

Regularized structured low-rank approximation

Hankel structure in system identification

- Given response $y = [y(1), \dots, y(T)] \in \mathbb{R}^T$ of an autonomous dynamic discrete-time LTI system, order n . Estimate **model parameters** for some representation of the system.

- Difference equation:

$$\theta_0 y(t) + \theta_1 y(t+1) + \dots + \theta_n y(t+n) = 0, \quad \text{for } t = 1, \dots, T-n.$$

$$[\theta_0 \ \theta_1 \ \dots \ \theta_n] \begin{bmatrix} y(1) & y(2) & y(3) & \dots & y(T-n) \\ y(2) & y(3) & y(4) & \dots & \\ y(3) & \dots & & & \\ \vdots & \dots & \dots & & \\ y(n+1) & y(n+2) & y(n+3) & \dots & y(T) \end{bmatrix} = 0$$

- Equivalently, the matrix is **rank deficient!**

Noisy data: **Hankel low-rank approximation** of a Hankel matrix.

Structure preserving low-rank approximation

$$\min_{\hat{p}} \|p - \hat{p}\|_2, \quad \text{subject to } \text{rank}(\mathcal{S}(\hat{p})) \leq r.$$

- Low-rank and **structure** are easily handled separately
 - SVD
 - Orthogonal projection of a given matrix on the set of structured matrices $\mathcal{S} \leftrightarrow$ **Averaging** elements corresponding to the same parameter.
- Notation: $P_{\mathcal{S}}(X) = \mathcal{S}(\underbrace{\Pi_{\mathcal{S}} \text{vec}(X)}_{p_x})$.
- However, **imposing both is nontrivial.**
- Existing approaches: kernel representation: $\exists R : RS(\hat{p}) = 0$.

