

# **Inference and learning for sensory data**

## **New priors, non-linear features, and the challenge of masking and occlusion**

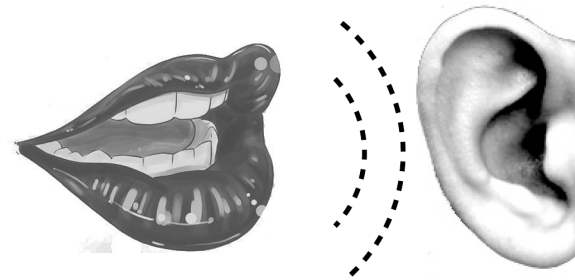
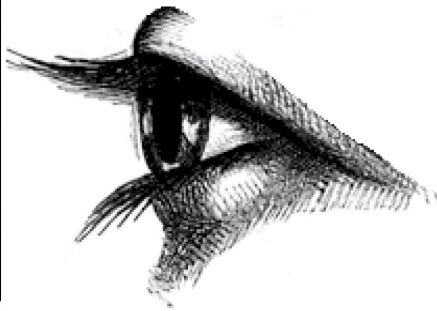
**Jörg Lücke**

**Machine Learning**

Cluster of Excellence Hearing4all, Dept for Medical Physics and Acoustics,  
Carl-von-Ossietzky University Oldenburg, Germany

Oldenburg, March 6, 2015

# Sensory Inference



$\vec{y}^{(1)}$



$\vec{y}^{(4)}$



$\vec{y}^{(2)}$



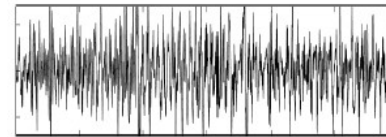
$\vec{y}^{(5)}$



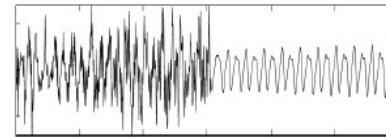
$\vec{y}^{(3)}$



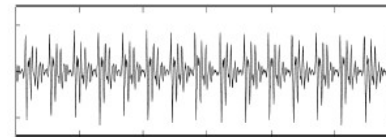
⋮



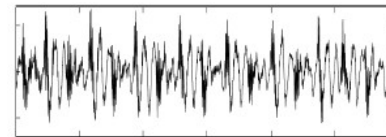
$\vec{y}^{(1)}$



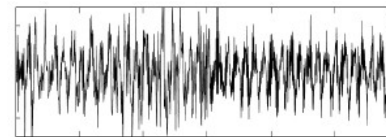
$\vec{y}^{(2)}$



⋮

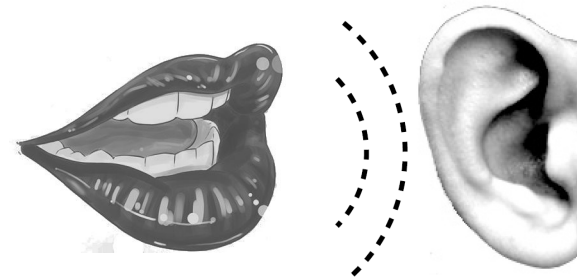
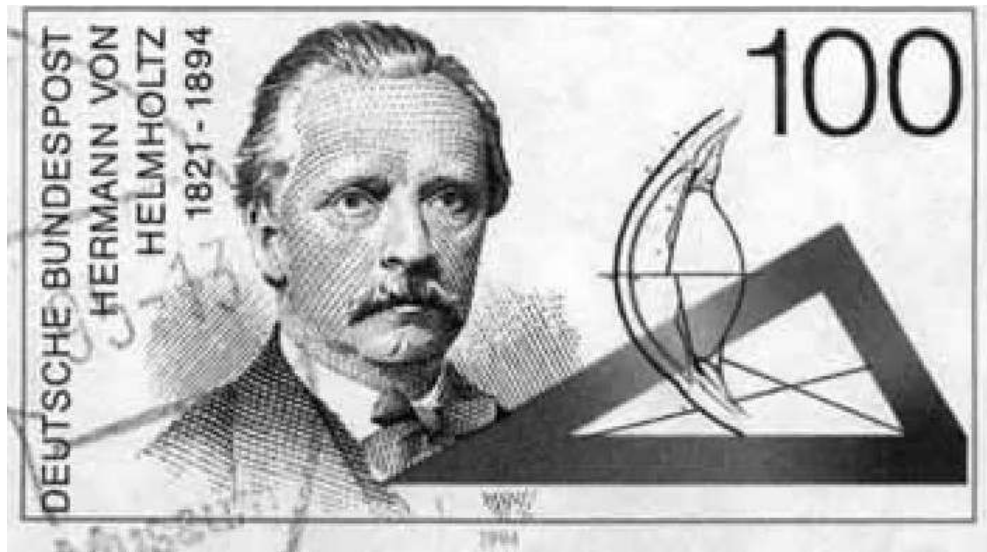


$\vec{y}^{(n)}$



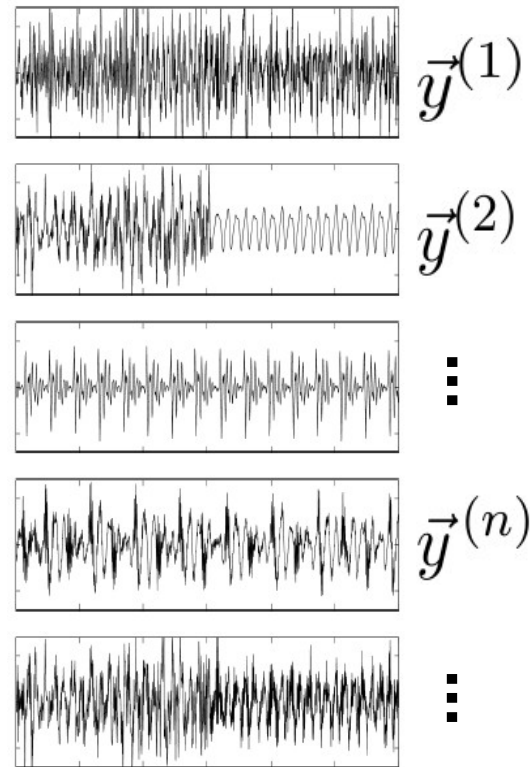
⋮

# Sensory Inference

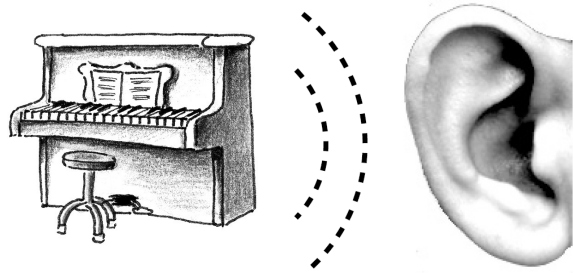
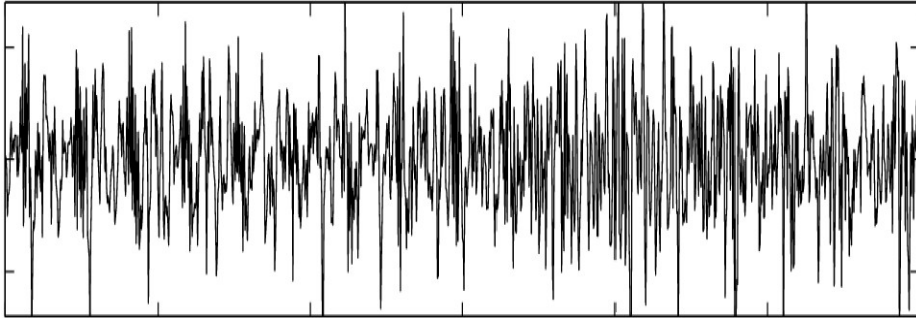


## unconscious inference

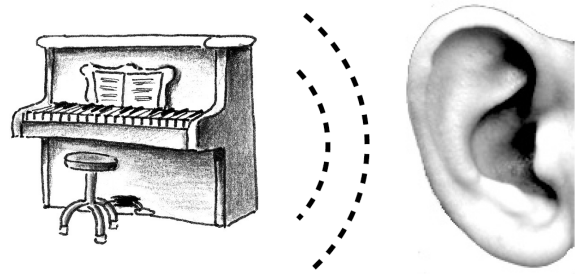
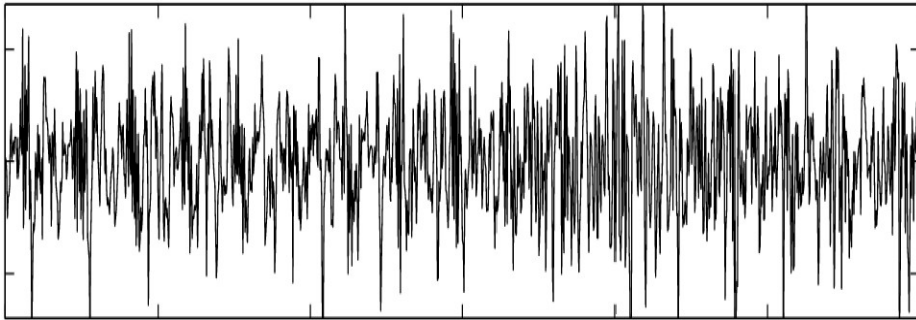
Helmholtz, *HB physiol. Optik*, 1867



# Sensory Inference: Example



# Sensory Inference: Example

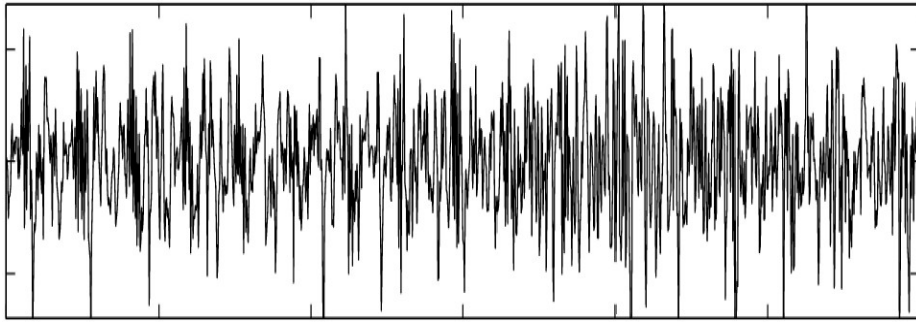


Inference Task:

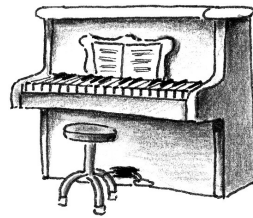
Which piano keys  
were pressed?

Build an artificial system that solves the task.

# Sensory Inference: Example



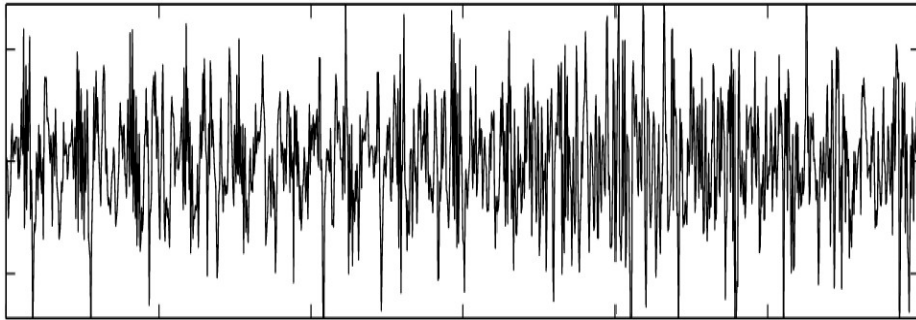
$(\vec{y}^{(n)})^T$



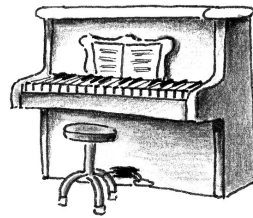
We re-express data point  $\vec{y}^{(n)}$ :

$$\vec{y}^{(n)} \approx \sum_{h=1}^H s_h^{(n)} \vec{W}_h$$

# Sensory Inference: Example



$$(\vec{y}^{(n)})^T$$



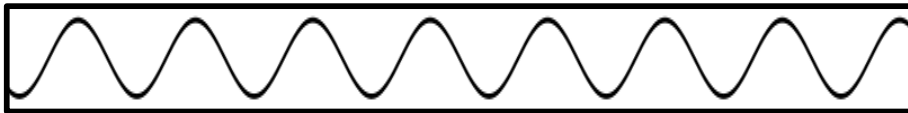
For piano data, we would choose:



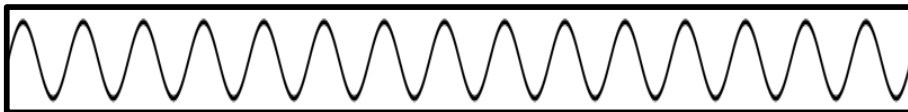
$$\vec{W}_1^T$$



$$\vec{W}_2^T$$



$$\vec{W}_3^T$$



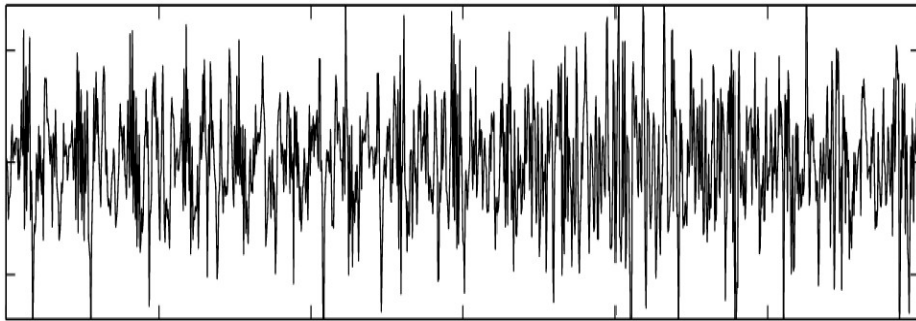
$$\vec{W}_4^T$$

etc.

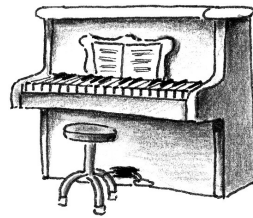
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# Sensory Inference: Example



$$(\vec{y}^{(n)})^T$$



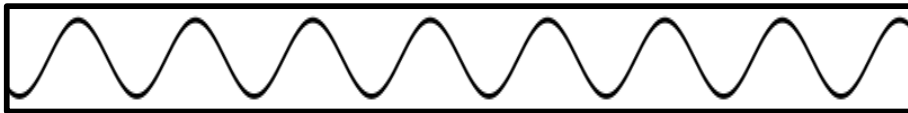
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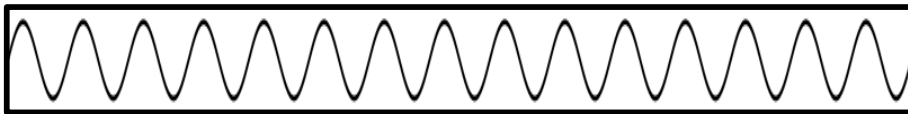
$$\vec{W}_1^T$$



$$\vec{W}_2^T$$



$$\vec{W}_3^T$$

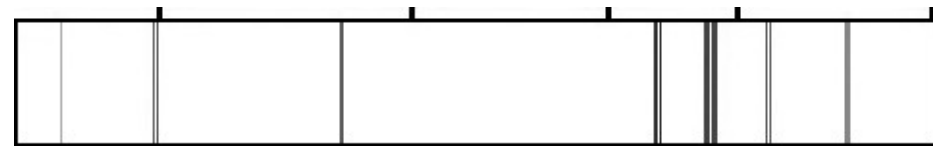


$$\vec{W}_4^T$$

etc.

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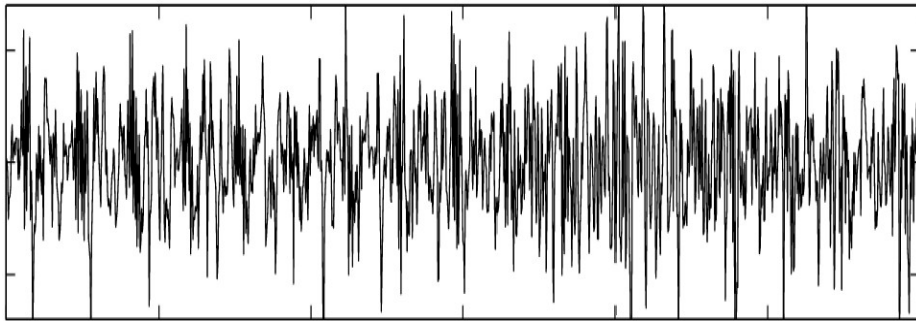


$$\vec{s}^{(n)}$$

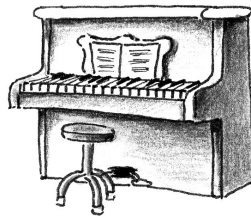
$$p(\vec{s} | \vec{y}^{(n)})$$



# Sensory Inference: Example



$$(\vec{y}^{(n)})^T$$



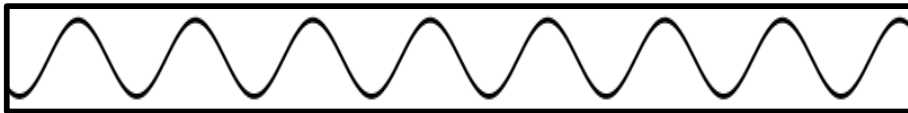
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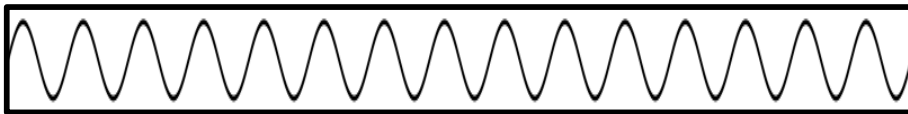
$$\vec{W}_1^T$$



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$$\vec{W}_4^T$$

etc.

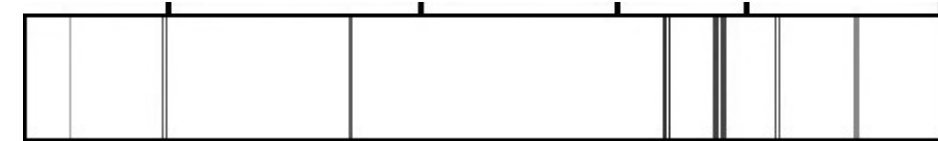
We re-express data point  $\vec{y}^{(n)}$ :

$$\vec{y}^{(n)} \approx \sum_{h=1}^H s_h^{(n)} \vec{W}_h$$

Real data causes/components:



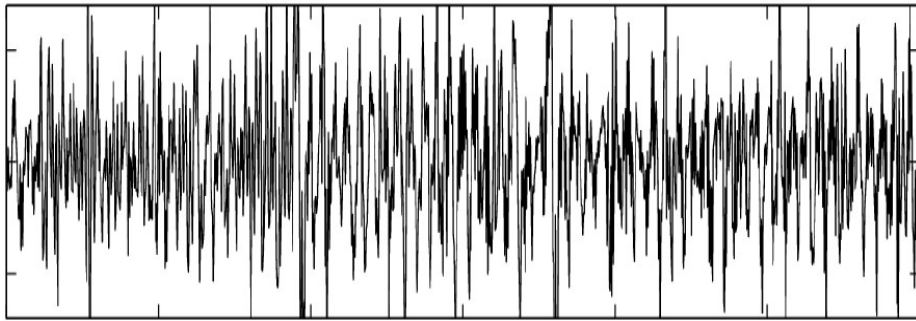
Estimates of causes/components:



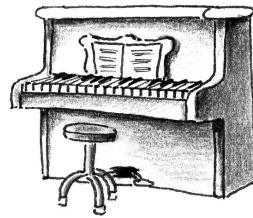
$$\vec{s}^{(n)}$$

$$p(\vec{s} | \vec{y}^{(n)})$$

# Sensory Inference: Example



$$(\vec{y}^{(n)})^T$$



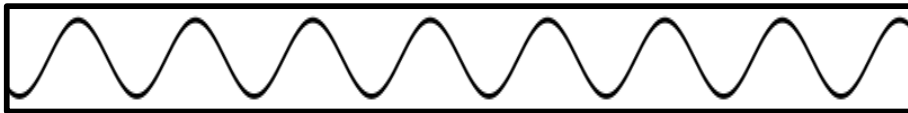
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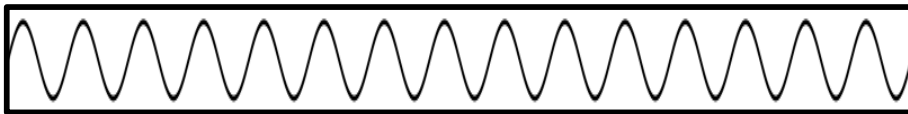
$$\vec{W}_1^T$$



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$$\vec{W}_3^T$$



$$\vec{W}_4^T$$

etc.

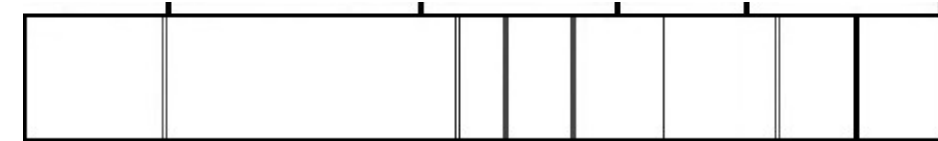
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Real data causes/components:



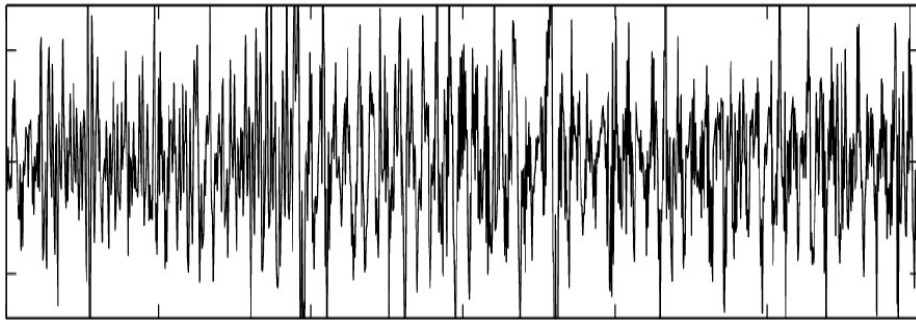
Estimates of causes/components:



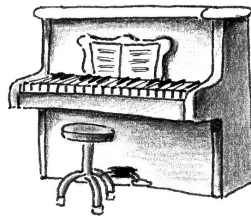
$$\vec{s}^{(n)}$$

$$p(\vec{s} | \vec{y}^{(n)})$$

# Sensory Inference: Example



$$(\vec{y}^{(n)})^T$$



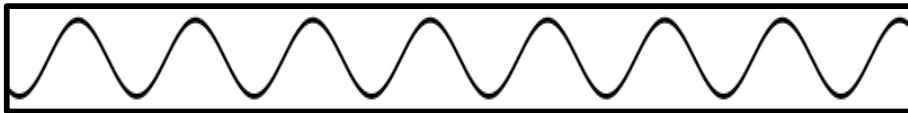
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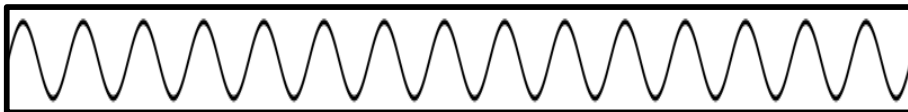
$$\vec{W}_1^T$$



$$\vec{W}_2^T$$



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$$\vec{W}_4^T$$

etc.

We re-express data point  $\vec{y}^{(n)}$ :

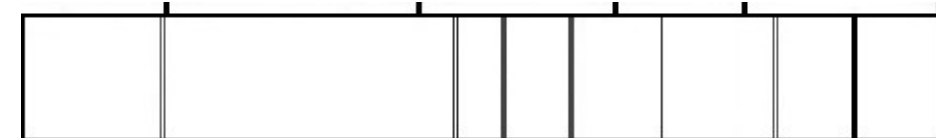
$$\vec{y}^{(n)} \approx \sum_{h=1}^H s_h^{(n)} \vec{W}_h$$

$$\vec{y}^{(n)} = \sum_h s_h^{(n)} \vec{W}_h + \vec{\eta}$$

Real data causes/components:



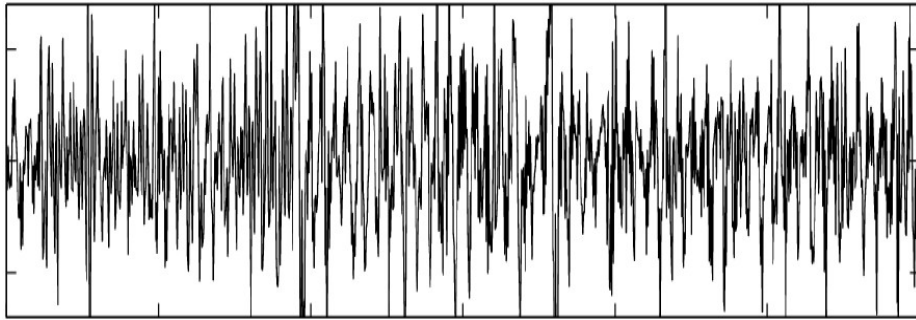
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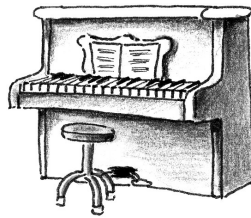
$$\vec{s}^{(n)}$$

$$p(\vec{s} | \vec{y}^{(n)})$$

# Sensory Inference: Example



$$(\vec{y}^{(n)})^T$$



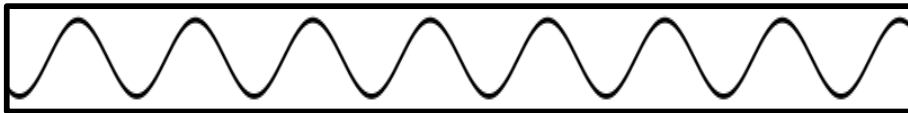
For piano data, we would choose:



$$\vec{W}_1^T$$



$$\vec{W}_2^T$$



$$\vec{W}_3^T$$



$$\vec{W}_4^T$$

etc.

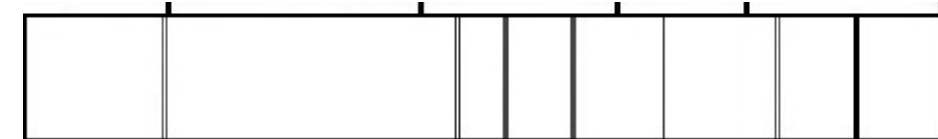
We re-express data point  $\vec{y}^{(n)}$ :

$$\vec{y}^{(n)} = \sum_h s_h^{(n)} \vec{W}_h + \vec{\eta}$$

Real data causes/components:



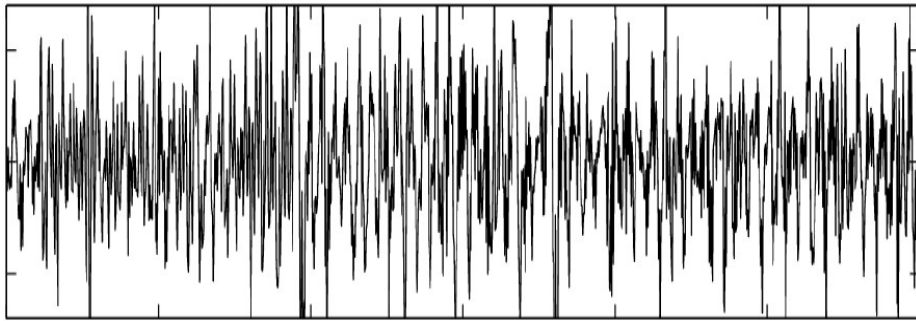
Estimates of causes/components:



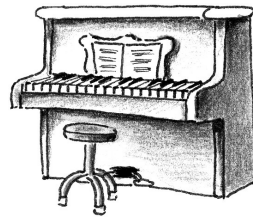
$$\vec{s}^{(n)}$$

$$p(\vec{s} | \vec{y}^{(n)})$$

# Sensory Inference: Example



$$(\vec{y}^{(n)})^T$$



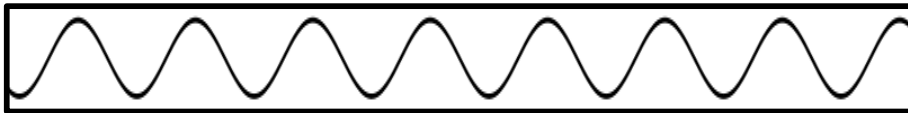
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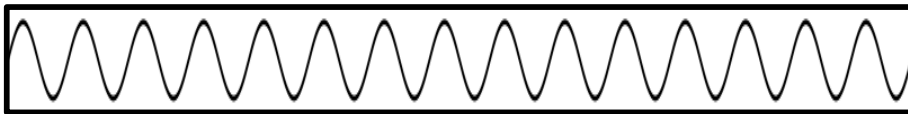
$$\vec{W}_1^T$$



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$$\vec{W}_3^T$$



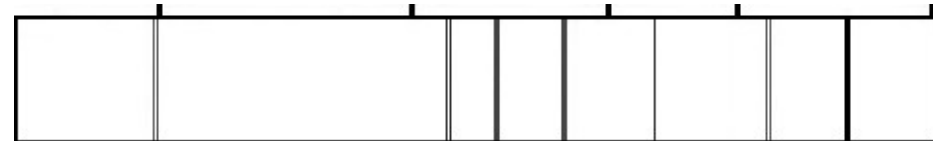
$$\vec{W}_4^T$$

etc.

