

Semantic Categories to Attributes

What do we mean by “Semantics?”

For Our Purposes:



Instances

furry
carnivorous
friendly
...

Semantic Attributes
(PCA Components?)

dog
rabbit
snake
shark
...

Class Labels

Why Use Semantics?

Because it may be Easier.

Some Parts are Easier to Identify

The attributes “furry” “has eyes” and “sharp teeth” may be easier to recover than “dog” “snake” and “shark.”



**Because it's More
Powerful.**

A Richer Understanding of Objects

We can generate class labels as before



Aeroplane

A Richer Understanding of Objects

We can describe objects even if we don't understand them



Unknown
Has Wheel
Has Wood

A Richer Understanding of Objects

We can highlight differences from our expectations



Bird
No Head
No Beak

A Rich Understanding of Objects

We can describe the presence of unexpected attributes



Motorbike
Has Cloth

A Richer Understanding of Objects

We can recognize objects that have only been described to us

Has Horn

Has leg

Has Head

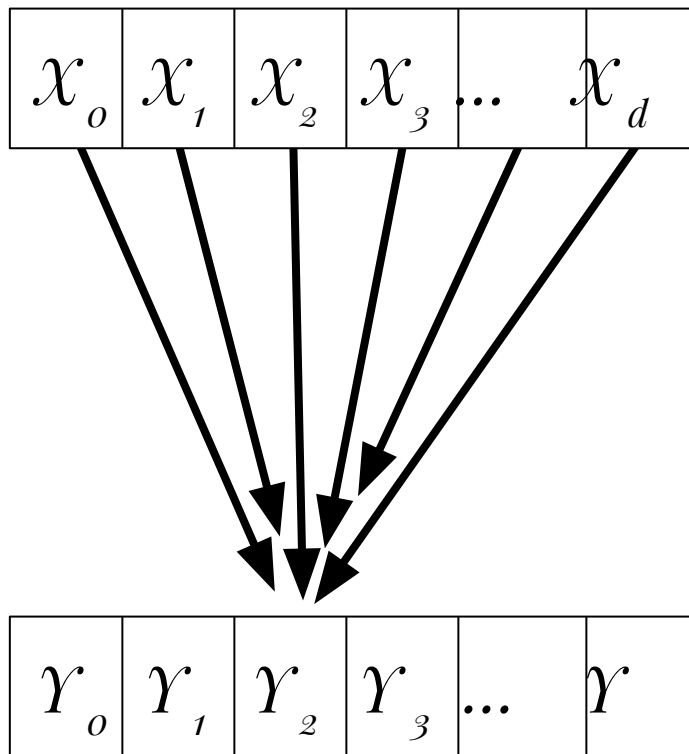
Has Wool



**Because that's how Brains
Work.**

(More on this Later.)

Single Classifier:

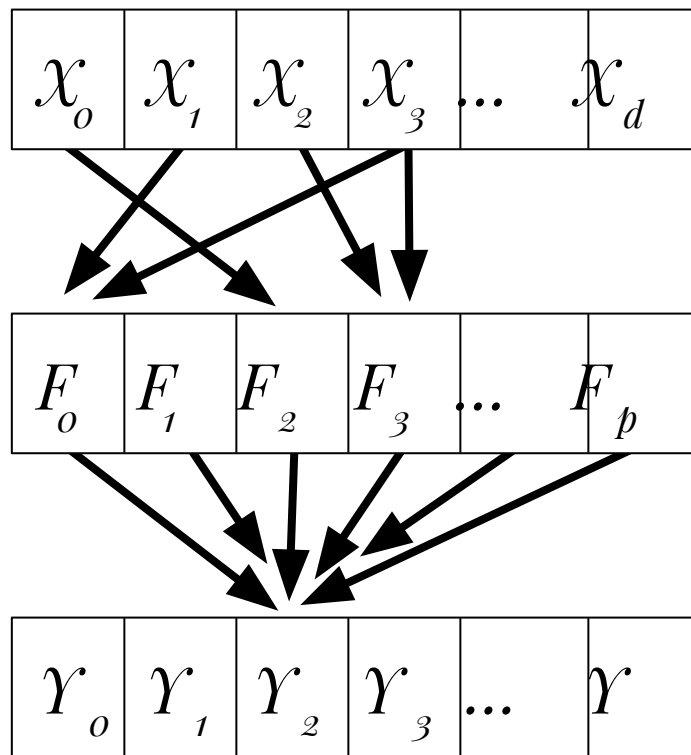


Raw Input

Single Classifier

Class Label

Semantic Classifier:



