

# Empirical exploration of extreme SVM-RBF parameter values for visual object classification

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**Abstract.** This paper presents a preliminary exploration showing the surprising effect of extreme parameter values used by Support Vector Machine (SVM) classifiers for identifying objects in images. The Radial Basis Function (RBF) kernel used with SVM classifiers is considered to be a state-of-the-art approach in visual object classification. Standard tuning approaches apply a relative narrow window of values when determining the main parameters for kernel size. We evaluated the effect of setting an extremely small kernel size and discovered that, contrary to expectations, in the context of visual object classification for some object and feature combinations these small kernels can demonstrate good classification performance. The evaluation is based on experiments on the TRECVID 2013 Semantic INDEXING (SIN) training dataset and provides initial indications that can be used to better understand the optimisation of RBF kernel parameters.

**Keywords:** Visual Object Classification, SVM, RBF, optimisation, extreme parameter values

## 1 Introduction

Optimising machine learning algorithm parameters is a crucial task for building reliable classifiers. In the context of automatic image indexing and visual object classification, the Support Vector Machine SVM [1] is the most popular machine learning algorithm and is frequently adopted as the state-of-the-art algorithm relied on in many applications. The SVM is a supervised learning algorithm that analyses data to recognise patterns for classification and regression analysis. In the case of visual descriptor classification, the complex feature space is often non-linearly separable, a fact that leads to the usage of the kernel trick [2] in order to implicitly map the features into high-dimensional spaces where it is easier to find hyperplanes that separate the positive from the negative examples.

Visual object classification aims to identify objects of interest in image or video keyframes based on low-level features generally using trained classifiers such as SVMs. Exhaustive parameter tuning is often infeasible due to the very large, heterogeneous datasets, sparse, high-dimensional feature space and need

to manage computational complexity. However, as a technical report by Lin, Hau & Chang [3] illustrates, even small efforts toward parameter tuning can yield good performance gains.

While there are many configurable options throughout the visual object classification pipeline, including data normalisation, distance metrics, kernel type etc., we focus in this paper on using the *de facto* settings for visual descriptor classification and choose to examine one parameter of the most popular SVM kernel used for visual feature classification (and for many other classification tasks) the Radial Basis Function (RBF) kernel. In [4] we can find the following definition of the RBF kernel that has two feature vectors  $x$  and  $x'$ :

$$K(x, x') = \exp\left(-\frac{\|x - x'\|_2^2}{2\sigma^2}\right) \quad (1)$$

where  $\|x - x'\|_2^2$  is the squared Euclidean distance between the vectors  $x$  and  $x'$ , and  $\sigma$  is a parameter to control the size of the kernel. The  $\sigma$  parameter is often optimised through another representation called *gamma* represented as follows:

$$\gamma = -\frac{1}{2\sigma^2} \quad (2)$$

As we can see in the formula 2,  $\sigma^2$  and  $\gamma$  are inversely proportional. The larger the value of  $\gamma$  the smaller the value of  $\sigma$  and the smaller is the kernel size. From a very simplified point-of-view, a large  $\gamma$  value leads to narrow influence zone for each single training example in the new feature space. When a new example is evaluated, and if *gamma* is well tuned, this new example will fall into the influence zone of positive example(s) if it is a positive data sample, or it will fall into the influence zone of negative example(s) in the opposite case.

In this article, we explore the values of the  $\gamma$  parameter in the RBF kernel with a fixed *cost* value in the context of visual object classification. Most of the works in the domain explore some restricted range of  $\gamma$  values and avoid to go to extreme limits in order to avoid over-fitting, where large ratio of training examples will be considered as support vector. Our initial observations show that it is not always the case, and for some Object/Feature combinations, choosing large  $\gamma$  values can lead into good classification performance. These observations will be the subject of a future in-depth analysis in order to determine when performance may benefit from extreme gamma values.

The rest of this article is organised as follows: First, in section 2 we will present the state-of-the-art works on optimising the SVM parameter for visual object classification, then in section 3 we will present our results obtained from experiments on TRECVID 2013 SIN training set [5], and finally we will discuss our results in section 4 where we will present future work based on our observations.

## 2 Related works

Optimisation efforts are commonly concerned with the problem of choosing the best features (see a recent review [6]) however the problem of parameter op-

timisation, both in general and for SVMs with RBF kernels in particular, has been tackled in a variety of ways ranging from heuristic methods to machine learning approaches designed to reduce the problem space. Some have applied genetic algorithms [7] or other machine learning techniques (e.g., particle swarm optimisation [8]) to identify optimal settings. Others perform grid search using a tuning dataset to find the best settings without over-tuning or apply optimisation strategies. For instance, Duan, Keerthi & Poo [9] examined the computational cost of various optimisation approaches. Past efforts have focussed on domains such as bioinformatics, genomics and finance. The standard approach in visual object classification is generally to follow the configurations suggested in [10]. The main challenge is to balance the computational requirements with the risk of over-fitting to a particular dataset and the potential performance gains from careful parameter tuning.

