

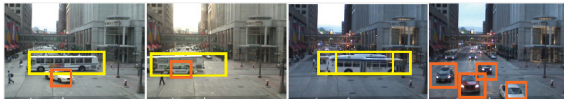
Incremental Multiple Kernel Learning for Object Detection

Aniruddha Kembhavi, Behjat Siddiquie, Scott McCloskey, Roland Mieziako and Larry S. Davis



Motivation

- Components of a visual categorization system:
 - Representative training dataset
 - Efficient and effective feature extraction methods
 - Powerful classifier
- Obtaining a generic training dataset is relatively easy
- Obtaining a scene specific training dataset for a given application is harder
 - Fair amount of manual labor required for every new scene



- Scene specific characteristics of a traffic intersection:
 - Camera location and typical vehicle paths restrict observed poses
 - Camera location restricts the negative class (background)
 - Images of vehicles and background change over time
 - Changing illumination conditions
 - Shadows cast by the buildings



- Our Incremental Multiple Kernel Learning (IMKL) based approach initializes with a generically obtained training database
- It tunes itself automatically towards the classification task
 - Updates the training dataset, tailoring it towards the scene
 - Updates the weights used to combine multiple information sources
 - Tunes the classifier in an online fashion
- Ability to remove training examples over time
 - Useful when dealing with changing illumination conditions

- IMKL approach is a fusion of:
 - Multiple Kernel Learning (MKL) †
 - Incremental Support Vector Machine (ISVM) *

† A. Rakotomamonjy, F.R. Bach, S. Canu and Y. Grandvalet
More efficiency in multiple kernel learning. ICML 2007
* G. Cauwenberghs and T. Poggio.
Incremental and decremental support vector machine learning.
NIPS, 2000

IMKL Algorithm

IMKL Optimization Problem

$$\min \sum_k \frac{1}{d_k} w_k w_k^T + C \sum_i \xi_i$$

such that $y_i \sum_k \phi_k(x_i) + y_i b \geq 1 - \xi_i, \forall i$

$$\xi_i \geq 0 \forall i, d_k \geq 0 \forall k, \sum_k d_k = 1$$

KKT conditions

$$y_i = \sum_j \sum_k d_k \alpha_j Q_{ij}^k + y_i b - 1 = 0$$

$$\frac{1}{2} \sum_i \sum_j \alpha_i \alpha_j Q_{ij}^k + \mu_k - \lambda = 0$$

$$\sum_i \alpha_i y_i = 0$$

$$\mu_k d_k = 0$$

$$\sum_k d_k = 1$$

- Optimization problem is convex
 - KKT conditions and *necessary* and *sufficient*
- When a new point x_{new} is added, we need to calculate its Lagrange multiplier α_{new} :
 - Bounded by 0 and C
 - Begin with 0 and keep incrementing till solution is reached
 - Every time we increment α_{new} , we must update the remaining Lagrange multipliers, kernel weights and bias to maintain the KKT conditions
 - These changes are given by the differential forms of the KKT conditions

Differential Form of KKT conditions

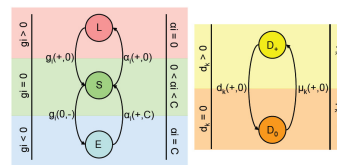
$$\sum_j \alpha_j \sum_k \Delta d_k Q_{ij}^k + \sum_j \Delta \alpha_j \sum_k Q_{ij}^k + \sum_j \Delta d_k \Delta \alpha_j Q_{ij}^k + y_i \Delta b = 0, \forall i \in S, \forall j \in \{S, E, L, q\}$$

$$\sum_i \Delta \alpha_i \sum_j \alpha_j Q_{ij}^k + \frac{1}{2} \sum_i \sum_j \Delta \alpha_i \Delta \alpha_j Q_{ij}^k + \Delta \mu_k - \Delta \lambda = 0, \forall k \in K$$

$$\sum_i \alpha_i y_i = 0 \forall i \in \{S, E, L, q\}, \sum_k \Delta d_k = 0$$

$$\Delta \mu_k d_k + \mu_k \Delta d_k + \Delta \mu_k \Delta d_k = 0, \forall k \in K$$

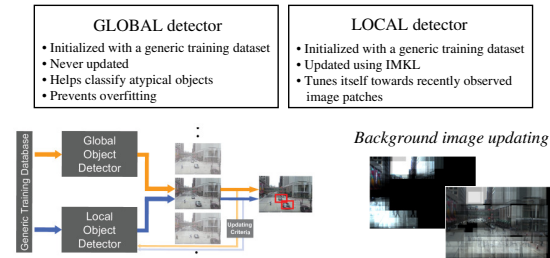
- Differential equations hold when α_{new} is small enough to ensure that there is no change in set membership
 - When set membership changes, equations are updated



- Termination Conditions:

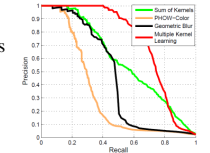
$g_{new} > 0$ at $\alpha_{new} = 0$	Correctly classified (set L)
$g_{new} = 0$ before $\alpha_{new} = C$	Support Vector (set S)
$g_{new} < 0$ at $\alpha_{new} = C$	Wrong side of the margin (set E)

Object Detection Framework



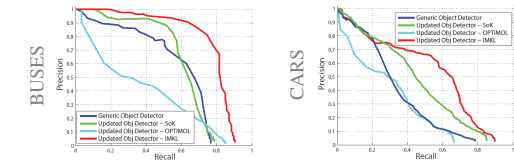
Experiments

- 17 kernels used:
 - Pyramidal Histogram of Oriented Gradients
 - Pyramidal Histogram of Visual Words
 - Gray scale and color variants
 - Geometric Blur

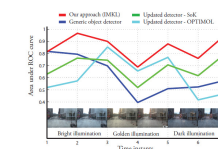


- Local Dataset Snapshots:
 - Buses
 - Cars
 - Background
- Feature weights over time:
 - Illustration conditions: 2 - Bright scene, 3 - Bright scene, 4 - Dark scene, 5 - Dark scene
 - Time Instance
 - Kernel Weights

- Comparison to 3 methods:



- Performance over time:



- Efficiency comparison:

