

Pie & AI: Strasbourg - Autoencoders and Variational Autoencoders

Strasbourg
05.11.2020

**Titus Nicolae
Robert Maria**

What I cannot create,
I do not understand.

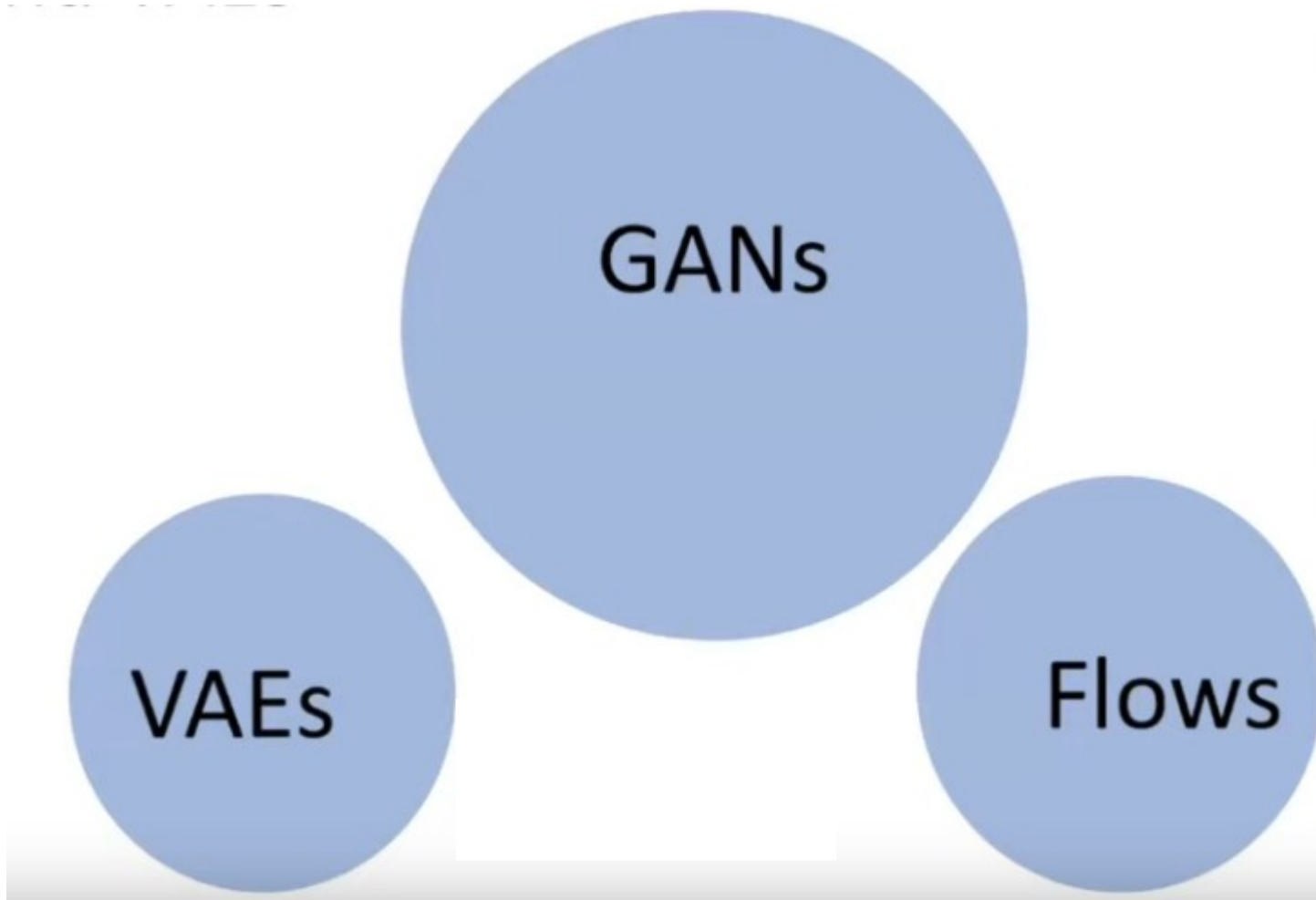


Richard Feynman: *"What I cannot create, I do not understand"*

Generative modeling: *"What I understand, I can **create**"*

source

Most popular methods today



source

Overview

1) Dimensionality reduction

2) Autoencoders (AE)

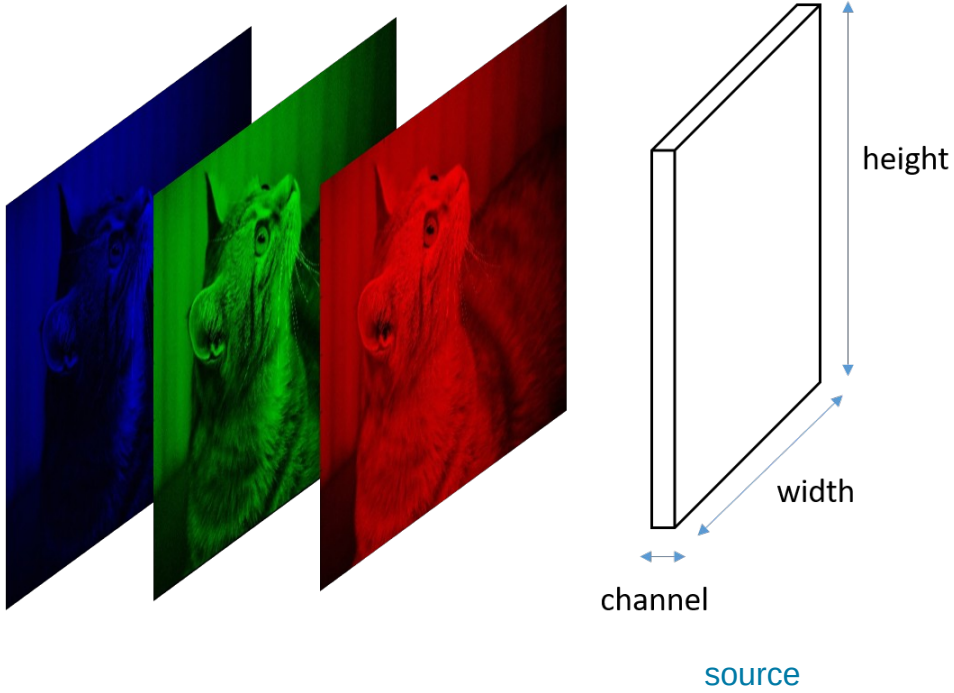
3) Variational Autoencoders (VAE)

