

AUTOENCODERS

PRODAM3D

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2022

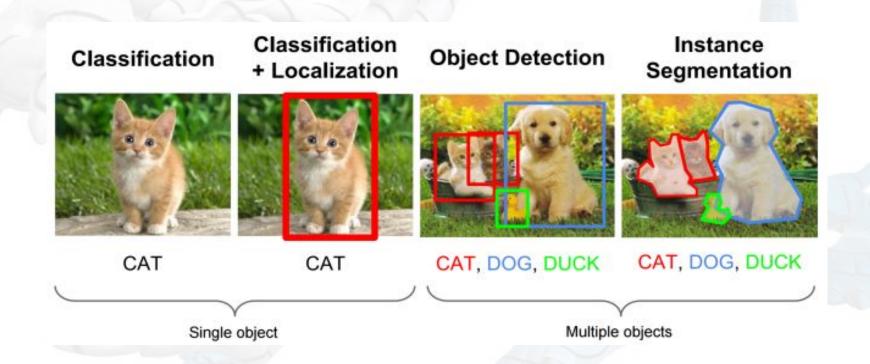
Introduction

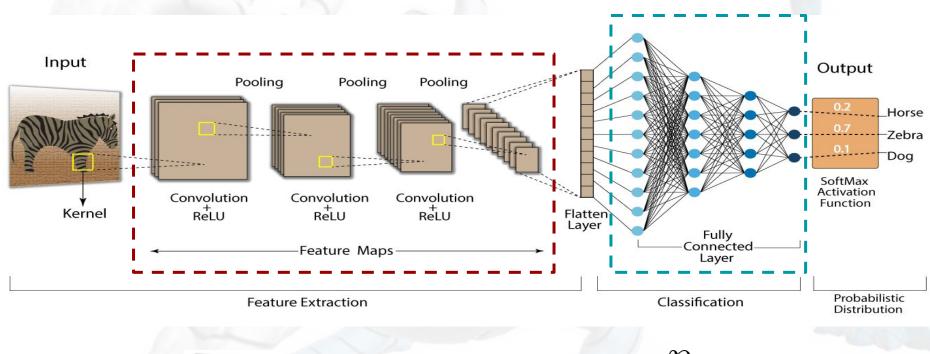
- Objetivo
- Autoencoders
- Regularized Autoencoders
- Sparse Autoencoders
- Denoising Autoencoders



Entender el concepto, estructura y aplicaciones de los autoencoders

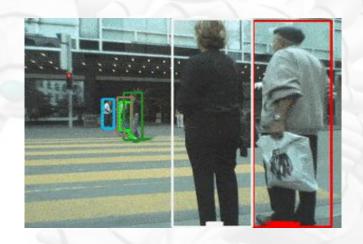
Different data sources : Images



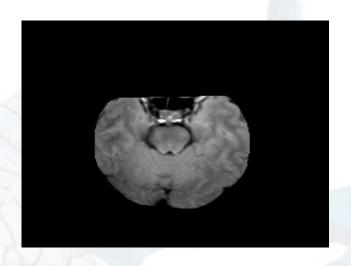


$$f(\mathbf{p}) = \hat{y} |y - \hat{y}|_p^p < \epsilon$$

Different data sources



Tracking



Brain Segmentation

Temporal Signals



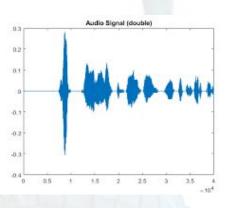
electrocardiogram



Sales information



electroencephalogram

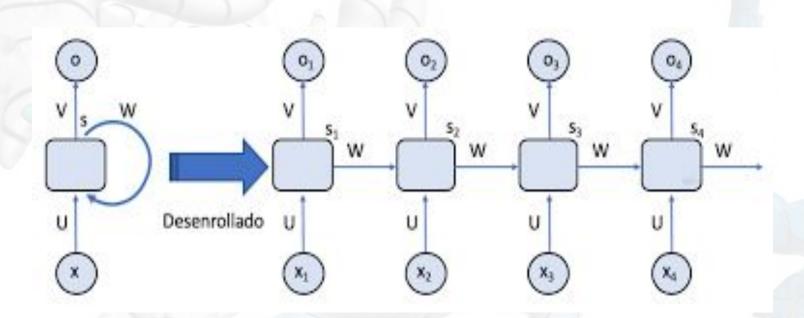


sound signal

ciencia de la computación es el futuro

Text

RNN



Recurrent Neural Networks

And for these applications?

