



Semi-supervised Object Recognition Using Structure Kernel

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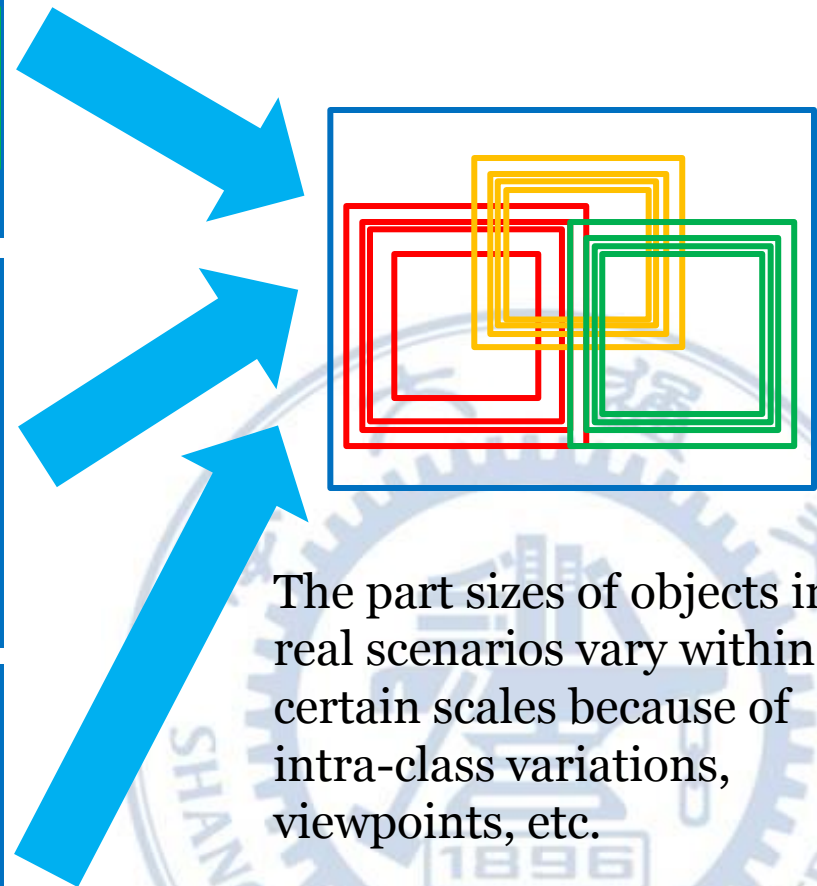
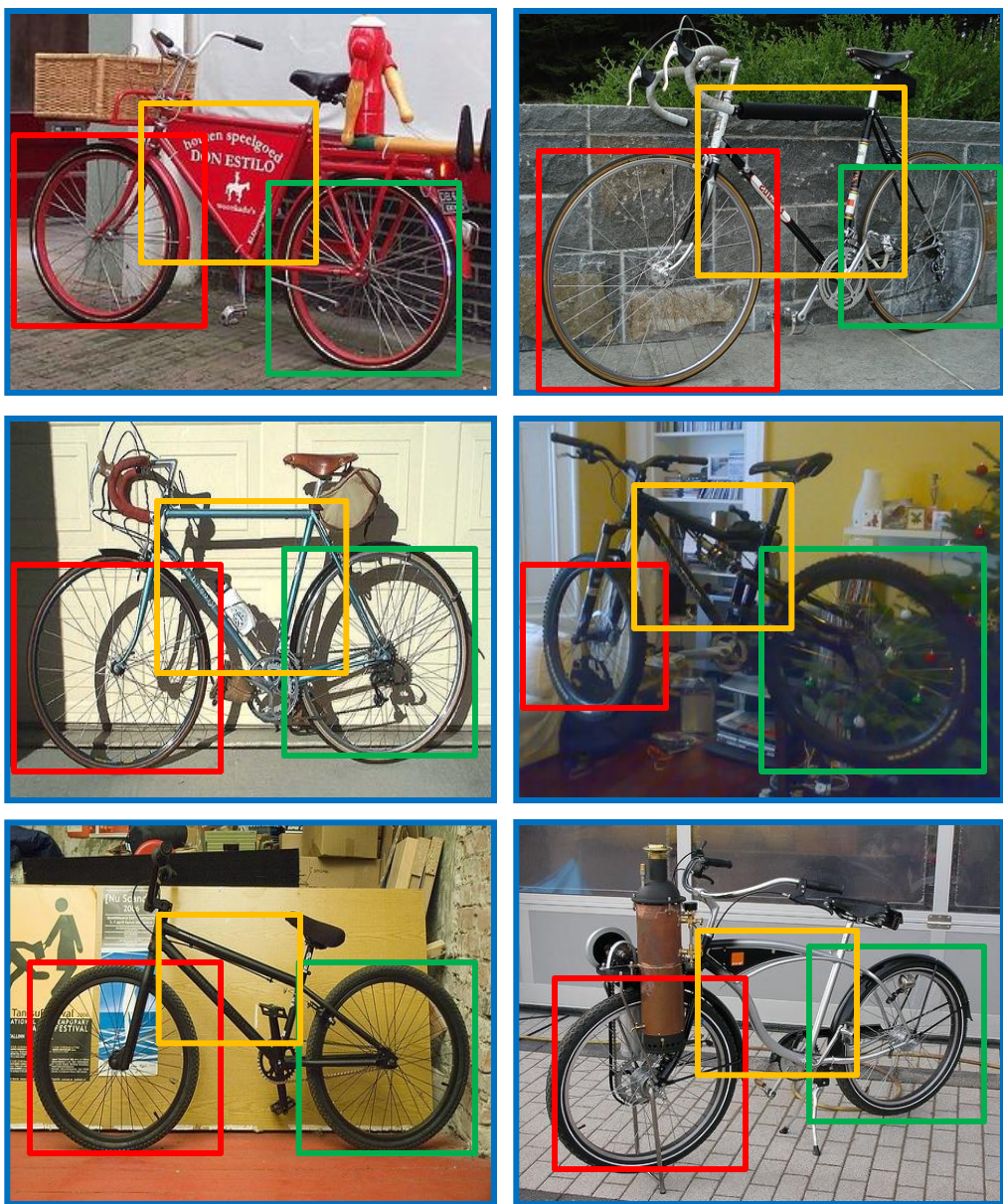
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Outline