4) Disentanglement

5) Beta-VAE

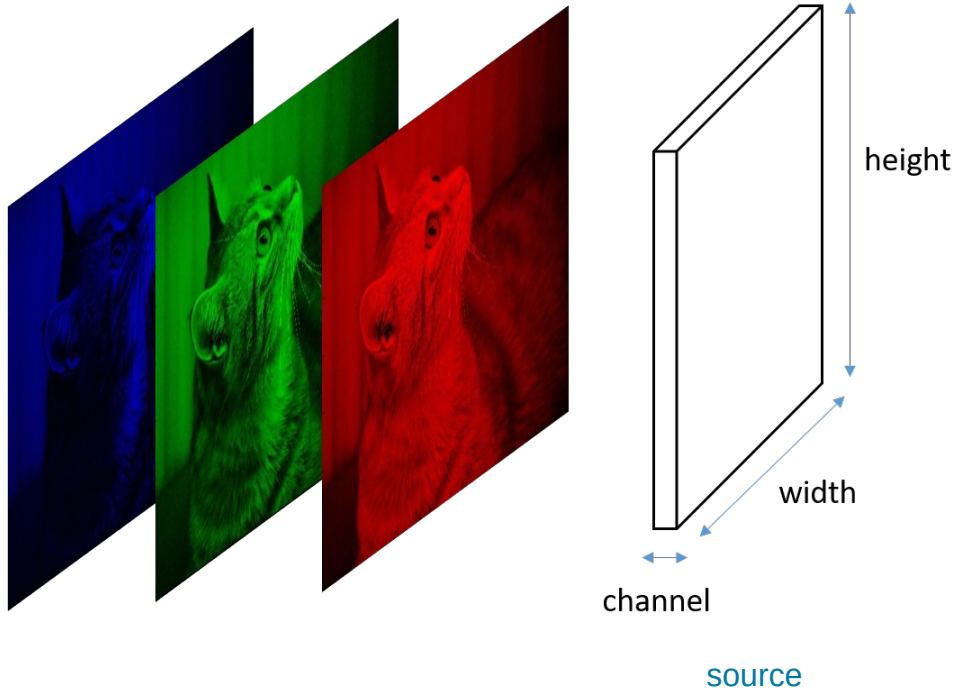
Dimensionality reduction

What is an image made of

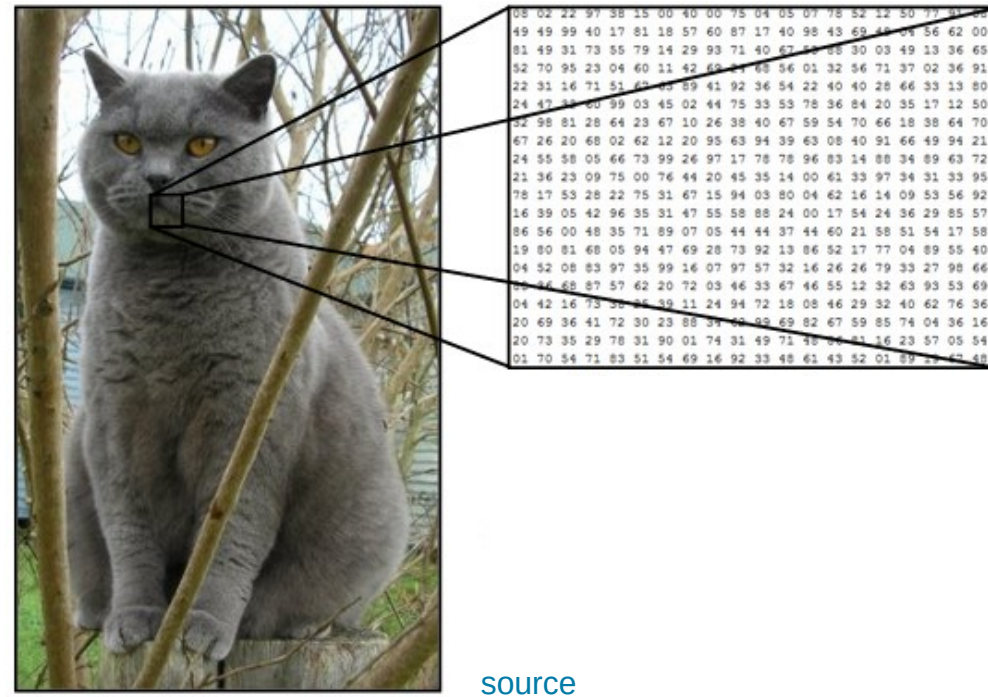


Dimensionality reduction

What is an image made of



What the computer sees



Can we reduce the dimensionality of the features (in this case pixels)?

Dimensionality reduction

Yes, we can reduce the dimension of data

by selection

Just some of the existing features are kept

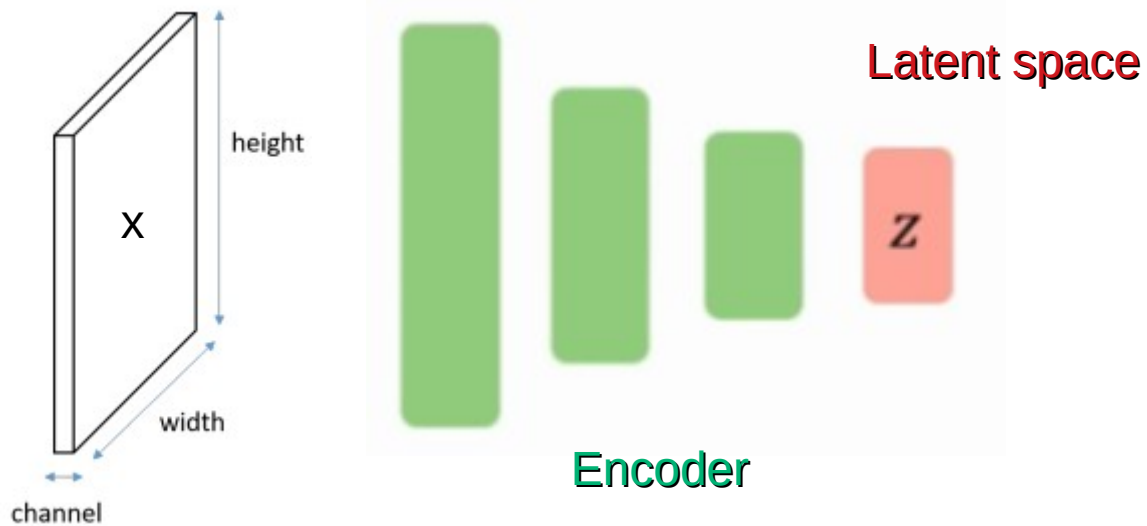
by extraction

New features are created

Reduce dimensionality in a semi-supervised manner with Autoencoders

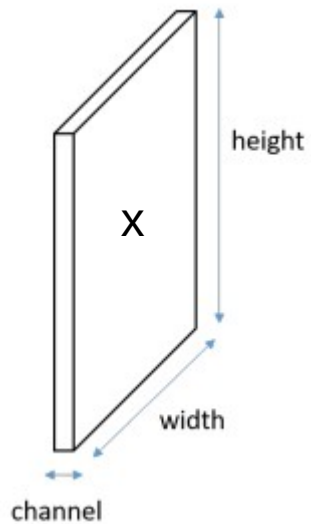
Dimensionality reduction with Autoencoders

The Encoder of Autoencoder



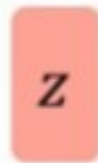
Data reconstruction

The Encoder of Autoencoder

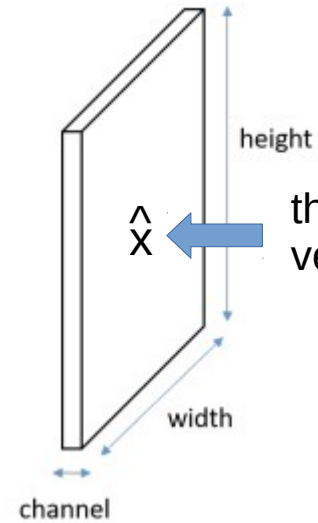


Encoder

Latent
space



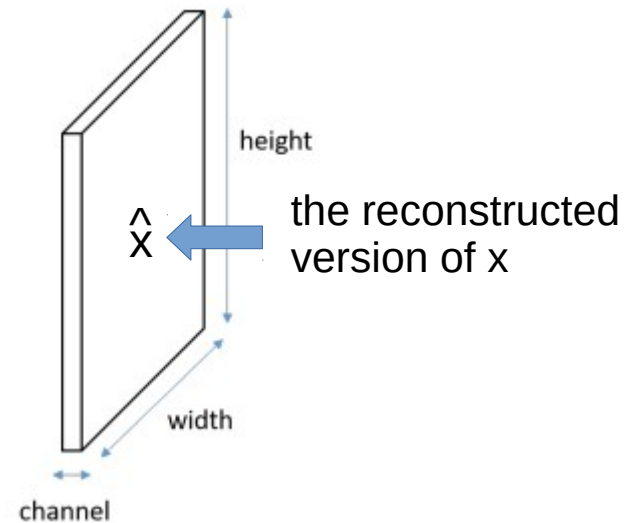
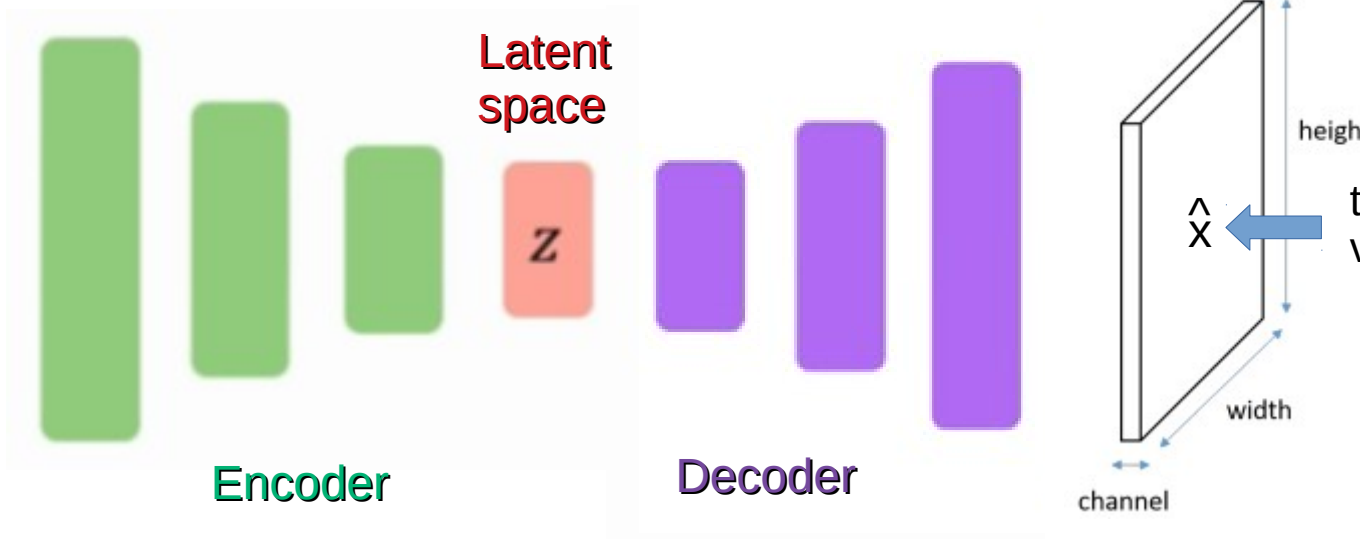
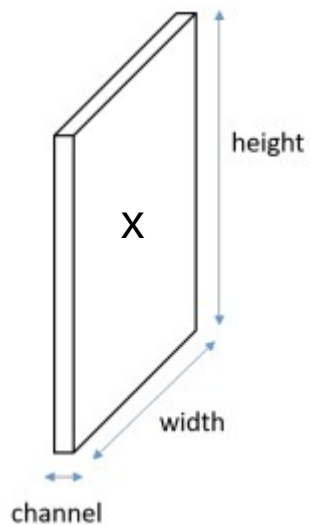
Decoder