Image Compression





Image Denoising

2
7
5
7

100%

0% 53%

Feature Extraction





Image Inpainting

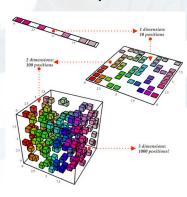




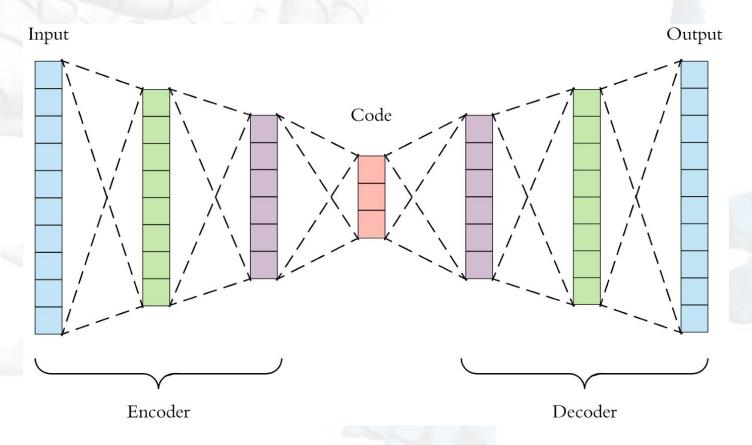




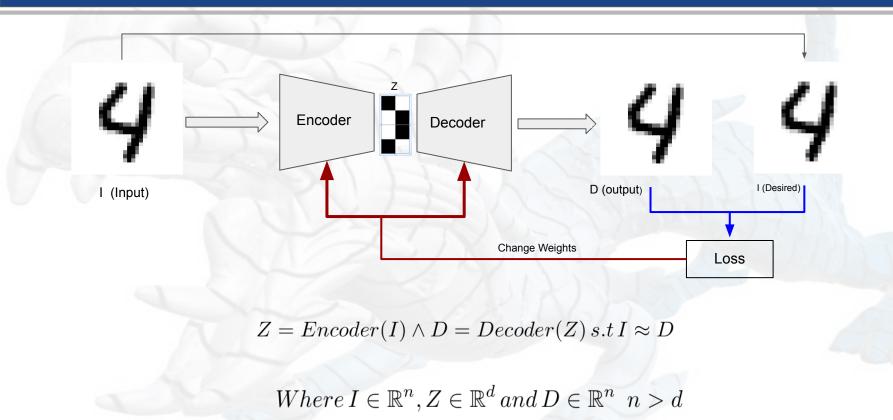
Dimensionality Reduction



AUTOENCODERS

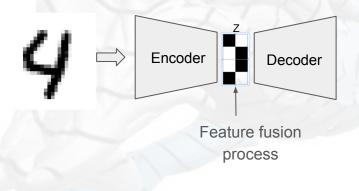


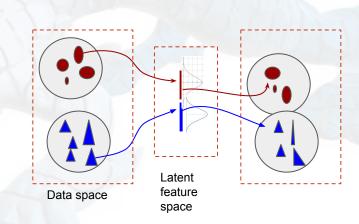
Autoencoder



Autoencoder: Objective

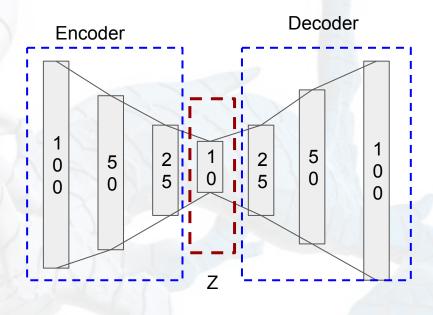
The main objective is to perform a feature fusion process.



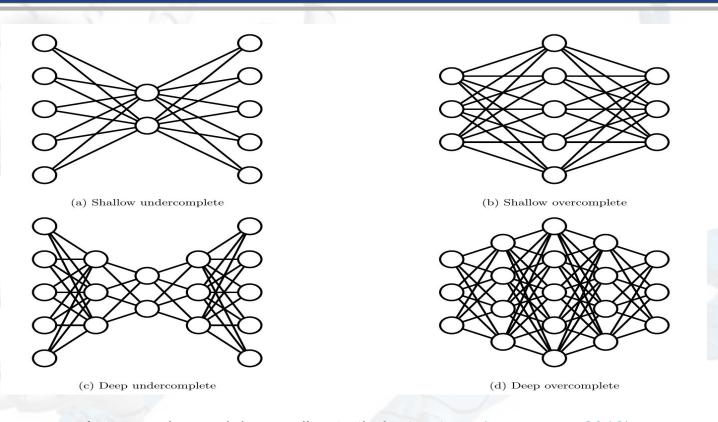


Autoencoder

```
class Autoencoder(nn.Module):
    def init (self):
        super(Autoencoder, self). init ()
        #Encoder
        self.E1 = nn.Linear(in features=100, out features=50)
        self.E2 = nn.Linear(in features=50, out features=25)
        self.E3 = nn.Linear(in features=25, out features=10)
        #Decoder
        self.D1 = nn.Linear(in features=10, out features=25)
        self.D2 = nn.Linear(in features=25, out features=50)
        self.D3 = nn.Linear(in features=50, out features=100)
    def forward(self, Input):
        Input = F.relu(self.E1(Input))
        Input = F.relu(self.E2(Input))
             = F.relu(self.E3(Input))
        Output = F.relu(self.D1(Z))
        Output = F.relu(self.D2(Output))
        Output = F.relu(self.D3(Output))
        return Output
```

