

# MULTIMEDIA INFORMATION RETRIEVAL

Arjen P. de Vries  
arjen@acm.org

Centrum voor Wetenschap Informatica



## Overview

- Information Retrieval
- Text Retrieval
- Multimedia Retrieval
- Recent Developments
- Research Topics

## Search Engines

- AltaVista: <http://www.raging.com>
- NorthernLight: <http://www.northernlight.com>
- Google: <http://www.google.com>
- Google: <http://image.google.com>
- Visoo: <http://www.visoo.de>

The next generation???

## Information Retrieval

### Definition:

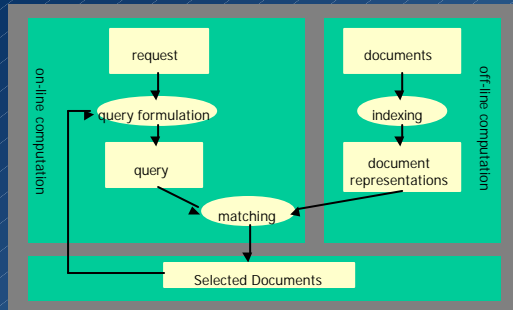
The user expresses his **information need** in the form of a request for information. Information retrieval is concerned with **retrieving those documents that are likely to be relevant** to his information need as expressed by his request. It is likely that such a retrieval process will be iterated, since **a request is only an imperfect expression of an information need**, and the documents retrieved at one point may help in improving the request used in the next iteration.

Van Rijsbergen

## Explanation

- Documents**: free-form expressions with an information content stored in digital form
- Text IR**: books, scientific papers, letters, newspaper articles, image captions, television subtitles
- Multimedia IR**: images, audio (spoken or non-spoken), video
- Information need**: the user's (possibly imprecise) desire of information
- Relevant**: useful according to the subjective opinion of the user

## Canonical IR System



*IR is about satisfying vague information needs provided by users, (imprecisely specified in ambiguous natural language) by satisfying them approximately against information provided by authors (specified in the same ambiguous natural language)*

**Smeaton**

## No 'Exact' Science!

- ≈ Evaluation is not done analytically, but experimentally
- ≈ real users (specifying requests)
- ≈ test collections (real document collections)
- ≈ benchmarks (TREC: text retrieval conference)
  
- ≈ Precision
- ≈ Recall
- ≈ ...

## Text Retrieval

## Full Text Retrieval

- ≈ Index based on uncontrolled (free) terms (as opposed to controlled terms)
- ≈ Every word in a document is a potential index term
- ≈ Terms may be linked to specific fragments in a text (title, abstract, etc.)

## 'Old' Retrieval Models

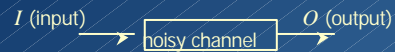
- ≈ Boolean model ( $\pm 1965$ ) 'exact matching'
  - ≈ Boolean logic / proposition logic
  - ≈ Term specifies a set of documents
- ≈ Vector space model ( $\pm 1970$ ) 'ranking'
  - ≈ Geometry
  - ≈ Term specifies a dimension in a vector space
- ≈ Probabilistic model (1976) 'ranking'
  - ≈ Probability theory
  - ≈ A term specifies a set of documents
  - ≈ Probability of relevance

## New Retrieval Models

- Statistical language models (1998)
  - probability theory (hidden Markov models)
  - rank documents by the probability that the document's language model generates the query.
- Successfully applied to:
  - speech recognition, optical character recognition, part-of-speech tagging, stochastic grammars, spelling correction, machine translation, etc.

## Statistical Language Models

- Noisy channel paradigm (Shannon 1948)



- Hypothesize all possible input texts  $I$  and take the one with the highest probability, symbolically:

$$\hat{I} = \underset{I}{\operatorname{argmax}} P(I | O)$$

$$= \underset{I}{\operatorname{argmax}} P(I) P(O | I)$$

## A Simple Language Model

- Noisy channel paradigm (Shannon 1948)



- Hypothesize all possible documents  $D$  and take the one with the highest probability, symbolically:

$$\hat{D} = \underset{D}{\operatorname{argmax}} P(D | T_1, T_2, \dots)$$

$$= \underset{D}{\operatorname{argmax}} P(D) P(T_1, T_2, \dots | D)$$

## A Simple Language Model

- Given a query  $T_1, T_2, \dots, T_n$ , rank the documents according to the following probability measure:

$$P(T_1, T_2, \dots, T_n | D) = \prod_{i=1}^n ((1 - \alpha_i) P(T_i) + \alpha_i P(T_i | D))$$

