

# Stat 212b: Topics in Deep Learning

## Lecture 4

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# DeepMind makes Nature Cover



DeepMind designed an algorithm that beat a professional GO player for the first time, using MCTS and two CNNs trained with supervised learning and reinforcement learning.

[<http://www.nature.com/news/google-ai-algorithm-masters-ancient-game-of-go-1.19234>]

# Review: Stone theorem, Fourier and Global Invariants

- Thus  $\Phi(x) = |Vx|$  satisfies

$$\forall x, t, \quad \Phi(\varphi_t(x)) = \Phi(x) .$$

- Indeed,

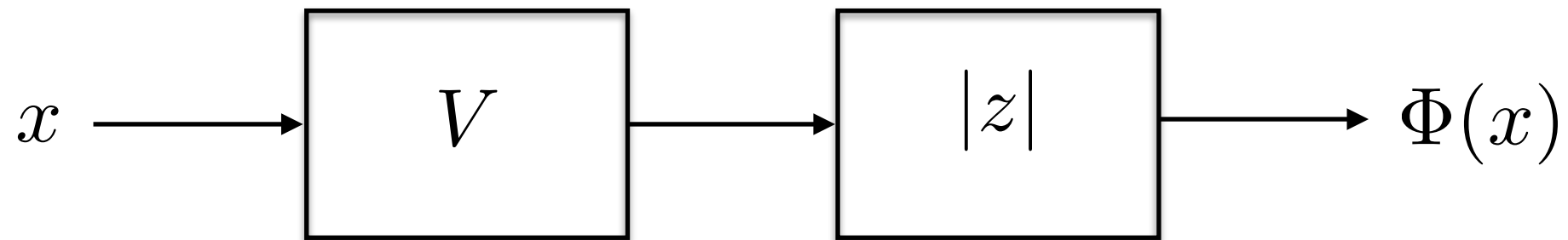
$$A = V^* \text{diag}(\lambda_1, \dots, \lambda_n) V \implies e^{itA} = V^* \text{diag}(e^{it\lambda_1}, \dots, e^{it\lambda_n}) V .$$

$$\begin{aligned} V \varphi_t x &= V e^{itA} x = V V^* \text{diag}(e^{it\lambda_1}, \dots, e^{it\lambda_n}) V x \\ &= \text{diag}(e^{it\lambda_1}, \dots, e^{it\lambda_n}) V x \end{aligned}$$

$$\text{thus } \Phi(\varphi_t x) = |V \varphi_t x| = |V x| .$$

# Review: Limits of Group Diagonalisation

- A shallow (1 layer) network is thus sufficient to achieve invariance to commutative group transformations:



- However, this architecture has a number of shortcomings.
  - Not applicable to non-commutative, discrete symmetry groups
  - Not discriminative in general
  - Not stable

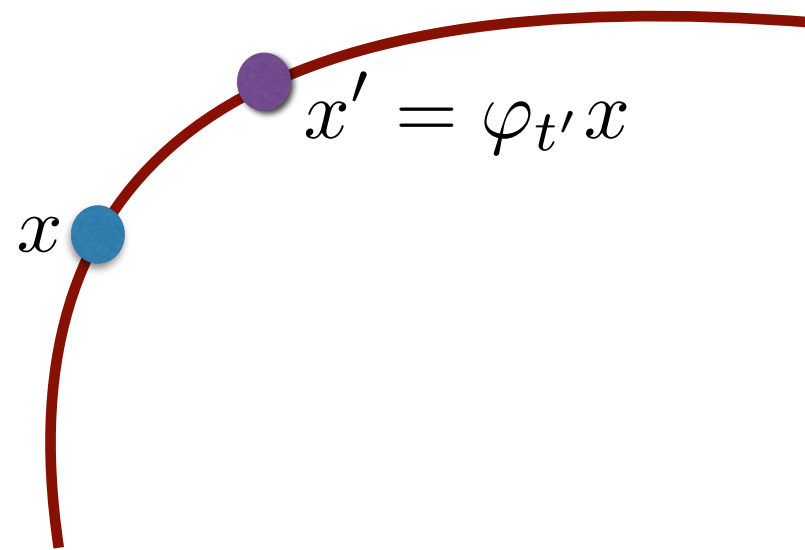


# Objectives

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- Wavelets
- Point-Wise non-linearities
- Scattering Representations for the Translation Group
- Properties

# Local invariants and convolution

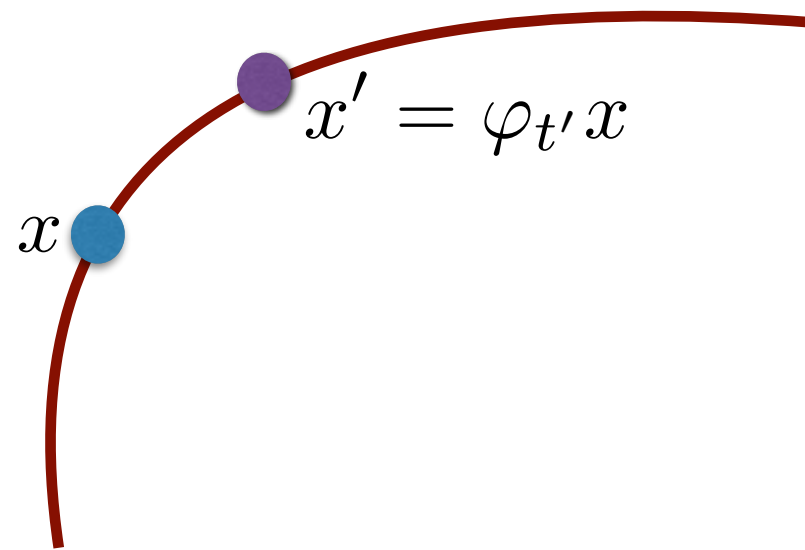


- Local translation invariance:

$$\|\Phi(x) - \Phi(\varphi_v x)\| \leq C 2^{-J} \|v\| , \text{ or}$$

$$\forall v, \|x\| = 1 , \frac{\|\Phi(x) - \Phi(\varphi_v x)\|}{\|v\|} \leq C 2^{-J} .$$

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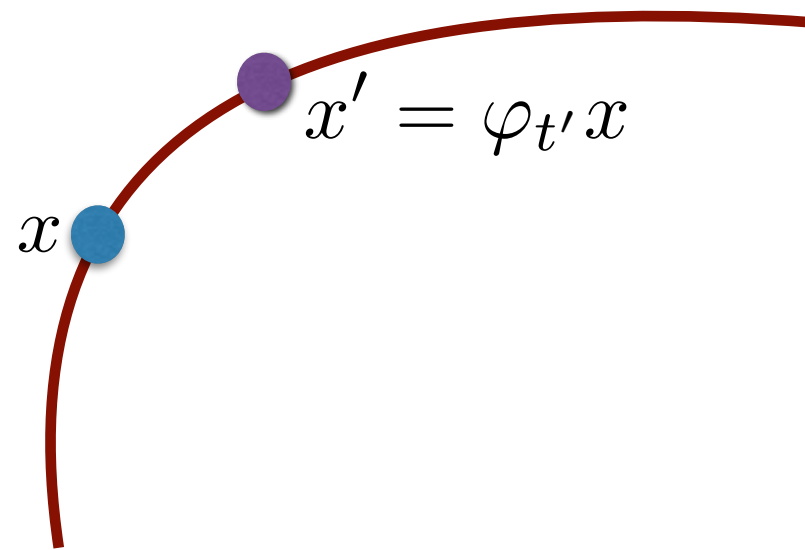
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- So, we want to *smooth* along the orbits.
- Local averaging within the translation orbit:

$$\Phi(x) = 2^{-dJ} \int_v \phi(2^{-J} v) \varphi_v x dv , \quad \left( \int \phi(v) dv = 1, \phi \geq 0 \right) .$$

# Local invariants and convolution



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- In coordinates, it becomes

$$\Phi(x)(u) = \int \phi_J(v) x(u - v) dv = x * \phi_J(u), \text{ with}$$
$$\phi_J(v) = 2^{-Jd} \phi(2^{-J}v)$$

# Local average and stability

**Proposition:** The local averaging  $\Phi(x) = x * \phi_J$  satisfies  $\forall \|x\| = 1 \in L^2, \tau, \|\Phi(x) - \Phi(\varphi_\tau x)\| \leq C\|\tau\|$ .



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- Not surprising, since this operator removes the problematic high-frequencies.
- Are there other linear operators with the same property?

# Average and uniqueness

- The only linear, translation-invariant operator is the average:

$$\forall v, \Phi(x) = \Phi(\varphi_v x) \implies \Phi(x) = \frac{1}{|G|} \int \Phi(\varphi_v x) dv$$

$$\implies \Phi(x) = \Phi \left( \frac{1}{|G|} \int \varphi_v x dv \right) = \Phi \left( \frac{1}{|G|} \int x(u) du \right) .$$

- And a similar argument can be used locally.

# From averages to Wavelets

- Low-pass information is insufficient:

The SIFT method originally consists in a keypoint detection phase, using a Differences of Gaussians pyramid, followed by a local description around each detected keypoint. The keypoint detection computes local maxima on a scale space generated by isotropic gaussian differences, which induces invariance to translations, rotations and

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- These new measurements must involve a non-linearity.

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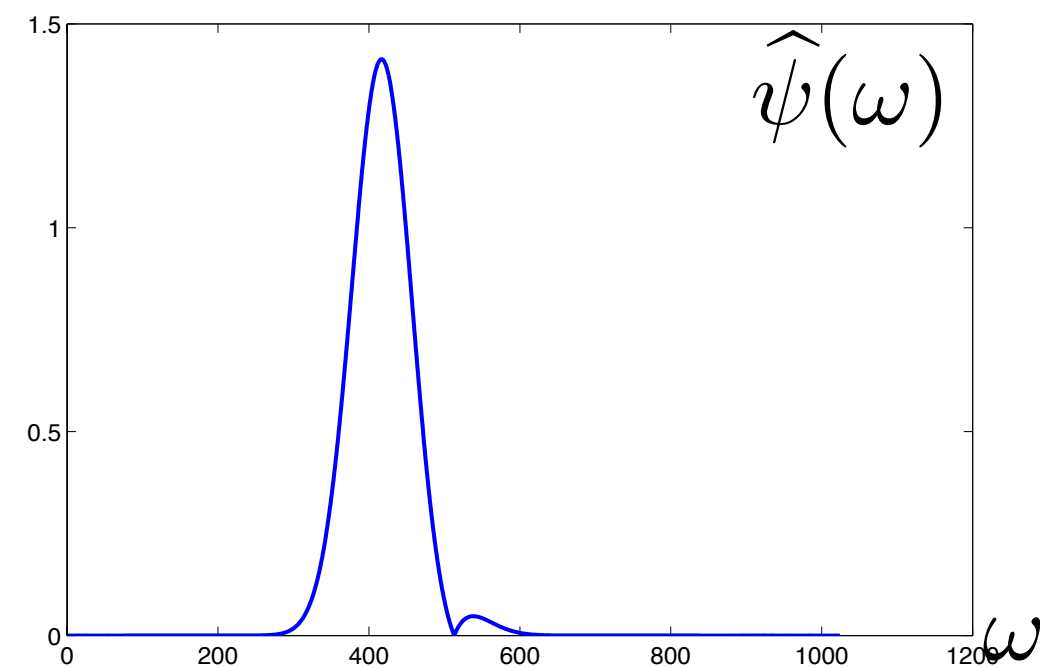
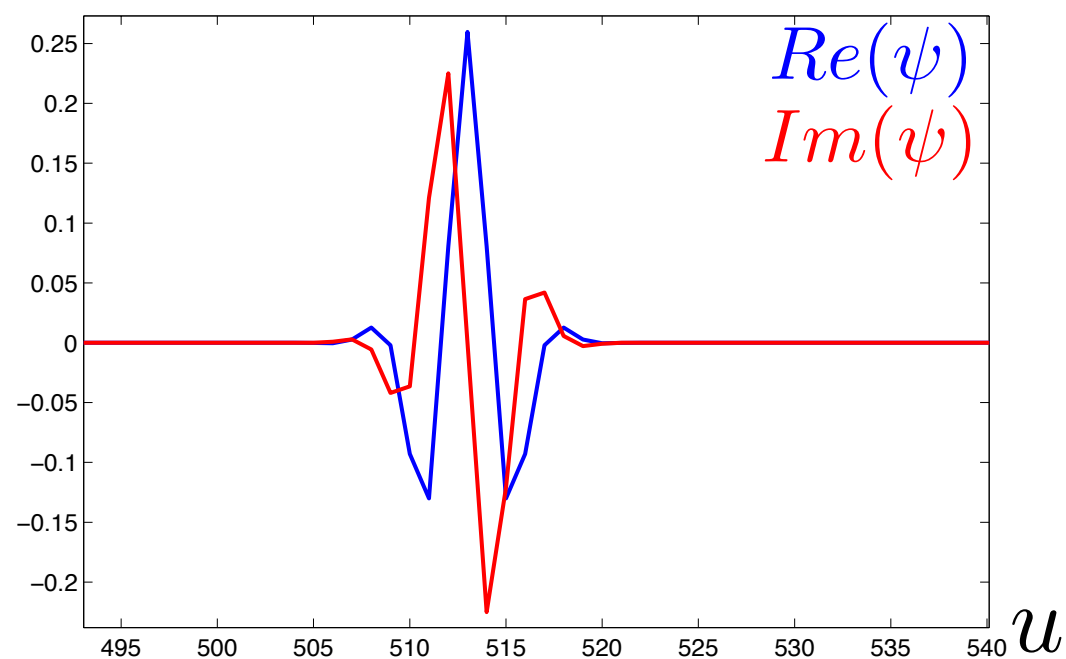
- Thus, we must capture high-frequency.
- These new measurements must involve a non-linearity.
- We want them to preserve stability to deformations.
- And we want them to preserve inter-class variability.



# Wavelets

- $\psi$  : bandpass (ie oscillating) signal, well localized in space and frequency.

