

# Compressive Source Separation: Algorithms and Applications

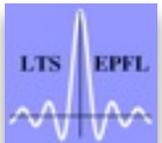
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CIMI Workshop 2013, Toulouse

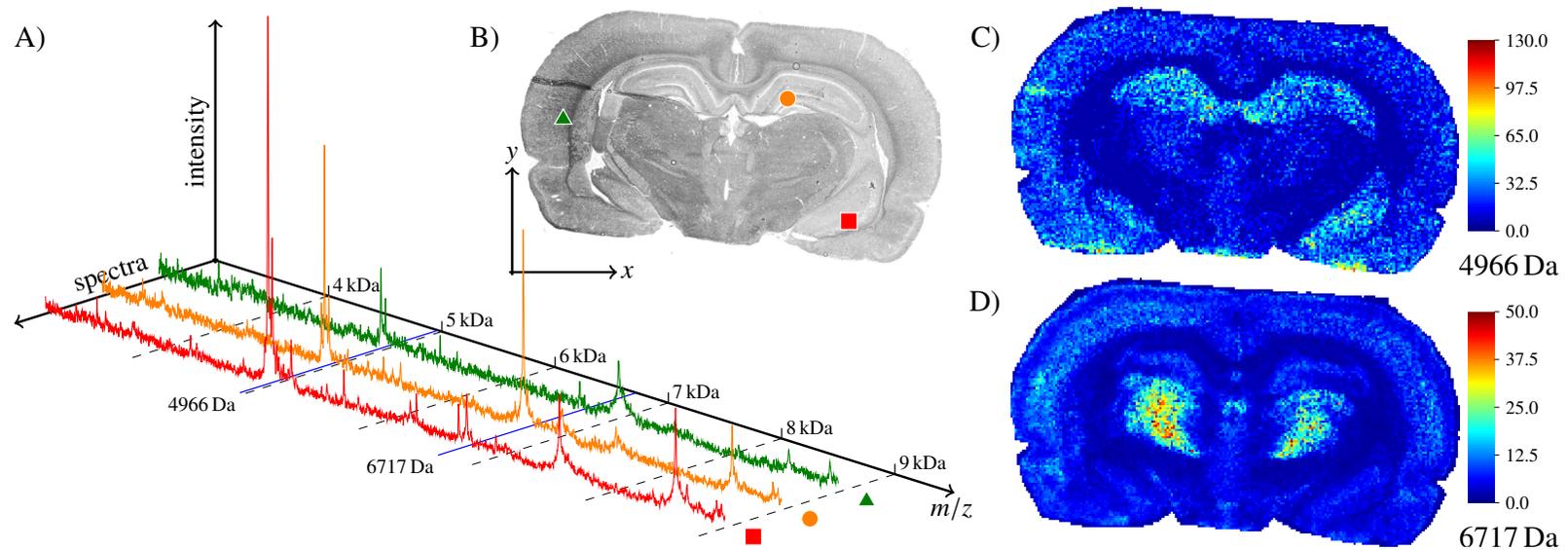


# Motivation: MALDI Imaging

## Molecular Mass Spectroscopy

Matrix-assisted laser desorption/ionization

Very high-dimensional: 3D X spectra !



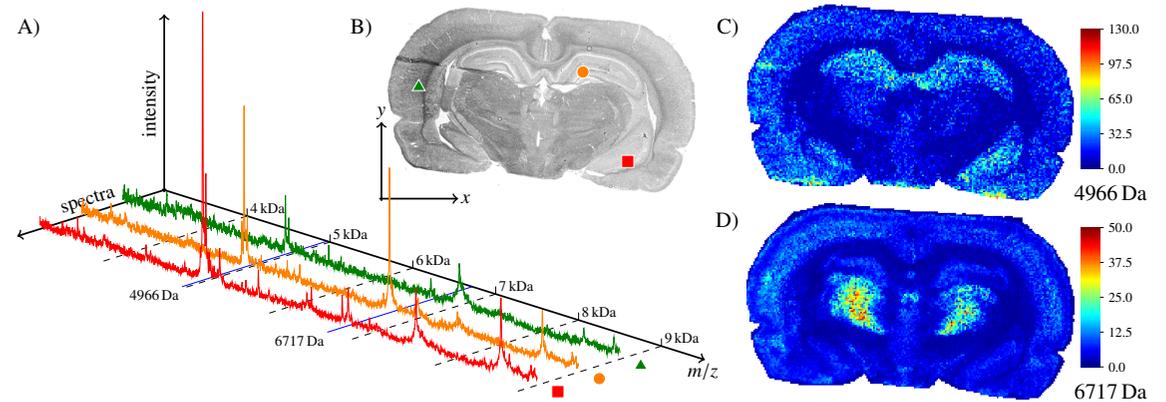
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## High-Dimensional Multichannel Data

$$X \in \mathbb{R}^{n_1 \times n_2}$$

Often very structured: spatial, spectral

$$X = \Phi \Theta$$



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Very special structure: (linear) mixture model

