

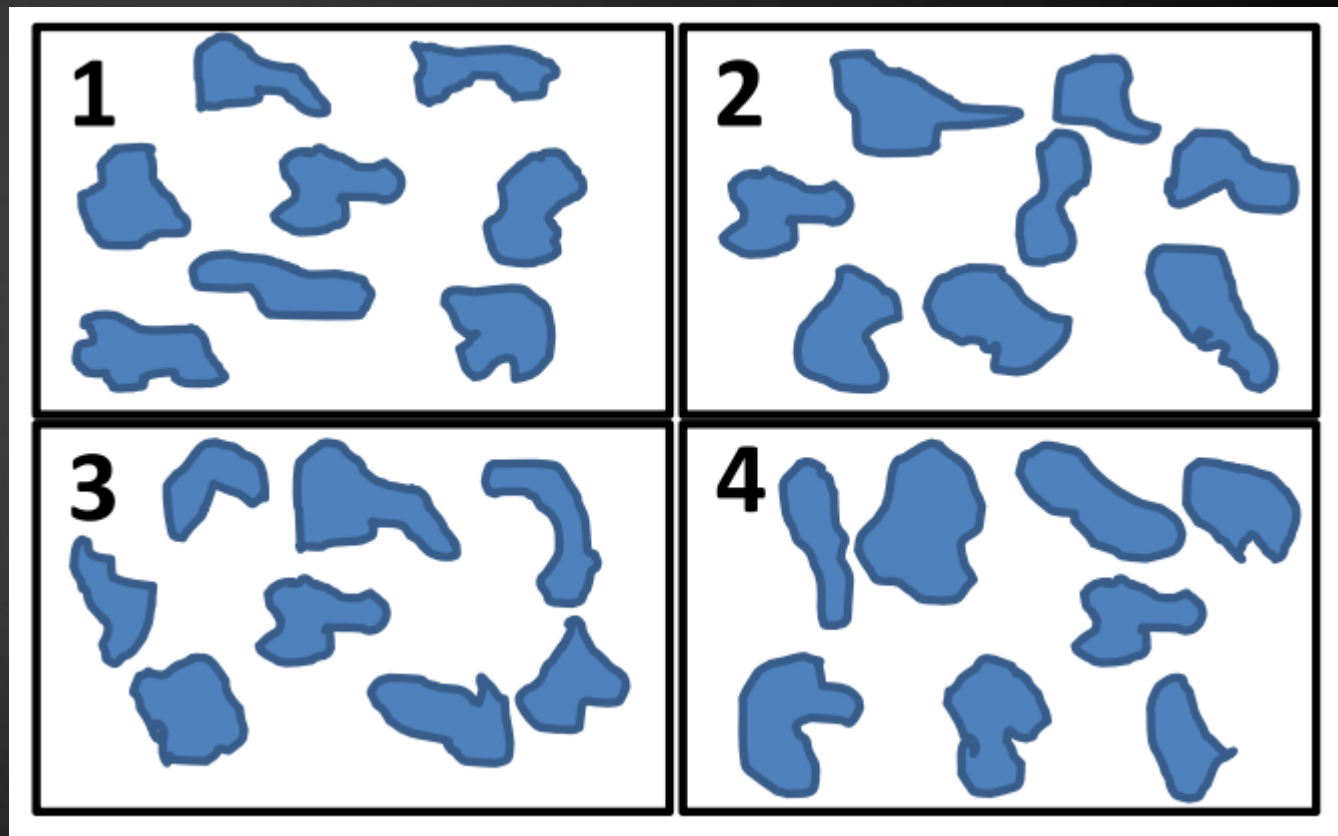
Object-Graphs for Context-Aware Category Discovery

