

Sparse and Low-Rank Representation for Biometrics – Lecture II: Low-Rank Representation and Applications

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From Sparsity to Low Rank

- Previously: Sparse representation-based classification

$$\begin{array}{c}
 \text{Image of person with sunglasses} \\
 \mathbf{y}
 \end{array}
 =
 \begin{array}{c}
 \left[\begin{array}{c} \text{Image of person with glasses} \quad \dots \quad \text{Image of person with glasses} \end{array} \right] \\
 \mathbf{A}
 \end{array}
 \mathbf{x}
 +
 \begin{array}{c}
 \text{Image of person with glasses and sunglasses} \\
 \mathbf{e}
 \end{array}$$

- This lecture: Recovering **low-rank matrices** (many correlated vectors)

$$\begin{array}{c}
 \left[\begin{array}{c} \text{Image of person with sunglasses} \quad \dots \quad \text{Noisy image} \end{array} \right] \\
 \mathbf{Y}
 \end{array}
 =
 \begin{array}{c}
 \left[\begin{array}{c} \text{Image of person with glasses} \quad \dots \quad \text{Image of person with glasses} \end{array} \right] \\
 \mathbf{X}
 \end{array}
 +
 \begin{array}{c}
 \left[\begin{array}{c} \text{Image of person with glasses and sunglasses} \quad \dots \quad \text{Noisy image} \end{array} \right] \\
 \mathbf{E}
 \end{array}$$

Formulation: Robust PCA

$$\begin{bmatrix} \text{Image 1} & \dots & \text{Image } n \end{bmatrix} = \begin{bmatrix} \text{Image 1} & \dots & \text{Image } n \end{bmatrix} + \begin{bmatrix} \text{Image 1} & \dots & \text{Image } n \end{bmatrix}$$

$Y \qquad \qquad \qquad X \qquad \qquad \qquad E$

Figure : Given $Y = X + E$ with X low rank and E sparse, recover X and E .

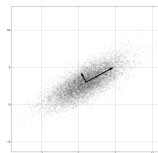
Existing approaches to **Robust PCA** in the literature:

- Multivariate trimming [Gnanadeskian & Kettering '72]
- Random sampling [Fischler & Bolles '81]
- Alternating minimization [Ke & Kanade '03]
- Influence functions [de la Torre & Black '03]

Can we find an efficient and provably correct algorithm?

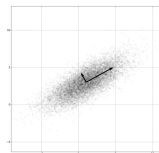
Related Solutions: Matrix Recovery

- **Classical singular-value decomposition (SVD)** [Hotelling '35, Karhunen & Loeve '72]
Given $Y = X + Z$, where Z represents Gaussian noise, recover X
SVD is a stable, efficient algorithm. Theoretically optimal → huge impact in practice.



Related Solutions: Matrix Recovery

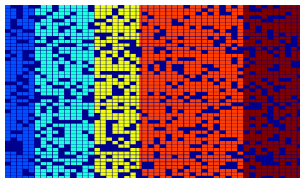
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 Given $Y = X + Z$, where Z represents Gaussian noise, recover X
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- Matrix completion:** low rank with missing data [Candès & Recht '08, Candès & Tao '09, Keshevan et al. '09, Gross '09, Ravikumar & Wainwright '10]

From $Y = \mathcal{P}_\Omega[X]$, recover X .

The problem is solvable if X is low rank and the support Ω is large enough.



Robust PCA is a hard problem

(RPCA): $Y = X + E$, whereby unknowns X is low-rank and E is sparse.

- Sparse matrices can be also low-rank:

$$\begin{array}{c} \boxed{\text{[matrix with 1 at } ij \text{]}} \\ Y = \mathbf{1}_{ij} \end{array} \rightarrow \begin{array}{c} \boxed{\text{[matrix with 1 at } ij \text{]}} \\ X = \mathbf{1}_{ij} \end{array} + \begin{array}{c} \boxed{\text{[all zeros]}} \\ E = \mathbf{0} \end{array} \quad \text{or} \quad \begin{array}{c} \boxed{\text{[all zeros]}} \\ X = \mathbf{0} \end{array} + \begin{array}{c} \boxed{\text{[matrix with 1 at } ij \text{]}} \\ E = \mathbf{1}_{ij} \end{array}$$

- Certain sparse error patterns E make exactly recovering X impossible:

$$\begin{array}{c} \boxed{\text{[colorful matrix]}} \\ X \end{array} + \begin{array}{c} \boxed{\text{[matrix with one row]}} \\ E = e_i v^* \end{array} = \begin{array}{c} \boxed{\text{[colorful matrix]}} \\ Y = X + E \end{array}$$

Exclude these ambiguities from the possible solutions.

