



## Detecting Rare Events in Cognitive Systems

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## Detection and Identification of Rare Audiovisual Cues

- EU project of the FP6, with nine partners:
  - <http://www.diracproject.org/>
  - [IDIAP research institute](#) (CH),
  - [Eidgenossische Technische Hochschule Zuerich](#) (CH),
  - [The Hebrew University of Jerusalem](#) (IL),
  - [Czech Technical University](#) (CS),
  - [Carl von Ossietzky Universitaet Oldenburg](#) (DE),
  - [Leibniz Institute for Neurobiology](#) (DE),
  - [Katholieke Universiteit Leuven](#) (B),
  - [Oregon Health and Science University](#) (USA).



**Detection and Identification of Rare Audiovisual Cues**

- Objective: Detect and interpret “rare” events
- by analysis and fusion of multimodal sensory inputs
- Hynek Hermansky – PI and Coordinator

# Outline

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- Background: Novelty is old
- Oddballs vs. rare
- Categorization framework
- Rare definition
- Role of utilities
- Examples

# Intelligence: Response to the Unknown

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- Ubiquity of the problem: Response to the unexpected (fight or flight)
- Long history in philosophy and science from Aristotle to modern philosophers
- Psychology and Cognitive Science
  - Cognitive functions and intelligence
  - Discrimination
  - Categorization
  - Generalization
- Informatics Examples
  - Information Theory: Quantification of surprise
  - Statistical pattern recognition, classification
  - Machine Learning
  - Data Compression

# Problem

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- Given: A classification system designed to respond optimally to examples in a training & validation sets
- System is confronted with a stimulus that is different from those in the training set
- Possible responses:
  - Fixed Response: Best fitting class
  - Adaptive Response: Modify the best fitting class – adapt the most probable category
  - Adaptive Response: Create a new category with a temporary label
  - Adaptive Response: Run 😊

# Basic Premise

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- Observation: Humans and animals are usually good at responding optimally to the detection of “rare” stimuli and events
- Violations of this observation are striking
- Can we build robots with these capabilities?
- Can we refine neuroscience paradigms to determine the neural substrate of this capability?

# Determinants of Intelligent (Objective) Response

- Is there an explicable reason for the stimulus interpretation?
  - Noise
  - Distortion
  - Occlusion
  - Context
- Is the response to the rare event important?
  - Context
  - Task
  - Consequences



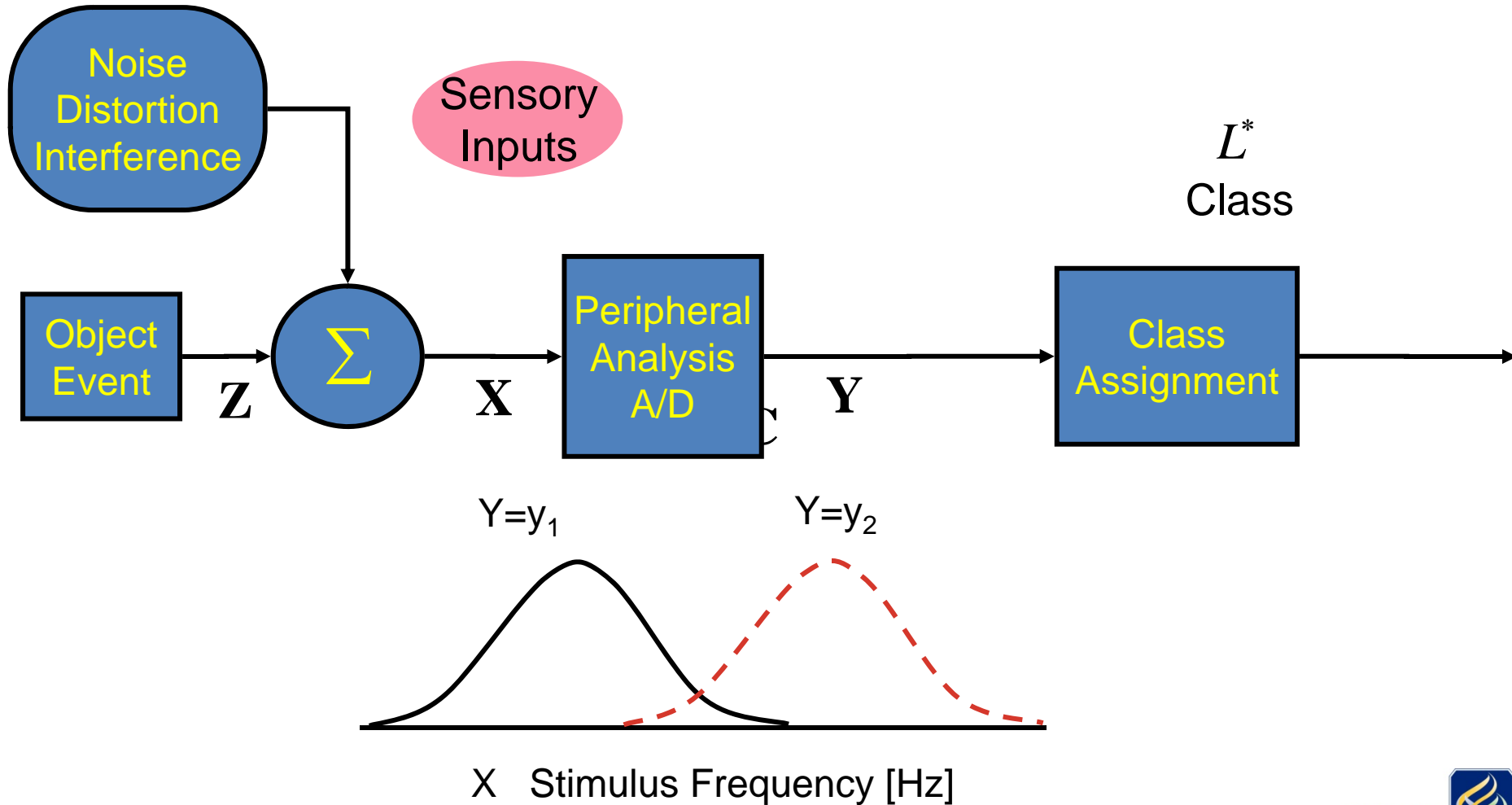
# Psychology: Paradigms and Approaches

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Paradigms used to study of humans and animal responses to novel stimuli

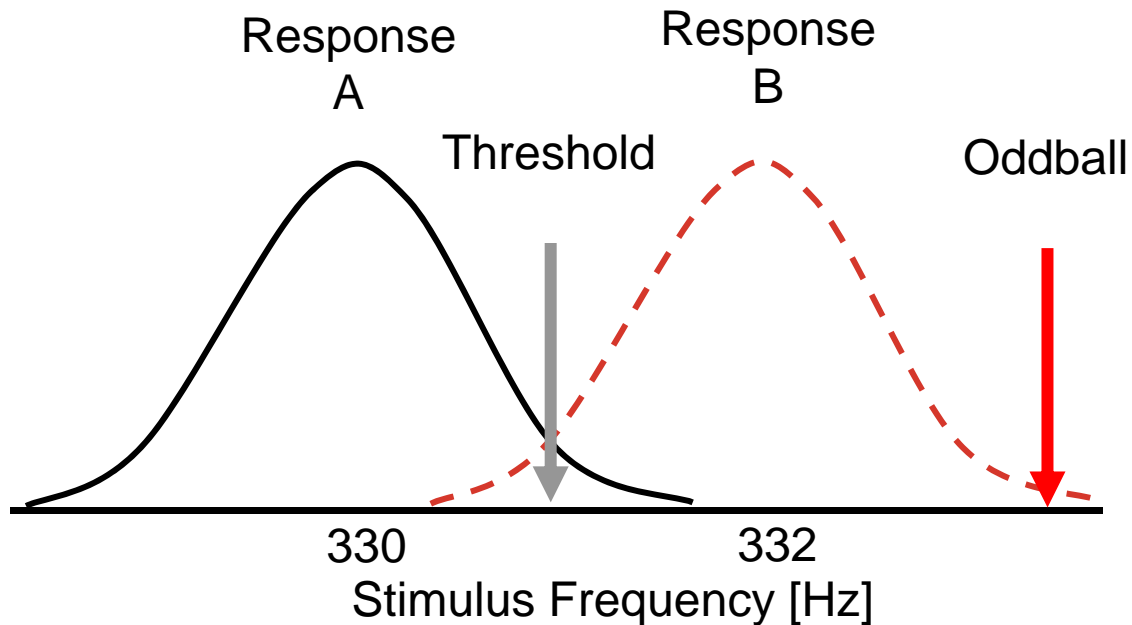
- Discrimination
  - Sensitivity of the sensory system
- Categorization
  - Search
  - Oddball detection
- Generalization

# Framework for Discrimination and Categorization



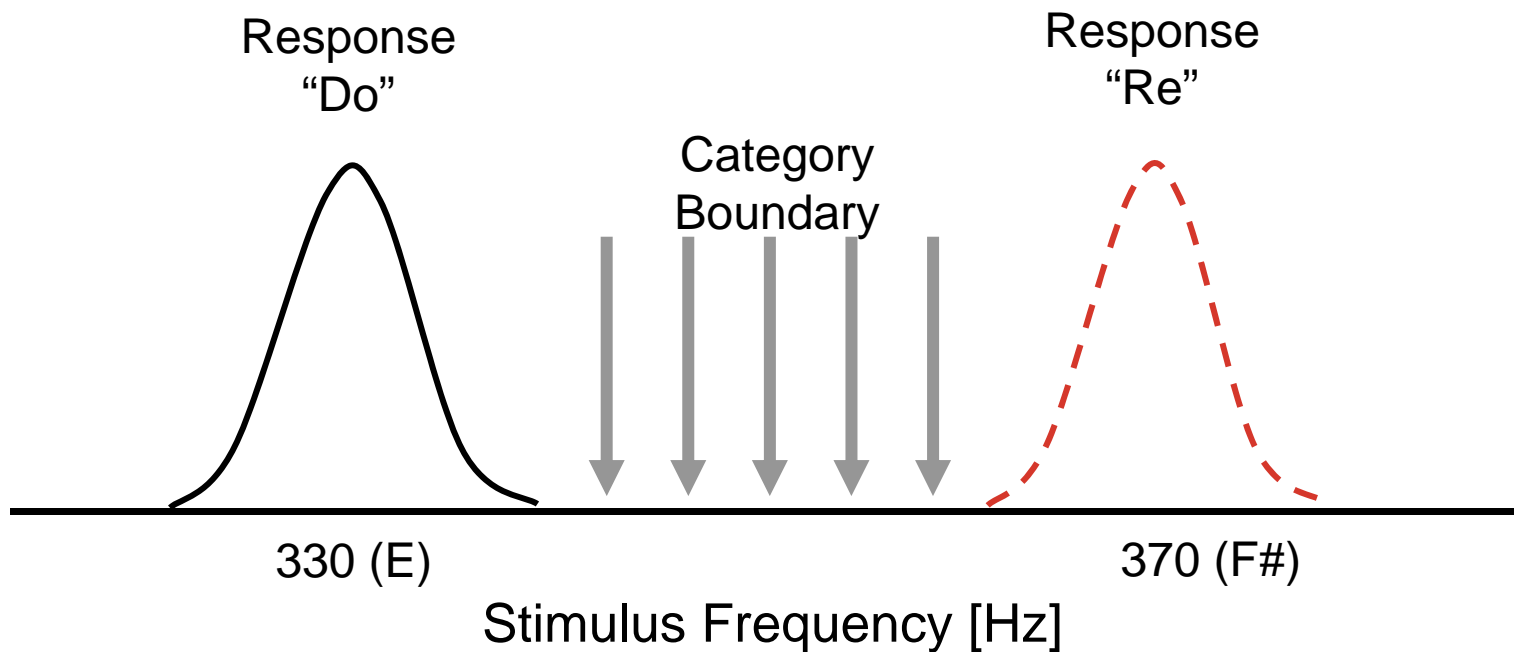
# Perceptual Discrimination

Example: Discrimination between two tones,  $f_1$  and  $f_2$



# Perceptual Categorization

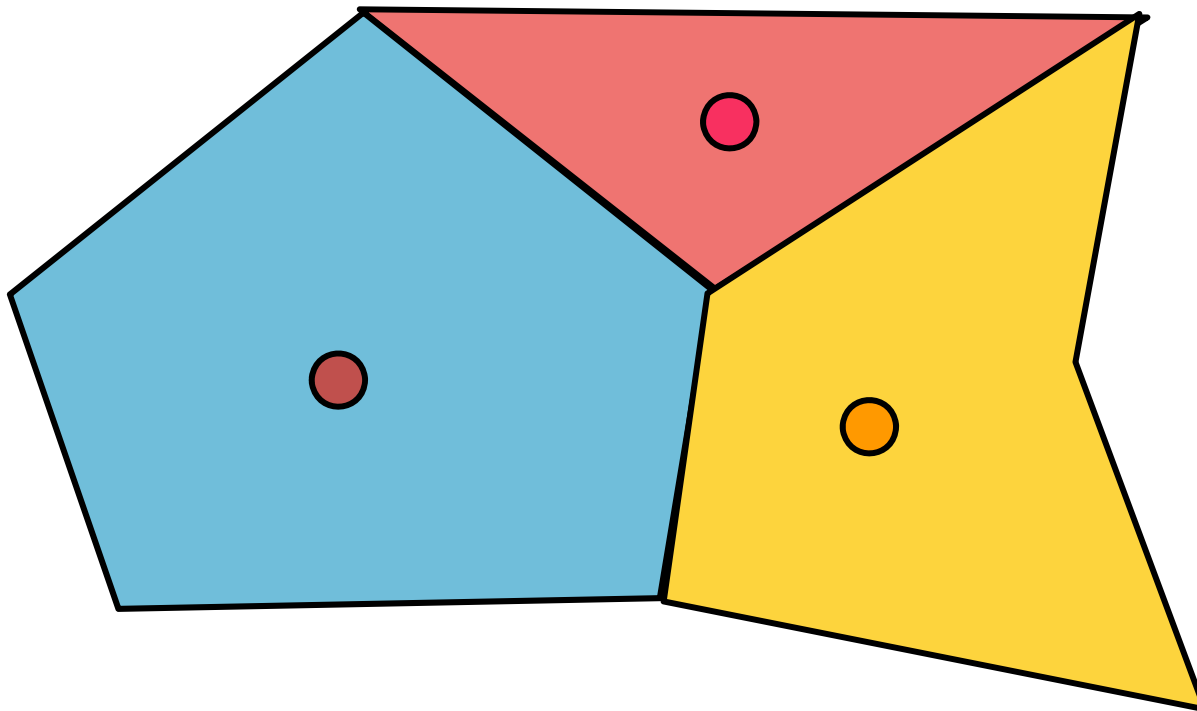
Example: Categorization of tones,  $f_1$  and  $f_2$



