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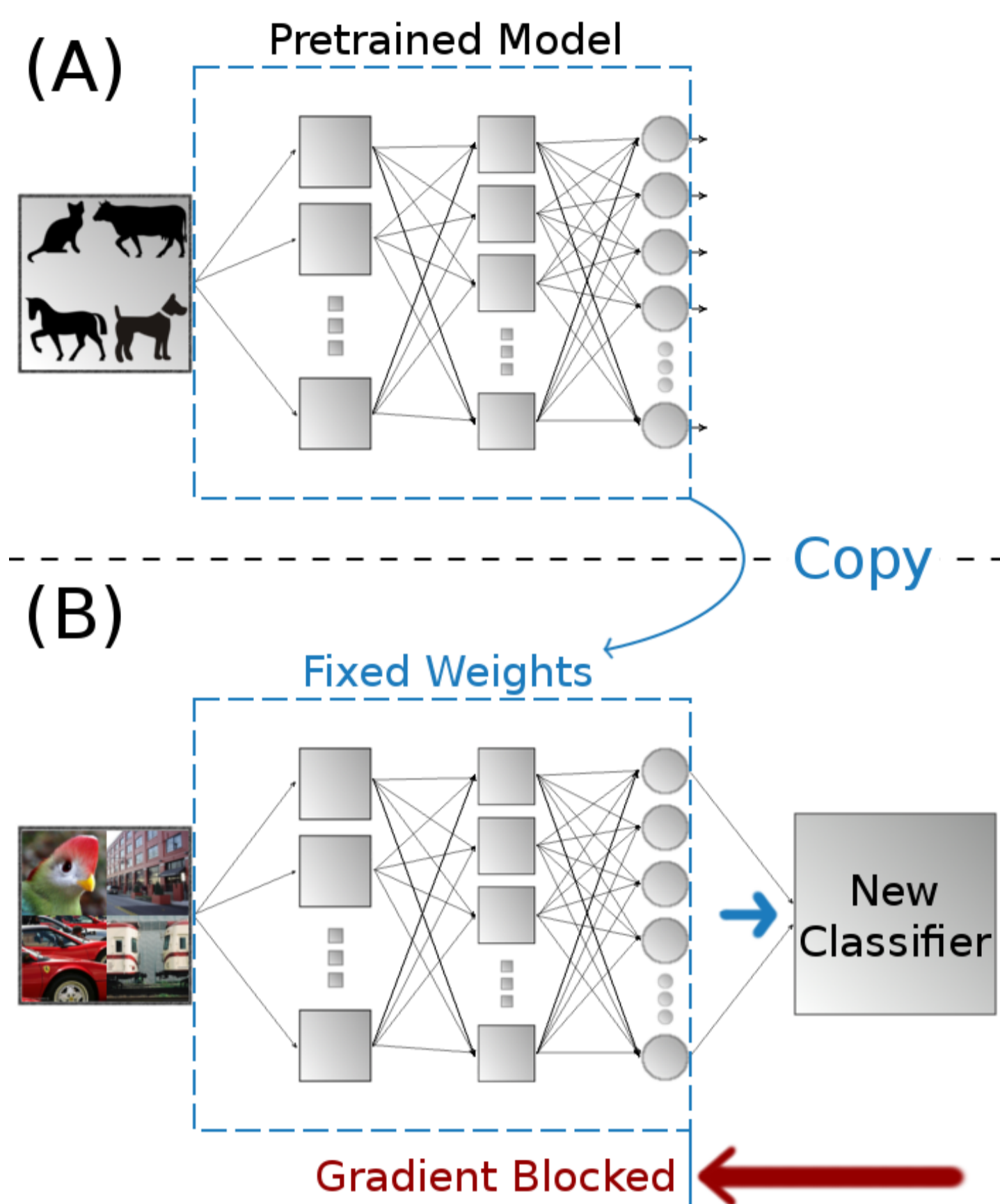
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arxiv.org/abs/1605.03498

## CONTEXT

Deep CNN's outstanding performance on visual tasks. Transfer takes advantage of it



A pretrained classifier (A) can be seen as a feature extractor, used by (B) for classifying a different task.

### Questions

- Adequate representation space?
- Possible to compress?

## EXPERIMENTAL PROTOCOL

### Main apparatus

- VGG-M from [1];
- Pascal VOC 2007;
- Linear SVM.

### Supplementary experiments

- BossaNova from [2];
- GoogLeNet from [3];
- (paper-only) MIT-67 Indoor;
- (paper-only) UPMC Food-101.



