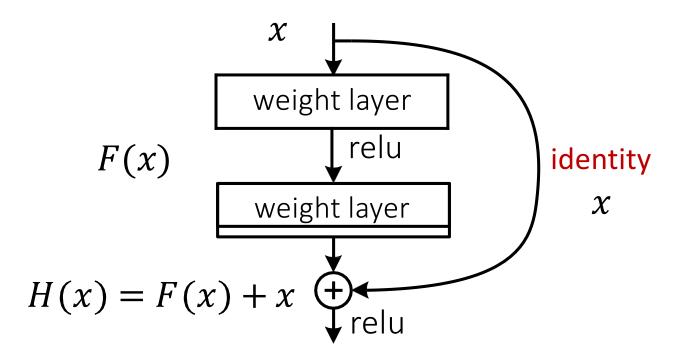


# Recap: Resnet

• F(x) is a residual mapping w.r.t. identity



7x7 conv, 64, /2 7x7 conv, 64, /2 \* pool,/2 pool,/2 ᡟ 3x3 conv, 64 3x3 conv, 64 **★** 3x3 conv, 64 3x3 conv, 64 \* 3x3 conv, 64 3x3 conv, 64 ResNet ¥ 3x3 conv, 64 3x3 conv, 64 \* 3x3 conv, 64 3x3 conv, 64 ᡟ 3x3 conv, 64 3x3 conv, 64 ¥ · · · · 3x3 conv, 128, /2 3x3 conv, 128, /2 3x3 conv, 128 3x3 conv, 128 ..... 3x3 conv, 128 3x3 conv, 128 ¥ 3x3 conv, 128 3x3 conv, 128 3x3 conv, 128 3x3 conv, 128 \* 3x3 conv, 128 3x3 conv, 128 ᡟ 3x3 conv, 128 3x3 conv, 128 3x3 conv, 128 3x3 conv, 128 ¥ · · · · · 3x3 conv, 256, /2 3x3 conv, 256, /2 3x3 conv, 256 \* \* 3x3 conv, 256 3x3 conv, 256 \* 3x3 conv, 256 3x3 conv, 256 \* 3x3 conv, 256 3x3 conv, 256 ᡟ ¥ · · · · 3x3 conv, 512, /2 3x3 conv, 512, /2 \* 3x3 conv, 512 3x3 conv, 512 ¥ \*\*\*\*\* 3x3 conv, 512 3x3 conv, 512 ¥ 3x3 conv, 512 ¥ avg pool avg pool ¥ \* fc 1000 fc 1000

plain net

#### **Opportunities of Scale**



#### **Computer Vision**

#### James Hays

Many slides from James Hays, Alyosha Efros, and Derek Hoiem

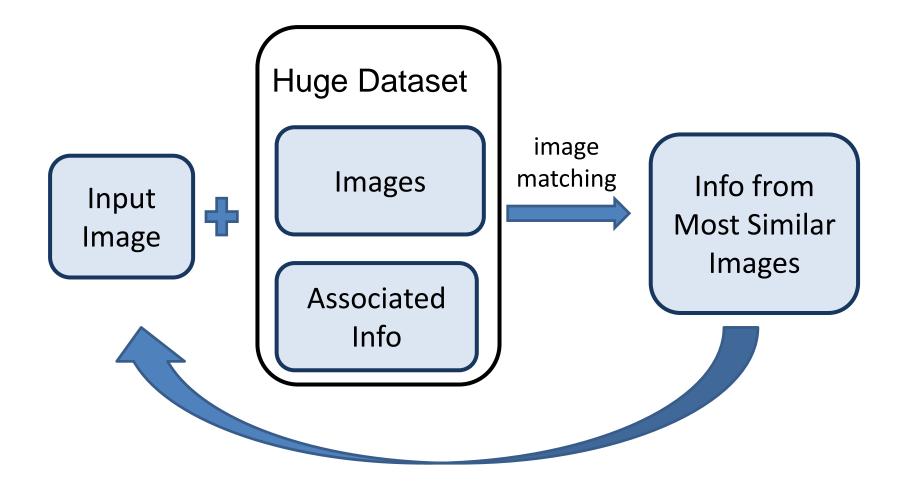
Graphic from Antonio Torralba

# Outline

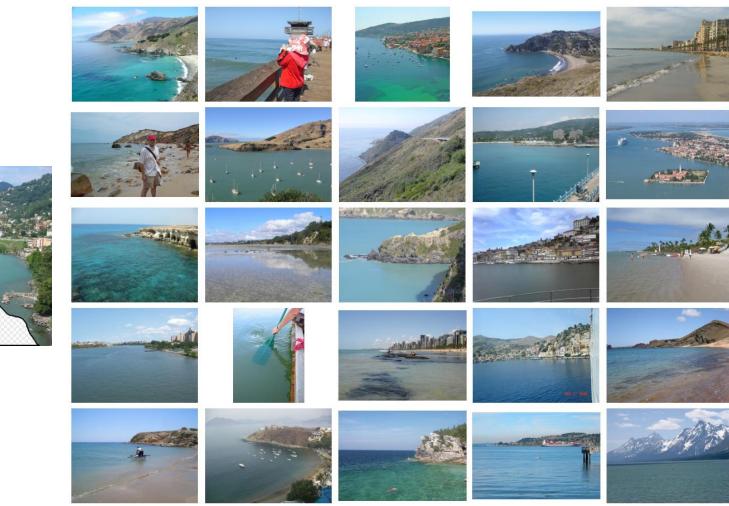
Opportunities of Scale: Data-driven methods

- The Unreasonable Effectiveness of Data
- Scene Completion
- Im2gps
- Recognition via Tiny Images

#### **General Principal**



Hopefully, If you have enough images, the dataset will contain very similar images that you can find with simple matching methods.





... 200 total





This reminded me of @jhhays and Efros' large-scale image geolocalization work



11:08 PM · Mar 4, 2021 from Toronto, Ontario · Twitter for iPhone

3 Likes			
Q	Ĺ.	•	Ţ

https://www.geoguessr.com/

https://www.youtube.com/c/GeoWizard/videos

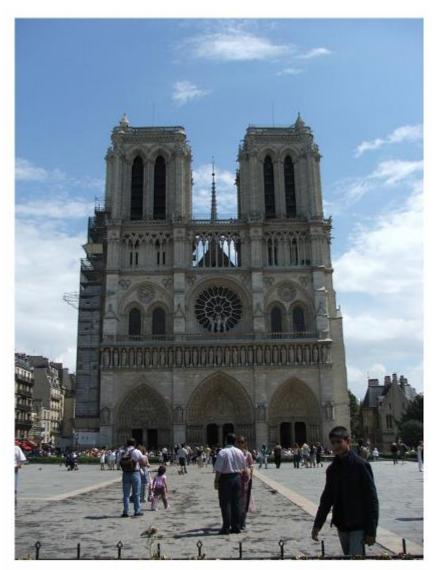
#### im2gps (Hays & Efros, CVPR 2008)

