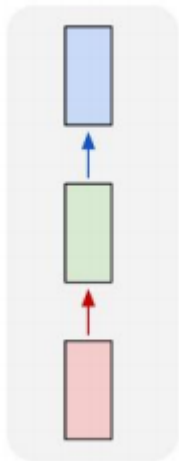


01

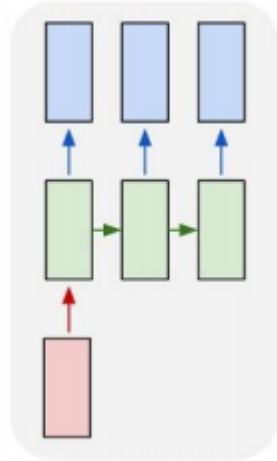
Deep Learning

Deep Learning — Input / Output

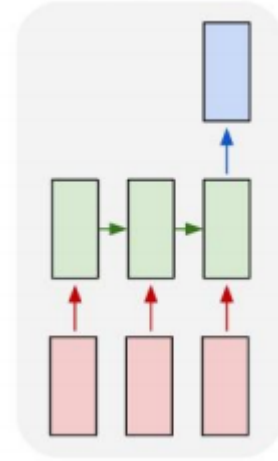
one to one



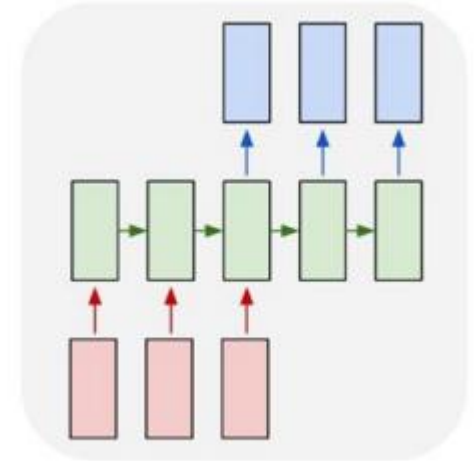
one to sequence



sequence to one

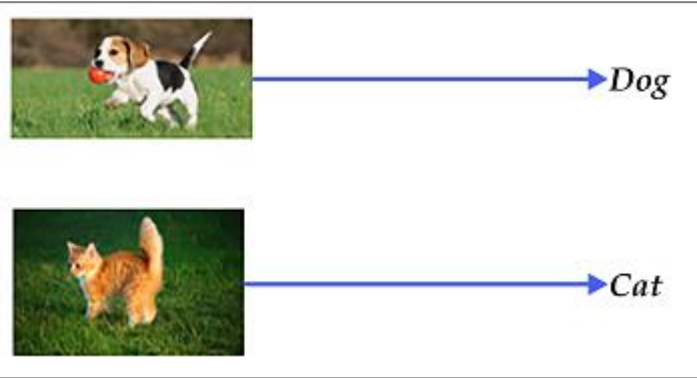
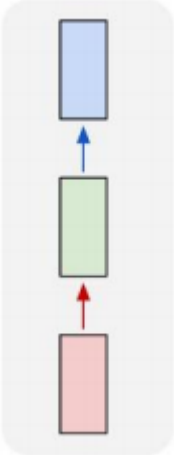


sequence to sequence



Deep Learning — Input / Output

one to one

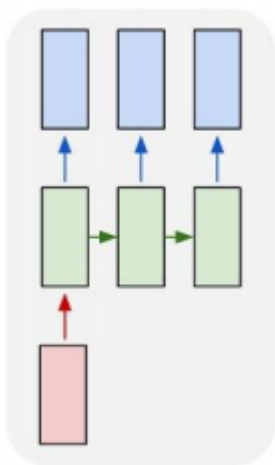


图像分类

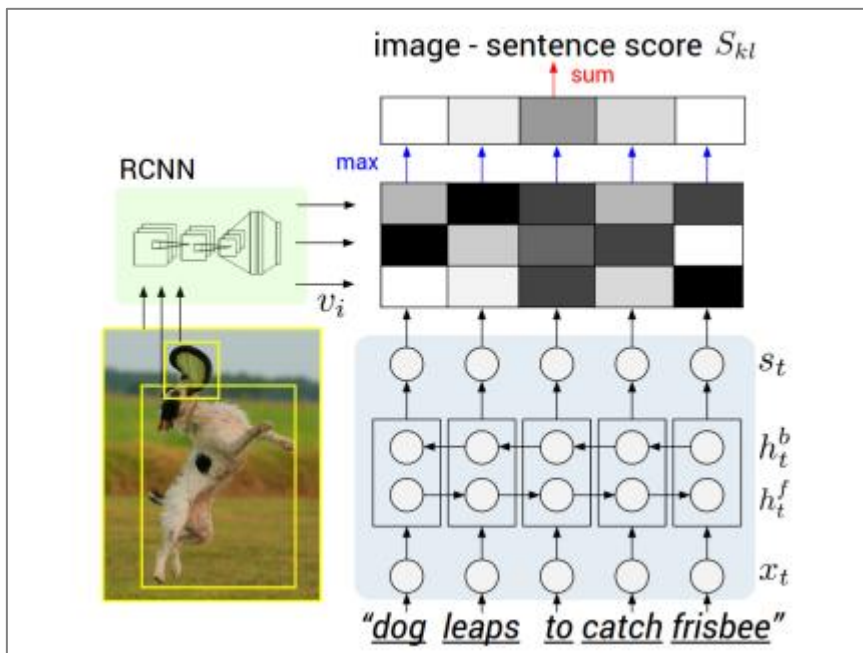
AlexNet[1], VGGNet[2], GoogLeNet[3], ResNet[4]

Deep Learning — Input / Output

one to sequence



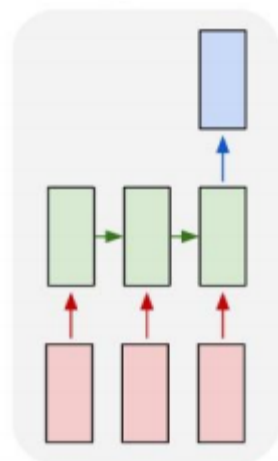
图像描述 (字幕)



[5]

Deep Learning — Input / Output

sequence to one



情感分析

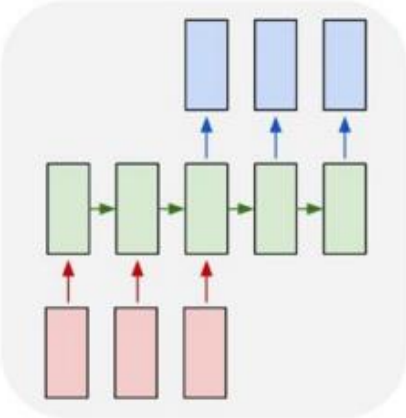
“This” “is” “the” “best” “movie” “ever”



