0,1]^E} \tilde{f}(w) = \min_{w \in [0,1]^E} \max_{x \in P_f} w^{\mathsf{T}} x \quad (18.28)$ $= \min_{w \in [0,1]^E} \max_{x \in B_f} w^{\mathsf{T}} x \quad (18.29)$ $= \max_{x \in B_f} \min_{w \in [0,1]^E} w^{\mathsf{T}} x \quad (18.30)$ $= \max_{x \in B_f} x^{\mathsf{T}}(E) \quad (18.31)$ Prof. Jeff Bilmes $EE596b/Spring 2014/Submodularity - Lecture 18 - June 2nd, 2014 \quad F32/57 (pg.72/172)$
Convexity, Strong duality, and min/max swap

The min/max switch follows from strong duality. I.e., consider $g(w,x) = w^{\mathsf{T}}x$ and we have domains $w \in [0,1]^E$ and $x \in B_f$, then for any $(w,x) \in [0,1]^E \times B_f$, we have

$$\min_{\substack{w' \in [0,1]^E}} g(w', x) \leq g(w, x) \leq \max_{x' \in B_f} g(w, x')$$
(18.32)
which means that we have weak duality
$$\max_{x \in B_f} \min_{w' \in [0,1]^E} g(w', x) \leq \min_{w \in [0,1]^E} \max_{x' \in B_f} g(w, x')$$
(18.33)
but since $g(w, x)$ is linear, we have strong duality, meaning
$$\max_{x \in B_f} \min_{w' \in [0,1]^E} g(w', x) = \min_{w \in [0,1]^E} \max_{x' \in B_f} g(w, x')$$
(18.34)



since for all $x \in P_f$, there exists $y \ge x$ with $y \in B_f$.

$\min\left\{w^{\mathsf{T}}x:x\in B_f\right\}$

• Recall that the greedy algorithm solves, for $w \in \mathbb{R}_+^E$

$$\max\{w^{\mathsf{T}}x|x \in P_f\} = \max\{w^{\mathsf{T}}x|x \in B_f\}$$
(18.35)

since for all $x \in P_f$, there exists $y \ge x$ with $y \in B_f$.

• For arbitrary $w \in \mathbb{R}^E$, greedy algorithm will also solve:

$$\max\left\{w^{\mathsf{T}}x|x\in B_f\right\} \tag{18.36}$$

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Lovász extension examples

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• For arbitrary $w \in \mathbb{R}^E$, greedy algorithm will also solve:

$$\max\left\{w^{\mathsf{T}}x|x\in B_f\right\}\tag{18.36}$$

• Also, since

$$\begin{array}{c} \min \left\{ w^{\mathsf{T}}x|x \in B_{f} \right\} = -\max \left\{ -w^{\mathsf{T}}x|x \in B_{f} \right\} & (18.37) \\
\text{the greedy algorithm using ordering } (e_{1}, e_{2}, \dots, e_{m}) \text{ such that} \\
w(e_{1}) \leq w(e_{2}) \leq \dots \leq w(e_{m}) & (18.38)
\end{array}$$

will solve Equation (18.37).

Min-Norm Point Algorithm

$\max \{ w^{\intercal} x | x \in B_f \}$ for arbitrary $w \in \mathbb{R}^E$

Let f(A) be arbitrary submodular function, and f(A) = f'(A) - m(A)where f' is polymatroidal, and $w \in \mathbb{R}^{E}$. $\max\left\{w^{\mathsf{T}}x|x\in B_{f}\right\} = \max\left\{w^{\mathsf{T}}x|x(A) \leq f(A) \,\forall A, x(E) = f(E)\right\}$ $= \max \{ w^{\mathsf{T}} x | x(A) \le f'(A) - m(A) \, \forall A, x(E) = f'(E) - m(E) \}$ $= \max \left\{ w^{\mathsf{T}} x | x(A) + m(A) \le f'(A) \, \forall A, x(E) + m(E) = f'(E) \right\}$ $= \max\{w^{\mathsf{T}}x + w^{\mathsf{T}}m\}$ $x(A) + m(A) \le f'(A) \,\forall A, x(E) + m(E) = f'(E) \} - w^{\mathsf{T}} m$ $= \max\left\{w^{\mathsf{T}}y|y \in B_{f'}\right\} - w^{\mathsf{T}}m$ $= w^{\mathsf{T}}y^* - w^{\mathsf{T}}m = w^{\mathsf{T}}(y^* - m)$ where y = x + m, so that $x^* = y^* - m$.

