

## 1 Overview

- adaptive algorithms for compressed sensing
- Fourier transform

## 2 Adaptive algorithms for compressed sensing

### 2.1 Adaptive sparse recovery

For some  $x \in \mathbb{R}^n$

- choose  $v_1 \in \mathbb{R}^n$ , observe  $y_1 = \langle v_1, x \rangle$
- then  $v_2 \in \mathbb{R}^n$ , get  $y_2 = \langle v_2, x \rangle$
- ...
- $v_m$ , get  $y_m = \langle v_m, x \rangle$

Output  $\hat{x}$  such that  $\|x - \hat{x}\|_2 \leq (1 + \epsilon) \min_{k\text{-sparse } x'} \|x - x'\|_2$  with  $\frac{3}{4}$  probability.

Number of samples required:

- $\Omega(\frac{k}{\epsilon} + \log \log n)$  (known)
- $O(\frac{k}{\epsilon} + k \log \log \frac{n}{k})$
- $m = O(k \log \log \frac{n}{k})$

#### 2.1.1

For a vector  $x = (x_1 x_2 \dots x_n)^T$  that satisfies  $|x_i| \propto i^{-\alpha}$

- if  $\alpha > 1$  then  $\|x\|_1$  is bounded
- if  $\alpha > 0.5$  then  $\|x\|_2$  is bounded

### 2.1.2

We showed  $\Omega(\log \log n)$  bound for  $k = 1$ , then by embedding  $k$  copies we can a bound for a general  $k$ .

## 2.2

$$\|x - \hat{x}\|_1 \leq C \min_{k\text{-sparse } x'} \|x - x'\|_1$$

**Suppose**  $k = 1$

Let  $i^*$  be the largest coordinate  $|x_{i^*}|$ , and  $|x_{i^*}| > R\|x_{-i^*}\|_1$  where  $x_{-i^*}$  is  $x$  with coordinate  $i^*$  set to 0.

Take

$$v_1 = (1, 1, 1, \dots)^T \qquad y_1 = \sum x_i \qquad (1)$$

$$v_2 = (1, 2, 3, \dots)^T \qquad y_2 = \sum ix_i \qquad (2)$$

If  $R = \infty$ , then  $\frac{y_2}{y_1} = i^*$ .

In general,

$$y_1 = x_{i^*} \left(1 \pm \frac{1}{R}\right) \qquad (3)$$

$$y_2 = i^* \pm \frac{nx_{i^*}}{R} \qquad (4)$$

Then we have

$$\frac{y_2}{y_1} = i^* \frac{1}{1 \pm \frac{1}{R}} \pm \frac{\frac{n}{R}}{1 \pm \frac{1}{R}} \qquad (5)$$

$$= i^* \pm O\left(\frac{n}{R}\right) \qquad (6)$$

## 2.3 An algorithm

---

### Algorithm 1

---

```

1: permute  $x$  randomly
2:  $\bar{i} \leftarrow \frac{n}{2}, \Delta \leftarrow \frac{n}{2}$ 
3:  $S \leftarrow \{j \mid |\bar{i} - j| < \Delta\}$ 
4: given  $R \leftarrow \Theta(1)$ 
5:  $t \leftarrow 0$ 
6: while  $\Delta \geq 1$  do
7:    $t \leftarrow t + 1$ 
8:    $\bar{i} \leftarrow \frac{\sum_{i \in S} ix_i}{\sum_{i \in S} x_i}$ 
9:    $\Delta \leftarrow O\left(\frac{\Delta}{R} 2^t\right)$ 
10:   $R \leftarrow \Theta(R^2 2^{-t})$ 
11:   $S \leftarrow \{j \mid |\bar{i} - j| < \Delta\}$ 
12: end while

```

---

At each stage  $\bar{i} = i^* \pm \Delta$  (i.e.  $i^* \in S$ ).

$$\|x_{S \setminus i^*}\|_1 \leq \|(i^* \pm 2\Delta) \setminus i^*\|_1 \quad (7)$$

$$\mathbb{E} [\|(i^* \pm 2\Delta) \setminus i^*\|_1] = \frac{4\Delta}{n-1} \|x_{-i^*}\|_1 \quad (8)$$

$$\begin{aligned} \Rightarrow & \frac{|x_{i^*}|}{\|x_{S \setminus i^*}\|_1} \text{ (at stage } t) \\ & \geq R_t \end{aligned} \quad (9)$$

$\Rightarrow$  if  $\Delta_t, R_t, \bar{i}_t$  are “good” then so are  $\Delta_{t+1}, R_{t+1}, \bar{i}_{t+1}$ .

$$R \leftarrow \frac{R^2}{2^t} \quad (10)$$

$$\log R \leftarrow 2 \log R - t \quad (11)$$

$\log R$  grows  $\approx 2^t$

$$\begin{aligned} t &= O(\log \log n) \\ \Rightarrow R &\approx n \end{aligned}$$

then  $\Delta < 1 \Rightarrow S = -\{i^*\}$ .

