

# Learning with signatures: embedding and truncation order selection

DataSig Seminar Series

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**Adeline Fermanian**

April 30th 2020



## Joint work with



**Benoît Cadre**

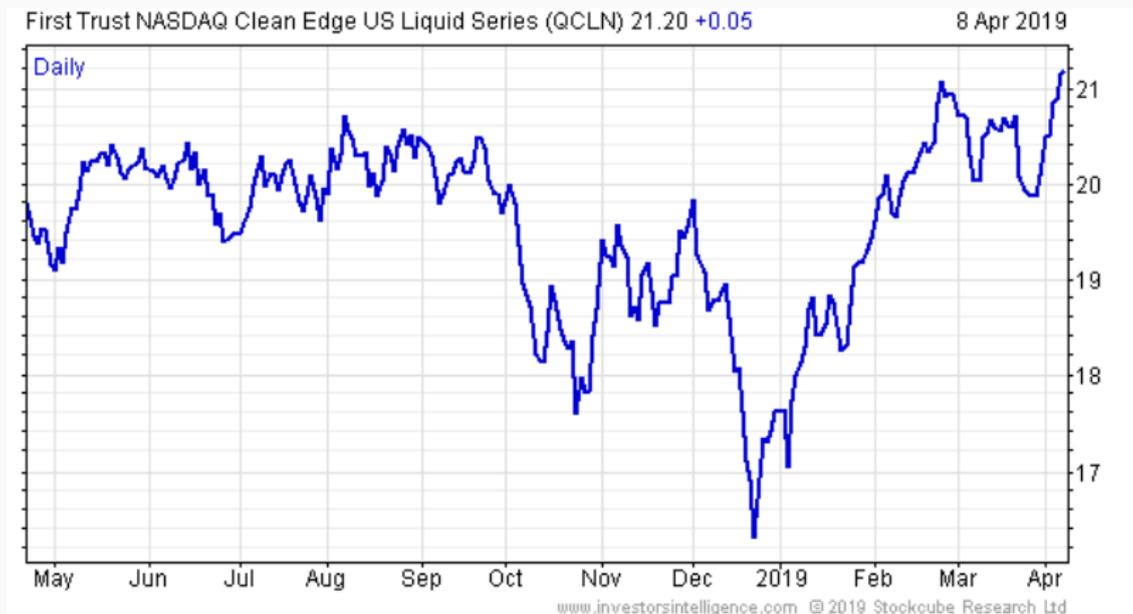
UNIVERSITY RENNES 2



**Gérard Biau**

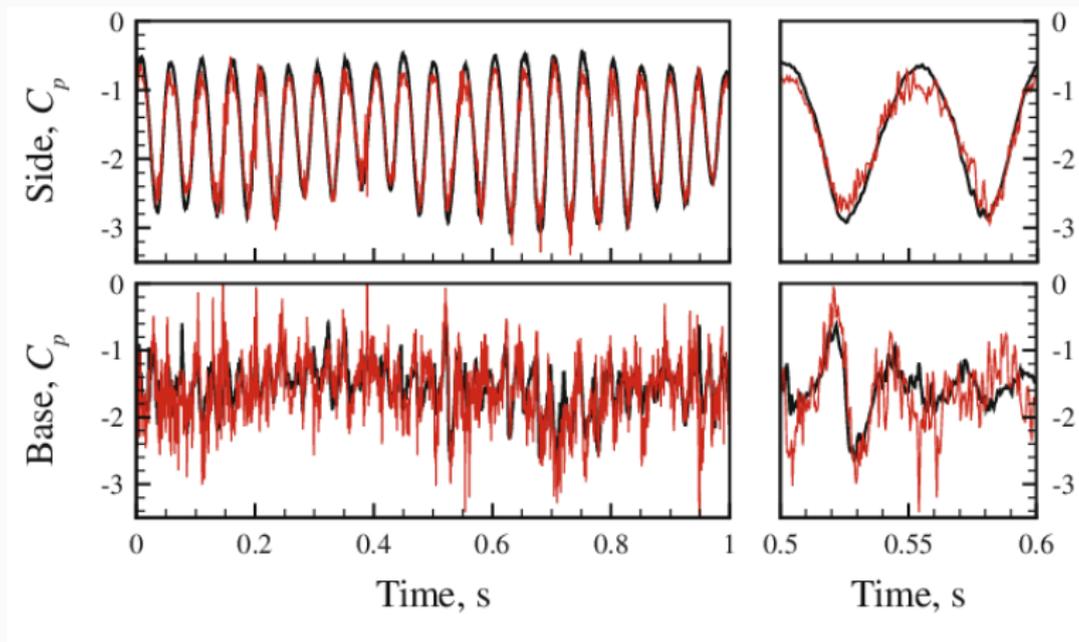
SORBONNE UNIVERSITY

# Learning from a data stream



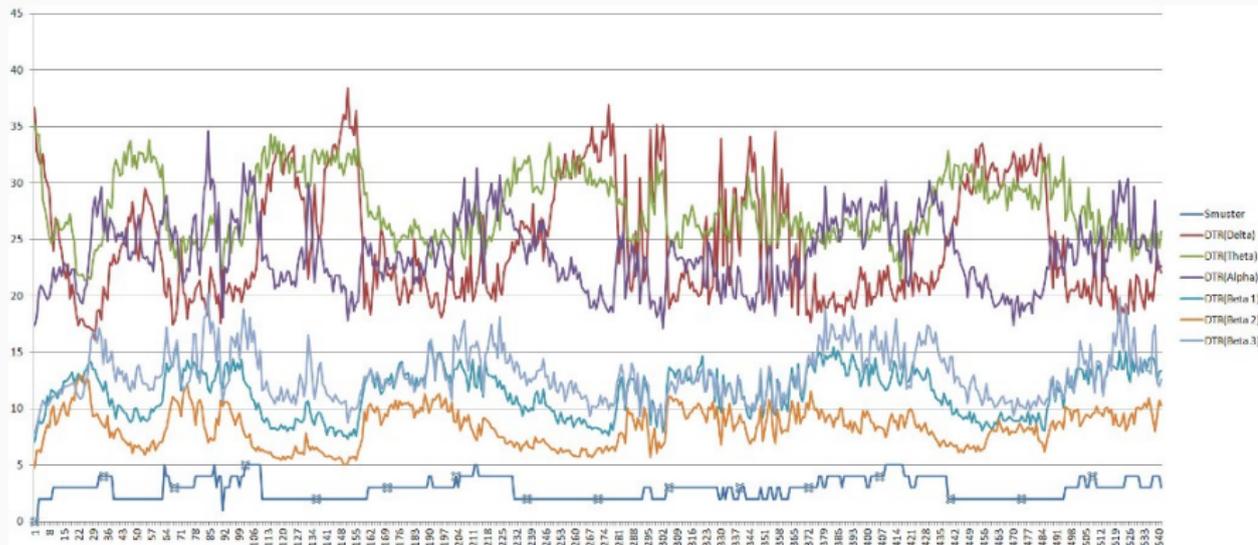
Time series prediction

# Learning from a data stream



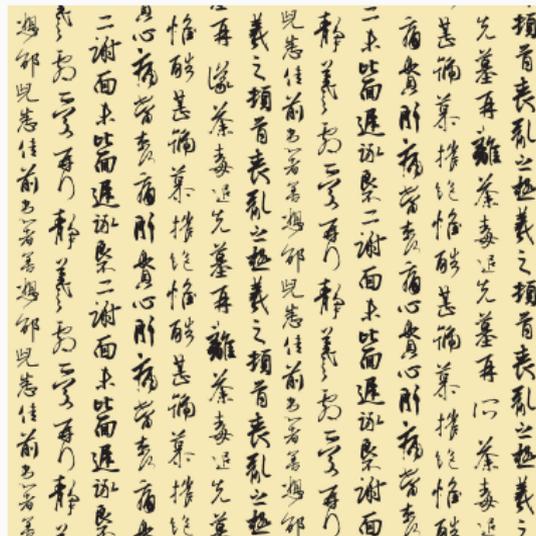
Stereo sound recognition

# Learning from a data stream



Automated medical diagnosis from **sensor data**

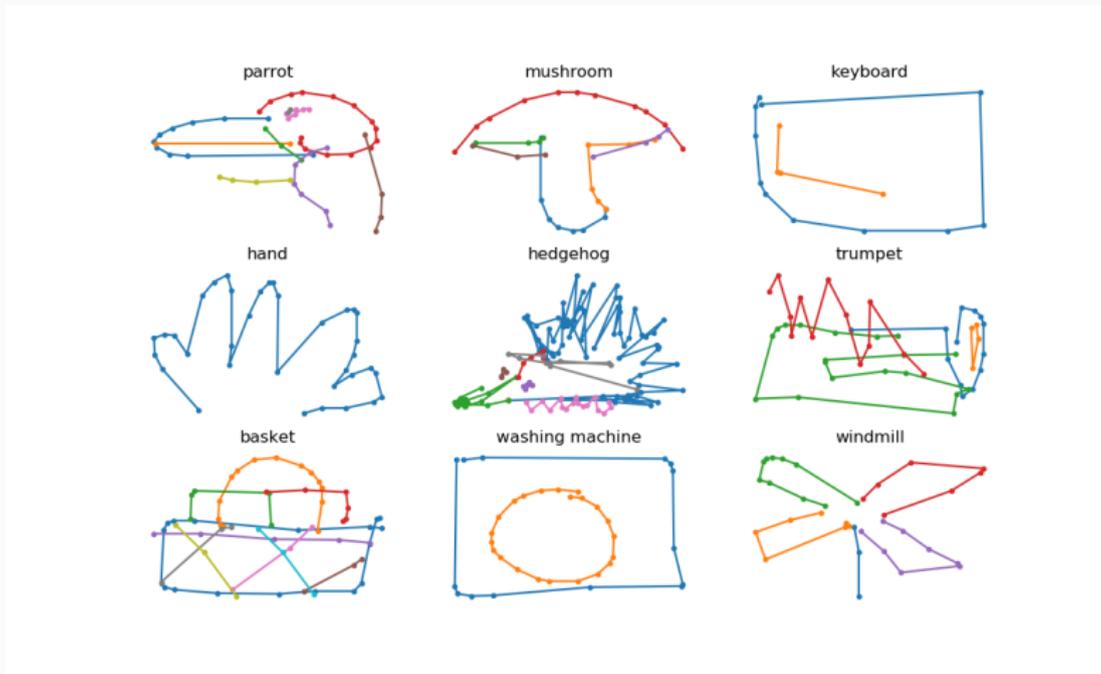
# Learning from a data stream



Recognition of characters or handwriting

The predictor is a path  $X : [a, b] \rightarrow \mathbb{R}^d$ .

# Google "Quick, Draw!" dataset



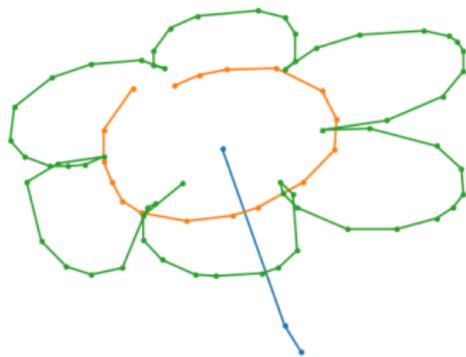
50 million drawings, 340 classes