So y^* uses greedy algorithm with positive orthant $B_{f'}$. To show, we use Theorem 12.4.1 in Lecture 12, but we don't require $y \ge 0$, and don't stop when w goes negative to ensure $y^* \in B_{f'}$. Then when we subtract off m from y^* , we get solution to the original problem.

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Notation

• Define H(x) as the hyperplane that is orthogonal to the line from 0 to x, while also containing x, i.e.

$$H(x) \triangleq \left\{ y \in \mathbb{R}^V \, | \, x^{\mathsf{T}} y = \|x\|_2^2 \right\}$$
(18.39)

Any set $\{y \in \mathbb{R}^V | x^{\mathsf{T}}y = c\}$ is orthogonal to the line from 0 to x. To also contain x, we need $||x||_2 ||x||_2 \cos 0 = c$ giving $c = ||x||_2^2$.



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• Given a set of points $P = \{p_1, p_2, \dots, p_k\}$ with $p_i \in \mathbb{R}^V$, let conv P be the convex hull of P, i.e.,

$$\operatorname{conv} P \triangleq \left\{ \sum_{i=1}^{k} \lambda_i p_i : \sum_i \lambda_i = 1, \ \lambda_i \ge 0, i \in [k] \right\}.$$
(18.40)

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and for $Q = \{q_1, q_2, \ldots, q_k\}$, with $q_i \in \mathbb{R}^V$, let aff Q be the affine hull of Q, i.e.,

aff
$$Q \triangleq \left\{ \sum_{i \in 1}^{k} \lambda_i q_i : \sum_{i=1}^{k} \lambda_i = 1 \right\}.$$
 (18.41)





The line between
$$x$$
 and y : given two points $x, y \in \mathbb{R}^V$, let $[x, y] \triangleq \{\lambda x + (1 - \lambda y) : \lambda \in [0, 1]\}.$

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F37/57 (pg.82/172)



- The line between x and y: given two points $x, y \in \mathbb{R}^V$, let $[x, y] \triangleq \{\lambda x + (1 \lambda y) : \lambda \in [0, 1]\}.$
- Note, if we wish to minimize the 2-norm of a vector $||x||_2$, we can equivalently minimize its square $||x||_2^2 = \sum_i x_i^2$, and vice verse.



Min-Norm Point Algorithm

Fujishige-Wolfe Min-Norm Algorithm

• Wolfe-1976 developed an algorithm to compute the minimum norm point of a polytope, specified as a set of vertices.

Min-Norm Point Algorithm

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Lovász extension examples

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- Given set of points $P = \{p_1, \dots, p_m\}$ where $p_i \in \mathbb{R}^n$: find the minimum norm point in convex hull of P:

 $\min_{x \in \operatorname{conv} P} \|x\|_2$

18.42

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Lovász extension examples

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- Wolfe's algorithm is guaranteed terminating, and explicitly uses a representation of x as a convex combination of points in P
- Algorithm maintains a set of points $Q \subseteq P$, which is always assuredly *affinely independent*.

Fujishige-Wolfe Min-Norm Algorithm

 When Q are affinely independent, minimum norm point in the affine hull of Q can easily be found, as a closed form solution for min_{x∈aff Q} ||x||₂ is available (see below).

Min-Norm Point Algorithm

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convQ Caffq

Min-Norm Point Algorithm

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- One of the most expensive parts of Wolfe's algorithm is solving linear optimization problem over the polytope, doable by examining all the extreme points in the polytope.
- If number of extreme points is exponential, hard to do in general.
- Number of extreme points of submodular base polytope is exponentially large, but linear optimization over the base polytope B_f doable $O(n \log n)$ time via Edmonds's greedy algorithm.

