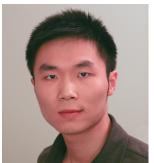


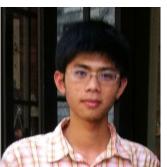


Analysis of Large Scale Visual Recognition

Fei-Fei Li and Olga Russakovsky













Olga Russakovsky, Jia Deng, Zhiheng Huang, Alex Berg, Li Fei-Fei Detecting avocados to zucchinis: what have we done, and where are we going? ICCV 2013 http://image-net.org/challenges/LSVRC/2012/analysis

Backpack



Flute



Matchstick



Sea lion



Strawberry



Backpack



Traffic light

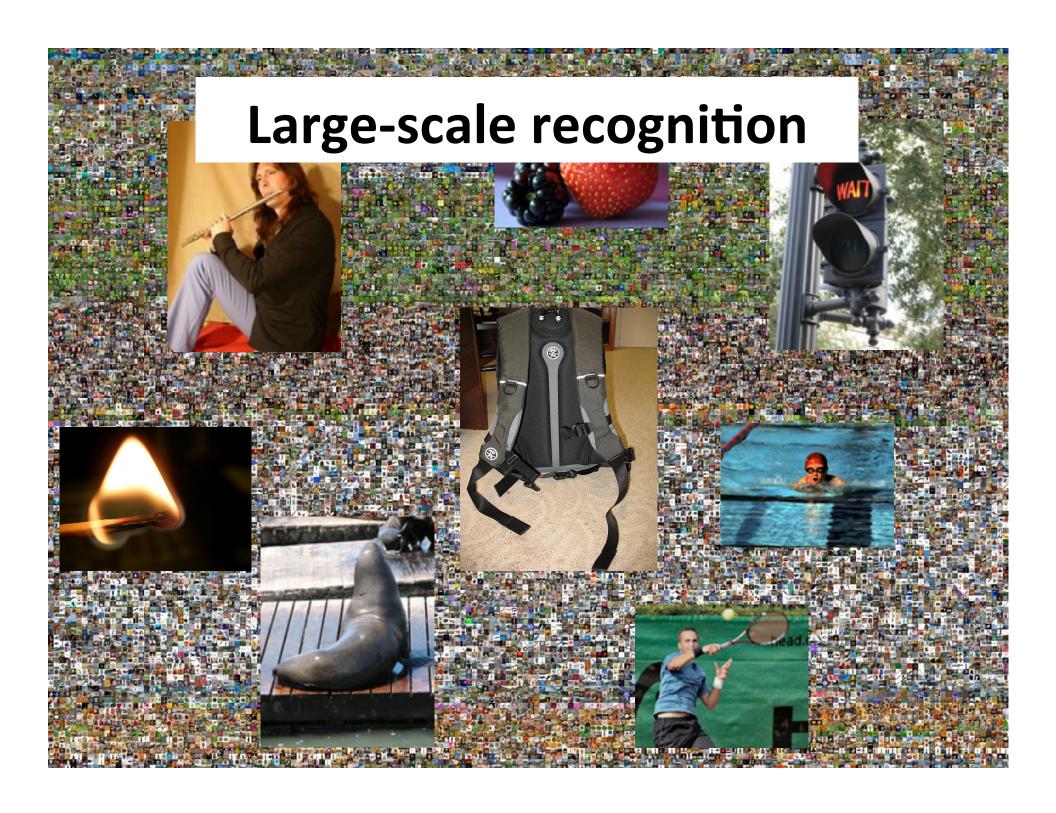


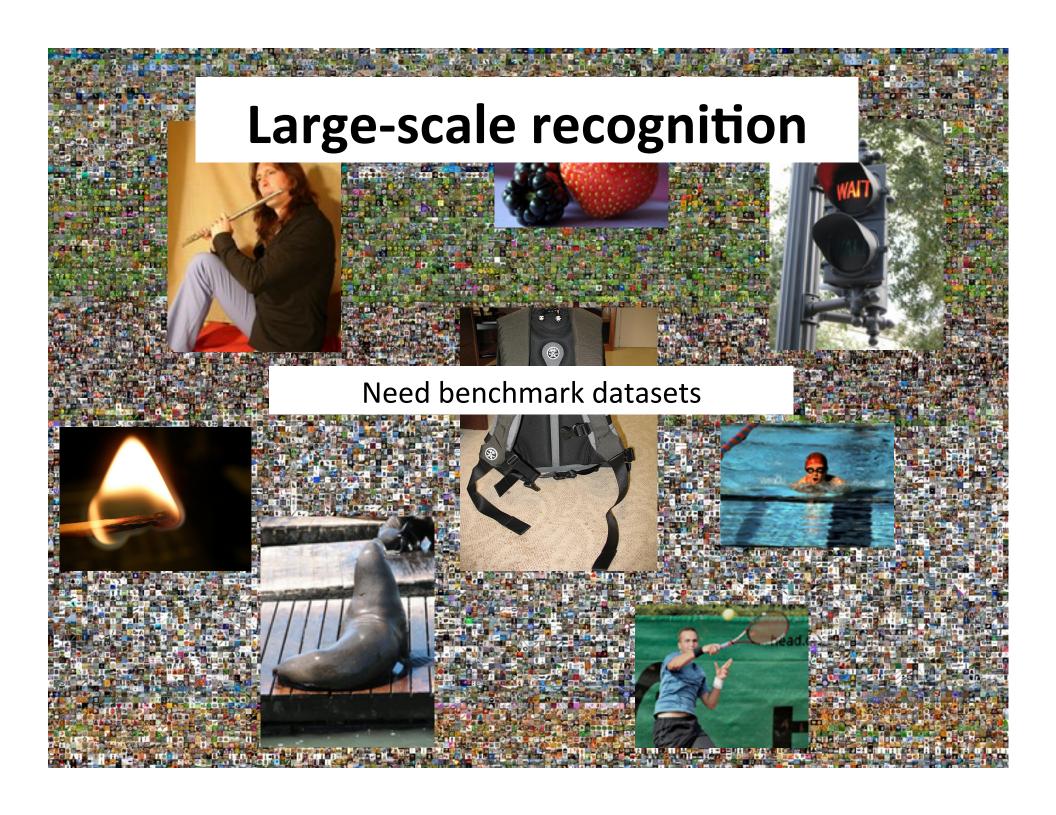
Bathing cap



Racket





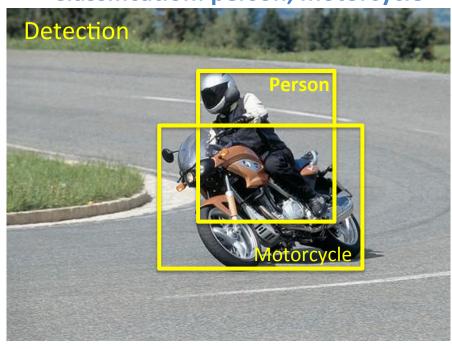


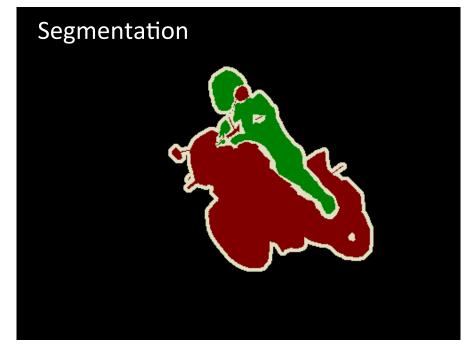
PASCAL VOC 2005-2012

20 object classes

22,591 images

Classification: person, motorcycle





Action: riding bicycle

Everingham, Van Gool, Williams, Winn and Zisserman. The PASCAL Visual Object Classes (VOC) Challenge. IJCV 2010.

IMAGENET Large Scale Visual Recognition Challenge (ILSVRC) 2010-2012

20 object classes 22,591 images

1000 object classes **1,431,167** images



http://image-net.org/challenges/LSVRC/{2010,2011,2012}

Variety of object classes in ILSVRC

PASCAL



birds

bottles

cars

bird



bottle



car

ILSVRC











flamingo

cock

ruffed grouse

quail

partridge











pill bottle

beer bottle wine bottle water bottle pop bottle . . .











