

Compressed Sensing with Approximate Priors via Conditional Resampling

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Compressed Sensing - Introduction

- Goal: Estimate a signal $x^* \in \mathbb{R}^n$ from a linear system $y = Ax^* + \eta$.
- Let $A \in \mathbb{R}^{m \times n}$. How many measurements are needed? Naively $m \geq n$, else underdetermined; multiple x possible.
- But not all x are plausible/natural:



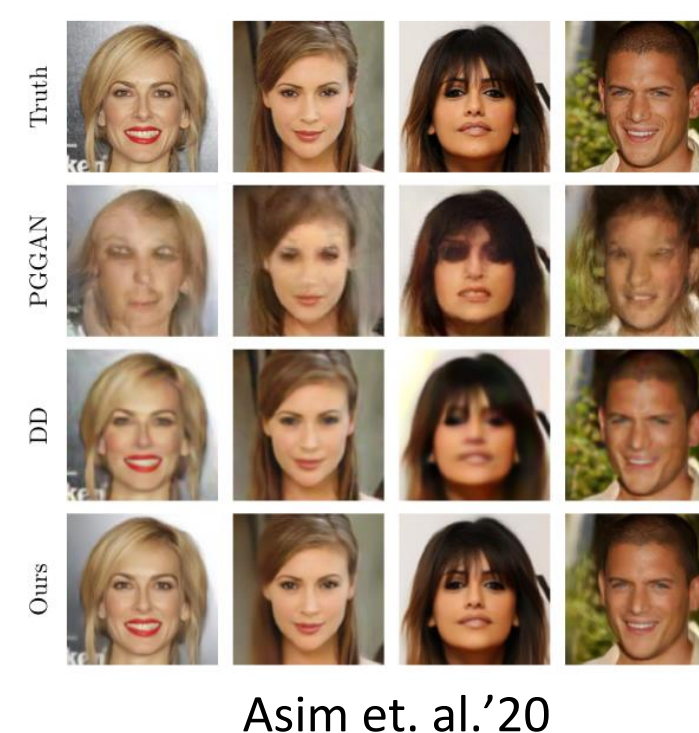
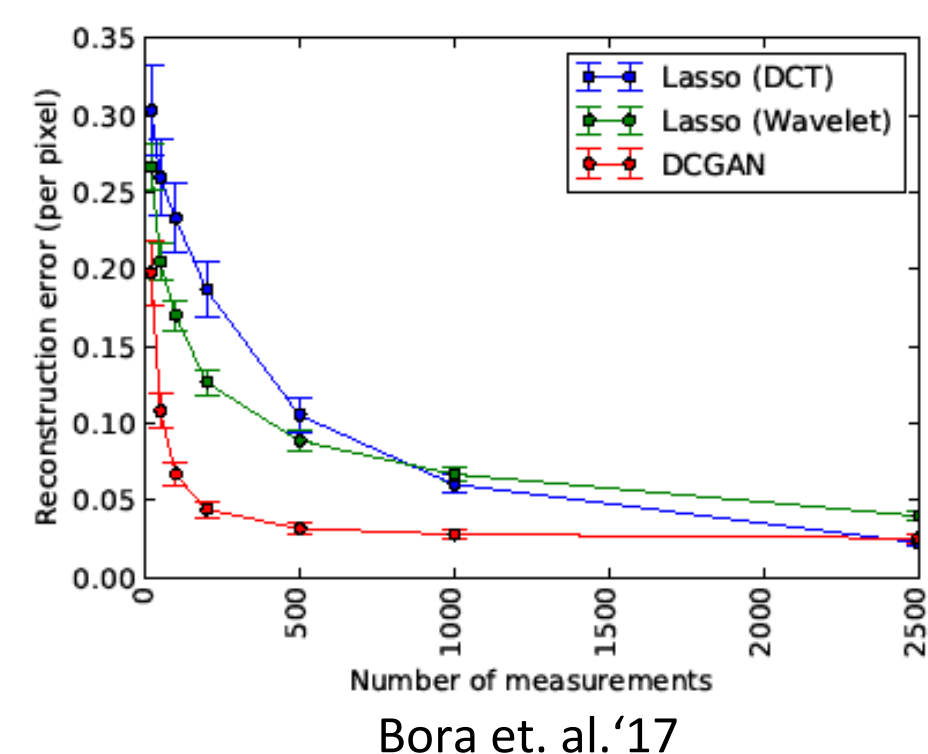
- [Candes-Romberg-Tao '06]: Possible to recover x^* if it is approximately sparse and A is Gaussian.