Incoherence Conditions

Theorem [Candès & Recht '08]

X can be recovered if it is **incoherent** with the standard basis on which E is sparse.

• On X : **Incoherence condition on singular vectors**

- 1 Singular vectors of X not too spiky:
$$\begin{cases} \max_i \|U_i\|^2 \leq \mu r/m \\ \max_i \|V_i\|^2 \leq \mu r/n \end{cases}$$
- 2 Not too cross-correlated: $\|UV^*\|_\infty \leq \sqrt{\mu r/mn}$.

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- **On E : Uniform model on error support**, but signs and magnitudes are arbitrary:

$$\text{supp}(E) \sim \text{uni}([m] \times [n], \rho).$$

Convex Optimization

- Exact solution is nonconvex and NP-hard

$$\min \text{rank}(X) + \gamma \|E\|_0 \quad \text{subj. to} \quad Y = X + E.$$

Neither $\text{rank}(X)$ nor $\|E\|_0$ is a smooth convex function.

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Neither $\text{rank}(X)$ nor $\|E\|_0$ is a smooth convex function.

- Convex relaxation:** [Fazel et al. '01, Recht et al. '08]

① **Rank:** $\text{rank}(X)$ equivalent to ℓ_0 -norm of its singular values.

Nuclear norm $\|X\|_* \doteq \sum_i \sigma_i(X)$ equivalent to ℓ_1 -norm of its singular values.

$$\text{rank}(X) \Rightarrow \|X\|_*$$

② **Sparse error:**

$$\|E\|_0 \Rightarrow \|E\|_1 = \sum_{ij} |E_{ij}|.$$

Main Result

Theorem (Principal Component Pursuit) [Candès et al. '09]

If $X_0 \in \mathbb{R}^{m \times n}$, assuming $m \geq n$, has rank

$$r \leq \rho_r \frac{n}{\mu \log^2(m)}$$

and E_0 has Bernoulli support with error probability $\rho \leq \rho_s$, then with very high probability

$$(X_0, E_0) = \arg \min \|X\|_* + \frac{1}{\sqrt{m}} \|E\|_1 \quad \text{subj. to} \quad X + E = X_0 + E_0,$$

and the minimizer is unique.

Convex optimization recovers matrices of rank $O\left(\frac{n}{\log^2 m}\right)$ from errors corrupting $O(mn)$ entries.

Big Picture: Parallelism of Sparsity and Low-Rank

	<i>Sparse Vector</i>	<i>Low-Rank Matrix</i>
Degeneracy of	one signal	correlated signals
Measure	ℓ^0 norm $\ x\ _0$	$\text{rank}(X)$
Convex Surrogate	ℓ^1 norm $\ x\ _1$	Nuclear norm $\ X\ _*$
Compressed Sensing	$y = Ax$	$Y = A(X)$
Error Correction	$y = Ax + e$	$Y = A(X) + E$
Domain Transform	$y \circ \tau = Ax + e$	$Y \circ \tau = A(X) + E$

Two Important Variations

- **Matrix completion:** $Y = \mathcal{P}_\Omega[A_0 + E_0]$

With conditions similar to RPCA, but the observation Y is only a random subset of entries of size

$$|\Omega| = mn/10.$$

Then with very high probability, solving the convex program

$$\min \|X\|_* + \frac{1}{\sqrt{m}} \|E\|_1 \quad \text{subj. to} \quad \mathcal{P}_\Omega[X + E] = Y,$$

uniquely recovers (X_0, E_0) .

