



# DEEPS SPHERE: AN ALMOST EQUIVARIANT GRAPH-BASED SPHERICAL CNN

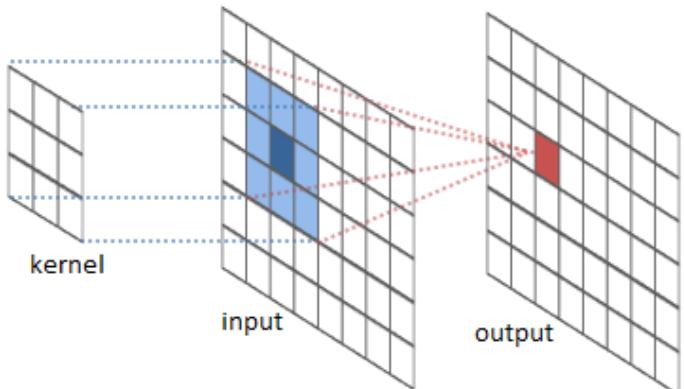
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Applied Machine Learning Days 2020

In collaboration with Michaël Defferrard, Martino Milani, Frédéric Gusset, Tomasz Kacprzak, Raphael Sgier  
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# Why are CNNs so successful?

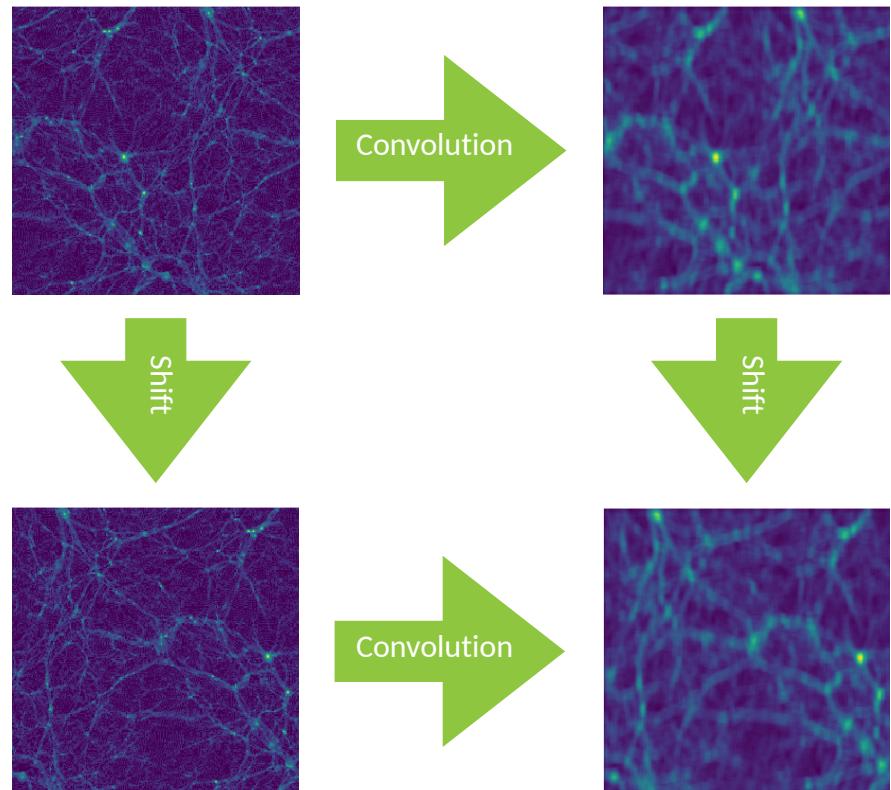
## Efficiency



From the [River Trail documentation](#)

Allows for deep architecture

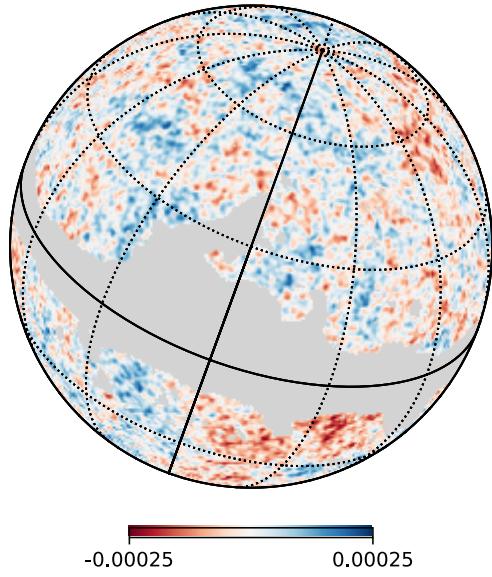
## Translation equivariance



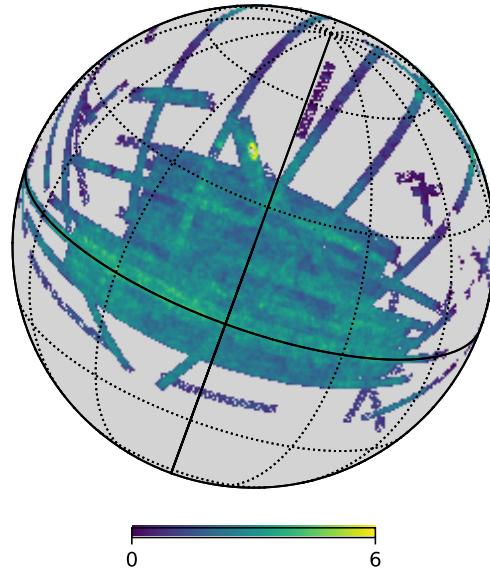
Data driven constraint

# Irregular domain

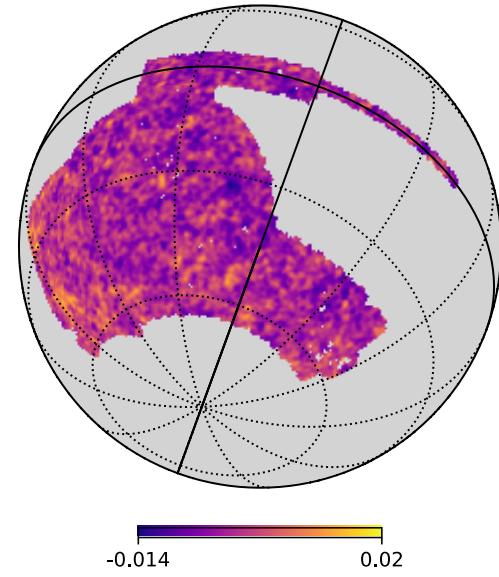
CMB temperature map  
(Planck 2015)



galaxy count  
(SDSS DR14)



simulated weak lensing mass map  
(DES DR1 area)

