

A gentle introduction to

Encoding prior knowledge in image- and data analysis

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Heidelberg Laureate Forum 2015

24 August 2015



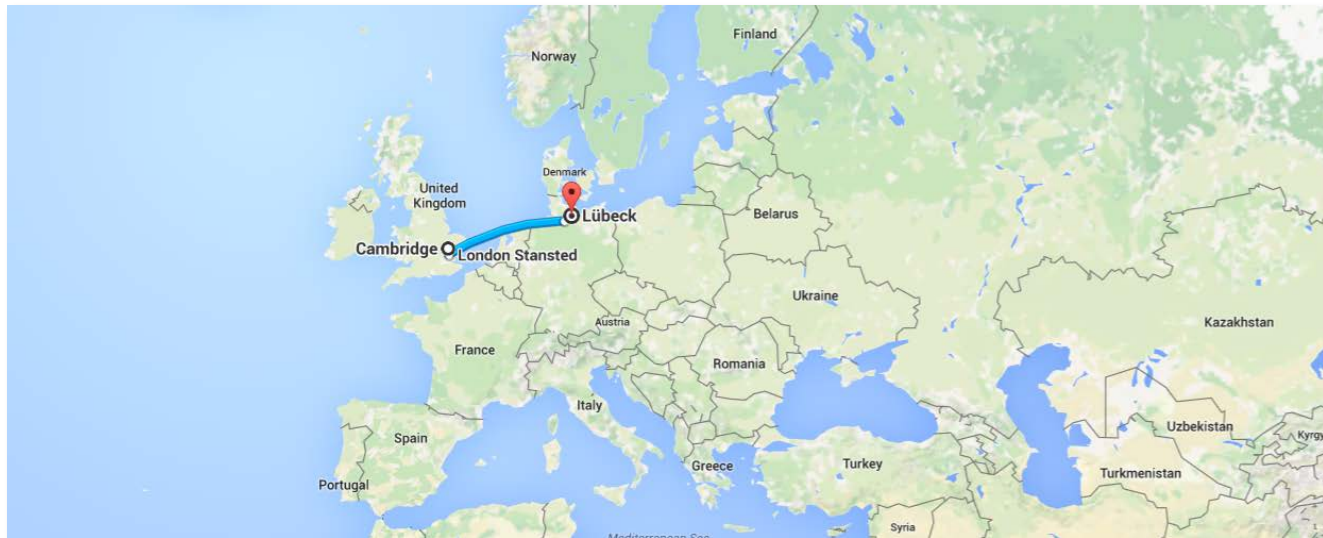
Cambridge Image Analysis
University of Cambridge

www.damtp.cam.ac.uk/research/cia



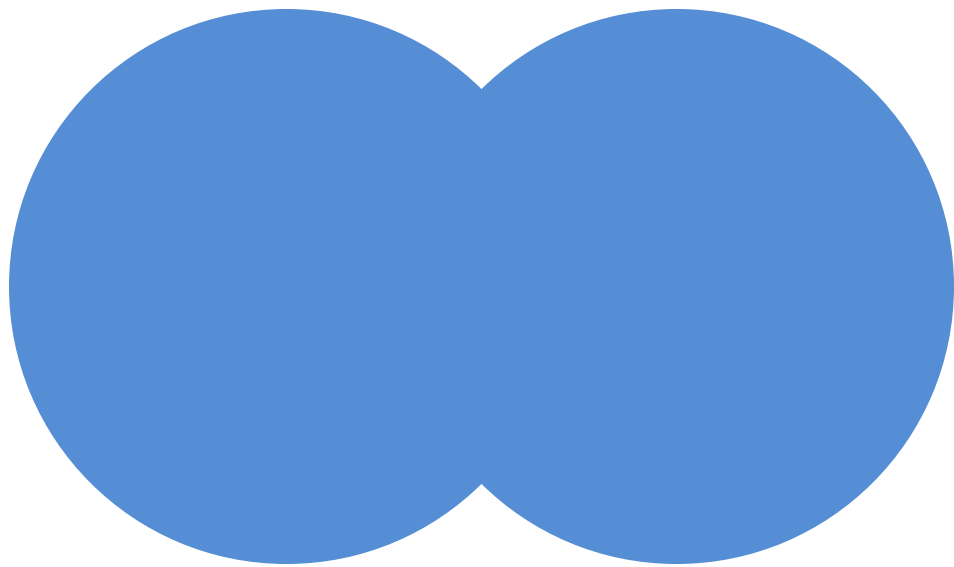
Mathematical Image Computing
University of Lübeck