- **Multi-scale part-based object model**
- **Structure kernel**
- **Optimizing kernel parameters and training classifier**
- **Experimental results**

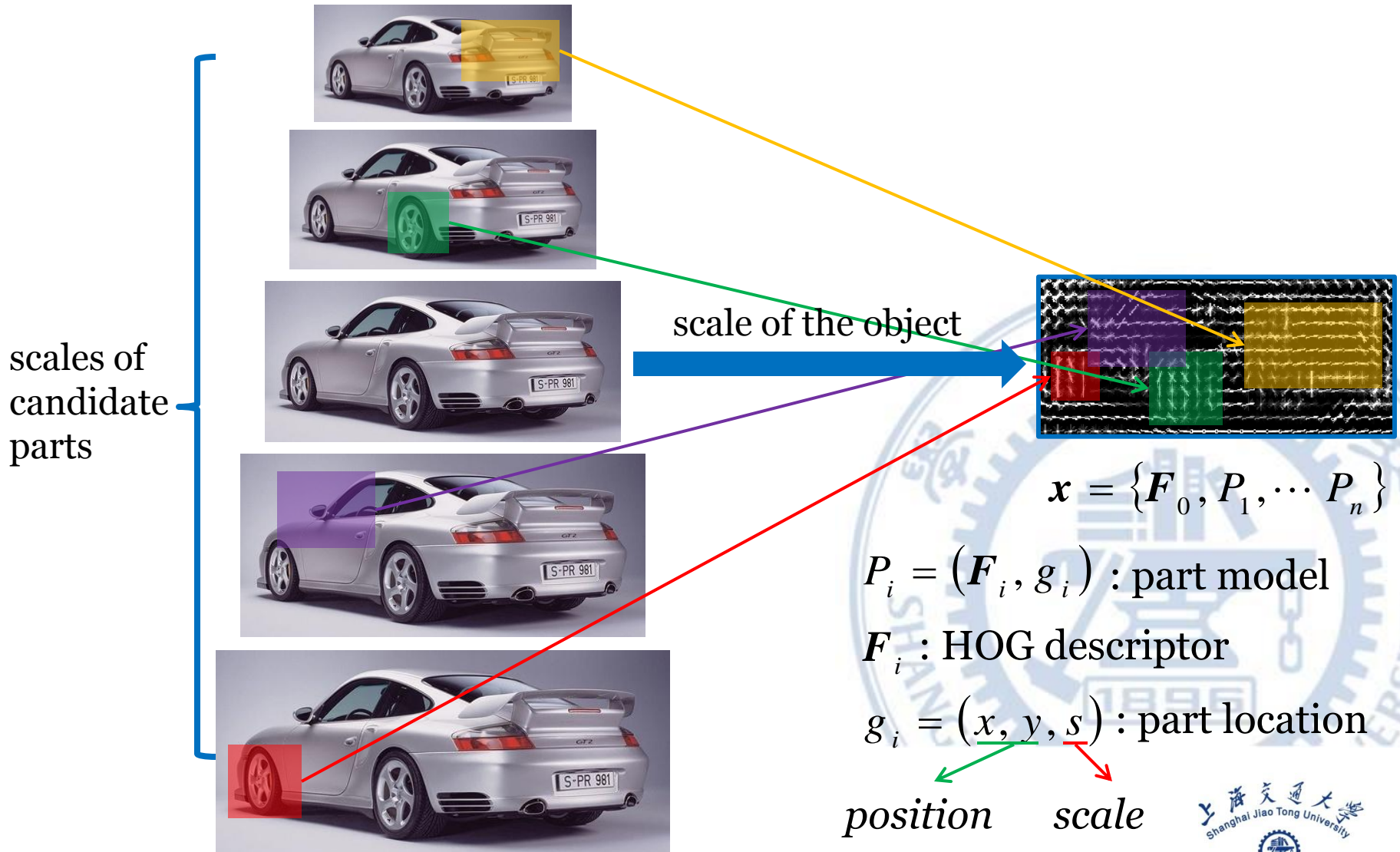


Part-based object representation



The part sizes of objects in real scenarios vary within certain scales because of intra-class variations, viewpoints, etc.

