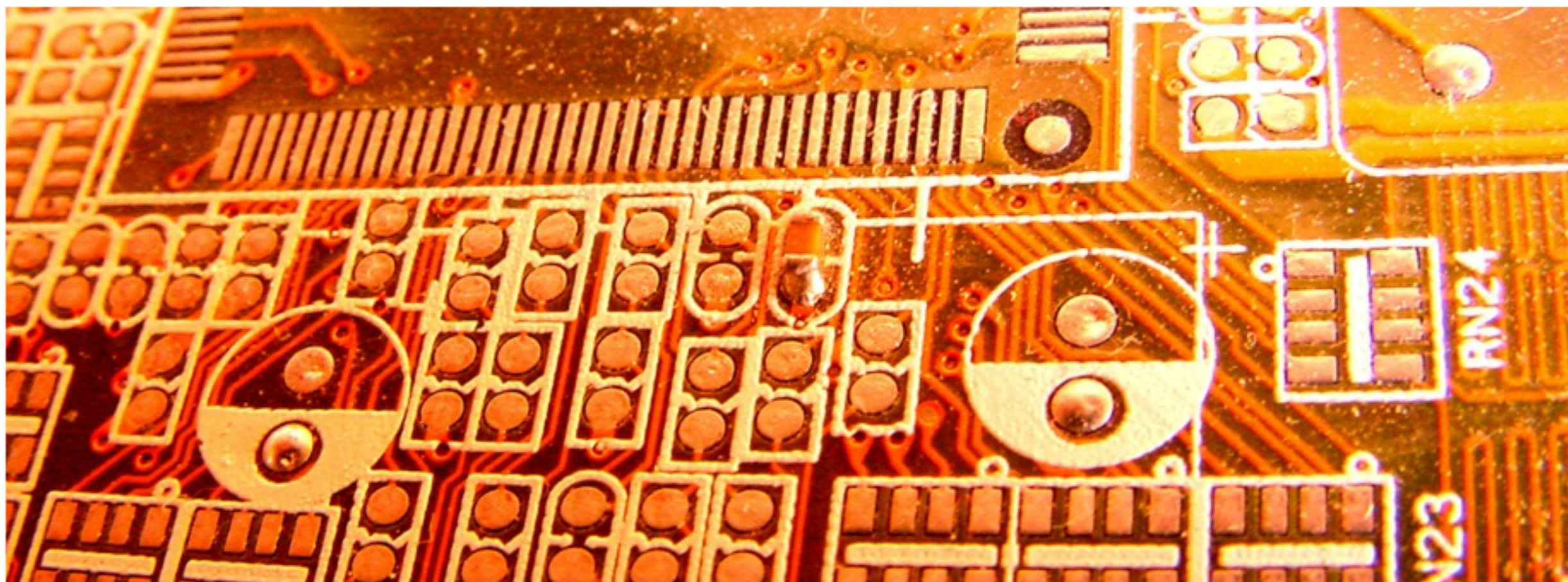


Signal Processing beyond the Gaussian Assumption

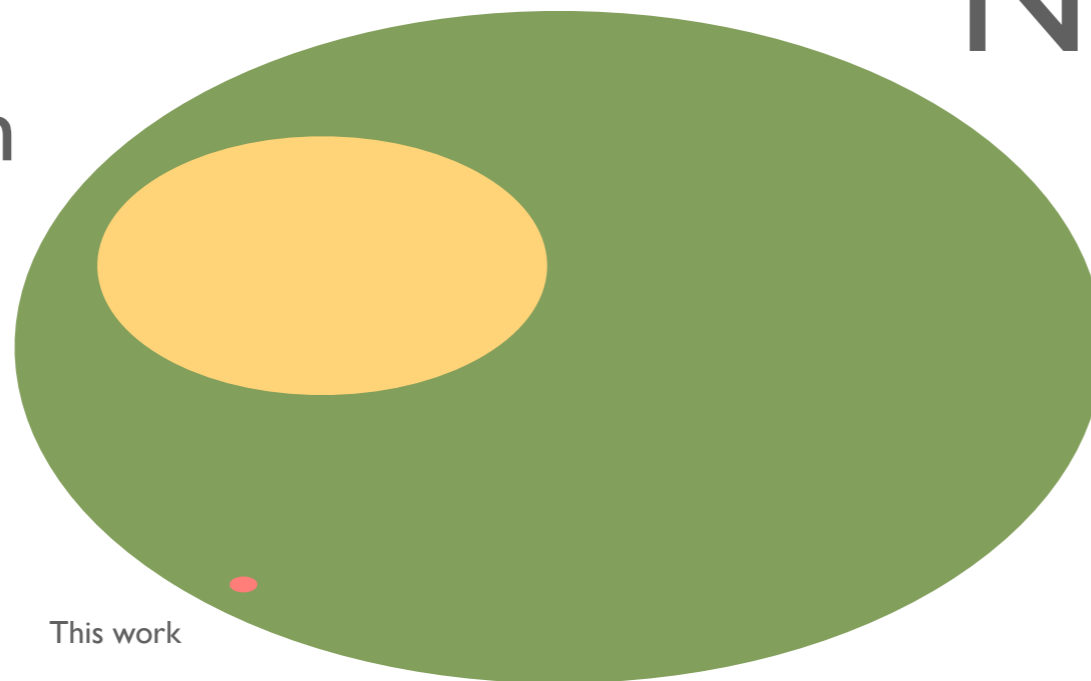
Ricardo Silveira Cabral



But really...

Non-Gaussian

Gaussian



