

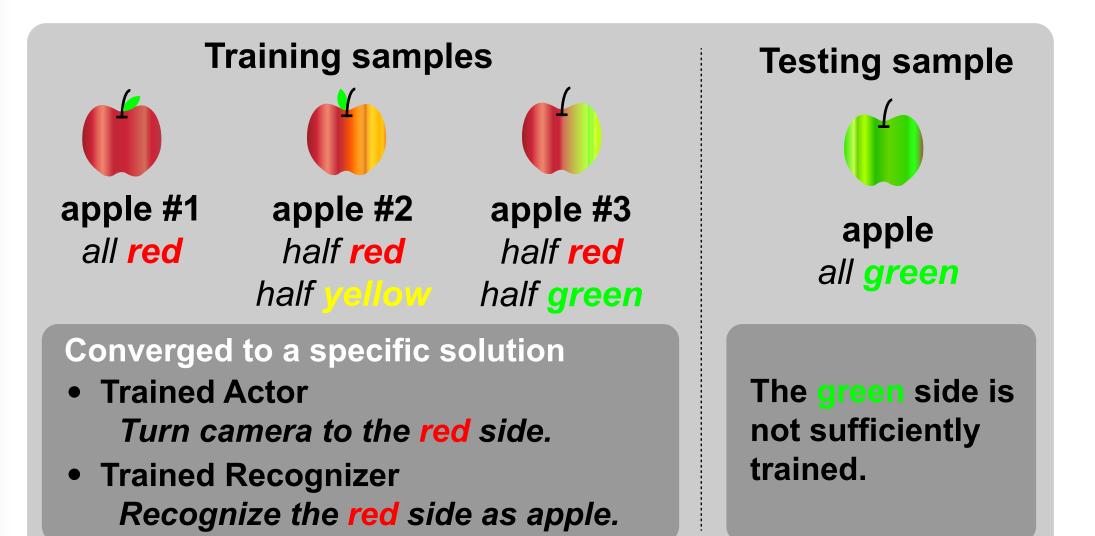
Avoiding Lingering in Learning Active Recognition by Adversarial Disturbance

