

Rethink Deep Learning with Invariance in Data Representation

A Tutorial at The Web Conference 2025 in Sydney (WWW 2025)

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Homepage

Proposal, slides, reading list, video, and more materials available at <https://shurenqi.github.io/wwwtutorial/>

Rethink Deep Learning with Invariance in Data Representation

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Abstract

Integrating invariance into data representations is a principled design in intelligent systems and web applications. Representations play a fundamental role, where systems and applications are both built on meaningful representations of digital inputs (rather than the raw data). In fact, the proper design/buying of such representations relies on priors w.r.t. the task of interest. Here, the concept of symmetry from the Erlangen Program may be the most fruitful prior – informally, a symmetry of a system is a transformation that leaves a certain property of the system invariant. Symmetry priors are ubiquitous, e.g., translation as a symmetry of the object classification, where object category is invariant under translation. The quest for invariance is as old as pattern recognition and data mining itself. Invariant design has been the cornerstone of various representations in the era before deep learning, such as the SIFT. As we enter the early era of deep learning, the invariance principle is largely ignored and replaced by a data-driven paradigm, such as the CNN. However, this neglect did not last long before they encountered bottlenecks regarding robustness, interpretability, efficiency, and so on. The invariance principle has returned in the era of rethinking deep learning, forming a new field known as Geometric Deep Learning (GDL).

In this tutorial, we will give a historical perspective of the invariance in data representations. More importantly, we will identify those research dilemmas, promising works, future directions, and web applications.

CCS Concepts

• Theory of computation → Theory and algorithms for applications domains; • Computing methodologies → Artificial intelligence.

Keywords

Pattern recognition, Data Mining, Invariance, Symmetry, Representation, Tutorial



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ACM Reference Format

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1 Topic and Relevance

The topic of this tutorial is a historical review of the invariance in data representations. The scope of this tutorial covers 1) the invariance in the era before deep learning, on old-fashioned invariant designs from various hand-crafted representations; 2) the invariance in the early era of deep learning, on the slump of the invariance principle and the success of the data-driven paradigm; 3) the invariance in the era of rethinking deep learning, on the revival of the invariance principle and the emergence of geometric deep learning as a way to bridge the research gap. For the depth within each era, the research dilemmas, promising works, future directions, and web applications will be sorted out. More details are expanded in Section 2.

The presenters are qualified for a high-quality introduction to the topic. We have extensive research experience and strong publication records in representation backbones and downstream applications of pattern recognition and data mining. More details are expanded in Section 3.

This tutorial is timely, due to the general limitations of today's intelligent systems and their web applications with respect to being only data-driven. Also, the invariance perspective (technology focus) and the historical perspective (social/human) are rarely seen in the tutorial tracks of related conferences.

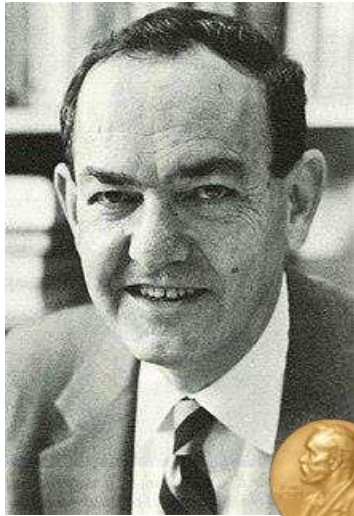
This tutorial is relevant to the Web Conference. From a technological perspective, representations play a fundamental role in intelligent systems and their wide range of downstream web applications. From a practical perspective, the extremely popular data-driven paradigm has led to bottlenecks in intelligent systems and their web applications, regarding robustness, interpretability, efficiency, and so on. Understanding invariance in data representations is helpful in facilitating better web applications.

2 Content

Over the past decade, deep learning representations, e.g., convolutional neural networks (CNN) and transformer, have led to breakthrough results in numerous artificial intelligence (AI) tasks, e.g., processing human perceptual information, playing board games,

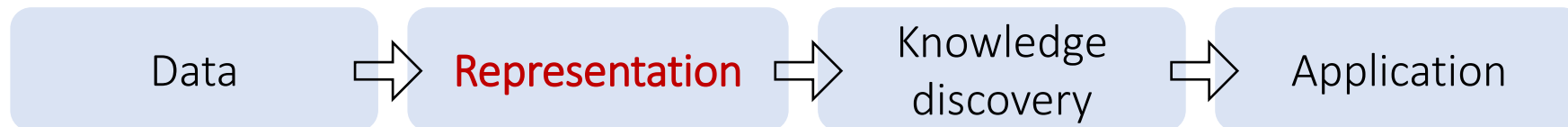
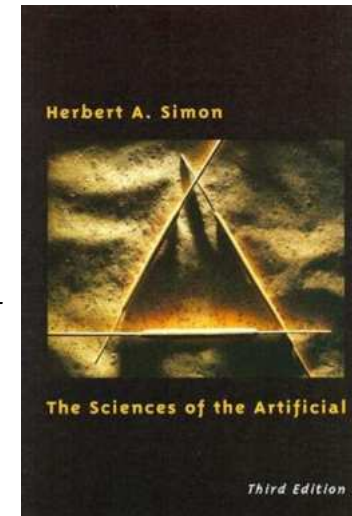
Deep (Representation) Learning, A Big Bang Moment For AI

Data Representation



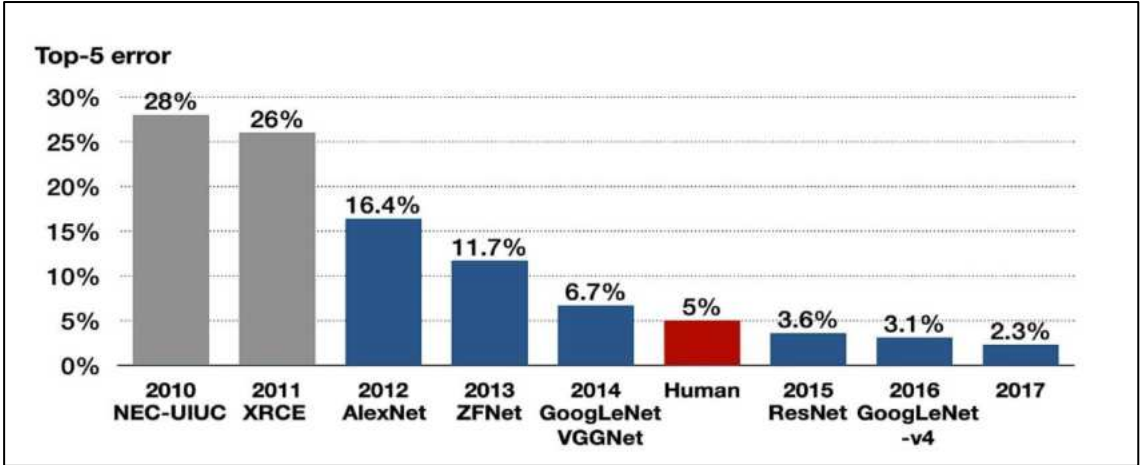
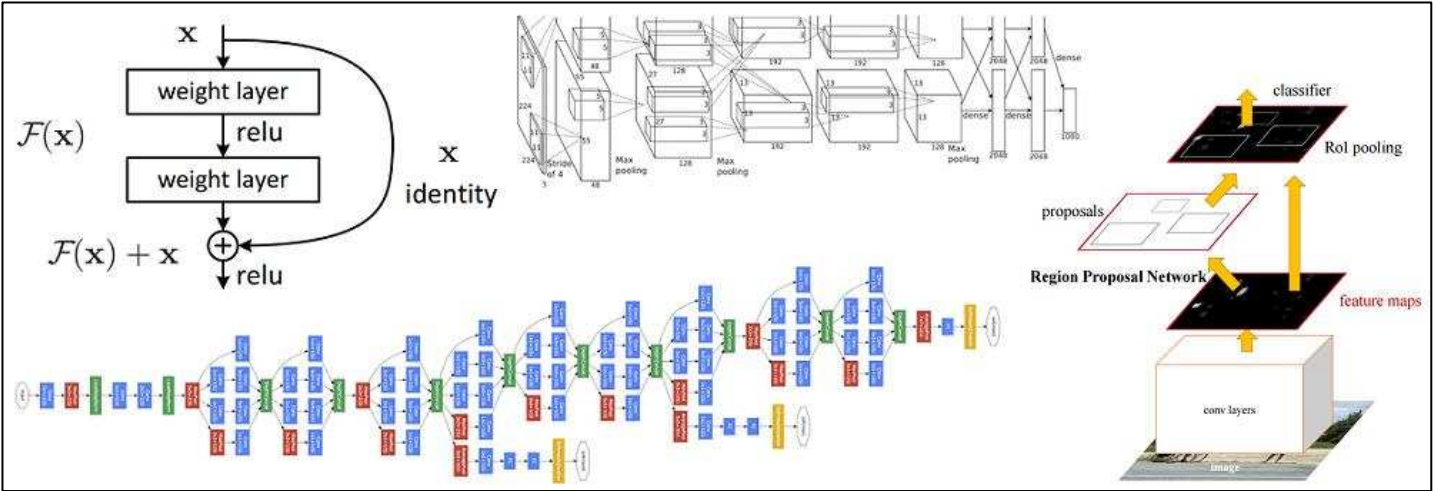
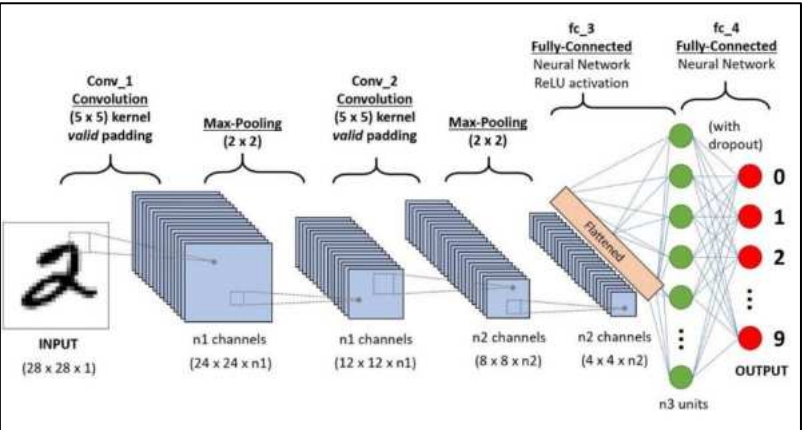
H. Simon, 1969
The Sciences of the Artificial

“solving a problem simply means representing it so as to make the solution transparent”



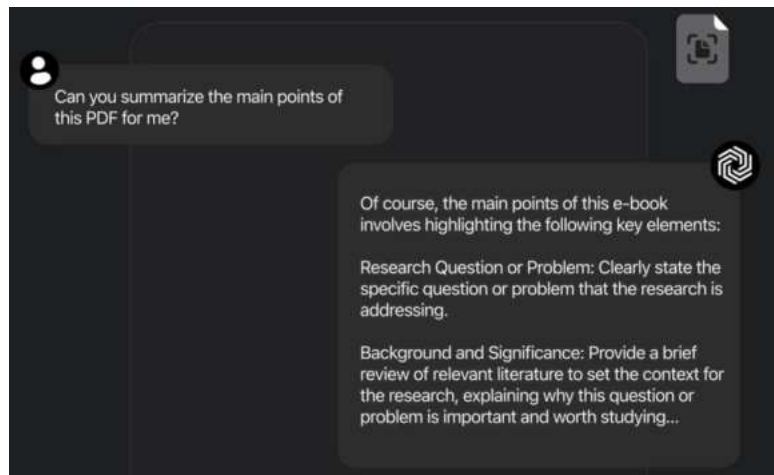
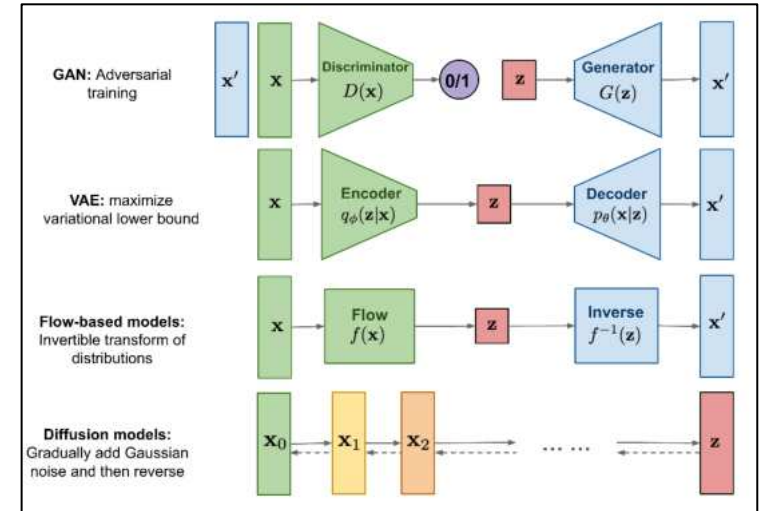
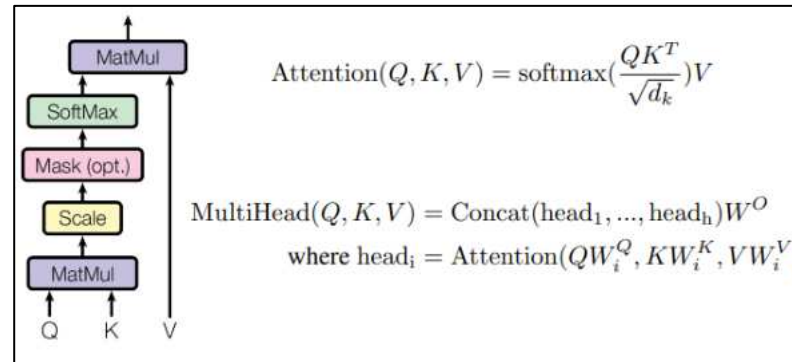
- H Simon. *The Sciences of the Artificial (Third edition)*. MIT Press, 1996.

