

# Stationary signal processing on graphs

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**Joint work with Pierre Vandergheynst**

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## State of the art



B. Girault, P. Gonçalves, and É. Fleury, **August 2015**

Stationary graph signals using an isometric graph translation.  
*(EUSIPCO), 2015 23rd European* (pp. 1516-1520). IEEE.



N. Perraudin and P. Vandergheynst, **January 2016**

**Stationary signal processing on graphs.**  
*preprint arXiv:1601.02522.*



A. G. Marques, S. Segarra, G. Leus and A. Ribeiro, **March 2016**

Stationary Graph Processes and Spectral Estimation.  
*preprint arXiv:1603.04667.*

## Recent research topic

# Contributions

1. **Definition:** Laplacian & Covariance: same eigenvectors

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2. Power Spectrum Density (PSD): robust, scalable **estimator**

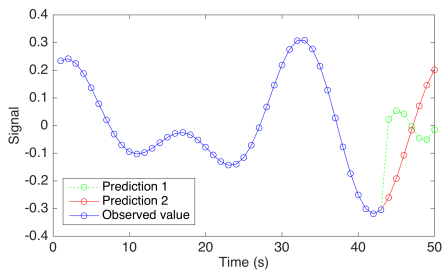
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3. New **optimization framework**: provably optimal!

# Contributions

1. **Definition**: Laplacian & Covariance: same eigenvectors
2. Power Spectrum Density (PSD): robust, scalable **estimator**
3. New **optimization framework**: provably optimal!
4. Applied to **real data**: it works!

# Motivation



**Figure:** Signal prediction. The red curve is more likely to occur than the green curve because it respects the frequency statistics of the blue curve.



# Motivation

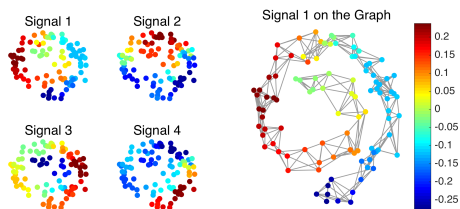


Figure: Example of a stationary stochastic signal on a graph.

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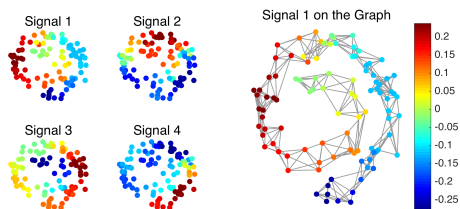


Figure: Example of a stationary stochastic signal on a graph.

## Why stationarity?

- Modeling graph processes
- **Data adapted** optimization priors
- Robust covariance estimation from **few samples**

# A reminder about graphs

- Weighted undirected graph:  $\mathcal{G} = \{\mathcal{V}, \mathcal{E}, W\}$

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  2. normalized Laplacian
  3. directed graphs
- $U$  is the Fourier basis:  $L = U\Lambda U^*$

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- $U$  is the Fourier basis:  $L = U\Lambda U^*$
- We use:  $g(L) = Ug(\Lambda)U^*$

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The Power Spectral Density (PSD) is the Fourier transform of the auto-correlation  $\gamma_{\mathbf{x}}$  :

$$S_{\mathbf{x}}(\omega) = \frac{1}{2\pi} \int_{-\infty}^{+\infty} \gamma_{\mathbf{x}}(t) e^{-j\omega t} dt. \quad (1)$$

## The localization operator

For a continuous **kernel**  $\mathbb{R}^+ \rightarrow \mathbb{R}$ , the localization operator is defined as:

$$\mathcal{T}_i g[n] = \sum_{\ell=0}^{N-1} g(\lambda_\ell) u_\ell^*[i] u_\ell[n] = (g(L))_{in}. \quad (2)$$

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- When  $g$  is smooth, then  $\mathcal{T}_i g$  is localized around  $i$
- Does not preserve the norm
- For a ring graph, we recover the translation (of the inverse Fourier transform of the kernel)

# The localization operator - example

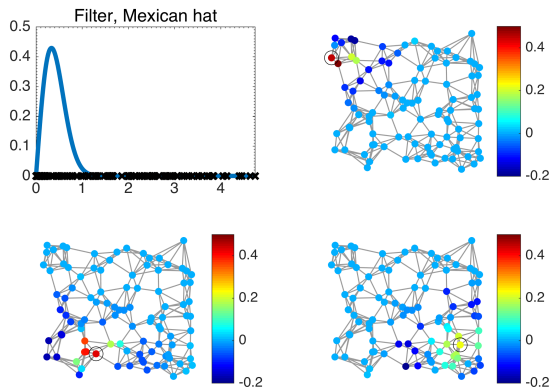


Figure: Top left: Mexican hat filter in the spectral domain

$g(x) = \frac{5x}{\lambda_{\max}} \exp\left(-\frac{25x^2}{\lambda_{\max}^2}\right)$ . The filter is localized around three different vertices (highlighted by a black circle).



