

# Dimensionality Reduction for Spatial-Temporally Distributed Data

Presented by Yueyu Hu, Zibo Ye

# Outline

- Background
- Selection: Action Synopsis
- Manipulation: Motion Synthesis and Editing
- Conclusion

# Background

# Why?

- To remove some parts of the data
  - Redundancy (We don't need)
  - Irrelevance (We don't care)
- To get an abstract of the data
  - Saliency analysis
  - Efficient Manipulation

# Where?

- High-Dimension Spatial Representations
  - 3D meshes
  - Point Cloud
  - Images (Light Field)
- Temporal-Distributed Representations
  - Motion of Poses and Pixels
  - Animations

# Selection: Action Synopsis

Assa J, Caspi Y, Cohen-Or D. Action synopsis: pose selection and illustration, ACM Transactions on Graphics (TOG). ACM, 2005, 24(3): 667-676.

# Synopsis: Motion in a Still Image

- Story Summary
- Action Recognition



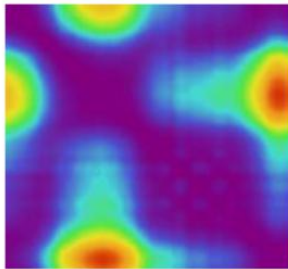
# Method

- Extracts Aspects
- Measuring Difference
  - Affinity matrix
- Dimensionality Reduction
  - Replicated Multi-Dimensional Scaling (RMDS)
- Pose Selection
  - Curve in the low dimensional space

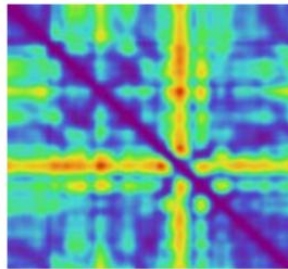


# Affinity Matrices of Aspects

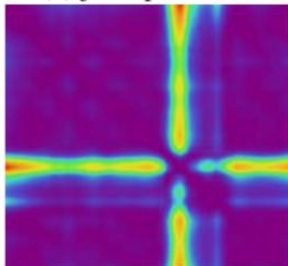
- Position, Velocity, Angle & Angular Velocity
  - Affinity matrices to measure dynamics



