

Robustly Recovering a Signal, Under a Group Action

Ankur Moitra (MIT)

Based on joint work with Alex Wein (NYU)

APPLICATIONS IN ENGINEERING

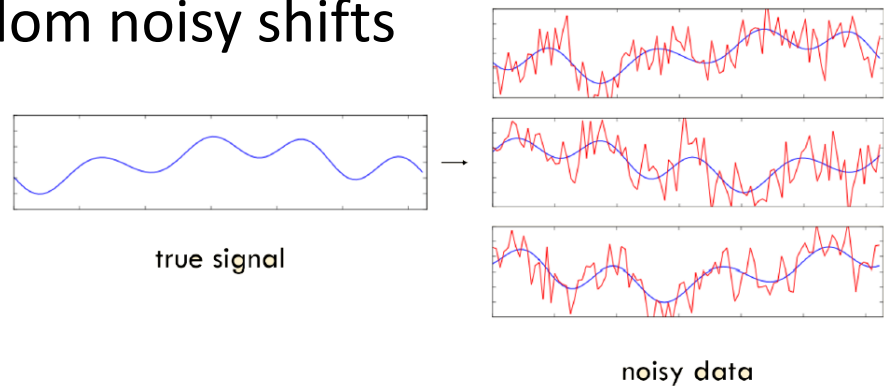
Many inverse problems where groups play a key role

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Multireference Alignment

Recover a signal from random noisy shifts

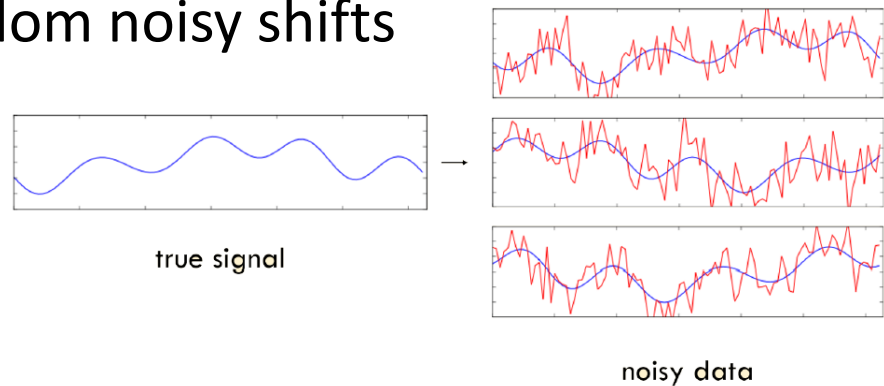


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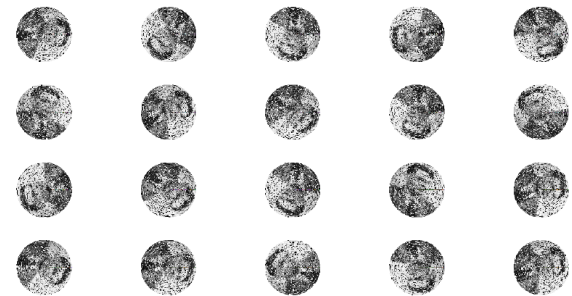
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Global Registration

Estimate positions from rigid motions



APPLICATIONS IN ENGINEERING

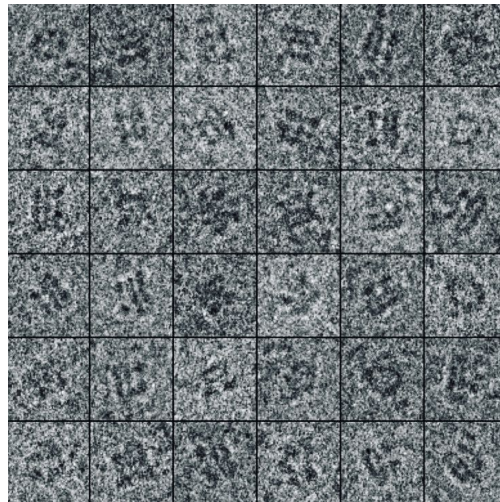
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APPLICATIONS IN ENGINEERING

Many inverse problems where groups play a key role

Cryo-electron microscopy

Determine 3D structure from random noisy 2D projections



Revolutionary technique that was awarded the **2017 Nobel Prize in Chemistry**

General framework for capturing inverse problems under a group action

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Goal: Recover some \hat{x} that is close to the orbit

$$\{\rho(g) \cdot x \mid g \in G\}$$

BACK TO THE APPLICATIONS

How do popular inverse problems fit into this framework?

Problem	Group	Notes

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Continuous MRA	$SO(2)$	Assume x is band-limited
Image Registration	$SO(2)$	
Cryo-EM	$SO(3)$	More general, apply a projection after rotation

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Main Idea: Attempt to align pairs of samples

$$y_i = \rho(g_i) \cdot x + \eta_i \quad \text{and} \quad y_j = \rho(g_j) \cdot x + \eta_j$$

to estimate the relative group action $\rho(g_i)\rho(g_j)^{-1}$

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How do we know we recovered the actual 3D structure, or just got stuck in some **local minimum**?