Pseudocode of Fujishige-Wolfe Min-Norm (MN) algorithm

Input : $P = \{p_1, \dots, p_m\}, p_i \in \mathbb{R}^n, i = 1, \dots, m.$ **Output**: x^* : the minimum-norm-point in conv P. 1 $x^* \leftarrow p_{i^*}$ where $p_{i^*} \in \operatorname{argmin}_{p \in P} \|p\|_2$ /* or choose it arbitrarily */; 2 $Q \leftarrow \{x^*\}$; 3 while 1 do /* major loop */ if $x^* = 0$ or $H(x^*)$ separates P from origin then | return : x^* else 5 Choose $\hat{x} \in P$ on the near (closer to 0) side of $H(x^*)$; 6 $Q = Q \cup \{\hat{x}\};$ 7 while 1 do /* minor loop */8 $x_0 \longleftarrow \min_{x \in \operatorname{aff} Q} \|x\|_2;$ 9 if $x_0 \in \operatorname{conv} Q$ then 10 $x^* \longleftarrow x_0;$ 11 break: 12 else 13 $y \leftarrow \min_{x \in \operatorname{conv} Q \cap [x^*, x_0]} \|x - x_0\|_2;$ 14 Delete from Q points not on the face of $\operatorname{conv} Q$ where y lies; 15 $x^* \longleftarrow y;$ 16

Min-Norm Point Algorithm

Fujishige-Wolfe Min-Norm algorithm: Geometric Example

• It is advised that for the next set of slides, you have a print out of the previous MN algorithm available on display/paper somewhere.

ovász extension examples

Min-Norm Point Algorithm

Fujishige-Wolfe Min-Norm algorithm: Geometric Example

- It is advised that for the next set of slides, you have a print out of the previous MN algorithm available on display/paper somewhere.
- Algorithm maintains an invariant, which is that

This is true after each place it is possibly assigned (Line 1, Line 11, and Line 16):

 $x^* \in \operatorname{conv} Q \subseteq \operatorname{conv} P$

- True after Line 1 since $Q = \{x^*\}$,
- 2 True after Line 11 since $x_0 \in \operatorname{conv} Q$,
- (a) and true after Line 16 since $y \in \operatorname{conv} Q$ even after deleting points.



(18.43)

Fujishige-Wolfe Min-Norm algorithm: Geometric Example

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- Algorithm maintains an invariant, which is that

$$x^* \in \operatorname{conv} Q \subseteq \operatorname{conv} P \tag{18.43}$$

This is true after each place it is possibly assigned (Line 1, Line 11, and Line 16):

- **1** True after Line 1 since $Q = \{x^*\}$,
- 2 True after Line 11 since $x_0 \in \operatorname{conv} Q$,
- **③** and true after Line 16 since $y \in \operatorname{conv} Q$ even after deleting points.
- Note also for any $x^* \in \operatorname{conv} Q \subseteq \operatorname{conv} P$, we have

$$\min_{x \in \operatorname{aff} Q} \|x\|_2 \le \min_{x \in \operatorname{conv} Q} \|x\|_2 \le \|x^*\|_2$$
(18.44)

extension examples

Fujishige-Wolfe Min-Norm algorithm: Geometric Example

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Min-Norm Point Algorithm

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• There are six places that might be seemingly tricky or expensive: Line 4, Line 6, Line 9, Line 10, Line 14, and Line 15.

extension examples

Min-Norm Point Algorithm

Fujishige-Wolfe Min-Norm algorithm: Geometric Example

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(18.44)

- There are six places that might be seemingly tricky or expensive: Line 4, Line 6, Line 9, Line 10, Line 14, and Line 15.
- We will consider each in turn, but first we do a geometric example.

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Min-Norm Point Algorithm

Fujishige-Wolfe Min-Norm algorithm: Geometric Example



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Min-Norm Point Algorithm

Fujishige-Wolfe Min-Norm algorithm: Geometric Example



The initial polytope consisting of the convex hull of three points p_1, p_2, p_3 , and the origin 0.