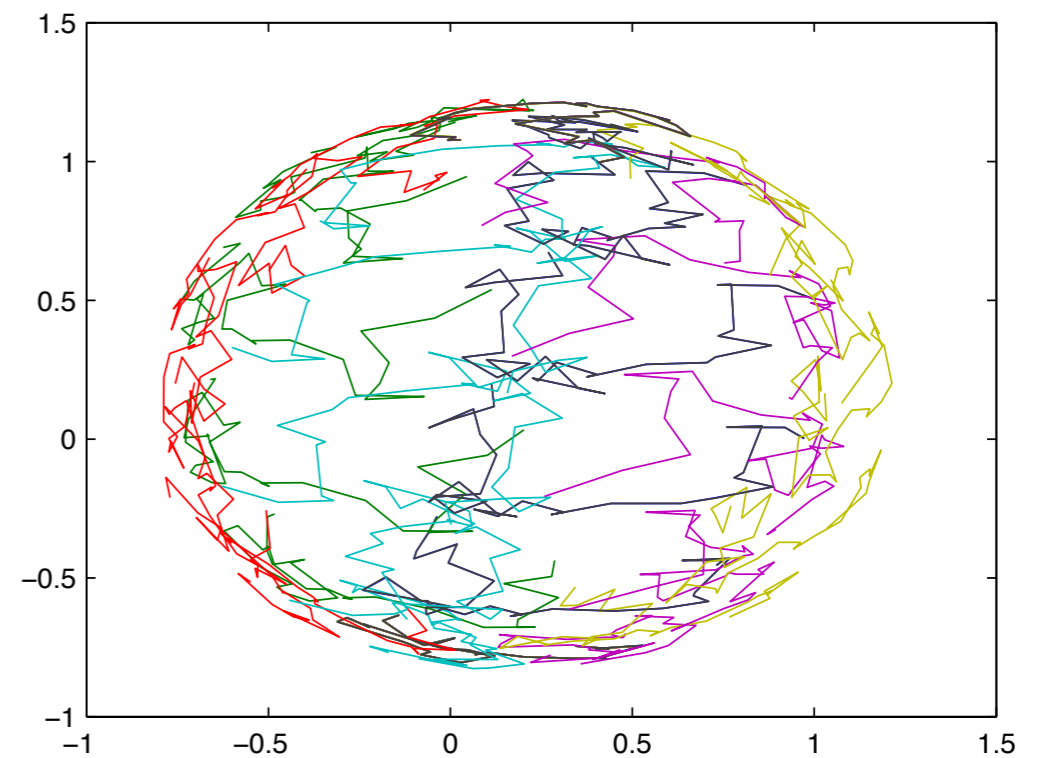
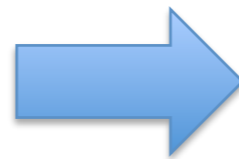
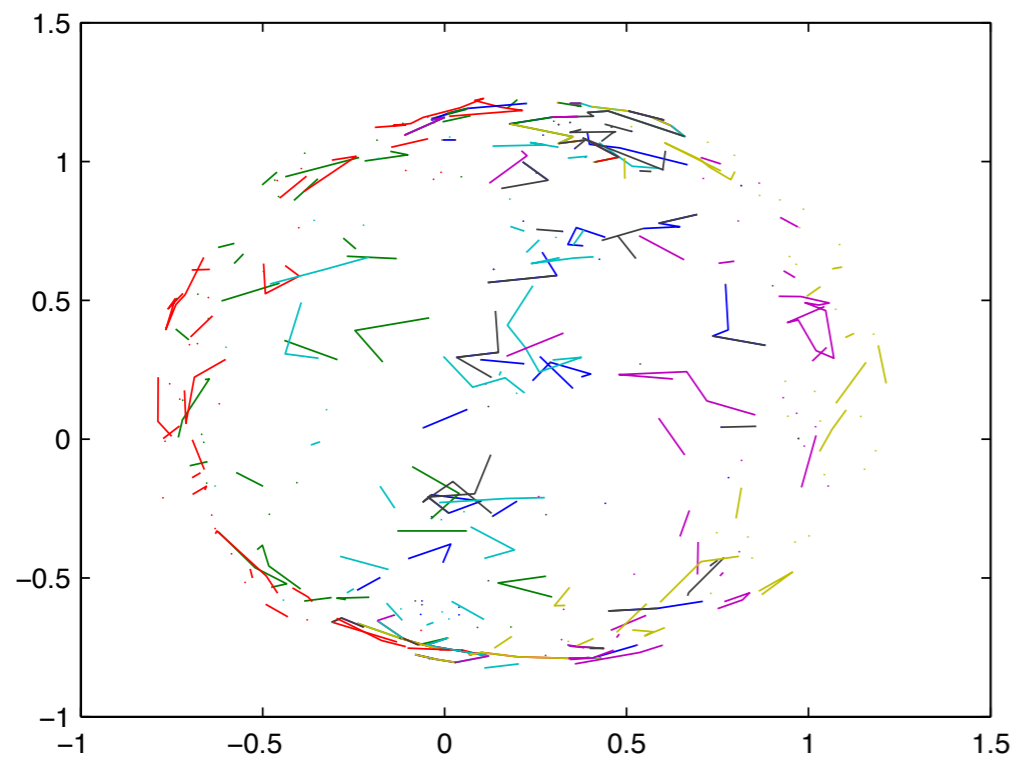
Fast Incremental Matrix Completion:
an application to trajectory correction

