

Enumeration of Harmonic Frames and Frame Based Dimension Reduction

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Outline

- 1 Overview of Finite Frames
- 2 Enumeration of Prime Order Harmonic Frames
 - Harmonic Frames
 - Enumeration
 - Proof
- 3 Frame Based Dimension Reduction
 - Hyperspectral Imagery Data
 - The Algorithm
 - Results

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Finite Frames

- Let $\Phi = \{\varphi_i\}_{i=1}^s \subset \mathbb{F}^d$, where $\mathbb{F} = \mathbb{R}$ or \mathbb{C} .

Definition

$\Phi = \{\varphi_i\}_{i=1}^s$ is a *finite frame* for \mathbb{F}^d if there exists $A, B > 0$ such that

$$A\|y\|^2 \leq \sum_{i=1}^s |\langle y, \varphi_i \rangle|^2 \leq B\|y\|^2, \quad \forall y \in \mathbb{F}^d.$$

- If $\|\varphi_i\| = 1$ for all $i = 1, \dots, s$, then Φ is a *unit norm frame*.
- If we can take $A = B$ in the definition, then Φ is a *tight frame*.
- If Φ is unit norm and tight, then Φ is a *finite unit norm tight frame*, or FUNTF, and we can take $A = B = s/d$.
- Φ is a frame for \mathbb{F}^d if and only if $\text{span}(\Phi) = \mathbb{F}^d$.

Frame Theory

Definition

For a frame $\Phi = \{\varphi_i\}_{i=1}^s$, the frame operator $S : \mathbb{F}^d \longrightarrow \mathbb{F}^d$ is

$$S(y) = \sum_{i=1}^s \langle y, \varphi_i \rangle \varphi_i.$$

- S is invertible.
- For each $y \in \mathbb{F}^d$, we have the following frame representation:

$$y = \sum_{i=1}^s \langle y, S^{-1}(\varphi_i) \rangle \varphi_i.$$

- If Φ is a FUNTF, then $S(y) = (s/d)y$ for all $y \in \mathbb{F}^d$.

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DFT-FUNTFs

- Define the $s \times s$ Discrete Fourier Transform (DFT) matrix as:

$$D_s = (e^{2\pi i mn/s})_{m,n=0}^{s-1}.$$

- Define the group of integers mod s as:

$$\mathbb{Z}_s = \mathbb{Z}/s\mathbb{Z} = \{0, \dots, s-1 \bmod s\}.$$

Definition

Choose $d \leq s$ distinct columns of D_s , say $n = (n_1, \dots, n_d) \in \mathbb{Z}_s^d$, and define $\Phi_n = \{\varphi_m : m \in \mathbb{Z}_s\}$ as

$$\varphi_m = \frac{1}{\sqrt{d}} (e^{2\pi i mn_j/s})_{j=1}^d, \quad \forall m \in \mathbb{Z}_s.$$

Φ_n is a FUNTF for \mathbb{C}^d , and any frame of this type is called a *DFT-FUNTF*. Call $n = (n_1, \dots, n_d)$ the *generators* of Φ_n .

Characters

- Harmonic frames are generalization of DFT-FUNTFs.
- Let G denote a finite abelian group, $G = \{g_i\}_{i=1}^s$.

Definition

A *character* of a finite abelian group G is a group homomorphism $\xi : G \longrightarrow \mathbb{C}^\times$ that satisfies

$$\xi(g_i g_j) = \xi(g_i) \xi(g_j), \quad \forall g_i, g_j \in G.$$

- For each $g_i \in G$, $\xi(g_i)$ is a s -th root of unity.
- There are exactly s characters, $\{\xi_i\}_{i=1}^s$.
- The *character table* of G is the matrix $(\xi_i(g_j))_{i,j=1}^s$.
- When $G \cong \mathbb{Z}_s$, the character table of G is D_s .