Min-Norm Point Algorithm

Fujishige-Wolfe Min-Norm algorithm: Geometric Example



 p_1 is the extreme point closest to 0 and so we choose it first, although we can choose any arbitrary extreme point as the initial point. We set $x^* \leftarrow p_1$ in Line 1, and $Q \leftarrow \{p_1\}$ in Line 2. $H(x^*) = H(p_1)$ (green dashed line) is not a supporting hyperplane of $\operatorname{conv}(P)$ in Line 4, so we move on to the else condition in Line 5.

Min-Norm Point Algorithm

Fujishige-Wolfe Min-Norm algorithm: Geometric Example



We need to add some extreme point \hat{x} on the "near" side of $H(p_1)$ in Line 6, we choose $\hat{x} = p_2$. In Line 7, we set $Q \leftarrow Q \cup \{p_2\}$, so $Q = \{p_1, p_2\}$.

Min-Norm Point Algorithm

Fujishige-Wolfe Min-Norm algorithm: Geometric Example



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Min-Norm Point Algorithm

Fujishige-Wolfe Min-Norm algorithm: Geometric Example



 $x_0 = R$ is the min-norm point in aff $\{p_1, p_2\}$ computed in Line 9. Also, with $Q = \{p_1, p_2\}$, since $R \in \operatorname{conv} Q$, we set $x^* \leftarrow x_0 = R$ in Line 11. Note, after Line 11, we still have $x^* \in P$ and $\|x^*\|_2 = \|x^*_{\mathsf{new}}\|_2 < \|x^*_{\mathsf{old}}\|_2$ strictly.
Min-Norm Point Algorithm

Fujishige-Wolfe Min-Norm algorithm: Geometric Example



 $R = x_0 = x^*$. We consider next $H(R) = H(x^*)$ in Line 4. $H(x^*)$ is not a supporting hyperplane of conv P. So we choose p_3 on the "near" side of $H(x^*)$ in Line 6. Add $Q \leftarrow Q \cup \{p_3\}$ in Line 7. Now $Q = P = \{p_1, p_2, p_3\}.$

Min-Norm Point Algorithm

Fujishige-Wolfe Min-Norm algorithm: Geometric Example



 $R = x_0 = x^*$. We consider next $H(R) = H(x^*)$ in Line 4. $H(x^*)$ is not a supporting hyperplane of $\operatorname{conv} P$. So we choose p_3 on the "near" side of $H(x^*)$ in Line 6. Add $Q \leftarrow Q \cup \{p_3\}$ in Line 7. Now $Q = P = \{p_1, p_2, p_3\}$. The origin $x_0 = 0$ is the min-norm point in aff Q (Line 9), and it is not in the interior of $\operatorname{conv} Q$ (condition in Line 10 is false).

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Min-Norm Point Algorithm

Fujishige-Wolfe Min-Norm algorithm: Geometric Example



 $Q = P = \{p_1, p_2, p_3\}.$ Line 14: $S = y = \min_{x \in \text{conv } Q \cap [x^*, x_0]} ||x - x_0||_2$ where x_0 is 0 and x^* is R here. Thus, y lies on the boundary of conv Q. Note, $||y||_2 < ||x^*||_2$ since $x^* \in \text{conv } Q$, $||x_0||_2 < ||x^*||_2$.

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Min-Norm Point Algorithm

Fujishige-Wolfe Min-Norm algorithm: Geometric Example



 $Q = P = \{p_1, p_2, p_3\}$. Line 14: $S = y = \min_{x \in \operatorname{conv} Q \cap [x^*, x_0]} \|x - x_0\|_2$ where x_0 is 0 and x^* is R here. Thus, y lies on the boundary of $\operatorname{conv} Q$. Note, $\|y\|_2 < \|x^*\|_2$ since $x^* \in \operatorname{conv} Q$, $\|x_0\|_2 < \|x^*\|_2$. Line 15: Delete p_1 from Q since it is not on the face where S lies. $Q = \{p_2, p_3\}$ after Line 15. Note, we still have $y = S \in \operatorname{conv} Q$ for the updated Q.

Min-Norm Point Algorithm

Fujishige-Wolfe Min-Norm algorithm: Geometric Example



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Min-Norm Point Algorithm

Fujishige-Wolfe Min-Norm algorithm: Geometric Example



 $Q = \{p_2, p_3\}$, and so $x_0 = T$ computed in Line 9 is the min-norm point in aff Q. We also have $x_0 \in \operatorname{conv} Q$ in Line 10 so we assign $x^* \leftarrow x_0$ in Line 11 and break.