Motivation

- ▶ Gaussian Estimation
 - ▶ Kalman Filter
 - ▶ Extended Kalman Filter
 - ▶ Unscented Kalman Filter
- ▶ Non-Gaussian Estimation
 - ▶ Weighted Median Filter
 - ▶ Weighted Myriad Filter
- ▶ Partially unknown measurements?

Motivation

- ▶ 3D Reconstruction: Points seen in various 2D images
- ▶ Plagued by self-occlusion & tracker errors



The goal

$$\mathbf{W}^{(0)} = \begin{bmatrix} 0.2 & ? & 0.9 & ? & 1 \\ 0.7 & ? & 0.3 & ? & 0.1 \\ ? & 0.3 & ? & 0.9 & ? \\ ? & 0.1 & ? & 0.1 & ? \\ 0.5 & 0.3 & 0.8 & 0.5 & 0 \\ 0.1 & 0.9 & 0.2 & 0.8 & 1 \\ \vdots & & & & \end{bmatrix} \quad \mathbf{W}^{(1)} = \begin{bmatrix} 0.2 & ? & 0.9 & ? & 1 \\ 0.7 & ? & 0.3 & ? & 0.1 \\ 0.4 & 0.3 & 0.5 & 0.9 & 0.8 \\ 0.6 & 0.1 & 0.5 & 0.1 & 0.1 \\ 0.5 & 0.3 & 0.8 & 0.5 & 0 \\ 0.1 & 0.9 & 0.2 & 0.8 & 1 \\ \vdots & & & & \end{bmatrix} \quad \mathbf{W}^{(2)} = \begin{bmatrix} 0.2 & 1 & 0.9 & 0.3 & 1 \\ 0.7 & 0.2 & 0.3 & 0.5 & 0.1 \\ 0.4 & 0.3 & 0.5 & 0.9 & 0.8 \\ 0.6 & 0.1 & 0.5 & 0.1 & 0.1 \\ 0.5 & 0.3 & 0.8 & 0.5 & 0 \\ 0.1 & 0.9 & 0.2 & 0.8 & 1 \\ \vdots & & & & \end{bmatrix}$$

- ▶ Low-rank (rank 4)
- ▶ Gross, but sparse outliers
- ▶ Fast, incremental

State of the art

- ▶ Nuclear Norm formulation
[Cai et al. 2008; Candès and Recht 2008;
Lin et al. 2009; Toh and Yun 2009; Ji and Ye 2009]

$$\begin{array}{ll} \text{minimize} & \|\mathbf{A}\|_* \\ \text{subject to} & \mathbf{D}_{ij} = \mathbf{A}_{ij}, \quad \forall (i, j) \in \Omega. \end{array}$$

