

Joint Blind Deconvolution and Blind Demixing via Nonconvex Optimization

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Acknowledgements

Research in collaboration with:

- Prof.Xiaodong Li (UC Davis)
- Prof.Thomas Strohmer (UC Davis)
- Dr.Ke Wei (UC Davis)

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- (a) Blind deconvolution meets blind demixing: applications in image processing and wireless communication
- (b) Mathematical models and convex approach
- (c) A **nonconvex** optimization approach towards joint blind deconvolution and blind demixing

What is blind deconvolution?

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Suppose we observe a function \mathbf{y} which consists of the convolution of two unknown functions, the blurring function \mathbf{f} and the signal of interest \mathbf{g} , plus noise \mathbf{w} . How to reconstruct \mathbf{f} and \mathbf{g} from \mathbf{y} ?

$$\mathbf{y} = \mathbf{f} * \mathbf{g} + \mathbf{w}.$$

It is obviously a highly ill-posed **bilinear inverse** problem...

- Much more difficult than ordinary deconvolution...but have important applications in various fields.
- Solvability? What conditions on \mathbf{f} and \mathbf{g} make this problem solvable?
- How? What algorithms shall we use to recover \mathbf{f} and \mathbf{g} ?

Why do we care about blind deconvolution?

Image deblurring

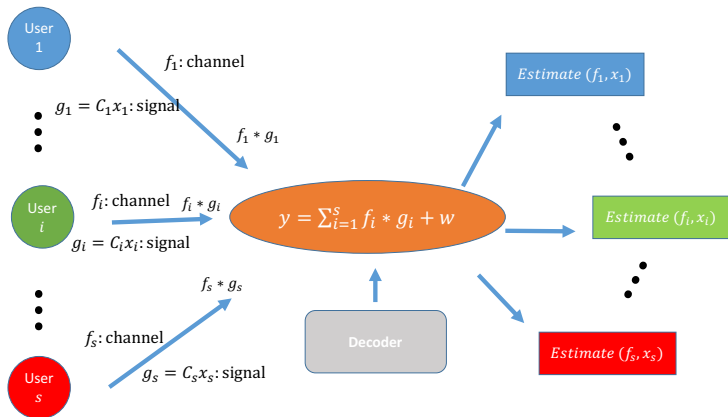
Let f be the blurring kernel and g be the original image, then $y = f * g$ is the blurred image.

Question: how to reconstruct f and g from y

$$\begin{array}{ccccccc} \mathbf{y} & = & \mathbf{f} & * & \mathbf{g} & + & \mathbf{w} \\ \text{blurred} & & \text{blurring} & & \text{original} & & \text{noise} \\ \text{image} & & \text{kernel} & & \text{image} & & \\ \\ \text{[blurred image]} & = & \text{[blurring kernel]} & * & \text{[original image]} & + & \text{[noise]} \end{array}$$

Blind deconvolution meets blind demixing

Suppose there are s users and each of them sends a message \mathbf{x}_i , which is encoded by \mathbf{C}_i , to a common receiver. Each encoded message $\mathbf{g}_i = \mathbf{C}_i \mathbf{x}_i$ is convolved with an unknown impulse response function \mathbf{f}_i .



Blind deconvolution and blind demixing

Consider the model:

$$\mathbf{y} = \sum_{i=1}^s \mathbf{f}_i * \mathbf{g}_i + \mathbf{w}.$$

This is even more difficult than blind deconvolution ($s = 1$), since this is a “mixture” of blind deconvolution problems. It also includes phase retrieval as a special case if $s = 1$ and $\bar{\mathbf{g}}_i = \mathbf{f}_i$.

More assumptions

- Each impulse response \mathbf{f}_i has maximum delay spread K (compact support):

$$\mathbf{f}_i(n) = 0, \quad \text{for } n > K, \quad \mathbf{f}_i = \begin{bmatrix} \mathbf{h}_i \\ 0 \end{bmatrix}.$$

- Let $\mathbf{g}_i := \mathbf{C}_i \mathbf{x}_i$ be the signal $\mathbf{x}_i \in \mathbb{C}^N$ encoded by $\mathbf{C}_i \in \mathbb{C}^{L \times N}$ with $L > N$. We also require \mathbf{C}_i to be **mutually incoherent** by imposing randomness.

