

Motivation

Convolutional Sparse Coding is a classical inverse problem that ubiquitously appears in various areas:

- Image Processing (Deblurring)
- Communications (Blind Channel Estimation)
- Array processing (Blind Gain and Phase Calibration)

Problem Formulation

- Let $\mathbf{y}_i \in \mathbb{R}^n$ be the convolution between a filter $\mathbf{g} \in \mathbb{R}^n$, and a sparse input $\mathbf{x}_i \in \mathbb{R}^n$:

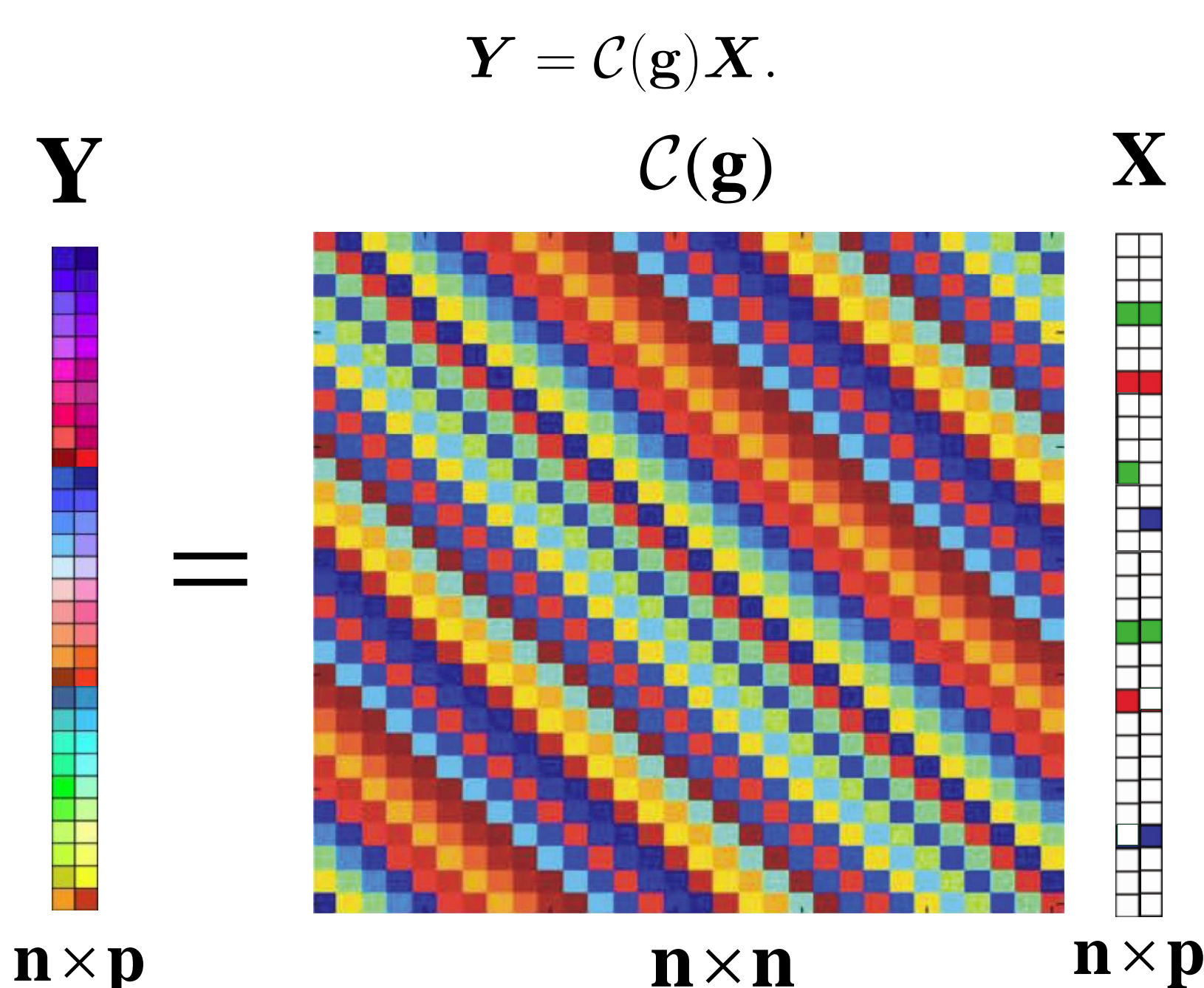
$$\mathbf{y}_i = \mathbf{g} \circledast \mathbf{x}_i = \mathcal{C}(\mathbf{g})\mathbf{x}_i, \quad i = 1, \dots, p, \quad (1)$$

where the total number of observations is p , \circledast denotes the circular convolution.

