

# Improving filling level classification with adversarial training.

Apostolos Modas, Alessio Xompero, Ricardo Sanchez-Matilla, Pascal Frossard, Andrea Cavallaro



## Deep Learning in the real world

Deep learning has achieved impressive results in huge benchmarks like ImageNet. Part of its success: access to millions of training data!

Reality is different: in many real world tasks the access to **training data might be very limited!**



## A real world example

Human-robot collaboration in daily tasks. In such scenario the systems should be able to infer the "world" from just a few observations.

A use-case: manipulation and handovers of containers such as cups and drinking glasses.

Infer the weight of the container:

- Volume of container
- Filling level (amount of content)



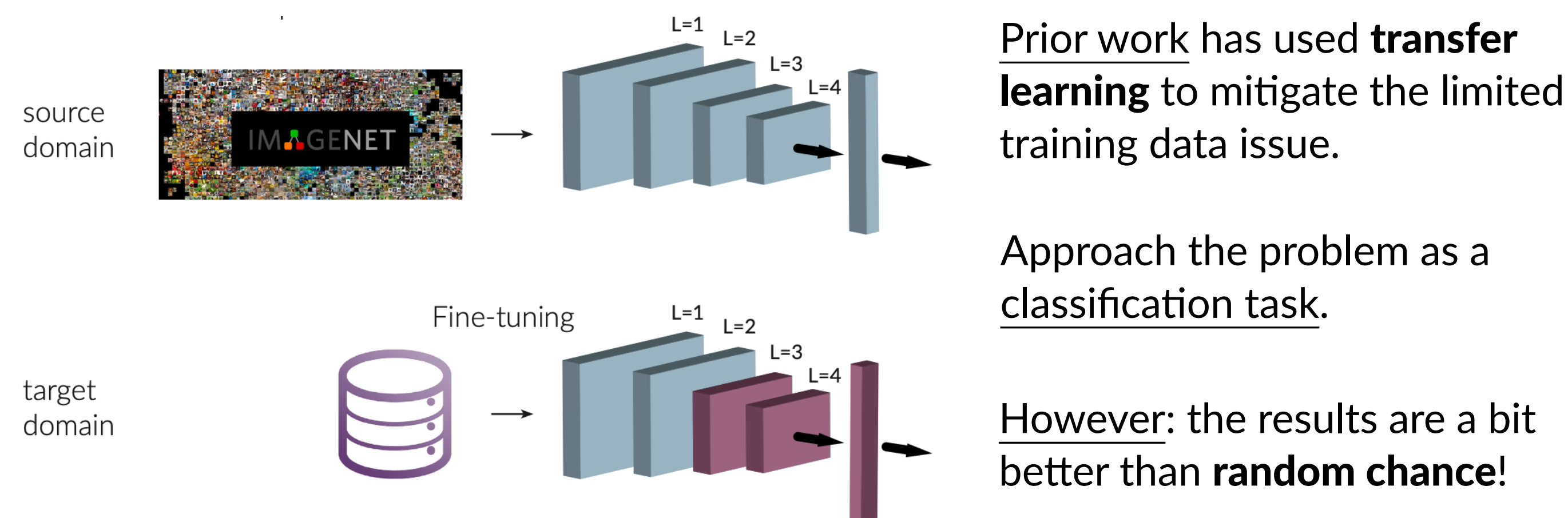
## Filling level estimation

This ostensibly simple scenario can be quite challenging!

- Training data are scarce
- Can be constrained: RGB still images
- Large variability: shape, material, content, transparency, occlusions



