

Dictionary Learning & Compressed Sensing

Francesco Locatello

May 11, 2018

Overcomplete Dictionaries: Recap

Sparse coding with a complete dictionary:

$$\mathbf{x} = \mathbf{U} \cdot \mathbf{z}$$

$D \times D$

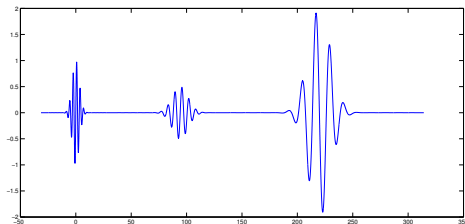
Sparse coding with an over-complete dictionary ($L > D$):

$$\mathbf{x} = \mathbf{U} \cdot \mathbf{z}$$

$D \times L$

Why over-complete? 1D example

Consider the following collection of pulses:



We need three bases of $\sin(\alpha t) \exp(-(t - \beta)^2/\gamma)$ family (Gabor bases) to reconstruct the above signal.

Why over-complete? 2D example

A collection of over-complete Gabor bases obtain a sparse representation for the following image.



Figure: Original Image

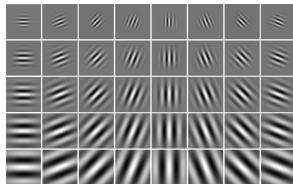


Figure: Gabor Basis

Why over-complete? 2D example

A collection of over-complete Gabor bases obtain a sparse representation for the following image.



Figure: Original Image

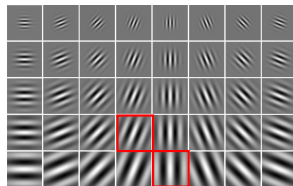


Figure: Gabor Basis

Signal Reconstruction (General Dictionary)

$\mathbf{U} \in \mathbb{R}^{D \times L}$ is **overcomplete** ($L > D$):

- ▶ **Ill-posed** problem: more unknowns than equations.
- ▶ add constraint: find sparsest $\mathbf{z} \in \mathbb{R}^L$ such that $\mathbf{x} = \mathbf{U}\mathbf{z}$

Solve mathematical program

$$\begin{aligned} \mathbf{z}^* &\in \arg \min_{\mathbf{z}} \|\mathbf{z}\|_0 \\ \text{s.t.} \quad &\mathbf{x} = \mathbf{U}\mathbf{z} \end{aligned}$$

- ▶ $\|\mathbf{z}\|_0$ counts the number of non-zero elements in \mathbf{z} .

Roadmap to Solution

Original Problem is NP-Hard: How to Proceed?

1. Use a greedy algorithm (Matching Pursuit)

Roadmap to Solution

Original Problem is NP-Hard: How to Proceed?

1. Use a greedy algorithm (Matching Pursuit)
2. Relax the $\|\mathbf{z}\|_0$ "norm" so that it becomes a convex optimization problem

Roadmap to Solution

Original Problem is NP-Hard: How to Proceed?

1. Use a greedy algorithm (Matching Pursuit)
2. Relax the $\|\mathbf{z}\|_0$ "norm" so that it becomes a convex optimization problem

Now we learn the details!

MP Algorithm

Objective:

$$\begin{aligned} \mathbf{z}^* &= \underset{\mathbf{z}}{\operatorname{argmin}} \|\mathbf{x} - \mathbf{U}\mathbf{z}\|_2 \\ \text{s.t. } \|\mathbf{z}\|_0 &\leq K \end{aligned}$$

Algorithm:

1: $\mathbf{z} \leftarrow \mathbf{0}, \mathbf{r} \leftarrow \mathbf{x}$

2: **while** $\|\mathbf{z}\|_0 < K$ **do**

3: Select atom with maximum absolute correlation to residual:

$$d^* \leftarrow \operatorname{argmax}_d \left| \mathbf{u}_d^\top \mathbf{r} \right|$$

