

# Self-supervised learning in computer vision

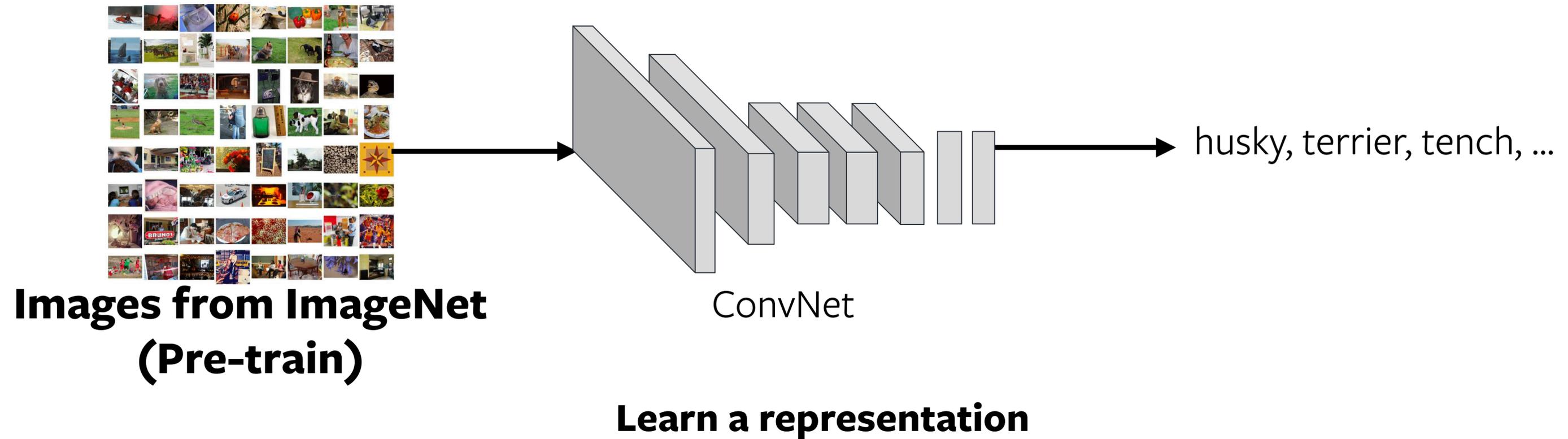
Ishan Misra

Facebook AI Research

With slides from Andrew Zisserman, Carl Doersch

# Success story of supervision: Pre-training

- Features from networks pre-trained on ImageNet can be used for a variety of different downstream tasks



# Success story of supervision: Recipe for good solutions

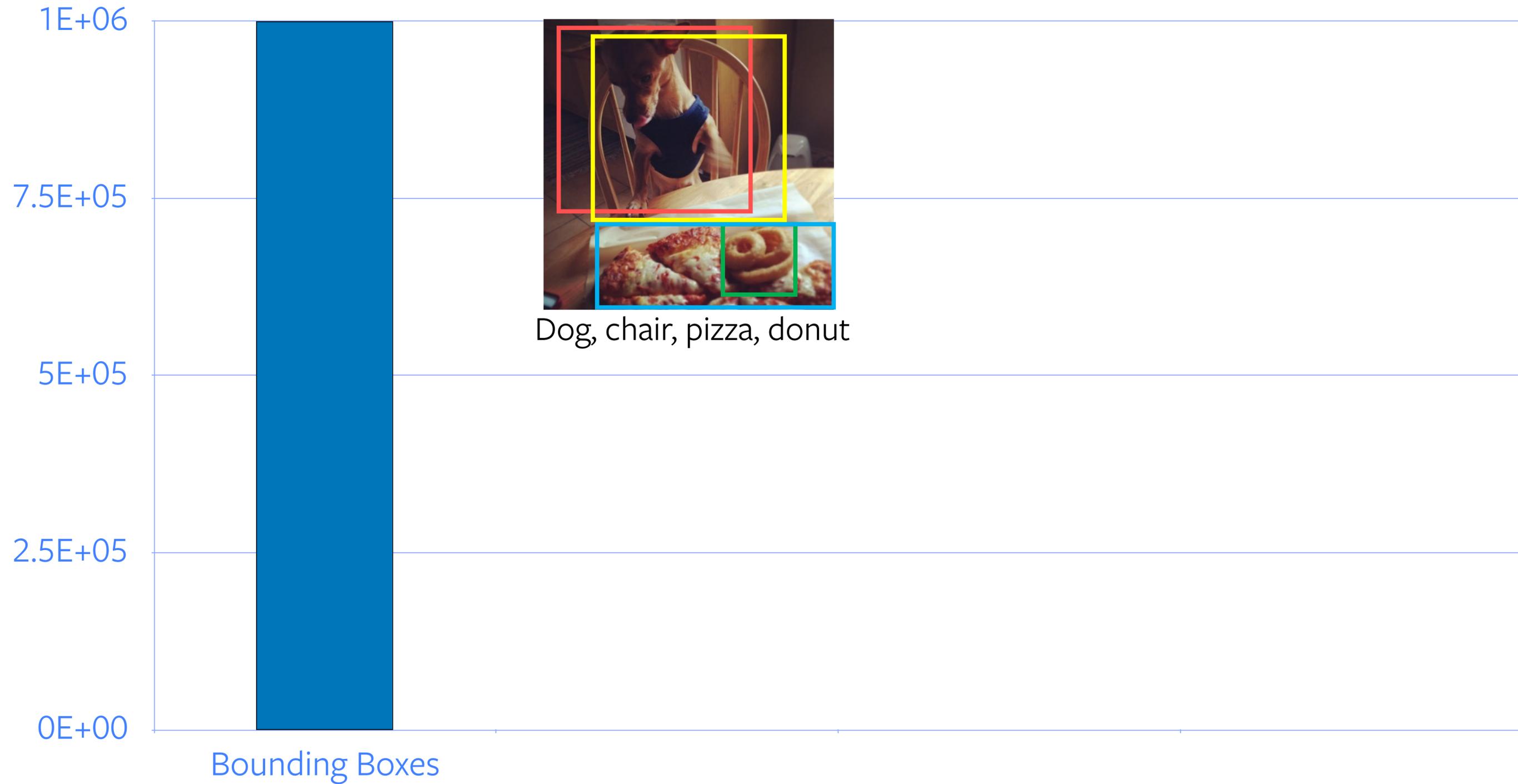
- Pre-train on a large supervised dataset.
- Collect a dataset of “supervised” images
- Train a ConvNet

# The promise of "alternative" supervision

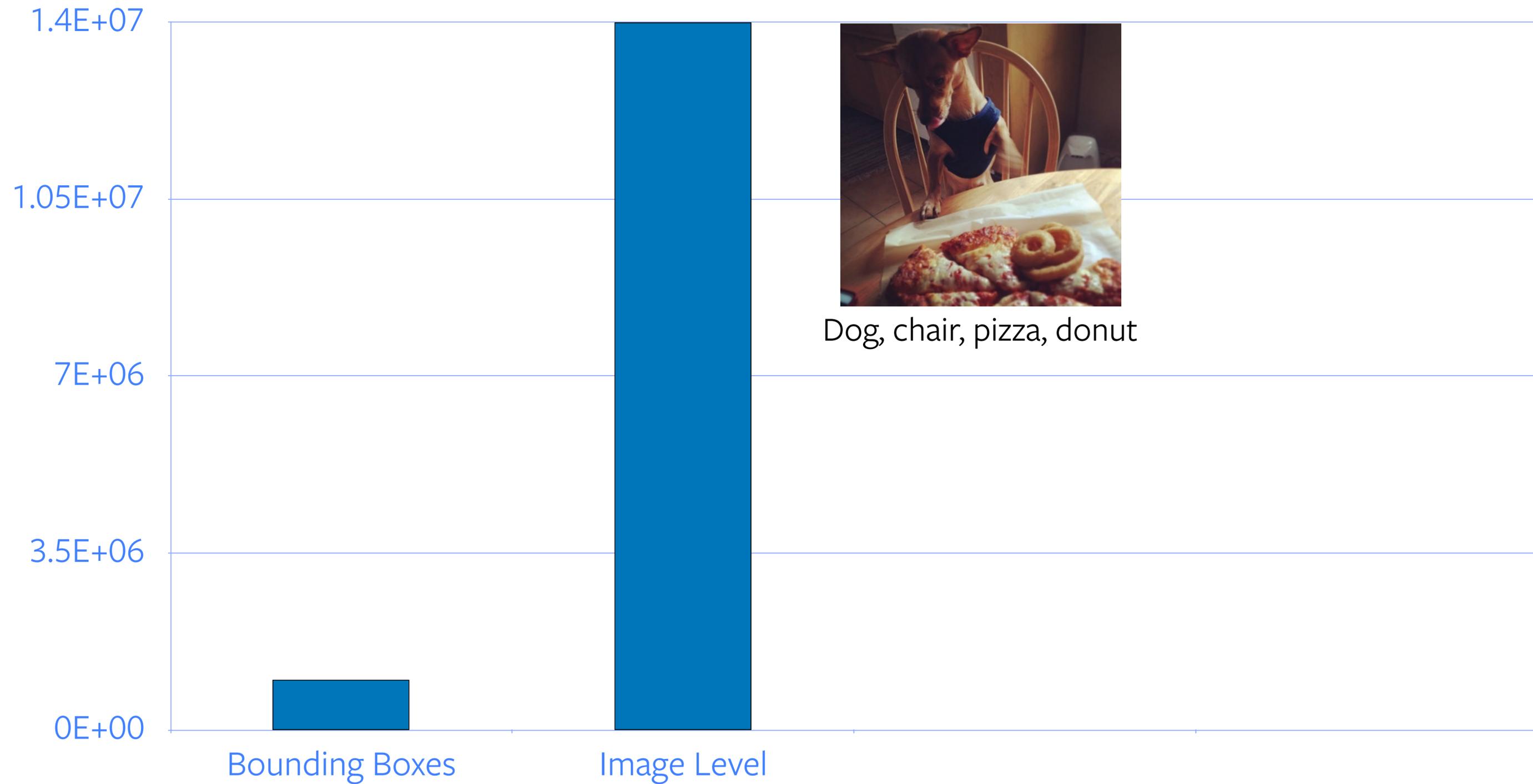
- Getting "real" labels is difficult and expensive
  - ImageNet with 14M images took 22 human years.
- Obtain labels using a "semi-automatic" process
  - Hashtags
  - GPS locations
  - Using the data itself: "self"-supervised

Can we get labels for all data?

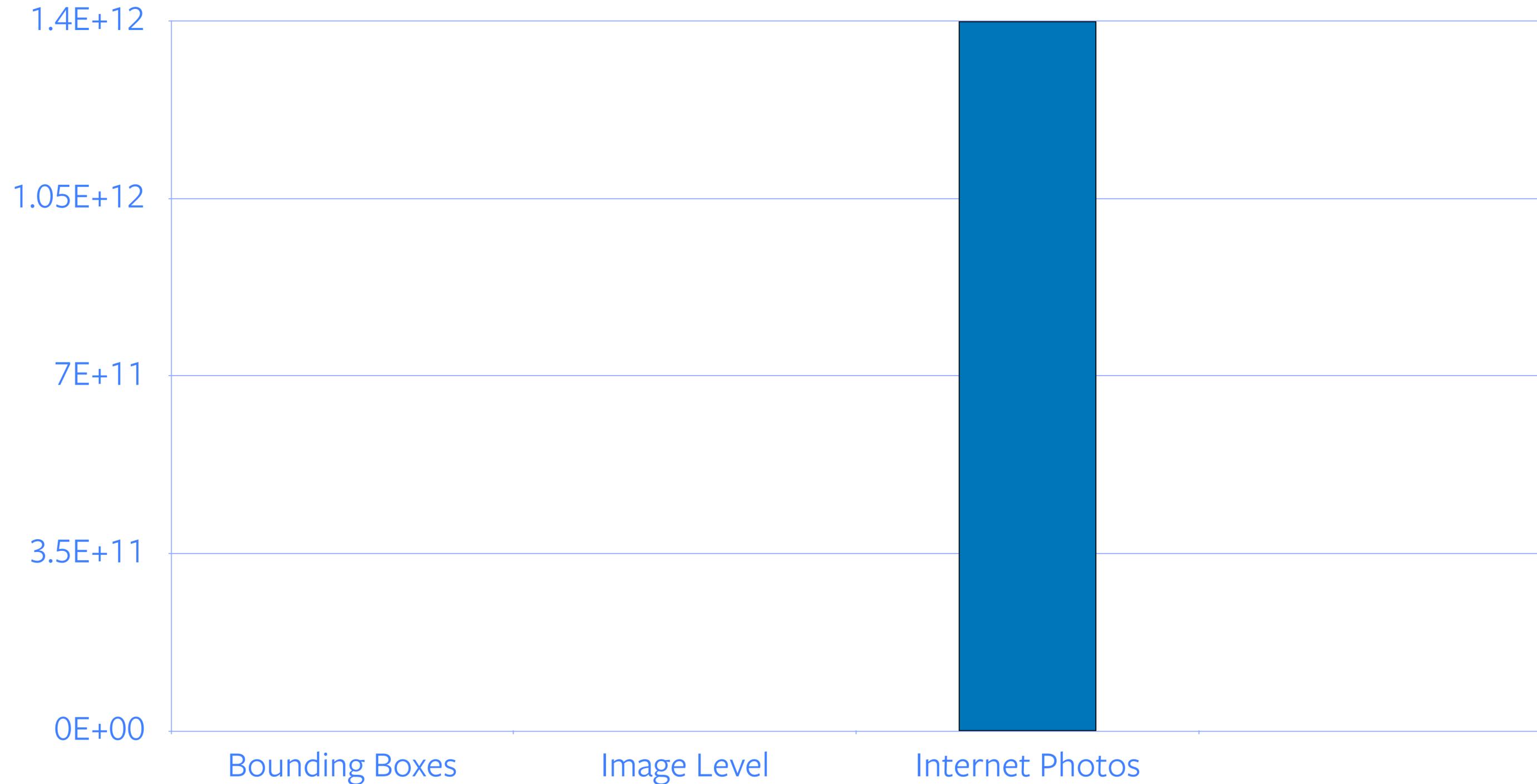
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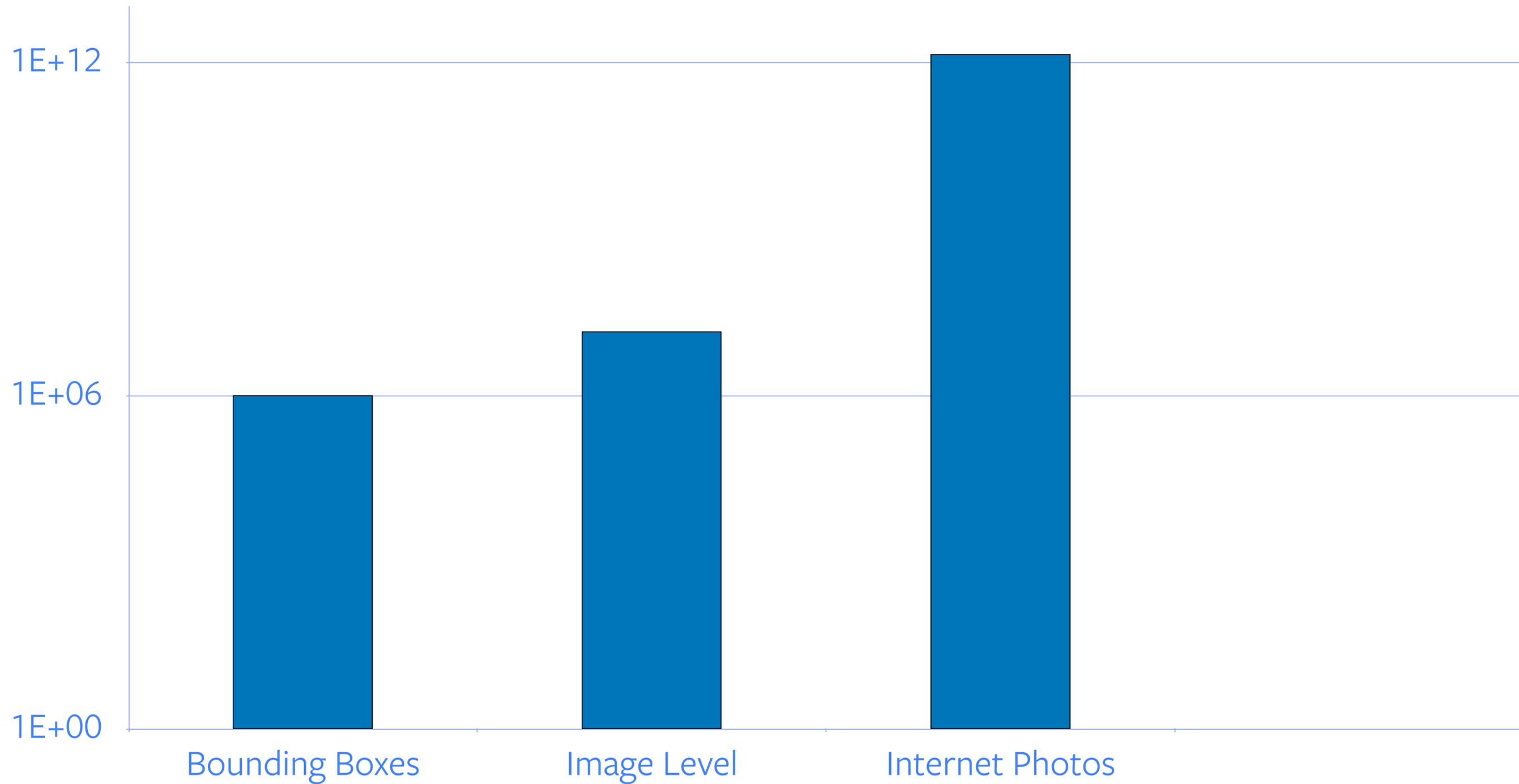
# Can we get labels for all data?



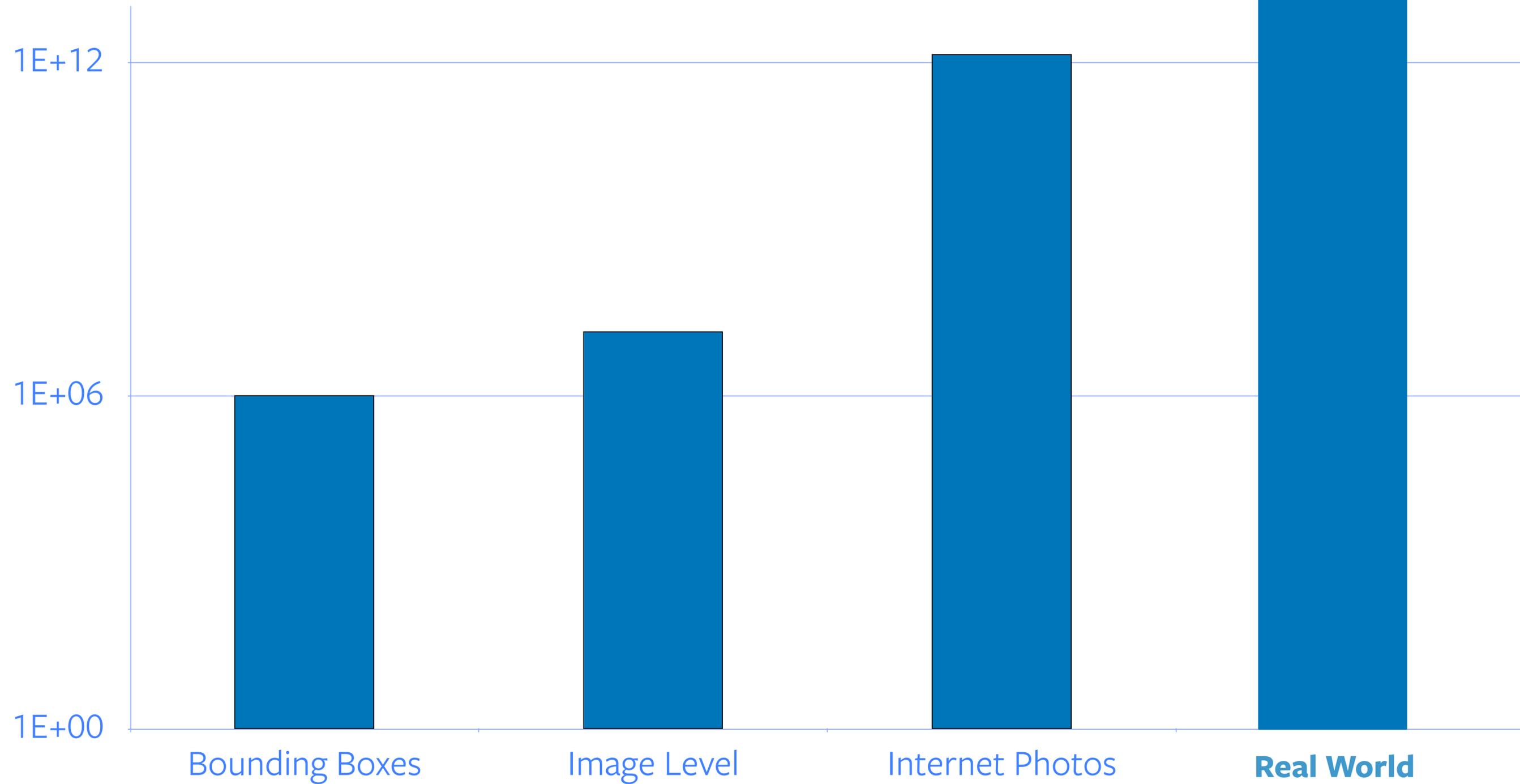
[forbes.com](https://www.forbes.com/sites/bernardmarr/2018/05/21/how-much-data-do-we-create-every-day-the-mind-blowing-stats-everyone-should-read/)

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# Can we get labels for all data?



# Can we get labels for all data?



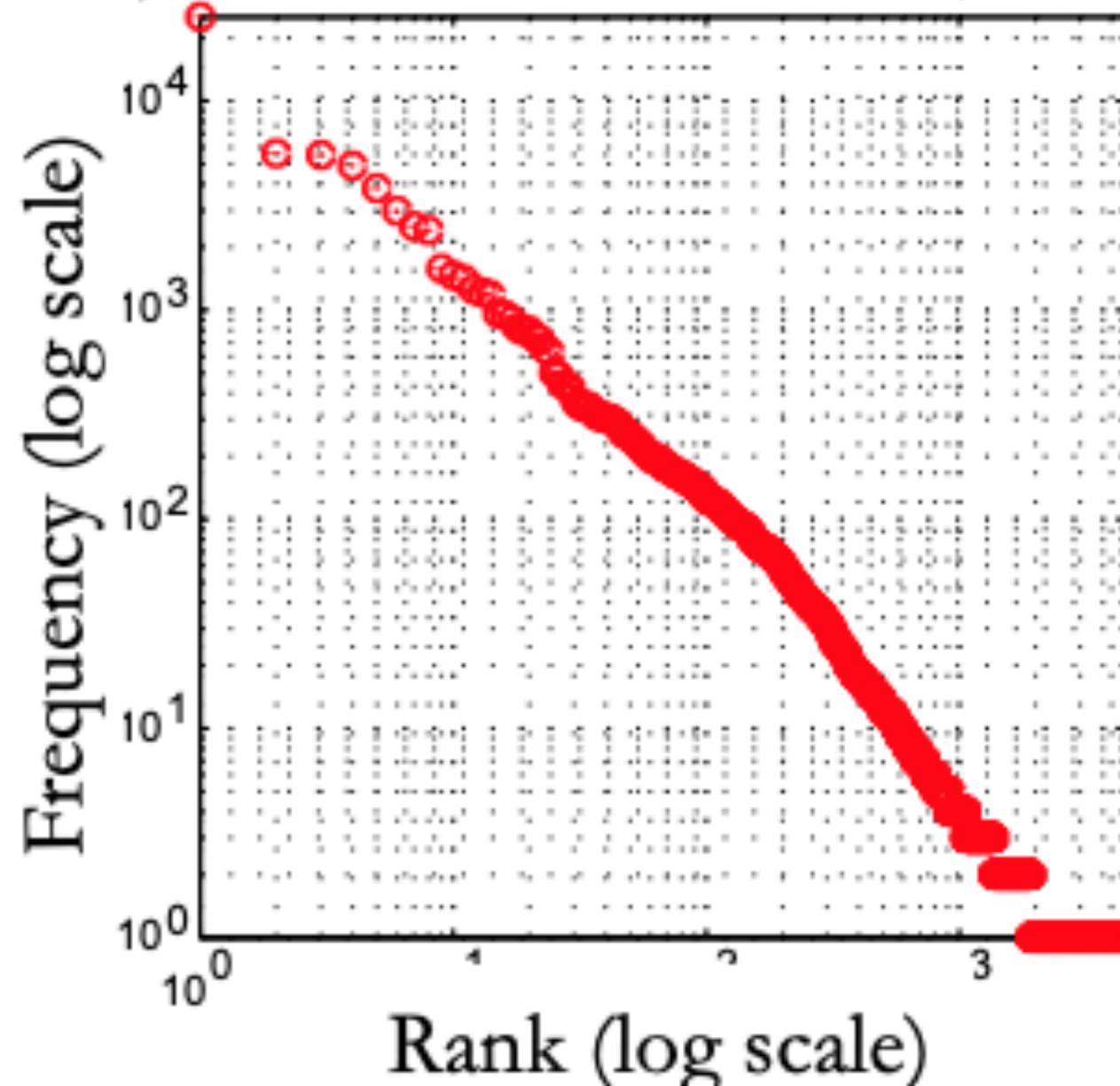
**ImageNet (14 million images) needed 22 human years to label**

# Can we get labels for all data?

- What about complex concepts?
  - Video?
- Labelling cannot scale to the size of the data we generate

# Rare concepts?

Objects in Vision Dataset (LabelMe)



**10% of the classes account for 93% of the data**

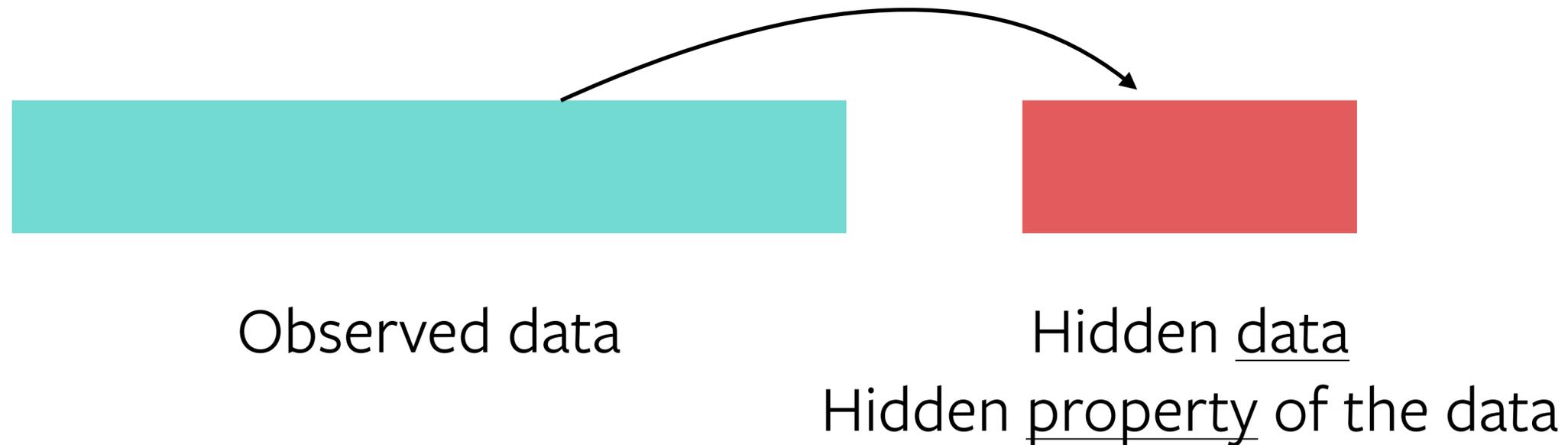
# Different Domains?



