

# **Mathematical Foundations of Computer Graphics and Vision**

## **Variational Methods I**

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# Half of the course...

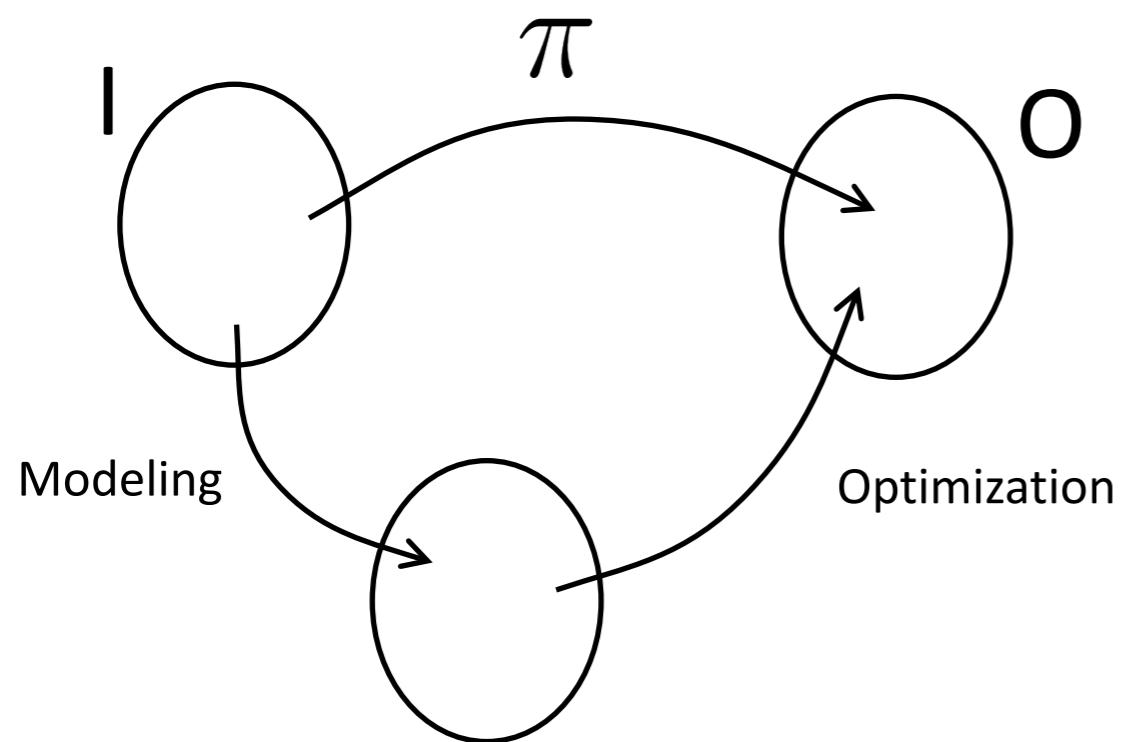
	# variables	domain
■ classic optimization	finite	dense $\mathbb{R}$
■ discrete optimization	finite	discrete
■ optimization on $\infty$ -dimensional spaces	$\infty$	dense $\mathbb{R}$
■ optimization on manifolds	finite	dense $\mathbb{R}$ but highly constraint

# Why Optimization?

- Why optimization is important for applied sciences?
- Where did the concept of “algorithm” go?
- Formulating a real-world problem as an optimization problem is just a **problem solving paradigm**. It is not the best method, it is just one of the possible ones.
- What is the formal definition of a problem?

