

An Embarrassingly Simple Approach To Zero-Shot Learning

Bernardino Romera Paredes & Philip H. S. Torr
Proceedings of the 32nd International Conference on Machine Learning, 2015

Presented By: Shriyash Upadhyay

Zero-Shot Learning With Attributes

- Describe classes in terms of attributes
 - The list of attributes is called the signature
- Given a new class with no training examples, classify new examples

polar bear

black: no
white: yes
brown: no
stripes: no
water: yes
eats fish: yes



zebra

black: yes
white: yes
brown: no
stripes: yes
water: no
eats fish: no

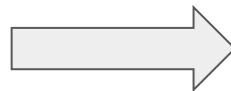


Zero-Shot Learning In Two Parts

- Attribute Learning (Training)
- “Attribute Based Prediction” (Inference)

Zero-Shot Learning In Two Parts

- **Attribute Learning (Training)**
 - Given training instances + attribute signatures for training classes
 - Learn to identify the attributes
- “Attribute Based Prediction” (Inference)

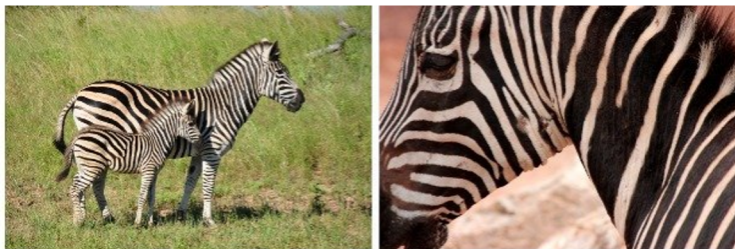
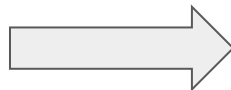


```
polar bear  
black:    no  
white:    yes  
brown:    no  
stripes:  no  
water:    yes  
eats fish: yes
```

Zero-Shot Learning In Two Parts

- Attribute Learning (Training)
- **“Attribute Based Prediction” (Inference)**
 - Given the attribute signatures for new classes, classify new instances

```
zebra  
black:   yes  
white:   yes  
brown:   no  
stripes: yes  
water:   no  
eats fish: no
```



A Very Simple Zero-Shot Learning Model

- Train a linear model (e.g. logistic regression) for each of the attributes
- Create a second model to predict classes based on the attributes
- This is known as Directed Attribute Prediction (DAP)

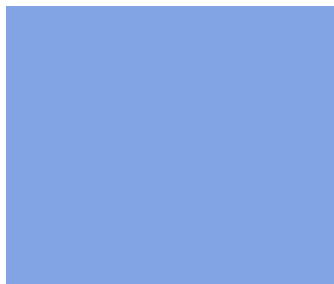
Outline Of The Presentation

Paper's Goal: Improve on DAP by combining the two parts

1. How does ESZSL work?
 - a. Trains quickly
 - b. Simple to implement
 - c. Outperforms DAP
2. What are the weaknesses of the model?
 - a. Underperforms other models
 - b. More performant variants lose useful properties

The General Form Of A Linear Layer

$$\underset{W \in \mathbb{R}^{d \times z}}{\text{minimise}} L \left(X^{\top} W, Y \right) + \Omega (W)$$

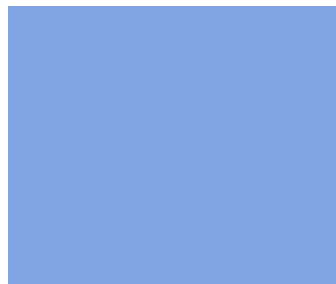


\times

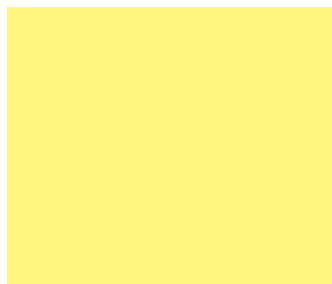


The ESZSL Linear Layer

$$\underset{V \in \mathbb{R}^{d \times a}}{\text{minimise}} L(X^T V S, Y) + \Omega(V)$$