# Data representation



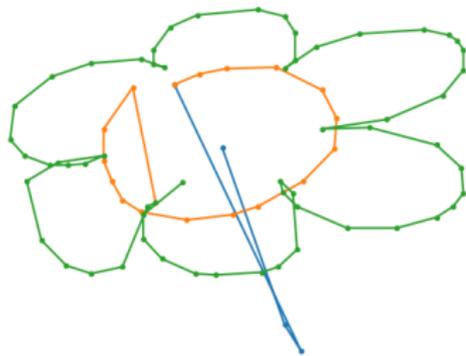
A sample from the class **flower**

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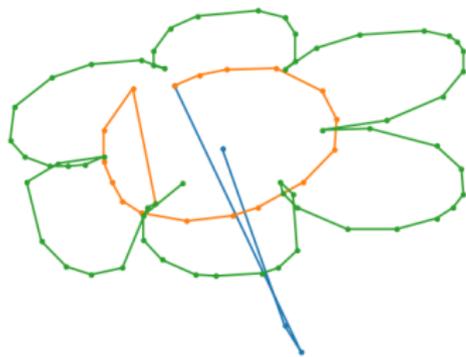
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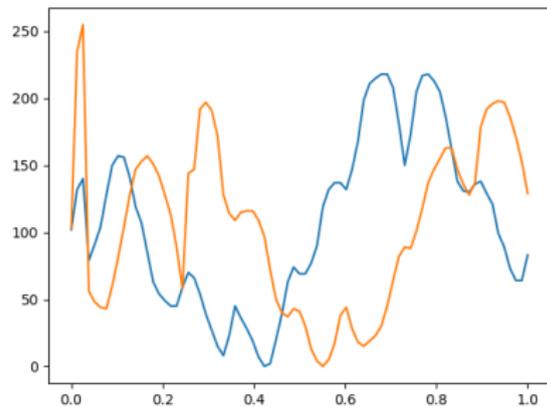


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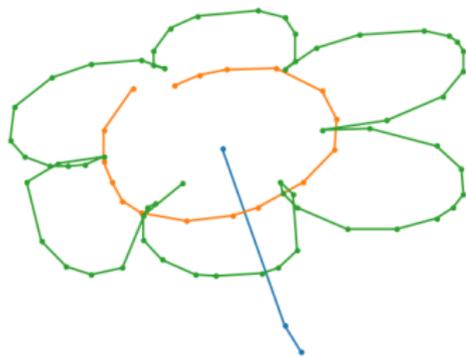


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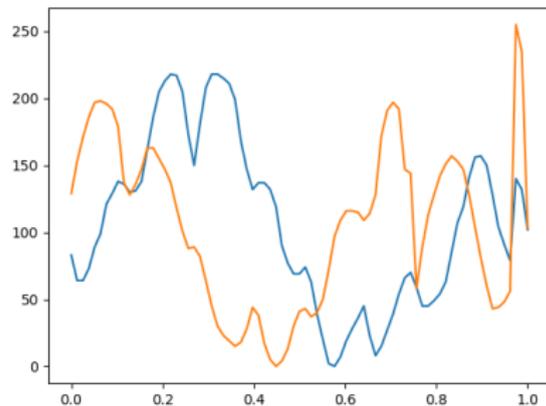


x and y **coordinates**

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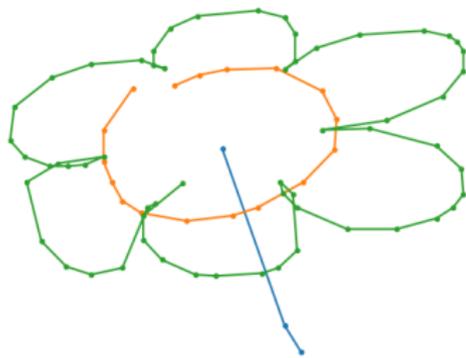


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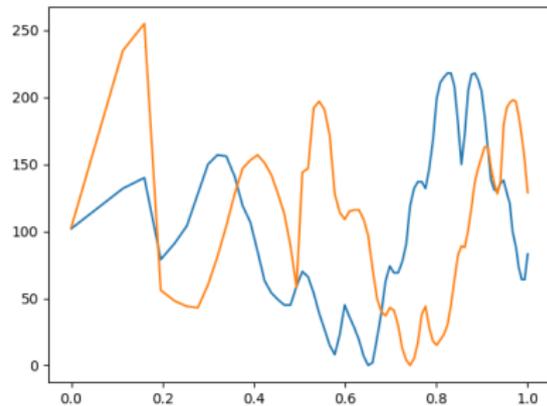


Time **reversed**

# Data representation



A sample from the class **flower**



$x$  and  $y$  at a **different** speed

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- ▷ Encodes **geometric** properties of the path.
- ▷ **No loss** of information.

