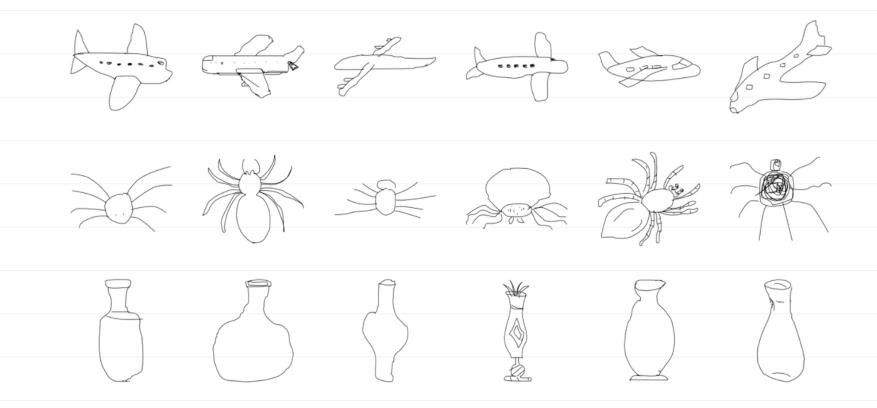


SKETCHES RECOGNITION



PROJECT DESCRIPTION

- 1. Implement index LSH to allow fast similarity search on deep features and create an image search engine on top of it
- 2. Use the pre trained Deep Neural Network Inception to extract features from the dataset Sketches and the distractor MirFlickr
- 3. Index the extracted features using your search engine
- 4. Measure the retrieval performance of the image search engine
- 5. Fine tune the Inception for Sketches
- 6. Use the fine tuned Inception to extract features from Sketches and MirFlickr
- 7. Index the new extracted features using your search engine
- 8. Measure the retrieval performance of the image search engine using the new features
- 9. Compare the performance of the two features
- 10. Optional:
 - Build a web based user interface for your web search engine



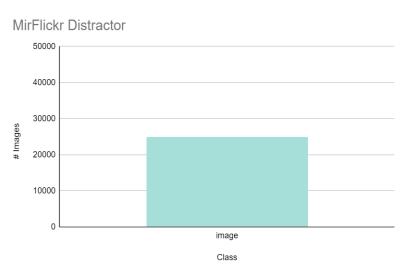
Our goal is to train machines to recognize and generalize abstract concepts in a manner similar to humans. As a first step towards this goal, we train our model on a dataset of hand-drawn sketches.

DISTRIBUTION OF OUR DATASETS

250 Class and 20K Images

1 Class and 25K Images





LSH - LOCALITY SENSITIVE HASHING

- We don't necessarily insist on the exact answer; instead, determining an approximate answer should suffice.
 - Similar Documents => Similar Hash-Code
- For each document d:
 - o Generate K hash-code
 - o Insert Document into hash-table



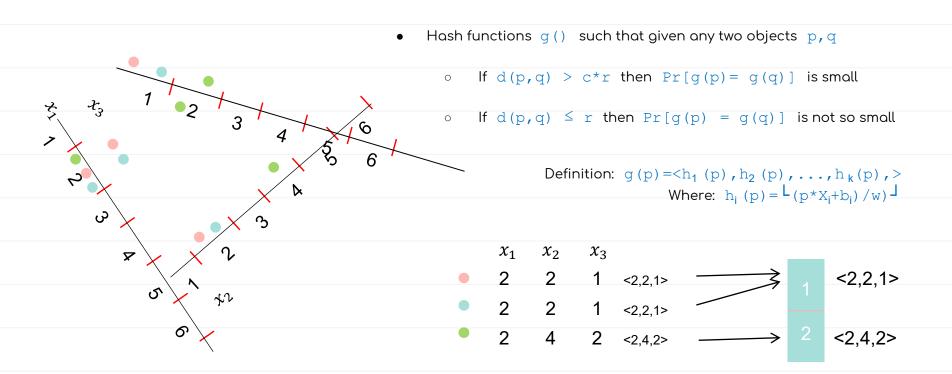






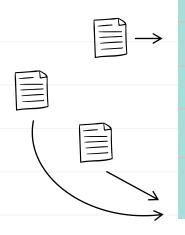


LSH - LOCALITY SENSITIVE HASHING



LSH - IMPLEMENTATION

- Preprocessing: Hash function selecting $\langle g_1, g_2, \dots, g_L \rangle$
- Insertion: Any point p Insert into L buckets $\langle g_1(p), g_2(p), \ldots, g_L(p) \rangle$
- Query execution: With the query q retrieve all point from L buckets $g_1(q)$ and reorder according to the original distance function



