

# Tensor Sparse Representation Learning for Single-Snapshot Compressive Spectral Video Reconstruction\*

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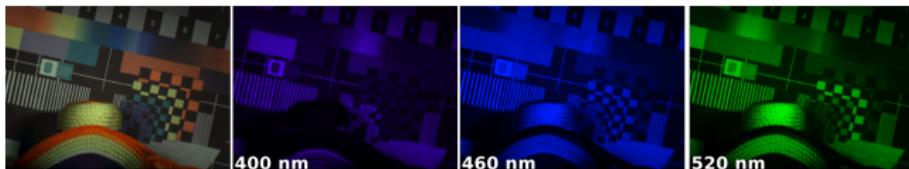
INP-IRIT/ENSEEIHT, Université de Toulouse

TéSA Seminar

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## \*Research Paper of the Talk

# Online Tensor Sparsifying Transform Based on Temporal Superpixels From Compressive Spectral Video Measurements.

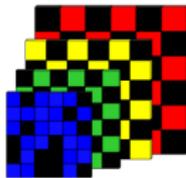
Authors: K. León and H. Arguello.

IEEE Transactions on Image Processing. (2020)

Vol. 29, pp. 5953-5963, DOI: 10.1109/TIP.2020.2985871.



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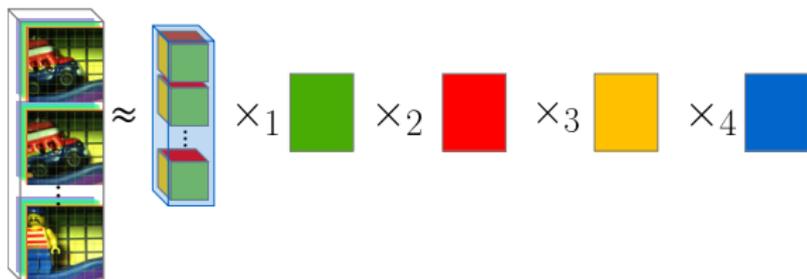
High Dimensional Signal  
Processing Research Group



# Outline of Talk

1. Motivation
2. Matrix Decomposition: SVD
3. Tensor Decomposition
4. Application of Tensors for Spectral videos Sparsifying
6. Results

$$\underline{\mathbf{F}} \approx \underline{\mathbf{\Theta}} \times_1 \mathbf{D}^{(1)} \times_2 \mathbf{D}^{(2)} \times_3 \mathbf{D}^{(3)} \times_4 \mathbf{D}^{(4)}$$



A **tensor** is a multidimensional array (or multi-way array,  $N$ -way array).

$d = 0$  scalar

$a = \square$

$d = 1$  vector

$\mathbf{a} = \text{vertical rectangle}$

$d = 2$  matrix

$A = \text{square}$

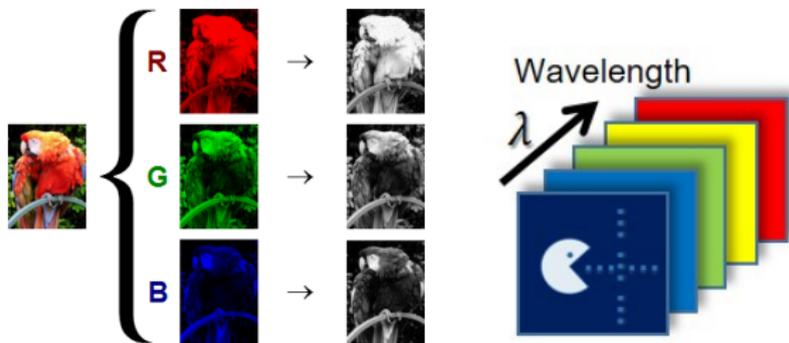
$d \geq 3$  tensor

$\mathcal{A} = \text{3D cube}$

The “order” of a tensor is the *number of dimensions*  $d$ .

# Motivation

- Much real-world data is inherently **multidimensional**:
  - Colour (RGB) and hyperspectral images are 3-order tensors



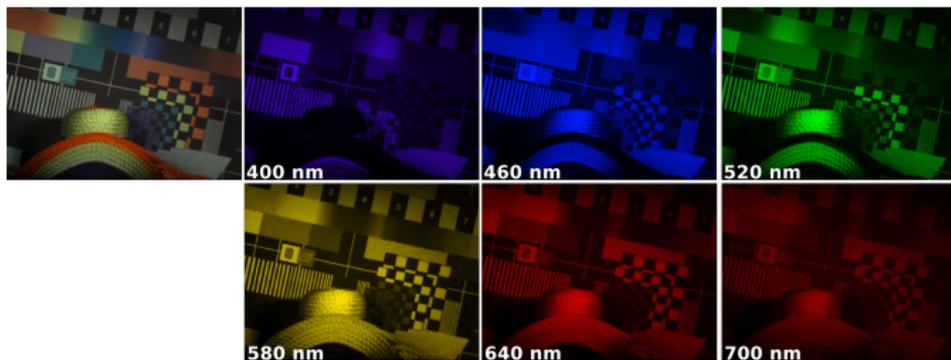
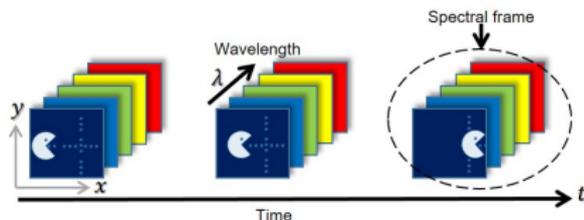
- Color depth images<sup>1</sup> are 3-order tensors



<sup>1</sup>[https://cs.nyu.edu/~silberman/datasets/nyu\\_depth\\_v2.html](https://cs.nyu.edu/~silberman/datasets/nyu_depth_v2.html)

# Motivation

- Hyperspectral videos are 4-order arrays



- Medical images, times series, light fields, etc.
- Tensors serve to compress or constrain data in the multiples dimensions.
- Matrix-based methods rely on the data vectorization, where the higher-order structure is lost!

# Singular Value Decomposition (for Matrices)

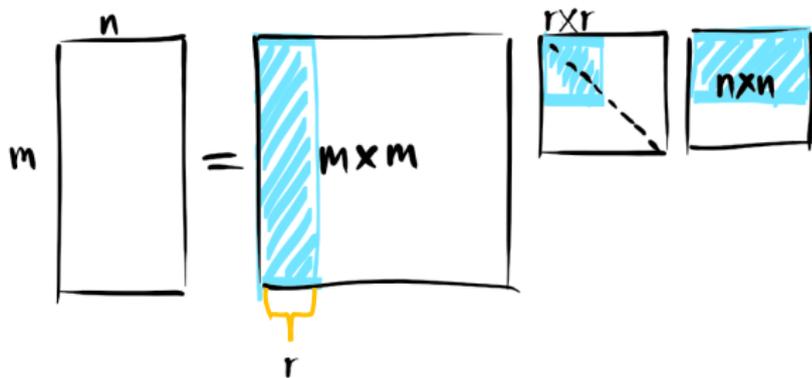
The SVD of  $\mathbf{X} \in \mathbb{R}^{m \times n}$  is given by:

$$\mathbf{X} = \mathbf{U}\mathbf{S}\mathbf{V}^T \quad (1)$$

- where  $\mathbf{U} \in \mathbb{R}^{m \times m}$  and  $\mathbf{V} \in \mathbb{R}^{n \times n}$  are orthogonal matrices
- $\mathbf{S} \in \mathbb{R}^{m \times n}$  diagonal matrix whose elements are the *singular values* with decreasing order.

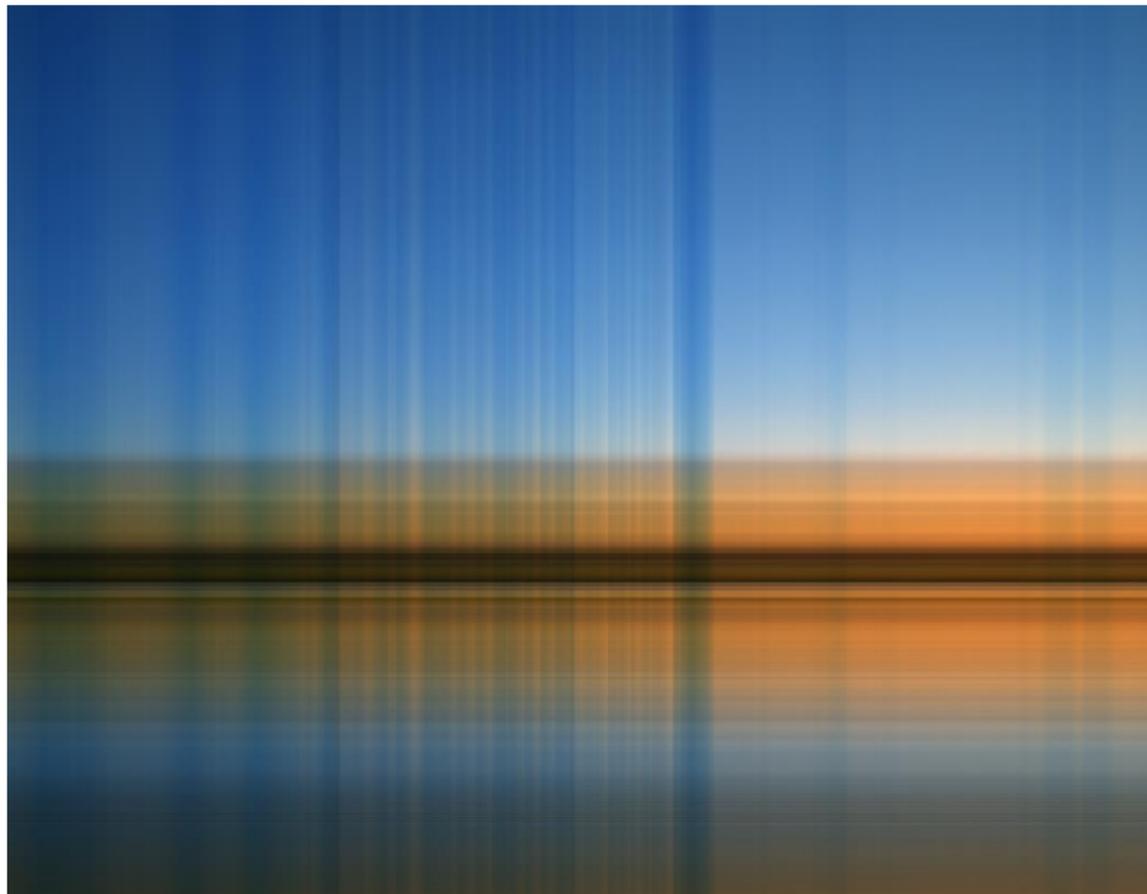
SVD Truncation<sup>2</sup>:  $\mathbf{X}_r = \mathbf{U}_r \mathbf{S}_r \mathbf{V}_r^T$ ;