Raw Input

First Stage

Semantic Feature Space

Second Stage

Class Label

Knowledge Base:

		γ_0 <i>dog</i>	γ_1 <i>snake</i>	γ_2 <i>rabbit</i>	γ_3 <i>shark</i>	
F_0	<i>furry?</i>	1	0	1	0	
F_1	<i>has a tail?</i>	1	1	1	1	
F_2	<i>breathe underwater?</i>	0	0	0	1	...
F_3	<i>carnivorous?</i>	1	1	0	1	
F_4	<i>slow-moving?</i>	0	0	0	0	

Training Data:



dog



rabbit



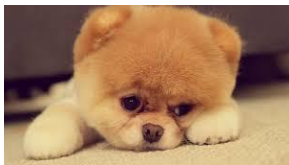
snake



shark



Training:



1	<i>furry</i>
1	<i>tail</i>
0	<i>underwater</i>
1	<i>carnivore</i>
0	<i>slow</i>



1	<i>furry</i>
1	<i>tail</i>
0	<i>underwater</i>
0	<i>carnivore</i>
0	<i>slow</i>



0	<i>furry</i>
1	<i>tail</i>
0	<i>underwater</i>
1	<i>carnivore</i>
0	<i>slow</i>



0	<i>furry</i>
1	<i>tail</i>
1	<i>underwater</i>
1	<i>carnivore</i>
0	<i>slow</i>

Dogs:

F_0	<i>furry?</i>	<i>1</i>
F_1	<i>has a tail?</i>	<i>1</i>
F_2	<i>breathe underwater?</i>	<i>0</i>
F_3	<i>carnivorous?</i>	<i>1</i>
F_4	<i>slow-moving?</i>	<i>0</i>

dog



Dogs:

F_0	<i>furry?</i>	<i>1</i>
F_1	<i>has a tail?</i>	<i>1</i>
F_2	<i>breathe underwater?</i>	<i>0</i>
F_3	<i>carnivorous?</i>	<i>1</i>
F_4	<i>slow-moving?</i>	<i>0</i>

dog



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F_4	<i>slow-moving?</i>	<i>0</i>

dog



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F_1	<i>has a tail?</i>	<i>1</i>
F_2	<i>breathe underwater?</i>	<i>0</i>
F_3	<i>carnivorous?</i>	<i>1</i>
F_4	<i>slow-moving?</i>	<i>0</i>

dog



Non-Dogs:

F_0	<i>furry?</i>	0
F_1	<i>has a tail?</i>	1
F_2	<i>breathe underwater?</i>	0
F_3	<i>carnivorous?</i>	1
F_4	<i>slow-moving?</i>	0

snake
(*not furry*)



Non-Dogs:

F_0	<i>furry?</i>	<i>1</i>
F_1	<i>has a tail?</i>	<i>1</i>
F_2	<i>breathe underwater?</i>	<i>0</i>
F_3	<i>carnivorous?</i>	<i>0</i>
F_4	<i>slow-moving?</i>	<i>0</i>

rabbit
(clearly vegetarian)



Non-Dogs:

*ambiguous
(furry shark? aquatic dog?)*

F_0	<i>furry?</i>	<i>1</i>
F_1	<i>has a tail?</i>	<i>1</i>
F_2	<i>breathe underwater?</i>	<i>1</i>
F_3	<i>carnivorous?</i>	<i>1</i>
F_4	<i>slow-moving?</i>	<i>0</i>



How can we fix this?

Add Features to Disambiguate



F_5	<i>Red</i>
F_6	<i>Bushy Tail</i>

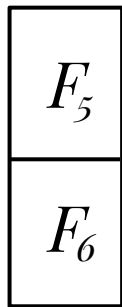
→ *fox* γ_5



F_7	<i>Long Whiskers</i>
F_8	<i>Grumpy</i>

→ *cat* γ_6

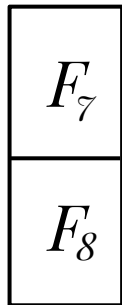
Oh No! (Good Features are Hard)