Min-Norm Point Algorithm

Fujishige-Wolfe Min-Norm algorithm: Geometric Example



H(T) separates P from the origin in Line 4, and therefore is a supporting hyperplane, and therefore x^* is the min-norm point in conv P, so we return with x^* .

Theorem 18.4.2

With $P = \{p_1, p_2, \dots, p_m\}$, $x^* \in \operatorname{conv} P$ is the minimum norm point in $\operatorname{conv} P$ iff

$$p_i^{\mathsf{T}} x^* \ge \|x^*\|_2^2 \quad \forall i = 1, \cdots, m.$$
 (18.45)

Proof.

• Assume x^* is the min-norm point, let $y \in \operatorname{conv} P$, and $0 \le \theta \le 1$.



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- Assume x^* is the min-norm point, let $y \in \operatorname{conv} P$, and $0 \le \theta \le 1$.
- Then $z \triangleq x^* + \theta(y x^*) = (1 \theta)x^* + \theta y \in \operatorname{conv} P$

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- Then $z \triangleq x^* + \theta(y x^*) = (1 \theta)x^* + \theta y \in \operatorname{conv} P$
- $\|z\|_2^2 = \|x^* + \theta(y x^*)\|_2^2 = \|x^*\|_2^2 + 2\theta(x^{*\mathsf{T}}y x^{*\mathsf{T}}x^*) + \theta^2 \|y x^*\|_2^2$

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- $||z||_2^2 = ||x^* + \theta(y x^*)||_2^2 = ||x^*||_2^2 + 2\theta(x^{*\intercal}y x^{*\intercal}x^*) + \theta^2 ||y x^*||_2^2$
- It is possible for $||z||_2^2 < ||x^*||_2^2$ for small θ , unless $x^{*\mathsf{T}}y \ge x^{*\mathsf{T}}x^*$ for all $y \in \operatorname{conv} P \Rightarrow$ Equation (18.45).

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Proof.

• Assume x^* is the min-norm point, let $y \in \operatorname{conv} P$, and $0 \le \theta \le 1$.

• Then
$$z \triangleq x^* + \theta(y - x^*) = (1 - \theta)x^* + \theta y \in \operatorname{conv} P$$

•
$$||z||_2^2 = ||x^* + \theta(y - x^*)||_2^2 = ||x^*||_2^2 + 2\theta(x^{*\intercal}y - x^{*\intercal}x^*) + \theta^2 ||y - x^*||_2^2$$

- It is possible for $||z||_2^2 < ||x^*||_2^2$ for small θ , unless $x^{*T}y \ge x^{*T}x^*$ for all $y \in \operatorname{conv} P \Rightarrow$ Equation (18.45).
- Conversely, given Eq (18.45), and given that $\underline{z} = \sum_{i} \lambda_{i} p_{i} \in \operatorname{conv} P$, $\underline{z}^{\mathsf{T}} x^{*} = \sum_{i} \lambda_{i} p_{i}^{\mathsf{T}} x^{*} \ge \sum_{i} \lambda_{i} x^{*\mathsf{T}} x^{*} = x^{*\mathsf{T}} x^{*}$ (18.46)

implying that $||z||_2^2 > ||x^*||_2^2$.

Lemma 18.4.3

The set Q in the MN Algorithm is always affinely independent.

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- Therefore, x^* is normal to aff Q, which implies aff $Q \subseteq H(x^*)$.

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- Therefore, x^* is normal to aff Q, which implies aff $Q \subseteq H(x^*)$.
- Since $\hat{x} \notin H(x^*)$ chosen at Line 6, we have $\hat{x} \notin \operatorname{aff} Q$.
- \therefore update $Q \cup \{\hat{x}\}$ at Line 7 is affinely independent as long as Q is.

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- Therefore, x^* is normal to aff Q, which implies aff $Q \subseteq H(x^*)$.
- Since $\hat{x} \notin H(x^*)$ chosen at Line 6, we have $\hat{x} \notin \operatorname{aff} Q$.
- : update $Q \cup \{\hat{x}\}$ at Line 7 is affinely independent as long as Q is.

