Lecture 2: Image Classification pipeline

Administrative

First assignment will come out tonight (or tomorrow at worst)
It is due **January 20** (i.e. in two weeks). Handed in through CourseWork
It includes:

- Write/train/evaluate a kNN classifier
- Write/train/evaluate a Linear Classifier (SVM and Softmax)
- Write/train/evaluate a 2-layer Neural Network (backpropagation!)
- Requires writing numpy/Python code

Warning: don't work on assignments from last year!

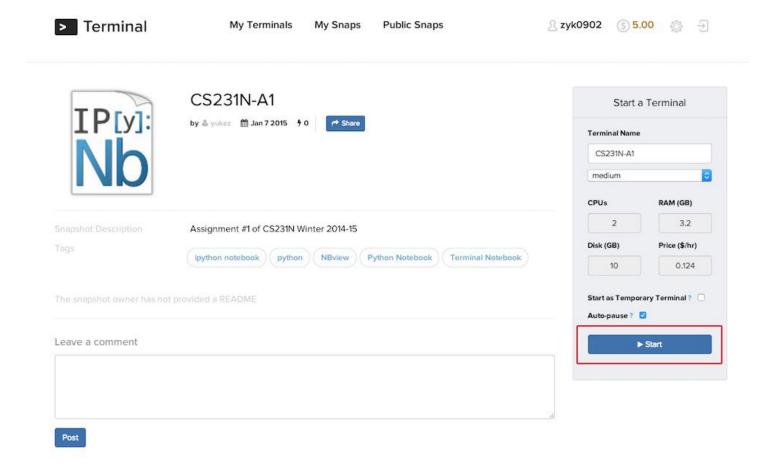
Compute: Can use your own laptops, or Terminal.com

http://cs231n.github.io/python-numpy-tutorial/

CS231n Convolutional Neural Networks for Visual Recognition

Python Numpy Tutorial

```
distances = np.sum(np.abs(self.Xtr - X[i,:]), axis = 1)
min_index = np.argmin(distances) # get the index with smallest distance
Ypred[i] = self.ytr[min_index] # predict the label of the nearest example
```