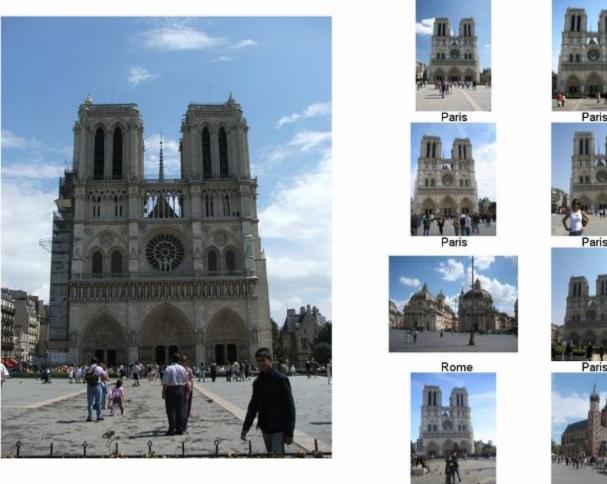


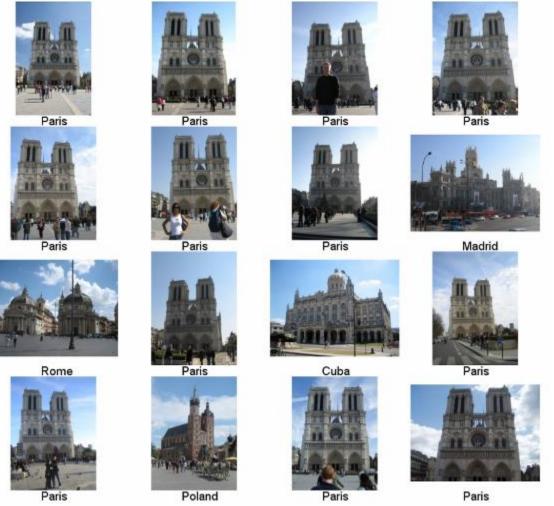
#### 6 million geo-tagged Flickr images

http://graphics.cs.cmu.edu/projects/im2gps/

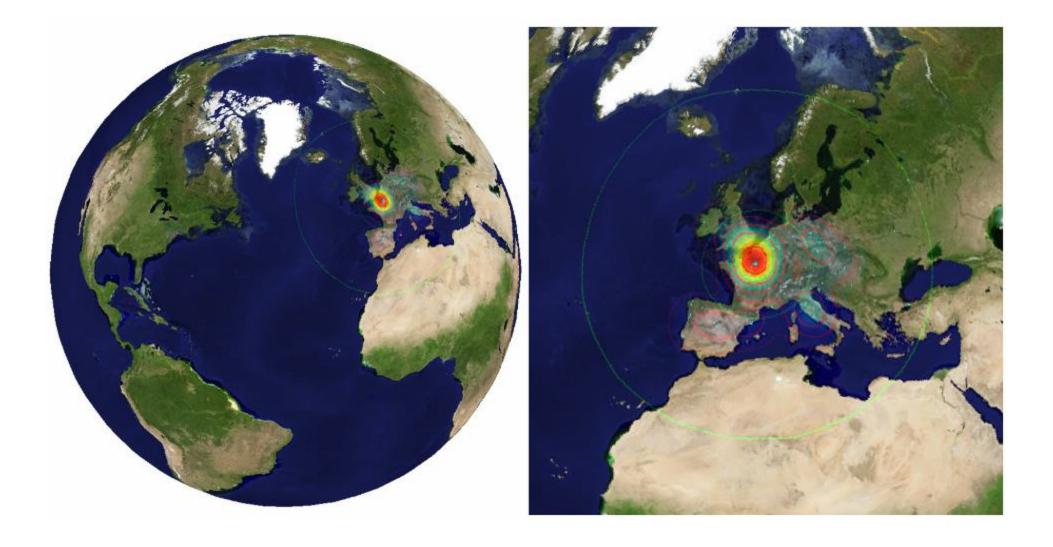
# How much can an image tell about its geographic location?







Nearest Neighbors according to gist + bag of SIFT + color histogram + a few others



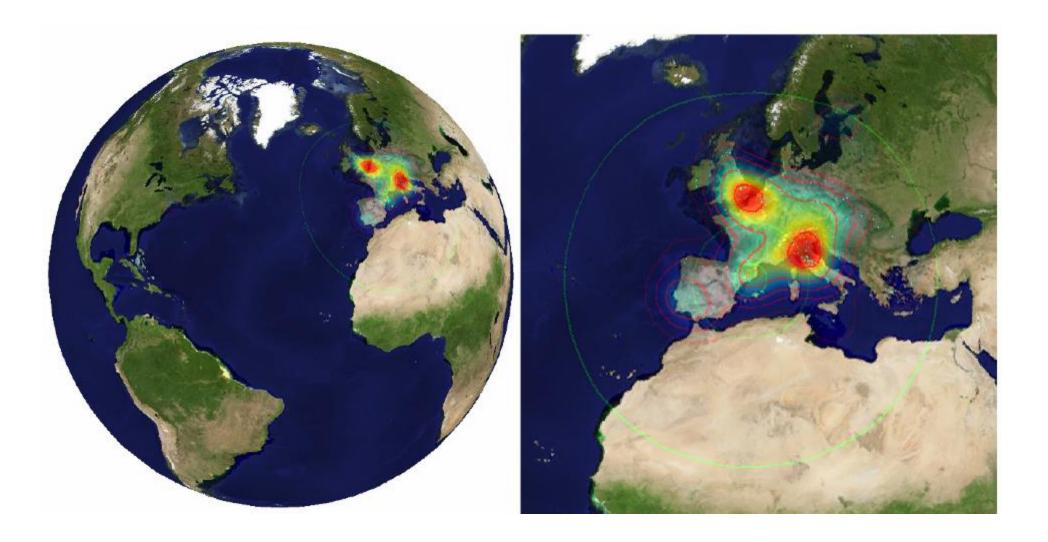
## Im2gps



#### Example Scene Matches

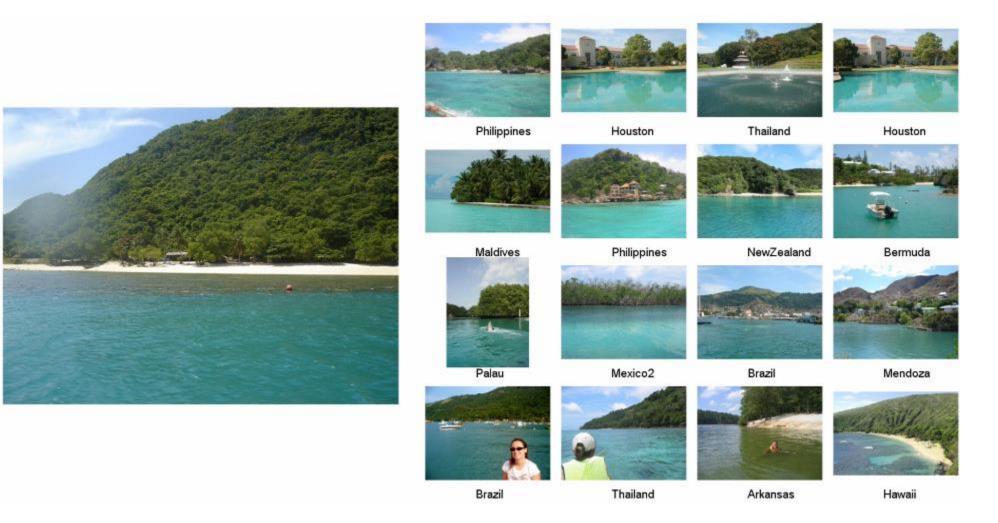


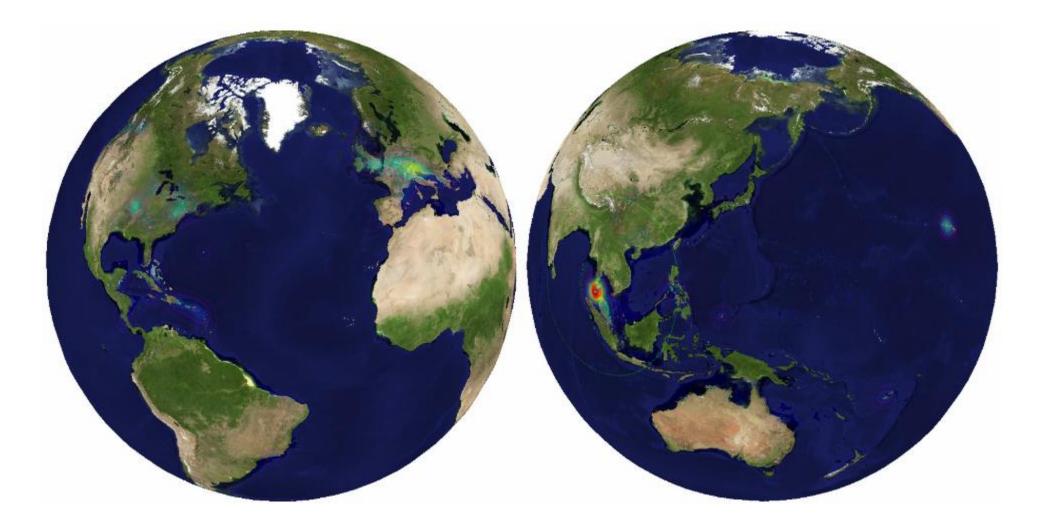
## Voting Scheme



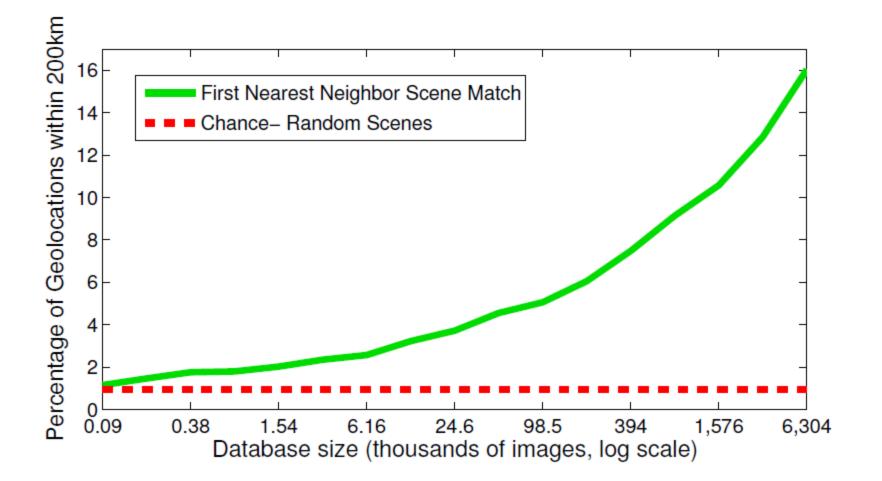
#### im2gps







#### Effect of Dataset Size



# Follow up works

- PlaNet photo geolocation with convolutional neural networks. T.
  Weyand, I. Kostrikov, and J. Philbin. ECCV 2016
- Revisiting IM2GPS in the Deep Learning Era.
  Nam Vo, Nathan Jacobs, James Hays. ICCV 2017