# Why Optimization?

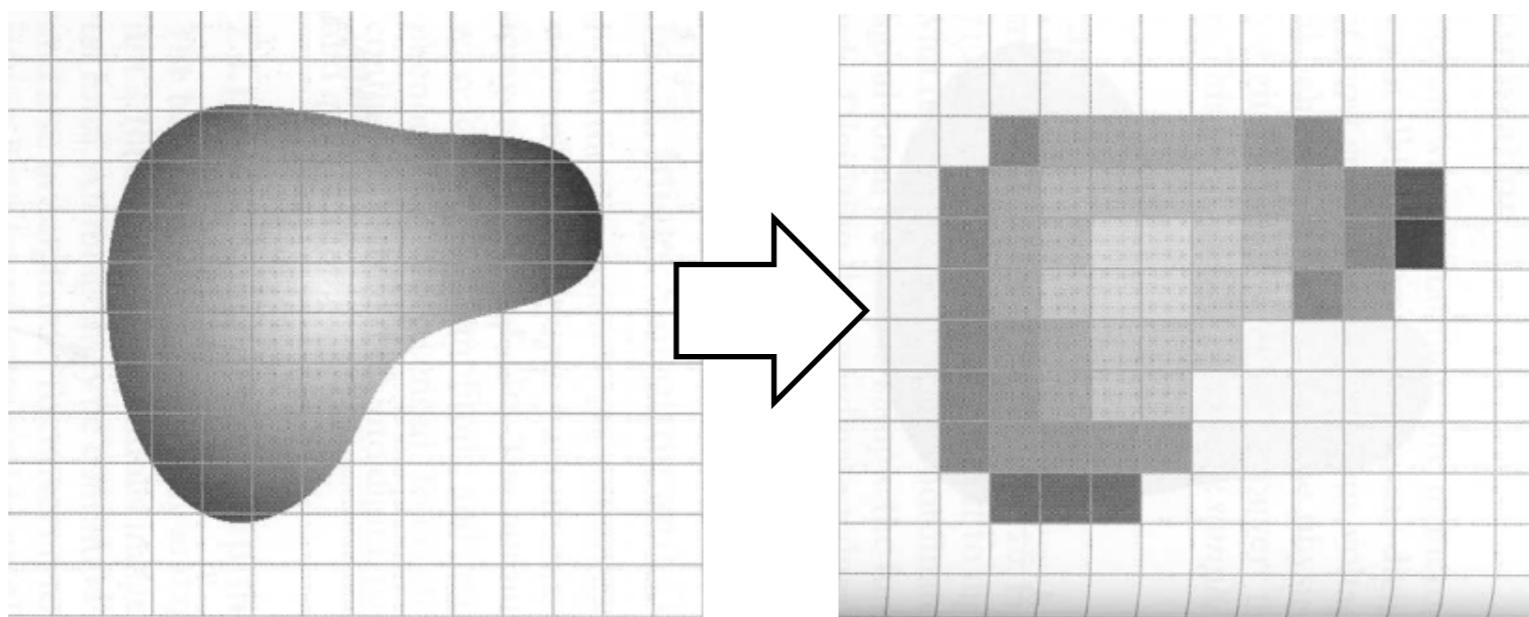
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- Formulating a real-world problem as an optimization problem is just a **problem solving paradigm**. It is not the best method, it is just one of the possible ones.



- Optimization problems are well studied.
- Reducing the problem to something that somebody else has already solved.
- If the optimization can be solved perfectly, can we say that we will be able to solve the problem perfectly?

# Why Infinite-dimensional Spaces?

- Digital images and videos are discrete (numerical signal).
  - Discrete in color or brightness space (**quantization**)
  - Discrete in the physical space (**space sampling**)
  - (videos) Discrete in time (**time sampling**)
- We are used to consider them discrete, because of the limitations of our processing units



