

# Independent Vector Analysis via Log-quadratically Penalized Quadratic Minimization

Robin Scheibler

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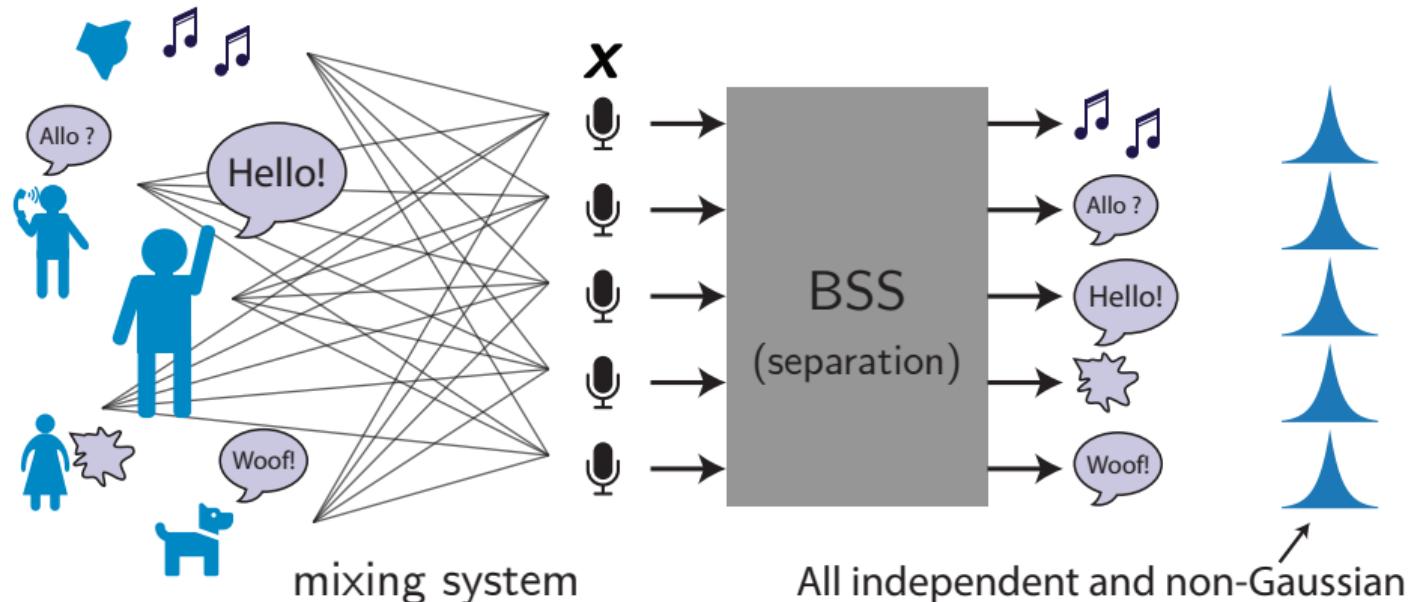
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# Outline

1. AuxIVA: BSS with Majorization-Minimization
2. Iterative Projection Adjustment
3. Log-quadratically Penalized Quadratic Minimization
4. Experiment: Speed Contest