4: Update coefficient vector and residual:

$$z_{d^*} \leftarrow z_{d^*} + \mathbf{u}_{d^*}^\top \mathbf{r}$$

$$\mathbf{r} \leftarrow \mathbf{r} - \left(\mathbf{u}_{d^*}^\top \mathbf{r} \right) \mathbf{u}_{d^*}$$

5: **end while**

Matching Pursuit - Minimizing the Residual

Atom selection at iteration t :

$$d^*(t) = \operatorname{argmax}_d |\langle \mathbf{r}^t, \mathbf{u}_d \rangle|$$

Proof for first iteration:

- ▶ Project $\mathbf{r}^0 = \mathbf{x}$ on atom \mathbf{u}_d , to get

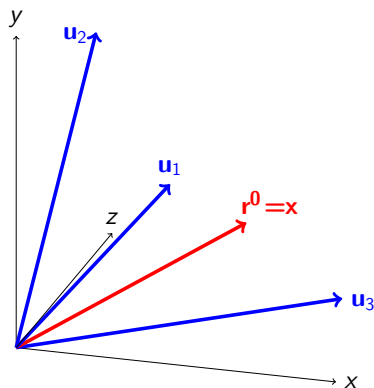
$$\mathbf{x} = \langle \mathbf{x}, \mathbf{u}_d \rangle \mathbf{u}_d + \mathbf{r}^1$$

- ▶ Since \mathbf{r}^1 is orthogonal to \mathbf{u}_d , and $\mathbf{u}_d^\top \mathbf{u}_d = 1$,

$$\|\mathbf{x}\|_2^2 = |\langle \mathbf{x}, \mathbf{u}_d \rangle|^2 + \|\mathbf{r}^1\|_2^2$$

- ▶ Therefore, $\|\mathbf{r}^1\|_2^2$ is minimized by maximizing $|\langle \mathbf{r}^0, \mathbf{u}_d \rangle|^2$.

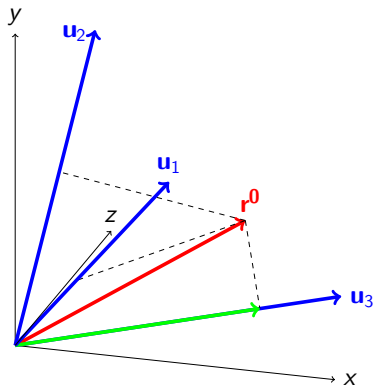
MP Example



Bach et al. (2009)

$$\mathbf{z} = (0, 0, 0)$$

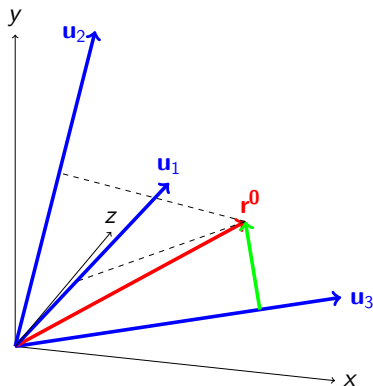
MP Example



Bach et al. (2009)

$$\mathbf{z} = (0, 0, 0)$$

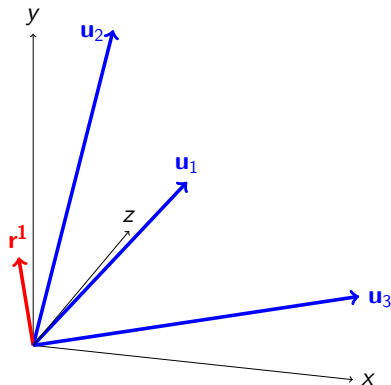
MP Example



Bach et al. (2009)

