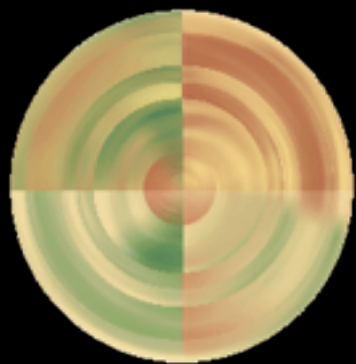


Learning Spatial and Transformational Invariants for Visual Representation

Charles Cadieu
work with Bruno Olshausen

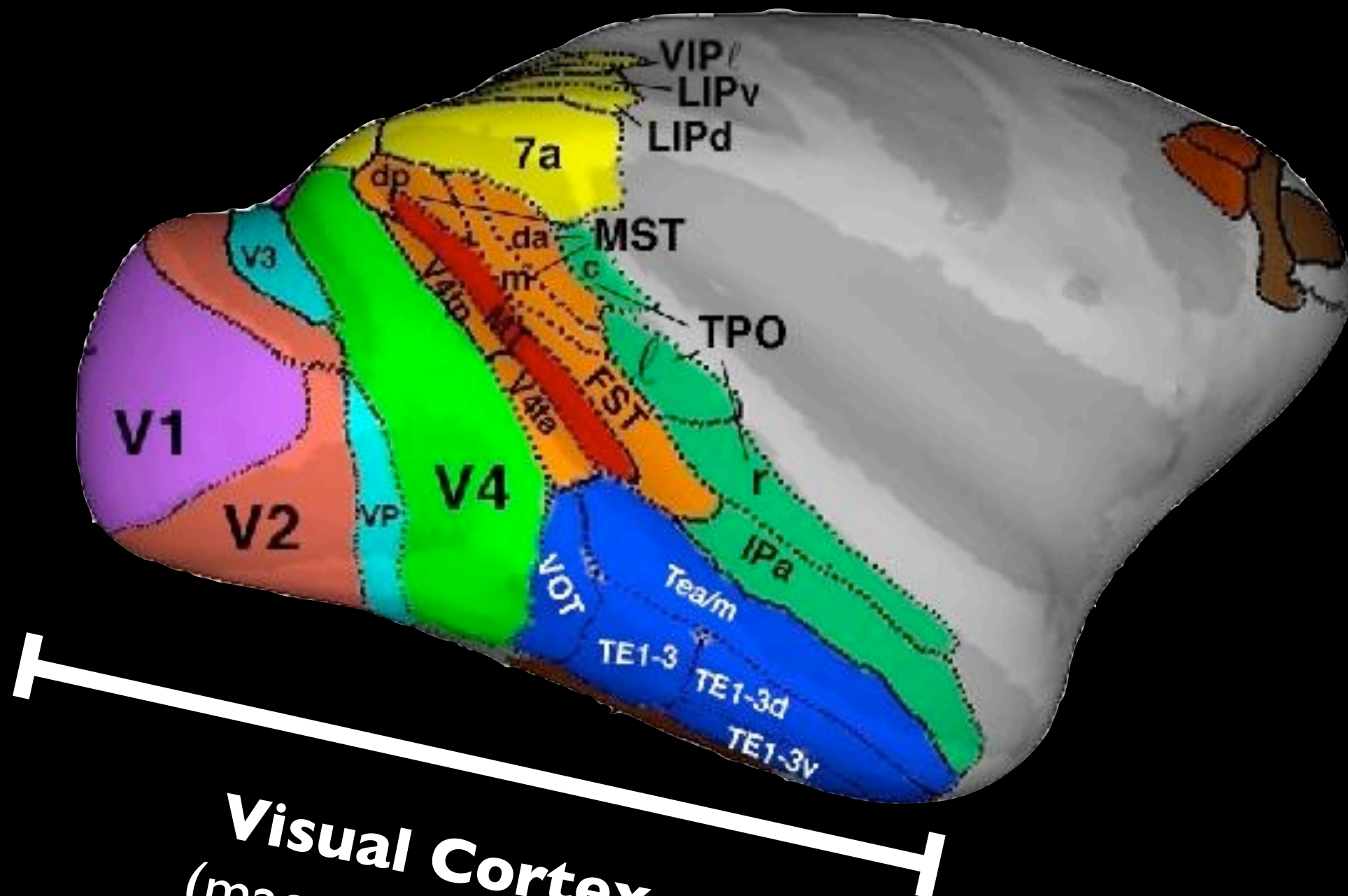
ClfAR Summer School
Toronto



REDWOOD CENTER
for Theoretical Neuroscience



Visual Representation



Visual Cortex
(macaque monkey)

Charles Cadieu, cadieu@berkeley.edu

The Visual System Infers the Causes of Images

Transformational Invariants

Spatial Invariants

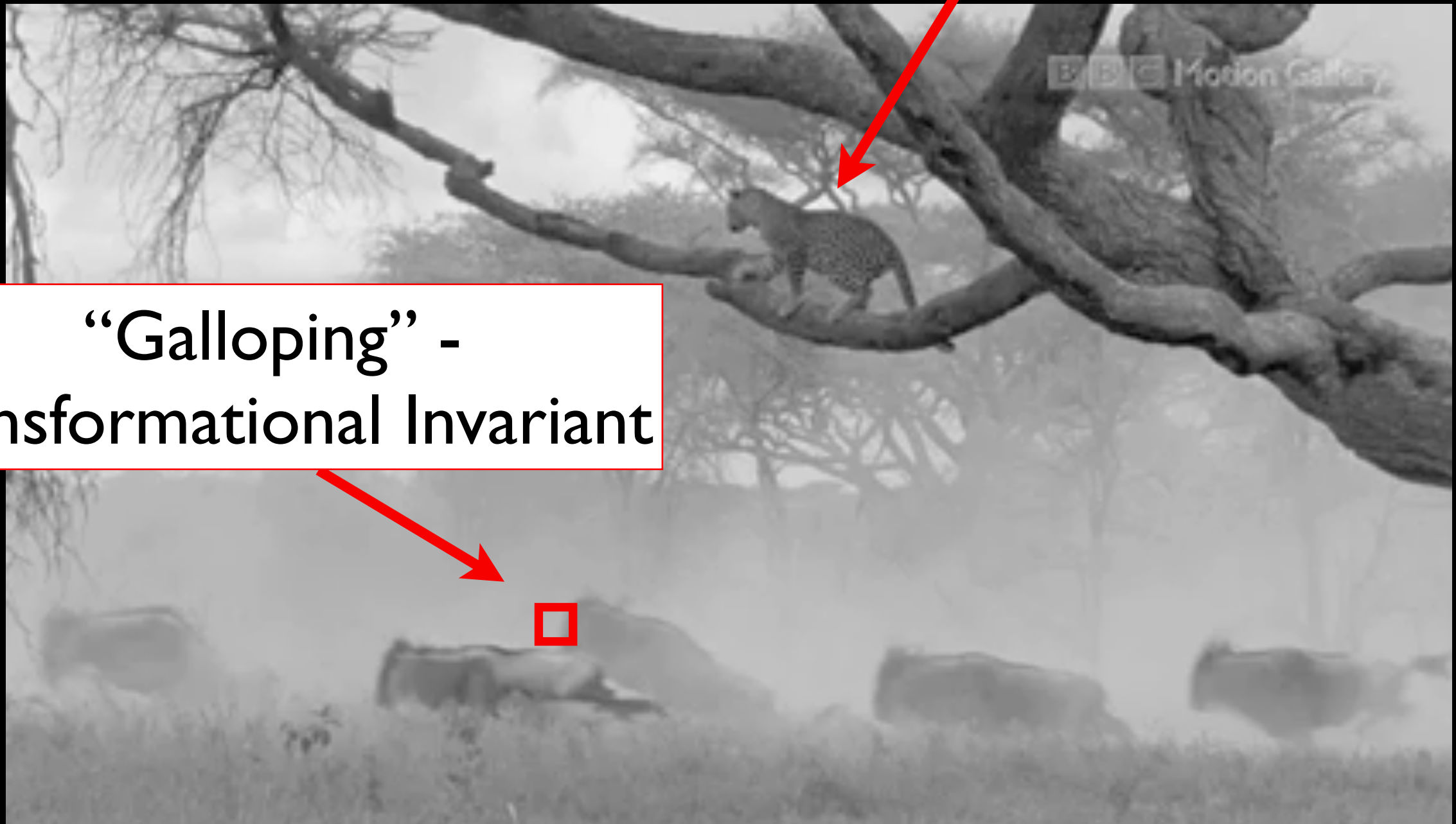
“Causes”



