

Independent Vector Analysis via Log-quadratically Penalized Quadratic Minimization

Robin Scheibler

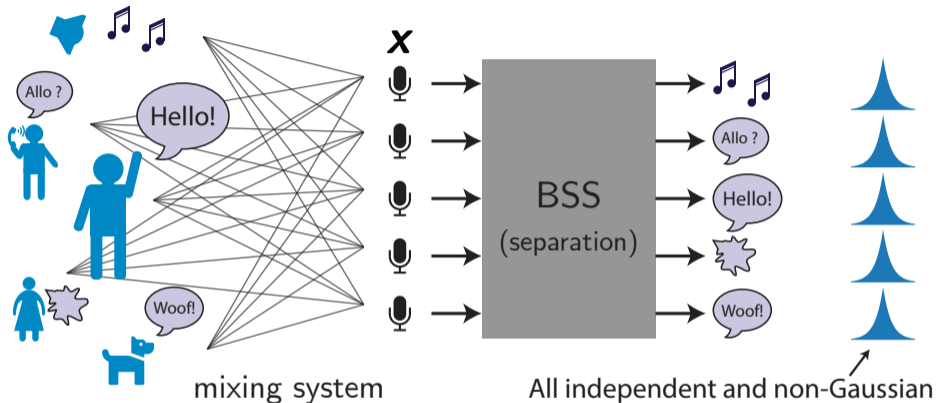
April 20, 2022

LINE

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

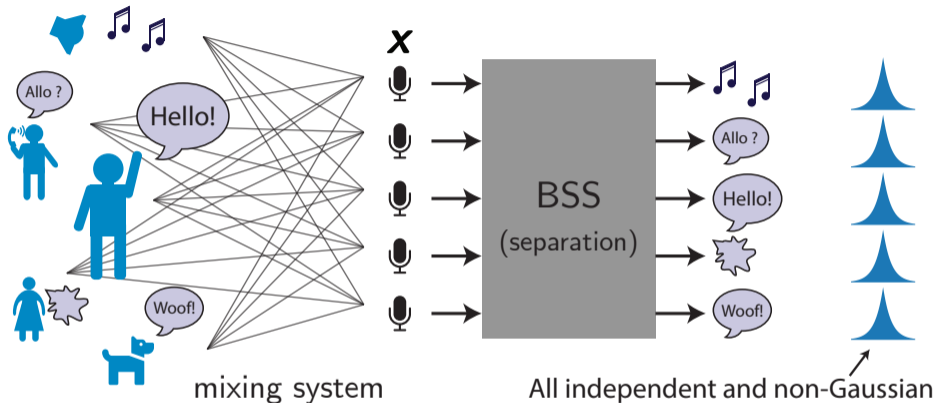
Blind Source Separation



Contributions

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

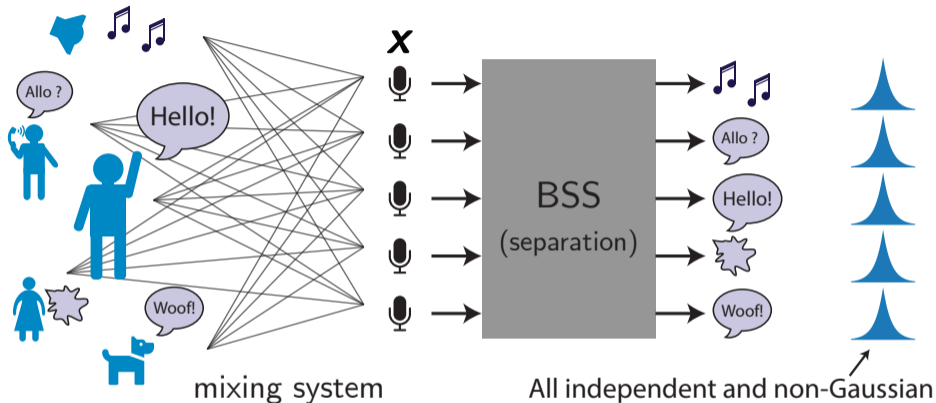
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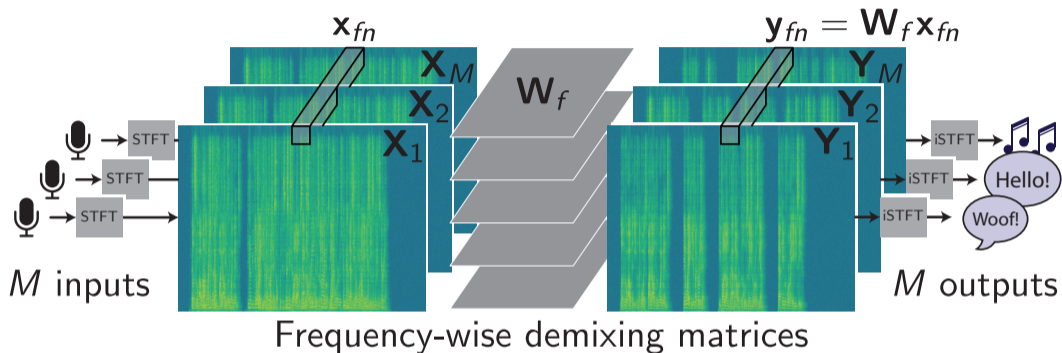
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Blind Source Separation by Independent Vector Analysis



