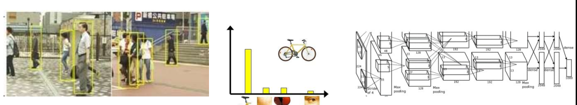
Mining, and Intro to Categorization

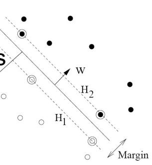
Tues April 10

Kristen Grauman
UT Austin

Recognition and learning



Recognizing categories (objects, scenes, activities, attributes…), learning techniques



Last time

- Instance recognition wrap up:
  - Spatial verification
  - Sky mapping example
  - Query expansion

Review questions

- Does an inverted file index sacrifice accuracy in bag-of-words image retrieval? Why or why not?
- Why does a single SIFT match cast a 4D vote for the Generalized Hough spatial verification model?
- What does a perfect precision recall curve look like?

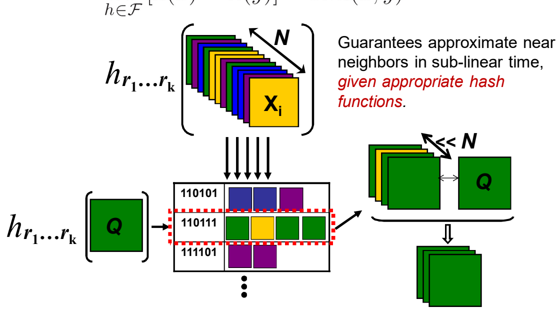
Today

- Discovering visual patterns
  - Randomized hashing algorithms
  - Mining large-scale image collections
- Introduction to visual categorization

Locality Sensitive Hashing (LSH)

[Indyk and Motwani '98, Gionis et al.'99, Charikar '02, Andoni et al. '04]

$$\Pr_{h \in \mathcal{F}}[h(x) = h(y)] = sim(x, y)$$



Guarantees approximate near neighbors in sub-linear time, *given appropriate hash functions.*

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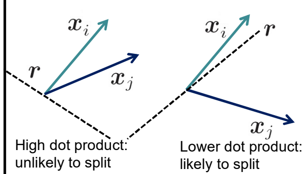
LSH function example: inner product similarity

The probability that a *random hyperplane* separates two unit vectors depends on the angle between them:

$$\Pr[\mathrm{sign}(\boldsymbol{x}_i^T \boldsymbol{r}) = \mathrm{sign}(\boldsymbol{x}_j^T \boldsymbol{r})] = 1 - \frac{1}{\pi}\cos^{-1}(\boldsymbol{x}_i^T \boldsymbol{x}_j)$$



Corresponding hash function:

$$h_{\boldsymbol{r}}(\boldsymbol{x}) = \begin{cases} 1, & \text{if } \boldsymbol{r}^T\boldsymbol{x} \geq 0 \\ 0, & \text{otherwise} \end{cases}$$

for $\vec{r}_i \sim N(\mu = 0, \sigma^2 = 1)$

[Goemans and Williamson 1995, Charikar 2004]

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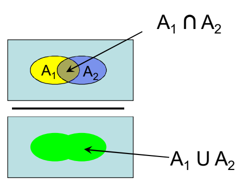
LSH function example: Min-hash for set overlap similarity

[Broder, 1999]

$$\Pr_{h \in \mathcal{F}}[h(x) = h(y)] = sim(x, y)$$

$$\mathrm{sim}(\mathcal{A}_1, \mathcal{A}_2) = \frac{|\mathcal{A}_1 \cap \mathcal{A}_2|}{|\mathcal{A}_1 \cup \mathcal{A}_2|} \in \langle 0, 1 \rangle$$



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LSH function example: Min-hash for set overlap similarity

