

Topics

Machine Learning recap
Image classification using Nearest Neighbor classifiers
Validation sets and hyperparameter optimization



Motivation

We've seen that

- ► We humans are great image classifiers
- ▶ But we cannot formally describe how we do it
- ► So we can't write algorithms for reliable classification

This applies to most vision problems

Reason we need Machine and Deep Learning



Motivation

Machine Learning (ML) algorithms are able to learn from data

► Algorithm performance improves with experience

In this framework we

- ► Select a suitable ML algorithm
- Collect data for algorithm training and evaluation
- Monitor the training progress



ML for Image Classification

Recall that we want to build an image classifier

- ► Should support the classes {dog, cat}
- ▶ Using the CIFAR-10 dataset (6000 images per class)



Image from cs.toronto.edu

ML for Image Classification

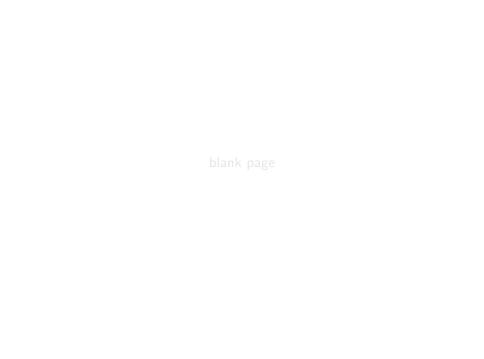
In this context

- ▶ We show (image, class) pairs to the chosen ML algorithm
- ► Algorithm learns to predict class of unseen samples

The information we are interested in is called label

- In our case the label value is cat or dog
- Finite number of label values, hence classification problem
- Labels used during training, hence supervised learning

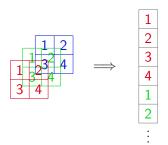




ML for Image Classification

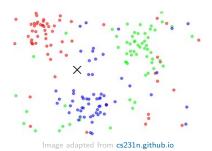
Represent images as points in D-dimensional input space

- ► Stack image rows/columns to obtain vector x
- ▶ D is usually large (CIFAR-10 : $D = 32 \cdot 32 \cdot 3 = 3072$)



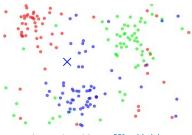
Assuming D=2 and three classes (colors)

► Can you think of a simple approach for classification?



Nearest Neighbor classifier

- ightharpoonup Compute distance from imes to all training samples
- ► Assign label of closest sample



Need distance measure between two images x_1, x_2

L1 distance :
$$\sum_{d=1}^{D} \left| x_1^d - x_2^d \right|$$

L2 (Euclidean) distance :
$$\sqrt{\sum_{d=1}^{D} (x_1^d - x_2^d)^2}$$

Resulting decision regions and decision boundaries

► Voronoi tessellation of input space

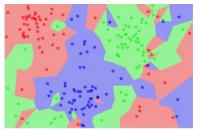
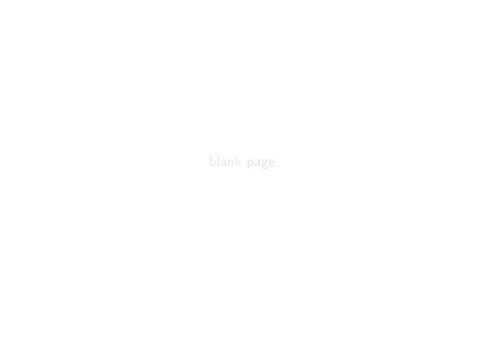


Image from cs231n.github.io

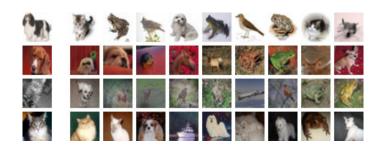
Performance (on full CIFAR-10 dataset)

- ▶ Obvious errors and challenges the classifier is not robust to
- ▶ But performance likely better than a "manual" method





How can we improve the performance?