d4

7

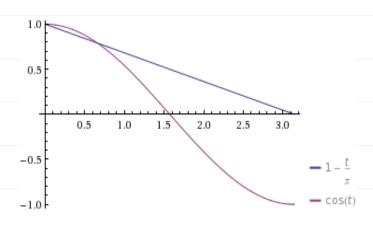
d1,d3

LSH - BITWISE

- The random projection method of LSH called SimHash is designed to approximate the cosine distance between vectors.
- The basic idea of this technique is to choose a random hyperplane at the outset and use the hyperplane to hash input vectors.

$$\circ \qquad h(v) = \pm 1$$

- We called Bitwise because, instead ±1 we convert this approach to 0 or 1 (bit)
- This approach is faster and require less storage

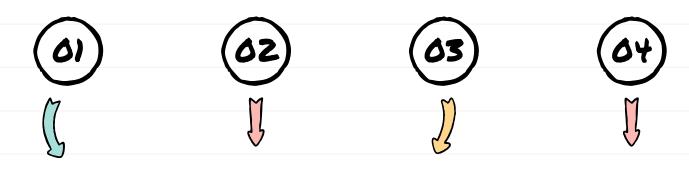


NO INDEX STRUCTURE - TEST

- ed a parallel features
- Beside implementing the LSH index structure, we implemented a parallel structure without any indexing, just storing all the extracted features together.
- Why we did that?
 - In order to test and tune CNNs without the bias introduced by the LSH index approximation.
 - In order to compare the retrieval results and performances without index against the ones obtained by using the LSH index.

FEATURES EXTRACTION

• Feature Extraction using the pretrained convolutional base



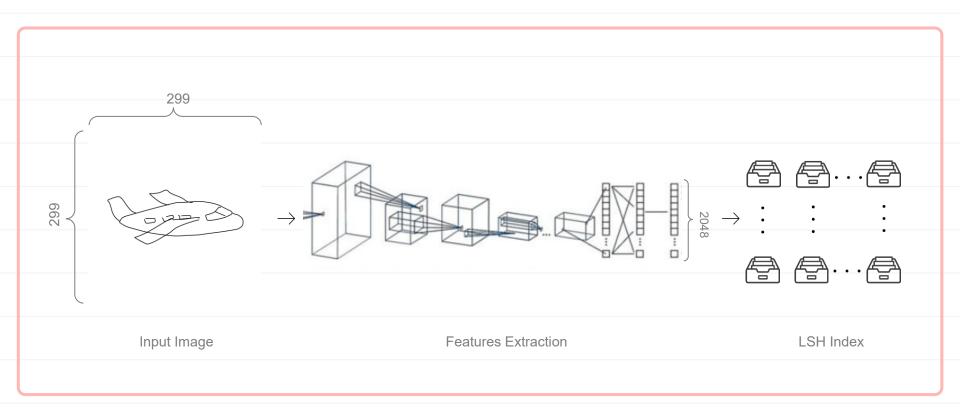
Create a image normalization preprocess with our images

