

Multi-class Multi-annotator Active Learning with Robust Gaussian Process for Visual Recognition

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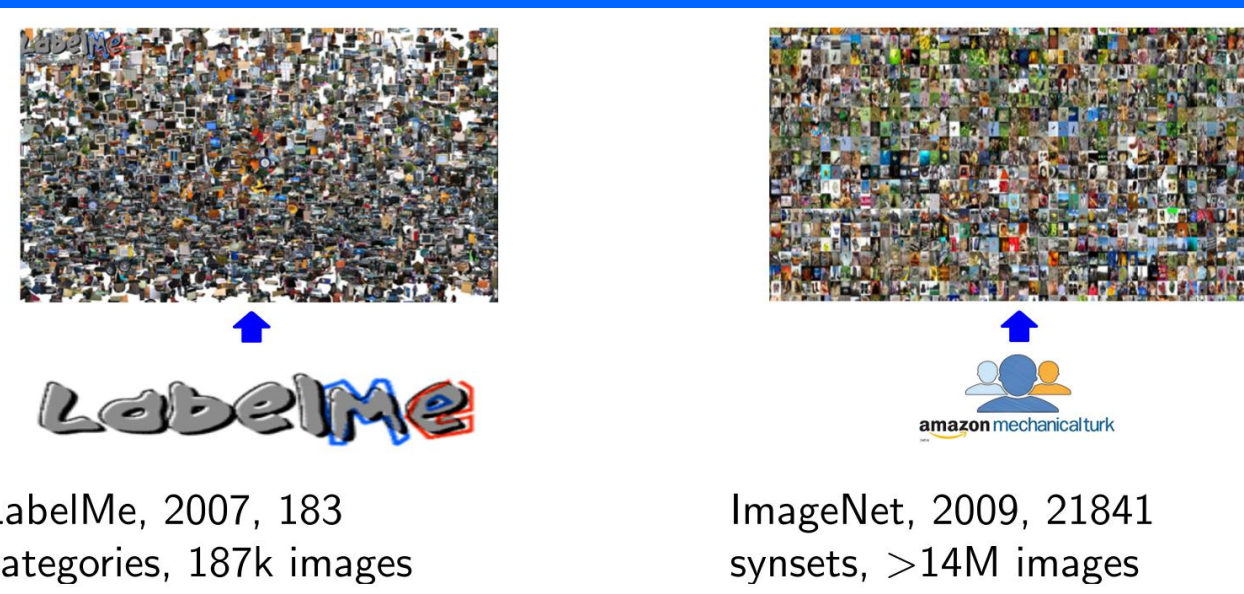
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Background and motivation



Crowd-sourced labeling

- Pros: cheap and fast to obtain large-scale labeled data.
- Cons:
 - Noisy labels.
 - Difficulties in label quality control.
 - No mechanism to prioritize the data labeling.

Previous work

- Majority voting based confidence. [Donez et al 2009-2010]
- Incremental relabeling mechanism. [Zhao et al 2011]
- Active learning with multiple annotators. [Hua et al 2013, Long et al 2013 & 2015]

Motivation

- Few research work of active learning investigate multi-class scenario, and reducing multi-class into binary cases may degrade the performance.
- Multiple annotator case has not been explored in the multi-class active learning.
- We want to make full use of diverse opinions from the annotators.

Datasets

E-Album (15 peoples, 145 instances, 84.83%-95.17%)
G-Album (13 peoples, 441 instances, 75.06%-98.41%)
ImageNet (3 categories, 7814 images, 91.89%-92.68%)

Comparisons

Method	Label treatment	Sample	Annotators
MARMGPC-ASAL	Joint processing	Active	Active
MARMGPC-ASRL	Joint processing	Active	Random
MARMGPC-RSAL	Joint processing	Random	Active
MARMGPC-RSRL	Joint processing	Random	Random
RMGPC-MVAS	Majority voting	Active	-
RMGPC-MVRS	Majority voting	Random	-
RALF-MVAS	Majority voting	Active	-
RALF-MVRS	Majority voting	Random	-

