Multi-Manifold Deep Metric Learning for Image Set Classification

Jiwen Lu\textsuperscript{1}, Gang Wang\textsuperscript{1,2}, Weihong Deng\textsuperscript{3}, Pierre Moulin\textsuperscript{1,4}, and Jie Zhou\textsuperscript{5}

\textsuperscript{1}Advanced Digital Sciences Center, Singapore
\textsuperscript{2}School of Electrical and Electronic Engineering, Nanyang Technological University, Singapore
\textsuperscript{3}School of ICE, Beijing University of Posts and Telecommunications, Beijing, China
\textsuperscript{4}Department of ECE, University of Illinois at Urbana-Champaign, Urbana, IL, USA
\textsuperscript{5}Department of Automation, Tsinghua University, Beijing, China

\texttt{jiwen.lu@adsc.com.sg; wanggang@ntu.edu.sg; whdeng@bupt.edu.cn; moulin@ifp.uiuc.edu; jzhou@tsinghua.edu.cn}

Abstract

In this paper, we propose a multi-manifold deep metric learning (MMDML) method for image set classification, which aims to recognize an object of interest from a set of image instances captured from varying viewpoints or under varying illuminations. Motivated by the fact that manifold can be effectively used to model the nonlinearity of samples in each image set and deep learning has demonstrated superb capability to model the nonlinearity of samples, we propose a MMDML method to learn multiple sets of nonlinear transformations, one set for each object class, to nonlinearly map multiple sets of image instances into a shared feature subspace, under which the manifold margin of different class is maximized, so that both discriminative and class-specific information can be exploited, simultaneously. Our method achieves the state-of-the-art performance on five widely used datasets.

1. Introduction

Image set classification has been an important problem in computer vision in recent years [1, 2, 3, 4, 5, 6, 7, 8, 10, 11, 13, 15, 16, 18, 22, 24, 26, 27, 28, 29, 34, 35, 36, 37, 38, 39, 40], especially when more and more data are easily accessible and multiple images of the same object are easily captured nowadays. There are many practical applications for image set classification such as visual surveillance, multi-view camera network analysis, and personal album organization. Generally, image set classification aims to recognize an object of interest from a set of image instances captured from varying viewpoints or under varying illuminations, which is different from the conventional image classification where each training and testing example is a single still image. Compared to a single image, an image set offers us more useful information to describe objects of interest. However, it is also more challenging to exploit...
discriminative information from image sets because there are usually larger intra-class variations within a set, which makes the classification task more difficult.

There have been a variety of studies on image set classification over the past decade [1, 2, 3, 4, 5, 6, 7, 8, 10, 11, 13, 15, 16, 18, 22, 24, 26, 27, 28, 29, 34, 35, 36, 37, 38, 39, 40], and significant progresses have been made in recent years [3, 4, 5, 11, 26, 27, 35, 37, 39, 40]. One key challenge in image set classification is how to effectively model and represent each image set because there are usually high nonlinearity of samples within a set. While existing methods have achieved reasonably good performance in image set classification, most of them usually make strong assumptions such as single Gaussian, Gaussian mixture models, subspace or mixture of subspaces to represent image sets. In many real world applications, these assumptions may not be held, especially when there are complex variations within a set.

In this paper, we propose a new multi-manifold deep metric learning (MMDML) approach for image set classification, where the key idea of the proposed approach is shown in Figure 1. Given each image set, we first model it as a nonlinear manifold because manifolds can effectively describe the geometrical and structural information of image instances within image sets. Motivated by the fact that deep learning has demonstrated superb capability to model the nonlinearity of samples, we propose a MMDML method to learn multiple sets of nonlinear transformation-s, one set for each object class, to nonlinearly map multiple sets of image instances into a shared feature subspace, under which the manifold margin of different class is maximized, so that both discriminative and class-specific information can be exploited, simultaneously. Experimental results on five widely used datasets validate the effectiveness of the proposed method.