$r$  (rank): maximum number of linearly independent vectors in the matrix<sup>3</sup>

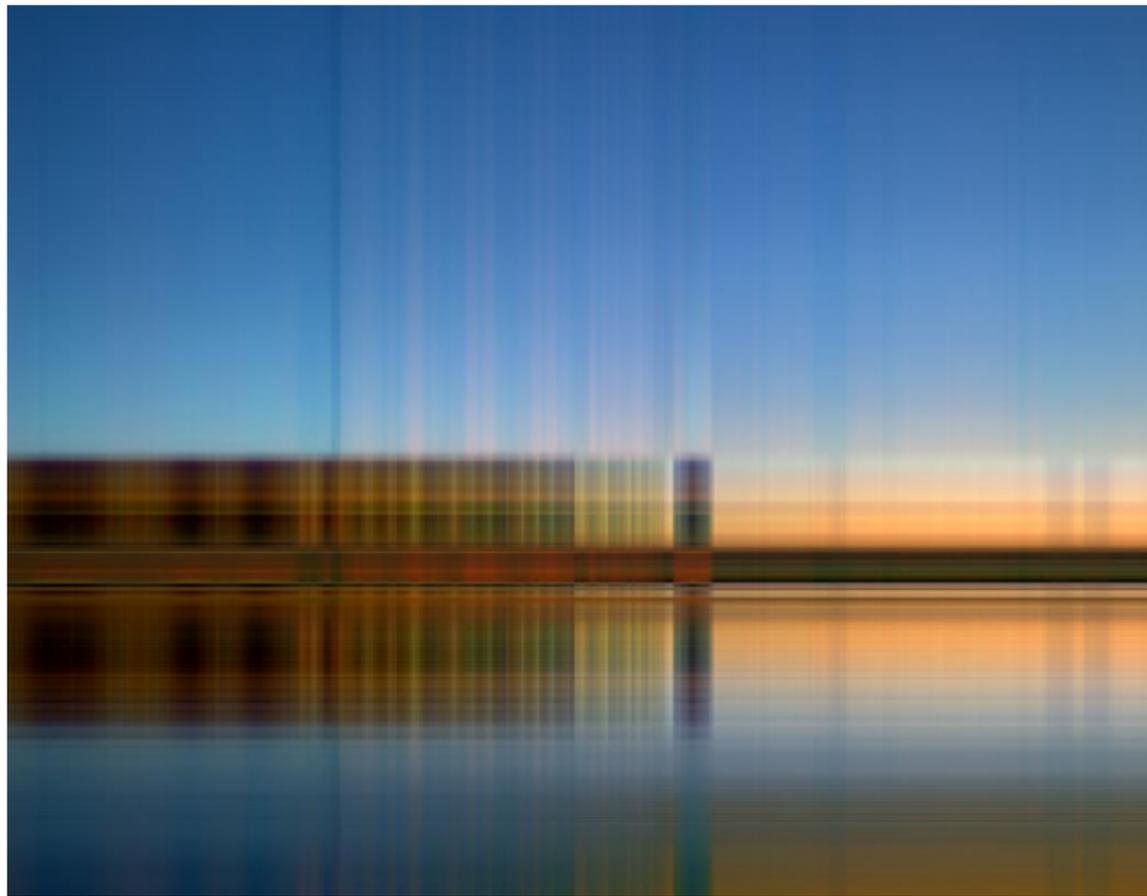


<sup>2</sup><https://csiu.github.io/blog/update/2017/04/16/day51.html>

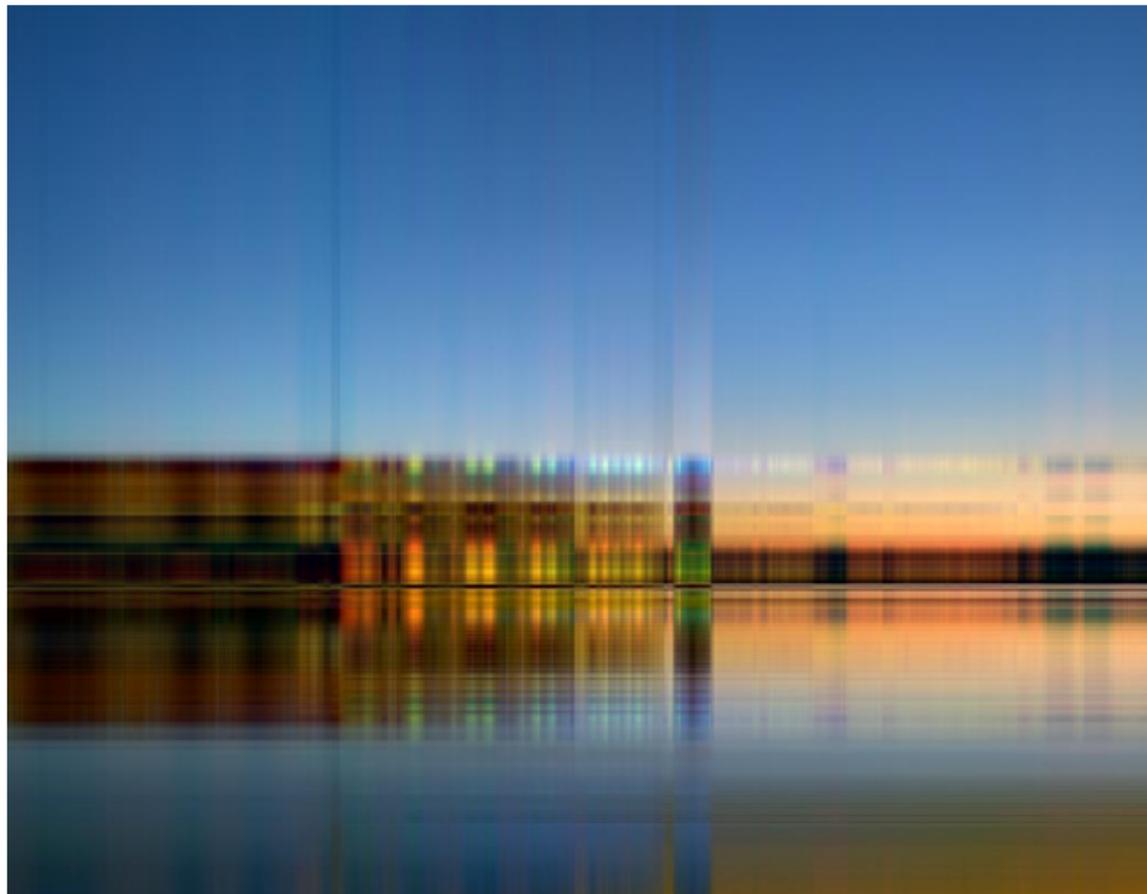
<sup>3</sup>When vectors are linearly independent and span a whole space we say they are a 'basis' of that space.



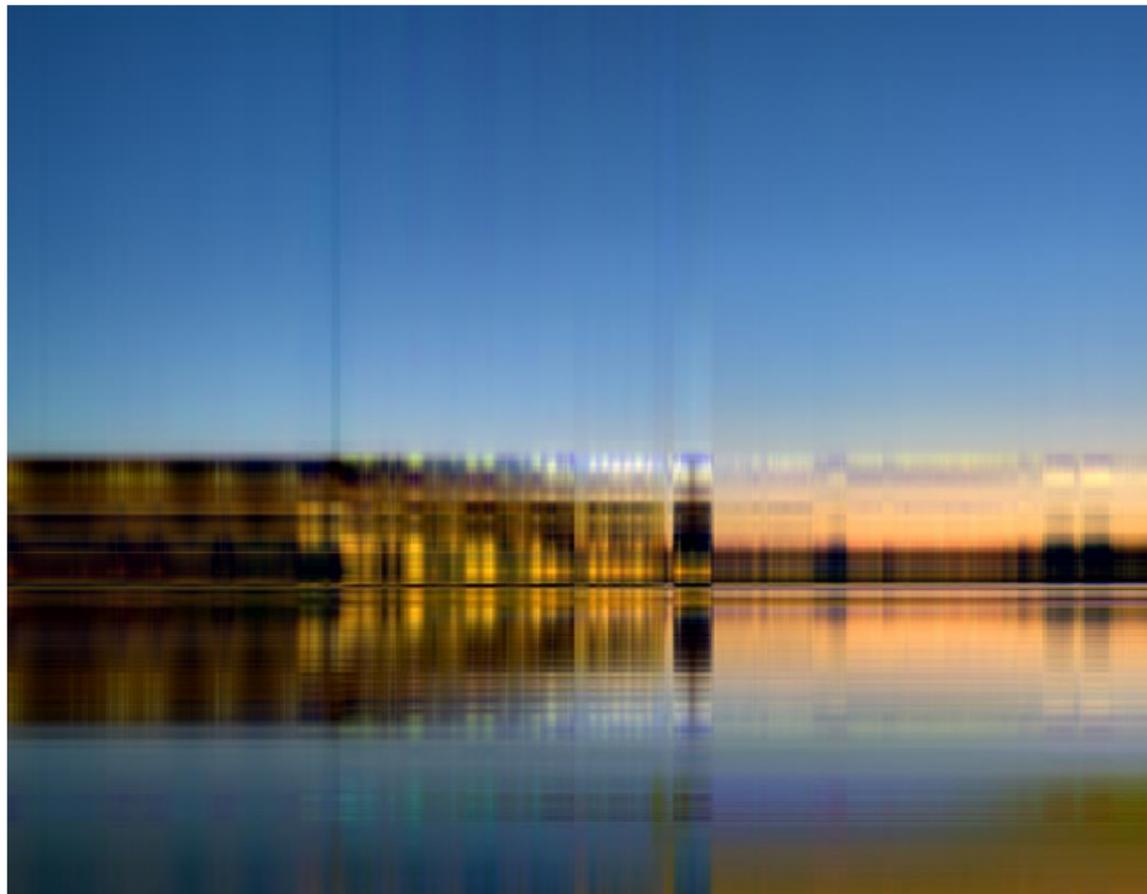
$r = 1$  in  $\mathbf{U}_r \mathbf{S}_r \mathbf{V}_r^T$



