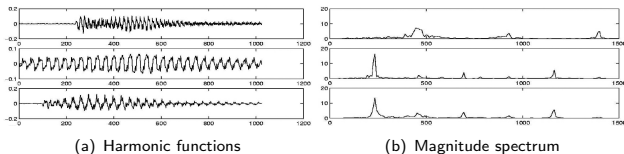


Sparsity

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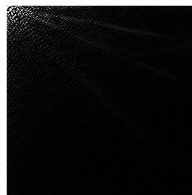
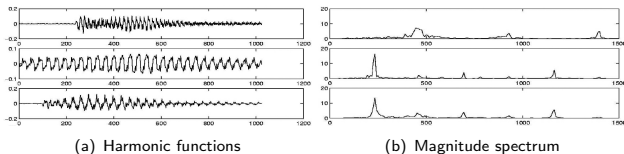
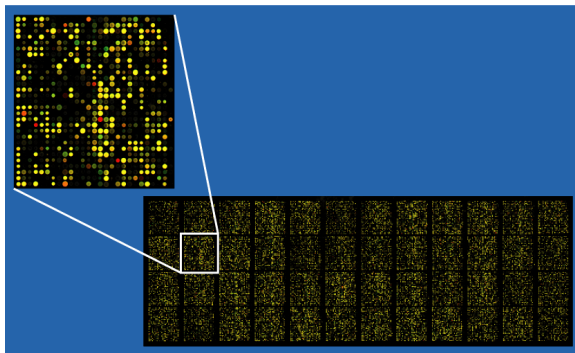


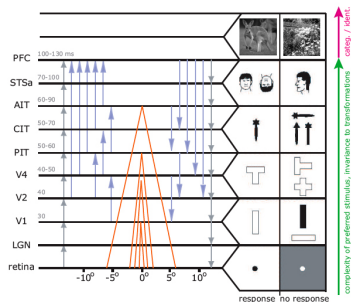
Figure: 2-D DCT transform.

Sparsity in spatial domain

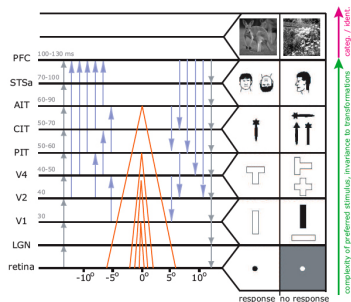
- gene microarray data [Drmanac et al. 1993]



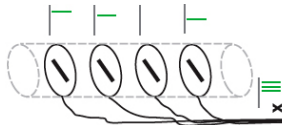
- Sparsity in human visual cortex [Olshausen & Field 1997, Serre & Poggio 2006]



● **Sparsity in human visual cortex** [Olshausen & Field 1997, Serre & Poggio 2006]



- ① **Feed-forward:** No iterative feedback loop.
- ② **Redundancy:** Average 80-200 neurons for each feature representation.
- ③ **Recognition:** Information exchange between stages is not about individual neurons, but rather **how many neurons as a group fire together**.



Sparsity and ℓ^1 -Minimization

- ❶ “Black gold” age [Claerbout & Muir 1973, Taylor, Banks & McCoy 1979]

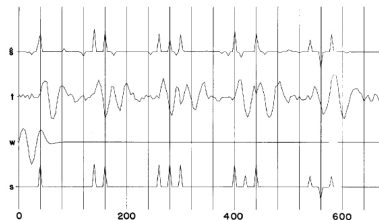


Figure: Deconvolution of spike train.

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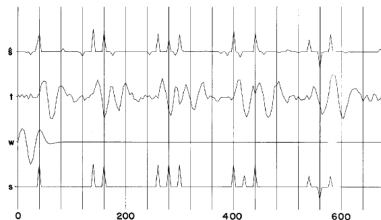


Figure: Deconvolution of spike train.

