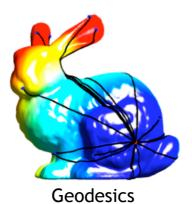
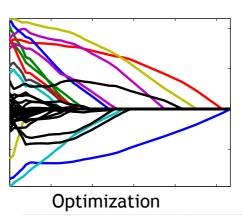


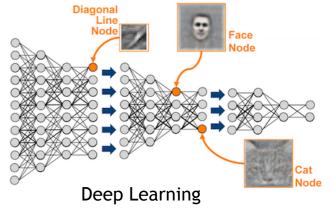
Organized by: Mérouane Debbah & Gabriel Peyré

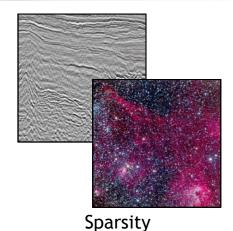


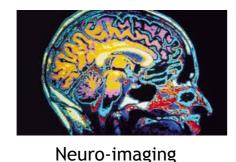


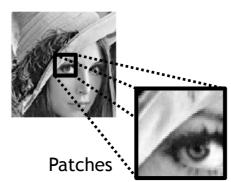


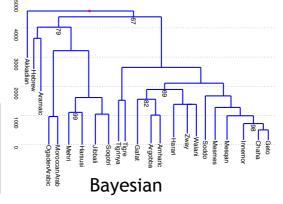


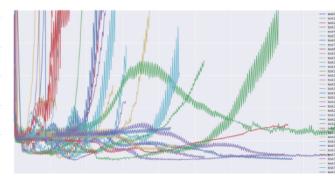












Parallel/Stochastic

Alexandre Allauzen, Paris-Sud. Pierre Alliez, INRIA. Guillaume Charpiat, INRIA. Emilie Chouzenoux, Paris-Est.

Nicolas Courty, IRISA. Laurent Cohen, CNRS Dauphine. Marco Cuturi, ENSAE. Julie Delon, Paris 5.

Fabian Pedregosa, INRIA. Guillaume Lecué, CNRS ENSAE Julien Tierny, CNRS and P6. Robin Ryder, Paris-Dauphine. Gael Varoquaux, INRIA.

Jalal Fadili, ENSICaen. Alexandre Gramfort, INRIA. Matthieu Kowalski, Supelec. Jean-Marie Mirebeau, CNRS,P-Sud.



