

#9

A priori \rightarrow A posteriori
info update.

(x_0, F_0) - a priori

$(y_1, A_1, S_1) \rightarrow \oplus \rightarrow (\bar{x}_1, \bar{F}_1)$ a post
after
mes. 1.

$(y_2, A_2, S_2) \rightarrow \oplus \rightarrow (\bar{x}_2, \bar{F}_2)$

⋮

$(y_k, A_k, S_k) \rightarrow \oplus \rightarrow (\bar{x}_k, \bar{F}_k)$

$$\bar{F}_k = (\bar{F}_{k-1}^{-1} + A_k^* S_k^{-1} A_k)^{-1}$$

$$\bar{x}_k = \bar{F}_k (\bar{F}_{k-1}^{-1} \bar{x}_{k-1} + A_k^* S_k^{-1} y_k)$$

- * Updating is complex
- * Deal with info in two different forms.
 - Raw form (y_k, A_k, S_k)
 - Explicit form (\bar{x}_k, \bar{F}_k)

Transform everything to explicit form

$$(y_k, A_k, S_k) \mapsto (\bar{x}_k, \bar{F}_k) \text{ - exp. representation for } (y_k, A_k, S_k)$$

$$\bar{F}_k = (A_k^* S_k^{-1} A_k)^{-1}$$

$$\bar{x}_k = (A_k^* S_k^{-1} A_k)^{-1} A_k^* S_k^{-1} y_k = \bar{F}_k A_k^* S_k^{-1} y_k$$

Info. Update in Explicit Form³

a priori

$$(x_0, F_0) \equiv (\bar{x}_0, \bar{F}_0)$$

Raw info:

$$(y_1, A_1, S_1) \mapsto (x_1, F_1) \oplus \downarrow \mapsto (\bar{x}_1, \bar{F}_1)$$

$$(y_2, A_2, S_2) \mapsto (x_2, F_2) \oplus \swarrow \mapsto (\bar{x}_2, \bar{F}_2)$$

$$\bar{F}_k = \left(\bar{F}_{k-1}^{-1} + \underbrace{A_k^* S_k^{-1} A_k}_{= F_k^{-1}} \right)^{-1} = \left(\bar{F}_{k-1}^{-1} + F_k^{-1} \right)^{-1}$$

$$\bar{x}_k = \bar{F}_k \left(\bar{F}_{k-1}^{-1} \bar{x}_{k-1} + A_k^* S_k^{-1} y_k \right) =$$

$$= \bar{F}_k \left(\bar{F}_{k-1}^{-1} \bar{x}_{k-1} + \underbrace{F_k^{-1} F_k A_k^* S_k^{-1} y_k}_{= x_k} \right)$$

$$= \bar{F}_k \left(\bar{F}_{k-1}^{-1} \bar{x}_{k-1} + F_k^{-1} x_k \right)$$

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- + Update : composition of info representations of the same nature.
 - + The most intuitive representation of info.
 - Extensive computations at each step.
 - Conversion $\text{ran} \rightarrow \text{explicit}$ is not always possible.

It would be more natural to work with F_k^{-1} and F_k^{-1} can info for (y_k, A_k, S_k)

$$(T_k, v_k) \quad T_k = A_k^* S_k^{-1} A_k = F_k^{-1}$$

$$v_k = S_k^{-1} A_k y_k$$

Info update in Canonical Form

a priori info

$$(x_0, F_0) \mapsto (T_0, z_0) = (\bar{T}_0, \bar{z}_0)$$

Raw:

$$(y_1, A_1, S_1) \mapsto (T_1, z_1) \oplus \rightarrow (\bar{T}_1, \bar{z}_1)$$

$$(y_2, A_2, S_2) \mapsto (T_2, z_2) \oplus \rightarrow (\bar{T}_2, \bar{z}_2)$$

* Conversion!

* Explicit \mapsto can: $T_0 = F_0^{-1}$

$$z_0 = T_0 x_0$$

* Raw \mapsto can.

$$T_k = A_k^* S_k^{-1} A_k$$

$$z_k = A_k^* S_k^{-1} y_k$$

* Composition

$$\bar{T}_k = \bar{T}_{k-1} + T_k$$

$$\bar{z}_k = \bar{z}_{k-1} + z_k$$

* Estimator

$$\hat{x}_k = \bar{T}_k^{-1} \bar{z}_k$$

$$\text{Var}(\hat{x}_k) = \bar{T}_k^{-1}$$

Working with info in various forms.