# Overview

Introduction

**Definitions**

PSD Estimation

Wiener optimization

Experiments

Conclusion

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2. its covariance matrix  $\Sigma_{\mathbf{x}}[i, j] = \mathbb{E}\{\tilde{\mathbf{x}}[i]\tilde{\mathbf{x}}[j]\}$  is jointly diagonalizable with the Laplacian ( $\tilde{\mathbf{x}} = \mathbf{x} - \mathbb{E}\{\mathbf{x}\}$ )

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$$\Sigma_{\mathbf{x}}[i, j] = \gamma_{\mathbf{x}}(L)_{ij} = \mathcal{T}_i \gamma_{\mathbf{x}}(j) \quad (3)$$

where  $\gamma_{\mathbf{x}}$  is the PSD

# Examples

- White gaussian noise: graph stationary with a PSD  $\sigma^2$

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- White gaussian noise: graph stationary with a PSD  $\sigma^2$
- To generate a stationary process with PSD  $s^2$ : just filter white Gaussian noise with  $s$

	Classical	Graph
Stationary with respect to	Translation	The localization operator
First Moment	$\mathbb{E}(x[i]) = m_x = c \in \mathbb{R}$	$\mathbb{E}(x[i]) = m_x = c \in \mathbb{R}$
Second Moment $\tilde{x} = x - m_x$	$\Sigma_x[i, n] = \mathbb{E}(\tilde{x}[i]\tilde{x}^*[n]) = \gamma_x[t - s]$ $\Sigma_x$ Toeplitz	$\Sigma_x[i, n] = \mathbb{E}(\tilde{x}[i]\tilde{x}^*[n]) = \gamma_x(L)_{i,n}$ $\Sigma_x$ diagonalizable with $L$
Wiener Khintchine	$S_x[\ell] = \frac{1}{\sqrt{N}} \sum_{i=1}^N \gamma_x[n] e^{-j2\pi \frac{n\ell}{N}}$	$\gamma_x(\lambda_\ell) = (\Gamma_x)_{\ell,\ell} = (U^* \Sigma_x U)_{\ell,\ell}$
Result of filtering	$\gamma_{g**x}[\ell] = g^2(\lambda_\ell) \cdot \gamma_x[\ell]$	$\gamma_{g(L)x}[\ell] = g^2(\lambda_\ell) \cdot \gamma_x[\ell]$

**Table:** Comparison between classical and graph stationarity. In the classical case, we work with a  $N$  periodic discrete signal.



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**PSD Estimation**

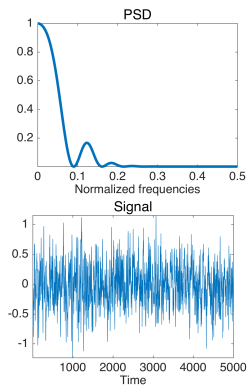
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# PSD estimator from a single realization

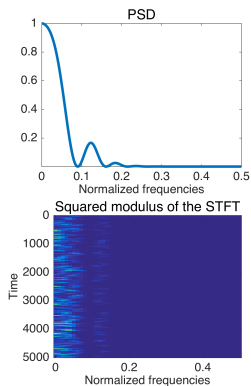
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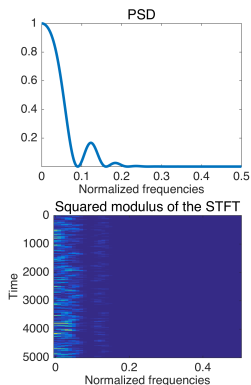
- **Compute the Short Time Fourier Transform**



# PSD estimator from a single realization

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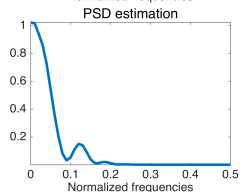
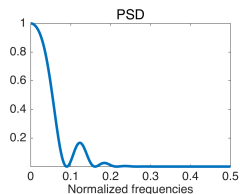
- Compute the Short Time Fourier Transform
- **Take the amplitude squared**



# PSD estimator from a single realization

Bartlett method:

- Compute the Short Time Fourier Transform
- Take the amplitude squared
- **Average over time**  
(with normalization and interpolation if necessary)



# Scalable robust PSD estimator

PSD Estimation for graph  
stationnary process

- Same method using **only graph filtering** operations

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PSD Estimation for graph stationary process

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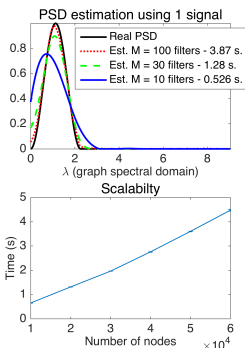


Figure: Left: PSD estimation on a graph of 20'000 nodes with  $K = 1$  measurements.