# Curses and Blessings of High Dimension

Gabriel Peyré



www.numerical-tours.com



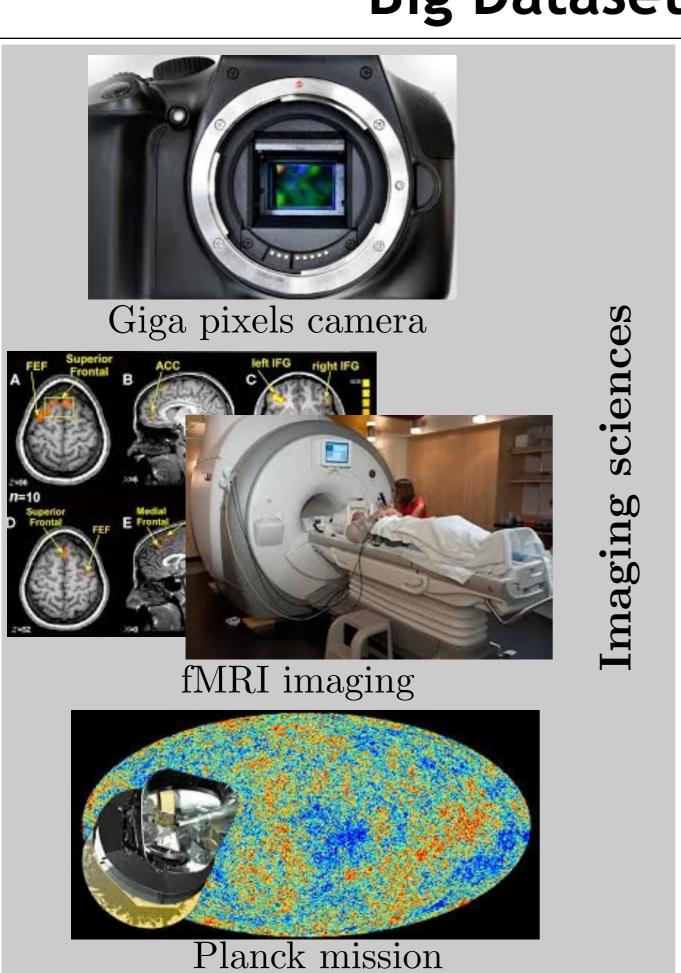




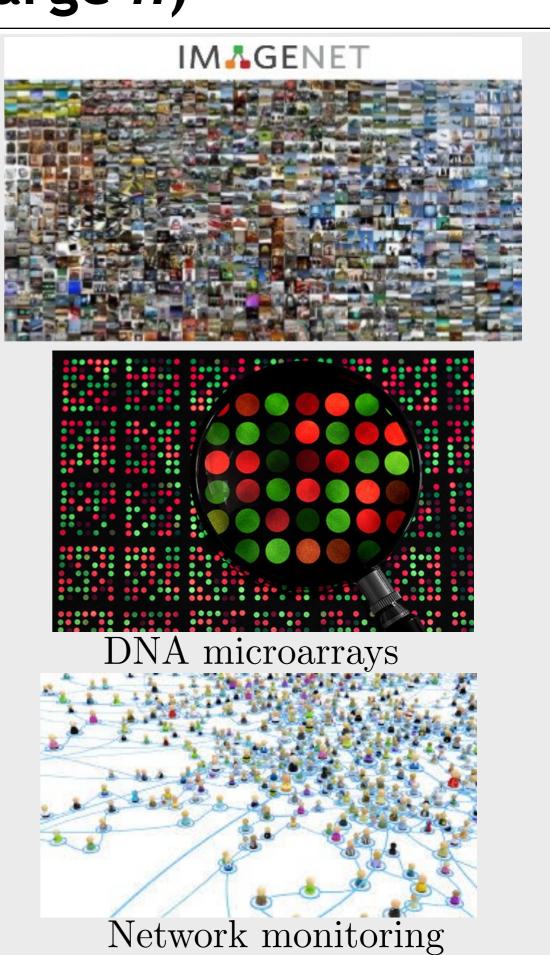




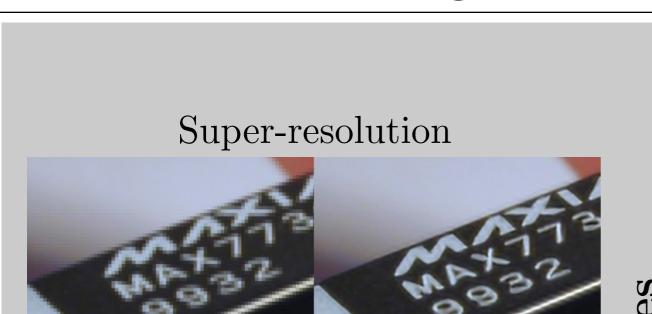
## Big Datasets (large n)