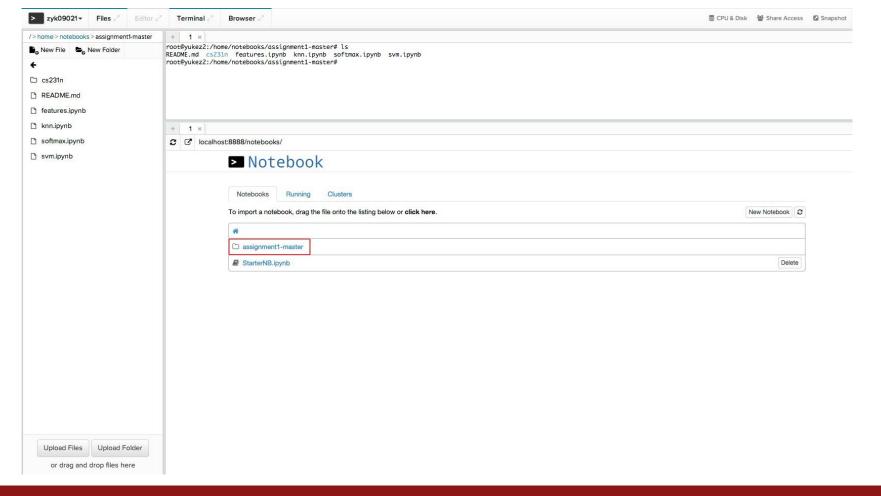


Image Classification: a core task in Computer Vision



(assume given set of discrete labels) {dog, cat, truck, plane, ...}

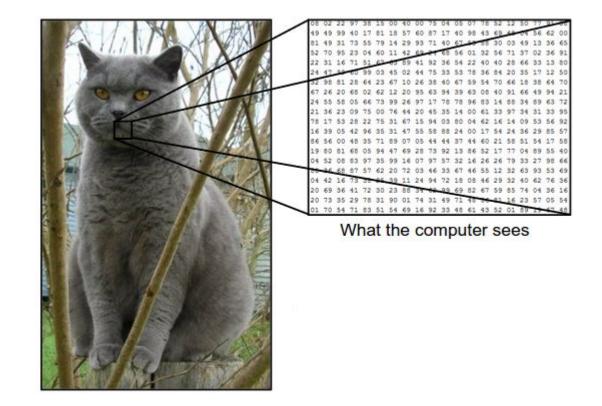
→ cat

The problem: semantic gap

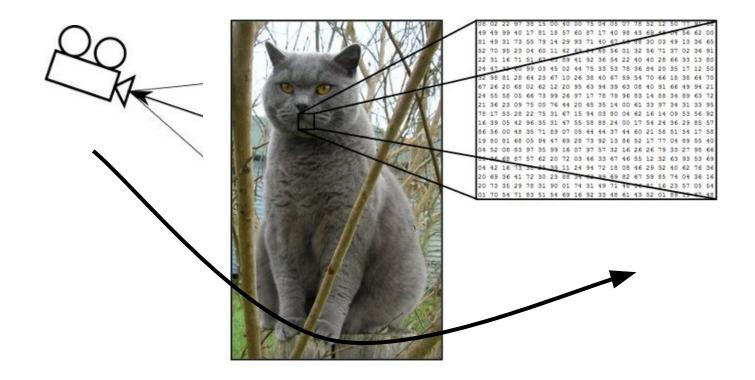
Images are represented as 3D arrays of numbers, with integers between [0, 255].

E.g. 300 x 100 x 3

(3 for 3 color channels RGB)



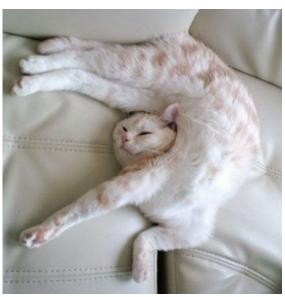
Challenges: Viewpoint Variation



Challenges: Illumination



Challenges: Deformation









Challenges: Occlusion







Challenges: Background clutter



Challenges: Intraclass variation



An image classifier

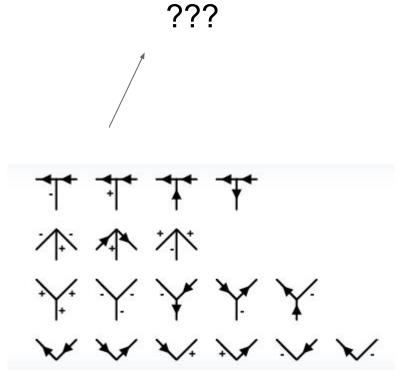
```
def predict(image):
    # ?????
    return class_label
```

Unlike e.g. sorting a list of numbers,

no obvious way to hard-code the algorithm for recognizing a cat, or other classes.

Attempts have been made





Data-driven approach:

- 1. Collect a dataset of images and labels
- 2. Use Machine Learning to train an image classifier
- 3. Evaluate the classifier on a withheld set of test images

```
def train(train_images, train_labels):
    # build a model for images -> labels...
    return model

def predict(model, test_images):
    # predict test_labels using the model...
    return test_labels
```

Example training set



First classifier: Nearest Neighbor Classifier

```
def train(train_images, train_labels):
    # build a model for images -> labels...
    return model

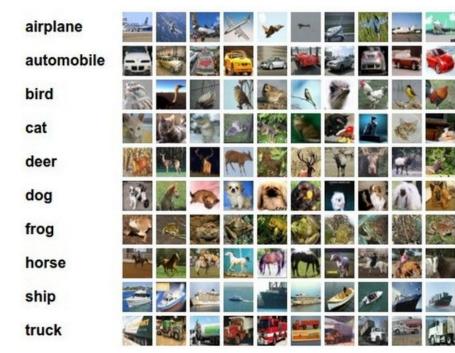
def predict(model, test_images):
    # predict test_labels using the model...
    return test_labels
```

Remember all training images and their labels

Predict the label of the most similar training image

Example dataset: CIFAR-10 10 labels

50,000 training images, each image is tiny: 32x32 **10,000** test images.