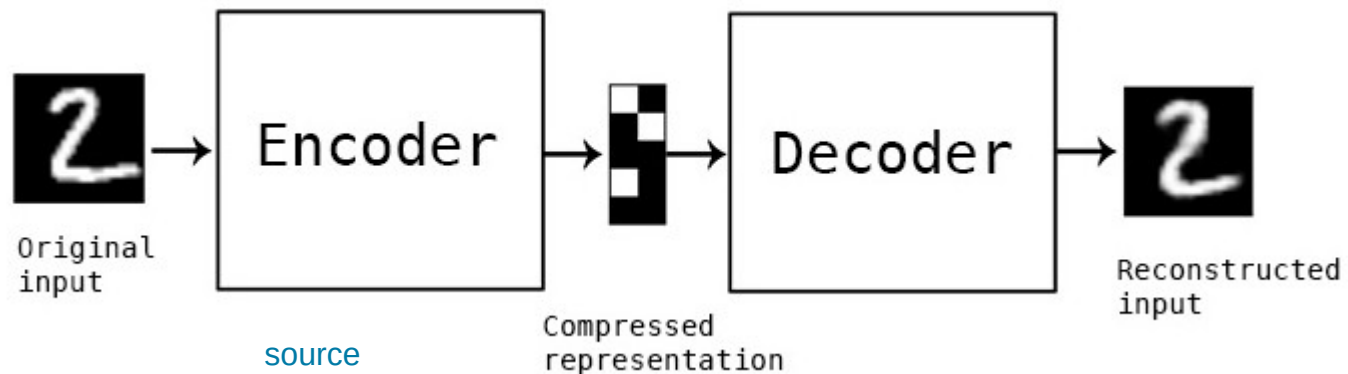
the reconstructed
version of x

Data reconstruction

The Encoder of Autoencoder



Example:

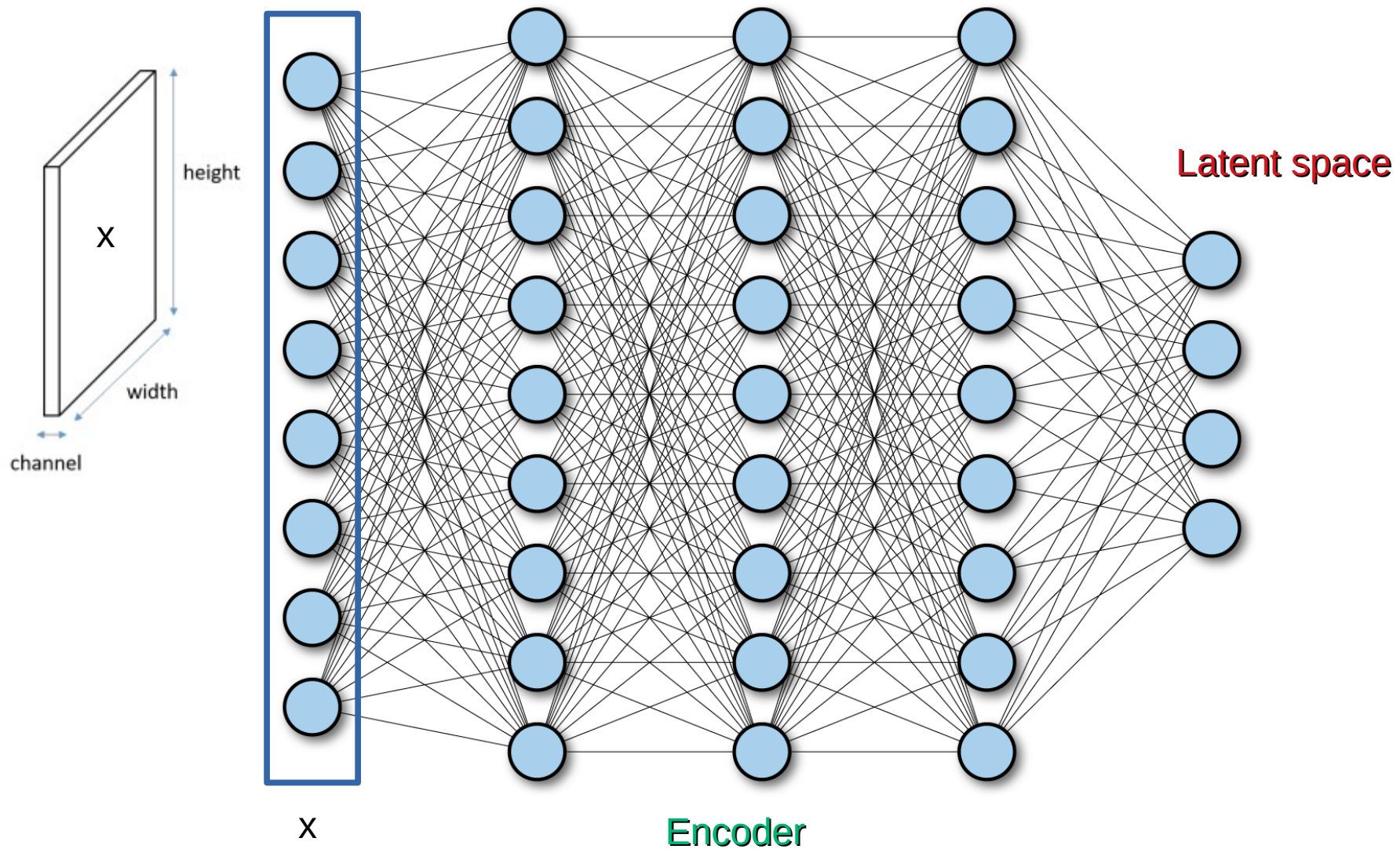


Autoencoders

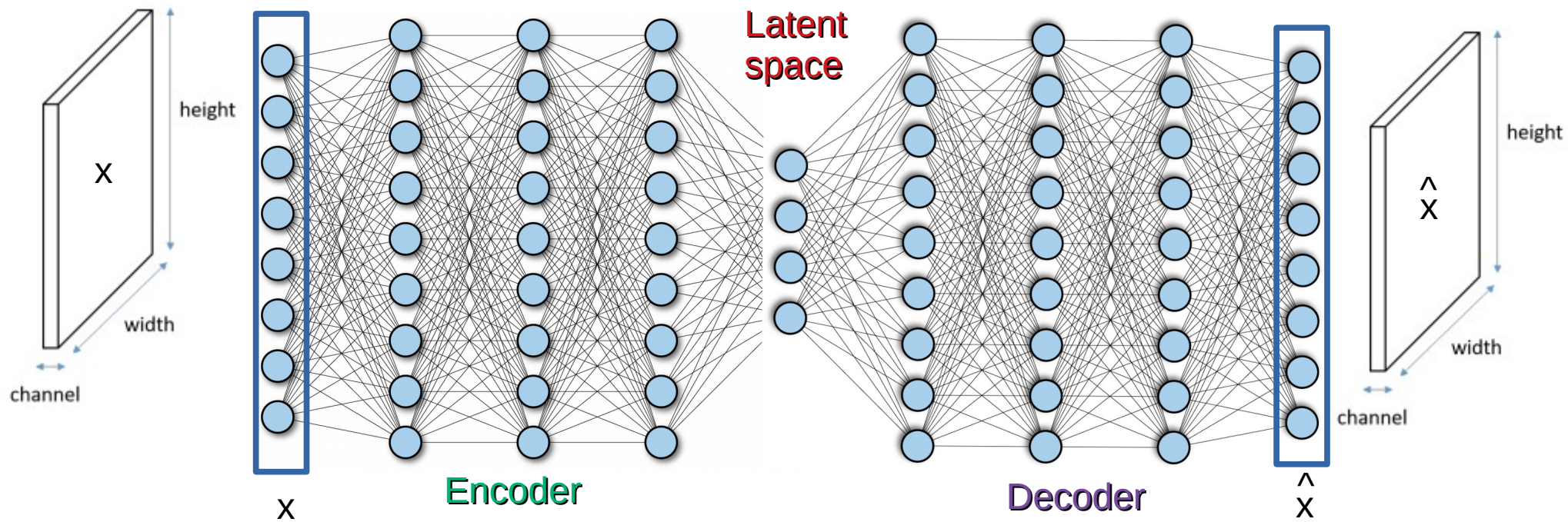
Autoencoders are a data compression algorithms where the compression and decompression functions are:

- 1) data-specific
- 2) lossy
- 3) learned automatically

Deep Fully Connected Autoencoder

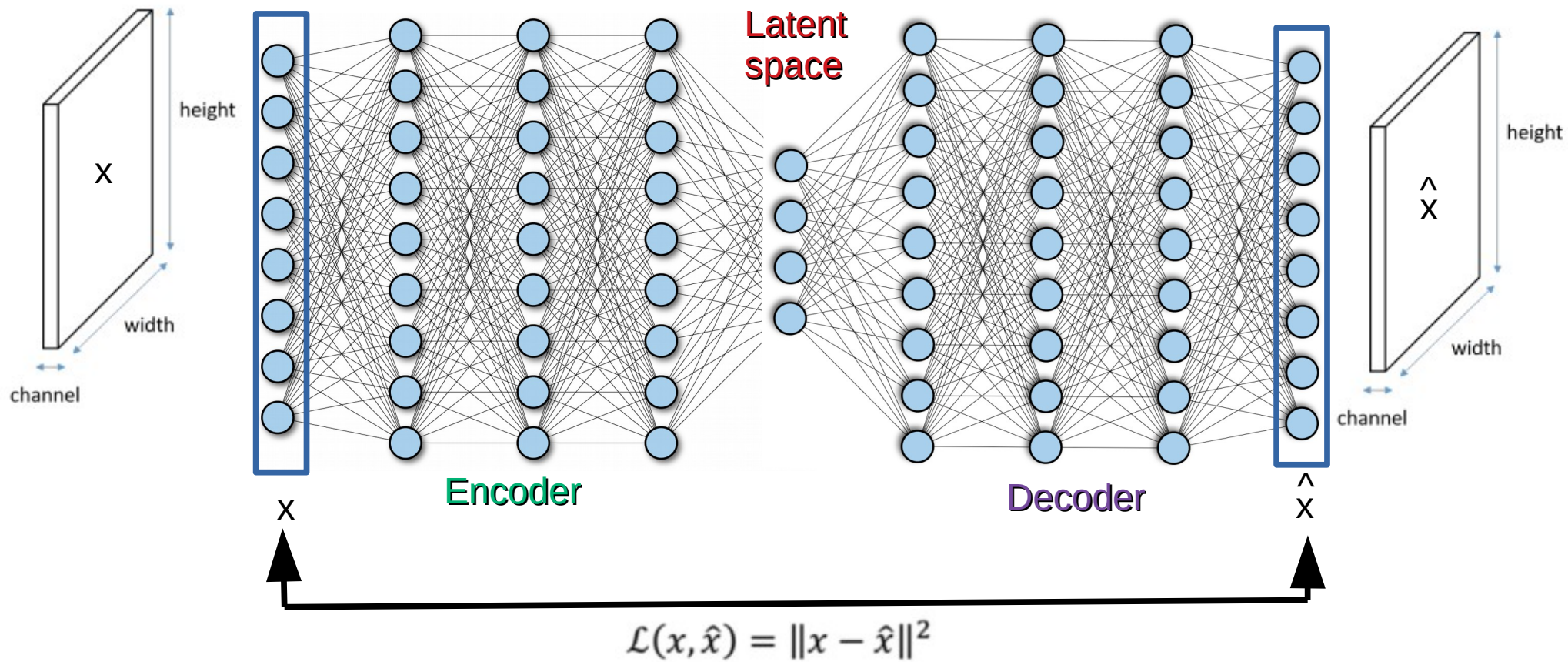


Deep Fully Connected Autoencoder



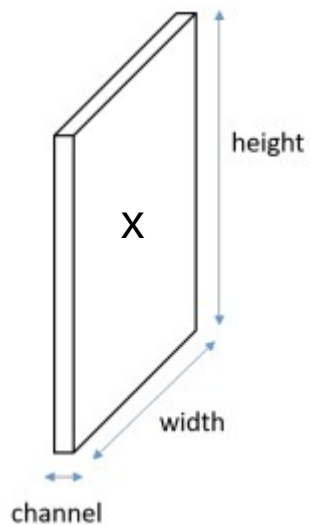
$$\hat{X} = D(E(x))$$

How do we train it?



Deep Convolutional Autoencoder

Convolution layers



| | | | | |
|---|---|---|---|---|
| 7 | 2 | 3 | 3 | 8 |
| 4 | 5 | 3 | 8 | 4 |
| 3 | 3 | 2 | 8 | 4 |
| 2 | 8 | 7 | 2 | 7 |
| 5 | 4 | 4 | 5 | 4 |

*

| | | |
|---|---|----|
| 1 | 0 | -1 |
| 1 | 0 | -1 |
| 1 | 0 | -1 |

=

| | | |
|---|--|--|
| 6 | | |
| | | |
| | | |

$$\begin{aligned}
 &7 \times 1 + 4 \times 1 + 3 \times 1 + \\
 &2 \times 0 + 5 \times 0 + 3 \times 0 + \\
 &3 \times -1 + 3 \times -1 + 2 \times -1 \\
 &= 6
 \end{aligned}$$

Max Pooling

| | | | |
|---|---|---|---|
| 4 | 9 | 2 | 5 |
| 5 | 6 | 2 | 4 |
| 2 | 4 | 5 | 4 |
| 5 | 6 | 8 | 4 |

→

| | |
|---|---|
| 9 | 5 |
| 6 | 8 |

Avg Pooling

| | | | |
|---|---|---|---|
| 4 | 9 | 2 | 5 |
| 5 | 6 | 2 | 4 |
| 2 | 4 | 5 | 4 |
| 5 | 6 | 8 | 4 |

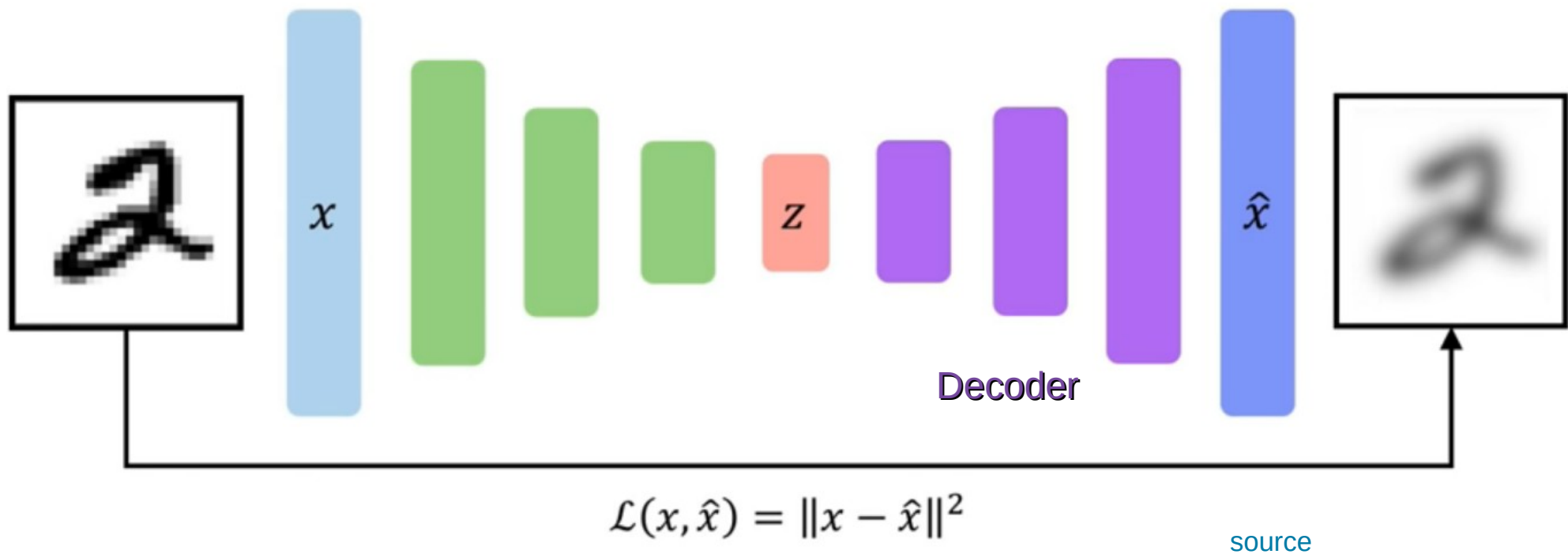
→

| | |
|-----|-----|
| 6.0 | 3.3 |
| 4.3 | 5.3 |

<https://indoml.com>

How do we train it?

