

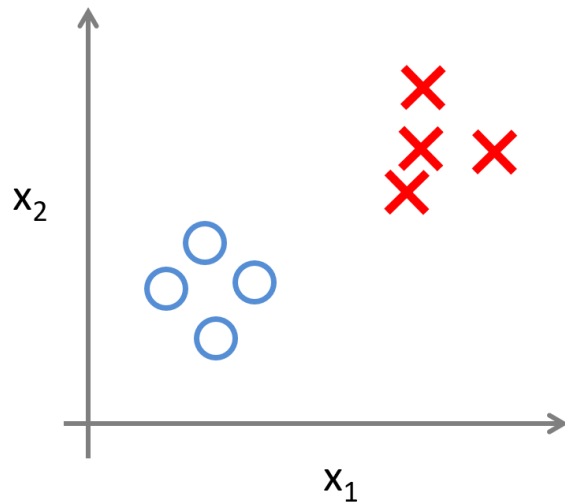
# A Survey to Self-Supervised Learning

Naiyan Wang

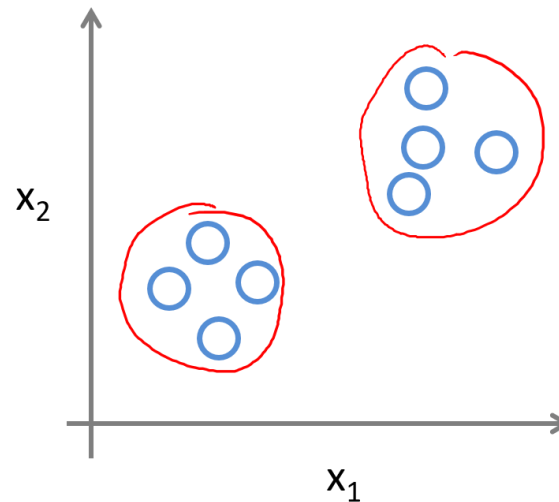
# Paradigm of Learning

- Supervised Learning & Unsupervised Learning
  - Given desired output vs. No guidance at all

Supervised Learning

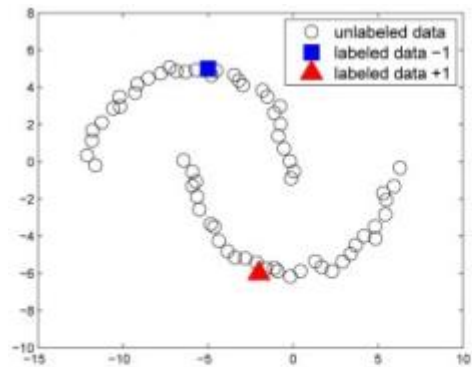


Unsupervised Learning

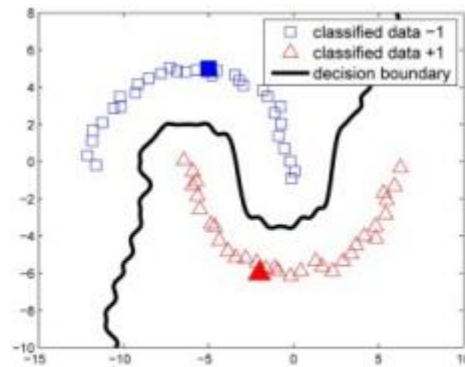


# Paradigm of Learning

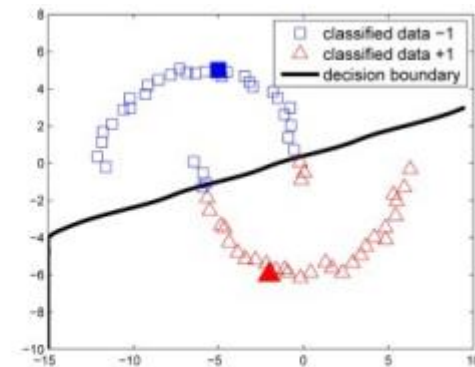
- In Between...
  - Semi-Supervised Learning
    - Mix labeled and unlabeled data



(a)



(b)



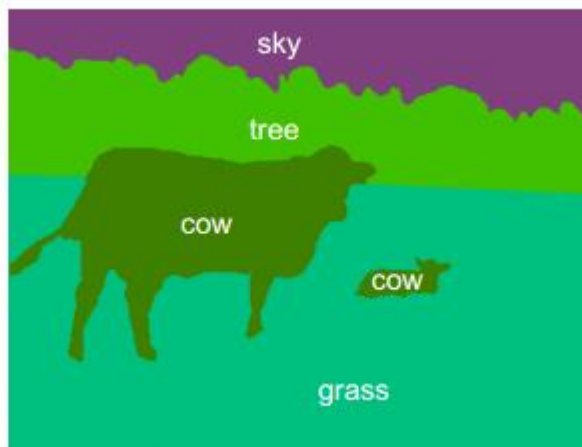
(c)

# Paradigm of Learning

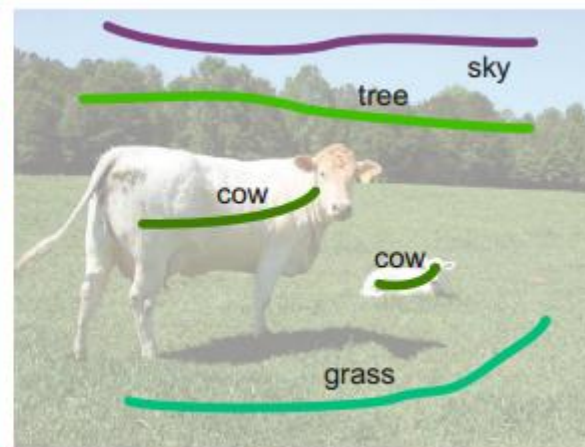
- In Between...
  - Weakly-Supervised Learning
    - Use somewhat coarse or inaccurate supervision, e.g.
      - Given image level label, infer object level bounding box/ pixel level segmentation
      - Given video level label, infer image level label
      - Given scribble, infer the full pixel level segmentation
      - Given bounding box, infer the boundary of object



(a) image



(b) mask annotation



(c) scribble annotation

# Paradigm of Learning

- In Between...
  - Transfer Learning
    - Train on one problem, but test on a different but related problem, e.g.
      - Multi-Task learning
      - Train on one domain, test on another domain (possibly unlabeled)



A source image.



Possible target images.

# Paradigm of Learning

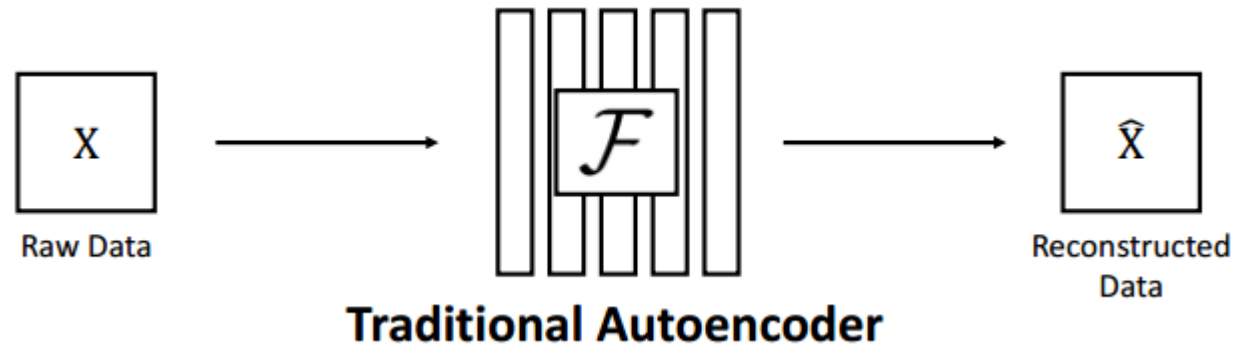
- More to mention...
  - Reinforcement Learning
  - Active Learning
  - Zero/One/Few-Shot Learning

# Self-Supervised (Feature) Learning

- **What** is it?
  - Use naturally existed supervision signals for training.
  - (Almost) no human intervention
- **Why** do we need it?
  - The age of “representation learning”! (Pre-training – Fine-tune pipeline)
  - Self-Supervised learning can leverage self-labels for representation learning.
- **How** can we realize it?
  - That is in this talk!