Example dataset: CIFAR-10
10 labels
50,000 training images

10,000 test images. airplane automobile bird cat deer dog frog horse ship truck

For every test image (first column), examples of nearest neighbors in rows



How do we compare the images? What is the **distance metric**?

L1 distance:
$$d_1(I_1, I_2) = \sum_p |I_1^p - I_2^p|$$

test image						
56	32	10	18			
90	23	128	133			
24	26	178	200			
2	0	255	220			

training image

10	20	24	17			
8	10	89	100			
12	16	178	170			
4	32	233	112			

pixel-wise absolute value differences

	46	12	14	1	
	82	13	39	33	add → 456
=	12	10	0	30	→ 456
	2	32	22	108	

```
import numpy as np
class NearestNeighbor:
 def init (self):
   pass
 def train(self, X, y):
    """ X is N x D where each row is an example. Y is 1-dimension of size N """
   # the nearest neighbor classifier simply remembers all the training data
   self.Xtr = X
   self.vtr = v
 def predict(self, X):
    """ X is N x D where each row is an example we wish to predict label for """
   num test = X.shape[0]
   # lets make sure that the output type matches the input type
   Ypred = np.zeros(num test, dtype = self.ytr.dtype)
   # loop over all test rows
   for i in xrange(num test):
     # find the nearest training image to the i'th test image
     # using the L1 distance (sum of absolute value differences)
     distances = np.sum(np.abs(self.Xtr - X[i,:]), axis = 1)
     min index = np.argmin(distances) # get the index with smallest distance
     Ypred[i] = self.ytr[min index] # predict the label of the nearest example
```

return Ypred

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remember the training data

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      Ypred[i] = self.ytr[min index] # predict the label of the nearest example
    return Ypred
```

for every test image:

- find nearest train image with L1 distance
- predict the label of nearest training image

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```

Q: how does the classification speed depend on the size of the training data?