Mathematical model

Subspace assumption on the frequency domain

Denote \mathbf{F} as the $L \times L$ DFT matrix.

- Let $\mathbf{h}_i \in \mathbb{C}^K$ be the first K nonzero entries of \mathbf{f}_i and \mathbf{B} be a low-frequency DFT matrix. There holds, $\hat{\mathbf{f}}_i = \mathbf{F}\mathbf{f}_i = \mathbf{B}\mathbf{h}_i$.
- Let $\hat{\mathbf{g}}_i := \mathbf{A}_i\mathbf{x}_i$ where $\mathbf{A}_i := \mathbf{F}\mathbf{C}_i$ and $\mathbf{x}_i \in \mathbb{C}^N$.

Mathematical model

$$\mathbf{y} = \sum_{i=1}^s \text{diag}(\mathbf{B}\mathbf{h}_i)\mathbf{A}_i\mathbf{x}_i + \mathbf{w}.$$

Goal: We want to recover $(\mathbf{h}_i, \mathbf{x}_i)_{i=1}^s$ from $(\mathbf{y}, \mathbf{B}, \mathbf{A}_i)_{i=1}^s$.

Remark: The degree of freedom for unknowns: $s(K + N)$; number of constraints: L .

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Nonlinear least squares

We may want to try nonlinear least squares approach:

$$\min_{(\mathbf{h}_i, \mathbf{x}_i)} \underbrace{\left\| \sum_{i=1}^s \text{diag}(\mathbf{B}\mathbf{h}_i) \mathbf{A}_i \mathbf{x}_i - \mathbf{y} \right\|}_F(\mathbf{h}_i, \mathbf{x}_i)}^2.$$

- The objective function is highly nonconvex and more complicated than blind deconvolution ($s = 1$).
- Gradient descent might get stuck at local minima.
- No guarantees for recoverability.

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Convex relaxation and low-rank matrix recovery

Lifting

Let $\mathbf{a}_{i,l}$ be the l -th column of \mathbf{A}_i^* and \mathbf{b}_l be the l -th column of \mathbf{B}^* .

$$y_l = \sum_{i=1}^s (\mathbf{B}\mathbf{h}_i)_l \cdot (\mathbf{A}_l \mathbf{x}_i)_l = \sum_{i=1}^s \mathbf{b}_l^* \underbrace{\mathbf{h}_i \mathbf{x}_i^*}_{\text{rank-1}} \mathbf{a}_{i,l}.$$

Let $\mathbf{X}_i := \mathbf{h}_i \mathbf{x}_i^*$ and define the linear operator $\mathcal{A}_i : \mathbb{C}^{K \times N} \rightarrow \mathbb{C}^L$ as,

$$\mathcal{A}_i(\mathbf{Z}) := \{\mathbf{b}_l^* \mathbf{Z} \mathbf{a}_{i,l}\}_{l=1}^L = \{\langle \mathbf{Z}, \mathbf{b}_l \mathbf{a}_{i,l}^* \rangle\}_{l=1}^L.$$

Then, there holds $\mathbf{y} = \sum_{i=1}^s \mathcal{A}_i(\mathbf{X}_i) + \mathbf{w}$.

See [Candès-Strohmer-Voroninski 13], [Ahmed-Recht-Romberg, 14].