**For a general  $k$**  Hash  $[n]$  to  $[B]$  where  $B = O(k)$ , and solve individual buckets.

Each  $i$  is alone with probability  $1 - \frac{k}{B} \geq \frac{3}{4}$ .

$O(k \log \log \frac{n}{k}) \Rightarrow$  find  $\frac{1}{2}$  of heavy hitter.

Repeat on rest of coordinates.

Time is

$$k \log \log \frac{n}{k} + \frac{k}{2} \log \log \frac{n}{\frac{k}{2}} + \frac{k}{4} \log \log \frac{n}{\frac{k}{4}} + \dots$$
$$= O(k \log \log \frac{n}{k})$$

## 2.4 An alternative algorithm

---

1:  $k' \leftarrow k$  ▷ current sparsity estimate  
2: **while**  $k' \geq 1$  **do**  
3:   choose random  $\frac{n}{k}$  coordinates  
4:   run the subroutine, set  $i^*$   
5:   remove  $i^*$  from set  
6:    $k' \leftarrow k' - \frac{1}{10}$   
7: **end while**

---

**Intuition** As algorithm progresses, it's unlikely for  $k'$  to be less than the current sparsity parameter after  $i^*$  has been removed.

## 2.5

$L^1 \rightarrow L^2$  for  $\|x - \hat{x}\|_2 \leq (1 + \epsilon) \min_{k\text{-sparse } x'} \|x - x'\|_2$

**Basic idea** Change  $\bar{i}$  to  $\frac{\sum \pm i x_i}{\sum_p m x_i}$  in Algorithm 1.

## 3 Discrete Fourier transform

- original  $x \in \mathbb{C}^n$
- Fourier transform  $\hat{x}$  denotes  $\mathcal{F}(x) = Fx$

The discrete Fourier transform is given by

$$\hat{x}_i = \frac{1}{\sqrt{n}} \sum_{j=0}^{n-1} \omega^{ij} x_j \quad (12)$$

$$F = \frac{1}{\sqrt{n}} \begin{bmatrix} 1 & 1 & 1 & \dots \\ \omega & \omega^2 & \omega^3 & \dots \\ \omega^2 & \omega^4 & \omega^6 & \dots \\ \vdots & \vdots & \vdots & \ddots \end{bmatrix} \quad (13)$$

$$(F)_{ij} = \frac{1}{\sqrt{n}} \omega^{ij} \quad (14)$$

where

$$\omega = e^{-\frac{2\pi\sqrt{-1}}{n}} \quad (15)$$

$F$  is unitary, and its inverse  $F^{-1}$  is

$$F^{-1} = F^H = \frac{1}{\sqrt{n}} \begin{bmatrix} 1 & 1 & 1 & \dots \\ \omega^{-1} & \omega^{-2} & \omega^{-3} & \dots \\ \omega^{-2} & \omega^{-4} & \omega^{-6} & \dots \\ \vdots & \vdots & \vdots & \ddots \end{bmatrix} \quad (16)$$

$$(F^{-1})_{ij} = \frac{1}{\sqrt{n}} \omega^{-ij} \quad (17)$$

### 3.1 Properties

**Convolution** For  $a = (a_1, a_2, \dots)^T \in \mathbb{C}^n$  and  $b = (b_1, b_2, \dots)^T \in \mathbb{C}^n$

- $a \cdot b = (a_1 b_1, a_2 b_2, \dots)$
- $a * b = (c_1, c_2, \dots)$  where  $c_i = \sum_{j=0}^{n-1} a_j b_{i-j}$  (convolution)

then

- $\widehat{a \cdot b} = \hat{a} * \hat{b}$
- $\widehat{a * b} = \hat{a} \cdot \hat{b}$

**Parseval's theorem**  $\|x\|_2 = \|\hat{x}\|_2$

**Plancherel's theorem**  $\langle x, y \rangle = \langle \hat{x}, \hat{y} \rangle$

## References

- [IPW11] Piotr Indyk, Eric Price, David P. Woodruff. On the Power of Adaptivity in Sparse Recovery. *FOCS 2011*.
- [PW12] Eric Price, David P. Woodruff. Lower Bounds for Adaptive Sparse Recovery. <http://arxiv.org/abs/1205.3518>.