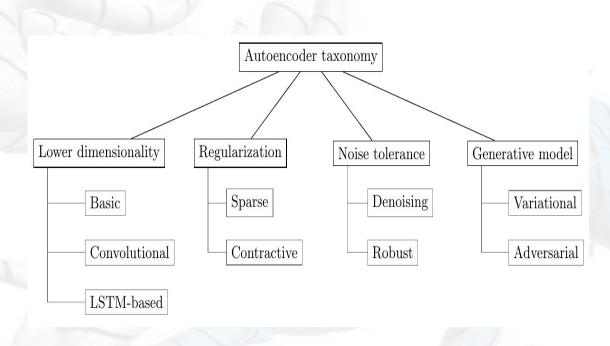


Autoencoder classification by their structure



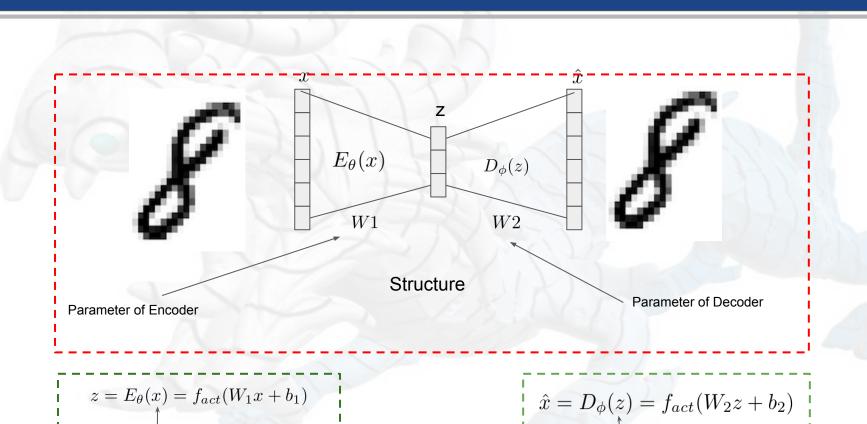
Autoencoder model according to their structure. (David Charte, 2018)

Autoencoder classification by Taxonomy

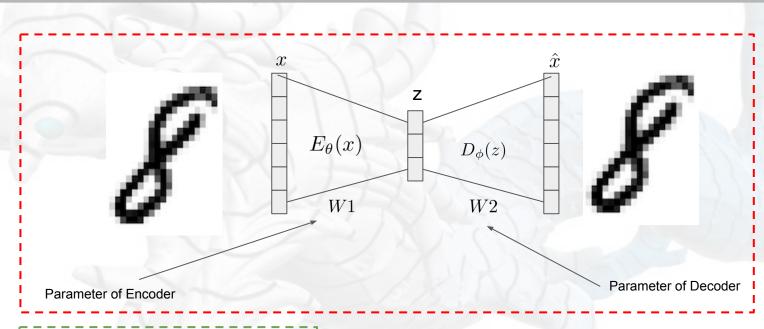


Autoencoder model according to their structure. (David Charte, 2018)

Lower dimensionality: Basic autoencoder



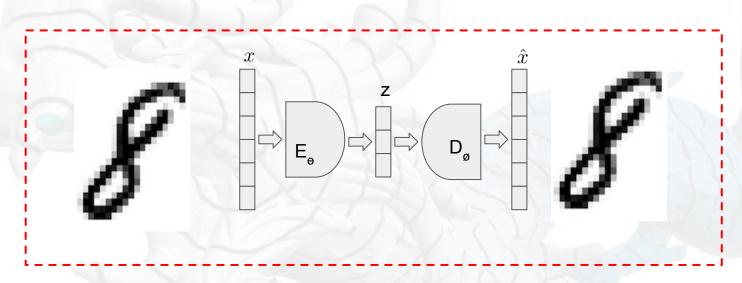
Lower dimensionality: Basic autoencoder



$$\mathcal{L}(x,\hat{x}) = \sum_{x \in S} \mathcal{L}(x, D_{\phi}(E_{\theta}(x)))$$