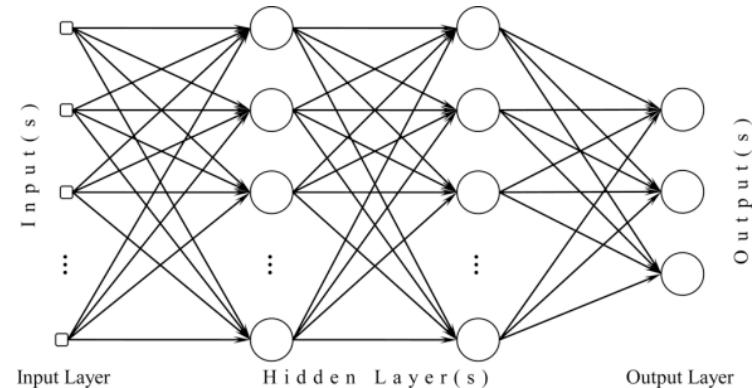


Assume a manifold



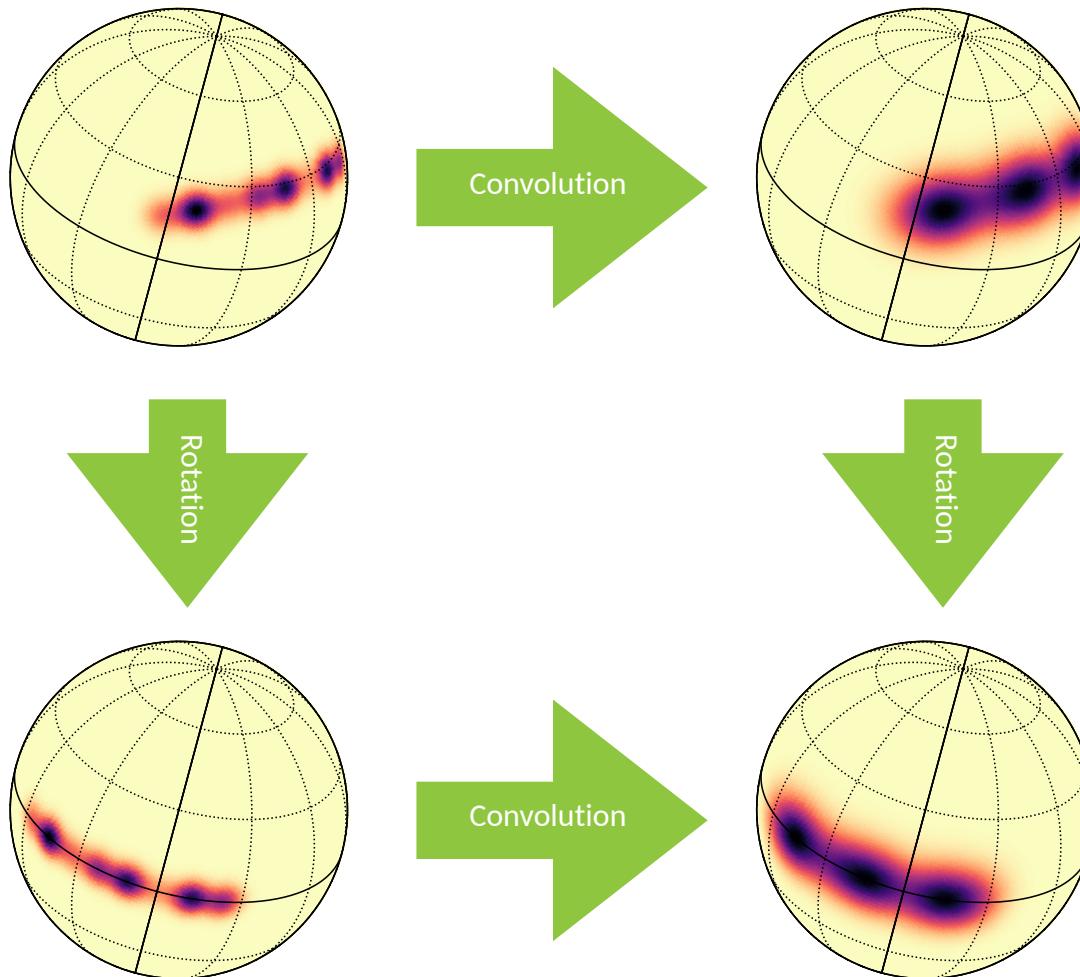
# How to build a convolution for an irregular domain?

- Fully connected architectures are not the solution
  - No structure
- Goal
  1. Parameter sharing
  2. Efficient
  3. Backpropagable
  4. Some equivariance/invariance properties?



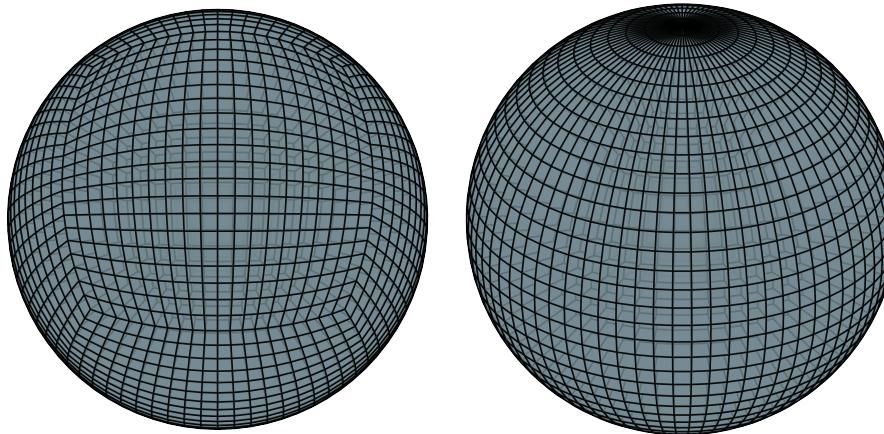
Example: sphere  $\rightarrow$  visual, lot of symmetries

# Rotation equivariance on the SO(3) group



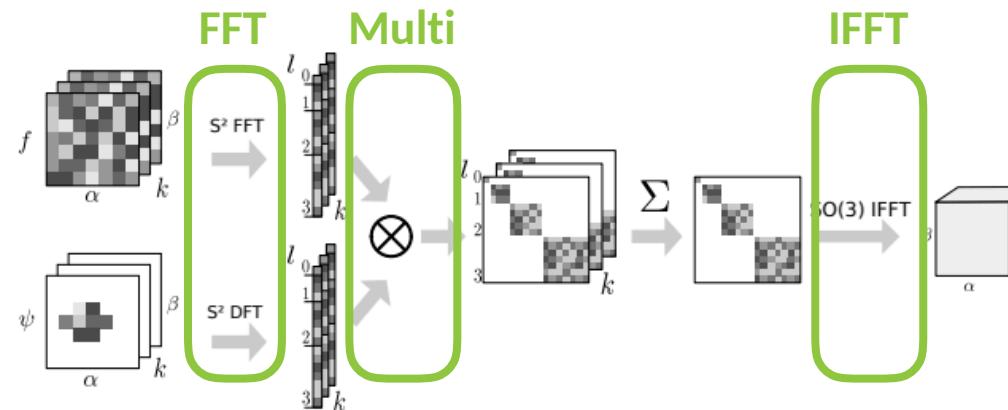
# Convolution on the sphere (Brut force)

- Special sampling [Boomsma & Frellsen (2017)]
  - Fast
  - Simple
  - Not spherical
  - Not equivariant
  - Works only for specific samplings / not generalisable



# Convolution on the SO(3) group

- Use spherical harmonics - [Cohen et al. (2018), Kondor et al. (2018)]
  - Spherical
  - Rotation equivariant
  - Slow
  - Complex
  - Generalizable? works only for known manifolds





# GRAPHS BASICS

# Graph signal processing basics

- Connected, undirected, weighted graph

$$\mathcal{G} = \{\mathcal{V}, \mathcal{E}, W\}$$

- Degree matrix:  $D$

- zeros except diagonals, which are sums of weights of edges incident to corresponding node

- Non-normalized Laplacian:

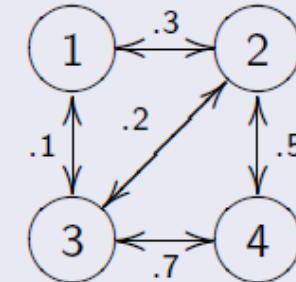
$$L = D - W$$

- Complete set of orthonormal eigenvectors - **Fourier basis**

$$L = U \Lambda U^*$$

- and associated real, non-negative eigenvalues - **frequency index**

$$0 = \lambda_0 < \lambda_1 \leq \lambda_2 \leq \dots \leq \lambda_{N-1} := \lambda_{max}$$



