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Explain What You See: Argumentation-Based Learning & Local Hierarchical Dirichlet Process

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XAI Seminars

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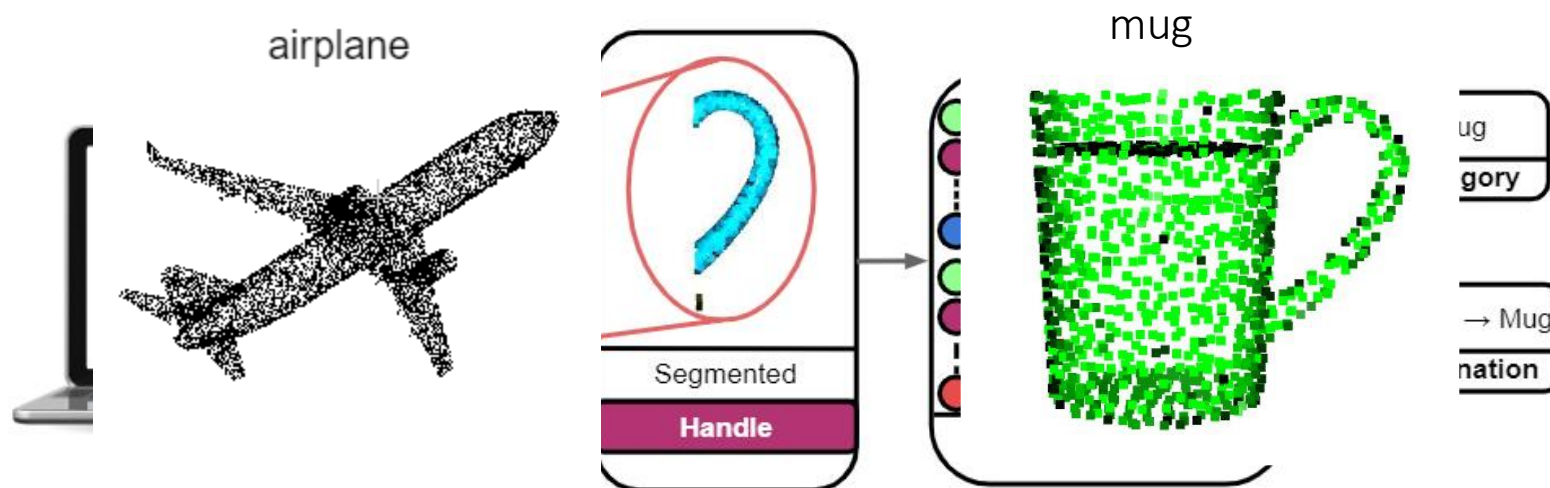
University of Groningen
The Netherlands

Outline of The Presentation

- Introduction
 - Problem statement
 - 3D Object Category Recognition
 - Clutter and Occlusion
 - 3D Object Parts Segmentation
- Background
 - Argumentation-Based Learning
 - Local-Hierarchical Dirichlet Process
- Explain What You See
 - ABL for 3D Object Category Recognition
 - Making Occlusion Dataset
 - Results
- Conclusion

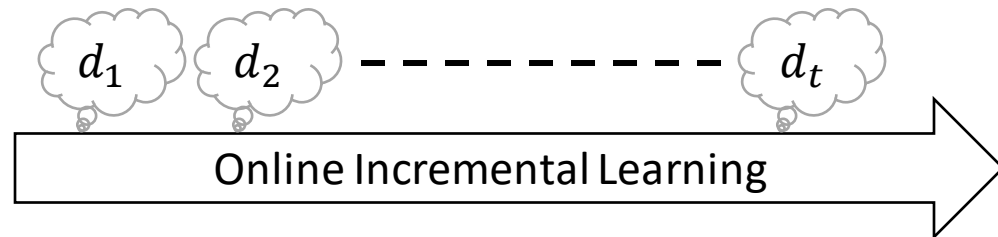
Problem Statement

- **3D object category recognition**
 - Classifying a 3D object to a specific **category of objects**
- **Explain** the reasons for classification of each 3D object to a specific category of objects using the information about the **3D object parts**.
 - Explainability with **Argumentation-Based Learning (ABL)**
 - 3D Object Parts Segmentation with **Local Hierarchical Dirichlet Process (Local-HDP)**



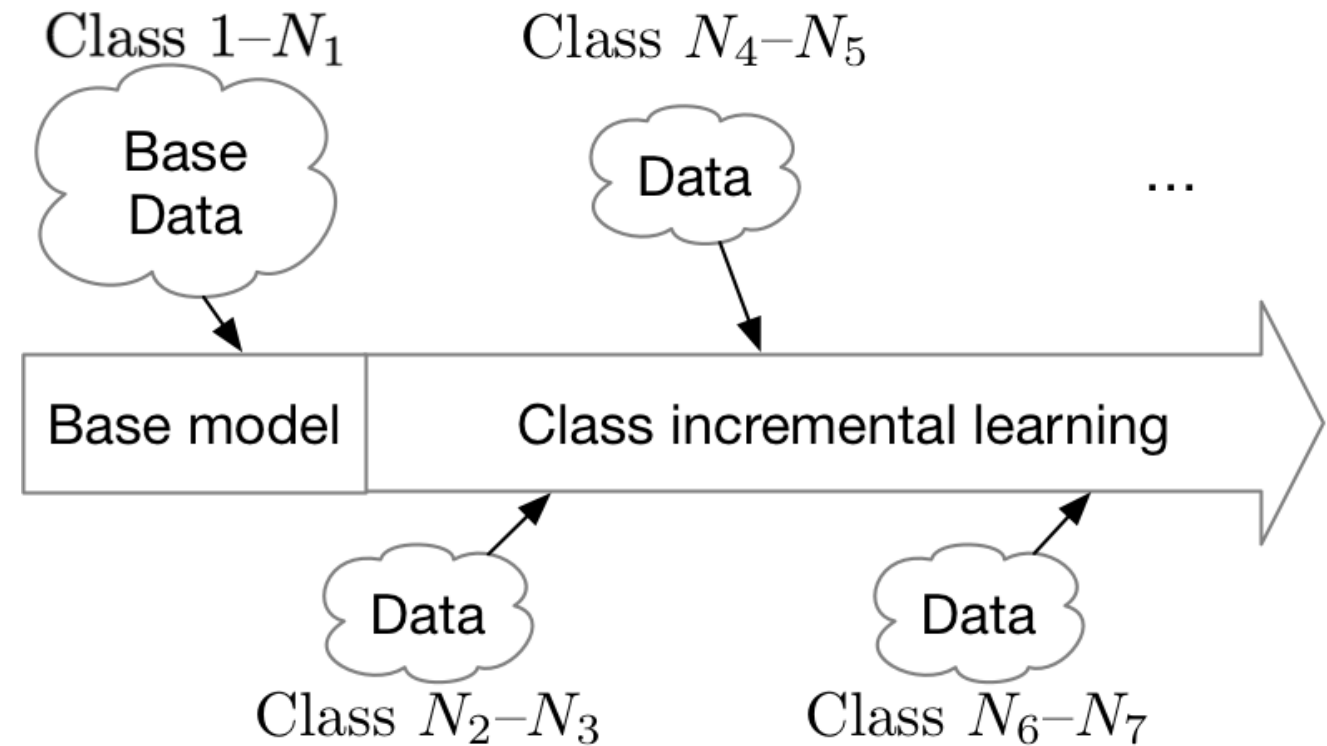
Online Incremental Learning

- A sequence of data enters the model
- The model has to adapt **incrementally** i.e. M_{i+1} is constructed based on M_i without a complete retraining.
- The model should preserve the acquired knowledge
- **Online learning** means that you learn as the data comes in. **Offline** means that you have a static dataset.
- Another wrinkle that can affect **online learning** is that your concepts might change through time.
 - Concept-Shift
 - Catastrophic Forgetting -> In NNs



Lifelong (Open-Ended / Class-Incremental) Learning

- Supervised Learning
- The number of class labels are not fixed.
- It can grow over time.
- The model should be able to handle learn new classes without a need for complete retraining.
 - Problem in most deep neural networks
 - Also in other methods like probabilistic models

