

From Compressed Sensing to Distributed Signal (Data) Processing

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Compressed / Sparse Sensing





Compressible Signals

Compressible signals: approximated by K -sparse signals





Compressed Sensing (CS) Problem

Problem 1: Recover original signal x, given measurement y and sensing matrix ϕ .



Problem 2: Dictionary learning – Identify the sensing matrix \emptyset and recover original signal x, given measurement y. (Much tougher!)



CS Reconstruction

Problem: Recover original signal x, given measurement y and sensing matrix ϕ

 l_0 – Mininization for CS reconstruction

 $\min_{x} ||x||_{0}$ subject to $||y - \emptyset x||_{2} \le \varepsilon$ where $||x||_{0}$ counts the number of nonzero elements of x

- Solution represents the sparest signal (i.e., with the minimum number of nonzero entries
- Huge complexity: Exhaustive search with complexity C_K^N

Greedy algorithm

 $\min_{x} ||y - \emptyset x||_2$ subject to $||x||_0 \le K$

- Under the K-restricted isometry property (RIP)
 - Noiseless case: exact reconstruction
 - Noisy case: bounded reconstruction distortion

Sensor networks: Sparse & temporal correlated samples

- Sensed signal is sparse in some domain
- Exact reconstruction is possible at sub-Nyquist rates
- Reduced data volume, while retaining information content







Time t

- Consecutive time samples demonstrate high temporal correlation
- Desirable to exploit temporal information for improvements in performance and computational complexity

Observations and question

Observations

- Traditionally, Kalman filtering handles dynamic signal recovery well
- Kalman filtering does not deal with sparse signals well
- Established compressed sensing (CS) techniques do not handle dynamic, temporally correlated signals, as efficiently as Kalman
- Bayesian CS handles signal statistics, but not well on temporal characteristics

Question

- Can we do better than performing sparse signal reconstruction independently for each frame?
- Answer: Yes

Sparsity from a Bayesian Standpoint

Sparse Bayesian learning allows estimations of signal statistics. Sparsity of each component x_i is controlled by its variance:

$$p(x_i | \alpha_i) = N(0, \alpha_i).$$

When $\alpha_i = 0$, it is *a*-posteriori certain that $x_i = 0$.



Tracking Dynamic Sparse Signals

Signals \mathbf{x}_t are sparse in the same domain:

$$\mathbf{x}_{t} = \mathbf{x}_{t-1} + \mathbf{q}_{t}$$
$$\mathbf{y}_{t} = \mathbf{\Phi}_{t} \mathbf{x}_{t} + \mathbf{n}_{t}$$
$$\mathbf{x}_{t} \text{ is sparse} \rightarrow \mathbf{q}_{t} \text{ is sparse:}$$
$$\mathbf{q}_{t} \sim N (\mathbf{0}, \mathbf{A}_{t})$$
$$\mathbf{A}_{t} = \text{diag}(\alpha_{1}, \cdots, \alpha_{N})$$



NASA ozone measurements and reconstruction



- Global ozone distribution
- Blue strips represent missing data
- Signal is sparse in DCT domain
- Hybrid-Bayesian Kalman approach yields lower reconstruction errors than Bayesian CS



Reconstruction error of ozone measurements





From Centralized Compressed Sensing to Distributed Signal (Data) Processing

Distributed Signal Processing (In-Network Data Processing)

- Dynamic, Distributed Signal Processing
 - Multiple, distributed signal/data sources
 - Huge data volume!
 - Complex temporal-spatial correlations
 - Limited communication or computing resources
 - Dynamic info requirements (e.g. user location)
 - Applications e.g., situation awareness







- Solution Techniques
 - Process signal/data while being transferred hop-by-hop toward the user destination (In-Network Data Processing, INDP)
 - Lossy vs. lossless processing
 - Optimize use of bandwidth and computing resources while providing satisfactory quality of information (QoI)

Current Network Model

- Operating scenario
 - A user sends a query to request for information
 - An aggregation tree is formed to transfer and process requested information
- Parameters of concern
 - Energy consumption at each node: receiving, computation and transmission
 - Data (fusion, compression, aggregation) reduction rate: $0 \le \delta_i \le 1$ for each node *i*
- Distributed approach for data aggregation
 - To achieve the optimal trade-off between energy consumption and QoI (e.g., amount of data received at the end user)