Deep Convolutional Autoencoder



Encoder convolutional layers, pooling

Decoder convolutional layers, transposed convolutions or upsampling layers

What are they good for?

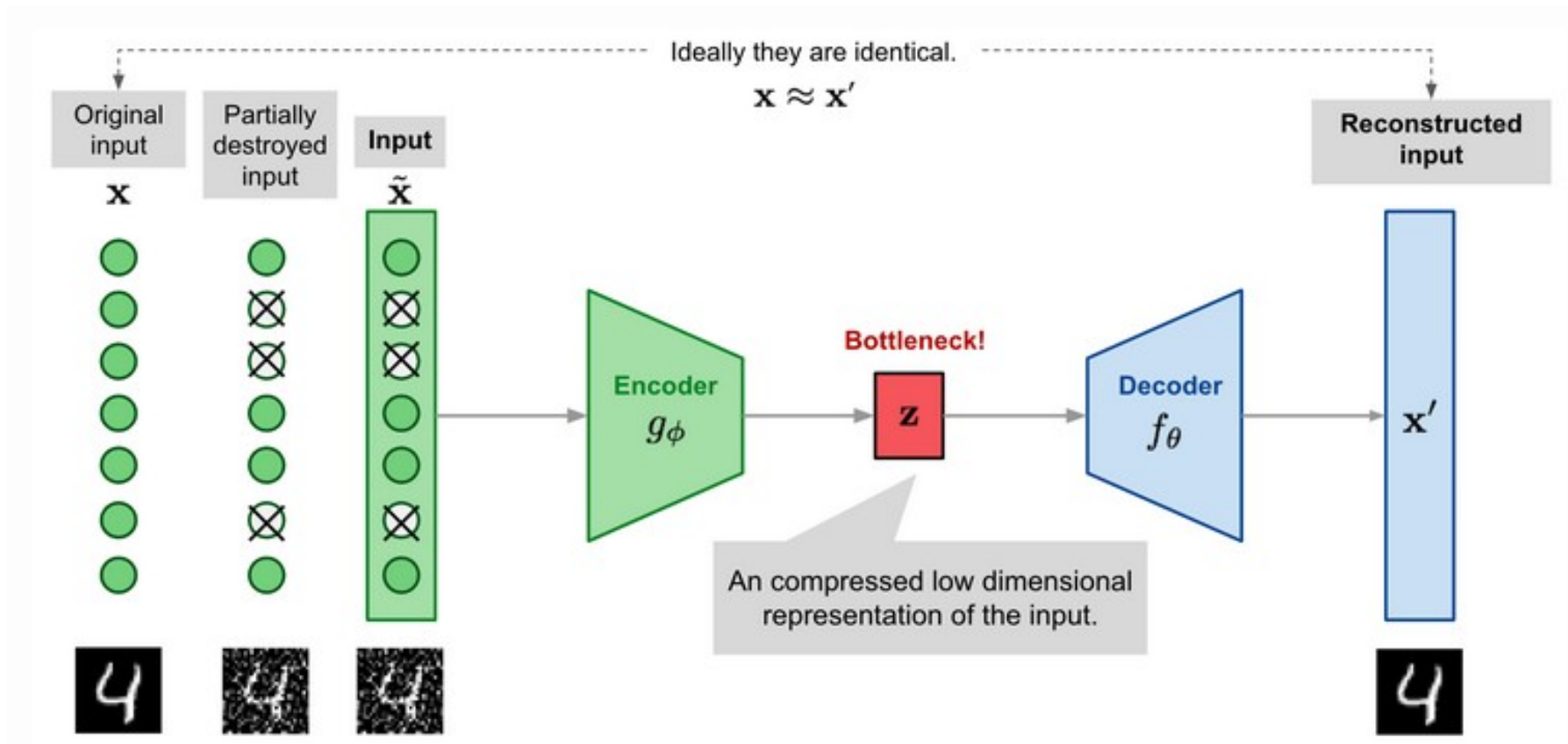
Not best choice for data compression

Data denoising (denoising autoencoders)

Dimensionality reduction for data visualization

Good starting point to understand Variational Autoencoders (VAEs)

Denoising Autoencoder



source

Overview

1) Dimensionality reduction

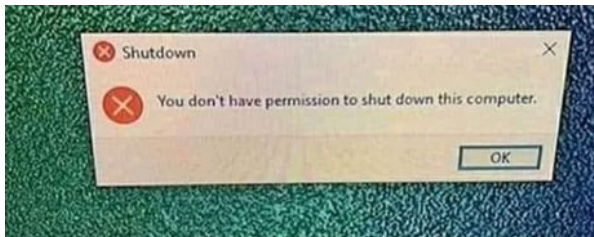
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4) Disentanglement

5) Beta-VAE

Goal



Goal

Building Machines That Learn and Think Like People

Brenden M. Lake,¹ Tomer D. Ullman,^{2,4} Joshua B. Tenenbaum,^{2,4} and Samuel J. Gershman^{3,4}

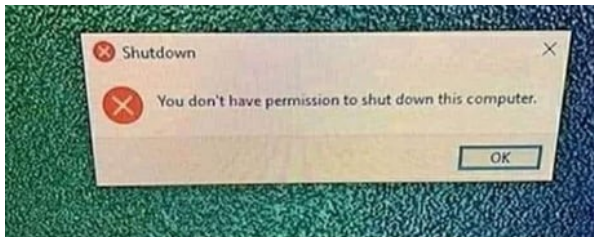
¹Center for Data Science, New York University

²Department of Brain and Cognitive Sciences, MIT

³Department of Psychology and Center for Brain Science, Harvard University

⁴Center for Brains Minds and Machines

[source](#)



