

Regularized Latent Least Squares Regression for Unconstrained Still-to-Video Face Recognition

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Abstract: In this paper, we present a novel method for the still-to-video face recognition problem in unconstrained environments. Due to variations in head pose, facial expression, lighting condition and image resolution, it is infeasible to directly matching faces from still images and video frames. We regard samples from these two distinct sources as multi-modal or heterogeneous data, and use latent identity vectors in a common subspace to connect two modalities. Differed from the conventional least squares regression problem, unknown latent variables are treated as response to be computed. Besides, several constraint and regularization terms are introduced into the optimization equation. This method is thus called regularized latent least squares regression. We divide the original problem into two sub-problems and develop an alternating optimization algorithm to solve it. Experimental results on two public datasets demonstrate the effectiveness of our method.

1 INTRODUCTION

In recent years, video-based face recognition has gained more and more traction in both theoretical and applied research. Though traditional image-based face recognition has achieved a significant increase in recognition accuracy, video-based face recognition is still a challenging problem. Many of existing algorithms can handle faces with moderate variations in still images, but they are not applicable for video clips captured in unconstrained environments. Taking surveillance conditions as an example, a variety of factors including unknown poses, uncontrolled lighting and poor video quality may degrade the final recognition performance. Moreover, due to the difficulty in exploiting useful information and the interference from noise, the gain from more video frames is far less than the increase in time and space complexity.

In this paper, we focus on the still-to-video (S2V) face recognition problem. While the video-to-video (V2V) face recognition is to identify faces in query video sequences against a set of target video sequences, the S2V face recognition instead uses still images as the target set. The S2V face recognition problem is more practical in real world applications

such as law enforcement, e-passport identification and video surveillance. In these scenarios, each subject in gallery set has only one single still image from ID, passport or driver license. These still images are usually collected by digital camera in constrained condition, which are in frontal view, with neutral expression and normal lighting and of high resolution. In contrast, video frames in probe set are captured with ordinary video recorder in unconstrained conditions, which contain several kinds of variations in pose, facial expression, illumination and image resolution. Motion blur and loss of focus introduced during video capture also result in uncertainty in face representation.

Based on the fact that still images and video frames show quite different appearances, it is sensible to regard these two sources as two different modalities. We assume that face images from the same person in different modalities are identical in some latent subspace, namely identity space. A face image in one modality can thus be generated from the identity vector of this person by a modality-specific transformation. In reverse, there exists a projection matrix from each of the two modality spaces into the same identity space. Regarding the image vector as regressor and the identity vector as response, we apply regular-

ized latent least squares regression with constraints to find the latent identity vector and projection matrix of each modality.

To validate the effectiveness of our algorithm, we conduct experiments on two commonly used video-based datasets, i.e. COX-S2V (Huang et al., 2012) and ChokePoint (Wong et al., 2011). Still images and video frames are used as gallery and probe samples respectively. We use rank- n average recognition accuracy (rank- n ARA) and cumulative match characteristic (CMC) curve to evaluate the recognition performance. With the help of heterogeneity handling, our method outperforms most of state-of-the-art algorithms in the S2V face recognition task.

In summary, the major contributions of our work include three aspects: 1) we regard the S2V face recognition problem in a way of multi-modal face recognition; 2) we use regularized latent least squares regression with constraints method to handle heterogeneity; 3) we develop an alternating method to solve the final optimization problem efficiently.

The rest of the paper is organized as follows: The next section describes the related work. Section 3 defines the research problem and presents our model and algorithm. Section 4 evaluates the proposed approach and confirms its effectiveness. The last section concludes our work and proposes the future work.

2 RELATED WORK

In this section, we briefly introduce several related approaches dealing with video-based multi-modal face recognition. In traditional still-to-video (S2V) face recognition problem, face images from two sources are regarded as the same. Many classical approaches, which have achieved considerable performance in the still-to-still (S2S) face recognition task, are also applied in the S2V task. The most typical ones are the well known EigenFace (Turk and Pentland, 1991), FisherFace (Belhumeur et al., 1997) and their many extensions like (Yang and Liu, 2007), (Tao et al., 2007), (Tao et al., 2009). Other representative appearance-based approaches include neighborhood preserving embedding (NPE) (He et al., 2005a), locality preserving projections (LPP) (He et al., 2005b) and their kernelized and tensorized variants. They can be unified into a general graph embedding (GE) framework (Yan et al., 2007) under different constraints.