## Transfer learning



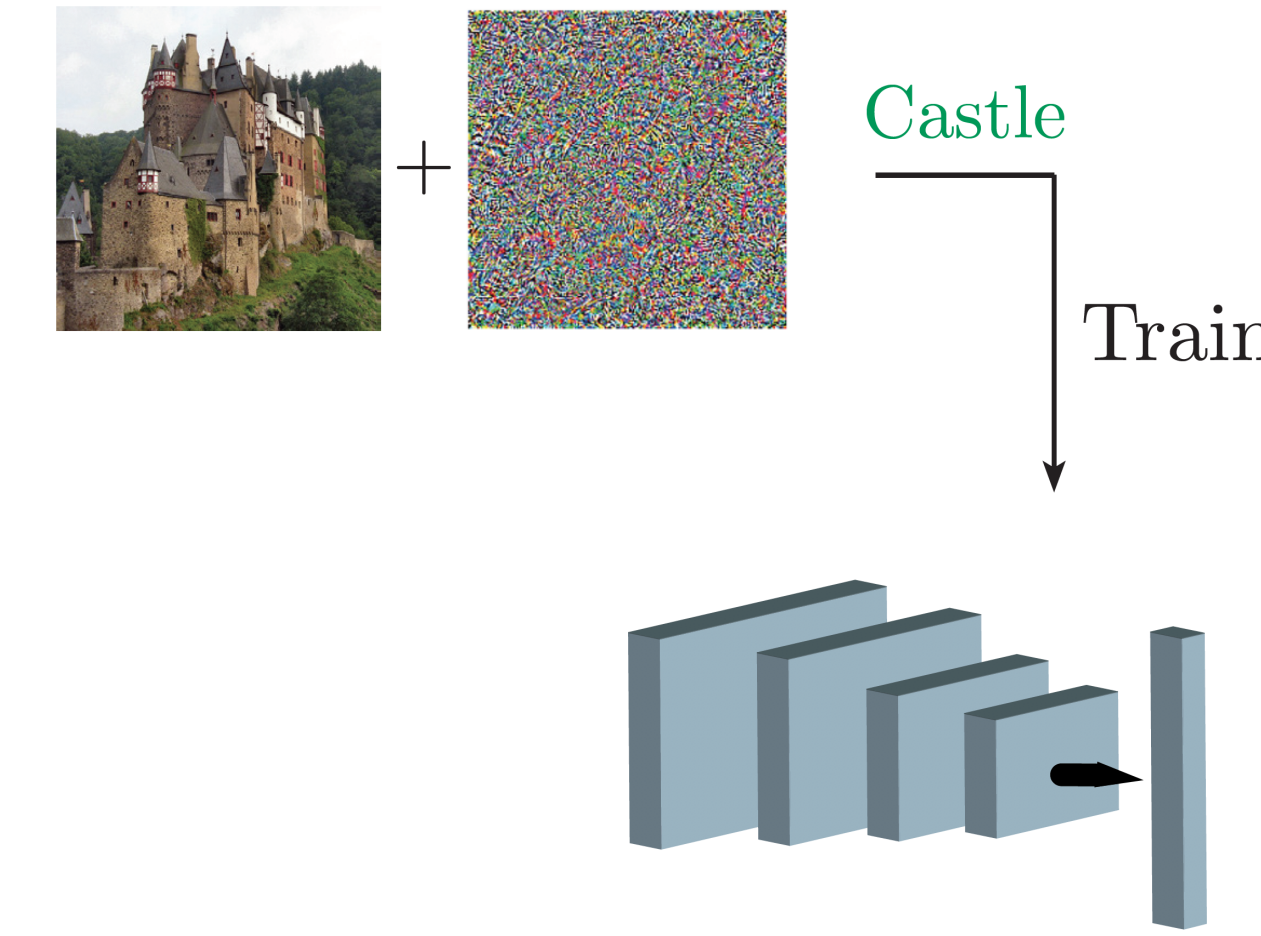
How to improve filling level classification using transfer learning?

With adversarial training!