# Why not use construction?

- What is wrong with autoencoder?
  - Use pixel-wise loss, no structural loss incorporated
  - Reconstruction can hardly represent semantic information
- GAN may alleviate the first issue (e.g. BiGAN)



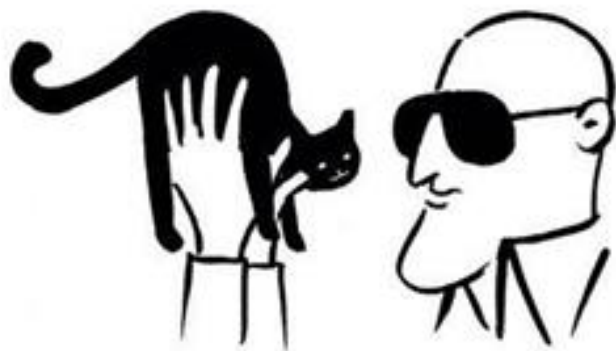


# Outline

- Context
- Video
- Cross-Modality
- Exemplar Learning

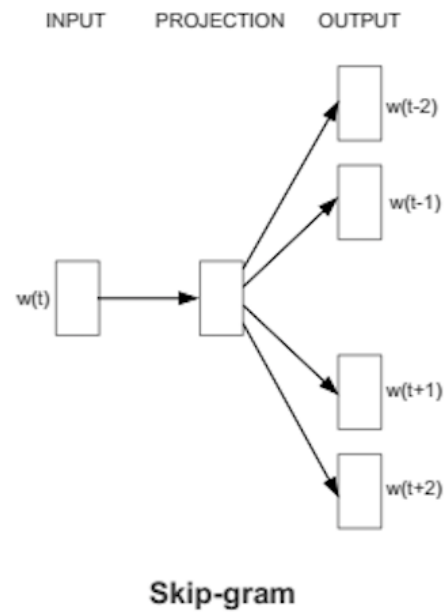
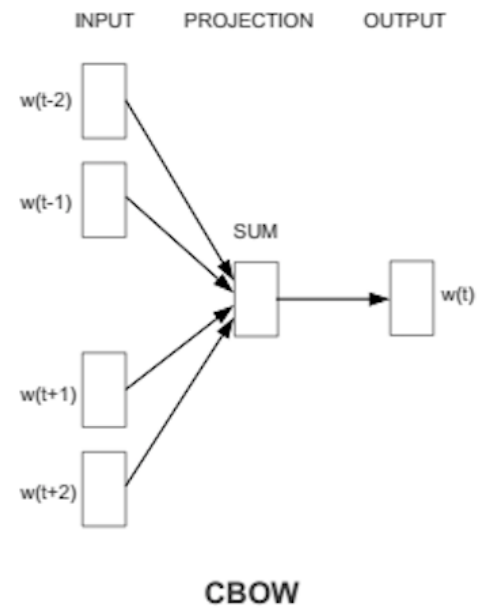
# Context

- Context is ubiquitous in CV/NLP
  - 管中窥豹 & 断章取义
  - Cat or hair?
  - Beyond using it to improve performance, can you use it as supervision directly?



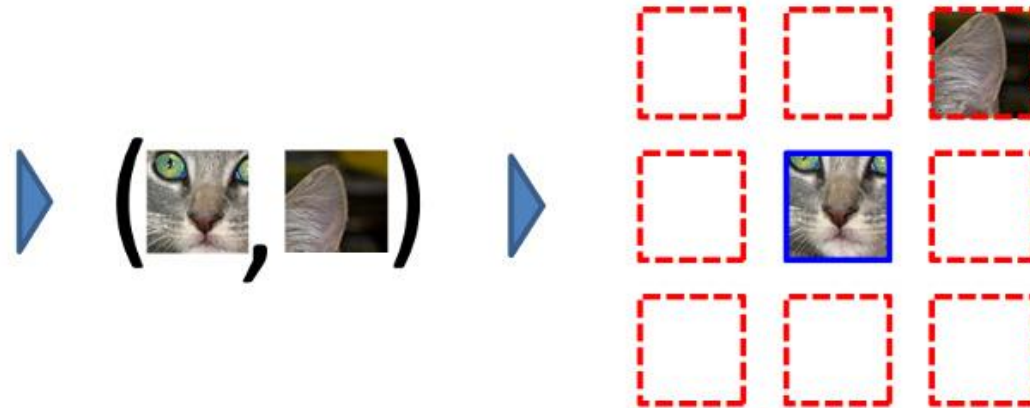
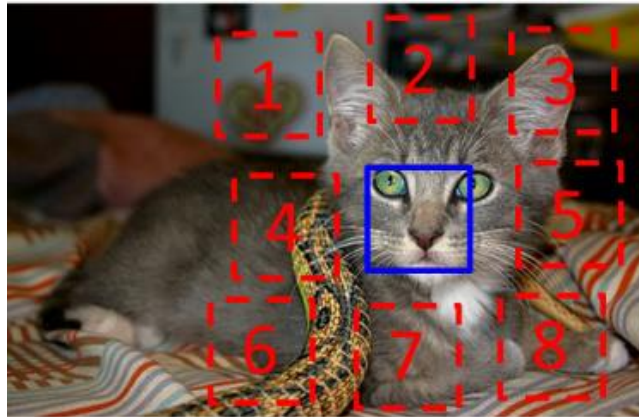
# Context

- Word2Vec: 1-dim context in NLP



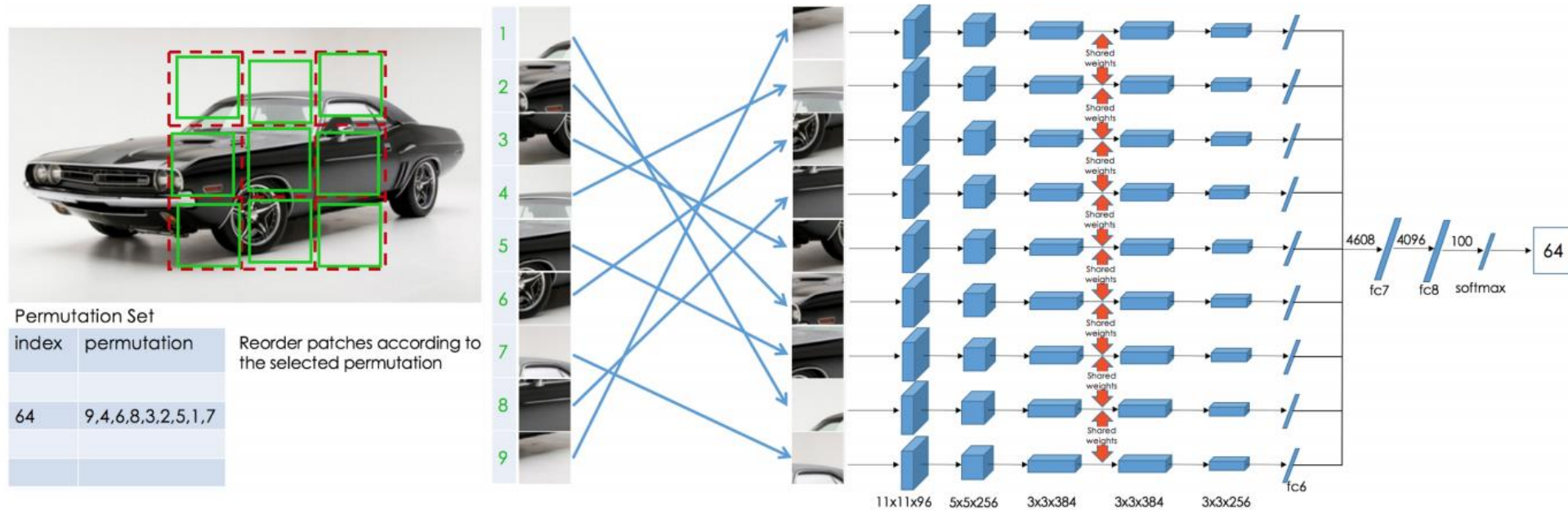
# Context

- Solving the Jigsaw
  - Predict relative positions of patches
  - You have to understand the object to solve this problem!
  - Be aware of trivial solution! CNN is especially good at it



# Context

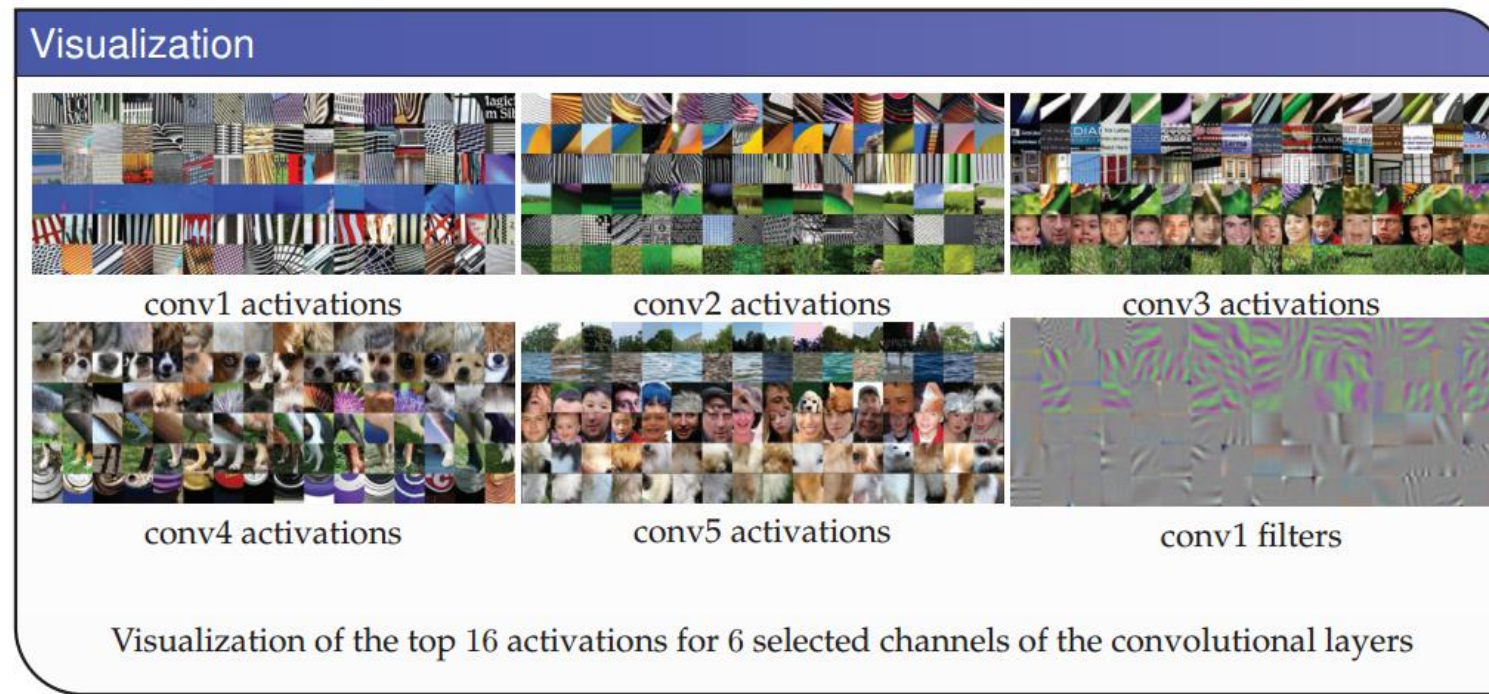
- Solving the Jigsaw
  - Use stronger supervision, solve the real jigsaw problem
  - Harder problem, better performance



