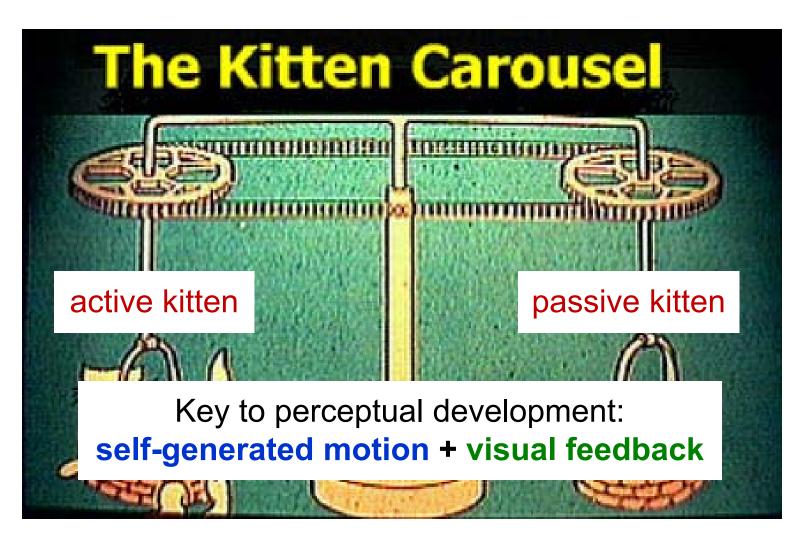


Outline

- The "Kitten Carousel" Experiment
- Problem
- Objective
- Main Idea
- Related Work
- Approach
- Experiments and Results
- Conclusions



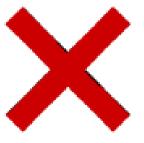
The "Kitten Carousel" Experiment (Held & Hein, 1963)



Problem

 Today's visual recognition algorithms learn from "disembodied" bag of labeled snapshots.





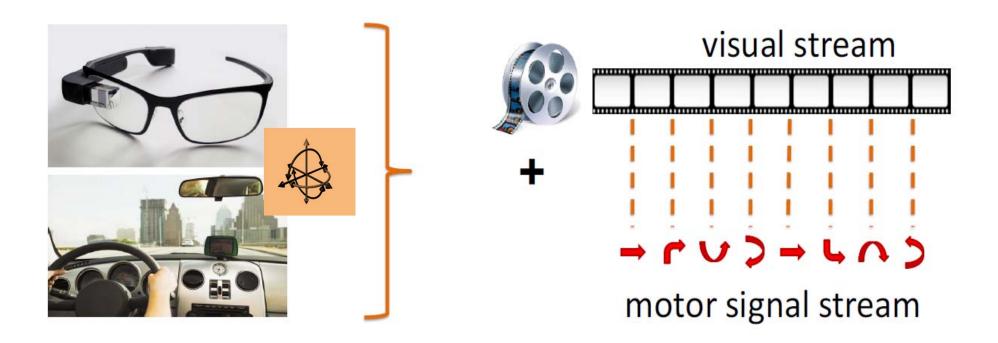
Objective

 Provide visual recognition algorithm that learns in the context of acting and moving in the world.



Main Idea

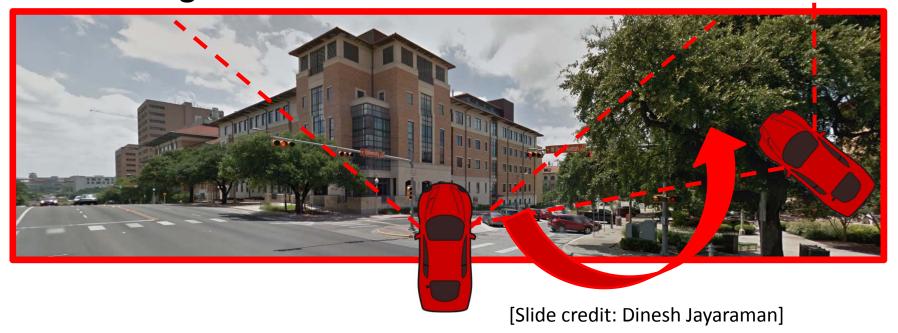
- Associate Ego-Motion and vision by teaching computer vision system the connection:



Ego-motion ↔ vision: view prediction



After moving:



Ego-motion ↔ vision for recognition

Learning this connection requires:

- Depth, 3D geometry
- Semantics
- Context

Also key to recognition!

Can be learned without manual labels!