Charles Cadieu, cadieu@berkeley.edu

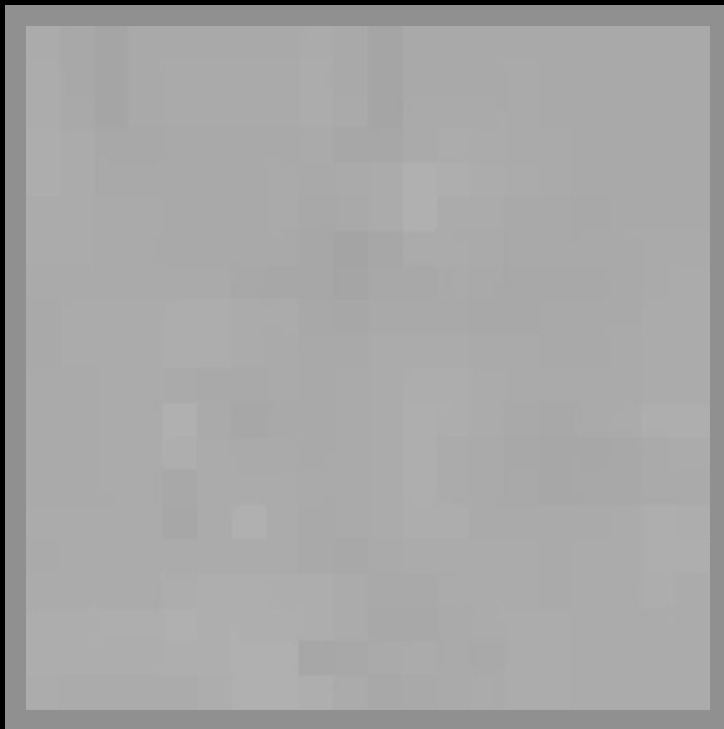
“Leopard” -
Spatial Invariant

“Galloping” -
Transformational Invariant



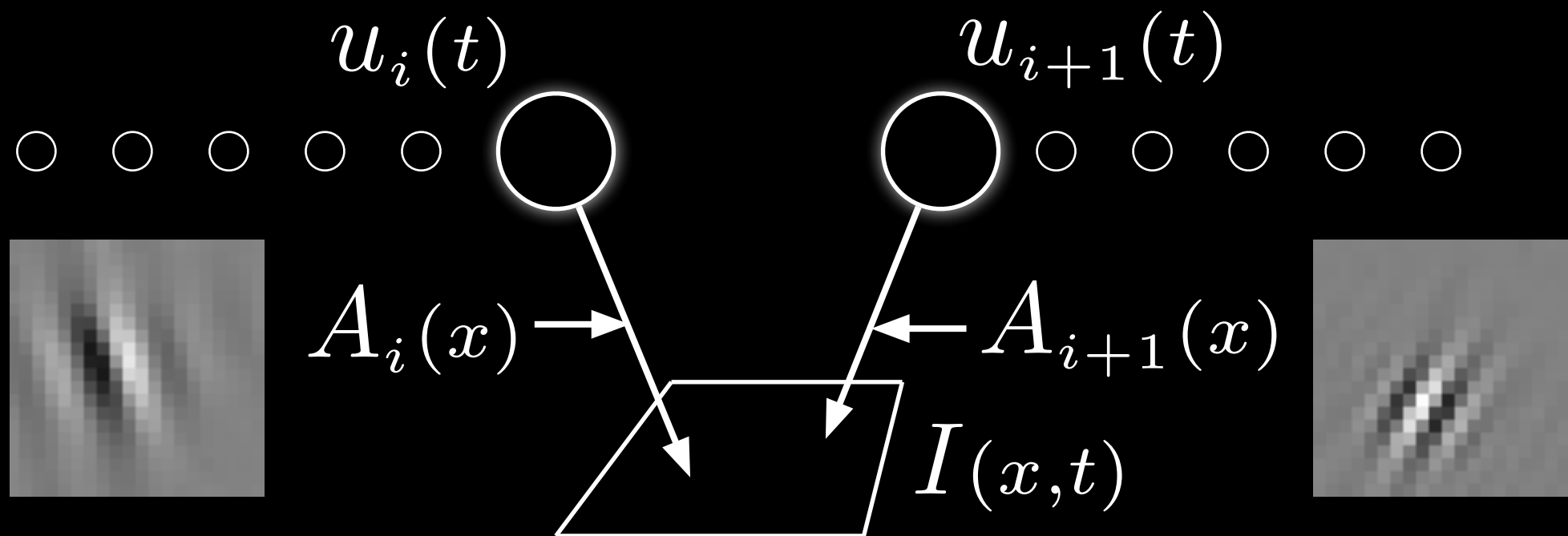
Charles Cadieu, cadieu@berkeley.edu

Structure within an Image Patch

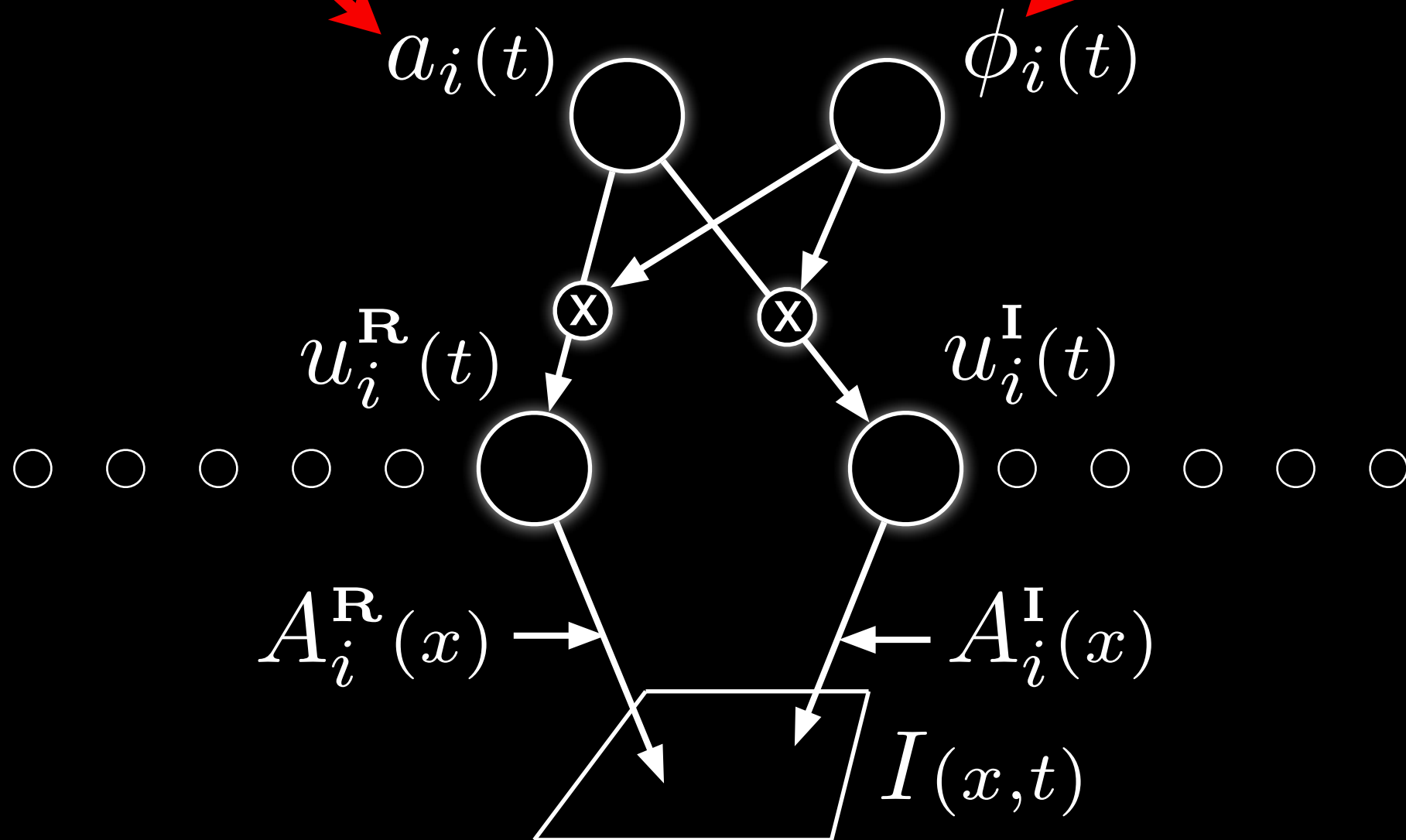


- How do we uncover the causes of this complicated data?

$$I(x,t) = \sum_i A_i(x) u_i(t) + \nu(x,t)$$



$$I(x,t) = \sum_i \left[\underbrace{a_i(t)}_{\text{Sparse + Temporally Stable}} \underbrace{\phi_i(t)}_{\text{Quickly Changing}} A_i^{\mathbf{R}}(x) + \sin \phi_i(t) \underbrace{A_i^{\mathbf{I}}(x)}_{\text{Quickly Changing}} \right] + \nu(x,t)$$



First Layer Probabilistic Model

$$P(I, a, \phi) \propto e^{-E_1}$$

Reconstruction Error

Sparse

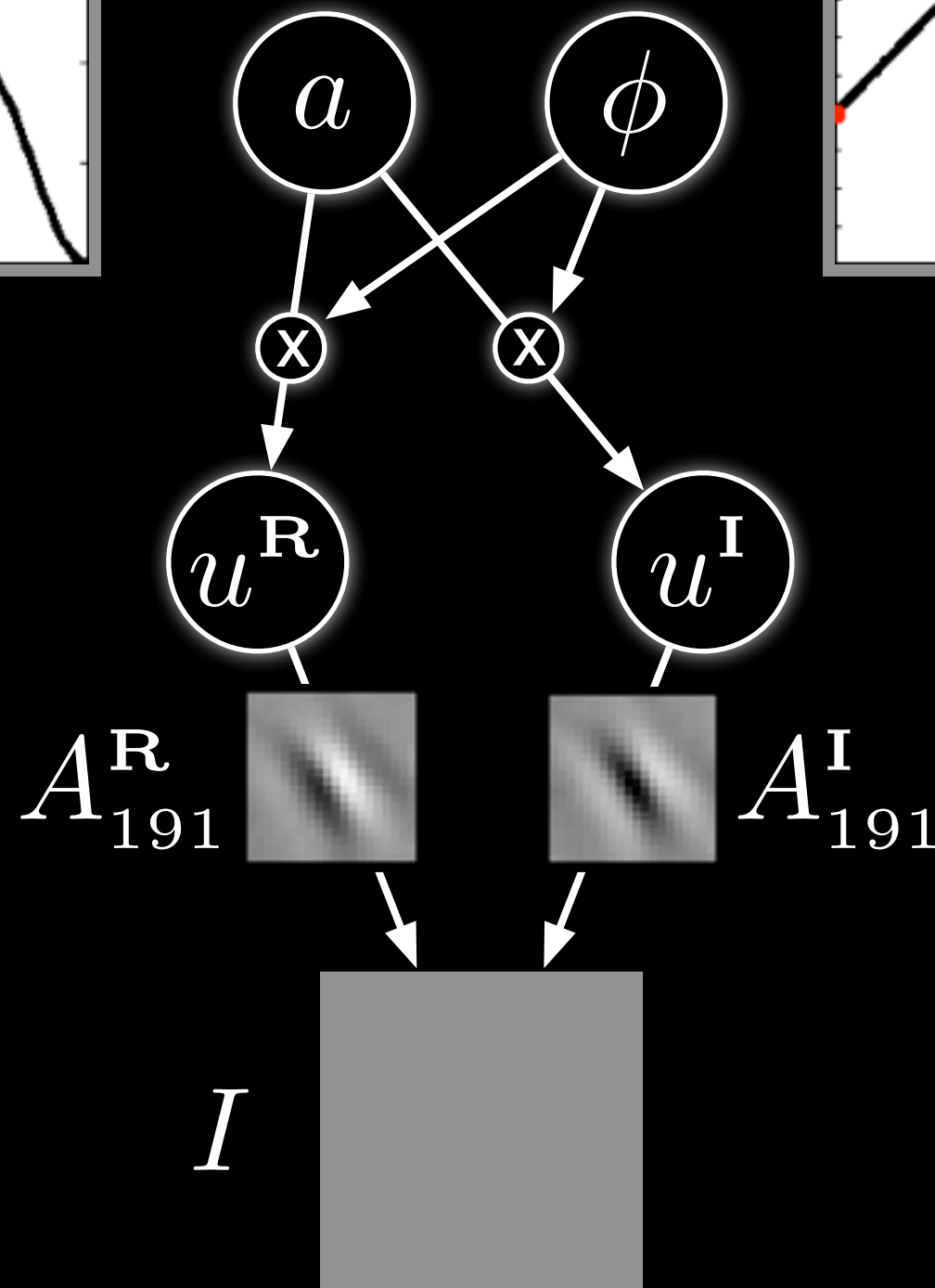
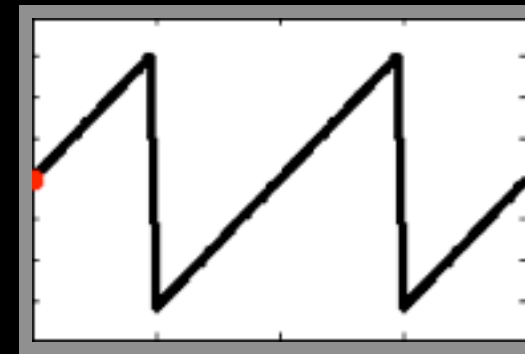
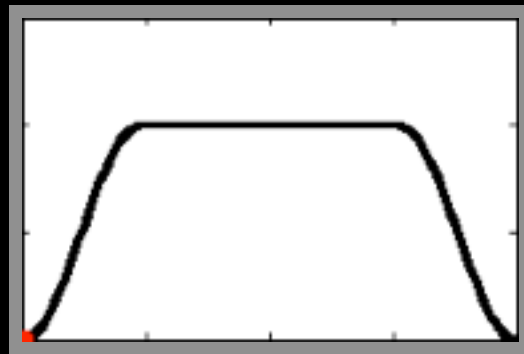
Slow

$$E_1 = \sum_t \sum_x \frac{1}{\sigma_N^2} \left[I(x, t) - \sum_i \Re\{z_i^*(t) A_i(x)\} \right]^2 + \lambda_{Sp} \sum_{i,t} a_i(t) + \lambda_{Sl} \sum_{i,t} (a_i(t) - a_i(t-1))^2$$

Adapt to Natural Movies

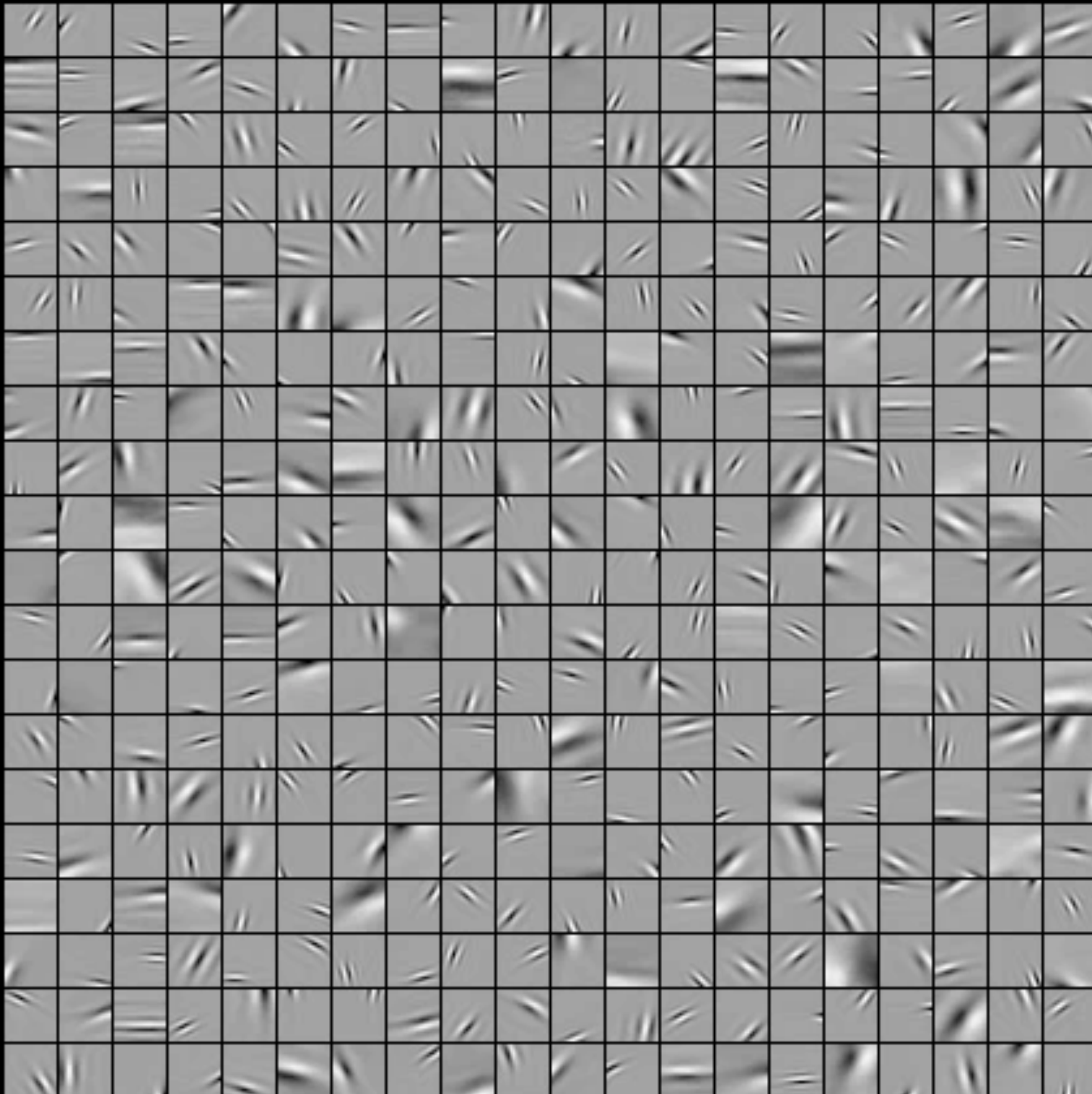
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Learned Basis Functions