# Table of contents

1. Definition and basic properties
2. Learning with signatures
3. Truncation order
4. Path embeddings
5. Performance of signatures

## **Definition and basic properties**

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## Mathematical setting

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### Example :

- $X_t$  continuously differentiable:

$$\int_0^1 Y_t dX_t = \int_0^1 Y_t \dot{X}_t dt$$

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### Example :

- $Y_t = 1$  for all  $t \in [0, 1]$ :

$$\int_0^1 Y_t dX_t = \int_0^1 dX_t = X_1 - X_0.$$

# Iterated integrals

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- $S^{(i_1, \dots, i_k)}(X)_{[0,1]}$  is the  **$k$ -fold iterated integral** of  $X$  along  $i_1, \dots, i_k$ .

# Signature

## Definition

The **signature** of  $X$  is the sequence of real numbers

$$S(X) = (1, S^1(X), \dots, S^d(X), S^{(1,1)}(X), S^{(1,2)}(X), \dots).$$

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where

$$T(\mathbb{R}^d) = 1 \oplus \mathbb{R}^d \oplus (\mathbb{R}^d)^{\otimes 2} \oplus \dots \oplus (\mathbb{R}^d)^{\otimes k} \oplus \dots$$

## Example

For  $X_t = (X_t^1, X_t^2)$ ,

$$\mathbf{x}^1 = \left( \int_0^1 dX_t^1 \quad \int_0^1 dX_t^2 \right) = \left( X_1^1 - X_0^1 \quad X_1^2 - X_0^2 \right)$$

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$$\mathbf{x}^2 = \begin{pmatrix} \int_0^1 \int_0^t dX_s^1 dX_t^1 & \int_0^1 \int_0^t dX_s^1 dX_t^2 \\ \int_0^1 \int_0^t dX_s^2 dX_t^1 & \int_0^1 \int_0^t dX_s^2 dX_t^2 \end{pmatrix}$$

## Example

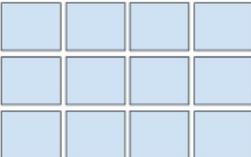
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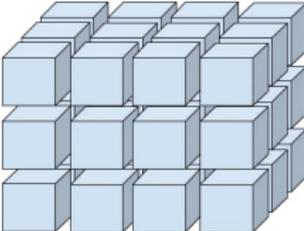
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Rank 0:   
(scalar)

Rank 1:   
(vector)

Rank 2: (matrix)  


Rank 3: 

- **Truncated signature** at order  $m$ :

$$S^m(X) = (1, \mathbf{X}^1, \mathbf{X}^2, \dots, \mathbf{X}^m).$$

# Truncated signature

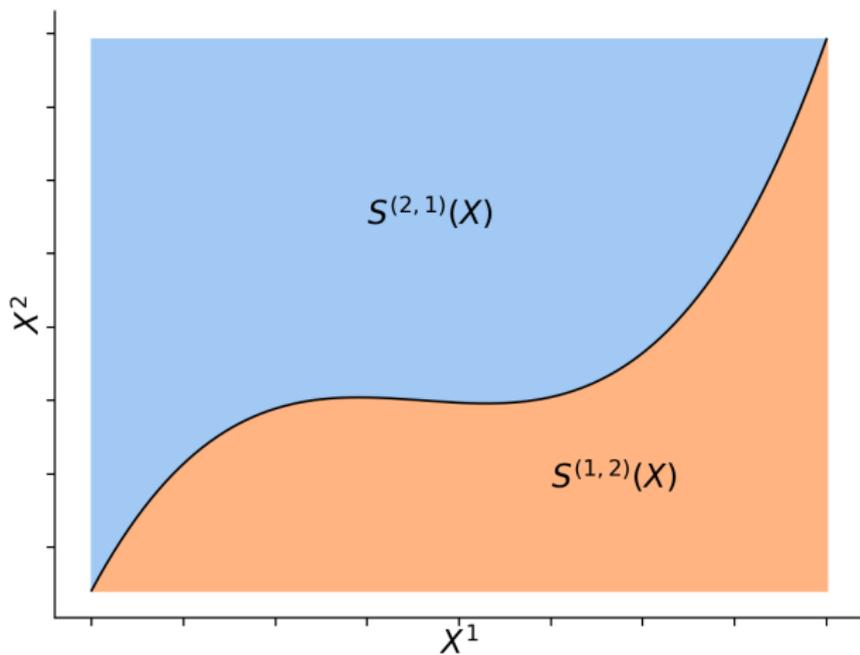
- **Truncated signature** at order  $m$ :

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- **Dimension:**

$$s_d(m) = \sum_{k=0}^m d^k = \frac{d^{m+1} - 1}{d - 1}.$$

# Geometric interpretation



# Important example

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- ▷ **Very useful**: in practice, we always deal with **piecewise linear** paths.
- ▷ Needed: **concatenation** operations.

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- ▷ We can compute the signature of **piecewise linear** paths!
- ▷ Data stream of  $p$  points and truncation at  $m$ :  $O(pd^m)$  operations.
- ▷ **Fast** packages and libraries available in C++ and Python.

### Uniqueness

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- ▷ The signature **characterizes** paths.
- ▷ **Trick**: add a dummy monotonous component to  $X$ .
- ▷ Important concept of **embedding**.

## Signature approximation

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- ▷ Signature and linear model are happy together!
- ▷ This raises many interesting statistical issues.

## Learning with signatures

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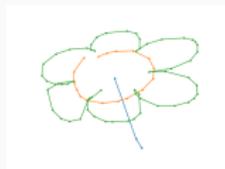
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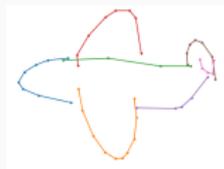
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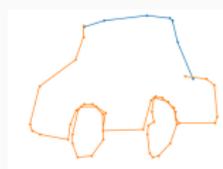
$y_2 = 1$



$y_3 = 2$



$y_4 = 3$



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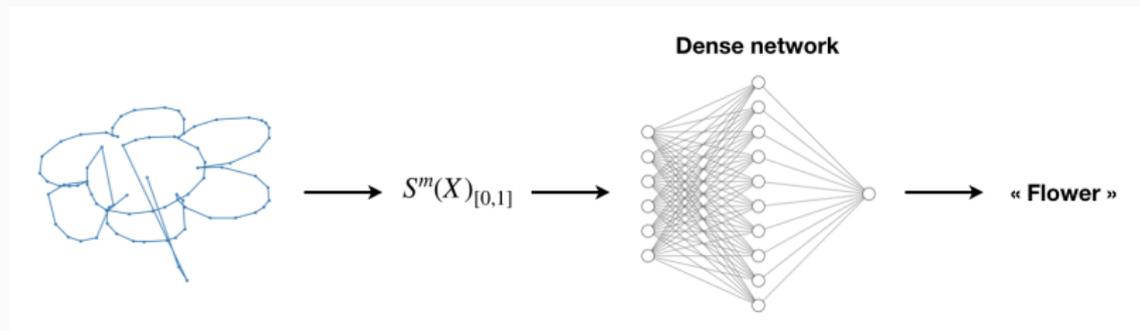
- **Least squares regression**:  $\mathcal{Y} = \mathbb{R}$  and  $\ell(y, f_{\theta}(x)) = (y - f_{\theta}(x))^2$ .

- **Loss** function  $\ell : \mathcal{Y} \times \mathcal{Y} \rightarrow \mathbb{R}^+$ .
- **Empirical risk minimization**: choose

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- **Binary classification**:  $\mathcal{Y} = \{0, 1\}$  and  $\ell(y, f_{\theta}(x)) = \mathbb{1}_{[f_{\theta}(x) \neq y]}$ .

