

# LEARNING TO COMPARE

GRAHAM TAYLOR

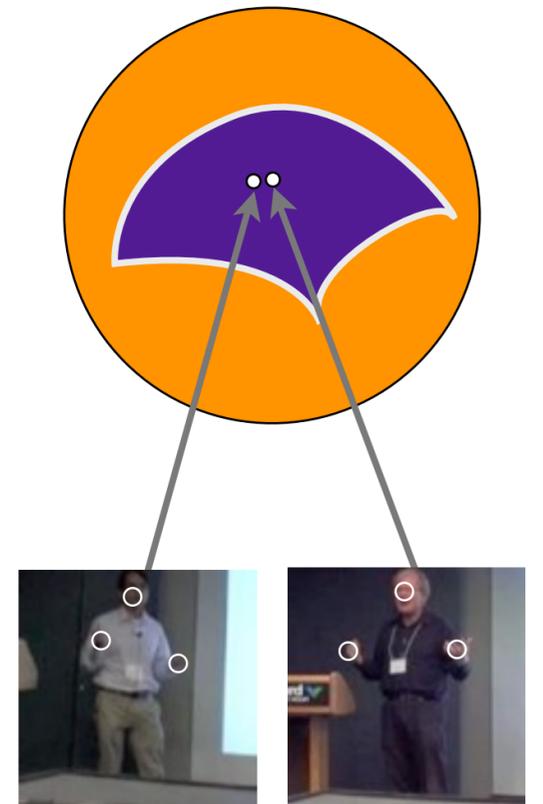
SCHOOL OF ENGINEERING  
UNIVERSITY OF GUELPH

Deep Learning Summer School 2015  
Montreal, Quebec

# Overview: this talk

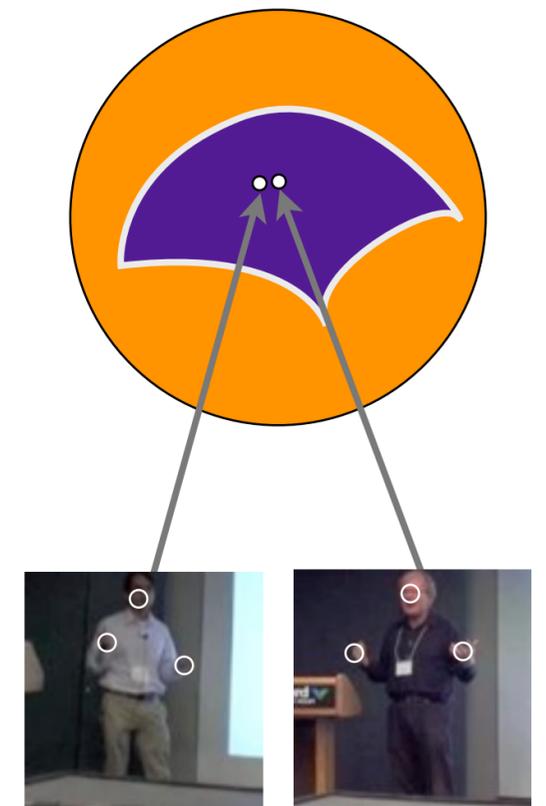
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- Learning to compare examples
  - it's a big field!
  - we will focus on methods inspired by **deep learning** and **representation learning**



# Overview: this talk

- Learning to compare examples
  - it's a big field!
  - we will focus on methods inspired by **deep learning** and **representation learning**
- Applications: finding similar documents, pose-sensitive retrieval, zero-shot learning



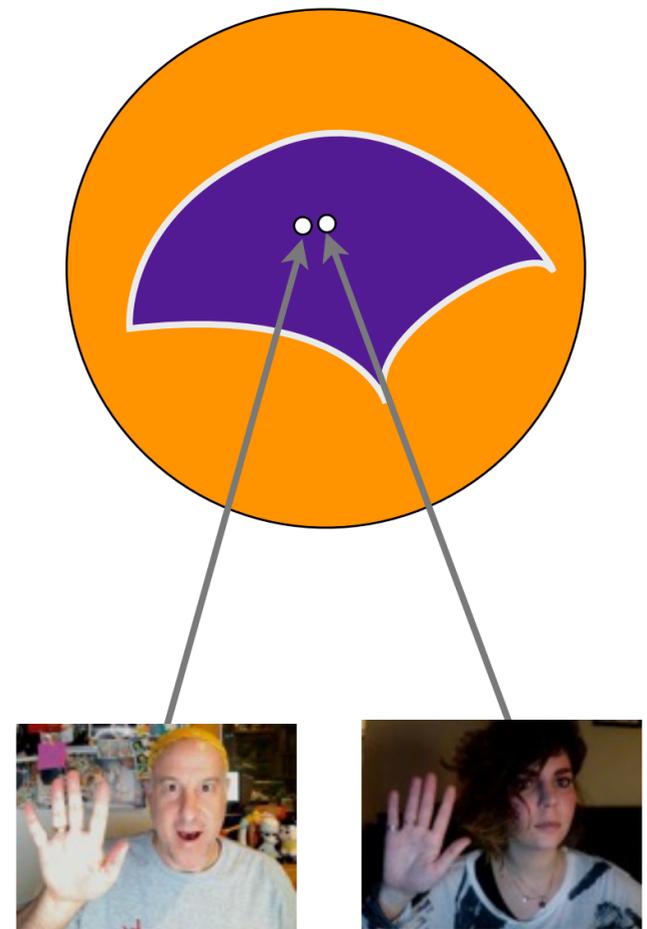
# Learning similarity

- Pixel distance  $\neq$  perceptual similarity
- Computing distances in pixel space is also computationally expensive
- Learning parametric embeddings that are *invariant* to certain input variability



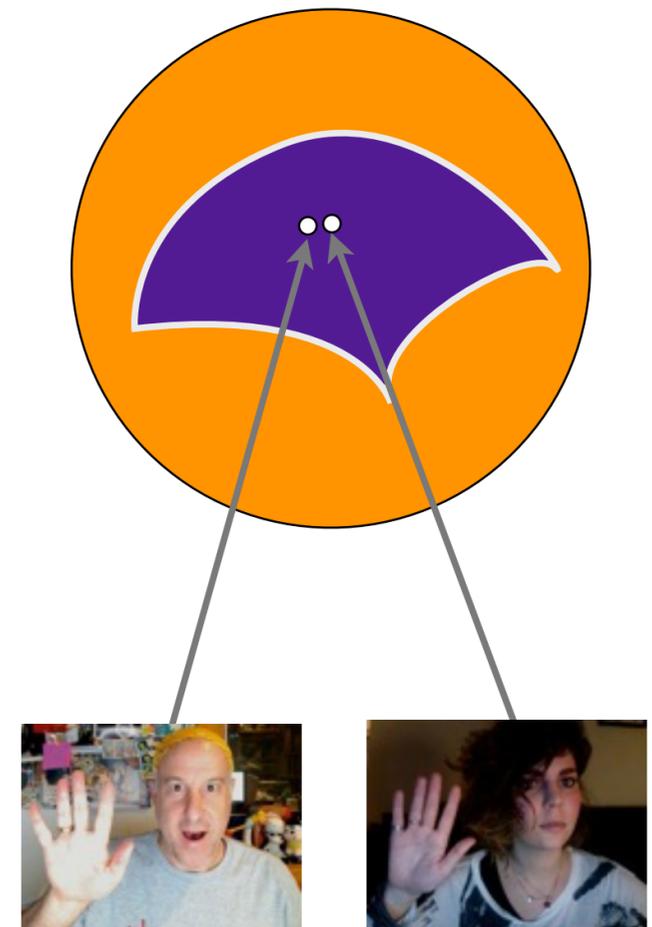
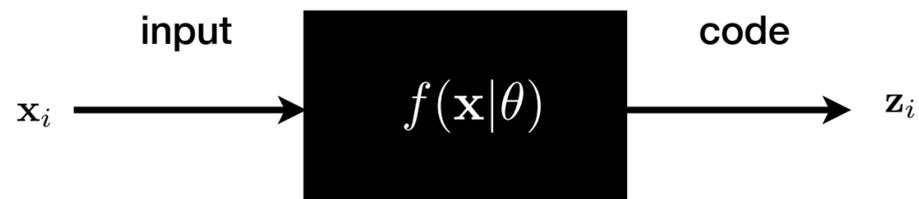
# The setup

- Perceptually similar observations are mapped to nearby points on a manifold
- Key question: where does similarity come from?



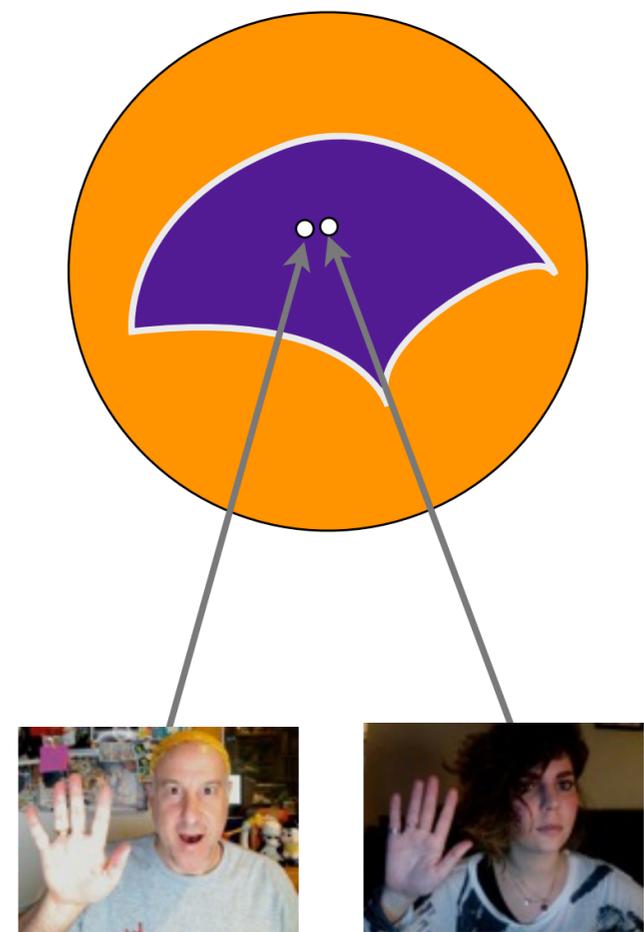
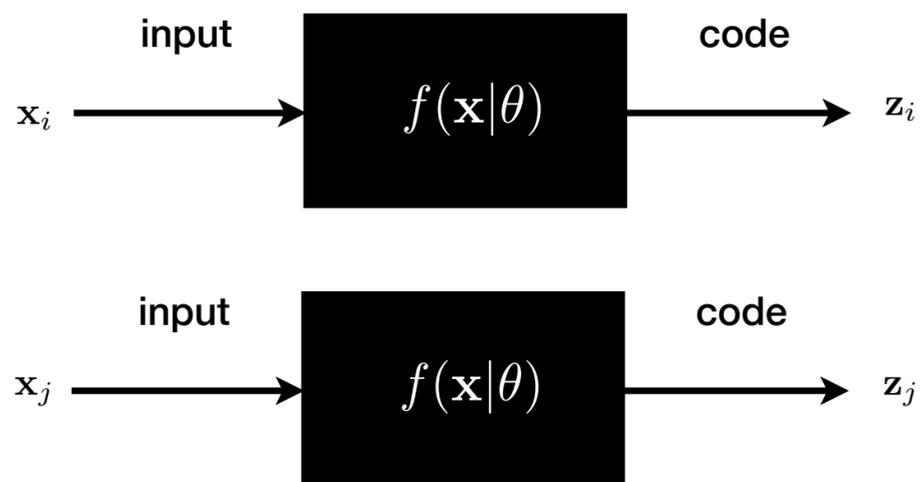
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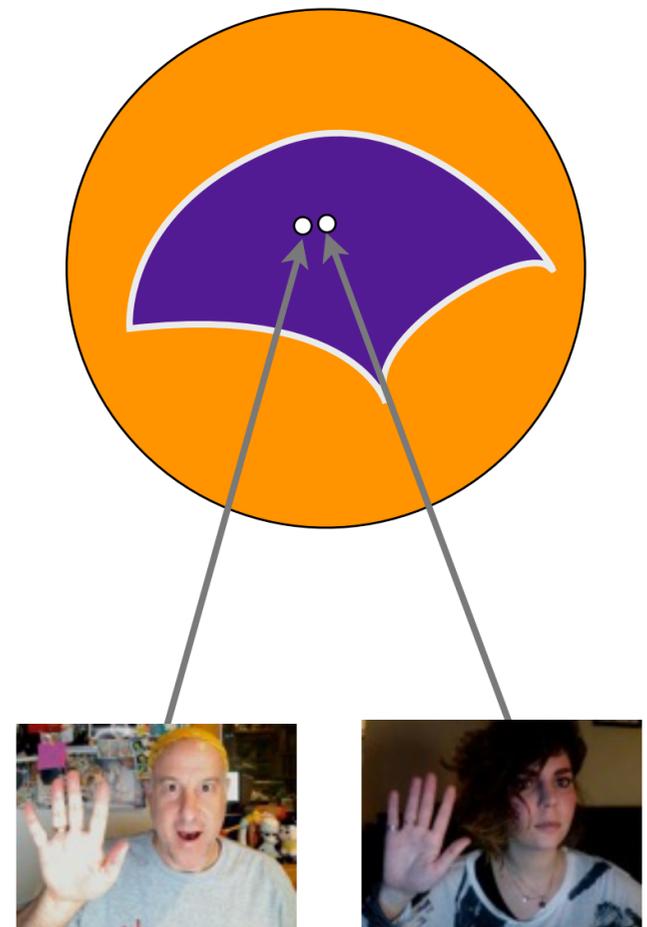
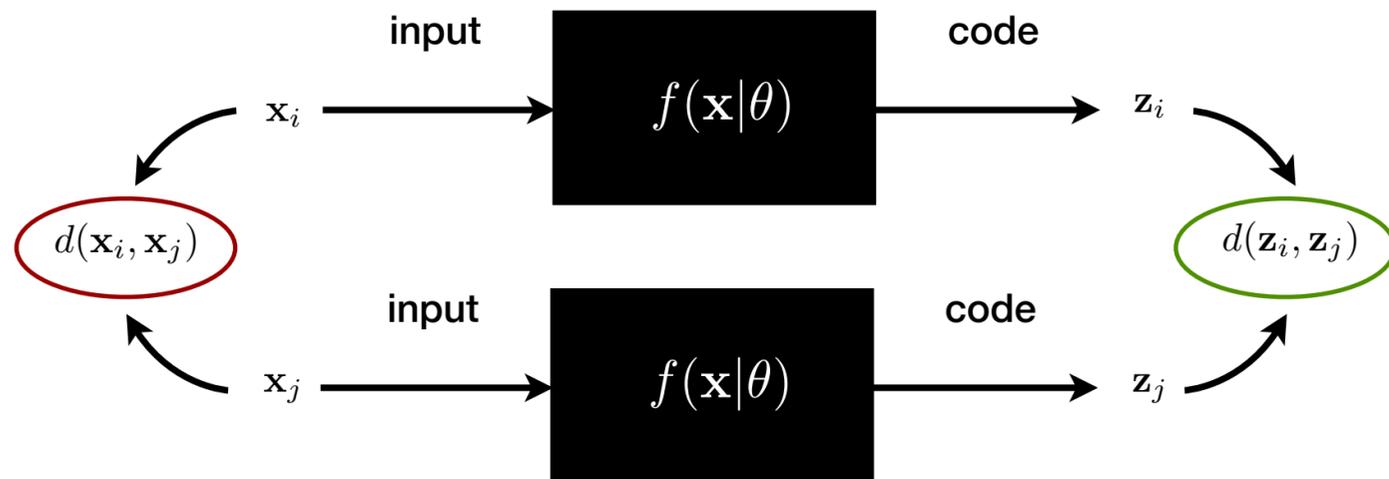
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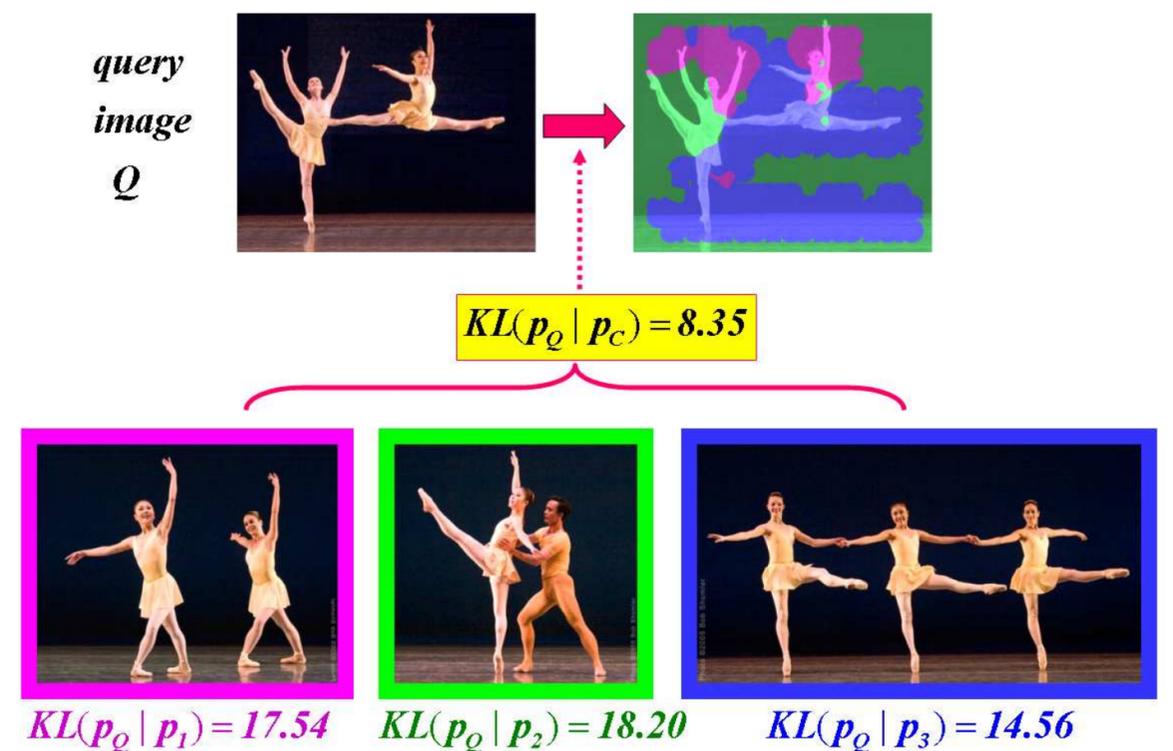
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# One motivation: nearest neighbour methods

- Surprisingly effective (Boiman et al. 2008, McCann and Lowe, 2012)
- Fast, especially when combined with Approximate Nearest Neighbour or Hashing
- Generalize to new classes at near-zero cost (Mensink et al. 2013)





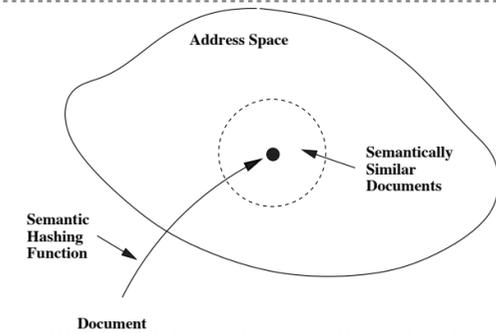
Credit: Google Server Farm in Council Bluffs, Iowa (Wired)

# Outline

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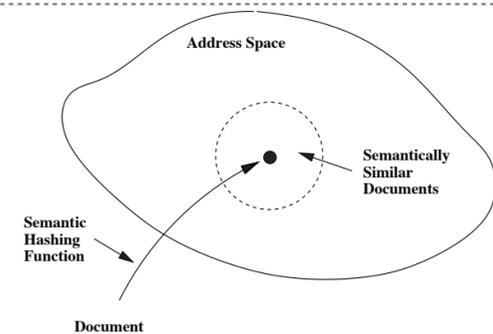
LSA, Semantic Hashing, Multi-index Hashing



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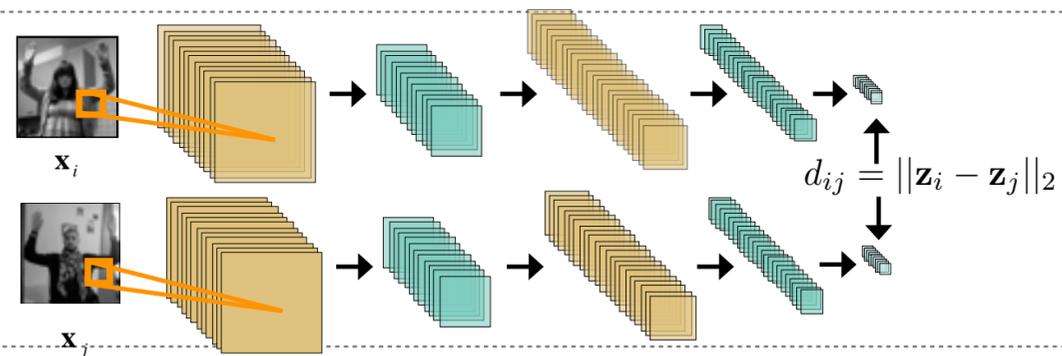
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## Supervised

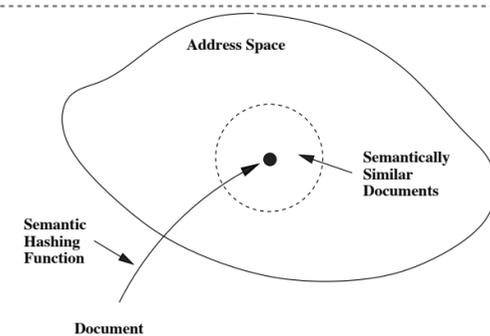
NCA, Nonlinear NCA, DrLIM, Triplet Embedding



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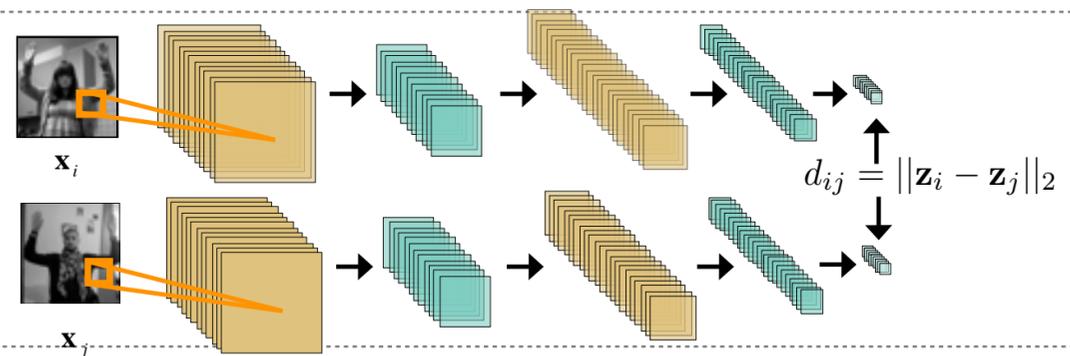
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LSA, Semantic Hashing, Multi-index Hashing