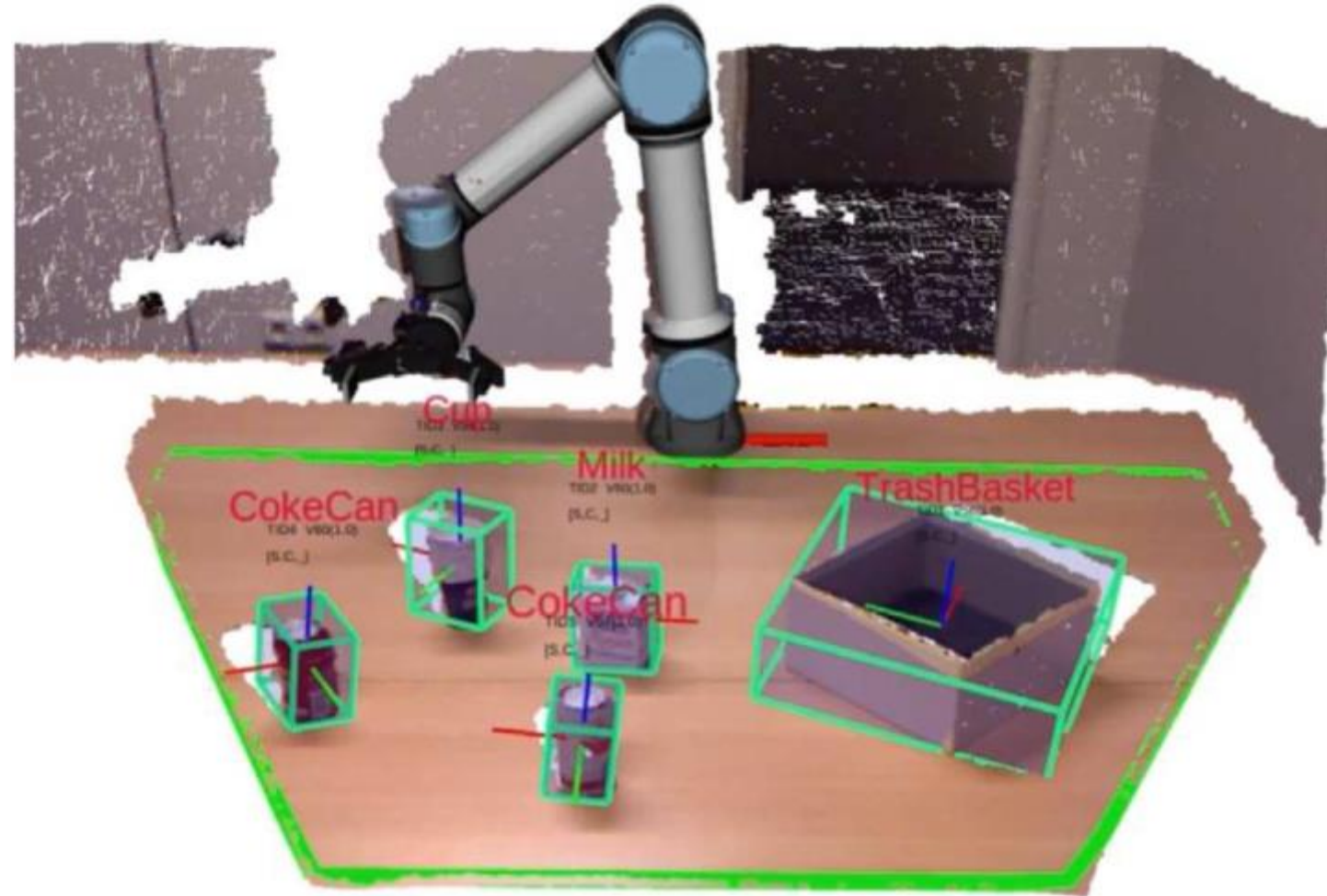


3D Object Category Recognition

- **Point Clouds** and **RGBD** images
- **Input:** The *point cloud* of 3D objects
RGB + Depth: (r, g, b, x, y, z)
- **Output:** **Category** label of the 3D

Kinect is a 3D camera!

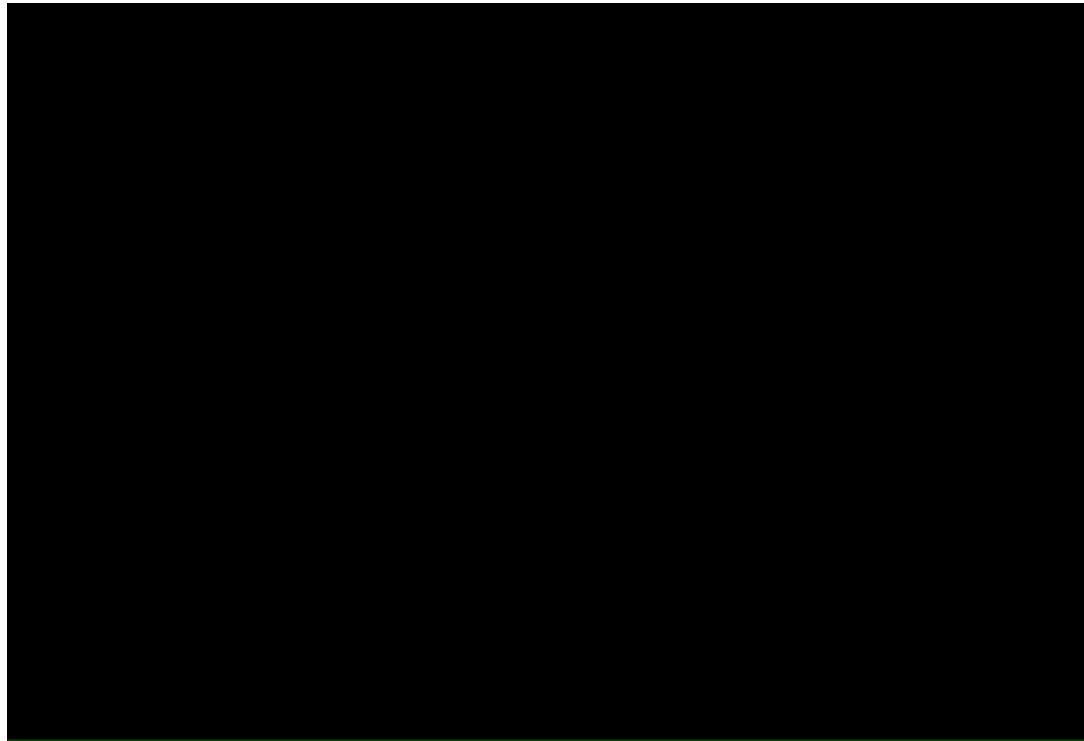
- Along with the RGB values of every pixel, it also gives you the depth values associated with every pixel.
- It uses structured infrared light to determine depth values.



Real-Time Robotic Applications:

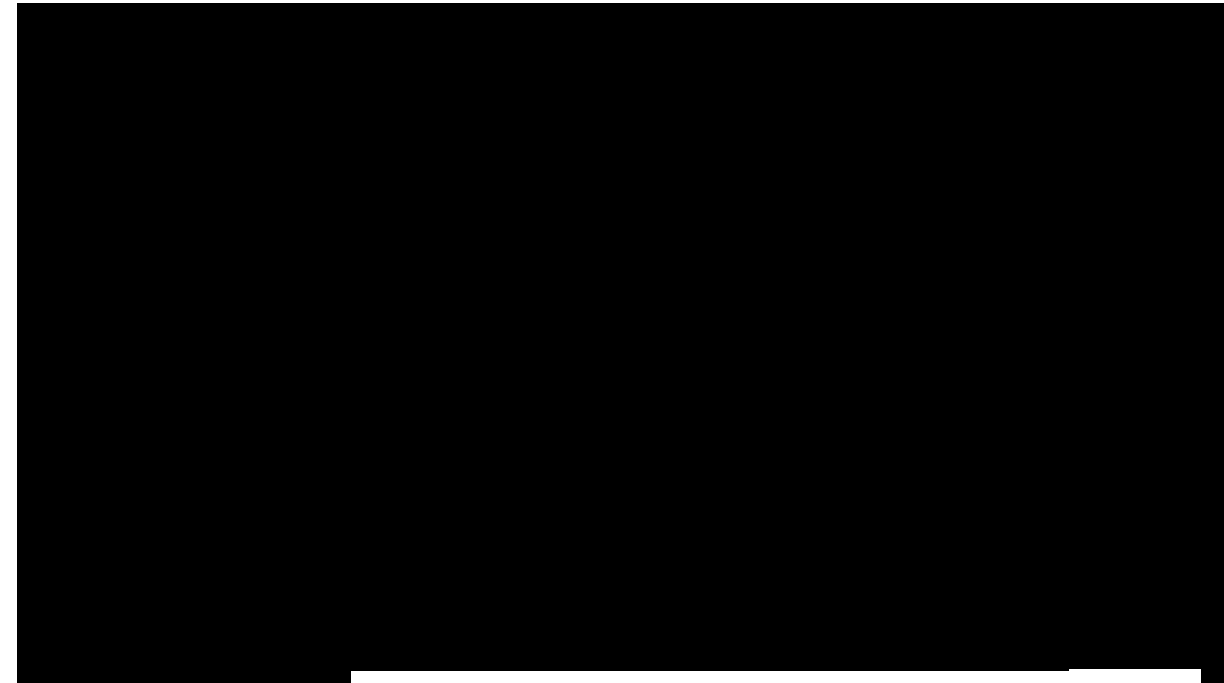
First Robotic Demonstration:

- Goal:
 - Learn Unforeseen Object Categories
 - Manipulate the recognized objects (Clean Table)
- Human-Robot Interaction:
 - User Interface



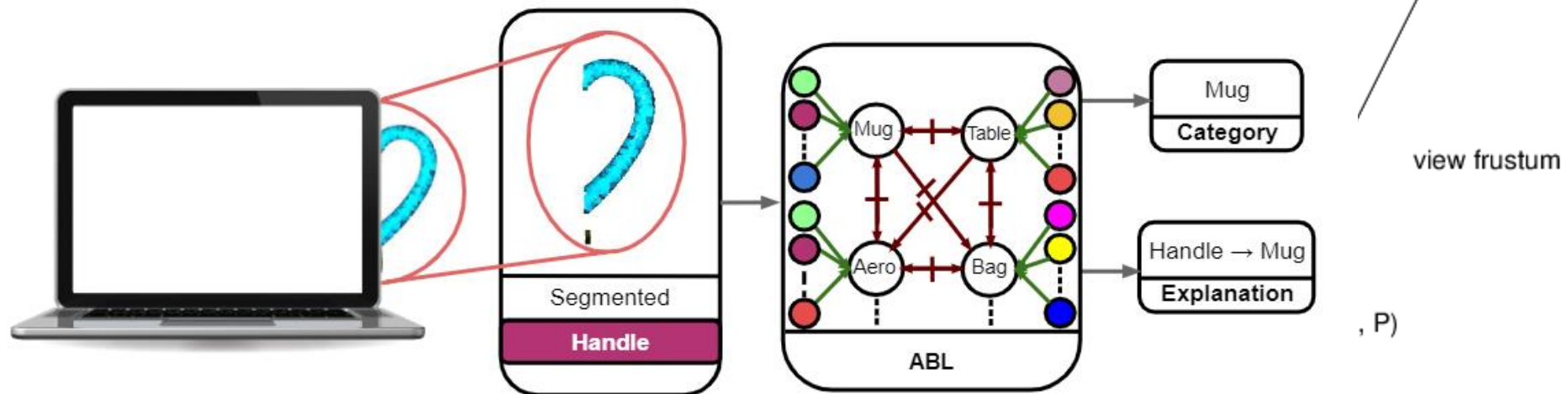
Second Robotic Demonstration:

- Goal:
 - Learn Unforeseen Object Categories
 - Recognize Unforeseen Objects
 - Category Specific Task (Cleaning all the cans)
- Human-Robot Interaction:
 - Voice Command



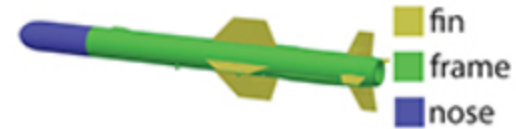
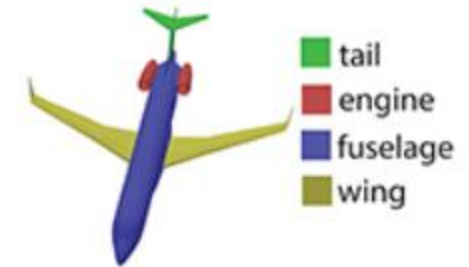
Clutter and Occlusion

- **Clutter:** a collection of things lying about in an untidy state.
- **Occlusion:** two or more objects cover parts of other objects.



3D Object Parts Segmentation

- **Input:** The *point cloud* of 3D objects
- **Output:** *Object Parts Segments*.

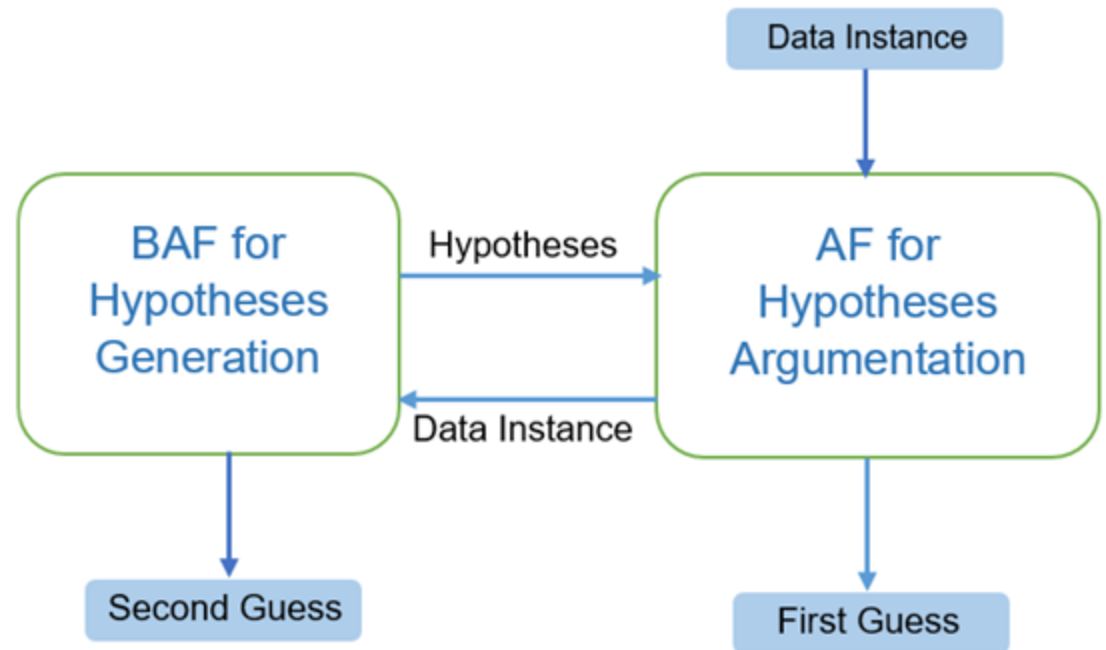




Argumentation Based Learning

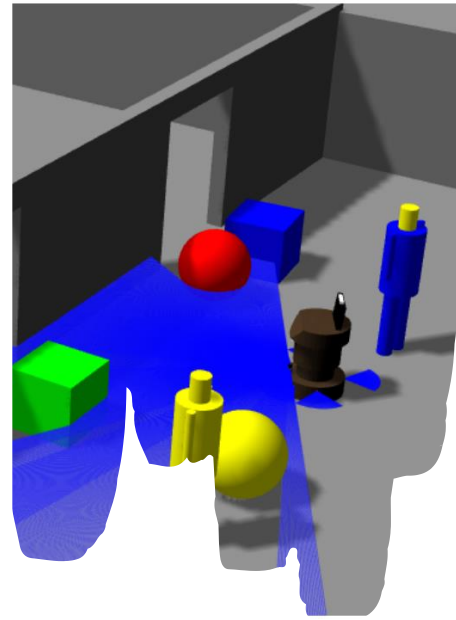
The architecture of Argumentation-based Learning (ABL)

- **BAF Unit (Left):** Weighed Bipolar Argumentation Framework (BAF) for Hypotheses Generation
- **AF Unit (Right):** Abstract Argumentation Framework (AF/AA) for Hypotheses Argumentation