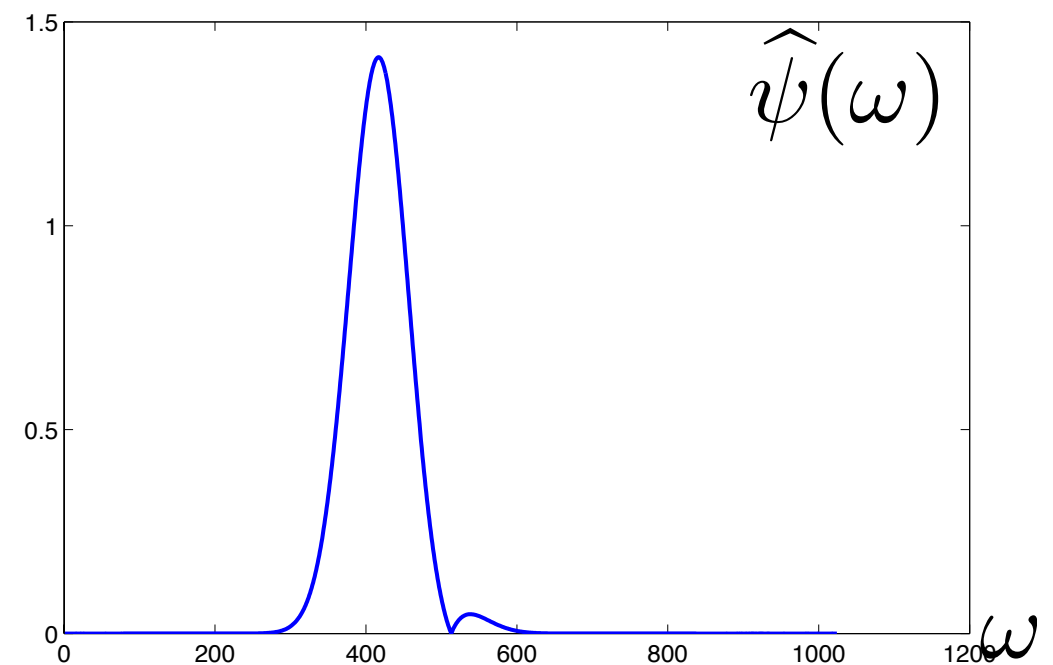
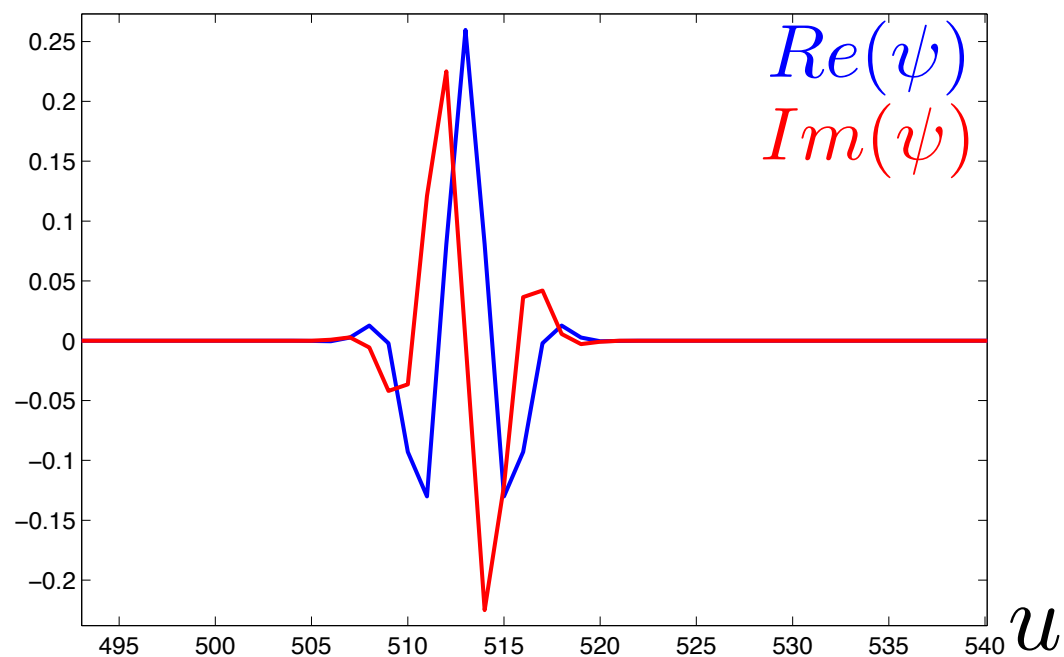
Ex: Morlet wavelet



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- At least one vanishing moment:  $\int \psi(u) du = 0$   
(we say that  $\psi$  has  $k$  vanishing moments if  $\int \psi(u) u^l du = 0$  for  $l < k$ )

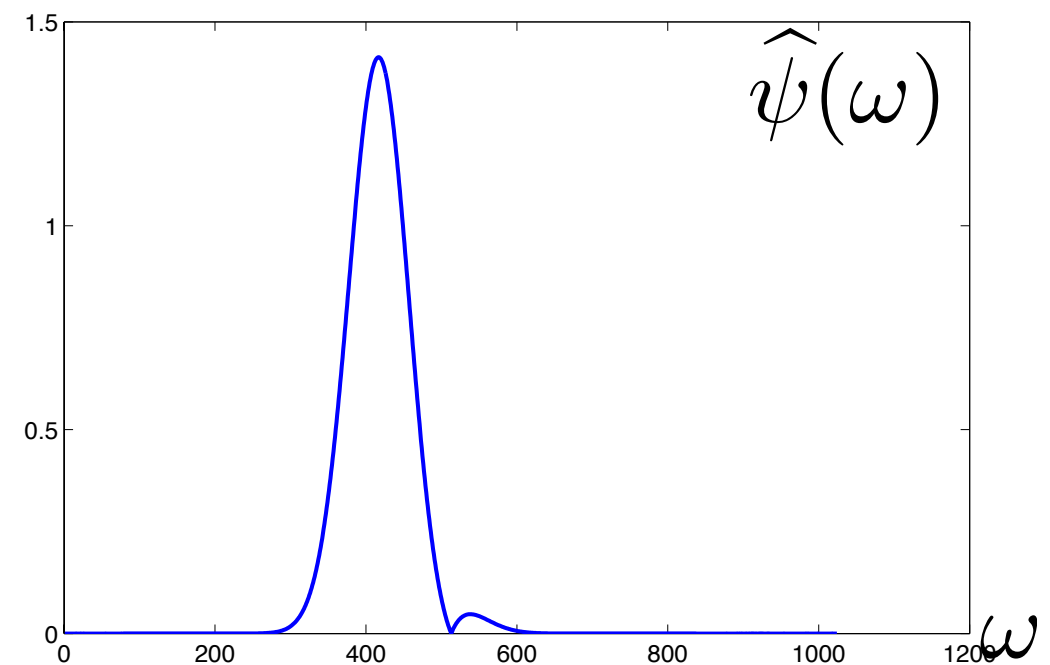
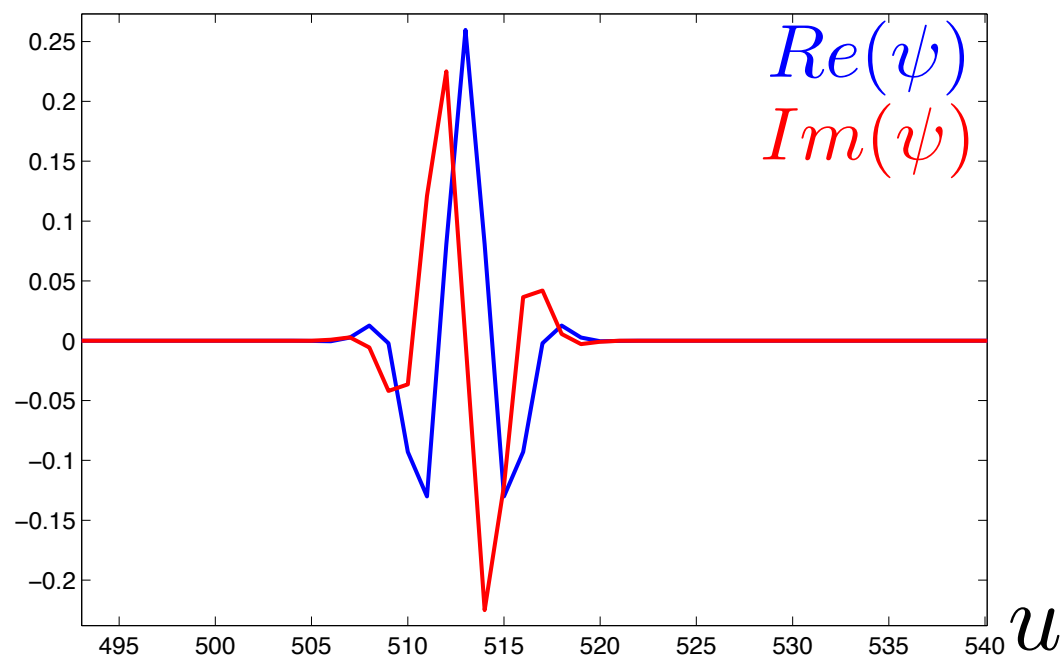
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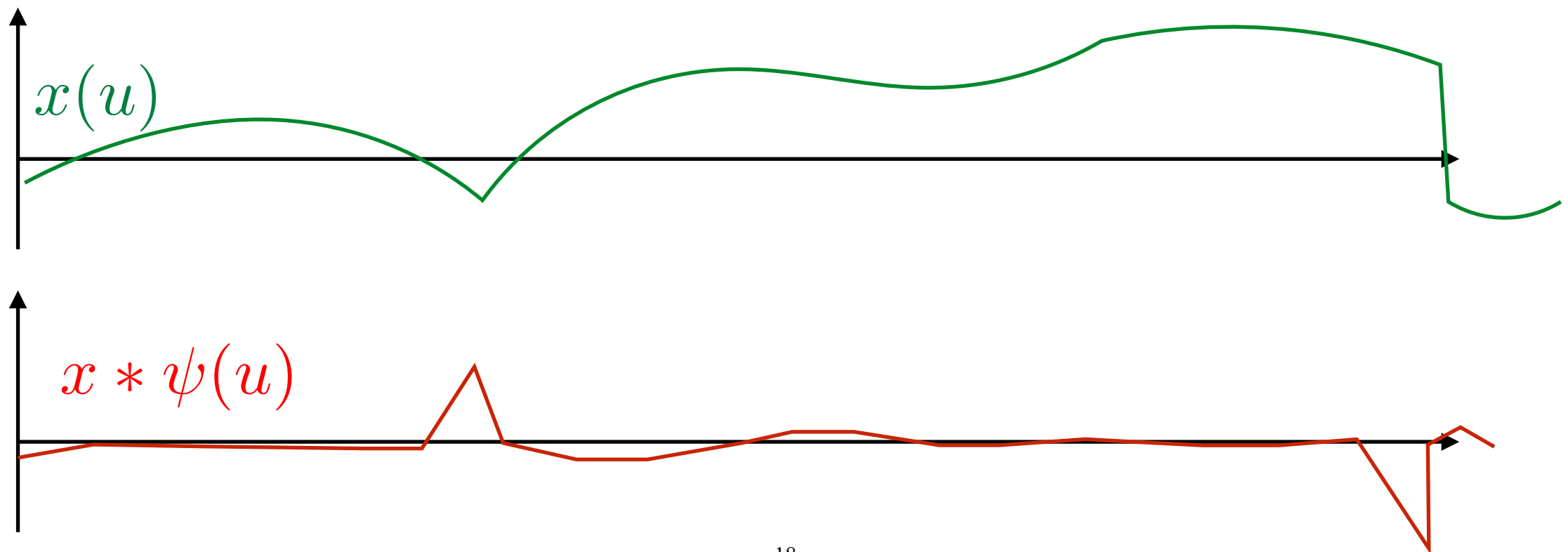
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- Can be real or complex.  $\psi = \psi_r + i\psi_i$

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(we say that  $\psi$  has  $k$  vanishing moments if  $\int \psi(u) u^l du = 0$  for  $l < k$ )
- If  $x(u)$  is piece-wise smooth, then  $x * \psi(u)$  is mostly zero



# Wavelets

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- The local average  $x * \phi$  is a blurry version of  $x$ , whereas
- $x * \psi$  carries the details lost by the blurring.



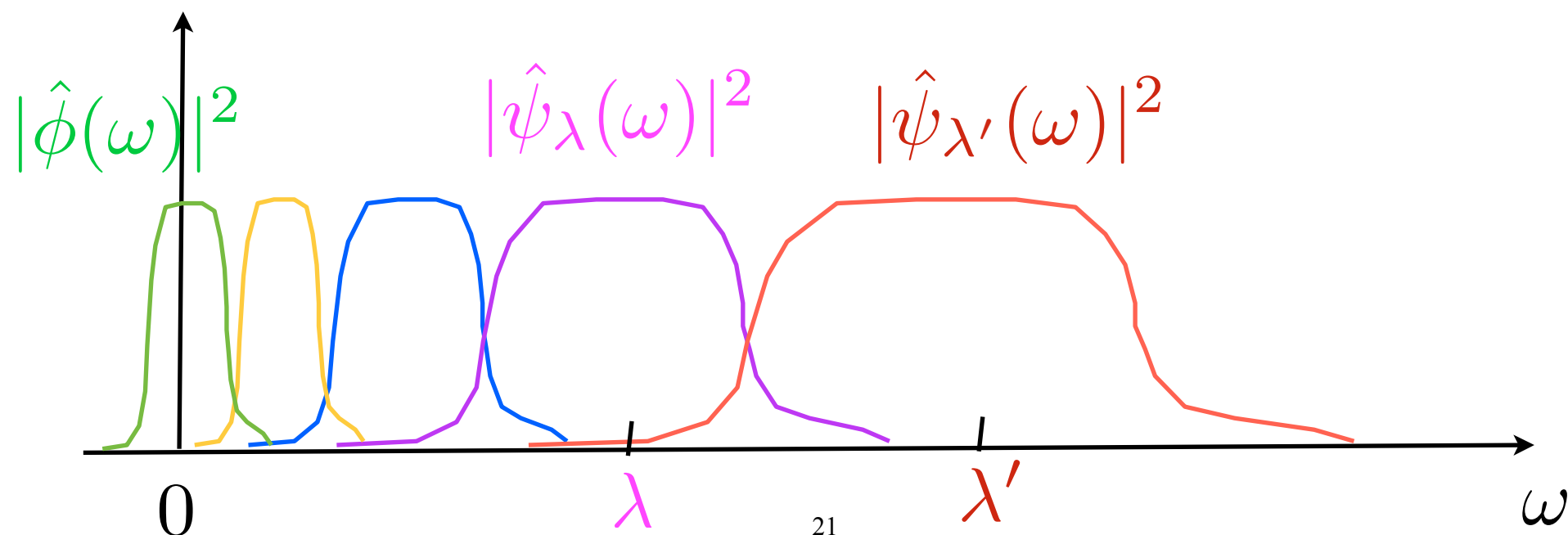
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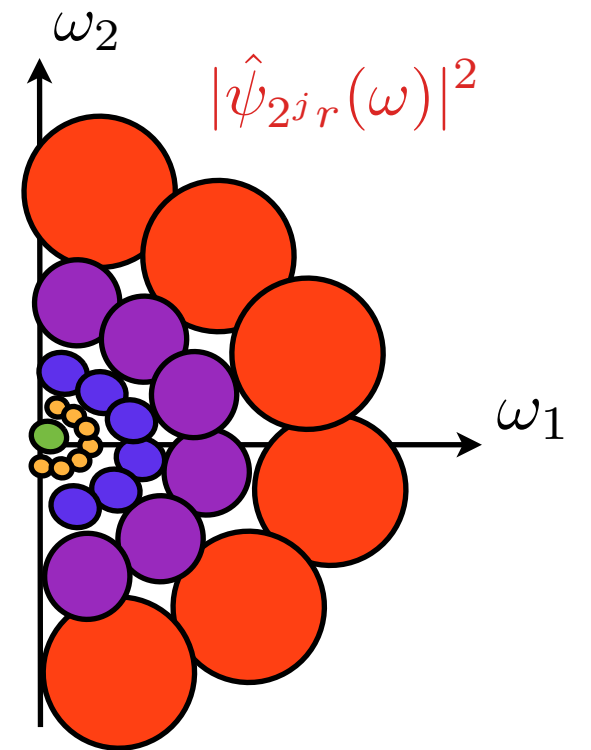
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- The details are relative to a given resolution. How to obtain a decomposition that captures details at *all* resolutions?
- Dilated wavelets:  $\psi_j(u) = 2^{-j}\psi(2^{-j}u)$ ,  $j \in \mathbb{Z}$