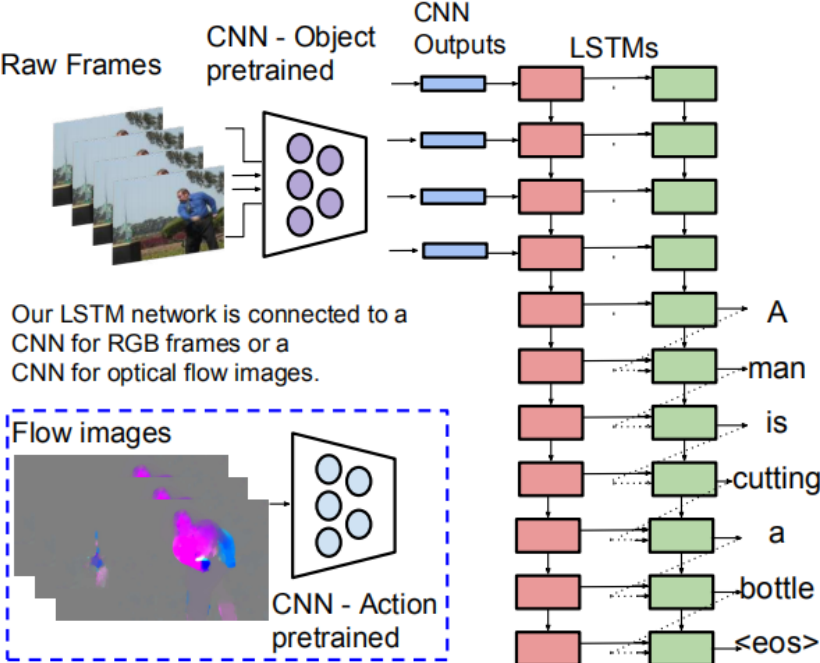
positive

Deep Learning — Input / Output

sequence to sequence



视频描述



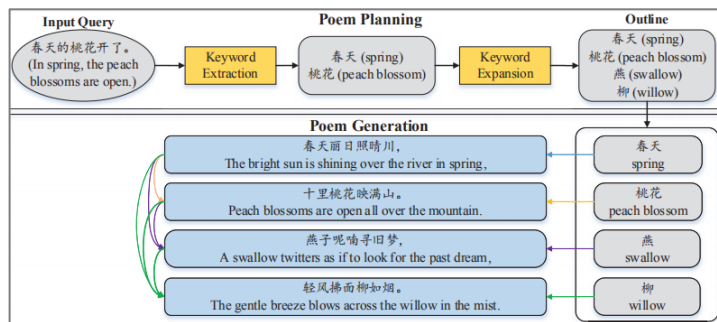
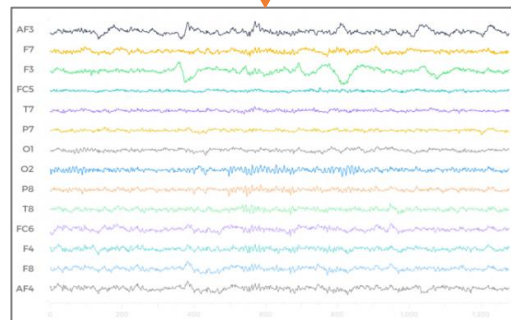
数据集类型

数值类型

ID	WC_TA	RE_TA	EBIT_TA	MVE_BVTD	S_TA	Industry	Rating
62394	0.013	0.104	0.036	0.447	0.142	3 BB	
48608	0.232	0.335	0.062	1.969	0.281	8 A	
42444	0.311	0.367	0.074	1.935	0.366	1 A	
48631	0.194	0.263	0.062	1.017	0.228	4 BBB	
43768	0.121	0.413	0.057	3.647	0.466	12 AAA	
39255	-0.117	-0.799	0.01	0.179	0.082	4 CCC	
62236	0.087	0.158	0.049	0.816	0.324	2 BBB	
39354	0.005	0.181	0.034	2.597	0.388	7 AA	
40326	0.47	0.752	0.07	11.596	1.12	8 AAA	
51681	0.11	0.337	0.045	3.835	0.812	4 AAA	