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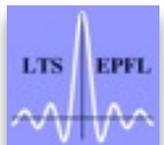
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# Maps to low-dimensional projections



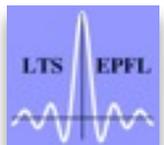
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Maps to low-dimensional projections

$$Y = A(X)$$

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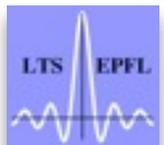
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Maps to low-dimensional projections

$$Y = \mathbf{A} (\Psi \Theta \mathbf{H}^T)$$

Questions:

- How many projections ?
- Design of  $\mathbf{A}$ ?

# Outline

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- 2 Problems
  - Sparse regression = dictionary of spectra known
    - Is it interesting in some applications ?
    - Can we use this information? Obtain theoretical guarantees ?
  - Sparse coding = blind: learn spectra and abundances
- CS: observe projections to low dimension
  - can we directly recover model parameters ?
  - can we use knowledge of spectra

# CS of Multichannel Signals

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Baseline: no structure  $X \in \mathbb{R}^{n_1 \times n_2}$   $X_{vec} \in \mathbb{R}^{n_1 n_2}$

$$AX_{vec} := \mathcal{A}(X) \quad y = AX_{vec} + z \quad A \in \mathbb{R}^{m \times n_1 n_2}$$

$$\arg \min_{X_{vec}} \|X_{vec}\|_1 \quad s.t. \quad \|y - AX_{vec}\|_2 \leq \varepsilon$$

Recovery for  $K (\ll n_1 n_2)$ -sparse signals when  $m = \mathcal{O}(K \log(n_1 n_2 / K))$

[Donoho, Candès-Romberg, Tao]

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Not exploiting spectral redundancies

Via other (block structured) sparsity penalties ?

More structure ?

[MMV, Davies-Eldar]

# The Linear Mixture Case

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$$X = \mathbf{S}\mathbf{H}^T \quad \mathbf{S} \in \mathbb{R}^{n_1 \times \rho} \quad \text{Spatial abundance maps}$$

$$\quad \quad \quad \mathbf{H} \in \mathbb{R}^{n_2 \times \rho} \quad \text{Spectra or endmembers}$$

Each channel is a mixture

$$X_j = \sum_{i=1}^{\rho} [\mathbf{H}]_{j,i} \mathbf{S}_i$$

Typically the number of endmembers is very small compared to the spatial and spectral dimensions

$$\rho \ll n_1, \rho \ll n_2$$

# Spectra as Side Information ?

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Assume we have a dictionary of spectra/endmembers

$$\Phi = \mathbf{H} \otimes \text{Id}_{n_1} \quad y = A\Phi\mathbf{S}_{vec} + z$$

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$$\arg \min_{\Theta_{vec}} \|\Theta_{vec}\|_1 \quad \text{s.t.} \quad \|y - A\Phi\Psi\Theta_{vec}\|_2 \leq \varepsilon$$

How do we choose  $A$  ? Influence of  $\mathbf{H}$  ?

How can we use the knowledge of  $\mathbf{H}$  ?

# Fundamental Limits - 1

---

Our problem is of the form:

$$\arg \min_{\theta} \|\theta\|_1 \quad s.t. \quad \|y - A\mathbf{D}\theta\|_2 \leq \varepsilon$$

Compressive Sensing with a coherent dictionary  $D$

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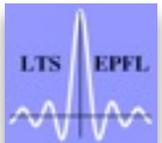
$$\delta_k(A\mathbf{D}) < \sqrt{2} - 1 \implies \xi(\mathbf{H}) < \sqrt{\sqrt{2} + 1}$$

$$\xi(\mathbf{H}) = \frac{\sigma_{\max}(\mathbf{H})}{\sigma_{\min}(\mathbf{H})}$$

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$$(1 - \delta_k^*) \|\mathbf{D}x\|_2^2 \leq \|A\mathbf{D}x\|_2^2 \leq (1 + \delta_k^*) \|\mathbf{D}x\|_2^2$$

[Candès, Eldar, Needel, Randall]

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$$\text{Control on } \mathbf{D}: \mathcal{L}_k(\mathbf{D}) \|x\|_2 \leq \|\mathbf{D}x\|_2 \leq \mathcal{U}_k(\mathbf{D}) \|x\|_2$$