# Signature + machine learning

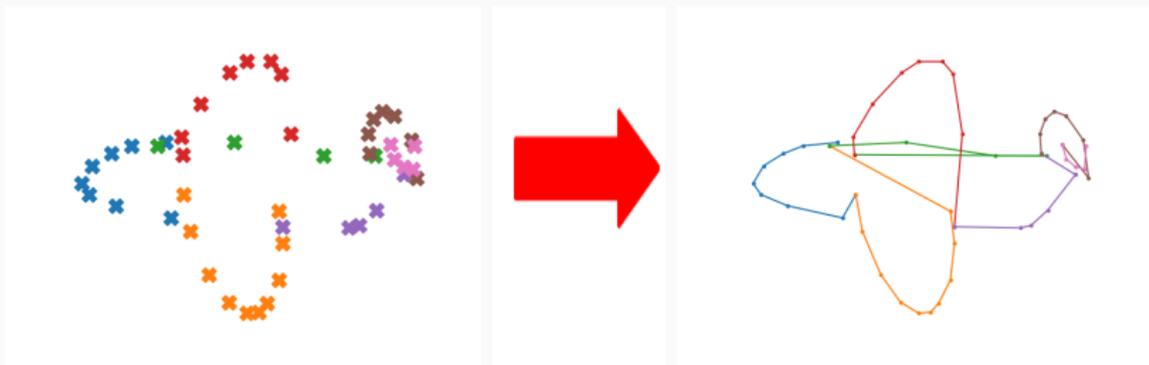


# Questions

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# Questions

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- Which **embedding** should we use?



## Truncation order

---

## Regression model on the signature

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- **Goal:** estimate  $m^*$  and  $\beta^*$ .

- **Data:**  $(X_1, Y_1), \dots, (X_n, Y_n)$  i.i.d.

## Estimation of $m^*$

- **Data:**  $(X_1, Y_1), \dots, (X_n, Y_n)$  i.i.d.
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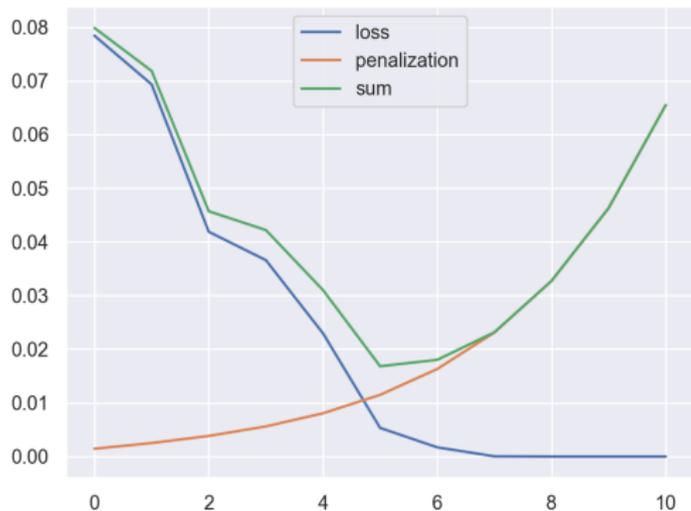
- For any  $m \in \mathbb{N}$ ,

$$\hat{L}_n(m) = \inf_{\beta \in B_{m,\alpha}} \mathcal{R}_{m,n}(\beta).$$

# Estimation of $m^*$

Estimator:

$$\hat{m} = \min \left( \underset{m}{\operatorname{argmin}} \left( \hat{L}_n(m) + \operatorname{pen}_n(m) \right) \right).$$



Additional assumptions:

$(H_\alpha)$   $\beta^* \in B_{m^*, \alpha}$ .

$(H_K)$  There exists  $K_Y > 0$  and  $K_X > 0$  such that almost surely

$$|Y| \leq K_Y \quad \text{and} \quad \|X\|_{1\text{-var}} \leq K_X.$$

## Theorem

Let  $K_{\text{pen}} > 0$ ,  $0 < \rho < \frac{1}{2}$ , and

$$\text{pen}_n(m) = K_{\text{pen}} n^{-\rho} \sqrt{s_d(m)}.$$

Under the assumptions  $(H_\alpha)$  and  $(H_K)$ , for any  $n \geq n_0$ ,

$$\mathbb{P}(\hat{m} \neq m^*) \leq C_1 \exp(-C_2 n^{1-2\rho}),$$

where  $n_0$ ,  $C_1$  and  $C_2$  are explicit constants.

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## Corollary

$\hat{m}$  converges almost surely towards  $m^*$ .

We can then estimate  $\beta^*$  by

$$\hat{\beta} = \operatorname{argmin}_{\beta \in B_{\hat{m}, \alpha}} \mathcal{R}_{\hat{m}, n}(\beta),$$

We can then estimate  $\beta^*$  by

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and show that

$$\mathbb{E} \left( \langle \hat{\beta}, S^{\hat{m}}(X) \rangle - \langle \beta^*, S^{m^*}(X) \rangle \right)^2 = O\left(\frac{1}{\sqrt{n}}\right).$$

# Path embeddings

---

## Embedding

A way of mapping **discrete** sequential data into a continuous path.

# Kaggle prediction competition

Featured Prediction Competition

## Quick, Draw! Doodle Recognition Challenge

How accurately can you identify a doodle?

\$25,000 Prize Money

Google AI · 1,316 teams · 4 months ago

[Overview](#) [Data](#) [Kernels](#) [Discussion](#) [Leaderboard](#) [Rules](#) [Team](#) [My Submissions](#) [Late Submission](#)

### Overview

#### Description

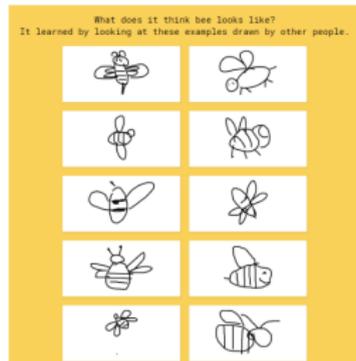
#### Evaluation

#### Prizes

#### Timeline

"Quick, Draw!" was released as an experimental game to educate the public in a playful way about how AI works. The game prompts users to draw an image depicting a certain category, such as "banana," "table," etc. The game generated more than 1B drawings, of which a subset was publicly released as the basis for this competition's training set. That subset contains 50M drawings encompassing 340 label categories.

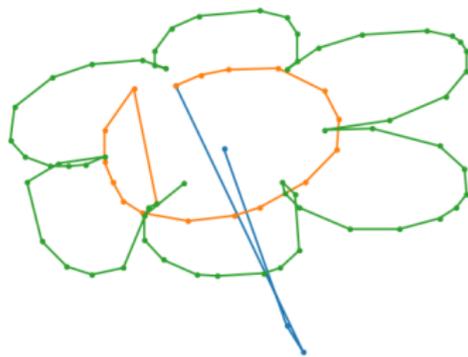
Sounds fun, right? Here's the challenge: since the training data comes from the game itself, drawings can be incomplete or may not match the label. You'll need to build a recognizer that can effectively learn from this noisy data and perform well on a manually-labeled test set from a different distribution.