YONG JAE LEE AND KRISTEN GRAUMAN

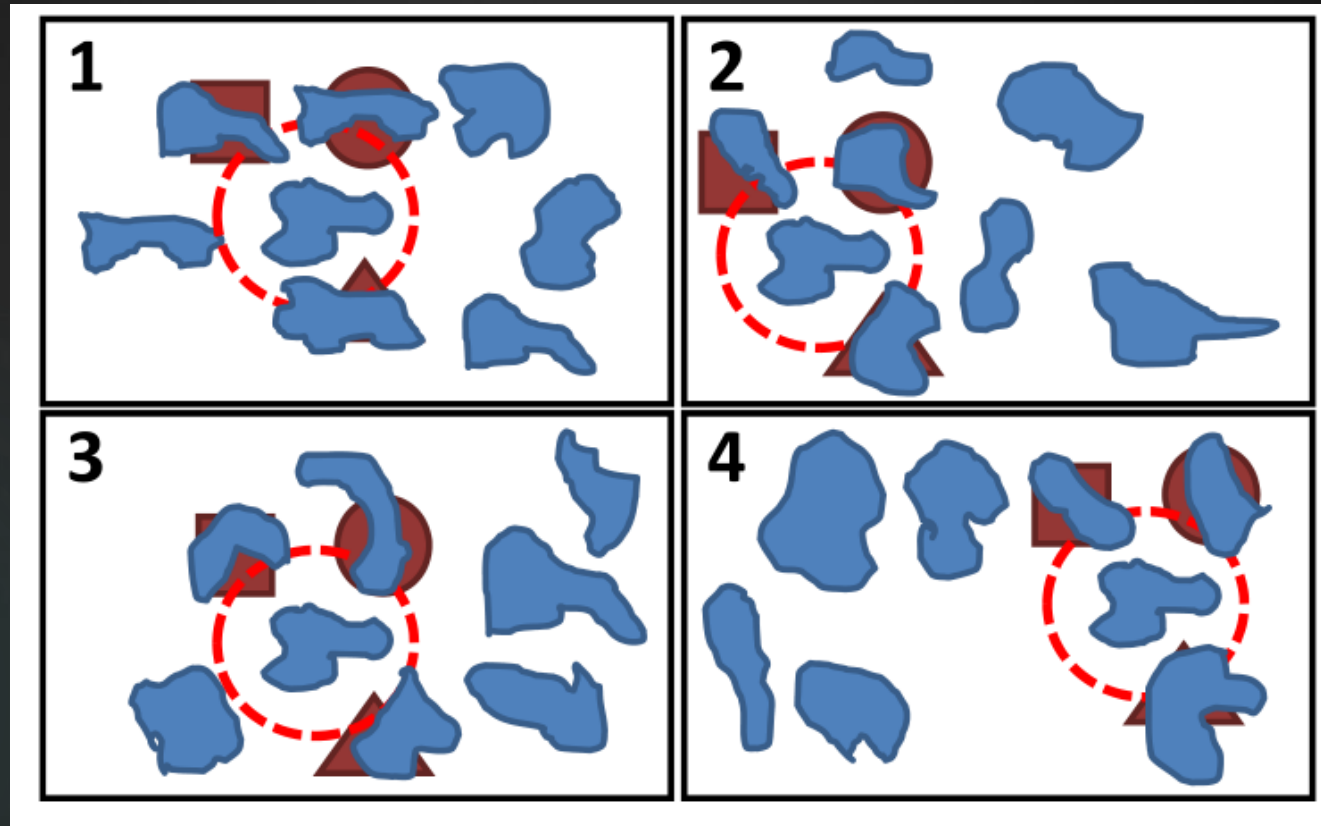
YIYING LI

Background

- ▶ Topic models
 - ▶ pLSA, LDA
- ▶ Appearance based grouping problem

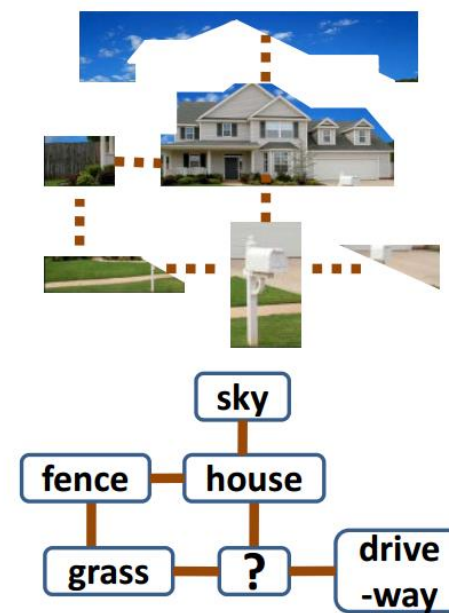
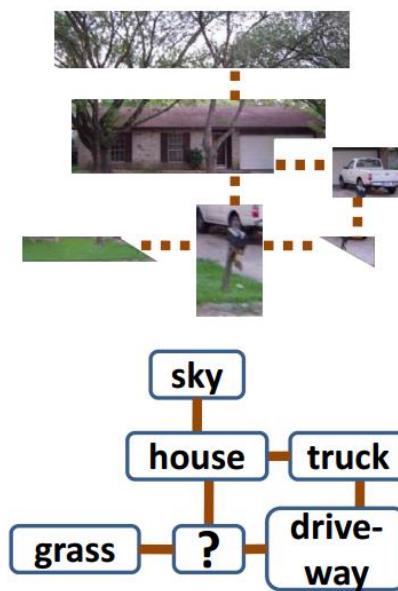
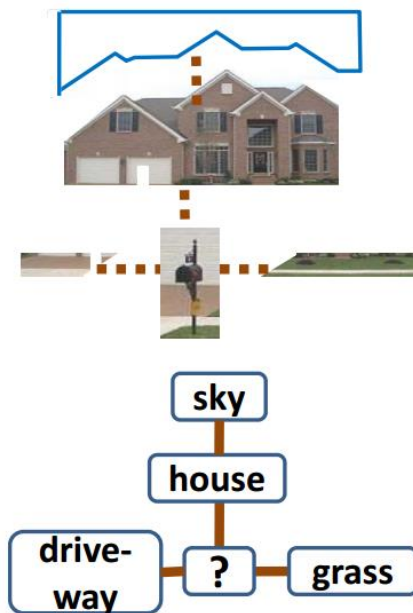


Idea



- Does seeing known objects help discover new categories?