Processing Human Perceptual Information



• J Deng, W Dong, R Socher, et al. ImageNet: A large-scale hierarchical image database. *CVPR*, 2009.

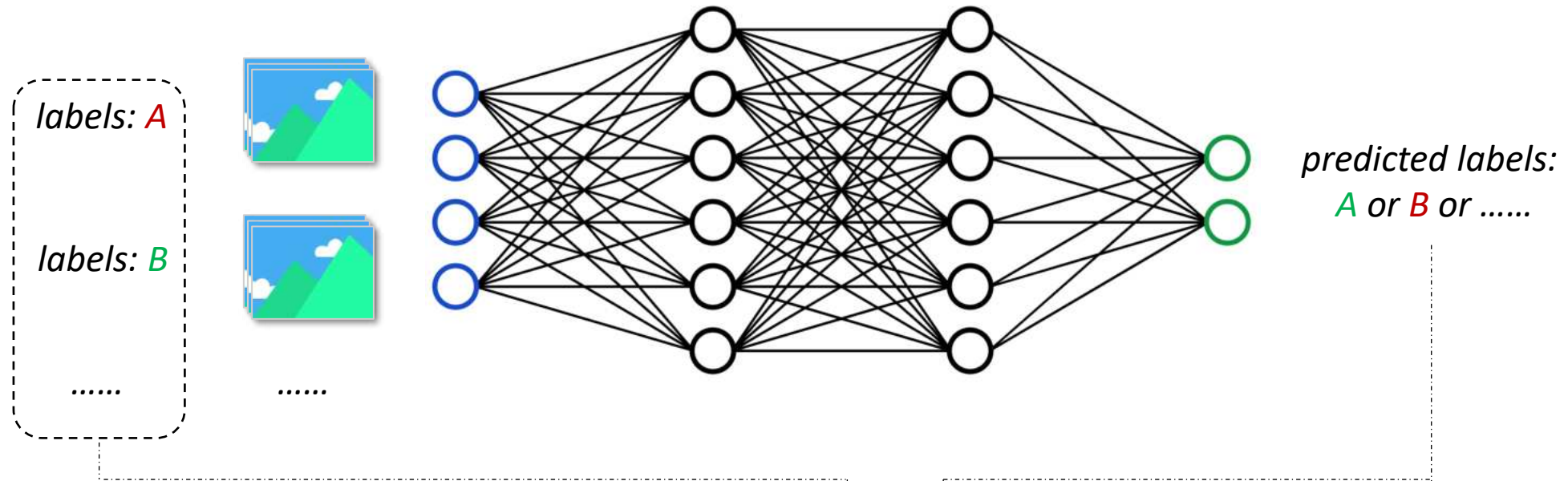
Generating Realistic Media



- Z Epstein, A Hertzmann, L. Herman, et al. Art and the science of generative AI. *Science*, 2023.

Empirical Risk Minimization (ERM),
Behind All These Successes

Empirical Risk Minimization



$$\mathbb{E}_{\mathbf{x}, \mathbf{y} \in \mathcal{S}} [\ell(\mathbf{y}, h(\mathbf{x}))]$$

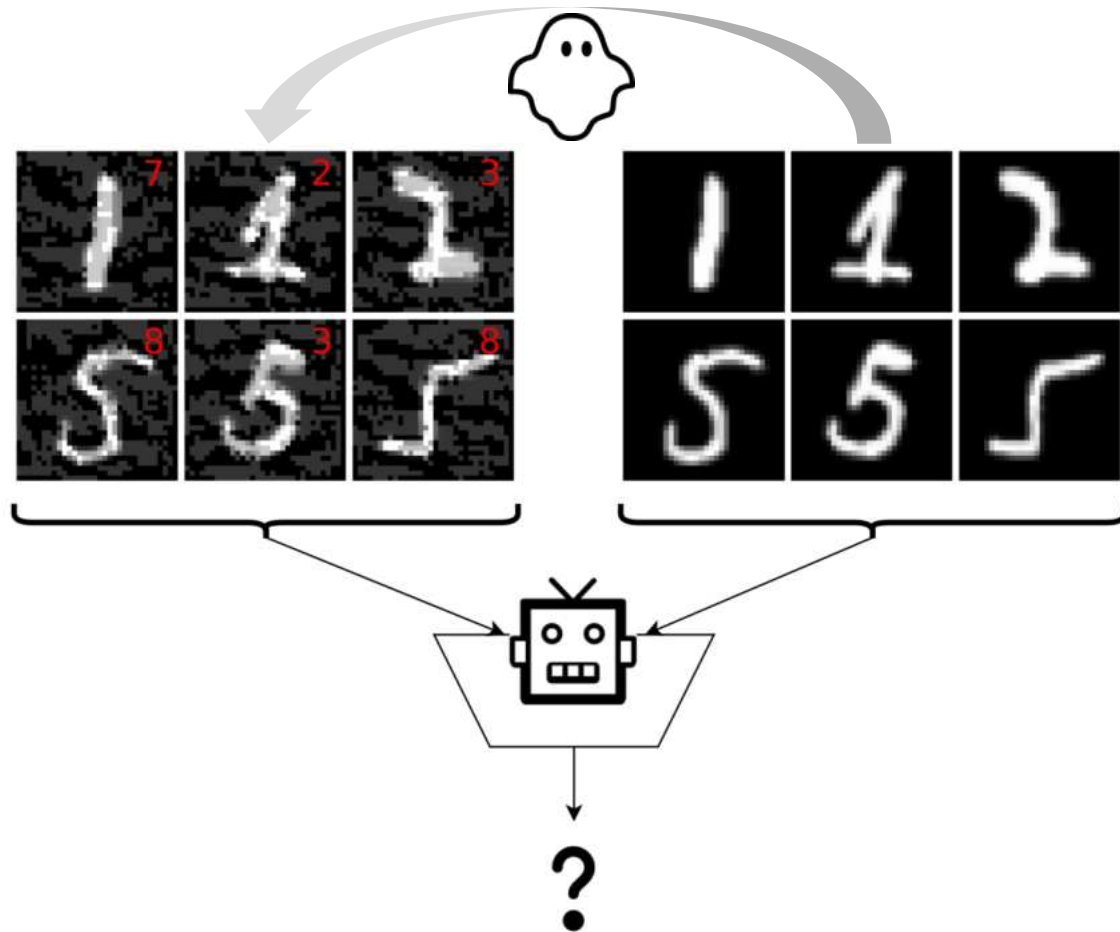


Empirical learning draws the lines between categories.

But what about **robustness**, **interpretability**, and **efficiency**?

Robustness of Empirical Learning

- Robustness: the performance of a system is stable for **intra-class variations** on the input.



Universal



Color



One-pixel



Watermark



Physical

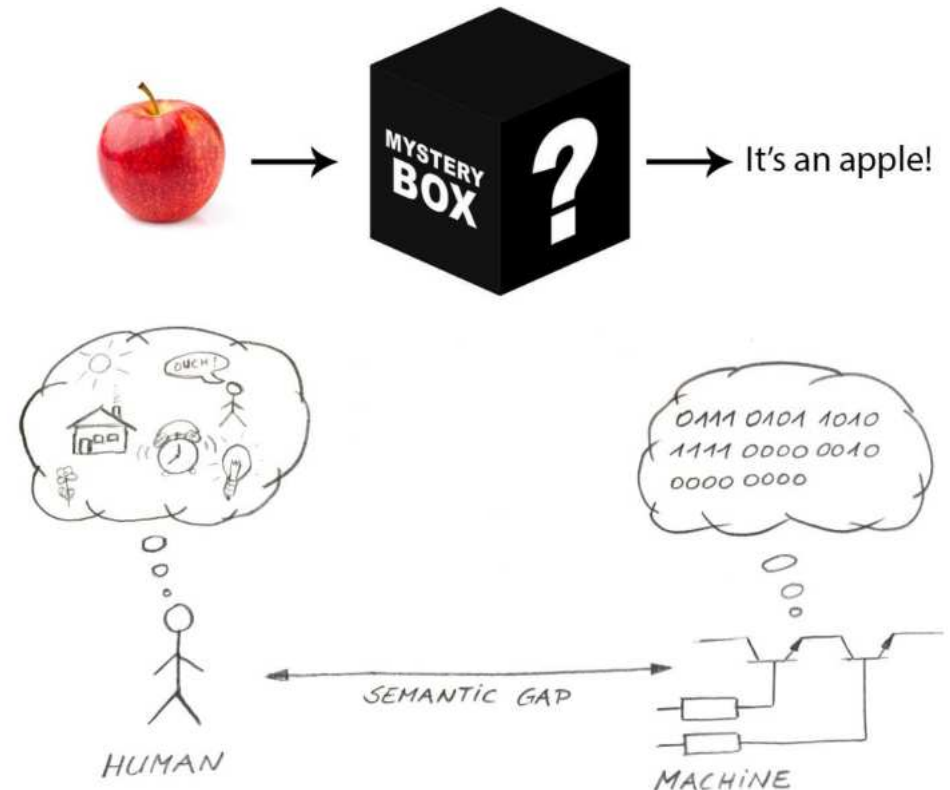
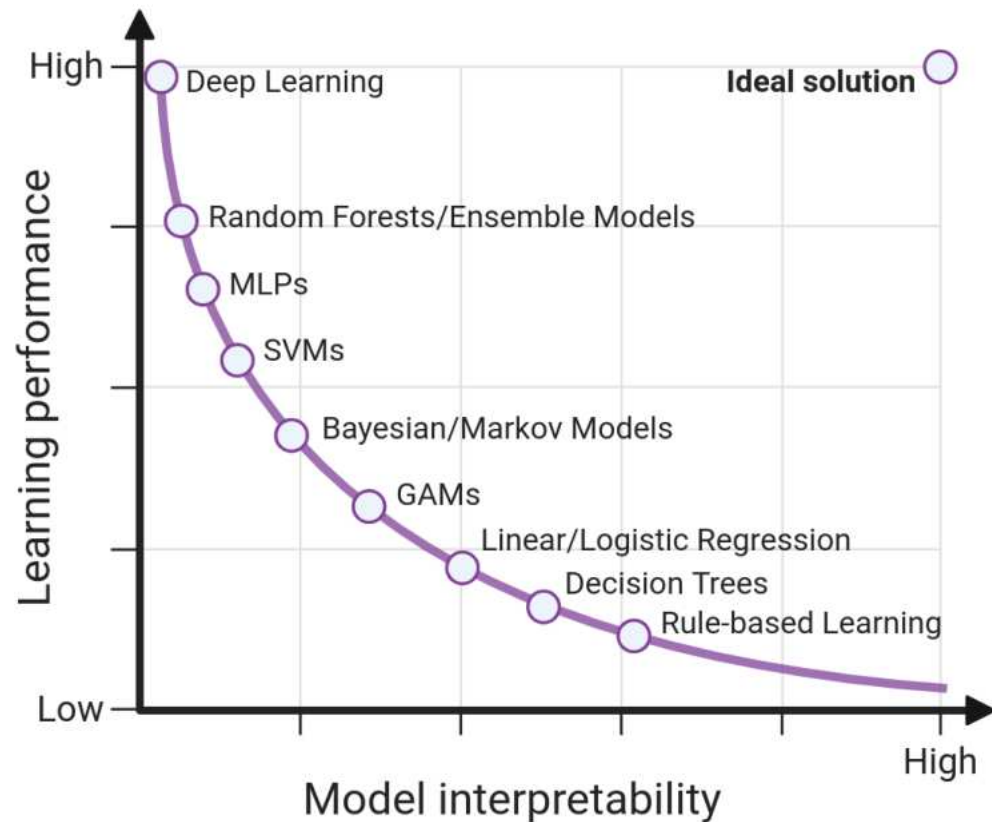


Weird

- C Buckner. Understanding adversarial examples requires a theory of artefacts for deep learning. *Nature Machine Intelligence*, 2020.