Noroozi, M., & Favaro, P. Unsupervised learning of visual representations by solving jigsaw puzzles. In *ECCV 2016*.

# Context

- Solving the Jigsaw
  - Visualization of filters





# Context

- Why not directly predict the missing parts?
  - With the advancement of adversarial loss

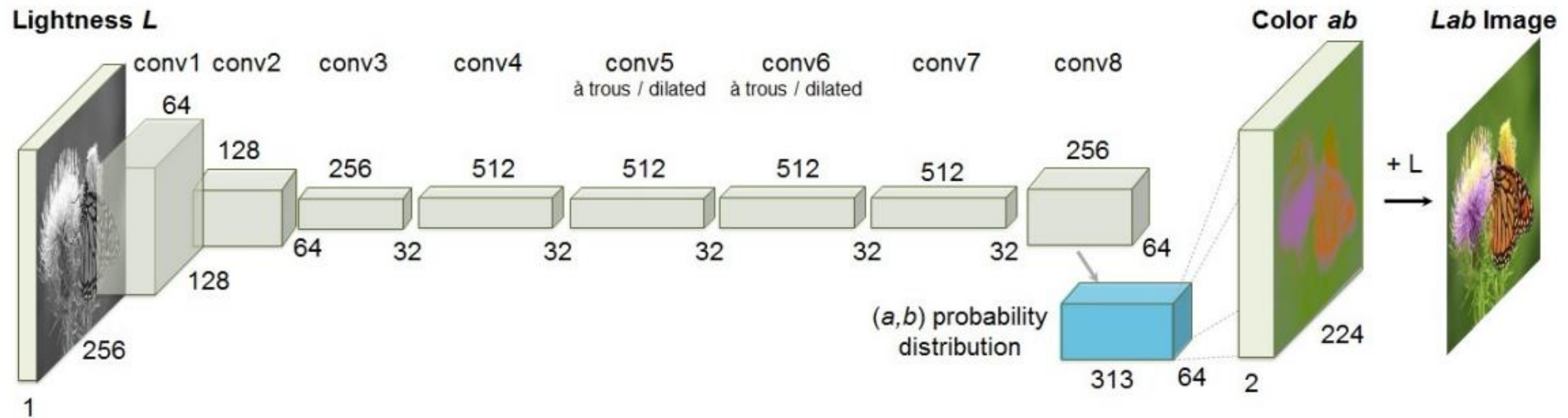


Deepak Pathak, Philipp Krahenbuhl, Jeff Donahue, Trevor Darrell and Alexei A. Efros. Context Encoders: Feature Learning by Inpainting. In *CVPR 2016*.

# Context

- Colorization

- You have to know what the object is before you predict its color
- E.g. Apple is red/green, sky is blue, etc.





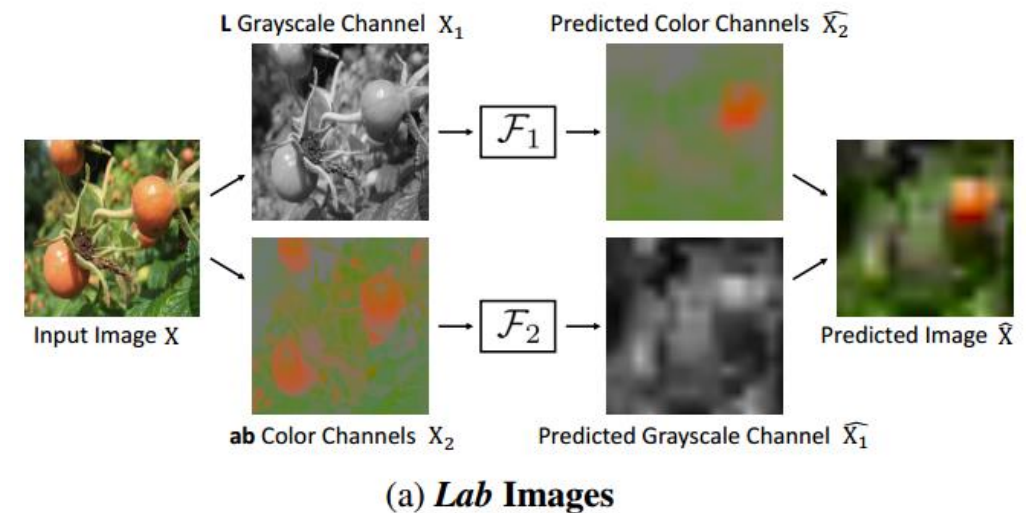
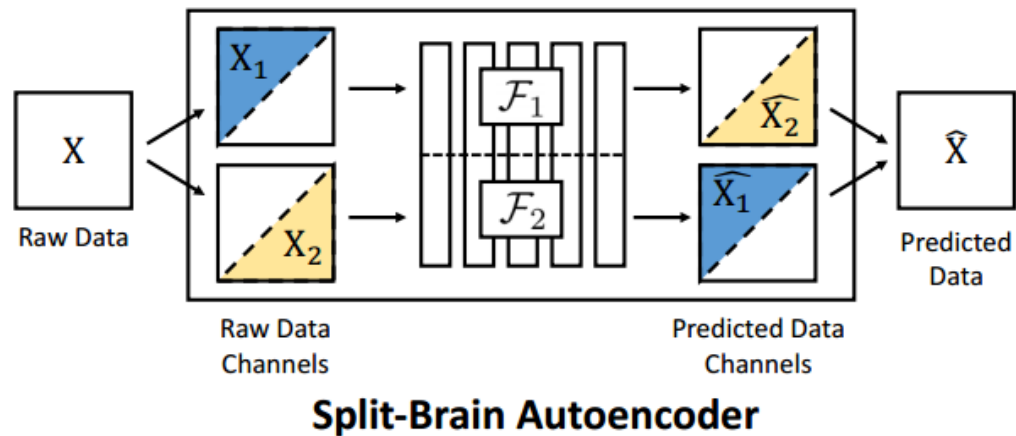
# Context

- Colorization
  - It is important how to interpret your work!
  - Example colorization of [Ansel Adams](#)'s B&W photos



# Context

- Colorization
  - Stronger supervision, cross-supervision of different parts of data



# Video

- Video can provide rich information
  - Temporal continuity
  - Motion consistency
  - Action order

# Video

- Slow feature
  - Neighborhood frames should have similar features

$$\mathcal{U}_2 = \{ \langle (j, k), p_{jk} \rangle : \mathbf{x}_j, \mathbf{x}_k \in \mathcal{U} \text{ and } p_{jk} = \mathbb{1}(0 \leq j - k \leq T) \},$$

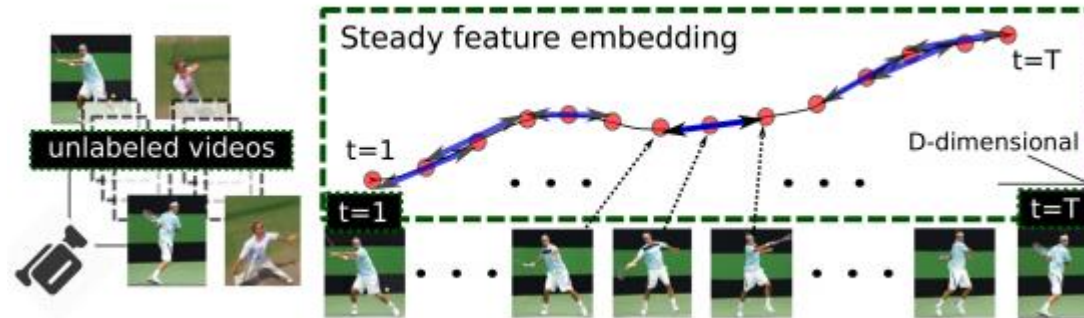
$$\begin{aligned} R_2(\boldsymbol{\theta}, \mathcal{U}) &= \sum_{(j,k) \in \mathcal{U}_2} D_\delta(\mathbf{z}_\theta(\mathbf{x}_j), \mathbf{z}_\theta(\mathbf{x}_k), p_{jk}) \\ &= \sum_{(j,k) \in \mathcal{U}_2} p_{jk} d(\mathbf{z}_\theta(\mathbf{x}_j), \mathbf{z}_\theta(\mathbf{x}_k)) + \overline{p_{jk}} \max(\delta - d(\mathbf{z}_\theta(\mathbf{x}_j), \mathbf{z}_\theta(\mathbf{x}_k)), 0), \end{aligned}$$

Mobahi, H., Collobert, R., & Weston, J. Deep learning from temporal coherence in video. In *ICML 2009*.