Red

Bushy Tail

→ *fox* γ_5



Long Whiskers

Grumpy

→ *cat* γ_6

A Further Problem:

male russet sparrow



male spanish sparrow



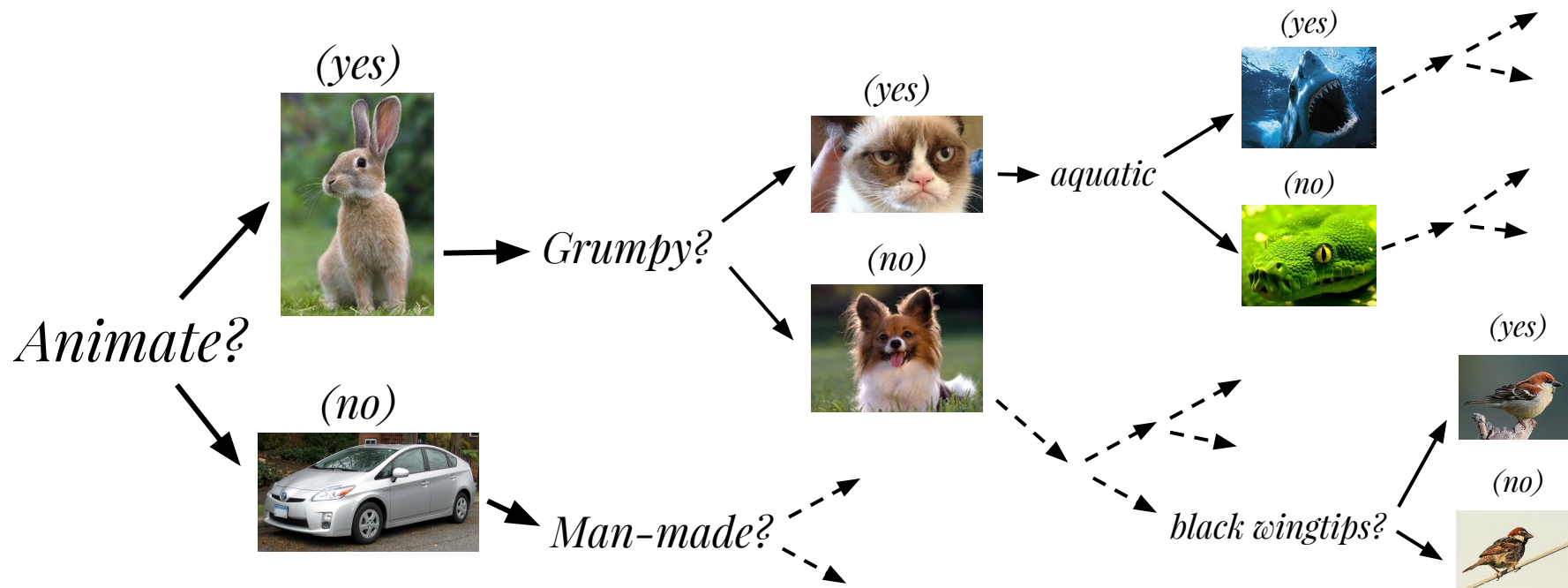
Will the features we use to disambiguate these be useful for anything else?

Are Features Universally Applicable?



Carnivorous? Friendly? What color are its feathers?

Does this motivate a hierarchy?



Broad Applicability

Intermediate Applicability

Granular Applicability

Thoughts or Questions?

Results in Neural Decoding:

Training Data:

fMRI scans of 9 Human Subjects

Shown a word from a corpus of 60 and a line drawing
Instructed to think about the object's properties.

Knowledge Base:

corpus5000:

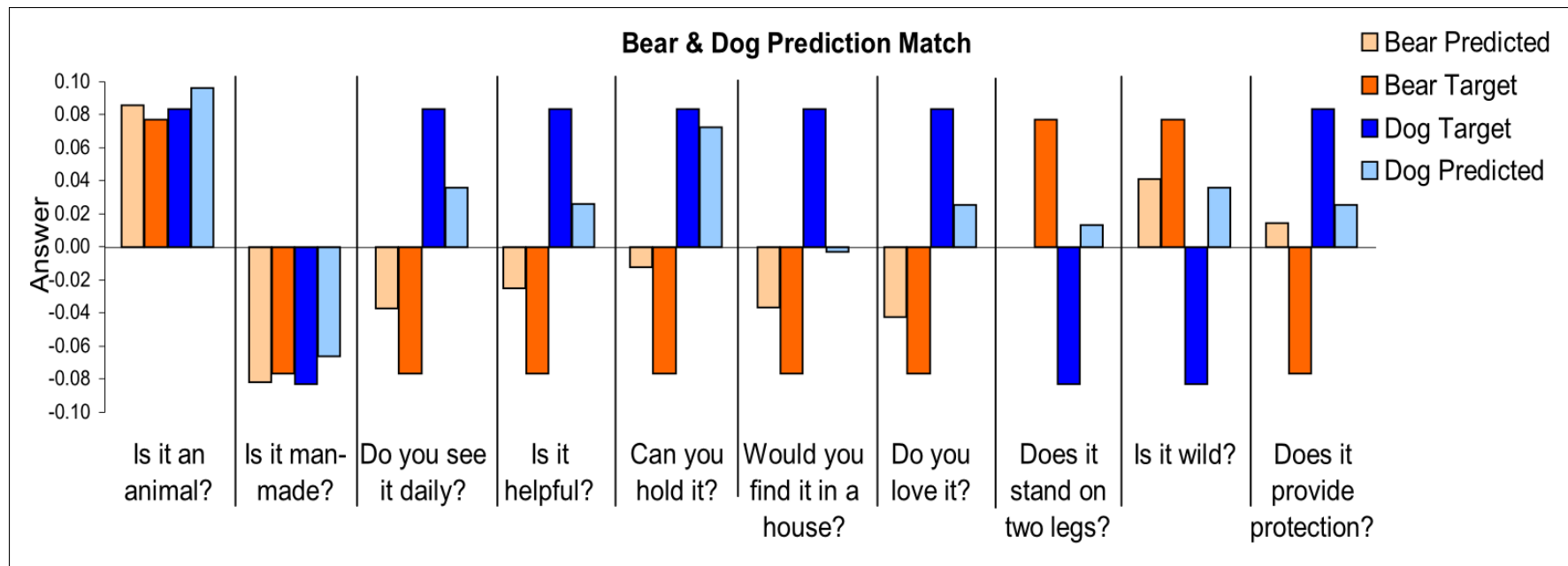
5000 words that most often co-occurs with a word

human218:

Mechanical Turk rated nouns based on 218 properties

Results in Neural Decoding:

Remove two words and train the attribute classifier on the rest. Can we distinguish between the held-out words?



Results in Neural Decoding:

*Remove one word and train the attribute classifier on the rest.
At test time, what word is predicted using the knowledge base?*

Bear (1)	Foot (1)	Screwdriver (1)	Train (1)	Truck (2)	Celery (5)	House (6)	Pants (21)
bear	foot	screwdriver	train	jeep	beet	supermarket	clothing
fox	feet	pin	jet	truck	artichoke	hotel	vest
wolf	ankle	nail	jail	minivan	grape	theater	t-shirt
yak	knee	wrench	factory	bus	cabbage	school	clothes
gorilla	face	dagger	bus	sedan	celery	factory	panties

Results in Computer Vision:

Attributes:

- Color and Texture (To Describe Material)

- Visual Words (Parts of Objects)

- Edges (Shape)

- Add Discriminative Features Designed to Learn Differences Between Subtle Categories

Data Set:

- Hand-Labelled Attributes on Pascal VOC-2008 Images

Results in Computer Vision:

Identify Attributes



'is 3D Boxy'
'is Vert Cylinder'
'has Window'
'has Row Wind'
X'has Headlight'



'has Hand'
'has Arm'
X'has Screen'
'has Plastic'
'is Shiny'



'has Head'
'has Hair'
'has Face'
X'has Saddle'
'has Skin'



'has Head'
'has Torso'
'has Arm'
'has Leg'
X'has Wood'



'has Head'
'has Ear'
'has Snout'
'has Nose'
'has Mouth'



'has Head'
'has Ear'
'has Snout'
'has Mouth'
'has Leg'



X'has Furniture Back'
X'has Horn'
X'has Screen'
'has Plastic'
'is Shiny'



'is 3D Boxy'
'has Wheel'
'has Window'
'is Round'
'has Torso'



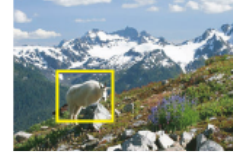
'has Tail'
'has Snout'
'has Leg'
X'has Text'
X'has Plastic'



'has Head'
'has Ear'
'has Snout'
'has Leg'
'has Cloth'