```
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    return Ypred
```

Q: how does the classification speed depend on the size of the training data?

This is **backwards**:

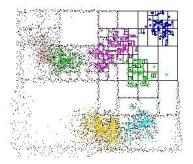
- test time performance is usually much more important in practice.
- CNNs flip this:
 expensive training,
 cheap test evaluation

Aside: Approximate Nearest Neighbor find approximate nearest neighbors quickly

ANN: A Library for Approximate Nearest Neighbor Searching

David M. Mount and Sunil Arya

Version 1.1.2 Release Date: Jan 27, 2010



What is ANN?

ANN is a library written in C++, which supports data structures and algorithms for both exact and approximate nearest neighbor searching in arbitrarily high dimensions.

In the nearest neighbor problem a set of data points in d-dimensional space is given. These points are preprocessed into a data structure, so that given any query point q, the nearest or generally k nearest points of P to q can be reported efficiently. The distance between two points can be defined in many ways. ANN assumes that distances are measured using any class of distance functions called Minkowski metrics. These include the well known Euclidean distance, Manhattan distance, and max distance.

Based on our own experience, ANN performs quite efficiently for point sets ranging in size from thousands to hundreds of thousands, and in dimensions as high as 20. (For applications in significantly higher dimensions, the results are rather spotty, but you might try it anyway.)

The library implements a number of different data structures, based on kd-trees and box-decomposition trees, and employs a couple of different search strategies.

The library also comes with test programs for measuring the quality of performance of ANN on any particular data sets, as well as programs for visualizing the structure of the geometric data structures.