# AuxIVA: BSS with Majorization-Minimization

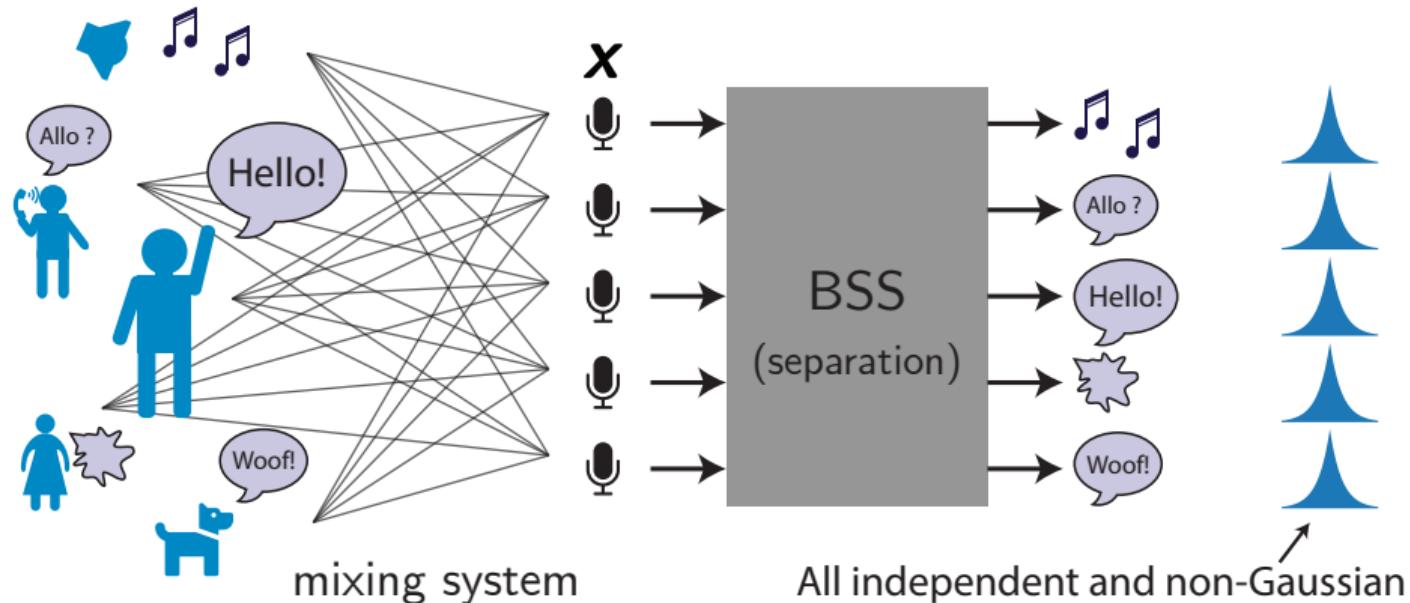
# Blind Source Separation



## Contributions

1. New algorithm for independent vector analysis
2. Solution to new non-convex problem

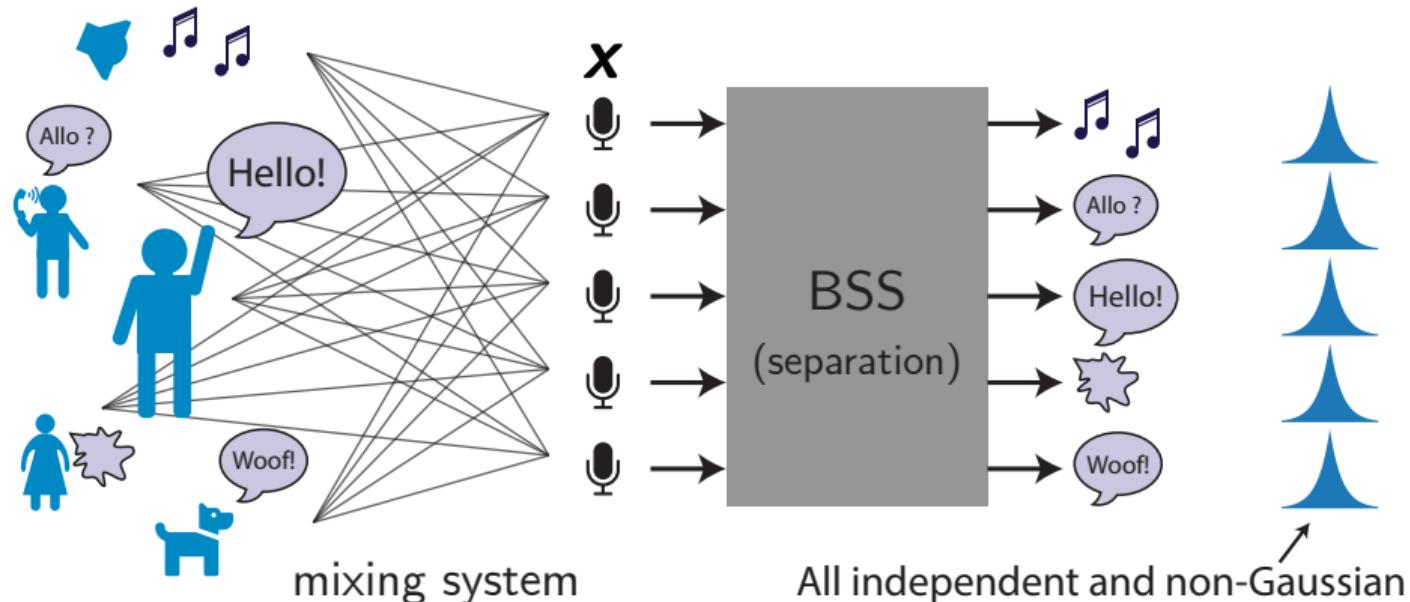
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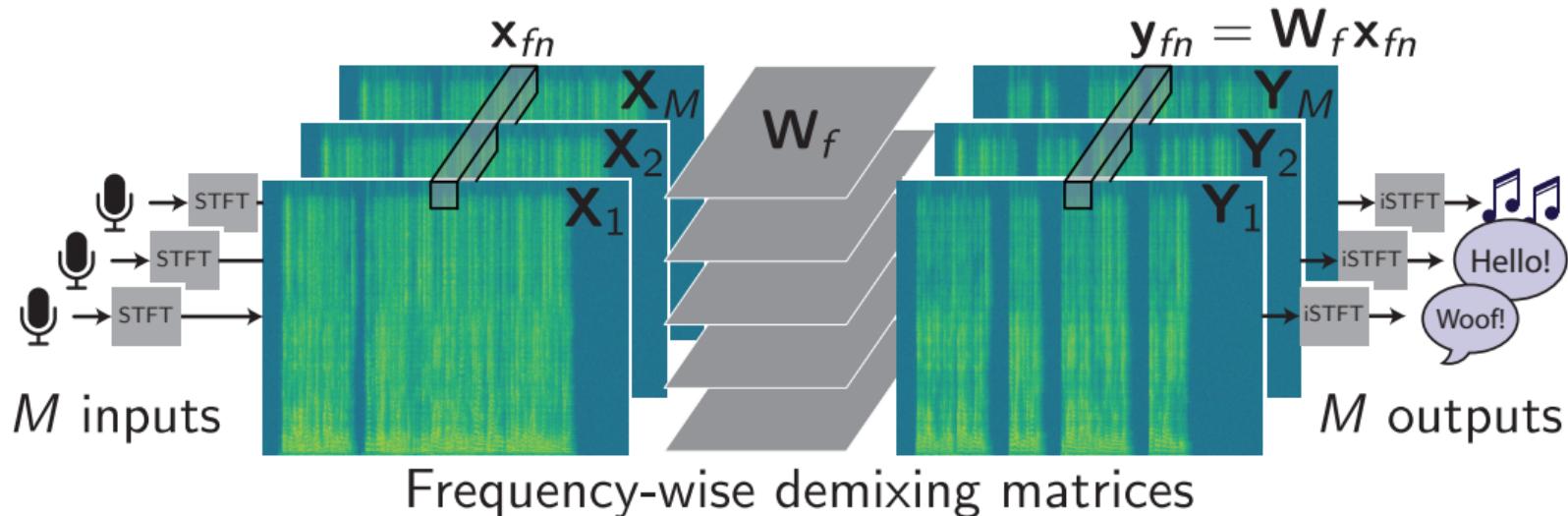
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# Blind Source Separation by Independent Vector Analysis



## Likelihood Function of Observed Data

$$\mathcal{L}(\{\mathbf{W}_f\} \mid \underbrace{\mathbf{X}_1, \dots, \mathbf{X}_M}_{\text{observation}}) = \underbrace{\prod_{m=1}^M p(\mathbf{Y}_m)}_{\text{independence}} \underbrace{\prod_{f=1}^F |\det(\mathbf{W}_f)|^{2N}}_{\text{change of variable}}$$

## Maximum Likelihood Estimation

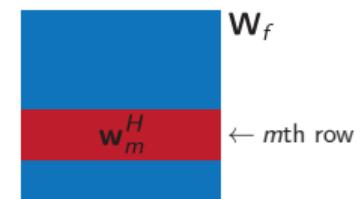
Estimate  $\mathbf{W}_f$  by minimizing log-likelihood function ( $G(\mathbf{Y}) = -\log p(\mathbf{Y})$ )

$$\ell(\{\mathbf{W}_f\}) = -\log \mathcal{L}(\{\mathbf{W}_f\} | \mathbf{X}_1, \dots, \mathbf{X}_M) \approx \sum_m G(\mathbf{Y}_m) - 2N \sum_f \log |\det \mathbf{W}_f|$$