$$\mathcal{L}(x,\hat{x}) = ||x - \hat{x}||_2^2$$

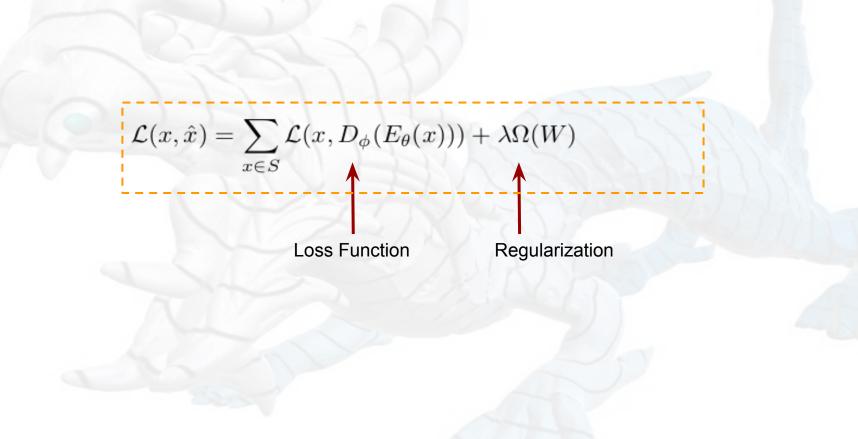
Lower dimensionality: Basic autoencoder



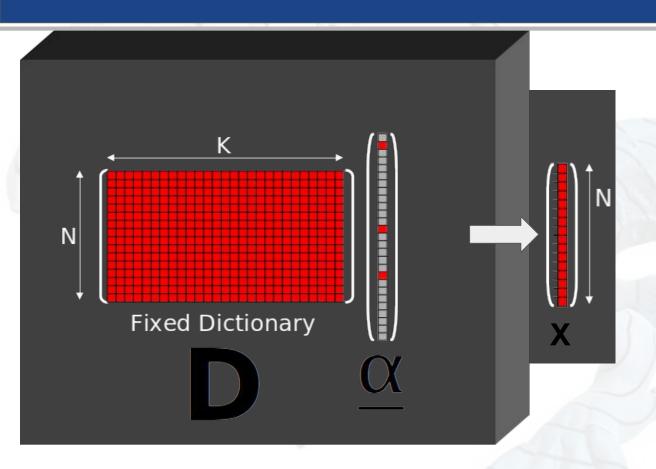
Regularization (weight decay)

$$\mathcal{L}(x,\hat{x}) = \sum_{x \in S} \mathcal{L}(x, D_{\phi}(E_{\theta}(x))) + \lambda \sum ||w||_{p}^{p}$$

Autoencoder: Regularization



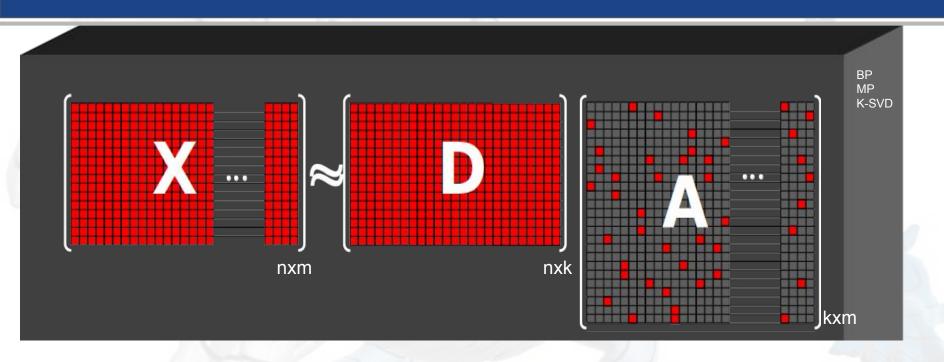
Regularization: Sparse



 Every column in D (dictionary) is a prototype signal (atom).

$$X = D\alpha$$

Regularization: Sparse



$$||DA - X||_F^2 \, \forall j, \, ||\alpha_j||_0 <= L$$

Sparsity Applications

Inpainting



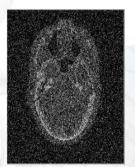
nage inpainting [2, 10, 20, 38] is the processing data in a designated region of a still or lieations range from removing objects from the product of a still or usehing damaged paintings and photography produce a revised image in which the its seamlessly merged into the image in detectable by a typical viewer. Traditional been done by professional artist? For photing and the procession of the image in the procession of the property of the photographs or scratches and dust spots in fill move elements (e.g., removal of stamped from photographs; the infamous "airtrustic enemies [20]).

