

# Efficiently Retrieving Images that We Perceived as Similar

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## Abstract

Despite growing interest in using sparse coding based methods for image classification and retrieval, progress in this direction has been limited by the high computational cost for generating each image's sparse representation. To overcome this problem, we leverage sparsity-based dictionary learning and hash-based feature selection to build a novel unsupervised way to efficiently pick out a query image's most important high-level features that can determine to which group we would visually perceived as similar. The preliminary results based on L1 feature map show the method's efficiency and high accuracy from the visual cognitive perspective. Finally, we consider a more general problem of how to make the pre-learned dictionary to adaptively refine the features contained according to past queries.

## Motivation and Introduction

Similar image retrieval has become an important problem with many real-world applications in artificial intelligence field. To be able to process the growing amount of data, more efficient and reliable algorithms are needed. Until now, there is still a lack of an effective guideline to decide similarity for a computer, though the problem posts no difficulty to human beings. This motivated us to incorporate the biology-inspired sparse coding and hashing techniques for more intuitive, real time retrieval results. There are many researches studying about how to make image retrieval effective. Conventionally, there are three steps in large-scale content-based image retrieval when given a set of indexed images and a query image. The first is feature extraction. Many complex approaches are developed to find effective image representation to encode a variety of images. Secondly, dimension reduction is important to speed up the retrieval process. Finally, effective metric is needed to compute the similarity between features. Compared to the traditional framework we propose a different solution without the part of feature extraction to solve this problem by the plausible model of visual cortex sparse coding.

Sparse representation based on an *overcomplete* basis (Olshausen and Field 1996), inspired by mammalian striate cortex mechanism from neural science community has been

widely applied in many computer science fields, such as data compression, speech recognition and image denoising, etc. (Sivaram 2010), (Wright et al. 2009). One important property of sparse coding is that it can extract from data higher-level features that are actually more cognitively effective than hand-picked ones by simulating partial activity of neurons. According to promising neural science theory and the high performance of algorithms developed within decades, we assume that sparse coding which simulates mammalian visual cortex activities is a very efficient approach to find the latent features compared to traditional unsupervised learning such as PCA. We also assume that neuron simulation-based approach for image representation is better than other widely used computer vision features including SIFT (Lowe 1999), GIST (Oliva et al. 2001), HOG (Dalal et al. 2005) and etc. because we have our visual system as promising evidence to support.

Some people have images search problem with the representation of sparse codes proposed by (Ge et al. 2013). However, finding sparse codes has high computational costs on doing effective real time search. We propose a novel approach to solve this problem by using overcomplete basis in dictionary rather than computing sparse codes and we will show that our approach is effective in natural image.

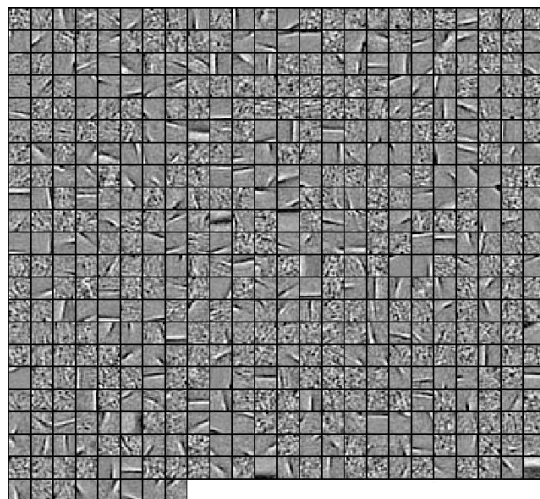


Figure 1: The Learned Dictionary

## Preprocessing-Unsupervised dictionary learning

Sparse-based dictionary learning has proven been effective in natural images which are mostly scene image. Given input unlabeled scene images, the effective sparse coding proposed by (Lee et al. 2007) captures succinct feature with higher meanings and generate a dictionary with overcomplete bases which are effective to represent the image in data set given the corresponding sparse code. The basic descriptions such as edges and line segments are efficiently encoded into atoms of dictionary so we will pre-trained the dictionary as our dimension reduction projection bases.