Loading the pretrained DNN

Extract of the features

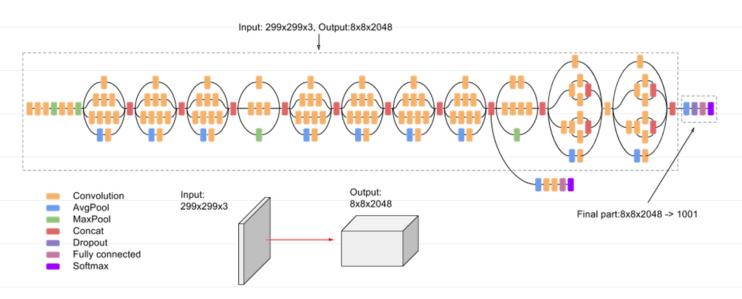
The result is our feature vector

HIGH LEVEL ARCHITECTURE

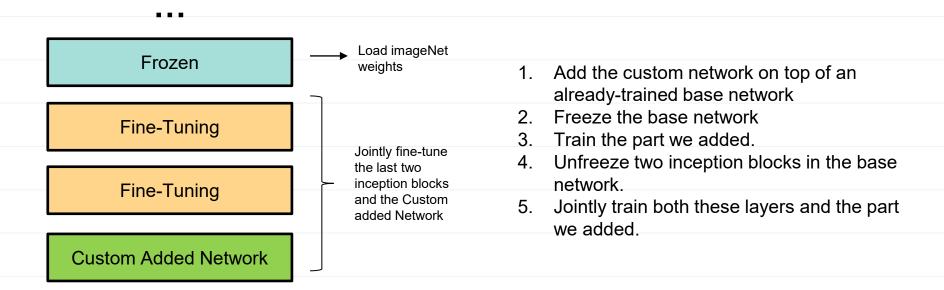


INCEPTION V3

- Have a very important milestone in the development of CNN classifiers.
- The fundamental idea behind the Inception Neural Network is the inception block
- Intermediate Classifiers to solve Vanishing Gradient.



NEURAL NETWORK FINE TUNING STRUCTURE



NEURAL NETWORK FINE TUNING STRUCTURE

Fine-Tuning

- - -

Fine-Tuning

Fine-Tuning

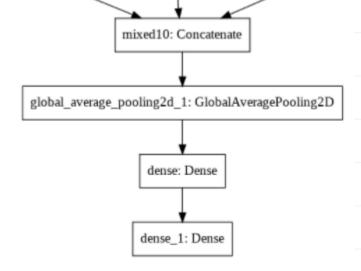
Custom Added Network

Jointly fine-tune all inception blocks and the Custom added Network

- 1. Add the custom network on top of an already-trained base network
- 2. Freeze the base network
- 3. Train the part we added.
- 4. Unfreeze the entire inception convolutional base network.
- 5. Jointly train both these layers and the part we added.

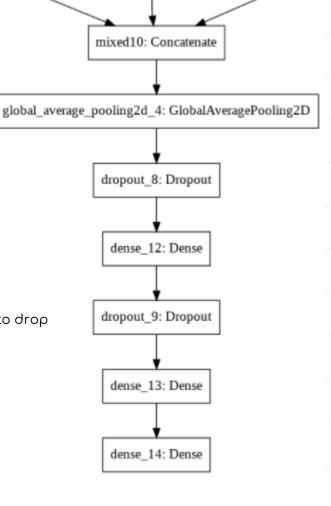


- Model with the next custom layers:
 - 1. Pre-trained model Inception V3
 - 2. Global spatial average pooling layer
 - 3. First fully connected layer with 1024 dimensionality
 - 4. Second fully connected layer with 250 dimensionality



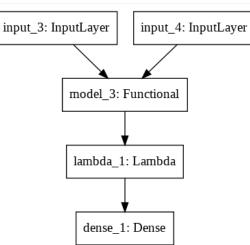
MODEL 2

- Model with the next custom layers:
 - 1. Pre-trained model Inception V3
 - 2. Global spatial average pooling layer
 - 3. First droupout layer with a fraction of 0.5 input units to drop
 - 4. First fully connected layer with 2048 dimensionality
 - 5. Second droupout layer with a fraction of the 0.5 input units to drop
 - 6. Second fully connected layer with 2048 dimensionality
 - 7. Third fully connected layer with 250 dimensionality



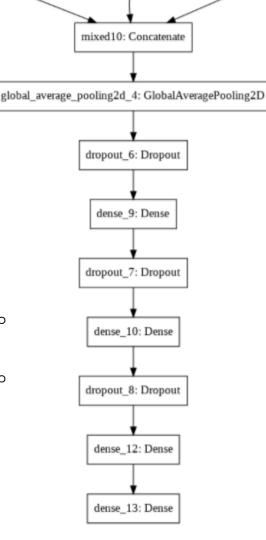
MODEL 3 (SIAMESE)

- Model with the next custom layers:
 - 1. Siamese neural network with the pre-trained custom model 3
 - 2. Lambda layer to compute the absolute difference between the encodings (lambda tensors:K.abs(tensors[0] tensors[1])
 - 3. First fully connected layer with 1 dimensionality with a sigmoid unit to generate the similarity score