# Littlewood-Paley Wavelet Filter Banks

- For images, dilated and rotated wavelets:

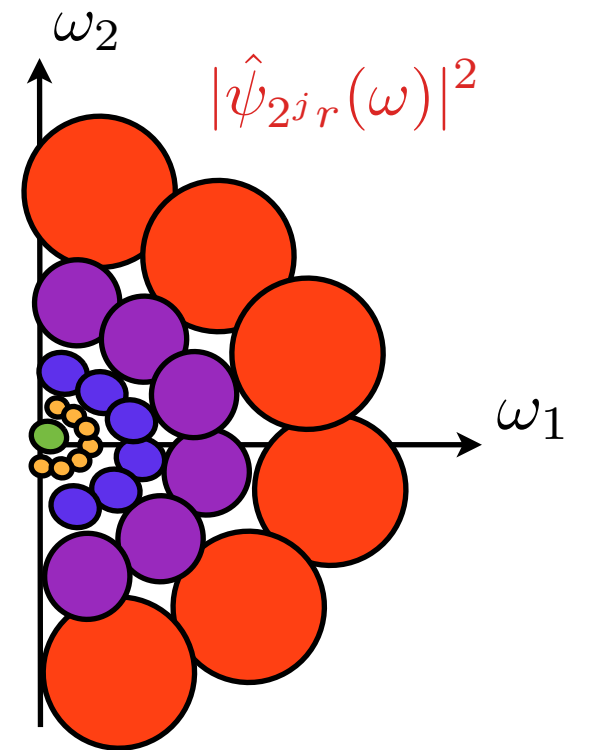
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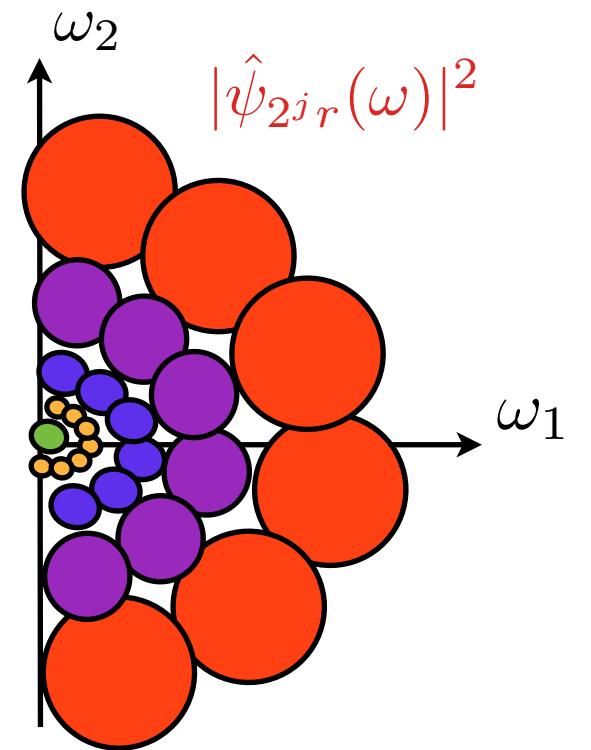
$$Wx = \{x \star \phi(u) , x \star \psi_\lambda(u)\}_{\lambda \in \Lambda}$$

$$x \star \psi(u) = \int x(v) \psi(u - v) dv .$$

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**Theorem** (Littlewood-Paley): If there exists  $\delta > 0$  such that

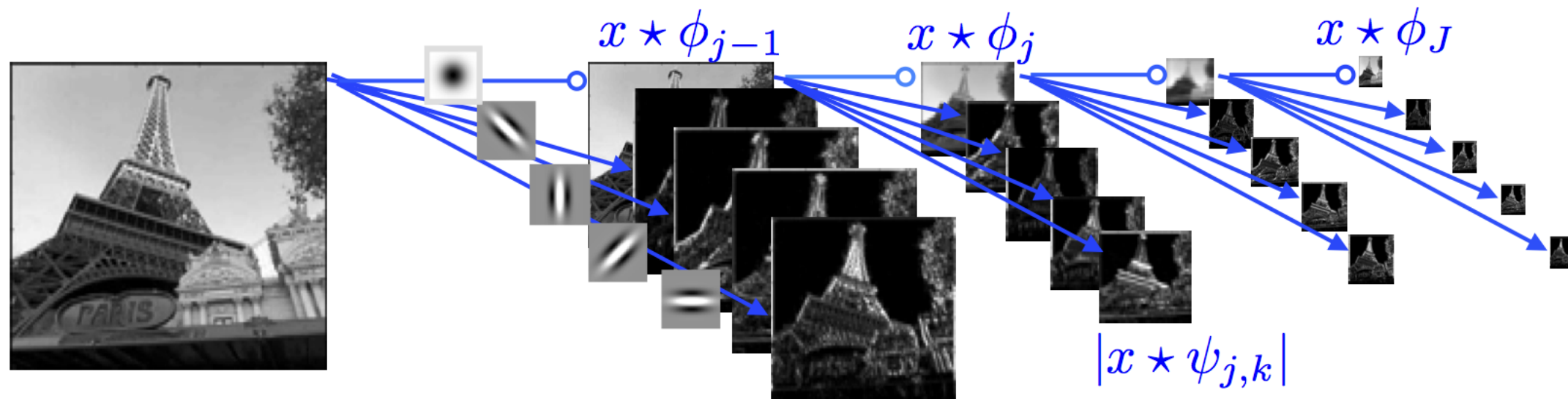
$$\forall \omega > 0 , \quad 1 - \delta \leq |\hat{\phi}(\omega)|^2 + \frac{1}{2} \sum_{\lambda} |\hat{\psi}(\lambda^{-1} \omega)|^2 \leq 1 ,$$

then  $\forall x \in L^2 , \quad (1 - \delta) \|x\|^2 \leq \|Wx\|^2 \leq \|x\|^2 .$



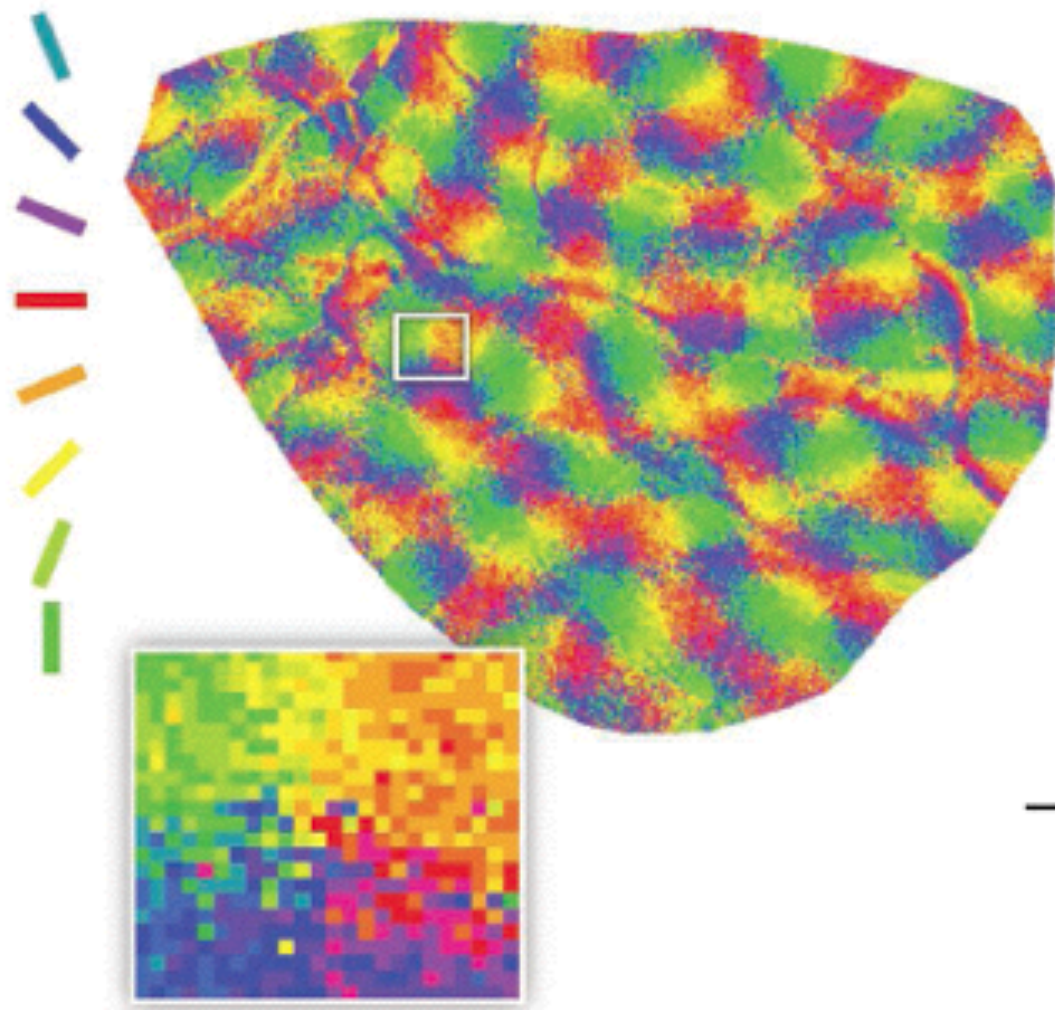
# Wavelet Filter Banks

- We can compute wavelets recursively in a fine-to-coarse transform:



# Wavelets in Vision

- V1 Model of Simple and Complex cells: First layer of processing is selective in orientation, scale and position.



- cells are organized in *pinwheels*. (more on that later).

# Why are wavelets a good model?

- We will see that they provide stability to deformations because they *commute* nicely with diffeomorphisms:

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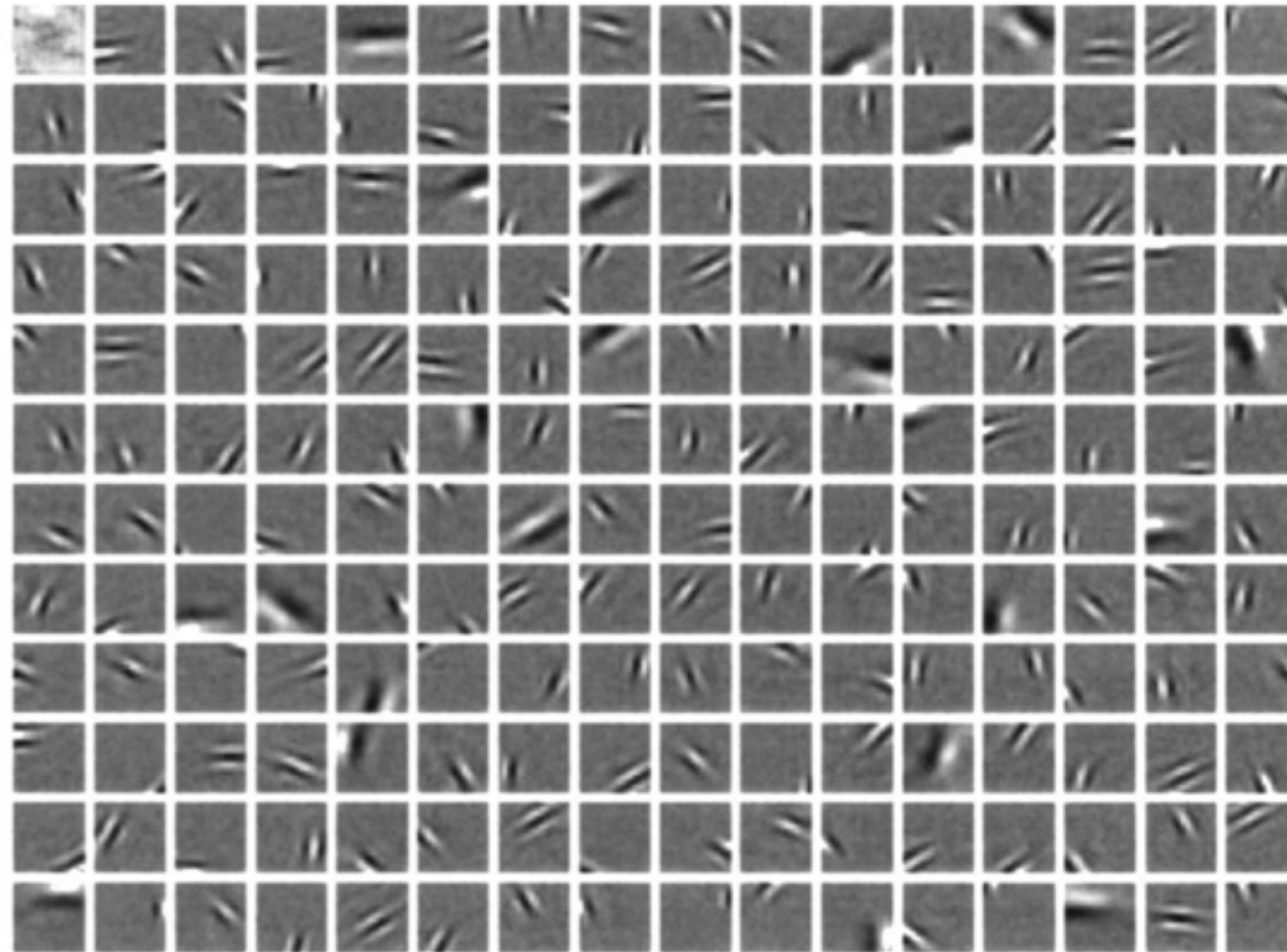
$$\|W\varphi_\tau x - \varphi_\tau Wx\| \lesssim \|\tau\| .$$

- We will also see that the discriminability of  $\Phi(x) = \rho(Wx)$  is controlled by the *sparsity* produced by  $W$ :

$\{x * \psi_\lambda(u)\}_{\lambda,u}$  has few non-zero coefficients.