race car

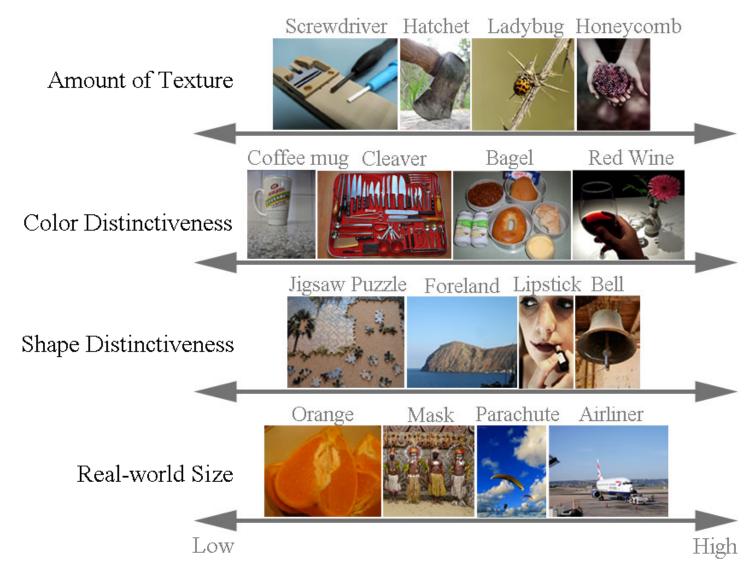
wagon

minivan

jeep

cab

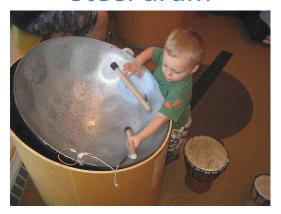
Variety of object classes in ILSVRC



Steel drum



Steel drum



Output:

Scale

T-shirt
Steel drum
Drumstick
Mud turtle

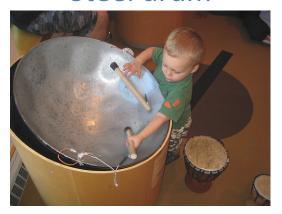


Output:

Scale
T-shirt
Giant panda
Drumstick
Mud turtle



Steel drum



Output:

Scale

T-shirt
Steel drum
Drumstick
Mud turtle



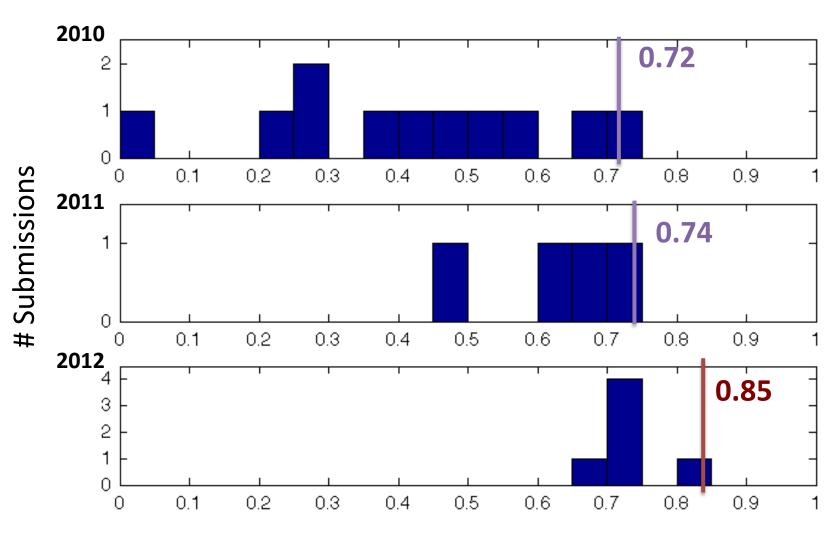
Output:

Scale T-shirt Giant panda Drumstick Mud turtle



Accuracy =
$$\frac{1}{100,000}$$
 $\frac{100,000}{\text{images}}$

1[correct on image i]



Accuracy (5 predictions/image)



Steel drum



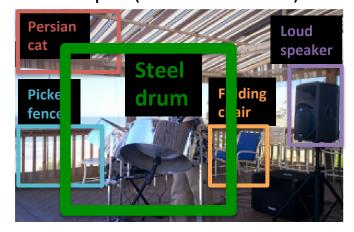
Output



Steel drum



Output (bad localization)



Output



Output (bad classification)







Steel drum

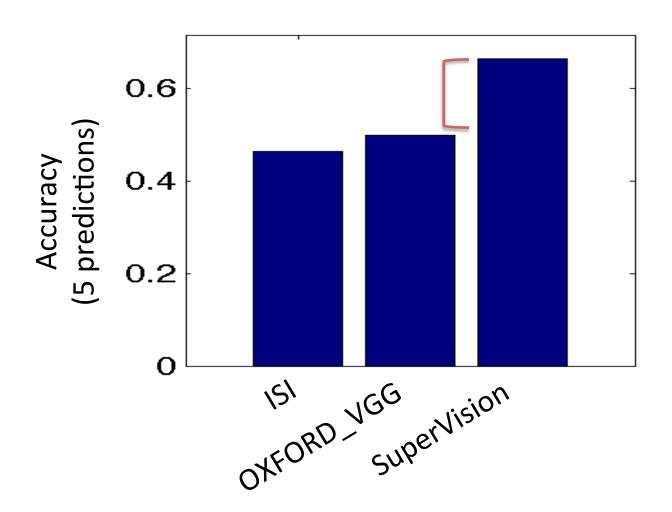


Output



Accuracy =
$$\frac{1}{100,000}$$

100,000 images 1[correct on image i]



What happens under the hood?