**ImageNet pre-training may not work**

# What is "self" supervision?

- Obtain "labels" from the data itself by using a "semi-automatic" process
- Predict part of the data from other parts

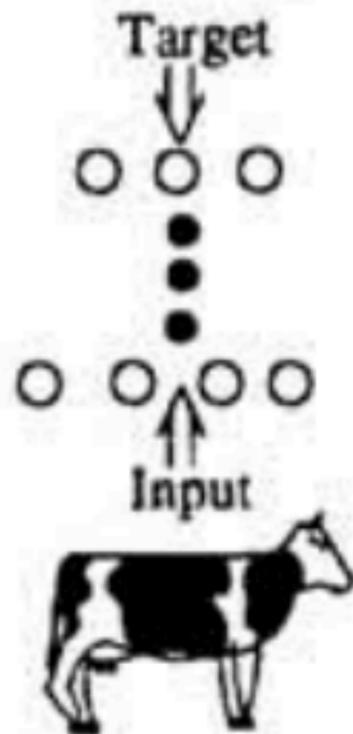


# What is "self" supervision?

## Supervised

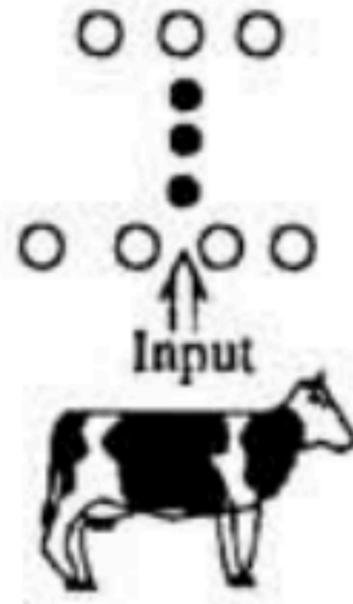
- implausible label

"COW"



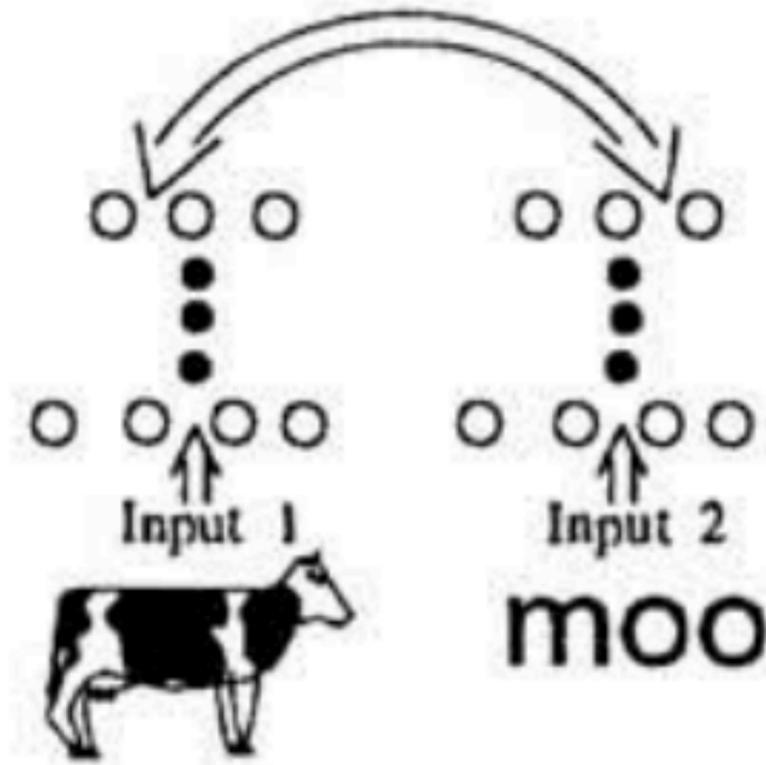
## Unsupervised

- limited power



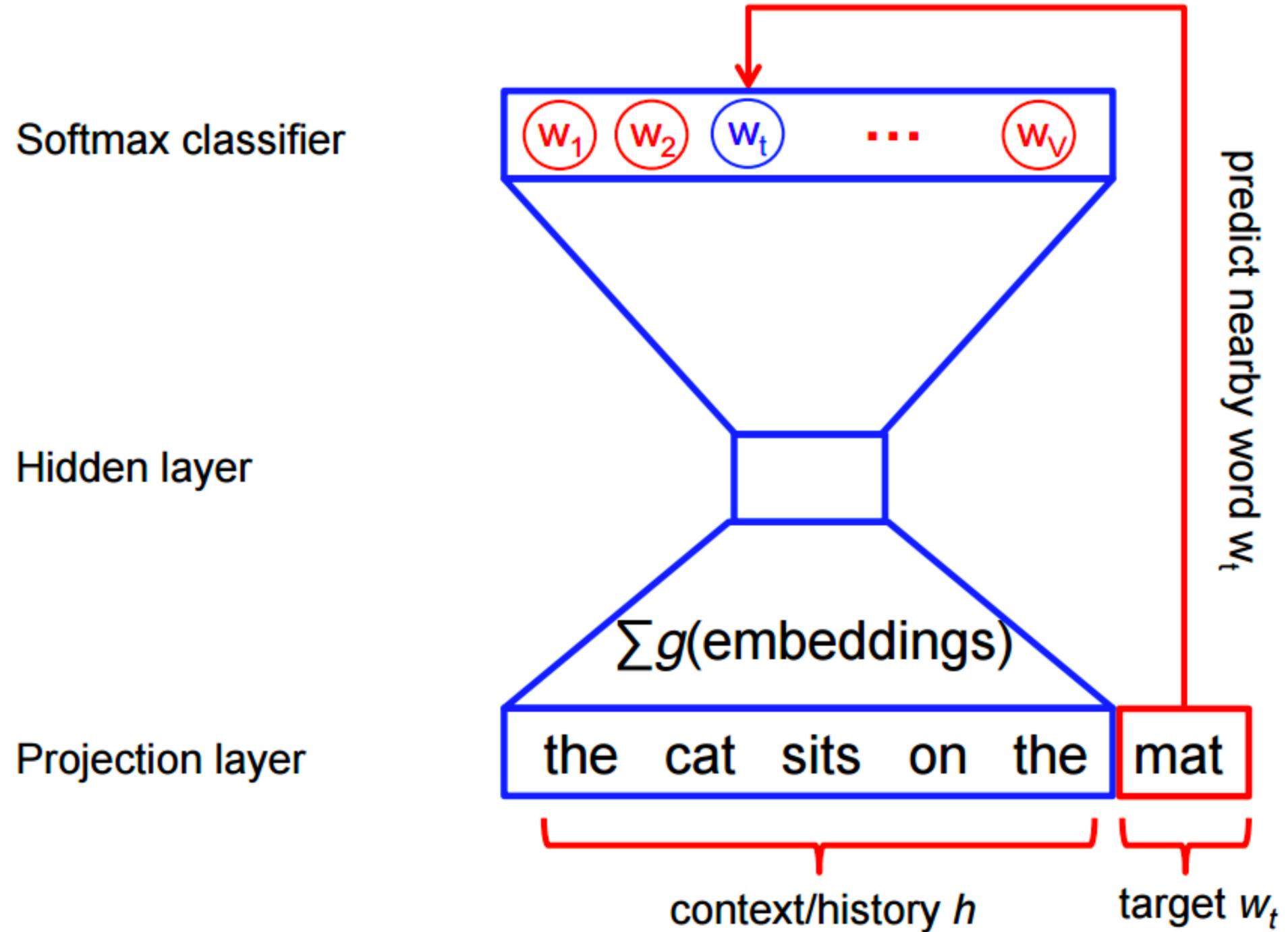
## Self-Supervised

- derives label from a co-occurring input to another modality



# Word2vec

- Fill in the blanks



# Success of self-supervised learning in NLP

- Fill in the blanks is a powerful signal to learn representations
- Sentence/Word representations: BERT - Devlin et al., 2018

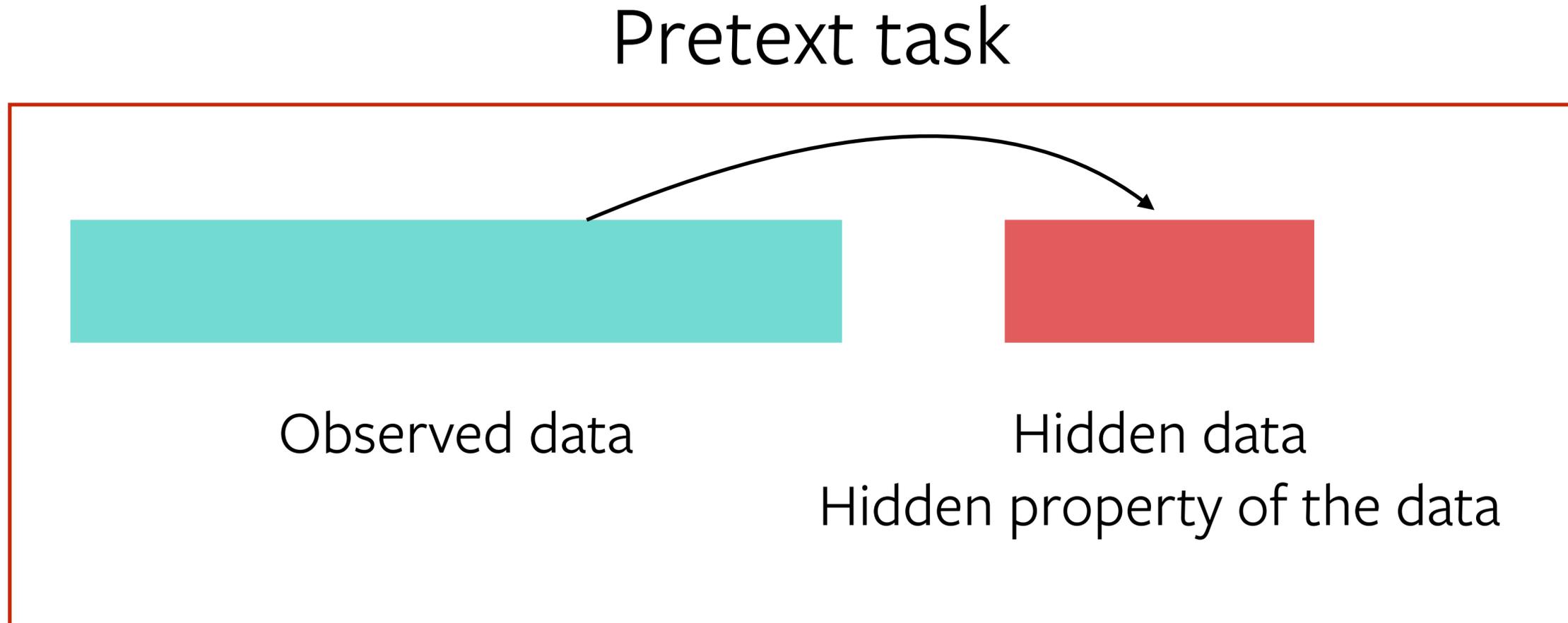
# Why self supervision?

- Helps us learn using observations and interactions
- Does not require exhaustive annotation of concepts
- Leverage multiple modalities or structure in the domain

In the context of  
Computer Vision

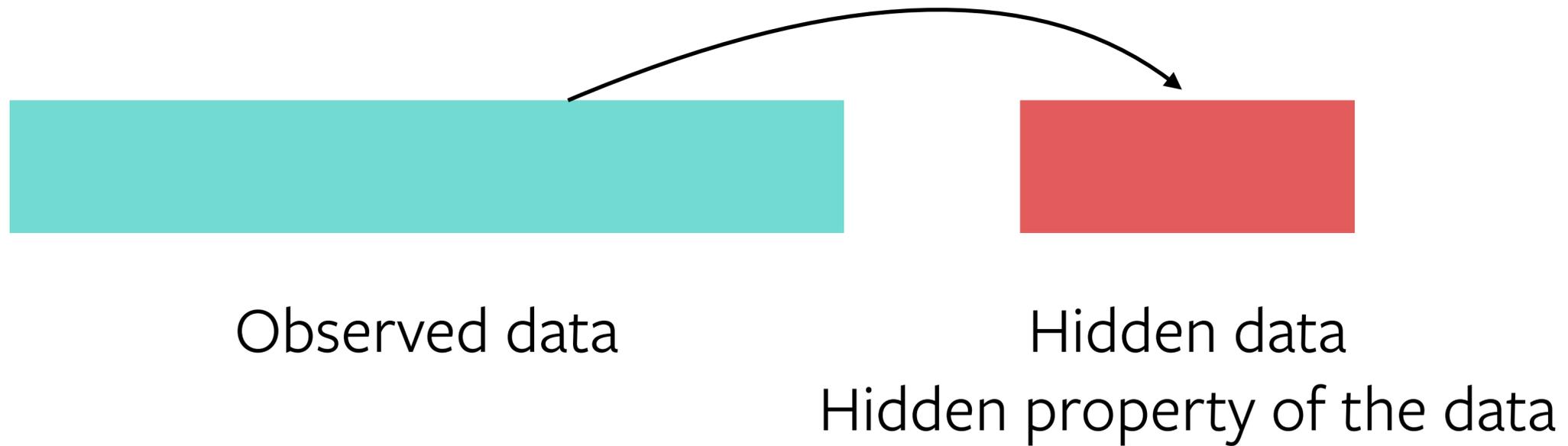
# Pretext task

- Self-supervised task used for learning representations
- Often, not the “real” task (like image classification) we care about



# Pretext task

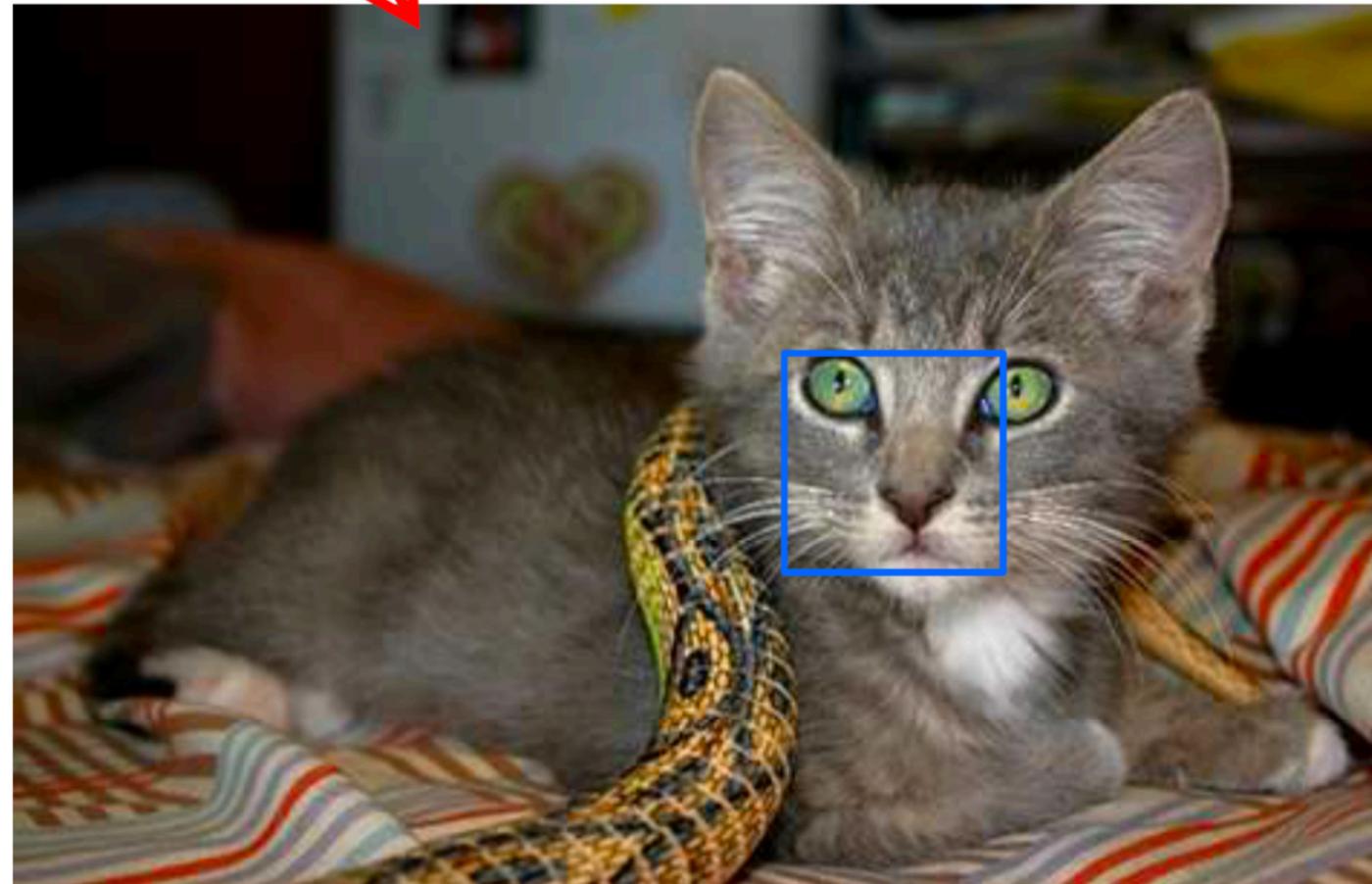
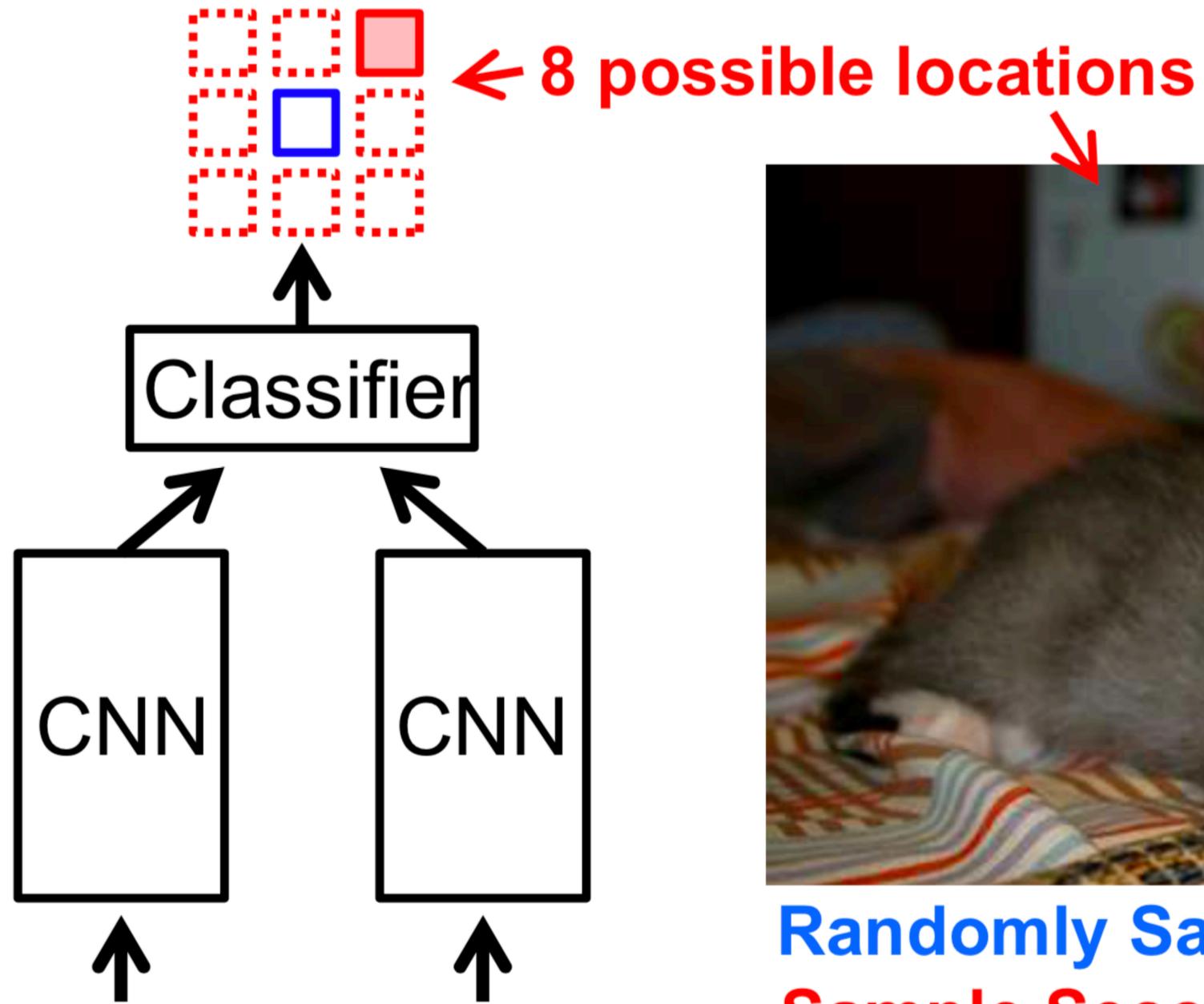
- Using images
- Using video
- Using video and sound



# Pretext task

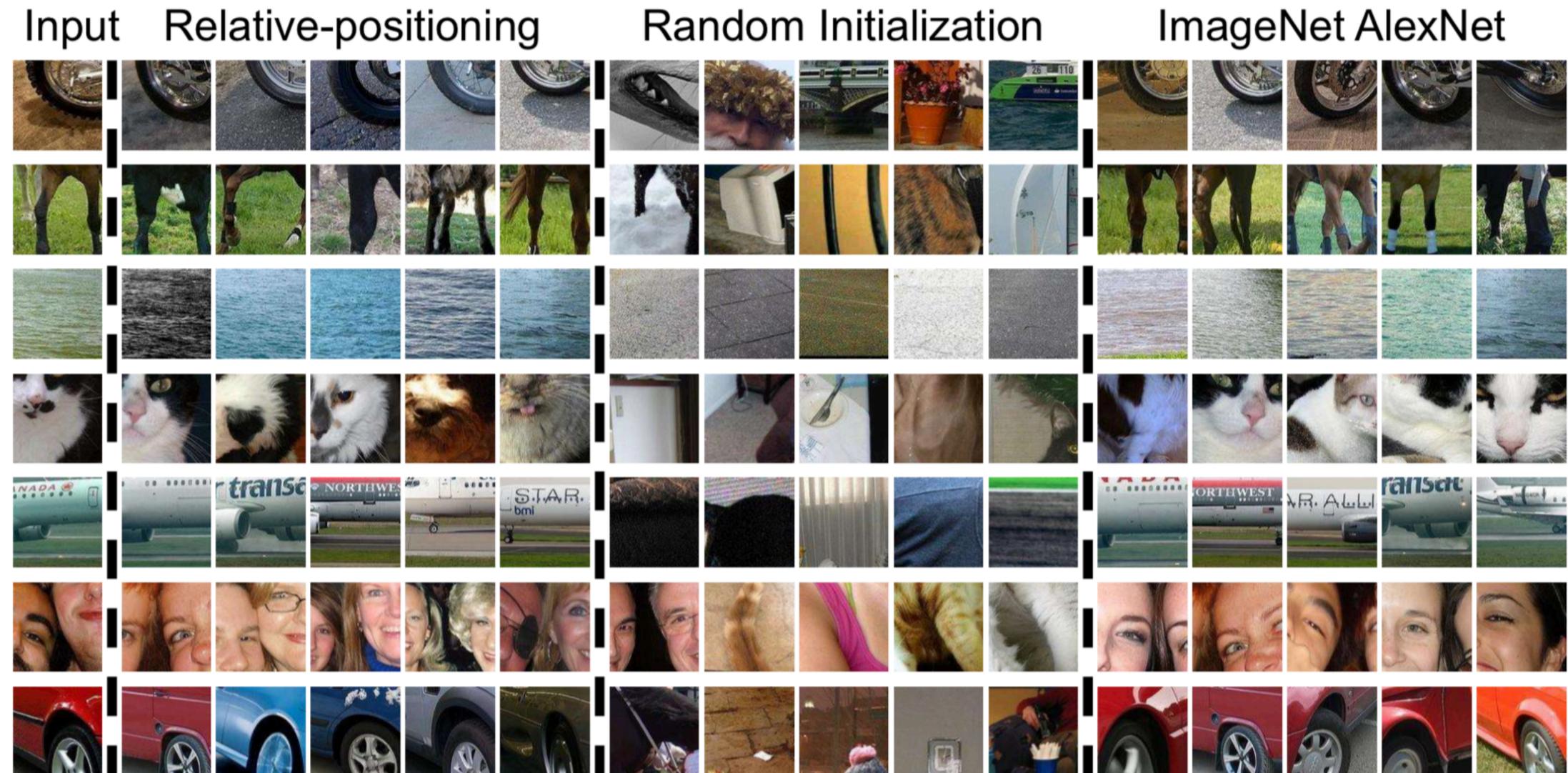
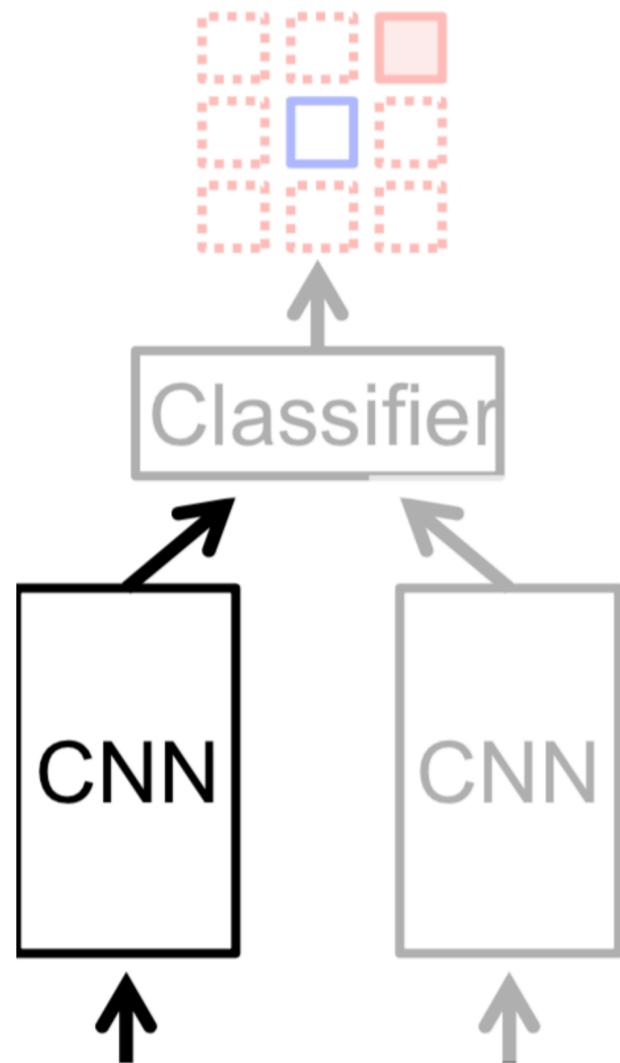
- Using images
- Using video
- Using video and sound

# Relative Position of patches



**Randomly Sample Patch**  
**Sample Second Patch**

# Relative Position: Nearest Neighbors in features



# Predicting Rotations



→ 0°



→ 90°

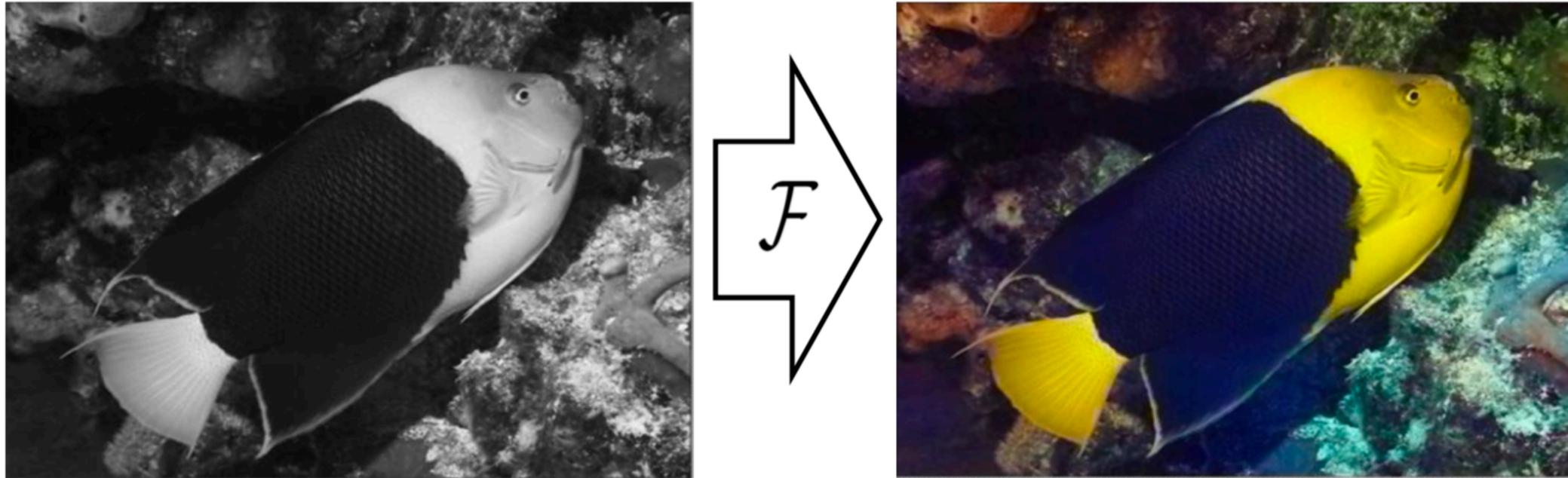


→ 180°



→ 270°

# Colorization

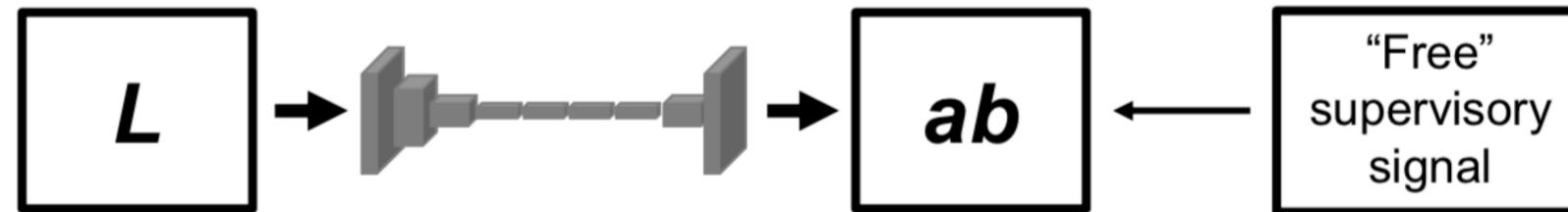


Grayscale image:  $L$  channel

$$\mathbf{X} \in \mathbb{R}^{H \times W \times 1}$$

Concatenate ( $L, ab$ )

$$(\mathbf{X}, \hat{\mathbf{Y}})$$



# Fill in the blanks

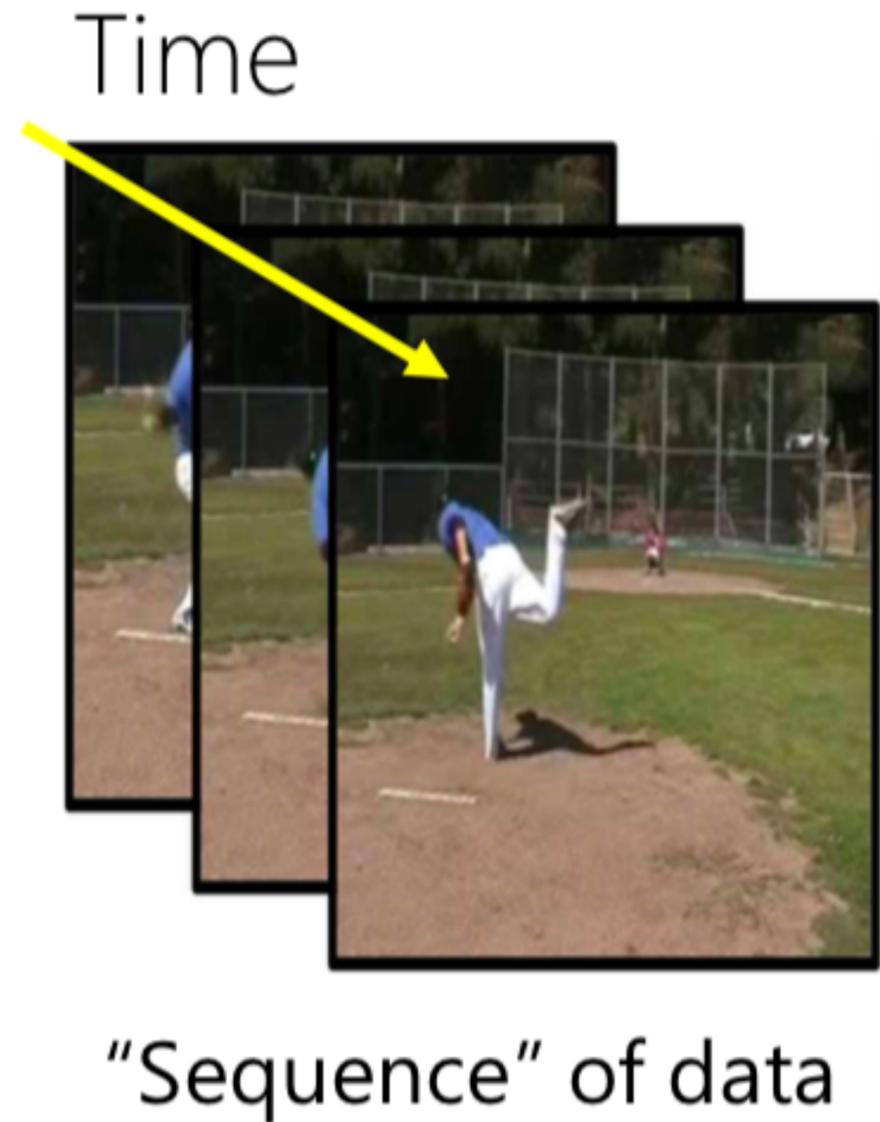


# Self-supervision in computer vision

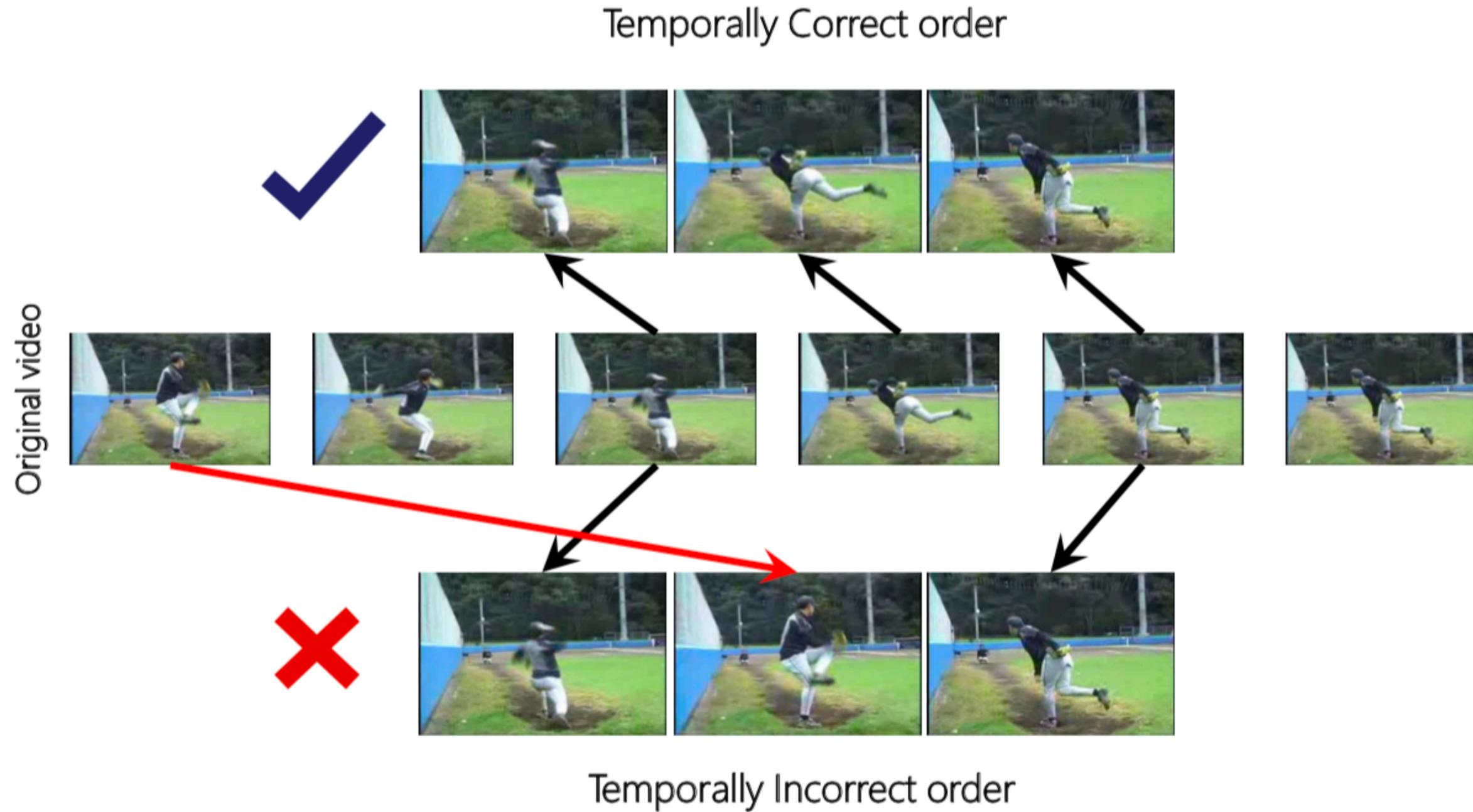
- Using images
- Using video
- Using video and sound

# Video

- Video is a “sequence” of frames
- How to get “self-supervision”?
  