# Multidimensional Categorization

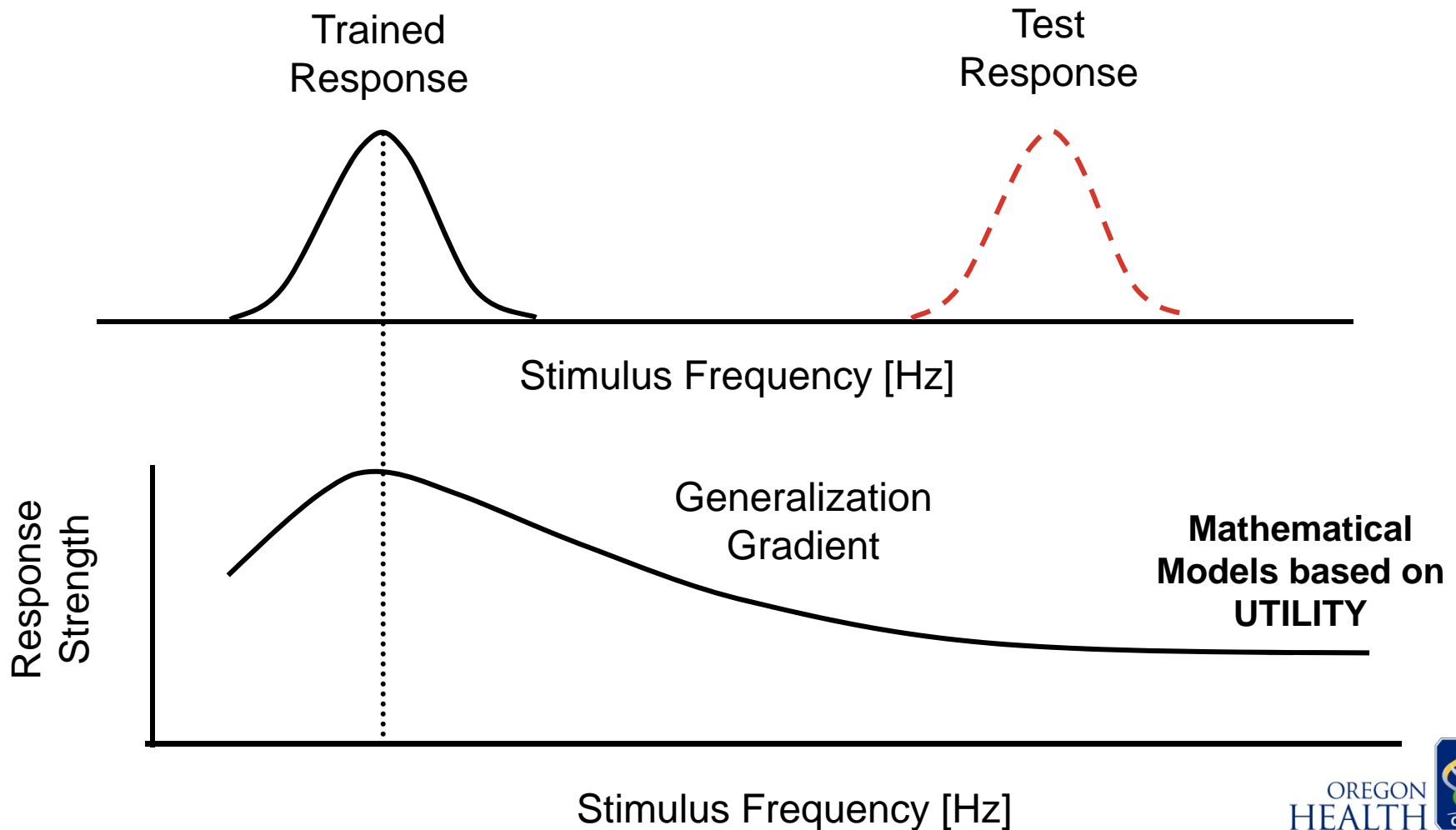
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Example: Categorization Regions

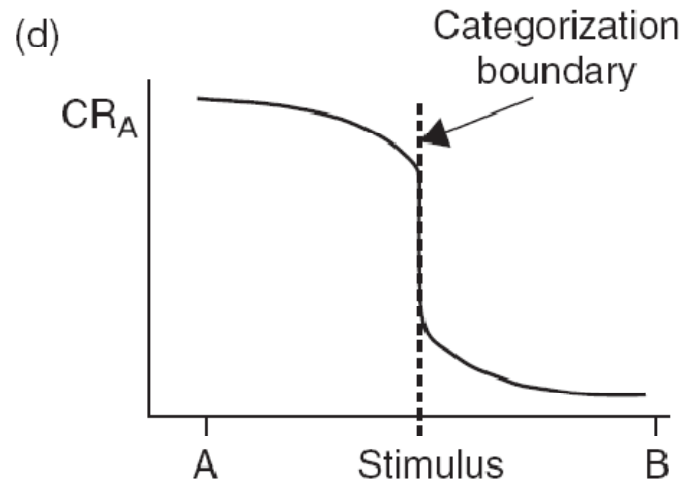
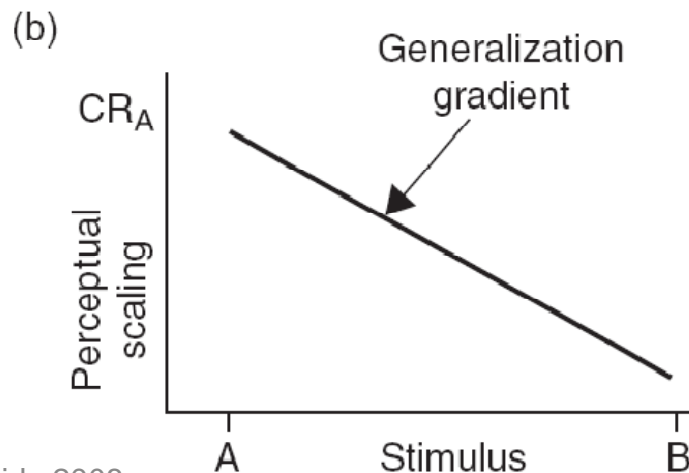
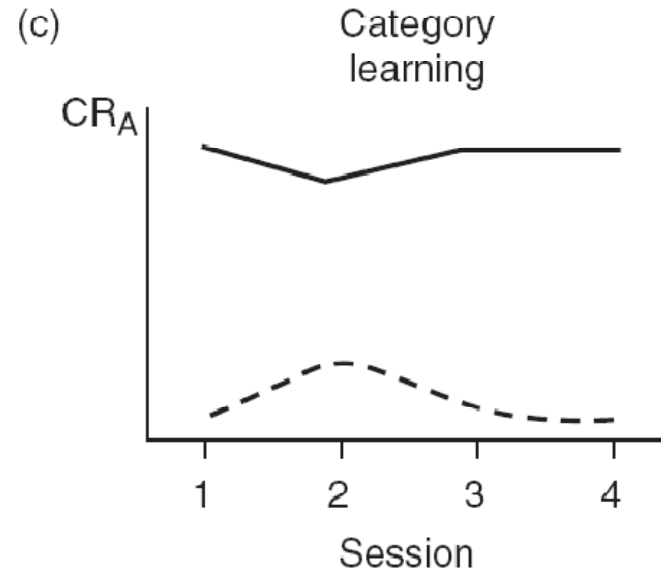
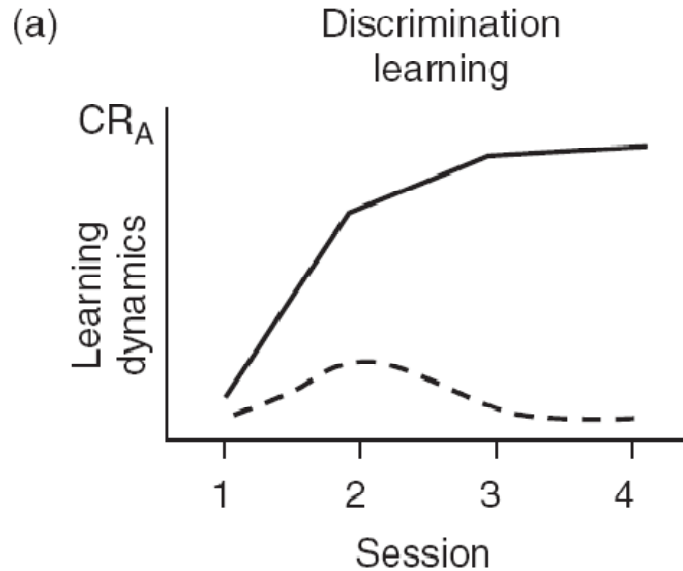


# Psychological Generalization

Example: Salivation response to tones



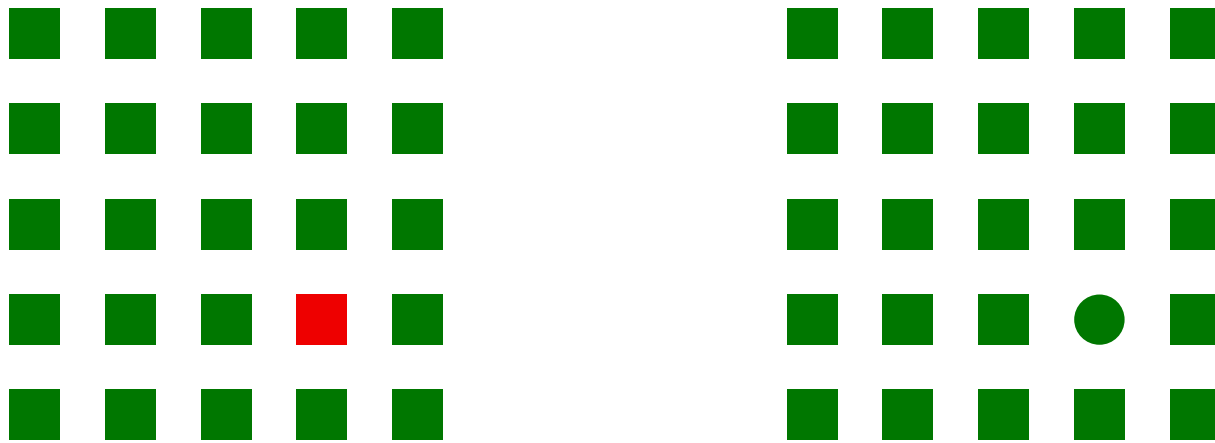
# Generalization vs. Categorization



*Ohl, 2008*

# Classical Detection of “Novel” Stimuli

## Spatial Oddball Detection: Color or Shape



## Temporal Oddball Detection: Color or Shape



Bottom-up, outlier detection



# Intuitive Notion of Rare, Unexpected Events

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- Low class posterior probability can be caused by
  - Low prior probability
  - Uncertain, ambiguous measurement
  - Unexpected combination of observations
  - New class – to be added?
  - Low class prior probability in context
- Most current systems' response to Low probability stimuli
  - System finds the response with maximum a posteriori probability (MAP)
  - The output is the MAP response
  - System may provide confidence metrics
- Can system recognize its ignorance?  
**Feature – class incongruence + high importance (utility)**

# Summary of Intuitive Description

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- Low posterior probability due to conflicts among different interpretations of the same object or concept
- More generic interpretation has high posterior while the less generic has low posterior probability
- To make this intuition precise we need a formal structure

# Notation

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- Observations  $\mathbf{X} = \{X_1, X_2, \dots, X_n\}$
- Features  $\mathbf{Y} = \{Y_1, Y_2, \dots, Y_m\}$
- Classes/Labels  $\mathbf{L} = \{l_1, l_2, \dots, l_k\}$
- Prior Class Probability  $P\{L | C\}$
- Set of Utilities:  $U = \{u_{00}, u_{01}, u_{10}, u_{11}\}$
- Context  $C, P\{C\}$
- Probability of new category  $P\{L_{n+1} | C\}$

# Classification in Context

- Maximum a Posteriori --  $P\{L | \mathbf{Y}, C\} = P\{\mathbf{Y} | L, C\} \frac{P\{L | C\}}{P\{\mathbf{Y} | C\}}$