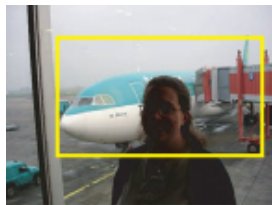
'is Horizontal Cylinder'
X'has Beak'
X'has Wing'
X'has Side mirror'
'has Metal'



'has Head'
'has Snout'
'has Horn'
'has Torso'
X'has Arm'

Results in Computer Vision:

Report Missing Attributes



Aeroplane
No "wing"



Car
No "window"



Boat
No "sail"



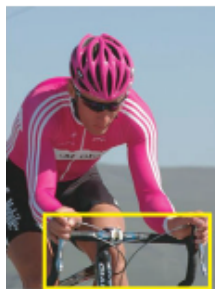
Aeroplane
No "jet engine"



Motorbike
No "side mirror"



Car
No "door"



Bicycle
No "wheel"



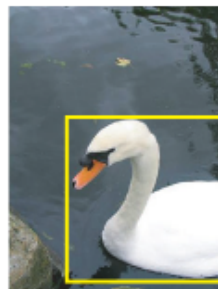
Sheep
No "wool"



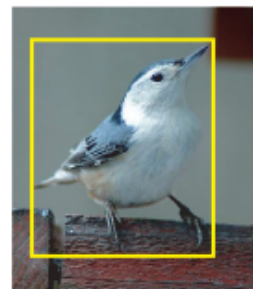
Train
No "window"



Sofa
No "wood"



Bird
No "tail"



Bird
No "leg"



Bus
No "door"

Results in Computer Vision:

Report Unexpected Attributes



Bird
"Leaf"



Bus
"face"



Motorbike
"cloth"



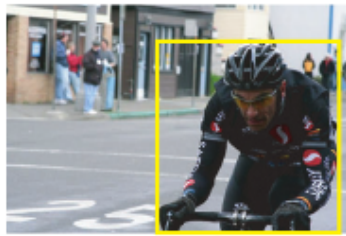
DiningTable
"skin"



People
"Furn. back"



Aeroplane
"beak"



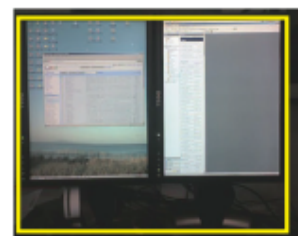
People
"label"



Sofa
"wheel"



Bike
"horn"



Monitor
"window"

Thoughts or Questions?

Is this how Brains Work?

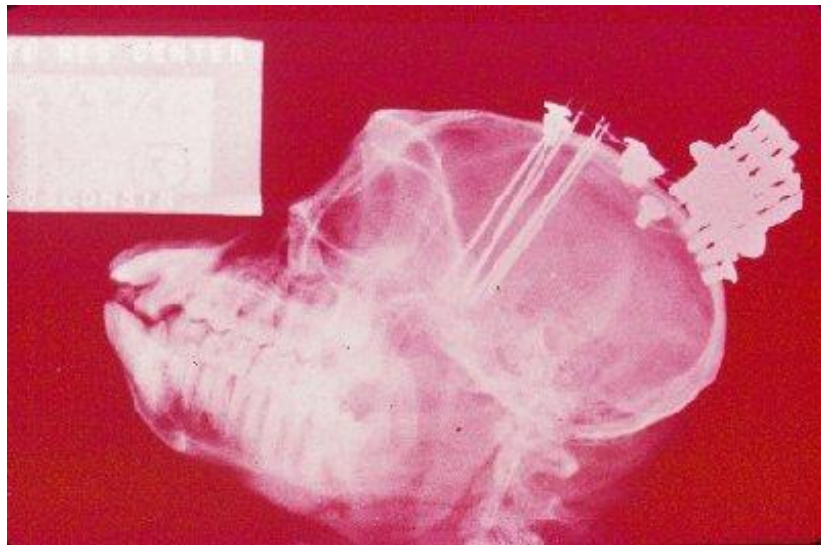


How Similar are Different Species?

fMRI (human)

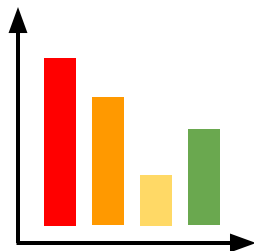
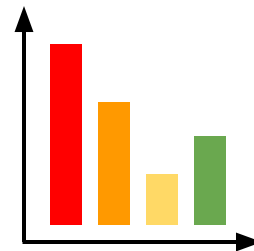
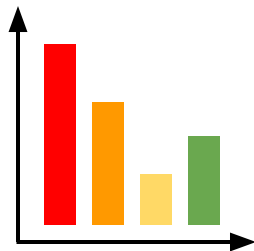


brain electrodes (monkey)

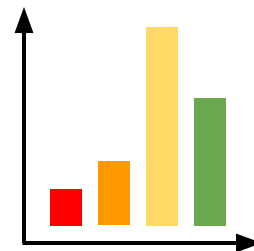


how can we possibly compare this data?