	Vocabulary						Set ***A***	Set ***B***	Set ***C***
	A	B	C	D	E	F	A B C	B C D	A E F
Random orderings							**min-Hash**		
f_1:	0.41 / 3	0.90 / 6	0.22 / 2	0.59 / 5	0.75 / 4	0.07 / 1	~ Un (0,1) C	C	F
f_2:	0.19 / 1	0.31 / 2	0.94 / 6	0.55 / 3	0.88 / 5	0.63 / 4	~ Un (0,1) A	B	A
f_3:	3	2	1	6	4	5	C	C	A
f_4:	4	3	5	6	1	2	B	B	E

overlap (***A***,***B***) = 3/4 (1/2) overlap (***A***,***C***) = 1/4 (1/5) overlap (***B***,***C***) = 0 (0)

Slide credit: Ondrej Chum *[Broder, 1999]*

LSH function example: Min-hash for set overlap similarity

A: A E J Q R V Y   *B*: A C E Q V Z

Ordering by f_2

A ∪ *B*: A C E J Q R V Y Z

h1(*A*) A   h1(*B*) A

h2(*A*) Q   h2(*B*) C

$$P(h(A) = h(B)) = \frac{|A \cap B|}{|A \cup B|}$$

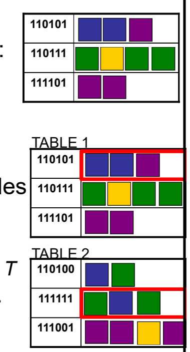
Slide credit: Ondrej Chum   [Broder, 1999]

Multiple hash functions and tables

- Generate *k* such hash functions, concatenate outputs into hash key:

$$P\left(h_{1,\ldots,k}(x) = h_{1,\ldots,k}(y)\right) =$$

- To increase recall, search multiple independently generated hash tables
  - Search/rank the union of collisions in each table, or
  - Require that two examples in at least *T* of the tables to consider them similar.



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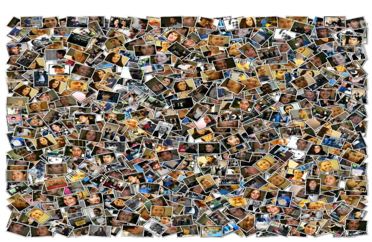
Mining for common visual patterns

In addition to visual search, want to be able to **summarize, mine, and rank** the large collection as a whole.

- What is common?
- What is unusual?
- What co-occurs?
- Which exemplars are most representative?



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Mining for common visual patterns

In addition to visual search, want to be able to **summarize, mine, and rank** the large collection as a whole.

We'll look at a few examples:

- **Connected component clustering** via hashing
  - [Geometric Min-hash, Chum et al. 2009]
- **Visual Rank** to choose "image authorities"
  - [Jing and Baluja, 2008]
- **Frequent item-set mining** with spatial patterns
  - [Quack et al., 2007]

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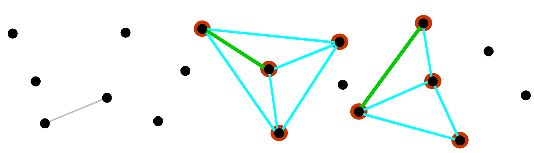
Connected component clustering with hashing

1. Detect seed pairs via hash collisions
2. Hash to related images
3. Compute connected components of the graph



Contrast with frequently used quadratic-time clustering algorithms

Slide credit: Ondrej Chum

Geometric Min-hash

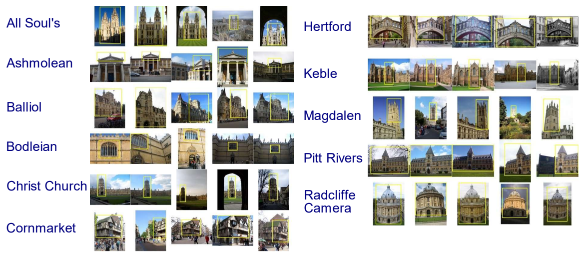
[Chum, Perdoch, Matas, CVPR 2009]