- ❷ Basis pursuit [Chen & Donoho 1999]: Given $\mathbf{y} = \mathbf{Ax}$ and \mathbf{x} unknown,

$$\mathbf{x}^* = \arg \min \|\mathbf{x}\|_1, \text{ subject to } \mathbf{y} = \mathbf{Ax}$$

- ❸ The Lasso (least absolute shrinkage and selection operator) [Tibshirani 1996]

$$\mathbf{x}^* = \arg \min \|\mathbf{y} - \mathbf{Ax}\|_2, \text{ subject to } \|\mathbf{x}\|_1 \leq k$$

Taking Advantage of Sparsity

What generates sparsity? (*d'après* Emmanuel Candès)

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If signal \mathbf{x} is sufficiently sparse, perfect reconstruction from $\mathbf{y} = \mathbf{A}\mathbf{x}$ with sampling rate much lower than Shannon-Nyquist bound.

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③ **Regularization in classification:**

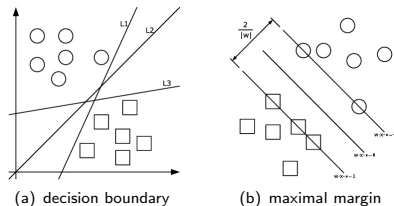
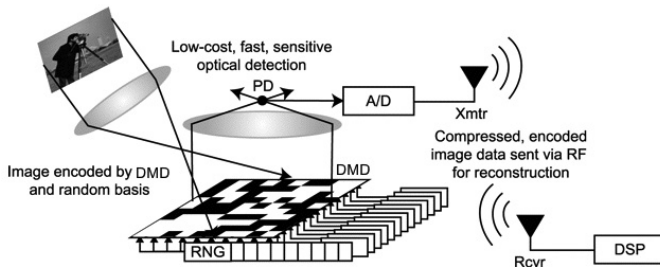


Figure: Linear support vector machine (SVM)

One-Pixel Camera



$\mathbf{y} = \mathbf{A}\mathbf{x}$, where $\mathbf{A} \in \mathbb{R}^{d \times D}$ is a random projection matrix, $d \ll D$.

$$\begin{cases} y_1 &= A(1, :)\mathbf{x} \\ y_2 &= A(2, :)\mathbf{x} \\ \vdots & \\ y_d &= A(d, :)\mathbf{x} \end{cases}$$

This Lecture

- ① Classification via compressed sensing
- ② Performance in face recognition
- ③ Extensions
 - Outlier rejection
 - Occlusion compensation

Problem Formulation in Face Recognition

1 Notations

- Training: For K classes, collect training samples $\{\mathbf{v}_{1,1}, \dots, \mathbf{v}_{1,n_1}\}, \dots, \{\mathbf{v}_{K,1}, \dots, \mathbf{v}_{K,n_K}\} \in \mathbb{R}^D$.
- Test: Present a new $\mathbf{y} \in \mathbb{R}^D$, solve for $\text{label}(\mathbf{y}) \in [1, 2, \dots, K]$.

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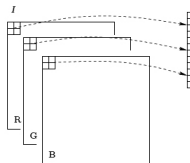


Figure: For images, assume 3-channel 640×480 image, $D = 3 \cdot 640 \cdot 480 \approx 1\text{e}6$.

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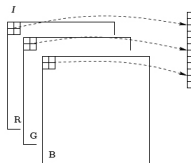
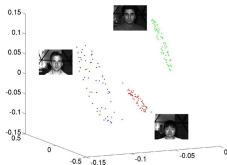


Figure: For images, assume 3-channel 640×480 image, $D = 3 \cdot 640 \cdot 480 \approx 1\text{e}6$.

3 Assume \mathbf{y} belongs to Class i [Belhumeur et al. 1997, Basri & Jacobs 2003]



$$\begin{aligned}\mathbf{y} &= \alpha_{i,1}\mathbf{v}_{i,1} + \alpha_{i,2}\mathbf{v}_{i,2} + \dots + \alpha_{i,n_i}\mathbf{v}_{i,n_i}, \\ &= \mathbf{A}_i\boldsymbol{\alpha}_i,\end{aligned}$$

$$\text{where } \mathbf{A}_i = [\mathbf{v}_{i,1}, \mathbf{v}_{i,2}, \dots, \mathbf{v}_{i,n_i}].$$