Likelihood Function of Observed Data

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

Maximum Likelihood Estimation

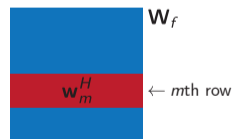
Estimate \mathbf{W}_f by minimizing log-likelihood function ($G(\mathbf{Y}) = -\log p(\mathbf{Y})$)

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

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

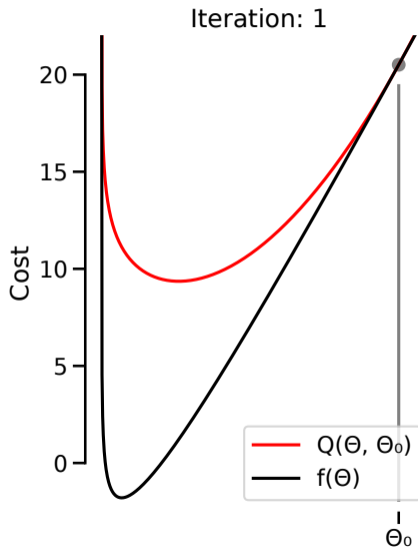
1. $Q(\theta, \hat{\theta}) \geq f(\theta)$
2. $Q(\hat{\theta}, \hat{\theta}) = f(\hat{\theta})$

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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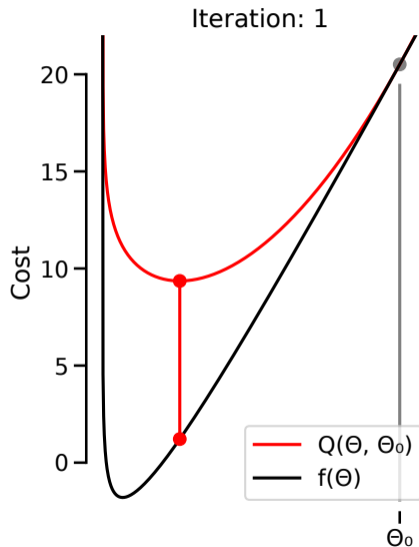
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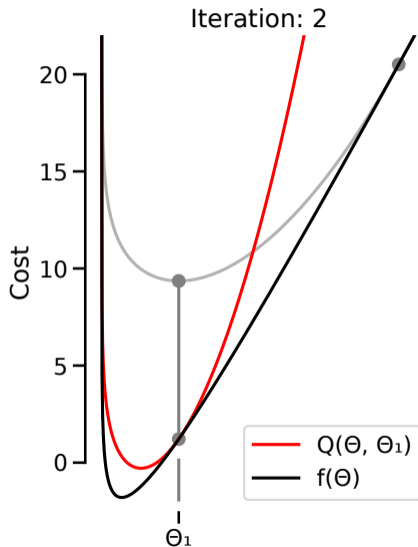
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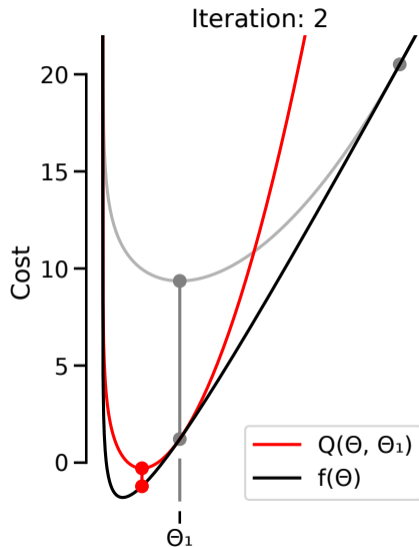
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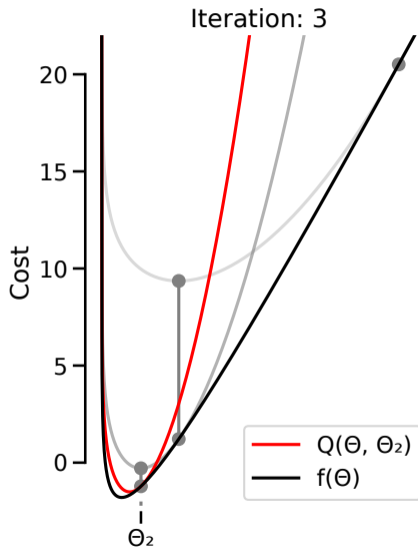
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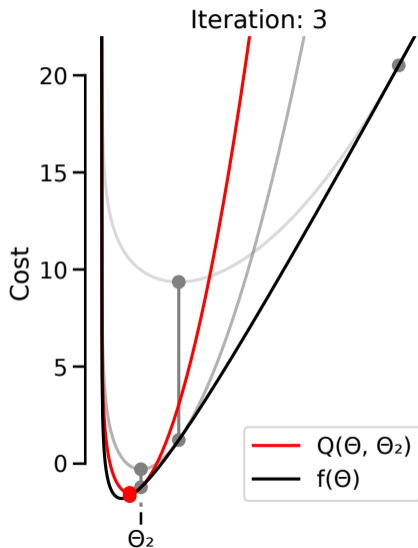
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AuxIVA Algorithm Idea

Ideal AuxIVA Algorithm

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

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

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

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

$$\mathbf{W}_f \leftarrow \arg \min_{\mathbf{W} \in \mathbb{C}^{M \times M}} \sum_m \mathbf{w}_m^H \mathbf{V}_{mf} \mathbf{w}_m - 2 \log |\det \mathbf{W}|$$

