### The Impact of the Open Set Recognition Problem on Deep Learning

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### Benchmarks in computer vision

Assume we have examples from all classes:



Places2 Data Set (part of ILSVRC 2016)

### Out in the real world...

#### Detect the cars in this image



#### while rejecting the trees, signs, telephone poles...

M. Milford, W.J. Scheirer, E. Vig, A. Glover, O. Baumann, J. Mattingley, and D.D. Cox, "Condition Invariant Top-Down Visual Place Recognition," ICRA 2014.

**Open Set Recognition**: incomplete knowledge of the world is present at training time, and unknown classes can be submitted to an algorithm during its operation.

### "There are known knowns...'

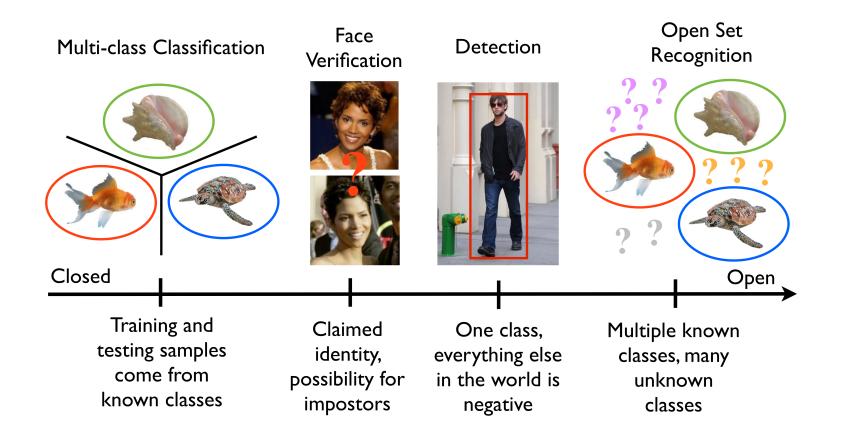
**known classes:** the classes with distinctly labeled positive training examples (also serving as negative examples for other known classes)