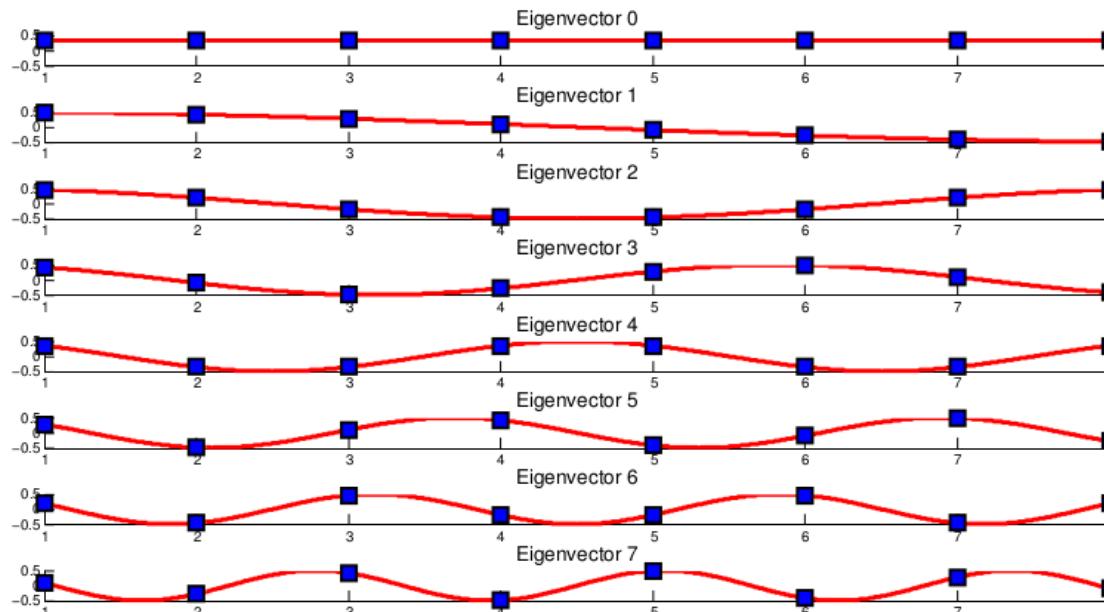
$$W = \begin{bmatrix} 0 & .3 & .1 & 0 \\ .3 & 0 & .2 & .5 \\ .1 & .2 & 0 & .7 \\ 0 & .5 & .7 & 0 \end{bmatrix}$$

$$D = \begin{bmatrix} .4 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1.2 \end{bmatrix}$$

# Example: path

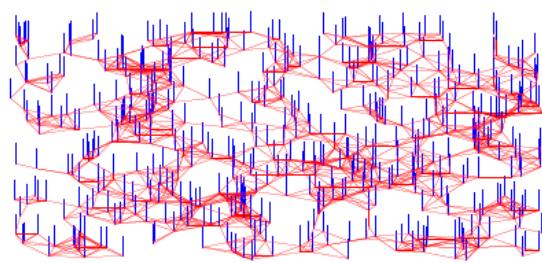


☒  $\lambda_\ell = 2 - 2 \cos\left(\frac{\pi\ell}{N}\right)$  ☒  $\chi_0(i) = \frac{1}{\sqrt{N}}, \chi_\ell(i) = \sqrt{\frac{2}{N}} \cos\left(\frac{\pi\ell(i-0.5)}{N}\right), \ell = 1, 2, \dots, N-1$

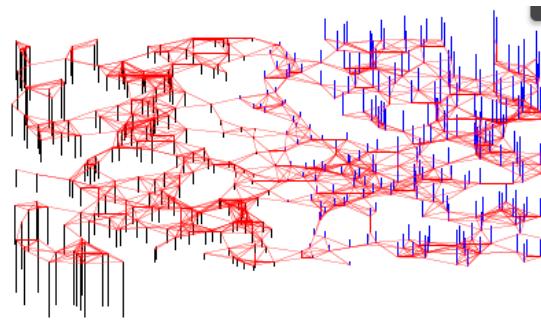


$\begin{bmatrix} & & \\ | & \cdots & | \\ \chi_0 & \cdots & \chi_{N-1} \\ | & & | \end{bmatrix}$  is the Discrete Cosine Transform matrix (DCT-II, Strang, 1999), which is used in JPEG image compression

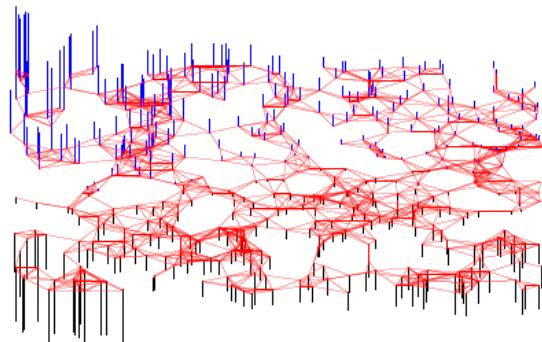
# Example: Irregular sampling: sensor networks