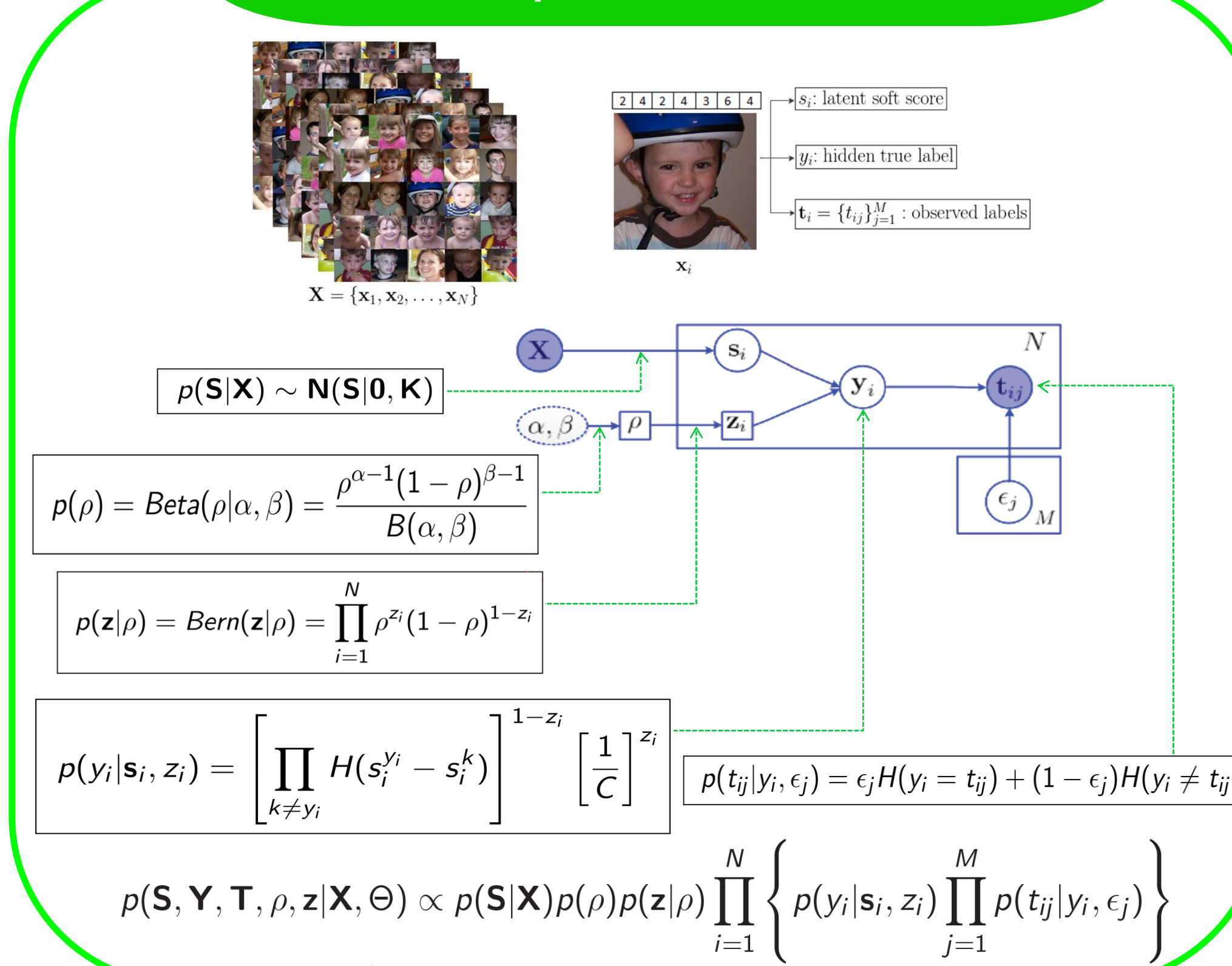
Summary of acronyms:

- RMGPC: Robust Multi-class Gaussian Processes Classifier [Hernandez-Lobato et al. NIPS'11].
- MARMGPC: Multi-Annotator Robust Multi-class Gaussian Processes Classifier (our model) [Long et al. ICCV'15].
- RALF: Reinforced Active Learning Formulation [Ebert et al., CVPR 12].
- AS/RS: Active/Random selection of samples.
- AA/RA: Active/Random selection of annotators.
- MV: Majority voting.

