Capstone Project

Udacity Machine Learning Engineer Nanodegree

Git repo:
https://github.com/joshnewnham/udacity_machine_learning_engineer_nanodegree_capstone

Define

This project is based on the paper **How Do Humans Sketch Objects?** published in journal ACM Transactions on Graphics (Proc. SIGGRAPH 2012) by **Mathias Eitz, James Hays and Marc Alexa**, details available http://cybertron.cg.tu-berlin.de/eitz/projects/classifysketch/

The paper was comparing sketch recognition performance of people and their recognition system, citing people accurately identified 73% of the object category from sketches while in comparison, their system achieved 56% accuracy (across 250 categories). The complete crowd-sourced dataset of sketches to the community was released under Creative Commons and the dataset used here.

This project follows their agenda (and general approach) of trying to **accurately classify a (trained) category given a sketch from the user** (*using a subset of their data*). The motivation for choosing this was due to its close relationship to my work (Design and Machine Learning/Intelligent Interfaces).*

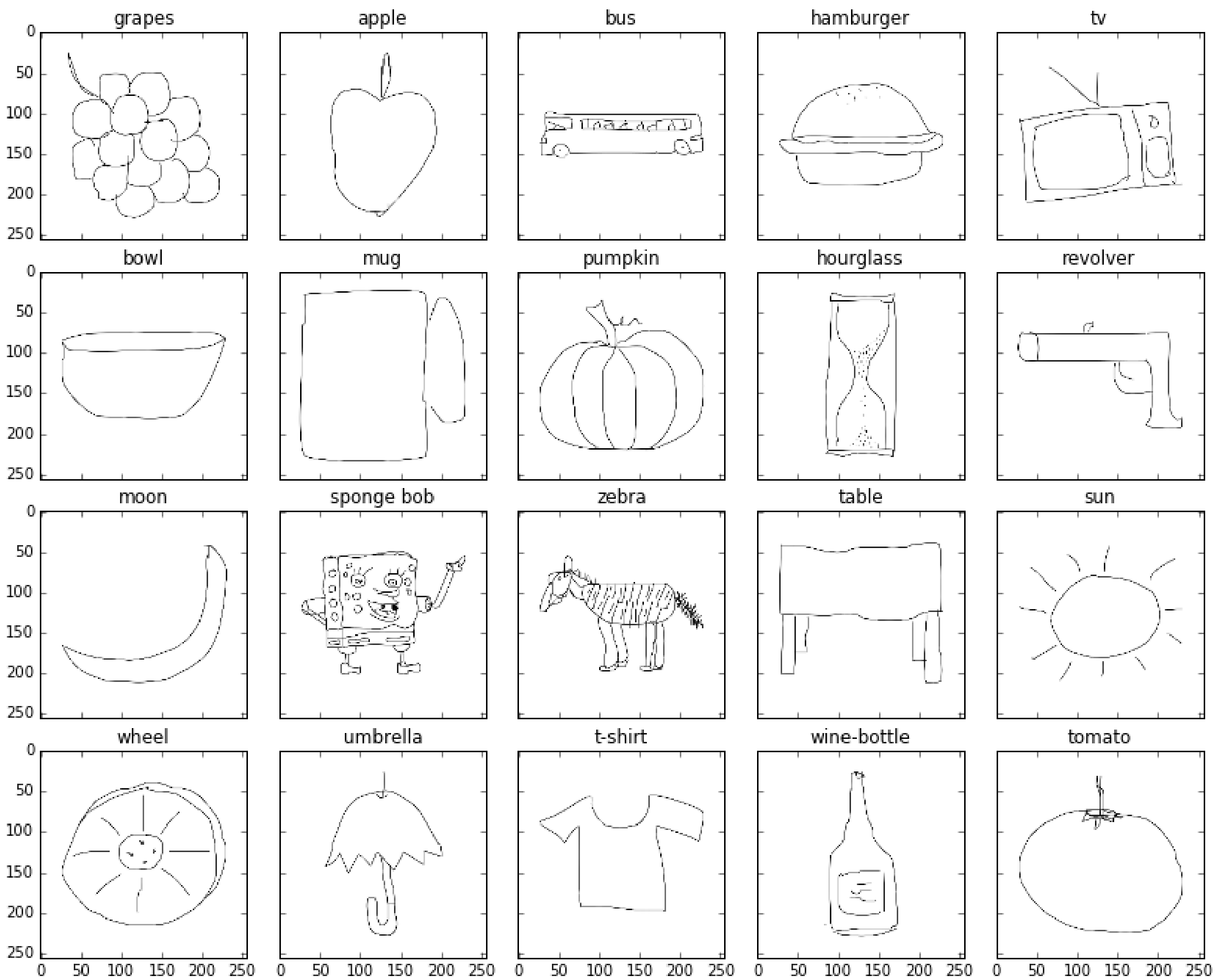
Analyze

Dataset

The dataset is available
http://cybertron.cg.tu-berlin.de/eitz/projects/classifysketch/sketches_png.zip and released publicly under the Creative Commons license.

The **full dataset consist of 250 categories** each containing 80 samples (20000). SVG and PNG versions are made available, where each sample (PNG) consists of a 1111x1111 sketch of the relevant category object, files organised into their categories within sub-directories.

Because of computing demands a **subset of 113 categories** were selected, this list can be found in the accompanying subset_labels.csv file. For illustrative purposes, below shows 2 images from categories.



Test Set

A randomly generated test set was created to be used for evaluation throughout the process. This test set is defined in the accompanied file test_set.json, containing a dictionary structure for each category and corresponding file names. 8 (10%) of the images were selected from each category to form this test set.

