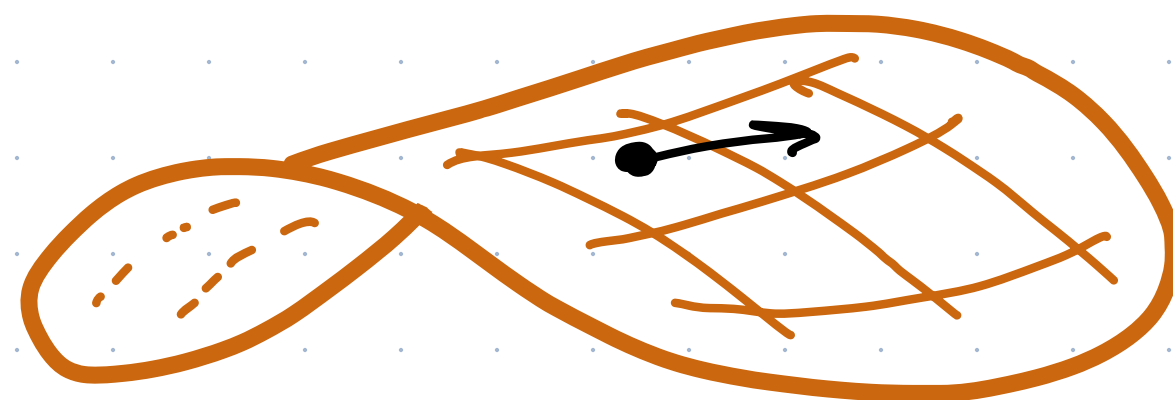


Na smooth Optimisation



on

Riemannian

Manifolds

HJG JASA

Who cares anyways?

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You should !

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if you work with

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- shape analysis

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- signal/image processing

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- robotics and motion planning!

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→ algorithms to numerically solve
minimise $f(p)$, $p \in M$

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- ↳ possibly nonsmooth (gradient?)

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- $f: M \rightarrow \bar{\mathbb{R}}$ a function

- ↳ possibly nonsmooth and nonconvex (local minima)

To, how do we solve 'em ?

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Classically, for a smooth, convex function
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On manifolds, for a smooth, convex function
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In my Ph.D.:

- Bundle method: collect several subgradients and combine them

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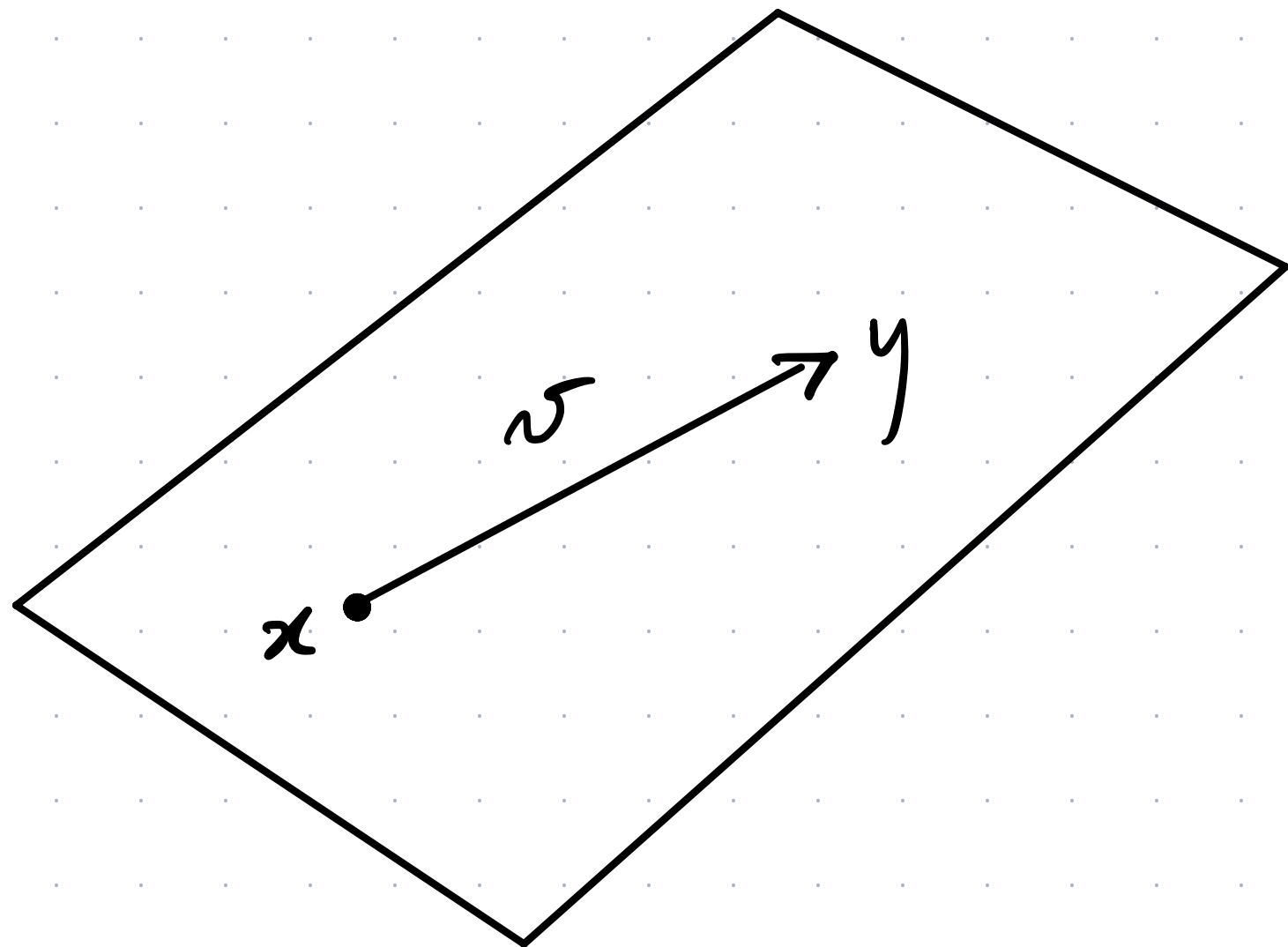
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- proximal gradient method: combine gradient and prox step