Many of the state-of-the-art works use cross-validation functions and optimisation tools provided by SVM libraries like LibSVM [11]. These libraries often sequentially test a set of gamma and cost values chosen *a priori* and do not rely on the feature dataset. Most of the works focus on the feature space itself by normalising the descriptors using L1 or L2, widely used for histogram-like descriptors [12, 13], or Min\_max normalisation like the one used in LibSVM, or Zero-Mean and unit-variance, or the Power transformation proposed by [14]. After normalising the descriptors, SVM parameters will be optimised to build classifiers; and as far as we know not no state-of-the-art focused its work on studying the ranges of SVM parameters and more precisely on the  $\gamma$  values of the RBF kernel.

In [10] we can find a good indication about how to choose the *gamma* value of RBF:

“We first subsample the training data (if the training data set is not large, use the whole training data), then compute the distance between the points and find the distances at 0.9 and 0.1 quantile of all the distances, the average distance of these two distances is set to be the initial  $\sigma_0$ . This is to guarantee that the kernel parameter is neither too big or too small. Other values of  $\sigma$  to be selected in the experiments (via cross-validation) are  $[10^{-4}\sigma_0, \dots, \sigma_0, \dots, 10^3\sigma_0, 10^4\sigma_0]$ ”.

This heuristic is adopted and adjusted by Safadi and Quenot [14] for the domain of visual descriptors learning and classification, they calculate the average Euclidean distance between a subset of the descriptors then fix *gamma* as follows:

$$\gamma = \frac{2^i}{meanDist^2} \quad (3)$$

with *meanDist* is the average distance between the descriptors in the dataset, and  $i$  is a positive integer parameter, fixed as 1 or 2 in the case of descriptors with large dimensionality, and 3 or 4 for descriptors with small dimensionality (up to few hundreds). The reasons why the *gamma* validation does not cover more  $i$  values is the computational cost (the larger the  $i$  the slower the learning

and the test), and to avoid the over-fitting caused by very large *gamma* values. In this paper, we adopt the *gamma* optimisation formula mentioned above in 3 and perform an empirical evaluation to test the maximum boundary for *gamma* values in the case of low dimensionality descriptors (chosen for computational reasons).

### 3 Experiments

The experiments were applied on the the development set of the large scale TRECVID 2013 Semantic INDEXING task collection (SIN). TRECVID is an evaluation campaign organised on a yearly basis by the US National Institute of Standards and Technology (NIST)<sup>1</sup>, focusing on a set of different information retrieval (IR) research areas in content-based retrieval and exploitation of digital video. Started in 2010, the SIN task allow the research community to evaluate and compare methods for automatic assignment of semantic tags representing visual or multimodal concepts (previously “high-level features”) to video segments. SIN is attracting more and more research interest and in 2013 there are more than 100 submissions from over 20 research projects and teams. The development collection (used in this exploration) contains 545,923 video shots, split into two subsets for cross validation: 2013x that contains 268,986 shots, and 2013y that contains 276,937 shots, and 60 concepts to be classified. Three small dimensionality descriptors were evaluated:

- gab40: normalized Gabor transform, 8 orientations x 5 scales → 40 dimensions.
- h3d64: normalized RGB Histogram 4x4x4 → 64 dimensions.
- hg104: early fusion of h3d64 and gab40 → 104 dimensions.

These descriptors have been produced and shared by various partners of the IRIM (Indexation et Recherche d’Information Multimédia) project of GDR-ISIS research network from CNRS-France.

The Formula 3 was applied with  $i = [0, \dots, 10]$  which allow *gamma* to have very large values that are not usually evaluated in these kinds of tasks. The optimisation was performed by 2-fold cross validation (train on 2013x then test on 2013y, train on 2013y then test on 2013x), and the goal is maximising the Mean extended inferred average precision [15] used as performance measure in TRECVID 2013 SIN task. Figures 1 and 2 show examples of the classification performances on four different objects using the 10 values of *gamma* calculated using Formula 3 and  $i = [0, \dots, 10]$  for gab40 and hg104 descriptors respectively<sup>2</sup>.

