



# Overlooked Implications of the Reconstruction Loss for VAE Disentanglement

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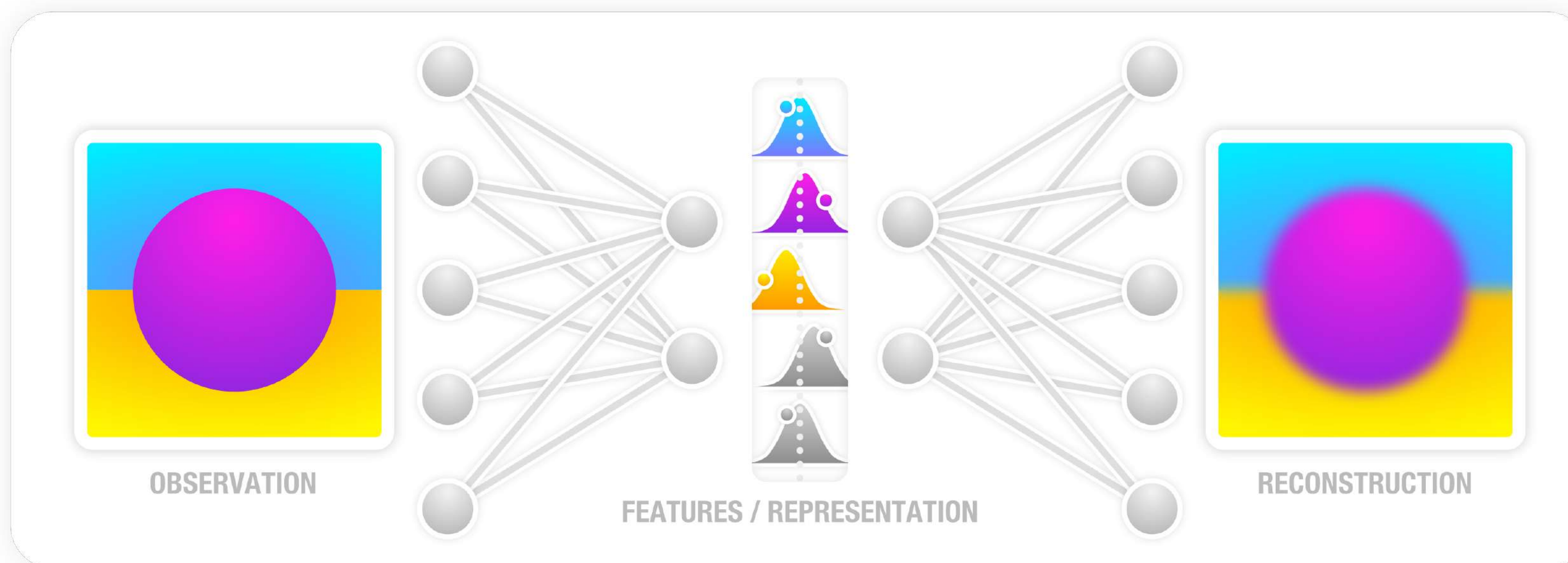
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# Background

## Variational Auto-Encoders

- Variational Auto-Encoders (VAEs) learn to **compress data** by **reconstructing** the inputs.
- VAEs **encode distributions**, which are sampled from during training.



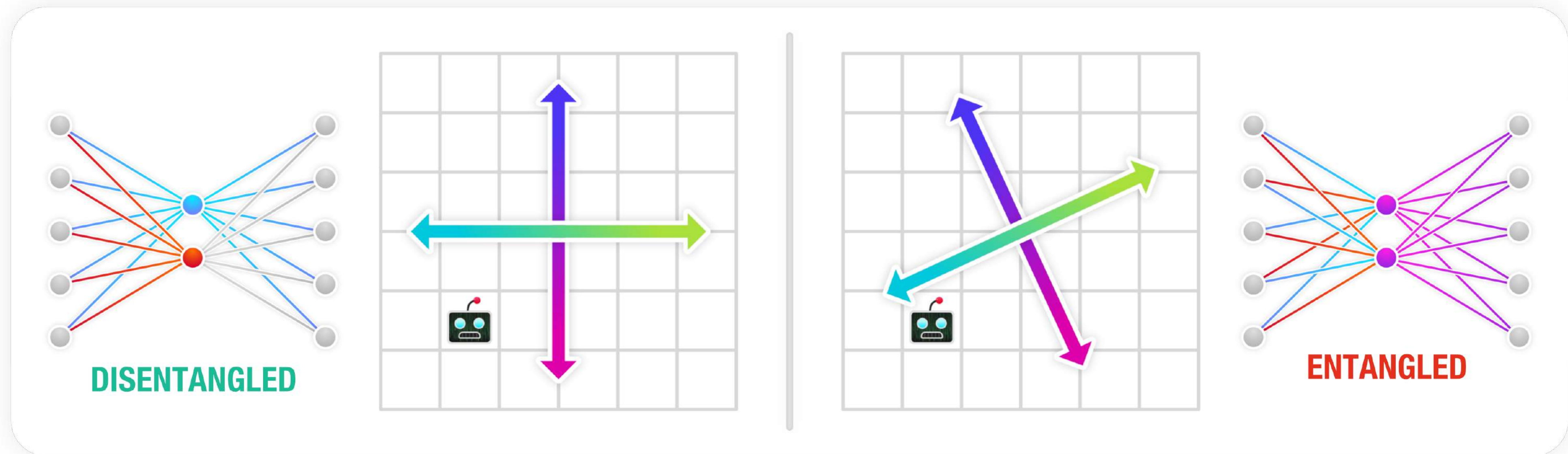
$$L_{\beta\text{VAE}} = L_{\text{rec}} + L_{\text{reg}}$$