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- **RPCA with Noise:** $Y = A_0 + E_0 + Z$

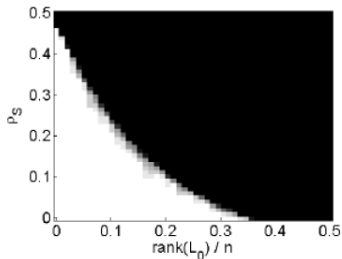
With conditions similar to RPCA, but assuming $\|Z\|_F \leq \eta$. Then with very high probability, solving the convex program

$$\min \|X\|_* + \frac{1}{\sqrt{m}} \|E\|_1 \quad \text{subj. to} \quad \|Y - X - E\|_F \leq \eta,$$

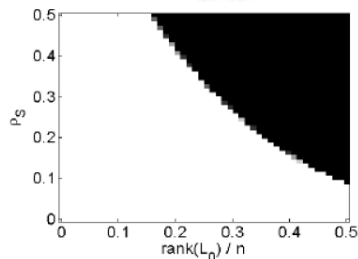
satisfies the following bound for some constant $C > 0$:

$$\|(X^*, E^*) - (X_0, E_0)\|_F \leq C\eta.$$

Simulations



Robust PCA, Random Signs



Matrix Completion

- White regions are instances with perfect recovery.
- Correct recovery when X is low-rank and E is sparse.

Other Useful Regularizers in Sparse and Low-Rank Representation

There are many types of low-dimensional structures:

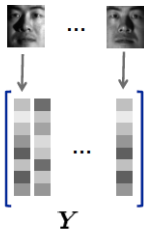
- [Zhou et al. '09]: Spatially contiguous sparse errors via MRF
- [Bach '10]: Structured relaxations from sub modular functions
- [Negahban et al. '10]: Geometric analysis of recovery
- [Becker et al. '10]: Algorithmic templates
- [Xu et al. '11]: Column sparse errors $L_{2,1}$ norm
- [Recht et al. '11]: Compressive sensing of various structures
- [Candès & Recht '11]: Compressive sensing of decomposable structures
- [McCoy & Tropp '11]: Decomposition of sparse and low-rank structures
- [Wright et al. '12]: Superposition of decomposable structures
- [Ohlsson et al. '13]: Quadratic basis pursuit

Take-Home Message

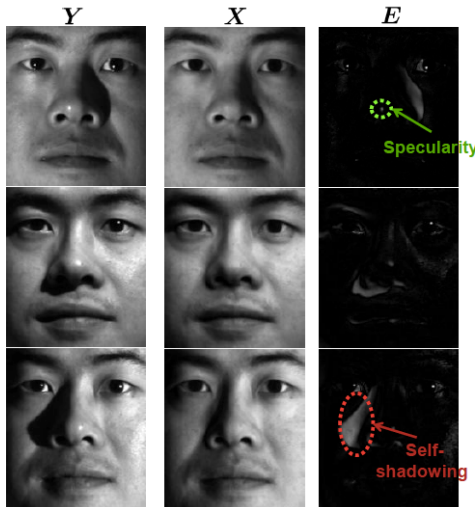
Let the data tell you the right structure: **geometry, statistics, learning algorithms, computation.**

Removing varying illumination from face images

58 images of one person under varying lighting:



RPCA →

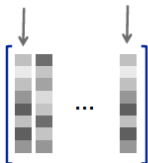
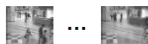


Background subtraction from video

Static camera
surveillance video

200 frames,
144 x 172 pixels,

Significant foreground
motion

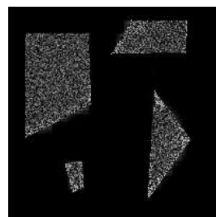
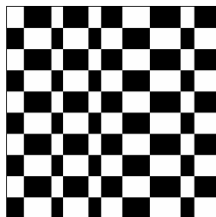
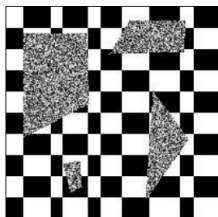


Y

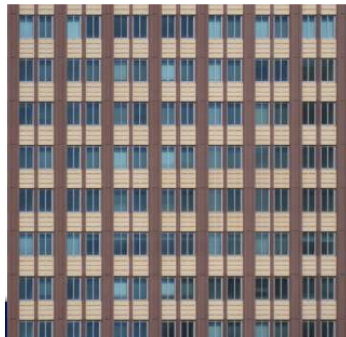
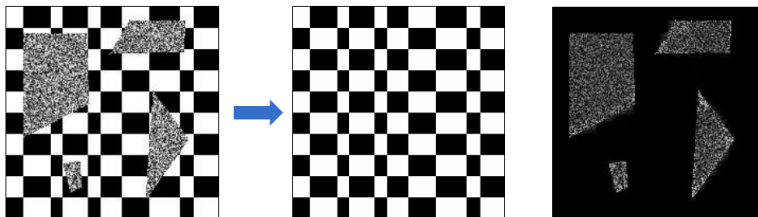
Video Y = Low-rank approx. X + Sparse error E