- ▶ Interesting theoretical properties
- ▶ Slow and no incremental version

State of the art

- ▶ Spectrally Optimal Completion
[Aguiar et al. 2008]

$$\mathbf{W} = \begin{bmatrix} x & \mathbf{v}^\top \\ \mathbf{u} & \mathbf{A} \end{bmatrix}, \quad \hat{\sigma}_5 = \max \left\{ \sigma_5 \left(\begin{bmatrix} \mathbf{v}^\top \\ \mathbf{A} \end{bmatrix} \right), \sigma_5 \left(\begin{bmatrix} \mathbf{u} & \mathbf{A} \end{bmatrix} \right) \right\}$$

$$p(x) = \det(\mathbf{W}\mathbf{W}^\top - \hat{\sigma}_5^2 \mathbf{I}) = 0$$

- ▶ Optimal in absence of noise
- ▶ Matrix needs to be permuted into Young Diagram

Proposed approach

- ▶ To build upon SPOC we need:

- ▶ Estimate permutation matrices

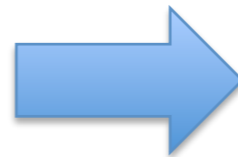
$$\begin{bmatrix} ? & 0.3 & 0.8 & ? & 0.5 \\ ? & 0.9 & 0.2 & ? & 0.1 \\ ? & 0.7 & 0.9 & 0.5 & 1 \\ ? & 0.2 & 0.3 & 0.8 & 0.1 \\ 0.1 & 0.3 & 0.4 & 0.9 & 0.5 \\ 0.9 & 0.1 & 0.2 & 0.1 & 0.3 \end{bmatrix}$$



$$\begin{bmatrix} ? & ? & 0.3 & 0.8 & 0.5 \\ ? & ? & 0.9 & 0.2 & 0.1 \\ ? & 0.5 & 0.7 & 0.9 & 1 \\ ? & 0.8 & 0.2 & 0.3 & 0.1 \\ 0.1 & 0.9 & 0.3 & 0.4 & 0.5 \\ 0.9 & 0.1 & 0.1 & 0.2 & 0.3 \end{bmatrix}$$

- ▶ Add robustness to outliers

$$\begin{bmatrix} ? & ? & 0.3 & 0.8 & 0.5 \\ ? & ? & 0.9 & 0.2 & 0.1 \\ ? & 0.5 & 0.7 & 0.9 & 1 \\ ? & 17 & 0.2 & 0.3 & 0.1 \\ 0.1 & 0.9 & 0.3 & 0.4 & 0.5 \\ 0.9 & 0.1 & 0.1 & 0.2 & 0.3 \end{bmatrix}$$



$$\begin{bmatrix} ? & ? & 0.3 & 0.8 & 0.5 \\ ? & ? & 0.9 & 0.2 & 0.1 \\ ? & 0.5 & 0.7 & 0.9 & 1 \\ ? & 0.8 & 0.2 & 0.3 & 0.1 \\ 0.1 & 0.9 & 0.3 & 0.4 & 0.5 \\ 0.9 & 0.1 & 0.1 & 0.2 & 0.3 \end{bmatrix}$$

Proposed approach

- ▶ Finding Permutations
- ▶ Complexity $O(N)$

Algorithm 1 Finding permutations for SPOC

Initialize known count $k = 0$
Initialize unknown count $u = 0$
for all points $i \in 1 : N$ **do**
 if point i is known **then**
 Increment k
 $P_{i,k} = 1$
 else
 $P_{i,N-u} = 1$
 Increment u
 end if
end for

$$\mathbf{W} = \begin{bmatrix} ??? & 0.3 & ??? & 0.8 & ??? & 0.5 \\ ??? & 0.9 & ??? & 0.2 & ??? & 0.1 \end{bmatrix}$$

$$\mathbf{WP} = \begin{bmatrix} 0.0 & 0.0 & 0.0 & 0.0 & 0.0 & 0.0 \\ 0.0 & 0.0 & 0.0 & 0.0 & 0.0 & 0.0 \end{bmatrix}$$

$$\mathbf{P} = \begin{bmatrix} 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 \end{bmatrix}$$

Proposed approach

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end for
  
```

$$\mathbf{W} = \begin{bmatrix} ??? & 0.3 & ??? & 0.8 & ??? & 0.5 \\ ??? & 0.9 & ??? & 0.2 & ??? & 0.1 \end{bmatrix}$$

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$$\mathbf{P} = \begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 \end{bmatrix}$$

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$$\mathbf{W} = \begin{bmatrix} ??? & 0.3 & ??? & 0.8 & ??? & 0.5 \\ ??? & 0.9 & ??? & 0.2 & ??? & 0.1 \end{bmatrix}$$

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$$\mathbf{P} = \begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 \end{bmatrix}$$

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- Complexity $O(N)$

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  end if
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$$\mathbf{W} = \begin{bmatrix} ??? & 0.3 & ??? & 0.8 & ??? & 0.5 \\ ??? & 0.9 & ??? & 0.2 & ??? & 0.1 \end{bmatrix}$$

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```

$$\mathbf{W} = \begin{bmatrix} ??? & 0.3 & ??? & 0.8 & ??? & 0.5 \\ ??? & 0.9 & ??? & 0.2 & ??? & 0.1 \end{bmatrix}$$

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Proposed approach

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- Complexity $O(N)$

Algorithm 1 Finding permutations for SPOC

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  end if
end for
  