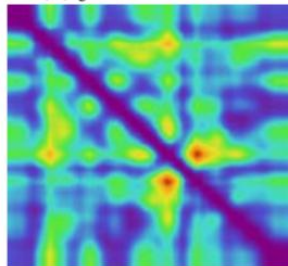
(a) joint positions



(b) joint velocities



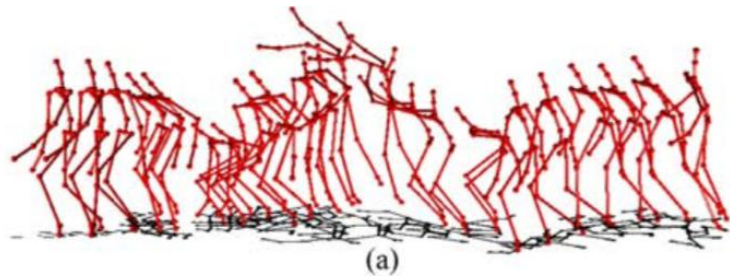
(c) joint angles



(d) joint angular velocities

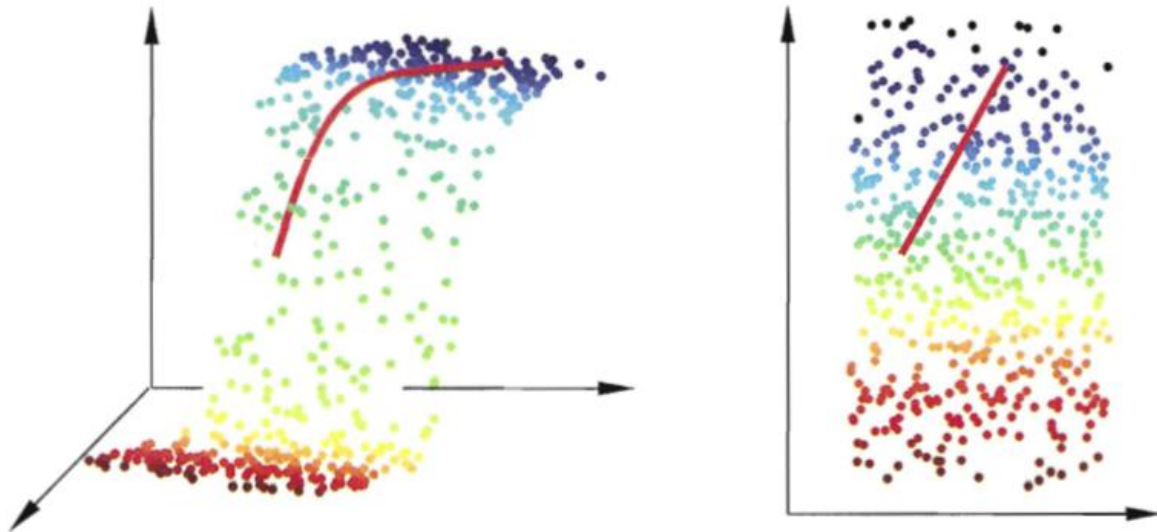
$$d_a(f_1, f_2) = \sum_{j \in \text{joints}} b_j \frac{(x_j^{f_1} - x_j^{f_2})^2}{\sigma_j^2},$$

$$\hat{d}(f_1, f_2) = e^{-\frac{(|f_1 - f_2|)}{N}} d(f_1, f_2),$$



# Multi-Dimensional Scaling (MDS)

- Given Distances of Samples
- Find Low Dimensional Representation
  - Preserve original distance



# MDS

假定  $m$  个样本在原始空间的距离矩阵为  $\mathbf{D} \in \mathbb{R}^{m \times m}$ , 其第  $i$  行  $j$  列的元素  $dist_{ij}$  为样本  $\mathbf{x}_i$  到  $\mathbf{x}_j$  的距离. 我们的目标是获得样本在  $d'$  维空间的表示  $\mathbf{Z} \in \mathbb{R}^{d' \times m}$ ,  $d' \leq d$ , 且任意两个样本在  $d'$  维空间中的欧氏距离等于原始空间中的距离, 即  $\|\mathbf{z}_i - \mathbf{z}_j\| = dist_{ij}$ .

令  $\mathbf{B} = \mathbf{Z}^T \mathbf{Z} \in \mathbb{R}^{m \times m}$ , 其中  $\mathbf{B}$  为降维后样本的内积矩阵,  $b_{ij} = \mathbf{z}_i^T \mathbf{z}_j$ , 有

$$\begin{aligned} dist_{ij}^2 &= \|\mathbf{z}_i\|^2 + \|\mathbf{z}_j\|^2 - 2\mathbf{z}_i^T \mathbf{z}_j \\ &= b_{ii} + b_{jj} - 2b_{ij}. \end{aligned} \quad (10.3)$$

为便于讨论, 令降维后的样本  $\mathbf{Z}$  被中心化, 即  $\sum_{i=1}^m \mathbf{z}_i = \mathbf{0}$ . 显然, 矩阵  $\mathbf{B}$  的行与列之和均为零, 即  $\sum_{i=1}^m b_{ij} = \sum_{j=1}^m b_{ij} = 0$ . 易知

$$dist_{i \cdot}^2 = \frac{1}{m} \sum_{j=1}^m dist_{ij}^2, \quad dist_{\cdot j}^2 = \frac{1}{m} \sum_{i=1}^m dist_{ij}^2, \quad \sum_{i=1}^m \sum_{j=1}^m dist_{ij}^2 = 2m \operatorname{tr}(\mathbf{B}),$$

其中  $\text{tr}(\cdot)$  表示矩阵的迹(trace),  $\text{tr}(\mathbf{B}) = \sum_{i=1}^m \|z_i\|^2$ . 令