- $\alpha_i$ : probability that the term on position  $i$  is important
- $1 - \alpha_i$ : probability that the term is unimportant
- $P(T_i | D)$ : probability of an important term
- $P(T_i)$ : probability of an unimportant term

## Probability Estimates

$$P(T_i = t_i | D = d) = \frac{tf(t_i, d)}{\alpha_i tf(t_i)}$$
 (important term)

$$P(T_i = t_i) = \frac{df(t_i)}{\alpha_i df(t)}$$
 (unimportant term)

## Estimate $\alpha_i$

- For ad-hoc retrieval:
  - $\alpha_i = \text{constant}$  (each term equally important)
- Extreme values:
  - $\alpha_i = 0$ : term does not influence ranking
  - $\alpha_i = 1$ : term is mandatory in retrieved docs
  - $\lim_{n \rightarrow \infty} \alpha_i = 1$ : docs containing  $n$  query terms are ranked above docs containing  $n - 1$  terms

## Relevance Feedback

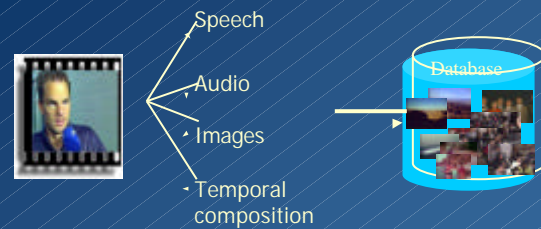
- Re-estimate the value of  $\alpha_i$  from relevant documents
- Expectation Maximisation algorithm
- Different value of  $\alpha_i$  for each term (i.e. different importance of each term.)

## Multimedia Retrieval

## Indexing Multimedia

- Manually added descriptions
  - 'Metadata'
- Analysis of associated data
  - Speech, captions, ...
- Content-based retrieval
  - Approximate retrieval
  - Domain-specific techniques

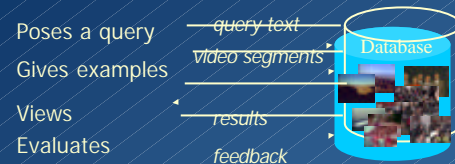
## A Wealth of Information



## Associated Information

A screenshot of a web browser displaying a 'Player Profile' page for a tennis player. The page includes sections for 'Biography', 'history', and 'picture'. Several blue circles and lines highlight specific elements on the page, with labels pointing to them: 'gender', 'name', 'country', 'id', and 'picture'. The 'Player Profile' and 'Biography' text are highlighted in green.

## User Interaction



## Limitations of Metadata

- ⌞ Vocabulary problem
  - ⌞ Dark vs. somber
- ⌞ Different people describe different aspects
  - ⌞ Dark vs. evening

## Limitations of Metadata

- ⌞ Encoding Specificity Problem
  - ⌞ A single person describes different aspects in different situations
- ⌞ Many aspects of multimedia simply cannot be expressed unambiguously
  - ⌞ Processes in left (analytic, verbal) vs. right brain (aesthetics, synthetic, nonverbal)

## Approximate Retrieval

- ⌞ Based on **similarity**
  - ⌞ Find all objects that are similar to this one
  - ⌞ Distance function
  - ⌞ Representations capture some (syntactic) meaning of the object
- ⌞ 'Query by Example' paradigm

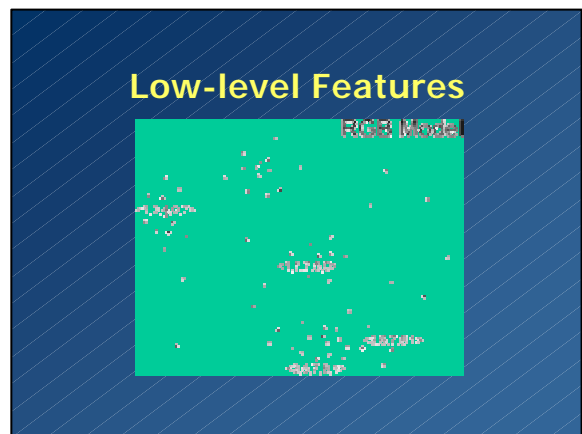
## Collaborative Filtering

- ⌞ Also: **social information filtering**
  - ⌞ Compare user judgments
  - ⌞ Recommend differences between similar users
- ⌞ People's tastes are not randomly distributed
- ⌞ You are what you buy (Amazon)

## Collaborative Filtering

- ⌞ Benefits over content-based approach
  - ⌞ Overcomes problems with finding suitable features to represent e.g. art, music
  - ⌞ Serendipity
  - ⌞ Implicit mechanism for qualitative aspects like style
- ⌞ Problems: large groups, broad domains

## Content-based Retrieval



- ### Complicating Factors
- ≧ What are Good Feature Models?
  - ≧ What are Good Ranking Functions?
  - ≧ Queries are Subjective!

