

Multiple Cause Vector Quantization

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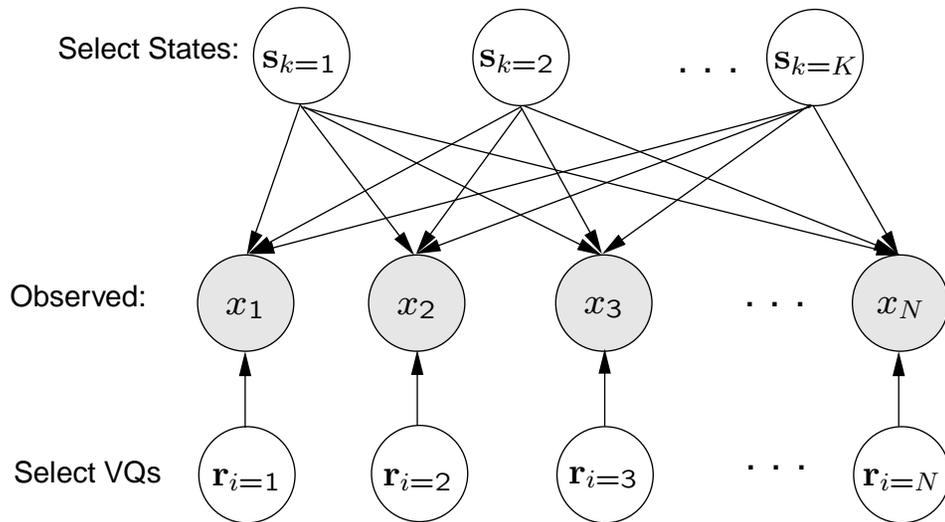
Factorial Learning

- data was generated by the actions of a (small) number of independent unobserved variables
- Eg. 1: pixels of a natural image
→ which objects are present, where they are located in the scene
- Eg. 2: an individual's ratings for various movies
→ genre, which actors are present
- **Goal:** learn a model that captures these underlying causes, infer the values of the unobserved variables for a new example

Learning a Composite Sketch

- **Goal:** learn a parts-based representation of data vectors
- **Motivating Assumptions:**
 1. data dimensions separable into disjoint subsets (*Multiple Causes*)
 2. each cause has a small number of discrete states (*Vector Quantizer*)
 3. causes take on states independently of each other
- **Example:** on face image data,
causes could be *eyes*, *nose*, and *mouth*
states could be different appearances of each part
- **Win: combinatorial power**
 - VQ with N states represents N items
 - MCVQ with j states per N/j VQs represents $j^{N/j}$ items

Generating an Example x



1. select one state of each VQ k
 $s_{jk} = 1 \Leftrightarrow$ state j of VQ k is active
2. select one VQ for each data dim. i
 $r_{ik} = 1 \Leftrightarrow$ VQ k relevant for x_i
3. value of x_i depends on params of selected state of selected VQ

Learning & Inference

- $\mathbf{x} \in \mathbb{R}^N$ data vector
- $\mathbf{R} = \{\mathbf{r}_i\}$ K -dim. indicator vectors, select one VQ per data dimension
- $\mathbf{S} = \{\mathbf{s}_k\}$ J -dim. indicator vectors, select one state per VQ
- $\theta = \{\mu_{ijk}, \sigma_{ijk}\}$ parameters of dimension i , from j^{th} state of k^{th} VQ
- \mathbf{a}_i 's and \mathbf{b}_k 's prior distribution over \mathbf{r} 's and \mathbf{s} 's

$$\begin{aligned} P(\mathbf{x}, \mathbf{R}, \mathbf{S} | \theta) &= P(\mathbf{R} | \theta) P(\mathbf{S} | \theta) P(\mathbf{X} | \mathbf{R}, \mathbf{S}, \theta) \\ &= \prod_{i,k,j \in k} a_{ik}^{r_{ik}} b_{jk}^{s_{jk}} \mathcal{N}(x_i; \theta)^{r_{ik} s_{jk}} \end{aligned}$$

