Distributed Change Detection Based on a Consensus Algorithm

Srdjan S. Stanković¹, Nemanja Ilić¹, Miloš S. Stanković², Karl Henrik Johansson²

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¹Faculty of Electrical Engineering, University of Belgrade, Belgrade, Serbia ²School of Electrical Engineering, Royal Institute of Technology, 100-44 Stockholm, Sweden

Motivation

Change detection is one of typical tasks of sensor networks; possibility to test the decision variables at any node in the network and in real time is often desirable. • In the classical multi-sensor detection schemes the local sensors send all their data to other sensors, and ultimately to a fusion center - the decision variables are tested only at predefined fusion nodes.

• Most of the recent attempts to apply consensus techniques to the distributed detection problem assume that the dynamic agreement process starts after all data have been collected - inapplicable to real time change detection problems.

Distributed detection based on time averaging

• The recursive algorithms with constant coefficient α are essentially tracking algorithms with exponential forgetting, able to cope with change detection phenomena. • In the case when α is a function of time tending to 1 when t tends to infinity, the algorithms are not directly suitable for change detection purposes. Theorem 2. Let α be replaced by $\alpha(t+1) = 1 - \gamma(t+1)$, and let the assumptions A1), A2) and A3) be satisfied, together with: A4) $\gamma(t)$ is a non-increasing sequence satisfying $\gamma(t) > 0$, $\lim_{t \to \infty} \gamma(t) = 0$, $\sum_{t=1}^{\infty} \gamma(t) = \infty$. Then, ||Q(t)|| = o(1)Theorem 3. Under the assumptions of Theorem 2 and with $\gamma(t) = -1$ we have

Contribution

A novel algorithm is proposed for *distributed change detection* while monitoring the environment through a wireless sensor network.

• All the nodes in the network generate local decision variables by recursive schemes belonging to the geometric moving average control charts, applicable in real time.

• A dynamic consensus scheme with preselected asymmetric communication gains is applied; an algorithm which asymptotically provides nearly equal behavior of all the nodes is obtained (*i.e.*, **any node** can be selected for testing the decision variable w.r.t. a pre-specified threshold).

Algorithm

• Network with *n* nodes, each node collects measurements and generates at each discrete time instant t a scalar quantity $x_i(t)$, directly or as a result of local signal processing; $\{x_i(t)\}$ are considered as mutually independent stationary random sequences with means m_i and covariances $r_i(\tau)$.

 Global decision function for the whole network $s_{c}(t+1) = \alpha s_{c}(t) + (1-\alpha) \sum \omega_{i} x_{i}(t+1), \quad s_{c}(0) = 0, \quad 0 < \alpha < 1,$ where $\omega_i = k\theta_i^1 \sigma_i^{-2}$ are the components of the vector $\omega^T = k\theta^{1T} \Sigma^{-1} (k = (\sum_{i=1}^n w_i)^{-1})$.

•The basic assumption: nodes in the network are connected in such a way that the $n \times n$ matrix C represents the weighted adjacency matrix for the underlying graph representing the network, and that C is row stochastic.

• The proposed algorithm generates the vector decision function $s(t) = [s_1(t) \cdots s_n(t)]^T$ of the network:

 $s(t+1) = \alpha Cs(t) + (1-\alpha)Cx(t+1), s(0) = 0,$ where $x(t) = [x_1(t)\cdots x_n(t)]^T$.

 $||Q(t)|| = o(t^{-2})$ while $\operatorname{var}\{s_c(t)\} = O(t^{-1})$.

Simulation results

• Network with *n* = 10 nodes is considered, where the means are randomly taken from the interval [0, 1], and variances randomly taken from the interval [0.5, 1.5] (means are zero in the case of no change). The moment of change is chosen to be t = 200. • Communication gains are obtained by solving the linear equation $\omega^T C = \omega^T$.

	0.4500	0	0	0.1291	0	0	0.1314	0.1683	0	0.1212
	0	0.2761	0.2930	0	0	0	0.0942	0.2955	0	0.0411
	0	0.2770	0.2944	0	0	0	0.0909	0.2997	0	0.0380
e.g.	0.0176	0	0	0.1352	0	0.1609	0	0.2664	0.3233	0.0966
$\theta_i^1 \sigma_i^{-2} \longrightarrow C^{-1}$	0	0	0	0	0.2226	0.2569	0	0	0.5205	0
$ \theta_i = \frac{1}{\sum_{i=1}^{n} \theta_i^1 \sigma_i^{-2}} \rightarrow C = $	0	0	0	0.1003	0.1076	0.1247	0.1129	0.2396	0.3149	0
	0.0109	0.2191	0.2265	0	0	0.1213	0.1195	0.2287	0	0.0741
$(\lim_{i\to\infty}C^i=1\omega^T)$	0.0013	0.2396	0.2570	0.0572	0	0.0869	0.0651	0.2689	0	0.0240
	0	0	0	0.0903	0.1080	0.1371	0	0	0.6646	0
	0.0253	0.1942	0.1976	0.1341	0	0	0.1427	0.2000	0	0.1062

• The proposed algorithm effectively achieves very similar behavior of all of the nodes, with local decision functions getting closer to the global decision function as $\alpha \rightarrow 1$.