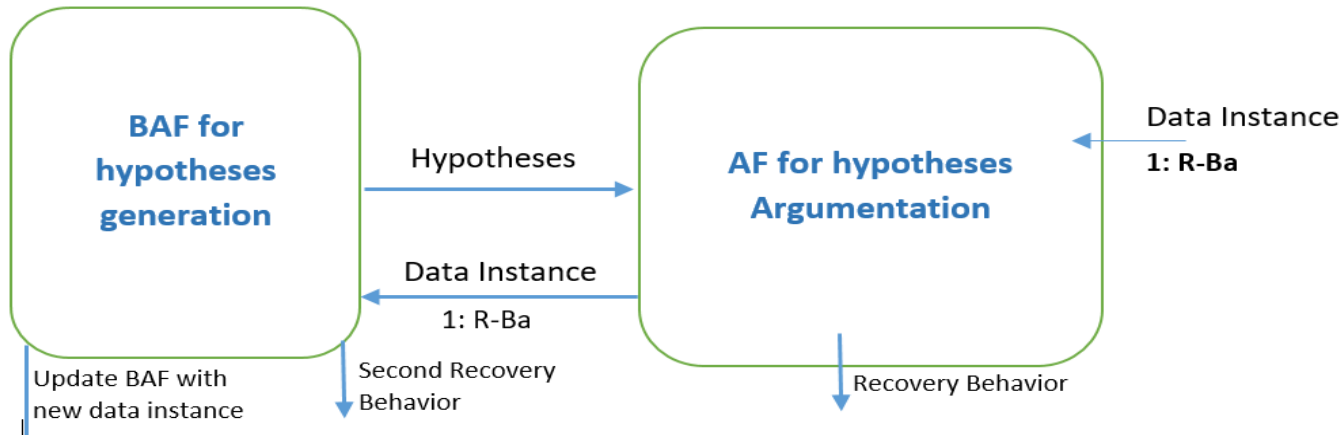


Example

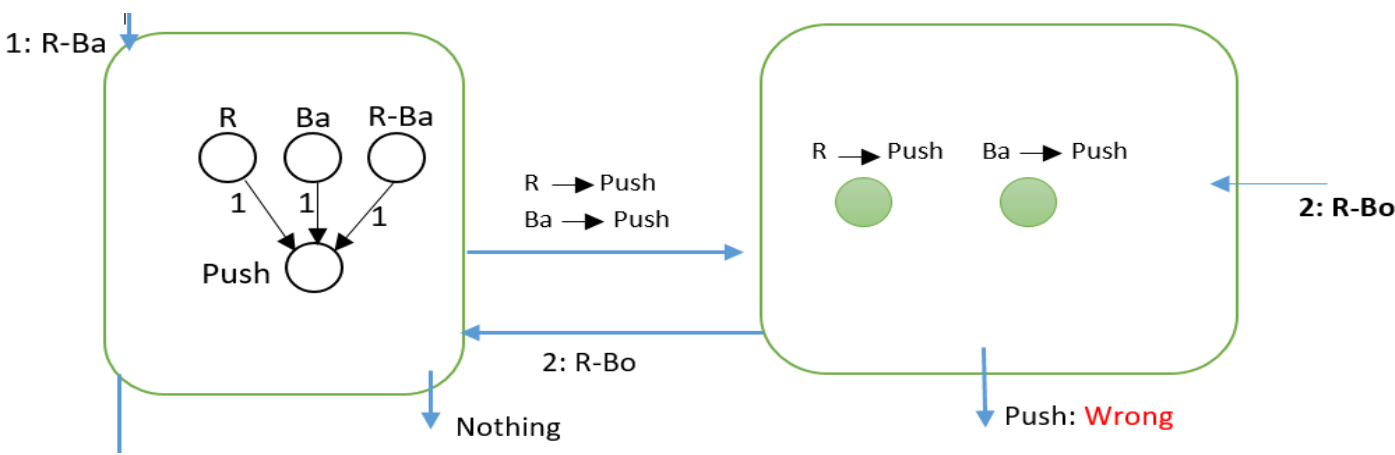
- Colors (Red, Green, Blue, Yellow)
- Concept (Ball, Box, Person)
- Recovery Behaviors (Push, Ask, Continue, Alternative Route)
- The updating procedure for each unit



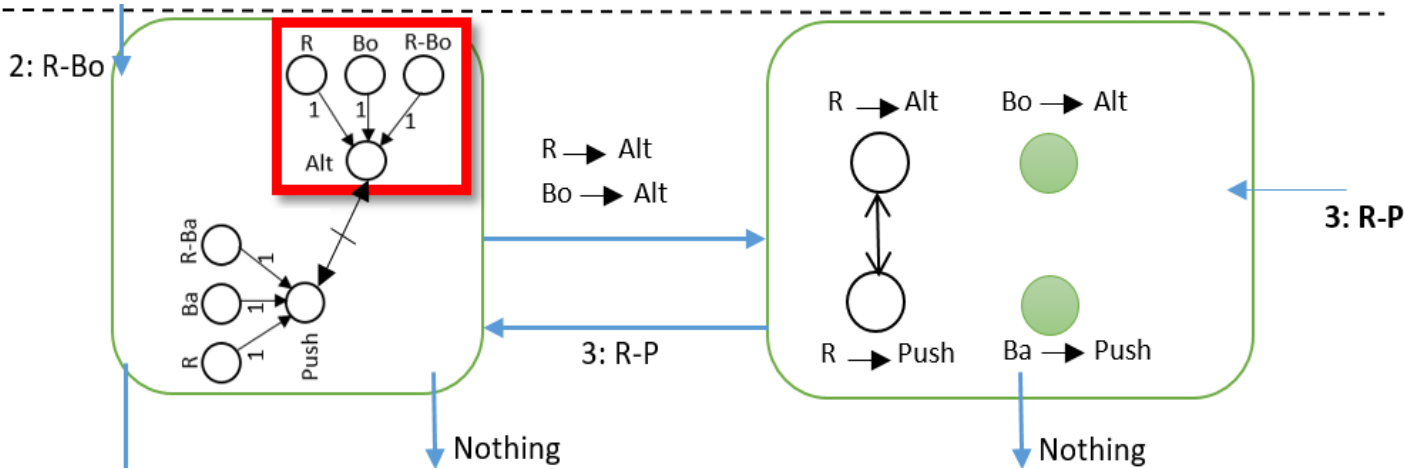
Time step	Color	Concept	Best Recovery Behavior
1	Red	Ball	Push
2	Red	Box	Alternative route
3	Red	Person	Ask
4	Green	Ball	Push
5	Green	Box	Alternative route
6	Green	Person	Ask
7	Blue	Ball	Push
8	Blue	Box	Alternative route
9	Blue	Person	Alternative route
10	Yellow	Ball	Push
11	Yellow	Box	Alternative route
12	Yellow	Person	Ask
13	None	None	Continue



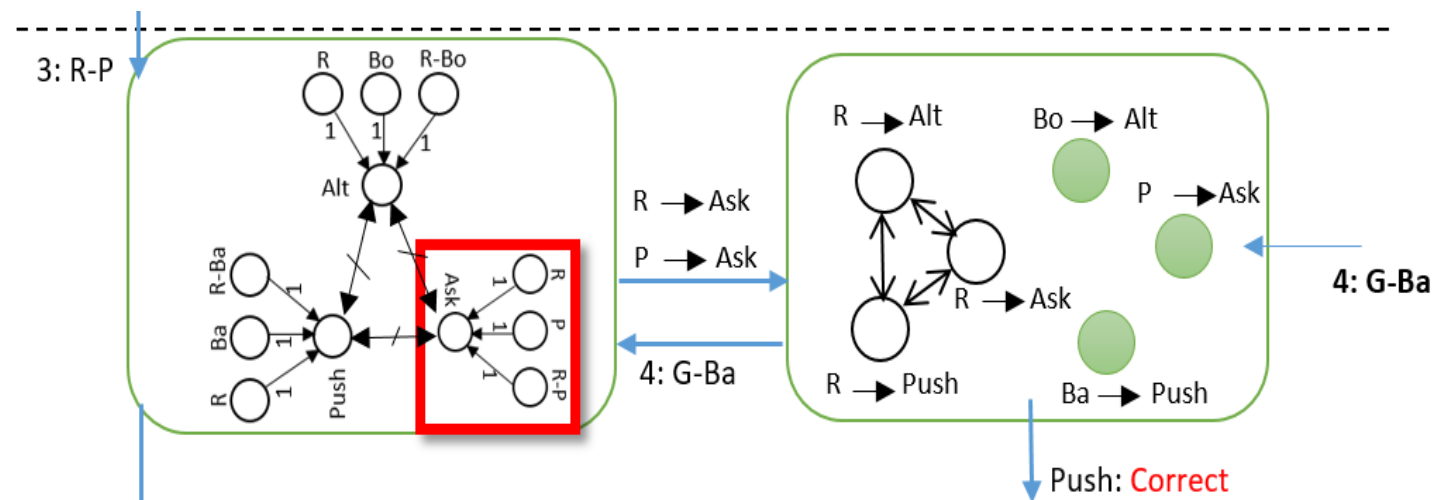
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12	Yellow	Person	Ask
13	None	None	Continue