"Raw"

$$(y, A, S)$$

$$x_0 = (A^* S^{-1} A)^{-1} A^* S^{-1} y$$

$$F = A^* S^{-1} A$$

$$T = A^* S^{-1} A$$

$$z = A^* S^{-1} y$$

$$y = x_0$$

$$A = I$$

$$S = F$$

$$T = F^{-1} \quad z = F^{-1} x_0$$

$$(x_0, F)$$

$$(T, z)$$

Expl.

$$x_0 = T^{-1} z, \quad F = T^{-1}$$

Canon.

Composition Operations.

(a) Raw.

$$(y_1, A_1, S_1) \oplus (y_2, A_2, S_2) = \left(\begin{bmatrix} y_1 \\ y_2 \end{bmatrix}, \begin{bmatrix} A_1 \\ A_2 \end{bmatrix}, \begin{bmatrix} S_1 & 0 \\ 0 & S_2 \end{bmatrix} \right)$$

(b) Explicit

$$(x_1, F_1) \oplus (x_2, F_2) = \left((F_1^{-1} + F_2^{-1})^{-1} (F_1^{-1} x_1 + F_2^{-1} x_2), (F_1^{-1} + F_2^{-1})^{-1} \right)$$

(c) Canon.

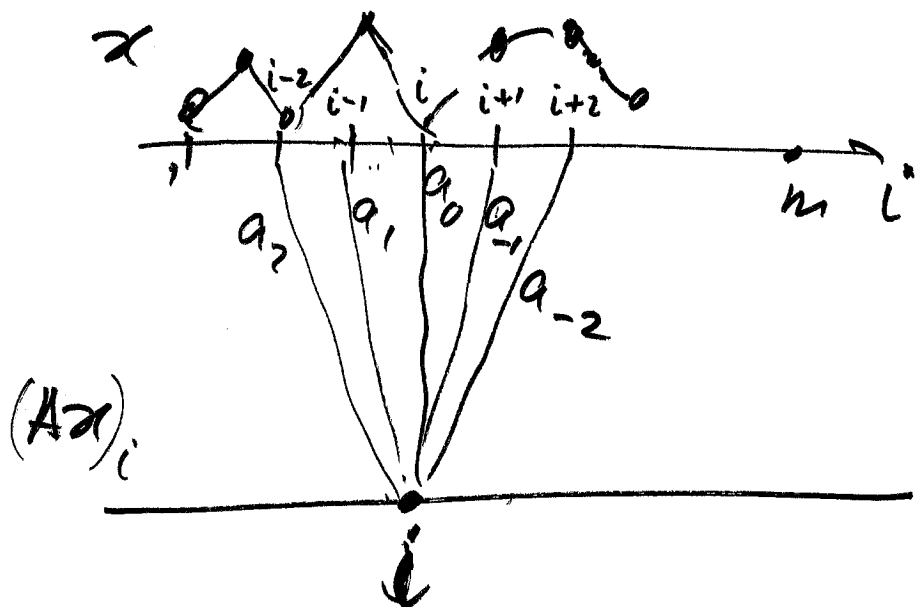
$$(T_1, z_1) \oplus (T_2, z_2) = (T_1 + T_2, z_1 + z_2)$$

- (a) Raw
- + Can always repr in such form
 - Size grows
 - + Rel. easy to combine, but size problems
 - Producing an est \hat{x} - challenging or impossible.

