

# CoSaMP: Greedy Signal Recovery and Uniform Uncertainty Principles

*SIAM Student Research Conference*

Deanna Needell

Joint work with Roman Vershynin and Joel Tropp

UC Davis, May 2008

# Problem Setup



$$\begin{bmatrix} \Phi \end{bmatrix} \begin{bmatrix} v \end{bmatrix} = \begin{bmatrix} x \end{bmatrix}$$

# Problem Setup



$$\begin{bmatrix} \Phi \end{bmatrix} \begin{bmatrix} v \end{bmatrix} = \begin{bmatrix} x \end{bmatrix}$$

- If we know the  $d \times d$  matrix  $\Phi$  and the measurement vector  $x$ , can we recover every  $v$ ?

# Problem Setup



$$\begin{bmatrix} & & \\ & \Phi & \\ & & \end{bmatrix} \begin{bmatrix} v \\ \\ \end{bmatrix} = \begin{bmatrix} x \\ \\ \end{bmatrix}$$

- If we know the  $d \times d$  matrix  $\Phi$  and the measurement vector  $x$ , can we recover every  $v$ ?
- What kind of matrix  $\Phi$ ? How would we recover?

# Problem Setup



$$\begin{bmatrix} \phantom{0} \end{bmatrix} \Phi \begin{bmatrix} \phantom{0} \end{bmatrix} v = \begin{bmatrix} \phantom{0} \end{bmatrix} x$$





# Problem Setup

- By simple linear algebra, we cannot recover every  $v$  in this setting. What if  $v$  has few non-zero coordinates?



# Problem Setup

- By simple linear algebra, we cannot recover every  $v$  in this setting. What if  $v$  has few non-zero coordinates?
- We say a vector  $v$  is  $r$ -sparse if  $|\text{supp}(v)| \leq r$ .

# Problem Setup

- By simple linear algebra, we cannot recover every  $v$  in this setting. What if  $v$  has few non-zero coordinates?
- We say a vector  $v$  is  $r$ -sparse if  $|\text{supp}(v)| \leq r$ .
- It turns out that we can recover any *sparse* vector  $v$ , even in the setting where  $m \ll d$ ! This is called Sparse Reconstruction.

# Problem Setup

- By simple linear algebra, we cannot recover every  $v$  in this setting. What if  $v$  has few non-zero coordinates?
- We say a vector  $v$  is  $r$ -sparse if  $|\text{supp}(v)| \leq r$ .
- It turns out that we can recover any *sparse* vector  $v$ , even in the setting where  $m \ll d$ ! This is called Sparse Reconstruction.
- What kind of matrix  $\Phi$ ? How would we recover?  
... *Why do we care?*

