

# Deepmind - Unsupervised representation learning

Thursday, 25 February 2021 22:38

- Unsupervised learning: find structure in provided data.

Use cases: - Clustering

- Dimensionality reduction.

- Challenges: data efficiency, Robustness, Generalization, Transfer, Common sense.

- Benchmarks:

Semi-supervised learning: Visual task adaptation Benchmark (Google)

Generalization: CoinRun (OpenAI)

Transfer: DM Lab-30 (DeepMind)

- Representation:

- Representational form orthogonal to information content.
- Useful abstraction to make different computations more efficient.
- defined by the shape of the manifold on which the data lie within the representational space.

- Good representation specifications from Neuroscience:

1. Untangled. 2. Attention. (things not relevant)

3. Clustering. 4. Latent states (beyond perception)

4. Compositionality.

- Compositionality: Leads to open-endedness; can construct arbitrary large number of meaningful complex expressions from a finite number of constituent expressions and combination rules.

- Representation specification from Physics:

Symmetry transformations

- Representations in AI:

- Information bottleneck.

- Invariance: representation remains unchanged when a certain transformation is applied to the input:  $f(g \cdot x) = f(x)$

- Equivariance: representation reflects the transformation applied to the input:  $f(g \cdot x) = g \cdot f(x)$

- Disentangled representation learning: invert a generative process to inference process

DL of representations: looking forward [Bengio'13]

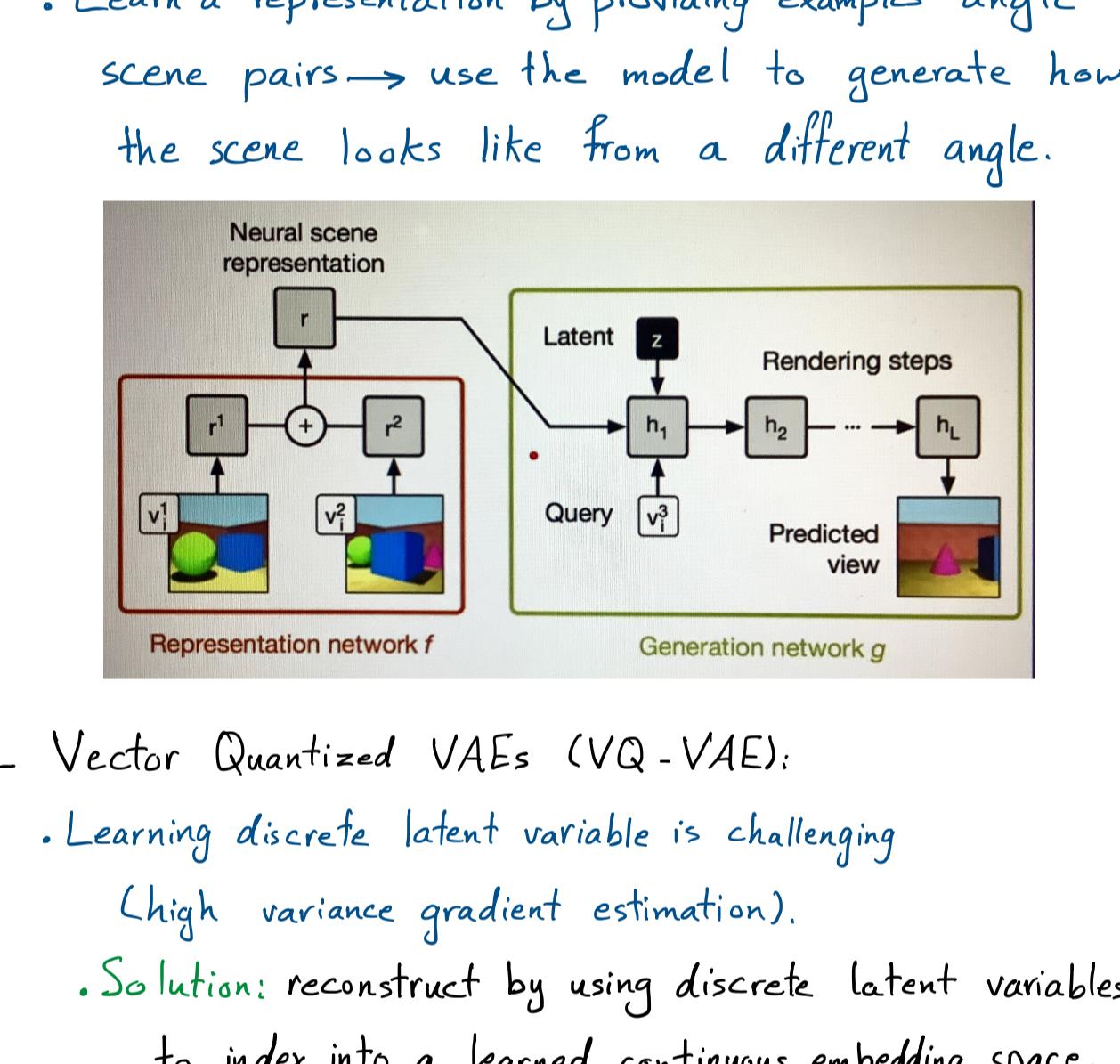
- Symmetry: given a symmetry group of transformation  $G$  affects an abstract state  $w$

