

CS 103: Representation Learning, Information Theory and Control

Lecture 5, Feb 8, 2019

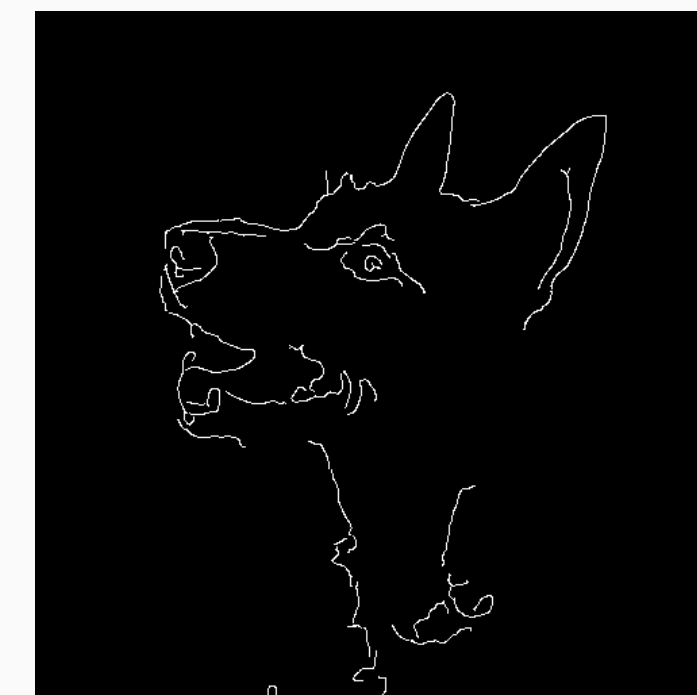
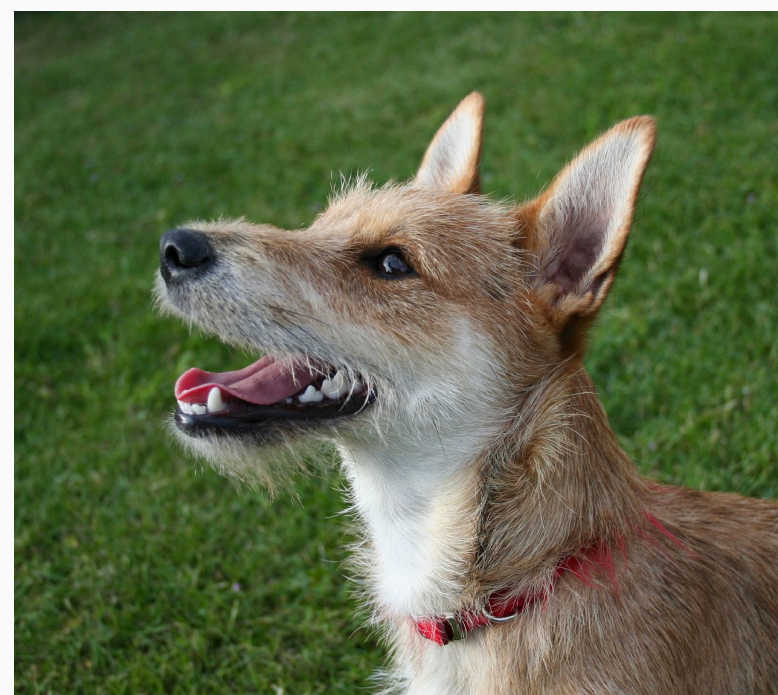
Representation Learning and Information Bottleneck

Desiderata for representations

An optimal representation z of the data x for the task y is a stochastic function $z \sim p(z|x)$ that is:

| | | |
|------------------------|---|---|
| Sufficient | ◆ | $I(z; y) = I(x; y)$ |
| Minimal | ◆ | $I(x; z)$ is minimal among sufficient z |
| Invariant to nuisances | ◆ | If $n \perp y$, then $I(n; z) = 0$ |
| Maximally disentangled | ◆ | $TC(z) = \text{KL}(p(z) \parallel \prod_i p(z_i))$ is minimized |