# Different embeddings

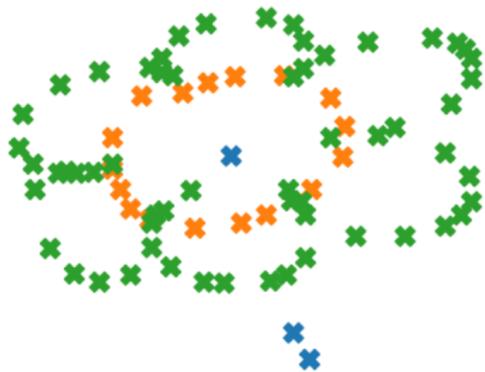


Original data

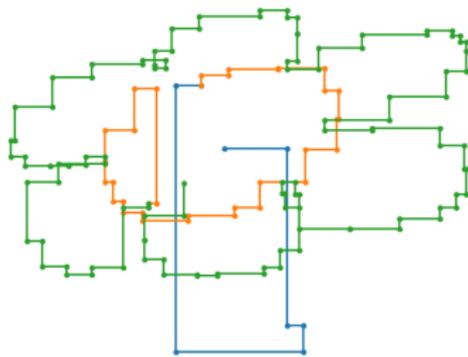


Linear path

# Different embeddings

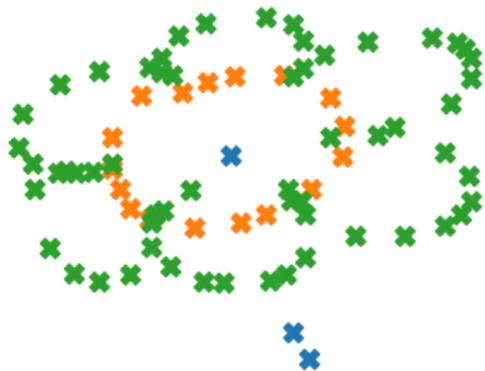


Original data

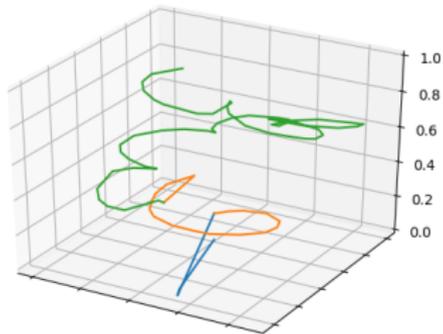


Rectilinear path

# Different embeddings

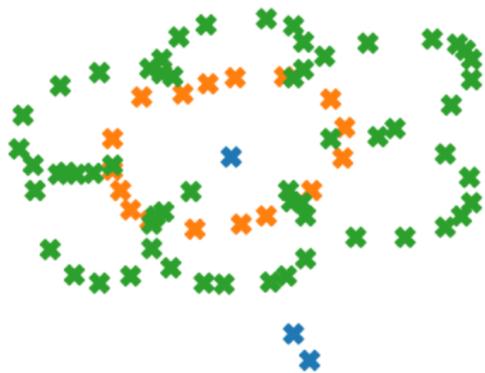


Original data

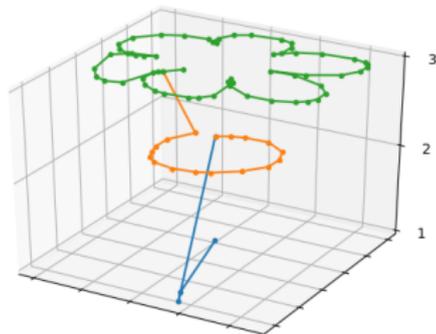


Time path

# Different embeddings



Original data

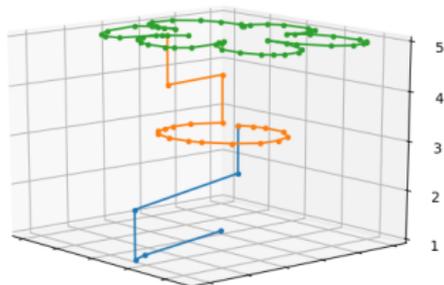


Stroke path, version 1

# Different embeddings



Original data

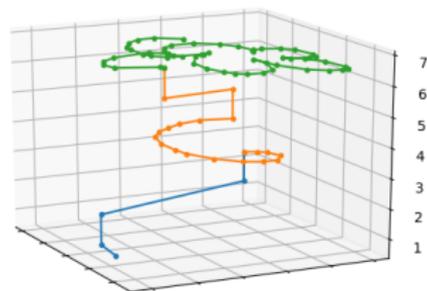


Stroke path, version 2

# Different embeddings



Original data



Stroke path, version 3

# Different embeddings



Original data

$t \rightarrow (X_t^1, X_t^2, t, X_t^3, X_t^4)$ , where

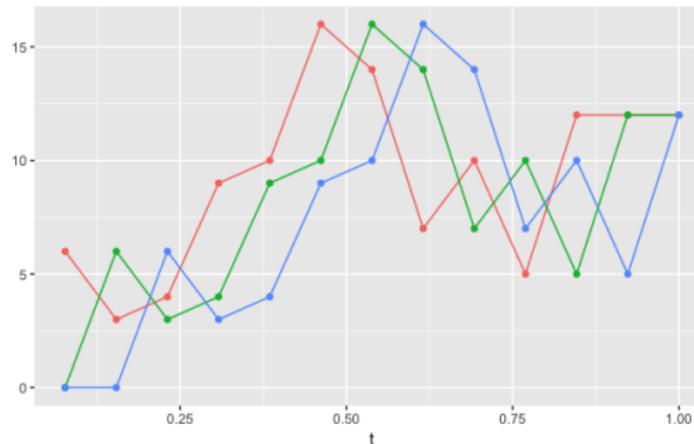
$$X_t^3 = \begin{cases} 0 & \text{if } t < t_1 \\ X_{t-t_1}^1 & \text{otherwise} \end{cases}$$