- E-Step: compute $P(R, S|\mathbf{x}, \theta)$
- Variational E-Step: approximate posterior with

$$Q(R, S|\mathbf{x}, \theta) = \prod_{i,k} g_{ik}^{r_{ik}} \prod_{k,j \in k} m_{jk}^{s_{jk}}$$

$$\begin{aligned} \mathcal{F}(Q, \theta) &= E_Q \left[-\log P(\mathbf{x}, R, S|\theta) + \log Q(R, S|\mathbf{x}, \theta) \right] \\ &= \sum_{k,j \in k} m_{jk} \log m_{jk} + \sum_{i,k} g_{ik} \log g_{ik} + \sum_{i,k,j} g_{ik} m_{jk} d_{ijk} \end{aligned}$$

$$\text{where } d_{ijk} = \log \sigma_{ijk} + \frac{(x_i - \mu_{ijk})^2}{2\sigma_{ijk}^2}$$

further constraint: $\{g_{ik}^c\}$ consistent for any observation $X^c \rightarrow$ favours distributions over $\{\mathbf{r}_i\}$ that are consistent with other observed data vectors

EM Updates

E Step

$$m_{jk}^c = \exp\left(-\sum_i g_{ik} d_{ijk}^c\right) / \sum_{\alpha=1}^J \exp\left(-\sum_i g_{ik} d_{i\alpha k}^c\right)$$

M Step

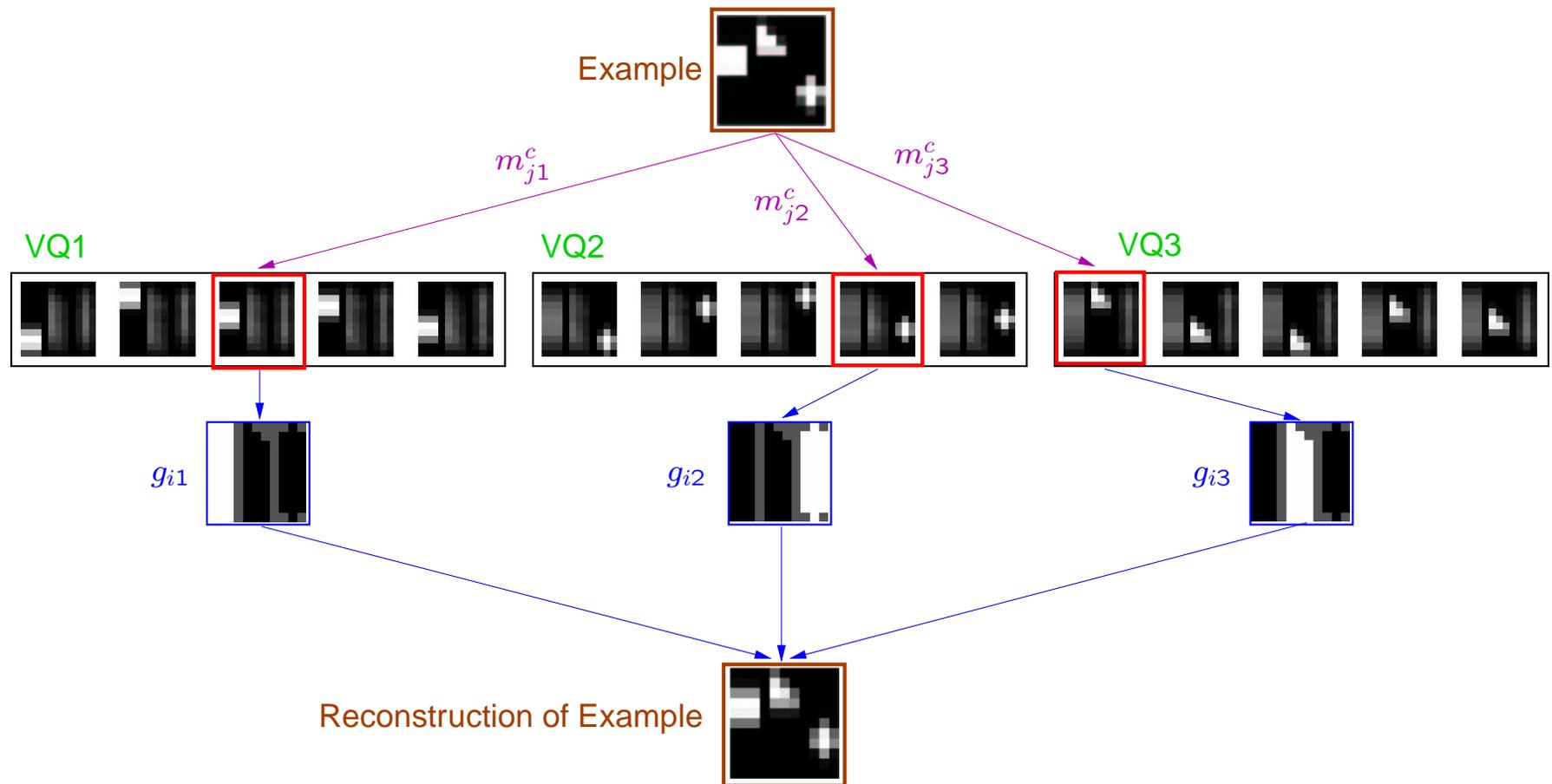
$$g_{ik} = \exp\left(-\sum_{c,j} m_{jk}^c d_{ijk}^c\right) / \sum_{\beta=1}^K \exp\left(-\sum_{c,j} m_{j\beta}^c d_{ij\beta}^c\right)$$