×



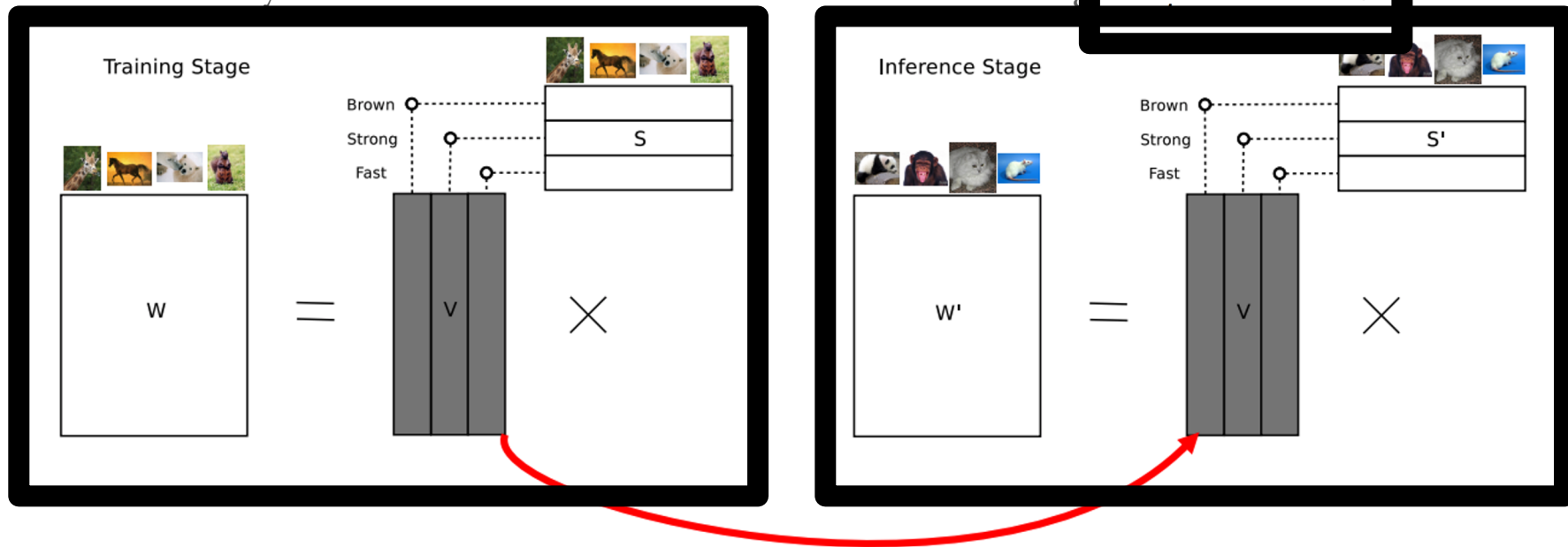
×

Polar Bear
Cat
Dog
Donkey
⋮

	Black	White	Stripes	⋮
Polar Bear	0	1	0	...
Cat				
Dog				
Donkey				
⋮				

How To Use The Model

- We classify an instance x based on a new set of classes S' using $\text{argmax } x^\top V S'_i$



Regularization

$$\Omega(V; S, X) = \gamma \|VS\|_{\text{Fro}}^2 + \lambda \|X^\top V\|_{\text{Fro}}^2 + \beta \|V\|_{\text{Fro}}^2$$



- Weights shouldn't be too large

Regularization

$$\Omega(V; S, X) = \gamma \|VS\|_{\text{Fro}}^2 + \lambda \|X^\top V\|_{\text{Fro}}^2 + \beta \|V\|_{\text{Fro}}^2$$



- Weights shouldn't be too large
- All training instances should have a comparable impact on the weight

Regularization

$$\Omega(V; S, X) = \gamma \|VS\|_{\text{Fro}}^2 + \lambda \|X^T V\|_{\text{Fro}}^2 + \beta \|V\|_{\text{Fro}}^2$$



- Weights shouldn't be too large
- All training instances should have a comparable impact on the weight
- All signatures should have a comparable impact on the weights