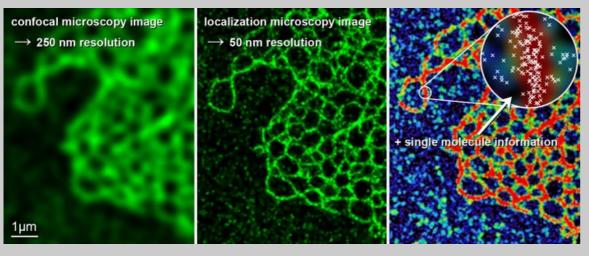




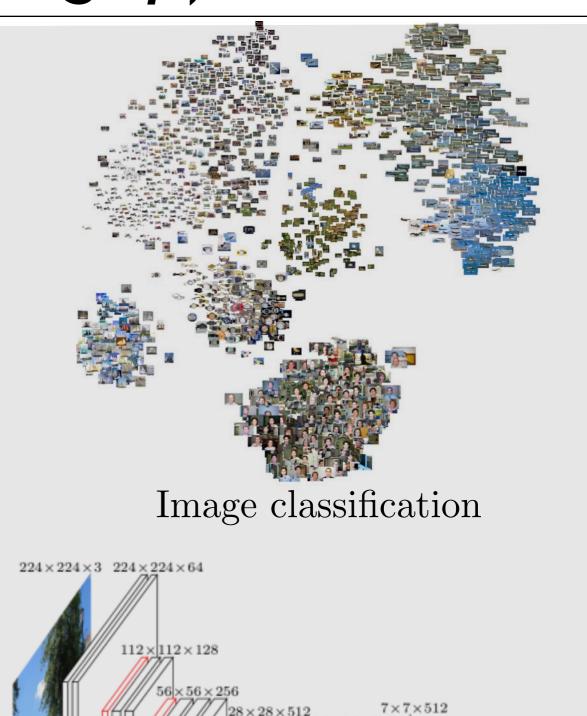
# Big Models (large p)