← Regularisation is usually the focus of disentanglement research

# Background

## Disentanglement (with unsupervised VAEs)

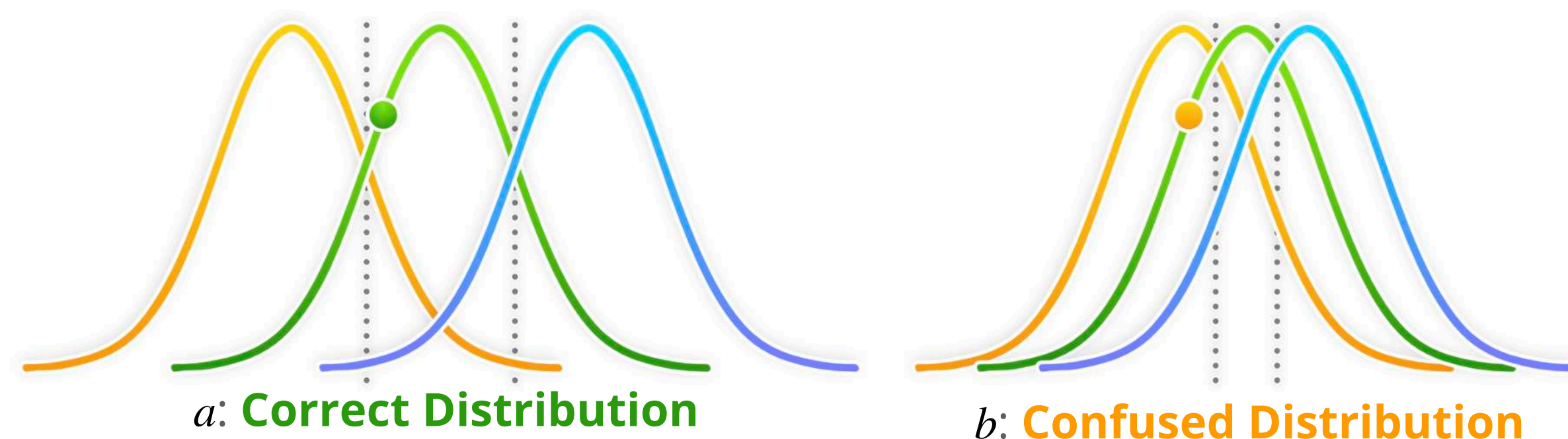
- VAEs are known to produce human interpretable or **disentangled** representations from data.
- VAEs may fail and produce **entangled** representations.
  - **Why?**





# Background

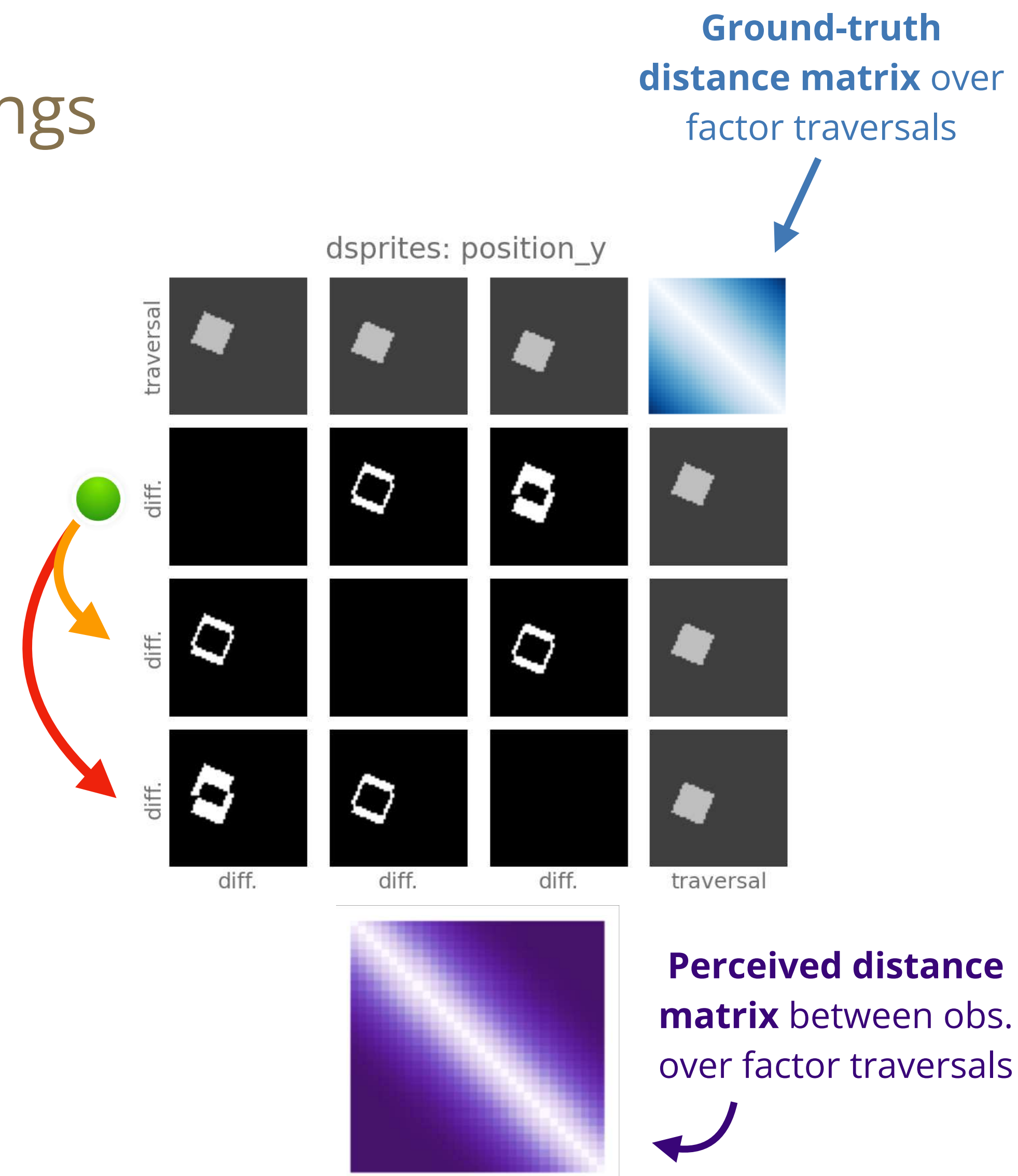
Random sampling reorganises VAE embeddings



A VAE prefers to minimise sampling errors by placing **embeddings** close together that it also perceives as **close in the data space**