Approach: unsupervised feature learning using egocentric video + motor signals

Related Works

Integrating vision and motion

Agrawal, Carreira, Malik, "Learning to see by moving", ICCV 2015 Watter, Springenberg, Boedecker, Riedmiller, "Embed to control...", NIPS 2015 Levine, Finn, Darrell, Abbeel, "... visuomotor policies", arXiv 2015 Konda, Memisevic, "Learning visual odometry ...", VISAPP 2015

Visual prediction

Doersch, Gupta, Efros, "... context prediction", ICCV 2015 Oh, Guo, Lee, Lewis, Singh, "Action-conditional video ...", NIPS 2015 Kulkarni, Whitney, Kohli, Tenenbaum, "... inverse graphics ...", NIPS 2015 Vondrick, Pirsiavash, Torralba, "Anticipating the future ...", arXiv 2015

Video for unsupervised image features

Wang, Gupta, "Unsupervised learning of visual ...", ICCV 2015 Goroshin, Bruna, Tompson, Eigen, LeCun, "Unsupervised ...", ICCV 2015

Approach

Ego-motion equivariance

Invariant features: unresponsive to some classes of transformations

$$\mathbf{z}(g\mathbf{x}) \approx \mathbf{z}(\mathbf{x})$$

Equivariant features: predictably responsive to some classes of transformations, through simple mappings (e.g., linear)

"equivariance map"

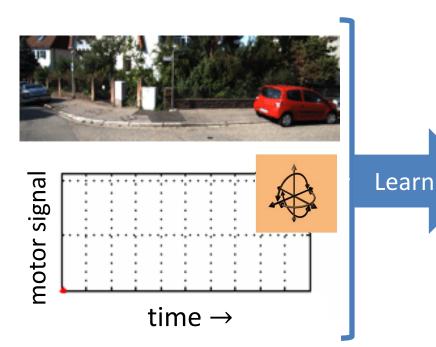
$$\mathbf{z}(g\mathbf{x}) \approx M_g \mathbf{z}(\mathbf{x})$$

Invariance *discards* information; equivariance *organizes* it.

Approach

Training data

Unlabeled video + motor signals



Equivariant embedding

organized by ego-motions

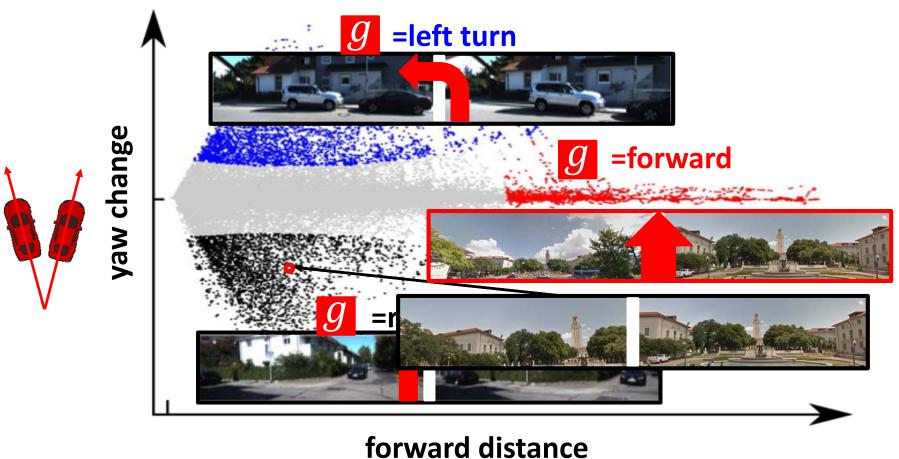
Pairs of frames related by similar ego-motion should be related by same feature transformation

Approach

- 1. Extract training frame pairs from video
- 2. Learn ego-motion-equivariant image features
- 3. Train on target recognition task in parallel