## Supervised

NCA, Nonlinear NCA, DrLIM, Triplet Embedding



## Weakly supervised

Applications to pose-sensitive retrieval, zero-shot learning



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- Learn (possibly deep) representations **completely unsupervised**
  - compute distances between top-level representations
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- Classical methods: Latent Semantic Analysis (based on SVD), pLSA, LDA
  - But directed models don't seem like a natural fit
  - fast inference is important for information retrieval

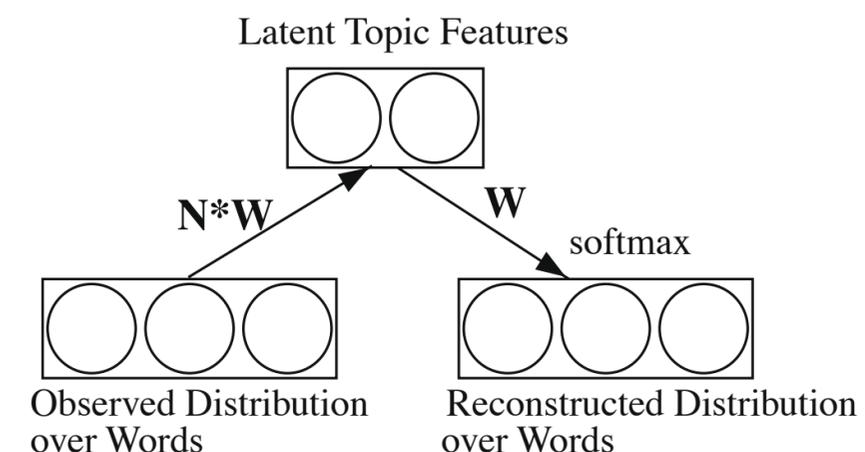
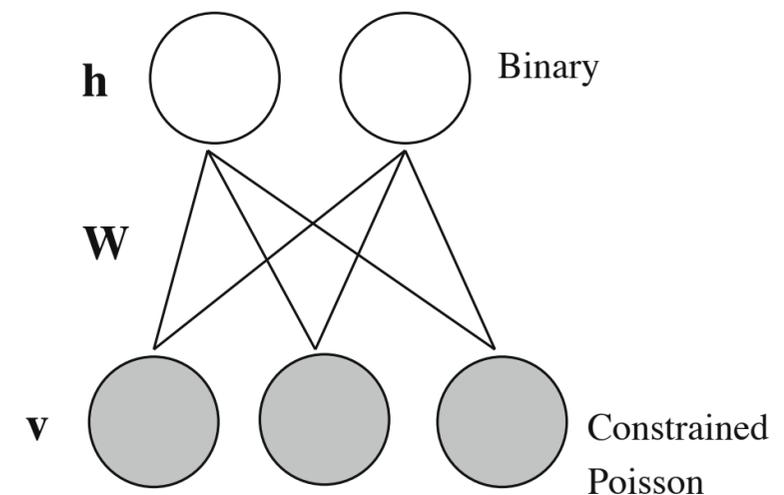
# Unsupervised approach

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- Classical methods: Latent Semantic Analysis (based on SVD), pLSA, LDA
  - But directed models don't seem like a natural fit
  - fast inference is important for information retrieval
- Use **undirected models** in which exact inference is fast
  - Single layer approach by generalizing RBMs: Welling et al. 2005
  - Multi-layer approach: Salakhutdinov and Hinton 2007 “Semantic Hashing”

# Constrained Poisson model

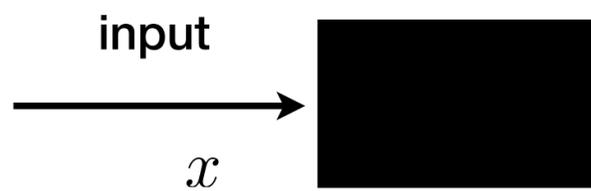
- Visible layer represents word-count vector of a document
  - special RBM:  
“Constrained Poisson Model”
- Learn Constrained Poisson  $\rightarrow$  Binary first layer
- This allows you to represent each document with a binary representation
- Forms the first layer of a deep model

Restricted Boltzmann Machine (RBM)

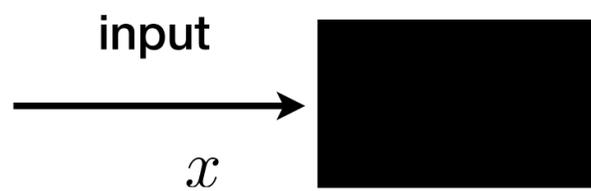


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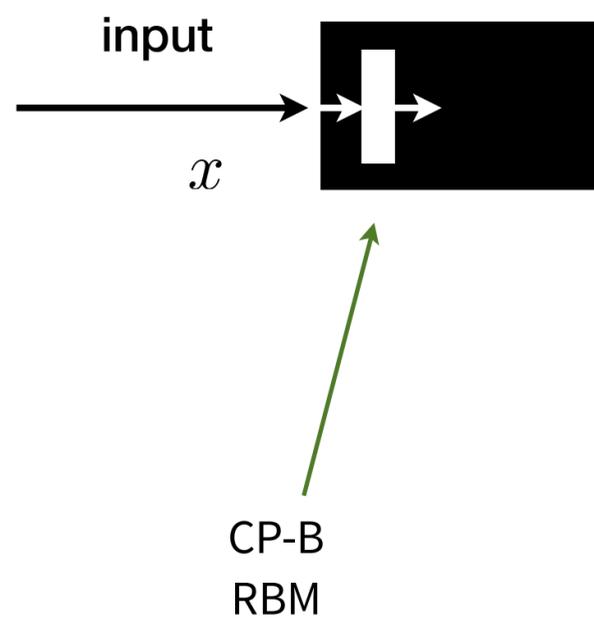


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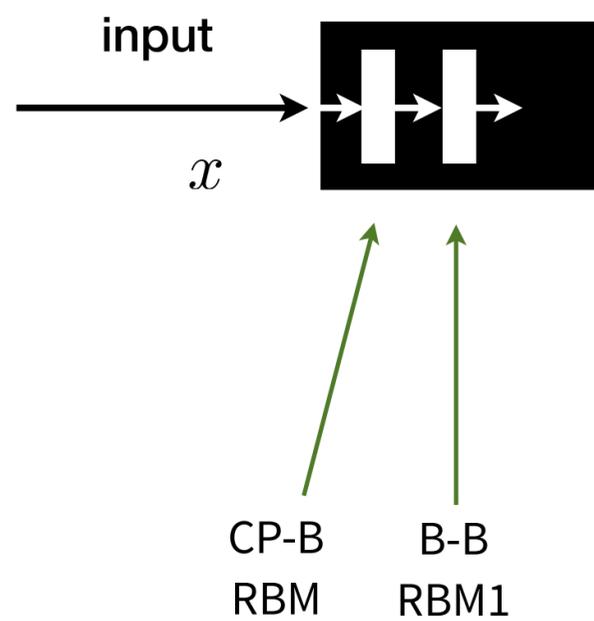
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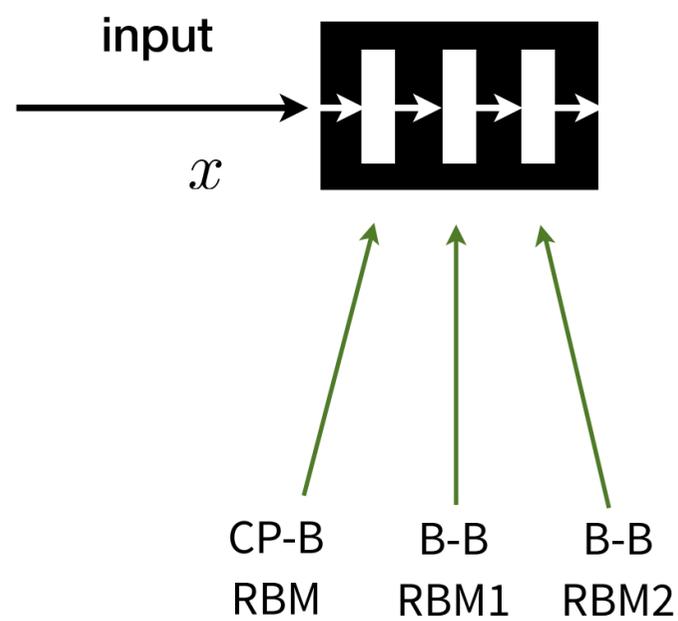
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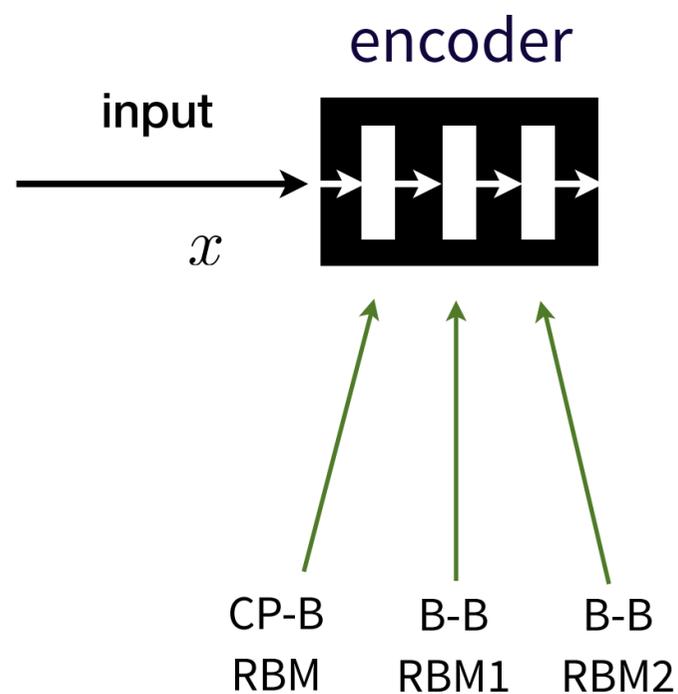
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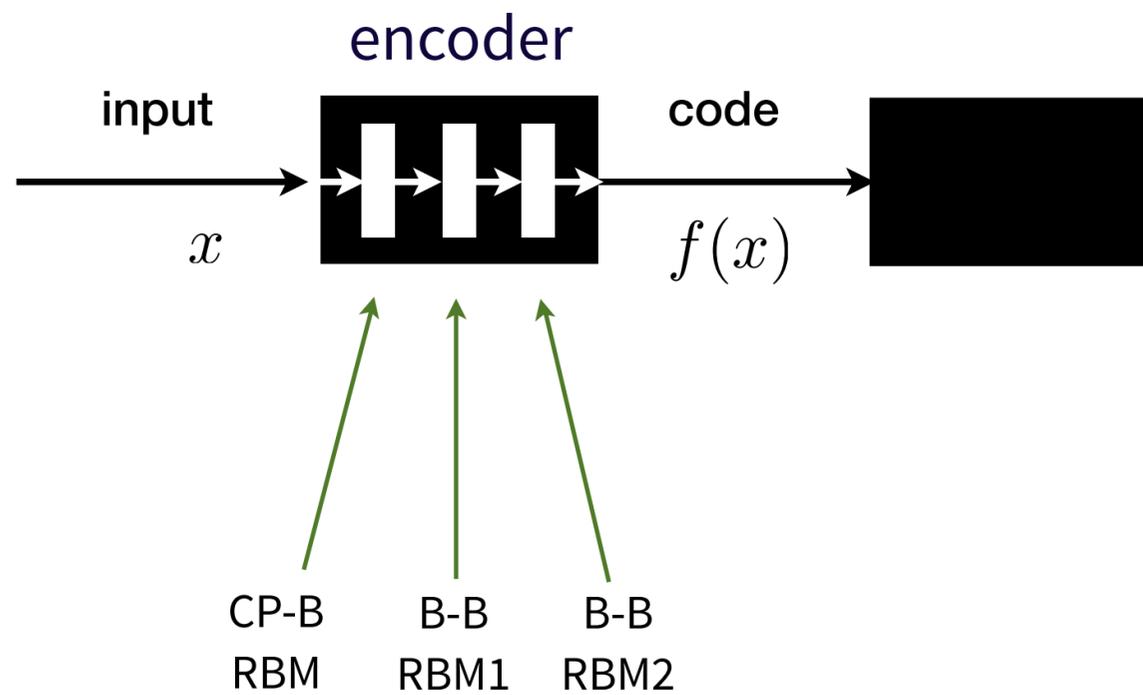
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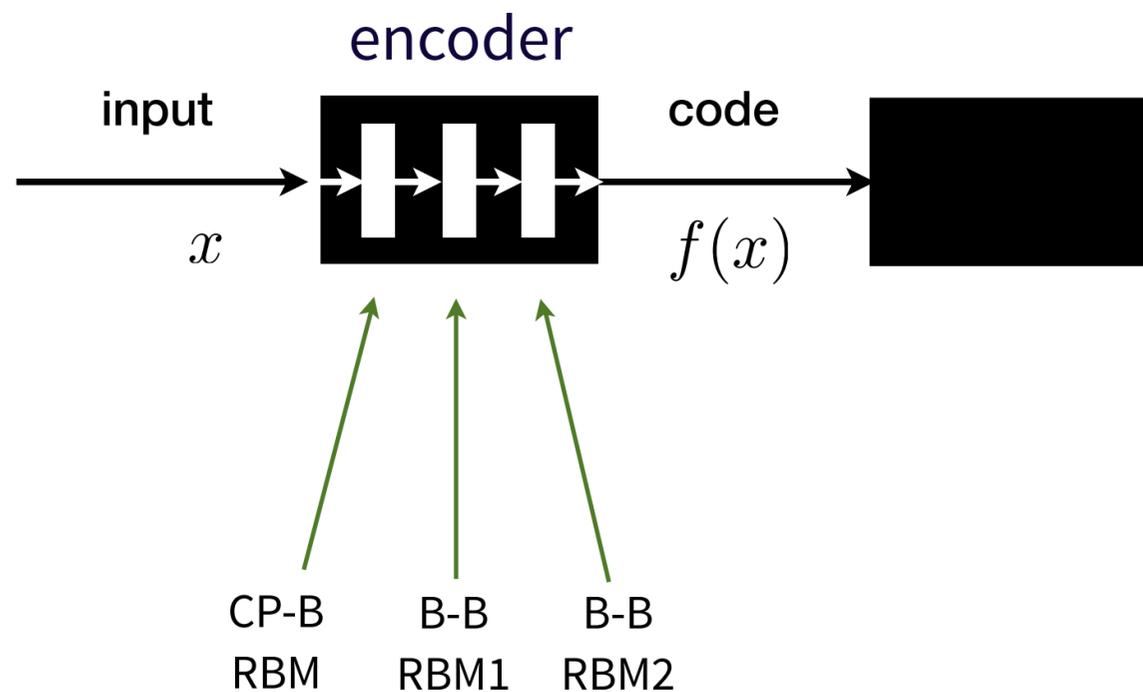
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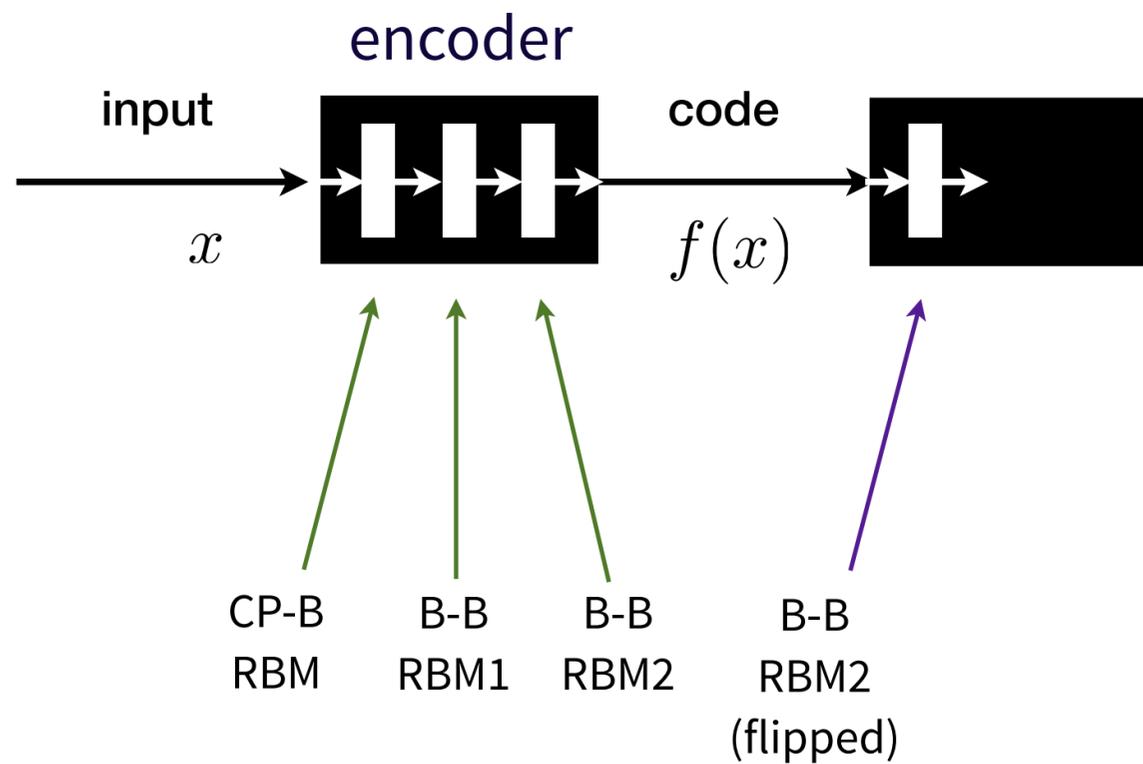
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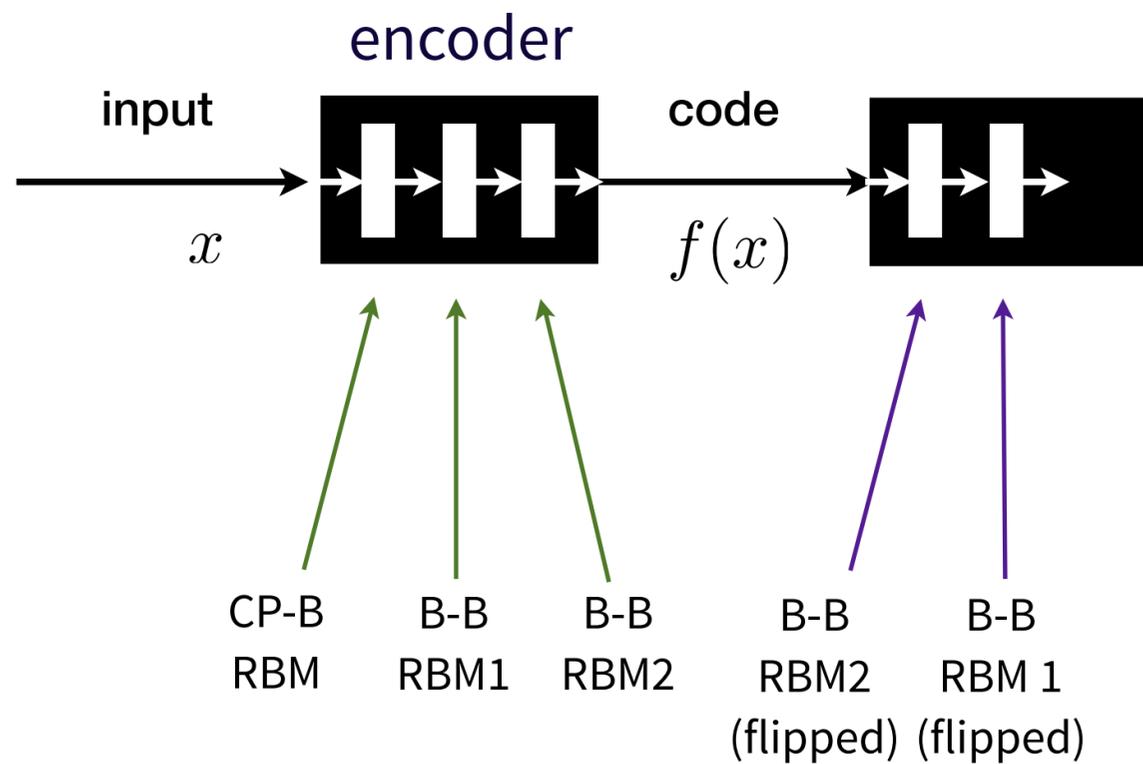
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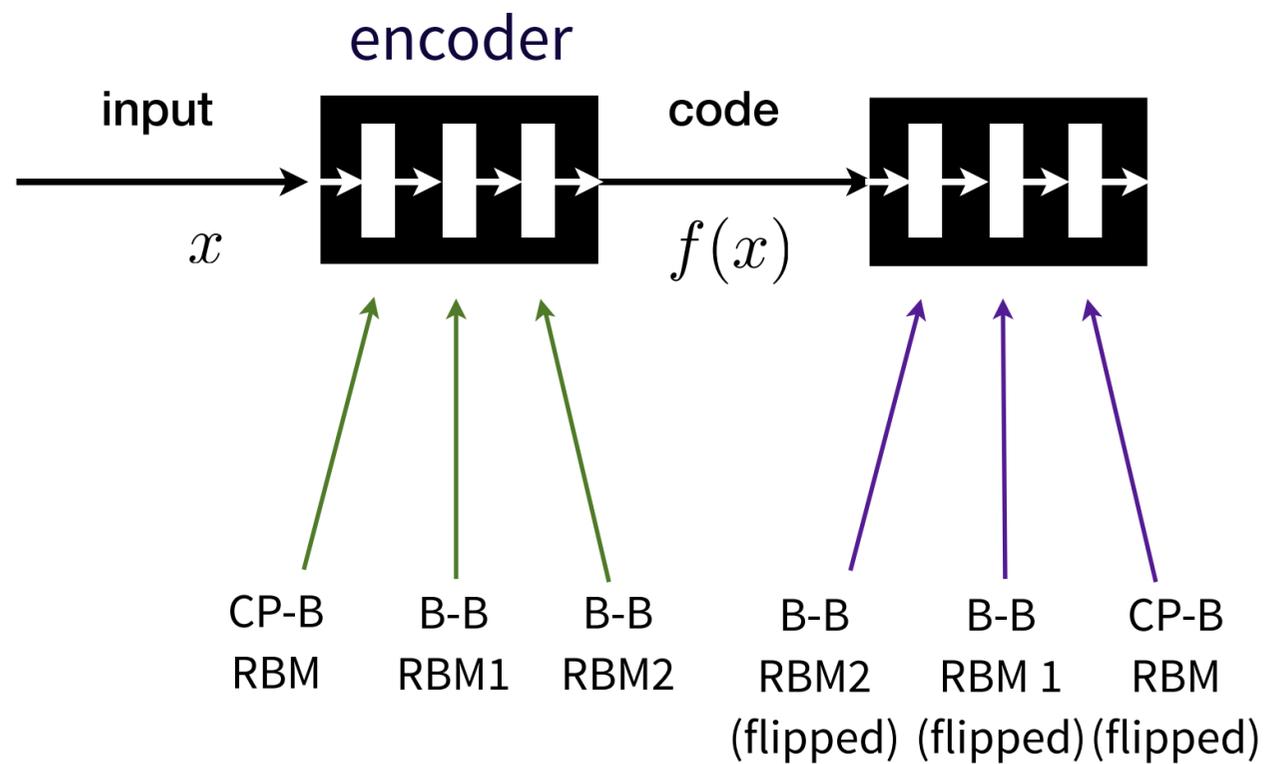
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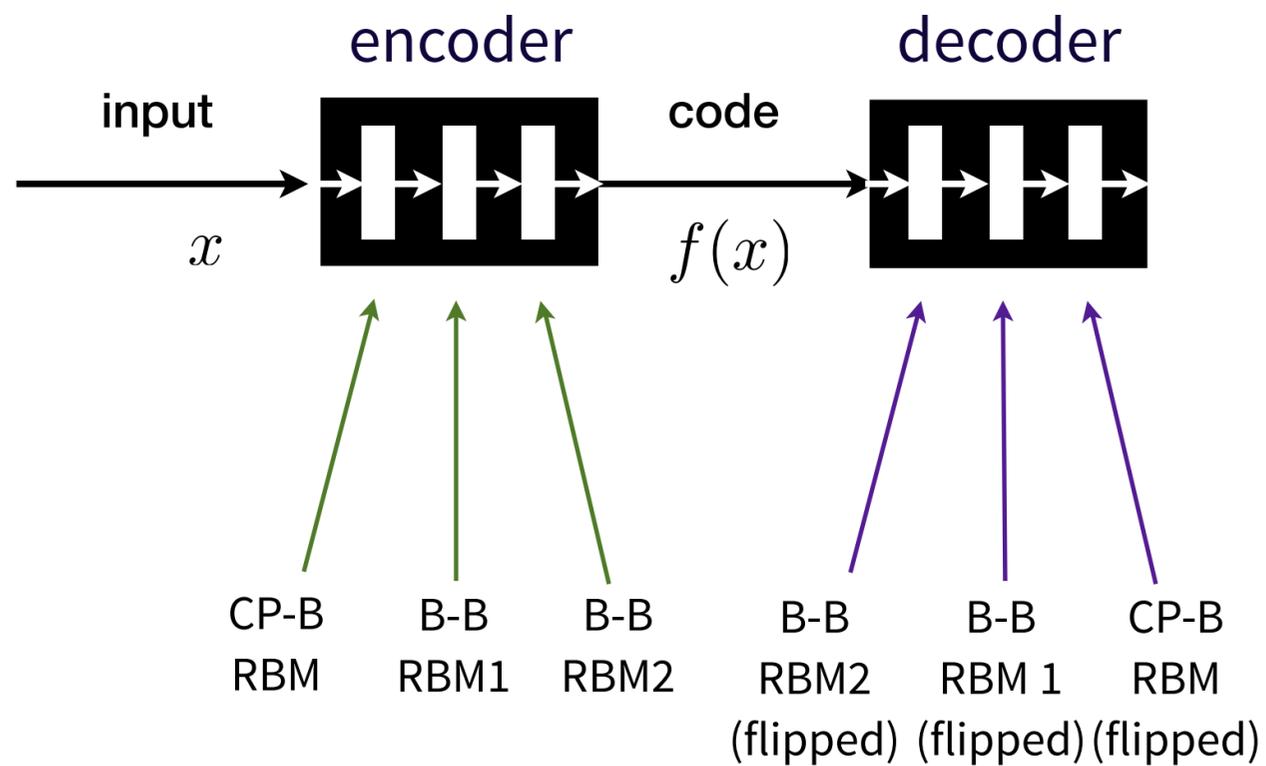
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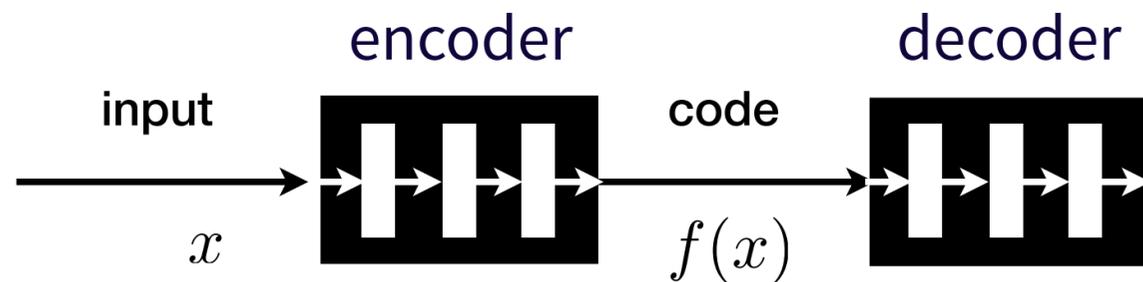
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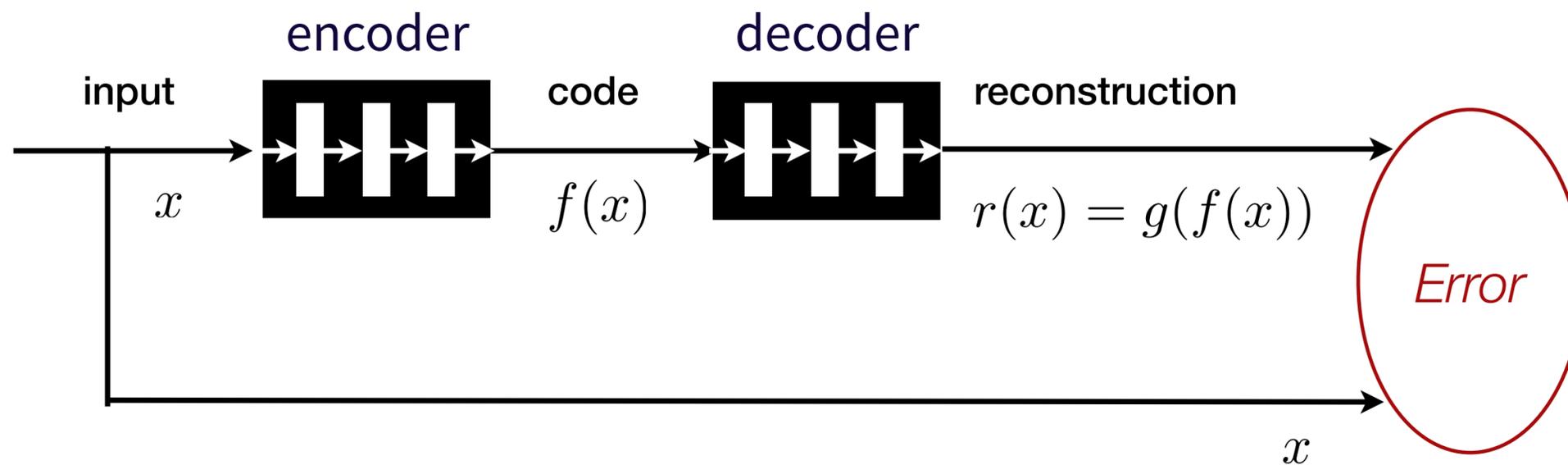
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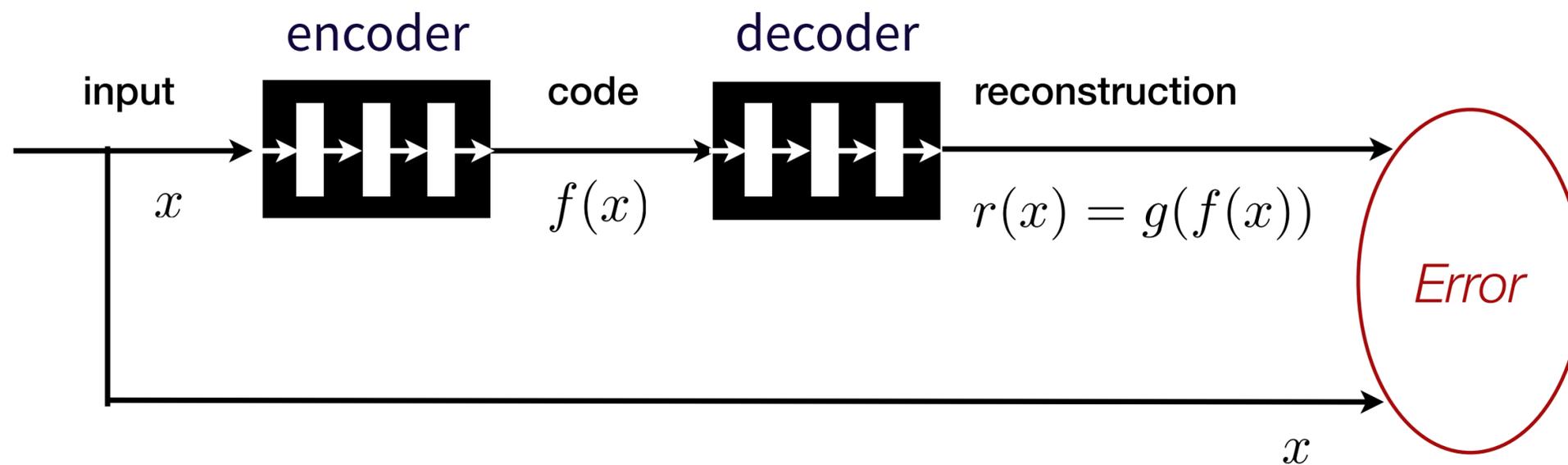
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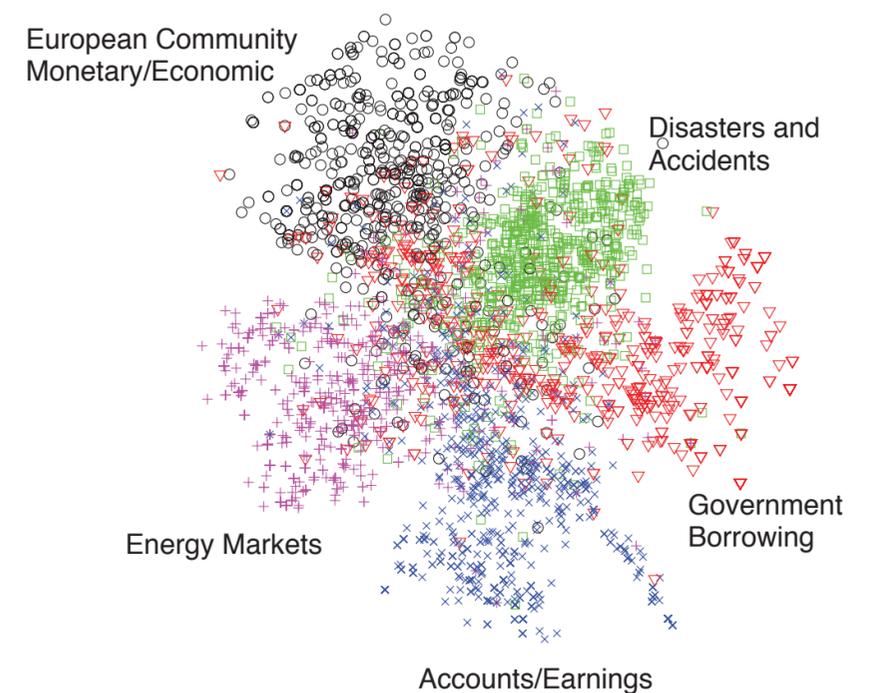
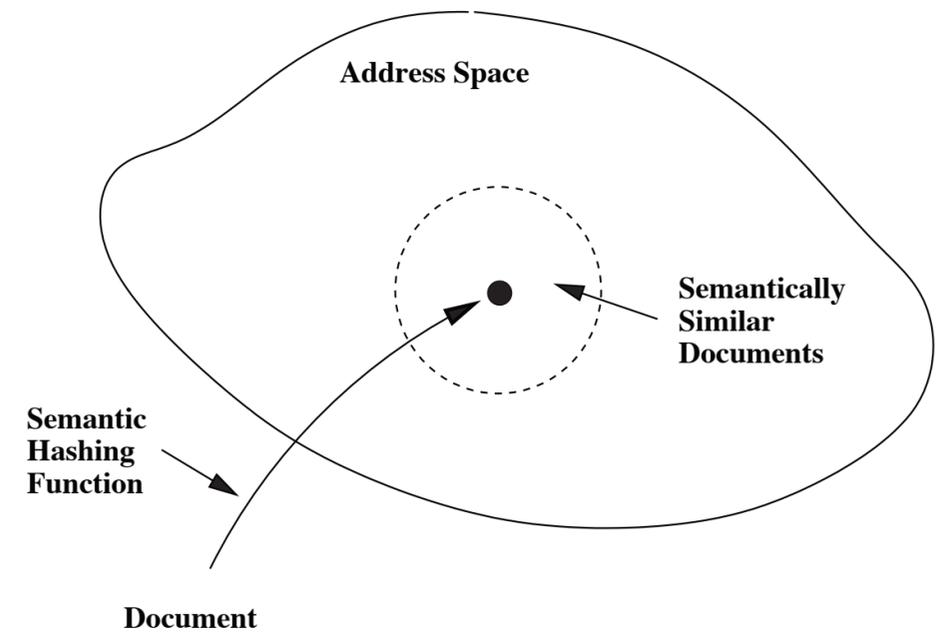
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- Learn one or more binary RBMs in a “greedy” fashion
- Unroll to a deep autoencoder and “fine-tune” w/ backprop
  - During fine-tuning **add Gaussian** noise to code layer
  - This **forces the codes to be close to binary**