```

$$\mathbf{W} = \begin{bmatrix} ??? & 0.3 & ??? & 0.8 & ??? & 0.5 \\ ??? & 0.9 & ??? & 0.2 & ??? & 0.1 \end{bmatrix}$$

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$$\mathbf{P} = \begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 \\ 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 \end{bmatrix}$$

Proposed approach

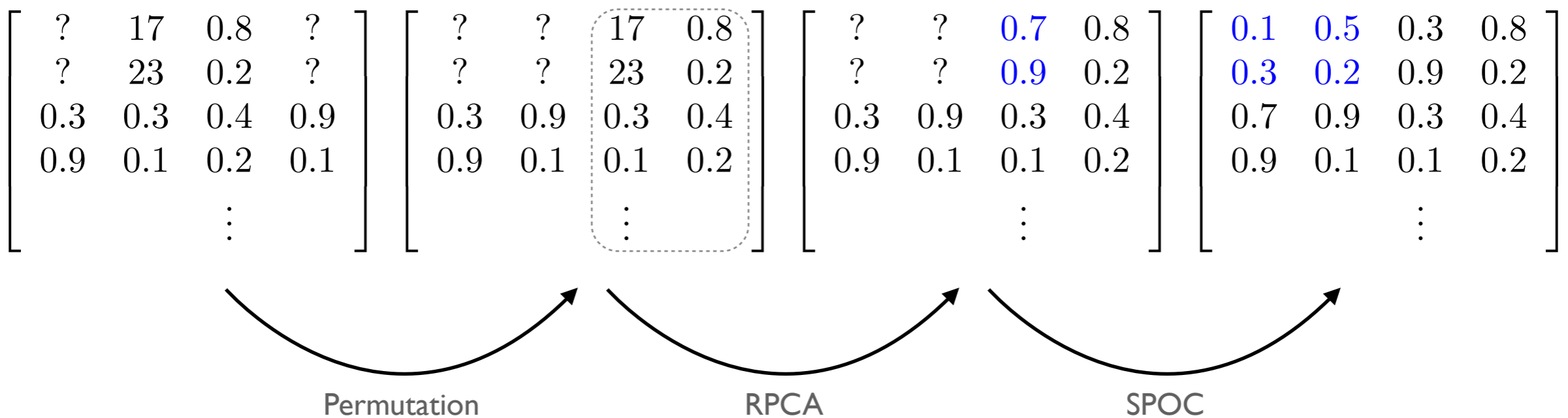
- ▶ Dealing with outliers: Robust PCA
[Cai and Candès 2008; Lin et al. 2009]

$$\begin{aligned} &\text{minimize} && \|\mathbf{A}\|_* + \lambda \|\mathbf{E}\|_1 \\ &\text{subject to} && \mathbf{D} = \mathbf{A} + \mathbf{E}, \end{aligned}$$