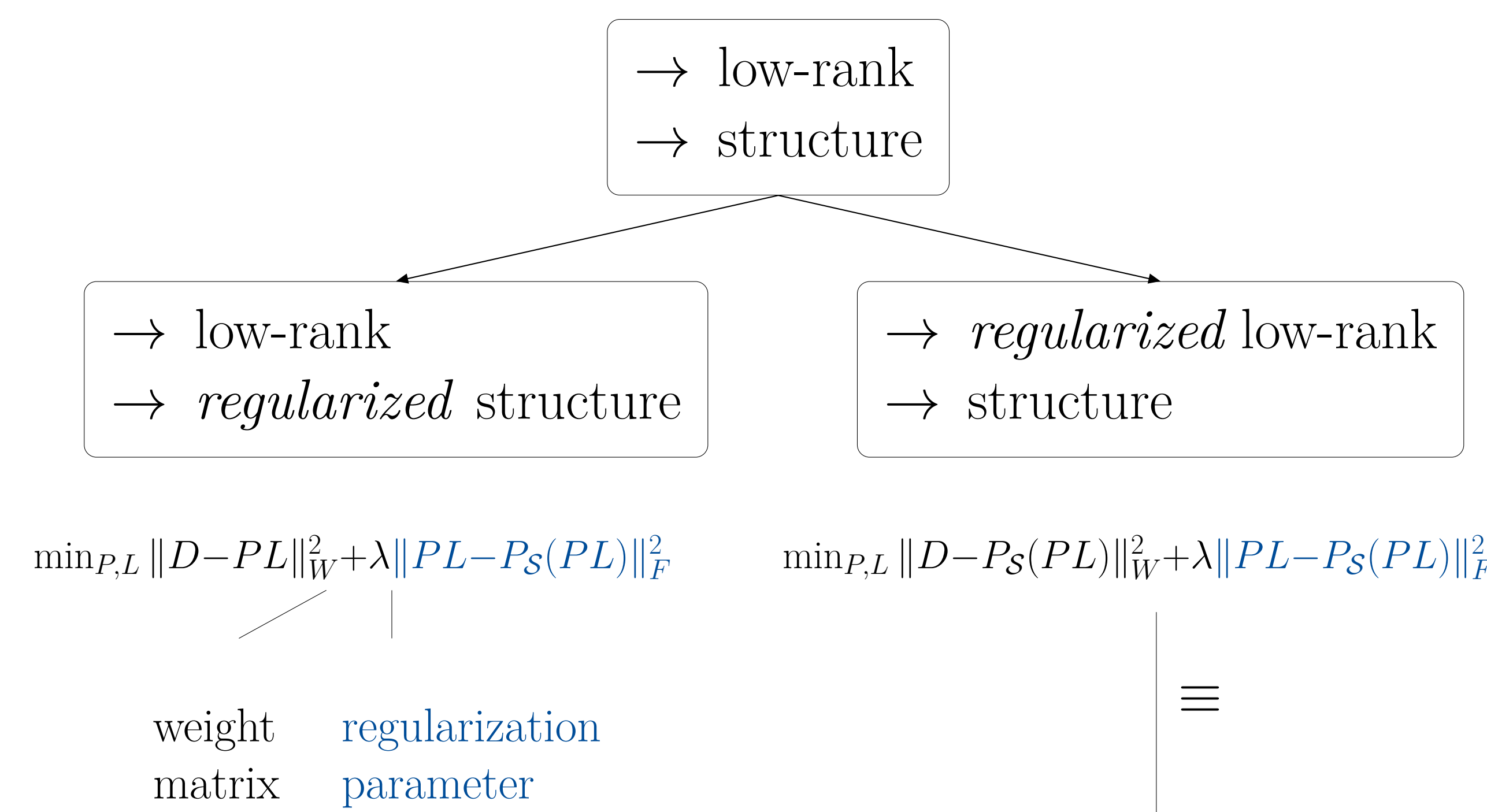
Image representation

- Given: a structured matrix D .
- Find: two factors P and L (with reduced dimension), s.t.

$$D \approx PL \quad \text{and} \quad PL \text{ is a structured matrix.}$$

- Challenge: **how** to impose the structure via the factors?

Enforcing structure by regularization



- For $\lambda = \infty$ the three problems are equivalent.

Algorithm

Iterate (until convergence)

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 - Improve the approximation of L :

$$L = \arg \min_L \left\| \begin{bmatrix} \Pi_{\mathcal{S}} \\ \sqrt{\lambda}(I_{mn} - \mathbf{S} \Pi_{\mathcal{S}}) \end{bmatrix} (I_n \otimes P) \text{vec}(L) - \begin{bmatrix} p \\ \mathbf{0} \end{bmatrix} \right\|_2^2$$

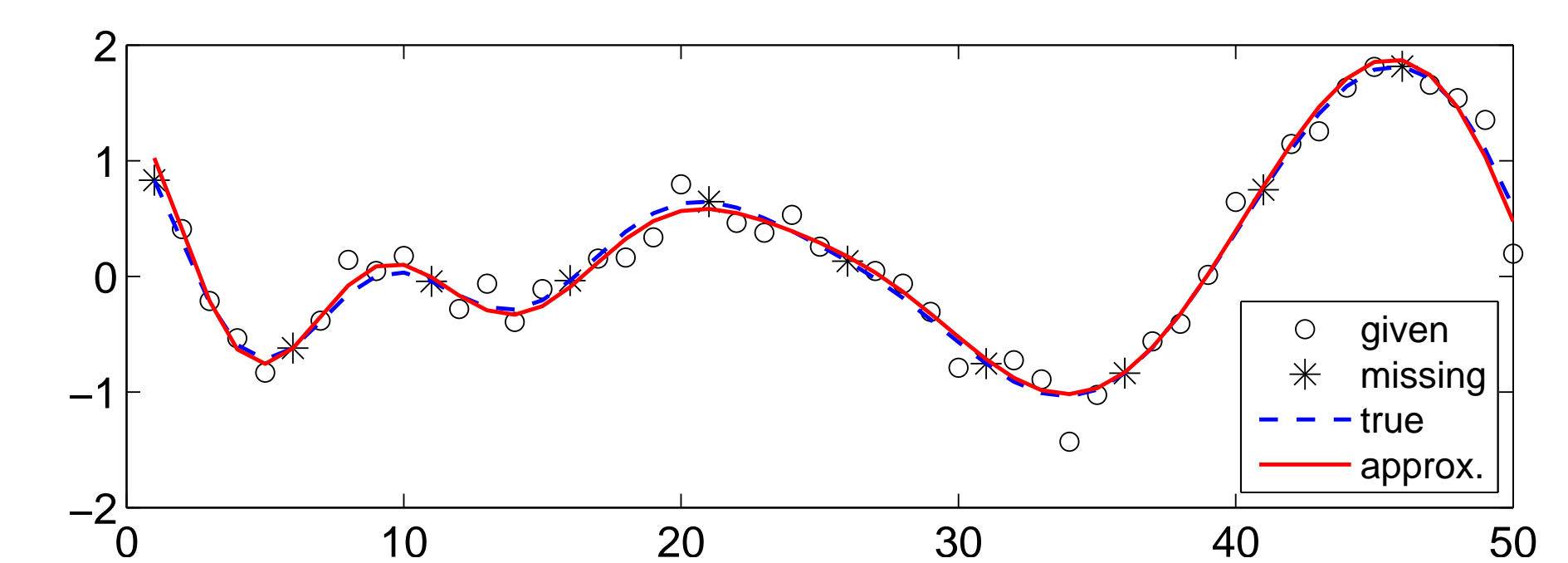
\rightarrow Least squares problem ($Ax \approx b$); easily solved by standard techniques.