$$\mu_{ijk} = \sum_c m_{jk}^c x_i^c / \sum_c m_{jk}^c \quad \sigma_{ijk}^2 = \sum_c m_{jk}^c (x_i^c - \mu_{ijk})^2 / \sum_c m_{jk}^c$$

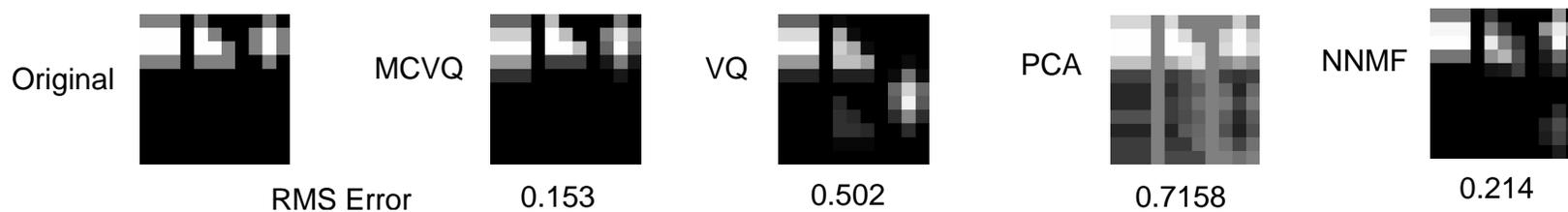
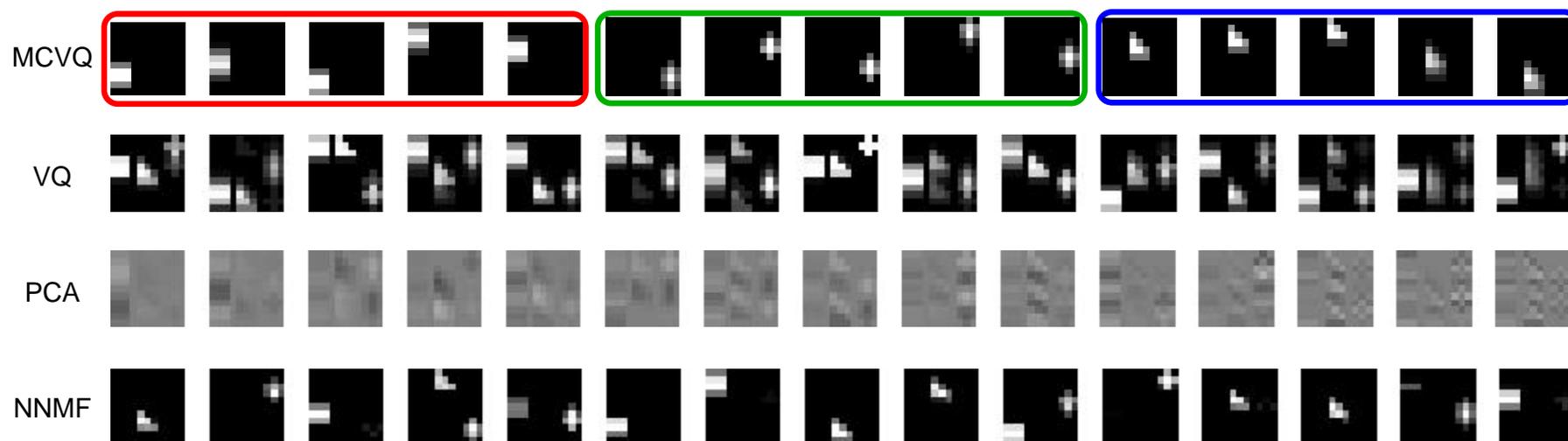
Intuition: one state per VQ, choose one VQ per pixel, that matches input