Compressed Sensing + Generative Priors

- [Bora-Jalal-Price-Dimakis '17]: When $G: \mathbb{R}^k \rightarrow \mathbb{R}^n$ is a d -layered neural network, A is i.i.d. Gaussian with $m = O(kd \log n)$ rows, then gradient descent finds \hat{x} satisfying

$$\|x^* - \hat{x}\| \lesssim \min_{x \in \text{range}(G)} \|x^* - x\| + \|\eta\| + \varepsilon$$

- Small $k \Rightarrow$ error stops improving after some point because of limited model capacity.



- [Asim-Daniels-Leong-Ahmed-Hand '20]: Use bijective $H: \mathbb{R}^n \rightarrow \mathbb{R}^n$, and use the distribution of the generative model.
- When $k = n$, prior work doesn't explain why compression is possible. Asim et al. analyze a Gaussian with eigenvalue decay.

Our Questions

- **Question 1:** For general distributions, how do we formalize the number of measurements needed to compress the distribution?
- **Question 2:** What algorithm can recover signals using this sample complexity?

Our Goal

- $x^* \sim R$, $y = Ax^* + \eta$, A & η are i.i.d. Gaussian.
- Have access to distribution P , such that $\mathcal{W}_2(P, R) \leq \varepsilon$.
- Goal: estimate \hat{x} such that with probability 0.97, $\|x^* - \hat{x}\| \lesssim \|\eta\| \approx \varepsilon$. (*)

Our Results

- **New complexity measure:** $B_2(x, \varepsilon)$ is the ε -radius ℓ_2 ball around x , and R is a probability distribution. Then:

$$\text{Cov}_{\varepsilon, \delta}(R) := \min \left\{ k : R \left[\bigcup_{i=1}^k B_2(x_i, \varepsilon) \right] \geq 1 - \delta, x_i \in \mathbb{R}^n \right\}$$

- **Upper bound:** $m = O(\log \text{Cov}_{\varepsilon, 0.01}(R))$ suffices for (*).
- **Lower bound:** $m = \Omega(\log \text{Cov}_{5\varepsilon, 0.1}(R))$ is necessary for (*).
- **Optimal algorithm:** *Conditional resampling* is optimal.
- **Instance Optimality:** Lower bound holds for *any* distribution R , and not just for particular hard distributions.
- **Distributional robustness:** Algorithm can tolerate mismatch between R and P .

Our Algorithm

- Given measurements y , density p over images, measurement likelihood $\pi(y|x)$, estimate is \hat{x} , such that:

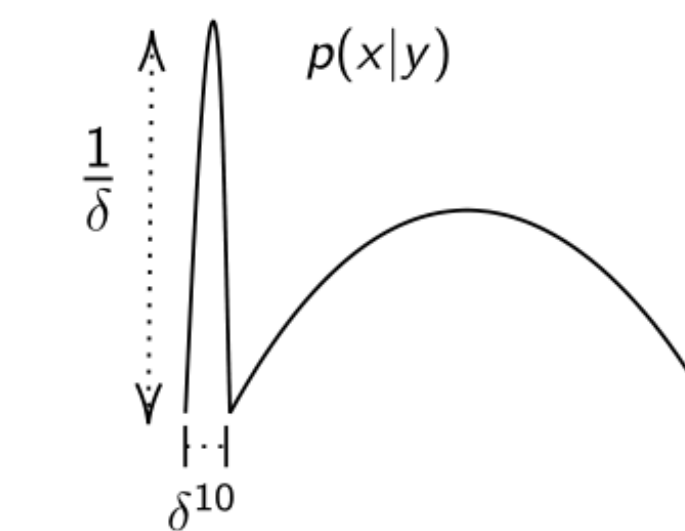
$$p(\hat{x}|y) \propto p(\hat{x})\pi(y|\hat{x}).$$

- Langevin dynamics:

$$\hat{x}_{t+1} \leftarrow \hat{x}_t + \beta_t \nabla_{\hat{x}_t} \log p(\hat{x}_t|y) + N(0, 2\beta_t).$$

- We use annealed Langevin dynamics [Song & Ermon].

MAP vs. Conditional Resampling



- MAP works for "nice" distributions.
- MAP picks narrow peak.
- Conditional resampling will pick wide peak.