AuxIVA [Ono2011]: Majorization-Minimization of  $\ell(\{\mathbf{W}_f\})$

**Hypothesis** We can majorize the log-pdf of the source

$$G(\mathbf{Y}) \leq \sum_{fn} \hat{G}_{fn}(\mathbf{Y}) |(\mathbf{Y})_{fn}|^2$$



Then there exists the **upper bound** function

$$\ell(\{\mathbf{W}_f\}) \lesssim \ell_+(\{\mathbf{W}_f\}) = \sum_f \left[ \sum_m \mathbf{w}_{mf}^H \mathbf{V}_{mf} \mathbf{w}_{mf} - 2 \log |\det \mathbf{W}_f| \right]$$

# Majorization-Minimization Optimization

We want to solve

$$\min_{\theta} f(\theta)$$

Let **surrogate func.**  $Q(\theta, \hat{\theta})$  be

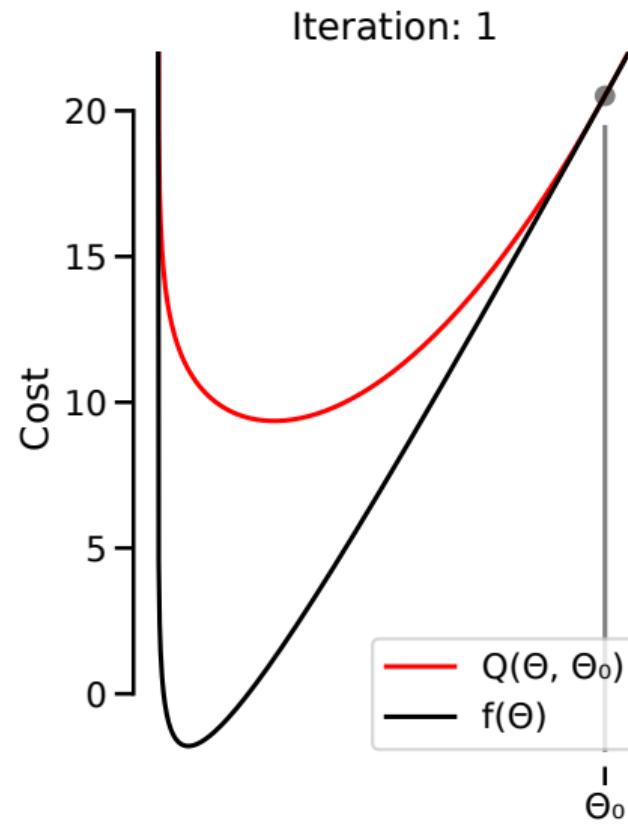
1.  $Q(\theta, \hat{\theta}) \geq f(\theta)$
2.  $Q(\hat{\theta}, \hat{\theta}) = f(\hat{\theta})$