FLANN - Fast Library for Approximate Nearest Neighbors

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- Publications
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- Changelog
- Repository

What is FLANN?

FLANN is a library for performing fast approximate nearest neighbor searches in high dimensional spaces. It contains a collection of algorithms we found to work best for nearest neighbor search and a system for automatically choosing the best algorithm and optimum parameters depending on the dataset.

FLANN is written in C++ and contains bindings for the following languages: C, MATLAB and Python.

News

- (14 December 2012) Version 1.8.0 is out bringing incremental addition/removal of points to/from indexes.
- (20 December 2011) Version 1.7.0 is out bringing two new index types and several other improvements
- You can find binary installers for FLANN on the Point Cloud Library Project page. Thanks to the PCL developers!
- . Mac OS X users can install flann though MacPorts (thanks to Mark Moll for maintaining the Portfile)
- New release introducing an easier way to use custom distances, kd-tree implementation optimized for low dimensionality search and experimental MPI support
- New release introducing new C++ templated API, thread-safe search, save/load of indexes and more.
- . The FLANN license was changed from LGPL to BSD

How fast is it?

In our experiments we have found FLANN to be about one order of magnitude faster on many datasets (in query time), than previously available approximate nearest neighbor search software.

Publications

More information and experimental results can be found in the following papers:

- Marius Muja and David G. Lowe: "Scalable Nearest Neighbor Algorithms for High Dimensional Data". Pattern Analysis and Machine Intelligence (PAMI), Vol. 36, 2014. [PDF] @ [BibTeX]