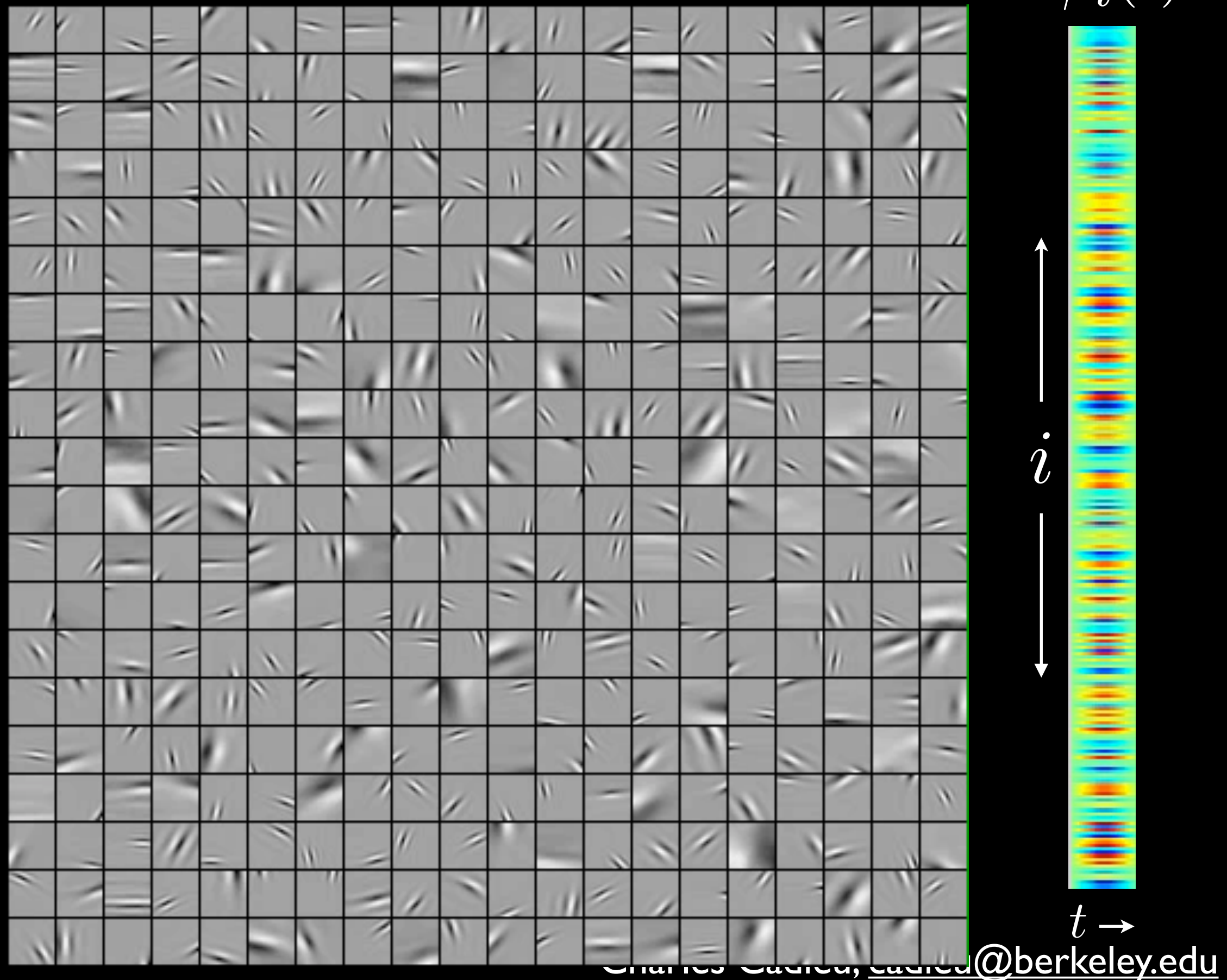
Charles Cadieu, cadieu@berkeley.edu

First Layer Basis Functions



Charles Cadieu, cadieu@berkeley.edu

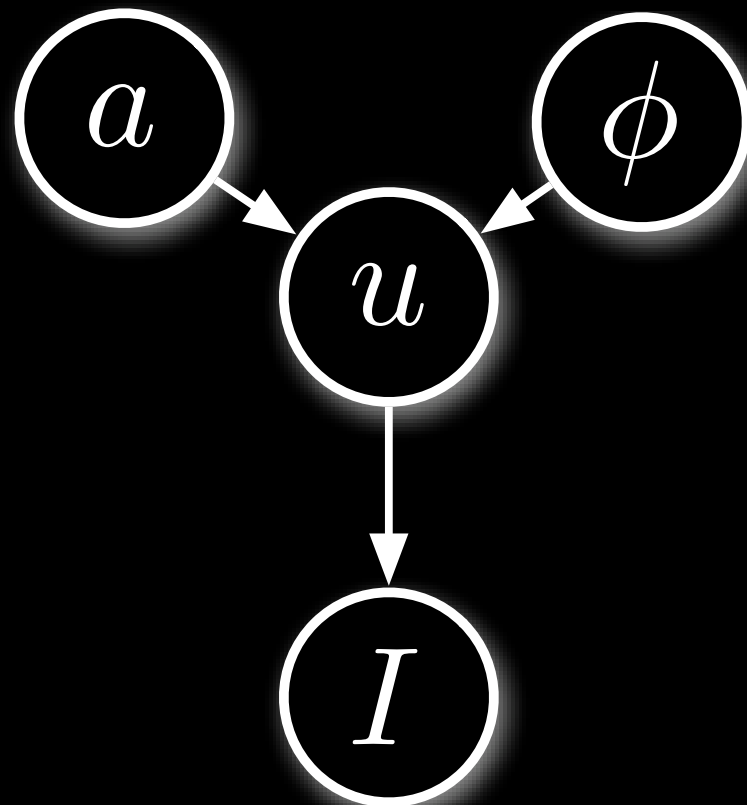
Motions Produce Patterns in Phase



Charles Cadieu, cadieu@berkeley.edu

Model the changes in phase with a sparse, latent variable model

$$\phi_i(t) - \phi_i(t-1) = \sum_k D_{ik} w_k(t) + \delta_i(t)$$



Second Layer

Probabilistic Model: Transformational Invariants

$$P(I, a, \phi, w) \propto e^{-E_1 - E_2}$$

Error in Phase Dynamics

Sparse

Slow

$$E_2 = - \sum_t \sum_{i \in \{a_i(t) > 0\}} \kappa \cos(\dot{\phi}_i - [Dw(t)]_i) + \beta_{Sp} \sum_{k,t} |w_k(t)| + \beta_{Sl} \sum_{k,t} (w_k(t) - w_k(t-1))^2$$