Compare Categories in Same Subject



similar response

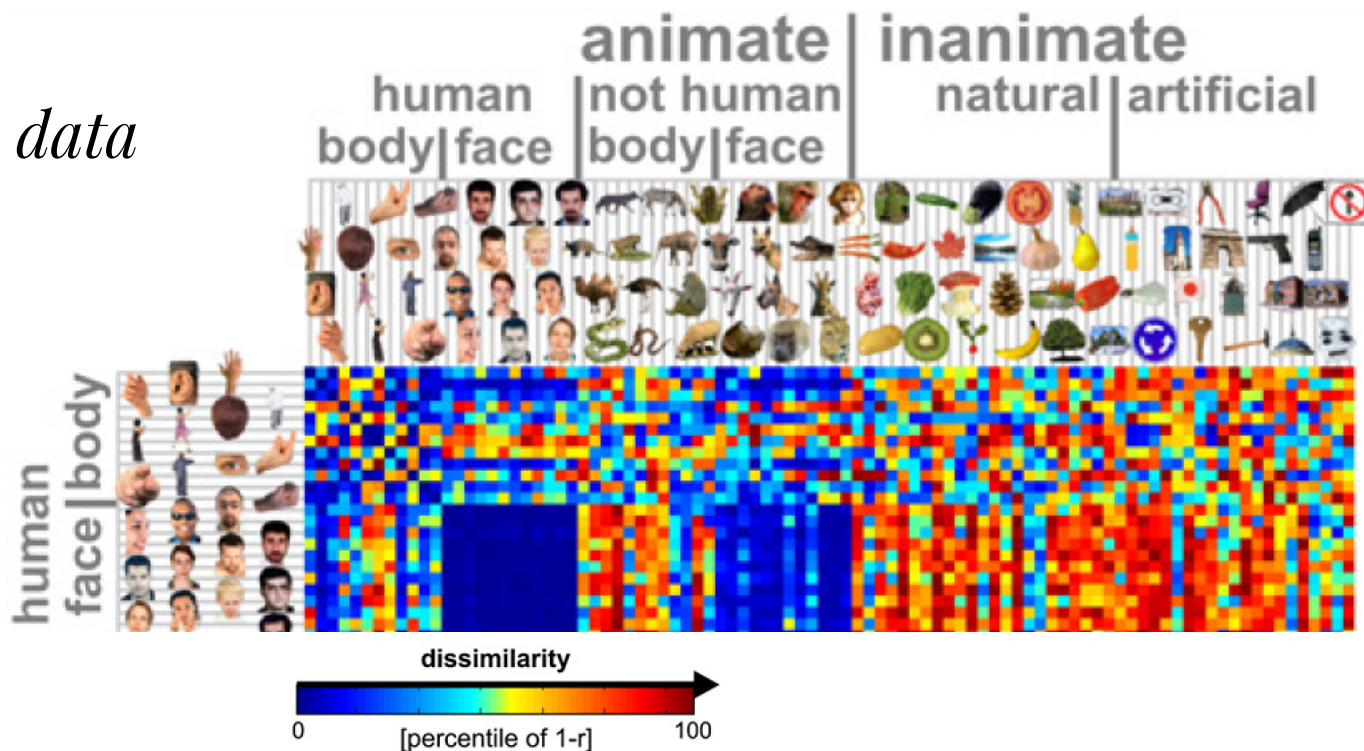


different response

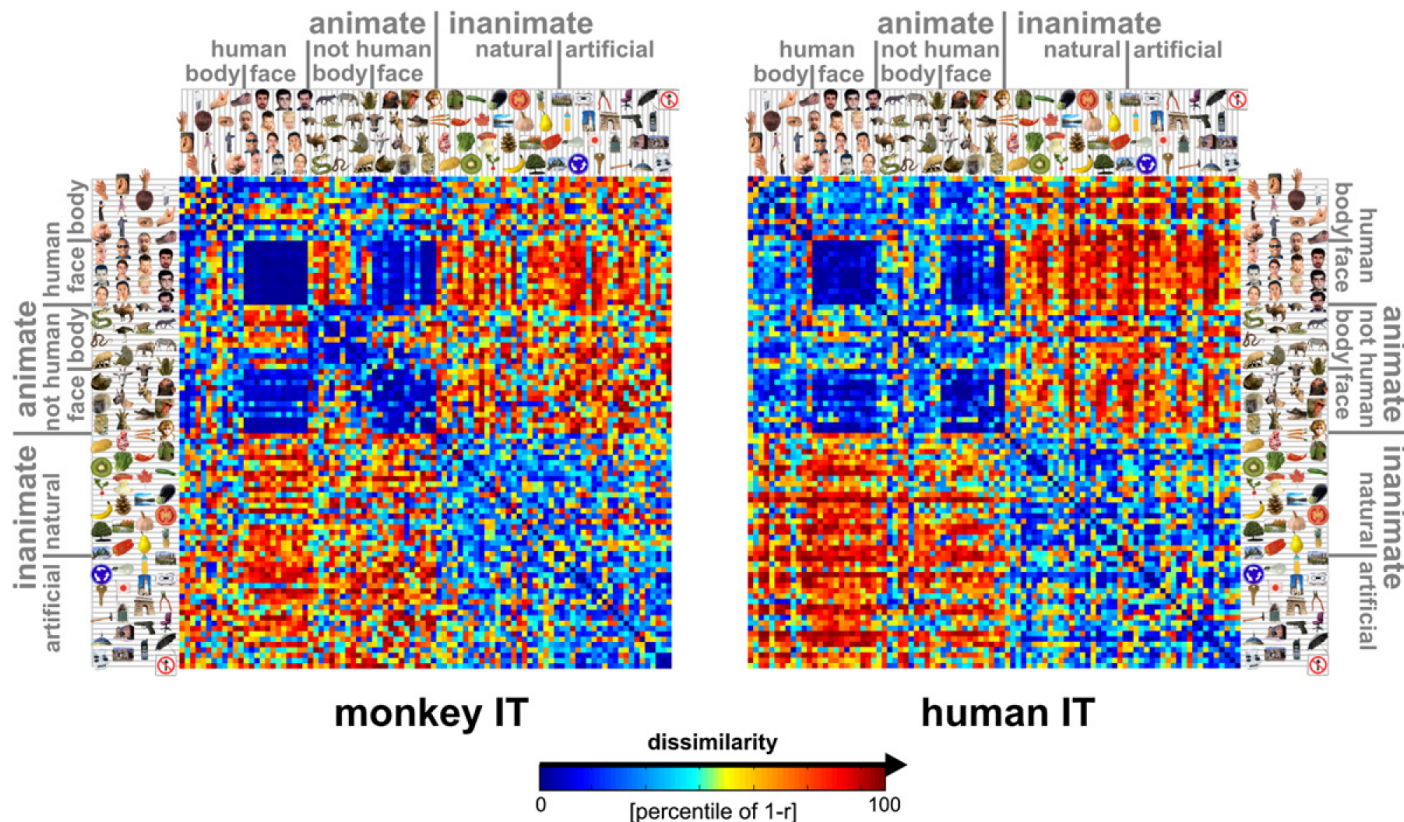
Representational Dissimilarity Matrix