MODEL 4

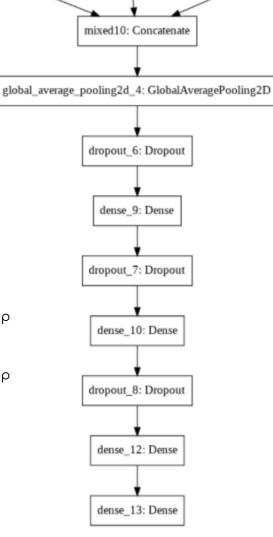
- Model with the next custom layers:
 - 1. Pre-trained model Inception V3
 - 2. Global spatial average pooling layer
 - 3. First droupout layer with a fraction of 0.5 input units to drop
 - 4. First fully connected layer with 2048 dimensionality
 - 5. Second droupout layer with a fraction of the 0.5 input units to drop
 - 6. Second fully connected layer with 2048 dimensionality
 - 7. Second droupout layer with a fraction of the 0.5 input units to drop
 - 8. Third fully connected layer with 2048 dimensionality
 - 9. Fourth fully connected layer with 250 dimensionality



MODEL 5 (BEST MODEL)

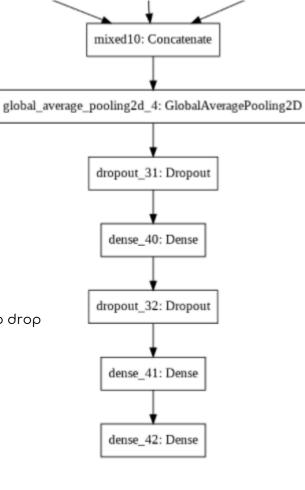
- Model with the next custom layers:
 - 1. Pre-trained model Inception V3
 - 2. Global spatial average pooling layer
 - 3. First droupout layer with a fraction of 0.5 input units to drop
 - 4. First fully connected layer with 2048 dimensionality
 - 5. Second droupout layer with a fraction of the 0.5 input units to drop6. Second fully connected layer with 2048 dimensionality
 - 7. Second droupout layer with a fraction of the 0.5 input units to drop

 - 8. Third fully connected layer with 2048 dimensionality
 - 9. Fourth fully connected layer with 250 dimensionality



MODEL 6

- Model with the next custom layers:
 - 1. Pre-trained model Inception V3
 - 2. Global spatial average pooling layer
 - 3. First droupout layer with a fraction of 0.5 input units to drop
 - 4. First fully connected layer with 4096 dimensionality
 - 5. Second droupout layer with a fraction of the 0.5 input units to drop
 - 6. Second fully connected layer with 4096 dimensionality
 - 7. Third fully connected layer with 250 dimensionality



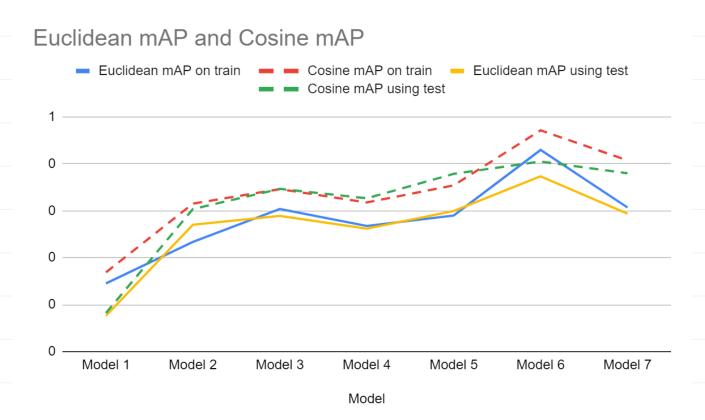
Model Test and Performance

	Т	rain	Т	est	Euclidean Cosin		Euclidean	Cosine	
Model name	Loss	Accuracy	Loss	Accuracy	mAP on train	mAP on train	mAP using test	mAP using test	
Model 1	1.2724	0.6617	1.2328	0.6648	0.1452	0.1687	0.0763	0.0821	
Model 3 (Siamese)	0.4611	0.8157	0.8868	0.7373	0.2674	0.3175	0.2618	0.3264	
Model 2	0.9033	0.7612	0.9272	0.762	0.3035	0.346	0.2889	0.3464	
Model 4	0.894	0.7667	0.9065	0.761	0.2896	0.3539	0.2993	0.3784	
Model 6	0.76	0.7867	0.8022	0.784	0.3068	0.4071	0.2935	0.3797	
Model 5 (Best)	0.6899	0.8087	1.0764	0.709	0.4294	0.4711	0.3731	0.4047	