- Predict order of frames
- Fill in the blanks
- Track objects and predict their position

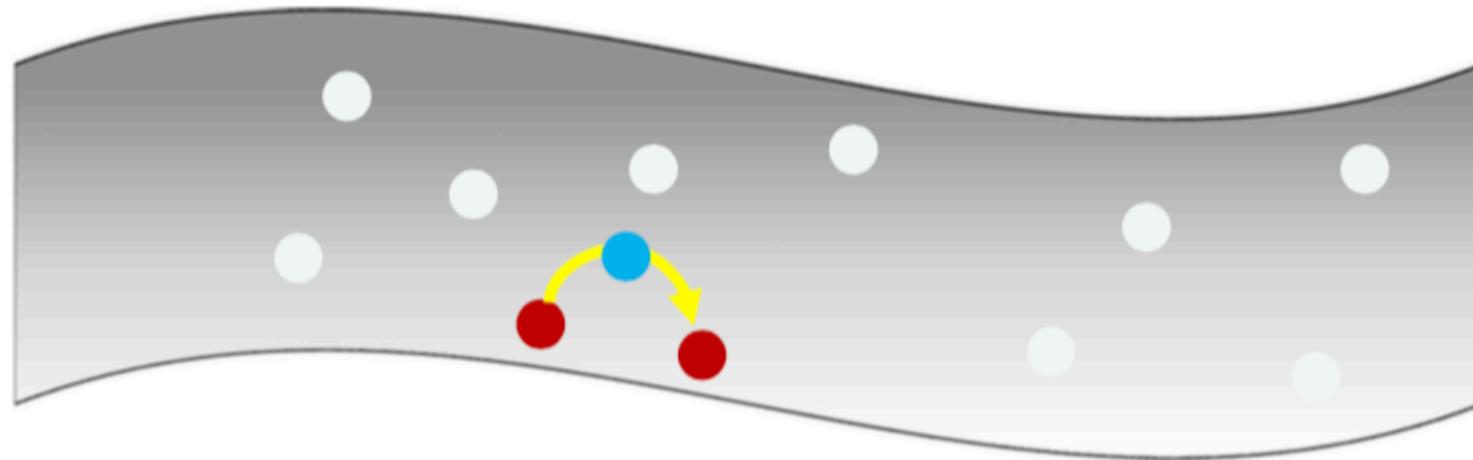


# Shuffle & Learn



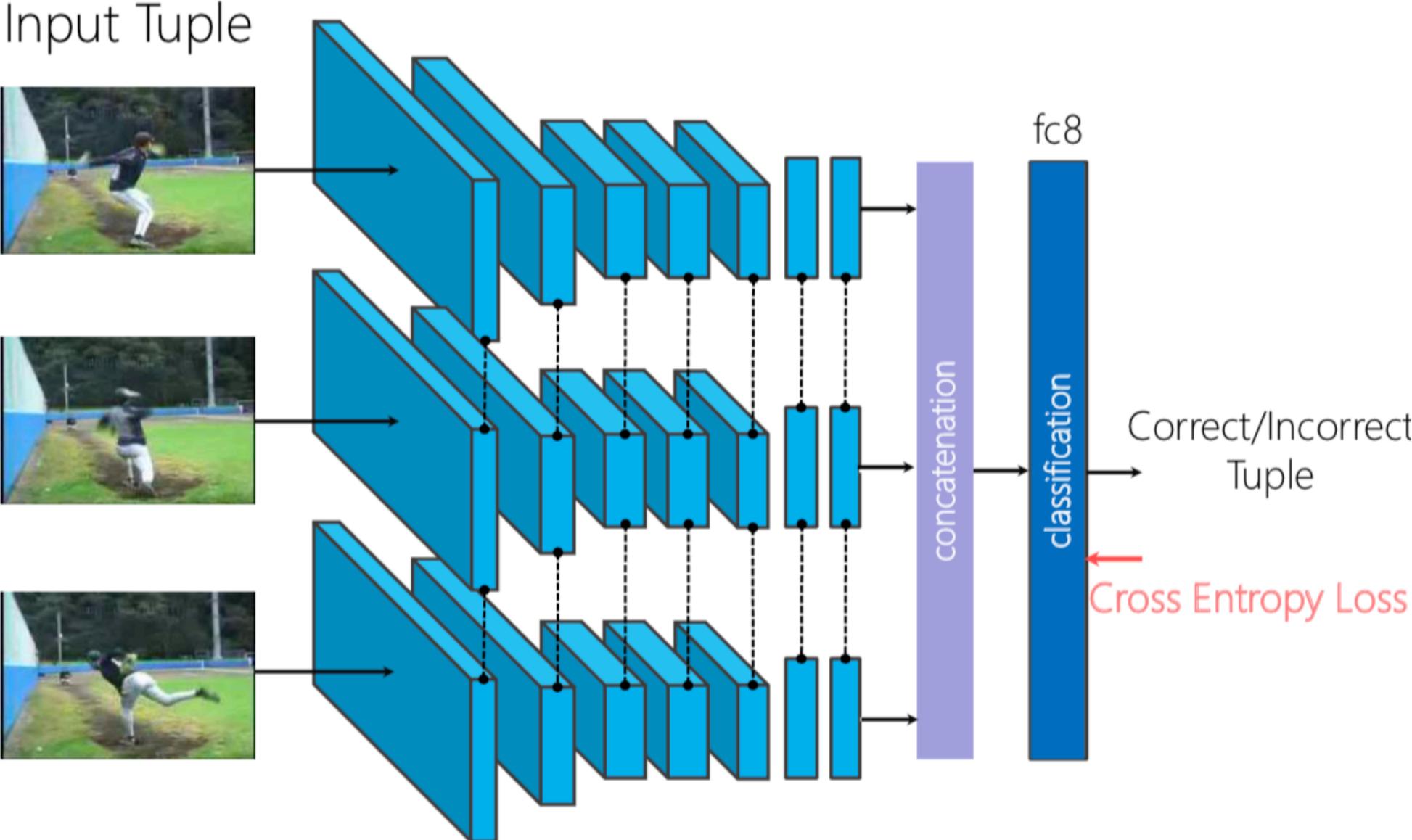
# Shuffle & Learn

Images



Given a start and an end, can this point lie in between?

# Shuffle & Learn



# Nearest Neighbors of Query Frame (fc7 features)

Query



ImageNet



Shuffle & Learn

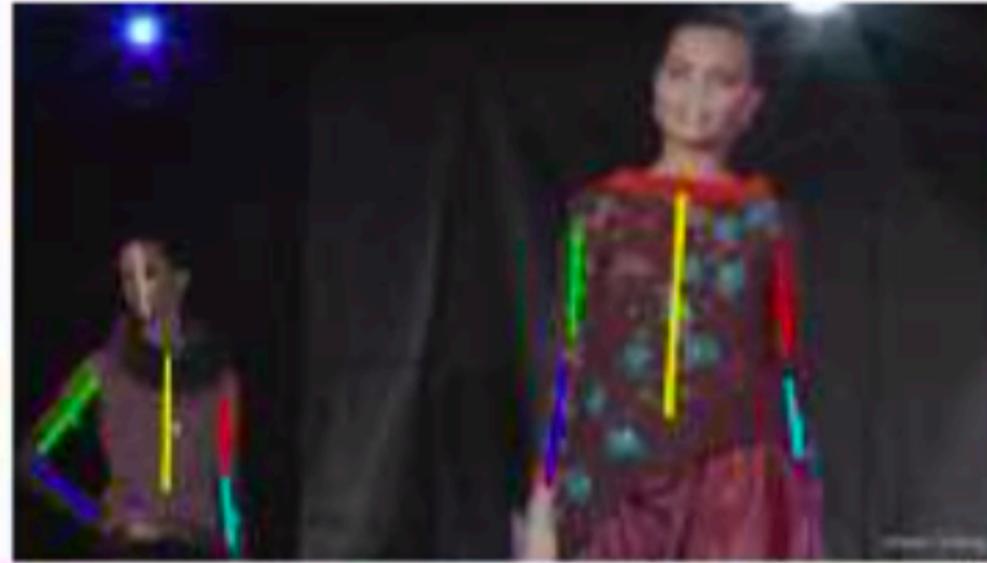


Random



# Shuffle & Learn

## Fine-tune on Human Keypoint Estimation

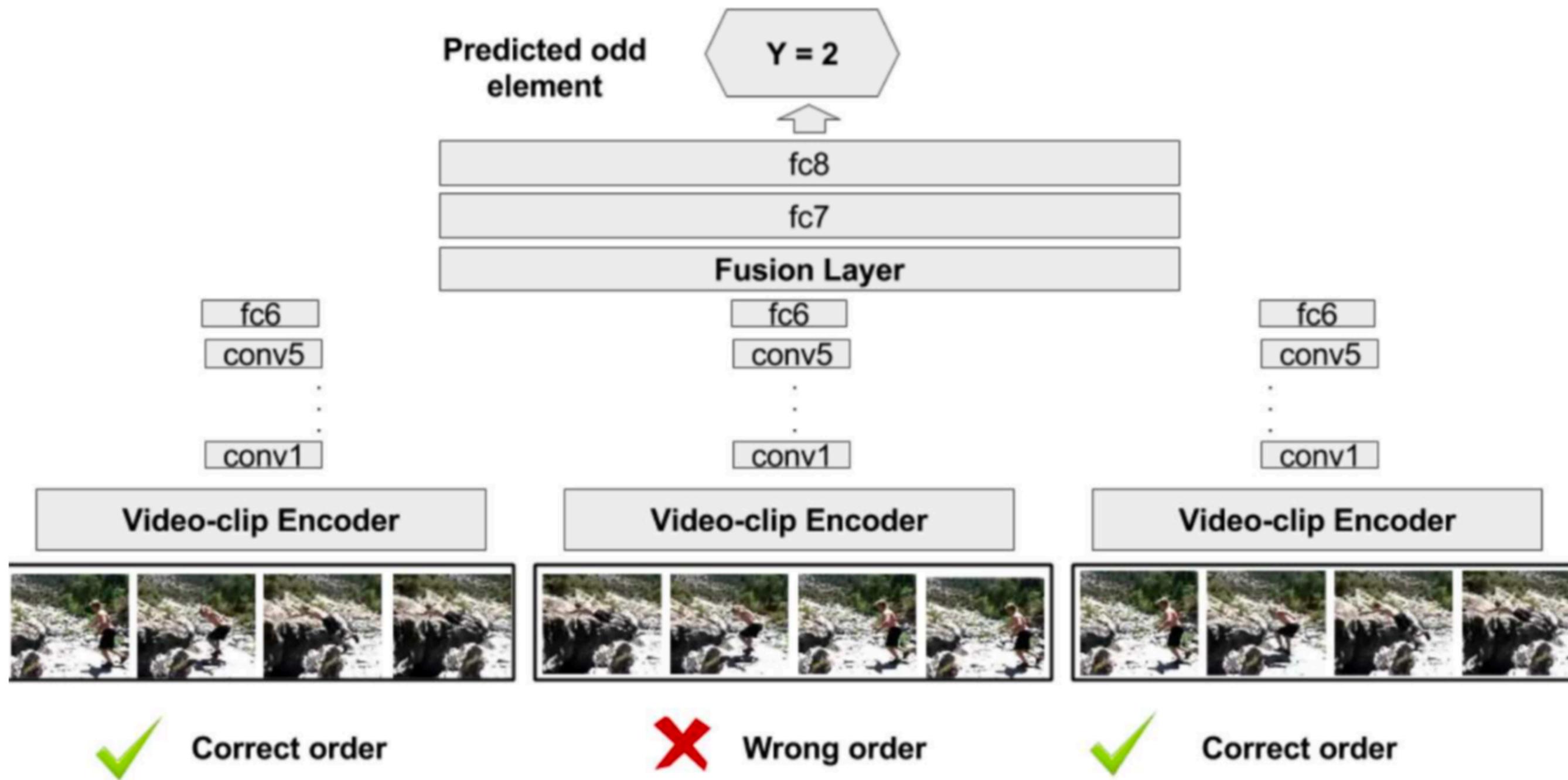


# Shuffle & Learn

Fine-tune on Human Keypoint Estimation

Initialization (AlexNet)	End task	
	FLIC Dataset Keypoints AUC	MPII Dataset Keypoints AUC
ImageNet Supervised	<b>51.3</b>	47.2
Shuffle and Learn (Self-supervised)	49.6	<b>47.6</b>

# Odd-one-out Networks



# Self-supervision in computer vision

- Using images
- Using video
- Using video and sound

# Audio-Visual co-supervision

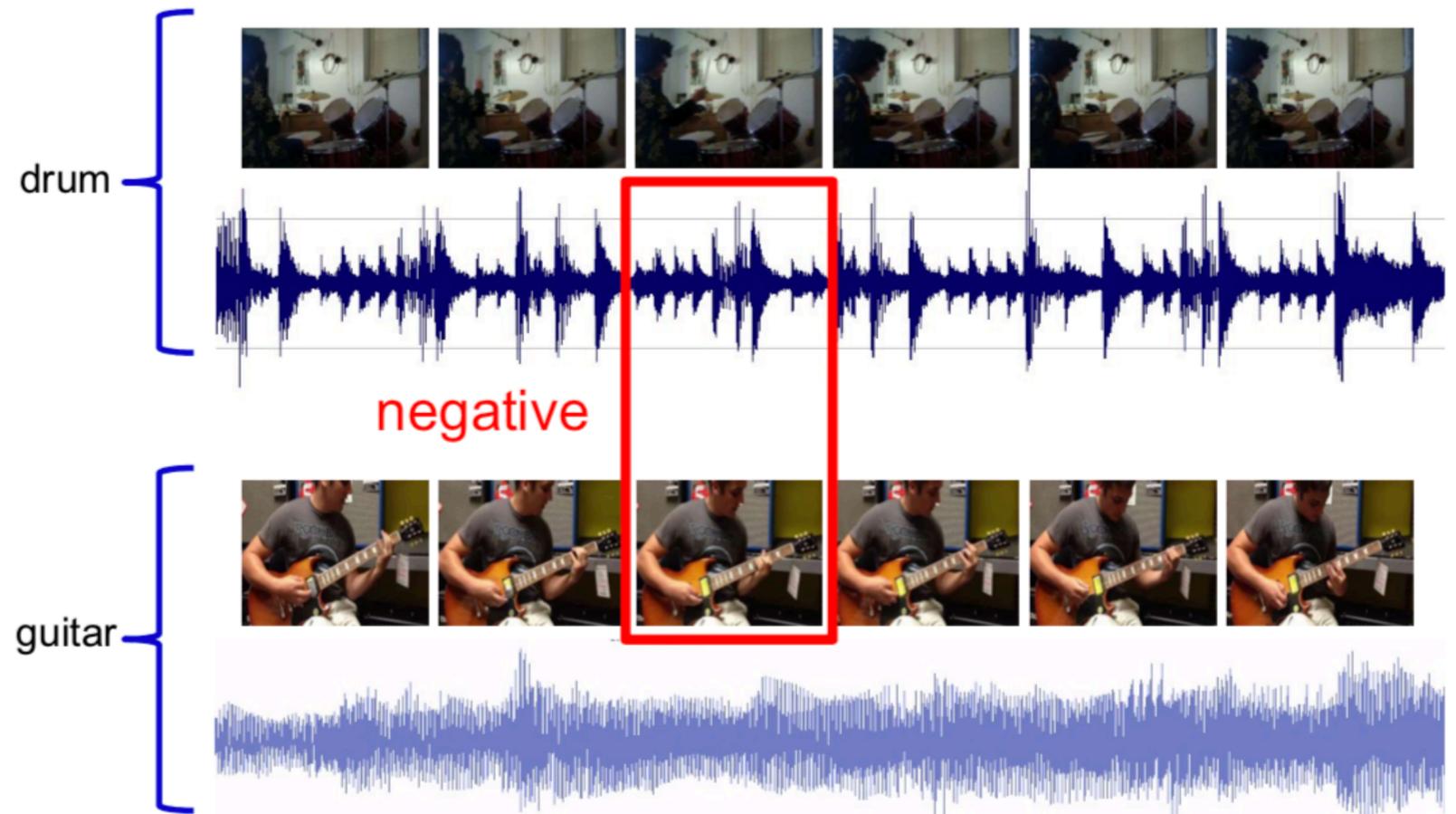
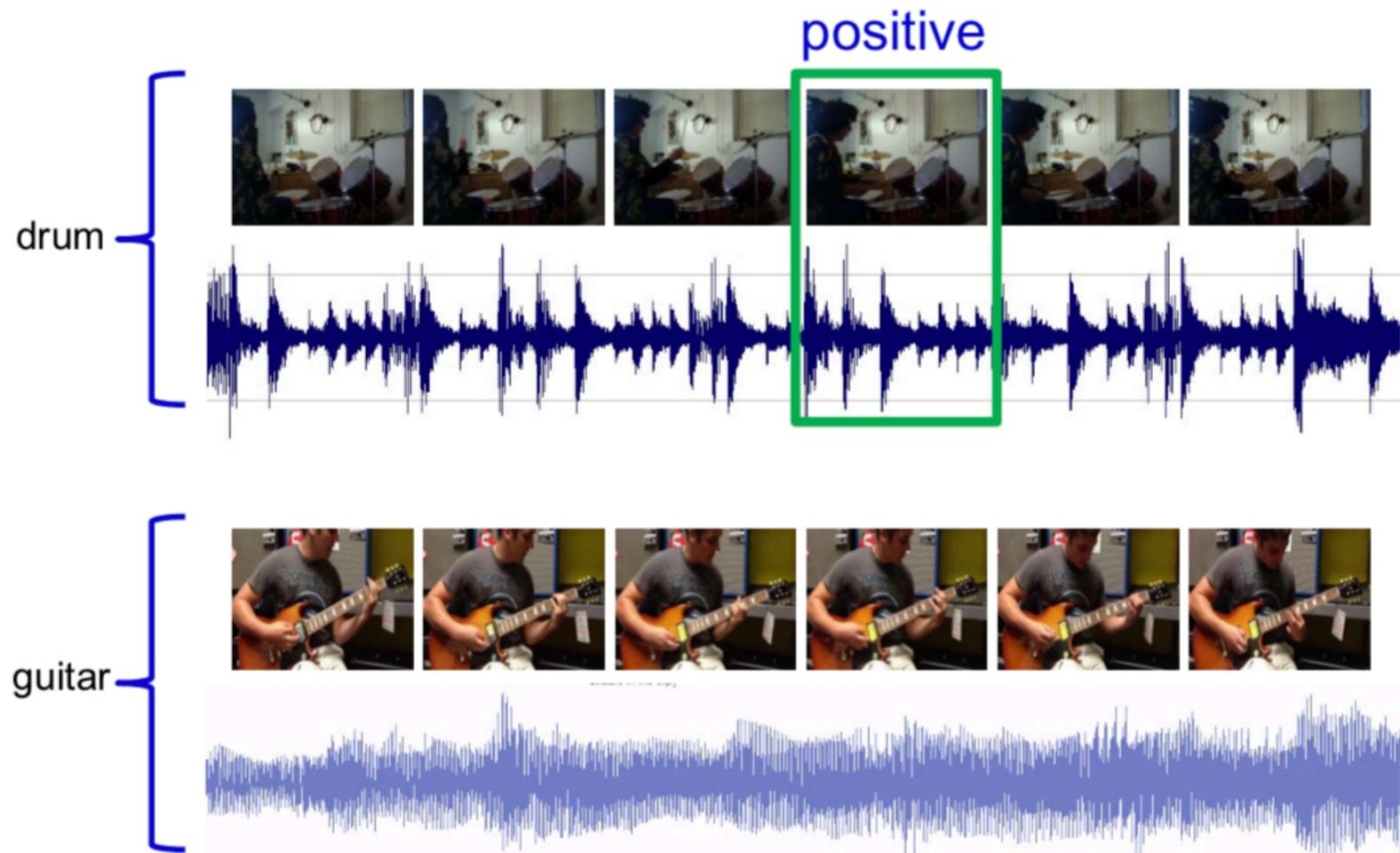
Train a network to predict if **image** and audio clip correspond



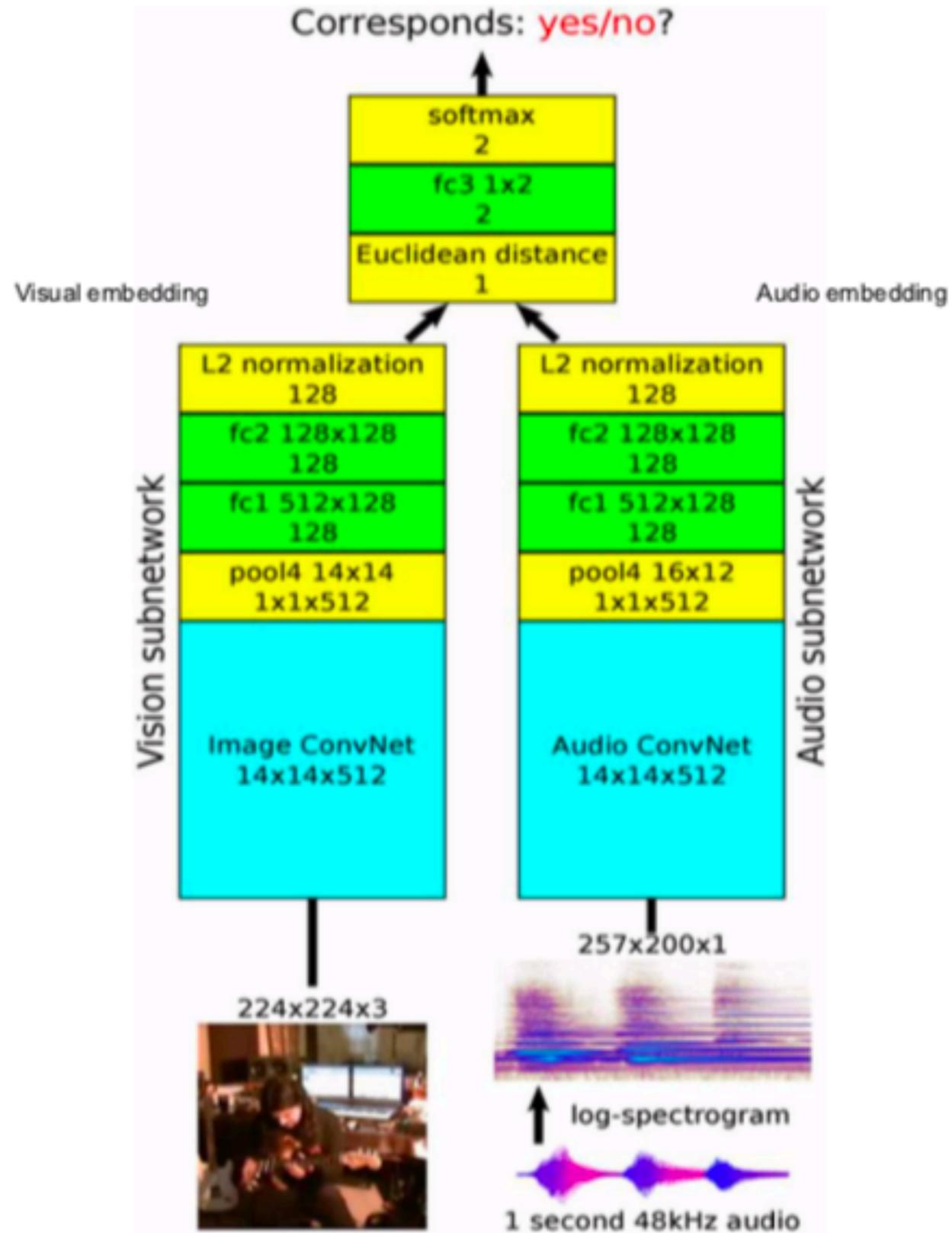
Correspond?



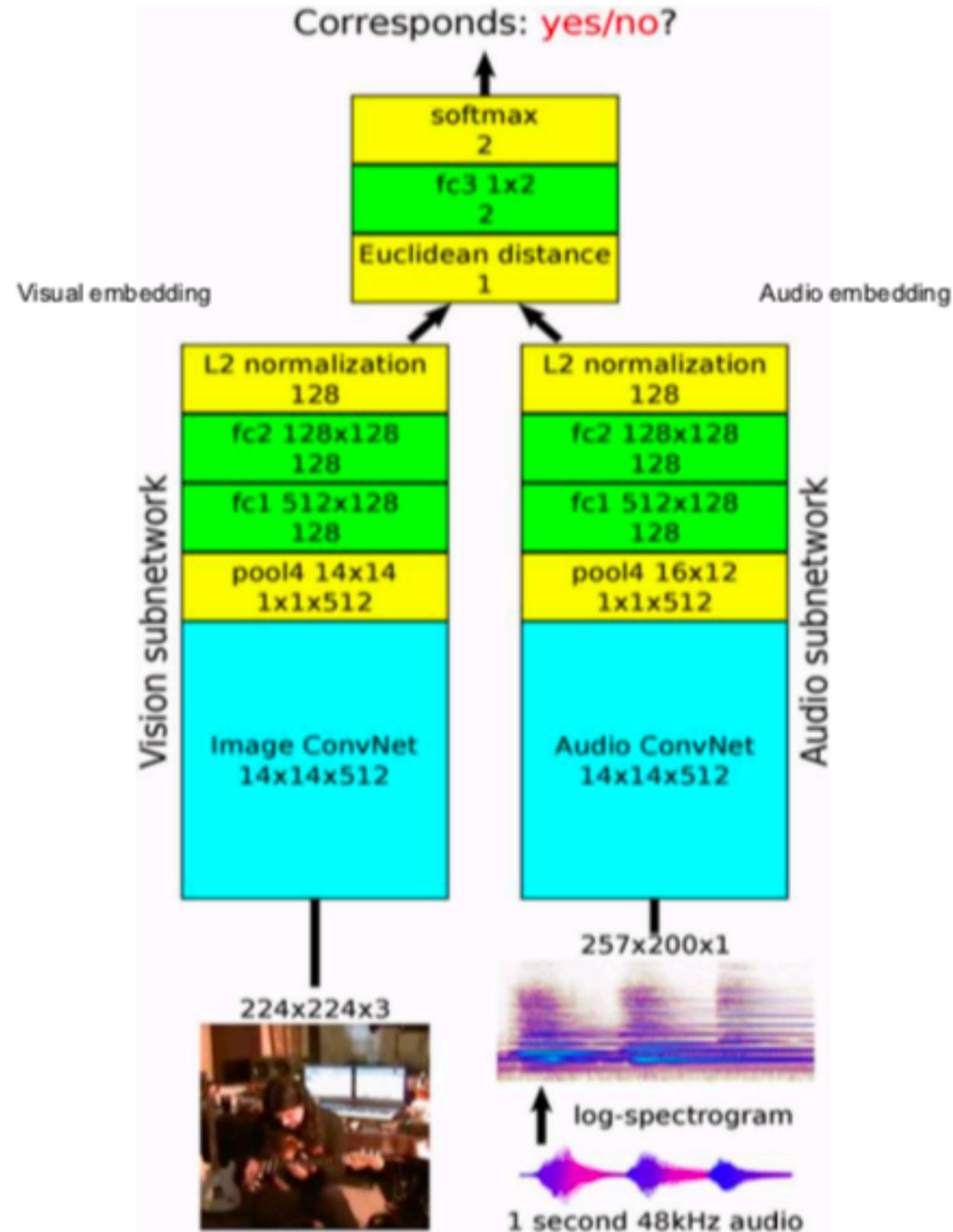
# Objects that Sound



# Objects that Sound



# Objects that Sound



## What can be learnt?

- Good representations – Visual features – Audio features
- Intra- and cross-modal retrieval – Aligned audio and visual embeddings
- “What is making the sound?” – Learn to localize objects that sound

# Objects that Sound

**What would make this sound?**



**Note, no video (motion) information is used**

Understanding what the “pretext” task learns

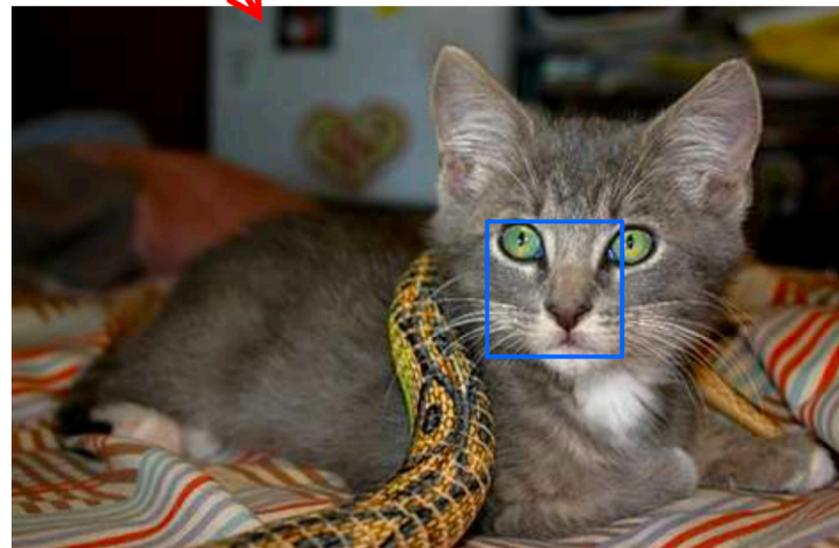
# Are they complementary?