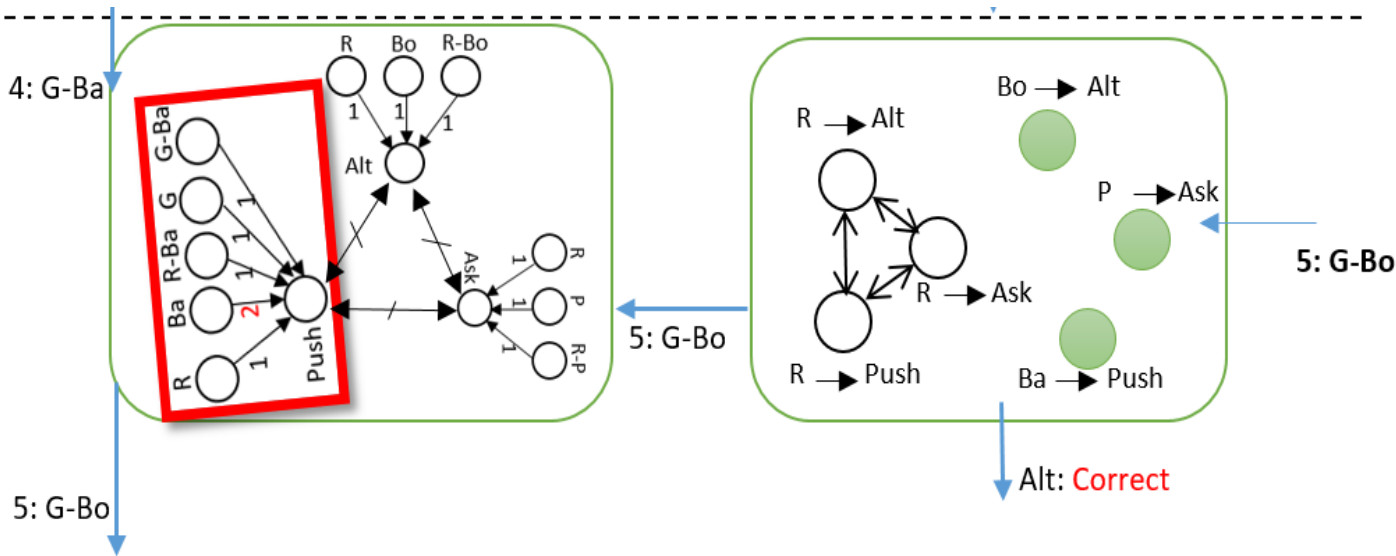
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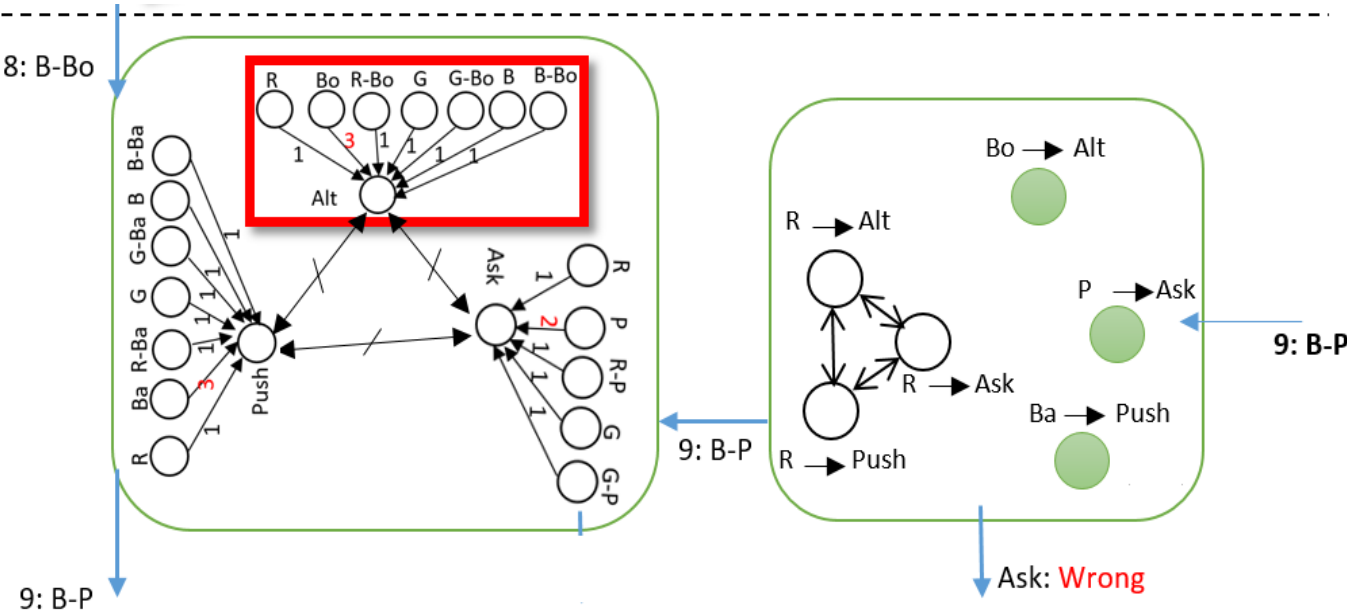
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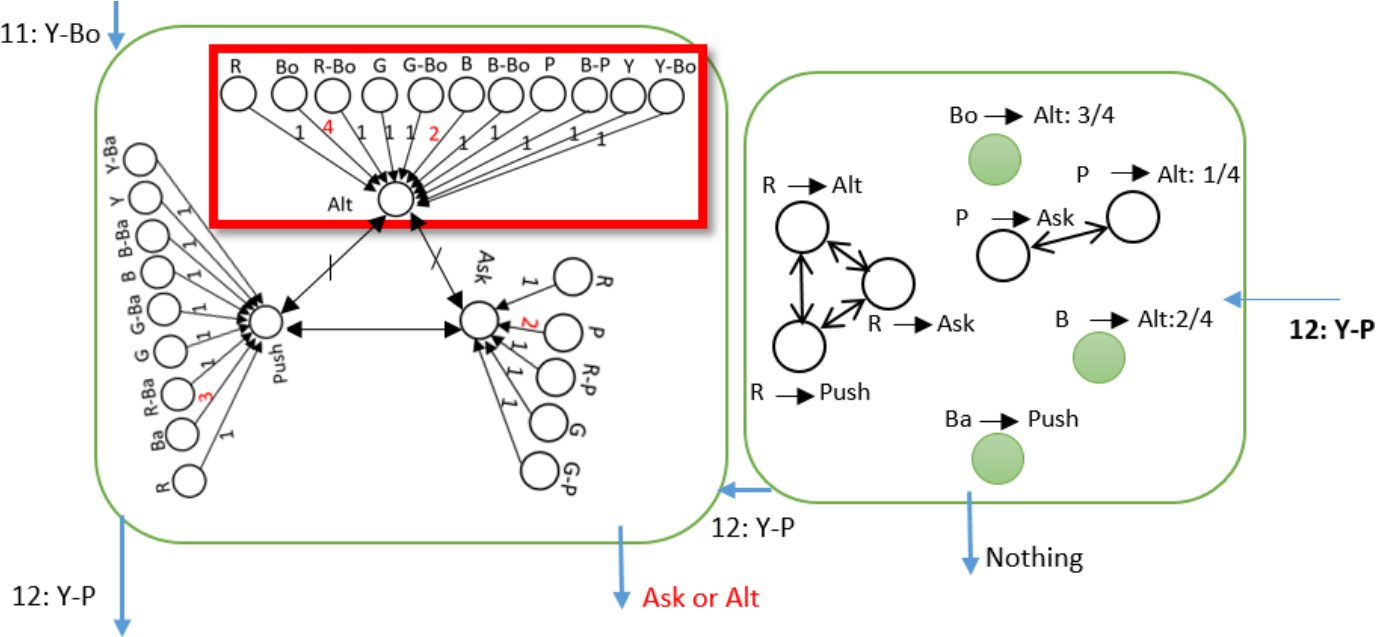
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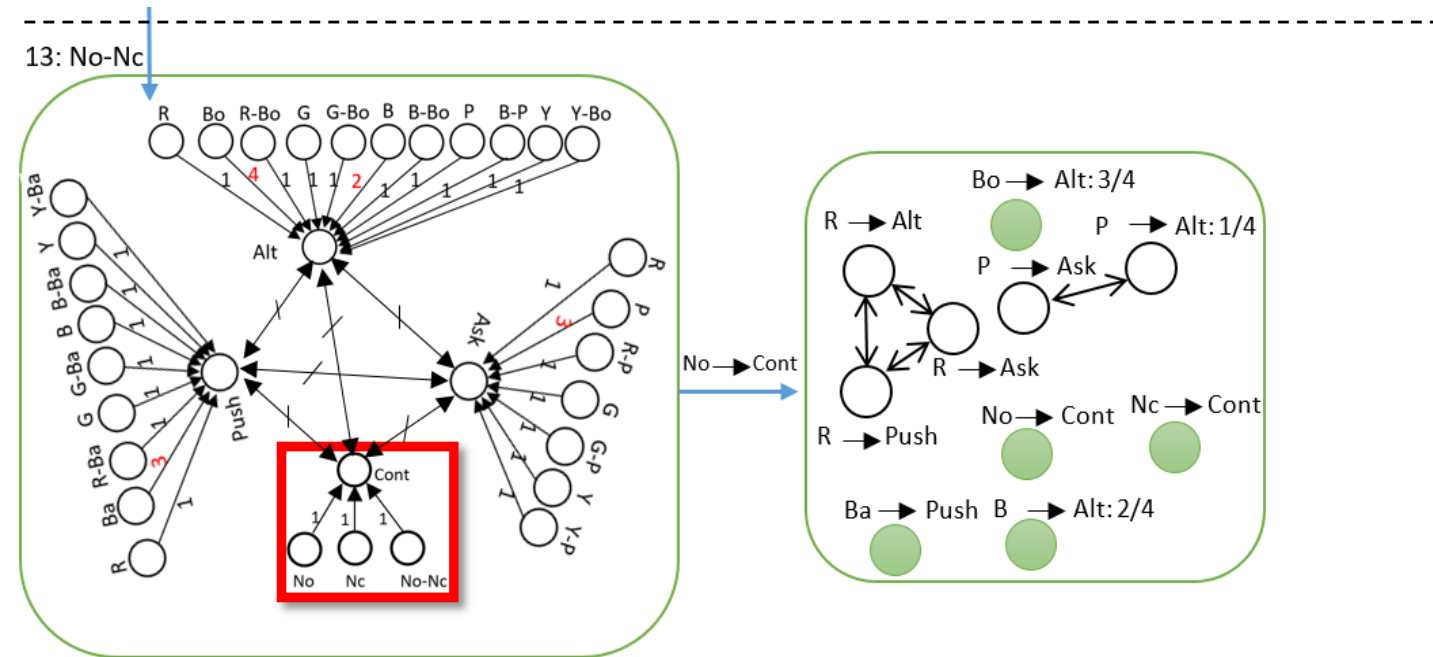
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9	Blue	Person	Alternative route
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11	Yellow	Box	Alternative route
12	Yellow	Person	Ask
13	None	None	Continue