Single molecule imaging



Machine learning



convolution+ReLU

fully connected+ReLU

max pooling

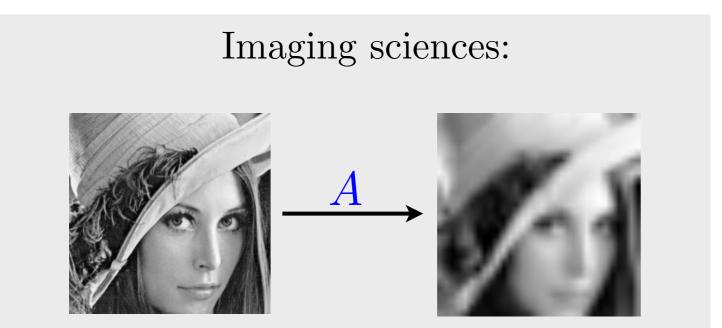
softmax

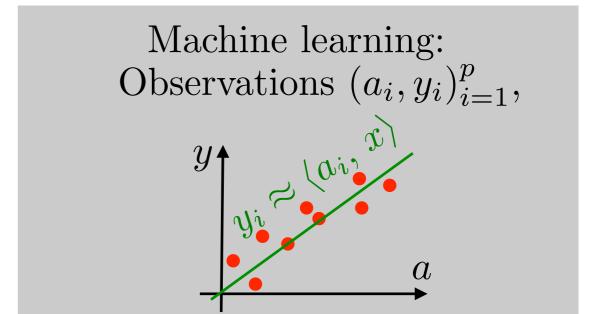
Very deep learning

#### **Linear Models**

$$\mathbf{y} \underset{\approx}{=} A \ x \in \mathbb{R}^n$$

$$A \in \mathbb{R}^{n \times p}$$

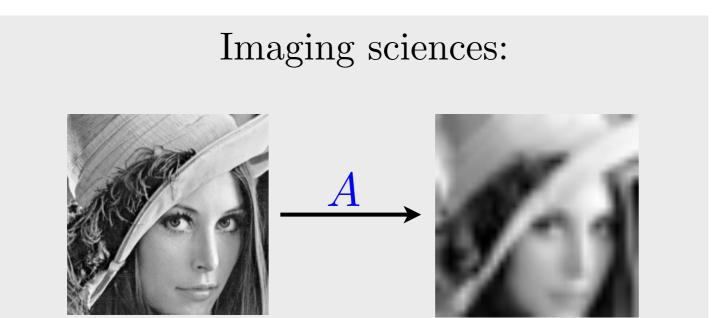


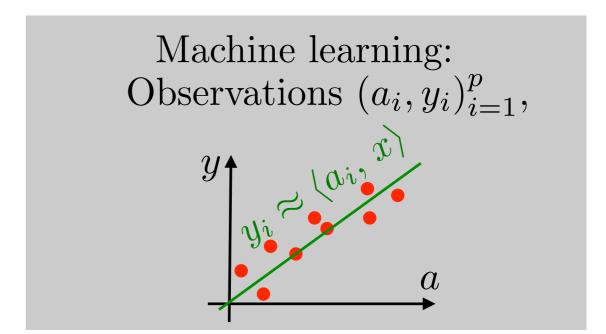


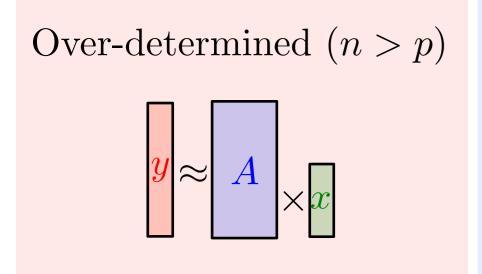
#### **Linear Models**

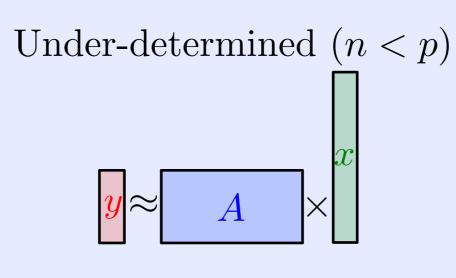
$$\mathbf{y} = \mathbf{A} \, x \in \mathbb{R}^n$$

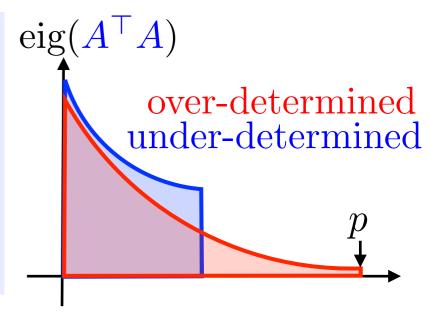
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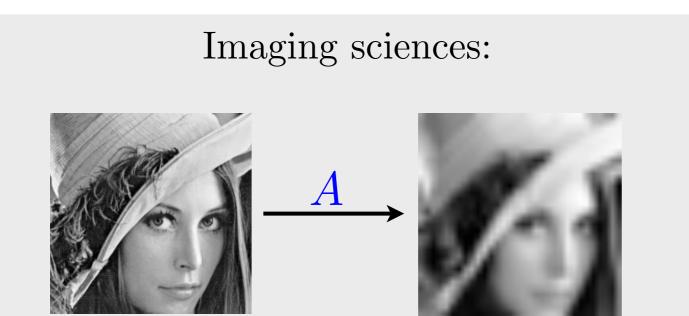


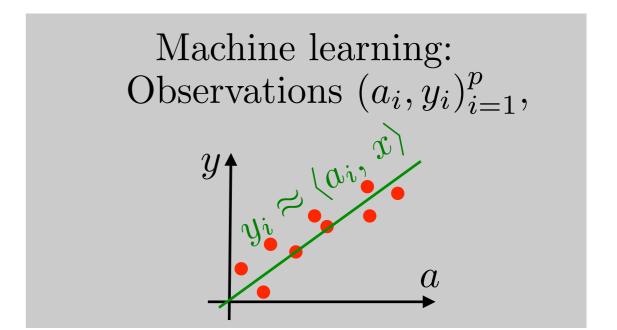


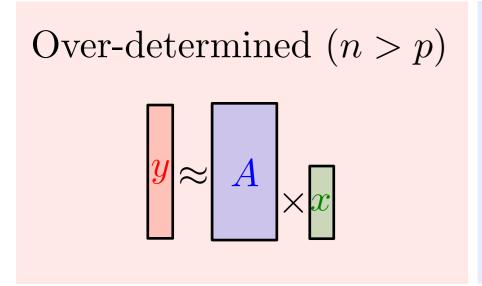
#### Linear Models

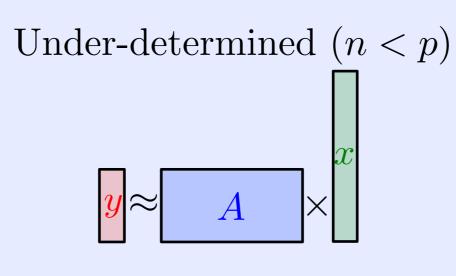
$$y \approx A \ x \in \mathbb{R}^n$$

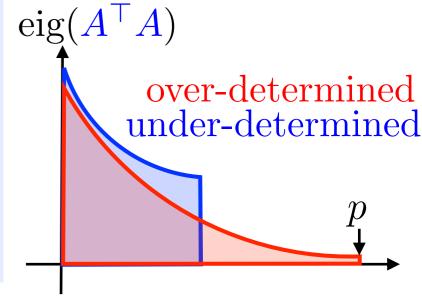
$$A \in \mathbb{R}^{n \times p}$$











Curse: Ill-posed, noisy, large size (n, p).