- ▶ Shares properties (and pitfalls) of Nuclear Norm completion

Proposed approach

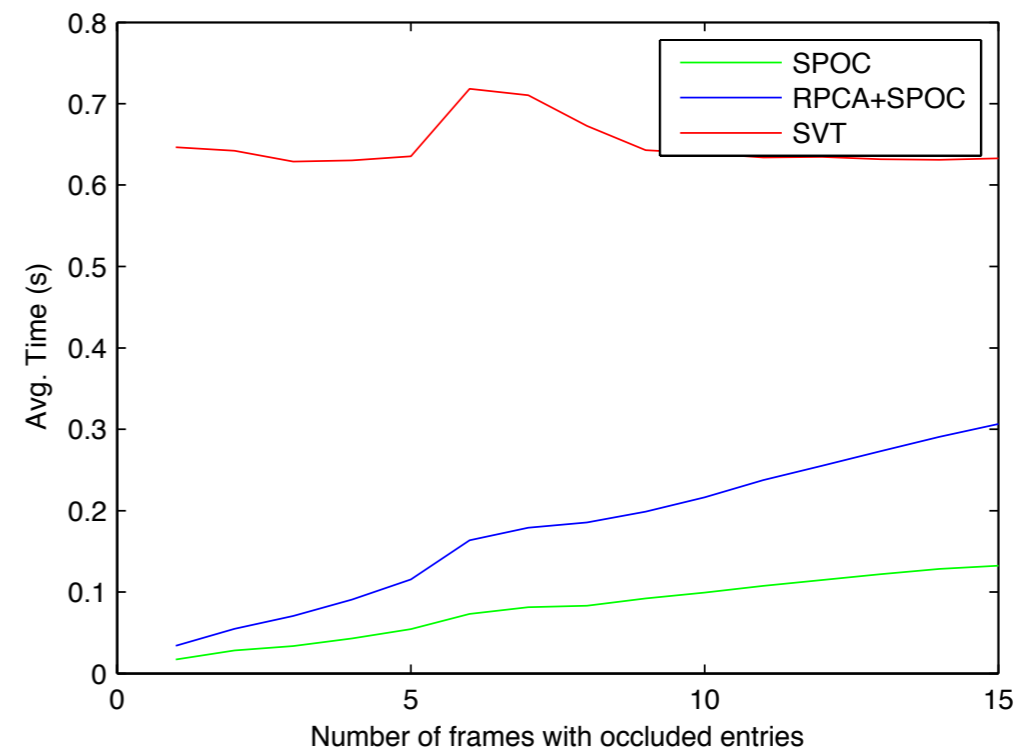
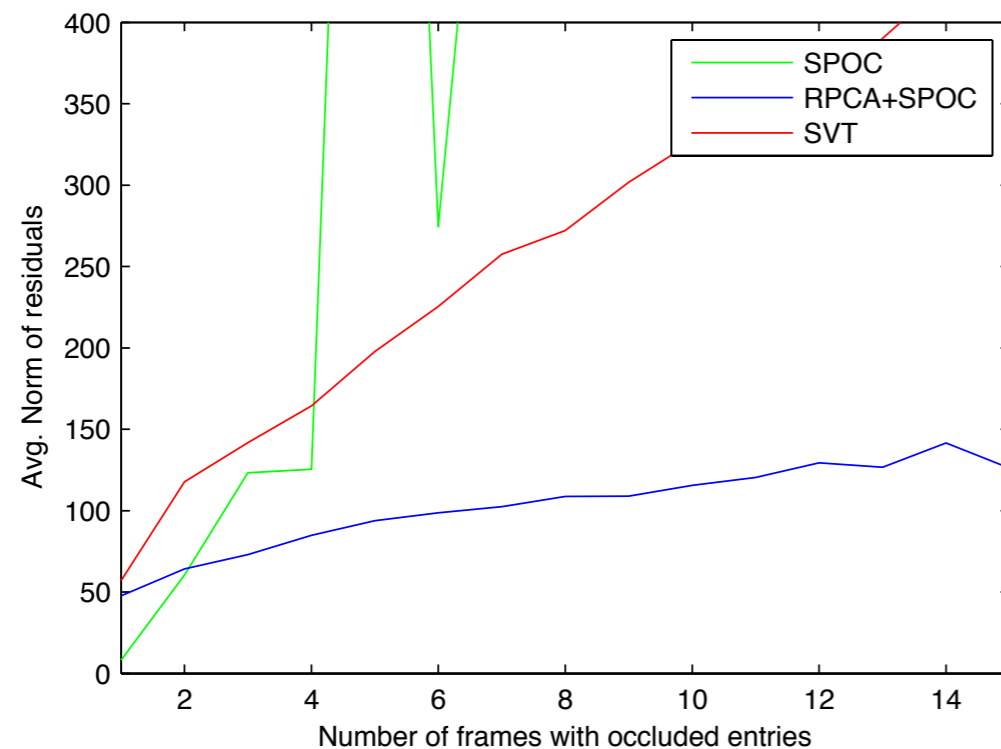
► Final algorithm



- Optimal for one frame, sub-optimal for more
- We still do SVDs, but smaller and in less number