	Street	City	Region	Country	Cont.
Threshold (km)	1	25	200	750	2500
Human*			3.8	13.9	39.3
Im2GPS [9]		12.0	15.0	23.0	47.0
Im2GPS [10]	02.5	21.9	32.1	35.4	51.9
PlaNet [36]	08.4	24.5	37.6	53.6	71.3
[L] 7011C	06.8	21.9	34.6	49.4	63.7
[L] kNN, <i>σ</i> =4	12.2	33.3	44.3	57.4	71.3
28m database	14.4	33.3	47.7	61.6	73.4

### **Tiny Images**

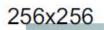


80 million tiny images: a large dataset for nonparametric object and scene recognition Antonio Torralba, Rob Fergus and William T. Freeman. PAMI 2008.

http://groups.csail.mit.edu/vision/TinyImages/









32x32









office

waiting area

dining room

dining room

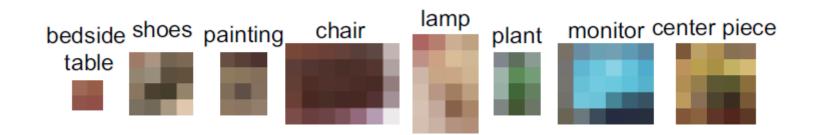
256x256



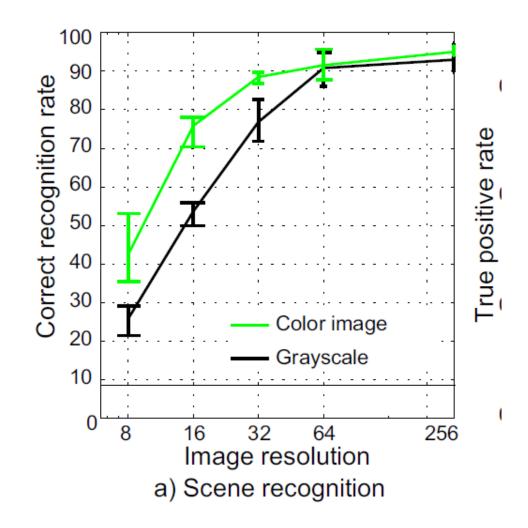
c) Segmentation of 32x32 images

256x256

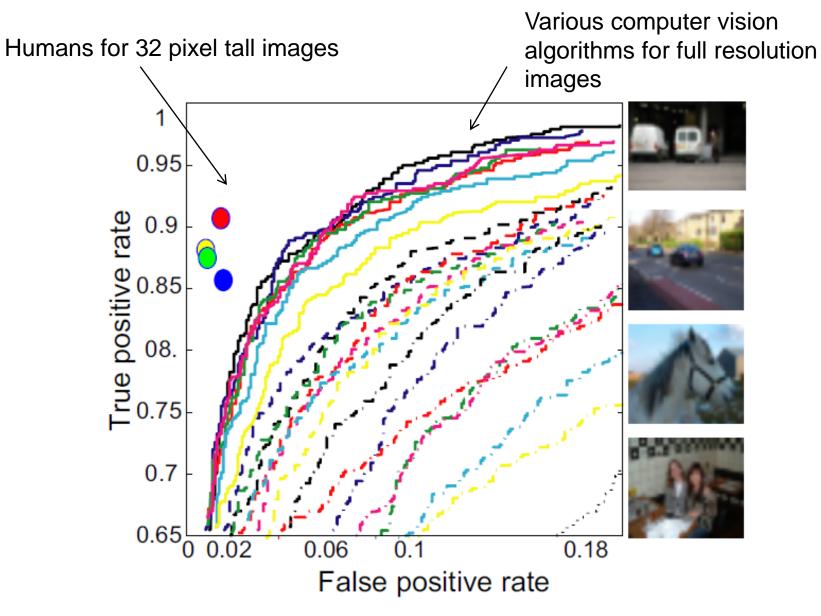




#### Human Scene Recognition



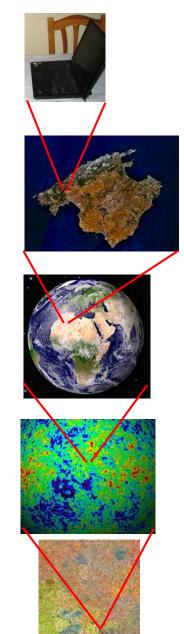
#### Humans vs. Computers: Car-Image Classification



## Powers of 10

Number of images on my hard drive: 10<sup>4</sup> 10<sup>8</sup> Number of images seen during my first 10 years: (3 images/second \* 60 \* 60 \* 16 \* 365 \* 10 = 630720000) 10<sup>20</sup> Number of images seen by all humanity: 106,456,367,669 humans<sup>1</sup> \* 60 years \* 3 images/second \* 60 \* 60 \* 16 \* 365 = 1 from http://www.prb.org/Articles/2002/HowManyPeopleHaveEverLivedonEarth.aspx 1088 Number of photons in the universe: 107373 Number of all 32x32 images:

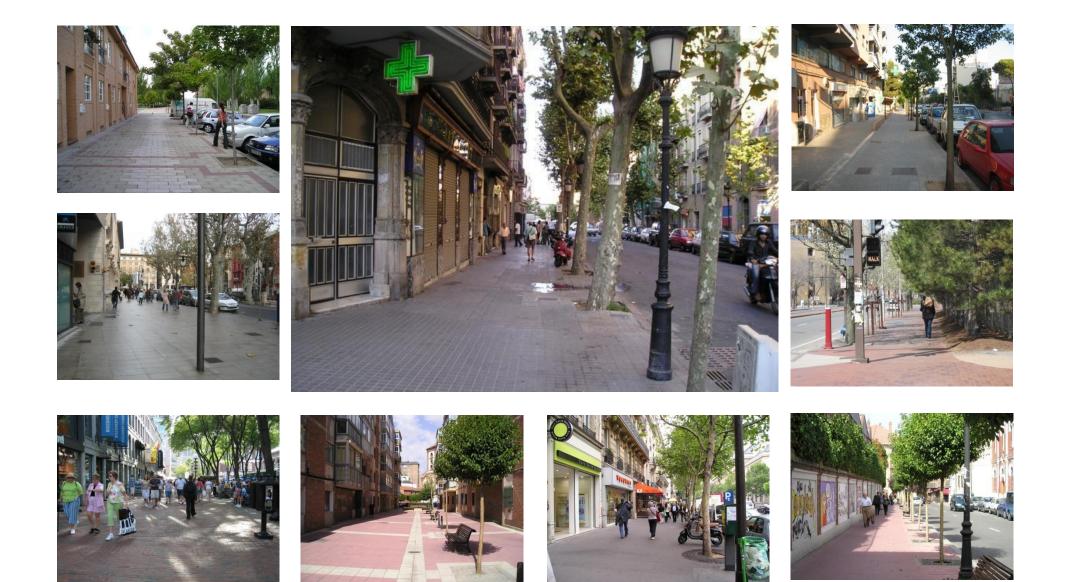
256 <sup>32\*32\*3</sup>~ 10<sup>7373</sup>