Multi-scale part-based object model



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- **Multi-scale part-based object model**

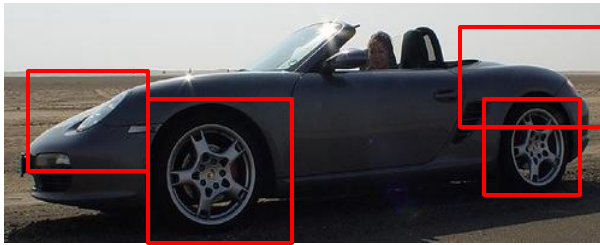
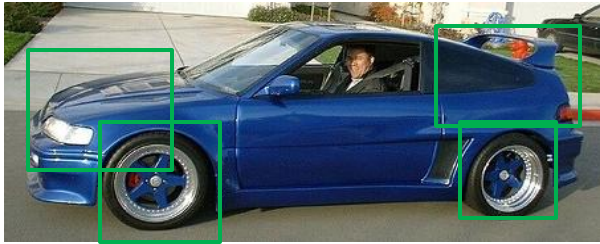
- **Structure kernel**

- **Optimizing kernel parameters and training classifier**

- **Experimental results**

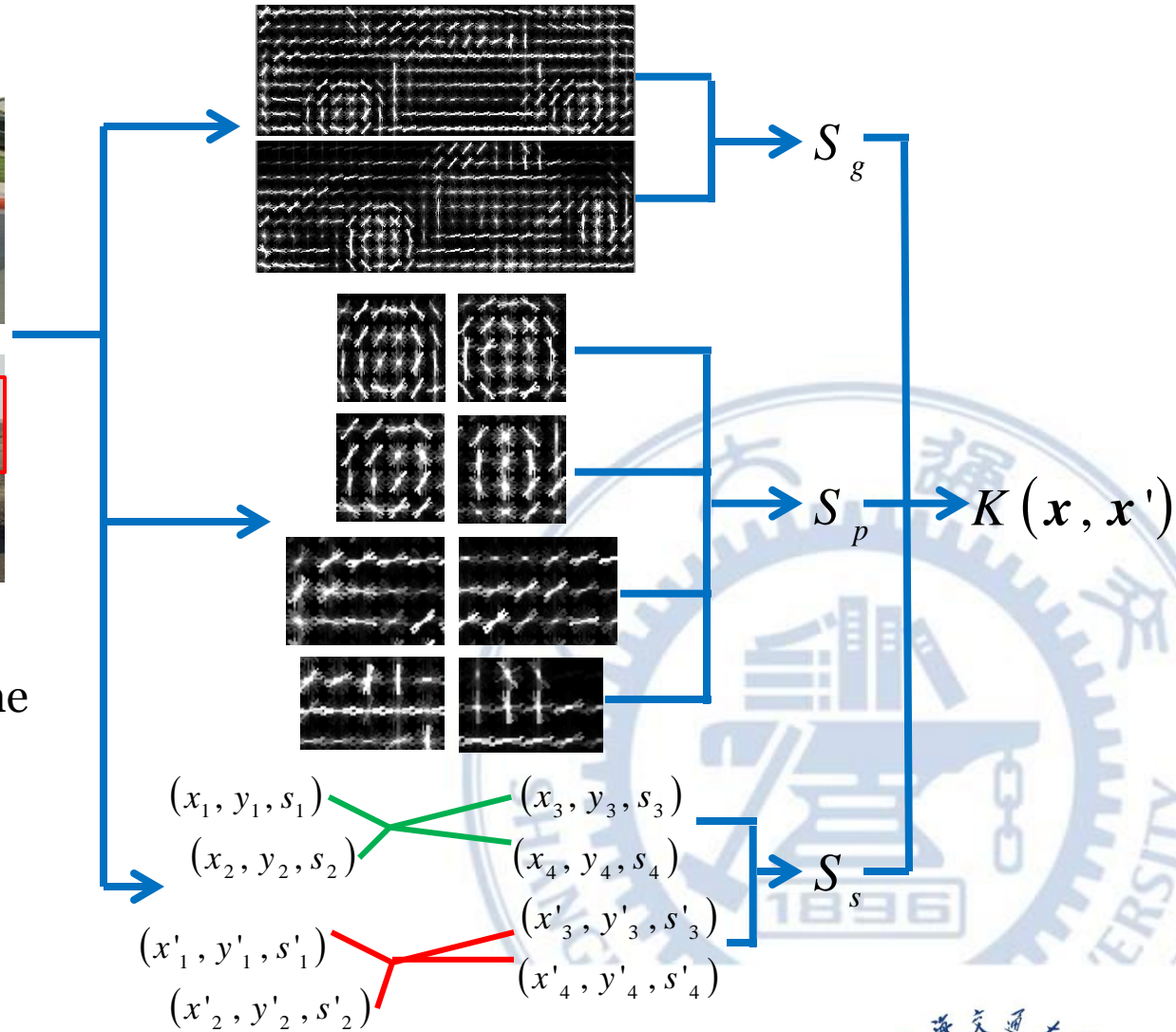


Structure kernel



Structure kernel measures the similarity of two part-based represented objects in

- (1) Global visual similarity;
- (2) Part visual similarity;
- (3) Spatial similarity.



Structure kernel

Global visual similarity

$$S_g = k(F_0, F_0')$$

F_0, F_0' : global feature vectors

k : base kernel

Part visual similarity

$$S_p = \sum_{i=1}^n w_i k(F_i, F_i')$$

F_i, F_i' : part feature vectors

k : base kernel

w_i : part weight

Spatial similarity

$$S_s = \sum_{i=1}^n \exp \left\{ -\gamma (g_i - g_i')^2 \right\}$$

g_i, g_i' : part locations

γ : penalty factor

Structure kernel

The structure kernel K measures the similarity between two part-based represented objects \mathbf{x} and \mathbf{x}' as

$$K(\mathbf{x}, \mathbf{x}') = k(F_0, F_0') + \sum_{i=1}^n w_i k(F_i, F_i') + \lambda \sum_{i=1}^n \exp \left\{ -\gamma (g_i - g_i')^2 \right\}$$

λ : parameter that balances the visual similarity and spatial similarity.