However, since the different face appearances of still images and video frames, such methods probably fail when simple models cannot handle much more complex variations in face samples. Several re-

searches have provided specialized algorithms to deal with such a multi-modal or heterogeneous face recognition problem, where gallery and probe samples are of distinct modalities. Extended from the descriptions in (Lei et al., 2012), existing solutions can be categorized by the four stages of a typical face recognition framework, as shown in Fig. 1.

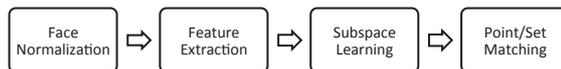


Figure 1: A typical framework of learning-based multi-modal face recognition (Lei et al., 2012).

In the stage of face normalization, an intuitive idea is to synthesize samples by a transformation from one modality to another, thus matching in the latter modality. In photo-sketch matching, as one of heterogeneous face recognition applications, an eigen-transformation method (Tang and Wang, 2003) was firstly proposed to synthesize a sketch from a photo to match real probe sketch. Local linear embedding (LLE) (Liu et al., 2005) and Markov random field (MRF) (Wang and Tang, 2009) were utilized to perform the transformation as well. (Wang et al., 2012b) proposed a semi-coupled dictionary learning method to simultaneously learn a pair of dictionaries and a mapping function, which was applied to image super-resolution and photo-sketch synthesis.

Face features are crucial to the success of face recognition, so a number of researches focus on feature descriptors that are invariant to modalities. (Liao et al., 2009) used difference of Gaussian (DoG) filtering to normalize heterogeneous faces and then applied multi-block local binary patterns (MB-LBP) to encode local image structures. (Klare et al., 2011) improved the recognition accuracy by using scale invariant feature transform (SIFT) (Lowe, 1999) and multi-scale local binary patterns (MLBP) features extracted from forensic sketches and mug shot photos. A learning-based couple information-theoretic encoding descriptor was also proposed in (Zhang et al., 2011) to capture a discriminant local structure in photo-sketch images.

Subspace learning based methods are another typical category, which try to find a common subspace of multi-modal sample spaces to classify heterogeneous data. Canonical correlation analysis (CCA) (Yi et al., 2007), partial least squares (PLS) (Sharma and Jacobs, 2011) and coupled spectral regression (CSR) (Lei and Li, 2009) were utilized to formulate a generic intermediate subspace comparison framework for multi-modal recognition. (Kan et al., 2012) proposed the multi-view discriminant analysis (MvDA) method to jointly solve the multiple linear trans-

forms by optimizing the between-class and within-class variations in the common subspace. The partial and local linear discriminant analysis (PaLo-LDA) method (Huang et al., 2012) is an LDA’s extension, taking partial and local constraints into account to distinguish multi-modal samples.

In order to better measure the similarity/dissimilarity in the video-base face recognition problem, several point-to-set or set-to-set matching algorithms are developed other than conventional statistical methods. Each image set is characterized as a manifold in manifold-manifold distance (MMD) model (Wang et al., 2012a) or an affine/convex hull in AHISD/SHISD model (Cevikalp and Triggs, 2010). (Hu et al., 2012) followed the above work and proposed the sparse approximated nearest points (SANP) method, which improved the recognition performance. The regularized nearest points (RNP) method (Yang et al., 2013) utilized L2-norm regularization instead of time-consuming L0/L1-norm sparse constraints and achieved comparable accuracy as the SANP method.

In this paper, we focus on the subspace learning stage, leaving the other three stages the same in the comparison phase.

3 PROPOSED METHOD

In this section, we present our model and algorithm for the S2V face recognition. We also develop an efficient algorithm to solve the optimization problem.

3.1 Problem Statement

For the S2V face recognition problem, there are a single still image as gallery sample and a set of video frames as probe samples. The face recognition task is to match probe samples with the most likely gallery sample.