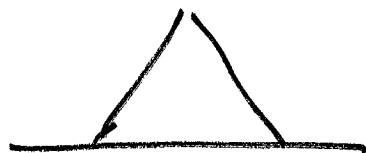
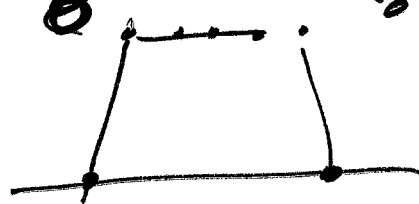
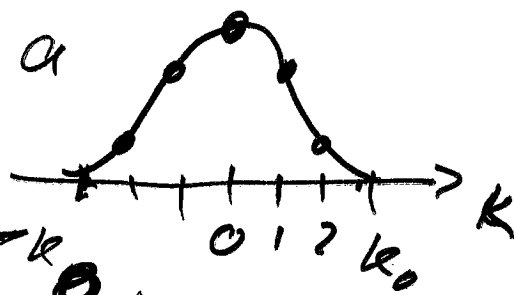
- (b) Explicit
- can be computed only when $A^*S^{-1}A$ is invertible
 - + Storage size is const.
 - Combining is hard.
 - + Getting \hat{x} is trivial.

- (c) Canonical
- + Can be always computed
 - + Stora. Size - const (as in (b))
 - + Extremely easy to combine.
 - + Producing an est \hat{x} is relatively simple.

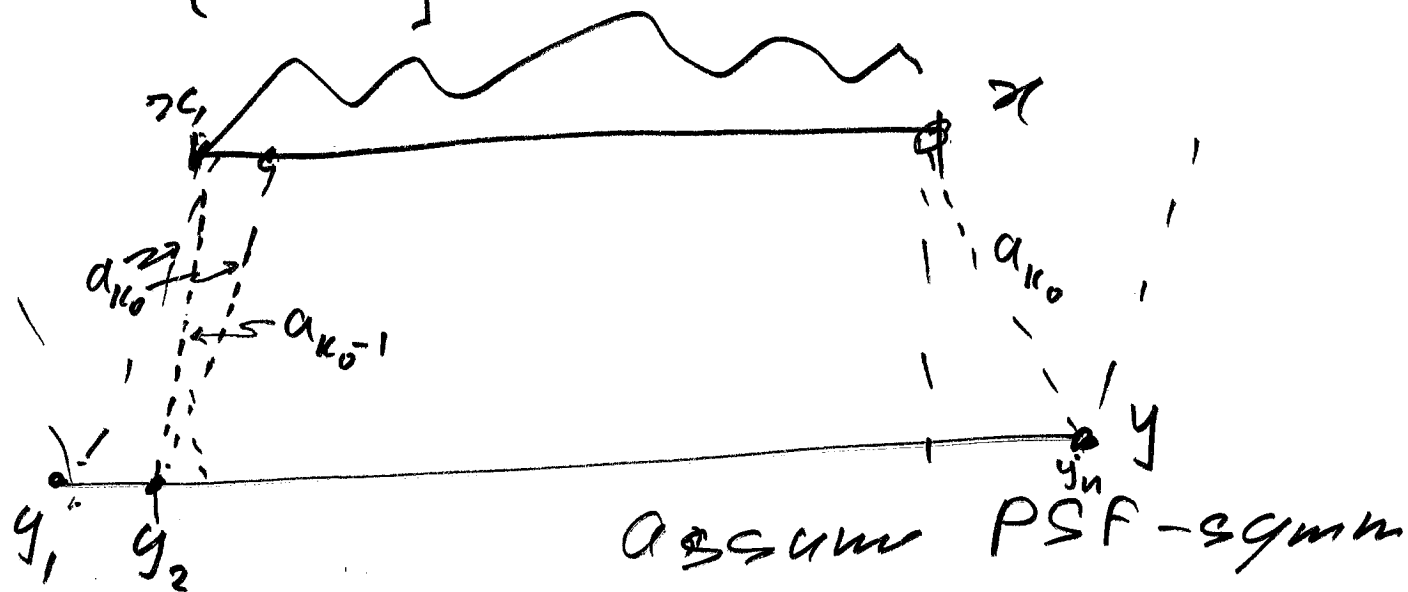
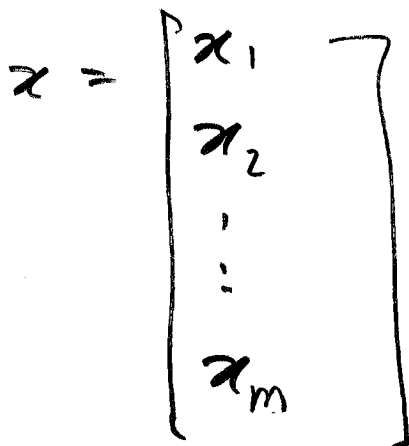
Matrix A.