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When the noise is large, it is often **impossible** to find the relative group action

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For example, can we allow **heterogeneity**? This is natural when a molecule has multiple isomers


TENSOR DECOMPOSITIONS

There are some algorithms, with provable guarantees, based on tensor decompositions

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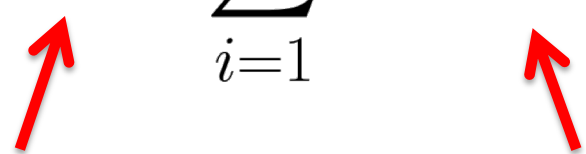
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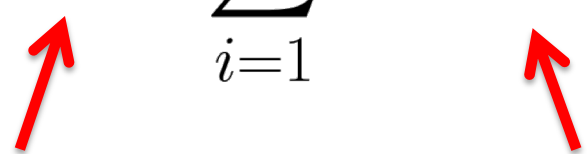
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But, as we will see they only work for finite groups and ignore the group structure

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We will need to solve some challenging problems at the interface between combinatorics and representation theory along the way

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WARM-UP: DISCRETE MRA

Recall, we get $y_i = \rho(g_i) \cdot x + \eta_i$, where $\eta_i \sim \mathcal{N}(0, \sigma^2 I)$



random cyclic shift

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$$T = \sum_{g \in G} (\rho(g) \cdot x)^{\otimes 3}$$

Lemma [Perry, Weed, Bandeira, Rigollet, Singer]: T can be estimated from samples through the relation

$$T = \mathbb{E}[(\rho(g) \cdot y)^{\otimes 3} - 3\sigma^2 \text{sym}((\rho(g) \cdot y) \otimes I)]$$

where the expectation is over y and a random g

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JENNRICH'S ALGORITHM

Theorem [Jennrich]: There is a polynomial time algorithm to decompose a tensor of the form

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provided that the factors $\{u_i\}_i, \{v_i\}_i$ and $\{w_i\}_i$ are all linearly independent

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We will be able to use this algorithm to solve discrete MRA

Recall, we estimate the following tensor from samples

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The running time and sample complexity depend polynomially on inverse accuracy, and on the condition number of the factors

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$$y_i = \rho(g_i) \cdot x + \eta_i, \text{ where } \eta_i \sim \mathcal{N}(0, \sigma^2 I)$$

as samples from a structured **mixture of gaussians**

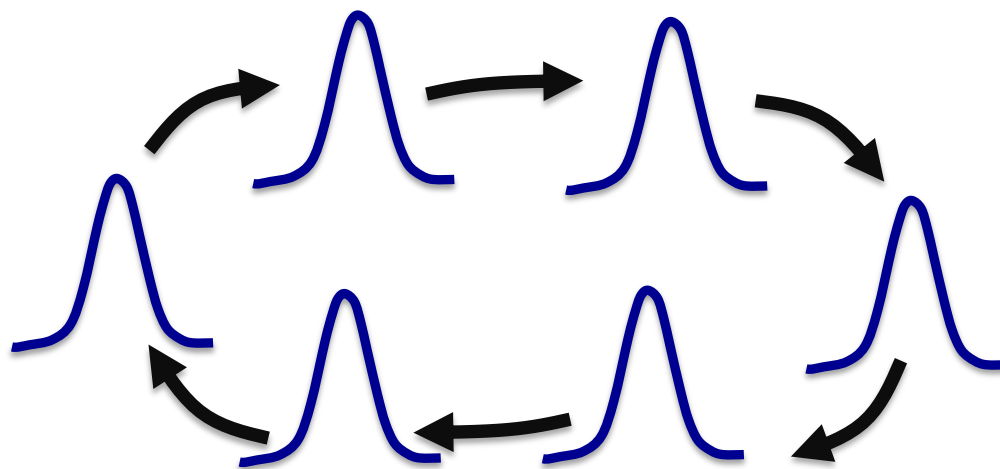
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$$\sum_{g \in G} \frac{1}{d} \mathcal{N}(\rho(g) \cdot x, \sigma^2 I)$$

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$$\sum_{g \in G} \frac{1}{d} \mathcal{N}(\rho(g) \cdot x, \sigma^2 I)$$

and we're using tensor decomposition to learn the model, following **[Hsu, Kakade]**, but ignoring the relationship between the centers

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We call this problem orbit tensor decomposition, and it seems to be the key to solving more general orbit recovery problems

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As a result we get:

Theorem [Moitra, Wein]: There is a polynomial time algorithm for list recovery for continuous MRA that works with additive noise and in a heterogenous setting where there are a polynomial number of random components