Initialization (ResNet101)	End task	
	ImageNet top-5 accuracy	VOC07 Detection mAP
Relative Position	59.2	66.8
Colorization	62.5	65.5
Relative Position + Colorization (Multi-task)	66.6	68.8

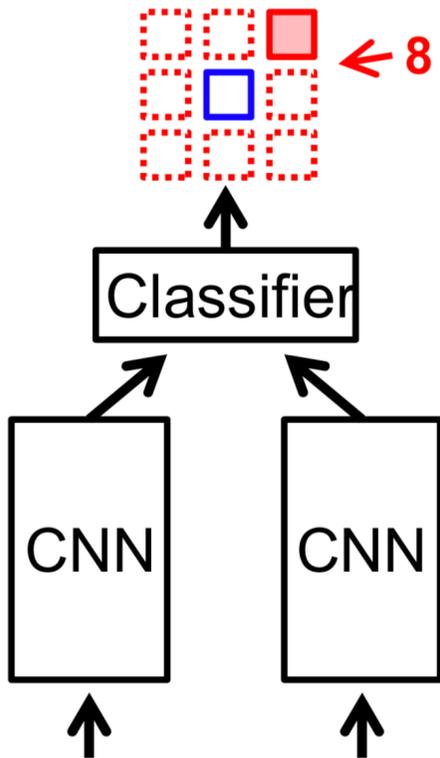
# Information predicted: varies across tasks

Less

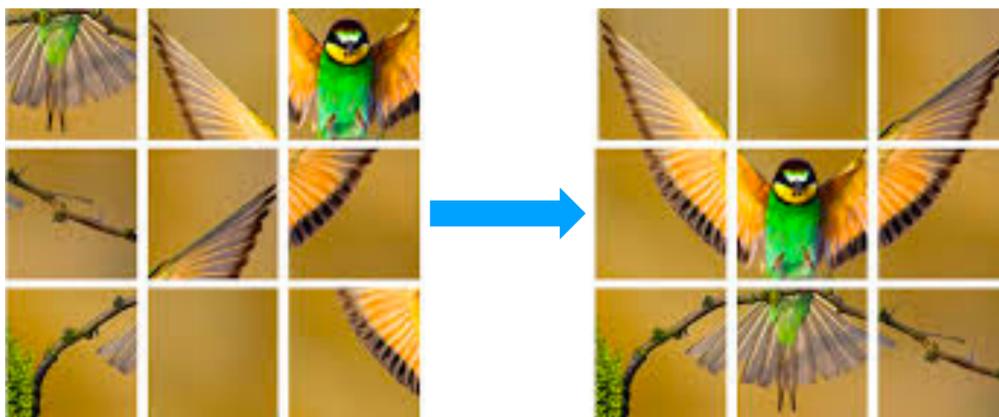
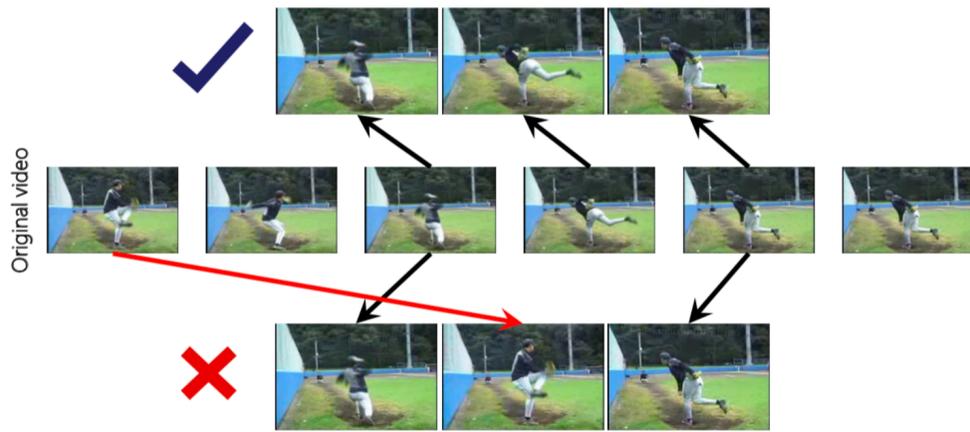
More



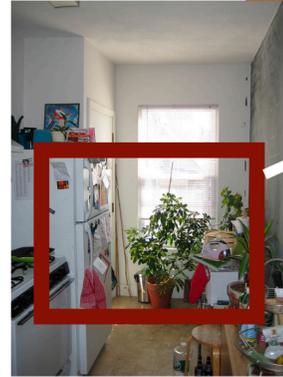
Randomly Sample Patch  
Sample Second Patch



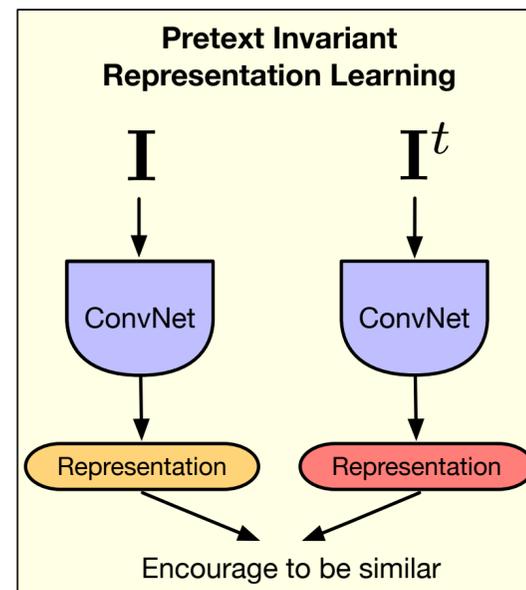
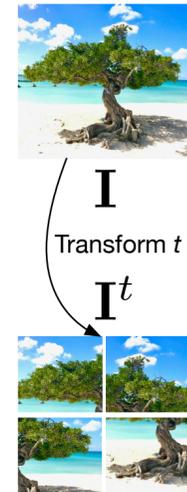
# Pretext tasks



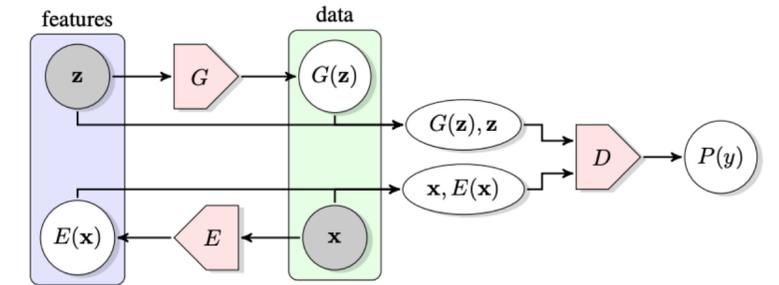
# Contrastive/Clustering



Pretext Image Transform



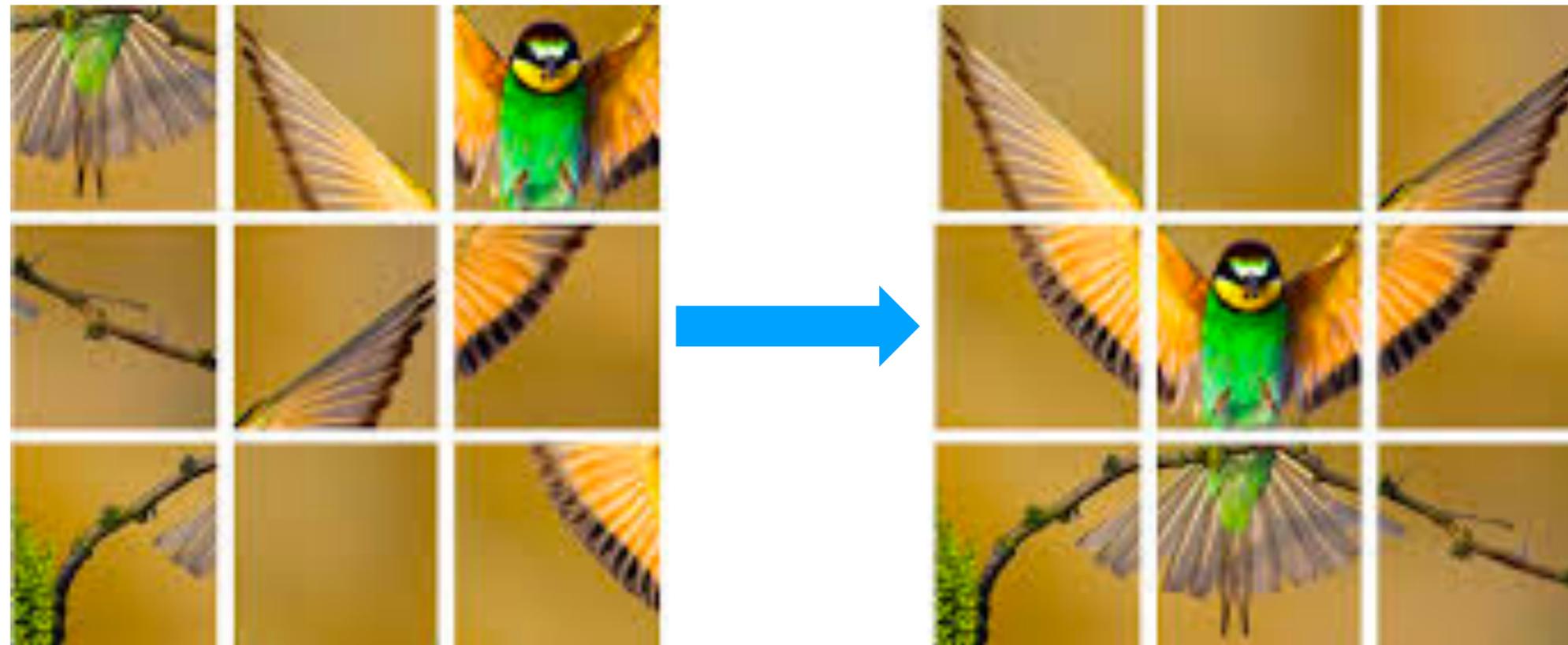
# Generative



AutoEncoder,  
VAE, GAN,  
BiGAN

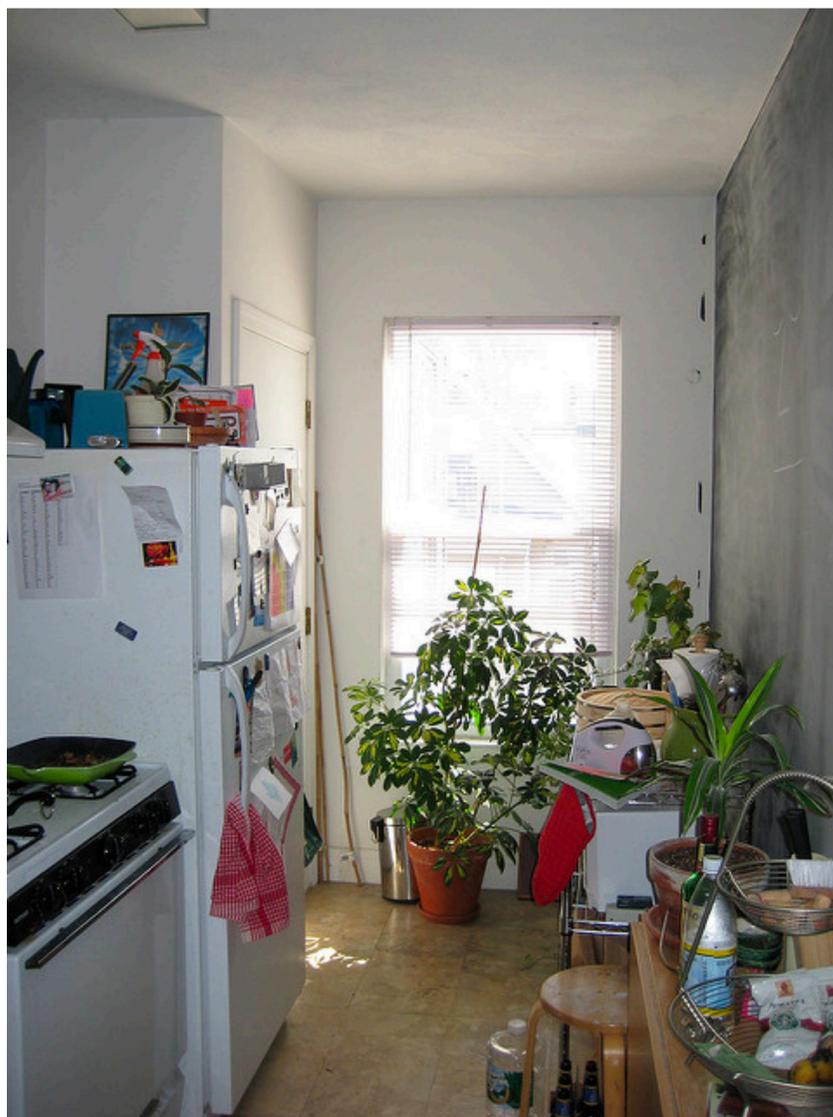
→ Predict more information

# Scaling self-supervised learning

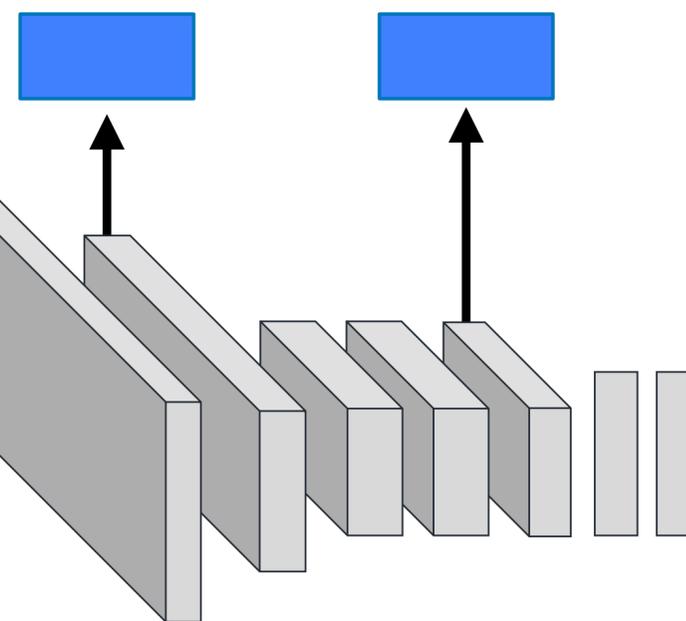


Jigsaw puzzles  
(Noorozi & Favaro, 2016)

# Evaluating the representation



Extract "fixed" features



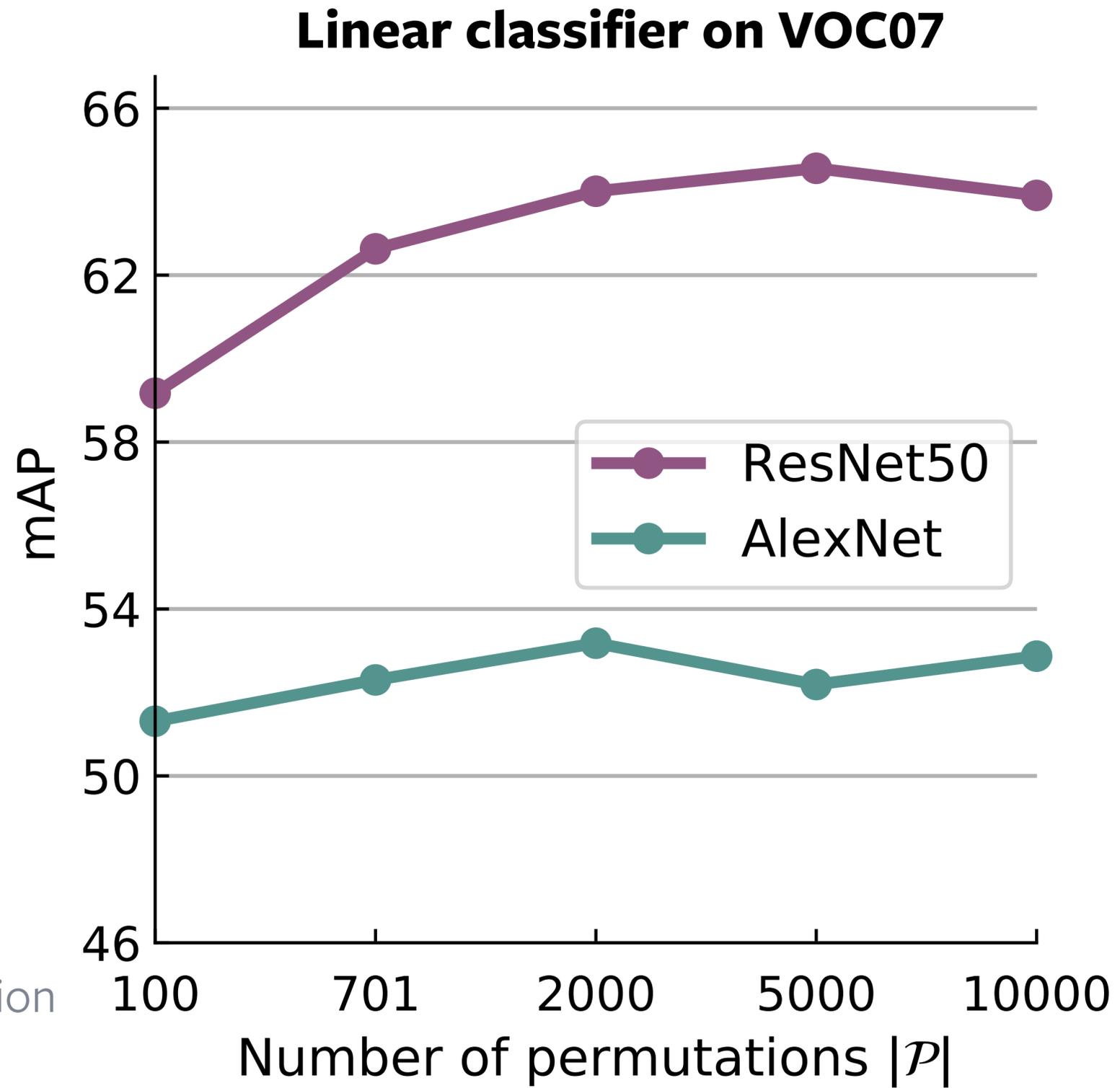
ConvNet

# Evaluating the representation

- Train a Linear SVM on **fixed feature** representations
- Use the VOC07 image classification task



# Increasing amount of information predicted



mAP = mean Average Precision  
(Higher is better)

# Surface Normal Estimation

- Predict surface normals on NYU-v2
  - Same optimization parameters for all methods (including supervised)
  - PSPNet Architecture
  - Train last few layers only (res5 onwards)



**Input**



**Output**

# Surface Normal Estimation

Initialization	Median Error (Lower better)	% correct within 11.25° (higher better)
ImageNet Supervised	17.1	36.1
Jigsaw Flickr 100M	<b>13.1</b>	<b>44.6</b>

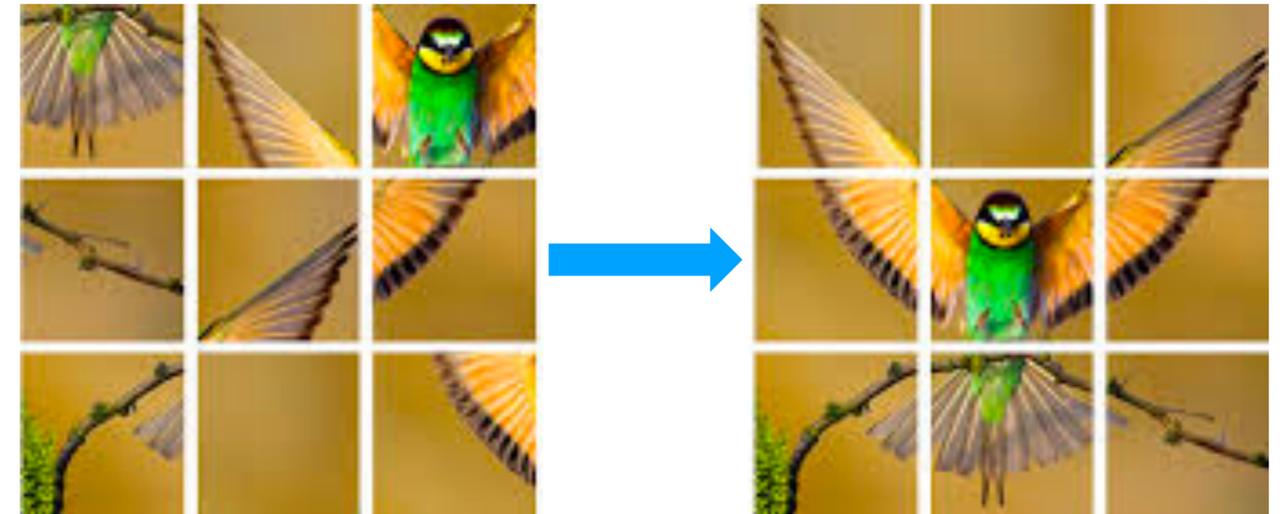
**Outperforms ImageNet supervised**

What is missing from “pretext” tasks?  
Or in general “proxy” tasks

# Pretext tasks



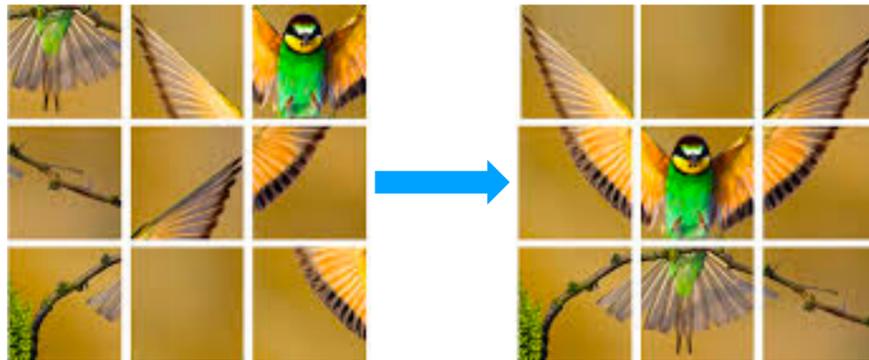
**Rotation**  
(Gidaris et al., 2018)



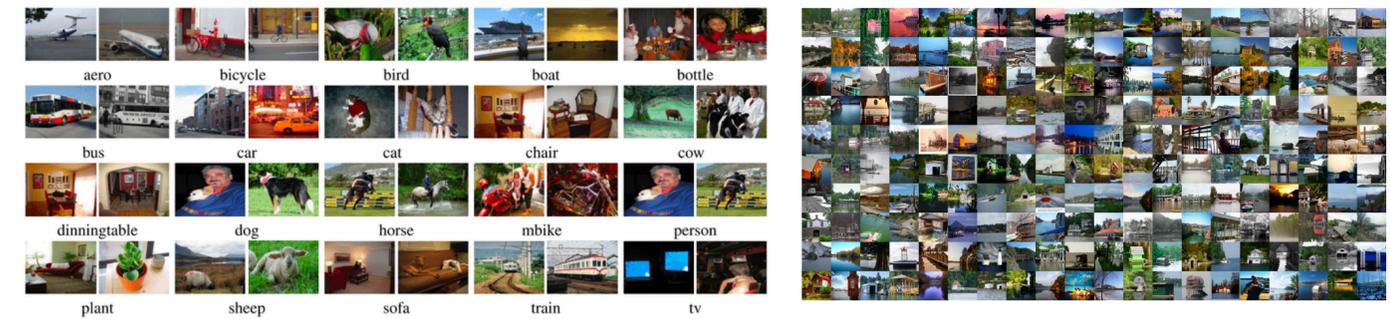
**Jigsaw puzzles**  
(Noroozi et al., 2016)

# The hope of generalization

- We really **hope** that the pre-training task and the transfer task are "aligned"



Pre-training  
Self-supervised

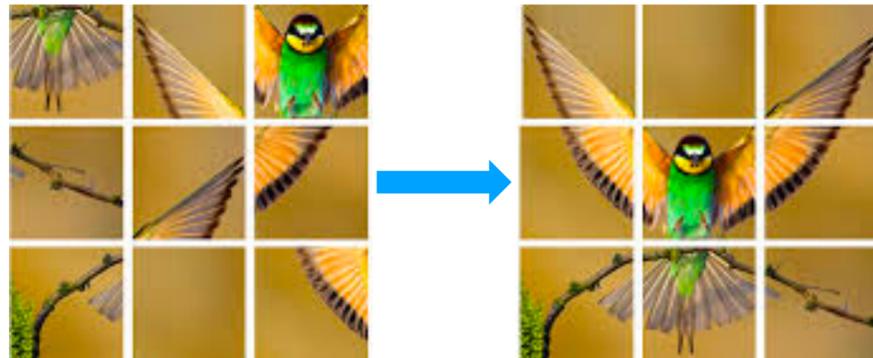


Transfer Tasks



# The hope of generalization

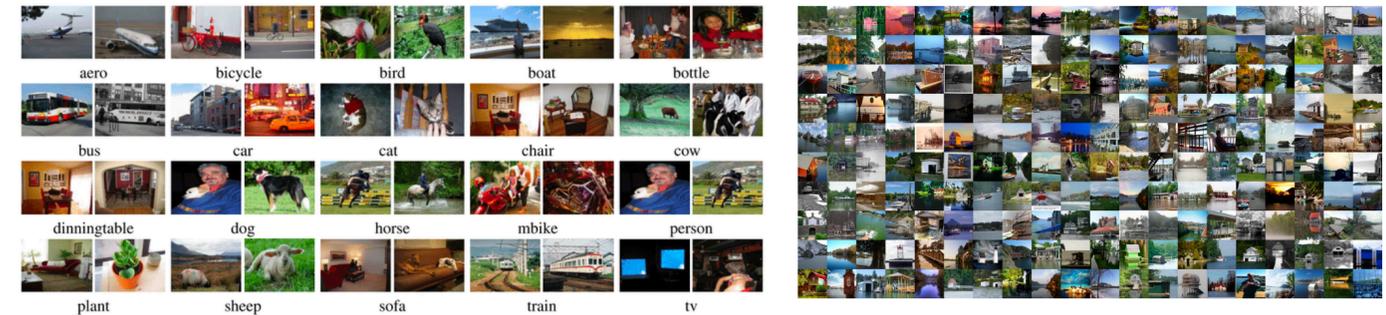
- We really **hope** that the pre-training task and the transfer task are "aligned"



#sun #nofilter #fun  
#tree #aruba

## Pre-training

Weak or self-supervised

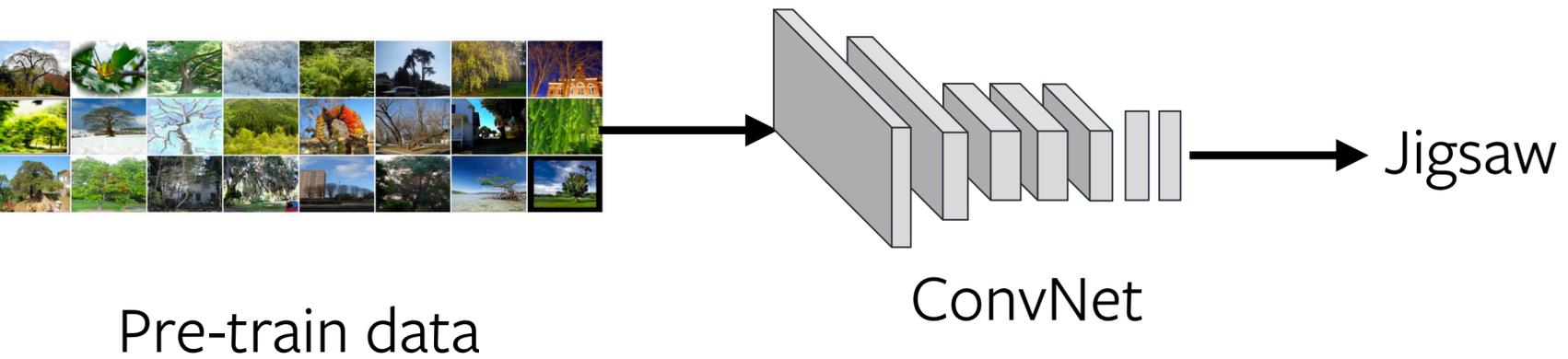


## Transfer Tasks

Why should solving Jigsaw puzzles teach about "semantics"?

