**Multimedia Information Extraction and Retrieval** 

**Multimedia Interpretation** 

Ralf Moeller Hamburg Univ. of Technology

#### **Media Interpretation**



Possible interpretation:

- "Two workers empty garbage containers into a garbage truck"
- "A mailman distributes mail"

What is a possible high-level annotation for this image?

#### What do we need?

- Multimedia interpretation: from low-level to high-level (and back!)
- Low-level w.r.t. images: information in pixels
- Mid-levels w.r.t. images: several temporary steps
- High-level w.r.t. images: complex scene description
- Need of representation means for all levels
- ► ⇒ Ontologies can do!

### Ontologies

- Tbox
- Abox
  - a:C / C(a) ... a  $\in$  C
  - (a,b):R / R(a,b) ... (a,b)  $\in$  R
- Rules (Datalog)

#### **Interpretations = Metadata (1)**

mailman <sub>1</sub>	:	Mailman
bicycle <sub>1</sub>	:	Bicycle
<i>mail_deliv</i> <sub>1</sub>	:	MailDeliv
$(mail\_deliv_1, mailman_1)$	:	hasPart
$(mail_deliv_1, bicycle_1)$	:	hasPart
$(mail_deliv_1, url_1)$	:	hasURL
$(mailman_1, url_2)$	:	hasURL
$(bicycle_1, url_3)$	:	hasURL
$(url_1)$	:	="http://www.img.de/image-1.jpg"
( <i>url_</i> 2)	:	="http://www.img.de/image-1.jpg#(200,400)/
( <i>url_</i> 3)	:	="http://www.img.de/image-1.jpg#(100,400)/

#### **Interpretations = Metadata (2)**

$garbageman_1$	:	Garbageman
garbageman <sub>2</sub>	:	Garbageman
$garbagetruck_1$	:	<i>Garbage_Truck</i>
$gc_1$	:	Garbage_Collection
$gc_1, garbageman_1)$	:	hasPart
$gc_1, garbageman_2)$	:	hasPart
$c_1, garbagetruck_1)$	:	hasPart
$(gc_1, url_4)$	:	hasURL

. . .

g

. . .

## **Querying metadata**

#### • Queries:

 $URLQuery_1 := \{(X, value(X)) \mid hasURL(mail\_deliv_1, X)\}$  $URLQuery_2 := \{(X, value(X)) \mid hasURL(bicycle_1, X)\}$ 

 $ImageQuery_1 := \{(X, Y) \mid MailDeliv(X), Bicycle(Y), hasPart(X, Y)\}$ 

#### • Results :

- {  $(mail\_deliv_1, bicycle_1)$  }
- { (url<sub>1</sub>, "http://www.img.de/image-1.jpg") }
- { (url<sub>3</sub>, "http://www.img.de/image-1.jpg#(100,400)/(150/500) ) }
- Exploit Tboxes:  $Mailman \sqsubseteq Postal\_Employee$

Mailman = Postman

#### How to derive metadata?



#### Image analysis



 Assumption: Result of image analysis represented as an Abox

 $pole_1: Pole$  $human_1: Human$  $bar_1: Bar$  $(bar_1, human_1): near$ 

# **Querying for a pole vault?**

- Image will not be found
- Reason:
  - Pole vaults are not directly visible
  - There is no Abox individual for a pole vault
- Idea:
  - Pole vaults are "constructed" to explain the spatial configuration of a person, a bar, and a pole

#### **Explanation via abduction**

- Compute some set of assertions  $\Delta$  such that  $\Sigma \cup \Delta \models \Gamma$
- The knowledge base  $\Sigma = (\mathcal{T}, \mathcal{A})$
- The set of observables  $\Gamma$  is a given set of low-level assertions

#### In our setting

#### Image analysis leads to an Abox

 $pole_1: Pole$  $human_1: Human$  $bar_1: Bar$  $(bar_1, human_1): near$ 

• The last assertion should be explained  $\Sigma \cup \Gamma_1 \cup \Delta \models \Gamma_2$ 

• The Abox is split into parts  $\Gamma_1$  and  $\Gamma_2$ 

#### **Side conditions**

- Minimality
- Consilience

#### **Example Tbox**

 $Jumper \sqsubseteq Human$   $Pole \sqsubseteq Sports\_Equipment$   $Bar \sqsubseteq Sports\_Equipment$   $Pole \sqcap Bar \sqsubseteq \bot$   $Pole \sqcap Jumper \sqsubseteq \bot$   $Jumper \sqcap Bar \sqsubseteq \bot$   $Jumping\_Event \sqsubseteq \exists_{\leq 1} hasParticipant.Jumper$   $Pole\_Vault \sqsubseteq Jumping\_Event \sqcap \exists hasPart.Pole \sqcap \exists hasPart.Bar$   $High\_Jump \sqsubseteq Jumping\_Event \sqcap \exists hasPart.Bar$   $near(Y,Z) \leftarrow Pole\_Vault(X), hasPart(X,Y), Bar(Y),$  hasPart(X,W), Pole(W), hasPart(X,Z), Jumper(Z)  $near(Y,Z) \leftarrow High\_Jump(X), hasPart(X,Y), Bar(Y),$  hasParticipant(X,Z), Jumper(Z)