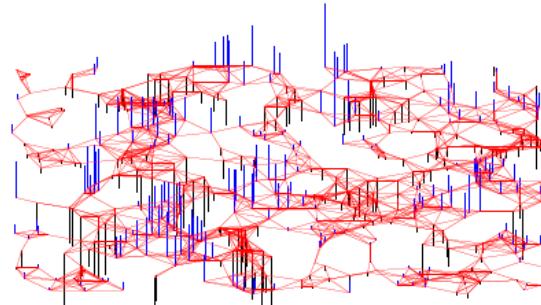
$\chi_0$



$\chi_1$



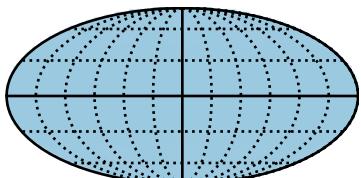
$\chi_2$



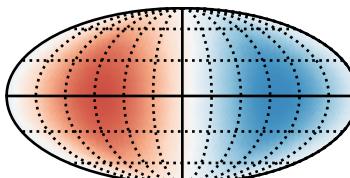
$\chi_{50}$

# Graph Fourier basis on the sphere

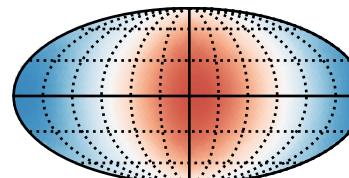
Mode 0:  $\ell=0, |m|=0$



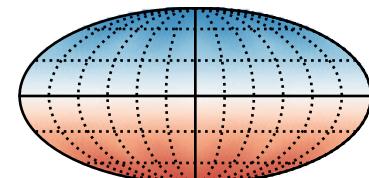
Mode 1:  $\ell=1, |m|=1$



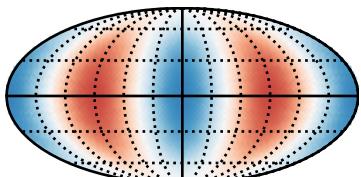
Mode 2:  $\ell=1, |m|=1$



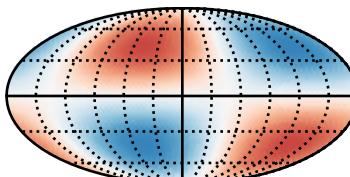
Mode 3:  $\ell=1, |m|=0$



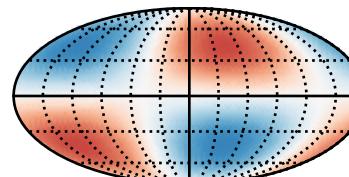
Mode 4:  $\ell=2, |m|=2$



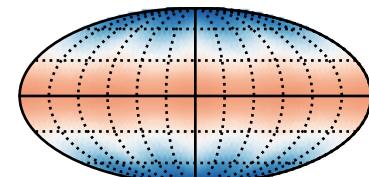
Mode 5:  $\ell=2, |m|=1$



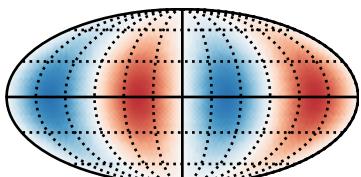
Mode 6:  $\ell=2, |m|=1$



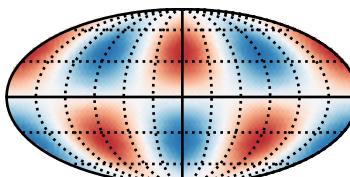
Mode 7:  $\ell=2, |m|=0$



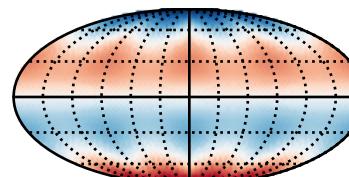
Mode 8:  $\ell=2, |m|=2$



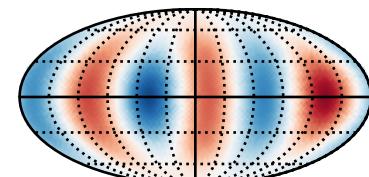
Mode 9:  $\ell=3, |m|=2$



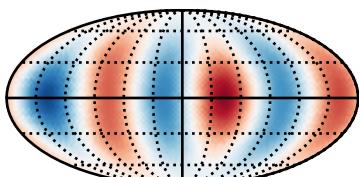
Mode 10:  $\ell=3, |m|=0$



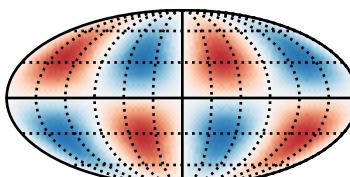
Mode 11:  $\ell=3, |m|=3$



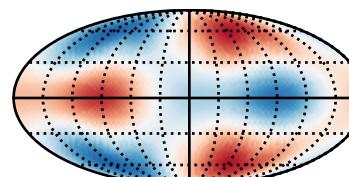
Mode 12:  $\ell=3, |m|=3$



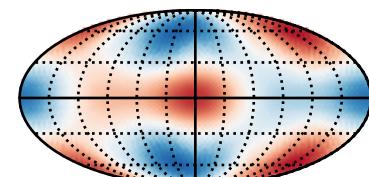
Mode 13:  $\ell=3, |m|=2$



Mode 14:  $\ell=3, |m|=1$



Mode 15:  $\ell=3, |m|=1$

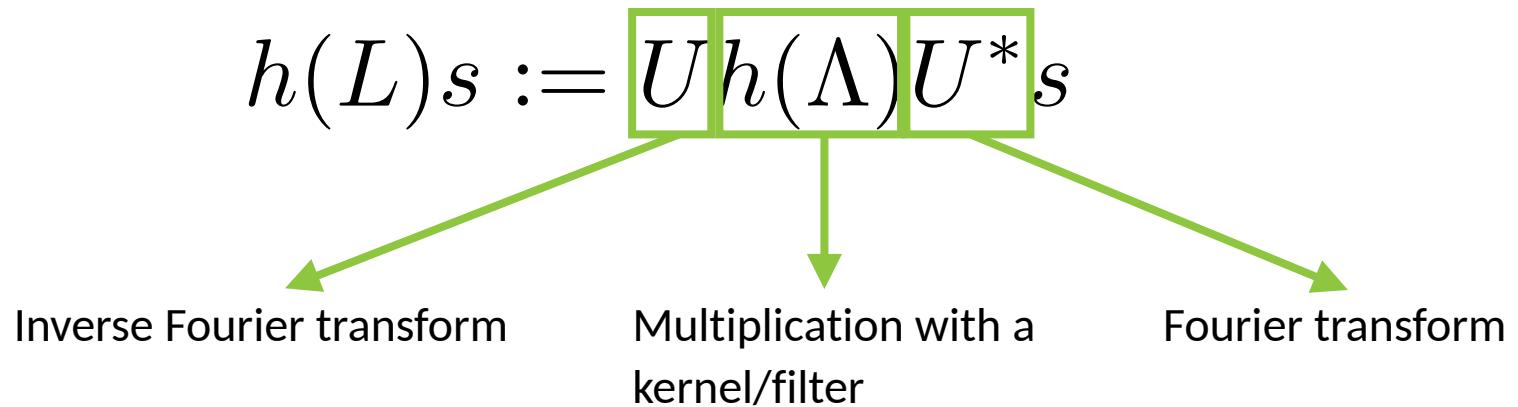


Use HEALpix sampling

# Defining convolution on graphs

- Fourier transform:
- Inverse Fourier transform:
- Convolution  
(multiplication in the Fourier domain)

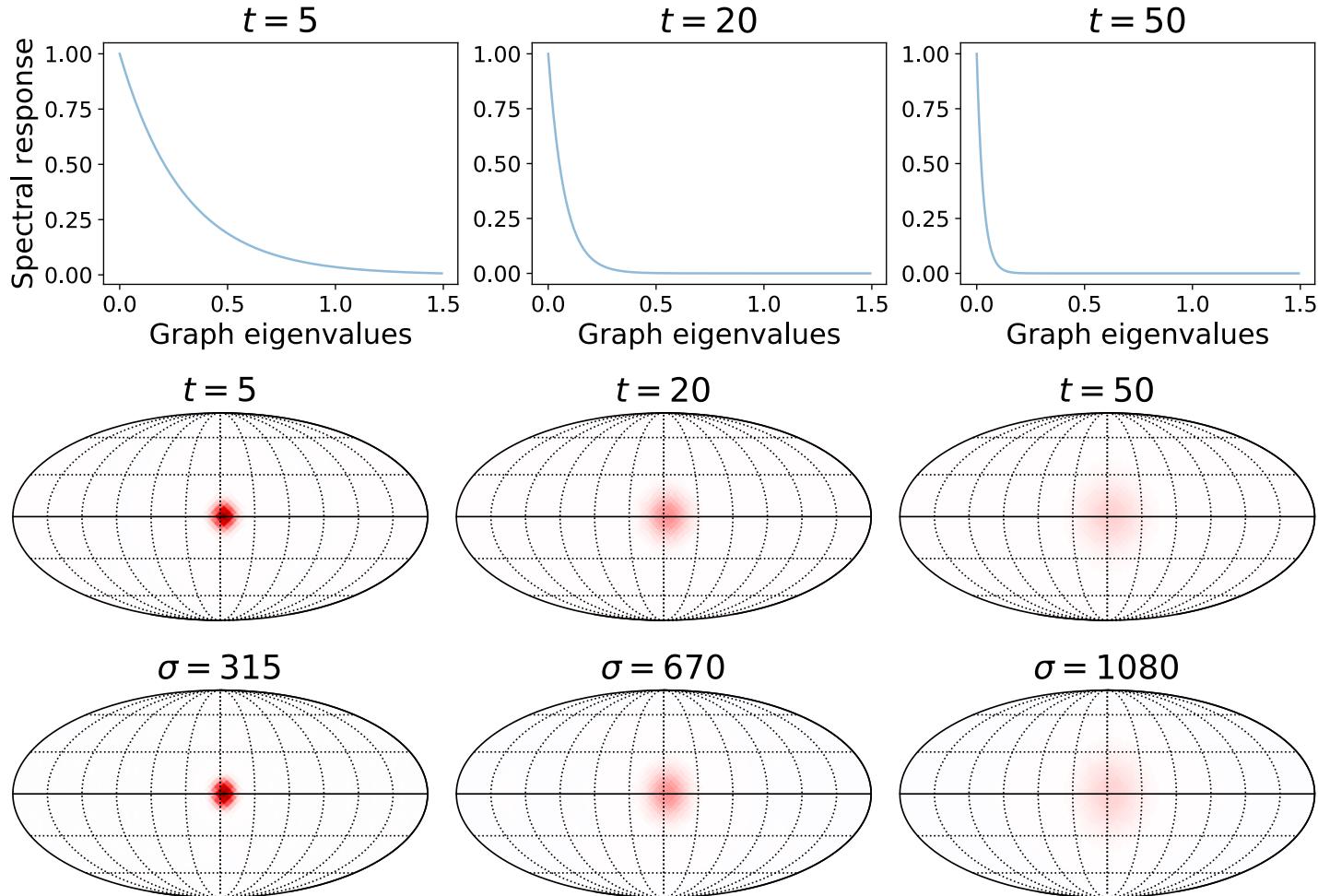
$$\hat{s} = U^* s$$
$$s = U \hat{s}$$



Parameter sharing: all nodes share the same kernel!