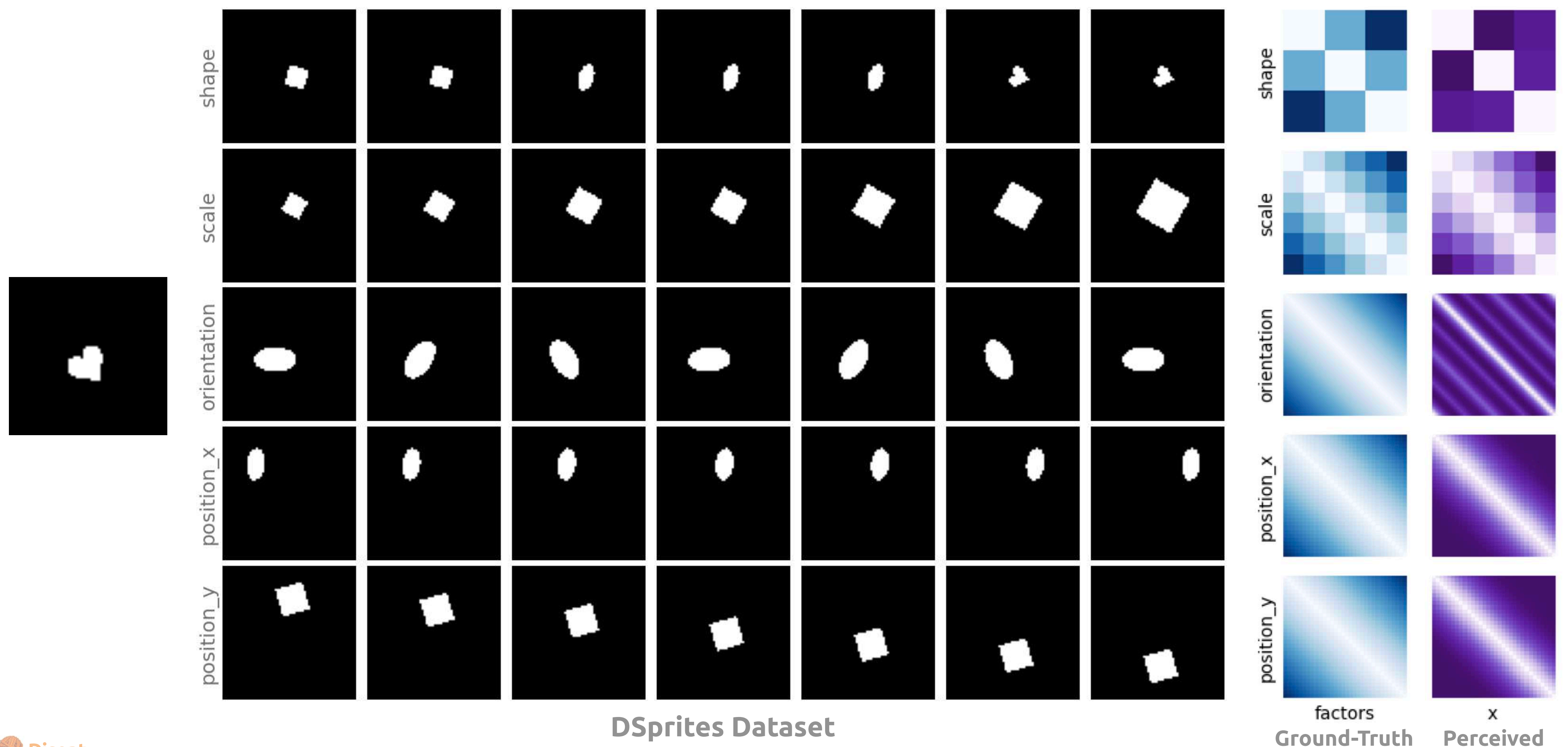
**We use this idea** to measure the similarity of observations directly using the reconstruction loss  
“**Perceived distances**”

$$d_{\text{pcv}}(\text{green dot}, \text{orange dot}) = \lim_{\hat{x} \rightarrow x} \mathcal{L}_{\text{rec}}(\text{green dot}, \text{orange dot})$$



# Characterising Existing Datasets

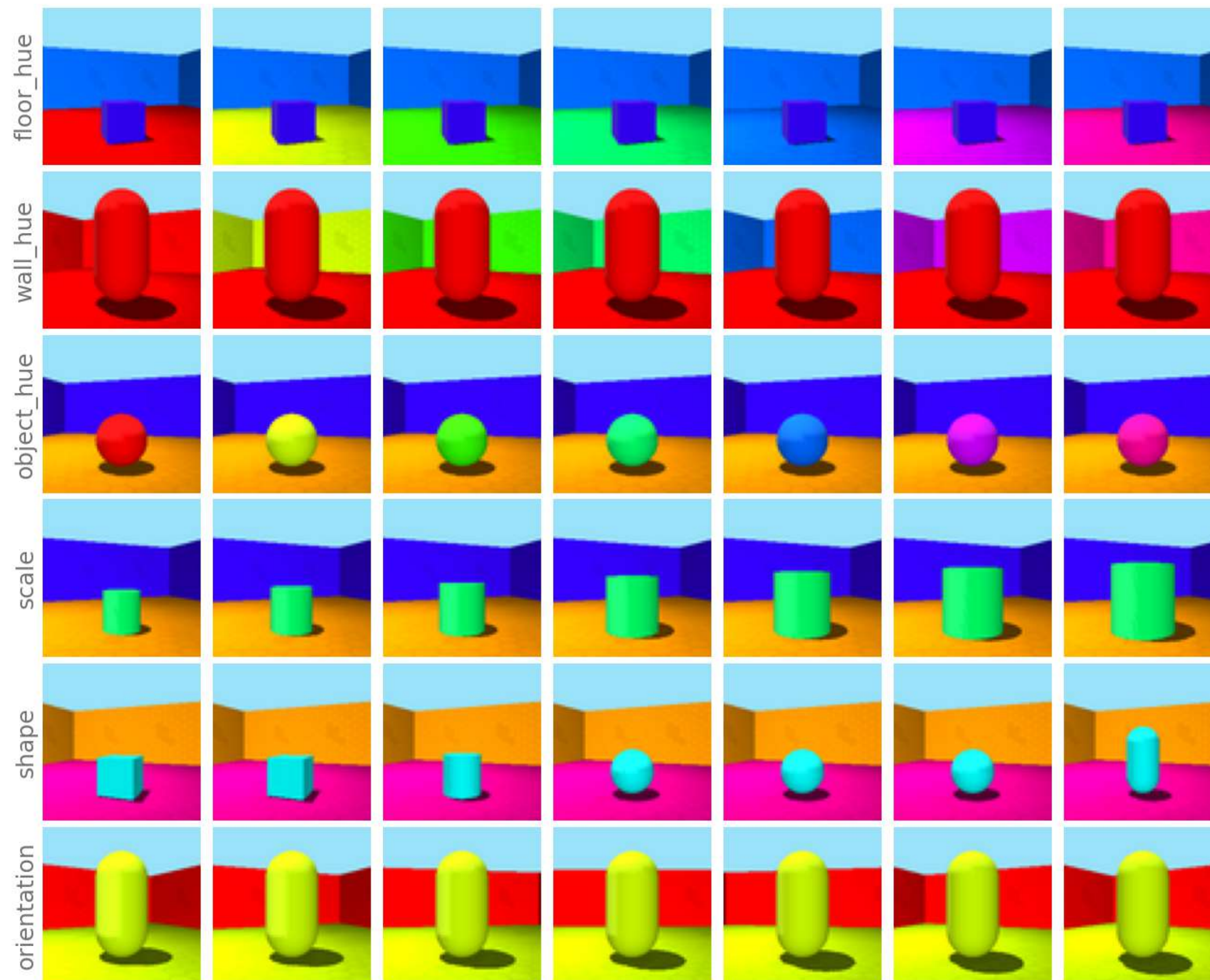
Ground-truth distances usually correspond to VAE perceived distances