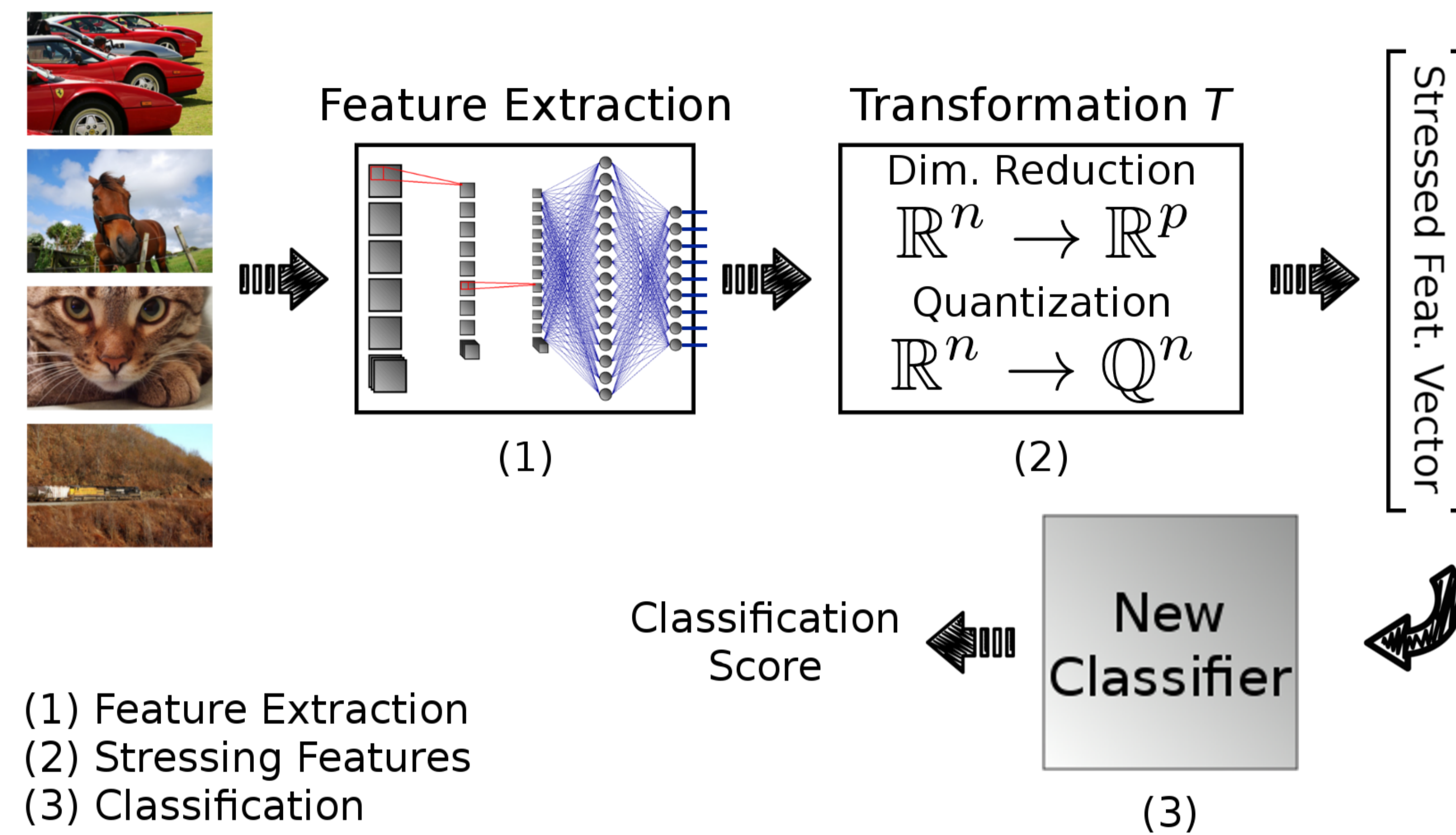
### Original Scores

	VGG-M	GoogLeNet	BossaNova
VOC2007	76.95%	80.58%	51.02%
Dims.	$4 \times 10^3$	$5 \times 10^4$	$6 \times 10^4$