Harmonic Frames

- Let $\mathcal{U}(\mathbb{C}^d)$ denote the group of unitary transformations (matrices) on \mathbb{C}^d :

$$\mathcal{U}(\mathbb{C}^d) = \{U \in \mathcal{M}_{d \times d}(\mathbb{C}) : U^*U = UU^* = I_{d \times d}\}.$$

Definition

Let $\mathcal{I} \subseteq \{1, \dots, s\}$ such that $|\mathcal{I}| = d$. Then for any $U \in \mathcal{U}(\mathbb{C}^d)$ the set

$$\Phi = \{U(\xi_i(g_j))_{i \in \mathcal{I}}\}_{j=1}^s \subset \mathbb{C}^d,$$

is a frame for \mathbb{C}^d and is called a *harmonic frame*.

Equivalence Classes of Harmonic Frames

Definition

Two harmonic frames $\Phi = \{\varphi_i\}_{i=1}^s \subset \mathbb{C}^d$ and $\Psi = \{\psi_i\}_{i=1}^s \subset \mathbb{C}^d$ are said to be *equivalent* if there exists $U \in \mathcal{U}(\mathbb{C}^d)$ such that

$$\{\varphi_i\}_{i=1}^s = \{U\psi_i\}_{i=1}^s.$$

We denote this equivalence relation as $\Phi \sim \Psi$.

- Let $[\Phi]$ denote an equivalence class of harmonic frames with representative Φ .

Introduction to the Enumeration Problem

- **Goal:** Enumerate inequivalent harmonic frames, i.e. count the number of equivalence classes.
- **Results:** Exact, recursive formula for the number of inequivalent, prime order harmonic frames (i.e. when s is prime).
- The prime order case is simpler than the general case in part because there is only one prime order abelian group, namely \mathbb{Z}_s .
- This work builds upon results by:
 - Vale and Waldron (2005) - developed harmonic frames.
 - Hay and Waldron (2006) - wrote a computer program that computes all harmonic frames for a given s and d ; conjectured that the number of inequivalent harmonic frames is $\mathcal{O}(s^{d-1})$.

Setup for the Main Result

- For a fixed s (prime) and d ($d \leq s$), we backwards recursively define the set:

$$\{\gamma_c \in \mathbb{N} \cup \{0\} : c \in \mathbb{N}, c \mid s-1, \text{ and } c \mid d \text{ or } c \mid d-1\}.$$

- If $c \mid s-1$, $c \mid d$, and $c > 1$, then:

$$\gamma_c = \frac{(s-1-c)(s-1-2c) \cdots (s-1-(\frac{d}{c}-1)c)}{c^{\frac{d}{c}-1}(d/c)!} - \frac{c}{s-1} \sum_{\substack{c < b < s \\ c \mid b, b \mid d}} \left(\frac{s-1}{b}\right) \gamma_b.$$

- If $c \mid s-1$, $c \mid d-1$, and $c > 1$ then we define γ_c similarly - simply replace d with $d-1$.
- For $c = 1$, define

$$\gamma_1 = \frac{1}{s-1} \binom{s}{d} - \sum_{\substack{c \mid d \\ c > 1}} \frac{\gamma_c}{c} - \sum_{\substack{c \mid d-1 \\ c > 1}} \frac{\gamma_c}{c}.$$

The Main Result

Theorem

Let s be a prime number and let $1 < d < s$. Define constants γ_c as in the previous slide. The total number of inequivalent harmonic frames for \mathbb{C}^d with s elements is given by:

$$\gamma_1 + \sum_{\substack{c|d \\ c>1}} \gamma_c + \sum_{\substack{c|d-1 \\ c>1}} \gamma_c.$$

Corollary

Let s be any prime number and fix d such that $1 < d < s$. Then the number of inequivalent harmonic frames for \mathbb{C}^d with s elements is $\mathcal{O}(s^{d-1})$.

Outline of Proof

The proof of the theorem requires three main steps:

- 1 Simplify what it means for two harmonic frames to be equivalent.
- 2 Using the simplified notion of equivalence, bijectively map the equivalence classes $[\Phi]$ to a new space.
- 3 Count the objects in this new space, where it is easier to do so.