# Examples

- Olshausen and Field Sparse coding model trained on natural images:



$$\min_{W,z} \|X - Wz\|^2 + \lambda \|z\|_1$$

[Olshausen and Field,'96]



# Examples

- Top performing shallow network unsupervised learning:

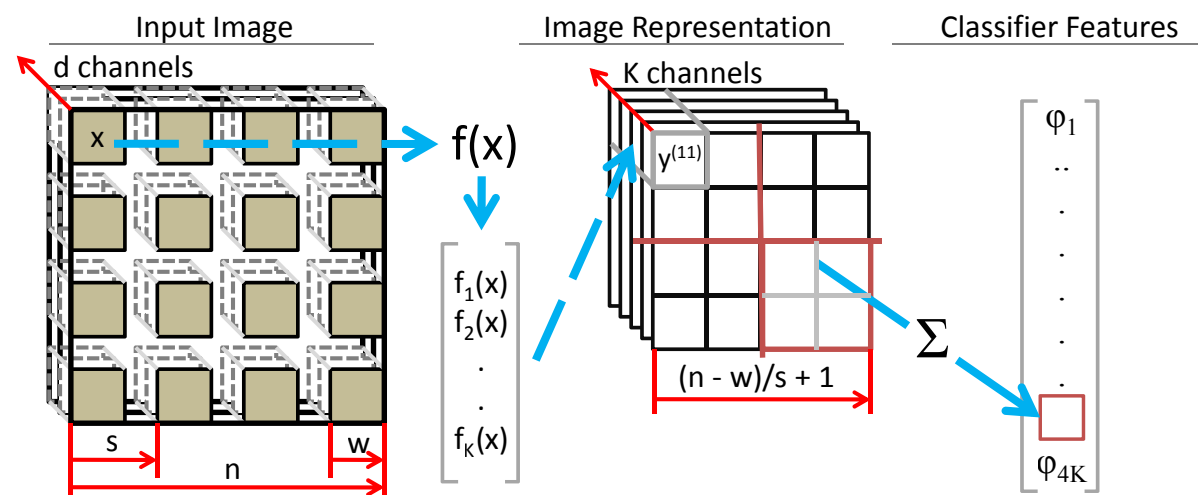
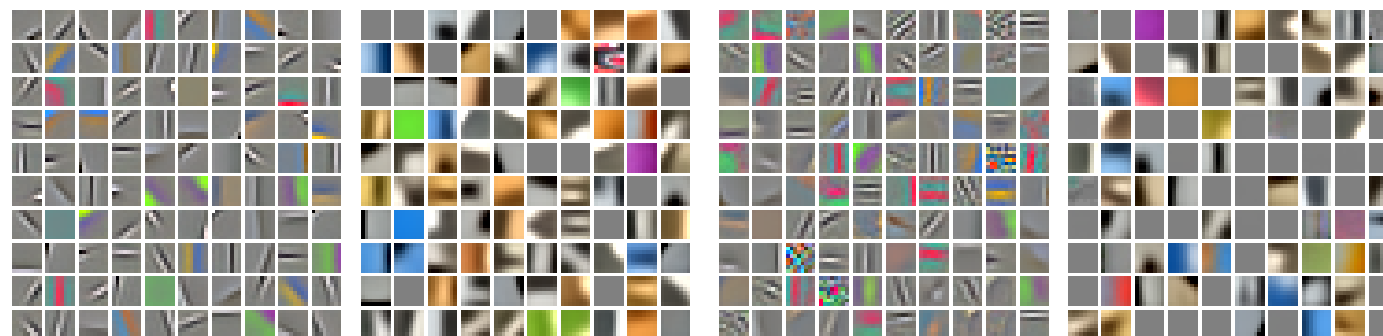
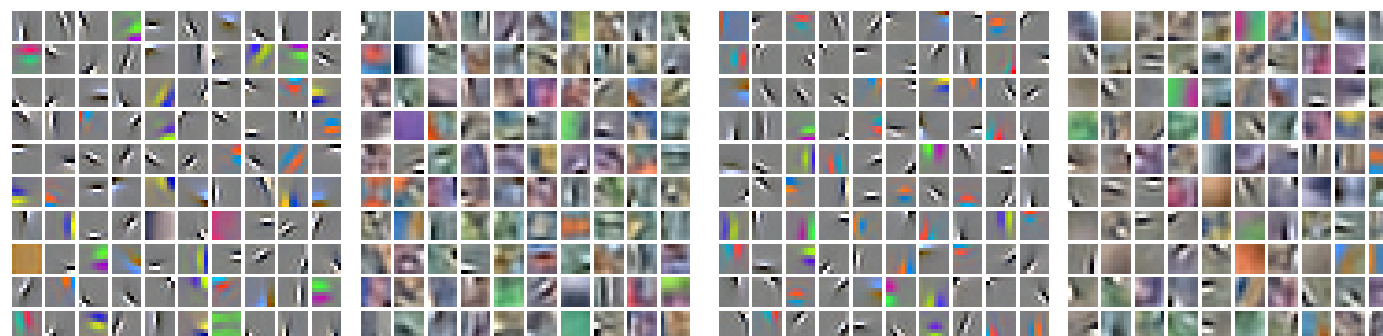


Figure 1: Illustration showing feature extraction using a  $w$ -by- $w$  receptive field and stride  $s$ . We first extract  $w$ -by- $w$  patches separated by  $s$  pixels each, then map them to  $K$ -dimensional feature vectors to form a new image representation. These vectors are then pooled over 4 quadrants of the image to form a feature vector for classification. (For clarity we have drawn the leftmost figure with a stride greater than  $w$ , but in practice the stride is almost always smaller than  $w$ .)



(a) K-means (with and without whitening)

(b) GMM (with and without whitening)



(c) Sparse Autoencoder (with and without whitening)

(d) Sparse RBM (with and without whitening)

# Wavelets and Deformations

- We saw before that a blurring kernel is nearly invariant to deformations:

**Proposition:** The local averaging  $\Phi(x) = x * \phi_J$  satisfies  
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- What about the wavelet operator  $\Phi(x) = \{x * \psi_\lambda\}_\lambda$  ?
  - We don't have local invariance, but we have a form of local covariance:

**Proposition [Mallat]:** For each  $\delta > 0$  there exists  $C > 0$  such that for all  $J$  and all  $\tau \in C^2$  with  $\|\nabla\tau\|_\infty \leq 1 - \delta$  we have

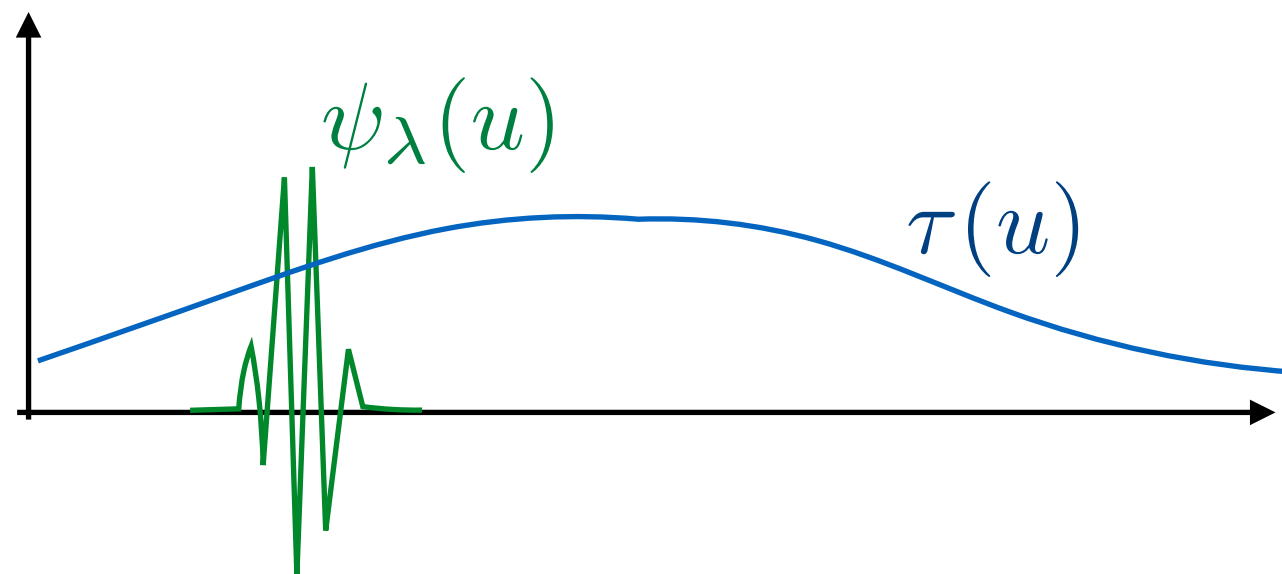
$$\|W_J\varphi_\tau - \varphi_\tau W_J\| \leq C(J\|\nabla\tau\|_\infty + \|H\tau\|_\infty) .$$

( $H\tau$ : Hessian of  $\tau$ )

# Wavelets and Deformations

- Qualitative idea behind this result:

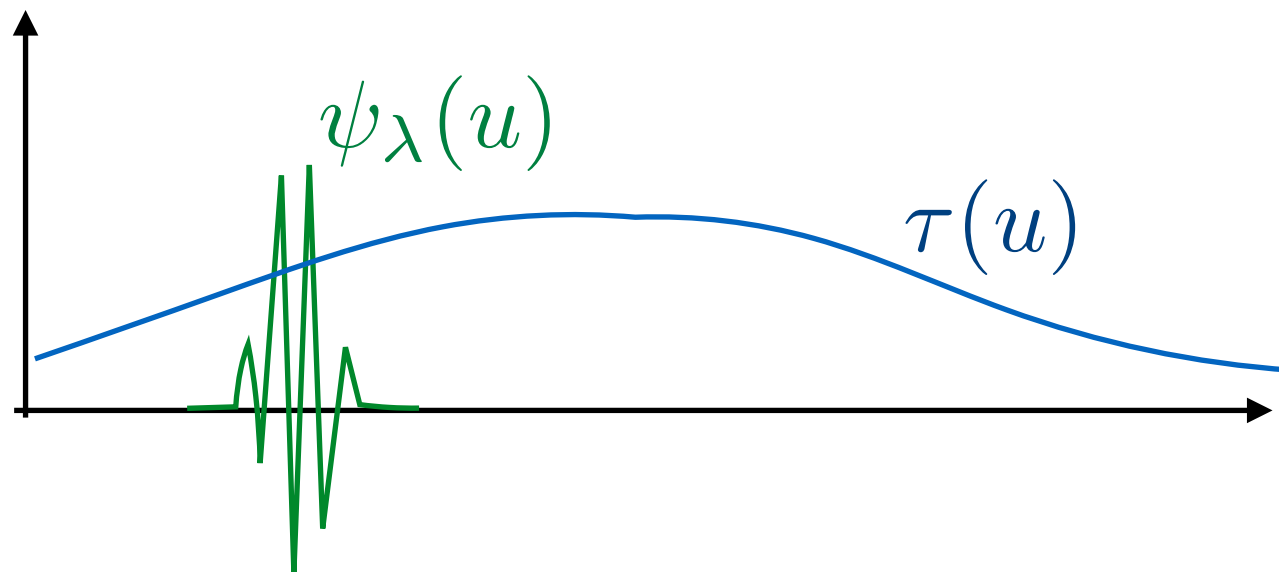
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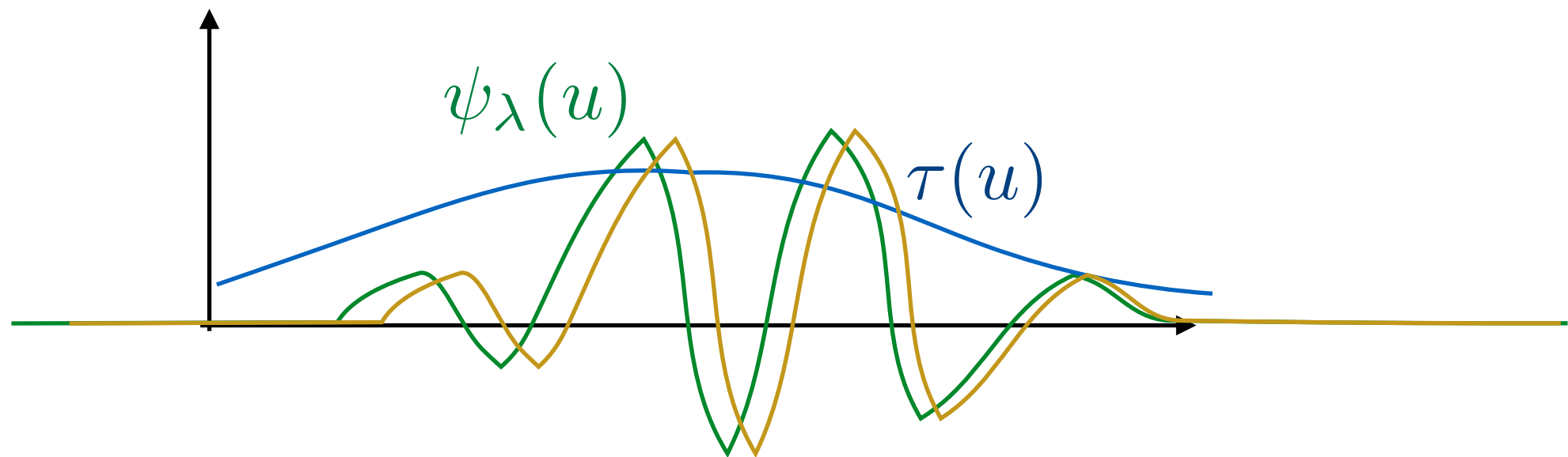
For small scales,  $\psi_\lambda$  has small support, and for  $u, v$  within that support, because  $\tau$  is smooth,  $|\tau(v) - \tau(u)| \sim 2^{-j} |\nabla \tau|_\infty$ .

Thus  $|(\varphi_\tau x) * \psi_\lambda(u) - x * \psi_\lambda(u - \tau(u))| \sim |\nabla \tau|_\infty$ .