- Mode of posterior

probability distribution

$$L^* = \arg \max_{\forall l} \{P\{L | \mathbf{Y}, C\}\}$$

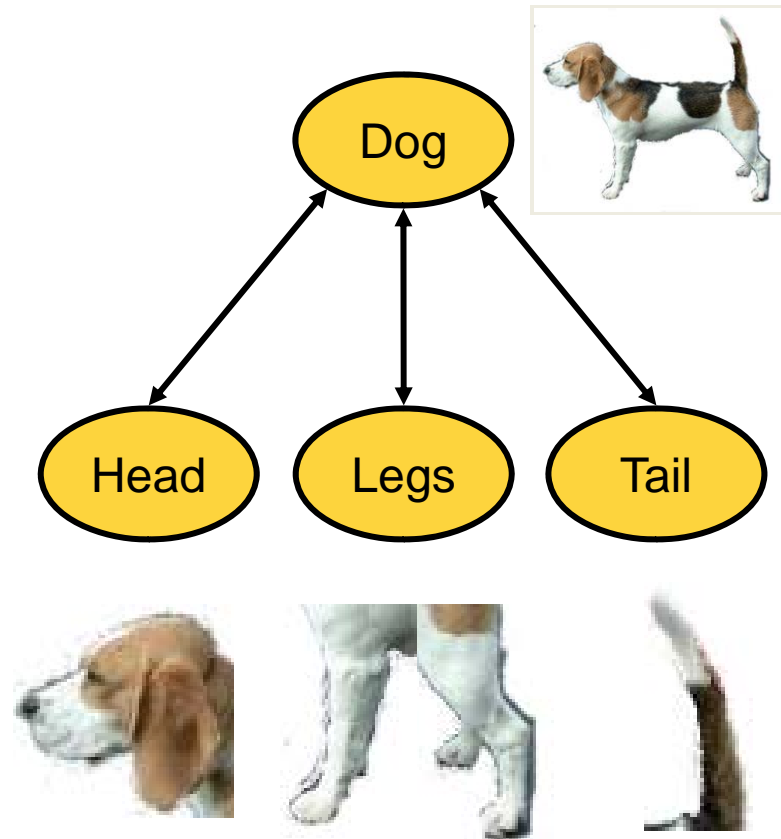
- Maximum Expected

Utility:

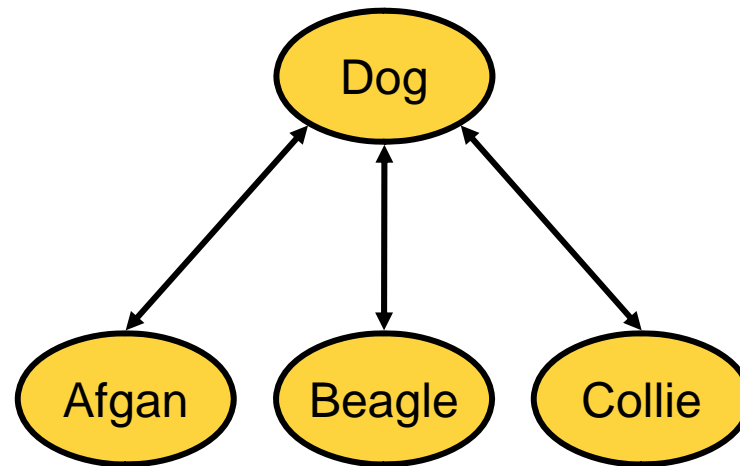
$$L^* = \arg \max_{\forall L} \left\{ \sum_K u_{LK} P\{L | K, \mathbf{X}, C\} \right\}$$

Need a framework for classification

# Part-Membership Hierarchy of Categories



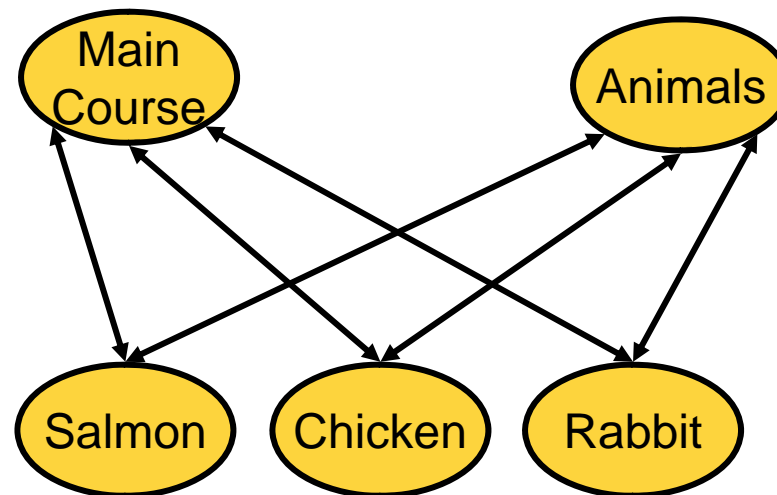
# Class-Membership Categories



# Shortcomings of a-priori Hierarchical Structures

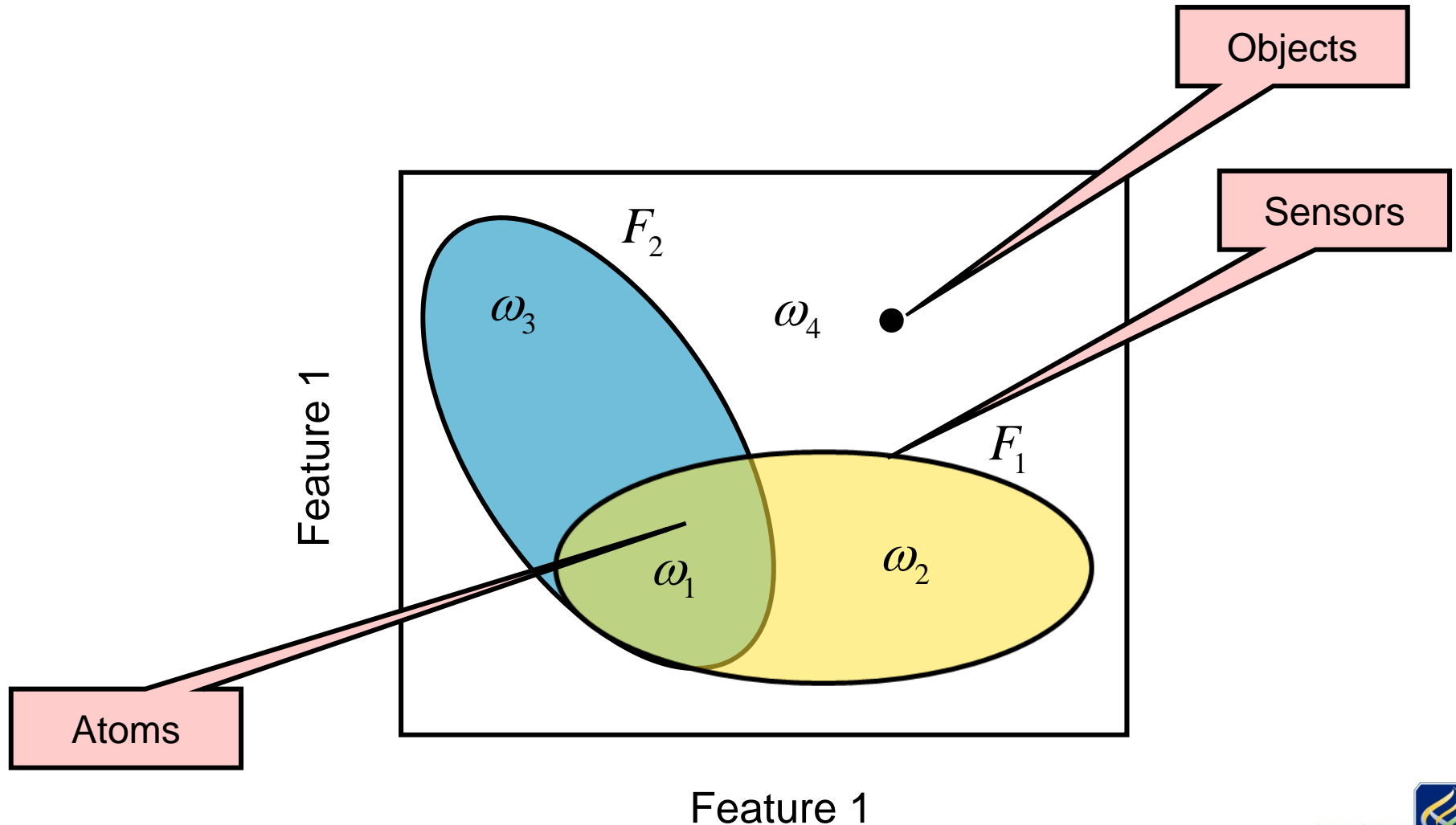
- Strict hierarchy (tree-based representation) is violated
- Infinite number of levels – What level is appropriate?
  - Basic categories????
  - Well-defined hierarchy level???

Depends on  
Context and Task



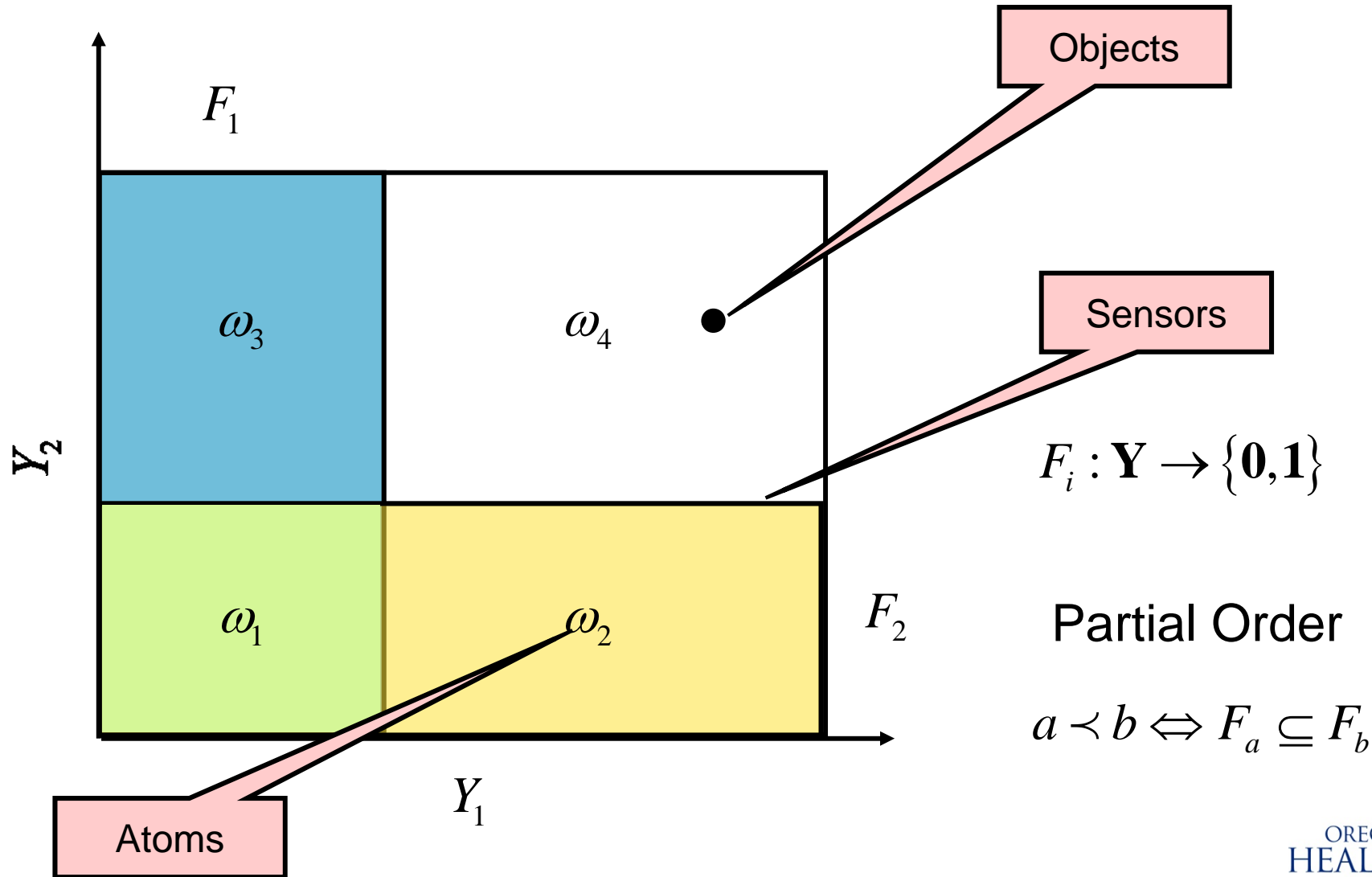
Can we develop a structure that captures the  
advantages hierarchy and overcomes  
Incorporate context