We re-express data point  $\vec{y}^{(n)}$ :

$$\vec{y}^{(n)} = \sum_h s_h^{(n)} \vec{W}_h + \vec{\eta}$$

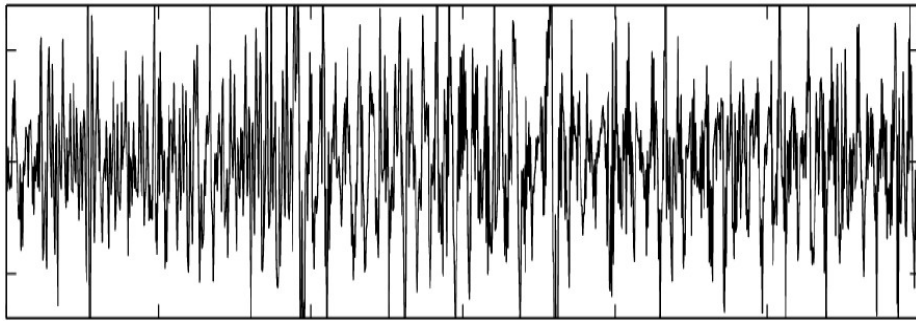
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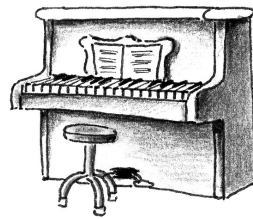
$$\vec{s}^{(n)}$$

$$p(\vec{s} | \vec{y}^{(n)})$$

# Sensory Inference: Example



$$(\vec{y}^{(n)})^T$$



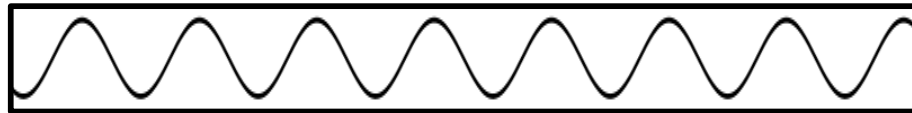
For piano data, we would choose:



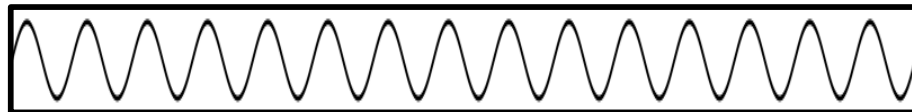
$$\vec{W}_1^T$$



$$\vec{W}_2^T$$



$$\vec{W}_3^T$$



$$\vec{W}_4^T$$

⋮

dictionary

We re-express data point  $\vec{y}^{(n)}$ :

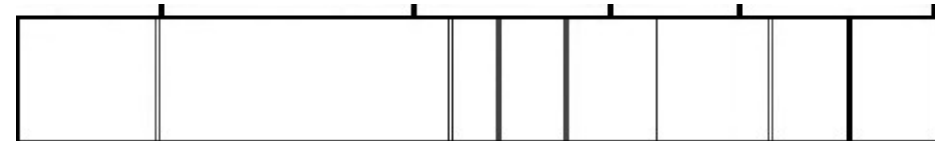
$$\vec{y}^{(n)} = \sum_h s_h^{(n)} \vec{W}_h + \vec{\eta}$$

Probabilistic generative model (e.g., SC):

$$p(\vec{s} | \Theta) = \prod_h \frac{1}{\pi (1 + s_h^2)}$$

$$p(\vec{y} | \vec{s}, \Theta) = \mathcal{N}(\vec{y}; \sum_h s_h^{(n)} \vec{W}_h, \sigma^2 \mathbb{1})$$

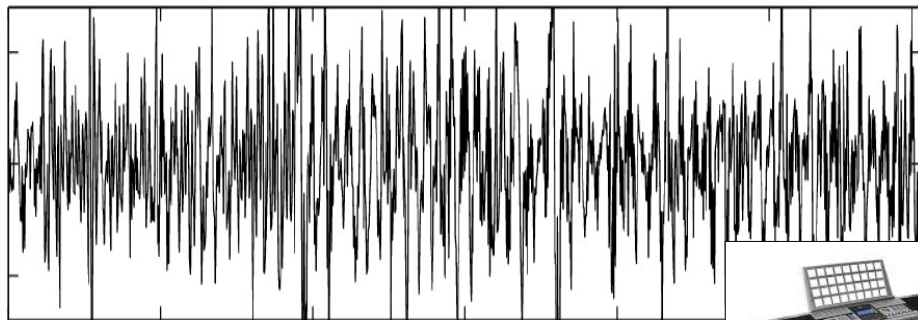
Estimates of causes/components:



$$\vec{s}^{(n)}$$

$$p(\vec{s} | \vec{y}^{(n)})$$

# Sensory Inference: Example



$$(\vec{y}^{(n)})^T$$



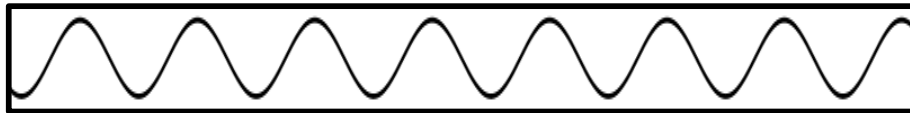
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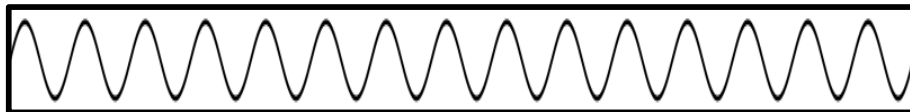
$$\vec{W}_1^T$$



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$$\vec{W}_4^T$$

⋮

dictionary

We re-express data point  $\vec{y}^{(n)}$ :

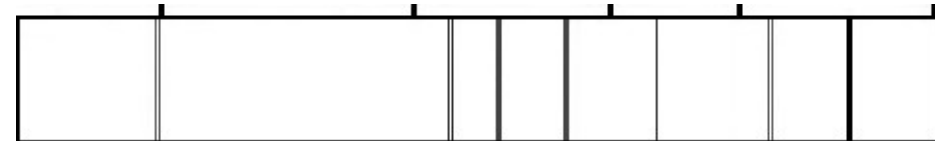
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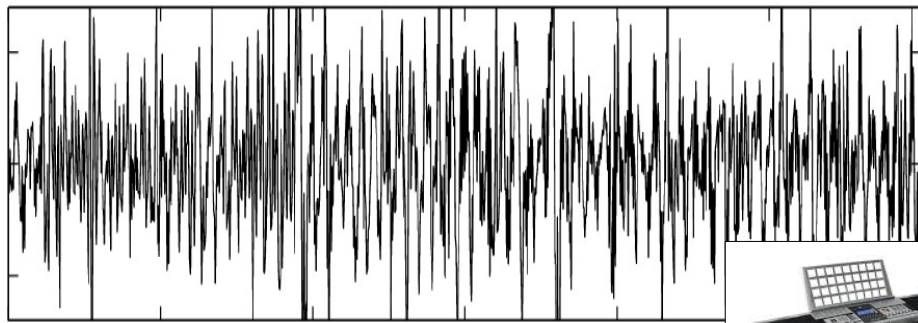
Estimates of causes/components:



$$\vec{s}^{(n)}$$

$$p(\vec{s} | \vec{y}^{(n)})$$

# Sensory Inference: Example



$$(\vec{y}^{(n)})^T$$

For a keyboard instrument:



We re-express data point  $\vec{y}^{(n)}$ :

$$\vec{y}^{(n)} = \sum_h s_h^{(n)} \vec{W}_h + \vec{\eta}$$

Probabilistic **generative model** (e.g., SC):

$$p(\vec{s} | \Theta) = \prod_h \frac{1}{\pi (1 + s_h^2)}$$

$$p(\vec{y} | \vec{s}, \Theta) = \mathcal{N}(\vec{y}; \sum_h s_h^{(n)} \vec{W}_h, \sigma^2 \mathbb{1})$$

?

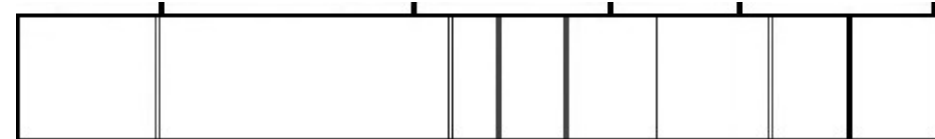
$$\vec{W}_1^T$$

$$\vec{W}_2^T$$

$$\vec{W}_3^T$$

$$\vec{W}_4^T$$

Estimates of causes/components:



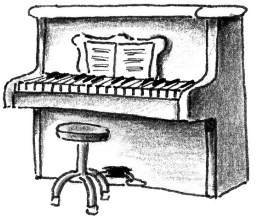
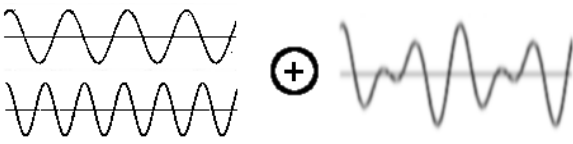
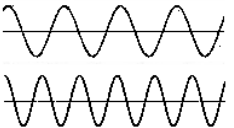

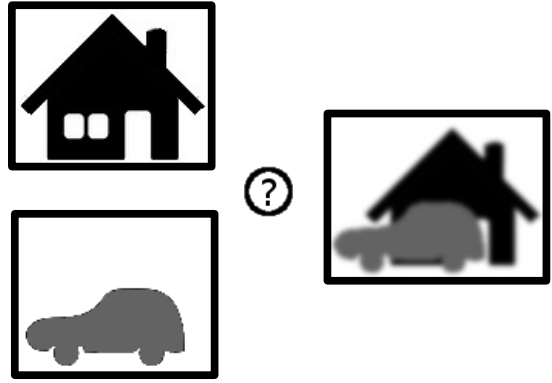
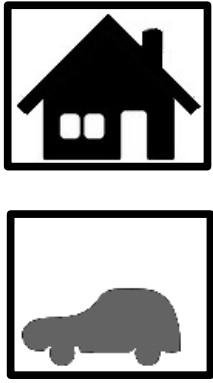
$$\vec{s}^{(n)}$$

$$p(\vec{s} | \vec{y}^{(n)})$$

⋮ **Solution: learn dictionary from data**



# Non-linear components

generating system	combination of causes	model assumptions for $\vec{y}$	dictionary $W$
		$\sum_h s_h^{(n)} \vec{W}_h + \vec{\eta}$	
 <p>street scene</p>		$f(s_h^{(n)}, W) + \vec{\eta}$	

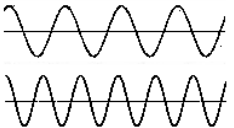
# Non-linear components

Change model parameters  $W$  until:

real data  $\approx$  model data

Measure for this similarity:

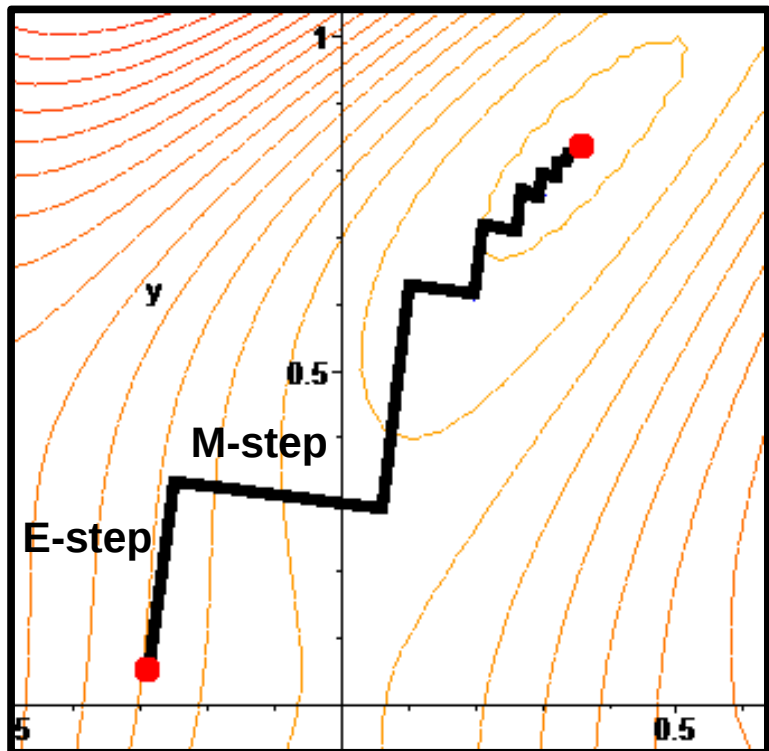
**Data Likelihood**

model assumptions for $\vec{y}$	dictionary $W$
$\sum_h s_h^{(n)} \vec{W}_h + \vec{\eta}$	
$f(s_h^{(n)}, W) + \vec{\eta}$	

# Non-linear components

Change model parameters  $W$  until:  
real data  $\approx$  model data

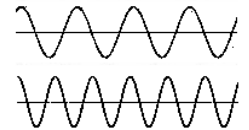
Measure for this similarity:  
**Data Likelihood**



model assumptions for  $\vec{y}$

dictionary  $W$

$$\sum_h s_h^{(n)} \vec{W}_h + \vec{\eta}$$



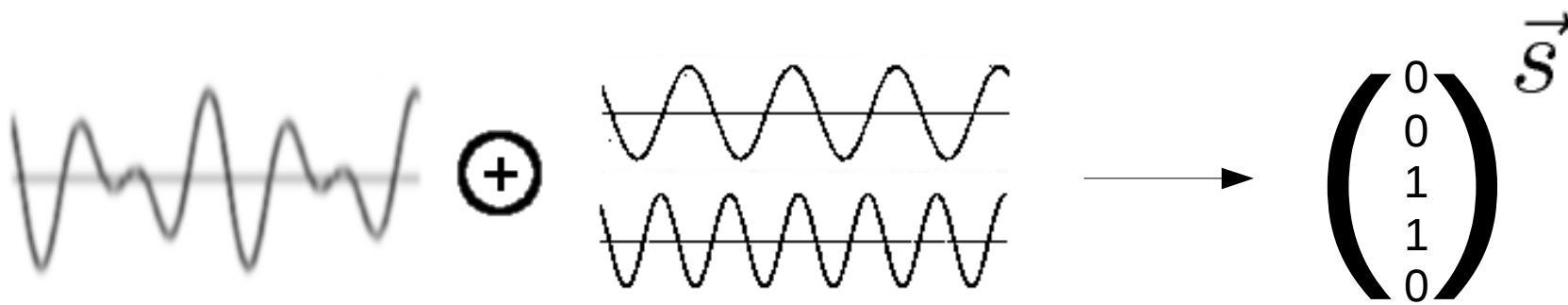
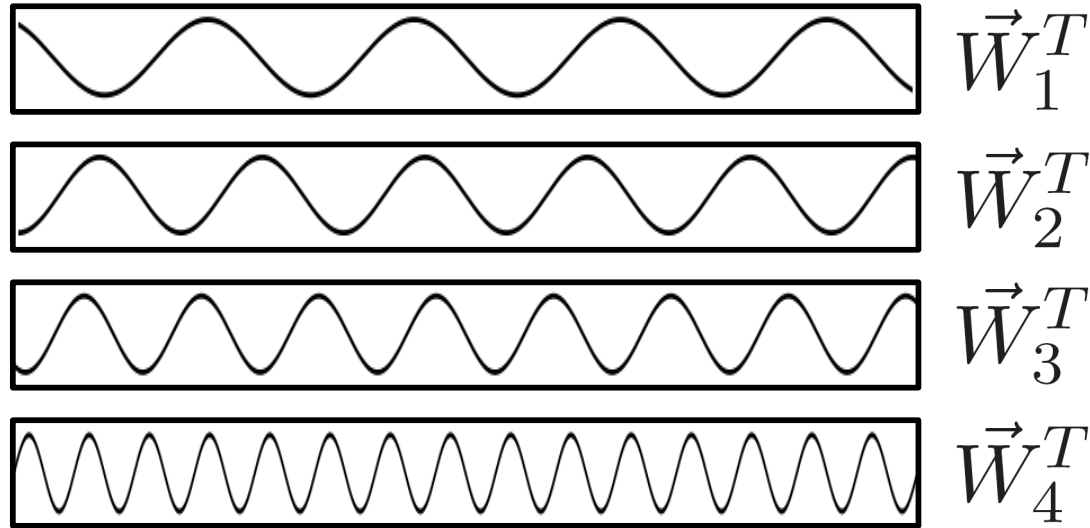
$$f(s_h^{(n)}, W) + \vec{\eta}$$

Dayan & Zemel, 1996;  
Lücke & Sahani, 2007, 2008;  
Lücke, 2009; Lücke et al.  
etc.



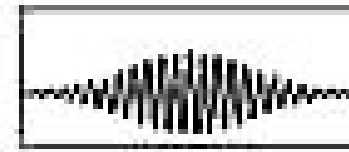
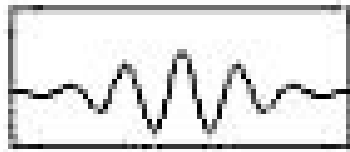
E.g., **Expectation Maximization (EM)** framework.  
Dempster, 1977; Neal & Hinton, 1998.

# Dictionary Examples

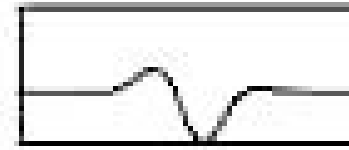
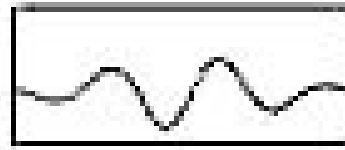
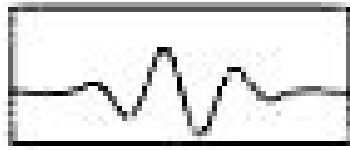


$$(\vec{y}^{(n)})^T \quad \vec{y}^{(n)} = \sum_h s_h^{(n)} \vec{W}_h + \vec{\eta}$$

# Dictionary Examples

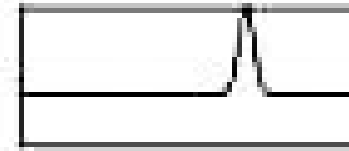
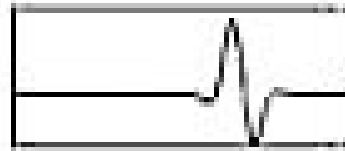


$$\vec{W}_1^T$$



$$\vec{W}_2^T$$

$$\vec{W}_3^T$$



$$\vec{W}_4^T$$



+



$$\begin{pmatrix} 0 \\ 0 \\ 1 \\ 1 \\ 0 \end{pmatrix}^T \mathbf{s}$$

$$(\vec{y}^{(n)})^T \quad \vec{y}^{(n)} = \sum_h s_h^{(n)} \vec{W}_h + \vec{\eta}$$

# Dictionary Examples

$$\vec{y}^{(n)} = \sum_h s_h^{(n)} \vec{W}_h + \vec{\eta}$$

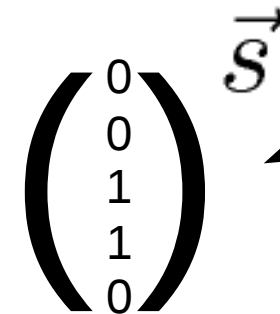
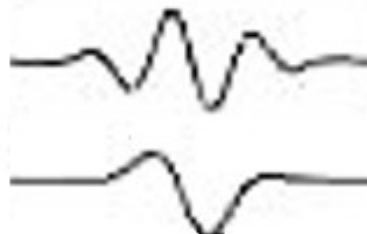
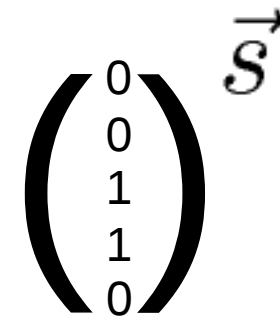
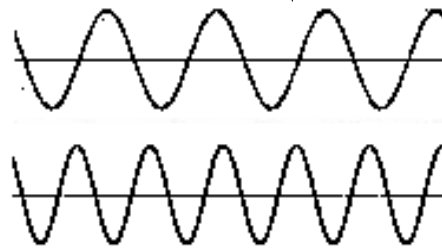
Olshausen & Field '96  
... Sheikh et al., '14 ...

Gaussian prior

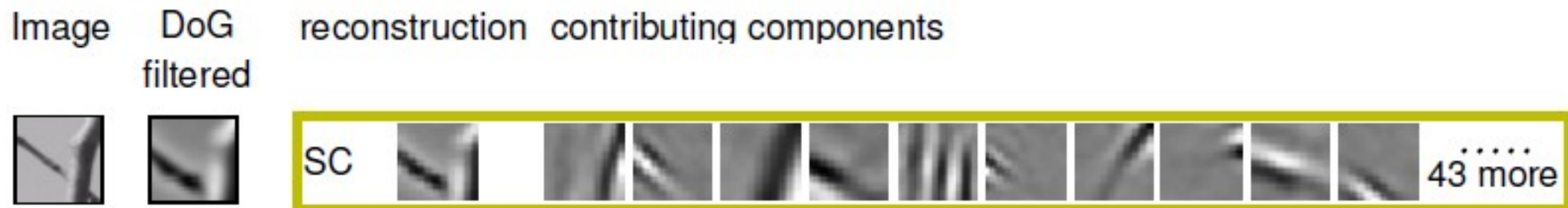
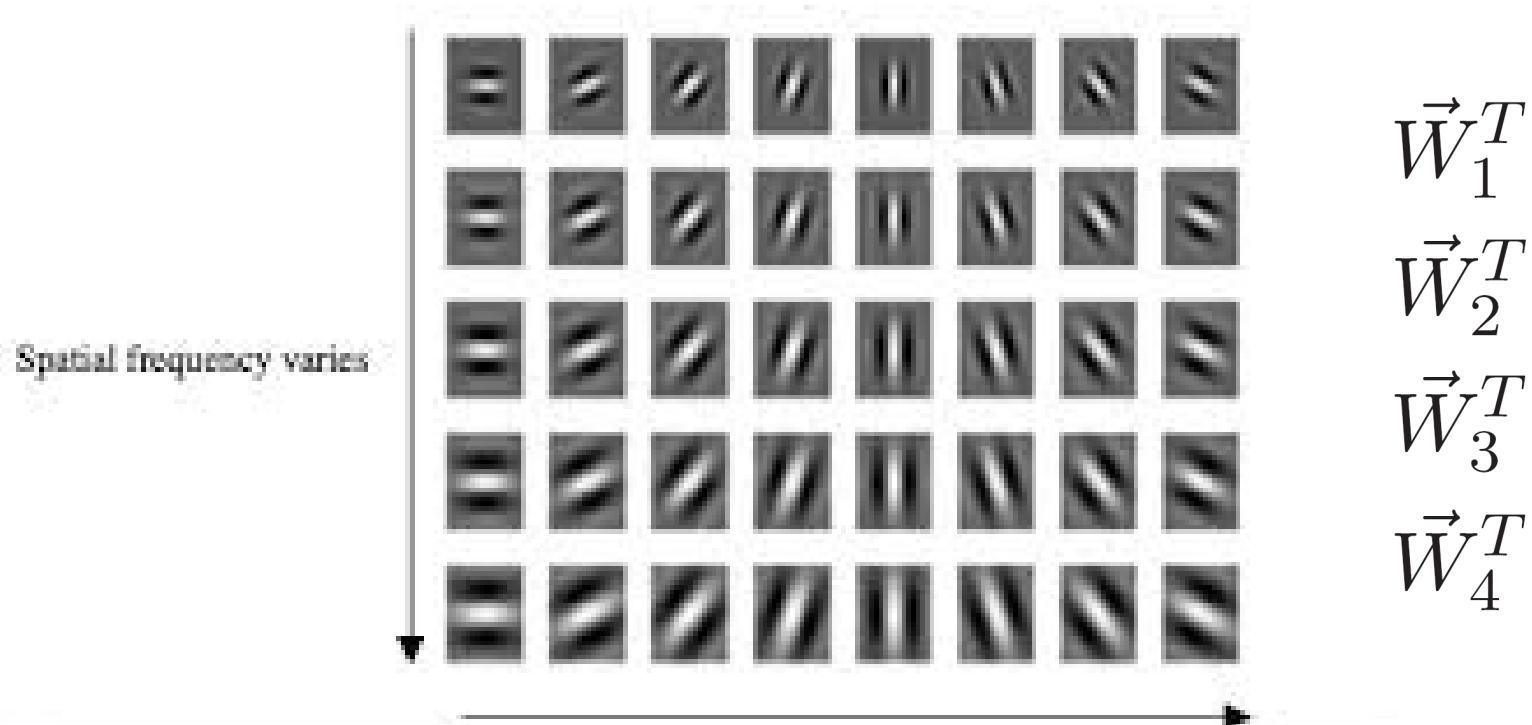
Sparse prior

PCA / Factor Analysis  
(vgl. principal axis transform)

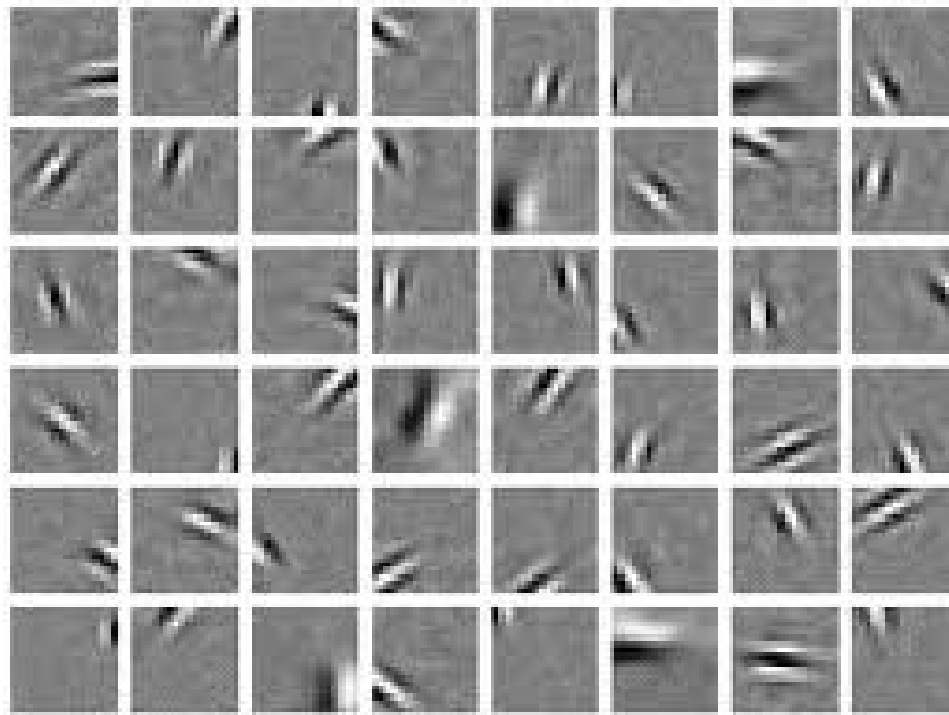
Sparse coding / (ICA)



# Dictionary Examples



# Dictionary Examples



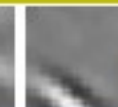
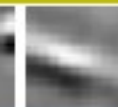
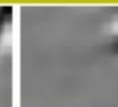
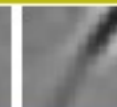
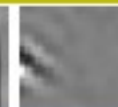
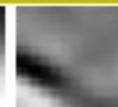
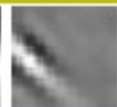
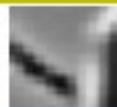
Olshausen & Field, *Nature* 1996

Image DoG  
filtered

reconstruction contributing components



SC



43 more

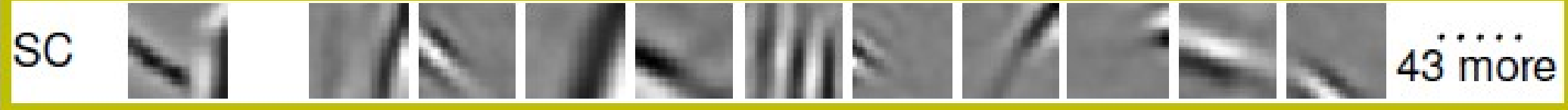
Lee, Battle, Raina, Ng, *NIPS* 2006;

Bornschein, Henniges, Lücke, *PLOS Comp Biology* 2013



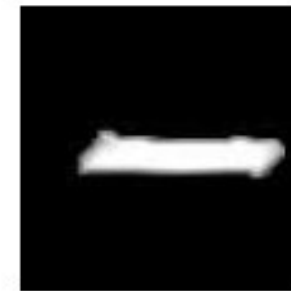
# Dictionary Examples

$$\vec{y} = \sum_h s_h \vec{W}_h + \vec{\eta}$$



$$\vec{W}_1^T \vec{W}_2^T \dots$$

# Dictionary Examples



$\vec{W}_1^T$

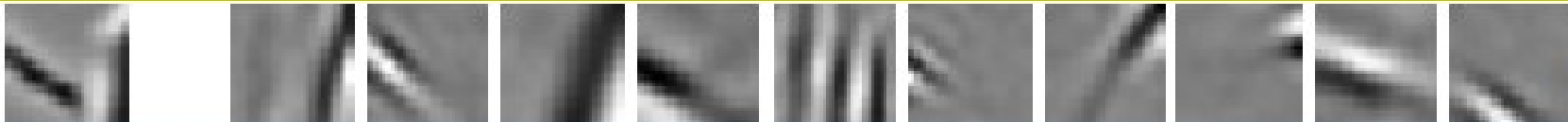
$\vec{W}_2^T$

$\vec{W}_3^T$

linearity assumption not realistic

$$\vec{y} = \sum_h s_h \vec{W}_h + \vec{\eta}$$

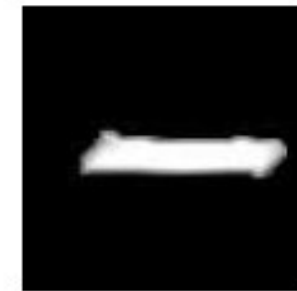
SC



43 more

$\vec{W}_1^T \vec{W}_2^T \dots$

# Dictionary Examples



$\vec{W}_1^T$

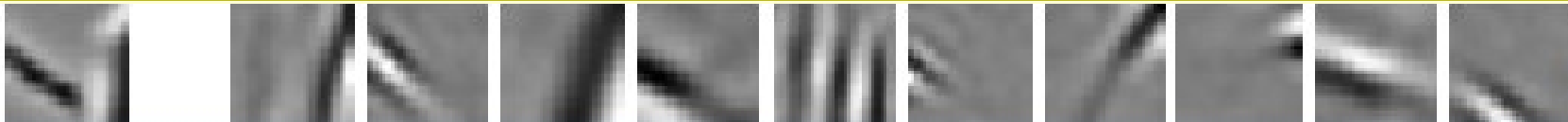
$\vec{W}_2^T$

$\vec{W}_3^T$

$$\vec{y} = \max_h \{s_h \vec{W}_h\} + \vec{\eta}$$

$$\vec{y} = \sum_h s_h \vec{W}_h + \vec{\eta}$$

SC



43 more

$\vec{W}_1^T \vec{W}_2^T \dots$

# Dictionary Examples



$$\vec{W}_1^T$$

$$\vec{W}_2^T$$

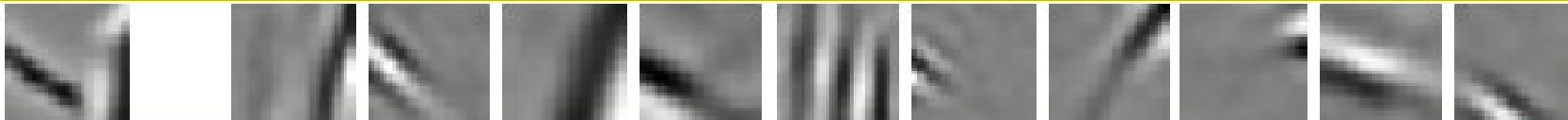
$$\vec{W}_3^T$$

$$\vec{y} = \max_h \{s_h \vec{W}_h\} + \vec{\eta}$$

$$\vec{y} = \sum_h s_h \vec{W}_h + \vec{\eta}$$

**PCA** – standard approach, Pearson, 1901  
**FA** – standard approach, e.g., Gorsuch, '83  
**ICA** – has own conference, Comon, 1994  
**SC** – Olshausen & Field, *Nature*, 1996  
**NMF** – Lee & Seung, *Nature*, 1999  
 etc.

