

# Generalized Approximate Message Passing (GAMP) for One-Bit

## Compressed Sensing with AWGN

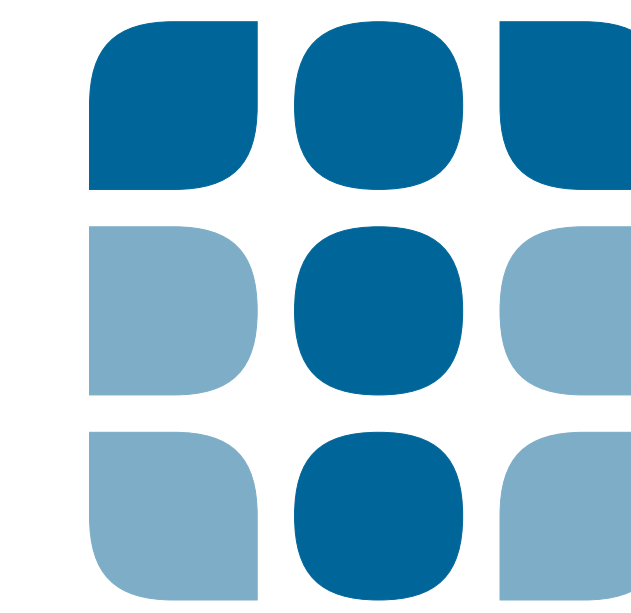
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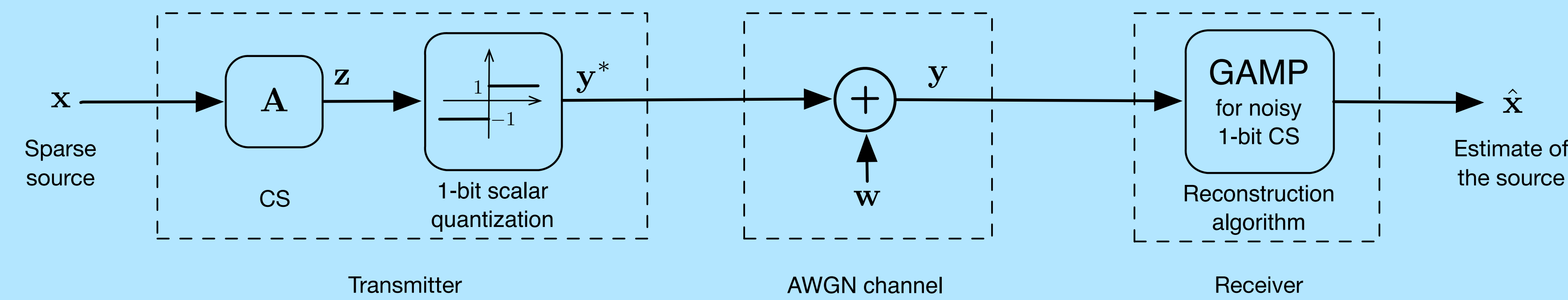
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### Introduction