The sequence  $t = 0, \dots, T$ ,

$$\theta_{t+1} \leftarrow \arg \min_{\theta} Q(\theta, \theta_t)$$

guarantees

$$f(\theta_0) \geq \dots \geq f(\theta_T)$$



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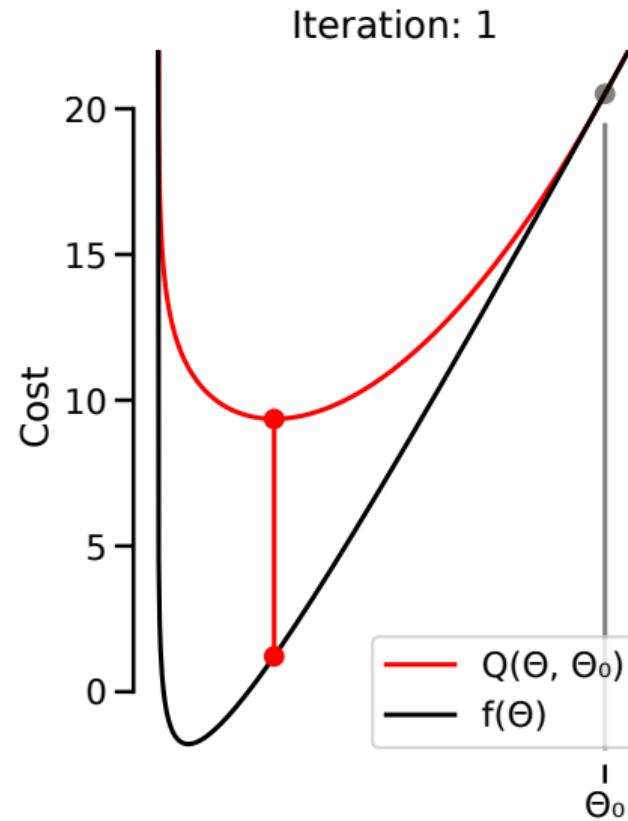
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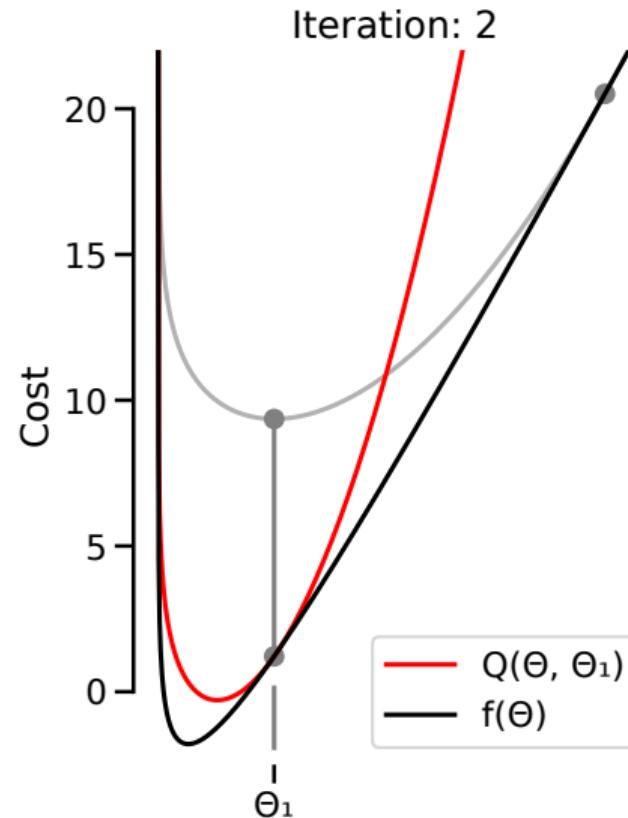
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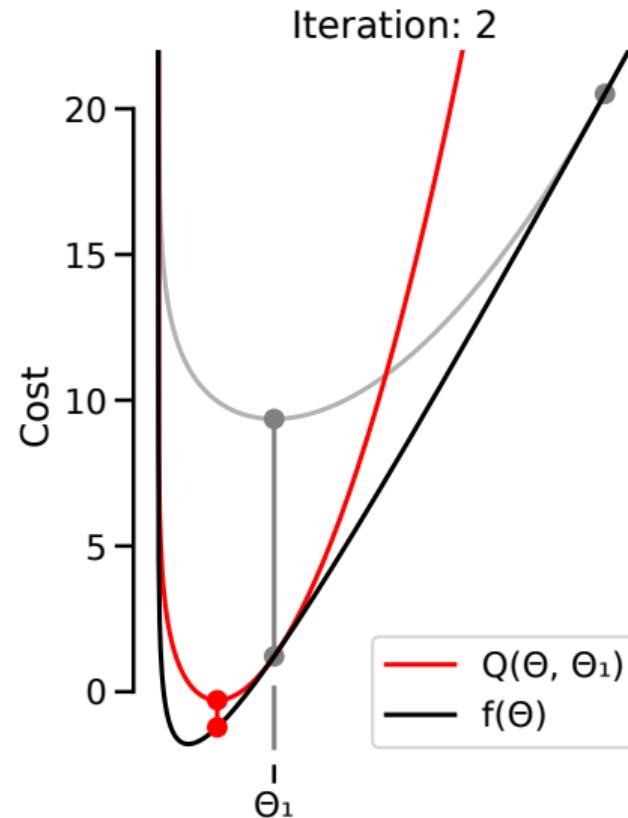
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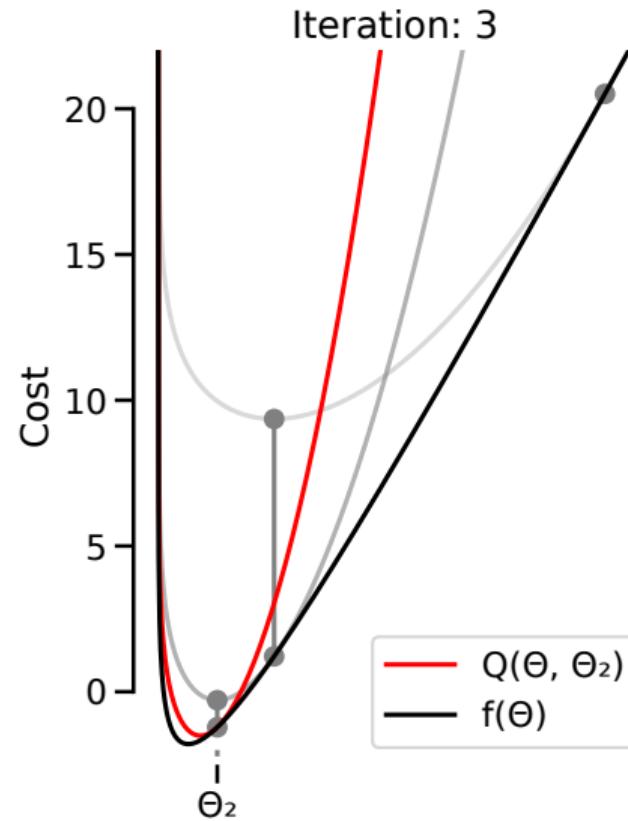
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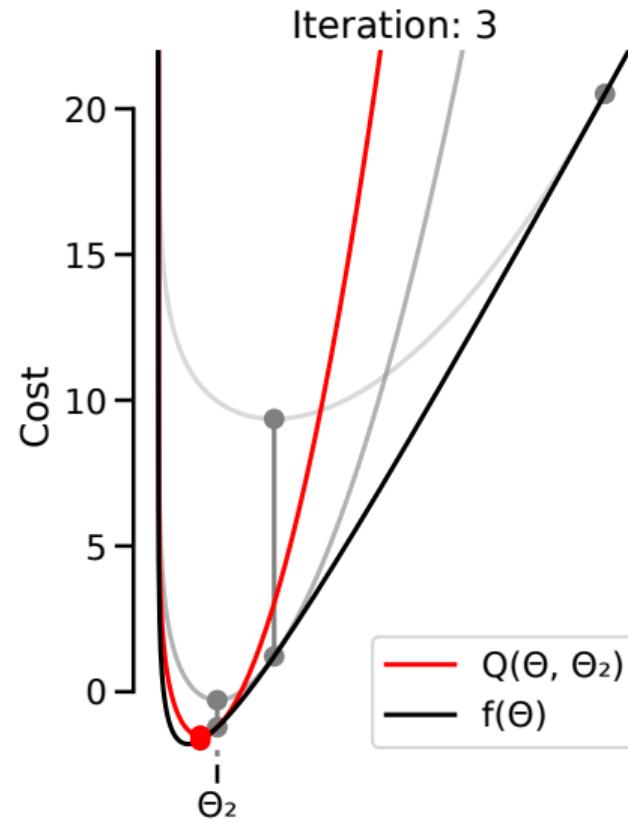
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# AuxIVA Algorithm Idea

## Ideal AuxIVA Algorithm

Initialize  $\mathbf{W}_f$  (often  $\mathbf{I}$ )

**for** loop  $\leftarrow 1$  **to** max. iterations **do**

$$\mathbf{Y}_m \leftarrow \text{demix}(\{\mathbf{W}_f\}, \mathbf{X}_1, \dots, \mathbf{X}_M)$$

$$\mathbf{V}_{mf} = \frac{1}{N} \sum_n \hat{\mathbf{G}}_{fn}(\mathbf{Y}_m) \mathbf{x}_{fn} \mathbf{x}_{fn}^H$$

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**Problem** No closed-form solution to the last step, aka HEAD [Yeredor2009]

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**Solution** Solve for part of  $\mathbf{W}$  only (i.e., block coordinate descent)

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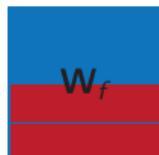
# Block Coordinate Descent Algorithms

## Iterative Projection (IP) [Ono2011]



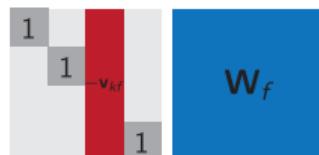
- The original AuxIVA algorithm
- Updates a single row of  $\mathbf{W}_f$  at a time

