### Rough paths, signature and statistical learning

# $\begin{array}{c} \mbox{Adeline Fermanian} \ ^{1} \\ \mbox{Supervisors: Gérard Biau} \ ^{1} \mbox{ and Benoît Cadre} \ ^{2} \end{array}$

<sup>1</sup>LPSM, Sorbonne Université

<sup>2</sup>IRMAR, ENS Rennes

51<sup>es</sup> Journées de Statistique, Nancy, June 2019.







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2. Mathematical framework

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- 3.1 Choice of embedding
- 3.2 Linear regression on the signature features

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Learning from a data stream.

We are interested in predicting from a data stream, for example:

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- Time series prediction,
- Online recognition of characters or handwriting,
- Sound recognition,

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Automated medical diagnosis from sensor data,

### Learning from a data stream.

We are interested in predicting from a data stream, for example:

- Time series prediction,
- Online recognition of characters or handwriting,
- Sound recognition,
- Automated medical diagnosis from sensor data,

In all of these cases, the predictor can be seen as a path  $X: [a, b] \to \mathbb{R}^d$ .

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### Google "Quick, Draw!" dataset



 $\rightarrow$  50 million drawings, 430 classes.

### Motion Sense dataset



 $\rightarrow$  Smartphone sensory data: time series in  $\mathbb{R}^{12}.$  300 samples, 6 classes.

### How can we represent such data?



(a) Sample from the class "flower".

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### How can we represent such data?



(a) Sample from the class "flower".



(b) x and y coordinates.

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(a) Time reversed x and y coordinates.





(a) Time reversed x and y coordinates.

(b) x and y coordinates of the flower drawn at a different speed.

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(a) Time reversed x and y coordinates.

(b) x and y coordinates of the flower drawn at a different speed.

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(c) Another sample from the class "flower".



(a) Time reversed x and y coordinates.



(c) Another sample from the class "flower".



(b) x and y coordinates of the flower drawn at a different speed.



(d) x and y coordinates of the second flower drawing.

The signature will overcome some of these problems:

- It is a transformation from a path to a sequence of coefficients of unique length, regardless of the length of the initial time sequence.
- Independent of time parametrization.
- Encodes geometric properties of the path.
- Unique (under some assumptions).

Origin of signature ? Chen in the 60s, then Lyons' rough paths theory in the 90s.

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### Setting

- X is a continuous path  $X : [0,1] \to \mathbb{R}^d$ .
- $||X||_{1-var}$  is its total variation, assumed to be finite.
- One can then define the Riemann-Stieljes integral  $\int_0^1 Y_t dX_t$ , where Y is a continuous path.

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If X is differentiable, it is just  $\int_0^1 Y_t dX_t = \int_0^1 Y_t \dot{X}_t dt$ .

Let 
$$d = 2$$
, and  $X_t = (X_t^1, X_t^2)$ , then  
 $\begin{pmatrix} S^{(1)}(X) \\ S^{(2)}(X) \end{pmatrix} = \begin{pmatrix} \int_0^1 dX_t^1 \\ \int_0^1 dX_t^2 \end{pmatrix} = \int_0^1 dX_t,$ 

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$$\begin{pmatrix} S^{(1,1)}(X) & S^{(1,2)}(X) \\ S^{(2,1)}(X) & S^{(2,2)}(X) \end{pmatrix} = \begin{pmatrix} \iint_{0 \le s < t \le 1} dX_s^1 dX_t^1 & \iint_{0 \le s < t \le 1} dX_s^1 dX_t^2 \\ \iint_{0 \le s < t \le 1} dX_s^2 dX_t^1 & \iint_{0 \le s < t \le 1} dX_s^2 dX_t^2 \end{pmatrix}$$

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$$\begin{pmatrix} S^{(1,1)}(X) & S^{(1,2)}(X) \\ S^{(2,1)}(X) & S^{(2,2)}(X) \end{pmatrix} = \begin{pmatrix} \iint_{0 \le s < t \le 1} dX_s^1 dX_t^1 & \iint_{0 \le s < t \le 1} dX_s^1 dX_t^2 \\ \iint_{0 \le s < t \le 1} dX_s^2 dX_t^1 & \iint_{0 \le s < t \le 1} dX_s^2 dX_t^2 \end{pmatrix}$$
$$= \iint_{0 \le s < t \le 1} dX_s \otimes dX_t.$$

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$$\begin{array}{c|c} S^{(1,1,1)} & S^{(1,2,1)} \\ \hline S^{(1,1,2)} & S^{(1,2,2)} \\ S^{(2,1,2)} & S^{(2,2,2)} \end{array} = \iint_{0 \le s < t < u \le 1} dX_s \otimes dX_t \otimes dX_u.$$

For example,

$$S^{(1,2,2)} = \iint_{0 \le s < t < u \le 1} dX_s^1 dX_t^2 dX_u^2.$$

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### Geometric interpretation

The signature contains geometric properties of the path.