More specifically, the problem is formally defined as follows. Person p has a single still image and n_p video frames enrolled as sample vectors, which can be denoted as $S_p = \{s_p\}$ and $V_p = \{v_{p,1}, v_{p,2}, \dots, v_{p,n_p}\}$, respectively. Let $X_S = \{S_1, S_2, \dots, S_P\}$ and $X_V = \{V_1, V_2, \dots, V_P\}$ represent sample vectors from two modalities for all of persons from the training set, where P is the number of enrolled persons. In the test phase, assuming $V'_q = \{v'_{q,1}, v'_{q,2}, \dots, v'_{q,n'_q}\}$ is a query video sequence consisting of n'_q frames. The label of V'_q is inferred by:

$$c = \arg \min_p d(S_p, V'_q) \quad (1)$$

where $d(S_p, V'_q)$ is point-to-set distance metric.

3.2 Learning Model

Still images captured by a digital camera have frontal view, neutral face expression, normal lighting and high resolution, while video clips captured by a video recorder have uncertain view, face expression and lighting, and are usually of low resolution. Many kinds of variations exist in two modalities, however, samples of the same identity share much information in common, which can be regarded as a latent variable. We suppose that samples of the same identity from two modalities can be generated from an identical vector in a latent subspace by modality-specific projections. All the identity vectors are latent variables in the subspace called identity space, and they can be classified perfectly from each other. Thus, through modality-specific projections, sample space of each modality can be transformed from the identity space.

3.2.1 Model Formulation

Under the above assumption, both projection matrix and latent identity vector are unknown variables. Assuming that the projection from sample space to identity space is linear transformation, we can formulate the problem as follows:

$$y_p = W_S^T s_p + b_S \quad (2)$$

$$y_p = W_V^T v_{p,i} + b_V, \quad i = 1, 2, \dots, n_p \quad (3)$$

where y_p is the latent identity vector for person p , W and b are modality-specific projection matrix and bias term. The subscripts S and V represent two modalities of still images and video frames. Rewrite Eq. (2) and (3) in matrix form,

$$Y_S = Y = W_S^T X_S + b_S 1_{N_S}^T \in \mathbb{R}^{m \times N_S} \quad (4)$$

$$Y_V = YU = W_V^T X_V + b_V 1_{N_V}^T \in \mathbb{R}^{m \times N_V} \quad (5)$$

in which

$$Y = \{h_1, h_2, \dots, h_P\} \in \mathbb{R}^{m \times P} \quad (6)$$

$$U = (u_{pq}) \in \mathbb{R}^{P \times N_V}, \quad u_{pq} = \begin{cases} 1, & v_{N_q} \in V_p \\ 0, & v_{N_q} \notin V_p \end{cases} \quad (7)$$

where $N_S = P$ and $N_V = \sum_{p=1}^P n_p$ are the total numbers of still images and video frames, respectively.

As in the multivariate linear regression model, we use linear least squares approach to estimate unknown parameters. In Eq. (4) and (5), we treat X as regressor and Y as response. Projection matrices $\{W\}_{S,V}$ and bias terms $\{b\}_{S,V}$ are to be estimated. However, unlike the classical linear least squares solution, Y consists of latent identity vectors h_p for each person,

which cannot be directly used as response. Luckily, under the assumption of identical latent identity vector, two modalities can be coupled by the identity space. We utilize this coupling to estimate matrix Y . The latent least squares regression is formulated as:

$$\min_{Y,W,b} \{Q_S(Y,W,b; X) + Q_V(Y,W,b; X)\} \quad (8)$$

where

$$Q_S(Y,W,b; X) = \frac{1}{N_S} \|Y - W_S^T X_S - b_S \mathbf{1}_{N_S}^T\|_F^2 \quad (9)$$

$$Q_V(Y,W,b; X) = \frac{1}{N_V} \|YU - W_V^T X_V - b_S \mathbf{1}_{N_V}^T\|_F^2 \quad (10)$$

and $\|\cdot\|$ denotes the Frobenius norm of a matrix.

3.2.2 Constraints and Regularizations

Like many other models using least squares approach, it is necessary to add some constraint and regularization terms to prevent overfitting. Due to the limitation of available samples and data sparsity in high-dimensional space, learning models usually perform well on training samples but poorly on test samples from other sources. In our model, we suggest some heuristics to reduce the search space and computational complexity. Meanwhile, these constraints also provide much prior information to improve the generalization ability of the algorithm. Each of these introduces a optimization term into the original formulation.