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Theorem [Moitra, Wein]: There is a polynomial time algorithm for list recovery for continuous MRA that works with additive noise and in a heterogenous setting where there are a polynomial number of random components

The algorithm is inspired by recent algorithms for rounding the **sum-of-squares hierarchy**, and an abstraction called **tensor networks**

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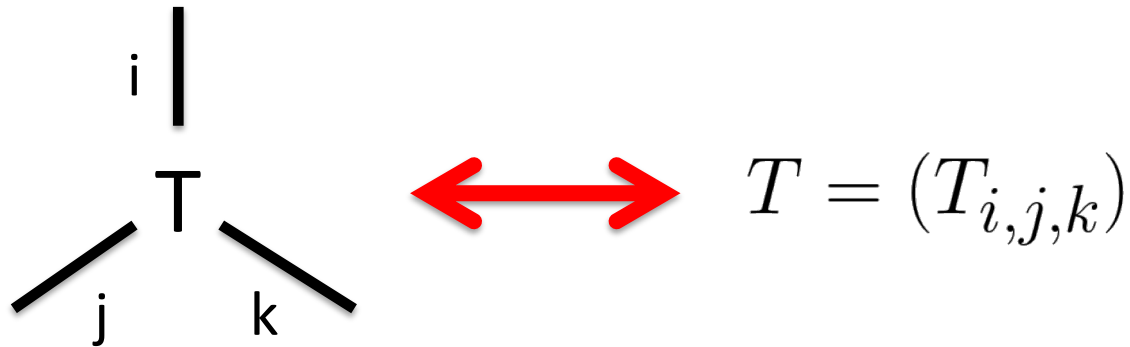
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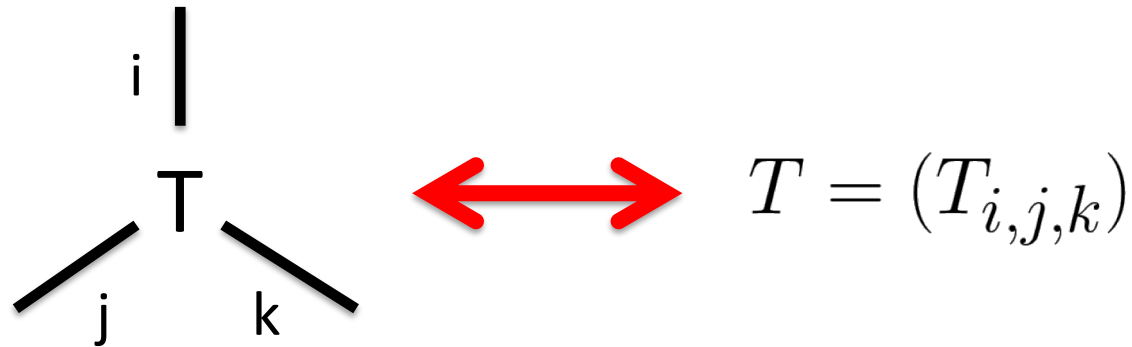
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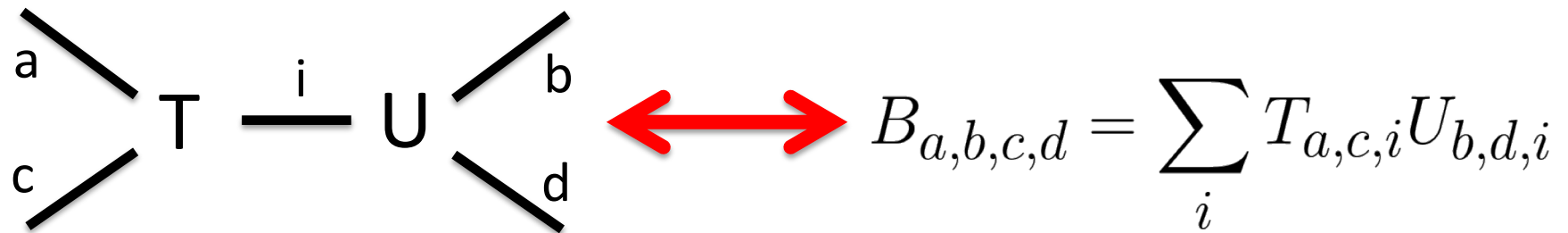
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tensors can be attached by summing over connected indices