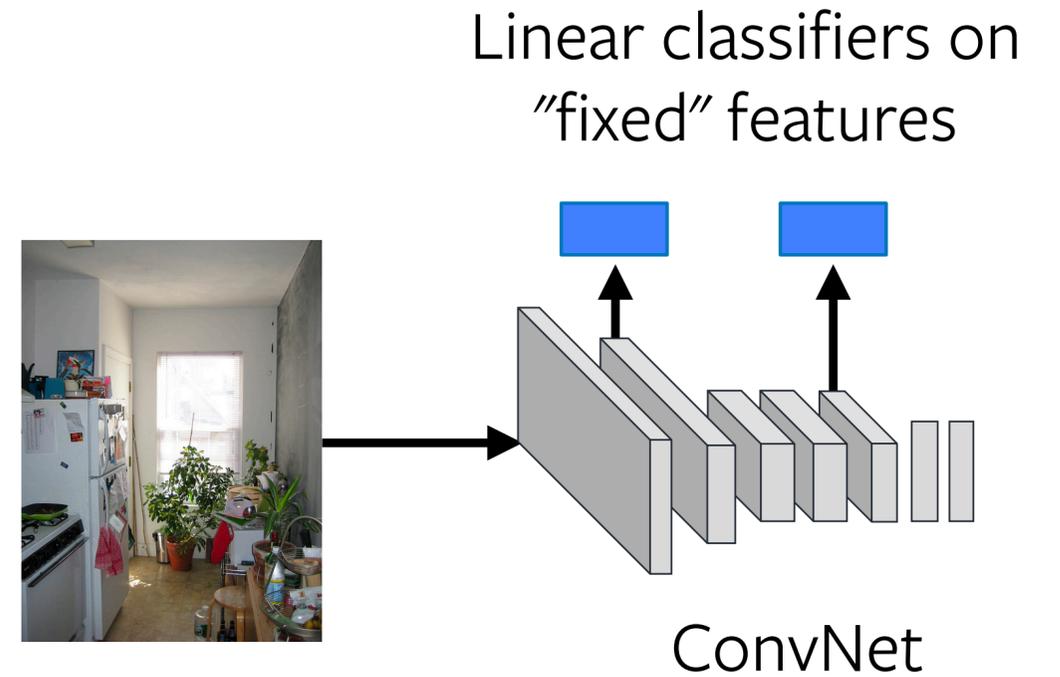
Why should performing a non semantic task produce good features?

# The hope of generalization ... ?



## Pre-training

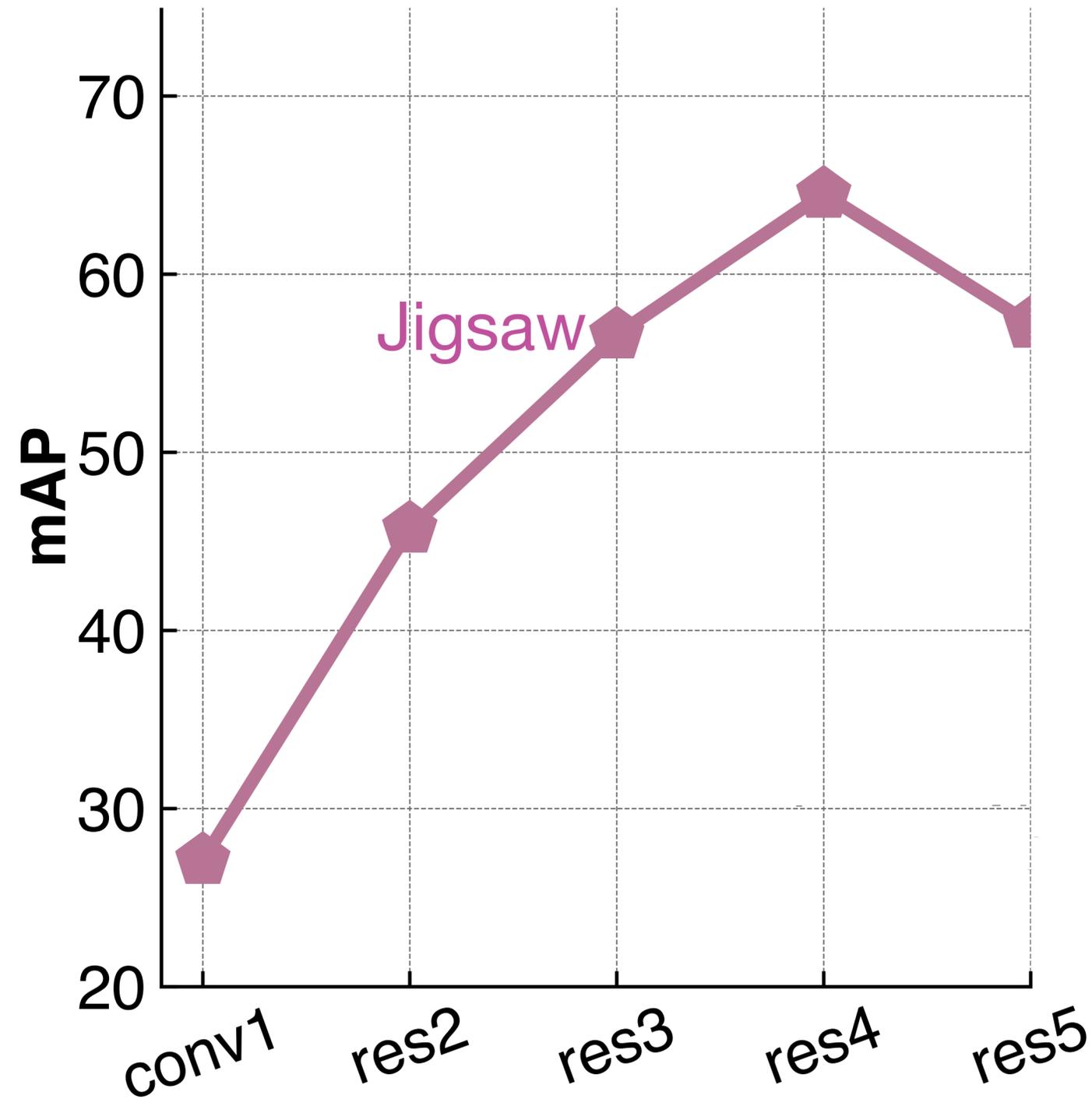
Weak or self-supervised



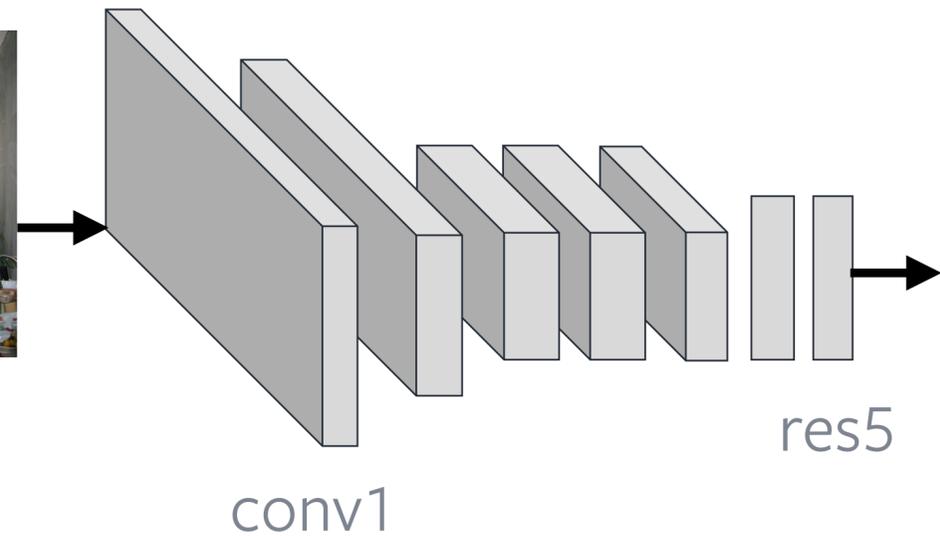
## Transfer

# Higher layers do not generalize ...

**Linear classifier on VOC07**



mAP = mean Average Precision  
(Higher is better)

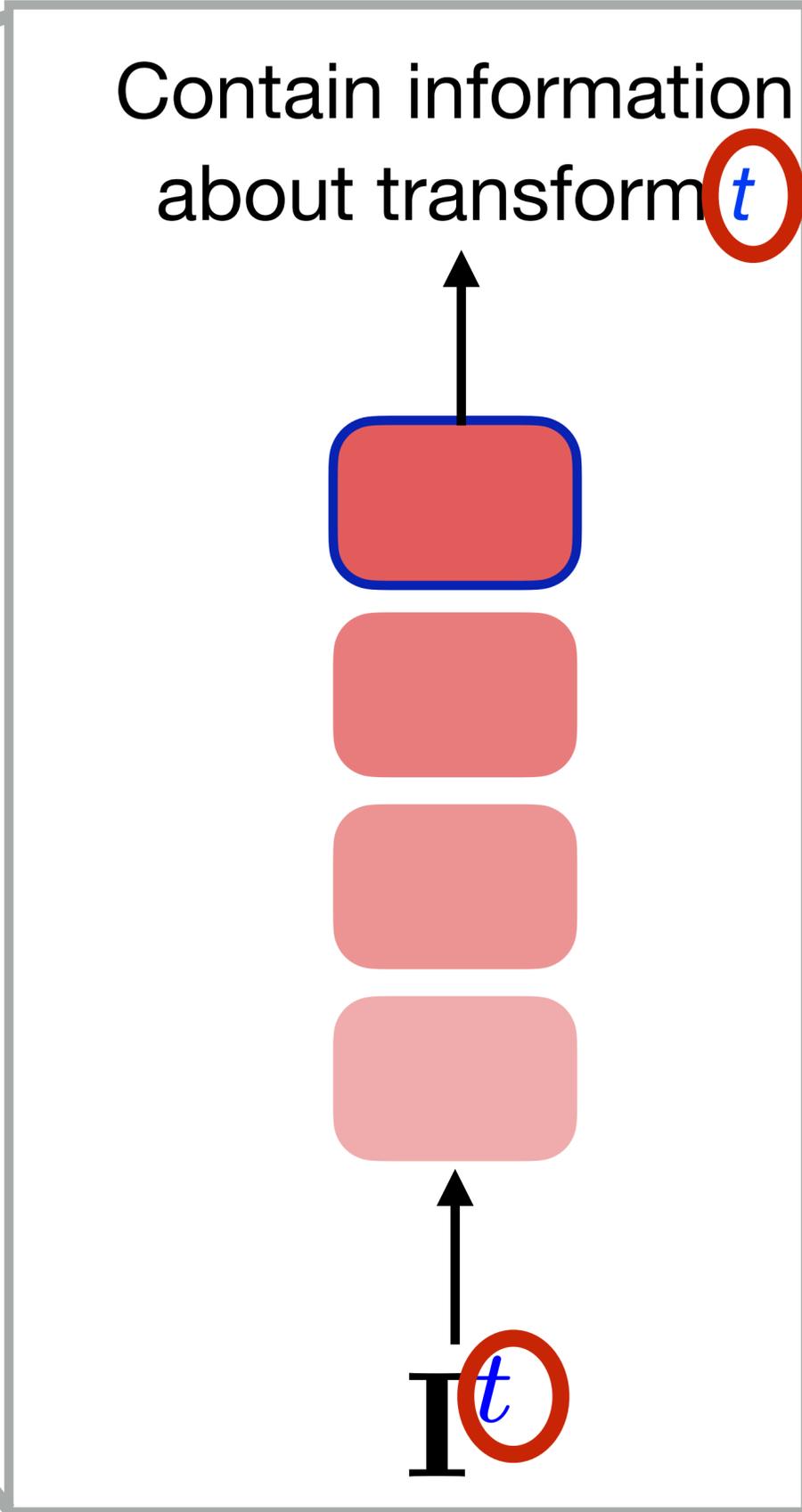
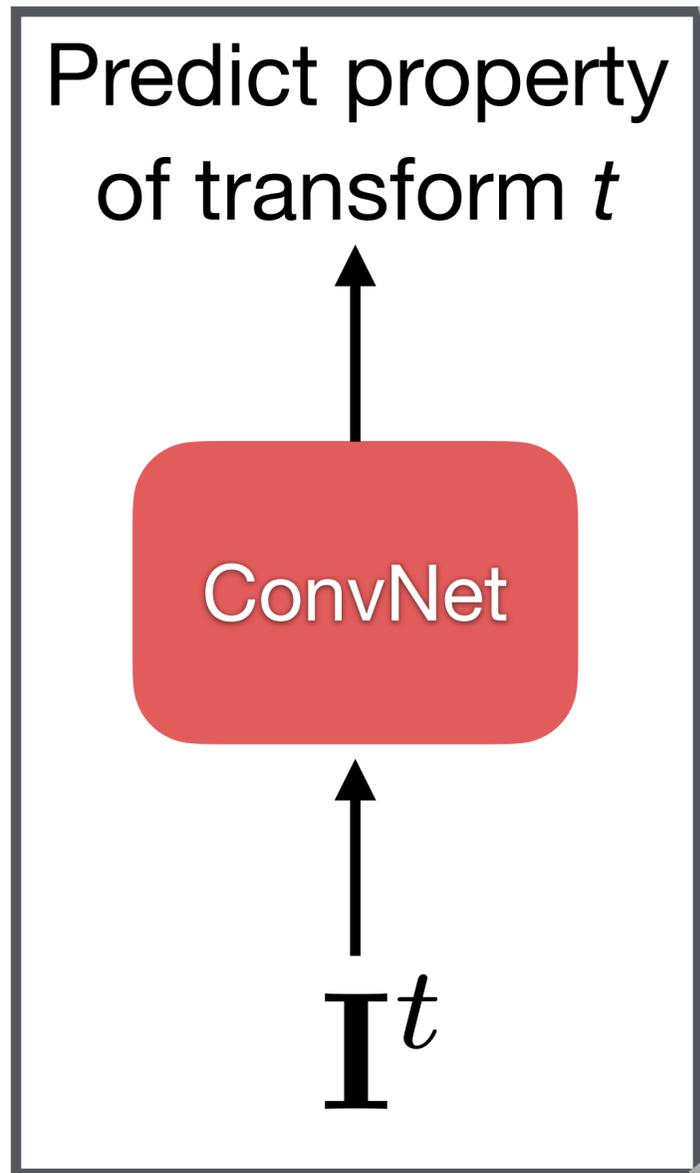


# Pretext-Invariant Representation Learning (PIRL)

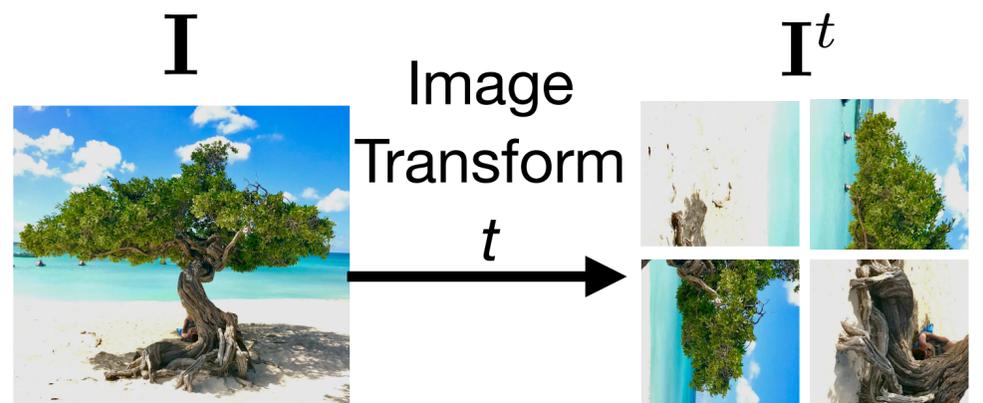
Ishan Misra, Laurens van der Maaten



# Pretext task



**Less  
Semantic  
Features**



# Underlying Principle for Pretext Tasks

- Apply known image transform  $\mathbf{t}$
- Construct task to predict  $\mathbf{t}$  from transformed Image ( $\mathbf{I}^{\mathbf{t}}$ )
- Final layer representations must carry information about  $\mathbf{t}$
- Representations "covary" with  $\mathbf{t}$

## Pretext Image Transform

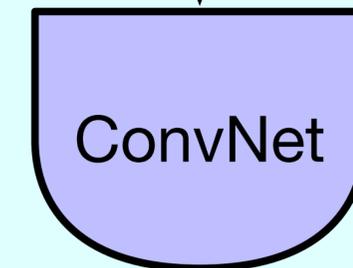


$\mathbf{I}$   
Transform  $t$



## Standard Pretext Learning

$\mathbf{I}^t$



Representation

Predict property of  $t$

# How important has invariance been?

- Hand-crafted features like SIFT and HOG
- SIFT - Scale **Invariant** Feature Transform
- Supervised systems are trained to be invariant to "data augmentation"



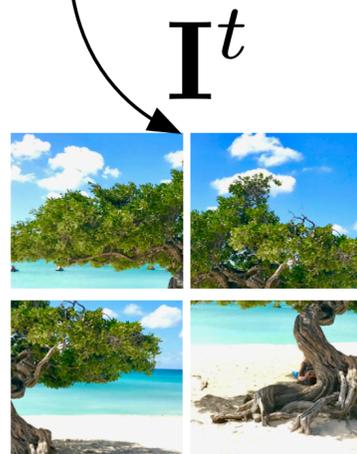
# Pretext-Invariant Representation Learning (PIRL)

- Be invariant to  $t$

## Pretext Image Transform

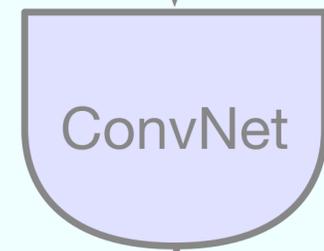


$\mathbf{I}$   
Transform  $t$



## Standard Pretext Learning

$\mathbf{I}t$

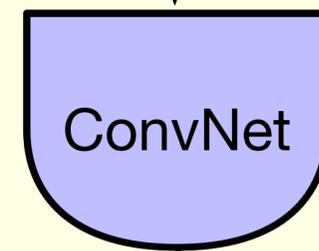


Representation

Predict property of  $t$

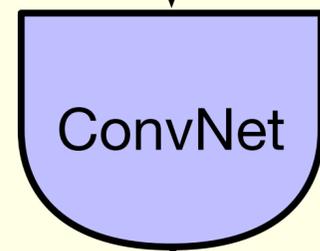
## Pretext Invariant Representation Learning

$\mathbf{I}$



Representation

$\mathbf{I}t$



Representation

Encourage to be similar

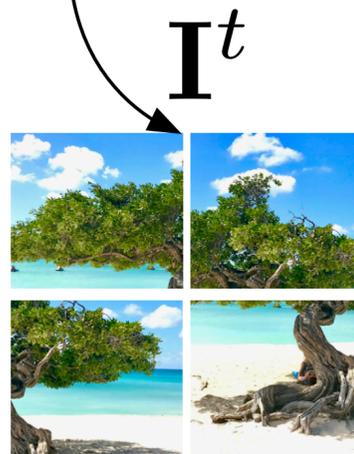
# Pretext-Invariant Representation Learning (PIRL)

- Be invariant to  $\mathbf{t}$
- Representation contains no information about  $\mathbf{t}$

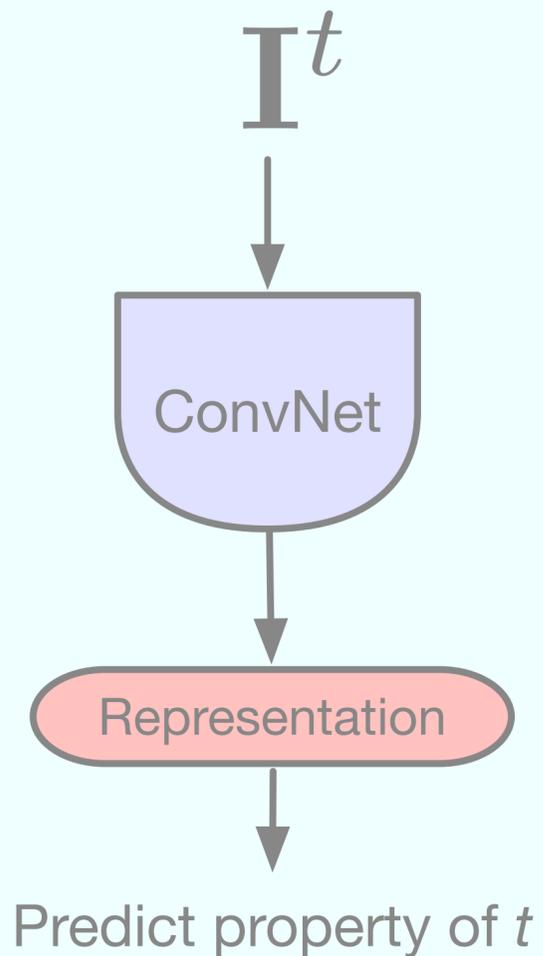
Pretext Image Transform



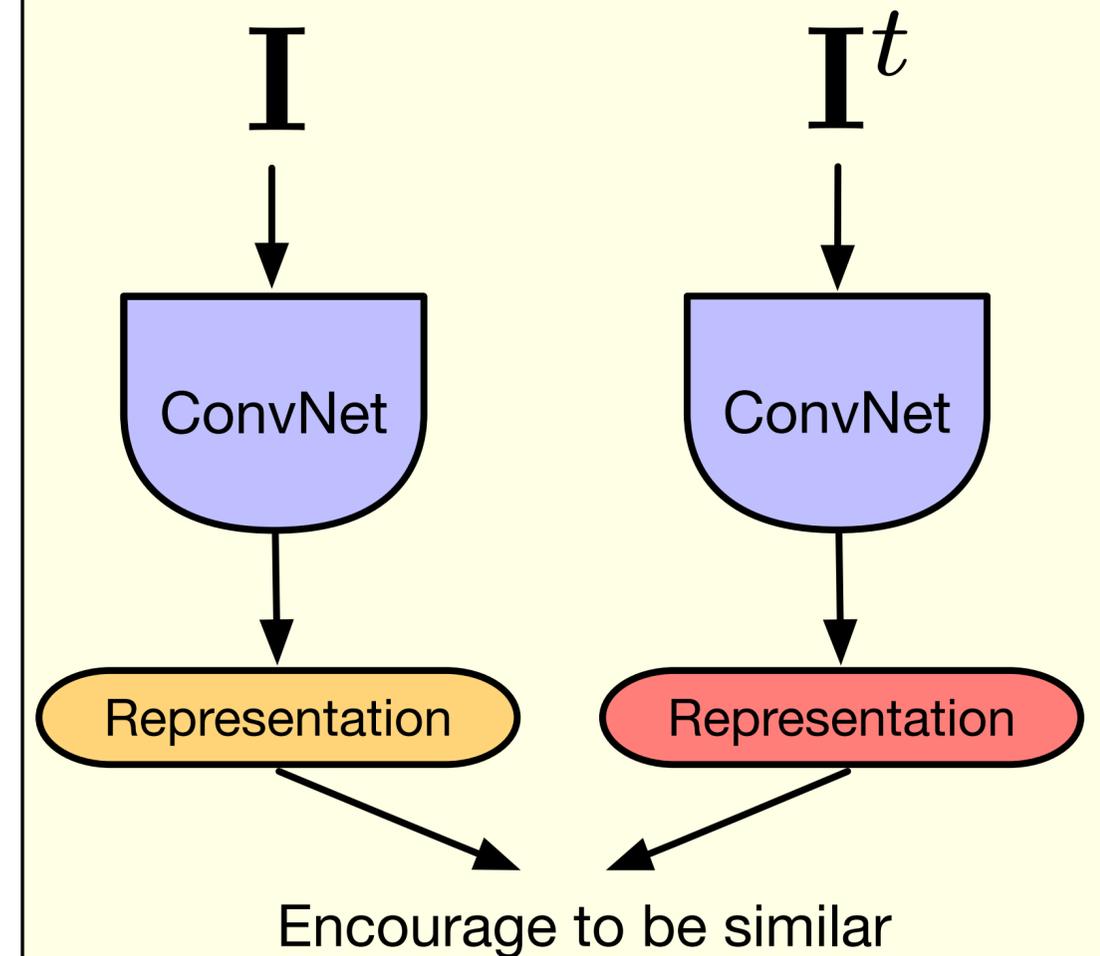
$\mathbf{I}$   
Transform  $t$



Standard Pretext Learning



Pretext Invariant Representation Learning

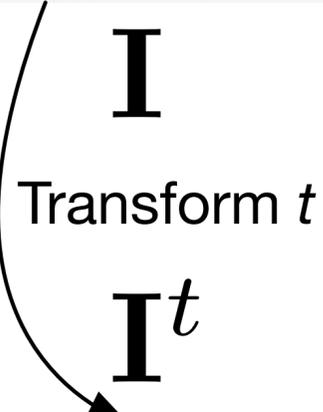


# PIRL

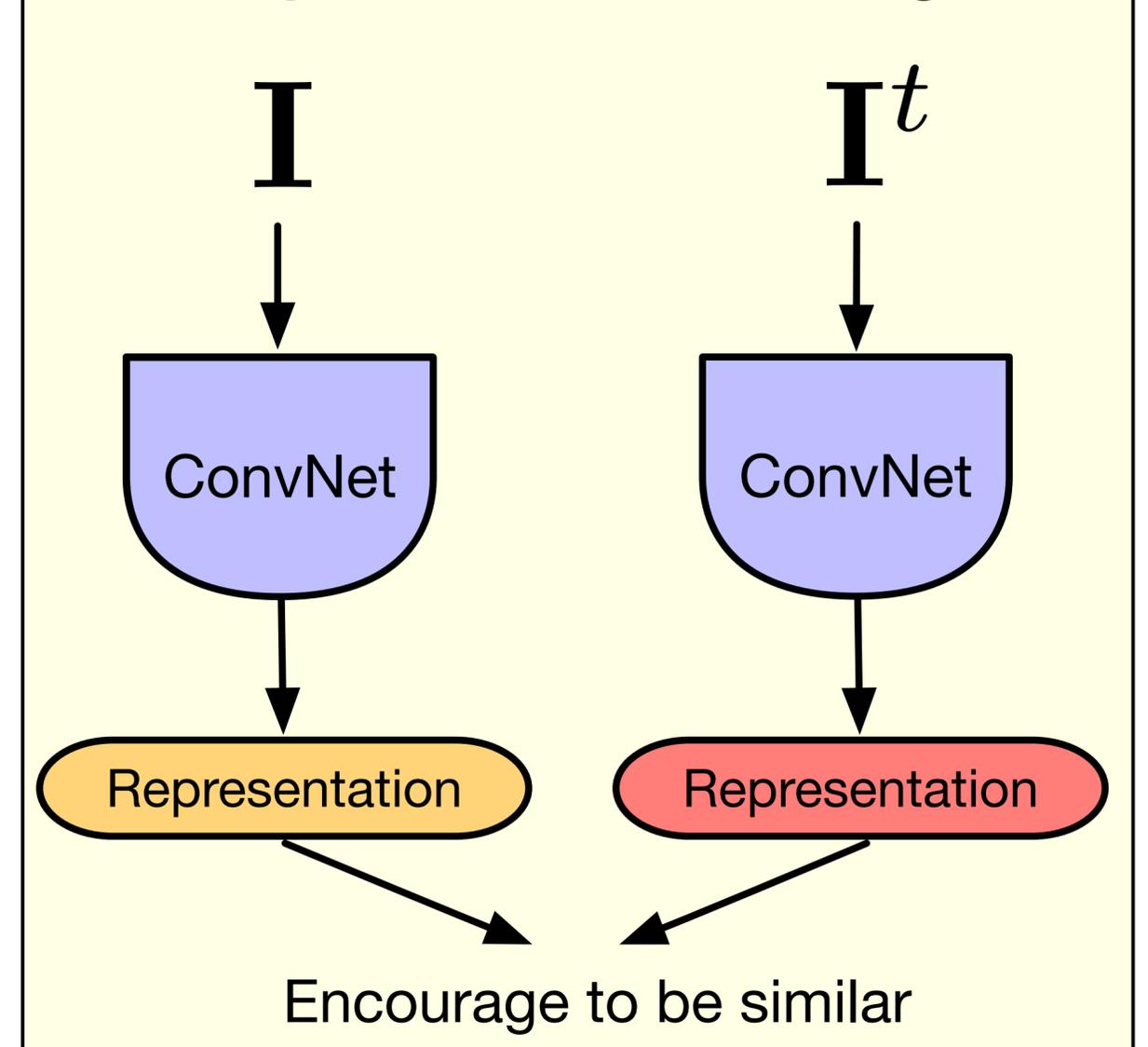
- Representations from  $\mathbf{I}$  and  $\mathbf{I}^t$  should be similar
- $\mathbf{t}$  = Pretext Transforms (Jigsaw/ Rotation, combinations etc.)
- Use a contrastive loss to enforce similarity of features

$$L_{\text{contrastive}}(\mathbf{v}_{\mathbf{I}}, \mathbf{v}_{\mathbf{I}^t})$$

## Pretext Image Transform

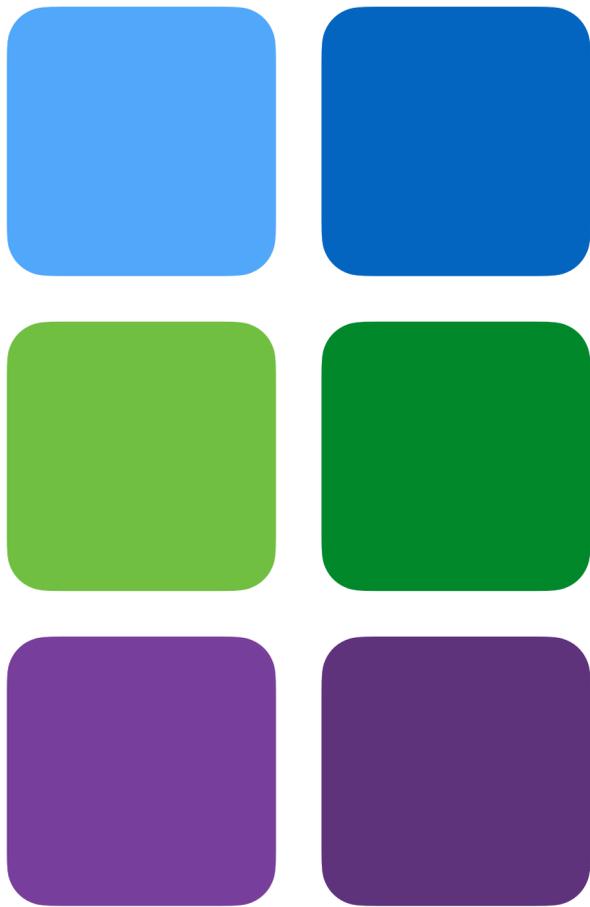


## Pretext Invariant Representation Learning



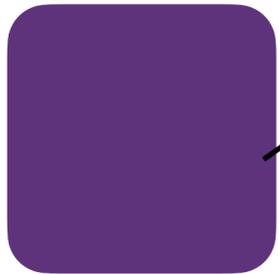
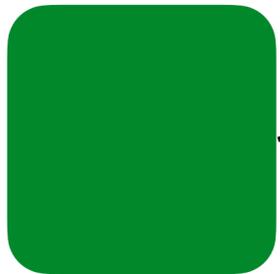
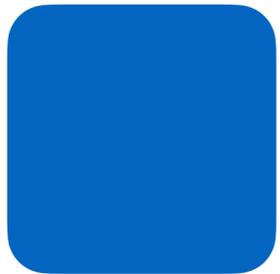
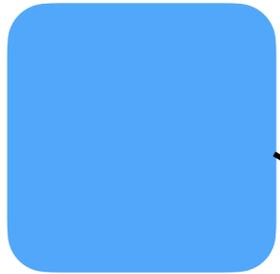
# Contrastive Learning