- $\mathcal{C}(\mathbf{g}) \in \mathbb{R}^{n \times n}$ is the circulant matrix spanned by $\mathbf{g} = [g_1, \dots, g_n]^T$, given as

$$\mathcal{C}(\mathbf{g}) = \begin{bmatrix} g_1 & g_n & \cdots & g_2 \\ g_2 & g_1 & \cdots & g_3 \\ \vdots & \vdots & \ddots & \vdots \\ g_n & g_{n-1} & \cdots & g_1 \end{bmatrix}.$$

- Denote $\mathbf{Y} = [\mathbf{y}_1, \dots, \mathbf{y}_p] \in \mathbb{R}^{n \times p}$ and $\mathbf{X} = [\mathbf{x}_1, \dots, \mathbf{x}_p] \in \mathbb{R}^{n \times p}$, the signal model can be rewritten as

$$\mathbf{Y} = \mathcal{C}(\mathbf{g})\mathbf{X}.$$


Goal: Provide a computationally-efficient algorithm with theoretical guarantees to recover both the signals $\{\mathbf{x}_i\}_{i=1}^p$ and the kernel \mathbf{g} from their convolution $\{\mathbf{y}_i\}_{i=1}^p$, up to a circulant shift and a scaling factor.

- $\mathbf{y}_i = (\beta \mathcal{S}_j(\mathbf{g})) \circledast (\beta^{-1} \mathcal{S}_{-j}(\mathbf{x}_i))$, where $\mathcal{S}_j(\cdot)$ is a circulant shift by j positions, $j = 1, \dots, n$, and $\beta \neq 0$ is an arbitrary scalar.

A Nonconvex Approach via Manifold Gradient Descent

- **Observation:** Assuming $\mathcal{C}(\mathbf{g})$ is invertible [Li, Lee, and Bresler], there exists a unique inverse filter $\mathbf{g}_{\text{inv}} \in \mathbb{R}^n$ such that $\mathcal{C}(\mathbf{g})^{-1} := \mathcal{C}(\mathbf{g}_{\text{inv}})$, which allows us to convert the bilinear form (1) into a linear form,

$$\mathcal{C}(\mathbf{g}_{\text{inv}})\mathbf{y}_i = \mathcal{C}(\mathbf{g}_{\text{inv}})\mathcal{C}(\mathbf{g})\mathbf{x}_i = \mathbf{x}_i, \quad i = 1, \dots, p.$$

- Due to the sparsity of $\{\mathbf{x}_i\}_{i=1}^p$, we are motivated to recover \mathbf{g}_{inv} by seeking a vector \mathbf{h} that minimizes the cardinality of $\mathcal{C}(\mathbf{h})\mathbf{y}_i = \mathcal{C}(\mathbf{y}_i)\mathbf{h}$:

$$\min_{\mathbf{h} \in \mathbb{R}^n} \frac{1}{p} \sum_{i=1}^p \|\mathcal{C}(\mathbf{y}_i)\mathbf{h}\|_0.$$