#### Scenes are unique



# But not all scenes are so original

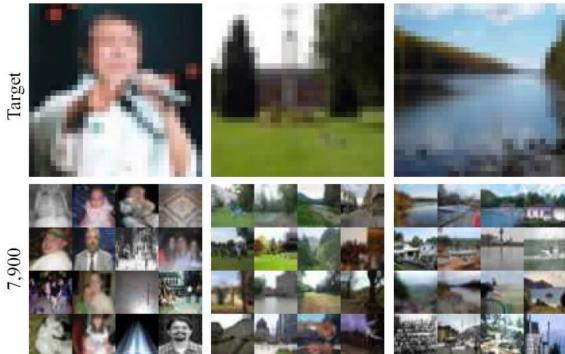


#### Lots

Of

#### Images

7,900

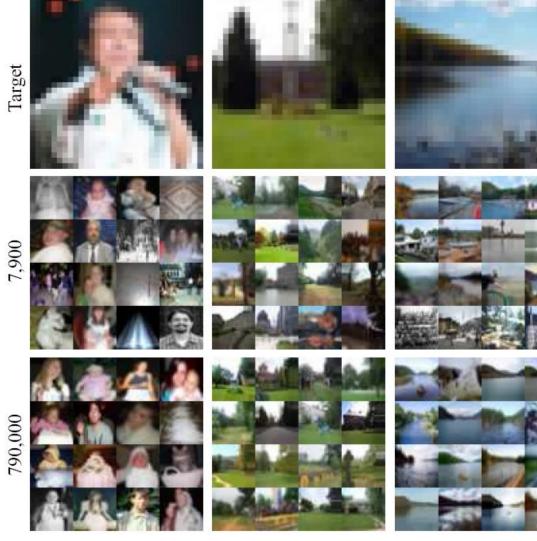




Of

#### Images

7,900

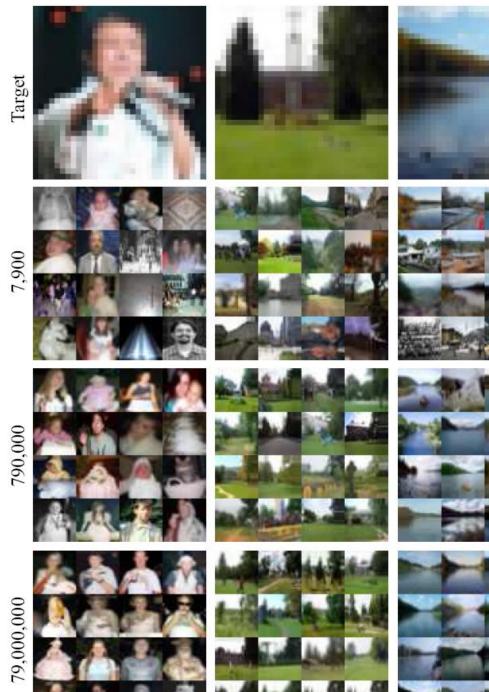


A. Torralba, R. Fergus, W.T.Freeman. PAMI 2008

#### Lots

Of

Images



#### Application: Automatic Colorization



Input



Color Transfer



Color Transfer



Matches (gray)



Matches (w/ color)



Avg Color of Match

#### Application: Automatic Colorization



Input



#### Color Transfer



#### Color Transfer



Matches (gray)

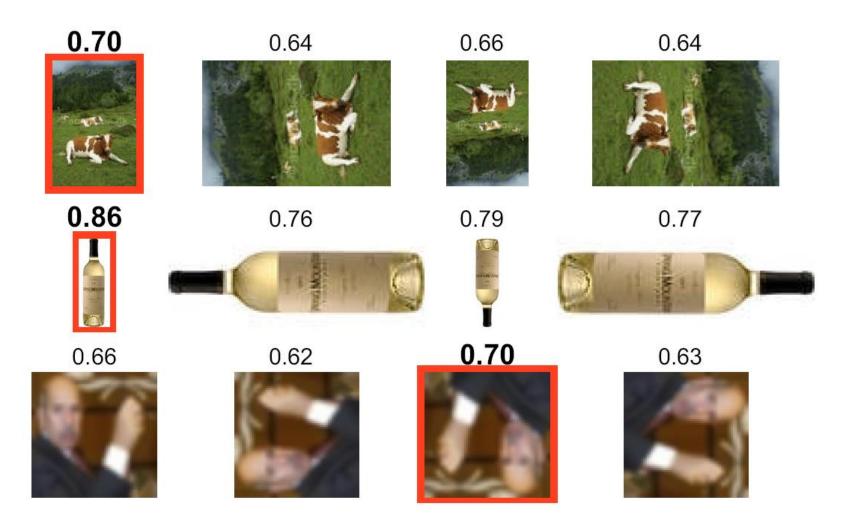


Matches (w/ color)



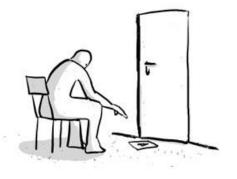
#### Avg Color of Match

# **Automatic Orientation Examples**



#### Summary

- With billions of images on the web, it's often possible to find a close nearest neighbor
- In such cases, we can shortcut hard problems by "looking up" the answer, stealing the labels from our nearest neighbor. For example, simple (or learned) associations can be used to synthesize background regions, colorize, or recognize objects
- But we can't really "brute force" computer vision. Still, it's nice to get an intuition for the size of "image space".





## Data Sets and Crowdsourcing

Or: My grad students are starting to hate me, but it looks like we need more training data.

Computer Vision James Hays

## The Internet has some rough edges

• <a href="https://en.wikipedia.org/wiki/Tay">https://en.wikipedia.org/wiki/Tay</a> (bot) in 2016



Microsoft was "deeply sorry for the unintended offensive and hurtful tweets from Tay", and would "look to bring Tay back only when we are confident we can better anticipate malicious intent that conflicts with our principles and values".

June 29th, 2020

It has been brought to our attention [1] that the Tiny Images dataset contains some derogatory terms as categories and offensive images. This was a consequence of the automated data collection procedure that relied on nouns from WordNet. We are greatly concerned by this and apologize to those who may have been affected.

The dataset is too large (80 million images) and the images are so small ( $32 \times 32$  pixels) that it can be difficult for people to visually recognize its content. Therefore, manual inspection, even if feasible, will not guarantee that offensive images can be completely removed.

We therefore have decided to formally withdraw the dataset. It has been taken offline and it will not be put back online. We ask the community to refrain from using it in future and also delete any existing copies of the dataset that may have been downloaded.

**How it was constructed**: The dataset was created in 2006 and contains 53,464 different nouns, directly copied from Wordnet. Those terms were then used to automatically download images of the corresponding noun from Internet search engines at the time (using the available filters at the time) to collect the 80 million images (at tiny 32x32 resolution; the original high-res versions were never stored).

Why it is important to withdraw the dataset: biases, offensive and prejudicial images, and derogatory terminology alienates an important part of our community -- precisely those that we are making efforts to include. It also contributes to harmful biases in AI systems trained on such data. Additionally, the presence of such prejudicial images hurts efforts to foster a culture of inclusivity in the computer vision community. This is extremely unfortunate and runs counter to the values that we strive to uphold.

Yours Sincerely,

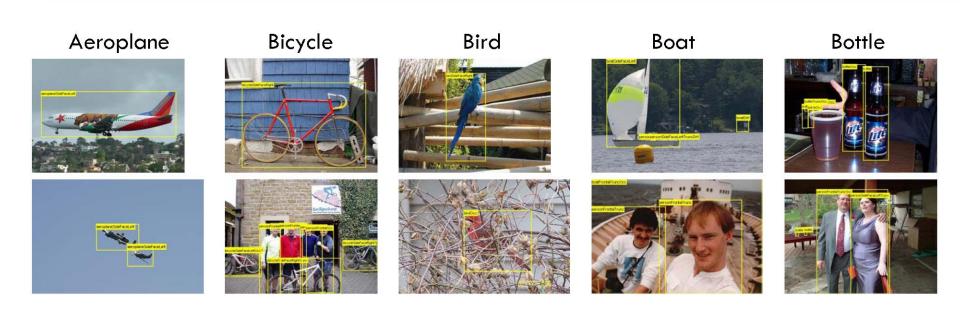
Antonio Torralba, Rob Fergus, Bill Freeman.

[1] Large image datasets: A pyrrhic win for computer vision?, anonymous authors, OpenReview Preprint, 2020.

# Outline

- Data collection with experts PASCAL VOC
- Annotation with non-experts
  - LabelMe no incentive (altruism, perhaps)
  - ESP Game fun incentive (not fun enough?)
  - Mechanical Turk financial incentive

#### Examples



Bus

















Cow





#### Examples











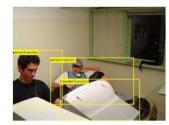












# Outline

- Data collection with experts PASCAL VOC
- Annotation with non-experts
  - LabelMe no incentive (altruism, perhaps)
  - ESP Game fun incentive (not fun enough?)
  - Mechanical Turk financial incentive

## LabelMe

- <u>http://labelme.csail.mit.edu</u>
- "Open world" database annotated by the community\*

• \* Notes on Image Annotation, Barriuso and Torralba 2012. http://arxiv.org/abs/1210.3448

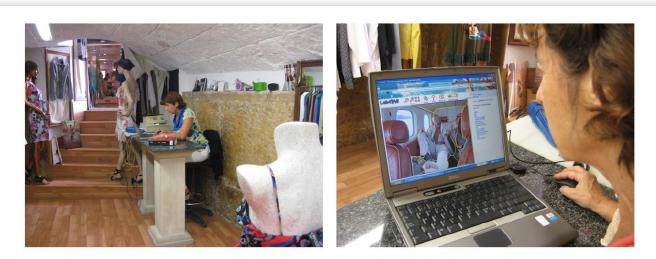


Figure 2: The image annotation context. All the labeling was done inside a clothing shop named Transparencia in the heart of Palma de Mallorca, Spain.

knowledge of typical contextual arrangements?

