

# New Basis

September 22, 2015

## 1 Preliminaries

Consider the basis defined by the function:

$$f_i(x) = \begin{cases} 1 & \text{if } x \leq i \\ 0 & \text{otherwise} \end{cases} \quad (1.0.1)$$

That is,  $f_i$  is a left-hand step function. We define the inner product between two vectors as follows:

**Definition 1.1.**

$$\langle x, y \rangle = x^T y = \sum_i x_i y_i \quad (1.0.2)$$

where  $x_i, y_i$  are the components of the vectors  $x, y$  in the  $i^{\text{th}}$  direction with respect to some basis vectors  $e_i$ .

We can define a matrix representation for the set of basis vectors  $f_i$ , by taking all inner products between all pairs basis vectors:

**Definition 1.2.**

$$F_{n,ij} = \langle f_i, f_j \rangle \quad (1.0.3)$$

*This matrix has the representation:*

$$F_{ij} = \min(i, j) \quad (1.0.4)$$

*An example of such a matrix is:*

$$F_n = \begin{pmatrix} 1 & 1 & 1 & 1 & 1 \\ 1 & 2 & 2 & 2 & 2 \\ 1 & 2 & 3 & 3 & 3 \\ 1 & 2 & 3 & 4 & 4 \\ 1 & 2 & 3 & 4 & 5 \end{pmatrix} \quad (1.0.5)$$

This matrix is invertible.

**Theorem 1.3.**

$$\det(F_n) = 1 \quad (1.0.6)$$

*Proof.* Consider the matrix  $F^n$ . Subtract the  $n-1$ th column from the  $n$ th. We obtain a matrix with 0 on the final column except the entry  $F_{(n,n)}^n = 1$ . Since the top  $(n-1) \times (n-1)$  is  $F^{n-1}$  we find that

$$\det(F_n) = 1 \times \det(F_{n-1}) \quad (1.0.7)$$

By recursion and  $\det(F_1) = 1$  we have  $\det(F_n) = 1$ .

□

This matrix can be factorised as  $F = LL^T$  where

$$L = \begin{pmatrix} 1 & 0 & 0 & 0 & 0 \dots 0 \\ 1 & 1 & 0 & 0 & 0 \dots 0 \\ 1 & 1 & 1 & 0 & 0 \dots 0 \\ \dots & & & & \\ 1 & 1 & 1 & 1 & 1 \dots 1 \end{pmatrix} \quad (1.0.8)$$

From this it follows that

$$F^{-1} = \begin{pmatrix} 2 & -1 & 0 & 0 & 0 \dots 0 \\ -1 & 2 & -1 & 0 & 0 \dots 0 \\ 0 & -1 & 2 & -1 & 0 \dots 0 \\ \dots & & & & \\ 0 & 0 & 0 & 0 \dots -1 & 1 \end{pmatrix} \quad (1.0.9)$$

Another matrix we will use a lot of is:

$$D = \begin{pmatrix} 1 & 0 & 0 & 0 & 0 \dots 0 \\ -1 & 1 & 0 & 0 & 0 \dots 0 \\ 0 & -1 & 0 & 0 & 0 \dots 0 \\ \dots & & & & \\ 0 & 0 & 0 & 0 \dots -1 & 1 \end{pmatrix} \quad (1.0.10)$$

and by direct computation:

$$DL = I \quad (1.0.11)$$

## 2 Spectrum Sensing

We model our PSD signal  $g$  as a linear combination of the basis functions (1.0.1):

$$g(x) = \sum_i a_i f_i \quad (2.0.12)$$

To find the  $a_i$ , we correlate (take the inner product of) the signal against the basis (1.0.1).

**Definition 2.1.**

$$h_j = \langle g, f_j \rangle \quad (2.0.13)$$

$$= \sum_j g(x) f_j(x) \quad (2.0.14)$$

$$= \sum_j a_i f_i(x) f_j(x) \quad (2.0.15)$$

$$= a_i \langle f_i, f_j \rangle \quad (2.0.16)$$

$$\left( = \sum_{x=1}^j g(x) \right) \quad (2.0.17)$$

*In matrix language  $h = Fa^T$ . This is the inner product between the signal  $g$  and the basis functions  $f_i$ .*

**Definition 2.2.**

$$d_i(x) = \begin{cases} 1 & \text{if } x = i \\ -1 & \text{if } x = i - 1 \\ 0 & \text{otherwise} \end{cases} \quad (2.0.18)$$

