

Meta-learning and Knowledge Extraction from Multimedia

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Outline

1 Motivation

2 Problem Statement

3 Background Knowledge

4 Meta-learning

How do you search for multimedia content?

How do you search for multimedia content?



How do you search for multimedia content?



IMG 7206 MOV



PetaPixel



4,814 views

+ Add to Share *** More

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Published on 30 Jul 2015

Category Science & Technology
Licence Standard YouTube Licence



Annotate the multimedia item . . .



How would someone search?



Alice – General public

- Protest in Turkey
- Gezi Parki
- Crowd walking down the street

How would someone search?



Bob – Director

- 3rd June 2013
- Istiklal Caddesi boulevard
- Protesters walking towards Gezi Parki

How would someone search?



Charlie – Editor

- Static, wide shot
- Around 15:00 local time
- Longer than 5 seconds

Multimedia content is very diverse . . .

Introduction to Mobile UX Design

- Common Links
- ▶ Feature Backlog
- Flow Diagram
- Wires
- Mocks
- Resources
- iOS Human Interface



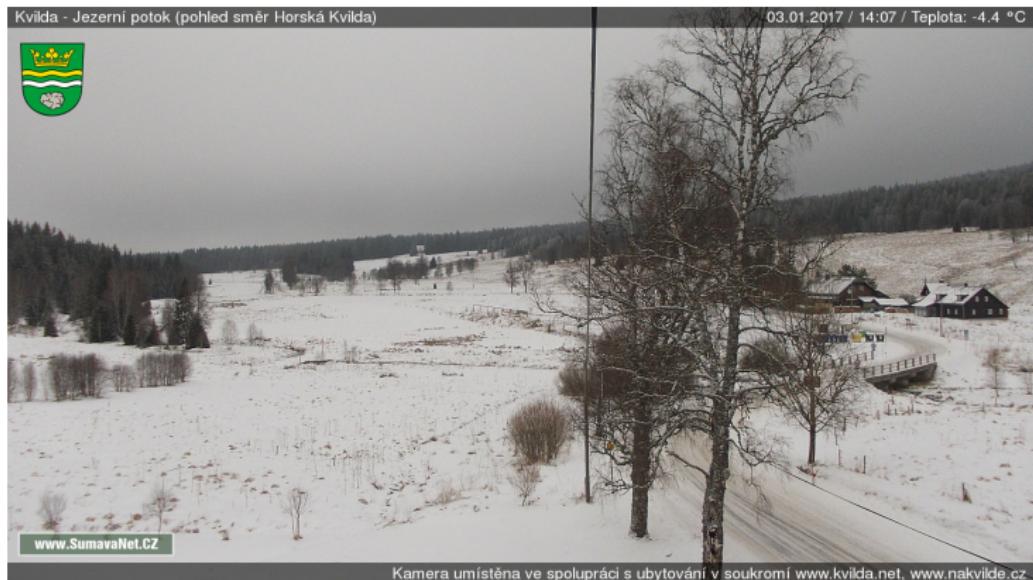
– courtesy of AVC-ČVUT

Multimedia content is very diverse . . .



– courtesy of AVC-ČVUT

Multimedia content is very diverse . . .



– courtesy of ŠumavaNet.cz

Multimedia content is very diverse . . .



– courtesy of AVC-ČVUT

Multimedia content is very diverse ...



– courtesy of FOX Entertainment

... and in large quantities.

It would take an individual more than 5 million years to watch the amount of video that will cross global IP networks each month in 2020.

– Cisco¹

¹White paper: Cisco VNI Forecast and Methodology, 2015-2020



NARRA

Open platform for creation of open narratives.

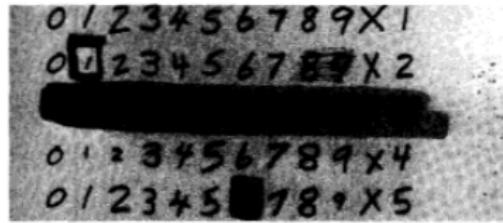
Contains mainly raw documentary material.