Wiskott, L., & Sejnowski, T. J. (2002). Slow feature analysis: Unsupervised learning of invariances. *Neural computation*, 14(4), 715-770.

# Video

- Slow and steady feature
  - Not only similar, but also smooth
  - Extend to triplet setting (Not triplet loss!)

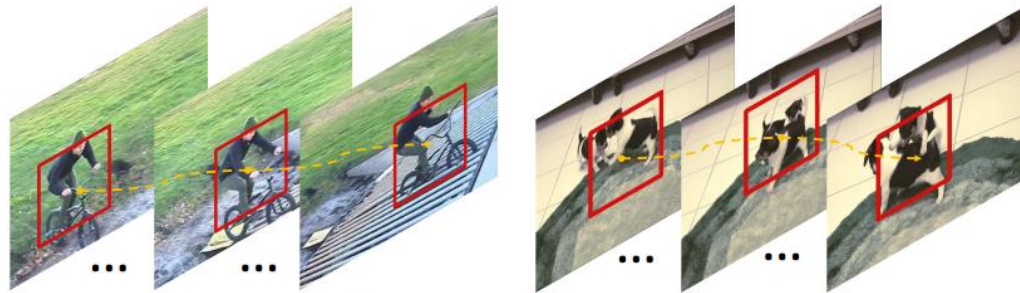


$$\mathcal{U}_3 = \{ \langle (l, m, n), p_{lmn} \rangle : \mathbf{x}_l, \mathbf{x}_m, \mathbf{x}_n \in \mathcal{U} \text{ and } p_{lmn} = \mathbb{1}(0 \leq m - l = n - m \leq T) \}.$$

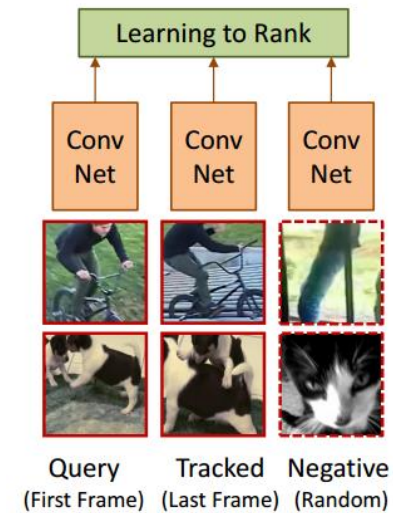
$$R_3(\theta, \mathcal{U}) = \sum_{(l, m, n) \in \mathcal{U}_3} D_\delta(\mathbf{z}_{\theta l} - \mathbf{z}_{\theta m}, \mathbf{z}_{\theta m} - \mathbf{z}_{\theta n}, p_{lmn}),$$

# Video

- Find corresponding pairs using visual tracking



(a) Unsupervised Tracking in Videos



(b) Siamese-triplet Network

$$\begin{matrix} D \left( \begin{matrix} \text{Query} & \text{Tracked} \end{matrix} \right) < D \left( \begin{matrix} \text{Query} & \text{Negative} \end{matrix} \right) \\ D \left( \begin{matrix} \text{Tracked} & \text{Negative} \end{matrix} \right) < D \left( \begin{matrix} \text{Tracked} & \text{Negative} \end{matrix} \right) \end{matrix}$$

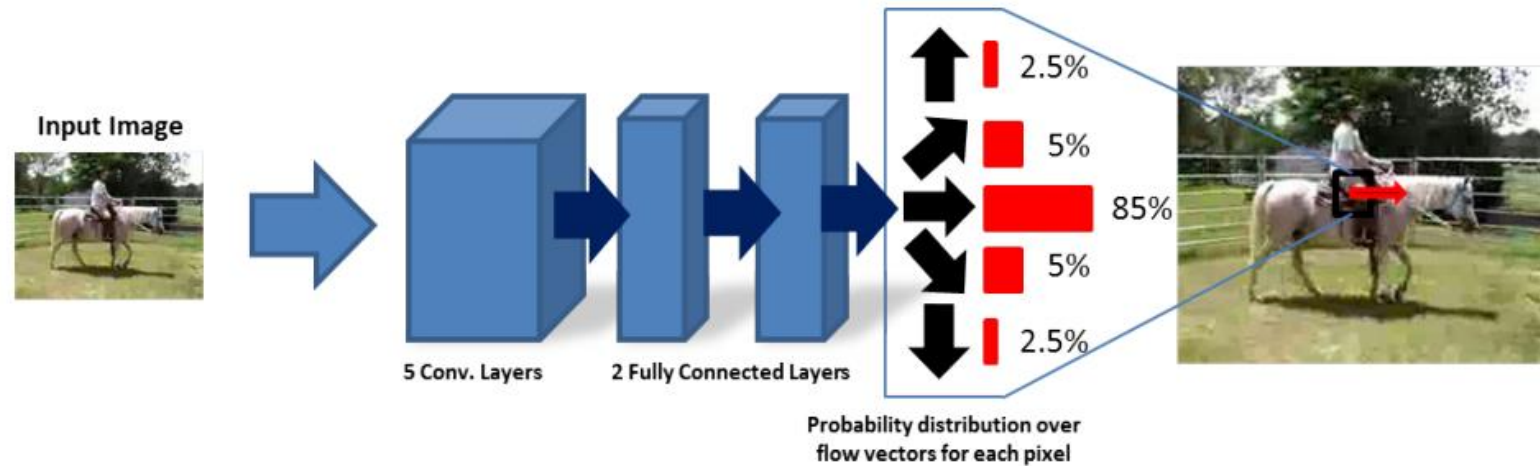
$D$ : Distance in deep feature space

(c) Ranking Objective



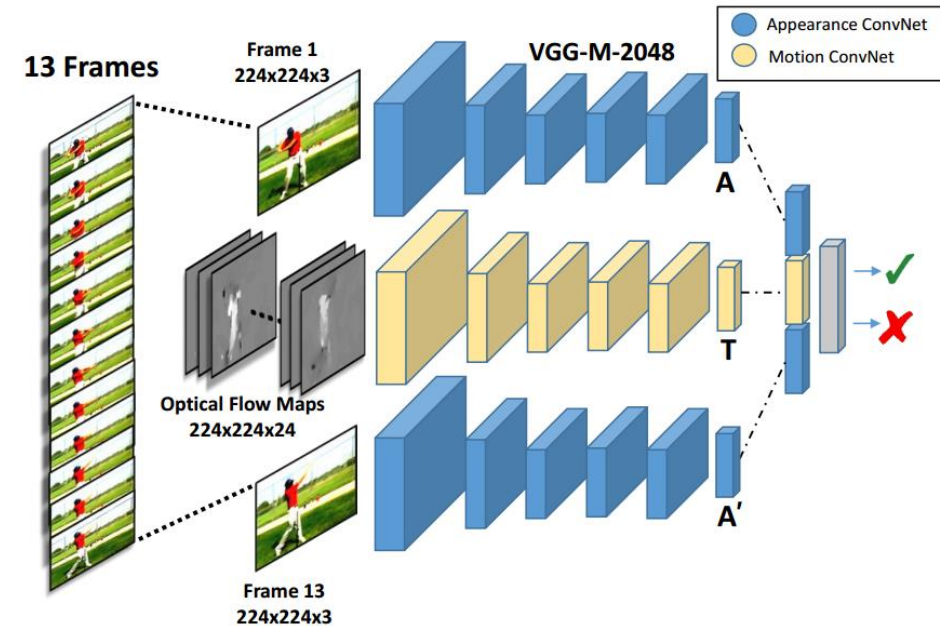
# Video

- Directly predict motion
  - Motion is not predictable by its nature
  - The ultimate goal is not to predict **instance** motion, but to learn common motion of visually similar objects