#### Compressed Sensing

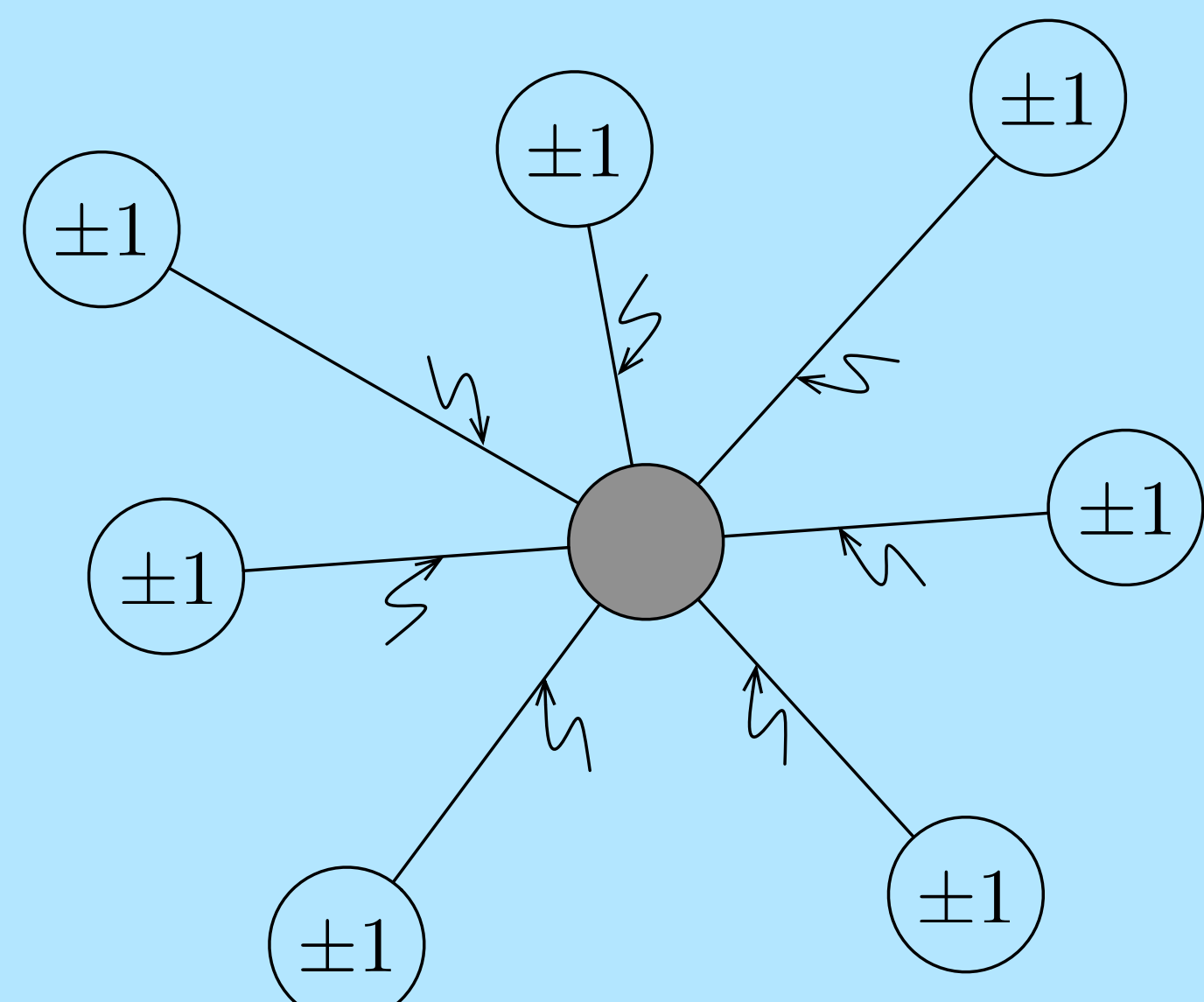
- In Compressed Sensing (CS) we take  $M$  linear measurements  $\{y_i\}_{i=1}^M$  of an  $N$ -dimensional  $K$ -sparse (has at most  $K$  nonzero components) vector  $\mathbf{x}$ , according to

$$\mathbf{y} = \mathbf{A}\mathbf{x} + \mathbf{w}$$

- Recovery is possible if  $\mathbf{A} \in \mathbb{R}^{M \times N}$  satisfies the Restricted Isometry Property (RIP)
- Matrices whose elements are randomly drawn from a (sub-)Gaussian distribution satisfy RIP with high probability
- CS measurements need to be digitized for further processing

#### Basic Idea and Contributions

- Quantize CS measurement with 1-bit, send them through AWGN channel and apply efficient algorithm to recover  $\mathbf{x}$  from noisy  $\mathbf{y}$
- Application: scenarios with scarce bit budget
- The main contributions:
  - Consider a novel noise model for noisy 1-bit CS
  - Apply the known GAMP framework
  - Provide closed-form expressions for the nonlinear steps



### 1-bit CS measurements corrupted with AWG noise

#### Measurement Model

- We obtain  $M$  noisy 1-bit CS measurement according to

$$\mathbf{y} = \text{sgn}(\mathbf{A}\mathbf{x}) + \mathbf{w}$$

- We assume i.i.d. noise vector  $\mathbf{w}$  where each  $w_i \sim \mathcal{N}(0, \sigma_w^2)$

#### Bernoulli-Gaussian Mixture Prior

We assume an i.i.d. source vector where each component  $x_j$  of  $\mathbf{x}$  is a realization of a Bernoulli-Gaussian distributed random variable

$$p_{x_j}(x_j) = \gamma \delta(x_j) + (1 - \gamma) \frac{1}{\sqrt{2\pi}\sigma} e^{-\frac{1}{2\sigma^2} x_j^2},$$

with  $\gamma$  being the probability of a zero-value and  $\sigma^2$  being the variance of the zero-mean Gaussian distribution

### GAMP for One-Bit Compressed Sensing with AWGN

#### Why GAMP?

- GAMP is very appealing for its efficiency and accurate reconstruction
- It approximates the computationally intractable high-dimensional integration involved with calculating

$$\hat{\mathbf{x}} \approx \mathbb{E}\{\mathbf{x} | \mathbf{y}\}$$

- It allows to model the quantization as a probabilistic channel with unquantized input and quantized output
- It allows to incorporate measurement noise in the model