- ILSVRC-500 (2012) dataset
- Leading algorithms

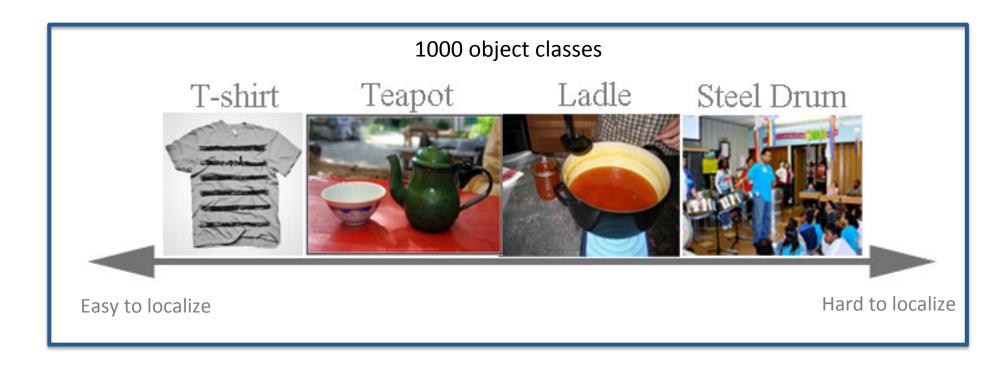
- ILSVRC-500 (2012) dataset
- Leading algorithms

- A closer look at small objects
- A closer look at textured objects

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ILSVRC (2012)



ILSVRC-500 (2012)



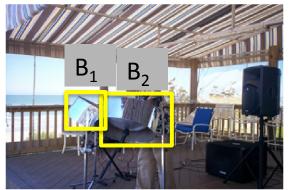
ILSVRC-500 (2012)



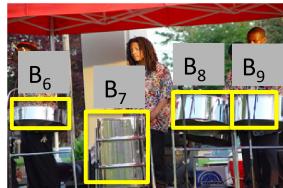
Object scale (fraction of image area occupied by target object)

ILSVRC-500 (2012)	500 object categories	25.3%
PASCAL VOC (2012)	20 object categories	25.2%

Chance Performance of Localization

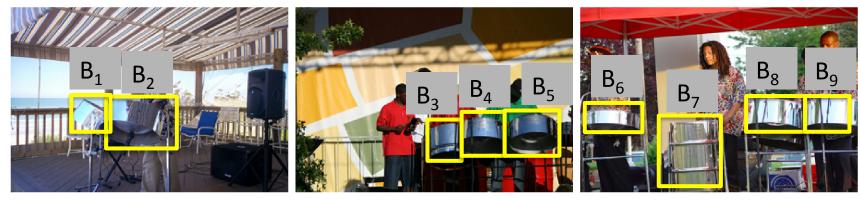






N = 9 here

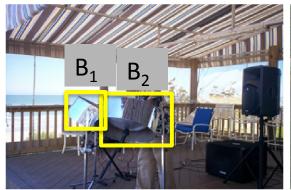
Chance Performance of Localization

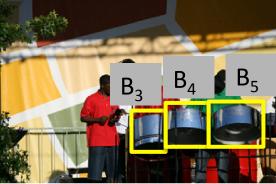


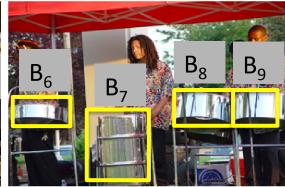
N = 9 here

$$\text{CPL} = \frac{\sum_{i} \sum_{j \neq i} IOU(B_i, B_j) \ge 0.5}{N(N-1)}$$

Chance Performance of Localization







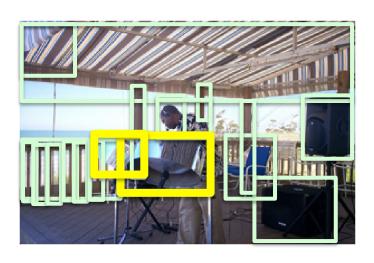
N = 9 here

$$CPL = \frac{\sum_{i} \sum_{j \neq i} IOU(B_i, B_j) \ge 0.5}{N(N-1)}$$

ILSVRC-500 (2012)	500 object categories	8.4%
PASCAL VOC (2012)	20 object categories	8.8%