→ we want to find an equivariant map  $f$ :

$$g \cdot f(w) = f(g \cdot w); \forall g \in G, w \in W$$

Towards a definition of Disentangled Repr. [Higgins'19]

- Evaluating representations:



- Representation learning techniques with DNN:

1. Generative modeling: learn the distribution using generative modeling, often through reconstruction.

2. Contrastive loss: use classification losses to learn representations that preserve temporal or spatial data consistency.

3. Self-supervision: Exploit knowledge of data to design learning tasks which lead to useful representations.

- Generative modeling for representation learning:

• Model the underlying data distribution.

• Unsupervised learning (task agnostic).

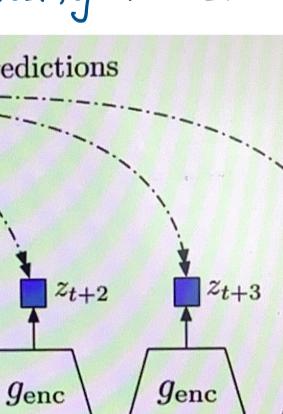
• Intuition: most efficient way to model a distribution is to extract common patterns (representations).

- Latent variable models: model the data generation process as a mapping from a low dimensional unknown (Latent) space to the data distribution.

- Inference in latent variable models: find  $p(z|x)$

Intuition: find the underlying factors which generated the data

(with uncertainty estimates).



- Variational autoencoder:

Maximum likelihood  $E_{p_\theta(z)} [\log p_\theta(x)]$

LVM  $\log p_\theta(x) = \log \int p_\theta(x|z)p(z) dz$

Lower bound on maximum likelihood (ELBO):

$$\log p_\theta(x) \geq E_{q_\phi(z|x)} [\log p_\theta(x|z)] - KL(q_\phi(z|x) || p(z))$$

reconstruct stay close to prior

$q_\phi(z|x)$ : approximate posterior

- Beta-VAE: learn disentangled continuous representations encoding semantic information.

• Beta-VAE in RL: improves generalization & transfer.

DARLA: improving zero-shot transfer in RL [Higgins'17]

- Sequential VAEs - ConvDraw.

Towards conceptual compression [Gregor'18]

- Layered models - Monet

MONet: unsupervised scene Decom. [Burgess'19]

• Using attention in a multi-level process leads to a generative model which learns concepts (objects) in an unsupervised way.

• Latent traversals show that Monet learns to encode the position of an object into a latent.

→ learns tasks in RL quickly

- Generative Query Networks (GQN):

• Learn a representation by providing examples angle scene pairs → use the model to generate how the scene looks like from a different angle.



- Vector Quantized VAEs (VQ-VAE):

• Learning discrete latent variable is challenging (high variance gradient estimation).