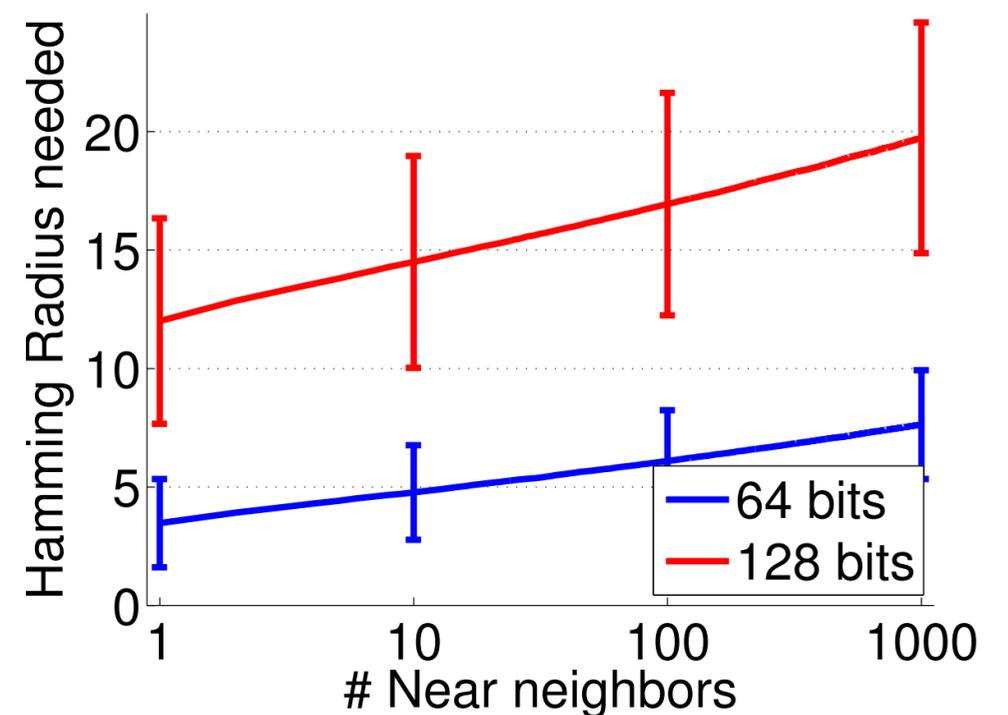
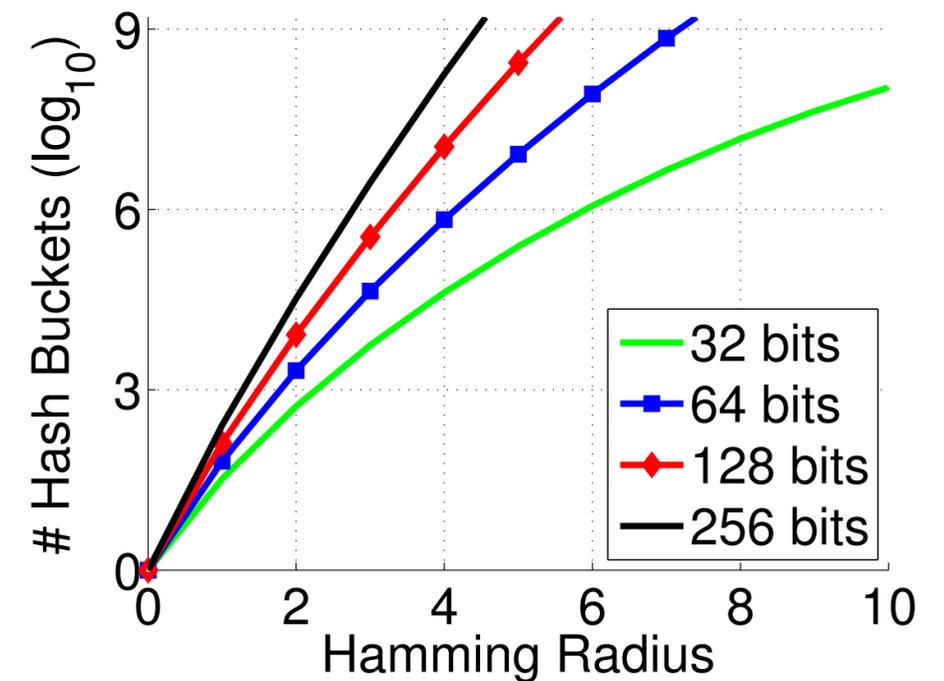
# Extremely fast retrieval

- Documents are mapped to 20-D binary codes
- Can retrieve similar documents stored at nearby addresses with **no search**
- Binary LSA significantly reduces performance
  - Not surprising: it has not been optimized to make binary codes perform well
- One weakness: documents with similar addresses have similar content but the converse is not necessarily true
  - Can we use **external information** (e.g. labels) to **pull together codes of similar documents**?



# Hashing longer codes

- If code lengths are  $> 32$  bits, use codes as direct indices (addresses) into a hash table
  - dramatic increase in search speed compared to exhaustive linear scan
- Code lengths are often much longer in order to achieve good performance
  - but number of hash buckets to examine grows near-exponentially with search radius

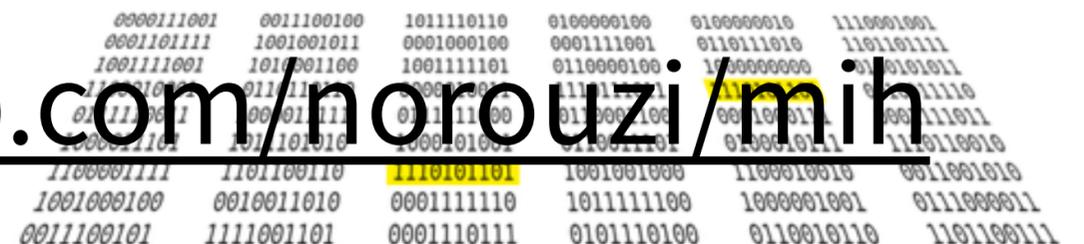


# Multi-index hashing

(Norouzi et al. 2012, 2014)

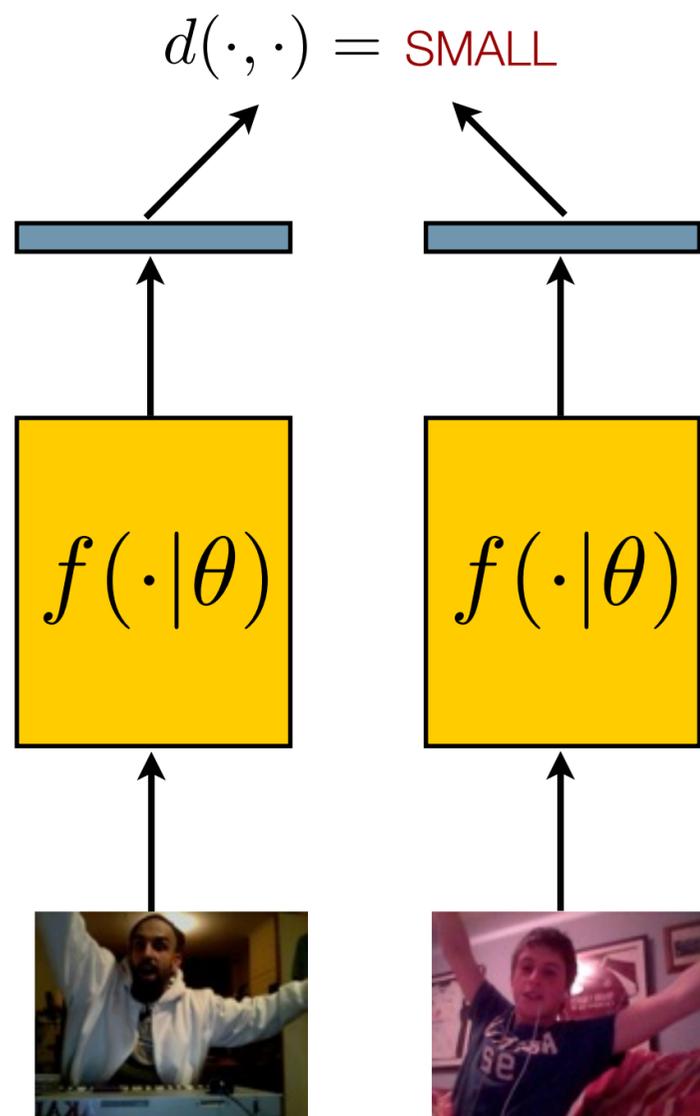
- When hash codes are  $> 32$  bits, use Multi-index hashing
- Provably sub-linear search complexity for uniformly distributed codes
- Binary codes are indexed  $m$  times into  $m$  different hash tables, based on  $m$  disjoint substrings
- Given a query code, entries that fall close to the query in at least one such substring are considered neighbour candidates
- Candidates then checked for validity using entire binary code
- Guaranteed that all true neighbours will be found

