# Unsupervised Learning and Auto-Encoders

Neural Computation Course 2022
Konstantinos Kamnitsas

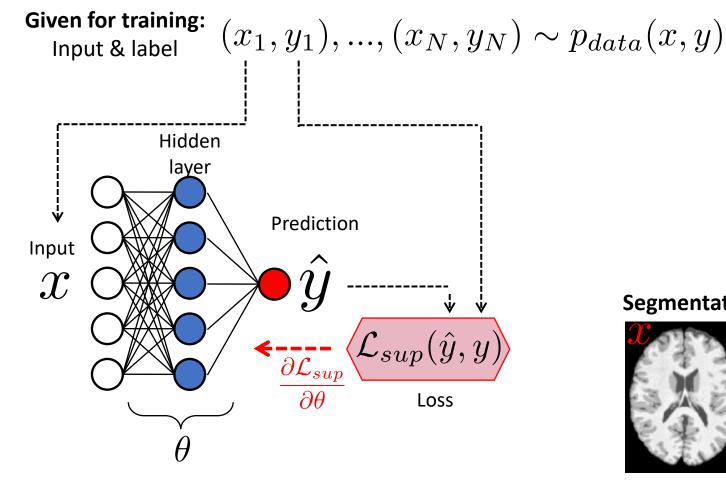
# Intro to Unsupervised Learning

**Neural Computation Course 2022** 

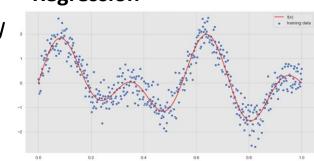
**Konstantinos Kamnitsas** 

### Previously: Supervised Learning

**Goal:** learn a function to map  $f_{ heta}: \mathcal{X} o \mathcal{Y}$ 



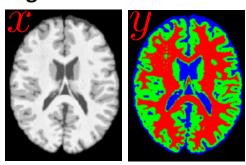
#### Regression



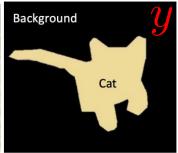
#### Classification



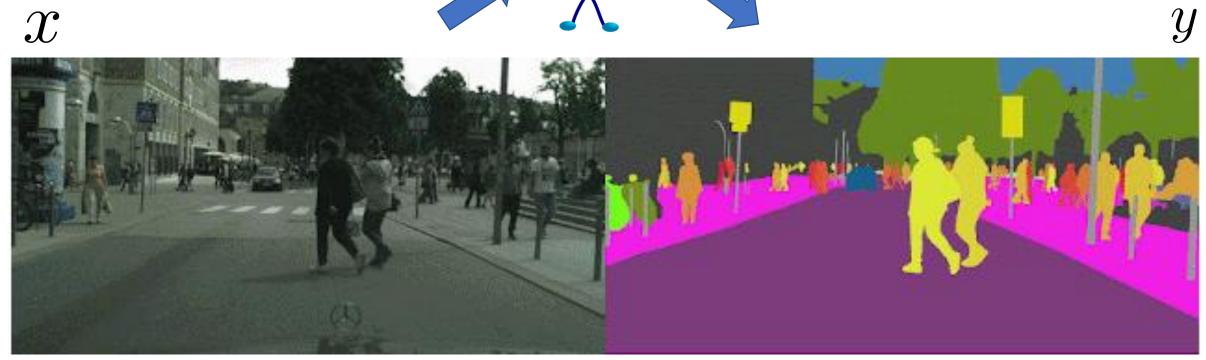
#### Segmentation





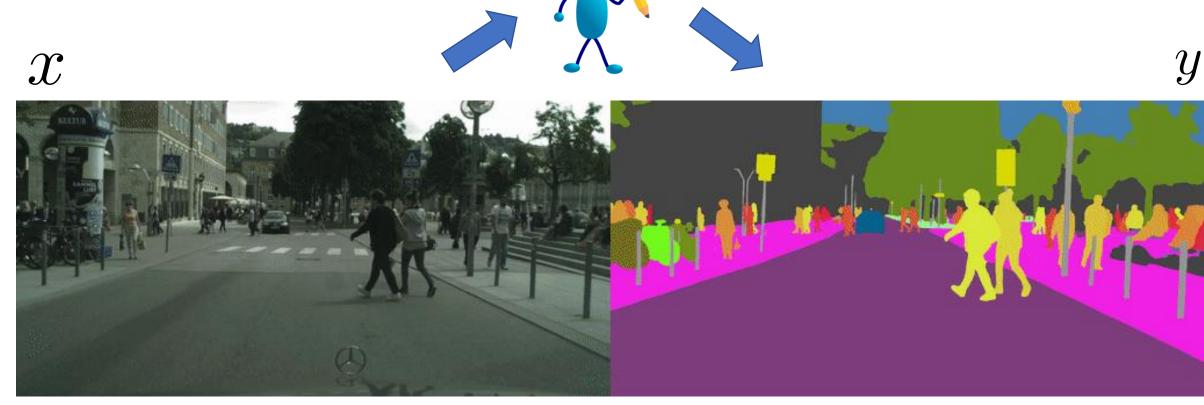


### Creating labelled data is challenging





### Creating labelled data is challenging

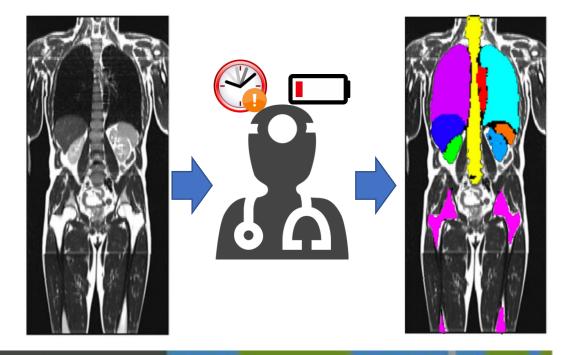


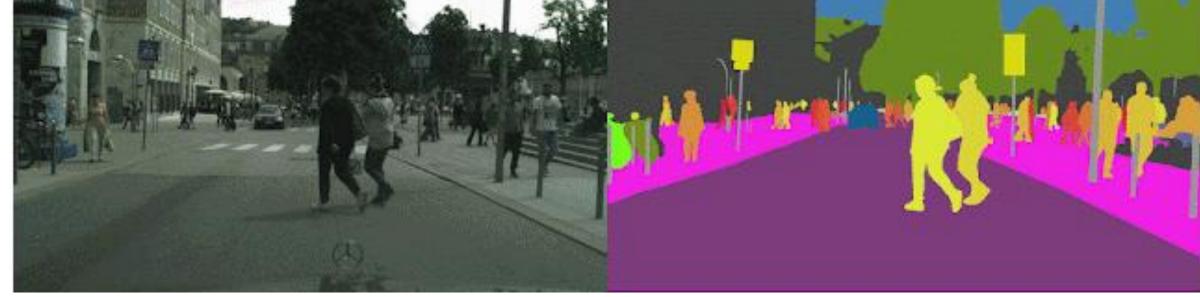
#### Labelled data are limited

#### **Creating labelled data requires:**

- <u>Time consuming</u> manual work
- Humans are <u>expensive</u>
- Labelling may require expertise (e.g. healthcare)

**Consequence: Labelled databases are small** 





### A DAY IN DATA

The exponential growth of data is undisputed, but the numbers behind this explosion - fuelled by internet the use of connected devoies - are hard to comprehend, particularly when looked at in the context of one

Unlabeled data is in abundance!

of data will be created every day by 2025



Facebook, including

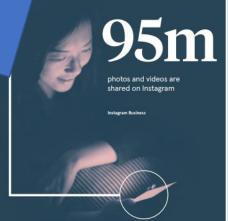
350m photos

1.000.000.000.000.000.000.000.000 by 1.000\* bytes

ACCUMULATED DIGITAL UNIVERSE OF DATA

4.4ZB

messages sent over WhatsApp and two billion minutes of voice and



320bn

306bn emails to be sent each day by 2020

emails to be sent

each day by 2021

of data produced by a connected car

5bn Searches made a day Searches made · 3.5bn a day from Google

to be generated from wearable



From: https://www.raconteur.net/infographics/a-day-in-data/

**44ZB** 

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RACONTEUR

### Unsupervised Learning

Available data:  $x_1,...,x_N \sim p_{data}(x)$ 

Goal: Learn "useful features" of the data / Learn "the structure" of the data.



### Unsupervised Learning

Available data:  $x_1,...,x_N \sim p_{data}(x)$ 

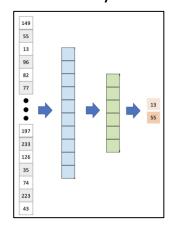
Goal: Learn "useful features" of the data / Learn "the structure" of the data.

#### **Useful for:**

- Dimensionality Reduction (compression)
- Clustering
- Probability Density Estimation
- Generation / Synthesis
- Learn from loads unlabeled data, when labeled data are limited

• ...

