
Semi-Supervised Active Learning Framework for Unbalanced, Noisy Datasets

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Master's Research Project Final Exam

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Introduction To GLOBE

- A NASA-sponsored citizen-science project as means to collect data via an app
- Users take pictures of their surroundings, have option to provide information about observations
- Allows for mass-collection of data throughout the world
- Encourages citizens to engage in science.

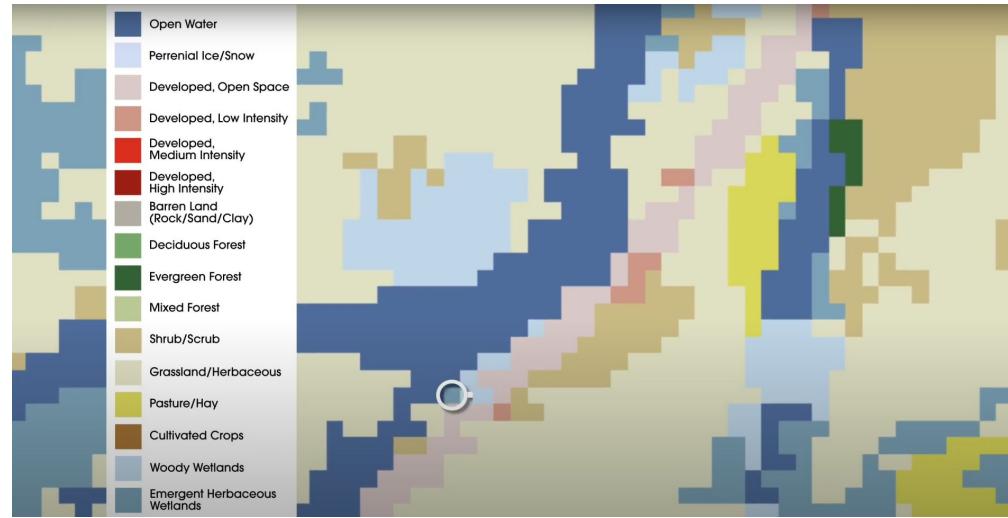


Introduction To GLOBE - Contribution To Science

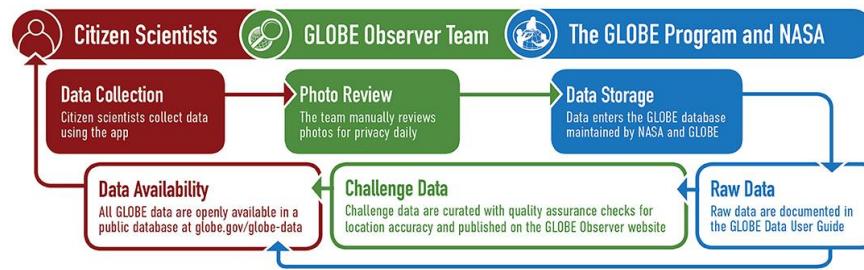
Land cover impacts:

- Animal Habitats
- Flooding
- Water Quality
- Landslides
- Forest Fires
- Earth-cycles
- Temperature

GLOBE data's major contribution is confirming and filling in the gaps of satellite imagery.

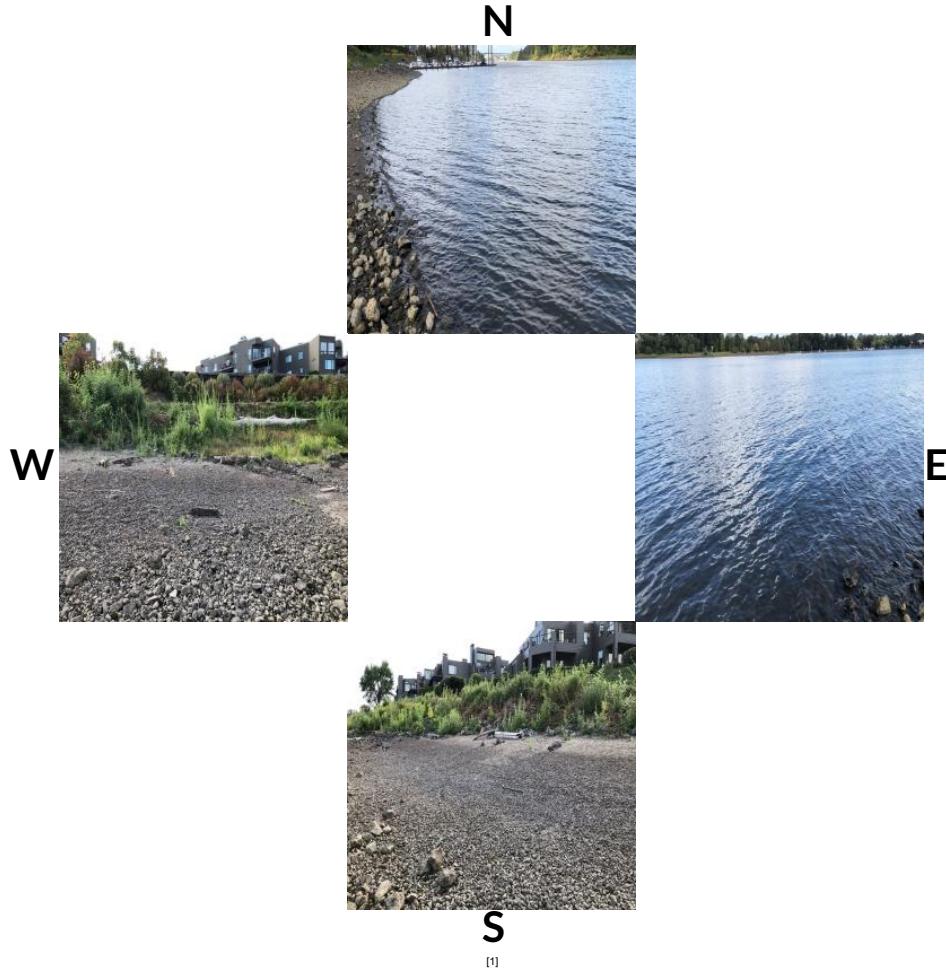
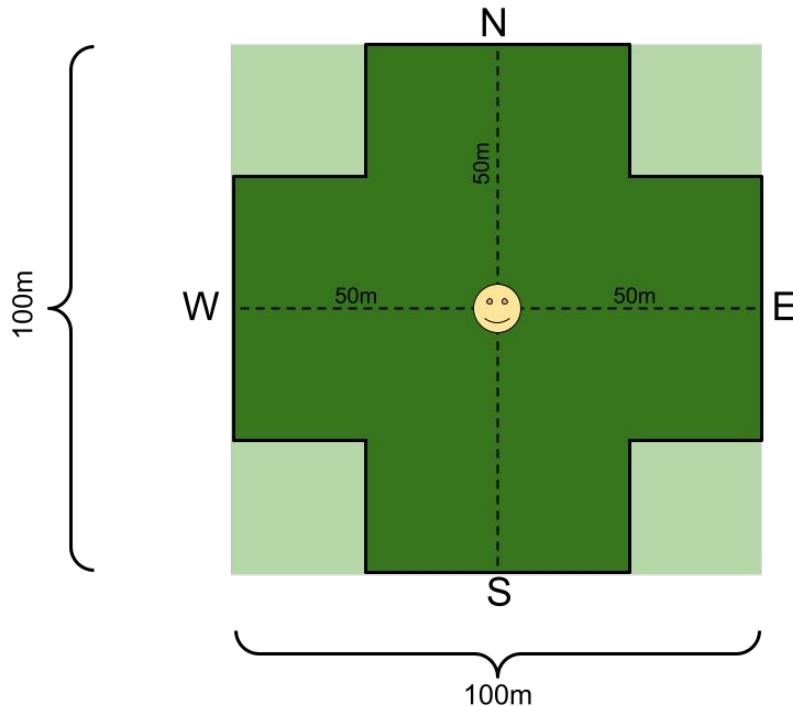


<https://www.youtube.com/watch?v=vHmwHBFCQ&t=204s>



<https://www.frontiersin.org/articles/10.3389/fclim.2021.620497/full>

Land Cover Observations - Images



Modified UNESCO Classification (MUC) Code Labels

| Leading Digit | Land Cover |
|---------------|-------------------------|
| 0 | Closed Forest |
| 1 | Woodland |
| 2 | Shrubland/Thicket |
| 3 | Dwarf Shrubland/Thicket |
| 4 | Herbaceous Veg. |
| 5 | Barren |
| 6 | Wetland |
| 7 | Open Water |
| 8 | Cultivated Land |
| 9 | Urban |



| First Two Digits | Land Cover |
|------------------|-------------|
| 01 | Evergreen |
| 02 | Deciduous |
| 03 | Xeromorphic |



| First Three Digits | Land Cover |
|--------------------|-----------------------|
| 021 | Tropical |
| 022 | Cold w/ Evergreen |
| 023 | Cold w/o Evergreen |

- Users provide percentage-wise composition of images
- Percentage-wise compositions are averaged among the images, single MUC code is derived for the observation

Examples of Classes



0 - Closed Forest



1 - Woodland



2 - Shrubland/Thicket



3 - Dwarf Shrubland/Thicket



4 - Herbaceous Vegetation



5 - Barren



6 - Wetland



7 - Open Water



8 - Cultivated Land



9 - Urban

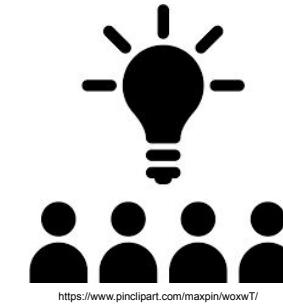
Overview Of Project

Goal: Given that classifying data is optional for users, produce system that can provide classifications for observations

Tools Provided: 1) GLOBE Dataset
2) “Hackathon” to help label images

Constraints On Problem: 1) Consider only single images
2) Consider only the primary (first digit) MUC code

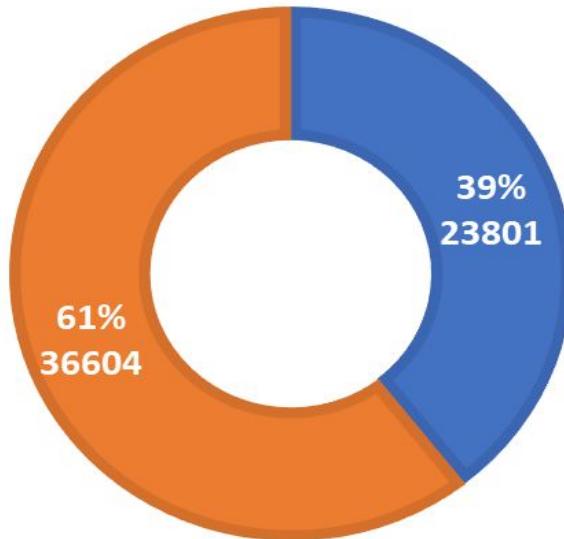
General Solution: Use Machine Learning, data science techniques to construct model which can label unclassified images despite challenges.



Dataset and Its Issues - Lack of Labels

PORTION OF IMAGES WITH LABELS

■ Labeled Images ■ Unlabeled Images



Total Number of Images - 60,405

Total Number of Labeled Images - 23,801

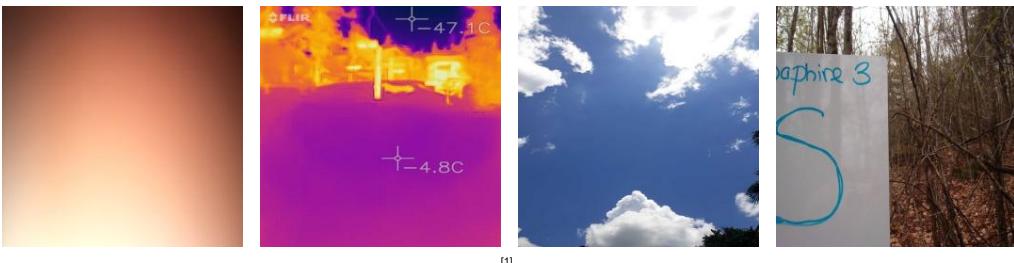
61% of images are not labeled

In general it's believed dataset size is positively correlated with performance [5-8]

Dataset and Its Issues - Poor Images

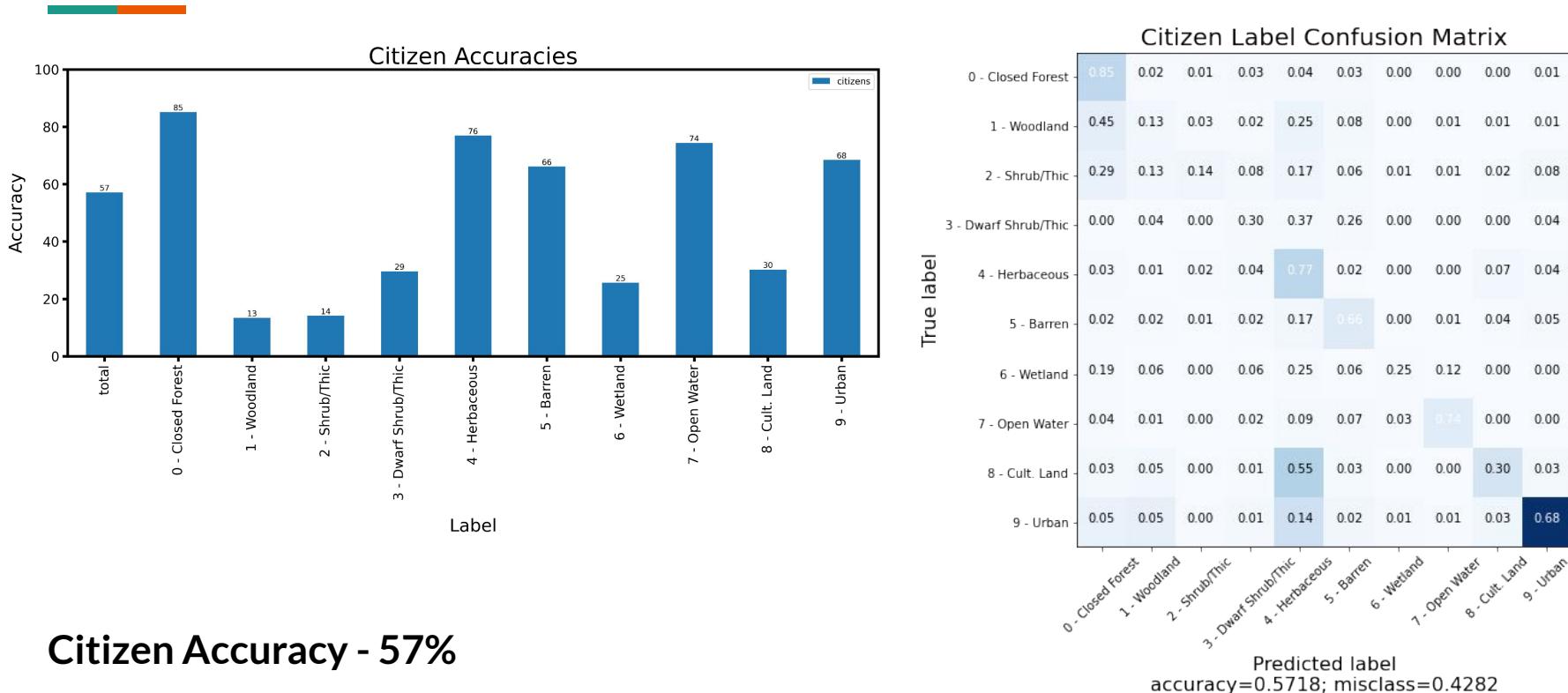


~2% of images don't have trustable land cover content.