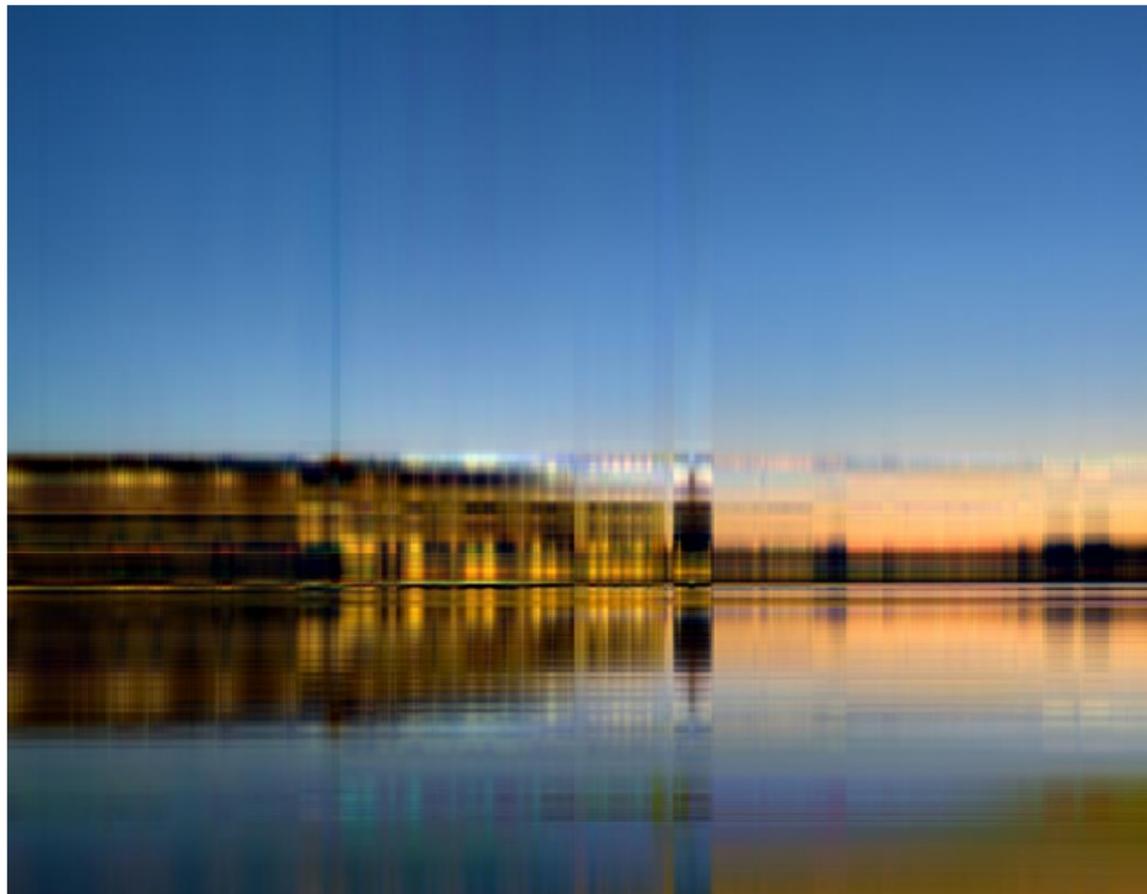
$r = 2$  in  $\mathbf{U}_r \mathbf{S}_r \mathbf{V}_r^T$



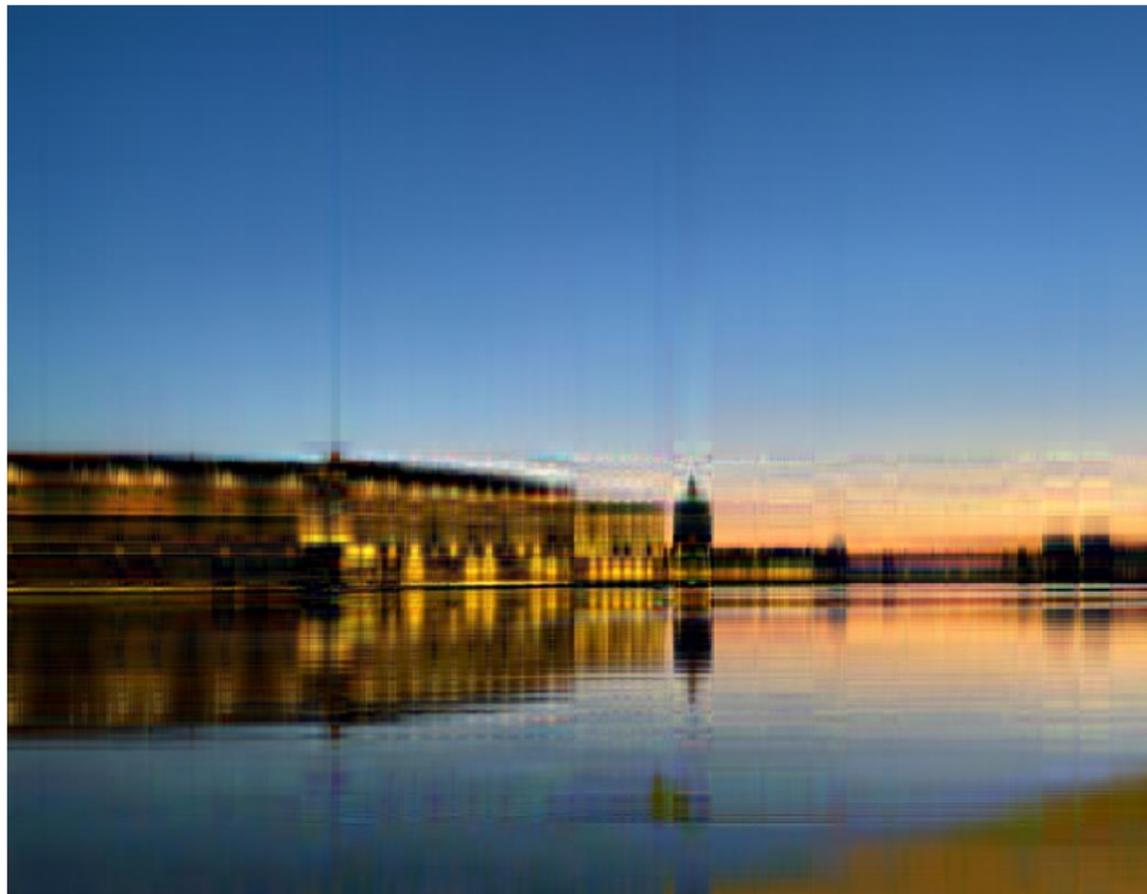
$r = 3$  in  $\mathbf{U}_r \mathbf{S}_r \mathbf{V}_r^T$



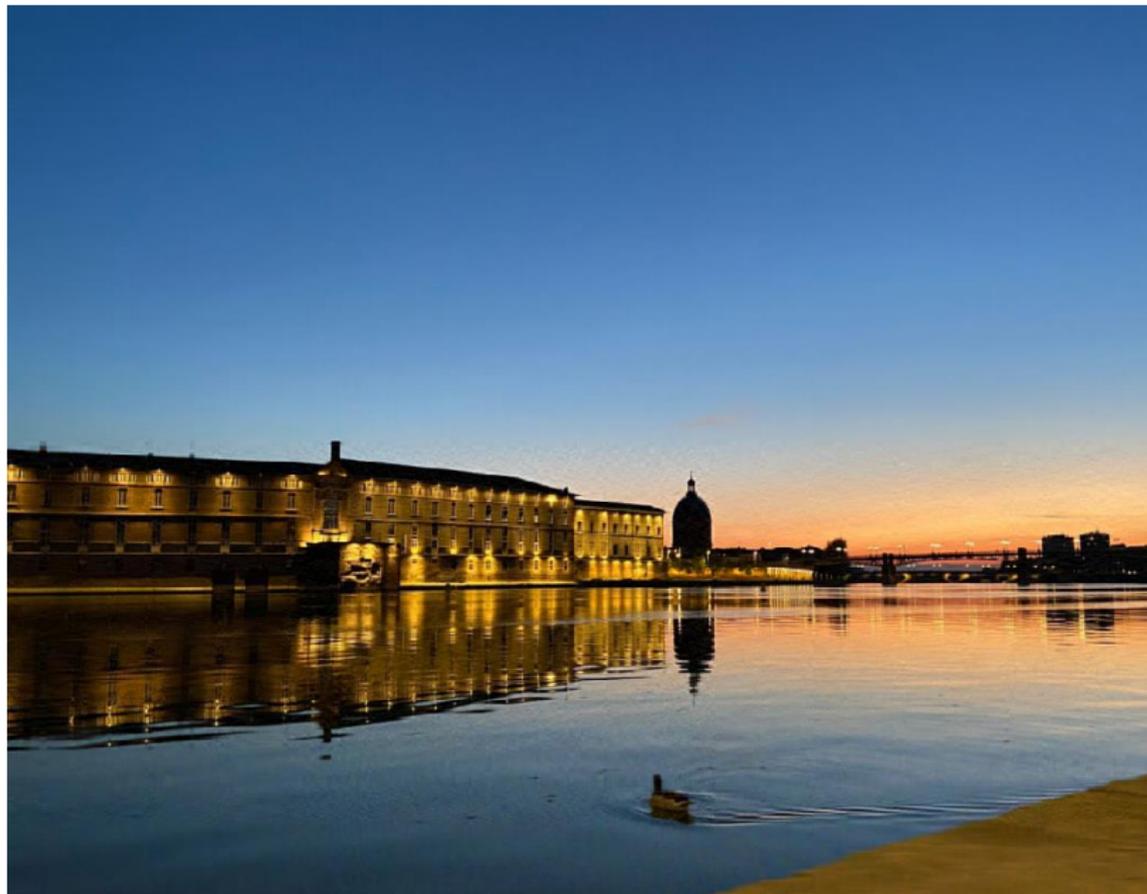
$r = 4$  in  $\mathbf{U}_r \mathbf{S}_r \mathbf{V}_r^T$