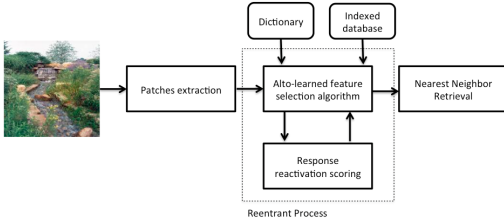


Figure 2: Precision and Recall Curve

### System framework

Given a query natural image, we firstly decorrelate the image to equalize the variance which is also employed in pre-processing for dictionary due to potential factual and corrupted and this also roughly simulate spatial-frequency response characteristic of retinal ganglion cells proposed by (Olshausen 1997) in our cognitive system. We then uniformly select several image patches to extract a certain pattern of the image. We feed all extracted vectors into our auto-learned feature selection algorithms to encode the data. Finally, we use L2 distance as default metric to compute similarity score. The system diagram is shown in Figure 2.

### Auto-learned feature selection algorithms

Since our retrieval framework encode the image pattern of natural images into sparsity-based dictionary, we are motivated to select effective feature, especially those have high response to patches of natural images. Inspired by localitive sensitive hashing proposed by (Andoni et al. 2008), where high dimensional data can be projected to lower dimensional space with similarity preserving promise, we propose our novel algorithm to find out the atom of feature pattern in the dictionary to perform our hash-based dimensional reduction.

Firstly, we project our patches vector onto the atom of dictionary to get the highest values of the result for each vector of patches and have another zero array with the same size. We call those atoms strong responsive to the corresponding patches vector. Then, we set the value of each patches vector at corresponding atom of dictionary to be one.

Secondly, we substract the strong responsive atom from the corresponding patches vector in order to select second

strong responsive atom with respect to the corresponding patches vector.

Iteratively, we will rank out the top n strong responsive atoms as our output for each patch vector. By this way, we can encode the raw data directly by the ranking of the response of corresponding atom based on sparsity based dictionary and we will show that the result has some effects consistent with our visual system.

```
Projection = abs(Data*Dictionary)
loop{
    idcolumn = maxcolumn{projection}
    for i in all patches{
        outputCode(i, idcolumn) = 1
        maxValue = projection(i, idcolumn)
        reduction(:, i) = maxValue*Dictionary(:, idcolumn)
    }
    newData = newData - reduction;
    projection = abs(newData*Dictionary)
}
```

Figure 3: Auto-learned feature selection algorithm (ALFSA)

### Response Reactivation Scoring

```
loop{
    scoring = zeros( length of total number );
    for i = 1 : reentrantNumber{
        index = index of closet element
        scoring(index) = scoring(index)*1.2
    }
    scoring = scoring*0.9
}
```

Figure 4: Response Reactivation Scoring

### Experimental results

We evaluate our approach on a subset of scene images which is a version of MIT SUN dataset, SUN397 scene benchmark, from (!!!). Our subdataset consist of 3,583 scene images that have been grouped into 10 different classes: bamboo\_forest, beach, botanical\_garden, corridor, cottage\_garden, hayfield, mountain\_snowy, waterfallBlock, wheat\_field, wine\_cellarBarrelStorage. Original images in the dataset have different sizes so we resize them into the size of 200x200 pixels. Rather than represent them with the state of the art manual-turned feature, we extract small 14x14 pixels image patches directly by uniform random selection. We call our auto-learned feature selection method ALFS and we will evaluate our method in two parts, the improvement, from naive method to our design algrithm showing the progress,under our sparsity dictionary and the comparison with the well known human-turned global feature, GIST.