**So... is this ever gonna work?!**



## Application to Video



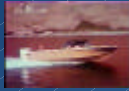
## Observation



- ⌞ Automatic approaches are successful under two conditions:
  - ⌞ the query example is derived from the same source as the target objects
  - ⌞ a domain-specific detector is at hand

## Some Problems...

Topic 6: So how about this yellow boat?



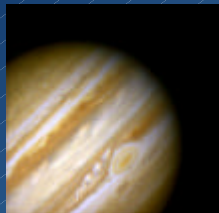
Well it is not yellow!



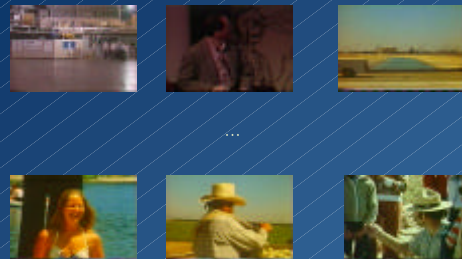
## Known Item



## Query



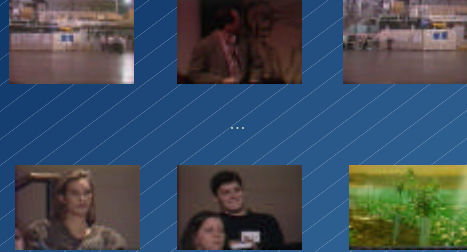
## Results



## Query



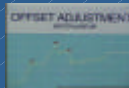
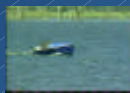
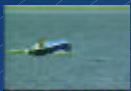
## Results



Summary:  
don't give up...



But...  
Stay Realistic!



## Recent Developments

## More Semantics...

concepts



?

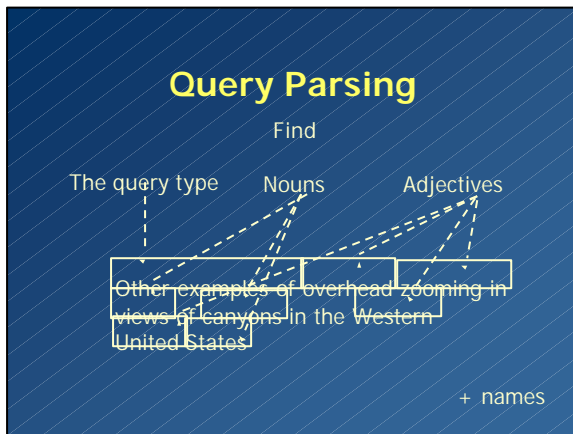
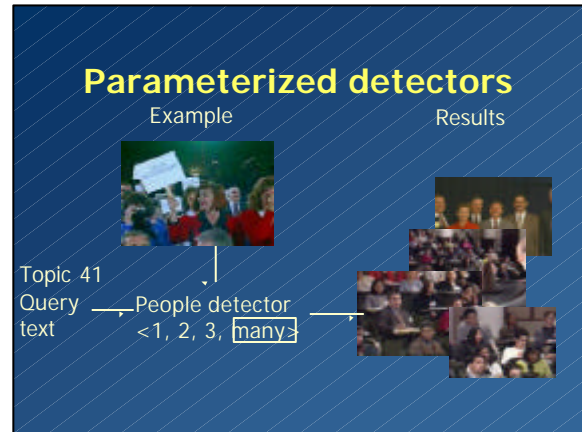
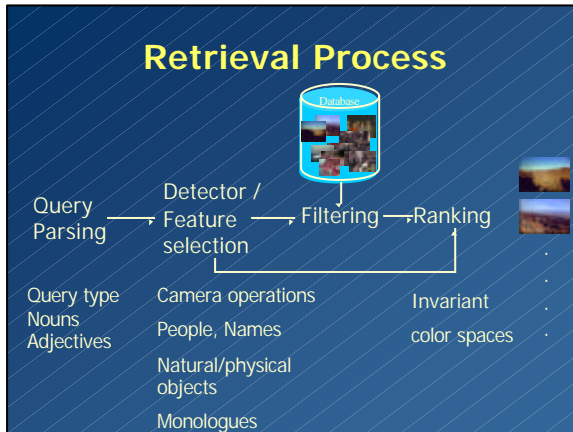
features