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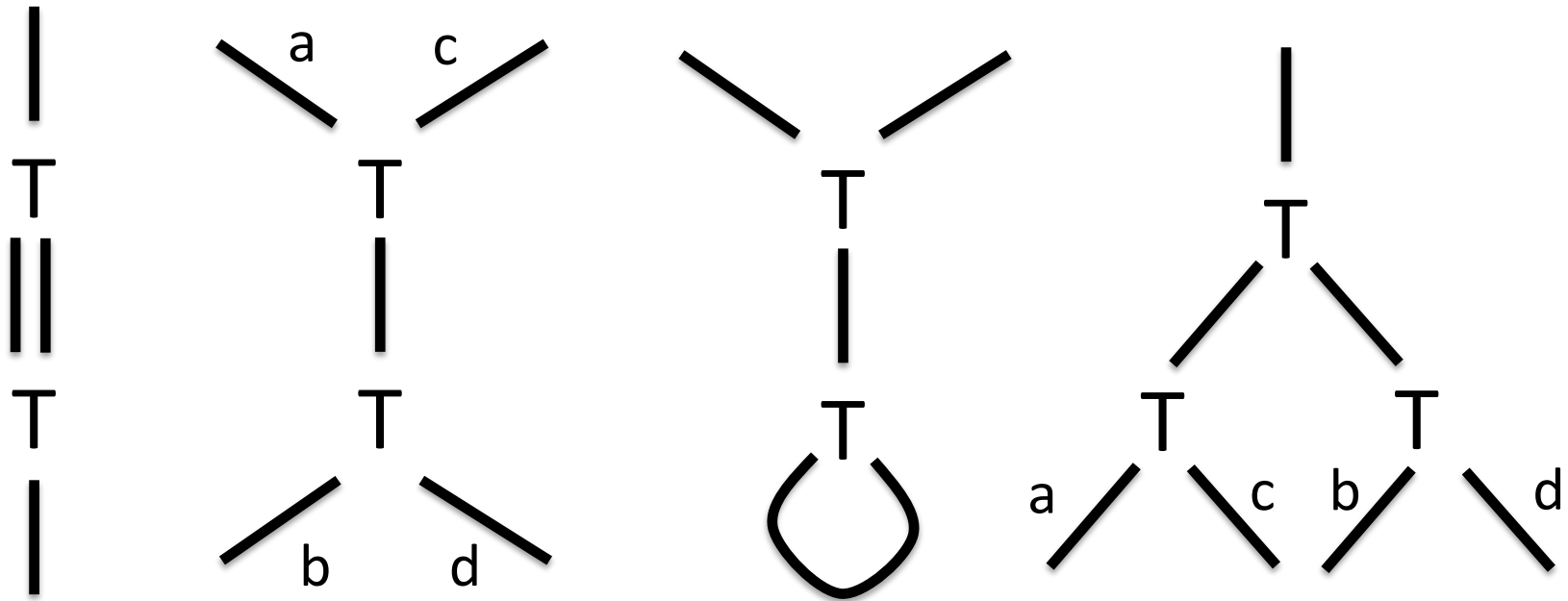
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REVISITING PRIOR WORK

Prior work implicitly uses this framework



See [\[Richard, Montanari\]](#), [\[Barak, Moitra\]](#), [\[Hopkins, Shi, Steurer\]](#), [\[Hopkins et al.\]](#), [\[Hopkins, Shi, Steurer\]](#) for applications to tensor principal component analysis, tensor completion, decomposing random overcomplete third order tensors, etc

SPECTRAL METHODS FROM TENSOR NETS

Given input tensor T

- **Step #1:** Build a new tensor B by connecting copies of T according to the tensor network
- **Step #2:** Flatten B to form a symmetric matrix M
- **Step #3:** Compute the leading eigenvector of M

We use the trace method to show the top eigenvector is close to the orbit of x

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For tensor networks, this turns into a labelled counting problem