Repairing low-rank textures



Repairing low-rank textures



Minimize Image Rank Under Transformation

- Most symmetric image patterns (if treated as matrices) are low-rank



(e) Output ($r = 14$)



(f) Output ($r = 8$)



(g) Output ($r = 19$)



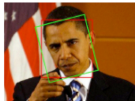
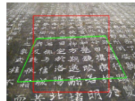
(h) Output ($r = 6$)

Minimize Image Rank Under Transformation

- Most symmetric image patterns (if treated as matrices) are low-rank

(e) Output ($r = 14$)(f) Output ($r = 8$)(g) Output ($r = 19$)(h) Output ($r = 6$)

- Camera projection and pose variation distort/destroy the low-rank representation

(a) Input ($r = 35$)(b) Input ($r = 15$)(c) Input ($r = 53$)(d) Input ($r = 13$)

Recover camera projection and pose

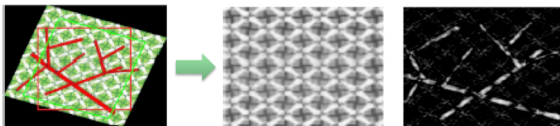
Minimizing the rank of texture images may recover the hidden information about the orientation of the patterns in 3-D space.

Transform Invariant Low-rank Texture (TILT)

- Objective function [Zhang et al. '10]

$$\min_{A, E, \tau} \|A\|_* + \lambda \|E\|_1 \quad \text{subj. to} \quad I \circ \tau = A + E,$$

where A is low-rank and E is sparse, τ parametrizes an image transformation.

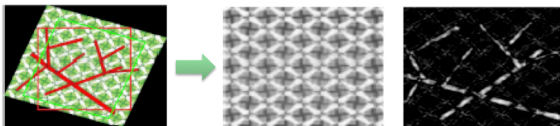


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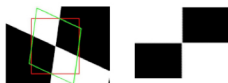
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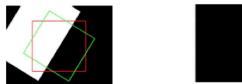
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- More Examples



Corner point



Edge



Characters



Frieze Pattern

Repair Distorted Low-rank Textures

Low-rank Method

Photoshop

Input



Output



Robust Alignment via Low-rank and Sparse Decomposition (RASL)

D – corrupted & misaligned observation



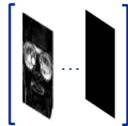
$\circ \tau =$

A – aligned low-rank signals



+

E – sparse errors



Problem: Given $D \circ \tau = A_0 + E_0$, recover τ , A_0 and E_0 .

Parametric deformations
(rigid, affine, projective...)

Low-rank component

Sparse component

Solution: Robust Alignment via Low-rank and Sparse (**RASL**) Decomposition

Iteratively solving the linearized convex program:



$$\min \|A\|_* + \lambda \|E\|_1 \quad \text{subj} \quad A + E = D \circ \tau_k + J \Delta \tau$$

(or $Q(A + E) = QD \circ \tau_k, QJ = 0$)

RASL Example: Face Alignment



Detected Faces

Input: faces detected by a face detector (D)



Average



After RASL Alignment

Output: aligned faces ($D \circ \tau$)