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

$$\min_{\mathbf{W} \in \mathbb{C}^{M \times M}} \sum_m \mathbf{w}_m^H \mathbf{V}_{mf} \mathbf{w}_m - 2 \log |\det \mathbf{W}| \quad (\text{HEAD})$$

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 W_f at a time

Iterative Projection 2 (IP2) [Ono2018]



- Updates a two rows of 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)

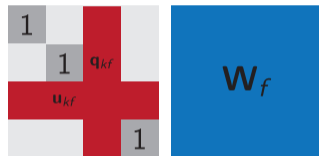
Multiplicative updates of \mathbf{W}_f by

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

Apply M updates to \mathbf{W}_f sequentially

for loop \leftarrow 1 to M do

$$\left| \begin{array}{l} \mathbf{u}_m, \mathbf{q}_m \leftarrow \arg \min_{\mathbf{u}, \mathbf{q} \in \mathbb{C}^M} \ell_+(\mathbf{T}_m(\mathbf{u}, \mathbf{q})\mathbf{W}_f) \\ \mathbf{W}_f \leftarrow \mathbf{T}_m(\mathbf{u}_m, \mathbf{q}_m)\mathbf{W}_f \end{array} \right.$$



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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Solving the IPA Update Equation

Sketch of Solution

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

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

Contribution 2

Algorithm to compute global minimum of LQPQM

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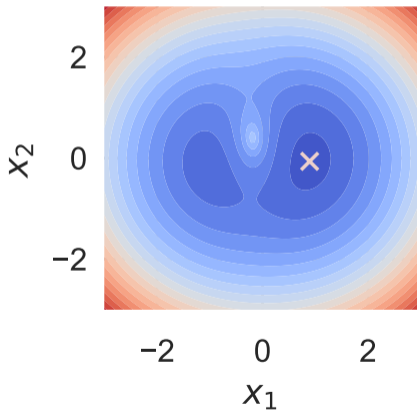
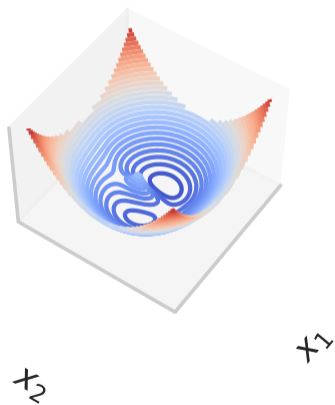
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Log-quadratically Penalized Quadratic Minimization