#### The Steps of GAMP

- At  $t = 0$ , the algorithm is initialized according to (the far right values correspond to the Bernoulli-Gaussian mixture prior)

$$\hat{\mathbf{x}}^0 = \mathbb{E}\{\mathbf{x}\} = \mathbf{0}, \quad \mathbf{v}_x^0 = \text{var}\{\mathbf{x}\} = (1 - \gamma)\sigma^2, \quad \hat{\mathbf{s}}^0 = \mathbf{0}_{M \times 1}$$

- At every iteration  $t = 1, 2, \dots$  compute the measurement and estimation updates

$$\begin{aligned} \mathbf{v}_p^t &= (\mathbf{A} \bullet \mathbf{A}) \mathbf{v}_x^{t-1} & \mathbf{v}_r^t &= ((\mathbf{A} \bullet \mathbf{A})^T \mathbf{v}_s^t)^{-1} \\ \hat{\mathbf{p}}^t &= \mathbf{A} \hat{\mathbf{x}}^{t-1} - \mathbf{v}_p^t \bullet \hat{\mathbf{s}}^{t-1} & \hat{\mathbf{r}}^t &= \hat{\mathbf{x}}^{t-1} + \mathbf{v}_r^t \bullet (\mathbf{A}^T \hat{\mathbf{s}}^t) \\ \hat{\mathbf{s}}^t &= F_1(\mathbf{y}, \hat{\mathbf{p}}^t, \mathbf{v}_p^t) & \hat{\mathbf{x}}^t &= G_1(\hat{\mathbf{r}}^t, \mathbf{v}_r^t; p_x) \\ \mathbf{v}_s^t &= F_2(\mathbf{y}, \hat{\mathbf{p}}^t, \mathbf{v}_p^t) & \mathbf{v}_x^t &= G_2(\hat{\mathbf{r}}^t, \mathbf{v}_r^t; p_x) \end{aligned}$$

- The functions  $F_1(\cdot)$ ,  $F_2(\cdot)$ ,  $G_1(\cdot)$  and  $G_2(\cdot)$  are applied component-wise and are given by

$$\begin{aligned} F_1(y, \hat{p}, v_p) &= \frac{\mathbb{E}\{z | y\} - \hat{p}}{v_p} & G_1(\hat{r}, v_r; p_x) &= \mathbb{E}\{x | \hat{r}\} \\ F_2(y, \hat{p}, v_p) &= \frac{v_p - \text{var}\{z | y\}}{v_p^2} & G_2(\hat{r}, v_r; p_x) &= \text{var}\{x | \hat{r}\} \end{aligned}$$

- The first and the second moment of  $z|y$  and  $x|\hat{r}$  are evaluated with respect to

$$p_{z|y} \propto p_{y|z}(\cdot | \cdot) p_z(\cdot) \quad \text{and} \quad p_{x|\hat{r}} \propto g(\cdot; \hat{r}, v_r) p_x(\cdot)$$

where  $z \sim \mathcal{N}(\hat{p}, v_p)$

- Stop iterating if  $\|\hat{\mathbf{x}}^t - \hat{\mathbf{x}}^{t-1}\|_2 < \varepsilon \|\hat{\mathbf{x}}^t\|_2$  with a small  $\varepsilon > 0$  (e.g.  $\varepsilon = 10^{-2}$ ) or when  $t \geq t_{\max}$