Context Aware Discovery

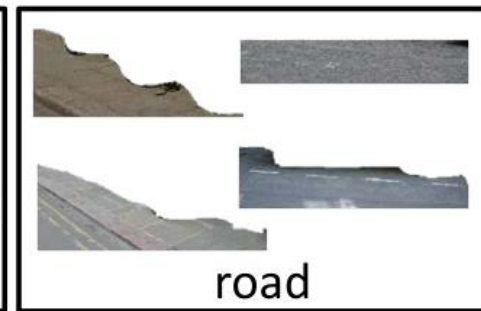
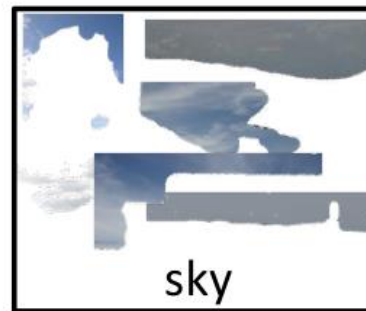
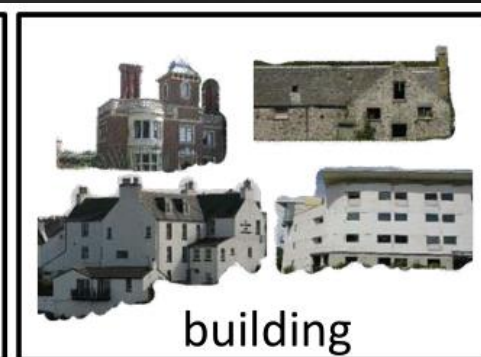


Overview

- ▶ Learn category models for some classes
- ▶ Detect unknowns
- ▶ Describe object-level context using a graph structure
- ▶ Group regions to discover new categories