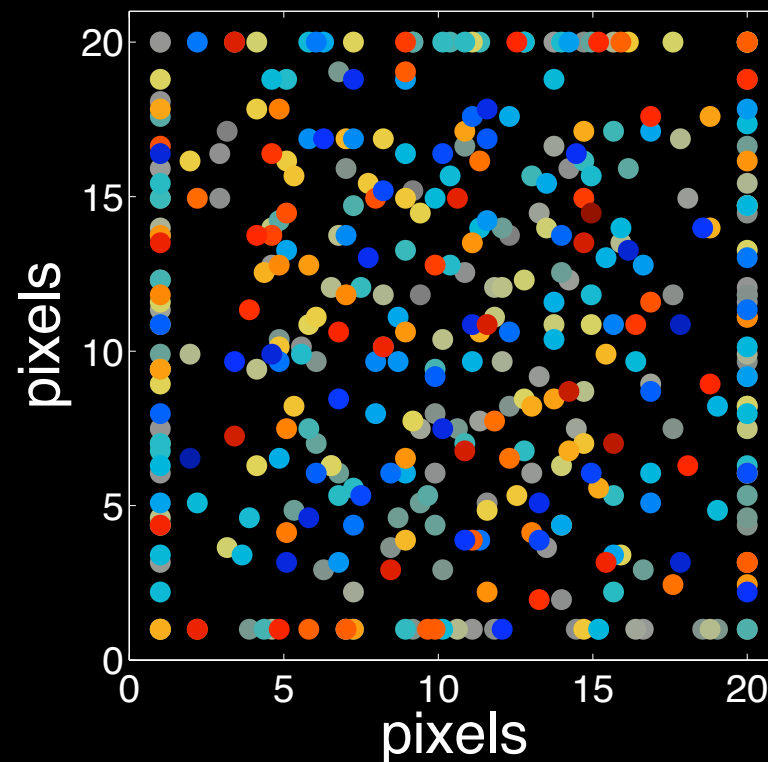
Adapt to Natural Movies

Charles Cadieu, cadieu@berkeley.edu

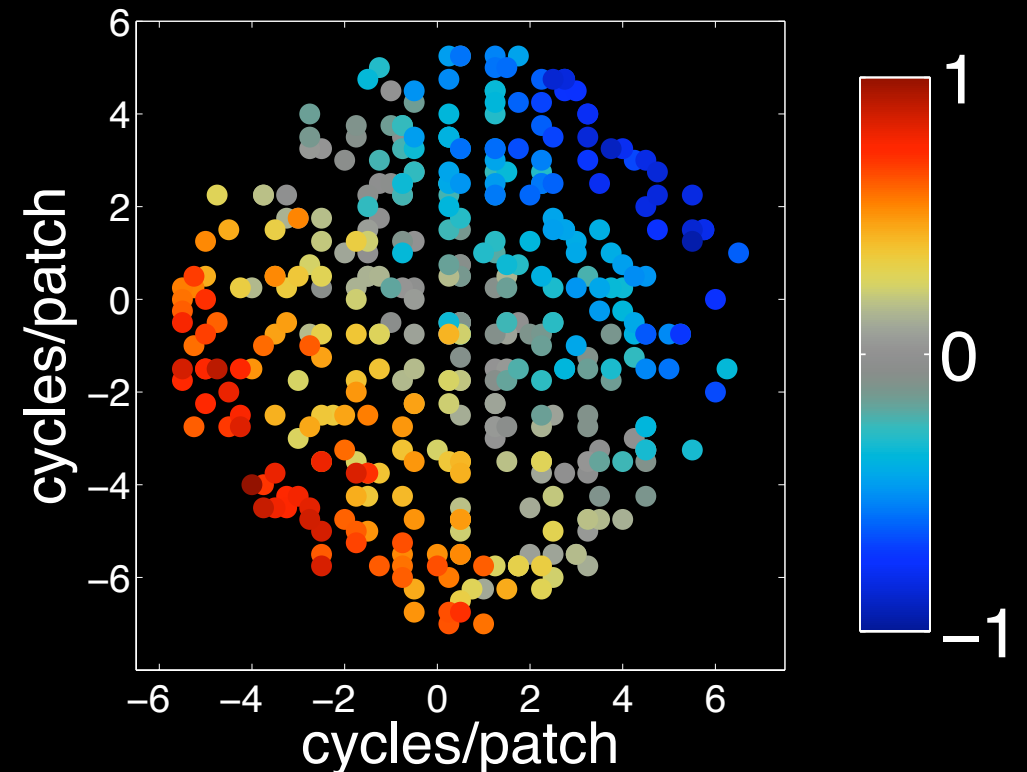
Visualizing Learned Weights

D_{10}

Spatial Position

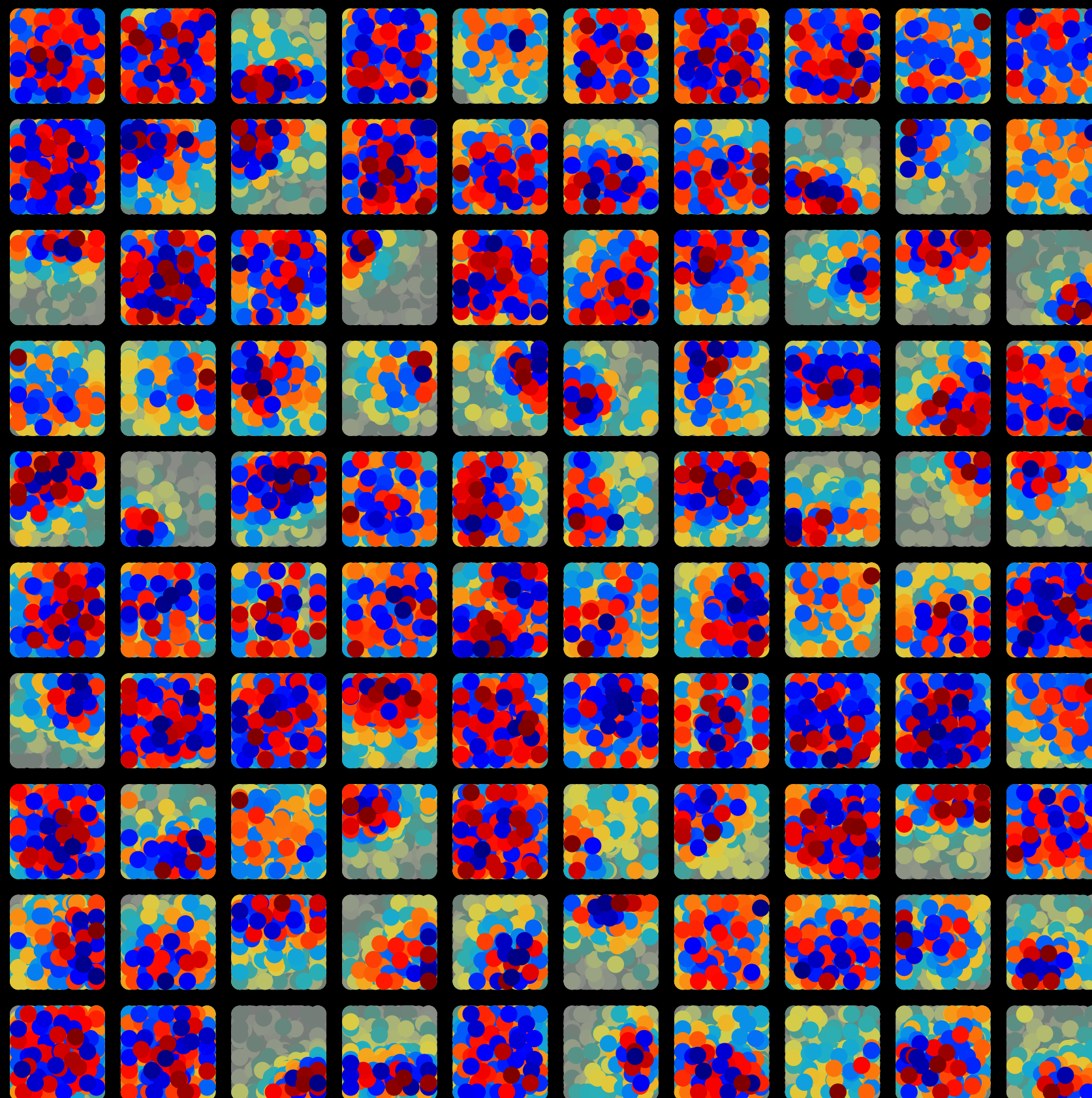


Spatial Frequency

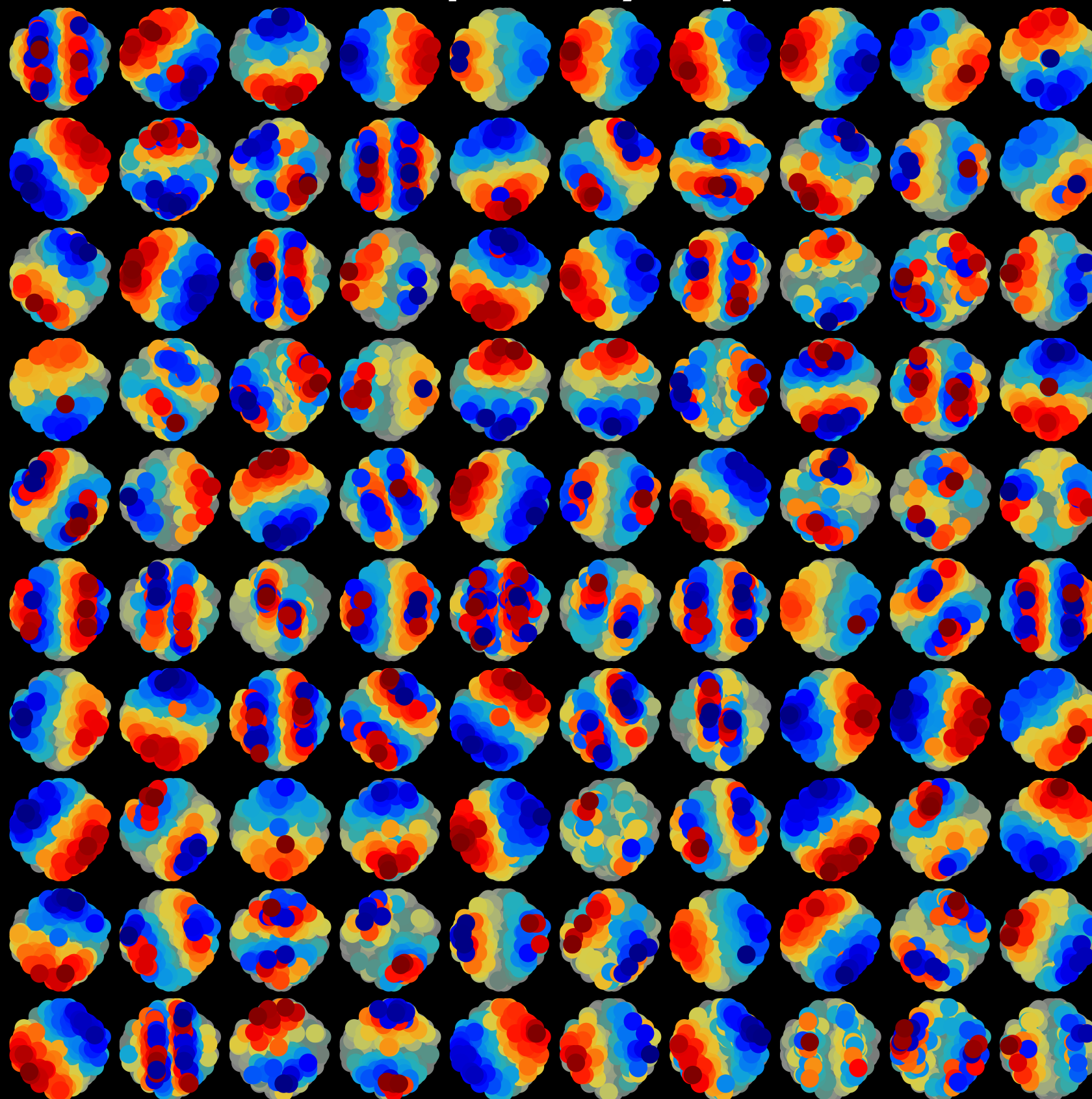


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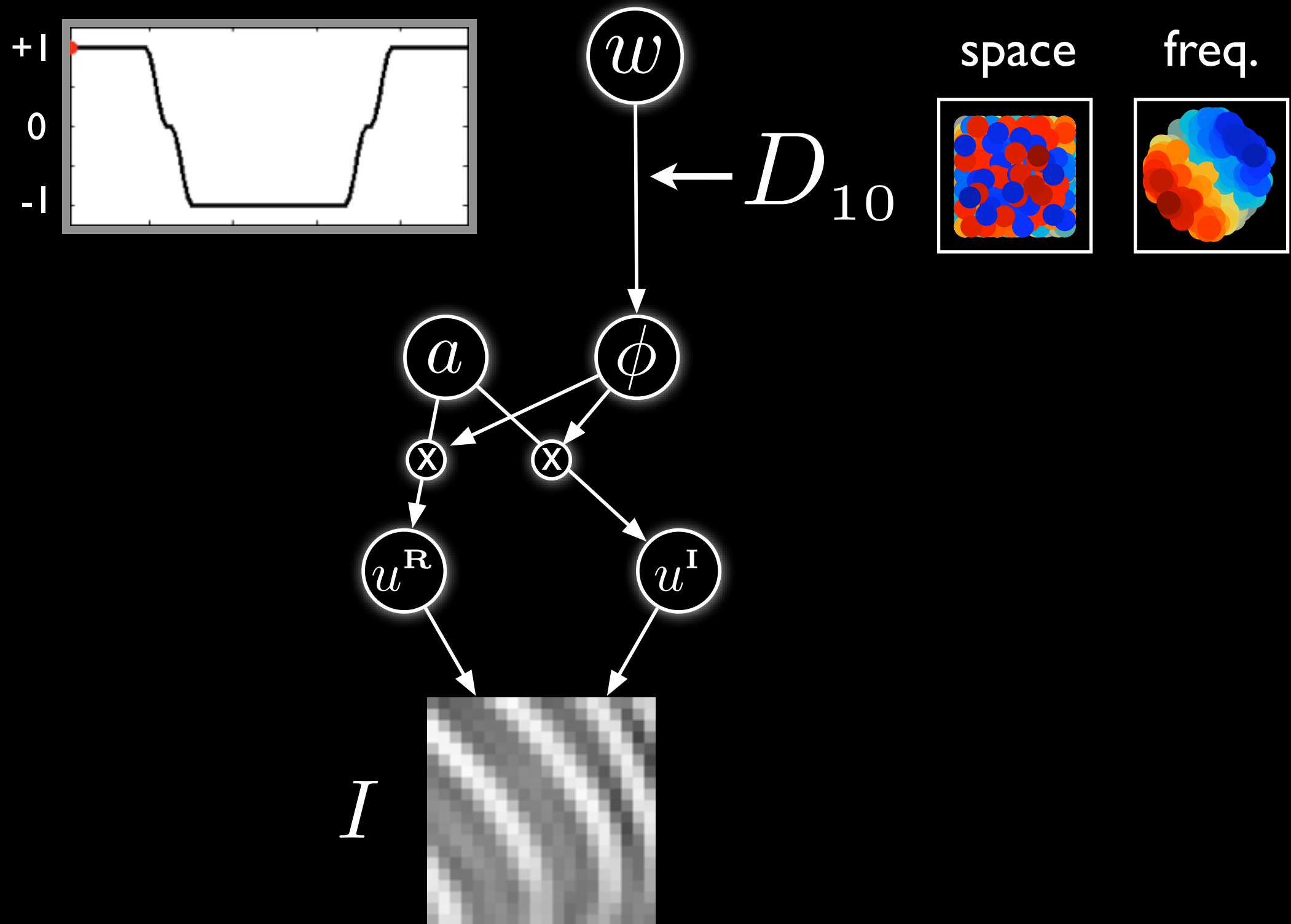
Transformation Components in Image Space