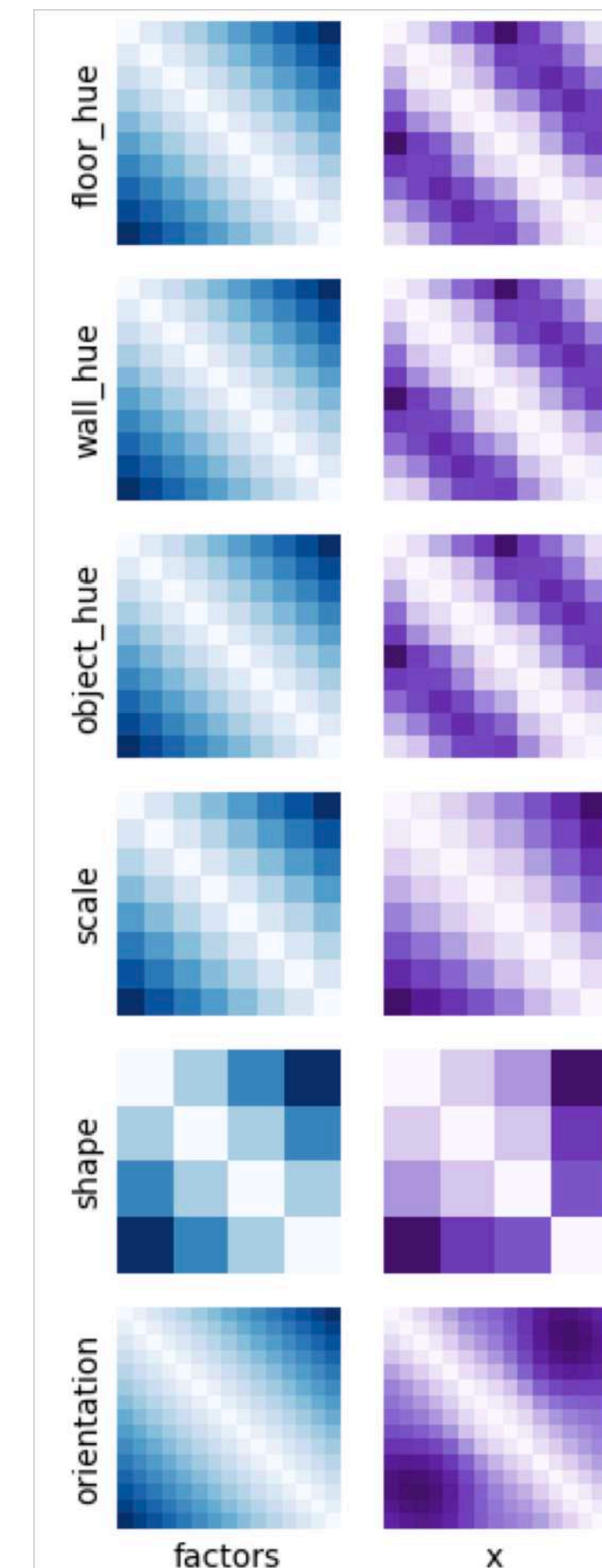


# Characterising Existing Datasets

Ground-truth distances usually correspond to VAE perceived distances



Shapes3D Dataset



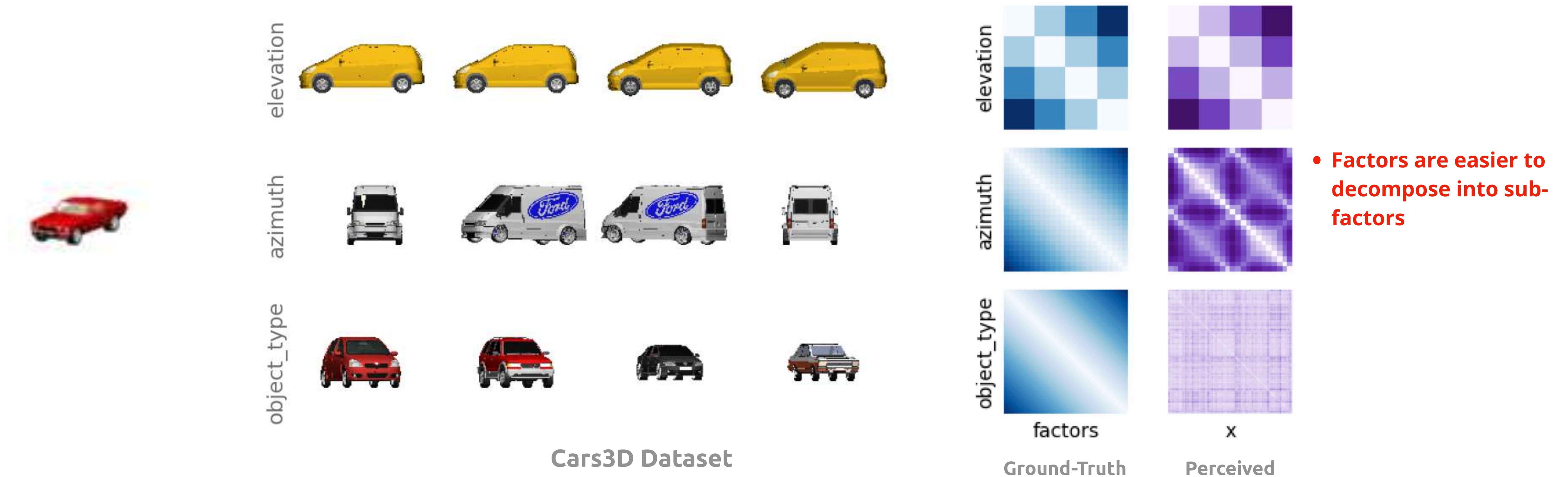
Ground-Truth      Perceived

- RGB has 3 dims, unintuitive to represent in 1 factor
- Colour is circular in nature, can be learnt from any starting point