- Main idea: build spatial relationships into the hash key construction:
  - Select first hash output according to min hash ("central word")
  - Then append subsequent hash outputs from within its neighborhood

Figure from Ondrej Chum

Results: Geometric Min-hash clustering

[Chum, Perdoch, Matas, CVPR 2009]



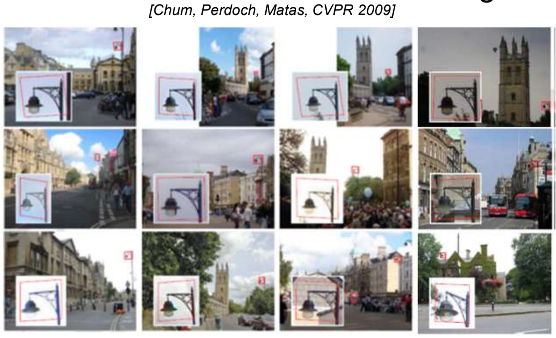
100 000 Images downloaded from FLICKR

Includes 11 Oxford Landmarks with manually labeled ground truth

Slide credit: Ondrej Chum

Results: Geometric Min-hash clustering

[Chum, Perdoch, Matas, CVPR 2009]



Discovering small objects

Slide credit: Ondrej Chum

Results: Geometric Min-hash clustering

[Chum, Perdoch, Matas, CVPR 2009]

Discovering small objects

Slide credit: Ondrej Chum

Mining for common visual patterns

In addition to visual search, want to be able to **summarize, mine, and rank** the large collection as a whole.

We'll look briefly at a few recent examples:

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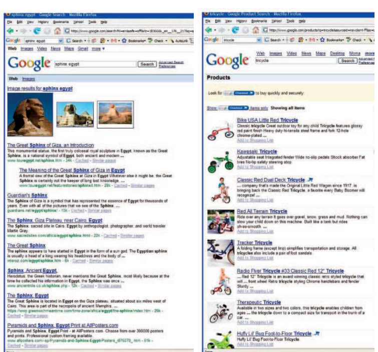
- **Visual Rank** to choose "image authorities" [Jing and Baluja, 2008]
- **Frequent item-set mining** with spatial patterns [Quack et al., 2007]

Visual Rank: motivation



Product search Mixed-type search

- **Goal:** select small set of "best" images to display among millions of candidates

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Visual Rank

[Jing and Baluja, PAMI 2008]

- Compute relative "authority" of an image based on random walk principle.
  - Application of PageRank to visual data
- **Main ideas**:
  - Graph weights = number of matched local features between two images
  - Exploit text search to narrow scope of each graph
  - Use LSH to make similarity computations efficient

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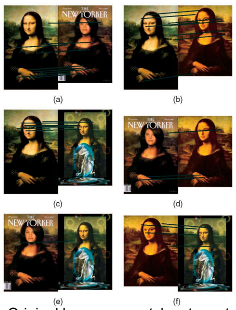
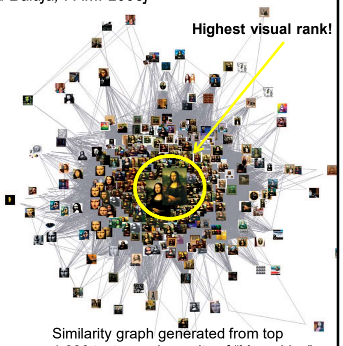
Results: Visual Rank

[Jing and Baluja, PAMI 2008]



Original has more matches to rest



Similarity graph generated from top 1,000 text search results of "Mona-Lisa"

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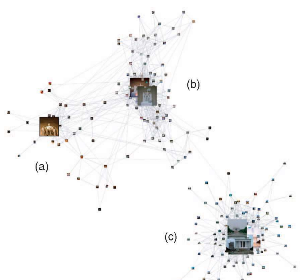
Results: Visual Rank

[Jing and Baluja, PAMI 2008]



Similarity graph generated from top 1,000 text search results of "Lincoln Memorial".
Note the diversity of the high-ranked images.