# SPHERICAL CONVOLUTION

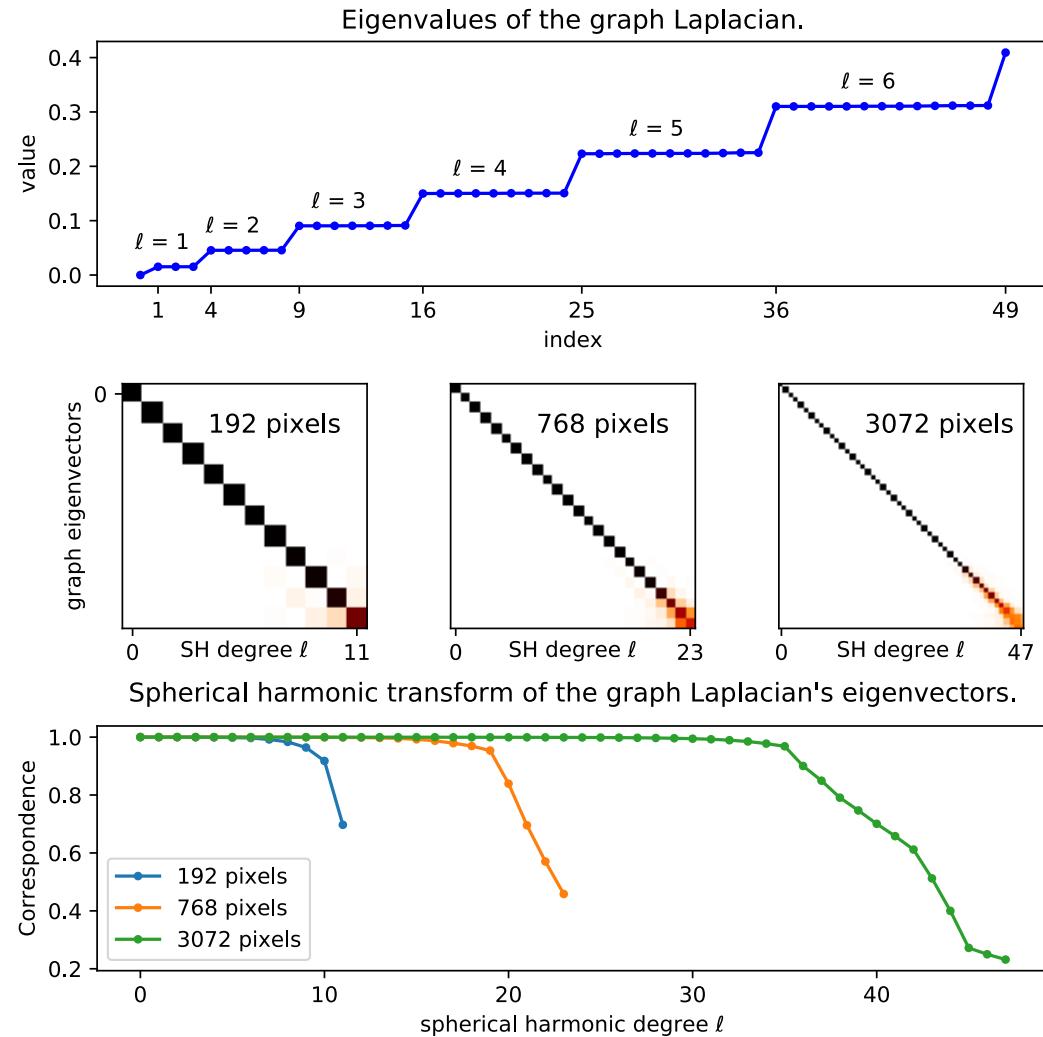
# Example heat diffusion



Solution of the heat equation:  $\tau L f(t) = -\partial_t f(t)$

# Is graph convolution on a sphere equivariant?

- We observe empirical alignment of Fourier bases.
- We proved point wise convergence toward the Laplace-Beltrami operator.

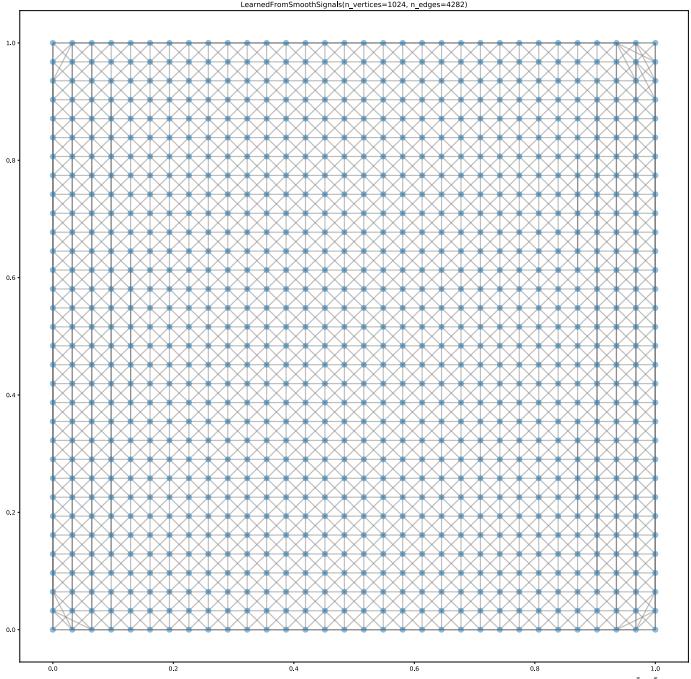
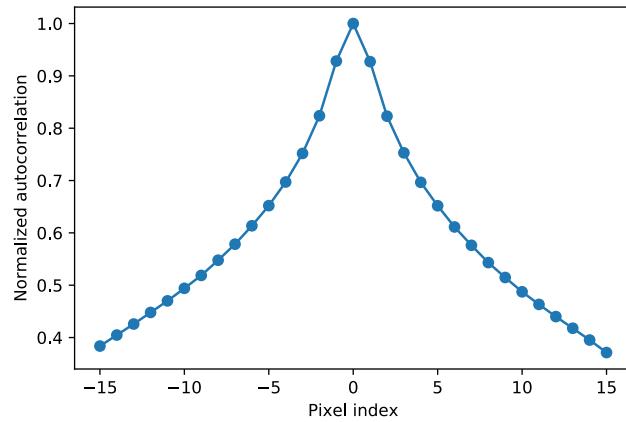


# What if I do not know the structure?

- Graph learning techniques based on correlation.

Kalofolias, V. and Perraудин, N., 2019. Large Scale Graph Learning From Smooth Signals. *International Conference on Learning Representations*

- Example:
  - CIFAR10 -> recover the expected grid of normal convolution.



# More generally

- Graphs are good representations to capture the structural properties of a manifold.
- In some setting, the graph Laplacian converges toward the Laplace Beltrami operator.

Belkin, M., & Niyogi, P. (2007). Convergence of Laplacian eigenmaps. In *Advances in Neural Information Processing Systems* (pp. 129-136).

- You can do parameter sharing on a general manifold, but the notion of equivariance remains to be defined precisely.

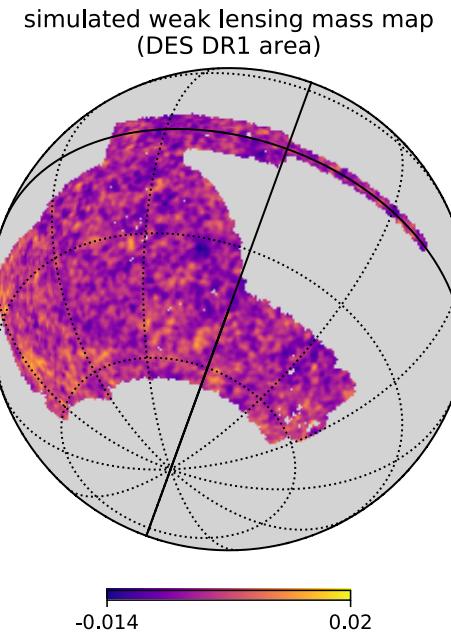
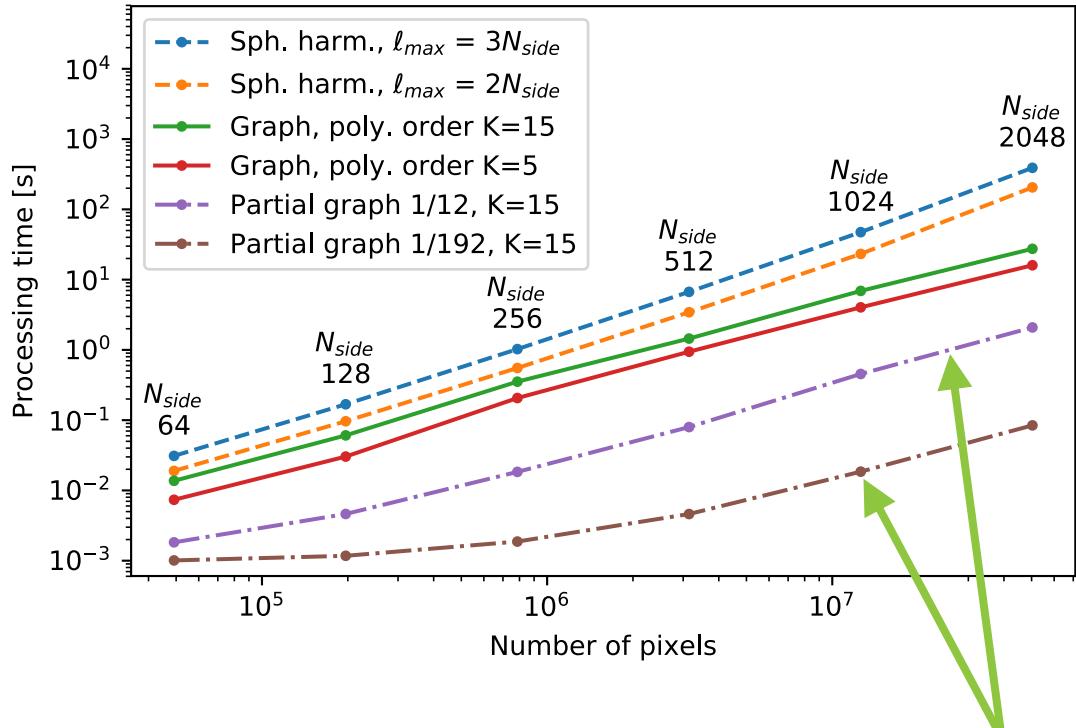
# Efficient filtering