These figures are merely samples of results to illustrate that descriptors differs in term of dimensionality, quality of classification results and in  $\gamma$  values tuning profiles — indications that favour per-class classification optimisation rather than multi-class optimisation.

<sup>1</sup> <http://trecvid.nist.gov/>

<sup>2</sup> Note that the scale of the y axis is not the same in all the charts, because it is adjusted to include the minimum and the maximum results

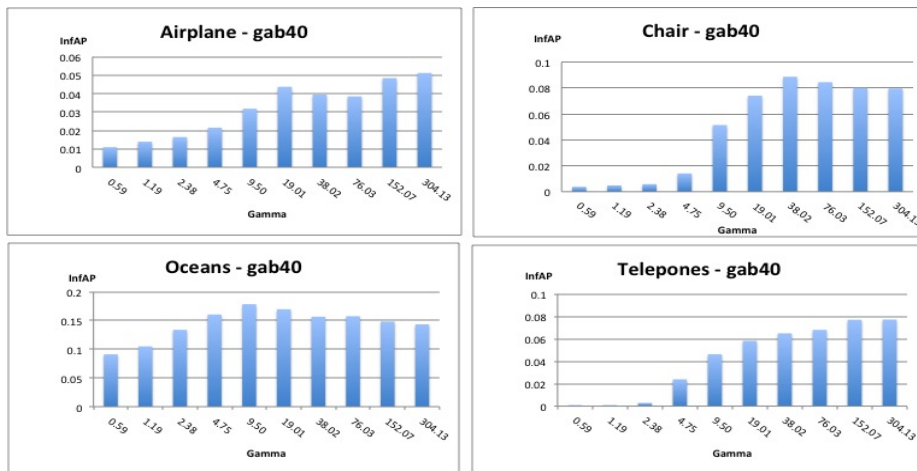


Fig. 1. Validation results for gab40 feature

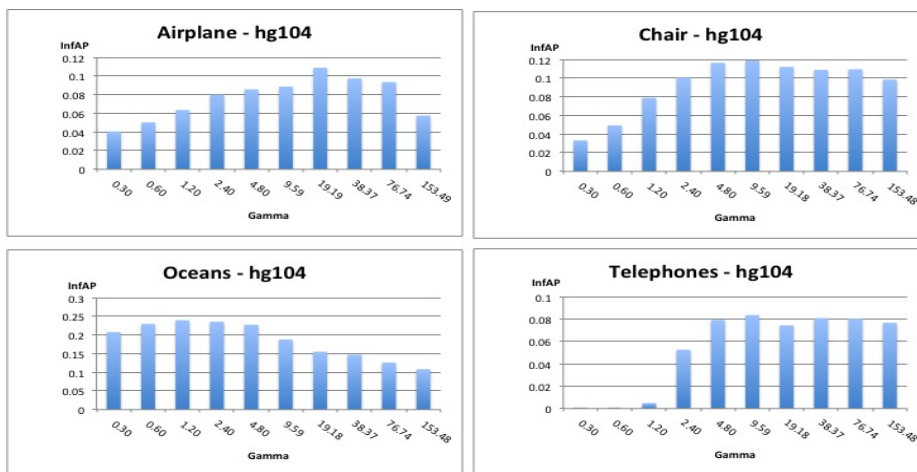


Fig. 2. Validation results for hg104 feature

Table 1 presents the optimal  $\gamma$  value that gives the best results for each of the 60 visual concepts in TrecVid 2013. We did evaluate setting small values of  $\gamma$  ( $2^{-15}, 2^{-12}, 2^{-9}$ ) but results had lower infAP than those presented in the table, thus are not included here.