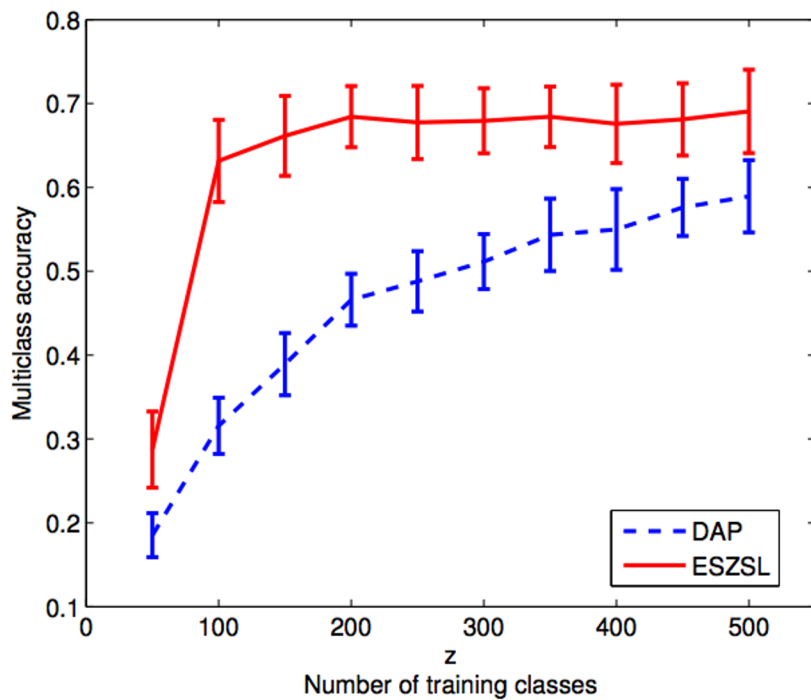
Closed Form Solution

If we let the following be true, the solution is closed form (easy to implement)

- $L(P, Y) = \|P - Y\|_{\text{Fro}}^2$
- $\beta = \gamma\lambda$

$$V = (XX^{\top} + \gamma I)^{-1} XYS^{\top} (SS^{\top} + \lambda I)^{-1}$$

Validation With Synthetic Data



- Create random classes
 - Each class has 100 attributes
 - Attributes are randomly selected to be 0 or 1
- Generate examples for classes
 - 50 examples for each class
 - Each example has dimension of 10 with added gaussian noise
- Goal: see how the number of training classes impacts model performance

Validation With Real Data

- Multiclass classification accuracy on 3 standard datasets
- aPY has a large number of attributes relative to classes
 - ESZSL-AS is a variation of ESZSL used to accommodate this by creating new classes

Method/Dataset	AwA	aPY	SUN
DAP	40.50	18.12	52.50
ESZSL	49.30 ± 0.21	15.11 ± 2.24	65.75 ± 0.51
ESZSL-AS	—	27.27 ± 1.62	61.53 ± 1.03