<https://github.com/norouzi/mih>

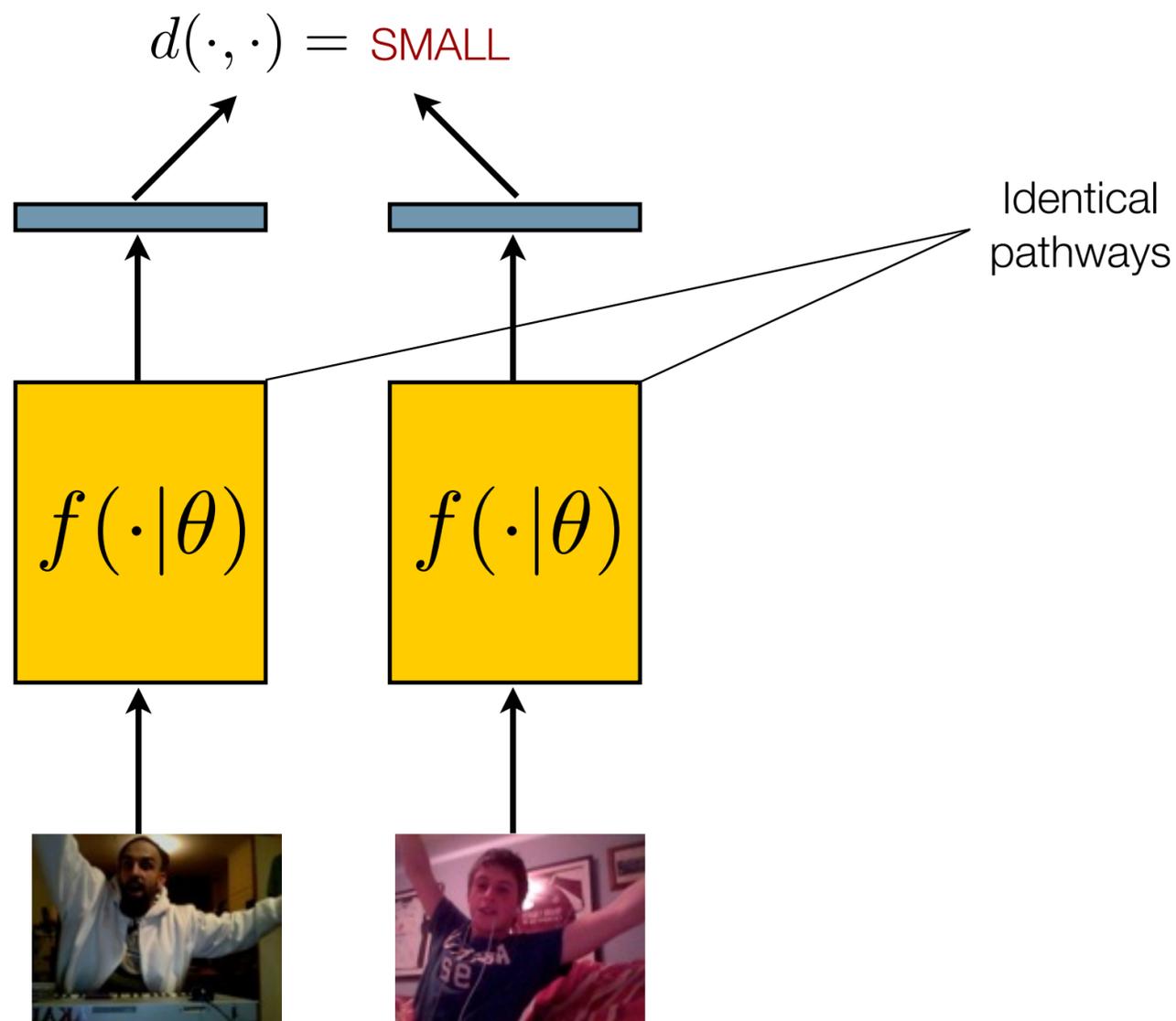
A decorative background of binary code (0s and 1s) arranged in a grid-like pattern. The URL 'https://github.com/norouzi/mih' is overlaid on the code, with the text 'norouzi/mih' highlighted in yellow.



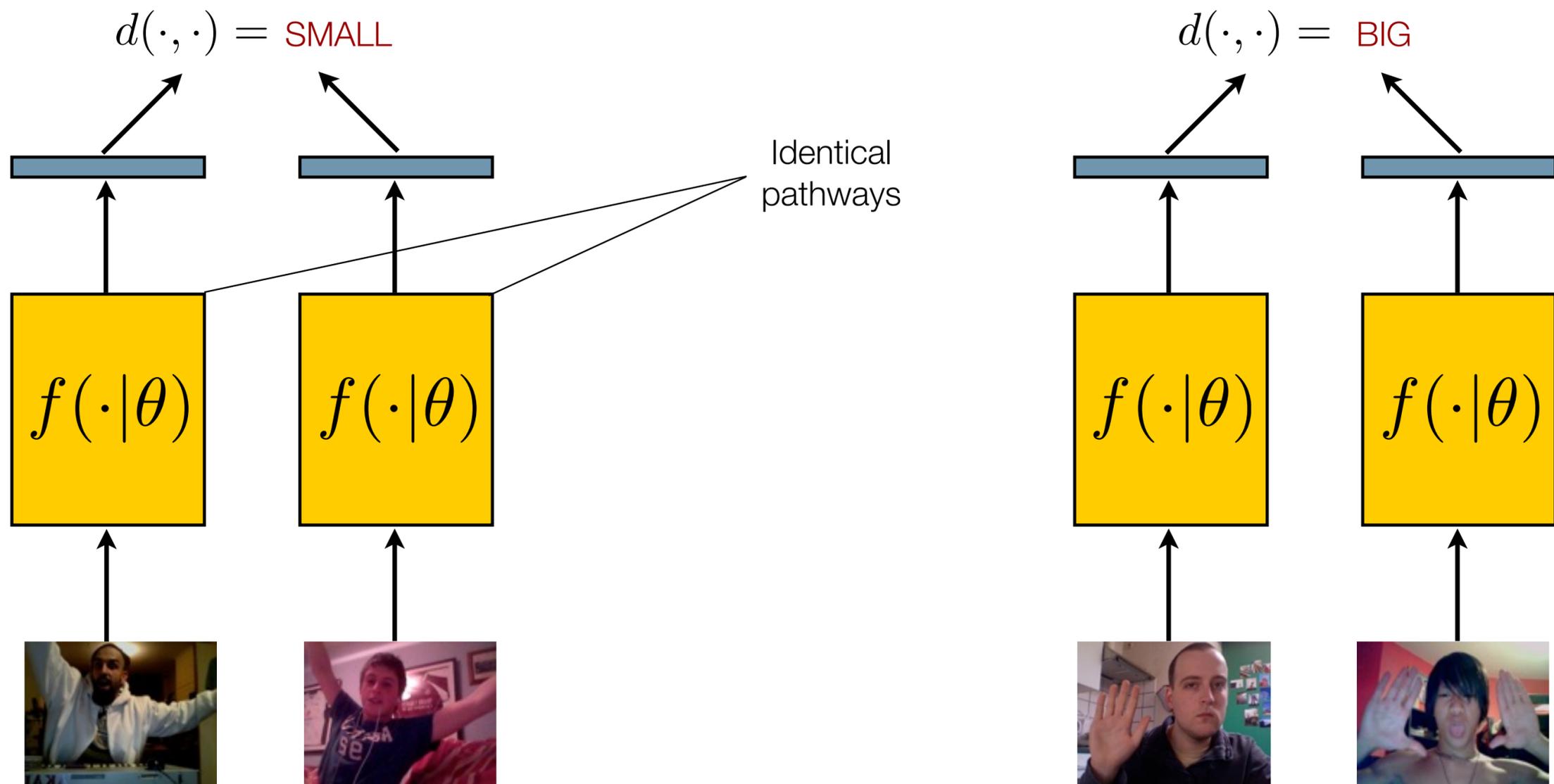
# Learning embeddings with a Siamese network



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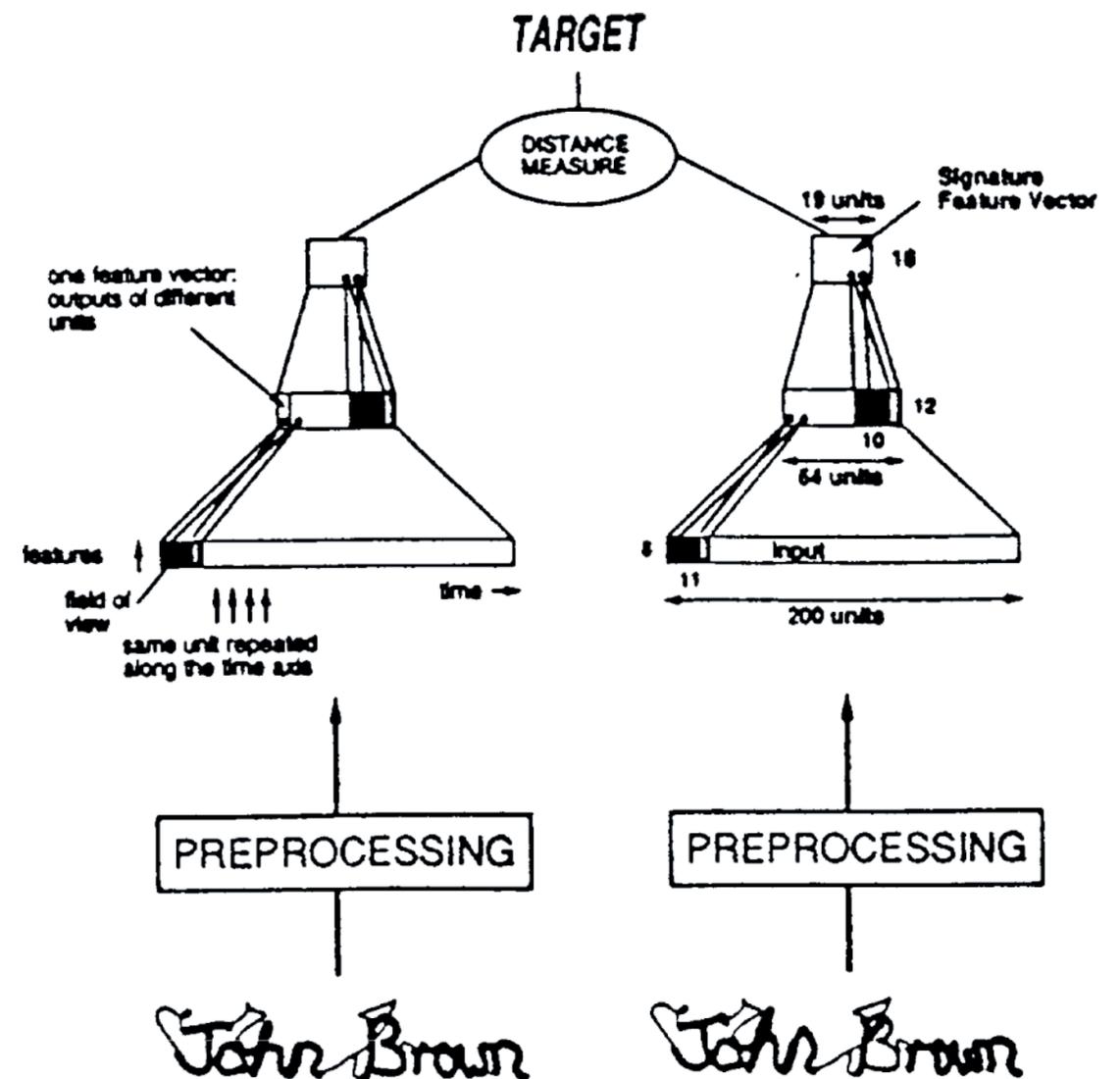
# Learning embeddings with a Siamese network



# Not a new idea!

(Bromley, Guyon, LeCun, Sackinger, and Shah 1994)

- Architecture proposed for signature verification
  - didn't really get the distance function right
  - learning unstable
  - small (by today's standards) training set
- 1D convolution (TDNN)
- Developed independently elsewhere:
  - Baldi and Chauvin, 1992: fingerprint verification
  - Becker and Hinton, 1992 - discovering depth in random-dot stereograms



# Convnets: single stage

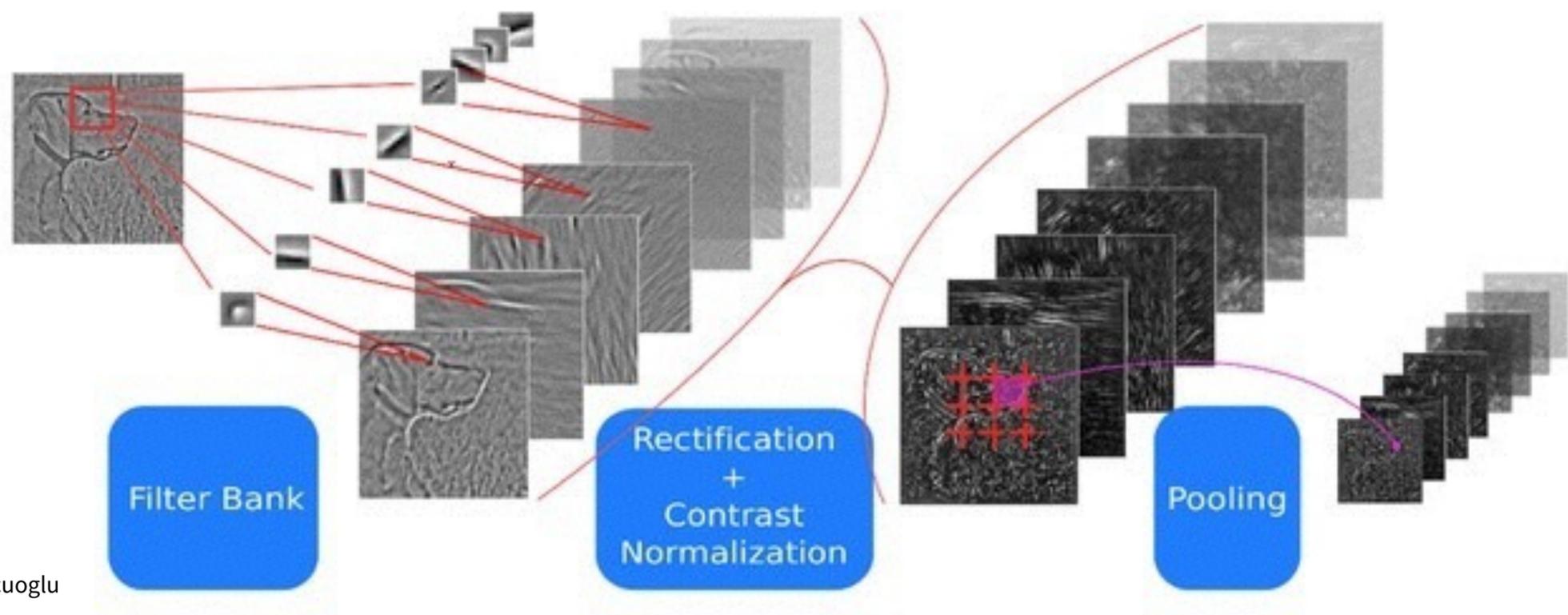
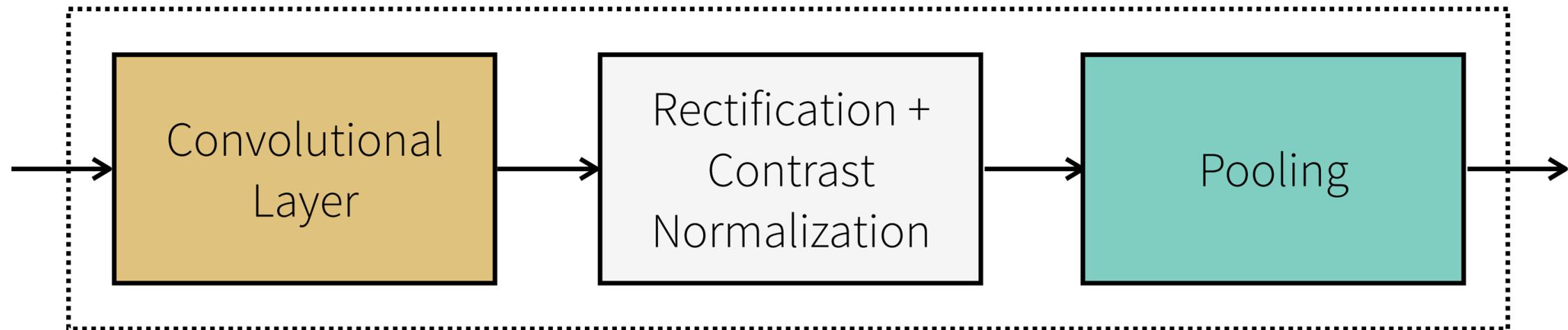
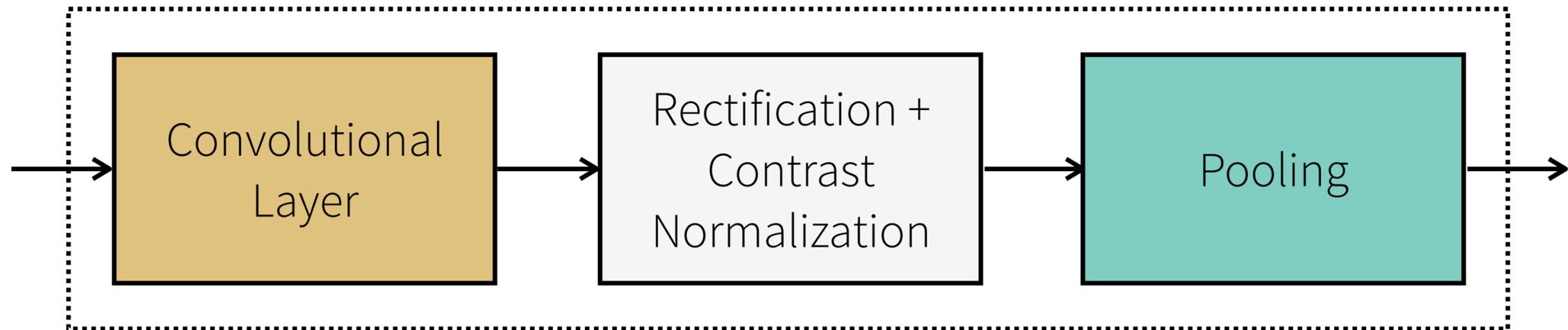


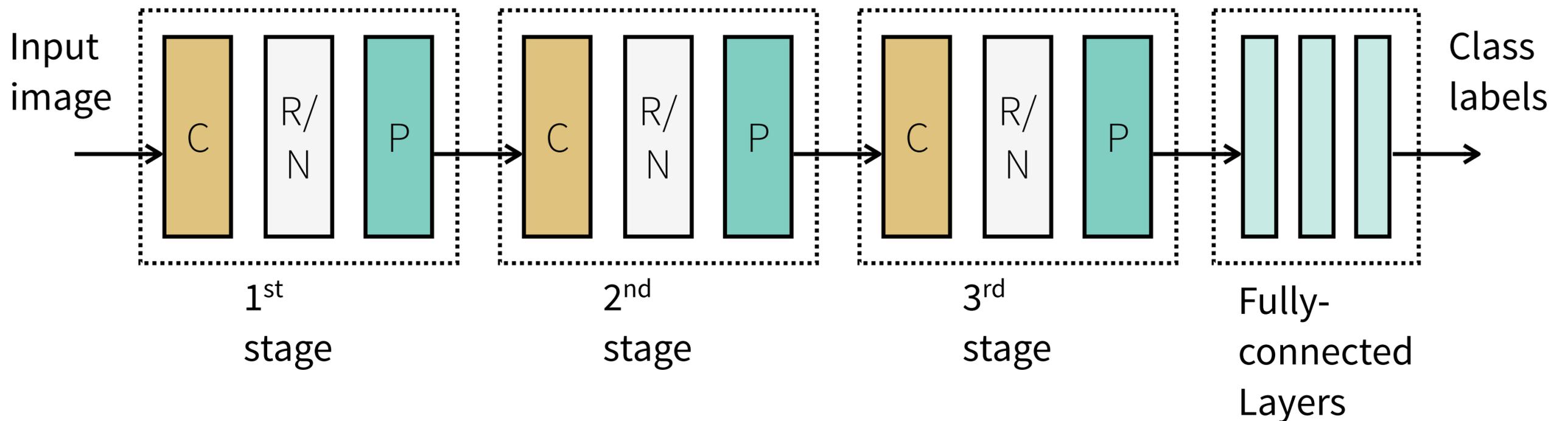
Image credit: Koray Kavukcuoglu

# Convnets: typical architecture

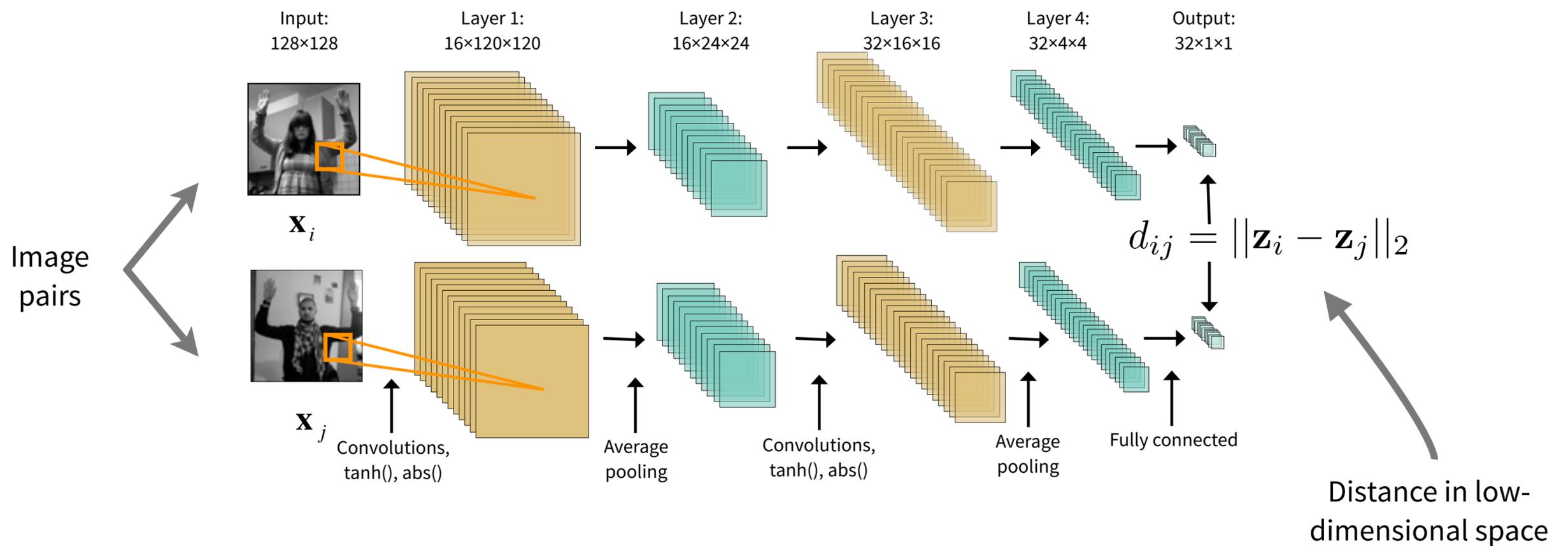
## Single stage



## Whole system



# Embedding with a Siamese convnet



What's the objective function?