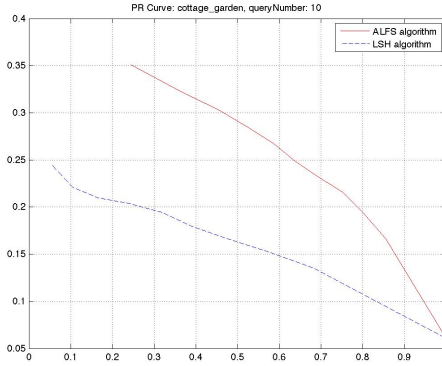


Figure 5: Precision and recall curve

### Improvement under sparsity dictionary framework

Under our sparsity dictionary framework inspired from neuron activity, we implemented two encoding method: one is our novel ALFS algorithm, which is called Neuron\_ALFS in figures. Another one is inspired from localitive sensitive hashing method, projecting the raw images patches onto the learned dictionary, which is our first method to explore the effectiveness of image retrieval under such a novel sparsity dictionary framework. Although LSH-based method requires Gaussian random distribution, it also works fair to be discriminative under our sparse coding framework by simple hash projection on learned dictionary. While we apply this method on our learned basis vector with normal distribution, certain latent similar feature seems to be preserved after the projection to retrieve similar images. We call this naive idea inspired from traditional LSH as Neuron.LSH in figures.

### Comparison with Human-tuned feature methods

Due to our scene dataset, to be fair, we employ GIST features to do the evaluation. For comparison, we extract GIST features proposed by (!!!) directly from 200x200 pixels images. Due to the most state of the art working under different framework from us, we compare our ALFS method with LSH-based scheme under our spetial sparse coding framework as the baseline and we will show how much we have improved under this novel framework for image retrieval as an example.

### not in the paper

We obtained the precision and recall curves by averaging the results of all testing images in every class.

Some points: 1. how do we improve the method under the sparsity dictionary framework 2. the average performance for each query to each category, just to name a few 3. the overall average performance mixing all different kinds of queries to each category.

Figure 3 demonstrates Precision & Recall curves.

- show the recall and precision for some image
- show the result images

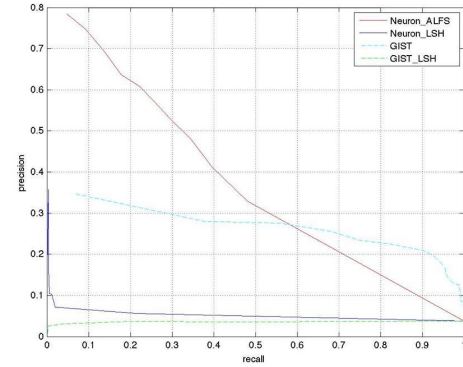


Figure 6: bamboo forest

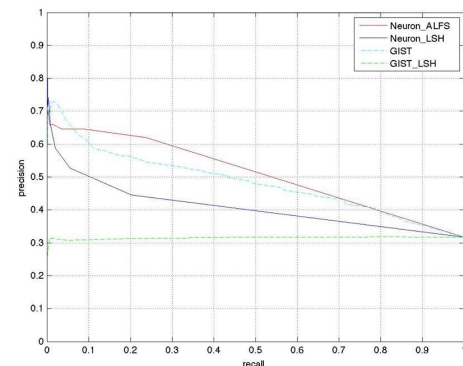
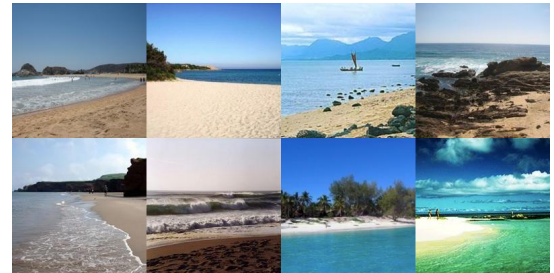


Figure 7: beach

### Conclusion

Rather than traditional human-turned feature extraction our cognitive system based on sparse coding successfully combine proposed novel auto-learned feature selection algorithm with sparsity-based dictionary to create our own discrim-

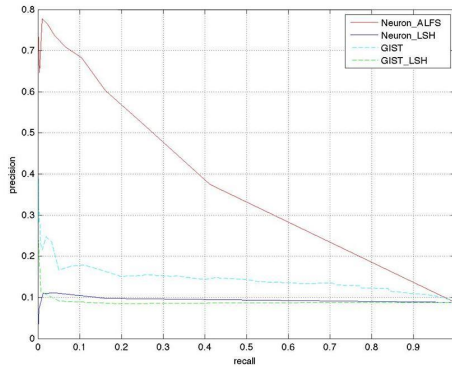


Figure 8: jpg

inative code to retrieve natural images with high performance. The sparsity-based dictionary which capture basic elements consisting a natural image is a well learned structure to encode images. Although it needs more powerful algorithm and research in large-scale image retrieval or other big data, this is the promising direction of relative application.