Many more are less than ideal images.

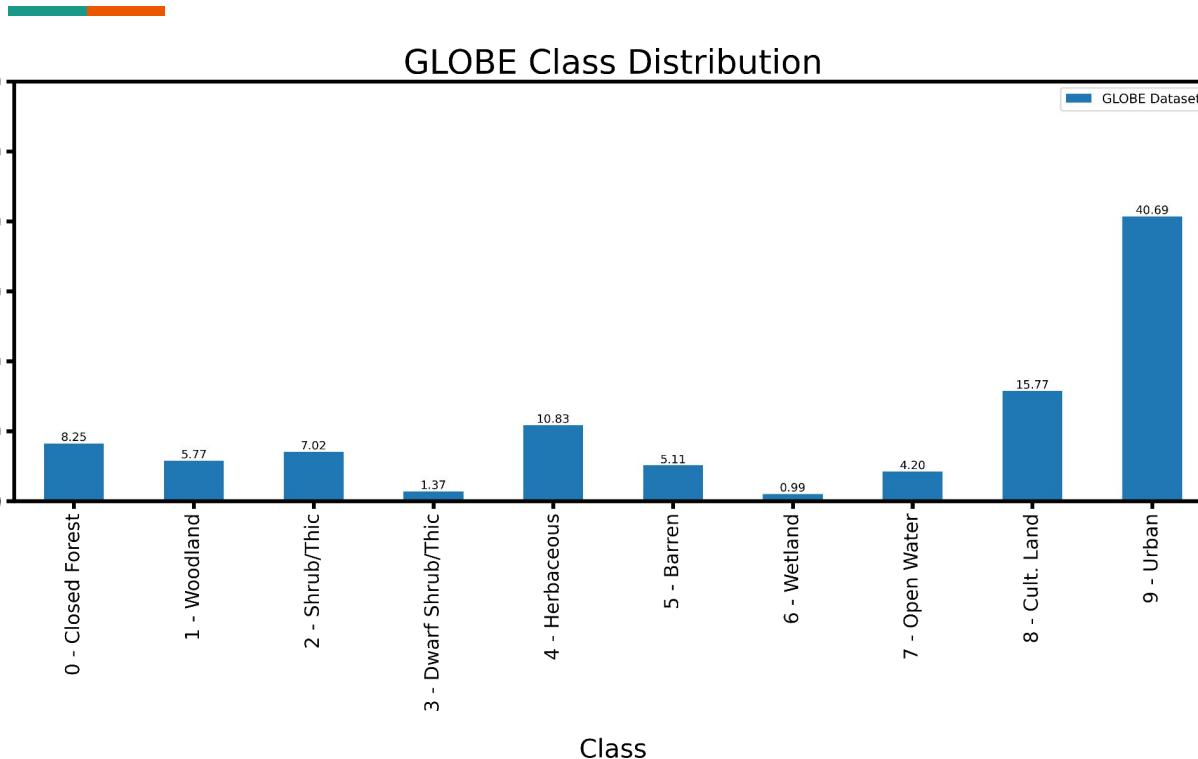
Dataset and Its Issues - Inaccurate Labels



Citizen Accuracy - 57%

Noisy labels can have disastrous effect
on model performance [9-10]

Dataset and Its Issues - Class Imbalance



Most Common Class to Least Common Class Ratio - 41

Imbalance in training data causes reduced performance, bias towards the majority classes [11-14]

Problem Statement



Challenges:

- 1) Missing Labels
- 2) Label Noise
- 3) Class Imbalance
- 4) Image Noise
- 5) We have more than one challenge

Given the challenges the GLOBE dataset poses, how can we overcome them and create a system that produces meaningful predictions? How can we intelligently use the resources we do have?

Related Work



1) Land Cover and Image Classification in General.

Xu et. al IEEE 2020 [3], Lamas et. al Neuro. 2021 [15], Maggiori et. al IEEE 2017 [16],
Buscombe & Ritchie Geo. 2018 [17], Ge et. al GEC 2020 [18]

2) Low Sample Size

Perez et. al 2017 [19], Goodfellow 2016 [20], Liu & Deng [21], Zhao Alp 2017 [22], Hussain
et. al UKCI 2018 [23], Ranganthan et. al ICIP 2017 [24]

3) Label Noise

Tanaka et al. IEEE 2018 [25], Veit et al IEE 2017 [26], Han et al IEEE 2019 [27] Lee,
Dong-Hyun ICML 2013 [28], Lukasik PMLR 2020 [29]

4) Class Imbalance

Dong et al IEEE 2019 [30], Ando et al 2017 [31], Lin et al AAAI 2018 [32], Johnson et al 2019
[33], Lin et al IEEE 2017 [34]

5) Several issues together

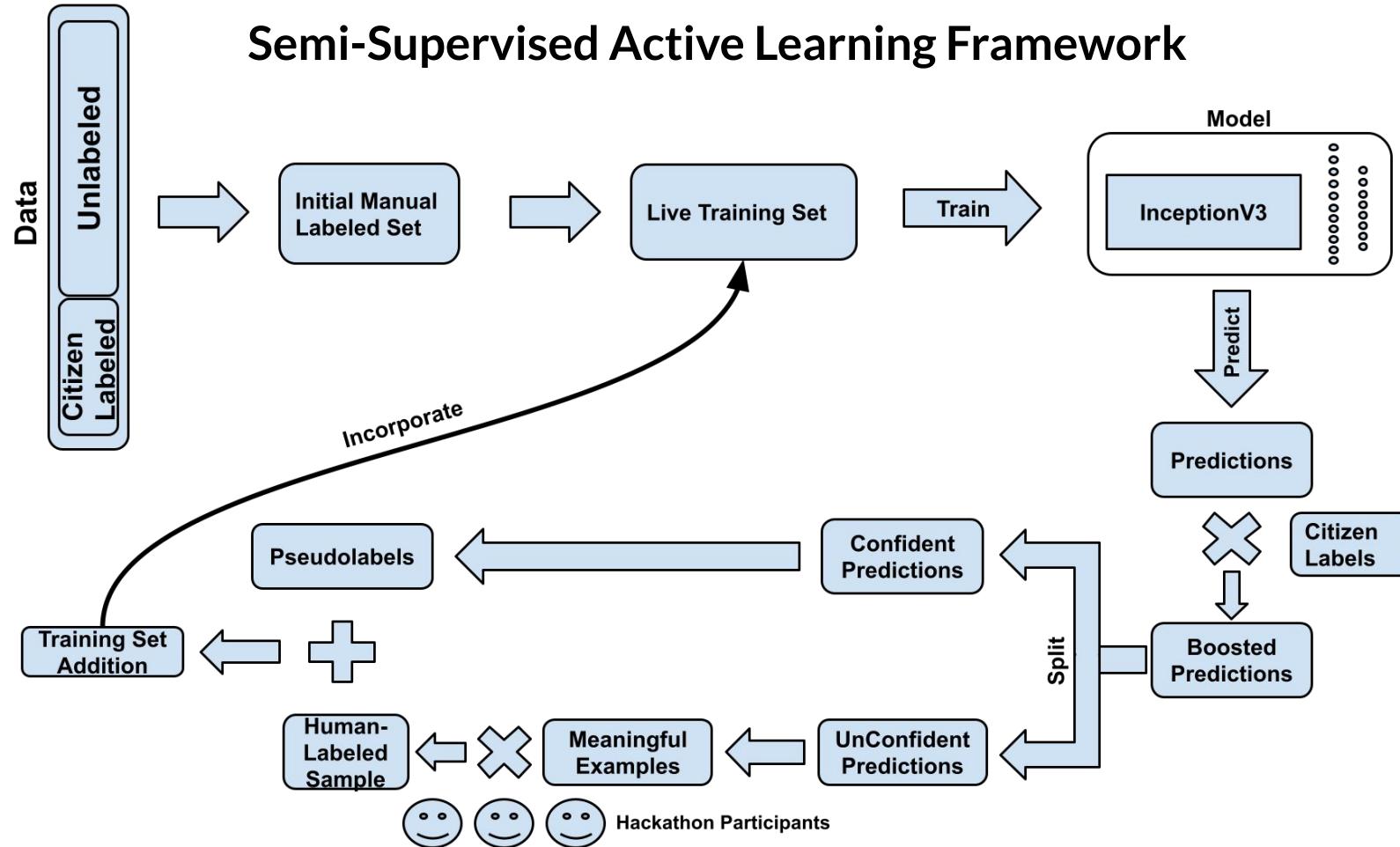
Ren et al PMLR 2018 [35], Koziarski et al KBS 2020 [36], Zhong et al IEEE 2019 [37], Chen et
al IS 2021 [38], Chen et al Digit. Med. 2019 [39]

Our Solution In Words

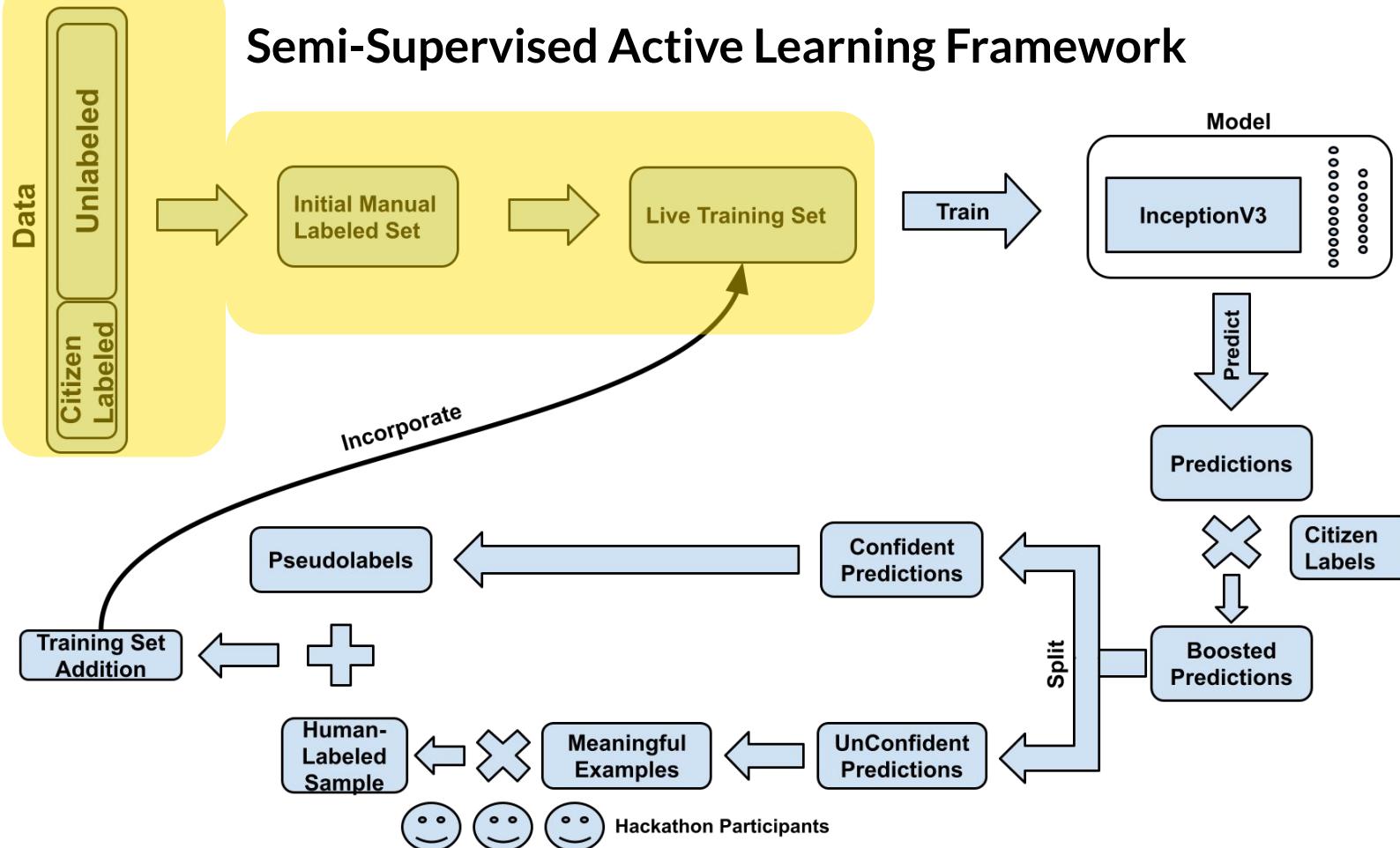


- Use CNN as classifier
- Manually label a small subset of data to serve as clean base
- Grow training dataset iteratively with:
 - Semi-Supervised learning to generally increase training set size with aid of noisy citizen labels
 - Active Learning to select the most useful unlabeled images, be efficient with manual labor
- Apply transfer learning to aid with small sample set
- Use general best Deep Learning practices like Dropout, Image Augmentation, Label Smoothing etc.
- Add 11th class “Class 10” for very bad images