Transformation Components in Frequency Space

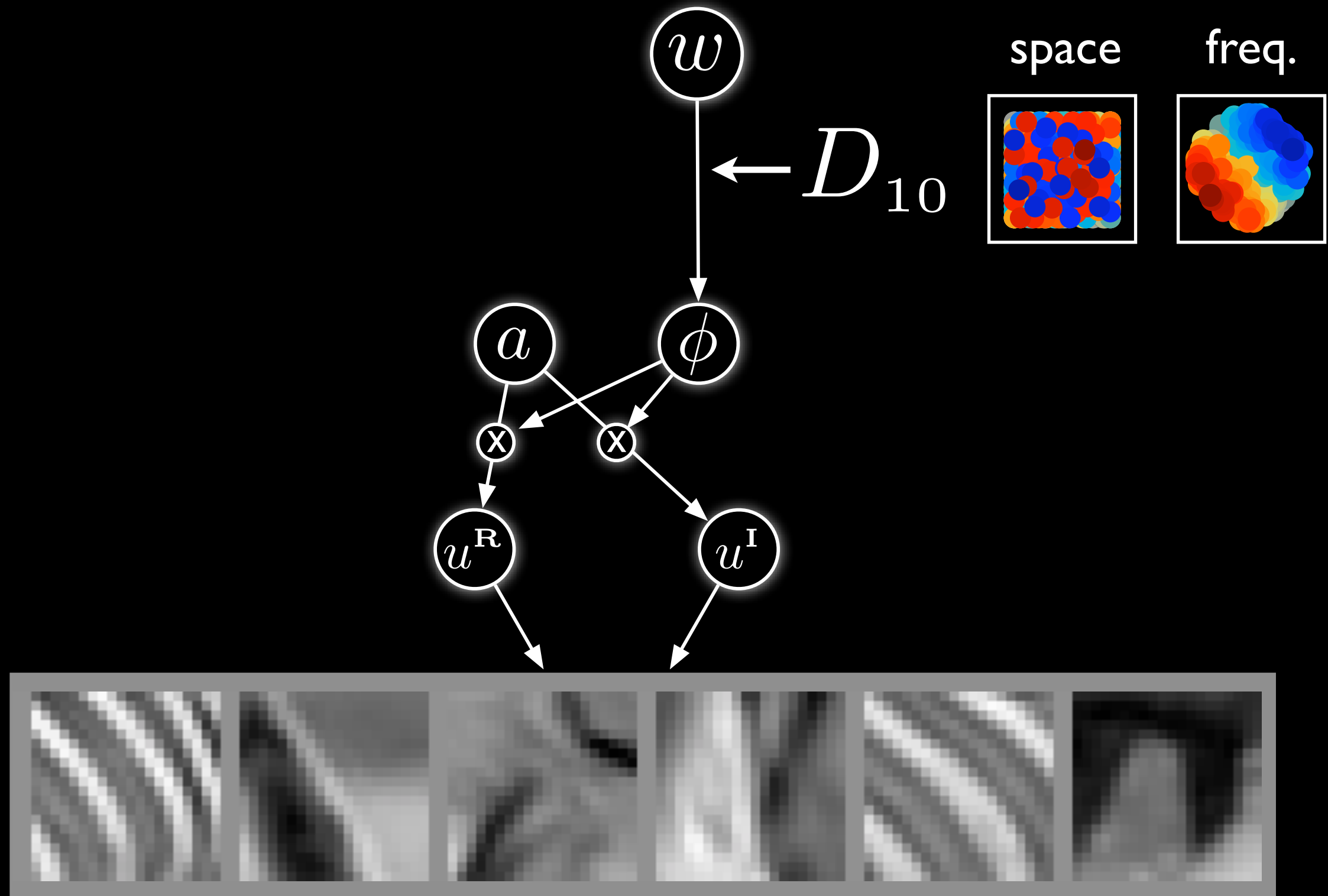


Learned Transformation Component



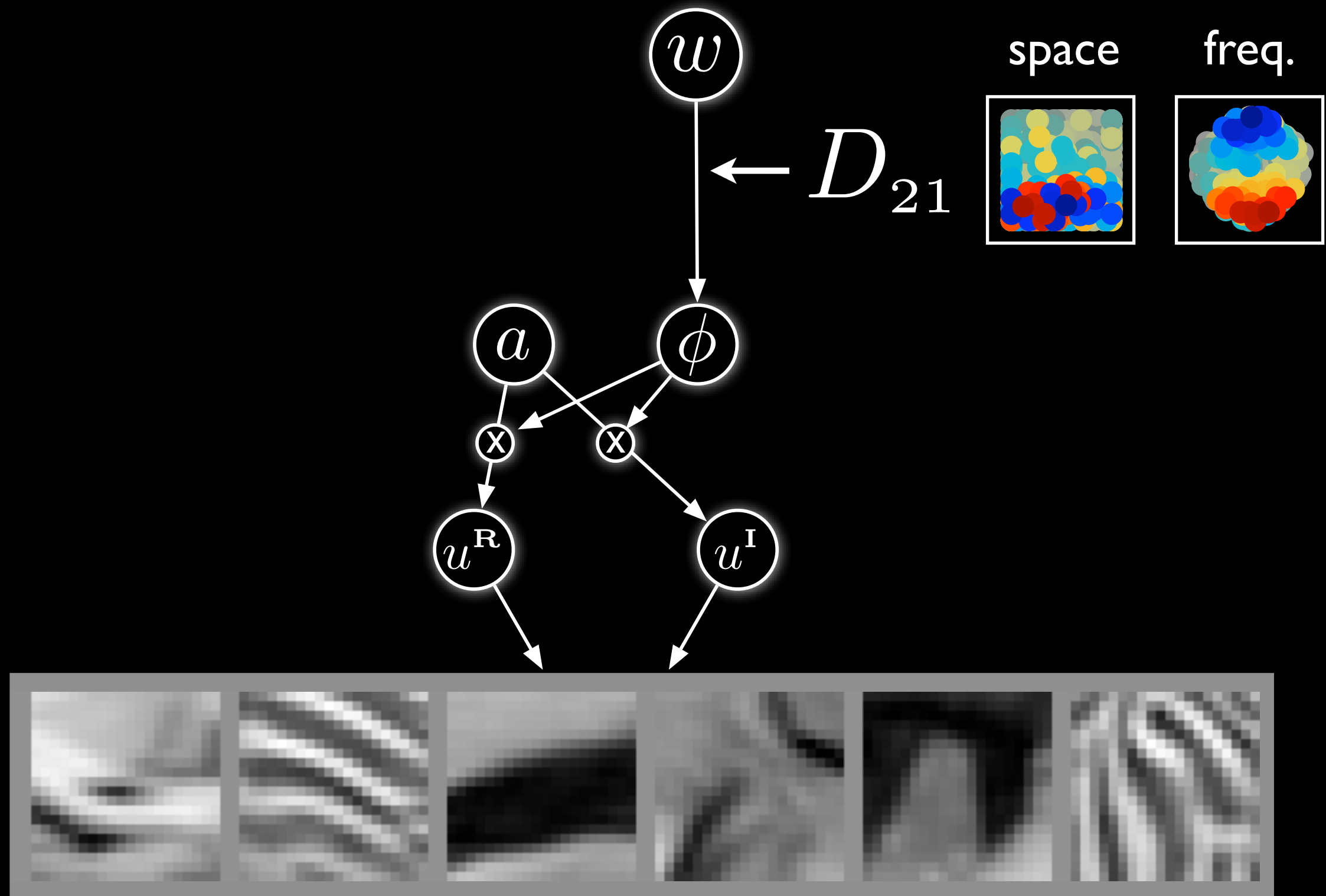
Charles Cadieu, cadieu@berkeley.edu

Learned Transformational Invariant



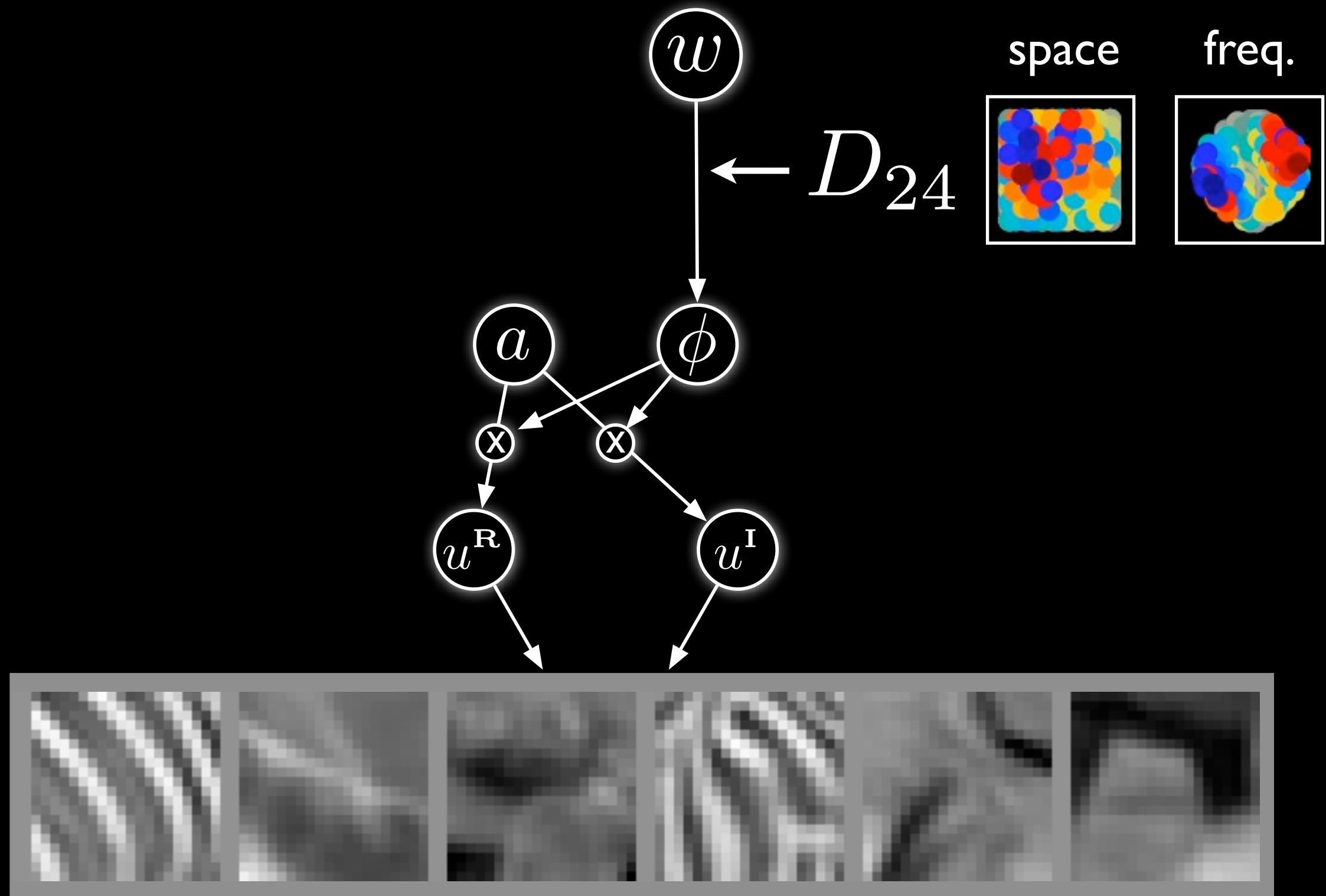
Charles Cadieu, cadieu@berkeley.edu

Learned Transformational Invariant

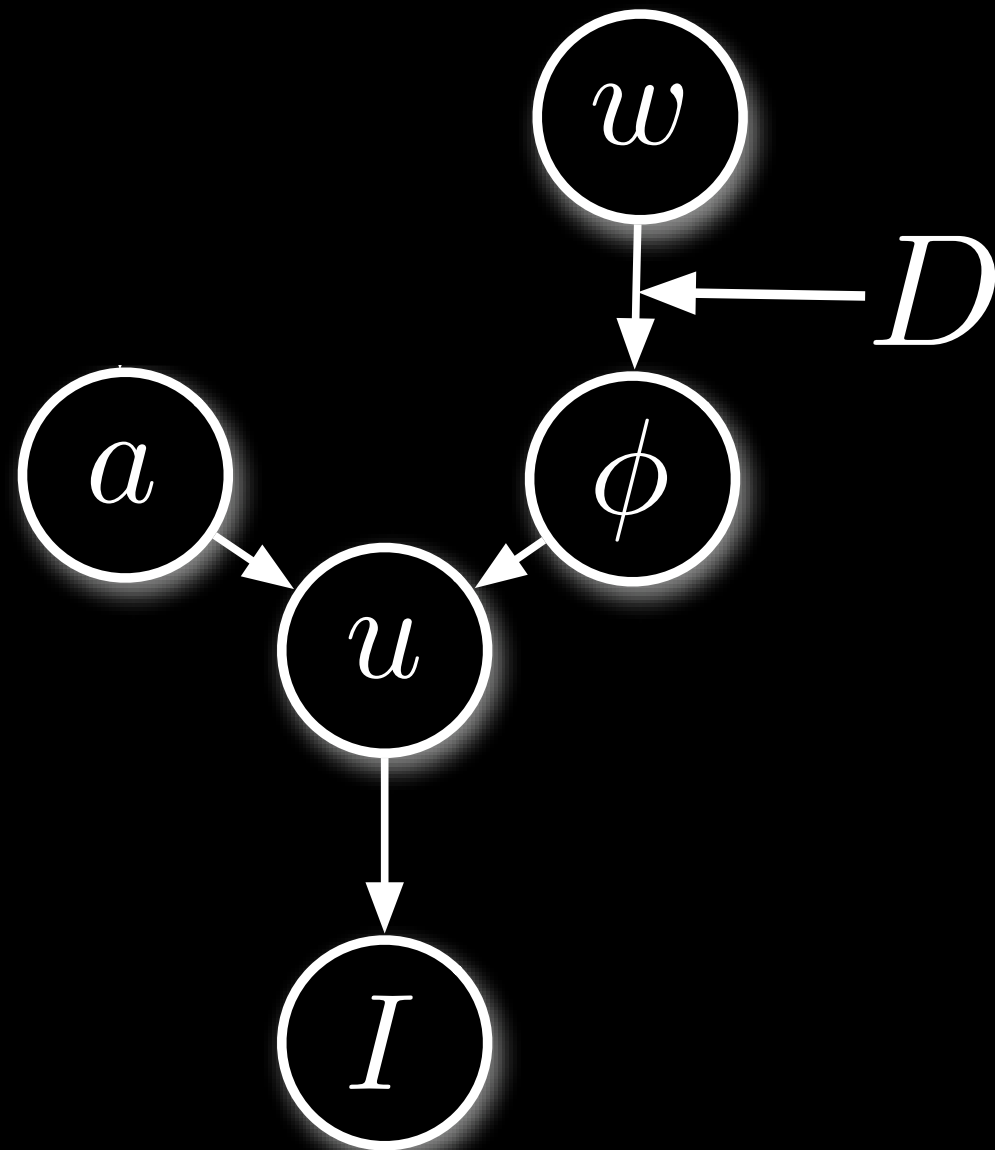


Charles Cadieu, cadieu@berkeley.edu

Learned Transformational Invariant



Charles Cadieu, cadieu@berkeley.edu



Second Layer Probabilistic Model: Spatial Invariants

$$P(I, a, \phi, v) \propto e^{-E_1 - E_2}$$

Error in log(amplitude)