“Infinite-Dimensional”  
Representation

Finite-Dimensional  
Representation

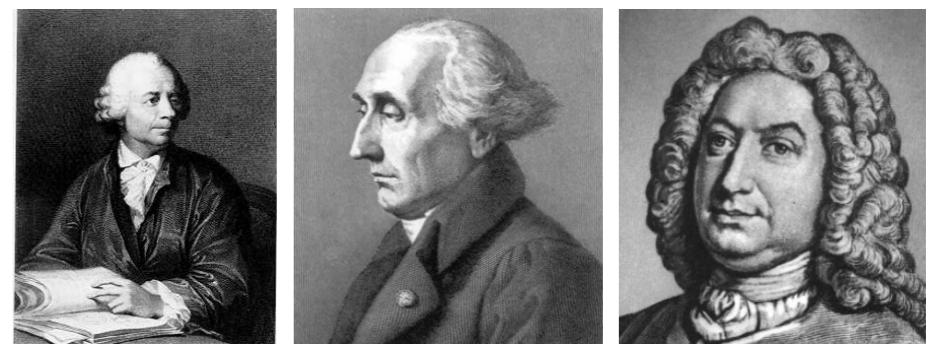
# Why Infinite-dimensional Spaces?

- We are used to discrete representations, because:
  - digital objects are discrete, and their processing in a computer will ultimately require a discretization
  - No numerical approximations in modeling the transition from discrete to continuous
  - For various problems there exist efficient algorithms from discrete optimization
  
- But continuous representations have some advantages:
  - **The world is continuous ergo the images should be treated as continuous functions**
  - **There exists a huge mathematical theory for continuous functions** (functional analysis, differential geometry, partial differential equations, etc...)
  - Certain properties (e.g. rotational invariance) are easier to model in a continuous way
  - Finally, continuous models correspond to the limit of infinitely fine discretization

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# Calculus of Variations

- **Calculus of variations** is a classical topic in mathematics and in physics: in fact, in mechanics, it forms the basis for the **least action principle** which says that the motion of a particle lies on a stationary (minimum) point of a functional (the action).
- e.g., the Fermat's principle (the principle of least time): the path taken between two points by a ray of light is the path that can be traversed in the least time (the geodesic of the space)



Reference book: **Gelfand Fomin, Calculus of Variations, Prentice Hall, 1963**

# Simple Optimization

- Given  $\mathbb{R}^k$  (Vector space of dimension k over the field  $\mathbb{R}$ )
- Given  $L \in C^1(\mathbb{R}^k, \mathbb{R})$  (Loss functional of class  $C^1$  over  $\mathbb{R}^k$ )
- Find  $x^*$  such that

$$x^* = \arg \min_{x \in \mathbb{R}^k} L(x)$$

(unconstrained minimization problem)

- How do we solve for it?

There are many different ways to solve it!!

# A possible solution

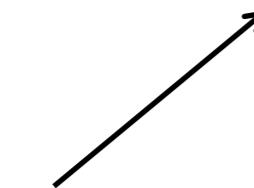
$$x^* = \arg \min_{x \in \mathbb{R}^k} L(x)$$

- Compute the gradient of  $L \rightarrow \nabla L : \mathbb{R}^k \rightarrow \mathbb{R}^k$
- Compute the set of stationary points

$$S_L = \{x \in \mathbb{R}^k \mid \nabla L(x) = 0_k\}$$

- we know that, the point we are looking for,  $x^*$ , belongs to  $S_L$  \*\*
- therefore, we can solve for this new problem

$$x^* = \arg \min_{x \in S_L} L(x)$$



it is guaranteed that this  
coincides with the solution of  
the original problem

$$x^* = \arg \min_{x \in \mathbb{R}^k} L(x)$$

If the cardinality of  $S_L$  is finite



- This optimization is relatively easy.
- It becomes an optimization over a discrete domain.
- One can use brute force, or some heuristics, or ...)

# A possible solution

- Given

$$x^* = \arg \min_{x \in \mathbb{R}^k} L(x)$$

- Compute  $\nabla L : \mathbb{R}^k \rightarrow \mathbb{R}^k$

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- Compute  $S_L = \{x \in \mathbb{R}^k \mid \nabla L(x) = 0_k\}$

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- Solve  $x^* = \arg \min_{x \in S_L} L(x)$

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## Real Scenario:

- maybe we cannot have analytical expression of  $\nabla L$
- maybe because we neither have an analytical expression of  $L$

- To find  $S_L$  we need to solve for an equation

$$\nabla L(x) = 0_k$$

- which can be very difficult to solve!

