

# Periodic splines discretisation

Mark Blyth

---

## Recent activities

- ✂ Emulation methods
- ✂ Discretisation methods
- ✂ Working on manuscripts
  - ▶ Numerical continuations paper
    - ▶ Word-count down to 6050+400
  - ▶ Emulators and discretisers abstract

---

## Conference paper goals

Two separate-but-related goals:

1. Demonstrate the use of surrogate modelling

---

## Conference paper goals

Two separate-but-related goals:

1. Demonstrate the use of surrogate modelling
  - ▶ Fancy *[adaptive]* filtering; removes noise but not signal

---

## Conference paper goals

Two separate-but-related goals:

1. Demonstrate the use of surrogate modelling
  - ▶ Fancy [*adaptive*] filtering; removes noise but not signal
  - ▶ Useful for applying Fourier [*wavelets?*] to noisy signals

---

## Conference paper goals

Two separate-but-related goals:

1. Demonstrate the use of surrogate modelling
  - ▶ Fancy [*adaptive*] filtering; removes noise but not signal
  - ▶ Useful for applying Fourier [*wavelets?*] to noisy signals
  - ▶ Can produce a statistically optimal noise removal, which traditional filtering does not

---

## Conference paper goals

Two separate-but-related goals:

1. Demonstrate the use of surrogate modelling
  - ▶ Fancy [*adaptive*] filtering; removes noise but not signal
  - ▶ Useful for applying Fourier [*wavelets?*] to noisy signals
  - ▶ Can produce a statistically optimal noise removal, which traditional filtering does not
2. Discretise multiple-timescale signals

---

## Conference paper goals

Two separate-but-related goals:

1. Demonstrate the use of surrogate modelling
  - ▶ Fancy [*adaptive*] filtering; removes noise but not signal
  - ▶ Useful for applying Fourier [*wavelets?*] to noisy signals
  - ▶ Can produce a statistically optimal noise removal, which traditional filtering does not
2. Discretise multiple-timescale signals
  - ▶ Fourier gives overly-high-dimensional discretisations on spiking signals



---

## Conference paper goals

Two separate-but-related goals:

1. Demonstrate the use of surrogate modelling
  - ▶ Fancy [*adaptive*] filtering; removes noise but not signal
  - ▶ Useful for applying Fourier [*wavelets?*] to noisy signals
  - ▶ Can produce a statistically optimal noise removal, which traditional filtering does not
2. Discretise multiple-timescale signals
  - ▶ Fourier gives overly-high-dimensional discretisations on spiking signals
  - ▶ Demonstrate an alternative [*lower-dimensional*] method

---

## Conference paper goals

Two separate-but-related goals:

1. Demonstrate the use of surrogate modelling
  - ▶ Fancy [*adaptive*] filtering; removes noise but not signal
  - ▶ Useful for applying Fourier [*wavelets?*] to noisy signals
  - ▶ Can produce a statistically optimal noise removal, which traditional filtering does not
2. Discretise multiple-timescale signals
  - ▶ Fourier gives overly-high-dimensional discretisations on spiking signals
  - ▶ Demonstrate an alternative [*lower-dimensional*] method
  - ▶ Use simple standard methods to do so

---

## Surrogate modelling

This part is done, doesn't require much work

- ✦ Shows how to reconstruct a signal from noisy observations
  - ▶ Replace real signal with noise-free surrogate model
  - ▶ Surrogate model gives a nice clean, interpolable *[no Nyquist cap]* signal
  - ▶ Alternative to low-pass filter, that works on spiking signals
- ✦ Useful for applying Fourier to noisy signals
- ✦ Tested methods: free-knot splines, Gaussian process regression

---

## New discretisation

Part (1) let us use Fourier on noisy signals, but discretisation will be high-dimensional with neurons

✶ Collocation etc. requires an ODE model; inapplicable, even on surrogates

---

## New discretisation

Part (1) let us use Fourier on noisy signals, but discretisation will be high-dimensional with neurons

- ✶ Collocation etc. requires an ODE model; inapplicable, even on surrogates
  - ▶ Find polynomials that solve ODEs at points on orbit

---

## New discretisation

Part (1) let us use Fourier on noisy signals, but discretisation will be high-dimensional with neurons

- ✶ Collocation etc. requires an ODE model; inapplicable, even on surrogates
  - ▶ Find polynomials that solve ODEs at points on orbit
  - ▶ Tracks a point on an orbit; point on orbit + ODE model = full orbit