Evaluation

Performance of the features and model are based on:

Log Loss (Logarithmic Loss):
Log Loss quantifies the accuracy of a classifier by penalising false classifications i.e. minimising the Log Loss is basically equivalent to maximising the accuracy.

Log Loss heavily penalises classifiers that are confident about an incorrect classification e.g. if for a particular observation, the classifier assigns a very small probability to the correct class then the corresponding contribution to the Log Loss will be very large.
More details can be found: https://www.kaggle.com/wiki/LogarithmicLoss

Accuracy score:
The fraction of correct predictions.

Accuracy of the top 10:
For each k, how accurate is the model i.e. when k is set to 2, then consider a correct prediction if the predicted probability includes the correct prediction within the top 2 predictions.

Benchmark

In this project I’m basing the benchmark on the performance achieved by the reference paper (http://cybertron.cg.tu-berlin.de/eitz/projects/classifysketch/) where they were able to identify unknown sketches with 56% accuracy.

Implement

As described above, the goal of this project is to be able to correctly assign a learn't category from a given user’s sketch, the training set includes 113 categories, using 72 images from each category for learning these features and leaving out 8 for testing.
In this section I introduce these features and the extraction process along with some exploration of (what I have called) feature tuning i.e. tuning the features to increase performance of classification.

Image pre-processing

Prior to extracting features from the images, images were first pre-processed - the original images were 1111x1111 PNG's, with varying scales. To mitigate variance in scale, each images padding was cropped and the image uniformly rescaled to 256x256.

Feature Extraction - Bag of Visual Words

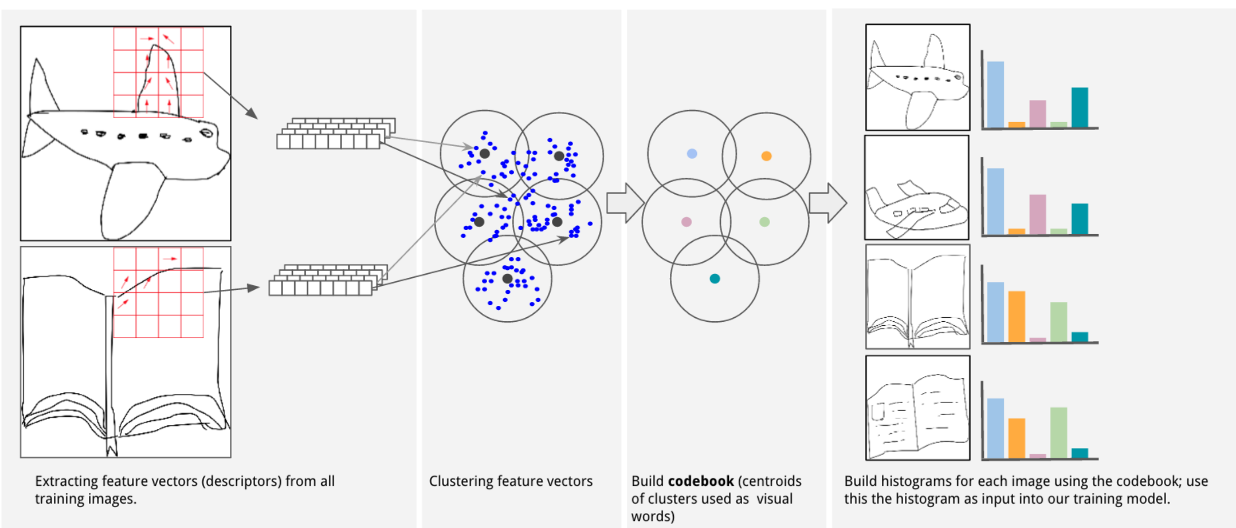
In text analysis, an effective approach for classifying a document is by using the concept Bag of Words (BoWs) as a descriptor for each document. A global dictionary represents all words (also known as tokens and features) from each document, which is then referenced when building a feature vector for each document (consisting of a count for each word in the document - aka Bag of Words). A model is then trained to identify the frequency of words most applicable for each category e.g. technology related news may consist of a higher count for the words 'Software' and 'Pivot' than other categories.

A similar approach can be taken when classifying images but instead of words being used we use patch descriptors from the image ie the image is decomposed into a feature vectors based on each patch. A global vocabulary is constructed based on all the feature vectors extracted from all images, then reduced using clustering. The centroids of these clusters become your **visual words** (or **code labels**) of your vocabulary, this vocabulary is known as a **codebook** and used to build a histogram, as described above, to identify the category for each image..

The **codebook** was created using a batch version of K-Means (sklearn.cluster.MiniBatchKMeans) - the motivation behind using this (batches) as opposed to K-Means was training time, probably due to the high number of clusters and computational power available on my laptop's. K-Means method was set to **k-means++** (selects initial cluster centers for k-mean clustering in a smart way to speed up convergence) and using a batch size (size of the mini batches) of 100.

The **codebook** (collection of visual words) is then used to build a visual word histograms (**bag of visual words**) for each image (process called vector quantization), it is of the premise that this histograms can uniquely describe a category type through a trained classifier, and used for classification.

The following figure illustrates the above workflow.