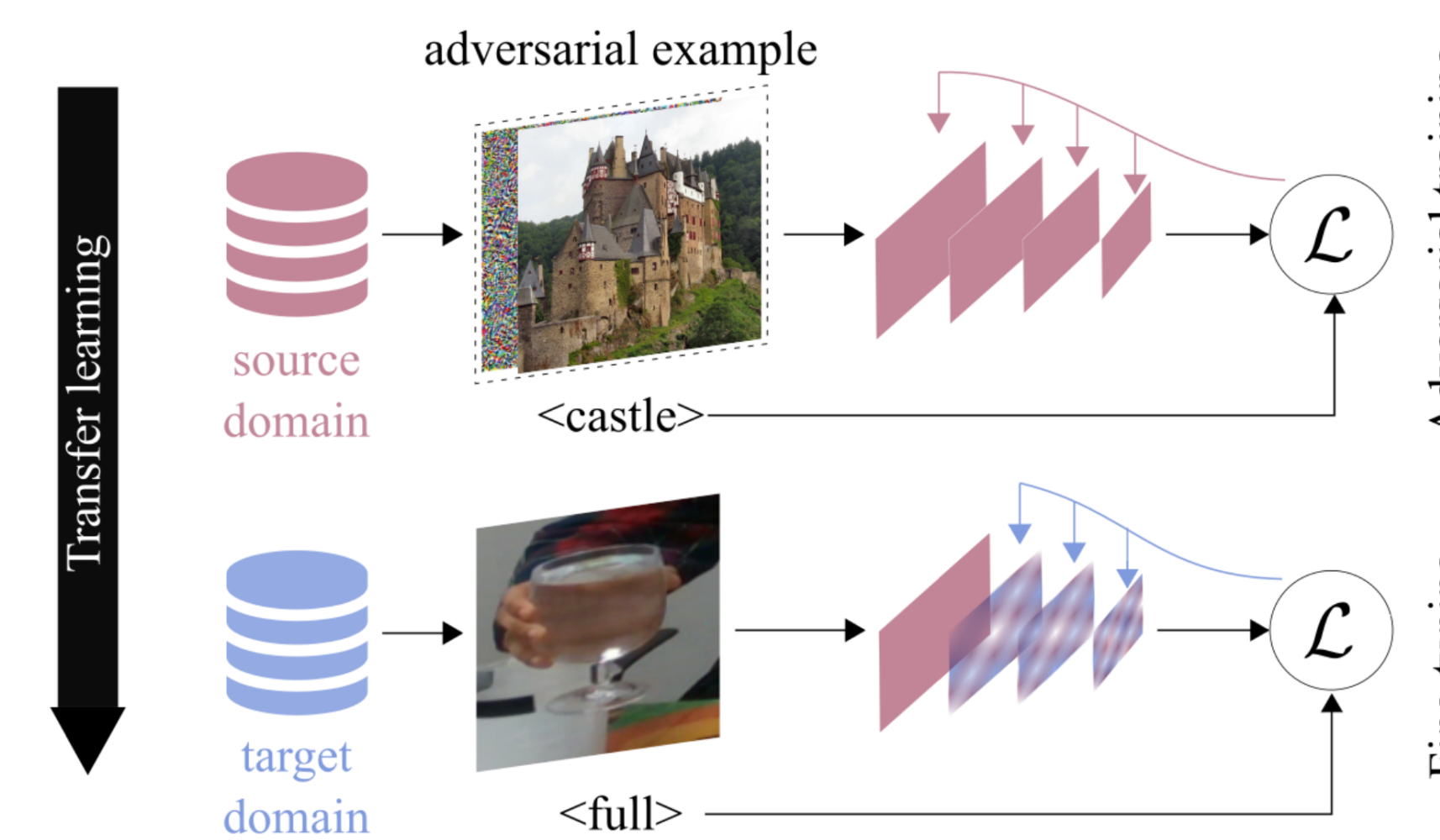
## Adversarial training (AT)

During training replace the data with their **adversarial examples.**

Adversarially trained networks transfer better: **improve fine-tuning performance!**



## Improving filling level classification with AT



AT on the source domain (ImageNet) and fine-tune for filling level classification.

We further explore AT on the target domain.