# MDS

$$\text{dist}_{i.}^2 = \frac{1}{m} \sum_{j=1}^m \text{dist}_{ij}^2, \quad (10.7)$$

$$\text{dist}_{.j}^2 = \frac{1}{m} \sum_{i=1}^m \text{dist}_{ij}^2, \quad (10.8)$$

$$\text{dist}_{..}^2 = \frac{1}{m^2} \sum_{i=1}^m \sum_{j=1}^m \text{dist}_{ij}^2, \quad (10.9)$$

由式(10.3)和式(10.4)~(10.9)可得

$$b_{ij} = -\frac{1}{2}(\text{dist}_{ij}^2 - \text{dist}_{i.}^2 - \text{dist}_{.j}^2 + \text{dist}_{..}^2), \quad (10.10)$$

由此即可通过降维前后保持不变的距离矩阵  $\mathbf{D}$  求取内积矩阵  $\mathbf{B}$ .

对矩阵  $\mathbf{B}$  做特征值分解(eigenvalue decomposition),  $\mathbf{B} = \mathbf{V}\mathbf{\Lambda}\mathbf{V}^T$ , 其中  $\mathbf{\Lambda} = \text{diag}(\lambda_1, \lambda_2, \dots, \lambda_d)$  为特征值构成的对角矩阵,  $\lambda_1 \geq \lambda_2 \geq \dots \geq \lambda_d$ ,  $\mathbf{V}$  为特征向量矩阵. 假定其中有  $d^*$  个非零特征值, 它们构成对角矩阵  $\mathbf{\Lambda}_* = \text{diag}(\lambda_1, \lambda_2, \dots, \lambda_{d^*})$ , 令  $\mathbf{V}_*$  表示相应的特征向量矩阵, 则  $\mathbf{Z}$  可表达为

$$\mathbf{Z} = \mathbf{\Lambda}_*^{1/2} \mathbf{V}_*^T \in \mathbb{R}^{d^* \times m}. \quad (10.11)$$

# RMDS

- Metric MDS

$$\min_{\phi} \sum_{i,j} (e_{i,j} - d_{i,j})^2$$

- Non-Metric MDS

- Keep Distance up to monotone increasing function

$$\min_{\phi} \sum_{i,j} w_{i,j} (f(e_{i,j}) - d_{ij})^2,$$

- Replicated MDS

- Analyze multiple affinity matrices

$$\sum_k \sum_{i < j} w_{ij}^k (f^k(e_{ij})) - d_{ij}^k)^2.$$

# Pose Selection

- Low-Dimensional Representation
  - Motion  $\rightarrow$  Curve in low-dim space
- Smoothing / Averaging

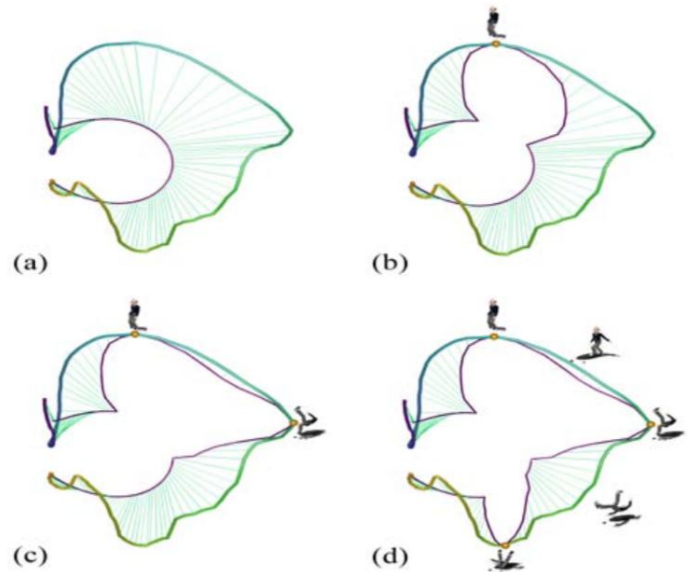
$$\bar{C}(p) = \frac{\sum_{i \in \delta} C(i) e^{-\frac{\|p-i\|^2}{\delta^2}}}{\sum_{i \in \delta} e^{-\frac{\|p-i\|^2}{\delta^2}}},$$

- Distance to Average

$$r_p = \|C(p) - \bar{C}(p)\|.$$

- Iterative Selection

$$\bar{C}(p) := \alpha C(p) + (1 - \alpha) \bar{C}(p),$$



# Experimental Results



(a)



(b)



(c)



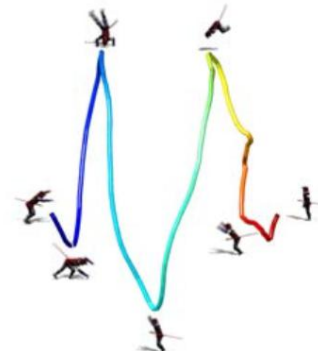
(e)



(d)



(c)



(a)



(b)

# Limitations

- Arbitrary Aspects
  - Neglecting co-occurrence features
- Only Bottom-Up Summarizing
  - No direct representation of motion
- General Method for Dimensionality Reduction

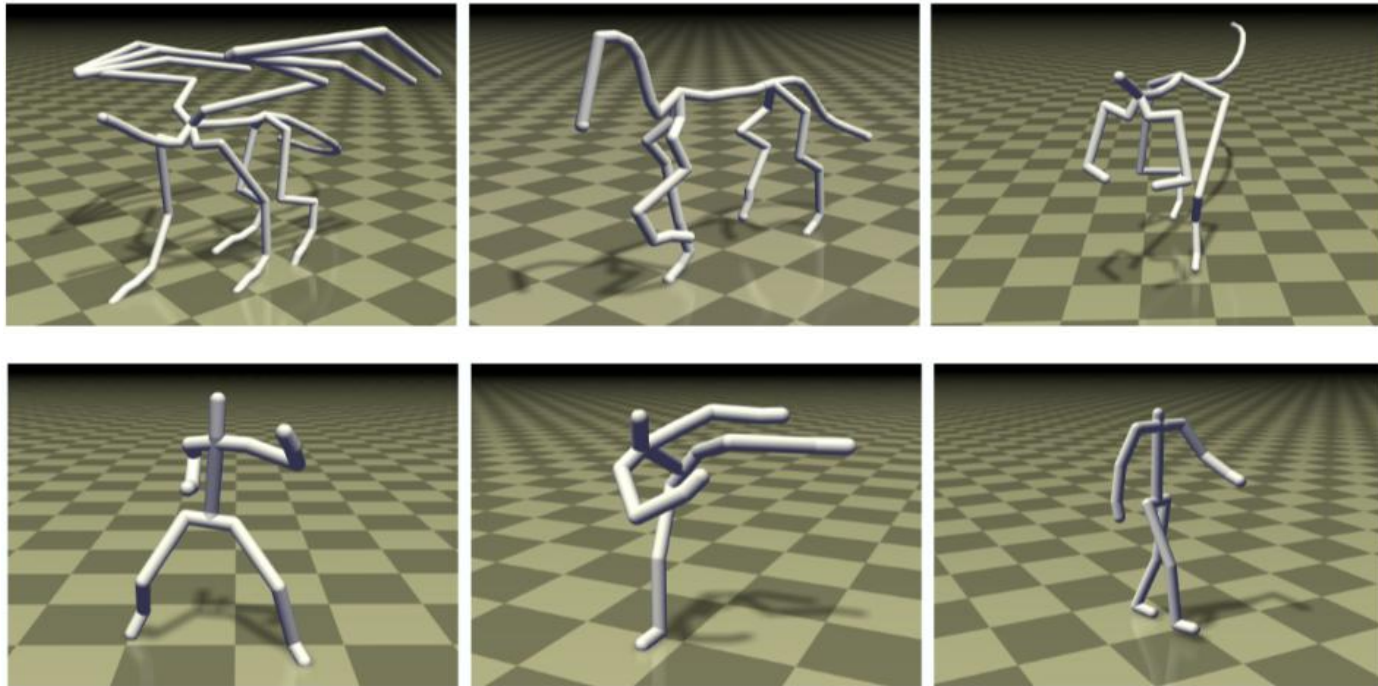


# Manipulation: Motion Synthesis and Editing

Levine S, Wang J M, Haraux A, et al. Continuous character control with low-dimensional embeddings. *ACM Transactions on Graphics (TOG)*, 2012, 31(4): 28.

# Continuous Pose Control

- Representations of Pose Sequences
- Manipulatable Embedding



# Visualization

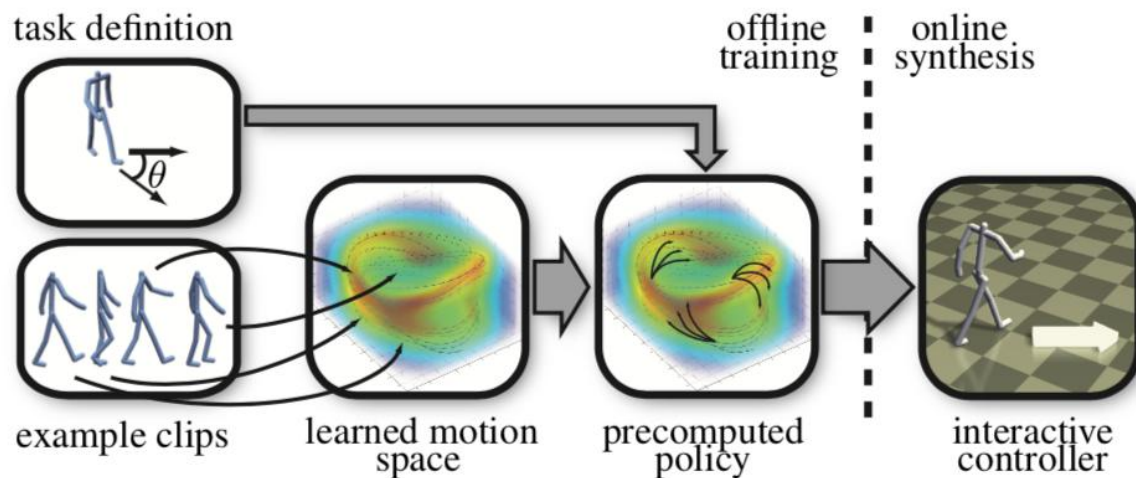
## Continuous Character Control with Low-Dimensional Embeddings

Sergey Levine<sup>1</sup> Jack M. Wang<sup>1</sup> Alexis Haraux<sup>1</sup>  
Zoran Popović<sup>2</sup> Vladlen Koltun<sup>1</sup>

<sup>1</sup>Stanford University <sup>2</sup>University of Washington

# Method

- Project Example Clips to Latent Space
  - Gaussian Process Latent Variable Model (GPLVM)
- Connectivity prior
- Pose Synthesis
- Controlling



# GPLVM Preliminaries

- Distance Preserving Dim-Reduction (MDS)

$$S = \sum_{n=1}^N \sum_{m=n+1}^N w_{mn} (\delta_{mn} - d_{mn})^2,$$

- Problems
  - Back-Projection to High Dimensional Space?
  - Missing Attributes?
  - Non-Linearity?
- PCA / Kernel PCA

# GPLVM

• Problem:  $\mathbf{y}_n = \mathbf{W}\mathbf{x}_n + \eta_n$   $p(\eta_n) = N(\eta_n | \mathbf{0}, \beta^{-1}\mathbf{I})$ .


• Idea of Probability PCA:  $p(\mathbf{x}_n) = N(\mathbf{x}_n | \mathbf{0}, \mathbf{I})$ .

$$p(\mathbf{y}_n | \mathbf{W}, \beta) = \int p(\mathbf{y}_n | \mathbf{x}_n, \mathbf{W}, \beta) p(\mathbf{x}_n) d\mathbf{x}_n = N(\mathbf{y}_n | \mathbf{0}, \mathbf{W}\mathbf{W}^T + \beta^{-1}\mathbf{I}).$$

• Why  $\mathbf{W}$ ?

$$p(\mathbf{y}_{:,d} | \mathbf{X}, \beta) = N(\mathbf{y}_{:,d} | \mathbf{0}, \mathbf{X}\mathbf{X}^T + \beta^{-1}\mathbf{I}).$$

• Non-Linear Modification

$$k(\mathbf{x}_i, \mathbf{x}_j) = \mathbf{x}_i^T \mathbf{x}_j + \beta^{-1} \delta_{ij},$$


$$k_{\text{rbf}}(\mathbf{x}_i, \mathbf{x}_j; \bar{\alpha}) = \alpha_1 \exp\left(-\frac{\alpha_2}{2} \|\mathbf{x}_i - \mathbf{x}_j\|^2\right) + \alpha_3 \delta_{ij}.$$

# GPLVM

- Comparison

	Proximity	$\mathbf{X} \rightarrow \mathbf{Y}$	$\mathbf{Y} \rightarrow \mathbf{X}$	Non-linear	Probabilistic	Convex
PCA	I	Y	Y		I	Y
FA		Y	Y		Y	Y
Kernel PCA	Y		Y	Y		Y
MDS	Y			Y		
Sammon mapping	Y			Y		
Neuroscale	Y		Y	Y		
Spectral clustering	Y			Y		Y
Density Networks		Y		Y	Y	
GTM		Y		Y	Y	
GP-LVM	I	Y		Y	Y	

# Comparison

PCA VS. GPLVM VS. GPDM

Ritsumeikan University  
Emergent System Lab.  
Liu HaiLong



# GPLVM misc.

- Control of Velocity

$$k_{\dot{\mathbf{y}}}([\mathbf{x}_i, \mathbf{x}_{i-1}], [\mathbf{x}_j, \mathbf{x}_{j-1}]; \bar{\beta}) = \beta_1 \dot{\mathbf{x}}_i^T \dot{\mathbf{x}}_j \exp\left(-\frac{\beta_2}{2} \|\dot{\mathbf{x}}_i - \dot{\mathbf{x}}_j\|^2 - \frac{\beta_3}{2} \|\mathbf{x}_i - \mathbf{x}_j\|^2\right) + \beta_4 \delta_{ij},$$

- Model Learning

$$\ln p(\mathbf{X}, \bar{\alpha}, \bar{\beta}, \mathbf{W}, \mathbf{W}_{\dot{\mathbf{Y}}}| \mathbf{Y}, \dot{\mathbf{Y}}) \propto \mathcal{L}_{\mathbf{Y}} + \mathcal{L}_{\dot{\mathbf{Y}}} + \Phi_D(\mathbf{X}) + \Phi_C(\mathbf{X}) + \ln p(\bar{\alpha}) + \ln p(\bar{\beta}).$$

- Pose Synthesis

$$g_{\mathbf{y}}(\mathbf{x}) = \mathbf{W}\mathbf{Y}^T \mathbf{K}_{\mathbf{Y}}^{-1} \mathbf{k}(\mathbf{x}) + \mathbf{b},$$
$$g_{\mathbf{y}}^{\sigma}(\mathbf{x}) = \mathbf{W}^2 \left( k_{\text{rbf}}(\mathbf{x}, \mathbf{x}) - \mathbf{k}(\mathbf{x})^T \mathbf{K}_{\mathbf{Y}}^{-1} \mathbf{k}(\mathbf{x}) \right),$$

# Conclusion

# Dimensionality Reduction

- An Open Problem
  - General? Specific?
- The world might be simple
  - Or the principle component might be simple
- Looking for a compact representation
  - Human?
  - Computer?

# Thanks