# Applications

- Error Correction

# Applications

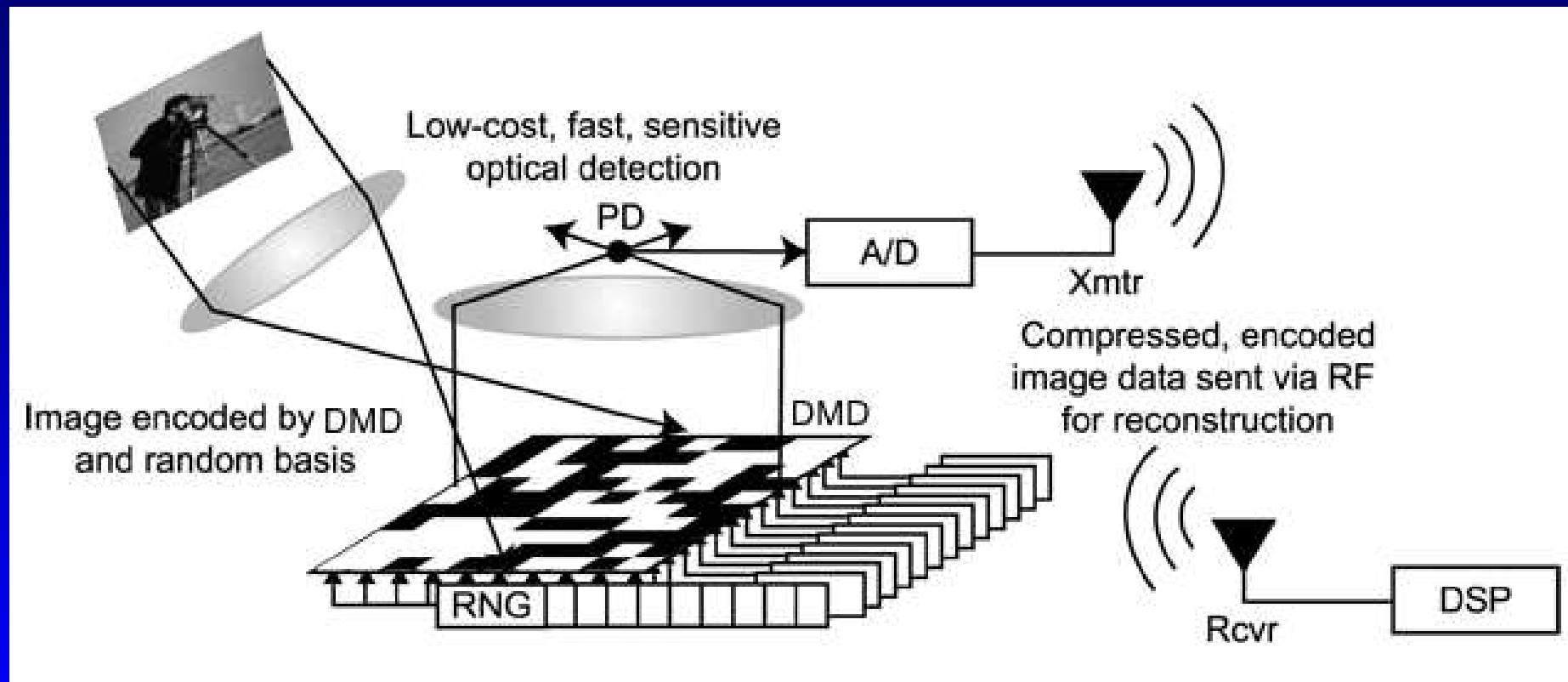
- Error Correction
- Medical Imaging

# Applications

- Error Correction
- Medical Imaging
- Data Storage

# Applications

- Error Correction
- Medical Imaging
- Data Storage
- Single Pixel Camera (Rice Univ. CS Group)



# Important traits

- We thus want a matrix  $\Phi$  along with a recovery algorithm, so that:



# Important traits

- We thus want a matrix  $\Phi$  along with a recovery algorithm, so that:
  1. Speed: The recovery of the signal  $v$  can be done *fast*

# Important traits

- We thus want a matrix  $\Phi$  along with a recovery algorithm, so that:
  1. Speed: The recovery of the signal  $v$  can be done *fast*
  2. Stability: If small errors are introduced, the algorithm still produces a good approximation to  $v$ .

# Important traits

- We thus want a matrix  $\Phi$  along with a recovery algorithm, so that:
  1. Speed: The recovery of the signal  $v$  can be done *fast*
  2. Stability: If small errors are introduced, the algorithm still produces a good approximation to  $v$ .
  3. Uniform Guarantees: We would like the matrix  $\Phi$  and the algorithm to be able to recover *every* signal  $v$ .

# Important traits

- We thus want a matrix  $\Phi$  along with a recovery algorithm, so that:
  1. Speed: The recovery of the signal  $v$  can be done *fast*
  2. Stability: If small errors are introduced, the algorithm still produces a good approximation to  $v$ .
  3. Uniform Guarantees: We would like the matrix  $\Phi$  and the algorithm to be able to recover *every* signal  $v$ .
- So, what kinds of matrices can we use, and how do we recover the signal  $v$ ?

# Requirements for $\Phi$

- In theory, we need only that  $\Phi$  be one-to-one on all  $r$ -sparse vectors. However, for practical reasons we require that  $\Phi$  satisfies the Restricted Isometry Condition:

# Requirements for $\Phi$

- In theory, we need only that  $\Phi$  be one-to-one on all  $r$ -sparse vectors. However, for practical reasons we require that  $\Phi$  satisfies the Restricted Isometry Condition:
- $(1 - \delta)\|v\|_2 \leq \|\Phi v\|_2 \leq (1 + \delta)\|v\|_2$  for all  $r$ -sparse vectors  $v$ .