- ① Nevertheless, i is the variable we need to solve.
Global representation:

$$\begin{aligned} \mathbf{y} &= [A_1, A_2, \dots, A_K] \begin{bmatrix} \alpha_1 \\ \alpha_2 \\ \vdots \\ \alpha_K \end{bmatrix}, \\ &= A\mathbf{x}_0. \end{aligned}$$

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- ② **Over-determined** system: $A \in \mathbb{R}^{D \times n}$, where $D \gg n = n_1 + \dots + n_K$.
 \mathbf{x}_0 **encodes** membership of \mathbf{y} : If \mathbf{y} belongs to Subject i ,

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Problems to face

- Solving for \mathbf{x}_0 in \mathbb{R}^D is **intractable**.
- True solution \mathbf{x}_0 is **sparse**: Average $\frac{1}{K}$ terms non-zero.

Dimensionality Reduction

- ① Construct linear projection $R \in \mathbb{R}^{d \times D}$, d is the **feature dimension**, $d \ll D$.

$$\tilde{\mathbf{y}} \doteq R\mathbf{y} = R\mathbf{A}\mathbf{x}_0 = \tilde{\mathbf{A}}\mathbf{x}_0 \in \mathbb{R}^d.$$

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- ② Holistic features

- Eigenfaces [Turk 1991]
- Fisherfaces [Belhumeur 1997]
- Laplacianfaces [He 2005]

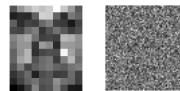


- ③ Partial features



- ④ Unconventional features

- Downsampled faces
- Random projections



Eigenfaces vs Fisherfaces

① Eigenfaces: Principal component analysis (PCA)

Denote projection vector $\mathbf{w} \in \mathbb{R}^D : \mathbf{w}^T \mathbf{x}_i = y_i \in \mathbb{R}$.

$$\mathbf{w}^* = \arg \max_{\mathbf{w}} \sum_{i=1}^n (y_i - \bar{y})^2 = \arg \max_{\mathbf{w}} \mathbf{w}^T \Sigma \mathbf{w}.$$

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Numerical solution: Singular value decomposition (SVD)

$$\text{svd}(A) = U \Sigma V^T, \text{ where } U \in \mathbb{R}^{D \times D}, \Sigma \in \mathbb{R}^{D \times n}, V \in \mathbb{R}^{n \times n}.$$

Denote $U = [U_1 \in \mathbb{R}^{D \times d}; U_2 \in \mathbb{R}^{D \times (D-d)}]$. Then $R = U_1^T$.

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② Fisherfaces: Linear discriminant analysis (LDA)

Define **within class covariance matrix** $W = \Sigma_1 + \dots + \Sigma_K$.

$$\mathbf{w}^* = \arg \max_{\mathbf{w}} \frac{\mathbf{w}^T \Sigma \mathbf{w}}{\mathbf{w}^T W \mathbf{w}}.$$

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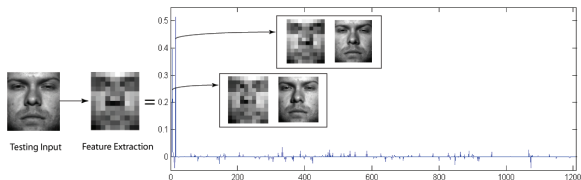
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Numerical solution: Generalized eigenvalue problem for (Σ, W) .

$$U = \text{eig}(\Sigma, W).$$

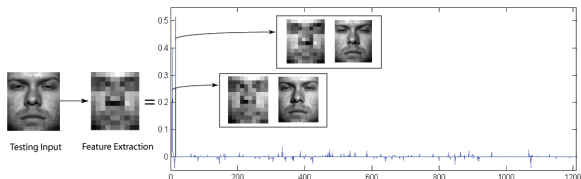
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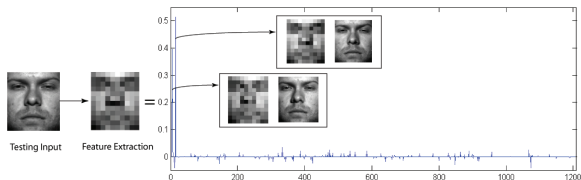
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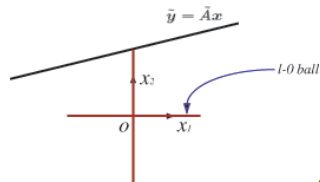
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- ③ ℓ^0 -Ball

- ℓ^0 -ball is not convex.
- ℓ^0 -minimization is NP-hard.