If  $\mathbf{A}$  satisfies the D-RIP for  $\mathbf{H} \otimes \text{Id}_{n_1}$  with constant:

$$\delta_{\gamma'k}^* < 1/3 \quad \text{where } \gamma' = 1 + 2\xi^2(\mathbf{H})$$

$$\text{Then } \|\Theta_{vec} - \hat{\Theta}_{vec}\|_2 \leq c'_0 k^{-1/2} \|\Theta_{vec} - (\Theta_{vec})_k\|_1 + c'_1 \varepsilon$$

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Note that:  $\gamma'k < n_1 n_2 \Rightarrow \xi(\mathbf{H}) \leq \sqrt{\frac{n_1 n_2 / k - 1}{2}}$

# Trivial Sampling Operators

“Decorrelation” sampling:  $A = \mathbf{H}^\dagger \otimes \tilde{A}$   $\rightarrow \hat{m} \times n_1$  with  $\hat{m} \ll n_1$

$$\begin{aligned}
 y &= A\Phi\mathbf{S}_{vec} + z \\
 &= \underbrace{(\mathbf{H}^\dagger \otimes \tilde{A})}_A \underbrace{(\mathbf{H} \otimes \text{Id}_{n_1})}_\Phi \mathbf{S}_{vec} + z, \\
 &= \underbrace{(\text{Id}_\rho \otimes \tilde{A})}_{\triangleq \tilde{A}_\rho} \mathbf{S}_{vec} + z.
 \end{aligned}$$

The analysis is then standard since  $\mathbf{H}$  has disappeared

Constants will not depend on  $\mathbf{H}$ , but effect on noise.

# Fundamental Limits - 3

first case:  $n_2 \times n_1$  matrix with sparsity  $k$  on spatial dimension

second case: mixture model: reduces sparsity by taking into account all channels and dense sampling uses it. But attention to constant

third case: each channel separately and each channel is  $k$  sparse, so roughly  $kn_2$  sparse

fourth case: mixture model reduces sparsity, decorrelation step removes effect of  $\mathbf{H}$ .

With “decorrelation” sampling, the effect of

|                                  |                                  |                                   |                                  |                                   |
|----------------------------------|----------------------------------|-----------------------------------|----------------------------------|-----------------------------------|
| CS Acquisition Scheme            | Dense                            | Dense                             | Uniform                          | Decorrelating                     |
| CS Recovery Approach             | BPDN                             | SS- $\ell_1$                      | SS- $\ell_1$                     | SS- $\ell_1$                      |
| CS measurements $m \gtrsim$      | $\mathcal{O}(n_2 k \log(n_1/k))$ | $\mathcal{O}(k \log(\rho n_1/k))$ | $\mathcal{O}(n_2 k \log(n_1/k))$ | $\mathcal{O}(k \log(\rho n_1/k))$ |
| Constant depends on $\mathbf{H}$ | -                                | Yes                               | Yes                              | No                                |

no mixing structure

effect of  $\mathbf{H}$

# Applications

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Full problem incorporates more constraints:



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$$\sum_{j=1}^{\rho} [\mathbf{S}]_{i,j} = 1 \quad \forall i \in \{1, \dots, n_1\} \quad [\mathbf{S}]_{i,j} \geq 0$$

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$$\arg \min_{\Theta} \quad \|\Theta_{vec}\|_1$$

$$\text{subject to} \quad \|y - A\Phi\Psi\Theta_{vec}\|_2 \leq \varepsilon$$

$$\Psi_{2D} \Theta \mathbb{I}_{\rho} = \mathbb{I}_{n_1}$$

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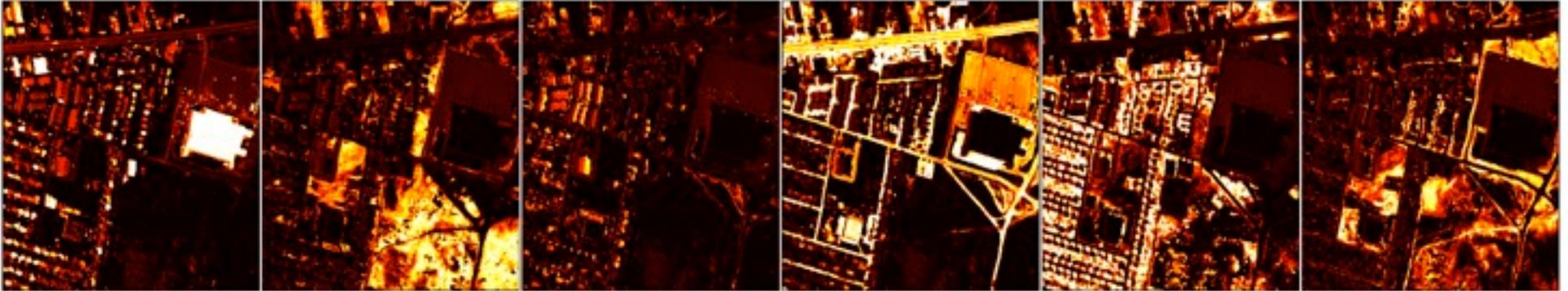
$$\arg \min_{\mathbf{S}} f_1(\mathbf{S}) + f_2(\mathbf{S}) + f_3(\mathbf{S})$$

$$f_1(\mathbf{S}) = \mathcal{P}(\mathbf{S}), \quad f_2(\mathbf{S}) = i_{\mathcal{B}_2}(\mathbf{S}), \quad f_3(\mathbf{S}) = i_{\mathcal{B}_{\Delta+}}(\mathbf{S})$$