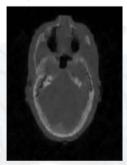




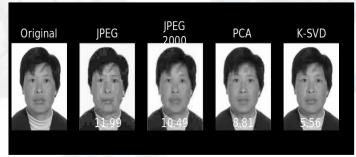
source click

Denoising

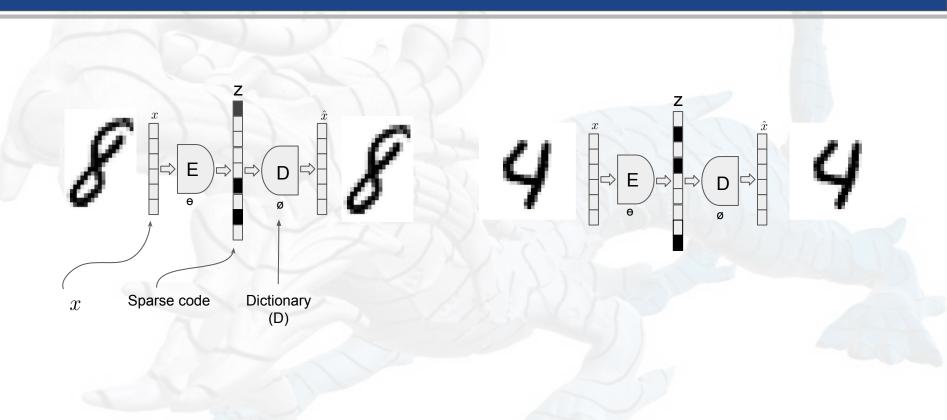




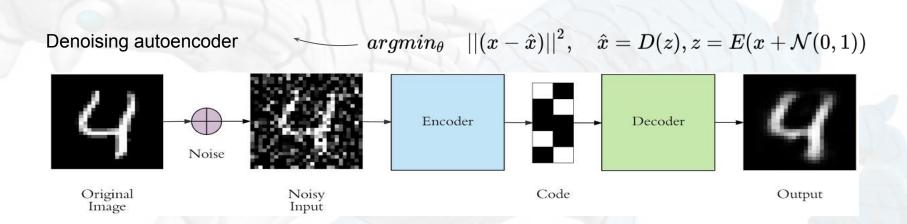
Compression



Sparse Autoencoder

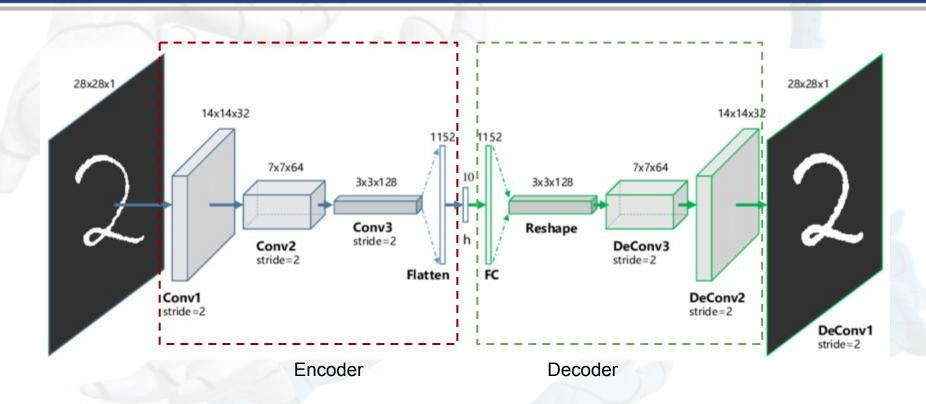


Denoising Autoencoders



Pytorch Example

Convolutional Autoencoders



source: click

Convolutional Autoencoders: Unpooling

Nearest Neighbor

 1
 2

 3
 4

 1
 1