### References

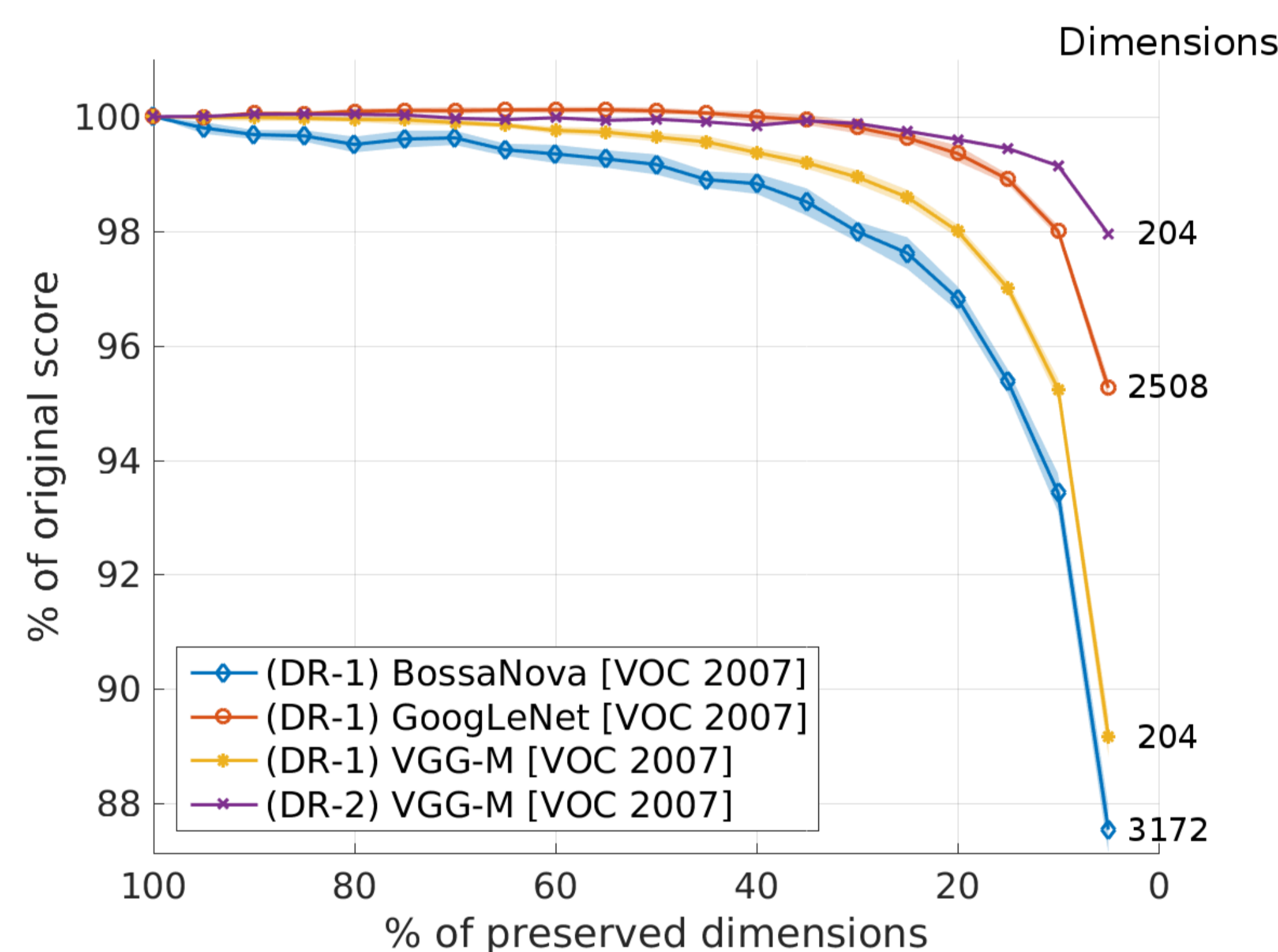
- [1] K. Chatfield et al. *Return of the Devil in the Details: Delving Deep into (...)*, BMVC, 2014;
- [2] S. Avila et al. *Pooling in Image Representation: The visual codeword point of view*, CVIU, 2013;
- [3] C. Szegedy et al., *Going deeper with convolutions*, CVPR, 2015.

## OVERVIEW



- (1) Feature Extraction  
(2) Stressing Features  
(3) Classification

## DIMENSIONALITY REDUCTION



### Robustness

- VGG > BoVW. Its feature vector is 15-times smaller;
- GoogLeNet > VGG, but has 12-times more dims;
- (DR-2) > (DR-1), as it preserves important info.

### Removing 95% of dims.

- (DR-1) BossaNova 88%;
- (DR-1) VGG-M 89%;
- (DR-1) GoogLeNet 95%;
- (DR-2) VGG-M 98%.

w.r.t. the original scores.