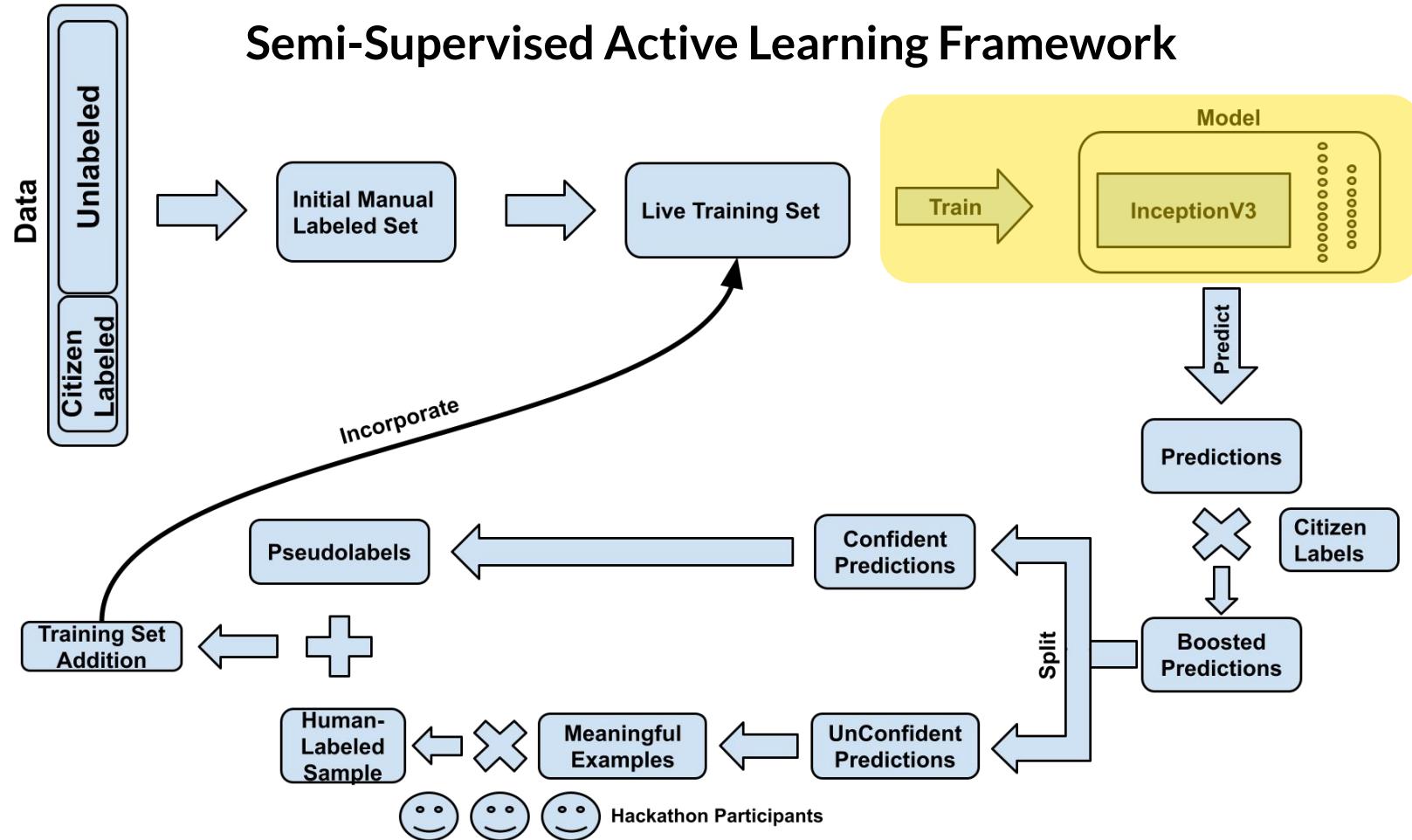
Semi-Supervised Active Learning Framework



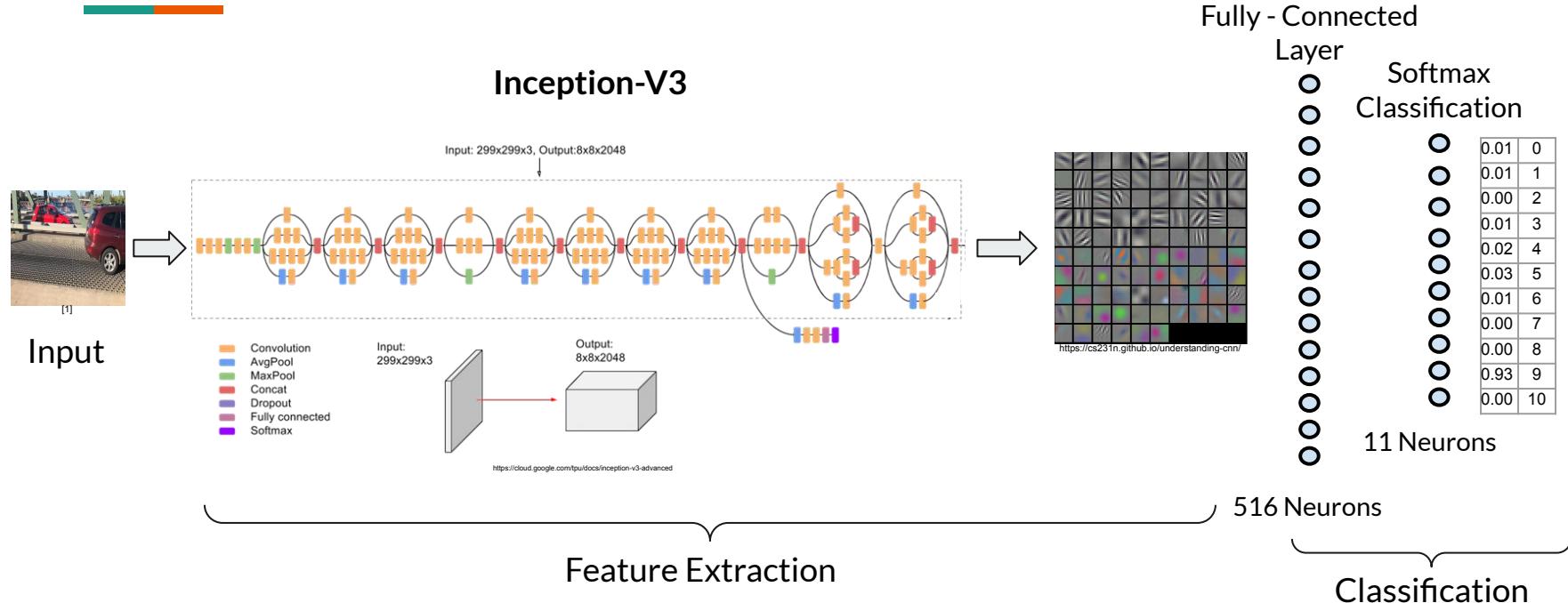
Semi-Supervised Active Learning Framework



Semi-Supervised Active Learning Framework



Train the model - Transfer Learning



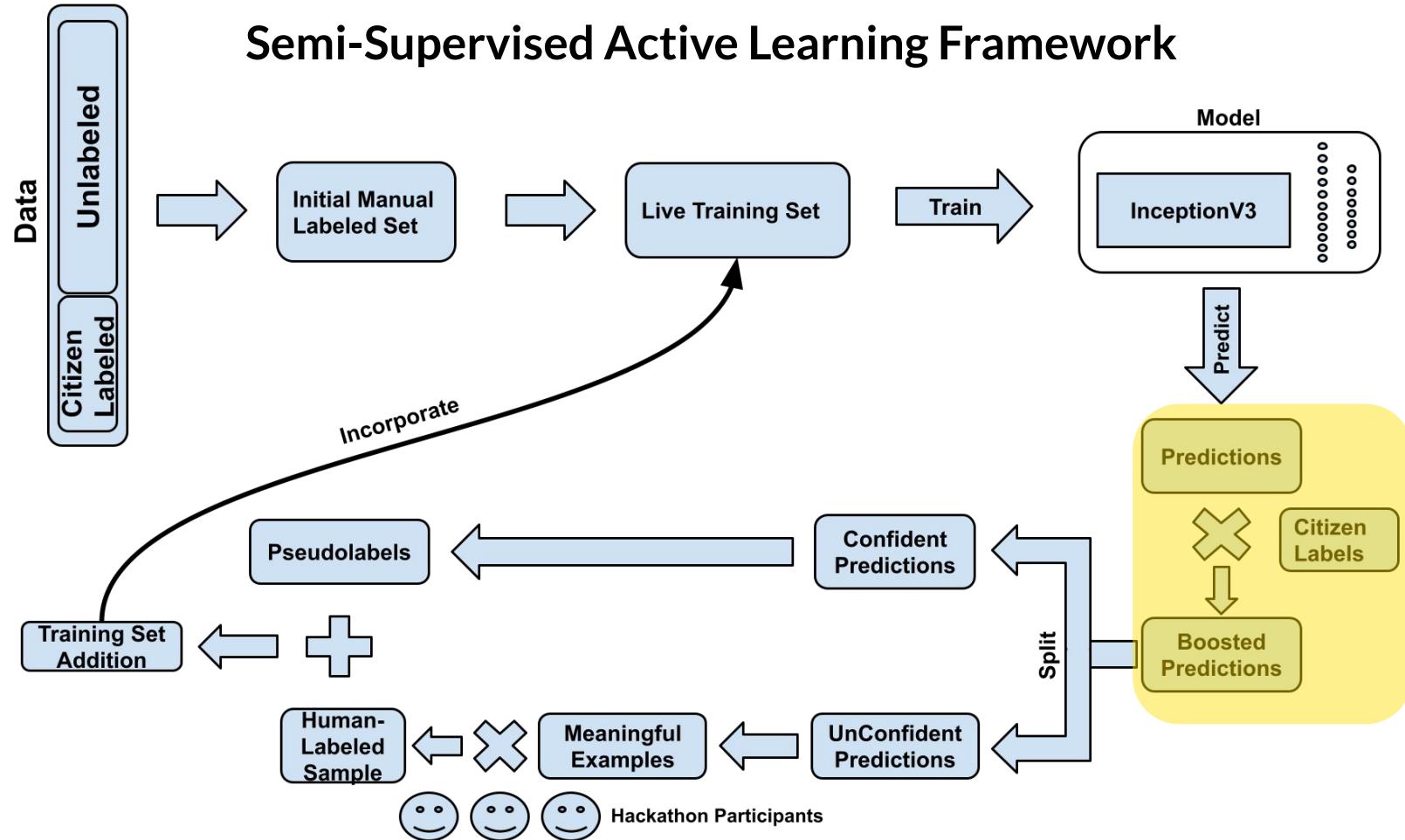
Transfer learning allows us to leverage an external model which has already been trained on millions of images without having to train it ourselves.

All we need to do is fine tune classification layers for our application.

Inception-V3 provides a good balance regarding model size, accuracy, and inference time.