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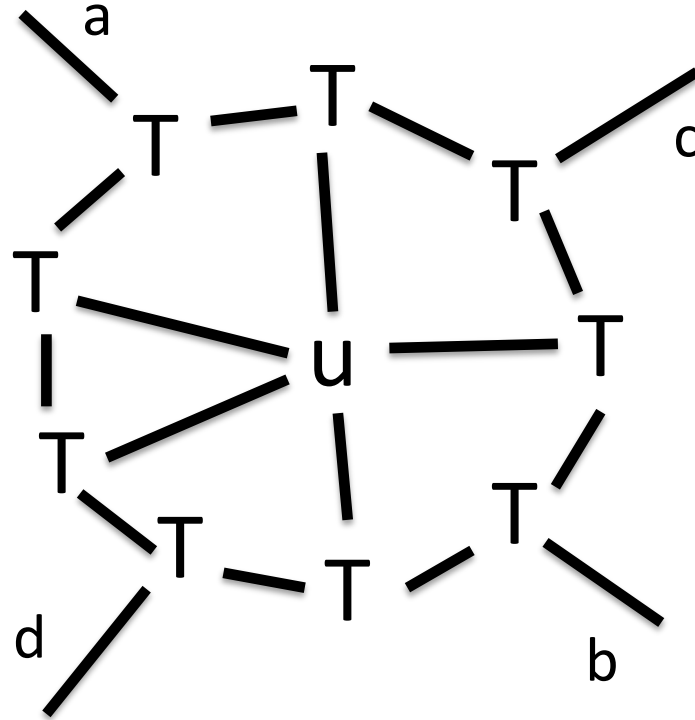
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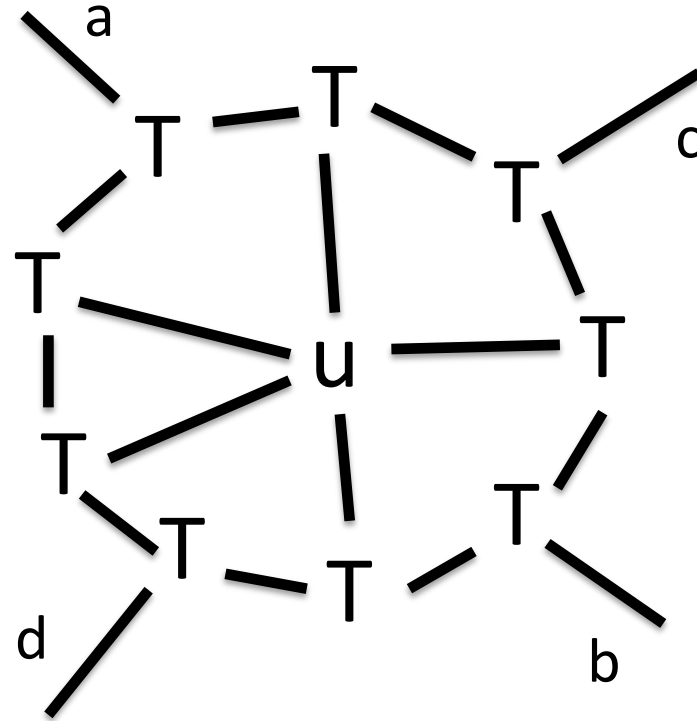
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We give a spectral method based on the following tensor network



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Smaller tensor networks fail for this problem

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We do this through the **trace method**:

$$\text{Tr}(M^{2k}) = \sum_i \lambda_i^{2k} \geq \lambda_{\max}^{2k}$$

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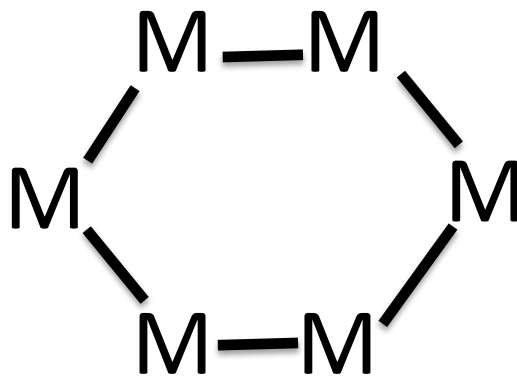
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With tensor networks, the trace method turns into a counting problem, **let's see some examples...**

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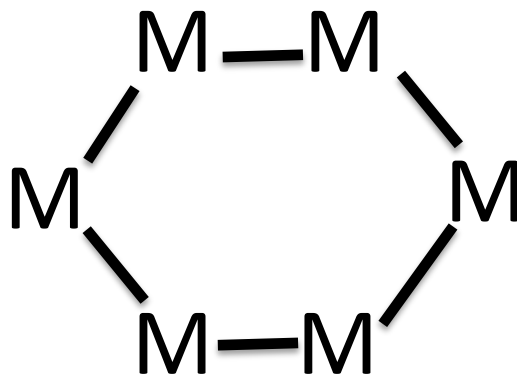
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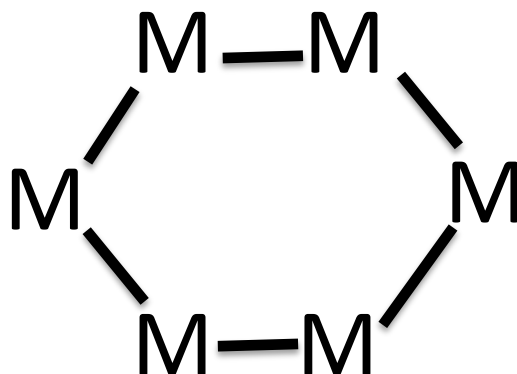


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Proof: First, $\text{Tr}(M^6)$ is a sum over length six walks. Then observe that a term has expectation zero **unless each edge is traversed an even number of times.** ■

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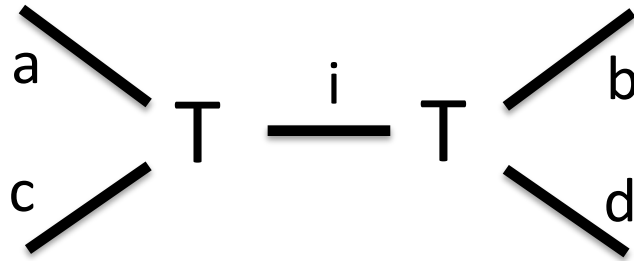
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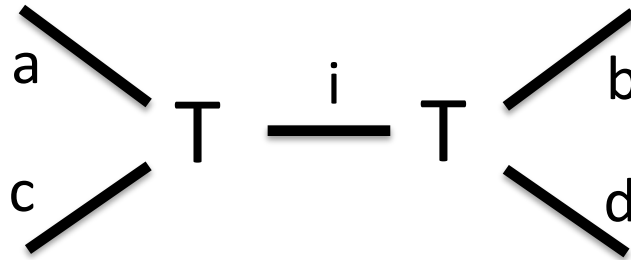
This gives sharp bounds on $\|M\|$ via the trace method

