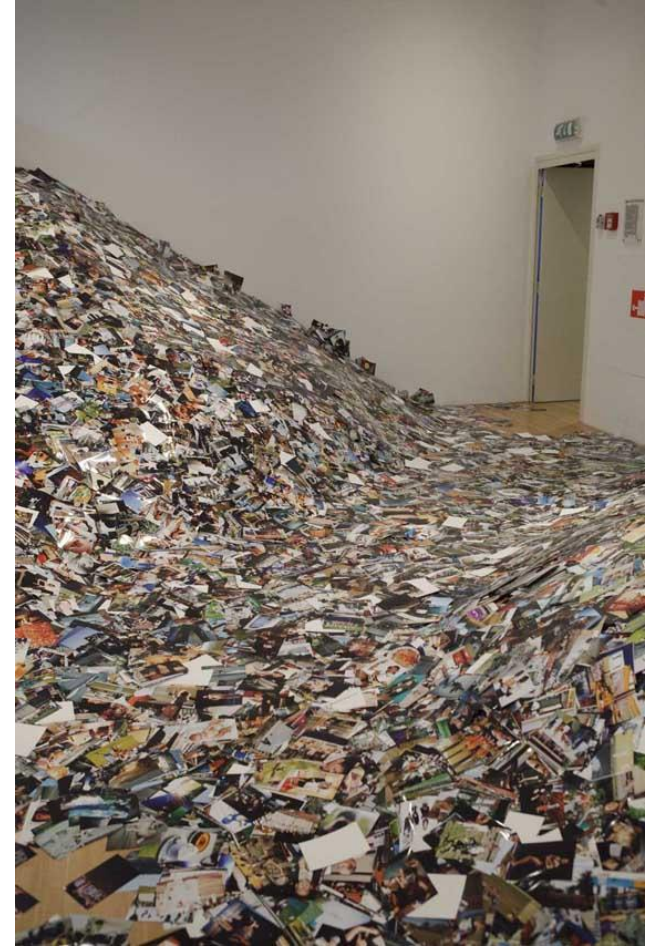


# Human Computation and Computer Vision

CS143 Computer Vision

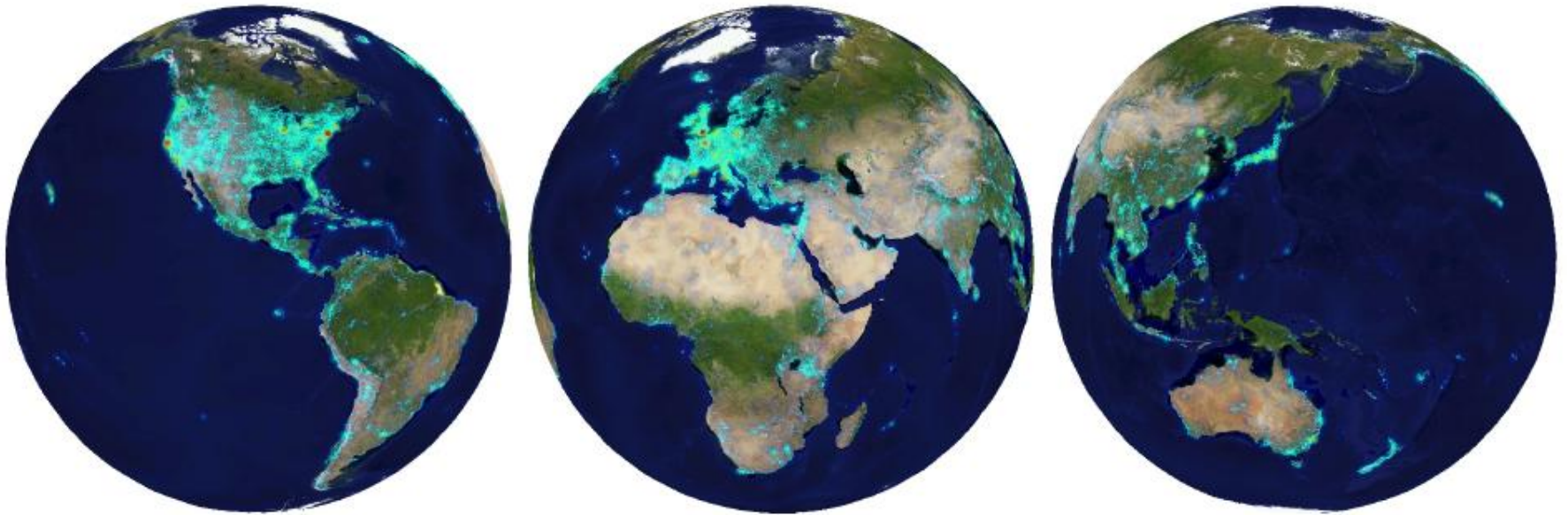
James Hays, Brown University

# 24 hours of Photo Sharing



installation by Erik Kessels

And sometimes Internet photos have  
useful labels



Im2gps. Hays and Efros. CVPR 2008

But what if we want more?