raw multimedia data

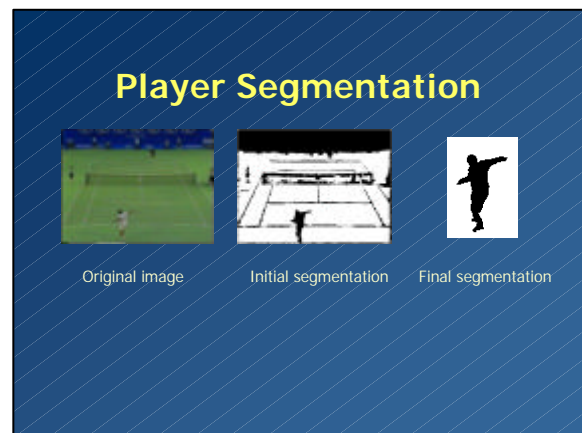
## 1. Generic Detectors





- ## Detectors
- The universe and everything
- F : Camera operations (pan, zoom, tilt, ...)
  - O : People (face based)
  - C : Names (VideoOCR)
  - U : Natural objects (color space selection)
  - S : Physical objects (color space selection)
  - : Monologues (specifically designed)
  - : Press conferences (specifically designed)
  - : Interviews (specifically designed)
- Domain specific detectors

## 2. Domain knowledge



## Advanced Queries

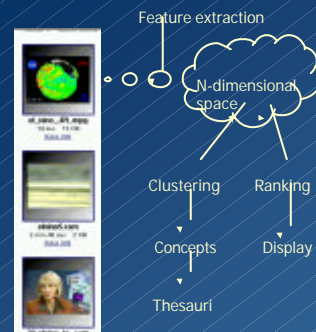
Show clips from tennis matches,  
starring Sampras,  
playing close to the net;



## 3. Get to know your users

## Mirror Approach

- ⌘ Gather User's Knowledge
  - ⌘ Introduce semi-automatic processes for selection and combination of feature models
- ⌘ Local Information
  - ⌘ Relevance feedback from *a* user
- ⌘ Global Information
  - ⌘ Thesauri constructed from *all* users



## Low-level Features



## Identify Groups



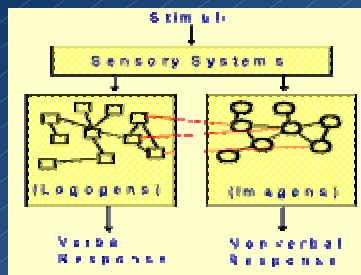
## Representation

- Groups of feature vectors are *conceptually* equivalent to words in text retrieval
- So, techniques from text retrieval can now be applied to multimedia data as if these were text!

## 'Explaining' the Results

- Paivio's dual coding theory conjectures that the human brain processes textual terms (logogens) as well as image terms (imagens)
- Also matches similar music: grunge, house, ...
- Even works for predicting avalanches!

## Paivio's Dual Coding Theory



## Query Formulation

- Clusters are *internal* representations, not suited for user interaction
- Use automatic query formulation based on *global* information (thesaurus) and *local* information (user feedback)

## Interactive Query Process

- Select relevant clusters from thesaurus
- Search collection
- Improve results by adapting query
  - Remove clusters occurring in irrelevant images
  - Add clusters occurring in relevant images

## Assign Semantics



## Visual Thesaurus



Glem\_47

Correct cluster representing 'Tree', 'Forest'



Fractal\_23

'Incoherent' cluster



Gabor\_20

Mis-labeled cluster

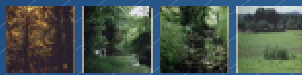
## Learning

- Short-term: Adapt query to better reflect *this* user's information need
- Long-term: Adapt thesaurus and clustering to improve system for *all* users

Thesaurus Only



After Feedback

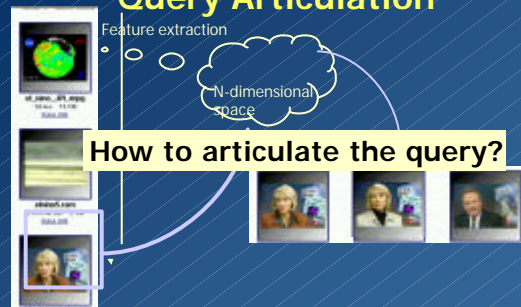


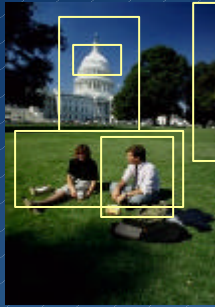
... the soul is a mirror that creates material things reflecting the ideas of the higher reason.