Summary:

- At each point in the learning phase the most important set of hypotheses can be found in the grounded extension of the AF unit.
- For this case: 7 out of 13 was successfully classified.

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9	Blue	Person	Alternative route
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11	Yellow	Box	Alternative route
12	Yellow	Person	Ask
13	None	None	Continue

Comparisons

1. Online Incremental Learning:

- Incremental Support Vector Machines (ISVM)
- Online Random Forest (ORF)
- Online Naïve Bayes
- Neural Networks, Multi Layer Perceptron (MLP)
- Decision Tree Based Methods
 - ID3
 - J48 is Based on C4.5
 - PART is Based on C4.5
 - PRISM

2. (Deep) Reinforcement Learning (RL)

3. Contextual Bandits (Associative Reinforcement Learning)

• List of Publications:

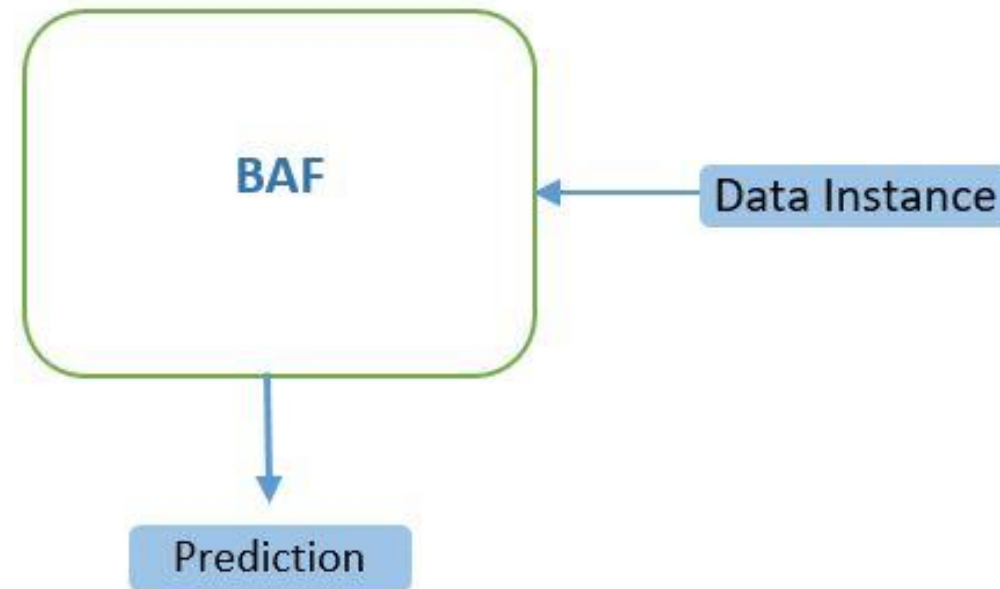
1. H. Ayooobi, M. Cao, R. Verbrugge, and B. Verheij. Handling unforeseen failures using argumentation-based learning. In 2019 IEEE 15th International Conference on Automation Science and Engineering (CASE), pages1699–1704, Aug 2019
2. H. Ayooobi, M. Cao, R. Verbrugge, and B. Verheij. Argumentation-based online incremental learning. IEEE Transactions on Automation Science and Engineering (TASE), 2021
3. H. Ayooobi, M. Cao, R. Verbrugge, and B. Verheij. Argue to learn: Accelerated argumentation-based learning. In 20th IEEE International Conference on Machine Learning and Applications (ICMLA)

The limitation of ABL

- ABL is designed to handle discrete feature spaces. Therefore, It cannot handle continuous features.
- The computational complexity is high. We have addressed this issue in our latest research by proposing Accelerated Argumentation-Based Learning (AABL)

Accelerated ABL

- Architecture: Only Bipolar Argumentation Framework



Accelerated ABL

Acceleration Strategies:

1) Feature-value subsets:

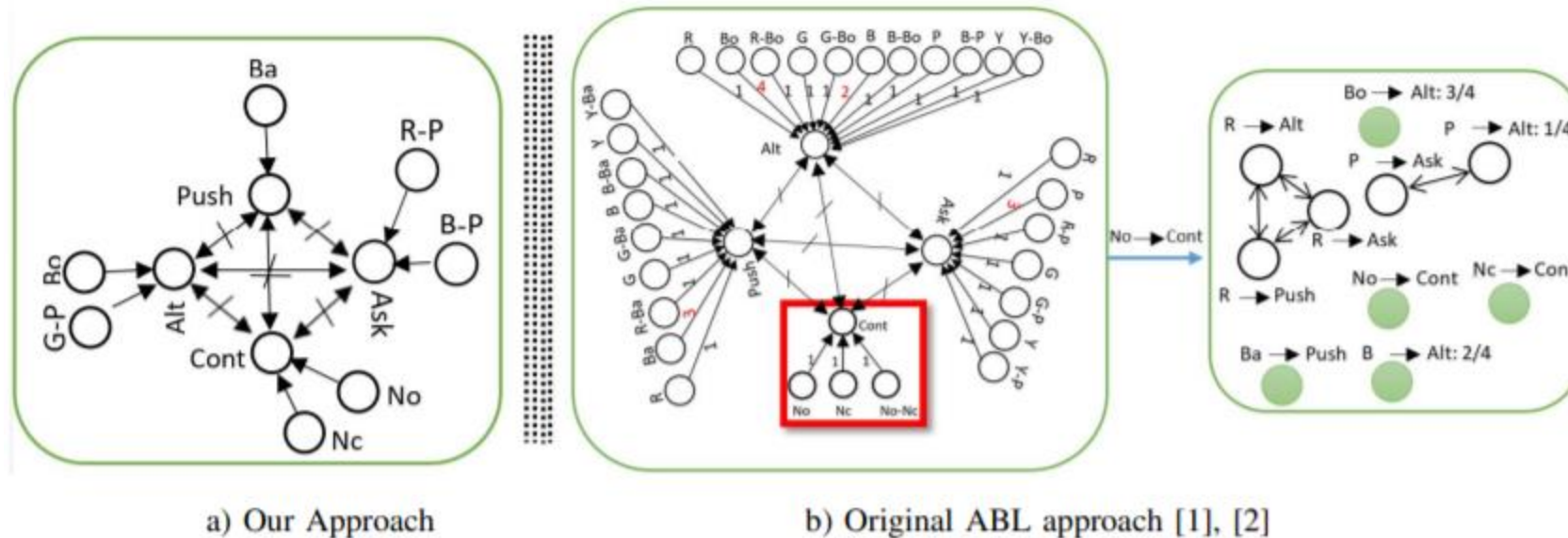
- Starting from subsets with length $L=1$ and increment the subset size if needed.
- L is incremented under certain condition which occurs because of the pruning step.