Model Test and Performance



Model Test and Performance

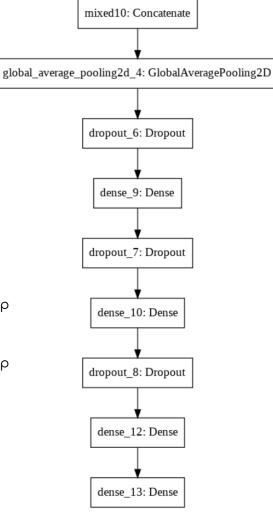


BEST MODEL CHOSEN: MODEL 5

- We choose the model with the next custom layers:
 - Pre-trained model Inception V3

5.

- Global spatial average pooling layer
- First droupout layer with a fraction of 0.5 input units to drop
- First fully connected layer with 2048 dimensionality
- Second droupout layer with a fraction of the 0.5 input units to drop Second fully connected layer with 2048 dimensionality
- Second droupout layer with a fraction of the 0.5 input units to drop
- Third fully connected layer with 2048 dimensionality
- Fourth fully connected layer with 250 dimensionality



LSH Tuning (G and H)

	Test	mAP	Test IE		Bucket	Bucket	#	# Items	# AVG	# STD
LSH	Euc	Cos	Euc	Cos	Purity AVG	Purity STD	Buckets		per BUCKET	per BUCKET
G = 3, H = 5	0,01	0,02	3775,31	4000,96	0,87	0,24	24363	120000	4,93	36,3
G = 3, H = 3	0,06	0,06	387,62	269,23	0,72	0,32	4885	120000	24,5	183,97
G = 5, H = 2	0,18	0,19	6,68	9,31	0,61	0,35	1629	200000	122,77	642,32
G = 4, H = 2	0,17	0,20	11,2	14,3	0,62	0,34	1188	160000	134,68	677,15
G = 7, H = 2	0,24	0,26	5,8	3,9	0,62	0,34	2319	280000	120,7	722,83
G = 8, H = 2	0,25	0,27	1,9	2,69	0,62	0,35	2548	320000	125,59	688,5
G = 5, H = 1	0,31	0,37	0,52	0,46	0,52	0,35	150	200000	1333,3	3571,97

 $Improvement \ Efficiency = \frac{Cost \ No \ Index}{Cost \ with \ Index}$

Where

Cost = # of Computed Distances

LSH BitWise - Tuning (G and H)

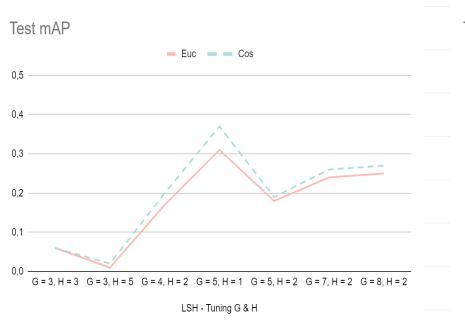
	Test	mAP	Test IE		Bucket	Bucket	#	# Items	# AVG	# STD
LSH BitWise	Euc	Cos	Euc	Cos	Purity AVG	Purity STD	Buckets		per BUCKET	per BUCKET
Bittioo										
G = 3, H = 6	0,28	0,32	8	8,2	0,3	0,25	192	120000	625	1502,5
G = 3, H = 5	0,30	0,33	5	4,67	0,26	0,27	96	120000	1250	2733
G = 4, H = 4	0,32	0,39	1,36	1,37	0,37	0,32	64	160000	2500	3220,32
G = 5, H = 5	0,31	0,39	2,23	2,2	0,29	0,26	160	200000	1250	2347
G = 3, H = 1	0,35	0,42	0,26	0,26	0,52	0,27	6	120000	20000	8807
G = 5, H = 2	0,36	0,42	0,31	0,31	0,35	0,36	20	200000	10000	8618,35

