

- traditional method : (Gram)

For J : USERS K : RE M : Words

$x_j \in \mathbb{C}^{K \times M}$: Codebook for j th user

For Column m , the codewords is $c_{j,m}$.

The signal is: $\mathbf{x}_j = \text{diag}(w_j) c_{j,m} \in \mathbb{C}^K$

The superposed codewords: $\mathbf{x}(m_1, m_2, \dots, m_J) = \sum_{j=1}^J \text{diag}(w_j) c_{jm_j}$

So, there's M^J possibilities superposed words

1. Each of the superposed have J users of K dimensions.

So the complexity is: $O(M^J \cdot J \cdot K)$

2. $\|\mathbf{x}_p - \mathbf{x}_q\|^2 = \|\mathbf{x}_p\|^2 + \|\mathbf{x}_q\|^2 - 2 \mathbf{R}(\mathbf{x}_p^H \mathbf{x}_q)$. 共轭转置

Gram matrix $G = \mathbf{X} \mathbf{X}^H \in \mathbb{C}^{N \times N}$ $\rightarrow G_{pq} = \mathbf{x}_p^H \mathbf{x}_q$
superposed words

the p th element of vector $n_p = \|x_p\|_2^2 = G_{pp}$

$$D^2 = n^T + n^T - 2R(G)$$

$$O(M^{2j}K) : G_{pq} = \sum_{k=1}^K x_{p,k} \overline{x_{q,k}}$$

K times product, and M^j time in total.

So the time complexity

overall is: $O(M^j \cdot j \cdot K) M^{2j} K$ (KD-tree)

$$O(M_j^{2j} K) \xrightarrow{\text{superposed}} (M^j \cdot j \log M \cdot K)$$

2. assume that $s(m) = \sum_{j=1}^J x_j \vec{m}_j$, $m = (m_1, \dots, m_J)$.

$$MEP_{\text{sup}} = \min \|s(m) - s(n)\|_2$$

For $m \neq n$ $m_j = n_j$

there's : $S(m) = \sum_{j \neq u} x_{j,m_j} + x_{u,m_u}$.

$$S(n) = \sum_{j \neq u} x_{j,n_j} + x_{u,n_u}$$

So, $S(m) - S(n)$ can always be :

$$x_{u,m_u} - x_{u,n_u}$$

No matter what is the j ,

the distance can always be : $x_{u,m_u} -$

$$x_{u,n_u}$$

Complexity : for every user, pick up

M^2 code words, and for every code word, needs a calculation for distance.

So, $O(j \cdot K \cdot M^2)$

Can be applied to: Sparse Codebook
 $\text{MED} \leq d_{\text{m}}$

3. For 2 users.

Hamming $\rightarrow d_H(m, n) = \#\{j : m_j \neq n_j\}$

Distance: All pairs: $P = \{(m, n) \in \Omega^2 : m \neq n\}$

$P_k = \{(m, n) \in P : d_H(m, n) = k\}$

We have $P_1 \subseteq P$, $P_2 \subseteq P$, $(P_1 \cup P_2) \subseteq P$.

Assume that $d_{H_2} = d_{\min}(P_1, P_2)$

there is $d_{\min} \leq d \leq \max(d_{P_1 \cup P_2}, d_{P_1})$

So, $MED \leq d_{H_2 \cup H_1} \leq d_{H_1}$

that is, more users in error can make the result convergence to the MED. But consumes more complexity.

Calculation of Complexity:

For a user, it's $O(M^2)$

So 2 users, there's O^2 possibilities

so, it comes to $O(M^4)$

And there is $\binom{J}{2}$ user pairs.

So complexity overall is \bar{J}^2
 $O(M^4\bar{J}^2K)$, For $O_{H,VH_2}(M^4\bar{J}^2K + M^2\bar{J}K)$

What about using a tree structure?

