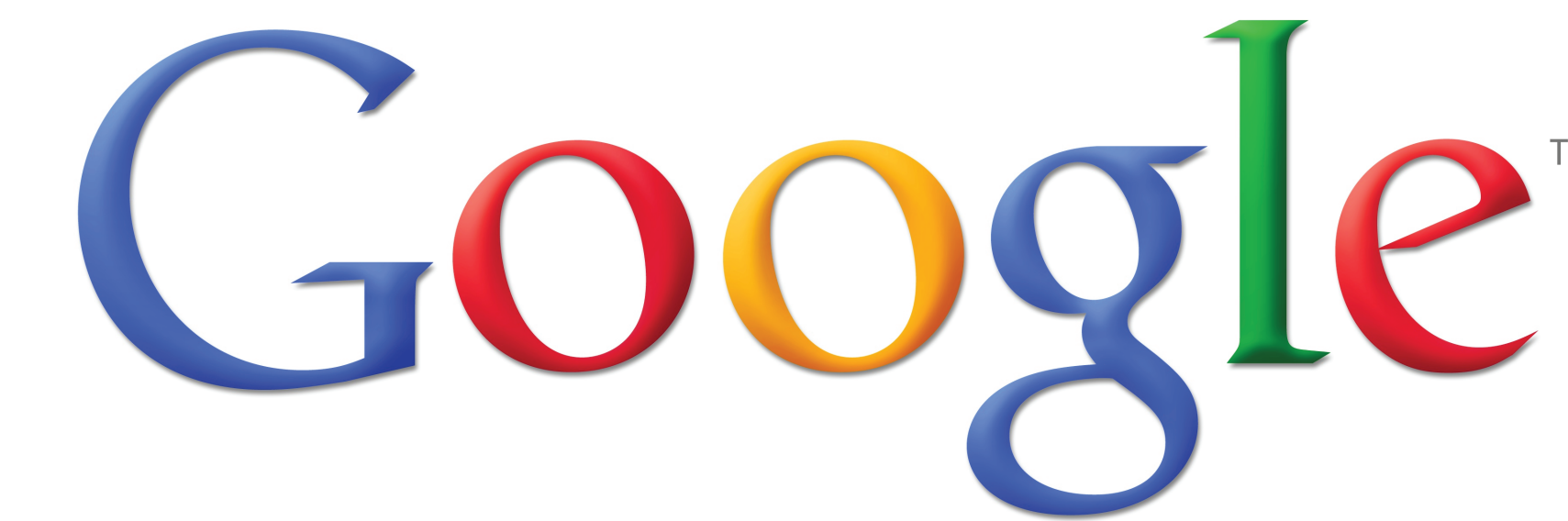




# LEARNING FINE-GRAINED IMAGE SIMILARITY WITH DEEP RANKING

Jiang Wang(Northwestern) Yang Song (Google) Thomas Leung (Google) Chuck Rosenberg (Google) Jingbin Wang (Google) James Philbin (Google) Bo Chen (Caltech) Ying Wu (Northwestern)