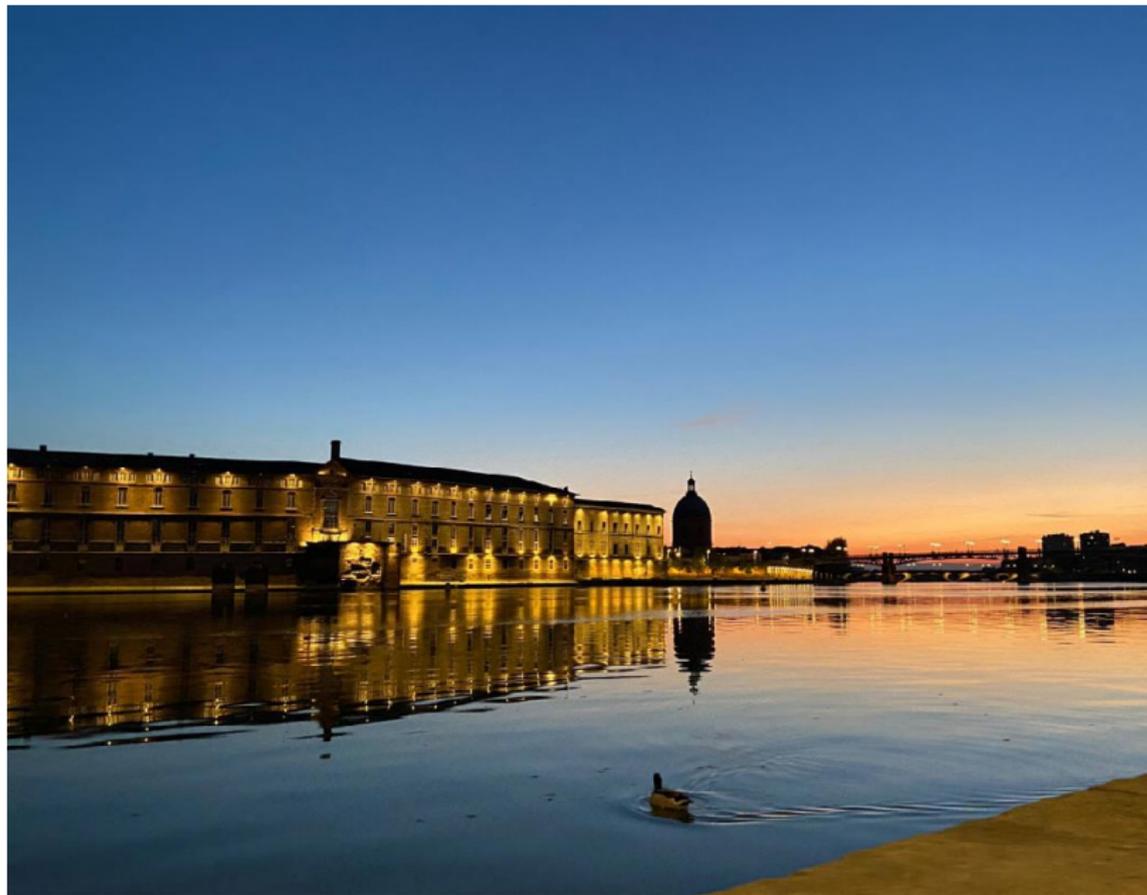
$r = 5$  in  $\mathbf{U}_r \mathbf{S}_r \mathbf{V}_r^T$



$r = 10$  in  $\mathbf{U}_r \mathbf{S}_r \mathbf{V}_r^T$

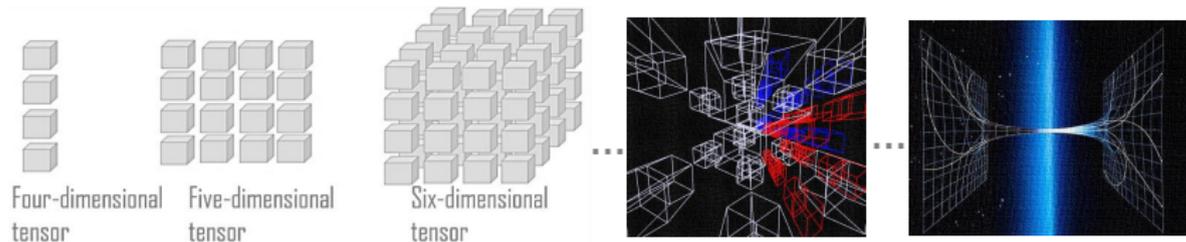


$r = 100$  in  $\mathbf{U}_r \mathbf{S}_r \mathbf{V}_r^T$



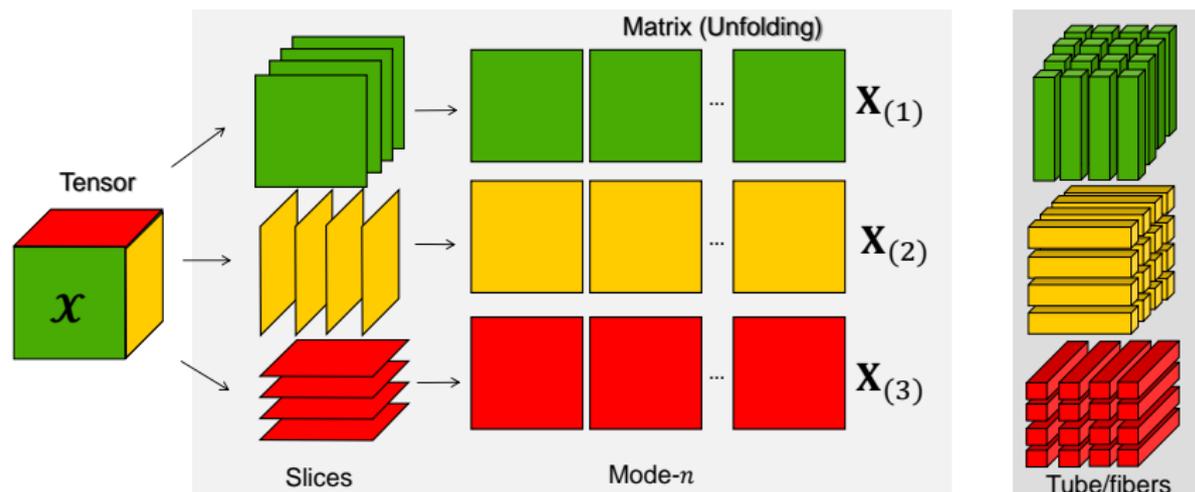
$r = 200$  in  $\mathbf{U}_r \mathbf{S}_r \mathbf{V}_r^T$

Is there a natural analogy of SVD for higher-order arrays ( $d \geq 3$ )?



# Basic Notation - Multilinear Algebra

## Mode- $n$ matrix representation / Sub-arrays



**Mode- $n$  product:** product between a tensor and a matrix.

$$\mathcal{Z} = \mathcal{X} \times_n \mathbf{A} \Leftrightarrow \mathbf{Z}_{(n)} = \mathbf{A} \mathbf{X}_{(n)} \quad (2)$$

**Outer product**

$$\mathcal{X} = \mathbf{a}^{(1)} \circ \mathbf{a}^{(2)} \circ \dots \circ \mathbf{a}^{(N)} \quad (3)$$

Ex:  $\mathbf{X} = \mathbf{a} \circ \mathbf{b} = \mathbf{a} \mathbf{b}^T$

# Tensors Rank Decomposition

Canonical Polyadic Decomposition-CANDECOMP/Parallel Factors-PARAFAC<sup>4</sup>

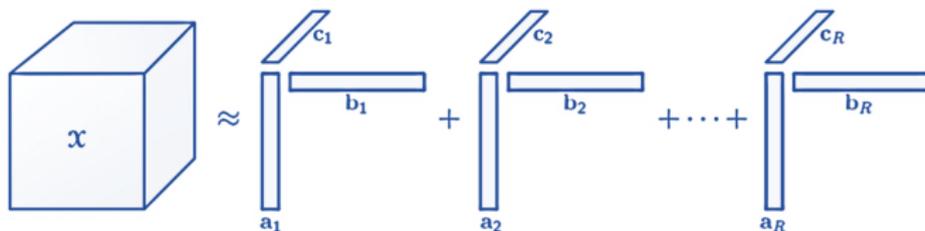
▷ Factorize a tensor  $\mathcal{X} \in \mathbb{R}^{I_1 \times I_2 \times \dots \times I_N}$  into a SUM of a finite number of rank-one tensors as:

$$\mathcal{X} \approx \sum_{r=1}^R \mathbf{a}_r^{(1)} \circ \mathbf{a}_r^{(2)} \circ \dots \circ \mathbf{a}_r^{(N)}$$

Ex: Suppose a 3-order tensor  $\mathcal{X} \in \mathbb{R}^{I \times J \times K}$ , the CP is written as:

$$\mathcal{X} \approx \sum_{r=1}^R \mathbf{a}_r \circ \mathbf{b}_r \circ \mathbf{c}_r \quad (4)$$

where  $R \in \mathbb{N}$ ,  $\mathbf{a}_r \in \mathbb{R}^I$ ,  $\mathbf{b}_r \in \mathbb{R}^J$ , and  $\mathbf{c}_r \in \mathbb{R}^K$ , with  $r = 1, \dots, R$ .