# Abduction as query answering

Abduction equation

#### $\Sigma \cup \Gamma_1 \cup \varDelta \models \Gamma_2$

 Entailment of assertions as answering boolean queries w.r.t. Tboxes and Aboxes

$$Q_1 := \{ () \mid near(bar_1, human_1) \}$$

#### **Abductive query answering**

- The answer should be true!
- What must be added to the Abox to ensure this?
- Idea: Look at the rules
  - Assumption: The rules define the set of abducibles
  - Apply the rules in a backward-chaining way

## Backward-chaining

•  $near(Y,Z) \leftarrow Pole\_Vault(X), hasPart(X,Y), Bar(Y), \\ hasPart(X,W), Pole(W), hasParticipant(X,Z), Jumper(Z) \\ near(Y,Z) \leftarrow High\_Jump(X), hasPart(X,Y), Bar(Y), \\ hasParticipant(X,Z), Jumper(Z)$ 

 $Q_1 := \{() \mid near(bar_1, human_1)\}$ 

- Determine a substitution for variables
  - Match HEAD with the query
- Expand rules
  - Check all combinations for unbound variables (including new individuals)
  - Role of the Tbox: Discard inconsistent Aboxes obtained by substitutions
- No recursion allowed

#### Example

- $-\Delta_{1} = \{new\_ind_{1} : Pole\_Vault, (new\_ind_{1}, bar_{1}) : hasPart, (new\_ind_{1}, new\_ind_{2}) : hasPart, new\_ind_{2} : Pole, (new\_ind_{1}, human_{1}) : hasParticipant, human_{1} : Jumper\}$
- $-\Delta_2 = \{new\_ind_1 : Pole\_Vault, (new\_ind_1, bar_1) : hasPart, (new\_ind_1, pole_1) : hasPart,$ 
  - $(new\_ind_1, human_1) : hasParticipant, human_1 : Jumper\}$
- $-\Delta_3 = \{new\_ind_1 : High\_Jump, (new\_ind_1, bar_1) : hasPart, (new\_ind_1, human_1) : hasParticipant, \\ hasParticipant, \\ -\Delta_3 = \{new\_ind_1 : High\_Jump, (new\_ind_1, bar_1) : hasPart, (new\_ind_1, human_1) : hasParticipant, \\ -\Delta_3 = \{new\_ind_1 : High\_Jump, (new\_ind_1, bar_1) : hasPart, (new\_ind_1, human_1) : hasParticipant, \\ -\Delta_3 = \{new\_ind_1 : High\_Jump, (new\_ind_1, bar_1) : hasPart, (new\_ind_1, human_1) : hasParticipant, \\ -\Delta_3 = \{new\_ind_1 : High\_Jump, (new\_ind_1, bar_1) : hasPart, (new\_ind_1, human_1) : hasParticipant, \\ -\Delta_3 = \{new\_ind_1 : High\_Jump, (new\_ind_1, bar_1) : hasPart, (new\_ind_1, human_1) : hasParticipant, \\ -\Delta_3 = \{new\_ind_1 : High\_Jump, (new\_ind_1, bar_1) : hasPart, (new\_ind_1, human_1) : hasParticipant, \\ -\Delta_4 = \{new\_ind_1 : High\_Jump, (new\_ind_1, bar_1) : hasPart, (new\_ind_1, human_1) : hasParticipant, \\ -\Delta_4 = \{new\_ind_1 : High\_Jump, (new\_ind_1, bar_1) : hasPart, (new\_ind_1, human_1) : hasParticipant, \\ -\Delta_4 = \{new\_ind_1 : High\_Jump, (new\_ind_1, bar_1) : hasPart, (new\_ind_1, human_1) :$

 $human_1: Jumper\}$ 

#### **Preference measures**

- When more than one explanation is found, the criteria for selecting the best explanation are:
  - Simplicity
    - $S_s(\Delta) = |\Delta|$
  - Consilience
    - $S_c(\Delta) = | \{ \alpha \in \Gamma_1 : O \cup \Delta | = \alpha \} |$
- In total

• 
$$S_{\omega}(\Delta) := \omega S_{c}(\Delta) - (1 - \omega)S_{s}(\Delta)$$



#### **Fusion**

- Goals:
  - Disambiguation
  - Rule out possible interpretations
- Information accumulation (for better query answering)



Kajsa Bergqvist clears 2:06 in Eberstadt

# Explicitly represent the document structure



# Exploit the document structure

- Abduction is used to find explanations for the relations between the multimedia objects
- We assume the following rule

```
hasCaption(X,A) :-
Image(X),
depicts(X,Y),
Caption(A),
depicts(A,B),
same-as(Y,B)
```

#### **Structure identification**



#### Also: Intra-modality fusion

- Example (two sentences):
  - "This car has always been in a garage."
  - "It always worked well."
- Disambiguation required:
  - It is the car that worked well, not the garage
  - The car is indeed a good one (not a one that always was in a repair shop)
- Fusion:
  - "This car" = car\_1
  - "It" = thing\_1
  - Gives rise to abducing car\_1 = thing\_1

## Acknowledgements

- Thanks to the TUHH members of the BOEMIE project (Bootstrapping Ontology Evolution for Multimedia IntEpretation)
  - Sofia Espinosa Peraldi
  - Atila Kaya
  - Sylvia Melzer
- Thanks to Bernd Neumann, UniHH
- Thanks to Michael Wessel