## Iterative Projection 2 (IP2) [Ono2018]



- Updates two rows of  $\mathbf{W}_f$  at a time
- Faster convergence

## Iterative Source Steering (ISS) [Scheibler2020]



- Updates one steering vector at a time
- Low complexity algorithm

# Iterative Projection Adjustment

# Proposed Iterative Projection Adjustment (IPA) Updates

## Proposed Method: Iterative Projection Adjustment (IPA)

Multiplicative updates of  $\mathbf{W}_f$  by

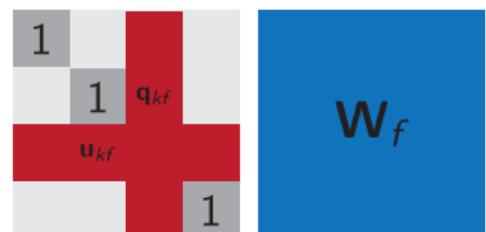
$$\mathbf{T}_m(\mathbf{u}, \mathbf{q}) = (\mathbf{I} + \mathbf{e}_m(\mathbf{u} - \mathbf{e}_m)^H + \mathbf{q}\mathbf{e}_m^T)$$

Apply M updates to  $\mathbf{W}_f$  sequentially

**for** loop  $\leftarrow 1$  **to** M **do**

$$\mathbf{u}_m, \mathbf{q}_m \leftarrow \arg \min_{\mathbf{u}, \mathbf{q} \in \mathbb{C}^M} \ell_+(\mathbf{T}_m(\mathbf{u}, \mathbf{q})\mathbf{W}_f)$$

$$\mathbf{W}_f \leftarrow \mathbf{T}_m(\mathbf{u}_m, \mathbf{q}_m)\mathbf{W}_f$$



## Contribution: Exact Solution for Update Equation

$$\min_{\mathbf{u}, \mathbf{q} \in \mathbb{C}^M} \sum_{k \neq m} (\mathbf{e}_k + \mathbf{q}_k \mathbf{e}_m)^H \mathbf{V}_k (\mathbf{e}_k + \mathbf{q}_k \mathbf{e}_m) + \mathbf{u}^H \mathbf{V}_m \mathbf{u} - 2 \log |\det(\mathbf{I} + \mathbf{e}_m(\mathbf{u} - \mathbf{e}_m)^H + \mathbf{q}\mathbf{e}_m^T)|$$

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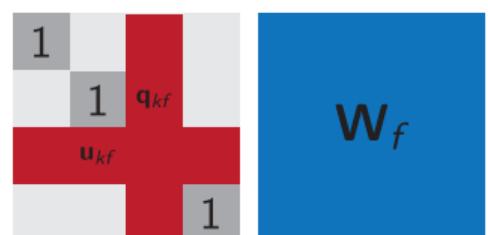
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1. For  $\mathbf{u}$ , closed-form as a function of  $\mathbf{q}$  exists
2. Replace  $\mathbf{u}^*(\mathbf{q})$  in the objective leads to new problem
3. Solve **Log-Quadratically Penalized Quadratic Minimization (LQPQM)**

$$\min_{\mathbf{q} \in \mathbb{C}^d} \mathbf{q}^H \mathbf{q} - \log((\mathbf{q} + \mathbf{v})^H \mathbf{U} (\mathbf{q} + \mathbf{v}) + z) \quad (\text{LQPQM})$$

where  $\mathbf{U} \in \mathbb{C}^{d \times d}$  PSD,  $\mathbf{v} \in \mathbb{C}^d$ ,  $z \geq 0$ .

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Algorithm to compute global minimum of LQPQM

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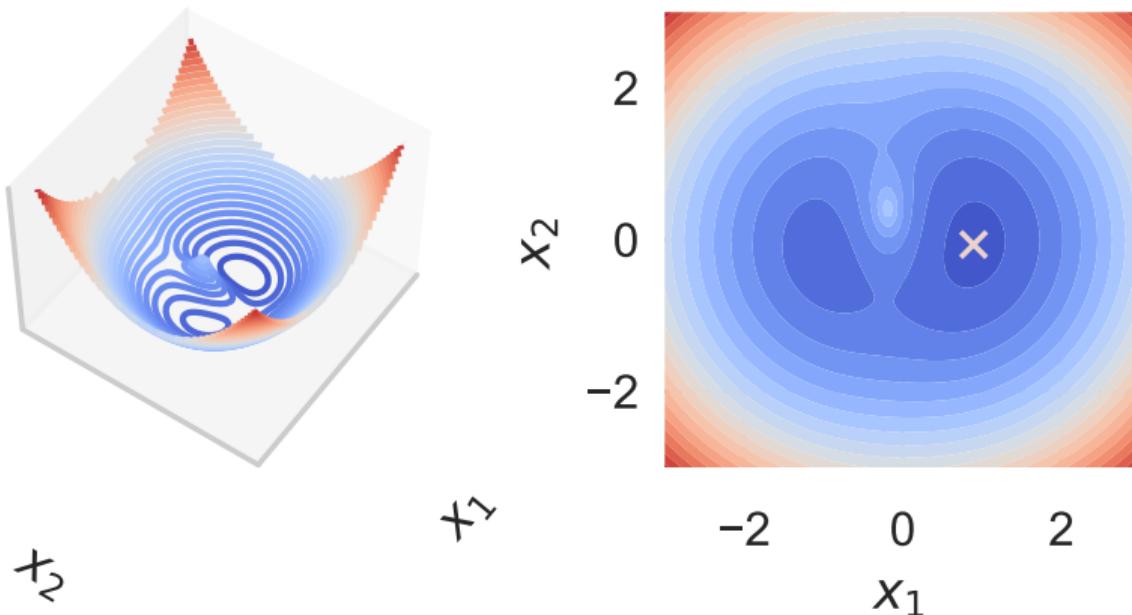
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# Log-quadratically Penalized Quadratic Minimization

