Automatic Learning of Descriptive Factors

Karl Stratos

University of Rochester Columbia University

Describe this Image!

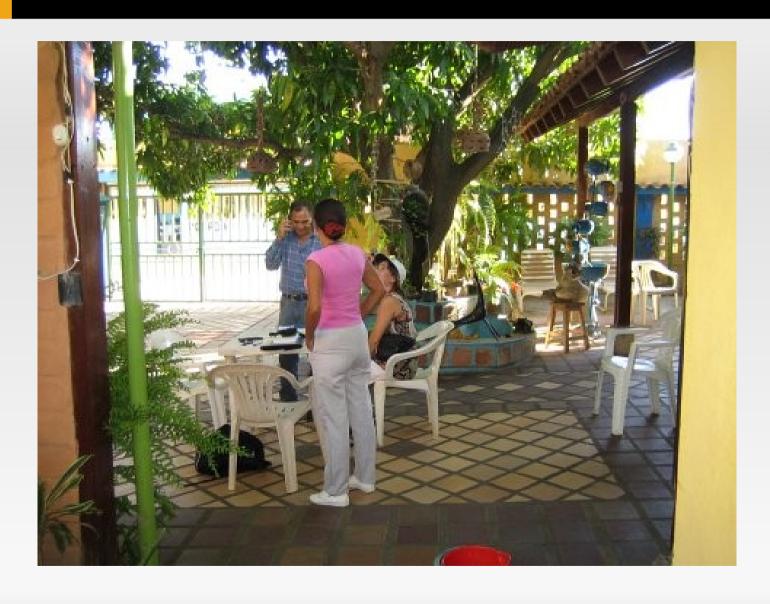


Describe this Image!



A bag, four chairs, one tree, three people, two walls, a floor...

Describe this Image!



A bag, four chairs, one tree, three people, two walls, a floor...

People between walls

Task

Study what people choose to describe



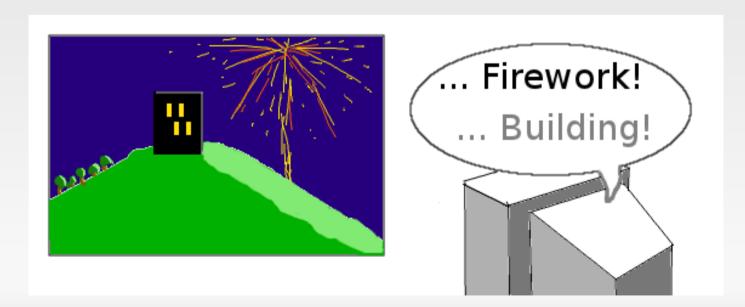
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- Study what people choose to describe
- Learn what influence their choice ("Descriptive Factors")
 - Type, size, location, etc.



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- Model the process



What Makes an Object Salient?

- Spain and Perona (2008):
 - What object is likely to be mentioned first?
 - $-P(O_1 = O | [O_1,...,O_n])$
- Us:
 - What objects should be mentioned at all?
 - P(O is mentioned | O is an object in I)

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Information we need:

- 1. All objects Os "noticeable" in I
- 2. If O is described

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- And also segmented according to a small set of labels





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Labels: 'tree',
'floor', 'chair', 'chair',
'chair', 'chair',
'woman', 'man',
'woman', 'door',
'wall'



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'floor', 'chair', 'chair',
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'woman', 'man',
'woman', 'door',
'wall'

Descriptions:

- Idea
 - Use labels as proxies for all things in the image
 - P(O is mentioned | O is an object in I)
 - $\approx P(L \text{ is referred to } | L \text{ is a label of } I)$
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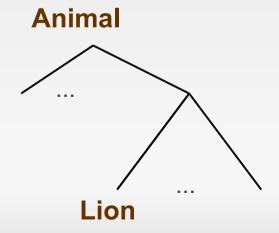


