## Regularization for Image Classification

Numerical Methods for Deep Learning

# Why use regularization?

We are attempting to train weights  $\mathbf{W} \in \mathbb{R}^{n_c \times n_f}$  to express the relation between some data  $\mathbf{Y} \in \mathbb{R}^{n_f \times n}$  and their labels  $\mathbf{C} \in \mathbb{R}^{n_c \times n}$  by solving

$$\min_{\mathbf{W}} E(\mathbf{W}) = E(\mathbf{C}, \mathbf{W}, \mathbf{Y})$$

Recall:  $rank(\mathbf{Y}) \leq min\{n_f, n\}$ 

- ▶  $n < n_f$ : No unique solution
- $ightharpoonup n > n_f$ : **Y** may still be rank-deficient

Challenges in image classification:

- ▶ data is high dimensional ( $n_f \approx$  number of pixels/voxels/frames)
- ▶ higher resolution ~> need more examples?
- ▶ higher resolution ~ larger rank?

## Regularization

If Hessian  $\nabla^2 E$  highly ill-conditioned, regularization is needed.

- Symptom: weights are large or oscillatory.
- Alternative: Estimate condition number (costly!)

Solution: require solution to be regular

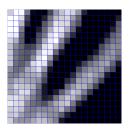
$$\min_{W} \ \phi(\mathbf{W}) = E(\mathbf{W}) + \lambda R(\mathbf{W}),$$

#### where

- ▶ R is a regularizer,  $R(\mathbf{W})$  large when  $\mathbf{W}$  is irregular and small otherwise
- $\triangleright$   $\lambda$  is a regularization parameter (needs to be chosen)
- ▶ Mathematically: R makes sure W\* lies in desired function space (and is sufficiently regular).

Excellent references include [1, 2, 3].

# What is an Image?





Digital images are arrays  $\mathbf{U} = \mathbb{R}^{m_1 \times m_2 \times c}$  ( $c = 1 \rightsquigarrow$  grey only).

perhaps most common interpretation in image processing

Continuous point of view: Images are functions supported on a domain  $\Omega \in \mathbb{R}^2$   $u: \Omega \to \mathbb{R}^c$ .

- choose function space (e.g., continuous, differentiable)
- ▶ discretize on regular grids ~> digital image
- apply operators to images (e.g., gradient in edge detection)

## Type of Regularization

Classical Tikhonov (aka weight decay)

$$R(\mathbf{W}) = \frac{1}{2} \|\mathbf{W}\|_F^2$$

requires elements to be small.

When Y are images, also columns in W can be seen as images

$$\mathbf{w}^{\top}\mathbf{y} pprox \int_{\Omega} w(\boldsymbol{\xi}) y(\boldsymbol{\xi}) d\boldsymbol{\xi}.$$

**General Tikhonov**: Let **L** be a given matrix

$$R(\mathbf{W}) = \frac{1}{2} \|\mathbf{LW}\|_F^2$$

If **L** is discrete derivative operator, entries need to be smooth.

#### Discretization of $\nabla^2$

Idea: Ensure classifier is smooth by using  $\mathbf{L} \approx \nabla^2$ .

Finite difference in 1D: Let  $\mathbf{u} \in \mathbb{R}^m$  be discretization of  $u:[0,1] \to \mathbb{R}$  on regular grid with pixel size h=1/m

$$\nabla^2 u(x_j) \approx \frac{1}{h^2} (-2\mathbf{u}_j + \mathbf{u}_{j-1} + \mathbf{u}_{j+1}).$$

Code in 1D

L1D = 
$$@(m,h)$$
 1/h<sup>2</sup> \*...  
spdiags(ones(n,1) \* [1 -2 1],-1:1,m,m)

Finite difference in 2D: Let  $\mathbf{U} \in \mathbb{R}^{m \times m}$  be discretization of  $u:[0,1]^2 \to \mathbb{R}$  on regular grid with pixel size h=1/m

$$abla^2 I(x_{ij}) pprox rac{1}{h^2} (-4 \mathbf{I}_{ij} + \mathbf{I}_{i-1j} + \mathbf{I}_{i+1j} + \mathbf{I}_{ij-1} + \mathbf{I}_{ij+1}).$$

### Discretization of $\nabla^2$

In 2D 
$$\nabla^2 = \frac{\partial^2}{\partial x^2} + \frac{\partial^2}{\partial y^2}$$

Use Kroneker products

$$\operatorname{vec}(\mathsf{LUI}) = (\mathsf{I}^{\top} \otimes \mathsf{L}) \operatorname{vec}(\mathsf{U}).$$

Code in 2D

$$L = kron(speye(m2), L1D(m1,h1)) + ...$$
  
 $kron(L1D(m2,h2), speye(m1));$ 

### More about discrete $\nabla^2$

Note that **L** can also be written as a convolution

$$\mathbf{L} = \frac{1}{h^2} \quad \begin{pmatrix} 0 & 1 & 0 \\ 1 & -4 & 1 \\ 0 & 1 & 0 \end{pmatrix} * \mathbf{U}.$$

In general - any differential operator with constant coefficients can be written as convolution and vice versa.

Continuous interpretation allows re-computing a convolution kernel for different image resolutions.

## Recap: Numerical Optimization

Require derivatives of the regularization to efficiently solve

$$\min_{\mathbf{W}} \ \phi(\mathbf{W}) = E(\mathbf{W}) + \lambda R(\mathbf{W})$$

**Tip for Newton-CG:** Use  $\nabla^2 R$  as a preconditioner for the conjugate gradient solver in the Newton iteration.

**Exercise:** Setup smoothness regularizer and test it on MNIST and CIFAR-10

#### References

- P. C. Hansen. Rank-deficient and discrete ill-posed problems. SIAM Monographs on Mathematical Modeling and Computation. Society for Industrial and Applied Mathematics (SIAM), Philadelphia, PA, 1998.
- P. C. Hansen. Discrete inverse problems, volume 7 of Fundamentals of Algorithms.
   Society for Industrial and Applied Mathematics (SIAM), Philadelphia, PA, 2010.
- [3] C. R. Vogel. Computational Methods for Inverse Problems. SIAM, Philadelphia, 2002.