Sufficient



Minimal

Information Bottleneck Lagrangian

Minimal sufficient representations for deep learning



A minimal sufficient representation is the solution to:

$$\begin{aligned} & \text{minimize}_{p(z|x)} && I(x; z) \\ & \text{s.t.} && H(y|z) = H(y|x) \end{aligned}$$

Information Bottleneck Lagrangian:

$$\mathcal{L} = \underbrace{H_{p,q}(y|z)}_{\text{cross-entropy}} + \beta \underbrace{I(z; x)}_{\text{regularizer}}$$

Trade-off: between sufficiency and minimality, regulated by the parameter.

Invariant if and only if minimal

We only need to enforce minimality (easy) to gain invariance (difficult)

Proposition. (A. and Soatto, 2017) Let z be a sufficient representation and n a nuisance. Then,

$$\underbrace{I(z; n)}_{\text{invariance}} \leq \underbrace{I(z; x)}_{\text{minimality}} - \underbrace{I(x; y)}_{\text{constant}}$$

Moreover, there exists a nuisance n for which **equality** holds.

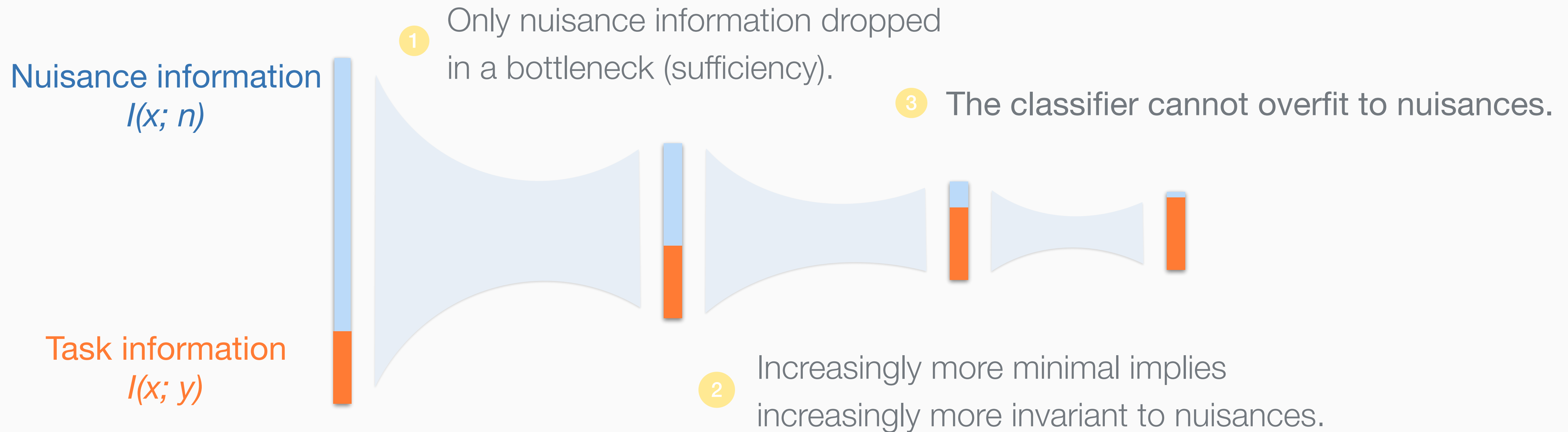
> A representation is **maximally insensitive** to all nuisances iff it is **minimal**

Corollary: Ways of enforcing invariance

The standard architecture alone already promotes invariant representations

Regularization by architecture

Reducing dimension (max-pooling) or adding noise (dropout) increases minimality and invariance.



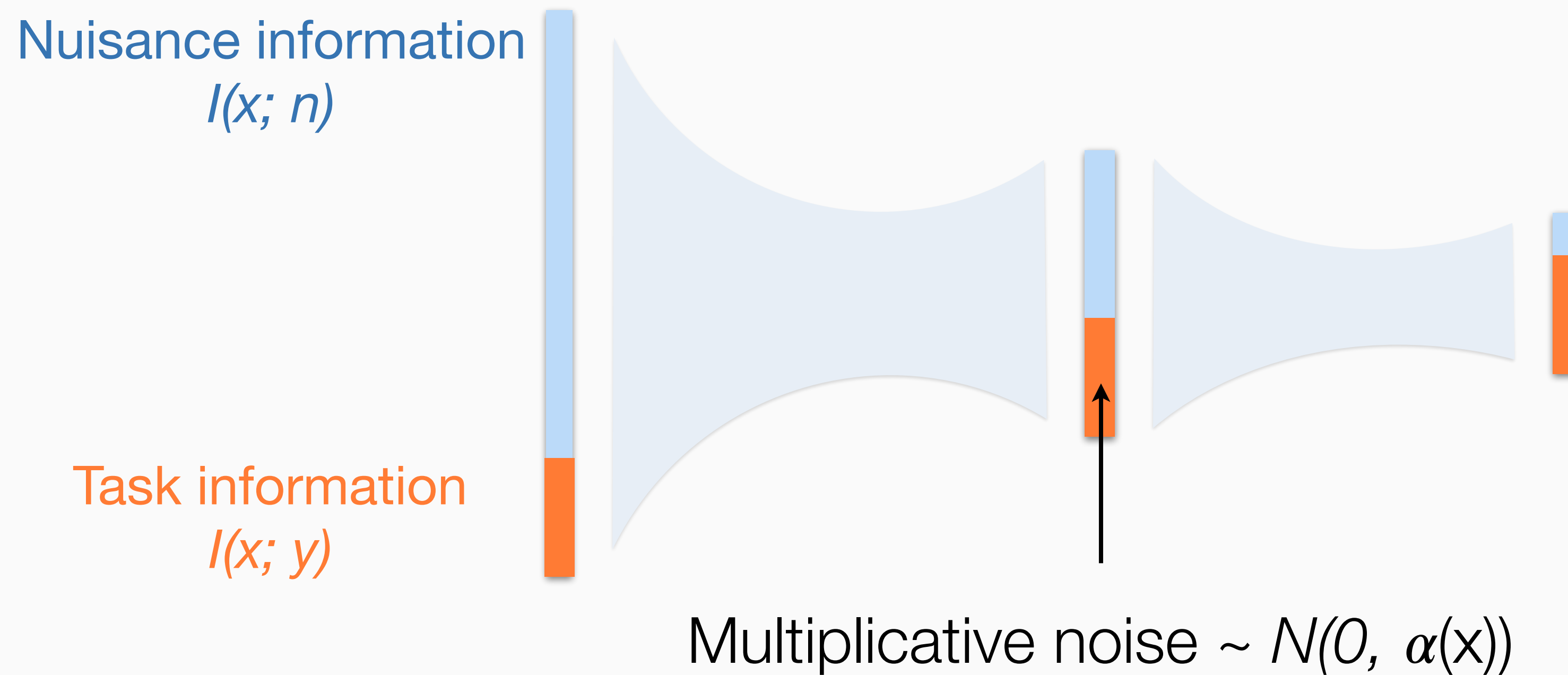
Stacking layers

Stacking multiple layers makes the representation increasingly minimal.

Information Dropout: a Variational Bottleneck

Creating a soft bottleneck with controlled noise

$$\mathcal{L} = H_{p,q}(y|z) + \beta \underbrace{I(z; x)}_{\text{bottleneck}} = H_{p,q}(y|z) - \beta \log \alpha(x)$$



Learning invariant representations

(Achille and Soatto, 2017)

Deeper layers filter increasingly more nuisances