Thus, by Lemma 18.4.3, we have for any $x \in \operatorname{aff} Q$ such that $x = \sum_i w_i q_i$ with $\sum_i w_i = 1$, the weights w_i are uniquely determined.

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Min-Norm Point Algorithm

Minimum Norm in an affine set

• Line 9 of the algorithm requires $x_0 \leftarrow \min_{x \in \operatorname{aff} Q} \|x\|_2$.

Min-Norm Point Algorithm

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Minimum Norm in an affine set

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- $\bullet~$ When Q is affinely independent, this is relatively easy.
- Let Q also represent the $n \times k$ matrix with points as columns $q \in Q$. We get the following, solvable with matrix inversion/linear solver:

minimize
$$||x||_2^2 = w^{\mathsf{T}} Q^{\mathsf{T}} Q w$$
 (18.47)
subject to $\mathbf{1}^{\mathsf{T}} w = 1$ (18.48)

Minimum Norm in an affine set

m

- Line 9 of the algorithm requires $x_0 \leftarrow \min_{x \in \operatorname{aff} Q} \|x\|_2$.
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Minimum Norm in an affine set

- Line 9 of the algorithm requires $x_0 \leftarrow \min_{x \in \operatorname{aff} Q} \|x\|_2$.
- $\bullet~$ When Q is affinely independent, this is relatively easy.
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- In fact, a feature of the algorithm (in Wolfe's 1976 paper) is that we keep the convex coefficients $\{w_i\}_i$ where $x^* = \sum_i \lambda_i p_i$ of x^* and from this vector. We also keep v such that $x_0 = \sum_i v_i q_i$ for points $q_i \in Q$, from Line 9.

Given w and v, we can also easily solve Lines 14 and 15 (see "Step 3" on page 133 of Wolfe-1976, which also defines numerical tolerances).

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Given w and v, we can also easily solve Lines 14 and 15 (see "Step 3" on page 133 of Wolfe-1976, which also defines numerical tolerances).

• We have yet to see how to efficiently solve Lines 4 and 6, however. Prof. Jeff Bilmes EE596b/Spring 2014/Submodularity - Lecture 18 - June 2nd, 2014 F46/57 (pg.134/172)

Theorem 18.4.4

The MN Algorithm finds the minimum norm point in $\operatorname{conv} P$ after a finite number of iterations of the major loop.

Proof.

 In minor loop, we always have x^{*} ∈ conv Q, since whenever Q is modified, x^{*} is updated as well (Line 16) such that the updated x^{*} remains in new conv Q.

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Lovász extension examples

Min-Norm Point Algorithm

MN Algorithm finds the MN point in finite time.

... proof of Theorem 18.4.4 continued.

 Moreover, there can be no more iterations within a minor loop than the dimension of conv Q for the initial Q given to the minor loop initially at Line 8 (dimension of conv Q is |Q| - 1 since Q is affinely independent).

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- $\bullet\,$ When Q reduces to a singleton, the minor loop always terminates.
- Thus, the minor loop terminates in finite number of iterations, at most dimension of Q.
- In fact, total number of iterations of minor loop in entire algorithm is at most number of points in P since we never add back in points to Q that have been removed.

Min-Norm Point Algorithm

MN Algorithm finds the MN point in finite time.

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• Each time Q is augmented with \hat{x} at Line 7, followed by updating x^* with x_0 at Line 11, (i.e., when the minor loop returns with only one iteration), $||x^*||_2$ strictly decreases from what it was before.
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- To see this, consider $x^* + \theta(\hat{x} x^*)$ where $0 \le \theta \le 1$. Since both $\hat{x}, x^* \in \operatorname{conv} Q$, we have $x^* + \theta(\hat{x} x^*) \in \operatorname{conv} Q$.