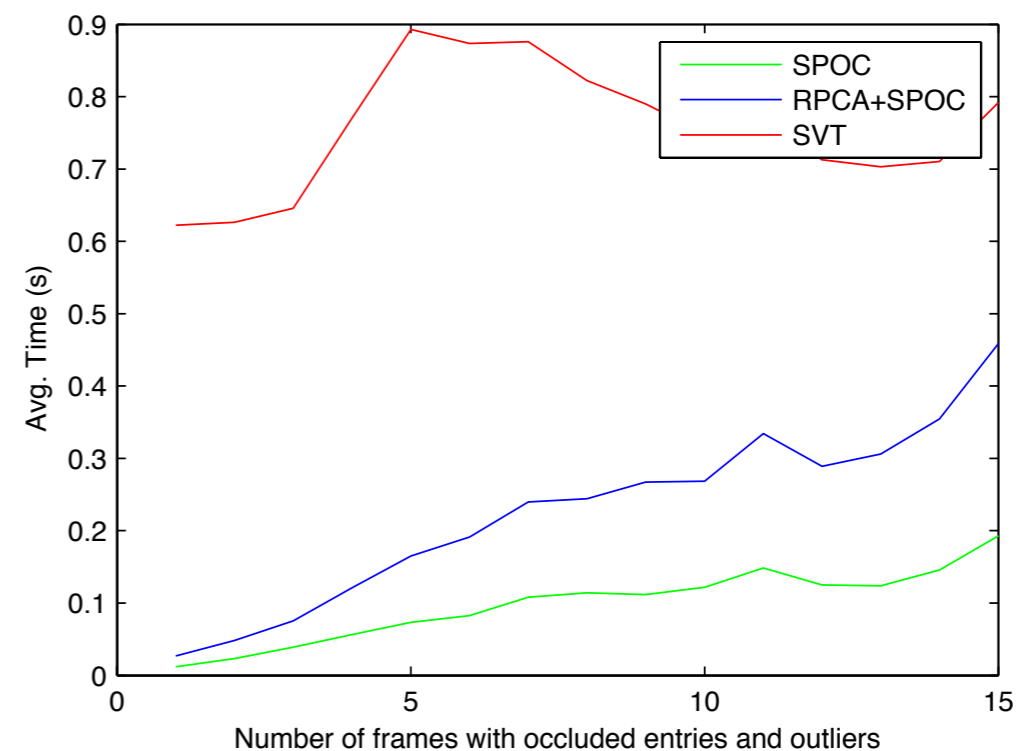
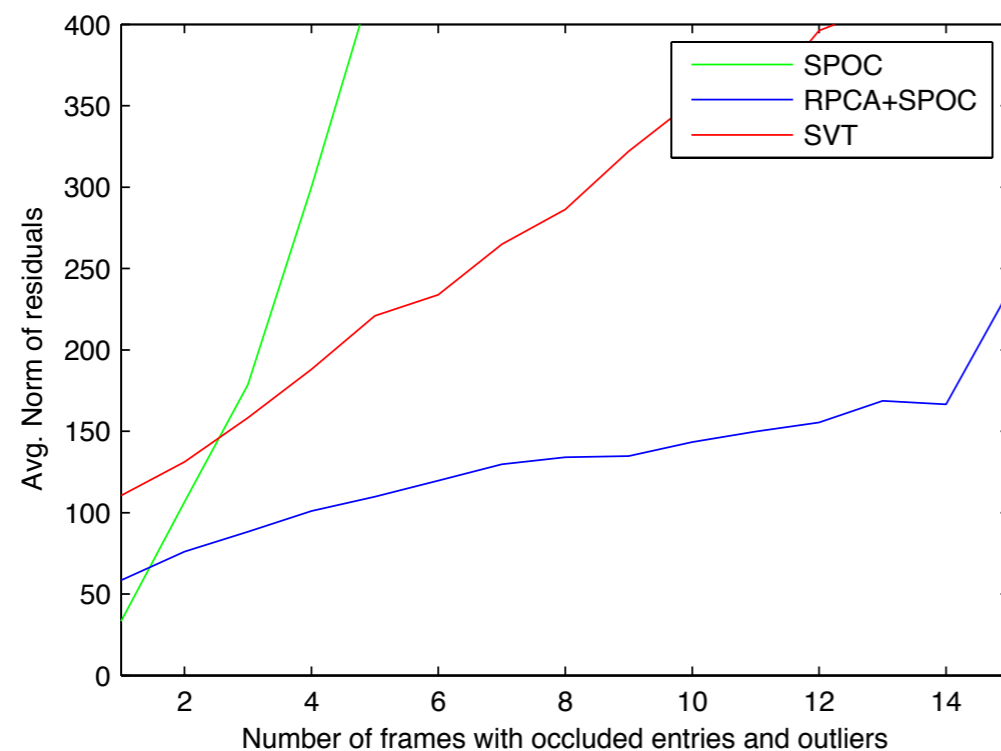
Experiments

- ▶ 20 Frames; 20 Points in $[-50;50]$;
- ▶ Trajectories on 5 frames known *a priori*
- ▶ Occlusion of 40% in new frames