ML, LSTM

时间序列、
文本数据



LSTM

图像数据

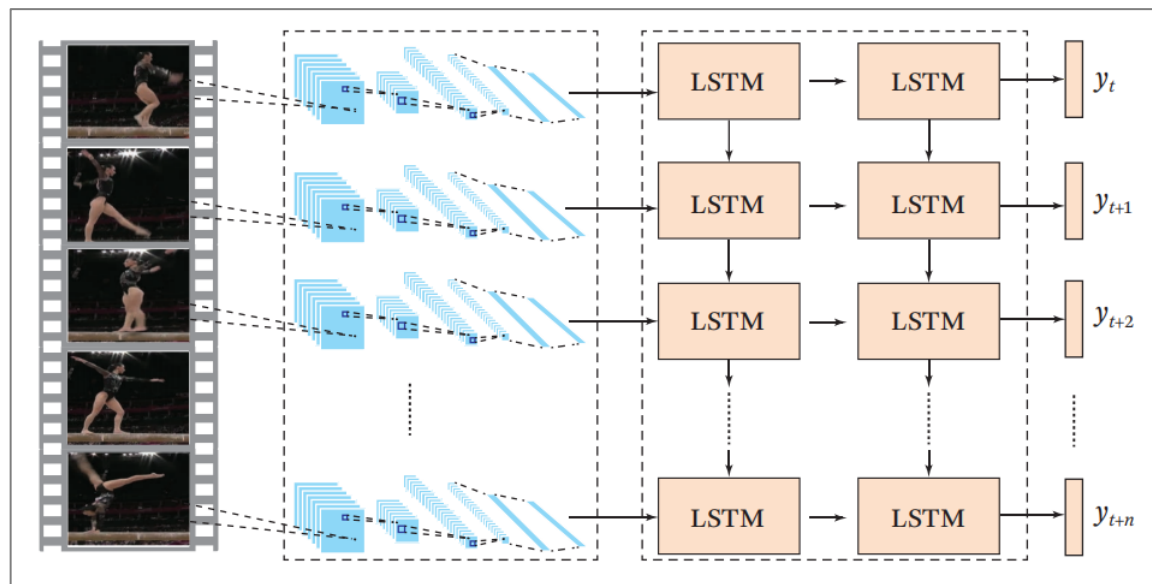


CNN

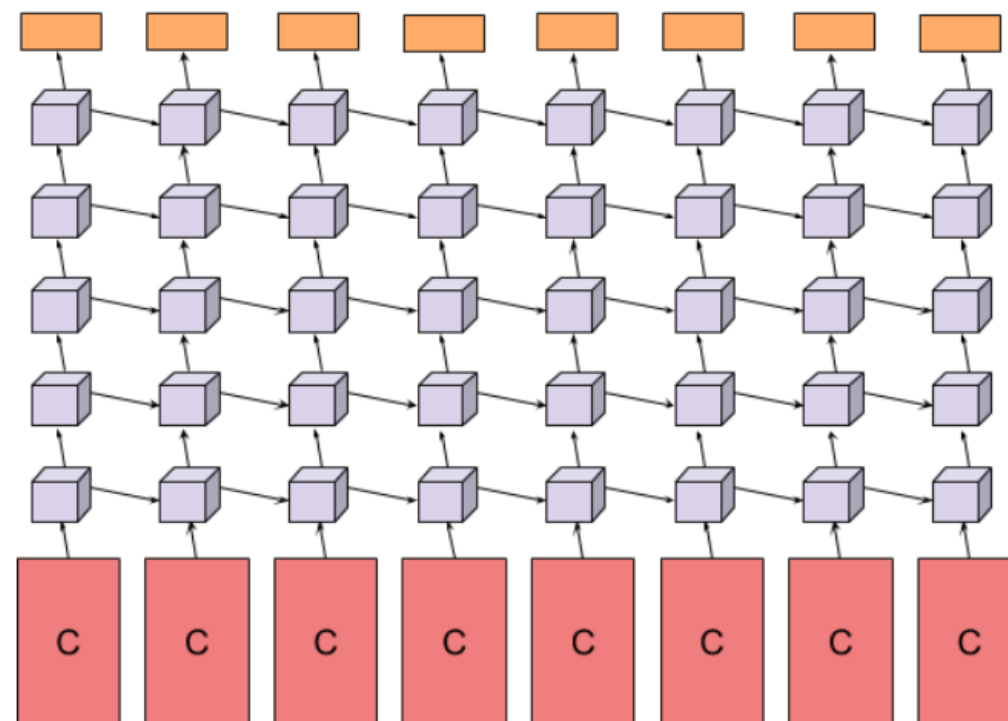
02

Deep Learning for Video Application

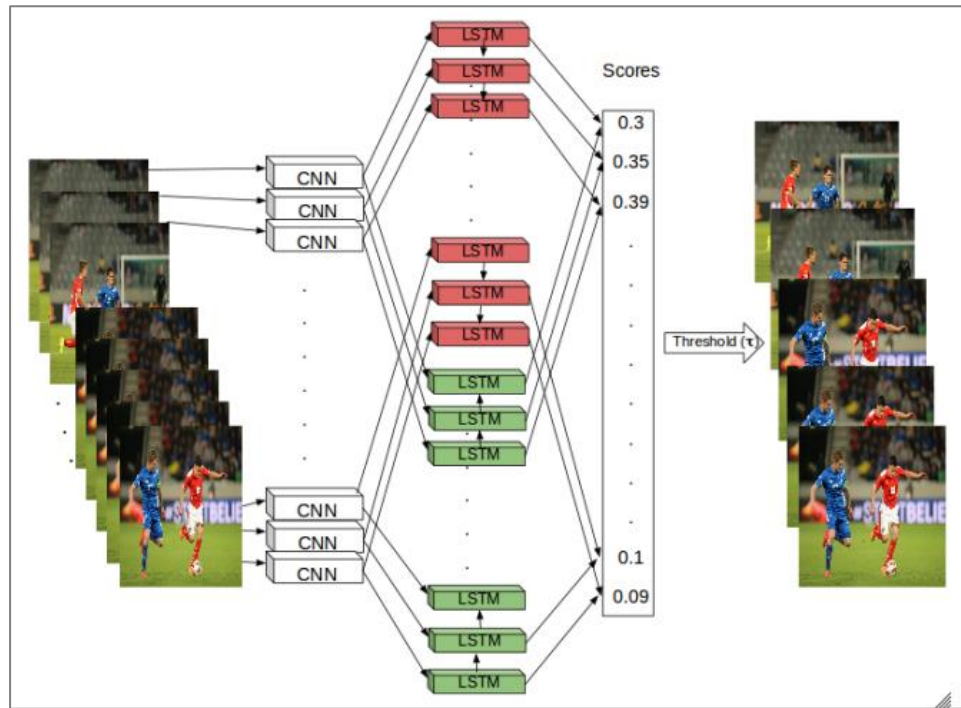
Video Classification



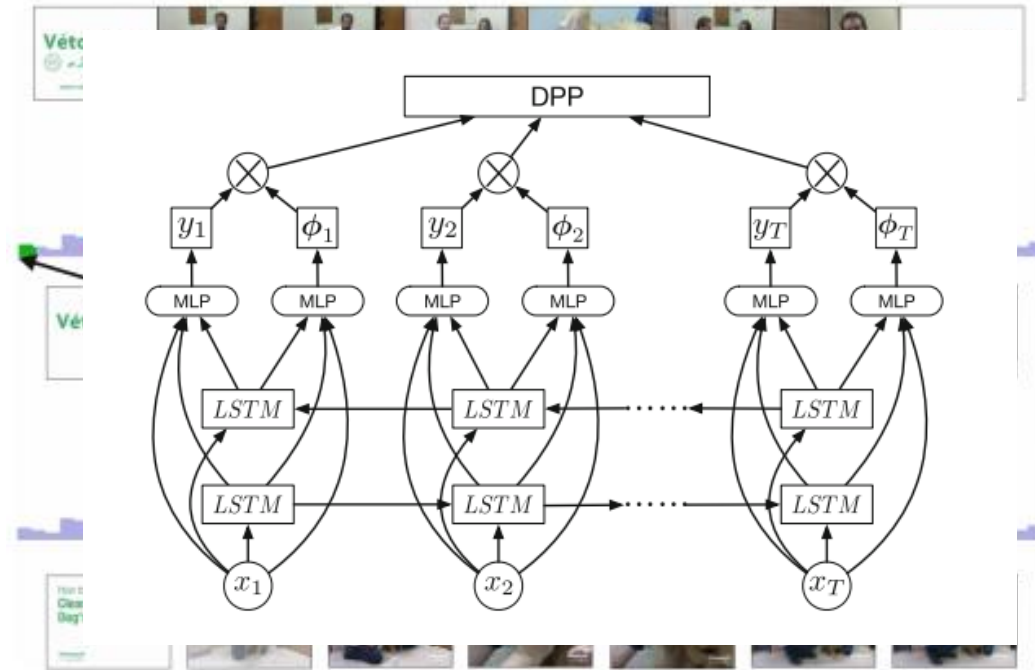
[6]