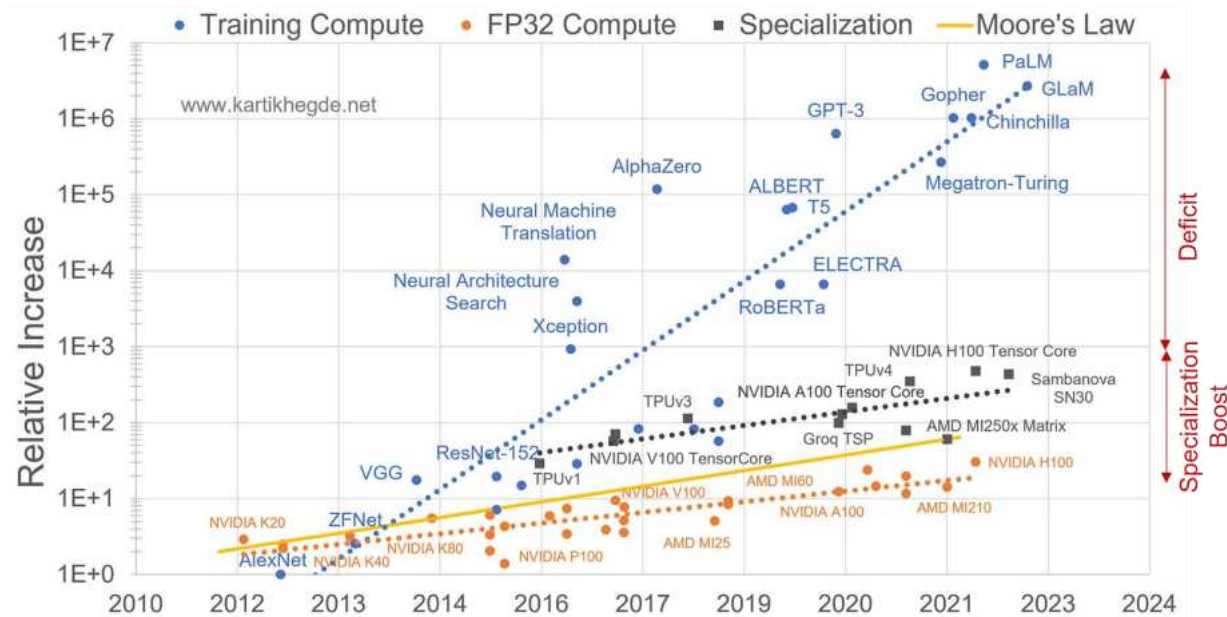
Interpretability of Empirical Learning

- Interpretability: the behavior of a system can be **understood** or **predicted** by humans.



Efficiency of Empirical Learning

- Efficiency: the **real-time availability** and **energy cost** during human-computer interaction.



Common carbon footprint benchmarks

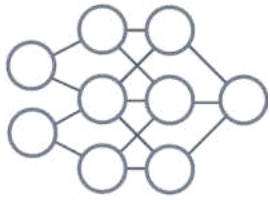
in lbs of CO2 equivalent

Roundtrip flight b/w NY and SF (1 passenger)	1,984
Human life (avg. 1 year)	11,023
American life (avg. 1 year)	36,156
US car including fuel (avg. 1 lifetime)	126,000
Transformer (213M parameters) w/ neural architecture search	626,155

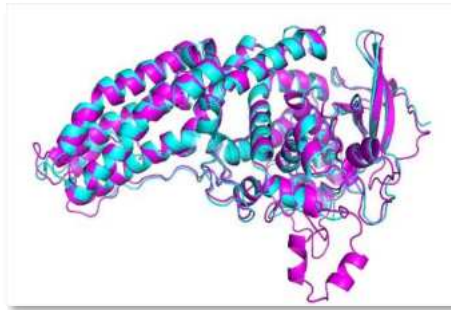


- E Strubell, A Ganesh, A McCallum, et al. Energy and policy considerations for modern deep learning research. *AAAI*, 2020.

When Moving Towards Trustworthy AI



Tokamak Control



Drug Discovery



Imaging Diagnostics



Automatic Driving



Cyber Security



Biometrics

Empirical learning v.s. robustness, interpretability, efficiency...

A Foundational Prior Underlying
Both Natural World And AI Systems

Invariance/Symmetry in Natural World

- A **symmetry** of a system is a transformation that leaves a certain property **invariant**.



F. Klein, 1872
Erlangen Program



E. Noether, 1918
Noether's Theorem



H. Weyl, 1929
The Book of Symmetry



C. N. Yang & R. L. Mills, 1954
Yang-Mills Theory



- F Klein. A comparative review of recent researches in geometry. *Bulletin of the American Mathematical Society*, 1893.
- H Weyl. *Symmetry*. Princeton University Press, 2015.

Invariance/Symmetry in AI Systems

- An AI system is a **digital modeling of the physical systems in the natural world.**



Y. LeCun, Y. Bengio & G. Hinton, 2015,
Deep learning, Nature

The Selectivity–Invariance Dilemma:
*“representations that are selective to the
aspects that are important for discrimination,
but that are invariant to irrelevant aspects”*



- Y LeCun, Y Bengio, G Hinton. Deep learning. *Nature*, 2015.
- Y Bengio, A Courville, P Vincent. Representation learning: A review and new perspectives. *TPAMI*, 2013.

How Invariance/Symmetry Helps Robustness, Interpretability, Efficiency

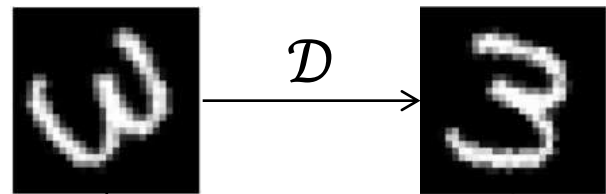
- Perfect robustness — the performance of the AI system remains invariant with respect to the transformations of interest.
- Interpretable concept — humans and AI systems share a basic concept that allows humans to predict AI behavior on transformations of interest.
- Structural efficiency — AI systems no longer need to memorize non-discriminative data variants.



A Formalization of Invariance/Symmetry (in Representation)

- Invariance: $\mathcal{R}(\mathcal{D}(f)) \equiv \mathcal{R}(f)$
- Equivariance: $\mathcal{R}(\mathcal{D}(f)) \equiv \mathcal{D}(\mathcal{R}(f))$
- Covariance: $\mathcal{R}(\mathcal{D}(f)) \equiv \mathcal{D}'(\mathcal{R}(f))$
- \mathcal{R} is a representation, \mathcal{D} is a degradation, and invariance/equivariance is a special case of covariance with $\mathcal{D}' = \text{id}/\mathcal{D}$

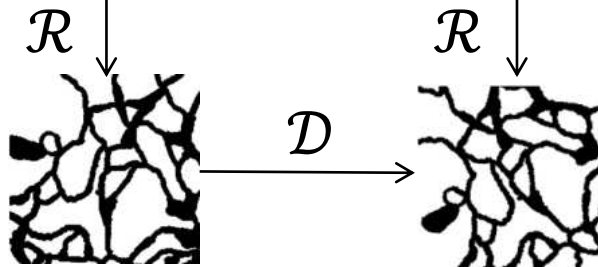
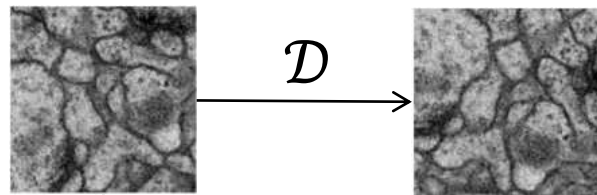
• K Lenc, A Vedaldi. Understanding image representations by measuring their equivariance and equivalence. CVPR, 2015.



\mathcal{R}
↓
"3" = "3"

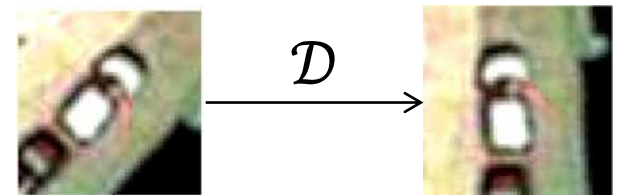
Invariance

$\mathcal{D} = \text{rotate}, \mathcal{R} = \text{classifier}$



Equivariance

$\mathcal{D} = \text{rotate}, \mathcal{R} = \text{detector}$



\mathcal{R} ↓ 45° $\xrightarrow{\mathcal{D}'}$ 90° ↓ \mathcal{R}

Covariance

$\mathcal{D} = \text{rotate}, \mathcal{R} = \text{estimator}$

A History of Invariance/Symmetry (in Representation)

Algebraic
Invariants

Geometric
Invariants

Moment
Invariants

Multiscale
and Wavelet

CNN to Geometry
Deep Learning

1840s

1960s

2000s

2010s

2020s

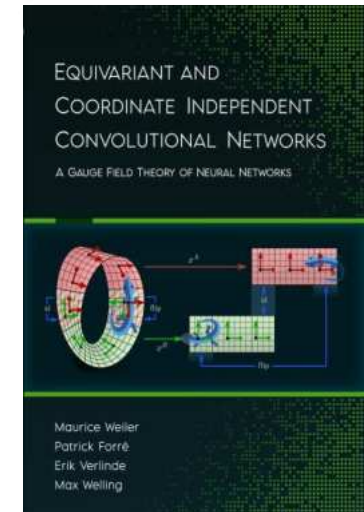
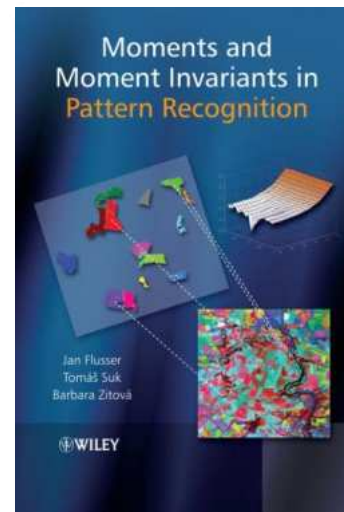
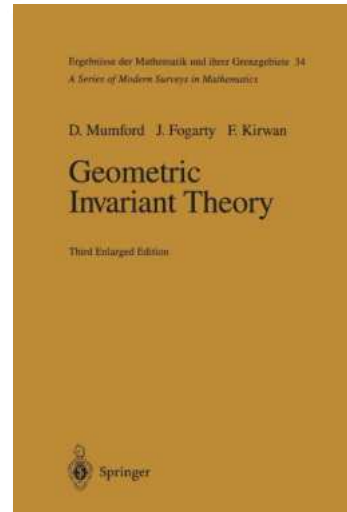
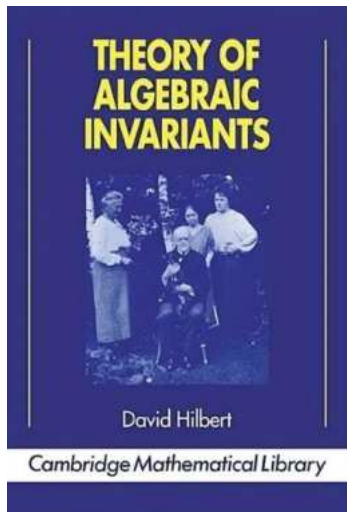
Hilbert Cayley Klein...