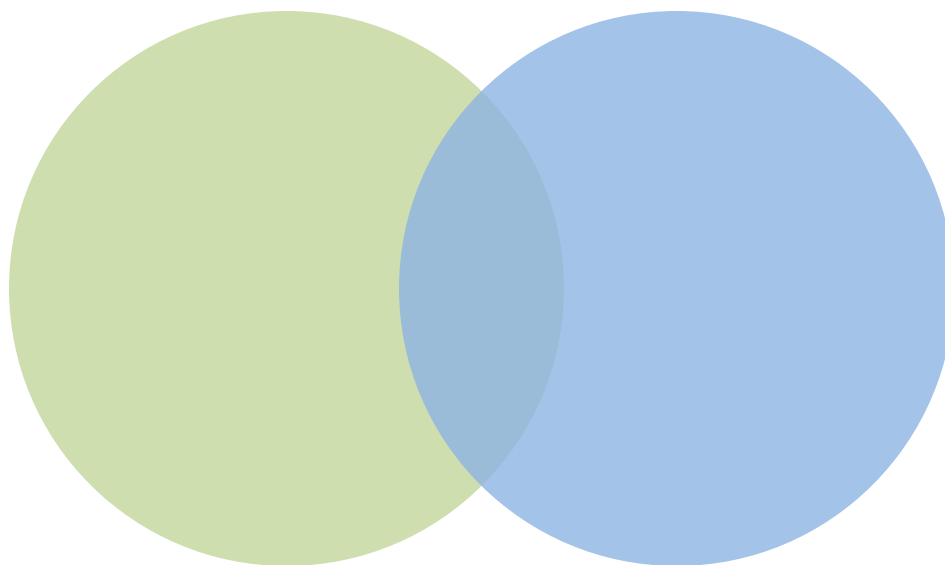
www.mic.uni-luebeck.de

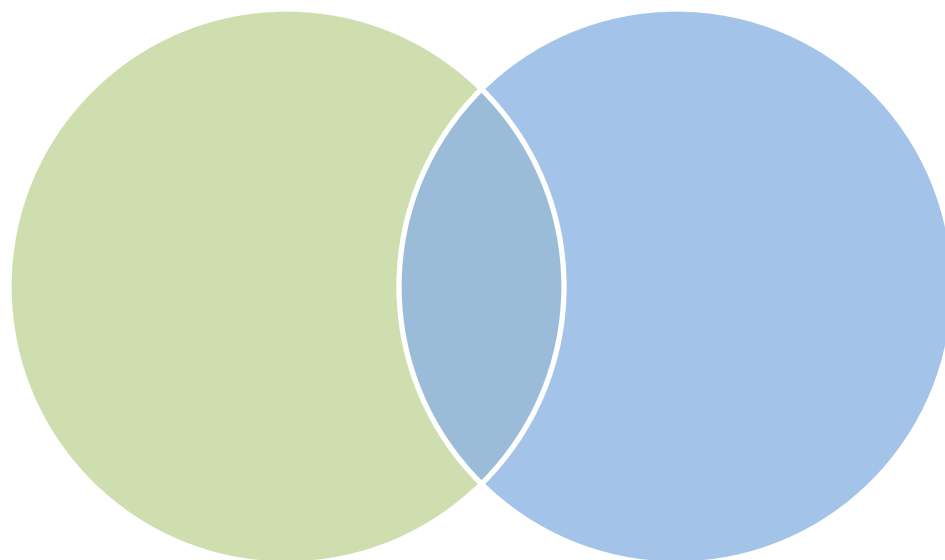


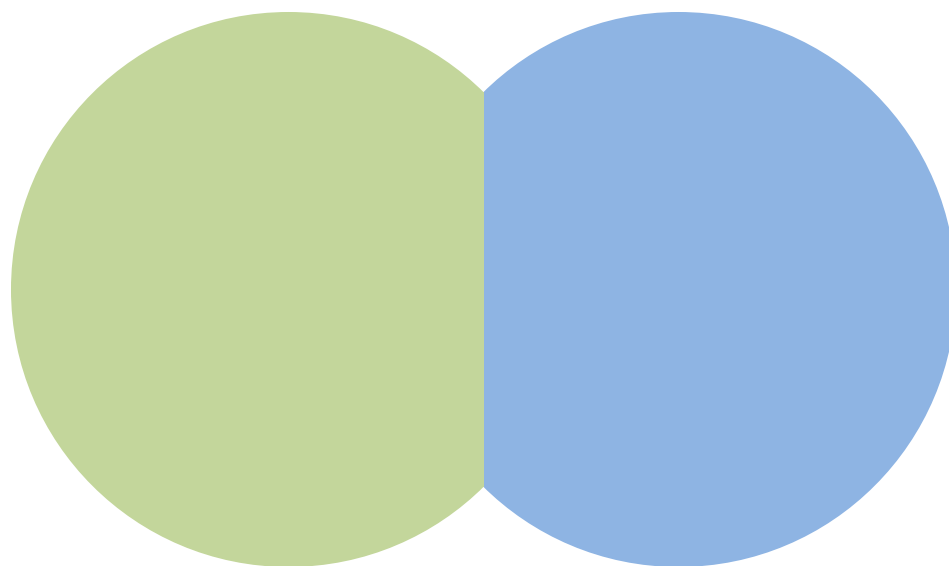
$$A + B = 4$$

$$A = ? \quad B = ?$$

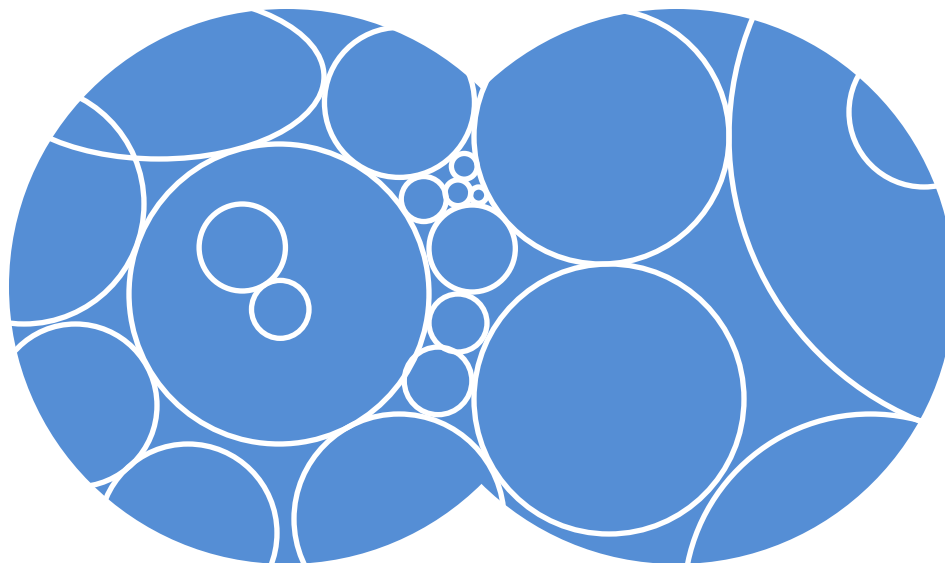










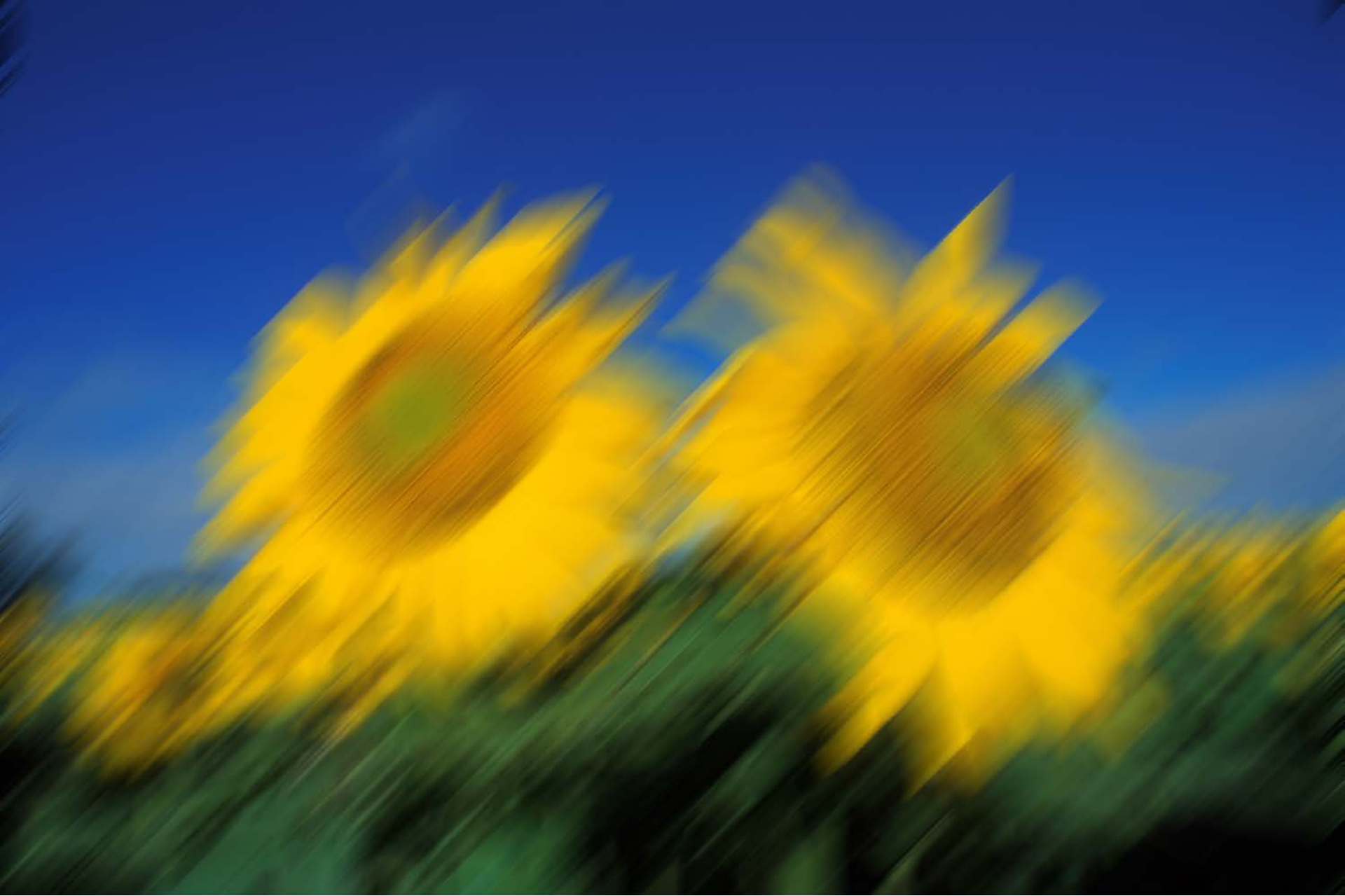


Regularity

A natural object (and data in general) is often

- composed of few objects,
- each of which is “simple” (e.g., geometrically)





$$b = T(u)$$



$$b = T(u) + n$$

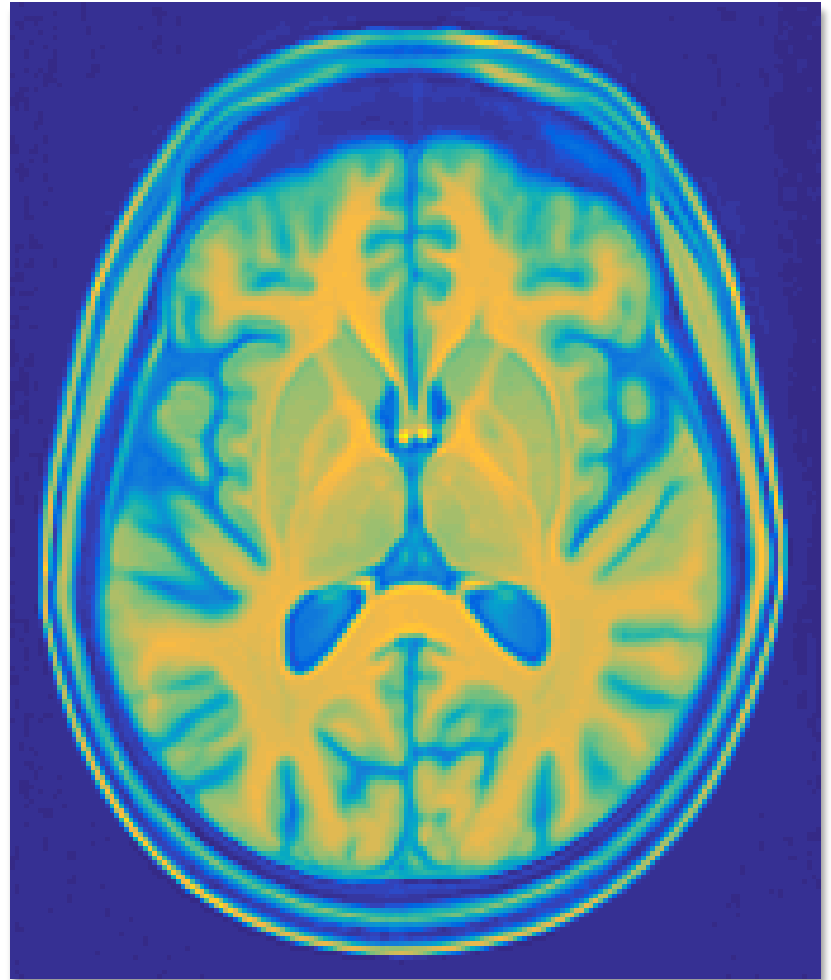


$$b = T'(u) + n'$$

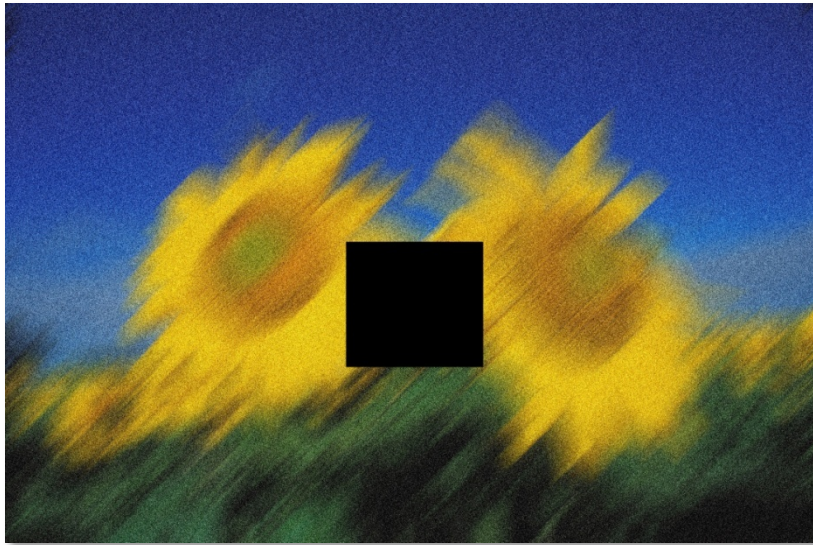
Missing data



R. Hocking



J. Acosta-Cabronero



Given measurements \mathbf{b} , find image data \mathbf{u} so that

$$\mathbf{b} = \mathbf{T}(\mathbf{u}) + \mathbf{n}$$

\mathbf{T} structural operator, \mathbf{n} random noise

Often the direct reconstruction is not unique, not stable,
or not deterministic – we need prior knowledge

Variational methods

We reconstruct the unknown data u from the measurements b by minimizing the energy

$$\min_u \{D(T(u); b) + R(u)\}$$

Advantages:

- **Intuitive** – we specify what the results should look like
- Often **statistical motivation** – maximum a posteriori estimate
- **Modular**, reusable components



b



$$\int_{\Omega} \|u(x) - b(x)\|_2^2 dx + \lambda \int_{\Omega} \|\nabla u(x)\|^2 dx$$

Trade-offs

Model complexity vs. **computability**
Local minimizers vs. **global minimizers**

Top-down approach

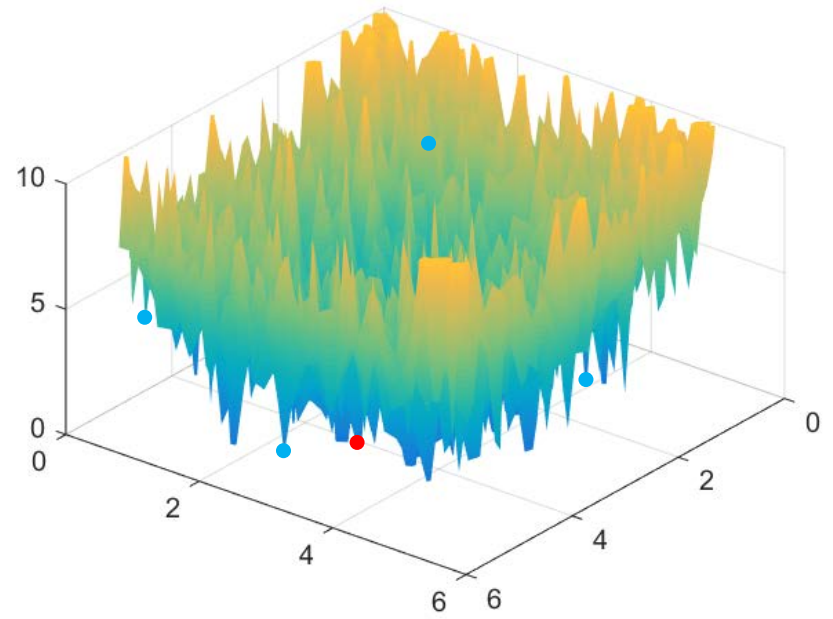
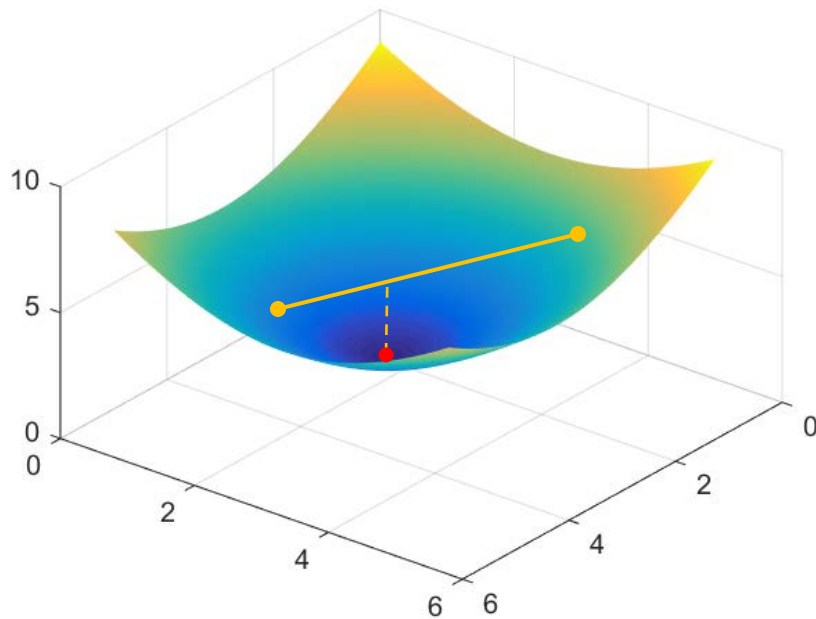
- Physically/biologically motivated
- Advantages:
 - Very specific to the problem
 - Model parameters have meaning

Bottom-up approach

- Built from simple, well-understood components
- Advantages:
 - Mathematical analysis
 - Efficient and/or global optimization often possible

Convexity

Convexity assures that every **local minimizer** of the energy is also a **global minimizer**

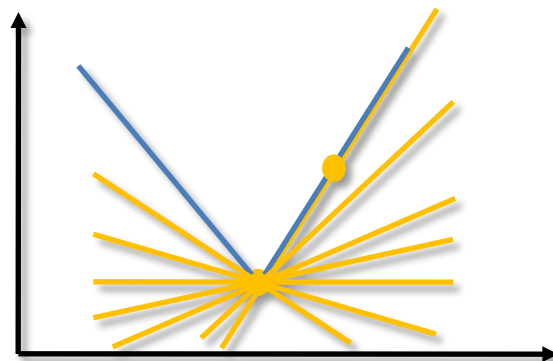
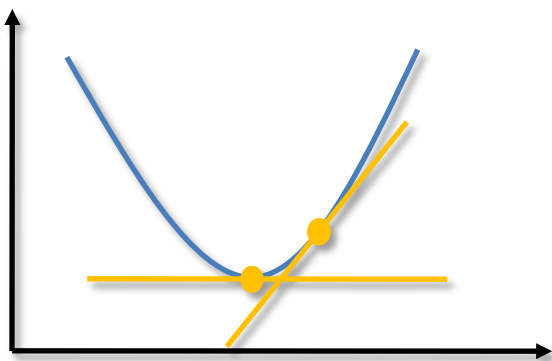


Non-smoothness

Non-smoothness often allows perfect recovery.