# Video

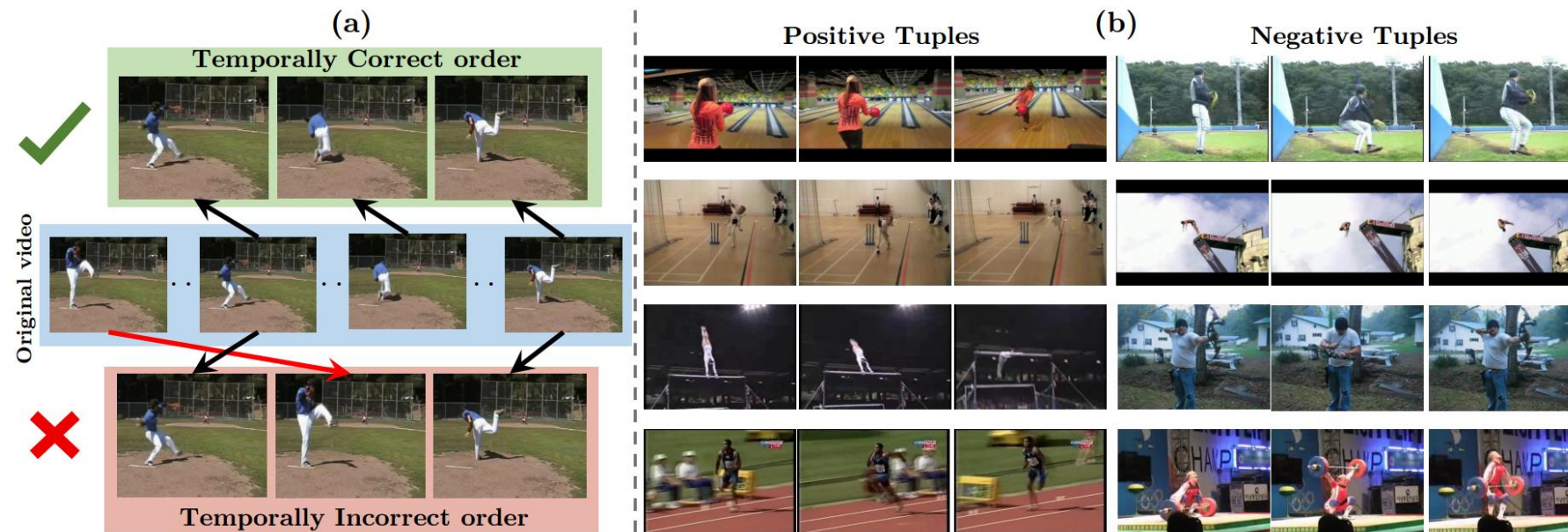
- Similar pose should have similar motion
  - Learning appearance transformation





# Video

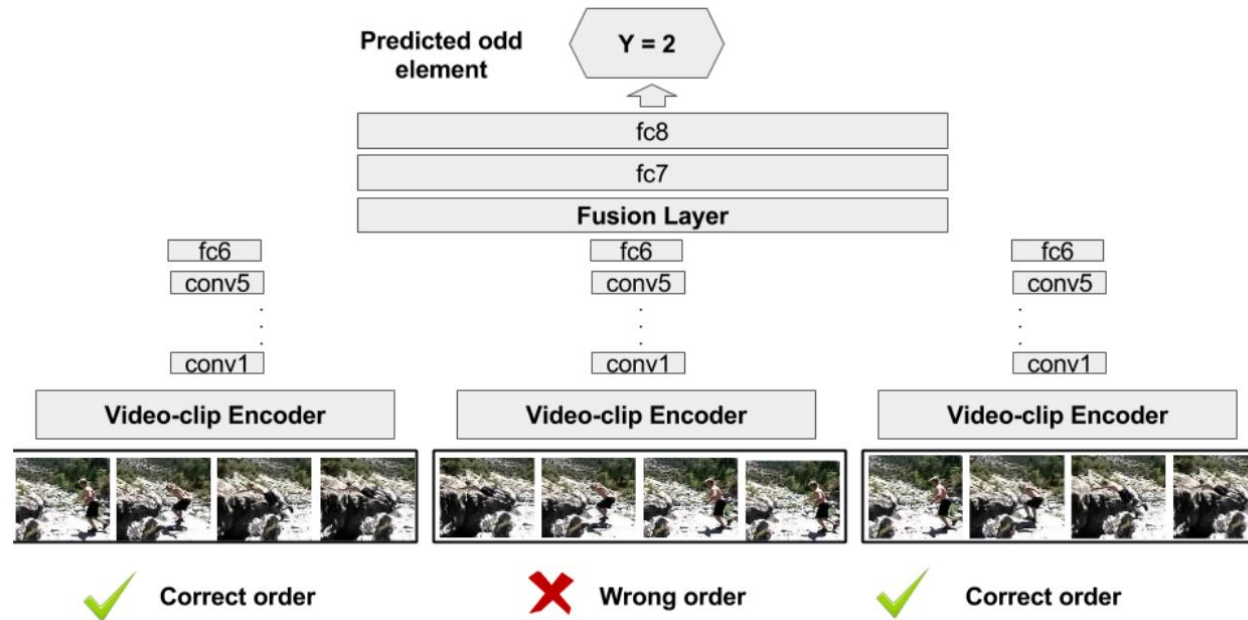
- Is the temporal order of a video correct?
  - Encode the cause and effect of action



Misra, I., Zitnick, C. L., & Hebert, M. Shuffle and learn: unsupervised learning using temporal order verification. In *ECCV 2016*.

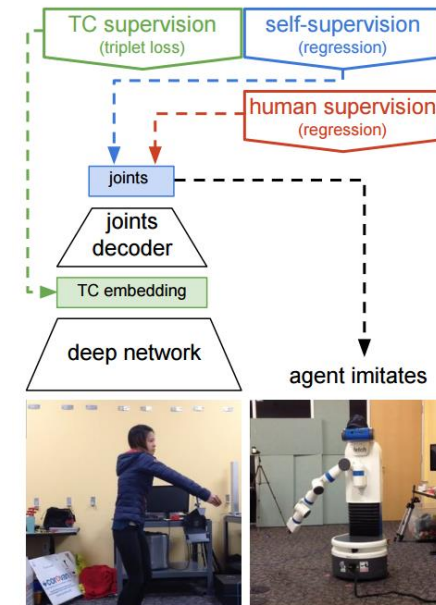
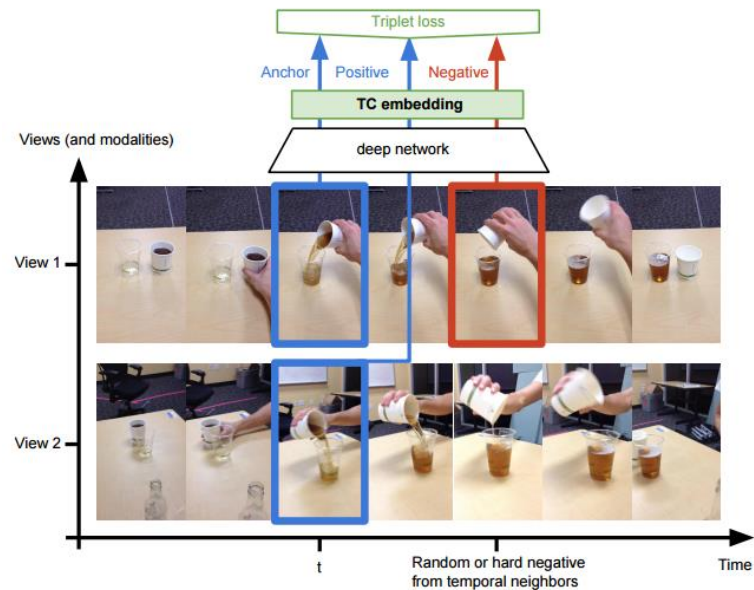
# Video

- Is the temporal order of a video correct?
  - Find the odd sequence



# Video

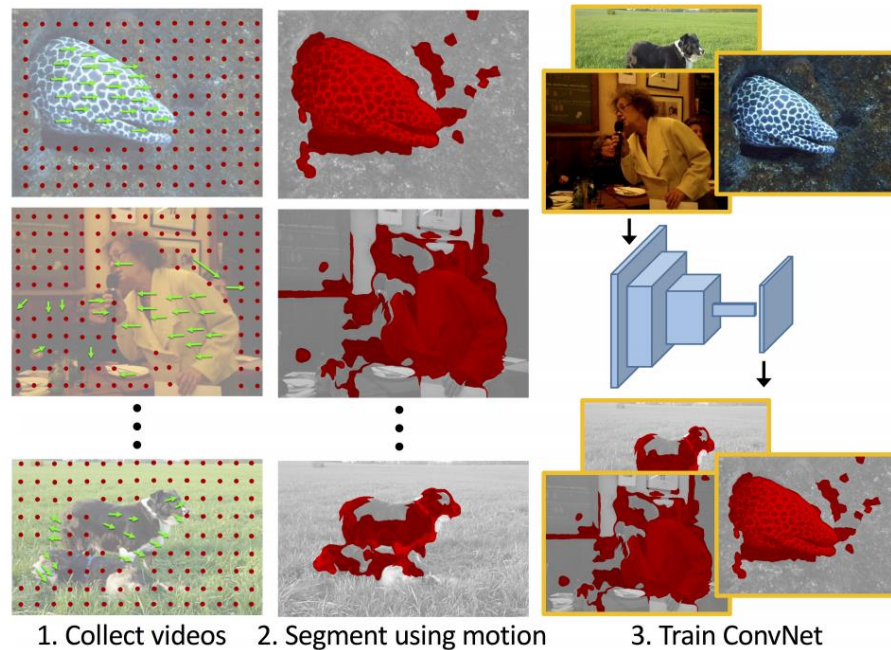
- Multi-view
  - Same action, but different view
  - View and pose invariant fetures



Sermanet, P., Lynch, C., Hsu, J., & Levine, S. Time-Contrastive Networks: Self-Supervised Learning from Multi-View Observation. *arXiv preprint arXiv:1704.06888*.