It started with text

Providing that the friction of the device and the load on the shaft S are low enough the pressure on the piston will move it to the position N in the direction of the arrow, thus accomplishing mechanical work. The motion of the piston revolves the crank to which it is connected by the rod X from D to E.

CAULFIELD, H. J.; MALONEY, W. T. Improved discrimination in optical character recognition. Applied Optics, 1969, 8.11: 2354-2356.

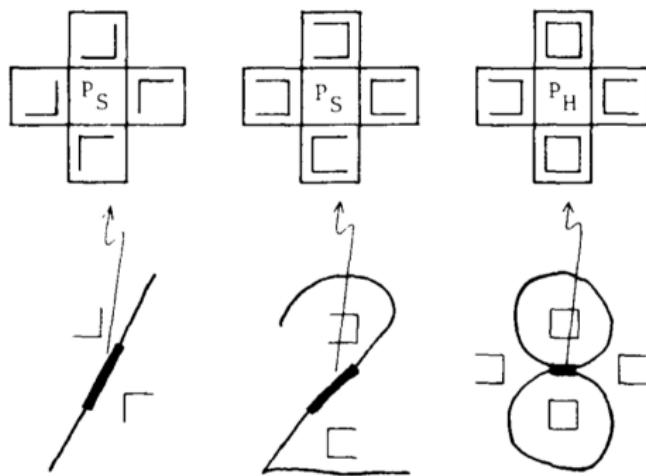
It started with text



0 1 2 3 4 5 6 7 8 9 X 1
0 1 2 3 4 5 6 7 8 9 X 2
0 1 2 3 4 5 6 7 8 9 X 3
0 1 2 3 4 5 6 7 8 9 X 4
0 1 2 3 4 5 6 7 8 9 X 5

WHITE, James M.; ROHRER, Gene D. Image thresholding for optical character recognition and other applications requiring character image extraction. IBM Journal of research and development, 1983, 27.4: 400-411.

It started with text



MORI, Shunji; NISHIDA, Hirobumi; YAMADA, Hiromitsu. Optical character recognition. John Wiley & Sons, Inc., 1999.



LECUN, Yann; CORTES, Corinna; BURGES, Christopher JC. The MNIST database. URL <http://yann.lecun.com/exdb/mnist>, 1998.

Continued with objects

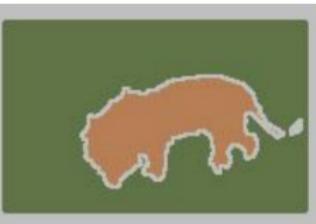


LOWE, David G. Object recognition from local scale-invariant features. In: Computer vision, 1999. The proceedings of the seventh IEEE international conference on. IEEE, 1999. p. 1150-1157.