# Requirements for $\Phi$

- In theory, we need only that  $\Phi$  be one-to-one on all  $r$ -sparse vectors. However, for practical reasons we require that  $\Phi$  satisfies the Restricted Isometry Condition:
- $(1 - \delta)\|v\|_2 \leq \|\Phi v\|_2 \leq (1 + \delta)\|v\|_2$  for all  $r$ -sparse vectors  $v$ .
- Every set of  $r$  columns is approximately an orthonormal basis.

# Requirements for $\Phi$

- In theory, we need only that  $\Phi$  be one-to-one on all  $r$ -sparse vectors. However, for practical reasons we require that  $\Phi$  satisfies the Restricted Isometry Condition:
- $(1 - \delta)\|v\|_2 \leq \|\Phi v\|_2 \leq (1 + \delta)\|v\|_2$  for all  $r$ -sparse vectors  $v$ .
- Every set of  $r$  columns is approximately an orthonormal basis.
- Random matrices (Gaussian, Bernoulli, Random Fourier) satisfy the RIC with high probability for  $m \approx r \log d$ .



# How do we recover?

- Two major approaches:  $\ell_1$ -minimization and Greedy Methods

# How do we recover?

- Two major approaches:  $\ell_1$ -minimization and Greedy Methods
- $\ell_1$ -minimization (Basis Pursuit):

$$v = \operatorname{argmin} \|z\|_1, \quad \Phi z = \Phi v = x$$

# How do we recover?

- Two major approaches:  $\ell_1$ -minimization and Greedy Methods
- $\ell_1$ -minimization (Basis Pursuit):

$$v = \operatorname{argmin} \|z\|_1, \quad \Phi z = \Phi v = x$$

- Candès-Tao and Rudelson-Vershynin (2005) showed that when  $\Phi$  satisfies the RIC, Basis Pursuit recovers every  $r$ -sparse vector (“uniform guarantees”).

# How do we recover?

- Two major approaches:  $\ell_1$ -minimization and Greedy Methods

- $\ell_1$ -minimization (Basis Pursuit):

$$v = \operatorname{argmin} \|z\|_1, \quad \Phi z = \Phi v = x$$

- Candès-Tao and Rudelson-Vershynin (2005) showed that when  $\Phi$  satisfies the RIC, Basis Pursuit recovers every  $r$ -sparse vector (“uniform guarantees”).
- Advantages: Uniform guarantees, Stable

# How do we recover?

- Two major approaches:  $\ell_1$ -minimization and Greedy Methods

- $\ell_1$ -minimization (Basis Pursuit):

$$v = \operatorname{argmin} \|z\|_1, \quad \Phi z = \Phi v = x$$

- Candès-Tao and Rudelson-Vershynin (2005) showed that when  $\Phi$  satisfies the RIC, Basis Pursuit recovers every  $r$ -sparse vector (“uniform guarantees”).
- Advantages: Uniform guarantees, Stable
- Disadvantage: No known strongly polynomial time algorithm to solve a linear program.

# Greedy Approaches

- Greedy methods compute the support of the signal  $v$  iteratively.

# Greedy Approaches

- Greedy methods compute the support of the signal  $v$  iteratively.
- Since  $\Phi$  forms approximately an ONB, the coordinates of  $\Phi^* \Phi v$  are locally good estimators of  $v$ .

# Greedy Approaches

- Greedy methods compute the support of the signal  $v$  iteratively.
- Since  $\Phi$  forms approximately an ONB, the coordinates of  $\Phi^* \Phi v$  are locally good estimators of  $v$ .
- The greedy method Orthogonal Matching Pursuit [Gilbert-Tropp, 2005] selects the largest coefficient of  $\Phi^* \Phi v$  to be in the support, subtracts off its contribution, and iterates.



