

## Make an Omelette with Breaking Eggs: **Zero-Shot Learning for Novel Attribute Synthesis**







Yu-Hsuan Li\*1, Tzu-Yin Chao\*1, Ching-Chun Huang1, Pin-Yu Chen2, Wei-Chen Chiu1 National Chiao Tung University<sup>1</sup> IBM Research<sup>2</sup>

\* The authors contributed equally to this work

Seen attributes

## **Motivation**

Many zero-shot learning methods for classification nowadays rely on the auxiliary information based on attributes. However, attribute annotations are costly. We thus start to think: "Given annotations for only few attributes (i.e., seen attributes), can we derive zero-shot learning for novel attribute detectors and use them to automatically annotate the dataset for labeling efficiency?"

## Contribution

We show on the CUB dataset that, given only 32 attributes with manual annotations, our ZSLA is able to synthesize 207 novel attribute detectors to provide high-quality annotations for the dataset. By utilizing the auto-annotated generalized zero-shot classification algorithms can achieve comparable even performance than that using 312 manually-annotated attributes.

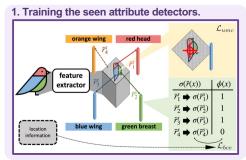
**Experimental Results** 

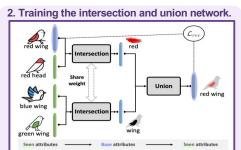
+ Attribute re-annotation on

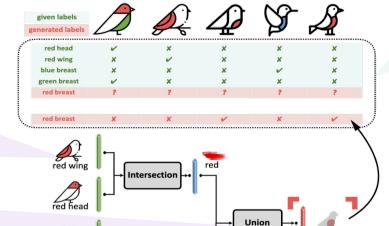
Automatically novel attribute annotation

207 Novel (+ 32 Seen) attributes

## Automatically Novel Attribute Annotations For A Dataset Using ZSLA





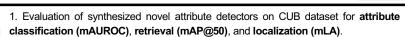


→ Base attributes

0. Annotating a few attributes manually at a start during constructing a dataset.

4. Automatically providing novel attribute annotations for the dataset.

3. Synthesize the novel attribute detectors.



	CUB dataset				mAUROC			mAP@50			mLA			
			# Seen Attributes	32	64	96	32	64	96	32	64	96		
	312		32 Seen	A-LAGO	0.600	0.612	0.627	0.173	0.180	0.222	0.782	0.787	0.795	
	Manual	Select '	attributes	A-ESZSL	0.626	0.614	0.632	0.223	0.200	0.234	0.756	0.769	0.756	
	annotated	seen		Our ZSLA	0.689	0.704	0.717	0.320	0.327	0.329	0.846	0.860	0.867	
	attributes attributes 2. Re-annotation experiment on CUB dataset: Comparing GZSL performance of									e of 4				
different algorithms trained by utilizing either fully manual apported attributes or the											or the			

ones re-annotated\* by different methods.

		CADAVAE			TFVAEGAN			ALE			ESZSL		
		S	U	Н	S	U	Н	S	U	Н	S	U	Н
ァ	Manual	42.9	27.3	33.4	45.5	31.2	37.1	26.4	9.2	13.7	29.8	10.8	15.9
\	(# Seen Attributes=32)												
)	Manual	53.5	51.6	52.4	64.7	52.8	58.1	62.8	23.7	34.4	63.8	12.6	21.0
	(# Seen Attributes=312)												
)	A-LAGO	45.4	55.4	49.9	57.4	53.0	55.1	51.8	27.2	35.6	49.7	17.1	25.4
/	A-ESZSL	41.5	48.7	44.8	56.0	48.5	52.0	49.7	17.1	25.4	61.3	9.2	16.0
	Our ZSLA	50.3	56.4	53.2	59.0	55.9	57.4	52.4	27.5	36.1	65.1	16.4	26.2
(#	Seen Attributes=32, # Novel Attributes=207												

3. Examples of novel attribute retrieval and localization. Each set shows the top-5 retrieved images and their response maps for a novel attribute.

Novel attributes