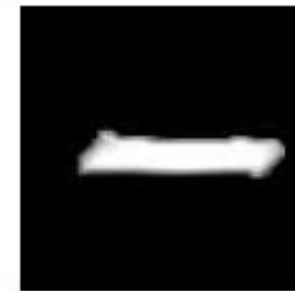
SC



43 more

$$\vec{W}_1^T \quad \vec{W}_2^T \quad \dots$$

# Dictionary Examples



$$\vec{W}_1^T$$

$$\vec{W}_2^T$$

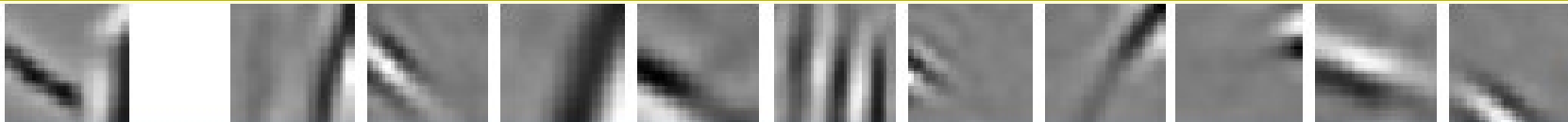
$$\vec{W}_3^T$$

$$\vec{y} = \max_h \{s_h \vec{W}_h\} + \vec{\eta}$$

$$\vec{y} = \sum_h s_h \vec{W}_h + \vec{\eta}$$

crucial for  
**compressed sensing**

SC



43 more

$$\vec{W}_1^T \vec{W}_2^T \dots$$

# Dictionary Examples



$\vec{W}_1^T$

$\vec{W}_2^T$

$\vec{W}_3^T$

$$\vec{y} = \max_h \{s_h \vec{W}_h\} + \vec{\eta}$$

$$\vec{y} = \sum_h s_h \vec{W}_h + \vec{\eta}$$

Dai et al., *NIPS* 2013

Bornschein et al., *PLOS CB* 2013

Shelton et al., *NIPS* 2012

Puertas, Bronschein, Lücke, *NIPS* 2010

Lücke, Sahani, *J Mach Learn Res* 2008

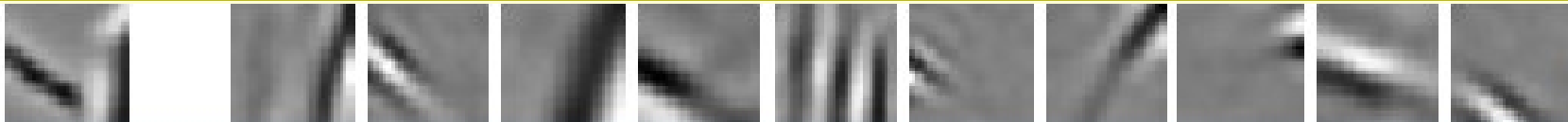
...

Roweis, *Eurospeech* 2003

Roweis, *NIPS* 2002

Varga & Moore, *ICASSP* 1990

SC



43 more

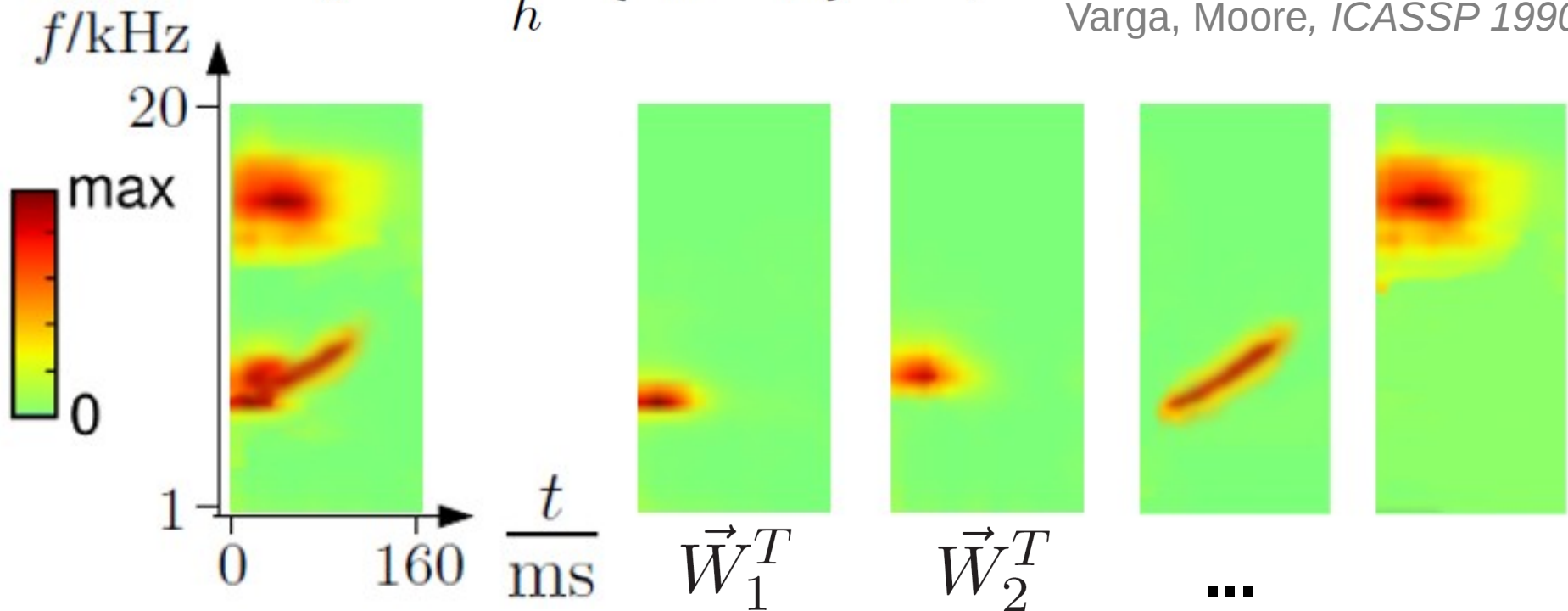
$\vec{W}_1^T \vec{W}_2^T \dots$

# Cochleagram Dictionaries



$$\vec{y} = \max_h \{s_h \vec{W}_h\} + \vec{\eta}$$

Roweis, *Eurospeech 2003*  
 Roweis, *NIPS 2002*  
 Varga, Moore, *ICASSP 1990*



# Computational Challenges



# Example: Binary Prior

Binary Sparse Coding (BSC):

$$p(\vec{s} | \Theta) = \prod_h \pi^{s_h} (1 - \pi)^{1-s_h}$$
$$p(\vec{y} | \vec{s}, \Theta) = \mathcal{N}(\vec{y}; \sum_h s_h \vec{W}_h, \sigma^2 \mathbb{1})$$

Henniges et al., 2010

Maximal Causes Analysis (MCA):

$$p(\vec{s} | \Theta) = \prod_h \pi^{s_h} (1 - \pi)^{1-s_h}$$
$$p(\vec{y} | \vec{s}, \Theta) = \mathcal{N}(\vec{y}; \max_h \{s_h \vec{W}_h\}, \sigma^2 \mathbb{1})$$

# Example: Binary Prior

Binary Sparse Coding (BSC):

$$p(\vec{s} | \Theta) = \prod_h \pi^{s_h} (1 - \pi)^{1-s_h}$$
$$p(\vec{y} | \vec{s}, \Theta) = \mathcal{N}(\vec{y}; \sum_h s_h \vec{W}_h, \sigma^2 \mathbb{1})$$

Henniges et al., 2010

**Optimization using Expectation Maximization (EM)**

$$W^{\text{new}} = \left( \sum_n \mathbf{y}^{(n)} \langle \mathbf{s} \rangle_p^T \right) \left( \sum_n \langle \mathbf{s} \mathbf{s}^T \rangle_p \right)^{-1}$$

$$\sigma^{\text{new}} = \sqrt{\frac{1}{ND} \sum_n \langle \|\mathbf{y}^{(n)} - W \mathbf{s}\|^2 \rangle_p}$$

$$\pi^{\text{new}} = \frac{1}{ND} \sum_n \langle |\mathbf{s}| \rangle_p$$

$$\text{with } |\mathbf{s}| = \sum_{h=1}^H s_h$$

# Example: Binary Prior

Binary Sparse Coding (BSC):

$$p(\vec{s} | \Theta) = \prod_h \pi^{s_h} (1 - \pi)^{1-s_h}$$

$$p(\vec{y} | \vec{s}, \Theta) = \mathcal{N}(\vec{y}; \sum_h s_h \vec{W}_h, \sigma^2 \mathbb{1})$$

Henniges et al., 2010

Expectation values scale exponentially.

$$\langle g(\mathbf{s}) \rangle_p = \frac{\sum_{\mathbf{s}} p(\mathbf{s}, \mathbf{y}^{(n)} | \Theta^{\text{old}}) g(\mathbf{s})}{\sum_{\tilde{\mathbf{s}}} p(\tilde{\mathbf{s}}, \mathbf{y}^{(n)} | \Theta^{\text{old}})}$$

## Optimization using Expectation Maximization (EM)

$$W^{\text{new}} = \left( \sum_n \mathbf{y}^{(n)} \langle \mathbf{s} \rangle_p^T \right) \left( \sum_n \langle \mathbf{s} \mathbf{s}^T \rangle_p \right)^{-1}$$

$$\sigma^{\text{new}} = \sqrt{\frac{1}{ND} \sum_n \langle \|\mathbf{y}^{(n)} - W \mathbf{s}\|^2 \rangle_p}$$

$$\pi^{\text{new}} = \frac{1}{ND} \sum_n \langle |\mathbf{s}| \rangle_p$$

$$\text{with } |\mathbf{s}| = \sum_{h=1}^H s_h$$

# Example: Binary Prior

Binary Sparse Coding (BSC):

Expectation values scale exponentially.

$$p(\vec{s} | \Theta) = \prod_h \pi^{s_h} (1 - \pi)^{1-s_h}$$
$$p(\vec{y} | \vec{s}, \Theta) = \mathcal{N}(\vec{y}; \sum_h s_h \vec{W}_h, \sigma^2 \mathbb{1})$$

Henniges et al., 2010

$$\langle g(\mathbf{s}) \rangle_p = \frac{\sum_{\mathbf{s}} p(\mathbf{s}, \mathbf{y}^{(n)} | \Theta^{\text{old}}) g(\mathbf{s})}{\sum_{\tilde{\mathbf{s}}} p(\tilde{\mathbf{s}}, \mathbf{y}^{(n)} | \Theta^{\text{old}})}$$

$$\langle g(\mathbf{s}) \rangle_p = \frac{\sum_a p(\vec{s}_a, \vec{y}^{(n)} | \Theta') g(\vec{s}) + \sum_{a < b} p(\vec{s}_{ab}, \vec{y}^{(n)} | \Theta') g(\vec{s}) + \dots}{p(\vec{0}, \vec{y}^{(n)} | \Theta') + \sum_a p(\vec{s}_a, \vec{y}^{(n)} | \Theta') + \sum_{a < b} p(\vec{s}_{ab}, \vec{y}^{(n)} | \Theta') + \dots}$$

**Idea: Truncate the sums**

where  $\vec{s}_a := (0, \dots, 0, 1, 0, \dots, 0)$  with only  $s_a = 1$

$\vec{s}_{ab} := (0, \dots, 0, 1, 0, \dots, 0, 1, 0, \dots, 0)$  with only  $s_a = 1, s_b = 1, a \neq b$ ,

and  $\vec{s}_{abc}$  etc. are defined analogously.

# Example: Binary Prior

Binary Sparse Coding (BSC):

Expectation values scale exponentially.

$$p(\vec{s} | \Theta) = \prod_h \pi^{s_h} (1 - \pi)^{1-s_h}$$

$$p(\vec{y} | \vec{s}, \Theta) = \mathcal{N}(\vec{y}; \sum_h s_h \vec{W}_h, \sigma^2 \mathbb{1})$$

$$\langle g(\mathbf{s}) \rangle_{q_n} = \frac{\sum_{\mathbf{s} \in \mathcal{K}_n} p(\mathbf{s}, \mathbf{y}^{(n)} | \Theta^{\text{old}}) g(\mathbf{s})}{\sum_{\tilde{\mathbf{s}} \in \mathcal{K}_n} p(\tilde{\mathbf{s}}, \mathbf{y}^{(n)} | \Theta^{\text{old}})}$$

$$\langle g(\mathbf{s}) \rangle_p = \frac{\sum_a p(\vec{s}_a, \vec{y}^{(n)} | \Theta') g(\vec{s}) + \sum_{a < b} p(\vec{s}_{ab}, \vec{y}^{(n)} | \Theta') g(\vec{s}) + \dots}{p(\vec{0}, \vec{y}^{(n)} | \Theta') + \sum_a p(\vec{s}_a, \vec{y}^{(n)} | \Theta') + \sum_{a < b} p(\vec{s}_{ab}, \vec{y}^{(n)} | \Theta') + \dots}$$

Such a truncation of sums is equivalent to a variational approximation:

$$\tilde{q}^{(n)}(\vec{s}; \Theta^{\text{old}}) = \frac{p(\vec{s}, \vec{y}^{(n)} | \Theta^{\text{old}})}{\sum_{\vec{s}' \in \mathcal{K}_n} p(\vec{s}', \vec{y}^{(n)} | \Theta^{\text{old}})} \delta(\vec{s} \in \mathcal{K}_n)$$

variational distribution (not factored)

# Example: Binary Prior

Binary Sparse Coding (BSC):

$$p(\vec{s} | \Theta) = \prod_h \pi^{s_h} (1 - \pi)^{1-s_h}$$
$$p(\vec{y} | \vec{s}, \Theta) = \mathcal{N}(\vec{y}; \sum_h s_h \vec{W}_h, \sigma^2 \mathbb{1})$$

Henniges et al., 2010

Expectation values scale exponentially.

$$\langle g(\mathbf{s}) \rangle_p = \frac{\sum_{\mathbf{s}} p(\mathbf{s}, \mathbf{y}^{(n)} | \Theta^{\text{old}}) g(\mathbf{s})}{\sum_{\tilde{\mathbf{s}}} p(\tilde{\mathbf{s}}, \mathbf{y}^{(n)} | \Theta^{\text{old}})}$$

**Idea: Truncate the sums**

$$\langle g(\mathbf{s}) \rangle_p = \frac{\sum_a p(\vec{s}_a, \vec{y}^{(n)} | \Theta') g(\vec{s}) + \sum_{a < b} p(\vec{s}_{ab}, \vec{y}^{(n)} | \Theta') g(\vec{s}) + \dots}{p(\vec{0}, \vec{y}^{(n)} | \Theta') + \sum_a p(\vec{s}_a, \vec{y}^{(n)} | \Theta') + \sum_{a < b} p(\vec{s}_{ab}, \vec{y}^{(n)} | \Theta') + \dots}$$

**Expectation Truncation:**

$$q_n(\vec{s}; \Theta) = \frac{1}{A} p(\vec{s} | \vec{y}^{(n)}, \Theta) \delta(\vec{s} \in \mathcal{K}_n)$$

# Relation to Other Approximations

**exact:**  $q_n(\vec{s}; \Theta) = p(\vec{s} | \vec{y}^{(n)}, \Theta)$

**MAP:**  $q_n(\vec{s}; \Theta) = \delta(\vec{s} - \vec{s}^{\max})$

**Laplace:**  $q_n(\vec{s}; \Theta) = \mathcal{N}(\vec{s}; \vec{s}^{\max}, \Sigma)$

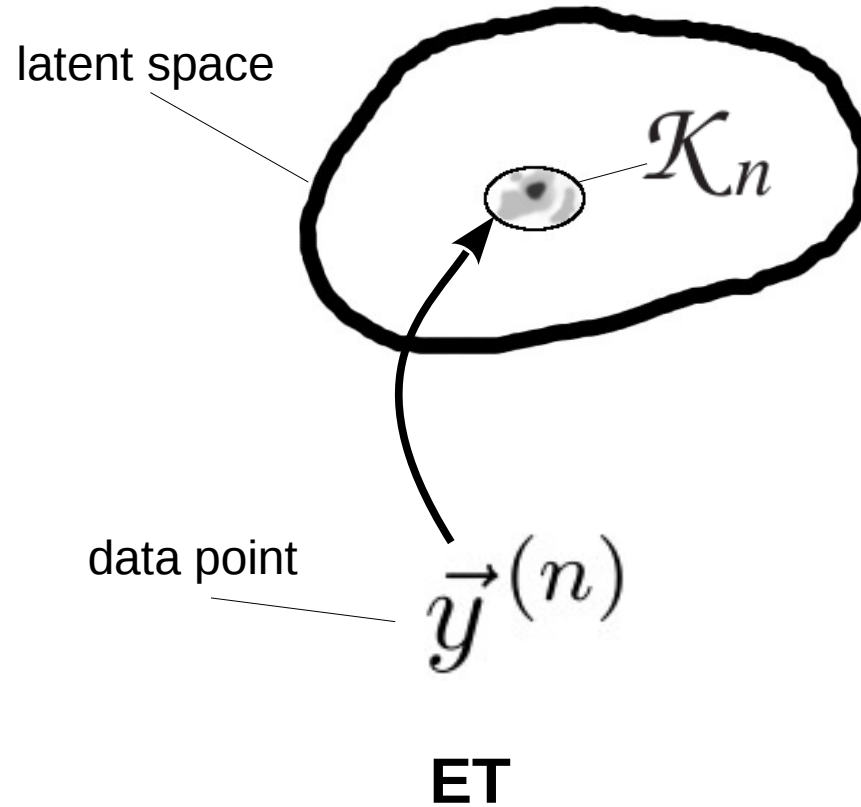
**mean-field:**  $q_n(\vec{s}; \Theta) = \prod_h q_{h, \vec{\lambda}_n}^{(n)}(s_h; \Theta)$

**truncated:**  $q_n(\vec{s}; \Theta) = \frac{1}{A} p(\vec{s} | \vec{y}^{(n)}, \Theta) \delta(\vec{s} \in \mathcal{K}_n)$