Sponsors



Graphical model



Expectation propagation

$$p(y_u|\mathbf{x}_u, \mathbf{D}_L) = \sum_{z_u} \int_{\mathbf{S}} p(y_u|\mathbf{s}_u, z_u) p(z_u|\rho) p(\mathbf{S}|\mathbf{D}_L, \mathbf{x}_u) d\rho d\mathbf{S}$$

$$= \sum_{z_u} \int_{\mathbf{S}_u} p(y_u|\mathbf{s}_u, z_u) p(z_u|\rho) \int_{\mathbf{S}_L} p(\mathbf{S}|\mathbf{D}_L, \mathbf{x}_u) d\rho d\mathbf{S}_L ds_u$$

where $p(\mathbf{S}|\mathbf{D}_L, \mathbf{x}_u) \propto \prod_{k=1}^C \psi_k \left[\prod_{s_j \in \mathbf{S}_L} \psi_j \right] \left[\prod_{s_i \in \mathbf{S}_L} \psi_{it} \right]$

$$\psi_{it} = p(t_{ij}|y_i, \epsilon_j) = \sum_{y_j=1}^C p(y_j|s_j, z_j) \prod_j p(t_{ij}|y_j, \epsilon_j)$$

We resort to Expectation Propagation [Minka 2001]:

$$\psi_k \left[\prod_{s_j \in \mathbf{S}_L} \psi_j \right] \left[\prod_{s_i \in \mathbf{S}_L} \psi_{it} \right] \approx \tilde{\psi}_k \left[\prod_{s_j \in \mathbf{S}_L} \tilde{\psi}_j \right] \left[\prod_{s_i \in \mathbf{S}_L} \tilde{\psi}_{it} \right]$$

Inference

For any data sample \mathbf{x}_u ,

$$p(y_u|\mathbf{x}_u, \mathbf{D}_L) \approx \frac{\bar{\rho}}{C} + (1 - \bar{\rho}) \int \mathcal{N}(s_u|m_u^y, v_u^y) \prod_{k \neq y_u} \phi\left(\frac{s_u - m_u^k}{\sqrt{v_u^k}}\right) ds_u$$

where $\bar{\rho} = \frac{\alpha}{\alpha + \beta}$

Reinforced active learning strategy

The 4-tuple (S, A, R, Q) is defined as follows:
 $S = \{U + D + L\}$ with $U \in \{Mar, Ent\}, D \in \{Gra\}$ and $L \in \{LR, LCL\}$.
 $A = \{\beta_1, \dots, \beta_n\} \times S$ with $\beta_i \in [0, 1]$, represents different fixed trade-offs between U and D .
 R is the reward for executing action a_i in state s_j .
 Q are the transition weights that action a_i is selected in state s_j .



During active learning process, $a = \max_{a_i} Q(s^{(t-1)}, a_i) \rightarrow$ optimal β_i + current state $U + D + L \rightarrow$ take active selection of both samples and top K annotators.

$$Q(s^{(t-1)}, a) \leftarrow Q(s^{(t-1)}, a) + \lambda(r^{(t)} + \gamma(\max_{a_i} Q(s^{(t)}, a_i) - Q(s^{(t-1)}, a)))$$

Parameter estimation

$$\log p(\mathbf{T}_L, \mathbf{S}_L|\mathbf{X}_L, \Theta) \geq \sum_{z_i} \int_{\mathbf{S}_L} Q(\mathbf{S}_L) \log \frac{p(\mathbf{z}|\rho)p(\rho)p(\mathbf{T}_L, \mathbf{S}_L|\mathbf{X}_L, \Theta)}{Q(\mathbf{S}_L)}$$