It is often said that vision is effortless, but frequently the visual system is lazy and makes us believe that we understand something when in fact we don't. In occasions we find ourselves among objects whose names and even functions we may not know but we do not seem to be bothered by this semantic blindness. However, this changes when we are labeling images as we are forced to segment and name all the objects. Suddenly, we are forced to see where our semantic blind-spot is. We become aware of gaps in our visual understanding of what is around us.

This paper contains the notes written by Adela Barriuso describing her experience while using the LabelMe annotation tool [1]. Since 2006 she has been frequently using LabelMe. She has no training in computer vision. In 2007 she started to use LabelMe to systematically annotate the SUN database [7]. The goal was to build a large database

there is not a fix set of categories. As the goal is to label all the objects within each image, the list of categories grows unbounded. Many object classes appear only a few times across the entire collection of images. However, not even those rare object categories can be ignored as they might be an important element for the interpretation of the scene. Labeling in these conditions becomes difficult as it is important to keep a list of all the object classes in order to use a consistent set of terms across the entire database avoiding synonyms. Despite the annotator best efforts, the process is not free of noise.

Since she started working with LabelMe, she has labeled more than 250,000 objects. Labeling more than 250,000 objects gives you a different perspective on the act of seeing. After a full day of labeling images, when you walk on the street or drive back home, you see the world in a different way. You see polygons outlining objects, you

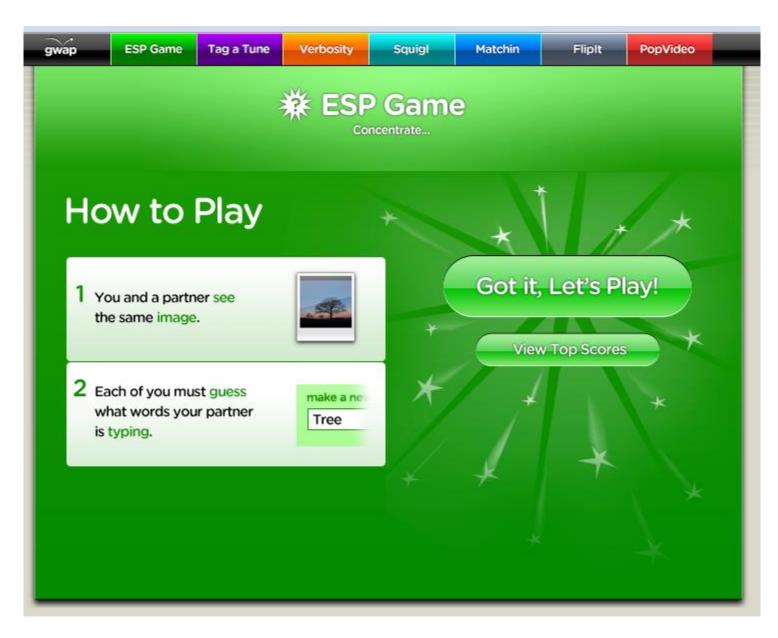
"Since she started working with LabelMe, she has labeled more than 250,000 objects."

Notes on Image Annotation,

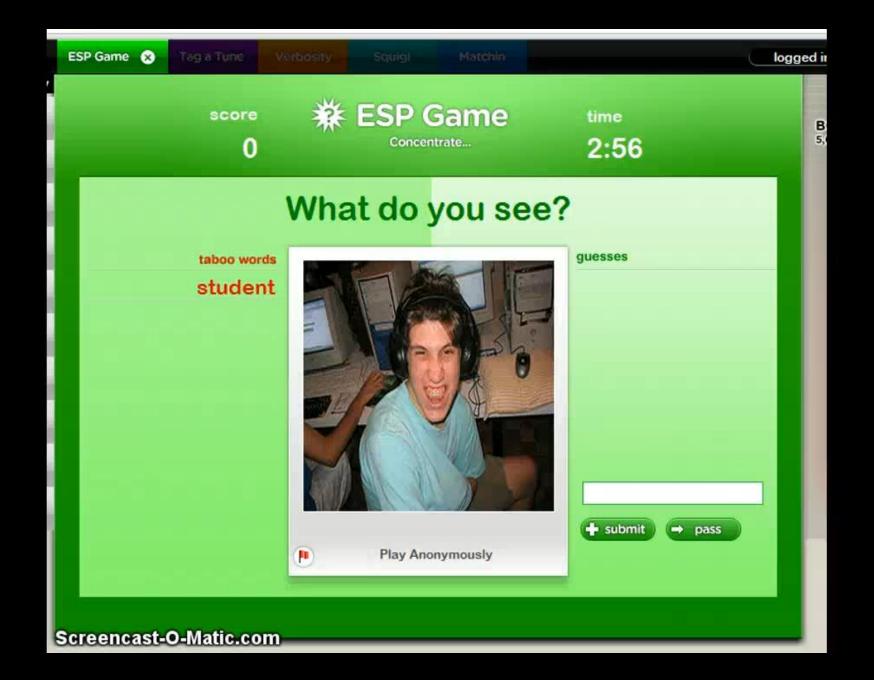
Barriuso and Torralba 2012. http://arxiv.org/abs/1210.3448

# Outline

- Data collection with experts PASCAL VOC
- Annotation with non-experts
  - LabelMe no incentive (altruism, perhaps)
  - ESP Game fun incentive (not fun enough?)
  - Mechanical Turk financial incentive



Luis von Ahn and Laura Dabbish. <u>Labeling Images with a Computer Game</u>. ACM Conf. on Human Factors in Computing Systems, CHI 2004



# Outline

- Data collection with experts PASCAL VOC
- Annotation with non-experts
  - LabelMe no incentive (altruism, perhaps)
  - ESP Game fun incentive (not fun enough?)
  - Mechanical Turk financial incentive

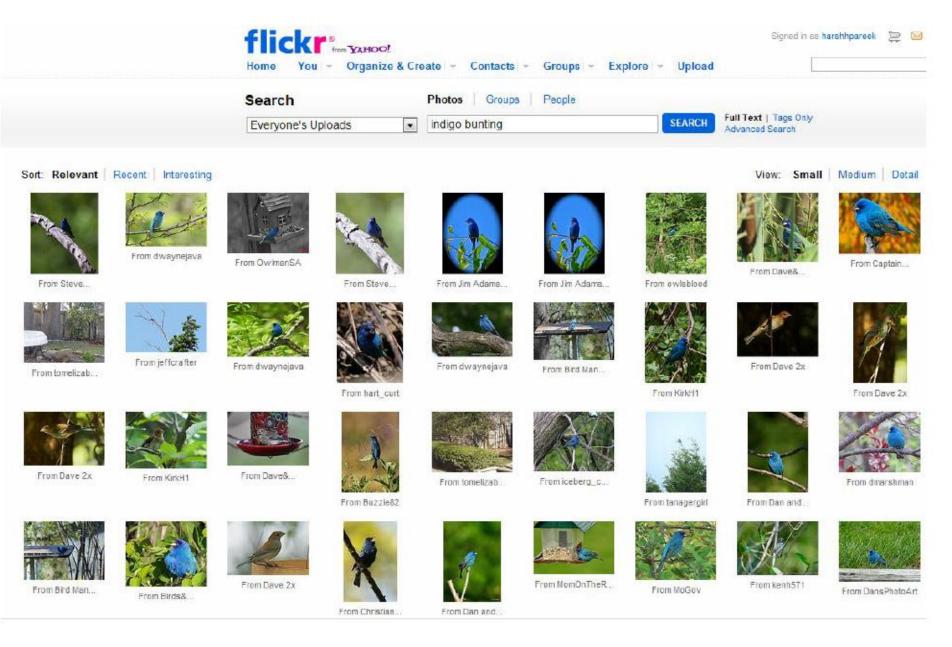
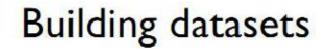


Image credit: Flickr.com

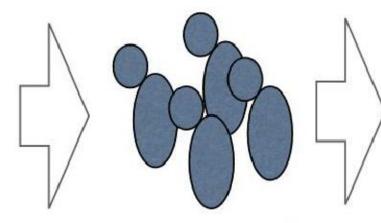
6000 images from flickr.com







Annotators





Is there an Indigo bunting in the image?