Feature Vectors (/Descriptors)

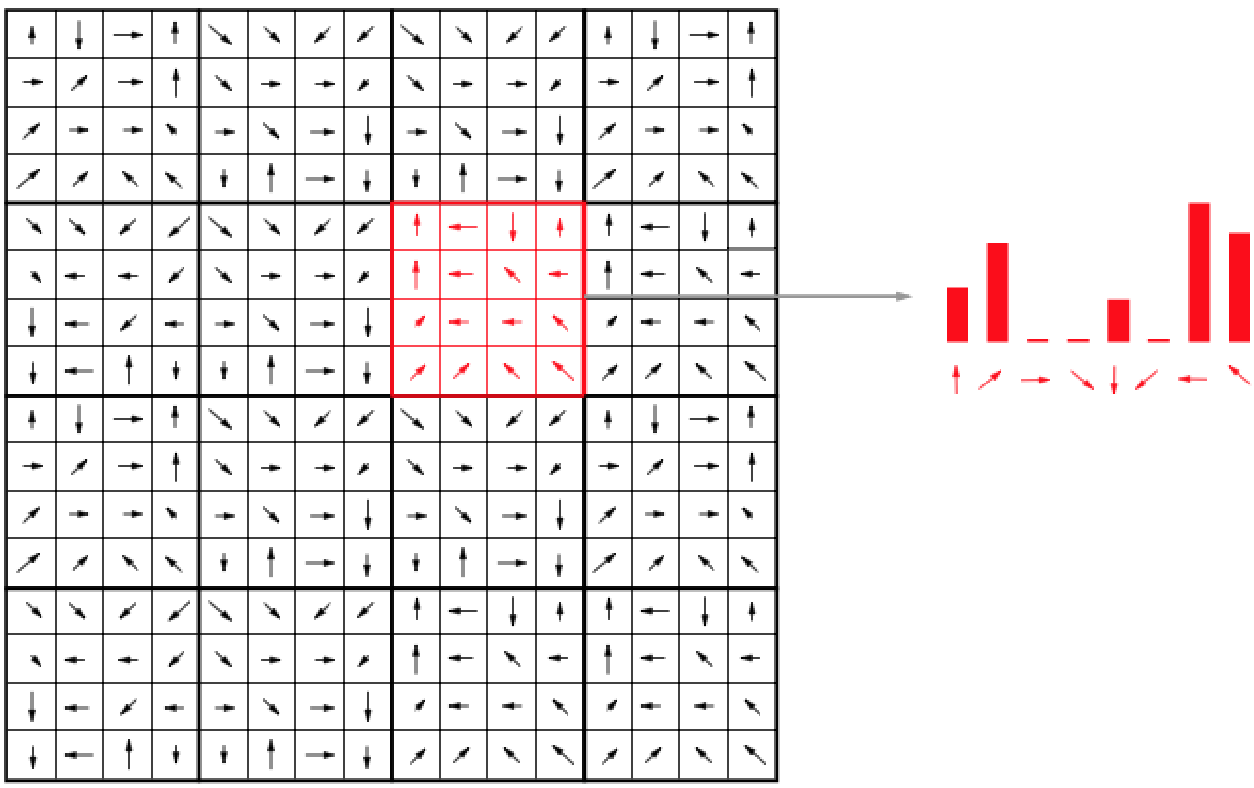
Feature Vectors (or, as commonly referred to in Computer Vision, Descriptors) are encodings from a patch of an image used to describe some characteristic of that patch (and collectively the image) i.e. you could describe a patch of a image from its average RGB (Colour) channels.

Because sketches are generally sparse in terms of detail, a dense grid of **keypoints** was used to ensure all meaningful amounts of information was extracted from the image.

SIFT (Scale-invariant feature transform) was then used to extract the feature vector (descriptor) from each of the keypoints. *SIFT was created by David Lowe and fully described in his original paper at http://www.cs.ubc.ca/~lowe/papers/ijcv04.pdf.*

The feature vector is built by using a 16x16 patch (centered around each keypoint), this patch is decomposed into 4x4 pixel tiles (x16 tiles for each patch) where for each tile is described as a gradient orientations and magnitude histogram (computed across 8 bins, at 45 degrees). The final result is a **128 bit feature vector** for each keypoint (16x8).

The following figure illustrates the decomposing of a patch into a 8-bin gradient orientation histogram.



NB; Other feature descriptors were explored during development, including HOG (https://en.wikipedia.org/wiki/Histogram_of_oriented_gradients) and BREIF (http://docs.opencv.org/3.0-beta/doc/py_tutorials/py_feature2d/py_brief/py_brief.html) but settled with SIFT as it performed significantly better than the rest. The details have been excluded from this report to put more emphasis on Machine Learning and evaluation rather than Computer Vision.

Feature engineering (exploration)

In this section I experiment by varying properties used to describe the image - the classification model[1] is held constant (along with the other properties) to observe the influence adjusting each property has on the performance.

Admittedly properties are interdependent but given the constraints of time, computing power and patience, this factor was ignored (to some extend).

Properties

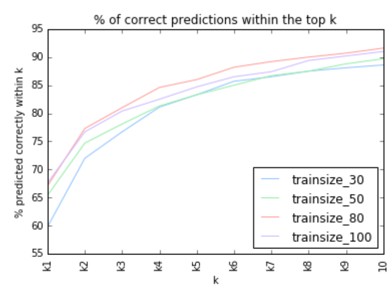
- Influence of training size i.e. is there a point where no more information is gained through samples.
- Number of clusters (aka visual words) i.e. how many visual words are required to effectively capture all the required information.
- Window resolution and Window Overlay both have to do with the density of the grid of keyboards i.e. how dense does this grid need to be to capture all necessary information.

Training set size

Exploring what influence the training size has on the performance of our model.

Accuracy

Cluster Size



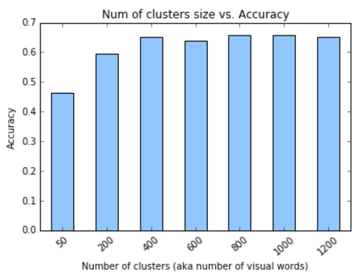
K Accuracy %

NB: all subsequent tests are performed on 50% of the training set to increase responsiveness whilst experimenting with the properties.