2. Related Work

Image Set Classification: Existing image set classification methods [1, 2, 3, 4, 5, 6, 7, 8, 10, 11, 13, 15, 16, 18, 22, 24, 26, 27, 28, 29, 34, 35, 36, 37, 38, 39, 40] can be categorized into two classes: parametric and non-parametric. For the first category, each image set is modeled as a specific distribution and then the Kullback-Leibler (KL) divergence is used to compute the similarity of two image sets. For example, Shakhnarovich et al. [28] modeled each image set as a single Gaussian [28], Arandjelovic et al. [1] represented each image set as a Gaussian mixture model. The key limitation of this class of methods is that if there is no strong correlation between two image sets, such a parametric model cannot well characterize the image sets and hence the similarity estimated is not effective. For the second category, each image set is modeled as a subspace [13, 39], covariance descriptor [27, 35], affine or convex hull [2] or dictionary [5, 26]. Then, the distance between these nonparametric models is utilized to compute the similarity of two image sets. However, most of these nonparametric methods are linear models, which are generally not strong enough to model image sets, especially when there are complex variations within a set. To address this, Hayat et al. [11] presented a deep learning approach for image set classification, where multiple layers of non-linear reconstruction models were used to model image set. While encouraging performance was achieved, their approach is generative, which is not discriminative enough to differentiate different objects. In this work, we propose a discriminative deep learning approach to extract more discriminative information for image set classification, and we achieve superior or very competitive results on five widely used datasets.

Deep Learning: Recently, deep learning has attracted increasing interest in computer vision and machine learning, and a variety of deep learning algorithms have been proposed over the past few years [12, 14, 17, 20, 21]. Generally, deep learning aims to build high-level features by learning hierarchical feature representations from raw data. Representative deep learning models included deep stacked auto-encoder [20], deep convolutional neural networks [40], and deep belief network [12], and some of them have been successfully employed in various vision applications such as image classification [17], object detection [30], action recognition [20], face verification [31], and visual tracking [33]. While significant progress has been achieved, little attempt has been made on deep learning for image set classification. To our knowledge, [11] is the first work on using deep learning for image set classification, where person-specific nonlinear deep reconstruction models are learned for classification. However, their method is unsupervised, which may not be discriminative enough to extract nonlinear information for classification. In this work, we propose a discriminative deep learning method to exploit both the nonlinear and discriminative information for image set classification.

3. Proposed Approach

Figure 1 shows the basic idea of our proposed MMDML method, and the following subsections present the details of the proposed method.

3.1. MMDML

Let $X = [X_1, \cdots, X_c, \cdots, X_C]$ be the training set of $C$ different classes, where $X_c = [x_{c1}, x_{c2}, \cdots, x_{ci}, \cdots, x_{cN_c}] \in \mathbb{R}^{d \times N_c}$ denotes the $c$th image set, $1 \leq c \leq C$, $N_c$ is the number of samples in this image set\(^1\), $x_{ci}$ is the $i$th image in this image.
the manifold-manifold distance. While there have been several works on computing

each image set is modeled as a manifold, we aim to maximize the margin of different manifolds from different class-

d is the feature dimension of each image. As shown in Figure 1, we construct a deep neural network for each class, and pass the image set $X_c$ into the cth network. Assume there are $L+1$ layer in the work, and $d_c^l$ denote the number of nodes in the lth layer of the cth network, where $1 \leq l \leq L$. For the image $x_{ci}$, its output of the first layer in the cth network is computed as: $h_{ci}^1 = s(W_1^c x_{ci} + b_c^1)$, where $W_1^c$ is the projection matrix and $b_c^1$ is the bias vector to be learned in the first layer of the cth network, $s$ is a nonlinear active function which applies component-wisely, which is widely used in previous deep learning algorithms [12, 14, 17, 20, 21]. Then, the output of the first layer of this network is used as the input of the second layer. Therefore, the output of the second layer is $h_{ci}^2 = s(W_2^c h_{ci}^1 + b_c^2)$, where $W_2^c$ is the projection matrix and $b_c^2$ is the bias vector to be learned in the second layer of the cth network, respectively. Similarly, the output for the lth layer is $h_{ci}^l = s(W_c^l h_{ci}^{l-1} + b_c^l)$, and for the top layer is:

$$h_{ce}^L = s(W_c^L h_{ce}^{L-1} + b_c^L)$$

where $W_c^L$ is the projection matrix and $b_c^L$ is the bias vector to be learned for the top layer of the cth network, respectively.