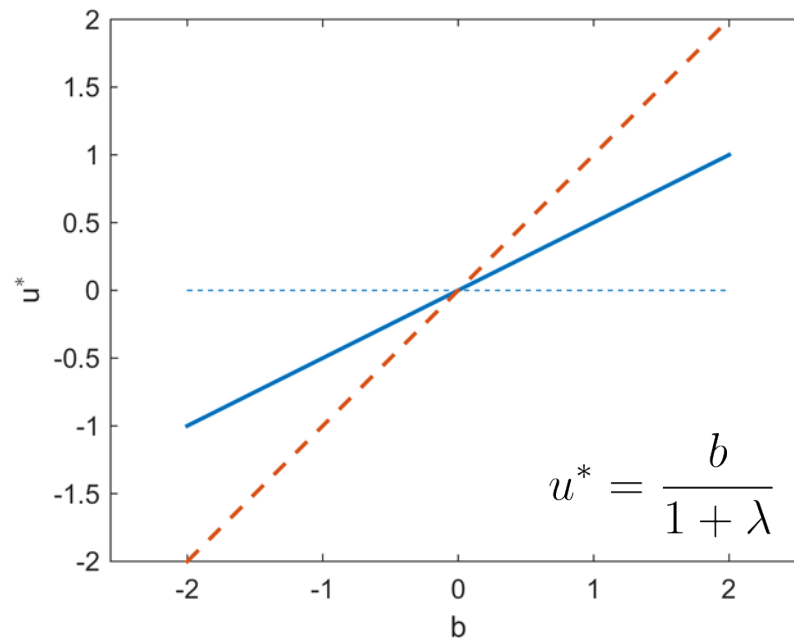
If f is convex but non-differentiable, then (Fermat):

$$0 \in \partial f(u) \Rightarrow u \text{ is a global minimizer}$$



A simple example

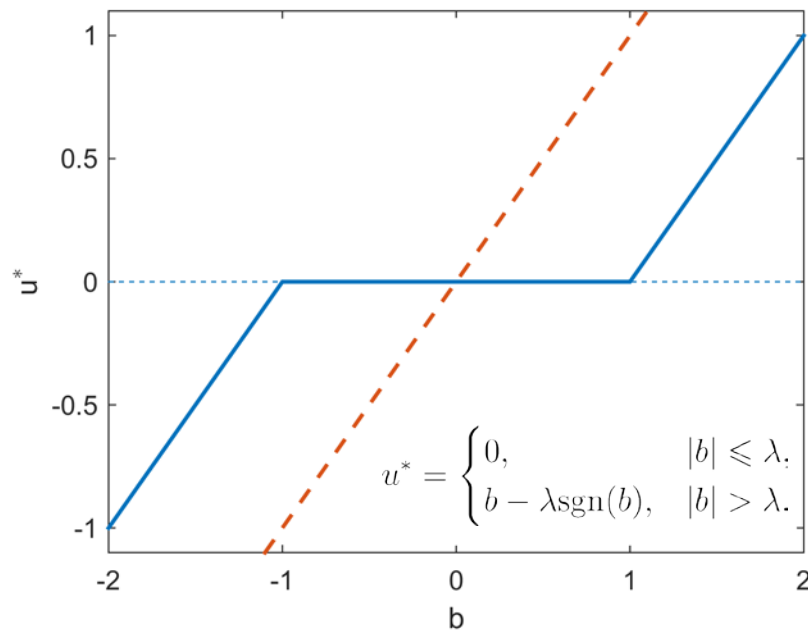
Assume u is scalar and our (perfect!) prior knowledge is that u is zero. We measure $b = u + n$ and try:



$$\min_{u \in \mathbb{R}} \frac{1}{2}(u - b)^2 + \frac{\lambda}{2}u^2$$

A simple example

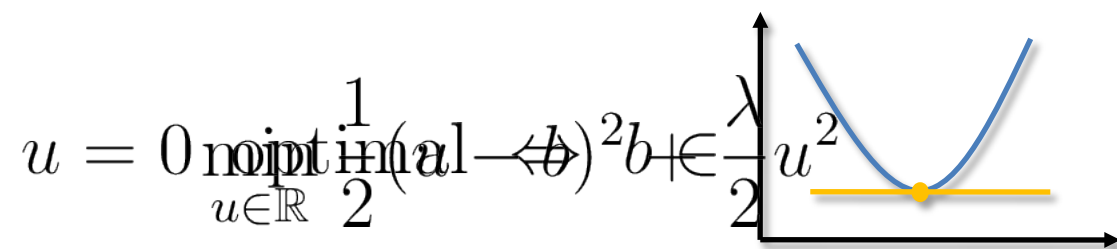
Assume u is scalar and our (perfect!) prior knowledge is that u is zero. We measure $b = u + n$ and try:



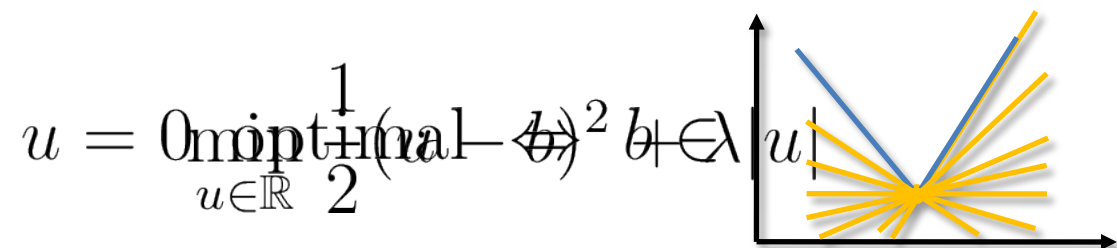
The solution is **exact** for a wide range of measurements!

$$\min_{u \in \mathbb{R}} \frac{1}{2}(u - b)^2 + \lambda|u|$$

Smooth:



Nonsmooth:



Basis Pursuit

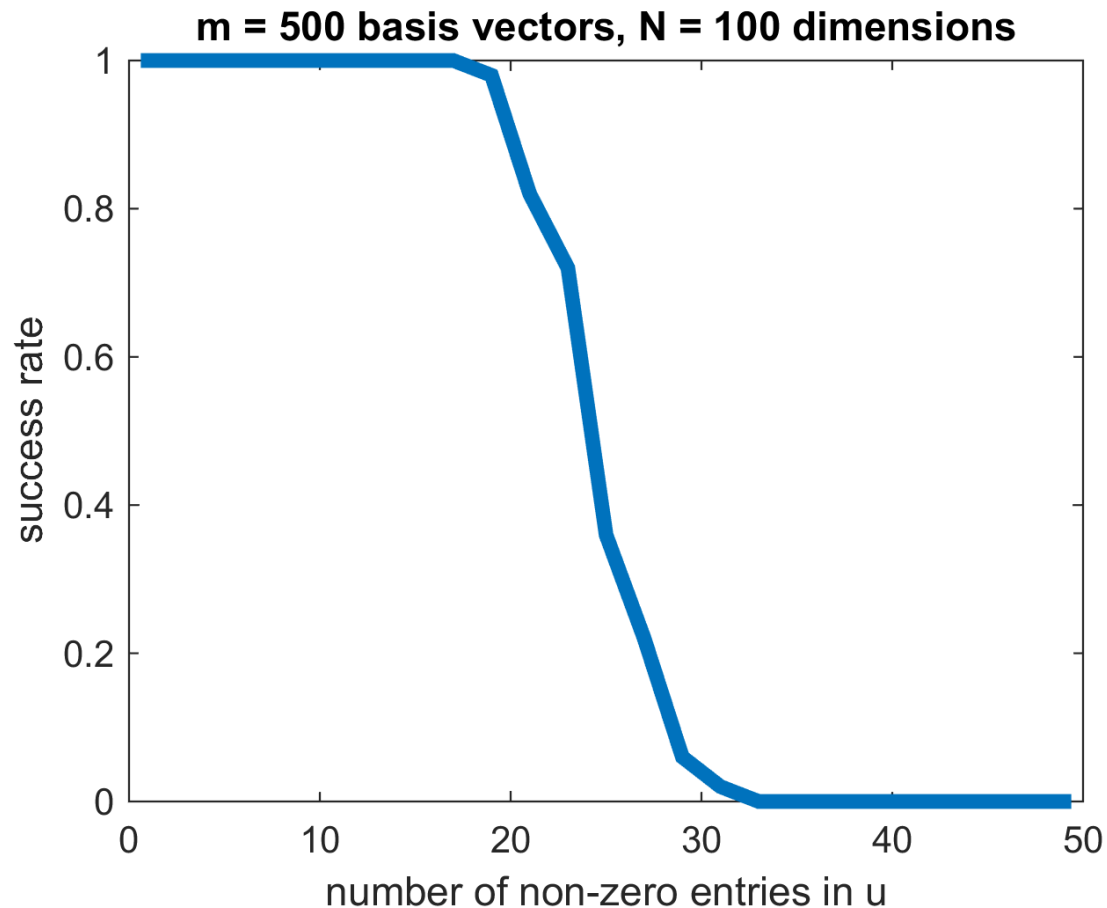
Given an **overcomplete** dictionary A and a vector u with **few non-zero components**, recover u from $b = A u$:

$$\min_{u \in \mathbb{R}^m} \|u\|_0 \text{ subject to } Au = b \quad ?$$

Applications in compression, data separation, machine learning, approximation theory,...

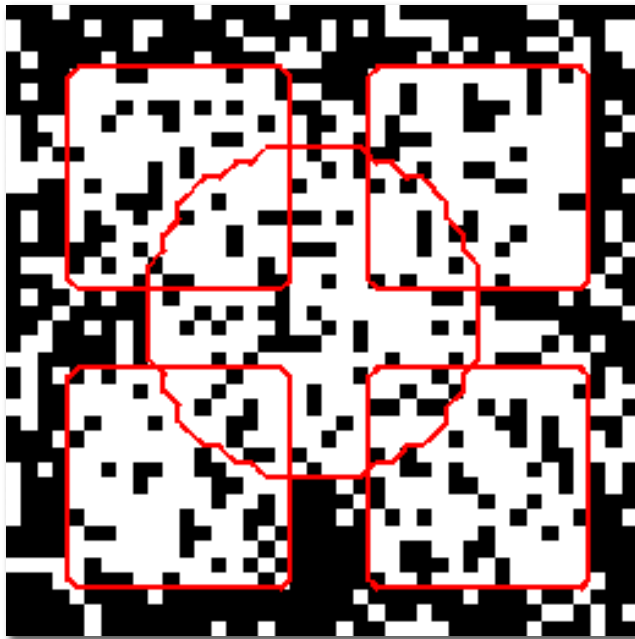
Compressive Sensing, Dictionary Learning consider how to choose A **optimally**.