## FEATURE COMPRESSION

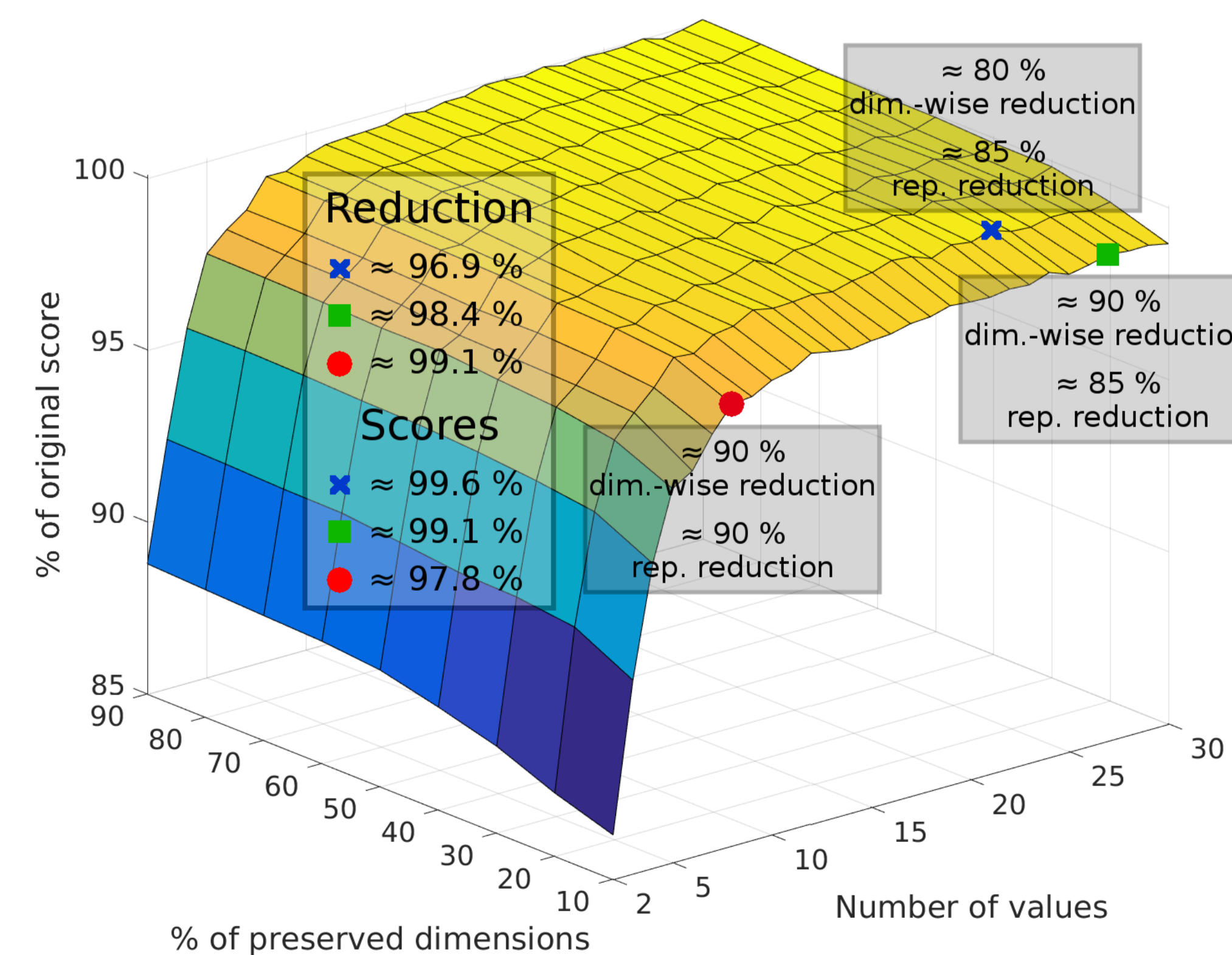
### Observations

- (DR-2) and (Q-2) have complementary properties;
- Their combination yields compact feature vectors;
- Useful for remote classif., image retrieval and more;

### Detailed combination

(DR-2)	(Q-2)	Compr.	Score*
80%	85%	96.9%	99.6%
90%	85%	98.4%	99.1%
90%	90%	99.1%	98.7%

\* w.r.t. the original scores.