Groups of  
Related and Unrelated  
Images



# Contrastive Learning

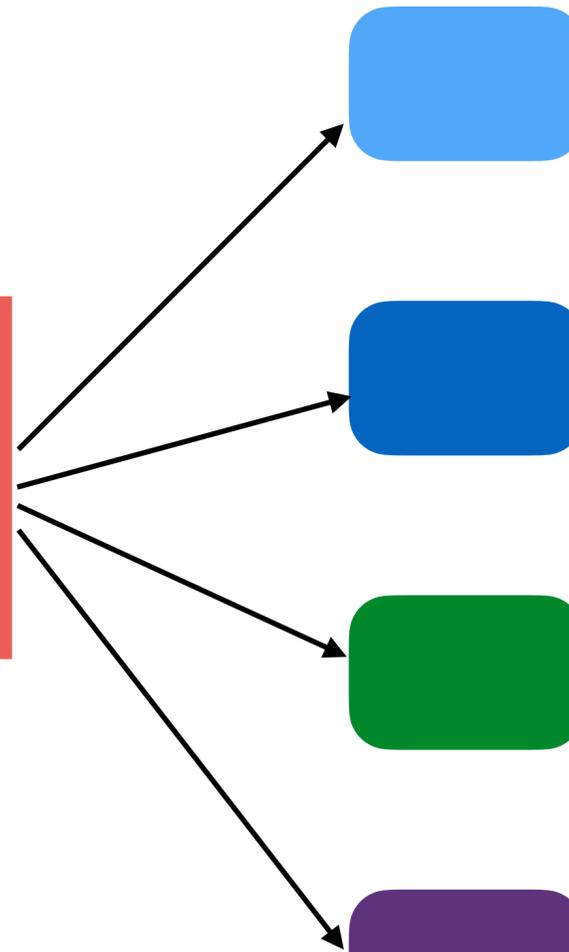
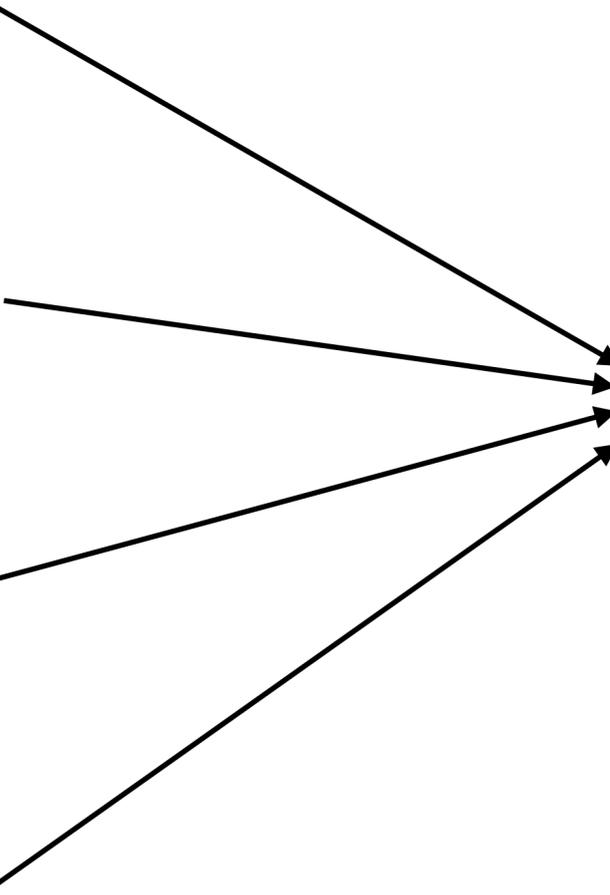
Groups of  
Related and Unrelated  
Images



Shared network  
(Siamese Net)



Image Features  
(Embeddings)



# Contrastive Learning

Related and Unrelated Images



Shared network (Siamese Net)

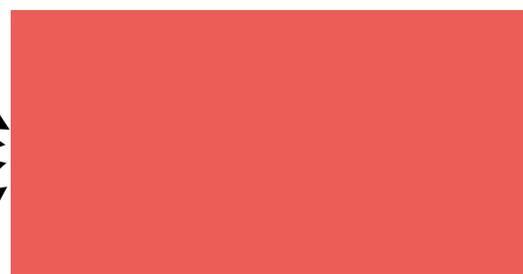


Image Features (Embeddings)



## Loss Function

Embeddings from related images should be closer than embeddings from unrelated images

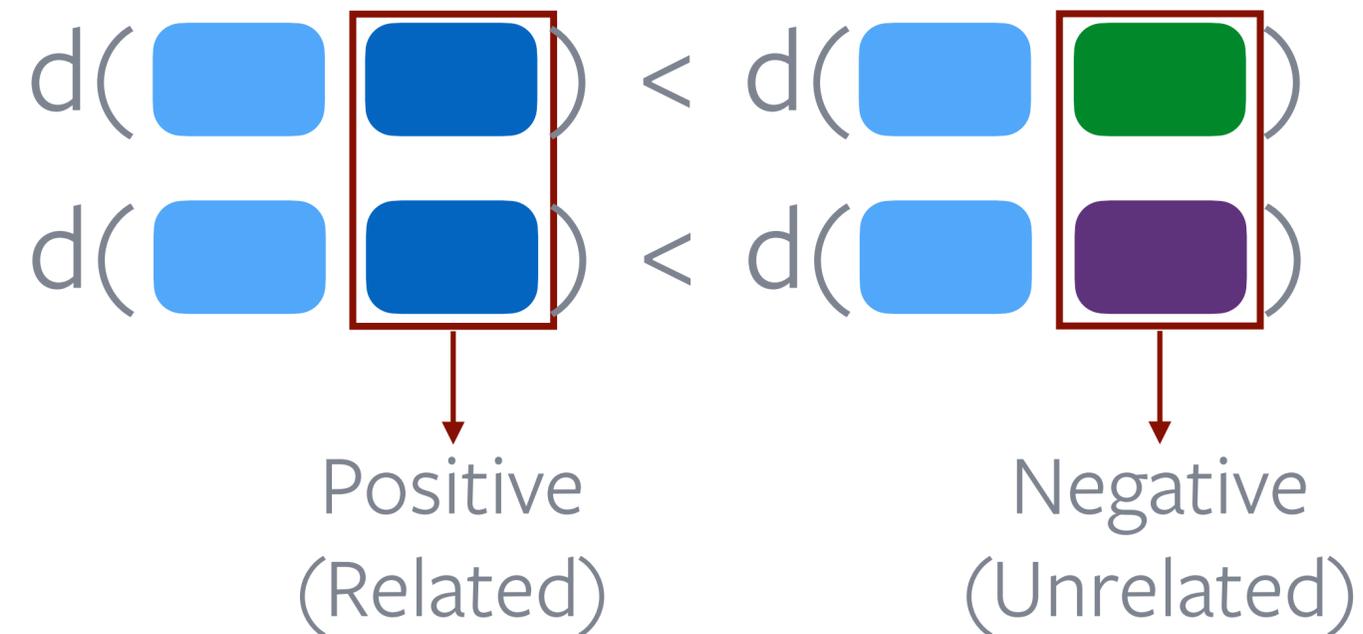
$$d(\text{light blue}, \text{dark blue}) < d(\text{light blue}, \text{green})$$

$$d(\text{light blue}, \text{dark blue}) < d(\text{light blue}, \text{purple})$$

# Contrastive Loss Function

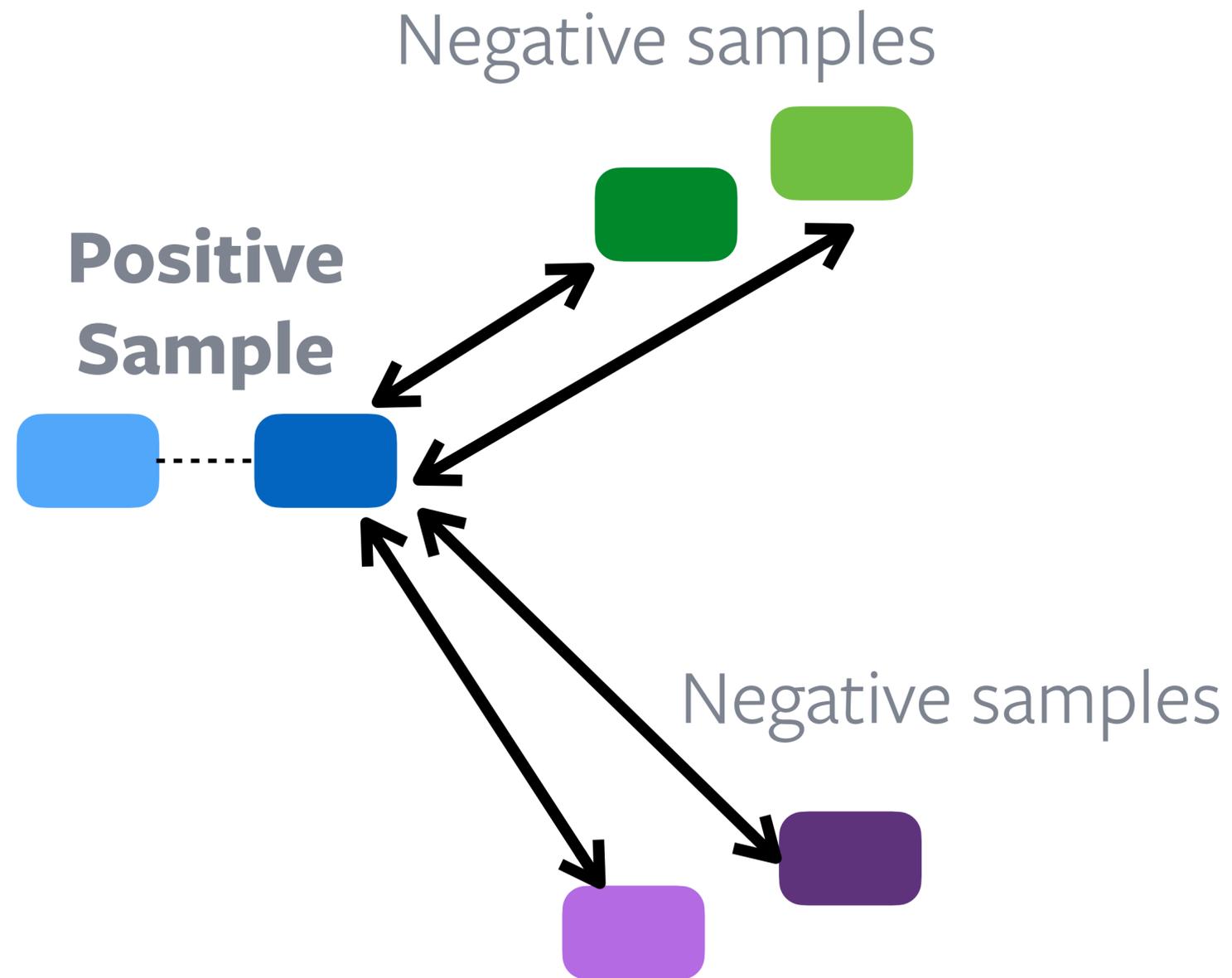
## Loss Function

Embeddings from related images should be closer than embeddings from unrelated images



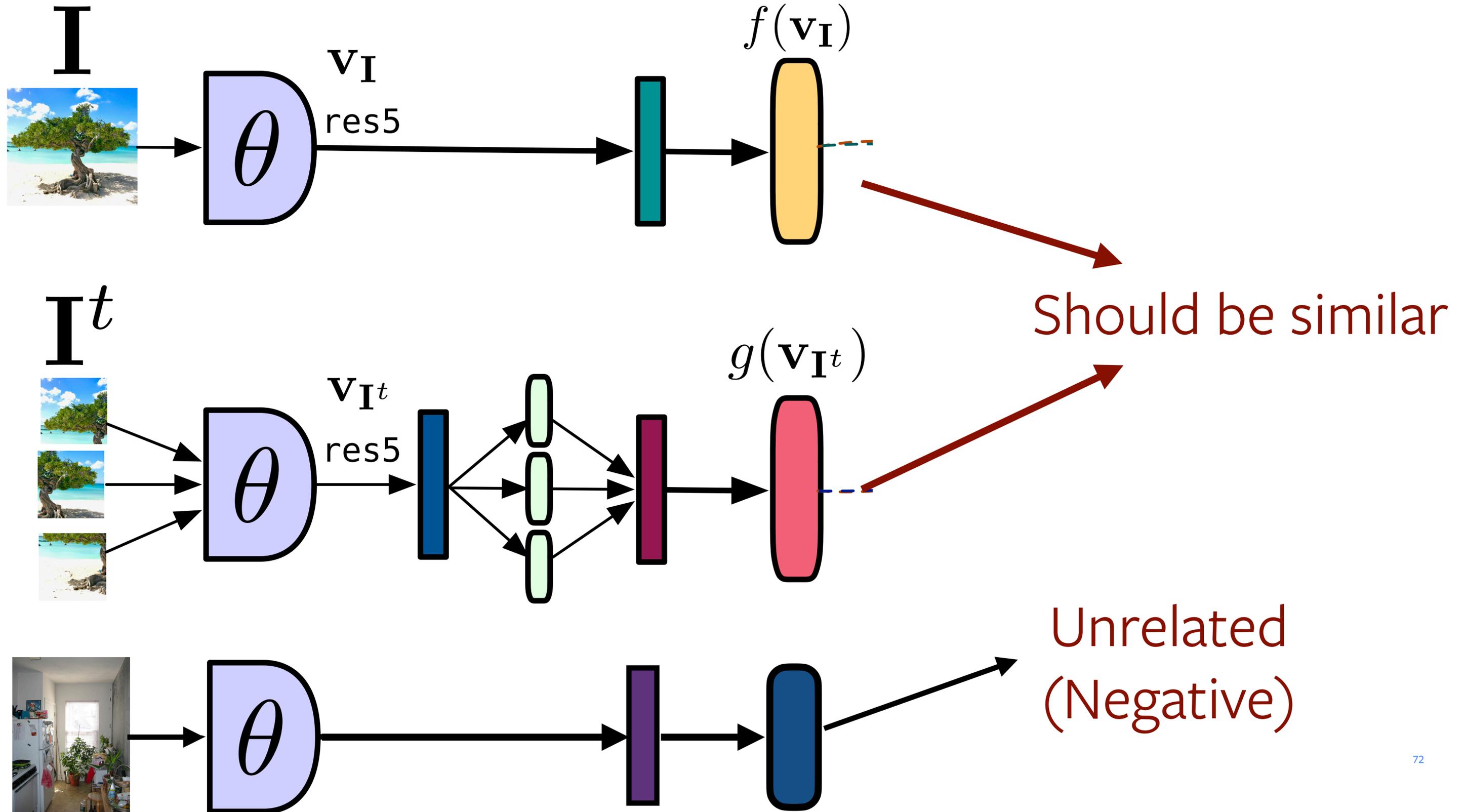
Good negatives are *very* important in contrastive learning

# Contrastive learning -- what does it do?

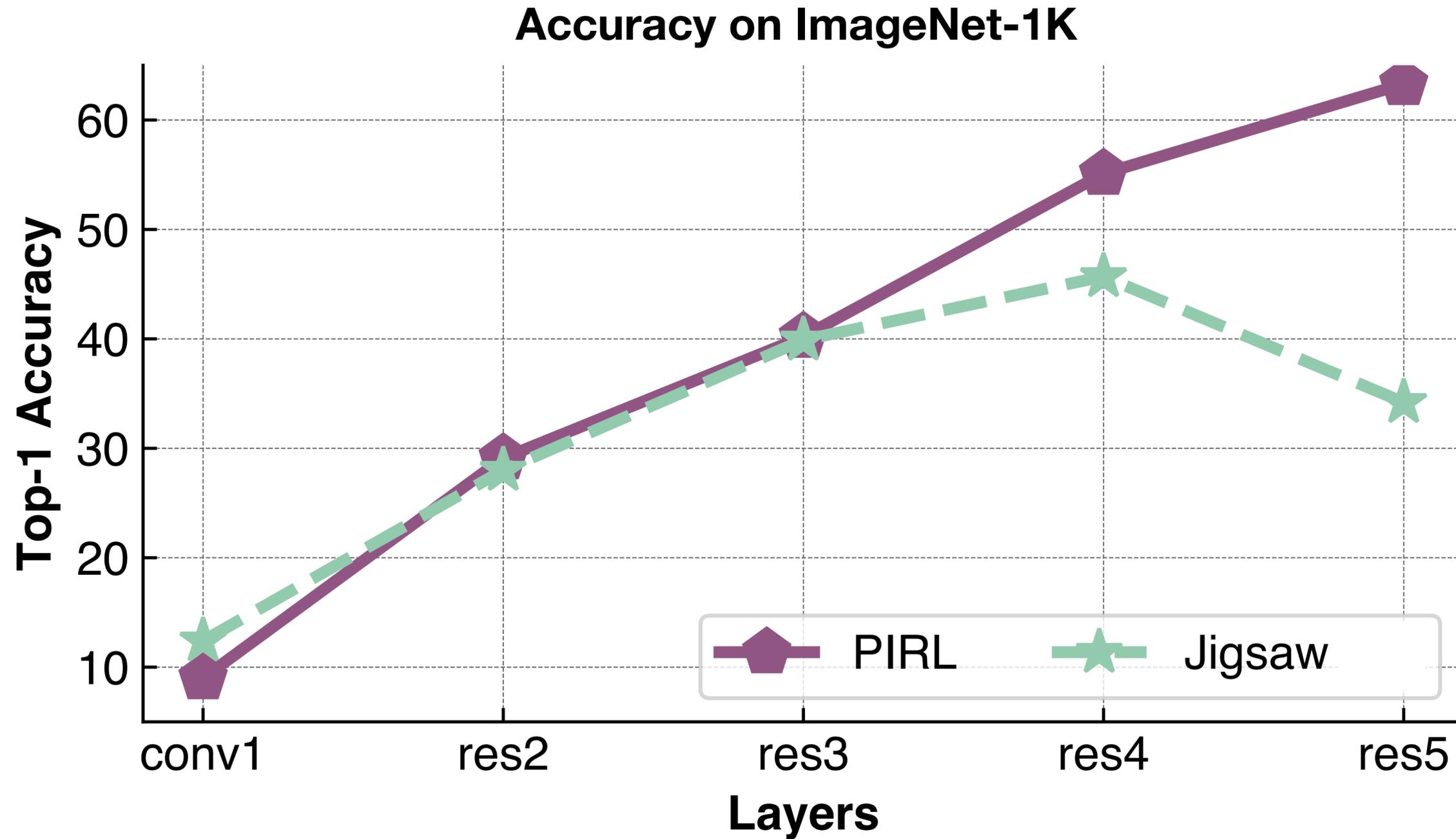


How does this relate to “pretext” tasks?

# PIRL - How it works



# Better self-supervised learning objective



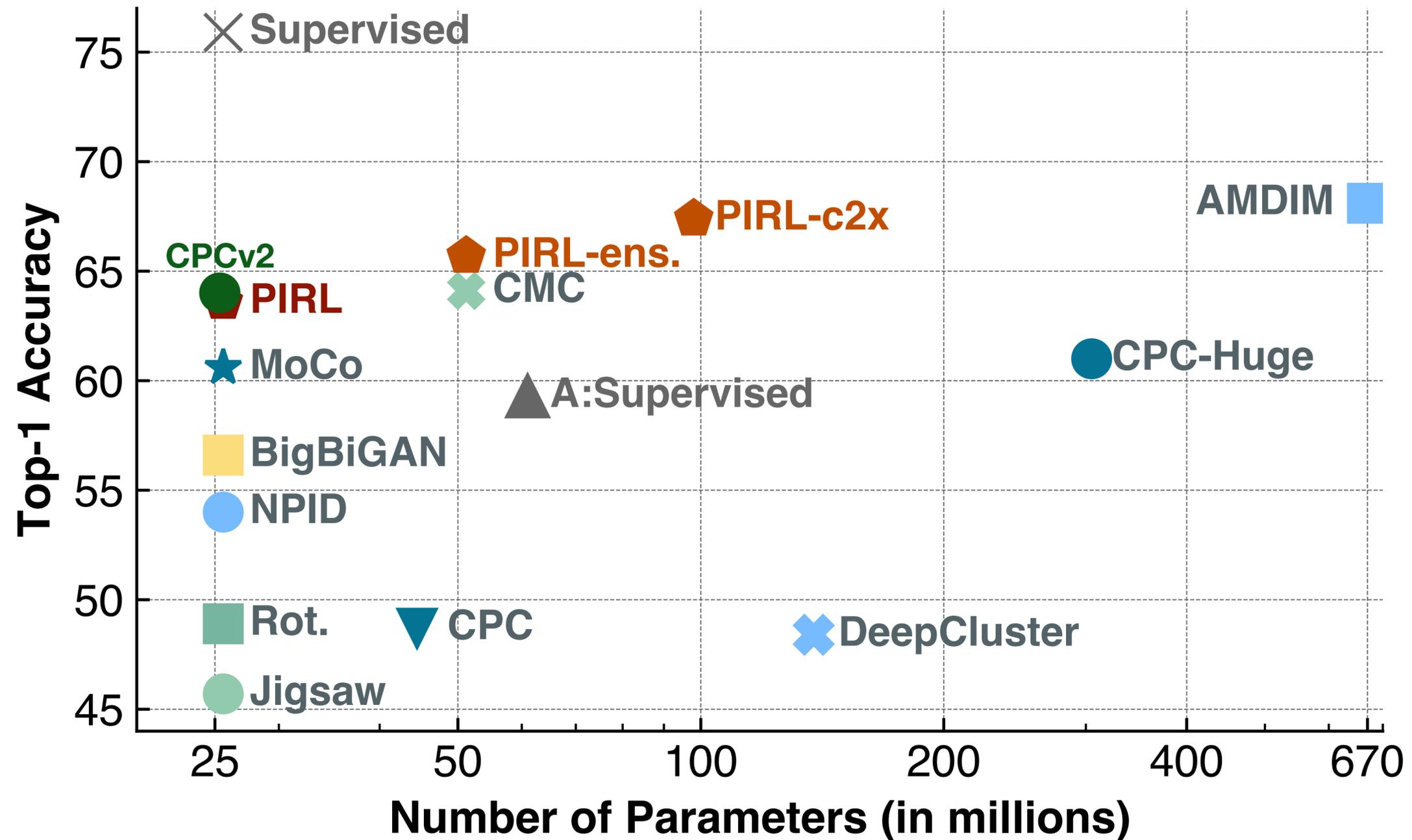
# Object Detection

- **Outperforms** ImageNet supervised pre-trained networks
- Full fine-tuning, no bells & whistles
- No extra data, changes in model architecture, fine-tuning schedule

	Initialization			VOC07+12			VOC07		
	AP <sub>all</sub>	AP <sub>50</sub>	AP <sub>75</sub>	AP <sub>all</sub>	AP <sub>50</sub>	AP <sub>75</sub>	AP <sub>all</sub>	AP <sub>50</sub>	AP <sub>75</sub>
ImageNet Supervised	52.6	<b>81.1</b>	57.4	43.8	<b>74.5</b>	45.9			
PIRL	<b>54.0</b>	<u>80.7</u>	<b>59.7</b>	<b>44.7</b>	73.4	<b>47.0</b>	+1.4	+2.3	+1.1

# Linear Classification

- Linear classifiers on fixed features. Evaluate on **ImageNet-1K**



# Easily Multi-task

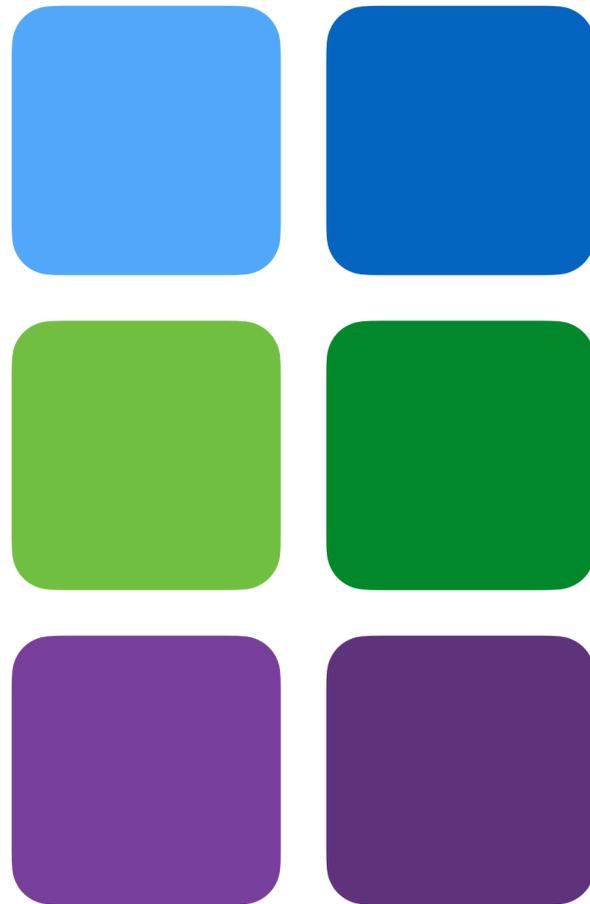
Method	Transfer Dataset			
	ImageNet-1M	VOC07	Places205	iNaturalist
Jigsaw	46.0	66.1	41.4	22.1
Rotation	48.9	63.9	47.6	23
PIRL (Rot)	60.2	77.1	47.6	31.2
PIRL (Jigsaw + Rot)	<b>63.1</b>	<b>80.3</b>	<b>49.7</b>	<b>33.6</b>

# The rise of contrastive learning

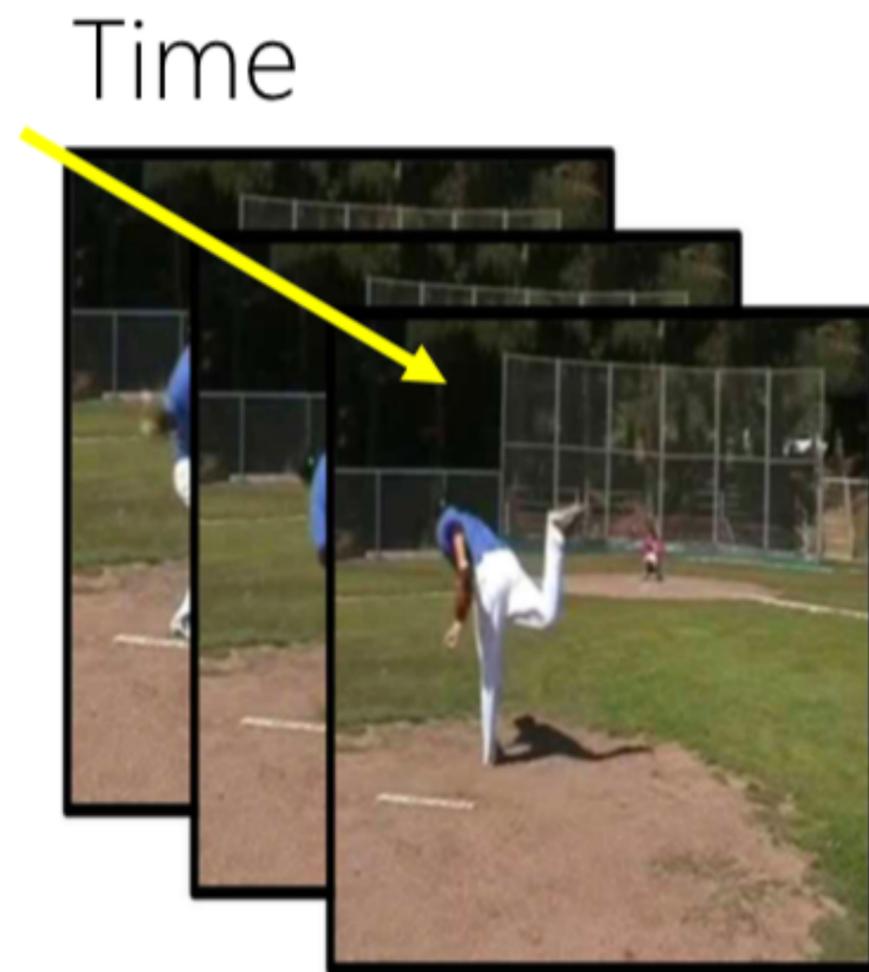
# Contrastive Learning

- How to define what images are "related" and "unrelated"?