- Computing the Eigen-decomposition is not scalable!
- If the **kernel is a polynomial** and **L is sparse**

$$p(L)s = Up(\Lambda)U^*s = U \left( \sum_{i=0}^K \alpha_i \Lambda^i \right) U^*s = \sum_{i=0}^K \alpha_i L^i s$$

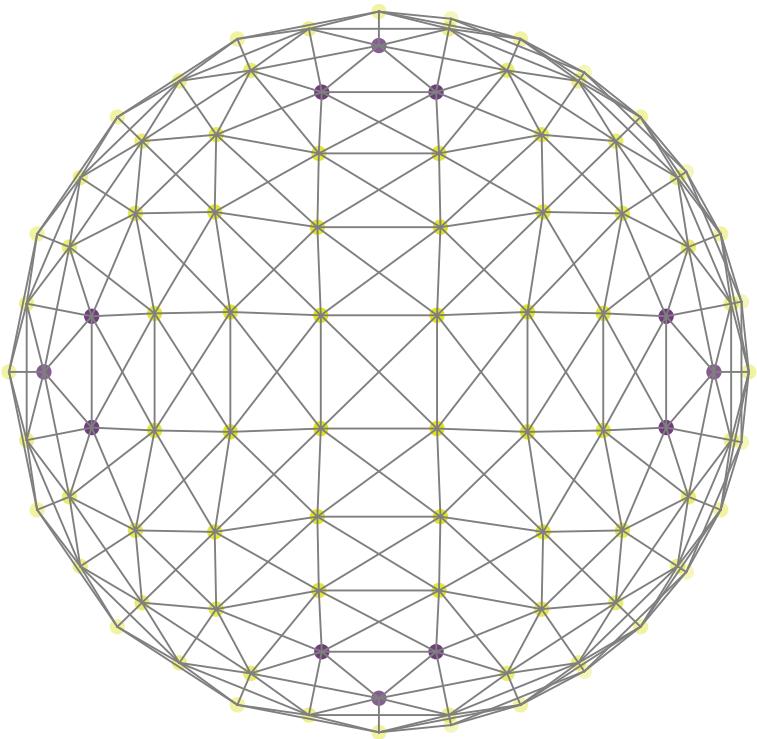
- Filtering is the result of a few sparse multiplications
- $O(E)$ , where  $E$  is the number of edges

# Filtering speed



The graph allows for flexibility

# Summary



- Approximates the sphere
- Almost rotational equivariant
- Efficient (use only the neighbours information)
- Flexible (can be applied on a sphere subpart)
- Relatively simple
- Generalizable

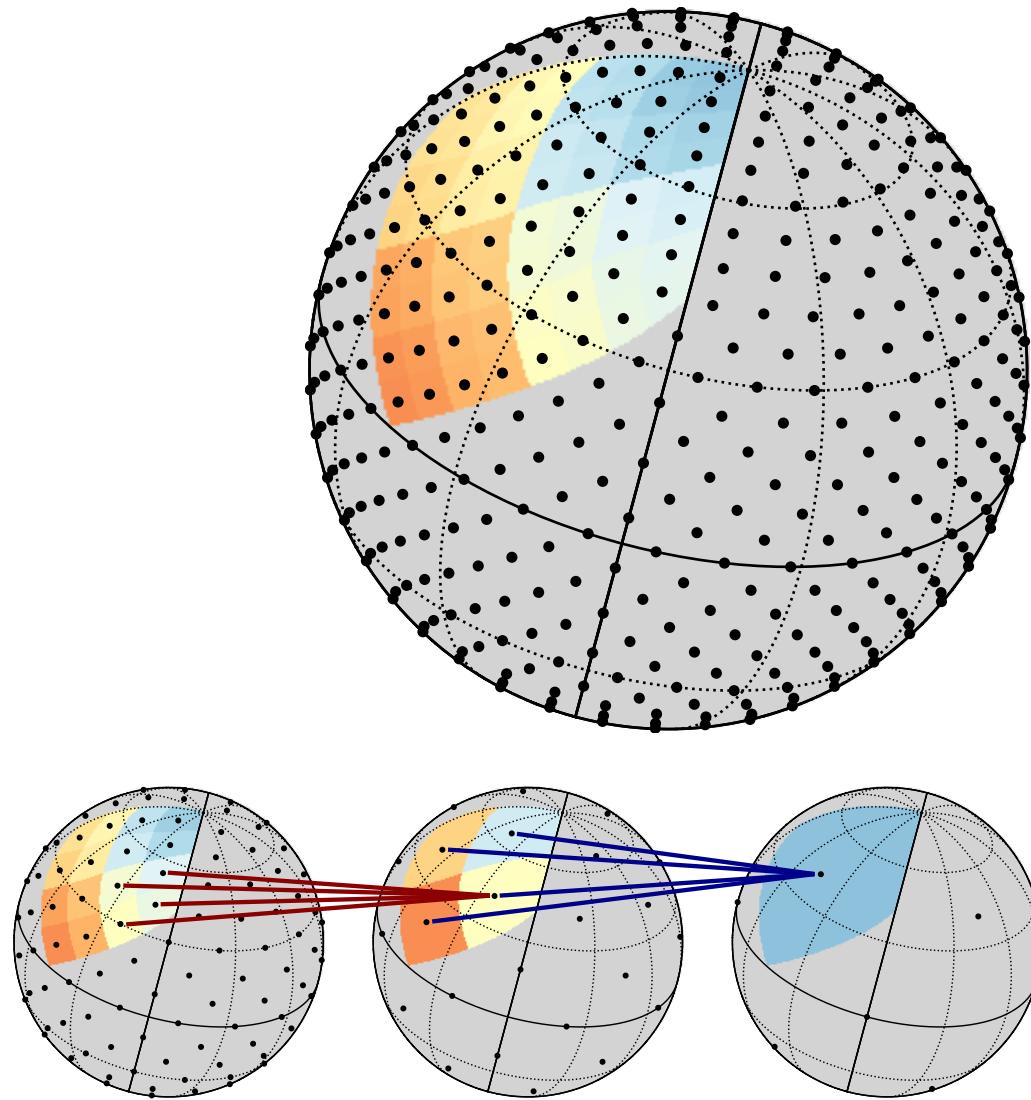
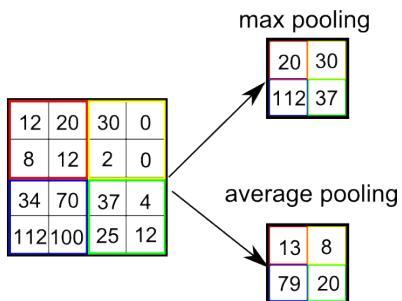
Similar idea in a different context [Khasanova & Frossard, 2017]