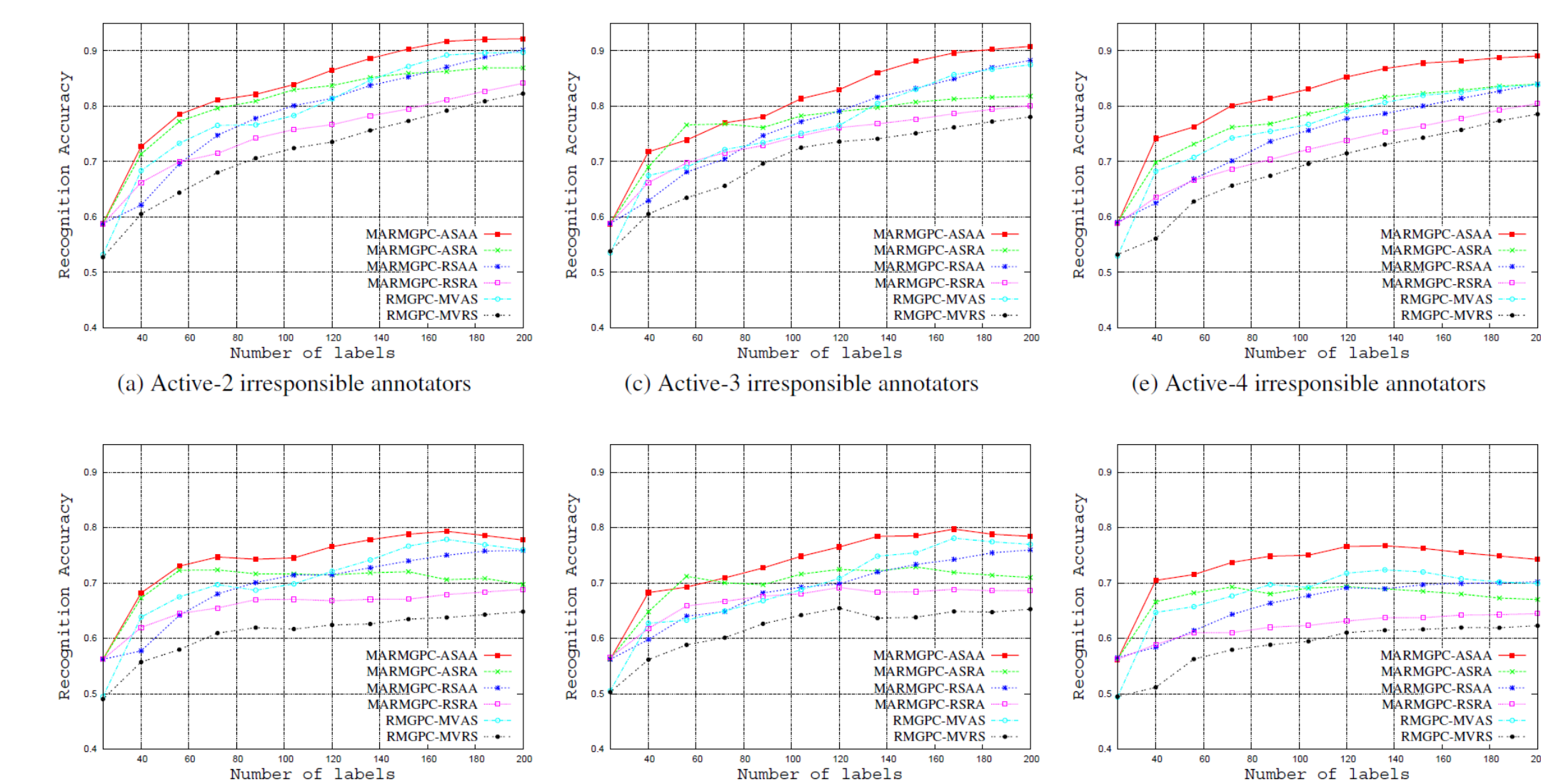
$$= C + \sum_{z_i} \sum_{s_i} \int_{s_i} q(s_i) \log \{ p(z_i|\rho)p(\rho)p(t_{ij}|s_i, z_i, \epsilon_j) \} ds_i$$

E-Step: Given the current parameter Θ_p , conduct EP inference to obtain and approximate inference of $Q(\mathbf{S}_L)$.