Video Summarization

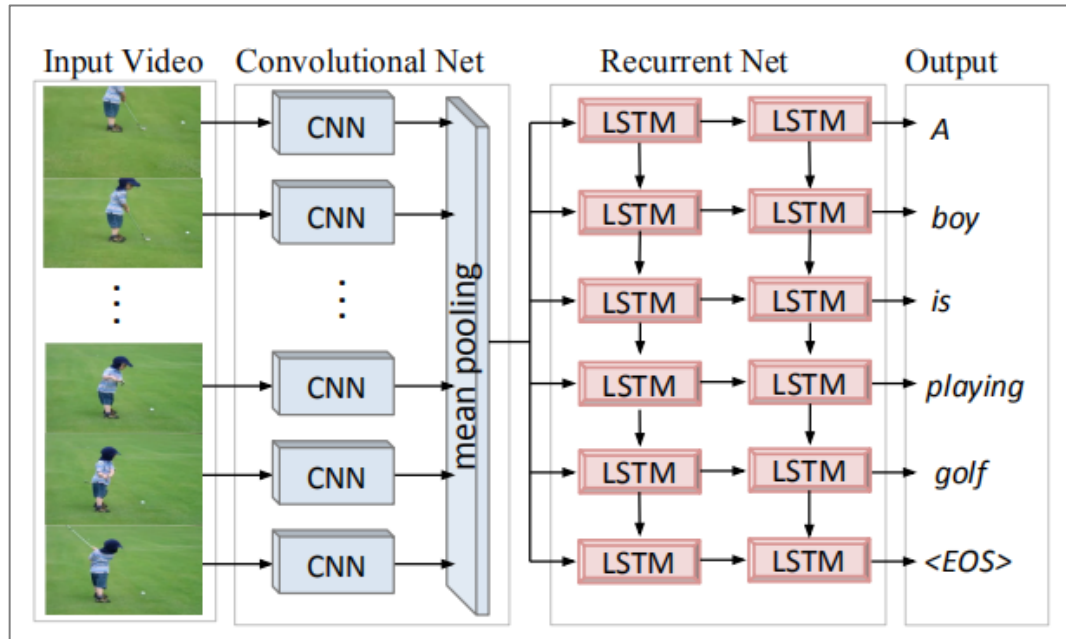


[8]

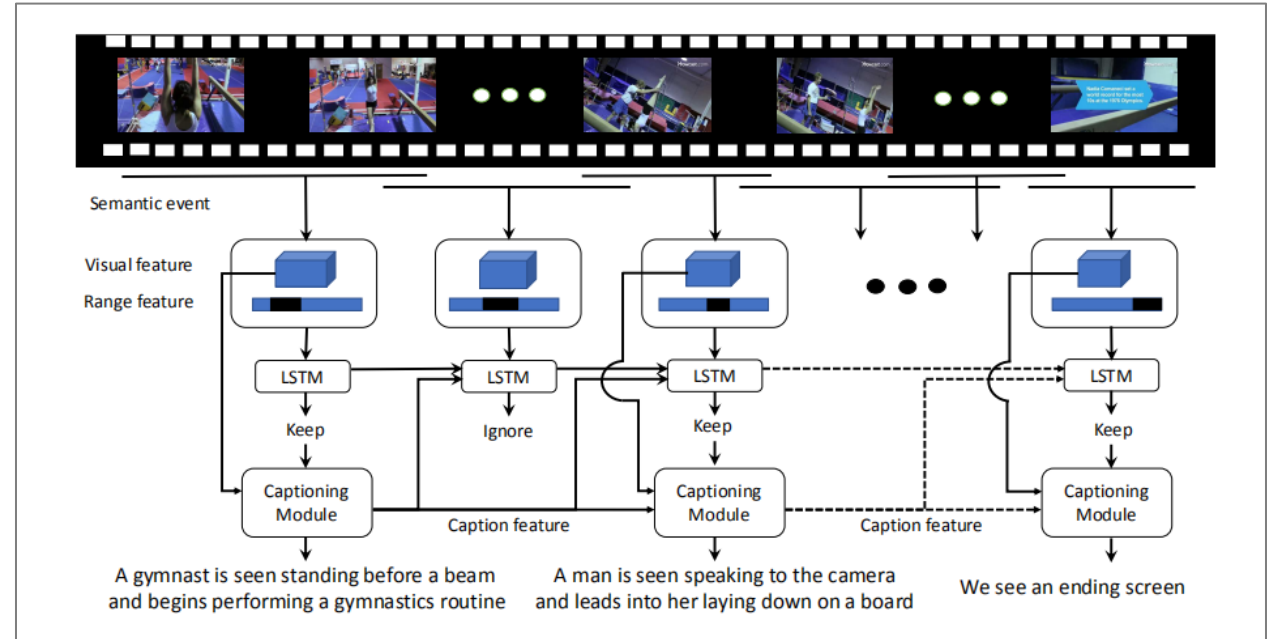


[9]

Video Captioning



[10]



[11]

A Semantic-based Method for Visualizing Large Image Collections

Xiao Xie, Xiwen Cai, Junpei Zhou, Nan Cao, Yingcai Wu

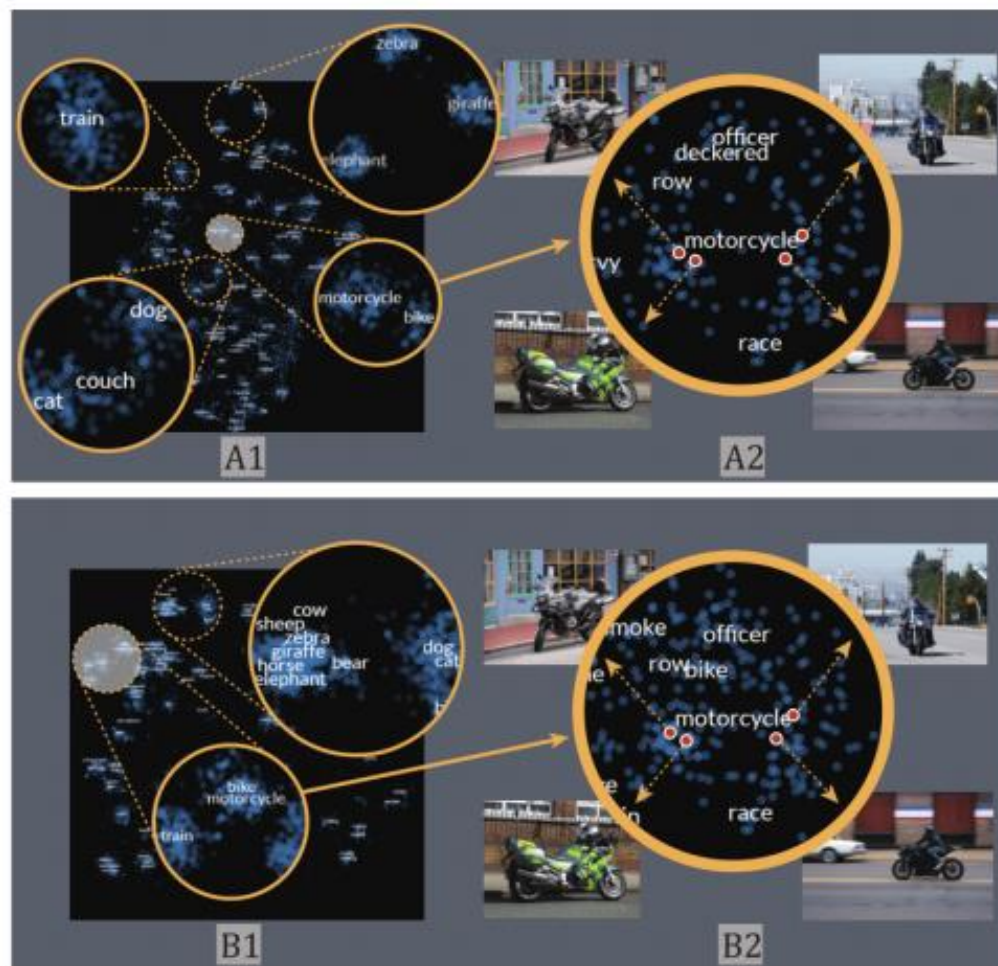
IEEE Transactions on Visualization and Computer Graphics (2018)