$$z = (0, 0, 0.75)$$

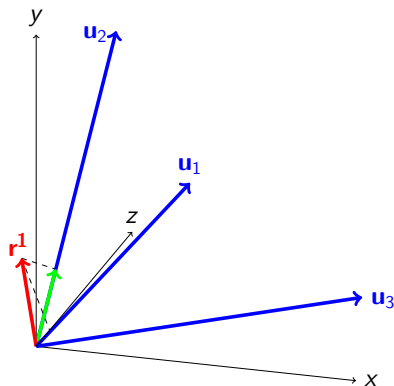
MP Example



Bach et al. (2009)

$$\mathbf{z} = (0, 0, 0.75)$$

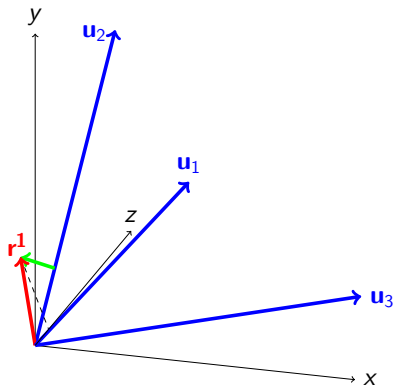
MP Example



Bach et al. (2009)

$$\mathbf{z} = (0, 0, 0.75)$$

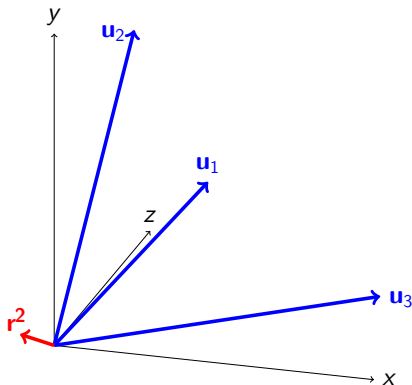
MP Example



Bach et al. (2009)

$$\mathbf{z} = (0, 0.24, 0.75)$$

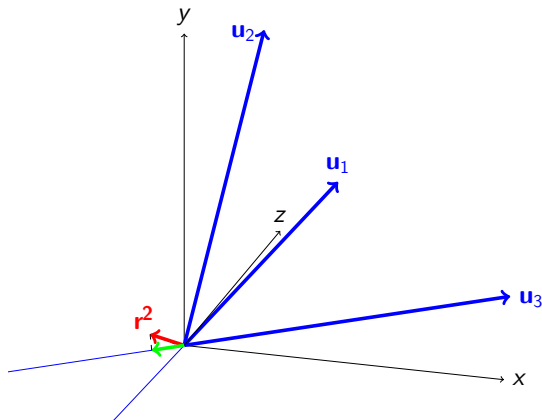
MP Example



Bach et al. (2009)

$$\mathbf{z} = (0, 0.24, 0.75)$$

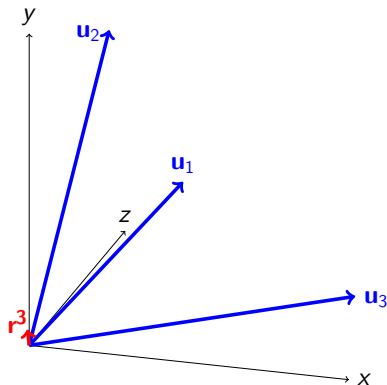
MP Example



Bach et al. (2009)

$$\mathbf{z} = (0, 0.24, 0.65)$$

MP Example



Bach et al. (2009)

$$\mathbf{z} = (0, 0.24, 0.65)$$

Pen&Paper - I

$$\mathbf{x} = \langle \mathbf{x}, \mathbf{u}_{d(1)} \rangle \mathbf{u}_{d(1)} + \mathbf{r}^1$$

\mathbf{r}^1 is orthogonal to $\mathbf{u}_{d(1)}$

For the next step we have

$$\mathbf{r}^1 = \langle \mathbf{r}^1, \mathbf{u}_{d(2)} \rangle \mathbf{u}_{d(2)} + \mathbf{r}^2$$

\mathbf{r}^2 is orthogonal to $\mathbf{u}_{d(2)}$

Question: Is \mathbf{r}^2 orthogonal to $\mathbf{u}_{d(1)}$? When is it true?