# An Alternative: Object – Feature Space

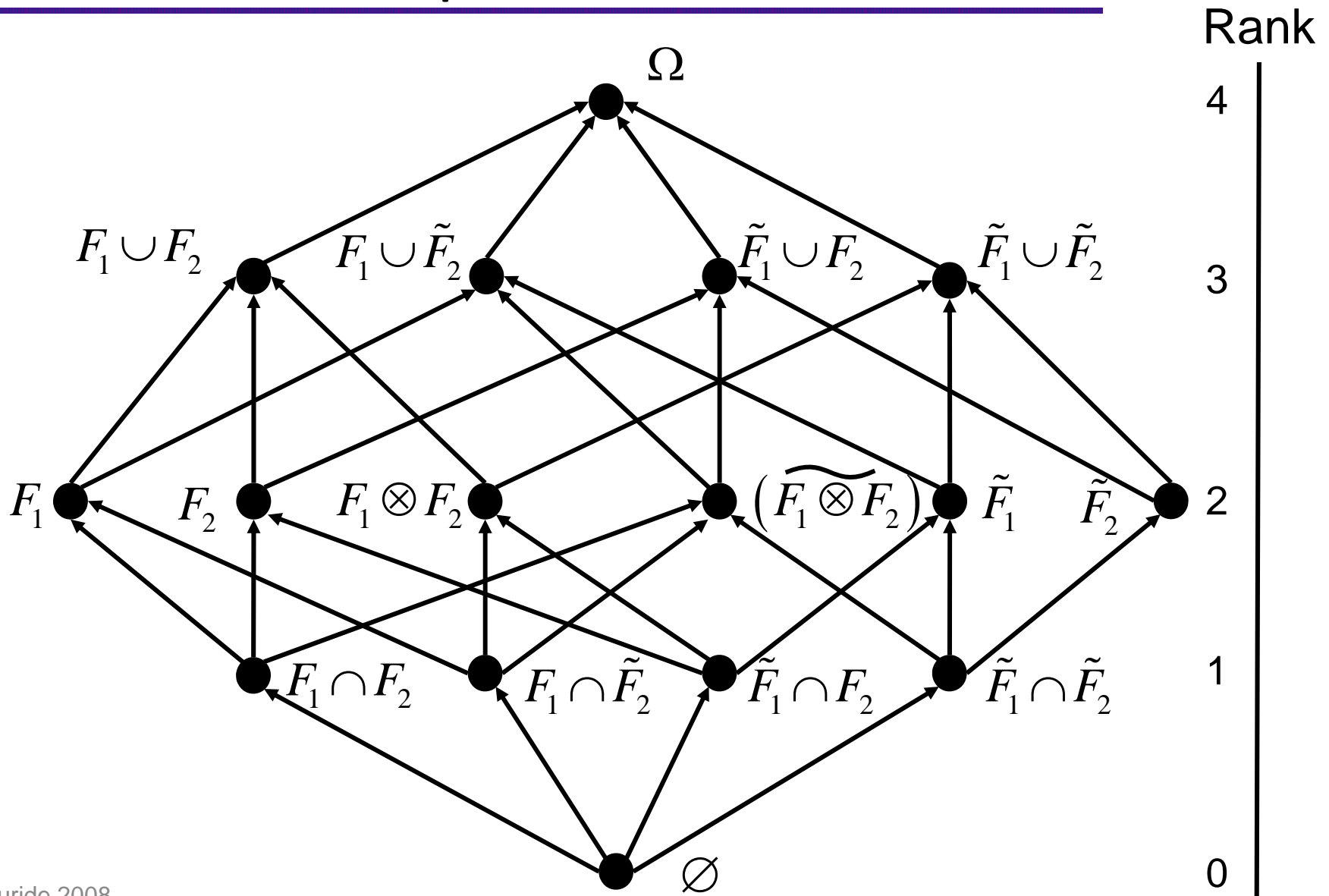




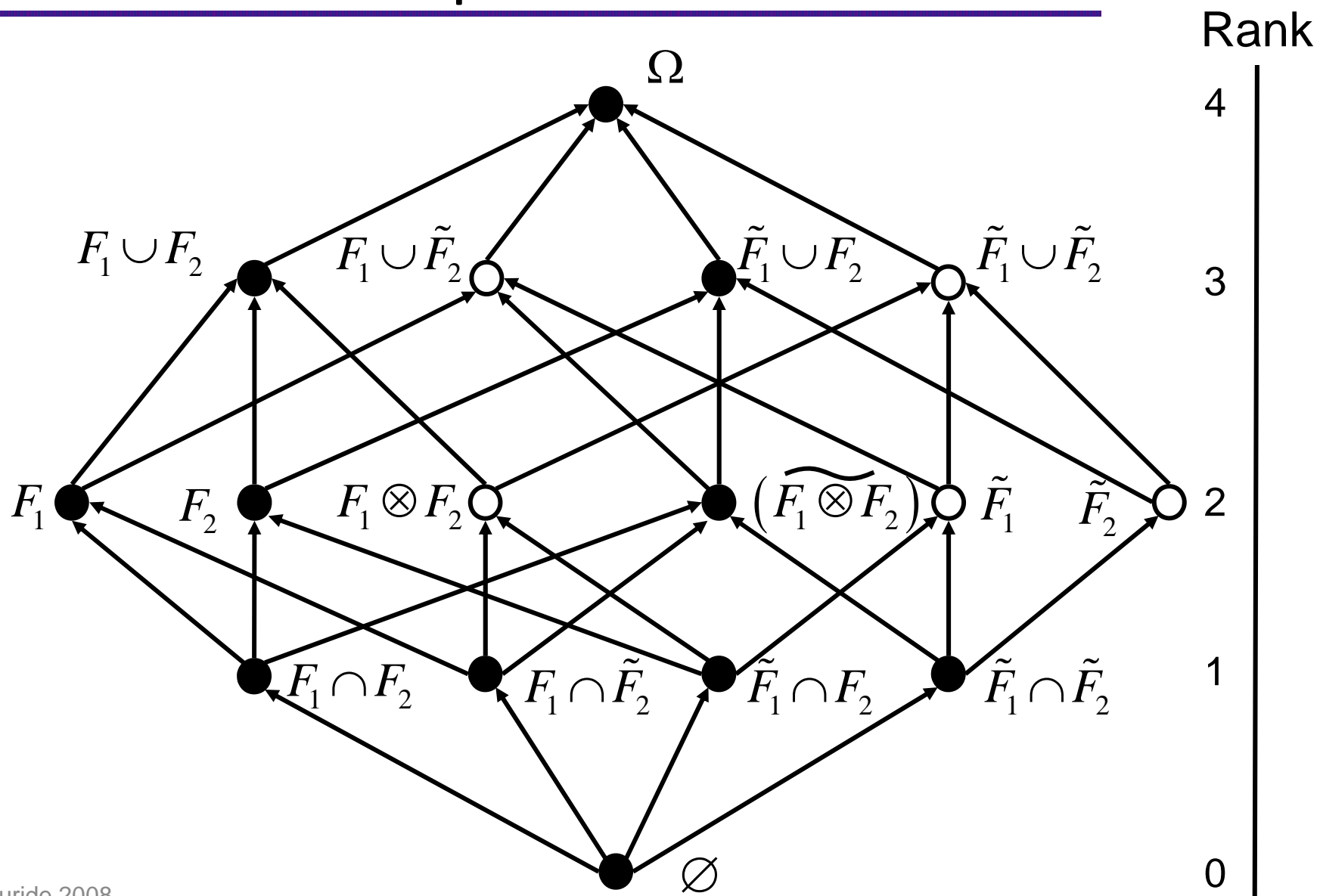
# Object – Feature Space – Sensors as Predicates



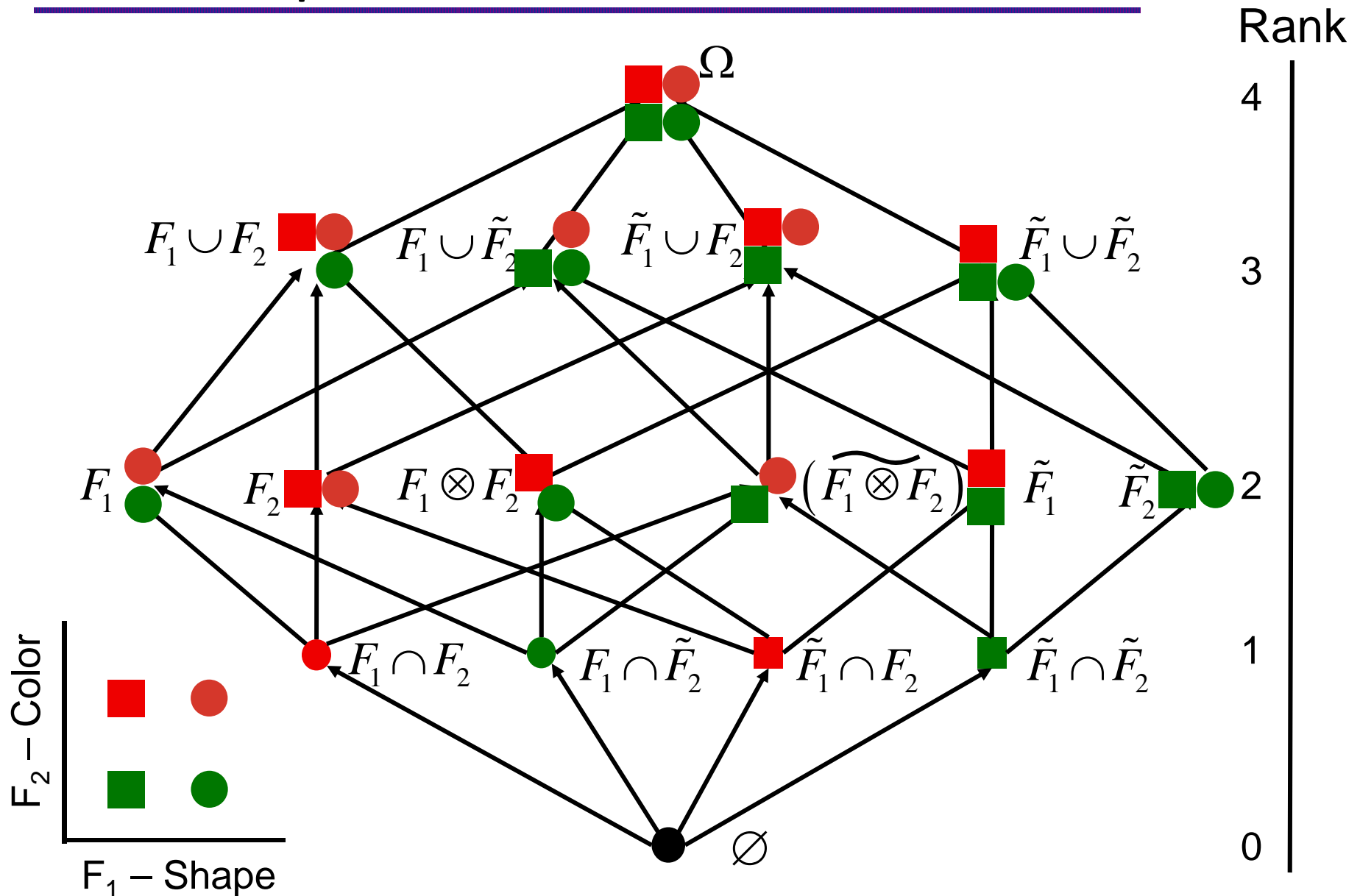
# Complete Partial Order



# Class-Specific Partial Order



# Example: Partial Order in Visual Search



# Object – Feature Space – Sensors as Predicates

Objects

$$y \in \mathbf{Y}$$

Predicates

$$F_i : \mathbf{Y} \rightarrow \{0,1\}$$

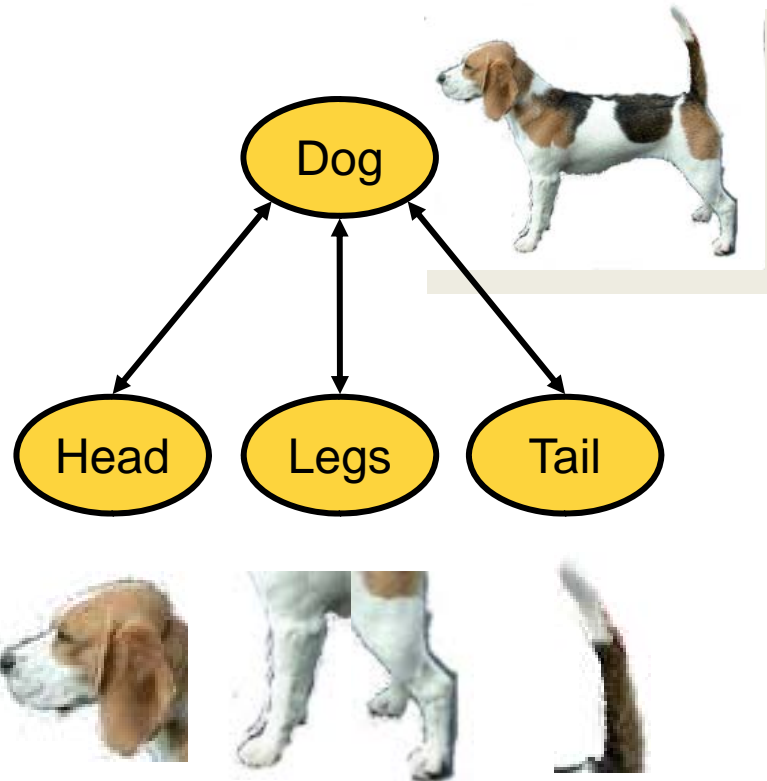
Partial Order

$$a \prec b \Leftrightarrow F_a \subseteq F_b$$

Stronger  
More Specific  
Model

Weaker  
More General  
Model

# Example: Part – Membership Category

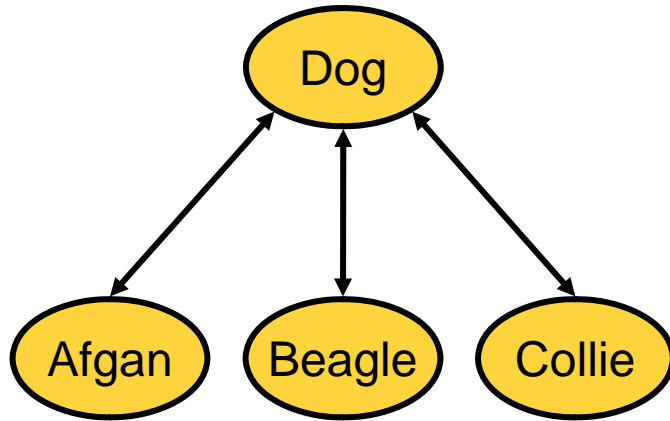


$$F_{dog} = F_{legs} \cap F_{head} \cap F_{tail}$$

$$F_{dog} \subset F_{legs} \Rightarrow dog \prec legs$$

Dog is more specific (stronger) model than parts

# Example: Class – Membership



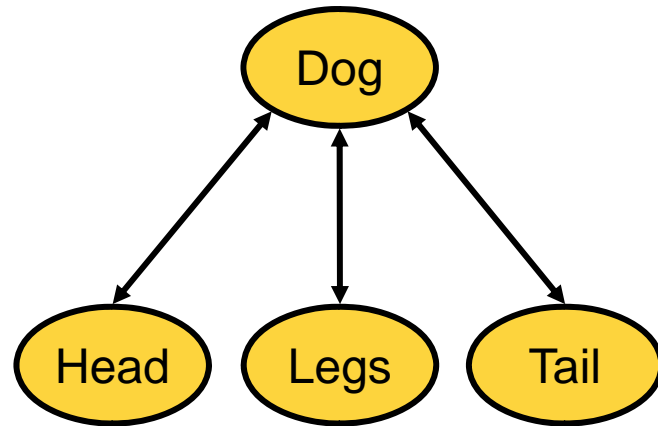
$$F_{dog} = F_{Afgan} \cup F_{Beagle} \cup F_{Collie}$$