Interface

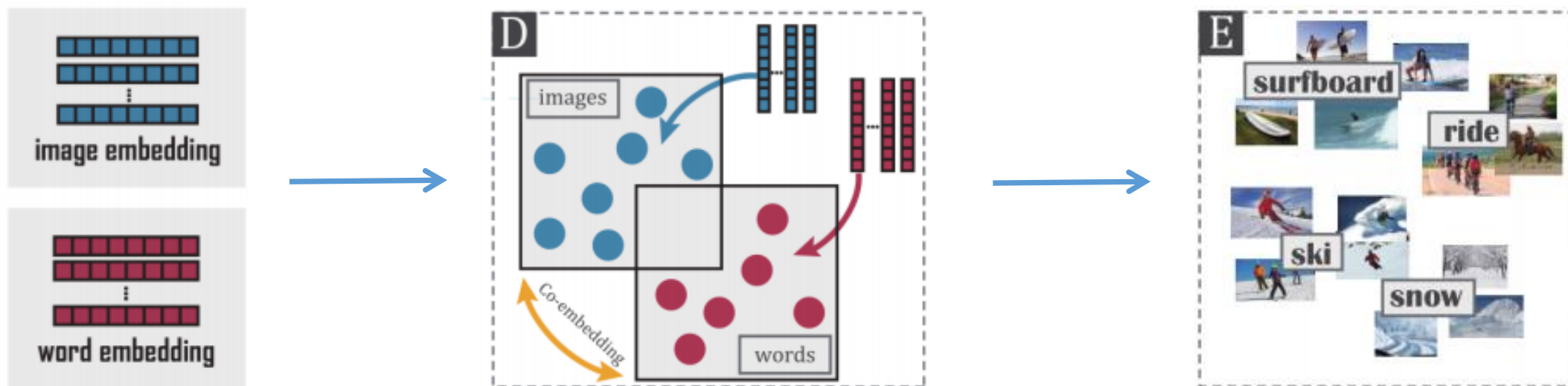
The interface is designed for semantic reconstruction and is divided into several functional areas:

- Search Panel (Left):** Includes a search bar (D), a Semantic Query input (E) with terms like 'cat', 'suitcase', and 'In', and an 'Add tags' section (E1, E2) with image thumbnails. Below are 'Word Constructors' (F) and 'Image Constructors' (G) with text input fields.
- Central Word Cloud:** A 'Reconstruction' view showing a dense collection of words. Three circular callouts (I, J, K) highlight specific clusters: Callout I (travel, track, train, platform, passenger, width, spanning, bridge, river), Callout J (travel, track, train, platform, passenger, width, spanning, bridge, river), and Callout K (river, lake, spanning, width, bridge).
- Photo Viewer (Right):** Displays a photo of a train on a bridge over a river, with a caption 'a train traveling over a bridge over a river.' (C).
- Callout H:** A circular gallery of images (H) with a 'Switch Button' (H) for navigation. It features various objects like a vase, bowl, and container, with associated words like 'table', 'vase', 'bowl', 'container', 'french', 'sandy', 'sitting', and 'parked'.
- Legend (Bottom Right):** A color-coded key: red for 'focus', yellow for 'child', and blue for 'parent'.

Previous Methods VS Co-embedding



Co-embedding



Semantic Information Extract



The man at bat readies to swing at the pitch while the umpire looks on.



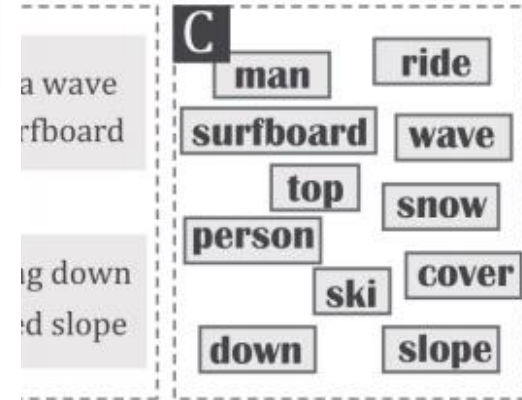
A large bus sitting next to a very tall building.



A horse carrying a large load of hay and two people sitting on it.

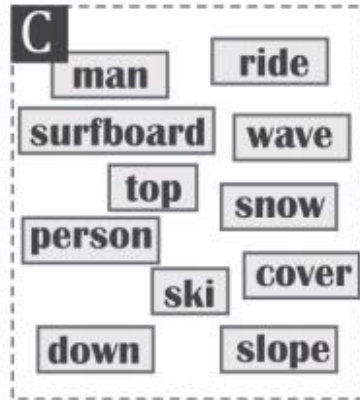


Bunk bed with a narrow shelf sitting underneath it.