Convex relaxation and low-rank matrix recovery

Rank- s matrix recovery

We rewrite $\mathbf{y} = \sum_{i=1}^s \text{diag}(\mathbf{B}\mathbf{h}_i)\mathbf{A}_i\mathbf{x}_i$ as

$$y_l = \left\langle \underbrace{\begin{bmatrix} \mathbf{h}_1\mathbf{x}_1^* & \mathbf{0} & \cdots & \mathbf{0} \\ \mathbf{0} & \mathbf{h}_2\mathbf{x}_2^* & \cdots & \mathbf{0} \\ \vdots & \vdots & \ddots & \vdots \\ \mathbf{0} & \mathbf{0} & \cdots & \mathbf{h}_s\mathbf{x}_s^* \end{bmatrix}}_{\text{rank-}s \text{ matrix}}, \begin{bmatrix} \mathbf{b}_l\mathbf{a}_{1,l}^* & \mathbf{0} & \cdots & \mathbf{0} \\ \mathbf{0} & \mathbf{b}_l\mathbf{a}_{2,l}^* & \cdots & \mathbf{0} \\ \vdots & \vdots & \ddots & \vdots \\ \mathbf{0} & \mathbf{0} & \cdots & \mathbf{b}_l\mathbf{a}_{s,l}^* \end{bmatrix} \right\rangle$$

- Recover a **rank- s block diagonal** matrix satisfying convex constraints.
- Finding such a rank- s matrix is generally an NP-hard problem.

Nuclear norm minimization

The ground truth is a rank- s block-diagonal matrix. It is natural to recover the solution via solving

$$\min \sum_{i=1}^s \|\mathbf{Z}_i\|_* \quad \text{subject to} \quad \sum_{i=1}^s \mathcal{A}_i(\mathbf{Z}_i) = \mathbf{y}$$

where $\sum_{i=1}^s \|\mathbf{Z}_i\|_*$ is the nuclear norm of $\text{blkdiag}(\mathbf{Z}_1, \dots, \mathbf{Z}_s)$.

Question: Can we recover $\{\mathbf{h}_{i0} \mathbf{x}_{i0}^*\}_{i=1}^s$ exactly?

Theorem

Assume that

- Let $\mathbf{B} \in \mathbb{C}^{L \times K}$ be a partial DFT matrix with $\mathbf{B}^* \mathbf{B} = \mathbf{I}_K$;
- Each \mathbf{A}_i is a Gaussian random matrix.

The SDP relaxation is able to recover $\{(\mathbf{h}_{i0}, \mathbf{x}_{i0})\}_{i=1}^s$ exactly with probability at least $1 - \mathcal{O}(L^{-\gamma})$. Here the number of measurements L satisfies

- [Ling-Strohmer 15] $L \geq C_\gamma s^2 (K + \mu_h^2 N) \log^3 L$;
- [Jung-Krahmer-Stöger 17] $L \geq C_\gamma (s(K + \mu_h^2 N)) \log^3 L$

where $\mu_h^2 = L \max_{1 \leq i \leq s} \frac{\|\mathbf{B} \mathbf{h}_{i0}\|_\infty^2}{\|\mathbf{h}_{i0}\|^2}$.

- We can jointly estimate the channels and signals for s users with one simple convex program.
- SDP is able to recover $\{(\mathbf{h}_i, \mathbf{x}_i)\}_{i=1}^s$ but it is computationally expensive.

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A nonconvex optimization approach?

An increasing list of nonconvex approaches to various problems in machine learning and signal processing:

- Phase retrieval: Candès, Li, Soltanolkotabi, Chen, Wright, Sun, etc...
- Matrix completion: Sun, Luo, Montanari, etc...
- Various problems: Recht, Wainwright, Constantine, etc...

Two-step philosophy for provable nonconvex optimization

- (a) Use spectral method to construct a starting point inside “*the basin of attraction*”;
- (b) Run gradient descent method.

The key is to build up “the basin of attraction”.

Building “the basin of attraction”

The basin of attraction relies on the following **three** observations.