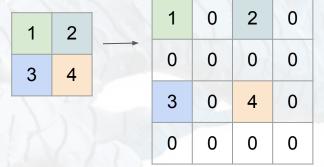
 1
 1

 2
 2

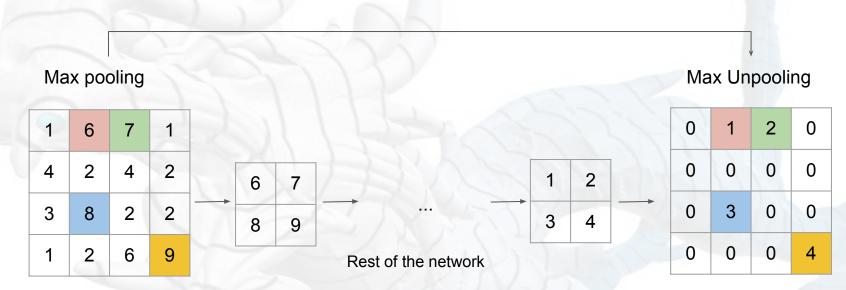
 3
 3

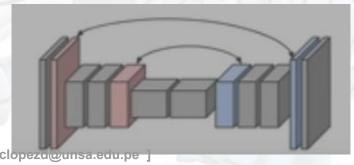
 4
 4

Bed of Nails



Convolutional Autoencoders : Max Unpooling

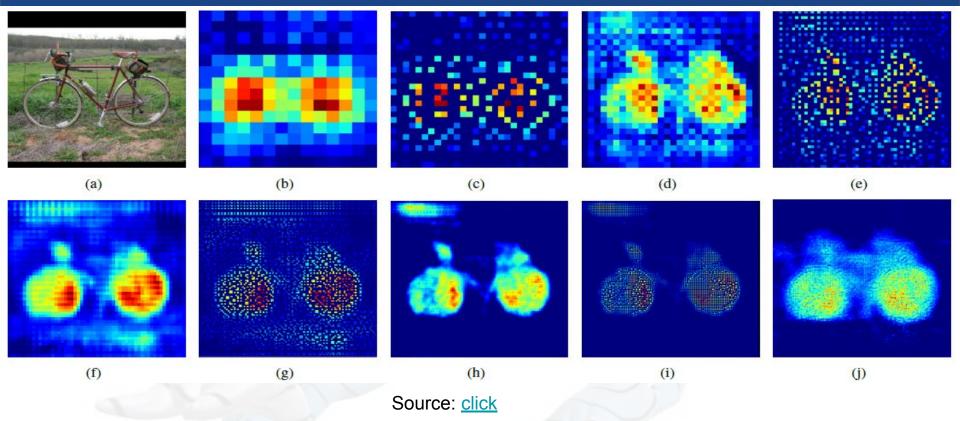




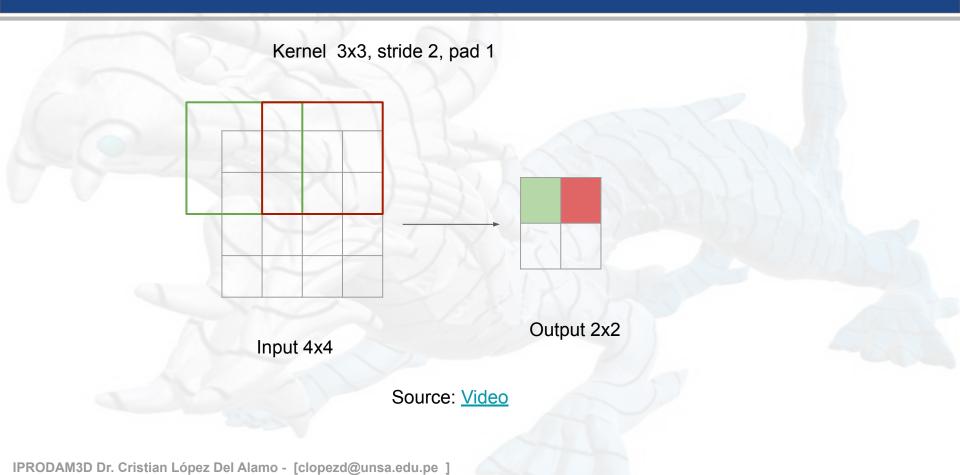
Source: Video

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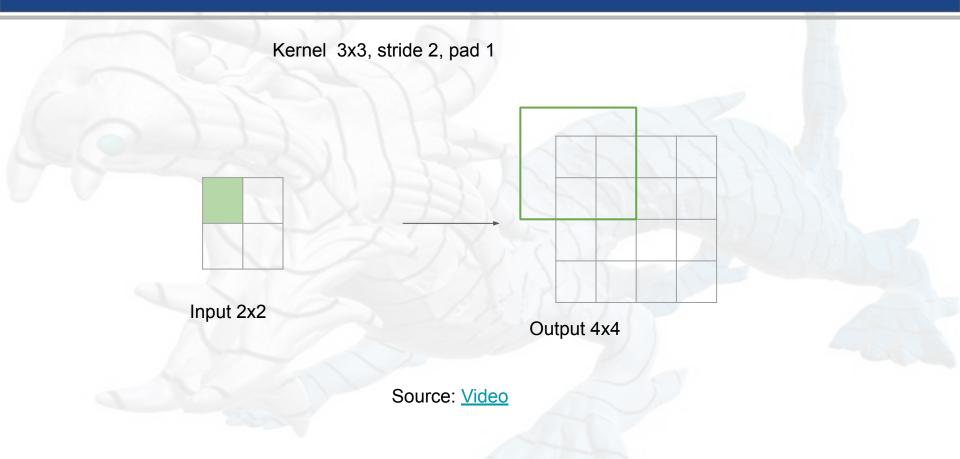
Convolutional Autoencoders : Unpooling