Sparse

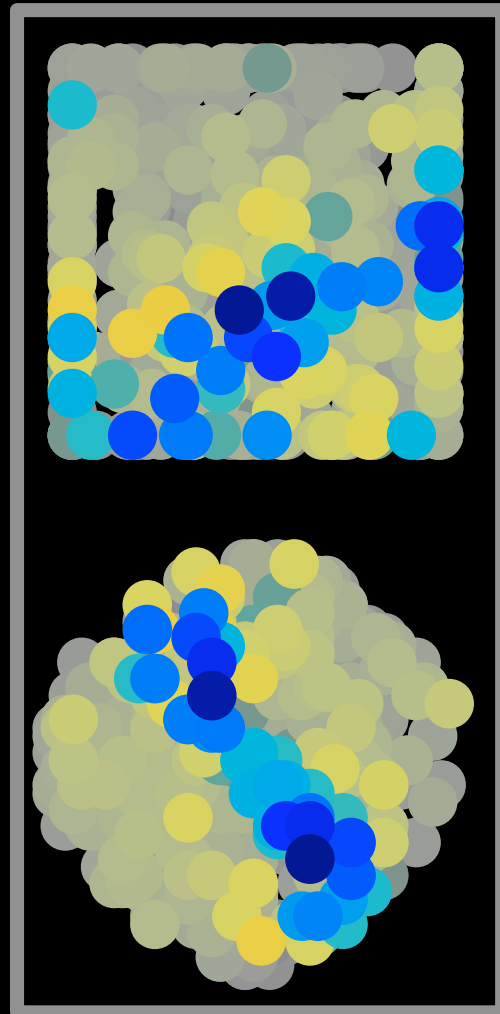
$$E_2 = - \sum_i \frac{1}{2\sigma_M^2} (\log(a_i) - [Bv]_i)^2 + \beta_{Sp} \sum_k |v_k|$$

Adapt to Natural Images

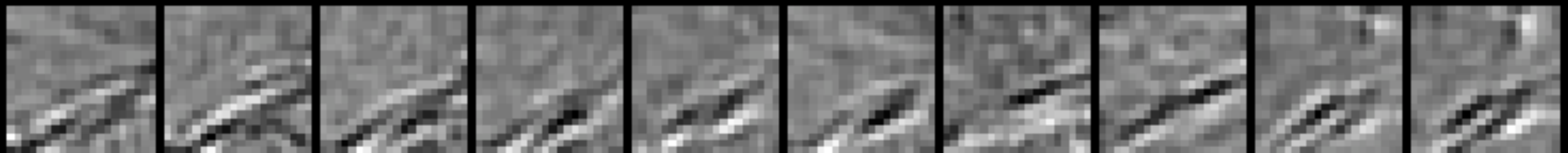
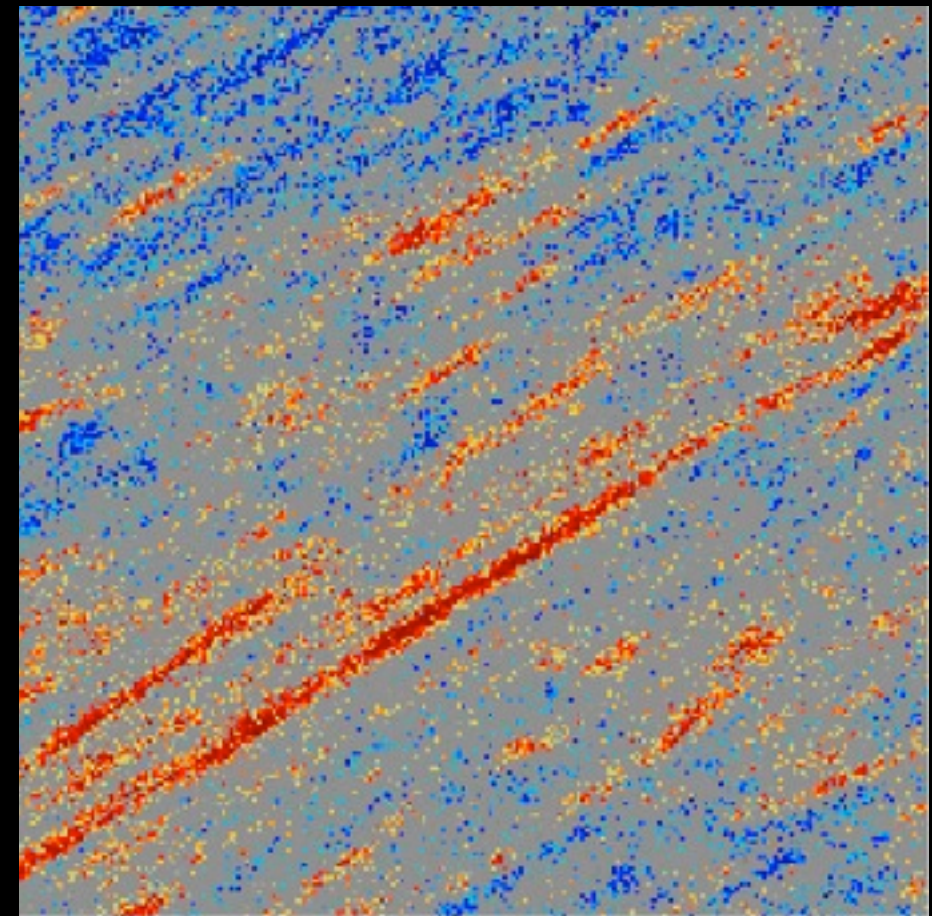
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Learned Spatial Invariant

spatial
domain



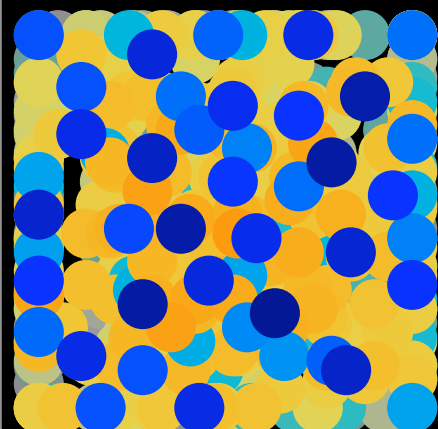
frequency
domain



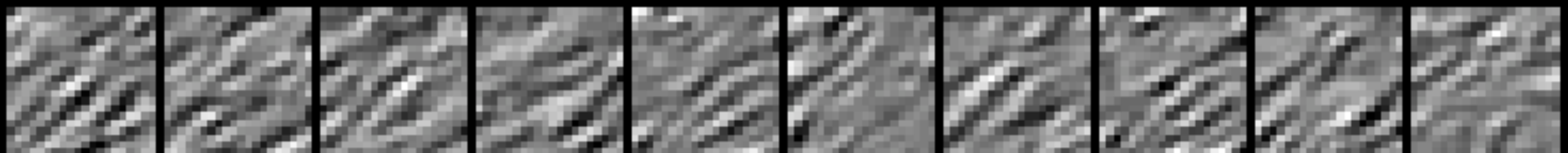
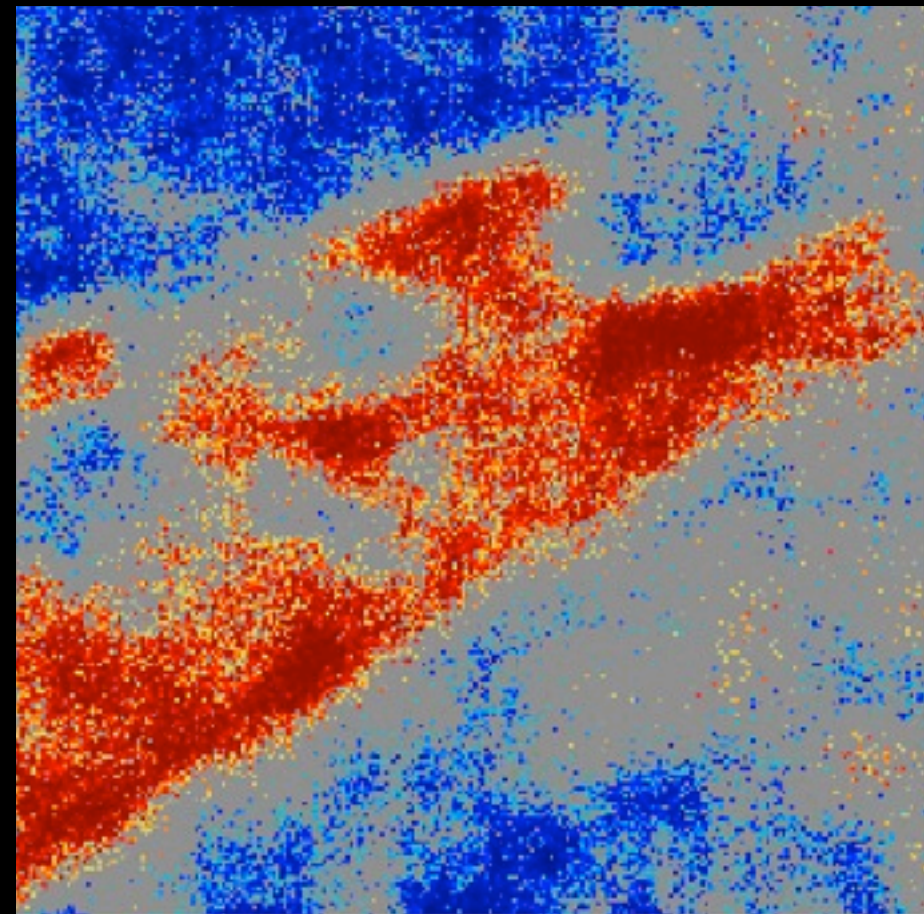
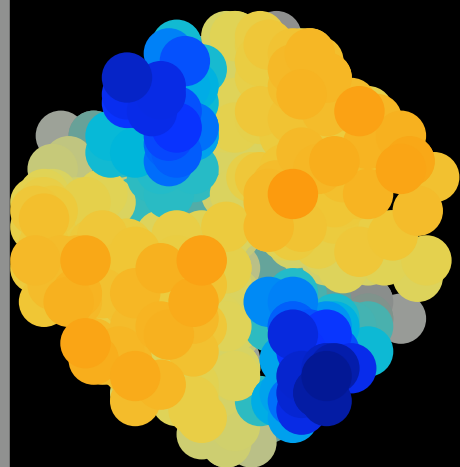
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Learned Spatial Invariant

spatial
domain

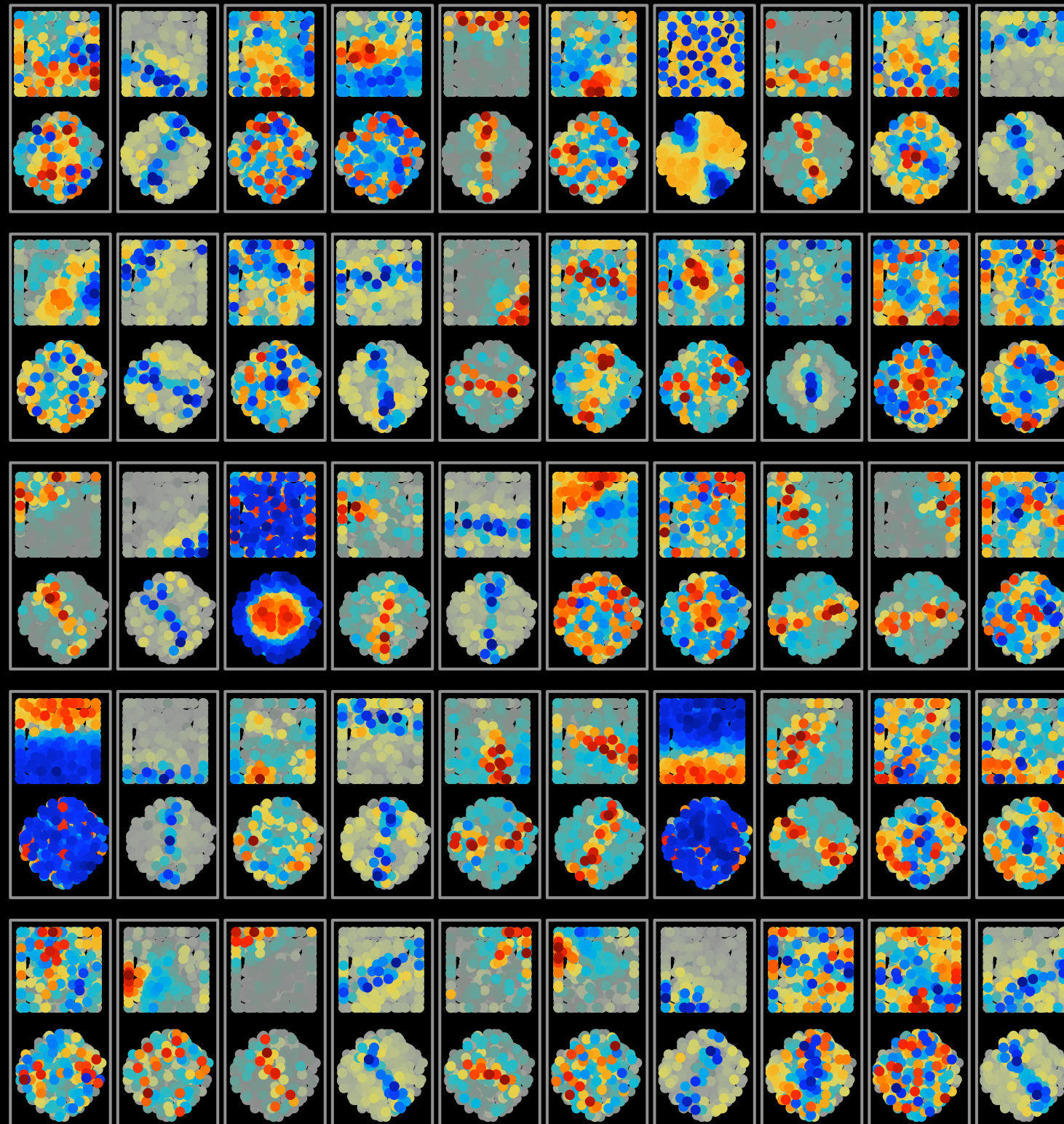


frequency
domain



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Learned Spatial Invariants



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Feedback

$$P(\phi_i(t) | \phi_i(t-1), w(t)) \propto e^{k \cos(\phi_i(t) - \phi_i(t-1) - [D w]_i)}$$