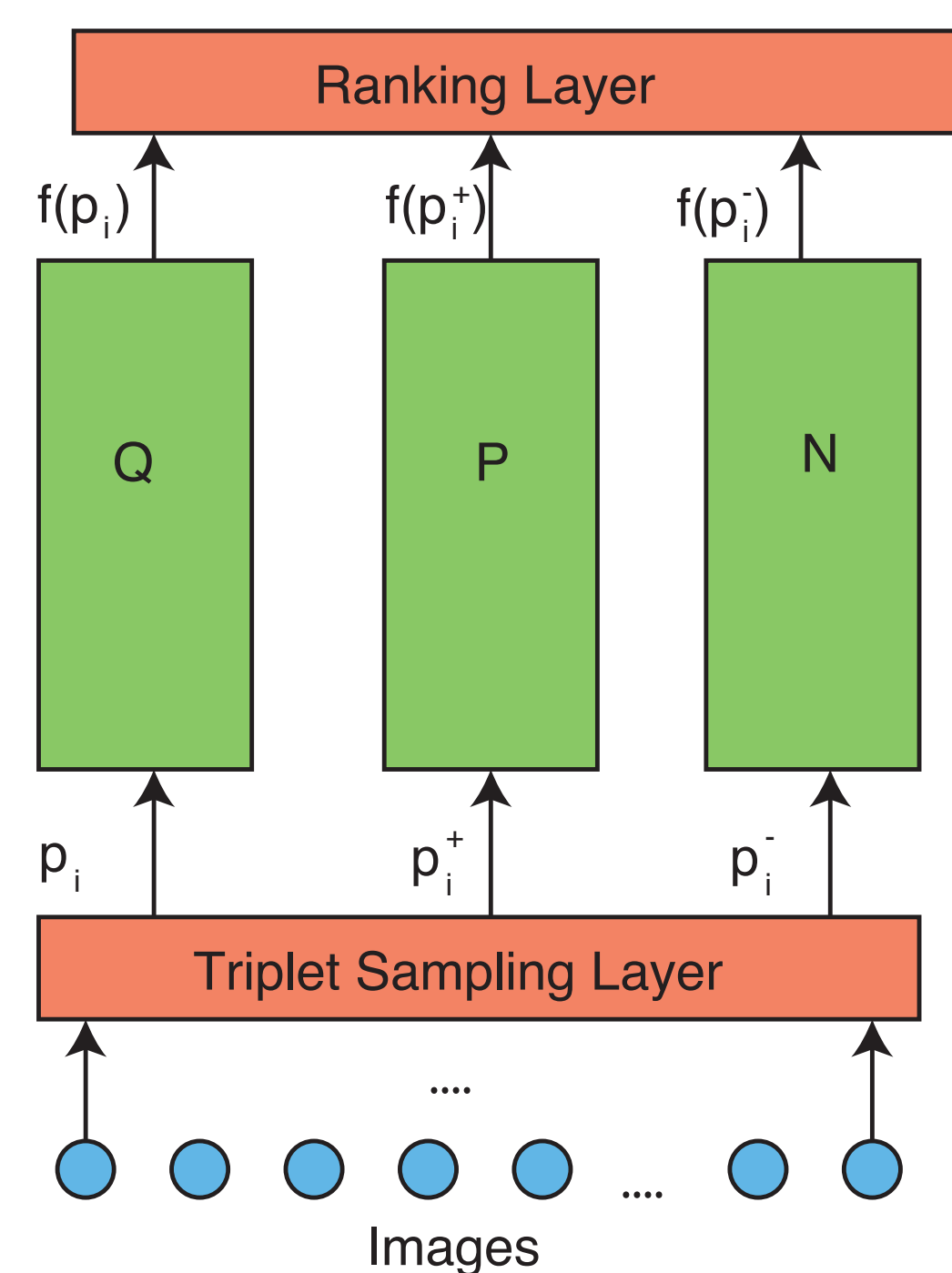
## PROBLEM

Fine-grained image similarity, for images with the same category. It is for image-search application, defined by triplets.



- image similarities are defined subtle difference.
- it is more difficult to obtain triplet training data.
- we would like to train a model directly from images instead of rely on the hand-crafted features.

## ARCHITECTURE



- a novel deep learning that can learns fine-grained image similarity model directly from images.
- a multi-scale network structure.
- a computationally efficient online triplet sampling algorithm.
- high quality triplet evaluation dataset.

## DATA

High quality image triplet evaluation dataset:  
Available at <https://sites.google.com/site/imagesimilaritydata/>

## RELATED WORK

- category-level image similarity: the similarities are purely defined by labels.
- classification deep learning models.
- pairwise ranking model.

## FORMULATION

The similarity of two images  $P$  and  $Q$  can be defined according to their squared Euclidean distance in the image embedding space:

$$D(f(P), f(Q)) = \|f(P) - f(Q)\|^2 \quad (1)$$

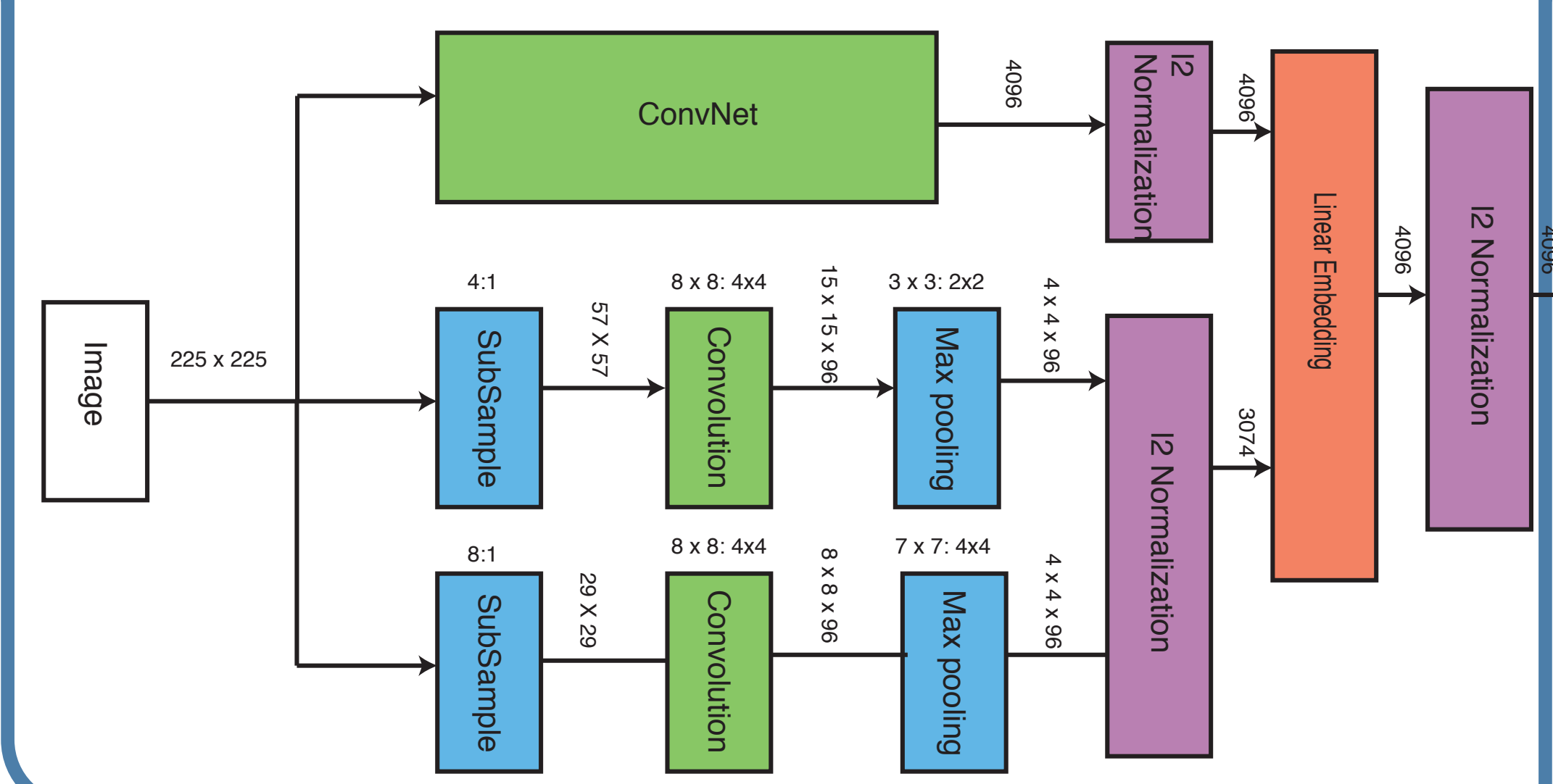
Triplet-based Objective:  $r_{ij} = r(p_i, p_j)$  is pairwise relevance score.

$$D(f(p_i), f(p_i^+)) < D(f(p_i), f(p_i^-)), \quad p_i, p_i^+, p_i^- \text{ such that } r(p_i, p_i^+) > r(p_i, p_i^-) \quad (2)$$

$t_i = (p_i, p_i^+, p_i^-)$  a triplet. The hinge loss is:

$$l(p_i, p_i^+, p_i^-) = \max \{0, g + D(f(p_i), f(p_i^+)) - D(f(p_i), f(p_i^-))\} \quad (3)$$

## MULTI-SCALE ARCHITECTURE



## TRAINING DATA

- ImageNet for pre-training. Category-level information.
- Relevance training data. Fine-grained visual information.
  - Golden Feature, good for visual similarity but not so good for semantic similarity, and it is expensive to compute,

## OPTIMIZATION

- Asynchronized stochastic gradient algorithm.
- Momentum algorithm.
- Dropout to avoid overfitting

Challenges:

- Cannot enumerate all the triplets, need to sample important triplets.
- Cannot load all the images into memory, need to generate triplets online.