- if  $S_L$  is not finite, this optimization is still not an easy problem
- we still have to discriminate between minimum, saddle, and maximum, **local and global**
- if the problem is convex and  $x^*$  is a minimum -> we know that  $x^*$  is the global minimum

# Another solution

$$x^* = \arg \min_{x \in \mathbb{R}^k} L(x)$$

- That was what we are used to do in mathematical analysis
- But if we have a computer, we might prefer an “iterative” approach
- **Descent techniques:** “one starts from one point in  $\mathbb{R}^k$  and you go straight down the hill until he/she hits a local minima”
  - \* 
- **Gradient descent** is a particular descent technique which always uses as descent direction the opposite of the gradient  
(i.e. the direction in which the functional decreases most)

# Another solution

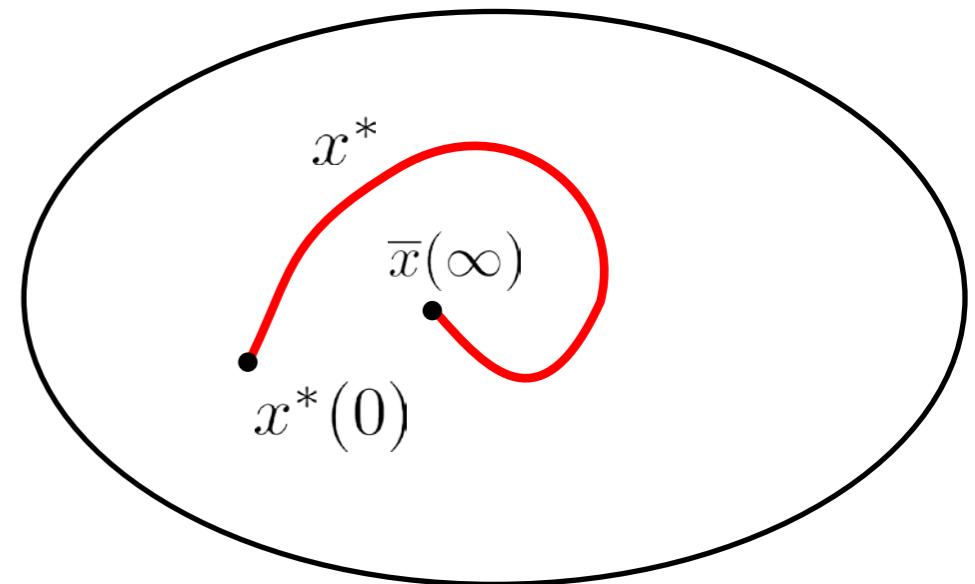
$$x^* = \arg \min_{x \in \mathbb{R}^k} L(x)$$

- This corresponds to adding a time dimension to our solution  $x^*$

- i.e.,  $x^*$  becomes a curve in our solution space  $\mathbb{R}^k$

$$x^*(t) \in \mathbb{R}^k$$

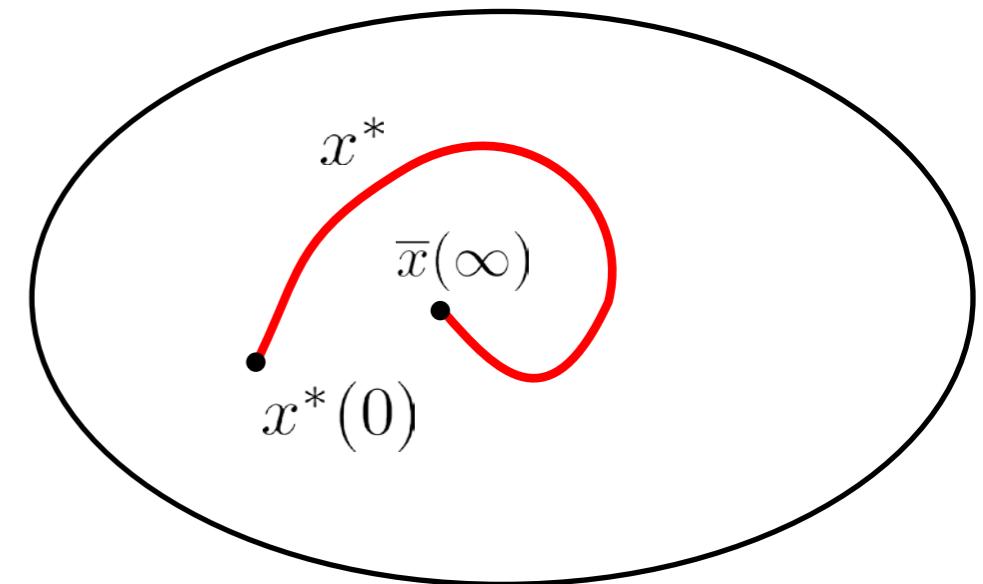
- which start from an initial solution  $x^*(0) = x_0$
- and it evolves according to a PDE