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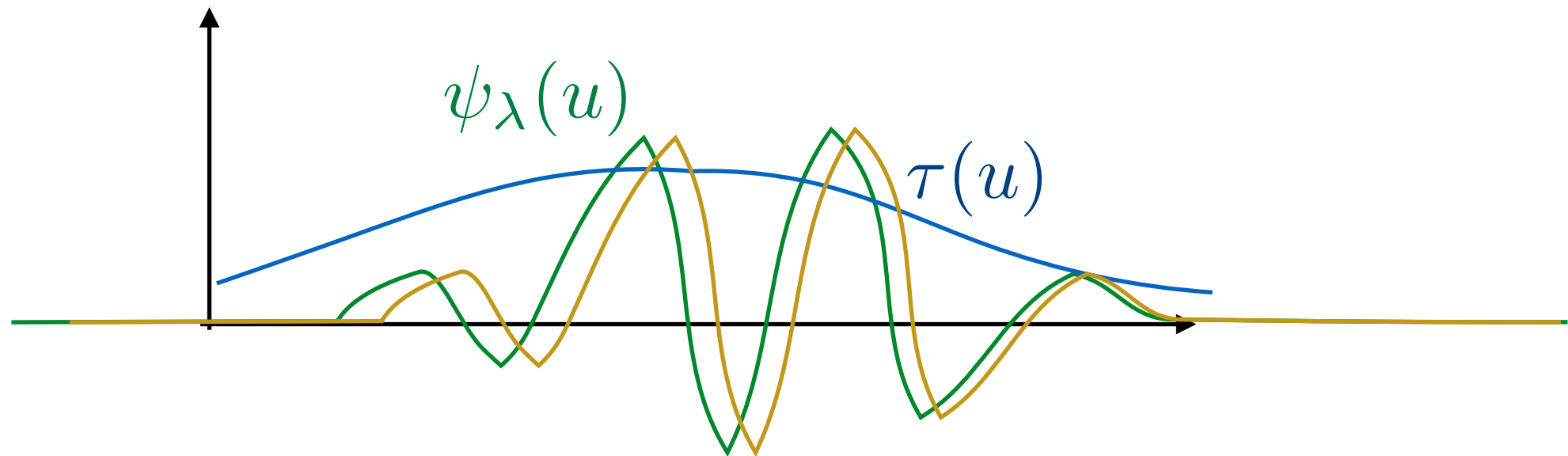
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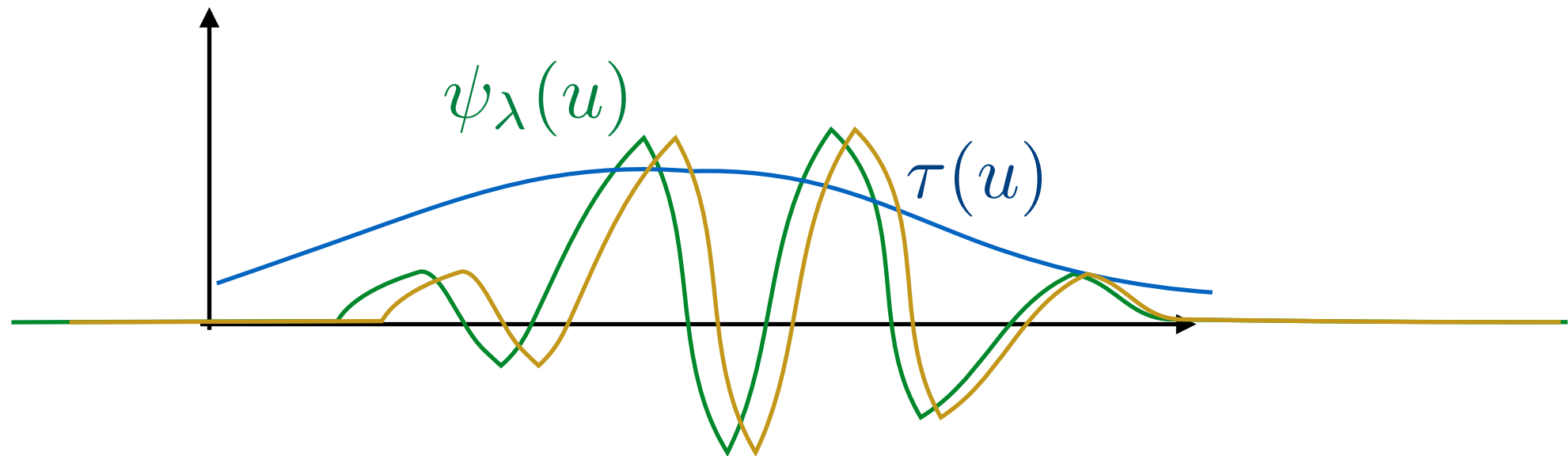
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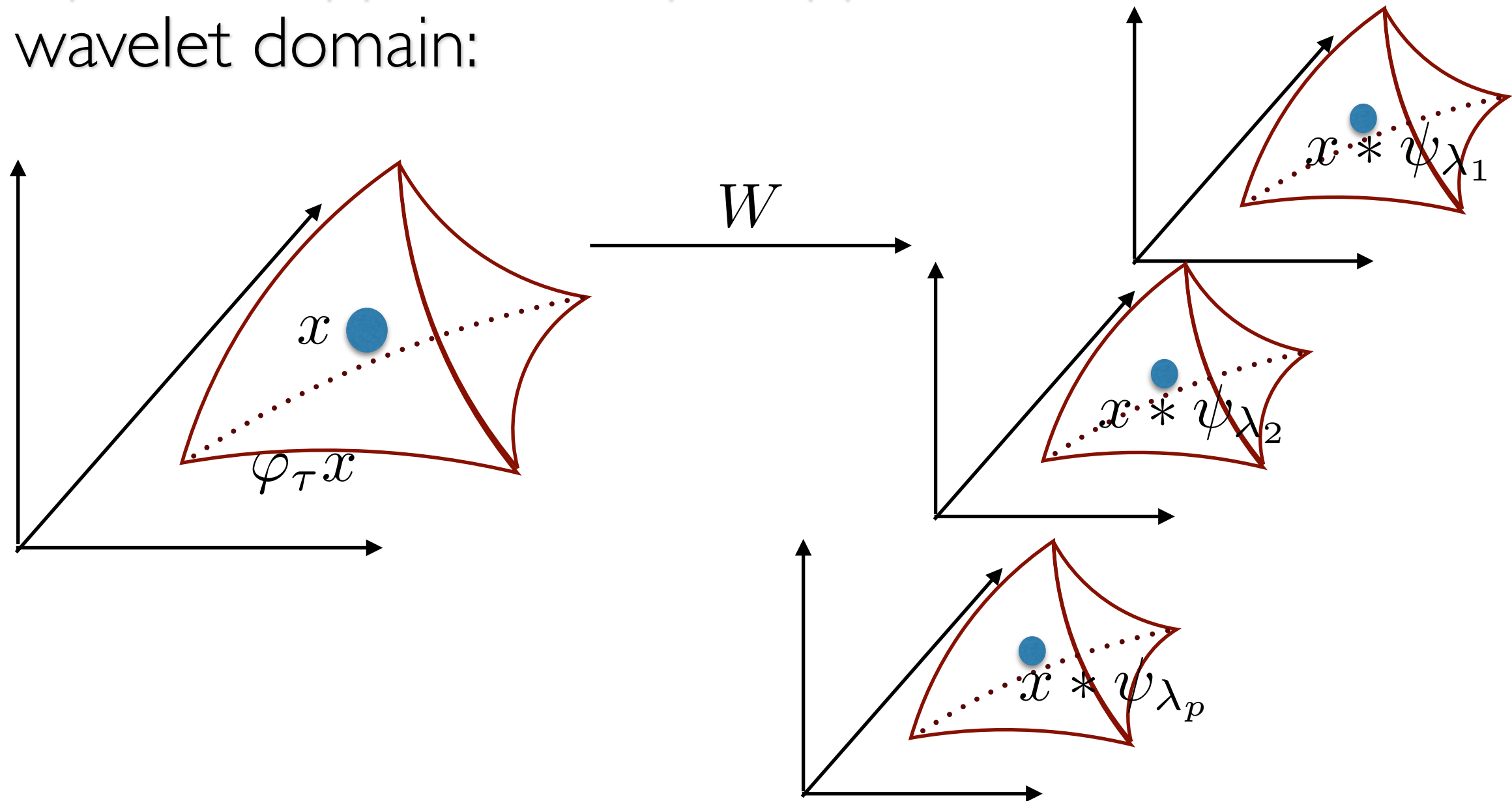
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And, most importantly, wavelet separates scales  
(so errors do not accumulate)

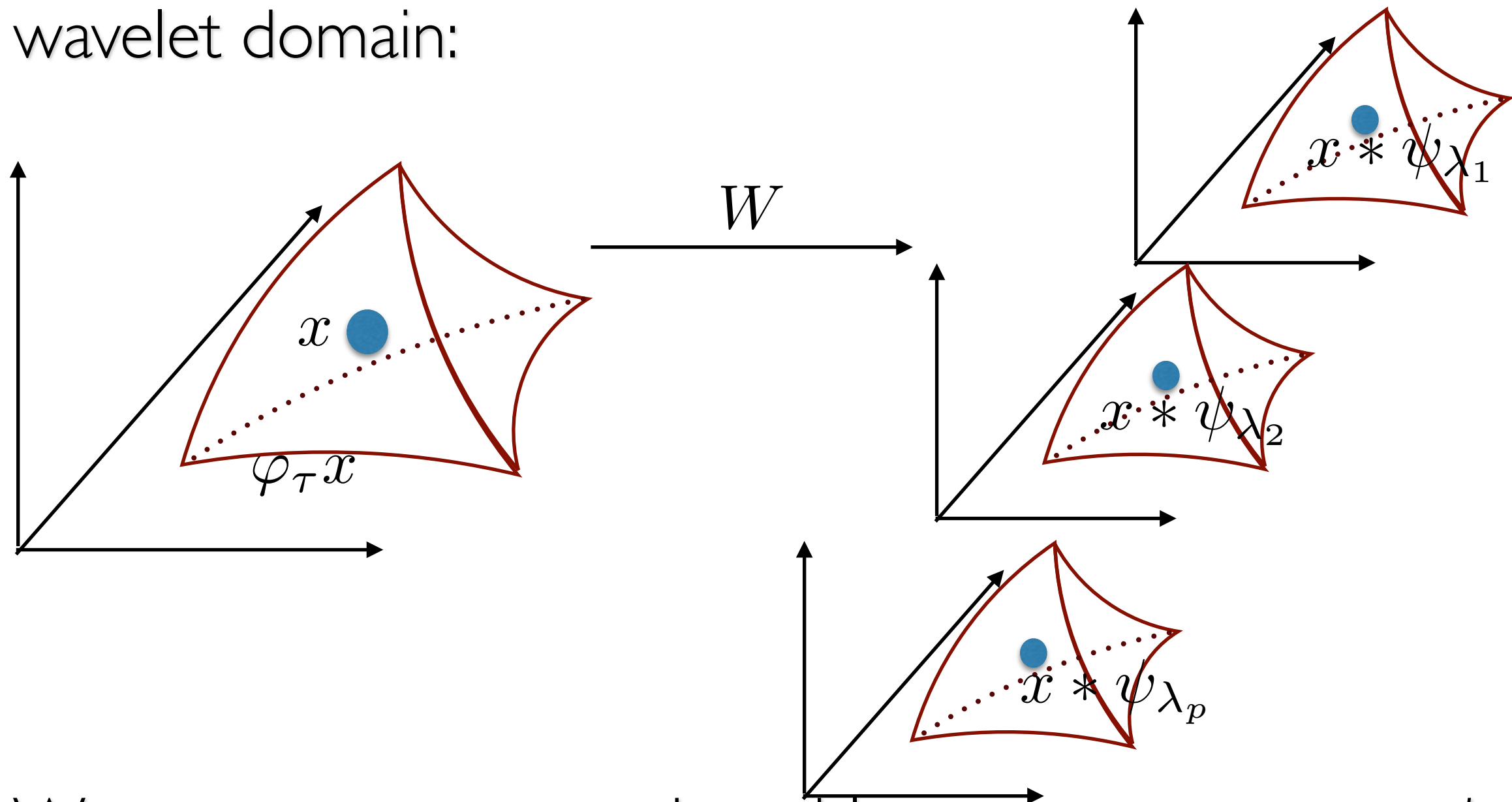
# Wavelets and Non-linearities

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- We want to extract again stable measurements: *need non-linear operator.*



# Characterization of stable non-linearities

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- Preserve additive stability:

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- Preserve geometric stability: It is sufficient to commute with diffeomorphisms:

$$\left. \begin{array}{l} \Phi \text{ stable: } \|\Phi(\varphi_\tau x) - \Phi(x)\| \lesssim \|\tau\| \\ M \text{ commutes with } \varphi_\tau \quad \forall \tau. \end{array} \right\} \Rightarrow$$

$M\Phi$  and  $\Phi M$  stable:

$$\|\Phi M(\varphi_\tau x) - \Phi M(x)\| \lesssim \|\tau\|$$

$$\|M\Phi(\varphi_\tau x) - M\Phi(x)\| \lesssim \|\tau\|$$

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**Theorem:** If  $M$  is non-expansive operator in  $L^2$  such that  $\varphi_\tau M = M\varphi_\tau$  for all  $\tau$ , then  $M$  is point-wise:

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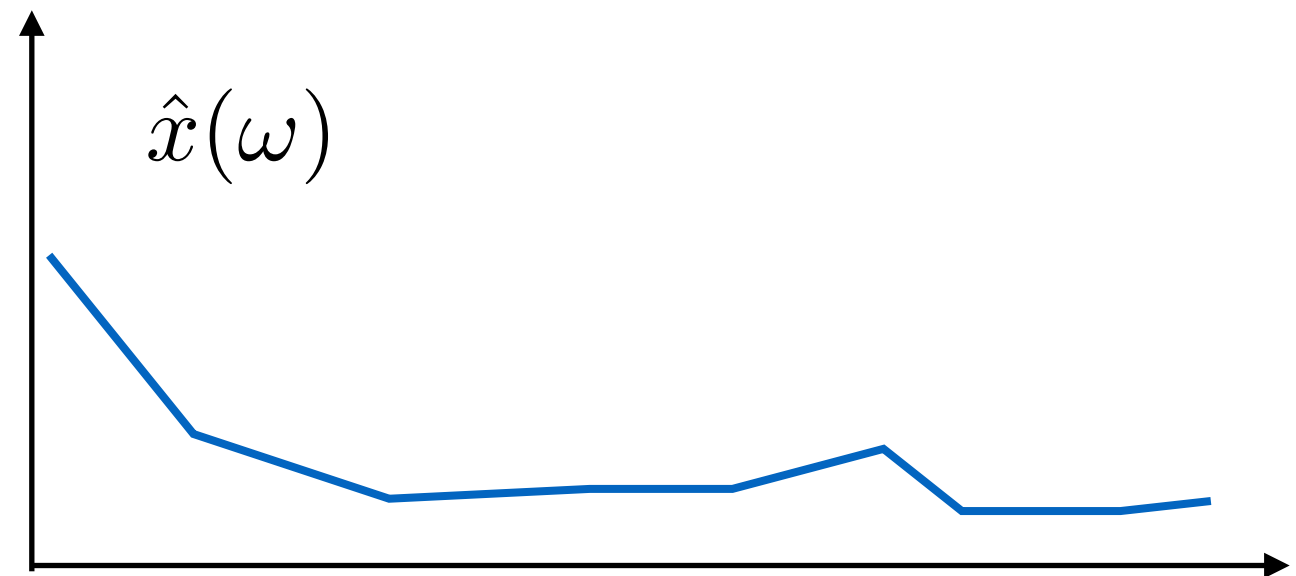
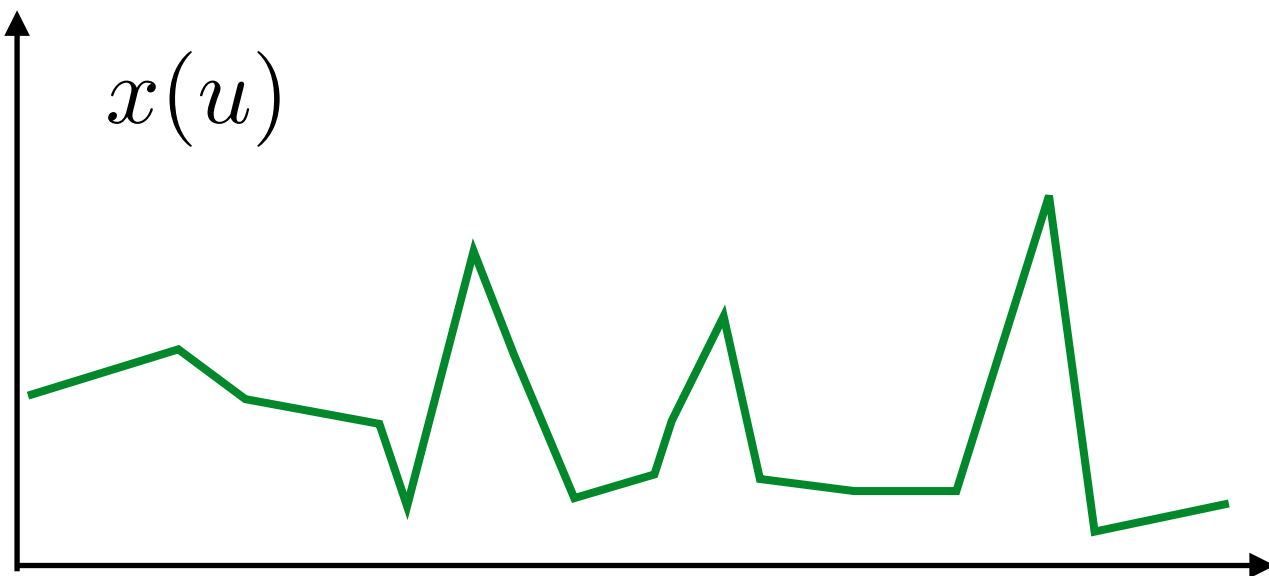
$$Mx(u) = \rho(x(u)) \quad .$$

- Since we want to smooth orbits, we may choose a point-wise nonlinearity that reduces oscillations:

$$\rho(z) = |z| \text{ or } \rho(z) = \max(0, z)$$

# Understanding the effect of nonlinearities

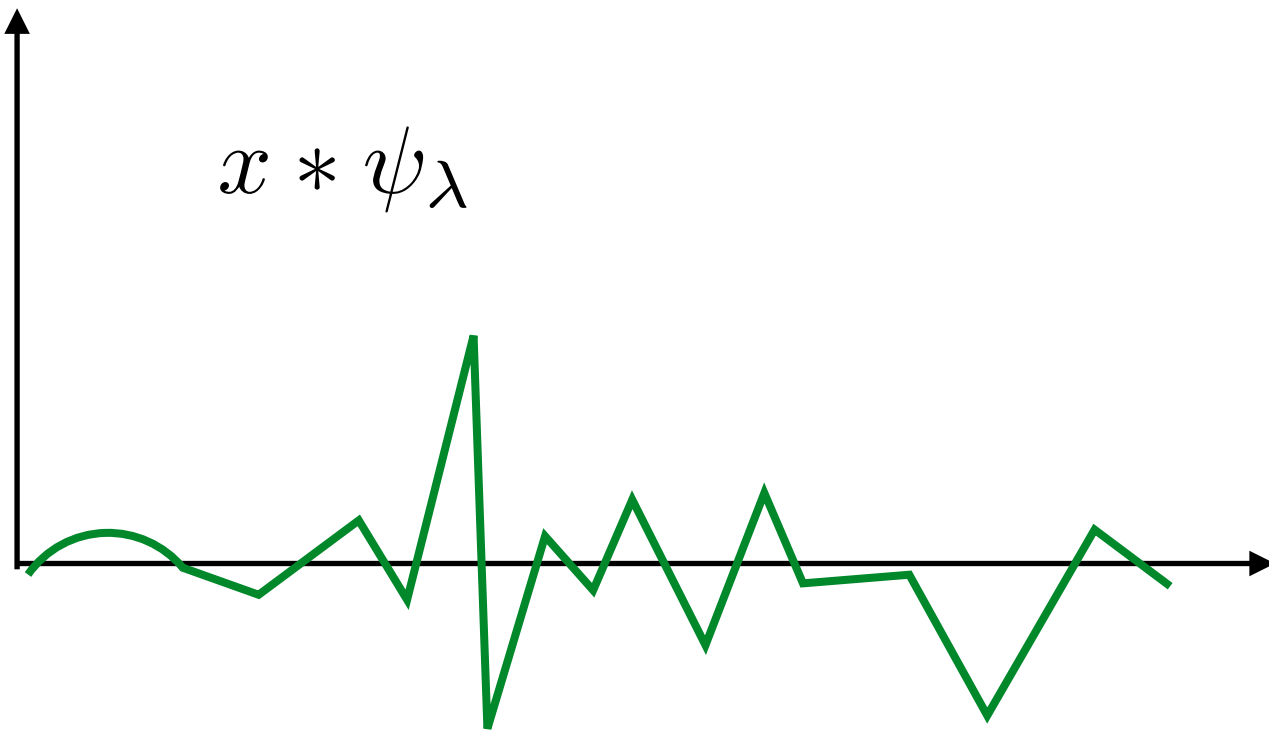
- Rectifiers thus perform a *non-linear demodulation*:



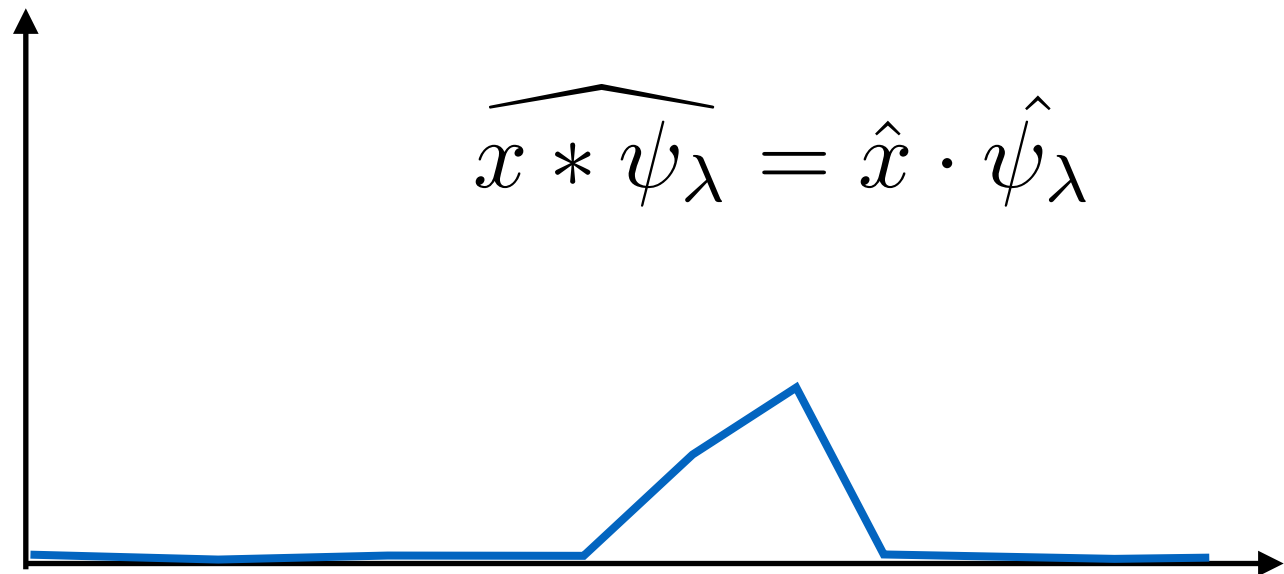
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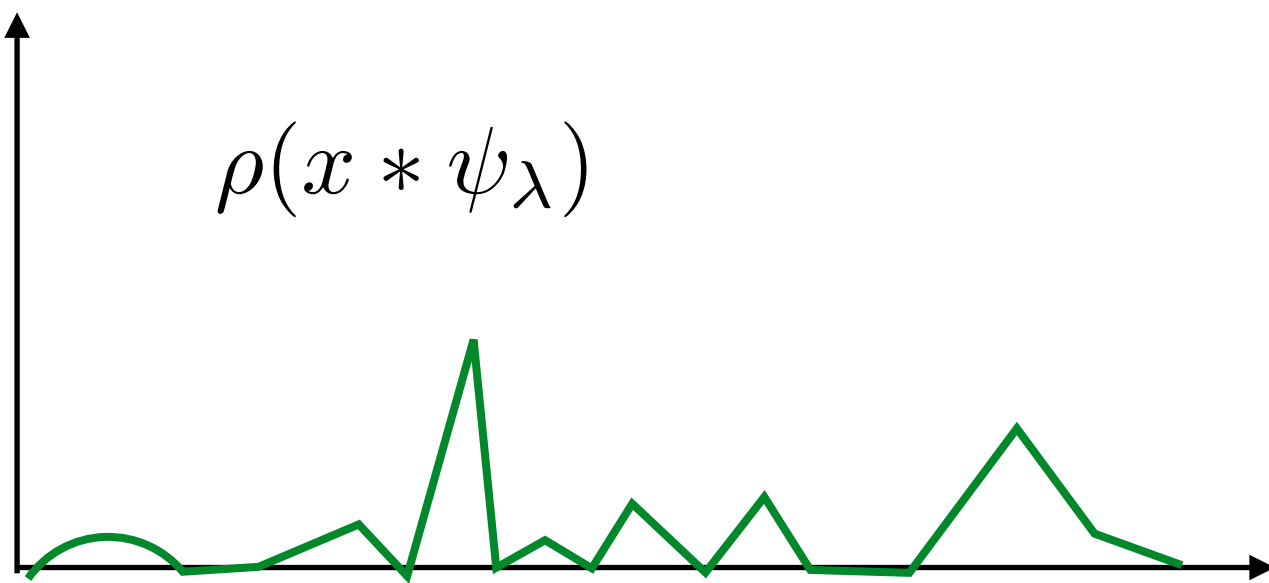
$$x * \psi_\lambda$$



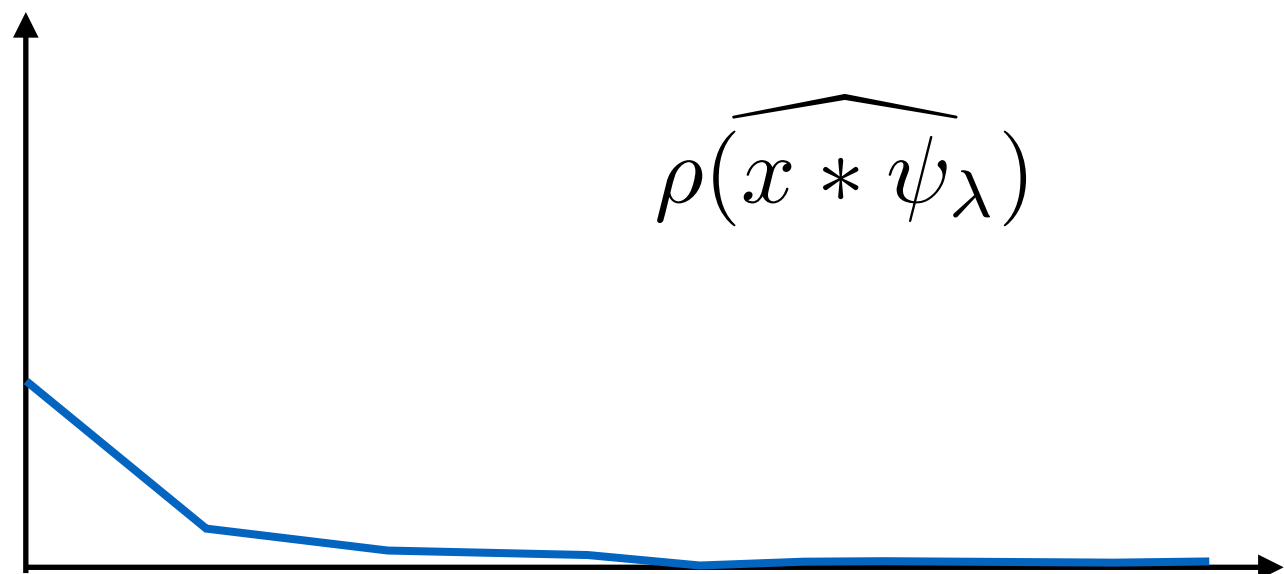
$$\widehat{x * \psi_\lambda} = \hat{x} \cdot \hat{\psi}_\lambda$$



$$\rho(x * \psi_\lambda)$$



$$\rho(\widehat{x * \psi_\lambda})$$



sometimes called the *envelope*

# Choice of Pointwise Nonlinearity

- Full rectification  $\rho(z) = |z|$  preserves energy:
  - When the wavelet is complex, it produces smoother envelopes (thus more stable features).
- Half rectification (ReLU)  $\rho(z) = \max(z, 0)$  captures half the energy, and it also creates *sparsity*.
  - We will see that this is important to perform *detection*.
- Sigmoid nonlinearity  $\rho(z) = (1 + e^{-z})^{-1}$ .
  - It is not homogeneous
  - Saturating regimes are problematic for learning via back propagation in deep models.
- “Leaky” ReLU [MSR’14]: parametrized half-rectifier.