Comparison With Existing Models

Xian et al., 2018 compares a large number of zero-shot learning models

Method	SUN			CUB			AWA1			AWA2			aPY		
	ts	tr	H	ts	tr	H	ts	tr	H	ts	tr	H	ts	tr	H
DAP [1]	4.2	25.1	7.2	1.7	67.9	3.3	0.0	88.7	0.0	0.0	84.7	0.0	4.8	78.3	9.0
IAP [1]	1.0	37.8	1.8	0.2	72.8	0.4	2.1	78.2	4.1	0.9	87.6	1.8	5.7	65.6	10.4
CONSE [15]	6.8	35.9	11.4	2.0	70.6	3.9	0.4	89.6	0.8	0.5	90.6	1.0	0.0	91.2	0.0
CMT [12]	8.1	21.8	11.8	7.2	49.8	12.6	0.9	87.6	1.8	0.5	90.0	1.0	1.4	85.2	2.8
CMT* [12]	8.7	28.0	13.3	4.7	60.1	8.7	8.4	86.9	15.3	8.7	89.0	15.9	10.9	74.2	19.0
SSE [13]	2.1	36.4	4.0	8.5	46.9	14.4	7.0	80.5	12.9	8.1	82.5	14.8	0.3	78.4	0.6
LATEM [11]	14.7	28.8	19.5	15.2	57.3	24.0	7.3	71.7	13.3	11.5	77.3	20.0	1.3	71.4	2.6
ALE [30]	21.8	33.1	26.3	23.7	62.8	34.4	16.8	76.1	27.5	14.0	81.8	23.9	4.6	73.7	8.7
DEVISE [7]	16.9	27.4	20.9	23.8	53.0	32.8	13.4	68.7	22.4	17.1	74.7	27.8	3.5	78.4	6.7
SJE [9]	14.4	29.7	19.4	23.5	59.2	33.6	11.3	74.6	19.6	8.0	73.9	14.4	1.3	71.4	2.6
ESZSL [10]	11.0	27.9	15.8	14.7	56.5	23.3	6.6	75.6	12.1	5.9	77.8	11.0	2.4	70.1	4.6
SYNC [14]	7.9	43.3	13.4	11.5	70.9	19.8	9.0	88.9	16.3	9.7	89.7	17.5	7.4	66.3	13.3
SAE [33]	8.8	18.0	11.8	7.8	54.0	13.6	1.8	77.1	3.5	1.1	82.2	2.2	0.4	80.9	0.9
GFZSL [41]	0.0	39.6	0.0	0.0	45.7	0.0	1.8	80.3	3.5	2.5	80.1	4.8	0.0	83.3	0.0

SJE vs ESZSL

Structured Joint Embeddings (Akata et al., 2015) maps attributes and images to word embeddings

Method	SUN			CUB			AWA1			AWA2			aPY		
	ts	tr	H	ts	tr	H	ts	tr	H	ts	tr	H	ts	tr	H
SJE [9]	14.4	29.7	19.4	23.5	59.2	33.6	11.3	74.6	19.6	8.0	73.9	14.4	1.3	71.4	2.6
ESZSL [10]	11.0	27.9	15.8	14.7	56.5	23.3	6.6	75.6	12.1	5.9	77.8	11.0	2.4	70.1	4.6

Potential Variations On This Model

- Introduce non-linearities
- Introduce more layers
- This might improve performance
 - Trains more slowly
 - More complicated to implement

Summary

- ESZSL has the following benefits
 - Convex (trains efficiently)
 - Closed form (simple to implement)
 - Better performance than DAP
- The specifics of the method are too simple to remain useful
 - Lower performance than contemporary and subsequent methods
 - However, the core idea of making weights a function of the signature is compelling

References

- [1] B. Romera-Paredes, P. Torr. “An Embarrassingly Simple Approach To Zero-Shot Learning”, Proceedings of the 32nd International Conference on Machine Learning, 2015
- [2] Y. Xian, C. H. Lampert, B. Schiele, Z. Akata. "Zero-Shot Learning - A Comprehensive Evaluation of the Good, the Bad and the Ugly", IEEE Transactions on Pattern Analysis and Machine Intelligence (T-PAMI) 40(8), 2018. (arXiv:1707.00600 [cs.CV])
- [3] Z. Akata, S. Reed, D. Walter, H. Lee, B. Schiele. “Evaluation Of Output Embeddings for Fine-Grained Image Classification”, 2015

Appendix On Transfer Learning & Domain Adaptation

Transfer Learning & Domain Adaptation

- Transfer Learning
 - Similar to zero-shot learning, but the information about the new task is given in the form of labeled instances
- Domain Adaptation
 - Trying to learn the same thing from two different types of data
 - E.g. training a autonomous vehicle in San Francisco and then getting it to work in Hong Kong

ESZSL & Domain Adaptation

- If we look at the outer product space of the instances and the signatures, this becomes a domain adaptation problem
 - There is no good visualization of this
 - There is no good intuitive reason to do this
- We can then apply tools from the study of domain adaptation to this method
- I omit discussion of these results because they are not practically applicable
 - The bounds do not apply to variants of this model
 - The specific cases on the bounds which are analyzed are very simple (i.e. if the distributions are unrelated, our model cannot do better than random; if the distributions are identical, we can have a perfect classifier)
 - The bounds require knowledge of the underlying distribution from which we are drawing our data
 - No other papers I found appear to use this method in order to compute bounds, even in other compatibility learning methods