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Training and optimizing parameters

1. Optimizing kernel parameters

$$K(x, x') = k(F_0, F_0') + \sum_{i=1}^n \boxed{w_i} k(F_i, F_i') + \lambda \sum_{i=1}^n \exp \left\{ -\gamma (g_i - g_i')^2 \right\}$$

Inter-class objects



Low similarity

$$\min \sum_{p,q} \sum_{i=1}^n w_i k(F_i^p, F_i^q) \quad (1)$$

Intra-class objects



High similarity

$$\max \sum_{p,q} \sum_{i=1}^n w_i k(F_i^p, F_i^q) \quad (2)$$

$$\max_w \sum_{p=1}^N \sum_{q=p}^N y_q \sum_{i=1}^n w_i k(F_i^p, F_i^q) \quad (3)$$

$$\text{s.t.} \begin{cases} \sum_{i=1}^n w_i = 1 \\ w_i \geq 0, i = 1, \dots, n \\ y_p = +1 \end{cases}$$

Normalized stochastic gradient ascent algorithm

$$\max_{\mathbf{w}} E(\mathbf{w}) = \sum_{p=1}^N \sum_{q=p}^N y_q \sum_{i=1}^n w_i k(\mathbf{F}_i^p, \mathbf{F}_i^q)$$
$$\text{s.t.} \begin{cases} \sum_{i=1}^n w_i = 1 & (1) \\ w_i \geq 0, i = 1, \dots, n & (2) \\ y_p = +1 \end{cases}$$

Sub-gradient of samples x_p and x_q : $\nabla = y_v [k(\mathbf{F}_1^u, \mathbf{F}_1^v), k(\mathbf{F}_2^u, \mathbf{F}_2^v), \dots, k(\mathbf{F}_n^u, \mathbf{F}_n^v)]$

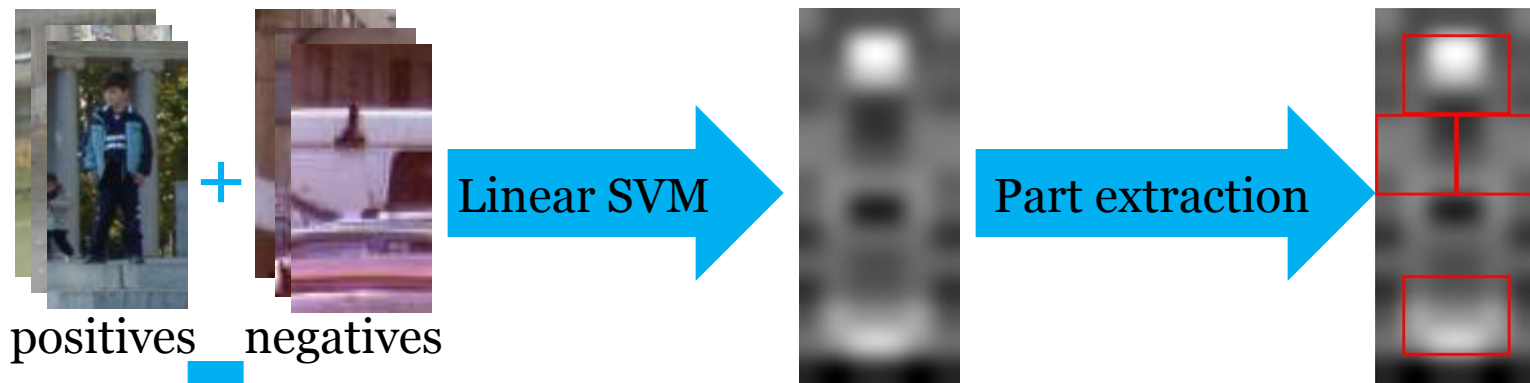
Normalized sub-gradient:

$$\nabla' = y_v \left[k(\mathbf{F}_1^u, \mathbf{F}_1^v) - \frac{1}{n} \sum_{i=1}^n k(\mathbf{F}_i^u, \mathbf{F}_i^v), \dots, k(\mathbf{F}_n^u, \mathbf{F}_n^v) - \frac{1}{n} \sum_{i=1}^n k(\mathbf{F}_i^u, \mathbf{F}_i^v) \right]$$