It has been used in similar domains [3,40]

Semi-Supervised Active Learning Framework



Make Predictions - Boosting Prediction Confidence



At every iteration, we assess the accuracy of the citizen predictions, and use their accuracy as a supplemental prediction to enhance the models predictions with formula:

$$P_j[i] = \text{cit_acc}[i] * \text{cit_weight} + P[i] - (\text{cit_acc}[i] * \text{cit_weight} * P[i])$$

i is the class predicted by citizens

P_j is the list containing probabilities image j belongs to each class

$P_j[i]$ is the predicted model probability of class i

$\text{cit_acc}[i]$ is the citizen accuracy of class i

cit_weight is a hyperparameter (0,1) for the amount of weight to put into citizen predictions

Make Predictions - Boosting Prediction Confidence

$$P_j[i] = \text{cit_acc}[i] * \text{cit_weight} + P[i] - (\text{cit_acc}[i] * \text{cit_weight} * P[i])$$

cit_acc - [0.85, 0.13, 0.14, 0.29, 0.76, 0.66, 0.25, 0.74, 0.30, 0.68, 0]
cit_weight = 0.75



Citizen Prediction - 0

Model Probabilities - [0.88, 0.01, 0.02 ... 0.01, 0]

Model Prediction - 0 with probability 0.88



Enhanced Model Probabilities - [0.96, 0.01, 0.02 ... 0.01, 0]

Enhanced Model Prediction - 0 with probability 0.96



Citizen Prediction - 9

Model Probabilities - [0.88, 0.01, 0.02 ... 0.01, 0]

Model Prediction - 0 with probability 0.88



Enhanced Model Probabilities - [0.88, 0.10, 0.02 ... 0.51, 0]

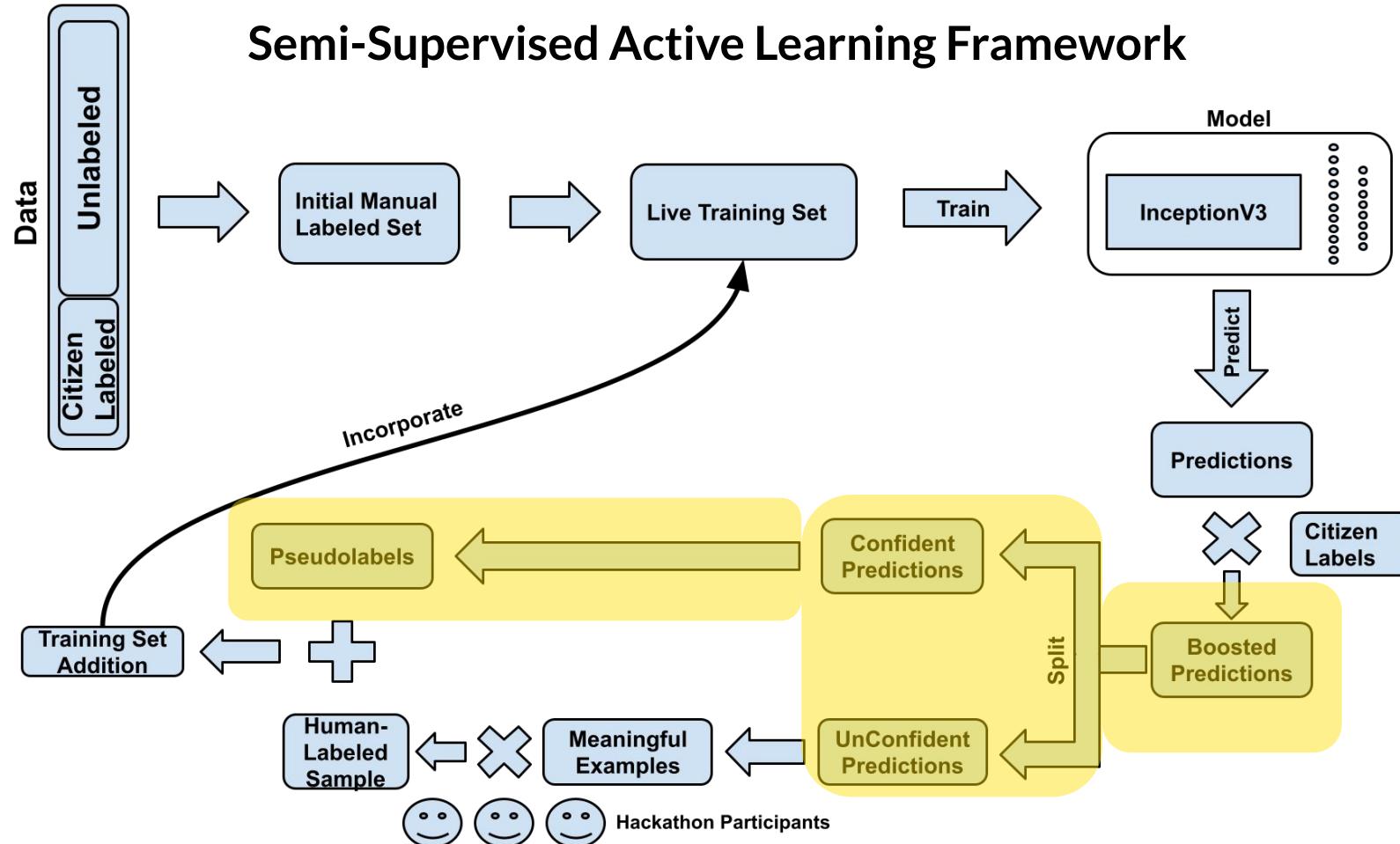
Enhanced Model Prediction - 0 with probability 0.88

| Model Probability | Citizen Accuracy | Enhanced Probability |
|-------------------|------------------|----------------------|
| 0.95 | 0.95 | 0.98 |
| 0.95 | 0.5 | 0.96 |
| 0.95 | 0.1 | 0.95 |
| 0.5 | 0.95 | 0.85 |
| 0.5 | 0.5 | 0.69 |
| 0.5 | 0.1 | 0.54 |
| 0.1 | 0.95 | 0.74 |
| 0.1 | 0.5 | 0.44 |
| 0.1 | 0.1 | 0.17 |

The enhancement of probability leverages supplemental information we can take from the noisy citizen labels, weighting the enhancement according to how well citizens predict that class.

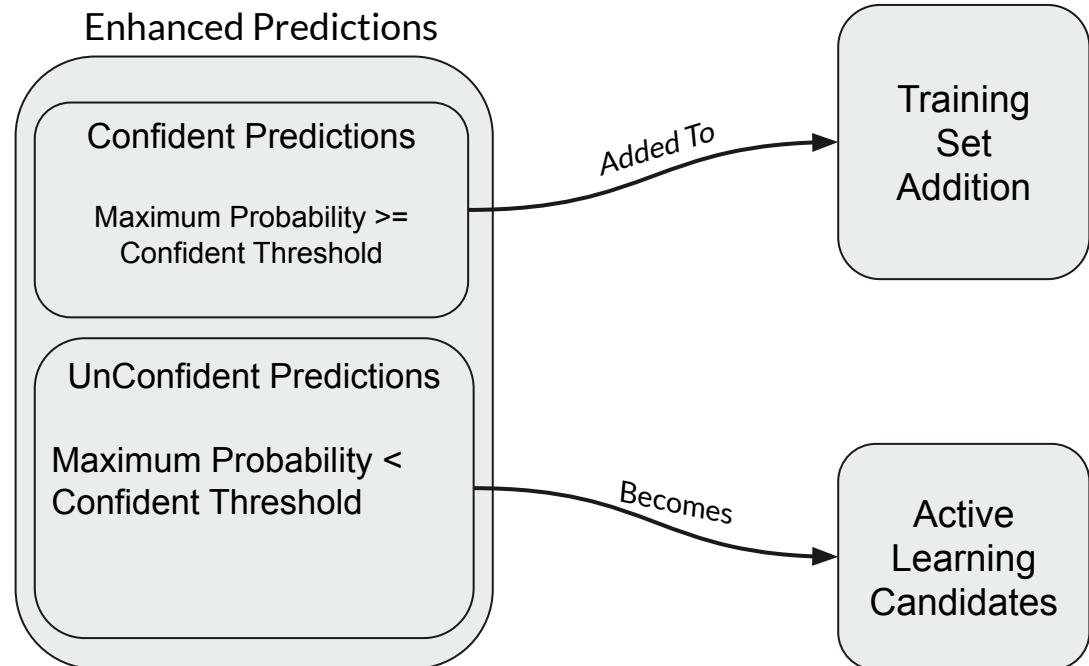
It can only increase the probability the image belongs to the citizen-labeled class.

Semi-Supervised Active Learning Framework

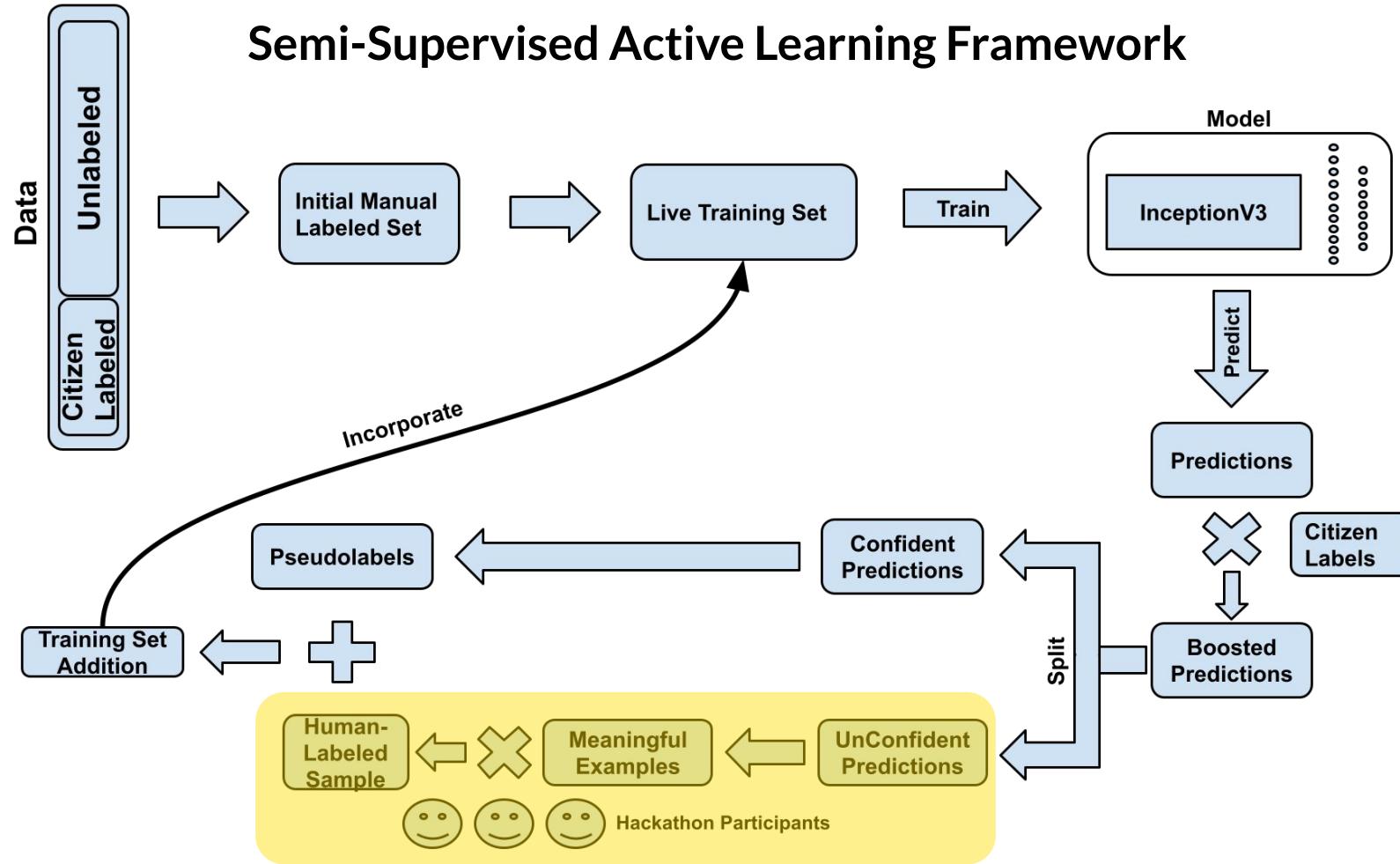


Splitting Predictions and Assigning Pseudolabels

- We set a threshold that defines confident and unconfident predictions (0,1).
- Predictions with a maximum probability greater than the threshold are trusted and become pseudolabels.
- Predictions which do not pass the threshold do not become pseudolabels.
- Usually the threshold is 0.7-0.95 [41,42].



Semi-Supervised Active Learning Framework



Active Learning - Weighted Entropy Selection

- Selection strategies rank the samples in order of expected usefulness to label.
- Has shown to be much more effective compared to random labeling [43]
- Entropy-Maximization is the go-to selection strategy
- We implore a modified entropy which prioritizes entropy among rare classes via weighting to discover instances which have higher likelihood to belong to a rare class

High Entropy: [0.33, 0.33, 0.33] -> 0.48
Low Entropy: [0.98, 0.01, 0.01] -> 0.05

Entropy:

$$H_j = - \sum_{i=0}^{n-1} (P_j[i] * \log(P_j[i]))$$

Weighted Entropy:

$$H_j^w = - \sum_{i=0}^{n-1} (P_j[i] * \log(P_j[i]) * \log(w[i])^2)$$

H_j - Image j's prediction entropy

H_j^w - Image j's prediction weighted entropy

n - Number of classes

P_j - Predicted probabilities for image j

w - List containing class proportions

Active Learning - Weighted Entropy Example

$$class_distribution = [0.6, 0.3, 0.1]$$

$$H_j^w = - \sum_{i=0}^{n-1} (P_j[i] * \log(P_j[i]) * \log(w[i])^2)$$

Example 1

Entropy contained in common classes

$$P_j = [0.5, 0.4, 0.1]$$

$$H_j = 0.94 \text{ (entropy)}$$

$$H_j^w = 1.84 \text{ (weighted entropy)}$$

Example 2

Entropy contained in rare classes

$$P_j = [0.1, 0.4, 0.5]$$

$$H_j = 0.94 \text{ (entropy)}$$

$$H_j^w = 2.42 \text{ (weighted entropy)}$$

In the two examples, they have the same regular entropy.
Ex2 has higher weighted entropy because it has higher entropy in the rare classes. Ex2 would be ranked higher for labeling, because it has higher weighted entropy.