$$F_{dog} \supset F_{legs} \Rightarrow dog \succ Afgan$$



Dog is more general (weaker) model than the breeds

# Incongruent Part – Whole Category



Incongruent

$$F_{dog} = F_{legs} \cap F_{head} \cap F_{tail}$$

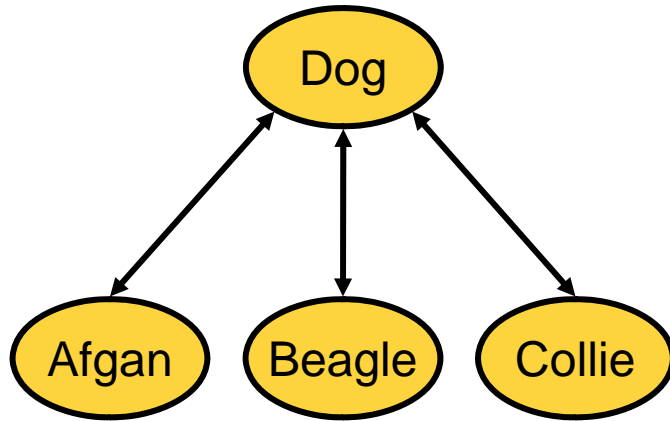
$$F_{dog} \subset F_{legs} \Rightarrow dog \prec legs$$

$$P_{dog}^s = \prod_{b \in A^l} P_b = P_{legs} P_{head} P_{tail}$$

$$P_{dog}^s(\mathbf{X}) \gg P_{dog}(\mathbf{X})$$



# Example: Class – Membership



$$F_{dog} = F_{Afgan} \cup F_{Beagle} \cup F_{Collie}$$

$$F_{dog} \supset F_{legs} \Rightarrow dog \succ Afgan$$

$$F_{dog} = F_{Afgan} \cup F_{Beagle} \cup F_{Collie}$$



$$P_{dog}^g = \sum_{b \in A^s} P_b = P_{Afgan} + P_{Beagle} + P_{Collie}$$

Incongruent

$$P_{dog}^g(\mathbf{X}) \ll P_{dog}(\mathbf{X})$$

# Rare – Incongruent Events

	Specific	General
“Noise” or oddball	Low	Low
Incongruent	Low	High
Incorrect Model	High	Low
Not rare or incongruent	High	High

$$D[P_a^l(\mathbf{X}) | P_a(\mathbf{X})] = \int P_a^l(x) \log \frac{P_a(x)}{P_a^l(x)} dx$$

# Algorithms for Detection of Rare Events

Sensory  
Inputs

$\mathbf{X}$

Peripheral  
Analysis

$P\{\mathbf{Y} | \mathbf{X}\}$

Context

$P\{L^* | \mathbf{X}, C\}$

$L^*$   
Class

Model 1  
Inference

Inverse  
Model

$P\{\mathbf{Y} | L^*\}$

Compare

$D[P\{\mathbf{Y} | \mathbf{X}\}, P\{\mathbf{Y} | L^*\}]$

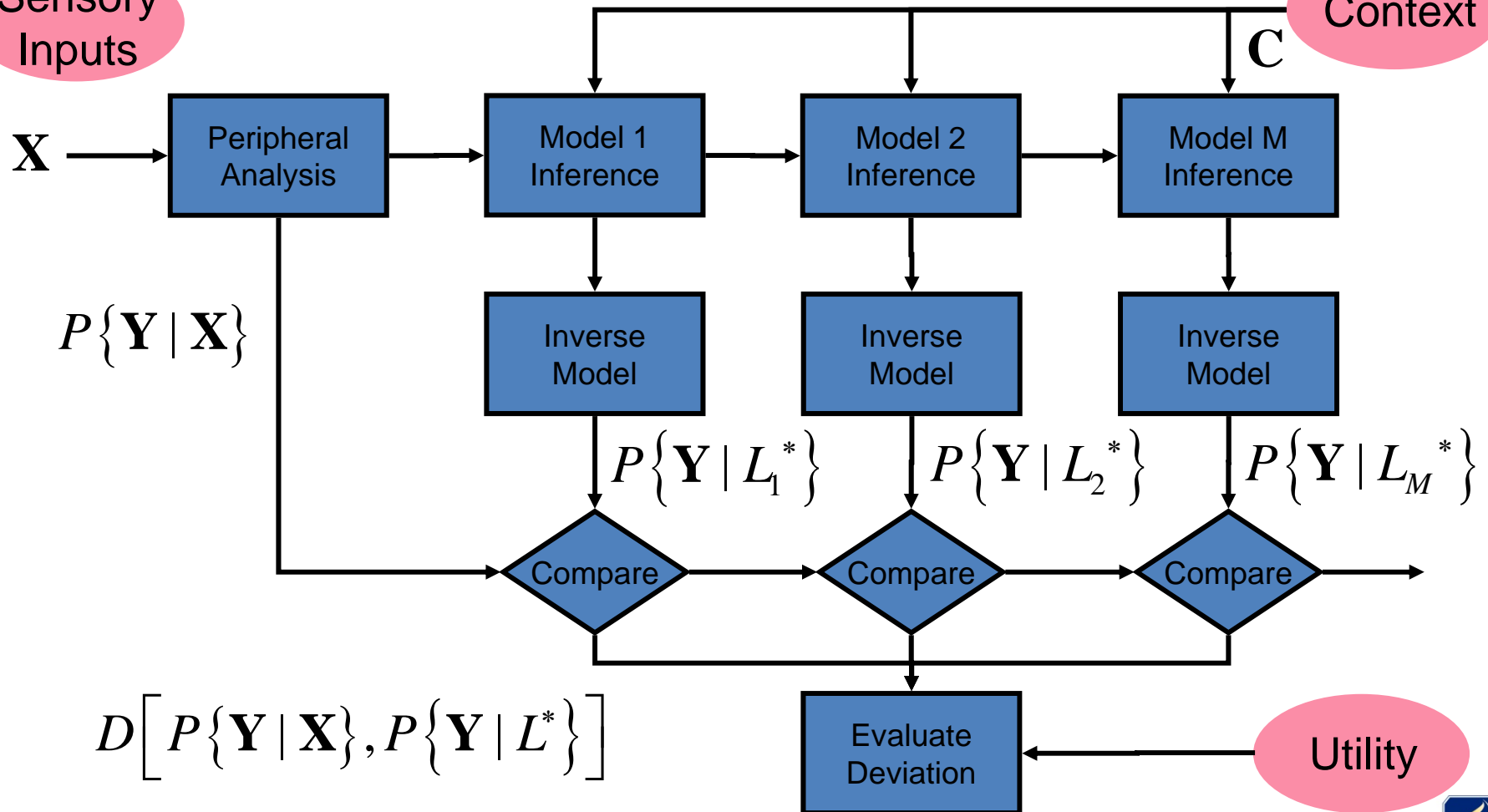
Evaluate  
Deviation

Utility

# Hierarchical Models of Rare Events

Sensory  
Inputs

Context



# Context

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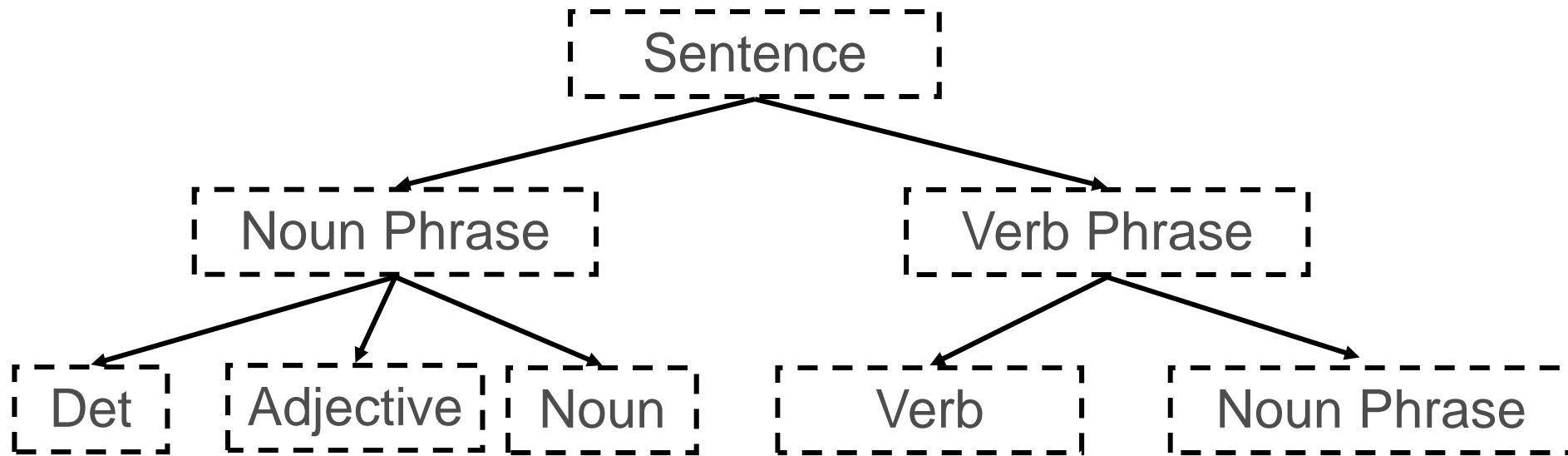
- Task
- Environmental setting
- Hierarchy of models
  
- Prior probabilities
- Utilities

# How to Get Utility Estimates?

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- Utility estimation from context and background
  - Linguistic analysis
  - Multimodal inputs
  - Contextual cues
  - Task objectives