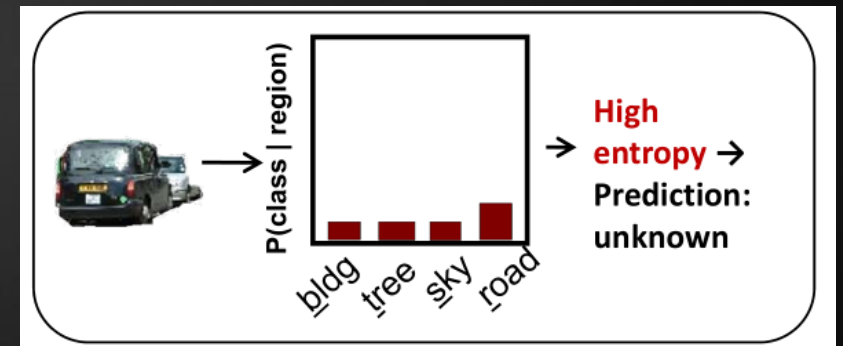
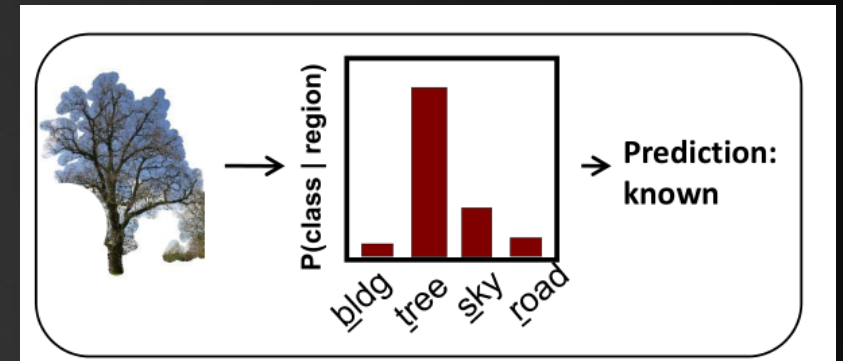
Learn Known Categories

- ▶ Texture, color, and shape using multiple kernel learning
- ▶ Train SVM classifiers for the probability that a segment belongs to a class $P(c|s)$
- ▶ Known categories
 - ▶ Tree, building, sky, road



Identifying Unknown Objects

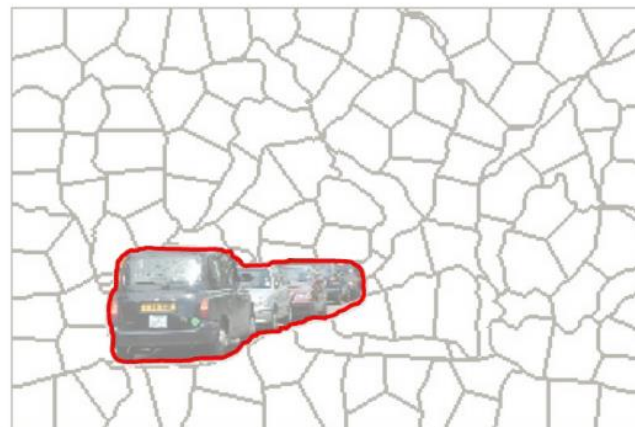
- ▶ Compute multiple segmentations
- ▶ Run the classifiers that was trained offline
- ▶ Compute entropy
 - ▶ equation
 - ▶ Lower = more confidence
 - ▶ Higher = low confidence



Object Graphs

- ▶ Models contextual information surrounding the unknown segment
- ▶ Regions with similar context should net similar graph structures
- ▶ Compute superpixels
 - ▶ Each superpixel is a node in the graph