#### **Dimensionality Reduction**



#### Clustering

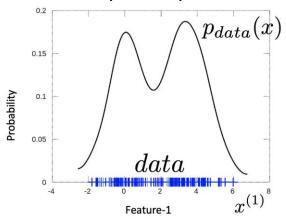


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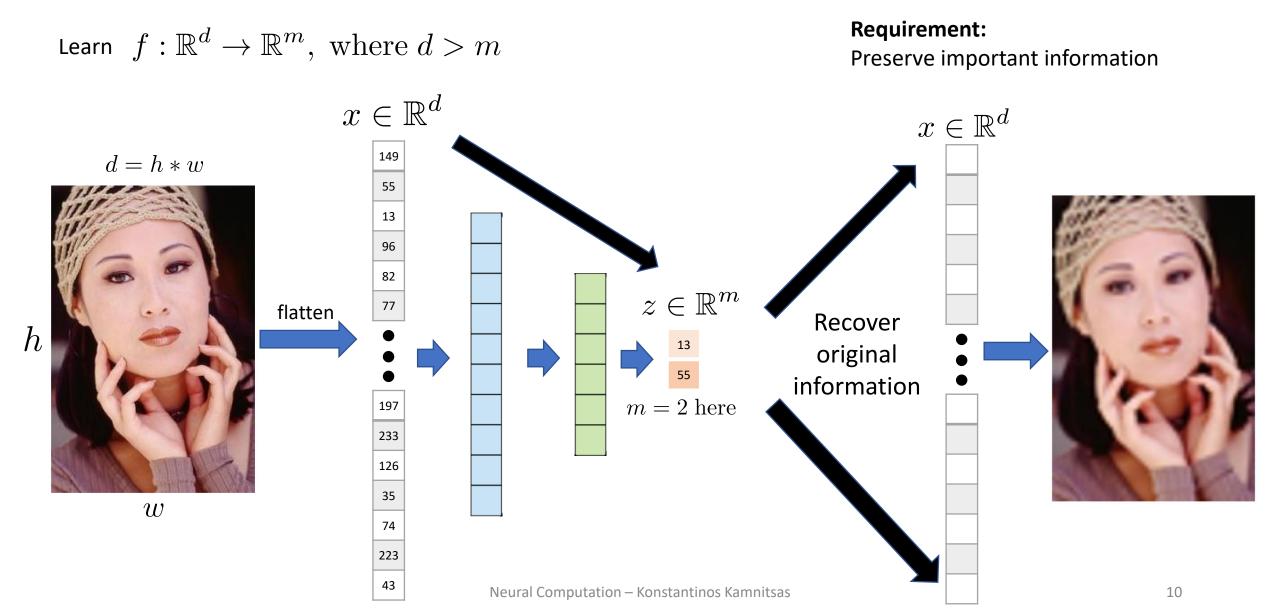
Generation / Synthesis



#### **Probability Density Estimation**



### Dimensionality Reduction / Compression

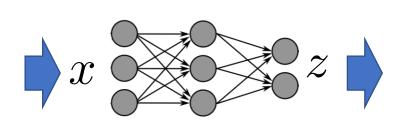


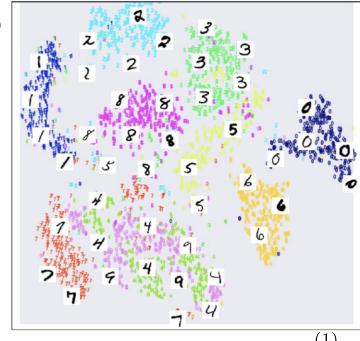
### Clustering

What is clustering: Discover or form groups of samples based on their similarity. Similar samples should be grouped together, dissimilar samples should be separated.

**Example:** Assume 10 "classes" of digits. Learn a function (model) that embeds (maps) samples of the same class to similar values (features), whereas samples of different classes are embedded to different values (features)







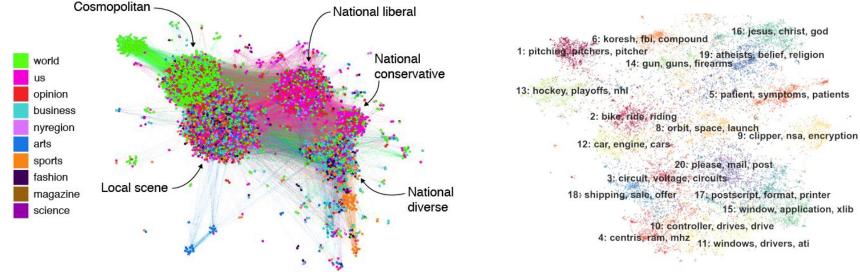
### Clustering

What is clustering: Discover or form groups of samples based on their similarity. Similar samples should be grouped together, dissimilar samples should be separated.

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Image (digit) analysis



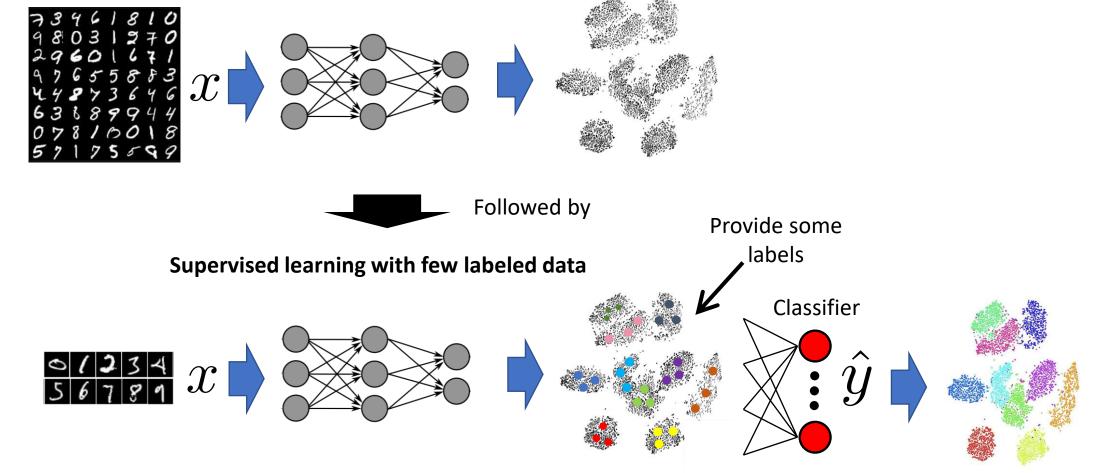
From: www.zdnet.com/article/new-study-maps-social-identity-clusters-on-twitter/

Social media users

Text analysis

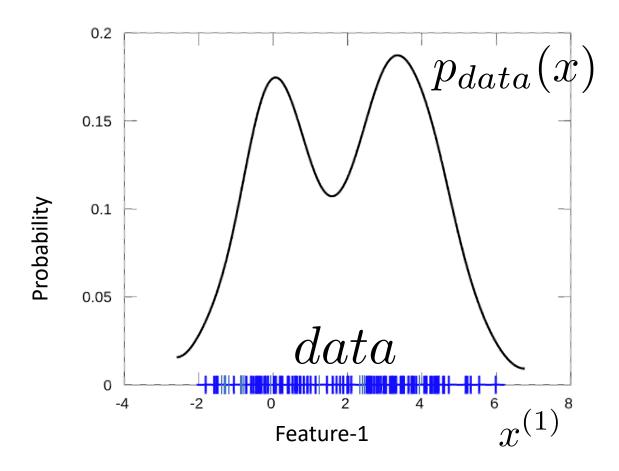
## Learn from **unlabeled data** to improve Supervised Learning **when labelled data are limited**

#### **Unsupervised learning of clusters**



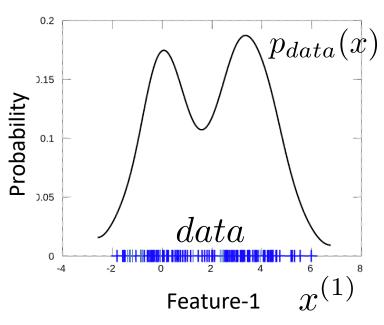
### Probability Density Estimation

#### 1-dimensional data:

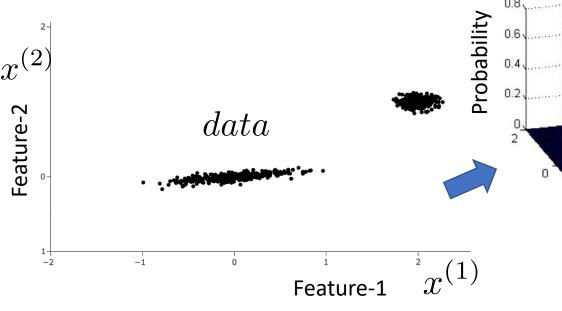


### Probability Density Estimation

#### 1-dimensional data:



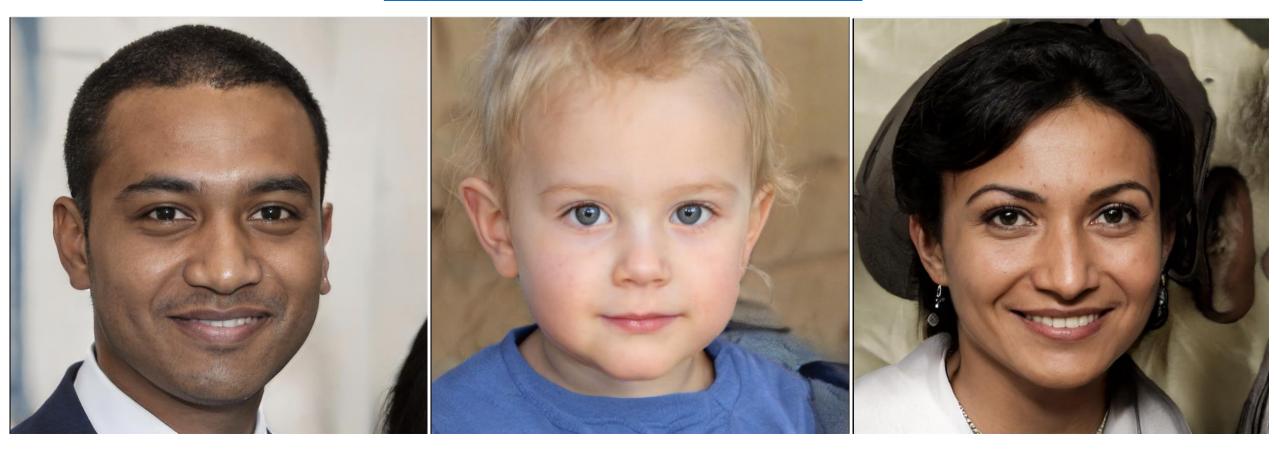
#### 2-dimensional data:



 $p_{data}$ 

### Generation / Synthesis

#### https://thispersondoesnotexist.com/

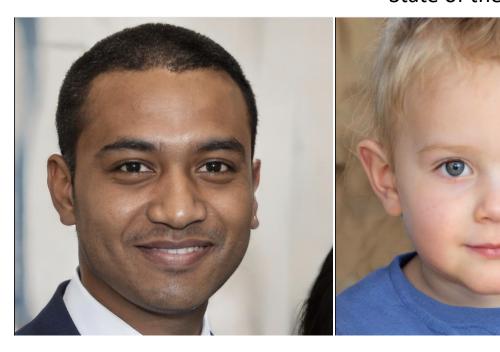


### Generation / Synthesis

State of the Art 2014



State of the Art 2018



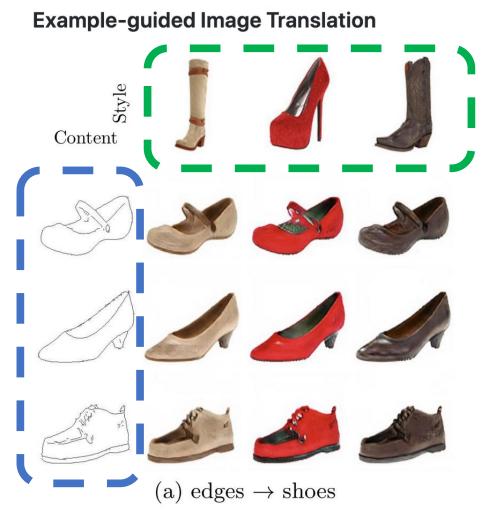


### Generation / Synthesis



Karas et al, StyleGAN2, 2019

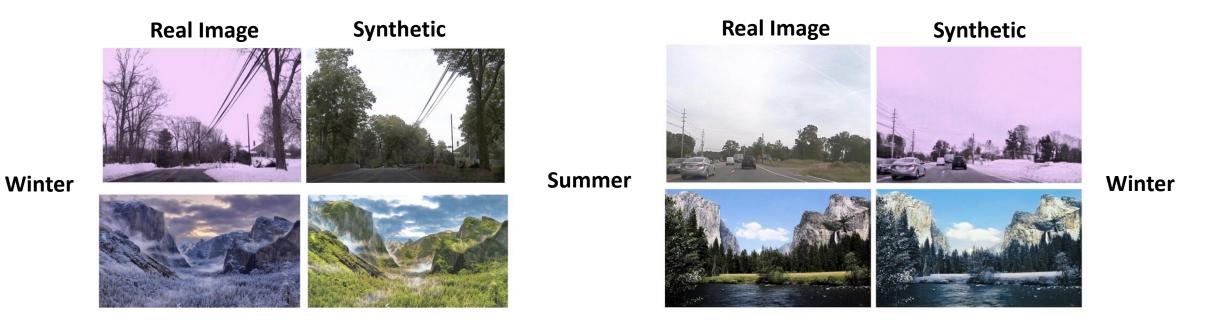
### Synthesis with Style Transfer





Huang et al, Multimodal Unsupervised Image-to-Image Translation, 2018 Huang et al, Arbitrary Style Transfer in Real-time with Adaptive Instance Normalization, 2017

### Style Transfer

















Huang et al, Multimodal Unsupervised Image-to-Image Translation, 2018 Huang et al, Arbitrary Style Transfer in Real-time with Adaptive Instance Normalization, 2017

### Image Enhancement

Down-sampled GAN enhancement Down-sampled GAN enhancement Down-sampled GAN enhancement

Ledig et al, CVPR 2017

### How do we learn from unlabeled data?

Next part:

Auto-Encoders (1)

# Auto-Encoders (Part 1)

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#### What we will learn about Auto-Encoders:

#### Part 1 (this part):

- What is the basic auto-encoder
- How to train auto-encoders
- What is an AE with a bottleneck layer and why to use it
- What features do they learn

#### Part 2:

- What can they be used for (dimensionality reduction, clustering, pretraining,...)
- What AEs are not good at and why

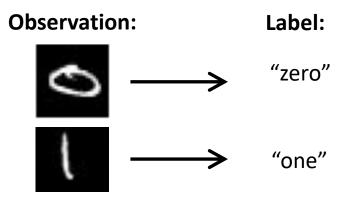
## Supervised learning: From observations (x) to labels (y), given labeled data

$$x \in \mathcal{X}$$

**Observed variable**: Because we see this data, both at training and at testing. E.g. an image, or the vector representing a data point.

$$y \in \mathcal{Y}$$

**Labeled variable:** Used for variables for which a human created manual annotations. Usually the prediction **target** for **supervised** learning.



## Unsupervised Learning: From observations (x) to latent variables (z), without labeled data

$$x \in \mathcal{X}$$

**Observed variable**: Because we see this data, both at training and at testing. E.g. an image, or the vector representing a data point.

$$z \in \mathcal{Z}$$

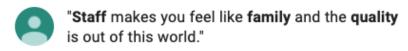
**Latent variable**: We do not know this information. Given x, we **have to infer it**.

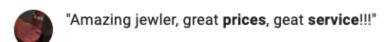


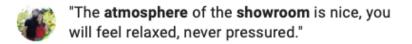
z: label of digit, thickness, slope ... x: image of digit



z: content, lighting angle, zoom ... x: the photo







z: sentiment, vocabulary, grammar skills ...

x: written review

### Example of latent (vector) representation

#### **Observed** variable

$$x = \frac{\mathsf{Input}}{\mathsf{vector}}$$

$$egin{aligned} igwedge h &= egin{bmatrix} x_1^{(1)} \ x_1^{(2)} \ \vdots \ x_1^{(w*h)} \end{bmatrix} \end{aligned}$$

$$x_2 = \begin{bmatrix} x_2^{(1)} \\ x_2^{(2)} \\ \vdots \\ x_2^{(w*h)} \end{bmatrix}$$

#### **Latent** variable

$$z = \begin{bmatrix} z^{(1)} \\ z^{(2)} \\ z^{(3)} \\ z^{(4)} \end{bmatrix} = \begin{bmatrix} "blonde" \\ "smiling" \\ "looks\_left" \\ "looks\_right" \\ dots \\ "wears\_suit" \end{bmatrix}$$

$$z_{1} = \begin{bmatrix} z_{1}^{(1)} \\ z_{1}^{(2)} \\ z_{1}^{(3)} \\ z_{1}^{(4)} \\ \vdots \\ z_{1}^{(v)} \end{bmatrix} = \begin{bmatrix} 1 \\ 0 \\ 0 \\ 0 \\ \vdots \\ 1 \end{bmatrix}$$

$$z_{2} = \begin{bmatrix} z_{2}^{(1)} \\ z_{2}^{(2)} \\ z_{2}^{(3)} \\ z_{2}^{(4)} \\ \vdots \\ z_{2}^{(v)} \end{bmatrix} = \begin{bmatrix} 1 \\ 1 \\ 0 \\ 1 \\ \vdots \\ 1 \end{bmatrix}$$

### How to learn useful latent representation Z of data?



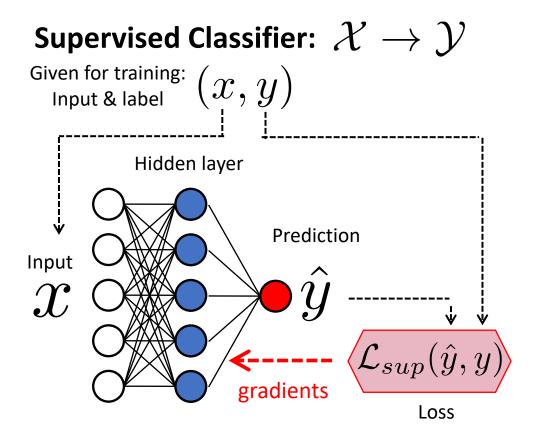
$$f_{\phi}: \mathcal{X} \to \mathcal{Z}$$

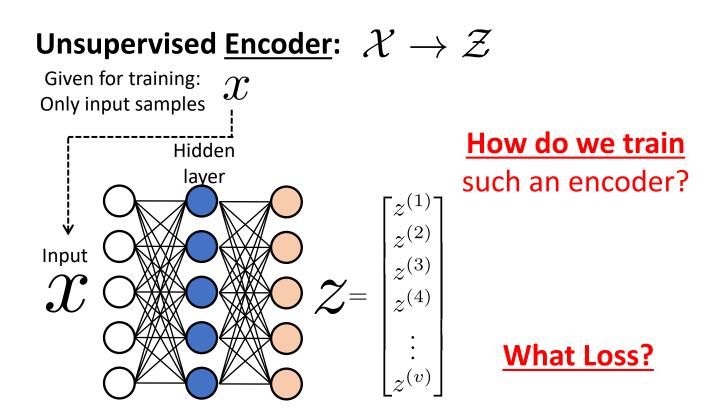
...given only input samples x...

$$z = \begin{bmatrix} "blonde" \\ "smiling" \\ "looks\_left" \\ "looks\_right" \\ \vdots \\ "wears\_suit" \end{bmatrix}$$

$$z = \begin{bmatrix} \text{``slope''} \\ \text{``smiling''} \\ \text{``looks\_left''} \\ \text{``looks\_right''} \\ \vdots \\ \vdots \\ \text{``is\_circular''} \end{bmatrix}$$

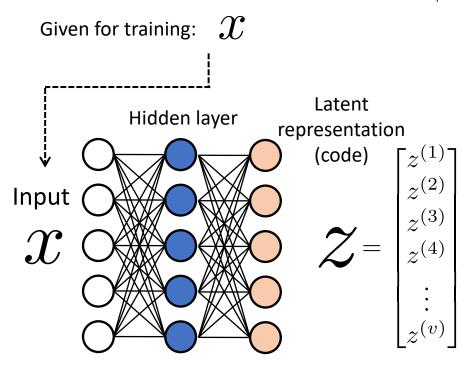
#### How to learn useful latent representation (code) of data?





### How to learn useful latent representation (code) of data?

#### Unsupervised Encoder: $f_{\phi}: \mathcal{X} \rightarrow \mathcal{Z}$



#### Main idea:

What **property** do **we require** for latent representation z?



To represent  $\, \mathscr{X} \,$ 



To preserve useful info about  $\, x \,$ 



How can we enforce that?!?!