	Optimal $\gamma$ Values				Optimal $\gamma$ Values		
	<b>gab40</b>	<b>h3d64</b>	<b>Hg104</b>		<b>gab40</b>	<b>h3d64</b>	<b>Hg104</b>
Airplane	<b>304.54</b>	19.34	19.19	Anchorperson	19.01	2.42	1.20
Animal	<b>76.03</b>	19.37	19.18	Baby	<b>76.03</b>	2.42	1.20
Basketball	<b>76.03</b>	1.21	0.60	Beach	<b>38.02</b>	1.21	1.20
Bicycling	<b>304.13</b>	<b>38.73</b>	9.59	Boat_Ship	<b>152.27</b>	<b>309.84</b>	4.80
Boy	<b>304.13</b>	<b>38.73</b>	<b>76.74</b>	Bridges	<b>304.13</b>	<b>154.92</b>	9.59
Bus	<b>304.13</b>	<b>309.84</b>	<b>76.74</b>	Car_Racing	<b>152.07</b>	<b>38.73</b>	<b>38.37</b>
Chair	<b>38.02</b>	19.37	9.59	Cheering	9.50	9.68	2.40
Classroom	<b>304.13</b>	<b>154.92</b>	<b>38.37</b>	Computers	<b>38.02</b>	<b>38.73</b>	4.80
Dancing	<b>304.13</b>	4.84	4.80	Protest	4.75	4.84	4.80
Door_Opening	9.50	4.84	2.40	Explosion_Fire	<b>304.13</b>	19.37	2.40
Female_Face	<b>152.07</b>	9.68	9.59	Fields	<b>76.03</b>	0.61	0.60
Flags	2.38	2.42	1.20	Flowers	<b>38.02</b>	2.42	1.20
Forest	<b>76.03</b>	4.84	2.40	George_Bush	<b>38.02</b>	<b>38.73</b>	4.80
Girl	<b>76.03</b>	19.37	9.59	Government_Leader	19.01	9.68	4.80
Greeting	4.75	4.84	1.20	Hand	<b>38.02</b>	<b>38.73</b>	4.80
Highway	<b>38.02</b>	<b>38.73</b>	4.80	Hill	<b>76.03</b>	2.42	1.20
Instr_Musician	<b>38.02</b>	19.37	4.80	Kitchen	<b>304.13</b>	<b>38.73</b>	9.59
Lakes	<b>38.02</b>	4.84	4.80	Meeting	9.52	19.34	0.60
Military_Airplane	<b>76.03</b>	<b>309.84</b>	<b>76.74</b>	Motorcycle	1.19	<b>38.73</b>	<b>38.37</b>
News_Studio	19.01	2.42	2.40	Nighttime	<b>152.07</b>	<b>309.84</b>	9.59
Oceans	9.50	9.68	1.20	Office	<b>38.02</b>	9.68	2.40
Old_People	<b>38.02</b>	9.68	4.80	People_Marching	9.50	9.68	4.80
Press_Conference	<b>304.54</b>	<b>309.44</b>	4.80	Quadruped	<b>152.07</b>	<b>77.46</b>	9.59
Reporters	<b>38.02</b>	0.61	1.20	Roadway_Junction	<b>76.03</b>	19.37	9.59
Running	<b>76.03</b>	4.84	2.40	Singing	<b>76.03</b>	19.37	4.80
Sitting_Down	<b>38.02</b>	9.68	4.80	Skating	19.01	4.84	2.40
Skier	<b>76.03</b>	<b>38.73</b>	19.18	Soldiers	<b>38.07</b>	<b>154.72</b>	<b>76.74</b>
Stadium	<b>76.03</b>	<b>154.92</b>	<b>38.37</b>	Studio_AP	19.01	2.42	1.20
Swimming	9.50	0.61	0.30	Telephones	<b>304.13</b>	<b>154.92</b>	9.59
Throwing	<b>152.07</b>	4.84	1.20	Traffic	<b>152.07</b>	<b>77.46</b>	4.80

**Table 1.** Optimal  $\gamma$  values for all TrecVid 2013 SIN training dataset, value are found by cross validation on 2013x and 2013y subsets, large values ( $> 30$ ) are in bold.

## 4 Discussion and Future work

From Figures 1,2 and Table 1 we give the following remarks:

- Optimal  $\gamma$  values can be very large in the context of visual descriptor classification.
- The smaller the dimensionality of the visual descriptor, the more likely the optimum value is large (75% of  $\gamma$  values of gab40 are high, 37% in the case of h3d64, and 13% in the case of hg104). This observation should be consolidated by testing other low dimensionality descriptors as well as large descriptors such as those based on the Bag-of-Visual-Words model [16].
- There is insufficient indication about why and when we should set and evaluate large values of  $\gamma$ , and how large they should be.

Contrary to generally accepted practise that a small kernel size is undesirable, the preliminary results obtained from the experiments presented in this paper show that large values of RBF  $\gamma$  parameter does not necessarily appear to lead to over-fitting. These results are clearly preliminary. However in order to better understand our results, we are planning to perform further analysis on:

- The descriptors in the dataset (distances between the descriptors in the original feature space as well as in the high RBF dimensional space).
- The relations between the positive/negative examples in the dataset and the  $\gamma$  values.
- The relation between the dimensionality of the descriptors and the  $\gamma$  values.

In conclusion, the motivation behind this work was to improve the performance of our classifiers in the TRECVID2013 SIN task while minimising computational effort. The results from this will be available shortly and we hope to conduct further analysis of the impact of extreme parameter values based on this work. We hope to produce some guidelines on the dataset characteristics where such large values are worthy of investigation.

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