# Video

- The world is rigid, or at least piecewise rigid
  - Motion provide evidence of how pixels move together
  - The pixels move together are likely to form an object



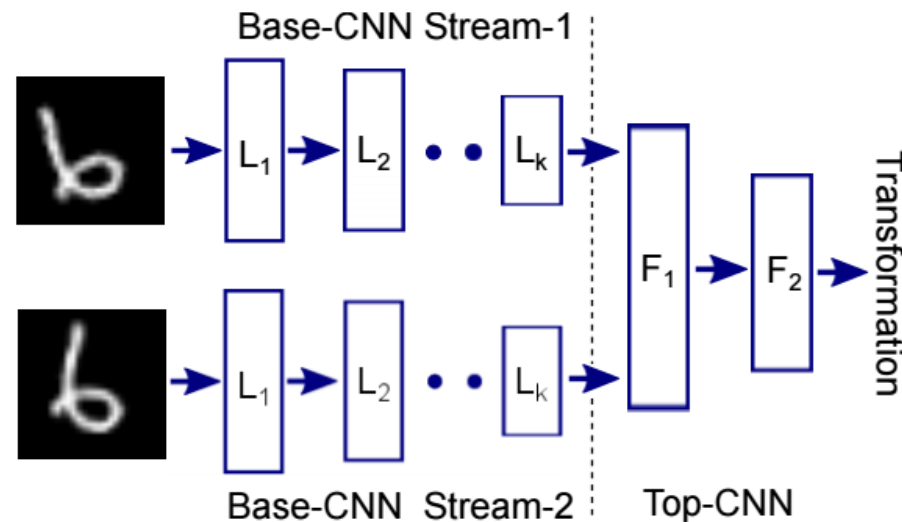
Pathak, D., Girshick, R., Dollár, P., Darrell, T., & Hariharan, B. Learning Features by Watching Objects Move. *In CVPR 2017*.

# Cross-Modality

- In some applications, it is easy to collect and align the data from several modalities
  - Lidar & GPS/IMU & Camera
  - RGB & D
  - Image & Text
- How to utilize them for cross-supervision?

# Cross-Modality

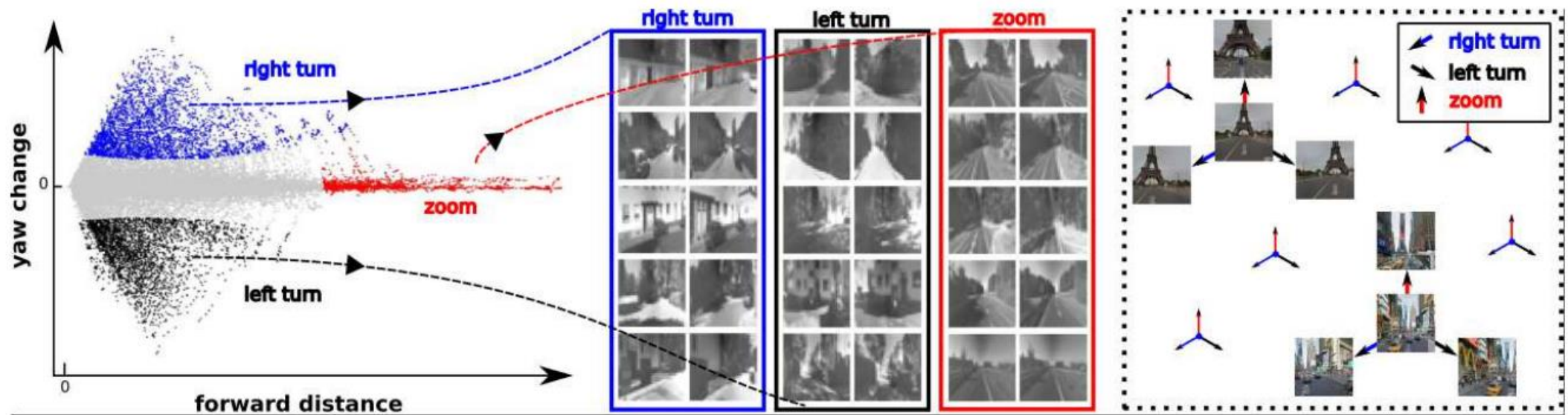
- Ego-motion
  - “We move in order to see and we see in order to move” - J.J Gibson
  - Ego-motion data is easy to collect
  - Siamese CNN to predict camera translation & Rotation along 3-axes. (Visual Odometry)





# Cross-Modality

- Ego-motion
  - Learning features that are equivariant to ego-motion



Jayaraman, D., & Grauman, K. Learning image representations tied to ego-motion. In *ICCV 2015*

# Cross-Modality

- Ego-motion
  - Siamese networks with contrastive loss
  - $M_g$  is the transformation matrix specified by the external sensors

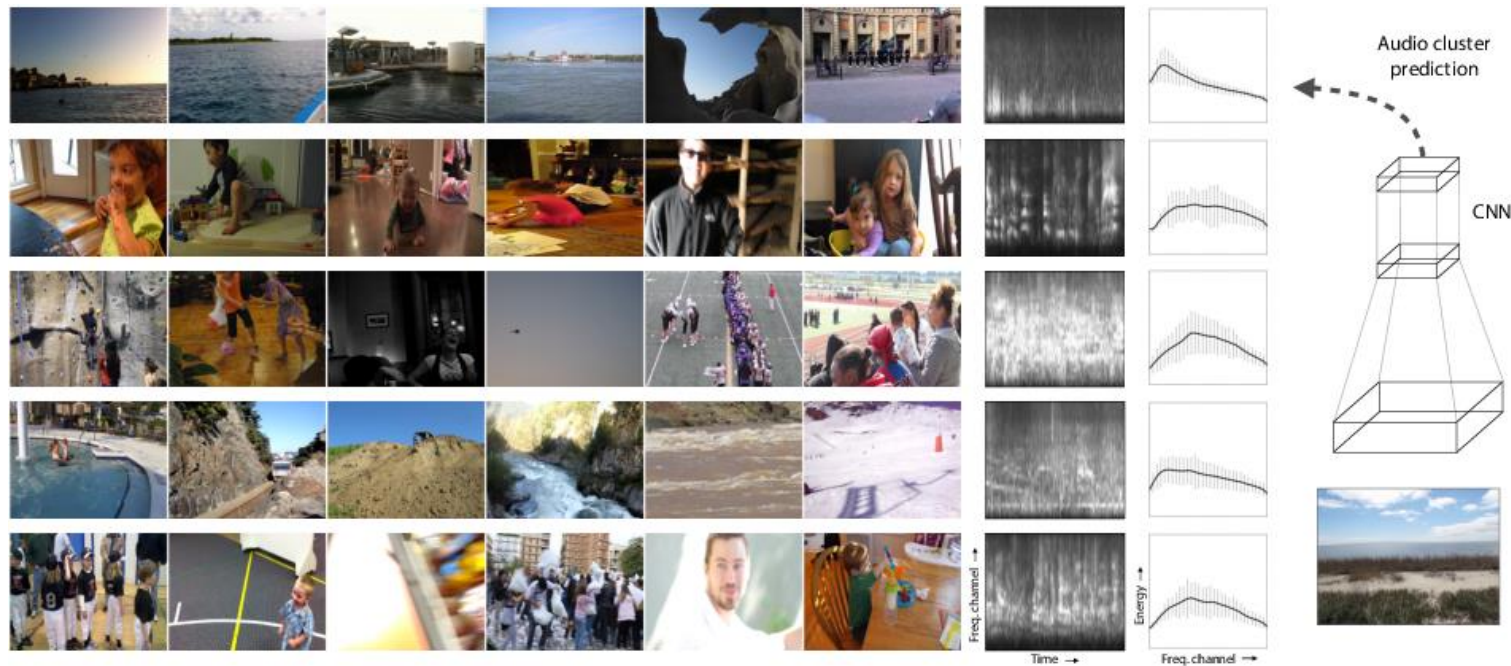
$$(\theta^*, \mathcal{M}^*) = \arg \min_{\theta, \mathcal{M}} \sum_{g, i, j} d_g (M_g \mathbf{z}_{\theta}(\mathbf{x}_i), \mathbf{z}_{\theta}(\mathbf{x}_j), p_{ij}),$$

$$d_g(\mathbf{a}, \mathbf{b}, c) = \mathbb{1}(c = g)d(\mathbf{a}, \mathbf{b}) + \mathbb{1}(c \neq g) \max(\delta - d(\mathbf{a}, \mathbf{b}), 0),$$