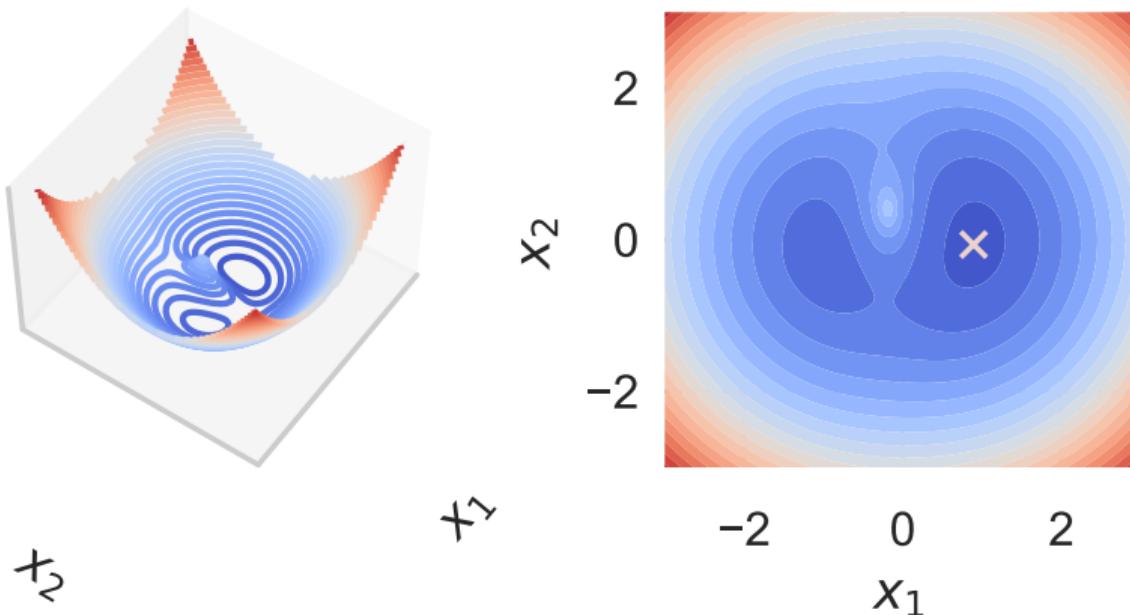
## LQPQM: Loss Landscape in 2D

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# Solve LQPQM

Optimality Conditions ( $\nabla \mathcal{J}(\mathbf{q}) = \mathbf{0}$ )

$$\nabla \mathcal{J}(\mathbf{q}) = \mathbf{q} - \frac{\mathbf{U}(\mathbf{q} - \mathbf{v})}{(\mathbf{q} + \mathbf{v})^H \mathbf{U}(\mathbf{q} + \mathbf{v}) + z} = \mathbf{0} \Leftrightarrow \begin{cases} \mathbf{q} = \frac{1}{\lambda} \mathbf{U}(\mathbf{q} + \mathbf{v}) \\ \lambda = (\mathbf{q} + \mathbf{v})^H \mathbf{U}(\mathbf{q} + \mathbf{v}) + z \end{cases} \quad (\text{A1}) \quad (\text{A2})$$

Reduce to function of  $\lambda$  only

- Solve A1:  $\mathbf{q}(\lambda) = (\lambda \mathbf{I} - \mathbf{U})^{-1} \mathbf{U} \mathbf{v}$
- Replace in A2, work in eigenbasis of  $\mathbf{U}$
- A2 then leads to constraint ( $\varphi_m$  eigenvalues of  $\mathbf{U}$ ,  $\mathbf{v}$  is  $\mathbf{v}$  in  $\mathbf{U}$  eigenbasis)

$$f(\lambda) = \lambda^2 \sum_{m=1}^d \frac{\varphi_m |\tilde{v}_m|^2}{(\lambda - \varphi_m)^2} + z - \lambda = 0.$$

- Similarly, we can express objective value as  $g(\lambda)$

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- Similarly, we can express objective value as  $g(\lambda)$

## Solve LQPQM

Optimality Conditions ( $\nabla \mathcal{J}(\mathbf{q}) = \mathbf{0}$ )

$$\nabla \mathcal{J}(\mathbf{q}) = \mathbf{q} - \frac{\mathbf{U}(\mathbf{q} - \mathbf{v})}{(\mathbf{q} + \mathbf{v})^H \mathbf{U}(\mathbf{q} + \mathbf{v}) + z} = \mathbf{0} \Leftrightarrow \begin{cases} \mathbf{q} = \frac{1}{\lambda} \mathbf{U}(\mathbf{q} + \mathbf{v}) \\ \lambda = (\mathbf{q} + \mathbf{v})^H \mathbf{U}(\mathbf{q} + \mathbf{v}) + z \end{cases} \quad \begin{matrix} \text{(A1)} \\ \text{(A2)} \end{matrix}$$