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$$\begin{cases} x^*(0) = x_0 \\ \frac{\partial x^*}{\partial t}(t) = -\nabla L(x^*(t)) \end{cases} \quad (\text{PDE})$$

Dinamic System

$$x^* = \lim_{t \rightarrow \infty} x^*(t)$$

We hope that this dynamical system **converges** to the solution of our problem (in a finite time better)

# A More Complex Optimization Problem

- Given  $\mathbb{F}(\mathbb{R}^k, \mathbb{R}^m)$  =
  - the set of all the functions of type  $\mathbb{R}^k \rightarrow \mathbb{R}^m$
  - **vector space** (infinite dimensional) over the **field**  $\mathbb{R}$
- Given  $L \in C^1(\mathbb{F}(\mathbb{R}^k, \mathbb{R}^m), \mathbb{R})$  **(Loss functional of class  $C^1$  over  $\mathbb{F}(\mathbb{R}^k, \mathbb{R}^m)$ )**
- Find  $u^*$  such that
$$u^* = \arg \min_{u \in \mathbb{F}(\mathbb{R}^k, \mathbb{R}^m)} L(u)$$
**(unconstrained minimization problem  
with functions as domain)**
- How do we solve for it?

# A More Complex Optimization Problem

$$L \in C^1(\mathbb{F}(\mathbb{R}^k, \mathbb{R}^m), \mathbb{R})$$

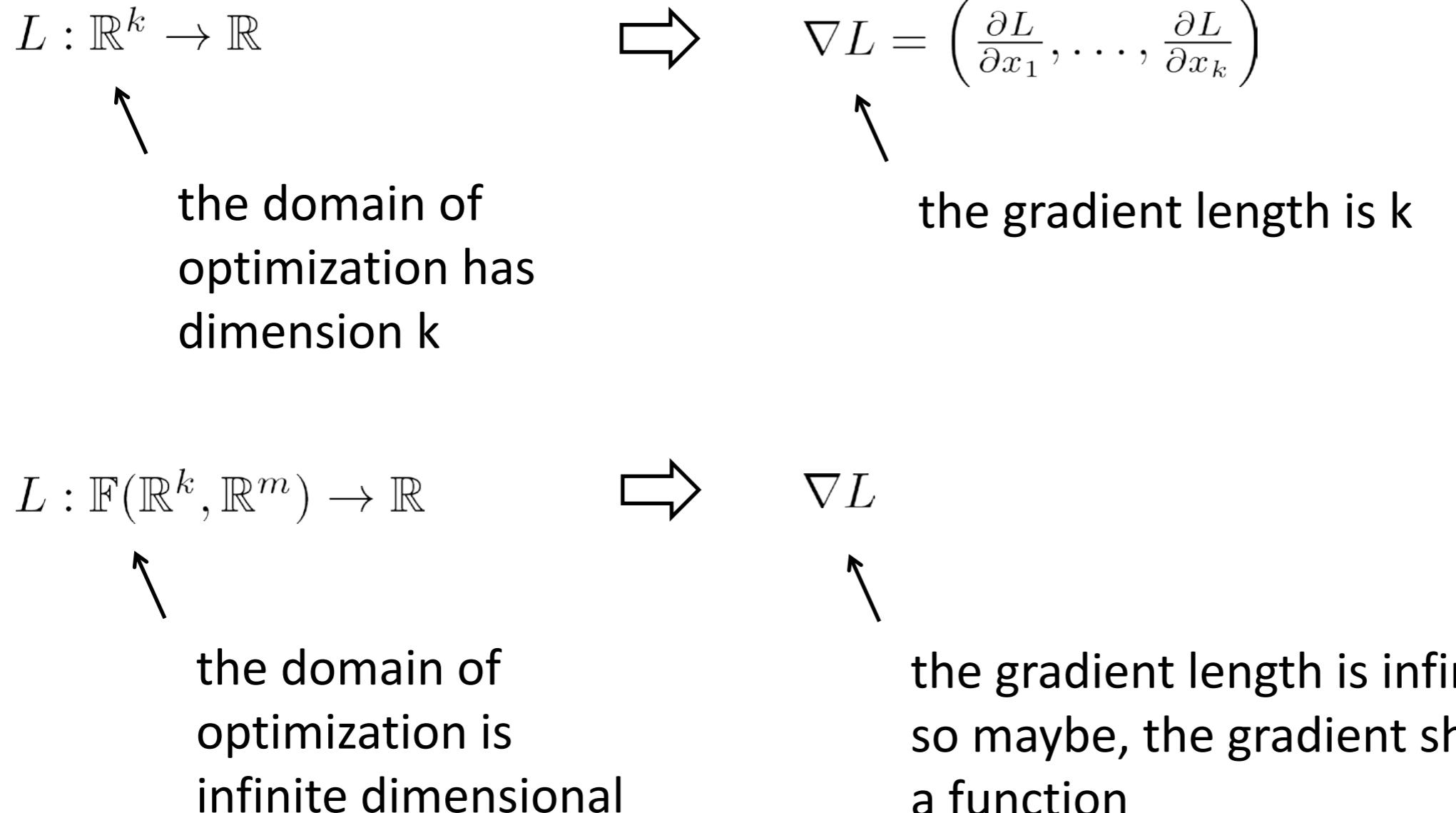
- How does the gradient of a functional of functions look like?
- Can it look like

$$\nabla L = \left( \frac{\partial L}{\partial x_1}, \dots, \frac{\partial L}{\partial x_k} \right) ?$$

- What are  $(x_1, \dots, x_k)$  in this case?
- How does it look like the derivative?  
 $\frac{\partial L}{\partial ?}$
- what do I need to place here?
- a lot of confusion!!!



# Intuitively



# Calculus of Variations

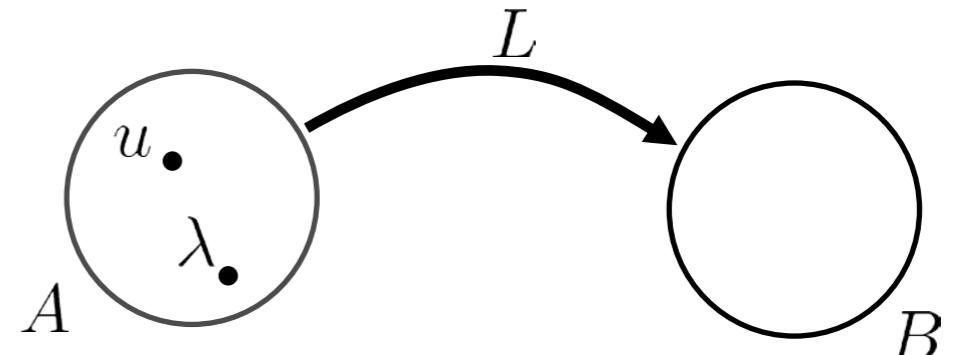
- Calculus of variation extends the concept of gradient and derivative to all the functional defined on a generic topological vector space (either finite or infinite dimensional)
- We start describing this topic with the definition of the concept of **Directional Derivative**