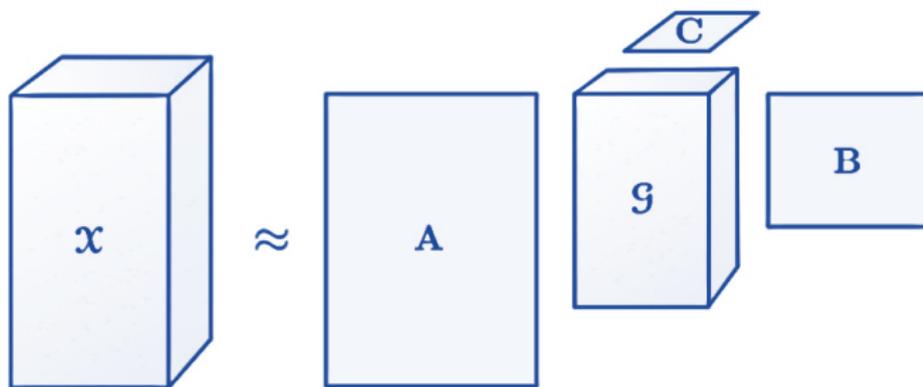
<sup>4</sup>T. G. Kolda and B. W. Bader, "Tensor decompositions and applications," SIAM Rev.m 2009.

# Tucker Decomposition (TD)

- ▷ TD is multilinear transformation of a core tensor  $\mathcal{G} \in \mathbb{R}^{R_1 \times \dots \times R_N}$  by a set of factor matrices  $\mathbf{A}^{(n)} \in \mathbb{R}^{I_n \times R_n}$ ,  $n = 1, \dots, N$  as

$$\mathcal{X} \approx \mathcal{G} \times_1 \mathbf{A}^{(1)} \dots \times_N \mathbf{A}^{(N)} \quad (5)$$

Ex: for the 3-order tensor:  $\mathcal{X} = \mathcal{G} \times_1 \mathbf{A} \times_2 \mathbf{B} \times_3 \mathbf{C}$



- ▷ TD is a form of higher-order SVD.

# Higher-Order SVD (HOSVD)

The **HOSVD**<sup>5</sup> of a given 3-order tensor  $\mathcal{F}$  can be written as:

$$\mathcal{F} = \mathcal{S} \times_1 \mathbf{U}^{(1)} \times_2 \mathbf{U}^{(2)} \times_3 \mathbf{U}^{(3)}, \quad (6)$$

where  $\mathcal{S} = \text{diag}(\lambda_1, \lambda_2, \dots, \lambda_{\min(I_1, I_2, I_3)})$ ,  $\lambda_1 \geq \lambda_2 \geq \dots \geq \lambda_{\min(I_1, I_2, I_3)} \geq 0$ .

A suitable tensor-decomposition-based sparsifying transform  $\mathcal{U}$  can be constructed by using the unitary matrices as

$$\mathcal{U}(\mathcal{F}) = \mathcal{F} \times_1 \mathbf{U}^{(1)T} \times_2 \mathbf{U}^{(2)T} \times_3 \mathbf{U}^{(3)T}, \quad (7)$$

where

- $\mathcal{U}(\cdot)$  induces sparsity on the signal and  $\mathcal{S} \leftarrow \mathcal{U}(\mathcal{F})$
- $\mathbf{U}^{(n)} \in \mathbb{R}^{I_n \times I_n}$ , with  $n = 1, 2, 3$  is found as the  $R_n$  left singular vectors on the  $n$ -mode of  $\mathcal{F}$ .

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<sup>5</sup>L. De Lathauwer, et al, 'A multilinear singular value decomposition,' SIAM journal on Matrix Analysis and Applications, 2000

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**Remark:** A HOSVD transformation is useful in a *compressive sensing based scenario* due to that the coefficients decay is faster and lead sparsest solutions!

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<sup>5</sup>L. De Lathauwer, et al, 'A multilinear singular value decomposition,' SIAM journal on Matrix Analysis and Applications, 2000

# Application

**Task:** Exploit tensors for sparse transform compressive learning!

## Multilinear transformation

A **fourth-order (4D) tensor** spectral video  $\mathcal{F} \in \mathbb{R}^{I_1 \times I_2 \times I_3 \times I_4}$  can be decomposed as:

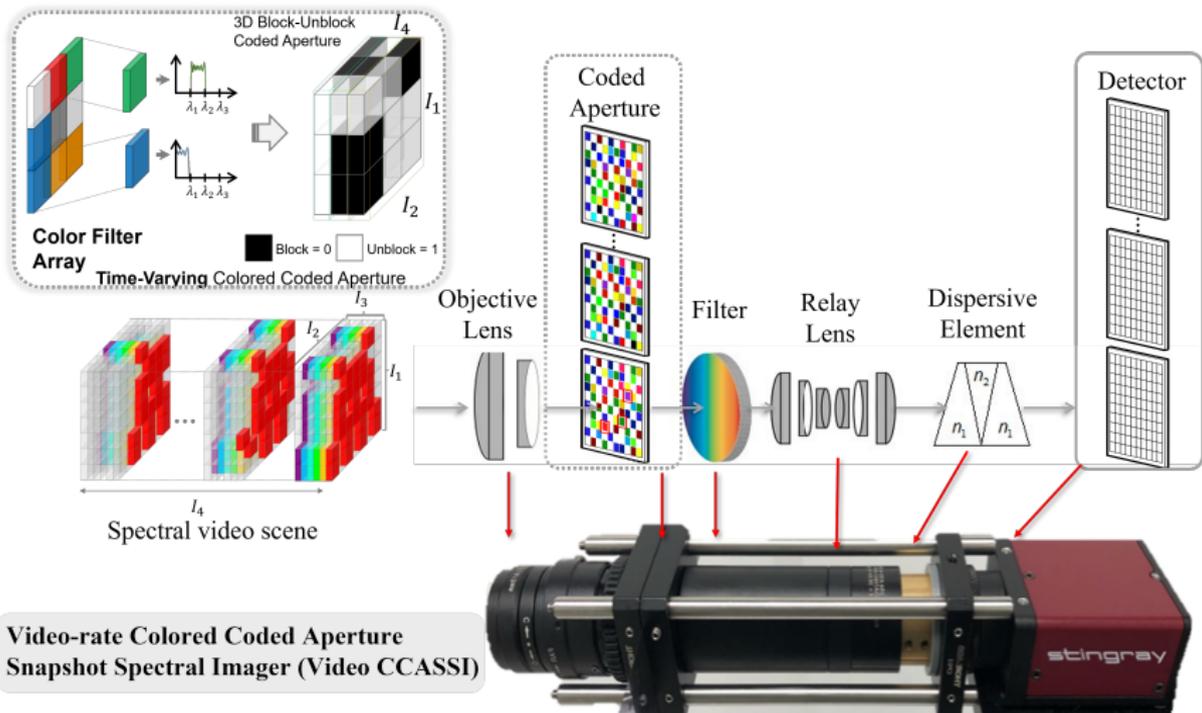
$$\mathcal{F} = \mathcal{G} \times_1 \mathbf{U}^{(1)} \times_2 \mathbf{U}^{(2)} \times_3 \mathbf{U}^{(3)} \times_4 \mathbf{U}^{(4)}$$

- $\mathcal{G} \in \mathbb{R}^{R_1 \times R_2 \times R_3 \times R_4}$  is the core tensor.
- $\{\mathbf{U}^{(n)}\}_{n=1}^4 \in \mathbb{R}^{I_n \times R_n}$  is a dictionary basis for each  $n$ -mode.
- $\times_n$  is the mode- $n$  product<sup>6</sup>.

<sup>6</sup>Example: mode-3 of  $\mathcal{F}$  is  $\mathbf{F}_{(3)} = \mathbf{U}^{(3)} \mathbf{B}_{(3)} (\mathbf{U}^{(4)} \otimes \mathbf{U}^{(2)} \otimes \mathbf{U}^{(1)})^T$

# Compressed Measurements

## Single-Shot Compressive Spectral Video Sensing (CSVS)



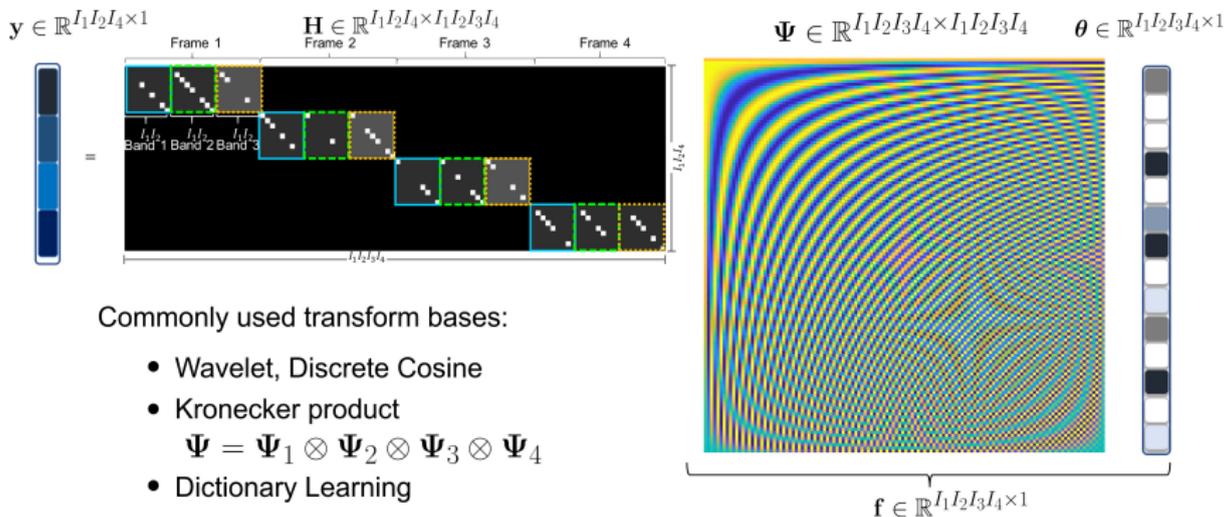
Given a spectral video  $\mathcal{F}$ , the sensing process is written as:

$$\mathcal{Y}_{i_1, i_2, i_4} = \sum_{i_3=1}^{I_3} \mathcal{F}_{i_1, (i_2-i_3), i_3, i_4} \circ \mathcal{T}_{i_1, (i_2-i_3), i_3, i_4} + \mathcal{W}_{i_1, i_2, i_4}. \quad (8)$$