Phase transition



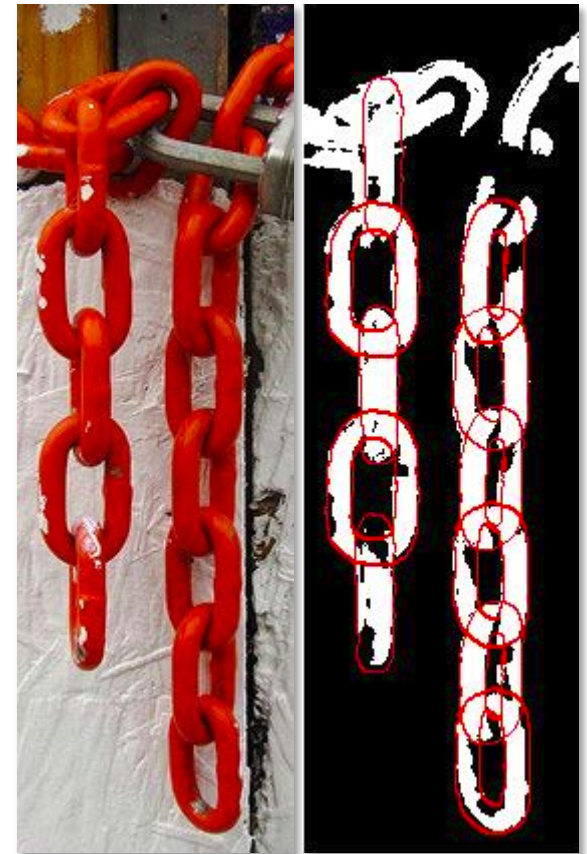
This gives the **exact** (sparsest) solution in many cases!

Sparse Shape Decomposition



immod tempor invidunt ut labore et dolo
oluptua st vero eos et accusam et just

a		c	d	e				i			l	m
n	o			r	s	t	u	v				





b



$$\int_{\Omega} \|u(x) - b(x)\|_2^2 dx + \lambda \int_{\Omega} \|\nabla u(x)\|^2 dx$$



$$\int_{\Omega} \|u(x) - b(x)\|_2 dx + \lambda \int_{\Omega} d\|Du\|_2$$

Back to the roots

Gradient Descent

To minimize $f(u)$, follow the gradient downwards:

$$u_t = -\nabla f(u) \quad \curvearrowright \quad \frac{u^{k+1} - u^k}{t^k} \in -\partial f(u^{k+1})$$

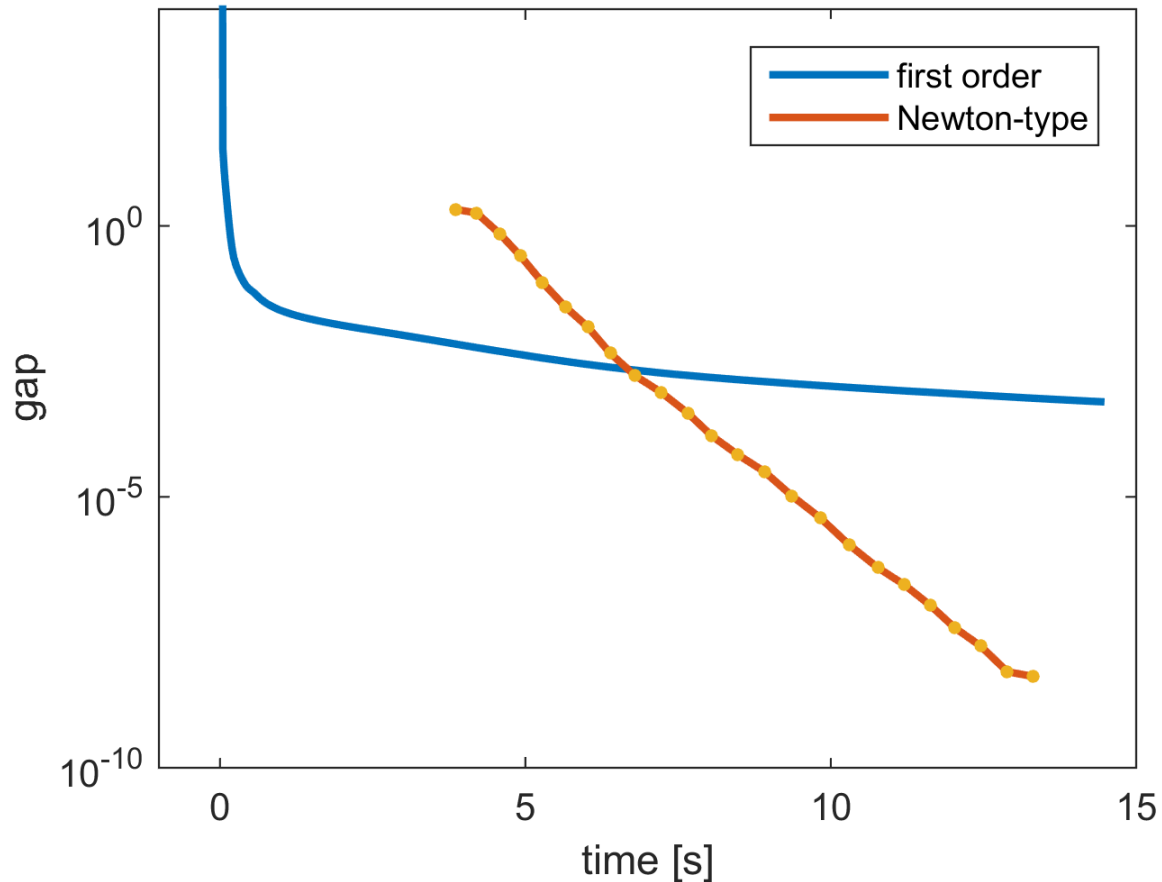
This **backward step** is **unique** and can be computed **explicitly** for many “simple” convex functions.

Then apply backward steps to **saddle-point form**

$$\inf_u \sup_v F(u) + v^\top Au - G(v)$$

This is **slow**: $O(1/N)$, linear if strongly convex. **BUT:**

The 80-20 rule

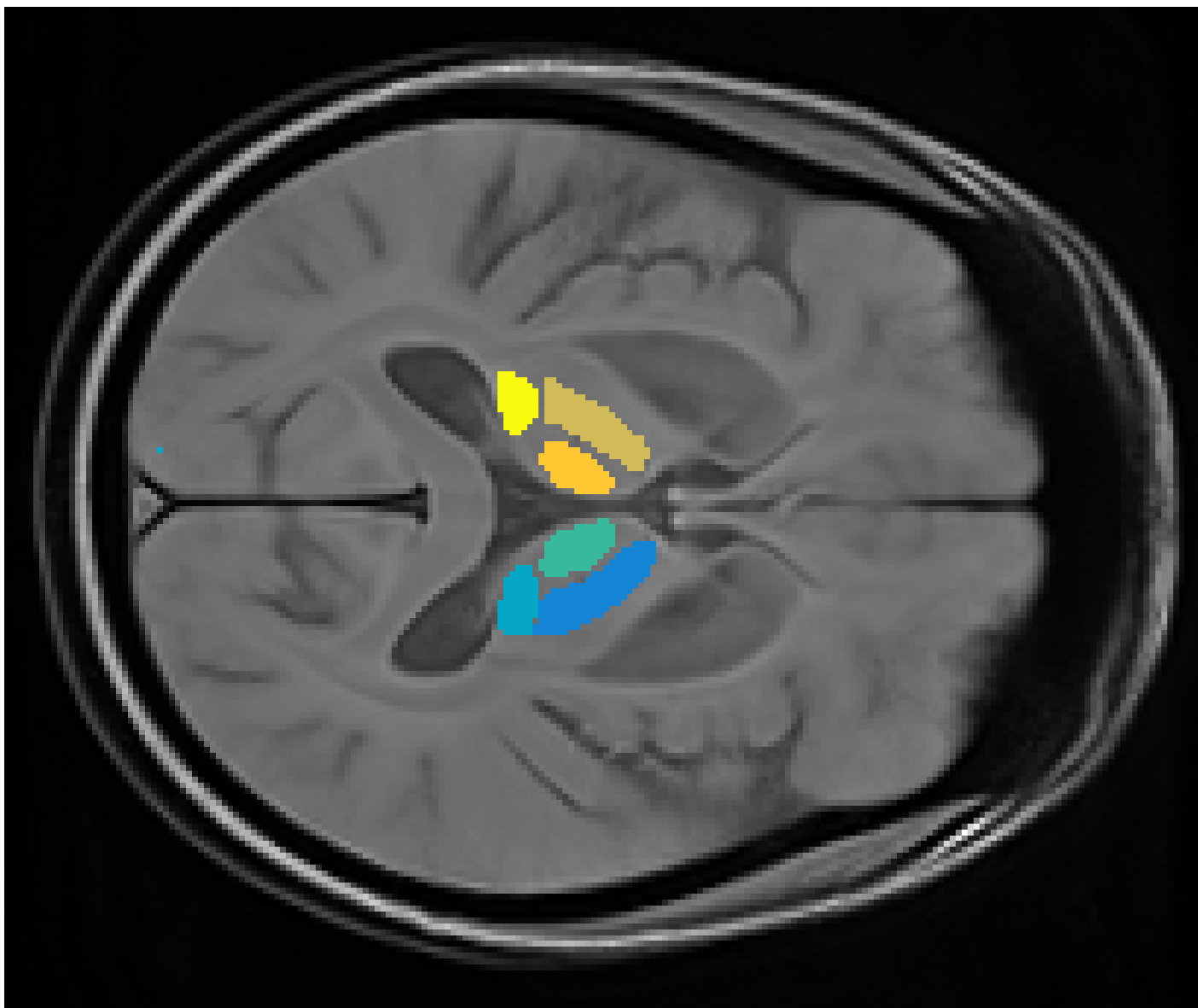


Sometimes **quantity** (speed) beats **quality** (accuracy)!

Demo

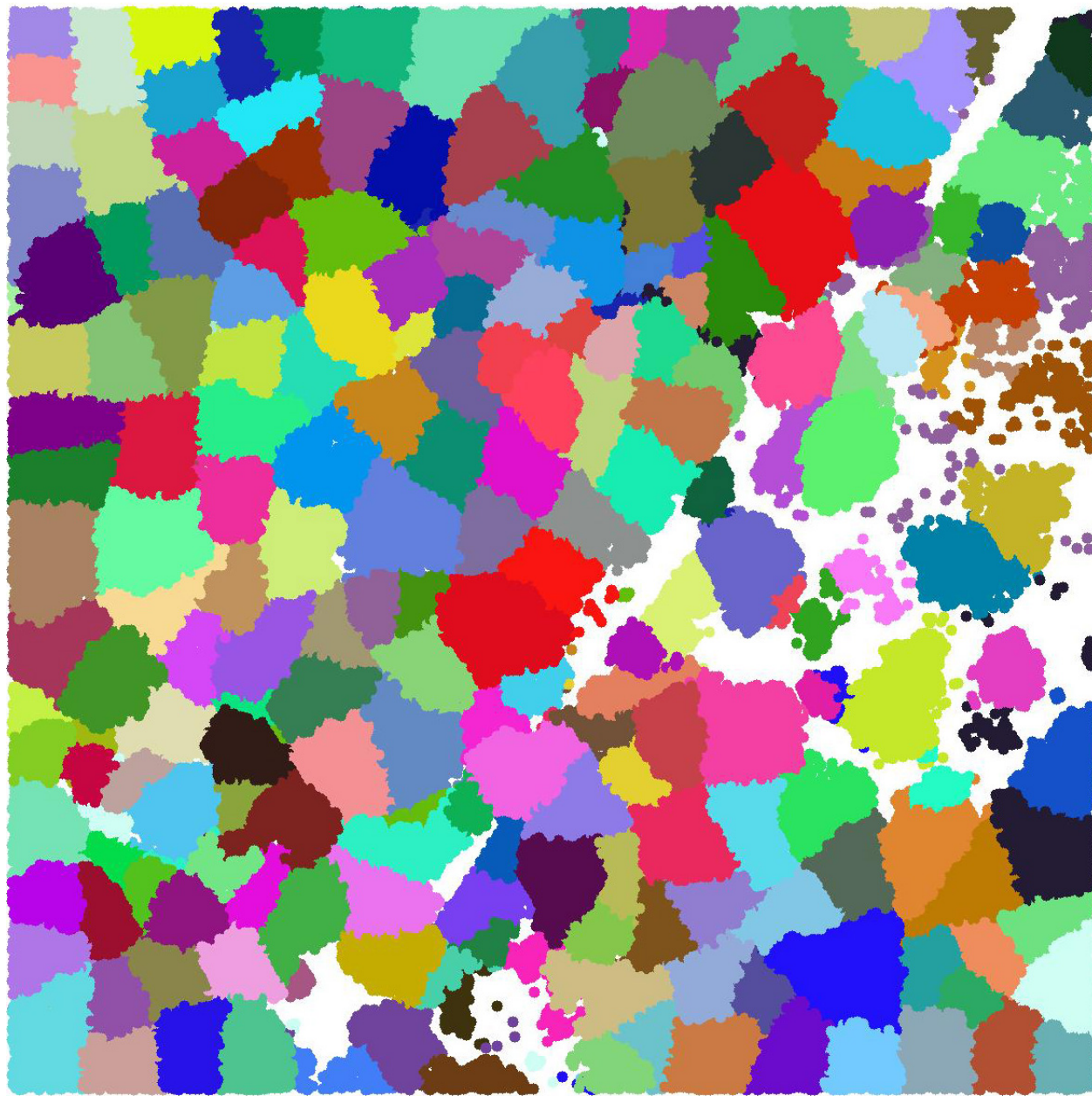


But what if...