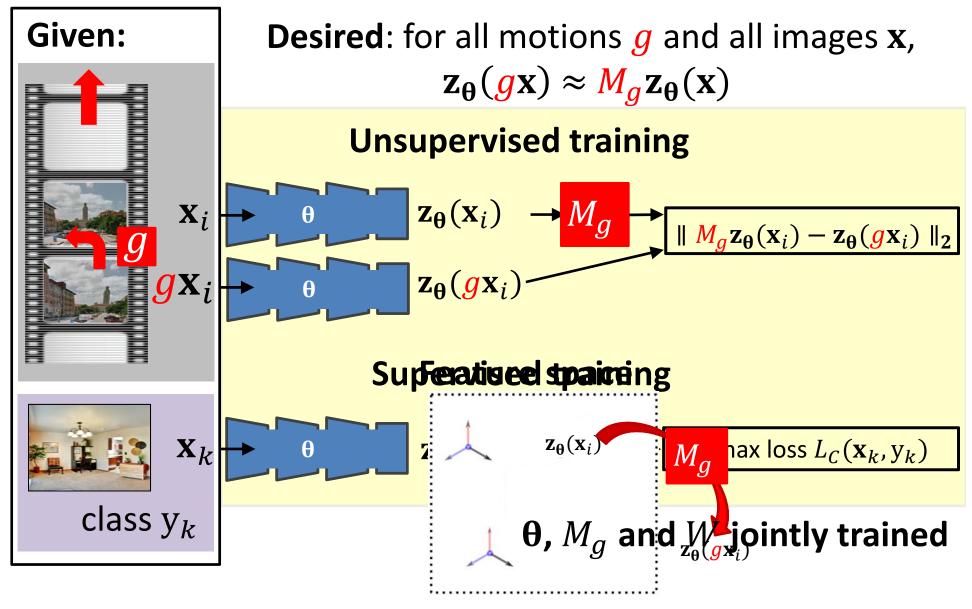
Training frame pair mining

Discovery of ego-motion clusters





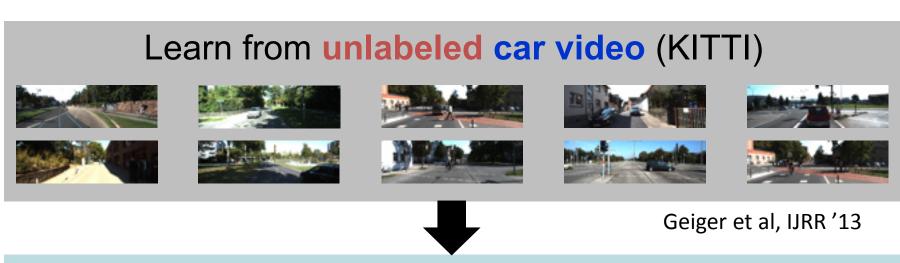
Ego-motion equivariant feature learning



Experiments

- Validation using 3 public datasets: NORB, KITTI, SUN.
- Comparison with different methods: CLSNET, TEMPORAL, DRLIM.

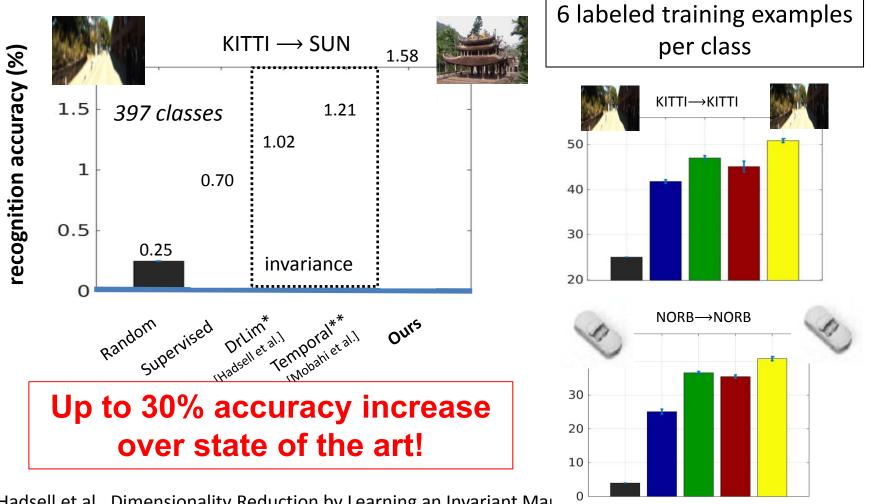
Results: Recognition





Results: Recognition

Do ego-motion equivariant features improve recognition?

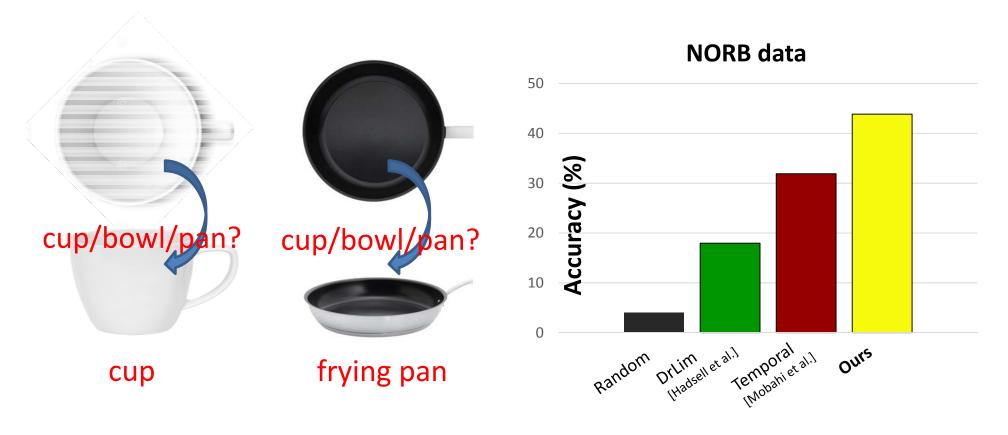


^{*}Hadsell et al., Dimensionality Reduction by Learning an Invariant Maj

^{**}Mobahi et al., Deep Learning from Temporal Coherence in Video, ICML'09

Results: Active recognition

 Leverage proposed equivariant embedding to select next best view for object recognition



[Slide credit: Dinesh Jayaraman]

Conclusion and Future Work

- The paper provided a new embodied visual feature learning paradigm.
- The Ego-motion equivariance boosts performance across multiple challenging recognition tasks.





- Why KITTI training and not some other domain based training?
- Why does incorporating DRLIM improve EQUIV? Still Temporal coherence properties left to be learned?
- Is it meaningful to compare EQUIV or EQUIV + DRLIM with the other cases with respect to equivariance error?





Thank You