KD-tree in Data Structure is likely to reduce the complexity

4. KD-tree + Hamming-Distance : 2.

For Hamming-Distance : 2

$$S(m) - S(n) = (X_{i,m_i} - X_{i,n_i}) + (X_{j,m_j} - X_{j,n_j})$$

$$\Delta_i = X_{i,a} - X_{i,b}, \quad \Delta_j = X_{j,p} - X_{j,q}$$

$$\text{So MED: } d_{H2} = \min_{i < j} \min_{\Delta_i \in D_i, \Delta_j \in D_j} ||\Delta_i + \Delta_j||$$

Different user pairs, avoid repeat

For $\|\Delta_j - (-\Delta_i)\| \rightarrow$ crucial step

That is to say, for certain Δ_i , which wants $\|\Delta_i + \Delta_j\|$ to be smallest, we need to find the closest Δ_j to the point $-\Delta_i$

Then, Due to the KD-tree can be only implemented on Real numbers,

For $\Delta_j = (a_1 + b_{1j}, \dots, a_K + b_{Kj})$

we change it into a $2K$ -dimension

$$z_j = (a_1, b_1, \dots, a_k, b_k) \in R^{2k}$$

The distance can be :

$$\|\Delta - \Delta'\|_2^2 = \sum_{k=1}^K |(a_k + i b_k) - (a'_k + i b'_k)|^2$$

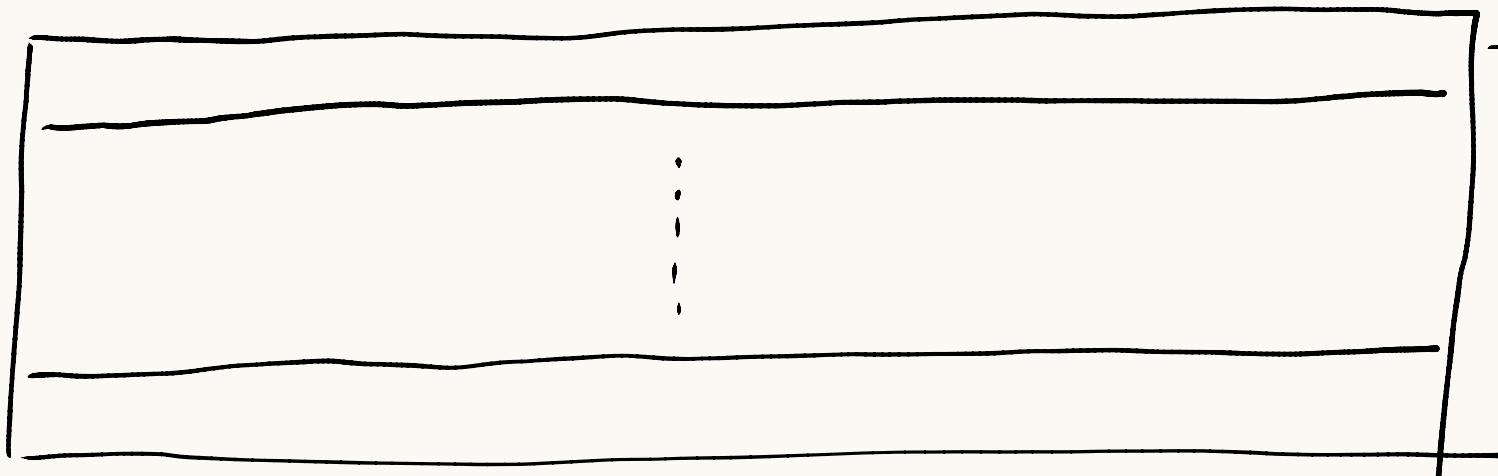
$$\Leftrightarrow \sum_{k=1}^K [(a_k - a'_k)^2 + (b_k - b'_k)^2]$$

↓
This result is the same as Distance
with complex numbers.

