

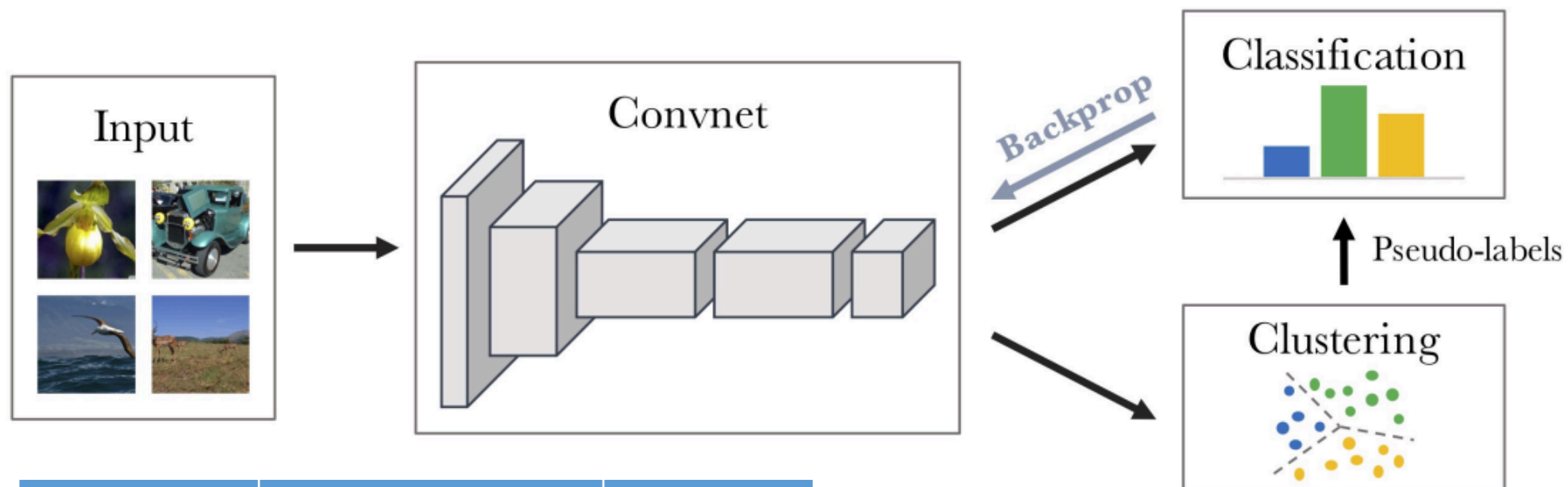
# Collaborative Online Deep Clustering for Unsupervised Representation Learning

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# Deep Clustering



Backbone	Devices	Time
AlexNet	P100 (x1)	12 days
ResNet-50	GTX 1080TI (x8)	10 days