#### GAMP Operators for I/O Channels

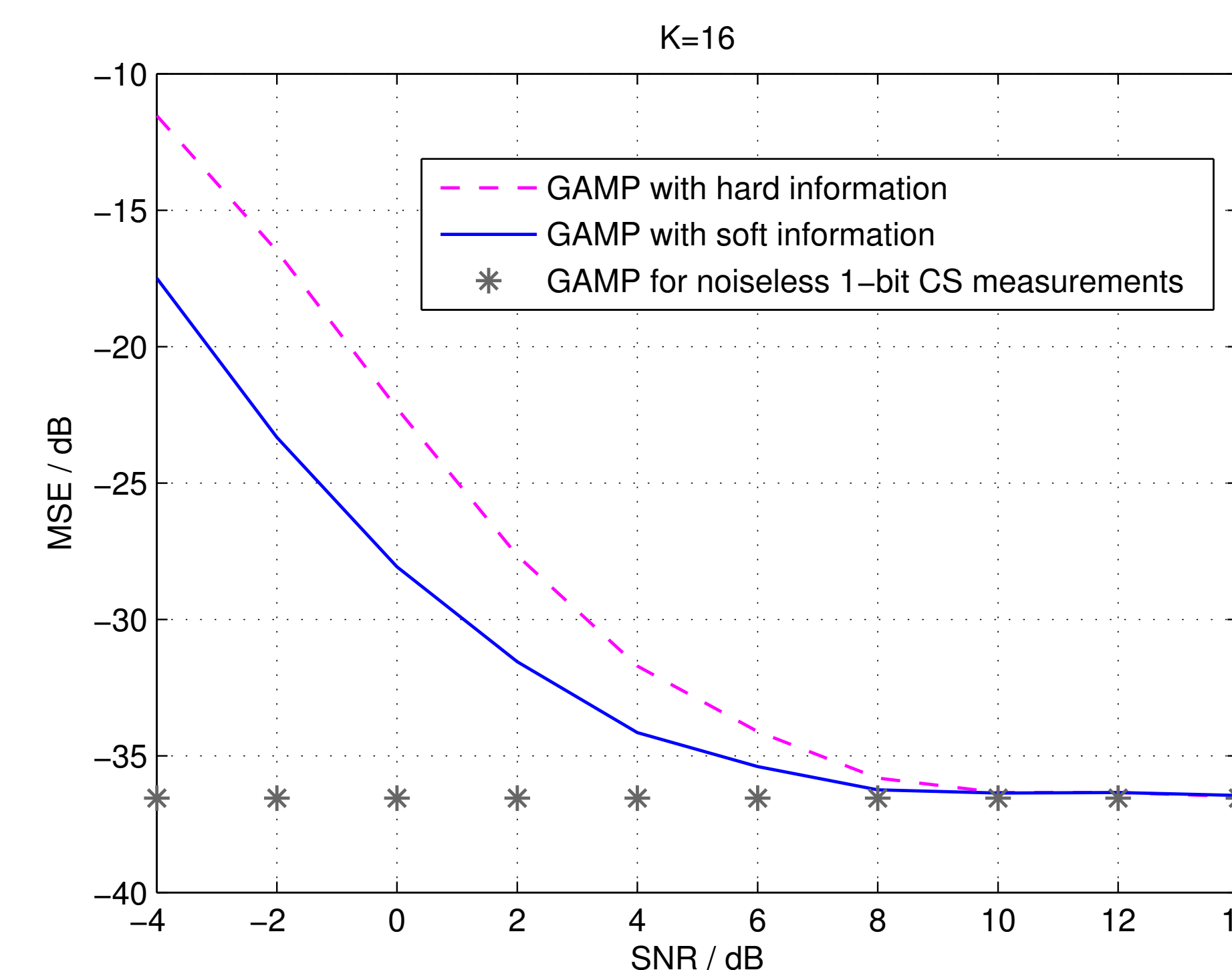
- To compute the functions  $F_1(\cdot)$  and  $F_2(\cdot)$  we use the Bayes' rule to express conditional pdf as

$$f(z | y) = \frac{f(z)}{p(y)} p_w(y - \text{sgn}(y)\text{sgn}(z))$$

- The first and the second moment of  $z | y$  are calculated as

$$\begin{aligned} \mathbb{E}\{z | y\} &= C_y \hat{p} + (1 - C_y) z^* \\ \mathbb{E}\{z^2 | y\} &= C_y (v_p + \hat{p}^2) + (1 - C_y) \tau_z^* \end{aligned}$$

where  $C_y$  is a normalizing constant



- $z^*$  and  $\tau_z^*$  are the first and the second moment of  $z | y^*$  whose calculation involves  $\text{erfcx}(x) = \text{erfc}(x) \exp(x^2)$

- The functions  $G_1(\cdot)$  and  $G_2(\cdot)$  are calculated according to

$$\mathbb{E}\{x | \hat{r}\} = C^* \hat{r} \quad \text{and} \quad \mathbb{E}\{x^2 | \hat{r}\} = C^* \left( \frac{\hat{r}^2 \sigma^2}{v_s} + v_r \right)$$

where  $C^*$  is a normalizing constant and  $v_s = \sigma^2 + v_r$

### Numerical Results

#### Simulation Setup

- We averaged our results over 1000 independent realizations of the source vector  $\mathbf{x}$ , the sensing matrix  $\mathbf{A}$  and the AWGN  $\mathbf{w}$
- In each simulation we acquire  $M = 2000$  measurements of the underlying sparse vector of length  $N = 512$
- Each 1-bit CS measurement vector is corrupted with AWG noise, where the SNR is defined as

$$\text{SNR} = \mathbb{E}\{\|\mathbf{y}^*\|^2 / \|\mathbf{w}\|_2^2\}$$

#### Results

- The gain in terms of MSE for SNRs below 2dB is about 5dB compared to modeling the noise with robustified activation function (GAMP with hard information)
- For high SNR this algorithm approaches the limit set by the GAMP algorithm for noiseless 1-bit CS measurements

### Conclusion

- The GAMP algorithm with soft information outperforms (MSE-wise) the GAMP algorithm that uses hard information
- Exploiting soft information is possible with no additional cost