# Image Categorization

## Training

Training  
Images



Training  
Labels

Image  
Features

Classifier  
Training

Trained  
Classifier



# Image Categorization

## Training

Training  
Images

Training  
Labels

Image  
Features

Classifier  
Training

Trained  
Classifier

## Testing

Image  
Features

Trained  
Classifier

Prediction  
**Outdoor**

Test Image



# Human Computation for Annotation

Unlabeled Images



Show images,  
Collect and  
filter labels

Training  
Images



Training  
Labels

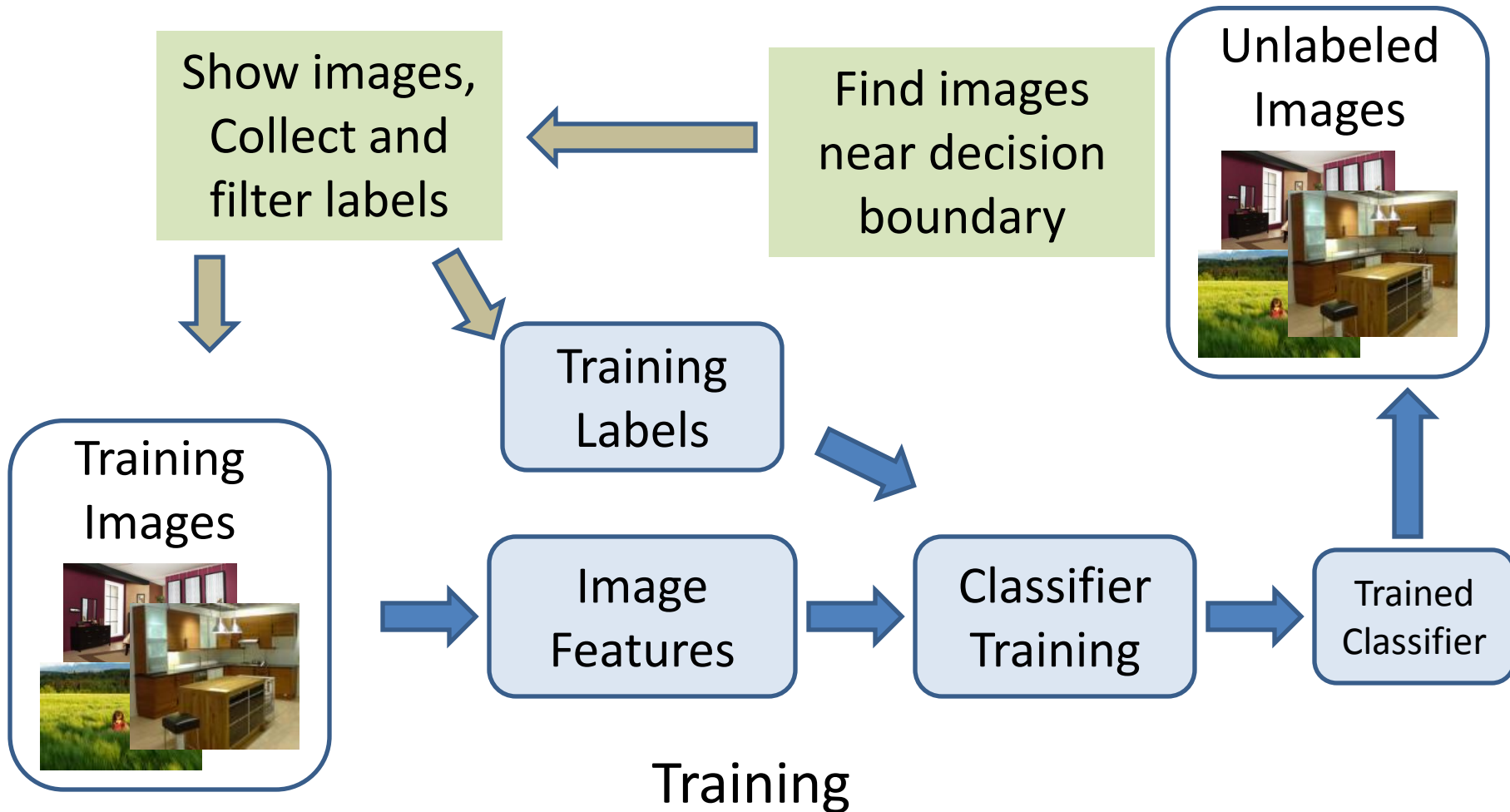
Image  
Features

Classifier  
Training

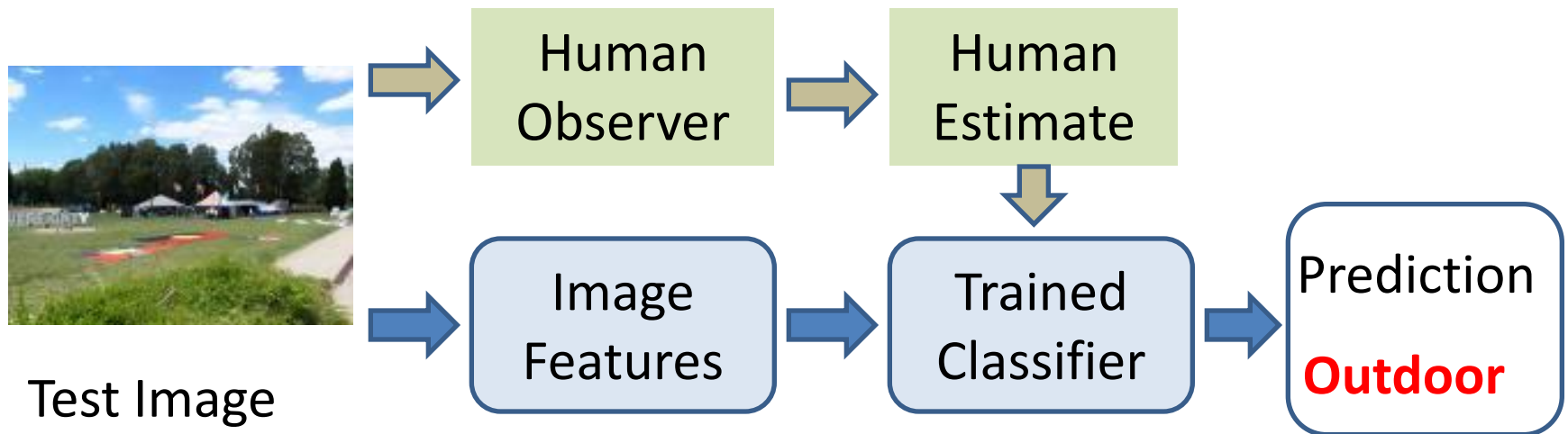
Trained  
Classifier

Training

# Active Learning



# Human-in-the-loop Recognition



Testing




# Outline

- Human Computation for Annotation
  - ESP Game
  - Mechanical Turk
- Human-in-the-loop Recognition
  - Visipedia

## Search

[Photos](#) [Groups](#) [People](#)

Everyone's Uploads 

indigo bunting

**SEARCH**

[Full Text](#) | [Tags Only](#)  
[Advanced Search](#)

Sort: **Relevant** [Recent](#) [Interesting](#)

View: **Small** [Medium](#) [Detail](#)



From Steve...



From dwaynejava



From OwimenSA



From Steve...



From Jim Adams...



From Jim Adams...



From owleblood



From Dave&...



From Captain...



From lomelizab...



From jeffcrafter



From dwaynejava



From hart\_curt



From dwaynejava



From Bird Man...



From KirkH1



From Dave 2x



From Dave 2x



From Dave 2x



From KirkH1



From Dave&...



From Buzzle82



From lomelizab...



From iceberg\_c...



From tanagirl



From Dan and...



From dnarshman



From Bird Man...



From Birds&...



From Dave 2x



From Christian...



From Dan and...



From MomOnTheR...



From MoGov



From kenh571



From DansPhotoArt



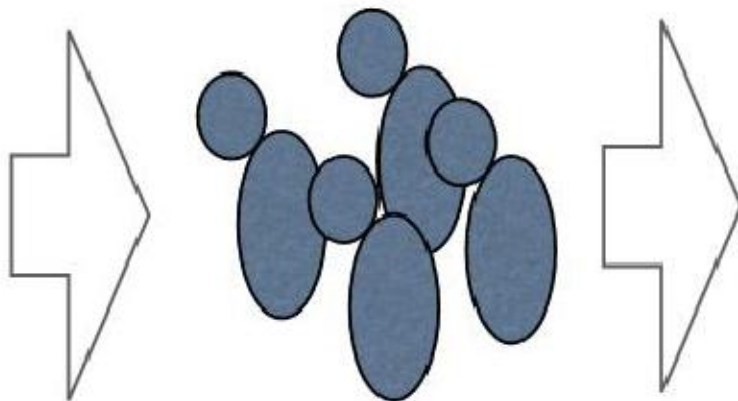
Luis von Ahn and Laura Dabbish. [Labeling Images with a Computer Game](#).  
ACM Conf. on Human Factors in Computing Systems, CHI 2004

6000 images  
from flickr.com



# Building datasets

Annotators



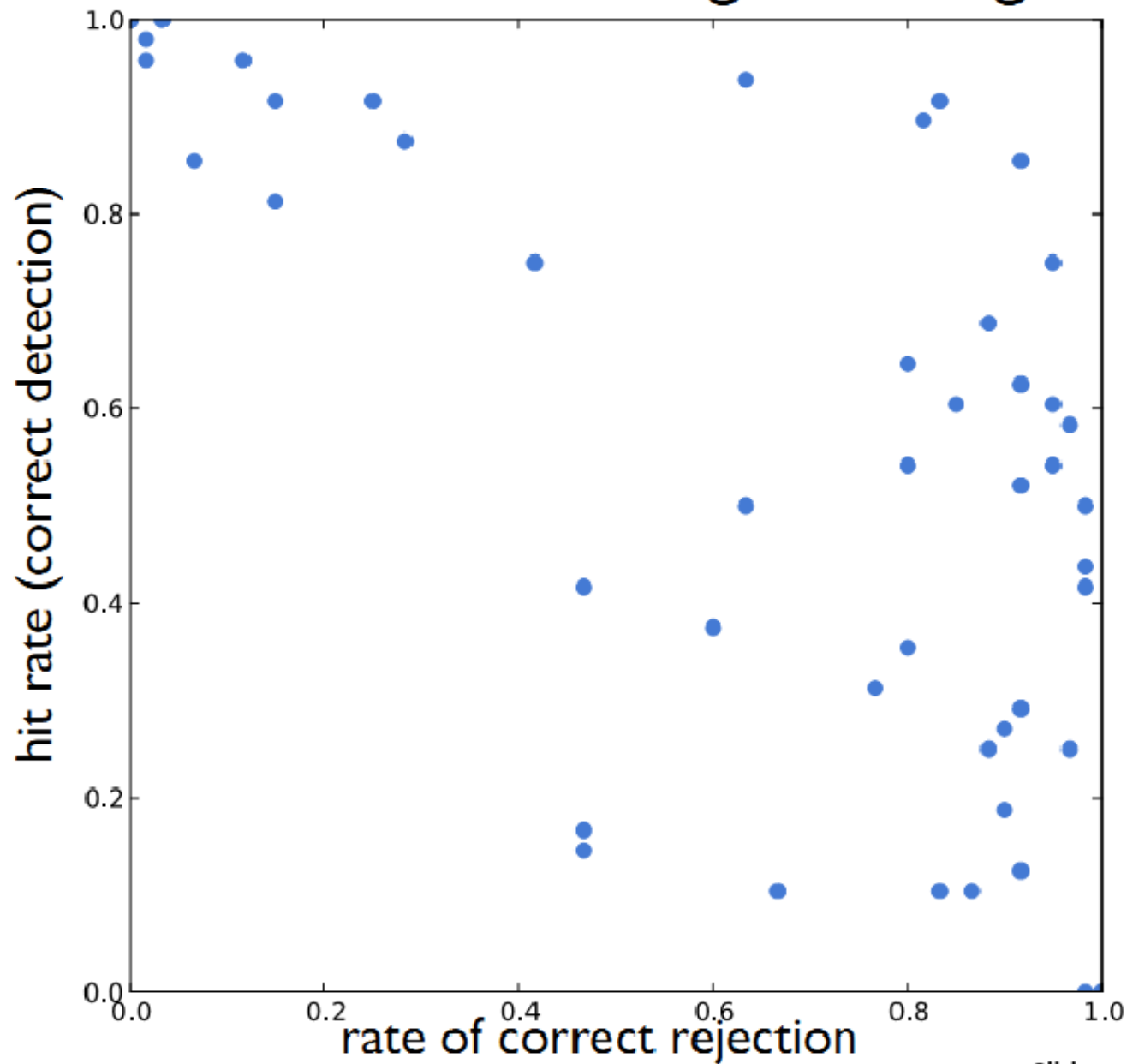
amazon **mechanical turk**  
beta Artificial Intelligence

Is there an Indigo bunting in the image?