Low efficiency when trained on ImageNet

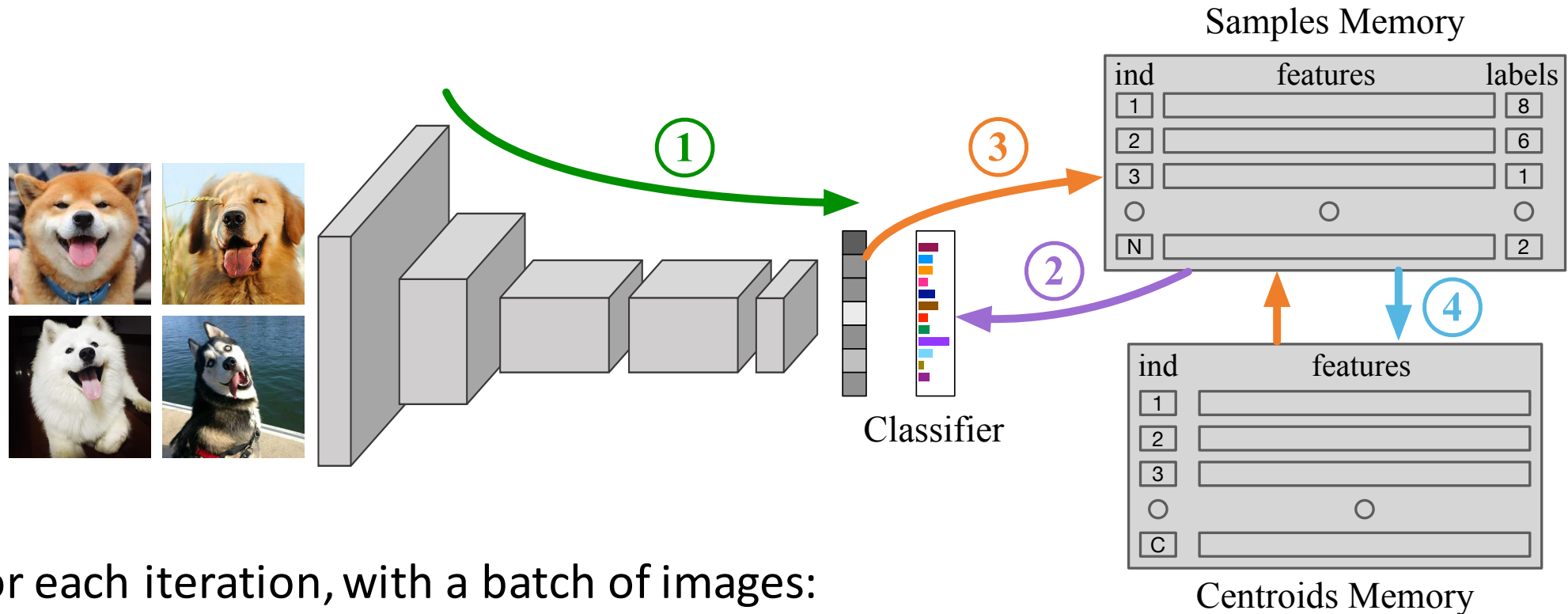
[1] Mathilde Caron, Piotr Bojanowski, Armand Joulin, and Matthijs Douze. Deep clustering for unsupervised learning of visual features. In ECCV, pages 132–149, 2018.

# Deep Clustering

For each epoch:

1. extract features of the whole training set ← extra overhead
2. perform clustering and assign new labels
3. randomly initialize the classifier ← long time to converge
4. jointly train CNN + classifier

# Online Deep Clustering (Ours)



For each iteration, with a batch of images:

1. network forward;
2. read labels from samples memory, perform back-propagation to update the CNN;
3. update samples memory: update features, re-assign new labels of this batch;
4. update centroids memory: re-computing involved centroids.

# Online Deep Clustering (Ours)

- Loss Re-weighting.
  - Weights are set in each iteration
  - Loss weight:  $w_c \propto \frac{1}{\sqrt{N_c}}$
  - To avoid ODC from drifting into a few huge clusters.
- Dealing with Small Clusters.
  - Perform in each iteration.
  - Procedure:
    - Repeat until no small clusters exist:
    - 1. Find a small cluster C;
    - 2. Disperse samples in C to other normal clusters to make it empty;
    - 3. Split the largest normal cluster into two parts by K-Means;
    - 4. Randomly choose one part as the new C.

# ODC v.s. DC

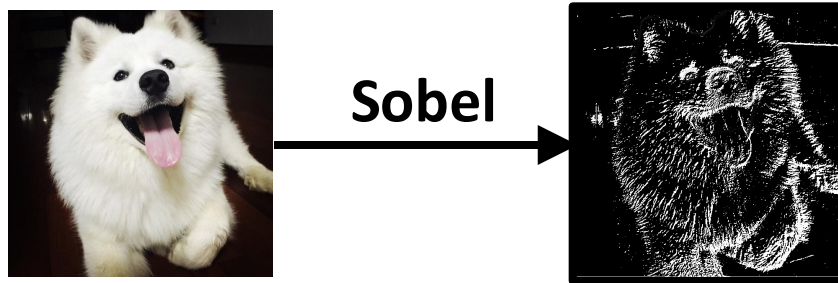
## Benefits:

1. The features are stored and continuously updated → No longer need ad-hoc feature extraction. → faster
2. The labels are instantly re-assigned in each iteration rather than in each epoch. → avoids unnecessary back-propagation at the start when labels are noisy → faster
3. The assigned labels are updated smoothly → The classifier evolves steadily → faster and better