Continued with objects



sea sky sun waves



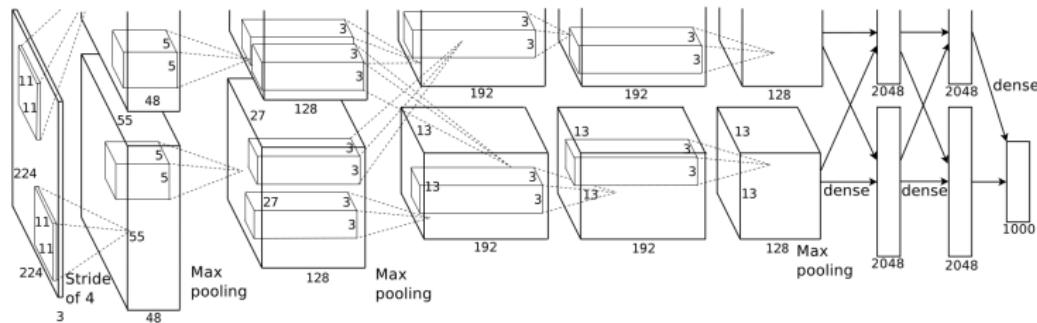
cat forest grass tiger



jet plane sky

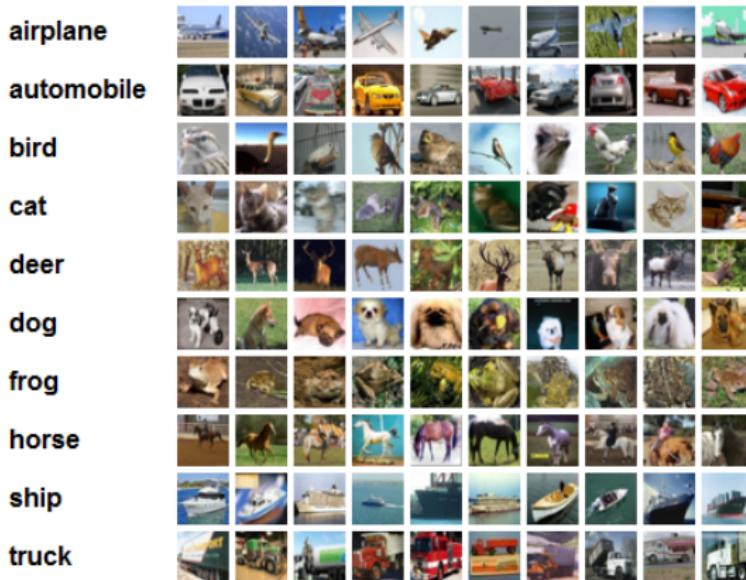
DUYGULU, Pinar, et al. Object recognition as machine translation:
Learning a lexicon for a fixed image vocabulary. In: European
conference on computer vision. Springer Berlin Heidelberg, 2002. p.
97-112.

Continued with objects

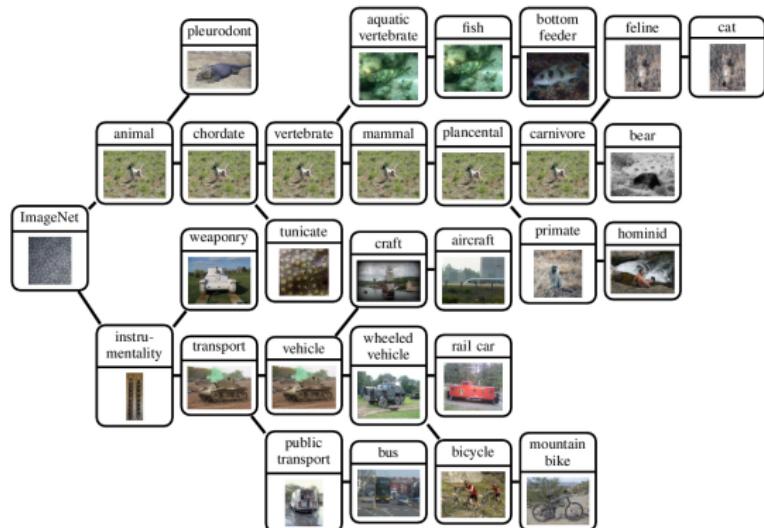


KRIZHEVSKY, Alex; SUTSKEVER, Ilya; HINTON, Geoffrey E.
Imagenet classification with deep convolutional neural networks. In:
Advances in neural information processing systems. 2012. p.
1097-1105.

CIFAR-10



KRIZHEVSKY, Alex; HINTON, Geoffrey. Learning multiple layers of features from tiny images. 2009.



DENG, Jia, et al. Imagenet: A large-scale hierarchical image database. In: Computer Vision and Pattern Recognition, 2009. CVPR 2009. IEEE Conference on. IEEE, 2009. p. 248-255.

~10 % of WordNet synsets

How deep goes the rabbit hole?

HE, Kaiming, et al. Deep residual learning for image recognition. arXiv preprint arXiv:1512.03385, 2015.

Spoiler: 152 layers

How deep goes the rabbit hole?

HE, Kaiming, et al. Deep residual learning for image recognition. arXiv preprint arXiv:1512.03385, 2015.