Goal



Goal

Observe
the world



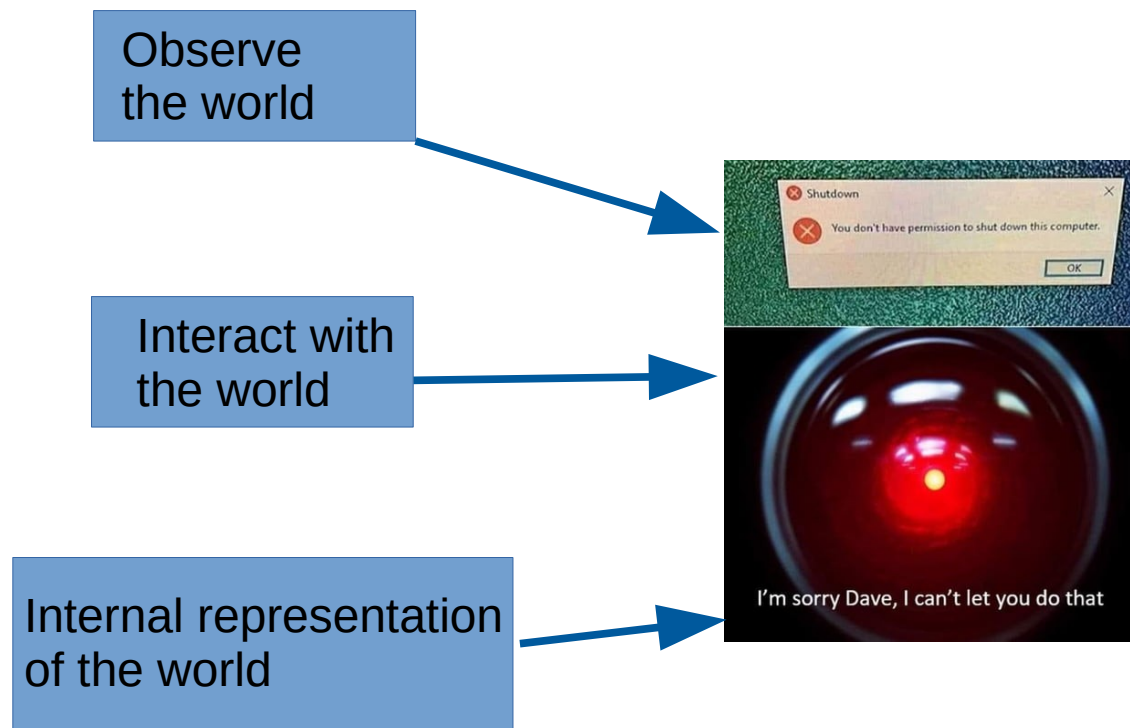
Goal

Observe
the world

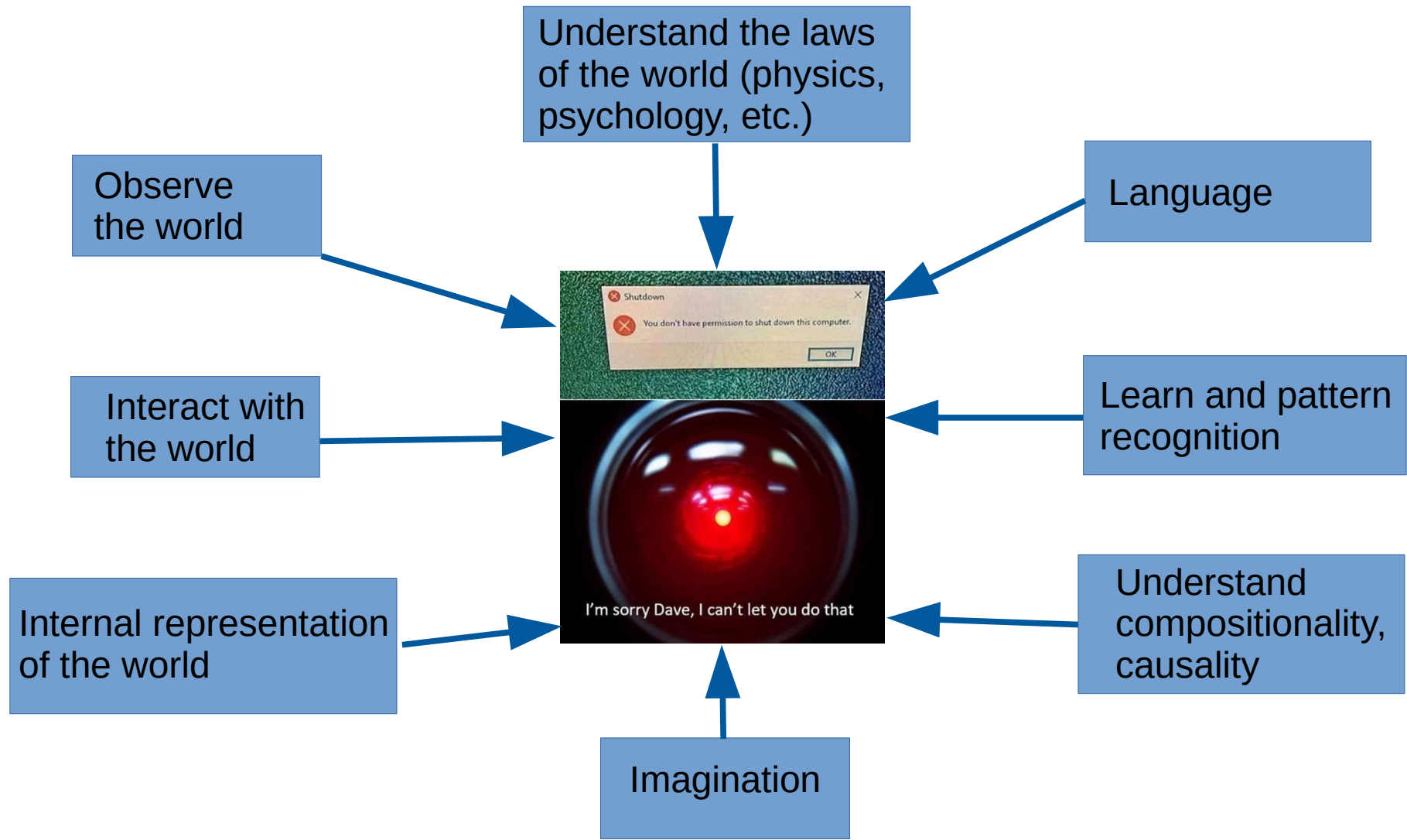
Interact with
the world



Goal



Goal



Challenges

Generalization

Humans generalize from a single example?



Training example (“water bear”)

Challenges

Generalization

Humans generalize from a single example?



Training example ("water bear")

Test examples



Challenges

Generalization

Humans generalize from a single example?



Training example ("water bear")

Humans have much more background knowledge:

- Laws of physics, causality, biology, psychology, sociology, ...

Test examples



source

Representation learning

Can you perform arithmetic on Roman numerals?

$$\text{XXXVII} + \text{XLII} = ?$$

Representation learning

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Or you perform faster on Arabic numerals?

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“Many AI tasks can be solved by designing the right set of features to extract for that task”

source

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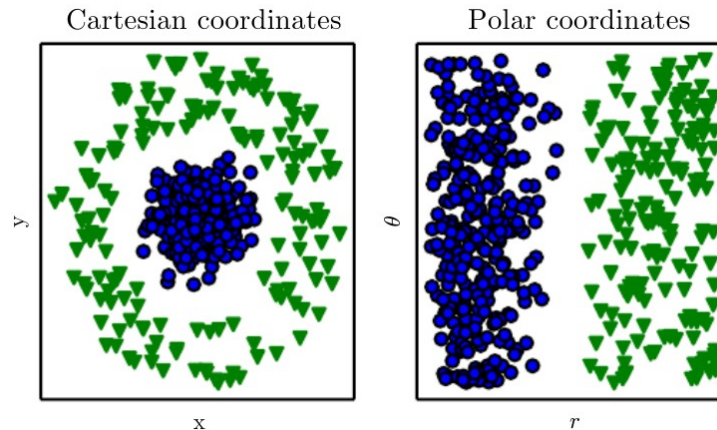
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Example of different representations



Which of the two can be correctly classified by a linear classifier?

Representation learning

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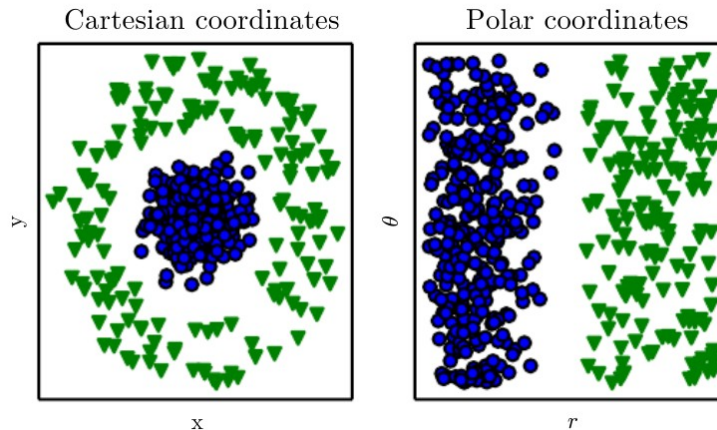
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“Many AI tasks can be solved by designing the right set of features to extract for that task”

source

Example of different representations



Which of the two can be correctly classified by a linear classifier?

Good representation capture posterior belief about explanatory causes, disentangle these underlying vectors of variations.

source

Disentanglement

Disentanglement

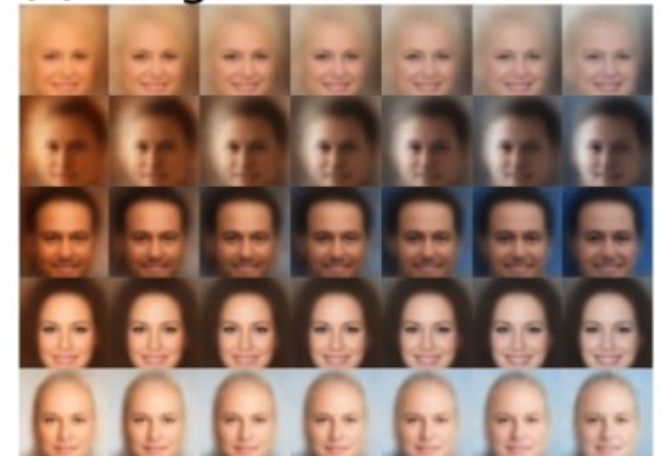
(a) Skin colour



(b) Age/gender



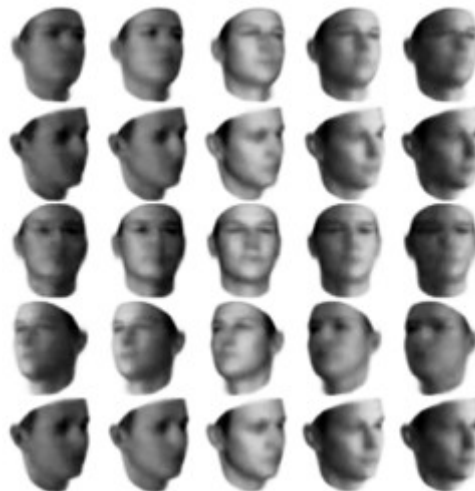
(c) Image saturation



(a) Azimuth (rotation)



(b) Lighting



(c) Elevation



Challenges

Unsupervised learning of a disentangled posterior distribution over the underlying generative factors of sensory data

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Unsupervised learning of a disentangled posterior distribution over the underlying generative factors of sensory data

Why?