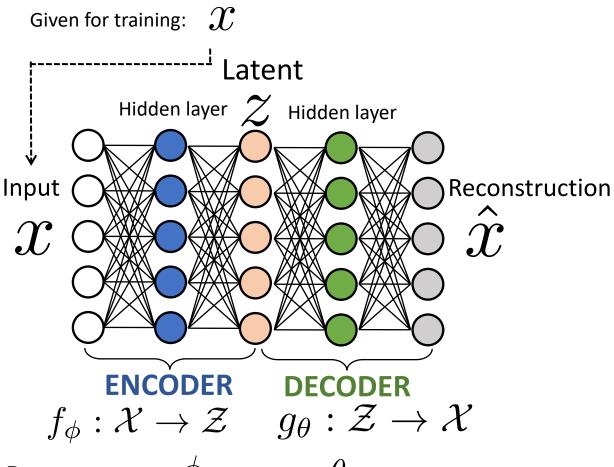


Ensure we can also learn

$$g_{\theta}: \mathcal{Z} \to \mathcal{X}$$

### How to learn useful latent representation (code) of data?

#### **Unsupervised Auto-Encoder (AE):**



Parameters:  $\phi$ 

#### **Encoder:**

Takes input x and encodes it to  $z=f_{\phi}(x)$ 

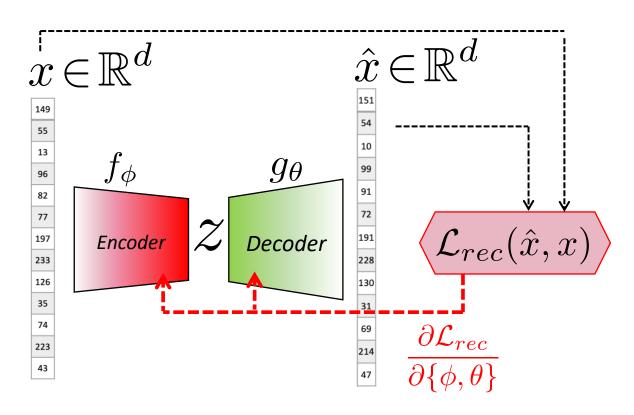
#### **Decoder:**

Takes code z and decodes it to re-construct  $\hat{x} = g_{\theta}(f_{\phi}(x))$ 

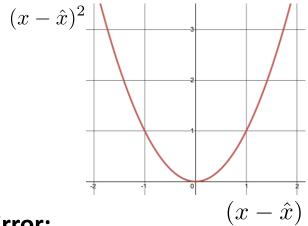
#### **Result:**

Good reconstruction  $(\hat{x} \approx x)$  is possible only if  $\underbrace{code\ Z\ preserves\ info\ about\ X}$ 

#### Training loss



$$\phi', \theta' = arg \min_{\phi, \theta} \mathcal{L}_{rec}$$



### Reconstruction Loss a.k.a. Mean Squared Error:

$$\mathcal{L}_{rec} = \frac{1}{d} \sum_{j=1}^{d} (x^{(j)} - \hat{x}^{(j)})^{2}$$

$$= \frac{1}{d} \sum_{j=1}^{d} \left( x^{(j)} - g_{\theta}^{(j)}(f_{\phi}(x)) \right)^{2}$$

#### **Only one Global Optimum:**

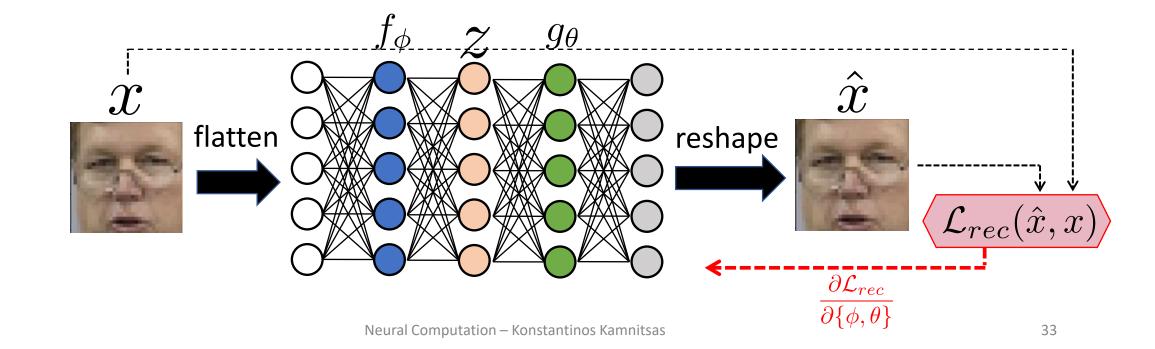
$$\mathcal{L}_{rec} = 0 \Leftrightarrow \hat{x}^{(j)} - x^{(j)} = 0 \quad \forall j$$
$$\Leftrightarrow \hat{x} = x$$

#### Learning to reconstruct

The loss is minimized when:

$$\hat{x} = x \Rightarrow \underbrace{g_{\theta}(f_{\phi}(x))} = x$$

The Auto-Encoder tries to learn the identity function!



### Problem: Trivial Solution / Learning a useless function

The loss is minimized when:

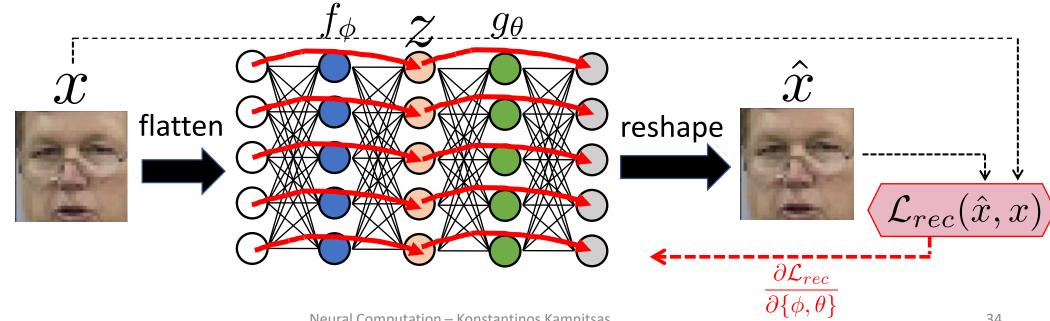
$$\hat{x} = x \Rightarrow g_{\theta}(f_{\phi}(x)) = x$$

The Auto-Encoder tries to learn the identity function!

Exists trivial solution (and useless model):

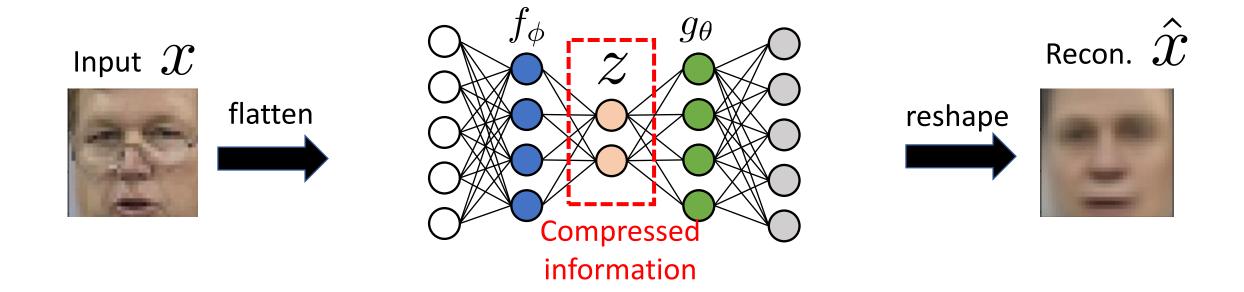
$$z = f_{\phi}(x) = x$$

$$\hat{x} = g_{\theta}(z) = z$$



### Solution: *Bottleneck* layer

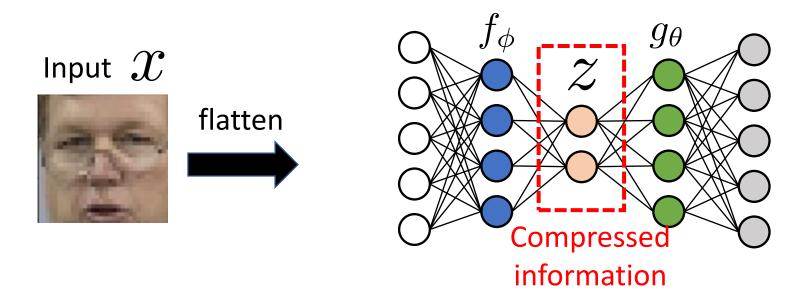
 $f_{\phi}: \mathcal{X} \in \mathbb{R}^d \to \mathcal{Z} \in \mathbb{R}^v$ , where v < d

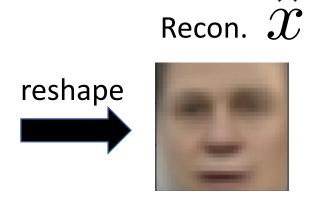


#### "Standard/basic" Auto-Encoder

 $f_{\phi}: \mathcal{X} \in \mathbb{R}^d \to \mathcal{Z} \in \mathbb{R}^v$ , where v < d

With "standard/basic" Auto-Encoder, in this class we refer to AE with Bottleneck



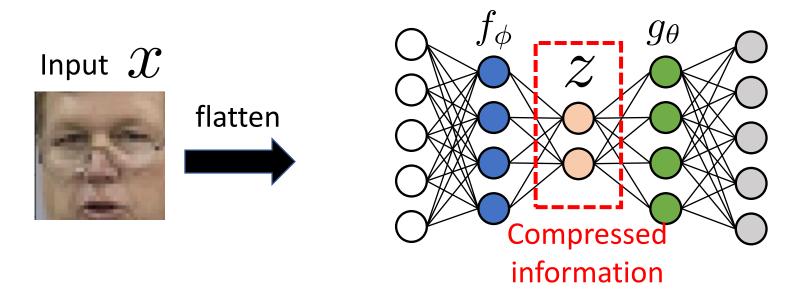


Reconstruction may not be perfect because of "information bottleneck"

#### "Standard/basic" Auto-Encoder

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reshape

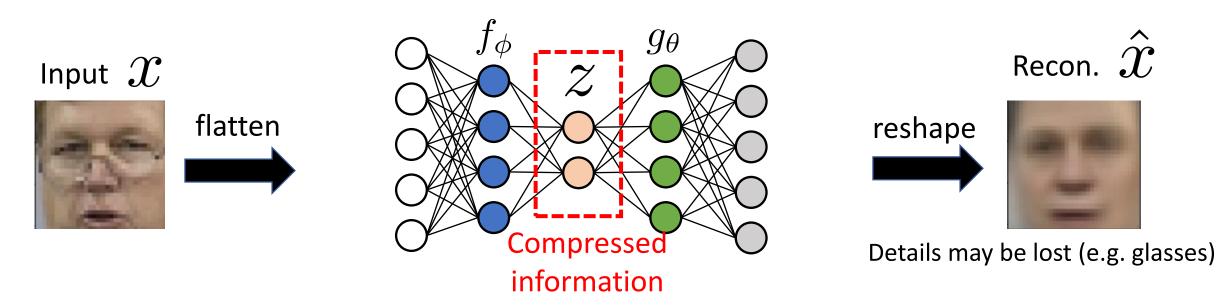
Recon.

What do you think would the AE learn to encode in Z?