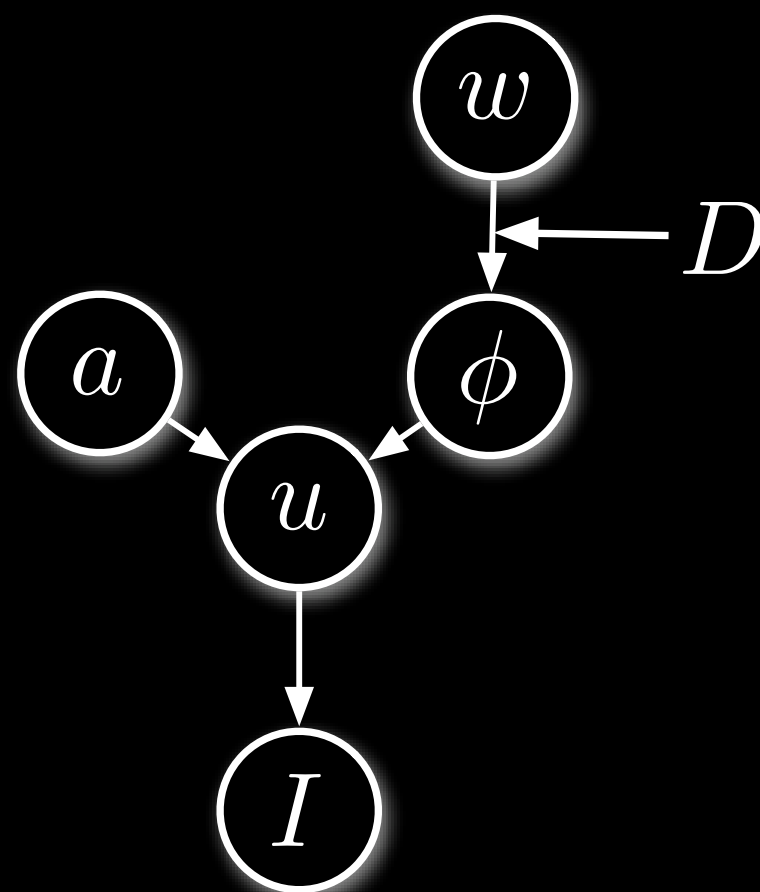
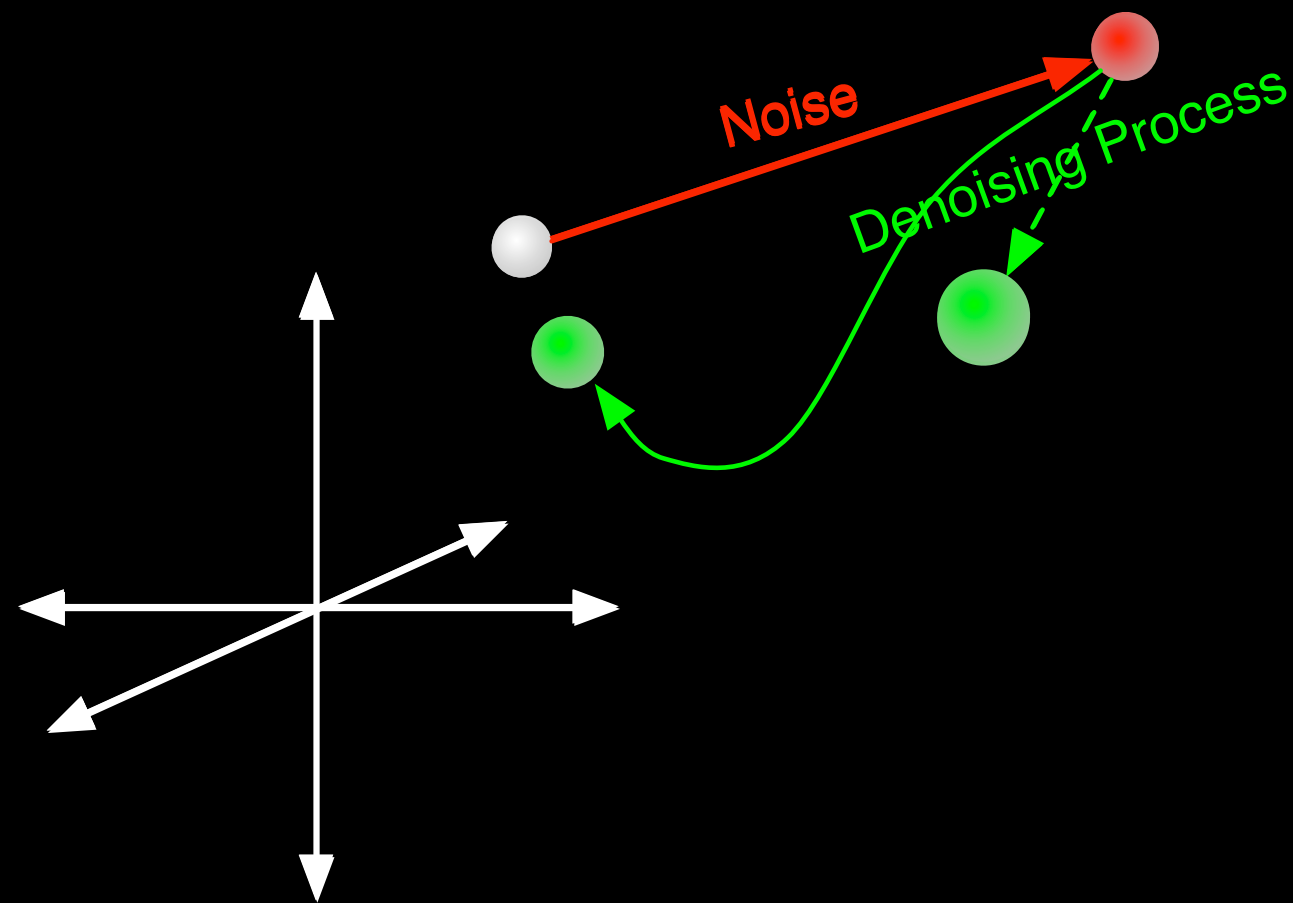


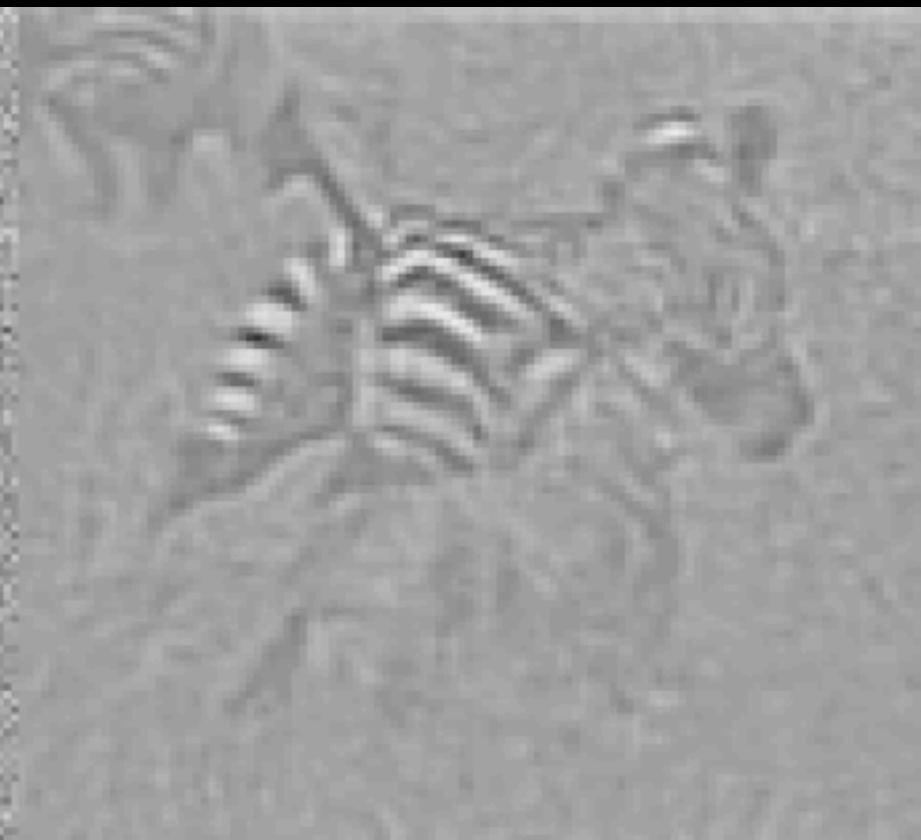
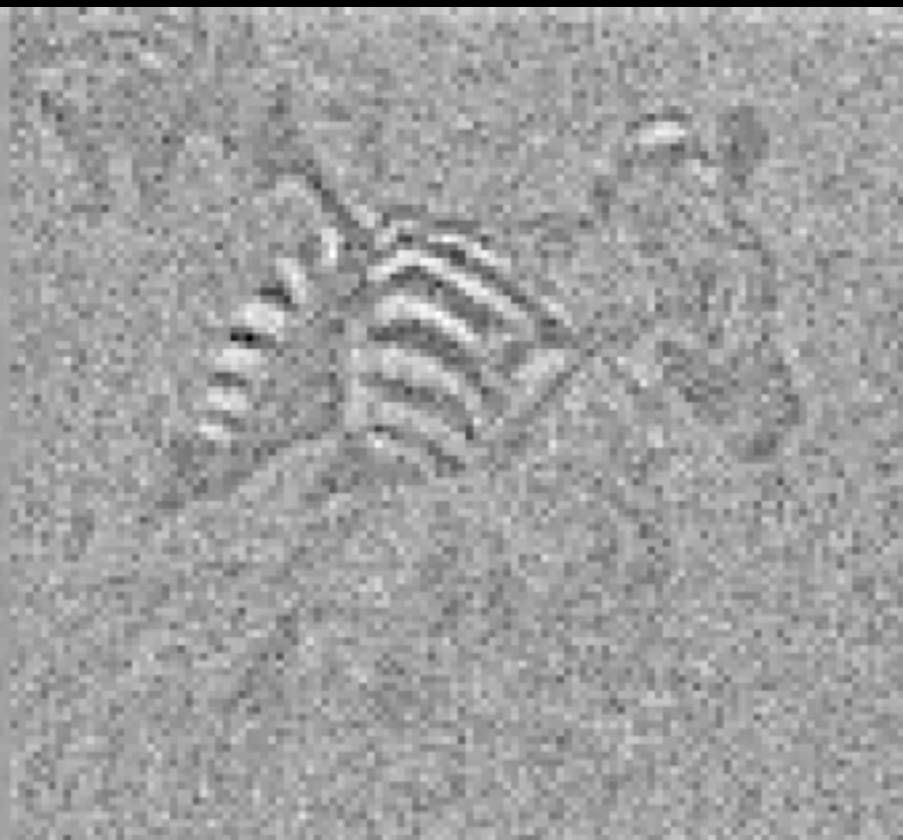
Image Denoising: testing an image model