# Example of Utility Assessment: Linguistic Analysis

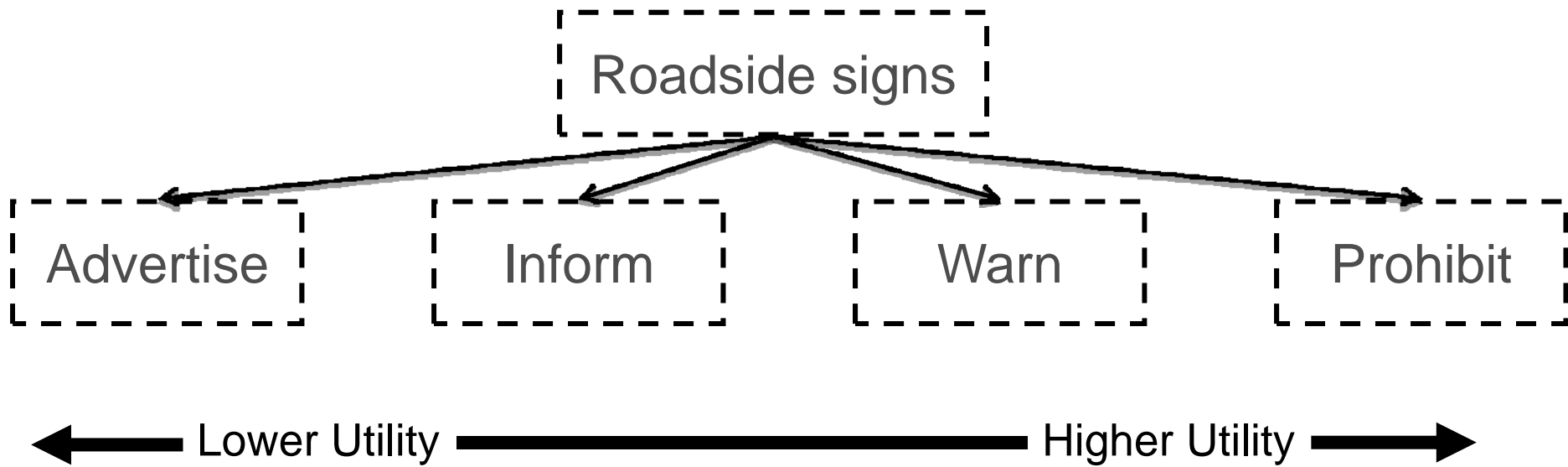


The maly man drank **pivo**

pi vo

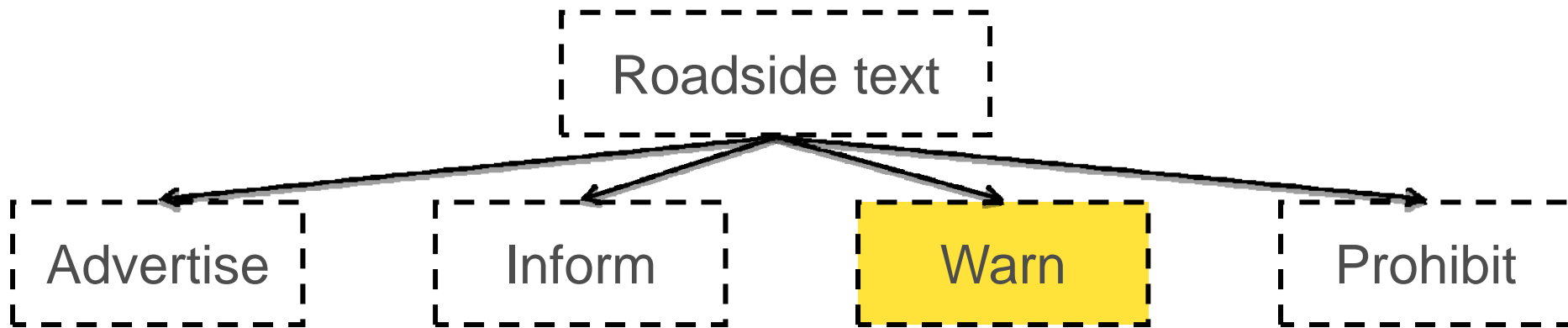
/p/ /i/ /v/ /o/

## Example of Utility Application: Roadside Text/Graphics



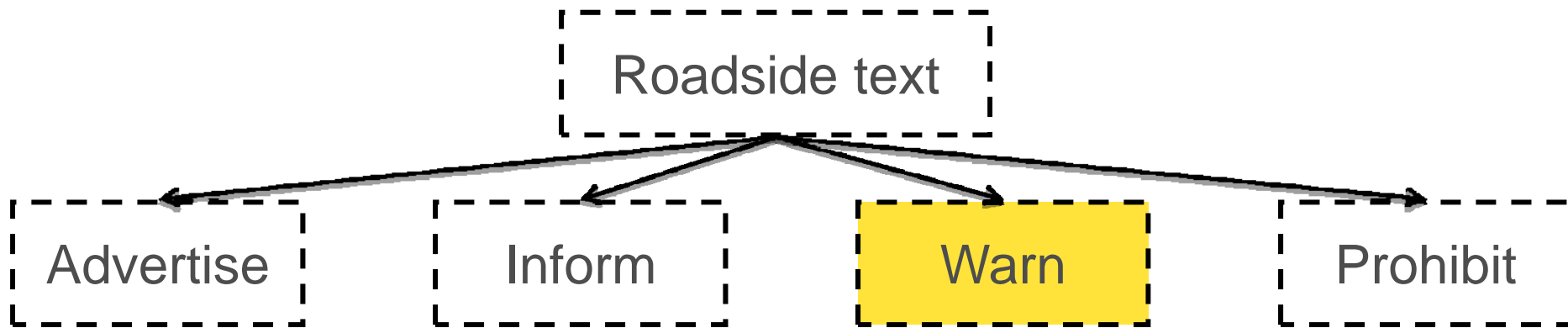


## Example of Utility Application: Roadside Text/Graphics



Diamond shape gives the context of the sign  
Warning has a high utility

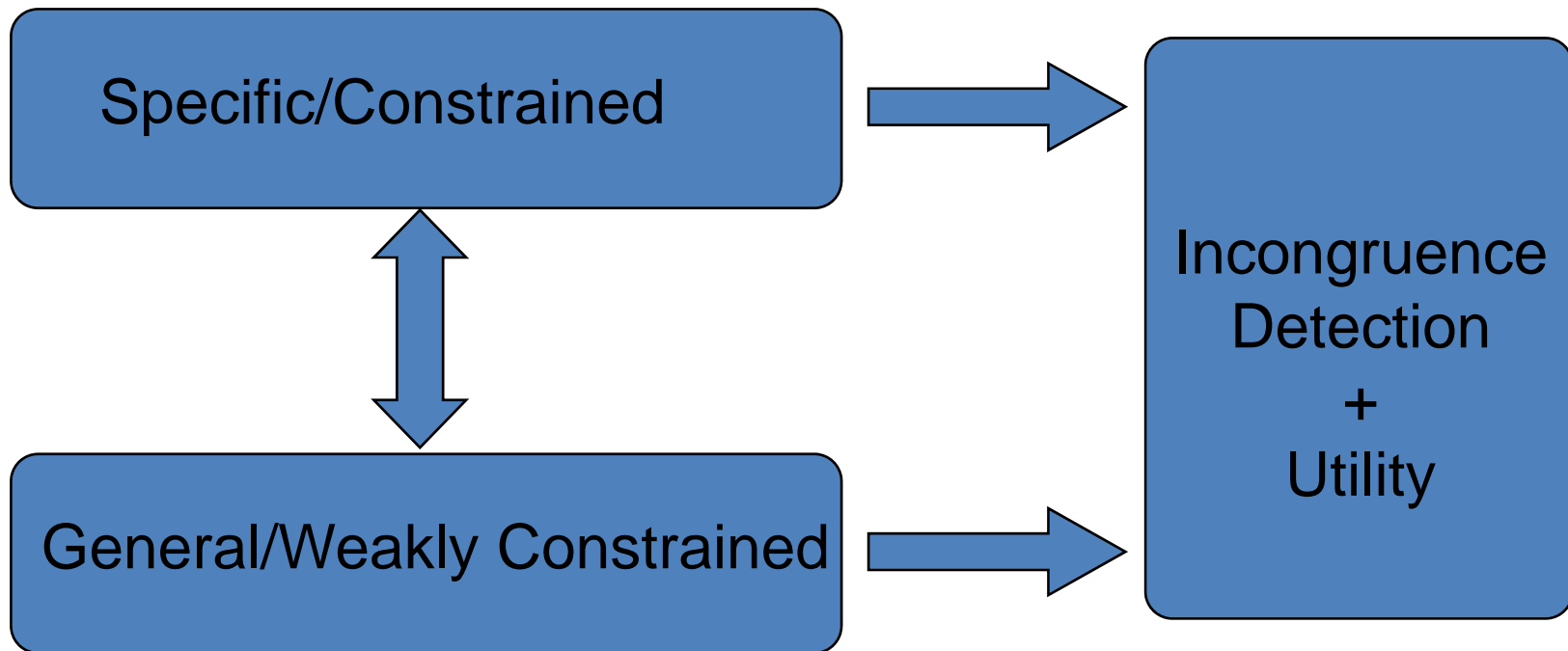
## Example of Utility Application: Roadside Text/Graphics



Novel symbol (at some point)  
(junction at a bend)

# Framework: Detection of Conflict in Probabilities

- Generative approach (a speech example)
- Discriminative approach (a vision example)



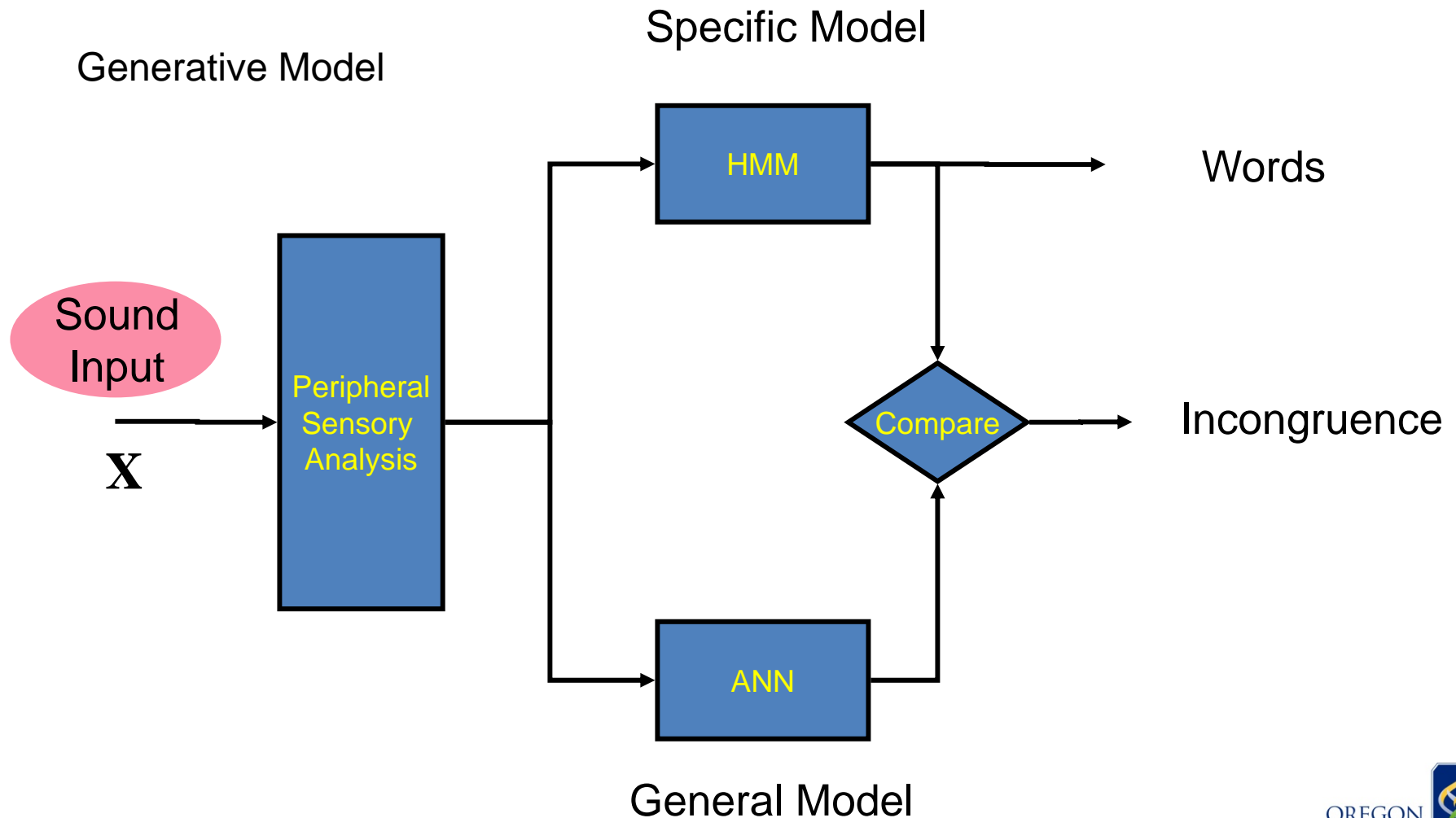
# Example: Digit Recognition

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Context: “Please say your ten digit account number”

- Expected: Sequence of 10 digits:
- Possible “unexpected” inputs:
  - “O”
  - “Not”
  - “Three hundred twenty”
- Context: “Please say your address”
- Expected: “One six zero zero pennsylvania avenue”
- Possible “unexpected” inputs:
  - “Sixteen hundred pennsylvania avenue”
  - “Pennsylvania avenue sixteen hundred ”

# Example: Detection of out-of-vocabulary (OOV) Words



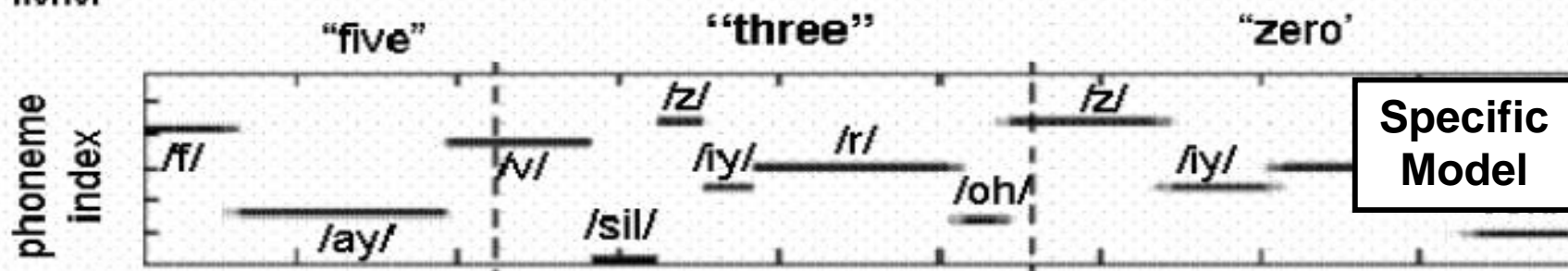
# Example: Out-of-Vocabulary Word Detection

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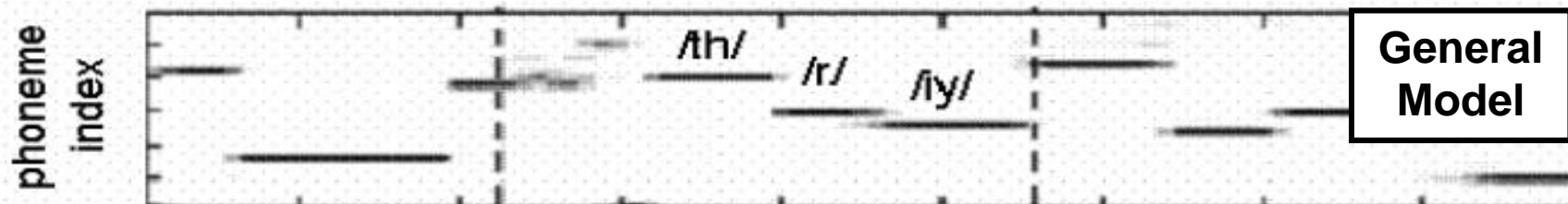
- Train a spoken digit recognizer on all but one digits
- Test with all digits