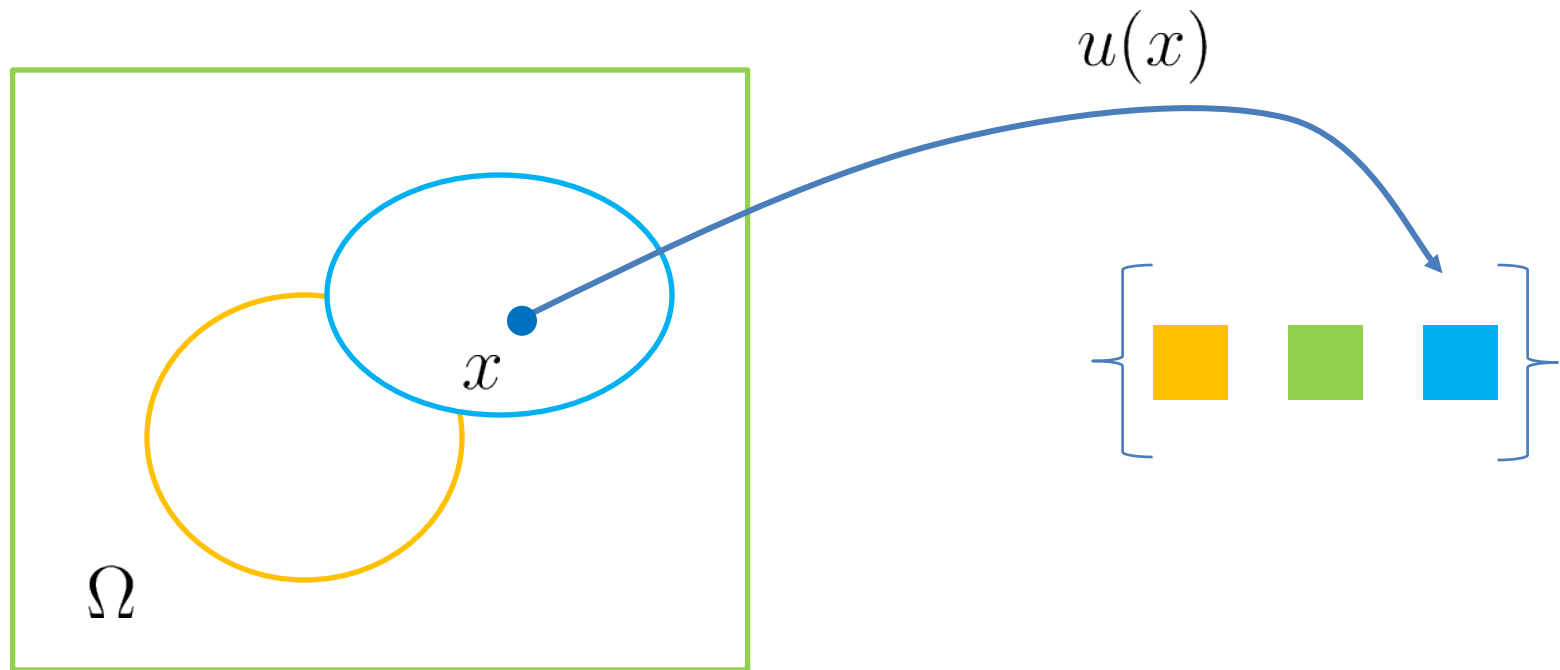
With: V. Corona, C. Schönlieb, J. Acosta-Cabronero, P.~Nestor/DZNE Magdeburg





With: J. Lee, D. Coomes, C. Schönlieb

Labeling problems



First approach:

$$\min_{u:\Omega\rightarrow X} f(u) := D(u; I) + R(u)$$

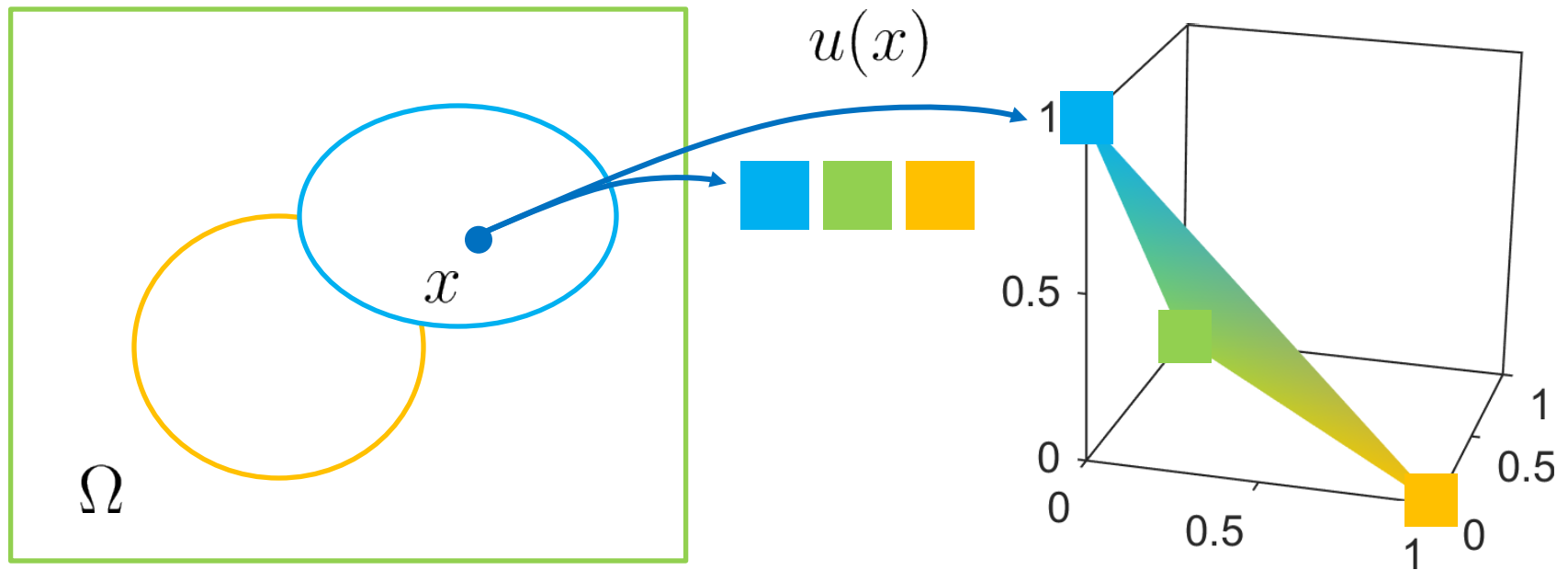
$$X := \left\{ \begin{array}{ccc} \text{yellow square} & \text{green square} & \text{blue square} \end{array} \right\}$$

This is a combinatorial problem and generally very hard:

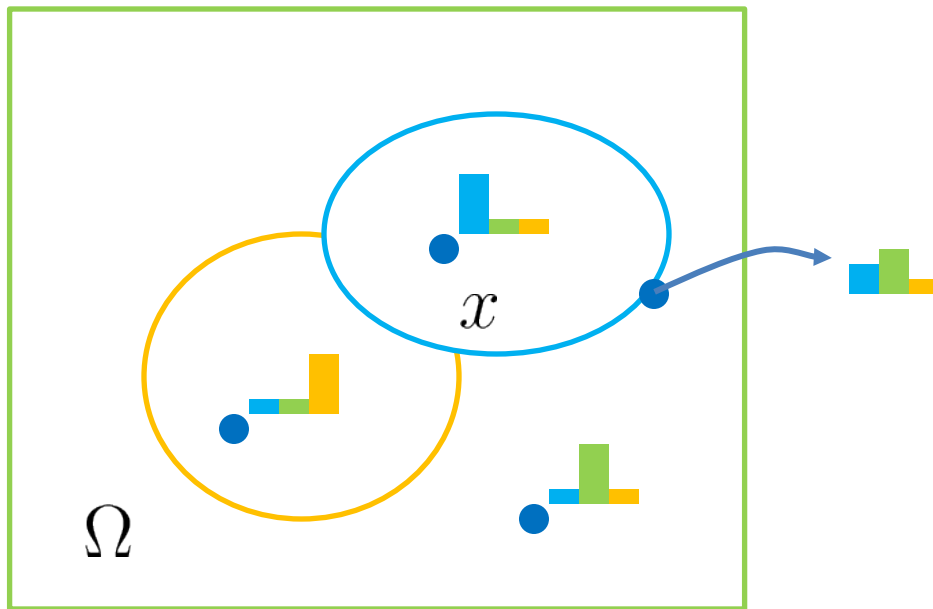
- X does not have an additive structure - no gradients,
- in particular there is no convexity.

Let's replace it!

Relaxation



Relaxation



Hard decisions are replaced by soft “probabilities”

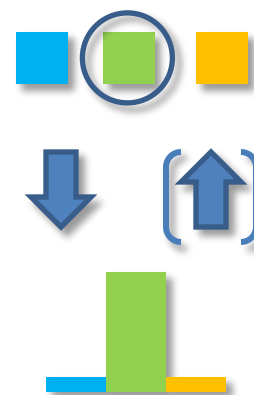
Relaxation

We would like to **extend** the problem

$$\min_{u': \Omega \rightarrow X} f'(u')$$

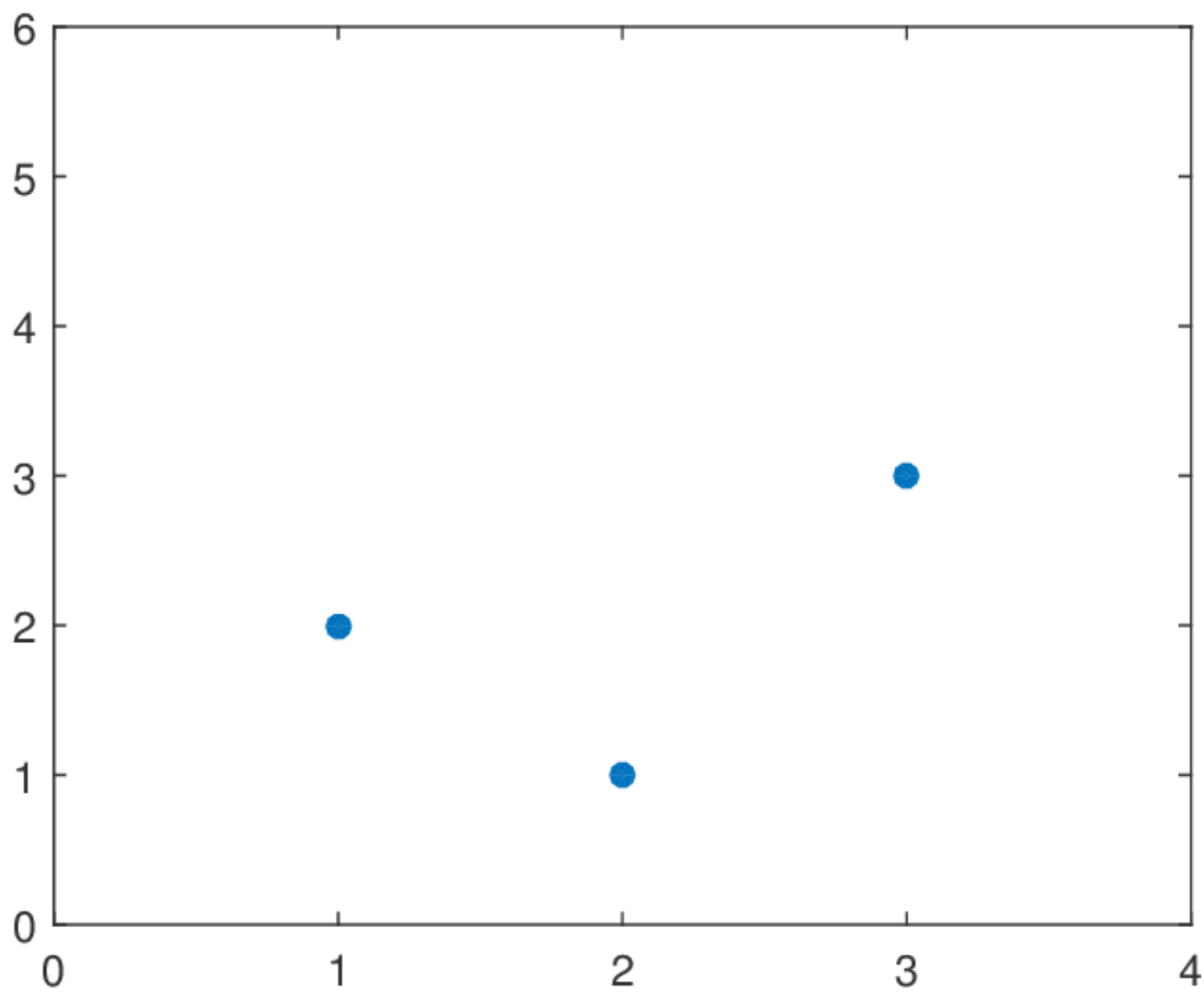
to the **probability measures**:

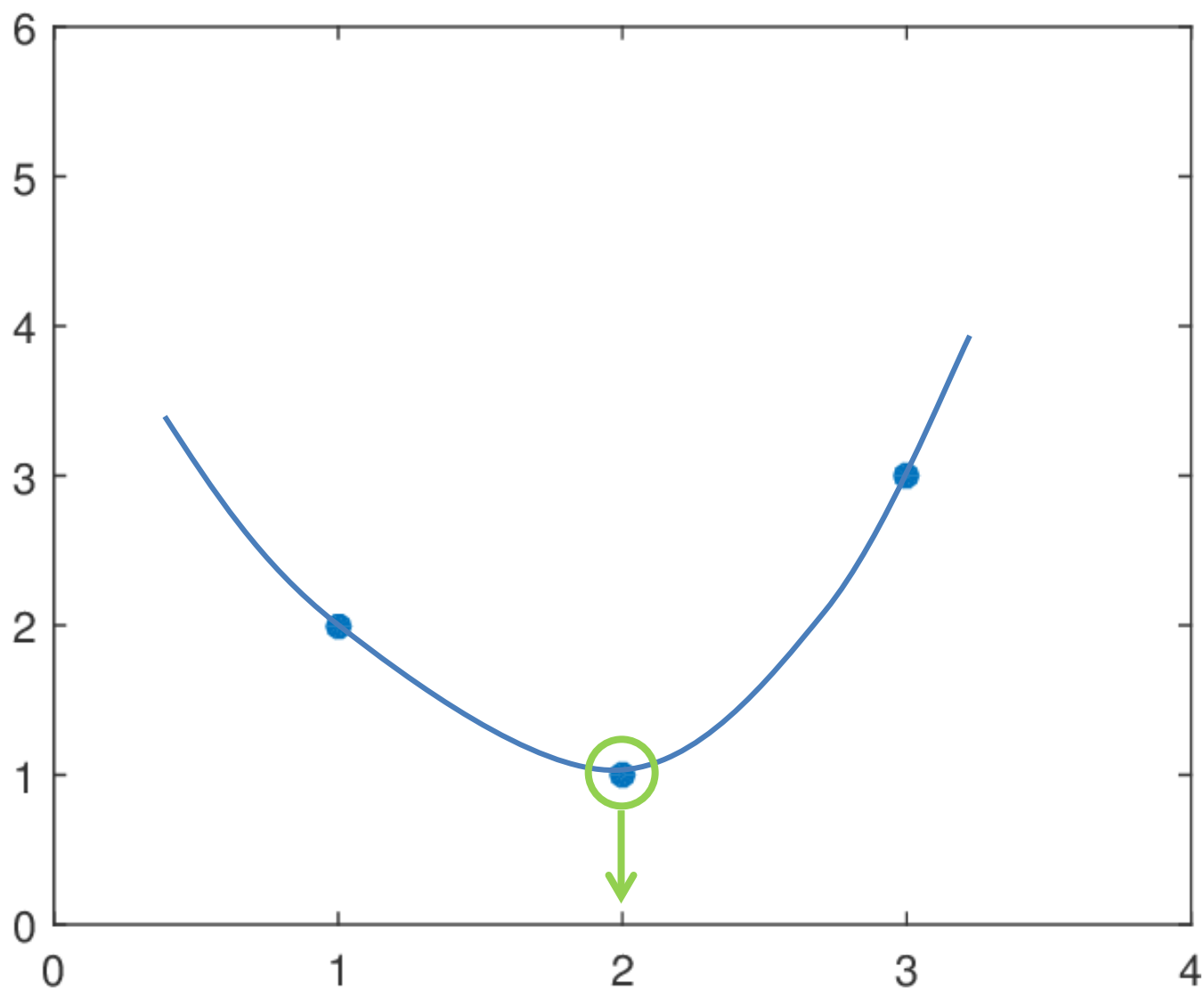
$$\min_{u: \Omega \rightarrow \mathcal{P}(X)} f(u)$$

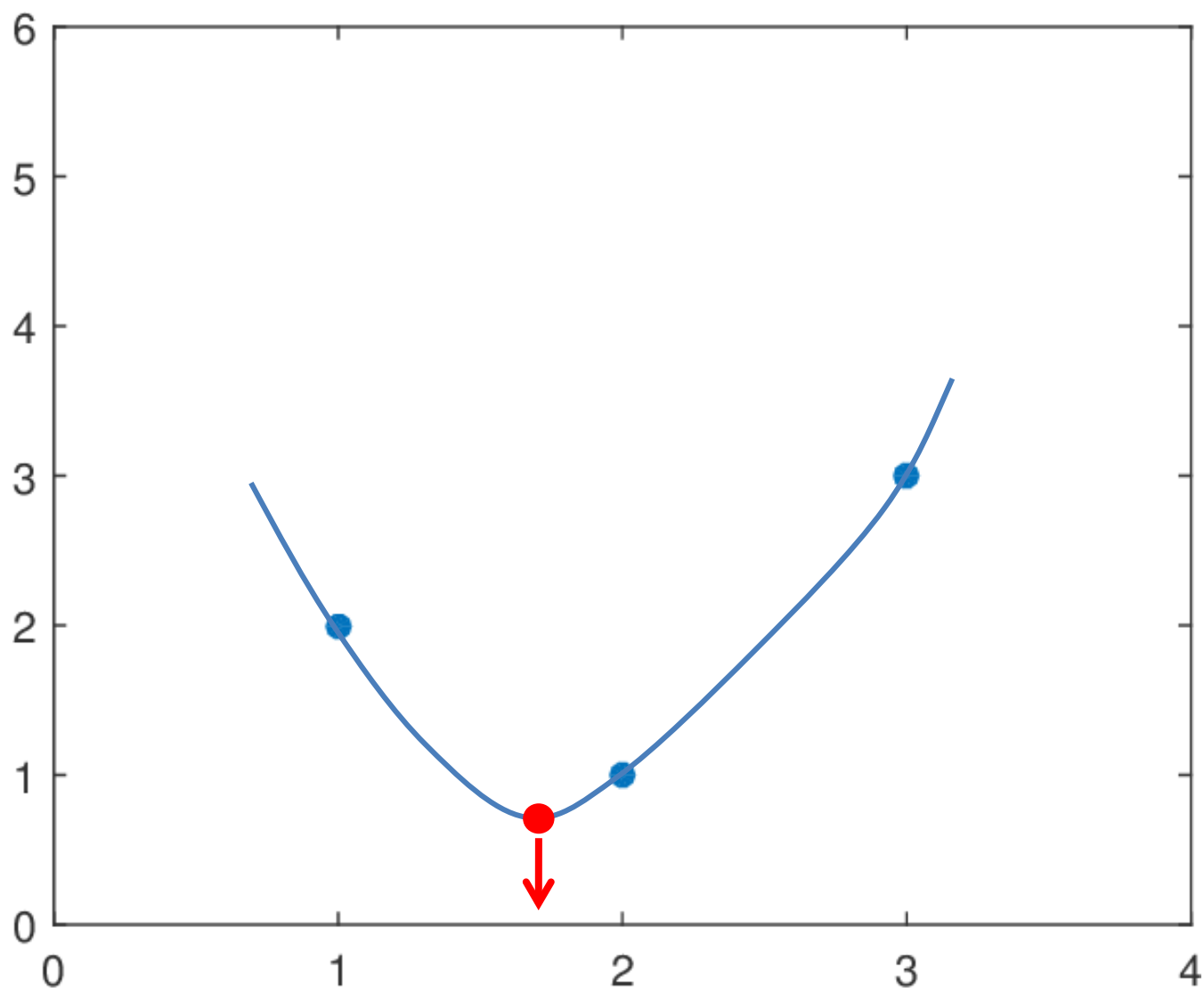


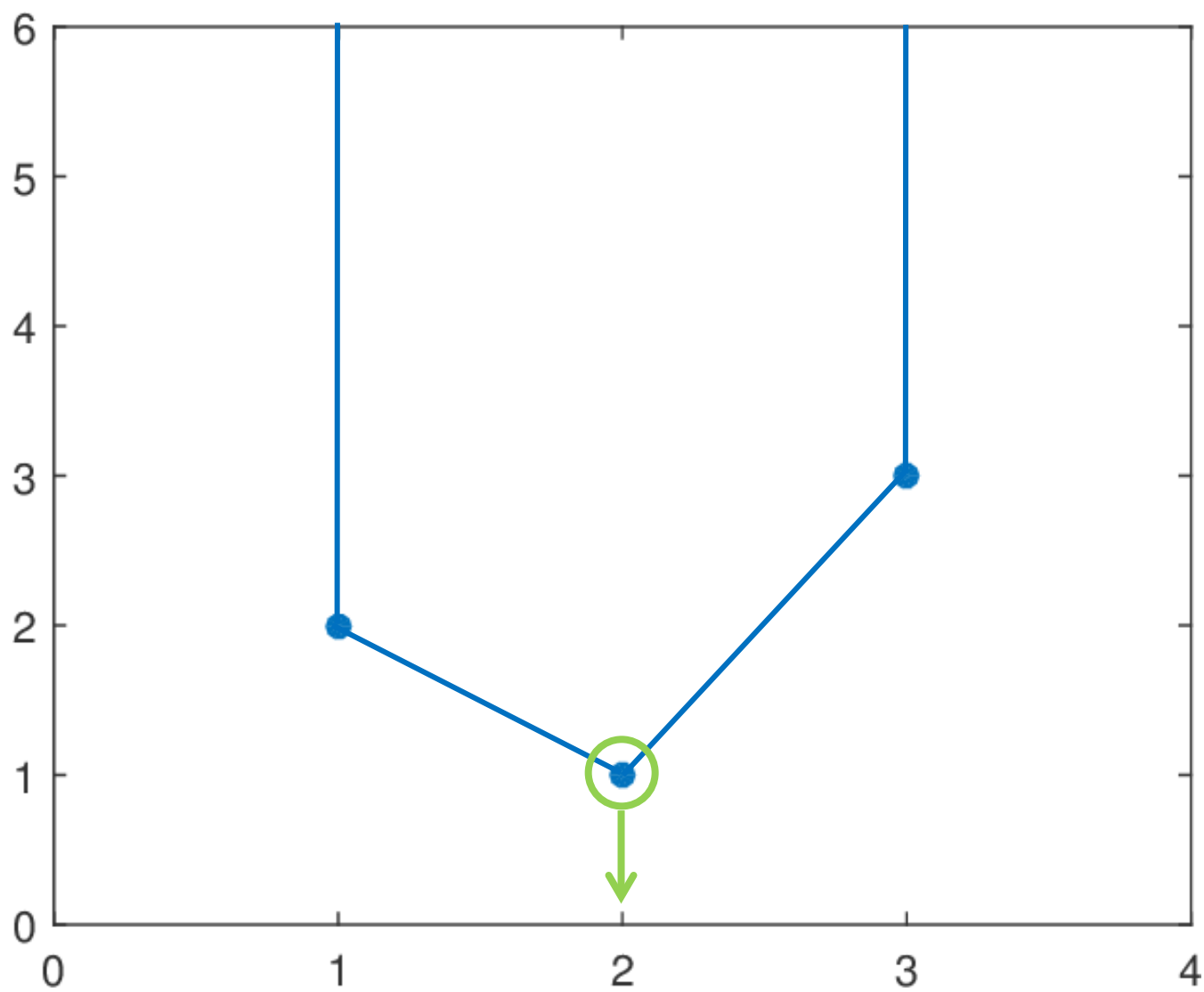
How to define f ?