## Discussion

### How to work with big data?

When the world is filled with big data, effective approach is needed to deal with such a challenge. Large-scale image with effective and reliable performance is one of examples. Recently, we are attempting to address an open question if there is new approach based our framework to handle this old but not well-solved problem. Our work lies in how we design the connection between visual neuron encoding simulation and image retrieval problem and how we investigate an effective large-sale image retrieval new candidate.

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## key sentence

Critical question or point we had better contain or answer:

- **software systems: emulate actual neurophysiological mechanisms and algorithms that support human cognition**
- **what are the emerging machine learning technologies that address the big data challenges implied by cognitive computing applications?**
- **How can cognitive computing techniques improve human computation, and what demands do the latter put on the former?**
- **Sparsity-based techniques and process unstructured data**  
Our point:
  - **sparse coding**
  - **images patches rather than human-turned feature extraction**
  - **unsupervised dictionary learning**
  - **hashing rather than sparse code computing**
  - **large-scale data search (future work and our vision)**
  - **effective similarity preservation by auto-learned feature selection algorithm**

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*Forthcoming Publication*

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```

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## L<sup>A</sup>T<sub>E</sub>X Copyright Notice

The copyright notice automatically appears if you use `aaai.sty`. If you are creating a technical report, it is not necessary to include this notice. You may disable the copyright line using the `\nocopyrightcommand`. To change the entire text of the copyright slug, use: `\copyrighttext{text}`. Either of these must appear before `\maketitle`. Please be advised, however, that *if you disable or change the copyright line and transfer of copyright is required, your paper will not be published*.

## Credits

Any credits to a sponsoring agency should appear in the acknowledgments section, unless the agency requires different placement. If it is necessary to include this information on the front page, use `\thanks` in either the `\author` or `\title` commands. For example:

```
\title{Very Important Results in AI}\thanks{This work is supported by everybody.}}
```

Multiple `\thanks` commands can be given. Each will result in a separate footnote indication in the author or title with the corresponding text at the bottom of the first column of the document. Note that the `\thanks` command is fragile. You will need to use `\protect`.

Please do not include `\pubnote` commands in your document.

## Abstract

The abstract must be placed at the beginning of the first column, indented ten points from the left and right margins. The title Abstract should appear in ten-point bold type, centered above the body of the abstract. The abstract should be set in nine-point type with ten-point leading. This concise, one-paragraph summary should describe the general thesis and conclusion of your paper. A reader should be able to learn the purpose of the paper and the reason for its importance from the abstract. The abstract should be no more than two hundred words in length. (Authors who are submitting short one- or two-page extended extracts should provide a short abstract of only a sentence or so.) **Do not include references in your abstract!**

## Page Numbers

Do not **ever** print any page numbers on your paper.

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The main body of the paper must be formatted in ten-point with twelve-point leading (line spacing).

## Citations

Citations within the text should include the author’s last name and year, for example (Newell 1980). Append lower-case letters to the year in cases of ambiguity. Multiple authors should be treated as follows: (Feigenbaum and Englemore 1988) or (Ford, Hayes, and Glymour 1992). In the case of four or more authors, list only the first author, followed by et al. (Ford et al. 1997).



## Extracts

Long quotations and extracts should be indented ten points from the left and right margins.

This is an example of an extract or quotation. Note the indent on both sides. Quotation marks are not necessary if you offset the text in a block like this, and properly identify and cite the quotation in the text.

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Avoid footnotes as much as possible; they interrupt the reading of the text. When essential, they should be consecutively numbered throughout with superscript Arabic numbers. Footnotes should appear at the bottom of the page, separated from the text by a blank line space and a thin, half-point rule.

## Headings and Sections

When necessary, headings should be used to separate major sections of your paper. Remember, you are writing a short paper, not a lengthy book! An overabundance of headings will tend to make your paper look more like an outline than a paper.