**known unknown classes**: labeled negative examples, not necessarily grouped into meaningful categories

unknown unknown classes: classes unseen in training

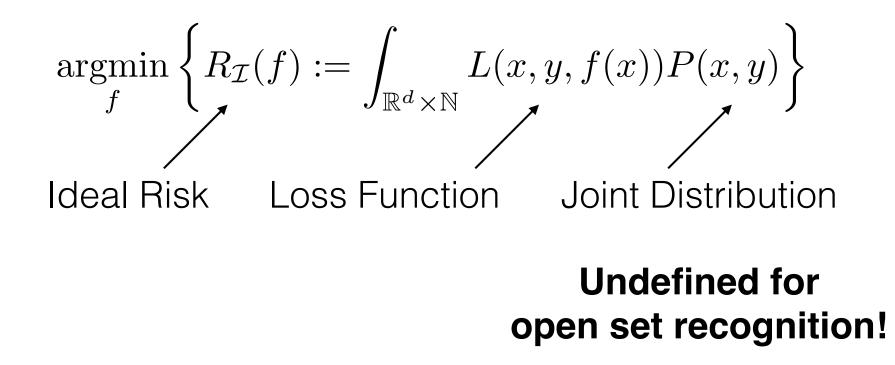


### Vision problems in order of "openness"



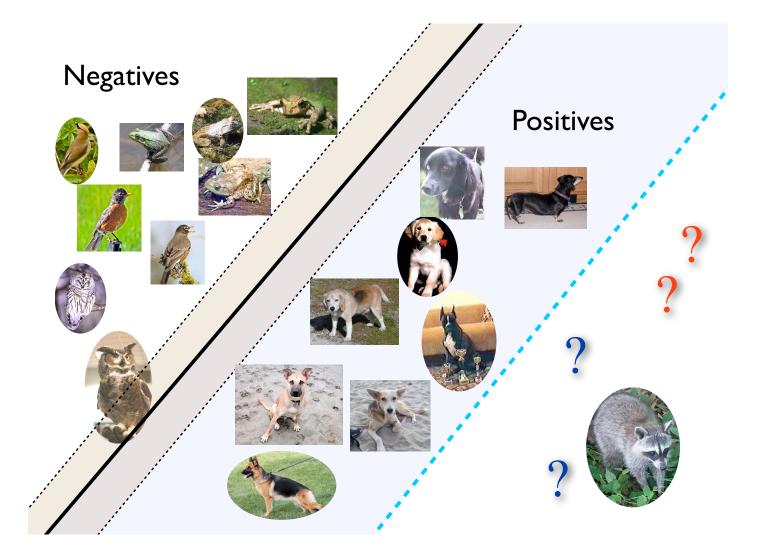
W. J. Scheirer, A. Rocha, A. Sapkota, and T. Boult, "Towards Open Set Recognition," IEEE T-PAMI, 35(7) July 2013.