Experiments 1. Shapes

Data Examples:



Experiments 1. Shapes: Comparing Methods



Related Models

Cooperative Vector Quantization

- x_i is generated by the VQ's cooperatively (linear combination), rather than competitively (stochastic selection)

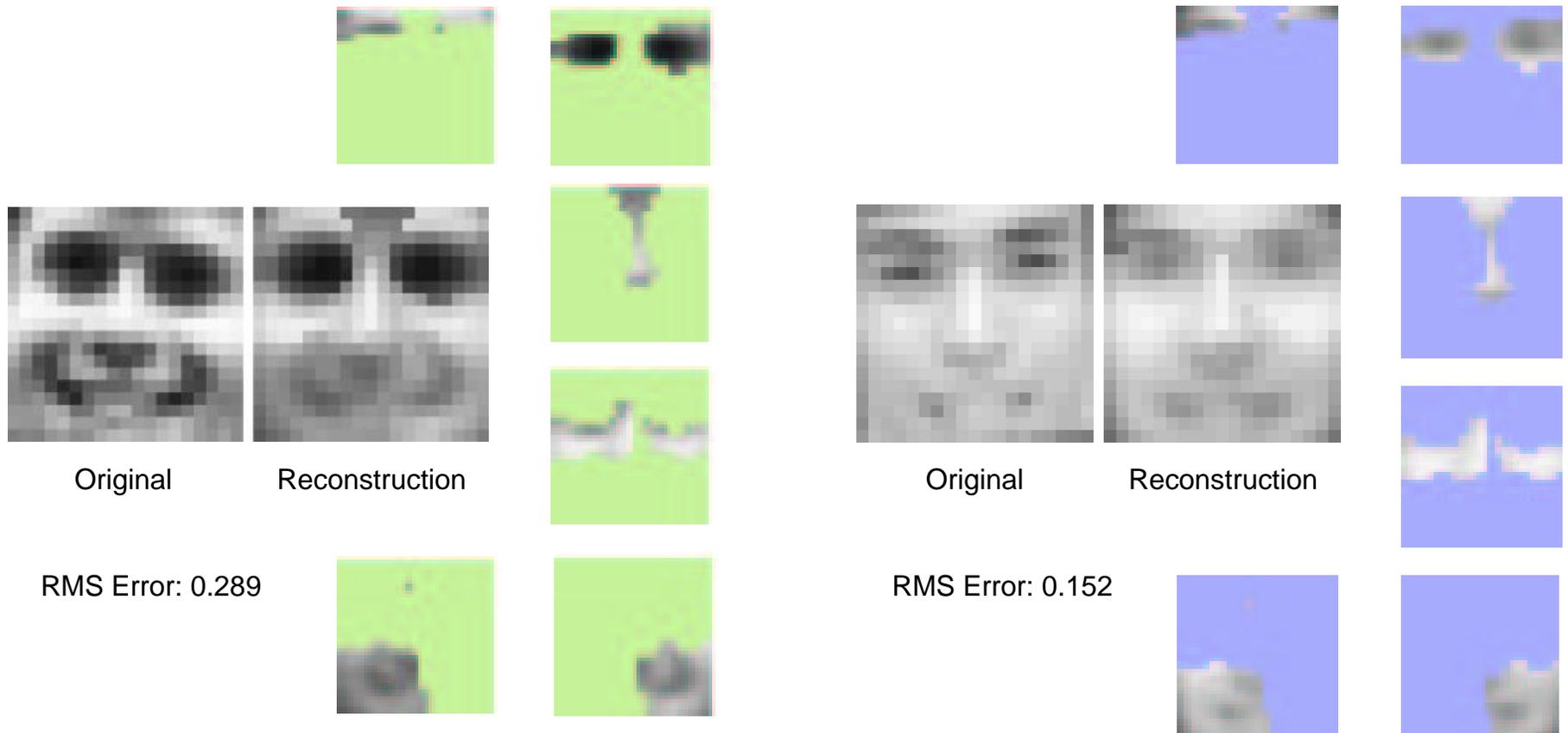
Non-Negative Matrix Factorization

- $\mathbf{x} \sim \text{Poisson}$ with mean $\mathbf{W}\mathbf{v}$, where $\mathbf{W}, \mathbf{v} \geq 0$
- non-negativity constraints result in sparse, parts-based, basis vectors \mathbf{w}_j
- MCVQ is similar*, with $\mathbf{W} = [\boldsymbol{\mu}_{jk} * \mathbf{g}_k]$, and $\mathbf{v} = \text{concatenation of } s_k \text{'s}$
- NMF doesn't group related parts
- models differ in what novel examples they can generate

Flexible Sprites in Video Layers

- learns a single appearance for each object
infers location & occlusion ordering
- MCVQ assumes fixed locations,
learns locations & ranges of appearances of objects
infers appropriate appearances

Experiments 2. Faces



Experiments 3. Text

- Bag of Words - represent document as a word count vector (one element per vocabulary word)
- each VQ state predicts a document word count
- values of g_{ik} provide a segmentation of the vocabulary into subsets of words with correlated frequencies
- within a particular subset, words can be
 - related - tend to appear in the same documents
 - contrasting - seldom appear together
- a particular VQ state is characterized by the words whose predicted count differs most from average

Predictive Sequence Learning in Recurrent Neocortical Circuits

R. P. N. Rao & T. J. Sejnowski

afferent	ekf	latent	ltp
lgn	niranjan	som	gerstner