Constraint to Preserve Locality. *If two faces look similar in still images, their corresponding identity vectors would lie close to each other after projections.*

This constraint indicates that the projection process should keep local geometric structures of the still-image space. Specifically, we describe this assumption in a mathematical form as

$$G_S = \sum_{i,j=1}^{N_S} (a_{ij})_S \|W_S^T s_i - W_S^T s_j\|_2^2 \quad (11)$$

where

$$(a_{ij})_S = \begin{cases} \exp(-\frac{d(s_i, s_j)}{\sigma_i \sigma_j}), & s_i \in s_j^{(K)} \text{ or } s_j \in s_i^{(K)} \\ 0, & \text{otherwise} \end{cases} \quad (12)$$

In Eq. (11), G_S measures the weighed identity-wise similarity among all identity vectors. The weighing coefficients are defined as Eq. (12), in which $s^{(K)}$ denotes the K -nearest neighbors of s , σ is the range of its K -nearest neighbors and $d(s_i, s_j)$ measures the distance between two samples.

Constraint to Shrink Cluster. *Samples of the same identity in video frames should be clustered together after projection.*

Similar to the idea of LDA (Belhumeur et al., 1997), this constraint restricts each class by minimizing the within-class covariance matrix.

$$G_V = \sum_{i,j=1}^{N_V} (a_{ij})_V \|W_V^T v_i - W_V^T v_j\|_2^2 \quad (13)$$

where

$$(a_{ij})_V = \begin{cases} \exp(-\frac{d(v_i, v_j)}{\sigma_p^2}), & v_i, v_j \in V_p \\ 0, & \text{otherwise} \end{cases} \quad (14)$$

$(a_{ij})_V$ takes cluster scale into account and uses relative distance instead of constants to control weighting coefficients. σ_p denotes the maximum of $d(v_i, v_j)$ for $\forall v_i, v_j \in V_p$.

Regularization to Penalize Complexity. *Extreme parameter values should be prevented in projection matrices.*

We apply the commonly used regularization method as $\|W\|_F^2$ to restrict coefficients in two matrices.

In summary, Eq. (11) and (13) can be rewritten in matrix form.

$$G_S(W; X) = \text{trace}((W_S^T X_S) L_S (W_S^T X_S)^T) \quad (15)$$

$$G_V(W; X) = \text{trace}((W_V^T X_V) L_V (W_V^T X_V)^T) \quad (16)$$

where $L = D - A$ is the Laplacian matrix and D is a diagonal matrix with $d_{ii} = \sum_j a_{ij}$. And we define the regularization term as

$$R(W) = \|W_S\|_F^2 + \|W_V\|_F^2 \quad (17)$$

3.2.3 Final Model and Solution

By combining the above three constraint and regularization terms with the original formulation Eq. (8), the optimization problem is finally obtained as

$$\begin{aligned} \min_{Y,W,b} \{ & Q_S(Y,W,b; X) + Q_V(Y,W,b; X) \\ & + \alpha_S G_S(W; X) + \alpha_V G_V(W; X) + \beta R(W) \} \quad (18) \\ \text{s.t. } & \|Y_p\|_2^2 = 1, \quad p = 1, 2, \dots, P \end{aligned}$$

where terms are sequentially defined in Eq. (9) (10) (15) (16) (17). α_S , α_V , β are balance parameters. Y_p denotes the p th column vector of matrix Y , which is normalized to unit length.

In order to solve Eq. (18), we use an alternating minimization method, which is efficient to solve multiple variable optimization problems. The original problem is divided into two sub-problems, where $\{Y\}$ and $\{W, b\}_{S,V}$ are optimized alternately with

the other group fixed. The two sub-problems are defined as follows.