- needs to pull together semantically similar pairs
- needs to push apart semantically dissimilar pairs

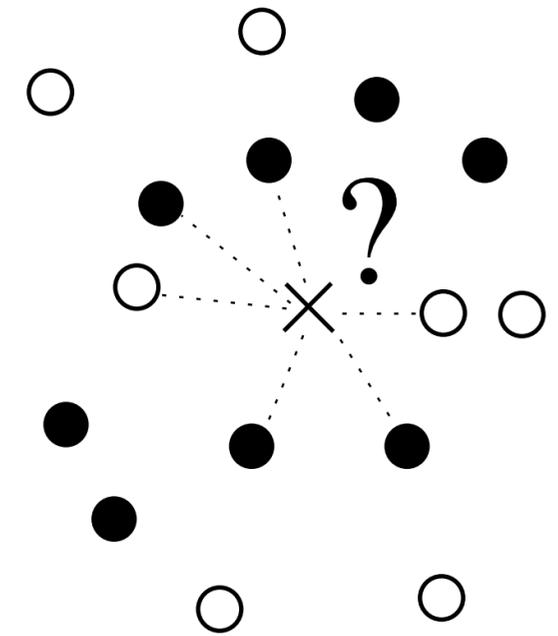
# Training Siamese nets

(Bromley, Guyon, LeCun, Sackinger, and Shah 1994)

- Siamese nets can be trained by error backpropagation, **just need to define an objective function:**
  - Neighbourhood Component Analysis (Goldberger et al. 2004)
  - Dimensionality Reduction by Learning an Invariant Mapping (Hadsell et al. 2006)
  - Triplet-based Criterion (Chechik et al. 2010)
  - Quadruplet-based Criterion (Law et al. 2013)

# Neighbourhood components analysis (NCA)

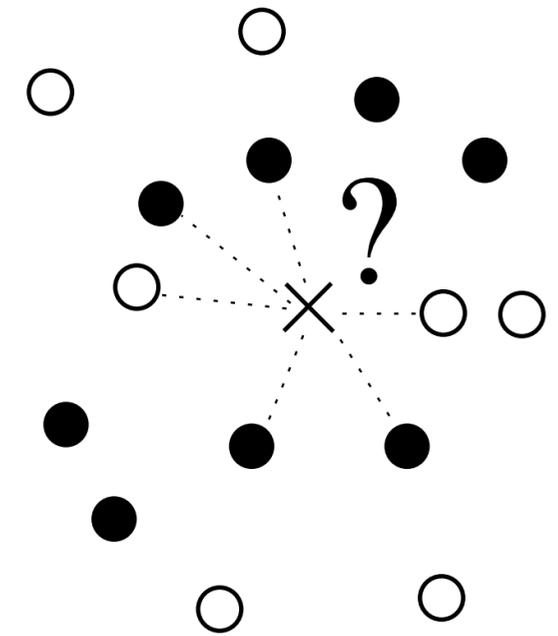
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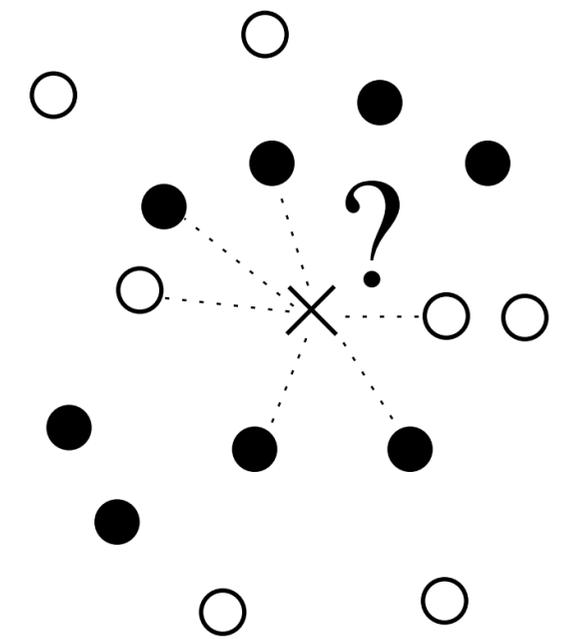
- Learn a metric which minimizes KNN classification error



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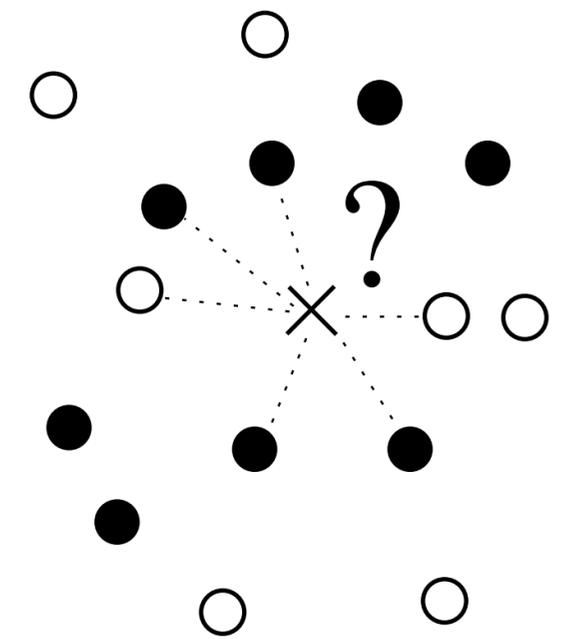
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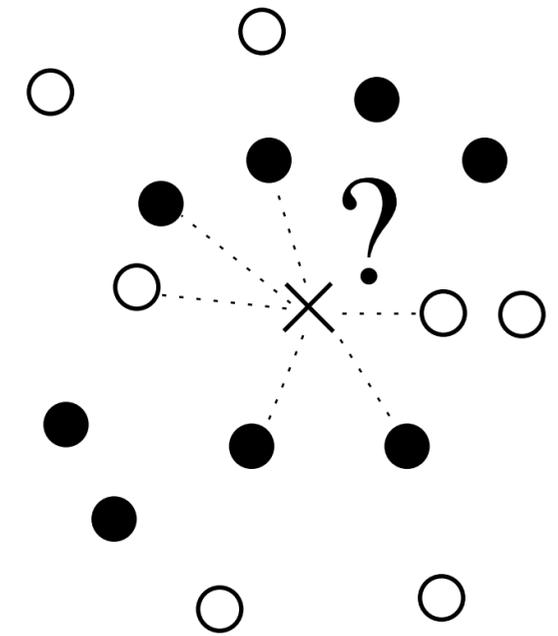
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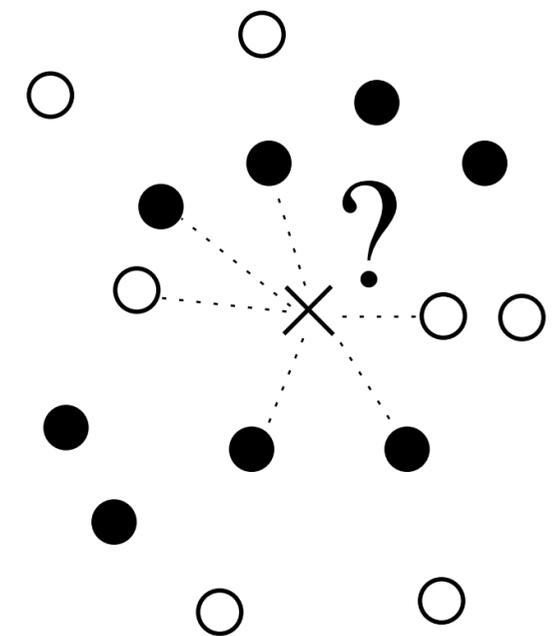
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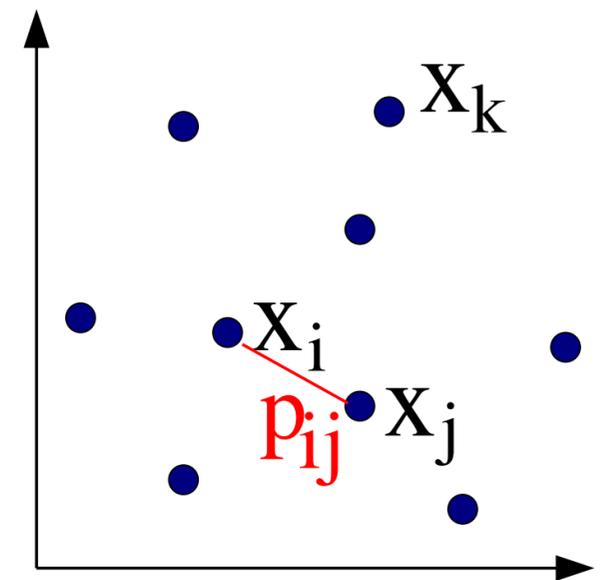
- Learn a metric which minimizes KNN classification error
- Two problems:
  - Error is a highly discontinuous function of the distance metric
  - We still need to choose  $K$
- Look for a smoother (or at least continuous) cost function



# Stochastic nearest neighbour

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- Instead picking from a fixed set of  $K$  nearest neighbours, select a single neighbour stochastically



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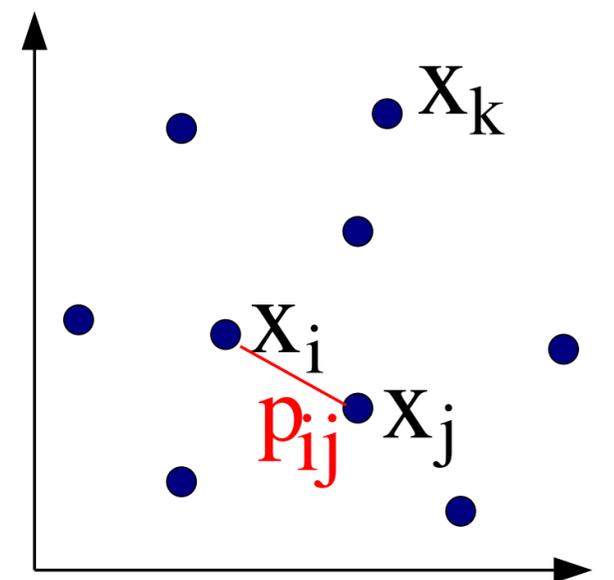
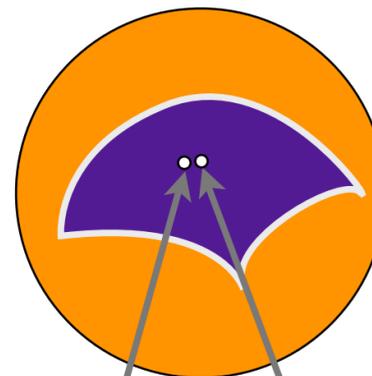
- Instead picking from a fixed set of  $K$  nearest neighbours, select a single neighbour stochastically
- Let each point  $i$  select other points  $j$  as its neighbour with probability  $p_{ij}$  based on the softmax of the distance  $d_{ij}$ :

$$p_{ij} = \frac{\exp(-d_{ij}^2)}{\sum_{k \neq i} \exp(-d_{ik}^2)}$$

where:

$$d_{ij} = \|\mathbf{z}_i - \mathbf{z}_j\|_2$$

$$\mathbf{z}_i = f(\mathbf{x}_i | \theta)$$



# NCA: loss

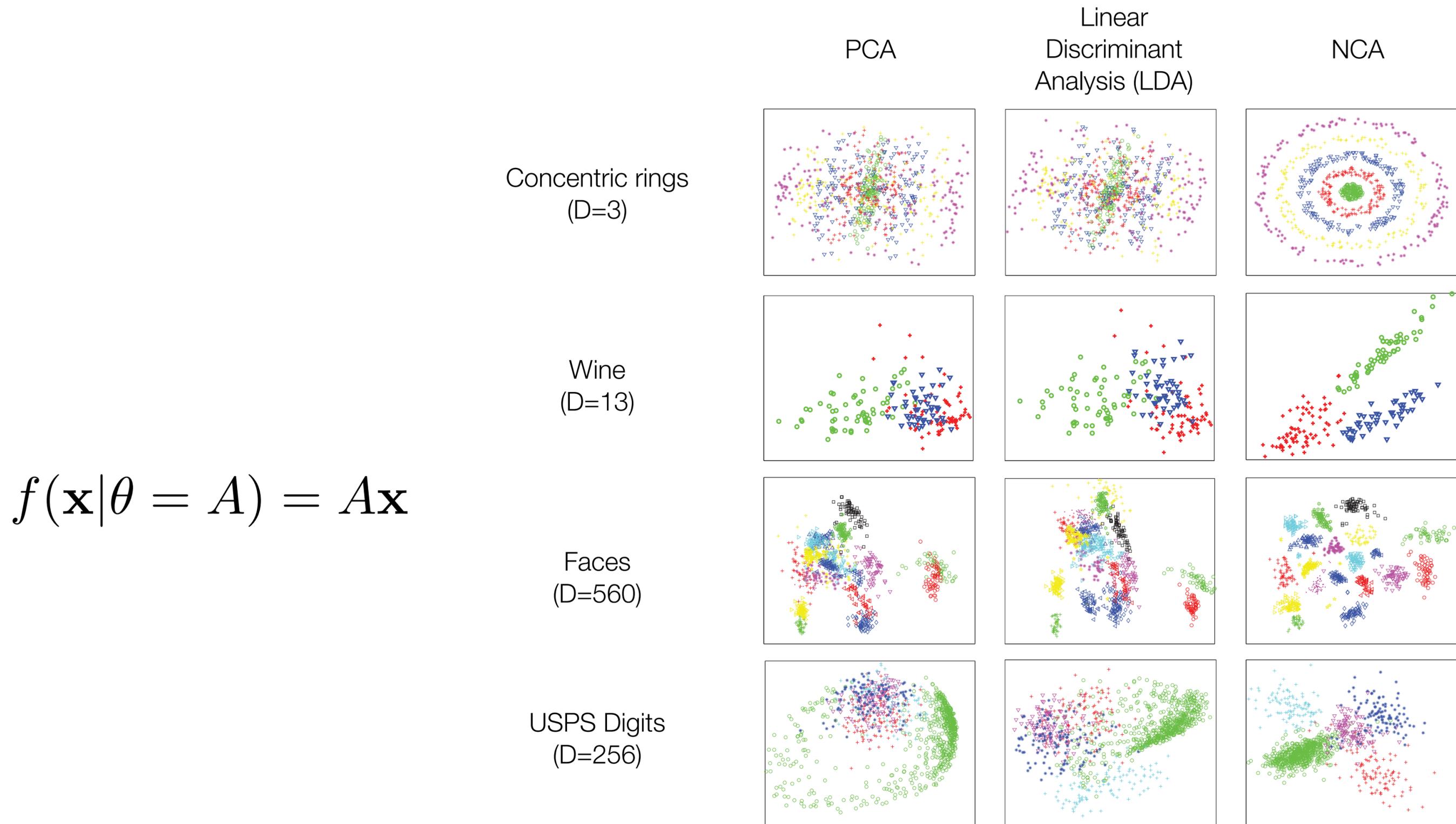
- Maximize the expected number of points correctly classified under this scheme
- This is much smoother than the actual leave-one-out cross-validation error!
- In fact, it is differentiable w.r.t. parameters of mapping
  - can use SGD or other gradient-based optimizer
- And there is no explicit parameter  $K$ 
  - See (Tarlow et al. 2013) for  $K > 1$  objective

$$L_{\text{NCA}} = - \sum_{i=1}^N \sum_{j:y_i=y_j} p_{ij}$$



Minimize loss w.r.t.  $\theta$

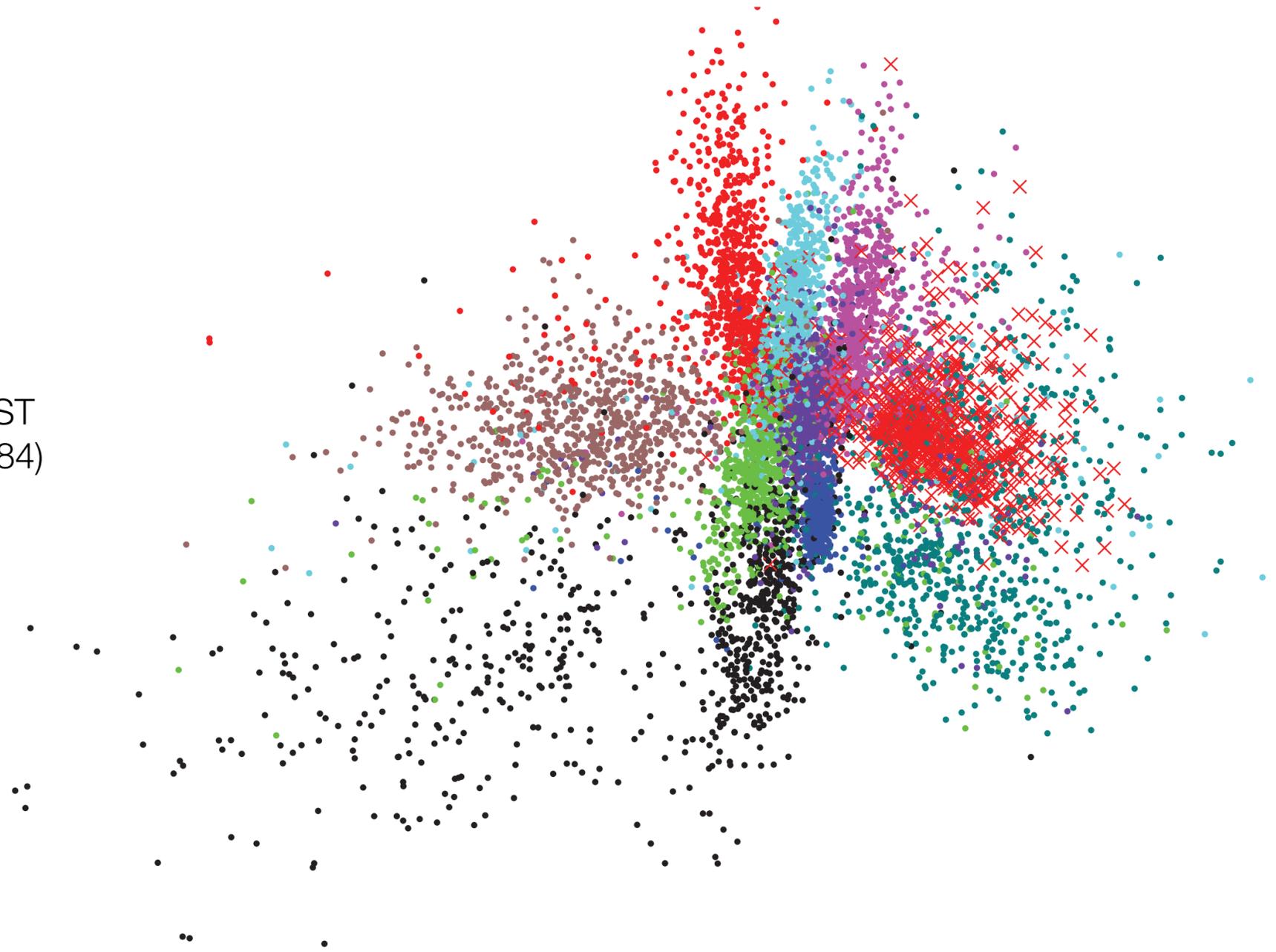
# Linear NCA: embeddings



$$f(\mathbf{x}|\theta = A) = A\mathbf{x}$$

# NCA: MNIST

MNIST  
(D=784)



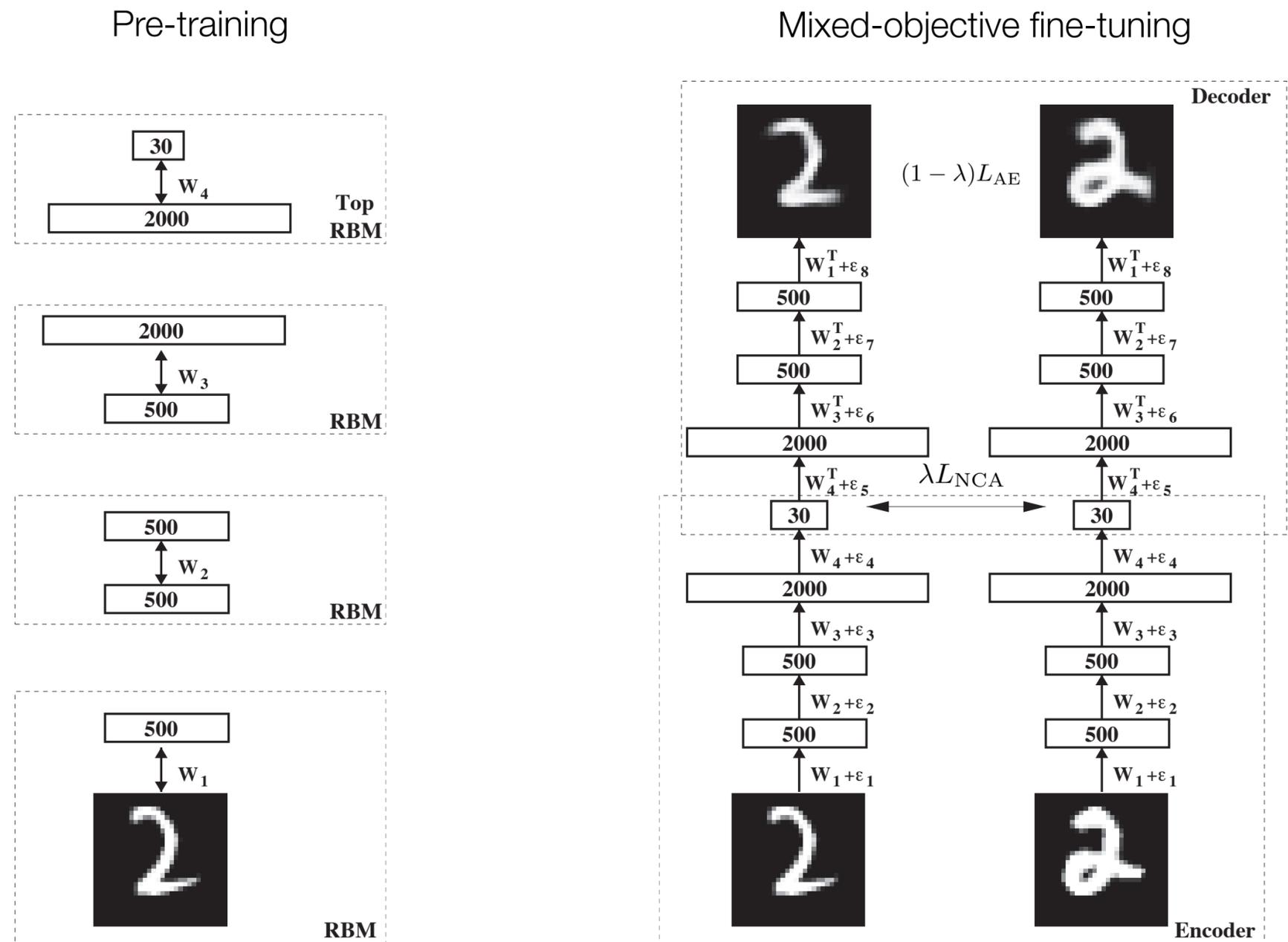
# Nonlinear NCA

- The original NCA paper (Goldberger et al. 2004) points out that  $f(\mathbf{x}_i|\theta)$  **need not be a linear mapping**
- Salakhutdinov and Hinton (2007) pre-train with an RBM, then fine-tune with the NCA objective
- Can **combine** the NCA objective with an Autoencoder objective to regularize:

$$C = \lambda L_{\text{NCA}} + (1 - \lambda) L_{\text{AE}}$$

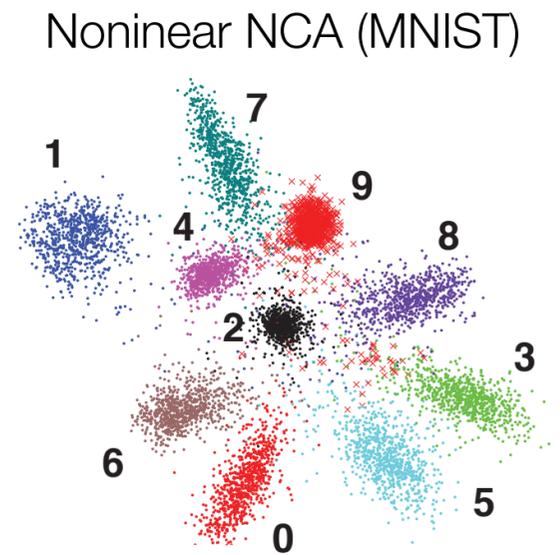
- Can take advantage of unlabeled data!