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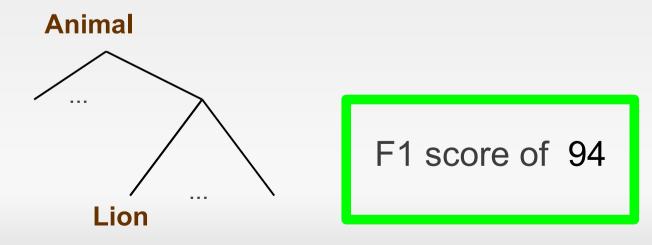
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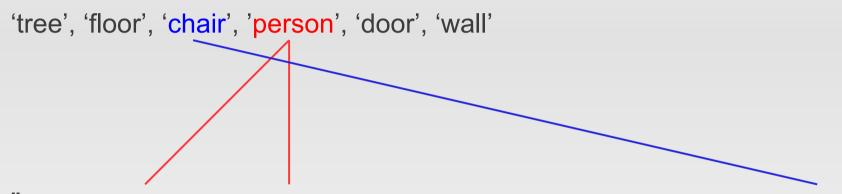


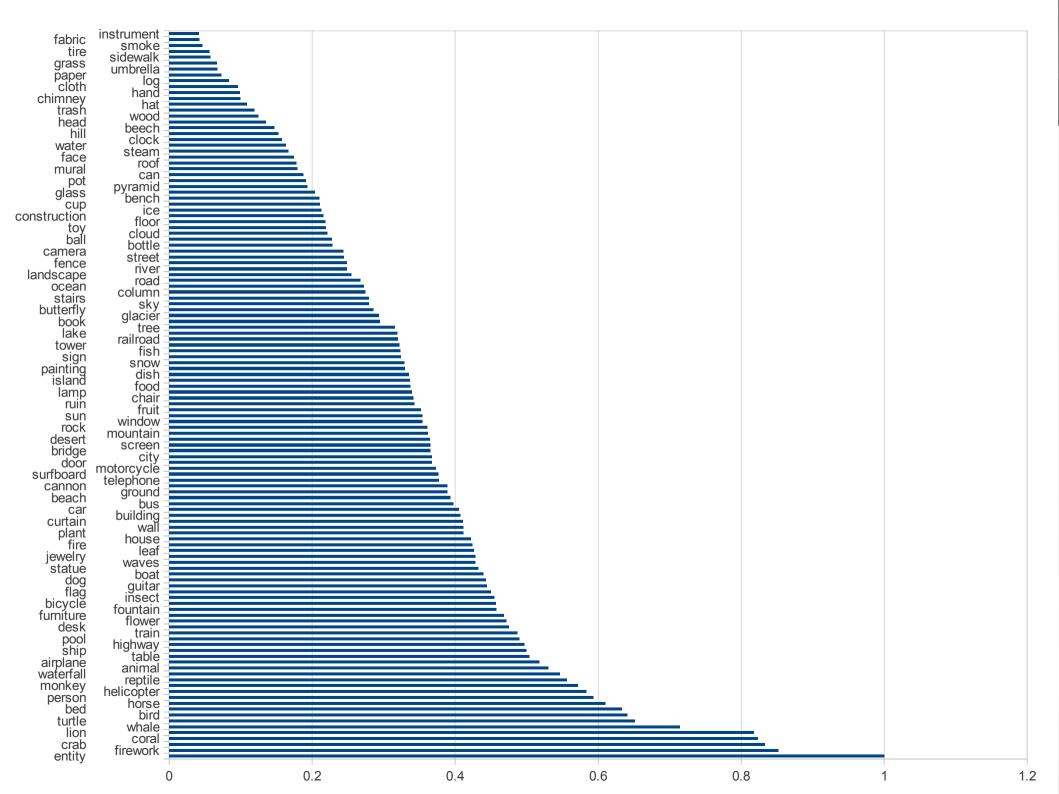
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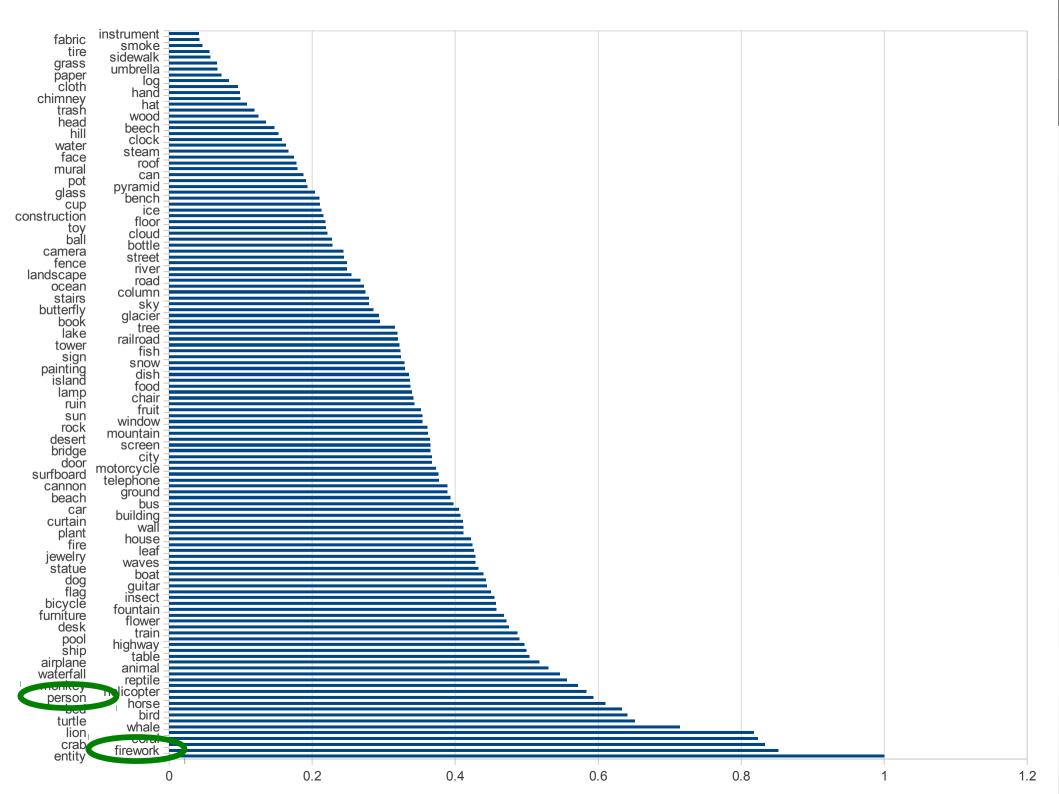


