

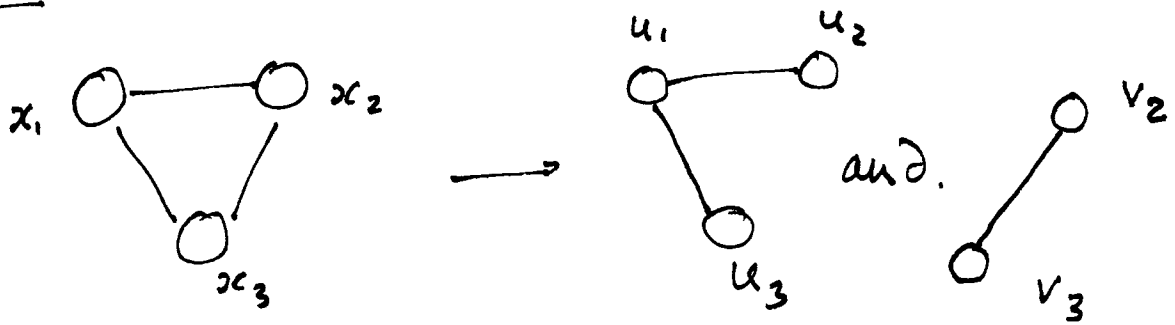
# Domain decomposition (or dual decomposition) methods

①

- 1) Apply to more than MRF problems.
  - 2) General idea
    - decompose problem into independent parts, by duplicating variables
    - impose constraints to make these duplicated variables agree
    - set up Lagrangian.
    - iterate:
      - go down (up) primal vars
      - go up (down) dual vars. using subgradient descent
    - Now break ties.
-

Example:

(2)



$$\text{So } \underline{\min} \sum_i m_i(x_i) + \sum_{ij} m_{ij}(x_i, x_j)$$

becomes

$$\underline{\min} m_1(u_1) + m_2(u_2) + m_3(u_3) + m_{12}(u_1, u_2) + m_{13}(u_1, u_3) \\ + m_{23}(u_2, u_3) + m_2(v_2) + m_3(v_3) + m_{23}(v_2, v_3)$$

$$\text{st } u_2 = v_2, \quad u_3 = v_3$$

$$\text{write } \underline{\min} h_u(u_1, u_2, u_3) + h_v(v_2, v_3)$$

$$\text{st } u_2 = v_2, \quad u_3 = v_3$$

## Lagrangian:

$$J(u, v, \lambda) = h_u(u_1, u_2, u_3) + h_v(v_2, v_3) + \lambda_1(u_2 - v_2) + \lambda_2(u_3 - v_3)$$

## Dual

$$G(\lambda) = \inf_{(u, v)} L(u, v, \lambda) \quad \leftarrow \text{Lower bound}$$

So we'd like  $\lambda^*$  to max  $G(\lambda)$ .

## Strategy:

- for fixed  $\lambda^n$ , evaluate  $G(\lambda^n)$
- now get subgradient, update  $\lambda^{n+1}$

## Evaluating $G(\lambda)$

- find  $\min_{u, v} L(u, v, \lambda^n)$
- by choice of  $h_u, h_v$ , this is easy.

## Update $\lambda$ :

$$\partial G(\lambda^*) = \text{subgradient}$$

$$= \begin{pmatrix} u_2 - v_2 \\ u_3 - v_3 \end{pmatrix}$$

→ how take a small step

Notice this is good for integer problems, ④  
because we have integer points

But they may not agree at overlap.

- random allocation
- voting.

Then: if they do agree at overlap,  
at convergence, we have exact soln.  
(fairly obvious)

Notice also: this is rather good for  
other problems.

important cases:

- big problem, parallelism (origins).
  - reliable local experts.
-

## reliable local experts eg

(5)

- 1) Parser, which is discriminative works by

$$\text{parse} = \underset{y}{\operatorname{argmax}} w_p^T \phi(x, y)$$

↑  
sentence

↓  
parses.

- 2) Part of speech tagger, disc, game mechanism.

$$\text{tag} = \underset{z}{\operatorname{argmax}} w_t^T \phi(x, z)$$

Now. Notice parsing implies some sort of tagging

- each problem individually has quite a good solu
- each allows exact inference

Idea:

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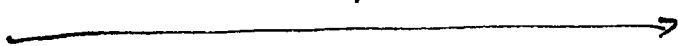
a)  $\hat{y} = (\hat{y}, z_p)$

↑ expose implicit pos into  
in parse.

b) max

$$w_p^T \varphi(x, (\hat{y}, z_p)) + w_t^T \varphi(x, z_t)$$

s.t.  $z_p = z_t$



c) This fits into previous recipe; but

notice

- Through constraints, expertise  
of tagger biases parser

- ditto, parser ... tagger.

d) improves performance.