To boost the image set classification performance, we expect that image sets from different classes can be well separated at the top layer of the learned deep networks. Since each image set is modeled as a manifold, we aim to maximize the margin of different manifolds from different classes so that discriminative information is extracted for classification. While there have been several works on computing the manifold-manifold distance [25, 34, 36], there is still a lack of a formal definition of manifold-manifold distance. In our work, for each sample $h_{ce}^l$ from the cth manifold, we compute two squared distances $D_1(h_{ce}^l)$ and $D_2(h_{ce}^l)$, which measure the dissimilarity between this sample and its intra-class and inter-class neighbors as follows:

$$D_1(h_{ce}^l) = \frac{1}{K_1} \sum_{p=1}^{K_1} \|h_{ce}^l - h_{cep}^l\|^2$$

$$D_2(h_{ce}^l) = \frac{1}{K_2} \sum_{q=1}^{K_2} \|h_{ce}^l - h_{ceq}^l\|^2$$

where $h_{cep}^l$ and $h_{ceq}^l$ are the feature representations at the top layer of the $p$th intra-manifold and $q$th inter-manifold neighbors, $K_1$ and $K_2$ are two parameters to define the neighborhood size, respectively.

Let $f_c = \{W_c^1, W_c^2, \ldots, W_c^L, b_c^1, b_c^2, \ldots, b_c^L\}$ be the parameters of the cth network, we formulate the following optimization problem to maximize the margin between the cth manifold and other manifolds:

$$\min_{f_c} \sum_{i=1}^{N_c} \left( D_1(h_{ci}^l) - D_2(h_{ci}^l) \right)$$

The objective in (4) is to ensure that for each face sample $x_{ci}$ from the cth class, the distance between it and the $K_1$ intra-manifold neighbors is minimized and that between it and the $K_2$ inter-manifold neighbors is maximized, so that large margin can be exploited for each sample in this manifold. Figure 2 presents an illustration to show the key idea of how these intra-manifold and inter-manifold neighbors are constrained to maximize the manifold margin, where $K_1$ and $K_2$ are set as 3 and 6, respectively.

By applying the criterion in (4) on each sample from all image sets in the training set, we formulate the following

![Figure 2. Illustration of the maximal manifold margin criterion used in our MMDML method. (a) There are thee intra-manifold neighbors (denoted as the same circles) and six inter-manifold neighbors (denoted as the squares and triangles). (b) The intra-manifold neighbors. (c) The inter-manifold neighbors. (d) The manifold margin is maximized after applying our MMDML method.](image)

- (a) There are thee intra-manifold neighbors (denoted as the same circles) and six inter-manifold neighbors (denoted as the squares and triangles).
- (b) The intra-manifold neighbors.
- (c) The inter-manifold neighbors.
- (d) The manifold margin is maximized after applying our MMDML method.
where $H_1$ maximizes the manifold margins to exploit the discriminative information for classification, and $H_2$ regularizes the parameters of these networks, $\lambda$ is a parameter to balance the contributions of different terms, and $g(a)$ is a generalized logistic loss function to smoothly approximate the hinge loss function $a = \max(a, 0)$, and is defined as follows:

$$g(a) = \frac{1}{\rho} \log(1 + \exp(\rho a))$$

where $\rho$ is the sharpness parameter.

Since $h_{\text{exp}}^l$ and $h_{\text{cl}}^l$ depend on the network parameters $W_1^c, W_2^c, \cdots, W_c^c,$ and $b_1^c, b_2^c, \cdots, b_c^c,$ which are also to be learned in our method, the optimization function defined in (5) is an egg and chicken problem. To address this, we develop an iterative algorithm to obtain a local optimal solution. Specifically, we first initialize the network parameters with appropriate values and compute the intra-class and inter-class neighbors, then, we update these parameters by (5) until convergence.