Problem Formulation: Distributed Signal Processing

The global optimization (GO) problem

 $min_{\{\delta_i\}} \sum_{i=1}^{\prime} P_i(\delta_i, y_i)$ s.t. $y_r \delta_r \ge \gamma$

where $P_i(...)$ = energy consumption y_i = amount of data input δ_i = reduction rate at node i



- Constraint represents Qol requirements
- Possible to extend formulation for other settings/applications
- Unfortunately, it is an NP-hard problem!

Local Constrained Optimization (LCO) Formulation

The local constrained optimization (LCO) problem

 $\min_{\{\delta_i\}} \sum_{i=1}^{\prime} P_i(\delta_i, y_i)$ s.t. $y_i \delta_i \ge \gamma \text{ for } \forall i$

where $P_i(...)$ = power consumption y_i = amount of data input δ_i = reduction rate at node i



Additional constraints impose Qol requirement at each node

Distributed solution to the LCO problem

- Assumptions
 - Energy consumption as separable functions: $P_i(\delta_i, y_i) = f_i(\delta_i)g_i(y_i)$ •
 - Communication energy consumptions for receiving and transmitting ٠ are proportional to the amount of data involved
- Theorem: Under the assumptions, the LCO problem is equivalent to a • distributed one as follows:

$$\min_{\{\delta_i\}} \sum_{i=1}^r P_i(\delta_i, y_i) \qquad \qquad \sum_{i=1}^r \min_{\{\delta_i\}} P_i(\delta_i, y_i) \\ \text{s.t. } y_i \delta_i \ge \gamma \text{ for } \forall i \qquad \qquad \text{s.t. } y_i \delta_i \ge \gamma \text{ for } \forall i$$

Each node optimizes on its own. Fully distributed solution!

 y_i)

Numerical results

 Cases with balanced binary aggregation trees & computable optimal solutions

Cases	Parameter settings
Case1	$e_T = e_R = e_C = 0.00024$ $\gamma = 5$
Case2	$e_T = e_R = 0.00024$ $e_C = 0.00012$ $\gamma = 5$



LCO closely approximates GO when

- Communication costs higher than computation
- Number of nodes increases

Numerical results (continued)

Balanced aggregation tree with 127 node:

- Homogeneous Nodes (HN)
- Powerful Leaves (PL)
- Powerful Intermediate Nodes (PI)

Cases	Parameter settings
HN	$e_{T_i} = e_{R_i} = 0.00024$ for all i $e_{C_i} = 0.00012$ for all i $\gamma = 5$
PL	$\begin{array}{l} e_{T_i} = e_{R_i} = 0.00024 \ \ \text{for all} \ i \\ e_{C_i} = 0.00012 \ \text{for} \ i \in \{intermediate \ nodes\} \\ e_{C_i} = 0.00006 \ \text{for} \ i \in \{leaf \ nodes\} \\ \gamma = 5 \end{array}$
PI	$e_{T_i} = e_{R_i} = 0.00024 \text{ for all } i$ $e_{C_i} = 0.00006 \text{ for } i \in \{intermediate nodes\}$ $e_{C_i} = 0.00012 \text{ for } i \in \{leaf nodes\}$ $\gamma = 5$



LCO closely approximates GO when intermediate nodes have powerful computation capability

Concluding remarks and future work

- Concluding remarks
 - Signals are often sparse in some domain, thus compress sensing (CS) techniques are applicable
 - CS techniques have been developed to treat sparse signals with time dynamics
 - Distributed signal processing (DSP) is useful, but open issues exist
 - DSP (e.g., sensor networks) has to be considered with communication constraints for optimal performance
 - Globally optimal DSP is hard to achieve, but suboptimal distributed solutions may be possible
- Future work
 - Generalize the conditions under which the local-constrained optimization
 problem can lead to fully distributed solutions
 - How can we perform the CS in distributed ways?
 - Incorporate other aspects of signal processing (e.g., image, detection) into the DSP framework



Acknowledgments and references

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