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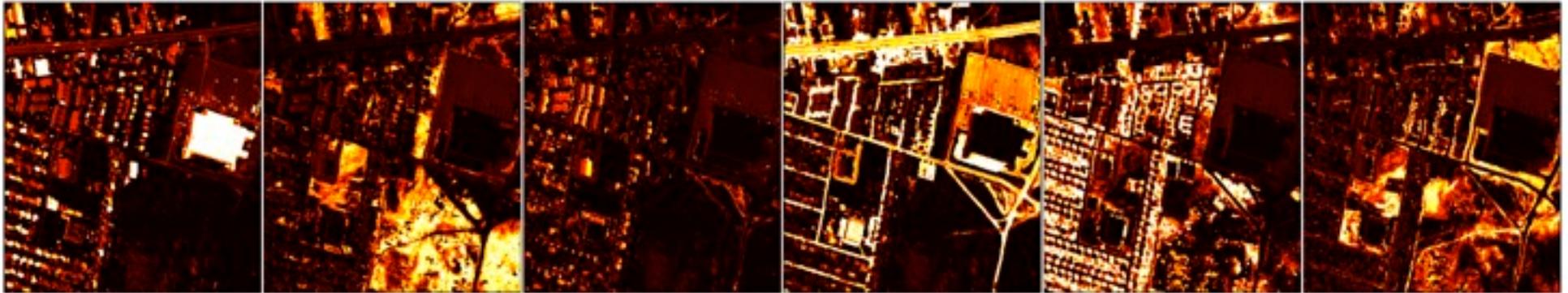
# Hyper Spectral Imaging

**S**: Sources (element abundancies)  $\mathbf{S} \in \mathbb{R}^{n_1 \times \rho}$

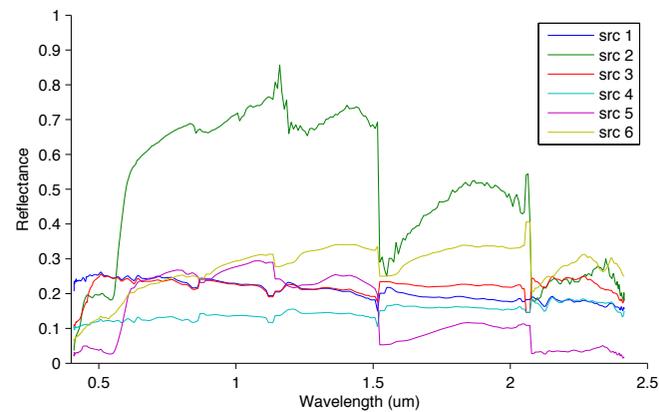


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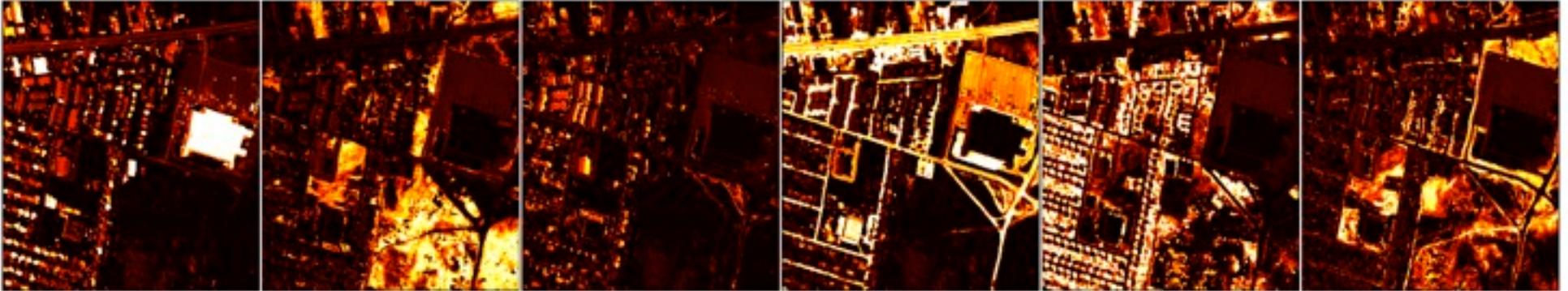