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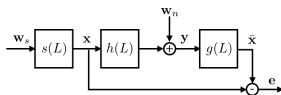
**Wiener optimization**

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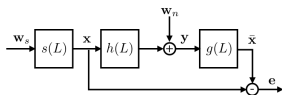
# Wiener filters

- $x_o$ : stationary with PSD  $s^2(\lambda_\ell)$
- $h$ : graph filter
- $y$ : measurements
- $w_n$ : noise of PSD  $n(\lambda_\ell)$



# Wiener filters

- $x_o$ : stationary with PSD  $s^2(\lambda_\ell)$
- $h$ : graph filter
- $y$ : measurements
- $w_n$ : noise of PSD  $n(\lambda_\ell)$



To recover  $x_o$  from noisy  $y$ , use the Wiener filter:

$$g(\lambda_\ell) = \frac{h(\lambda_\ell)s^2(\lambda_\ell)}{h^2(\lambda_\ell)s^2(\lambda_\ell) + n(\lambda_\ell)}. \quad (4)$$

## Optimization framework

- Measurements:  $y = Ax_o + w_n$
- $x_o$ : stationary with PSD  $s^2(\lambda_\ell)$
- $A$ : linear operator
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Classical "Tikhonov" approach

Wiener optimization

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Wiener optimization

$$\hat{x} = \arg \min_x \|Ax - y\|_2^2 + \|w(L)x\|_2^2, \quad (6)$$

where  $w(\lambda_\ell)$  are the Fourier penalization weights.

$$w(\lambda_\ell) = \left| \frac{\sqrt{n(\lambda_\ell)}}{s(\lambda_\ell)} \right| = \frac{1}{\sqrt{SNR(\lambda_\ell)}}.$$

## Wiener optimization - theorems

### Theorem

If  $x$  is a sample of a **Gaussian** random process  $x \sim \mathcal{N}(0, s^2(L))$  and the noise is Gaussian i.i.d  $w_n \sim \mathcal{N}(0, \sigma^2)$ , then Problem (6) is a **MAP estimator** for  $x|y$ .



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### Theorem

If the operator  $A$  is **diagonalizable with  $L$** , (i.e:  $A = a(L) = Ua(\Lambda)U^*$ ), then problem (6) is optimal with respect of the weighting  $w$  in the sense that its solution **minimizes the mean square error**:

$$\mathbb{E}(\|e\|_2^2) = \mathbb{E}(\|\dot{x} - x_o\|_2^2) = \mathbb{E}\left(\sum_{i=1}^N (\dot{x}[i] - x_o[i])^2\right).$$

Additionally, the solution can be computed by the application of the corresponding Wiener filter.

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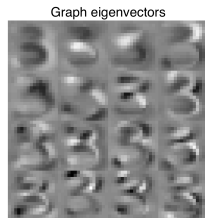
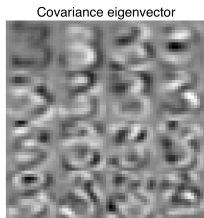
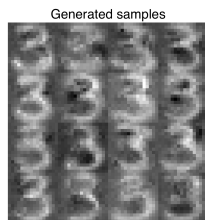
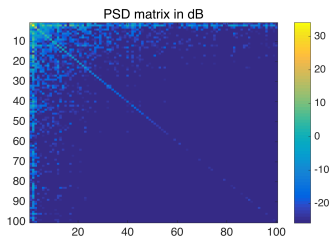
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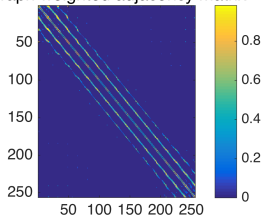
Conclusion

# Evidence of stationarity: USPS

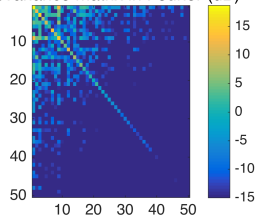


# USPS digits inpainting

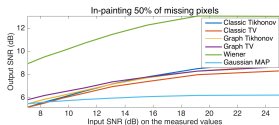
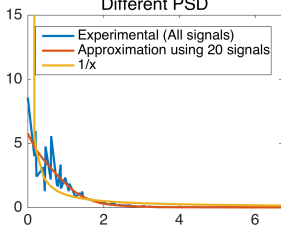
Graph weighted adjacency matrix



Covariance matrix in Fourier (dB)



Different PSD



# Conclusions

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- Problem: learning the graph
- Already extended to time evolving processes

# Thank you

Any question(s)?



N. Perraudin and P. Vandergheynst (**January 2016**)

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*preprint arXiv:1601.02522.*