First-level heads should be twelve-point Times Roman bold type, mixed case (initial capitals followed by lower case on all words except articles, conjunctions, and prepositions, which should appear entirely in lower case), with fifteen-point leading, centered, with one blank line preceding them and three additional points of leading following them. Second-level headings should be eleven-point Times Roman bold type, mixed case, with thirteen-point leading, flush left, with one blank line preceding them and three additional points of leading following them. Do not skip a line between paragraphs. Third-level headings should be run in with the text, ten-point Times Roman bold type, mixed case, with twelve-point leading, flush left, with six points of additional space preceding them and no additional points of leading following them.

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**Acknowledgments.** The acknowledgments section, if included, appears after the main body of text and is headed “Acknowledgments.” This section includes acknowledgments of help from associates and colleagues, credits to sponsoring agencies, financial support, and permission to publish. Please acknowledge other contributors, grant support, and so forth, in this section. Do not put acknowledgments in a footnote on the first page. If your grant agency requires acknowledgment of the grant on page 1, limit the footnote to the required statement, and put the remaining acknowledgments at the back. Please try to limit acknowledgments to no more than three sentences.

**Appendices.** Any appendices follow the acknowledgments, if included, or after the main body of text if no acknowledgments appear.

**References** The references section should be labeled “References” and should appear at the very end of the paper (don’t end the paper with references, and then put a figure by itself on the last page). A sample list of references is given later on in these instructions. Please use a consistent format for references. Poorly prepared or sloppy references reflect badly on the quality of your paper and your research. Please prepare complete and accurate citations.

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Figures, drawings, tables, and photographs should be placed throughout the paper near the place where they are first discussed. Do not group them together at the end of the paper. If placed at the top or bottom of the paper, illustrations may run across both columns. Figures must not invade the top, bottom, or side margin areas. Figures must be inserted using the `\usepackage{graphicx}`. Number figures sequentially, for example, figure 1, and so on.

The illustration number and caption should appear under the illustration. Labels, and other text in illustrations must be at least nine-point type.

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**Resizing Graphics.** Resize your graphics **before** you include them with LaTeX. You may **not** use trim or clip options as part of your `\includgraphics` command. Resize the media box of your PDF using a graphics program instead.

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The `aaai.sty` file includes a set of definitions for use in formatting references with BibTeX. These definitions make the bibliography style fairly close to the one specified below. To use these definitions, you also need the BibTeX style file “`aaai.bst`,” available in the author kit on the AAAI web site. Then, at the end of your paper but before `\enddocument`, you need to put the following lines:

```
\bibliographystyle{aaai} \bibliography{bibfile1,bibfile2,...}
```

The list of files in the `\bibliography` command should be the names of your BibTeX source files (that is, the `.bib` files referenced in your paper).

The following commands are available for your use in citing references:

`\cite`: Cites the given reference(s) with a full citation. This appears as “(Author Year)” for one reference, or “(Author Year; Author Year)” for multiple references.

`\shortcite`: Cites the given reference(s) with just the year. This appears as “(Year)” for one reference, or “(Year; Year)” for multiple references.

`\citeauthor`: Cites the given reference(s) with just the author name(s) and no parentheses.

`\citeyear`: Cites the given reference(s) with just the date(s) and no parentheses.

**Warning:** The `aaai.sty` file is incompatible with the `hyperref` and `natbib` packages. If you use either, your references will be garbled.

Formatted bibliographies should look like the following examples.

### *Book with Multiple Authors*

Engelmore, R., and Morgan, A. eds. 1986. *Blackboard Systems*. Reading, Mass.: Addison-Wesley.

### *Journal Article*

Robinson, A. L. 1980a. New Ways to Make Microcircuits Smaller. *Science* 208: 1019–1026.

### *Magazine Article*

Hasling, D. W.; Clancey, W. J.; and Rennels, G. R. 1983. Strategic Explanations in Consultation. *The International Journal of Man-Machine Studies* 20(1): 3–19.

### *Proceedings Paper Published by a Society*

Clancey, W. J. 1983b. Communication, Simulation, and Intelligent Agents: Implications of Personal Intelligent Machines for Medical Education. In *Proceedings of the Eighth International Joint Conference on Artificial Intelligence*, 556–560. Menlo Park, Calif.: International Joint Conferences on Artificial Intelligence, Inc.