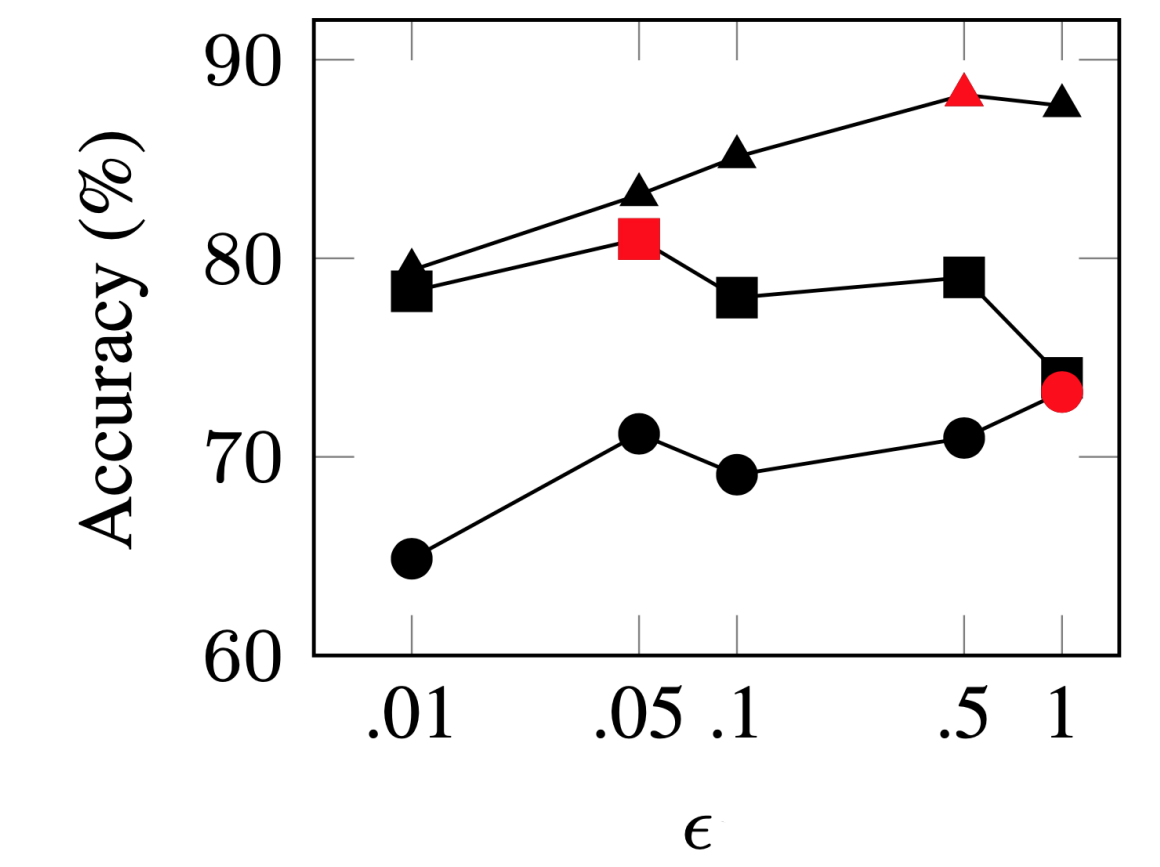
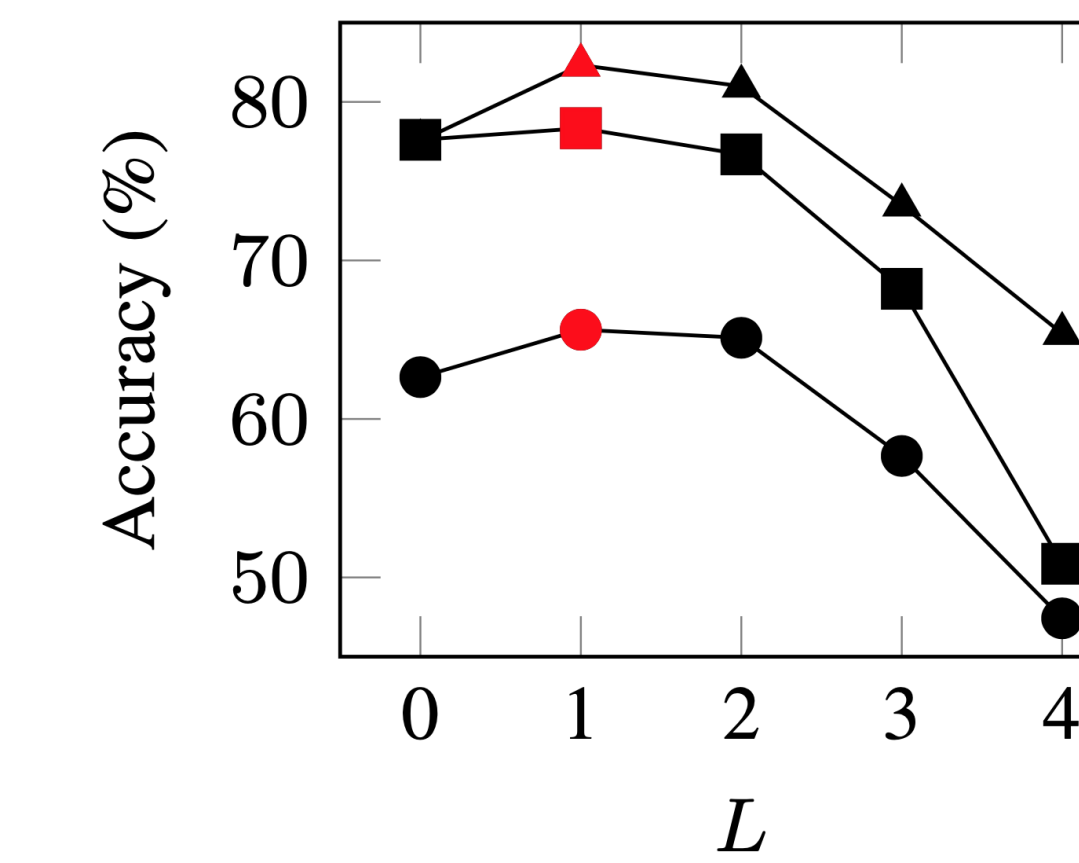
## The dataset: C-CCM