# Cross-Modality

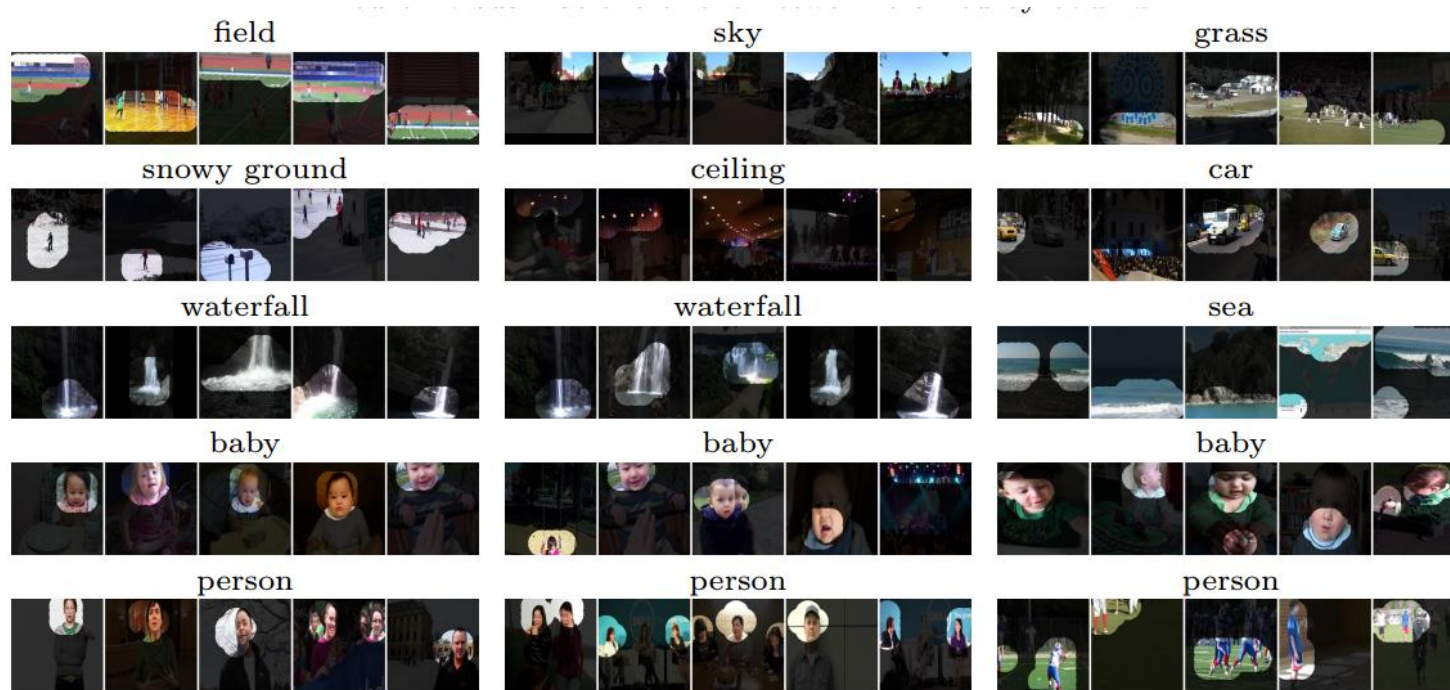
- Acoustics -> RGB
  - Similar events should have similar sound.
  - Naturally cluster the videos.



Owens, A., Wu, J., McDermott, J. H., Freeman, W. T., & Torralba, A. Ambient sound provides supervision for visual learning. In *ECCV 2016*

# Cross-Modality

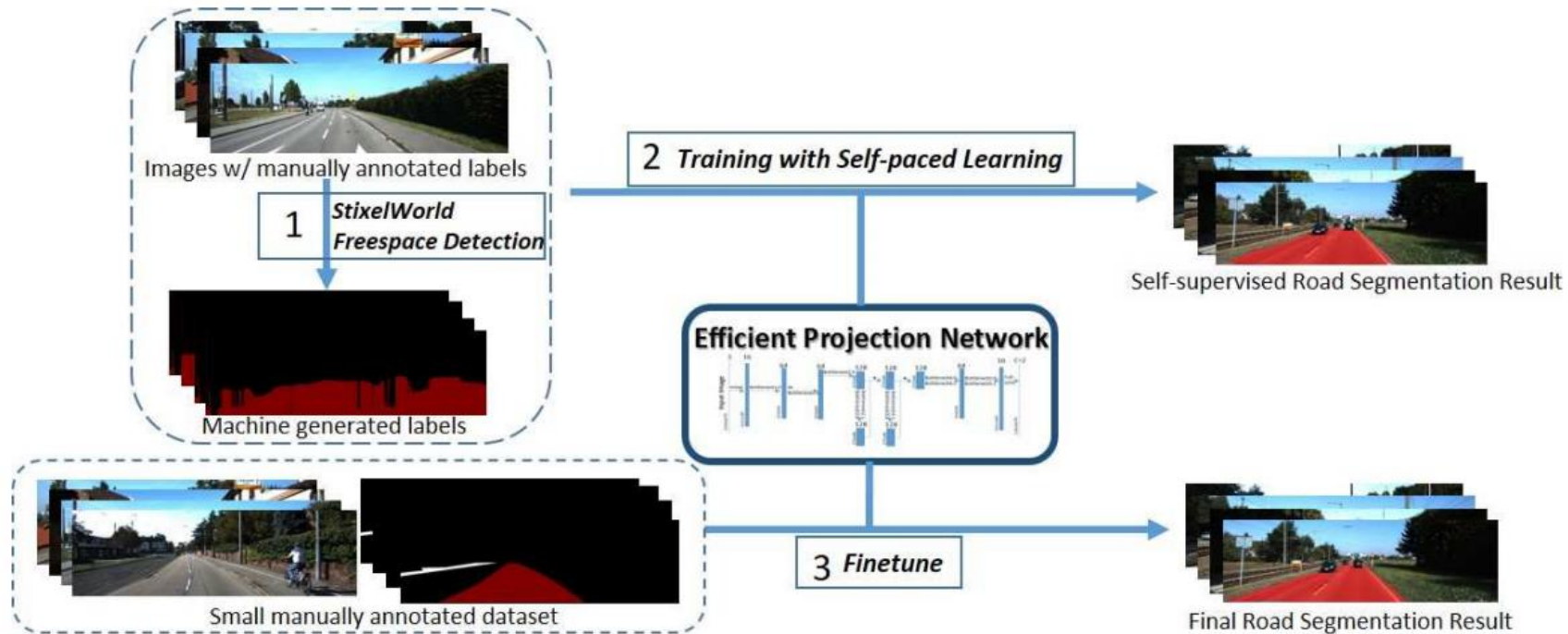
- Acoustics -> RGB
  - What does this CNN learn? Separation of baby and person :-D



Owens, A., Wu, J., McDermott, J. H., Freeman, W. T., & Torralba, A. Ambient sound provides supervision for visual learning. In *ECCV 2016*

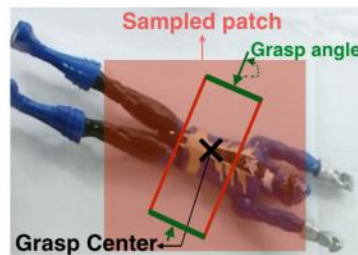
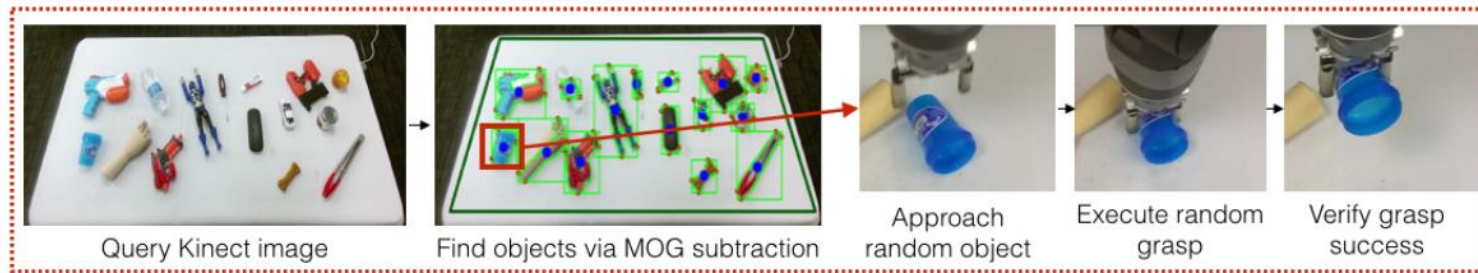
# Cross-Modality

- Features for road segmentation (Depth  $\rightarrow$  RGB)