We adopt the stochastic sub-gradient descent algorithm to solve the optimization problem in (5) to obtain the parameters $\{W_1^c, b_1^c\}_{1\leq c \leq C}$. The gradient of the objective function $H$ with respect to $W_c^1$ and $b_c^1$ can be computed as follows:

$$\frac{\partial H}{\partial W_c^l} = \sum_{i=1}^{N_c} \left( \delta_{ci}(h_{ci}^{l-1})' + \delta_{ci}^l(h_{ci}^{l-1}y_c^l) + \delta_{ciq}(h_{ciq}^{l-1}y_c^l) \right)$$

$$+ \lambda W_c^l$$

(7)

$$\frac{\partial H}{\partial b_c^l} = \sum_{i=1}^{N_c} \left( \delta_{ci}^l + \delta_{ciq}^l \right) + \lambda b_c^l$$

(8)

where $\delta_{ci}, \delta_{ciq}^l$, and $\delta_{ciq}^l$ are three updating functions. For the top layer ($l = L$), they are computed as follows:

$$\delta_{ci}^l = g'(D)(R_1 + R_2) \odot s'(y_c^l)$$

(9)

$$\delta_{ciq}^l = -g'(D)R_2 \odot s'(y_{ciq}^l)$$

(10)

$$\delta_{ciq}^l = -g'(D)R_2 \odot s'(y_{ciq}^l)$$

(11)

where

$$D \triangleq D_1(h_{ci}^L) - D_2(h_{ci}^L)$$

(12)

$$R_1 \triangleq \frac{1}{K_1} \sum_{p=1}^{K_1} (h_{ci}^L - h_{cip}^L)$$

(13)

$$R_2 \triangleq \frac{1}{K_2} \sum_{p=1}^{K_2} (h_{ci}^L - h_{ciq}^L)$$

(14)

$$y_{ci}^q = W_{ci}^L h_{ciq}^{l-1} + b_c^l$$

(15)

$$y_{ciq}^q = W_{ciq}^L h_{ciq}^{l-1} + b_c^l$$

(16)

(17)

For all other layers, $1 \leq l \leq L - 1$, $\delta_{ci}^l, \delta_{ciq}^l$, and $\delta_{ciq}^l$ are computed as follows:

$$\delta_{ci}^l = (W_{ci}^{l+1})^T \delta_{ciq}^{l+1} \odot s'(y_{ci}^l)$$

(18)

$$\delta_{ciq}^l = (W_{ciq}^{l+1})^T \delta_{ciq}^{l+1} \odot s'(y_{ciq}^l)$$

(19)

$$\delta_{ciq}^l = (W_{ciq}^{l+1})^T \delta_{ciq}^{l+1} \odot s'(y_{ciq}^l)$$

(20)

where the operation "\odot" denotes the element-wise multiplication.

Then, we use the following gradient descent algorithm to update the parameters $W_c^l$ and $b_c^l$ of our networks:

$$W_c^l = W_c^l - \mu \frac{\partial H}{\partial W_c^l}$$

(21)

$$b_c^l = b_c^l - \mu \frac{\partial H}{\partial b_c^l}$$

(22)

where $\mu$ is the learning rate, $1 \leq c \leq C$, $1 \leq l \leq L$.

The proposed MMDML method is summarized in Algorithm 1.