interneurons	freitas	detection	zador
excitatory	kalman	search	soma
membrane	wp	data	depression
query	critic	mdp	spline
documents	stack	pomdps	tresp
chess	suffix	prioritized	saddle
portfolio	nuclei	singh	hyperplanes
players	knudsen	elevator	tensor

The Relevance Vector Machine
Michael E. Tipping

svms svm margin kernel risk	hme svr svs hyperparameters kopf	similarity classify classes classification class	extraction net weights functions units
jutten pes cpg axon behavioural	chip ocular retinal surround cmos	barn correlogram interaural epsp bregman	mdp pomdps littman prioritized pomdp

Missing Data

- model naturally handles case of unobserved data
- all data dimensions are leaves in the graphical model, so unobserved values play no role in learning or inference
- collaborative filtering application - EachMovie dataset
- active approach to learning - VQ responsibilities indicate relationships between data elements

Experiments 4. EachMovie

The Fugitive 5.8 (6)
Terminator 2 5.7 (5)
Robocop 5.4 (5)

Kazaam 1.9 (-)
Rent-a-Kid 1.9 (-)
Amazing Panda Adventure 1.7 (-)

Pulp Fiction 5.5 (4)
The Godfather: Part II 5.3 (5)
The Silence of the Lambs 5.2 (4)

The Brady Bunch Movie 1.4 (1)
Ready to Wear 1.3 (-)
A Goofy Movie 0.8 (1)

Cinema Paradiso 5.6 (6)
Touch of Evil 5.4 (-)
Rear Window 5.2 (6)

Jean de Florette 2.1 (3)
Lawrence of Arabia 2.0 (3)
Sense & Sensibility 1.6 (-)

Best of Wallace & Gromit 5.6 (-)
The Wrong Trousers 5.4 (6)
A Close Shave 5.3 (5)

Robocop 2.6 (2)
Dangerous Ground 2.5 (2)
Street Fighter 2.0 (-)

Tank Girl 5.5 (6)
Showgirls 5.3 (4)
Heidi Fleiss: Hollywood Madam 5.2 (5)

Talking About Sex 2.4 (5)
Barbarella 2.0 (4)
The Big Green 1.8 (2)