- Marius Muja and David G. Lowe: "Fast Matching of Binary Features". Conference on Computer and Robot Vision (CRV) 2012. [PDF] @ [BibTeX]
- Marius Muja and David G. Lowe, "Fast Approximate Nearest Neighbors with Automatic Algorithm Configuration", in International Conference on Computer Vision Theory and Applications (VISAPP'09), 2009 IPDFI# IBIDEXI

The choice of distance is a **hyperparameter** common choices:

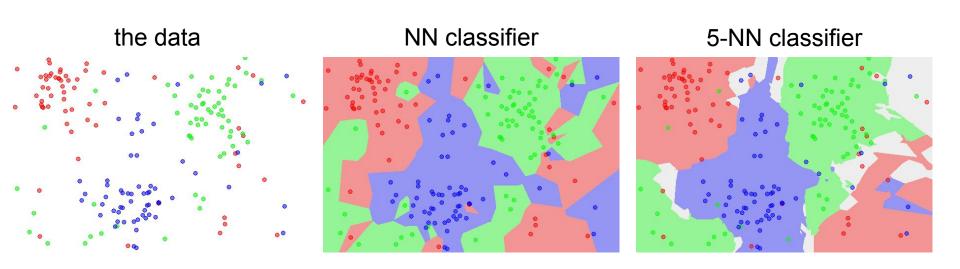
L1 (Manhattan) distance

$$d_1(I_1,I_2) = \sum_p |I_1^p - I_2^p|$$

L2 (Euclidean) distance

$$d_2(I_1,I_2) = \sqrt{\sum_p \left(I_1^p - I_2^p
ight)^2}$$

k-Nearest Neighbor find the k nearest images, have them vote on the label



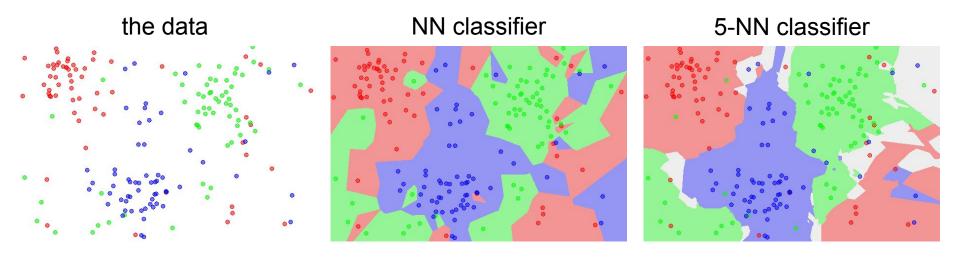
http://en.wikipedia.org/wiki/K-nearest_neighbors_algorithm

Example dataset: CIFAR-10
10 labels
50,000 training images

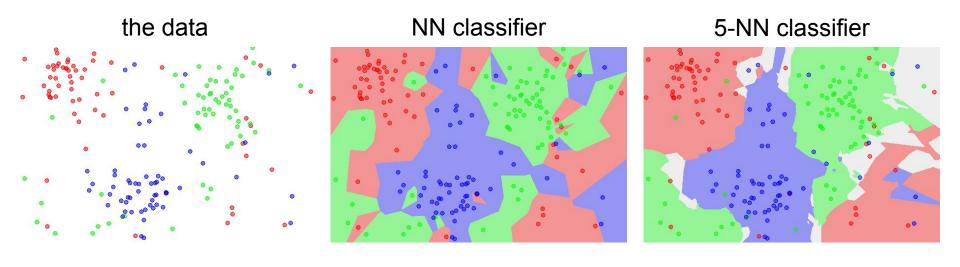
10,000 test images. airplane automobile bird cat deer dog frog horse ship truck

For every test image (first column), examples of nearest neighbors in rows





Q: what is the accuracy of the nearest neighbor classifier on the training data, when using the Euclidean distance?



Q2: what is the accuracy of the **k-**nearest neighbor classifier on the training data?

What is the best **distance** to use? What is the best value of **k** to use?

i.e. how do we set the **hyperparameters**?

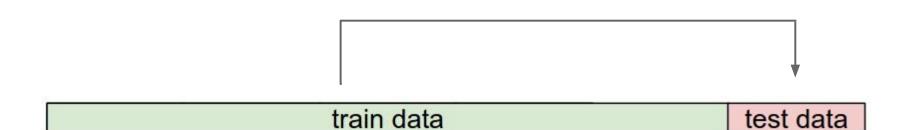
What is the best **distance** to use? What is the best value of **k** to use?

i.e. how do we set the hyperparameters?

Very problem-dependent.

Must try them all out and see what works best.

Try out what hyperparameters work best on test set.



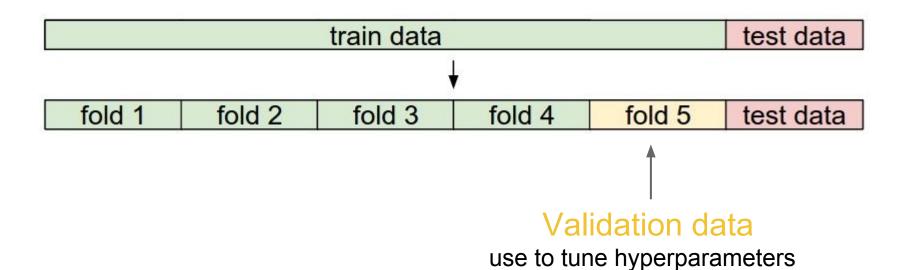
Trying out what hyperparameters work best on test set:

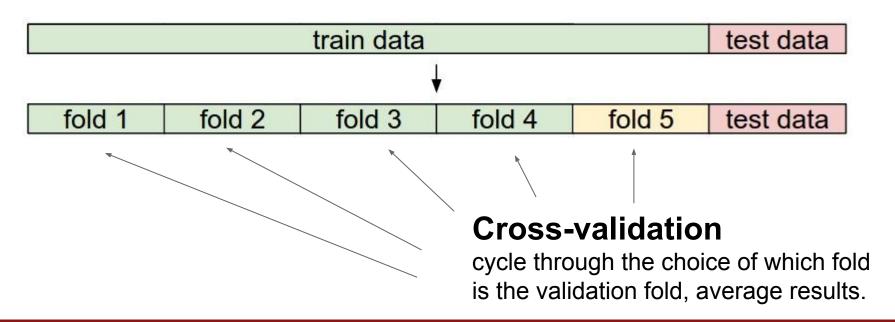