### 3.2. Classification

A given testing image set $X_q = [x_1^q, x_2^q, \cdots, x_{N_q}^q]$, where $x_j^q$ is the $j$th image ($1 \leq j \leq N_q$) in this set and $N_q$ is the number of images in this set, we compute the distance between the testing set $X_q$ and each training set $X_c$, and assign a label $L_q$ to the testing image set $X_q$ as follows:

$$L_q = \arg \min_c d(x_q, X_c), \quad 1 \leq c \leq C.$$  

(23)

Now, we discuss how to compute the distance $d(X_q, X_c)$ in our experiments. For each sample $x_j^q$, we first use the learned deep network from the $c$th class to map it into the feature space $h_c(x_j^q)$. Then, we compute the distance between $h_c(x_j^q)$ and each training sample $h_{ci}$ in the feature space from the $c$th manifold by using the Euclidean distance, then the smallest distance between $h_c(x_j^q)$ and $h_{ci}$ is selected as the distance between $x_j^q$ and $c$th manifold. Finally, we average all these point-to-manifold distance as the distance between manifold $X_q$ and $X_c$.


Algorithm 1: MMDM DL

| Input: Training set $X$, network layer number $L + 1$, learning rate $\mu$, iterative number $T$, parameter $\lambda$, $K_1$ and $K_2$, and convergence error $\varepsilon$. |
| Output: Parameters $W_1^l$ and $b_1^l$, $1 \leq c \leq C$, $1 \leq l \leq L$. |

Step 1 (Initialization):
- Initialize $W_1$ and $b_1^l$ with appropriate values.

Step 2 (Optimization by back propagation):
- for $l = 1, 2, \cdots, T$ do
  - Compute the intra-manifold and inter-manifold neighbors.
  - for $l = 1, 2, \cdots, L$ do
    - Compute $h_{1}^{l}$, $h_{1}^{l}$, and $h_{1}^{l}$ using the deep networks.
  - end
  - for $l = L, L - 1, \cdots, 1$ do
    - Obtain the gradients according to (7)-(8).
  - end
  - for $l = 1, 2, \cdots, L$ do
    - Update $W_1^l$, $W_1^l$, and $b_1^l$ according to (21)-(22).
  - end
  - Calculate $H_1^l$ using (5).
  - If $t > 1$ and $|H_1^l - H_{l-1}^l| < \varepsilon$, go to Return

Return: $W_1^l$ and $b_1^l$, where $1 \leq c \leq C$, $1 \leq l \leq L$. 

3.3. Discussion

Both [11] and our approach are deep learning based image set matching methods. The key difference is that our model is supervised while theirs is unsupervised. Hence, our method requires more labeled examples to learn the model because more parameters to be estimated in our method.

4. Experimental Results

We conducted image set classification experiments on five publicly available datasets including the Honda/UCSD [22], CMU Mobo [9], YouTube Celebrities (YTC) [15], PubFig [19] face datasets, and the ETH-80 object dataset [23]. We describe the details of the experiments and results in the following.

4.1. Datasets

The Honda/UCSD dataset [22] contains 59 face video sequences of 20 different persons. The number of frames for these videos varies from 12 to 645. There are large variations in facial expression and head pose in this dataset.

The Mobo dataset [9] was originally created for gait recognition. There are 96 video sequences of 24 different persons, and each person contains 4 videos captured from different walking conditions, such as slow walking, fast walking, inclined walking, and walking with a ball. For each video, there are around 300 frames covering variations of pose and expressions.

The YTC dataset [15] contains 1910 face video sequences of 47 different persons, who are celebrities such as actors, actresses and politicians. Face videos in this dataset were collected from YouTube under unconstrained conditions. There are large variations of pose, illumination, and expression on face videos in this dataset. Moreover, the quality of face videos is very poor because most videos are of high compression rate. The number of frames for face videos varies from 7 to 400.

The PubFig dataset [19] contains 58797 images of 200 different persons. There are large variations of pose, illumination, expression on face images because these real-life face images were captured in unconstrained environments from the internet.

The ETH-80 dataset [23] contains visual object images from 8 different categories including apples, cars, cows, cups, dogs, horses, pears and tomatoes. For each category, there are 10 object instances and 41 images for each object instance captured from different viewpoints.