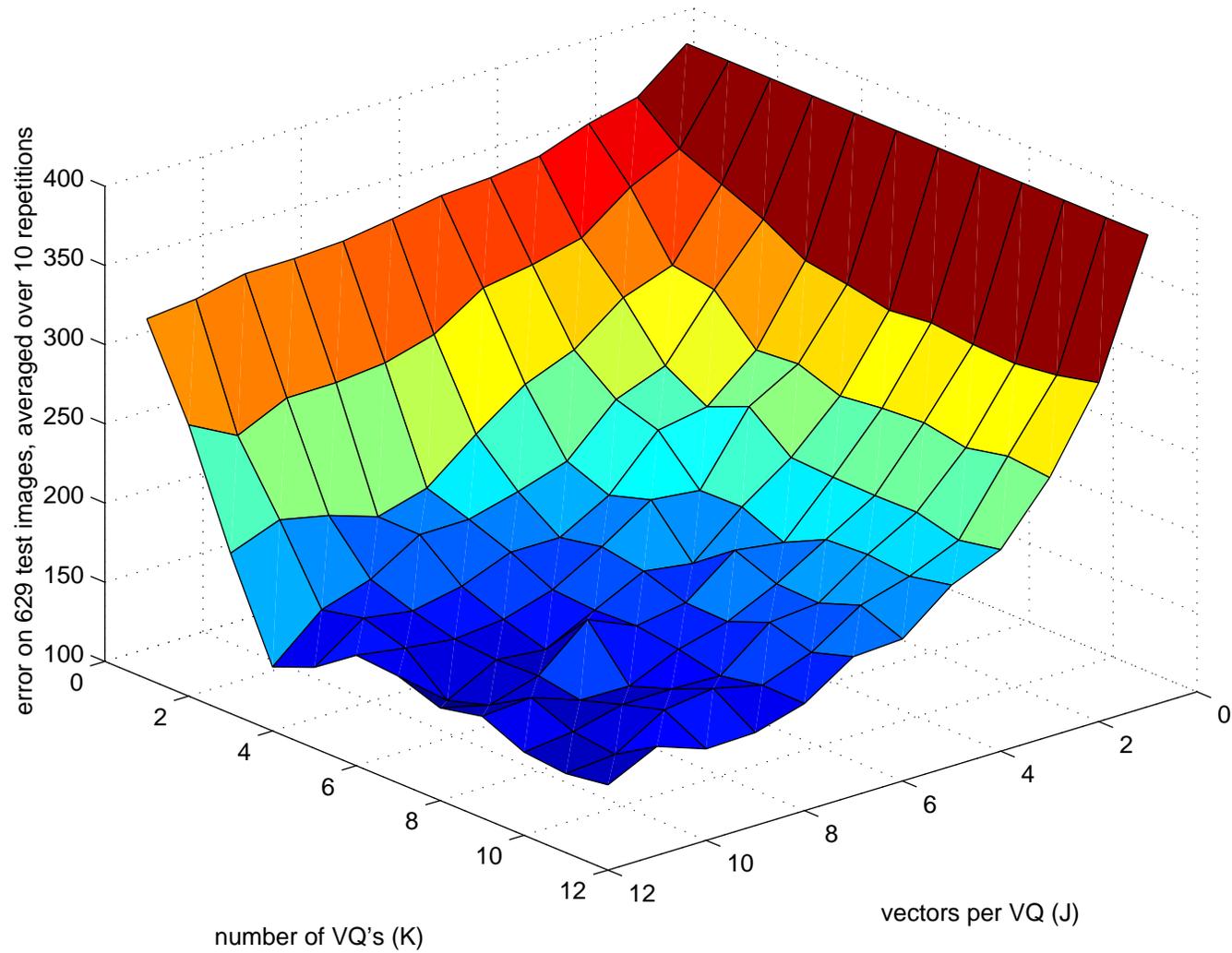
Mediterraneo 5.3 (6)
Three Colors: Blue 4.9 (5)
Jean de Florette 4.9 (6)

Jaws 3-D 2.2 (-)
Richie Rich 1.9 (-)
Getting Even With Dad 1.5 (-)

Current Directions

1. model selection
2. relaxing ownership restriction
3. sequential/incremental learning

Cross-Validation on Shapes Data



Model Selection

- quality of learned representation depends strongly on selecting correct # of factors, K
- **Goal:** want to determine best K (and J)
- compare likelihood estimates for various K 's
 - ML doesn't penalize for model complexity
- cross-validation
 - computationally expensive
 - explicitly trains & tests all possible models under consideration