# Fundamental multi-class recognition problem

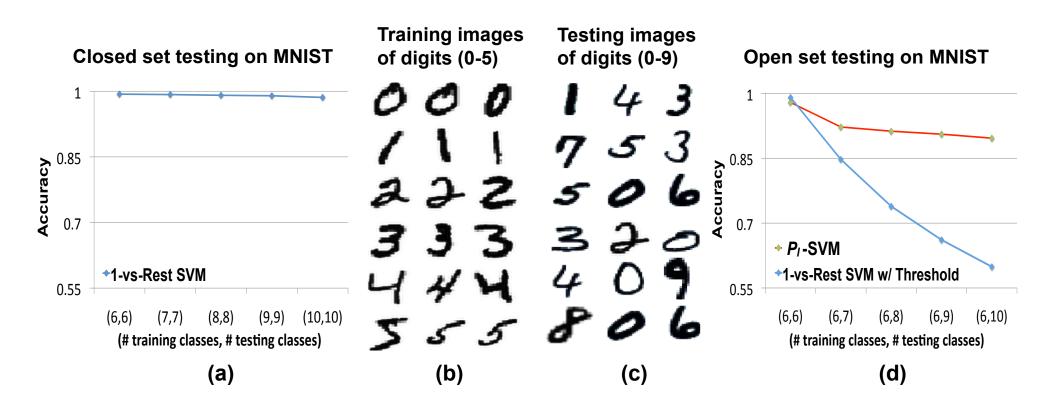


A. Smola, "Learning with Kernels," Ph.D. dissertation, Technische Universität Berlin, Berlin, Germany, November 1998.

### Open Space



### Open Set MNIST Benchmark

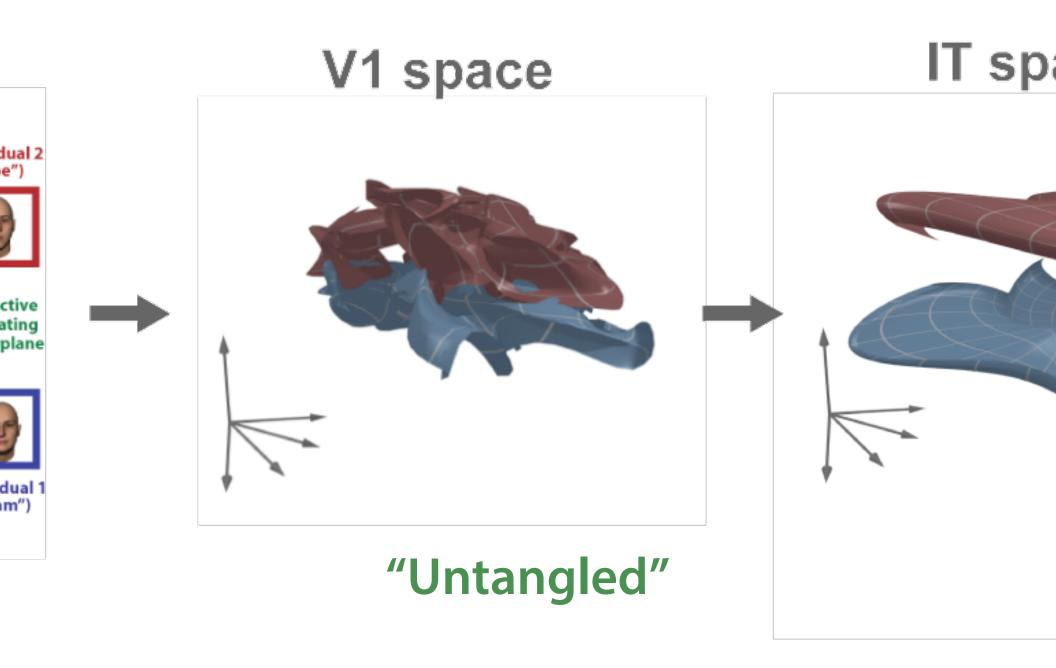


L. P. Jain, W. J. Scheirer, and T. Boult, "Multi-Class Open Set Recognition Using Probability of Inclusion," ECCV 2014.

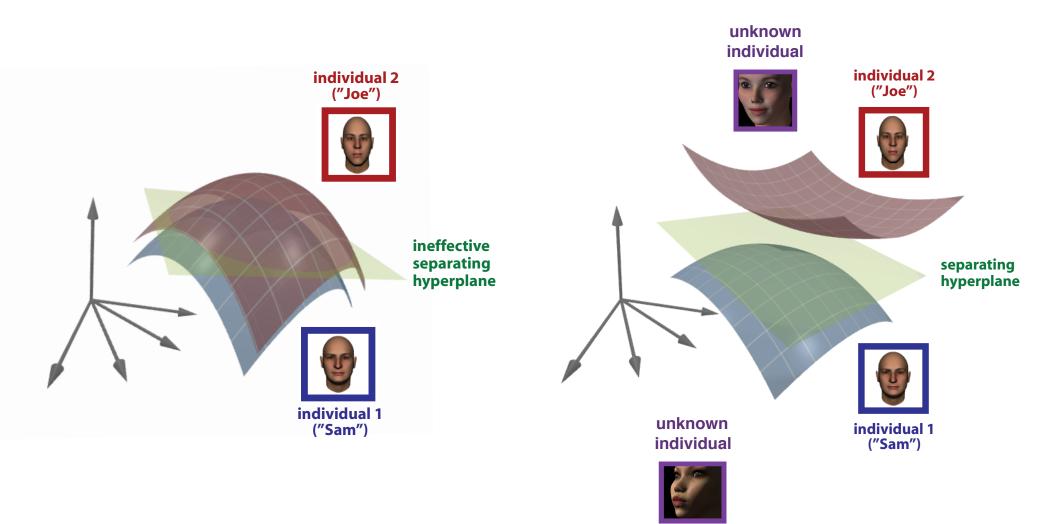
### pixel space



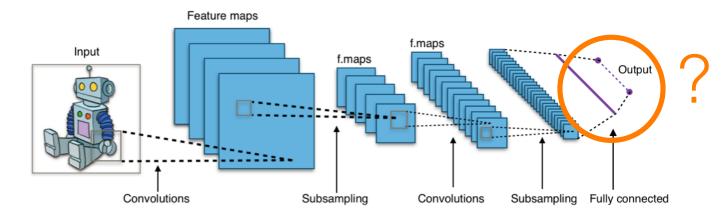




# Linear separation of CNN feature representations



## Read-out layer



Typical CNN architecture CC BY 4.0 Aphex34

Softmax

 $minrac{1}{2}||w||^2$  $P(y = j | \mathbf{x}) = \frac{e^{\mathbf{v}_{\mathbf{j}}(\mathbf{x})}}{\sum_{i=1}^{N} e^{\mathbf{v}_{\mathbf{i}}(\mathbf{x})}}$ 