Inequivalent DFT-FUNTFs

- First note that since s is prime, every harmonic frame is derived from the character table of \mathbb{Z}_s , which is D_s .
- Therefore every harmonic frame is of the form $U\Phi_n$, where $U \in \mathcal{U}(\mathbb{C}^d)$ and Φ_n is a DFT-FUNTF.
- Thus we need only to find the number of inequivalent DFT-FUNTFs.

A New Equivalence Relation

- For $k \in \mathbb{Z}$, $k > 0$, let S_k denote the set of permutations on k elements.

Lemma

Let s be a prime number. If $\Phi_n = \{\varphi_m : m \in \mathbb{Z}_s\}$ and $\Psi_{n'} = \{\psi_m : m \in \mathbb{Z}_s\}$ are DFT-FUNTFs, then

$$\begin{aligned} \Phi_n \sim \Psi_{n'} &\iff \exists \sigma_1 \in S_s, \sigma_2 \in S_d \text{ such that} \\ &\varphi_m(k) = \psi_{\sigma_1(m)}(\sigma_2(k)) \\ &\forall m \in \mathbb{Z}_s, k = 1, \dots, d. \end{aligned}$$

The Set \mathbb{A}_s^d

- Let $n = (n_1, \dots, n_d) \in \mathbb{Z}_s^d$ be the generators of the DFT-FUNTF Φ_n .
- In fact, since $n_i \neq n_j$ for $i \neq j$, all such d -tuples lie in the set:

$$\tilde{\mathbb{Z}}_s^d = \{n = (n_1, \dots, n_d) \in \mathbb{Z}_s^d : n_i \neq n_j, \forall i \neq j\}.$$

- Consider the following equivalence relation on $\tilde{\mathbb{Z}}_s^d$:

$$(n_1, \dots, n_d) \sim (n'_1, \dots, n'_d) \iff \exists \sigma \in S_d \text{ s.t. } (n_1, \dots, n_d) = (n'_{\sigma(1)}, \dots, n'_{\sigma(d)}).$$

- Denote an equivalence class of \sim by the representative

$$[n] = [n_1, \dots, n_d].$$

- Define the set of all equivalence classes as $\mathbb{A}_s^d = \tilde{\mathbb{Z}}_s^d / \sim$.

Orbits of \mathbb{A}_s^d

- Let \mathbb{Z}_s^\times denote the group of units of \mathbb{Z}_s , which, when s is prime, is the set $\{1, \dots, s-1 \bmod s\}$ endowed with multiplication.
- We define the group action $\pi : \mathbb{Z}_s^\times \times \mathbb{A}_s^d \longrightarrow \mathbb{A}_s^d$ as:

$$\pi(m, [n]) = m \cdot [n] = [mn_1, \dots, mn_d], \quad \forall m \in \mathbb{Z}_s^\times, \quad \forall [n] \in \mathbb{A}_s^d.$$

- The orbits of π are the sets

$$\mathcal{O}_{[n]} = \{m \cdot [n] = [mn_1, \dots, mn_d] : m \in \mathbb{Z}_s^\times\}.$$

- Note that the orbits $\mathcal{O}_{[n]}$ partition the set \mathbb{A}_s^d .

Harmonic Frames and Orbits of \mathbb{A}_s^d

- Using the previous lemma, one can prove the following proposition.

Proposition

There is a one-to-one correspondence between the equivalence classes of harmonic frames and the orbits of \mathbb{A}_s^d under the group action π . In particular:

$$[\Phi_n] \longleftrightarrow \mathcal{O}_{[n]}.$$

- Thus we have replaced counting the equivalence classes $[\Phi_n]$ with the problem of counting the number of orbits $\mathcal{O}_{[n]}$.