Sub-problem 1. Given H , find $\{W, b\}$.

$$\begin{aligned} \min_{W, b} J_1(W, b; X, Y) \\ = Q_S(W, b; X, Y) + Q_V(W, b; X, Y) \\ + \alpha_S G_S(W; X) + \alpha_V G_V(W; X) + \beta R(W) \end{aligned} \quad (19)$$

Sub-problem 2. Given $\{W, b\}$, find Y .

$$\begin{aligned} \min_Y J_2(Y; X, W, b) \\ = Q_S(Y; X, W, b) + Q_V(Y; X, W, b) \\ \text{s.t. } \|Y_p\|_2^2 = 1, \quad p = 1, 2, \dots, P \end{aligned} \quad (20)$$

Sub-problem 1 has no analytical solutions so that we instead use gradient descent (GD) method to solve it. Sub-problem 2 has an analytical solution and we calculate the optimized Y directly. For more details of solution process, please refer to Appendix.

In summary, Algorithm 1 shows the procedure of optimization algorithm as described above.

Algorithm 1: Regularized Latent Least Squares Regression with Constraints

Input: The training sets $X_S \in \mathbb{R}^{m \times N_S}$ and $X_V \in \mathbb{R}^{m \times N_V}$, balance parameters $\{\alpha, \beta\}$, maximum iteration number T .

Output: The identity vectors Y , projection matrices $\{W\}_{S, V}$, bias terms $\{b\}_{S, V}$.

- 1: Initialize Y randomly and normalize $\|Y_p\|_2^2 = 1$, Y_p is Y 's column vector.
 - 2: Set $iter = 0$.
 - 3: **while** not converged **and** $iter < T$ **do**
 - 4: Update W, b by solving Eq. (19), with Y fixed;
 - 5: Update Y by solving Eq. (20), with W, b fixed;
 - 6: Normalize $\|Y_p\|_2^2 = 1$;
 - 7: Set $iter = iter + 1$;
 - 8: **end while**
 - 9: **return** $Y, \{W\}_{S, V}, \{b\}_{S, V}$
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4 EXPERIMENTS

In this section, we incorporate our proposed method in the whole S2V face recognition framework. We discuss the experimental setting and evaluate the algorithm on two public datasets.

4.1 Experimental Setting

Two video-based face recognition datasets, COX-S2V (Huang et al., 2012) and ChokePoint (Wong

et al., 2011), are used to evaluate our method. Image samples for training and test, which are available in both datasets, are faces detected and cropped from original video clips. To allow comparison with the literature, only histogram equalization is performed and no other preprocessing is included. Face images are resized to 96×120 in COX-S2V dataset and 96×96 in ChokePoint dataset. Raw gray-scale pixel values are concatenated to form feature vectors. Feature vectors from each modality are first processed by PCA and 98 percent of energy is preserved.

The conventional training-validation-test scheme is applied in the framework. In the training phase, still images and video frames are enrolled as X_S and X_V , thus projection matrix for each modality can be learnt by the model described in Section 3. A 5-fold cross validation is performed during this phase to find the most suitable values of parameters $\{m, \alpha_S, \alpha_V, \beta\}$. In our experiments, $m = 120$, $\alpha_S = 0.05$, $\alpha_V = 0.01$, $\beta = 0.05$ are set for COX-S2V dataset, and $m = 90$, $\alpha_S = 0.1$, $\alpha_V = 0.02$, $\beta = 0.02$ are set for ChokePoint dataset. In the test phase, still images are enrolled as the gallery set and video sequences as the probe set. By projecting probe video frames into the identity space, similarity scores between the probe and each gallery sample are obtained. If the top- n similar gallery samples contain the exact probe identity, recognition of this probe is recorded as correct in rank- n recognition accuracy measure. The cumulative match characteristic (CMC) curve illustrates the cumulative accuracy rate with respect to rank- n .

The proposed method is compared with several existing methods for the S2V face recognition problem. Subspace learning based and discriminant analysis based methods are included for comparison, e.g. LDA (Belhumeur et al., 1997), CCA (Yi et al., 2007), PLS (Sharma and Jacobs, 2011), CSR (Lei and Li, 2009), MvDA (Kan et al., 2012) and PaLo-LDA (Huang et al., 2012). Above algorithms are implemented either by using source codes provided by the authors or by ourselves according to the literature, all with model parameters tuned.