Qualitative Results: Inpainting

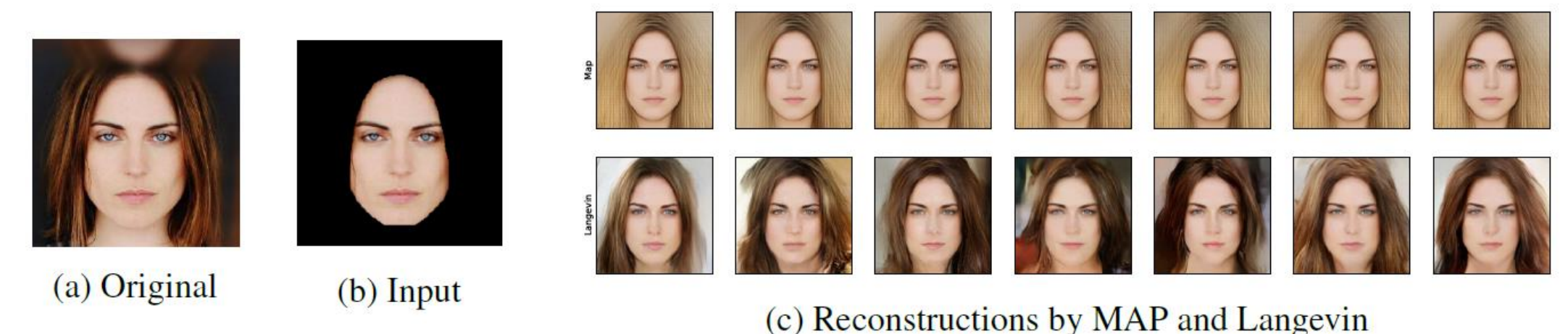
MAP (Asim et al '20):

$$\text{argmin}_{z \in \mathbb{R}^n} \|y - AG(z)\|^2 + \gamma \|z\|^2.$$

Langevin sampling:

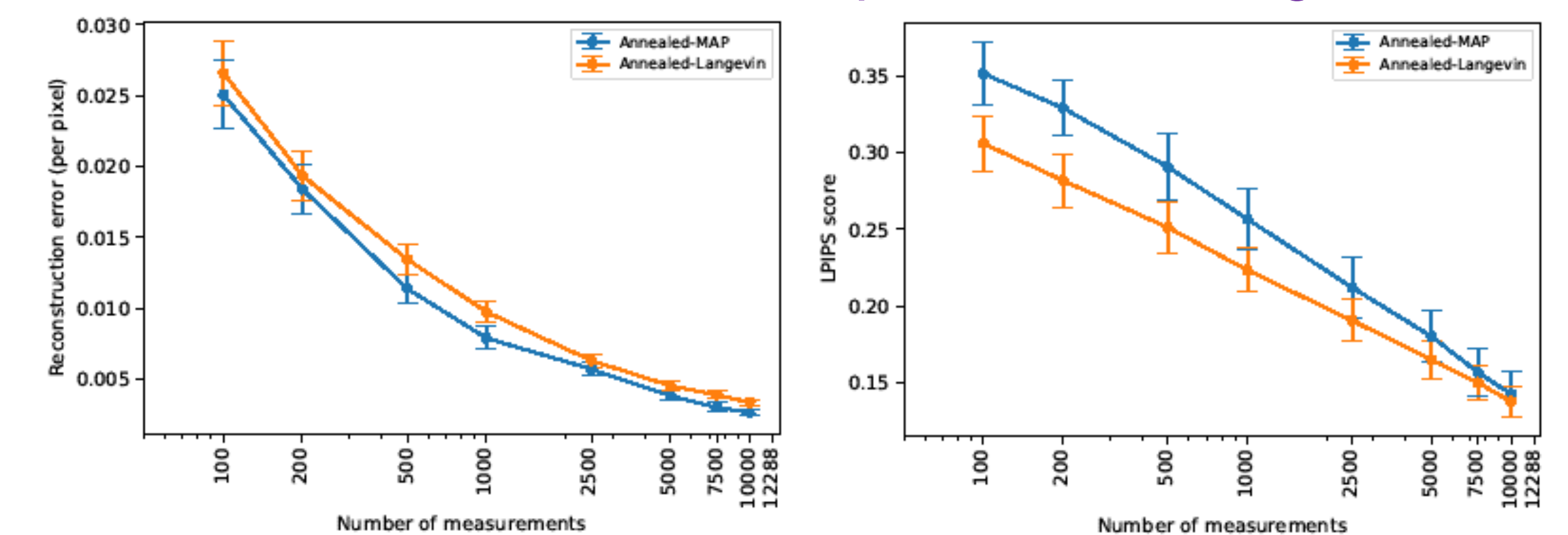
$$z_{t+1} \leftarrow z_t - \beta_t \nabla_{z_t} (\|y - AG(z_t)\|^2 / 2\sigma_t^2 + \|z_t\|^2 / 2) + N(0, 2\beta_t),$$

$$\hat{x} = G(z_T)$$



MAP produces *one* image with small $\|z\|$, while Langevin produces diverse images with $\|z\|^2 \approx n$. Analogous to points close to origin having large density in a high dimensional Gaussian, yet atypical.

Quantitative Results: Compressed Sensing



Comparison of our algorithm with Asim et al'20. Left column is MSE, and right column is LPIPS scores between reconstruction and ground truth. LPIPS is a measure of how perceptually distant two images are. Our algorithm has no statistically significant difference in comparison to MAP, but produces perceptually closer images.

References

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