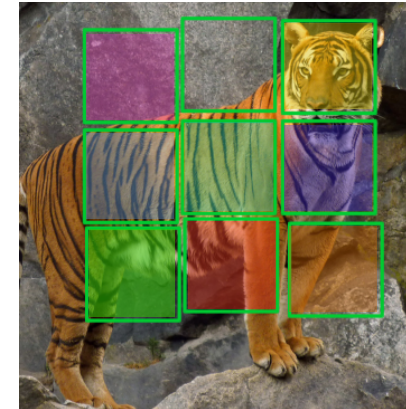
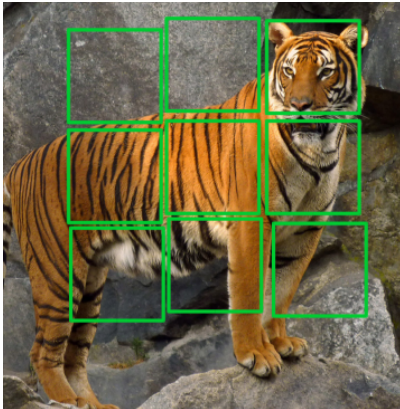
Backbone	Devices	Time	VOC07 (SVM)
DC (AlexNet)	P100 (x1)	12 days	-
DC (ResNet-50)	GTX 1080TI (x8)	10 days	69.12
ODC (ResNet-50)	GTX 1080TI (x8)	2.7 days	69.79

# Avoiding “Shortcut” Solutions

- Color Removal (to avoid clustering according to colors)

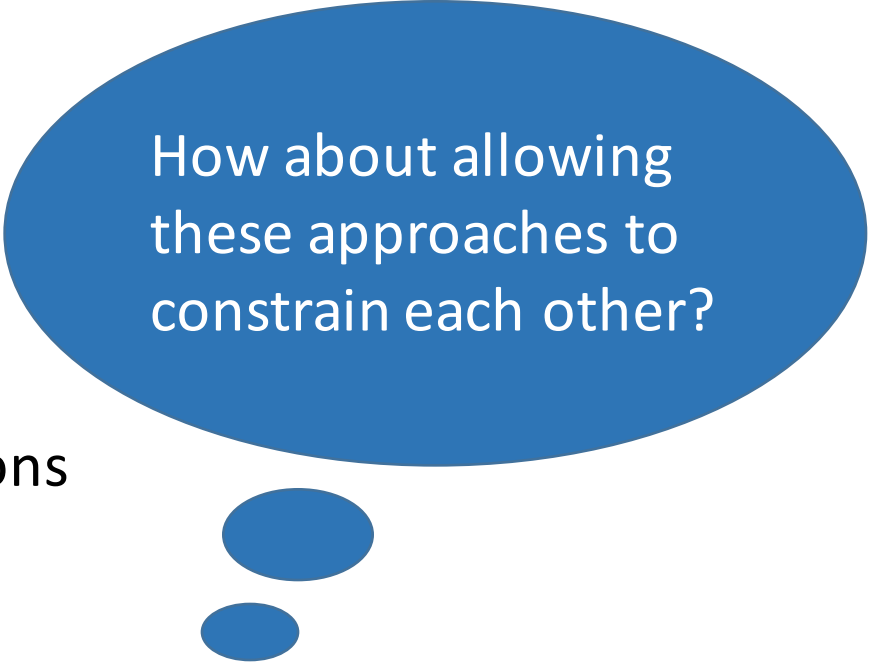


- Patch gaps (to avoid exploring edge continuity)
- Color jittering (to avoid exploring chromatic aberration)