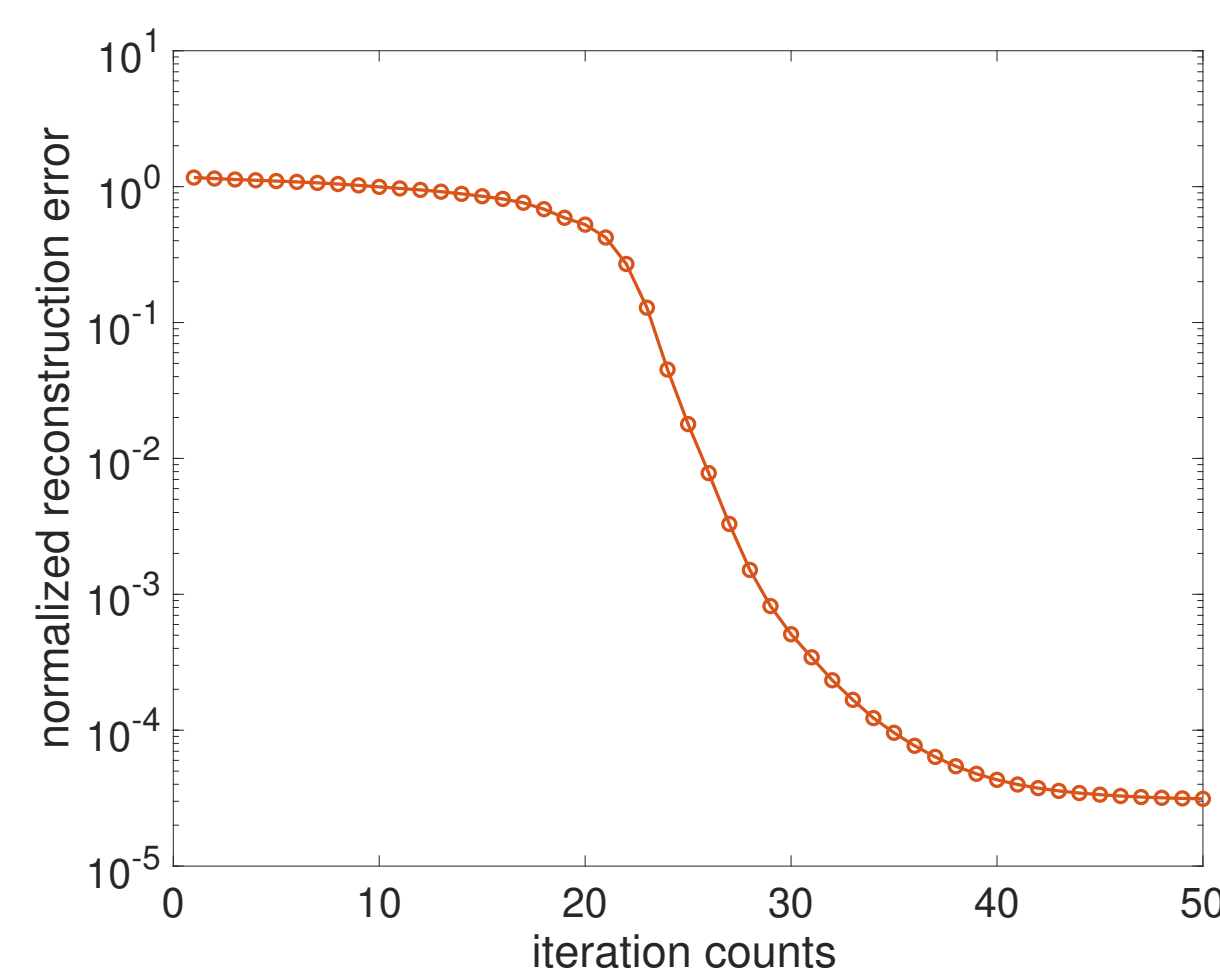
- **Problematic** with issues: (1) has a trivial solution $\mathbf{h} = \mathbf{0}$; (2) computationally intractable.
- We propose an alternative **nonconvex formulation** with pre-conditioning:

$$\min_{\mathbf{h} \in \mathbb{R}^n} f(\mathbf{h}) = \frac{1}{p} \sum_{i=1}^p \psi_\mu(\mathcal{C}(\mathbf{y}_i)\mathbf{R}\mathbf{h}) \quad \text{s.t.} \quad \|\mathbf{h}\|_2 = 1,$$

where $\mathbf{R} = [\frac{1}{\theta np} \sum_{i=1}^p \mathcal{C}(\mathbf{y}_i)^\top \mathcal{C}(\mathbf{y}_i)]^{-1/2}$ is a preconditioning matrix depending only on $\{\mathbf{y}_i\}_{i=1}^p$, and $\psi_\mu(z) = \mu \log \cosh(z/\mu)$ is a convex surrogate with μ controlling the smoothness.