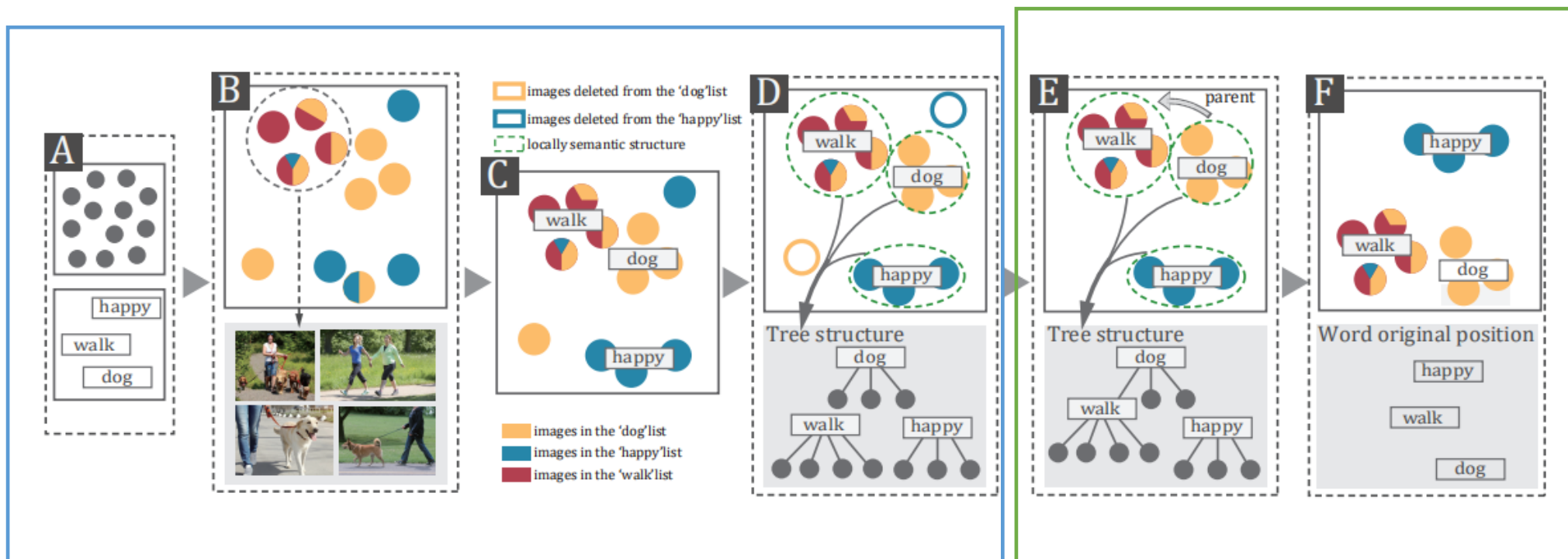
a wave
rboard

g down
d slope



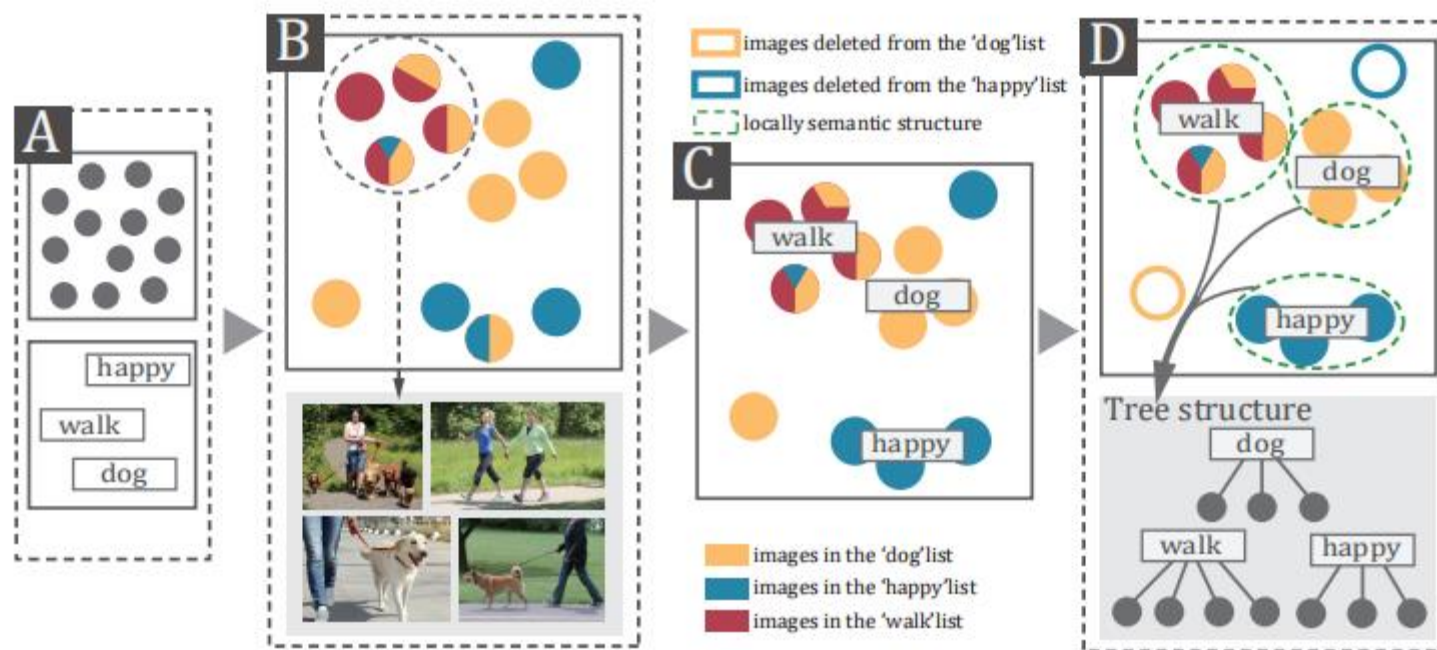
MSCOCO Dataset (80000+ * 5)

Co-embedding



Co-embedding

- Obtaining Local Semantic Structures



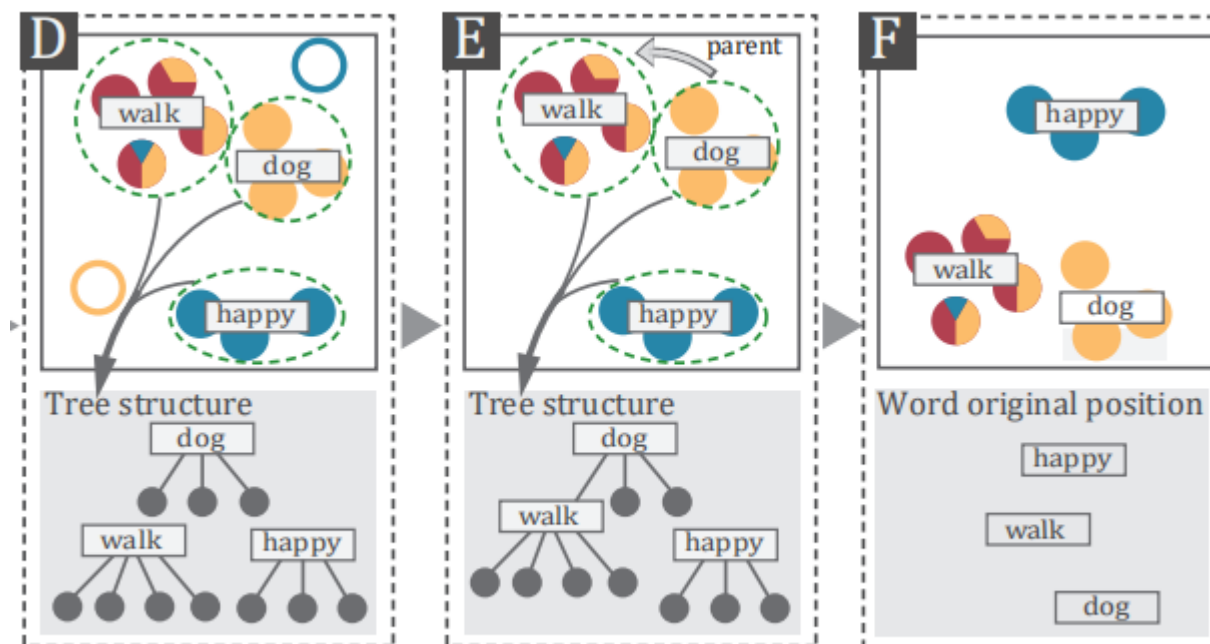
$$Simi(W_i, I_j) = 1 - \min_{W_k \in C_j} d(W_i, W_k)$$

$$\mathcal{I}_{W_i} = \{I_j \mid I_j \in \mathcal{I}, Simi(W_i, I_j) \geq MinSimi\}$$

$$\mathcal{W}_{I_j} = \{W_i \mid W_i \in \mathcal{W}, I_j \in \mathcal{I}_{W_i}\}$$