# Expectation Truncation

Lücke, Eggert, *JMLR* 2010

$$p(\vec{s} | \vec{y}^{(n)}, \Theta)$$

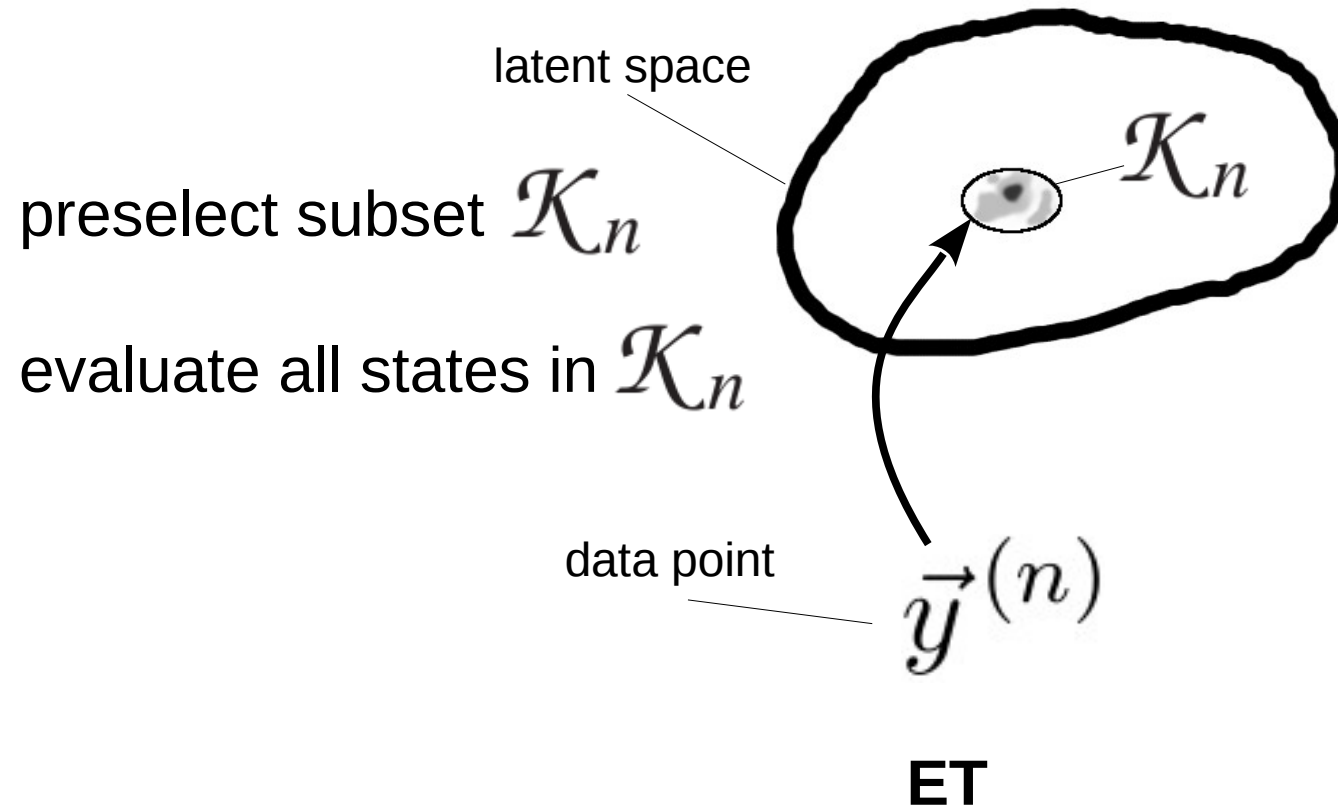




# Expectation Truncation

Lücke, Eggert, *JMLR* 2010

$$p(\vec{s} | \vec{y}^{(n)}, \Theta)$$

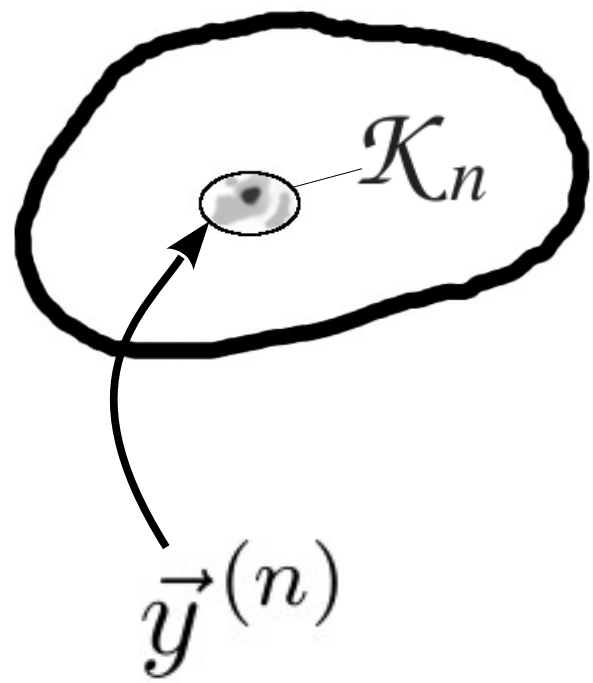


# Expectation Truncation

Lücke, Eggert, *JMLR* 2010

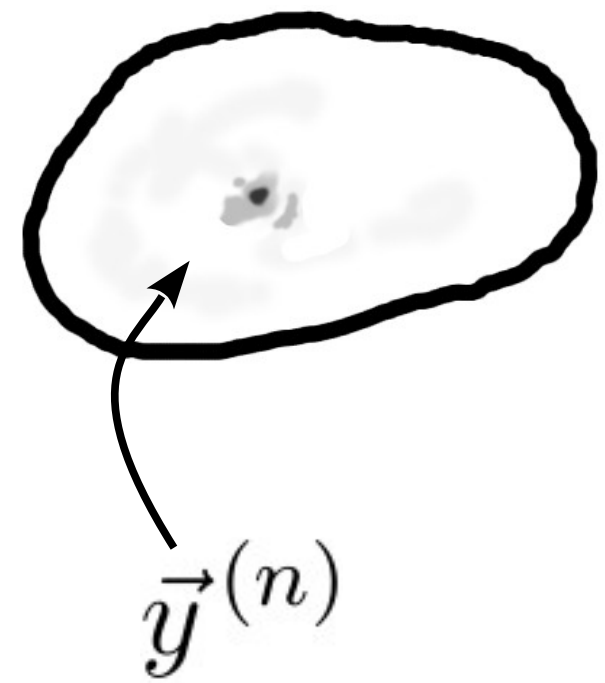
preselect subset  $\mathcal{K}_n$

evaluate all states in  $\mathcal{K}_n$



**ET**

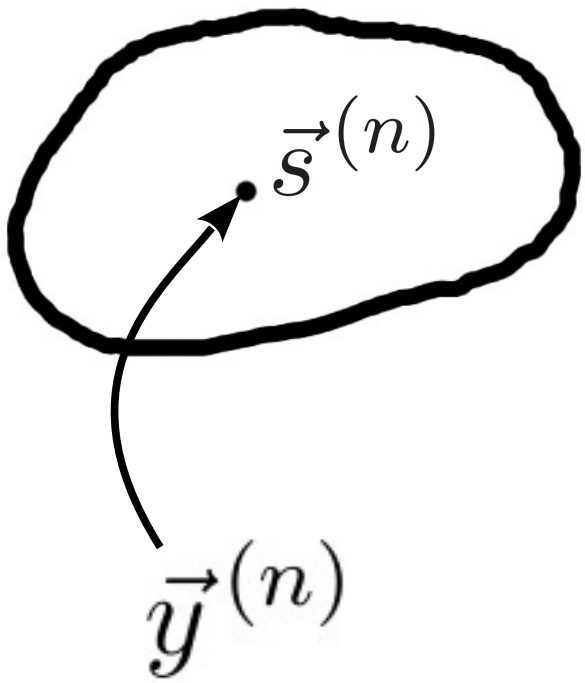
$$p(\vec{s} | \vec{y}^{(n)}, \Theta)$$



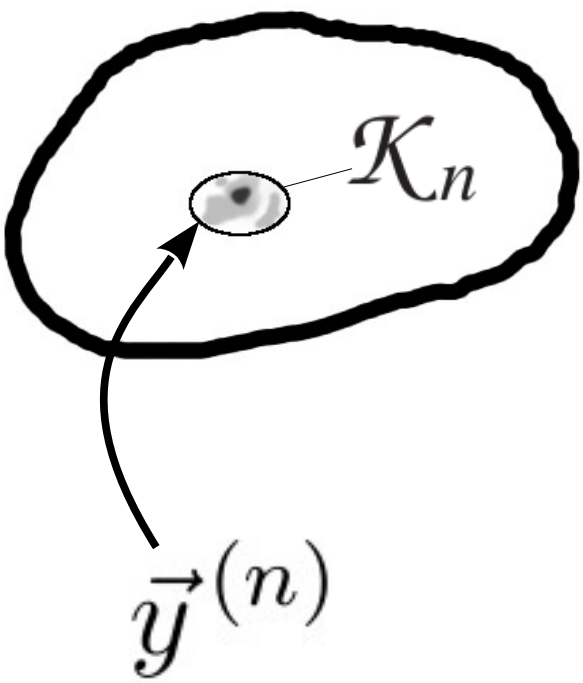
**optimal case**

# Expectation Truncation

Lücke, Eggert, *JMLR* 2010



**deterministic**



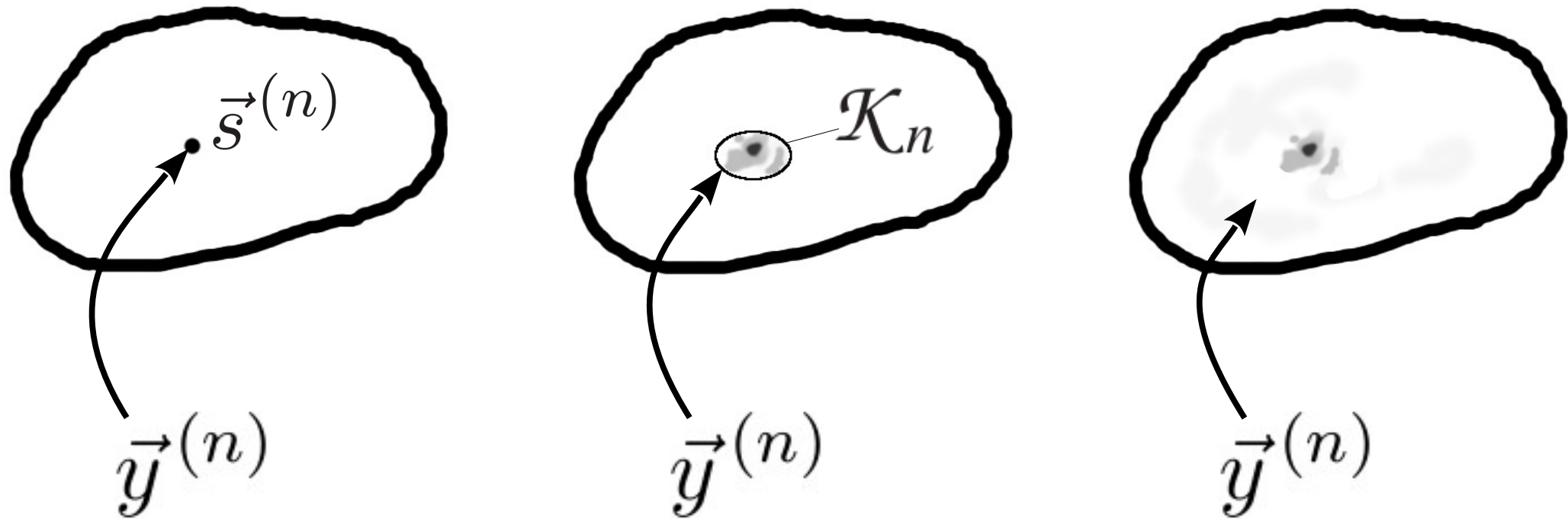
**ET**



**optimal case**

# Expectation Truncation

Lücke, Eggert, *JMLR* 2010

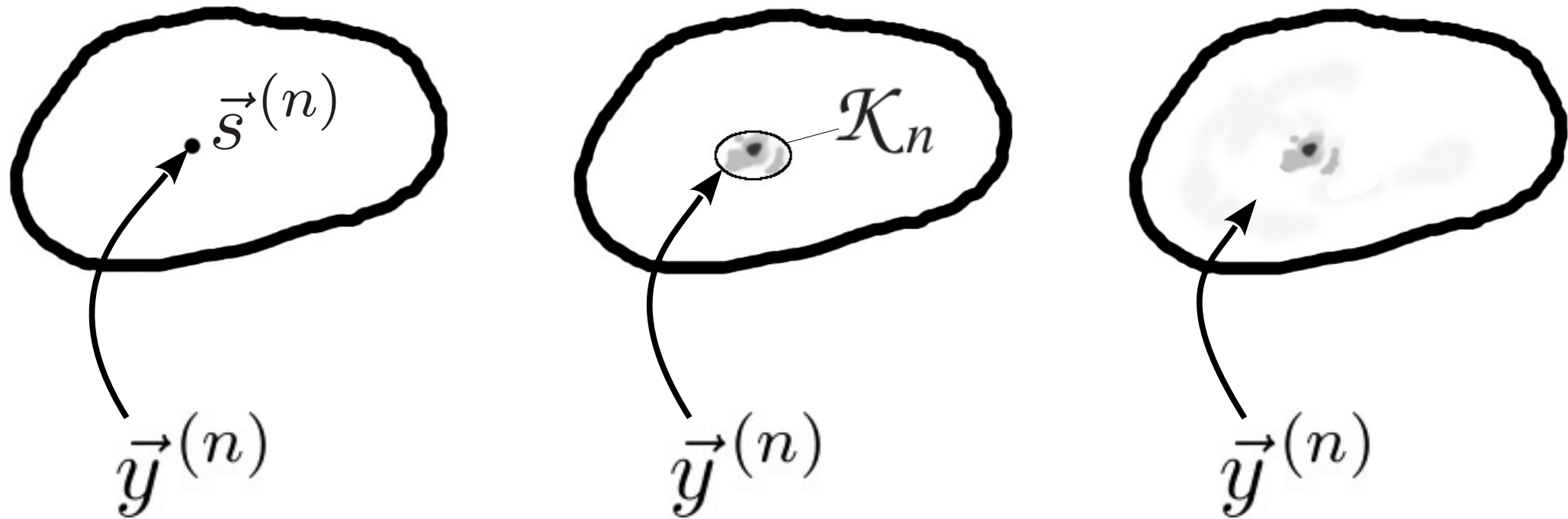


**Exact:**  $q_n(\vec{s}; \Theta) = p(\vec{s} | \vec{y}^{(n)}, \Theta)$

**MAP:**  $q_n(\vec{s}; \Theta) = \delta(\vec{s} - \vec{s}^{\max})$

# Expectation Truncation

Lücke, Eggert, *JMLR* 2010

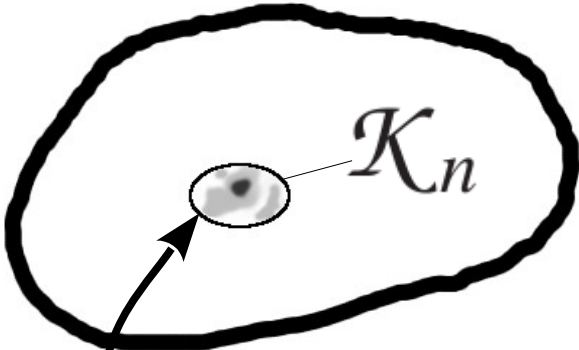


**Exact:**  $q_n(\vec{s}; \Theta) = p(\vec{s} | \vec{y}^{(n)}, \Theta)$

**ET:**  $q_n(\vec{s}; \Theta) = \frac{1}{A} p(\vec{s} | \vec{y}^{(n)}, \Theta) \delta(\vec{s} \in \mathcal{K}_n)$

**MAP:**  $q_n(\vec{s}; \Theta) = \delta(\vec{s} - \vec{s}^{\max})$

# Expectation Truncation (ET)



preselect subset  $\mathcal{K}_n$

$\vec{y}^{(n)}$

evaluate states in  $\mathcal{K}_n$

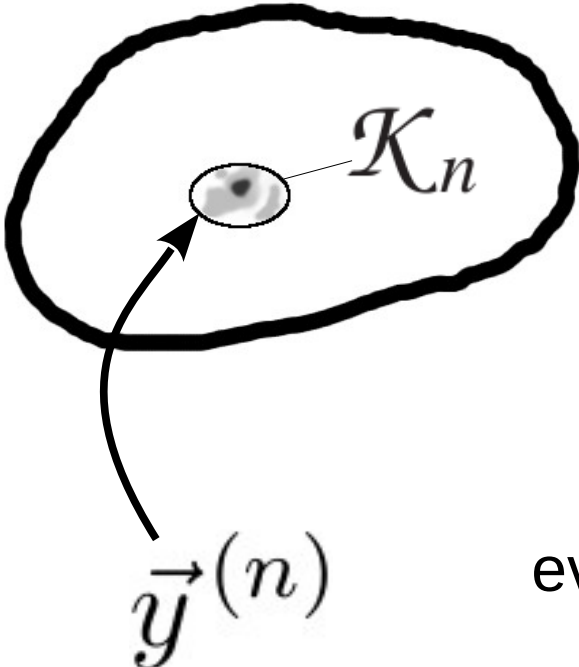
discriminative approaches



generative approaches

# Expectation Truncation (ET)

Lücke, Eggert, *JMLR* 2010  
Henniges et al., *LVA* 2010  
Puertas et al., *NIPS* 2010  
Shelton et al., *NIPS* 2011  
Exarchakis et al., *LVA* 2012  
Dai, Lücke, *CVPR* 2012a  
Dai, Lücke, *CVPR* 2012b  
Shelton et al., *NIPS* 2012  
Bornschein et al., *PLOS CB* 2013  
Sheikh et al., *JMLR* 2014  
Henniges et al., *JMLR* 2014



preselect subset  $\mathcal{K}_n$

evaluate states in  $\mathcal{K}_n$

discriminative approaches



generative approaches

# Expectation Truncation (ET)

Lücke, Eggert, *JMLR* 2010

variational approximation	correlations	multiple modes	example papers
max a-posteriori (MAP)	no	no	Olshausen, Field, 1996; A. Ng et al.
Gaussian	yes	no	Opper et al.; Seeger, 2008
mean-field	no	yes	Titsias et al., 2011; Goodfellow ... Bengio, 2012;



# Expectation Truncation (ET)

Lücke, Eggert, *JMLR* 2010

variational approximation	correlations	multiple modes	example papers
max a-posteriori (MAP)	no	no	Olshausen, Field, 1996; A. Ng et al.
Gaussian	yes	no	Opper et al.; Seeger, 2008
mean-field	no	yes	Titsias et al., 2011; Goodfellow ... Bengio, 2012;
expectation truncation	yes	yes	Sheikh, Shelton, Lücke, 2012; Puertas ... '10; Dai&Lücke, '12;

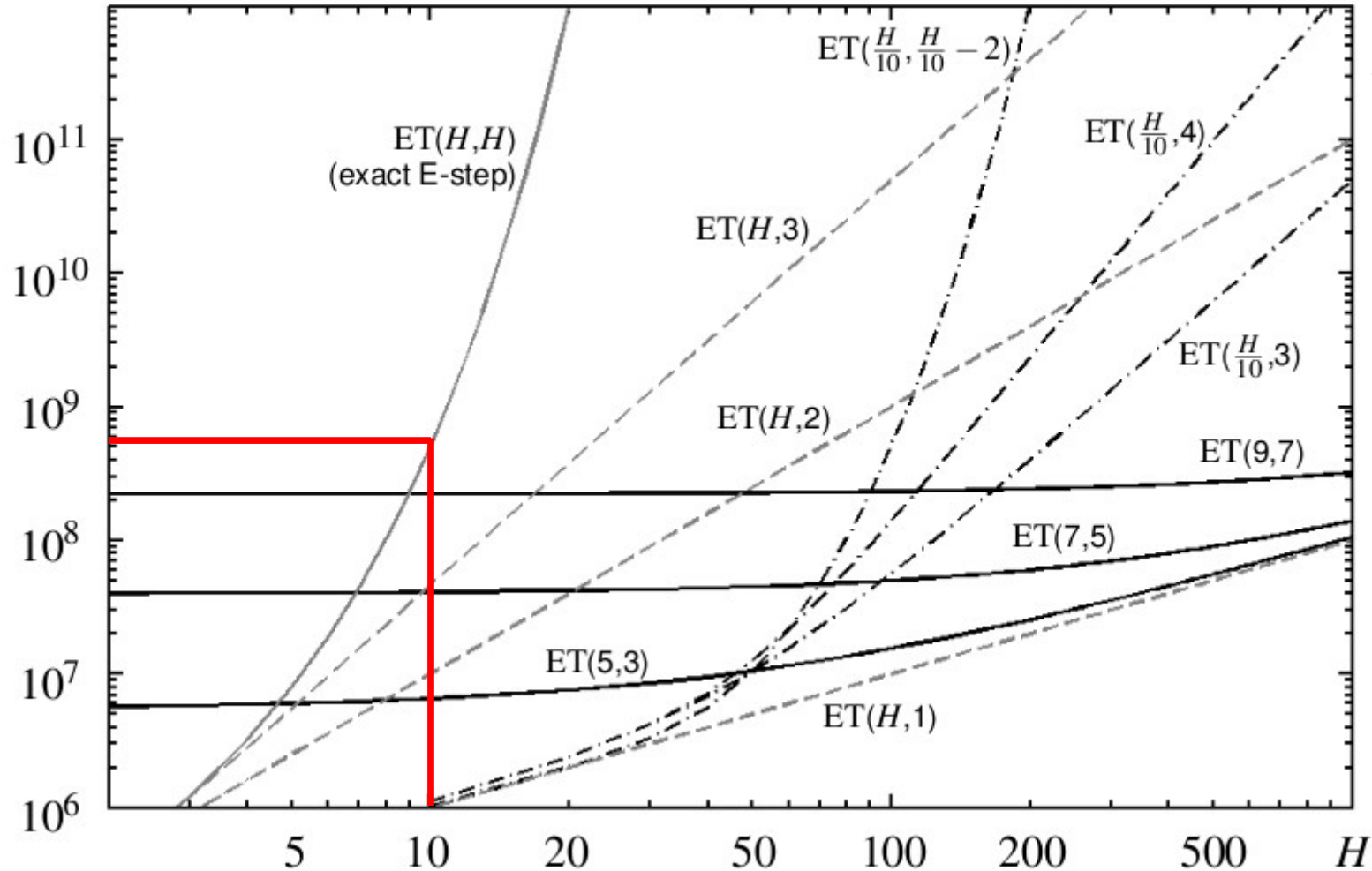
# Expectation Truncation (ET)

Lücke, Eggert, *JMLR* 2010

variational approximation	correlations	multiple modes	broad posterior distributions
max a-posteriori (MAP)	no	no	no
Gaussian	yes	no	yes
mean-field	no	yes	yes
expectation truncation	yes	yes	no

# Expectation Truncation

E-step complexity



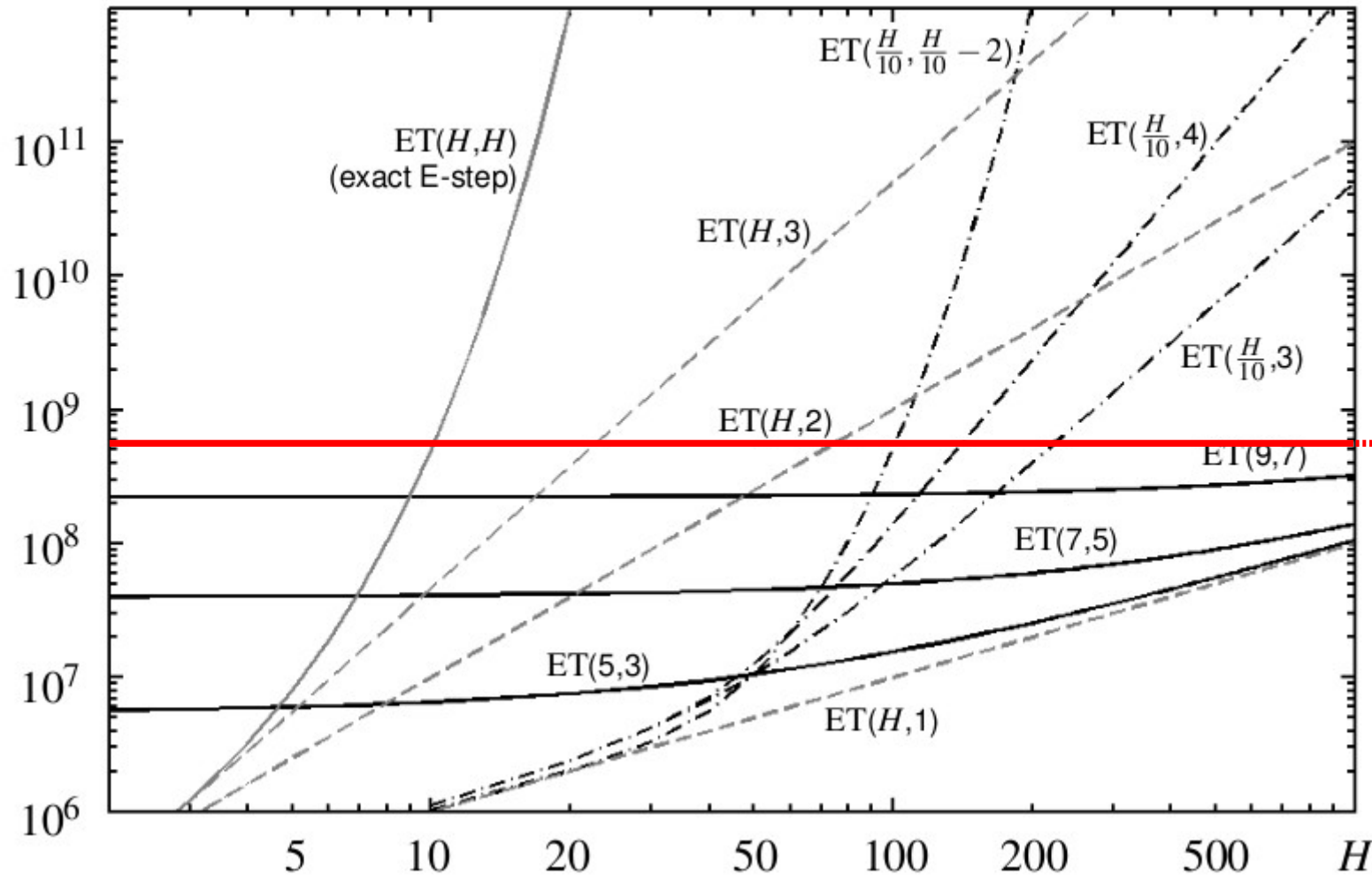
Lücke, Eggert,  
*JMLR* 2010;

exact EM

$$\mathcal{O}(e^H)$$

# Expectation Truncation

E-step complexity



Lücke, Eggert,  
*JMLR* 2010;

ET parametrizes accuracy

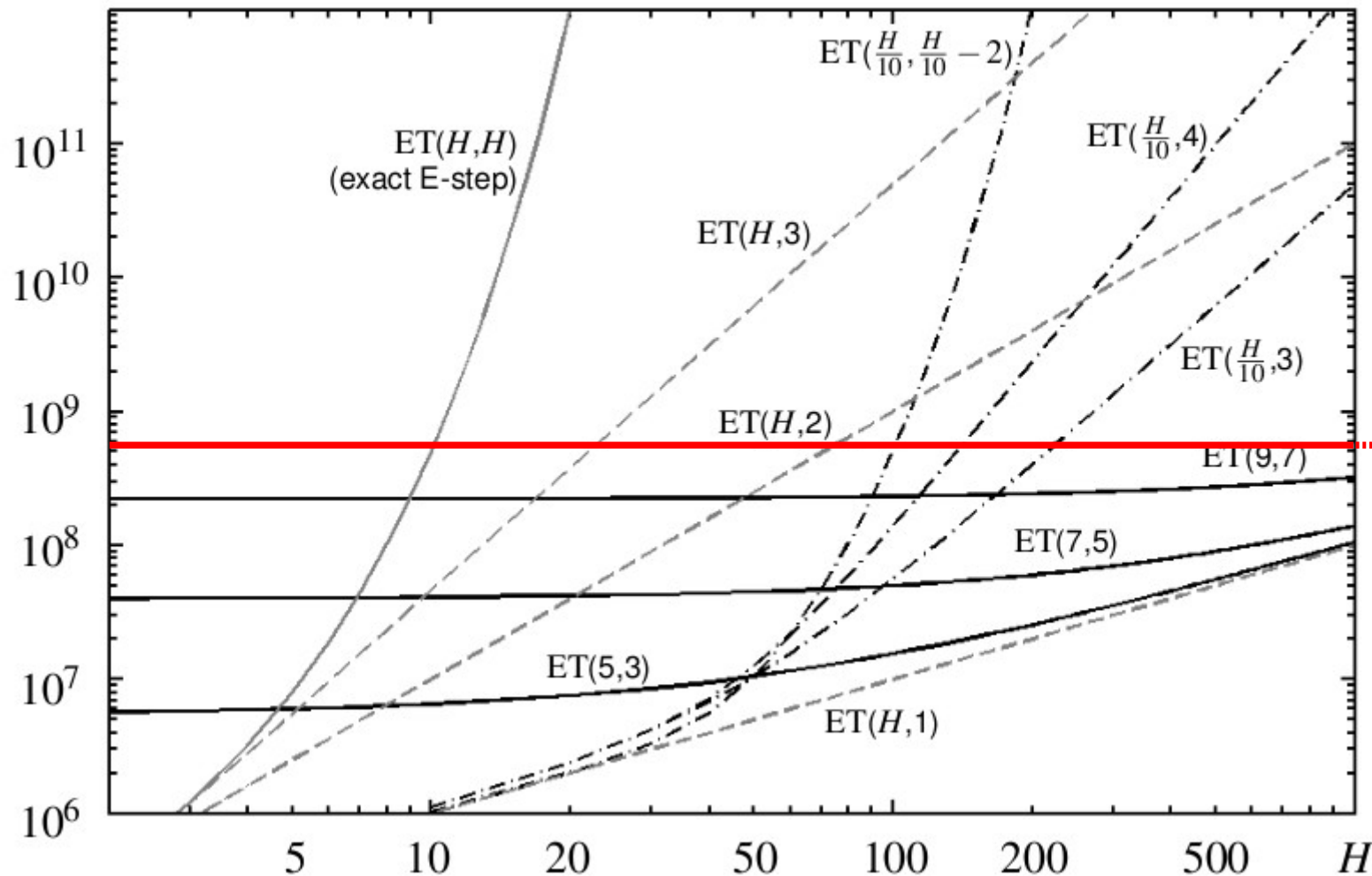
ET-EM

$\mathcal{O}(H)$

Expectation Truncation

# Expectation Truncation

E-step complexity



Lücke, Eggert,  
*JMLR* 2010;

ET allows for optimizing prior parameters

Puertas et al., *NIPS* 2010;

Henniges et al., *LVA/ICA* 2010;

Lücke, Eggert, *JMLR* 2010;

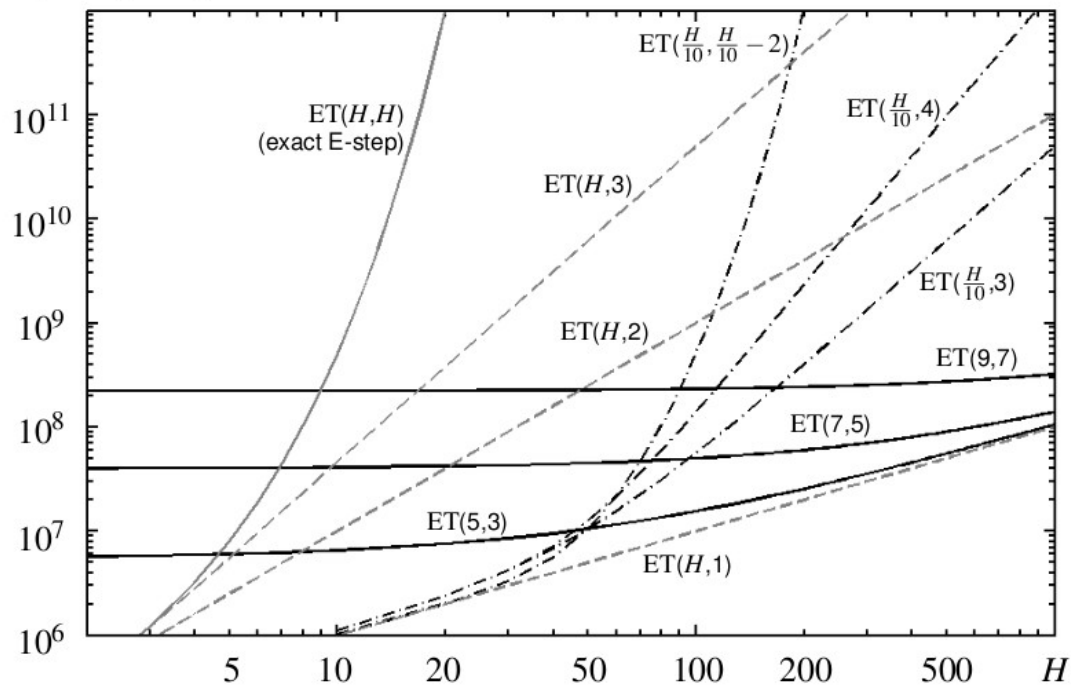
Shelton et al., *NIPS* 2011

Dai & Lücke, *CVPR* 2012 a & b

Shelton et al., *NIPS* 2012

ET-EM

$\mathcal{O}(H)$



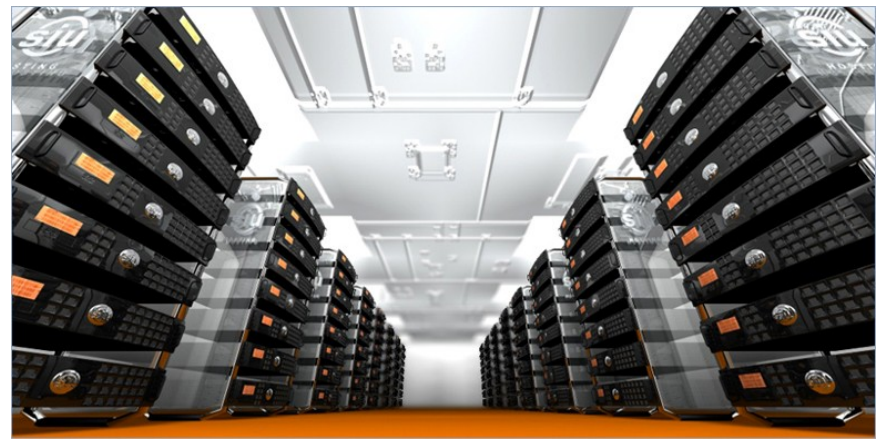
MCA generative model:

$$p(\vec{s} | \Theta) = \prod_h \pi_h^{s_h} (1 - \pi_h)^{1-s_h}$$

$$p(\vec{y} | \vec{s}, \Theta) = \mathcal{N}(\vec{y}; \max_h \{s_h^{(n)} \vec{W}_h\}, \sigma^2 \mathbb{1})$$

- multiple modes
  - correlations
- } { non-linear models  
advanced linear

**Applicable to large-scale since 2010.**

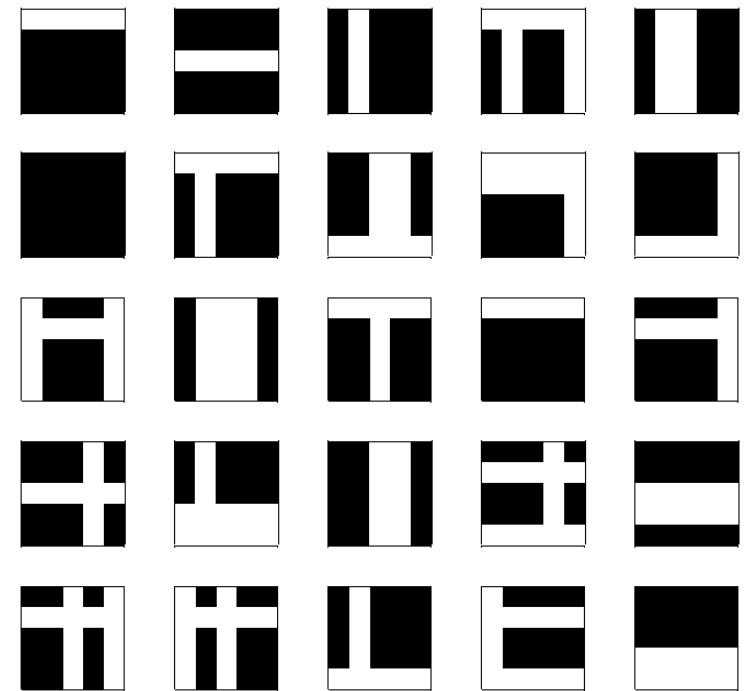


up to 4000 cores or GOLD (16 GPUs)

- **Problem: local likelihood optima**
  - simulated annealing
- **Problem: no closed-form M-steps**
  - general sol. for non-linear models
  - Dai, Lücke, *TPAMI* 2014
  - Lücke et al., *NIPS* 2009
  - Lücke, Sahani, *JMLR* 2008
- **Problem: E-step comput. intractable**
  - Dai et al., *NIPS* 2013
  - Shelton et al., *NIPS* 2012
  - Shelton et al., *NIPS* 2011
  - Puertas et al., *NIPS* 2010
  - Lücke, Eggert, *JMLR* 2010
  - Lücke et al., *NIPS* 2009
  - Lücke, Sahani, *JMLR* 2008

# Bars Test

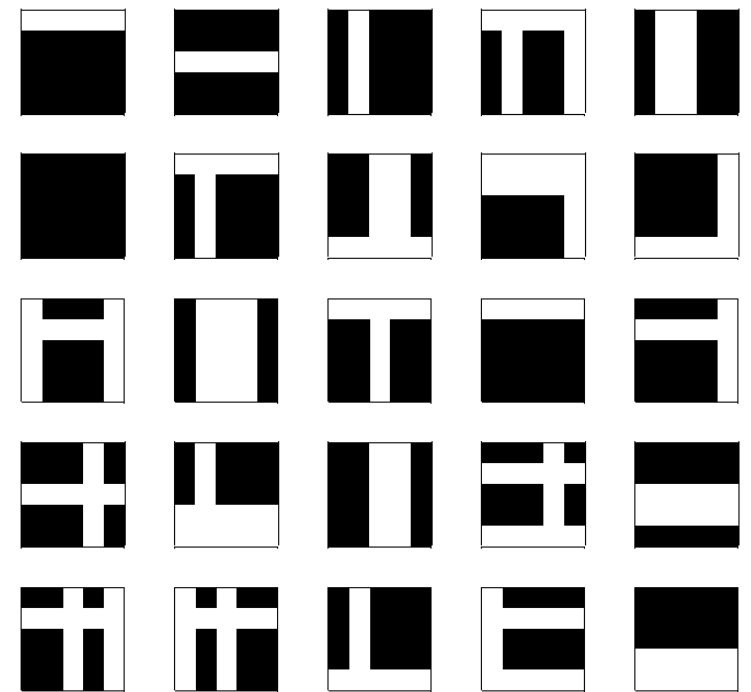
$$\vec{y} = \max_h \{s_h \vec{W}_h\} + \vec{\eta}$$