# Example: Out-of-Vocabulary Word Detection

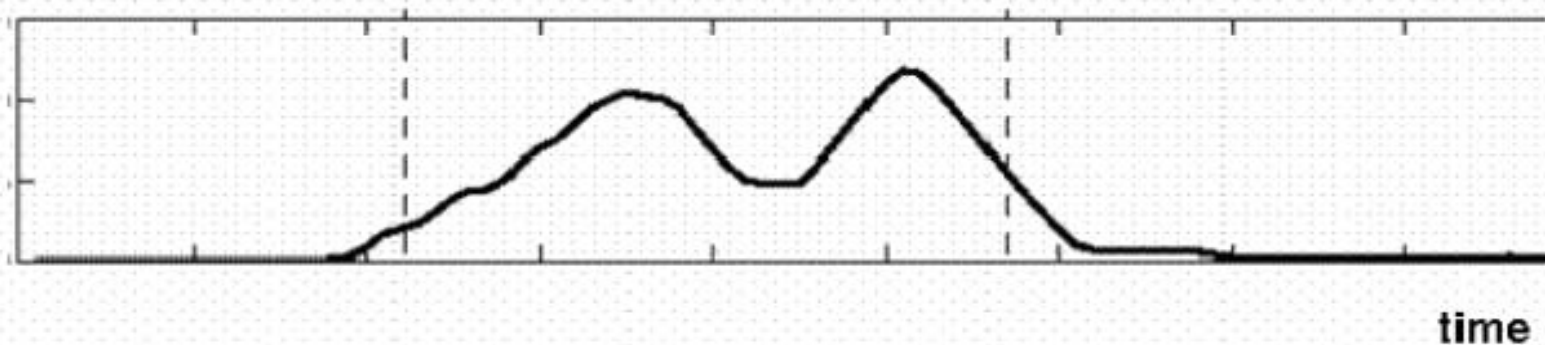
from HMM



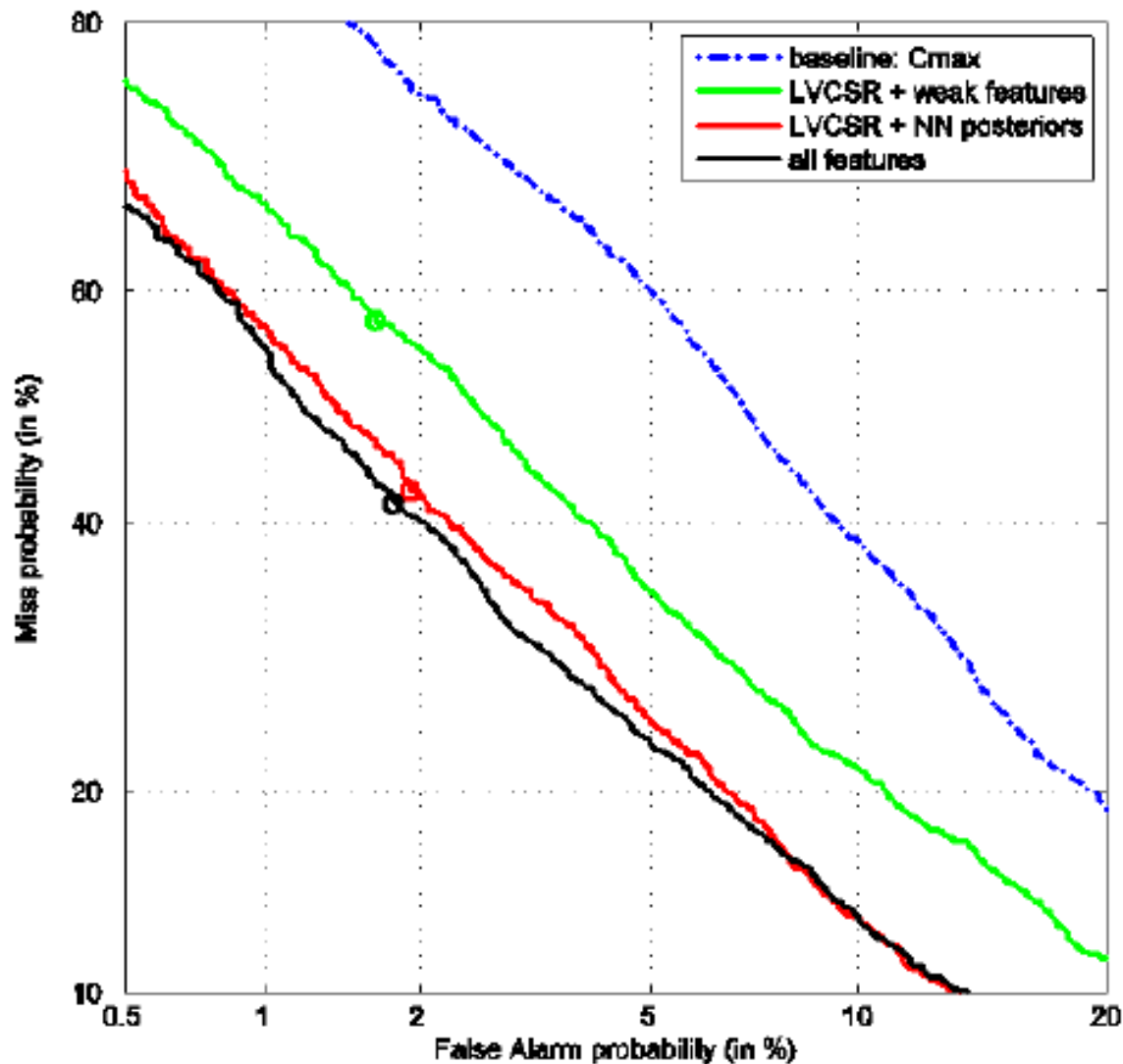
from ANN



Kullbach-Leibner  
divergence



# Detection Results (without Utility)



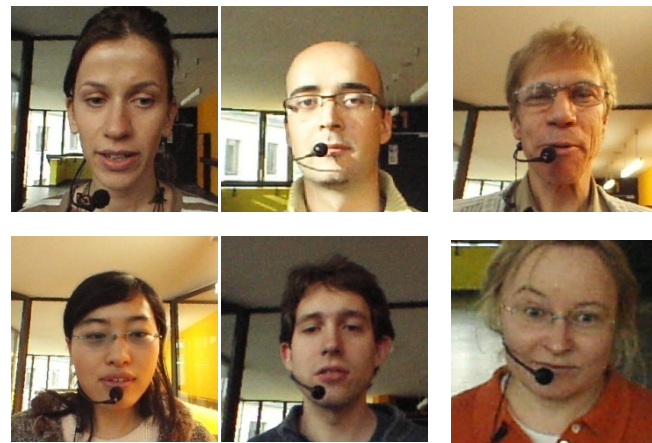


# Audio-Visual Detection of New Individual

Known Training Identities



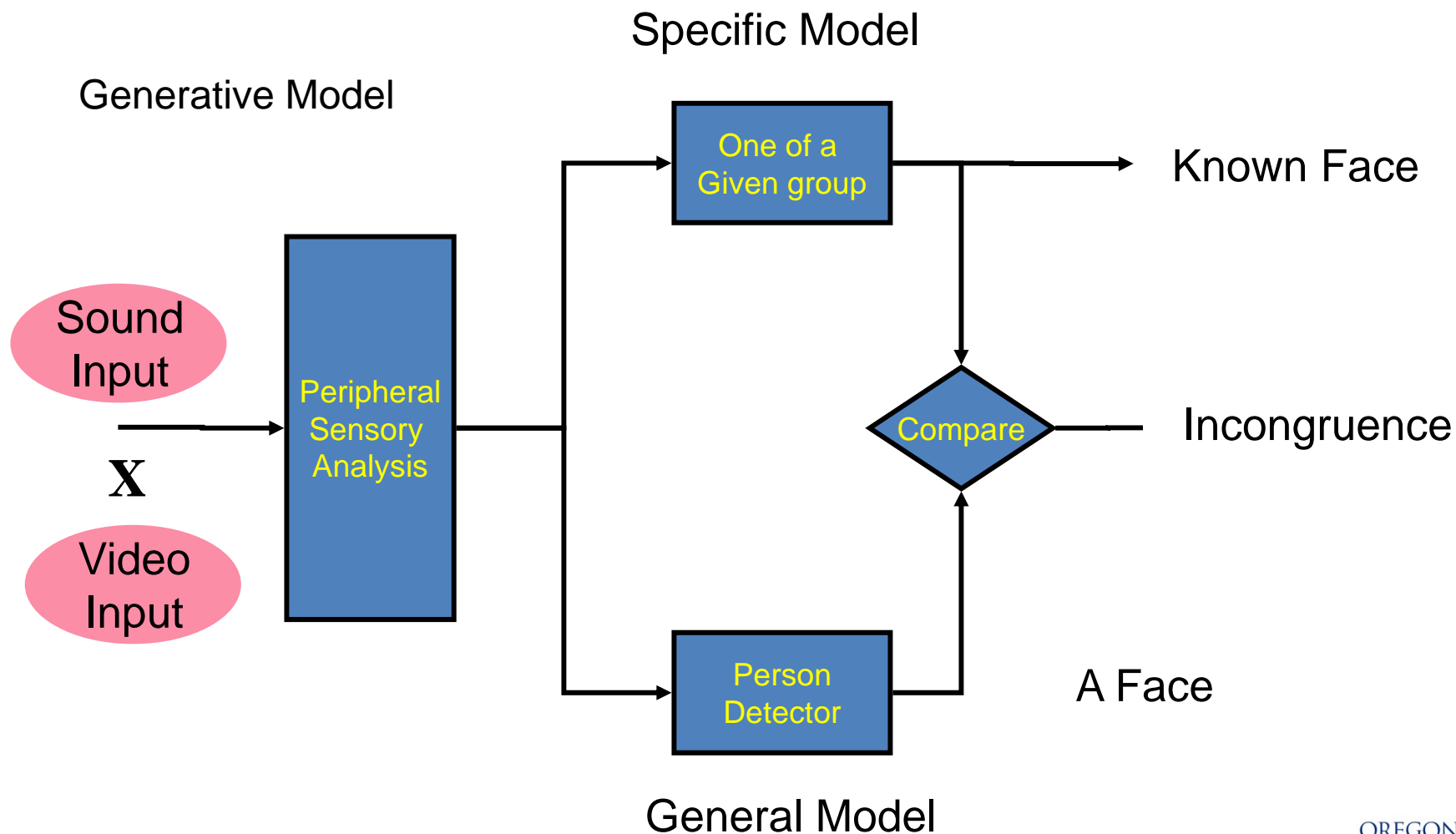
Known Testing Identities



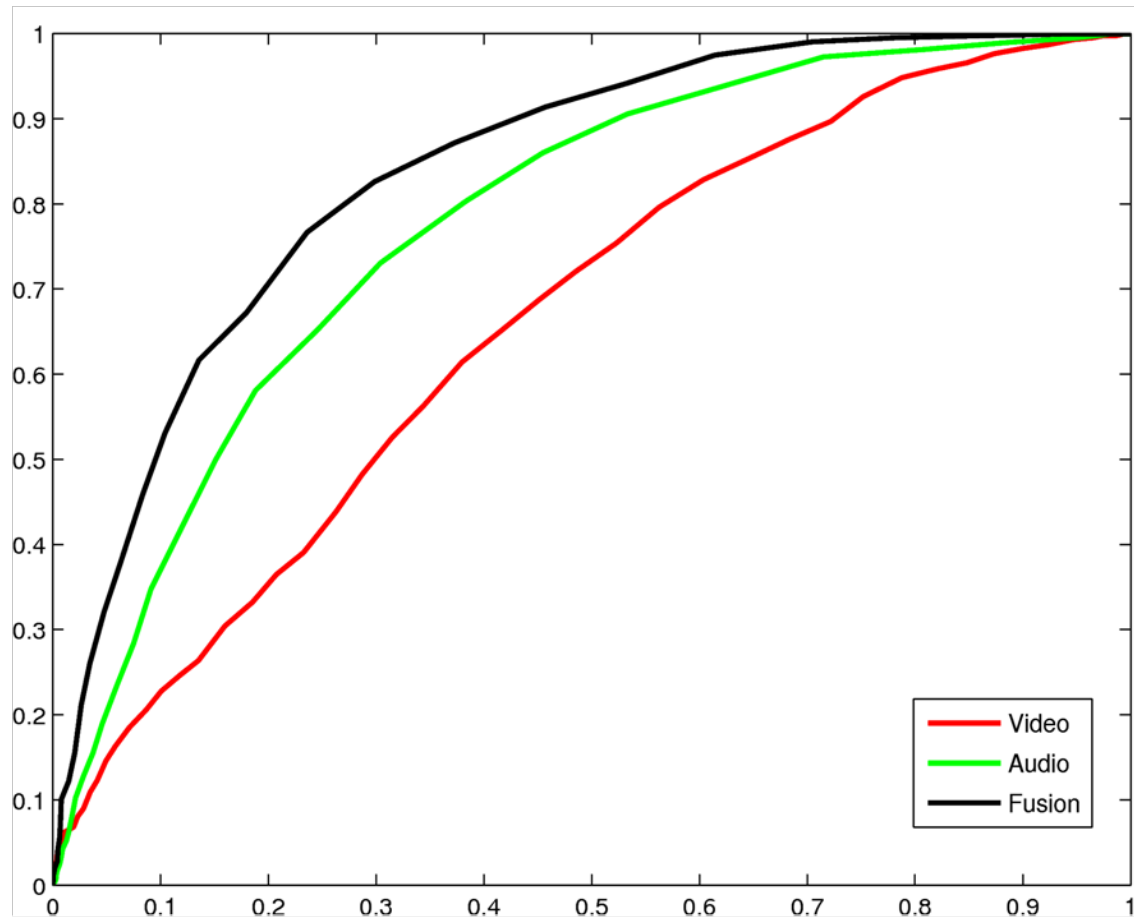
Unknown Identities



## Example: Detection of out-of-vocabulary (OOV) Words



# Results



# Audio-Visual Authentication

- Classify individuals using A/V inputs
- Categories were
  - Face
  - PLP Speech representation