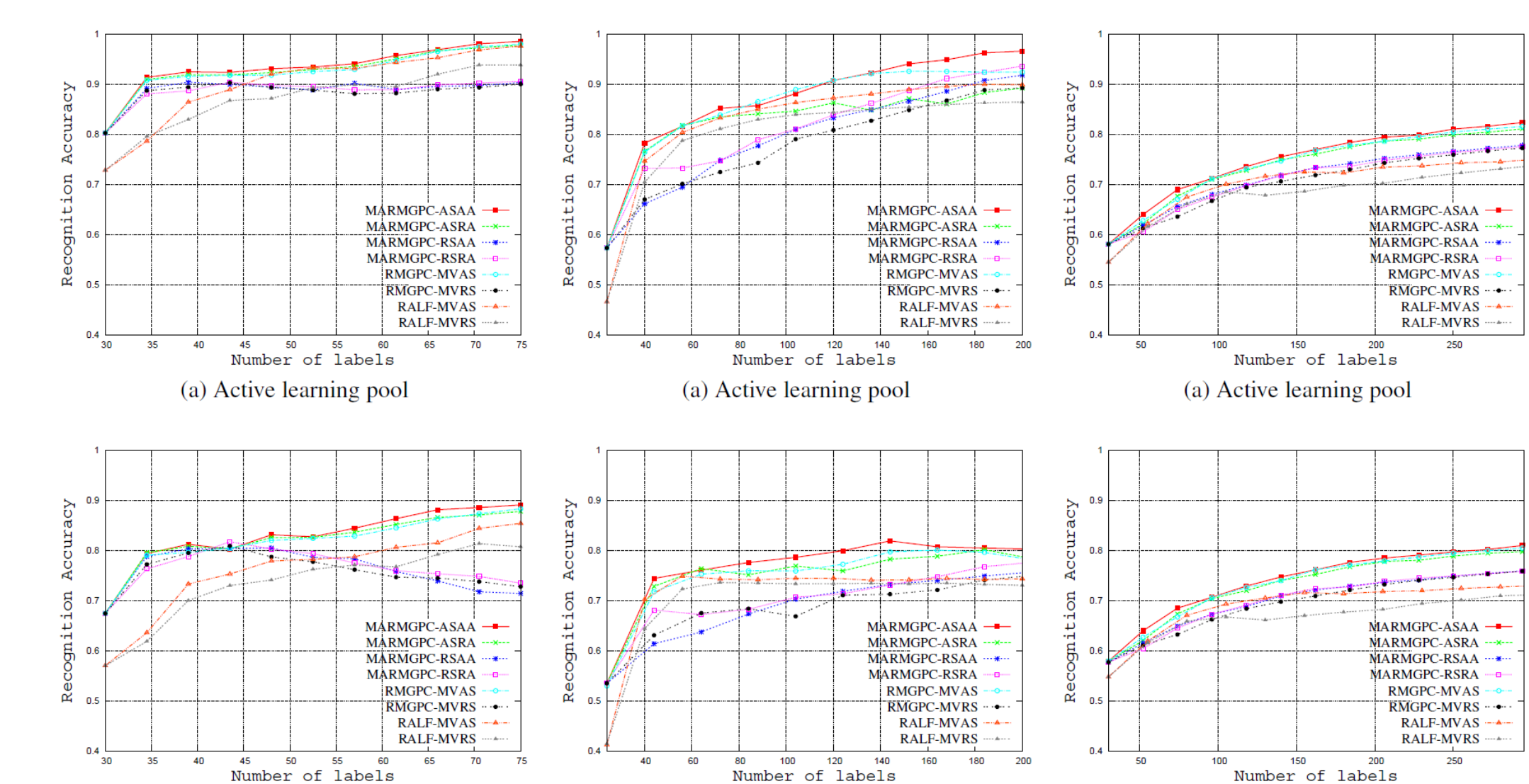
M-Step: Maximize the lower bound of $\log p(\mathbf{T}_L, \mathbf{S}_L|\mathbf{X}_L, \Theta)$ over Θ to obtain a new parameter Θ . $\Theta_p \leftarrow \Theta$.

Simulated experiments

Simulated experiments with 2, 3, 4 irresponsible annotators (with 50% label correctness) on the G-Album.