---

## New discretisation

Part (1) let us use Fourier on noisy signals, but discretisation will be high-dimensional with neurons

- ✎ Collocation etc. requires an ODE model; inapplicable, even on surrogates
  - ▶ Find polynomials that solve ODEs at points on orbit
  - ▶ Tracks a point on an orbit; point on orbit + ODE model = full orbit
  - ▶ We need more – need to track the full orbit *without* a model

---

## New discretisation

Part (1) let us use Fourier on noisy signals, but discretisation will be high-dimensional with neurons

- ✖ Collocation etc. requires an ODE model; inapplicable, even on surrogates
  - ▶ Find polynomials that solve ODEs at points on orbit
  - ▶ Tracks a point on an orbit; point on orbit + ODE model = full orbit
  - ▶ We need more – need to track the full orbit *without* a model
- ✖ Discretisation is just some lower-dimensional representation of a signal



---

## New discretisation

Part (1) let us use Fourier on noisy signals, but discretisation will be high-dimensional with neurons

- ✖ Collocation etc. requires an ODE model; inapplicable, even on surrogates
  - ▶ Find polynomials that solve ODEs at points on orbit
  - ▶ Tracks a point on an orbit; point on orbit + ODE model = full orbit
  - ▶ We need more – need to track the full orbit *without* a model
- ✖ Discretisation is just some lower-dimensional representation of a signal
  - ▶ Eg. parameters of a regression model that reconstructs the signal

---

## New discretisation

Part (1) let us use Fourier on noisy signals, but discretisation will be high-dimensional with neurons

- ✂ Collocation etc. requires an ODE model; inapplicable, even on surrogates
  - ▶ Find polynomials that solve ODEs at points on orbit
  - ▶ Tracks a point on an orbit; point on orbit + ODE model = full orbit
  - ▶ We need more – need to track the full orbit *without* a model
- ✂ Discretisation is just some lower-dimensional representation of a signal
  - ▶ Eg. parameters of a regression model that reconstructs the signal
  - ▶ Complex method: coefficients of Bayesian periodic splines, or inducing points of sparse periodic GPR [*previous work*]

---

## New discretisation

Part (1) let us use Fourier on noisy signals, but discretisation will be high-dimensional with neurons

- ✂ Collocation etc. requires an ODE model; inapplicable, even on surrogates
  - ▶ Find polynomials that solve ODEs at points on orbit
  - ▶ Tracks a point on an orbit; point on orbit + ODE model = full orbit
  - ▶ We need more – need to track the full orbit *without* a model
- ✂ Discretisation is just some lower-dimensional representation of a signal
  - ▶ Eg. parameters of a regression model that reconstructs the signal
  - ▶ Complex method: coefficients of Bayesian periodic splines, or inducing points of sparse periodic GPR [*previous work*]
  - ▶ Simple method: coefficients of [*non-Bayesian*] periodic splines [*new work*]

---

## New discretisation

Part (1) let us use Fourier on noisy signals, but discretisation will be high-dimensional with neurons

- ✂ Collocation etc. requires an ODE model; inapplicable, even on surrogates
    - ▶ Find polynomials that solve ODEs at points on orbit
    - ▶ Tracks a point on an orbit; point on orbit + ODE model = full orbit
    - ▶ We need more – need to track the full orbit *without* a model
  - ✂ Discretisation is just some lower-dimensional representation of a signal
    - ▶ Eg. parameters of a regression model that reconstructs the signal
    - ▶ Complex method: coefficients of Bayesian periodic splines, or inducing points of sparse periodic GPR [*previous work*]
    - ▶ Simple method: coefficients of [*non-Bayesian*] periodic splines [*new work*]
  - ✂ NODYCON discretisation method: [*non-Bayesian*] periodic splines
-

---

## Periodic splines discretisation

Simple non-parametric method for periodic signals

✦ Choose 'knot points'  $\xi_0, \dots, \xi_n$

---

## Periodic splines discretisation

Simple non-parametric method for periodic signals

- ✦ Choose 'knot points'  $\xi_0, \dots, \xi_n$
- ✦ Fit cubic polynomial between  $\xi_i, \xi_{i+1}$