If $\mathbf{w}^{(t)}$ satisfies (1) (2), $\mathbf{w}^{(t+1)} = \mathbf{w}^{(t)} + \alpha \nabla'$ also satisfies (1) (2) and

$$E(\mathbf{w}^{(t+1)}) \geq E(\mathbf{w}^{(t)})$$

Training classifier with latent SVM

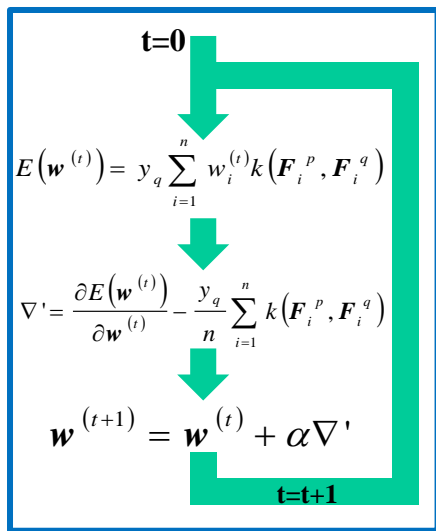


classifier $f(x)$

Relabel

$$X_P = \{x_i\}_{i=1}^{N_P}$$

$$X_N = \{x_i\}_{i=1}^{N_N}$$



Normalized stochastic gradient ascent algorithm

$$\begin{aligned} \max_{\alpha_i} & -\frac{1}{2} \sum_{i=1}^N \sum_{j=1}^N \alpha_i \alpha_j y_i y_j K(x_i, x_j) + \sum_{i=1}^N \alpha_i \\ \text{s.t.} & \begin{cases} 0 \leq \alpha_i \leq C, i = 1, \dots, N \\ \sum_{i=1}^N \alpha_i y_i = 0 \end{cases} \end{aligned}$$

Quadratic programming

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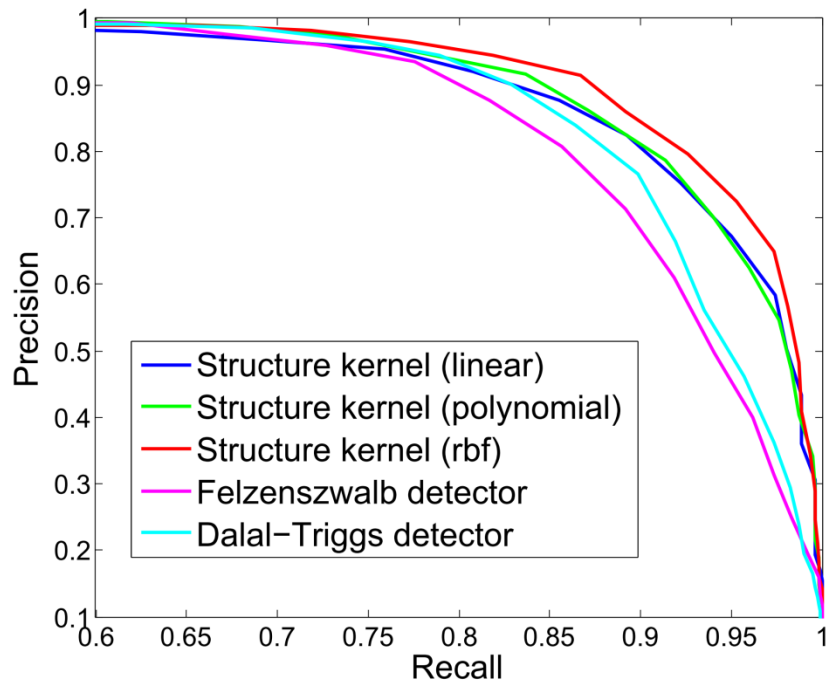
INRIA person dataset evaluation

1. Different base kernels

a. linear kernel: $k(F, F') = F \cdot F'$

b. polynomial kernel: $k(F, F') = (F \cdot F' + 1)^m$

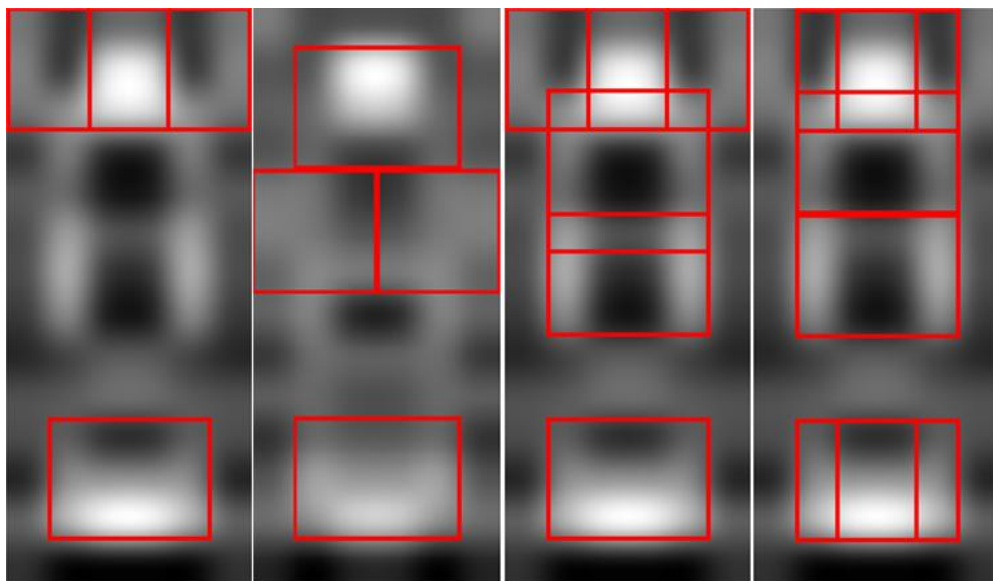
c. RBF kernel: $k(F, F') = \exp\{-\delta \|F - F'\|^2\}$