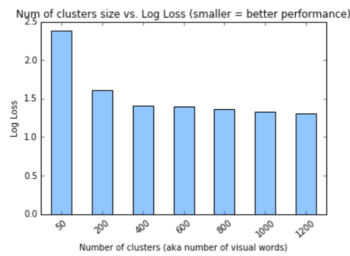
[1] Linear SVM; selected as it provided the better performance during initial training and evaluation on.

Number of clusters

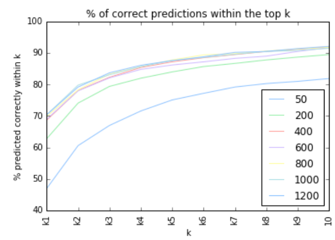
Clusters in this context is the number of visual words created for each image feature vector to be assigned to. Similar to compression, the lower the number of clusters the more detail we lose, but possibly gain in generalisation/pattern identification. In this section we vary the number of clusters and compare the performance.



Accuracy



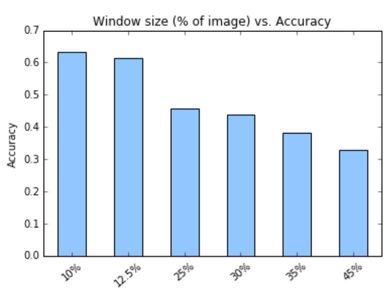
Cluster Size



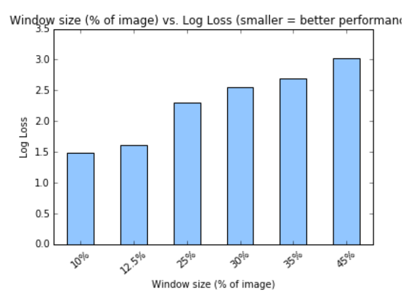
K Accuracy %

Window Resolution

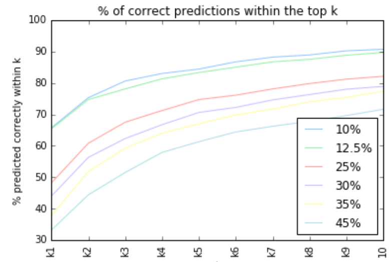
SIFT (and all considered feature extractors) can be confined to a window such to describe segments of the sketches. Here we vary the window size to determine what it's influence has on the performance of our model.



Accuracy



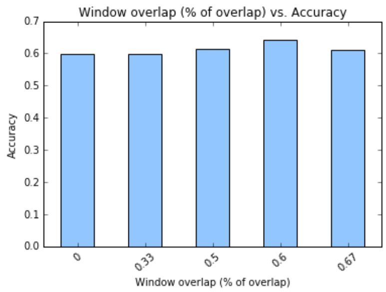
Cluster Size



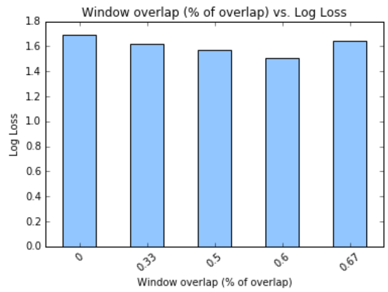
K Accuracy %

Window overlap

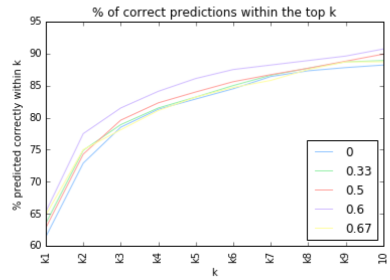
This parameter determines how much overlap there is for each window (or step size 1-1/N where N is the overlap) i.e. N=2 would mean there is a 1/2 overlap between all windows as the window is slide along.



Accuracy



Cluster Size



K Accuracy %

Summary

In regards to **training size**, as expected, the more training data available increases the performance, up to a point - appears to plateau around 80% - this could mean the additional extracted features don't add any more information or that the other parameters of our training are limiting the model's ability to learn these additional features.

The number of **clusters** (visual words) beyond 400 resulted in marginal performance gains, for this reason and to keep things as simple as possible, a visual word dictionary of approx. 500 will be chosen.

Increasing **window size** reduced performance significantly, possibly loosing to much detail of the sketches. A window size of around 10-12.5% appears to give optimal results but obviously incurs additional computational cost.

Our last property we explored for extracting features was **window overlap** i.e. what stride was taken for each iteration. The result have shown that an overlap of approx. 60% provide optimal results, similar to **window size**, this adds to the computing overhead.

Based on the above results, the feature properties moving forwards will be:

- Use the full training dataset during training
- 450 visual words when creating the codebook
- Window size of 12.5%
- Overlap of 60%

Results

In section above the focus was on feature selection and tuning, in this section I compare various Machine Learning Algorithms and parameters in respect to the performance metrics described below and finally conclude with the performance of the most performant algorithm.

Performance of the *features* and *model* are based on (also described above):

Log Loss (Logarithmic Loss):
Log Loss quantifies the accuracy of a classifier by penalising false classifications i.e. minimising the Log Loss is basically equivalent to maximising the accuracy.
Log Loss heavily penalises classifiers that are confident about an incorrect classification e.g. if for a particular observation, the classifier assigns a very small probability to the correct class then the corresponding contribution to the Log Loss will be very large.

More details can be found: https://www.kaggle.com/wiki/LogarithmicLoss

Accuracy score:
The fraction of correct predictions.

Accuracy of the top 10:
For each k, how accurate is the model i.e. when k is set to 2, then consider a correct prediction if the predicted probability includes the correct prediction within the top 2 predictions.

Models

The following is a list of algorithms and parameters used for sketch recognition.