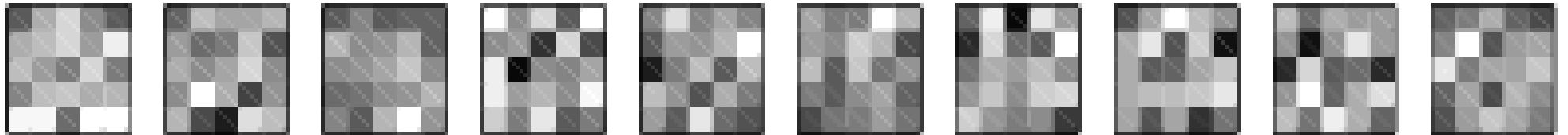
The Bars Test, Földiák, 1990

# Bars Test

$$\vec{y} = \max_h \{s_h \vec{W}_h\} + \vec{\eta}$$



The Bars Test, Földiák, 1990

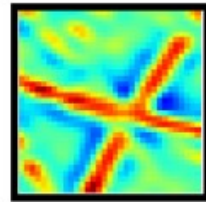
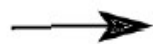
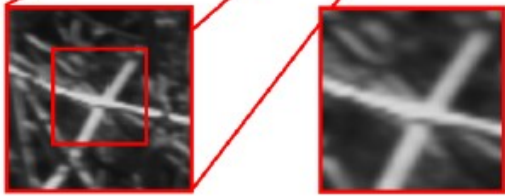


Lücke and Sahani, *JMLR* 2008  
Lücke and Eggert, *JMLR* 2010

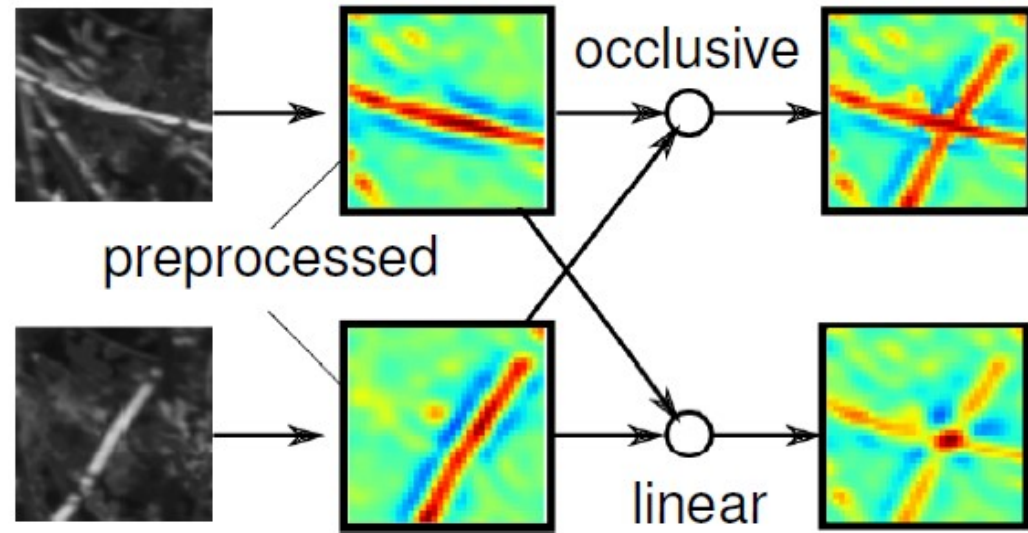


# Encoding of Visual Scenes

$$\vec{y} = \max_h \{s_h \vec{W}_h\} + \vec{\eta}$$



LGN



$$\vec{y} = \sum_h s_h \vec{W}_h + \vec{\eta}$$

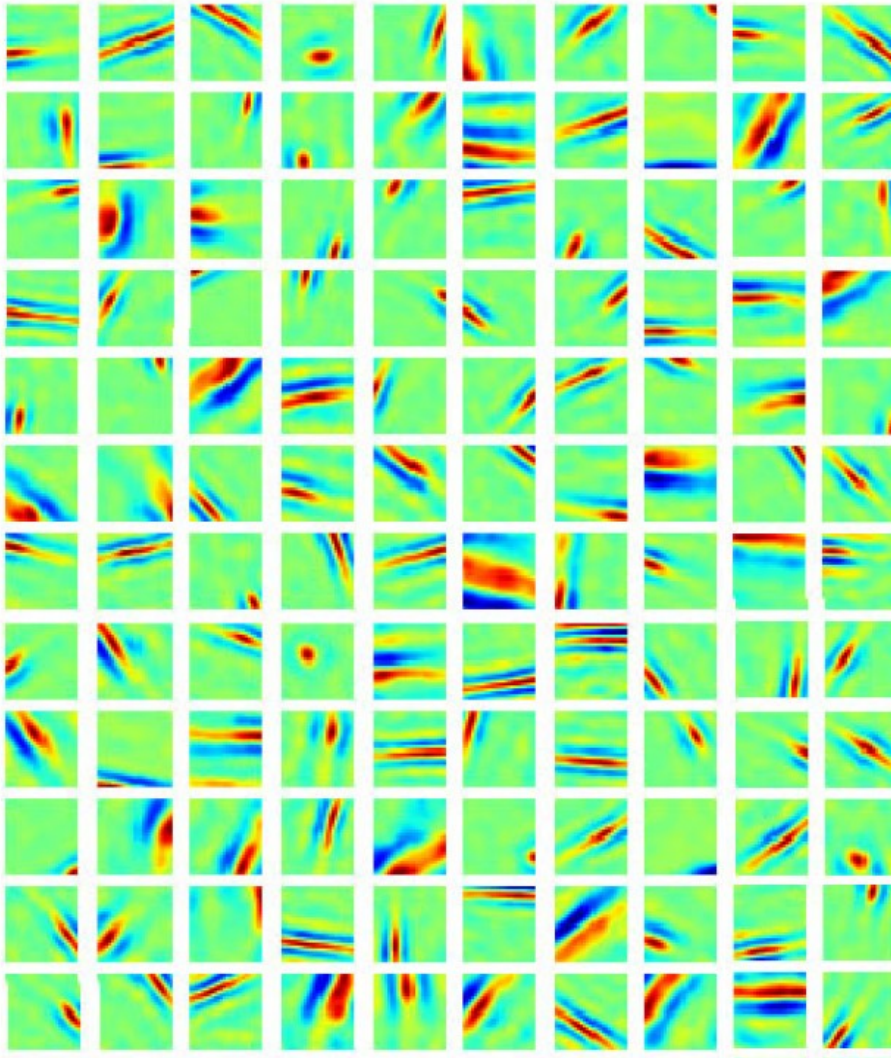
## Sparse Coding

$$\vec{y} = \sum_h s_h \vec{W}_h + \vec{\eta}$$

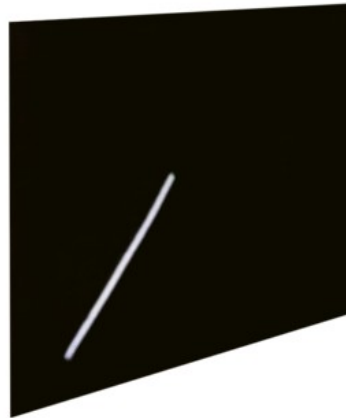
## Non-linear Sparse Coding

$$\vec{y} = \max_h \{s_h \vec{W}_h\} + \vec{\eta}$$

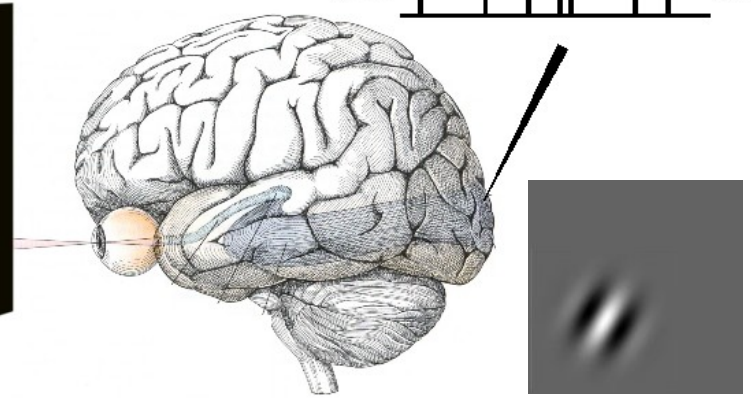
Puertas et al. 2010; Bornschein et. al., 2013



Stimulus:



Response: Spike Times

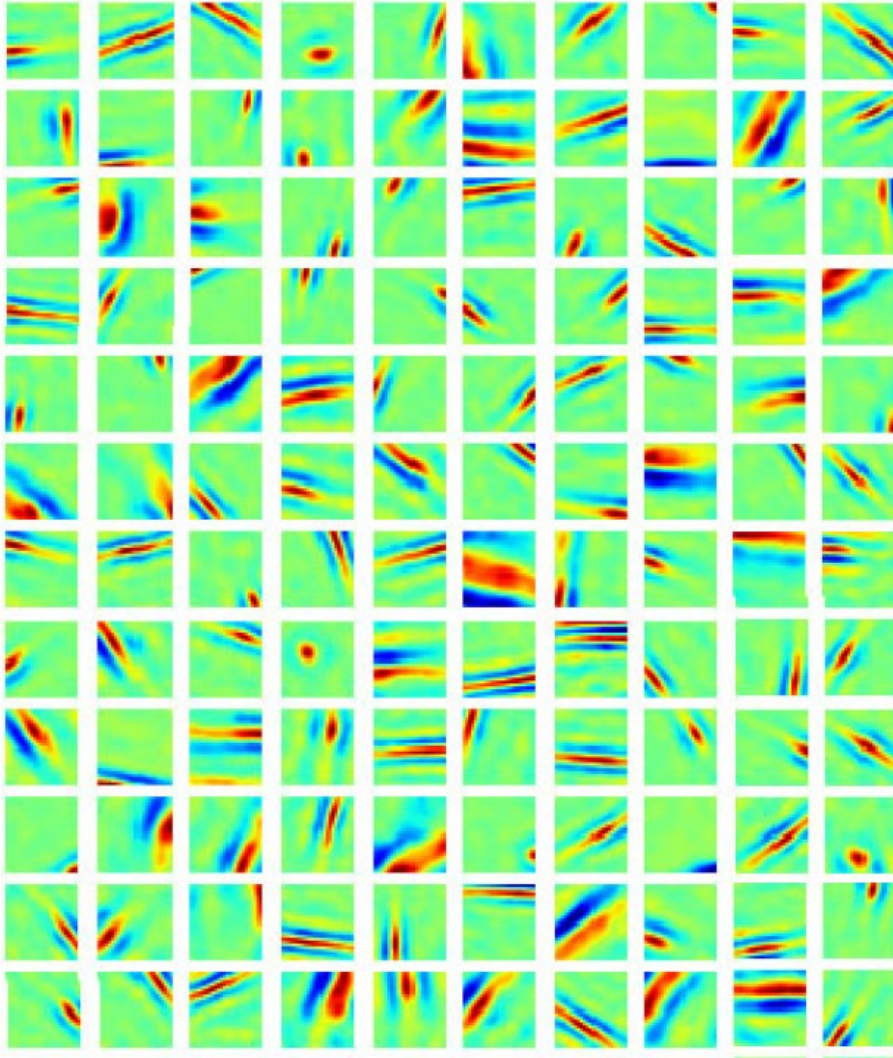


Olshausen & Field  
*Nature* 1996

Nobel Prize in Physiology 1981  
Hubel & Wiesel

## Sparse Coding

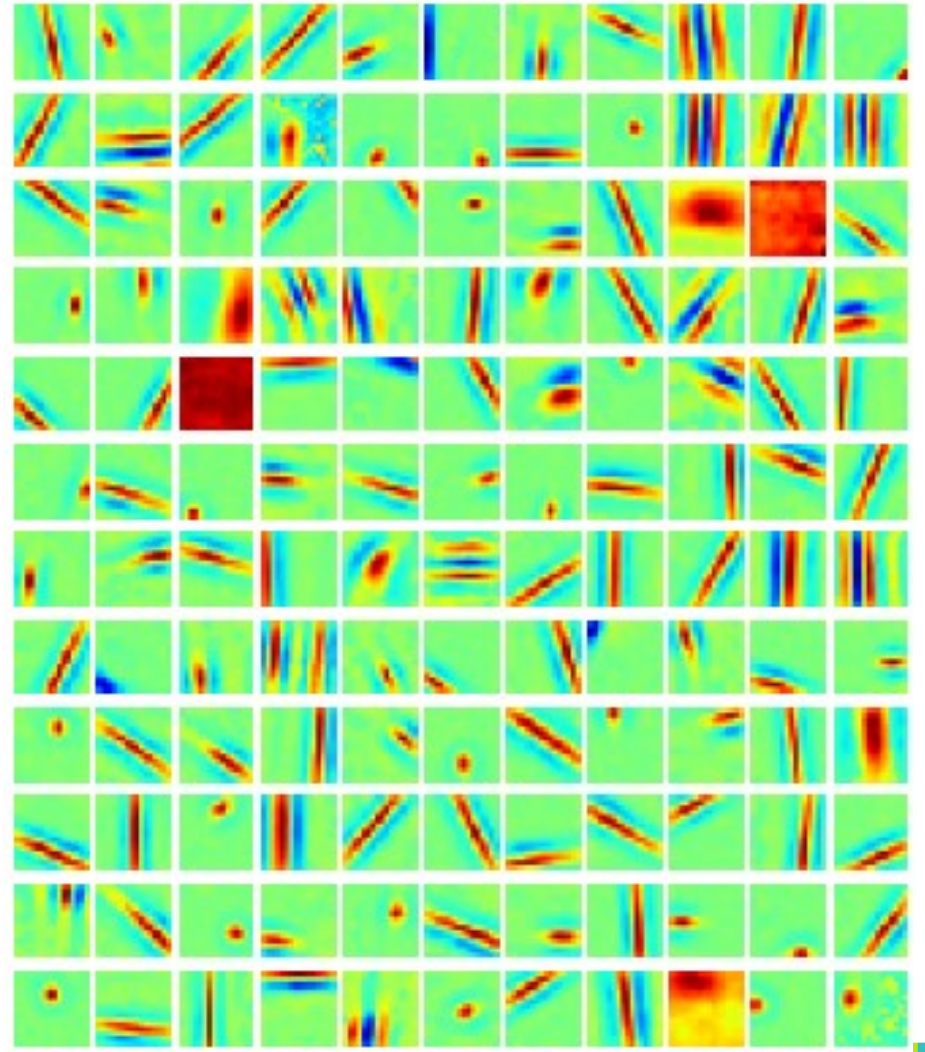
$$\vec{y} = \sum_h s_h \vec{W}_h + \vec{\eta}$$



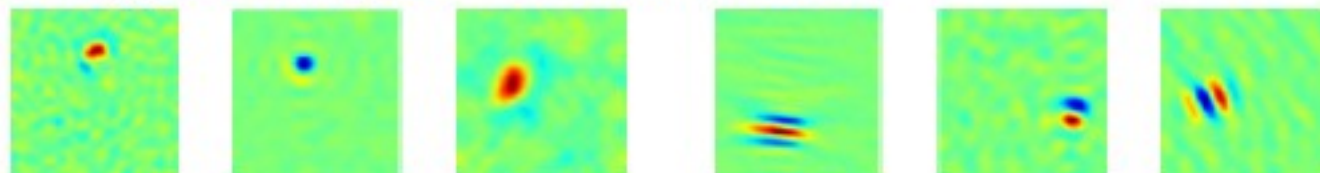
## Non-linear Sparse Coding

$$\vec{y} = \max_h \{s_h \vec{W}_h\} + \vec{\eta}$$

Puertas et al. 2010; Bornschein et. al., 2013



Two types of simple cell RFs are measured



macaque

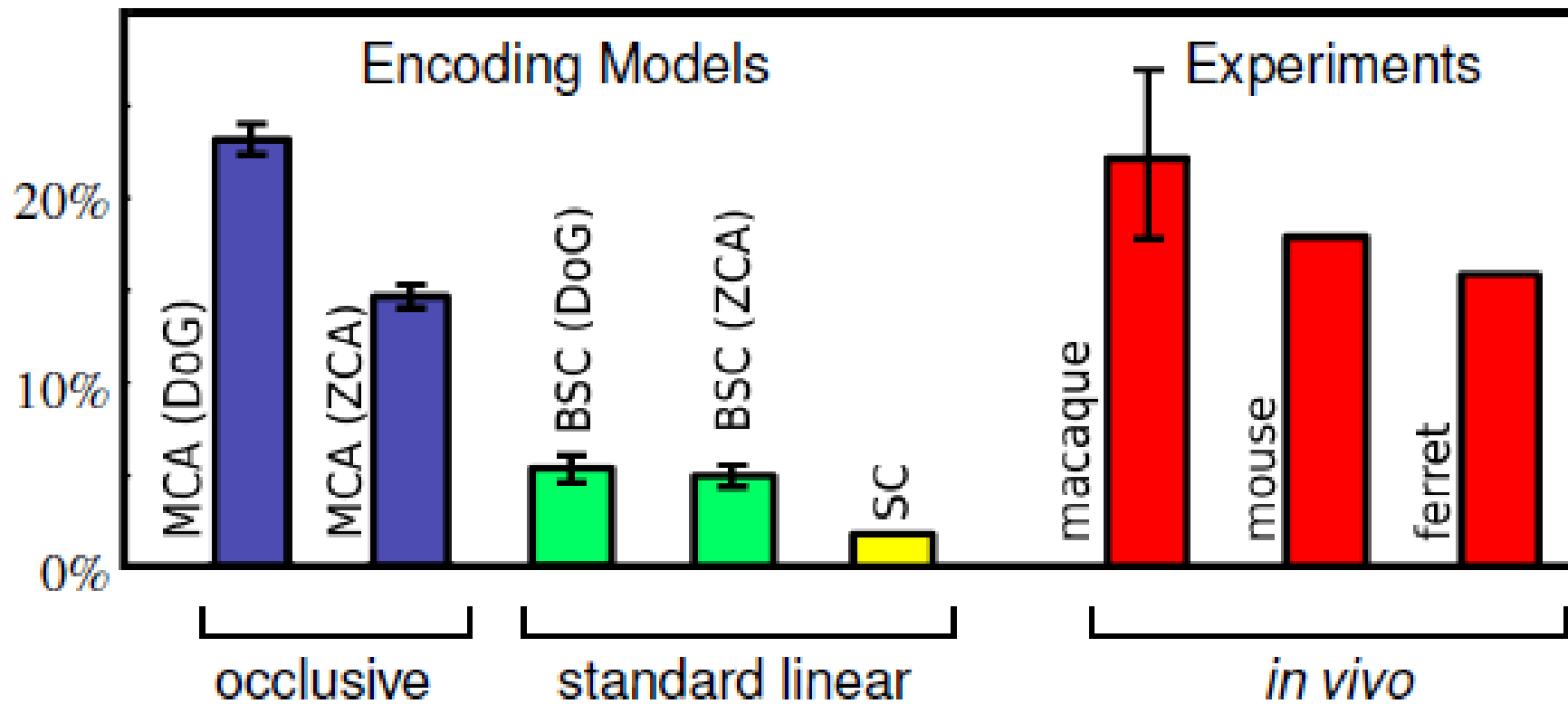
globular fields

standard Gabors



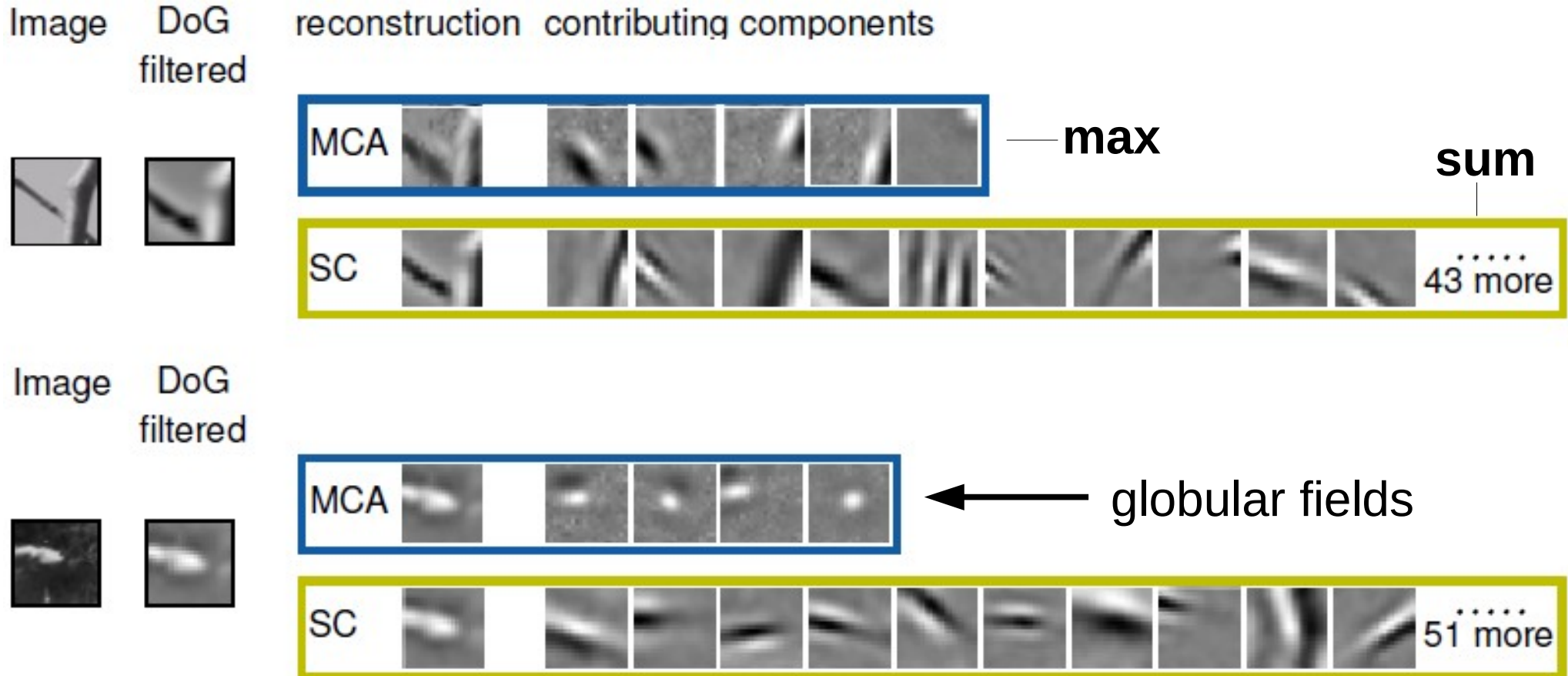
non-linear model  
(MCA)

Predicted and Measured Percentages of Globular RFs



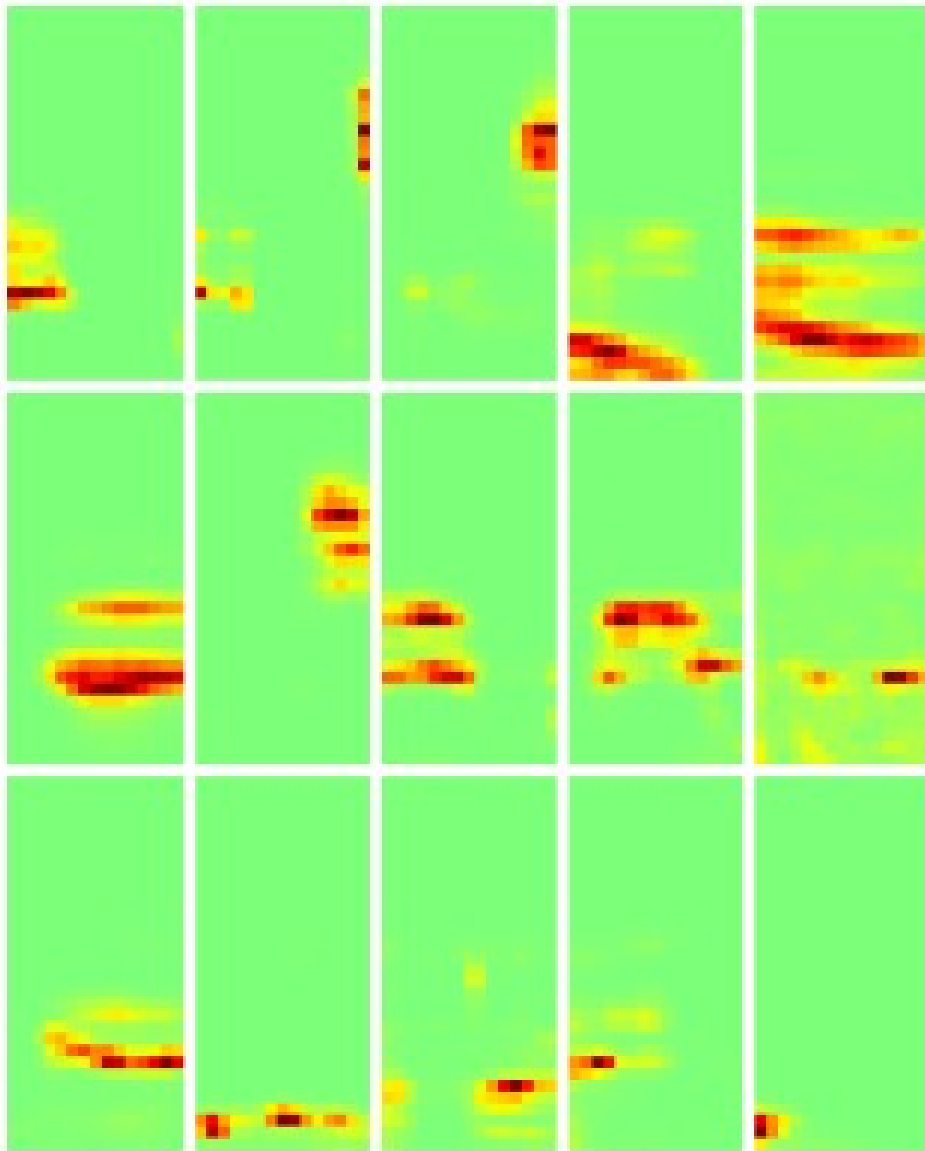
# Encoding of Visual Scenes

("Viterbi" for sparse coding)



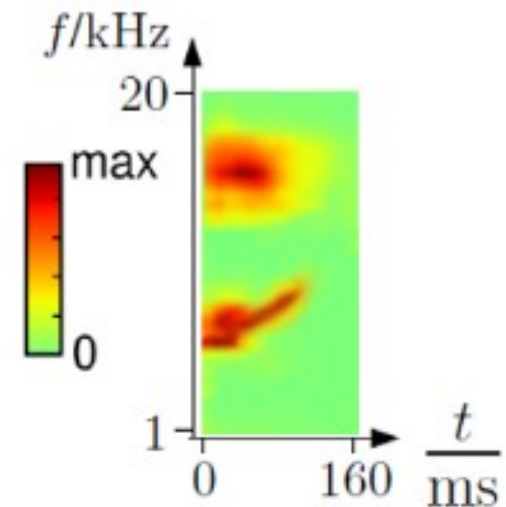
Bornschein, Henniges, Lücke, *PLOS Comp Biology* 2013