Challenges

Unsupervised learning of a disentangled posterior distribution over the underlying generative factors of sensory data

Why?

Knowledge of one factor can generalize to novel configurations of other factors

Faster learning / learning from few examples

Challenges

Challenges

We may not have direct access to the generative factors

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Myth of the Cave

[source](#)

Challenges

We may not have direct access to the generative factors



Myth of the Cave

[source](#)

Little or no supervision for discovering the factors

How to compare models which perform disentanglement?

β -VAE

Learning an interpretable factorised representation of the independent data generative factors of the world without supervision

β -VAE

$D = \{X, V, W\}$ = a set of images x and 2 generative factors

V = conditionally independent factors

W = conditionally dependent factors

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Assume images x are generated by $p(\mathbf{x}|\mathbf{v},\mathbf{w}) = \mathbf{Sim}(\mathbf{v},\mathbf{w})$

$\mathbf{Sim}(\mathbf{v},\mathbf{w})$ = true world simulator

β -VAE

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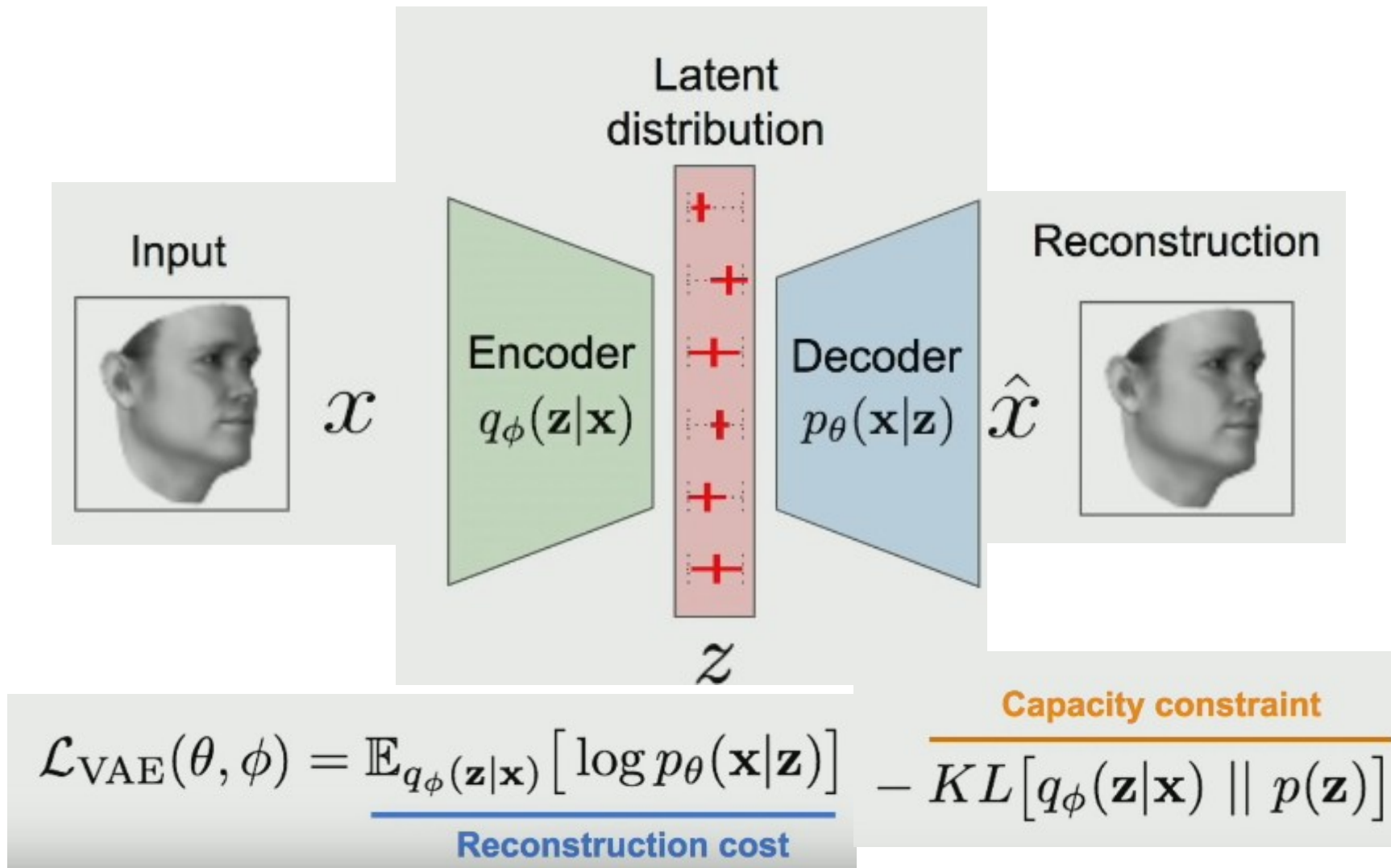
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Initial objective: $\max_{\theta} \mathbb{E}_{p_{\theta}(\mathbf{z})} [p_{\theta}(\mathbf{x}|\mathbf{z})]$

β -VAE



Second objective: $q_\phi(\mathbf{z}|\mathbf{x})$ captures \mathbf{v} in a disentangled manner

β -VAE

What about \mathbf{w} ?

They remain entangled in a separate subset of \mathbf{z} that is not used in representing \mathbf{v}

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Introduce a constraint over $q_{\phi}(\mathbf{z}|\mathbf{x})$

Match it to a prior $p(\mathbf{z}) = \mathcal{N}(\mathbf{0}, I)$

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Constraint optimization problem

$$\max_{\phi, \theta} \mathbb{E}_{x \sim \mathbf{D}} [\mathbb{E}_{q_{\phi}(\mathbf{z}|\mathbf{x})} [\log p_{\theta}(\mathbf{x}|\mathbf{z})]]$$

$$\text{subject to } D_{KL}(q_{\phi}(\mathbf{z}|\mathbf{x}) || p(\mathbf{z})) < \epsilon$$

β -VAE

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Re-write as:

$$\mathcal{F}(\theta, \phi, \beta; \mathbf{x}, \mathbf{z}) \geq \mathcal{L}(\theta, \phi; \mathbf{x}, \mathbf{z}, \beta) = \mathbb{E}_{q_{\phi}(\mathbf{z}|\mathbf{x})} [\log p_{\theta}(\mathbf{x}|\mathbf{z})] - \beta D_{KL}(q_{\phi}(\mathbf{z}|\mathbf{x}) || p(\mathbf{z}))$$

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$\mathcal{L}(\theta, \phi; \mathbf{x}, \mathbf{z}, \beta)$ = Lagrangian under KKT conditions

$\mathbb{E}_{q_{\phi}(\mathbf{z}|\mathbf{x})} [\log p_{\theta}(\mathbf{x}|\mathbf{z})]$ = reconstruction loss

$D_{KL}(q_{\phi}(\mathbf{z}|\mathbf{x}) || p(\mathbf{z}))$ = regularization term

β = regularization coefficient

β -VAE

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β

controls the capacity of the latent

puts independence pressure

$\beta = 1$ becomes VAE

β -VAE

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Disentanglement representation emerge when the right balance is found between information preservation and latent channel capacity restriction.

β -VAE

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Disentanglement representation emerge when the right balance is found between information preservation and latent channel capacity restriction.