Reconstruction may not be perfect because of "information bottleneck"

## Compression forces encoding the most prominent features

$$f_{\phi}: \mathcal{X} \in \mathbb{R}^d \to \mathcal{Z} \in \mathbb{R}^v$$
, where  $v < d$ 



*Reconstruction loss* **penalizes wrong pixel intensities**. Therefore:

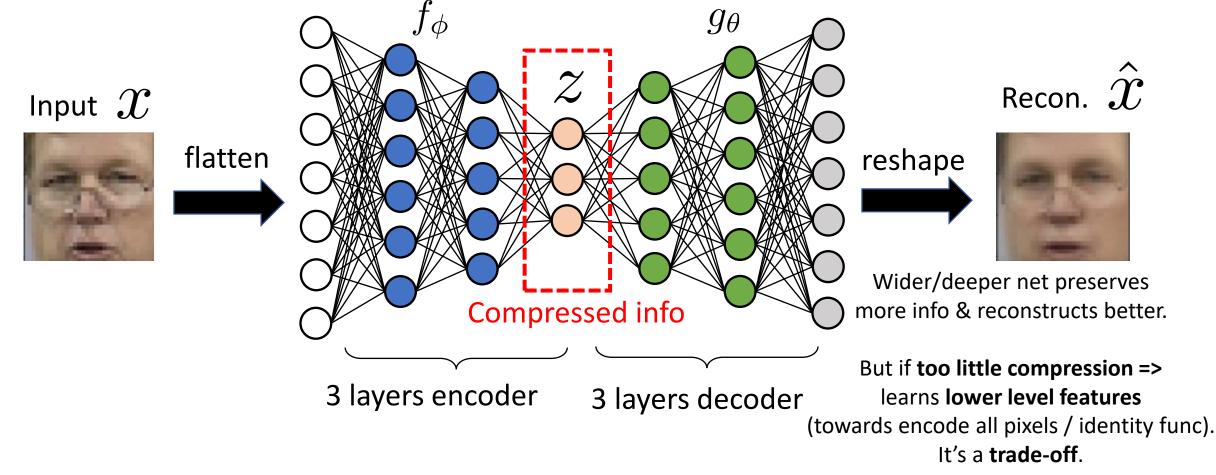
Encoder usually learns to encode features that explain intensities of as many pixels as possible.

Usually these are "high level" features, as often called in deep learning:

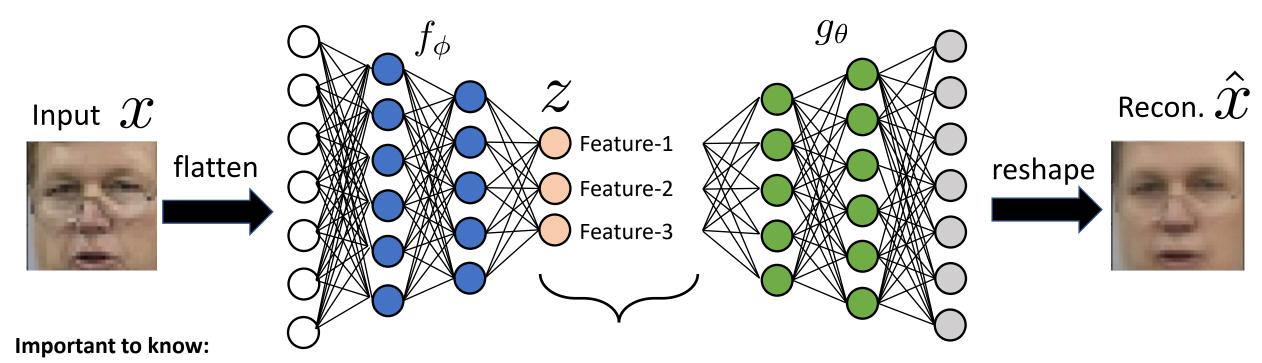
E.g. here: Skin color (most pixels), location and size of eyes, mouth, nose (dark areas), type of hair, clothing...

## Wider bottleneck: Better reconstruction, less compression

$$f_{\phi}: \mathcal{X} \in \mathbb{R}^d \to \mathcal{Z} \in \mathbb{R}^v$$
, where  $v < d$ 

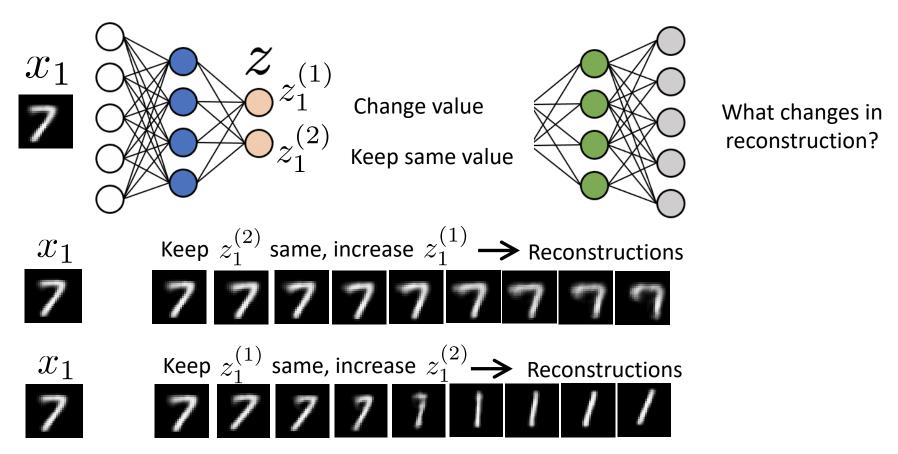


# Bottleneck forces the AE to learn to encode the **few most important features** of data. But what are they?

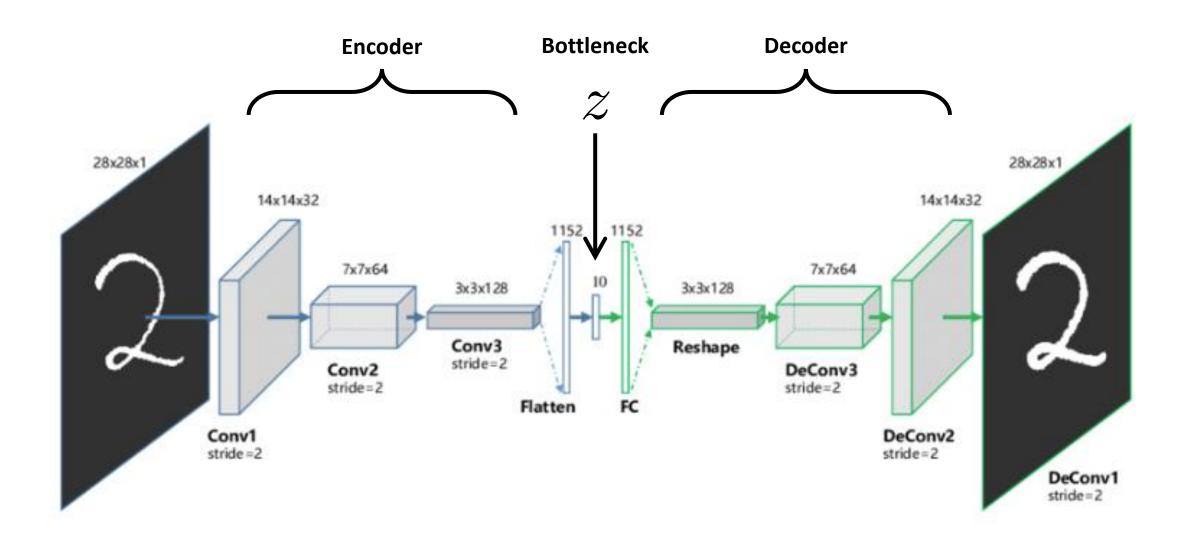


- We do not control what features are learned
- Re-training with different random seeds may learn different features due to randomness of SGD!
- We do not know what features (attributes) of the input are learned
- We can find out by visual inspection: After an AE was trained, encode X and decode it after changing only 1 feature. Then, check what changed in the reconstruction!

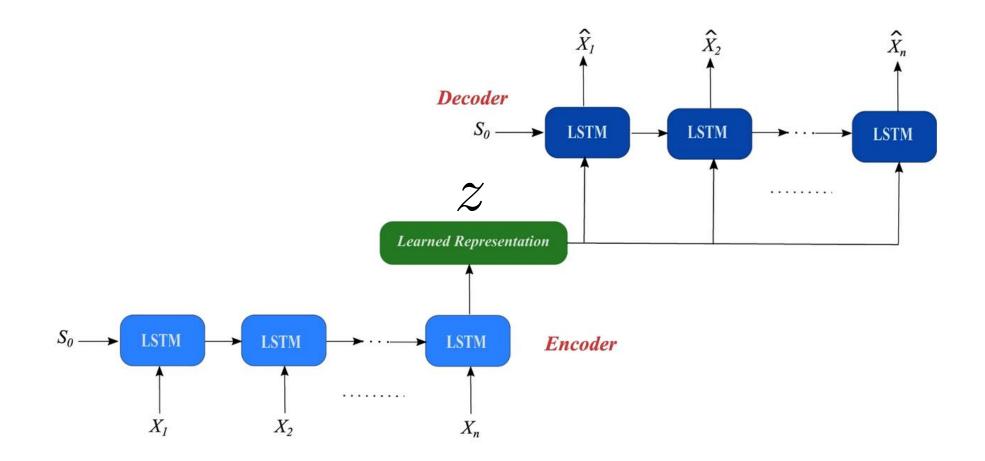
## Investigating what the features are by visual inspection



#### Convolutional Auto-Encoders



#### RNN-based Auto-Encoders



From: Sagheer & Kotb, "Unsupervised Pre-training of a Deep LSTM-based Stacked Autoencoder for Multivariate Time Series Forecasting Problems",
Nature Scientific Reports, 2019

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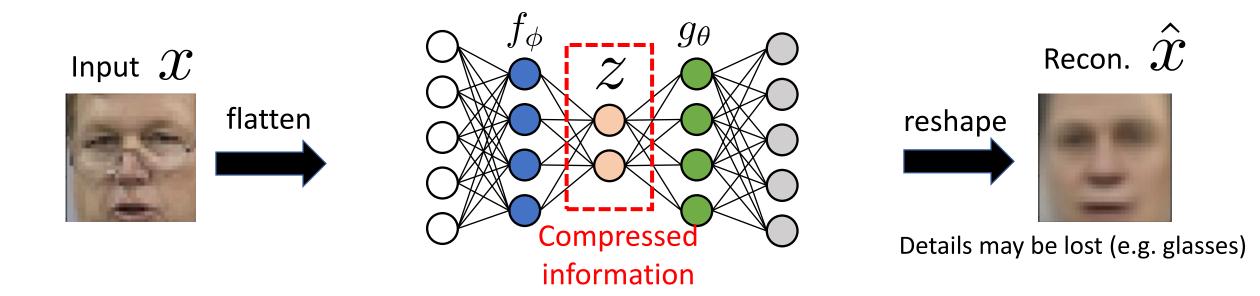
#### In this part:

- What is an Auto-Encoder
- What is the information bottleneck and why use it
- How to train an Auto-Encoder

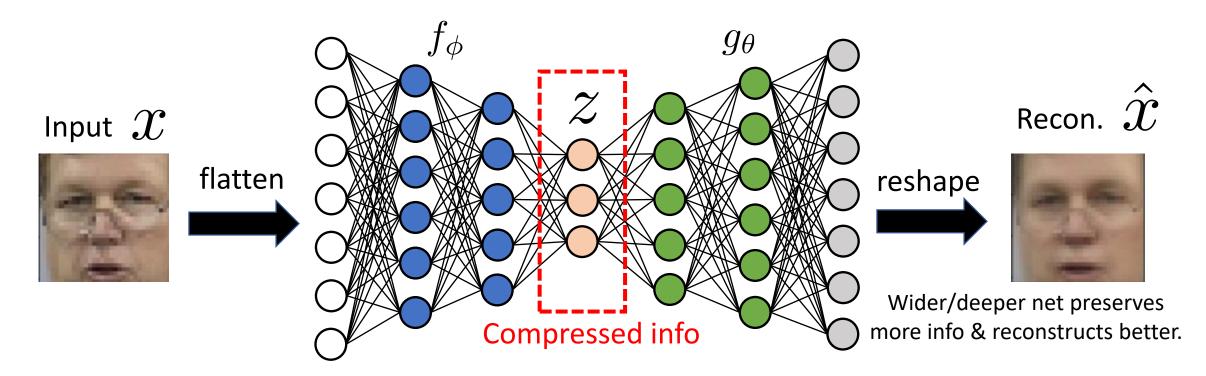
#### Next part:

- What can we use AEs for?
- What are AEs not good for?

# AE with Bottleneck layer learns to perform Dimensionality Reduction / Compression via Unsupervised Learning



## Wider bottleneck: Better reconstruction, less compression

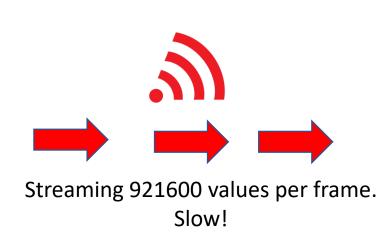


But if too little compression => AE may not learn high level features (towards encoding all pixels / identity func).

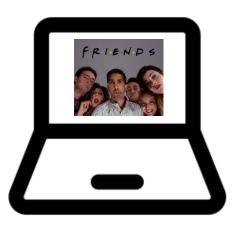
It's a trade-off.

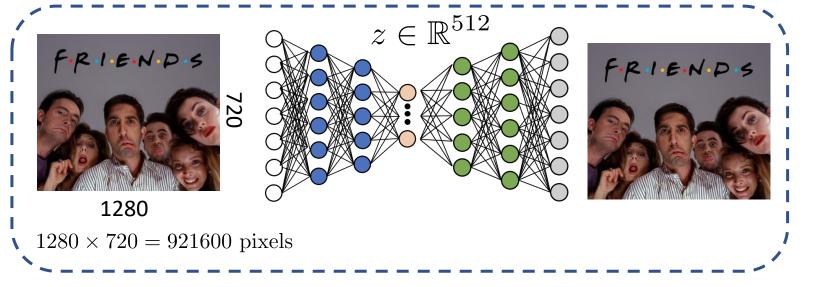
#### **Streaming Company**



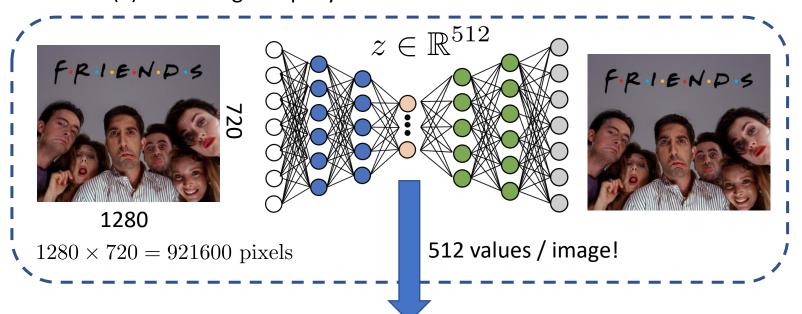


#### Customer



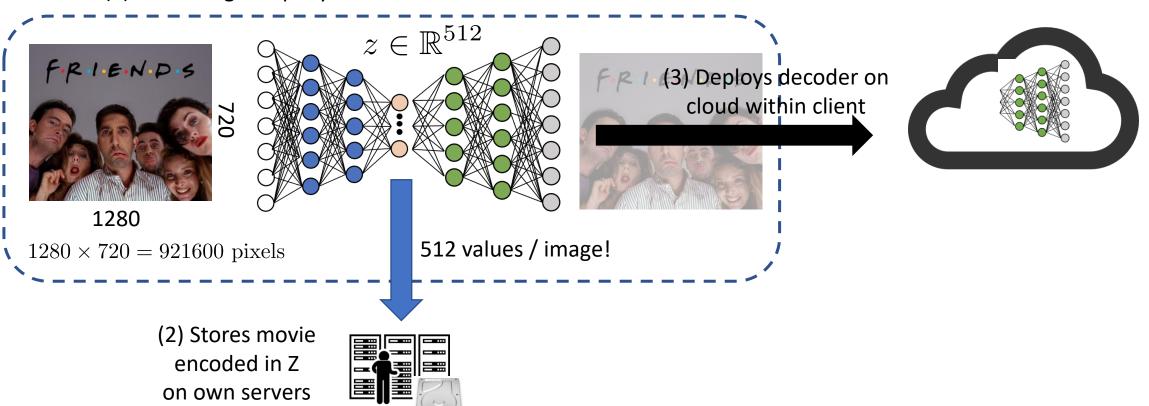


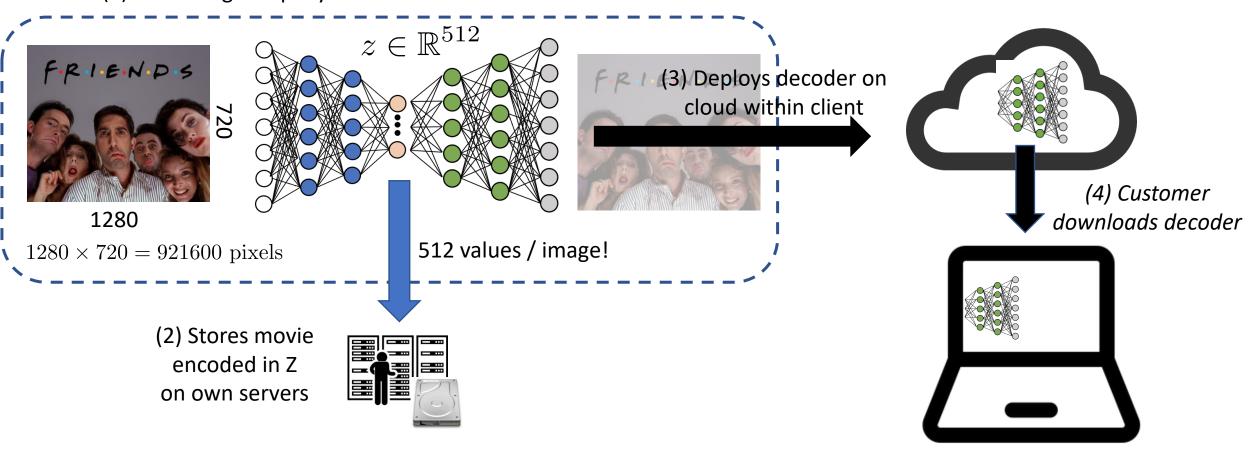
(1) Streaming company trains AE on the movie frames:

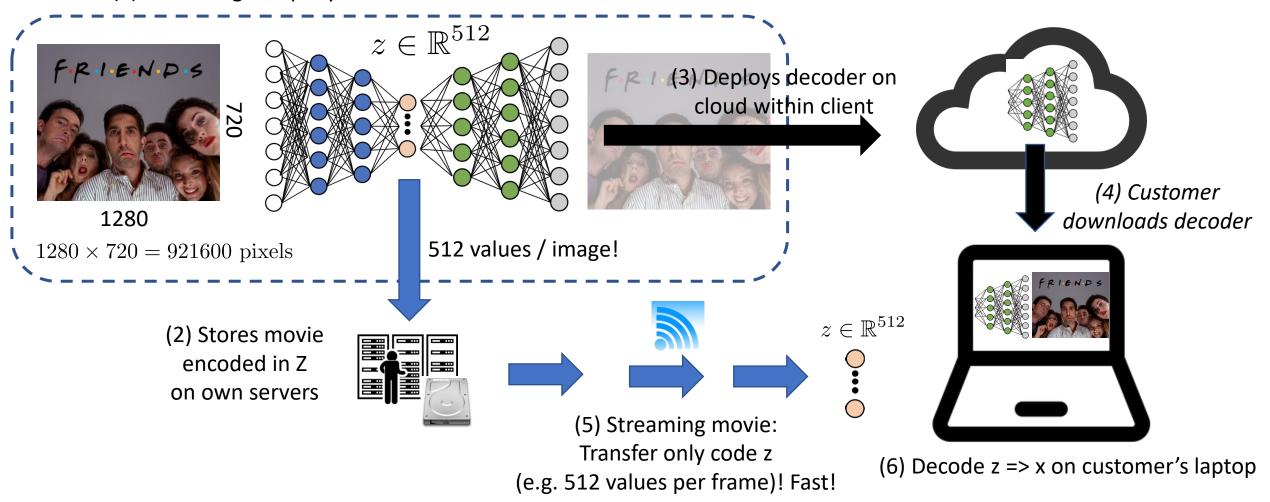


(2) Stores movie encoded in Z on own servers

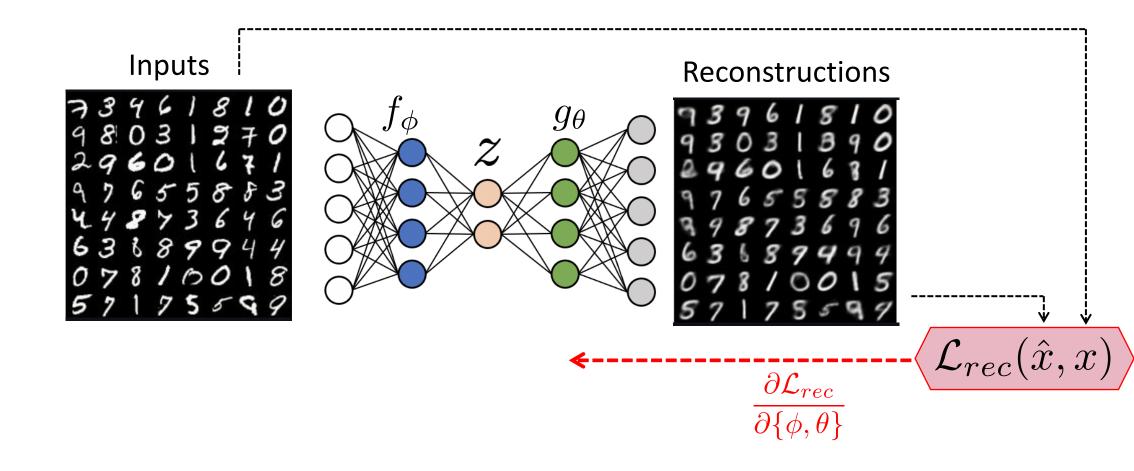




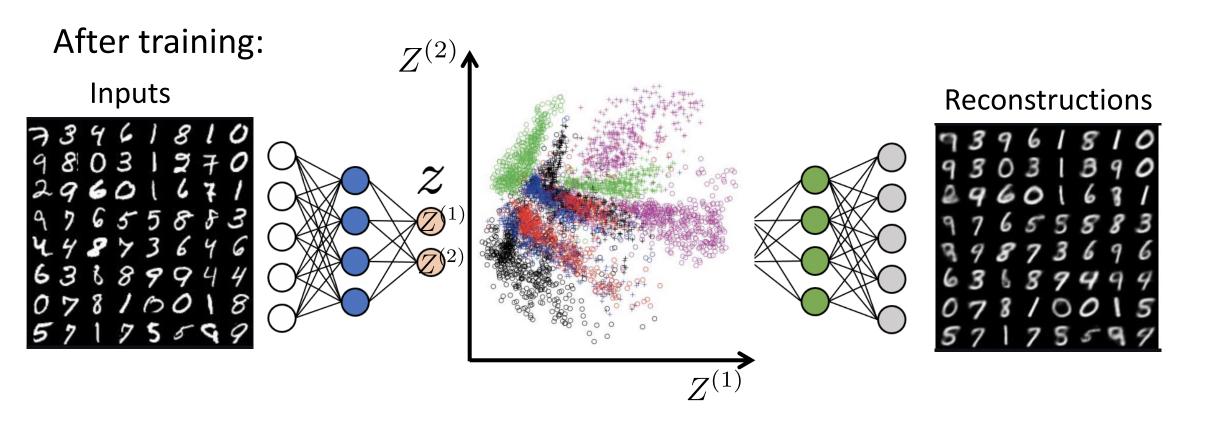




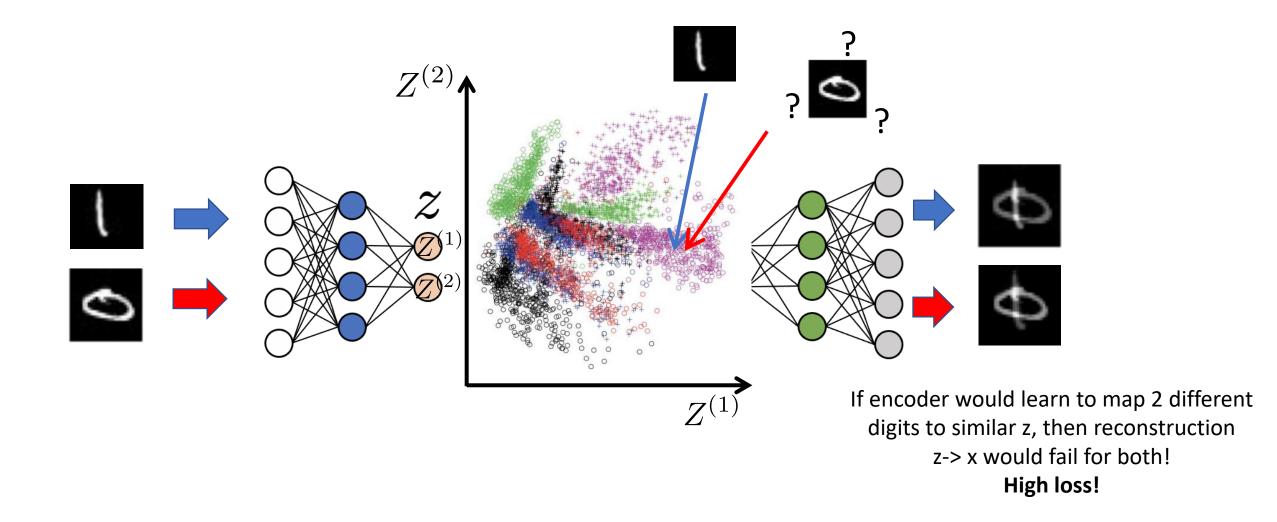
## AutoEncoders: Do they learn to encode "useful" info in Z?



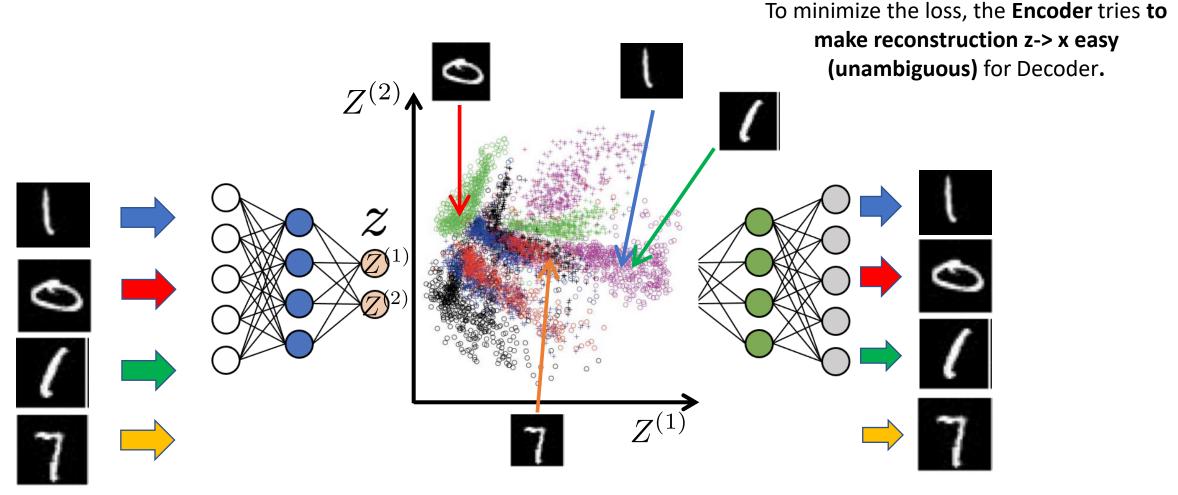
## AEs can learn to <u>cluster</u> the data in unsupervised manner!



## Why learn to cluster data?



## Why learn to cluster data?

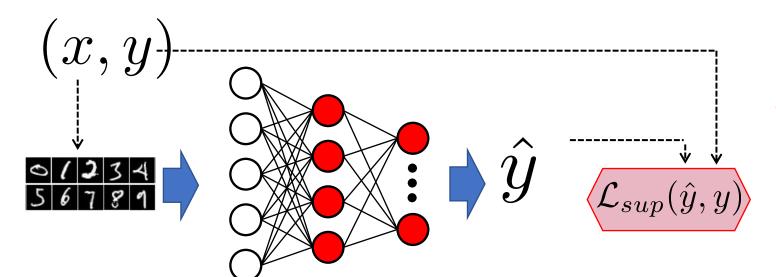


Therefore, Encoder learns to map similar samples close in space of Z, and different samples far away.

## Learn from unlabeled data, when <u>labels are limited</u>

Assume **our ultimate goal is to learn a Classifier with Supervised Learning.**But number (N) of labeled data is **small**.

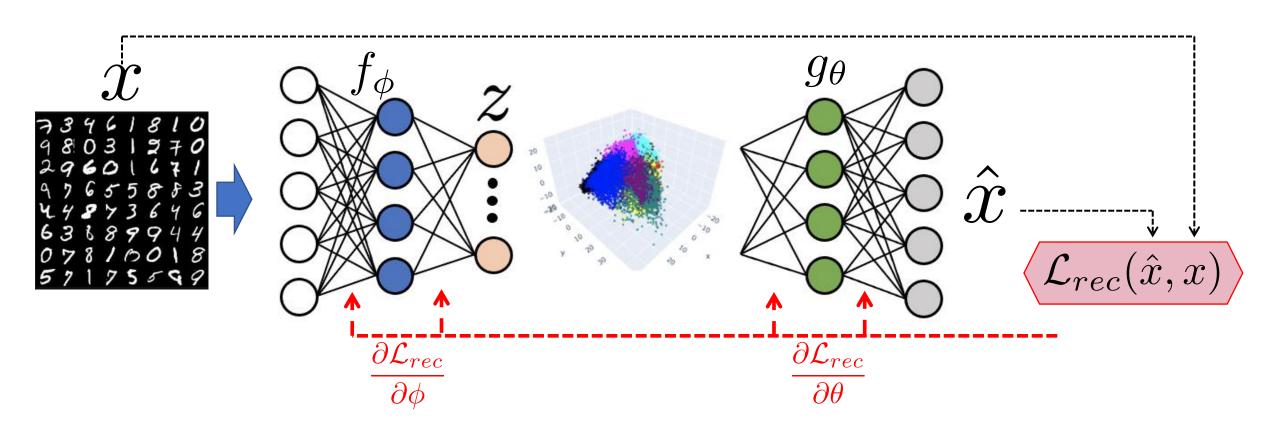
$$\mathbf{D} = (\mathbf{X}, \mathbf{Y}) = \{(x_i, y_i)\}_{i=1}^{N}$$



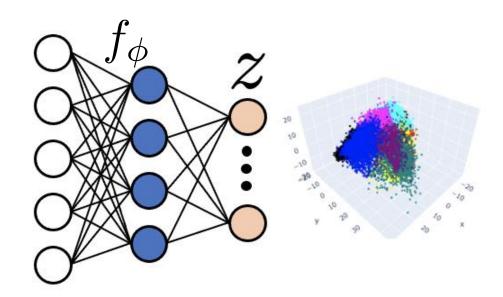
#### **Potential overfit!**

Whole image-to-label network (many parameters) trained with little data!

