

# Unsupervised Learning of Image Manifolds with Mutual Information

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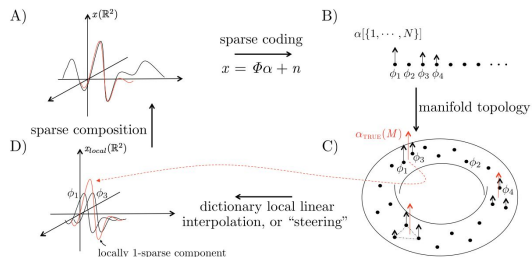
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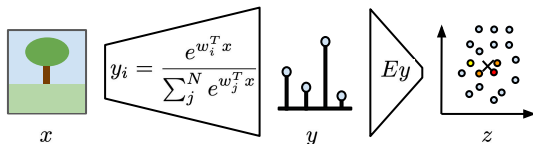


## Abstract

In the space of natural images, continuous real world transformations such as rotations or deformations of objects give rise to a smooth, nonlinear low-dimensional manifold. It was recently proposed that sparse coding filters represent a discrete sampling of this manifold, and that the filters can be ordered in a low-dimensional embedding space that preserves the topology of the original data manifold [1]. The authors learn this representation by imposing a slowness prior [2], which straightens the trajectories of temporal input sequences [3]. The main motivation for our work is to build a model based on these ideas, but (1) with a feedforward architecture that allows for incorporation into existing CNN models, and (2) a contrastive objective function that doesn't rely on image reconstruction, allows for end-to-end training and operates on images rather than videos.



The Sparse Manifold Transform. (reproduced with permission from [1])



**Proposed Model Layer.** One layer consists of an overcomplete ( $\dim(x) < N$ ), (convolutional) expansion of the input signal, followed by divisive normalization (softmax), and then a projection onto a low-dimensional embedding space. The  $w$  and  $E$  are learned.

## Defining Latent Distributions

Since the softmax output is positive and sums to one, it can be interpreted as a probability measure over a finite set, i.e. a categorical distribution with an associated R.V.  $p(y|x) \sim \text{Cat}(y|x)$ . Across a batch of  $K$  inputs, we can encourage the model to use all channels equally by maximizing the marginal entropy  $E[H[y|x]] = H[y]$ .

In the embedding space, we can interpret the  $y$  as an activity pattern across the neurons  $e$  with center  $z$ . We can fit a factorized (computationally cheap) Normal distribution to this spatial pattern to define a R.V.:

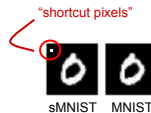
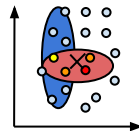
$$\hat{z} \sim N(z, \Sigma(x) | x)$$

$$\Sigma(x) = \text{diag}(\sigma_1^2(x), \dots, \sigma_E^2(x))$$

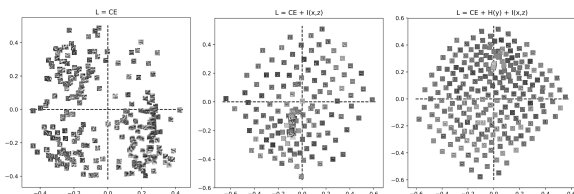
$$\sigma_j^2(x) = \sum_{i=1}^K y_i (e_{ij} - z_j(x))^2$$

$$I[x; \hat{z}] \geq \mathbb{E} \left[ \frac{1}{K} \sum_{i=1}^K \log \frac{p(\hat{z}_i | x_i)}{\frac{1}{K} \sum_{j=1}^K p(\hat{z}_i | x_j)} \right]$$

$$= \mathbb{E} \left[ \underbrace{\frac{-1}{K} \sum_{i=1}^K \log \sum_{j=1}^K \frac{1}{K} p(\hat{z}_i | x_j)}_{H[\hat{z}]} - \underbrace{\frac{-1}{K} \sum_{i=1}^K \log p(\hat{z}_i | x_i)}_{H[\hat{z} | x]} \right]$$



A topological organization in the embedding space is learned by maximizing the lower bound on the mutual information written above [4]. Combined, these terms encourage neurons that are equally utilized, but have locally sparse responses within the embedding space.



**Learned Embedding.** With  $N=256$  filters of size  $9 \times 9$ , trained on the MNIST dataset and a 2 dimensional embedding space. Left) trained with cross-entropy (CE,  $H[o, \hat{o}]$  between true  $o$  and predicted labels  $\hat{o}$ ). Center) additionally maximizing  $I[x, \hat{z}]$ . Right) additionally maximizing  $H[y]$ .

## Results: Augmenting Classifiers to prevent Shortcut Learning

We trained a model with 2 layers (and a classification layer on top) on a modified version of the MNIST dataset that contains a "shortcut pixel" whose value indicates the class label [5]. Standard CNNs rely on this shortcut but our unsupervised layers force the model to learn the data distribution.

Model	Dataset	sMNIST Train	sMNIST Test	MNIST Test
ResNet [5]		100	26.2	
iCE fi-RevNet [5]		99.9	—	65.2
2-layer CNN		100	100	43.6
2-layer CNN + L2		100	100	79.1
Linear		100	100	72.9
Linear + L2		100	100	89.4
2-layer CNN (max $I[y x]$ )		99.3	97.7	80.3
2-layer CNN (max $H[y] + I[z x]$ )		99.1	98	<b>93.6</b>

Table 1: **Models trained on shiftMNIST.** Accuracy in (%). 2-layer CNN consists of  $2 \times [\text{Conv} - \text{ReLU} - \text{MaxPool}]$ , followed by  $[\text{Linear} - \text{ReLU} - \text{Linear}]$ . L2 regularization on all trainable parameters is cross-validated.

## Conclusions and Outlook

- We propose a stackable model layer that maps the data manifold into a low dimensional embedding space
- Our model layer can be trained using a simple contrastive loss that learns a solution with highly structured filters
- Approximately uniform sampling of the data manifold, with clearly evident continuity of feature attributes
- First layer contains oriented filters laid out topologically, similar to the orientation tuning maps found in primate V1

## References

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- [2] Wiskott, L., & Sejnowski, T. J. (2002). Slow feature analysis: Unsupervised learning of invariances. *Neural computation*, 14(4), 715-770.
- [3] Hénaff, O. J., & Simoncelli, E. P. (2015). Geodesics of learned representations. *arXiv preprint arXiv:1511.06394*.
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- [5] Jacobsen, J. H., Behrmann, J., Zemel, R., & Bethge, M. (2018). Excessive invariance causes adversarial vulnerability. *arXiv preprint arXiv:1811.00401*.