Related and Unrelated  
Images



# Frames of a video



“Sequence” of data

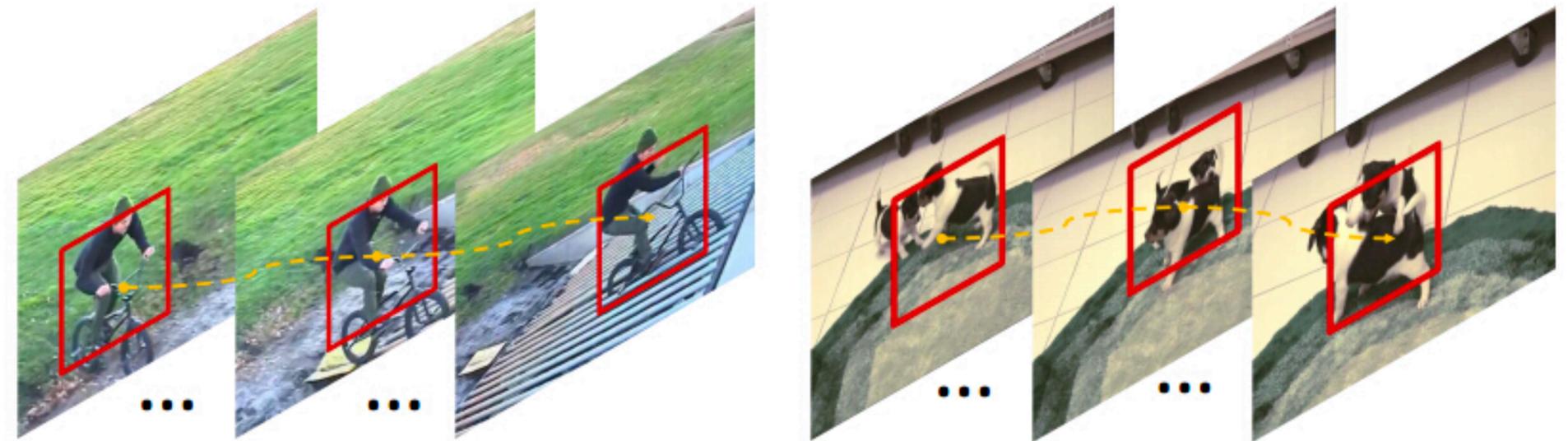
Hadsell et al., 2005, DrLim  
van der Oord et al., 2018, CPC

# Video & Audio

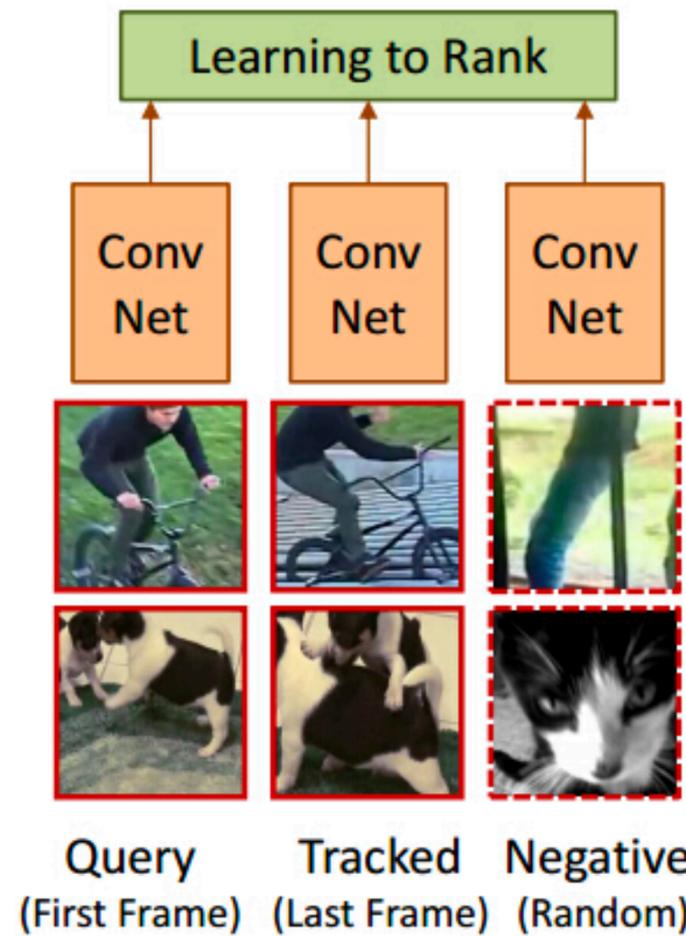


AVID - Morgado et al., ECCV 2020  
GDT - Patrick et al., 2020

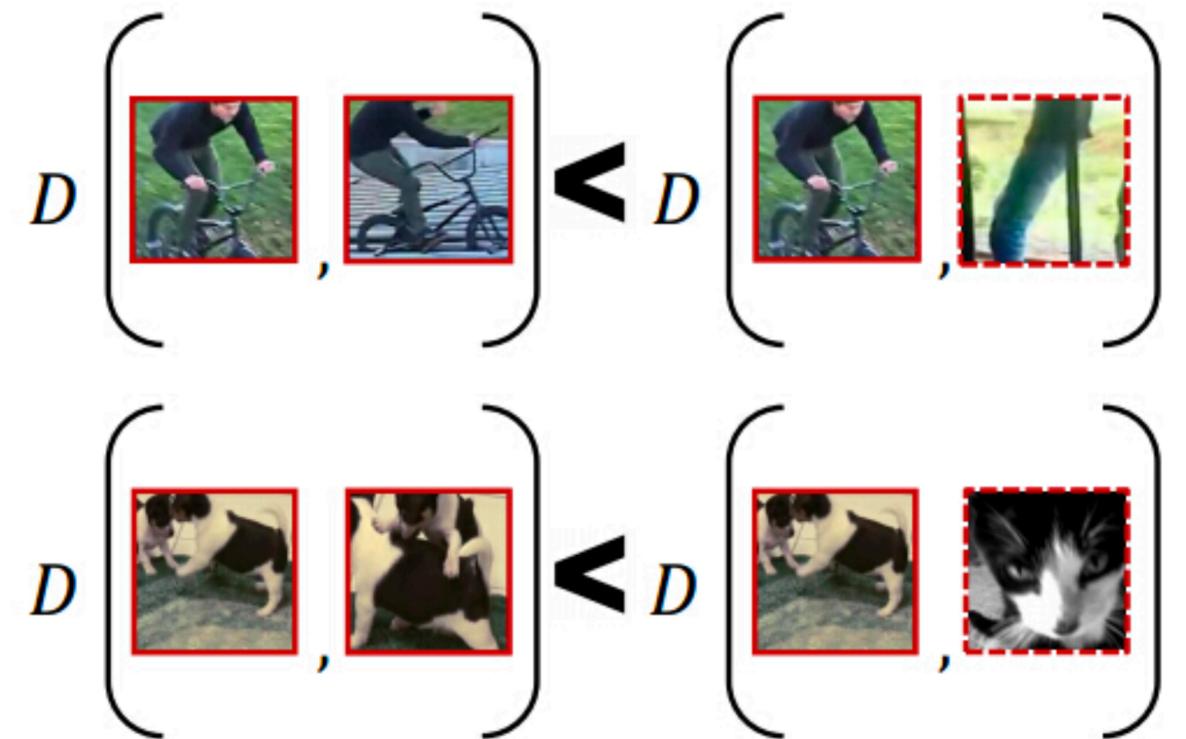
# Tracking Objects



(a) Unsupervised Tracking in Videos



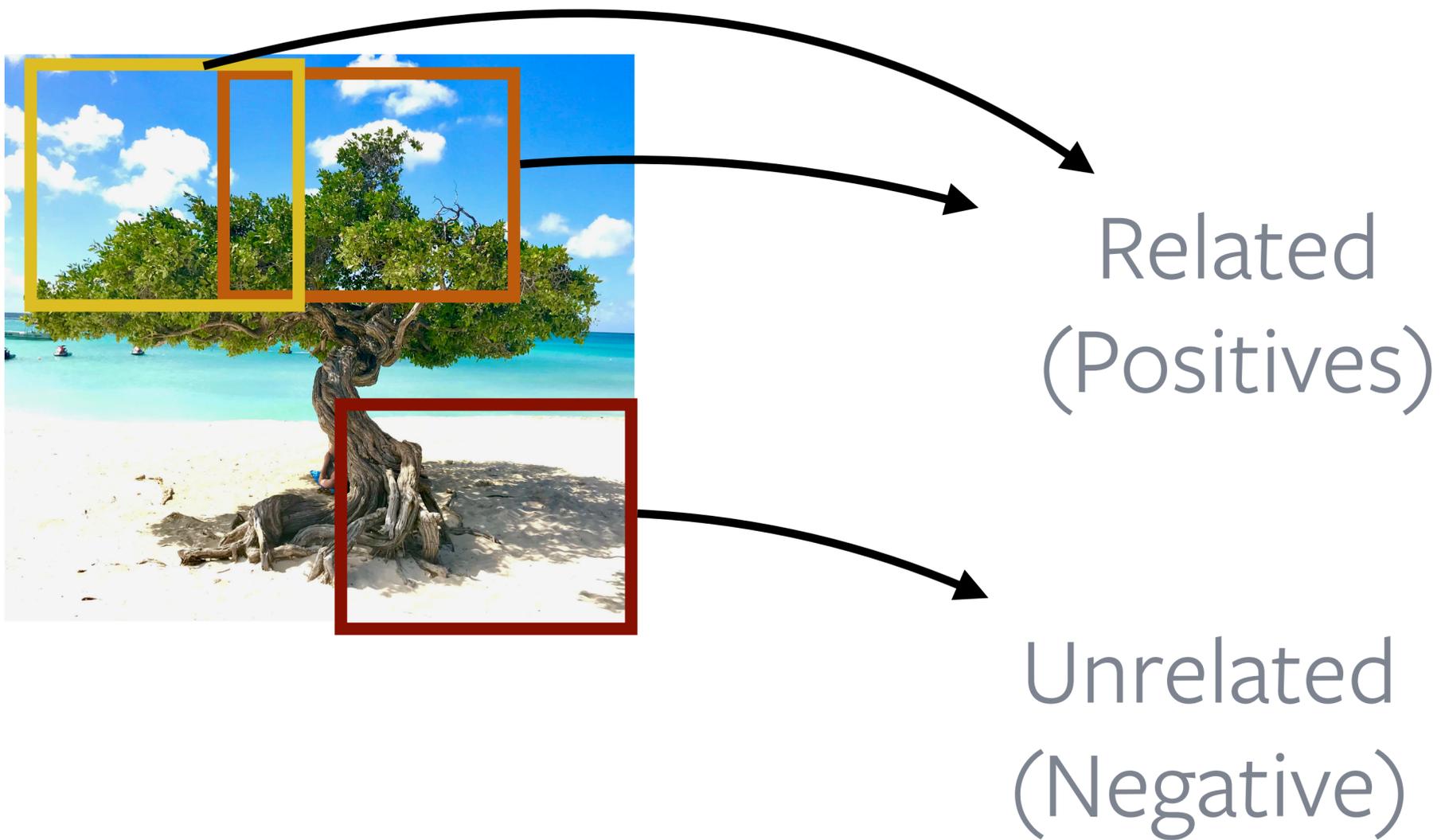
(b) Siamese-triplet Network



$D$ : Distance in deep feature space

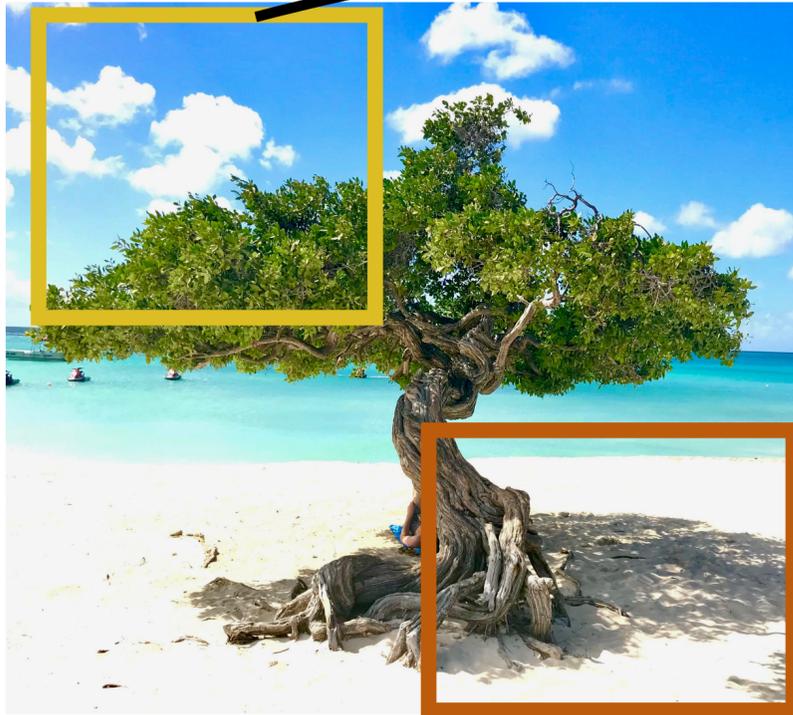
(c) Ranking Objective

# Nearby patches vs. distant patches of an Image



van der Oord et al., 2018,  
Henaff et al., 2019  
Contrastive Predictive Coding

# Patches of an image vs. patches of other images



Related  
(Positives)

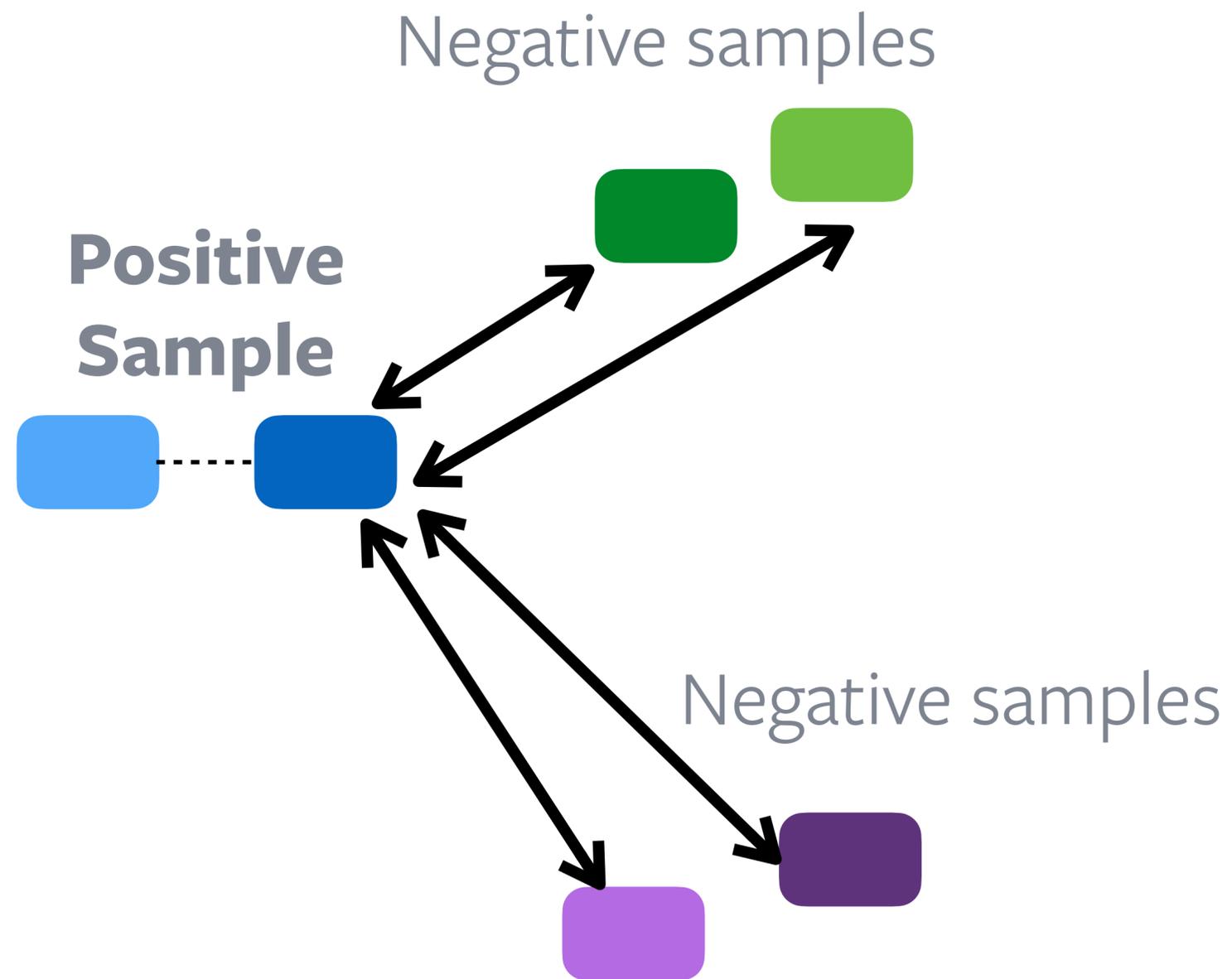
Wu et al., 2018, Instance Discrimination  
He et al., 2019, MoCo  
Misra & van der Maaten, 2019, PIRL  
Chen et al., 2020, SimCLR

Unrelated  
(Negative)

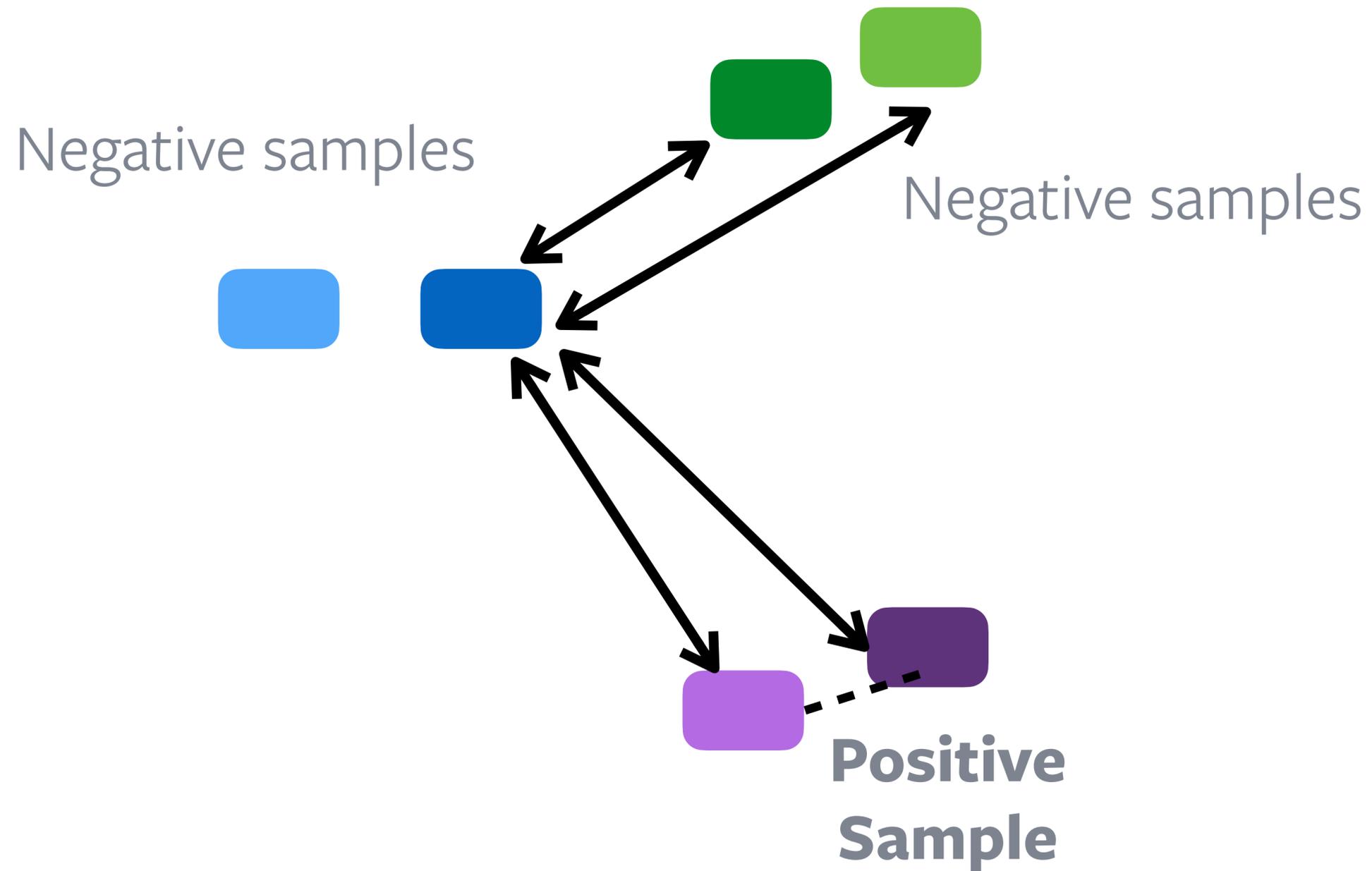
and lots more ...

Is “contrastive” really important?

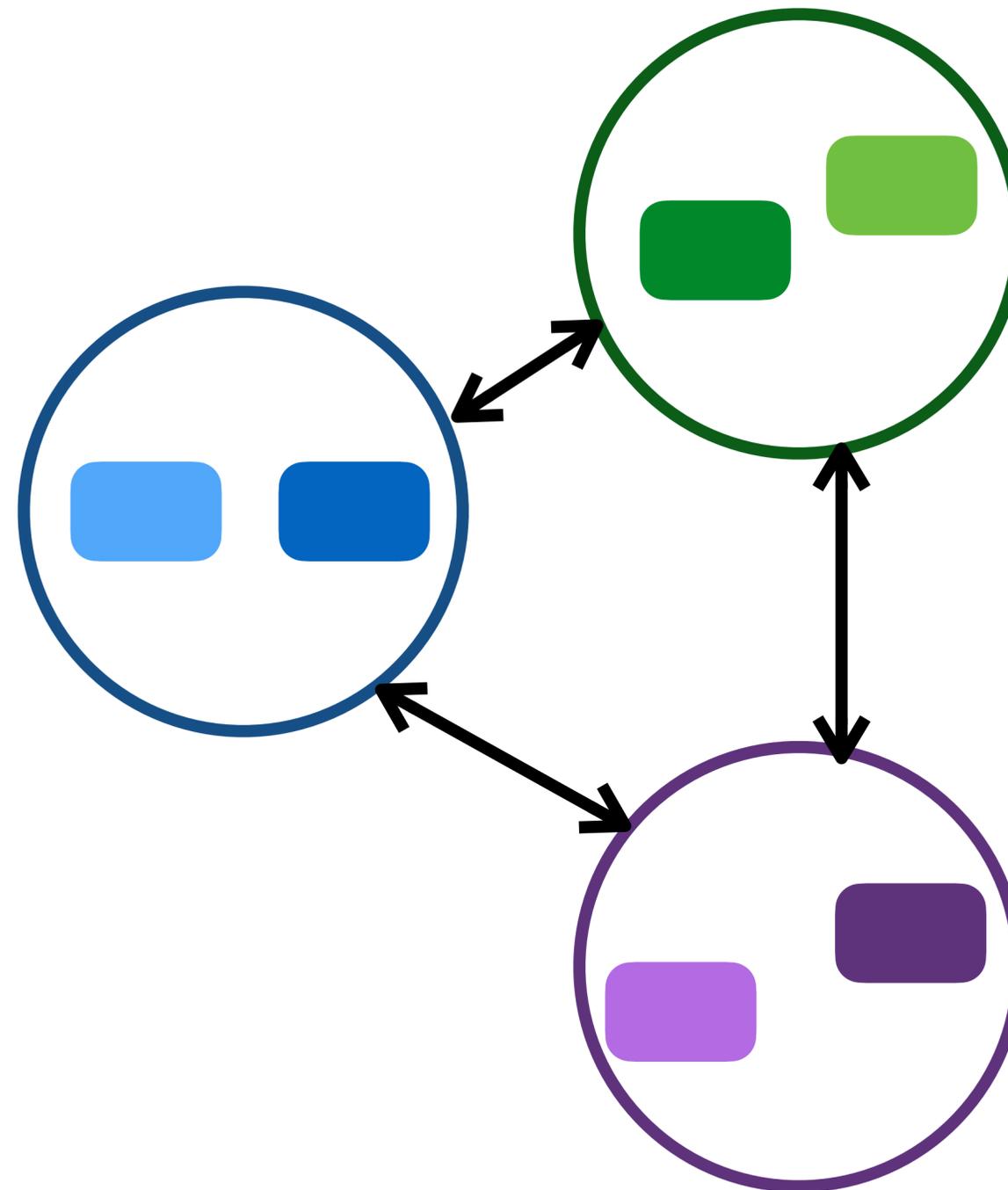
# Contrastive learning -- what does it do?



# Contrastive learning -- what does it do?

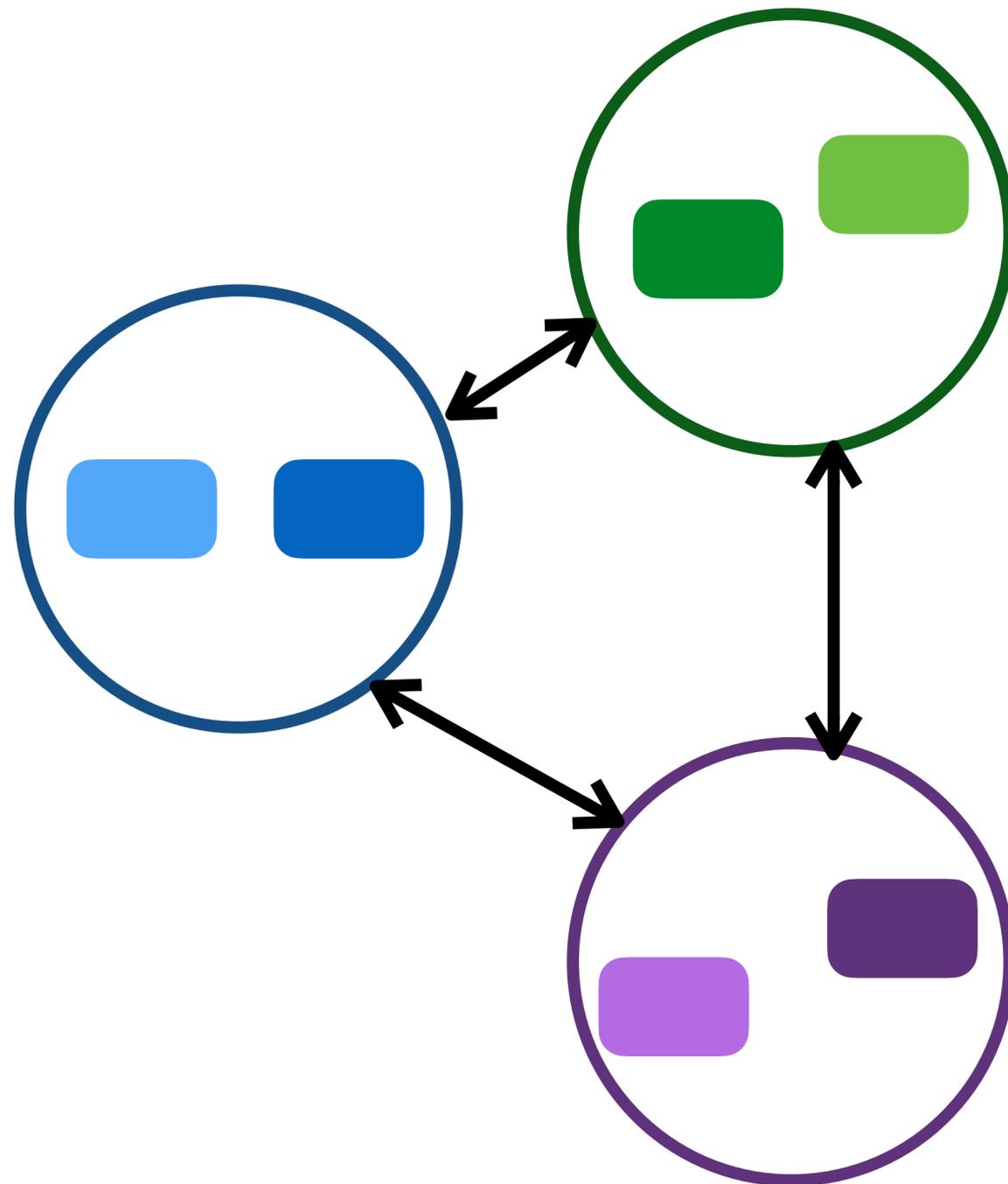


# Contrastive learning -- what does it do?



Creates groups  
in the feature space

# Contrastive learning -- what does it do?



Creates groups  
in the feature space

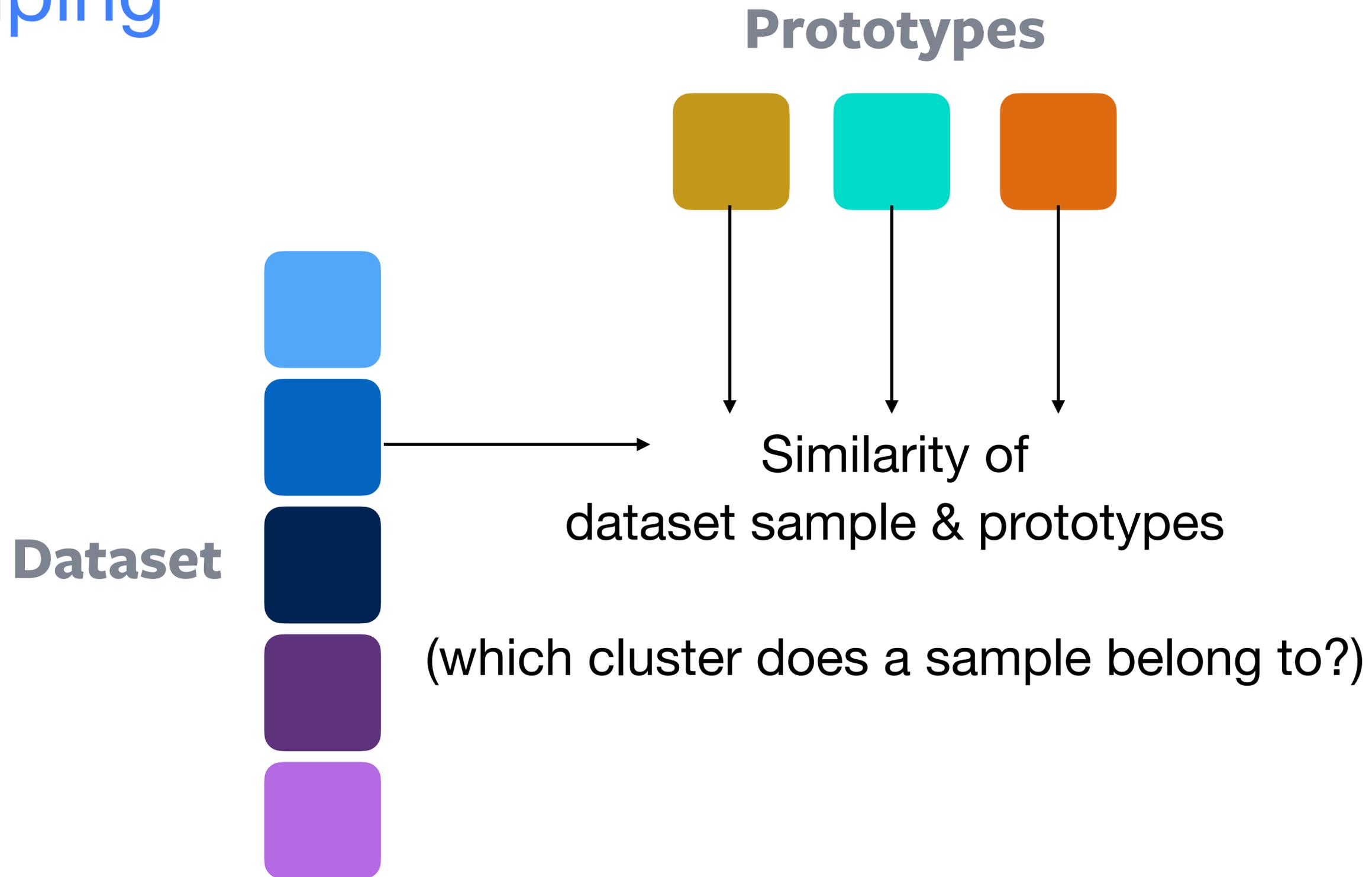
So does **clustering**?!