4.2. Experimental Settings

For face videos in the Honda, Mobo and YTC datasets, we employed the face detector presented in [32] to detect each face image frame and then resized it into $20 \times 20$. For face images in the PubFig dataset, we cropped face region of each face image according to the provided bounding box position, and resized it into $20 \times 20$. We applied histogram equalization on each image from all these four face datasets to remove the illumination effect. For the ETH-80 dataset, each object image was segmented from the simple background and scaled to $20 \times 20$ for classification, which is consistent to previous studies in [11, 27, 35]. Finally, each image in all the five datasets was lexicographically into a 400-dimensional feature vector. Unlike face recognition, the task on ETH-80 is to classify each image set of an object into a pre-defined category.

For the Honda, Mobo and YTC datasets, image frames extracted from each face video were considered as an image set. For the PubFig dataset, we equally divided face images of each person into three folds, where three different image sets were constructed for evaluation. On the Honda and Mobo datasets, we conducted experiments 10 times by randomly selecting different training and testing sets. For the YTC dataset, we employed the five fold cross validation strategy by following the same setting in [11, 26, 27, 34, 35]. Specifically, we equally divided the whole dataset into five folds (with minimal overlapping), where each fold contains 9 different images for each person. For each fold, 3 image sets were randomly selected for training and the rest 6 were used for testing. For the PubFig dataset, we used one fold for training and the remaining two for testing by random-
ly selecting different folds for training and testing. For the ETH-80 dataset, we randomly selected 5 objects from each category for training and the remaining 5 for testing. On all the five datasets, the average classification rate and the standard deviation were used to evaluate different image set classification methods.

For our MMDML method, we designed our deep model with two layers, and the feature dimensions for these layers were set as 400, 200, and 100, respectively. The learning rate $\mu$, parameter $\lambda$, $K_1$ and $K_2$ were empirically set as 0.0001, 0.00001, 5 and 20, respectively\(^2\). The parameters $W_v^l$ and $W_u^l$ of our CDML model were initialized as $E \in \mathbb{R}^{d_l \times d_{l-1}}$ ($d_l$ is the feature dimension of the $l$th layer), which is a matrix with ones on the diagonal and zeros elsewhere. The bias vector $b_v^l$ was initialized as zero vectors. For the active function, we used the non-saturating sigmoid function in our experiments.

### 4.3. Results and Analysis

**Comparison with State-of-the-Art Image Set Classification Methods:** We first compared our MMDML method with twelve state-of-the-art image set classification methods, including Mutual Subspace Method (MSM) [38], Discriminant Canonical Correlation analysis (DCC) [16], Manifold-to-Manifold Distance (MMD) [36], Manifold Discriminant Analysis (MDA) [34], Affine Hull based Image Set Distance (AHISD) [2], Convex Hull based Image Set Distance (CHISD) [2], Sparse Approximated Nearest Point (SANP) [13], Covariance Discriminative Learning (CDL) [35], Dictionary-based Face Recognition from Video (DFRV) [5]. Local Multi-Kernel Metric Learning (LMKML) [27], Set-to-Set Distance Metric Learning (SSDML) [40], and Simultaneous Feature and Dictionary Learning (SFDL) [26]. We employed the implementations of these compared methods provided by the original authors except the DFRV method because the code of DFRV was not publicly available. We implemented the DFRV method by following the algorithm description in [5]. For all these twelve compared methods, we used the default parameters recommended by the corresponding papers. For the DCC, MDA, CDL and LMKML methods, if there is a single image set from each class on the Honda, Mobo, and PubFig datasets, we randomly and equally divided each training image set into two subsets for discriminative learning, so that the intra-class variation can be effectively modeled.

Table 1 tabulates the average classification rates and standard deviations of different image set classification methods on all the five datasets. We clearly see that our MMDML method achieves higher classification rate than all the other compared state-of-the-art methods on all the five datasets. Compared to those unsupervised image set classification methods such as MSM, DCC, MMD, AHISD, CHISD, SANP, and DFRV, our MMDML can extract discriminative information in the learned deep networks. Compared to those supervised image set classification methods such as MDA, CDL, LMKML, SSDML, and SFDL, our MMDML is a deep learning approach which explicitly addresses the nonlinear separation problem by learning multiple sets of nonlinear transformations, so that more discriminative, nonlinear, and class-specific information can be exploited to improve the classification performance.