Observation 1: Unboundedness of solution

- If the pair $(\mathbf{h}_{i0}, \mathbf{x}_{i0})$ is a solution to $\mathbf{y} = \sum_{i=1}^S \text{diag}(\mathbf{B}\mathbf{h}_{i0})\mathbf{A}_i\mathbf{x}_{i0}$, then so is the pair $(\alpha_i\mathbf{h}_{i0}, \alpha_i^{-1}\mathbf{x}_{i0})$ for any $\alpha_i \neq 0$.
- Thus the blind deconvolution problem **always** has infinitely many solutions of this type. We can recover $(\mathbf{h}_{i0}, \mathbf{x}_{i0})$ only up to a scalar.
- It is possible that $\|\mathbf{h}_i\| \gg \|\mathbf{x}_i\|$ (vice versa) while $\|\mathbf{h}_i\| \cdot \|\mathbf{x}_i\|$ is fixed. Hence we define \mathcal{N}_{d_0} to **balance** $\|\mathbf{h}_i\|$ and $\|\mathbf{x}_i\|$:

$$\mathcal{N}_{d_0} := \left\{ \{(\mathbf{h}_i, \mathbf{x}_i)\}_{i=1}^S : \|\mathbf{h}_i\| \leq 2\sqrt{d_{i0}}, \|\mathbf{x}_i\| \leq 2\sqrt{d_{i0}} \right\}.$$

where $d_{i0} = \|\mathbf{h}_{i0}\| \|\mathbf{x}_{i0}\|$.

Building “the basin of attraction”

Observation 2: Incoherence

Our numerical experiments have shown that the algorithm’s performance depends on how much \mathbf{b}_l (the rows of \mathbf{B}) and \mathbf{h}_{i0} are **correlated**.

$$\mu_h^2 := \max_{1 \leq i \leq s} \frac{L \|\mathbf{B}\mathbf{h}_{i0}\|_\infty^2}{\|\mathbf{h}_{i0}\|^2}, \quad \text{the smaller } \mu_h, \text{ the better.}$$

Therefore, we introduce the \mathcal{N}_μ to control the incoherence:

$$\mathcal{N}_\mu := \{ \{ \mathbf{h}_i \}_{i=1}^s : \sqrt{L} \|\mathbf{B}\mathbf{h}_i\|_\infty \leq 4\mu \sqrt{d_{i0}} \}.$$

“Incoherence” is not a new idea. In **matrix completion**, we also require the left and right singular vectors of the ground truth cannot be too “aligned” with those of measurement matrices $\{ \mathbf{b}_l \mathbf{a}_{i,l}^* \}_{1 \leq l \leq L}$.

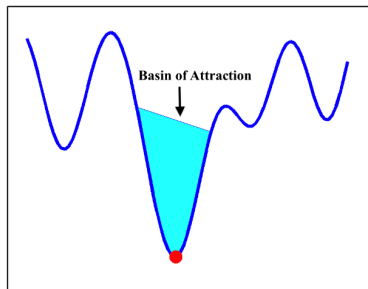
Building “the basin of attraction”

Observation 3: “Close” to the ground truth

We define \mathcal{N}_ε to quantify closeness of $\{(\mathbf{h}_i, \mathbf{x}_i)\}_{i=1}^S$ to true solution, i.e.,

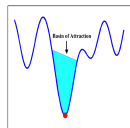
$$\mathcal{N}_\varepsilon := \left\{ \{(\mathbf{h}_i, \mathbf{x}_i)\}_{i=1}^S : \|\mathbf{h}_i \mathbf{x}_i^* - \mathbf{h}_{i_0} \mathbf{x}_{i_0}^*\|_F \leq \varepsilon d_{i_0} \right\}.$$

We want to find an **initial** guess close to $\{(\mathbf{h}_{i_0}, \mathbf{x}_{i_0})\}_{i=1}^S$.



Building “the basin of attraction”

Based on the three observations above, we define the three neighborhoods:



The basin of attraction

The basin of attraction is the intersection of the following three sets

$$\mathcal{N}_{d_0} \cap \mathcal{N}_\mu \cap \mathcal{N}_\varepsilon:$$

$$\mathcal{N}_{d_0} := \{ \{(\mathbf{h}_i, \mathbf{x}_i)\}_{i=1}^s : \|\mathbf{h}_i\| \leq 2\sqrt{d_{i0}}, \|\mathbf{x}_i\| \leq 2\sqrt{d_{i0}}, 1 \leq i \leq s \}$$