# Separable Scattering Operators

- Local averaging kernel:  $x \star \phi_J$ 
  - locally translation invariant
  - stable to additive and geometric deformations
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# Separable Scattering Operators

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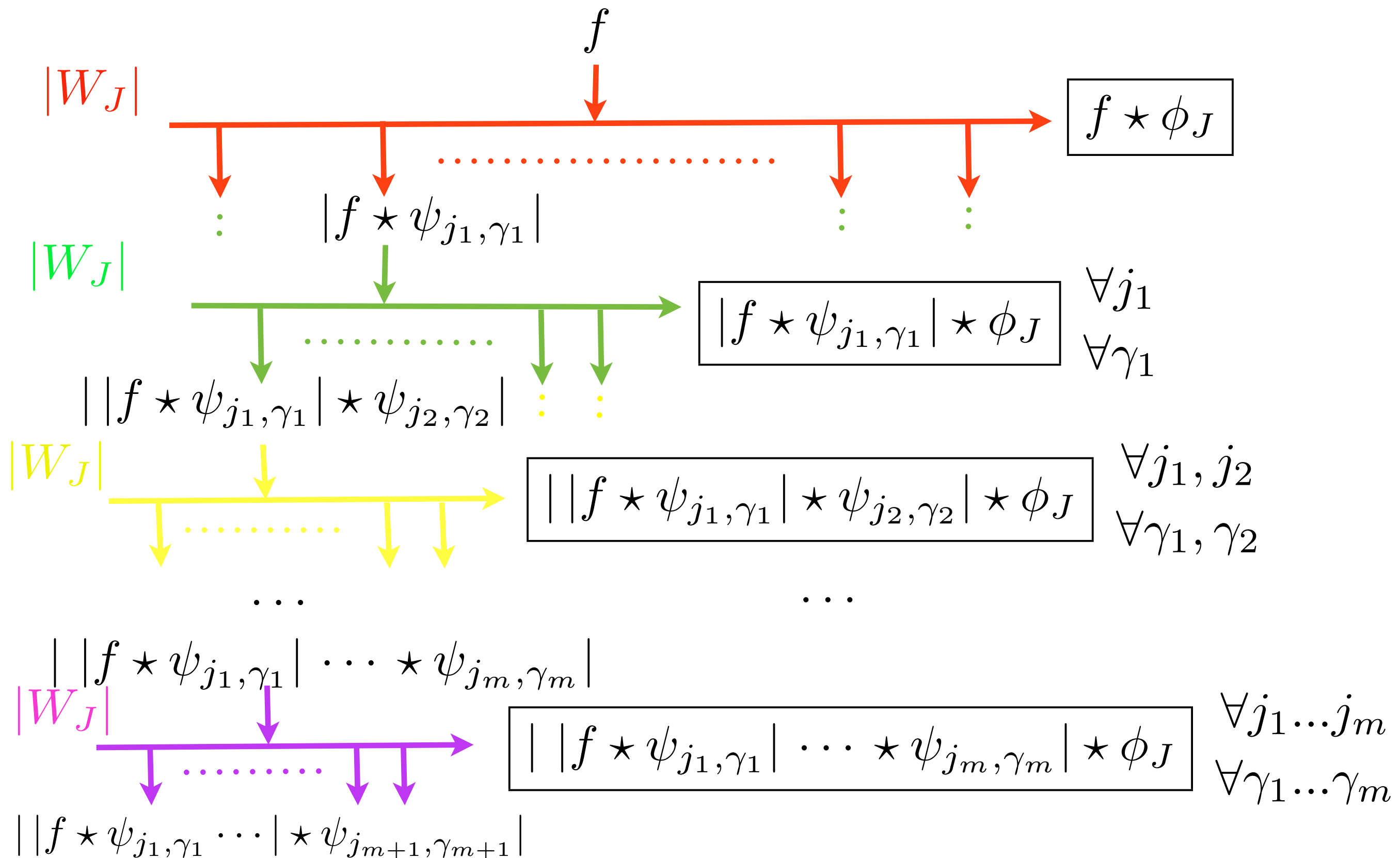
$$\mathcal{U}_J^2(x) = \{x \star \phi_J, |x \star \psi_\lambda| \star \phi_J, ||x \star \psi_\lambda| \star \psi_{\lambda'}|\}_{\lambda, \lambda' \in \Lambda_J} .$$

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- Scattering coefficient along a path  $p = (\lambda_1, \dots, \lambda_m) :$

$$S_J[p]x(u) = |||x \star \psi_{\lambda_1}| \star \psi_{\lambda_2}| \star \dots | \star \psi_{\lambda_m}| \star \phi_J(u) .$$

# Scattering Convolutional Network



Cascade of contractive operators.

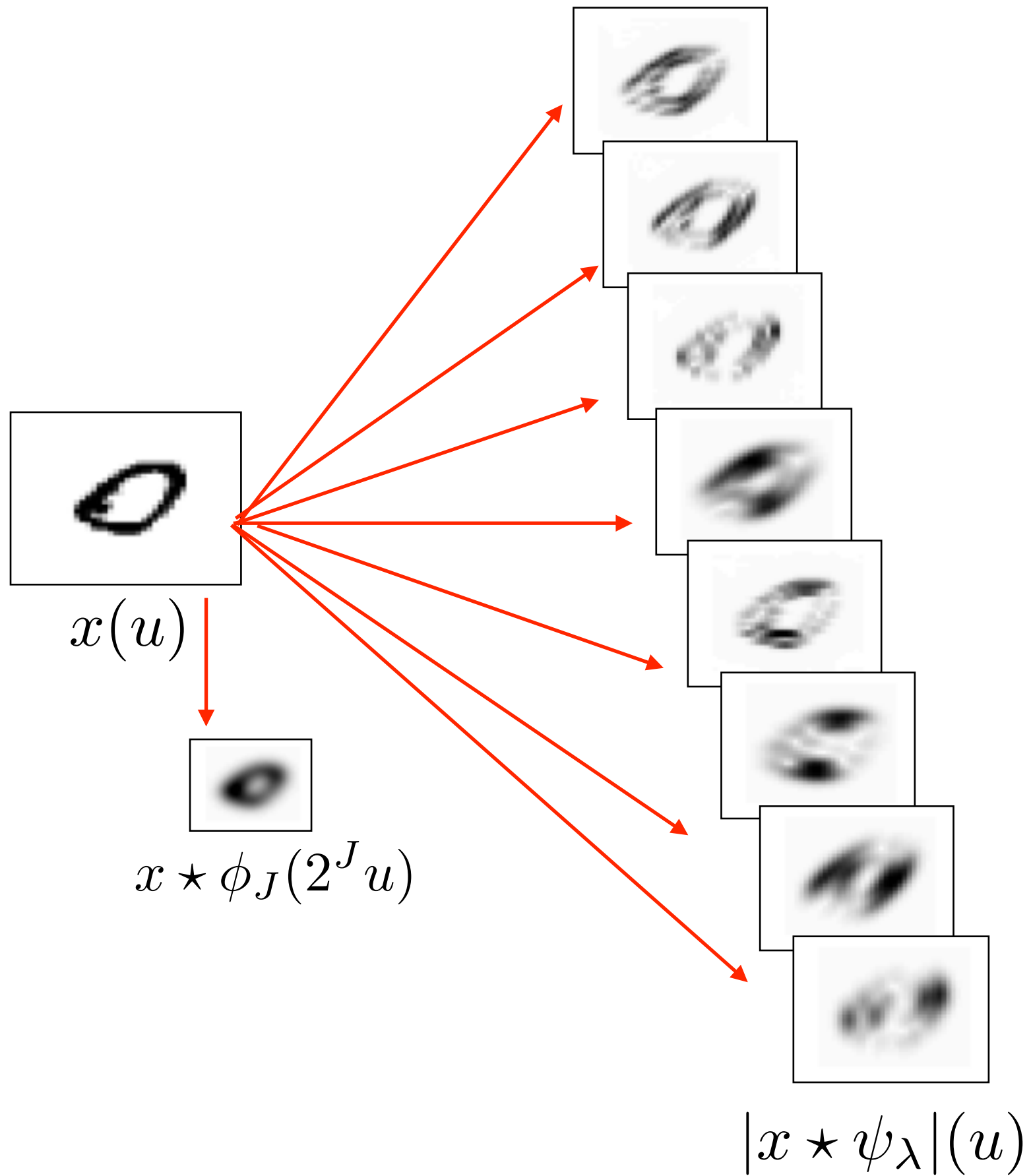
# Scattering Example

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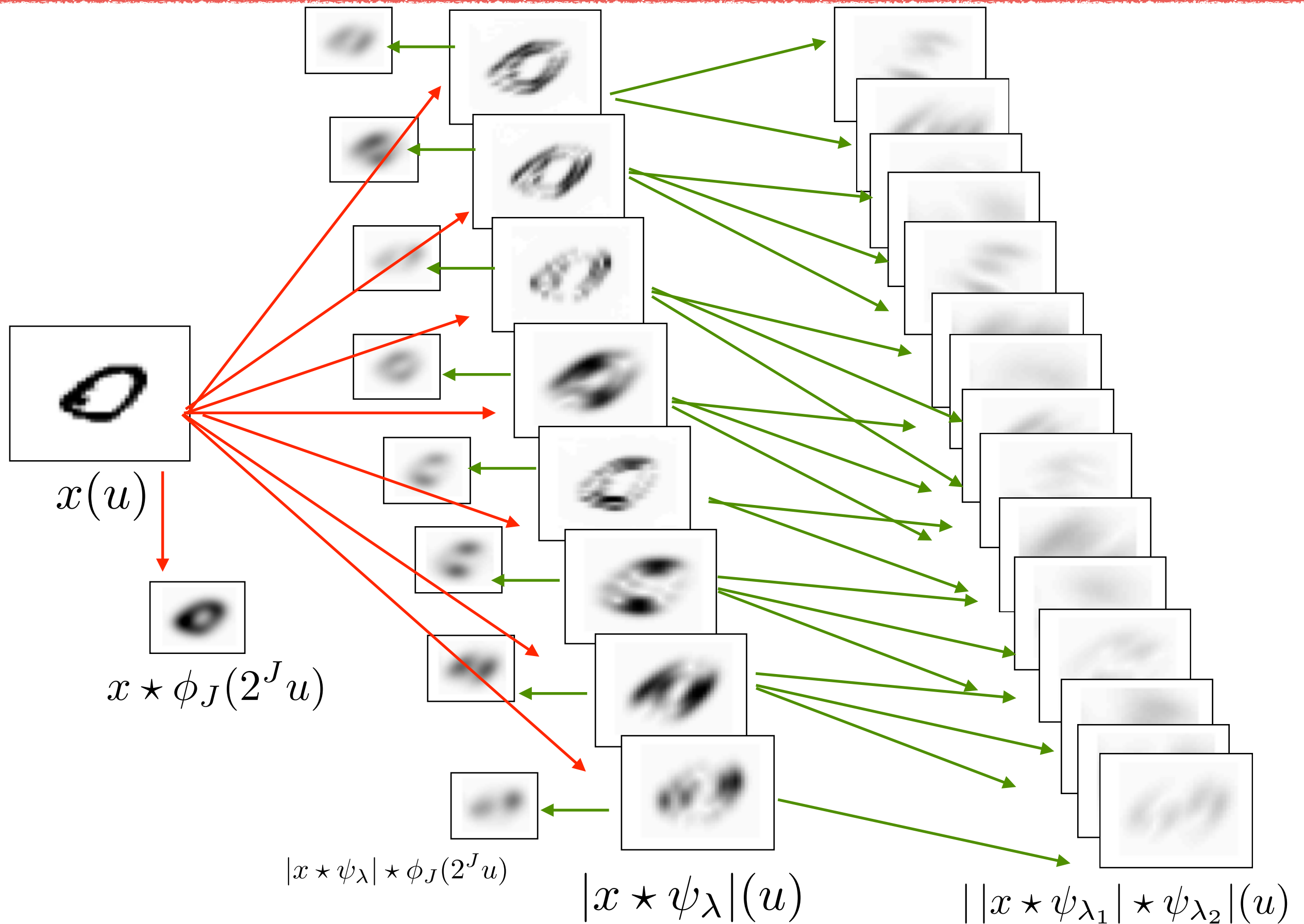


$x(u)$

# Scattering Example



# Scattering Example



# Scattering Properties

- Additive stability and conservation of energy:

**Theorem (Mallat):** For appropriate wavelets, the scattering representation is contractive,  $\|S_J x - S_J x'\| \leq \|x - x'\|$  , and unitary,  $\|S_J x\| = \|x\|$  .

$$\|S_J x\|^2 = \sum_{p \in \mathcal{P}_J} \|S_J[p]x\|^2$$



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- Geometric Stability:

$$\|S_J x\|^2 = \sum_{p \in \mathcal{P}_J} \|S_J[p]x\|^2$$

**Theorem (Mallat):** There exists  $C$  such that

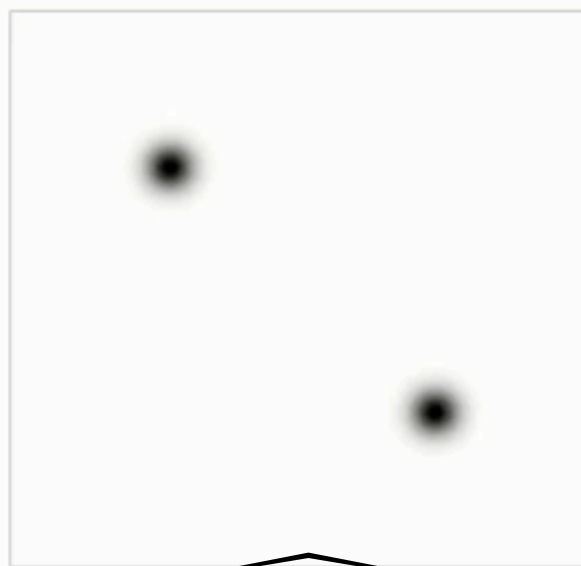
$\forall x \in L^2$  and all  $m$ ,

the  $m$ -th order scattering satisfies

$$\|S_J L[\tau]x - S_J x\| \leq C m \|x\| (2^{-J} \|\tau\|_\infty + \|\nabla \tau\|_\infty + \|H\tau\|_\infty) .$$



$L[\tau]x$



$\widehat{L[\tau]x}$



$S_J L[\tau]x$

# Discriminability

- For appropriate wavelets, the information is preserved at each layer:

**Theorem:** (Waldspurger) For appropriate wavelets, the operator  $Ux = \{x \star \phi_J, |x \star \psi_j|\}_{j \leq J}$  is injective.