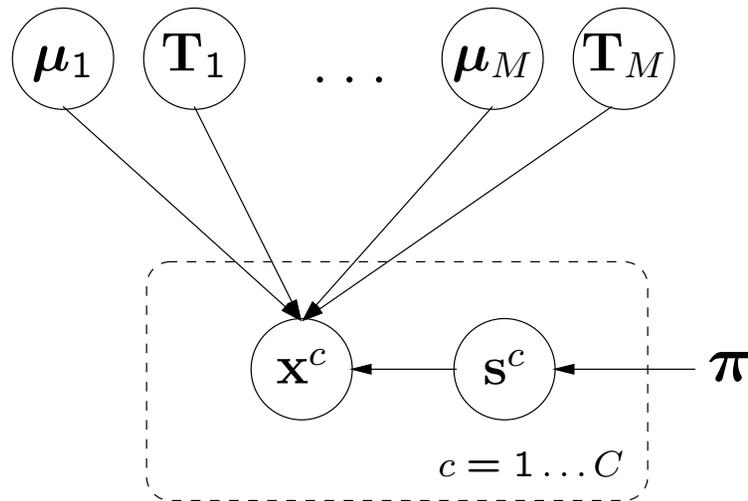
Variational Bayesian Learning

- select model, \mathcal{M} , with highest evidence, integrating over choice of parameters, θ :

$$P(X|\mathcal{M}) = \int P(X|\theta)P(\theta|\mathcal{M})d\theta$$

- penalizes models with more degrees of freedom
- avoids overfitting, since parameters are not fit to the data
- requires computing a difficult integral
- use a variation approximation, $Q(\theta)$ to $P(\theta|X, \mathcal{M})$
→ optimize a lower bound, $\mathcal{L}(Q)$, on the log-evidence
- Variational EM: maximize $\mathcal{L}(Q)$ wrt Q (E-Step), then \mathcal{M} (M-Step)

VB Mixture of Gaussians (Corduneanu & Bishop)



$$\mu \sim \mathcal{N}(0, aI)$$

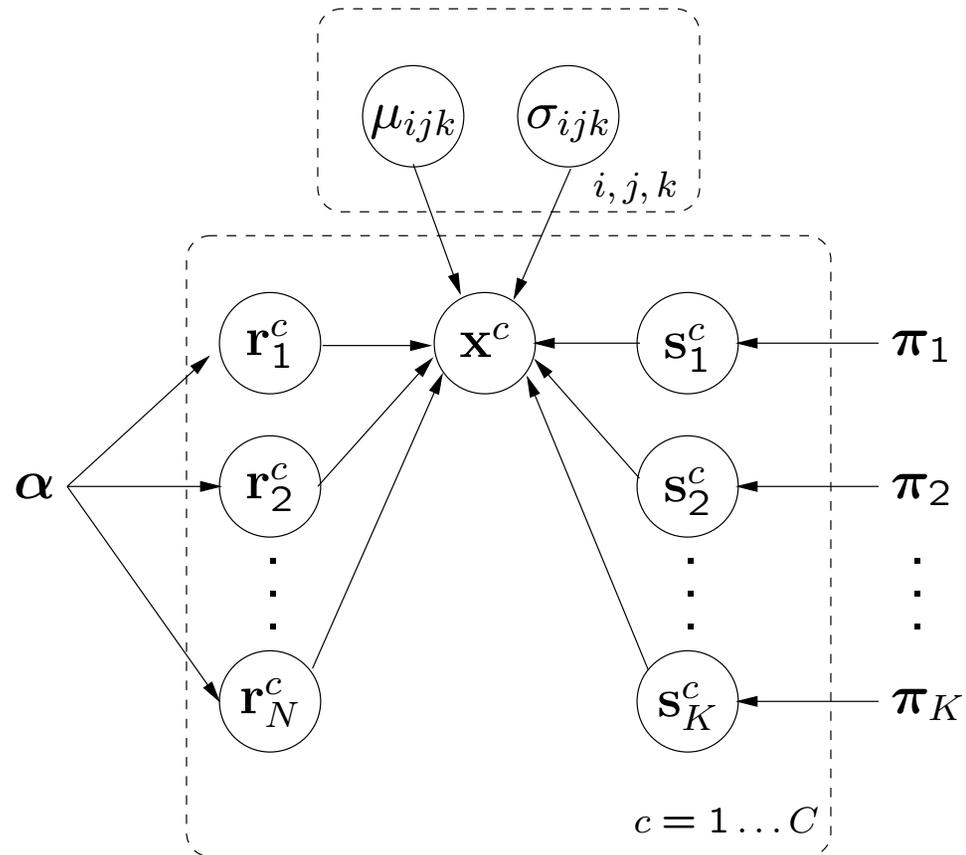
$$\mathbf{T} \sim \text{Wishart}$$

$$s \sim \text{Discrete}(\pi)$$

$$\mathcal{L}(Q) = \int Q(\mu)Q(T)Q(s) \ln \frac{P(D, \theta | \pi)}{Q(\mu)Q(T)Q(s)} d\theta$$