$$\mathcal{D} = \mathbb{R}^m$$



$$(Ax)_i = \sum_k a_k x_{i-k}$$



$$\begin{bmatrix} y_1 \\ y_2 \\ \vdots \\ y_n \end{bmatrix} = \begin{bmatrix} a_{k_0} & 0 & \dots & 0 \\ a_{k_0-1} & a_{k_0} & \dots & \dots \\ a_{k_0-2} & \dots & \dots & \dots \\ \vdots & \dots & \dots & \dots \\ a_0 & \dots & \dots & a_{k_0} \\ \vdots & \dots & \dots & a_{k_0-1} \\ a_{k_0} & \dots & \dots & a_0 \\ 0 & \dots & \dots & a_{k_0} \\ \vdots & \dots & \dots & \vdots \\ 0 & \dots & \dots & 0 \end{bmatrix} \begin{bmatrix} x_1 \\ \vdots \\ x_m \end{bmatrix} + \begin{bmatrix} 0 \\ \vdots \\ 0 \\ 0 \end{bmatrix}$$

m

$$n = m - 1 + 2k_0 + 1 = m + 2k_0$$

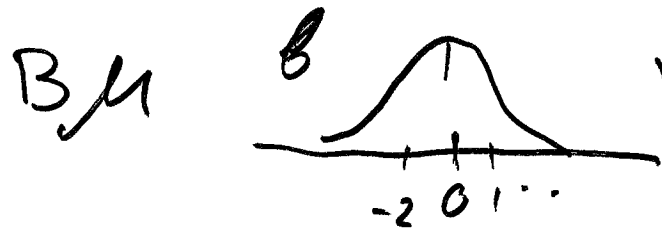
more Comments for HW #4.

* Generate random signal x

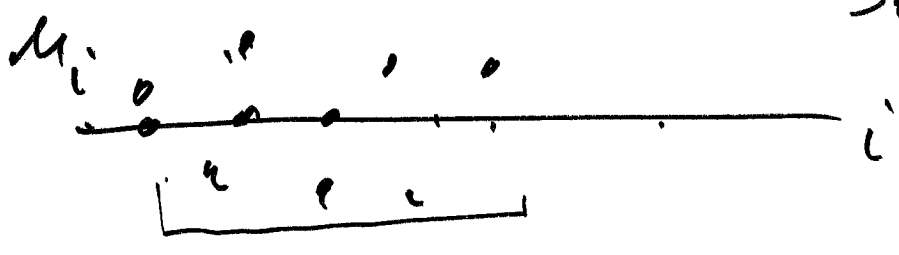
$x \sim (0, F)$

* generate $\mu \sim (0, I)$

$\mu_i \sim (0, 1)$

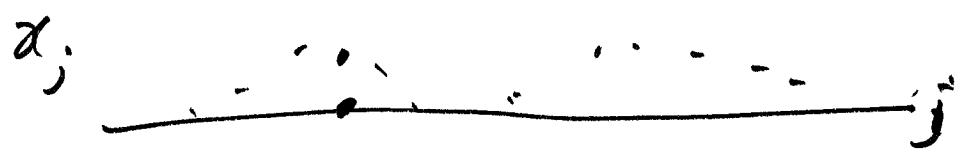


Point Spread function of sliding window.



$$B = \begin{pmatrix} b_0 & b_1 & b_2 & b_3 & 0 & 0 \\ 0 & b_1 & b_2 & \dots & & \\ \vdots & \vdots & \vdots & \ddots & \vdots & \\ 0 & & & & b_1 & b_2 \\ 0 & & & & & b_1 & b_2 \end{pmatrix}$$

Toeplitz matrix.