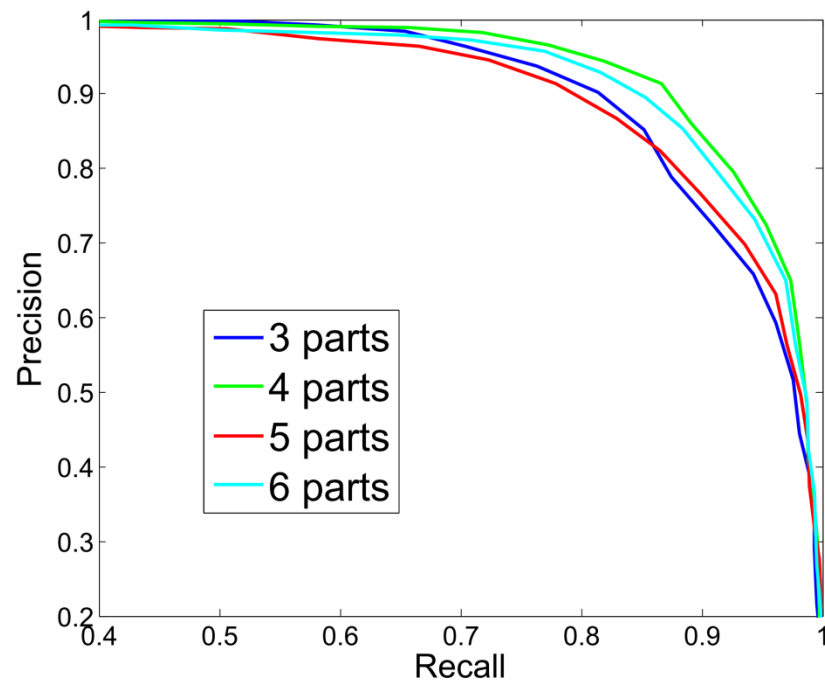
Base kernel	Average precision
SK (linear)	0.938
SK (polynomial)	0.946
SK (radial basis)	0.954
Felzenszwalb	0.917
Dalal-Triggs	0.927