100s of  
training images

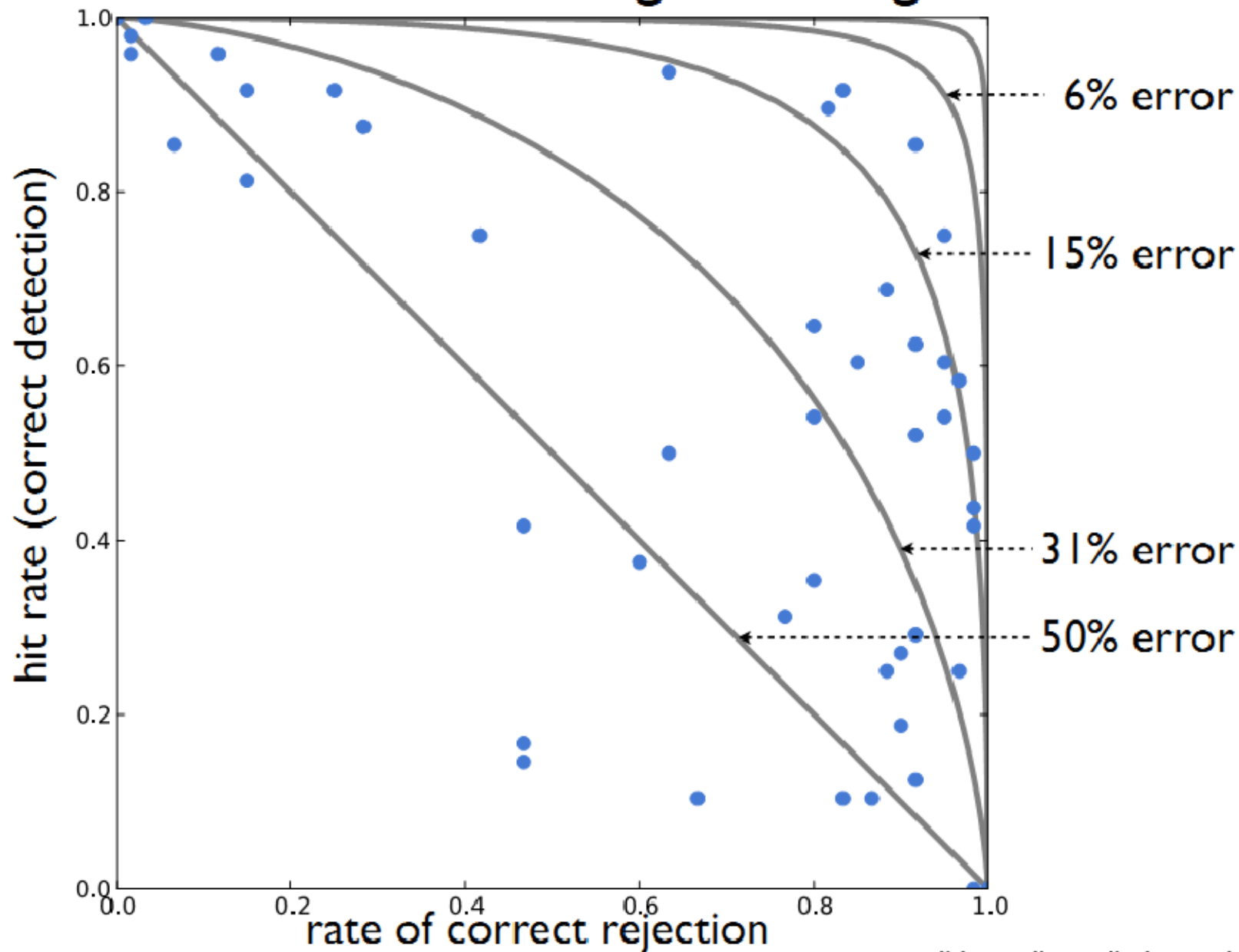


# Task: Find the Indigo Bunting



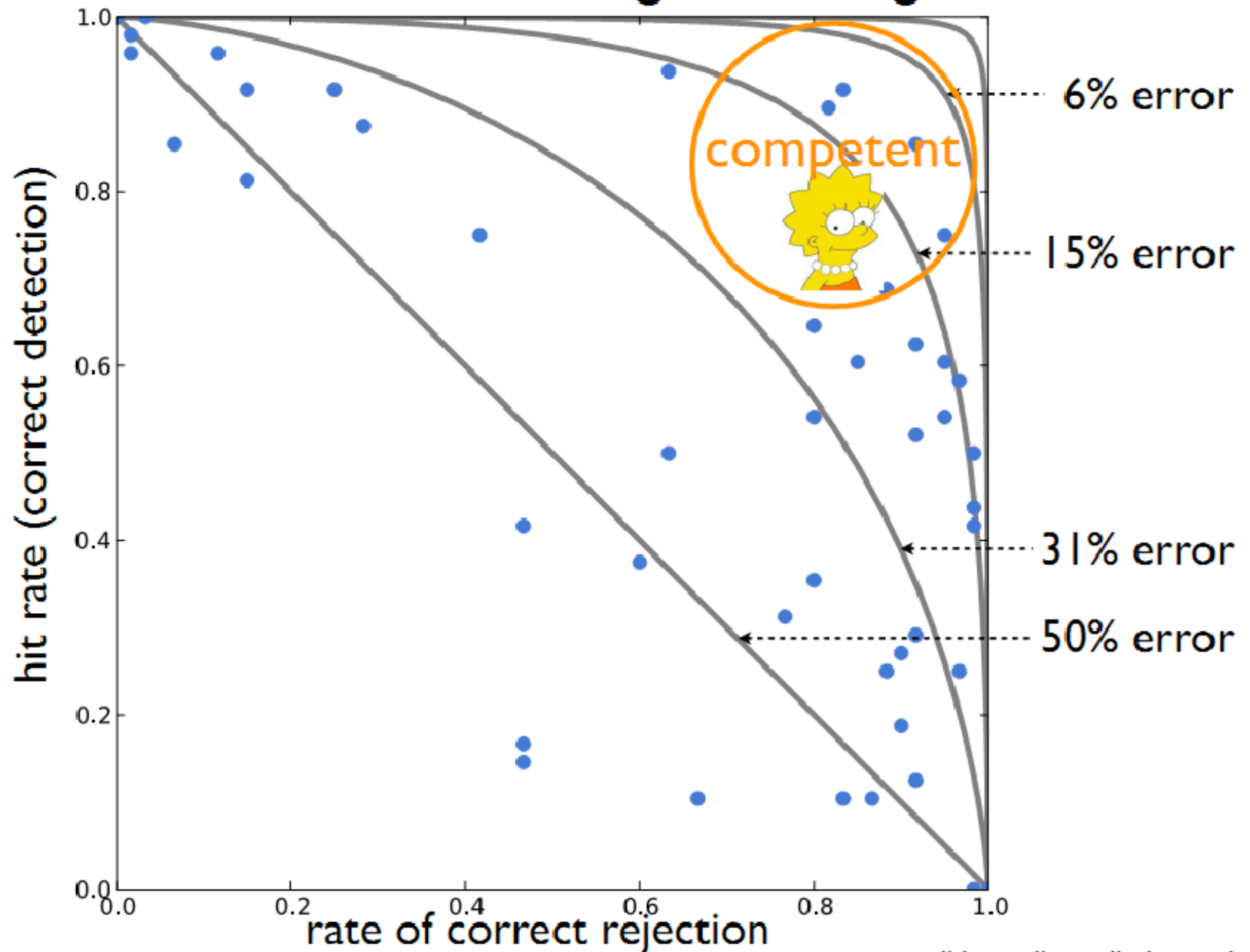


# Task: Find the Indigo Bunting

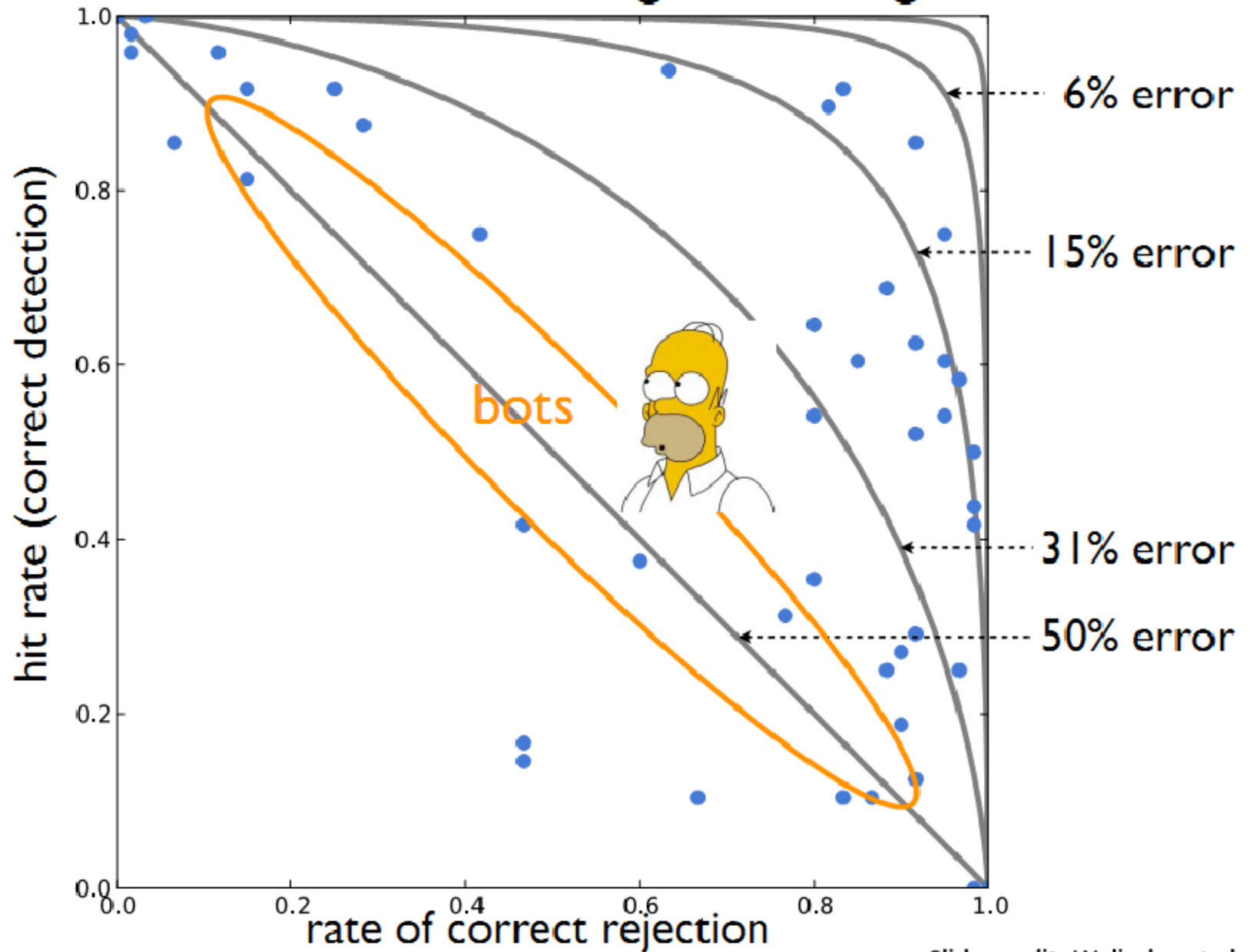




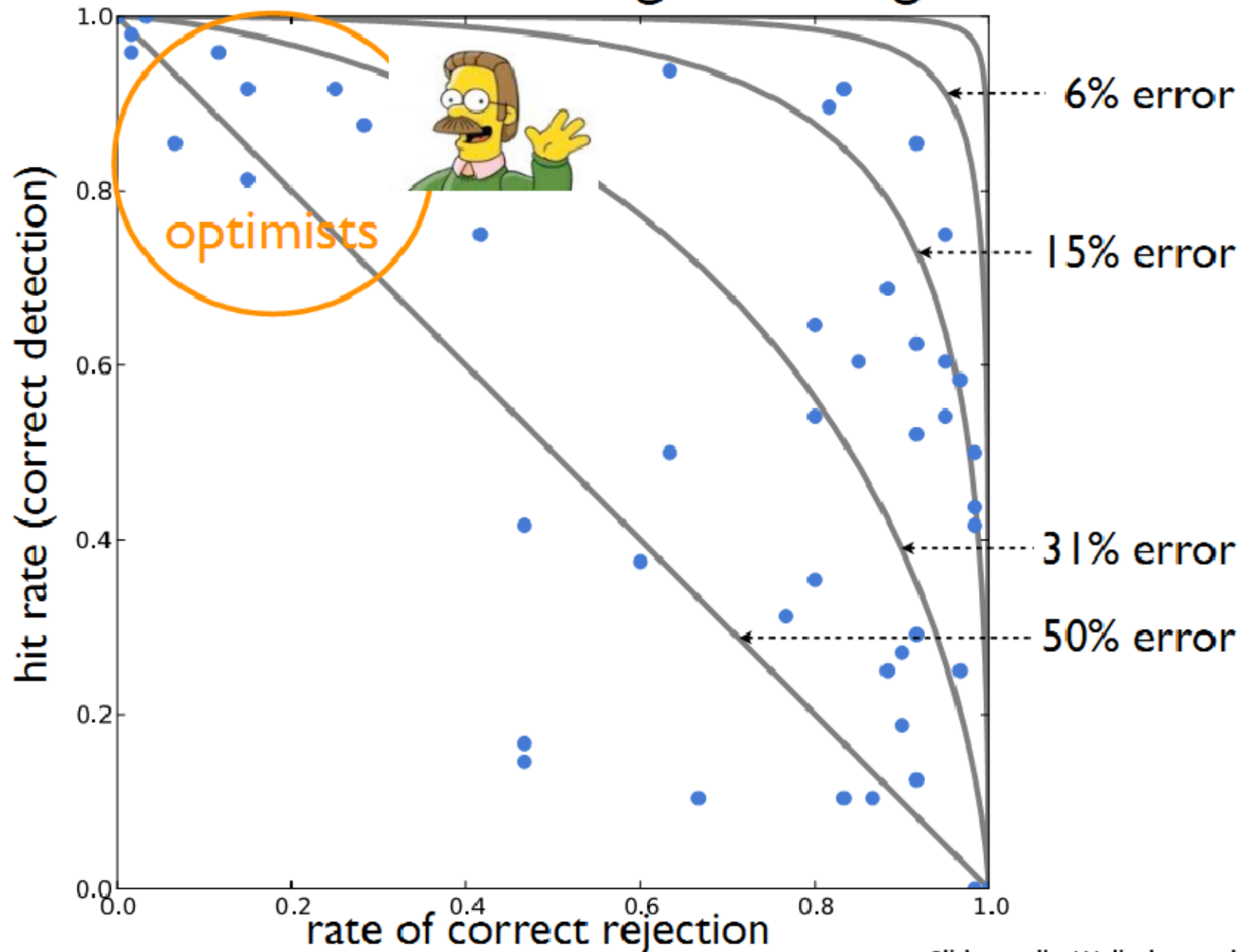
# Task: Find the Indigo Bunting



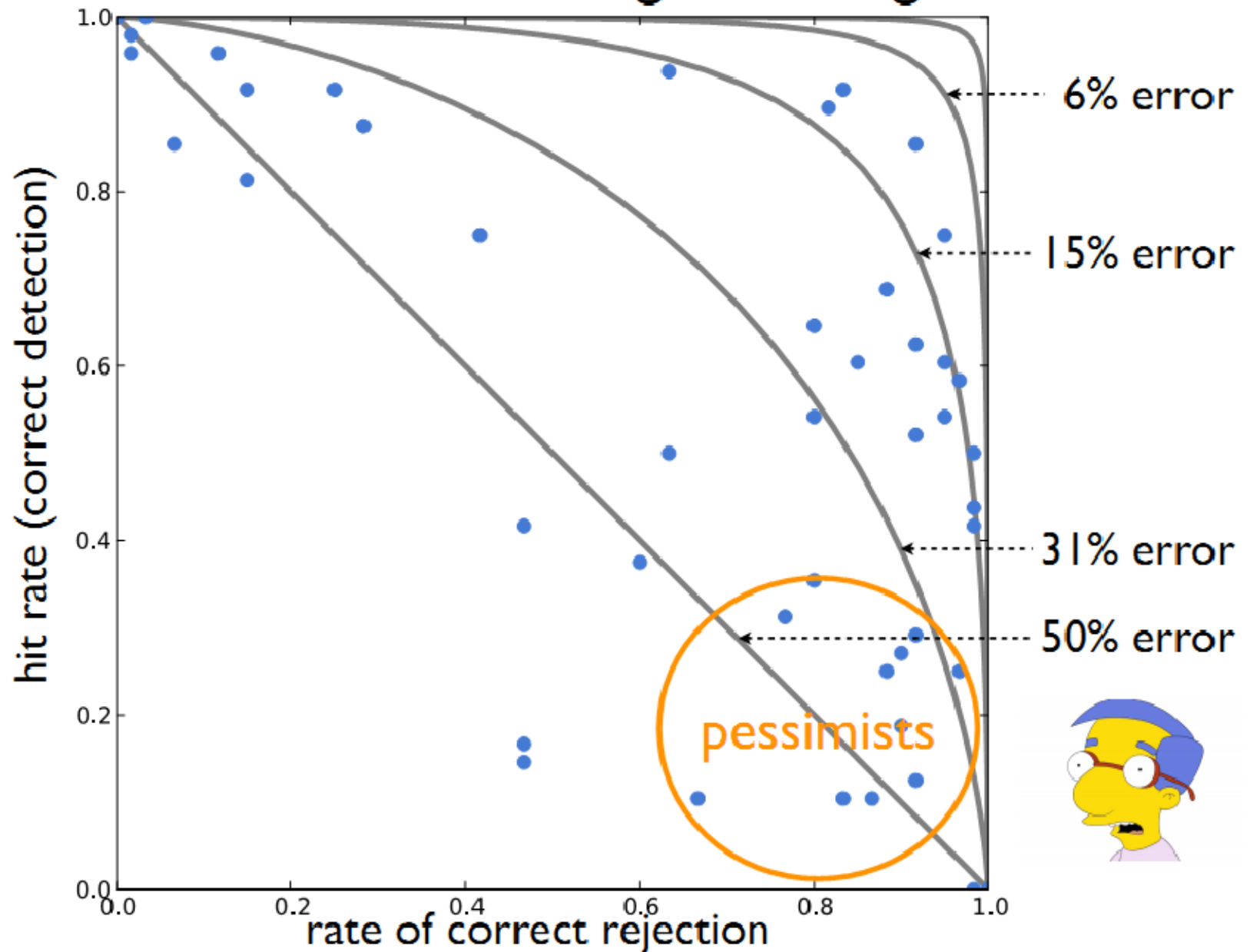