ℓ^1/ℓ^0 Equivalence

- ❶ **Compressed sensing:** If \mathbf{x}_0 is *sparse enough*, ℓ^0 -minimization is equivalent to

$$(P_1) \quad \min \|\mathbf{x}\|_1 \text{ s.t. } \tilde{\mathbf{y}} = \tilde{\mathbf{A}}\mathbf{x}.$$

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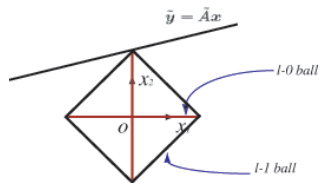
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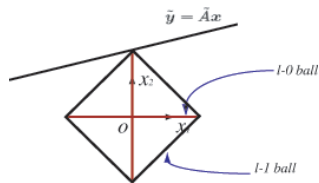
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- ❸ ℓ^1/ℓ^0 Equivalence: [Donoho 2002, 2004; Candes et al. 2004; Baraniuk 2006]
 Given $\tilde{\mathbf{y}} = \tilde{\mathbf{A}}\mathbf{x}_0$, there exists **equivalence breakdown point** (EBP) $\rho(\tilde{\mathbf{A}})$, if $\|\mathbf{x}_0\|_0 < \rho$:
- ℓ^1 -solution is unique
 - $\mathbf{x}_1 = \mathbf{x}_0$

ℓ^1 -Minimization Routines

• Matching pursuit [Mallat 1993]

- ① Find most correlated vector \mathbf{v}_i in $\tilde{\mathbf{A}}$ with \mathbf{y} : $i = \arg \max \langle \mathbf{y}, \mathbf{v}_i \rangle$.
- ② $\tilde{\mathbf{A}} \leftarrow \tilde{\mathbf{A}}^i$, $\mathbf{x}_i \leftarrow \langle \mathbf{y}, \mathbf{v}_i \rangle$, $\mathbf{y} \leftarrow \mathbf{y} - \mathbf{x}_i \mathbf{v}_i$.
- ③ Repeat until $\|\mathbf{y}\| < \epsilon$.

• Basis pursuit [Chen 1998]

- ① Assume \mathbf{x}_0 is m -sparse.
- ② Select m linearly independent vectors B_m in $\tilde{\mathbf{A}}$ as a basis

$$\mathbf{x}_m = B_m^\dagger \mathbf{y}.$$

- ③ Repeat swapping one basis vector in B_m with another vector in $\tilde{\mathbf{A}}$ if improve $\|\mathbf{y} - B_m \mathbf{x}_m\|$.
- ④ If $\|\mathbf{y} - B_m \mathbf{x}_m\|_2 < \epsilon$, stop.

• Quadratic solvers: $\tilde{\mathbf{y}} = \tilde{\mathbf{A}}\mathbf{x}_0 + \mathbf{z} \in \mathbb{R}^d$, where $\|\mathbf{z}\|_2 < \epsilon$

$$\mathbf{x}^* = \arg \min \{ \|\mathbf{x}\|_1 + \lambda \|\mathbf{y} - \tilde{\mathbf{A}}\mathbf{x}\|_2 \}$$

[Lasso, Second-order cone programming]: More expensive.

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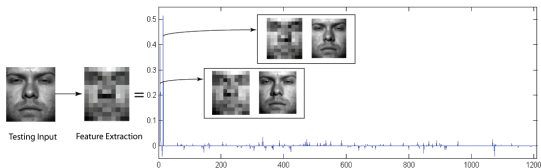
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Matlab Toolboxes

- ℓ^1 -**Magic** by Candès at Caltech.
- **SparseLab** by Donoho at Stanford.
- **cvx** by Boyd at Stanford.