Mumford

Flusser

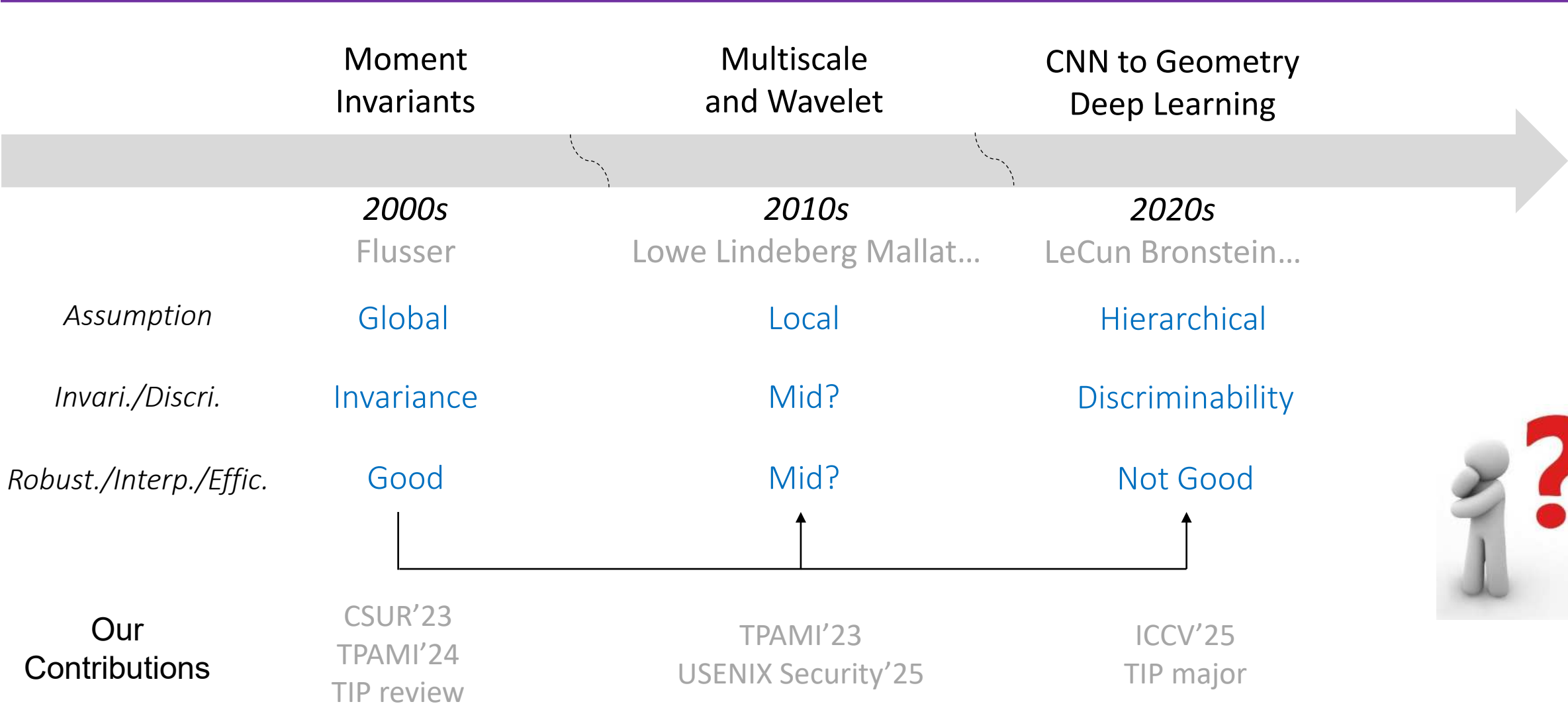
Lowé Lindeberg Mallat...

LeCun Bronstein...



What I Did With My Collaborators
In The Process Of Invariance?

Our Contributions

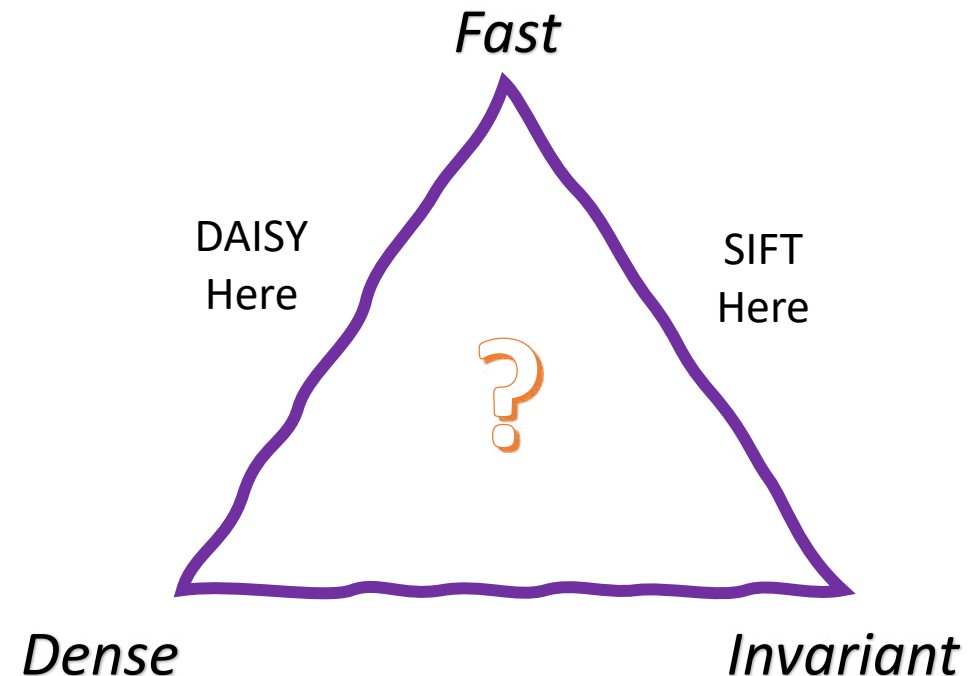


Designing Local Invariants

- Reviewing the local invariants, we note **a gap**: no method is fast, invariant, and dense.
- We tried to define **truly dense invariants while being fast enough**. We achieved this goal by exploring the potential of **classical moment invariants**.

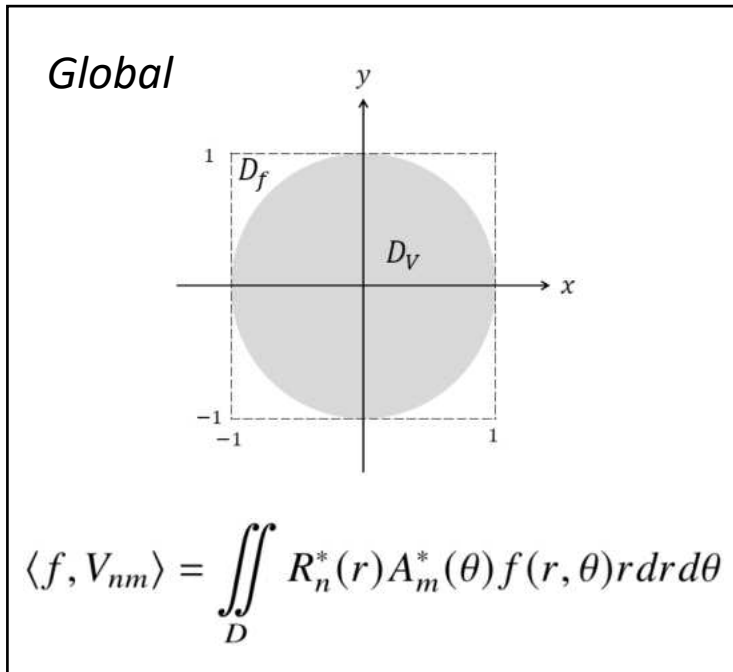


- S. Qi, Y. Zhang, C. Wang, et al. A Principled Design of Image Representation: Towards Forensic Tasks. *IEEE Transactions on Pattern Analysis and Machine Intelligence (TPAMI)*, 2023, 45(5): 5337 - 5354



Moments: From Global to Local

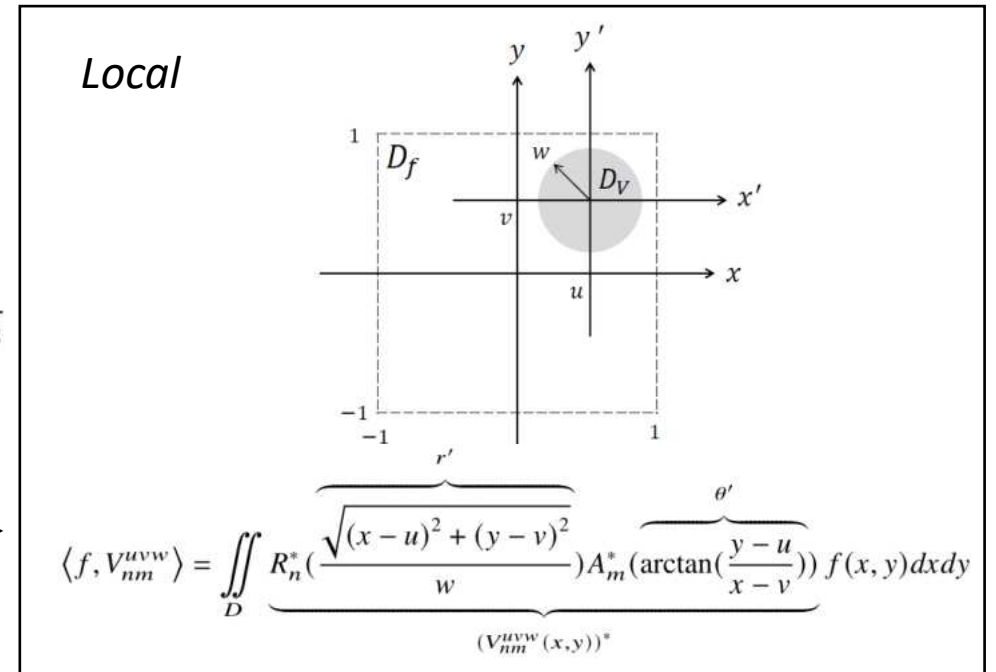
- First, **we extend the definition** of classical moments from the global to the local with scale space. Here, local coordinate system (x', y') is a translated and scaled version of the global coordinate system (x, y) , with translation offset (u, v) and scale factor w .
- Two interesting properties: **generic nature** and **local representation capability**.



Our Transformations

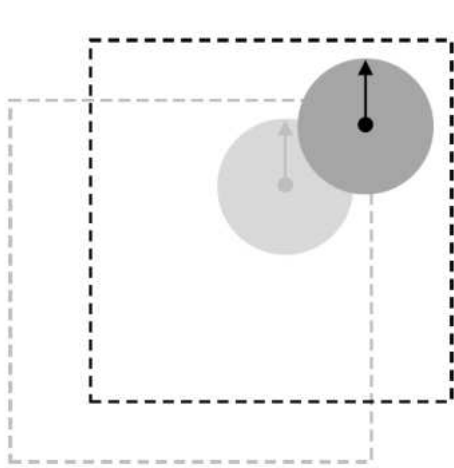
$$(x', y') = \frac{(x, y) - (u, v)}{w}$$

$$\begin{cases} r' = \sqrt{(x')^2 + (y')^2} = \frac{1}{w} \sqrt{(x-u)^2 + (y-v)^2} \\ \theta' = \arctan\left(\frac{y'}{x'}\right) = \arctan\left(\frac{y-v}{x-u}\right) \end{cases}$$



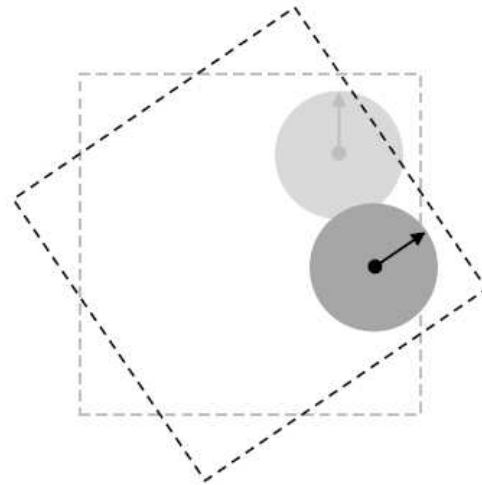
Moment Invariants: From Global to Local

- Then, **we found the symmetry properties** of the local definition for several geometric transformations.
- Therefore, **rotation and flipping invariants** can be obtained by taking the absolute values; **translation and scaling invariants** can be obtained by pooling over the $(u, v)/w$.



