

Object-Part Learning with Local Capsule Hierarchies

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Motivation

- Natural scenes have intrinsic structures like repetition of parts and spatial relationships.
- CNNs don't explicitly model this and are thus **uninterpretable** and **non viewpoint-invariant**.
- Capsules [2, 4] seek to model this structure in scenes by composing objects out of progressively more meaningful parts.
- We propose Local Capsule Hierarchies (LCH): an unsupervised generative model based on **hierarchical sparse coding** [3] which is inspired by the visual cortex of the brain.



Method – Single layer

A single-layer decomposes an image into a **sparse linear combination** σ of *N* **parts** with non-negative amplitudes σ .

Each part has its own **deformation parameter** represented by a unit vector θ . We model the deformation by decomposing the part into a linear combination in θ of *G* learned basis functions Φ .

$$I = \sum_{i=1}^{N} \sigma_i \sum_{j=1}^{G} \theta_{ij} \Phi_{ij} + \varepsilon$$

The layer outputs σ and θ are determined by minimizing a cost function comprised of reconstruction error (I) and a sparsity penalty for σ (II), while enforcing σ to be non-negative and letting θ only vary in its angle.



Method – Optimization

In practice, simply optimizing this cost function using gradient descent or ISTA/FISTA is unstable.

A solution is to use the **Subspace Locally Competitive Algorithm [1]** which is inspired by neuroscience. We first define the latent variable u:

$$u_{ij} = \sigma_i \theta_{ij} + \lambda \theta_i$$

Then we optimize u using the following **dynamical system** which introduces **competition** between the parts through the inhibition term (III):

$$\tau \frac{\mathrm{d}u_{ij}}{\mathrm{d}t} = \langle I, \Phi_{ij} \rangle - \underbrace{\sum_{nm \neq ij} \sigma_n \theta_{nm} \langle \Phi_{ij}, \Phi_{nm} \rangle}_{(\mathrm{III})} - u_{ij}$$

The **basis functions** are learned through gradient descent on the reconstruction error while the inner optimization is unrolled with a small fixed number of iterations.

Results



Figure 1: An example of LCH decomposition on the digit "7" from the MNIST dataset. The digit decomposes into mid-level parts which decompose into low-level parts



Figure 2: The reconstruction (top) versus the target (bottom) for the LCH training.





Method – Multilayer

The higher layers decompose only the amplitudes $\sigma,$ which can be interpreted as a local pooling operation over the learned deformation $\,\theta.$



Future Work

- We seek to test this algorithm with downstream tasks such as classification or object detection. Given parse trees of scenes, LCH may prove to have certain strengths.
- Extending this to other datasets will test the robustness of LCH. Furthermore, adversarial analysis of LCH will expose potential strengths.
- Testing data efficiency of this method and experimenting with higher-level basis steering can show new applications.

Citations

[1]: Dylan M. Paiton, Steven Shepard, Kwan Ho Ryan Chan, and Bruno A. Olshausen. 2020. Subspace Locally Competitive Algorithms. In Proceedings of the Neuro-inspired Computational Elements Workshop (NICE '20). Association for Computing Machinery, New York, NY, USA, Article 9, 1–8.

[2]: Sara Sabour, Nicholas Frosst, and Geoffrey E. Hinton. 2017. Dynamic routing between capsules. In Proceedings of the 31st International Conference on Neural Information Processing Systems (NIPS'17). Curran Associates Inc., Red Hook, NY, USA, 3859–3869.

[3]: Olshausen BA, Field DJ. 1997. Sparse Coding with an Overcomplete Basis Set: A Strategy Employed by V1? Vision Research, 37: 3311-3325.

[4]: Adam R. Kosiorek, Sara Sabour, Yee Whye Teh, and Geoffrey E. Hinton. 2019. Stacked capsule autoencoders. Proceedings of the 33rd International Conference on Neural Information Processing Systems: Curran Associates Inc., Red Hook, NY, USA, Article 1390, 15512–15522.