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# Different embeddings

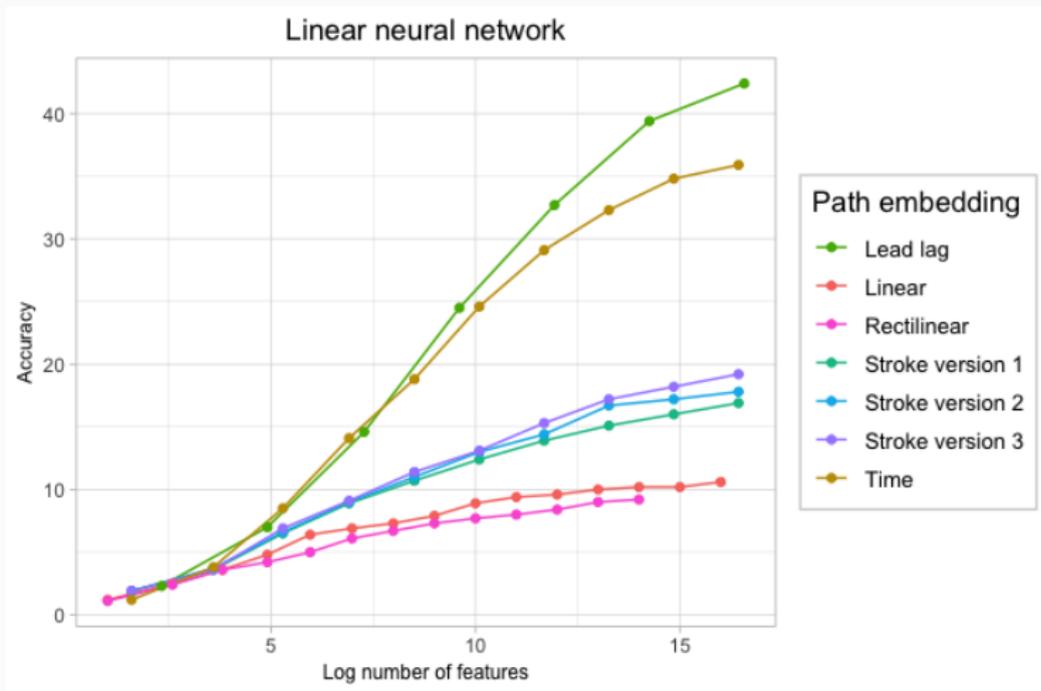


Original data



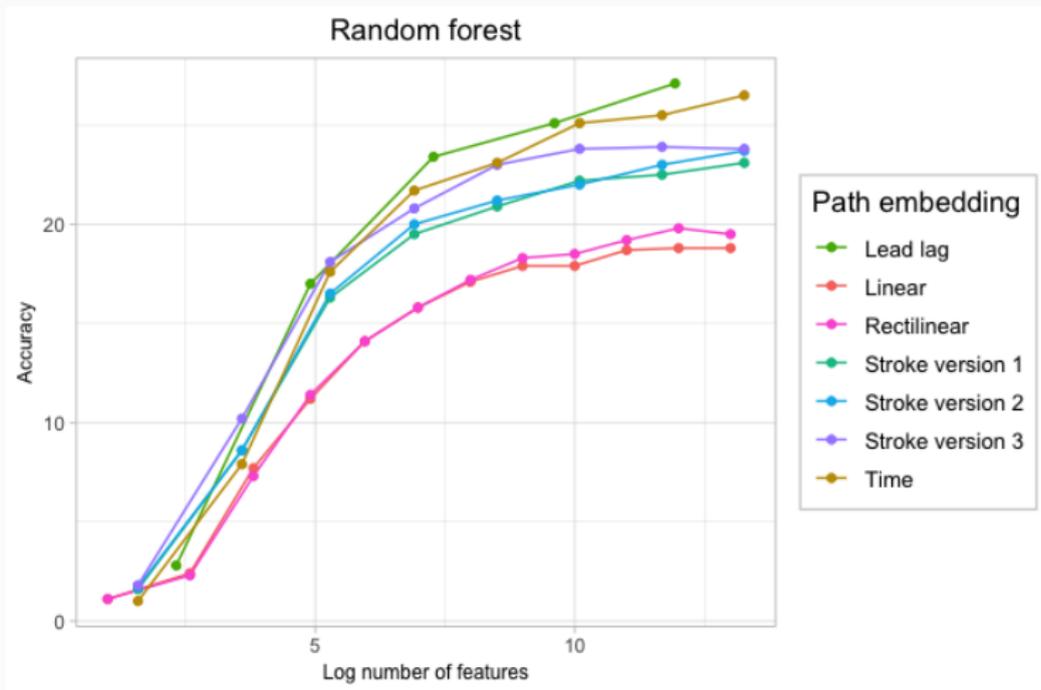
Lead-lag path

# Quick, Draw! dataset results



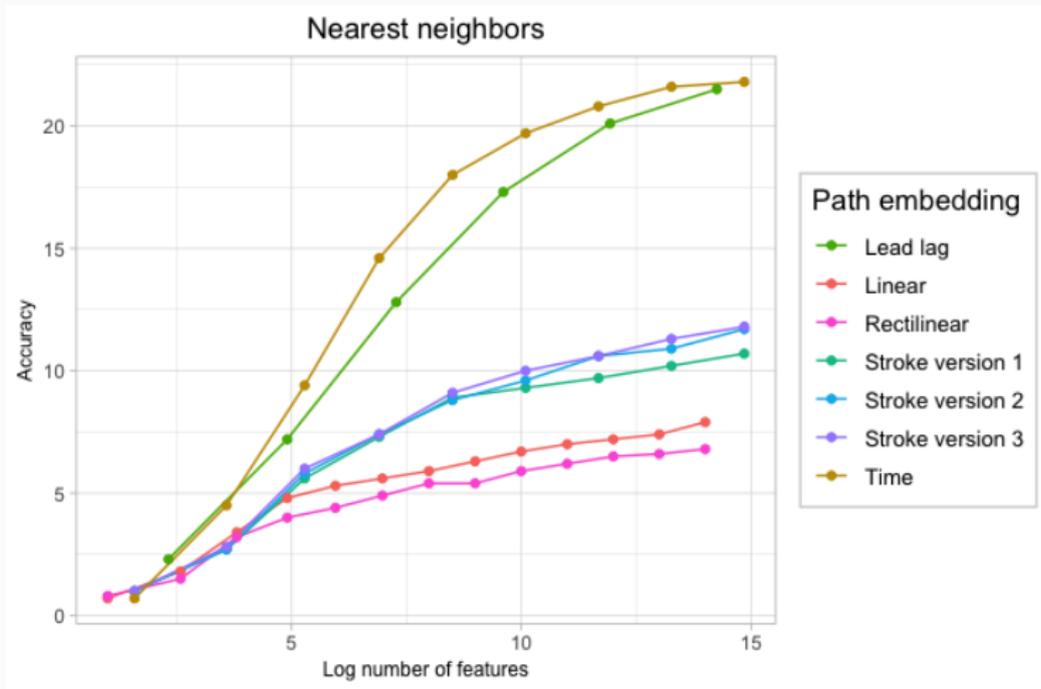
Prediction accuracy with a linear NN.

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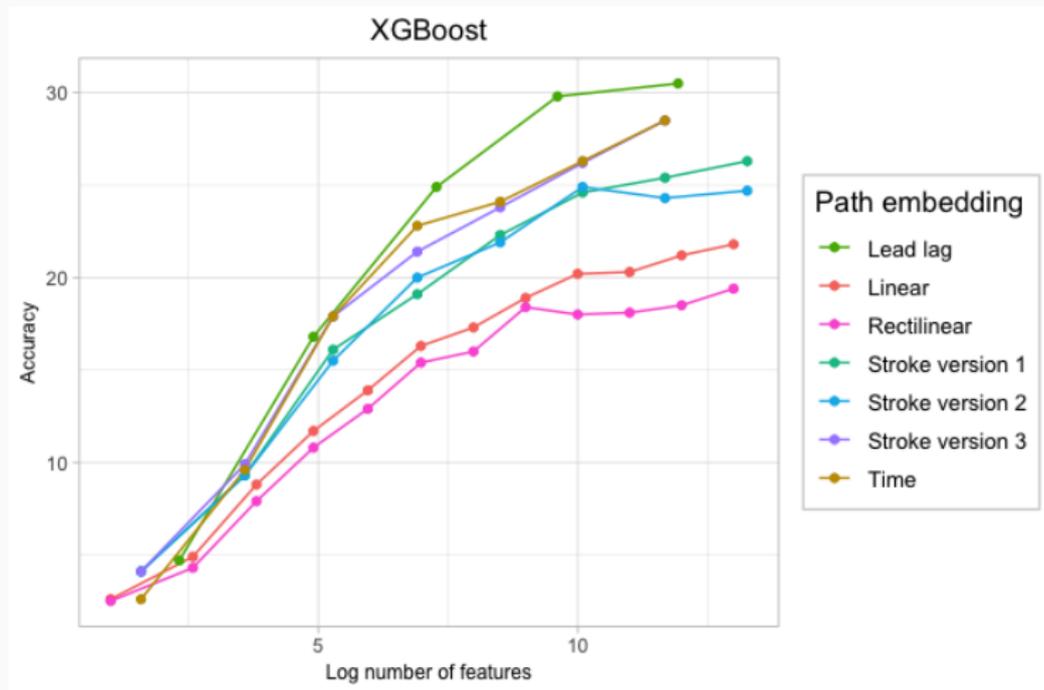
Prediction accuracy with a random forest.