# Learning nonlinear NCA

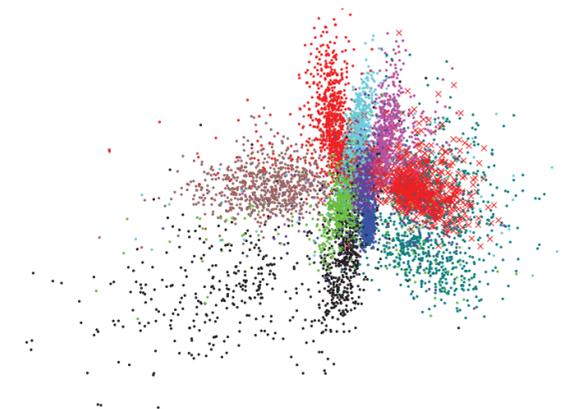


# Limitations of NCA

- Despite very nice embeddings (see right) NCA has a quadratic normalization term (must consider all pairs)
  - mini-batch training (approximate)
  - objectives that don't require normalization
- What about continuous labels?
  - (Goldberger et al. 2004) describe a “soft” form of NCA that can use continuous labels



Linear NCA (MNIST)



# Class-conditional metric learning

(Im and Taylor - In submission)



Daniel Im (here at DLSS!)

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(Im and Taylor - In submission)

- Optimize Image-to-Class distance (Boiman et al. 2008)



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- Optimize Image-to-Class distance (Boiman et al. 2008)
- Stochastic neighbour selection rule:

$$p_i^C = \frac{\exp\left(-\frac{1}{k} \sum_{j=1}^k \|\mathbf{z}_i - \text{NN}_j^C(\mathbf{z}_i)\|^2\right)}{\sum_{C'} \exp\left(-\frac{1}{k} \sum_{j=1}^k \|\mathbf{z}_i - \text{NN}_j^{C'}(\mathbf{z}_i)\|^2\right)},$$



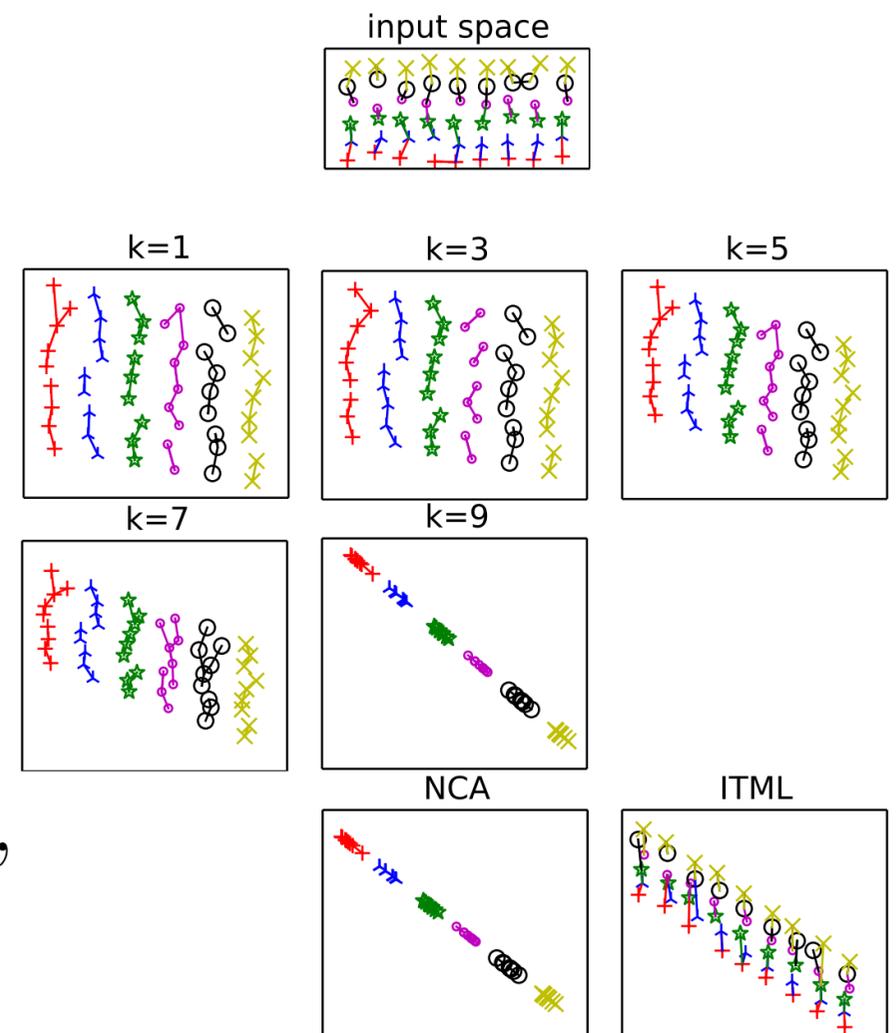
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# DrLIM (Dimensionality reduction by learning an invariant mapping)

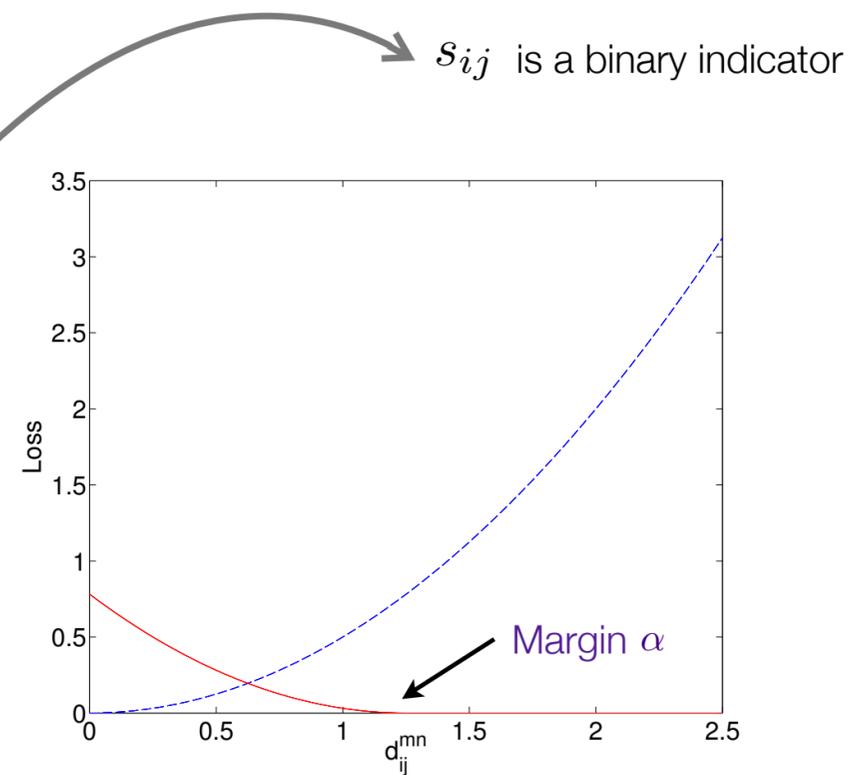
$$L = s_{ij}L_S(\mathbf{x}_i, \mathbf{x}_j) + (1 - s_{ij})L_D(\mathbf{x}_i, \mathbf{x}_j)$$

Similarity loss

$$L_S(\mathbf{x}_i, \mathbf{x}_j) = \frac{1}{2}(d_{ij})^2$$

Dissimilarity loss

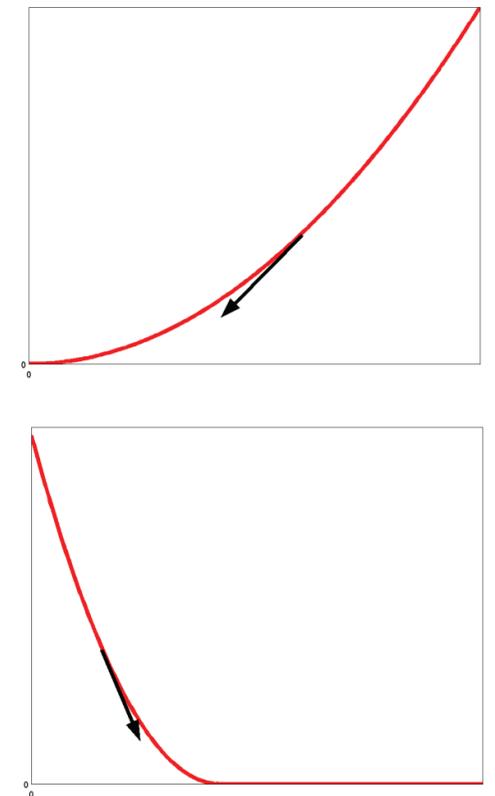
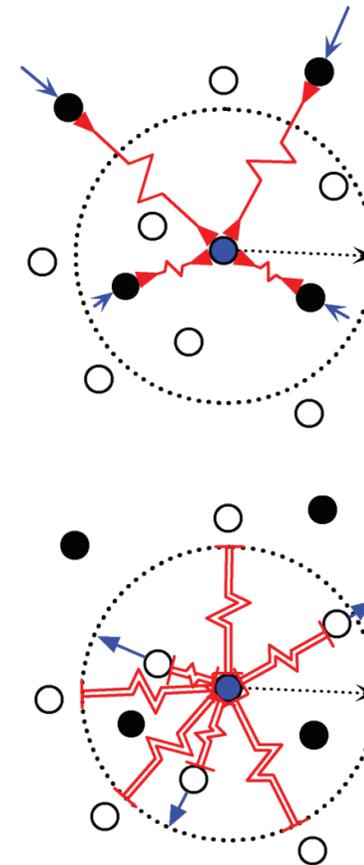
$$L_D(\mathbf{x}_i, \mathbf{x}_j) = \frac{1}{2} [\max(0, \alpha - d_{ij})]^2$$

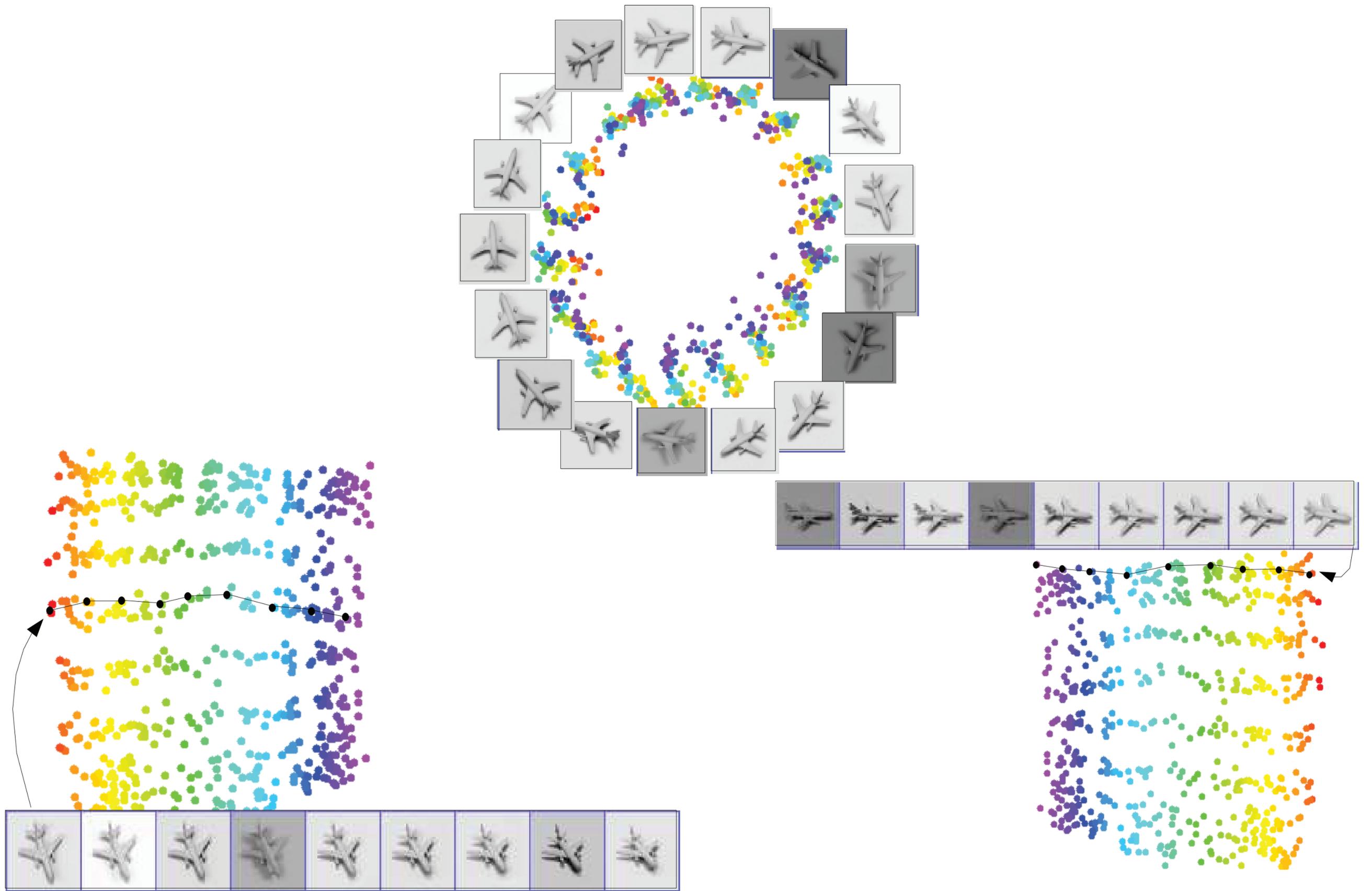


- The similarity loss “pushes together” similar points
- The dissimilarity loss “pulls apart” dissimilar points
  - but only if their distance is within some margin,  $\alpha$

# Spring analogy

- Solid dots are points that are similar to the point in the centre
- Hollow dots are points that are dissimilar to the point in the centre
- Forces acting on the points are shown in blue
  - The length of the arrow represents the strength of the force
- Radius represents the margin,  $\alpha$





Figures from Hadsell et al.

# Triplet-based embedding

(Chechik et al. 2010)

Given a similarity score  $S(\mathbf{x}_i, \mathbf{x}_j)$  for inputs  $\mathbf{x}_i, \mathbf{x}_j$

We want to learn an embedding  $f(\mathbf{x})$  such that

$$D(f(\mathbf{x}_i), f(\mathbf{x}_i^+)) < D(f(\mathbf{x}_i), f(\mathbf{x}_i^-))$$

$$\forall \mathbf{x}_i, \mathbf{x}_i^+, \mathbf{x}_i^- \text{ such that } S(\mathbf{x}_i, \mathbf{x}_i^+) > S(\mathbf{x}_i, \mathbf{x}_i^-)$$

 “triplet”

$D(f(\mathbf{x}_i), f(\mathbf{x}_j))$  is a distance measure, commonly

$$D(f(\mathbf{x}_i), f(\mathbf{x}_j)) = \|f(\mathbf{x}_i) - f(\mathbf{x}_j)\|^2$$

# Learning fine-grained image similarity with deep ranking

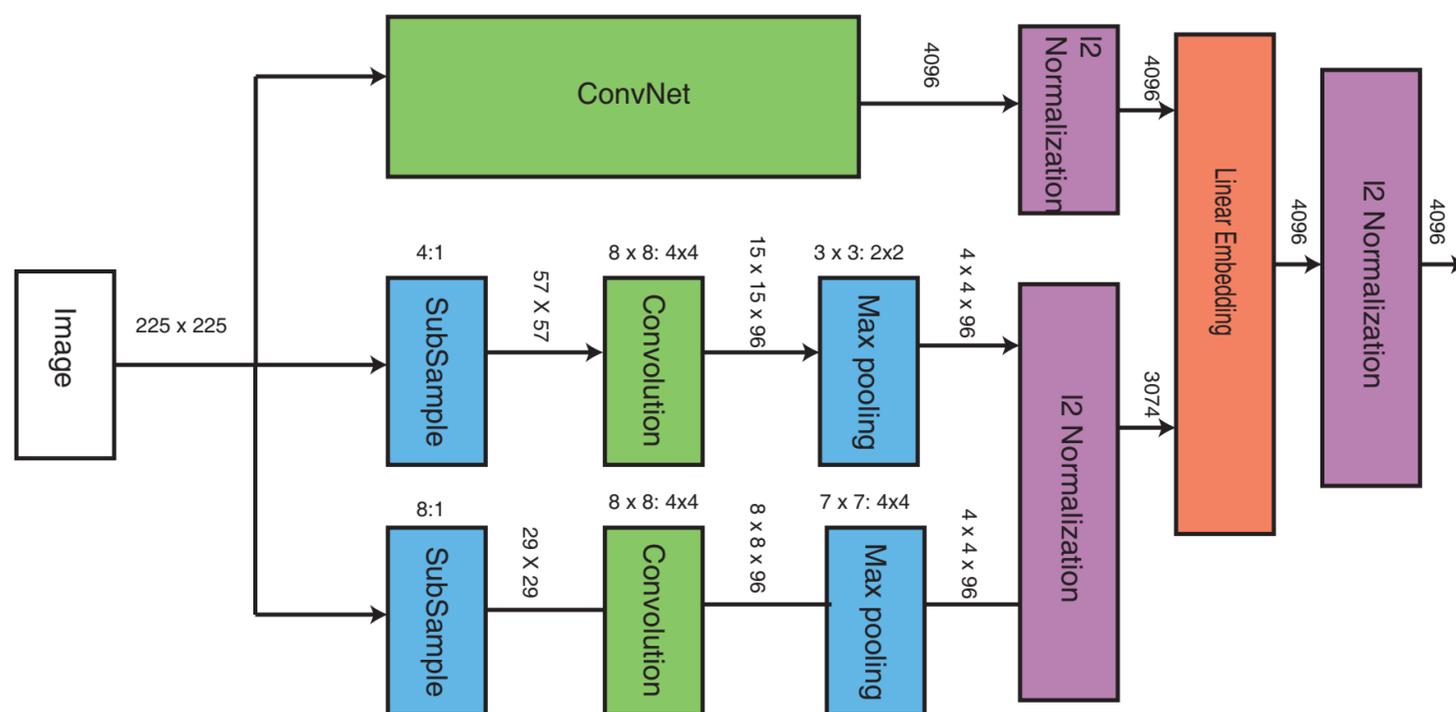
(Wang et al. 2014)

Objective:

$$\min \sum_i \xi_i + \lambda \|\theta\|^2$$

$$\text{s.t.: } \max(0, g + D(f(\mathbf{x}_i), f(\mathbf{x}_i^+)) - D(f(\mathbf{x}_i), f(\mathbf{x}_i^-))) \leq \xi_i$$

$$\forall \mathbf{x}_i, \mathbf{x}_i^+, \mathbf{x}_i^- \quad \text{s.t.} \quad S(\mathbf{x}_i, \mathbf{x}_i^+) > S(\mathbf{x}_i, \mathbf{x}_i^-)$$



$\xi_i$  penalty

$g$  gap (hyperparameter)

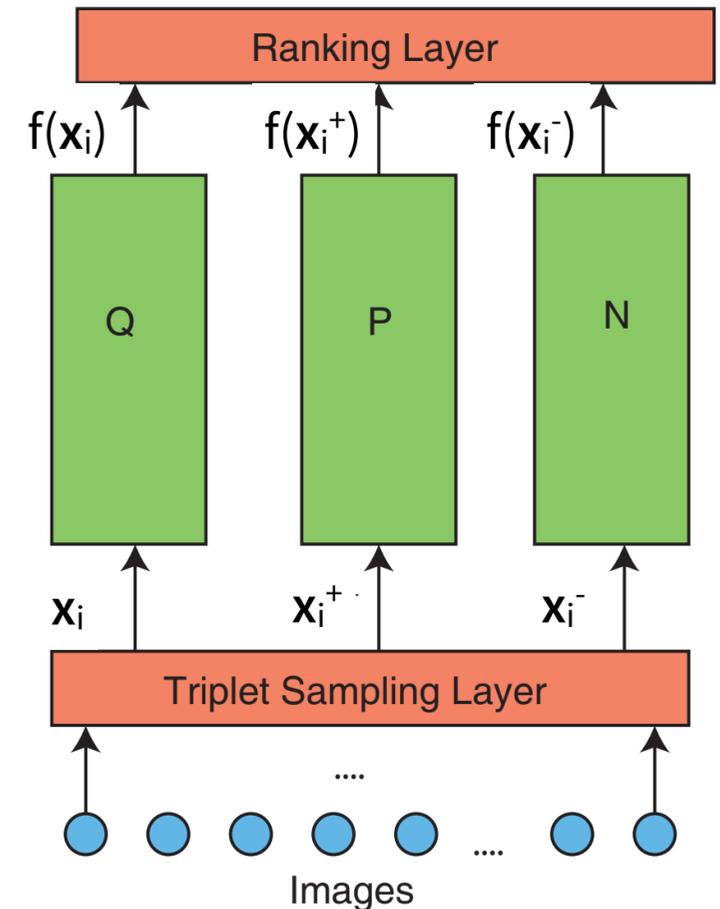
$\theta$  weights in network

$\lambda$  regularization strength (hyperparameter)