Level of clutter

Steel drum



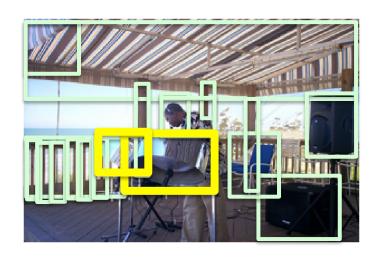
- Generate candidate object regions using method of

Selective Search for Object Detection vanDeSande et al. ICCV 2011

- Filter out regions inside object
- Count regions

Level of clutter

Steel drum



- Generate candidate object regions using method of

Selective Search for Object Detection vanDeSande et al. ICCV 2011

- Filter out regions inside object
- Count regions

ILSVRC-500 (2012)	500 object categories	128 ± 35
PASCAL VOC (2012)	20 object categories	130 ± 29

- ILSVRC-500 (2012) dataset similar to PASCAL
- Leading algorithms

- A closer look at small objects
- A closer look at textured objects

SuperVision (SV)

Alex Krizhevsky, Ilya Sutskever, Geoffrey Hinton (Krizhevsky NIPS12)

Image classification: Deep convolutional neural networks

- 7 hidden "weight" layers, 650K neurons, 60M parameters, 630M connections
- Rectified Linear Units, max pooling, dropout trick
- Randomly extracted 224x224 patches for more data
- Trained with SGD on two GPUs for a week, fully supervised

Localization: Regression on (x,y,w,h)

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Localization: Regression on (x,y,w,h)

OXFORD_VGG (VGG)

Karen Simonyan, Yusuf Aytar, Andrea Vedaldi, Andrew Zisserman

Image classification: Fisher vector + linear SVM (Sanchez CVPR11)

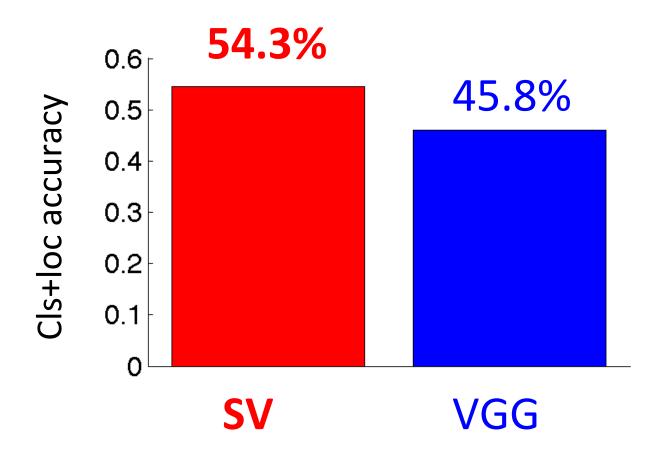
- Root-SIFT (Arandjelovic CVPR12), color statistics, augmentation with patch location (x,y) (Sanchez PRL12)
- Fisher vectors: 1024 Gaussians, 135K dimensions
- No SPM, product quantization to compress
- Semi-supervised learning to find additional bounding boxes
- 1000 one-vs-rest SVM trained with Pegasos SGD
 - 135M parameters!

Localization: Deformable part-based models (Felzenszwalb PAMI10), without parts (root-only)

- ILSVRC-500 (2012) dataset similar to PASCAL
- Leading algorithms: SV and VGG

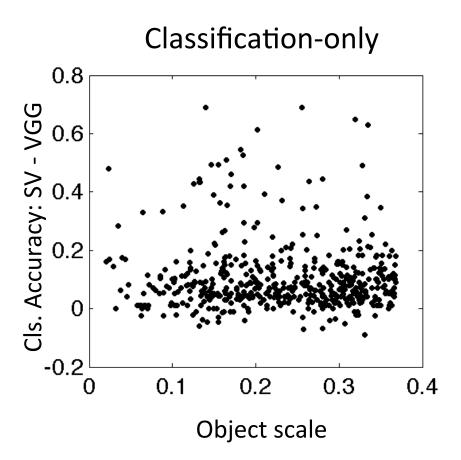
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Results on ILSVRC-500