**A**: Spectra (depending on modality)  $\mathbf{A} \in \mathbb{R}^{n_2 \times \rho}$

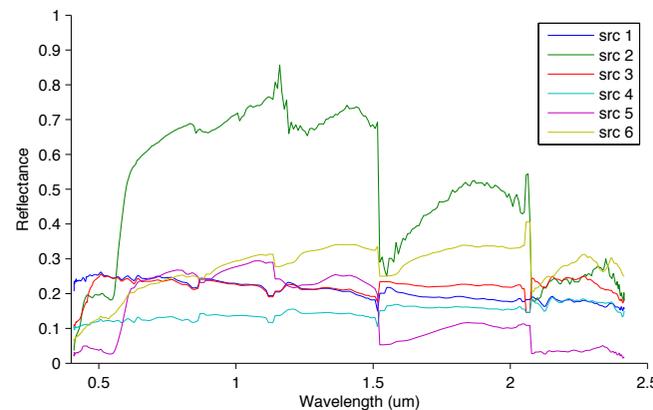


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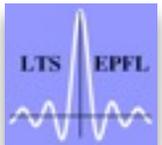


Each pixel is a weighted combination of source spectra:  $y = \mathbf{S}\mathbf{A}^T$

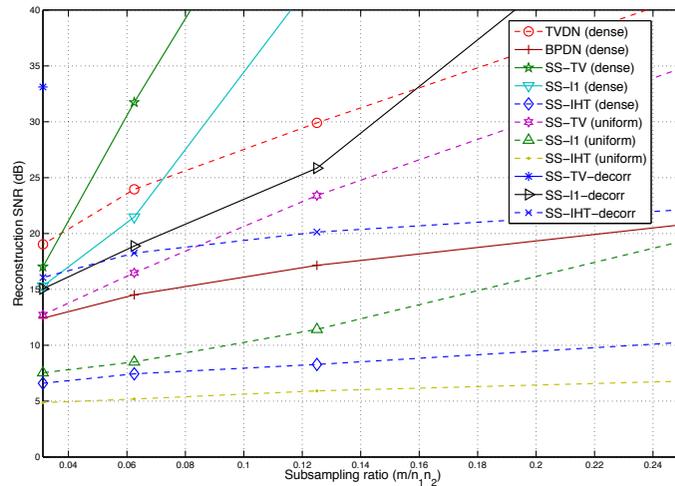
# Some experiments

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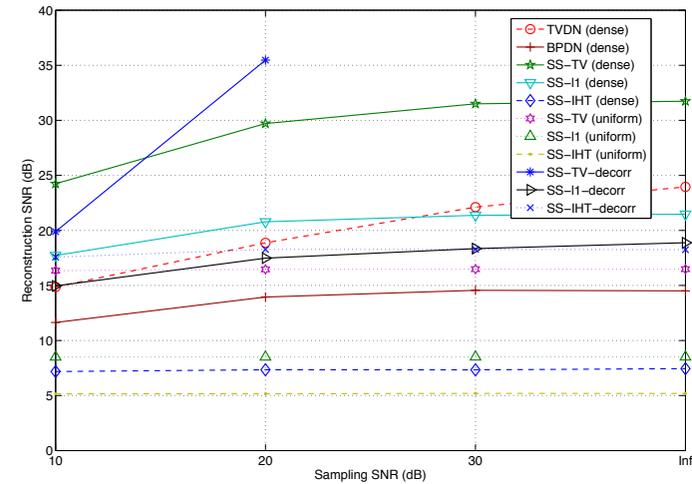
- We have implemented various problems
  - with/without linear mixture model
  - simple sparse wavelet model, TV
- We compared different algorithms
  - PPXA, a variant with IHT, ...
- We used several sensing matrices
  - dense, uniform, decorr, varied the core matrix (random conv, ...)
- We compared on various datasets
  - synthetic, real, CASSI ...