The size of $\mathcal{O}_{[n]}$

Theorem

Let s be a prime number and let $1 < d < s$. If $\mathcal{O}_{[n]}$ is an orbit of \mathbb{A}_s^d under the group action π , then there exists $c \in \mathbb{N}$ such that either $c \mid d$ or $c \mid d - 1$, and

$$|\mathcal{O}_{[n]}| = (s - 1)/c.$$

Furthermore, the total number of orbits of order $(s - 1)/c$ is given by γ_c .

- Thus the total number of orbits of \mathbb{A}_s^d is given by:

$$\gamma_1 + \sum_{\substack{c \mid d \\ c > 1}} \gamma_c + \sum_{\substack{c \mid d-1 \\ c > 1}} \gamma_c.$$

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Color Image



Red

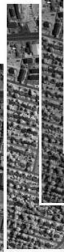


Blue

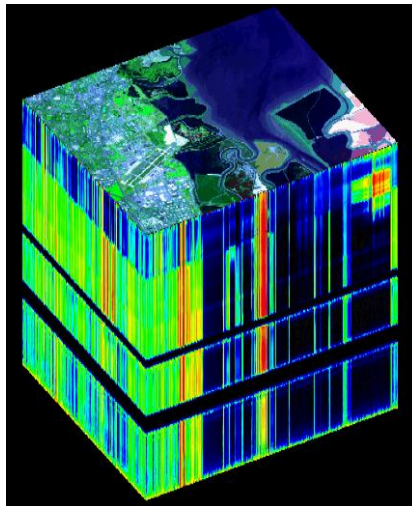


Green

Hyperspectral Imagery Data



Hyperspectral Data Cube



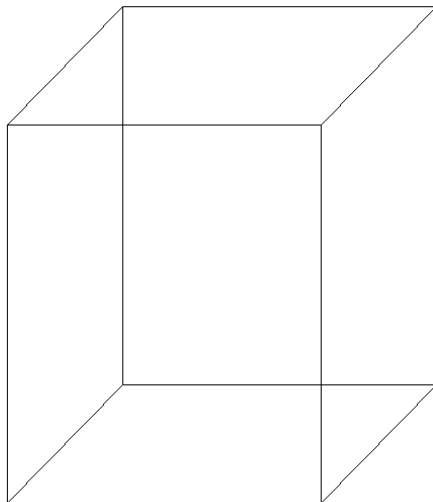
Overview of Hyperspectral Imagery Data

- Hyperspectral imagery (HSI) data is characterized by the narrowness and contiguous nature of the measurements.
- HSI data sets are spectrally overdetermined, and thus provide ample spectral information to distinguish between spectrally similar (but unique) materials.
- HSI data sets can be useful for the following purposes:
 - target detection
 - material classification
 - material identification
 - mapping details of surface properties

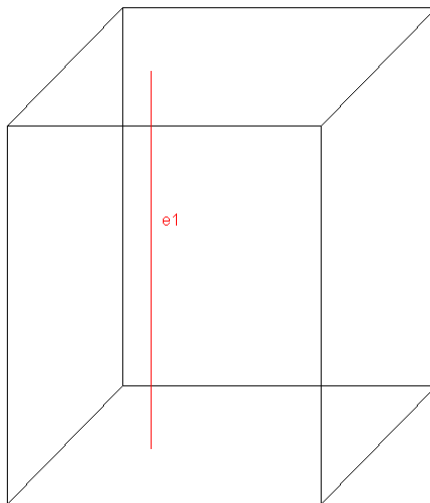
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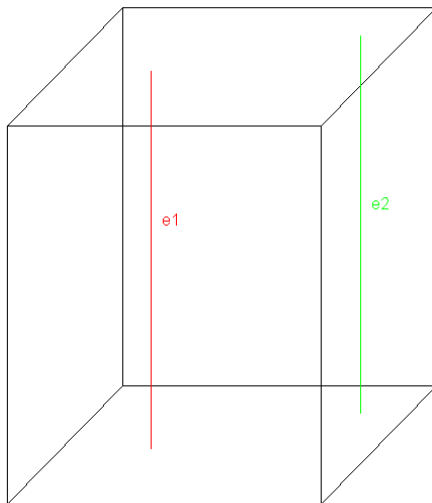
Endmember Illustration