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Mining for common visual patterns

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Frequent item-sets

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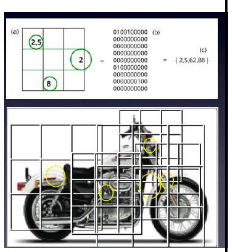
Frequent item-set mining for spatial visual patterns

[Quack, Ferrari, Leibe, Van Gool, CIVR 2006, ICCV 2007]

- What configurations of local features frequently occur in large collection?
- **Main idea**: Identify *item-sets* (visual word layouts) that often occur in *transactions* (images)
- Efficient algorithms from data mining (e.g., Apriori algorithm, Agrawal 1993)



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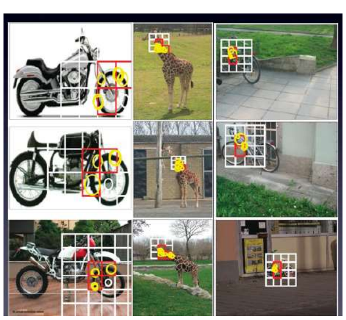
Frequent item-set mining for spatial visual patterns

[Quack, Ferrari, Leibe, Van Gool, CIVR 2006, ICCV 2007]



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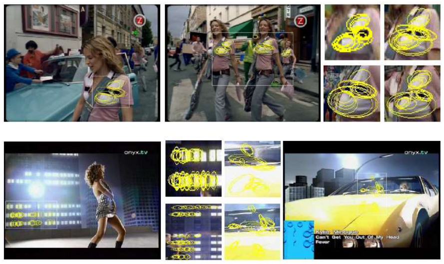
Frequent item-set mining for spatial visual patterns

[Quack, Ferrari, Leibe, Van Gool, CIVR 2006, ICCV 2007]



Two example itemset clusters

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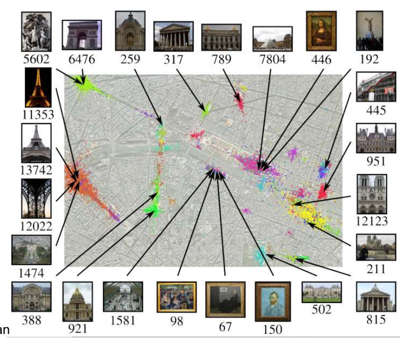
Discovering favorite views

Discovering Favorite Views of Popular Places with Iconoid Shift. T. Weyand and B. Leibe. ICCV 2011.



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Today

- Discovering visual patterns
  - Randomized hashing algorithms
  - Mining large-scale image collections
- **Introduction to visual categorization**

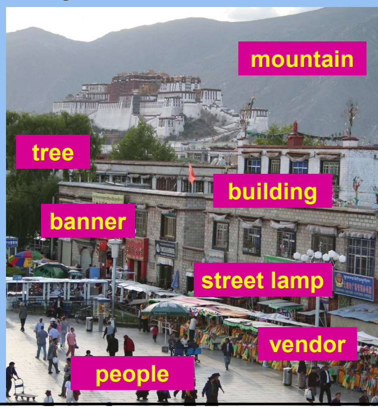
What does recognition involve?

Fei-Fei Li

Detection: are there people?

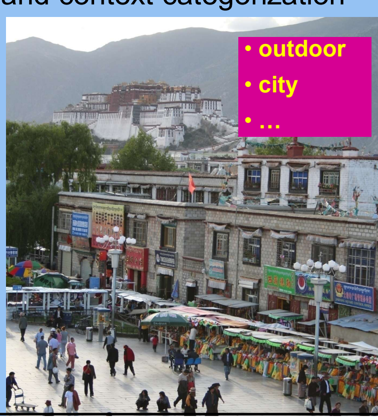
Activity: What are they doing?