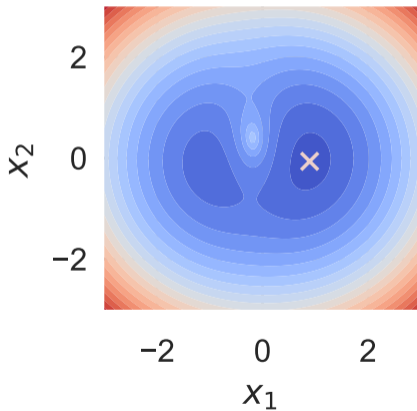
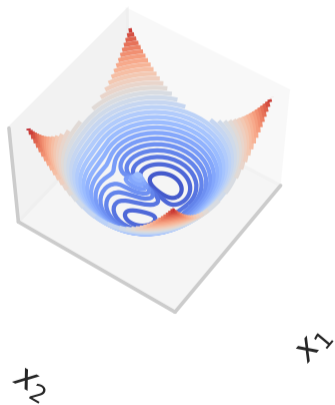
LQPQM: Loss Landscape in 2D

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



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

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

Reduce to function of λ 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 (φ_m eigenvalues of \mathbf{U} , $\hat{\mathbf{v}}$ is \mathbf{v} in \mathbf{U} eigenbasis)

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

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

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

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

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

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Reduce to function of λ only

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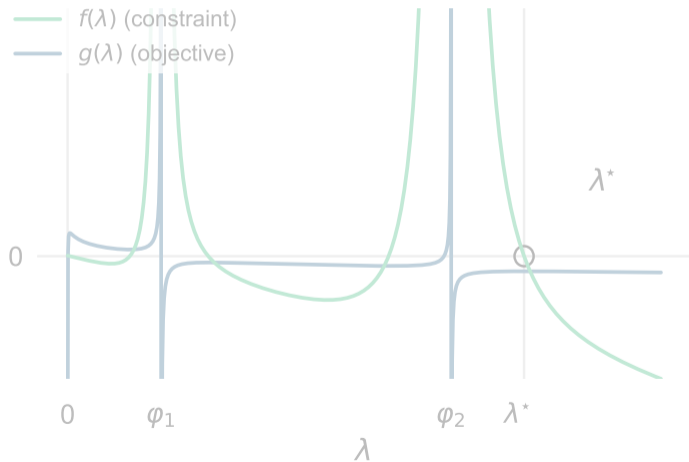
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Reduce LQPQM to 1D Minimization

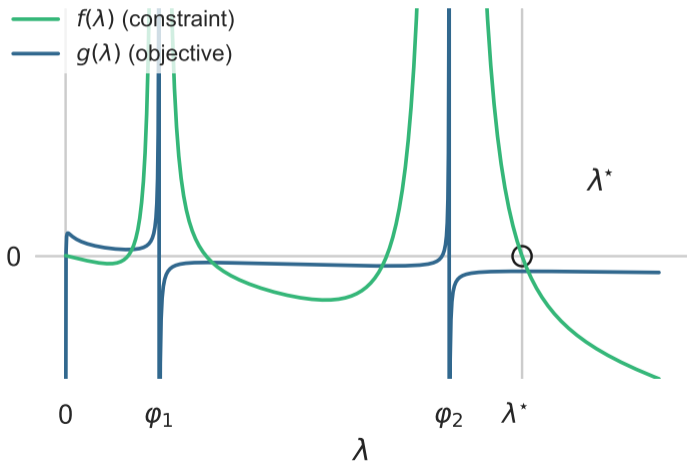
$$\min_{\lambda \in \mathbb{R}_+} g(\lambda) \quad \text{subject to} \quad f(\lambda) = 0$$