4.2 Experimental Results and Analysis

4.2.1 COX-S2V Dataset

The COX-S2V dataset contains 1,000 persons, with each person a controlled still image and four uncontrolled video clips, each consisting of approximately 25 frames. The still images are captured by a high quality digital camera. The four video sequences are collected by two different off-the-shelf camcorders at two different distances away from the subjects. While

video recording, subjects walk naturally without any restrictions on head pose or face expression. Such a setting provides a good simulation of real video surveillance scenarios in term of lighting condition and image resolution. Some examples are shown in Fig. 2.

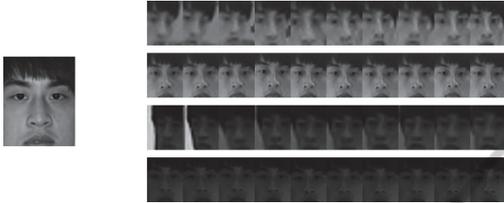


Figure 2: A still image and some frames of four video sequences of a subject from the COX-S2V dataset.

According to the protocol, the whole dataset is divided into non-overlapping 300 and 700 persons for training and test, respectively. The results are summarized in Table 1. Since *video3&4* are captured in a backlight environment, image quality is poorer than that of *video1&2*, thus the recognition accuracy is significantly lower. Besides, due to the relatively near distance from subjects, the results of *video2&4* are better than those of *video1&3*, which indicates the effect of image resolution. In general, our proposed method outperforms all other methods in all of the four subsets. It shows much more robustness in head pose, illumination, resolution and other image variations, which proves the effectiveness of our model. Contrary to our expectation, classical LDA, i.e. FisherFace, has better performance than many of algorithms that are designed to handle heterogeneity. This may be explained by the advantage in generalization ability of naive models over complex models. More specifically, the CMC curve on subset *video2* is drawn in Fig. 3. It shows that our method achieves superiority all along the top-10% (70 out of 700) ranks. Over 98% of correctly recognized identities can be found in the top-10% returned results.

Table 1: Rank-1 recognition accuracy (%) on four subsets of COX-S2V dataset.

Method	<i>video1</i>	<i>video2</i>	<i>video3</i>	<i>video4</i>
LDA	48.86	71.86	20.71	55.86
CCA	45.00	62.29	18.43	52.57
PLS	47.71	65.57	18.86	52.43
CSR	50.86	69.29	23.14	52.71
MvDA	50.71	70.14	21.14	55.43
PaLo-LDA	52.43	73.00	22.00	56.71
Proposed	54.28	76.71	24.14	58.57

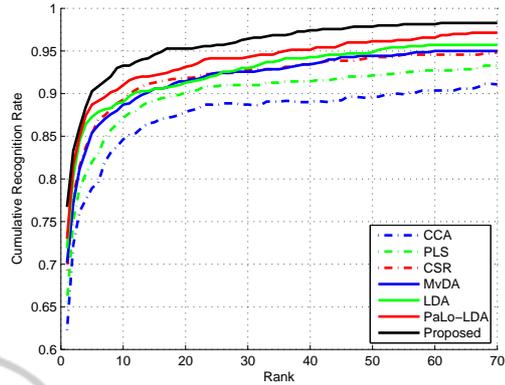


Figure 3: CMC curve on subset *video2* of COX-S2V dataset.

4.2.2 ChokePoint Dataset

The ChokePoint dataset is designed for experiments in person identification/verification under real-world surveillance conditions. In total, it consists of 48 video sequences and 64,204 face images. Sequences are recorded on two distinct portals, with entering and leaving modes for each portal. In each type of portal setting, three cameras placed above a door simultaneously record from three viewpoints, and four sequences are recorded repeatedly to enroll variations. Though walking directions may vary, the setting of three viewpoints allow for the capture of near-frontal faces. Some examples are shown in Fig. 4.



Figure 4: A still image and some frames of selected video sequences of a subject from the ChokePoint dataset.

According to the provided protocol, 16 out of 48 video sequences should be selected and divided into two groups for development and evaluation. However, differed from the video-to-video verification task, our still-to-video identification task uses the only one still image and 16 selected video sequences for each of the 25 subjects. Therefore, 8 out of the 16 video sequences are randomly selected for training and the remaining half for test. The experiment is formulated as a close-set identification problem and evaluated with a 10-fold validation scheme. The results are summarized in Table 2. We also conduct experiments on various numbers of frames to test their

robustness in probe set size. Our proposed method can achieve better performance than other methods, and merely drops a little as the decrease in frame number. Fig. 5 illustrates the CMC curve of seven methods used for comparison, with 50 frames in each probe video sequence. Our proposed method, as the black line shows, has the highest recognition rate and reaches 100% accuracy after $rank = 5$.