## TRIPLER SAMPLING

Sampling criteria: we sample more highly relevant images.

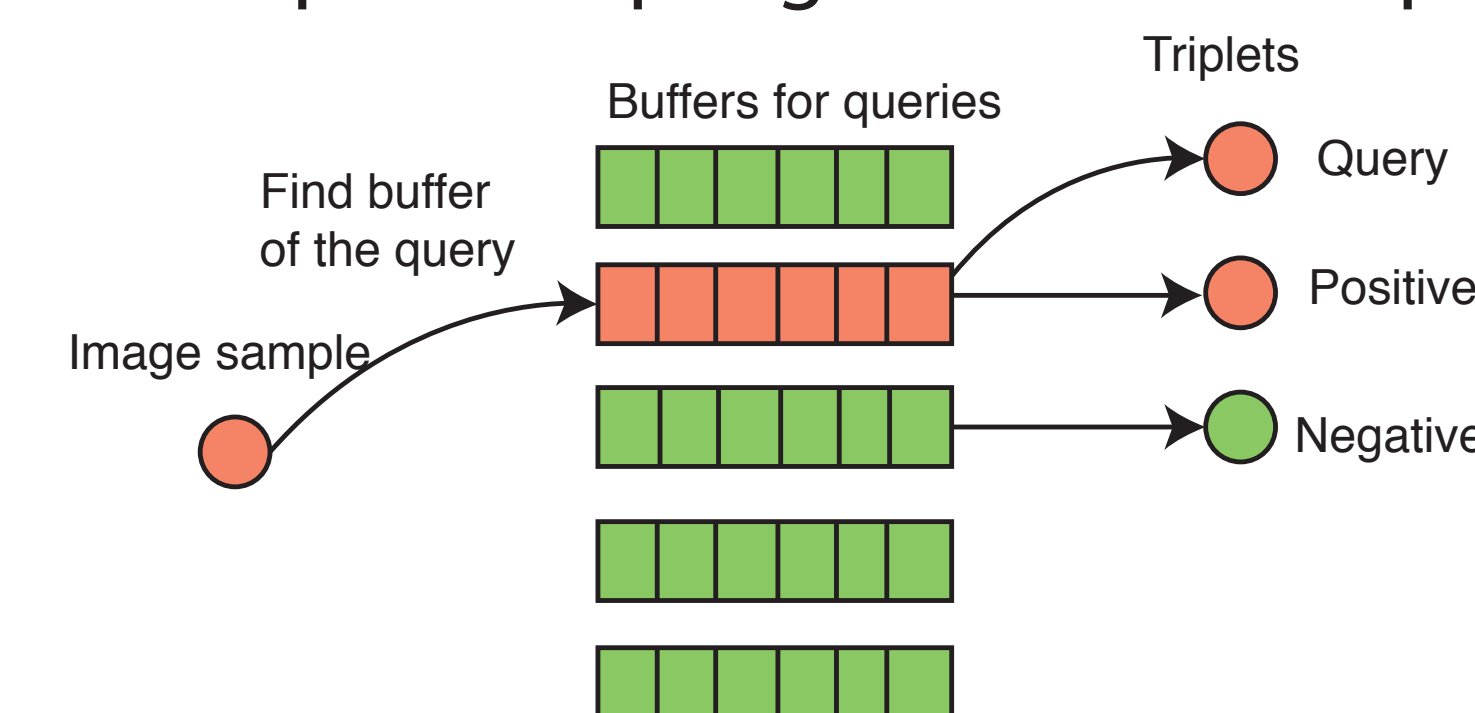
Total relevance score  $r_i$ :

$$r_i = \sum_{j: c_j = c_i} r_{ij} \quad (4)$$

- For query image: according to total relevance score.
- For positive image: sample images with the same label as the query image, sampling probability is  $P(p_i^+) = \frac{\min \{T_p, r_{ij} + \}}{Z_i}$ .
- For negative image, we have two types of samples:

- in-class negative: we draw in-class negative samples  $p_i^-$  with the same distribution as the positive image. We also require that the margin between the relevance score  $r_{ij}^+$  and  $r_{ij}^-$  should be larger than  $T_r$
- out-of-class negative: drawn uniformly from all the images in different categories.