# Traditional Matrix-based Formulation

Spatial-spectral coded compressive spectral imager extended to video acquisition

Given a spectral video  $\mathcal{F} \in \mathbb{R}^{I_1 \times I_2 \times I_3 \times I_4}$ , then,  $n = I_1 I_2 I_3 I_4$  and  $m = I_1 I_2 I_4$ . In matrix form:



Commonly used transform bases:

- Wavelet, Discrete Cosine
- Kronecker product
 
$$\boldsymbol{\Psi} = \boldsymbol{\Psi}_1 \otimes \boldsymbol{\Psi}_2 \otimes \boldsymbol{\Psi}_3 \otimes \boldsymbol{\Psi}_4$$
- Dictionary Learning

# Acquisition and Recovery Problem

## Tensor-based Model for the 3D-CASSI

- ▶ The CSVS acquisition procedure can be then expressed as

$$\mathcal{Y} = \mathcal{H}(\mathcal{F}) + \mathcal{W}, \quad (9)$$

where  $\mathcal{H}(\mathcal{F}) : \mathbb{R}^{I_1 \times I_2 \times I_3 \times I_4} \rightarrow \mathbb{R}^{I_1 \times J_2 \times I_4}$  represents the CSVS operator and establishes the modulation and compression of the incoming signal.

- ▶ **Recovery Problem:** For a fixed basis  $\{\Psi^{(z)}\}_{z=1}^4$ ,

$$\begin{aligned} & \underset{\mathcal{G} \in \mathbb{R}^{I_1 \times I_2 \times I_3 \times I_4}}{\text{minimize}} \quad \left\| \mathcal{Y} - \mathcal{H}(\mathcal{G} \times_1 \Psi^{(1)} \times_2 \Psi^{(2)} \times_3 \Psi^{(3)} \times_4 \Psi^{(4)}) \right\|_F^2 \\ & \text{subject to} \quad \|\text{vec}(\mathcal{G})\|_1 \leq S, \end{aligned} \quad (10)$$

where the constant  $S$  denotes the sparsity level of the core tensor.

# Acquisition and Recovery Problem

Tensor-based Model for the 3D-CASSI

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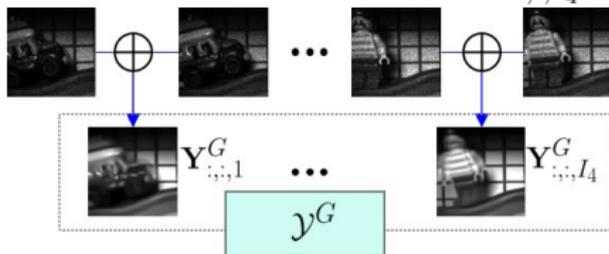
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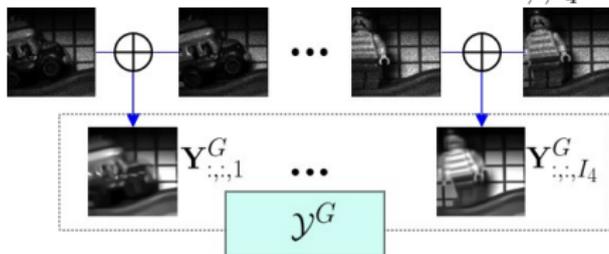
**How the basis can be learned from the compressed measurements  $\mathcal{Y}$ ?**

► IDEA: A spatial approximation of the frame  $t$  can be obtained by the summation of two consecutive measurement frames as

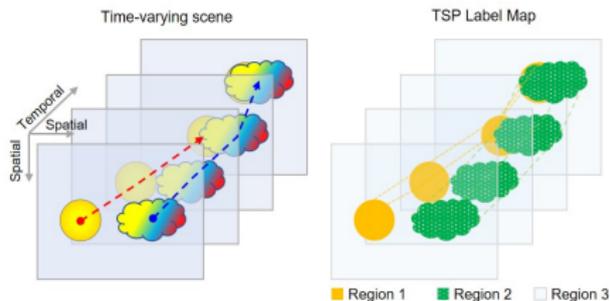
$\mathbf{Y}_{:::,t}^G = \mathcal{Y}(:, :, t) + \mathcal{Y}(:, :, t + 1)$ , where for the last frame is assigned the  $(I_4 - 1)$ -th estimated spatial approximation, i.e.,  $\mathbf{Y}_{:::,I_4}^G = \mathbf{Y}_{:::,I_4-1}^G$ .



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- Temporal Superpixels (TSP) from the Measurements



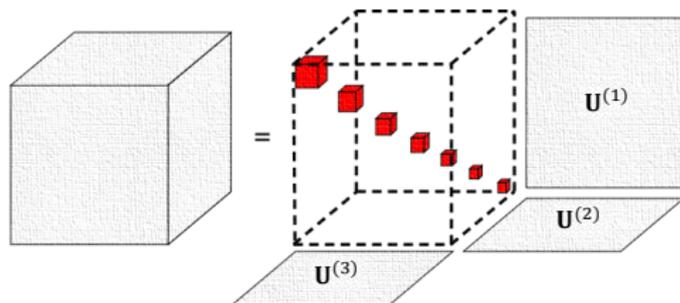
# Proposed Formulation

## Joint Dictionary and Recovery Problem Formulation

► Let  $\mathbf{U}^{(z)} \in \mathbb{R}^{I_z \times I_z}$ , for  $z = 1, \dots, 4$ , be the factor matrices that sparsify the core tensor  $\mathcal{G}$ , then the **joint sparse transform and reconstruction** estimation can be expressed as

$$\begin{aligned} \{\hat{\mathbf{U}}^{(z)}, \hat{\mathcal{G}}\} \in \underset{\{\mathbf{U}^{(z)}\}_{z=1}^4, \mathcal{G}}{\operatorname{argmin}} \quad & \left\| \mathcal{Y} - \mathcal{H}(\mathcal{G} \times_1 \mathbf{U}^{(1)} \times_2 \mathbf{U}^{(2)} \times_3 \mathbf{U}^{(3)} \times_4 \mathbf{U}^{(4)}) \right\|_F^2 \\ \text{subject to } & \|\operatorname{vec}(\mathcal{G})\|_1 \leq S, \\ & \mathbf{U}^{(z)T} \mathbf{U}^{(z)} = \mathbf{I}^{(z)}, \quad z = 1, \dots, 4, \end{aligned} \quad (11)$$

where  $\mathcal{G} \in \mathbb{R}^{I_1 \times I_2 \times I_3 \times I_4}$  is the core tensor, and  $\mathbf{I}^{(z)}$  is an identity matrix.



Based on TSP, the Eq. (11) can be rewritten as

$$\begin{aligned}
 \{\hat{\mathcal{G}}_d, \hat{\mathbf{U}}_d^{(z)}, \hat{\mathbf{U}}^{(3)}\} \in \underset{\substack{\mathcal{G}_d, \mathbf{U}^{(3)} \\ \{\mathbf{U}_d^{(z)}\}_{z=1}^{2,4}}}{\operatorname{argmin}} & \left\| \mathcal{Y}_d - \mathcal{H}_d \left( \mathcal{G}_d \times_1 \mathbf{U}_d^{(1)} \times_2 \dots \times_4 \mathbf{U}_d^{(4)} \right) \right\|_F^2 \\
 \text{subject to } & \|\operatorname{vec}(\mathcal{G}_d)\|_1 \leq S, \\
 & \{\mathbf{U}_d^{(z)T} \mathbf{U}_d^{(z)} = \mathbf{I}^{(z)}\}_{z=1,2,4}, \mathbf{U}^{(3)T} \mathbf{U}^{(3)} = \mathbf{I}^{(3)},
 \end{aligned} \tag{12}$$

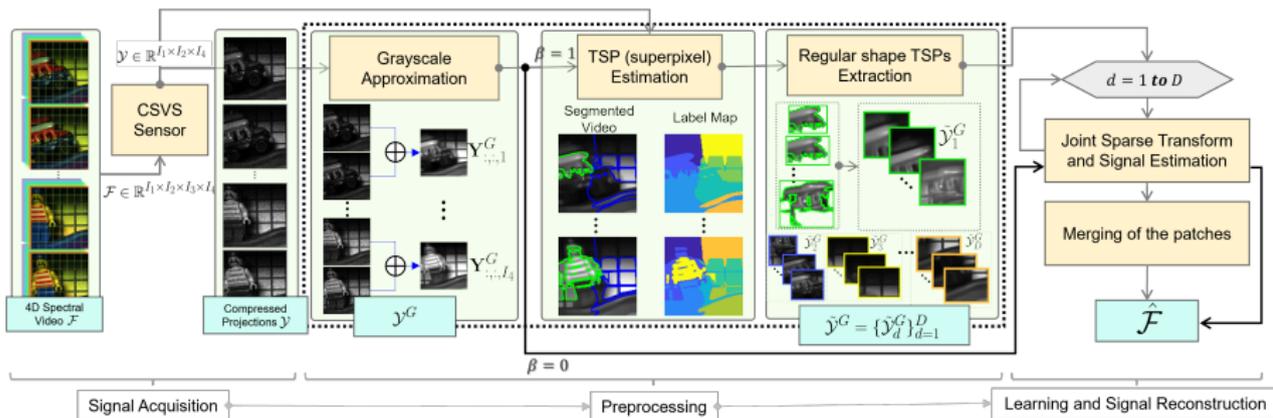
where  $\mathcal{Y}_d = y_{i_1 i_2 i_4}^d$  is a TSP patch computed from the measurements.