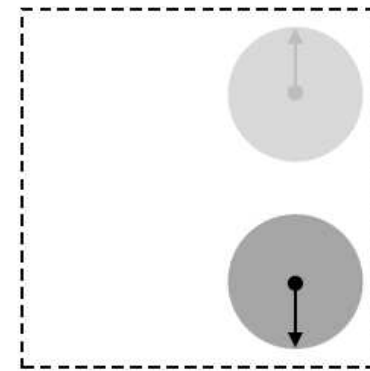
$$\langle f(x + \Delta x, y + \Delta y), V_{nm}^{uvw}(x, y) \rangle \\ = \langle f(x, y), V_{nm}^{(u+\Delta x)(v+\Delta y)w}(x, y) \rangle$$

Translation Equivariance
w.r.t. (u, v)



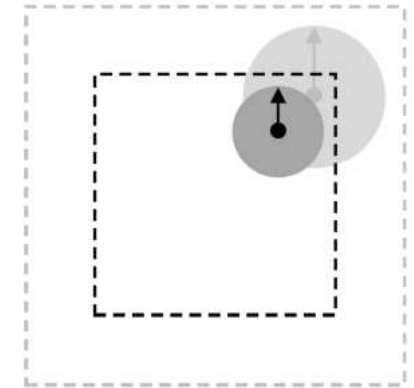
$$\langle f(r, \theta + \phi), V_{nm}^{uvw}(r', \theta') \rangle \\ = \langle f(r, \theta), V_{nm}^{uvw}(r', \theta') \rangle A_m^*(-\phi)$$

Rotation Invariance
w.r.t. absolute values



$$\langle f(r, -\theta), V_{nm}^{uvw}(r', \theta') \rangle \\ = \left(\langle f(r, \theta), V_{nm}^{uvw}(r', \theta') \rangle \right)^*$$

Flipping Invariance
w.r.t. absolute values

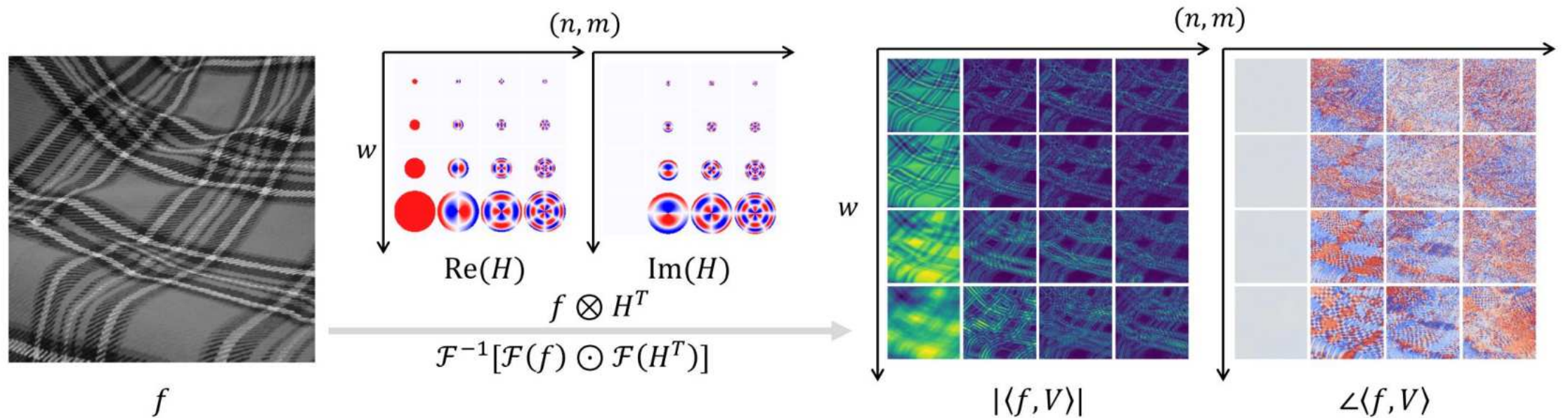


$$\langle f(sx, sy), V_{nm}^{uvw}(x, y) \rangle \\ = \langle f(x, y), V_{nm}^{uv(ws)}(x, y) \rangle$$

Scaling Covariance
w.r.t. w

Fast Implementation

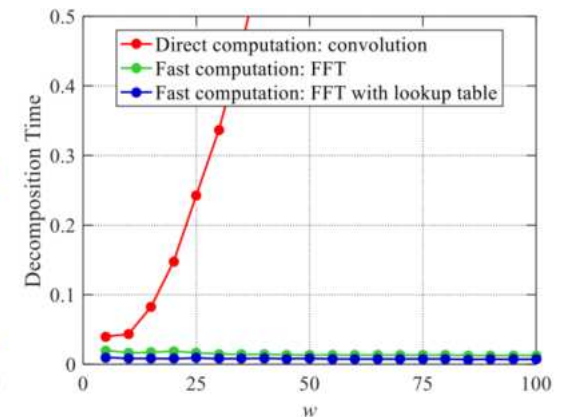
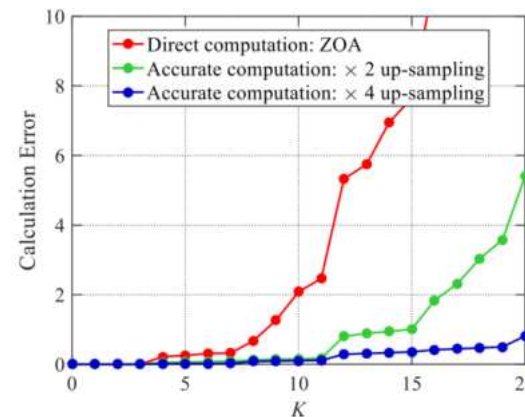
- Finally, we give a fast implementation by the **convolution theorem**.



$$\mathcal{O}(w_{\max}^2 \#_{uv} \#_w) \quad \text{VS} \quad \mathcal{O}(\#_w \#_{uv} \log \#_{uv})$$



$$w_{\max}^2 \quad \text{VS} \quad \log(\#_{uv})$$

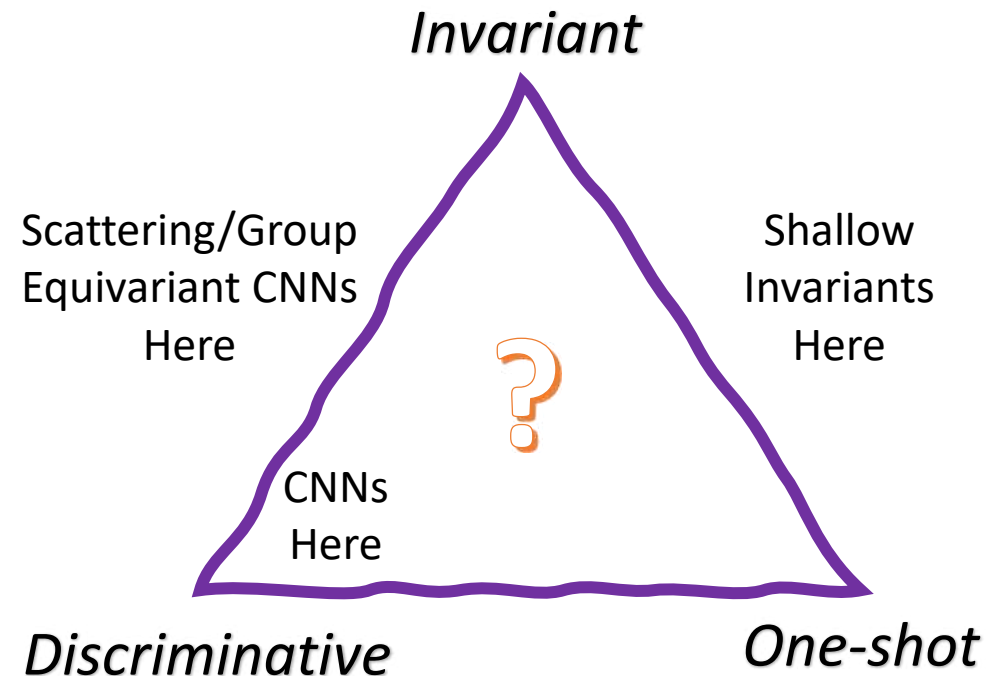


Exploring Hierarchical Invariants

- Reviewing the hierarchical invariants, we note **a gap**: no method is invariant, discriminative, and one-shot.
- We tried to define **hierarchical (discriminative) invariants while being one-shot**. We achieved this goal by exploring the potential of **classical moment invariants**.

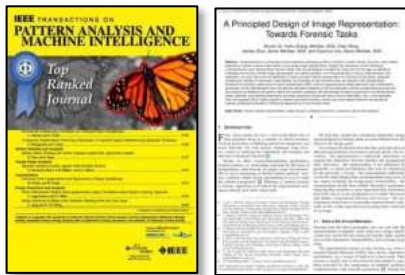
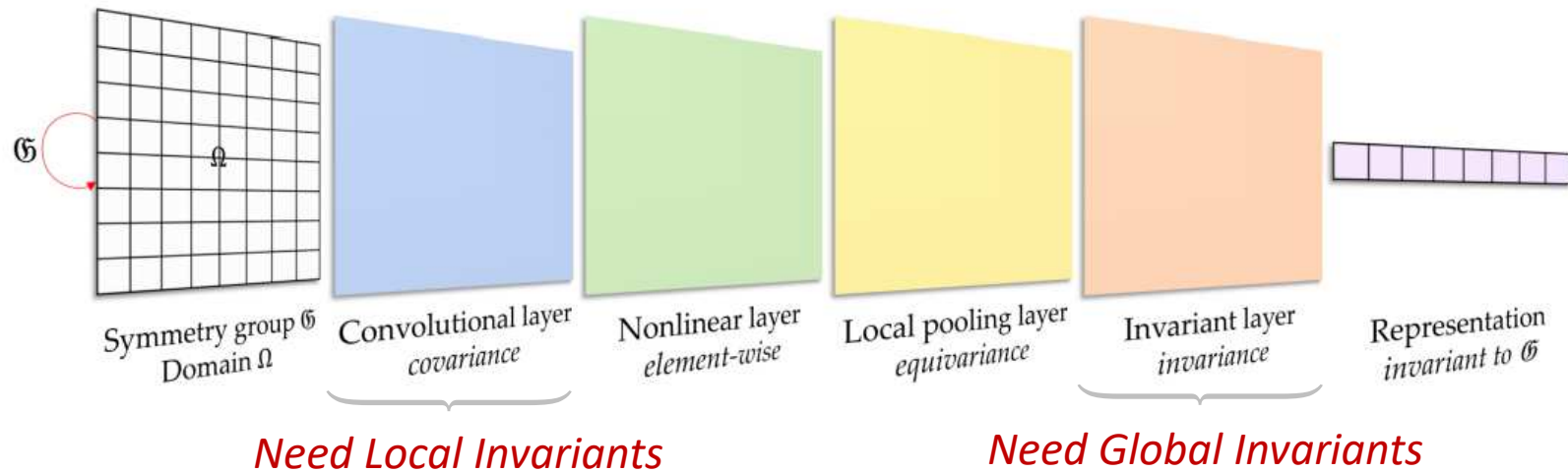


- S. Qi, Y. Zhang, C. Wang, et al. Transparent Vision: A Theory of Hierarchical Invariant Representations. *ICCV*, 2025.



Blueprint

- First, we rethink the typical modules of CNN, unifying the theory of global and local invariants into a hierarchical network.



Recalling the geometric deep learning blueprint, we are surprised that we already have the components to form the hierarchical invariance, we just have not yet assembled them.

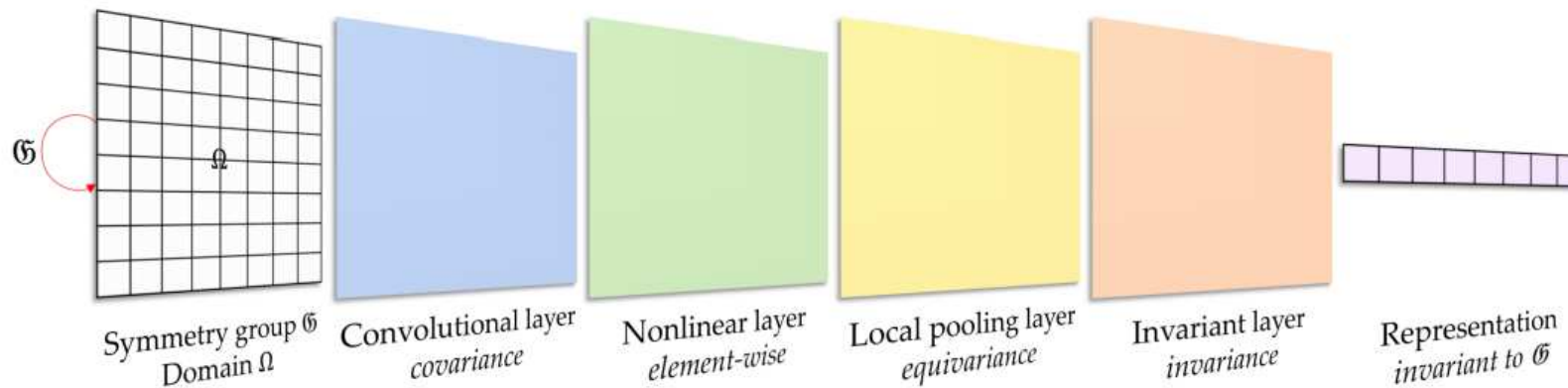


- S. Qi, Y. Zhang, C. Wang, et al. A Principled Design of Image Representation: Towards Forensic Tasks. *TPAMI*, 2023.

- J. Flusser, B. Zitova, T. Suk. *Moments and Moment Invariants in Pattern Recognition*. John Wiley & Sons, 2009.