# Results



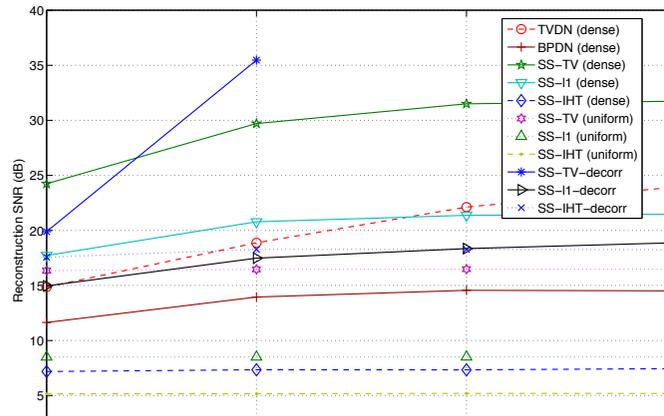
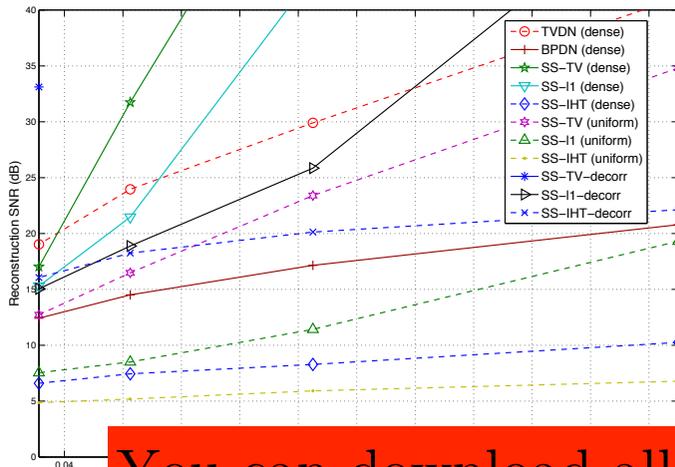
(a) Reconstruction SNR vs. subsampling ratio (noiseless sampling)



(b) Reconstruction SNR vs. sampling SNR (subsampling ratio:1/16)

| Noise SNR<br>Sampling rate        | $+\infty$ dB |            |            |            | 30 dB      |            |            |            | 10 dB      |            |             |             |
|-----------------------------------|--------------|------------|------------|------------|------------|------------|------------|------------|------------|------------|-------------|-------------|
|                                   | 1/4          | 1/8        | 1/16       | 1/32       | 1/4        | 1/8        | 1/16       | 1/32       | 1/4        | 1/8        | 1/16        | 1/32        |
| SS-IHT( <i>dense sampling</i> )   | 0.69         | 0.61       | 0.57       | 0.48       | 0.71       | 0.6        | 0.57       | 0.48       | 0.7        | 0.6        | 0.57        | 0.48        |
| SS-I1( <i>dense sampling</i> )    | <b>1.0</b>   | <b>1.0</b> | 0.95       | 0.81       | <b>1.0</b> | <b>1.0</b> | 0.95       | 0.8        | <b>1.0</b> | 0.98       | 0.91        | 0.73        |
| SS-TV( <i>dense sampling</i> )    | <b>1.0</b>   | <b>1.0</b> | <b>1.0</b> | 0.92       | <b>1.0</b> | <b>1.0</b> | <b>1.0</b> | 0.91       | <b>1.0</b> | <b>1.0</b> | <b>0.98</b> | 0.88        |
| SS-IHT( <i>uniform sampling</i> ) | 0.43         | 0.38       | 0.31       | 0.25       | 0.43       | 0.37       | 0.31       | 0.26       | 0.43       | 0.37       | 0.3         | 0.26        |
| SS-I1( <i>uniform sampling</i> )  | 0.97         | 0.73       | 0.45       | 0.31       | 0.95       | 0.73       | 0.48       | 0.3        | 0.96       | 0.75       | 0.42        | 0.3         |
| SS-TV( <i>uniform sampling</i> )  | <b>1.0</b>   | 0.98       | 0.9        | 0.76       | <b>1.0</b> | 0.97       | 0.89       | 0.74       | <b>1.0</b> | 0.97       | 0.88        | 0.74        |
| SS-IHT-decorr                     | 0.98         | 0.98       | 0.96       | 0.94       | 0.99       | 0.98       | 0.96       | 0.94       | 0.98       | 0.97       | 0.95        | 0.92        |
| SS-I1-decorr                      | <b>1.0</b>   | 0.99       | 0.97       | 0.92       | <b>1.0</b> | 0.99       | 0.96       | 0.91       | 0.98       | 0.95       | 0.92        | 0.87        |
| SS-TV-decorr                      | <b>1.0</b>   | <b>1.0</b> | <b>1.0</b> | <b>1.0</b> | <b>1.0</b> | <b>1.0</b> | <b>1.0</b> | <b>1.0</b> | <b>1.0</b> | 0.99       | <b>0.98</b> | <b>0.96</b> |

