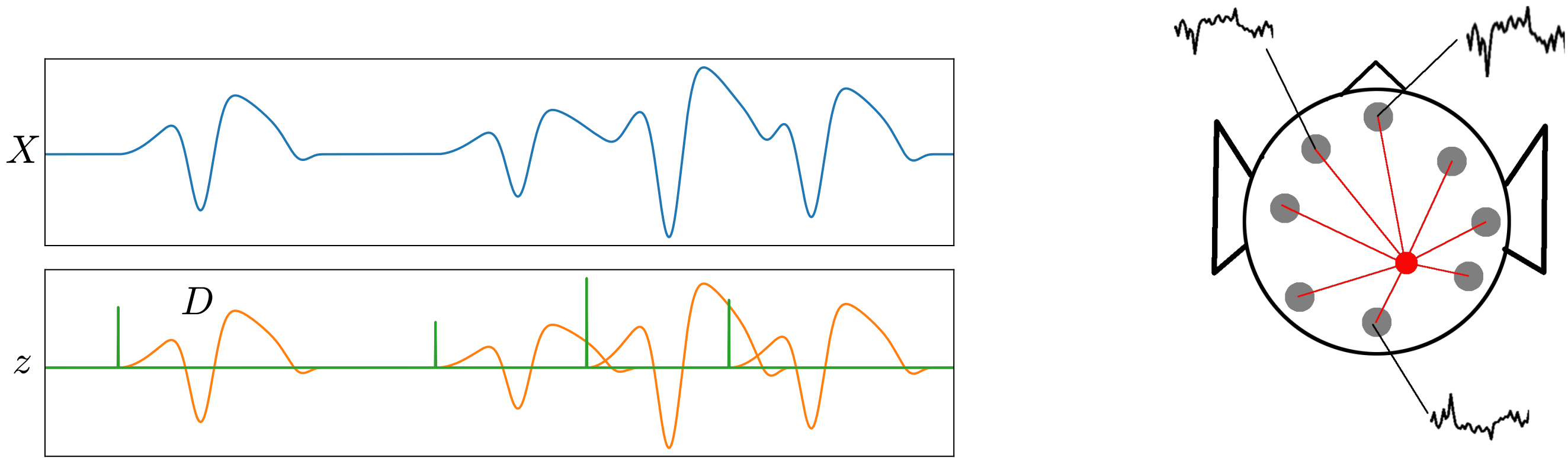


1. Convolutional Sparse Coding (CSC)

Convolutional linear model :

$$X = \sum_{k=1}^K z_k * D_k + \mathcal{E}, \quad \mathcal{E} \sim \mathcal{N}(0, \sigma I) \quad (1)$$

with signal $X \in \mathbb{R}^{P \times T}$ (P sensors and T samples), K patterns $D_k \in \mathbb{R}^{P \times L}$ (duration L) and activations $z_k \in \mathbb{R}^{\tilde{T}}$ such that $\tilde{T} = T - L + 1$.



Multivariate CSC

$$\min_{D_k, z_k^n} \sum_{n=1}^N \frac{1}{2} \left\| X^n - \sum_{k=1}^K z_k^n * D_k \right\|_2^2 + \lambda \sum_{k=1}^K \|z_k^n\|_1, \quad (2)$$

s.t. $\|D_k\|_2^2 \leq 1$ and $z_k^n \geq 0$,

Multivariate CSC with rank-1 constraint

$$\min_{u_k, v_k, z_k^n} \sum_{n=1}^N \frac{1}{2} \left\| X^n - \sum_{k=1}^K z_k^n * (u_k v_k^\top) \right\|_2^2 + \lambda \sum_{k=1}^K \|z_k^n\|_1, \quad (3)$$

s.t. $\|u_k\|_2^2 \leq 1$, $\|v_k\|_2^2 \leq 1$ and $z_k^n \geq 0$.

← One source in the brain is spread linearly and instantaneously over all sensors. The rank-1 hypothesis is particularly suited for MEG signals.