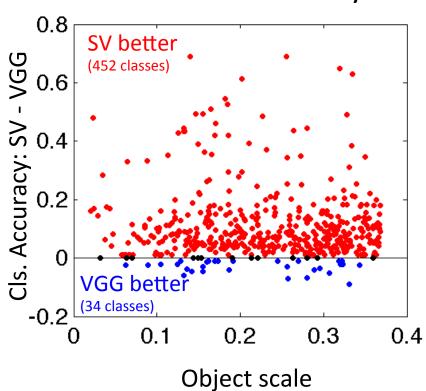


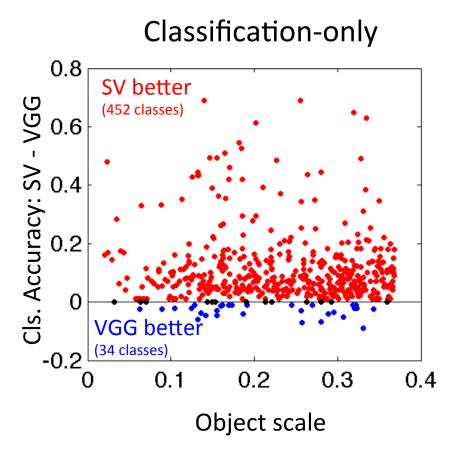
Classification-only

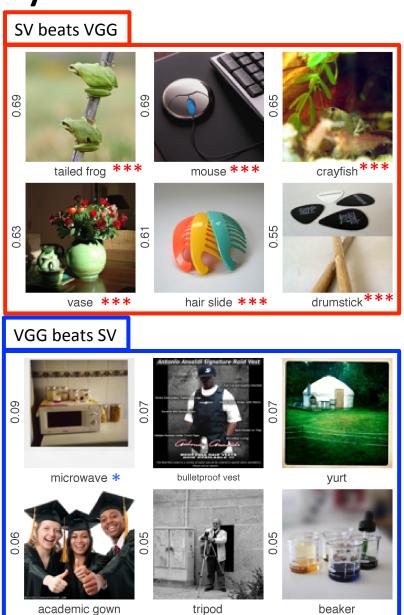


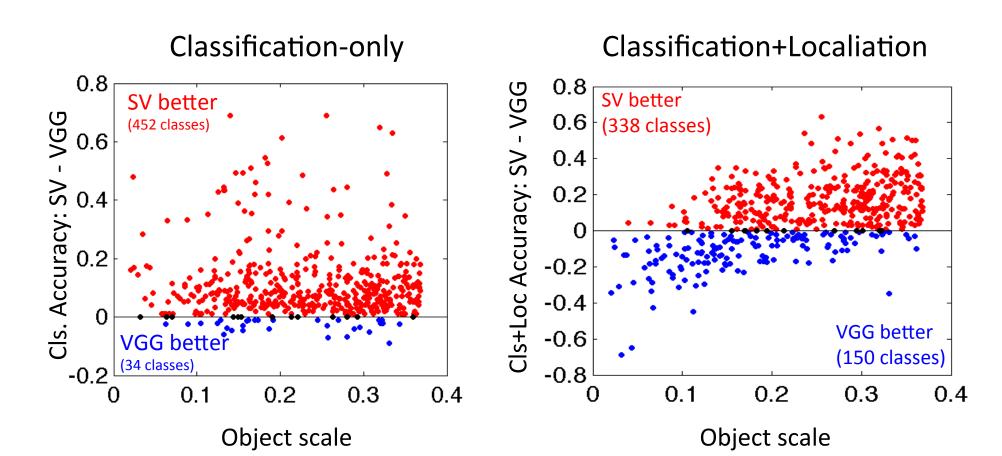


Classification-only



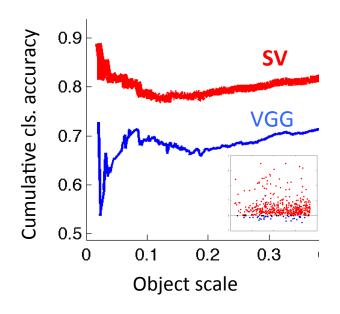




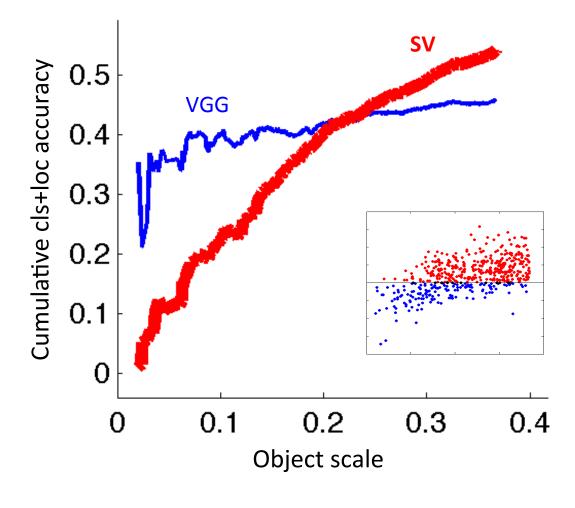


Cumulative accuracy across scales



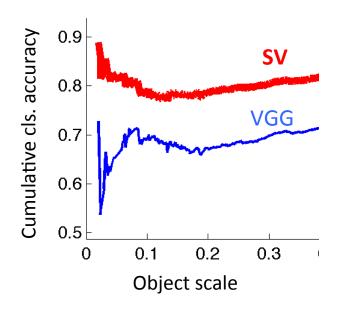


Classification+Localization

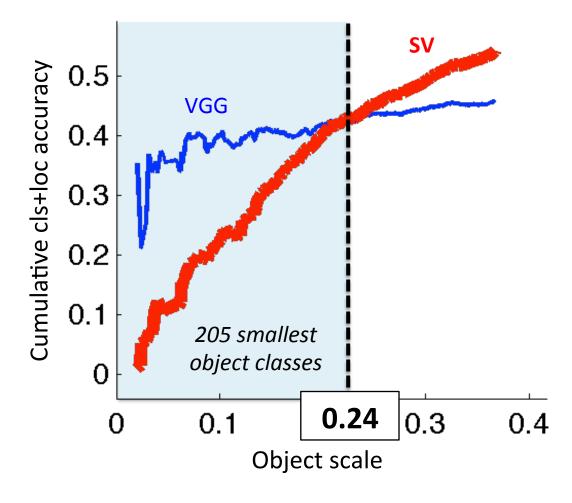


Cumulative accuracy across scales





Classification+Localization



- ILSVRC-500 (2012) dataset similar to PASCAL
- Leading algorithms: SV and VGG

- SV always great at classification, but VGG does better than SV at localizing small objects