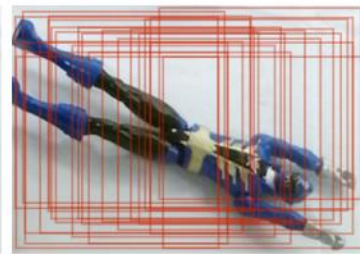


# Cross-Modality

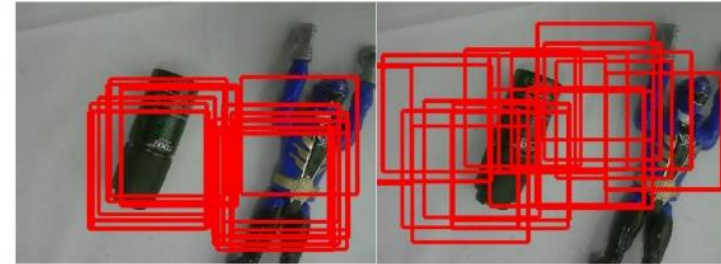
- Features for grasping
  - Verify whether we could grasp the center of a patch at a given angle



a



b



a

b

Pinto, L., & Gupta, A. Supersizing self-supervision: Learning to grasp from 50k tries and 700 robot hours. In *ICRA 2016*



# Exemplar Learning

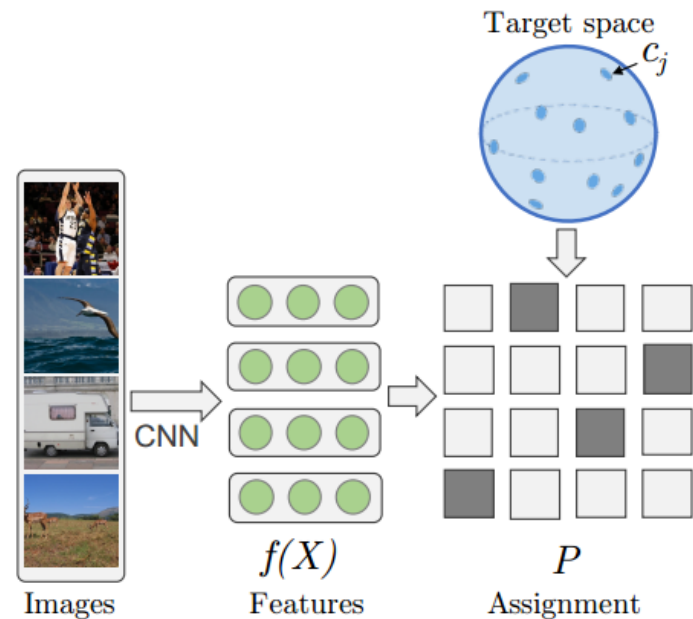
- Learning instance features
  - Each data sample as one class
  - Need strong augmentation



Dosovitskiy, A., Fischer, P., Springenberg, J. T., Riedmiller, M., & Brox, T. Discriminative unsupervised feature learning with exemplar convolutional neural networks, arXiv preprint. *arXiv preprint arXiv:1506.02753*.

# Exemplar Learning

- Learning instance features
  - The key is to avoid trivial solution. (Several tricks in this paper)
  - Project each sample on a random target uniformly samples on a unit ball



# Evaluation

- Evaluate on general high-level vision tasks (classification, detection)
  - Be caution of different settings!

Method	Full train set						150 image set						#wins
	All	>c1	>c2	>c3	>c4	>c5	All	>c1	>c2	>c3	>c4	>c5	
<i>Supervised</i>													
Imagenet	56.5	57.0	57.1	57.1	55.6	52.5	17.7	19.1	19.7	20.3	20.9	19.6	NA
Sup. Masks (Ours)	51.7	51.8	52.7	52.2	52.0	47.5	13.6	13.8	15.5	17.6	18.1	15.1	NA
<i>Unsupervised</i>													
Jigsaw <sup>†</sup> [30]	49.0	50.0	48.9	47.7	45.8	37.1	5.9	8.7	8.8	10.1	9.9	7.9	NA
Kmeans [23]	42.8	42.2	40.3	37.1	32.4	26.0	4.1	4.9	5.0	4.5	4.2	4.0	0
Egomotion [2]	37.4	36.9	34.4	28.9	24.1	17.1	–	–	–	–	–	–	0
Inpainting [35]	39.1	36.4	34.1	29.4	24.8	13.4	–	–	–	–	–	–	0
Tracking-gray [46]	43.5	44.6	44.6	44.2	41.5	35.7	3.7	5.7	7.4	9.0	9.4	9.0	0
Sounds [33]	42.9	42.3	40.6	37.1	32.0	26.5	5.4	5.1	5.0	4.8	4.0	3.5	0
BiGAN [10]	44.9	44.6	44.7	42.4	38.4	29.4	4.9	6.1	7.3	7.6	7.1	4.6	0
Colorization [51]	44.5	44.9	44.7	44.4	42.6	38.0	6.1	7.9	8.6	10.6	10.7	9.9	0
Split-Brain Auto [52]	43.8	45.6	45.6	46.1	44.1	37.6	3.5	7.9	9.6	10.2	11.0	10.0	0
Context [8]	<b>49.9</b>	<b>48.8</b>	44.4	44.3	42.1	33.2	6.7	<b>10.2</b>	9.2	9.5	9.4	8.7	3
Context-videos <sup>†</sup> [8]	47.8	47.9	46.6	<b>47.2</b>	44.3	33.4	6.6	9.2	10.7	12.2	11.2	9.0	1
Motion Masks (Ours)	48.6	48.2	<b>48.3</b>	47.0	<b>45.8</b>	<b>40.3</b>	<b>10.2</b>	<b>10.2</b>	<b>11.7</b>	<b>12.5</b>	<b>13.3</b>	<b>11.0</b>	<b>9</b>

# Evaluation

- Best so far

Initialization	Architecture	Class. %mAP	Seg. %mIU
ImageNet (+FoV)	VGG-16	86.9	69.5
Random (ours)	AlexNet	46.2	23.5
Random [31]	AlexNet	53.3	19.8
$k$ -means [19, 5]	AlexNet	56.6	32.6
$k$ -means [19]	VGG-16	56.5	-
$k$ -means [19]	GoogLeNet	55.0	-
Pathak <i>et al.</i> [31]	AlexNet	56.5	29.7
Wang & Gupta [38]	AlexNet	58.7	-
Donahue <i>et al.</i> [5]	AlexNet	60.1	35.2
Doersch <i>et al.</i> [4, 5]	AlexNet	65.3	-
Zhang <i>et al.</i> (col) [42]	AlexNet	65.6	35.6
Zhang <i>et al.</i> (s-b) [43]	AlexNet	67.1	36.0
Noroozi & Favaro [28]	Mod. AlexNet	68.6	-
Larsson <i>et al.</i> [20]	VGG-16	-	50.2
Our method	AlexNet	65.9	38.4
(+FoV)	VGG-16	<b>77.2</b>	56.0
(+FoV)	ResNet-152	<b>77.3</b>	<b>60.0</b>

- Action Recognition

Method	UCF101-split1	HMDB51-split1
DrLim [17]	45.7	16.3
TempCoh [32]	45.4	15.9
Obj. Patch [44]	40.7	15.6
Seq. Ver. [31]	50.9	19.8
Our - Stack-of-Diff.	<b>60.3</b>	<b>32.5</b>
Rand weights - Stack-of-Diff.	51.3	28.3
ImageNet weights - Stack-of-Diff.	70.1	40.8



# Discussion

- How to cross the semantic gap between low-level and high-level?
  - Utilize high-level/global context
  - Explore piece-wise rigidity in real-life
  - More to discover...
- What is a useful self-supervised learning?
  - Improve the performance of subsequent task.
  - Task Related Self-Supervised Learning

# Active Research Groups

- Alexei Efros  
(Berkeley)



- Abhinav Gupta  
(CMU)



- Martial Hebert  
(CMU)



# Uncovered Papers

- **Colorization:**

- Larsson, G., Maire, M., & Shakhnarovich, G. Learning representations for automatic colorization. In *ECCV 2016*.
- Larsson, G., Maire, M., & Shakhnarovich, G. Colorization as a Proxy Task for Visual Understanding. In *CVPR 2017*.

- **Optical Flow**

- J. J. Yu, A. W. Harley, and K. G. Derpanis. Back to Basics: Unsupervised Learning of Optical Flow via Brightness Constancy and Motion Smoothness. In *ECCVW, 2016*.
- Zhu, Y., Lan, Z., Newsam, S., & Hauptmann, A. G. Guided optical flow learning. *arXiv preprint arXiv:1702.02295*.
- Ren, Z., Yan, J., Ni, B., Liu, B., Yang, X., & Zha, H. Unsupervised Deep Learning for Optical Flow Estimation. In *AAAI 2017*

- **Others**

- Cruz, R. S., Fernando, B., Cherian, A., & Gould, S. DeepPermNet: Visual Permutation Learning. *arXiv preprint arXiv:1704.02729*.
- Nair, A., Chen, D., Agrawal, P., Isola, P., Abbeel, P., Malik, J., & Levine, S. Combining Self-Supervised Learning and Imitation for Vision-Based Rope Manipulation. *arXiv preprint arXiv:1703.02018*.
- Pinto, L., Gandhi, D., Han, Y., Park, Y. L., & Gupta, A. The curious robot: Learning visual representations via physical interactions. In *ECCVW 2016*.