# How to: triplet sampling

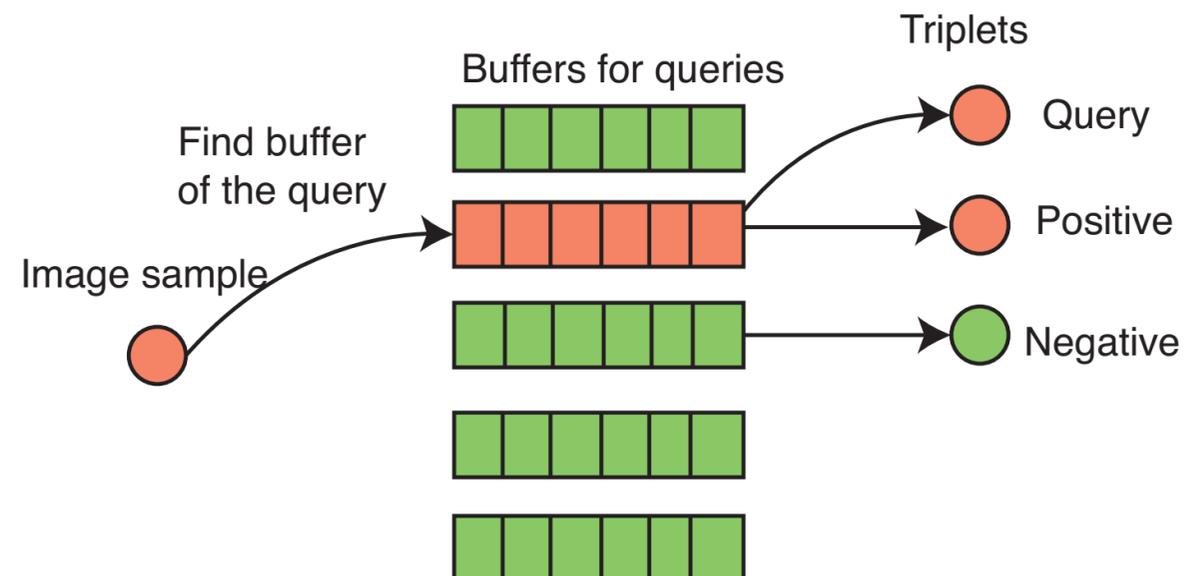
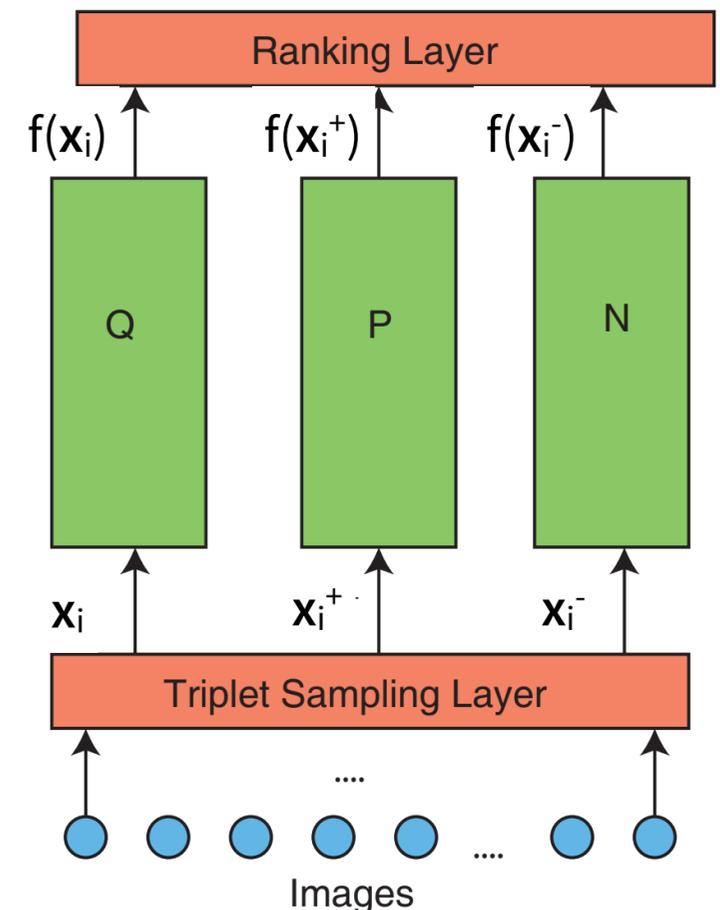
# How to: triplet sampling

- # of possible triplets increases cubically with # of images
- e.g. 12M images,  $1.728 \times 10^{21}$  triplets!
- Optimization converges in  $\sim 24$ M triplet samples
- Uniformly sampling triplets is sub-optimal



# How to: triplet sampling

- # of possible triplets increases cubically with # of images
- e.g. 12M images,  $1.728 \times 10^{21}$  triplets!
- Optimization converges in  $\sim 24$ M triplet samples
- Uniformly sampling triplets is sub-optimal
- Propose an online triplet sampling algorithm (more details in paper):
  - Sample an image according to its “relevance” to a category
  - Sample a positive image with high relevance
  - Sample “out-of-class” negatives uniformly
  - Sample “in-class” relevant negatives but ensure a margin between positive and negative examples



# Finding similarity data

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- NCA, DrLIM: binary notion of similarity typically defined by class membership or explicitly constructed neighbourhood graph

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# Finding similarity data

- NCA, DrLIM: binary notion of similarity typically defined by class membership or explicitly constructed neighbourhood graph
- Defining pairwise similarity is difficult and inconsistent across observers; Google used “Golden Feature” - weighted linear combination of 27 features
- Despite crowd-sourcing platforms (e.g. Amazon Mechanical Turk) gathering semantically similar pairs of images is expensive



# Hands by hand

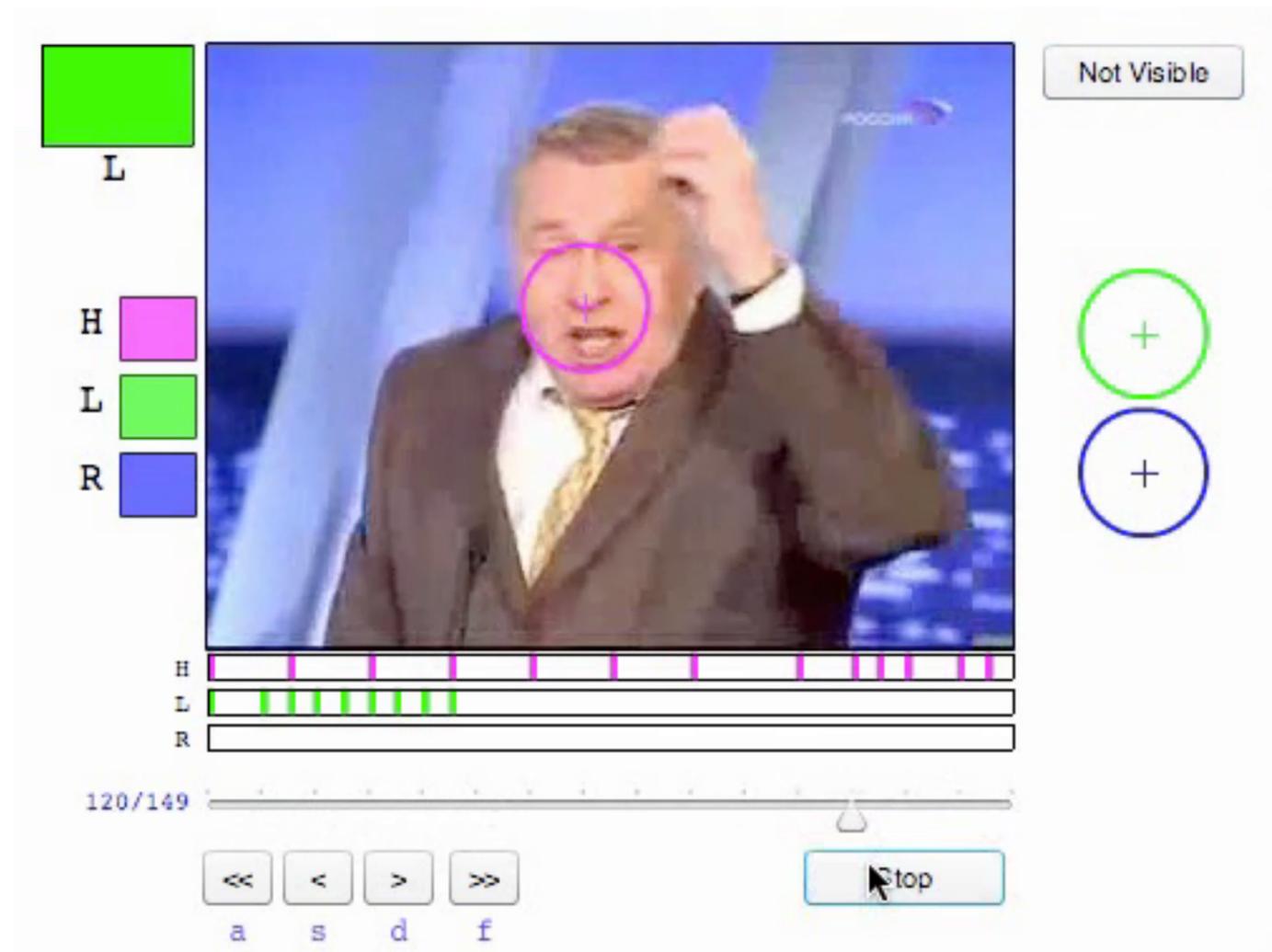
- One solution is to turn to **synthetic** data (e.g. Shakhnarovich et al. 2003, Jain et al. 2008)
- Difficult to generalize to real (e.g. “YouTube” settings)
- Another solution: **ask people** to label heads and hands (Spiro et al. 2010) or superimpose articulated skeletons (Bourdev et al. 2009)



(Spiro et al. 2010)

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(Spiro et al. 2010)

# Pose-sensitive embeddings

(Taylor et al. 2010)

# Pose-sensitive embeddings

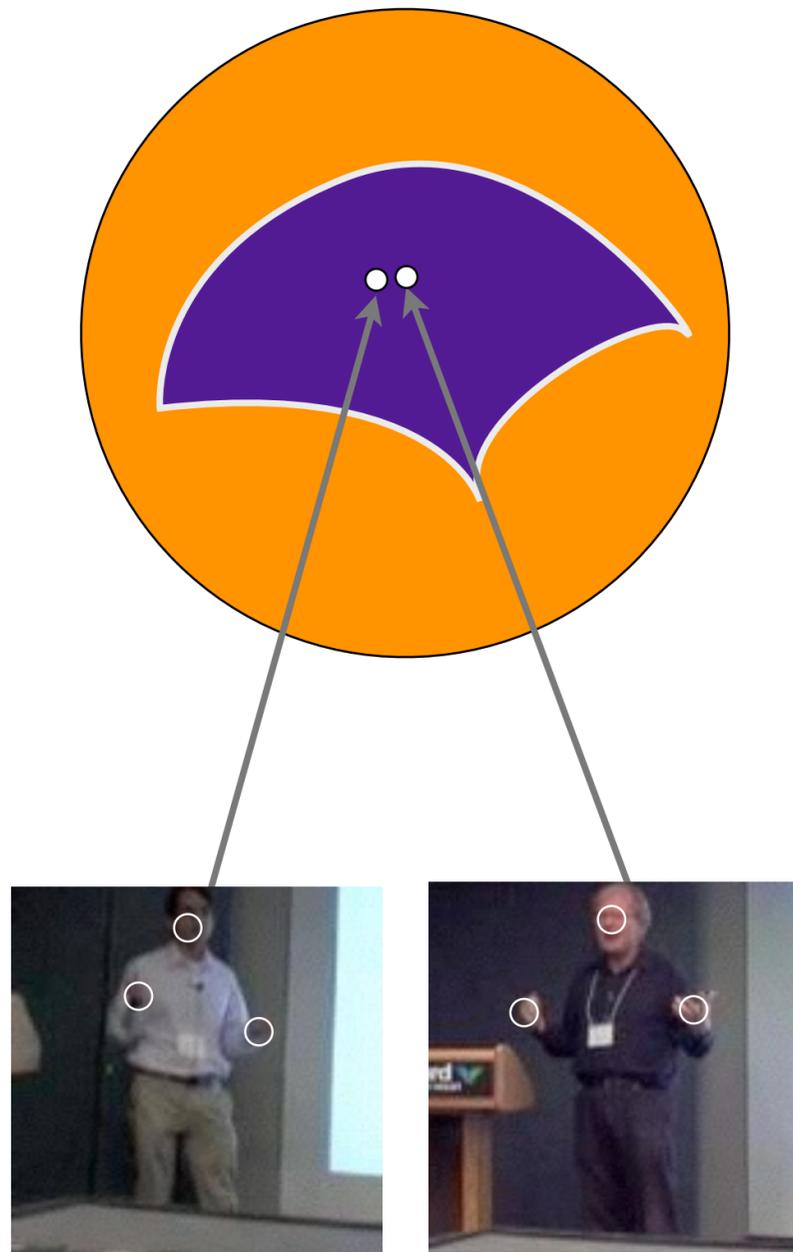
(Taylor et al. 2010)

Database



# Pose-sensitive embeddings

(Taylor et al. 2010)



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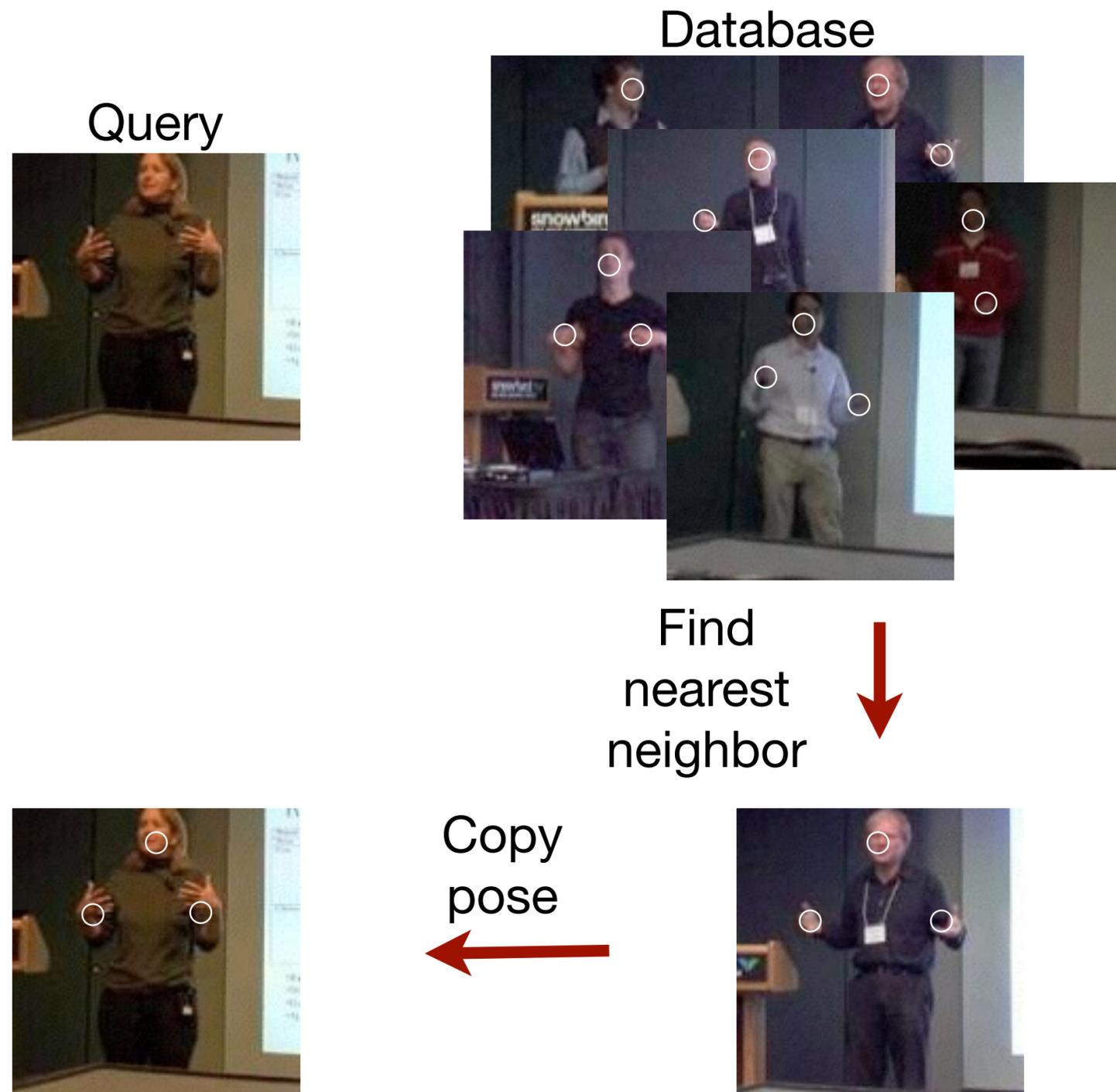
- If we have a database of images labeled with 2D or 3D pose information - we can do non-parametric pose estimation



# Pose-sensitive embeddings

(Taylor et al. 2010)

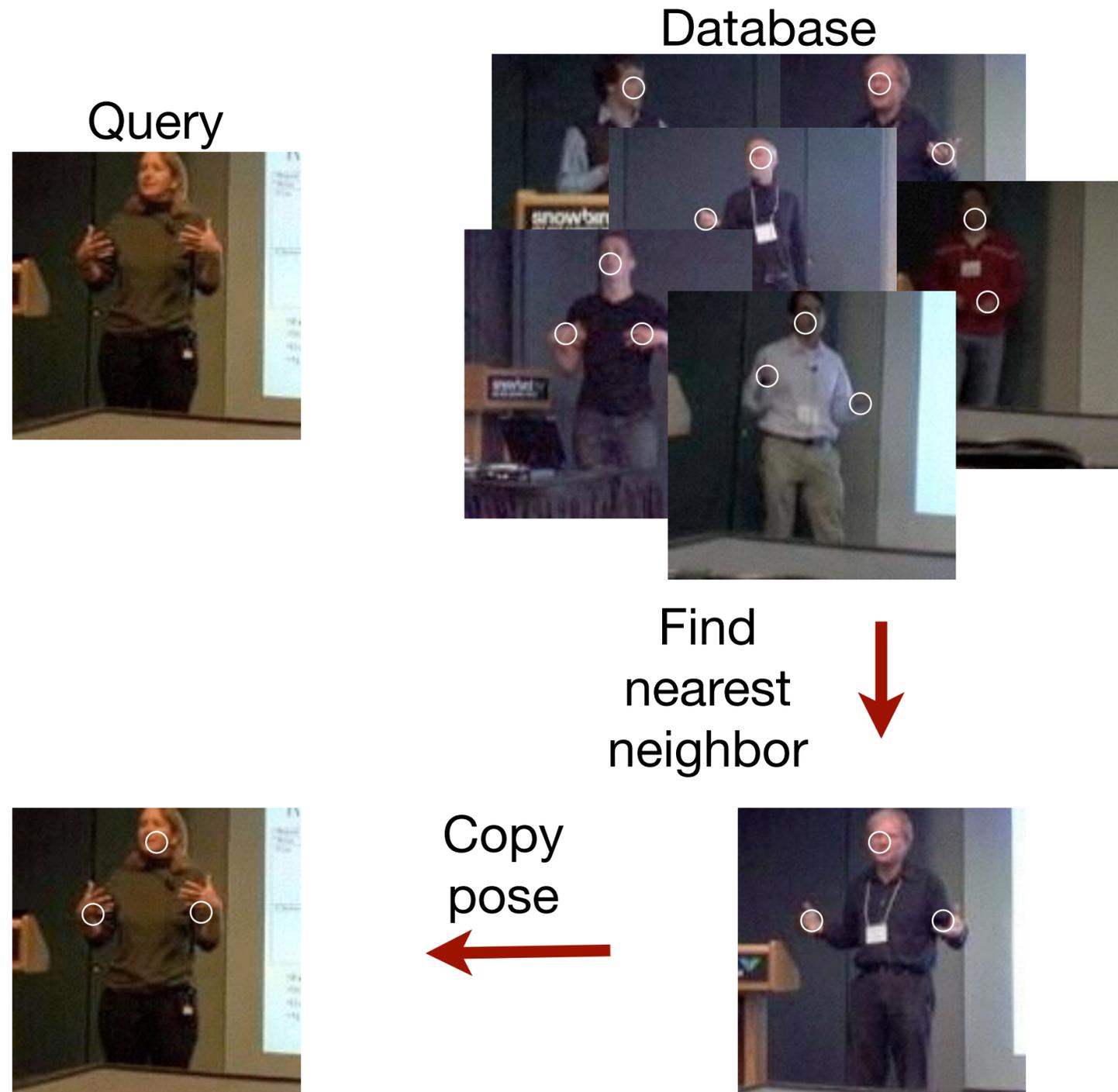
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# Pose-sensitive embeddings

(Taylor et al. 2010)

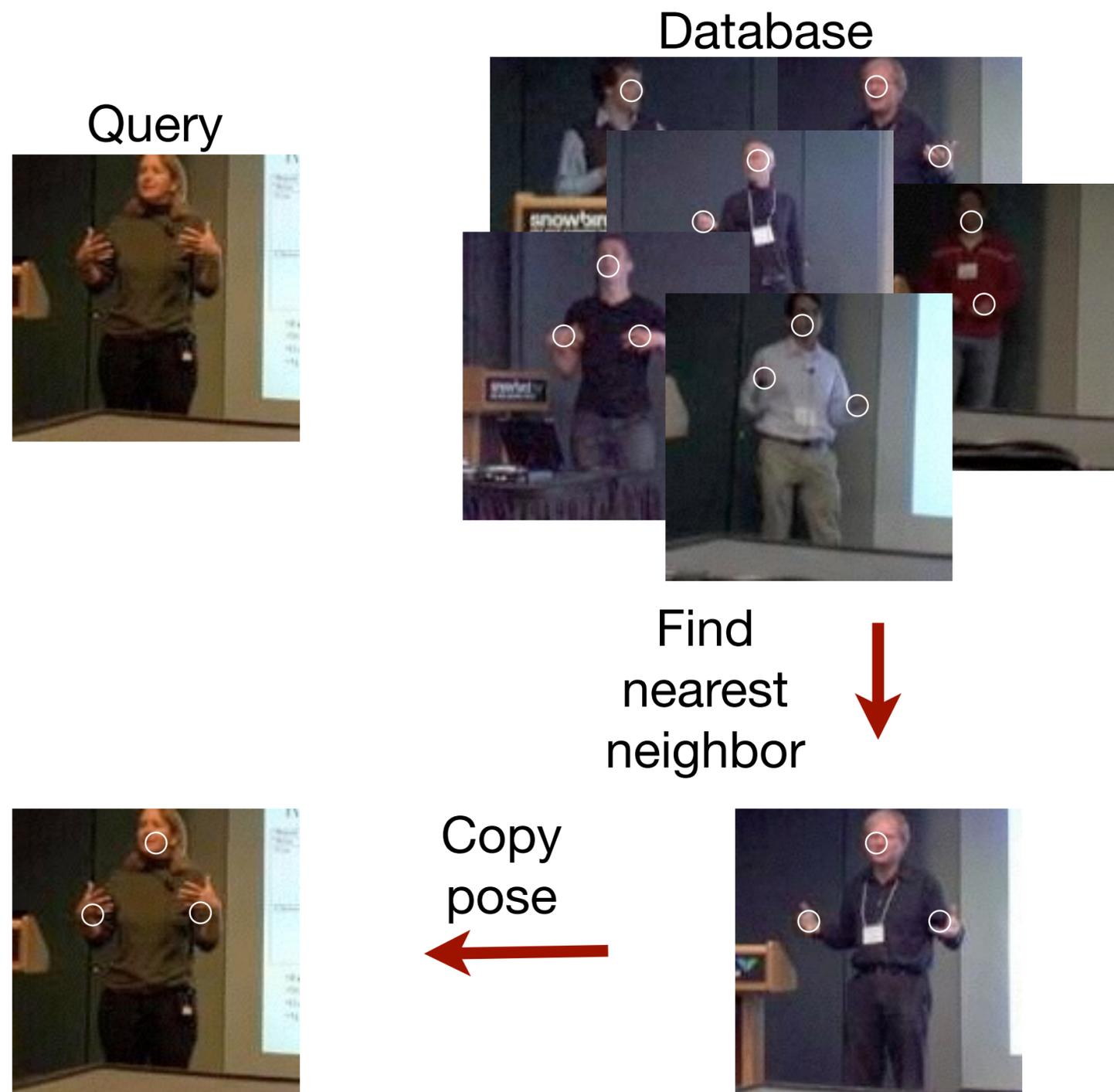
- If we have a database of images labeled with 2D or 3D pose information - we can do non-parametric pose estimation
- Nearest neighbor lookup must be quick (e.g. performed in a low-dimensional space)



# Pose-sensitive embeddings

(Taylor et al. 2010)

- If we have a database of images labeled with 2D or 3D pose information - we can do non-parametric pose estimation
- Nearest neighbor lookup must be quick (e.g. performed in a low-dimensional space)
- It also must be informative of pose and invariant to clothing, lighting, scale, and other appearance changes



# NCA regression

$$L_{\text{NCAR}} = \sum_{i=1}^N \sum_j p_{ij} \|\mathbf{y}_i - \mathbf{y}_j\|_2^2$$



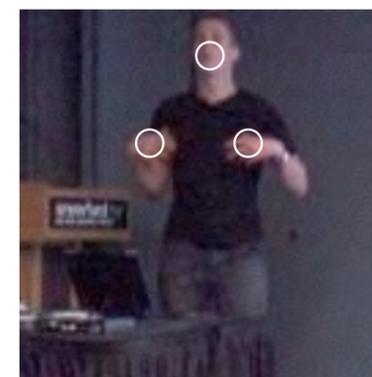
Minimize loss w.r.t.