### *Proceedings Paper Published by a Press or Publisher*

Clancey, W. J. 1984. Classification Problem Solving. In *Proceedings of the Fourth National Conference on Artificial Intelligence*, 49–54. Menlo Park, Calif.: AAAI Press.

### *University Technical Report*

Rice, J. 1986. Poligon: A System for Parallel Problem Solving, Technical Report, KSL-86-19, Dept. of Computer Science, Stanford Univ.

### *Dissertation or Thesis*

Clancey, W. J. 1979b. Transfer of Rule-Based Expertise through a Tutorial Dialogue. Ph.D. diss., Dept. of Computer Science, Stanford Univ., Stanford, Calif.

### *Forthcoming Publication*

Clancey, W. J. 1986a. The Engineering of Qualitative Models. Forthcoming.

## Producing Reliable PDF Documents with L<sup>A</sup>T<sub>E</sub>X

Generally speaking, PDF files are platform independent and accessible to everyone. When creating a paper for a proceedings or publication in which many PDF documents must be merged and then printed on high-resolution PostScript RIPs, several requirements must be met that are not normally of concern. Thus to ensure that your paper will look like it does when printed on your own machine, you must take several precautions:

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- Embed all fonts when producing the PDF
- Do not use the [T1]fontenc package (install the CM super fonts package instead)

## Creating Output Using PDFL<sup>A</sup>T<sub>E</sub>X Is Required

By using the PDFL<sup>A</sup>T<sub>E</sub>X program instead of straight L<sup>A</sup>T<sub>E</sub>X or T<sub>E</sub>X, you will probably avoid the type 3 font problem altogether (unless you use a package that calls for metafont). PDFL<sup>A</sup>T<sub>E</sub>X enables you to create a PDF document directly from L<sup>A</sup>T<sub>E</sub>X source. The one requirement of this software is that all your graphics and images must be available in a format that PDFL<sup>A</sup>T<sub>E</sub>X understands (normally PDF).

PDFL<sup>A</sup>T<sub>E</sub>X's default is to create documents with type 1 fonts. If you find that it is not doing so in your case, it is likely that one or more fonts are missing from your system or are not in a path that is known to PDFL<sup>A</sup>T<sub>E</sub>X.

**dvipdf Script** Scripts such as dvipdf which ostensibly bypass the Postscript intermediary should not be used since they generally do not instruct dvips to use the config.pdf file.

**dvipdfm** Do not use this dvi-PDF conversion package if your document contains graphics (and we recommend you avoid it even if your document does not contain graphics).

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L<sup>A</sup>T<sub>E</sub>X users should not use GhostScript to create their PDFs.

### Graphics

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### Additional Resources

L<sup>A</sup>T<sub>E</sub>X is a difficult program to master. If you've used that software, and this document didn't help or some items were not explained clearly, we recommend you read Michael Shell's excellent document (testflow doc.txt V1.0a 2002/08/13) about obtaining correct PS/PDF output on L<sup>A</sup>T<sub>E</sub>X systems. (It was written for another purpose, but it has general application as well). It is available at [www.ctan.org](http://www.ctan.org) in the tex-archive.

### Acknowledgments

AAAI is especially grateful to Peter Patel Schneider for his work in implementing the aaai.sty file, liberally using the ideas of other style hackers, including Barbara Beeton. We also acknowledge with thanks the work of George Ferguson for his guide to using the style and BibT<sub>E</sub>X files — which has been incorporated into this document — and Hans Guesgen, who provided several timely modifications, as well as the many others who have, from time to time, sent in suggestions on improvements to the AAAI style.

The preparation of the L<sup>A</sup>T<sub>E</sub>X and BibT<sub>E</sub>X files that implement these instructions was supported by Schlumberger Palo Alto Research, AT&T Bell Laboratories, Morgan Kaufmann Publishers, The Live Oak Press, LLC, and AAAI Press. Bibliography style changes were added by Sunil Issar. \pubnote was added by J. Scott Penberthy. George Ferguson added support for printing the AAAI copyright slug. Additional changes to aaai.sty and aaai.bst have been made by the AAAI staff.

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