Object categorization

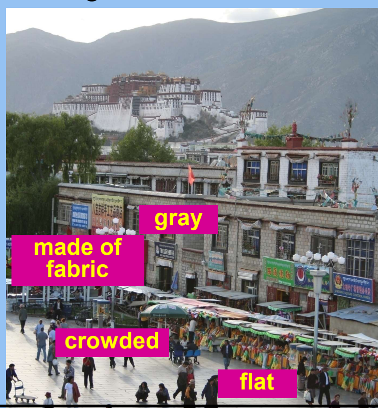


Instance recognition

Scene and context categorization



Attribute recognition



Object Categorization

Visual Object Recognition Tutorial

- Task Description
  - "Given a small number of training images of a category, recognize a-priori unknown instances of that category and assign the correct category label."
- Which categories are feasible visually?

K. Grauman, B. Leibe

Visual Object Categories

Visual Object Recognition Tutorial

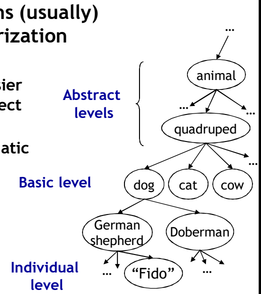
- Basic Level Categories in human categorization [Rosch 76, Lakoff 87]
  - The highest level at which category members have similar perceived shape
  - The highest level at which a single mental image reflects the entire category
  - The level at which human subjects are usually fastest at identifying category members
  - The first level named and understood by children
  - The highest level at which a person uses similar motor actions for interaction with category members

K. Grauman, B. Leibe

Visual Object Categories

Visual Object Recognition Tutorial

- Basic-level categories in humans seem to be defined predominantly visually.
- There is evidence that humans (usually) start with basic-level categorization *before* doing identification.
  - ⇒ Basic-level categorization is easier and faster for humans than object identification!
  - ⇒ How does this transfer to automatic classification algorithms?



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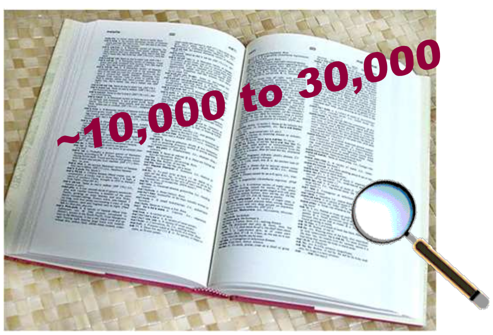
How many object categories are there?



Source: Fei-Fei Li, Rob Fergus, Antonio Torralba.

Biederman 1987

Other Types of Categories

Visual Object Recognition Tutorial

- **Functional Categories**
  - e.g. chairs = *"something you can sit on"*

K. Grauman, B. Leibe

Why recognition?

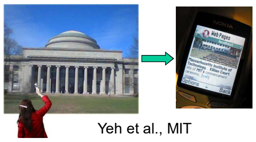
– Recognition a fundamental part of perception
  - e.g., robots, autonomous agents

– Organize and give access to visual content
  - Connect to information
  - Detect trends and themes

Autonomous agents able to detect objects

http://www.darpa.mil/grandchallenge/gallery.asp

Posing visual queries



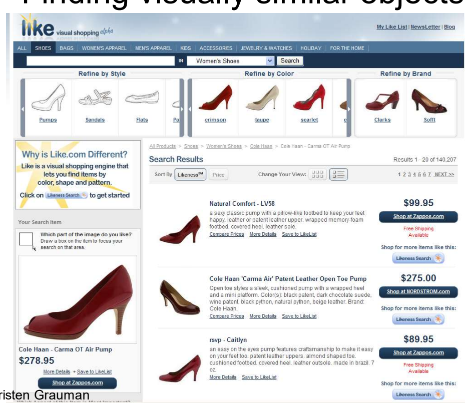
Yeh et al., MIT

Belhumeur et al.

Kooaba, Bay & Quack et al.

Slide: Kristen Grauman

Finding visually similar objects



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Exploring community photo collections

Snavely et al.