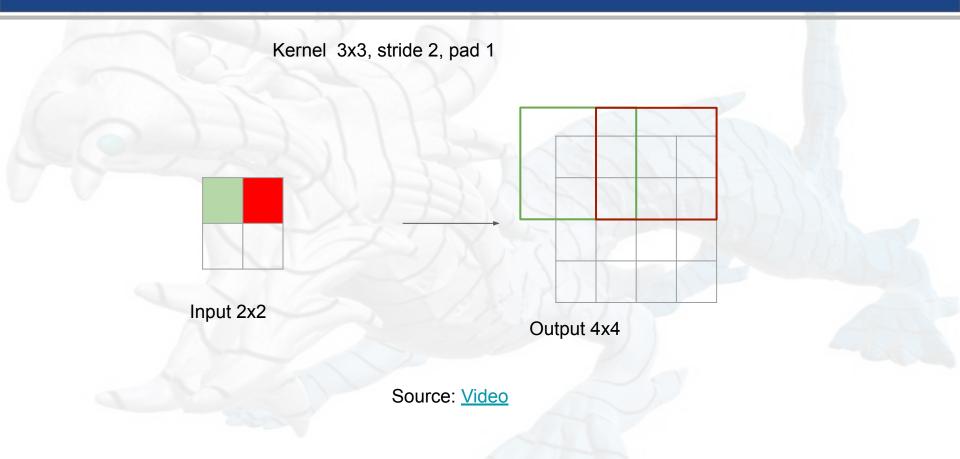
Convolutional Autoencoders : Transpose Convolution



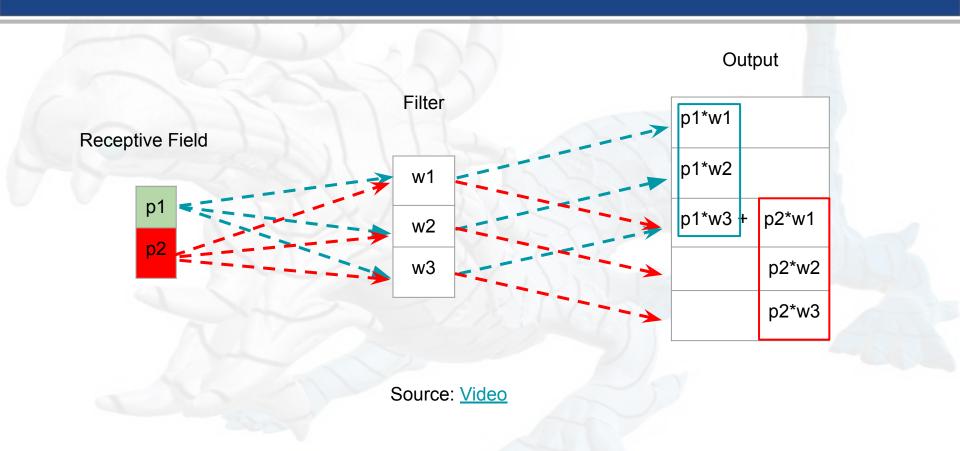
Convolutional Autoencoders : Transpose Convolution



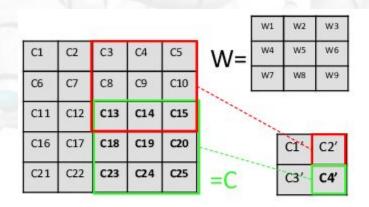
Convolutional Autoencoders : Deconvolution - Upconvolution