2) Pruning the unnecessary supporting nodes from BAF:

- Including only unique supporting nodes.
- A supporting node is considered unique if it only support one class label (recovery behavior).

Accelerated ABL

- Trained Accelerated ABL vs ABL model for a small example.



- 4 times lower nodes and relations.

Computational and Space Complexity

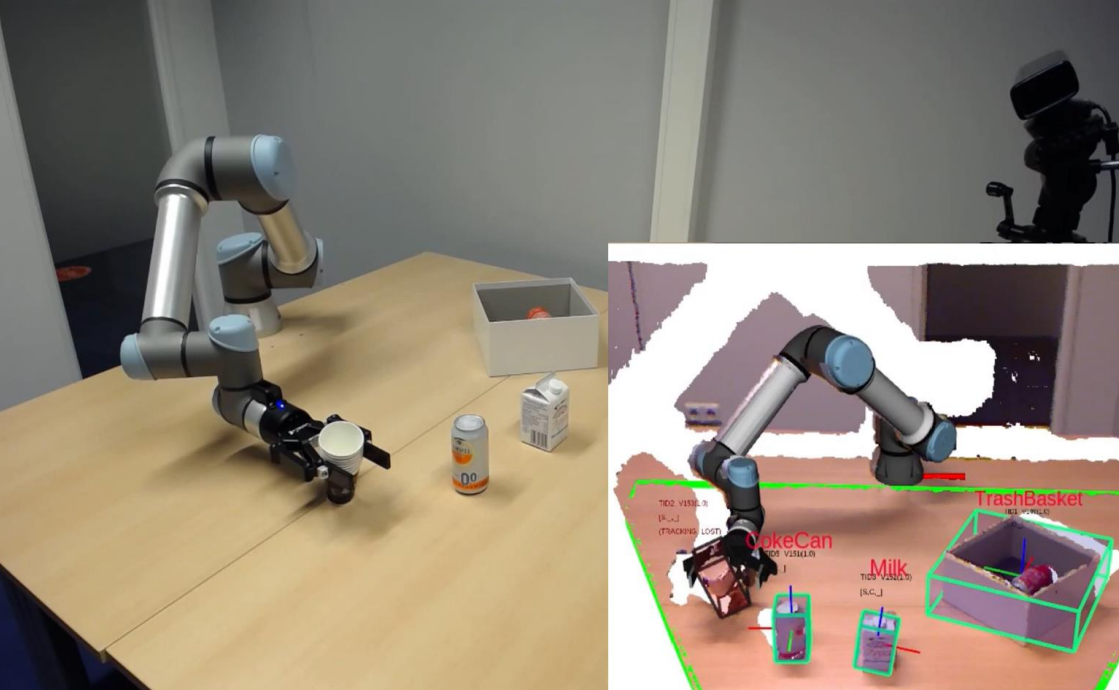
- Subset of length one vs all the power set:
- **Accelerated ABL: (Polynomial)**
 - Scenario 1: $O(n)$
 - Scenario 2-3: $O(n^2)$
- **ABL: (Exponential)**
 - Scenario 1-3: $O(2^n)$

Applications of ABL:

- ABL is an **machine learning algorithm** which can **autonomously** extract **a set of hypotheses to explain** the reasoning process.
- ABL can be used in **open-ended learning and offline supervised learning** as well as the **reinforcement learning scenarios**.
- The model can be updated **incrementally**.
- Argumentation is used for modeling the **defeasibility relation** in the **knowledge base of the agent**.
- ABL takes the **features dependencies** into account.
- Learning **faster** than other common techniques for online incremental supervised learning with **a smaller number of learning instances**.

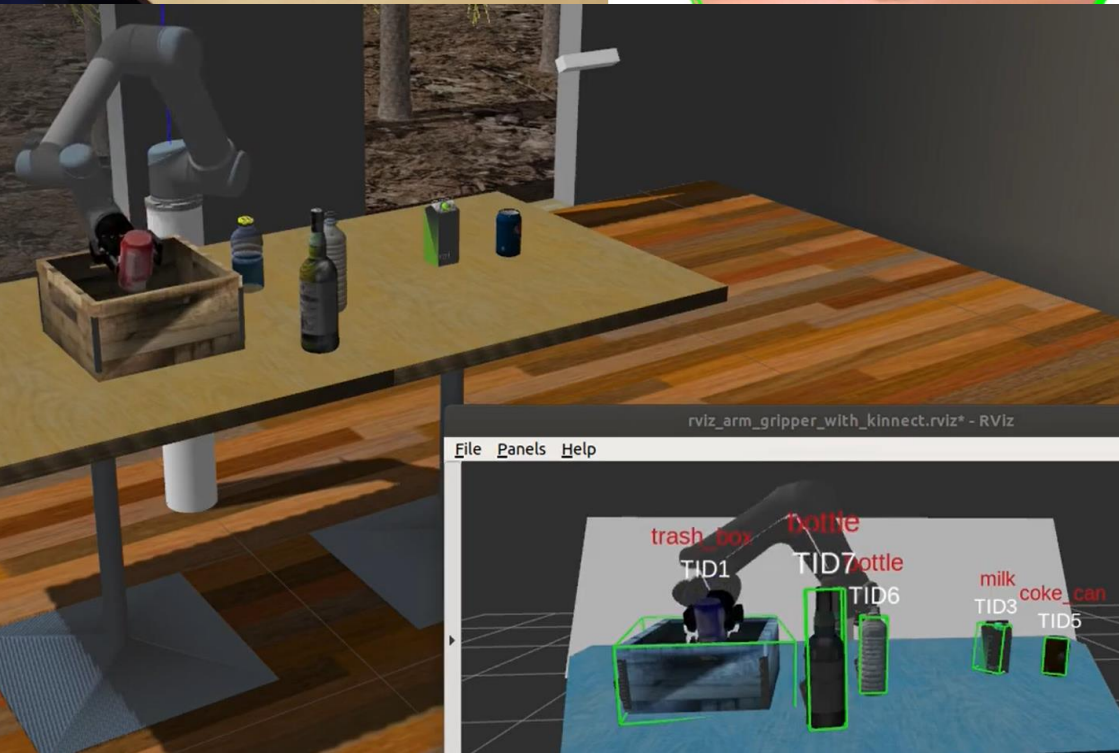
Therefore, it can be used in:

- All offline supervised learning problems.
- Lifelong (open-ended / class-incremental learning)



Local Hierarchical Dirichlet Process (Local-HDP)

Interactive Open-Ended 3D Object
Categorization in Real-Time Robotic
Scenarios



Topics

gene 0.04
dna 0.02
genetic 0.01
...

life 0.02
evolve 0.01
organism 0.01
...

brain 0.04
neuron 0.02
nerve 0.01
...

data 0.02
number 0.02
computer 0.01
...

Documents

Seeking Life's Bare (Genetic) Necessities

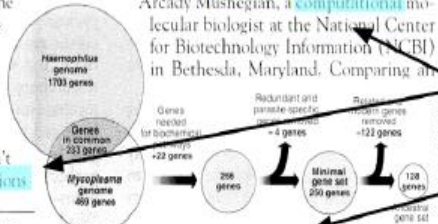
COLD SPRING HARBOR, NEW YORK—How many **genes** does an **organism** need to **survive**? Last week at the genome meeting here,* two genome researchers with radically different approaches presented complementary views of the basic genes needed for **life**. One research team, using **computer** analyses to compare known **genomes**, concluded that today's **organisms** can be sustained with just 250 genes, and that the earliest life forms required a mere 128 **genes**. The other researcher mapped genes in a simple parasite and estimated that for this organism, 800 genes are plenty to do the job—but that anything short of 100 wouldn't be enough.

Although the numbers don't match precisely, those **predictions**:

* Genome Mapping and Sequencing, Cold Spring Harbor, New York, May 8 to 12.