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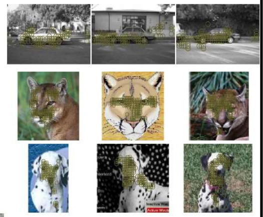
Simon & Seitz

Discovering visual patterns

Objects Sivic & Zisserman



Categories Lee & Grauman

Actions Wang et al.

Slide: Kristen Grauman

Auto-annotation

Gammeter et al.

T. Berg et al.

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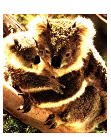
Challenges: robustness

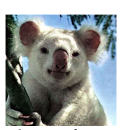


Illumination

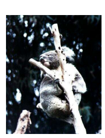
Object pose

Clutter

Occlusions



Intra-class appearance



Viewpoint

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Challenges: context and human experience

Context cues

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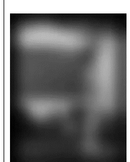
Challenges: context and human experience

Context cues

Function



Dynamics

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Video credit: J. Davis

Challenges: complexity

- Millions of pixels in an image
- 30,000 human recognizable object categories
- 30+ degrees of freedom in the pose of articulated objects (humans)
- Billions of images online
- 82 years to watch all videos uploaded to YouTube per day!

…

- About half of the cerebral cortex in primates is devoted to processing visual information [Felleman and van Essen 1991]

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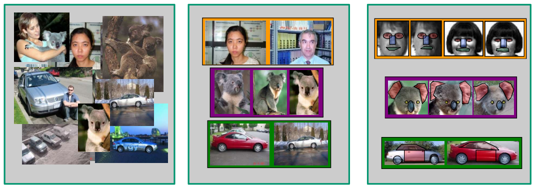
Challenges: learning with minimal supervision

Less — More



Unlabeled, multiple objects

Classes labeled, some clutter

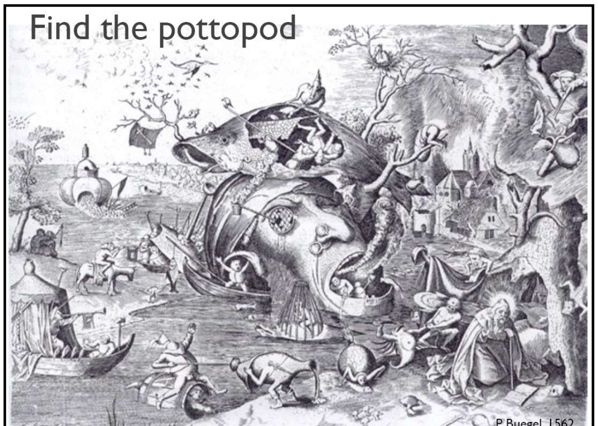
Cropped to object, parts and classes labeled

Slide: Kristen Grauman

This is a pottopod

Slide from Pietro Perona, 2004 Object Recognition workshop

Find the pottopod



Slide from Pietro Perona, 2004 Object Recognition workshop

What kinds of things work best today?

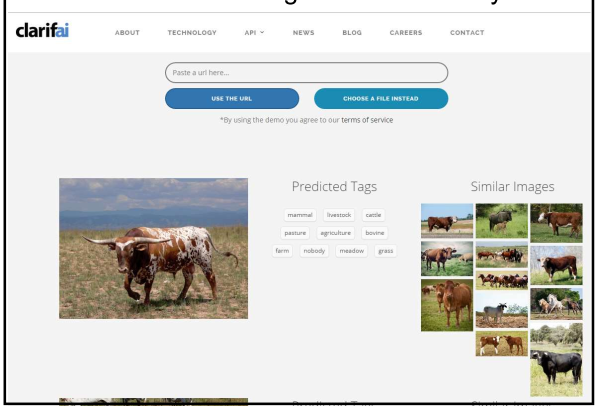
Reading license plates, zip codes, checks

Frontal face detection

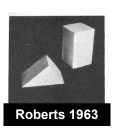
Recognizing flat, textured objects (like books, CD covers, posters)

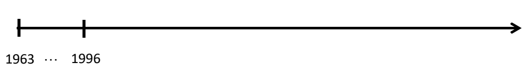
Fingerprint recognition

What kinds of things work best today?