amazonmechanical turk Artificial Artificial Intelligence 100s of training images



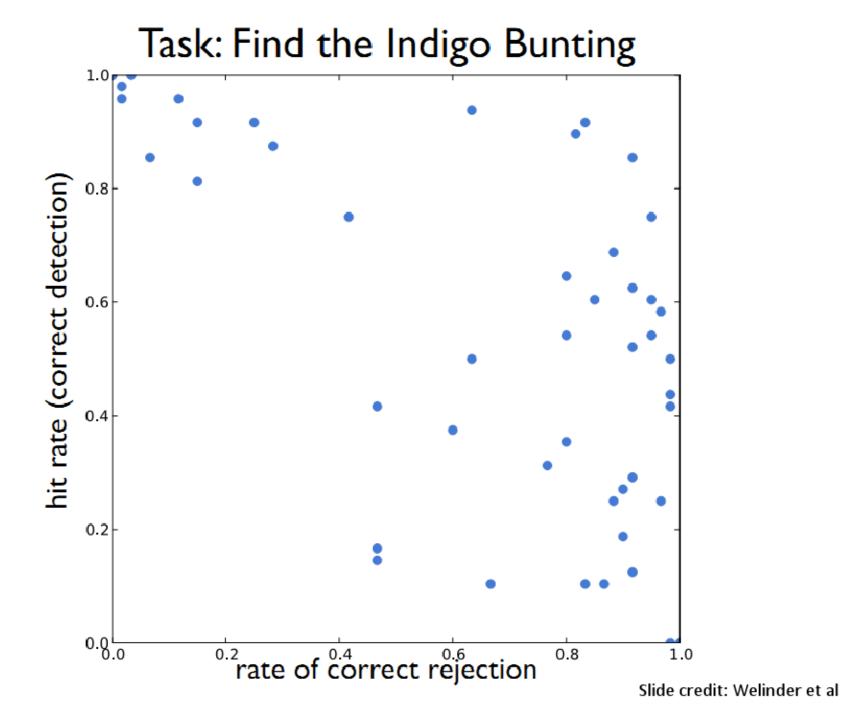


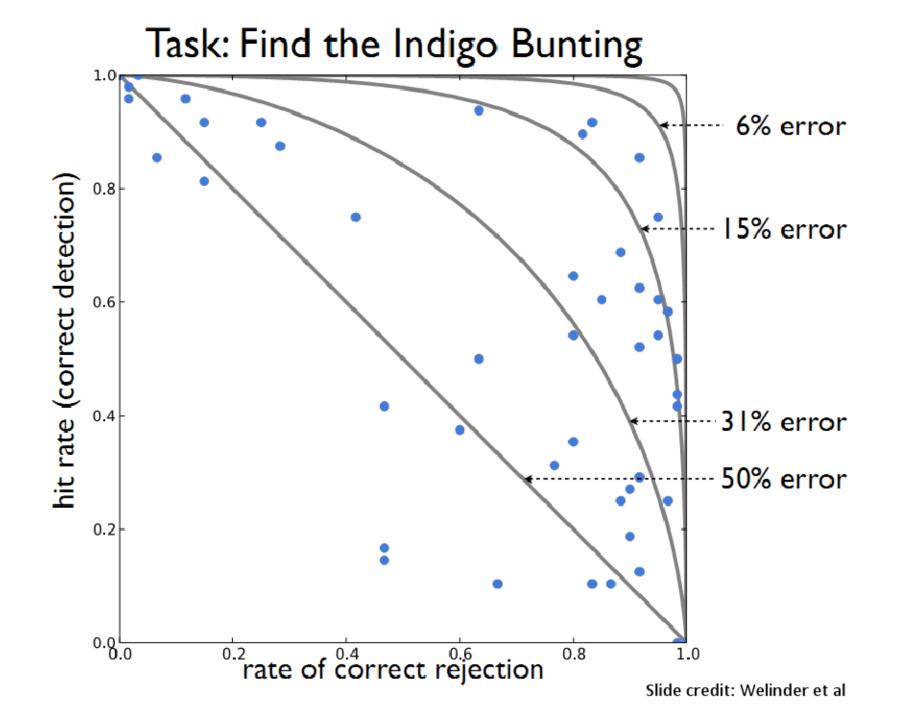


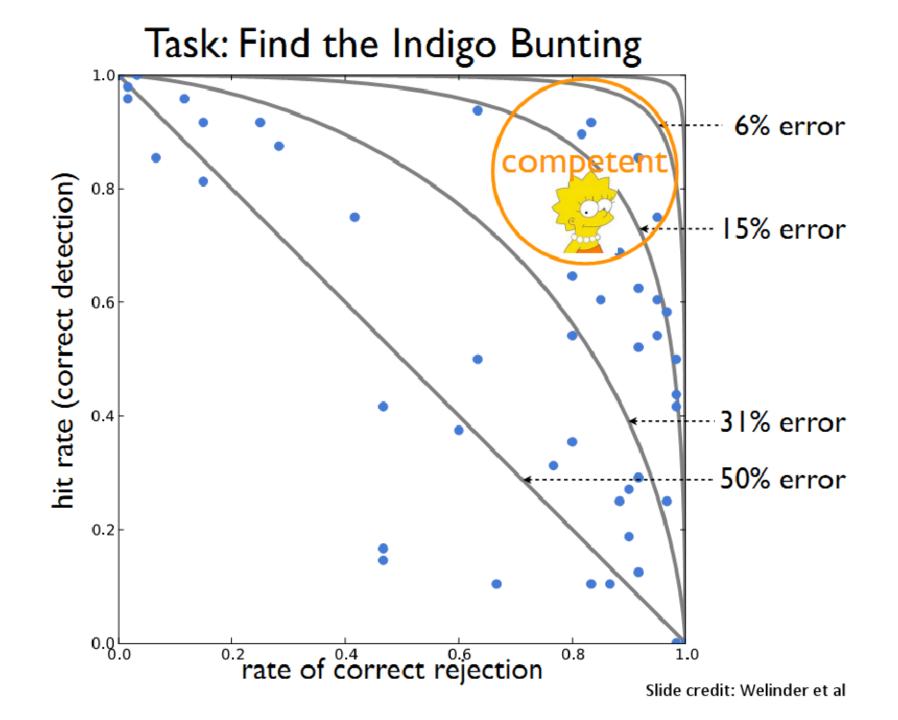


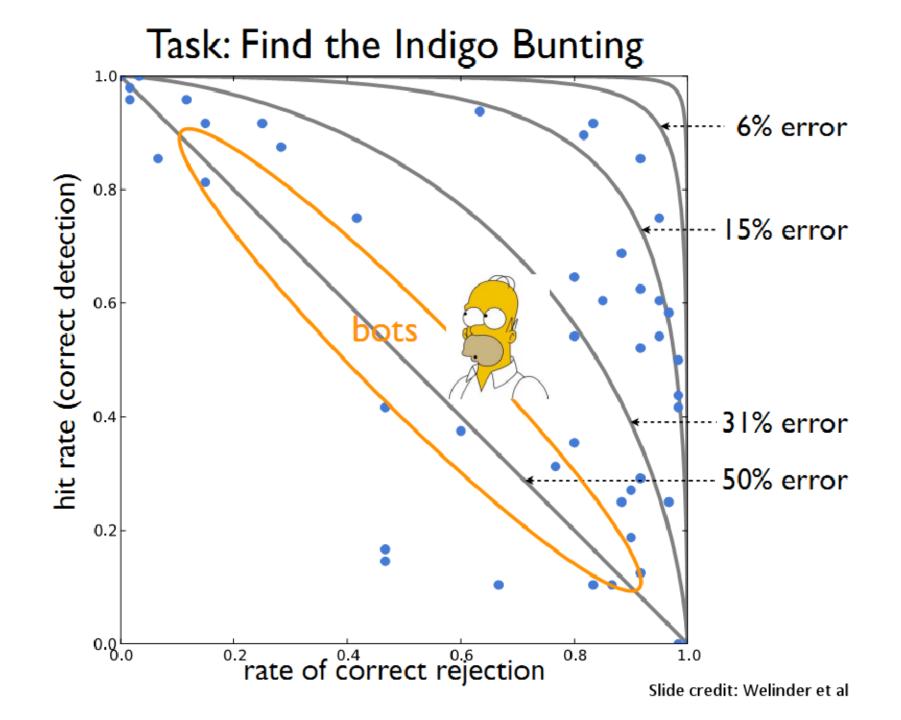
Slide credit: Welinder et al

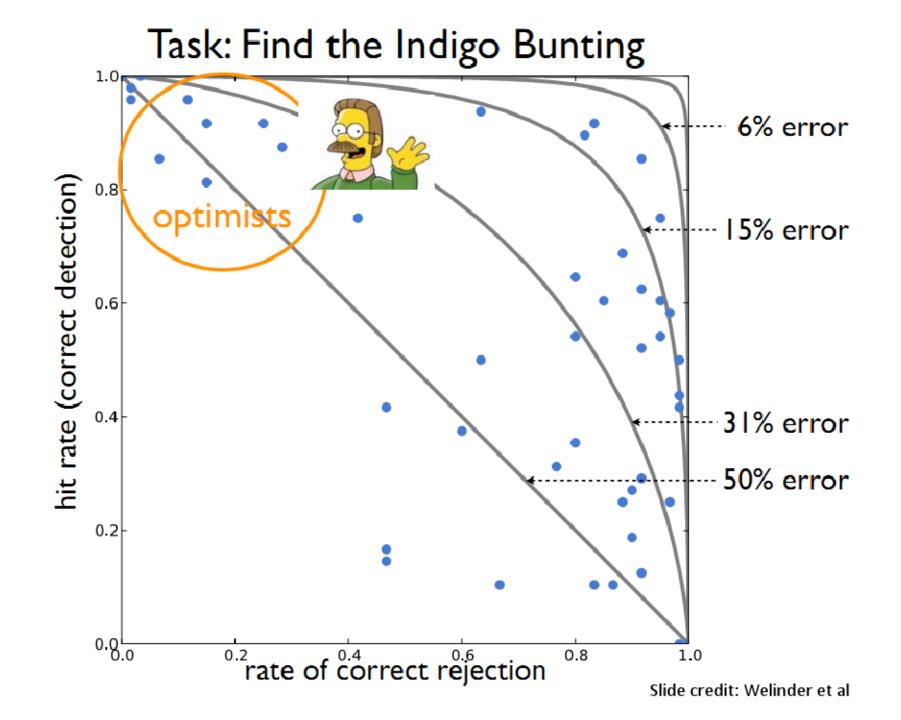


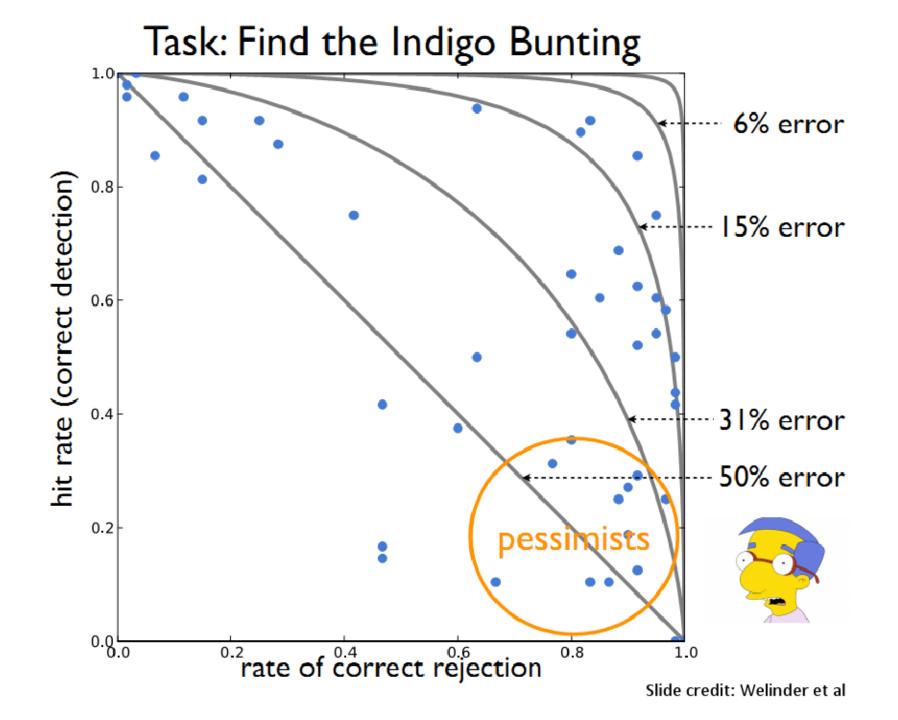


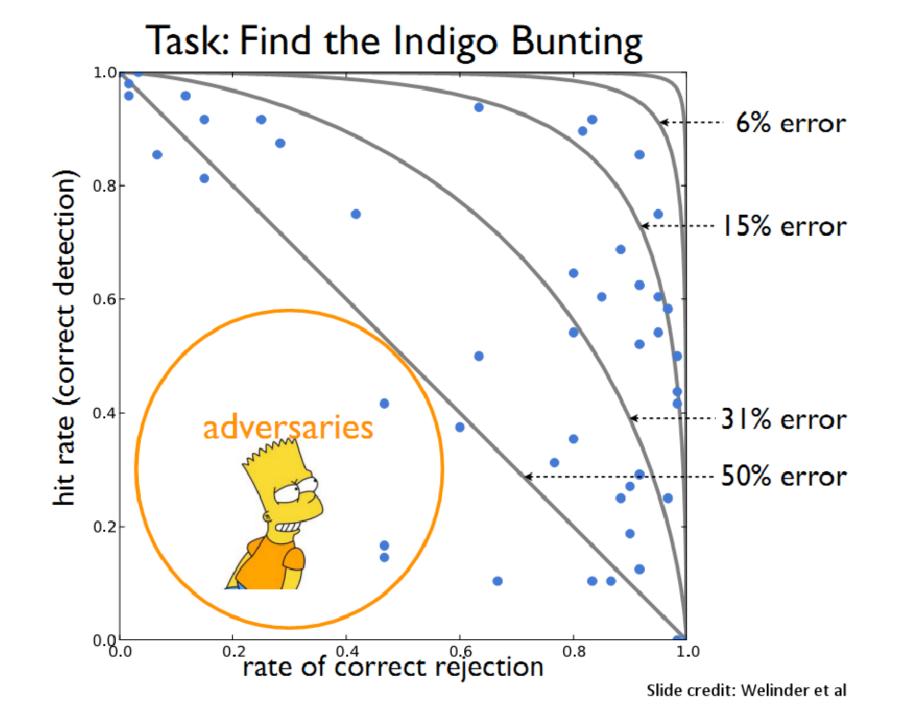












## Utility data annotation via Amazon Mechanical Turk

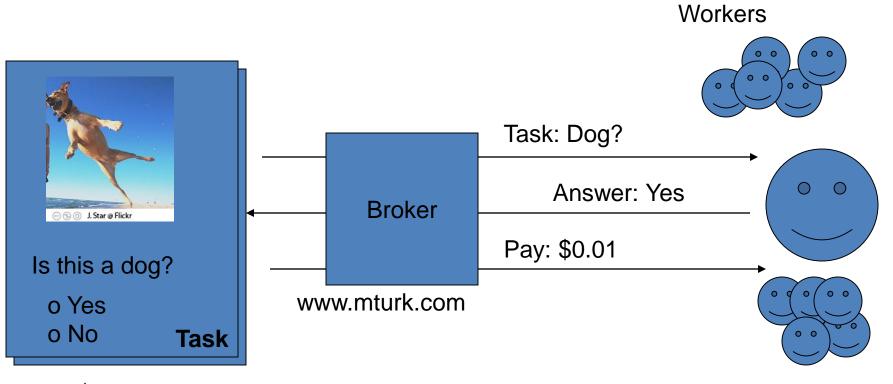


#### $X 100\ 000 = $5000$

Alexander Sorokin David Forsyth CVPR Workshops 2008

Slides by Alexander Sorokin

## Amazon Mechanical Turk



\$0.01

## Annotation protocols

- Type keywords
- Select relevant images
- Click on landmarks
- Outline something
- Detect features

..... anything else .....

## Type keywords



#### Mechanical Turk Project

If you're using the turk, Be sure to copy the text back into the HIT page so that you can be credited.

Photo should be rotated 90 degrees left (counter-clockwise)
 Photo should be rotated 90 degrees right (clockwise)
 Photo should be turned upside down
 Photo is oriented properly

Please describe the picture in the box using 10 words or more:

Submit Turk Skip / Load a different photo

The submit button MUST be clicked!