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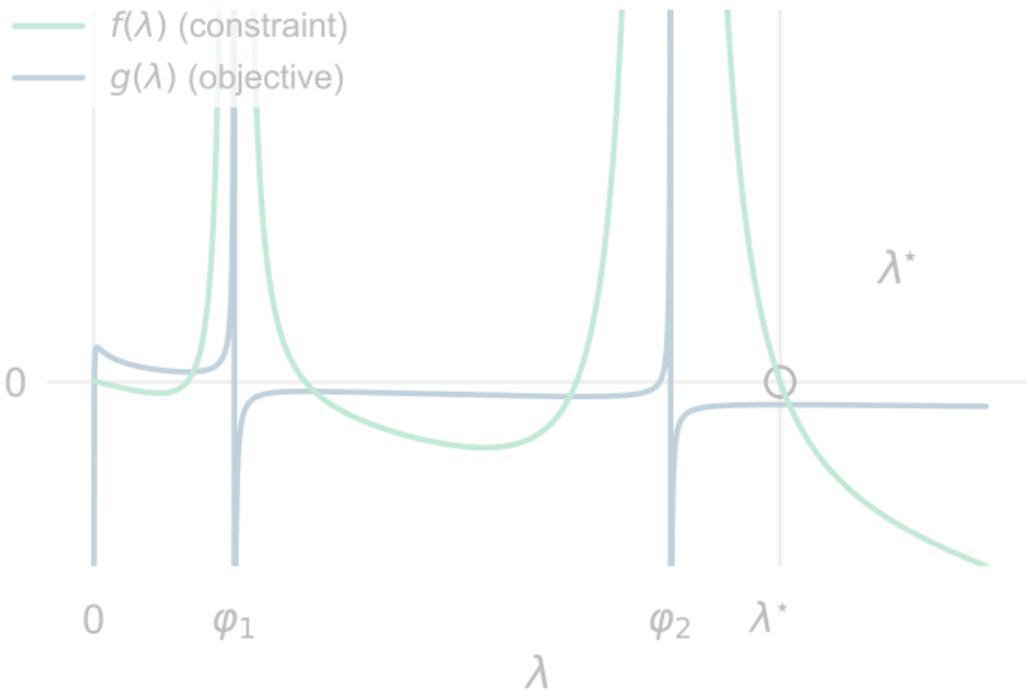
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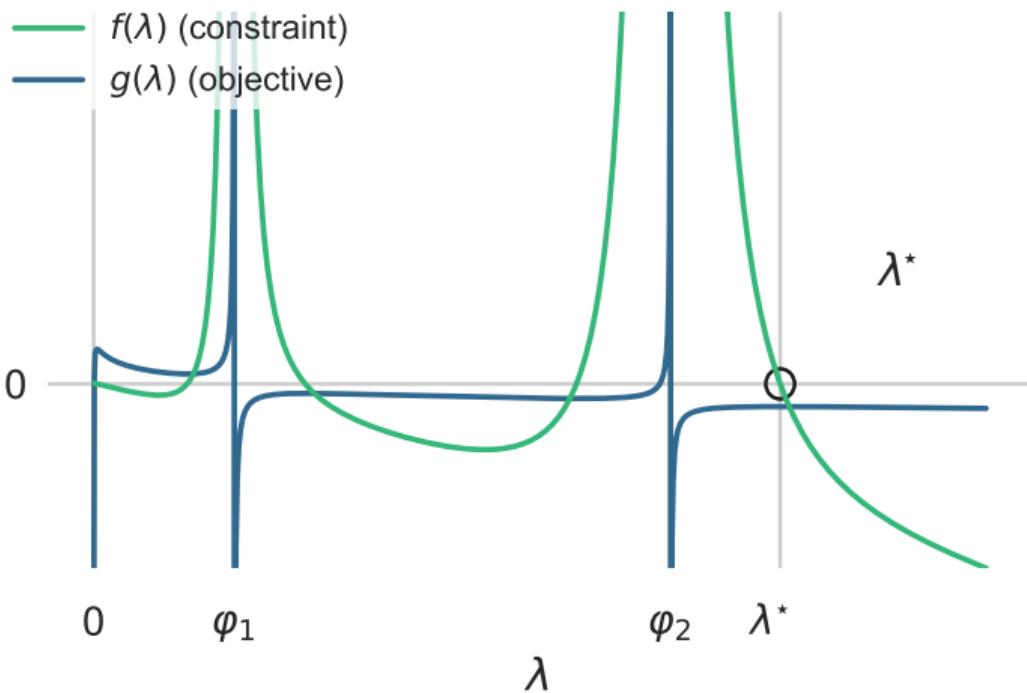
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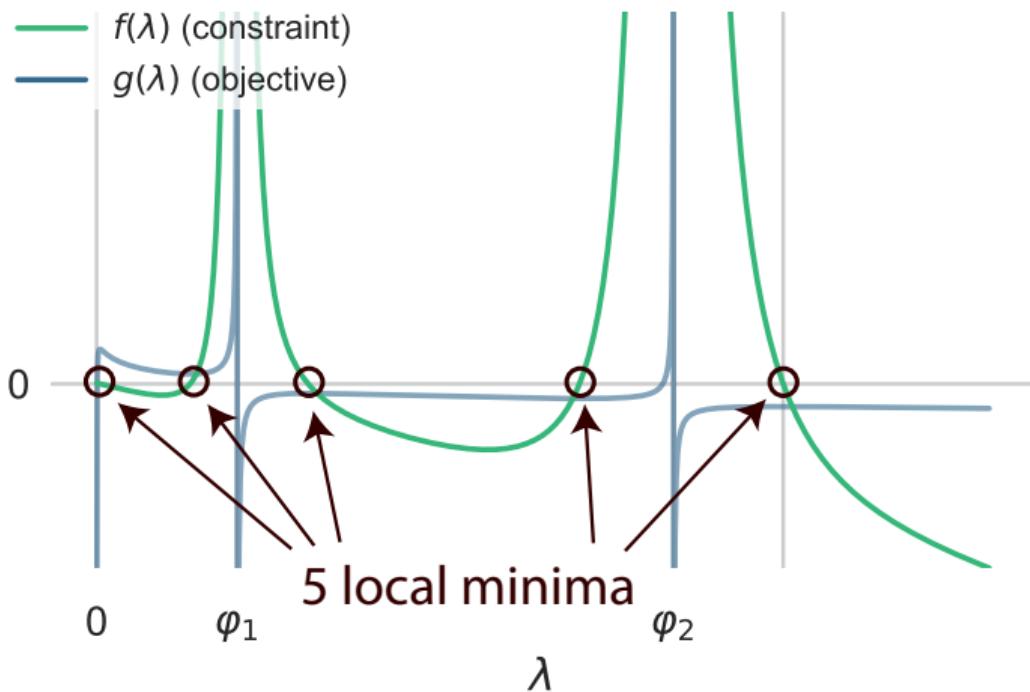
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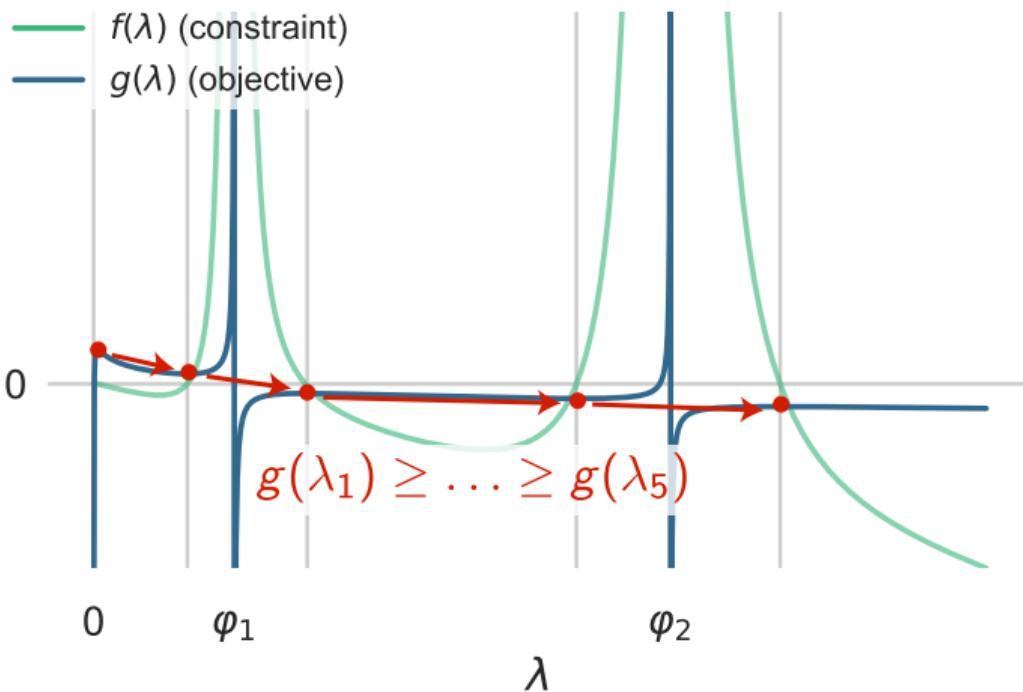
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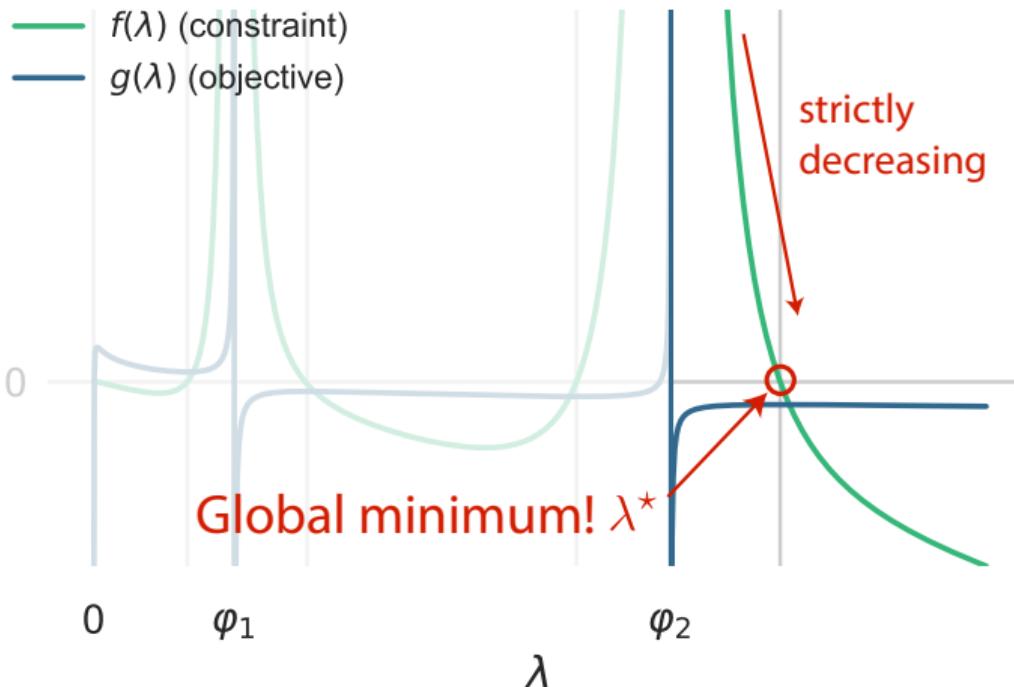
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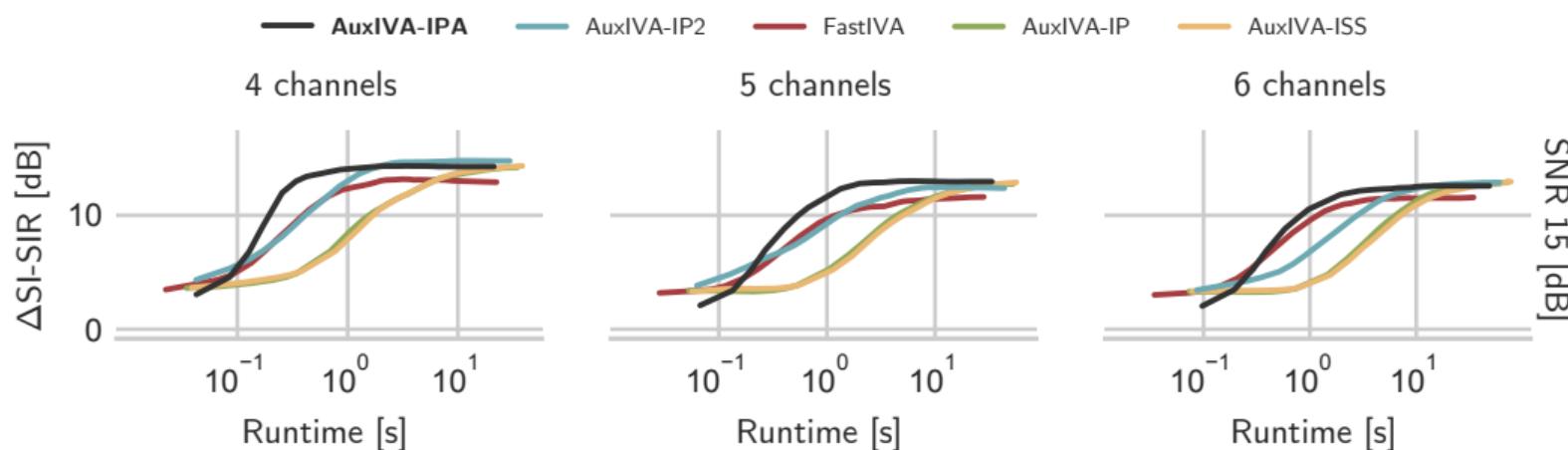