# Task: Find the Indigo Bunting



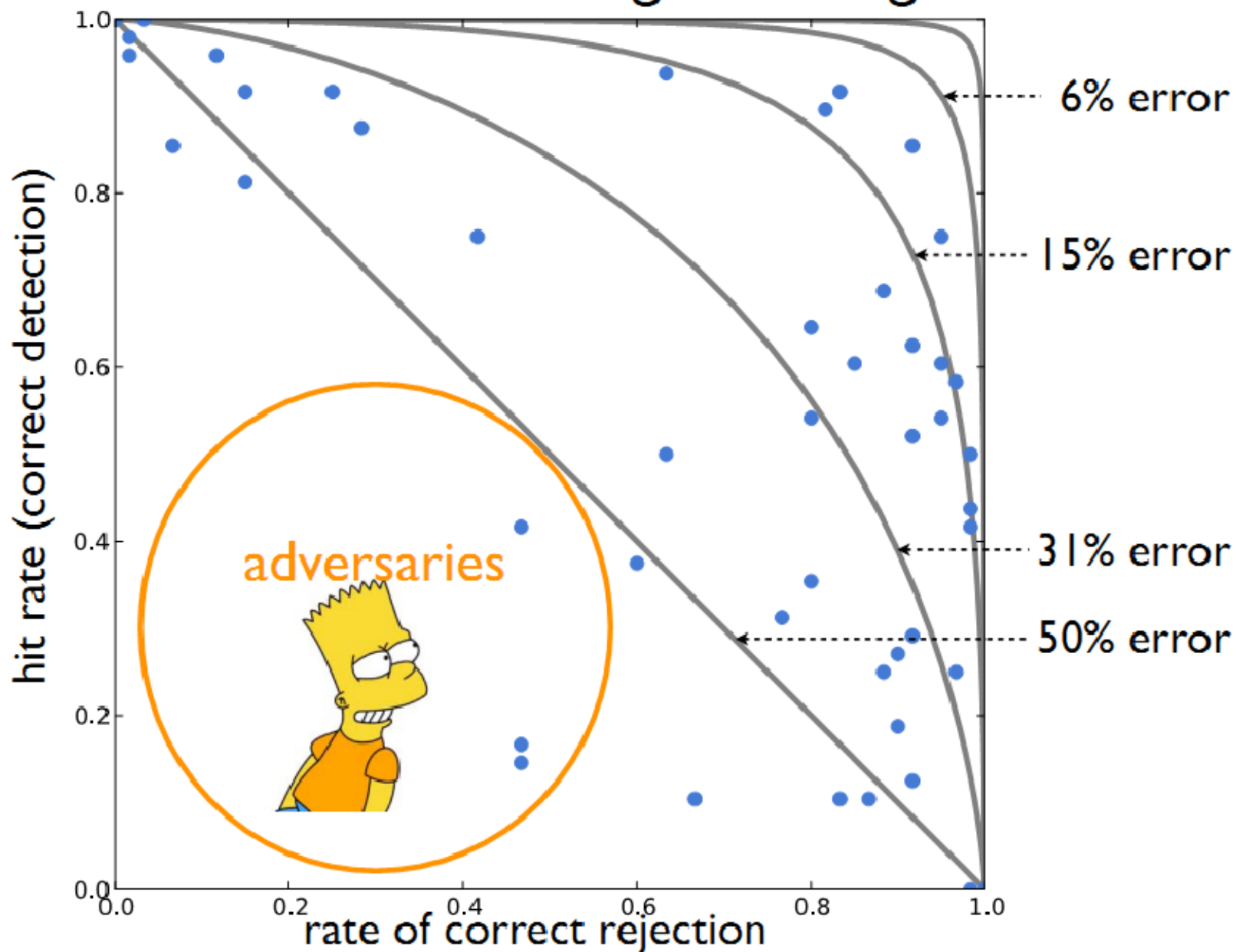
# Task: Find the Indigo Bunting



# Task: Find the Indigo Bunting



# Task: Find the Indigo Bunting



# Utility data annotation via Amazon Mechanical Turk



$$\times 100\,000 = \$5000$$

Alexander Sorokin

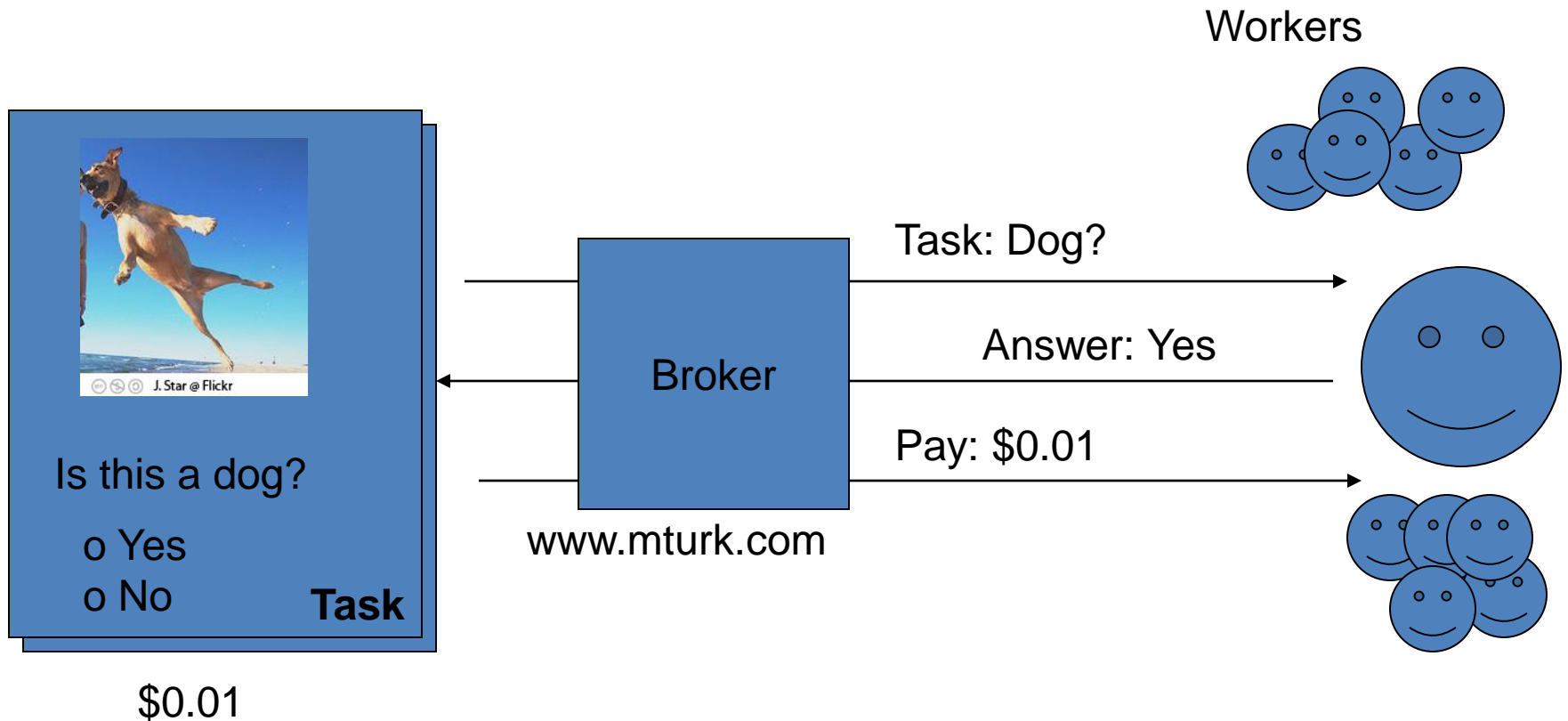
David Forsyth