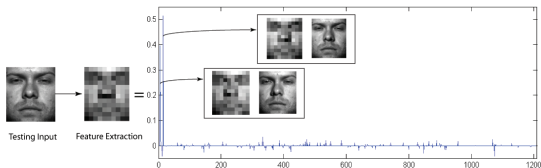
Classification



④ Project \mathbf{x}_1 onto face subspaces:

$$\delta_1(\mathbf{x}_1) = \begin{bmatrix} \alpha_1 \\ 0 \\ \vdots \\ 0 \end{bmatrix}, \delta_2(\mathbf{x}_1) = \begin{bmatrix} 0 \\ \alpha_2 \\ \vdots \\ 0 \end{bmatrix}, \dots, \delta_K(\mathbf{x}_1) = \begin{bmatrix} 0 \\ 0 \\ \vdots \\ \alpha_K \end{bmatrix}. \quad (1)$$

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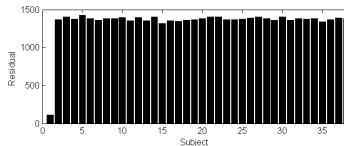


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- ② Define residual $r_i = \|\tilde{\mathbf{y}} - \tilde{\mathbf{A}}\delta_i(\mathbf{x}_1)\|_2$ for Subject i :

• $\text{id}(\mathbf{y}) = \arg \min_{i=1, \dots, K} \{r_i\}$



AR Database 100 Subjects (Illumination and Expression Variance)

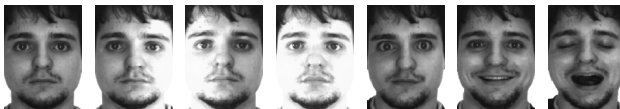


Table: I. Nearest Neighbor

Dimension	30	54	130	540
Eigen [%]	68.1	74.8	79.3	80.5
Laplacian [%]	73.1	77.1	83.8	89.7
Random [%]	56.7	63.7	71.4	75
Down [%]	51.7	60.9	69.2	73.7
Fisher [%]	83.4	86.8	N/A	N/A

Table: II. Nearest Subspace

30	54	130	540
64.1	77.1	82	85.1
66	77.5	84.3	90.3
59.2	68.2	80	83.3
56.2	67.7	77	82.1
80.3	85.8	N/A	N/A

Table: III. Linear SVM

Dimension	30	54	130	540
Eigen [%]	73	84.3	89	92
Laplacian [%]	73.4	85.8	90.8	95.7
Random [%]	54.1	70.8	81.6	88.8
Down [%]	51.4	73	83.4	90.3
Fisher [%]	86.3	93.3	N/A	N/A

Table: IV. ℓ^1 -Minimization

30	54	130	540
71.1	80	85.7	92
73.7	84.7	91	94.3
57.8	75.5	87.6	94.7
46.8	67	84.6	93.9
87	92.3	N/A	N/A

Sparsity vs. Non-sparsity: ℓ^1 and SVM decisively outperform NN and NS.

- ① Our framework seeks sparsity in representation of \mathbf{y} .
- ② SVM seeks sparsity in decision boundaries on $A = [\mathbf{v}_1, \dots, \mathbf{v}_n]$.
- ③ NN and NS do not enforce sparsity.

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ℓ^1 -Minimization vs. SVM: Performance of SVM depends on the choice of features.

- ① Random project performs poorly with SVMs.
- ② ℓ^1 -Minimization guarantees performance convergence with different features.
- ③ At lower-dimensional space, *Fisher* features outperform.