Online triplet sampling: reservoir sampling:



## EXPERIMENTS

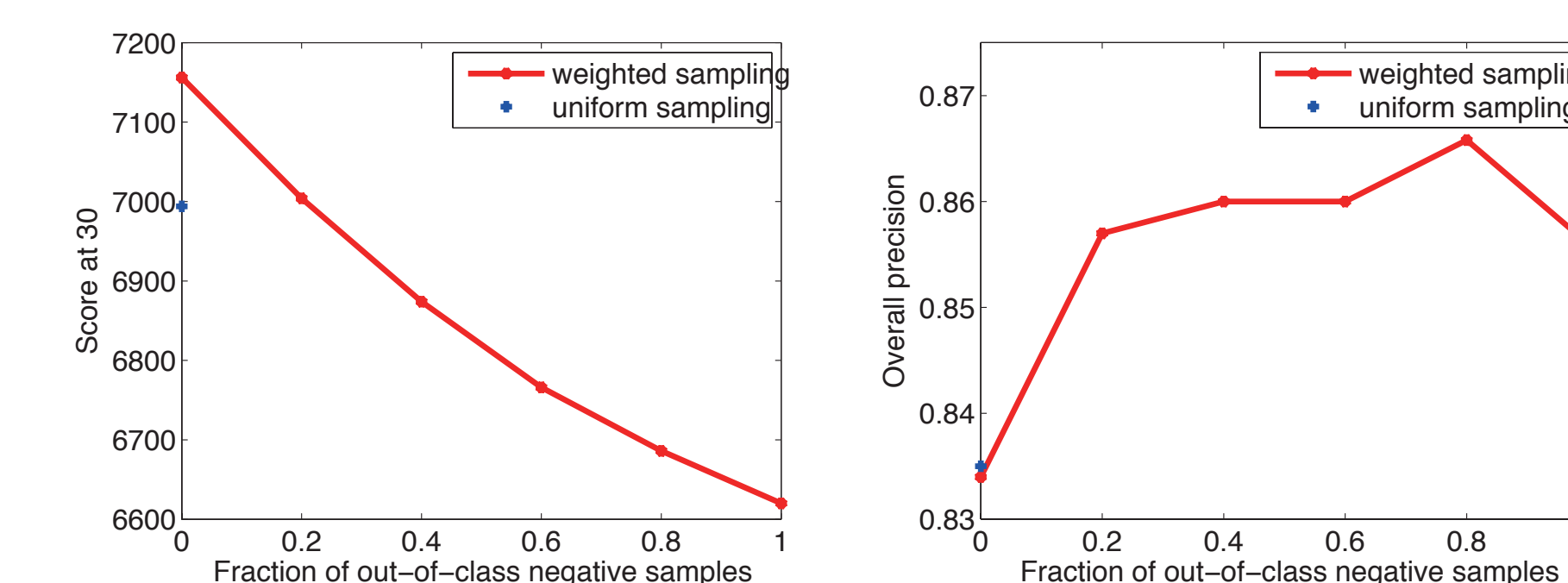
Comparison with hand-crafted features:

Method	Precision	Score-30
Wavelet	62.2%	2735
Color	62.3%	2935
SIFT-like	65.5%	2863
Fisher	67.2%	3064
HOG	68.4%	3099
SPMKtexton1024max	66.5%	3556
L1HashKPCA	76.2%	6356
OASIS	79.2%	6813
Golden Features	80.3%	7165
DeepRanking	85.7%	7004