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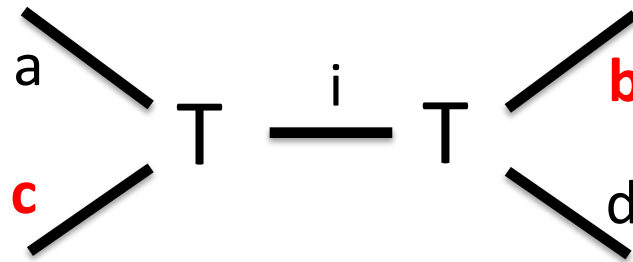


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Now let M be the $(\{a, b\}, \{c, d\})$ -flattenening

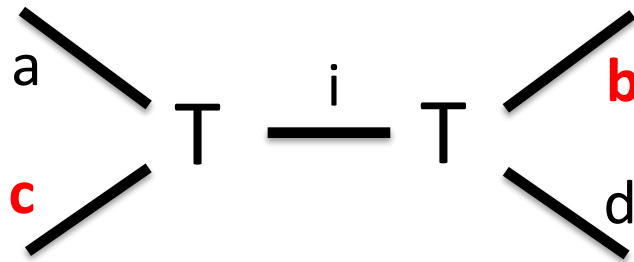
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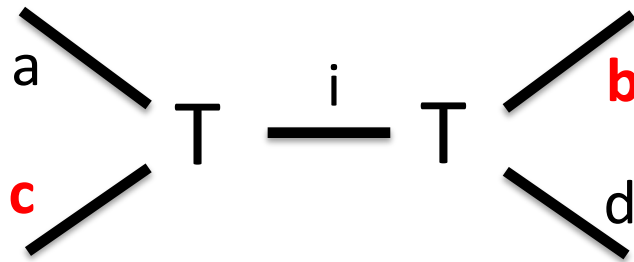


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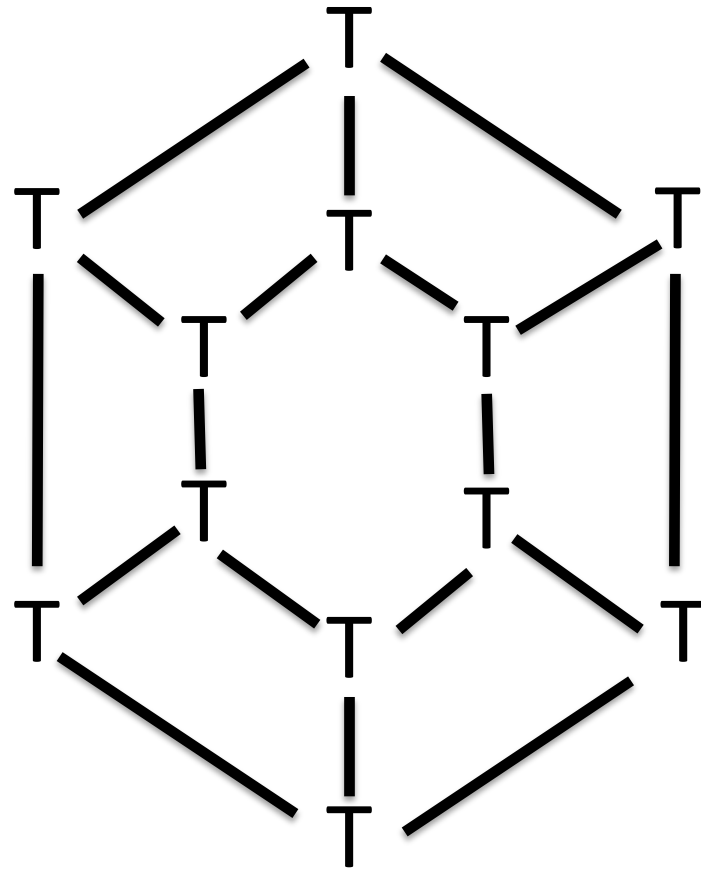
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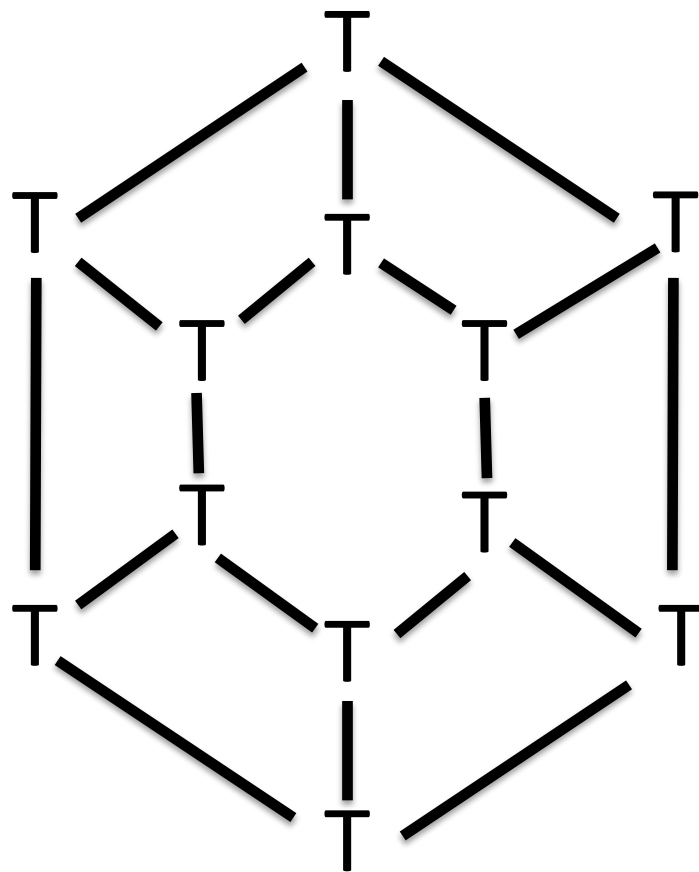
For example, if we want to compute $\mathbb{E}[\text{Tr}(M^6)]$ we can plug the tensor network into the six cycle, and we get...