Naive Bayes Classification

"Naive Bayes methods are a set of supervised learning algorithms based on applying Bayes' theorem with the "naive" assumption of independence between every pair of features." - http://scikit-learn.org/stable/modules/naive_bayes.html

1. Multinomial Naive Bayes Classifier

"The multinomial Naive Bayes classifier is suitable for classification with discrete features (e.g., word counts for text classification). The multinomial distribution normally requires integer feature counts. However, in practice, fractional counts such as tf-idf may also work." - http://scikit-learn.org/stable/modules/generated/sklearn.naive_bayes.MultinomialNB.html#sklearn.naive_bayes.MultinomialNB

2. Gaussian Naive Bayes Classifier

"GaussianNB implements the Gaussian Naive Bayes algorithm for classification. The likelihood of the features is assumed to be Gaussian" - http://scikit-learn.org/stable/modules/generated/sklearn.naive_bayes.GaussianNB.html#sklearn.naive_bayes.GaussianNB

K Nearest Neighbors Classification

"Classifier implementing the k-nearest neighbors vote." - http://scikit-learn.org/stable/modules/generated/sklearn.neighbors.KNeighborsClassifier.html#sklearn.neighbors.KNeighborsClassifier

3. K Nearest Neighbors Classifier

A GridSearch was performed on the parameters (with ranges/values):

- k = 10
- algorithm = auto (attempt to decide the most appropriate algorithm based on the values passed during training)
- Distance metrics = ['minkowski', 'euclidean', 'manhattan']
- weights = ['uniform', 'distance'] (uniform; all points in each neighborhood are weighted equally, distance; weight points by the inverse of their distance)

Best performed parameters (based on the GridSearch):

- Distance metric = 'manhattan'
- weights = 'distance'

Support Vector Machines (SVMs)

SVMs find the "maximum-margin" line that separates the classes (line "straight in the middle"). If the data cannot be linearly separable, the SVM will project the datums into higher dimensions (hyper planes). This can be done effectively by using kernals (known as the 'kernal trick') - http://scikit-learn.org/stable/modules/svm.html

4. SVM

http://scikit-learn.org/stable/modules/generated/sklearn.svm.SVC.html#sklearn.svm.SVC

A GridSearch was performed on the parameters (with ranges/values):

- kernals = ['linear', 'rbf', 'poly']
- C_range = np.logspace(-2, 10, 13)
- gamma_range = np.logspace(-9, 3, 13)

Best performed parameters (based on the GridSearch):

- kernal = RBF
- C = 10.0
- gamma = 10.0

5. LinearSVM

http://scikit-learn.org/stable/modules/generated/sklearn.svm.LinearSVC.html#sklearn.svm.LinearSVC

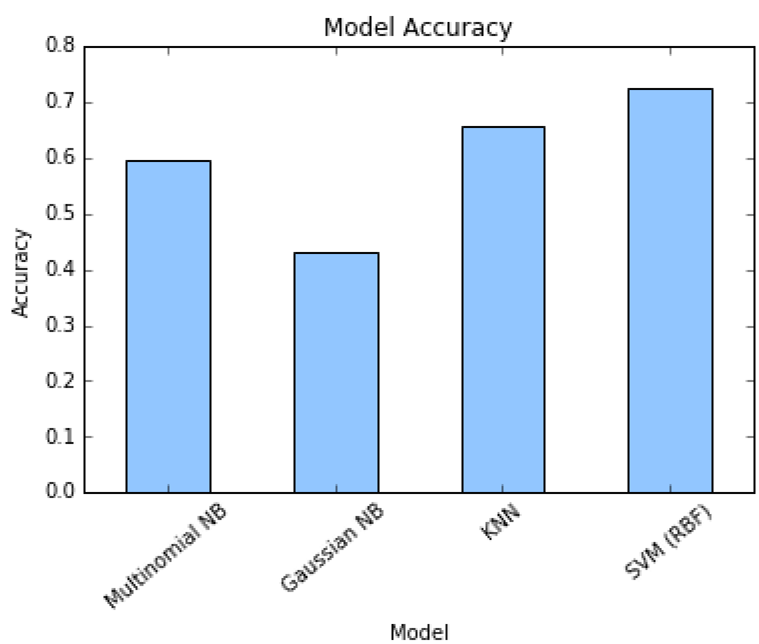
A GridSearch was performed on the parameters (with ranges/values):

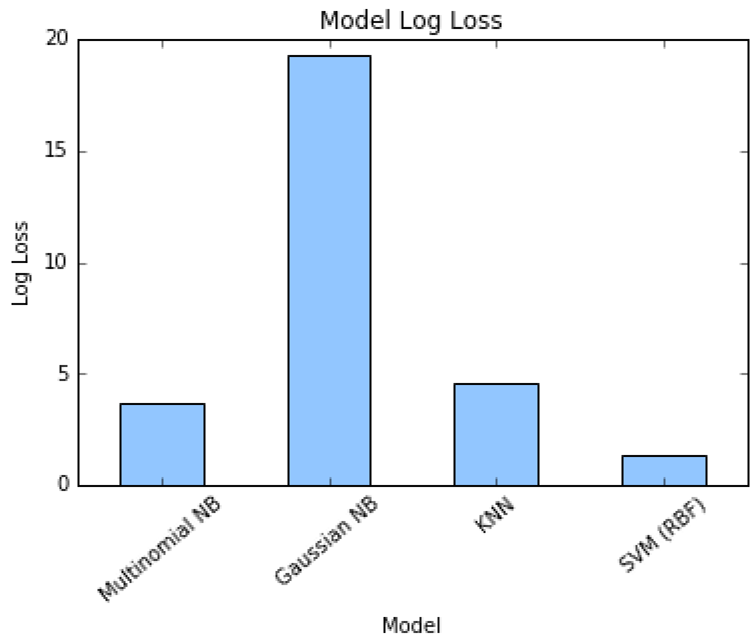
- C_range = np.logspace(-2, 10, 13)
- loss_functions = ['squared_hinge', 'hinge'] (squared_hinge; square of the hinge loss, hinge; standard SVM loss)