INRIA person dataset evaluation

2. Different part numbers and configurations

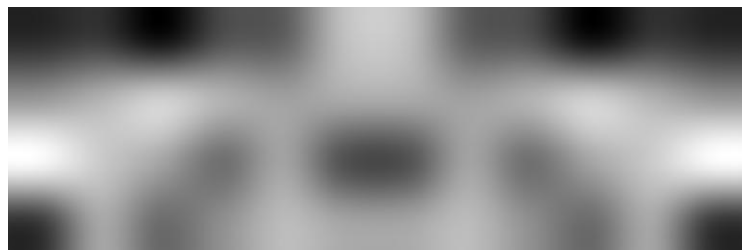


(a) 3 parts (b) 4 parts (c) 5 parts (d) 6 parts

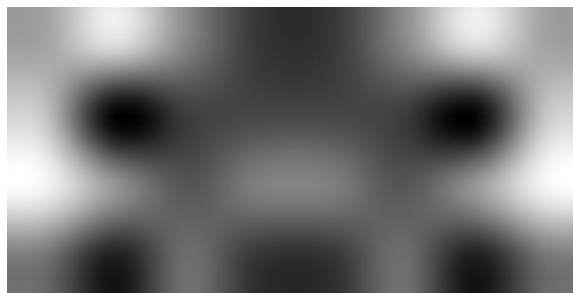


Part number	Average precision
3	0.934
4	0.954
5	0.930
6	0.945

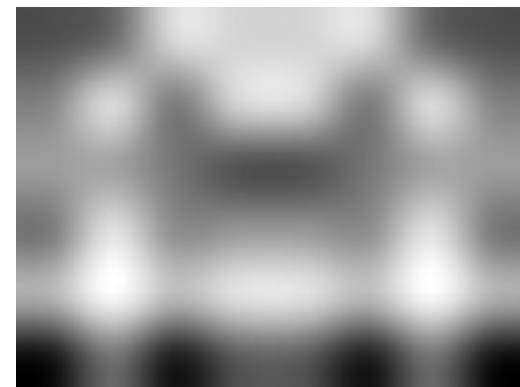
PASCAL VOC 2007 dataset evaluation



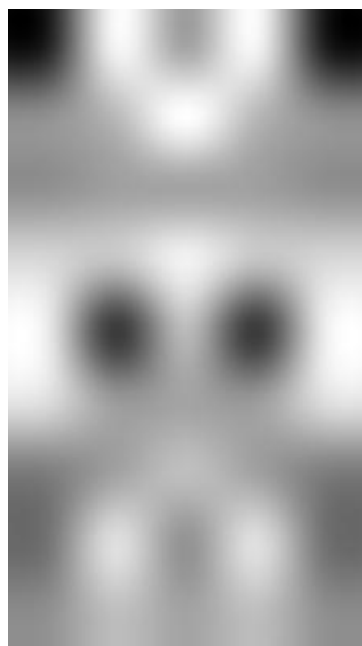
aeroplane



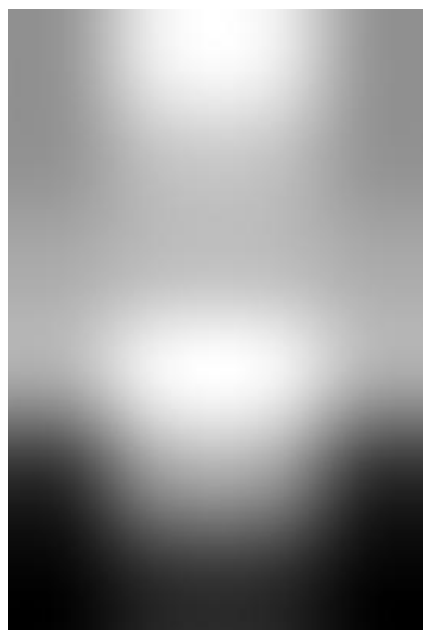
car



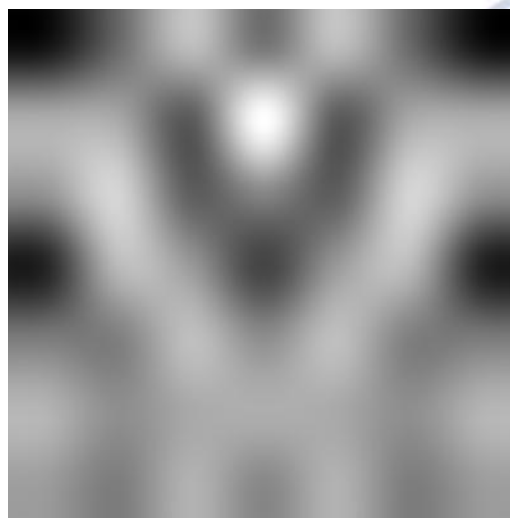
motorbike



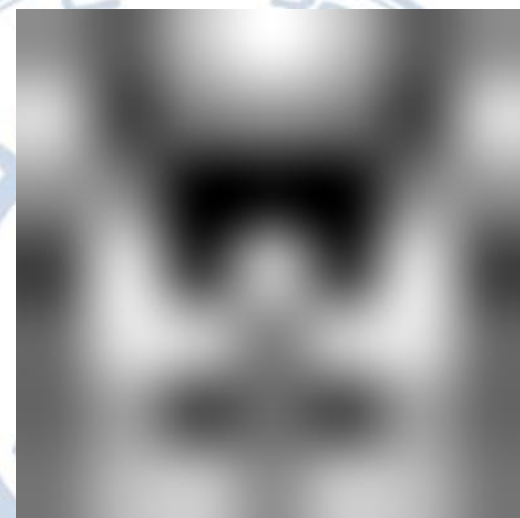
person



potted plant



dog



horse

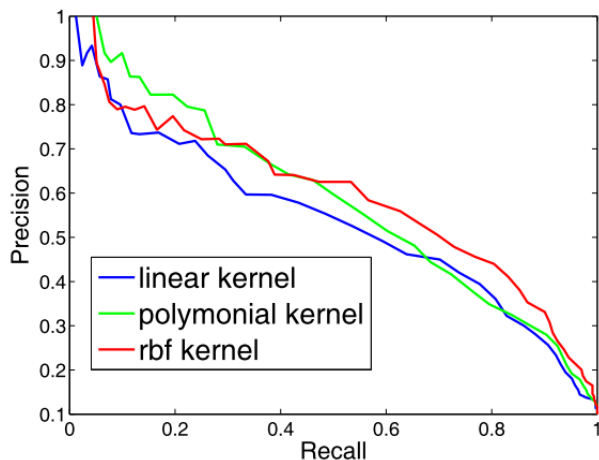
Global models of some object classes in PASCAL VOC 2007 dataset



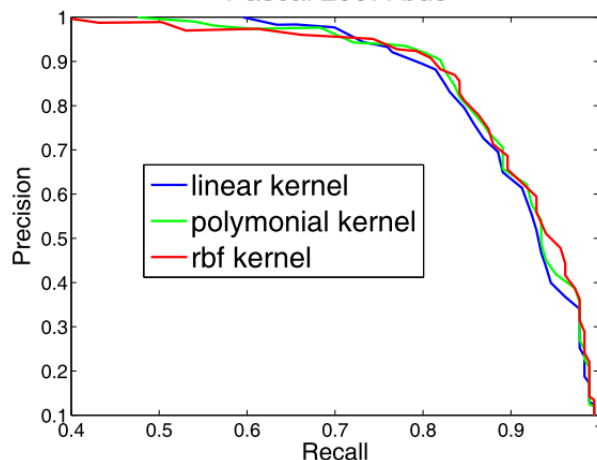
PASCAL VOC 2007 dataset evaluation

1. Different base kernels

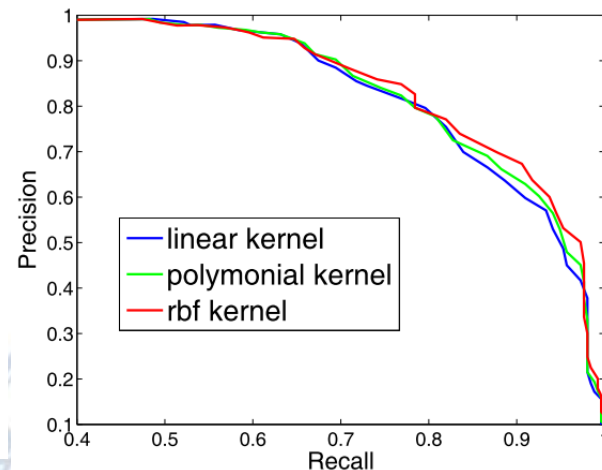
Performances of different base kernels
Pascal 2007: cat