- **Manifold Gradient Descent (MGD):**

$$\mathbf{h}_{t+1} := (\mathbf{h}_t - \eta \partial f(\mathbf{h}_t)) / \|\mathbf{h}_t - \eta \partial f(\mathbf{h}_t)\|_2$$



- Motivated by such surprising success of MGD: **can we establish theoretical guarantees of MGD to recover the filter for MSBD?**

Theoretical Analysis

Assumptions: Our theoretical guarantee relies on the following assumptions:

- A1) The input sparse signal $\mathbf{X} = \Omega \odot \mathbf{R}$ is assumed of a *Bernoulli-Gaussian model*,
 - Ω is an i.i.d. Bernoulli matrix with parameter θ ,
 - \mathbf{R} is an independent random matrix with i.i.d. random Gaussian variables drawn from $\mathcal{N}(0, 1)$.
- A2) $\mathcal{C}(\mathbf{g})$ is invertible with the condition number κ , i.e. $\kappa = \sigma_1(\mathcal{C}(\mathbf{g}))/\sigma_n(\mathcal{C}(\mathbf{g}))$.

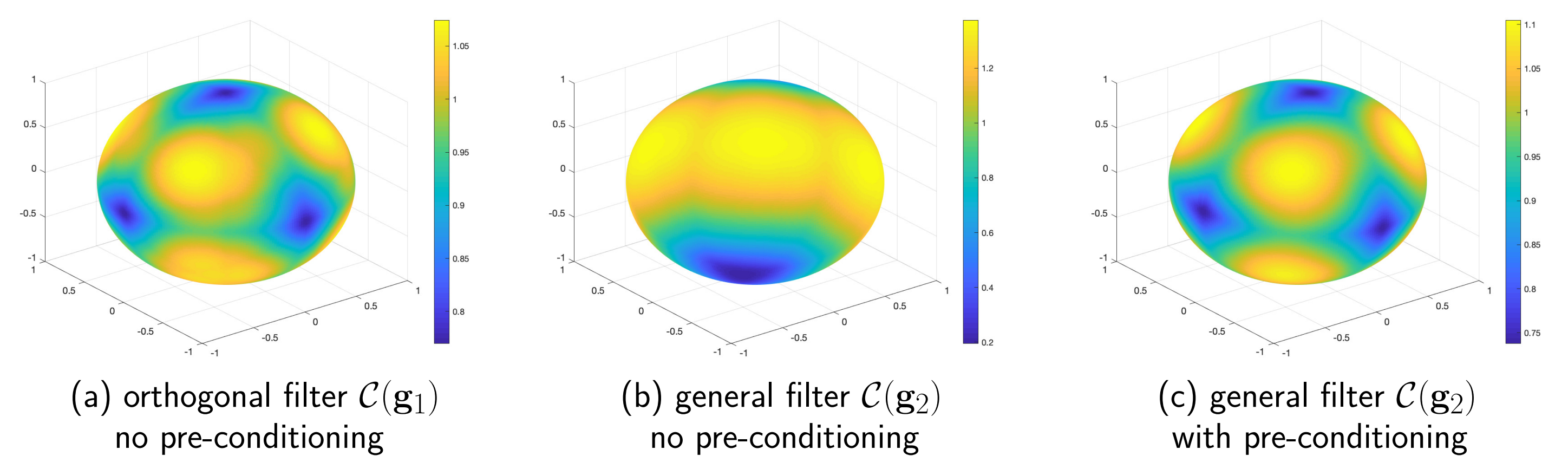
Theorem 1 (Benign Geometry of $f(\mathbf{h})$): Under the assumptions, let $\mathbf{w} = [h_1, \dots, h_{n-1}]^\top$ and $\phi(\mathbf{w}) = f(\mathbf{h})$. For any $\theta \in (0, \frac{1}{3})$, when $\mu \lesssim \min\{\theta, n^{-3/4} \log^{-1} n\}$ and the number of measurements $p \gtrsim \kappa^8 n^{4.5}$ up to logarithmic factors, it holds with high probability that for $\mathbf{h}(\mathbf{w}) \in \mathcal{S}_{1/(4 \log n)}^{(n+)}$, where $\mathcal{S}_\xi^{(i\pm)} = \left\{ \mathbf{h} : h_i \geq 0, \frac{h_i^2}{\|\mathbf{h}_v\|_\infty^2} \geq 1 + \xi \right\}$:

$$\text{(large gradient)} \quad \mathbf{w}^\top \nabla \phi_o(\mathbf{w}) / \|\mathbf{w}\|_2 \gtrsim \theta / \log n, \quad \text{if } \|\mathbf{w}\|_2 > \mu / (4\sqrt{2}),$$

$$\text{(strong convexity)} \quad \nabla^2 \phi_o(\mathbf{w}) \succeq \frac{n\theta}{5\sqrt{2}\pi\mu} \mathbf{I}, \quad \text{if } \|\mathbf{w}\|_2 \leq \mu / (4\sqrt{2}).$$

In addition, the function $\phi(\mathbf{w}) = f(\mathbf{h})$ has exactly one unique local minimizer \mathbf{w}^* near $\mathbf{0}$.