• Consensus matrix C performs for each node "convexification" of the neighboring states and enforces in such a way consensus between the nodes.

Convergence analysis

• Assumptions:

A1) C has the eigenvalue 1 with multiplicity 1;

 \Rightarrow Cⁱ converges to a nonnegative row stochastic matrix with equal rows; A2) $\lim_{i\to\infty} C^i = \mathbf{1}\omega^T$;

 \Rightarrow C can be constructed by solving the linear equation $\omega^T C = \omega^T$ under the constraints that some of the elements of C are equal to zero and that it is row stochastic.

• Error is defined as $e(t) = s(t) - \mathbf{1}s_c(t) = (I - \mathbf{1}\omega^T)s(t) = (1 - \alpha)\sum_{i=0}^{t-1} \alpha^i \widetilde{C}^{i+1} \widetilde{x}(t-i)$, where $\widetilde{C} = C - \mathbf{1}\omega^T$, $\widetilde{x}(t) = (I - \mathbf{1}\omega^T)x(t)$. • s(t) as the estimator of $s_c(t)$ is, in general, biased; $m_e = E\{e(t)\} = 0$ only when $m_i = m_j$, i, j = 1, ..., n; the bias is smaller when α is closer to 1 ($E\{e(t)\} \sim (1 - \alpha)$).

• The focus of the analysis is placed on the mean-square error matrix, defined as $Q(t) = E\{e(t)e(t)^T\} - m_e(t)m_e(t)^T = (1-\alpha)^2 \Phi(t)^T \widetilde{R}(t)\Phi(t)$, where $\Phi(t) = [\alpha^{t-1}\widetilde{C}^t : \alpha^{t-2}\widetilde{C}^{t-1} : \cdots : \alpha^0\widetilde{C}]^T$, $\widetilde{R}(t) = R(t) - m_X m_X^T$, $R(t) = E\{X(t)X(t)^T\}$, $X(t) = [x(1)^T \cdots x(t)^T]^T$, $m_X = E\{X(t)\}$; further, $\tilde{R}(t) = [R_{ij}]$, where $R_{ii} = \text{diag}\{r_1(i-j), \dots, r_n(i-j)\}.$

Theorem 1. Let assumptions A1) and A2) hold, together with A3) $\max_{i} \sum_{\tau=0}^{\infty} |r_{i}(\tau)| < K < \infty$. Then, $\max_{i,i} Q_{ii}(t) = O((1-\alpha)^2)$

Proof:

•The values of $|E\{e(t)\}|$ and $E\{e(t)e(t)^T\}_{ii}$ are estimated for different values of α for t = 1000 using 1000 Monte Carlo runs.



• The distribution of the alarm times at which a detection occurs is estimated for different values of α (the moment of change is t = 500, the threshold is $\lambda_c = 0.5k\theta^{1T}\Sigma^{-1}\theta^{1}$). • In the time averaging case the estimates of $E\{e(t)e(t)^T\}_{ii}$ are calculated using 1000 Monte Carlo runs.

• The n-dimensional quadratic form $y^T Q(t) y = (1 - \alpha)^2 y^T \Phi(t)^T \widetilde{R}(t) \Phi(t) y$ is analyzed. • The expression $y^T \Phi(t)^T \Phi(t) y$ is in the form of a sum of terms containing $y^T \widetilde{C}^i \widetilde{C}^{iT} y$; • From assumptions A1) and A2) $\Rightarrow C$ has the same eigenvalues as C, except for the eigenvalue 1 which is replaced by $0 \Rightarrow$ modules of all of its eigenvalues are less than 1; • The recursion $P(t+1) = \widetilde{C}P(t)\widetilde{C}^{T}$, P(0) = I is considered ($P(t) = \widetilde{C}^{t}\widetilde{C}^{t}$); • The column vectors of P(t) are concatenated to obtain an n^2 -vector $vec\{P(t)\}$ \Rightarrow vec{P(t+1)} = ($C \otimes C$)vec{P(t+1)} (" \otimes " denotes the Kronecker's product); • From A1) and A2) $\Rightarrow |\lambda(\widetilde{C} \otimes \widetilde{C})|_{\max} = \lambda_M < 1$ (eigenvalues of $\widetilde{C} \otimes \widetilde{C}$ take values from the cross products of the eigenvalues of $\widetilde{C} \rightarrow |P(t)| \leq k_p \lambda_M^t$ $\Rightarrow y^T \widetilde{C}^i \widetilde{C}^{iT} y \le k_p \lambda_M^i \|y\|^2 \text{ and } y^T \Phi(t)^T \widetilde{R}(t) \Phi(t) y \le \|y\|^2 k' K \sum_{i=0}^{\infty} \alpha^i \lambda_M^{i+1} \le K_1 < \infty$ • By choosing $y = e_i$ (e_i denotes the *n*-vector of zeros with only i-th entry equal to one) $\Rightarrow Q_{ii}(t) \leq K_1(1-\alpha)^2$; furthermore, $|Q_{ii}(t)| \leq \max_i Q_{ii}(t)$. Q.E.D.

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FURTHER WORK: Generalization of the presented results to the case of stochastic time varying consensus matrices and application of the same methodology to the recursive Generalized Likelihood Ratio (GLR) algorithm.