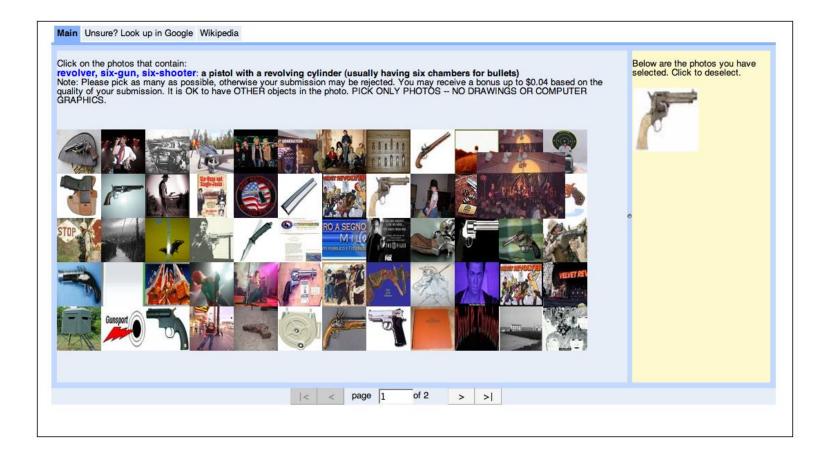
#### Select examples



Joint work with Tamara and Alex Berg

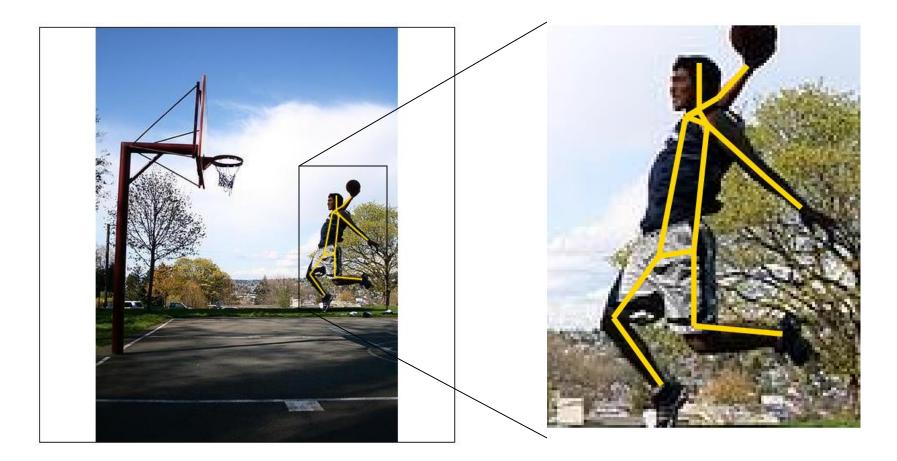
http://visionpc.cs.uiuc.edu/~largescale/data/simpleevaluation/html/horse.html

#### Select examples



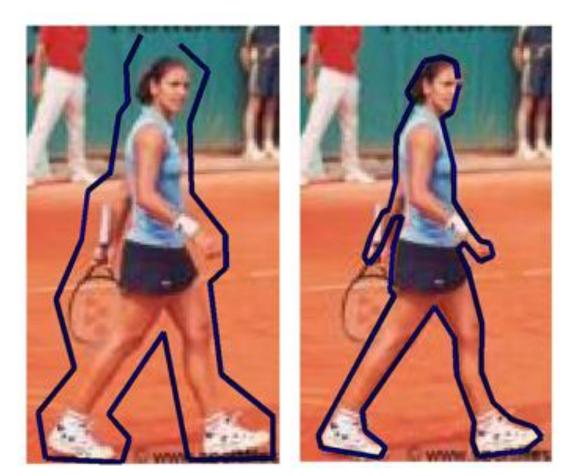
requester mtlabel

## **Click on landmarks**



http://vision-app1.cs.uiuc.edu/mt/results/people14-batch11/p7/

## **Outline something**



## Motivation



#### $X 100\ 000 = $5000$

Custom annotations

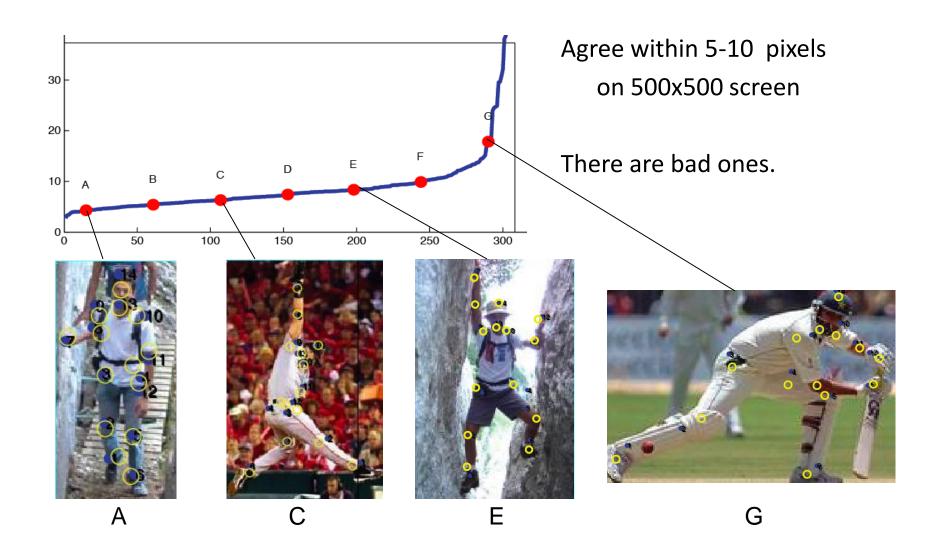
Large scale

Low price

#### Issues

- Quality?
  - -How good is it?
  - -How to be sure?
- Price?
  - -How to price it?

## Annotation quality



How do we get quality annotations?

## **Ensuring Annotation Quality**

NEW YORK TENES RUSINESS RESTSELLER a relevaning and theophy providing as The Tapping Paint by vite Clabort, ... The Window of Crowdo ranges for and wide

THE WISDOM OF CROWDS

JAMES SUROWIECKI

 Consensus / Multiple Annotation / "Wisdom of the Crowds"

Not enough on its own, but widely used

- Gold Standard / Sentinel
  - Special case: qualification exam

Widely used and most important. Find good annotators and keep them honest.

- Grading Tasks
  - A second tier of workers who grade others

Not widely used

# Pricing

- Trade off between throughput and cost
  *NOT* as much of a trade off with quality
- Higher pay can actually attract scammers

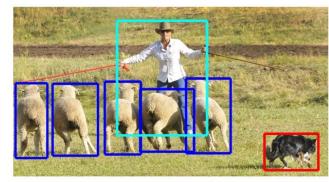
## Examples of Crowdsourcing

- Massive annotation efforts that would not otherwise be feasible
  - ImageNet ( <u>http://www.image-net.org/</u> )
  - COCO (<u>http://cocodataset.org</u>)
  - Many more

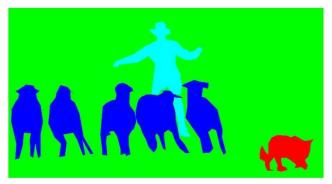
## Crowdsourcing to build MS COCO



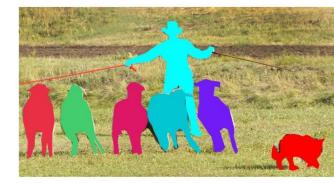
(a) Image classification



(b) Object localization



(c) Semantic segmentation



(d) This work

#### Microsoft COCO: Common Objects in Context

Tsung-Yi Lin Michael Maire Serge Belongie Lubomir Bourdev Ross Girshick James Hays Pietro Perona Deva Ramanan C. Lawrence Zitnick Piotr Dollár

## Crowdsourcing to build MS COCO

#### **Annotation Pipeline**



(a) Category labeling

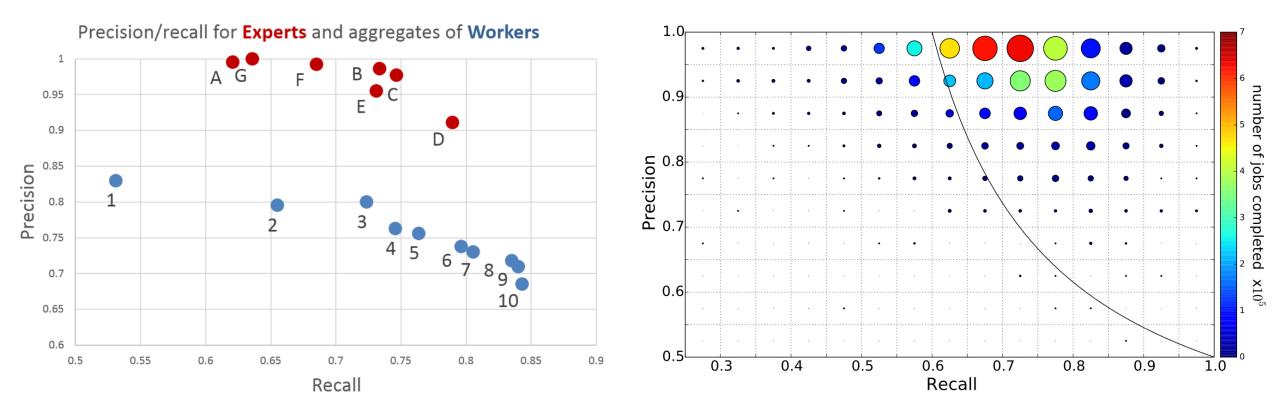


(b) Instance spotting



(c) Instance segmentation

## Crowdsourcing to build MS COCO



## Examples of Crowdsourcing

- Most papers annotate images, but there are some more creative uses
  - Webcam Eye tracking (<u>https://webgazer.cs.brown.edu/</u>)
  - Sketch collection (<u>http://cybertron.cg.tu-berlin.de/eitz/projects/classifysketch/</u>)
    - Flips the usual annotation process, by providing a *label* and asking for an *image*

## Next lecture

• "Unsupervised" Deep Learning