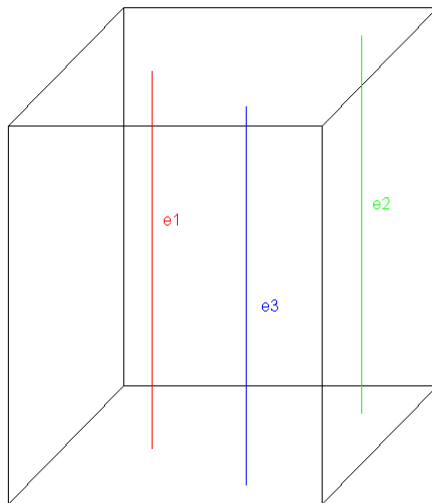
Endmember Illustration



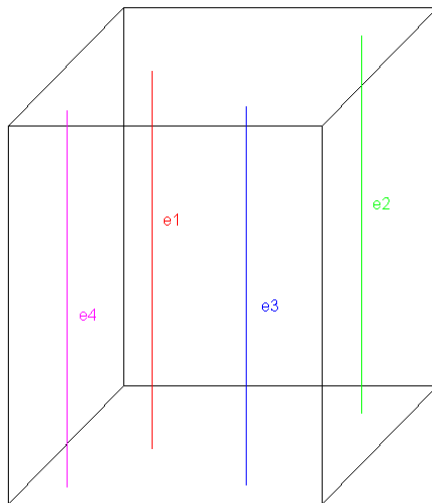
Endmember Illustration



Endmember Illustration



Endmember Illustration



Endmember Definition

- Assume our HSI data set is an $N_1 \times N_2 \times D$ cube.
 - N_1, N_2 spatial dimensions; $N = N_1 N_2$ pixels.
 - D is the spectral dimension; so D wavelengths measured.
- Let $X = \{x_i\}_{i=1}^N \subset \mathbb{R}^D$ denote the pixel vectors of the HSI data set in list form.

Definition

Endmembers are a collection of a scene's constituent spectra. If $E = \{e_i\}_{i=1}^s$ are endmembers, then the linear mixture model is

$$x_i = \sum_{j=1}^s \alpha_{i,j} e_j + N_{x_i}, \quad \forall x_i \in X,$$

where N_{x_i} is a noise vector.

Introduction to the Algorithm

We have two goals:

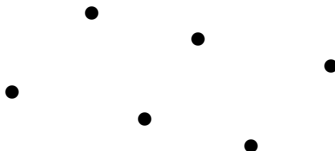
- 1 Map the high dimensional HSI data set X to an appropriate low dimensional space Y .
- 2 Represent the low dimensional space Y for the purposes of material classification.

We achieve these goals via two existing mathematical theories:

- 1 We use kernel eigenmap methods to determine the space Y .
- 2 We represent Y with an overcomplete endmember set Φ , also known as a frame.

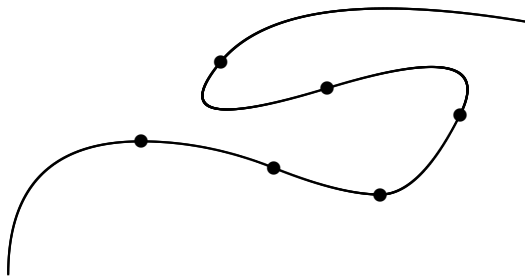
Introduction to Kernel Eigenmap Methods

- Given a high dimensional data set $X = \{x_i\}_{i=1}^N \subset \mathbb{R}^D$, we assume X lies on a low dimensional manifold M^d ($d < D$).
- Kernel eigenmap methods map the vectors in X to d -dimensional coordinates $Y = \{y_i\}_{i=1}^N \subset \mathbb{R}^d$ that preserve the underlying geometry of M^d .