# Encoding of Acoustic Scenes

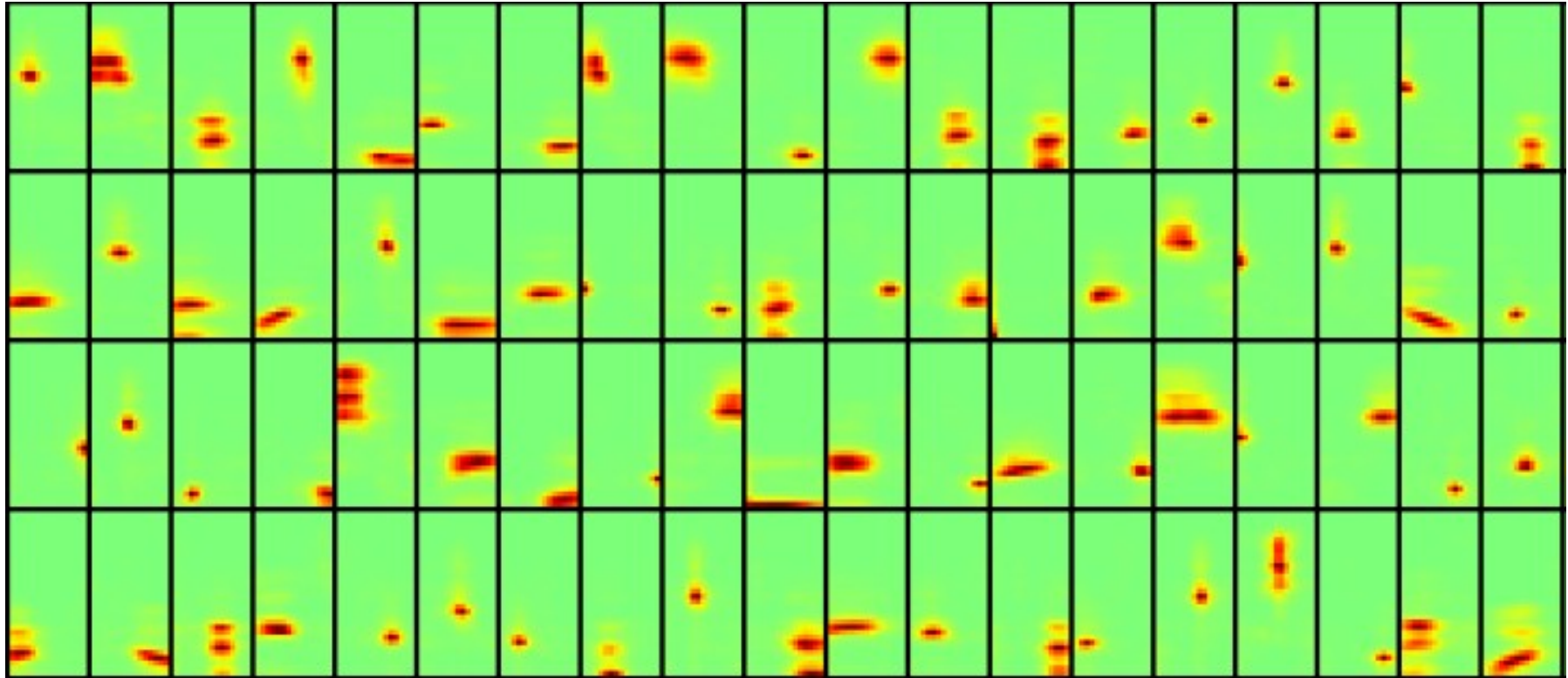


Apply non-linear model:

$$\vec{y} = \max_h \{s_h \vec{W}_h\} + \vec{\eta}$$



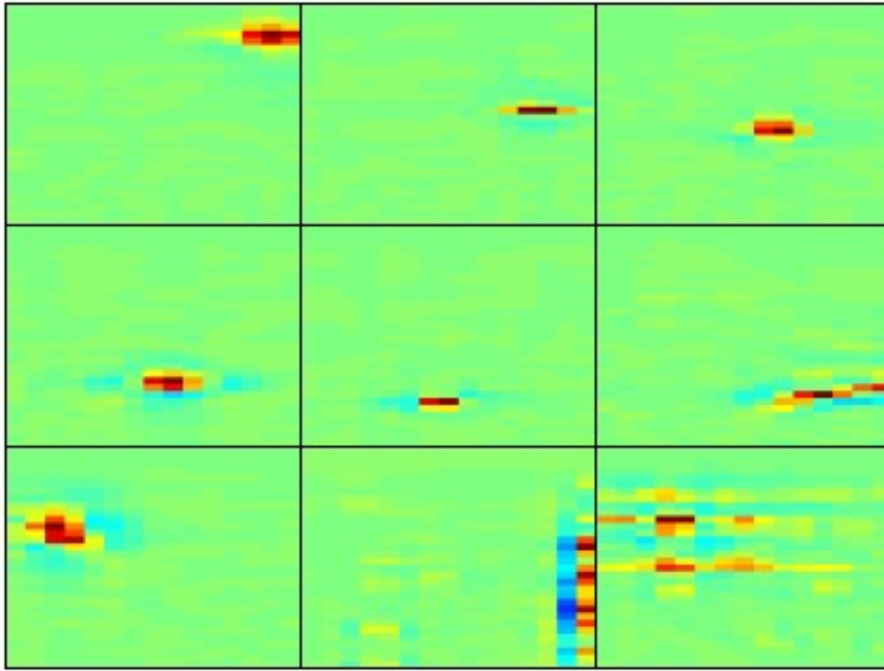
# Encoding of Acoustic Scenes



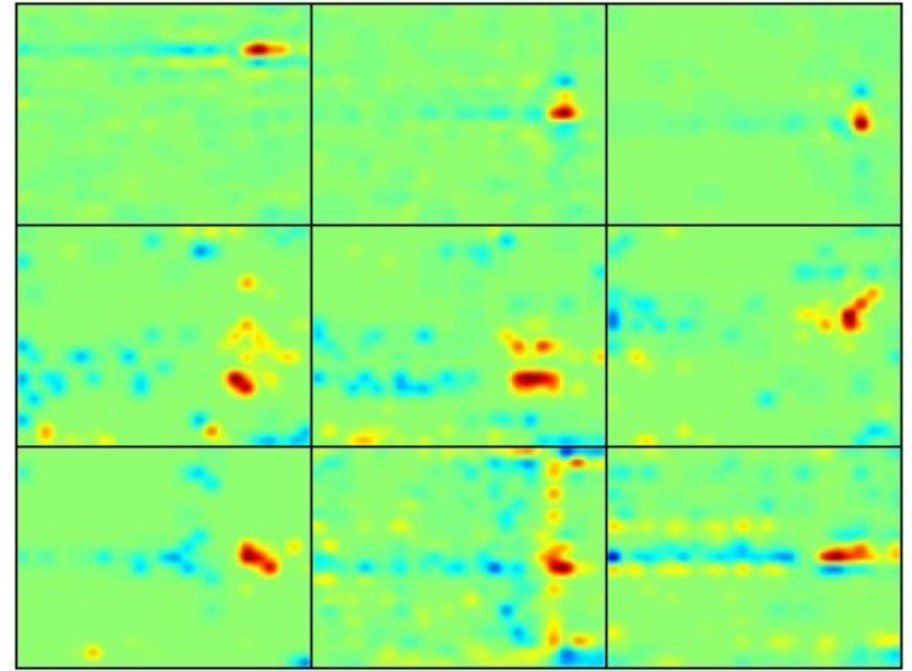
generative fields (selection of  $H=1000$  fields)

Currently ongoing work (Univ. Oldenburg / UC Berkeley / Univ. Cambridge / TU Berlin)

# Encoding of Acoustic Scenes



STRFs learned by the model



Ferret A1 recordings

Both estimated using (regularized) reverse correlation.

Currently ongoing work (Univ. Oldenburg / UC Berkeley / Univ. Cambridge / TU Berlin)



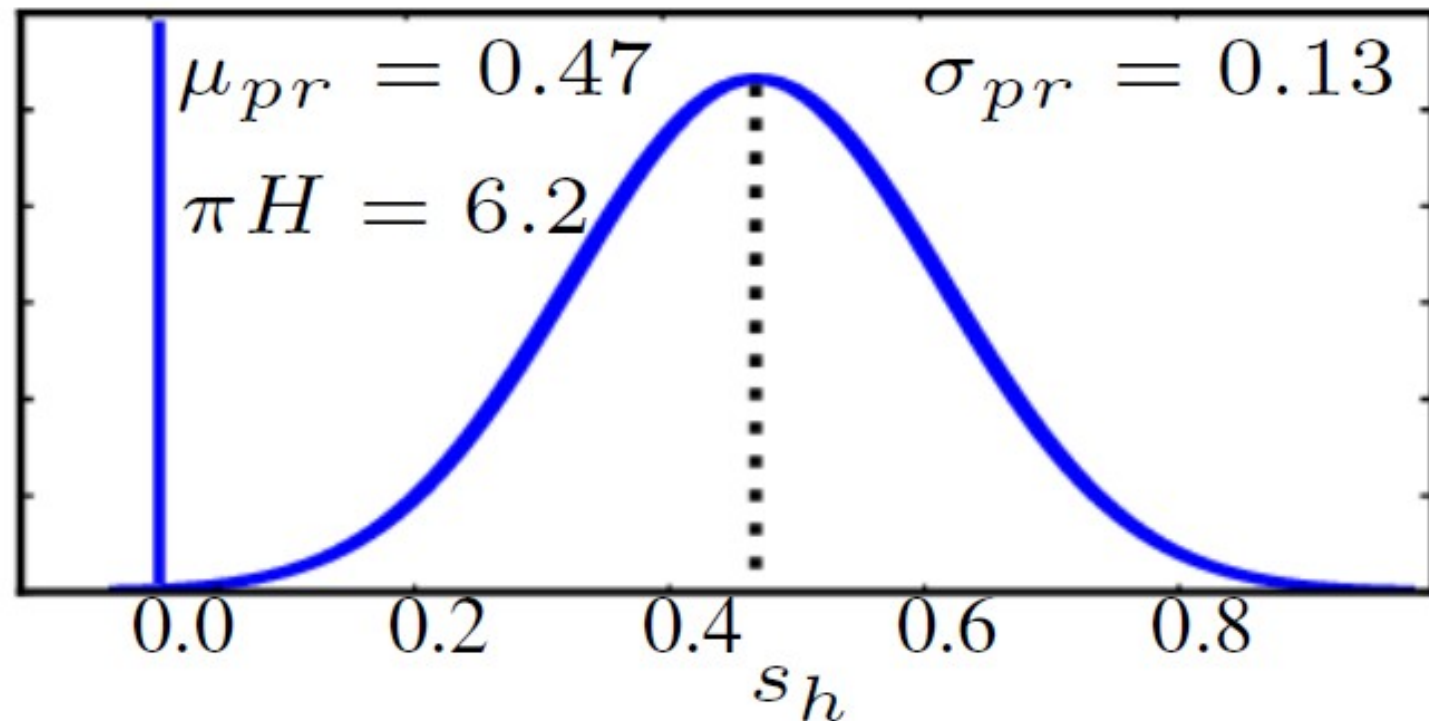
# Example: Spike-and-Slab Sparse Coding (GSC)

$$p(\vec{s} | \Theta) = \mathcal{B}(\vec{s}; \vec{\pi}) = \prod_{h=1}^H \pi_h^{s_h} (1 - \pi_h)^{1-s_h}$$

$$p(\vec{z} | \Theta) = \mathcal{N}(\vec{z}; \vec{\mu}, \Psi)$$

$$p(\vec{y} | \vec{s}, \vec{z}, \Theta) = \mathcal{N}(\vec{y}; W(\vec{s} \odot \vec{z}), \Sigma)$$

Titsias, Lazaro-Gredilla, *NIPS* '11  
Sheikh, Lücke, *LVA* '12  
Goodfellow et al., *ICML* '12  
Shelton et al., *NIPS* '12  
... and more



# Example: Gaussian Sparse Coding (GSC)

$$p(\vec{s} | \Theta) = \mathcal{B}(\vec{s}; \vec{\pi}) = \prod_{h=1}^H \pi_h^{s_h} (1 - \pi_h)^{1-s_h}$$

$$p(\vec{z} | \Theta) = \mathcal{N}(\vec{z}; \vec{\mu}, \Psi) \quad p(\vec{y} | \vec{s}, \vec{z}, \Theta) = \mathcal{N}(\vec{y}; W(\vec{s} \odot \vec{z}), \Sigma)$$

Noise	PSNR (dB)						
	Noisy img	MTMKL <sup>exp.</sup>	K-SVD <sup>mis.</sup>	*K-SVD <sup>match</sup>	Beta pr.	GSC (H=64)	GSC (H=256)
$\sigma=15$	24.59	<b>34.29</b>	30.67	34.22	34.19	32.68 (H'=10, $\gamma=8$ )	33.78 (H'=18, $\gamma=3$ )
$\sigma=25$	20.22	31.88	31.52	32.08	31.89	31.10 (H'=10, $\gamma=8$ )	<b>32.01</b> (H'=18, $\gamma=3$ )
$\sigma=50$	14.59	28.08	19.60	27.07	27.85	28.02 (H'=10, $\gamma=8$ )	<b>28.35</b> (H'=10, $\gamma=8$ )

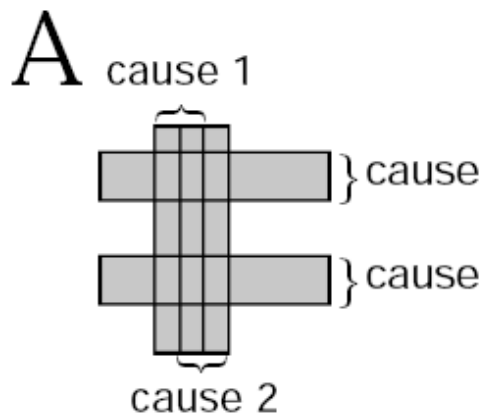
Lücke, Sheikh, *LVA* 2012;  
 Sheikh, Shelton, Lücke, *JMLR* 2014.

**GSC is state-of-the-art in denoising.**

... but denoising is just one task.



# Maximal Causes



**Maximal Causes Analysis (MCA)**  
is state-of-the-art

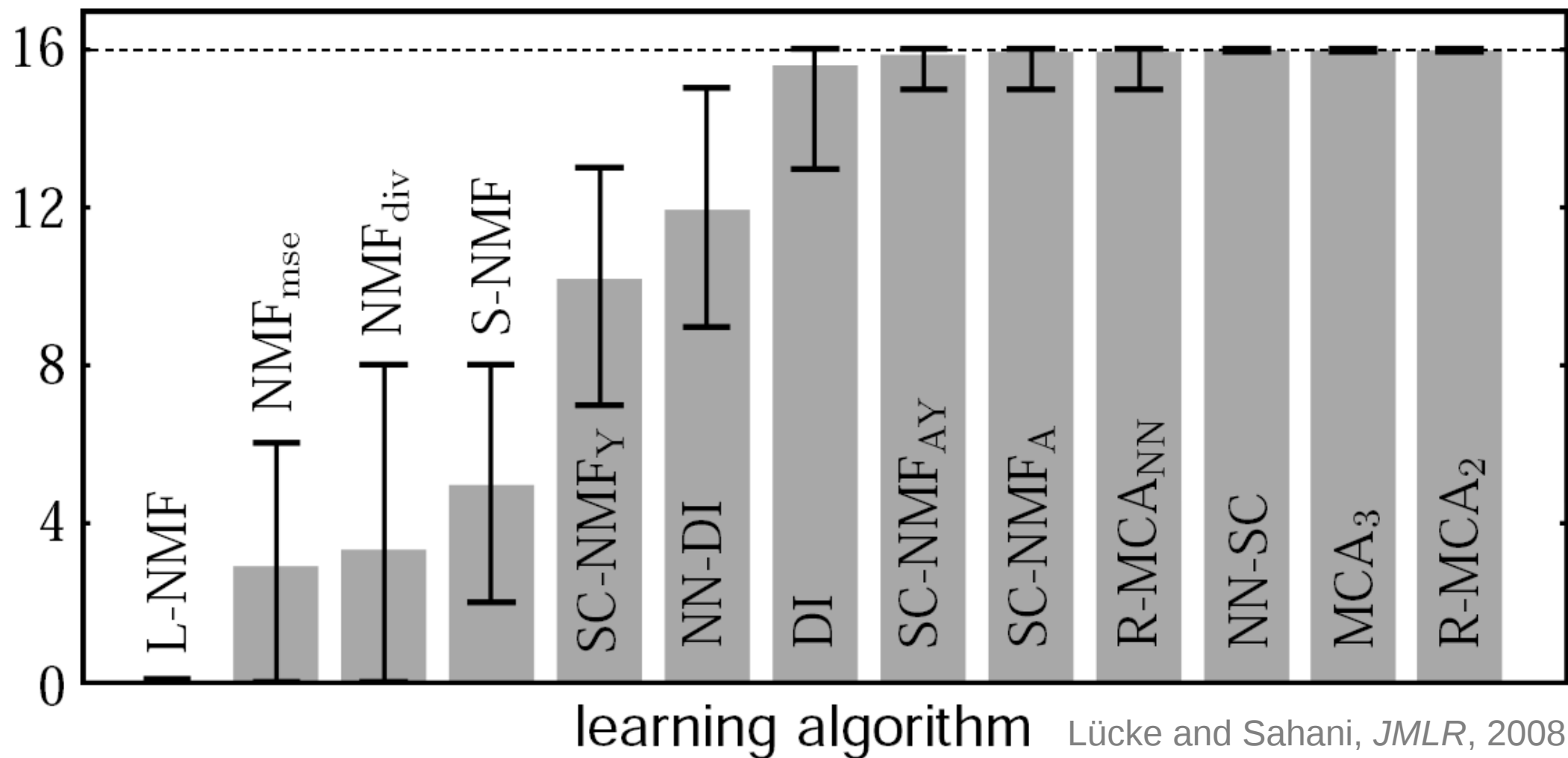
Source:

Hoyer, *J Mach Learning Res*, 2004

Spratling, *J Mach Learning Res*, 2006

Lücke/Sahani, *J Mach Learning Res*, 2008

bars



# Selection of Statistical Models

## noisy-OR

J. Bornschein

## occlusion

M. Henniges

## exclusion

Z. Dai

## mixtures

C. Keck,  
S. Sheikh,  
C. Savin

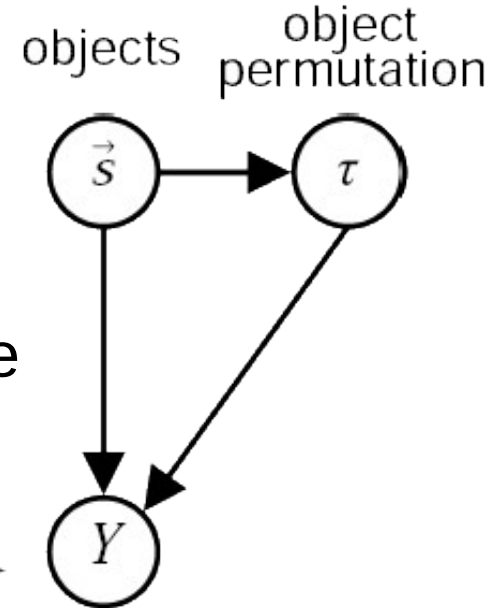
## linear SC

A.-S. Sheikh,  
M. Henniges  
J. Shelton

$$\vec{T}_d(S; \Theta) = W_{h_o d} \vec{T}_{h_o}$$

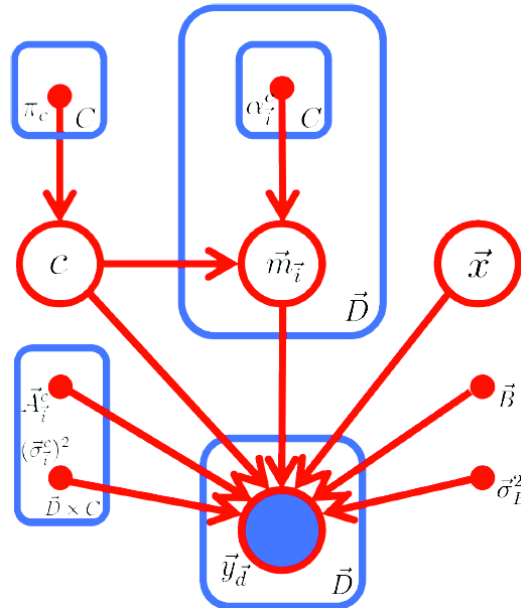
$$h_o = \operatorname{argmax}_h \{ \tau(h) W_{hd} \}$$

Mask      Feature



Graphical Model

Lücke et al.,  
*NIPS* 2009



Jörg Lücke

# Example App: Inpainting



Original image



80% lost pixels



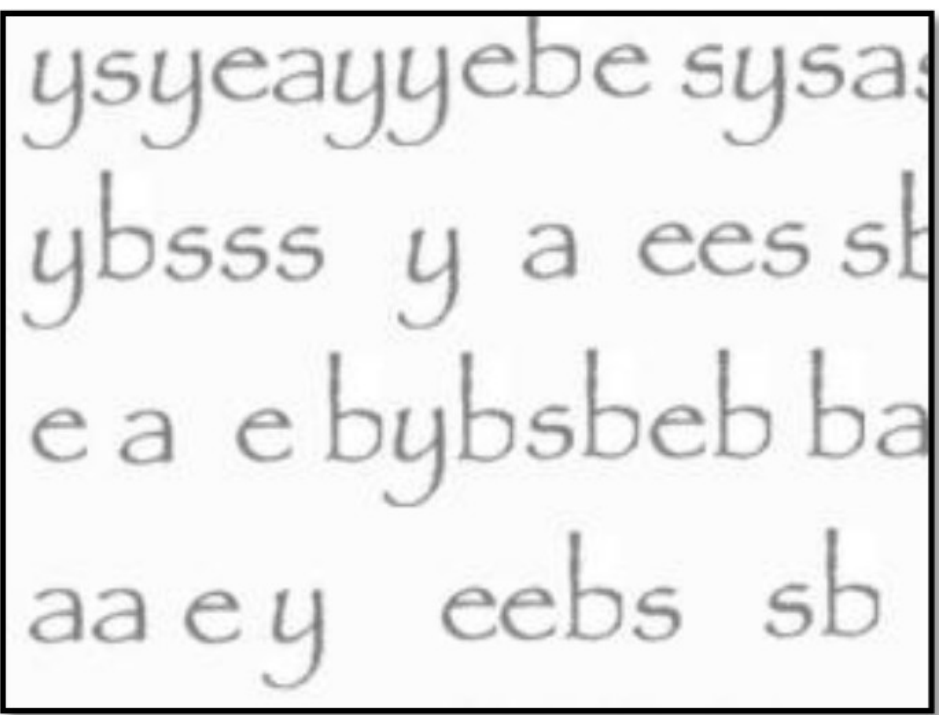
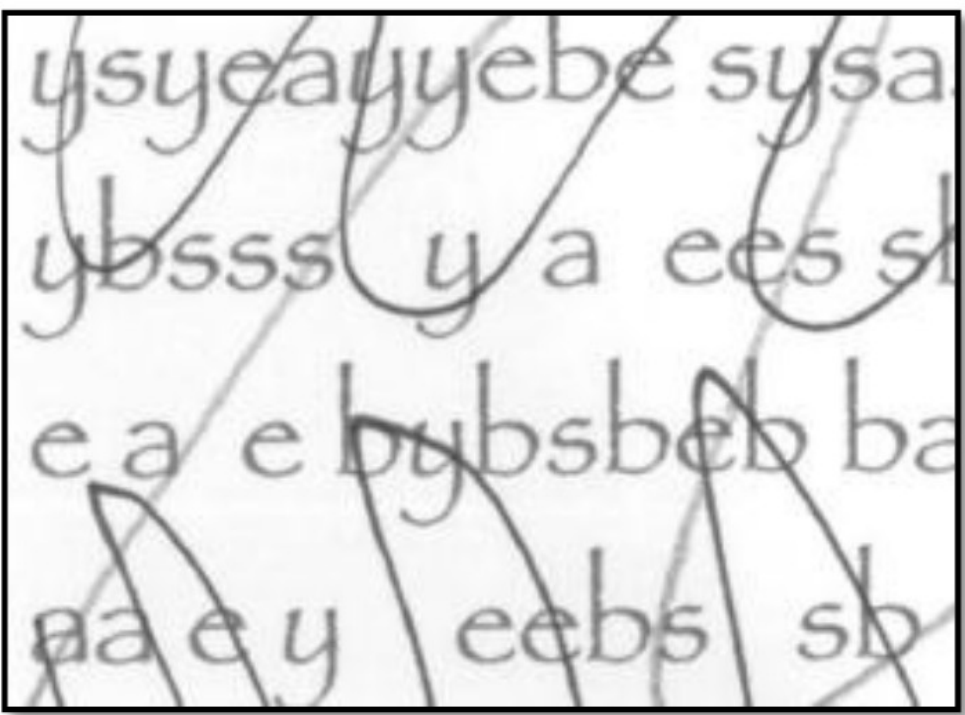
reconstruction

spike-and-slab prior

Shelton et al.,  
*NIPS 2012*

$$\vec{y} = \max_h \{s_h \vec{W}_h\} + \vec{\eta}$$

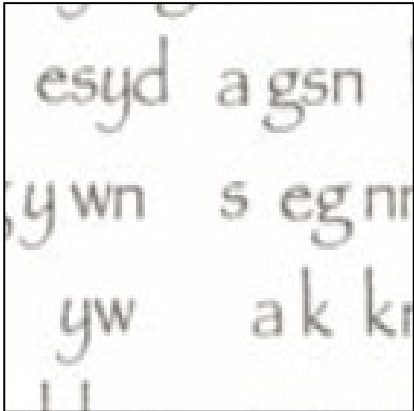
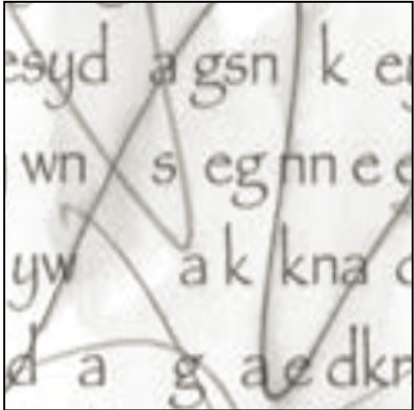
# Example: Structured Noise Removal



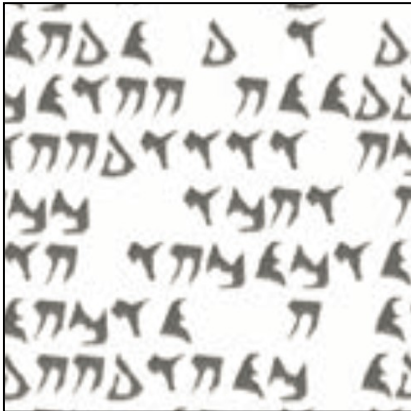
# Example: Structured Noise Removal

original

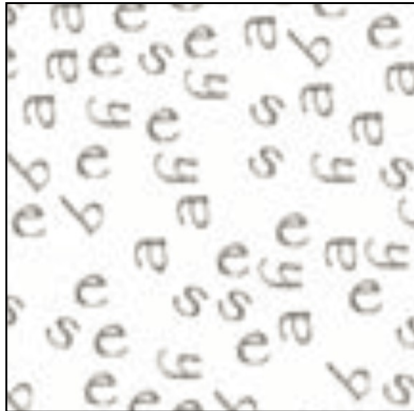
9chars



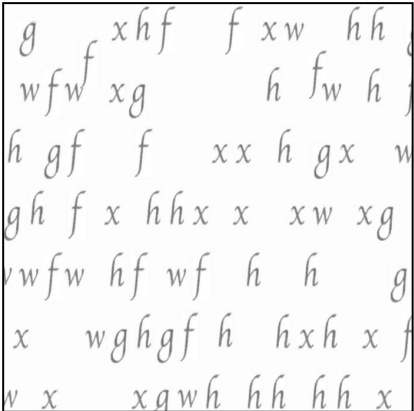
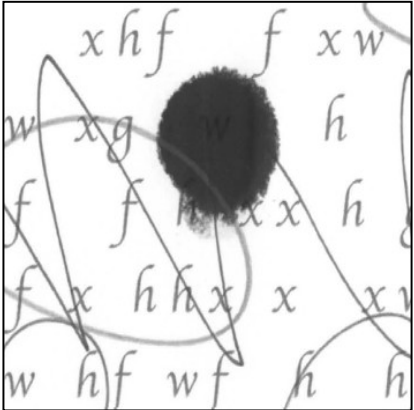
Klingon



Rotated,  
random placed



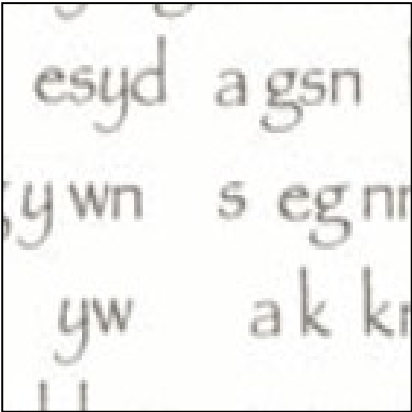
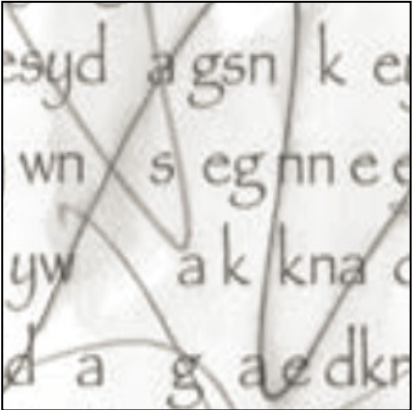
Occluded



# Example: Structured Noise Removal

original

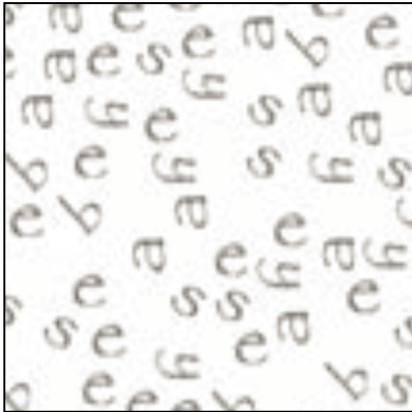
9chars



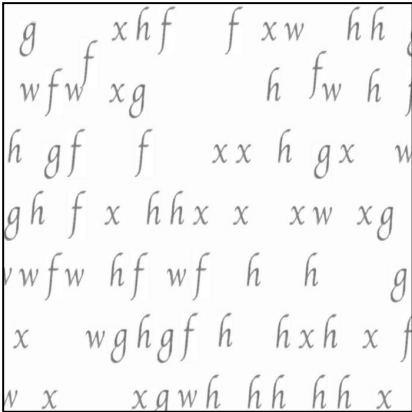
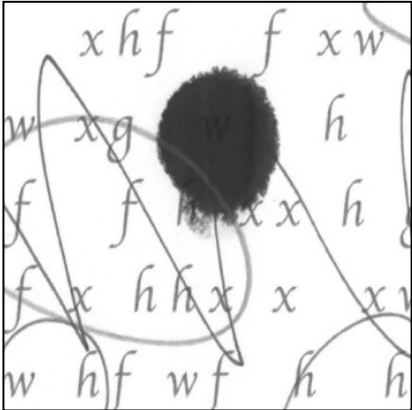
Klingon



Rotated, random placed



Occluded



Dai & Lücke, CVPR 2012, oral presentation, Google award.

Dai & Lücke, IEEE Trans. on Pattern Analysis and Machine Intelligence, 2014.