Very bad idea. The test set is a proxy for the generalization performance!

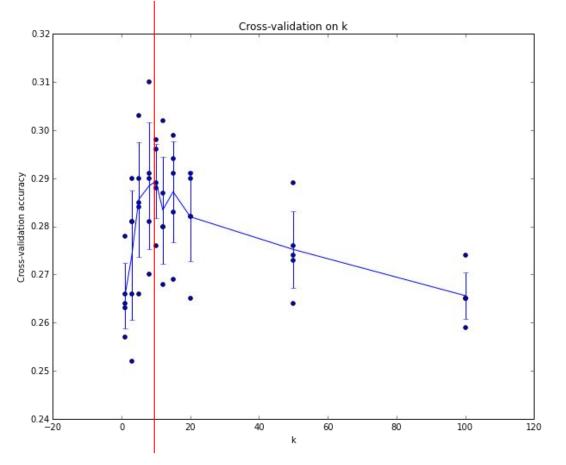
Use only VERY SPARINGLY, at the end.

train data

test data







Example of 5-fold cross-validation for the value of **k**.

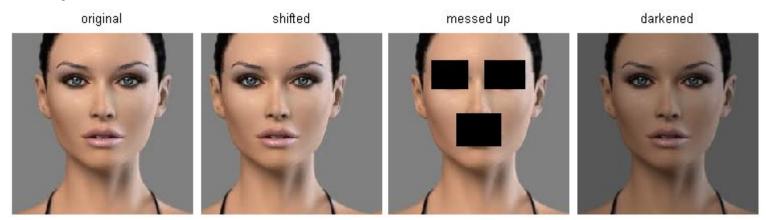
Each point: single outcome.

The line goes through the mean, bars indicated standard deviation

(Seems that $k \sim = 7$ works best for this data)

k-Nearest Neighbor on images never used.

- terrible performance at test time
- distance metrics on level of whole images can be very unintuitive

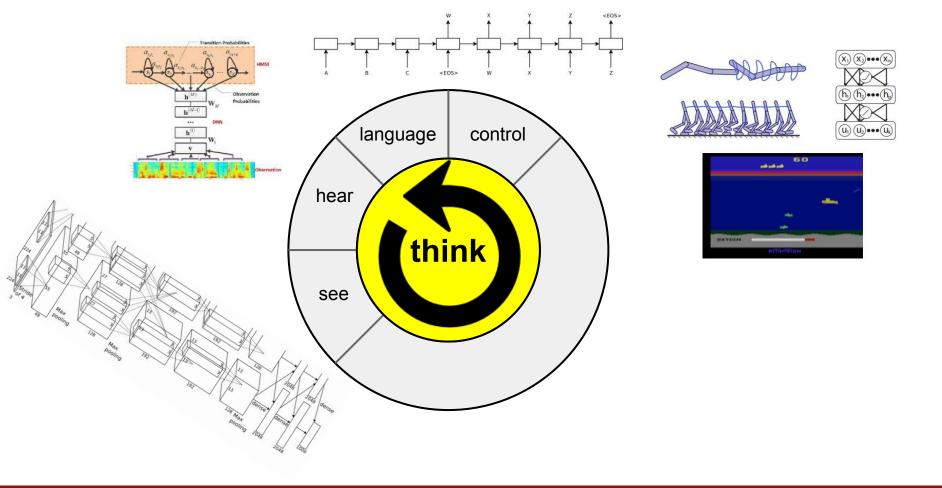


(all 3 images have same L2 distance to the one on the left)

Summary

- Image Classification: We are given a Training Set of labeled images, asked to predict labels on Test Set. Common to report the Accuracy of predictions (fraction of correctly predicted images)
- We introduced the **k-Nearest Neighbor Classifier**, which predicts the labels based on nearest images in the training set
- We saw that the choice of distance and the value of k are hyperparameters that are tuned using a validation set, or through cross-validation if the size of the data is small.
- Once the best set of hyperparameters is chosen, the classifier is evaluated once on the test set, and reported as the performance of kNN on that data.

Linear Classification



Neural Networks practitioner





"man in black shirt is playing guitar."



"construction worker in orange safety vest is working on road."



"two young girls are playing with lego toy."



"boy is doing backflip on wakeboard."



"girl in pink dress is jumping in air."



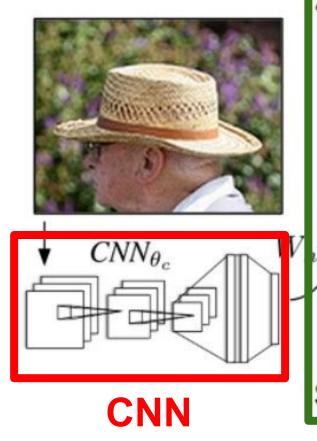
"black and white dog jumps over bar."

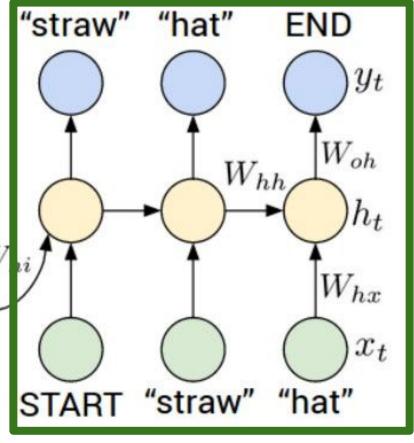


young girl in pink shirt is swinging on swing."



"man in blue wetsuit is surfing on wave."