**Comparison with Different Multi-Manifold Learning Strategies:** We compared our MMDML with two other different multi-manifold learning strategies:

1. **Multi-Manifold Shallow Metric Learning (MMSML):** We constructed the MMSML method by setting the layer of each network to one and determining the active function $s(z) = z$ in our MMDML.

2. **Multi-Manifold Kernel Metric Learning (MMKML):** We employed the kernel trick on the MMSML method to the MMKML method by mapping each sample into a high-dimensional feature space. Then, we performed MMSML in the kernel space, where the RBF kernel and the average of the distance over all pairs of samples was used for evaluation.

Table 2 shows the average classification rates and standard deviations (‘) of multi-manifold deep learning and multi-manifold shallow learning methods on different datasets.

<table>
<thead>
<tr>
<th>Method</th>
<th>MMSML</th>
<th>MMKML</th>
<th>MMDML</th>
</tr>
</thead>
<tbody>
<tr>
<td>Honda</td>
<td>95.5 ± 0.9</td>
<td>97.5 ± 0.4</td>
<td>100.0 ± 0.0</td>
</tr>
<tr>
<td>Mobo</td>
<td>94.5 ± 1.7</td>
<td>96.5 ± 1.4</td>
<td>97.8 ± 1.0</td>
</tr>
<tr>
<td>YTC</td>
<td>74.5 ± 3.5</td>
<td>76.7 ± 3.4</td>
<td>78.5 ± 2.8</td>
</tr>
<tr>
<td>PubFig</td>
<td>75.5 ± 2.4</td>
<td>80.4 ± 1.8</td>
<td>82.5 ± 1.2</td>
</tr>
<tr>
<td>ETH-80</td>
<td>90.5 ± 4.5</td>
<td>91.7 ± 4.3</td>
<td>94.5 ± 3.5</td>
</tr>
</tbody>
</table>

\(^2\)We tuned these parameters by using the 5-fold cross-validation strategy on the training set of the YTC dataset.

Table 2. Average classification rates and the standard deviations (%) of multi-manifold deep learning and multi-manifold shallow learning methods on different datasets.

**Convergence Analysis:** We evaluated the convergence of our MMDML versus different number of iterations. Figure 3(a) plots the value of the objective function of MMDML versus different number of iterations on the YTC dataset. We see that our MMDML converges in about 40 iterations.
Table 1. Average classification rates and the standard deviations (%) of different image set classification methods on different datasets.