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And $\mathbb{E}[\text{Tr}(M^6)]$ is the number of ways to label the edges of the diagram so that **each triple $\{i, j, k\}$ appears incident to an even number of T's.**

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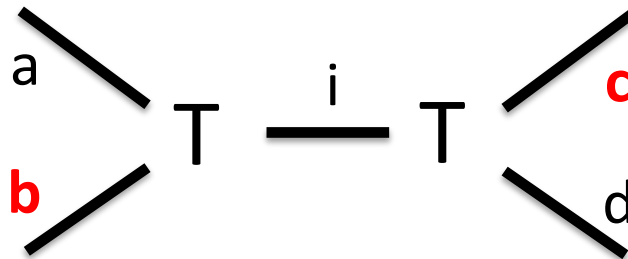
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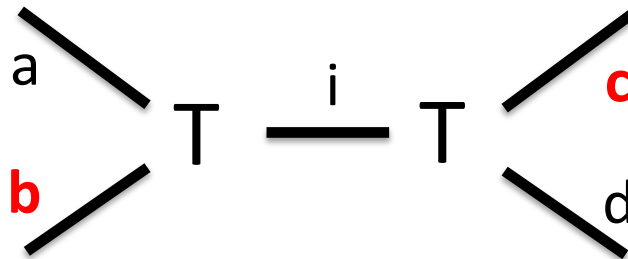