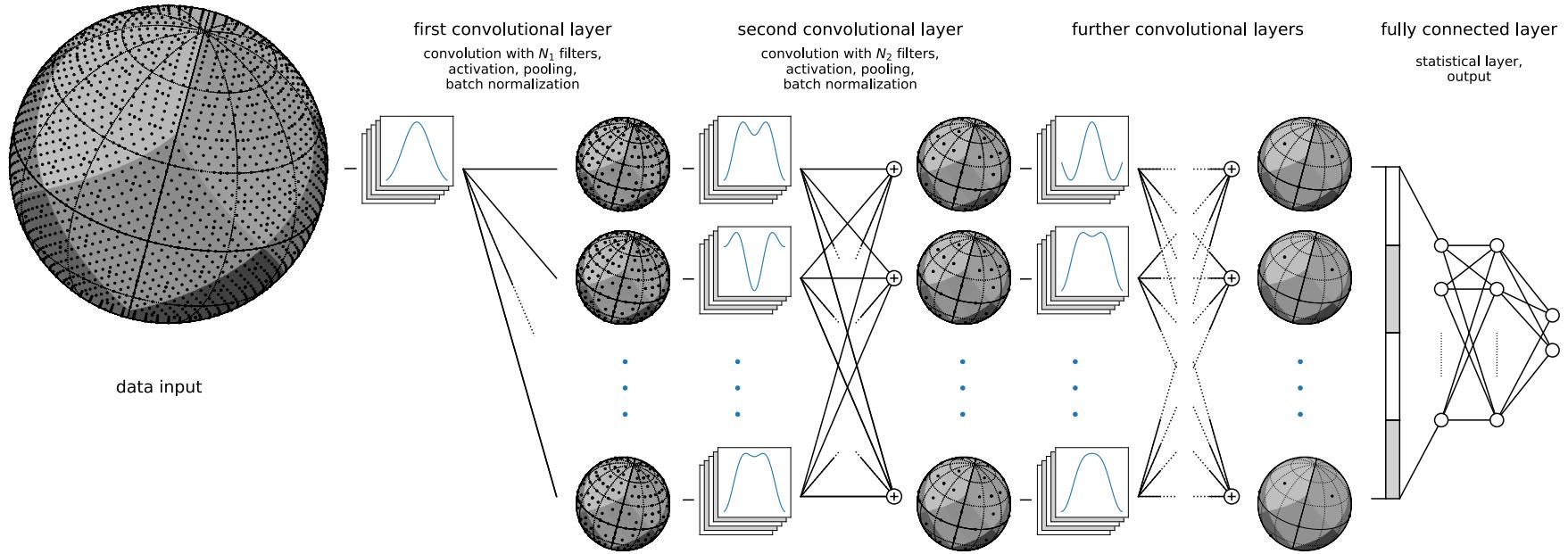
# DEEPSHERE

- Hierarchical
- Equal Area
- isoLatitude
- Pixelisation

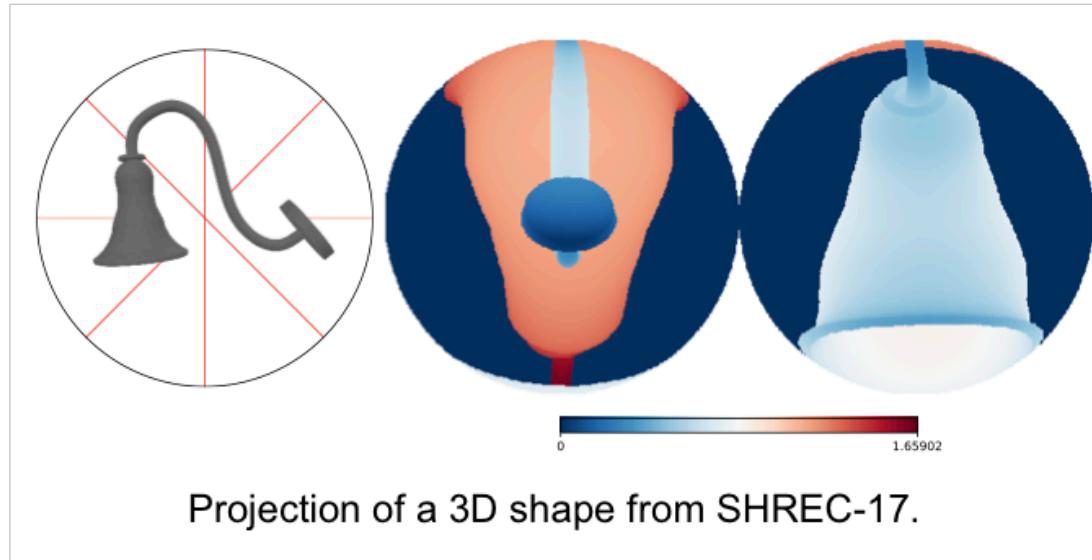
Natural pooling



# DeepSphere



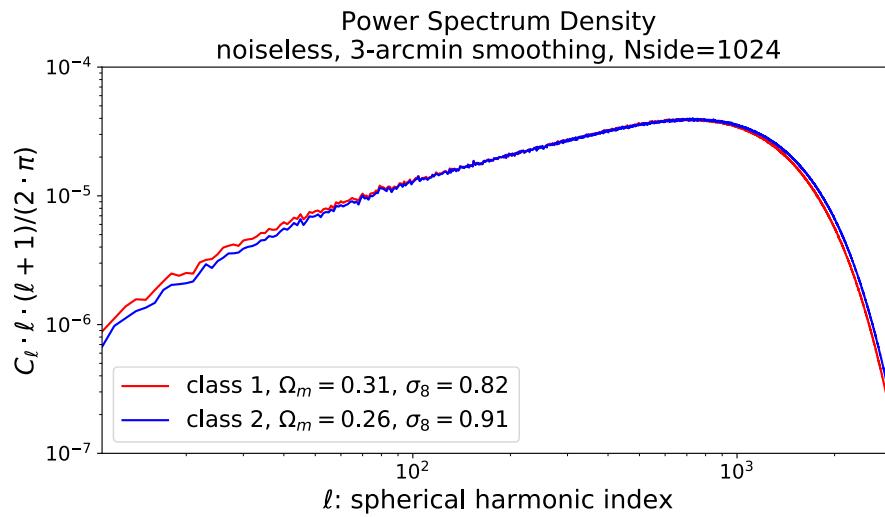
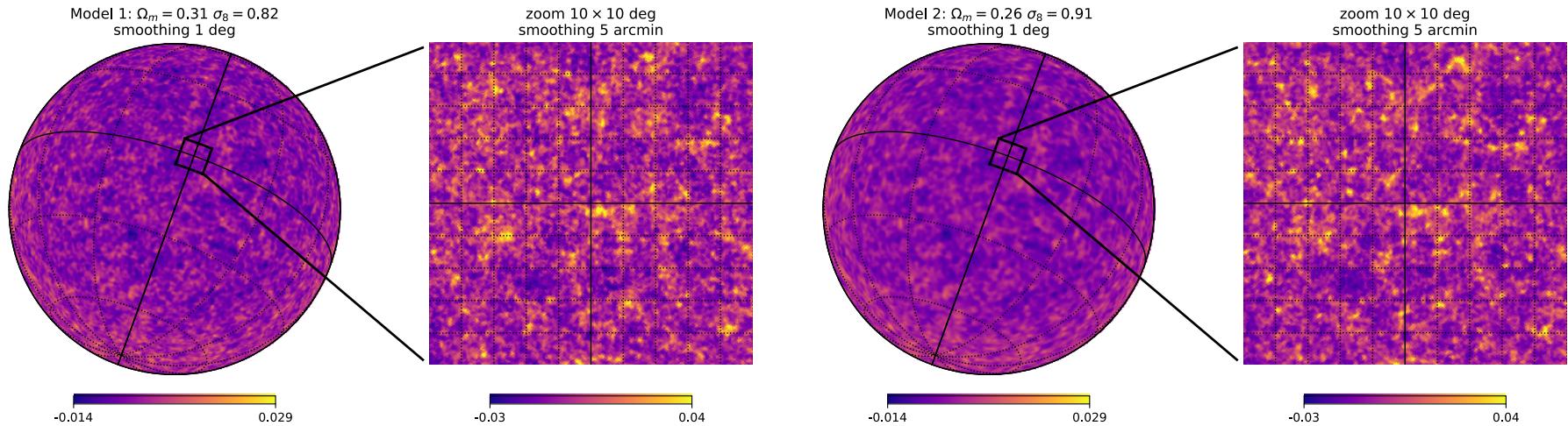
# Shape classification