$$\mathcal{N}_\mu := \{ \{ \mathbf{h}_i \}_{i=1}^s : \sqrt{L} \|\mathbf{B}\mathbf{h}_i\|_\infty \leq 4\sqrt{d_{i0}}\mu, 1 \leq i \leq s \}$$

$$\mathcal{N}_\varepsilon := \left\{ \{(\mathbf{h}_i, \mathbf{x}_i)\}_{i=1}^s : \frac{\|\mathbf{h}_i \mathbf{x}_i^* - \mathbf{h}_{i0} \mathbf{x}_{i0}^*\|_F}{d_{i0}} \leq \varepsilon, 1 \leq i \leq s \right\}$$

where $d_{i0} = \|\mathbf{h}_{i0}\| \|\mathbf{x}_{i0}\|$, μ is a parameter and $\mu \geq \mu_h$ and ε is a predetermined parameter in $(0, \frac{1}{15}]$.

Objective function: a variant of projected gradient descent

The objective function \tilde{F} consists of two parts: F and G :

$$\min_{(\mathbf{h}, \mathbf{x})} \tilde{F}(\mathbf{h}, \mathbf{x}) := \underbrace{F(\mathbf{h}, \mathbf{x})}_{\text{least squares term}} + \underbrace{G(\mathbf{h}, \mathbf{x})}_{\text{regularization term}}$$

where $F(\mathbf{h}, \mathbf{x}) := \left\| \sum_{i=1}^s \mathcal{A}_i(\mathbf{h}_i \mathbf{x}_i^*) - \mathbf{y} \right\|^2$ and

$$G(\mathbf{h}, \mathbf{x}) := \rho \sum_{i=1}^s \left[\underbrace{G_0\left(\frac{\|\mathbf{h}_i\|^2}{2d_i}\right) + G_0\left(\frac{\|\mathbf{x}_i\|^2}{2d_i}\right)}_{\mathcal{N}_{d_0}: \text{balance } \|\mathbf{h}_i\| \text{ and } \|\mathbf{x}_i\|} + \underbrace{\sum_{l=1}^L G_0\left(\frac{L|\mathbf{b}_l^* \mathbf{h}_i|^2}{8d_i \mu^2}\right)}_{\mathcal{N}_\mu: \text{impose incoherence}} \right].$$

Here $G_0(z) = \max\{z - 1, 0\}^2$, $\rho \approx d^2$, $d \approx d_0$, $d_i \approx d_{i0}$ and $\mu \geq \mu_h$.

Algorithm: Initialization via spectral method

Note that

$$\mathcal{A}_i^*(\mathbf{y}) = \underbrace{\mathcal{A}_i^* \mathcal{A}_i(\mathbf{h}_{i0} \mathbf{x}_{i0}^*)}_{\mathbb{E}(\mathcal{A}_i^* \mathcal{A}_i(\mathbf{h}_{i0} \mathbf{x}_{i0}^*)) = \mathbf{h}_{i0} \mathbf{x}_{i0}^*} + \underbrace{\mathcal{A}_i^* \left(\sum_{j \neq i} \mathcal{A}_j(\mathbf{h}_{j0} \mathbf{x}_{j0}^*) \right)}_{\text{with mean 0}}$$

The leading singular vectors of $\mathcal{A}_i^*(\mathbf{y})$ can approximate $(\mathbf{h}_{i0}, \mathbf{x}_{i0})$.

Step 1: Initialization via spectral method and projection:

- 1: **for** $i = 1, 2, \dots, s$ **do**
- 2: Compute $\mathcal{A}_i^*(\mathbf{y})$, (since $\mathbb{E}(\mathcal{A}_i^*(\mathbf{y})) = \mathbf{h}_{i0} \mathbf{x}_{i0}^*$);
- 3: $(d, \hat{\mathbf{h}}_{i0}, \hat{\mathbf{x}}_{i0}) = \text{svds}(\mathcal{A}_i^*(\mathbf{y}))$;
- 4: $\mathbf{u}_i^{(0)} := \mathcal{P}_{\mathcal{N}_\mu}(\sqrt{d_i} \hat{\mathbf{h}}_{i0})$ and $\mathbf{v}_i^{(0)} := \sqrt{d_i} \hat{\mathbf{x}}_{i0}$.
- 5: **end for**