Pen&Paper - I

$$\mathbf{x} = \langle \mathbf{x}, \mathbf{u}_{d(1)} \rangle \mathbf{u}_{d(1)} + \mathbf{r}^1$$

\mathbf{r}^1 is orthogonal to $\mathbf{u}_{d(1)}$

For the next step we have

$$\mathbf{r}^1 = \langle \mathbf{r}^1, \mathbf{u}_{d(2)} \rangle \mathbf{u}_{d(2)} + \mathbf{r}^2$$

\mathbf{r}^2 is orthogonal to $\mathbf{u}_{d(2)}$

Question: Is \mathbf{r}^2 orthogonal to $\mathbf{u}_{d(1)}$? When is it true?

Solution:

$$\langle \mathbf{r}^2, \mathbf{u}_{d(1)} \rangle = -\langle \mathbf{r}^1, \mathbf{u}_{d(2)} \rangle \langle \mathbf{u}_{d(2)}, \mathbf{u}_{d(1)} \rangle$$

Pen&Paper - II

This is projection given that $\langle \mathbf{u}_d, \mathbf{u}_d \rangle = 1$ for every d :

$$\mathbf{x} = \langle \mathbf{x}, \mathbf{u}_{d(1)} \rangle \mathbf{u}_{d(1)} + \mathbf{r}^1$$

\mathbf{r}^1 is orthogonal to $\mathbf{u}_{d(1)}$

Question: What is different when $\langle \mathbf{u}_{d(1)}, \mathbf{u}_{d(1)} \rangle \neq 1$?

Pen&Paper - II

This is projection given that $\langle \mathbf{u}_d, \mathbf{u}_d \rangle = 1$ for every d :

$$\mathbf{x} = \langle \mathbf{x}, \mathbf{u}_{d(1)} \rangle \mathbf{u}_{d(1)} + \mathbf{r}^1$$

\mathbf{r}^1 is orthogonal to $\mathbf{u}_{d(1)}$

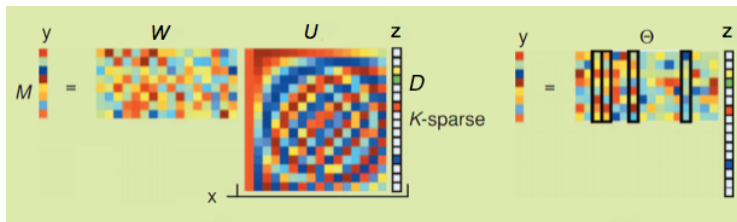
Question: What is different when $\langle \mathbf{u}_{d(1)}, \mathbf{u}_{d(1)} \rangle \neq 1$?

Solution:

$$\begin{aligned} \langle \mathbf{u}_{d(1)}, \mathbf{r}^1 \rangle &= \langle \mathbf{u}_{d(1)}, \mathbf{x} - \langle \mathbf{x}, \mathbf{u}_{d(1)} \rangle \mathbf{u}_{d(1)} \rangle \\ &= \langle \mathbf{u}_{d(1)}, \mathbf{x} \rangle - \langle \mathbf{u}_{d(1)}, \mathbf{x} \rangle \langle \mathbf{u}_{d(1)}, \mathbf{u}_{d(1)} \rangle \end{aligned}$$

\mathbf{r}^1 is no longer orthogonal to $\mathbf{u}_{d(1)}$

Compressive Sensing



$$y = \mathbf{W}\mathbf{x} = \mathbf{W}\mathbf{U}\mathbf{z} =: \Theta\mathbf{z}, \text{ with } \Theta = \mathbf{W}\mathbf{U} \in \mathbb{R}^{M \times D}$$

- ▶ Surprisingly given any orthonormal basis \mathbf{U} we can obtain a stable reconstruction for any K -sparse, compressible signal.
- ▶ This is true under **two conditions**:
 1. All elements $w_{i,j}$ of matrix \mathbf{W} are i.i.d. random variables with a Gaussian distribution with zero mean and variance $\frac{1}{D}$.
 2. $M : M \geq cK \log\left(\frac{D}{K}\right)$, where c is some constant.