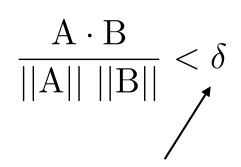
subject to

$$y_i(w * x_i + b) \ge 1, \forall_i$$

Linear SVM

Known positive or negative sample

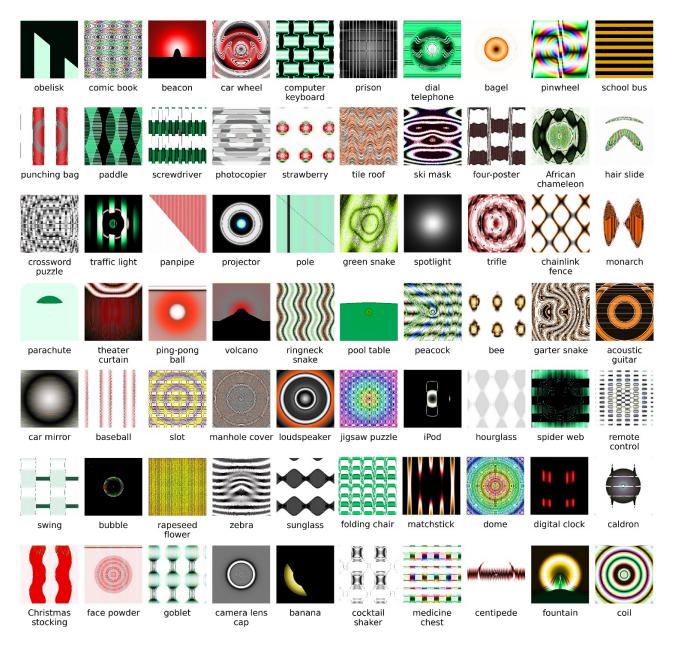
Cosine Similarity



Threshold determined empirically via known pairs

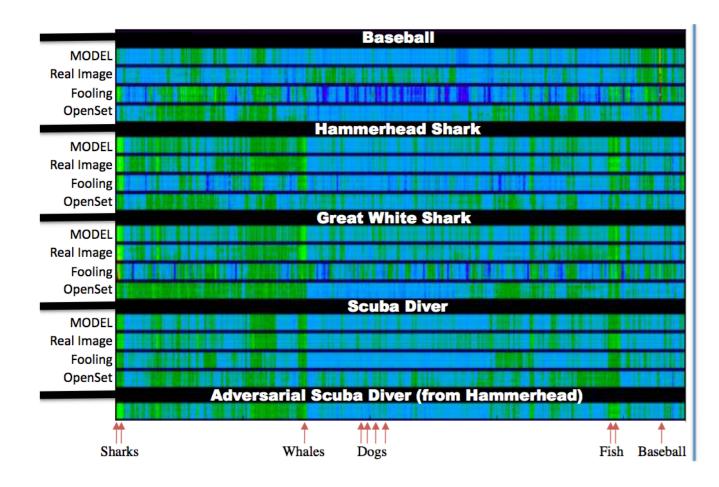
Sum over all of the classes

#### Evolving images to match CNN classes



A. Nguyen, J. Yosinski, and J. Clune, "Deep Neural Networks are Easily Fooled," CVPR 2015.

### A step towards a fix: OpenMax



#### **Baseball**

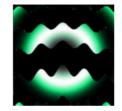


Real: SM 0.94 OM 0.94

#### Hammerhead



Real: SM 0.57, OM 0.58



Fooling: SM 0.98, OM 0.00



Openset: SM 0.25, OM 0.10

Fooling: SM 1.0, OM 0.00





Adversarial Scuba Diver SM 0.32 Scuba Diver OM 0.49 Unknown

After Blur OM 0.79 Hammerhead

A. Bendale and T. Boult, "Towards Open Set Deep Networks," CVPR 2016.

### How does OpenMax work?

**Require:** Activation vector for  $\mathbf{v}(\mathbf{x}) = v_1(x), \ldots, v_N(x)$ **Require:** means  $\mu_i$  and libMR models  $\rho_i = (\tau_i, \lambda_i, \kappa_i)$ **Require:**  $\alpha$ , the numer of "top" classes to revise 1: Let  $s(i) = \operatorname{argsort}(v_i(x))$ ; Let  $\omega_i = 1$ Apply probability models 2: for  $i = 1, ..., \alpha$  do