Active Learning Selections

- Calculate selection criteria for each prediction
- Sort based on selection criteria
- Have top x samples labeled and added to training set

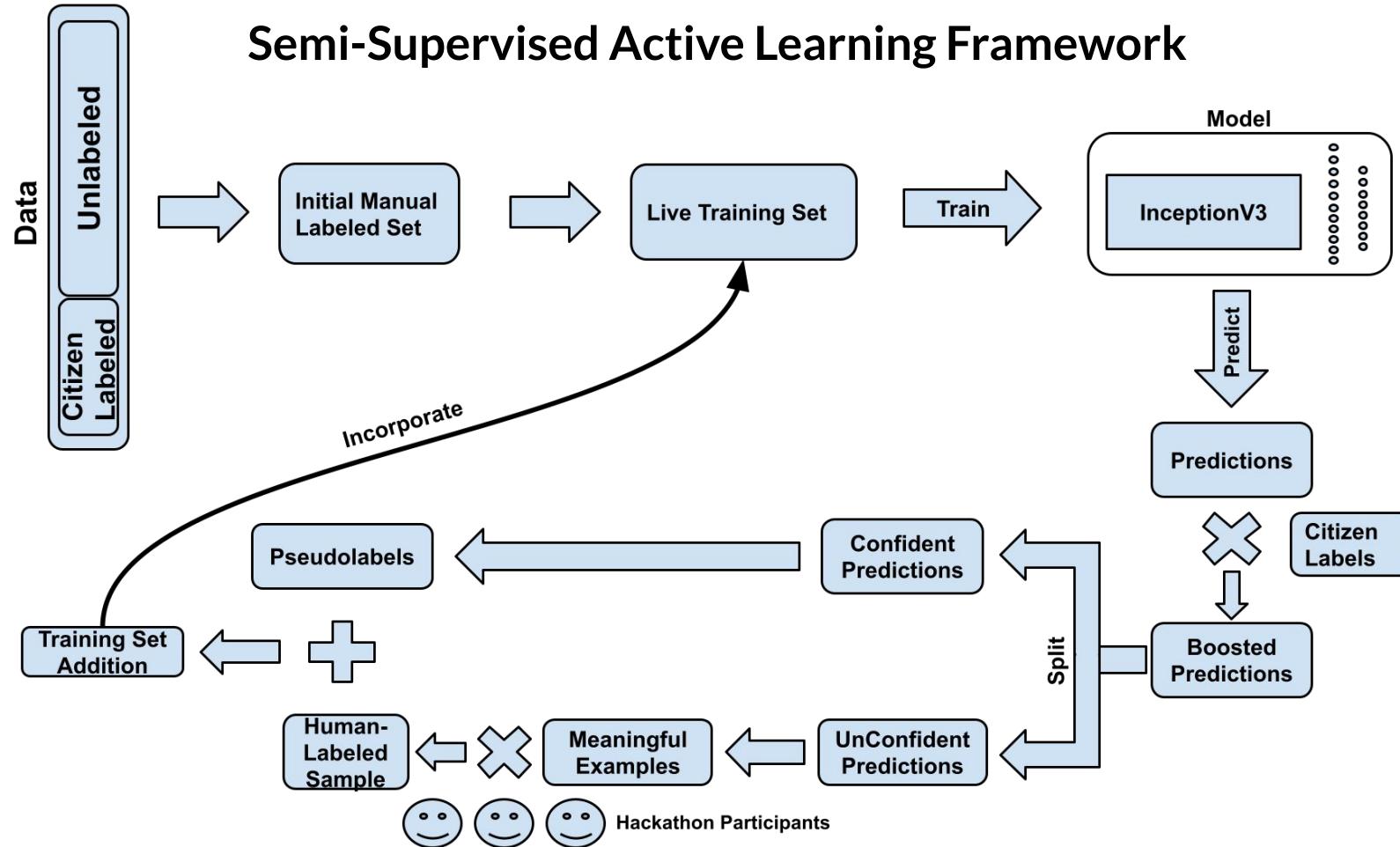
Unconfident UnEnhanced Predictions

| Index | Metric |
|-------|--------|
| 1 | 1.55 |
| 2 | 1.42 |
| 3 | 1.41 |
| 4 | 1.40 |
| 5 | 1.3 |
| ... | |
| x | 0.82 |
| | |
| x+1 | 0.80 |
| x+2 | 0.76 |
| x+3 | 0.67 |
| x+4 | 0.64 |
| x+5 | 0.59 |
| ... | |
| ... | |
| n | 0.22 |

Human-Labeled and Added To

Training Set
Addition

Semi-Supervised Active Learning Framework



GLOBE Experiments



Naive Baseline: Throw out the SSAL Framework and train directly on the ~17,000 noisily labeled images, with a traditional loss function.

SSAL Baseline: Use the SSAL Framework, but without enhancing the predictions with citizen labels and with regular entropy active learning selection.

Our Modified SSAL: Use the SSAL Framework, enhancing predictions with citizen labels, and using the modified, weighted entropy for active learning selection.

Goals:

- 1) Produce an acceptable model for GLOBE image labeling
- 2) SSAL perform better than the Naive Baseline
- 3) Modified SSAL perform better than the SSAL Baseline
- 4) Enhancing predictions produce more pseudolabels, with comparable accuracy
- 5) Weighted entropy produces favorable distribution of classes compared to baseline

GLOBE Methods



SSAL Parameters

Initial Training Set Size - 500

Validation Size - 1000

Test Size - 3000

Labeling budget - 2,000 images

Number of iterations - 10

Size of AL sample per iteration - 150

Size of predictions per iteration - 7,500

Citizen Weight - 0.75

Confident Threshold 0.90

Model/Training Parameters

Epochs - 75

Batch Size - 32

Early Stopping Patience - 5

Learning rate - 1e-6

Optimizer - ADAM

Loss - CCE

Base Model - Inception-V3

Label Smoothing - 0.1

Dropout - 0.4

Image Augmentation - None

Weight Classes - True

Meta Experiment Info

Trials - 2

Results averaged

Computing Environment - Discovery

Single P100/V100 GPU

32GB RAM

8 Cores

Deep Learning Environment - Tensorflow

Database - Postgres

GLOBE SSAL Pseudolabeling Results

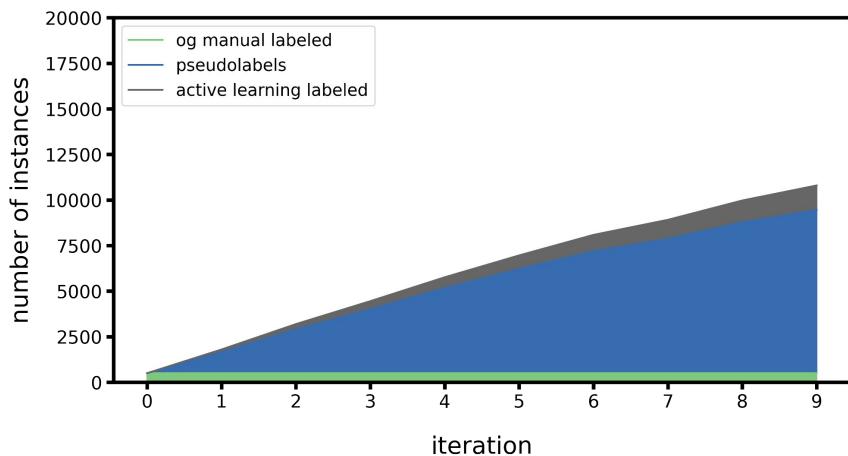


Baseline

Pseudolabels per iteration - 964 (13% of predictions)

Pseudolabel accuracy - 93%

Training Set Label Sources vs Iteration - Baseline SSAL

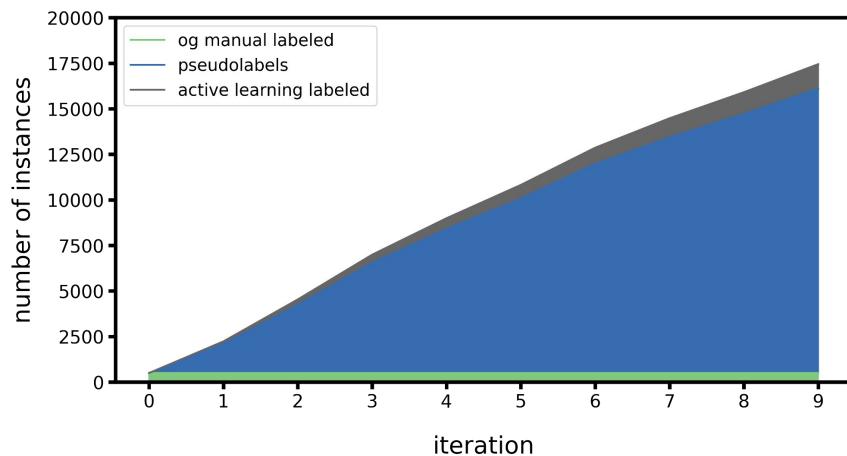


Modified

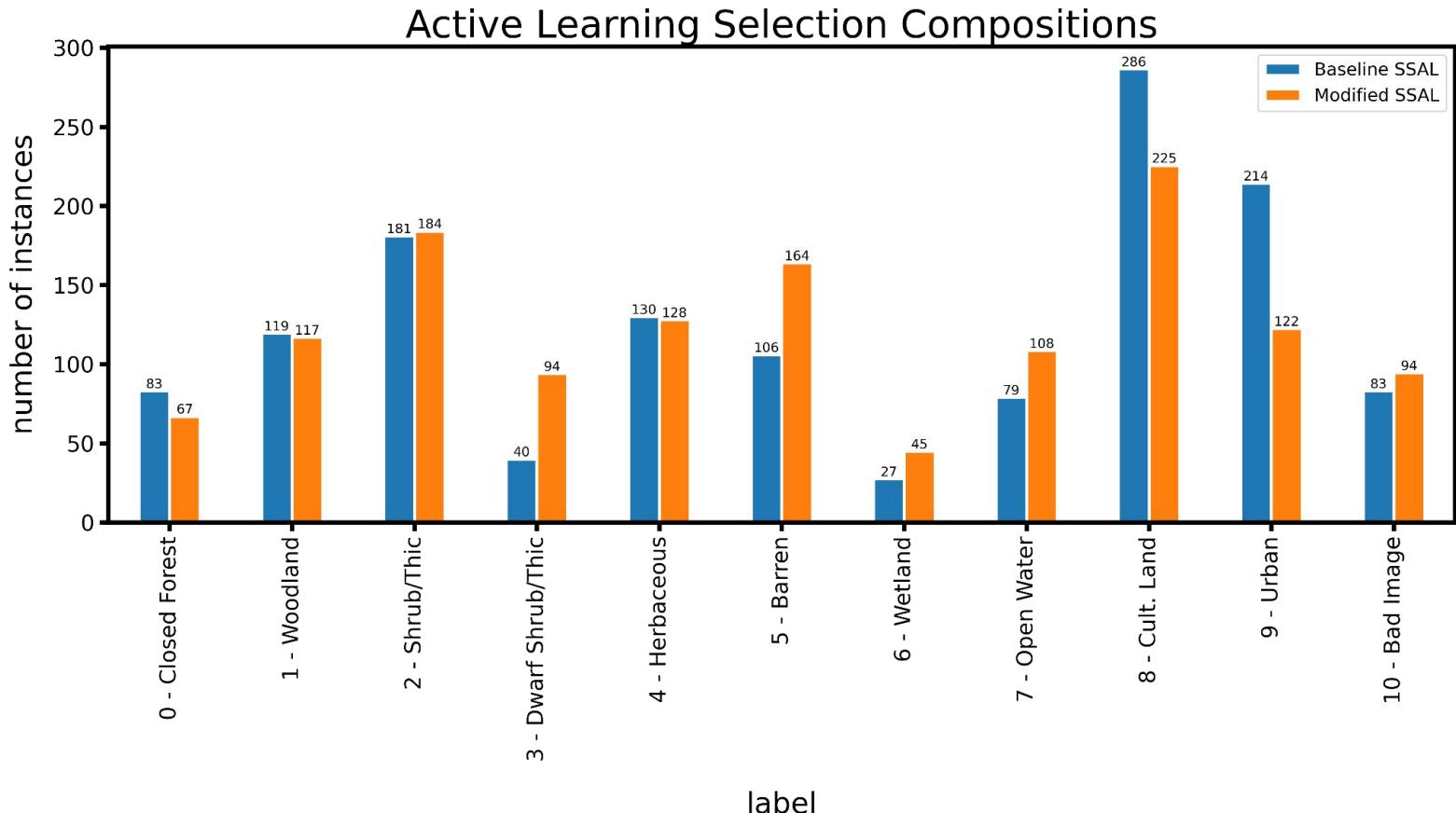
Pseudolabels per iteration - 1677 (22% of predictions)

Pseudolabel accuracy - 85%

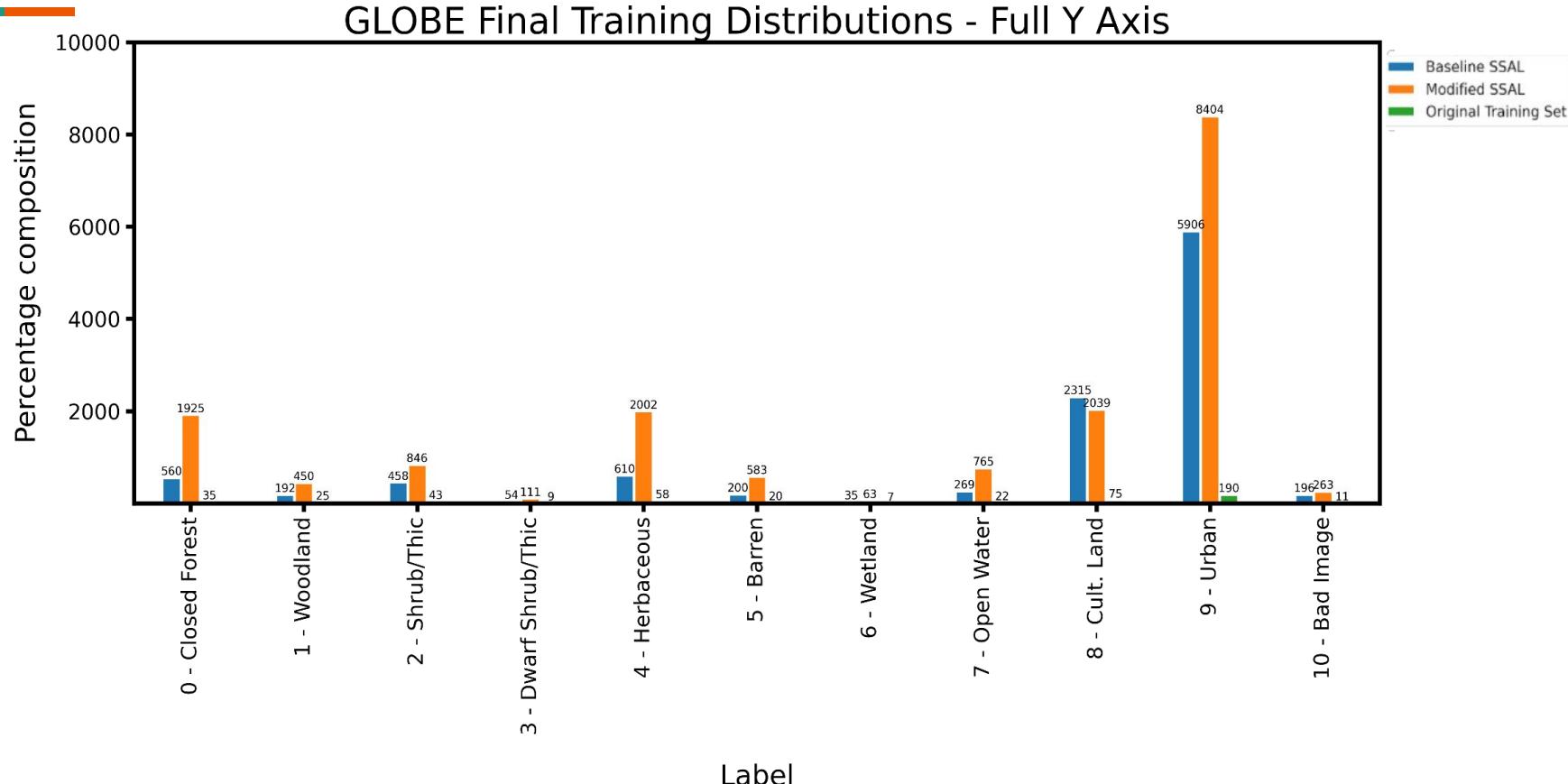
Training Set Label Sources vs Iteration - Modified SSAL