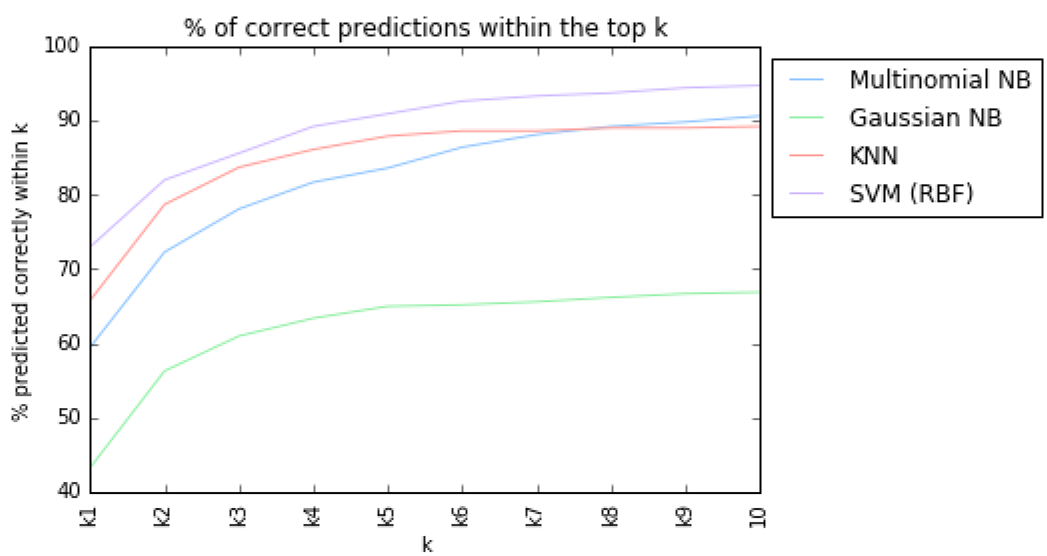
Best performed parameters (based on the GridSearch):

- C = 18
- loss = 'squared_hinge'

Model Evaluation







Model Selection

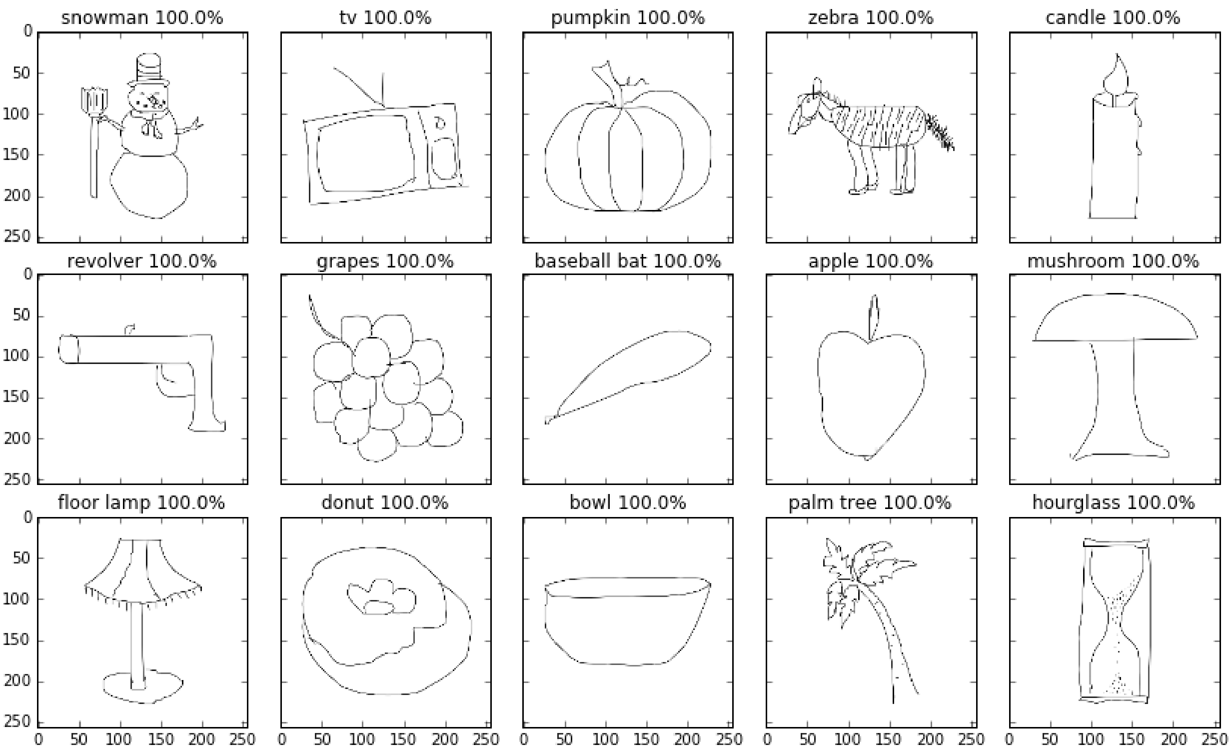
With respect to Accuracy, Log Loss, and 'K Accuracy'; SVM (using RBF) outperformed the other algorithms:

- Accuracy achieved was 0.73 (with an accuracy of 94.69 with k = 10)
- Log Loss achieved was 1.33