Original

Noisy

Denoised



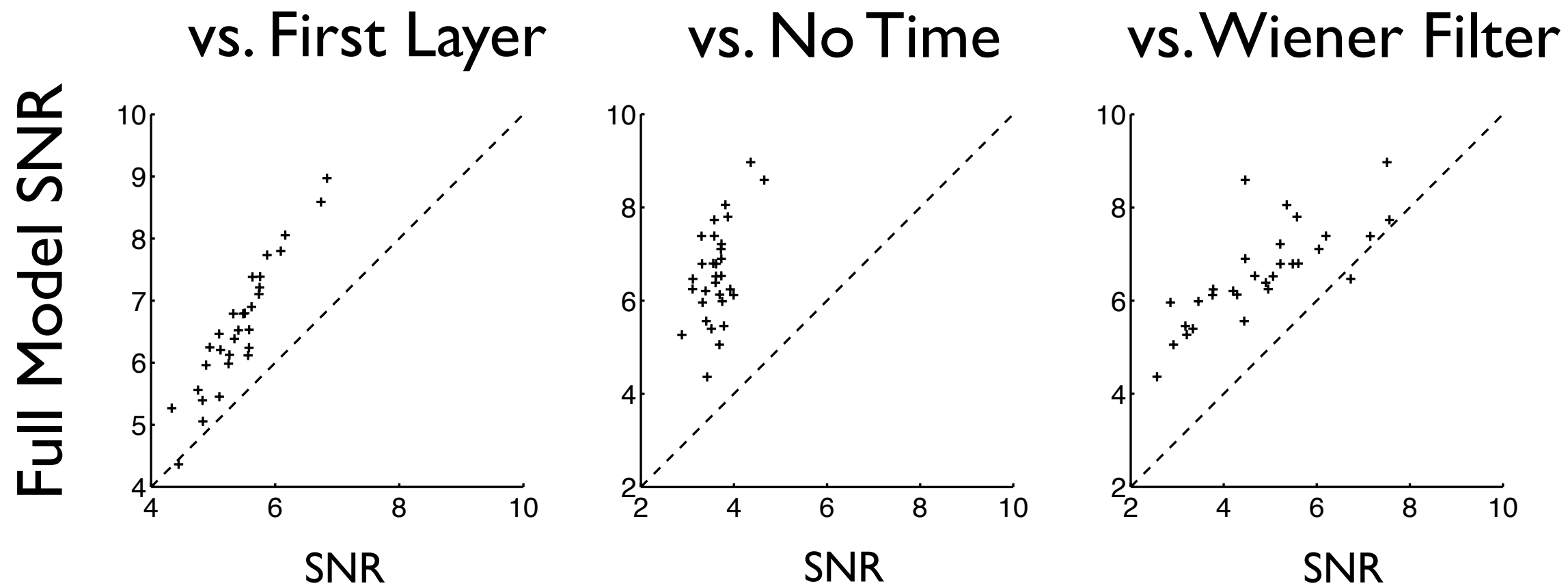
SNR = -2.9

SNR = 6.7

Compare to Wiener, SNR = 3.9

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Denoising Movies



Mean SNR of Noisy Images = -2.0

Conclusions

We have,

- Motivated models that produce interpretations of the visual world,
- Learned transformational and spatial invariants from the natural world, and
- Shown how the model improves the interpretation of ambiguous inputs.

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Thanks to

Bruno Olshausen

Redwood Center for Theoretical Neuroscience

NSF support

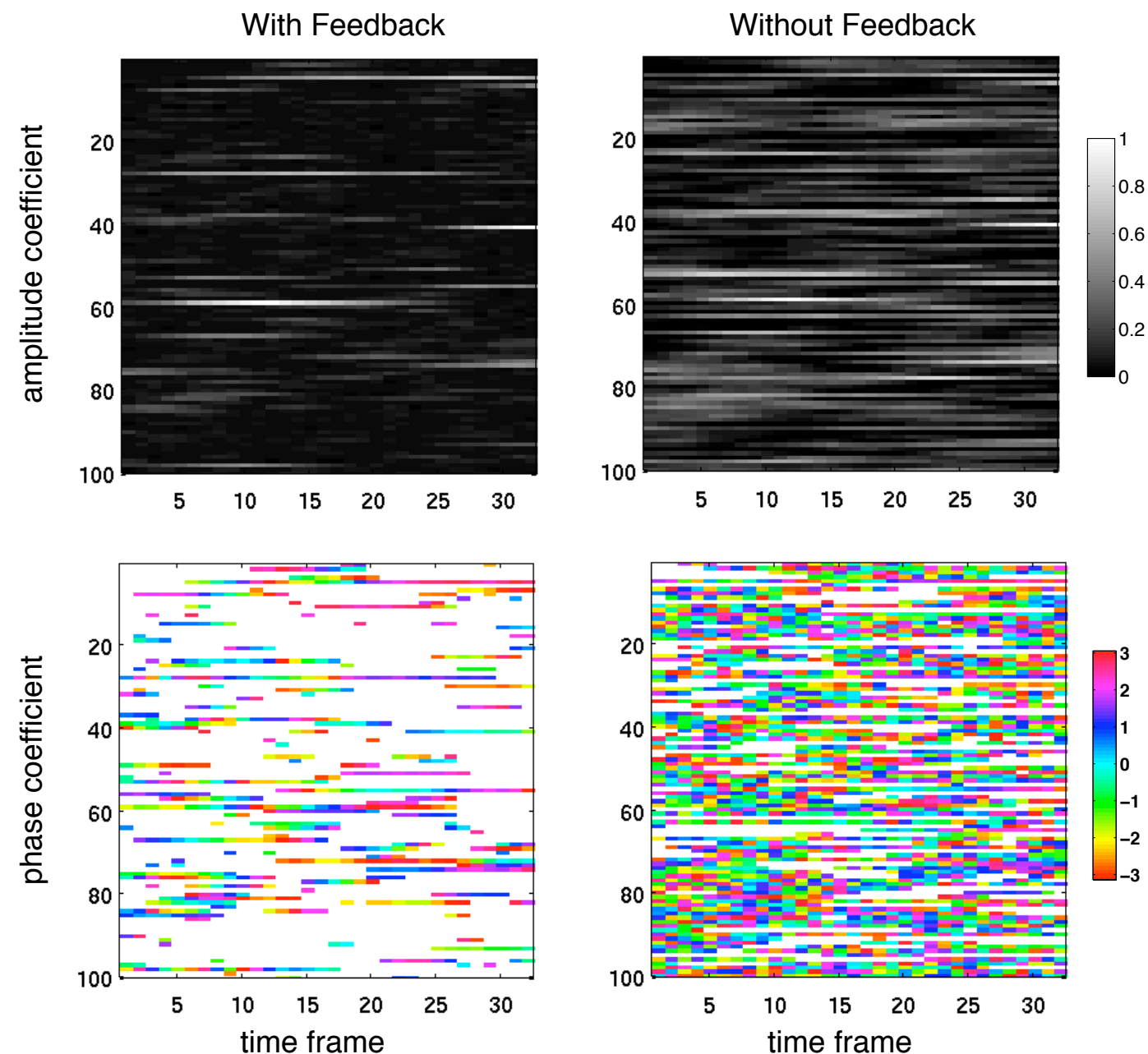


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Extra Slides...

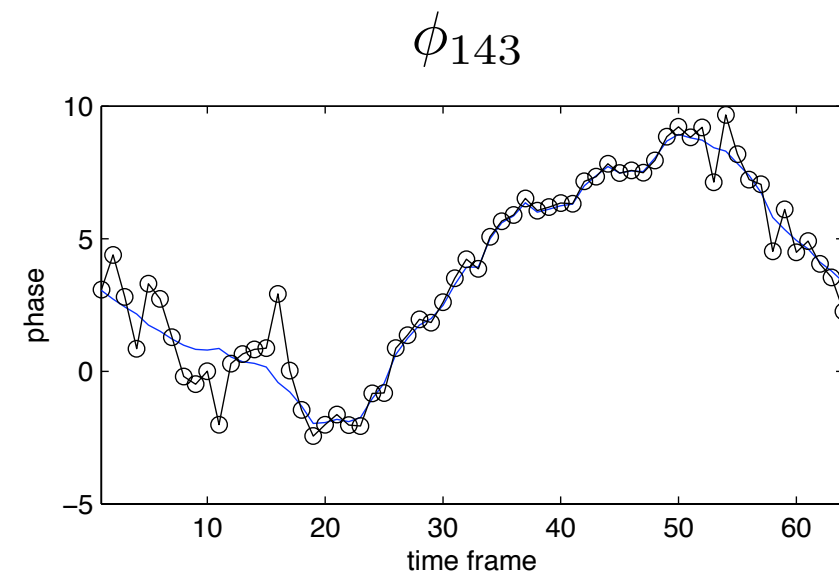
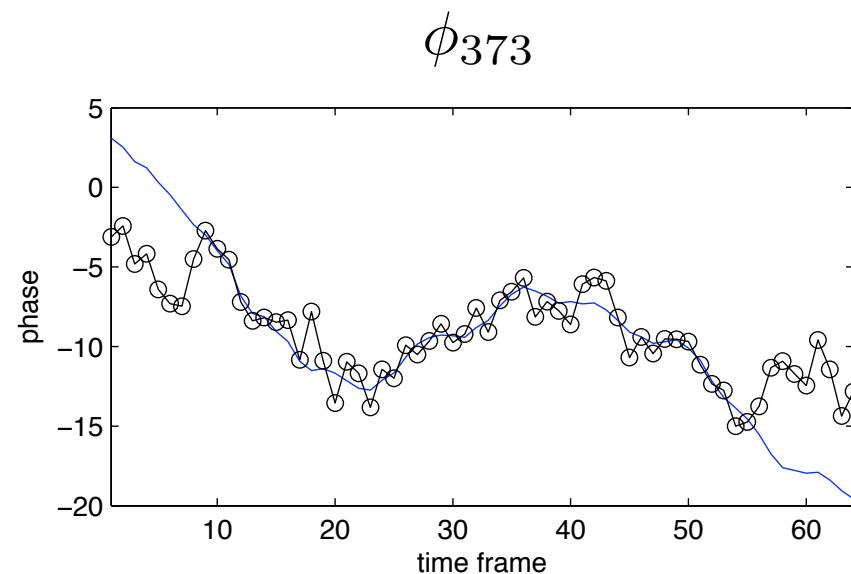
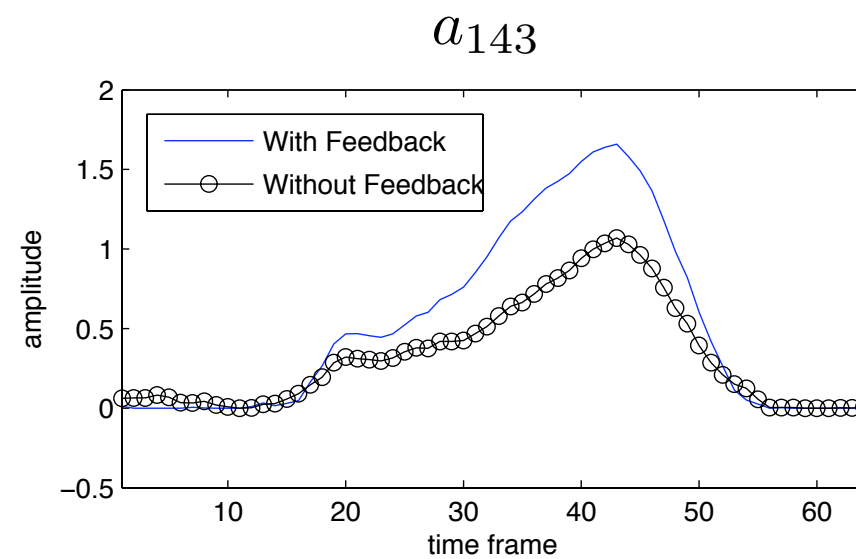
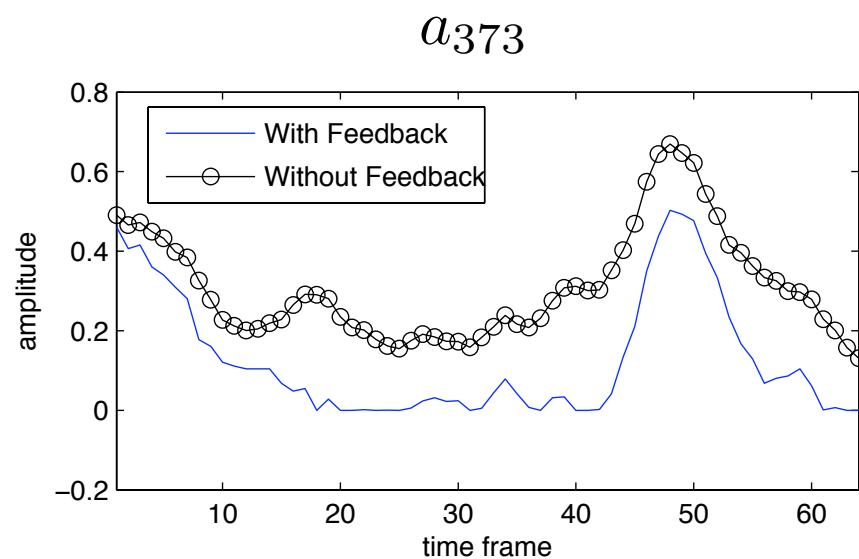
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Feedback Changes First Layer Response



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Feedback Changes First Layer Response



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