

Doctoral Thesis

Zero-Shot Recognition of Generic Objects

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In its essence, machine perception aims to extract interpretable structured information from unstructured signals. Object recognition is a foundational task for computer vision and machine perception more broadly. Since the remarkable success of AlexNet in the ILSVRC2012 competition, Convolutional Neural Networks (CNN) have allowed for unprecedented progress in object recognition, which has opened the door for new applications that were previously thought impossible. CNN-based classifiers have become the backbone of modern computer vision. Complex vision systems from object detection and image segmentation systems to higher level models such as image captioning and Visual Question Answering systems, have all been built on top of the backbone architecture of CNN classifiers.

Given this success and the central place of CNN-based object recognition components in vision systems, it is important to think about their limitations. On the conceptual side, object recognition is currently framed as a supervised classification problem. This classification setting induces a closed world assumption: The set of object categories a model can recognize is finite and fixed both by the architecture and the available training data. Outside Data annotation problem. Closed world

In comparison, humans flexibility. Open world. Because we combine perceptual abilities with higher abstraction formalisms and reasoning. For instance, children can recognize zebra.

The analogy to the human ability to recognize unknown objects has motivated ZSL. ZSL do XXX From a practical perspective, XXX. From a research point of view, XXX.

Despite its great potential impact and after a decade of active research, XXX. In this paper, we XXX

Contents

List of Figures	v
List of Tables	vii
Publication List	ix
Glossary	xvii
1 Introduction	1
1.1 Background	1
1.2 Approaches	1
1.3 Purpose of This Thesis	1
1.3.1 Four Practical VC Tasks	1
1.3.1.1 Noise-robust VC	1
1.3.1.2 Assistive Technology for Articulation Disorders	1
1.3.1.3 VC Using Small-parallel Training Data	1
1.3.1.4 Many-to-many VC	1
1.3.2 Novelties of This Thesis	1
1.4 Outline	1
2 Visual Feature Extraction	3
2.1 The Motivation and Related Work	3
2.1.1 Motivation	3
3 Visual Feature Extraction	5
3.1 The Motivation and Related Work	5

CONTENTS

3.1.1	Motivation	5
4	Visual Feature Extraction	7
4.1	The Motivation and Related Work	7
4.1.1	Motivation	7
5	Conclusions	9
	References	11
	Appendix	21
	Acknowledgements	23
	BibTeX Citation for This Thesis	25

List of Figures

LIST OF FIGURES

List of Tables

Declaration

I herewith declare that I have produced this paper without the prohibited assistance of third parties and without making use of aids other than those specified; notions taken over directly or indirectly from other sources have been identified as such. This paper has not previously been presented in identical or similar form to any other german or foreign examination board.

The related contents in this thesis have been previously published or submitted for publication by the author. A complete list of publications can be found on *pp.* ix-xv.

Publication List

Journal Papers

1. Ryo Aihara, Ryoichi Takashima, Tetsuya Takiguchi and Yasuo Ariki: “Noise-Robust Voice Conversion Based on Sparse Spectral Mapping Using Non-negative Matrix Factorization”, *IEICE Transactions on Information and Systems*, Vol.E97-D, No.6, pp.1411-1418, 2014.
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7. Ryo Aihara, Tetsuya Takiguchi, and Yasuo Ariki: “ACTIVITY-MAPPING NON-NEGATIVE MATRIX FACTORIZATION FOR EXEMPLAR-BASED VOICE CONVERSION”, *ICASSP 2015*, pp. 4899-4903, 2015.
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0. PUBLICATION LIST

Glossary

ZSL	Zero-Shot Learning
CNN	Convolutional Neural Network
NLP	Natural Language Processing
GCN	Graph Convolution Network

0. GLOSSARY

Chapter 1

Introduction

1.1 Background

1.2 Approaches

1.3 Purpose of This Thesis

1.3.1 Four Practical VC Tasks

1.3.1.1 Noise-robust VC

1.3.1.2 Assistive Technology for Articulation Disorders

1.3.1.3 VC Using Small-parallel Training Data

1.3.1.4 Many-to-many VC

1.3.2 Novelties of This Thesis

1.4 Outline

1. INTRODUCTION

Chapter 2

Visual Feature Extraction

The related publications for this chapter are [].

2.1 The Motivation and Related Work

2.1.1 Motivation

2. VISUAL FEATURE EXTRACTION

Chapter 3

Visual Feature Extraction

The related publications for this chapter are [].

3.1 The Motivation and Related Work

3.1.1 Motivation

3. VISUAL FEATURE EXTRACTION

Chapter 4

Visual Feature Extraction

The related publications for this chapter are [].

4.1 The Motivation and Related Work

4.1.1 Motivation

4. VISUAL FEATURE EXTRACTION

Chapter 5

Conclusions

In []

5. CONCLUSIONS

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Appendix

some section

5. APPENDIX

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