- If u is **integral** at every point, f should agree with f'
- Otherwise, f should **not create artificial minimizers**





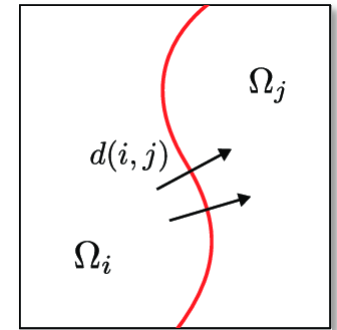




Relaxing segmentation

Assume

- assigning label i to point x costs $s_i(x)$.
- boundary between label i and j costs $d(i,j)$.



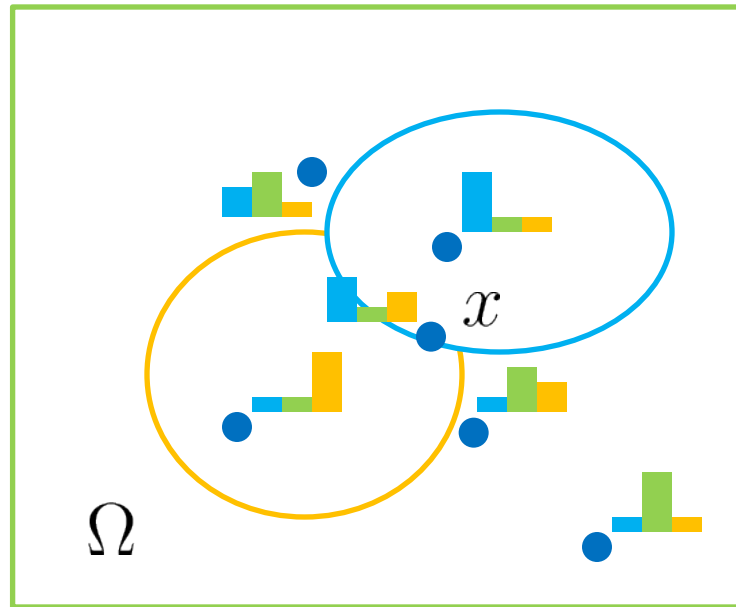
Then a possible **local relaxation** is

$$\min_{u \in \text{BV}(\Omega, \mathcal{P}(X))} f(u) := \int_{\Omega} \langle u(x), s(x) \rangle dx + \int_{\Omega} d\Psi(Du)$$

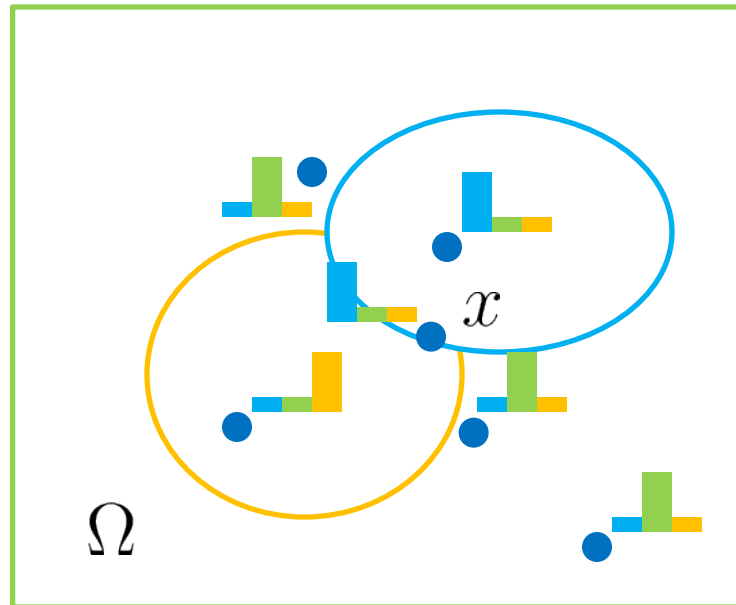
$$\Psi(z) = \sup_{v \in \mathcal{D}} \langle v, z \rangle$$

$$\mathcal{D} = \{(v^1, \dots, v^L) \in \mathbb{R}^{d \times L} \mid \|v^i - v^j\| \leq d(i, j), \sum_k v^k = 0\}$$

Is it optimal?



Is it optimal?



Proving optimality

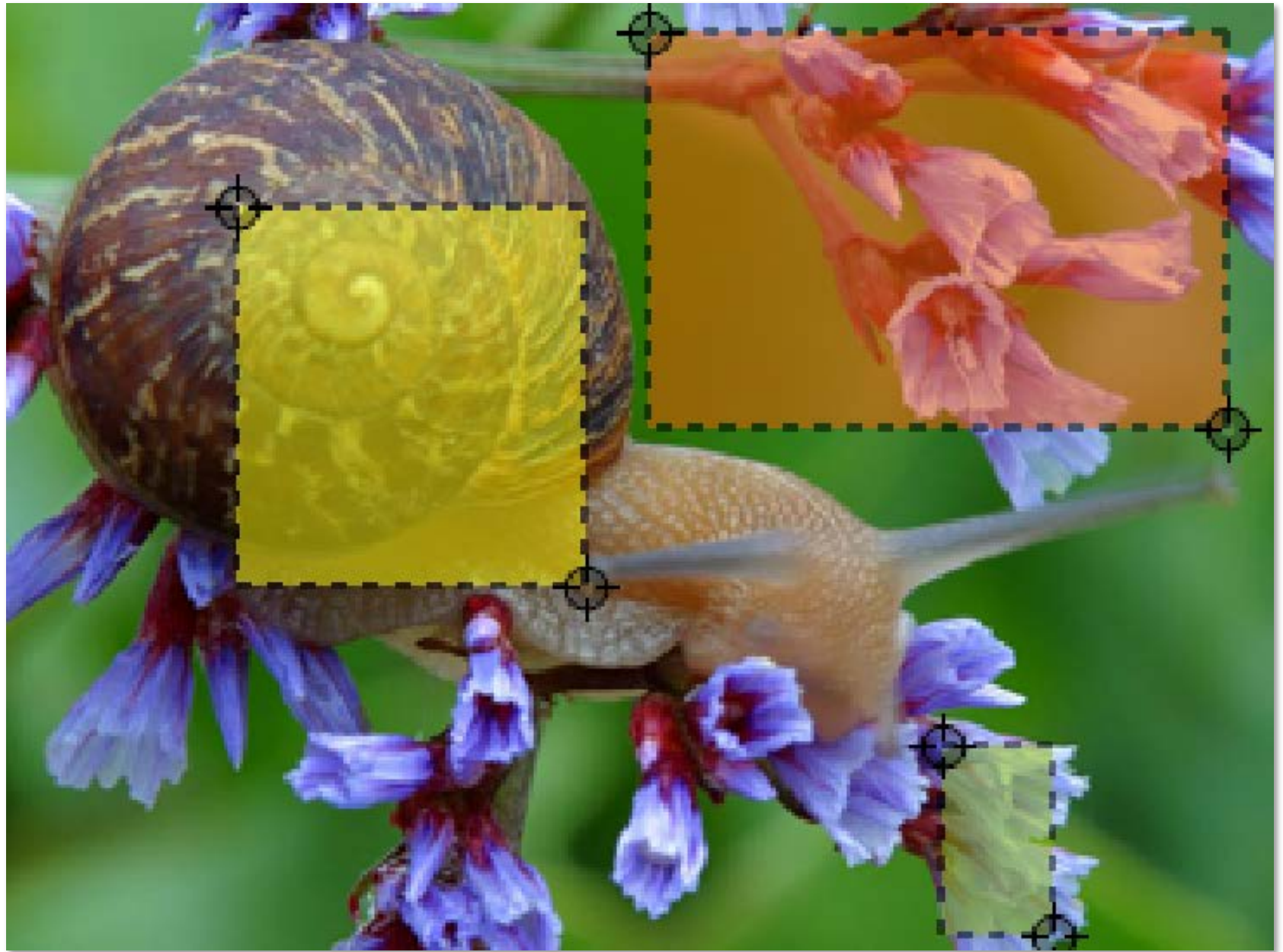
For **two** classes, recovery is **exact**:

$$f(\text{round}(u_{\text{relaxed}}^*)) = f(u_{\text{integer}}^*)$$

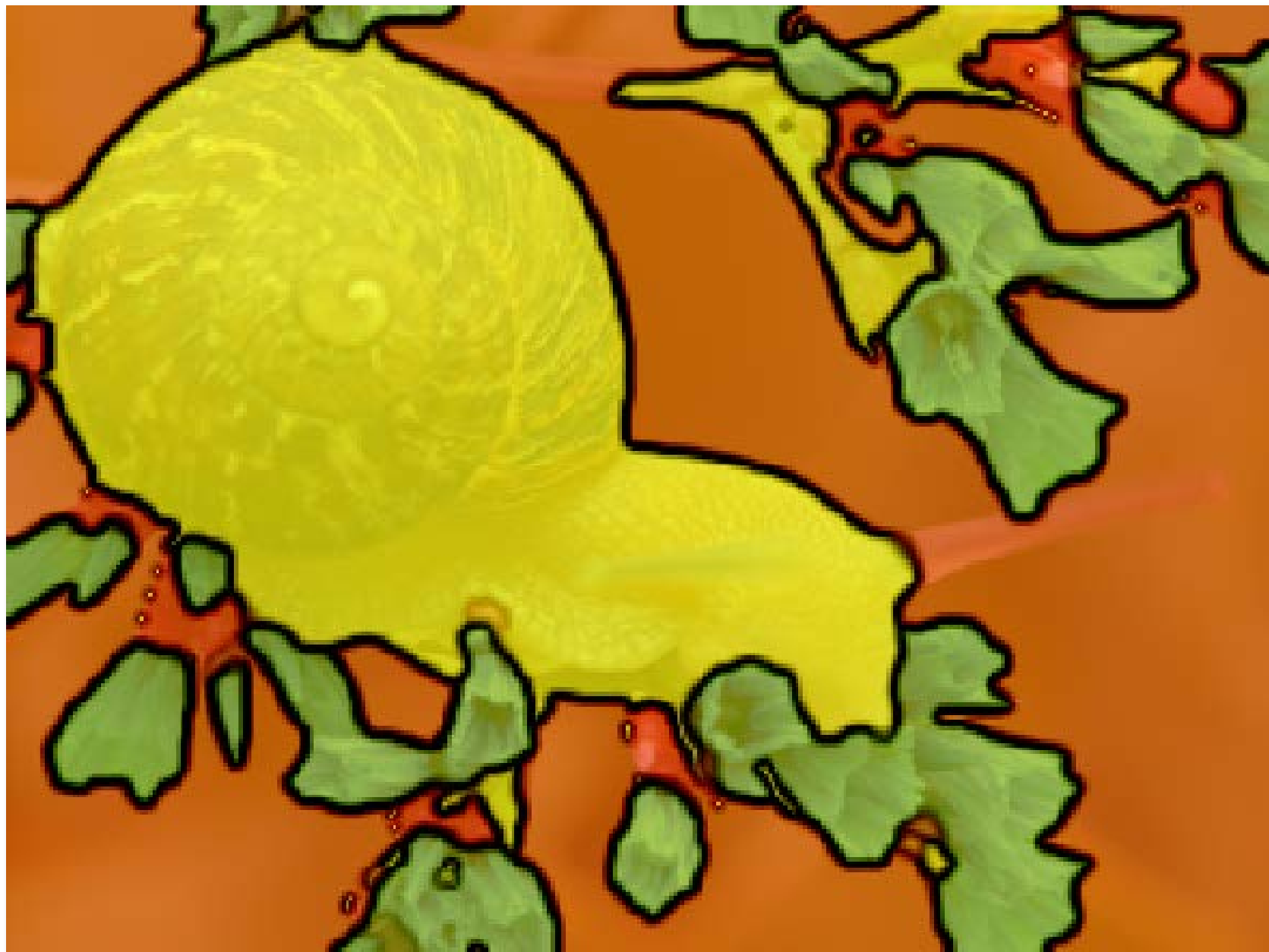
For $n > 2$ classes, the discrete problem is **NP-hard**. But:

$$\mathbb{E}_{\gamma} f(\text{round}_{\gamma}(u_{\text{relaxed}}^*)) \leq 2 \frac{\max_{i \neq j} d(i, j)}{\min_{i \neq j} d(i, j)} f(u_{\text{integer}}^*)$$