*Italo Calvino, in If on a winter's night a traveler*

## 4. Ask them for help

## Query Articulation





What is the query semantics ?

## Problem Statement

- ⌘ Feature vectors capture 'global' aspects of the **whole** image
- ⌘ Overall image characteristics dominate the feature-vectors
- ⌘ **Hypothesis:** users are interested in details

## Details matter



## Just Sub-Image Search?

- ⌘ Irrelevant Background
- ⌘ Relevant Colors
- ⌘ Distinguishing Shapes
- ⌘ ...

## Irrelevant Background

Query

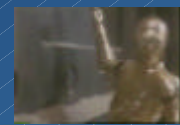


Result




## Hypothesis

- ⌘ Automatic QBE approaches suffer under the problem of ill-defined queries
- ⌘ Interaction can resolve ambiguities in QBE queries by articulating the distinctive aspects of interest: **Query Articulation**



## Finding C3PO

Gold 

Varying lighting conditions



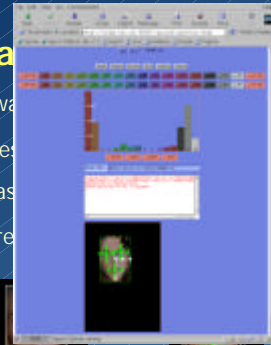
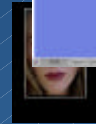
Shiny gold (highlights, transitions)

Retrieves a known-item keyframe, ...  
... but no higher than 30<sup>th</sup> position

## The Image

Users 'tell' what they want

- Select example images
- mark interesting areas
- and indicate spatial relations



## Image Spots

- Image-spots articulate **desired** image details
  - Foreground/background colors
  - Colors forming 'shapes'
  - Enclosure of shapes by background colors
- Multi-spot queries define the spatial relations between a number of spots

Query Images

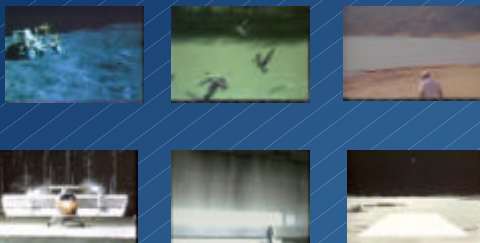


Results

Hist	16Hist	Spot	Spot + Hist
5968	6563	192	14
6274	7062	2	2
6098	7107	4	4
5953	6888	3	3
6612	7034	1	1

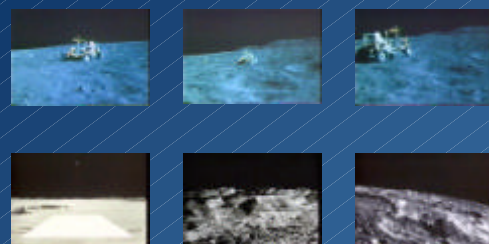
## A: Simple Spot Query

'Black sky'



## B: Articulated Multi-Spot Query

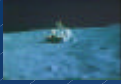
'Black sky' above 'Monochrome ground'





### C: Histogram Search

in 'Black Sky' images



2-4:



14:



## 5. Develop Better Models

### New Models

- ⌘ Vasconcelos: Gaussian mixture models
  - ⌘ Similar to language models
  - ⌘ Direction toward queries spanning multiple media
- ⌘ PicHunter: improve interaction through (statistical) user model
  - ⌘ Present most informative object rather than most relevant

### Conclusions (so far...)

- ⌘ Multimedia Retrieval is extremely difficult
- ⌘ Properly designed user interaction supported by a sufficiently efficient backend may help us further!
- ⌘ Special research interest in the right balance between interactive **query articulation** and (semi-)automatic **query formulation**

### Longer Future

- ⌘ Annotation
  - ⌘ E.g. NOB
- ⌘ Domain-specific annotation
  - ⌘ 'Faces of European politicians'
- ⌘ Content providers
  - ⌘ *Copyright reinforcement*
- ⌘ Personalized radio/television

### Final Thought

- ⌘ State-of-the-art is far from large-scale commercial application, but...

A society based on production is *only* productive, *not* creative  
(Albert Camus)