Table: III. Linear SVM

Dimension	30	54	130	540
Eigen [%]	73	84.3	89	92
Laplacian [%]	73.4	85.8	90.8	95.7
Random [%]	54.1	70.8	81.6	88.8
Down [%]	51.4	73	83.4	90.3
Fisher [%]	86.3	93.3	N/A	N/A

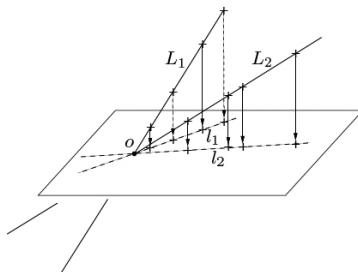
Table: IV. ℓ^1 -Minimization

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73.7	84.7	91	94.3
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Randomfaces

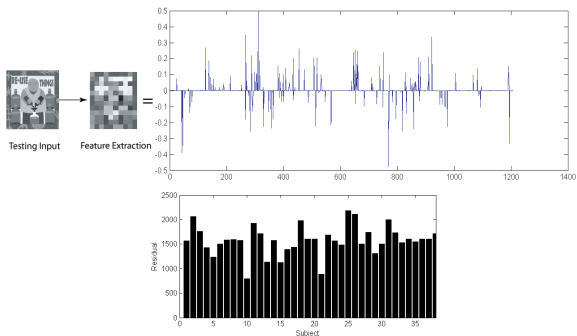
Blessing of Dimensionality [Donoho 2000]

- In high-dimensional data space \mathbb{R}^D , with **overwhelming probability**, ℓ^1/ℓ^0 equivalence holds for random projection R .
- **EBP**: $\rho \rightarrow 0.49d$ with both $n, d \rightarrow \infty$ proportionally!



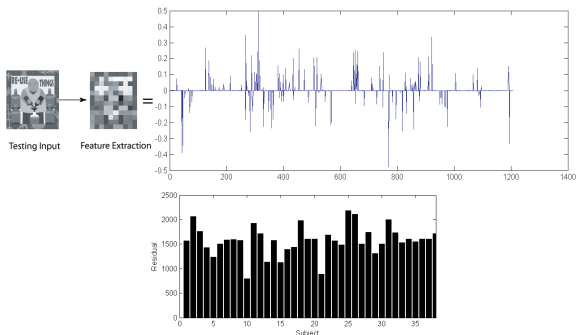
Variation: Outlier Rejection

- ℓ^1 -Coefficients for invalid images



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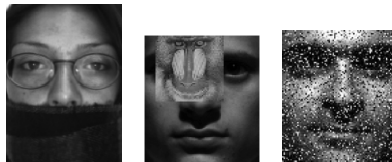


Outlier Rejection

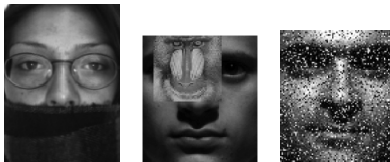
When ℓ^1 -solution is not sparse or concentrated to one subspace, the test sample is invalid.

$$\text{Sparsity Concentration Index: } \text{SCI}(\mathbf{x}) \doteq \frac{K \cdot \max_i \|\delta_i(\mathbf{x})\|_1 / \|\mathbf{x}\|_1 - 1}{K - 1} \in [0, 1].$$

Variation: Occlusion Compensation

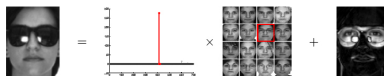


Variation: Occlusion Compensation



- ① Sparse representation + sparse error

$$\mathbf{y} = \mathbf{A}\mathbf{x} + \mathbf{e}$$



- ② Occlusion compensation:

$$\mathbf{y} = (\mathbf{A} \mid \mathbf{I}) \begin{pmatrix} \mathbf{x} \\ \mathbf{e} \end{pmatrix} = \mathbf{B}\mathbf{w}$$

Reference: *Robust face recognition via sparse representation*. Submitted to PAMI, 2008.

Conclusion

- ❶ **Sparsity** is important for classification of HD data.

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- 1 **Sparsity** is important for classification of HD data.
- 2 A new recognition framework via **compressed sensing**.
- 3 In HD feature space, choosing an “optimal” feature becomes not significant.
- 4 **Randomfaces, outliers, occlusion**.

References

- **Donoho.** *For most large underdetermined systems of equations, the minimal ℓ^1 -norm near-solution approximates the sparsest near-solution.* 2004.
- **Candès.** *Compressive sampling.* 2006.
- **Donoho.** *Neighborly polytopes and sparse solution of underdetermined linear equations.* 2004.
- **Baraniuk et al.** *The Johnson-Lindenstrauss lemma meets compressed sensing.* 2006.