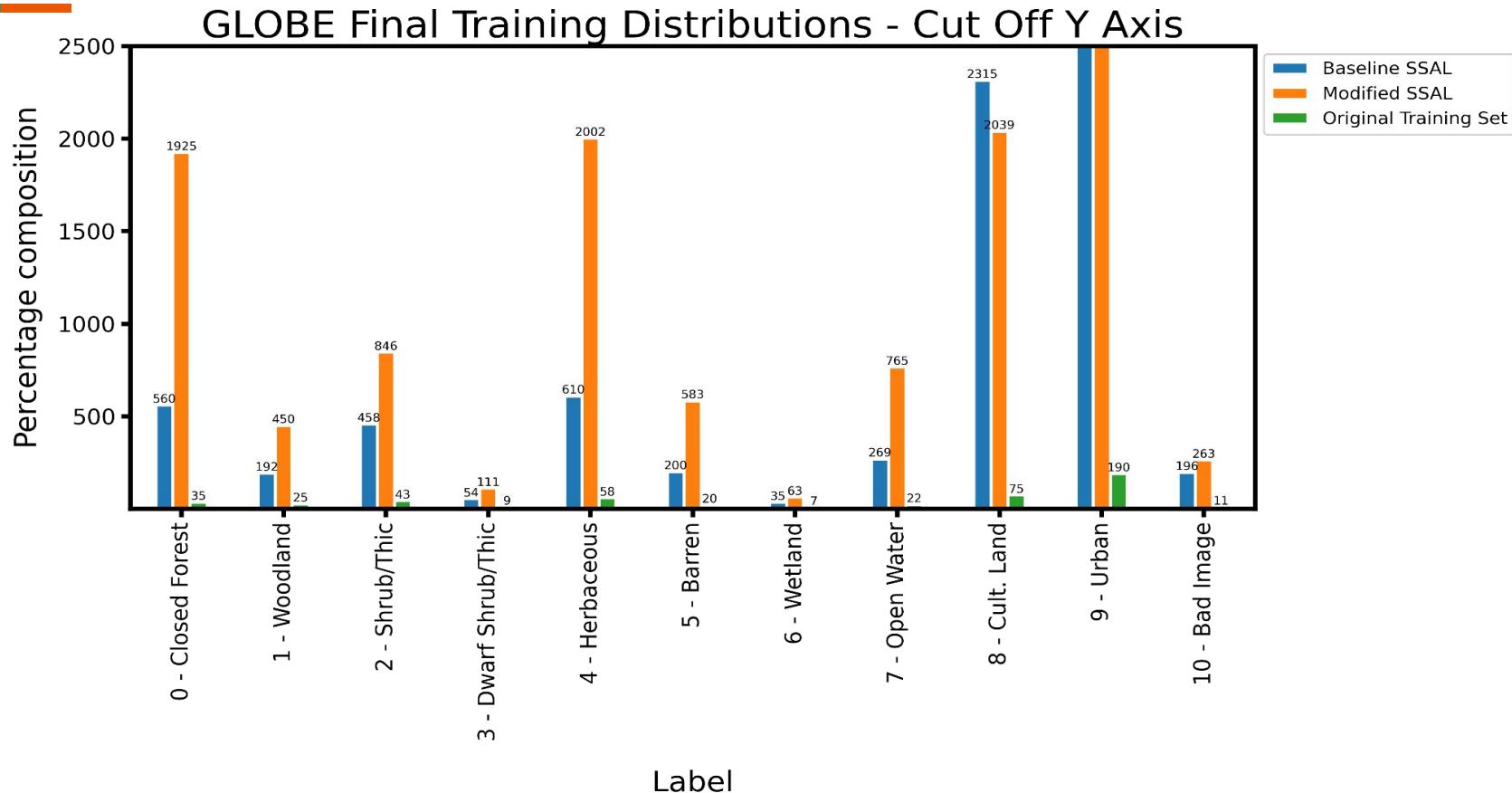
GLOBE SSAL Active Learning Results



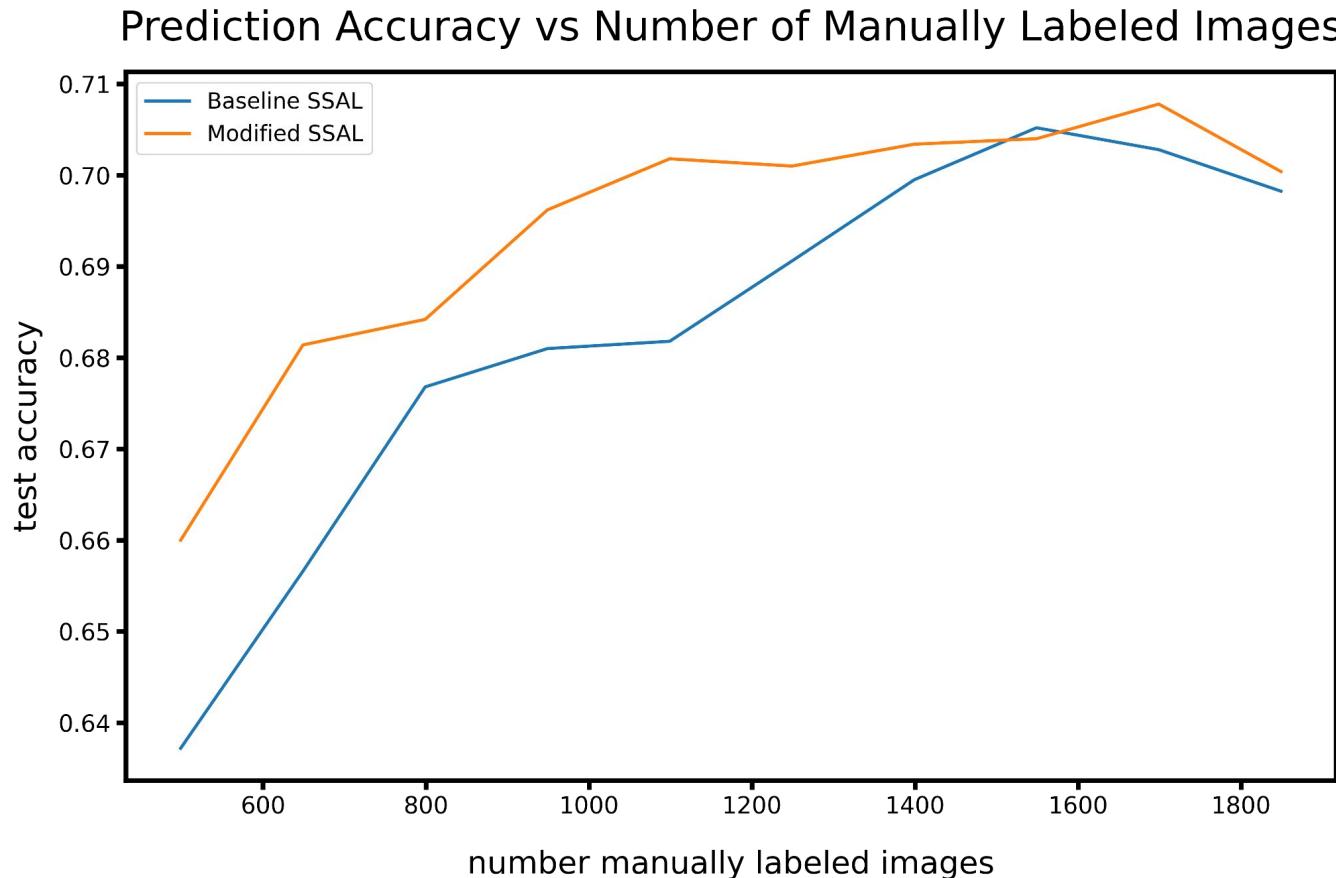
GLOBE SSAL Final Training Set Distribution



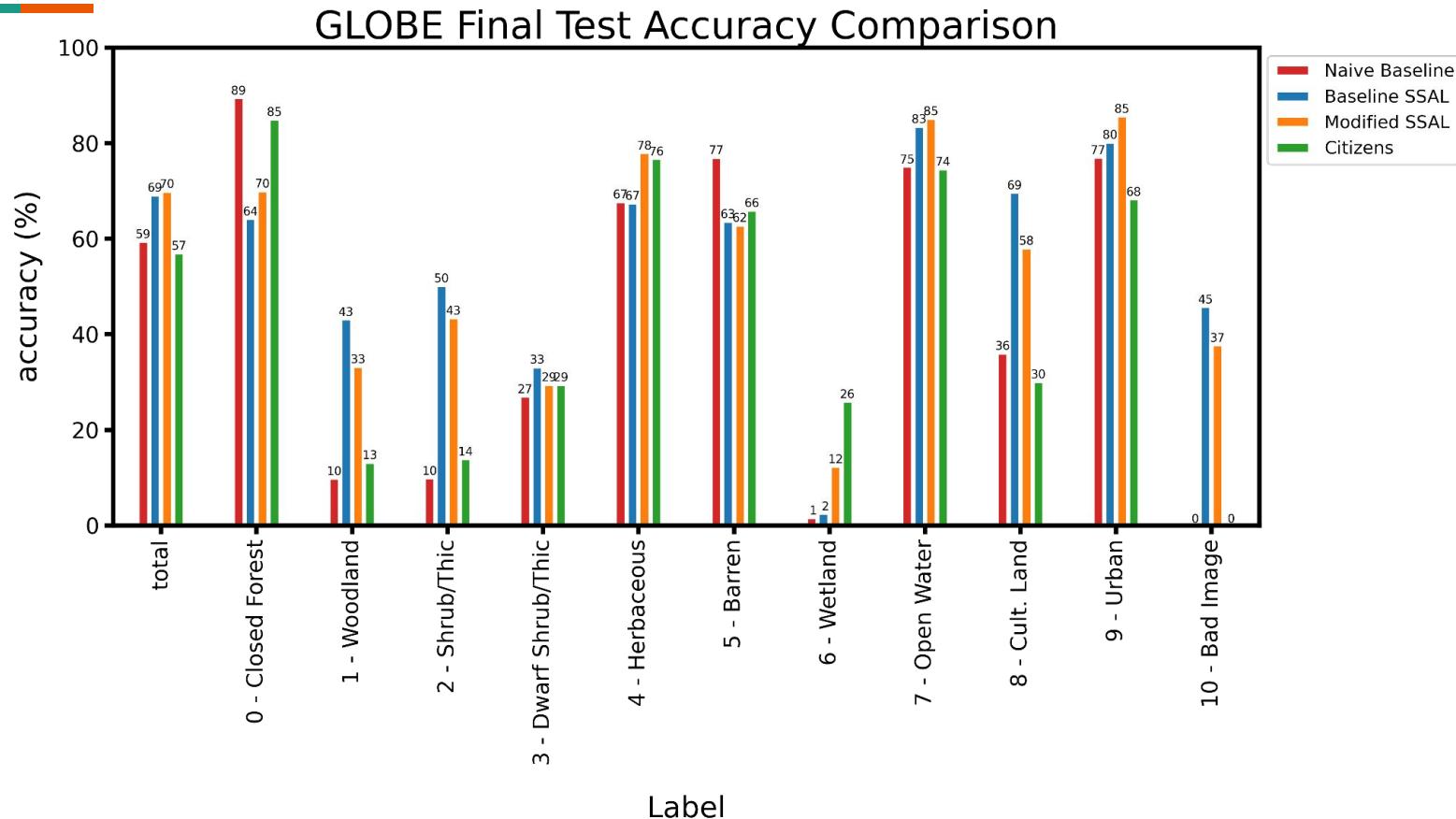
GLOBE SSAL Final Training Set Distribution