---

## Periodic splines discretisation

Simple non-parametric method for periodic signals

- ✦ Choose 'knot points'  $\xi_0, \dots, \xi_n$
- ✦ Fit cubic polynomial between  $\xi_i, \xi_{i+1}$ 
  - ▶ Periodic boundary conditions

---

## Periodic splines discretisation

Simple non-parametric method for periodic signals

- ✦ Choose 'knot points'  $\xi_0, \dots, \xi_n$
- ✦ Fit cubic polynomial between  $\xi_i, \xi_{i+1}$ 
  - ▶ Periodic boundary conditions
  - ▶  $C^2$  smoothness across whole curve



---

## Periodic splines discretisation

Simple non-parametric method for periodic signals

- ✦ Choose 'knot points'  $\xi_0, \dots, \xi_n$
- ✦ Fit cubic polynomial between  $\xi_i, \xi_{i+1}$ 
  - ▶ Periodic boundary conditions
  - ▶  $C^2$  smoothness across whole curve
  - ▶ Curve passes through knots

---

## Periodic splines discretisation

Simple non-parametric method for periodic signals

- ✦ Choose 'knot points'  $\xi_0, \dots, \xi_n$
- ✦ Fit cubic polynomial between  $\xi_i, \xi_{i+1}$ 
  - ▶ Periodic boundary conditions
  - ▶  $C^2$  smoothness across whole curve
  - ▶ Curve passes through knots
- ✦ BSpline formulation:  $f(x) = \sum \beta_i b_i(x)$ ,  $b_i = i$ 'th basis spline

---

## Periodic splines discretisation

Simple non-parametric method for periodic signals

- ✦ Choose 'knot points'  $\xi_0, \dots, \xi_n$
- ✦ Fit cubic polynomial between  $\xi_i, \xi_{i+1}$ 
  - ▶ Periodic boundary conditions
  - ▶  $C^2$  smoothness across whole curve
  - ▶ Curve passes through knots
- ✦ BSpline formulation:  $f(x) = \sum \beta_i b_i(x)$ ,  $b_i = i$ 'th basis spline
  - ▶ Basis splines depend only on knot locations

---

## Periodic splines discretisation

Simple non-parametric method for periodic signals

- ✦ Choose 'knot points'  $\xi_0, \dots, \xi_n$
- ✦ Fit cubic polynomial between  $\xi_i, \xi_{i+1}$ 
  - ▶ Periodic boundary conditions
  - ▶  $C^2$  smoothness across whole curve
  - ▶ Curve passes through knots
- ✦ BSpline formulation:  $f(x) = \sum \beta_i b_i(x)$ ,  $b_i = i$ 'th basis spline
  - ▶ Basis splines depend only on knot locations
  - ▶ Knots specify where splines should be flexible

---

## Periodic splines discretisation

Simple non-parametric method for periodic signals

- ✦ Choose 'knot points'  $\xi_0, \dots, \xi_n$
- ✦ Fit cubic polynomial between  $\xi_i, \xi_{i+1}$ 
  - ▶ Periodic boundary conditions
  - ▶  $C^2$  smoothness across whole curve
  - ▶ Curve passes through knots
- ✦ BSpline formulation:  $f(x) = \sum \beta_i b_i(x)$ ,  $b_i = i$ 'th basis spline
  - ▶ Basis splines depend only on knot locations
  - ▶ Knots specify where splines should be flexible
- ✦ To discretise, fit knots,  $b_i$  at the start;  $\beta_i$  become discretisation

---

# Using periodic splines

1. Find the period

---

## Using periodic splines

1. Find the period
  - ▶ Autocorrelation or nonlinear least squares  $F_0$  estimation

---

## Using periodic splines

### 1. Find the period

- ▶ Autocorrelation or nonlinear least squares  $F_0$  estimation
- ▶ Fourier?



---

## Using periodic splines

1. Find the period
  - ▶ Autocorrelation or nonlinear least squares  $F_0$  estimation
  - ▶ Fourier?
2. 'Stack' periods

---

## Using periodic splines

### 1. Find the period

- ▶ Autocorrelation or nonlinear least squares  $F_0$  estimation
- ▶ Fourier?