Algorithm: Wirtinger gradient descent

Step 2: Gradient descent with constant stepsize η :

- 1: **Initialization:** obtain $(\mathbf{u}_i^{(0)}, \mathbf{v}_i^{(0)})$ via Algorithm 1.
- 2: **for** $t = 1, 2, \dots$, **do**
- 3: **for** $i = 1, 2, \dots, s$ **do**
- 4: $\mathbf{u}_i^{(t)} = \mathbf{u}_i^{(t-1)} - \eta \nabla \tilde{F}_{h_i}(\mathbf{u}^{(t-1)}, \mathbf{v}^{(t-1)})$
- 5: $\mathbf{v}_i^{(t)} = \mathbf{v}_i^{(t-1)} - \eta \nabla \tilde{F}_{x_i}(\mathbf{u}^{(t-1)}, \mathbf{v}^{(t-1)})$
- 6: **end for**
- 7: **end for**

Theorem [Ling-Strohmer 17]

Assume $\mathbf{w} \sim \mathcal{CN}(0, \sigma^2 d_0^2 / L)$ and \mathbf{A}_i as a complex Gaussian matrix. There hold:

- the initial guess $(\mathbf{u}^{(0)}, \mathbf{v}^{(0)}) \in \frac{1}{\sqrt{3}}\mathcal{N}_{d_0} \cap \frac{1}{\sqrt{3}}\mathcal{N}_\mu \cap \mathcal{N}_{\frac{2\varepsilon}{5\sqrt{s}\kappa}}$,
- $\sqrt{\sum_{i=1}^s \|\mathbf{u}_i^{(t)}(\mathbf{v}_i^{(t)})^* - \mathbf{h}_{i0}\mathbf{x}_{i0}^*\|_F^2} \leq (1 - \alpha)^t \varepsilon d_0 + c_0 \sqrt{s} \|\mathcal{A}^*(\mathbf{w})\|$

with probability at least $1 - L^{-\gamma+1}$ and $\alpha = \mathcal{O}((s(K + N) \log^2 L)^{-1})$ if

$$L \geq C_\gamma (\mu_h^2 + \sigma^2) s^2 \kappa^4 (K + N) \log^2 L \log s / \varepsilon^2,$$

where $\kappa = \frac{\max d_{i0}}{\min d_{i0}}$.

Main results

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- $$\sqrt{\sum_{i=1}^s \|\mathbf{u}_i^{(t)}(\mathbf{v}_i^{(t)})^* - \mathbf{h}_{i0}\mathbf{x}_{i0}^*\|_F^2} \leq \underbrace{(1 - \alpha)^t \varepsilon d_0}_{\text{linear convergence}} + \underbrace{c_0 \sqrt{s} \|\mathcal{A}^*(\mathbf{w})\|}_{\text{error term}}$$

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- The iterates $(\mathbf{u}_i^{(t)}, \mathbf{v}_i^{(t)})$ converges linearly to $(\mathbf{h}_{i0}, \mathbf{x}_{i0})$:

$$\|\mathbf{u}_i^{(\infty)}(\mathbf{v}_i^{(\infty)})^* - \mathbf{h}_{i0}\mathbf{x}_{i0}^*\|_F \leq c_0\sqrt{s}\|\mathcal{A}^*(\mathbf{w})\|$$

- $\|\mathcal{A}^*(\mathbf{w})\|$ converges to 0 with the rate of $\mathcal{O}(L^{-1/2})$:

$$\|\mathcal{A}^*(\mathbf{w})\| \leq C_0\sigma d_0\sqrt{\frac{s(K+N)(\log^2 L)}{L}}$$

Therefore, $(\mathbf{u}_i^{(\infty)}, \mathbf{v}_i^{(\infty)})$ is a consistent estimator of $(\mathbf{h}_{i0}, \mathbf{x}_{i0})$.