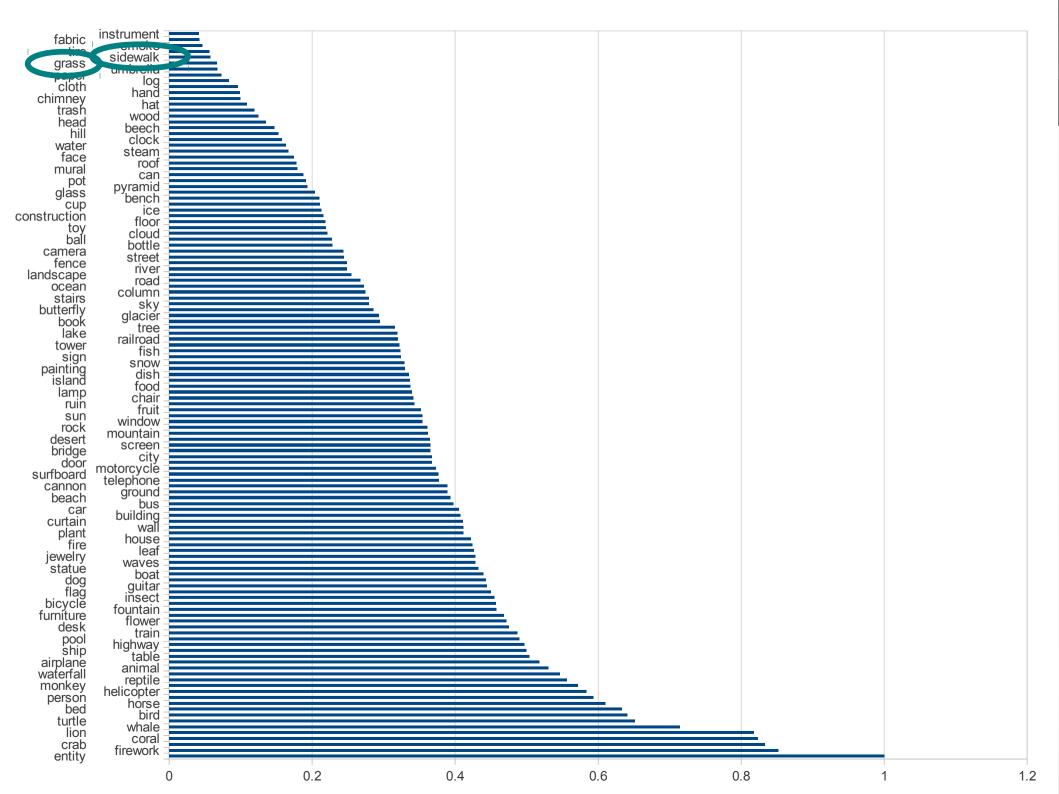
'tree', 'floor', 'chair', 'chair', 'chair', 'woman', 'man', 'woman', 'door', 'wall'