### 2. 'Stack' periods

- ▶ Re-label data  $t_i$ s to phase  $\phi_i = \frac{t_i}{T} \bmod 1$  or  $\phi_i = t_i \bmod T$

---

## Using periodic splines

1. Find the period
  - ▶ Autocorrelation or nonlinear least squares  $F_0$  estimation
  - ▶ Fourier?
2. 'Stack' periods
  - ▶ Re-label data  $t_i$ s to phase  $\phi_i = \frac{t_i}{T} \bmod 1$  or  $\phi_i = t_i \bmod T$
3. Build splines model

---

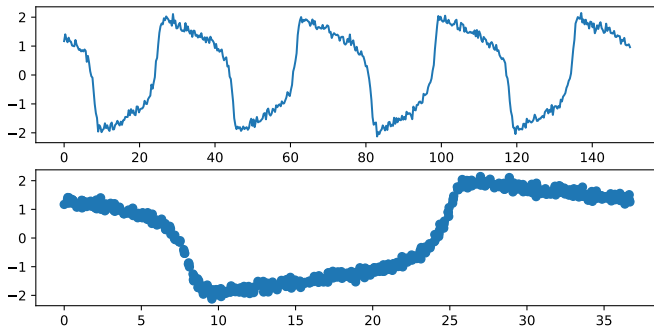
## Using periodic splines

1. Find the period
  - ▶ Autocorrelation or nonlinear least squares  $F_0$  estimation
  - ▶ Fourier?
2. 'Stack' periods
  - ▶ Re-label data  $t_i$ s to phase  $\phi_i = \frac{t_i}{T} \bmod 1$  or  $\phi_i = t_i \bmod T$
3. Build splines model
  - ▶ Discretisation = BSpline coefficients

---

## Period stacking

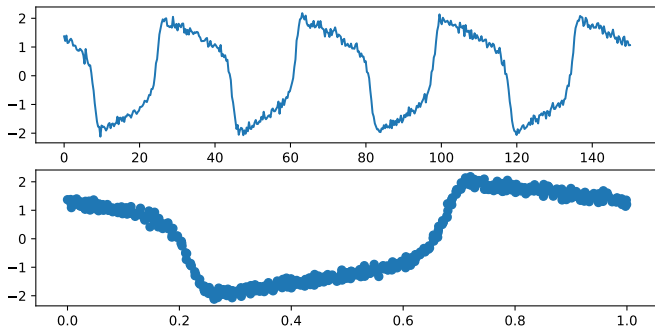
Uses ACF to estimate frequency, then NLS to refine estimate



---

## Period stacking

Uses ACF to estimate frequency, then NLS to refine estimate; removes period from continuation scheme



---

## Fit a splines model

🔥 Challenge: determine knot points

---

## Fit a splines model

🔥 Challenge: determine knot points

- ▶ Given a target 'smoothness'  $\lambda$ , we can find a knotset and LSQ BSpline curve



---

## Fit a splines model

🔥 Challenge: determine knot points

- ▶ Given a target 'smoothness'  $\lambda$ , we can find a knotset and LSQ BSpline curve
- ▶ Standard method; optimizes  $\text{loss} + \lambda \times \text{total curvature}$

---

## Fit a splines model

- ✂ Challenge: determine knot points
  - ▶ Given a target 'smoothness'  $\lambda$ , we can find a knotset and LSQ BSpline curve
  - ▶ Standard method; optimizes  $\text{loss} + \lambda \times \text{total curvature}$
- ✂ Knot selection is still an unanswered problem

---

## Fit a splines model

- ✂ Challenge: determine knot points
  - ▶ Given a target 'smoothness'  $\lambda$ , we can find a knotset and LSQ BSpline curve
  - ▶ Standard method; optimizes  $\text{loss} + \lambda \times \text{total curvature}$
- ✂ Knot selection is still an unanswered problem
  - ▶ Smoothing splines approach 1: put a knot at every datapoint

---

## Fit a splines model

- ✂ Challenge: determine knot points
  - ▶ Given a target 'smoothness'  $\lambda$ , we can find a knotset and LSQ BSpline curve
  - ▶ Standard method; optimizes loss +  $\lambda \times$  total curvature
- ✂ Knot selection is still an unanswered problem
  - ▶ Smoothing splines approach 1: put a knot at every datapoint
  - ▶ Smoothing splines approach 2: start off with few knots, keep adding more until we get target smoothness

---

## Fit a splines model

- ✦ Challenge: determine knot points
  - ▶ Given a target 'smoothness'  $\lambda$ , we can find a knotset and LSQ BSpline curve
  - ▶ Standard method; optimizes loss +  $\lambda \times$  total curvature
- ✦ Knot selection is still an unanswered problem
  - ▶ Smoothing splines approach 1: put a knot at every datapoint
  - ▶ Smoothing splines approach 2: start off with few knots, keep adding more until we get target smoothness
  - ▶ Overparameterises – neither of these give low-dimensional discretisation!