- Directly applying Theorem 1 for $\mathcal{S}_{1/(4 \log n)}^{(n+)}$ to $2n$ subsets $\{\mathcal{S}_{1/(4 \log n)}^{(i\pm)}\}_{i=1}^n$, we observe that there is **no saddle points or spurious local minimizers** except those corresponding to shift and sign-flipped ground truth with high probability.



Theorem 2 (Convergence Guarantee for MGD): Instate the assumptions of Theorem 1, with $O(\log n)$ independent **random initializations** selected uniformly over the sphere, it is guaranteed to obtain a vector $\mathbf{h}^{(T)}$ that accurately recover \mathbf{g}_{inv} up to scale and shift ambiguity:

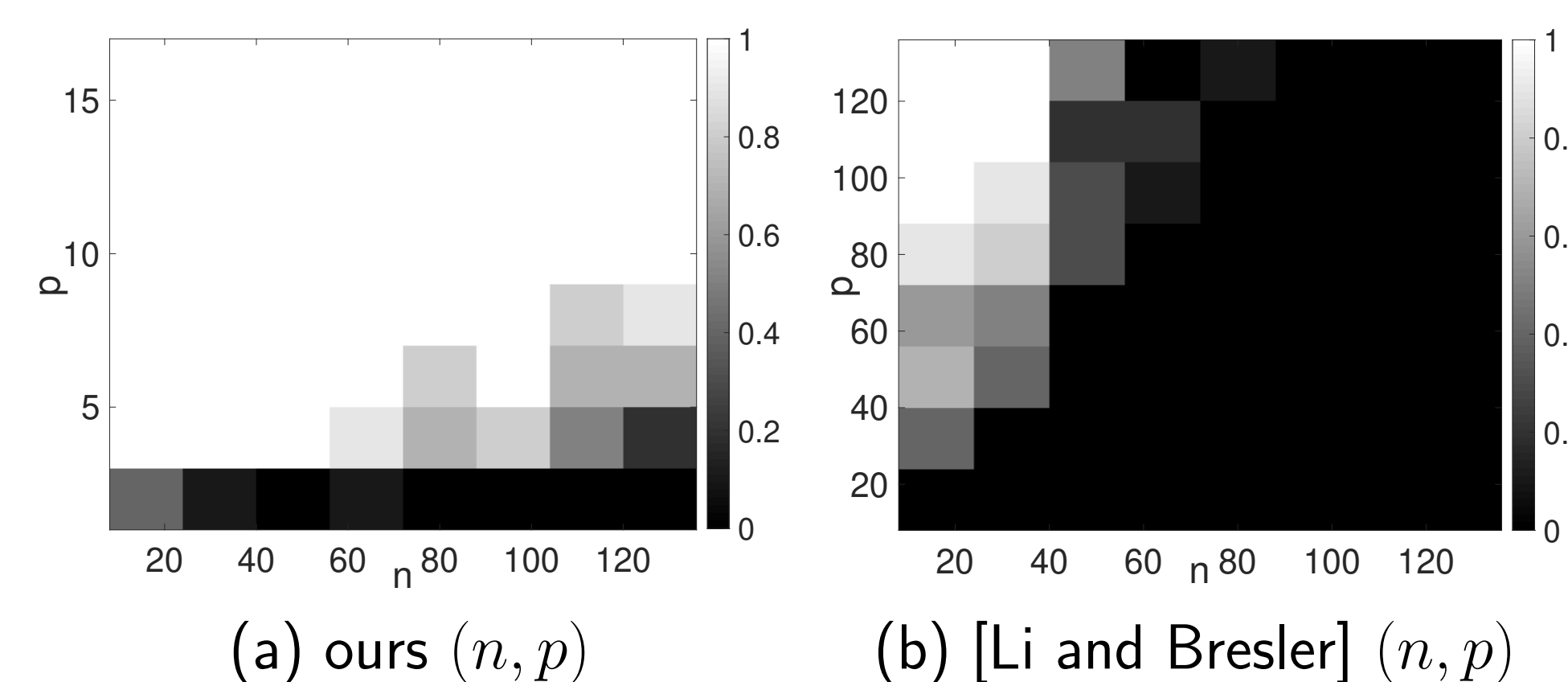
$$\min_{j \in [n]} \|\mathbf{h}^{(T)} \pm \mathcal{S}_j(\mathbf{g}_{\text{inv}})\|_2 \lesssim \frac{\kappa^4}{\theta^2} \sqrt{\frac{n \log^3 p \log^2 n}{p}} + \epsilon$$