*i.e.  $d_i$  is the  $i^{th}$  row of the matrix  $D$ .*

**Theorem 2.3.**

$$D^T g = a \quad (2.0.19)$$

*Proof.* From the definition of  $g$  (2.0.12)

$$D^T g = D^T \sum_i a_i f_i \quad (2.0.20)$$

$$= \sum_i a_i d_j^T f_i \quad (2.0.21)$$

$$= a \langle d_j, f_i \rangle \quad (2.0.22)$$

$$= a \quad (2.0.23)$$

as

$$\langle d_j, f_i \rangle = \begin{cases} 1 & \text{if } i \leq j \\ 0 & \text{otherwise} \end{cases} \quad (2.0.24)$$

□

This means

$$g = (D^T)^{-1} a = (D^{-1})^T a \quad (2.0.25)$$

so using (1.0.11),

$$g = L^T a \quad (2.0.26)$$

To recover  $\hat{a}$ , we minimise

$$\|h - Fa\|_2^2 \quad (2.0.27)$$

in the noiseless case, and

$$\|h_\varepsilon - Fa\|_2^2 + \lambda \|a\|_1 \quad (2.0.28)$$

in the noisy case, where

$$(h_\varepsilon)_j = \langle (g + \varepsilon), f_j \rangle \quad (2.0.29)$$

and  $\varepsilon \sim \mathcal{N}(0, \sigma^2 I)$ .

From  $\hat{a}$  we can recover  $\hat{g}$  from the following relation:

$$\hat{g} = L^T \hat{a} \quad (2.0.30)$$

### 3 Results

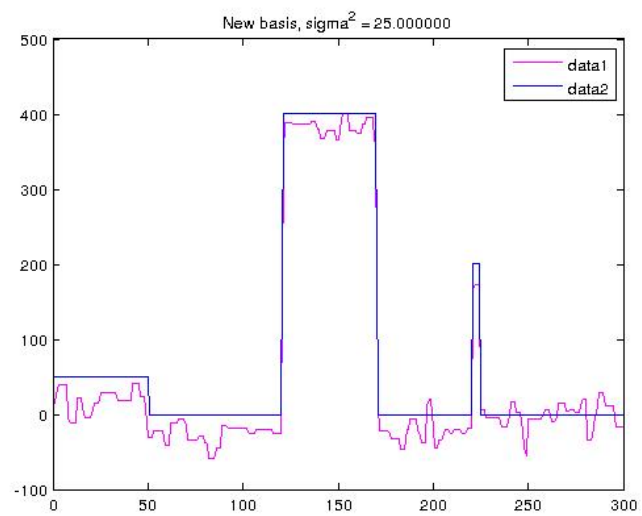


Figure 3.1:

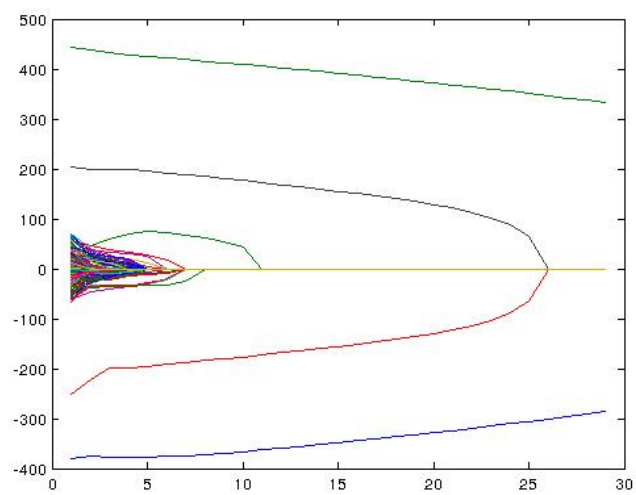


Figure 3.2:

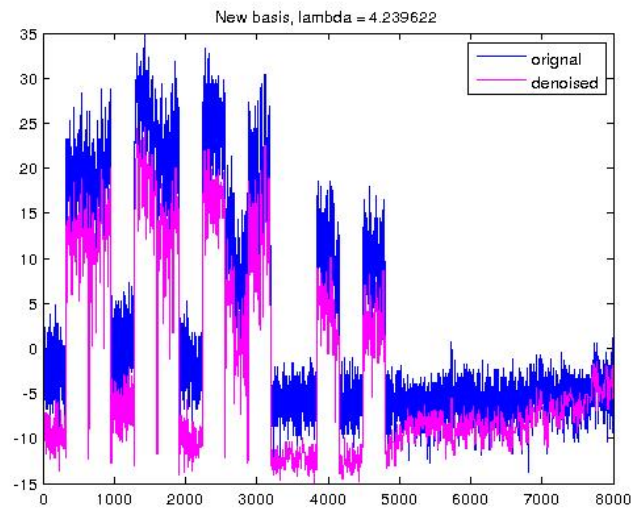


Figure 3.3:

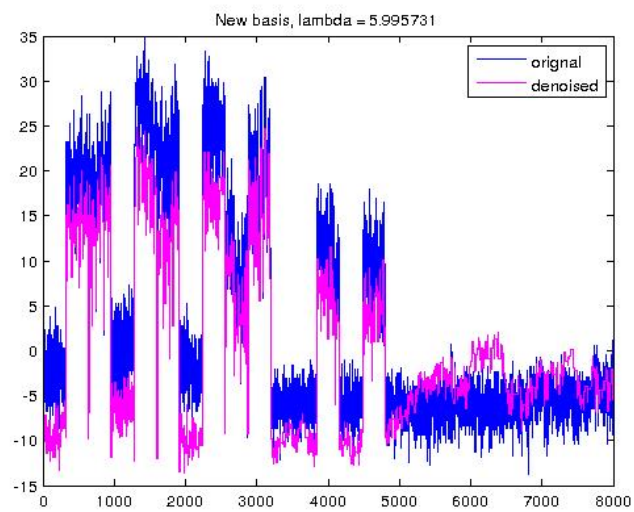


Figure 3.4:

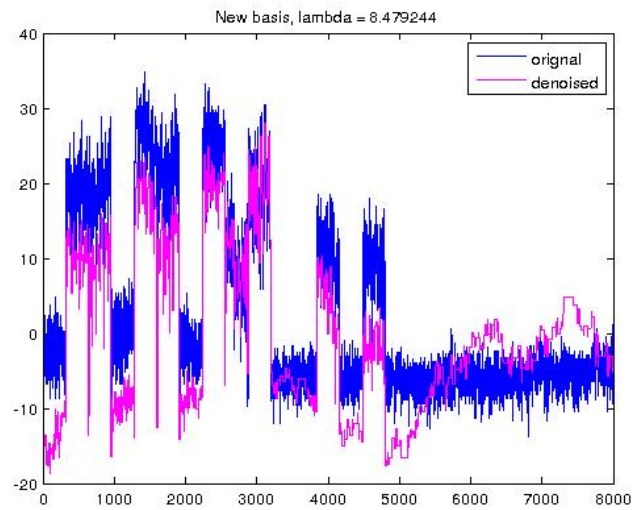


Figure 3.5:

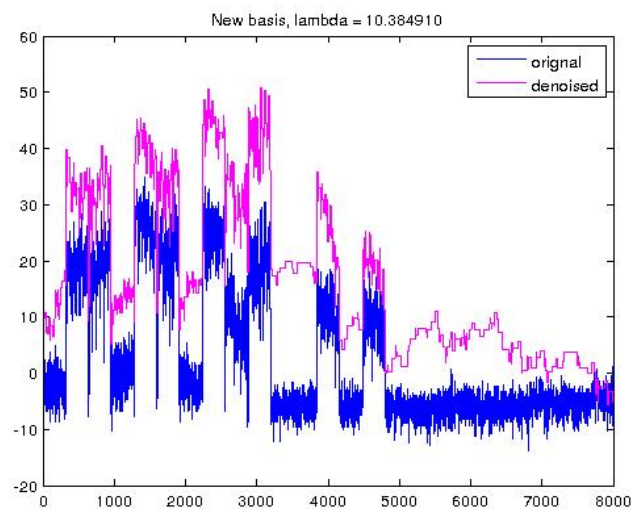


Figure 3.6:

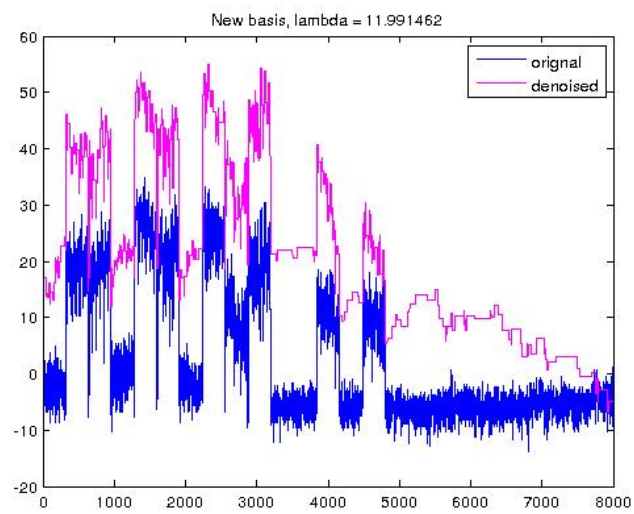


Figure 3.7: