

Deep Hyperspherical Learning

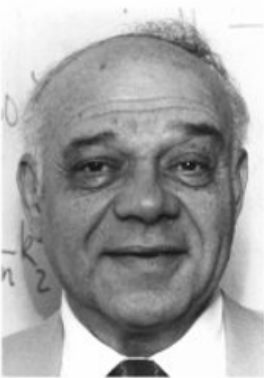
Weiyang Liu, Yan-Ming Zhang, Xingguo Li, Zhiding Yu, Bo Dai,
Tuo Zhao, Le Song

Georgia Institute of Technology

Motivation

- 2D Fourier Transform for images

A



The magnitude of A + The phase of B =



B



The magnitude of B + The phase of A =



- Phase contains the crucial discriminative information!

SphereNet: a network that focuses on the angular (phase) information

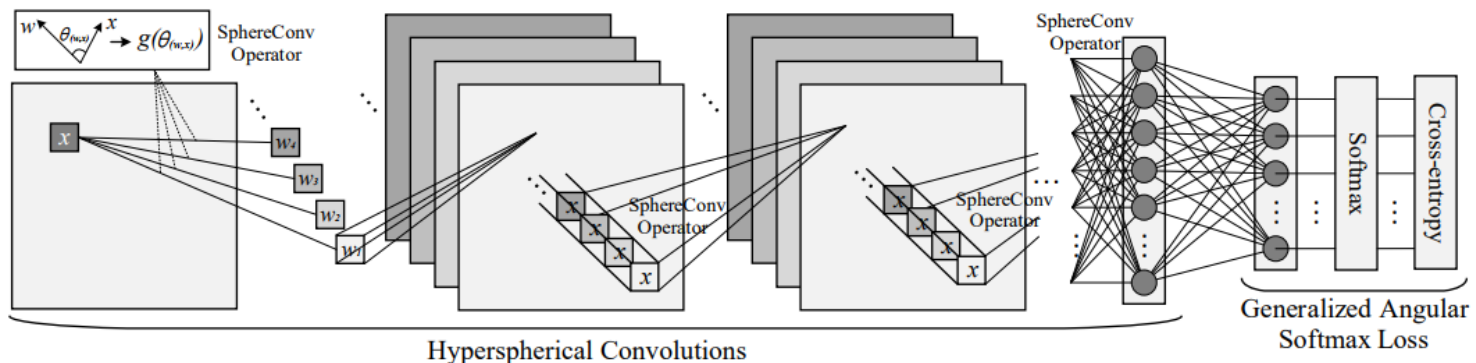
- Hyperspherical Convolutional (SphereConv) Operator:

$$\mathcal{F}_s(\mathbf{w}, \mathbf{x}) = g(\theta_{(\mathbf{w}, \mathbf{x})}) + b_{\mathcal{F}_s}$$

Where $\theta_{(\mathbf{w}, \mathbf{x})}$ is the angle between the kernel parameter \mathbf{w} and the local patch \mathbf{x} . A simple example is cosine SphereConv:

$$g(\theta_{(\mathbf{w}, \mathbf{x})}) = \cos(\theta_{(\mathbf{w}, \mathbf{x})})$$

- We use this SphereConv operator to replace the original inner product based convolutional operator in the CNNs, and propose the *SphereNet*. (SphereNet comes from that angle can be viewed as the geodesic distance on a unit hypersphere)



Four SphereConv operators

➤ *linear SphereConv*

$$g(\theta_{(\mathbf{w}, \mathbf{x})}) = a\theta_{(\mathbf{w}, \mathbf{x})} + b$$

➤ *cosine SphereConv*

$$g(\theta_{(\mathbf{w}, \mathbf{x})}) = \cos(\theta_{(\mathbf{w}, \mathbf{x})})$$

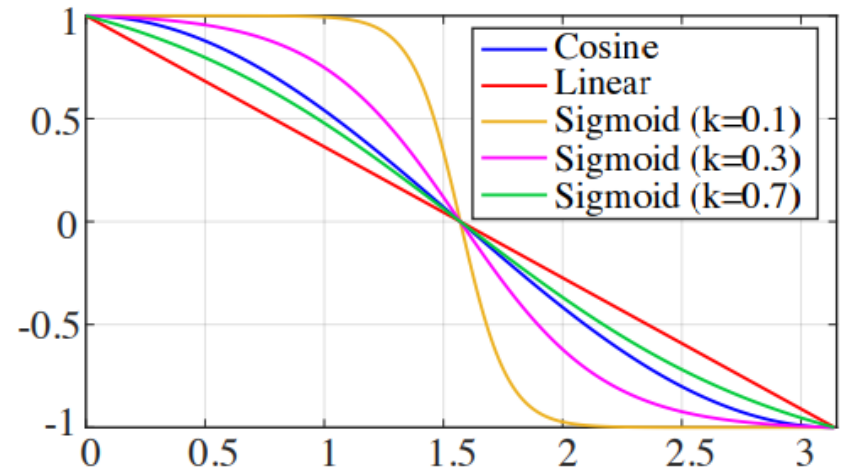
➤ *sigmoid SphereConv*

$$g(\theta_{(\mathbf{w}, \mathbf{x})}) = \frac{1 + \exp(-\frac{\pi}{2k})}{1 - \exp(-\frac{\pi}{2k})} \cdot \frac{1 - \exp(\frac{\theta_{(\mathbf{w}, \mathbf{x})}}{k} - \frac{\pi}{2k})}{1 + \exp(\frac{\theta_{(\mathbf{w}, \mathbf{x})}}{k} - \frac{\pi}{2k})}$$

➤ *Learnable SphereConv*

$$g(\theta_{(\mathbf{w}, \mathbf{x})}) = \frac{1 + \exp(-\frac{\pi}{2k})}{1 - \exp(-\frac{\pi}{2k})} \cdot \frac{1 - \exp(\frac{\theta_{(\mathbf{w}, \mathbf{x})}}{k} - \frac{\pi}{2k})}{1 + \exp(\frac{\theta_{(\mathbf{w}, \mathbf{x})}}{k} - \frac{\pi}{2k})}$$

with the parameter k to be learned in back-prop



Theoretical Insights

- Suppose the observation is $F = U^* V^{*\top}$ (ignore the bias), where $U^* \in \mathbb{R}^{n \times k}$ is the weight, $V^* \in \mathbb{R}^{m \times k}$ is the input that embeds weights from previous layers.

Scaling issue of neural networks:

- Consider the objective:
$$\min_{U \in \mathbb{R}^{n \times k}, V \in \mathbb{R}^{m \times k}} \mathcal{G}(U, V) = \frac{1}{2} \|F - UV^\top\|_F^2$$
- Lemma1: Consider a pair of global optimal points U, V satisfying $F = UV^\top$ and $\text{Tr}(V^\top V \otimes I_n) \leq \text{Tr}(U^\top U \otimes I_m)$. For any real $c > 1$, let $\tilde{U} = cU$ and $\tilde{V} = V/c$, then we have $\kappa(\nabla^2 \mathcal{G}(\tilde{U}, \tilde{V})) = \Omega(c^2 \kappa(\nabla^2 \mathcal{G}(U, V)))$, where $\kappa = \frac{\lambda_{\max}}{\lambda_{\min}}$ is the restricted condition number with λ_{\max} being the largest and λ_{\min} being the smallest nonzero eigenvalues.*

Insensitiveness to Scaling for SphereConv:

- Consider our proposed cosine SphereConv operator, an equivalent problem is:

$$\min_{U \in \mathbb{R}^{n \times k}, V \in \mathbb{R}^{m \times k}} \mathcal{G}_S(U, V) = \frac{1}{2} \|F - D_U U V^\top D_V\|_F^2$$

where $D_U = \text{diag}(\frac{1}{\|U_{1,:}\|_2}, \dots, \frac{1}{\|U_{n,:}\|_2}) \in \mathbb{R}^{n \times n}$ and $D_V = \text{diag}(\frac{1}{\|V_{1,:}\|_2}, \dots, \frac{1}{\|V_{m,:}\|_2}) \in \mathbb{R}^{m \times m}$ are diagonal matrices.

- Lemma2: For any real $c > 1$, let $\tilde{U} = cU$ and $\tilde{V} = V/c$, then we have $\lambda_i(\nabla^2 \mathcal{G}_S(\tilde{U}, \tilde{V})) = \lambda_i(\nabla^2 \mathcal{G}_S(U, V))$ for all $i \in [(n + m)k] = \{1, 2, \dots, (n + m)k\}$ and $\kappa(\nabla^2 \mathcal{G}(\tilde{U}, \tilde{V})) = \kappa(\nabla^2 \mathcal{G}(U, V))$, where κ is defined as in Lemma1.*

- Regular Neural Nets: scales as $\Omega(c^2)$
- SphereConv: *insensitive* to scaling

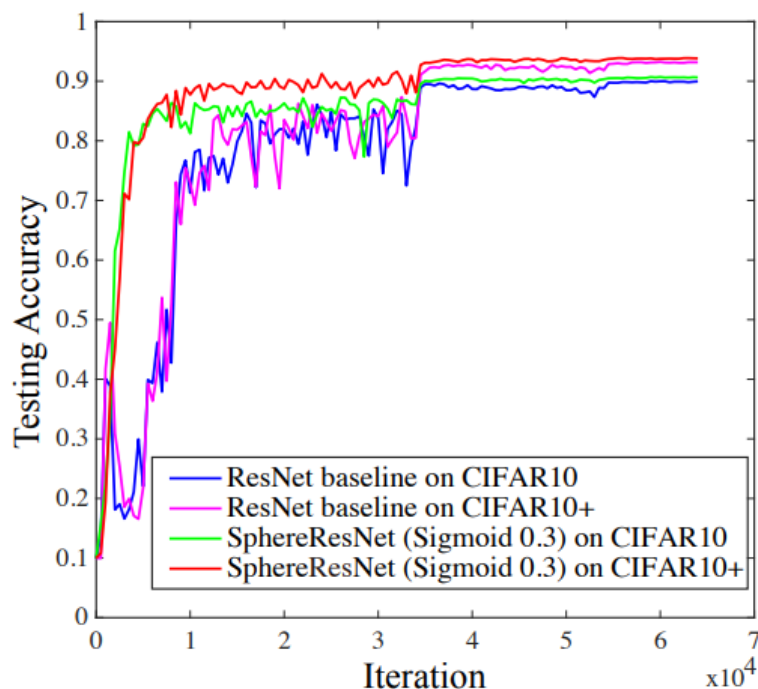
More on SphereNets

- SphereConv can also be used to the fully connected layers, recurrent layers, etc.
- SphereConv can also be viewed as a normalization method that could avoid covariate shift (due to the bounded outputs), and can work simultaneously with Batch Normalization.
- We also design angular loss functions for *SphereConv*, i.e., generalized angular softmax (GA-Softmax) loss

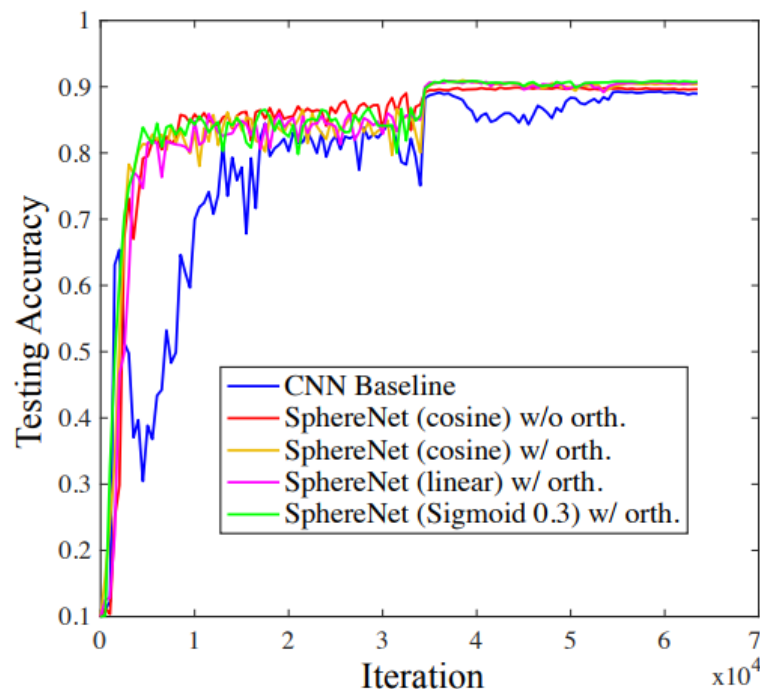
$$L_i = -\log \left(\frac{e^{\|\mathbf{x}_i\|g(m\theta_{y_i,i})}}{e^{\|\mathbf{x}_i\|g(m\theta_{y_i,i})} + \sum_{j \neq y_i} e^{\|\mathbf{x}_i\|g(\theta_{j,i})}} \right)$$

Experiments

- Faster Convergence and better accuracy on CIFAR-10, CIFAR-100



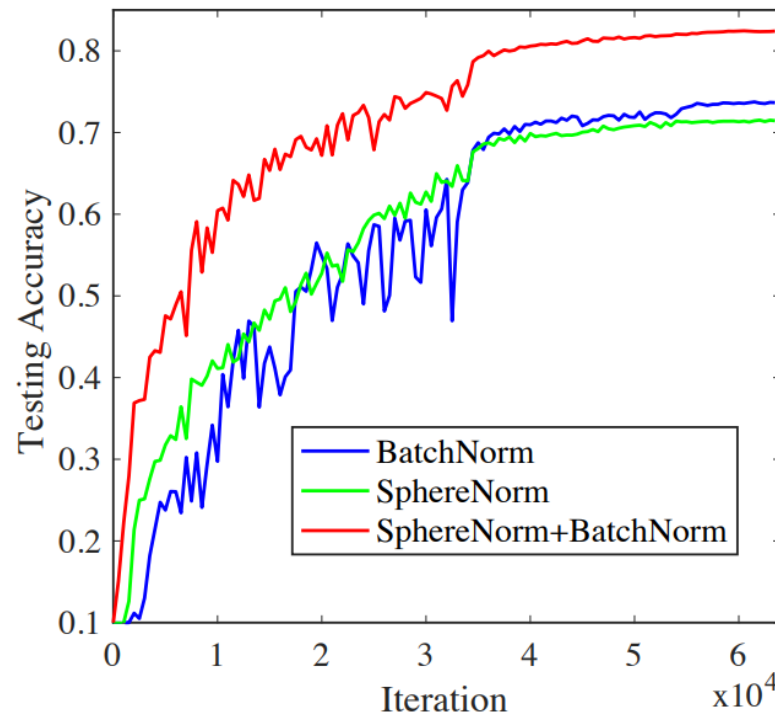
(a) ResNet vs. SphereResNet
on CIFAR-10/10+



(b) CNN vs. SphereNet (orth.)
on CIFAR-10

Experiments

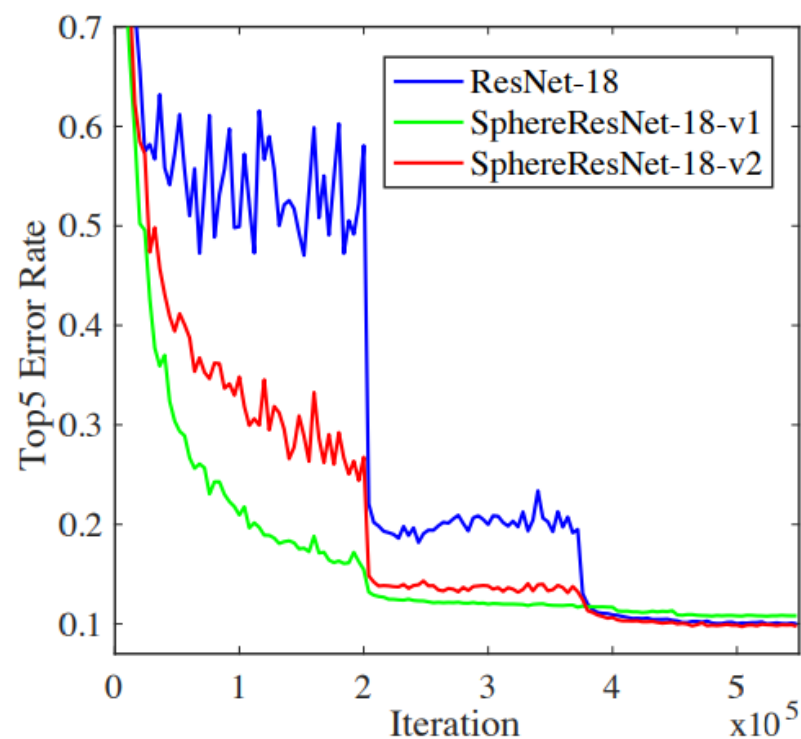
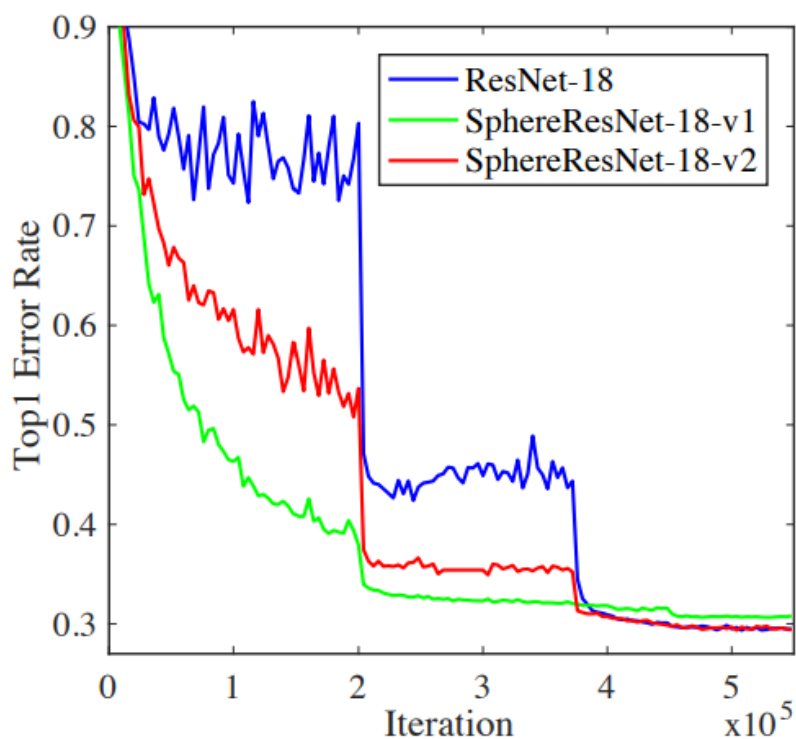
- SphereConv can be used as a new normalization method (SphereNorm), comparable to Batch Normalization. But they can be used simultaneously.
- The advantages of SphereNorm are very significant, especially with small mini-batch size.



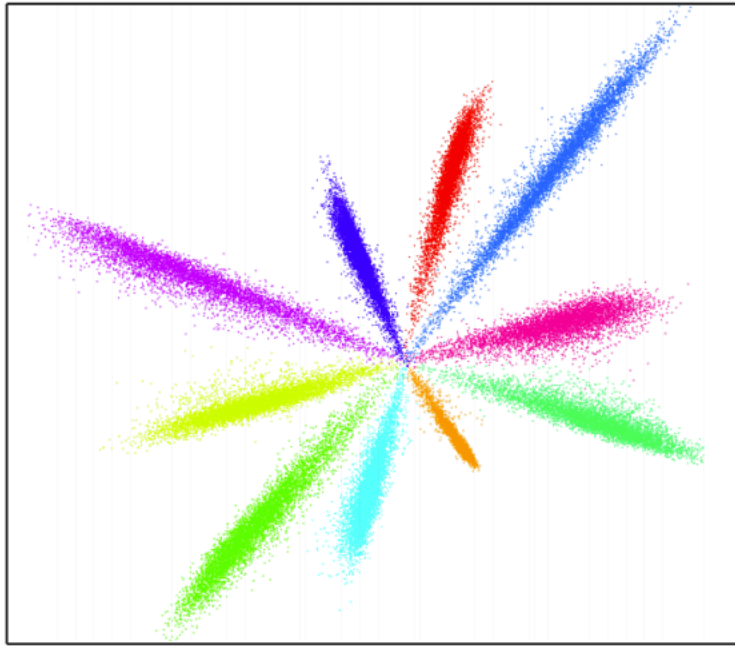
Mini-batch size =4!

Experiments

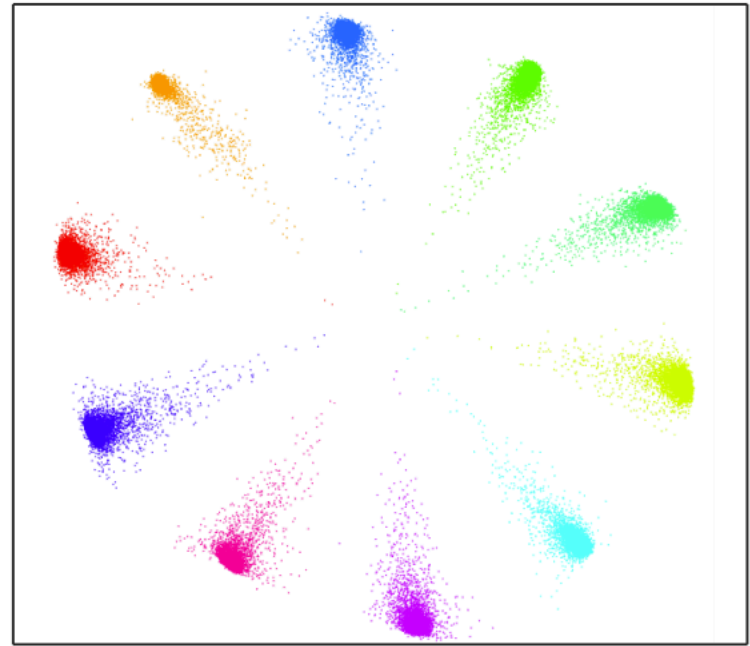
- Faster Convergence and comparable accuracy on Imagenet-2012



Visualization on MNIST



Original CNN



SphereNet

More experiments

- Using the SphereConv only to the last fully connected layer gives impressive results on face recognition.

Method	protocol	Rank1 Acc.	Ver.
NTechLAB - facenx large	Large	73.300	85.081
Vocord - DeepVo1	Large	75.127	67.318
Deepsense - Large	Large	74.799	87.764
Shanghai Tech	Large	74.049	86.369
Google - FaceNet v8	Large	70.496	86.473
Beijing FaceAll_Norm_1600	Large	64.804	67.118
Beijing FaceAll_1600	Large	63.977	63.960
Deepsense - Small	Small	70.983	82.851
SIAT_MMLAB	Small	65.233	76.720
Barebones FR - cnn	Small	59.363	59.036
NTechLAB - facenx_small	Small	58.218	66.366
3DiVi Company - tdvm6	Small	33.705	36.927
Softmax Loss	Small	54.855	65.925
Softmax+Contrastive Loss [26]	Small	65.219	78.865
Triplet Loss [22]	Small	64.797	78.322
L-Softmax Loss [16]	Small	67.128	80.423
Softmax+Center Loss [34]	Small	65.494	80.146
SphereFace (single model)	Small	72.729	85.561
SphereFace (3-patch ensemble)	Small	75.766	89.142

The End

- The code will be made available at
<https://github.com/wy1iu/SphereNet>
- The code of SphereFace is available at
<https://github.com/wy1iu/sphereface>