# Quick, Draw! dataset results



Prediction accuracy with 5 nearest neighbors

# Quick, Draw! dataset results

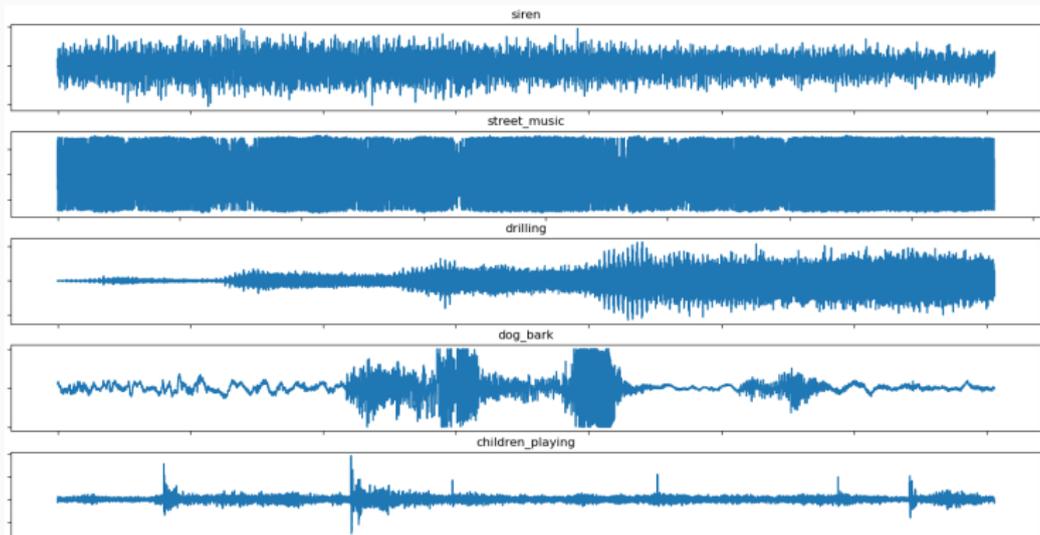


Prediction accuracy with XGBoost

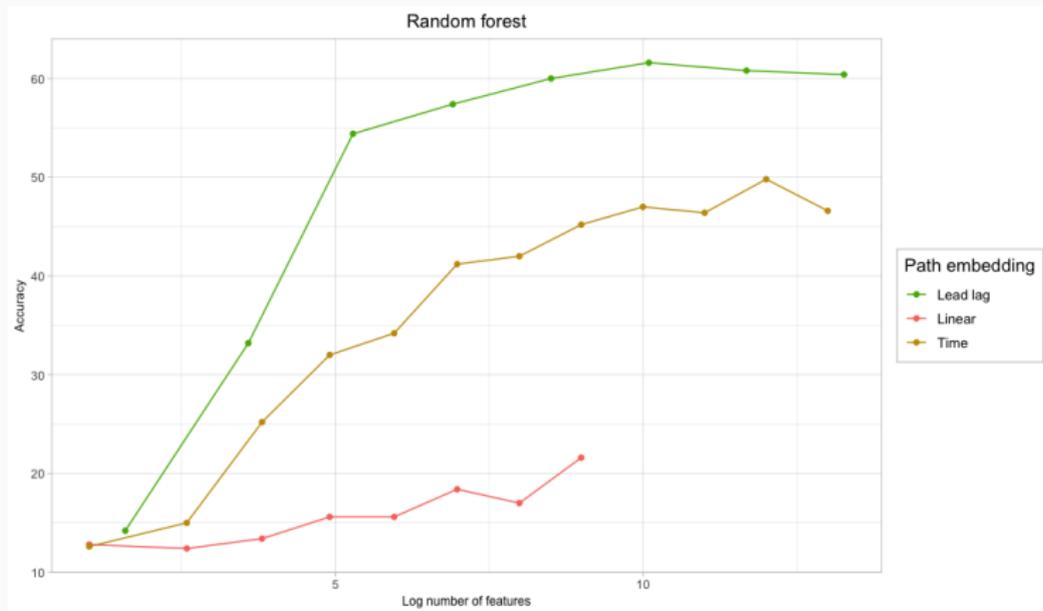
# Urban Sound dataset

10 different **sounds**: car horn, street music, dork barking...

5435 noisy **1-dimensional times series** of average size 171 135



# Urban Sound dataset results



Prediction accuracy with a random forest.

# Motion Sense dataset

Smartphone sensory data recorded by accelerometer and gyroscope sensors

**Goal:** detect 6 activities (walking upstairs, jogging, sitting...)

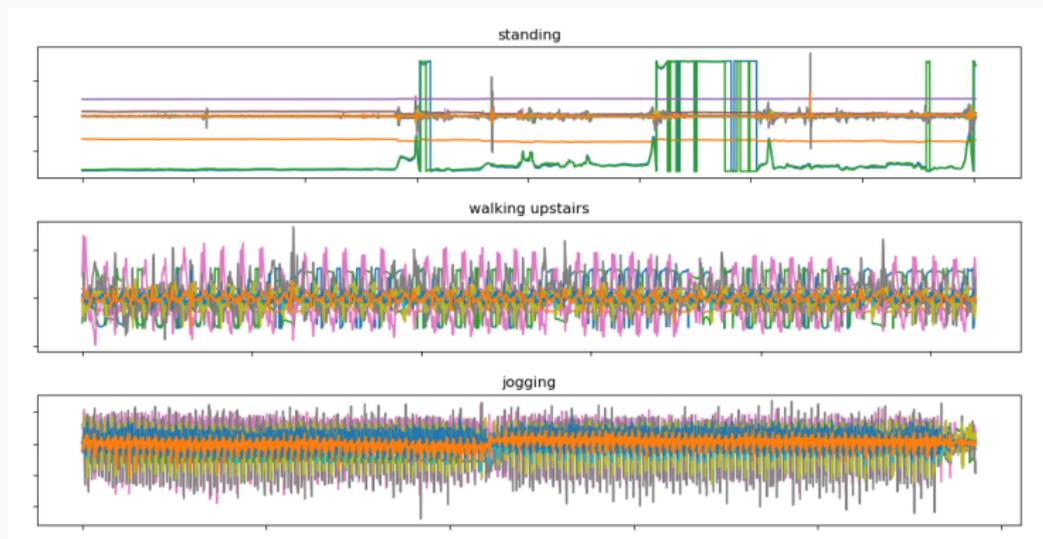
74 800 **12-dimensional times series** of average size 3934

# Motion Sense dataset

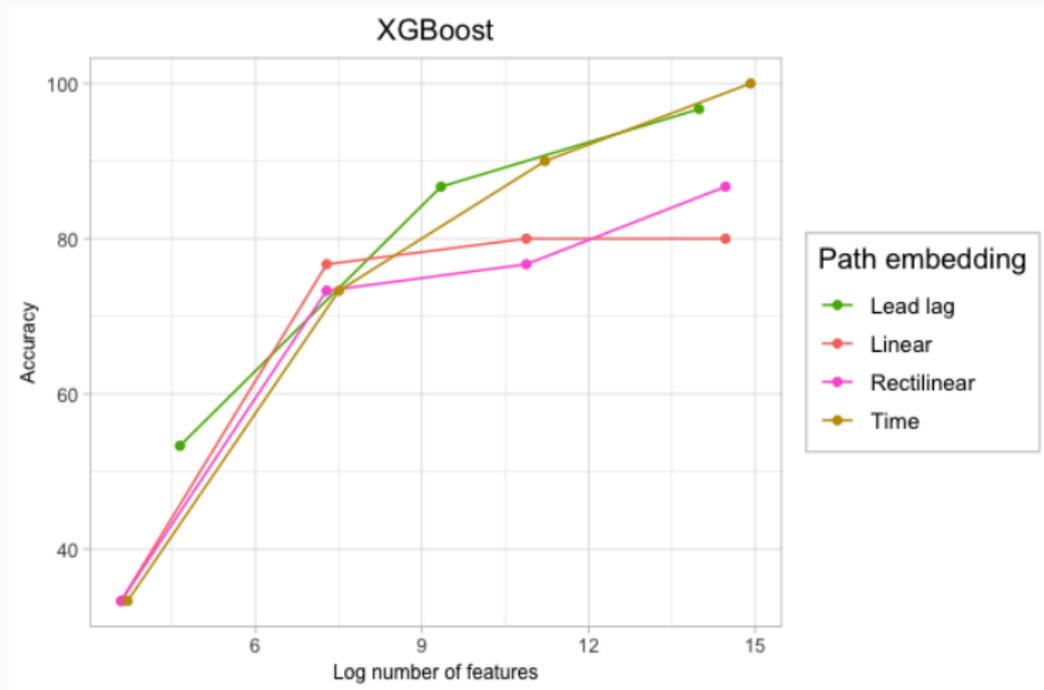
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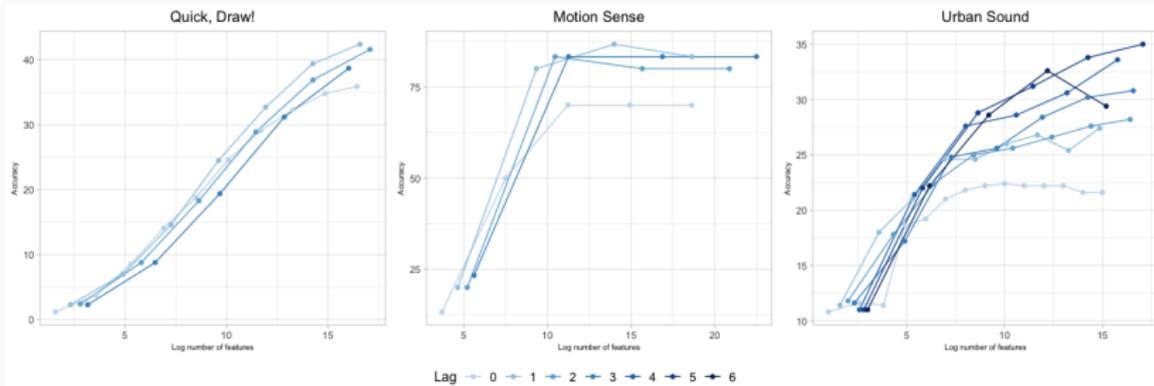
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- ▷ **Conclusion:** the lead lag embedding seems to be the best choice, regardless of the data and algorithm used.
- ▷ Computationally **cheap** and drastically **improves** prediction accuracy.