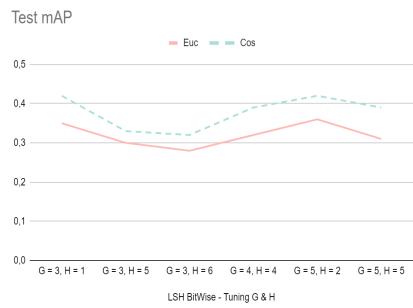
Improvement Efficiency = $\frac{\text{Cost No Index}}{\text{Cost with Index}}$

Where

Cost = # of Computed Distances

TEST MAP - GRAPH COMPARATION





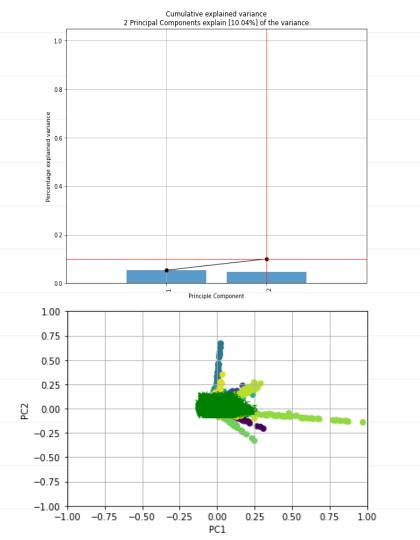
PCA - PRINCIPAL COMPONENT ANALYSIS

We tried to carry out the PCA in order to see:

 The possibility of represent features extracted in the new space obtained by using the first two principal components.

But, the first two principal components only explain 10% of the variance of our data:

 As you can see in the second graph, the features of the various classes are largely overlapped with no clear clusters distinguishable.



ACCURACY AND MAP ANALYSIS CLASS BY CLASS



For each class, iteratively query the sketches dataset, using each time one object of the class as query to retrieve all the others.



Compute the Average Precision for each query



For each class, compute mAP, min(AP), max(AP), std(AP), range(AP) for each class c
for each class sample s
execute_query(s)
compute_AP(s)
compute_mAP(c)
compute_max(AP, c)
compute_min(AP, c)
compute_range(AP, c)
compute_std(AP, c)
show_best_sketch(c)
show_worst_sketch(c)



Return the Sketch for which the max(AP) score has been obtained and the sketch for which the mix(AP) score has been obtained

MEAN AVERAGE PRECISION

Our use case is that a user wants to query the sketches dataset by using a certain sketch as query object. So let q be the user query, m be the set of relevant sketches {s1, ..., sm} for q, Rk be the set of ranked retrieval results (from the most to the least similar according to some similarity measure). Then we compute the Average Precision AP(q) as

Average Precision:
$$AP(q) = \frac{1}{m} \sum_{k=1}^{m} Precision(R_K)$$
 Precision $(R_K) = \begin{cases} 1 & \text{if } d_K \text{ is relevant} \\ 0 & \text{if } d_K \text{ is not relevant} \end{cases}$

Average precision computation example in which we have 3 relevant sketches:

$$AP = \frac{1}{3} \left(\frac{1}{1} + \frac{0}{2} + \frac{0}{3} + \frac{2}{4} + \frac{3}{5} + \frac{0}{6} + 0 \right) = 0.7$$

$$\frac{True\ Positives}{Predicted\ positives} = \bigvee_{1/1} \bigvee_{0/2} \bigvee_{0/3} \bigvee_{1/4} \bigvee_{1/5} \bigvee_{0/6} \bigvee_{0/6}$$

For another guery, g, we could get a perfect AP of 1 if the retrieval results are ordered like this:

$$AP = \frac{1}{3} \left(\frac{1}{1} + \frac{2}{2} + \frac{3}{3} + \frac{0}{4} + \frac{0}{5} + \frac{0}{6} + 0 \right) = 1.0$$

