MOTIVATION

"hippo"

Semantic information in labels contain information that helps humans learn new concept. Can machines also exploit this information to learn more efficiently especially when training data is limited?



Object 5? Where?

Semantic "pig" Attention Generator Guide (L2 Loss) Input Image General Attentior Support Set Generator

Fig. Few-shot learning with **semantic-guided attention**.

TRAINING

- Auxiliary Task measures the similarity between the general attended support set and the semantic attended input image
- Main Task outputs the label based on the general attended input image
- We let the two attention map outputs be as similar as possible via a L2 loss



LEARNING SEMANTIC-GUIDED VISUAL ATTENTION FOR FEW-SHOT IMAGE CLASSIFICATION Wen-Hsuan Chu, Yu-Chiang Frank Wang

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Ah ha!

- the attention models in an **unsupervised** fashion.
- settings.
- amount of training images.

PROPOSED METHOD



CONTRIBUTIONS

Our proposed model incorporates semantic information in the labels to guide

• We use the attended images and its complement as a form of data augmentation to help combat the scarcity of training images in few-shot

• Our method performs favorably compared to baselines on multiple datasets, AwA2 and CIFAR-100, and show consistent improves as we increase the



EXPERIMENTS							
 Datasets AwA2: 40 base training classes, randomly sample K images from the 10 testing classes as "few-shot" training samples 							
 CIFAR-100: 80 base training classes, 20 "few-shot" training classes 							
 Experiment Settings (a) Closed-world: evaluate on new "few-shot" classes only (b) Open-world: evaluate on all training classes 							
 <u>Ablation Studies</u> 1. <i>Baseline</i>: CNN model only 2. <i>Center</i>: CNN model with center loss as regularization 3. <i>Proposed</i>: Our method 							
Baseline Center Proposed	k=1 22.25% 24.05% 25.20%	k=2 31.20% 36.35% 38.40%	$\begin{array}{c} k=5\\ 42.00\%\\ 44.25\%\\ 43.80\%\end{array}$				

Table 2: Results on CIFAR-100 for the open-world setting.

	k=1	k=2	k=5		
Baseline	10.67%	17.35%	29.61%		
Center	9.82%	18.10%	31.65%		
Proposed	11.36%	21.68%	34.88%		

Table 3: Results on AwA2 for the closed-world setting.

	k=1	k=2	k=5
Baseline	31.78%	33.81%	42.53%
Center	37.34%	37.92%	48.80%
Proposed	40.97%	42.80%	55.06%