# Performance of signatures

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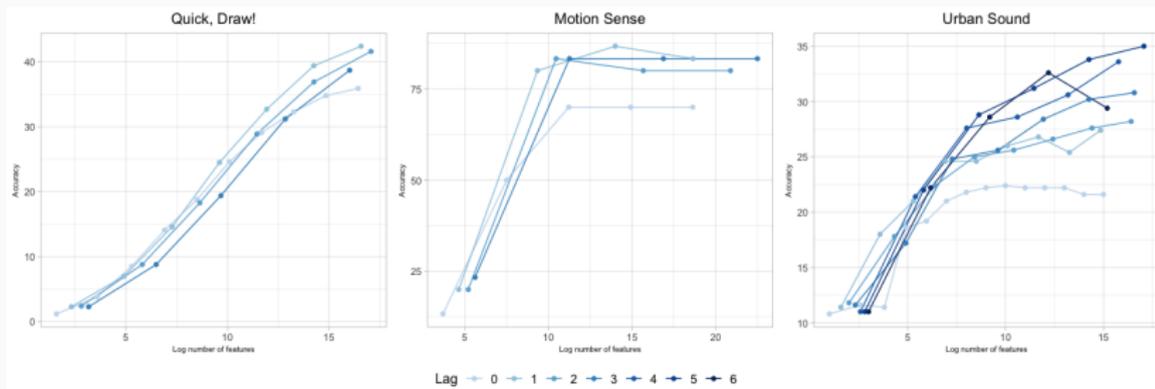
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- For each dataset: **lead lag** + **lag selection**.



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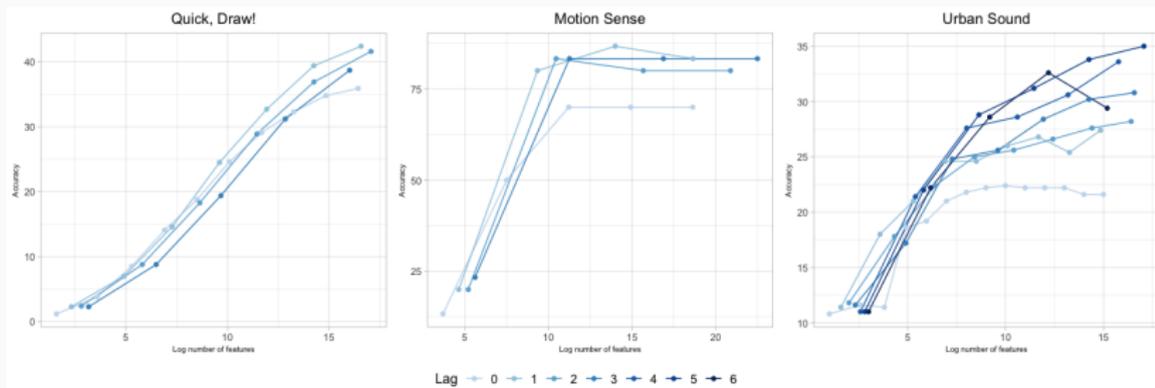
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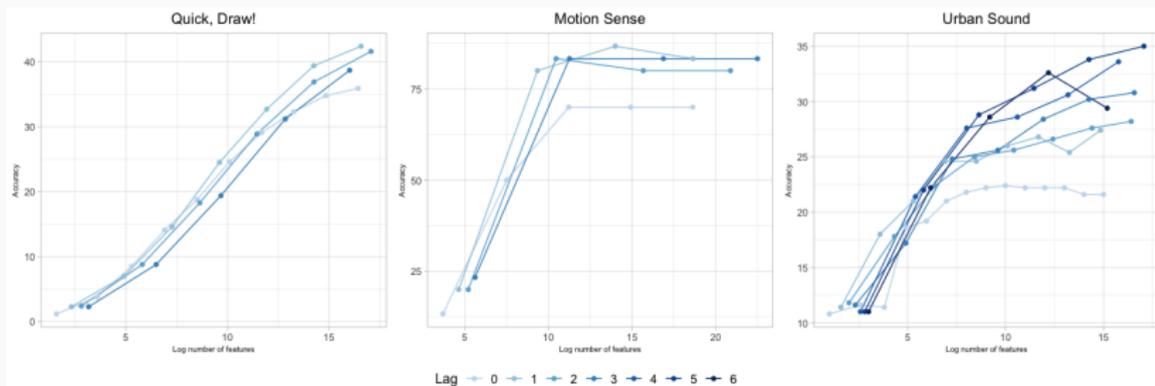
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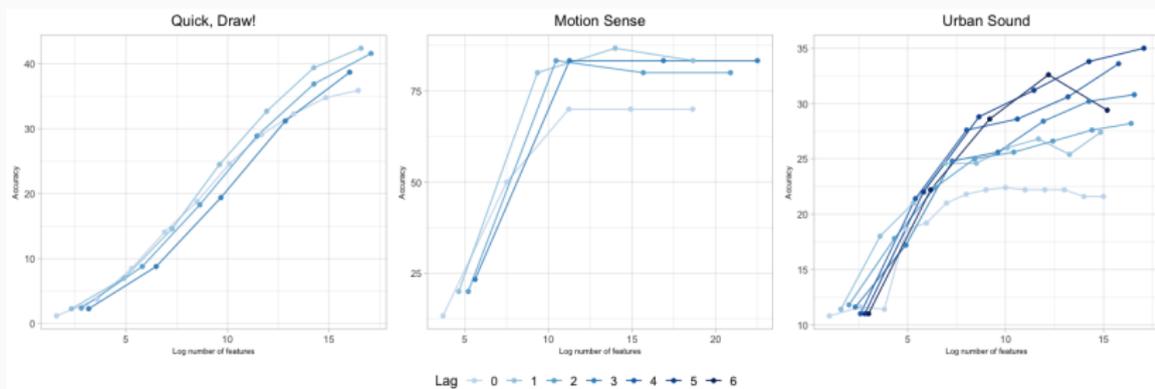
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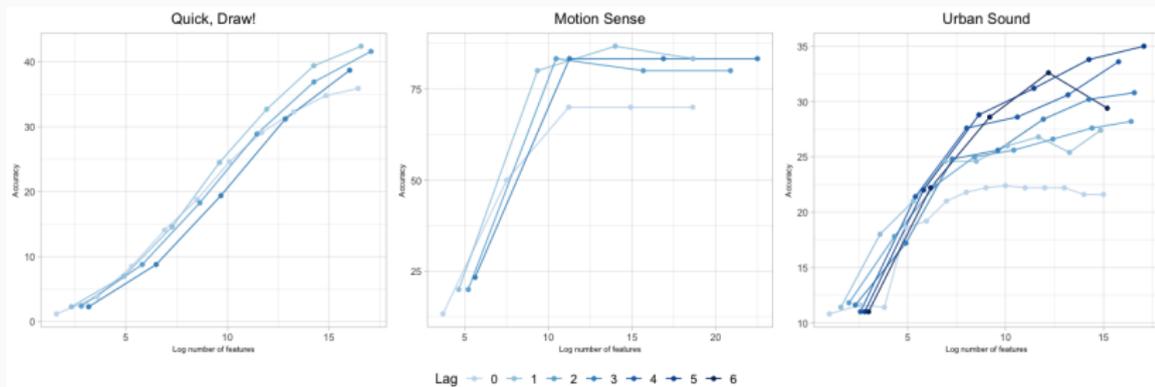
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- **Few** computing resources and **no** domain-specific knowledge.
- A lot of **open** questions

**Thank you!**