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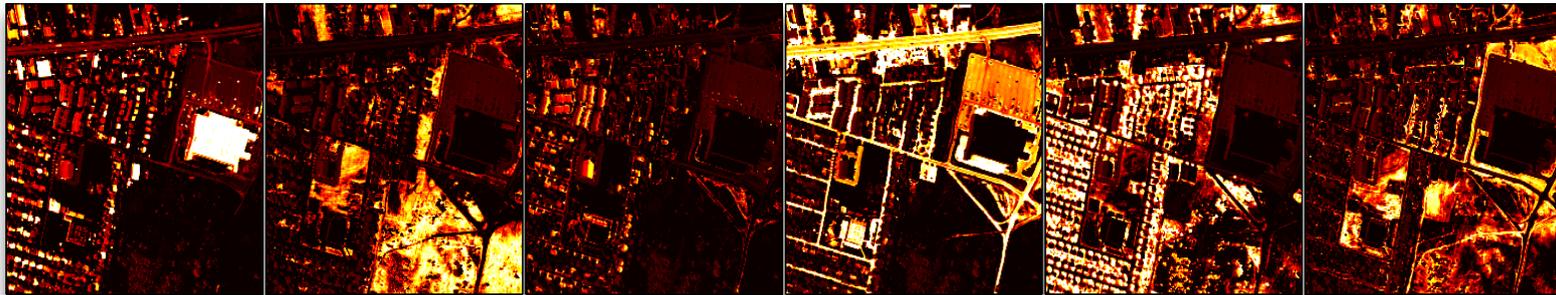


(a) Recon sampling)

You can download all the (GPU accelerated) code, datasets and scripts for experiments on our web page. Code uses UnlocBox: <http://unlocbox.sourceforge.net> Have fun :)

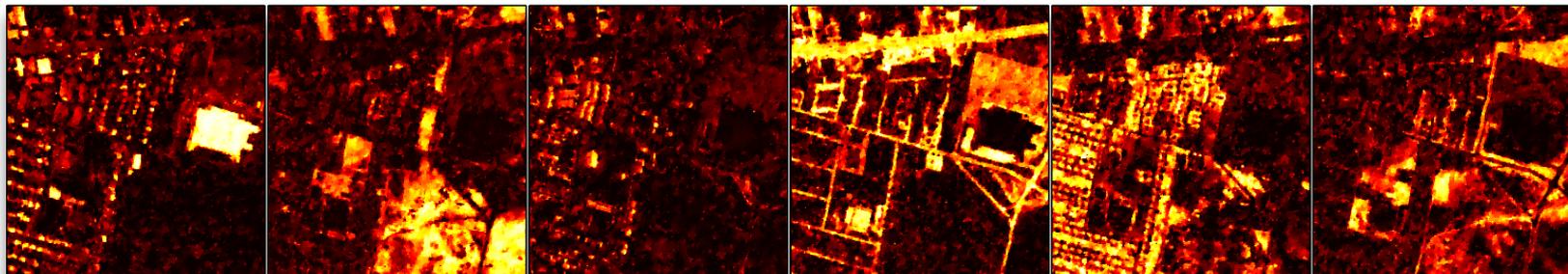
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| SS-TV( <i>uniform sampling</i> )  | <b>1.0</b> | 0.98       | 0.9        | 0.76       | <b>1.0</b> | 0.97       | 0.89       | 0.74       | <b>1.0</b> | 0.97       | 0.88        | 0.74        |
| SS-IHT-decorr                     | 0.98       | 0.98       | 0.96       | 0.94       | 0.99       | 0.98       | 0.96       | 0.94       | 0.98       | 0.97       | 0.95        | 0.92        |
| SS-l1-decorr                      | <b>1.0</b> | 0.99       | 0.97       | 0.92       | <b>1.0</b> | 0.99       | 0.96       | 0.91       | 0.98       | 0.95       | 0.92        | 0.87        |
| SS-TV-decorr                      | <b>1.0</b> | 0.99       | <b>0.98</b> | <b>0.96</b> |

# Hyper-Spectral Imaging



(a) Ground truth

From 3% of the original data:



(e) SS-TV-decorr, source reconstruction SNR: 8.64 dB

# Blind Case

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Very high dimensional data (thousands of channels)

Typical problem: **Source Separation**

Given the dictionary of spectra  $\mathbf{A}$  and the data  $y$

**V** Recover the source abundances, factorizing  $y = \mathbf{S}\mathbf{A}^T$

# Blind Case

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Very high dimensional data (thousands of channels)

Typical problem: **Source Separation**

Given the dictionary of spectra  $\mathbf{A}$  and the data  $y$

**V** Recover the source abundances, factorizing  $y = \mathbf{S}\mathbf{A}^T$

Can this be achieved even when?

$$y = \mathcal{A}(\mathbf{S}\mathbf{A}^T) \quad \text{Indirect/degraded observations}$$