Image Crops from the CORSMAL Containers Manipulation Dataset

- 8 objects:** 4 cups + 4 drinking glasses
- 10,216 RGB images**
- Filling level: **0%, 50%, 90%, "unknown"**
- Filling type: **water, pasta, rice**



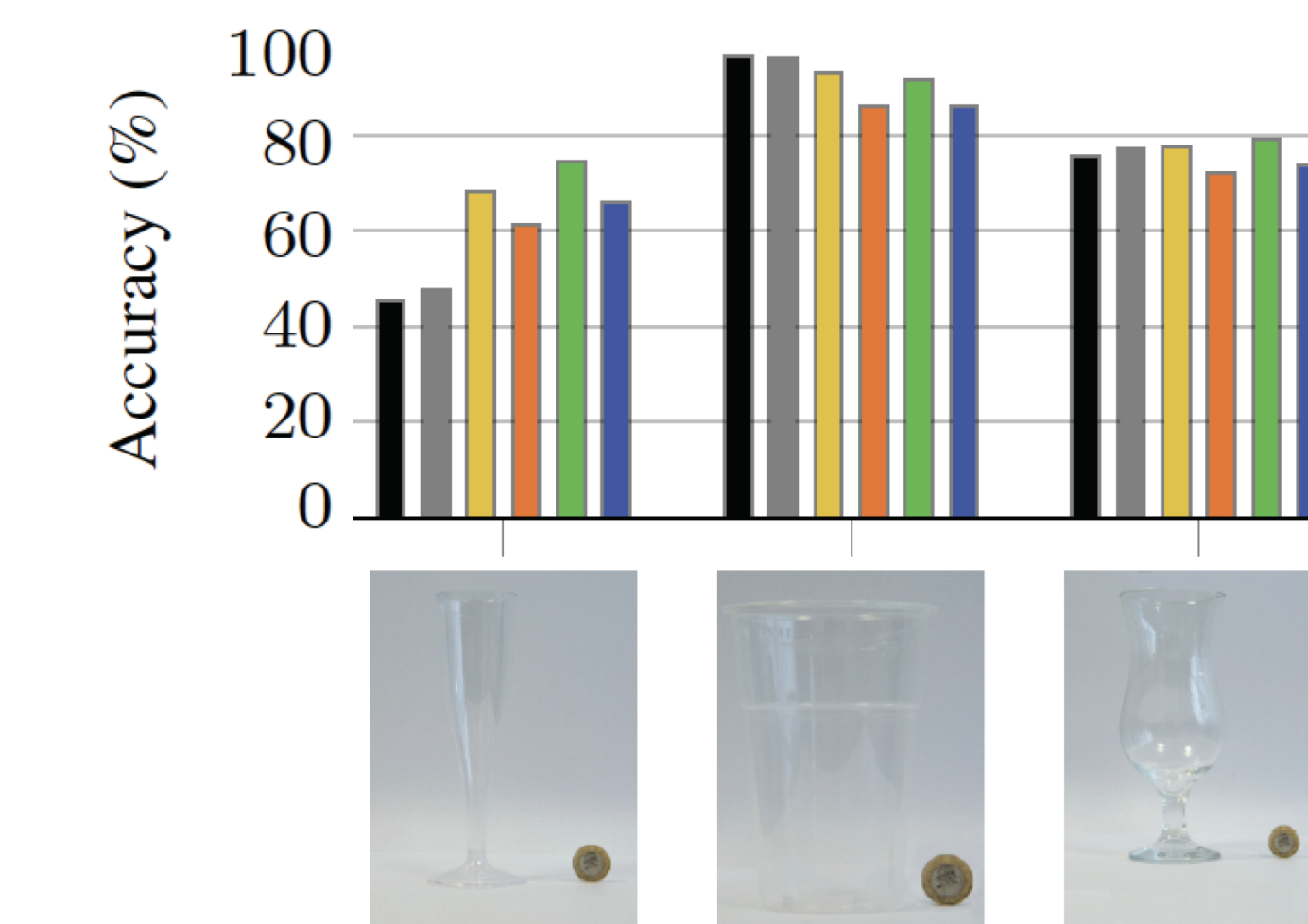
## Sensitivity analysis



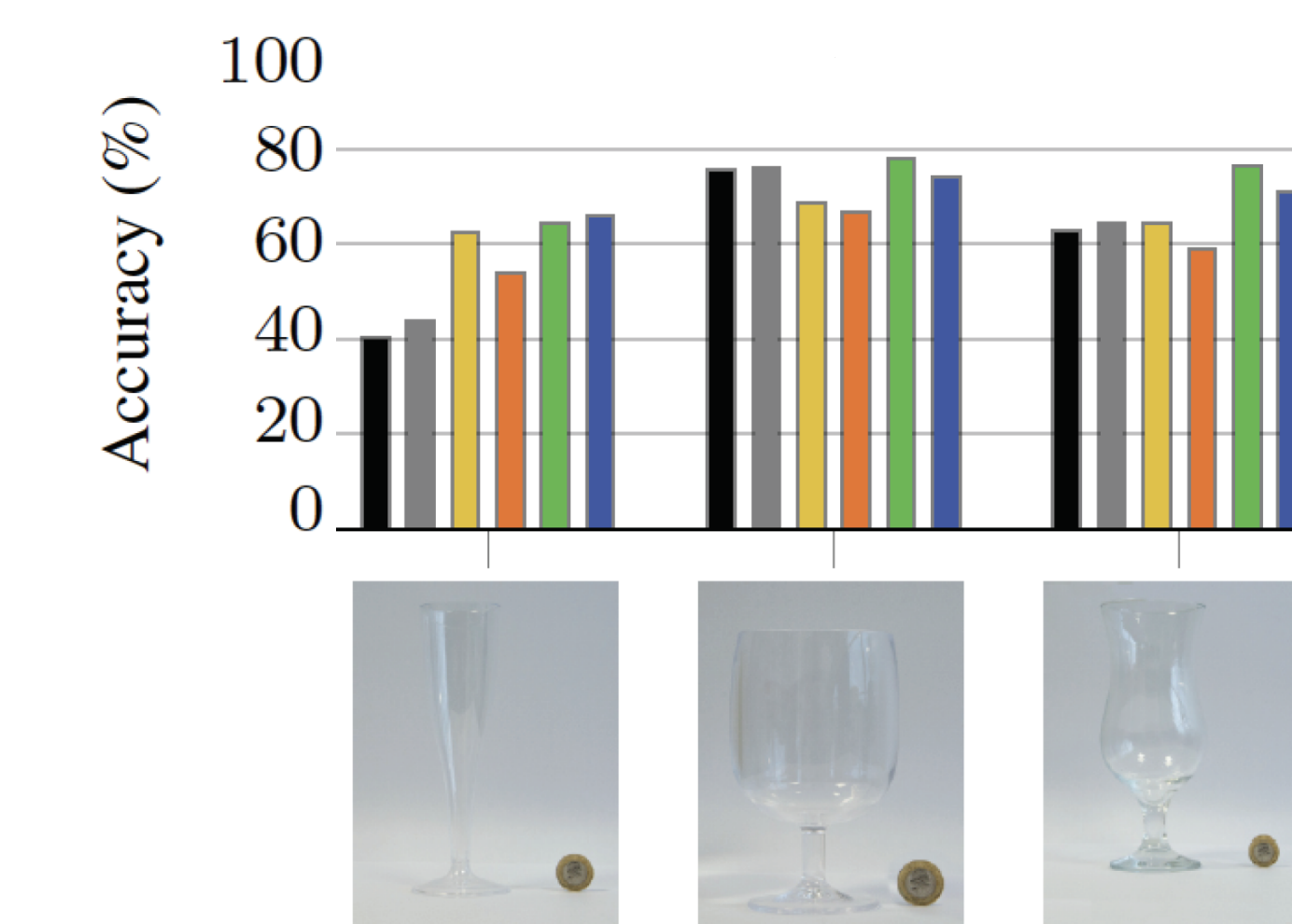
Fixing the 1<sup>st</sup> layer results in the highest test accuracy.

The optimal value of  $\epsilon$  depends on the dataset.

