Interactive Machine Learning for Automated Image Annotation: What can machines and specialists learn from each other?

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- superpixel (connected region with a same texture),
- object (connected region with known shape, usually), or
- subimage (region around some object of interest).



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- As image databases grow large, the procedure becomes infeasible, especially when it requires specialists.

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- Can the specialists understand the behavior of the machines, explain their actions, and trust on their decisions?
- What can machines and specialists learn from each other?

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- motivates a change from the traditional to the interactive machine learning paradigm,
- integrates research from several subjects in Visual Computing to address the problem, and
- presents a methodology that exploits
 - the superior abilities of humans in knowledge abstraction and
 - the higher capacity of machines for data processing.

Methodology for interactive machine learning



Interactive Machine Learning (IML)

The lecture is organized as follows.

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Example:



Active modeling of object shapes

Objects as samples: shape models can be learned from a few examples, applied, and improved by interactive segmentation corrections.



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The shape and texture models aim at substituting humans in image segmentation.

Image segmentation consists of recognition (humans \gg machines) and delineation (machines \gg humans) tasks.



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The object is an optimum-path forest rooted at its internal markers (Falcão et al, IEEE TPAMI'04, Falcão and Bergo, IEEE TMI'04, Miranda et al JMIV'09, Ciesielski et al, JMIV'12, Mansilla et al, SIBGRAPI'16).

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A texture classifier can reduce candidate locations and avoid wrong marker selection.

Result of model-based segmentation of the brain hemispheres and cerebellum without the brain stem.



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We have developed two types of shape models under this segmentation paradigm, fuzzy models and statistical atlases (Miranda et al, ISBI09, Udupa et al, MEDIA'14, Phellan et al, Medical Physics'16, Spina et al, SIBGRAPI'16).

Fuzzy object shape models: construction and use



Statistical atlases: construction and use



Abnormal brain: the texture classifier avoids internal markers in surgically removed regions of the brain.



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Corrections in this optimum-path forest is difficult, due to the high number of roots (low number of markers).

Segmentation correction

Errors in segmentation can be interactively corrected, without starting over, by converting the result into an optimum-path forest rooted at a few markers (Falcão and Bergo, TMI'04, Miranda et al, SIBGRAPI'10 and ISBI'11).



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The model can then be improved by adding to it the new example of the object's shape.

For a reasonable training set, visual feature learning aims at considerably improving sample characterization.



Interactive Machine Learning (IML)

Data-driven approaches, such as bag of visual words and deep learning methods, may be applied.



Unsupervised and supervised training samples

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Can visual analytics help the specialist to understand and intervene in the feature learning process?

Unsupervised and supervised training samples

Deep feature learning

A deep neural network may be interpreted by parts.



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Feature learning aims at optimizing the parameters of the network, such that the output of the last hidden layer is an effective feature vector.

Convolutional network

Convolutional networks (ConvNets) are very effective for sample characterization.



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- One may also learn the architecture of the ConvNet by adopting random synaptic weights and replacing the MLP by a SVM classifier (Chiachia et al, IEEE TIFS'14, Menotti et al, IEEE TIFS'15).
- In any case, visual analytics may help the specialist to assess
 - features before and after dimensionality reduction,
 - features from distinct learning strategies,
 - the most important features for a given class,
 - the evolution of the training process, etc.

and to intervene in the process.

Higher separability implies higher accuracy (Rauber et al, EuroVis'15).



Sample projections (t-SNE) from \Re^{1000} of the last HL of a MLP (with 4 HLs), before (left) and after (right) training (MNIST test set).

Sample projections of the inter-layer evolution of the MLP (with 4 HLs) after training (MNIST test set).



It shows compact clusters and a few outliers (Rauber et al, EuroVis'16).



Sample projections (left) from \Re^{512} of the last CNN HL (MNIST test set). Neuron projections (right) colored by their discriminative power for class 8 versus the rest. (Rauber et al, IEEE TVCG'16)

Specialized neurons fire on confusing inputs (SVHN test set).



Last CNN HL after training. Discriminative neuron map (left) and sample projection (right) colored by the activation of neuron 460, which is related to class 3. (Rauber et al, IEEE TVCG'16)

Visual active learning

Visual active learning must select representative samples from all classes, and then evolve by selecting informative samples.



Interactive Machine Learning (IML)

Visual active learning

At each iteration, the classifier labels and selects samples for label supervision and data augmentation (Saito et al, ICPR'14, Amorim et al, Patt.Recog.'16).



The increased semi-supervised training set is expected to improve the classifier.

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- observe samples selected by the classifier,
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Can it help to improve the design of the classifier?

Consider a real example from the automated diagnosis of intestinal parasites (Saito et al, Patt. Recogn.'15).



It is easy to isolate larvae of helminths and impurities (large being some similar to larvae) from other classes by simple shape features.

By projecting (t-SNE) larvae of helminths (blue), impurities (red), and the unsupervised samples (black) from \Re^{256} , the specialist can intervene in label propagation for data augmentation.



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- Active modeling of object shapes, visual active learning, and visual feature learning are new topics for research.
- In all cases, the challenges involve
 - to minimize human effort in creating training sets,
 - to provide response to the humans' actions at interactive time, and
 - to speed up convergence from human intervention (i.e., without losing control over the process).

Acknowledgments

Financial support





Ubbo Emmius

Image Segmentation







P. Miranda J. Udupa K. Ciesielski



L. Mansilla F. Bergo F. Cappabianco





R. Lotufo J. Stolfi





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