An unknown region
within an image



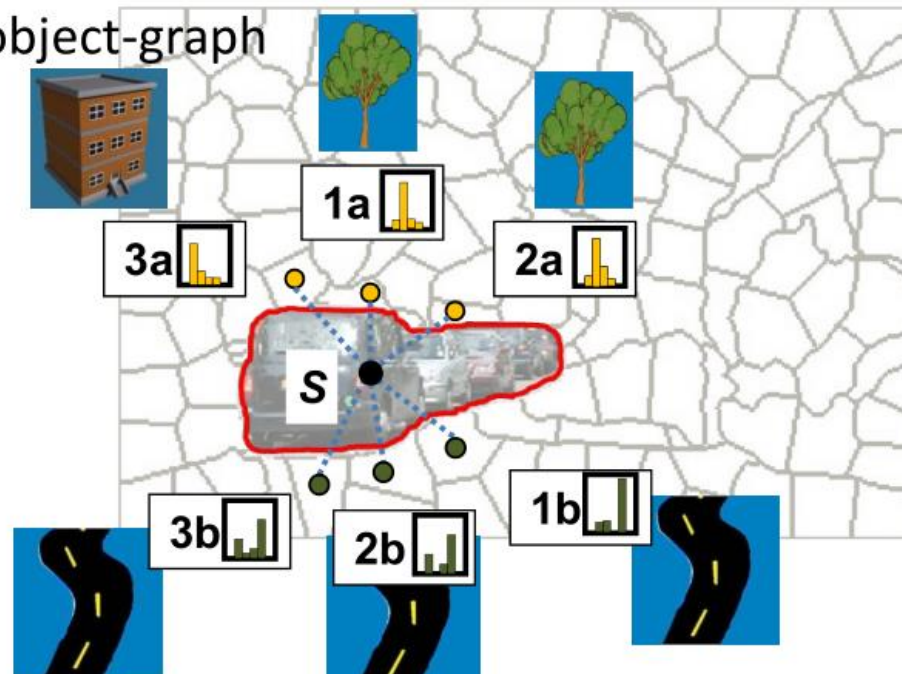
Object Graphs

- ▶ Compute histograms of superpixels above and below the segment
 - ▶ No side superpixels due to the interchangeability of left and right
- ▶ Histograms are averages probabilities of occurrence of pixels r distance away