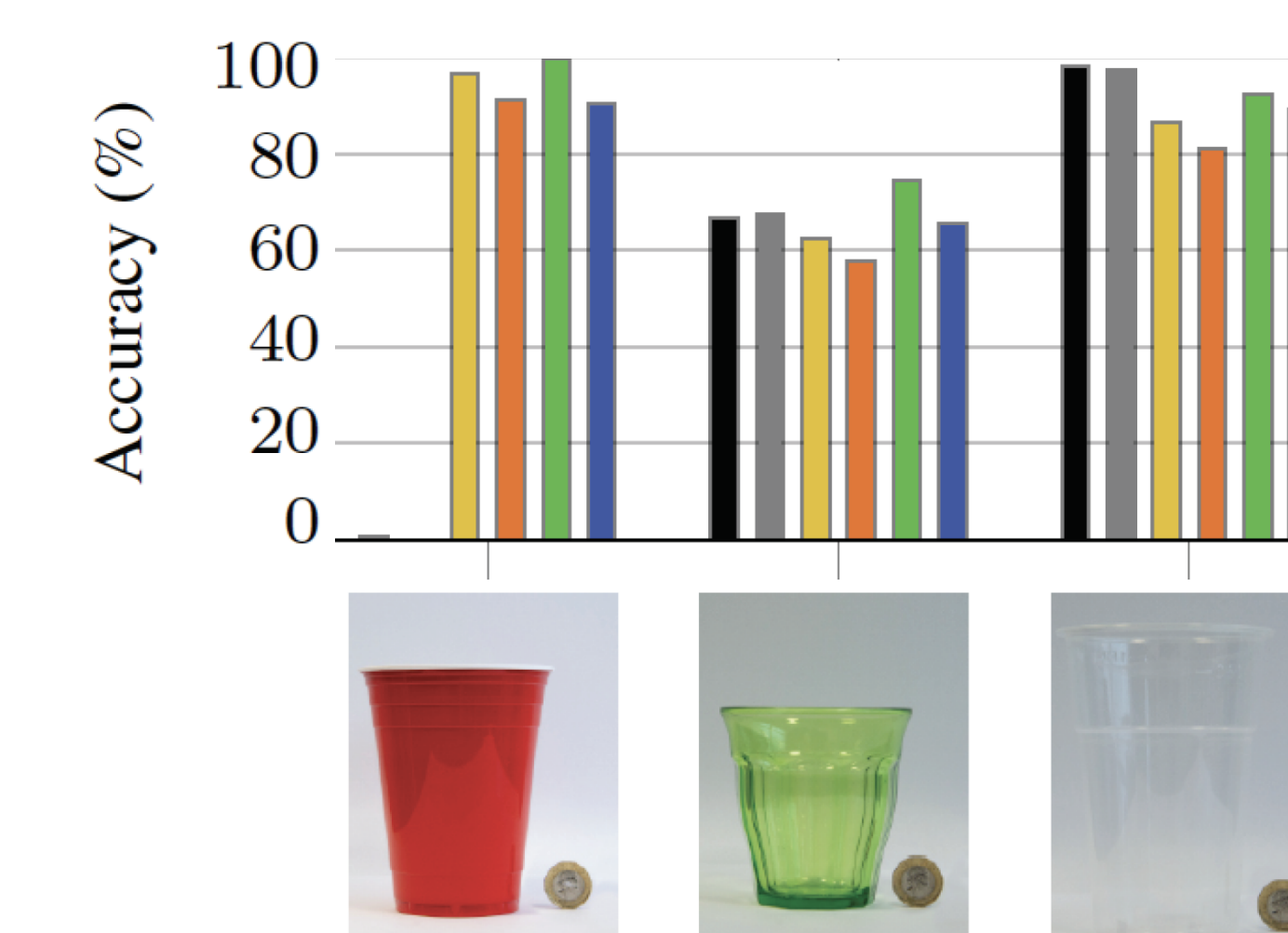
## Performance evaluation



- Champagne flute:** hard to cope with the narrow shape above stem
- Beer & Cocktail:** shape (also above stem) that appears in the train set



- Robust fine-tuning:** improves the generalization performance



- Wine glass:** quite regular shape above stem
- Cocktail:** the absence of stem in the train set causes performance drop

- Robust fine-tuning:** improves the generalization performance

- Red cup:** always predicts 99% with some opaque content (pasta, rice)
- Green glass:** color + reflection that can harden the problem

- Robust fine-tuning:** improves the generalization performance