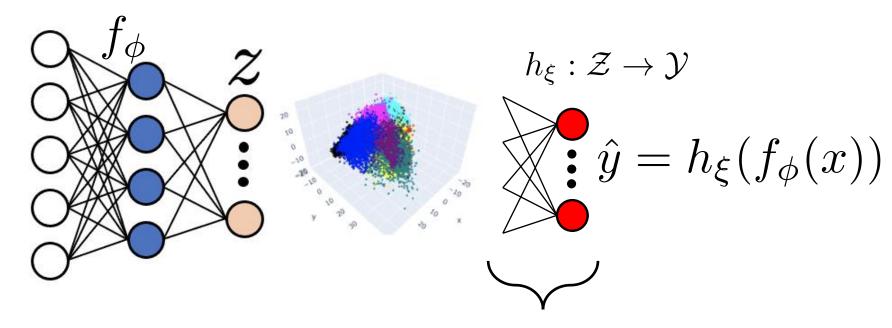
# Pre-train with unlabeled data...



Trained Encoder of AE maps data X to space Z where they are **clustered**. Throw away the decoder...



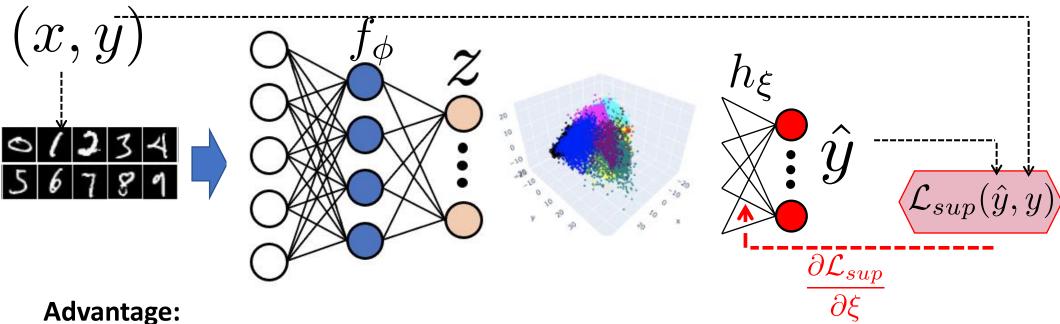
# Attach untrained classifier on top of encoder (commonly 1-2 layers)



Commonly shallow, 1-2 layers. Therefore, it has very few parameters

#### (Approach 1)

Using the limited labelled data, train with Supervised Learning ONLY the classifier. Keep parameters of encoder frozen.



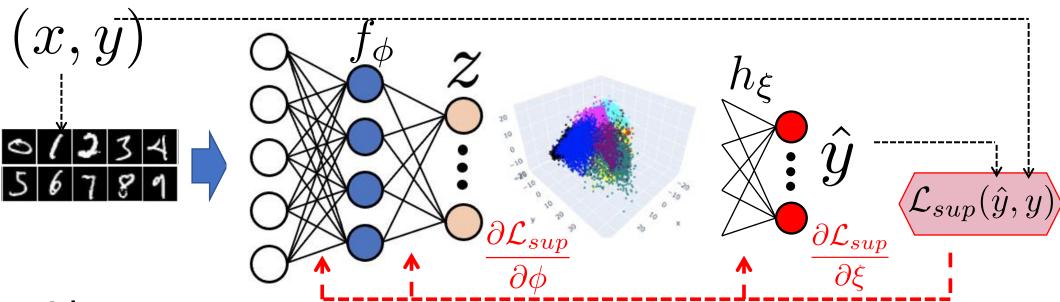
Trains only the the small classifier with the limited labels. Therefore can avoid over-fit.

#### **Disadvantage:**

Encoder is not optimized for labelled data. May be suboptimal.

#### (Approach 2)

Using the **limited labelled data**, train with **Supervised Learning BOTH the encoder and the classifier** (usually for only few SGD iterations).



#### Advantage:

Encoder is optimized via labels, which "may" lead to better representation Z and results.

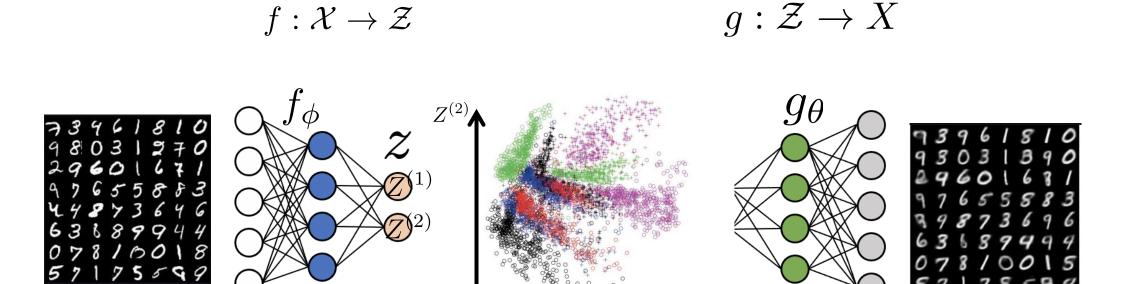
#### Disadvantage:

Possibility to overfit as all parameters are trained. Limited GD steps to avoid this. Number of GD steps must be carefully decided on validation data to avoid overfit.

Can we generate (synthesize) new (not real) data with basic AE?

#### Can we generate (synthesize) new (not real) data with basic AE?

#### Assume an *already trained* Auto-Encoder



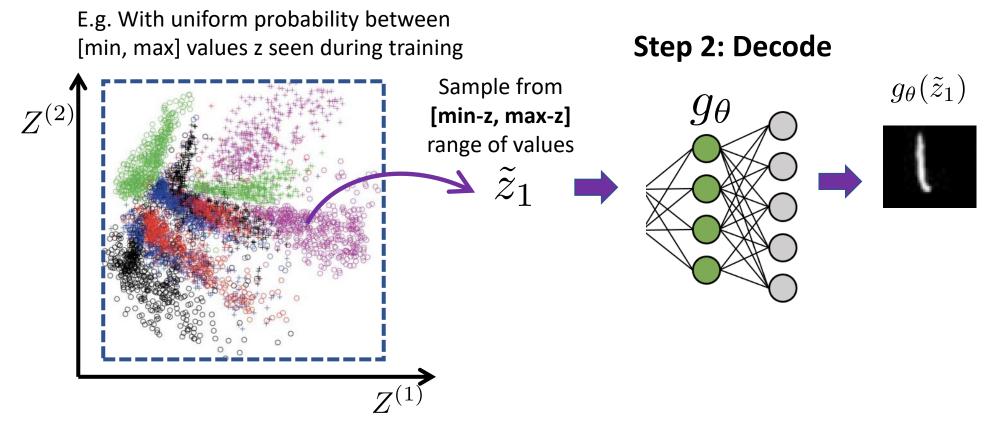
Is it a model appropriate for generating new data?

It is not trained for it..!

 $Z^{(1)}$ 

#### Can we generate (synthesize) new (not real) data with basic AE?

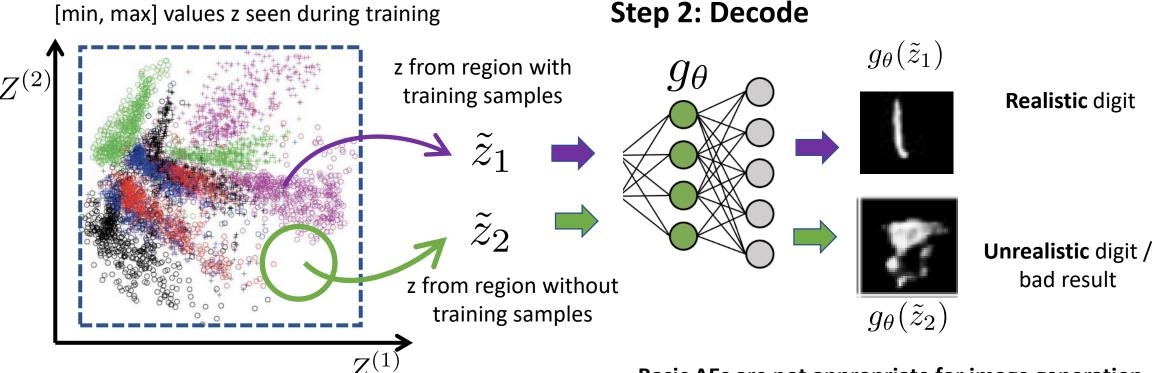
#### **Step 1: Sample random z**



## Problems generating new data with basic AE

#### **Step 1: Sample random z**

E.g. With uniform probability between [min, max] values z seen during training



#### Problems:

- a) No "real" digits were encoded in that area during training. Hence these z values do not encode "realistic" digits.
- b) Decoder has not learned to decode such z values

Basic AEs are not appropriate for image generation. Reconstruction loss does not train AE for generation.

We will see how *Generative Models (VAEs and GANs)* are trained appropriately for generation.

#### In this video:

- What can we <u>use basic AEs for</u>?
   (e.g. compression, clustering, pretrain/initialize supervised model when labelled data are limited)
- What are "standard" AEs <u>not good for</u>? (generation of new samples)

#### Next week:

- Generative Models
- Variational Auto-Encoders

For further reading (e.g. some more advanced AEs):

 Goodfellow, Bengion & Courville, Deep Learning, Chapter 14 https://www.deeplearningbook.org/

(However only the material our own slides, videos & tutorials will be assessed)

Thank you very much for your attention