# Directional Derivative (of a function)

- Given  $A, B$

Vector spaces over a same **field** (e.g.  $\mathbb{R}$ )  
with **topology**

- Given  $L : A \rightarrow B$
- and  $u, \lambda \in A$



- There exists an object

$$\frac{\partial L}{\partial \lambda}(u) = \lim_{\epsilon \rightarrow 0} \frac{L(u + \epsilon \cdot \lambda) - L(u)}{\epsilon}$$

**Directional Derivative** of  $L$  with  
direction  $\lambda$  evaluated in  $u$

- The directional derivate is a function

$$\frac{\partial L}{\partial \lambda} : A \rightarrow B$$

# Gradient (of a functional)

- If  $B = \mathbb{R}$  (vector space with topology)
  - If  $A$  is a general topological vector space with an **inner product**

$$\langle \cdot, \cdot \rangle_A : A \times A \rightarrow \mathbb{R}$$

- Given  $L : A \rightarrow \mathbb{R}$  (**functional**), there might exists an object

$$\nabla L : A \rightarrow A$$

## Gradient of L

informally, indicating the “direction” of maximal increase of  $L$ .

- For each point  $u \in A$ , the gradient of  $L$  is formally defined as the unique element of  $A$  such that

$$\frac{\partial L}{\partial \lambda}(u) = \langle \nabla L(u), \lambda \rangle_A$$

The diagram consists of two separate U-shaped black outlines. Each U-shape has a vertical stem on the left and a horizontal top on the right. A small arrowhead points downwards from the top of the rightmost vertical stem, and another arrowhead points upwards from the bottom of the leftmost vertical stem, suggesting a complementary pairing between the two strands.

$$\in \mathbb{R} \quad \in A \quad \in A$$

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# Properties

$$\frac{\partial L}{\partial \lambda}(u) = \langle \nabla L(u), \lambda \rangle_A$$

- If we restrict to all the directions with norm 1, the directional derivative has its maximum where the direction of  $\lambda$  is parallel to the gradient  $\nabla L(u)$

$$\|\lambda\|_A = \sqrt{\langle \lambda, \lambda \rangle_A} = 1$$

Norm inherited by the inner product

- Class C1:** If the gradient  $\nabla L(u)$  exists and it is continuous for all  $u \in A$ , then  $L$  is said to be of class  $C^1(A, \mathbb{R})$
- If  $L \in C^1(A, \mathbb{R})$ ,  $\frac{\partial L}{\partial \lambda}(u)$  is linear in both  $L$  and  $\lambda$

# Stationary points of L

- If  $L \in C^1(A, \mathbb{R})$ , the set of stationary point is defined as

$$S_L = \{u \in A \mid \nabla L(u) = 0_A\}$$



- $L$  is locally flat
- there is no direction of maximum variation

\*

$$= \left\{ u \in A \mid \frac{\partial L}{\partial \lambda}(u) = 0_{\mathbb{R}}, \forall \lambda \in A \right\}$$



- if  $u$  is a minimum for  $L$  then any small variation of  $u$  (along any direction  $\lambda$ ) would cause no effect on the value returned by  $L$

\*

# Summary

- Given  $A$  a topological vector space with an inner product
- and given a functional of type  $L : A \rightarrow \mathbb{R}$  sufficiently regular, i.e.  $\in C^1(A, \mathbb{R})$

- it is defined an object called **directional derivative**

$$\frac{\partial L}{\partial \lambda} : A \rightarrow \mathbb{R}$$

(which, for every couple of elements in  $A$ , returns a value in  $\mathbb{R}$ )

- it is defined an object called **gradient**

$$\nabla L : A \rightarrow A$$

(which, for every elements of  $A$ , returns another element of  $A$ )

- it is defined the set of **stationary points** as

$$\begin{aligned} S_L &= \{u \in A \mid \nabla L(u) = 0_A\} \\ &= \left\{ u \in A \mid \frac{\partial L}{\partial \lambda}(u) = 0_{\mathbb{R}}, \forall \lambda \in A \right\} \end{aligned}$$