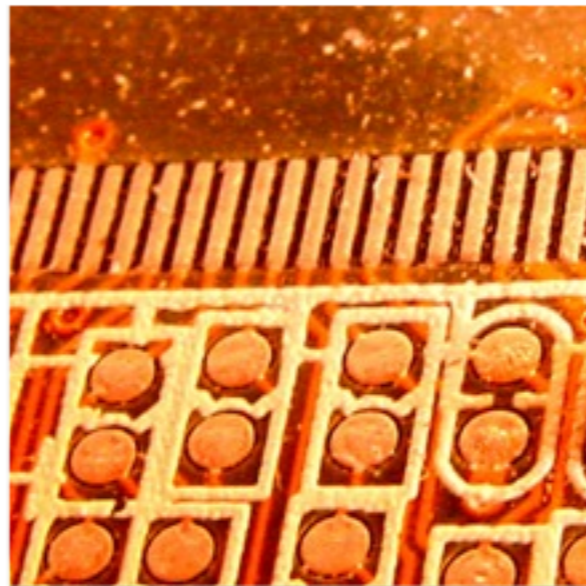
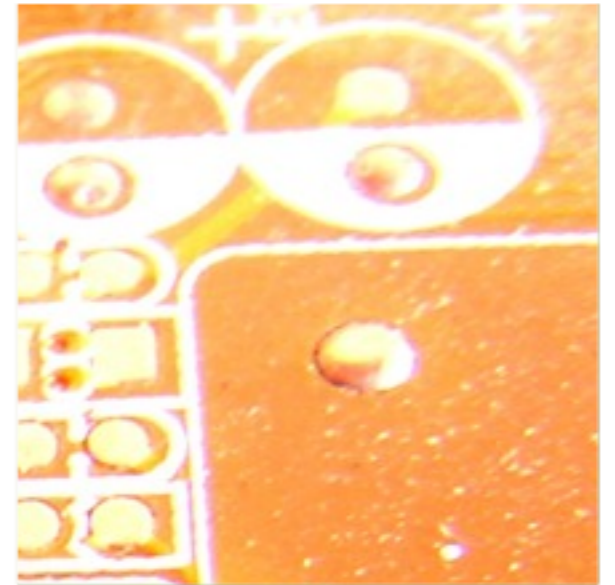
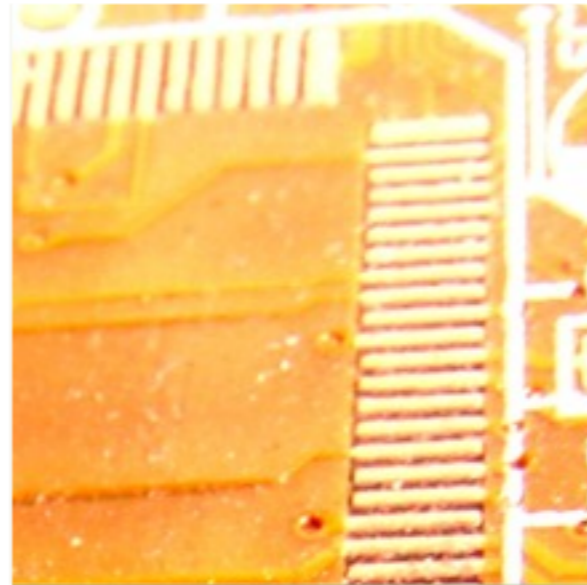
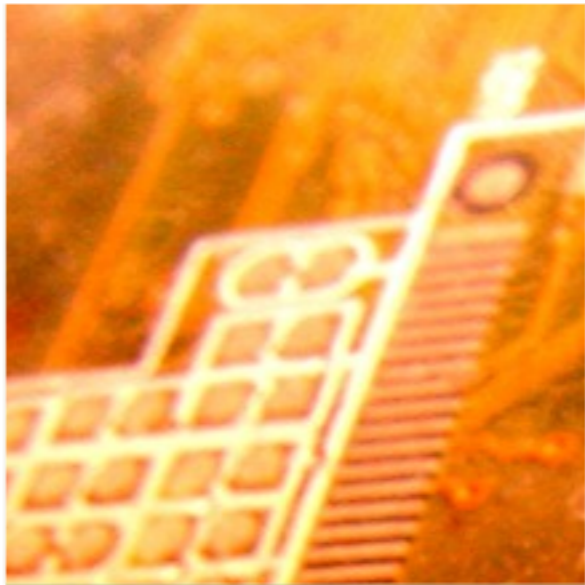
Experiments

- ▶ 5 frames known *a priori*
- ▶ Occlusion of 40% in new frames
- ▶ Outliers in 10% of remaining points



Conclusions

- ▶ New method for nuclear norm minimization
 - ▶ Rank has to be known *a priori*
 - ▶ Assume initial number of frames is known
 - ▶ Incremental method
 - ▶ Faster than state-of-the-art
 - ▶ Easily converted to a distributed algorithm



Thank you!