<table>
<thead>
<tr>
<th>Method</th>
<th>Honda</th>
<th>Mobo</th>
<th>YTC</th>
<th>PubFig</th>
<th>ETH-80</th>
<th>Year</th>
</tr>
</thead>
<tbody>
<tr>
<td>MSM [38]</td>
<td>92.5 ± 2.3</td>
<td>96.5 ± 2.0</td>
<td>61.7 ± 4.3</td>
<td>57.4 ± 1.7</td>
<td>75.5 ± 4.9</td>
<td>1998</td>
</tr>
<tr>
<td>DCC [16]</td>
<td>92.6 ± 2.5</td>
<td>88.9 ± 2.5</td>
<td>65.8 ± 4.5</td>
<td>45.5 ± 1.5</td>
<td>91.8 ± 3.7</td>
<td>2006</td>
</tr>
<tr>
<td>MMD [36]</td>
<td>92.1 ± 2.3</td>
<td>92.5 ± 2.9</td>
<td>67.7 ± 3.8</td>
<td>46.3 ± 1.5</td>
<td>86.5 ± 4.5</td>
<td>2008</td>
</tr>
<tr>
<td>MDA [34]</td>
<td>94.5 ± 3.2</td>
<td>94.4 ± 2.5</td>
<td>68.1 ± 4.3</td>
<td>48.6 ± 1.6</td>
<td>89.2 ± 3.7</td>
<td>2009</td>
</tr>
<tr>
<td>AHSID [2]</td>
<td>91.5 ± 1.8</td>
<td>94.1 ± 1.5</td>
<td>66.5 ± 4.5</td>
<td>62.1 ± 1.4</td>
<td>78.6 ± 4.7</td>
<td>2010</td>
</tr>
<tr>
<td>CHISD [2]</td>
<td>93.7 ± 1.9</td>
<td>95.8 ± 1.3</td>
<td>67.4 ± 4.7</td>
<td>64.5 ± 1.5</td>
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<td>SANP [13]</td>
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<td>CDL [35]</td>
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<td>92.5 ± 2.9</td>
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<tr>
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<td>98.5 ± 2.5</td>
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<tr>
<td>SSDML [40]</td>
<td>93.5 ± 2.8</td>
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<td>SFDL [26]</td>
<td>98.5 ± 1.5</td>
<td>96.5 ± 2.3</td>
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<td>78.5 ± 1.7</td>
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<td>MMDML</td>
<td>100.0 ± 0.0</td>
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<td>78.5 ± 2.8</td>
<td>82.5 ± 1.2</td>
<td>94.5 ± 3.5</td>
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We also computed the classification rate of MMDML versus different number of iterations on the YTC dataset. Figure 3(b) shows the average classification rate of MMDML versus different number of iterations on the YTC dataset. We see that our MMDML achieves stable performance in 20 ~ 25 iterations.

Robustness Analysis: We examined the performance of our MMDML when each image set contains different number of image samples. We randomly selected \( P \) frames from each image set and used them for model learning and classification. If one image set contains less than \( P \) image samples, all images in this set were used for classification. Table 3 shows the average classification rates of different image set classification methods on the YTC dataset, where different number of samples per set were used for evaluation. We see that the classification rate of our MMDML drops less than other compared image set classification methods. That is because in our MMDML method, the average point-manifold distance is considered as the manifold margin so that the performance of the approach depends less on the number of image samples per set than other methods such as MDA and MMD, which usually require enough samples to model the set as a nonlinear manifold. Hence, our method is not sensitive to the number of samples per set.

Computational Time: Lastly, we compared the computational time of different image set classification methods on the YTC dataset. For the test stage, we computed the classification time of classifying one image set with all training image sets. Our hardware configuration is a 2.8-GHz CPU and a 24GB RAM. Table 4 shows the time spent on the train and test stages by different image set classification methods with the Matlab software. We see that the computational time of our MMDML in the training stage is generally higher than those of many existing methods and the testing time is comparable to those of most existing methods.
In this paper, we have proposed a multi-manifold deep learning (MMDML) method for image set classification. By jointly learning multiple sets of nonlinear transformations (one set for each class), our method nonlinearly maps multiple sets of image instances into a shared feature subspace, so that discriminative, class-specific and nonlinear information are exploited for classification. Experimental results on five popular datasets have demonstrated that our method achieves better performance than the state-of-the-art image set classification methods.

For future work, we are interested in applying our proposed method to other vision applications such as image set based person re-identification and video-based action recognition to further demonstrate its effectiveness.

Acknowledgement

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References


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Table 3. Average classification rates and the standard deviation (%) of different image set classification methods with different number of images per set on the YTC dataset.

Table 4. Computation time (seconds) of different image set classification methods on the YTC dataset for training and testing (classification of one image set).

5. Conclusion and Future Work

In this paper, we have proposed a multi-manifold deep learning (MMDML) method for image set classification. By jointly learning multiple sets of nonlinear transformations (one set for each class), our method nonlinearly maps multiple sets of image instances into a shared feature subspace, so that discriminative, class-specific and nonlinear information are exploited for classification. Experimental results on five popular datasets have demonstrated that our method achieves better performance than the state-of-the-art image set classification methods.

For future work, we are interested in applying our proposed method to other vision applications such as image set based person re-identification and video-based action recognition to further demonstrate its effectiveness.