Learn CNNs from Large-scale Web Images without Human Annotations

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How to Train a High-Performance CNN



- Performance on ImageNet has been saturation.
 From ~30% (2009) --> ~2.2% (2017)
- Train CNNs without human labelling --> weakly-supervised learning
- Develop new approaches working on large-scale data in real-world scenarios
- Data, model architecture, loss, training strategy are all important
- Train CNNs from web images are most common tasks in industries



Introduction: WebVision Workshop Organizers

General Chairs



J. Berent



A. Gupta



R. Sukthankar



L. Van Gool

Program Chairs



Wen Li



Limin Wang



Wei Li



E. Agustsson







Carnegie Mellon University The Robotics Institute

Introduction: Database Construction



Wen Li, Limin Wang, Wei Li, Eirikur Agustsson, Luc Van Gool, "WebVision Database: Visual Learning and Understanding from Web Data".arXiv: 1708.02862, 2017.

Main Challenge: Data Imbalance



Main Challenge: Label Noise

Tench

Terrapin

Caretta



Main Challenge: Label Noise



Related Works

Directly learn from noisy labels

Noise-robust Algorithms
Label-cleansing methods

difficult to identify mislabeled samples from hard training samples

Semi-Supervised methods

Need a small set of manually-labeled

 Recent deep learning approaches developed for both groups of methods

Improve model capability of standard neural networks by introducing new training strategies.

Curriculum learning

- —Train CNNs on tasks with increasing difficulty
- —Train CNNs using samples with increasing complexity

"Humans and animals learn much better when the examples are not randomly presented but organized in a meaningful order which illustrates gradually more concepts, and gradually more complex ones."



Y. Bengio, J. Louradour, R. Collobert, and J. Weston, Curriculum Learning, ICML, 2009.

Methodology: Curriculum Learning Processing

Steps:

- Split a learning problem into a number of subtasks
- Order subtasks by difficulty
- Decide a task-transform threshold
- Find an optimized path that leads to fast convergence and better generalization
- Simple principle: proceed harder tasks once easier ones are handled



Methodology: Idealistic Curriculum Learning Processing



T. Matiisen, A. Oliver, T. Cohen, and J. Schulman, Teacher-Student Curriculum Learning, arXiv:1707.00183, 2017.

Methodology: Formulate our problem



- Split the whole training set into multiple subsets
- Rank subsets with increasing complexity
- Density-Distance clustering in each category

<u>Step One</u>: Similarity Matrix : $P_i \to f(P_i)$ $D_{ij} = ||f(P_i) - f(P_j)||^2$ <u>Step Two</u>: Sample Density : $\rho_i = \sum_j X(D_{ij} - d_c)$ $X(d) = \begin{cases} 1 & d < 0 \\ 0 & \text{other} \end{cases}$ <u>Step Three</u>: Sample Distance : $\delta_i = \begin{cases} \min_{j:\rho_j > \rho_i}(D_{ij}) & if \exists js.t.\rho_j > \rho_i \\ \max(D_{ij}) & \text{otherwise} \end{cases}$

(Rodriguez and Laio, Science, 2014.)

Methodology: Curriculum Design



Methodology: Curriculum Design



Methodology: Train with Curriculum Learning



Methodology: Models with Different Training Schemes



Curriculum Design = 3 subsets Mini-batch = 256

- Samples balance among subsets (three subsets applied)
 [Subset_1 = 128, Subset_2 = 64, Subset_3 = 64]
- Classes balance only on Subset_1
 - —> Randomly select 128 classes
 - ---> Each class only has one sample



Methodology: Multi-Scale Convolutional Kernel



Enhance low-level features which improve the performance (about 0.5%).

Result: Testing Loss

Figure1. Testing loss of four different models with Inception_v2 (also comparing to K-mean clustering in curriculum design)



Results: Single Model, 10 Crops

Model	Top1	Top5
Model-A	30.28%	12.98%
Model-B	30.16%	12.43%
Model-C	28.44%	11.38%
Model-D	27.91%	10.82%

Noise data(%)	Top1	Top5
0	28.44%	11.38%
25%	28.17%	10.93%
50%	27.91%	10.82%
75%	28.48%	11.07%
100%	28.33%	10.94%

Networks	Top1	Top5
Inception_v2	27.91%	10.82%
Inception_v3	22.21%	7.88%
Inception_v4	21.97%	6.64%
Inception_resnet_v2	20.70%	6.38%

Table 1. Different models based on Inception v2 on various amounts of validation set.

Table 2. Model-D with highly noisy data.

Table 3. Model-D with various networks



Comparisons: Model B & D – Top Positive Categories



Improve 668 categories, reduce 195 categories, and 137 unchanged

Comparisons: Model B & D – Top Negative Categories



Improve 668 categories, reduce 195 categories, and 137 unchanged



Rank	Team name	Run1	Run2	Run3	Run4	Run5
1	Malong Al Research	0.9358	0.9467	0.9478	0.9478	0.9470
2	SHTU_SIST	0.9223	0.9225	0.9218	0.9219	0.9216
3	HG-AI	0.9189	0.9152	0.9152	0.9189	0.9189
4	VISTA	0.8979	0.9005	0.8980	0.8992	0.8980
5	LZ_NES	0.8853	0.8758	0.8723	0.8504	0.8504
6	CRCV	0.8707	0.8717	0.8701	0.8712	0.8721
7	Chahrazad	0.8705	0.8705	0.8705	0.8705	0.8705
8	Gombru (CVC and Eurecat)	0.8475	0.8374	0.8586	0.8586	0.8586

Summary:

- —> Train high-performance CNNs from large-scale web images
- ---> Handle label inconsistence and data unbalance
- ---> Better generalization capability
- —> Improve our products where real-world data was clawed from Internet with less human labelling or labels are inconsistence
- —> Will develop semi-supervised and weakly-supervised approaches



Team Members

Our Team:

Sheng Guo, Weilin Huang, Chenfan Zhuang, Dengke Dong, Haozhi Zhang, Matthew R. Scott, Dinglong Huang

Malong Technologies Co., Ltd.



Team history

Team members achievements on large-scale challenges:

- ICCV 15: ILSVRC2015 (ImageNet): scene classification 2nd
- CVPR 15 :Large-scale Scene Understanding Challenge (LSUN): scene classification 2nd
- CVPR 15 : ChaLearn Looking at People Challenge 2015: cultural event recognition 3rd
- CVPR 16 : Large-scale Scene Understanding Challenge (LSUN): scene classification 1st
- ECCV 16: ILSVRC2016 (ImageNet): scene classification 4th
- CVPR -17: Webvision Image classification 1st



About Malong

PR DUCTA

Al for Product Recognition.



FULL-STACK PRODUCT RECOGNITION

We live in a world of products. In retail, manufacturing, and security scenarios, products need to be routinely recognized at a high-level, microscopic-level, and even the invisible (x-ray) level. If a machine can "see" products as well as people can, higher efficiency can be achieved in retail product checkouts, higher quality in manufacturing product testing, and higher safety via baggage scanning of products – just to name a few. Using breakthrough GPU-powered semi-supervised deep learning algorithms, scientists at Malong invented product recognition technology which operates at human-level performance across the full-stack of visual input levels – the big, the small, and the invisible, to help improve efficiency, quality, and safety, for our world.

PRODUCTAI

Thank you !

We are hiring - Say hello at: HR@MALONG.COM