# Thanks to:



**Cluster of Excellence Hearing4all**  
Deutsche Forschungsgemeinschaft



**Non-linear Probabilistic Models for Representational Recognition and Unsupervised Learning in Vision**  
Deutsche Forschungsgemeinschaft

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**LOROC**  
Honda Research Institute Europe

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Jörg Bornschein  
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Abdul Saboor Sheikh  
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Jörg Lücke  
Zhenwen Dai  
Georgios Exarchakis

Project Researchers  
Univ. Oldenburg, TU Berlin, Univ. Frankfurt

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Cambridge University, UK



**Maneesh Sahani**  
Gatsby Unit, UCL, UK



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**Nicol Harper**  
Berkeley University, US



**Jörg Lücke**  
University of Oldenburg



**Pietro Berkes**  
Enthought, Ltd., UK  
Brandeis Univ., USA



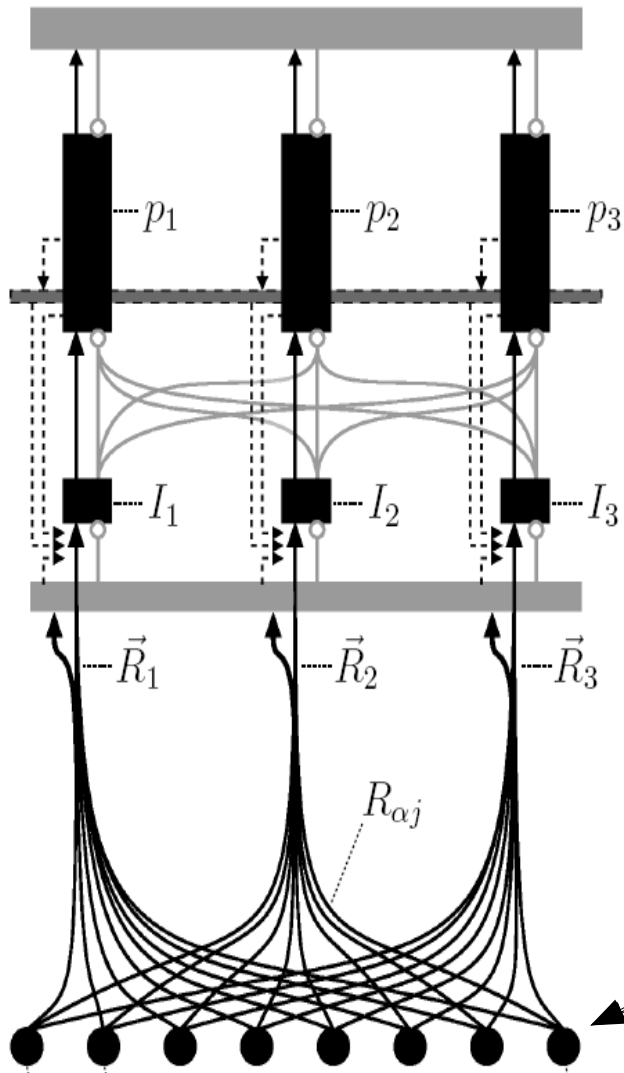
**Julian Eggert**  
Honda-RI, Europe



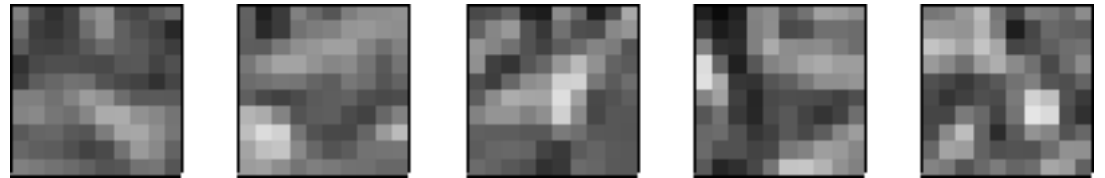
**Marc-Thilo Figge**  
Universität Jena

**Thank you.**

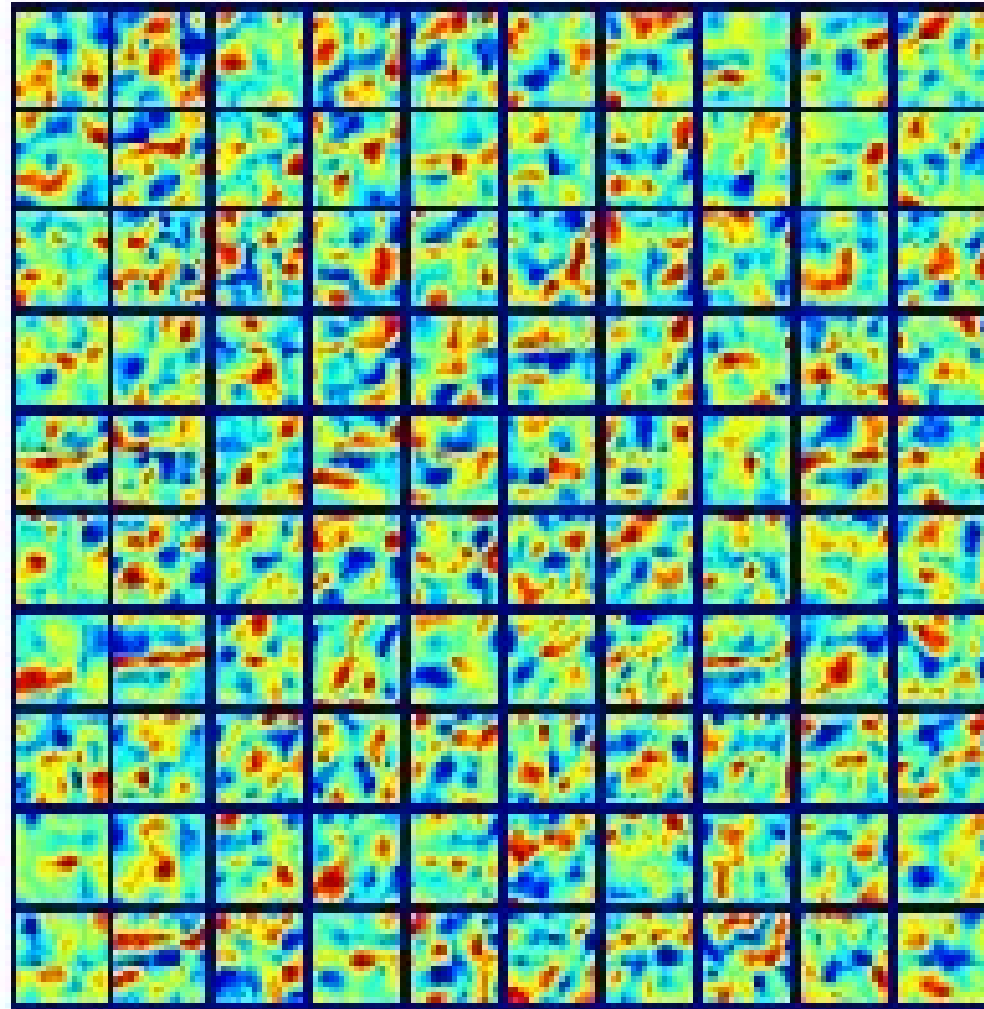
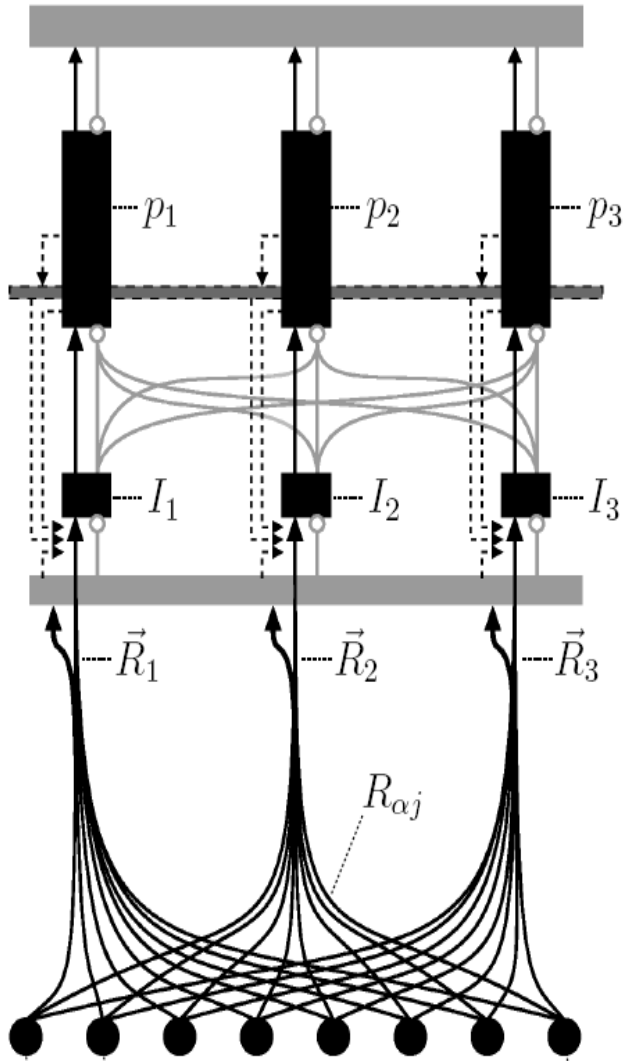
# Cortical Circuits



Use Natural Image Patches as Input



# Cortical Circuits

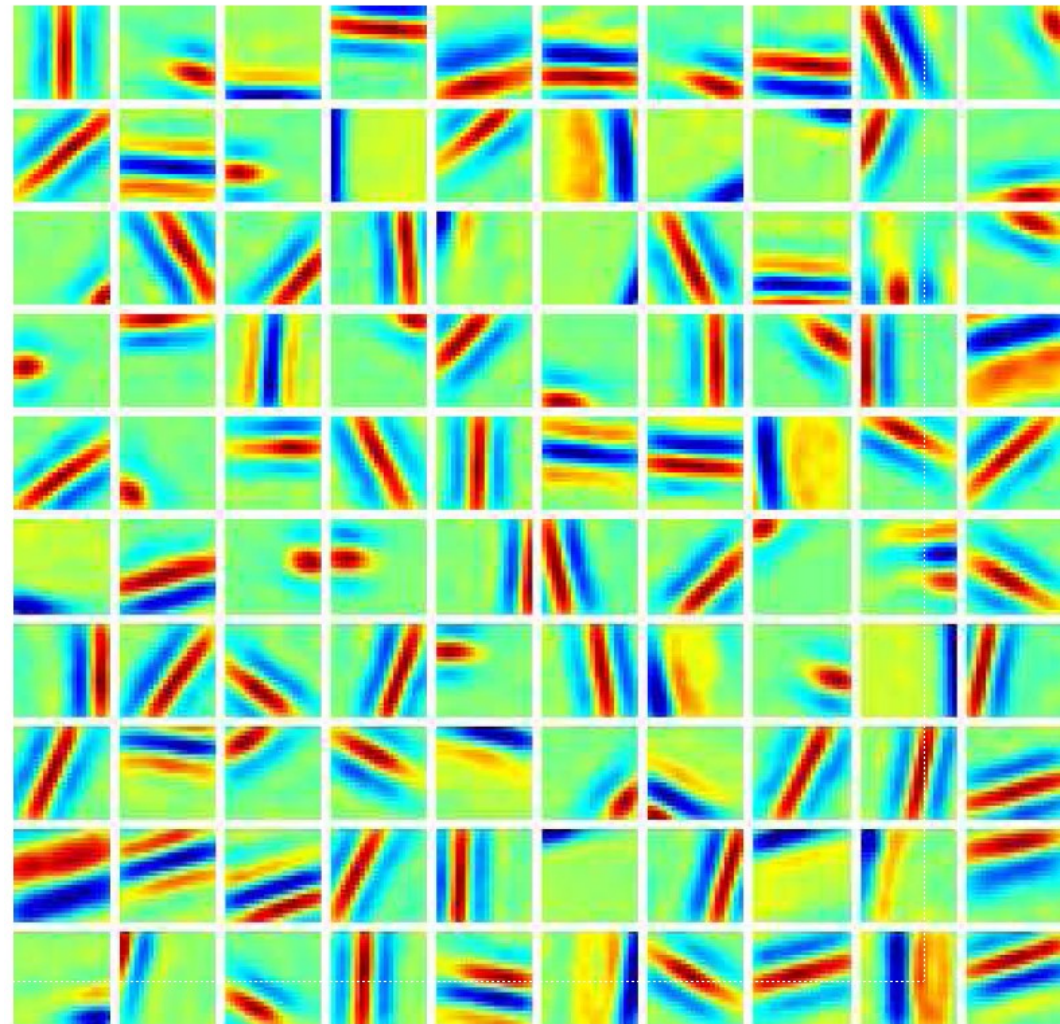
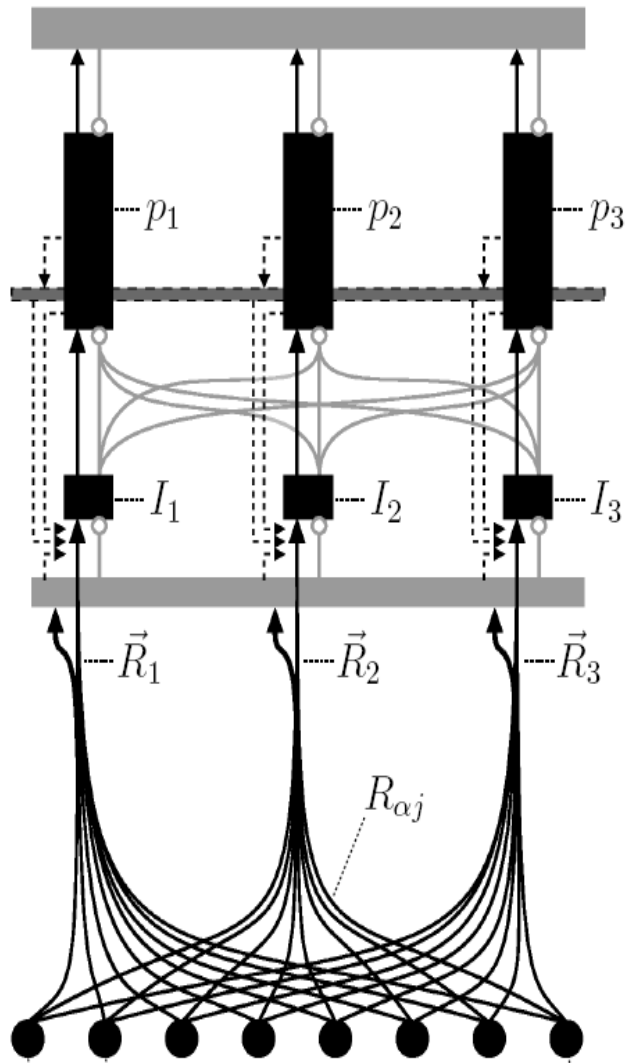


Numerical simulations of stochastic and non-linear differential equations.

# Cortical Circuits



A RFs for DoG images

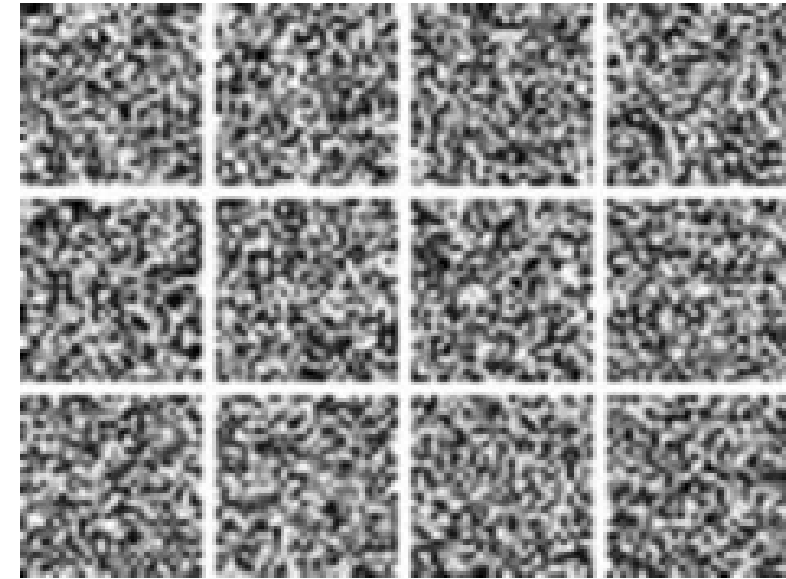


Lücke, *Neural Computation*, 2009.

# Application NMF

$$W \leftarrow W \odot \frac{\sum_n \vec{y}^{(n)} \langle \vec{s}^T \rangle_{q_n}}{\sum_n W \langle \vec{s} \vec{s}^T \rangle_{q_n}}$$

$$\langle g(\vec{s}, \Theta^{\text{old}}) \rangle_{q_n} \approx \frac{\sum_{\vec{s} \in \mathcal{K}_n} p(\vec{s}, \vec{y}^{(n)} | \Theta^{\text{old}}) g(\vec{s}, \Theta^{\text{old}})}{\sum_{\vec{s}' \in \mathcal{K}_n} p(\vec{s}', \vec{y}^{(n)} | \Theta^{\text{old}})}$$



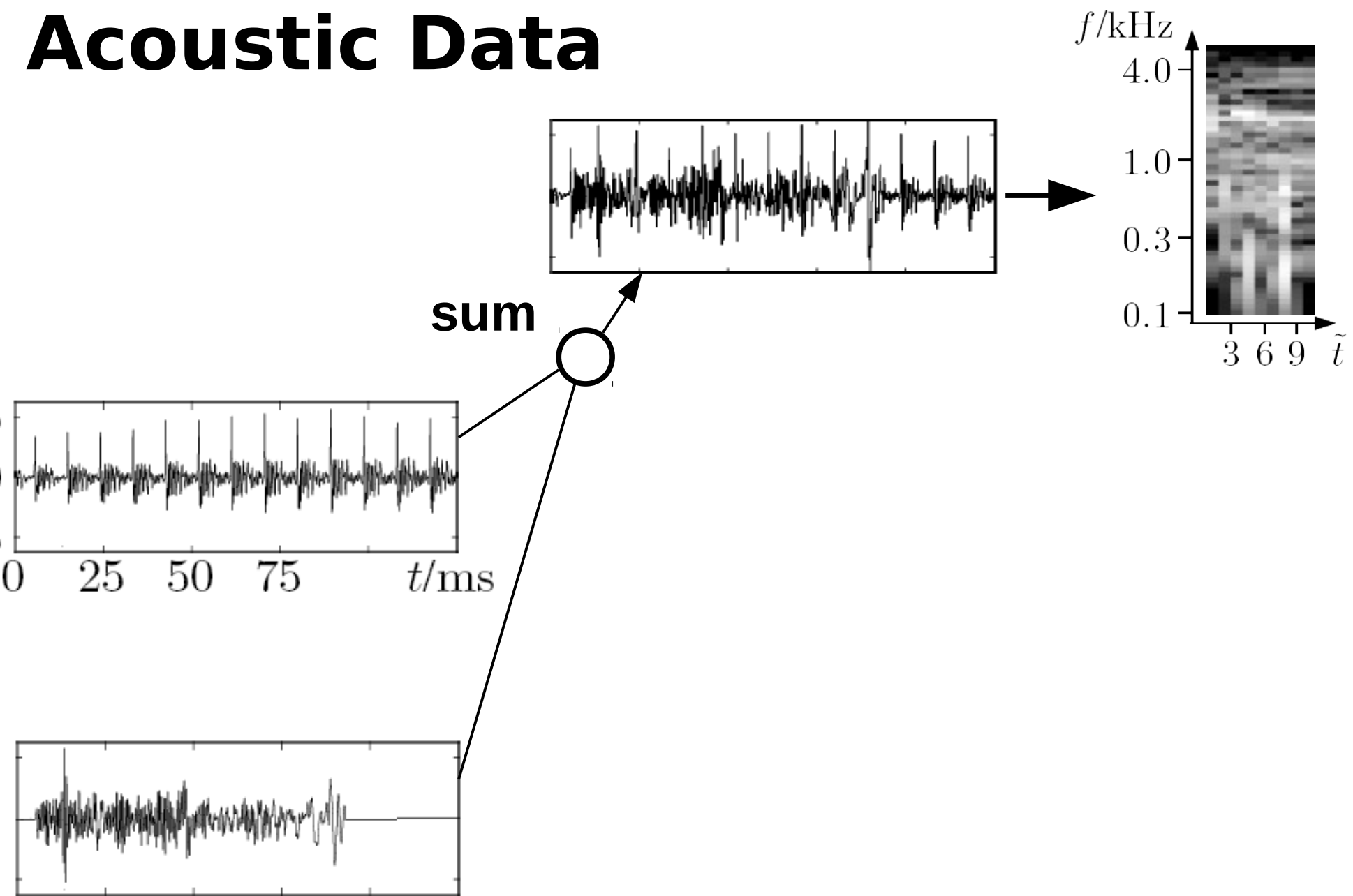
Application to MNIST data.

The model can be constrained by allowing only for positive  $\vec{s}$  and positive  $W$ .

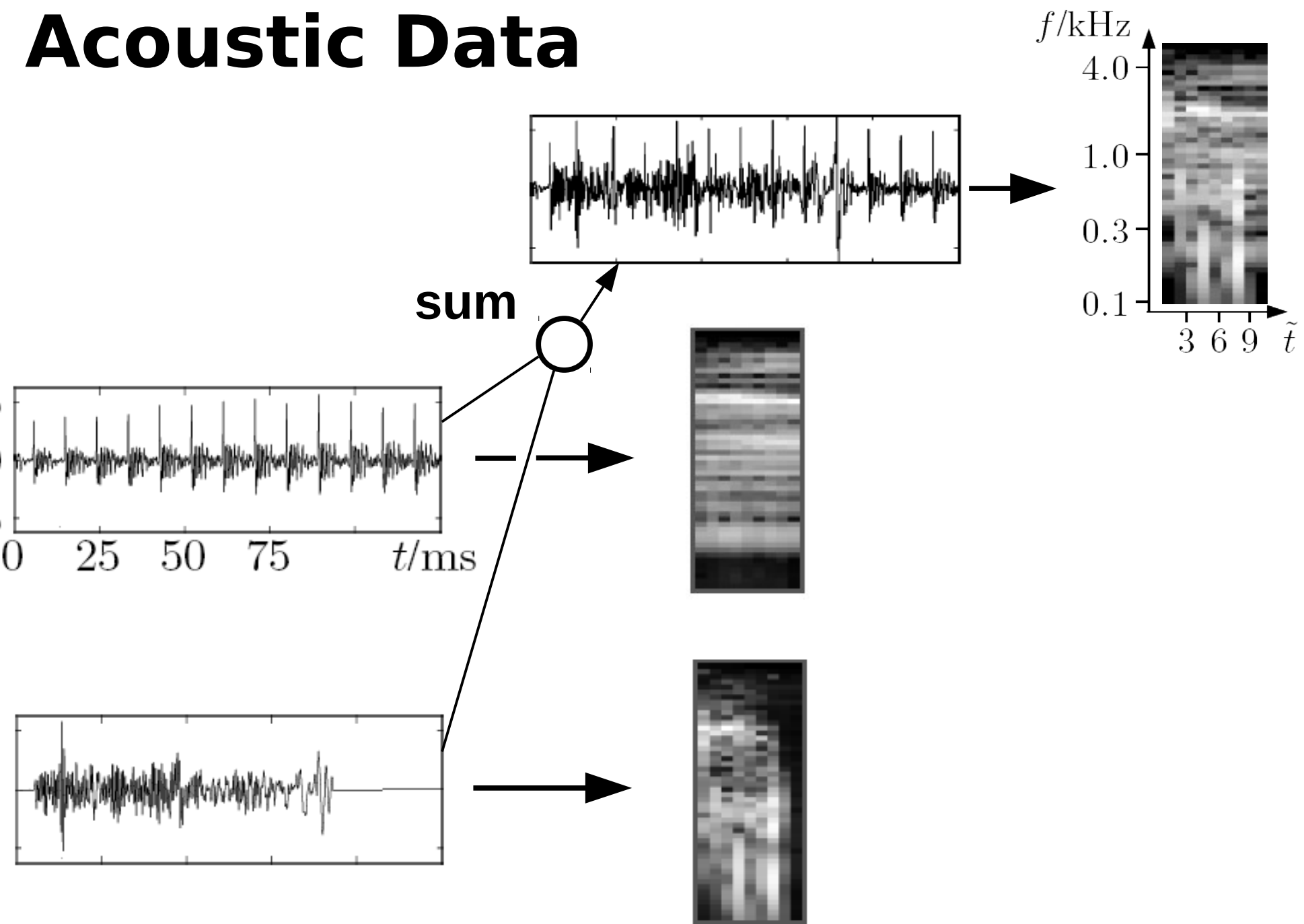
We obtain a generative version of NMF (with binary latents).