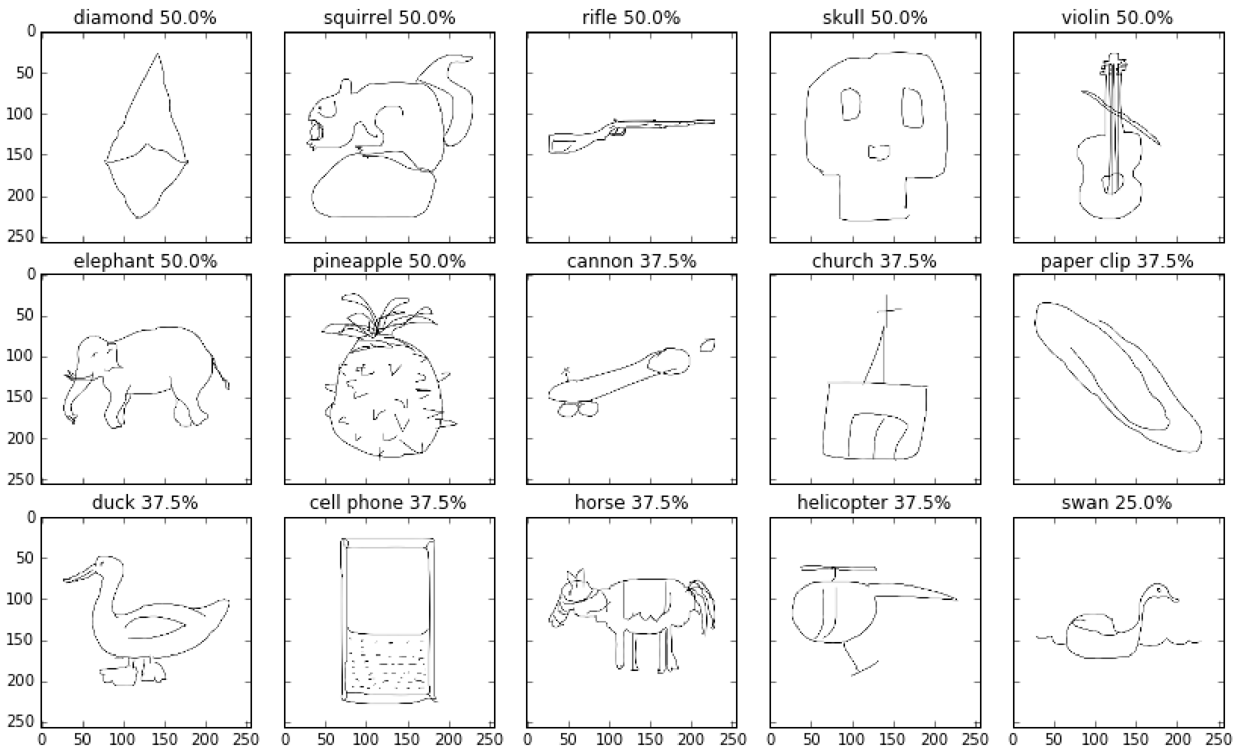
Visual investigation of the model

In this section we inspect the most accuracy and least accurate categories, and attempt to better understand the limitations of the approach.