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- Therefore, we have $||x^* + \theta(\hat{x} x^*)||_2 \ge ||x_0||_2$, which implies

$$\|x^{*} + \theta(\hat{x} - x^{*})\|_{2}^{2} = \|x^{*}\|_{2}^{2} + 2\theta \left((x^{*})^{\top} \hat{x} - \|x^{*}\|_{2}^{2} \right) + \theta^{2} \|\hat{x} - x^{*}\|_{2}^{2}$$

$$\geq \|x_{0}\|_{2}^{2}$$
(18.49)

 \hat{x} is on the same side of $H(x^*)$ as the origin, i.e. $(x^*)^{\top} \hat{x} < \|x^*\|_2^2$.



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• Therefore, for sufficiently small θ , specifically for

$$\theta < \frac{2\left(\|x^*\|_2^2 - (x^*)^\top \hat{x}\right)}{\|\hat{x} - x^*\|_2^2}$$

we have that $||x^*||_2^2 > ||x_0||_2^2$.

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- For a similar reason, we have $||x^*||_2$ strictly decreases each time Q is updated at Line 7 and followed by updating x^* with y at Line 16.
- Therefore, in each iteration of major loop, $||x^*||_2$ strictly decreases, and the MN Algorithm must terminate and it can only do so when the optimal is found.

Min-Norm Point Algorithm

Line: 6: Finding $\hat{x} \in P$ on the near side of $H(x^*)$

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$$\Delta = \|x^*\|_2^2 - \|x_0\|_2^2 \ge 2\theta \left(\|x^*\|_2^2 - (x^*)^\top \hat{x}\right) - \theta^2 \|\hat{x} - x^*\|_2^2 \triangleq \underline{\Delta}$$
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extension examples

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• When $0 \le \theta < \frac{2(\|x^*\|_2^2 - (x^*)^\top \hat{x})}{\|\hat{x} - x^*\|_2^2}$, we can get the maximal value of the lower bound, over θ , as follows:

$$\max_{0 \le \theta < \frac{2\left(\|x^*\|_2^2 - (x^*)^\top \hat{x}\right)}{\|\hat{x} - x^*\|_2^2}} \Delta = \left(\frac{\|x^*\|_2^2 - (x^*)^\top \hat{x}}{\|\hat{x} - x^*\|_2}\right)^2$$

(18.52)

Line: 6: Finding $\hat{x} \in P$ on the near side of $H(x^*)$

• To maximize lower bound of norm reduction at each major iteration, want to find an \hat{x} such that the above lower bound (Equation 18.52) is maximized.

Lovász extension examples

Line: 6: Finding $\hat{x} \in P$ on the near side of $H(x^*)$

- To maximize lower bound of norm reduction at each major iteration, want to find an \hat{x} such that the above lower bound (Equation 18.52) is maximized.
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$$\hat{x} \in \operatorname*{argmax}_{x \in P} \left(\frac{\|x^*\|_2^2 - (x^*)^\top x}{\|x - x^*\|_2} \right)^2$$
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Lovász extension examples

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• This problem, however, is at least as hard as the MN problem itself as we have a quadratic term in the denominator.

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Min-Norm Point Algorithm

1

Line: 6: Finding $\hat{x} \in P$ on the near side of $H(x^*)$

• As a surrogate, we maximize numerator in Eqn. 18.53, i.e., find

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- Also, solution \hat{x} can be used to determine if hyperplane $H(x^*)$ separates conv P from the origin: if the point in P having greatest distance to $H(x^*)$ is not on the side where origin lies, then $H(x^*)$ separates conv P from the origin.

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- Mathematically, we terminate the algorithm if

$$(x^*)^{\top} \hat{x} \ge \|x^*\|_2^2,$$

where \hat{x} is the solution of Eq. 18.54.

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Lovász extension examples

Line: 6: Finding $\hat{x} \in P$ on the near side of $H(x^*)$

• In practice, the above optimality test might never hold numerically. Hence, as suggested by Wolfe, we introduce a tolerance parameter $\epsilon>0$, and terminates the algorithm if

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Lovász extension examples

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- Hence, Edmonds's discovery is one of the main reasons that the MN algorithm is applicable to submodular function minimization.

Min-Norm Point Algorithm

SFM Summary (modified from S. Iwata's slides)

General Submodular Function Minimization



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MN Algorithm Complexity

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• Since the number of major iterations required is unknown, the complexity of MN is also unknown.

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MN Algorithm Empirical Complexity





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