- A closer look at textured objects

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Textured objects (ILSVRC-500)

Screwdriver Hatchet Ladybug Honeycomb

Amount of texture

Low

High

Textured objects (ILSVRC-500)



	No texture	Low texture	Medium texture	High texture
# classes	116	189	143	52

Textured objects (ILSVRC-500)





Low

Amount of texture

High

	No texture	Low texture	Medium texture	High texture
# classes	116	189	143	52
Object scale	20.8%	23.7%	23.5%	25.0%

Textured objects (416 classes)



9

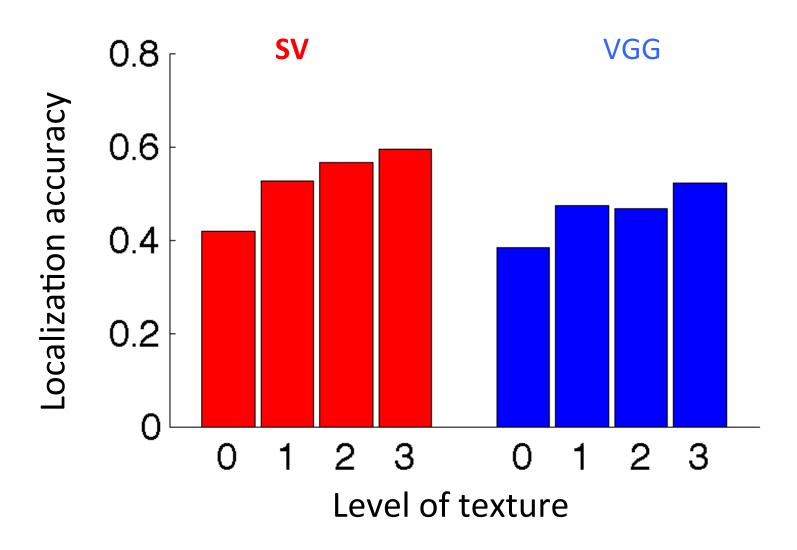
Low

High

	No texture	Low texture	Medium texture	High texture
# classes	116	189 149	143 115	52 35
Object scale	20.8%	23.7% 20.8%	23.5% 20.8%	25.0% 20.8%