20 most accurate classified sketches

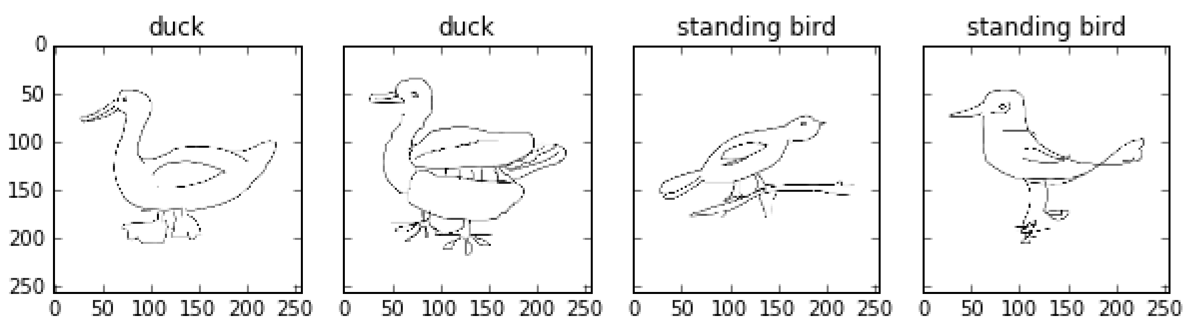


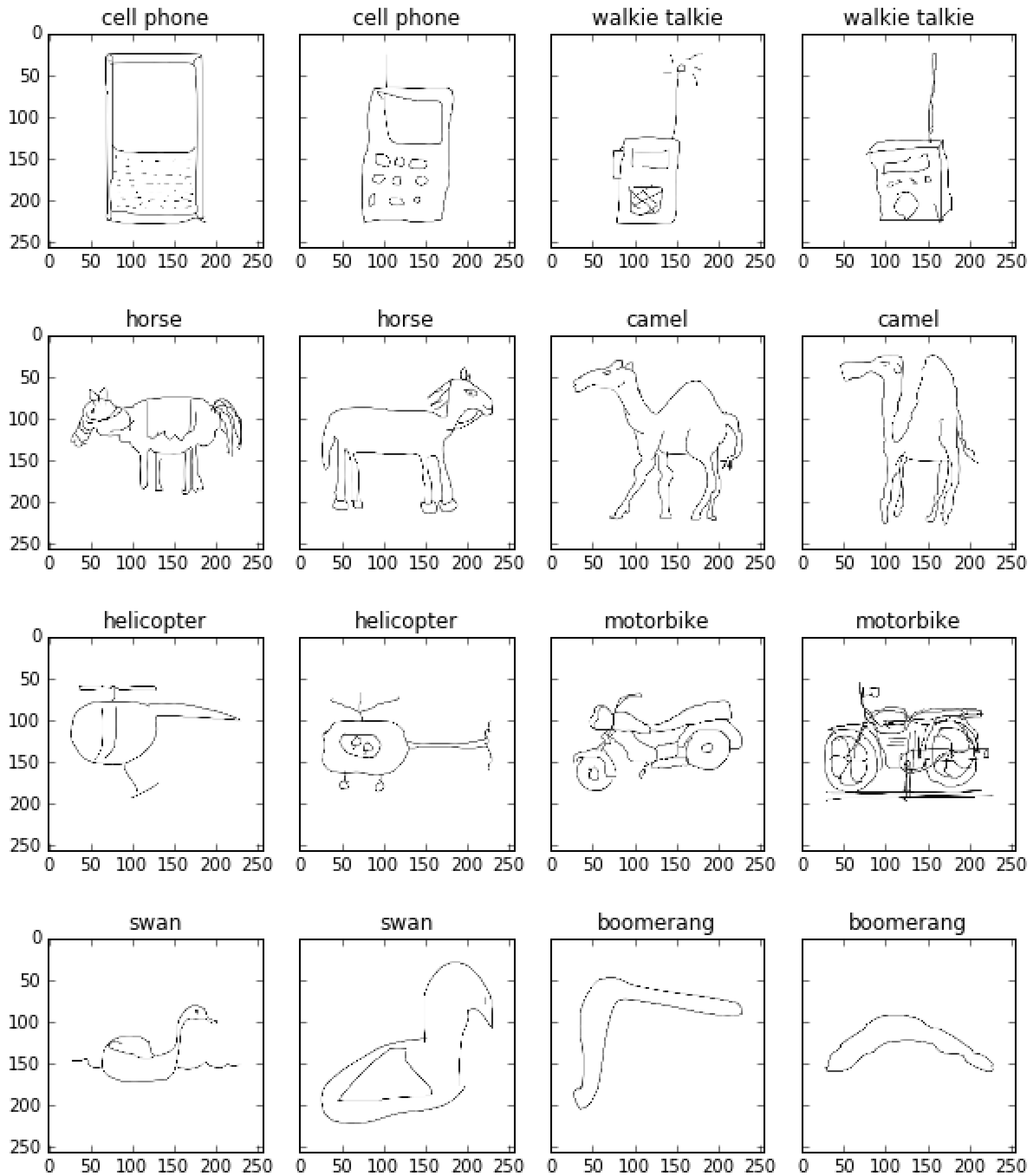
20 least accurate classified sketches



Most confused with

Each row of the grid below present a prediction, the first 2 columns display thumbnails of the true label and the last 2 columns display the incorrectly predicted category. Despite only seeing a small sample of the data you can an appreciation for its mistakes, especially for the categories duck, cell phone and camel.





Results

The final solution was able to achieve an accuracy of 73% and log loss of 1.33, unfortunately uncomparable to the defined benchmark due to having to reduce the dataset by more than half but still significantly better than guessing.

Whether this is sufficiently accurate enough or not is highly dependent on the application and user interface but does offer opportunity in assisting the user for input and guidance, some example applications include (with respective to the accuracy level achieved):

- Using sketch for input e.g. https://www.microsoft.com/en-us/research/project/mindfinder-finding-images-by-sketching/ (where-by n results are shown, allowing the system to correctly classify the input)
- Assisting in drawing e.g. http://vision.cs.utexas.edu/projects/shadowdraw/shadowdraw.html

The final parameters of the solution are:

- SIFT feature extractor, using a dense grid spaced 12.5% apart, and overlapping by 2.5%
- Codebook created using 400 visual words
- SVM with a RBF kernel for classification

Conclusion

The goal of the project was to accurately classify a user's sketch. This was achieved by first creating a codebook which would be used to describe each image, and collectively the category. Using this codebook, a image was described by building a histogram of the code labels (from the codebook) which was then used to classify the sketch.

Conceptually the project was intriguing and introduced me to a lot of new domains and challenges, but also interesting how solutions can be applied to different problems (bag of words). One big challenge was due to the abstract nature of 'features', this abstraction meant a lot of time was spent exploring different way of describing images. Consequently it also gave me appreciation of computational limitations i.e. having a more responsive workflow would allow for more exploration and end to end iterations in feature extraction and learning.

Future work

Given the advancements and success in Neural Networks (Deep Learning) it would make for an interesting project to compare the performance of this with such model (and one I hope to do in the near future). Another interesting area to explore is how to improve the system with some component of reinforcement learning (or online learning)

Appendix

References

How Do Humans Sketch Objects?
http://cybertron.cg.tu-berlin.de/eitz/projects/classifysketch/

Free-hand sketch recognition by multi-kernel feature learning
https://www.eecs.qmul.ac.uk/~sgg/papers/LiEtAl_CVIU2015.pdf

Sketch Recognition by Ensemble Matching of Structured Features
https://www.eecs.qmul.ac.uk/~sgg/papers/LiEtAl_BMVC2013.pdf

Bag of visual words model: recognizing object categories
http://www.robots.ox.ac.uk/~az/icvss08_az_bow.pdf

Histogram of Oriented Gradients and Object Detection
http://www.pyimagesearch.com/2014/11/10/histogram-oriented-gradients-object-detection/

Histogram of oriented gradients
https://en.wikipedia.org/wiki/Histogram_of_oriented_gradients

Bag-of-words model in computer vision
https://en.wikipedia.org/wiki/Bag-of-words_model_in_computer_vision#Codebook_generation

HOGgles: Visualizing Object Detection Features
http://web.mit.edu/vondrick/ihog/

Evaluation metrics
http://scikit-learn.org/stable/modules/model_evaluation.html

Libraries

http://opencv.org/

http://scikit-learn.org/stable/