RNN



Example dataset: CIFAR-10 10 labels **50,000** training images each image is 32x32x3 **10,000** test images.

Parametric approach



image parameters
f(x,W)

10 numbers, indicating class scores

[32x32x3] array of numbers 0...1 (3072 numbers total)

Parametric approach: Linear classifier

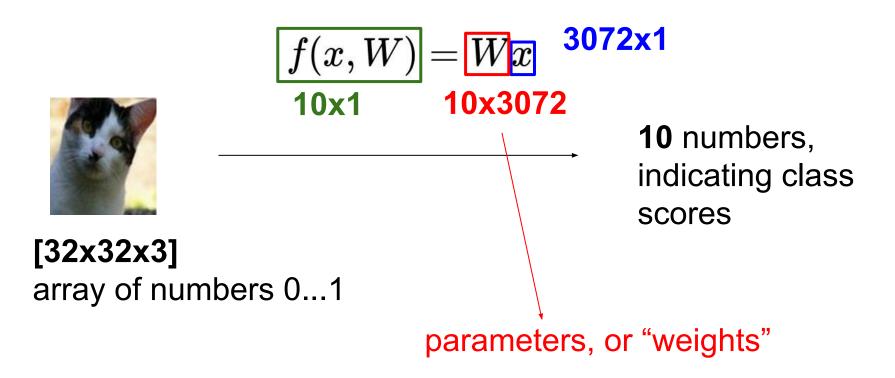
$$f(x, W) = Wx$$



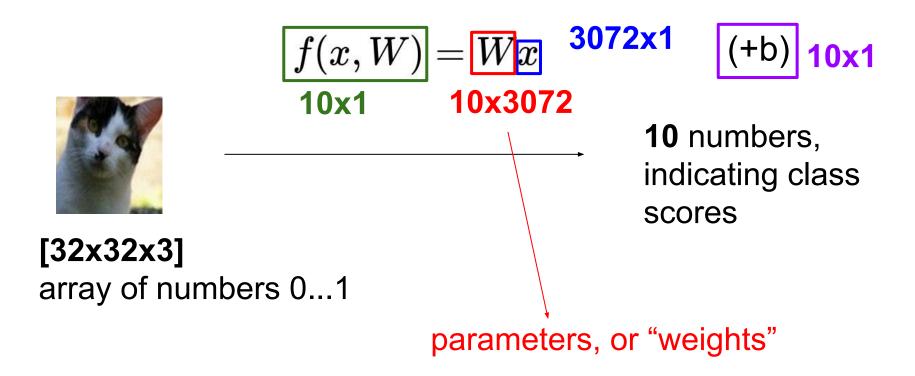
[32x32x3] array of numbers 0...1

10 numbers, indicating class scores

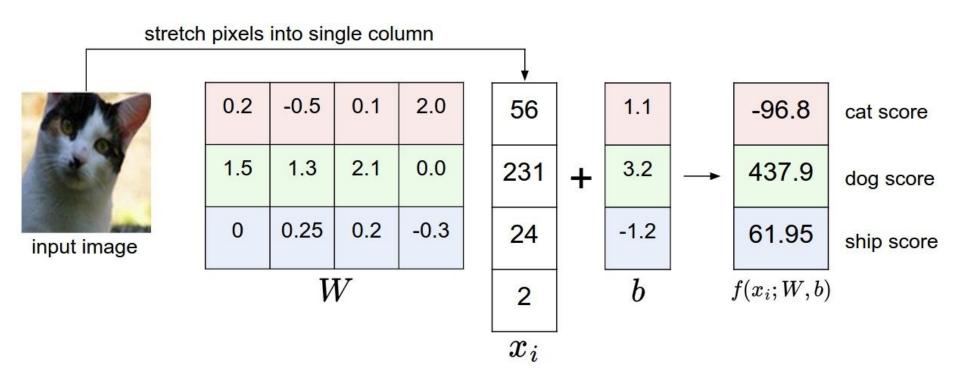
Parametric approach: Linear classifier

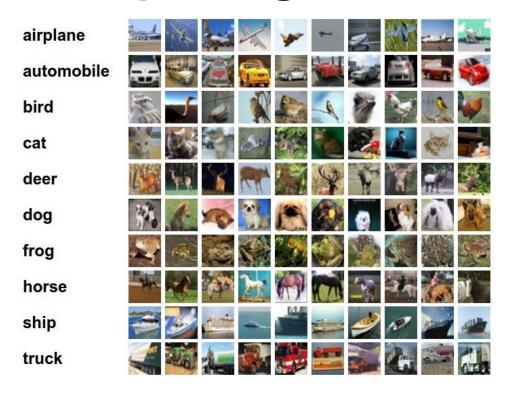


Parametric approach: Linear classifier



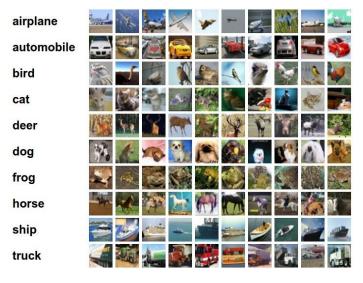
Example with an image with 4 pixels, and 3 classes (cat/dog/ship)





$$f(x_i, W, b) = Wx_i + b$$

Q: what does the linear classifier do, in English?



$$f(x_i, W, b) = Wx_i + b$$

Example trained weights of a linear classifier trained on CIFAR-10:



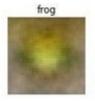








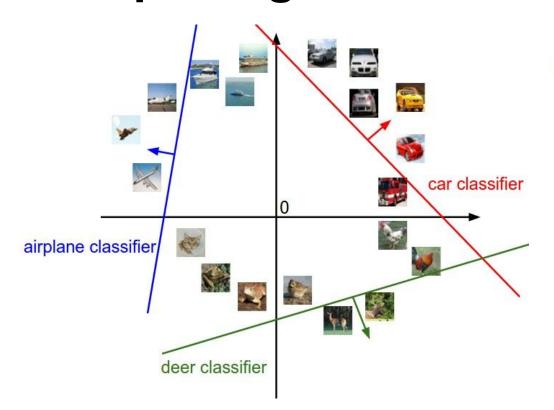








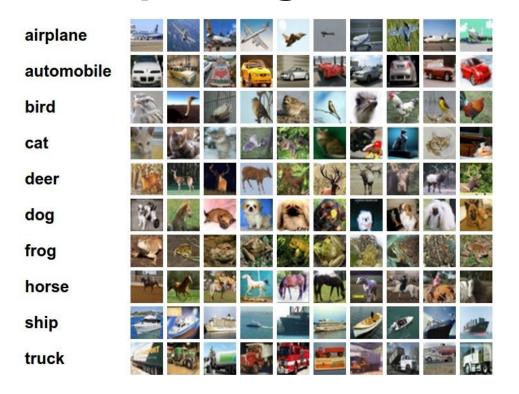




$$f(x_i, W, b) = Wx_i + b$$



[32x32x3] array of numbers 0...1 (3072 numbers total)



$$f(x_i, W, b) = Wx_i + b$$

Q2: what would be a very hard set of classes for a linear classifier to distinguish?

So far: We defined a (linear) score function: $f(x_i, W, b) = Wx_i + b$







Example class scores for 3 images, with a random W:

airplane	-3.45	-0.51	3.42
automobile	-8.87	6.04	4.64
bird	0.09	5.31	2.65
cat	2.9	-4.22	5.1
deer	4.48	-4.19	2.64
dog	8.02	3.58	5.55
frog	3.78	4.49	-4.34
horse	1.06	-4.37	-1. 5
ship	-0.36	-2.09	-4.79
truck	-0.72	-2.93	6.14

$$f(x, W) = Wx$$

Coming up:

- Loss function
- Optimization
- ConvNets!

(quantifying what it means to have a "good" W)

(start with random W and find a W that minimizes the loss)

(tweak the functional form of f)