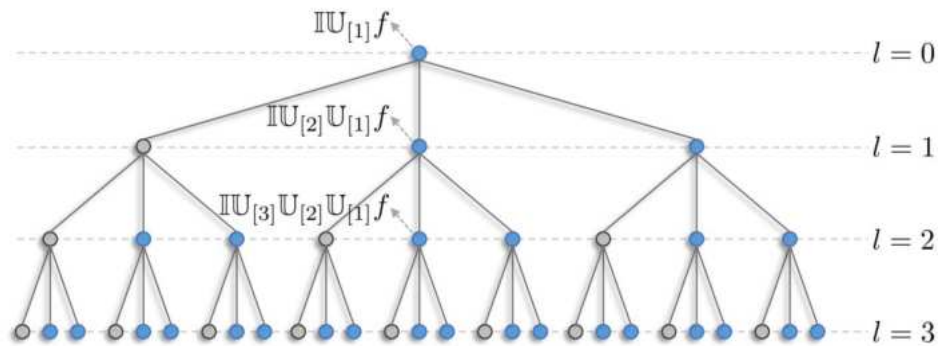
Definition

- Then, we can define new modules with their cascades to fulfill the blueprint:
 - Ω is 2D grid for images; \mathcal{G} is a translation, rotation, flipping, and scaling symmetry group over Ω .
 - **\mathcal{G} -covariant convolutional layer:** $\mathbb{C}M \triangleq \langle M, V_{nm}^{uvw} \rangle = M(i, j; k) \otimes (H_{nm}^w(i, j))^T$
 - **Nonlinearity layer:** $\mathbb{S}M = \sigma(M(i, j)) \triangleq |M(i, j; k)|$
 - **Local pooling layer:** $\mathbb{P}M = M'$
 - **\mathcal{G} -invariant layer:** $\mathbb{I}M = \mathcal{I}(\{\langle M(i, j; k), V_{nm}(x_i, y_j) \rangle\})$
 - **\mathcal{G} -invariant representation:** $\mathcal{R}_p \triangleq \mathbb{I} \circ \mathbb{P}_{[L]} \circ \mathbb{S}_{[L]} \circ \mathbb{C}_{[L]} \circ \dots \circ \mathbb{P}_{[1]} \circ \mathbb{S}_{[1]} \circ \mathbb{C}_{[1]}$

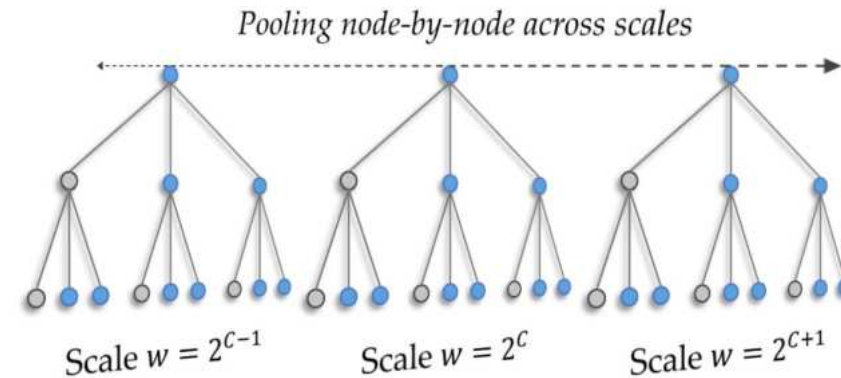


Property

- The group theory shows the one-shot symmetry property at each inter layer:
 - \mathfrak{G}_1 is the translation, rotation, and flipping symmetry group; \mathfrak{G}_2 is a scaling symmetry group, with scaling factor s . Any $\mathfrak{G}_0 \subseteq \mathfrak{G}_1 \times \mathfrak{G}_2$ as the symmetry group of interest. A representation unit denoted as $\mathbb{U} \triangleq \mathbb{P} \circ \mathbb{S} \circ \mathbb{C}$.
 - \mathfrak{G}_1 Equivariance:** $\mathbb{U}_{[L]} \circ \dots \circ \mathbb{U}_{[2]} \circ \mathbb{U}_{[1]}(\mathfrak{g}_1 M) \equiv \mathfrak{g}_1 \mathbb{U}_{[L]} \circ \dots \circ \mathbb{U}_{[2]} \circ \mathbb{U}_{[1]}(M)$
 - \mathfrak{G}_2 Covariance:** $\mathbb{U}_{[L]}^w \circ \dots \circ \mathbb{U}_{[2]}^w \circ \mathbb{U}_{[1]}^w(\mathfrak{g}_2 M) \equiv \mathfrak{g}'_2 \mathbb{U}_{[L]}^w \circ \dots \circ \mathbb{U}_{[2]}^w \circ \mathbb{U}_{[1]}^w(M)$ $\mathfrak{g}'_2 \mathbb{U}^w \triangleq \mathfrak{g}_2 \mathbb{U}^{ws}$
 - \mathfrak{G}_0 Hierarchical Invariance:** $\mathbb{I}(\mathfrak{g}'_0 M)_{[L]} \equiv \mathbb{I}M_{[L]}$

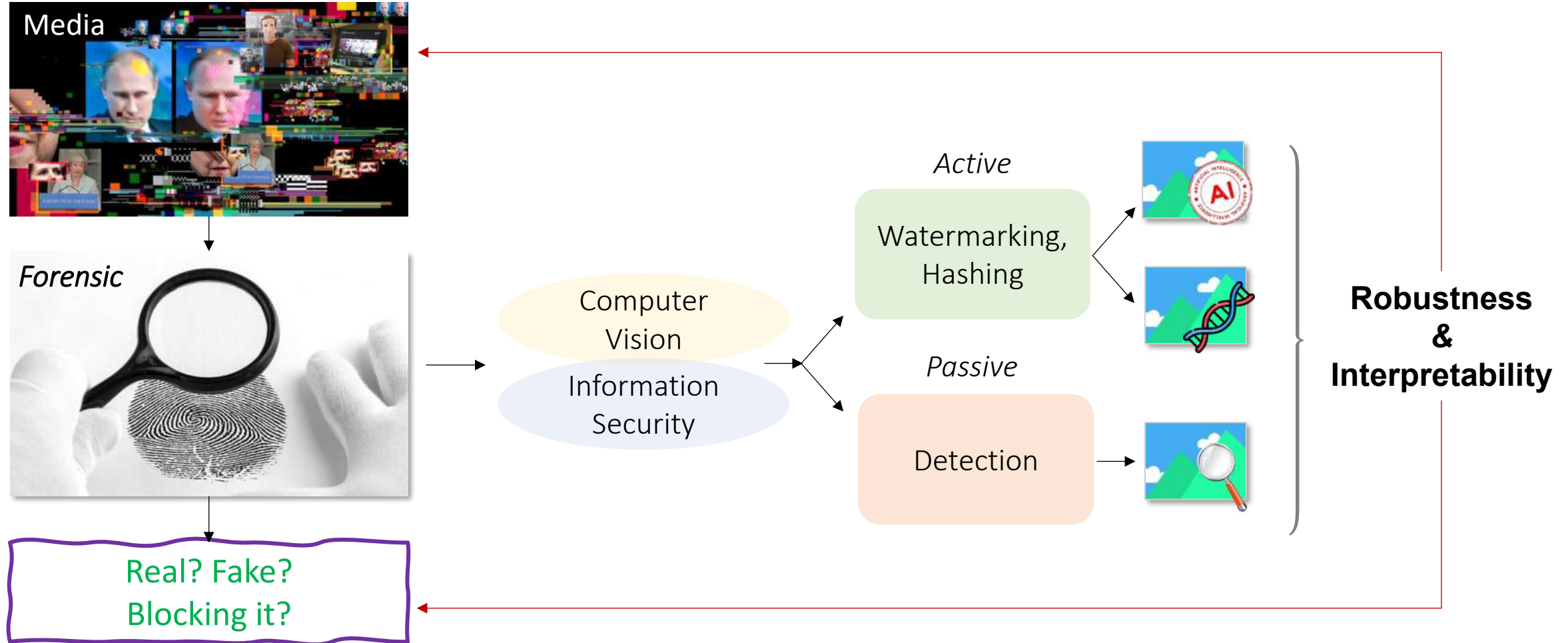


A Single-scale Practice with \mathfrak{G}_1 Invariance

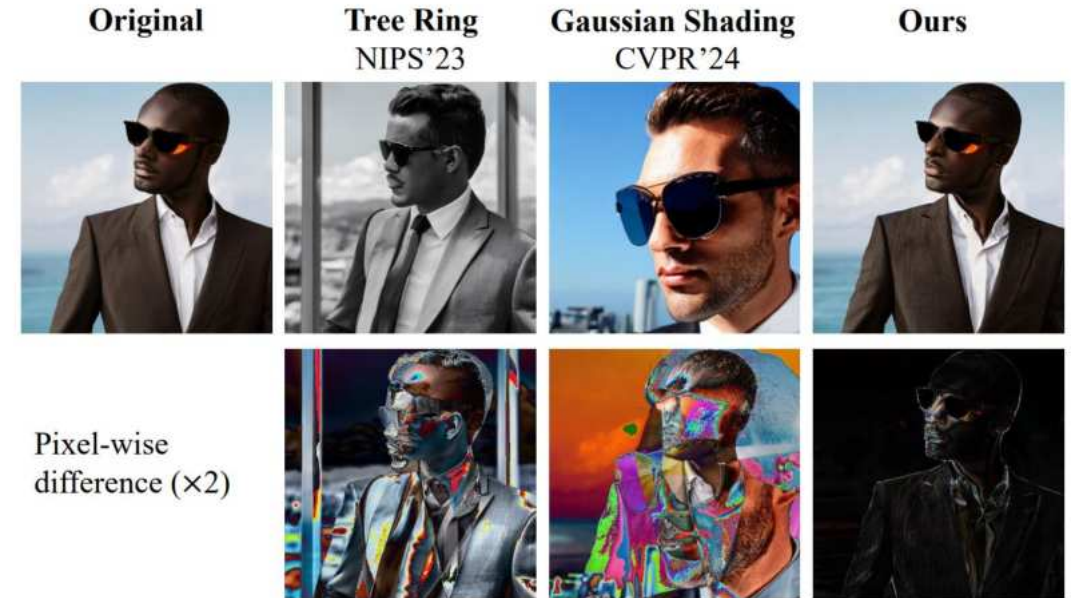
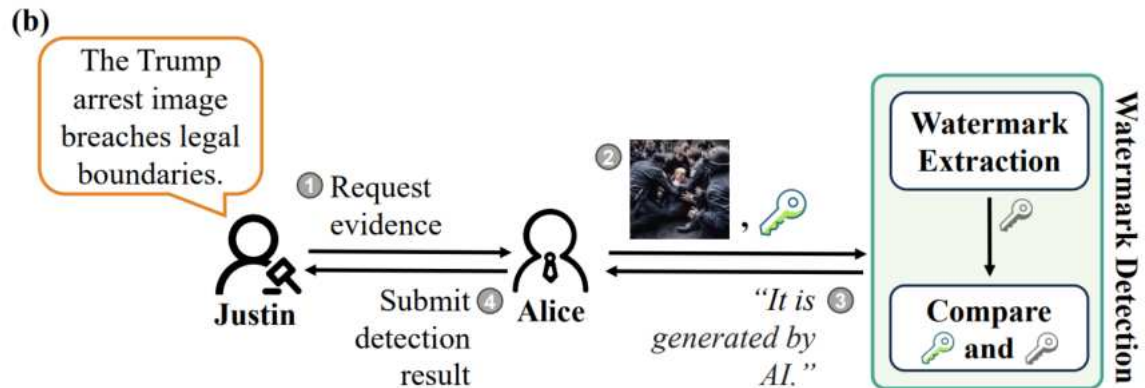
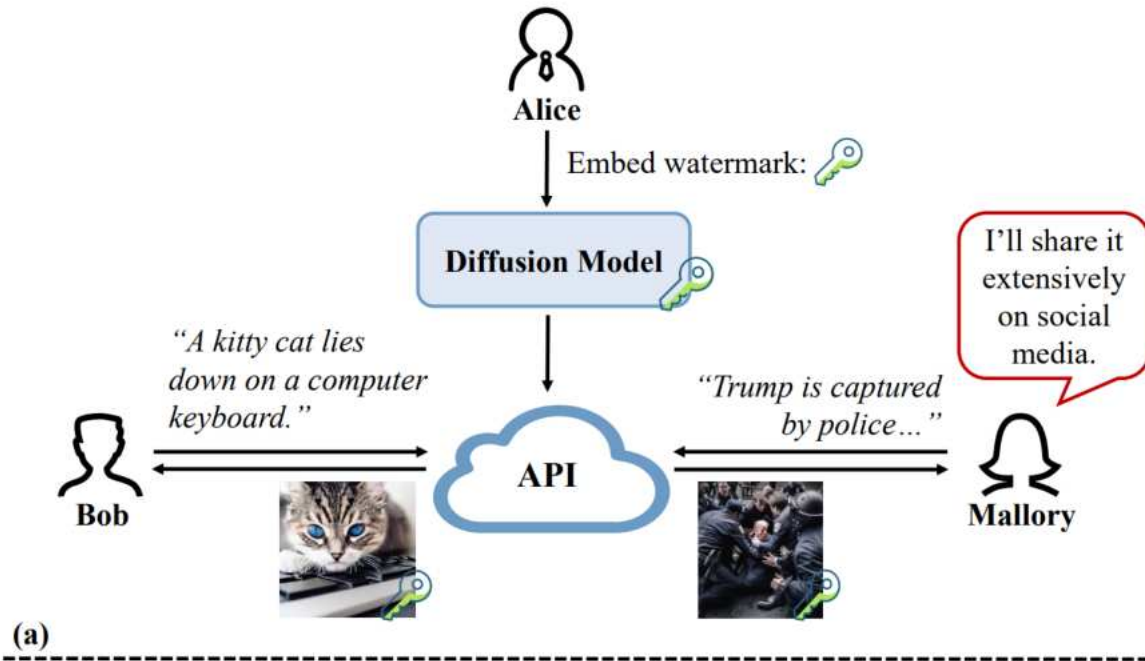