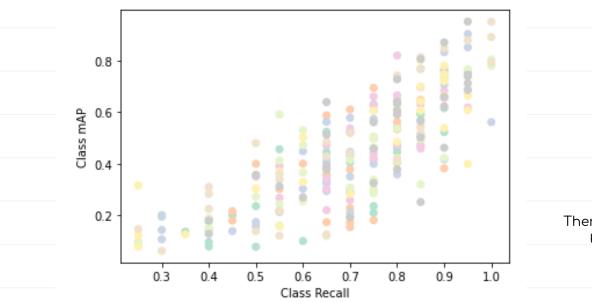
$$\frac{True\ Positives}{Predicted\ positives} = \bigvee_{1/1} \bigvee_{1/2} \bigvee_{1/3} \bigvee_{0/4} \bigvee_{0/5} \bigvee_{0/6} \bigvee_{0/6}$$

Suppose the user performs a set Q of queries q, then we compute the Mean Average Precision mAP(Q) as

Mean Average Precision:
$$mAP(Q) = \frac{1}{|Q|} \sum_{q=1}^{|Q|} AP(q)$$

RECALL VS MEAN AVERAGE PRECISION

Beside computing the mAP for each of the 250 sketches classes, we even computed the Recall for each class. What is the percentage of samples belonging to each class correctly recognized (labeled) by our deep learning model? Then we carried out a correlation analysis between Recall and mAP by class, below the scatter plot is reported.

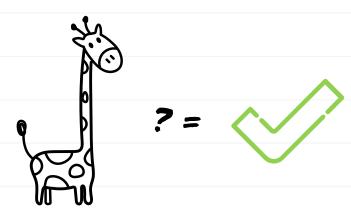


Correlation coefficient:

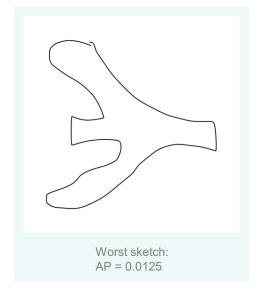
0.7863

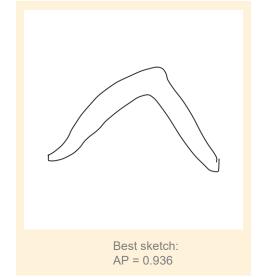
There is a significant positive correlation between Recall and mAP by class.

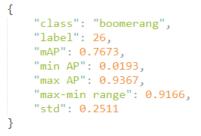
RESULTS FOR SOME OF THE WELL RECOGNIZED CLASSES



Class Boomerang: mAP 0.77 Recall 0.90

















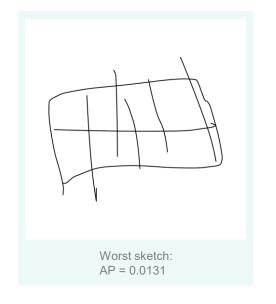


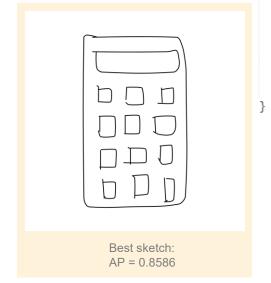


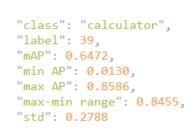




Class Calculator: mAP 0.65 Recall 0.85











Some other sketches from the calculator class:







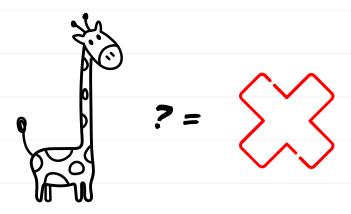






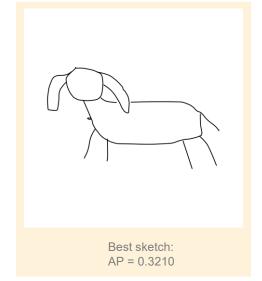


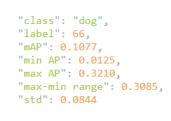
RESULTS FOR SOME OF THE BAD RECOGNIZED CLASSES



Class Dog: mAP 0.10 Recall 0.30



















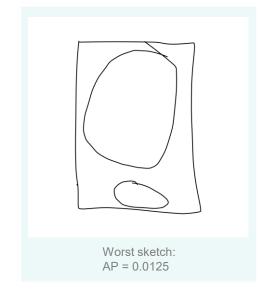


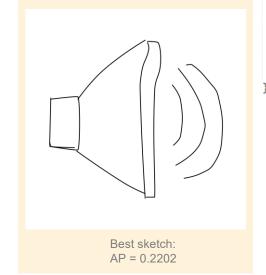






Class Loudspeaker: mAP 0.09 Recall 0.25











Some other sketches from the calculator class:









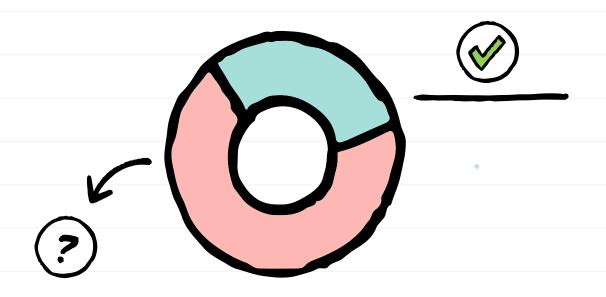




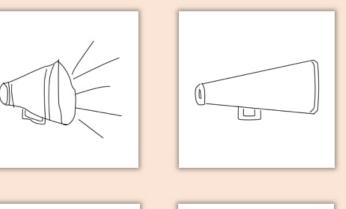


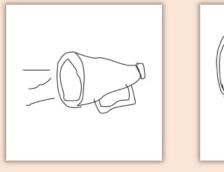
MOST FREQUENT MISCLASSIFICATIONS

For some of the worse recognized classes, we got the predictions in output from our deep learning model in order to check with which other classes the model makes confusion.



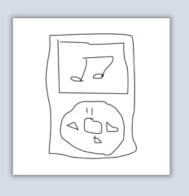
4/20 times misclassified as Megaphone:

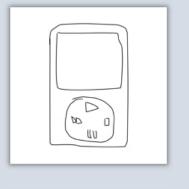




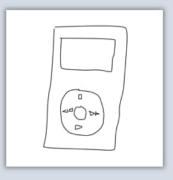


3/20 times misclassified as Ipod:



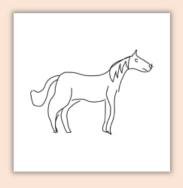




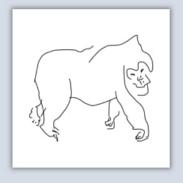


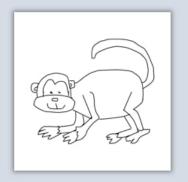
4/20 times misclassified as Horse:







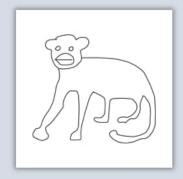




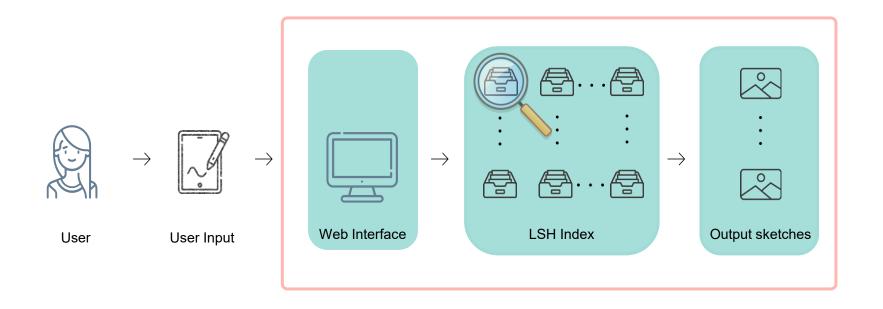








WEB SKETCHES RECOGNITION ARCHITECTURE



DEMO reset Search

Ν

PROJECT SOURCE CODE



Analysis By Class **MIRCV** MIRCV_Functions Pca Try accuracy_assessment evaluate_models lsh_finetuning lsh_finetuning_bucket_dispersion mAP_by_class save_index siamese_finetuning sketches web

RESOURCES

Papers

- Rethinking the Inception
 Architecture for Computer Visual
- A Simple Guide to the Versions of the Inception Network
- A Neural Network for PCA and Beyond
- Theory and Applications of b-Bit Minwise Hasing

- A Neural Network for PCA
- Locality-sensitive hashing
- Locality-Sensitive Hashing Scheme Based on ρ-Stable Distributions
- Similarity Search in High Dimensions via Hashing
- How Do Humans Sketch Objects?
- One Shot Learning with Siamese Network using Keras

THANKS!