2. Z-step: solving for the activations

The Z-step solves (2) or (3) for a fixed dictionary. We solve it using

Greedy Coordinate Descent (GCD):

- Optimization problem for one coordinate has a close form:

$$z'_k[t] = \max \left(\frac{\beta_k[t] - \lambda}{\|D_k\|_2^2}, 0 \right) \quad (4)$$

$$\text{with } \beta_k[t] = \left[D_k^\top * \left(X - \sum_{l=1}^K z_l * D_l + z_k[t] e_t * D_k \right) \right] [t].$$

- Greedy update coefficient $(k_0, t_0) = \operatorname{argmax} |Z_k[t] - Z'_k[t]|$

Locally Greedy Coordinate Descent (LGCD): [Moreau et al., 2018]

- Select the best coordinate locally, on one of M contiguous segments \mathcal{C}_m :

$$(k_0, t_0) = \operatorname{argmax}_{(k,t) \in \mathcal{C}_m} |Z_k[t] - Z'_k[t]|$$

- For $M = \lfloor \tilde{T} / (2L - 1) \rfloor$, the computational complexity of choosing the coefficient matches the complexity of performing the update.
- It is efficient when the updates are weakly dependent and when the solution is sparse.

3. D-step: solving for the atoms

The D-step solves (2) or (3) for a fixed activations. We solve it using

Projected Gradient Decent (PGD):

- Separate minimization over $\{u_k\}_k$ and $\{v_k\}_k$.
- The step size is set using a Armijo backtracking line-search.

Function and gradients computations:

- The gradient relatively to a full atom $D_k = u_k v_k^\top \in \mathbb{R}^{P \times L}$:

$$\nabla_{D_k} E = \sum_{n=1}^N (z_k^n)^\top * \left(X^n - \sum_{l=1}^K z_l^n * D_l \right) = \Phi_k - \sum_{l=1}^K \Psi_{k,l} * D_l, \quad (5)$$

where $\Phi_k \in \mathbb{R}^{P \times L}$ and $\Psi_{k,l} \in \mathbb{R}^{2L-1}$ are constant during a D-step and can be precomputed.

- The gradients relatively to u_k and v_k are obtained using the chain rule:

$$\nabla_{u_k} E = (\nabla_{D_k} E) v_k \in \mathbb{R}^P, \quad (6)$$

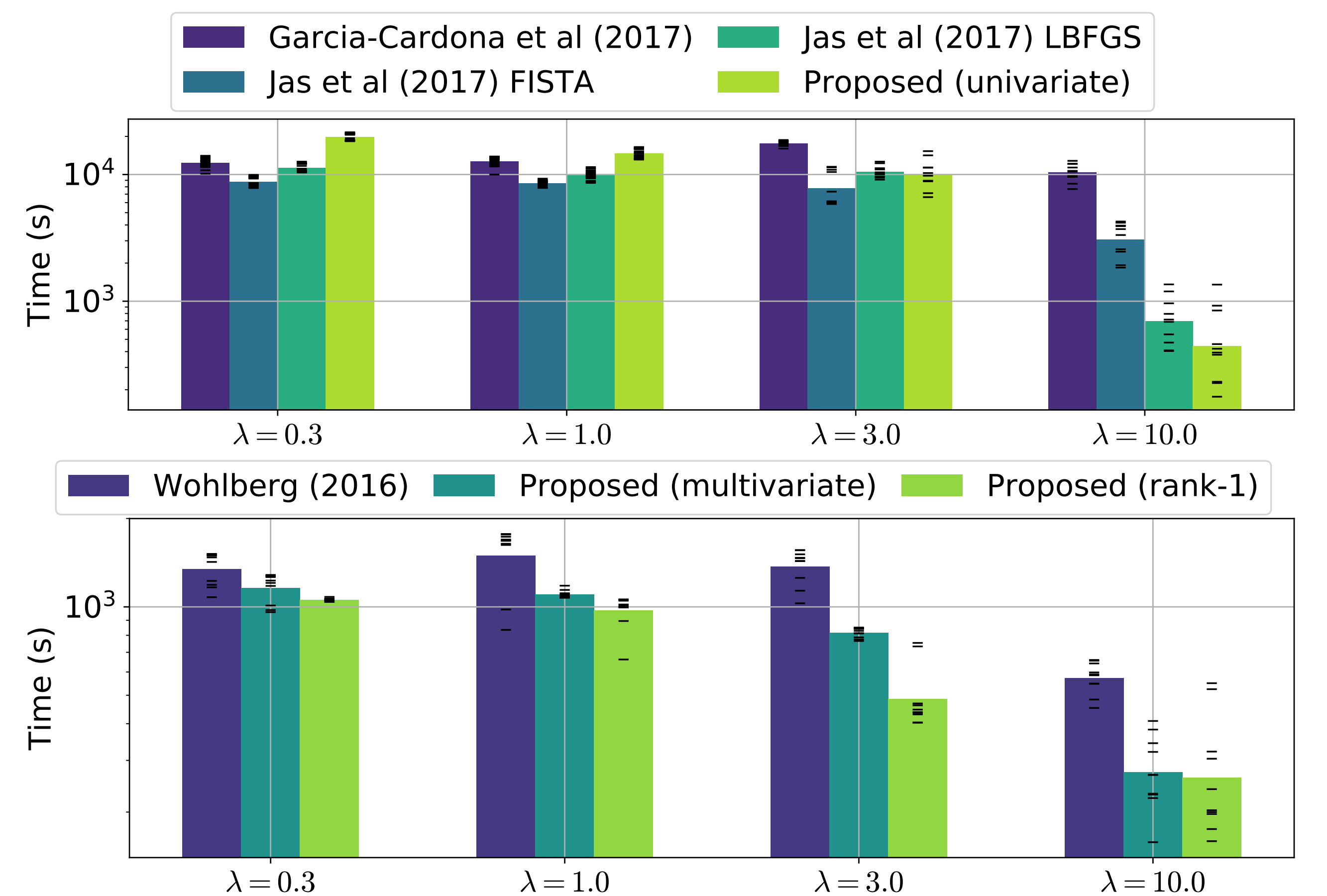
$$\nabla_{v_k} E = u_k^\top (\nabla_{D_k} E) \in \mathbb{R}^L, \quad (7)$$

- E can be computed, up to a constant term C , with the following:

$$E = \sum_{k=1}^K u_k^\top (\nabla_{D_k} E) v_k + C. \quad (8)$$

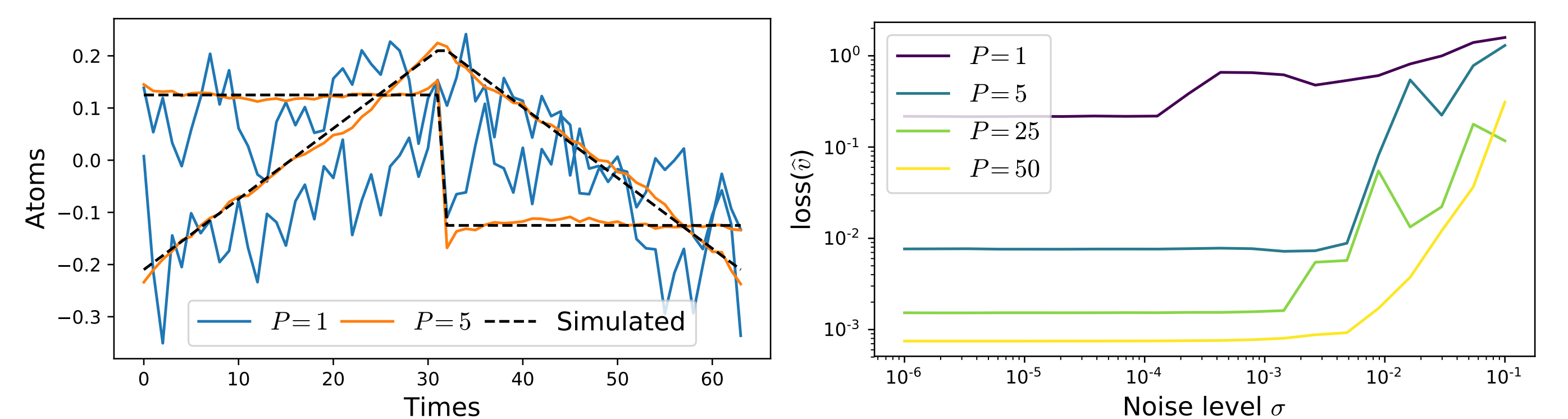
⇒ Using this pre-computation helps scaling with the number of channels as the computation are in $\mathcal{O}(P + L)$ instead of $\mathcal{O}(PL)$.