Compressive Sensing: Signal Reconstruction

- ▶ To recover initial signal $\mathbf{x} \in \mathbb{R}^D$ from measured signal $\mathbf{y} \in \mathbb{R}^M$ we need to find a sparse representation \mathbf{z} :

$$\mathbf{y} = \mathbf{W}\mathbf{x} = \mathbf{W}\mathbf{U}\mathbf{z} = \Theta\mathbf{z}, \quad \text{with } \Theta \in \mathbb{R}^{M \times D}$$

- ▶ Given \mathbf{z} we can easily reconstruct \mathbf{x} by

$$\mathbf{x} = \mathbf{U}\mathbf{z}$$

- ▶ The problem of finding \mathbf{z} appears to be **ill-posed** as $M \ll D$: many more unknowns than equations.
- ▶ Look for the sparsest solution such that equation holds:

$$\mathbf{z}^* \in \underset{\mathbf{z}}{\operatorname{argmin}} \|\mathbf{z}\|_0, \quad \text{s.t. } \mathbf{y} = \Theta\mathbf{z}$$

- ▶ NP hard problem; approximation: Matching Pursuit

Signal Reconstruction using Convex Optimization

- ▶ Sparsest solution, under the equality constraint:

$$\mathbf{z}^* \in \underset{\mathbf{z}}{\operatorname{argmin}} \|\mathbf{z}\|_0, \quad \text{s.t. } \mathbf{y} = \Theta \mathbf{z}$$

- ▶ NP hard problem; approximation: matching Pursuit
- ▶ Minimum ℓ_1 -norm solution, under the equality constraint:

$$\mathbf{z}^* \in \underset{\mathbf{z}}{\operatorname{argmin}} \|\mathbf{z}\|_1, \quad \text{s.t. } \mathbf{y} = \Theta \mathbf{z}$$

- ▶ convex Optimization Problem

Under suitable conditions on Θ , the solutions of the two problems are equivalent! \Rightarrow can use standard convex optimization methods.

Geometry of Compressive sensing

A signal is k -sparse when it has at most k non zeros $\|\mathbf{z}\|_0 \leq k$. Let

$$\Sigma_k = \{\mathbf{z} : \|\mathbf{z}\|_0 \leq k\}$$

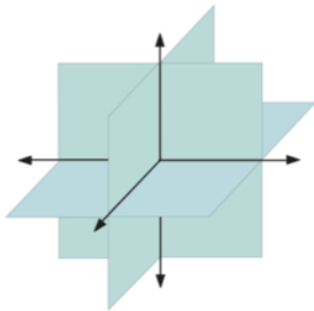


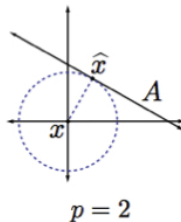
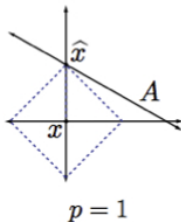
Figure: Union of subspaces defined by $\Sigma_2 \subset \mathbb{R}^3$

What are the geometrical solutions to the following problem for $p = 0, 1, 2$?

$$\operatorname{argmin}_{\mathbf{x} \in \mathbb{R}^2} \|\mathbf{x}\|_p \quad \text{s.t.} \quad \langle \mathbf{w}, \mathbf{x} \rangle = 1$$

where $\mathbf{w} = [0.5, 1]$.

Pen&Paper: Answer



SC Code

```
1  from sklearn.decomposition import sparse_encode
2  import matplotlib.pyplot as plt
3
4  #plot an image
5  plt.imshow(image)
6
7  # sparse coding
8  z = sparse_encode(x, U, algorithm='lasso_cd', alpha
9                    =100.0, max_iter=1000)
10
```