Spoiler: 152 layers

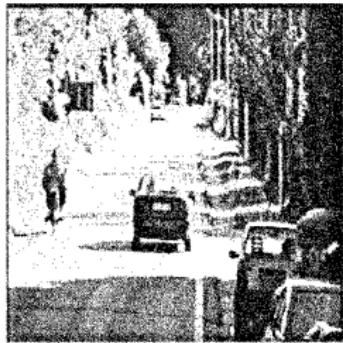
Usually “only” 50 layer version used.

[http://ethereon.github.io/netscope/#/gist/
db945b393d40bfa26006](http://ethereon.github.io/netscope/#/gist/db945b393d40bfa26006)

<https://transcranial.github.io/keras-js>

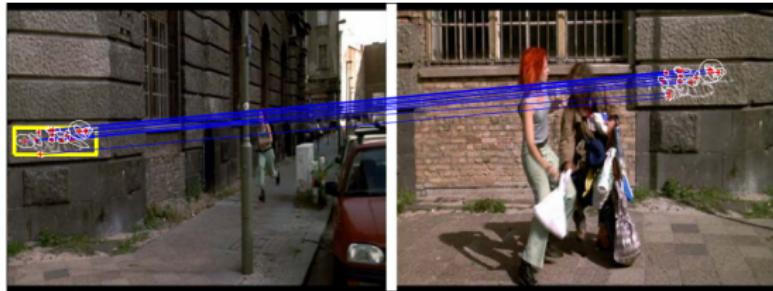
<https://ml4a.github.io/demos/keras.js>

And video?



FORESTI, Gian Luca. Object recognition and tracking for remote video surveillance. *IEEE Transactions on circuits and systems for video technology*, 1999, 9.7: 1045-1062.

And video?



SIVIC, Josef; ZISSELMAN, Andrew. Video Google: A text retrieval approach to object matching in videos. In: Computer Vision, 2003. Proceedings. Ninth IEEE International Conference on. IEEE, 2003. p. 1470-1477.

And video?

And many more specialised applications

very limited in description power.

CCTV, law enforcement, forewarning, astronomy, etc.

To sum up . . .

Input:

Audiovisual sequence
(and technical metadata, possibly faulty)

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Goal:

Human-comprehensible description

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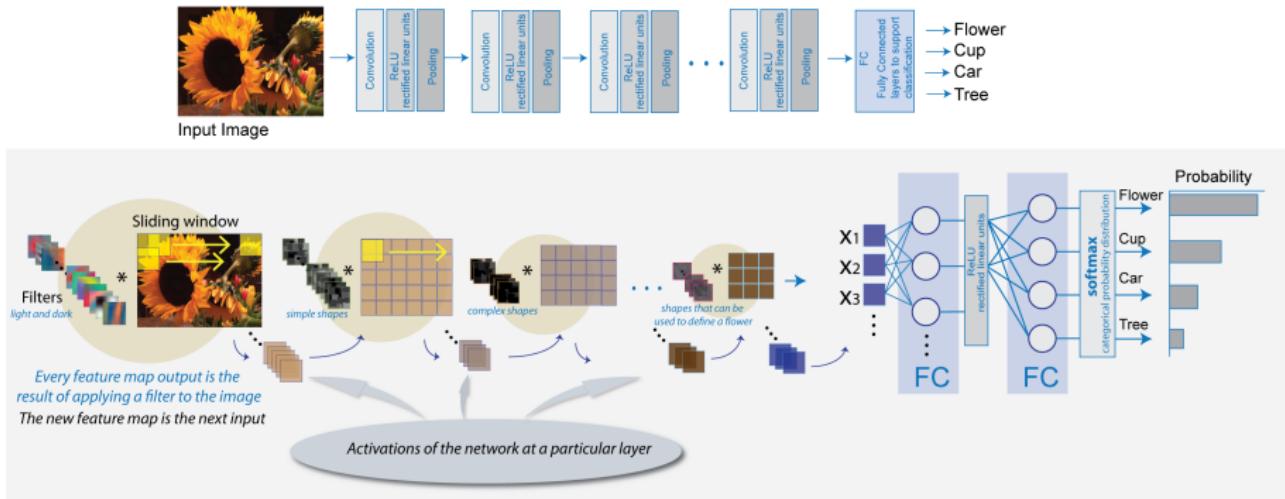
Human-comprehensible description