University of Illinois at Urbana-Champaign

Slides by Alexander Sorokin



# Amazon Mechanical Turk



# 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:

shells

[Submit Turk](#) [Skip / Load a different photo](#)

The submit button **MUST** be clicked!

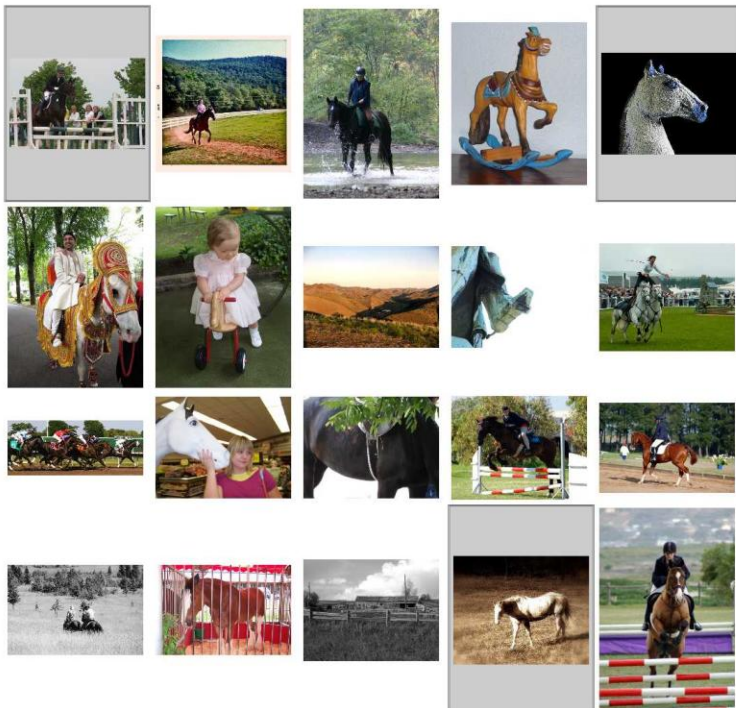
\$0.01

<http://austinsmoke.com/turk/>.