- However, the inverse is unstable  $\longrightarrow$  we might be contracting too much in general. How to prevent that?
- Sparsity In terms of contraction it is very intuitive.

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# Discriminability and Sparsity

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$$\|\rho(x) - \rho(x')\| \leq \|x - x'\|$$

# Discriminability and Sparsity

- Typical non-linearities are contractive:

$$\|\rho(x) - \rho(x')\| \leq \|x - x'\|$$

- However, if  $x, x'$  are sparse, this inequality is an equality in most of the signal domain.
- Thus sparsity is a means to control and prevent excessive contraction of different signal classes.



# Image Examples

[Bruna, Mallat, '11,'12]

Images

$f$

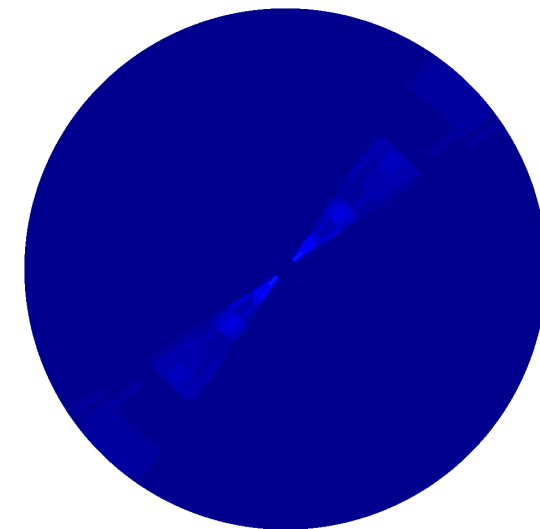
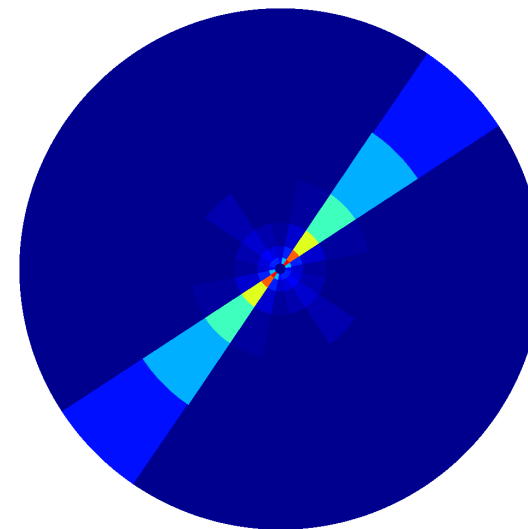
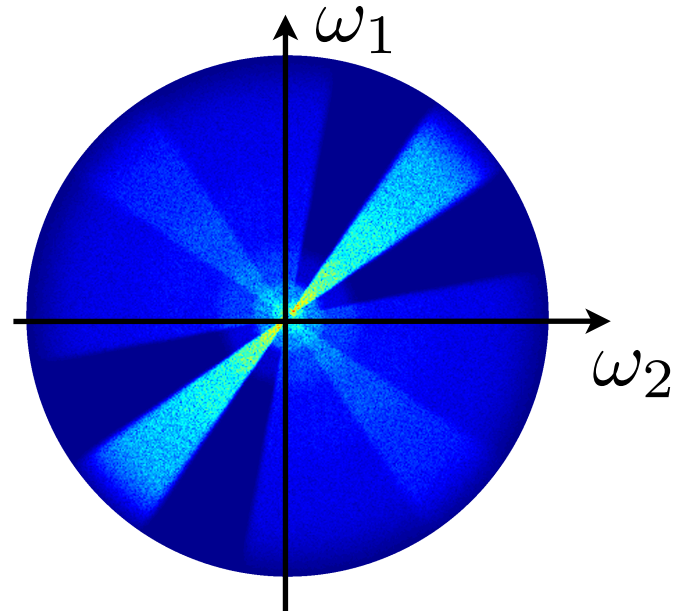
Fourier

$\hat{f}$

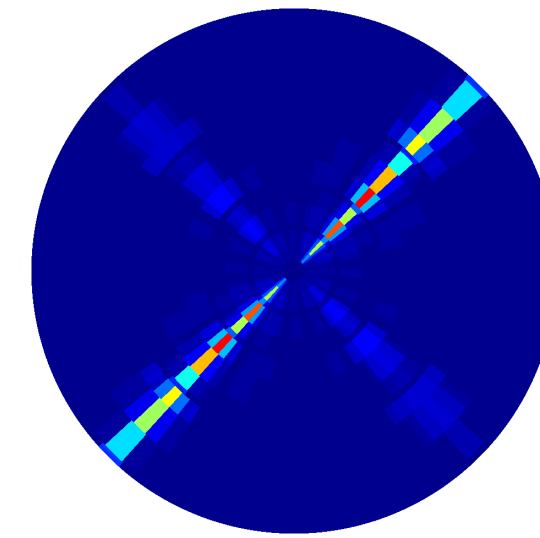
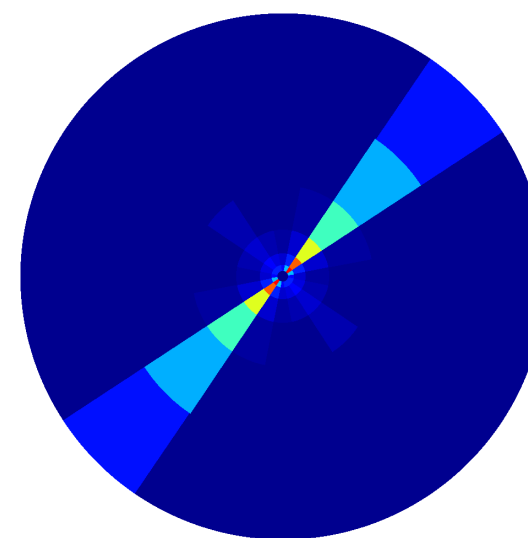
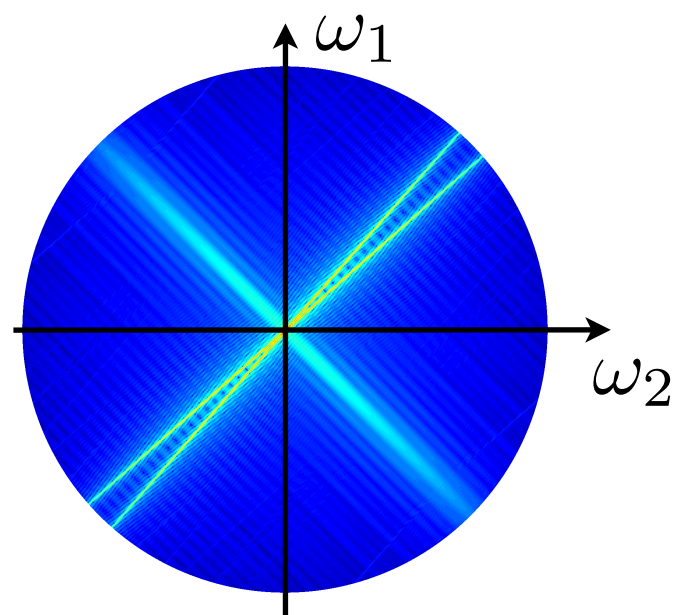
Wavelet Scattering

$|f \star \psi_{\lambda_1}| \star \phi$

$||f \star \psi_{\lambda_1}| \star \psi_{\lambda_2}| \star \phi$



SIFT

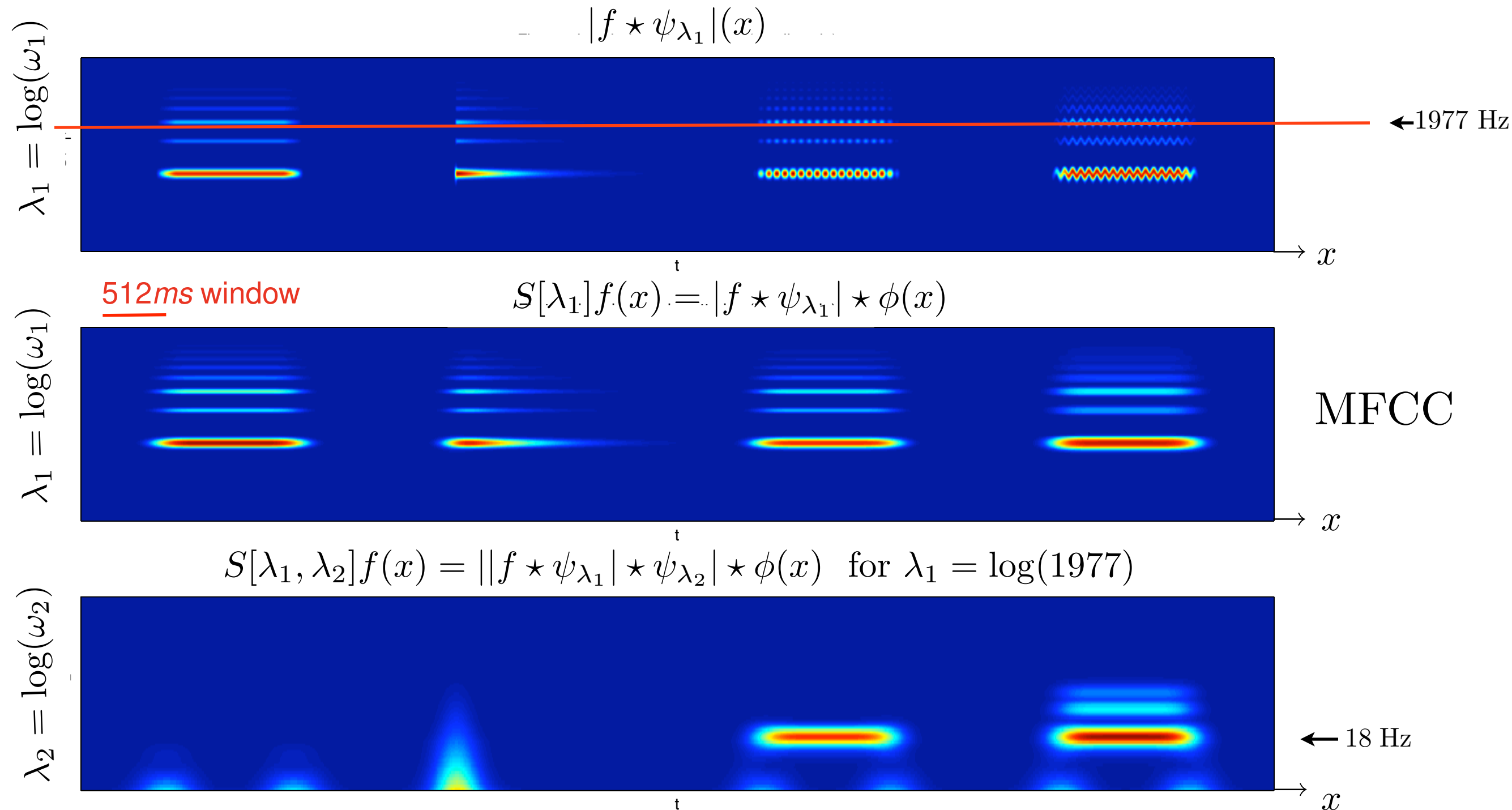


window size = image size



# Sound Examples

(courtesy J. Anden)

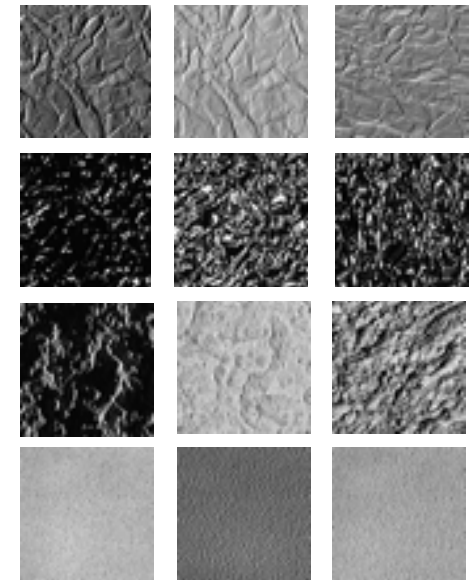


# Classification with Scattering

- State-of-the art on pattern and texture recognition:

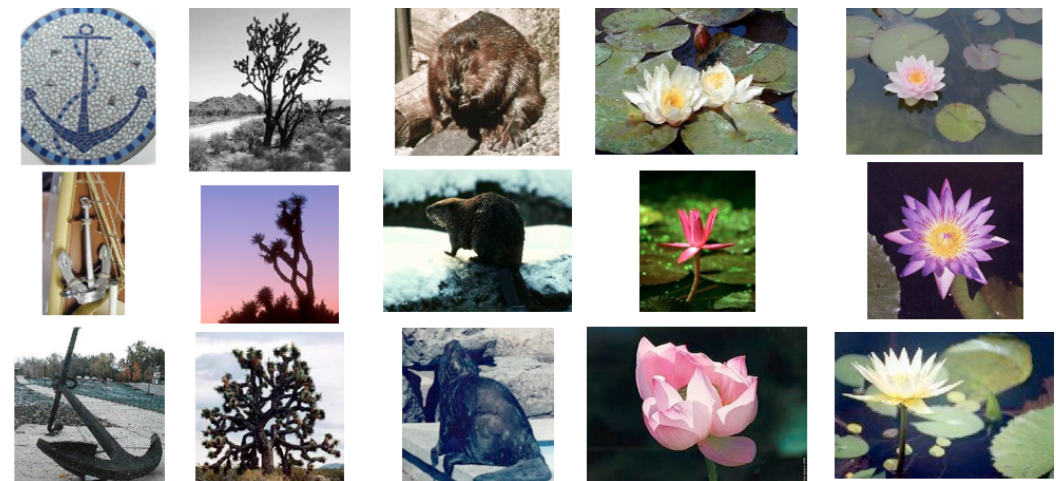
– MNIST, USPS [Pami'13]

3 6 8 1 7 9 6 6 9 1  
6 7 5 7 8 6 3 4 8 5  
2 1 7 9 7 1 2 8 4 5  
4 8 1 9 0 1 8 8 9 4



– Texture (CUREt, UIUC) [Pami'13]

- Object Recognition:



– ~17% error on Cifar-10 [Oyallon&Mallat, CVPR'15]

# Limitations of Separable Scattering

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- No feature dimensionality reduction
  - The number of features increases exponentially with depth
- Feature maps are not recombined
  - The deformation model is inherited from the input domain: we will see that recombining feature maps offers more powerful invariance.
- Feature maps are not learnt
  - We shall see that adapting the filters to object classes improves contraction AND discriminability.