$\underset{\mathsf{Second}\ \mathsf{Try}}{\mathsf{ML}}\ \mathsf{for}\ \mathsf{Image}\ \mathsf{Classification}$

k Nearest Neighbors classifier

- ightharpoonup Find labels of k closest training samples
- Assign most frequent label

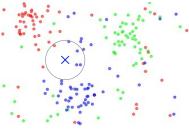


Image adapted from cs231n.github.io



$\underset{\mathsf{Second}\ \mathsf{Try}}{\mathsf{ML}}\ \mathsf{for}\ \mathsf{Image}\ \mathsf{Classification}$

Results in smoother decision boundaries

▶ Visualization suggest better performance on unseen samples

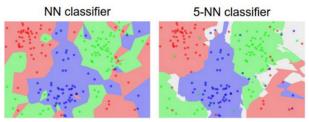


Image adapted from cs231n.github.io

We want to know how certain the classifier is

► Allows us to react differently on this basis

We can adapt the classifier accordingly

- ▶ Predict class scores $\mathbf{w} \in \mathbb{R}^C$ (C is number of classes)
- $lackbox{ } w_c$ is frequency of label c among k closest samples
- In example $\mathbf{w} = (1,0,4)$ assuming red, green, blue order

Class scores computed this way are not optimal

- \triangleright Absolute values that depend on k
- Other classifiers will compute scores differently

We want ${\bf w}$ to be a valid probability mass function

• $w_c \ge 0$ for all c and $\sum_c w_c = 1$

Most popular function for this purpose is softmax

$$\operatorname{softmax}_{c}(\mathbf{w}) = \frac{\exp(w_{c})}{\sum_{c} \exp(w_{c})}$$

We obtain softmax((1, 0, 4)) $\approx (0.05, 0.02, 0.93)$

- ► Largest value is emphasized, small ones suppressed
- ► Softmax is not scale invariant



How should we select k for cat vs. dog classification?

- ► Has a large impact on performance
- Different k work best depending on the data
- ► Cannot visualize the 3072-dimensional input space

k is a hyperparameter

- Set manually, controls algorithm behavior
- ► Chosen experimentally or based on domain knowledge



To find a good k for our problem, we

- ightharpoonup Sample k from a reasonable range (what's reasonable?)
- Quantify the algorithm performance on a validation set
- ► Chose the *k* with the highest performance

Why not use the training or test sets?



We thus need three disjoint datasets

- ► Training set for classifier training (duh)
- ► Validation set for hyperparameter selection
- ► Test set for final estimate of performance in practice



Test set used to estimate the performance in practice

- ▶ No longer valid if used during training/validation
- Use only once at the very end



Need suitable performance measure to quantify performance

Accuracy is popular for classification

- Let algorithm predict labels for dataset
- ► Compare predictions and true (ground truth) labels
- Accuracy is fraction of correctly classified samples

Measure 1 - accuracy is called error rate



We generally cannot test all hyperparameter combinations

- ► Testing one combination can take long
- Number blows up if we have several hyperparameters
- Large and/or continuous intervals

Use an approximative search strategy

- Grid search
- Random search



Given H hyperparameters with search intervals $I_1\cdots I_H$

Grid search

- ightharpoonup Sample uniformly from all I_h
- ► Test all combinations

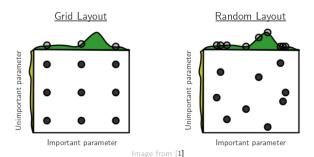
Random search

- lacktriangle For j iterations, sample randomly from all I_h
- ► Test sample combination



Random search usually works better

► Wastes less time on unimportant hyperparameters



k Nearest Neighbor classifier performs better but still not great

► More improvements in next lecture



Bibliography

[1] James Bergstra and Yoshua Bengio. Random search for hyper-parameter optimization. Journal of Machine Learning Research (2012).