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Basics of Kernel Eigenmap Methods

The main components of kernel eigenmap methods are:

- Construction of an $N \times N$ symmetric, positive semi-definite kernel K ,

$$K_{i,j} = K(x_i, x_j).$$

- Diagonalization of K and then choosing $d \leq D$ significant orthogonal eigenvectors of K , denoted by v_1, \dots, v_d .
- Map each $x_i \in X$ to the d -dimensional vector y_i given by:

$$y_i = (v_1(i), \dots, v_d(i)).$$

Frames and HSI data

- We wish to use a data dependent frame $\Phi = \{\varphi_i\}_{i=1}^s$ to represent the reduced dimension space $Y = \{y_i\}_{i=1}^N \subset \mathbb{R}^d$:

$$y_i = \sum_{j=1}^s c_{i,j} \varphi_j, \quad \forall y_i \in Y.$$

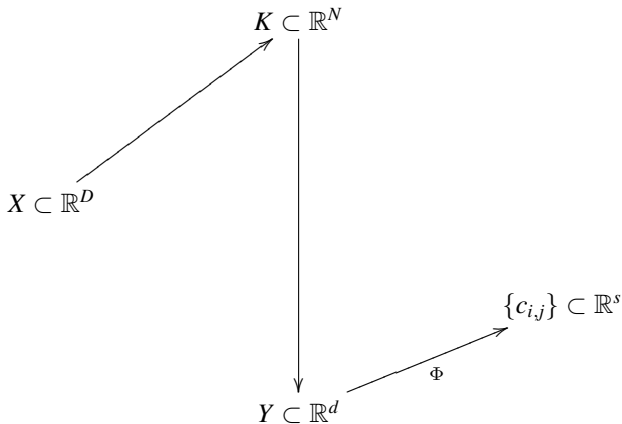
- Possible frame construction algorithms:
 - existing endmember algorithms
 - modified frame potential [Benedetto, Fickus; 2003]
- Possible frame coefficients:
 - $c_{i,j} = \langle y_i, S^{-1}(\varphi_j) \rangle$
 - $c_{i,\cdot} = \arg \min_c \|c\|_{\ell^1}$ subject to $\Phi c = y_i$

Why use frames?

Why use frames?

- Traditional endmembers may be mixtures of many prominent features.
- Overestimating the number of classes allows for flexibility in representing mixtures and pure elements.
- Empirical evidence suggests that distinct classes are not orthogonal to each other. Unlike the orthogonal eigenvectors of K , frame elements need not be orthogonal.

Review of Algorithm



Urban



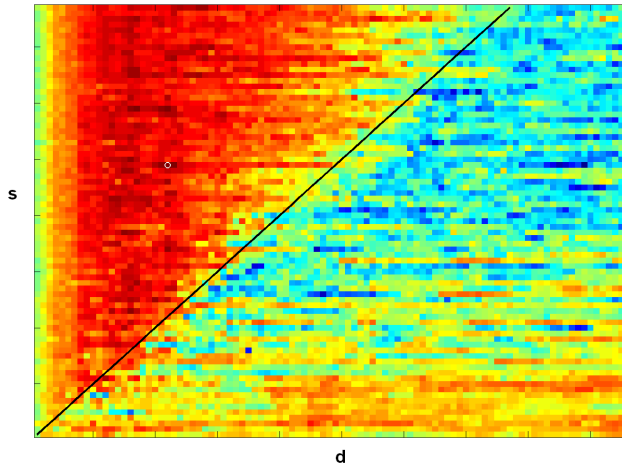
Figure: HYDICE Copperas Cove, TX – <http://www.tec.army.mil/Hypercube/>