An unknown region within an image



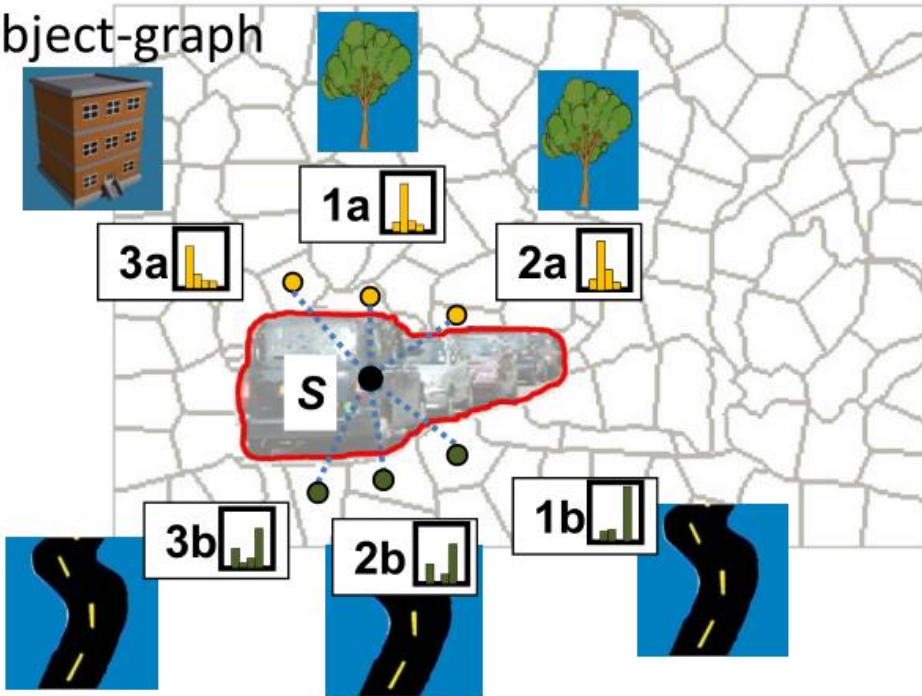
Closest nodes in its object-graph



Object Graphs

- Concatenate histograms to form a histogram vector

Closest nodes in
its object-graph

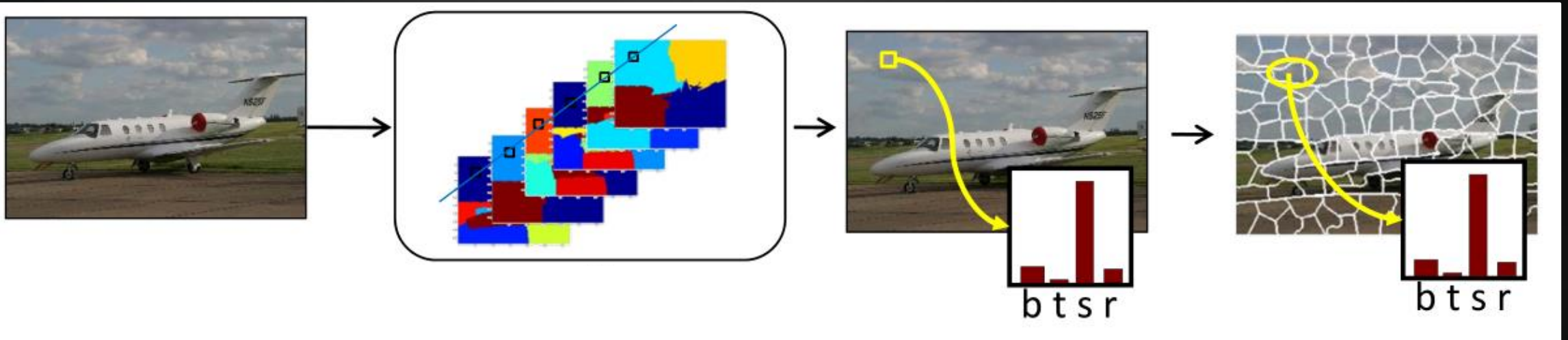


$$g(s) = [\underbrace{\begin{matrix} \begin{matrix} 0 & 0 \\ \text{self} & \text{self} \end{matrix} \\ \begin{matrix} \text{btsr} & \text{btsr} \end{matrix} \end{matrix}}_{H_0(s)}, \underbrace{\begin{matrix} \begin{matrix} 1a & 1b \\ \text{above} & \text{below} \end{matrix} \\ \begin{matrix} \text{btsr} & \text{btsr} \end{matrix} \end{matrix}}_{H_1(s)}, \dots, \underbrace{\begin{matrix} \begin{matrix} R_a & R_b \\ \text{above} & \text{below} \end{matrix} \\ \begin{matrix} \text{btsr} & \text{btsr} \end{matrix} \end{matrix}}_{H_R(s)}]$$

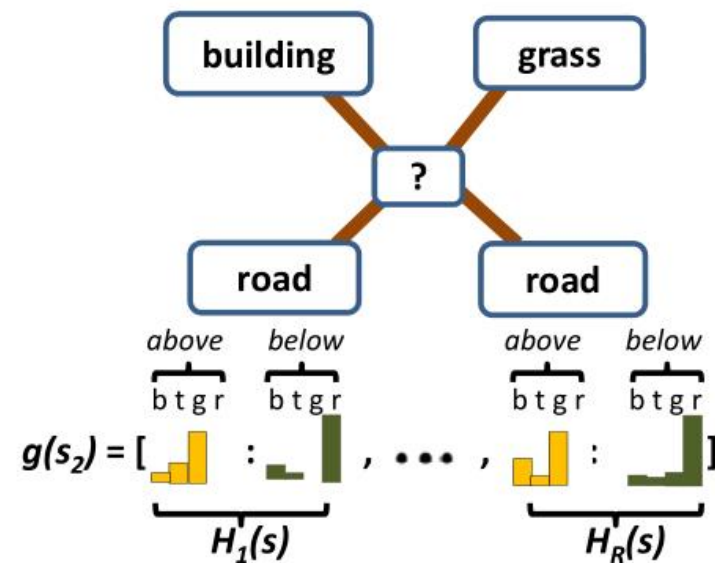
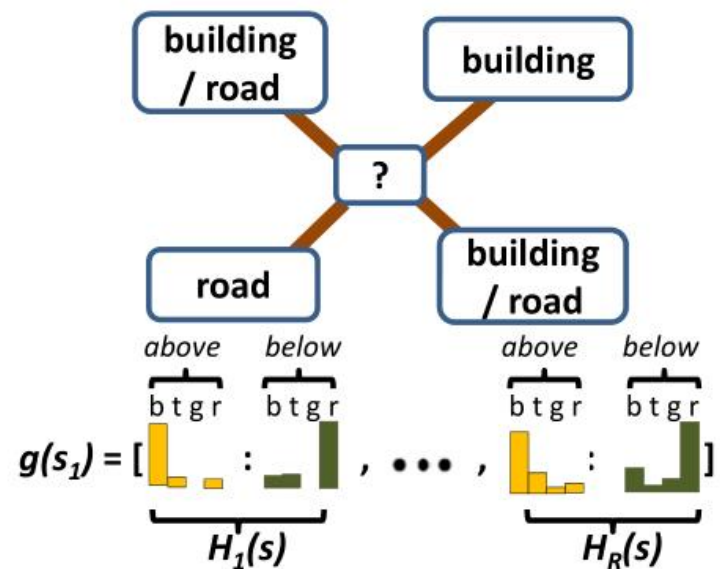
1st nearest region out to Rth nearest