Progress charted by datasets





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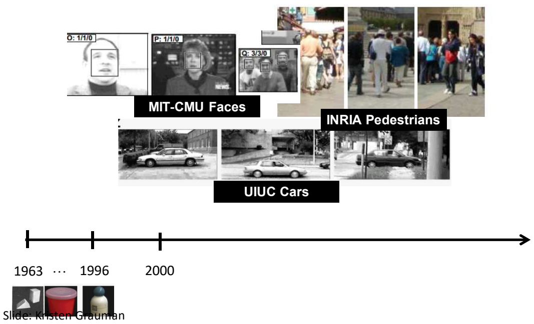

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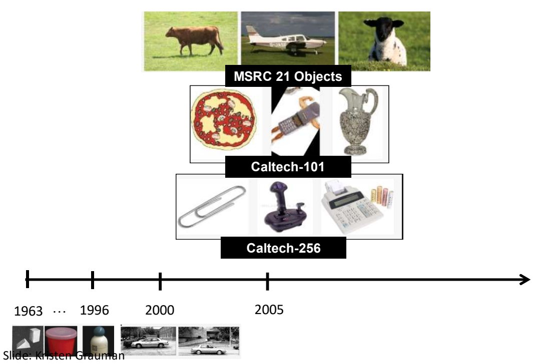
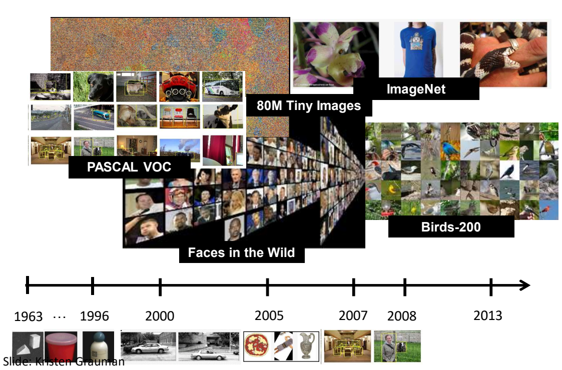
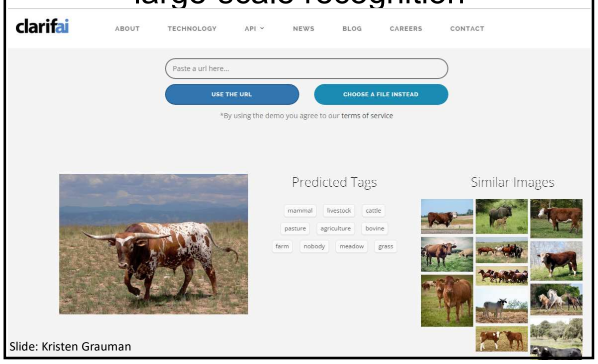