Blessing: unreasonable effectiveness of regularization in high dimension.

#### Algorithms for large (n,p)

Regularized least square / empirical risk minimization:

$$\min_{f} \|Ax - y\|^2 + \lambda \|x\|^2$$

$$x = (A^{\top}A + \lambda \operatorname{Id}_p)^{-1}A^{\top}y = A^{\top}(AA^{\top} + \lambda \operatorname{Id}_n)^{-1}y$$

$$\text{If } n > p \qquad \text{If } n$$

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$$\text{If } n > p \qquad \text{If } n$$

Large but finite (n, p): use first order methods.

Gradient descent, CG, BFGS, proximal splittings.

- $\longrightarrow O(np)$  or even O(p) cost per iterate.
- $\longrightarrow$  Extends to non-smooth regularization (e.g.  $\ell^1$ ).

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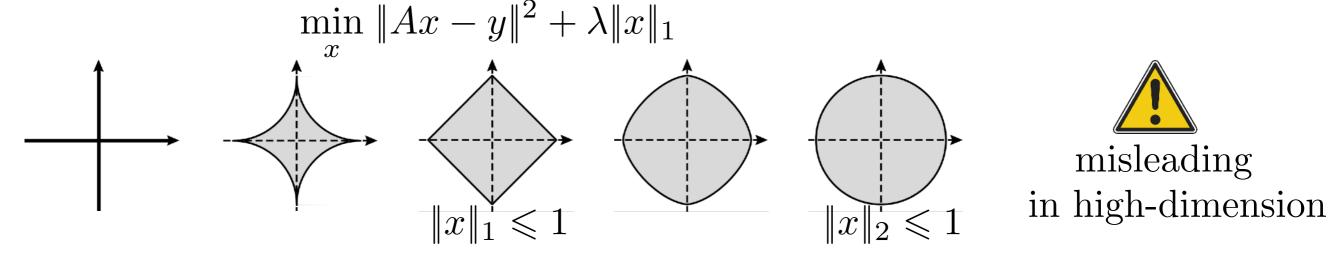
- $\longrightarrow O(np)$  or even O(p) cost per iterate.
- $\longrightarrow$  Extends to non-smooth regularization (e.g.  $\ell^1$ ).

Very large or infinite n: use stochastic descent methods.

Draw 
$$(y_i, a_i)$$
 at random, then  $x \leftarrow (1 - \tau_k \lambda)x - \tau_k(\langle a_i, x \rangle - y_i)a_i$  decays to 0

## L1 and Dimensionality Reduction

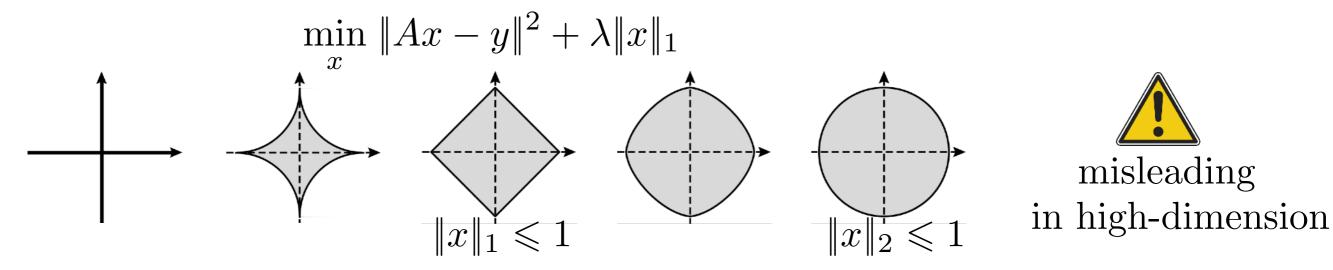
Sparsity / model selection: replace  $||x||^2$  by  $||x||_1$ .