---

## Fit a splines model

- ✿ Challenge: determine knot points
  - ▶ Given a target 'smoothness'  $\lambda$ , we can find a knotset and LSQ BSpline curve
  - ▶ Standard method; optimizes  $\text{loss} + \lambda \times \text{total curvature}$
- ✿ Knot selection is still an unanswered problem
  - ▶ Smoothing splines approach 1: put a knot at every datapoint
  - ▶ Smoothing splines approach 2: start off with few knots, keep adding more until we get target smoothness
  - ▶ Overparameterises – neither of these give low-dimensional discretisation!
- ✿ Well-chosen knot points are needed for a low-dimensional discretisation

---

## Fit a splines model

- ✦ Challenge: determine knot points
  - ▶ Given a target 'smoothness'  $\lambda$ , we can find a knotset and LSQ BSpline curve
  - ▶ Standard method; optimizes loss +  $\lambda \times$  total curvature
- ✦ Knot selection is still an unanswered problem
  - ▶ Smoothing splines approach 1: put a knot at every datapoint
  - ▶ Smoothing splines approach 2: start off with few knots, keep adding more until we get target smoothness
  - ▶ Overparameterises – neither of these give low-dimensional discretisation!
- ✦ Well-chosen knot points are needed for a low-dimensional discretisation
  - ▶ Hard to choose good knots *a priori*; method 2 is automated trial and error

---

## Fit a splines model

- ✂ Challenge: determine knot points
  - ▶ Given a target 'smoothness'  $\lambda$ , we can find a knotset and LSQ BSpline curve
  - ▶ Standard method; optimizes loss +  $\lambda \times$  total curvature
- ✂ Knot selection is still an unanswered problem
  - ▶ Smoothing splines approach 1: put a knot at every datapoint
  - ▶ Smoothing splines approach 2: start off with few knots, keep adding more until we get target smoothness
  - ▶ Overparameterises – neither of these give low-dimensional discretisation!
- ✂ Well-chosen knot points are needed for a low-dimensional discretisation
  - ▶ Hard to choose good knots *a priori*; method 2 is automated trial and error
  - ▶ Standard methods don't give a minimal knotset



---

## Fit a splines model

- ✦ Challenge: determine knot points
  - ▶ Given a target 'smoothness'  $\lambda$ , we can find a knotset and LSQ BSpline curve
  - ▶ Standard method; optimizes loss +  $\lambda \times$  total curvature
- ✦ Knot selection is still an unanswered problem
  - ▶ Smoothing splines approach 1: put a knot at every datapoint
  - ▶ Smoothing splines approach 2: start off with few knots, keep adding more until we get target smoothness
  - ▶ Overparameterises – neither of these give low-dimensional discretisation!
- ✦ Well-chosen knot points are needed for a low-dimensional discretisation
  - ▶ Hard to choose good knots *a priori*; method 2 is automated trial and error
  - ▶ Standard methods don't give a minimal knotset
  - ▶ Hard to optimise knotsets due to lots of local minima

---

## Fit a splines model

- ✂ Challenge: determine knot points
  - ▶ Given a target 'smoothness'  $\lambda$ , we can find a knotset and LSQ BSpline curve
  - ▶ Standard method; optimizes loss +  $\lambda \times$  total curvature
- ✂ Knot selection is still an unanswered problem
  - ▶ Smoothing splines approach 1: put a knot at every datapoint
  - ▶ Smoothing splines approach 2: start off with few knots, keep adding more until we get target smoothness
  - ▶ Overparameterises – neither of these give low-dimensional discretisation!
- ✂ Well-chosen knot points are needed for a low-dimensional discretisation
  - ▶ Hard to choose good knots *a priori*; method 2 is automated trial and error
  - ▶ Standard methods don't give a minimal knotset
  - ▶ Hard to optimise knotsets due to lots of local minima
- ✂ Turns out we can make a naive method, that works very well...