Urban Classes

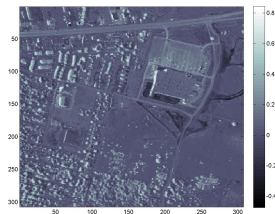
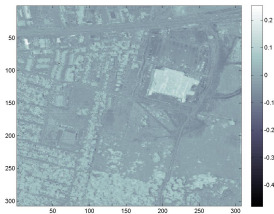
22 classes in the Urban data set, including:

- Dark asphalt
- Vegetation: grass
- Soil 1
- Soil 2
- Soil 3 (dark)
- Roof: Walmart

Overview of Classification Results



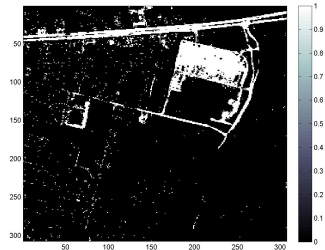
Sample Frame Coefficients



Dark asphalt



(e) Urban

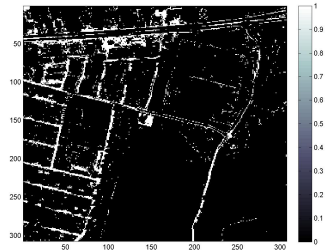


(f) Dark Asphalt

Light asphalt



(a) Urban

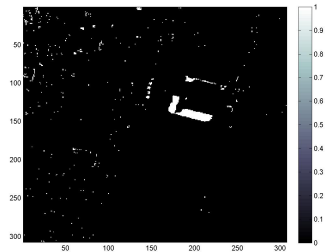


(b) Light asphalt

Concrete



(a) Urban



(b) Concrete

Vegetation: pasture



(a) Urban

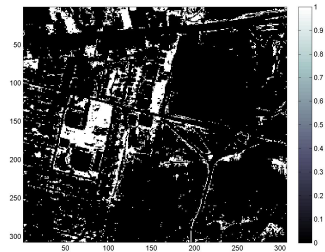


(b) Vegetation: pasture

Vegetation: grass



(a) Urban

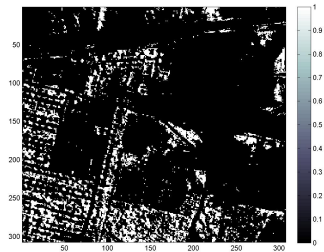


(b) Vegetation: grass

Vegetation: trees



(a) Urban

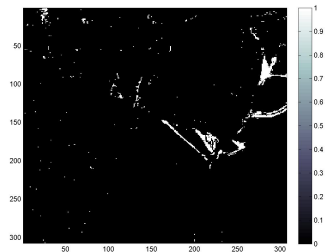


(b) Vegetation: trees

Soil 1



(a) Urban

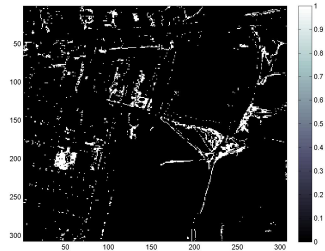


(b) Soil 1

Soil 2



(a) Urban

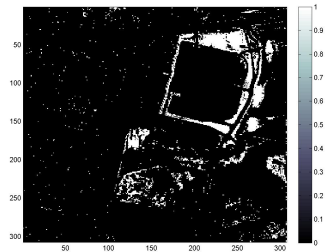


(b) Soil 2

Soil 3 (dark)



(a) Urban

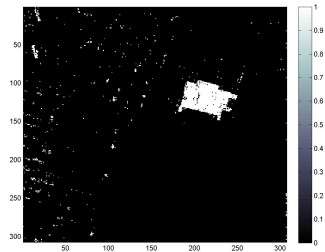


(b) Soil 3 (dark)

