

A fast algorithm for high-order sparse linear prediction

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Motivation

- ▶ Inherent limitations of standard linear prediction (LP) methods.
- ▶ Better signal model and meaningful signal representation for speech achievable by introducing sparsity for the predictor and residual.
- ▶ Many applications would require real-time algorithms, possible for embedded implementation. What is the method of choice?

Background

- ▶ LP provides a compact representation for the signal $x[t]$:

$$x[t] = \sum_{n=1}^N \alpha_n x[t-n] + r[t], \quad (1)$$

- ▶ $\alpha = [\alpha_n]_{n=1}^N$ are the prediction coefficients,
- ▶ $r[t]$ is the prediction error.
- ▶ A common route for estimation of α is via:

$$\underset{\alpha}{\text{minimize}} \|x - X\alpha\|_p, \quad (2)$$
 - ▶ vectorized version of (1) over a certain frame,
 - ▶ $\|\cdot\|_p$ is the p -norm,
 - ▶ With $p=2$: $\alpha^* = (X^T X)^{-1} X^T x$.
- ▶ Alternative: capture short-term and long-term redundancies jointly.
- ▶ Avoid overfitting when increasing the order of the predictor using a sparsity promoting penalty.
- ▶ 1-norm penalty on residual offers better modeling for speech.
- ▶ A possible convex formulation:

$$\underset{\alpha}{\text{minimize}} \|x - X\alpha\|_1 + \gamma \|\alpha\|_1. \quad (3)$$

- ▶ Solving (3) is however more “complicated” than traditional 2-norm based LP.
- ▶ Matrix structure: dense but X and $X^T X$ are Toeplitz.
- ▶ Interior-point methods: Diagonal weighting $X^T D X$ destroys the Toeplitz structure (and does not have low displacement rank) → resort to $\mathcal{O}(N^3)$ methods for solving linear systems.
- ▶ Consider a method where it is possible to exploit the Toeplitz structure.

References

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The considered method

A straight-out-of-the box alternating direction method of multipliers (ADMM) algorithm:

$$\begin{aligned} \alpha^{(k+1)} &= (X^T X + \gamma^2 I)^{-1} [\gamma I \quad -X^T] (y^{(k)} + \begin{bmatrix} 0 \\ -x \end{bmatrix} - u^{(k)}) \\ e^{(k+1)} &= x - X\alpha^{(k+1)} \\ y^{(k+1)} &= S_{1/\rho} \left(\begin{bmatrix} \gamma\alpha^{(k+1)} \\ e^{(k+1)} \end{bmatrix} + u^{(k)} \right) \\ u^{(k+1)} &= u^{(k)} + \begin{bmatrix} \gamma\alpha^{(k+1)} \\ e^{(k+1)} \end{bmatrix} - y^{(k+1)}. \end{aligned}$$

Notice that in this ADMM formulation there is no weighting of $X^T X$ and we may then use fast (and superfast) methods for solving the linear Toeplitz system.

Toeplitz systems

- ▶ How to compute $\alpha^{(k+1)}$ efficiently?
- ▶ The behavior of $y^{(k)} - u^{(k)}$ from iteration to iteration is currently unclear, so we consider this as a general right-hand side problem

$$(X^T X + \gamma^2 I)\alpha^{(k+1)} = v^{(k)}. \quad (4)$$

- ▶ Using the autocorrelation method, $X^T X + \gamma^2 I = \{t_{i-j}\}_{i,j=1}^N = T$ is a symmetric positive definite Toeplitz matrix.
- ▶ Levinson algorithm: time complexity $\mathcal{O}(N^2)$.
- ▶ Iterative algorithm: same coefficient matrix and changing right-hand side → caching.
- ▶ Gohberg-Semencul representation:

$$\delta_{N-1} T^{-1} = T_1 T_1^T - T_0^T T_0 \quad (5)$$

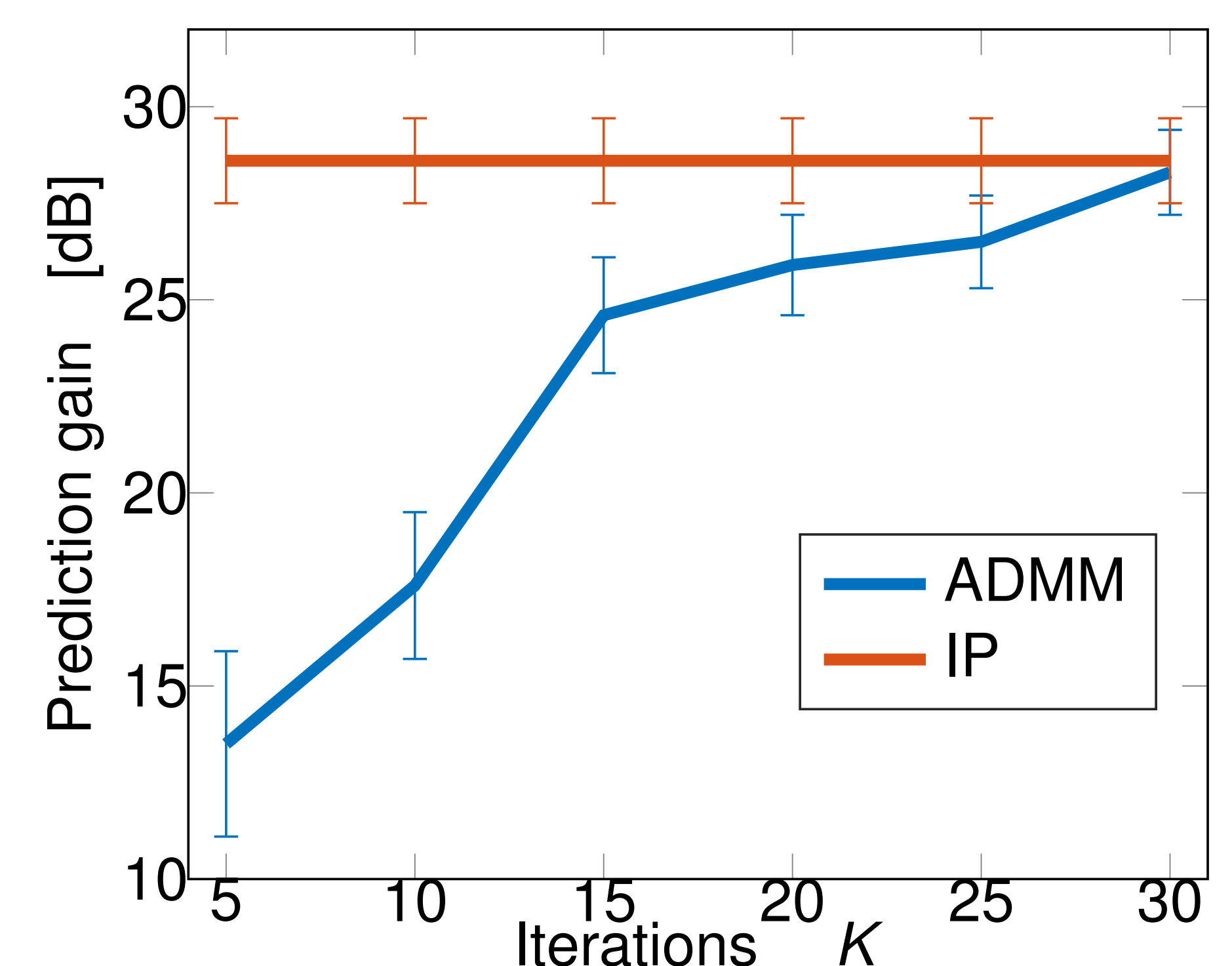
$$T_0 = \begin{bmatrix} 0 & 0 & \cdots & 0 \\ \rho_0 & 0 & \cdots & 0 \\ \vdots & \ddots & \ddots & \vdots \\ \rho_{N-2} & \cdots & \rho_0 & 0 \end{bmatrix}, \quad (6)$$

$$T_1 = \begin{bmatrix} 1 & 0 & \cdots & 0 \\ \rho_{N-2} & 1 & \cdots & 0 \\ \vdots & \ddots & \ddots & \vdots \\ \rho_0 & \cdots & \rho_{N-2} & 1 \end{bmatrix}. \quad (7)$$

- ▶ The variables δ_{N-1} and $\rho_0, \dots, \rho_{N-2}$ can be obtained using the Szegő recursion in $\mathcal{O}(N^2)$.
- ▶ T_0 and T_1 are Toeplitz: matrix-vector product can be evaluated using FFTs/IFFTs → solve system in $\mathcal{O}(N \log N)$.
- ▶ Superfast: substitute the Szegő recursion with an $\mathcal{O}(N \log^2 N)$ algorithm. Trade-off at $N = 256$.

Numerical simulations

- ▶ Processed the vowel and semivowel phones from the TIMIT database ($f_s = 16\text{kHz}$): 3696 sentences, 462 speakers.
- ▶ At least 640 samples → total of about 40,000 voiced speech frames.
- ▶ Investigate prediction gain as a function of the number of iterations.
- ▶ Pick 50 frames randomly, rest used for L -curve analysis to obtain γ .



- ▶ Average prediction gains for a fixed number of iterations for the ADMM solution. A 95% confidence interval is shown. The IP solutions is independent of K but shown for the ease of comparison.
- ▶ At $K = 30$ the mean value of the IP solution falls within the 95% confidence interval of the ADMM solution → the two algorithms exhibit statistically the same performance.

Timings

- ▶ C++ implementation + FFTW3 + MKL. Linear regression for $k \in \{5, 10, 15, 20, 25, 30\}$
- ▶ Levinson:

$$t_k \approx 7 \cdot 10^{-6} + 159 \cdot 10^{-6} k \quad [\text{s}], \quad C^2 = 0.999.$$
- ▶ GS: Gohberg-Semencul + Szegő recursion:

$$t_k \approx 62 \cdot 10^{-6} + 55 \cdot 10^{-6} k \quad [\text{s}], \quad C^2 = 0.999.$$
- ▶ Hand-tailored IP method:

$$t_k \approx 1.2 \cdot 10^{-3} + 2.0 \cdot 10^{-3} k \quad [\text{s}], \quad C^2 = 0.999.$$