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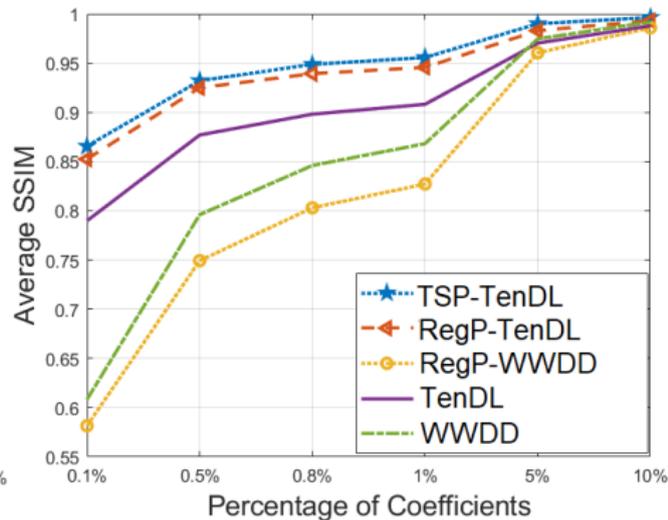
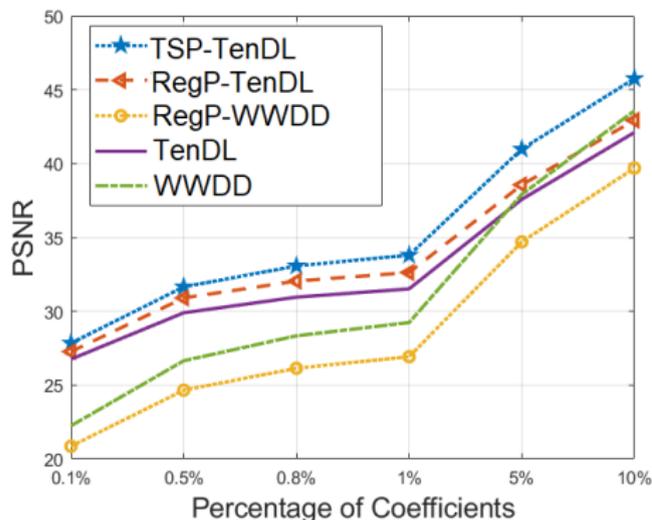
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## Approach Summary



# Sparsity Analysis on the Proposed Basis

**TenDL:** Tensor-based sparsifying transform  
**TSP-TenDL:** TenDL performed in temporal superpixels  
**RegP-TenDL:** TenDL performed in regular patches  
**WWDD:** Kronecker of 2D Wavelet, 1D discrete cosine (DCT), and 1D DCT



Evaluation of the compression capabilities of different sparse representations respect to the percentage of coefficients used for represent a spectral video.

# Numerical Experiments

## ► Methods to be compared:

- **WWDD-Vec**: vector-form recovery + fixed basis
- **WWDD-TenD**: proposed tensor modeling + fixed basis.
- **3SDL-Vec**: Dictionary learning (simultaneous sparse model) + PanCam.
- **3SDLg-Vec**: Dictionary learning + grayscale approximation.

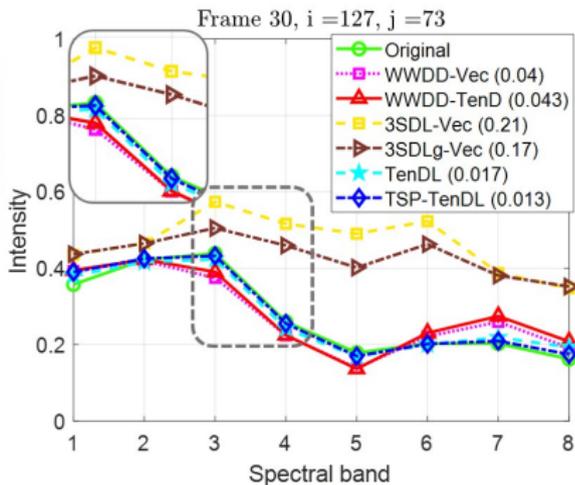
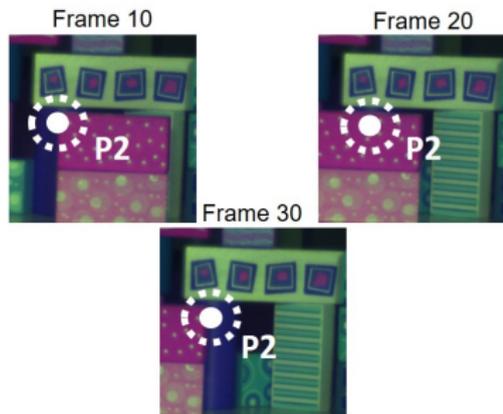
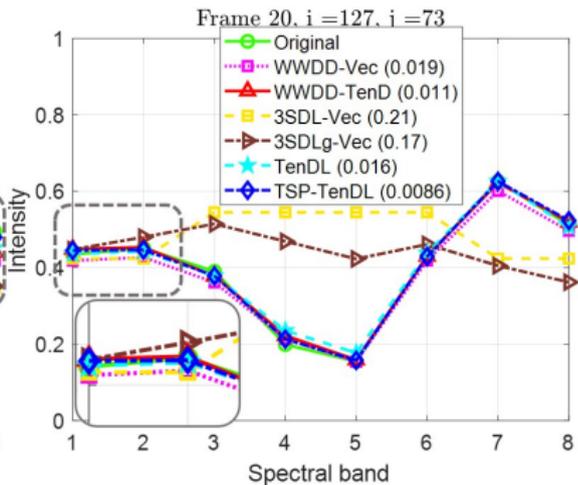
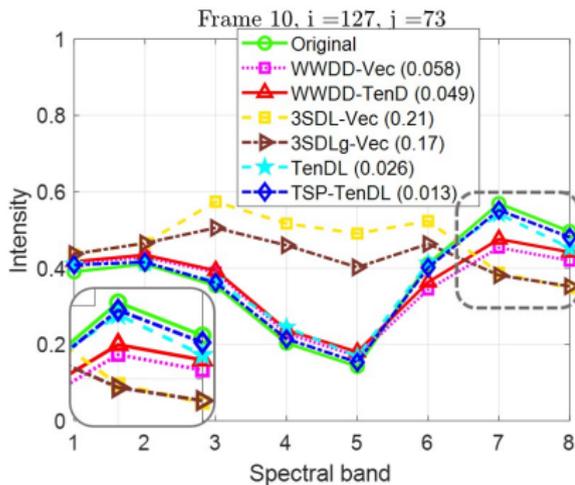
- **TenDL**: proposed tensor model on full data.
- **TSP-TenDL**: proposed tensor model + Temporal Superpixels.

- **CA used**: Temporal colored CA.
- **Dataset Size**:

	Spatial pixels		Bands	Frames
Size	$I_1$	$I_2$	$I_3$	$I_4$
<b>Video 1</b>	128	128	8	8
<b>Video 2</b>	256	256	8	32
<b>Video 3</b>	128	128	24	16



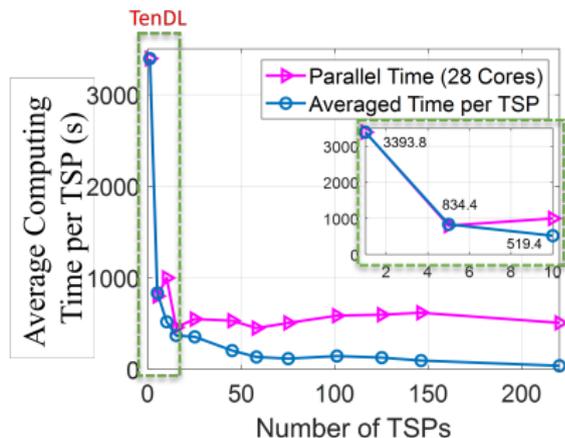
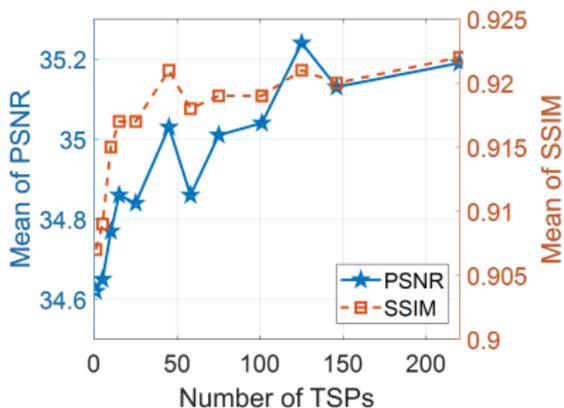
RGB profile of the originals (1st column) and the reconstructed frames 1, 5 and 10 of each video.



# Overall Accuracy and Computing Time

Table 1: Mean of PSNR, SSIM and RMSE of the Reconstructed Videos from the Different Approaches.

Method	Video 1		Video 2		Video 3		Video 1	Video 2	Video 3
	PSNR	SSIM	PSNR	SSIM	PSNR	SSIM	RMSE		
WWDD-Vec	31.26	0.933	30.31	0.923	30.70	0.851	0.0206	0.0299	0.0221
WWDD-TenD	30.31	0.931	30.56	0.930	32.08	0.843	0.0228	0.0241	0.0196
3SDL-Vec	29.84	0.915	27.47	0.854	30.59	0.832	0.0252	0.0371	0.0229
3SDLg-Vec	29.30	0.907	26.64	0.835	30.35	0.823	0.0269	0.0411	0.0236
TenDL (Proposed)	<b>35.61</b>	<b>0.978</b>	<b>33.97</b>	<b>0.962</b>	<b>34.62</b>	<b>0.907</b>	<b>0.0136</b>	<b>0.0175</b>	<b>0.0137</b>
TSP-TenDL (Proposed)	<b>37.17</b>	<b>0.980</b>	<b>33.44</b>	<b>0.960</b>	<b>34.77</b>	<b>0.915</b>	<b>0.0110</b>	<b>0.0176</b>	<b>0.0130</b>

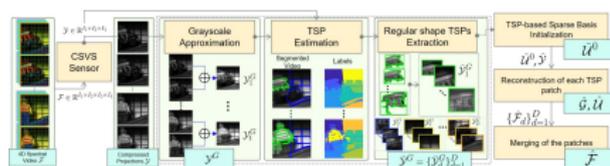


Impact of the number of TSPs in the reconstruction process and computing time using the video 3.