Then, when it comes to the trees.

for an example

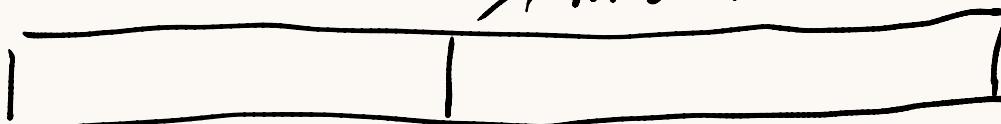
K



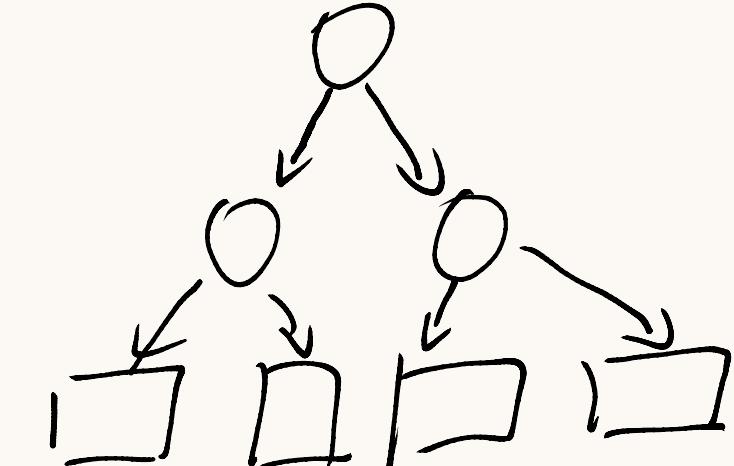
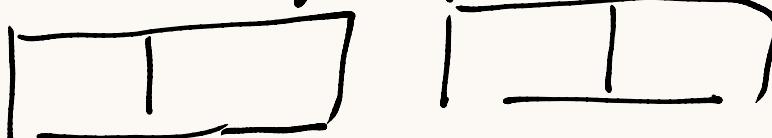
M^{2J}

For a singer dimension. (For small to big)

→ mid number



→ root



i

i

i

i

Lastly, we get a tree.



save the time

Now we have a D_i (difference) for user i ;
and a tree a user j

for $\Delta_i \in D_i$, extend it to a real vector z_i ,
and get it as $-z_i$, which correspond to $-\Delta_i$
in the complex num.

put it as a query point $q = -z_i$

and perform a nearest neighbor search in a KD-tree
returning with a nearest $z_j^{(q)}$

Since $\|z_j^{(q)} - q\| = \|z_j^{(q)} - (-z_i)\|$

$$\|\Delta_i + \Delta_j\|$$

which is d_{12}

For nearest neighbor query, its average search complexity $O(\log M)$.

So overall complexity
can be about

$\text{Build} \leftarrow O(JM^2K \log M) + O(J^2M^2K \log M)$

can be $O(JMK \log M) \xrightarrow{\text{ss}} O(J^2M^2K \log M)$

So overall, $O_{H, VH_2}(J^2M^2K \log M + M^2JK)$.
if more needs more accuracy, the

$O_{H, VH_2, VH_3}(J^3M^3K \log M + \dots)$ (concluded)
care about the space complexity! more trees needed!

5. what about sampling? with KD-tree?

For picking S superposed words, $\rightarrow O(SJK)$
and calculating the distance $\rightarrow O(S^2K)$

That is $O(sjk + s^2k)$

or $O(sjk + sk \log s)$ (KD-tree)

Not for big-scale too complex

~~Uniform Grid?~~

~~Closest pair?~~

Early abandon?

Cauchy-Schwarz?

For Hamming Distance, Sample,
they can save lots of calculation. But,
this is sacrifice lots of accuracy (maybe).

An available access to this method is :

Hamming 1+2 + KD-tree Sampling.
take the smallest distance as the result.

For traditional :

1. KD-tree

$$O(M^{2J}K) \rightarrow (M^J K \log M^J)$$

2. set a d_{best} at every calculation.

$$\text{if } \sum_{k=1}^t (x_k - y_k)^2, t = 1 \dots k.$$

if one of them is bigger the d_{best} .

just abandon it.

3. lower bound pruning (Cauchy-Schwarz)

$$\|x-y\| \geq \|x\| - \|y\|$$

try $\|x\| - \|y\| \geq d_{best}$,

if $\|x\| - \|y\| \geq d_{best}$,

just abandon it.

4. devided Gram