$x = B\mu \quad E x = 0$

$F = \text{Var } x = \text{Var } B\mu = B \cdot I \cdot B^T = B B^T$

General Least Squares Approach.

$$y = Ax + v \quad v \sim (0, S)$$

$$\|y - A\hat{x}\|^2 \sim \min \rightarrow \hat{x}$$

works ok if $S = \sigma^2 \underline{I}$

$$By = BAx + Bv$$

$$\bar{y} = \bar{A}x + \bar{v}$$

$$\bar{y} = By, \quad \bar{A} = BA, \quad \bar{v} = Bv$$

$$(y, A, S) \mapsto (\bar{y}, \bar{A}, \bar{S})$$

$$\bar{S} = \text{Var}(Bv) = BS B^*$$

Take $B = S^{-1/2}$

$$\bar{S} = S^{-1/2} S S^{-1/2} = I$$

$$\bar{y} = \bar{A}x + \bar{v} \quad \bar{v} \sim (0, I)$$

\Rightarrow can use LS. approach.

$$\begin{aligned}
 Q(x) &= \| \bar{y} - \bar{A}x \|^2 = \\
 &= \| S^{-1/2} (y - Ax) \|^2 \\
 &= \langle S^{-1/2} (y - Ax), S^{-1/2} (y - Ax) \rangle \\
 &= \langle S^{-1} (y - Ax), y - Ax \rangle \\
 &= \langle S^{-1} y, y \rangle - 2 \langle S^{-1} y, Ax \rangle \\
 &\quad + \langle S^{-1} Ax, Ax \rangle \\
 &= \langle \underbrace{A^* S^{-1} A}_T x, x \rangle - 2 \langle \underbrace{A^* S^{-1} y}_b, x \rangle \\
 &\quad + \langle S^{-1} y, y \rangle \\
 &= \langle T x, x \rangle - 2 \langle b, x \rangle + \langle S^{-1} y, y \rangle
 \end{aligned}$$

$$\begin{aligned}
 \| T^{1/2} (x - T^{-1} b) \|^2 &= \\
 &= \langle T^{1/2} x, T^{1/2} x \rangle - 2 \langle T^{1/2} x, T^{1/2} T^{-1} b \rangle \\
 &\quad + \langle T^{1/2} T^{-1} b, T^{1/2} T^{-1} b \rangle \\
 &= \langle T x, x \rangle - 2 \langle b, x \rangle + \langle T^{-1} b, b \rangle
 \end{aligned}$$

$$Q(x) = \|T^{1/2}(x - T^{-1}z)\|^2 + \langle S^{-1}y, y \rangle - \langle T^{-1}z, z \rangle$$

$$Q = \min \text{ iff } \hat{x} = T^{-1}z$$

$$Q_{\min} = \langle S^{-1}y, y \rangle - \langle T^{-1}z, z \rangle$$

$$\hat{x} = T^{-1}z = (A^* S^{-1} A)^{-1} A^* S^{-1} y$$

The same as in the Best Lin unb. Est.

Gauss - Markov Theorem.

LSE: $\hat{x} = \arg \min \|S^{-1/2}(y - Ax)\|^2$

BLUE $R = \arg \min \{E \|Ry - x\|^2 \mid ERy = x\}$

$$\hat{x} = Ry$$

Linear Estimation with the unknown scale of noise

$$y = Ax + v \quad \text{Var}(v) = \sigma^2 S_m$$

σ^2 is unknown.

$$(y, A, \sigma^2 S_m)$$

$$\begin{aligned} \hat{x} &= (A^* (\sigma^2 S)^{-1} A)^{-1} A^* (\sigma^2 S)^{-1} y \\ &= \sigma^2 \cdot \sigma^{-2} (\dots)^{-1} \dots \\ &= (A^* S^{-1} A)^{-1} A^* S^{-1} y \end{aligned}$$

$$\text{Var}(\hat{x}) = (A^* (\sigma^2 S)^{-1} A)^{-1} = \sigma^2 (A^* S^{-1} A)^{-1}$$

Need to estimate σ^2 : $\hat{\sigma}^2$

$$Q(x) = \| \bar{y} - \bar{A} x \|^2$$

$$\begin{aligned} \bar{y} &= \bar{A} x + v & \bar{y} &= S^{-1/2} y & \bar{A} &= S^{-1/2} A \\ \hline \bar{v} &= S^{-1/2} v & \bar{v} &\sim (0, \sigma^2 I) \end{aligned}$$