Reason:

Multimedia archives
(currently curated by hand)

Neural Networks, Neural Networks Everywhere

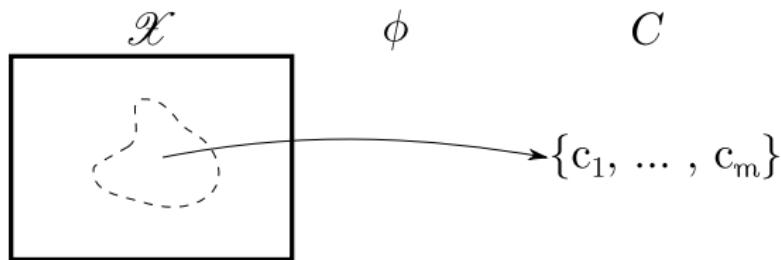
Neural Networks, Neural Networks Everywhere



– courtesy of MathWorks

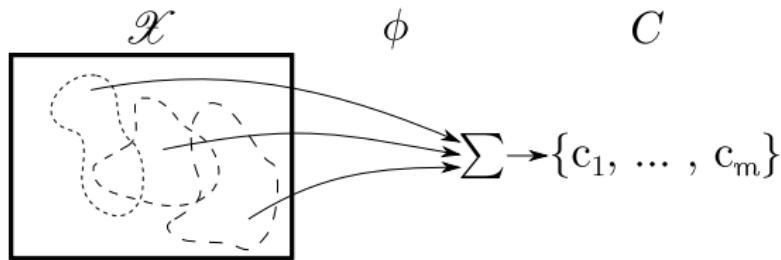
Meta-learning introduction

Single classifier:



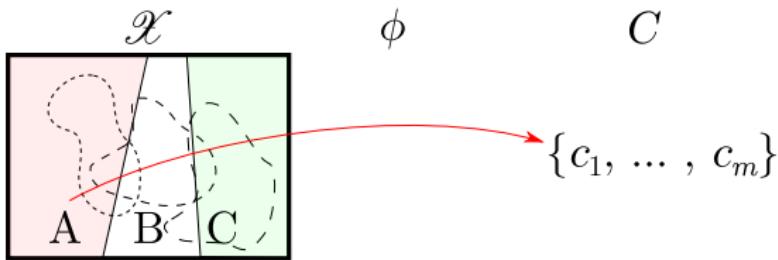
Meta-learning introduction

Team of classifiers:



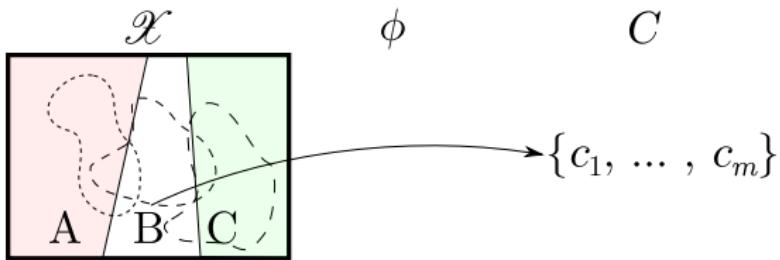
Meta-learning introduction

Meta-trained classifier selection:



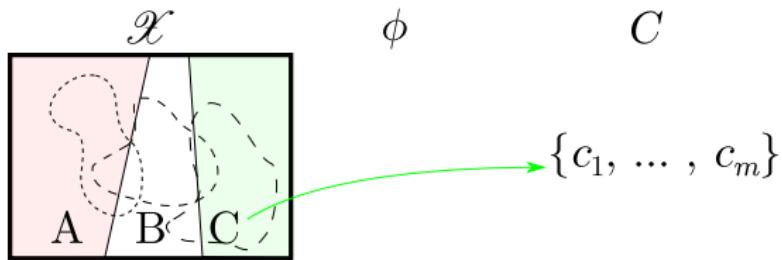
Meta-learning introduction

Meta-trained classifier selection:



Meta-learning introduction

Meta-trained classifier selection:



Meta-learning example

Possible approach for flower subspecies recognition (illustration):



SVM of bulb size and flower hue



k-NN of hue



k-NN of pistil length



SVM of petal and sepal dimensions



Naïve Bayes of thorn count



Decision tree of saturation

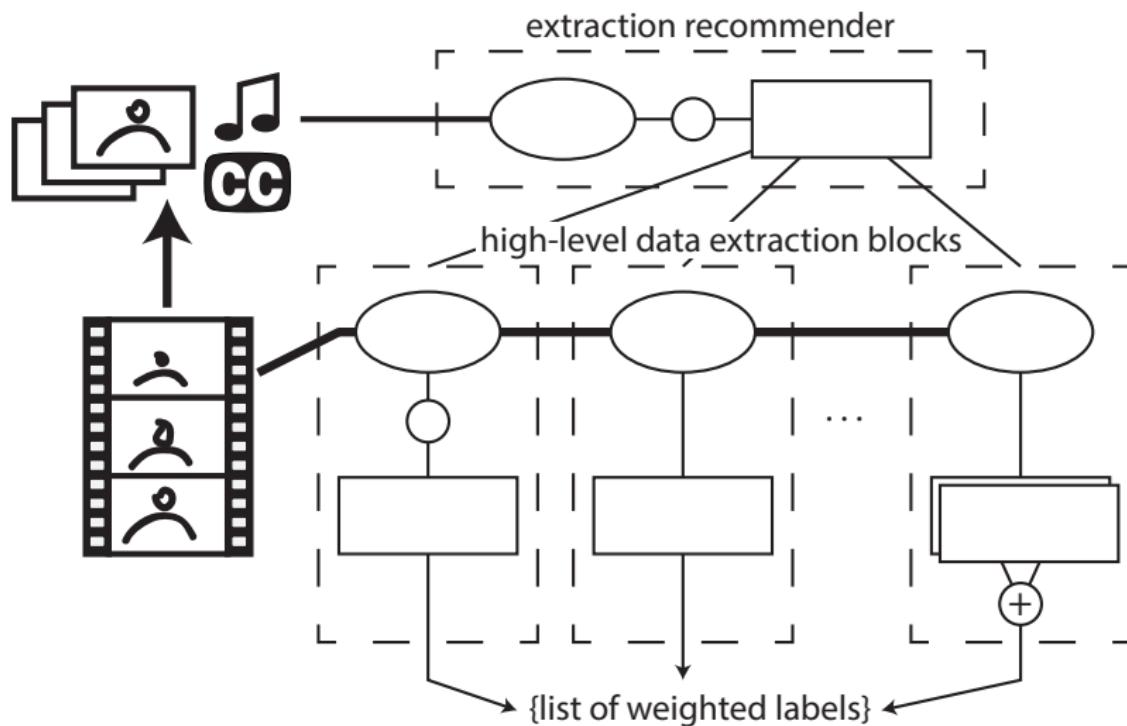


Gaussian mixture of bloom shape

Some features of meta-learning

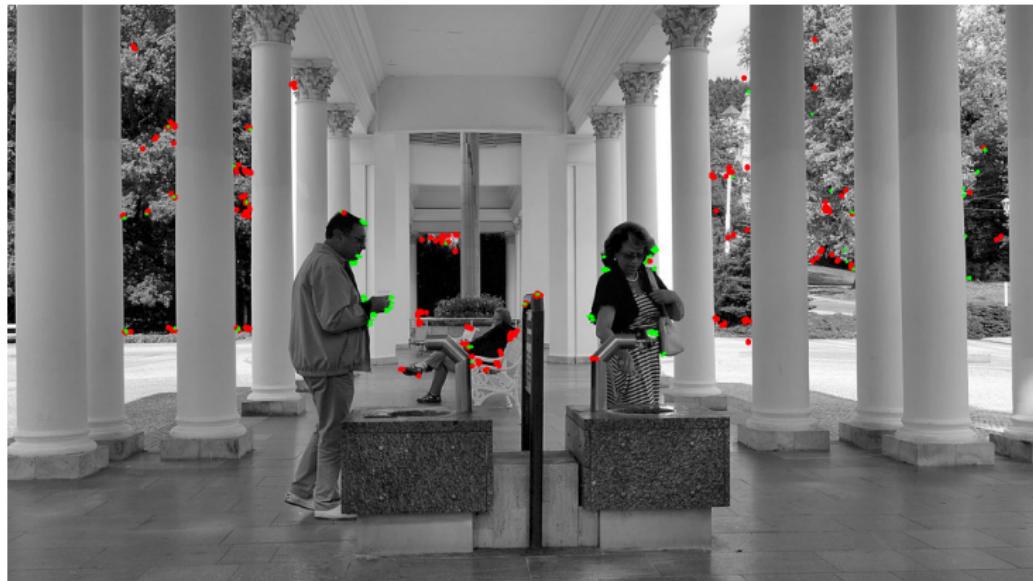
- transferable meta-knowledge
- possible distributed parallel processing
- inductive transfer of knowledge
- faster than running all methods
- cheaper than creating single complex model
- higher human-comprehensibility

Proposed approach for multimedia