### Signature of a path

#### Definition

Let  $X : [0,1] \to \mathbb{R}^d$  be a path of bounded variation and  $I = (i_1, \ldots, i_k) \subset \{1, \ldots, d\}^k$  be a multi index. The signature coefficient corresponding to I is

$$S^{(i_1,...,i_k)}(X) = \int_{0 \le u_1 < \cdots < u_k \le 1} dX^{i_1}_{u_1} \dots dX^{i_k}_{u_k}.$$

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### Signature of a path

#### Definition

The signature of X is the vector containing all signature coefficients:

$$S(X) = \left(1, S^{(1)}(X), \dots, S^{(d)}(X), S^{(1,1)}(X), S^{(1,2)}(X), \dots, S^{(d,d)}(X), \dots, S^{(i_1,\dots,i_k)}(X), \dots\right).$$

The signature of X truncated at order m is:

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

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Its dimension is  $\sum_{k=0}^{m} d^k = \frac{d^{m+1}-1}{d-1}$ .

### Example

### Example (Linear path)

If  $X : [0,1] \to \mathbb{R}^d$  is a linear path, i.e.,  $X_t = X_0 + (X_1 - X_0)t$  for  $t \in [0,1]$ , then for any  $I = (i_1, \cdots, i_k) \in \{1, \cdots, d\}^k$ ,

$$S^{(i_1,...,i_k)}(X) = rac{1}{k!} \prod_{j=1}^k (X_1 - X_0)^{i_j}.$$

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# Properties (1)

### Proposition (Invariance under time reparametrization)

Let  $X : [0,1] \to \mathbb{R}^d$  be a path and  $\psi : [0,1] \to [0,1]$  a reparametrization. Then, if  $\tilde{X}_t = X_{\psi(t)}$ ,

$$S(\tilde{X}) = S(X).$$

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#### Proposition (Uniqueness)

If X has at least one monotonous coordinate, then S(X) determines X uniquely.

## Properties (2)

#### Proposition (Signature approximation)

Let D be a compact subset of the space of paths from [0,1] to  $\mathbb{R}^d$  of bounded variation. Let  $f : D \to \mathbb{R}$  continuous. Then, for every  $\epsilon > 0$ , there exists  $N \in \mathbb{N}$ ,  $w \in \mathbb{R}^N$  such that, for any  $X \in D$ ,

 $|f(X) - \langle w, S(X) \rangle| \leq \epsilon.$ 

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## Properties (3)

### Proposition (Exponential decay of signature coefficients)

Let  $X : [0,1] \to \mathbb{R}^d$  be a path of bounded variation. Then, for any  $k \ge 0$ ,  $I \subset \{1, \dots d\}^k$ ,

$$\left|S'(X)\right| \leq \frac{\|X\|_{1-var}^k}{k!}$$

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### Procedure







$$X:[0,1] 
ightarrow \mathbb{R}^3$$



### Procedure

Signature transformation	$\rightarrow$	Prediction with any learning algorithm
$S^{m}(X) = \begin{pmatrix} S^{1}(X) \\ \vdots \\ S^{d}(X) \\ S^{11}(X) \\ S^{12}(X) \\ \vdots \\ S^{dd}(X) \end{pmatrix} \in \mathbb{R}^{\frac{d^{m+1}-1}{d-1}}$		$Y = \hat{f}(S^m(X))$
$\begin{pmatrix} -19 \\ 26 \\ \vdots \\ 2929.3 \end{pmatrix}$		« Flower »

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### Kaggle prediction competition



#### 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," rable," etc. The game generated more than 18 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.





(a) 2-dimensional path.

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(a) 2-dimensional path.

(b) 3-dimensional "stroke path".

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(a) 2-dimensional path.

(b) 3-dimensional "stroke path".

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(c) 3-dimensional "time path".





(a) 2-dimensional path.

(b) 3-dimensional "stroke path".



(c) 3-dimensional "time path".



### Results: Quick, Draw! dataset



Figure: Prediction accuracy on the "Quick, Draw!" dataset with a linear neural network with one hidden layer.

### Results: Motion sense dataset



Figure: Prediction accuracy on the "Motions Sense" dataset with a linear neural network with one hidden layer.

### Results: XGBoost algorithm



Figure: Prediction accuracy on the "Motions Sense" dataset with XGBoost algorithm.

**Model:** Let  $(X_t)_{t \in [0,1]}$  be a stochastic process of bounded variation. We assume that there exists  $m^* \in \mathbb{N}$ ,  $\beta^* \in \mathbb{R}^{s_d(m^*)}$  such that

$$Y = \langle \beta^*, S^{m^*}(X) \rangle + \varepsilon,$$

where

$$\mathbb{E}[\varepsilon|X] = 0$$
 and  $\operatorname{Var}(\varepsilon|X) = \sigma^2 < \infty$ .

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**Goal:** Estimate  $\beta^*$  and  $m^*$ .

### Conclusion

- The signature is a generic method that can be used for multidimensional sequential data.
- It encodes, in a fixed number of coefficients, geometric properties of the input path and it linearizes complex functions of the path.
- Data embedding has a huge influence on prediction performance.
- Further work:
  - Theoretical investigation of embedding properties.

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- Truncation order selection in regression models.
- Extension to highly oscillatory paths.

Thank you for your attention. Questions?

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