# Select examples

Click on *all* images that depict good examples of the category "horse".

The horse should be large and easily identified within the image.



Optional comments:  Please let us know what you think!

Joint work with Tamara and Alex Berg

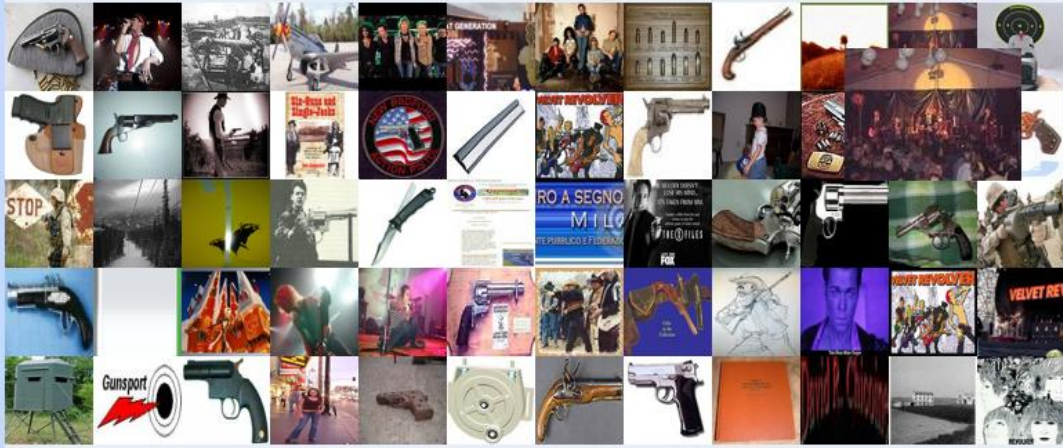
<http://visionpc.cs.uiuc.edu/~largescale/data/simpleevaluation/html/horse.html>

# Select examples


[Main](#) [Unsure? Look up in Google](#) [Wikipedia](#)

Click on the photos that contain:  
**revolver, six-gun, six-shooter:** a pistol with a revolving cylinder (usually having six chambers for bullets)

Note: Please pick as many as possible, otherwise your submission may be rejected. You may receive a bonus up to \$0.04 based on the quality of your submission. It is OK to have OTHER objects in the photo. PICK ONLY PHOTOS – NO DRAWINGS OR COMPUTER GRAPHICS.



Below are the photos you have selected. Click to deselect.



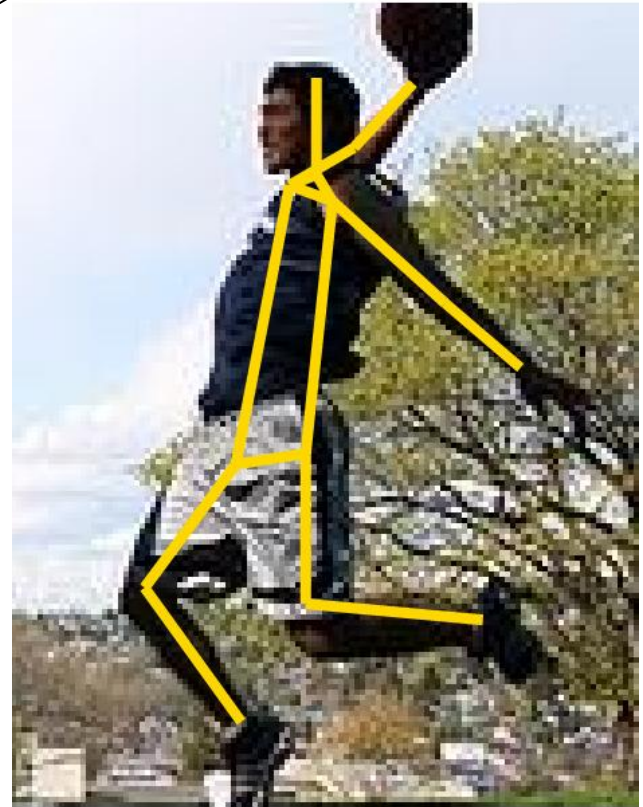
|< < page 1 of 2 > >|

\$0.02

requester mtlabell



# Click on landmarks

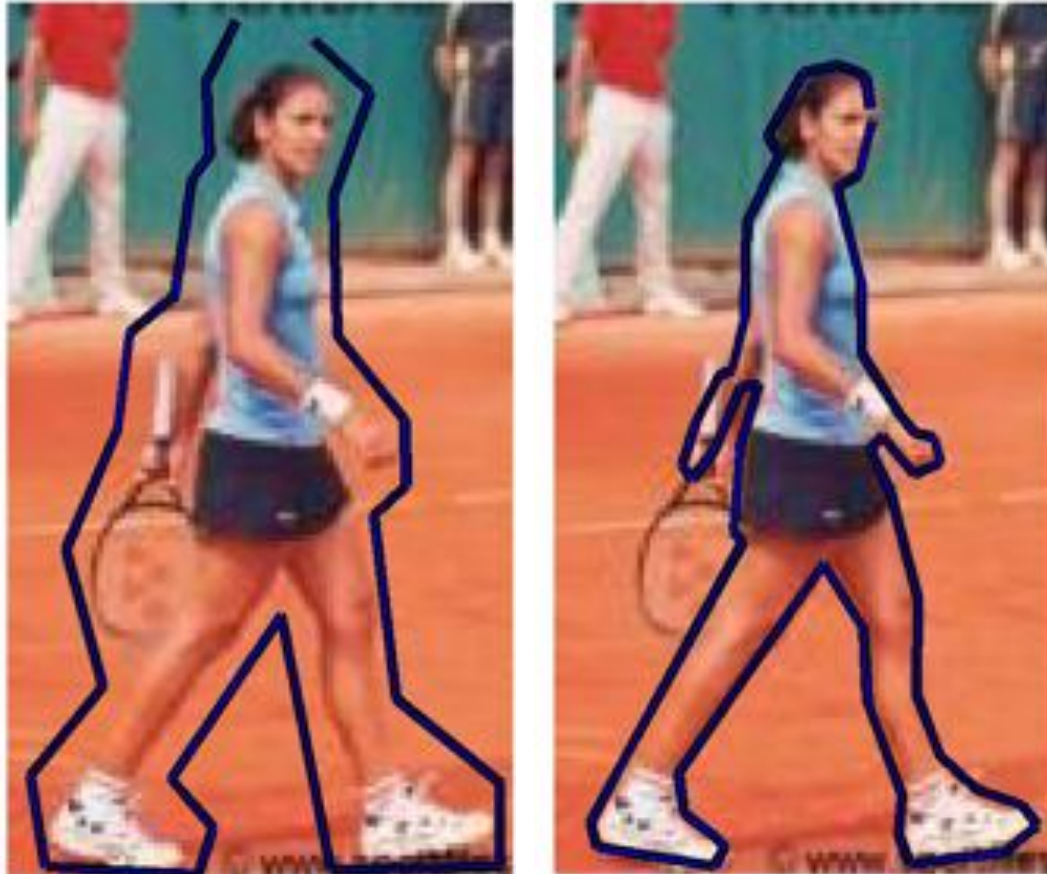


\$0.01

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



# Outline something



\$0.01

[http://visionpc.cs.uiuc.edu/~largescale/results/production-3-2/results\\_page\\_013.html](http://visionpc.cs.uiuc.edu/~largescale/results/production-3-2/results_page_013.html)

Data from Ramanan NIPS06

# Motivation



Custom  
annotations

$$\times 100\,000 = \$5000$$

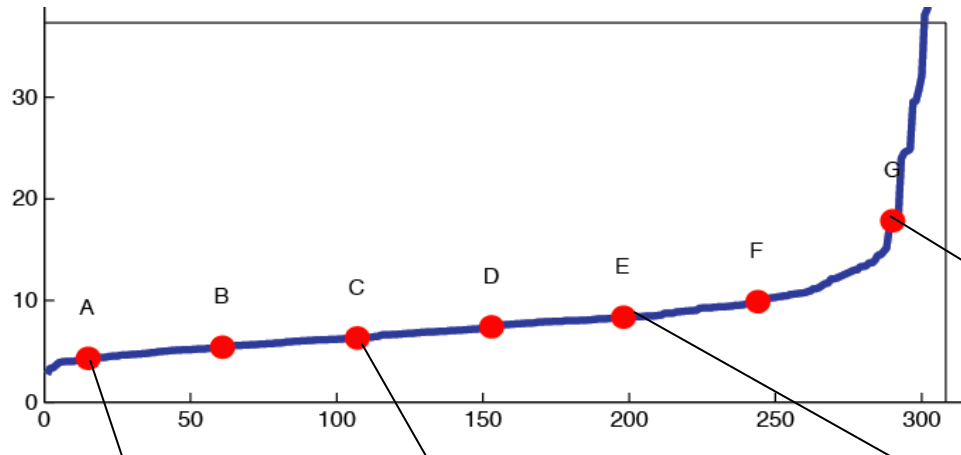
Large scale

Low price

# Issues

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

# Annotation quality



Agree within 5-10 pixels  
on 500x500 screen

There are bad ones.