WACV WAIKOLOA HAWAII JAN 3-7 • 2023

Lei Fan Ying Wu leifan@u.northwestern.edu, yingwu@northwestern.edu

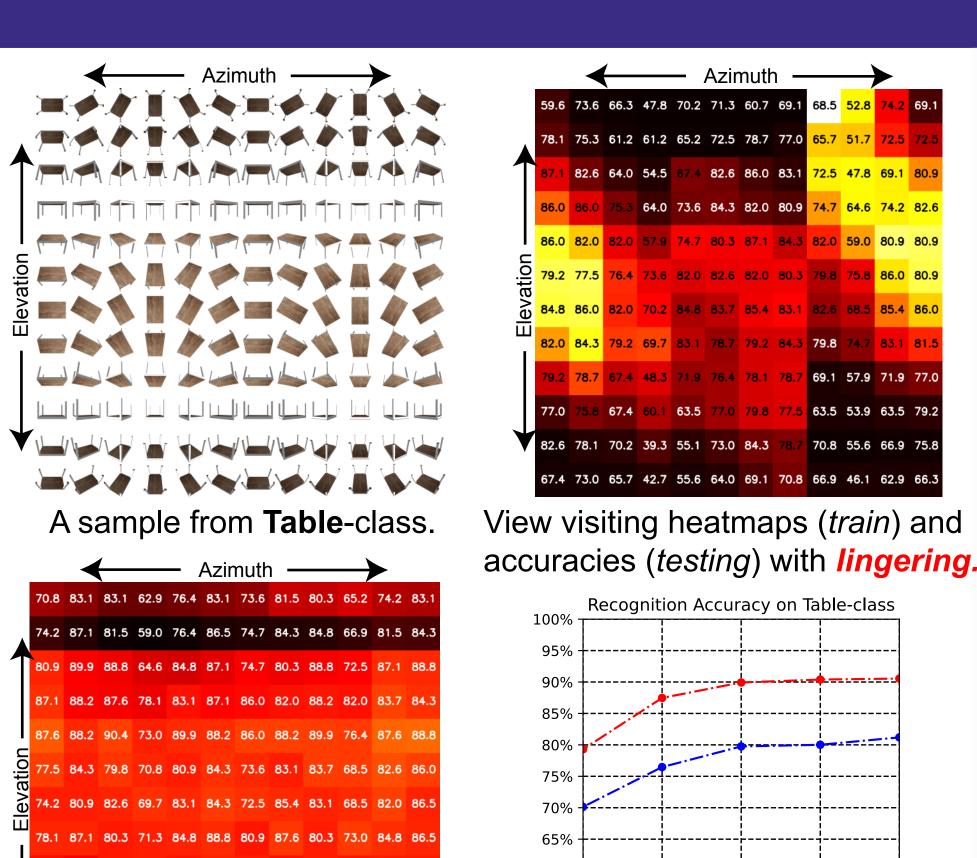
Motivation

In active recognition, joint learning of two modules, i.e., the policy and the recognizer, could collapse to an unintended solution while hurting the generalization ability.



An example of drawbacks if not resolving the lingering issue.

We call this phenomenon happend during training as *lingering* to depict the agent being reluctant to explore challenging views.



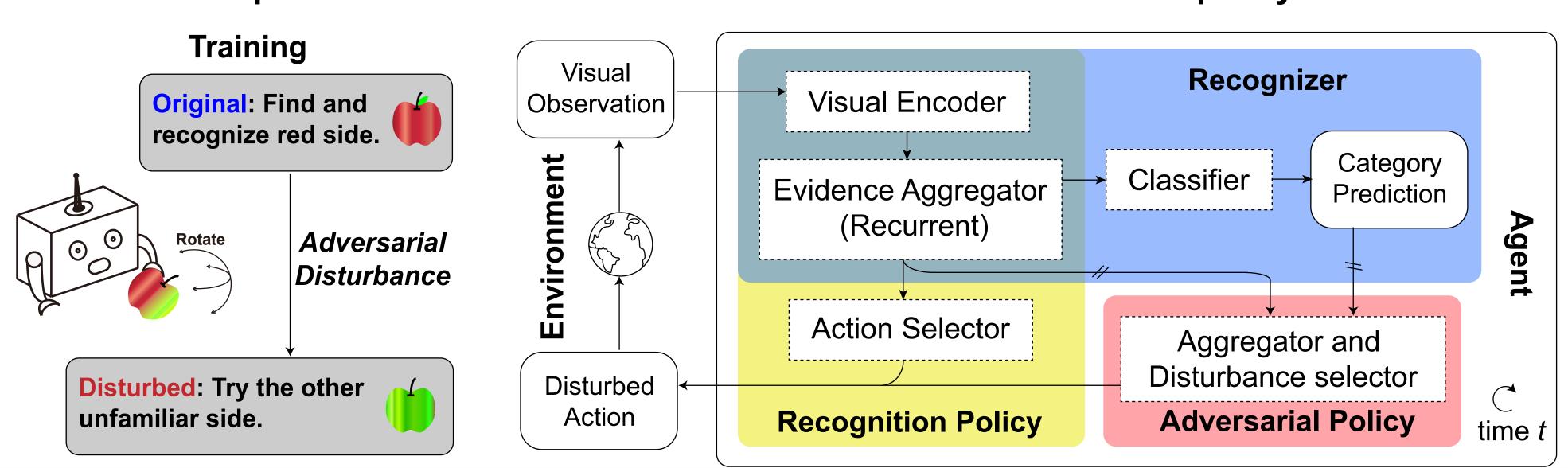
Our view visiting heatmaps (*train*) and accuracies (*testing*) without *lingering*.

The comparison on the final active recognition performance.