- Improve the approximation of P
- Increase λ .

Examples

System identification with missing data

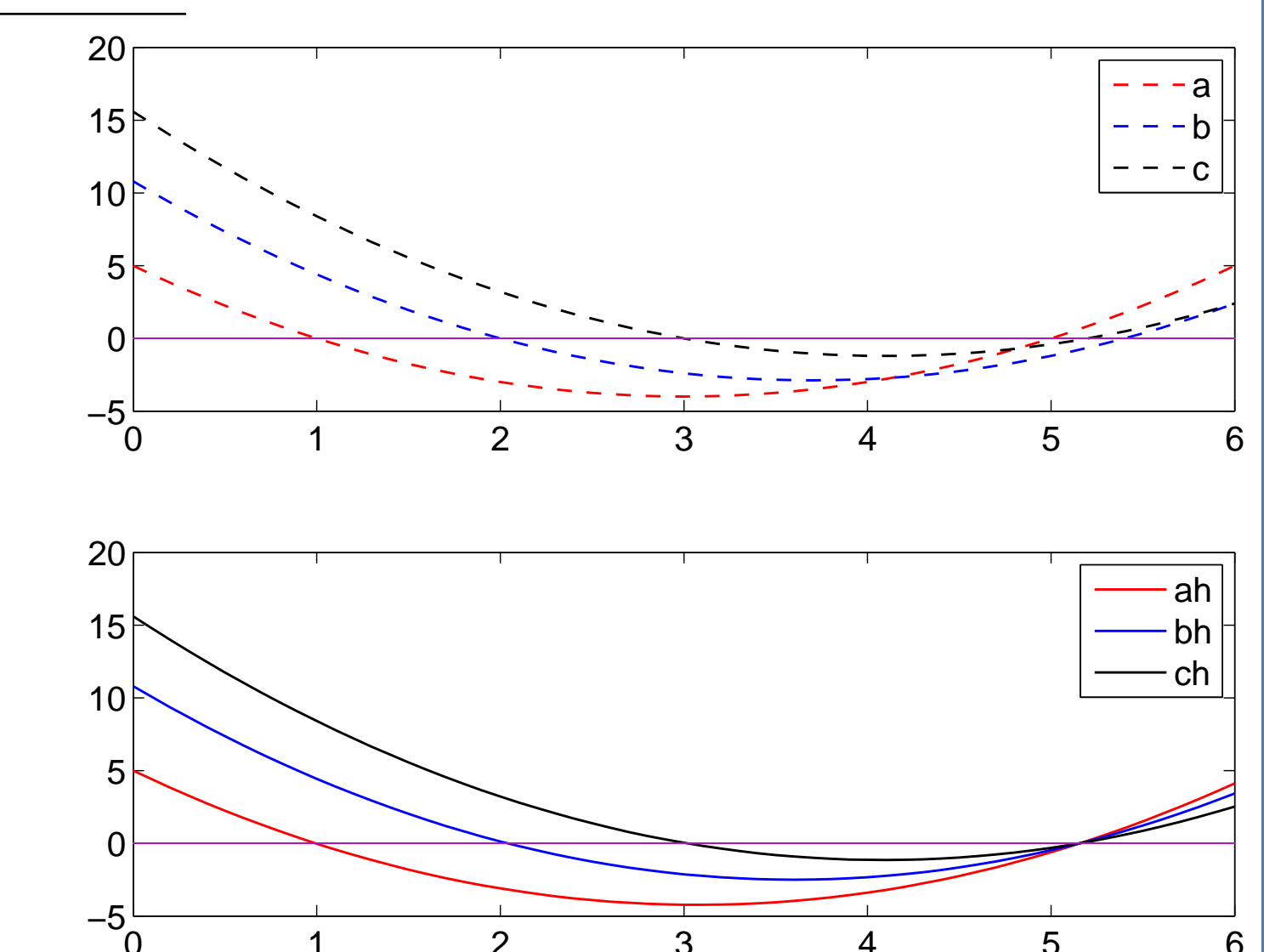
- True rank: 4 \rightarrow need 5 consecutive data points for identification
- However below, every 5th data point is missing