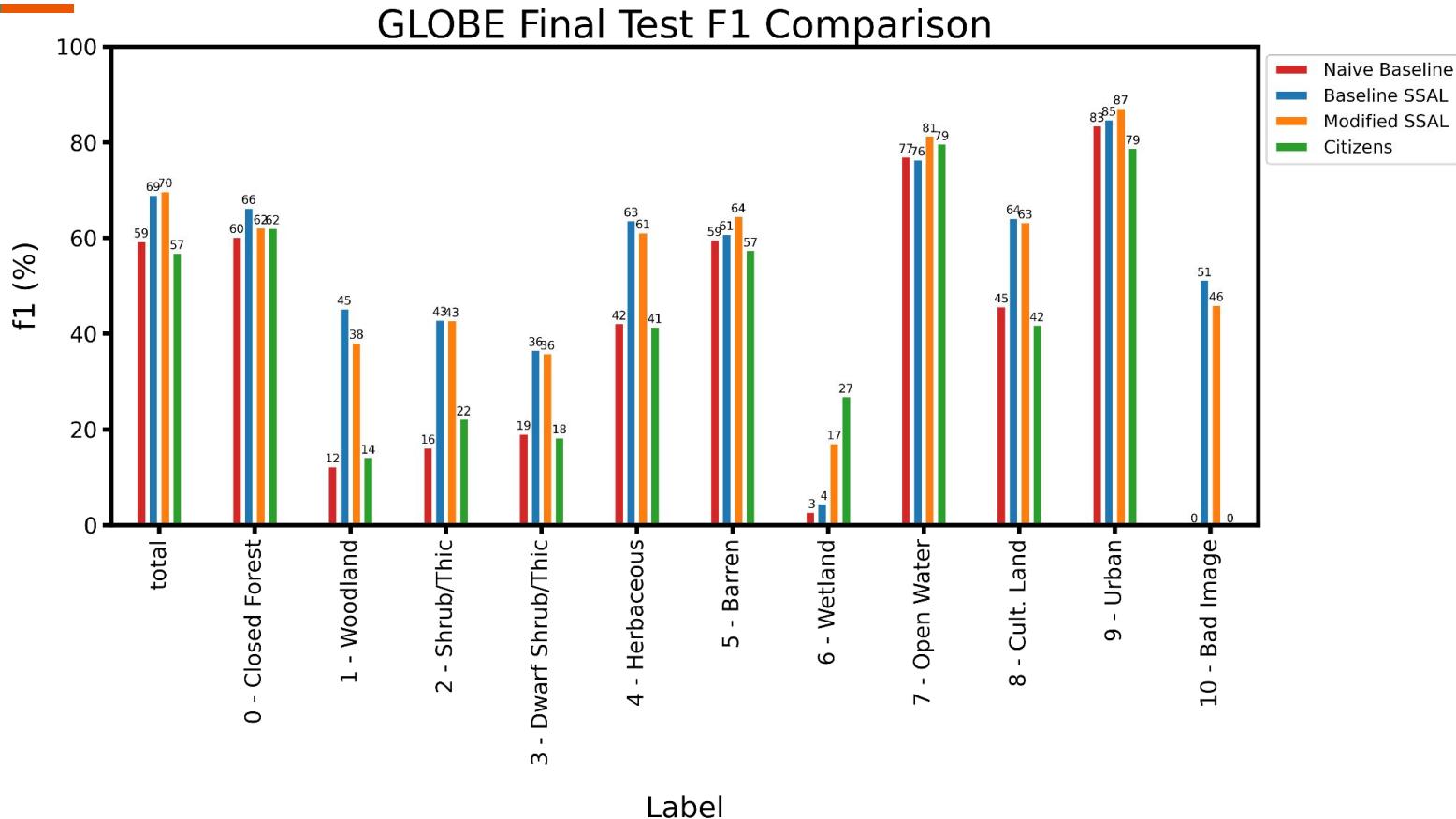
GLOBE SSAL Accuracy vs Number of Labeled Images



GLOBE SSAL Final Test Accuracies



GLOBE SSAL Final Test F1



GLOBE SSAL Confusion Matrices

True label

Baseline SSAL Confusion Matrix

| True label | 0 - Closed Forest | 1 - Woodland | 2 - Shrub/Thic | 3 - Dwarf Shrub/Thic | 4 - Herbaceous | 5 - Barren | 6 - Wetland | 7 - Open Water | 8 - Cult. Land | 9 - Urban | 10 - Bad Image |
|----------------------|-------------------|--------------|----------------|----------------------|----------------|------------|-------------|----------------|----------------|-----------|----------------|
| Predicted label | 0.64 | 0.09 | 0.17 | 0.00 | 0.01 | 0.02 | 0.00 | 0.01 | 0.03 | 0.03 | 0.00 |
| 0 - Closed Forest | 0.64 | 0.09 | 0.17 | 0.00 | 0.01 | 0.02 | 0.00 | 0.01 | 0.03 | 0.03 | 0.00 |
| 1 - Woodland | 0.27 | 0.43 | 0.14 | 0.00 | 0.01 | 0.03 | 0.00 | 0.01 | 0.06 | 0.03 | 0.01 |
| 2 - Shrub/Thic | 0.07 | 0.10 | 0.50 | 0.02 | 0.11 | 0.03 | 0.01 | 0.01 | 0.06 | 0.08 | 0.02 |
| 3 - Dwarf Shrub/Thic | 0.00 | 0.06 | 0.28 | 0.33 | 0.19 | 0.11 | 0.00 | 0.00 | 0.02 | 0.00 | 0.02 |
| 4 - Herbaceous | 0.01 | 0.02 | 0.09 | 0.01 | 0.68 | 0.02 | 0.00 | 0.00 | 0.12 | 0.04 | 0.01 |
| 5 - Barren | 0.02 | 0.04 | 0.06 | 0.03 | 0.06 | 0.64 | 0.00 | 0.06 | 0.07 | 0.04 | 0.01 |
| 6 - Wetland | 0.08 | 0.11 | 0.03 | 0.00 | 0.16 | 0.00 | 0.03 | 0.45 | 0.05 | 0.11 | 0.00 |
| 7 - Open Water | 0.00 | 0.02 | 0.01 | 0.00 | 0.01 | 0.03 | 0.00 | 0.84 | 0.01 | 0.06 | 0.02 |
| 8 - Cult. Land | 0.00 | 0.02 | 0.03 | 0.00 | 0.15 | 0.03 | 0.00 | 0.01 | 0.70 | 0.06 | 0.00 |
| 9 - Urban | 0.00 | 0.01 | 0.02 | 0.00 | 0.01 | 0.02 | 0.00 | 0.01 | 0.11 | 0.80 | 0.01 |
| 10 - Bad Image | 0.04 | 0.01 | 0.06 | 0.00 | 0.04 | 0.03 | 0.00 | 0.01 | 0.12 | 0.23 | 0.46 |

accuracy=0.6932; misclass=0.3068

Modified SSAL Confusion Matrix

| True label | 0 - Closed Forest | 1 - Woodland | 2 - Shrub/Thic | 3 - Dwarf Shrub/Thic | 4 - Herbaceous | 5 - Barren | 6 - Wetland | 7 - Open Water | 8 - Cult. Land | 9 - Urban | 10 - Bad Image |
|----------------------|-------------------|--------------|----------------|----------------------|----------------|------------|-------------|----------------|----------------|-----------|----------------|
| Predicted label | 0.70 | 0.11 | 0.10 | 0.00 | 0.01 | 0.02 | 0.00 | 0.00 | 0.01 | 0.03 | 0.00 |
| 0 - Closed Forest | 0.70 | 0.11 | 0.10 | 0.00 | 0.01 | 0.02 | 0.00 | 0.00 | 0.01 | 0.03 | 0.00 |
| 1 - Woodland | 0.38 | 0.33 | 0.09 | 0.00 | 0.08 | 0.02 | 0.01 | 0.00 | 0.04 | 0.05 | 0.01 |
| 2 - Shrub/Thic | 0.22 | 0.03 | 0.44 | 0.02 | 0.16 | 0.03 | 0.00 | 0.00 | 0.03 | 0.07 | 0.01 |
| 3 - Dwarf Shrub/Thic | 0.00 | 0.00 | 0.20 | 0.30 | 0.37 | 0.11 | 0.00 | 0.00 | 0.00 | 0.02 | 0.00 |
| 4 - Herbaceous | 0.02 | 0.01 | 0.07 | 0.00 | 0.78 | 0.02 | 0.00 | 0.00 | 0.06 | 0.04 | 0.00 |
| 5 - Barren | 0.00 | 0.05 | 0.04 | 0.02 | 0.07 | 0.63 | 0.00 | 0.05 | 0.05 | 0.07 | 0.02 |
| 6 - Wetland | 0.14 | 0.03 | 0.06 | 0.00 | 0.14 | 0.03 | 0.11 | 0.34 | 0.09 | 0.06 | 0.00 |
| 7 - Open Water | 0.02 | 0.02 | 0.01 | 0.00 | 0.00 | 0.04 | 0.01 | 0.85 | 0.00 | 0.03 | 0.01 |
| 8 - Cult. Land | 0.01 | 0.01 | 0.02 | 0.00 | 0.26 | 0.01 | 0.00 | 0.00 | 0.58 | 0.10 | 0.00 |
| 9 - Urban | 0.01 | 0.01 | 0.02 | 0.00 | 0.02 | 0.01 | 0.00 | 0.01 | 0.06 | 0.86 | 0.01 |
| 10 - Bad Image | 0.11 | 0.00 | 0.03 | 0.01 | 0.11 | 0.02 | 0.00 | 0.02 | 0.06 | 0.27 | 0.38 |

accuracy=0.7010; misclass=0.2990

GLOBE Conclusion

- SSAL outperforms Naive Baseline
- The Baseline and Modified SSAL strategies have same final performance with Modified SSAL getting there faster.
- Weighted entropy was able to find more rare-class instances during active learning, but no improvement in accuracy.
- Enhancing predictions with citizen labels nearly doubled pseudolabel production
- Overall, were able to train a model which outperforms citizens, but not ideal.

| | Test Accuracy (%) | Test Accuracy @ 1000 Human Labels (%) | Top2 Test Accuracy (%) |
|--------------------|-------------------|---------------------------------------|------------------------|
| Naive Baseline | 59 | N/A | 63 |
| Baseline SSAL | 69 | 68 | 85 |
| Modified SSAL | 70 | 70 | 84 |
| Citizen Scientists | 57 | N/A | 57 |

Intel Image Scene Dataset



- Contains 6 classes, each with ~3,000 images.
- Covers a similar domain as GLOBE
- Known to be clean, reliable, balanced
- Ran experiments with similar, simulated conditions as GLOBE dataset
- Comes pre-labeled, so less work for me



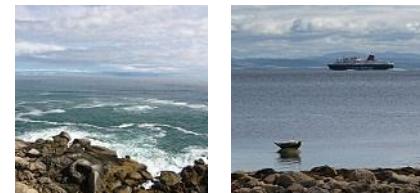
0 - Buildings



3 - Mountain



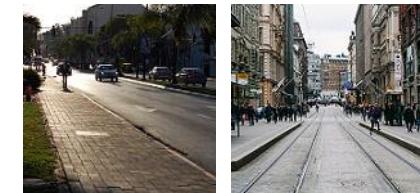
1 - Forest



4 - Sea



2 - Glacier



5 - Street

Intel Image Scene Dataset Experiments

- Ran four experiments with varying degrees of imbalance and noise, starting with no noise and no imbalance.
- Inject noise by switching a percentage of class's labels to random value
- Inject imbalance by making a portion of class's images unavailable.
- Ran Naive Baseline, Baseline SSAL, Modified SSAL trials.
- Also ran trials with noise-robust loss functions, MAE and Truncated-CCE loss [4]

Experiment 1 - No noise, No imbalance

Noise - [0,0,0,0,0]

Imbalance - [1,1,1,1,1]

Experiment 2 - Low noise, imbalance

Noise - [0.25, 0.35, 0.30, 0.20, 0.25, 0.35]

Imbalance - [1, 0.8, 0.7, 0.6, 0.4, 0.2]

Experiment 3 - Modest noise, imbalance

Noise - [0.45, 0.55, 0.40, 0.50, 0.35, 0.55]

Imbalance - [1, 0.6, 0.4, 0.35, 0.2, 0.1]

Experiment 4 - Extreme noise, imbalance

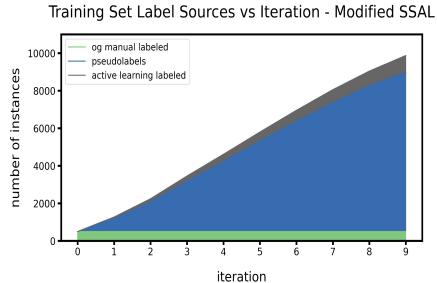
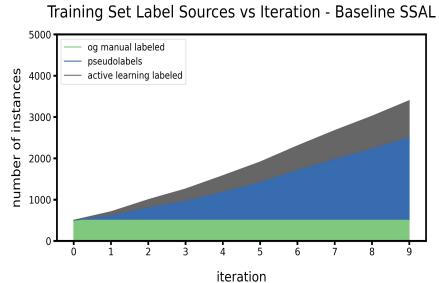
Noise - [0.45, 0.55, 0.50, 0.70, 0.45, 0.65]

Imbalance - [1.0, 0.6, 0.30, 0.15, 0.1, 0.05]

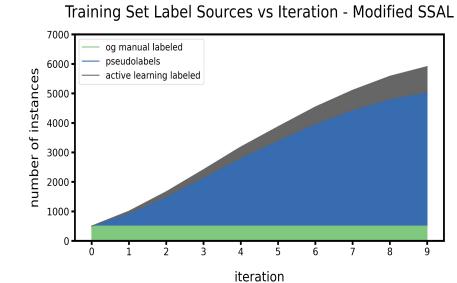
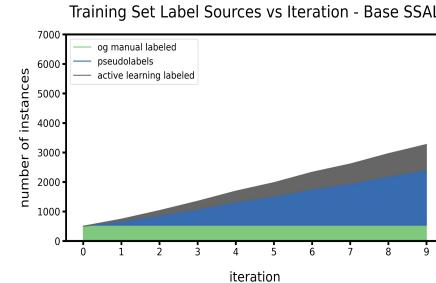
Intel Experiment's Pseudolabeling Results