human data →

same human data ↓

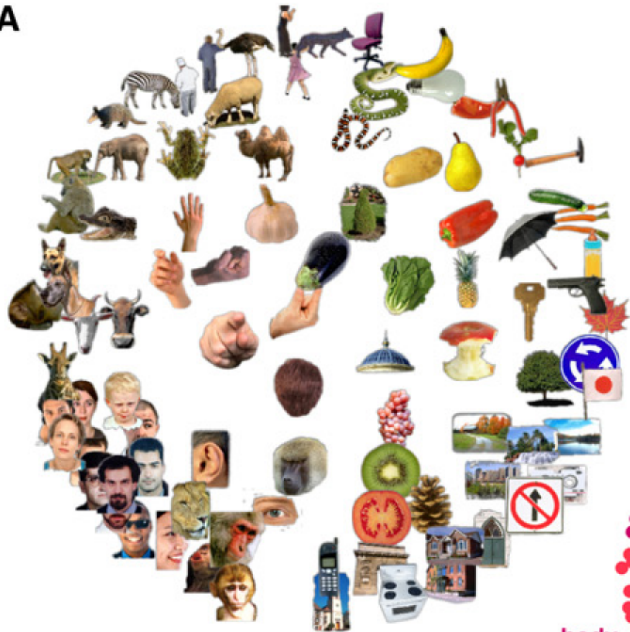


Representational Dissimilarity Matrix

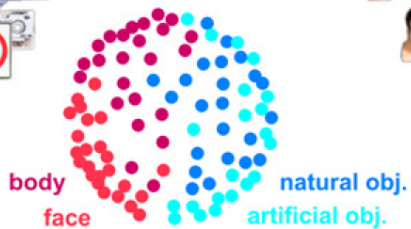


Clustering Based on Similarity

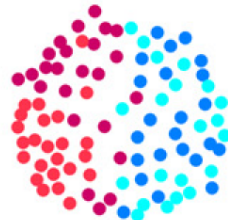