# Swapping Assignments between Views (SwAV)

Mathilde Caron, Ishan Misra, Julien Mairal, Priya Goyal, Piotr Bojanowski, Armand Joulin



# Grouping

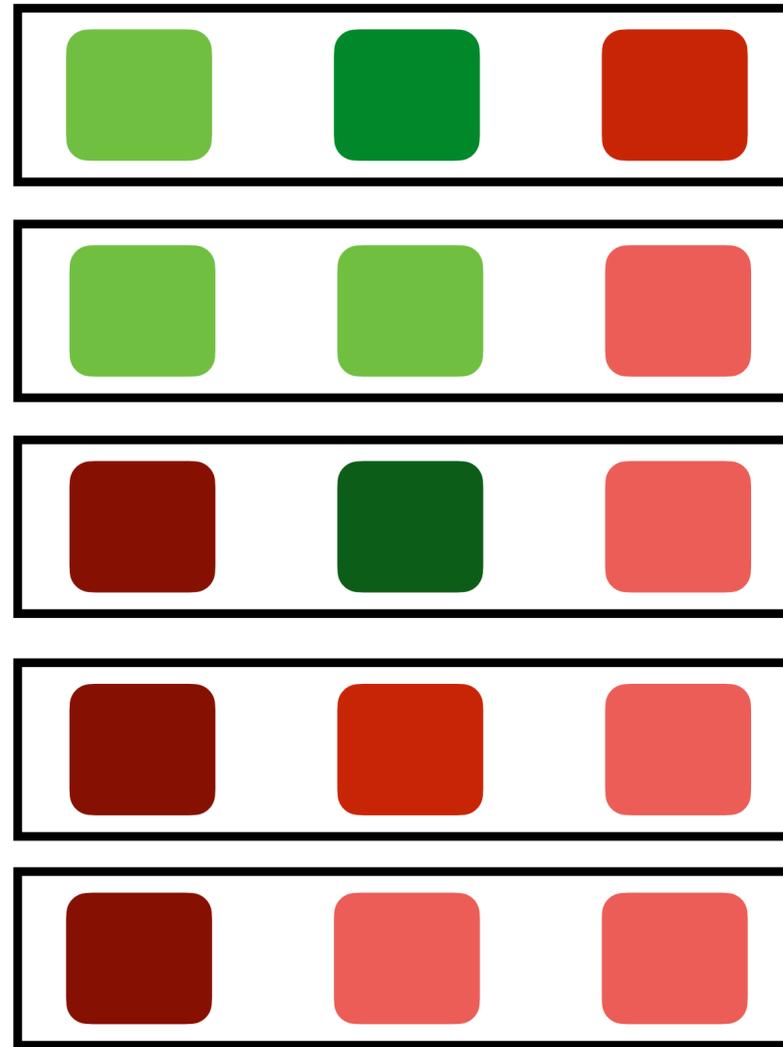
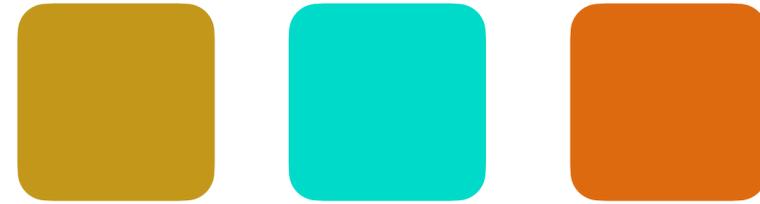


# Grouping

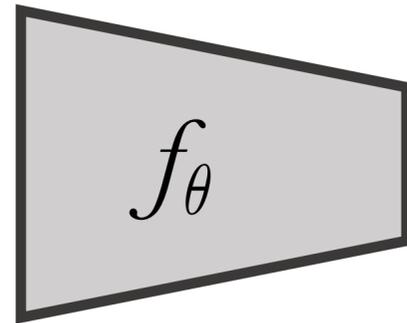
**Dataset**



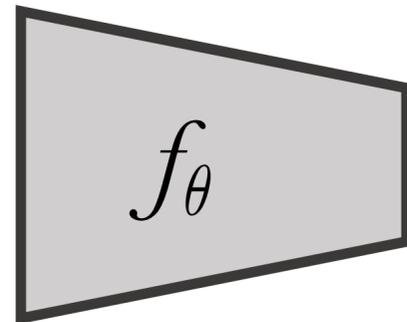
**Prototypes**



**Codes**

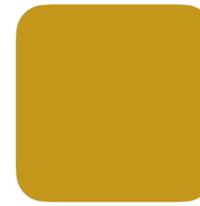


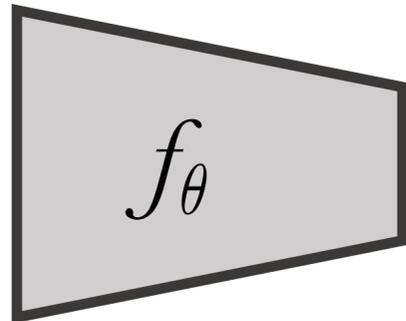
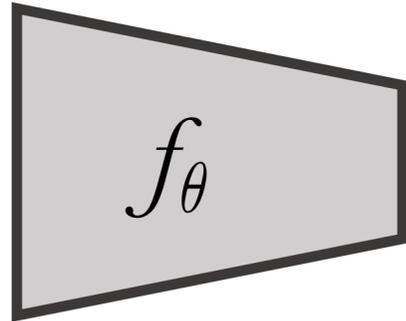
Code 1



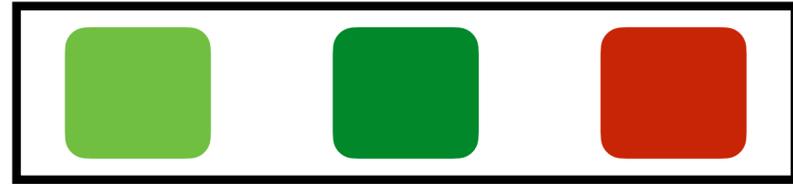
Code 2

# Prototypes





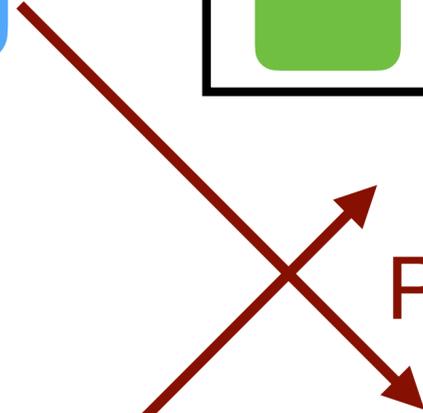
# Prototypes

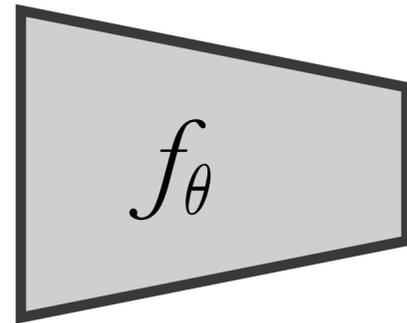


Code 1

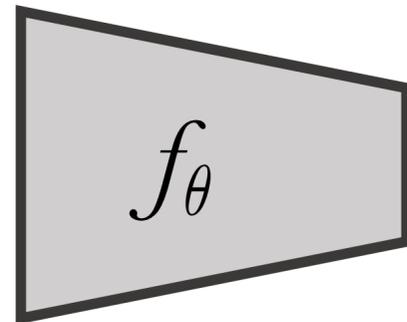
Code 2

Predict





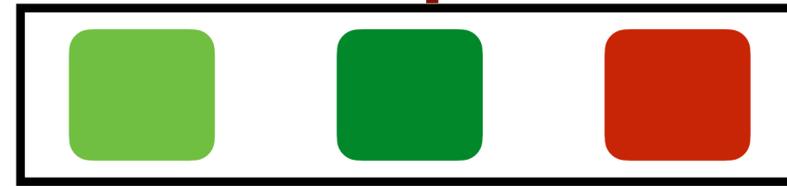
← - - - Backprop



## Prototypes



↑ - - - Backprop



Code 1



Code 2

Not contrastive!

# Key Results

	Linear Classifier (Fixed Features)			Detection	
	ImageNet	Places	iNaturalist	VOC07+12	COCO
Supervised	76.5	53.2	46.7	81.3	40.8
Prior self-supervised	71.1 (-5.4)	52.1	38.9	82.5	42.0
SwAV	75.3 (-1.2)	<b>56.7</b>	<b>48.6</b>	<b>82.6</b>	<b>42.1</b>

# Practical advantages of SwAV

- Trains on 4-8 GPUs
- **Faster convergence** than prior work (SimCLR, MoCov2)
  - Smaller compute requirements.
  - **2x faster** than MoCo-v2 on 8 GPUs
    - 72% after 100h vs. 71% after 200h
- Better results



Code & Models - <https://github.com/facebookresearch/swav>

PyTorch Lightning implementation on the way

Combining clustering with contrastive learning

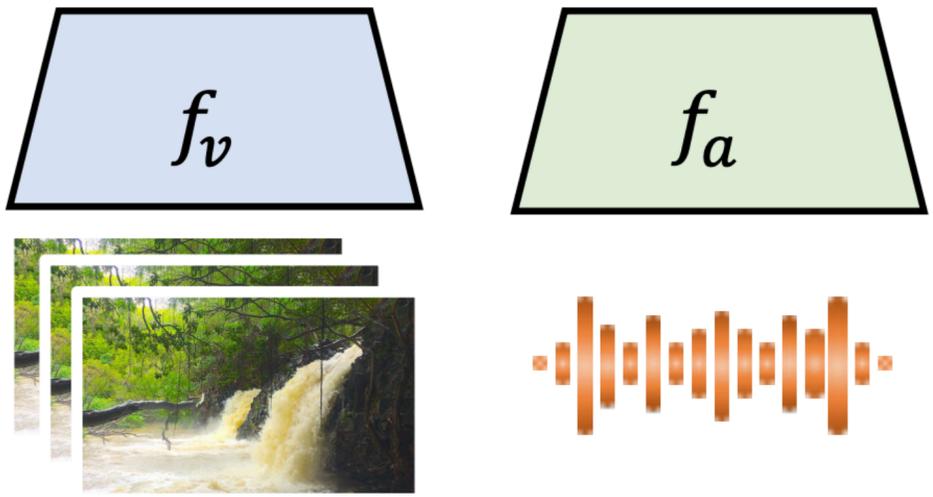
# Audio Visual Instance Discrimination with Cross Modal Agreement (AVID + CMA)

Pedro Morgado, Nuno Vasconcelos, Ishan Misra



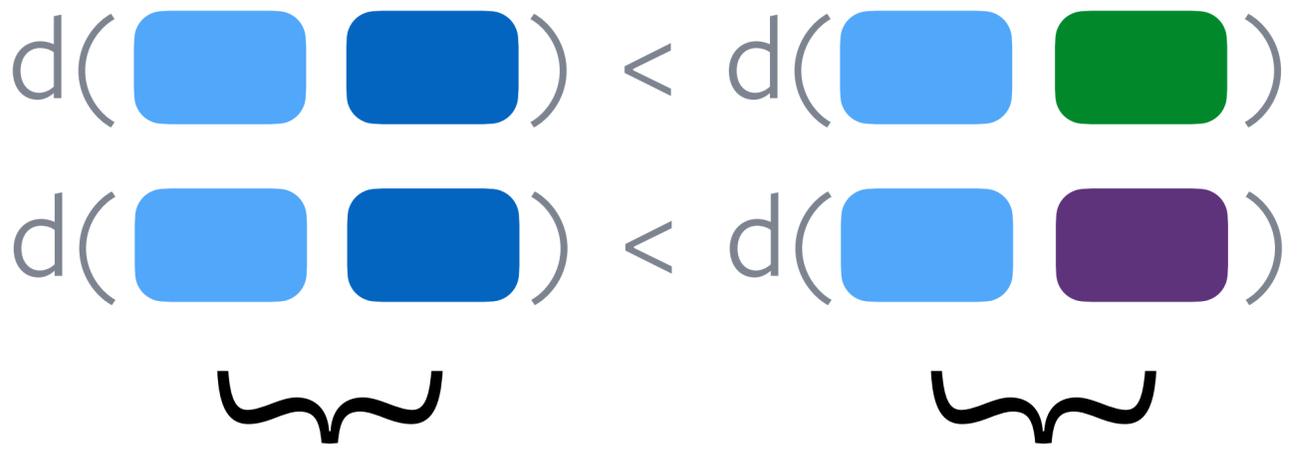
<https://github.com/facebookresearch/AVID-CMA>

# Contrastive (Audio Video Instance Discrimination)



**Positives**

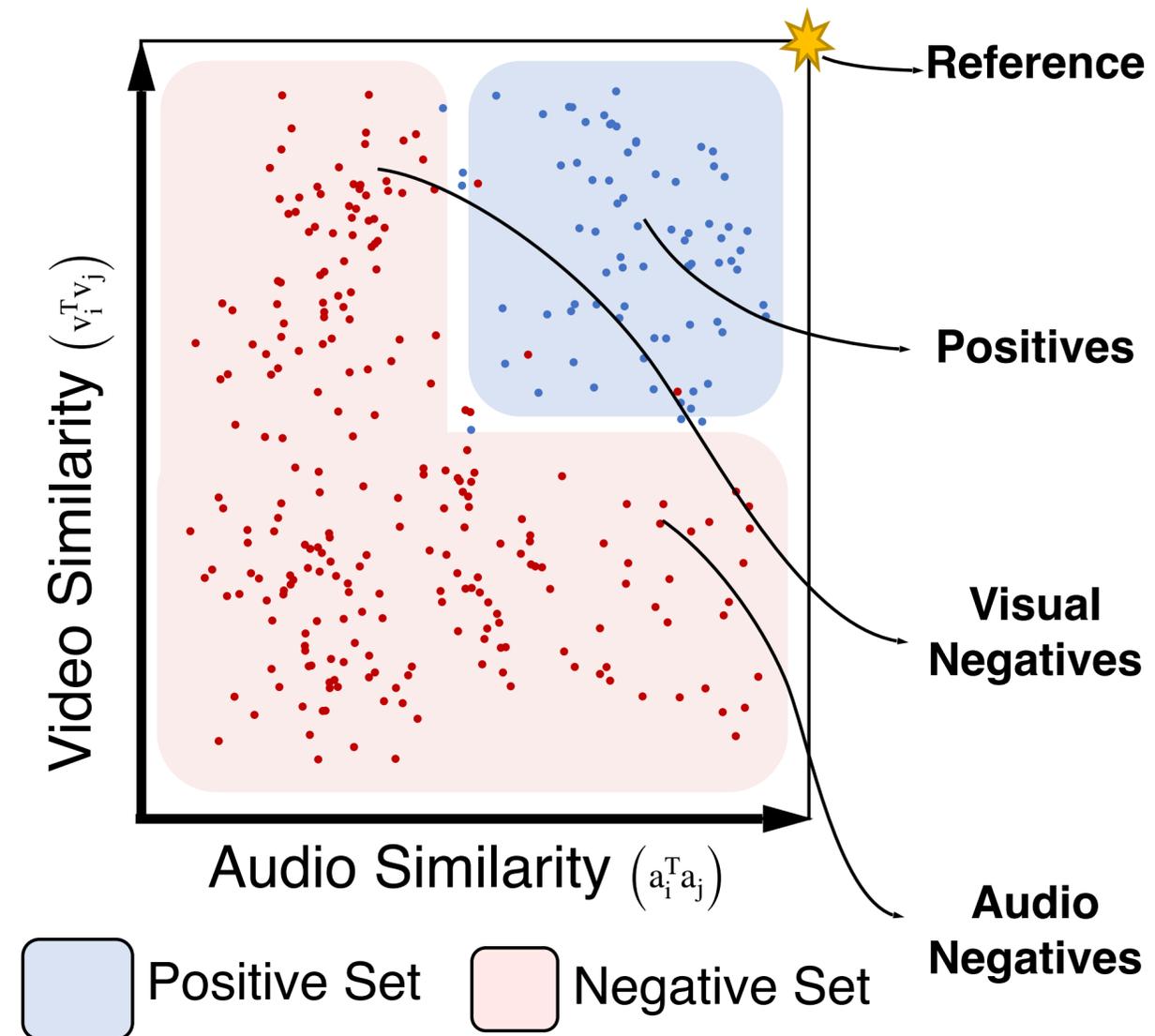
**Negatives**



Audio & Video  
(same sample)

Relate to other video/audio  
using negatives

# Grouping using Audio-visual Agreements (CMA)



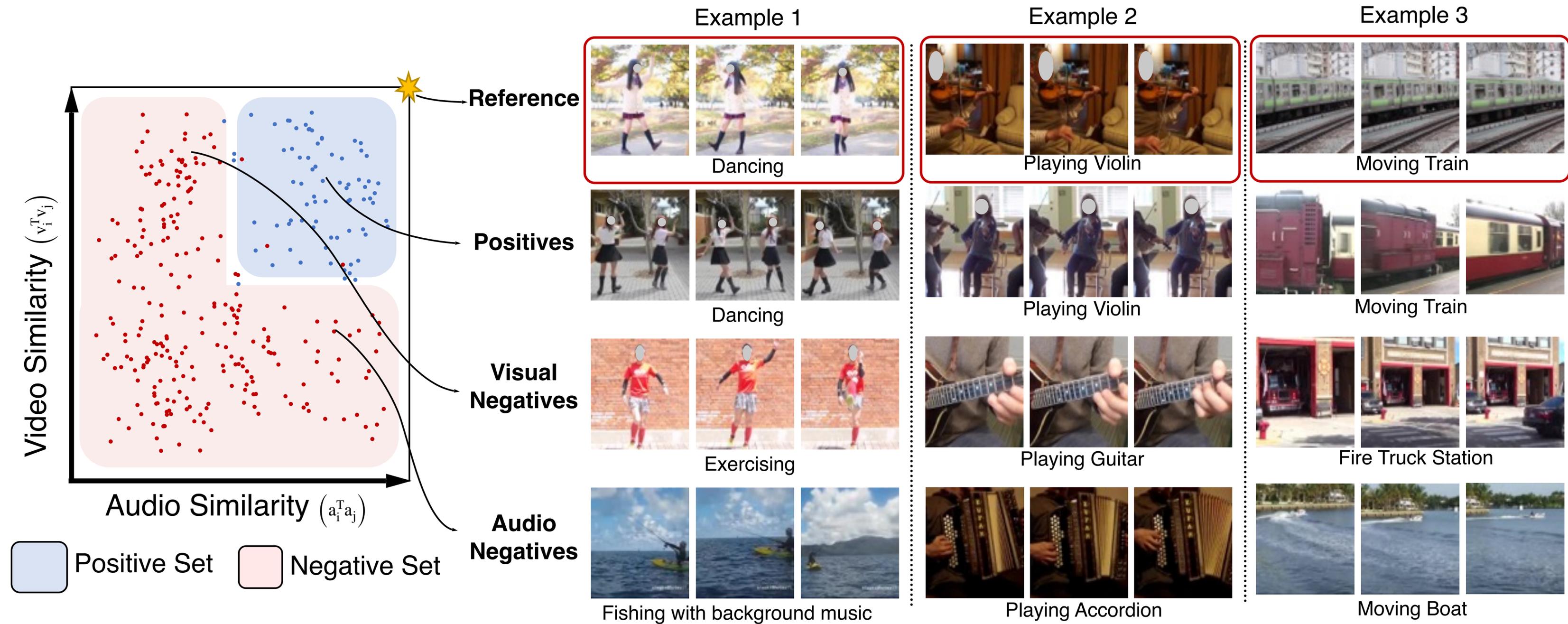
**Positives**                      **Negatives**

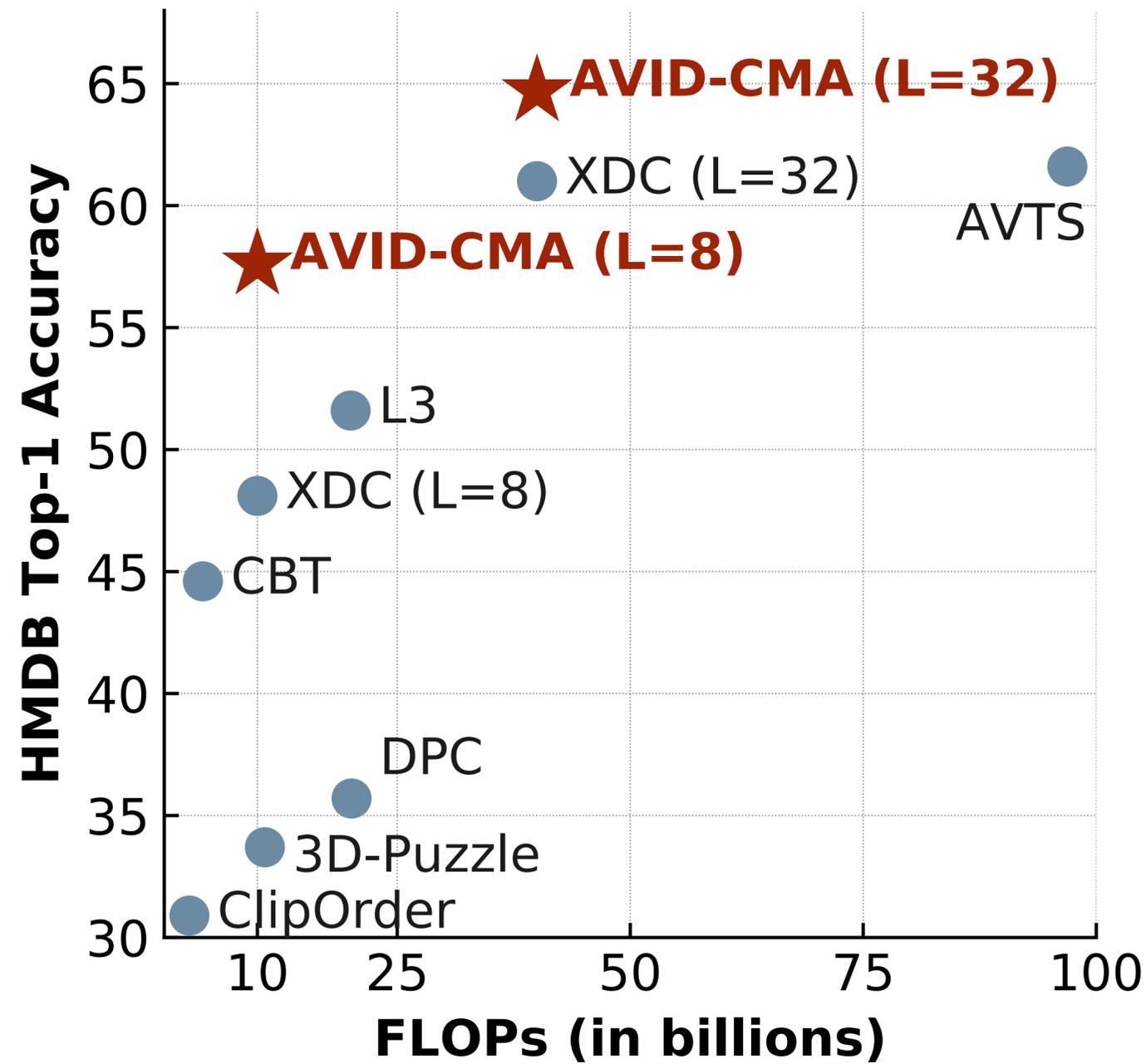
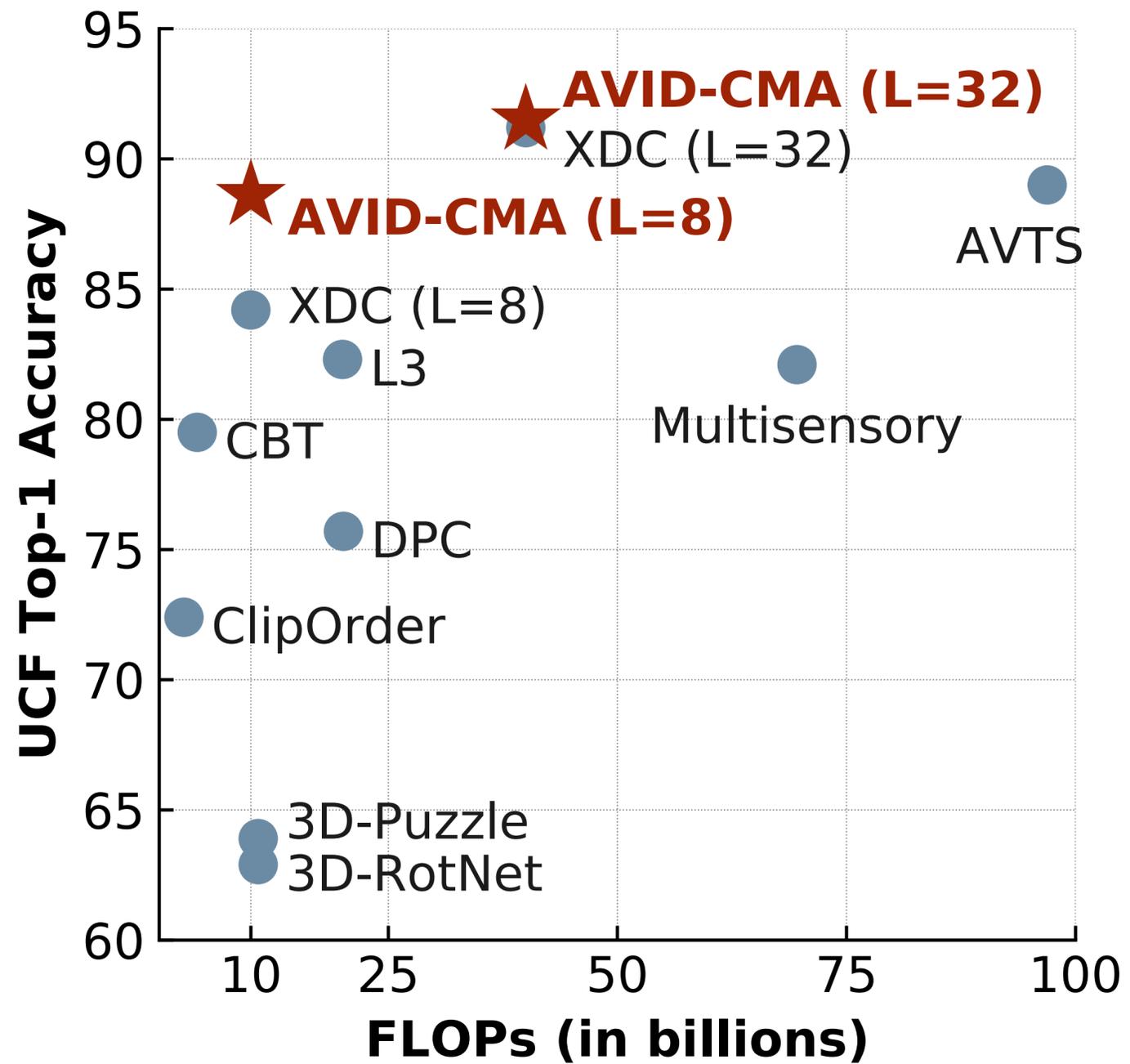
$$d(\text{light blue}, \text{dark blue}) < d(\text{light blue}, \text{green})$$
$$d(\text{light blue}, \text{dark blue}) < d(\text{light blue}, \text{purple})$$

}

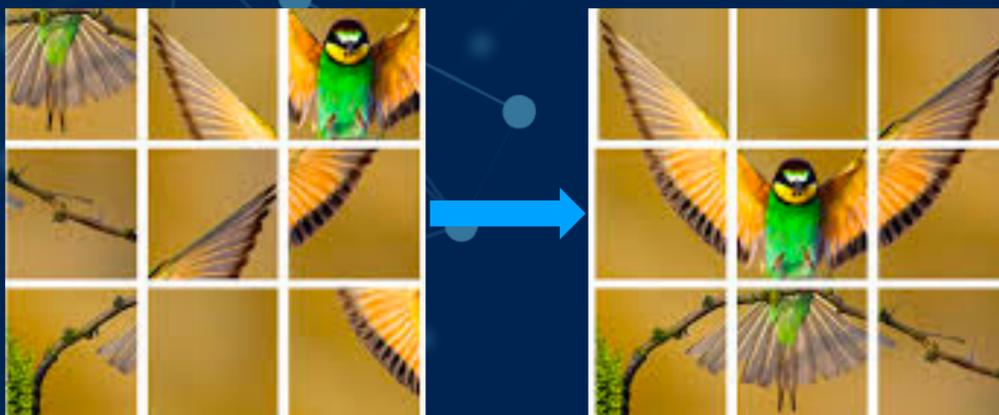
Videos that are similar in audio & video features

# Grouping using Audio-visual Agreements (CMA)

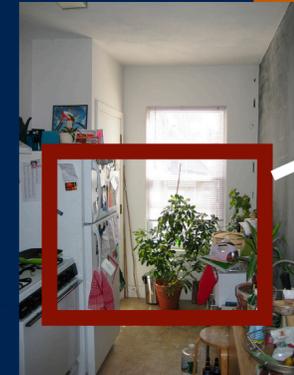




# Pretext tasks

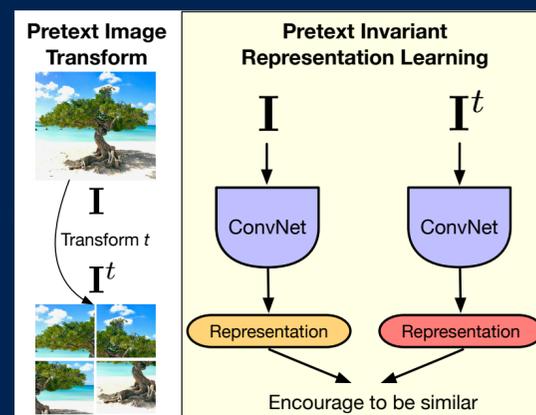


# Contrastive/Clustering

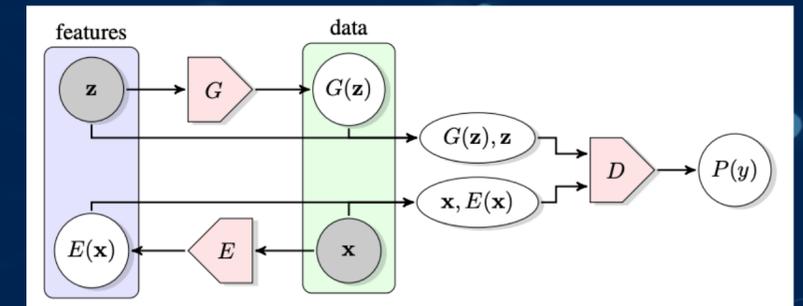


Related

Unrelated



# Generative



AutoEncoder,  
VAE, GAN,  
BiGAN

Predict more information