Pay a high cost for “neighbours” in feature space that are far away in pose space



$\mathbf{x}_i$

$$\mathbf{y}_i = [48.2, 46.3, \dots, 63.3]^T$$

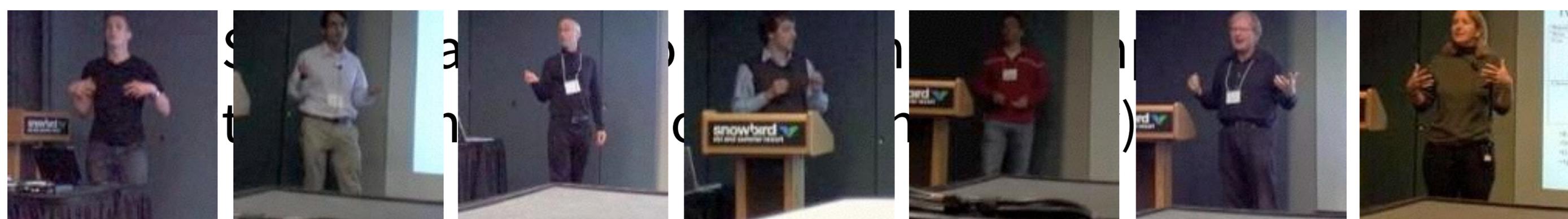


$\mathbf{x}_j$

$$\mathbf{y}_j = [54.4, 45.8, \dots, 64.1]^T$$

# Snowbird dataset

- We digitally recorded all contributing and invited speakers at the 2010 Snowbird workshop
- After each session of talks, blocks of 150 frames were distributed as Human Intelligence Tasks (HITs) on Amazon Mechanical Turk



# Comparison of Approaches

Pixel distance	Not practical
GIST	<ul style="list-style-type: none"><li>•Global representation of image</li><li>•Still not practical</li></ul>
Linear NCA regression (NCAR)	<ul style="list-style-type: none"><li>•Applied to pre-computed GIST</li><li>•Fit by conjugate gradient</li></ul>
Convolutional NCAR (C-NCAR)	<ul style="list-style-type: none"><li>•Convolutions applied to pixels</li><li>•Tanh(),Abs(),Average downsampling</li></ul>
DrLIM Regression (DrLIMR)	<ul style="list-style-type: none"><li>•Similar to NCAR but adds an explicit contrastive loss</li></ul>
Convolutional DrLIMR (C-DrLIMR)	<ul style="list-style-type: none"><li>•Similar to C-NCAR but adds an explicit contrastive loss</li></ul>

# Comparison of Approaches

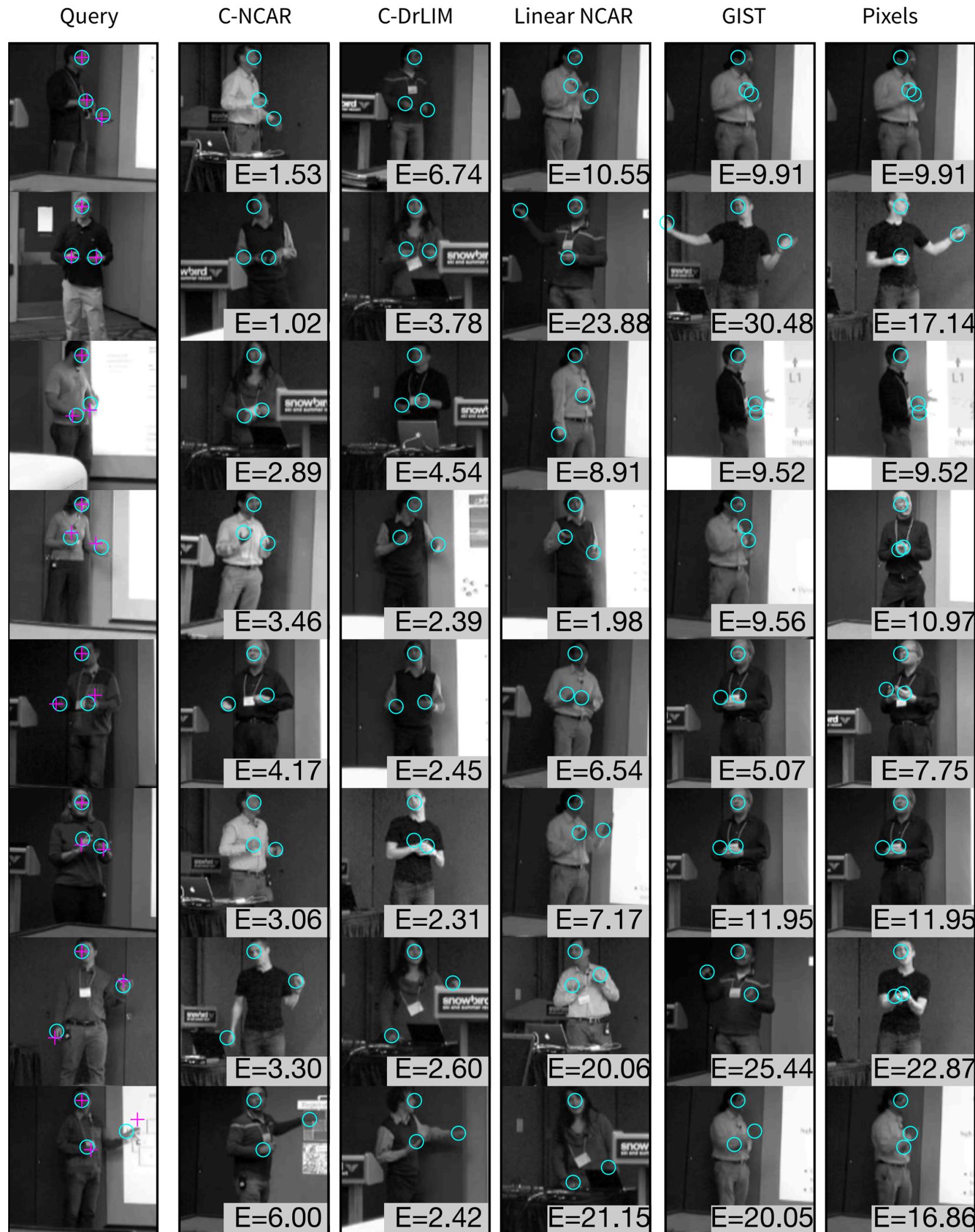
Pixel distance	
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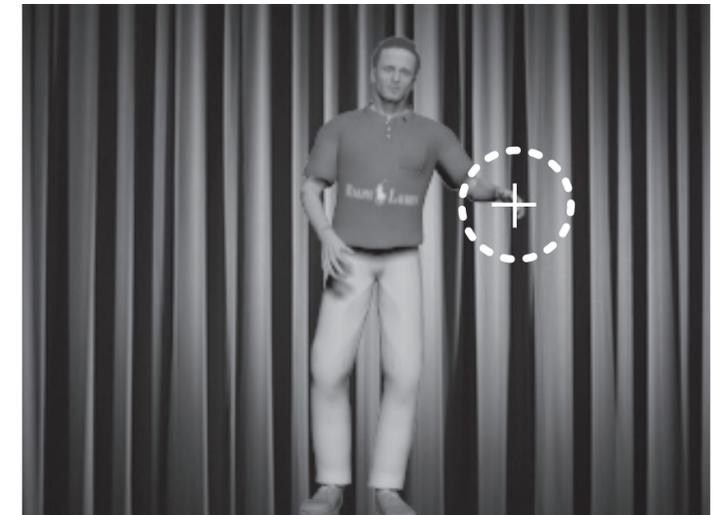
# Results (qualitative)

- Both Pixel-based matching and GIST focus on scene content, lighting
- Our method learns invariance to background, focuses on pose
- Though trained on hands relative to head, seems to capture something more substantial about body pose



# Results (quantitative)

Embedding	Input	Code size	Err-SY	Err-RE
None	Pixels	16384	32.86	25.12
None	GIST	512	47.41	25.3
PCA	GIST	128	47.17	24.85
PCA	GIST	32	48.99	25.74
NCAR	GIST	32	34.21	24.93
NCAR	LCN+GIST	32	32.9	23.15
S-DrLIM	GIST	32	37.8	25.19
Boost-SSC	LCN+GIST	32	34.8	22.65
C-NCAR	LCN	32	28.95	<b>16.41</b>
C-DRLIM	LCN	32	<b>25.4</b>	19.61



25.4 pixel error



16.4 pixel error

# MPII Human Pose

(Andriluka et al. 2014)

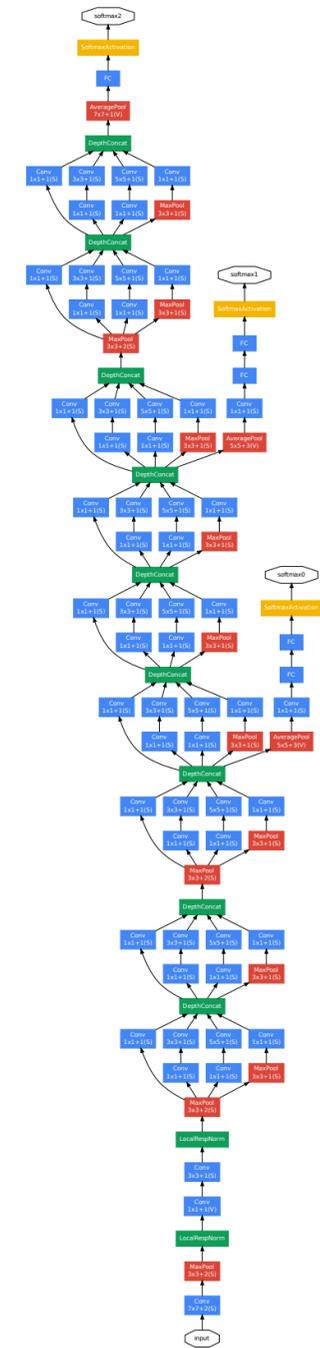
- Addresses appearance variability and complexity
- YouTube as a data source
- Many activities, indoor and outdoor scenes, variety of imaging conditions

Dataset	#training	#test	img. type
<b>Full body pose datasets</b>			
Parse [16]	100	205	diverse
LSP [12]	1,000	1,000	sports (8 types)
PASCAL Person Layout [6]	850	849	everyday
Sport [21]	649	650	sports
UIUC people [21]	346	247	sports (2 types)
LSP extended [13]	10,000	-	sports (3 types)
FashionPose [2]	6,530	775	fashion blogs
J-HMDB [11]	31,838	-	diverse (21 act.)
<b>Upper body pose datasets</b>			
Buffy Stickmen [8]	472	276	TV show (Buffy)
ETHZ PASCAL Stickmen [3]	-	549	PASCAL VOC
Human Obj. Int. (HOI) [23]	180	120	sports (6 types)
We Are Family [5]	350 imgs.	175 imgs.	group photos
Video Pose 2 [18]	766	519	TV show (Friends)
FLIC [17]	6,543	1,016	feature movies
Sync. Activities [4]	-	357 imgs.	dance / aerobics
Armllets [9]	9,593	2,996	PASCAL VOC/Flickr
MPII Human Pose (this paper)	<b>28,821</b>	<b>11,701</b>	<b>diverse (491 act.)</b>

# Pose embeddings

(Mori et al. 2015)

- Similar to (Taylor et al. 2010), but uses:
  - MPII database: 2D locations of 16 body joints
  - Triplet-style learning
  - Modern, “Inception”-style convnet



Can we avoid explicit labeling of body parts?

# Weakly-supervised embeddings

(Taylor et al. 2011)

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(Taylor et al. 2011)

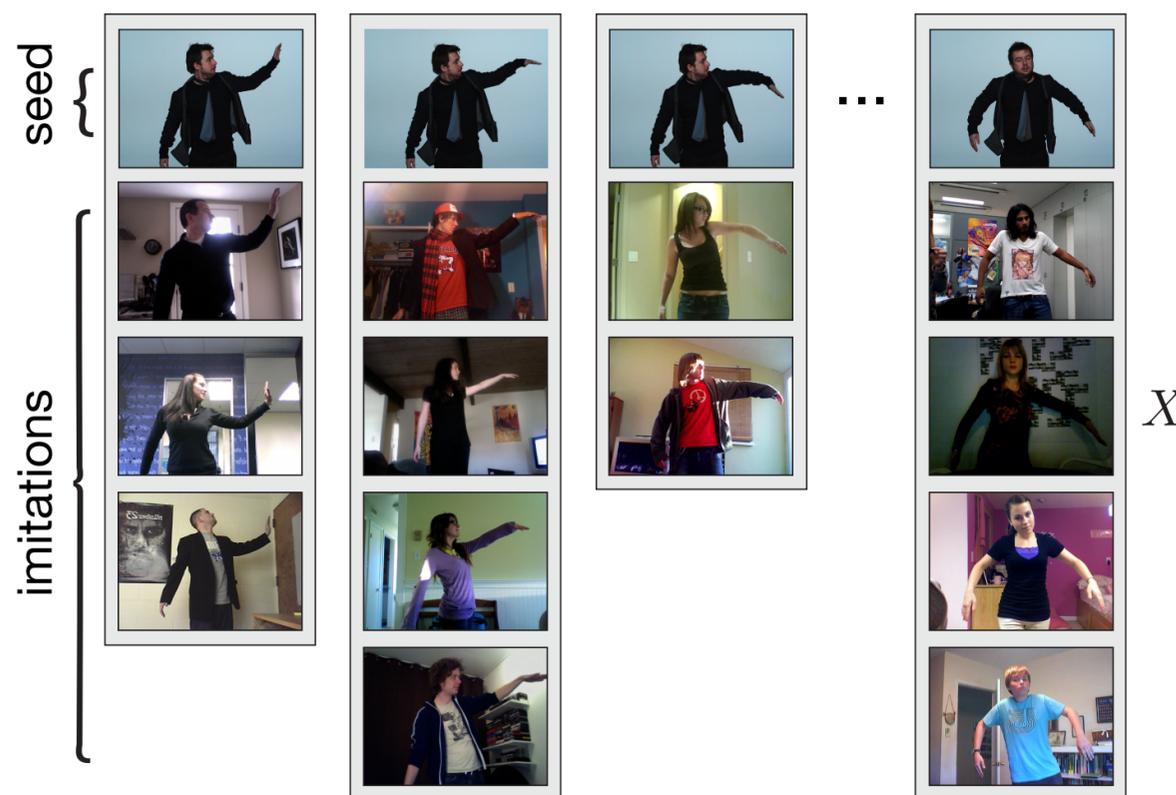
- Have people imitate frames from a video:
  - imitated frames, though different in appearance, should be embedded nearby



# Weakly-supervised embeddings

(Taylor et al. 2011)

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# Weakly-supervised embeddings

(Taylor et al. 2011)

- Have people imitate frames from a video:

- imitated frames, though different in appearance, should be embedded nearby

- Use *temporal coherence* as a similarity signal:

- i.e. frames which are close together in time should be embedded nearby



# Zero-shot learning (Nourouzi et al. 2014)

Test Image	Softmax Baseline [7]	DeViSE [6]	ConSE (10)
	wig fur coat Saluki, gazelle hound Afghan hound, Afghan stole	water spaniel tea gown bridal gown, wedding gown spaniel tights, leotards	business suit <b>dress, frock</b> hairpiece, false hair, postiche swimsuit, swimwear, bathing suit kit, outfit
	ostrich, Struthio camelus black stork, Ciconia nigra vulture crane peacock	heron owl, bird of Minerva, bird of night hawk bird of prey, raptor, raptorial bird finch	<b>ratite, ratite bird, flightless bird</b> peafowl, bird of Juno common spoonbill New World vulture, cathartid Greek partridge, rock partridge
	sea lion plane, carpenter's plane cowboy boot loggerhead, loggerhead turtle goose	elephant turtle turtleneck, turtle, polo-neck flip-flop, thong handcart, pushcart, cart, go-cart	California sea lion <b>Steller sea lion</b> Australian sea lion South American sea lion eared seal
	hamster broccoli Pomeranian capuchin, ringtail weasel	<b>golden hamster, Syrian hamster</b> rhesus, rhesus monkey pipe shaker American mink, Mustela vison	<b>golden hamster, Syrian hamster</b> rodent, gnawer Eurasian hamster rhesus, rhesus monkey rabbit, coney, cony
	thresher, threshing machine tractor harvester, reaper half track snowplow, snowplough	truck, motortruck skidder tank car, tank automatic rifle, machine rifle trailer, house trailer	flatcar, flatbed, flat truck, motortruck tracked vehicle bulldozer, dozer wheeled vehicle
	Tibetan mastiff titi, titi monkey koala, koala bear, kangaroo bear llama chow, chow chow	kernel littoral, littoral zone, sands carillon Cabernet, Cabernet Sauvignon poodle, poodle dog	dog, domestic dog domestic cat, house cat schnauzer Belgian sheepdog domestic llama, Lama peruana
<b>(alpaca, Lama pacos)</b>			

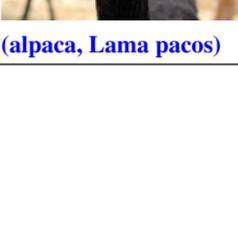
# Zero-shot learning (Nourouzi et al. 2014)

- Can you exploit a trained word embedding model (Mikolov et al. 2013) and a trained object recognition model (Krizhevsky et al. 2012) to label images from unseen classes?

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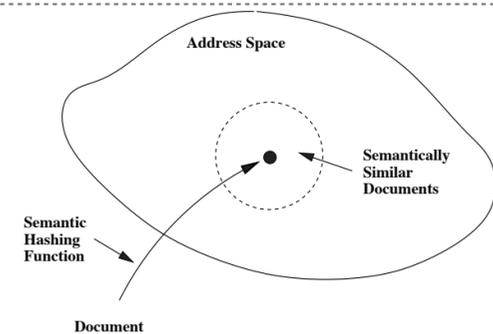
- Can you exploit a trained word embedding model (Mikolov et al. 2013) and a trained object recognition model (Krizhevsky et al. 2012) to label images from unseen classes?
- Let softmax output of recognition model for top  $T$  classes determine convex combination of semantic word embeddings

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# Summary

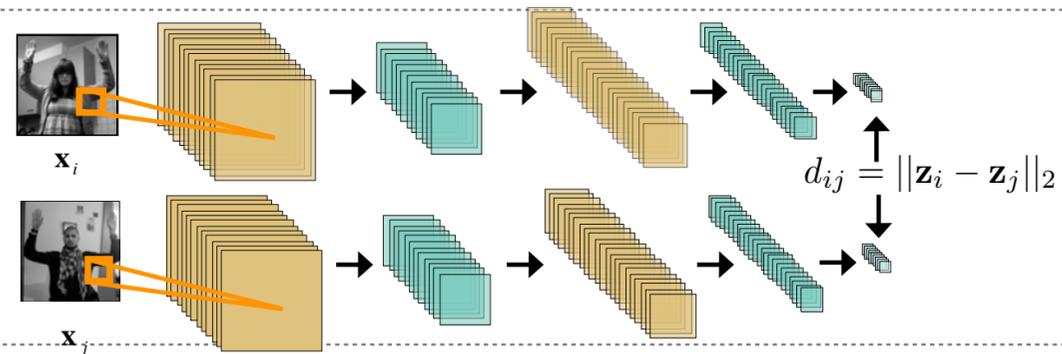
## Unsupervised

Learn similarity structure completely from unlabeled data.  
Difficult to ensure that similar examples map to similar codes.



## Supervised

Use labels or neighbourhood graph to inform map.  
Often, this information is not available!



## Weakly supervised

Use of temporal coherence to guide learning.  
Application to zero-shot learning.



# Where to go from here?

- Architectural improvements, (e.g. going deeper, more efficient use of parameters, multi-scale pathways, etc.), will continue to make impact
- Databases will only continue to grow, so efficiency of search (e.g. Hashing) will be important
- Approaches will roll out to domains beyond images, audio and text



Multi-modal learning (next talk)

# Thank You!