Making sense of $a \pm a$

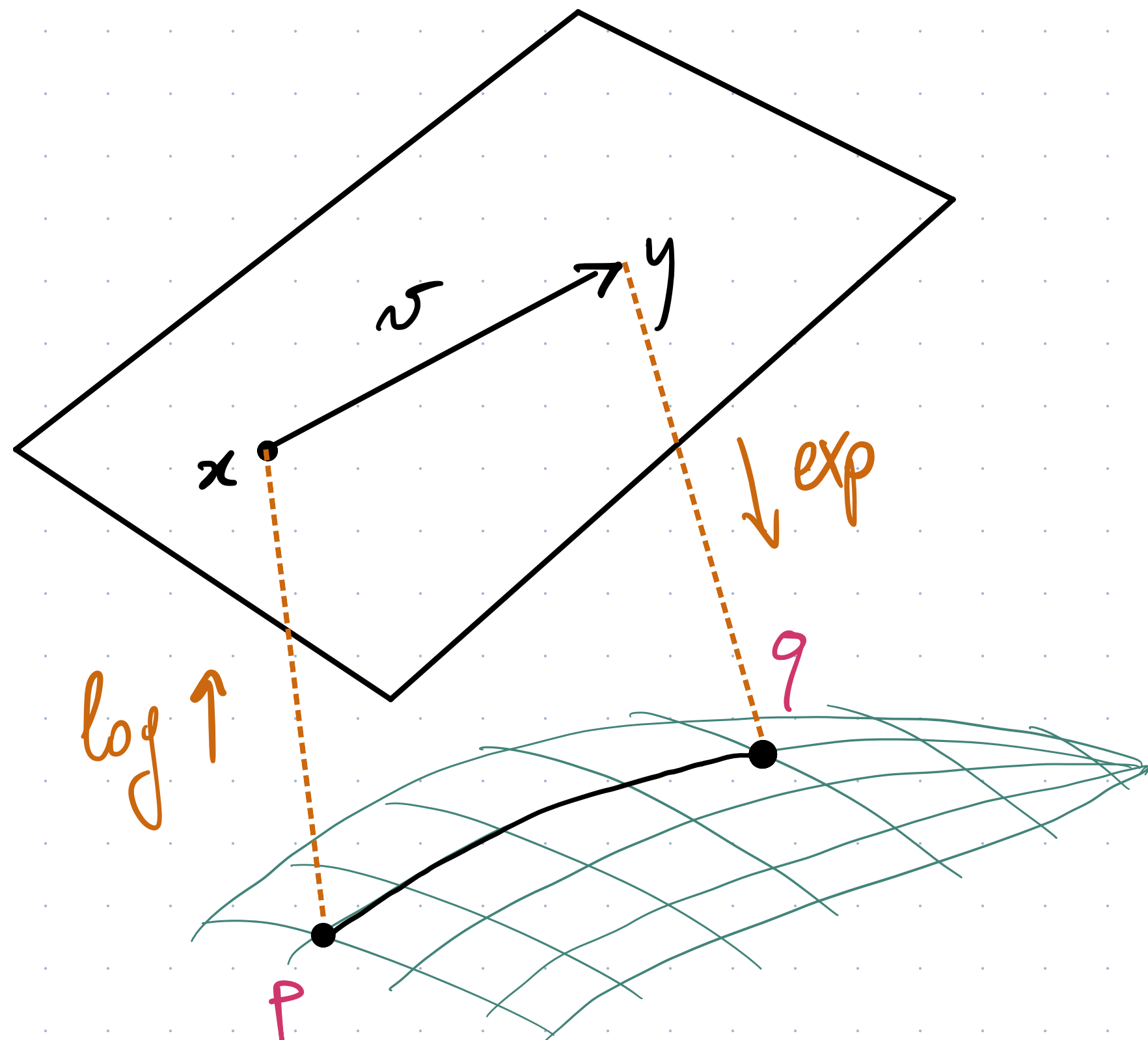
Making sense of $a \pm a$



$$v = y - x$$

$$y = x + v$$

Making sense of $a \pm a$



$$v = y - x$$

$$y = x + v$$

$$x = \log_P P$$

$$v = \log_P Q$$

$$Q = \exp_P v$$

Software

Optimization on manifolds : **manopt** family

JULIA : Manopt.jl

PYTHON : pymanopt

MATLAB : Manopt

Software

Optimization on manifolds : **manopt** family

JULIA : Manopt.jl

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in Julia, separate **manifolds** library in
Manifolds.jl

Summary

- motivation : real-world applications
- solutions : from Euclidean to Riemannian algorithms
- for the user : software

Thank you
for your
attention !