

Learn Latent Representations

Autoencoders and Self-supervised Learning

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Low Dimensional Representations

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- One of the common features of many of the deep learning models we have looked at to this point is that they often try to reduce the dimensionality of the input data in order to capture some kind of underlying information.
- In the last lecture this was particularly evident when when we looked at embedding models like word2vec which explicitly try to capture relationships in the data in a low dimensional 'latent' space.

Self-supervised Learning



Yann LeCun

30 April 2019 · 🌐



I now call it "self-supervised learning", because "unsupervised" is both a loaded and confusing term.

In self-supervised learning, the system learns to predict part of its input from other parts of its input. In other words a portion of the input is used as a supervisory signal to a predictor fed with the remaining portion of the input.

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- Let's now consider a different type self-supervised of task where we want to learn a model that learns to copy its input to its output.

- An **autoencoder** is a network that is trained to copy its input to its output

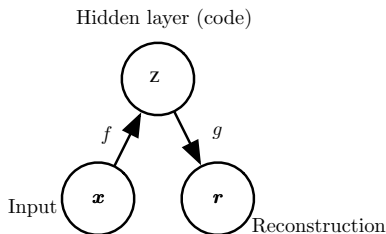
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Autoencoder constraints

- Clearly a linear autoencoder with a sufficient number of weights (e.g. if the dimension of \mathbf{h} was greater than or equal to that of \mathbf{x}) could learn set $g(f(\mathbf{x})) = \mathbf{x}$ everywhere, but this obviously wouldn't be useful!

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- In practice we apply *restrictions*¹ to stop this happening.
- The objective is to use these restrictions to force the autoencoder to learn useful properties of the data.

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Undercomplete Autoencoders

- Undercomplete autoencoders have $\dim(\mathbf{h}) \ll \dim(\mathbf{x})$.
- This forces the encoder to learn a *compressed representation* of the input.
- The representation will capture the most *salient* features of the input data.

Undercomplete Autoencoders — Linear

Consider the single-hidden layer linear autoencoder network given by:

$$\mathbf{h} = \mathbf{W}_e \mathbf{x} + \mathbf{b}_e$$

$$\mathbf{r} = \mathbf{W}_d \mathbf{h} + \mathbf{b}_d$$

where $\mathbf{x} \in \mathbb{R}^n$, $\mathbf{h} \in \mathbb{R}^m$ and $m < n$.

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With the MSE loss, this autoencoder will learn to span the same subspace as PCA for a given set of training data.

Note that the autoencoder weights are not however constrained to be orthogonal (like they would be in PCA)

Undercomplete Autoencoders — deeper and nonlinear

- A linear autoencoder with a single hidden layer learns to map into the same subspace as PCA.

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 - Interestingly, a single hidden layer network with non-linear activations on the encoder (keeping the decoder linear) and MSE loss also just learns to span the PCA subspace²!

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- What happens if you introduce non-linearity?
 - Interestingly, a single hidden layer network with non-linear activations on the encoder (keeping the decoder linear) and MSE loss also just learns to span the PCA subspace²!
 - But, if you add more hidden layers with non-linear activations (to either the encoder, decoder or both) you can effectively perform a powerful non-linear generalisation of PCA

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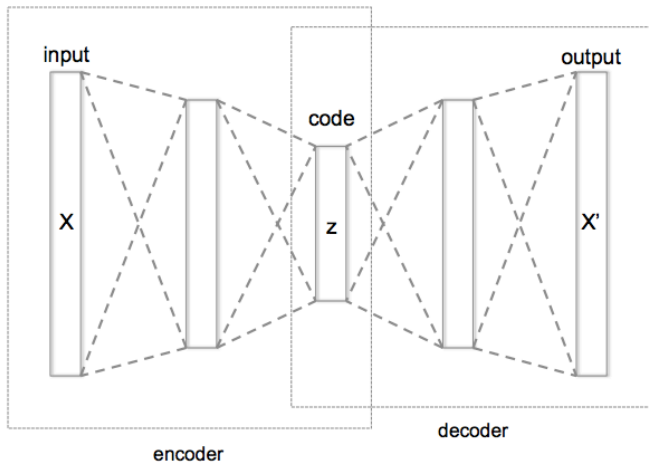


Image taken from wikipedia

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- Extreme example:
 - Consider a powerful encoder that maps \mathbf{x} to $\mathbf{h} \in \mathbb{R}^1$
 - Each training example $\mathbf{x}^{(i)}$ could e.g. be mapped to i .
 - The decoder just needs to memorise the training examples so that it can map back from i .

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- There is nothing stopping us using any other kinds of layers though...
- If we're working with image data, where we know that much of the structure is 'local', then using convolutions in both the decoder makes sense

Convolutional Autoencoder

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- Many ways to do this; let's look at two of them:
 - Denoising Autoencoders
 - Sparse Autoencoders

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 - E.g. by adding Gaussian noise.
- The loss is computed between the reconstruction (computed from the noisy input) against the original noise-free data.

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- A popular choice that you've seen before would be to use an l1 penalty $\Omega(\mathbf{h} = \lambda \sum_i |h_i|$
 - this of course does have a slight problem... what is the derivative of $y = |x|$ with respect to x at $x = 0$?

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Beyond Deterministic Autoencoders: Stochastic Encoders and Decoders

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- What about the encoder - could we make that output $p(\mathbf{h}|\mathbf{x})$?