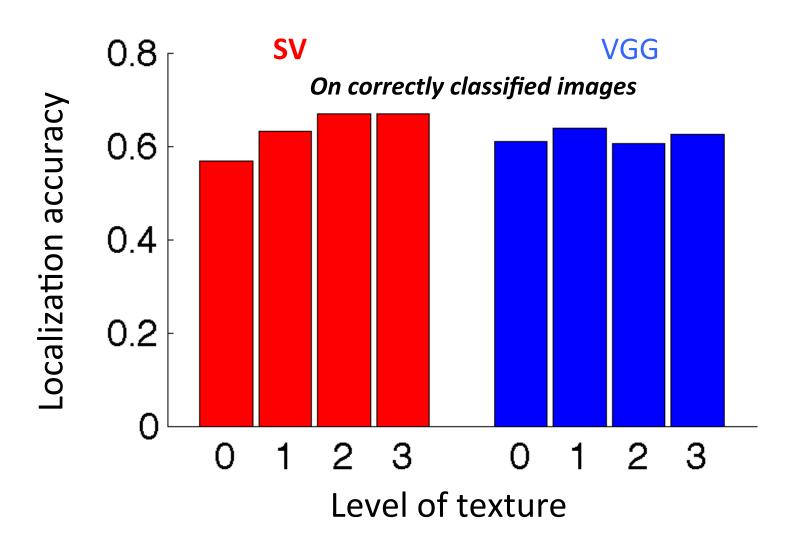
Localizing textured objects

(416 classes, same average object scale at each level of texture)



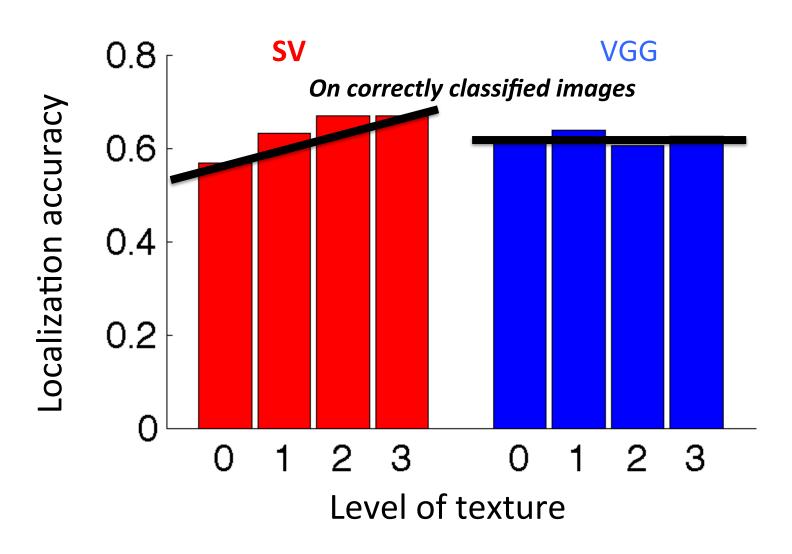
Localizing textured objects

(416 classes, same average object scale at each level of texture)



Localizing textured objects

(416 classes, same average object scale at each level of texture)

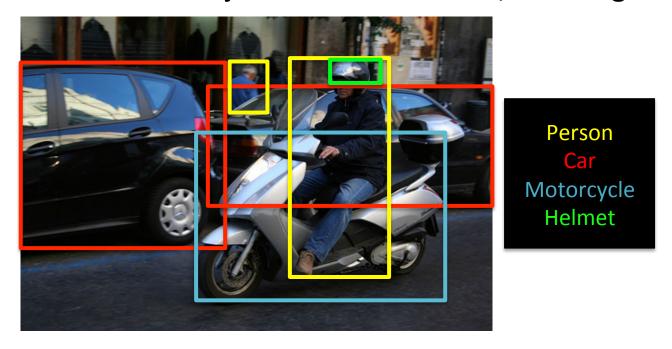


- ILSVRC-500 (2012) dataset similar to PASCAL
- Leading algorithms: SV and VGG

- SV always great at classification, but VGG does better than SV at localizing small objects
- Textured objects easier to localize, especially for SV

ILSVRC 2013 with large-scale object detection

Fully annotated 200 object classes across 60,000 images



Allows evaluation of generic object detection in cluttered scenes at scale

http://image-net.org/challenges/LSVRC/2013/

ILSVRC 2013 with large-scale object detection

Statistics		PASCAL VOC 2012	ILSVRC 2013
Object classes		20 1	.0x 200
Training	Images	5.7K	395K
	Objects	13.6K 2	345K
Validation	Images	5.8K	20.1K
	Objects	13.8K	4x 55.5K
Testing	Images	11.0K	40.1K
	Objects		

More than 50,000 person instances annotated

http://image-net.org/challenges/LSVRC/2013/

ILSVRC 2013 with large-scale object detection

159 downloads so far:

http://image-net.org/challenges/LSVRC/2013/

- Submission deadline Nov. 15th
- ICCV workshop on December 7th, 2013
- Fine-Grained Challenge 2013:

https://sites.google.com/site/fgcomp2013/