# Summary

## Design based on Tensor Representation (Basis and Recovering)

1. The **sparse representation is learned** from the compressed measurements **while the video is estimated**. The CA is fixed.
2. The method allows the higher-order correlations to be exploited in the recovery procedure.
3. TSP speeds-up the recovery!



# References I

## Tensor Decomposition Surveys

- ▶ L. De Lathauwer, et al, [A multilinear singular value decomposition](#), *SIAM journal on Matrix Analysis and Applications*, vol. 21, no. 4, pp. 1253–1278, 2000.
- ▶ T. G. Kolda and B. W. Bader, [Tensor decompositions and applications](#), *SIAM Rev.*, vol. 51, no. 3, pp. 455–500, Aug. 2009.

## Algorithms Used

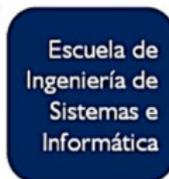
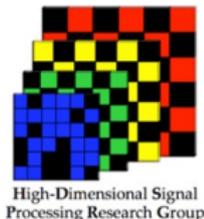
- ▶ J. Chang, D. Wei, and J. W. Fisher III, [A video representation using temporal superpixels](#), in *Proc. IEEE Conf. Comput. Vis. Pattern Recognit.*, Jun. 2013, pp. 2051–2058.
- ▶ K. M. L. Lopez, L. V. G. Carreño, and H. A. Fuentes, [Temporal colored coded aperture design in compressive spectral video sensing](#), *IEEE Trans. Image Process.*, vol. 28, no. 1, pp. 253–264, Jan. 2019

Thank you for your attention!  
Questions?



# Merci/Gracias/Thanks to

High Dimensional Signal Processing Research Group, Universidad Industrial de Santander



TéSA Laboratory





## How to solve the problem? BCD-based Formulation I

▷ The augmented Lagrangian can be written as

$$\begin{aligned} \mathcal{L}_A(\mathcal{G}, \mathcal{F}, \{\mathbf{U}^{(z)}\}_{z=1}^4, \mathcal{Q}) &= \|\mathcal{Y} - \mathcal{H}(\mathcal{F})\|_F^2 + \lambda \|\text{vec}(\mathcal{G})\|_1 \\ &+ (\lambda/2) \left\| \mathcal{F} - \llbracket \mathcal{G}; \mathbf{U}^{(1)}, \mathbf{U}^{(2)}, \mathbf{U}^{(3)}, \mathbf{U}^{(4)} \rrbracket + \mathcal{Q} \right\|_F^2 + \sum_{z=1}^4 \mathcal{I}_{\mathcal{U}}(\mathbf{U}^{(z)}), \end{aligned} \quad (13)$$

where  $\mathcal{Q}$  is the Lagrange multiplier and  $\mathcal{I}_{\mathcal{U}}(\mathbf{U}^{(z)})$  is an indicator function defined as

$$\mathcal{I}_{\mathcal{U}}(\mathbf{U}^{(z)}) = \begin{cases} 1, & \text{if } \mathbf{U}^{(z)} \in \mathcal{U} \\ 0, & \text{otherwise} \end{cases}, \quad (14)$$

where  $\mathcal{U} = \{\mathbf{U} \in \mathbb{R}^{I_z \times I_z} \mid \mathbf{U}^T \mathbf{U} = \mathbf{I}\}$ ,  $z = 1, \dots, 4$ . Equation (13) can be iteratively solved by the following three steps, where each variable is updated while the others are fixed:

1)  $\tilde{\mathcal{F}}^{k+1}$  sub-problem:

$$\tilde{\mathcal{F}}^{k+1} \in \underset{\mathcal{F}}{\text{argmin}} \frac{\lambda}{2} \left\| \mathcal{F}_k - \llbracket \mathcal{G}_k; \mathbf{U}_k^{(1)}, \mathbf{U}_k^{(2)}, \mathbf{U}_k^{(3)}, \mathbf{U}_k^{(4)} \rrbracket + \mathcal{Q}_k \right\|_F^2 + \frac{1}{2} \|\mathcal{Y} - \mathcal{H}(\mathcal{F}_k)\|_F^2. \quad (15)$$

▷ Solution:

$$\tilde{\mathbf{f}} = \lambda \text{vec}(\llbracket \mathcal{G}_k; \mathbf{U}_k^{(1)}, \mathbf{U}_k^{(2)}, \mathbf{U}_k^{(3)}, \mathbf{U}_k^{(4)} \rrbracket) + \mathbf{H}^T(\text{vec}(\mathcal{Y})) = \lambda \mathbf{f} + \mathbf{H}^T(\mathbf{H}\mathbf{f}), \quad (16)$$

## How to solve the problem? BCD-based Formulation II

where  $\mathbf{f}$  is zero-initialized,  $\mathbf{H}$  is the sensing matrix that encloses the projection operation performed by the camera,  $\mathbf{H}^T$  denotes the transpose operation for  $\mathbf{H}$ , and  $\tilde{\mathbf{f}}$  can be found from the conjugate gradient (CG) method.

▷  $\tilde{\mathcal{G}}^{k+1}$  sub-problem:

$$\tilde{\mathcal{G}}^{k+1} \in \operatorname{argmin}_{\mathcal{G}} \frac{\lambda}{2} \left\| \mathcal{F}_{k+1} - \llbracket \mathcal{G}_k; \mathbf{U}_k^{(1)}, \mathbf{U}_k^{(2)}, \mathbf{U}_k^{(3)}, \mathbf{U}_k^{(4)} \rrbracket + \mathcal{Q}_k \right\|_F^2 + \tau \|\operatorname{vec}(\mathcal{G}_k)\|_1, \quad (17)$$

▷ Solution: This subproblem-update is a proximal operator evaluation, whose closed-form solution can be obtained from the well-known soft shrinkage operator given by

$$\tilde{\mathcal{G}}^{k+1} = \operatorname{vec}^{-1} \{ \mathcal{S}_{\lambda/\tau}(\operatorname{vec}(\mathcal{F}^{k+1} + \mathcal{G}^k), \lambda/\tau) \}, \quad (18)$$

with  $\mathcal{S}_{\lambda/\tau}(\mathbf{x}, \beta) := \operatorname{sgn}(\mathbf{x}) \max(|\mathbf{x}| - \beta, 0)$  as the soft thresholding operator, and  $\lambda, \tau > 0$  are regularization parameters.

▷ Online Transform Refinement  $\tilde{\mathbf{U}}_{k+1}^{(z)}$  for  $z = 1, \dots, 4$  After estimating  $\tilde{\mathcal{F}}^{k+1}$  and  $\tilde{\mathcal{G}}^{k+1}$ , the sparse transform is refined for each dimension as

$$\tilde{\mathbf{U}}_{k+1}^{(z)} \in \operatorname{argmin}_{\{\mathbf{U}^{(z)}\}_{z=1}^4} \frac{\lambda}{2} \left\| \mathcal{F}_{k+1} - \llbracket \mathcal{G}_{k+1}; \mathbf{U}_k^{(1)}, \mathbf{U}_k^{(2)}, \mathbf{U}_k^{(3)}, \mathbf{U}_k^{(4)} \rrbracket + \mathcal{Q}_k \right\|_F^2 + \mathcal{I}_z(\mathbf{U}^{(z)}). \quad (19)$$

## How to solve the problem? BCD-based Formulation III

Note that this subproblem can be alternatively written in a general form for the mode- $z$  as

$$\begin{aligned} \tilde{\mathbf{U}}_{k+1}^{(z)} \in \operatorname{argmin}_{\mathbf{U}^{(z)}} \frac{\lambda}{2} \|\mathbf{F}_{(z)} - \mathbf{U}^{(z)} \mathbf{G}_{(z)} (\mathbf{U}^{(Z)} \otimes \dots \mathbf{U}^{(z-1)} \otimes \mathbf{U}^{(z+1)} \dots \\ \dots \otimes \mathbf{U}^{(1)})^T + \mathbf{Q}_{(z)}\|_F^2 + \mathcal{I}_z(\mathbf{U}^{(z)}), \end{aligned} \quad (20)$$

for  $z = 1, \dots, Z$ , where  $Z = 4$ , are the modes of the tensor, such that each matrix  $\mathbf{U}^{(z)}$  can be refined by using the mode- $z$  of the Eq. (19). Problem in Eq. (20) is known as the *Orthogonal Procrustes* problem, whose closed-form solution is given by

$$\tilde{\mathbf{U}}_{k+1}^{(z)} = \mathbf{S} \mathbf{V}^T, \quad (21)$$

where  $\mathbf{S}$  and  $\mathbf{V}^T$  are obtained from the matrix-based singular value decomposition (SVD) of the factor  $(\mathbf{F}_{(z)} + \mathbf{Q}_{(z)}) (\mathbf{G}_{(z)} (\mathbf{U}^{(Z)} \otimes \dots \mathbf{U}^{(z-1)} \otimes \mathbf{U}^{(z+1)} \dots \otimes \mathbf{U}^{(1)})^T)^T$ , i.e.

$$\mathbf{S} \mathbf{S} \mathbf{V}^T = \operatorname{SVD}((\mathbf{F}_{(z)} + \mathbf{Q}_{(z)}) (\mathbf{G}_{(z)} (\mathbf{U}^{(Z)} \otimes \dots \mathbf{U}^{(z-1)} \otimes \mathbf{U}^{(z+1)} \dots \otimes \mathbf{U}^{(1)})^T)^T). \quad (22)$$

Thus, the sparse transform update is reduced to the computation of Eq. (21) for  $n = 1, 2, 3, 4$ .  $\triangleright$  The multiplier is updated as

$$\tilde{\mathcal{Q}}_{k+1} = \mathcal{Q}_k + \tilde{\mathcal{F}}_{k+1} - \llbracket \tilde{\mathcal{G}}_{k+1}; \tilde{\mathbf{U}}_{k+1}^{(1)}, \tilde{\mathbf{U}}_{k+1}^{(2)}, \tilde{\mathbf{U}}_{k+1}^{(3)}, \tilde{\mathbf{U}}_{k+1}^{(4)} \rrbracket. \quad (23)$$