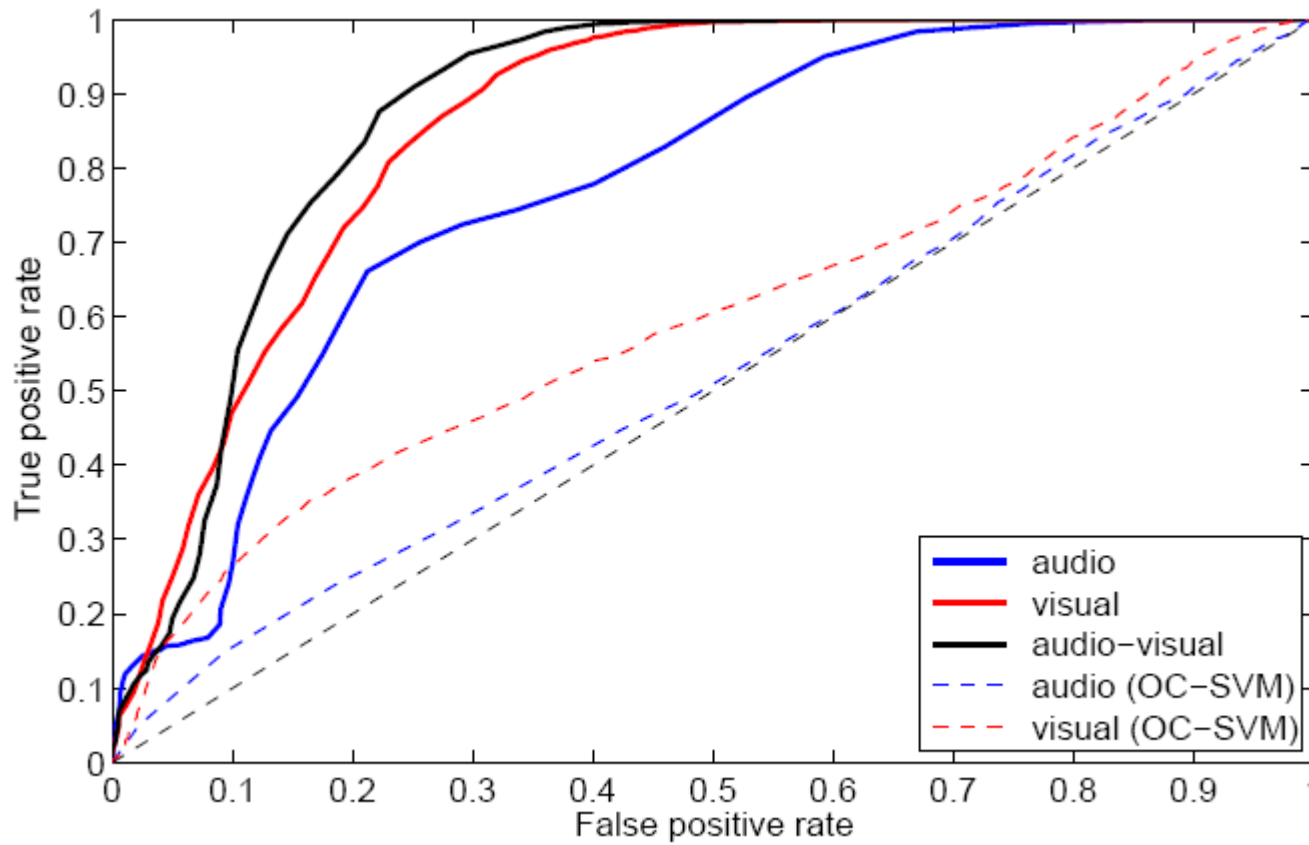


# Rare – Incongruent Events

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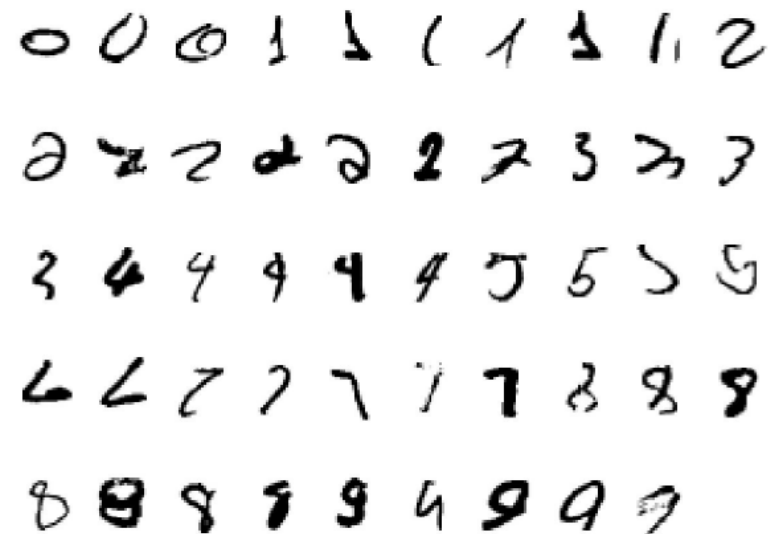
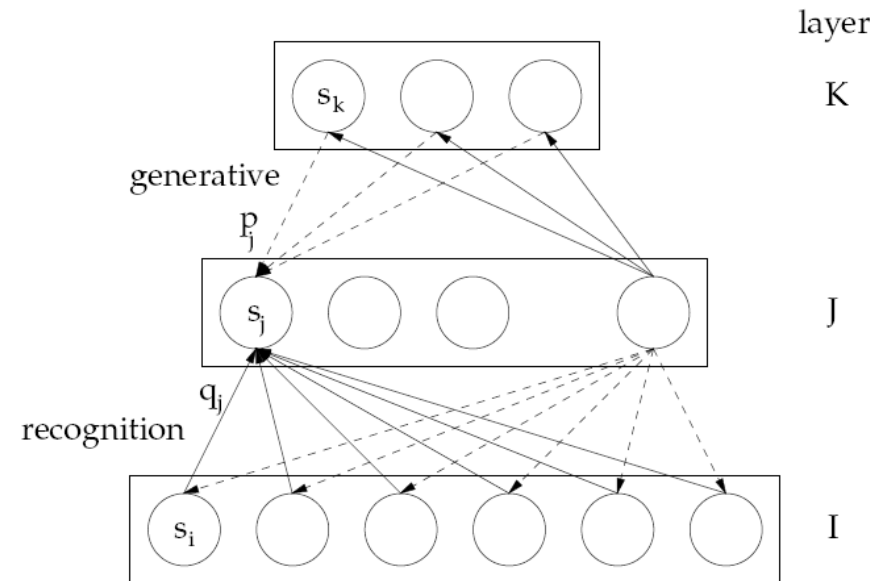
	Specific Afgan	General Dog
“Noise” or oddball	Reject	Reject
Incongruent	Reject	Accept
Incorrect Model	Accept	Reject
Not rare or incongruent	Accept	Accept

# ROC for Imposter Classification



# Work in Progress

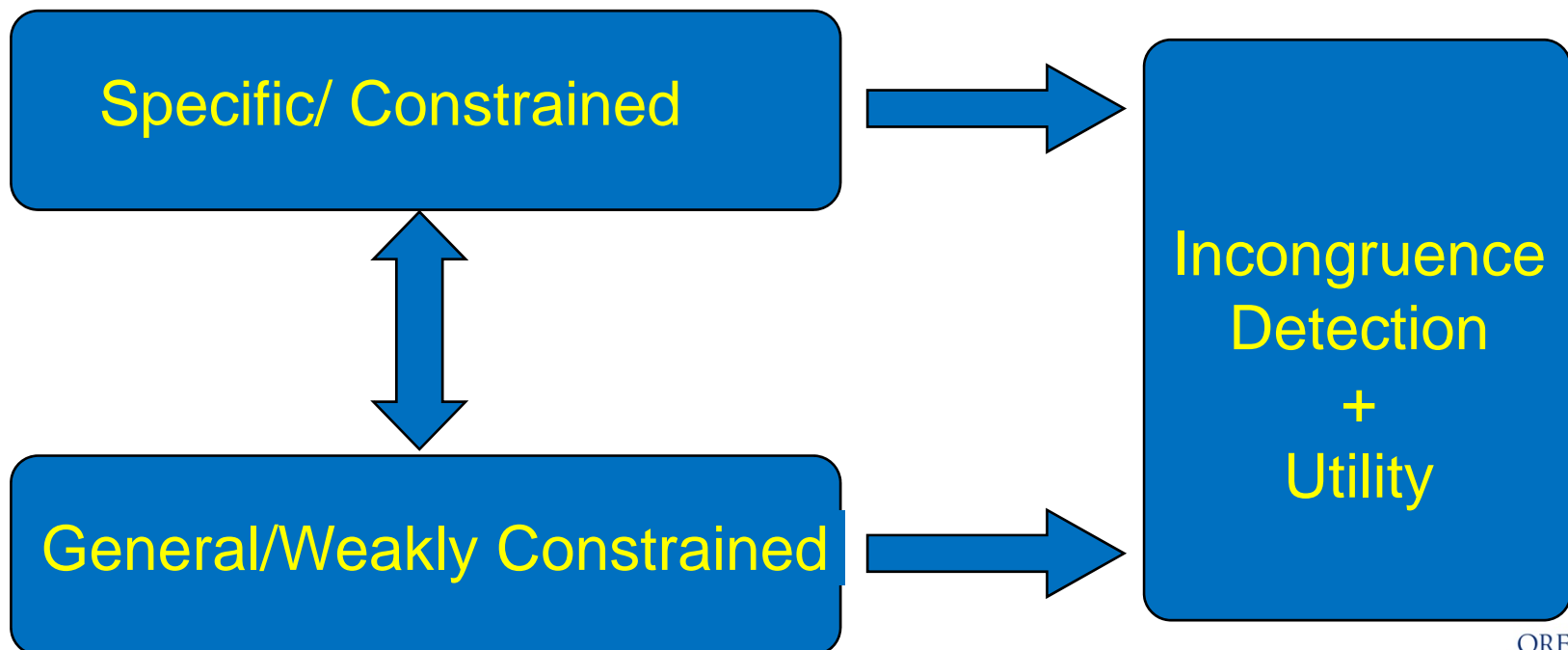
- Using learning by generation (Hinton)
- Generative model of stimulus features
- Leave a digit out



# Summary:

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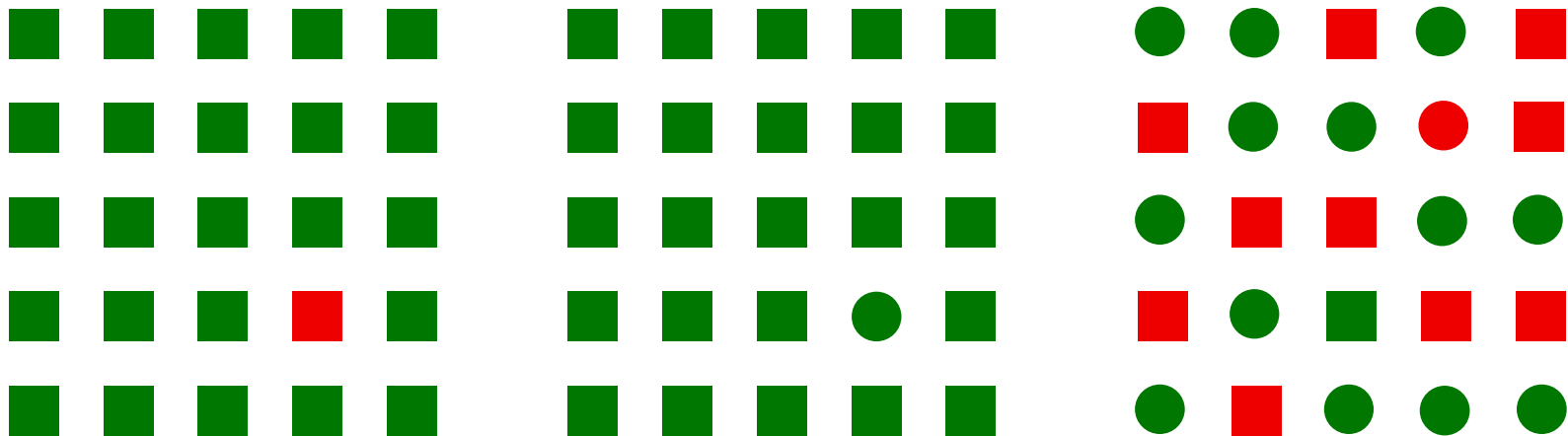
- Detection of Conflict in Probabilities
- Utility of Responses





# Human is not Perfect: Disjunction of Features

## Search for Color and Shape



# Application Areas

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1. Elder Monitoring
  1. Elders inside/outside activities (falls, near falls, mishaps)
  2. Elders social interactions anomalies
  3. Elders adherence to regiments (medication taking)
2. Surveillance and Security
  1. Analysis of audio/video transmissions
  2. Analysis of interviews
3. Navigation Aids
  1. Navigation in unknown environments
  2. Navigation in support of people with cognitive deficits
4. A/V Appearance Training
5. Deception Detection

# The Ultimate Goal

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- Incongruence detection is the basic component of humor
- Robot that can tell jokes
- Robot that can laugh at good jokes
- Robot that will laugh at my jokes

# Acknowledgements

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- Colleagues and partners in DIRAC
- European Commission Funding of DIRAC
- NIH
- DARPA

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Thank You

**END**