Approximate greatest common divisor

$$\begin{aligned} a(z) &= (1-z)(5-z), \\ b(z) &= (2-z)(5.4-z), \\ c(z) &= (3-z)(5.2-z). \end{aligned}$$

$$\begin{aligned} \hat{a}(z) &= (0.99-z)(5.14-z), \\ \hat{b}(z) &= (2.04-z)(5.14-z), \\ \hat{c}(z) &= (3.02-z)(5.14-z). \end{aligned}$$



Approximate greatest common divisor

- Given 3 polynomials

$$\begin{aligned} a(z) &= a_0 + a_1 z + \dots + a_{n_1} z^{n_1}, \\ b(z) &= b_0 + b_1 z + \dots + b_{n_2} z^{n_2}, \\ c(z) &= c_0 + c_1 z + \dots + c_{n_3} z^{n_3}. \end{aligned}$$

Find their greatest **common divisor**.

- $a(z)$, $b(z)$, and $c(z)$ have a common divisor if

$$\text{rank} \begin{bmatrix} S_{n_1}(b) & S_{n_1}(c) \\ S_{n_2}(a) & \mathbf{0} \\ \mathbf{0} & S_{n_3}(a) \end{bmatrix} < n_1 + n_2 + n_3. \rightarrow \begin{bmatrix} a_0 & a_1 & \dots & a_{n_1} & \mathbf{0} \\ \dots & \dots & \dots & \dots & \dots \\ \mathbf{0} & a_0 & a_1 & \dots & a_{n_1} \end{bmatrix}_{n_3}$$

- Equivalently, the matrix is **rank deficient!**

Inexact coefficients: **structured low-rank approximation**.

Affinely structured matrices

(Block) Hankel/Toeplitz matrices, Sylvester, fixed sparsity, banded matrices, unstructured matrices.

$$\mathcal{S}(p) = \begin{bmatrix} p_1 & p_4 & p_3 & p_6 & p_1 & 0 \\ p_2 & p_3 & 0 & p_3 & p_2 & p_6 \\ p_1 & 0 & p_7 & p_3 & 0 & p_3 \\ p_3 & p_5 & p_6 & 0 & p_7 & p_2 \end{bmatrix}$$

Discussion

- + general and simple approach
- + addresses a missing point of view: **image representation**
- + **weighted** problems: $\min_{\hat{p}} \|p - \hat{p}\|_w^2$
- + **fixed values, missing values**
- how to optimally increase λ ?
- /+ computational cost / lower cost for **smaller targeted rank**
- \rightarrow other **constraints** (e.g., smoothness)