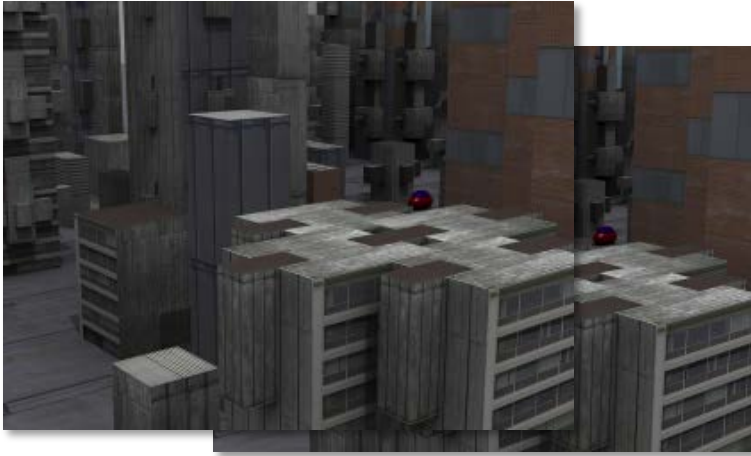
Two-class: Strang '83; Chan, Esedoglu, Nikolova '06; Zach et al. 09, Olsson et al. 09
Finite-dimensional: Dahlhaus et al. '94, Kleinberg, Tardos '99, Boykov et al. '01, Komodakis Tziritas '07
Multi-class: Lellmann, Lenzen, Schnörr, J. Math. Imag. Vis. 2013



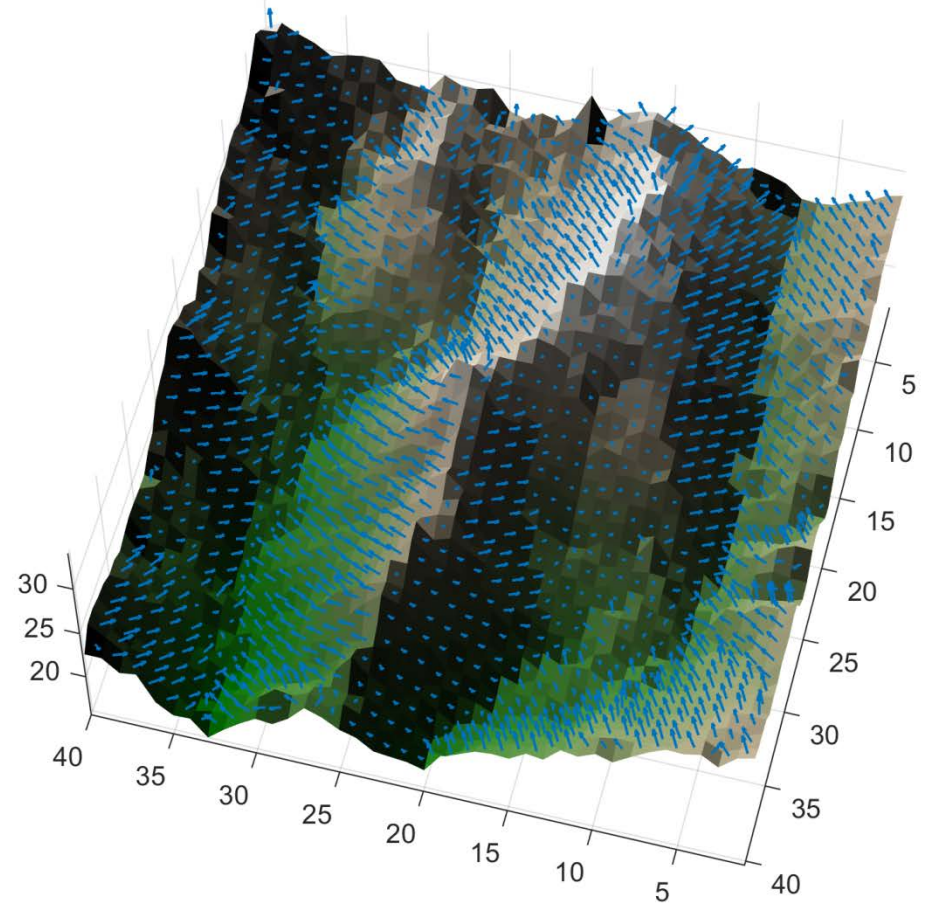




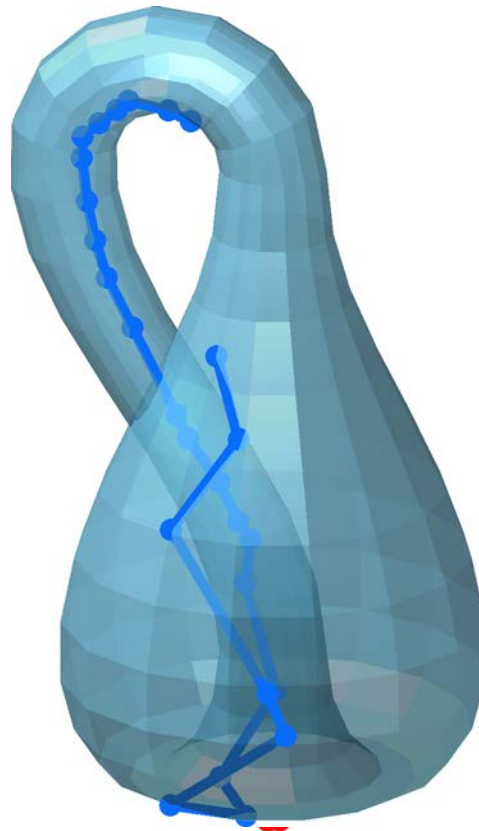
Non-convex functions



Manifold-valued data



Manifold-valued data





RGB-Depth Segmentation (Diebold et al. , SSVM '15)

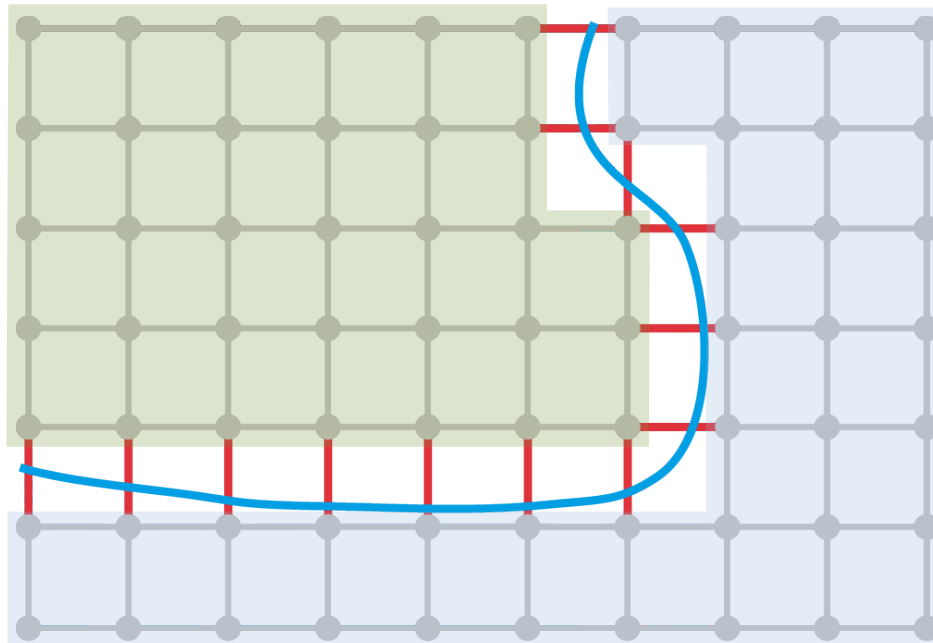


Kolev et al., Int. J. Comp. Vis. '09

Why so complicated?

Combinatorial methods

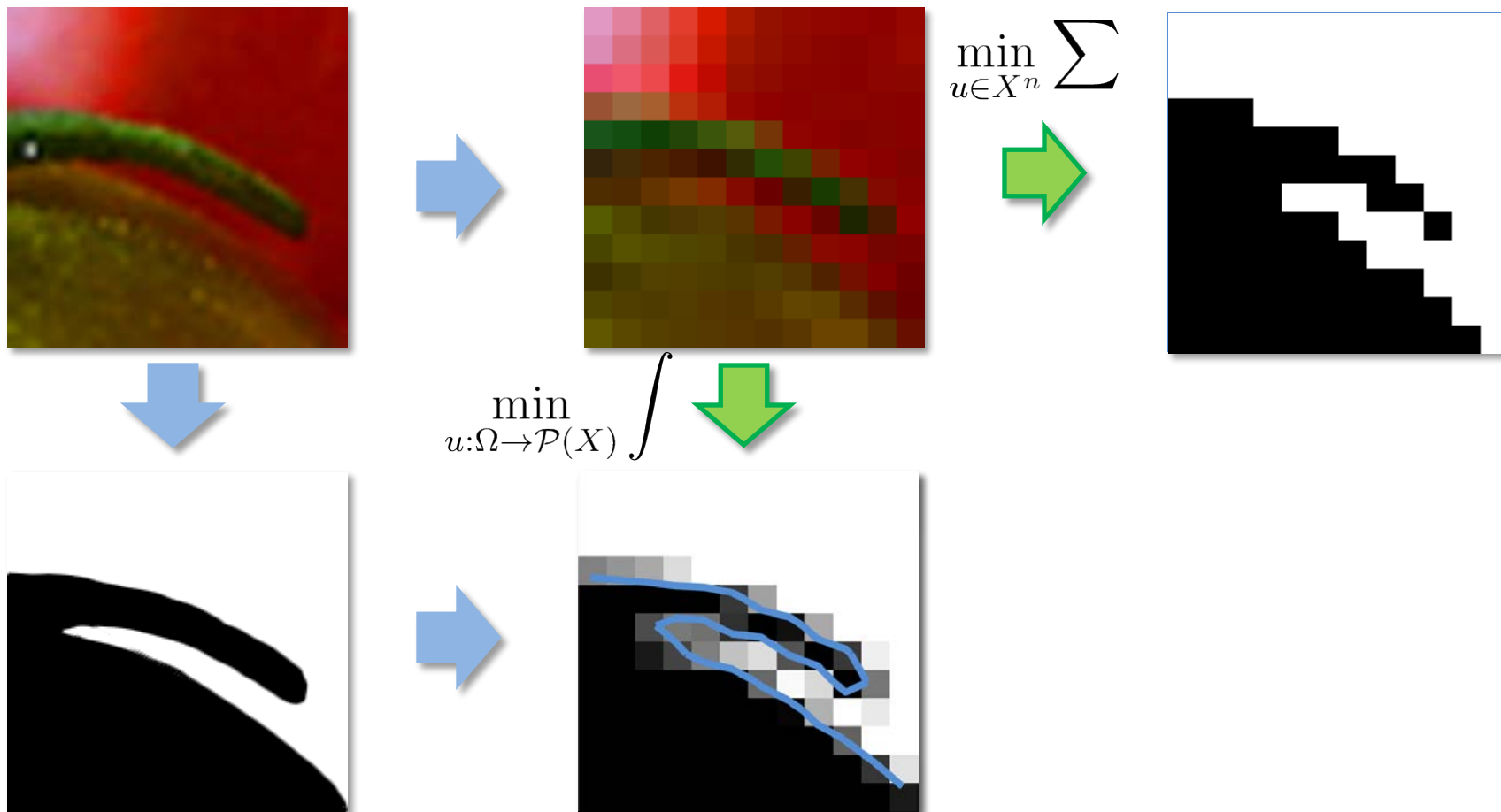
Markov Random Fields, Graphical Models, Graph Partitioning,...



Solve 2-class case using min-cut/max-flow, n-class case using combinatorial solvers: integer program, branch and bound/cut, move making, commercial solvers



A continuous world



Take-home

- Variational methods are intuitive
- (True) non-smoothness is essential
- If it doesn't fit, think big!
- We live in a continuous world (and we actually need the hard math)