The dictionary of spectra  $\mathbf{A}$  is unknown

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# Blind Source Separation

## HSI Compressive Blind Source Separation (CS-BSS)

$$\begin{aligned} & \arg \min_{\mathbf{S}, \mathbf{A}} \quad \|\mathbf{y} - \mathcal{A}(\mathbf{S}\mathbf{A}^T)\|_{\ell_2}^2 \\ & \text{subject to} \quad \sum_j^\rho \|\mathbf{S}_j\|_{TV} \leq \tau \\ & \quad \quad \quad \sum_{i=1}^\rho [\mathbf{S}]_{i,j} = 1 \quad \text{Source image} \\ & \quad \quad \quad [\mathbf{S}]_{i,j} \geq 0 \quad \text{constraints} \\ & \quad \quad \quad \|\Psi_{1D}^T \mathbf{A}\|_{\ell_1} \leq \gamma \quad \text{Spectral signature} \\ & \quad \quad \quad [\mathbf{A}]_{i,j} \geq 0. \quad \text{constraints} \end{aligned}$$

- Bi-convex minimization

Algorithm: alternating convex minimization

- 1- Initialize A at random
- 2- Source recovery given A
- 3- Mixture recovery given S
- 4- Repeat 2-3 until convergence

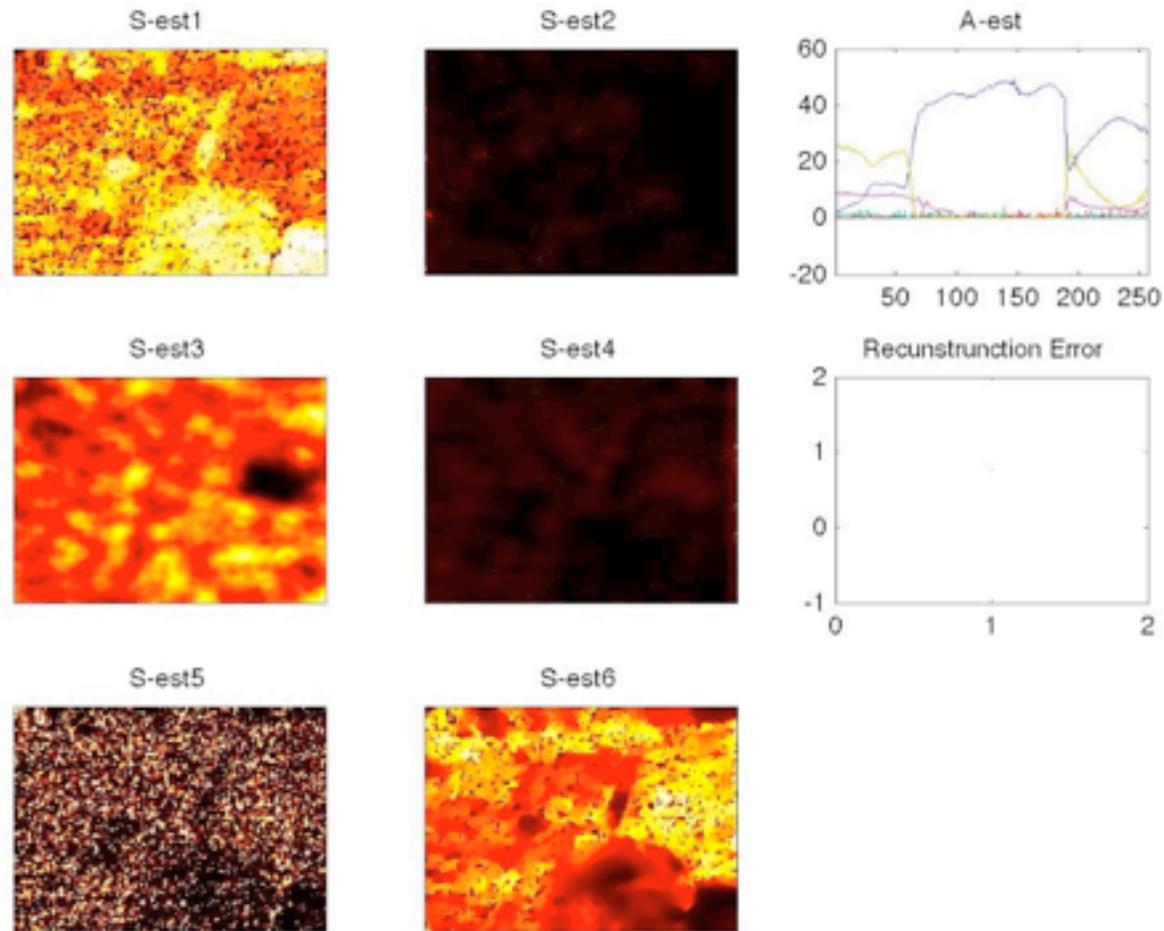
Goal: Compute source maps directly from compressed measurements  
 Separation or Segmentation in the compressed domain

# Blind Separation

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# Blind Separation



# Outlook

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- Significant challenges ahead in signal processing
  - Big Data
  - Ubiquitous but Cheap Sensing (i.e dirty signals)
- Sometimes, no need to reconstruct
  - clustering
  - classification
- Methods that would allow principled and guaranteed task-based processing very appealing