- Challenges:** s^2 is not optimal. The optimal scaling should be $L = \mathcal{O}(s(K+N))$ instead of $L = \mathcal{O}(s^2(K+N))$.

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Numerics: Does L scale linearly with s ?

Let each \mathbf{A}_i be a complex Gaussian matrix. The number of measurement scales linearly with the number of sources s if K and N are fixed. Approximately, $L \approx 1.5s(K + N)$ yields exact recovery.

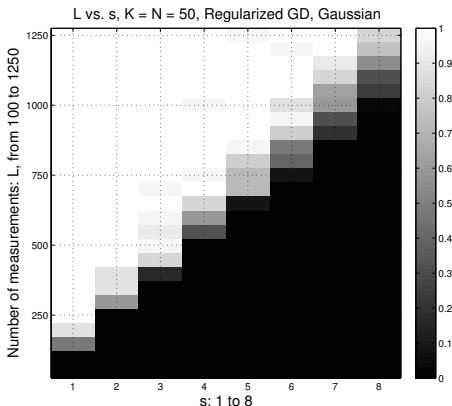
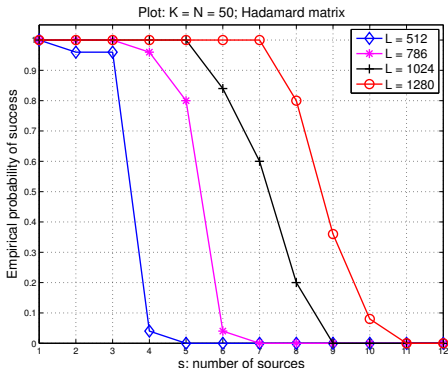


Figure: Black: failure; white: success

Back to the communication example

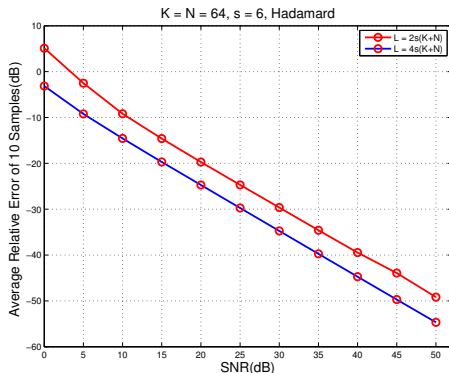
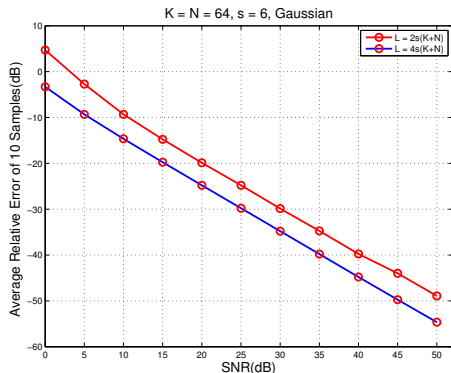
A more practical and useful choice of encoding matrix \mathbf{C}_i : $\mathbf{C}_i = \mathbf{D}_i \mathbf{H}$ (i.e., $\mathbf{A}_i = \mathbf{F} \mathbf{D}_i \mathbf{H}$) where \mathbf{D}_i is a diagonal random binary ± 1 matrix and \mathbf{H} is an $L \times N$ deterministic partial Hadamard matrix. With this setting, our approach can demix many users **without** performing channel estimation.



$L \approx 1.5s(K + N)$ yields exact recovery.

Numerics: robustness

We see that the relative error is **linearly** correlated with the noise in dB. Approximately, 10 units of increase in SNR leads to the *same* amount of decrease in relative error (in dB).



Conclusion: The proposed algorithm is arguably the first blind deconvolution/blind demixing algorithm that is numerically efficient, robust against noise and comes with rigorous recovery guarantees under subspace conditions.

- Open problem: Does similar result hold for other types of \mathbf{A}_i ?
- Open problem: what if either \mathbf{h}_i or \mathbf{x}_i is sparse?
- Major open problem in nonconvex optimization:
How to remove the s^2 -dependence for rank- s matrix recovery?

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