derived from statistical  $\omega_{s(i)}(x) = 1 - \frac{\alpha - i}{\alpha} e^{-\left(\frac{\|x - \tau_{s(i)}\|}{\lambda_{s(i)}}\right)^{\kappa_{s(i)}}} \checkmark$ extreme value theory to 3: calculate class weights 4: end for 5: Revise activation vector  $\hat{v}(x) = \mathbf{v}(\mathbf{x}) \circ \omega(\mathbf{x})$ 6: Define  $\hat{v}_0(x) = \sum_i v_i(x)(1 - \omega_i(x))$ . Use weights to adjust 7:  $\hat{P}(y=j|\mathbf{x}) = \frac{e^{\hat{\mathbf{v}}_{j}(\mathbf{x})}}{\sum_{i=0}^{N} e^{\hat{\mathbf{v}}_{i}(\mathbf{x})}}$ activation 8: Let  $y^* = \operatorname{argmax}_j P(y = j | \mathbf{x})$ 

9: Reject input if  $y^* = 0$  or  $P(y = y^* | \mathbf{x}) < \epsilon$   $\leftarrow$  Apply rejection threshold

#### But you don't have to use tricky manipulations

#### GoogleNet Output

#### Label: Hammerhead Shark



#### Label: Syringe



#### Label: Blow Dryer



#### Label: Trimaran



#### Label: Mosque

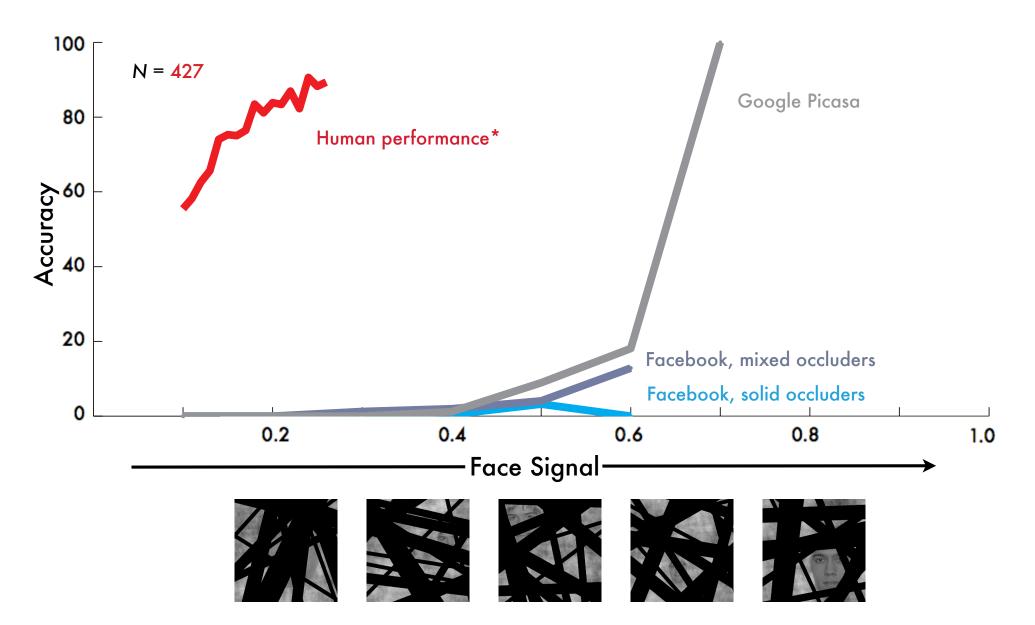


#### Label: Missile



# Are performance measures misleading us?

### Psychophysics on the Model



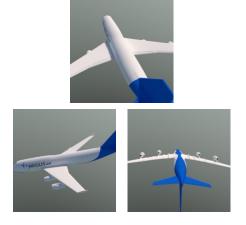
W.J. Scheirer, S. Anthony, K. Nakayama, and D. D. Cox, "Perceptual Annotation: Measuring Human Vision to Improve Computer Vision," IEEE T-PAMI, 36(8) August 2014.