• Solution: reconstruct by using discrete latent variables to index into a learned continuous embedding space.



- Neural Discrete repr. learning [von den Oord '17]

- Generative Adversarial Networks (GAN):

Generator: make the teacher happy by making generated data look real

real data  $x \sim P(x)$

generated data  $G(z)$

Discriminator: distinguish between real and generated data, so that I can tell the generator how to improve

- BigBiGAN: Large scale Adv. repr. learning [Donahue'19]

No pixel loss reconstruction → reconstructions capture high level information → latents capture high level information.

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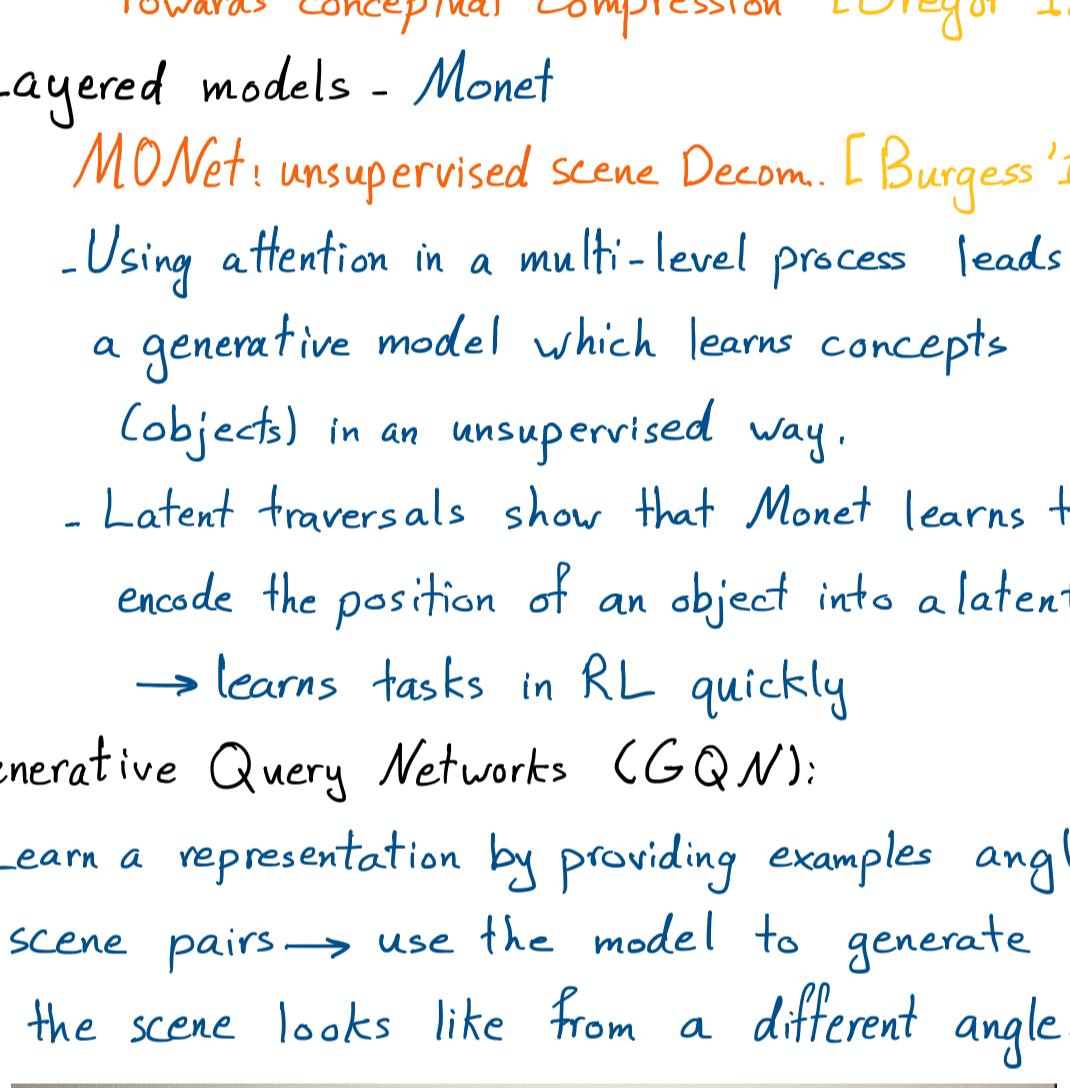
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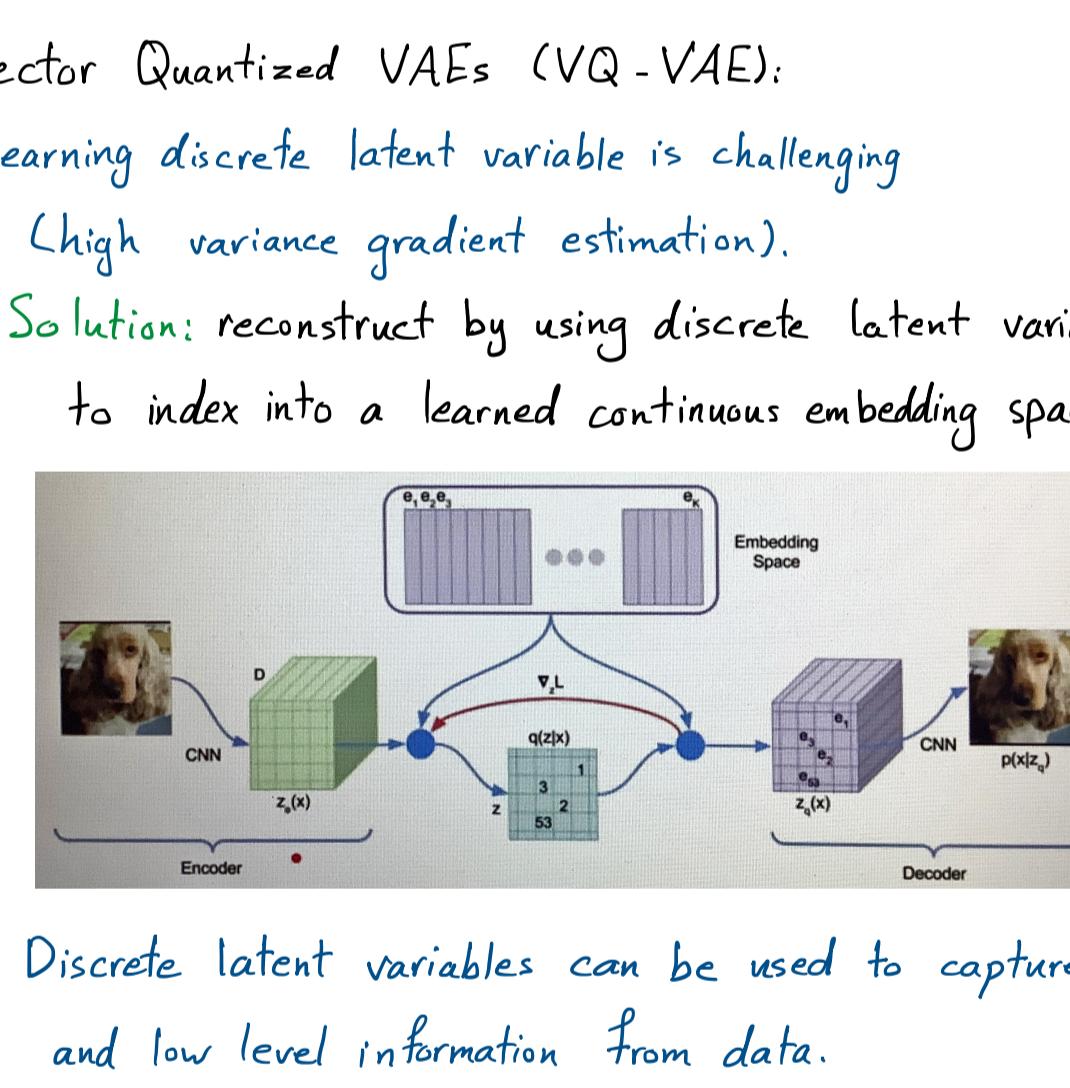
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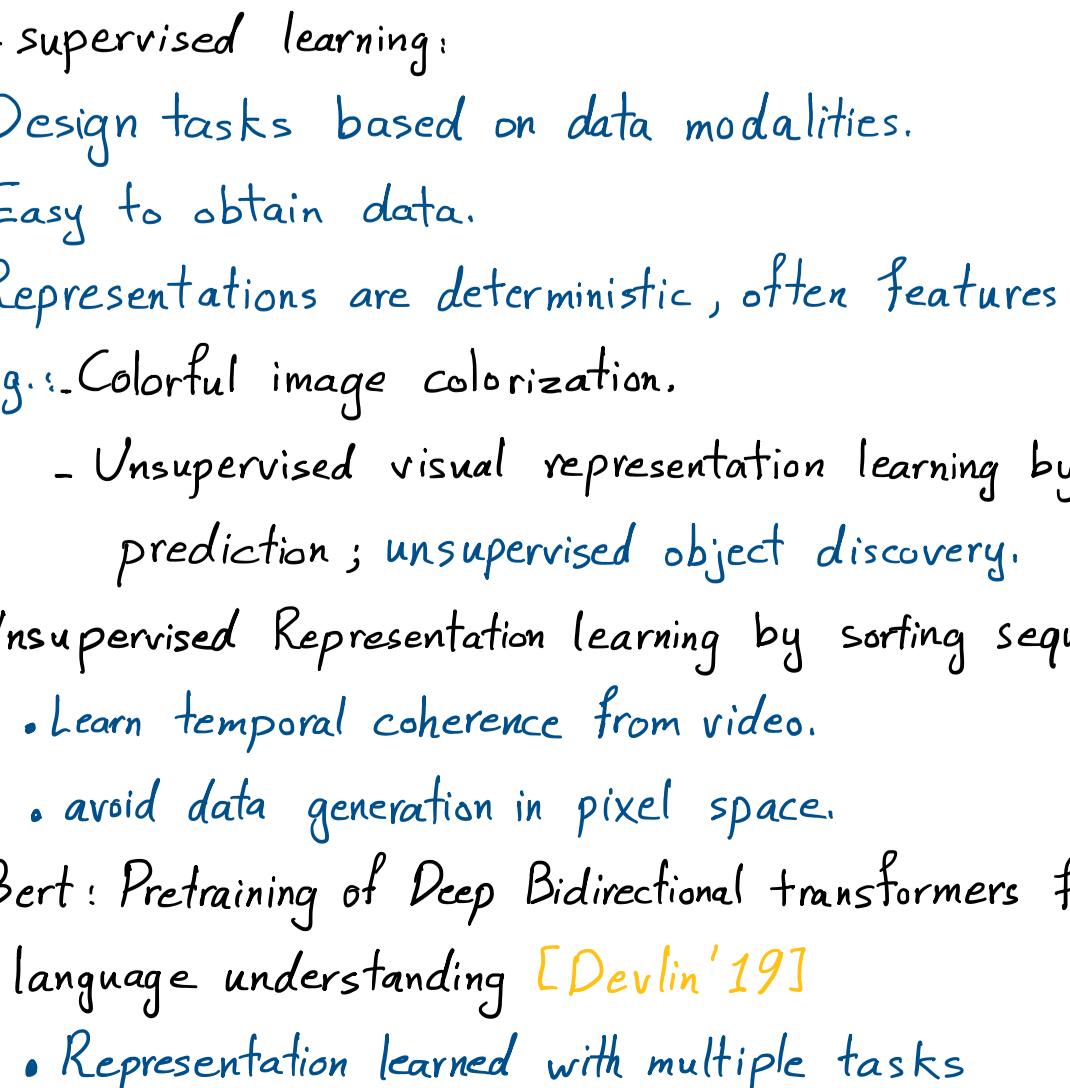
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