# Summary

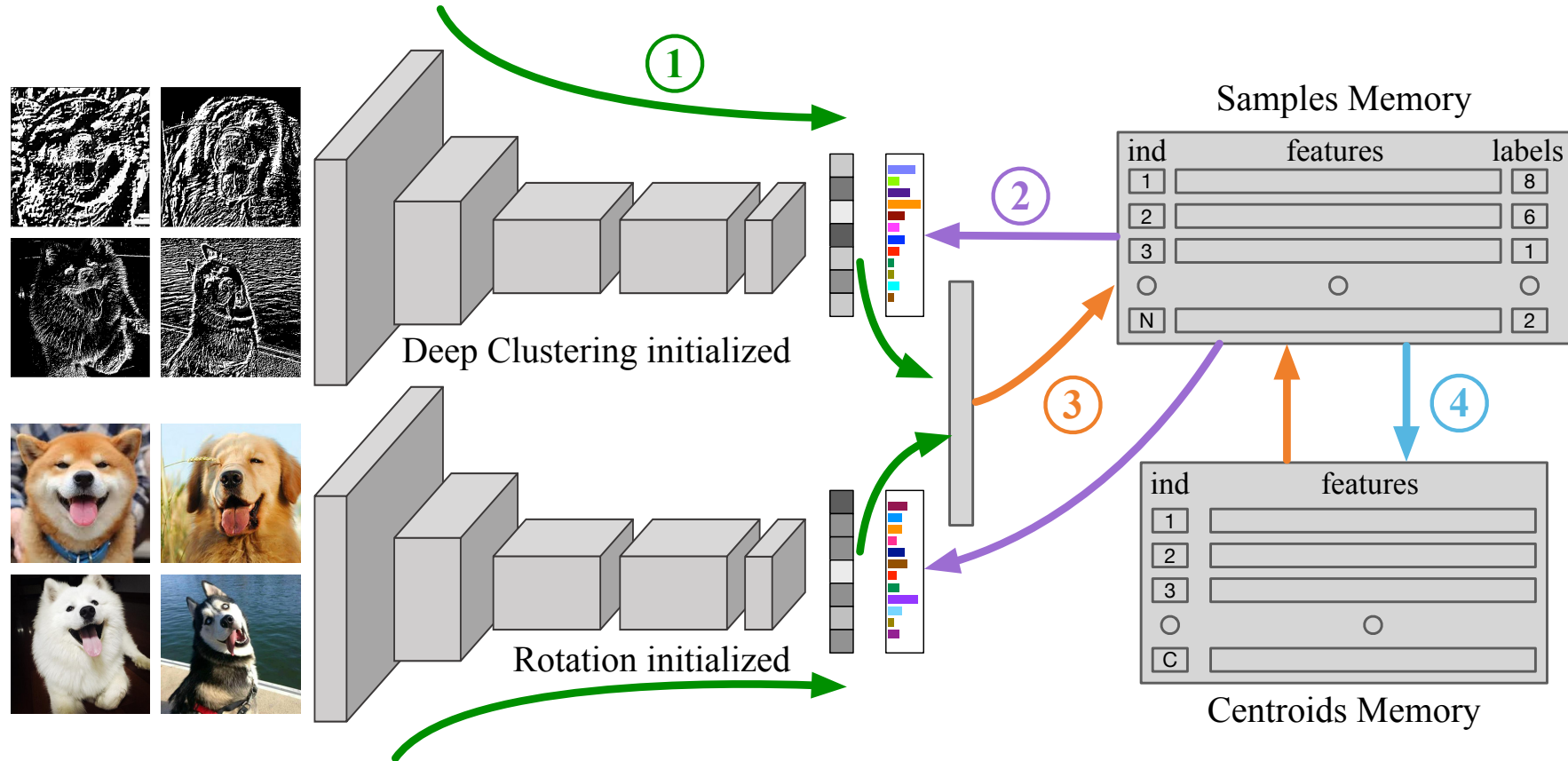
- Deep clustering
  - Learn: inter-image relationships
  - Shortcut: clustering based on color information
- Colorization
  - Learn: color distribution of different semantic regions
  - Shortcut: simply relying on textures
- Jigsaw Puzzles / Context Prediction
  - Learn: intra-image structures
  - Shortcut: exploring edge continuity, chromatic aberration
- Rotation Prediction
  - Learn: orientation distribution
  - Ambiguity: objects without default orientations



How about allowing these approaches to constrain each other?



# Collaborative Online Deep Clustering (Ours)



# Experiments

	CODC (2 models)		CODC (3 models)		
components	DC	ROT	DC	ROT	CLS
before CODC	69.12	67.35	69.12	67.35	77.7
after CODC	75.79	74.54	76.48	72.94	78.05
concatenate	76.33		<b>79.82</b>		

Table 2. Ablation study on VOC2007 SVM classification.

DC: Deep Clustering

ROT: Rotation Prediction

CLS: Mixup Classification with clustering results.

Thank you for listening