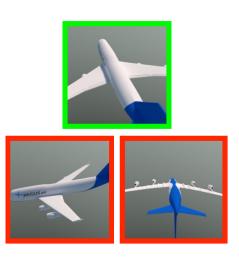
### Psychophysics pipeline

1. Render Class Canonical View (CCV) Candidates

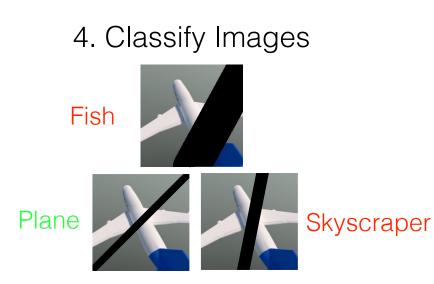
2. CCV Classifier

3. Manipulate Chosen Variable

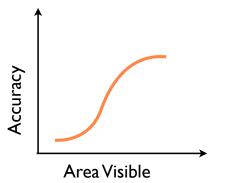






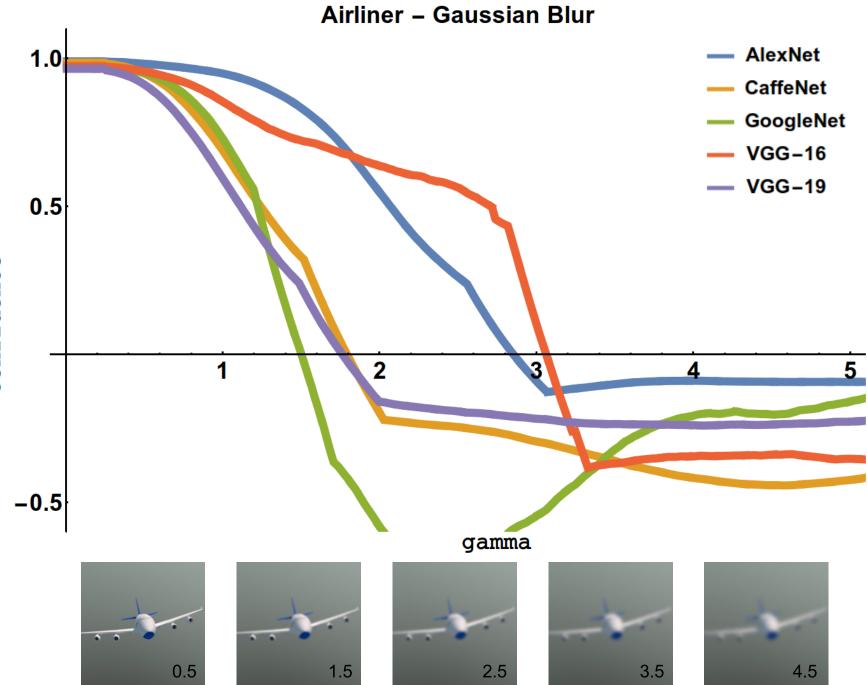


5. Generate Psychometric Curve

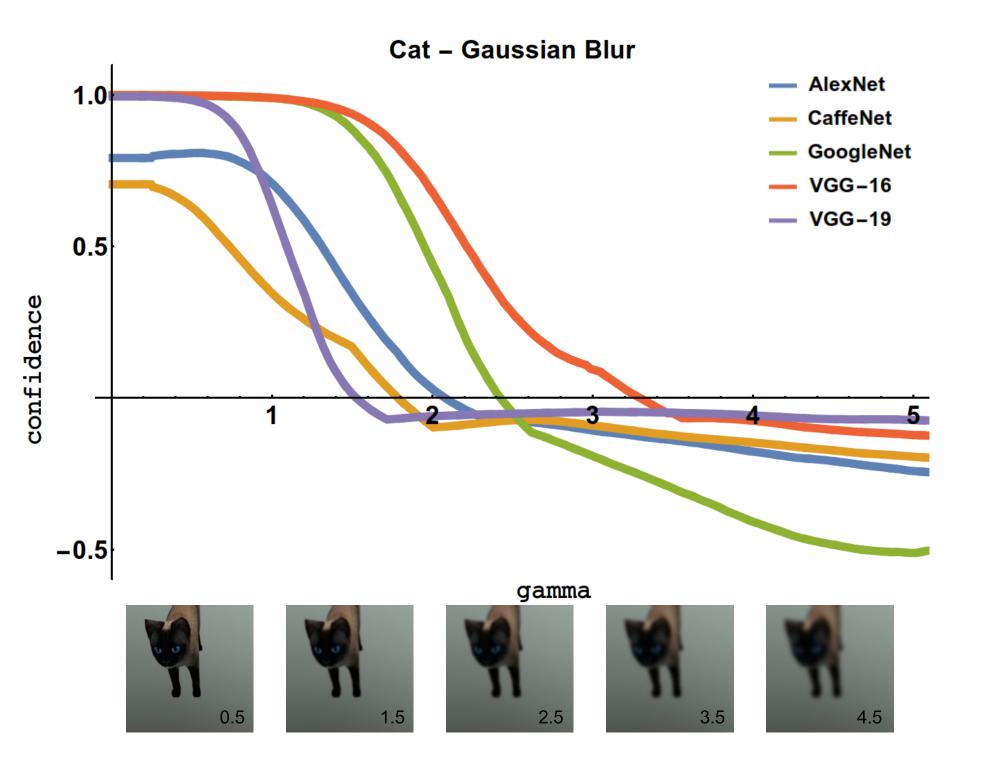


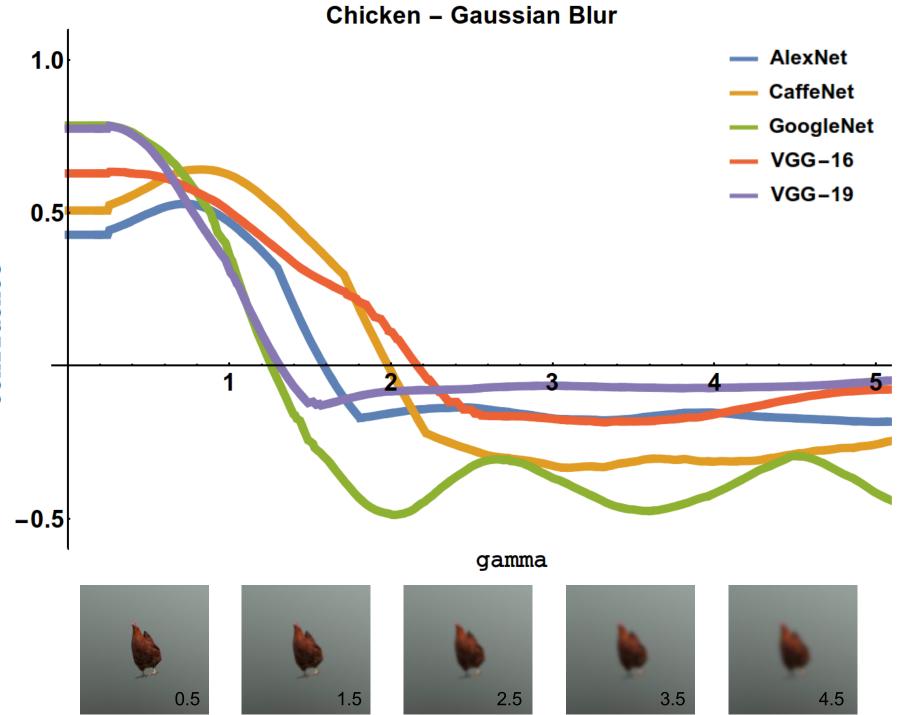


Brandon RichardWebster



confidence





confidence

### Practical implications

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THE CITIZEN'S GUIDE TO THE FUTURE. MAR

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FROM SLATE, NEW AMERICA, AND ASU

## The Trollable Self-Driving Car

Humans are pretty good at guessing what others on the road will do. Driverless cars are not—and that can be exploited.



By Samuel English Anthony



http://goo.gl/78fglb

## Thank you!

Read more: www.wjscheirer.com