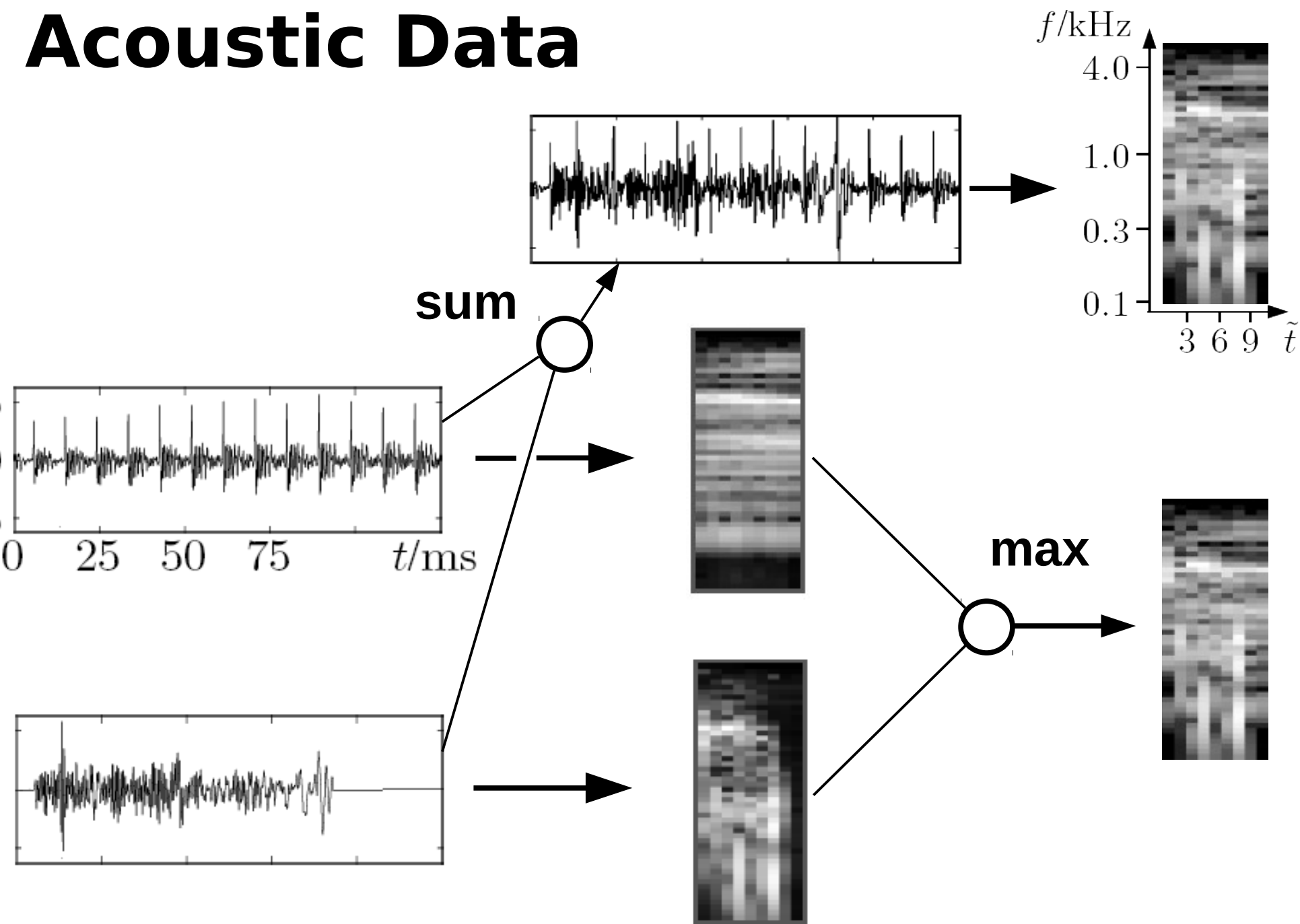
# Acoustic Data



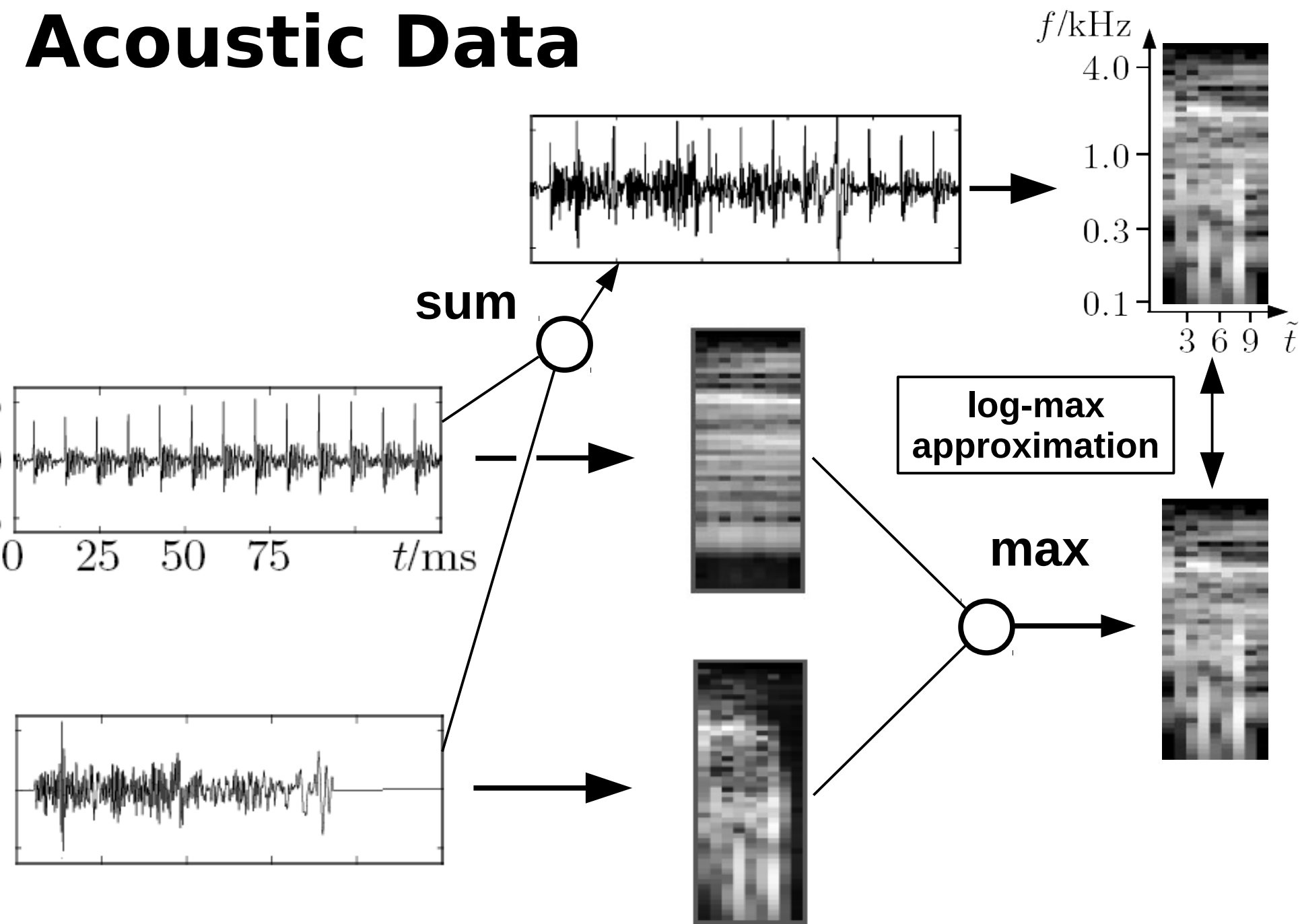
# Acoustic Data



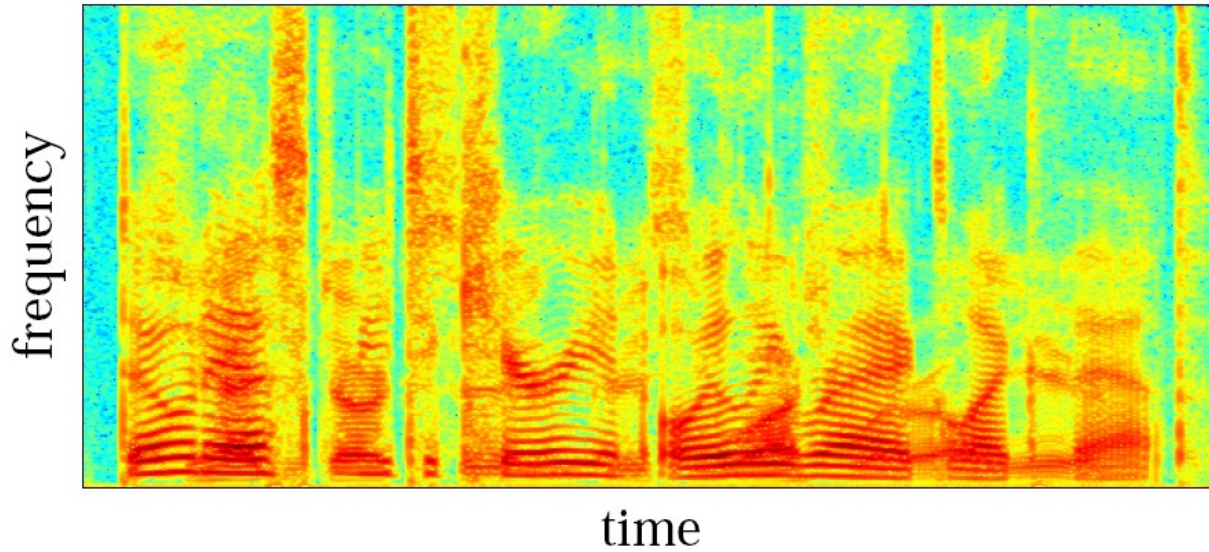
# Acoustic Data



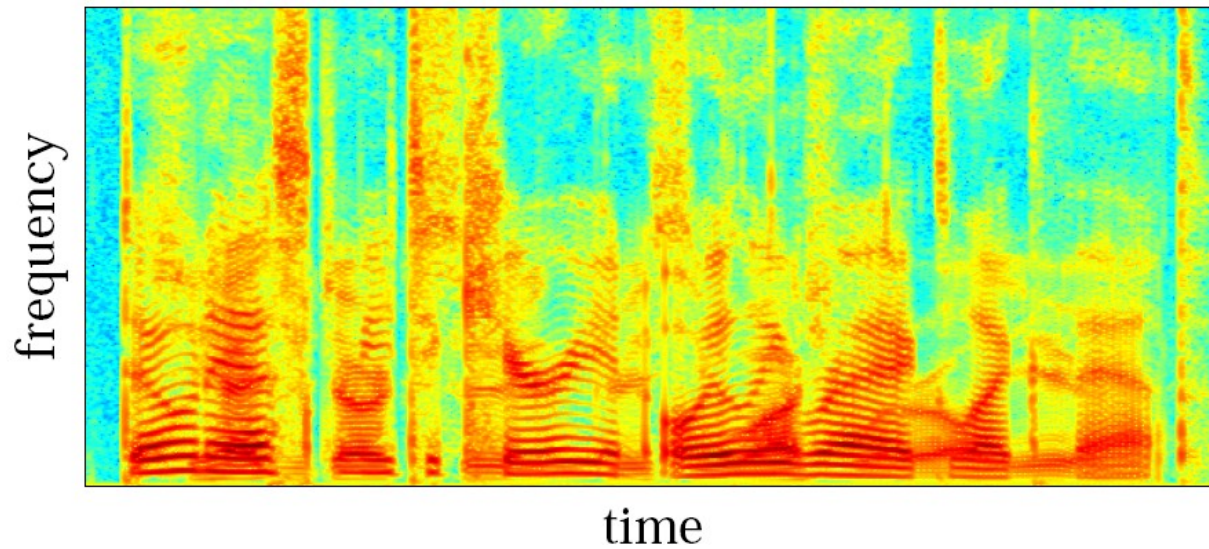
# Acoustic Data



# Acoustic Data



Log-spectrogram  
of a mixture of  
two sound sources.



Max of the two individual  
log-spectrograms.

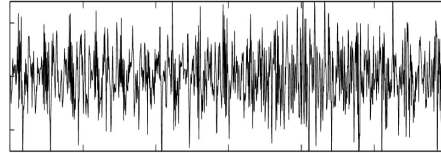
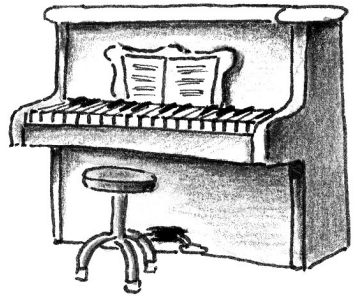
Source: Roweis, 2004

Log-max approximation (Moore, 1983)

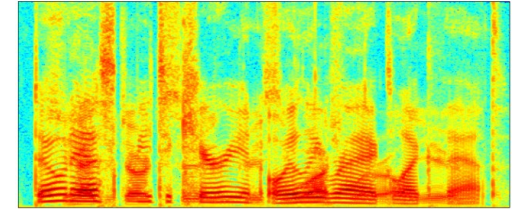
# Acoustic Data

$$\vec{y} = \sum_h s_h \vec{W}_h + \vec{\eta}$$

$$\vec{y} = f(s_{1:H} \vec{W}_{1:H}) + \vec{\eta}$$



$\vec{y}$

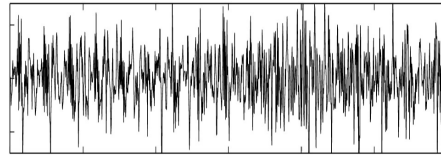
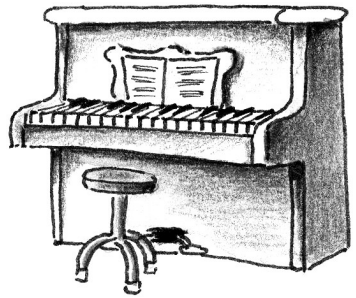


$\vec{y}$

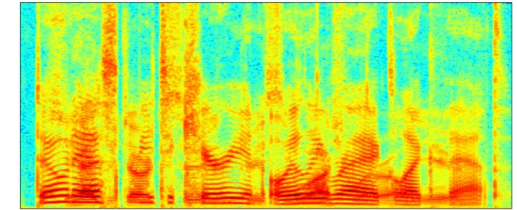
# Acoustic Data

$$\vec{y} = \sum_h s_h \vec{W}_h + \vec{\eta}$$

$$\vec{y} = \max_h \{s_h \vec{W}_h\} + \vec{\eta}$$



$\vec{y}$



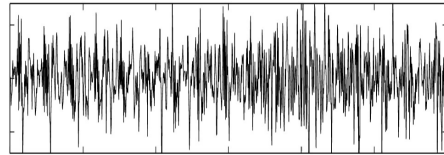
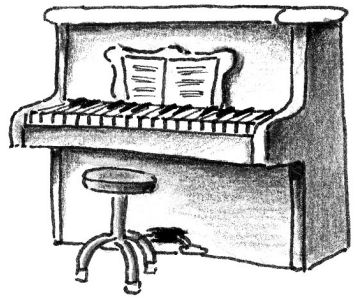
$\vec{y}$

Bornschein et al., *PLOS CB* 2013  
Shelton et al., *NIPS* 2012  
Puertas, Bronschein, Lücke, *NIPS* 2010  
Lücke, Sahani, *J Mach Learn Res* 2008  
...  
Roweis, *Eurospeech* 2003  
Roweis, *NIPS* 2002  
Varga, Moore, *ICASSP* 1990

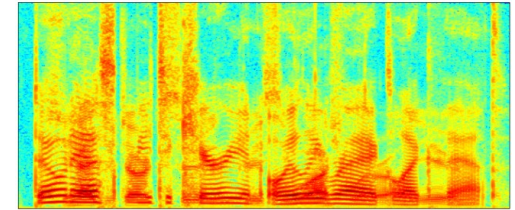
# Acoustic Data

$$\vec{y} = \sum_h s_h \vec{W}_h + \vec{\eta}$$

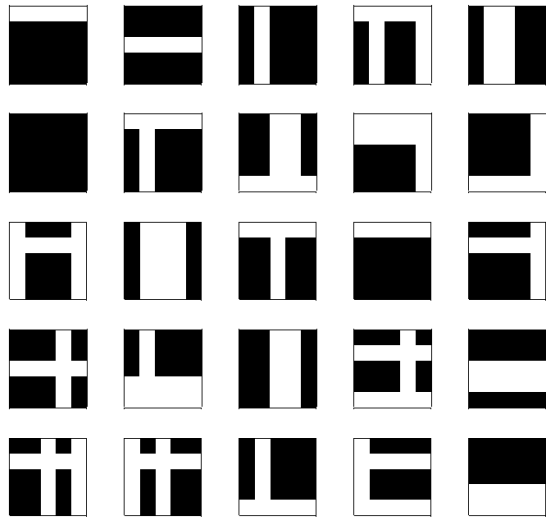
$$\vec{y} = \max_h \{s_h \vec{W}_h\} + \vec{\eta}$$



$\vec{y}$

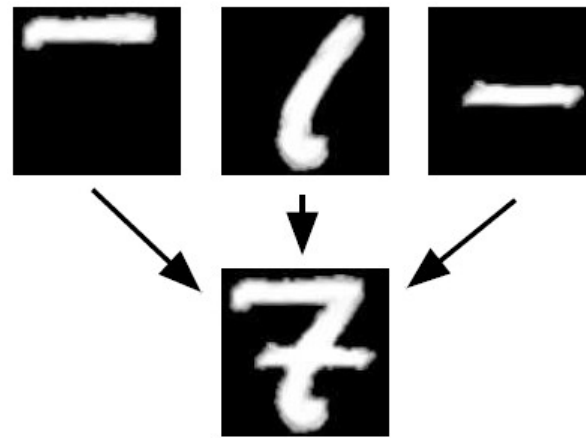


$\vec{y}$



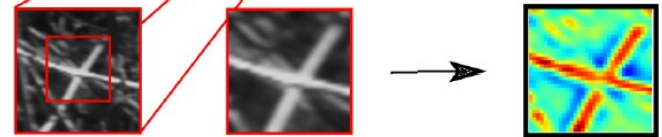
The Bars Test.  
Földiák, 1990

10s hidden



hand-written digits  
(e.g., MNIST)

10s-100s hidden

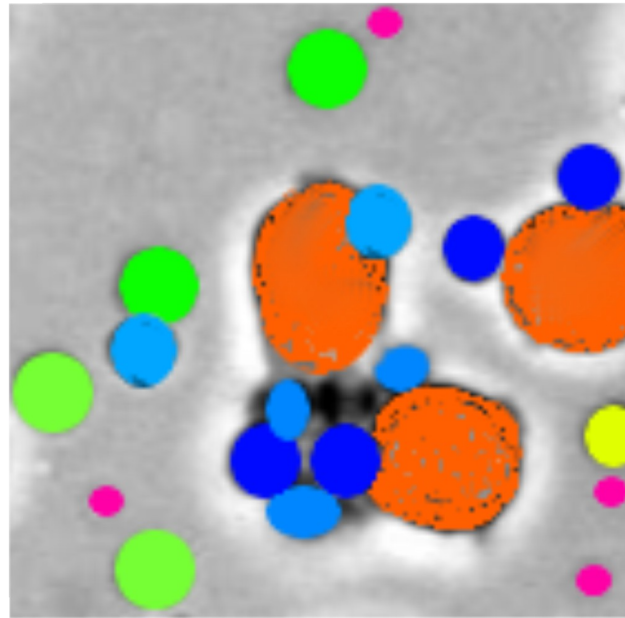
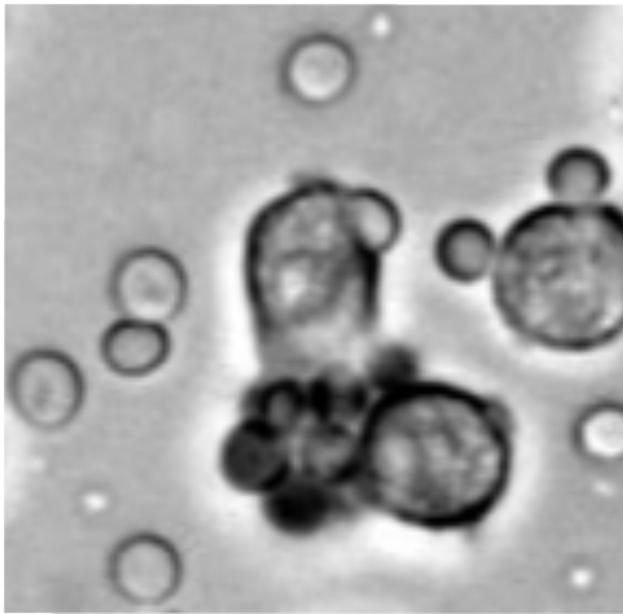


Natural image patches

100s-1000s hidden

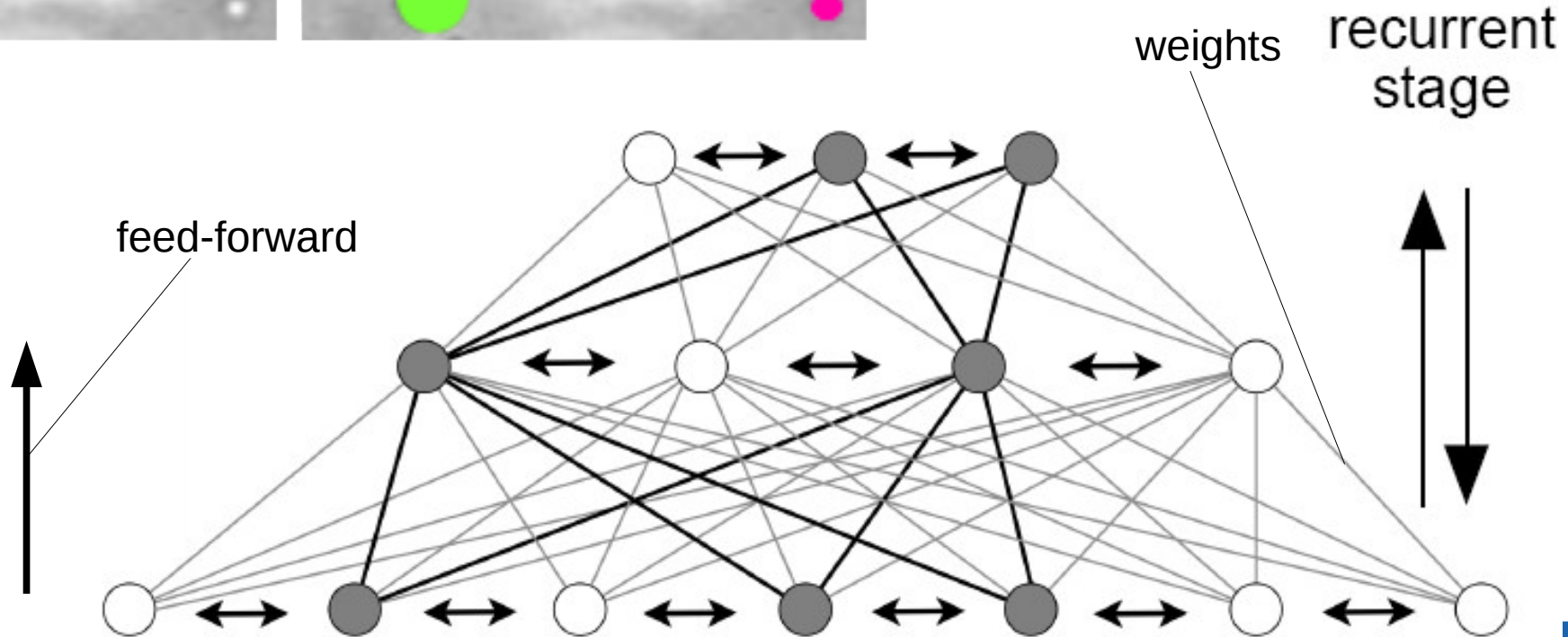


# Other projects

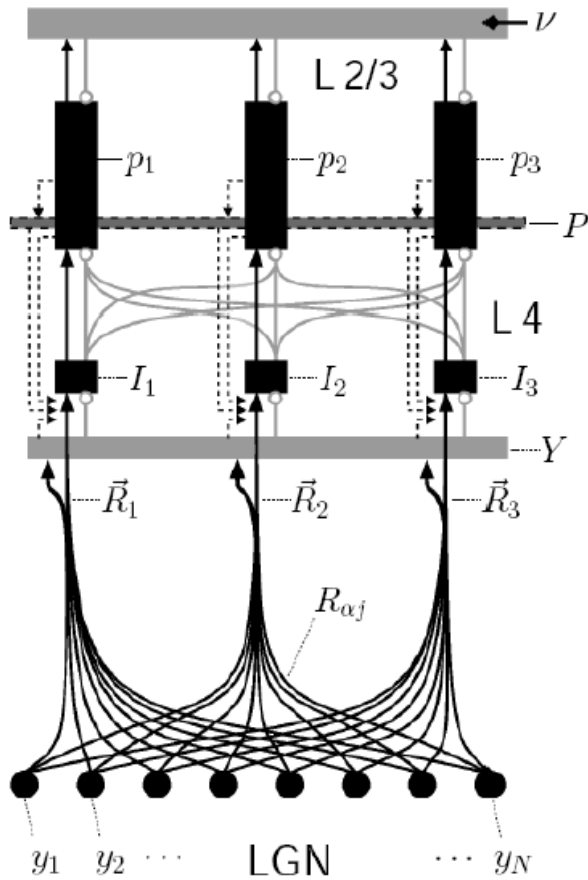


Microscopy  
Image Analysis

Deep Learning Architectures  
for Pattern Recognition  
Keck, Savin, Lücke  
*PLOS Comp Bio*, 2012

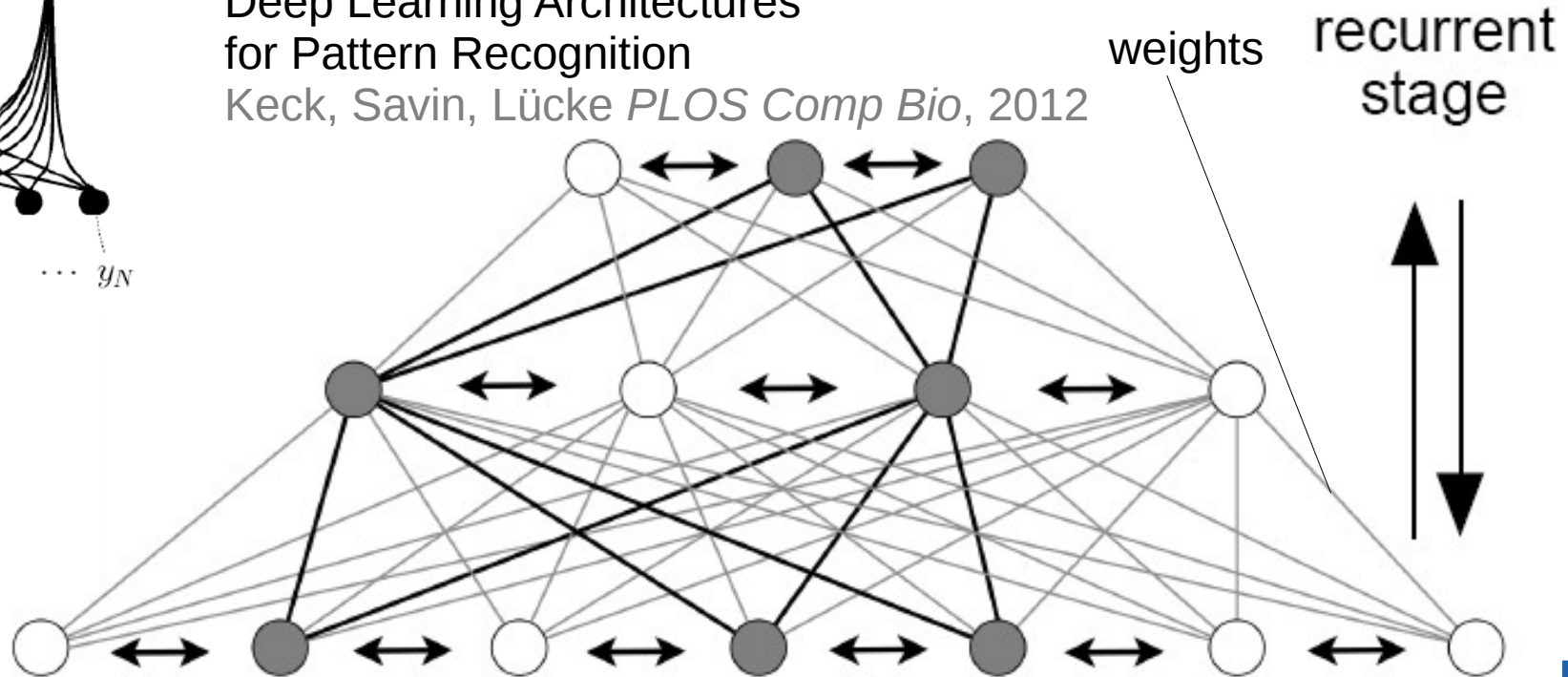


# Other projects



Deep Learning Architectures  
for Pattern Recognition  
Lücke, *Neural Comp* 2009  
Lücke, *ICANN* 2005-2007  
Lücke, *Neural Networks* 2004  
Lücke, Malsburg, *Neural Comp* 2004  
...

Deep Learning Architectures  
for Pattern Recognition  
Keck, Savin, Lücke *PLOS Comp Bio*, 2012



probability theory / applied mathematics / computer science

generative models

learning

approximate inference

signal processing;  
computer hearing

computational  
neuroscience

The World

The Learner



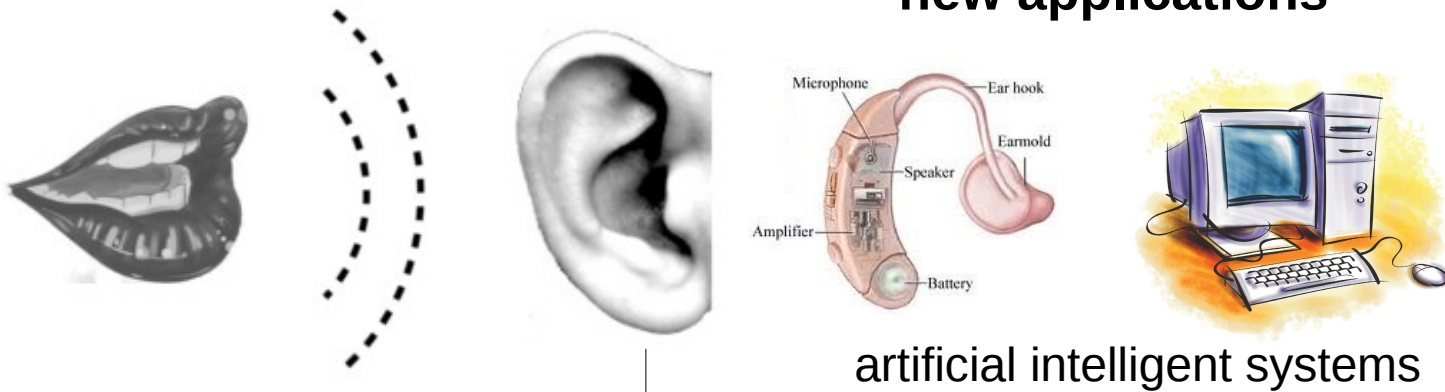
$$\vec{y} = \max_h \{s_h \vec{W}_h\} + \vec{\eta}$$

World State    Projection    Observed State    Inverse    Model State

Physics

Neuroscience

# new applications



artificial intelligent systems

probability theory / applied mathematics / computer science

generative models

learning

approximate inference

signal processing;  
computer hearing

computational  
neuroscience

The World

The Learner

$$\vec{y} = \max_h \{s_h \vec{W}_h\} + \vec{\eta}$$

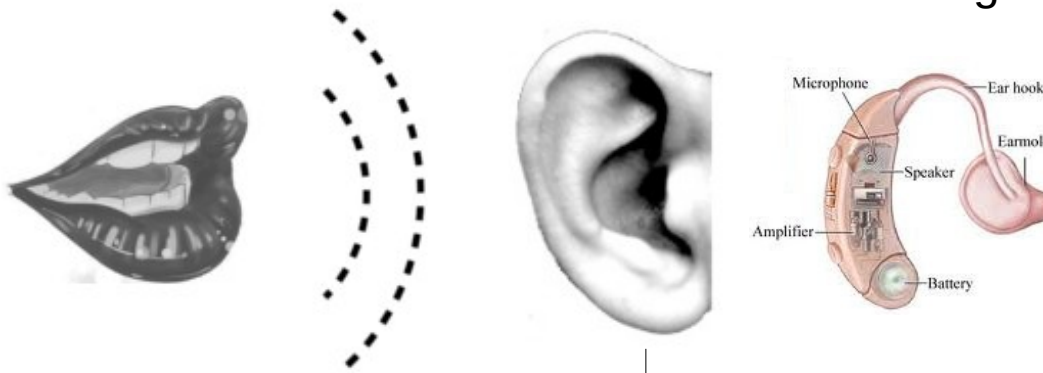


algorithms for hearing instruments

personalizing hearing devices

HörTech

Hearing4all area B



probability theory / applied mathematics / computer science



learning

generative models

approximate inference

signal processing; computer hearing

Individualisierte Hörakustik

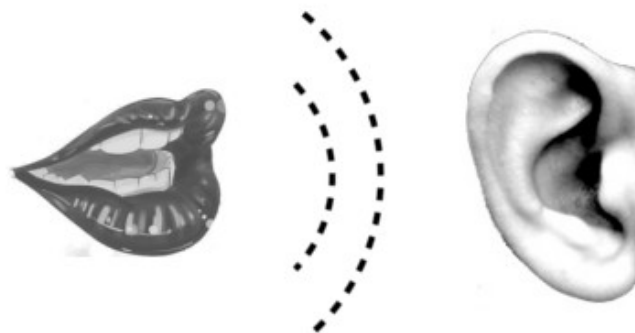
Hearing4all area A

computational neuroscience

The World

The Learner

Zentrum für Neurosensorik

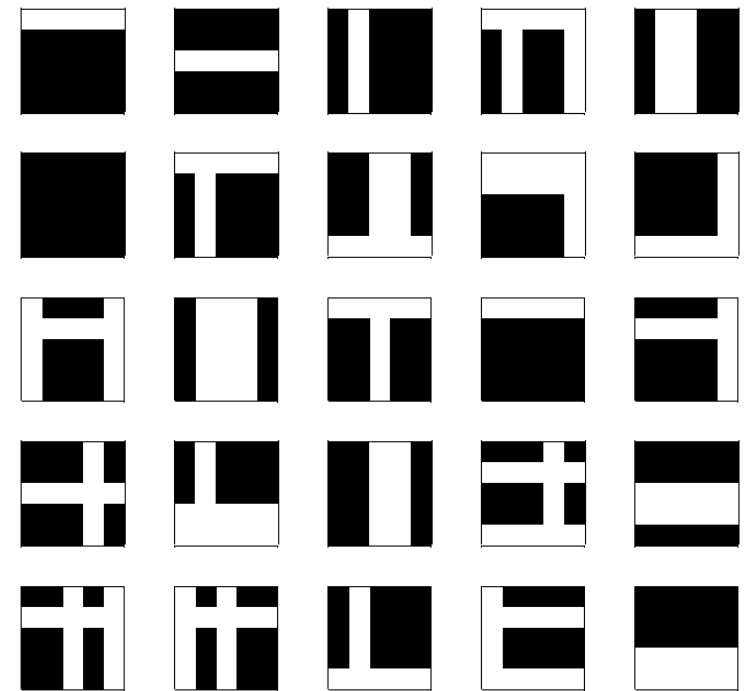


# Linear Causes

Linear generative models:

$$p(\vec{s} | \Theta) = \prod_h \dots$$

$$p(\vec{y} | \vec{s}, \Theta) = \mathcal{N}(\vec{y}; \sum_h s_h^{(n)} \vec{W}_h, \sigma^2 \mathbb{1})$$



The Bars Test, Földiák, 1990

Obtain basis functions:

Source:  
Hochreiter &  
Schmidhuber,  
*Neural Comp*,  
1999