 $\longrightarrow$  Better model in imaging sciences.  $\longrightarrow$  Support recovery with very large p.

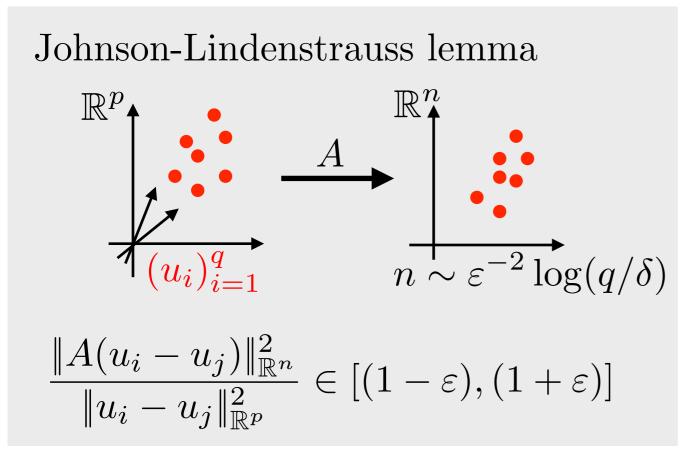
## L1 and Dimensionality Reduction

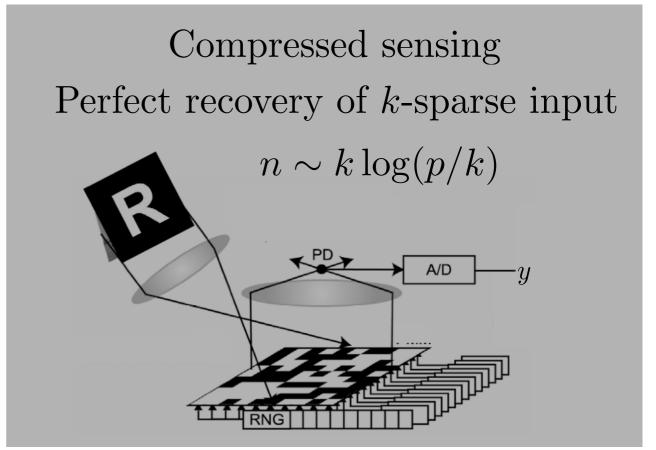
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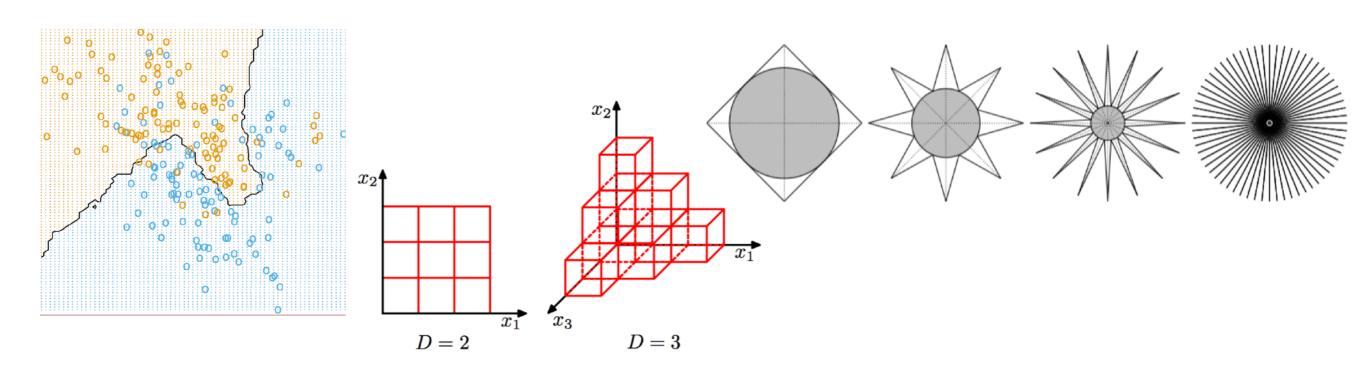
"Optimal" setting: choose  $A \in \mathbb{R}^{n \times p}$  random.





#### What's Next

Julie Delon: not so intuitive phenomena in high dimension.



Jalal Fadili: model selection in high-dimension.