---

# Knot fitting

1. Choose the desired number of knots

---

# Knot fitting

1. Choose the desired number of knots
  - ▶ A mixture of intuition and experimentation

---

# Knot fitting

1. Choose the desired number of knots
  - ▶ A mixture of intuition and experimentation
  - ▶ Heuristic: put a knot either side of the signal 'turning points'

---

# Knot fitting

## 1. Choose the desired number of knots

- ▶ A mixture of intuition and experimentation
- ▶ Heuristic: put a knot either side of the signal 'turning points'
- ▶ Fitzhugh-Nagumo: 4 turning points, so try 8 knots

---

## Knot fitting

1. Choose the desired number of knots
  - ▶ A mixture of intuition and experimentation
  - ▶ Heuristic: put a knot either side of the signal 'turning points'
  - ▶ Fitzhugh-Nagumo: 4 turning points, so try 8 knots
2. Choose knots at random

---

## Knot fitting

1. Choose the desired number of knots
  - ▶ A mixture of intuition and experimentation
  - ▶ Heuristic: put a knot either side of the signal 'turning points'
  - ▶ Fitzhugh-Nagumo: 4 turning points, so try 8 knots
2. Choose knots at random
3. Numerically optimize the knot vector



---

## Knot fitting

1. Choose the desired number of knots
  - ▶ A mixture of intuition and experimentation
  - ▶ Heuristic: put a knot either side of the signal 'turning points'
  - ▶ Fitzhugh-Nagumo: 4 turning points, so try 8 knots
2. Choose knots at random
3. Numerically optimize the knot vector
4. Repeat steps 2,3 lots, and choose the best result

---

## Knot fitting

1. Choose the desired number of knots
  - ▶ A mixture of intuition and experimentation
  - ▶ Heuristic: put a knot either side of the signal 'turning points'
  - ▶ Fitzhugh-Nagumo: 4 turning points, so try 8 knots
2. Choose knots at random
3. Numerically optimize the knot vector
4. Repeat steps 2,3 lots, and choose the best result
  - ▶ Helps overcome the local minima issue

---

## Knot fitting

This works surprisingly well:

- ✦ Few knots = model quick to fit, easier to optimise
- ✦ Nice result would be to analytically derive a LSQ fitting procedure

For comparison. . .

- ✦ Bayesian automatically selects required number of knots

---

## Knot fitting

This works surprisingly well:

- ✦ Few knots = model quick to fit, easier to optimise
- ✦ Nice result would be to analytically derive a LSQ fitting procedure

For comparison...

- ✦ Bayesian automatically selects required number of knots
  - ▶ No trial and error

---

## Knot fitting

This works surprisingly well:

- ✂ Few knots = model quick to fit, easier to optimise
- ✂ Nice result would be to analytically derive a LSQ fitting procedure

For comparison...

- ✂ Bayesian automatically selects required number of knots
  - ▶ No trial and error
  - ▶ Takes human out the loop

---

## Knot fitting

This works surprisingly well:

- ✂ Few knots = model quick to fit, easier to optimise
- ✂ Nice result would be to analytically derive a LSQ fitting procedure

For comparison...

- ✂ Bayesian automatically selects required number of knots
  - ▶ No trial and error
  - ▶ Takes human out the loop
- ✂ Bayesian automatically finds the best knots

---

## Knot fitting

This works surprisingly well:

- ✂ Few knots = model quick to fit, easier to optimise
- ✂ Nice result would be to analytically derive a LSQ fitting procedure

For comparison...

- ✂ Bayesian automatically selects required number of knots
  - ▶ No trial and error
  - ▶ Takes human out the loop
- ✂ Bayesian automatically finds the best knots
- ✂ Bayesian could overcome the period estimation problem *[see later]*

---

## Knot fitting

This works surprisingly well:

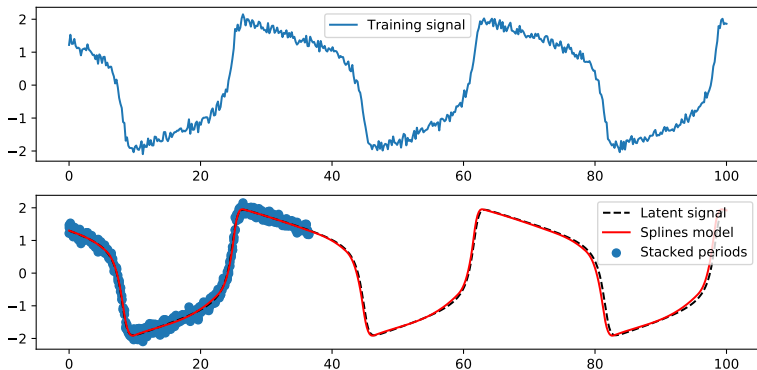
- ✂ Few knots = model quick to fit, easier to optimise
- ✂ Nice result would be to analytically derive a LSQ fitting procedure

For comparison...