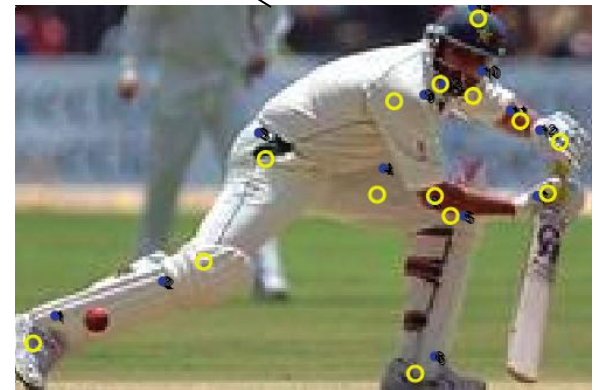
A



C



E

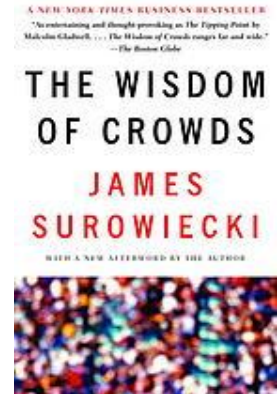


G

How do we get quality  
annotations?

# Ensuring Annotation Quality

- Consensus / Multiple Annotation / “Wisdom of the Crowds”
- Gold Standard / Sentinel
  - Special case: qualification exam
- Grading Tasks
  - A second tier of workers who grade others





# Pricing

- Trade off between throughput and cost
- Higher pay can actually attract scammers

# Visual Recognition with Humans in the Loop

**Steve Branson, Catherine Wah, Florian Schroff,  
Boris Babenko, Peter Welinder, Pietro Perona,  
Serge Belongie**

Part of the [Visipedia project](#)

# Introduction:

**(A) Easy for Humans**



Chair? Airplane? ...

Computers starting  
to get good at this.

**(B) Hard for Humans**



Finch? Bunting?...

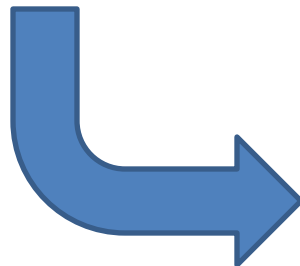
If it's hard for humans,  
it's probably too hard  
for computers.

**(C) Easy for Humans**

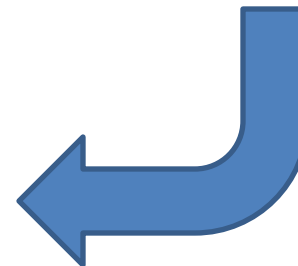


Yellow Belly? Blue Belly? ...

Semantic feature  
extraction difficult for  
computers.



Combine strengths  
to solve this  
problem.

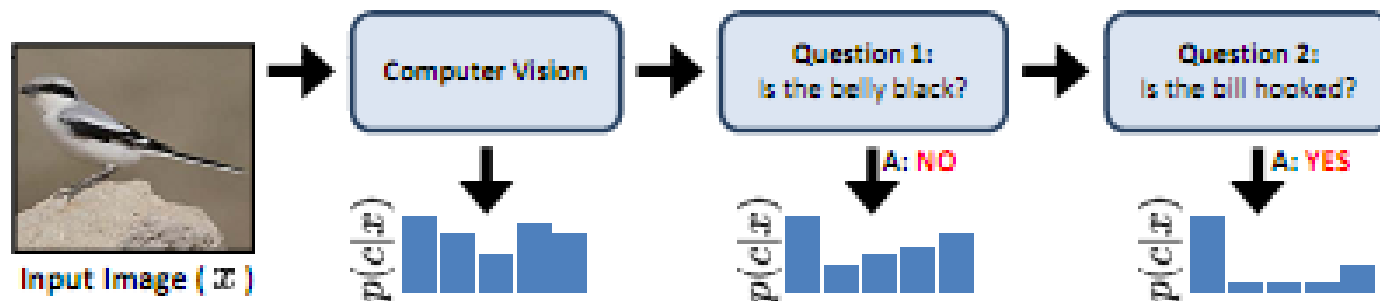


# The Approach: What is progress?

- Supplement visual recognition with the human capacity for visual feature extraction to tackle difficult (fine-grained) recognition problems.
- Typical progress is viewed as increasing data difficulty while maintaining full autonomy
- Here, the authors view progress as reduction in human effort on difficult data.

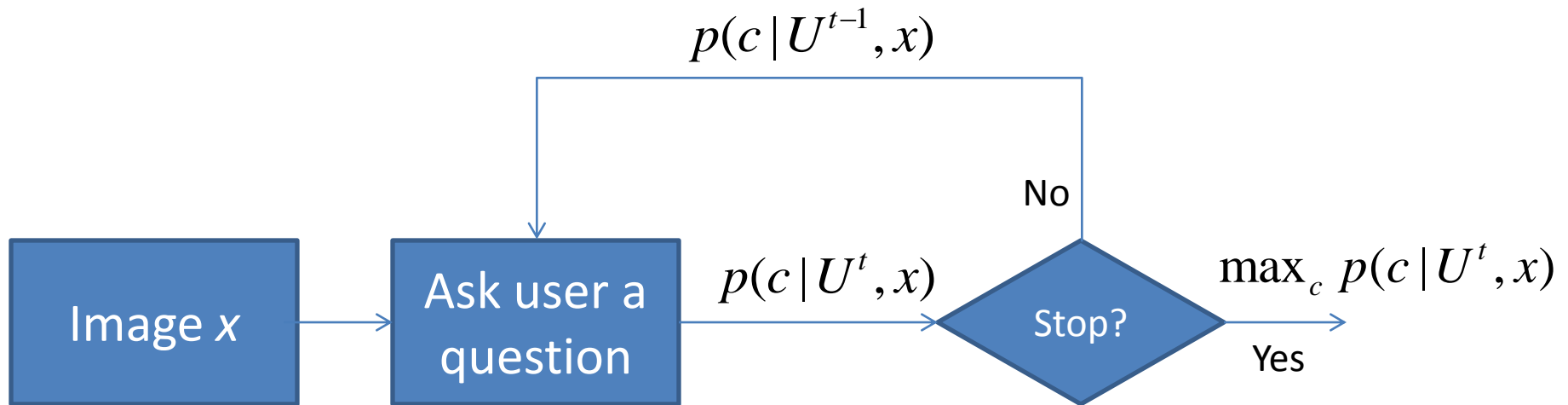
# The Approach: 20 Questions

- Ask the user a series of discriminative visual questions to make the classification.



# Which 20 questions?

- At each step, exploit the image itself and the user response history to select the most informative question to ask next.





# Some definitions:

$Q = \{q_1 \dots q_n\}$  • Set of possible questions

$a_i \in A_i$  • Possible answers to question  $i$

$r_i \in V$  • Possible confidence in answer  $i$   
(Guessing, Probably, Definitely)

$u_i = (a_i, r_i)$  • User response

$U^t$  • History of user responses at time  $t$

# Question selection

- Seek the question that gives the maximum information gain (entropy reduction) given the image and the set of previous user responses.

$$I(c; u_i | x, U^{t-1}) = \sum_{u_i \in A_i \times V} \underbrace{p(u_i | x, U^{t-1})}_{\substack{\text{Probability of obtaining} \\ \text{Response } u_i \text{ given the image} \\ \text{And response history}}} \underbrace{H(c | x, u_i \cup U^{t-1})}_{\substack{\text{Entropy when} \\ \text{response is} \\ \text{Added to history}}} - \underbrace{H(c | x, U^{t-1})}_{\substack{\text{Entropy before response} \\ \text{is added.}}}$$

where  $H(c | x, U^{t-1}) = - \sum_{c=1}^C p(c | x, U^{t-1}) \log p(c | x, U^{t-1})$

# Incorporating vision

- Bayes Rule
- A visual recognition algorithm outputs a probability distribution across all classes that is used as the prior.
- A posterior probability is then computed based on the probability of obtaining a particular response history given each class.

$$p(c|x, U) = \eta p(U|c, x) p(c|x) = \eta p(U|c) p(c|x)$$

# Modeling user responses

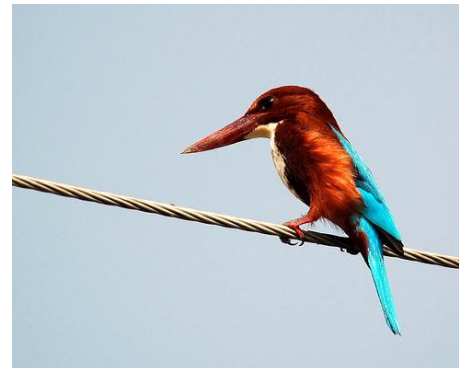
- Assume that the questions are answered independently.

$$p(U^{t-1} | c) = \prod_i^{t-1} p(u_i | c) \quad \text{Required for posterior computation}$$

$$p(u_i | x, U^{t-1}) = \sum_{c=1}^C p(u_i | c) p(c | x, U^{t-1}) \quad \text{Required for information gain computation}$$