Co-embedding

- Reconstruct Images in Semantic Space



$$Freq(W_i, W_j) = Freq(W_j, W_i) = |\mathcal{I}_{W_i} \cap \mathcal{I}_{W_j}|$$

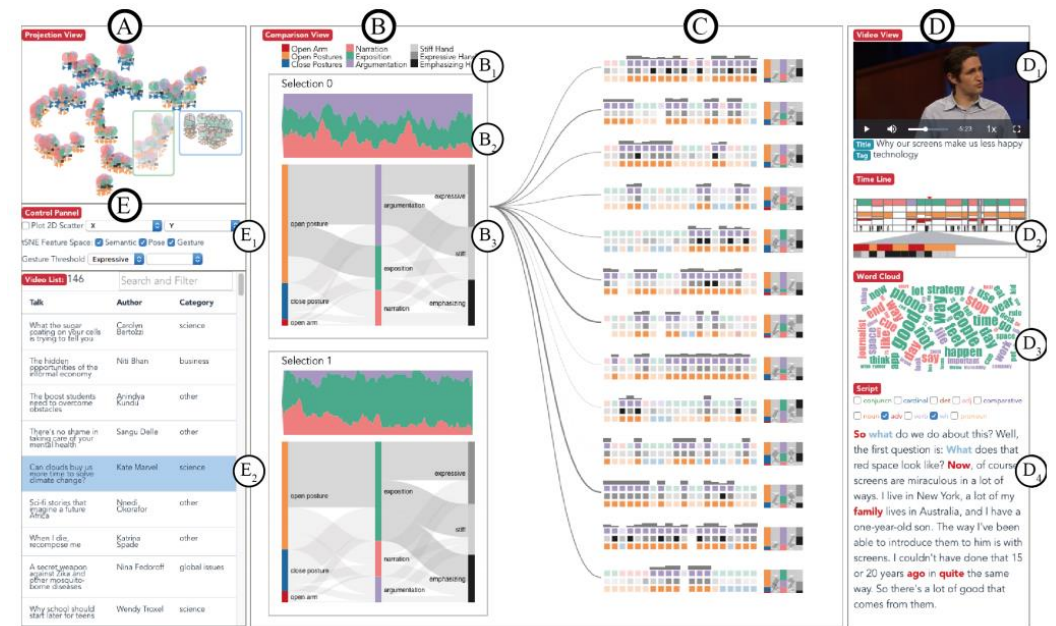
$$CF_{ij} = \frac{Freq(W_i, W_j)}{Freq(W_i)}$$

EmotionCues: Emotion-Oriented Visual Summarization of Classroom Videos

Haipeng Zeng, Xinhuan Shu, Yanbang Wang, Yong Wang,
Liguo Zhang, Ting-Chuen Pong, and Huamin Qu

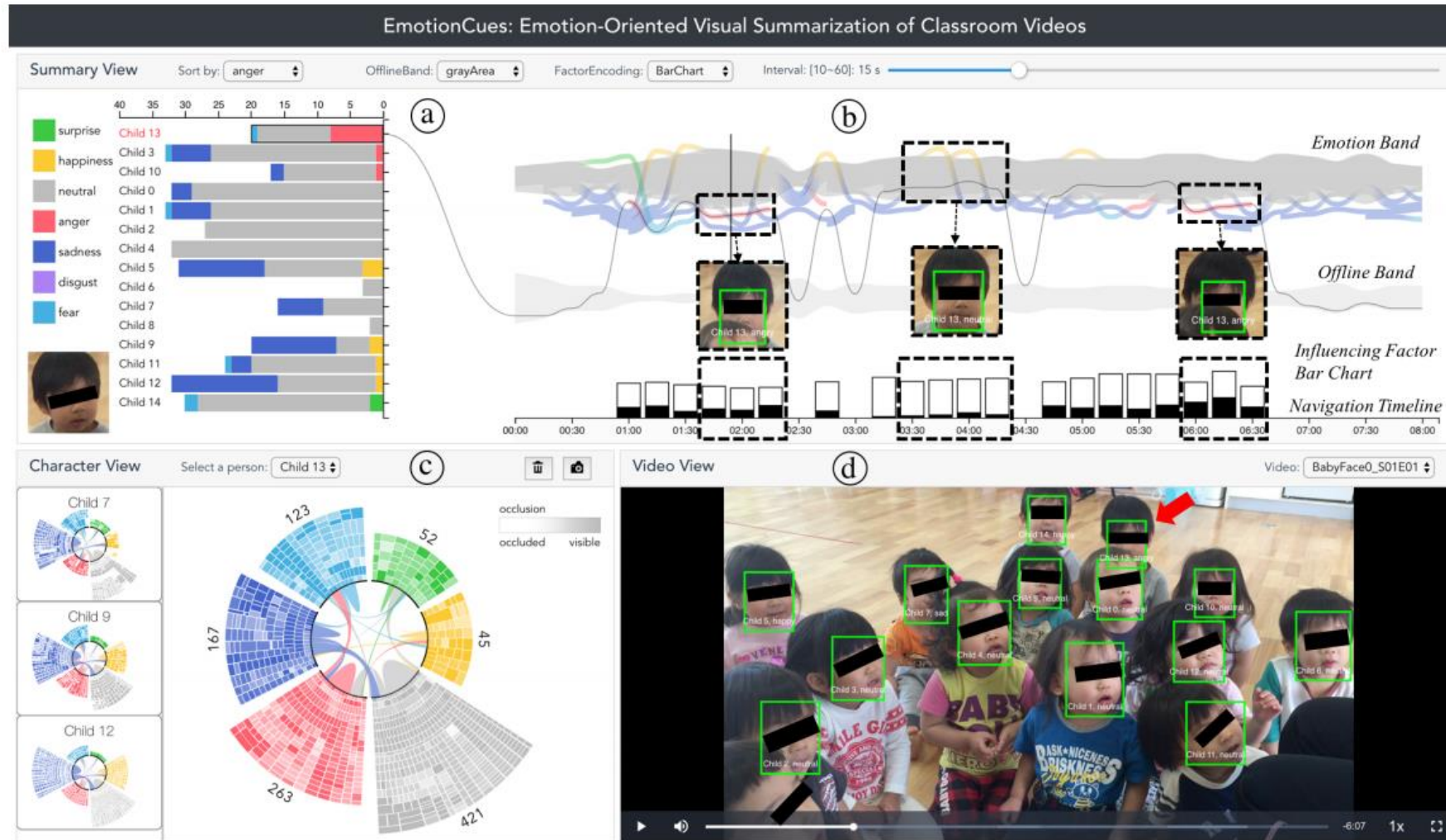


[12]