A Multi-scale Practice with \mathfrak{G}_0 Invariance

Forensic, Fighting Against AIGC Abuse

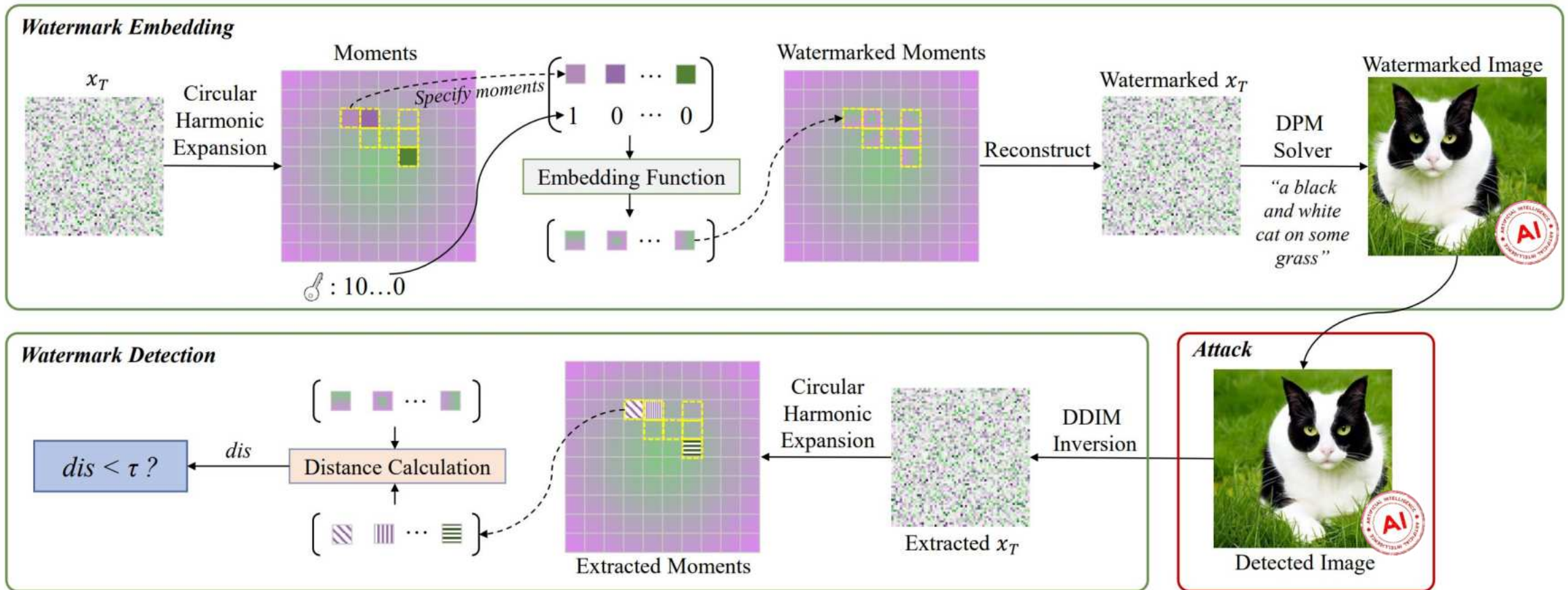


AIGC Watermarking: Motivations



Is there a balance
between robustness and
imperceptibility?

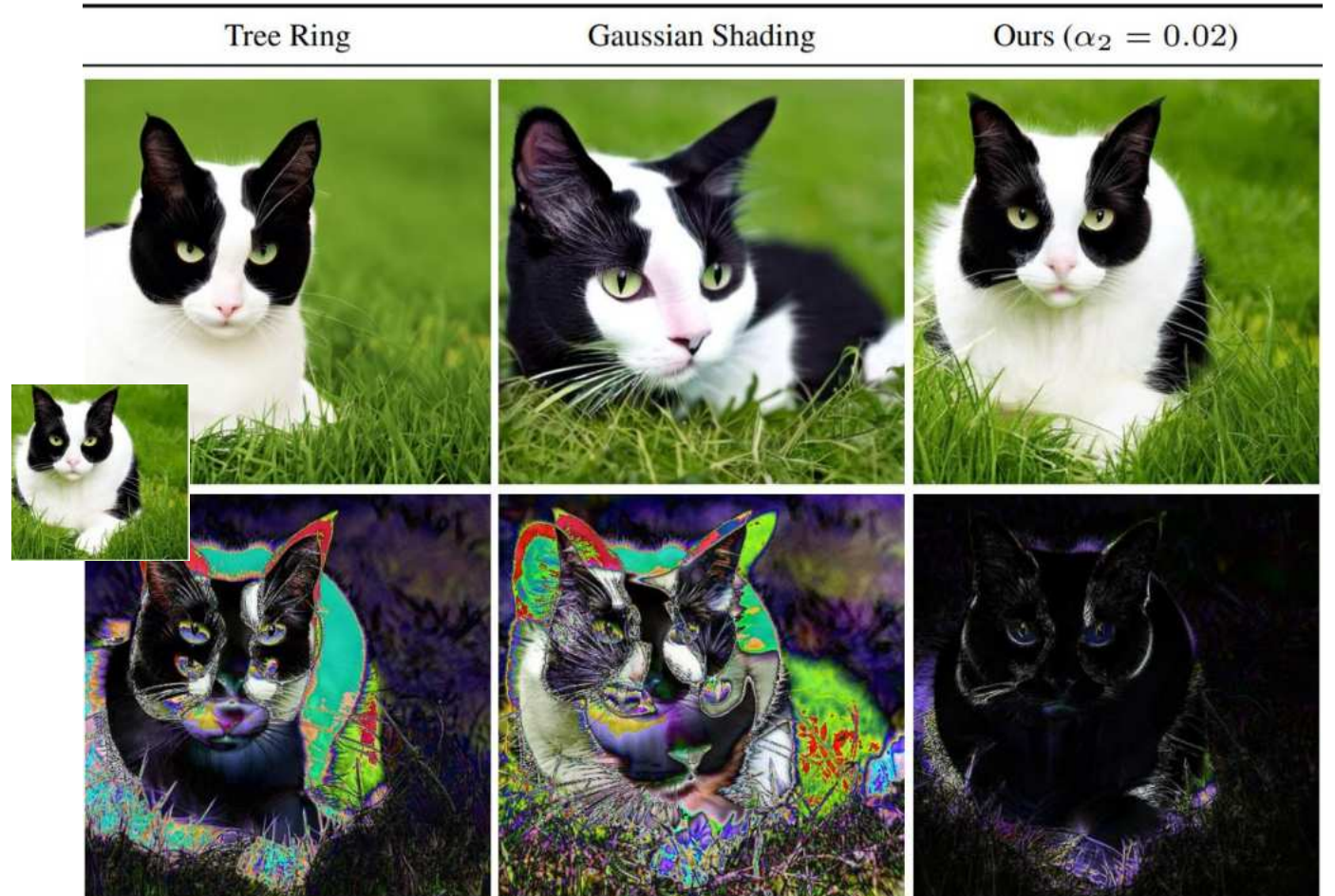
AIGC Watermarking: Ideas



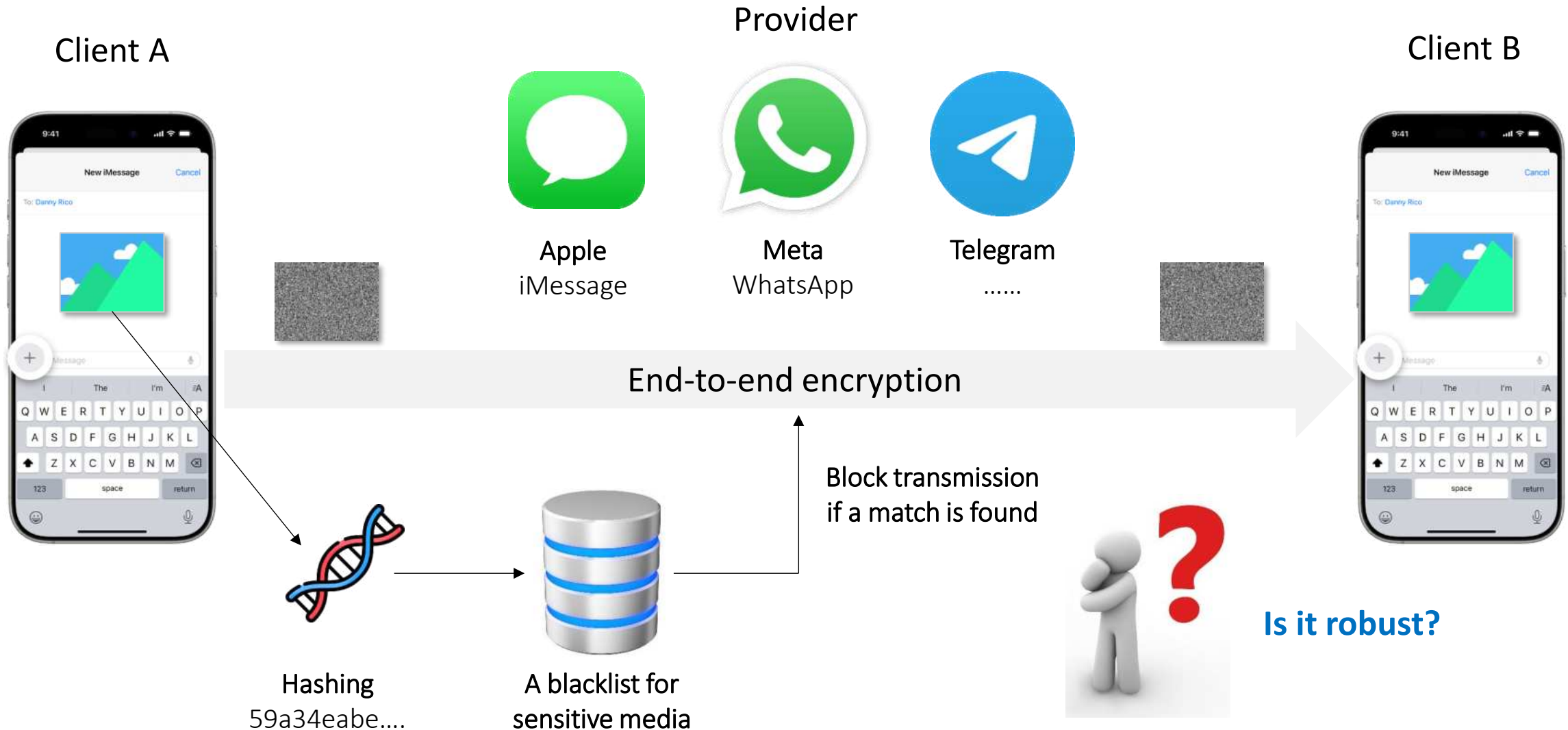
AIGC Watermarking: Robustness and Imperceptibility

Method	VAE based		DM based	Average
	Bmshj'18	Cheng'20	SDv2.1	
<i>Pixel-level</i>				0.165
DwtDct	0.005	0.002	0.003	0.003
DwtDctSvd	0.103	0.124	0.230	0.152
RivaGAN	0.014	0.017	0.123	0.051
Stable Signature	0.541	0.813	0.003	0.452
<i>Content-level</i>				0.987
Tree Ring	0.976	0.993	0.943	0.971
Gaussian Shading	1.000	1.000	1.000	1.000
Ours	0.990	0.983	1.000	0.991

Method	Metrics		
	SSIM \uparrow	LPIPS \downarrow	WO-FID \downarrow
Tree Ring	0.47	0.50	43.81
Gaussian Shading	0.20	0.74	48.32
Ours ($\alpha_2 = 0.02$)	0.75	0.20	26.50
Ours ($\alpha_2 = 0.04$)	0.62*	0.31*	35.02*