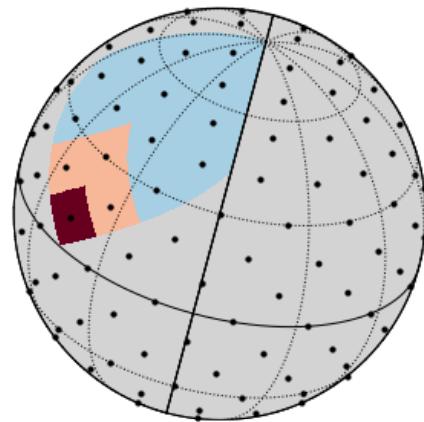
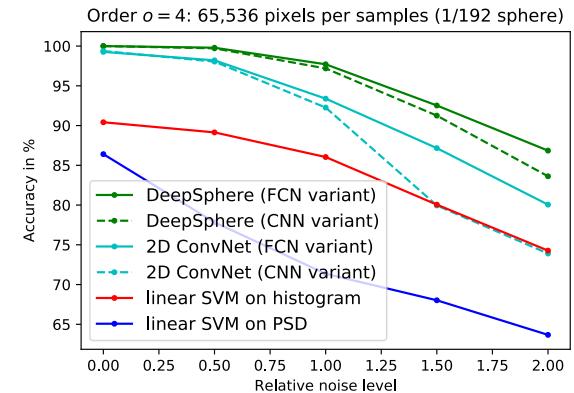
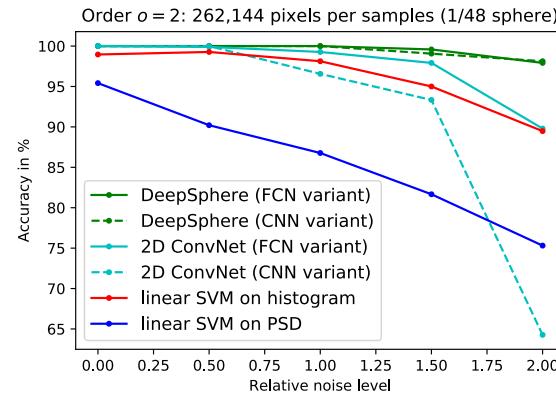
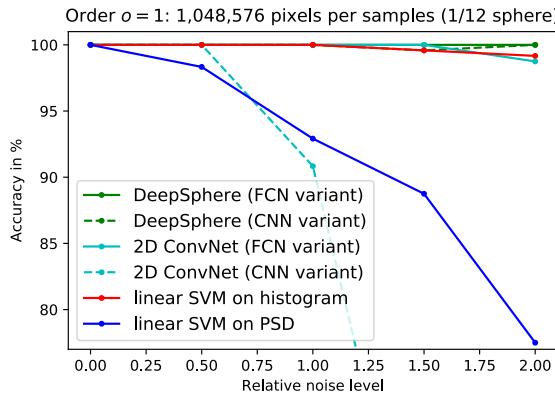
Method	performance		size		speed	
	F1	mAP	params	inference [ms]	training	
Cohen et al. (a)	78.85	67.6	1.4M	38	50h	
Esteves et al.	79.36	68.5	500k	10	2h52	
DeepSphere <i>Equiangular</i>	79.36	66.5	190k	1	50m	
DeepSphere <i>HEALPix</i>	80.65	68.6	190k	1	50m	

Table 2: Performance of different models for SHREC'17 task. F1-score computed with sklearn, mAP from the official script of the competition.

# The convergence maps dataset



# Results: better than 2D CNNs.



# Conclusive words

- Deepsphere is an excellent tradeoff between computational complexity and equivariance.
- If you work with data on irregular data domain, think about graphs!
- Disclaimer: they exists plenty of other graph methods and the one presented here is definitely not the most used.
- Code: <https://github.com/SwissDataScienceCenter/DeepSphere>
- Papers
  - **Perraudin, N.**, Defferrard, M., Kacprzak, T., & Sgier, R. (2019). DeepSphere: Efficient spherical convolutional neural network with HEALPix sampling for cosmological applications. *Astronomy and Computing*, 27, 130-146.
  - Defferrard, M., Milano M., Gusset F. & **Perraudin N.** (2020). DeepSphere: a graph-based spherical CNN. *International Conference on Learning Representations*.

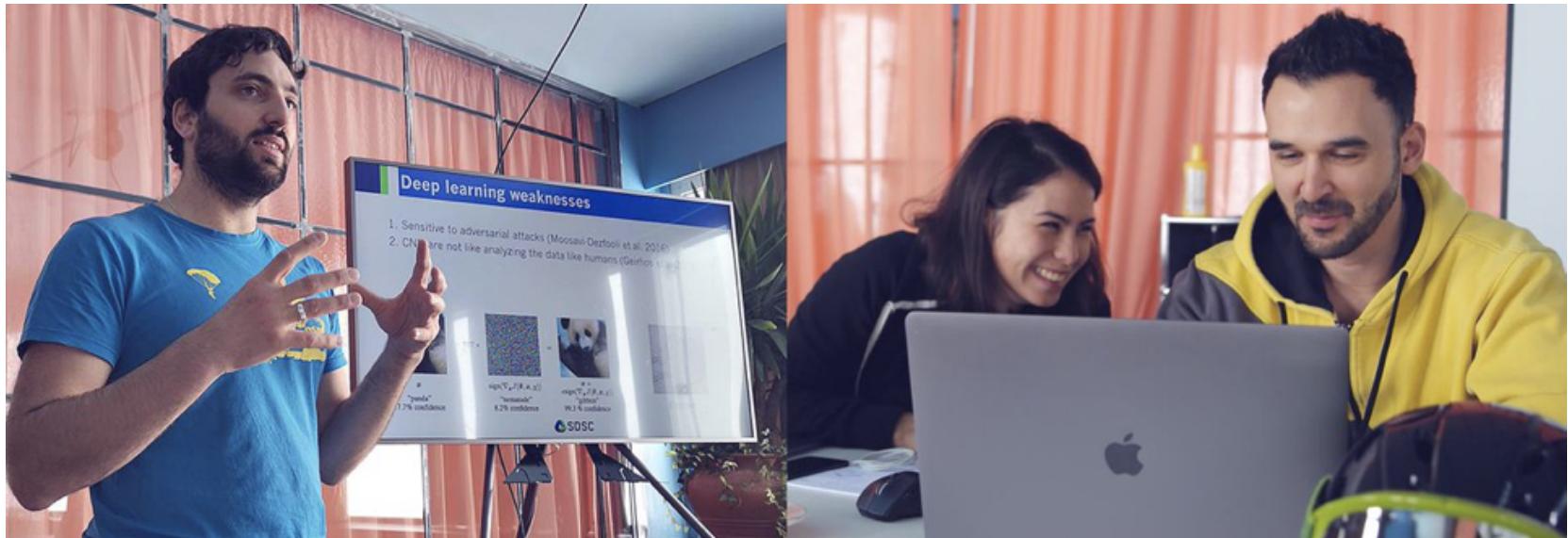
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# Carving Through Data

## A different introductory course to machine learning

- Applied ML sessions using real ski data
- Possibility to use your own ski data
- 9-13 March 2020, **Fiescheralp**, Switzerland



<https://carvingthroughdata.ch/>

# Discussion

Thanks for your attention

- Questions?
- Suggestions?
- Discussion...

