```
L15 -- Orthogonal Matching Pursuit
[Jeff Phillips - Utah - Data Mining]
What is compressed sensing?
        --> regress to "sparse" explanation
                    try to encode data with small number of variables
single pixel camera:
     10 Gigapixels of images, but jpg still 2MB? why is that?
             compression.
             many cameras compress image even before storing it.
             What if we can get same resolution jpg with only 2megapixel sensor?
                  or 2 mega - repeated measurements at "single pixel"
             Incredible resolution with 10 Gigapixels??? (ignoring lens quality...)
hash (sketch) of data:
        Hubble telescope: incredibly clarity, but
                         - communication with Earth expensive
                         - sensing (battery) expensive
        Sense and encode pictures, let Earth decode
Data often sparse+noise:
        Very few actual events of interest, but readings not exactly 0 since noise
        Decode sparse measurements filtering out noise
 _____
Formal Problem Set-up:
Data is S = d-dimensional vector with m << d non-zero elements
     "m-sparse"
example:
S = [0 \ 1 \ 0 \ 0|0 \ 1 \ 0 \ 0|0 \ 0 \ 0|0 \ 0 \ 0 \ 1|1 \ 0 \ 1 \ 0|0 \ 0 \ 1 \ 0|0 \ 1
d = 32
m = 8 << 32
(if noisy, maybe 1 actually large value, and 0 actually very small value <= .
05)
recover in N = O(m \log d) (random) measurements:
     x_i = d random vector (e.g. Gaussians or \{-1,0,+1\})
example:
x_i = \begin{bmatrix} -1 & 0 & 1 & 0 & 0 & | 1 & 1 & -1 & 1 & | 0 & -1 & 0 & 0 & | 1 & -1 & -1 & 1 & | 1 & | 0 & 1 & | -1 & -1 & 0 & | 1 & | 0 & 0 & -1 & | 0 & 1 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0 & | 0
```

```
0 07
y_1 = 000001000000000001-10000000000
0 \ 0 = 2
y_i = \langle S, x_i \rangle
      each element of S "hit" by 0-mean, random variable
 - only really lose "log factor"
  + since sparse storage requires log(d) to store location of each 1
  + each measurement requires about log(d) storage to get correct precision.
  + if S is not 0/1, but 0/x, then don't even really lose log-factor, just
constant
How do we "recover" S from Y?
  ** we know X (used to measure), an N x d matrix**
     random, but seed known
Simplest form of data recovery: "Orthogonal Matching Pursuit" (OMP)
 * Find measurement column j (not row used to measure)
     x_j = argmax_{x_j in X} |<Y, x_j>|
   represents single index of S that explains most about Y
 * Find weight
     gamma = argmin_{gamma in IR} | | Y - x_j gamma | |
     our "guess" of s_j is gamma
now what? Don't want to find part already explained by gamma = s_j
Let "residual" r_0 = Y
               r_1 = Y - x_{j_1} gamma_1
               r_t = r_{t-1} - x_{j_t}  gamma_{j_t}
Use rounds on t
1: * Find measurement index
       j_t = argmax_{j in [N]} | <r_{t-1}, x_j > 1
2: * Find weight
       gamma_t = argmin_{gamma} in |R| || r_{t-1} - x_{j_t} gamma ||
3: * Set new residual
       r_t = r_{t-1} - x_{j_t}  gamma_t
 if (||r_t|| = 0) stop
NOTES:
  - can add regularization term into loss-function in step 2 (implicit in
step 1)
```

```
i.e. | | Y - x_{j_t} | gamma | | + | gamma| |
  - can re-solve optimal LS in step 2
      2: qamma_[1..t] = argmin_{qamma in |R^t} | | T - x_{1..j_t} qamma_{1..t}
Ш
      3: r_t = Y - x_{1..j_t} gamma_{1..t}
  - can speed up LS @ 2 by maintaining partial decomposition of Y
    (QR decomposition)
  - Converges: always ||r_t|| < ||r_{t-1}||
       coordinate descent (Frank-Wolfe algorithm, shows 1/eps steps apx
within eps)
  - new x_{j_t} always "linearly independent" of X_{1..j_{t-1}}
    adding new type of "explanation" towards Y
N = O(m log d) sufficient: like "Coupon Collector"
 key to analysis: <x_i,x_i'> is small for all i,i' in [N]
_____
Similarity to "random projection" for dimensionality reduction.
Says (roughly): if original data is sparse (most points only along a few
axes)
    - can recover data exactly after projecting to linear subspace
-----
SVD algorithm works like this!
  we consider all "measurement indices" directions in S^d
  each subsequent one is orthogonal on data
    decomposes since ||P||^2 = sum_{i=1}^d ||p_i||^2
  --> works exactly for any k
_____
Explanatory Variables
  if OMP is stopped early, then X_{j-1...j-t} are few explanatory variable.
  avoids over fitting if not all error is recovered.
stop at ||r_t||_2 < constant, get all large indices (loses noise)</pre>
stop at ||r_t||_infty < constant, only get large indices (none with noise)
```