# Characterising Existing Datasets

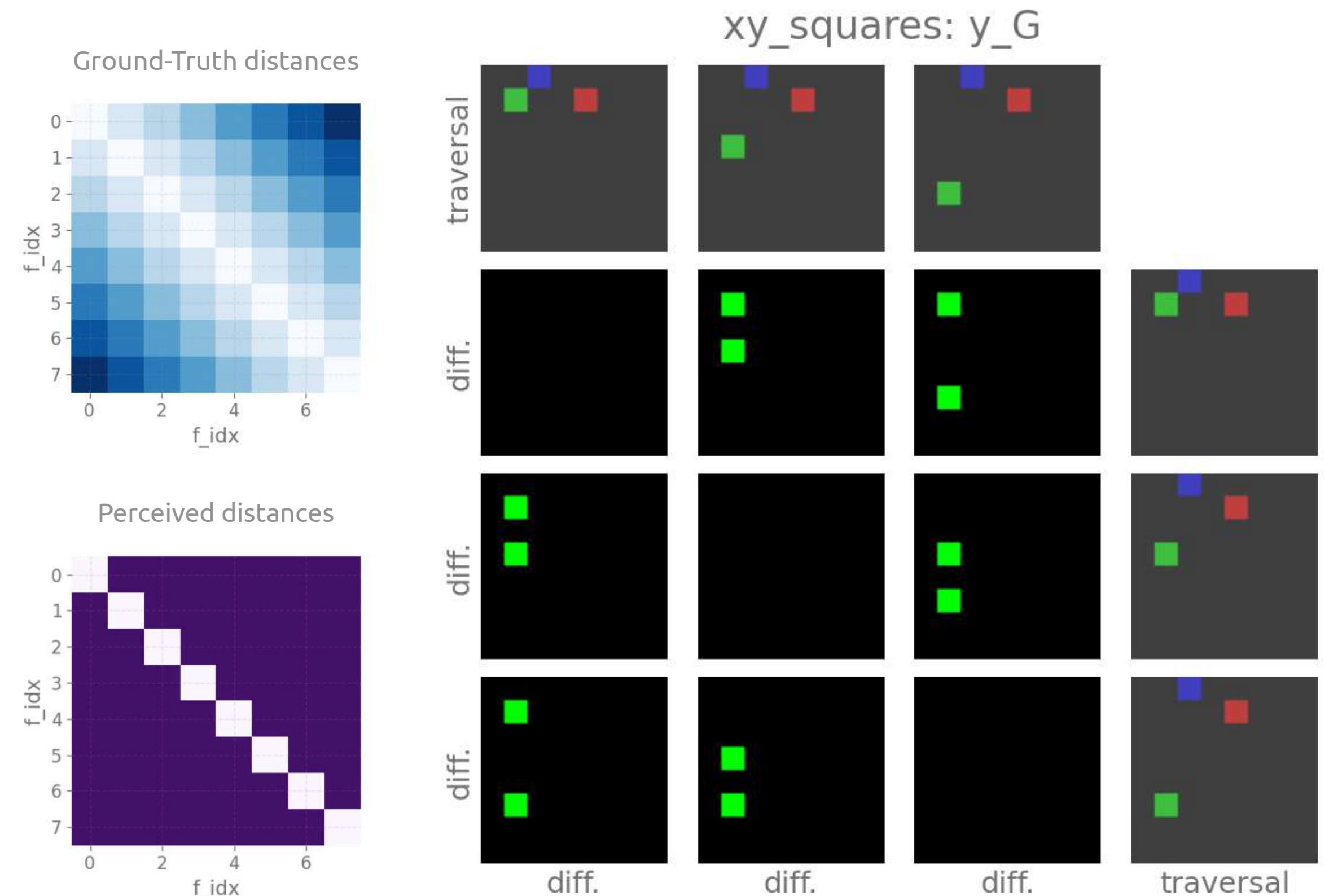
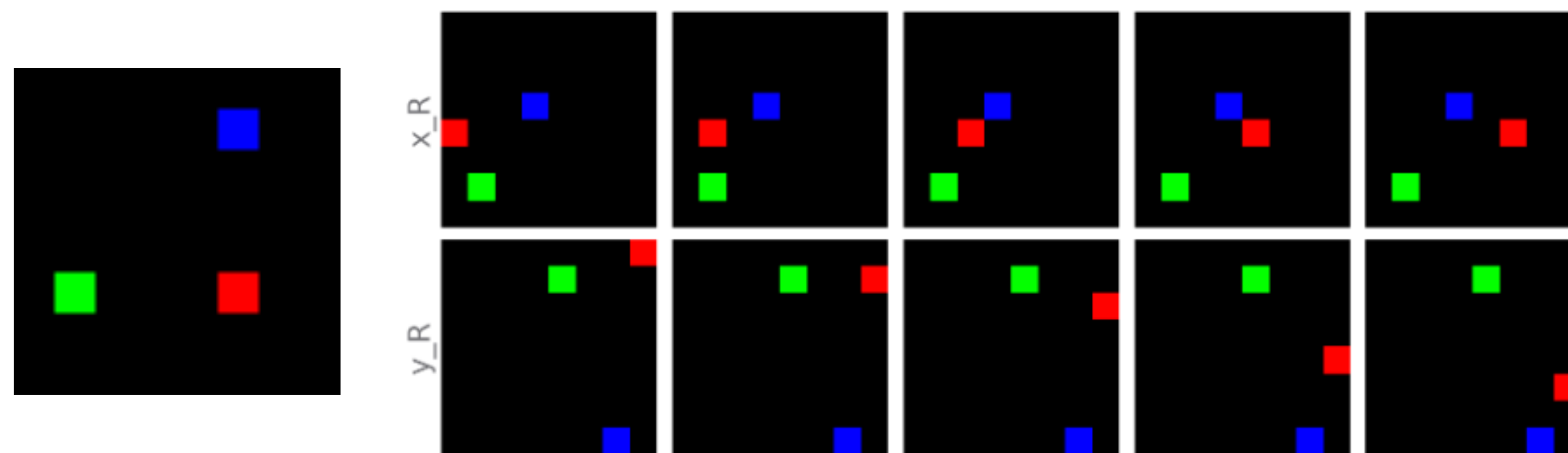
Ground-truth distances usually correspond to VAE perceived distances