4. Multivariate speed benchmark



Speed benchmark for univariate-CSC (top) and multivariate-CSC (bottom).

5. Simulated Signals

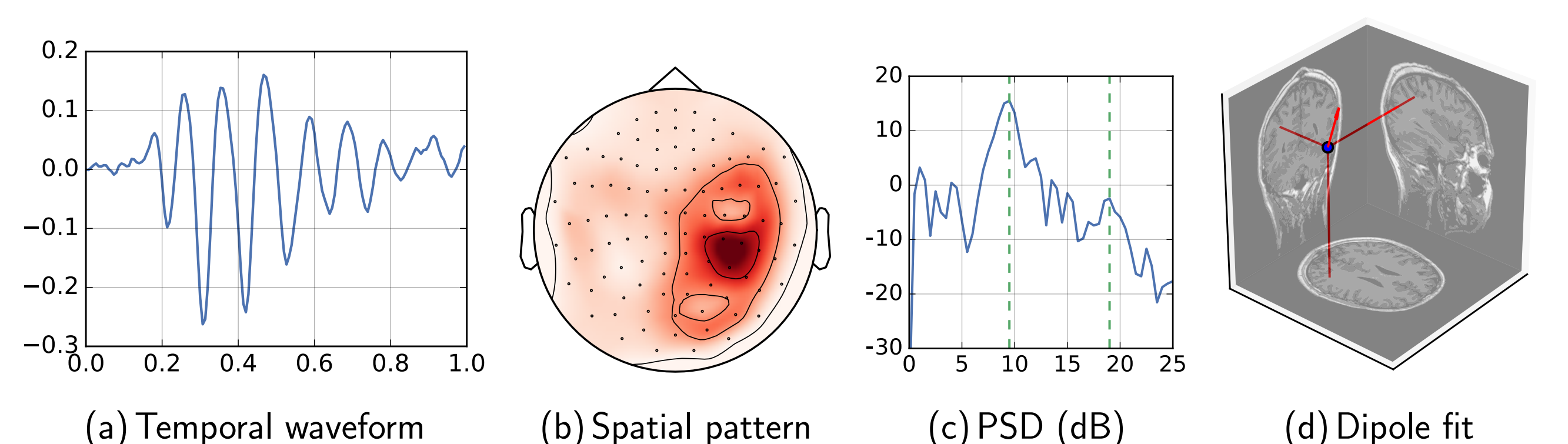


- Signals are generated following (1) over P channels.
- Recovered temporal patterns \hat{v}_k are evaluated using:

$$\text{loss}(\hat{v}) = \min_{s \in \mathcal{S}(K)} \sum_{k=1}^K \min (\|\hat{v}_{s(k)} - v_k\|_2^2, \|\hat{v}_{s(k)} + v_k\|_2^2).$$

⇒ More channels improves the pattern recovery as it disentangling super-imposed patterns.

6. Experimental Signals



Atom learned using the MNE-somatosensory dataset. The learned temporal pattern illustrate mu-waveforms described for instance in [Cole and Voytek, 2017].