Object Graphs

- Superpixel know object probabilities are computed from multiple segmentations



Example



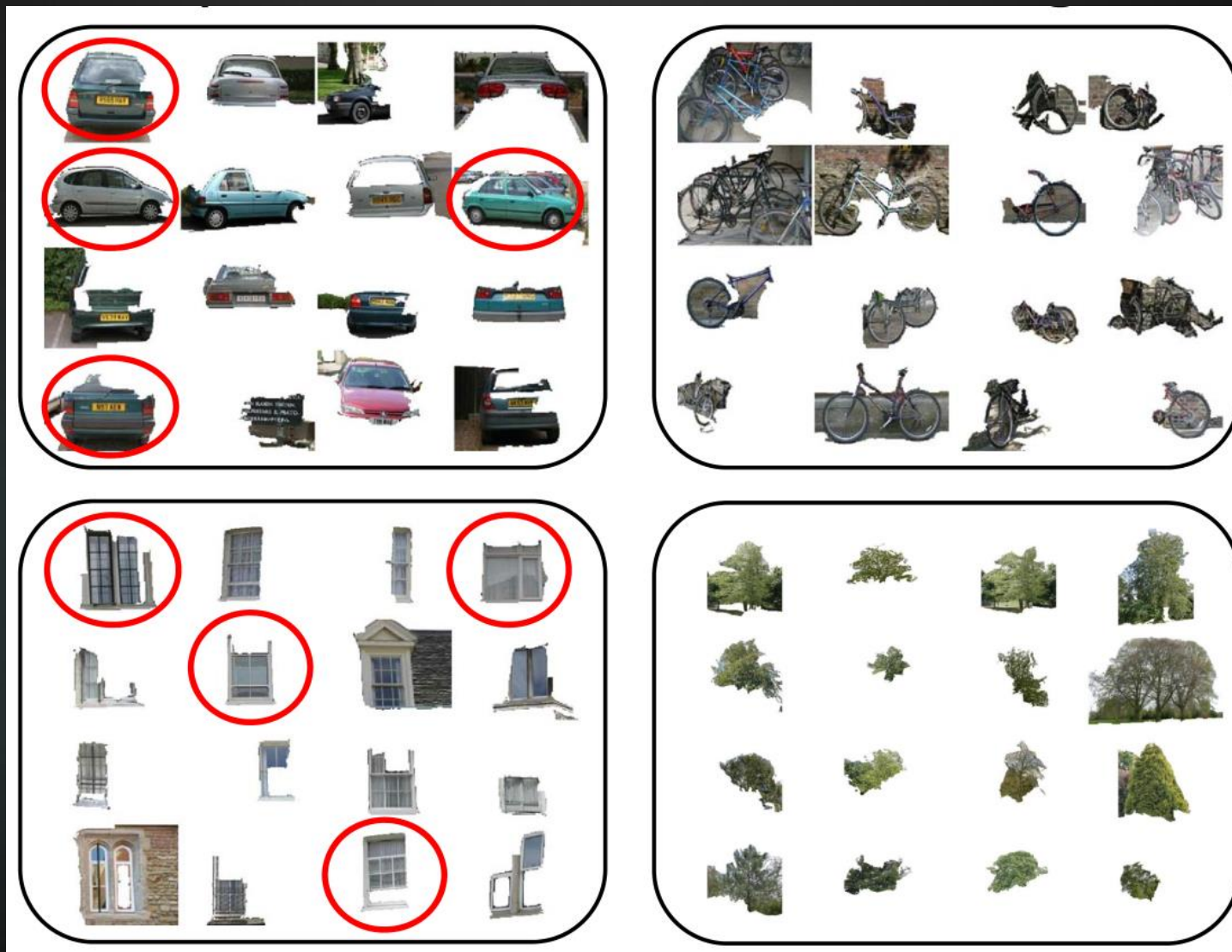
Category Discovery

- ▶ Similarity function based on two regions
 - ▶ $K(s_i, s_j) = K_{app}(s_i, s_j) + K_{graph}(s_i, s_j)$
 - ▶ Weights can be learned in a unsupervised way
- ▶ Appearance based similarity scores
 - ▶ bag-of-features histograms
- ▶ A affinity matrix is generated between all pairs on unknown regions
- ▶ A spectral clustering method is used to cluster