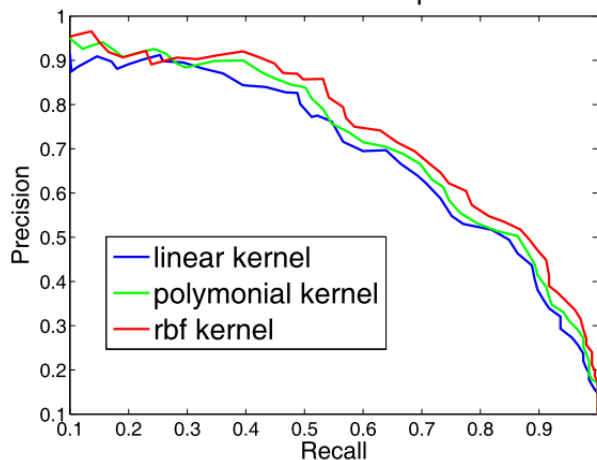
Performances of different base kernels
Pascal 2007: bus



Performances of different base kernels
Pascal 2007: tvmonitor



Performances of different base kernels
Pascal 2007: aeroplane

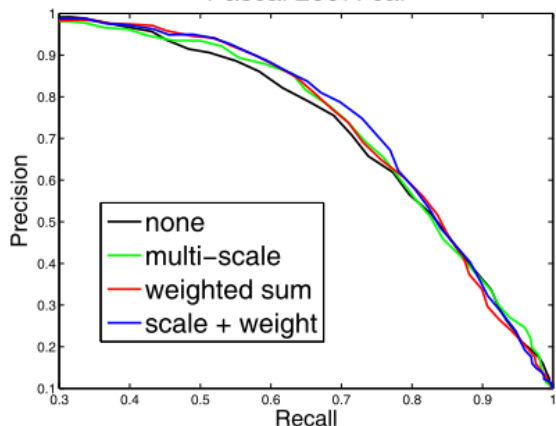


	cat	bus	aeroplane	TV/monitor
Linear kernel	0.538	0.910	0.717	0.887
Polynomial kernel	0.583	0.913	0.740	0.891
RBF kernel	0.596	0.913	0.764	0.897

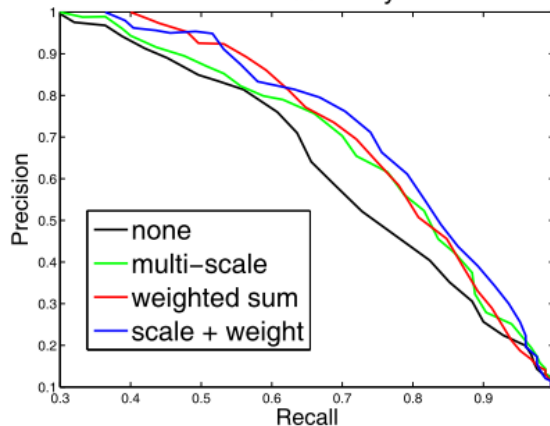
PASCAL VOC 2007 dataset evaluation

2. Multi-scale part representation and weighted combination of part similarities

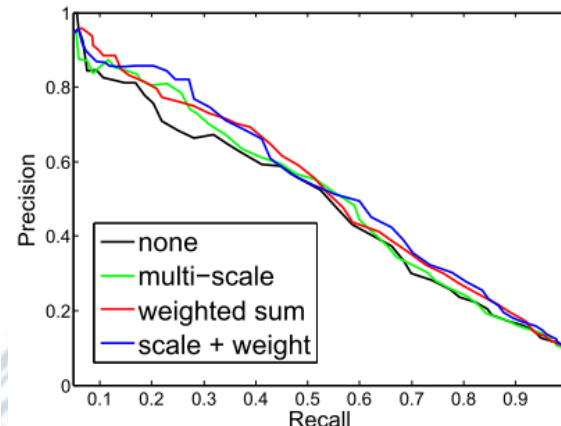
Performances of multi-scale and weighted sum
Pascal 2007: car



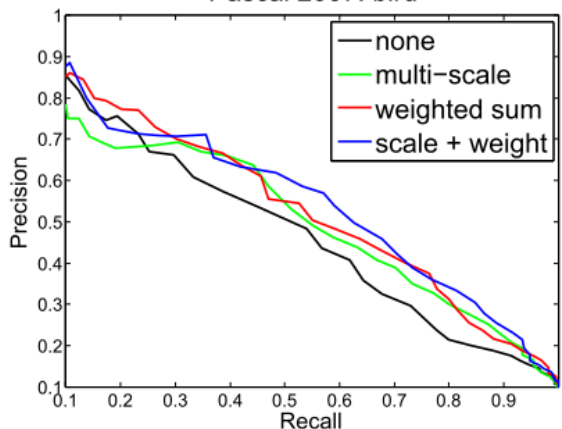
Performances of multi-scale and weighted sum
Pascal 2007: bicycle



Performances of multi-scale and weighted sum
Pascal 2007: sofa



Performances of multi-scale and weighted sum
Pascal 2007: bird



	car	bicycle	sofa	bird
None	0.793	0.738	0.512	0.483
Multi-scale	0.799	0.776	0.526	0.526
Weighted-combination	0.802	0.792	0.547	0.541
Multi-scale + weighted combination	0.807	0.804	0.554	0.553

Conclusions and future work

- **The multi-scale part-based model is more robust to intra-class variations and viewpoint changes than existing part-based models.**
- **The structure kernel measures the similarity of two part-based objects in both visual appearance and spatial layout in a joint manner.**
- **The normalized stochastic gradient ascent method makes the kernel parameters adaptive to the distribution of data.**
- **A more sophisticated cost function can be used to penalize the deformation of objects**



Thanks!