A



monkey IT



human IT

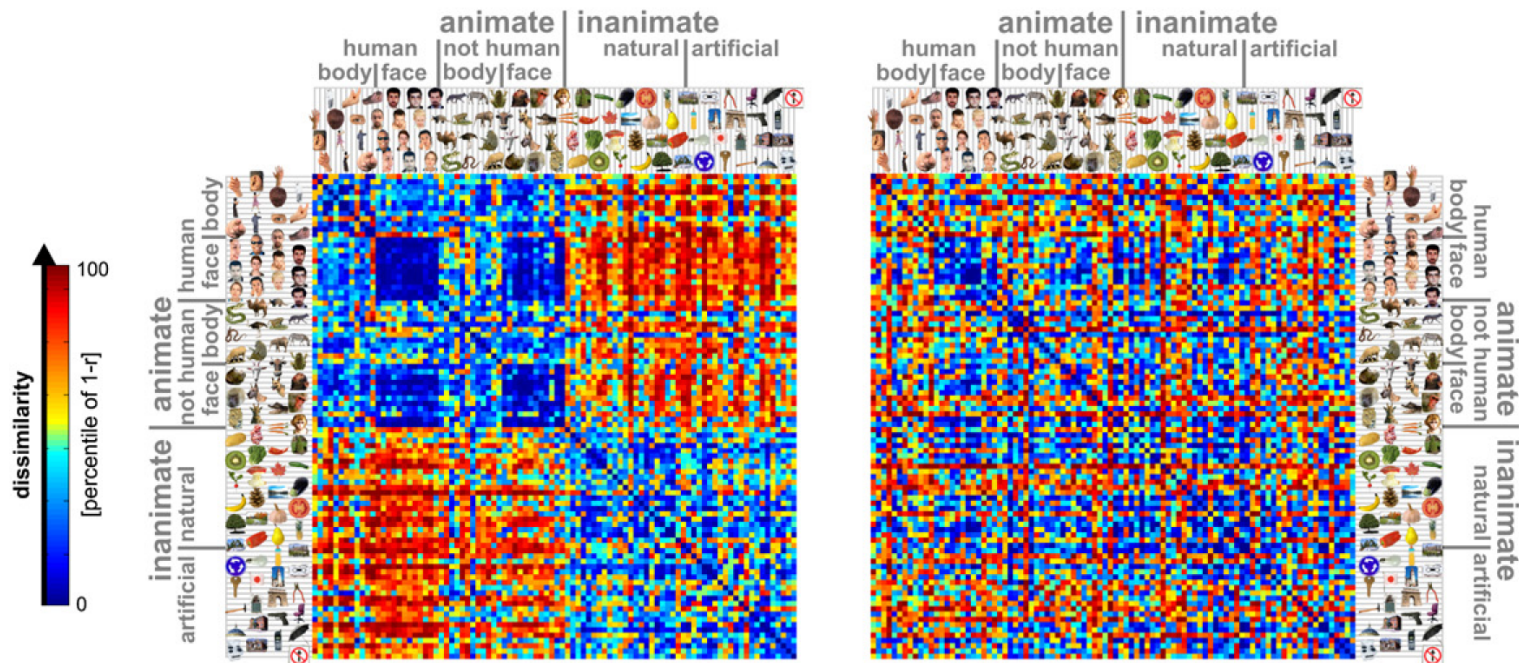


Visual Appearance or Something Else?

A

human IT

human early visual cortex
(1057 voxels)



Thoughts or Questions?