# Adversarial Dataset

## XYSquares Example - Adversarial for pixel-wise reconstruction losses

- Design example dataset with **constant overlap** along factor traversals
  - Cannot minimise recon. error due to sampling, **no ordering**
- 8x8 grid with **x** & **y** positional factors

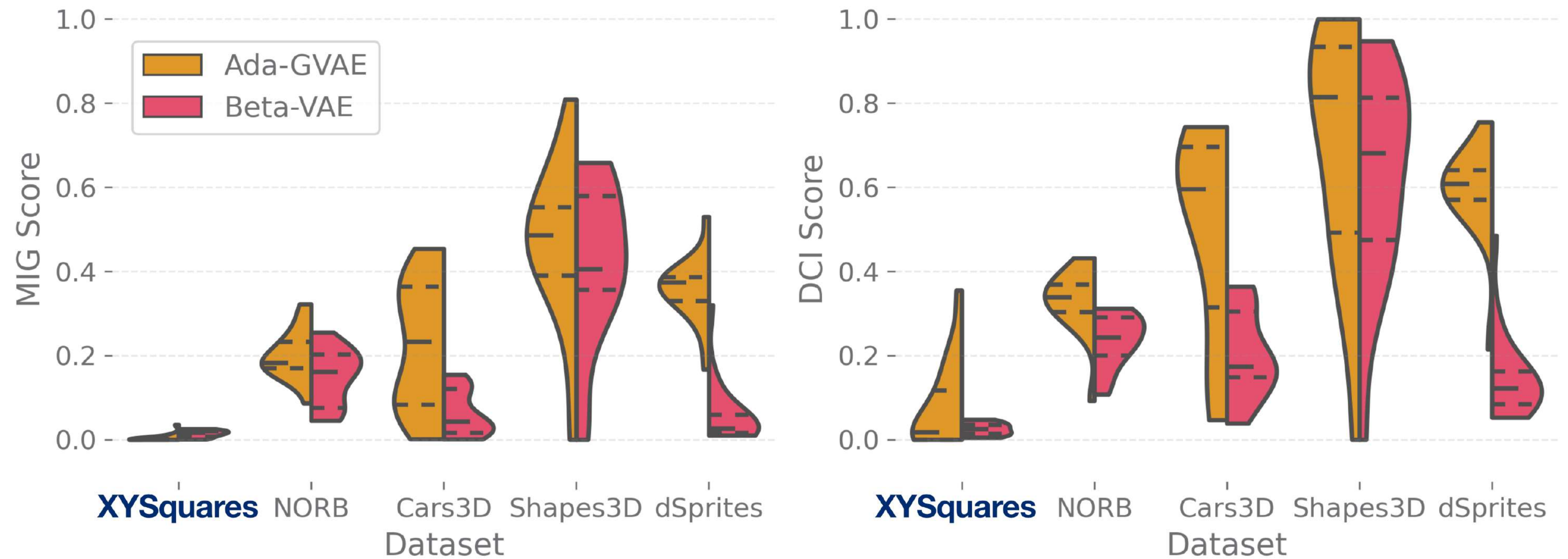


Same amount of overlap  
between each obs. in a  
factor traversal



# Adversarial Dataset

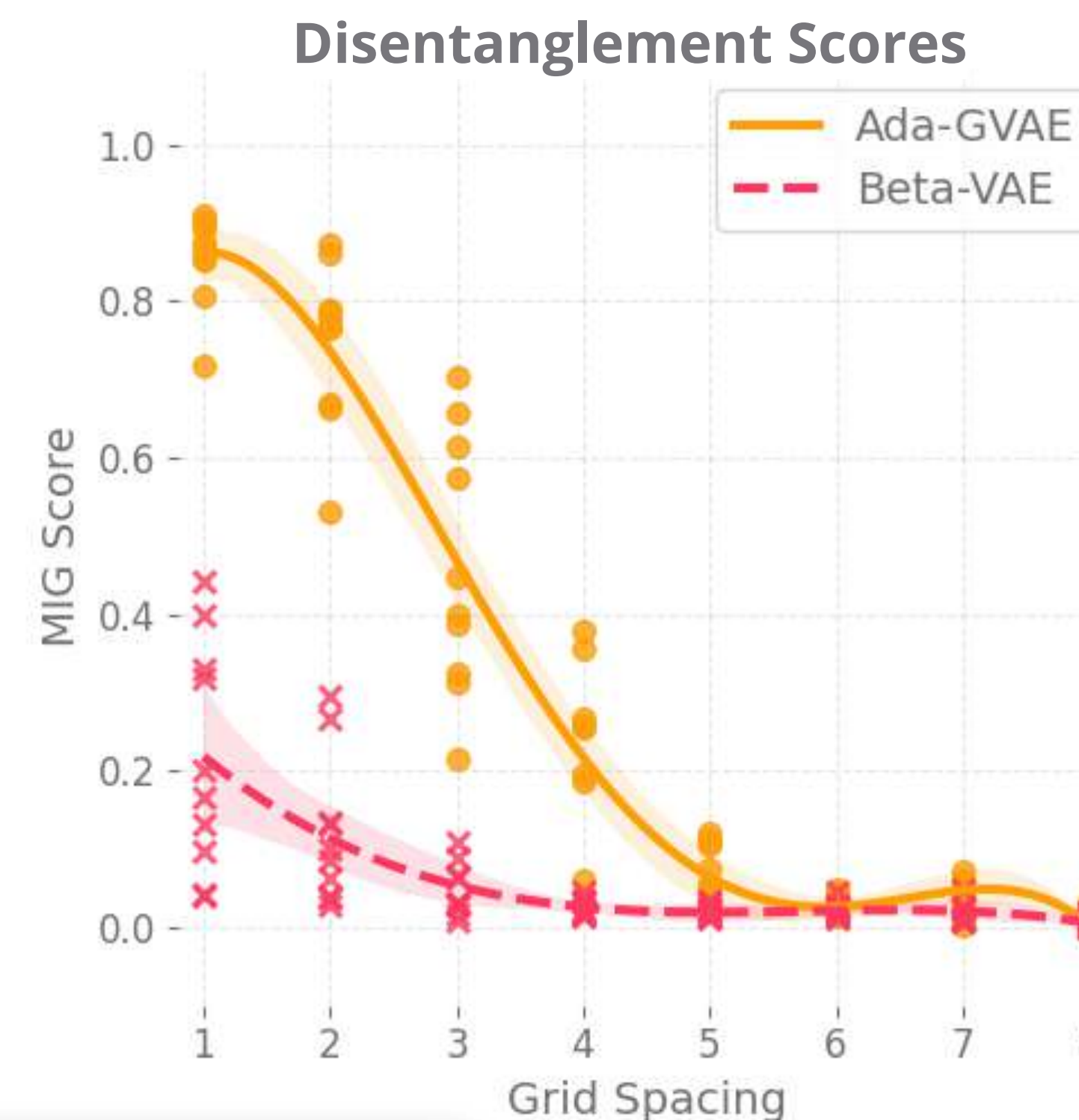
XYSquares Example - Disentanglement compared to benchmark datasets