# Let's pick $A = \mathbb{F}(\mathbb{R}^k, \mathbb{R}^m)$

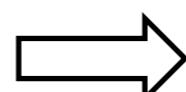
- $A = \mathbb{F}(\mathbb{R}^k, \mathbb{R}^m)$  = the set of all the functions of type  $\mathbb{R}^k \rightarrow \mathbb{R}^m$
- $(\mathbb{F}(\mathbb{R}^k, \mathbb{R}^m), +, \cdot_e)$  is a **vector space** over the field  $\mathbb{R}$  (infinite dimensional)

- It admits an **inner product**, defined as

$$\langle f, g \rangle = \int_{\mathbb{R}^k} \langle f(x), g(x) \rangle_{\mathbb{R}^m} dx$$

- Therefore, it admits a **norm**  $\|f\| = \sqrt{\langle f, f \rangle}$  (inherited from the inner product)
- and it admits a **metric**  $d(f, g) = \|f - g\|$  (inherited from the norm)

- Therefore, it is a **topological vector space**



everything defined before should be defined also for this space!

**PS:** this space is called the **Lebesgue space of order 2** ( $L^2$ ). It has the structure of an **Hilbert space** and it is a very important for the theory of the Fourier Transform and the theory of probability.

# The functional $L : A = \mathbb{F}(\mathbb{R}^k, \mathbb{R}^m) \rightarrow \mathbb{R}$

- Given

$$L : \mathbb{F}(\mathbb{R}^k, \mathbb{R}^m) \rightarrow \mathbb{R}$$

- the **directional derivative** is defined (as before)

$$\frac{\partial L}{\partial \lambda}(u) = \lim_{\epsilon \rightarrow 0} \frac{L(u + \epsilon \cdot \lambda) - L(u)}{\epsilon} \quad (\text{Gâteaux derivative})$$

where

$$u \in \mathbb{F}(\mathbb{R}^k, \mathbb{R}^m)$$

$$\lambda \in \mathbb{F}(\mathbb{R}^k, \mathbb{R}^m)$$

\*

- the **gradient** is defined (as before)

$$\nabla L : \mathbb{F}(\mathbb{R}^k, \mathbb{R}^m) \rightarrow \mathbb{F}(\mathbb{R}^k, \mathbb{R}^m)$$

\*

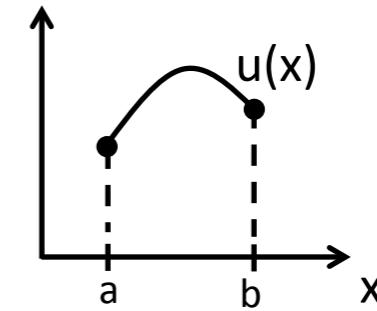
$$\frac{\partial L}{\partial \lambda}(u) = \langle \nabla L(u), \lambda \rangle$$

- The gradient is unlikely to exist**

# A simple Loss Functional

- Given  $L : C^2([a, b], \mathbb{R}) \rightarrow \mathbb{R}$

$$L(u) = \int_a^b \psi(x, u(x), \dot{u}(x)) dx$$



$$\frac{\partial L}{\partial \lambda}(u) = \int_a^b \left( \frac{\partial \psi}{\partial u}(x, u(x), \dot{u}(x)) - \frac{\partial}{\partial x} \frac{\partial \psi}{\partial \dot{u}}(x, u(x), \dot{u}(x)) \right) \lambda(x) dx + \left[ \frac{\partial \psi}{\partial \dot{u}}(x, u(x), \dot{u}(x)) \lambda(x) \right]_a^b$$

$$\nabla L(u)(x) = \frac{\partial \psi}{\partial u}(x, u(x), \dot{u}(x)) - \frac{\partial}{\partial x} \frac{\partial \psi}{\partial \dot{u}}(x, u(x), \dot{u}(x))$$