- start with a fixed number of potential components (the maximum # considered)
- optimize using variational EM
 - causes priors of unwanted components (π 's) to go to zero

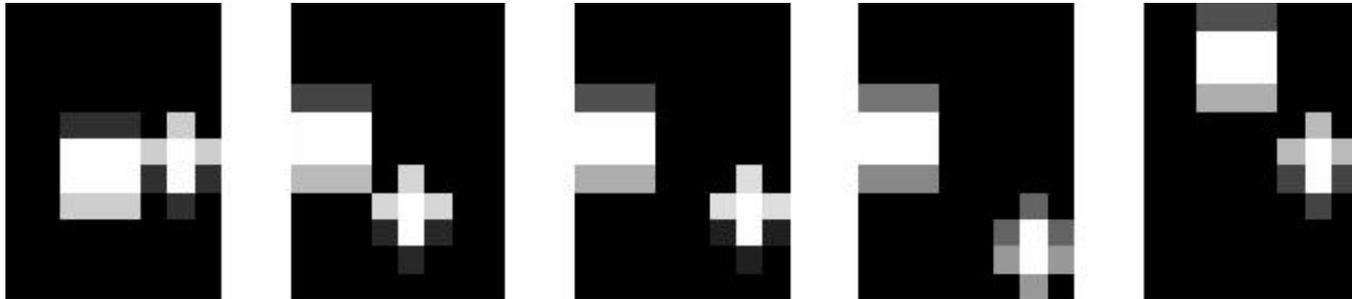
VB MCVQ



- remove VQ k when $\alpha_k \approx 0$
- remove state j of VQ k , when $\pi_{jk} \approx 0$

Overlapping Causes

- with current implementation, g_{ik} 's always binary
- would like non-binary g 's in some cases, e.g. at object borders in natural images
- Sample Data:

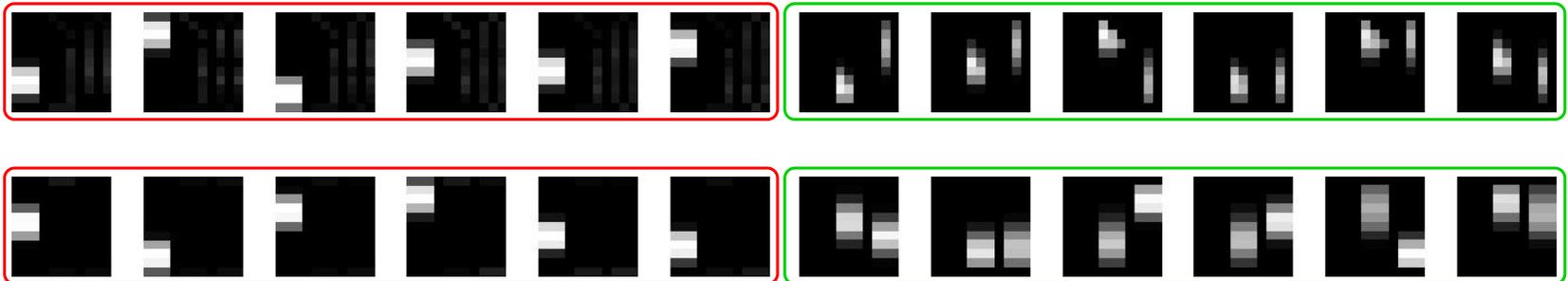


- Results: still binary!

Incremental MCVQ

- learn causes one at a time, as per Williams & Titsias
- train model with one (or more) ordinary VQ's, and one VQ with fixed, high variance
- hopefully ordinary VQ's will learn one cause each, high variance VQ will learn the remainder

- Results:



- Issue: choosing variances?
- Next: try this on text data
- Alternatively: a single low variance VQ, collects static data dimensions