REU Report Meeting Week 9

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Outline - One Shot

- Recap
- This Week's Results
 - YouTube Dataset
 - Caltech
- Next Steps

YouTube Dataset

□ II Categories, 100 Videos each



Methods

One-Shot Learning of Classes

Leave-One-Out Cross Validation

5 Train, 6 Test

Dimension Reduction	I Shot	3 Shot	6 Shot	I5 Shot
PCA	20.04	20.41	21.71	23.66
Fast SVD	27.42	29.04	33.05	36.21
Fast SVD	29.26		34.59	
Fast SVD	32.83		38.16	
Fast SVD	27.60		31.18	
Fast SVD	32.03		37.58	
Fast SVD	33.90		38.52	

"Videos in wild" Results Overall 71.5%

Leave-One-Out Cross Validation

Bball	56.2	1.2	2.5	7.5	1.2	5.0	2.5	11.2	0.0	12.5	0.0
Biking	1.2	72.5	0.0	0.0	13.8	2.5	3.8	0.0	1.2	0.0	5.0
Diving	1.2	6.2	87.5	0.0	0.0	0.0	1.2	0.0	0.0	3.8	0.0
Golf	2.5	0.0	2.5	88.8	0.0	1.2	0.0	2.5	0.0	0.0	2.5
HRide	2.5	16.2	0.0	0.0	71.2	0.0	0.0	2.5	0.0	2.5	5.0
Soccer	10.0	7.5	0.0	6.2	6.2	50.0	12.5	1.2	1.2	3.8	1.2
Swing	0.0	10.0	1.2	0.0	0.0	6.2	65.0	1.2	13.8	1.2	1.2
Tennis	- 8.8	6.2	1.2	12.5	2.5	1.2	1.2	61.3	0.0	5.0	0.0
Jump	- 3.8	3.8	0.0	0.0	0.0	3.8	8.8	0.0	76.2	3.8	0.0
Vball	-8.8	1.2	3.8	1.2	0.0	5.0	0.0	0.0	1.2	77.5	1.2
DWalk	5.0	1.2	1.2	3.8	2.5	0.0	1.2	3.8	0.0	1.2	80.0



How well could we do, training on everything?

		Dimension Reduction	I Shot	3 Shot	6 Shot	15 Shot
П	П	PCA	85.40			92.81
Ш	П	Fast SVD	81.68	89.04	91.69	93.24

Can we compare more directly

Train and Test Using all Classes, but separate examples pulled randomly

Train Examples	Test Examples	Dimension Reduction	I Shot	15 Shot
75	25	PCA	59.57	68.15
75	25	SVDS	63.64	72.68
75	25	Fast SVD	69.85	79.80
50	50	Fast SVD	66.80	71.26
25	75	Fast SVD	61.68	64.07

Cross Validation Results

Testing examples pulled in order

	I Shot Mean	15 Shot Mean
90-10 Fast SVD	54.03	63.38

Testing examples pulled randomly

	I Shot Mean	15 Shot Mean
90-10 Fast SVD	64.57	75.91

Person by Person Cross Validation

"96-4"

Neighbors	Optimization 3 sets, I train, I0 test
l 'shot'	50.85
15 'shot	59.70
25 'shot'	60.14
96 'shot'	61.28

Conclusions

- Method is heavily disturbed by these different videos
- Results show some possible inconsistencies that may need to be explored

Caltech Experiments

Try different dimension reductions strategy

Anthony will have additional results on his Caltech experiments



- Trained on Caltech 256
- One Shot on Caltech 101

Neighbors	Our Method	Fei-Fei, et all	Grauman and Darrell
I	9.73%		17.5%
3	11.00%	10.4%	28%
6	14.73%	13.9%	

FastSVD vs. PCA

Training on 256, Testing 101

Neighbors	PCA	Fast SV D
I	9.73%	5.40%
3	11.00%	5.97%
6	14.73%	7.36%

FastSVD doesn't give a similar benefit in this instance

Next Steps

- Can we do better at recognizing an action in a very different video?
- Reevaluate features
- How can we improve on our one shot results and use that knowledge to help answer the first question?
- Run additional one-shot experiments
- Continue one-shot experiments with the Caltech datasets.