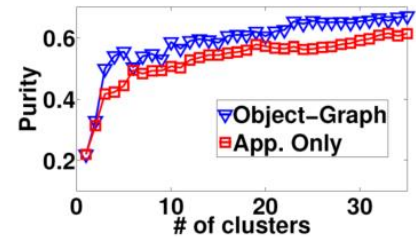
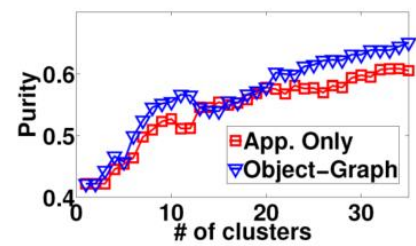
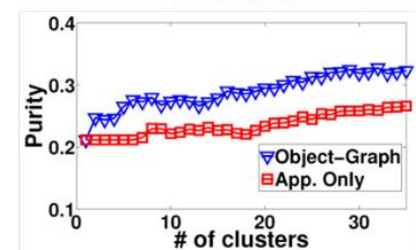
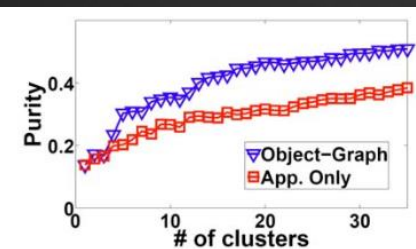
Datasets

- ▶ MSRC-v2
 - ▶ 21 classes, 591 images
- ▶ PASCAL 2008
 - ▶ 20 classes, 1,023 images
- ▶ MSRC-v0
 - ▶ 21 classes, 3,457 images
- ▶ Corel
 - ▶ 7 classes, 100 images
- ▶ Train 40% for known
- ▶ Test 60%

Results - Examples



Results - Numbers



MSRC-v2



PASCAL 2008



MSRC-v0



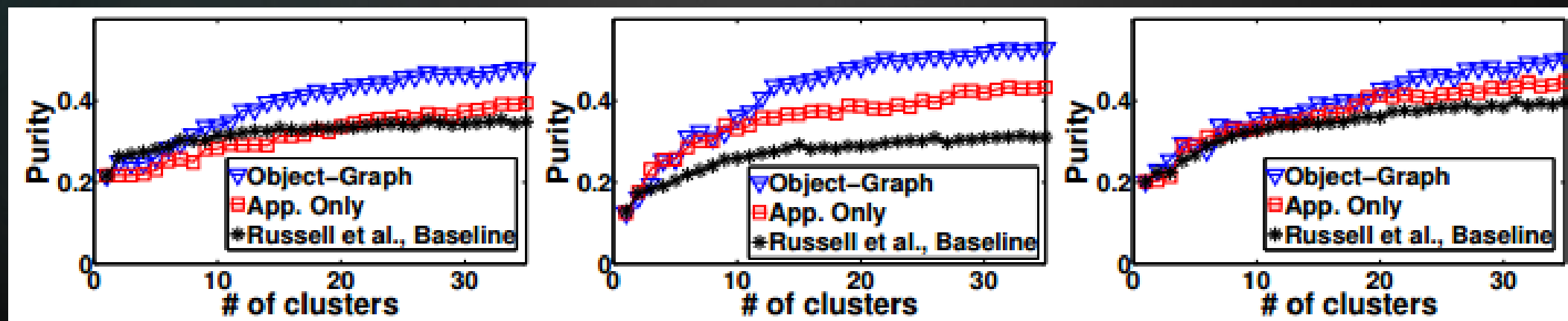
Corel

Results - Numbers

MSRC Mean Average Precision

	Building	Tree	Cow	Airplane	Bicycle
Our full model	0.32	0.36	0.41	0.36	0.21
App. only	0.27	0.33	0.20	0.21	0.10
Obj-Graph only	0.32	0.27	0.37	0.32	0.24

MSRC comparison



Discussion