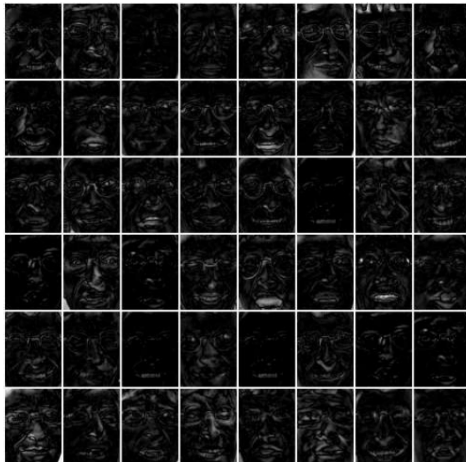


Average

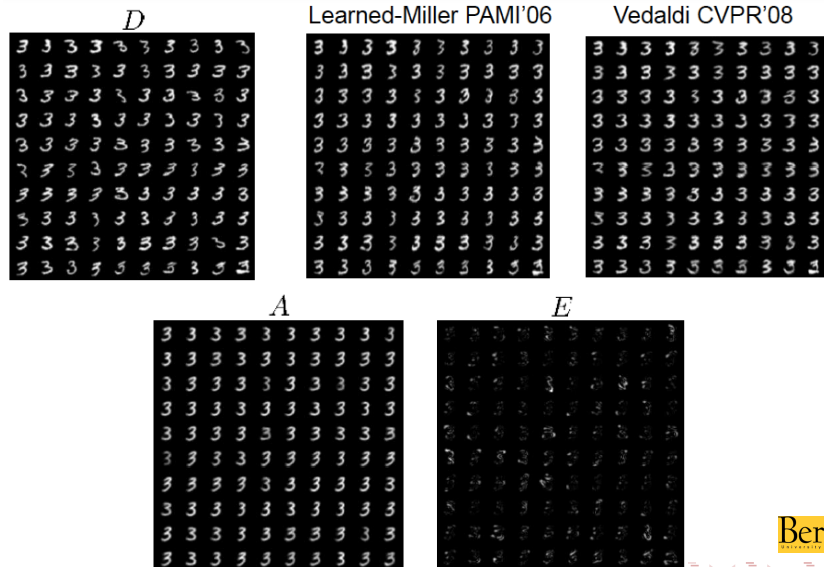


Sparse error of the face image

Output: sparse error images (E)



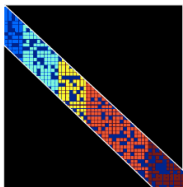
Aligning hand-written digits using RASL



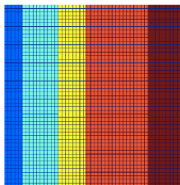
Repair Street Panorama

Recover low-dimensional structures from diminishing fraction of corrupted measurements.

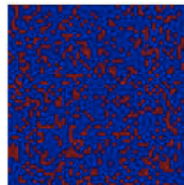
compressive samples



Low-rank Structures

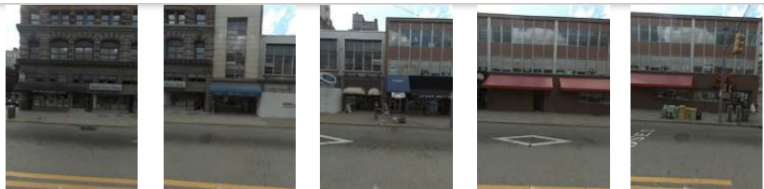


Sparse Structures



Reference: Zhou, Min, & Ma '12.

Example



Compare to AutoStitch and PhotoShop

Low-rank



AutoStitch



Photoshop



Compare to AutoStitch and PhotoShop

Low-rank



AutoStitch



Photoshop



Informative feature selection via Sparse PCA

Goal

- Select strong/informative object features for low-end mobile cameras, surveillance apps.



- Geometric methods are often ill-posed**
SfM plus camera adjacency graph



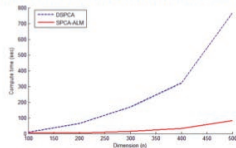
- Challenges:** 1. objects lack invariant features; 2. excessive outliers; 3. pairwise matching is costly.

Approach

- A batch statistical solution: Sparse PCA

$$\max_{\|\mathbf{x}\|_2 \leq 1} \mathbf{x}^T \Sigma \mathbf{x} - \rho \|\mathbf{x}\|_0$$

- An efficient convex algorithm as a SDP problem.

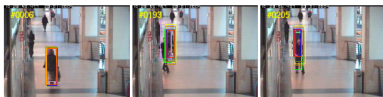


- Outperforms in both accuracy and speed

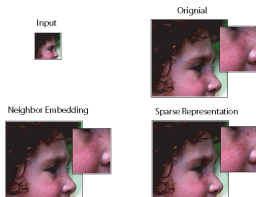


More Applications in Sparse and Low-Rank Representation:

- **Target Tracking** [Mei & Ling 2009, Liu et al. 2010, Li et al. 2011]



- **Superresolution** [Yang et al. 2009]



- **Sparse dictionary learning** [Aharon et al. 2006, Mairal et al. 2008, Duarte-Carvajalino & Sapiro 2009]



Take-Home Messages

- 1 (Transformed) **low-rank and sparse** structures are central to visual data modeling, processing, and analyzing.
- 2 Such structures can now be extracted **robustly and efficiently** from raw image pixels.
- 3 Low-rank and sparse representation capable of **capturing local or global information** from high-resolution images, surpassing human perception.
- 4 The new algorithms have exhibited tremendous impact to **board applications** in image processing, pattern recognition, and biometrics.