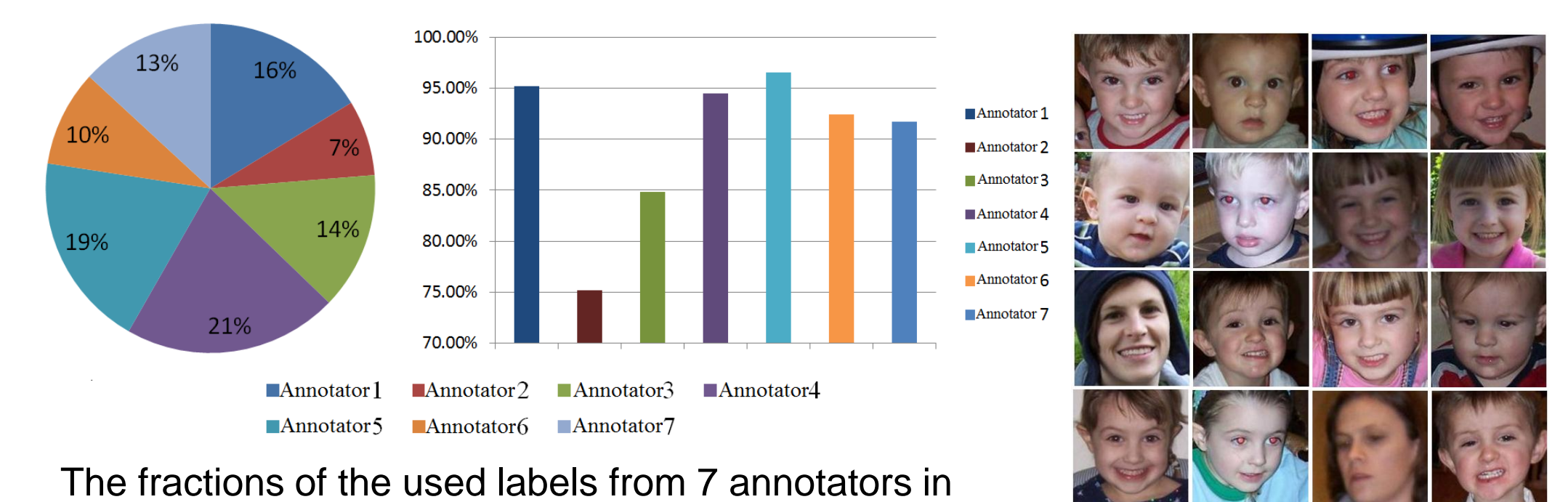


Experiments with real labels

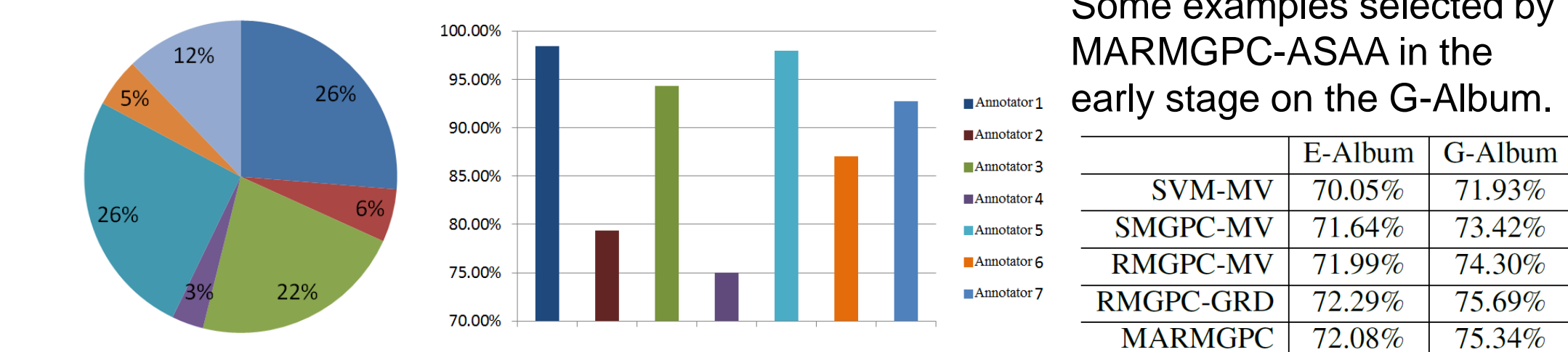


E-Album G-Album ImageNet

Discussion



The fractions of the used labels from 7 annotators in the active learning progress on the G-Album.



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Conclusion

We propose a novel multi-annotator Gaussian process model to deal with multi-class visual recognition. A generalized EM-EP algorithm is derived to estimate the parameters and approximate Bayesian inference. We achieve the adaptive trade-off between exploitation and exploration with reinforcement learning. Our future works includes further developing our proposed MLRMGPC model to make it more efficient and scalable.