AIGC Hashing: Motivations



AIGC Hashing: Ideas

Definition 1. (Multiresolution perturbation). The addition of multiresolution perturbation is defined as follows:

$$X'_{(x,y) \in D_{uvw}} = \mathcal{F}^{-1}(\mathcal{F}(X) + \delta), \quad (3)$$

with notations of

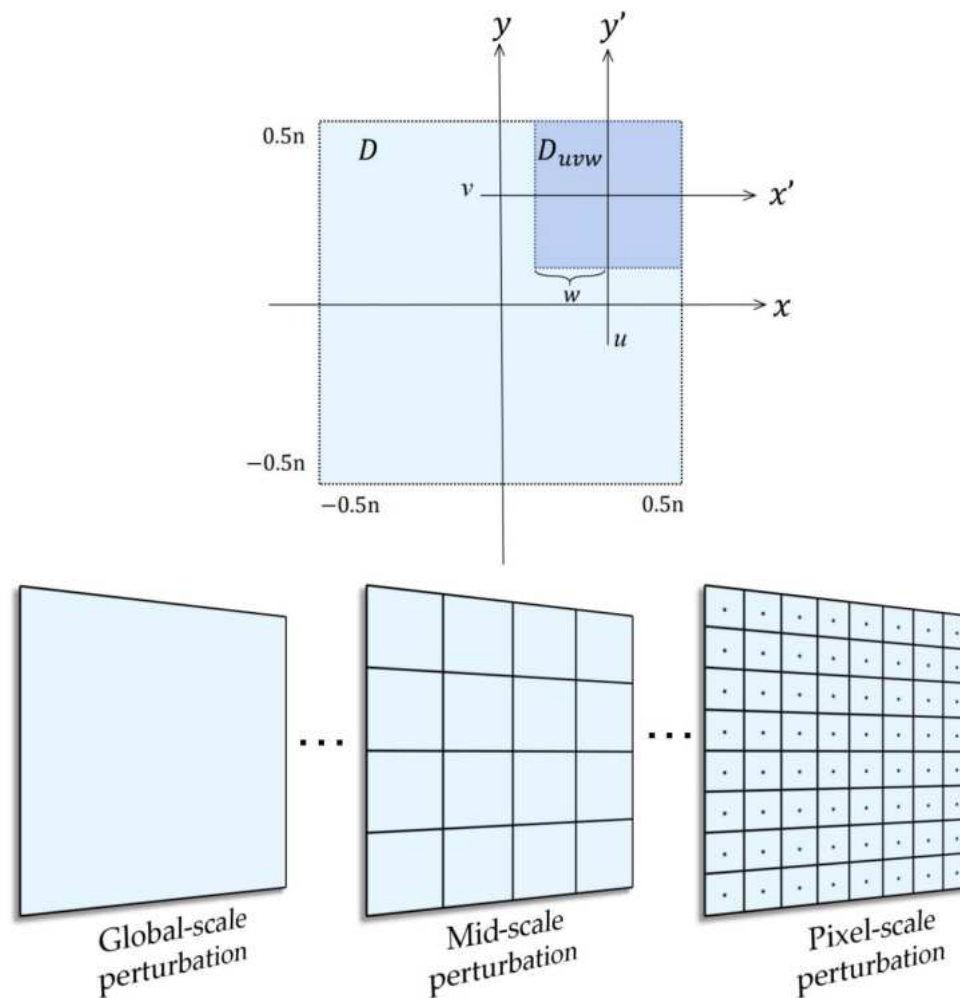
$$\mathcal{F}(X) = \langle X, V_{nm}^{uvw} \rangle = \iint_D (V_{nm}^{uvw}(x,y))^* X(x,y) dx dy, \quad (4)$$

and

$$\mathcal{F}^{-1}(\mathcal{F}(X)) = \sum_{n,m} V_{nm}^{uvw}(x,y) \mathcal{F}(X), \quad (5)$$

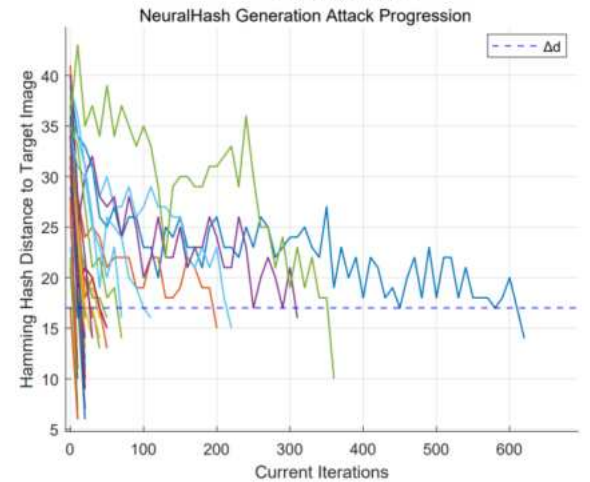
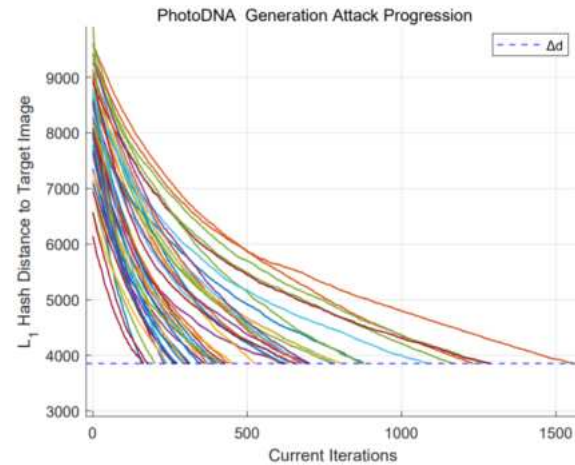
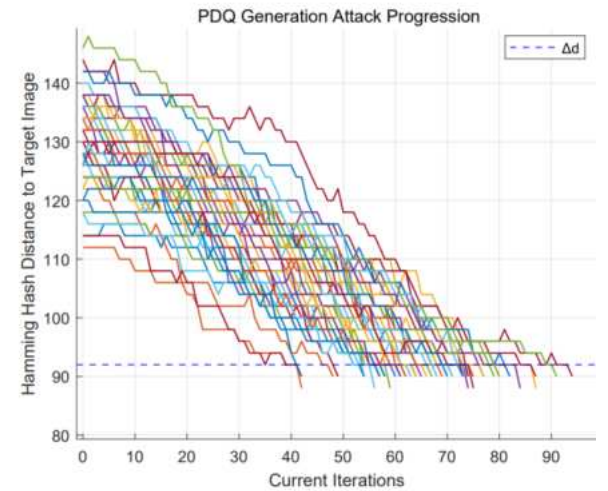
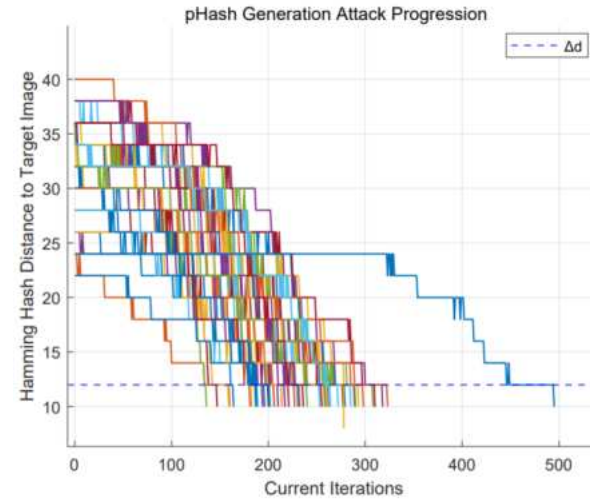
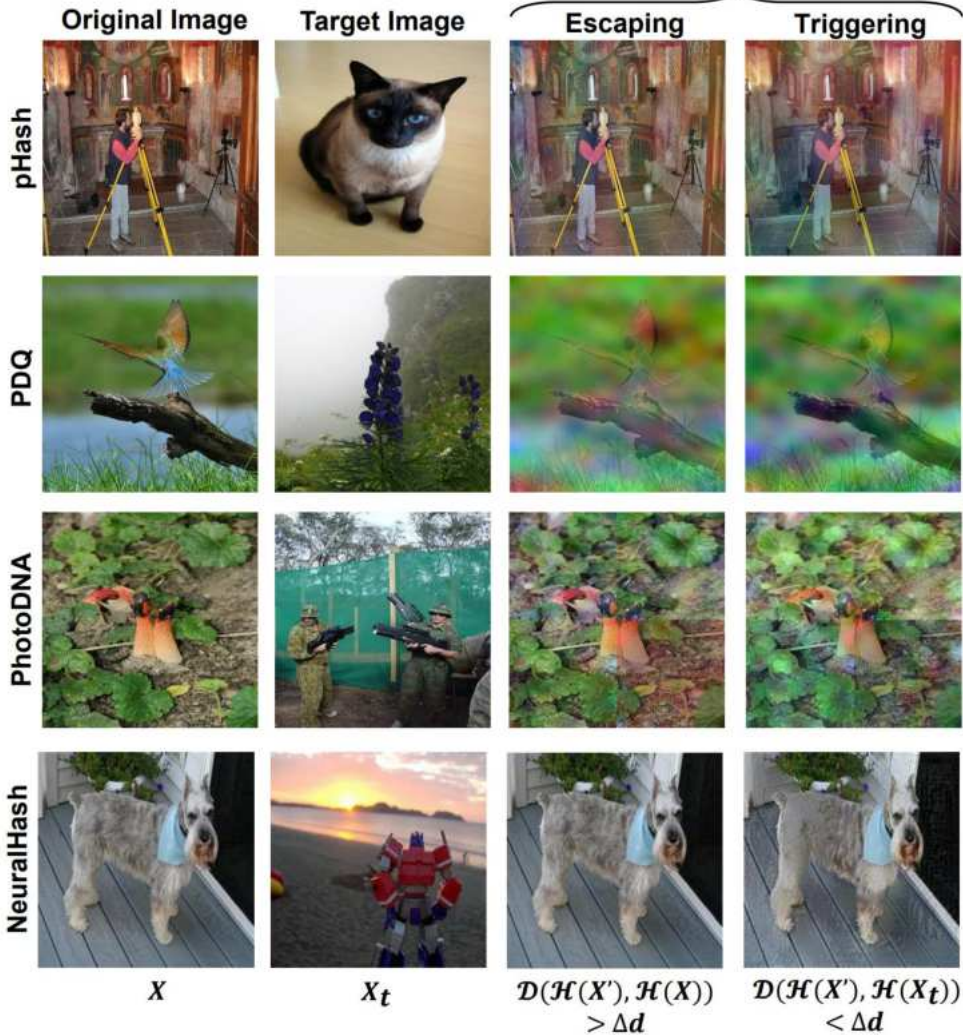
where \mathcal{F} denotes the local orthogonal transformation [39], with image $X(x,y)$ on domain $(x,y) \in D$. The local orthogonal basis function V_{nm}^{uvw} is defined on the domain D_{uvw} with the order parameters $(n,m) \in \mathbb{Z}^2$, converting D to D_{uvw} by the translation offset (u,v) and the scaling factor w , as illustrated in Figure 2. Note that the local orthogonal basis function V_{nm}^{uvw} can be defined from any global orthogonal basis function V_{nm} , e.g., a family of harmonic functions, with following form:

$$V_{nm}^{uvw}(x,y) = V_{nm}(x',y') = V_{nm}\left(\frac{x-u}{w}, \frac{y-v}{w}\right). \quad (6)$$



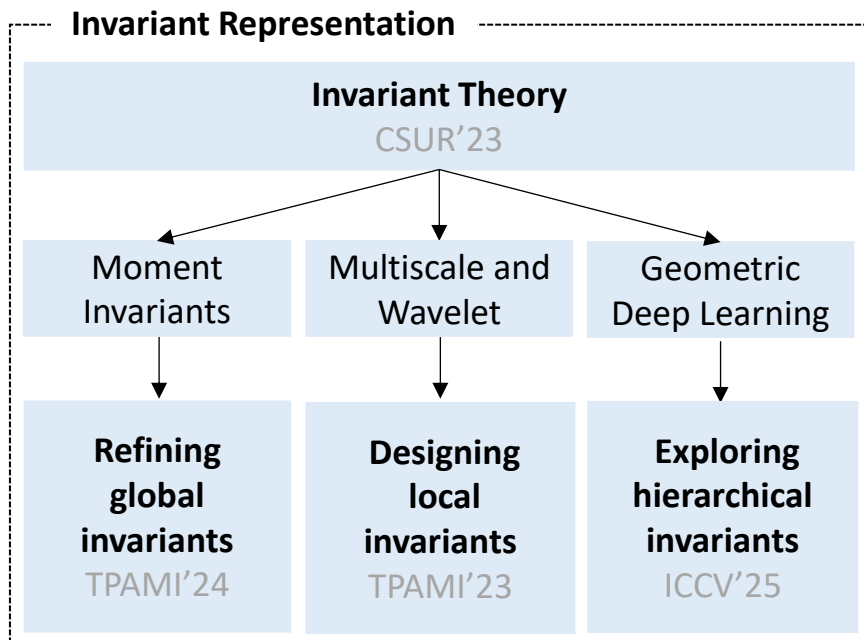
AIGC Hashing: Uniform, Fast, and Successful Attacks

ATKSCOPES



Conclusion: Our Works for Invariance

Trustworthy AI as **background**
Symmetry priors in the natural world as **principles**
Expanding invariant representations at theoretical and practical levels



§ Thank you!

by Shuren Qi

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