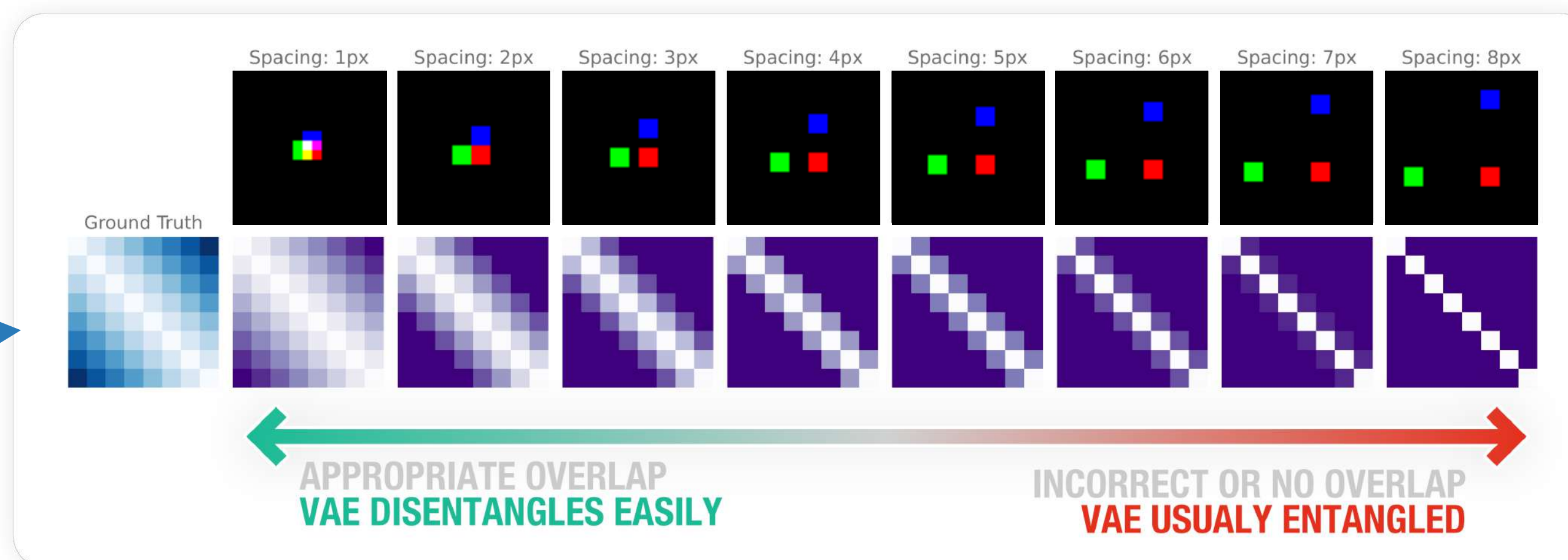
# Re-enabling Disentanglement

## XY Squares example - Adjusting the **data**

- Train VAEs over XY Squares data with varying spacing which **changes perceived distances**.
  - **decrease spacing**, appropriate overlap, **correlated distances** between observations, **better disentanglement**
  - **increase spacing**, no overlap, **constant distances** between observations, **worse disentanglement**