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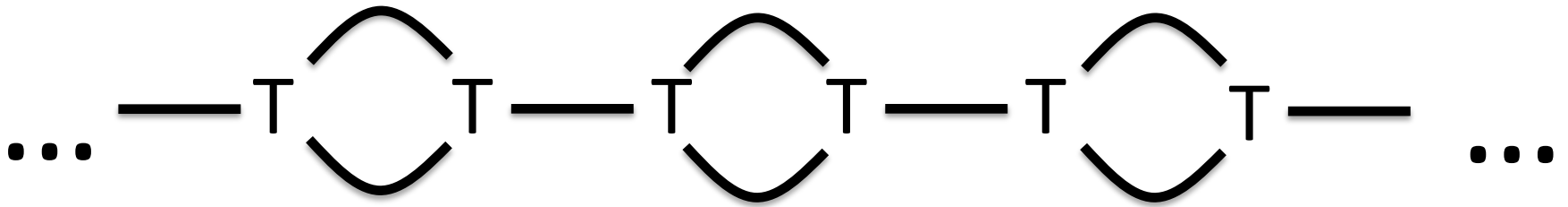
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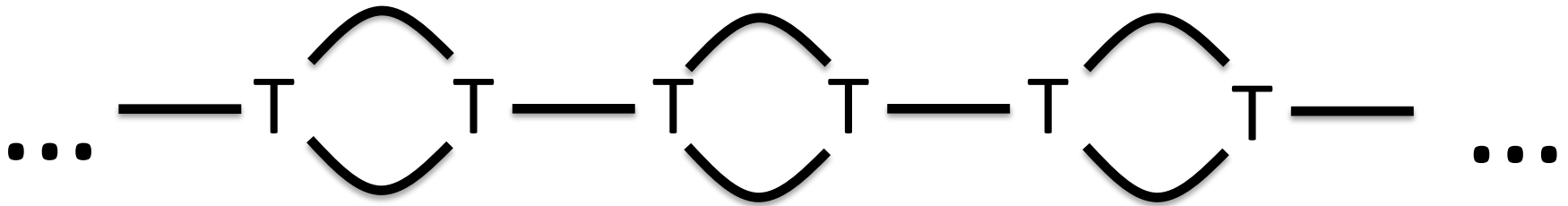
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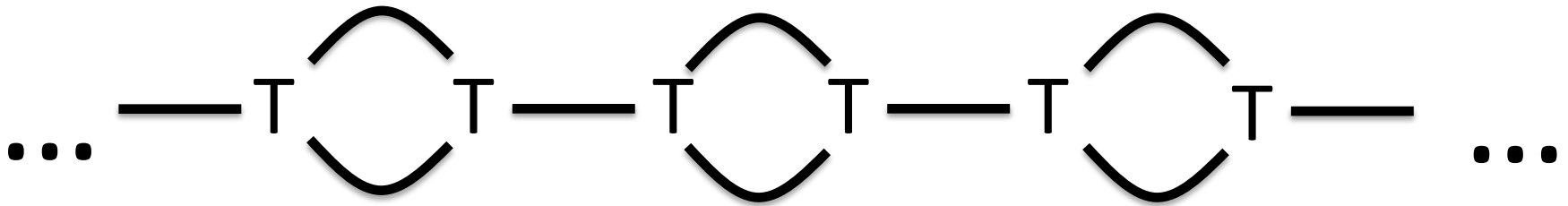
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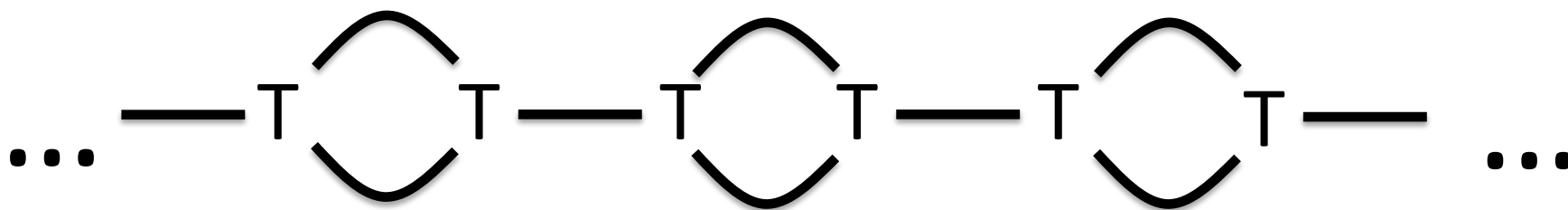
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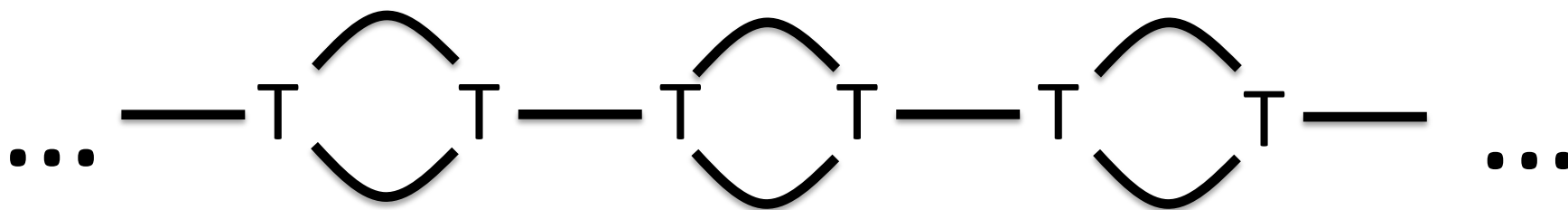


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Tensor networks are a convenient way to think about this trick, and others that appear in the sum-of-squares literature

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In the fourier domain, T is supported on indices (i, j, k) where

$$i + j + k = 0$$

and this becomes a constraint in our labeling problem

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We understand how invariant theory governs the statistical complexity of orbit recovery, but not how to get good algorithms!

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- Generating the Ring, Generically
- List Recovery for Orbit Retrieval

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When $s = 3$, this is called the **bispectrum** and was introduced by Tukey in a statistical context

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There is a subtlety already for discrete MRA...

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More generally, for what degree d^* do the polynomials of degree at most d^* generate the invariant ring for generic x ?

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Our tensor network approach can be thought of as a first step towards making this algorithmic! (We get optimal sample complexity for continuous MRA)

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- We gave the first algorithms that work with infinite groups, along with a general framework to design tensor spectral algorithms from tensor networks
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