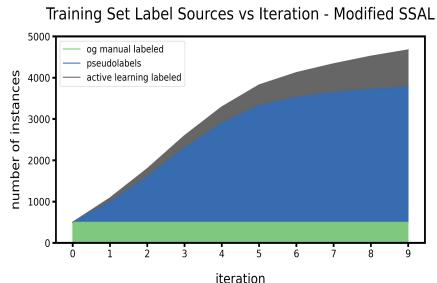
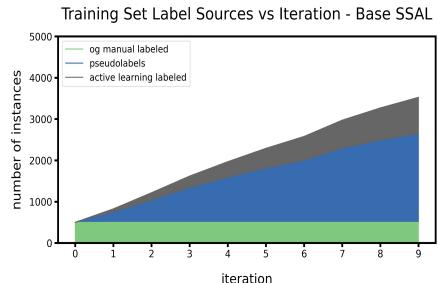
Experiment 1



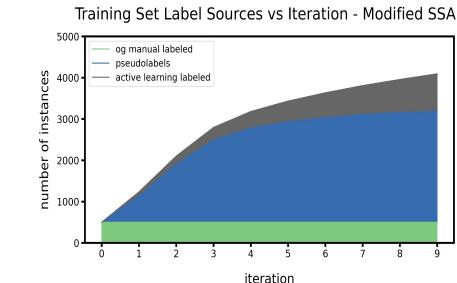
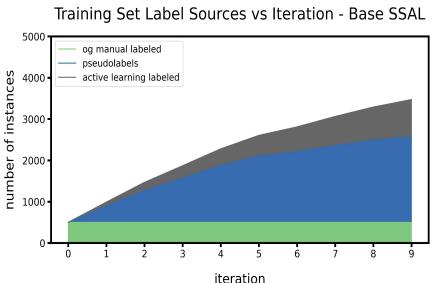
Experiment 2



Experiment 3



Experiment 4

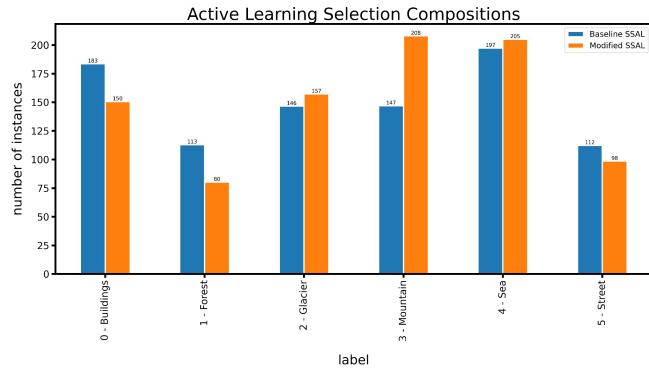


pseudolabels/iteration - 213

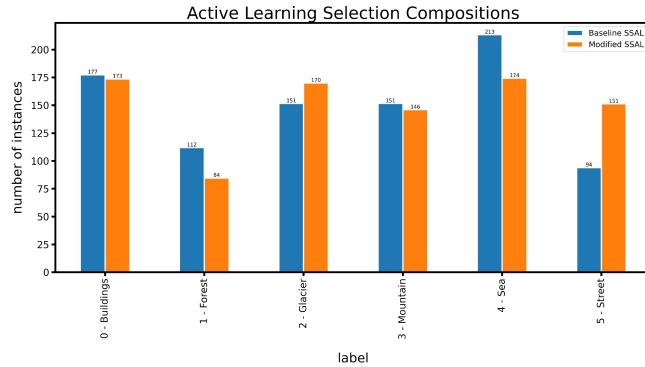
Intel Experiment's Active Learning Results



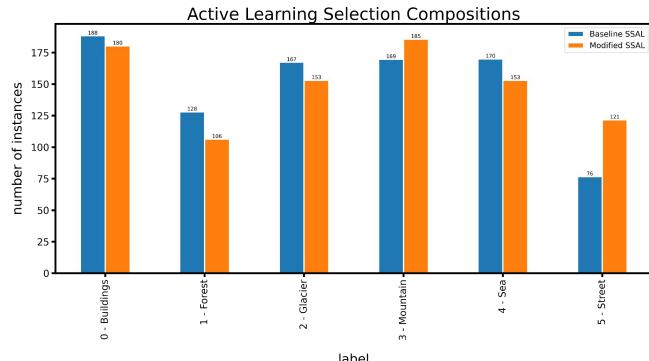
Experiment 1



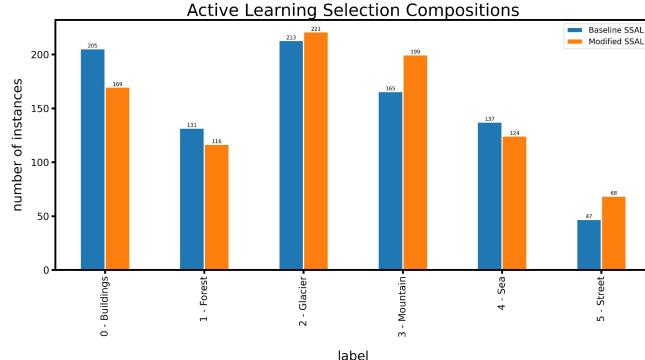
Experiment 2



Experiment 3



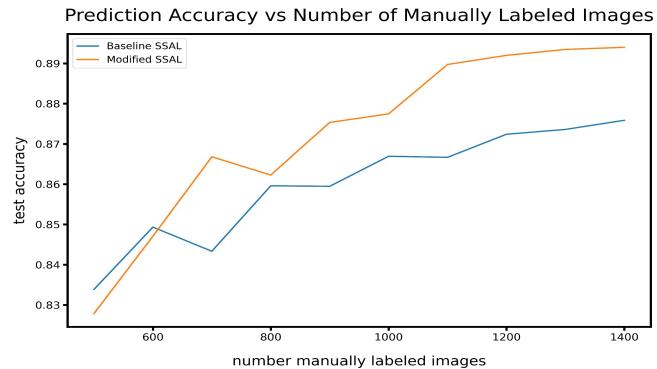
Experiment 4



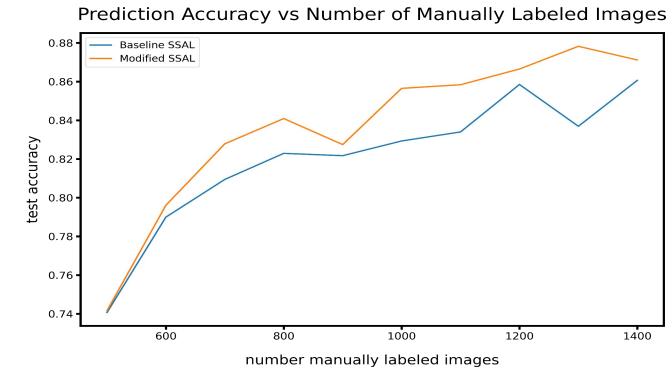
Intel SSAL Accuracy vs Num Labeled Images



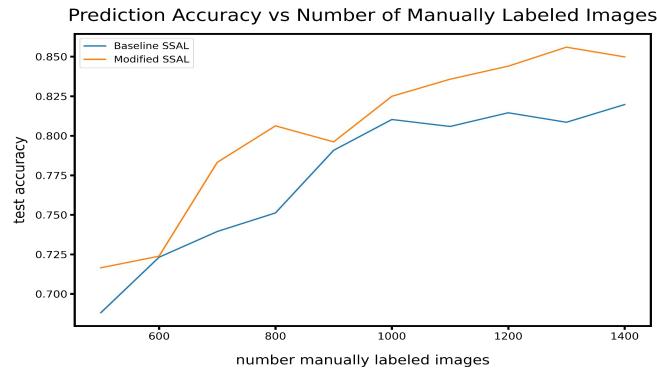
Experiment 1



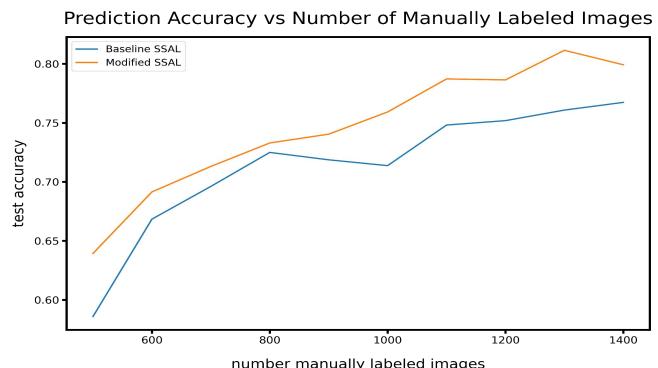
Experiment 2



Experiment 3



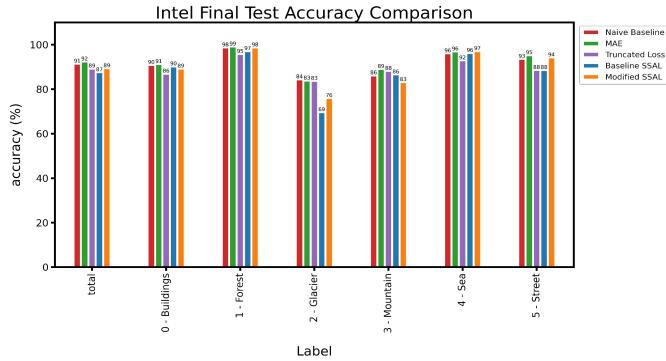
Experiment 4



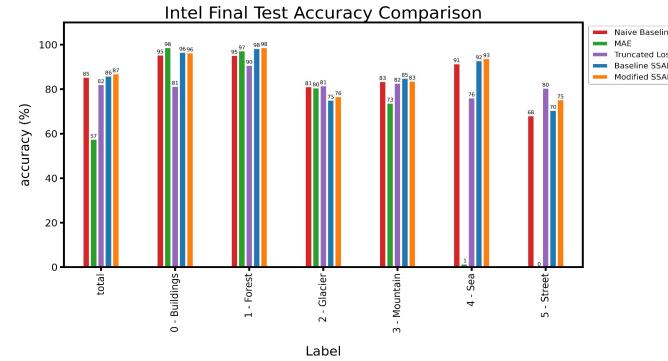
Intel SSAL Accuracy vs Num Labeled Images



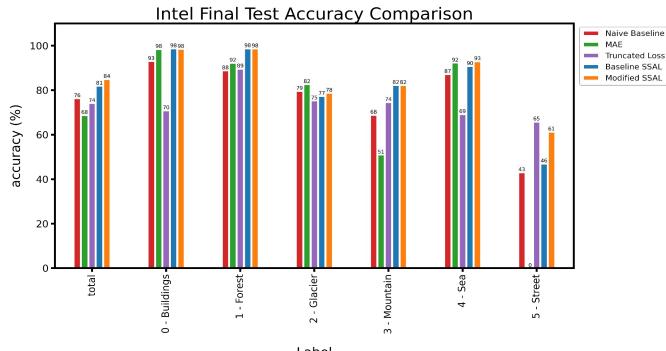
Experiment 1



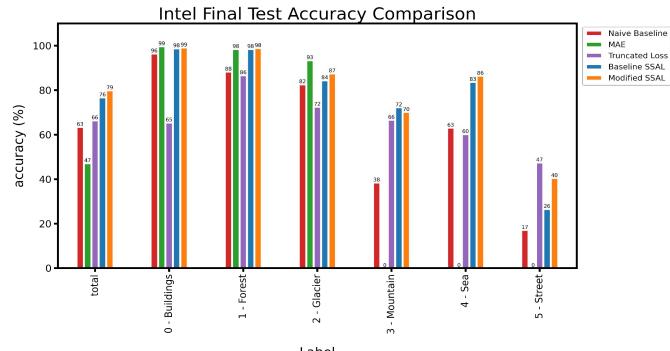
Experiment 2



Experiment 3



Experiment 4



Intel Conclusion

- With more noise and imbalance, SSAL comparative performance improves
- Modified SSAL slightly outperforms Baseline SSAL with more noise and imbalance
- Weighted entropy was able to find slightly more instances of rare classes in general
- Relative increase in pseudolabel production decreases with more noise
- Modified SSAL very slightly outperformed Baseline SSAL in rare classes

| | Experiment 1 Accuracy | Experiment 2 Accuracy | Experiment 3 Accuracy | Experiment 4 Accuracy |
|----------------|--------------------------|--------------------------|--------------------------|--------------------------|
| Naive Baseline | 91 | 85 | 76 | 63 |
| MAE | 92 | 57 | 68 | 47 |
| Truncated Loss | 89 | 82 | 74 | 66 |
| Baseline SSAL | 87 | 86 | 81 | 76 |
| Modified SSAL | 89 | 87 | 84 | 79 |

Future Work

- More related work experiments.
- Hackathon in early 2022.
- Derive MUC code from all N/E/S/W images, rather than a single one.
- Prediction of composition of classes in image. Semantic Segmentation?
- Address poor images
- Role of model to NASA

Hackathon interface, by Preeti Maurya

The screenshot shows a web-based application interface. At the top left is the New Mexico State University logo. The top right has a pink header bar with the text "Hackathon interface, by Preeti Maurya". Below the header, the main content area has a light blue background. On the left is a sidebar with a pink header labeled "Profile" and a list of options: Home, Photos, Labels Review, About, and Log out. In the center, there's a message: "Welcome Aggies!! LAS CRUCES" and "Thanks for finishing the quiz!! Please start labelling the below images." Below the message are two images: a paved path through a forest and a snowy forest scene. To the right of the images is a "Save" button. Further right is a large list of land cover categories with radio buttons:

- Closed Forest
- Woodland
- Shrubland/Thicket
- Dwarf Shrubland/Thicket
- Herbaceous Vegetation
- Bareland
- Wetland
- Open Water
- Cultivated land
- Urban

Below this list are two identical sets of categories, likely for a second pass or a different view. The bottom right corner of the interface has a "SAVE" button.

Semantic segmentation for land cover [3]



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