

The MRMI Algorithm

The batch mode adaptation algorithm for the rotation matrix, which is parameterized in terms of Givens rotations, can be summarized as follows.

1. Whiten the observations $\{z_1, \dots, z_N\}$ using \mathbf{W} to produce the samples $\{x_1, \dots, x_N\}$.
2. Initialize (randomly) the Givens rotation angles θ_{ij} , $i = 1, \dots, n-1$, $j = i+1, \dots, n$.
3. Compute the rotation matrix using Eq. (8.56) and evaluate the output samples.
4. Until the algorithm converges repeat the following steepest descent procedure.
 - a. Evaluate the gradient of the cost function $J(\theta) = \sum_{o=1}^M \hat{H}_\alpha(Y_o)$, using

$$\frac{\partial J}{\partial \theta_{ij}} = \sum_{o=1}^M \frac{\partial \hat{H}_\alpha(Y_o)}{\partial \theta_{ij}} = \sum_{o=1}^M \frac{1}{1-\alpha} \frac{\partial \hat{V}_\alpha(Y_o) / \partial \theta_{ij}}{\hat{V}_\alpha(Y_o)}, \quad (8.57)$$

where the information force $\partial \hat{V}_\alpha / \partial y_o$ is estimated by Eq. (2.69) and

$$\mathbf{y}_{o,j} = \mathbf{R}^o \mathbf{x}_j, \quad o = 1, \dots, M, \quad j = 1, \dots, N$$

$$\frac{\partial y_{o,j}}{\partial \theta_{ij}} = \frac{\partial \mathbf{R}^o}{\partial \theta_{ij}} \mathbf{x}_j = \left(\frac{\partial \mathbf{R}}{\partial \theta_{ij}} \right)^o \mathbf{x}_j \quad (8.58)$$

$$\frac{\partial \mathbf{R}}{\partial \theta_{ij}} = \left(\prod_{p=1}^{i-1} \prod_{q=p+1}^M \mathbf{R}_{pq} \right) \left(\prod_{q=i}^{j-1} \mathbf{R}_{iq} \right) \mathbf{R}'_{ij} \left(\prod_{q=j+1}^M \mathbf{R}_{iq} \right) \left(\prod_{p=i+1}^{M-1} \prod_{q=p+1}^M \mathbf{R}_{pq} \right), \quad (8.59)$$

where for any matrix \mathbf{A} , \mathbf{A}^o denotes the o th row of that matrix and \mathbf{R}'_{ij} denotes the derivative of the specific Givens rotation matrix (in the i, j plane) with respect to its parameter θ_{ij} .

- b. Evaluate the sign of the sum of kurtosis (K), and update the Givens angles using

$$\theta_{ij} \leftarrow \theta_{ij} - \eta \text{sign}(K) \frac{\partial J}{\partial \theta_{ij}}. \quad (8.60)$$