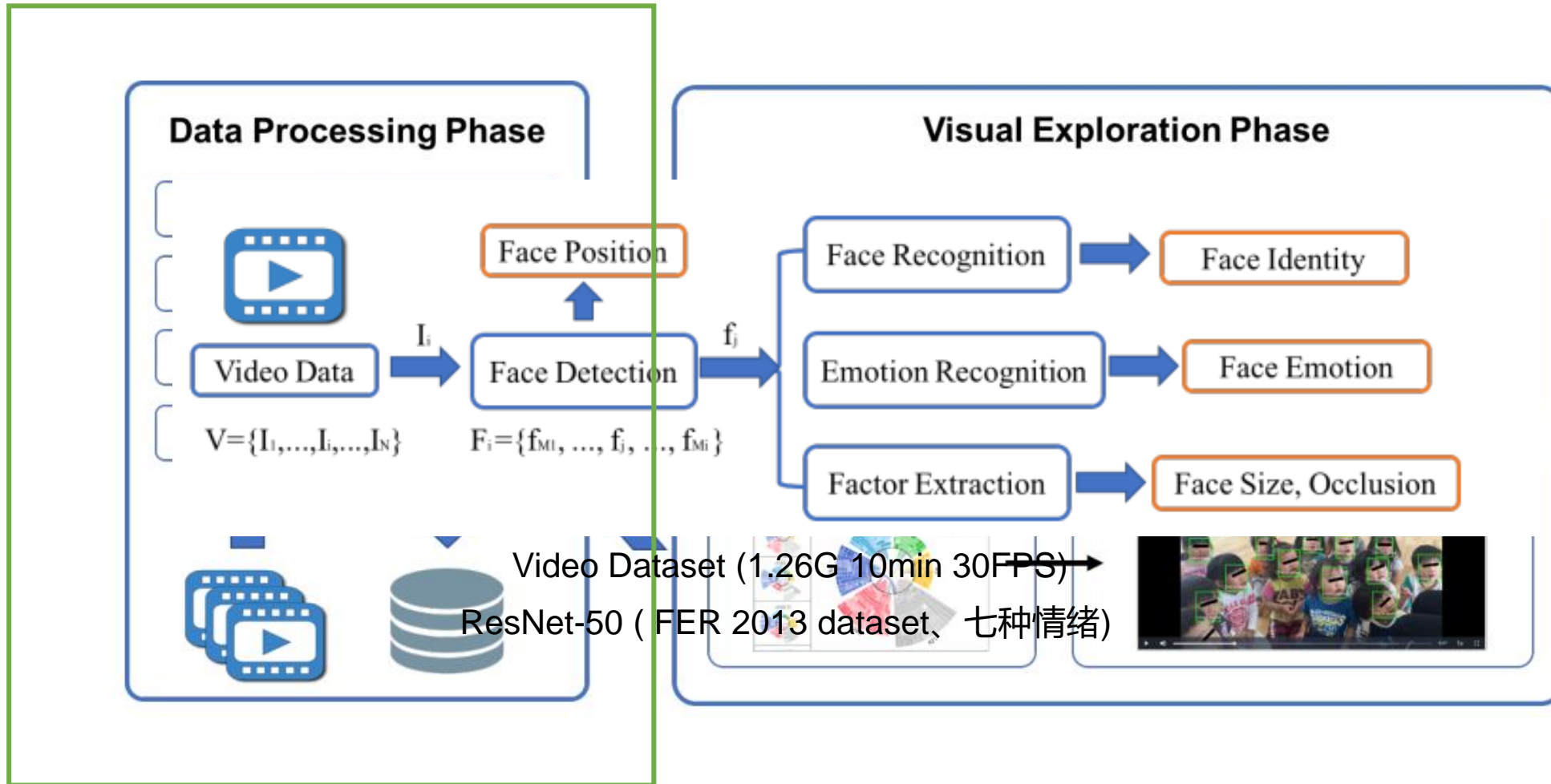


[13]

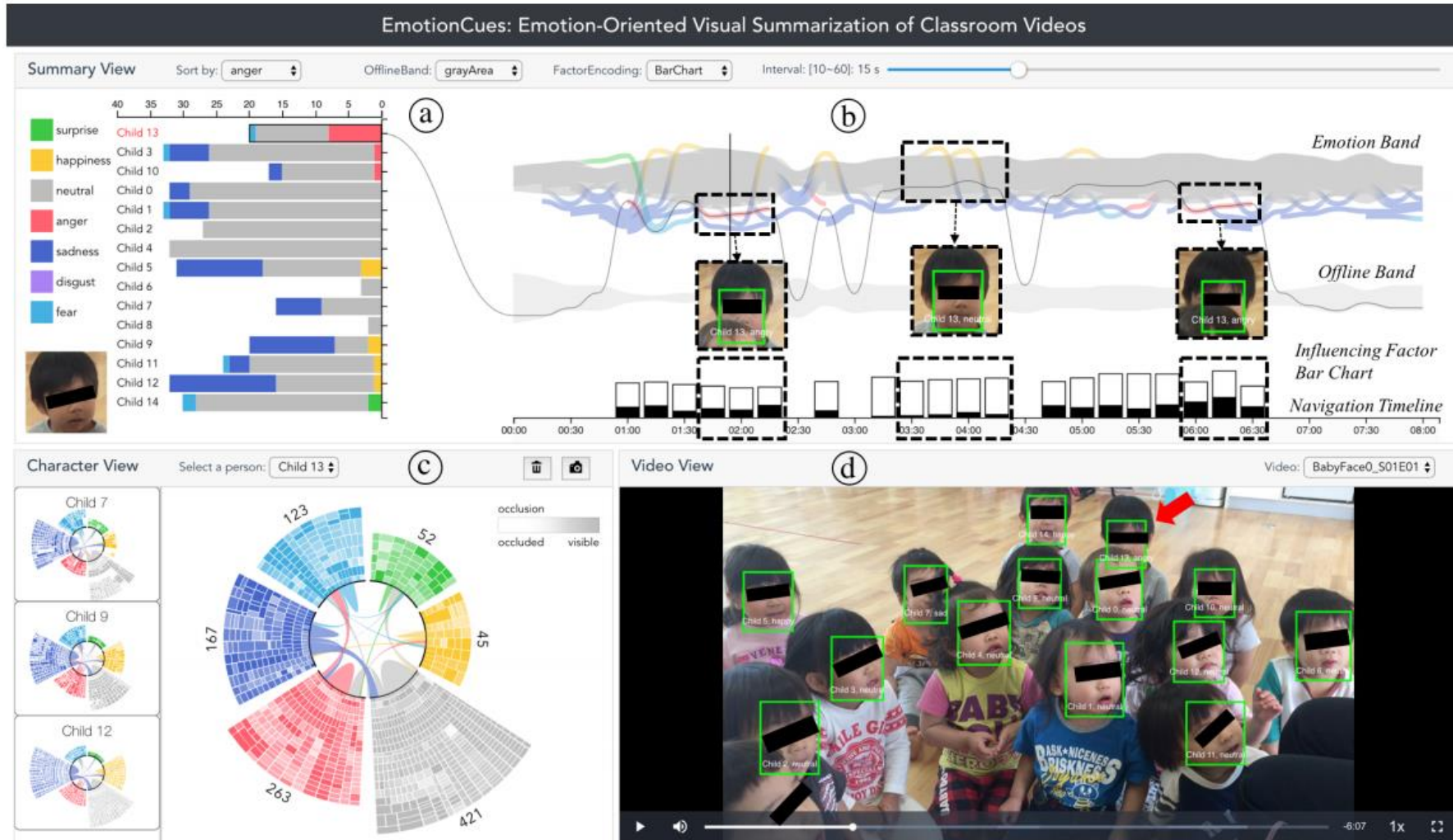
Interface



Data Processing Phase



Visual Exploration Phase



References

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