# The Dataset: Birds-200

- 6033 images of 200 species



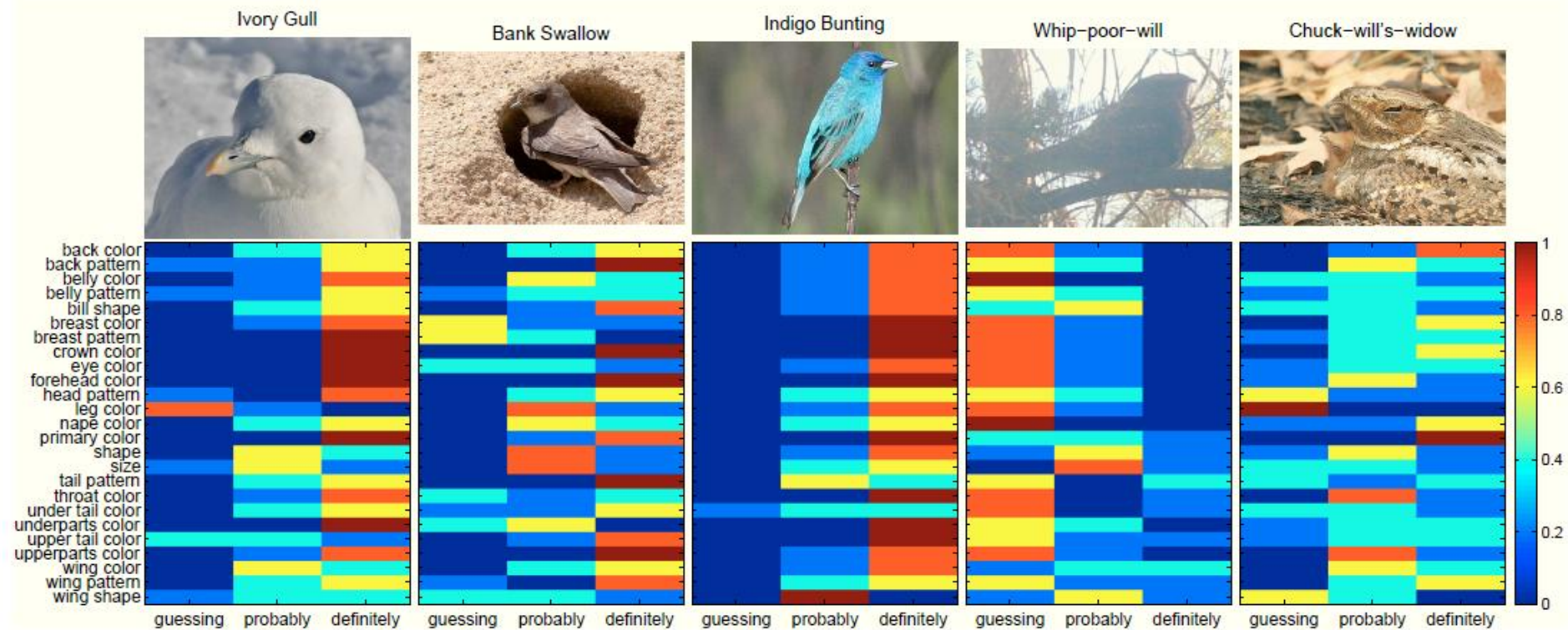
# Implementation



- Assembled 25 visual questions encompassing 288 visual attributes extracted from [www.whatbird.com](http://www.whatbird.com)
- Mechanical Turk users asked to answer questions and provide confidence scores.



# User Responses.

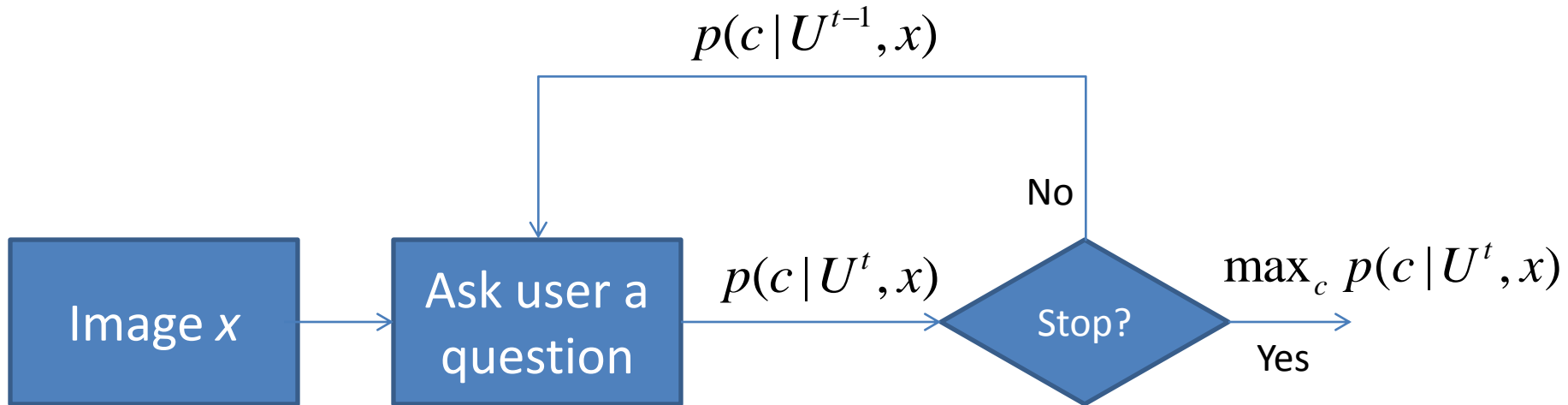


**Fig. 4. Examples of user responses for each of the 25 attributes.** The distribution over  $\{Guessing, Probably, Definitely\}$  is color coded with blue denoting 0% and red denoting 100% of the five answers per image attribute pair.

# Visual recognition

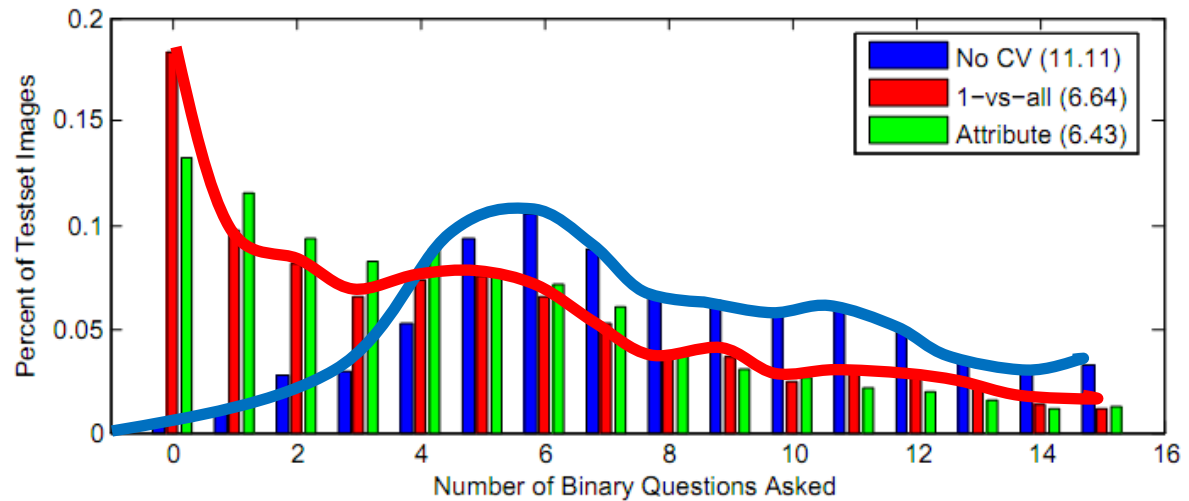
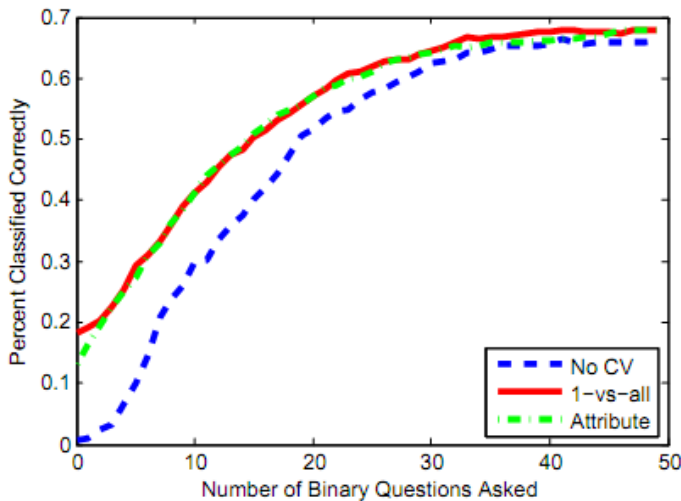
- Any vision system that can output a probability distribution across classes will work.
- Authors used Andrea Vedaldi's code.
  - Color/gray SIFT
  - VQ geometric blur
  - 1 v All SVM
- Authors added full image color histograms and VQ color histograms

# Experiments



- 2 Stop criteria:
  - Fixed number of questions – evaluate accuracy
  - User stops when bird identified – measure number of questions required.

# Results



- Average number of questions to make ID reduced from 11.11 to 6.43
- Method allows CV to handle the easy cases, consulting with users only on the more difficult cases.

# Key Observations

- Visual recognition reduces labor over a pure “20 Q” approach.
- Visual recognition improves performance over a pure “20 Q” approach. (69% vs 66%)
- User input dramatically improves recognition results. (66% vs 19%)

# Strengths and weaknesses

- Handles very difficult data and yields excellent results.
- Plug-and-play with many recognition algorithms.
- Requires significant user assistance
- Reported results assume humans are perfect verifiers
- Is the reduction from 11 questions to 6 really that significant?