Related to the information bottleneck principle:

$$\max[I(Z; Y) - \beta I(X; Z)]$$

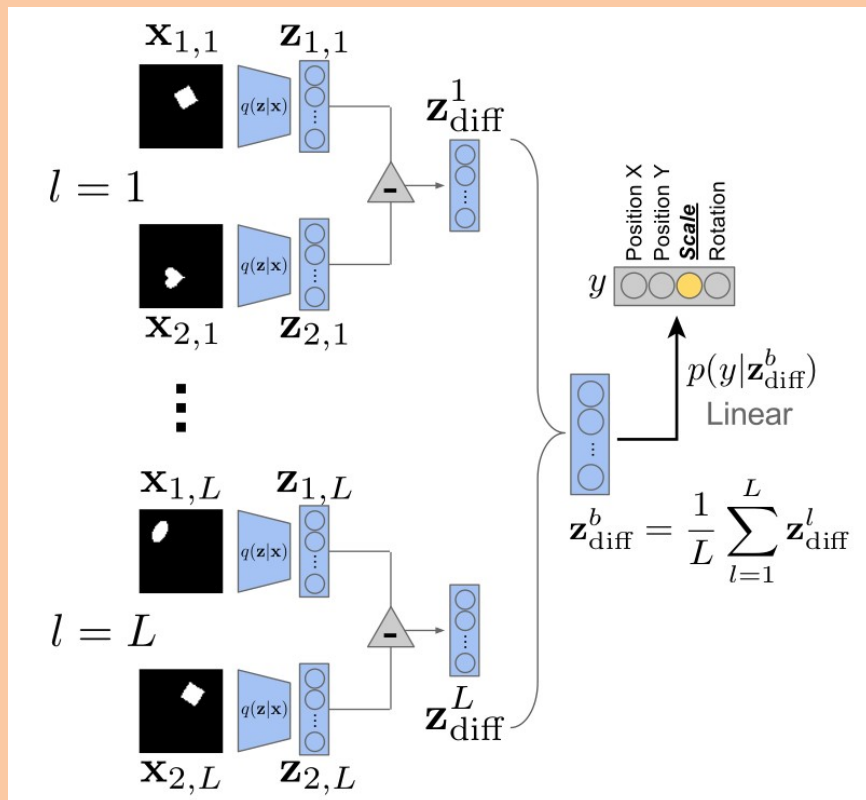
New evaluation metric

$\beta > 1$ leads to poorer reconstructions due to the loss of high freq details
cannot use log-likelihood of the data under the learnt model

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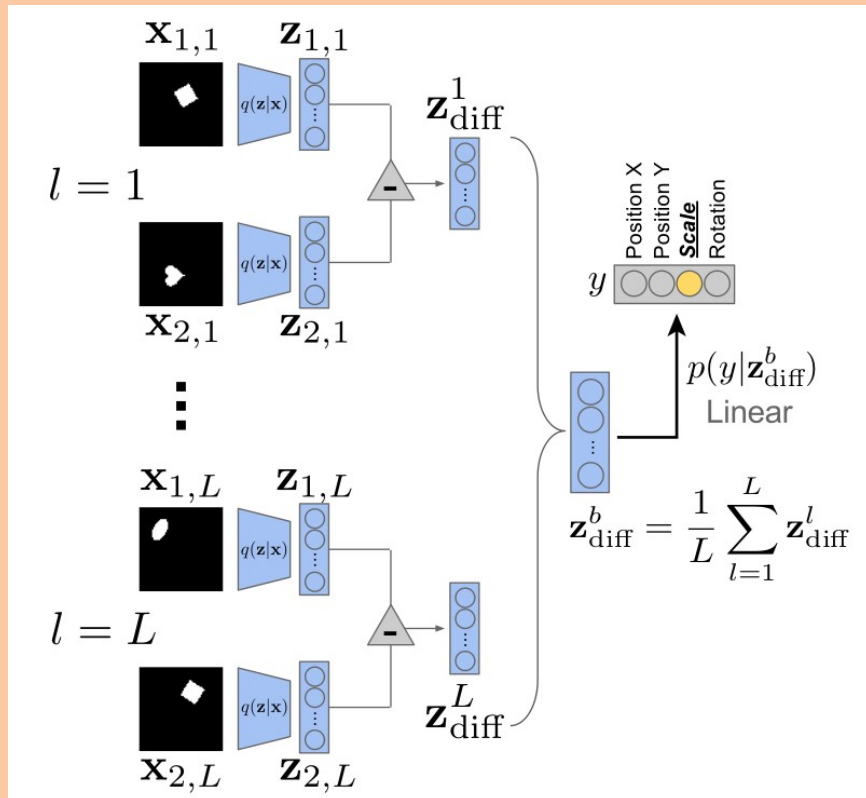
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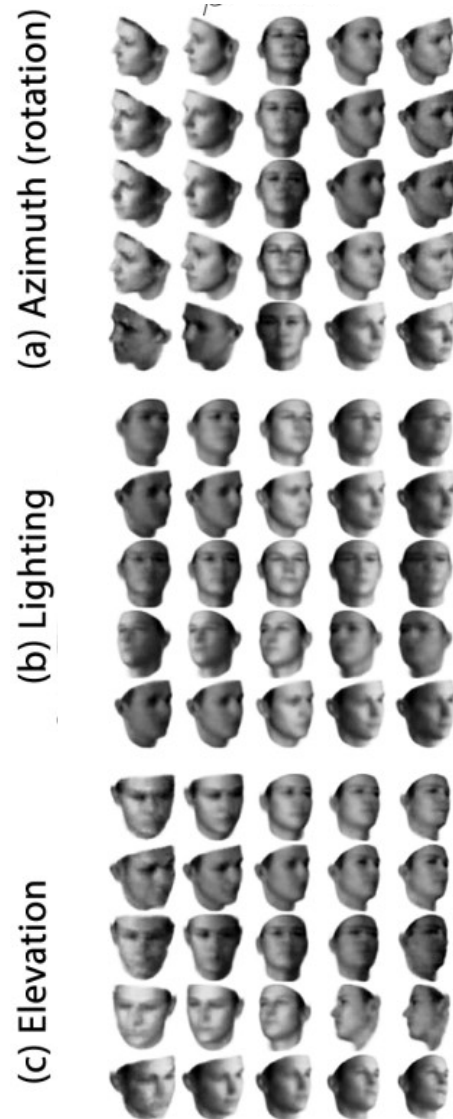
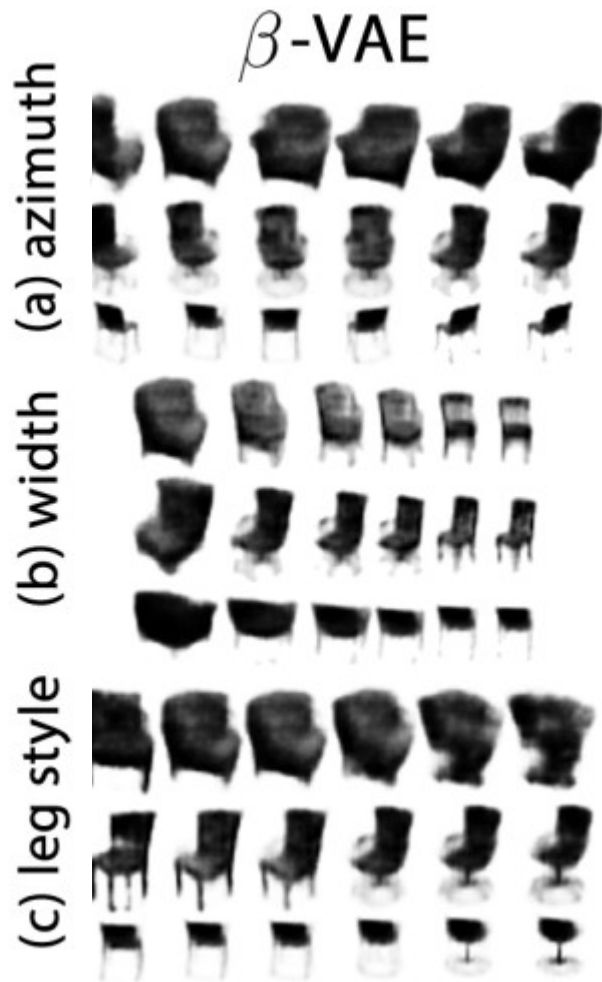
Cons: needs access to the world simulator **Sim(v,w)**

Results

Qualitative

Results

Qualitative



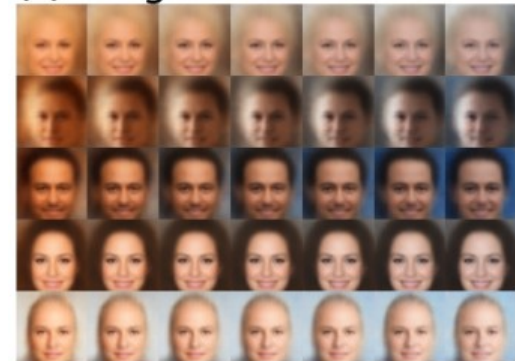
(a) Skin colour



(b) Age/gender



(c) Image saturation



Results

Quantitative

Results

Quantitative

| Model | Disentanglement metric score |
|-------------------------------|-------------------------------------|
| <i>Ground truth</i> | <i>100%</i> |
| Raw pixels | $45.75 \pm 0.8\%$ |
| PCA | $84.9 \pm 0.4\%$ |
| ICA | $42.03 \pm 10.6\%$ |
| DC-IGN | $99.3 \pm 0.1\%$ |
| InfoGAN | $73.5 \pm 0.9\%$ |
| VAE untrained | $44.14 \pm 2.5\%$ |
| VAE | $61.58 \pm 0.5\%$ |
| β-VAE | $99.23 \pm 0.1\%$ |

On a synthetic dataset of 2D shapes (heart, oval, square)

With indep generative factors: positionX, positionY, scale and rotation