for any $\epsilon > 0$, in $T \lesssim \frac{n^3 \log p}{\mu^2 \theta^2} + \frac{n \log p}{\theta^2} \log\left(\frac{\mu}{\epsilon}\right)$ iterations of MGD.

Numerical Experiments

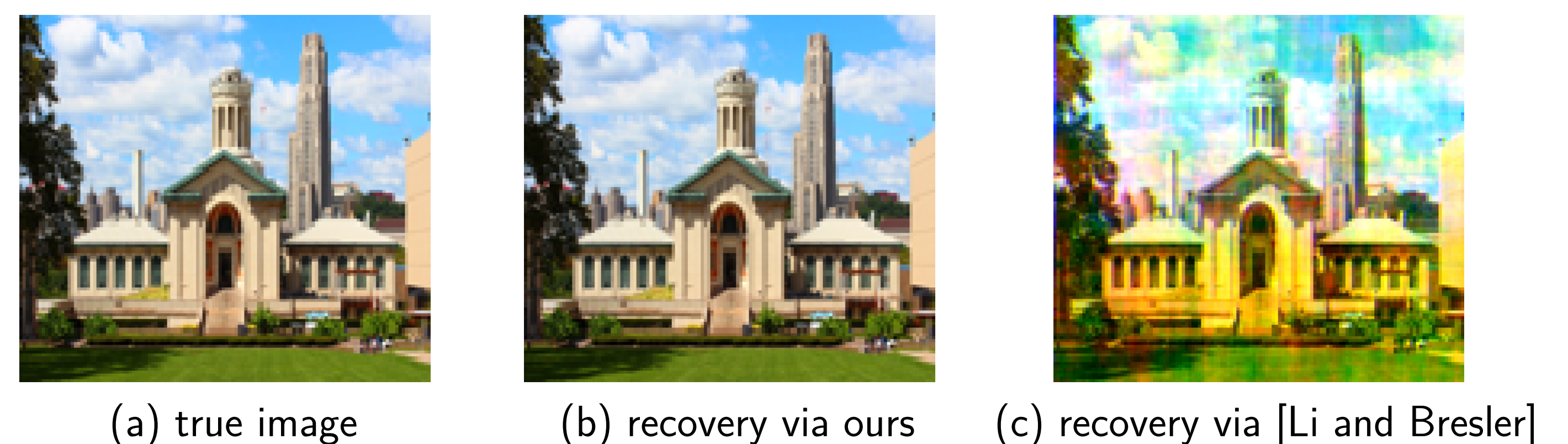
Blind deconvolution with Synthetic data:

- The entries of \mathbf{X} are drawn i.i.d. from a Bernoulli-Gaussian distribution with sparsity θ .
- We declare the recovery is successful if $\|\mathcal{C}(\mathbf{g})\mathbf{R}\mathbf{h}^{(T)}\|_\infty / \|\mathcal{C}(\mathbf{g})\mathbf{R}\mathbf{h}^{(T)}\|_2 > 0.99$.



2D Image Blind Deconvolution:

- The size of the observations are $n = 128 \times 128$, $\theta = 0.1$, $p = 1000$ (significantly $< n$).



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Reference

- Laixi Shi and Y. Chi, "Manifold Gradient Descent Solves Multi-Channel Sparse Blind Deconvolution Provably and Efficiently," *arXiv preprint, arXiv 1911.11167*, 2019.
- YanJun Li and Yoram Bresler, "Global geometry of multichannel sparse blind deconvolution on the sphere," in *Advances in Neural Information Processing Systems, 2018*, pp. 1132–1143.