'tree', 'floor', 'chair', 'person', 'door', 'wall'









Size?

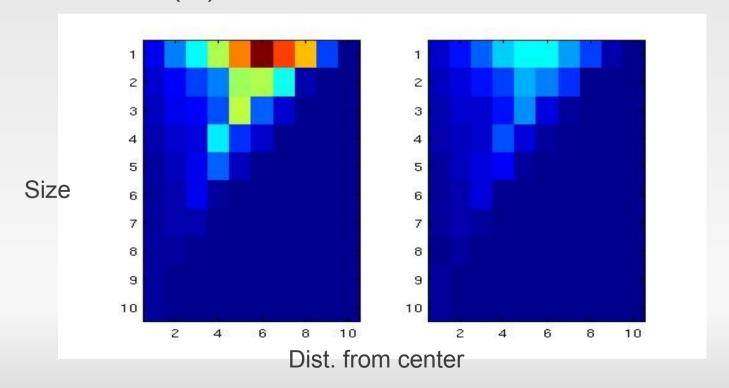
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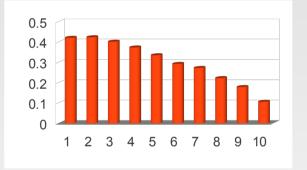


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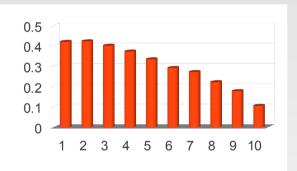
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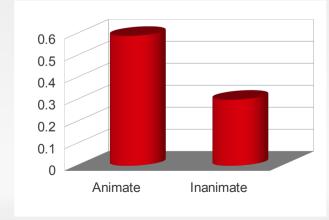


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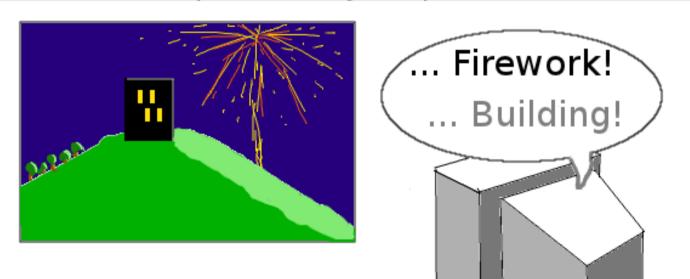


- Animacy?
 - ani(O) = O is animate



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- Learn h: X → Y that minimizes the error on the data
 - $X = {\Phi(O): O \text{ an object in the image}}$
 - Y = {Mention, Ignore}



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Linear SVM S+L	60.3
Linear SVM T	68.2
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[&]quot;Baseline": Ignore when P(O mentioned | O present) < 0.5

Takeaway Message

 We can automatically learn what people choose to describe by exploiting an existing dataset

 Semantic features in making that choice tell us about human behavior, and can be helpful in modeling the process

Thanks!



tree floor chair person door wall