- Non-linear
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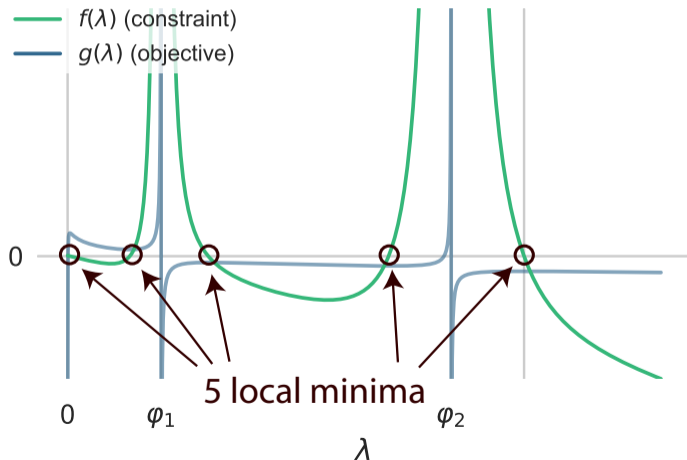


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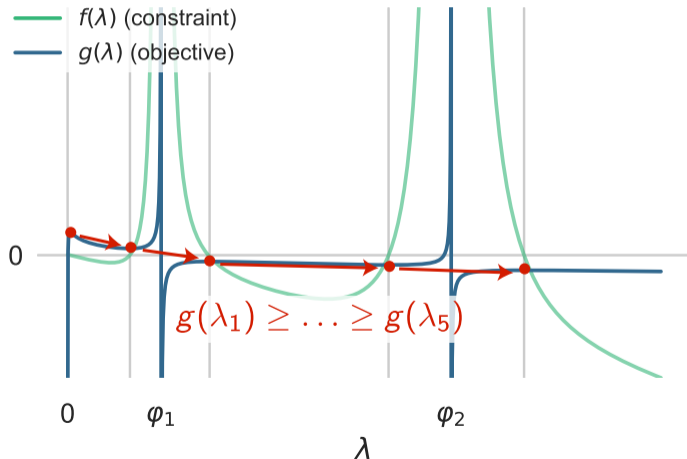
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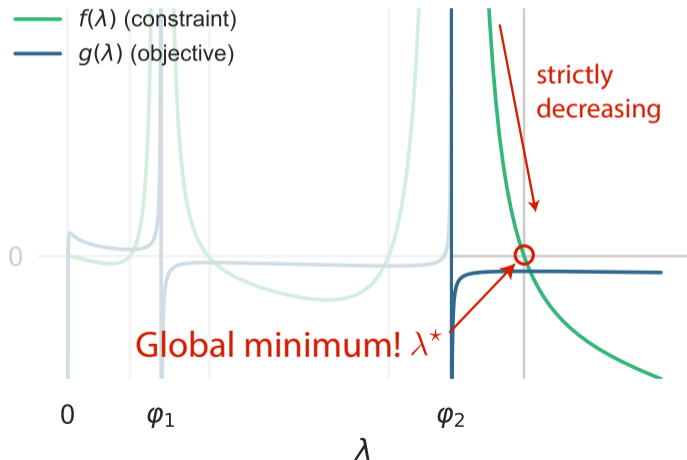
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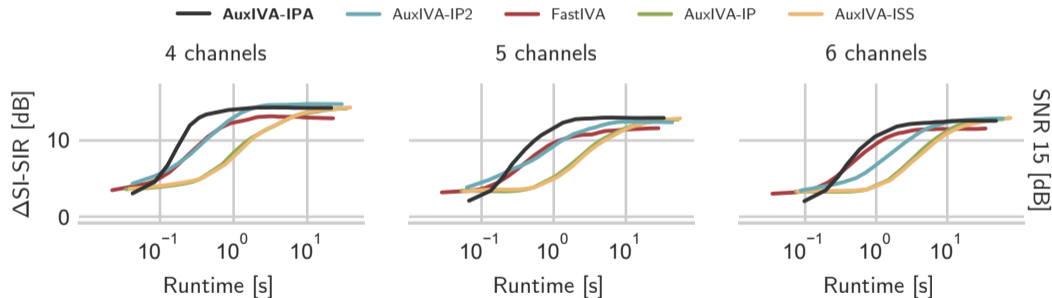
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Experiment: Speed Contest

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



New IPA Algorithm for BSS with AuxIVA

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

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



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