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# Experiment: Speed Contest

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Convergence ( $\Delta$ SI-SIR) as function of runtime  
(16 kHz, 1000 sim. rooms, SNR 15 dB)



# Conclusion

## New IPA Algorithm for BSS with AuxIVA

	IP [Ono2011]	IP2 [Ono2018]	ISS [Scheibler2020]	IPA
Good separation	thumb up	thumb up	thumb up	thumb up
Cost per iteration	$O(M^3N)$	$O(M^3N)$	$O(M^2N)$	$O(M^3N)$
Inverse free	X	X	thumb up	X
Speed	thumb up	thumb up thumb up	thumb up	thumb up thumb up thumb up

## Exact Solution of LQPQM

$$\min_{\mathbf{q} \in \mathbb{C}^d} \mathbf{q}^H \mathbf{q} - \log((\mathbf{q} + \mathbf{v})^H \mathbf{U} (\mathbf{q} + \mathbf{v}) + z), \quad \mathbf{U} \in \text{PSD}, \mathbf{v} \in \mathbb{C}^d, z \geq 0. \quad (\text{LQPQM})$$

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# LINE Emojis

- Camera
- Thinking Face
- Envelope
- Alarm Clock
- Musical Note
- Telephone
- Magnifying Glass
- Shopping Bag
- Smiling Face
- Speaker
- Person
- Chat Bubble
- LINE
- © LINE