## STRESS FRAMEWORK

**Quantization:** In  $h \in [1, 30]$  regular intervals, using the minimum ( $min$ ) and maximum ( $max$ ) scalar values in training set:

### Q-1

$$st = \frac{max-min}{h}$$

$$\mathcal{H} = \{(min + \frac{st}{2}) + st \times i \mid 0 \leq i < h\}$$

$$T_{Q-1}(x_{ij}) = \arg \min_y \{|x_{ij} - y| \mid y \in \mathcal{H}\}$$

### Q-2

$$st_t = \frac{max(x_t) - min(x_t)}{h}$$

$$\mathcal{H}_t = \{(min(x_t) + \frac{st_t}{2}) + st_t \times i \mid 0 \leq i < h\}$$

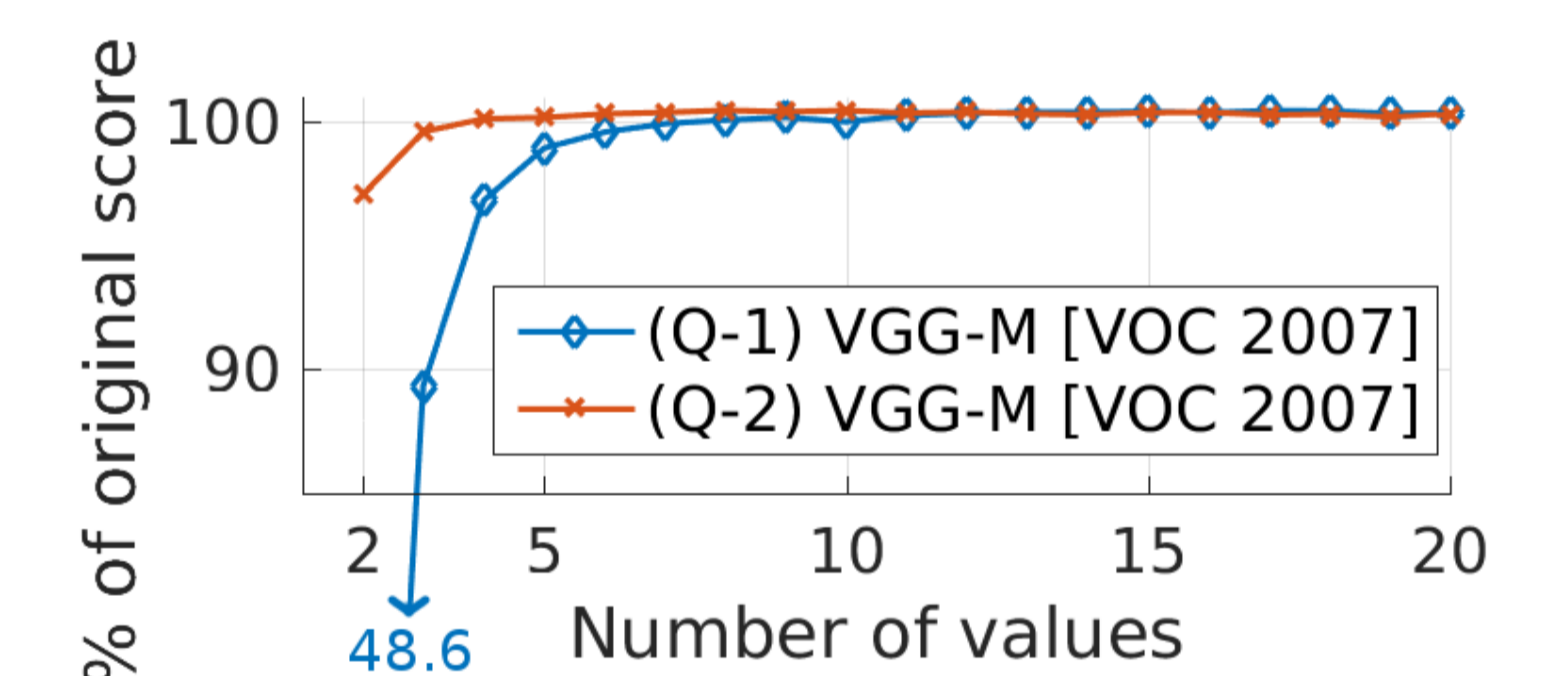
$$T_{Q-2}(x_{ij}) = \arg \min_y \{|x_{ij} - y| \mid y \in \mathcal{H}_j\}$$

**Dimensionality Reduction:** With  $n$  initial dimensions, at each step  $1 \leq i \leq 20$  we preserve only

$$p_i = \lfloor \frac{n \times (21 - i)}{20} \rfloor$$

Dropping strategy: (DR-1) randomly and (DR-2) PCA-based.

## QUANTIZATION



### To keep original scores

- 7 values for (Q-1)  
 $\lceil \log_2 7 \rceil = 3$  bits;
- 4 values for (Q-2)  
 $\lceil \log_2 4 \rceil = 2$  bits.

### Representing

- 9.4% of # bits for (Q-1);
- 6.3% of # bits for (Q-2).

## CONCLUSION

### Highlights

- Deep features are highly redundant;
- BoVW is not as robust as deep feat;
- Perf. depends on dataset complexity.

Source code available at  
github.com/

MicaelCarvalho/DNNsUnderStress