Progress charted by datasets



Expanding horizons: large-scale recognition



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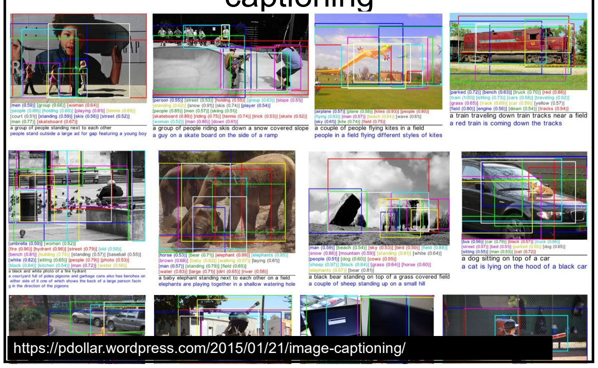
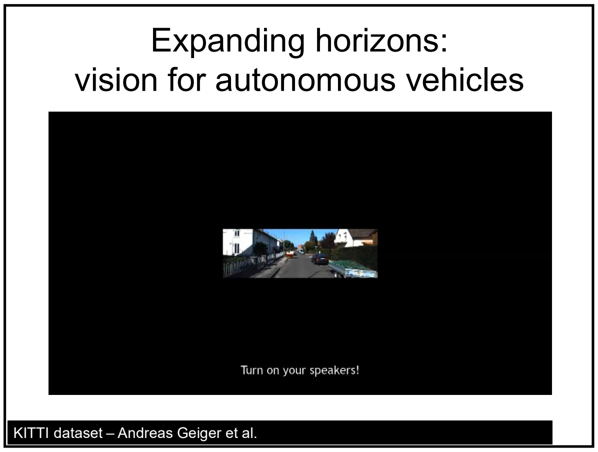
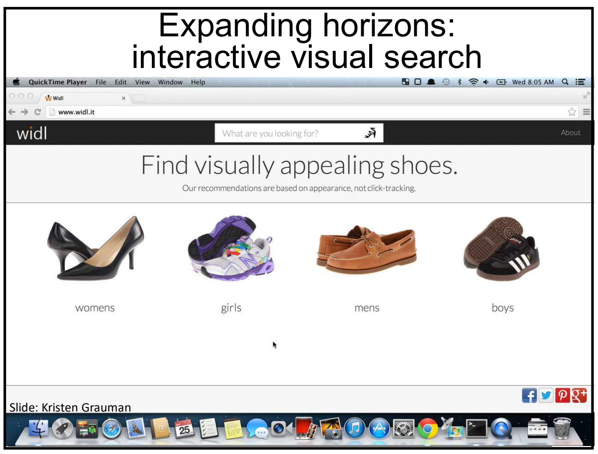
Expanding horizons: captioning

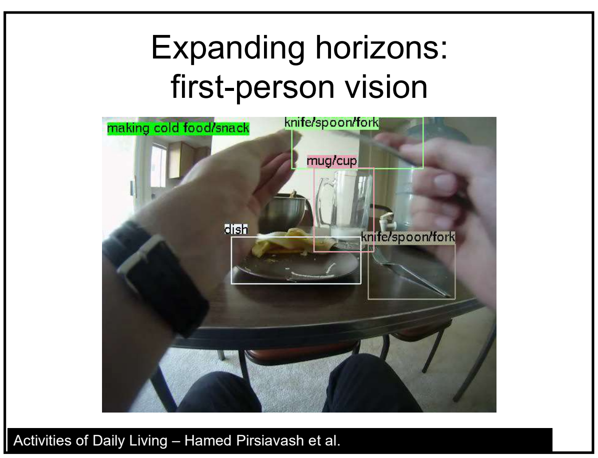


https://pdollar.wordpress.com/2015/01/21/image-captioning/

Expanding horizons: visual question answering


Expanding horizons:
vision for autonomous vehicles
Turn on your speakers!
KITTI dataset – Andreas Geiger et al.


Expanding horizons:
interactive visual search
widl
What are you looking for?
About
Find visually appealing shoes.
Our recommendations are based on appearance, not click-tracking.
womens
girls
mens
boys
Slide: Kristen Grauman


Expanding horizons:
first-person vision
making cold food/snack
knife/spoon/fork
mug/cup
dish
knife/spoon/fork
Activities of Daily Living – Hamed Pirsiavash et al.

Evolution of methods

- Hand-crafted models
- 3D geometry
- Hypothesize and align

- Hand-crafted features
- Learned models
- Data-driven

- "End-to-end" learning of features and models*,**

* Labeled data availability
** Architecture design decisions, parameters.

Next

- Sliding window object detection (Faces!)