Baseline with lingering issue

Main Idea

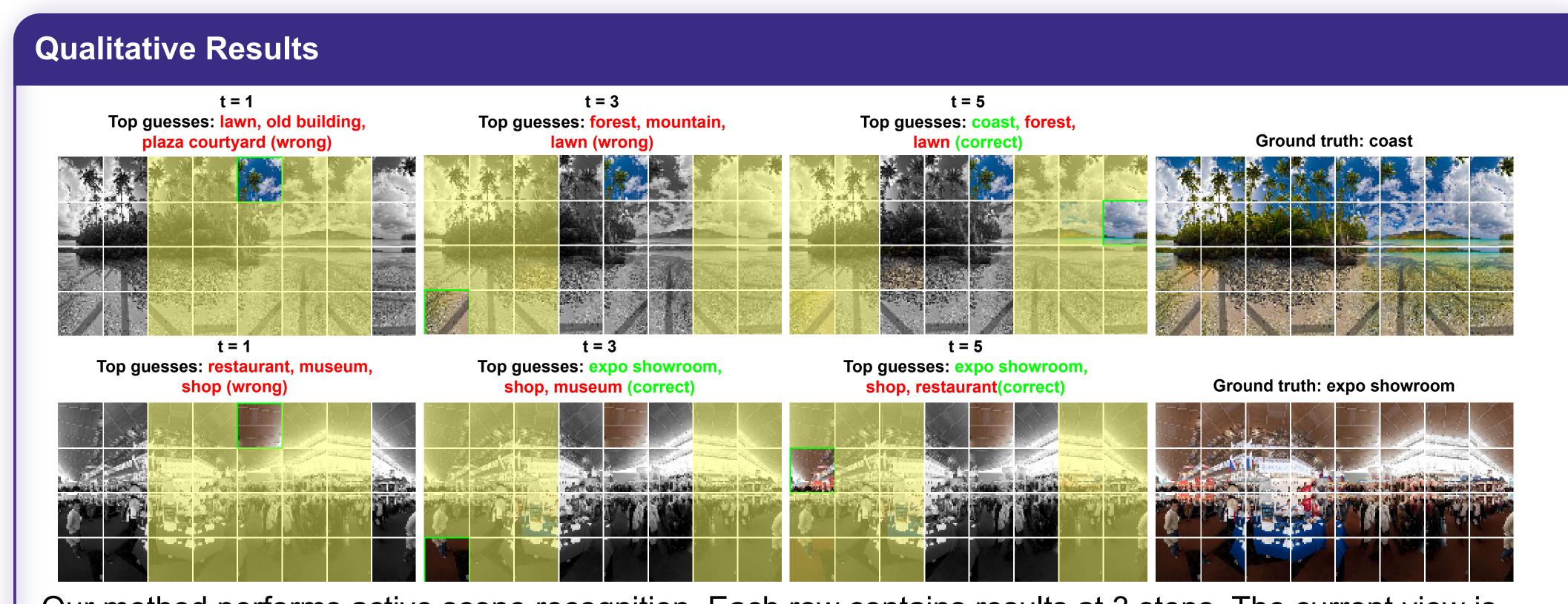
Our intuition to avoid lingering during training is to introduce a **perturbation term** into the policy part. As the disturbance varies during training, we prevent the active recognition agent from falling into a specific combination. **The perturbation term is modeled with an aditional adversarial policy.**



Quantitative Results

	ShapeNet Dataset						SUN360 Dataset					
Method	t=1 acc.		t=3 acc.		t=5 acc.		t=1 acc.		t=3 acc.		t=5 acc.	
	w/ c_t	w/o c_t	w/ c_t	w/o c_t	w/ c_t	w/o c_t	w/ c_t	w/o c_t	w/ c_t	w/o c_t	w/ c_t	w/o c_t
Single view	-	37.9	-	-	-	-	<u>-</u> ,	51.6	-	-	-	-
Random views	-	37.9	-	38.6	-	39.5	-	52.1	<u>-</u>	62.8	-	65.9
Largest step	-	37.9	-	38.2	-	39.0	-	51.1	-	57.0	-	58.3
Look-Ahead[23]	46.1±.2	44.9±.2	60.9±.3	58.0±.2	63.4±.3	$60.3 \pm .3$	51.9±.2	51.8±.1	66.8±.1	66.4±.1	$70.0 \pm .2$	69.5±.2
FLAR[18]	45.9±.2	45.6±.2	59.7±.3	56.8±.2	58.9±.2	59.3±.2	52.15±.1	51.7±.1	65.6±.1	64.6±.2	68.3±.2	67.6±.2
Ours	61.9±.1	$62.0 \pm .2$	74.8±.1	74.0±.2	76.9±.3	76.4±.3	53.6±.1	54.6±.1	68.0±.2	67.4±.2	71.5±.2	69.6±.2

Active recognition accuracy on both the ShapeNet dataset and the SUN360 dataset.



Our method performs active scene recognition. Each row contains results at 3 steps. The current view is marked with a green box, while the next available movement is the light yellow area.