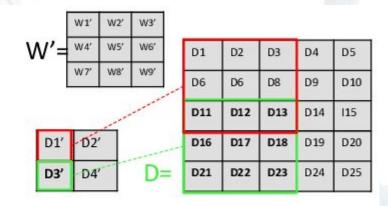


Convolutional Autoencoders : Deconvolution - Upconvolution



Convolutional Autoencoders: Deconvolution - Upconvolution



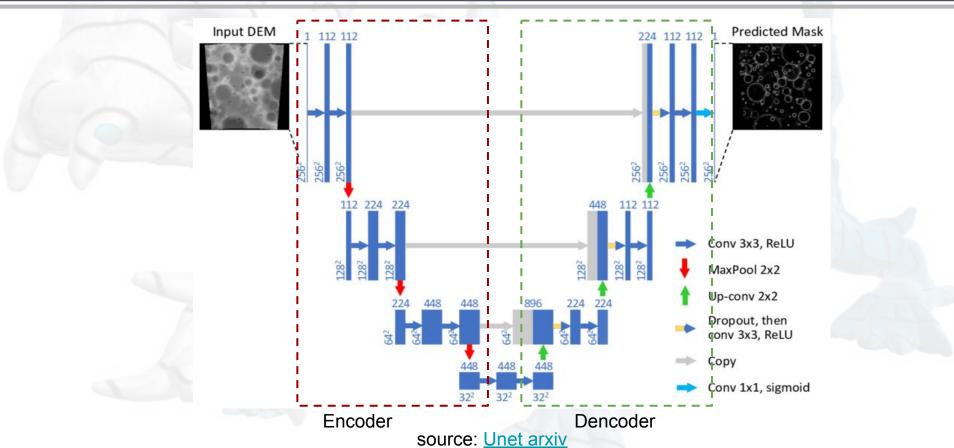


$$D = D3' \times W'$$

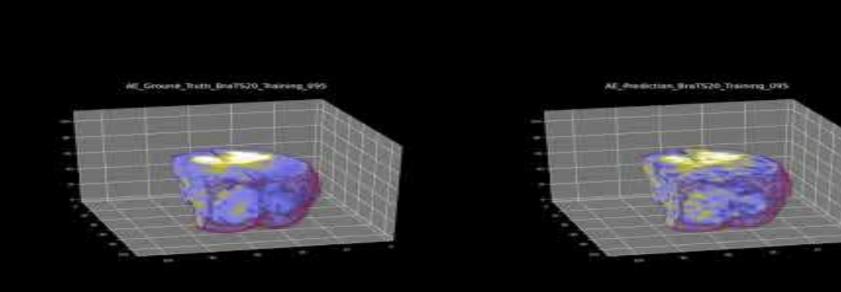
Deconvolution (stride=2)

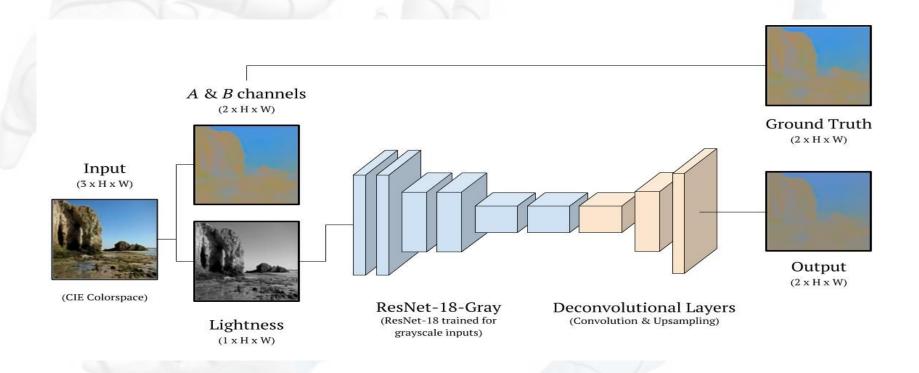
Source: Video

Convolutional Autoencoders



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Source: click



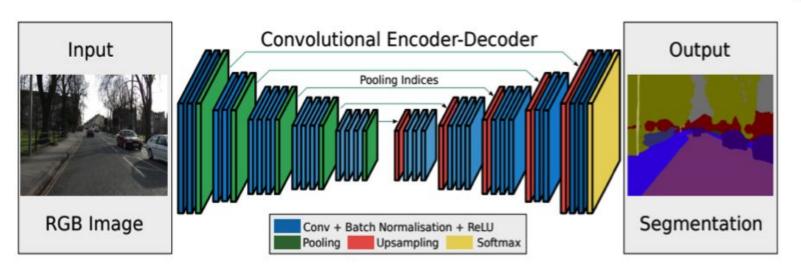
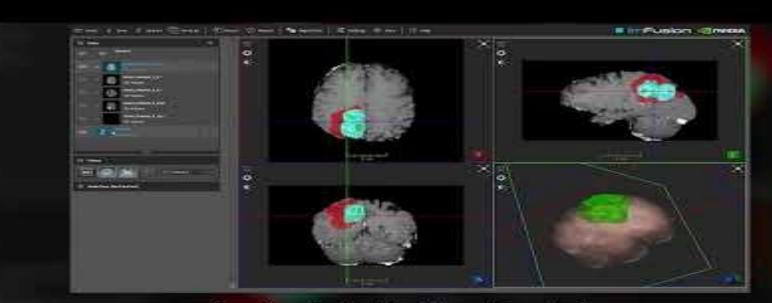


Fig. 2. An illustration of the SegNet architecture. There are no fully connected layers and hence it is only convolutional. A decoder upsamples its input using the transferred pool indices from its encoder to produce a sparse feature map(s). It then performs convolution with a trainable filter bank to densify the feature map. The final decoder output feature maps are fed to a soft-max classifier for pixel-wise classification.

Image segmentation: click

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Due to a limited training dataset size, a variational autoencoder branch is added.