- ✂ Bayesian automatically selects required number of knots
  - ▶ No trial and error
  - ▶ Takes human out the loop
- ✂ Bayesian automatically finds the best knots
- ✂ Bayesian could overcome the period estimation problem *[see later]*
- ✂ This method gets good results much more simply



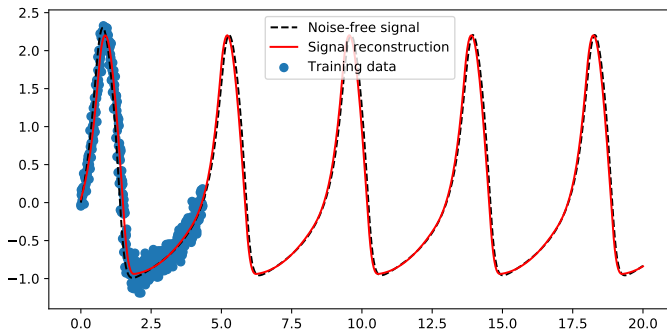
## Optimizer fit



8 interior knots

---

## Optimizer fit

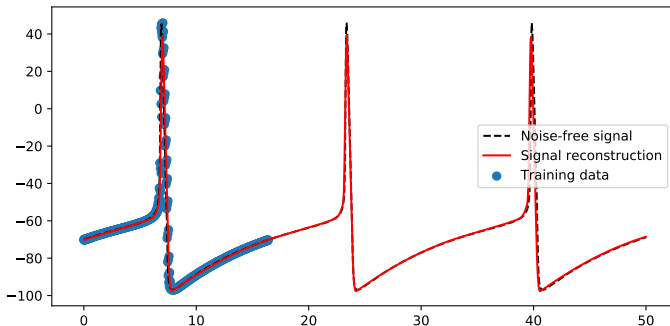


Also works on more neuron-like data

---

---

## Optimizer fit



Also works on more neuron-like data

---

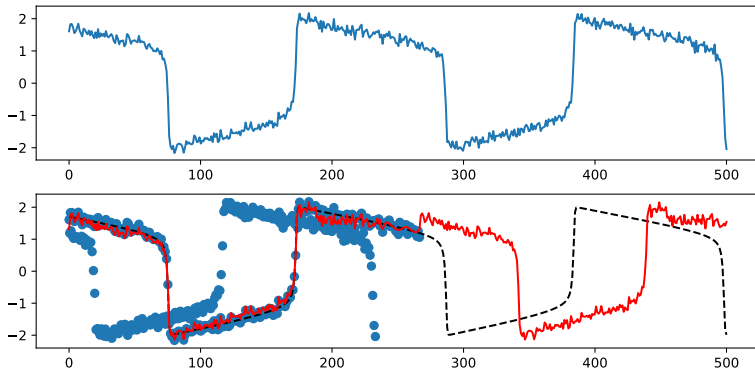
---

## Issue

- ✖ Inaccuracies in the period will add up to a big phase shift over time
- ✖ Bad period estimate can have disastrous results!

---

## The period-estimation problem



---

## The period-estimation problem

- ✖ Increasing the timescale separation ‘squares up’ the signal, but breaks F0 period estimation
- ✖ NLS F0 estimation also uses Fourier harmonics, so breaks on the same signals Fourier discretisation would break on *[only tried one test-case!]*
- ✖ Playing with the F0 estimation parameters / methods helps with this, but adds more mysterious hyperparameters
  - ▶ Bayesian methods also offer a way around this

---

## Next steps

- ✦ Keep working on paper
- ✦ Compare reconstruction error for a given number of knots, for Fourier and splines
- ✦ Use discretisation in CBC
  - ▶ Treat knot positions as a fixed hyperparameter
  - ▶ BSpline coefficients become a signal discretisation
- ✦ Mini-review knot selection methods
  - ▶ Worth discussing the alternative methods in a paper