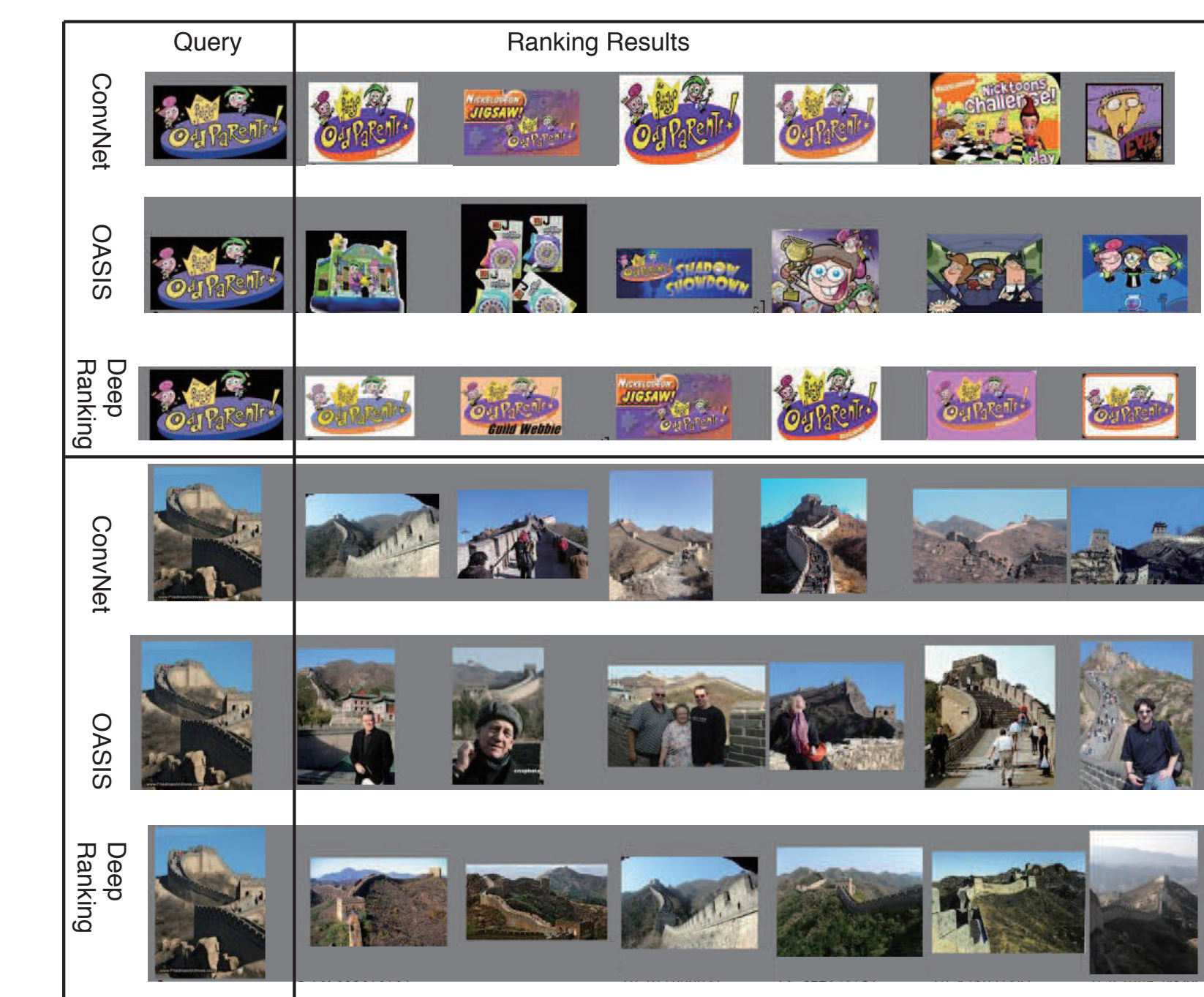
Comparison of different architectures:

Method	Precision	Score-30
ConvNet	82.8%	5772
Single-scale Ranking	84.6%	6245
OASIS on Single-scale Ranking	82.5%	6263
Single-Scale & Visual Feature	84.1%	6765
DeepRanking	85.7%	7004

Comparison of different sampling methods:



## RANKING EXAMPLES



## ACKNOWLEDGMENT

The work was done when the first author is working as an intern at Google.