Table 2: Average rank-1 recognition accuracy (%) on ChokePoint dataset.

Method	10 frames	30 frames	50 frames
LDA	74.25	81.40	86.45
CCA	51.35	61.00	67.50
PLS	50.75	56.90	63.55
CSR	61.15	74.40	79.40
MvDA	75.40	78.95	81.95
PaLo-LDA	82.35	87.40	90.05
Proposed	87.90	91.30	92.50

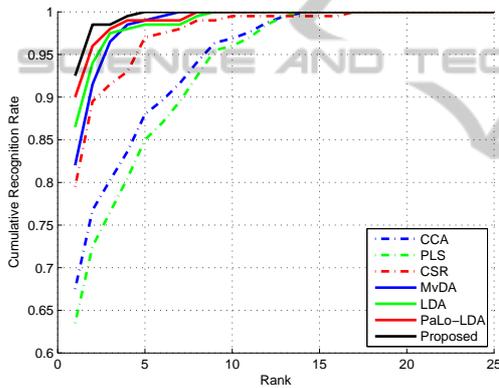


Figure 5: CMC curve on ChokePoint dataset with 50 frames in each video sequence.

5 CONCLUSIONS

This paper proposes an effective regularized least squares regression with constraints for unconstrained still-to-video face recognition. The S2V face recognition is treated as a multi-modal or heterogeneous face recognition problem. Latent identity subspace is enrolled as the linkage between two modalities. In addition to the conventional least squares regression, constraint and regularization terms are introduced into the optimization equation to enhance generalization ability and reduce computational complexity. An alternating optimization algorithm is developed on the basis of two sub-problems. Experimental results on two public datasets demonstrate that our method can perform significantly better than many relevant algorithms in the literature.

For future work, we will focus on how to handle larger variations in head pose. Splitting a continuous video sequence into several subsets after pose estimation is a possible solution. Besides, based on existing set-to-set matching algorithms, how to effectively measure similarity/dissimilarity between a point and a point set is also an interesting topic.

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APPENDIX

This appendix demonstrates the solution of two sub-problems defined in Section 3.

As in Eq. (19), Y is given and $\{W, b\}$ is to be obtained by minimizing $J_1(W, b; X, Y)$. Since there are no analytical solutions, we use the gradient descent (GD) method to minimize the expression. We compute the derivatives of J_1 with respect to W and b as (taking W_S and b_S as example):

$$\frac{\partial J_1}{\partial W_S} = -\frac{2}{N_S} X_S (Y - W_S^T X_S - b_S 1_{N_S}^T)^T + 2\alpha_S W_S^T X_S L_S X_S^T + 2\beta W_S^T$$

$$\frac{\partial J_1}{\partial b_S} = -\frac{2}{N_S} (Y - W_S^T X_S - b_S 1_{N_S}^T) 1_{N_S}$$

Thus, the matrices can be updated by the above gradients until convergence.

$$W_S = W_S - \gamma \frac{\partial J_1}{\partial W_S}, \quad b_S = b_S - \gamma \frac{\partial J_1}{\partial b_S}$$

As in Eq. (20), $\{W, b\}$ is given and Y is to be obtained by minimizing $J_2(Y; X, W, b)$. Consider the derivative of J_2 with respect to Y

$$\frac{\partial J_2}{\partial Y} = \frac{2}{N_S} (Y - W_S^T X_S - b_S 1_{N_S}^T) + \frac{2}{N_V} (Y U - W_V^T X_V - b_V 1_{N_V}^T) U^T$$

Let it be zero and obtain

$$Y = \left(\frac{1}{N_S} (W_S^T X_S + b_S 1_{N_S}^T) + \frac{1}{N_V} (W_V^T X_V + b_V 1_{N_V}^T) U^T \right) \times \left(\frac{1}{N_S} I + \frac{1}{N_V} U U^T \right)^{-1}$$