Roof: Walmart



(a) Urban

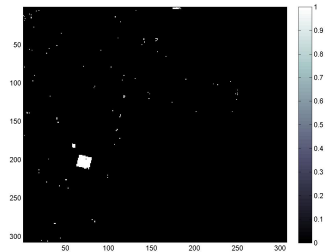


(b) Roof: Walmart

Roof: A



(a) Urban

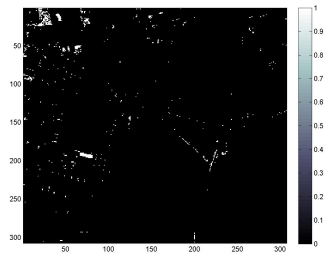


(b) Roof: A

Roof: B



(a) Urban

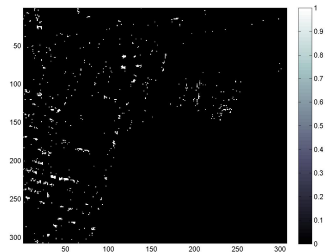


(b) Roof: B

Roof: light gray



(a) Urban

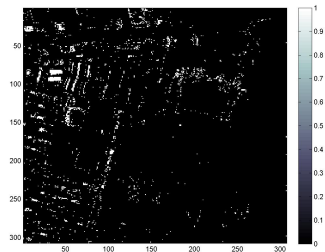


(b) Roof: light gray

Roof: dark brown



(a) Urban

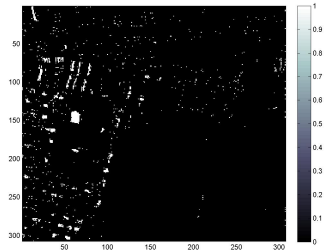


(b) Roof: dark brown

Roof: church



(a) Urban

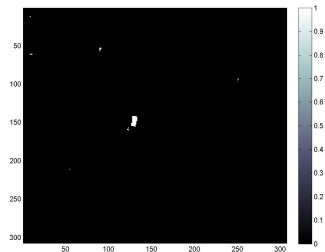


(b) Roof: church

Roof: school



(a) Urban

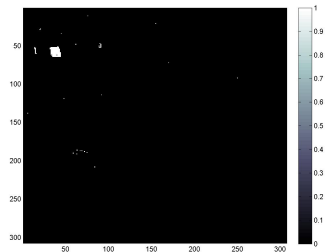


(b) Roof: school

Roof: bright



(a) Urban

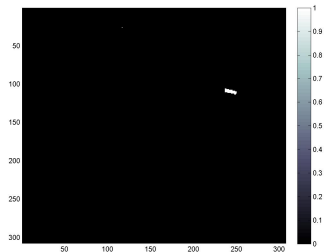


(b) Roof: bright

Roof: blue green



(a) Urban

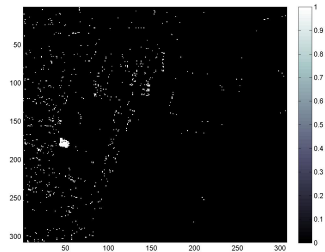


(b) Roof: blue green

Tennis court



(a) Urban

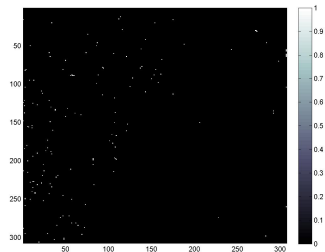


(b) Tennis court

Pool water



(a) Urban

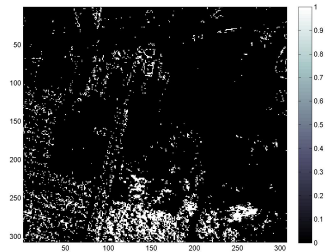


(b) Pool water

Shaded vegetation



(a) Urban

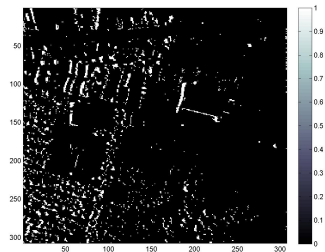


(b) Shaded vegetation

Shaded pavement



(a) Urban



(b) Shaded pavement

Thank you

Thank you for your time.

<http://www.math.umd.edu/~hirn/>