# Greedy Approaches

- Greedy methods compute the support of the signal  $v$  iteratively.
- Since  $\Phi$  forms approximately an ONB, the coordinates of  $\Phi^* \Phi v$  are locally good estimators of  $v$ .
- The greedy method Orthogonal Matching Pursuit [Gilbert-Tropp, 2005] selects the largest coefficient of  $\Phi^* \Phi v$  to be in the support, subtracts off its contribution, and iterates.
- Advantage: Fast

# Greedy Approaches

- Greedy methods compute the support of the signal  $v$  iteratively.
- Since  $\Phi$  forms approximately an ONB, the coordinates of  $\Phi^* \Phi v$  are locally good estimators of  $v$ .
- The greedy method Orthogonal Matching Pursuit [Gilbert-Tropp, 2005] selects the largest coefficient of  $\Phi^* \Phi v$  to be in the support, subtracts off its contribution, and iterates.
- Advantage: Fast
- Disadvantages: Not known to be stable, provides non-uniform guarantees (works for each *fixed* signal with high probability)

# Bridging the Gap

- There existed this gap between the approaches. We bridged the gap with Regularized Orthogonal Matching Pursuit (ROMP) [N-Vershynin 2007].

# Bridging the Gap

- There existed this gap between the approaches. We bridged the gap with Regularized Orthogonal Matching Pursuit (ROMP) [N-Vershynin 2007].
- Computes the support iteratively: Selects multiple coordinates of  $\Phi^* \Phi v$  that have comparable magnitudes (are “regularized”) at each iteration.

# Bridging the Gap

- There existed this gap between the approaches. We bridged the gap with Regularized Orthogonal Matching Pursuit (ROMP) [N-Vershynin 2007].
- Computes the support iteratively: Selects multiple coordinates of  $\Phi^* \Phi v$  that have comparable magnitudes (are “regularized”) at each iteration.
- Advantages: Fast, Stable, Uniform Guarantees

# Bridging the Gap

- There existed this gap between the approaches. We bridged the gap with Regularized Orthogonal Matching Pursuit (ROMP) [N-Vershynin 2007].
- Computes the support iteratively: Selects multiple coordinates of  $\Phi^* \Phi v$  that have comparable magnitudes (are “regularized”) at each iteration.
- Advantages: Fast, Stable, Uniform Guarantees
- Is it perfect?

# Bridging the Gap

- There existed this gap between the approaches. We bridged the gap with Regularized Orthogonal Matching Pursuit (ROMP) [N-Vershynin 2007].
- Computes the support iteratively: Selects multiple coordinates of  $\Phi^* \Phi v$  that have comparable magnitudes (are “regularized”) at each iteration.
- Advantages: Fast, Stable, Uniform Guarantees
- Is it perfect?
- Not quite: Requires a slightly stronger condition on the RIC than Basis Pursuit.

# Finding Perfection

- We overcome this disadvantage with Compressive Sampling Matching Pursuit (CoSaMP) (N-Tropp, 2008).



# Finding Perfection

- We overcome this disadvantage with Compressive Sampling Matching Pursuit (CoSaMP) (N-Tropp, 2008).
- Computes the signal iteratively: Selects the largest  $O(r)$  coordinates of  $\Phi^* \Phi v$ , estimates the signal using this support, and prunes the signal to be  $r$ -sparse. Then repeats.

# Finding Perfection

- We overcome this disadvantage with Compressive Sampling Matching Pursuit (CoSaMP) (N-Tropp, 2008).
- Computes the signal iteratively: Selects the largest  $O(r)$  coordinates of  $\Phi^* \Phi v$ , estimates the signal using this support, and prunes the signal to be  $r$ -sparse. Then repeats.
- Advantages: Fast, Stable, Uniform Guarantees, no stronger condition needed on RIC

# For more information

- [dneedell@math.ucdavis.edu](mailto:dneedell@math.ucdavis.edu)
- [www.math.ucdavis.edu/~dneedell](http://www.math.ucdavis.edu/~dneedell)
- N and Tropp, “CoSaMP: Iterative signal recovery from incomplete and inaccurate samples,” submitted
- N and Vershynin, “Stable signal recovery from incomplete and inaccurate samples,” submitted
- N and Vershynin, “Uniform Uncertainty Principle and signal recovery via Regularized Orthogonal Matching Pursuit,” *Found. Comput. Math.*, to appear.