Ground-truth  
distance matrices  
along factors



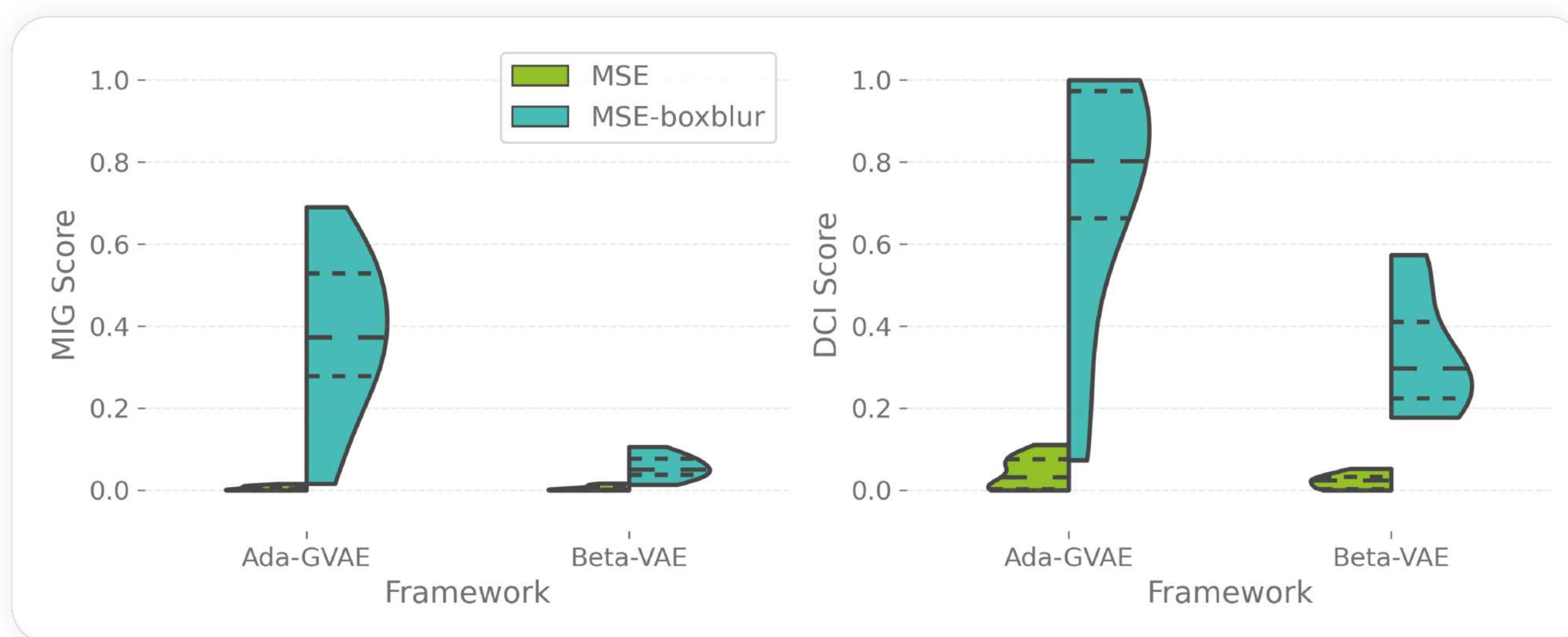
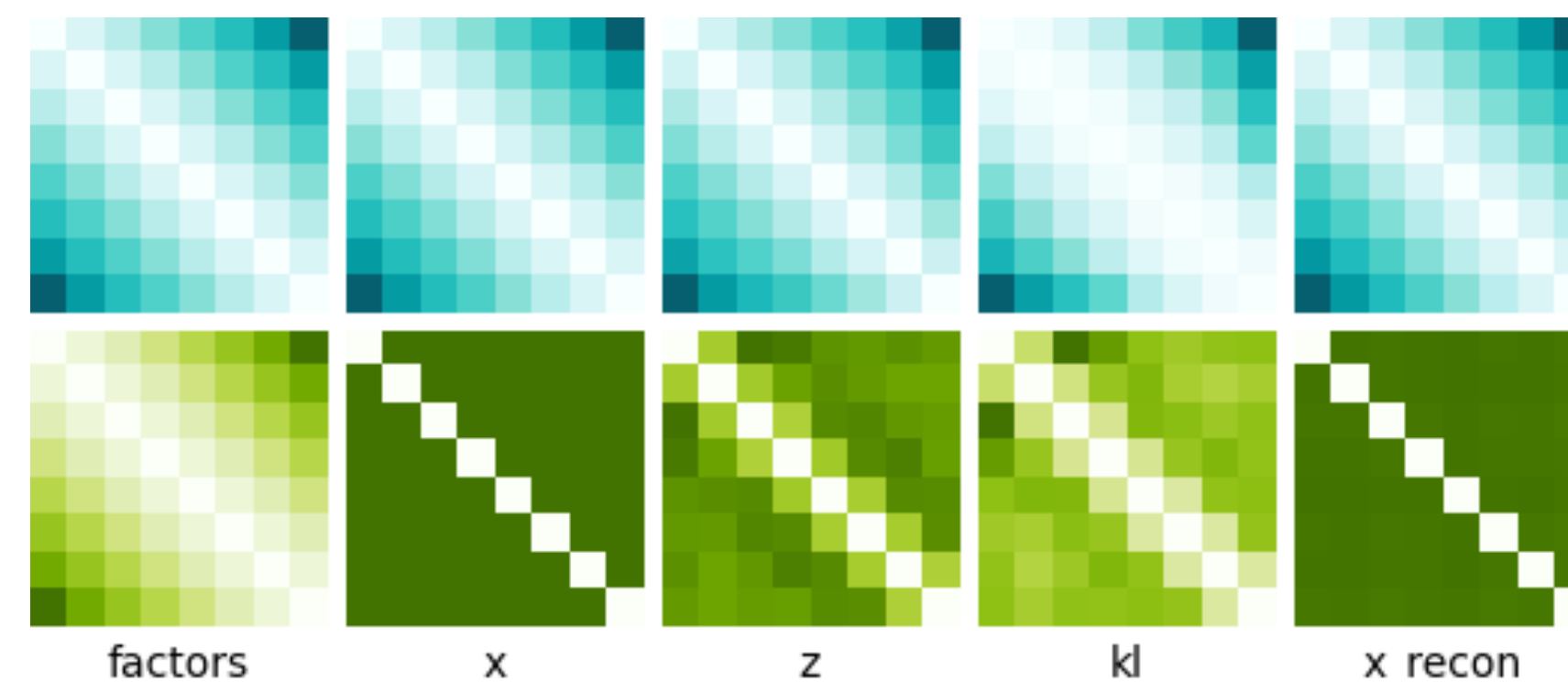
Perceived  
distance matrices  
along factors



# Re-enabling Disentanglement

XYSquares example - Adjusting the **loss**

- If perceived distances once again correspond to ground-truth distances, disentanglement can occur.
- **Adjust the reconstruction loss to re-enable disentanglement.** An example that is appropriate for XYSquares is adding a box blur augment to data.



# Conclusion

## And considerations for unsupervised disentanglement research

- **Disentanglement in benchmarks is largely accidental**
  - Fundamental characteristics of existing benchmark datasets encourage VAEs to learn disentangled representations.
  - New benchmark datasets are required.
- **Disentanglement depends on the data and reconstruction loss too.**
  - Unsupervised disentanglement is ultimately not from special regulariser and algorithmic choices.
- **Disentanglement is subjective**
  - e.g. RGB, HSV or categorical representations for colours, binary or continuous encodings for positions, split or combined factors.
  - There are infinitely many datasets with infinitely many choices of what constitutes their ground-truth factors.
  - Supervision ultimately required



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∞. **The End**