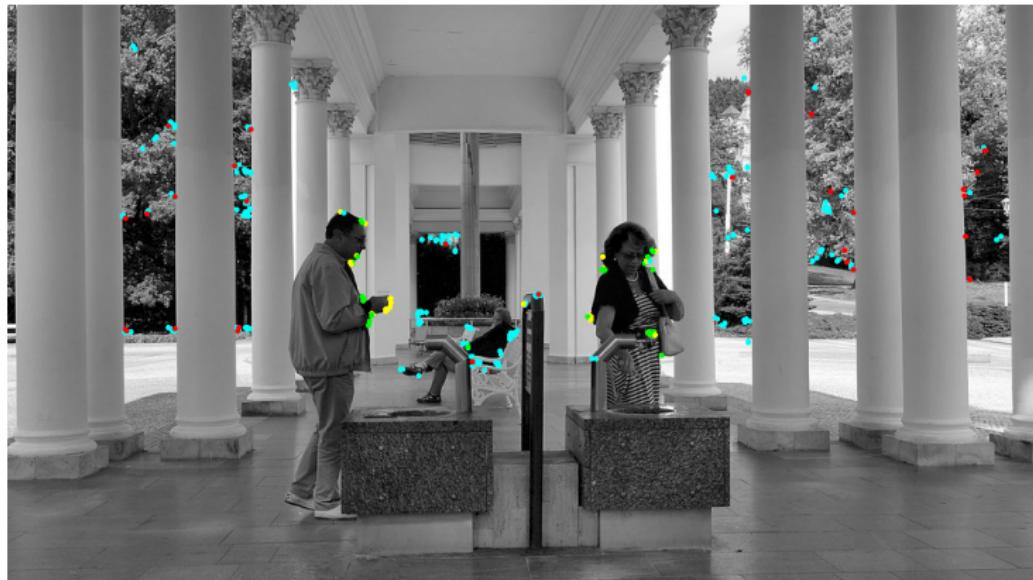
1. Object segmentation

Based on motion and visual contours



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Based on motion and visual contours



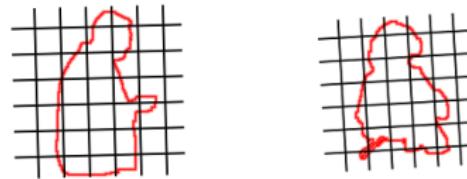
1. Object segmentation

Based on motion and visual contours



2. Object meta-description

Outline



3. Selection of more detailed descriptors

Upper body:

- clothes
- hair style
- carried objects
- emotions

Background:

- daytime
- season
- environment

- Finding and implementing the processing blocks.
- Improvements of the segmentation algorithm and meta-feature extraction.
- Proposing the method of precision assessment.

Thank you for your attention.
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