SCIENCE • VOL. 272 • 24 MAY 1996

"are not all that far apart," especially in comparison to the 75,000 **genes** in the human genome, notes Siv Andersson of Uppsala University in Sweden, who arrived at the 800 number. But coming up with a consensus answer may be more than just a **genetic numbers** game, particularly as more and more **genomes** are completely mapped and sequenced. "It may be a way of organizing any newly **sequenced genome**," explains Arcady Mushegian, a **computational** molecular biologist at the National Center for Biotechnology Information (NCBI) in Bethesda, Maryland. Comparing an



Stripping down. Computer analysis yields an estimate of the minimum modern and ancient genomes.

Topic proportions and assignments

- Assume each document defines a distribution over (hidden) topics.
- Assume each topic defines a distribution over words
- The posterior probability of these latent variables given a document collection determines a hidden decomposition of the collection into topics.

So we have:

- Words
- Topics
- Documents
- Corpus

3D Object Category Recognition

- Visual Words: Local-Shape Descriptor. (Spin-Images)
- Documents: Bag of Words layer
- Topics: Inferred latent variables showing the distribution of each document over visual words.
- Object Views: Point Cloud of Objects from different perspectives.
- Categories: Each Category contain different objects and each object has several object views.



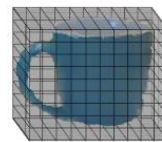
(a) Intra-Category Variation



(b) Different Object Views



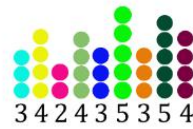
(a) a coffee mug



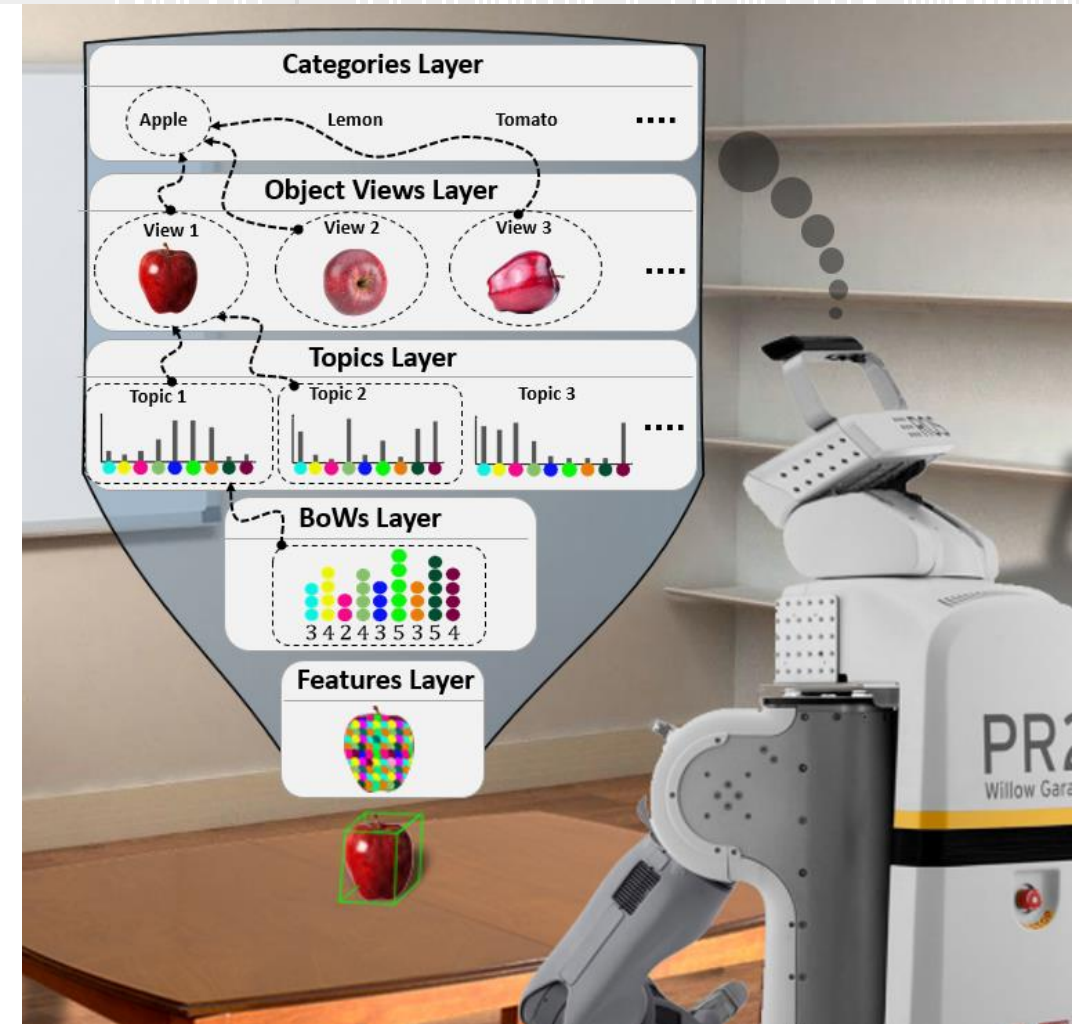
(b) voxelizing the coffee mug



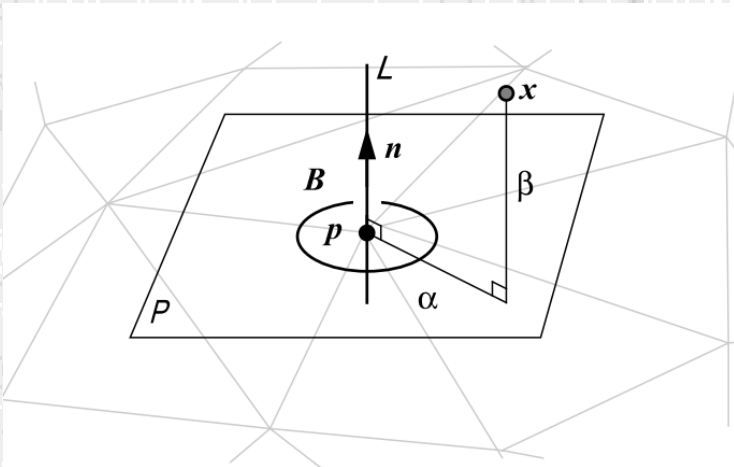
(c) extracting local-features



(d) BoW representation

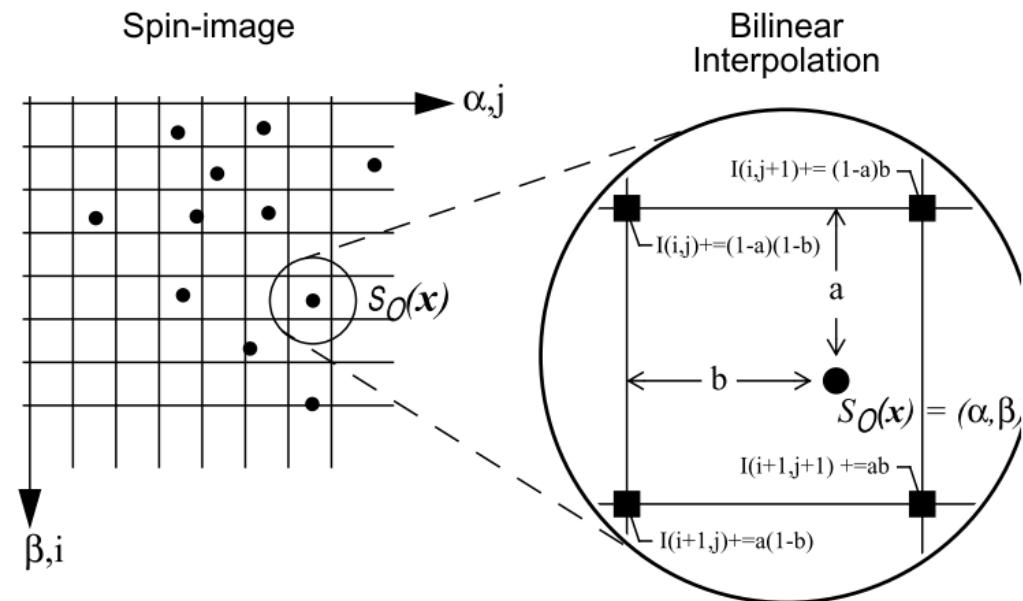


Spin Images as a Local Object Descriptor



Spin-Images are constructed by:

- Computing the surface normal for each point. (Oriented Point)
- Project the points to the tangent plane and find (α, β)
- Spread the location of the point in the 2-D array

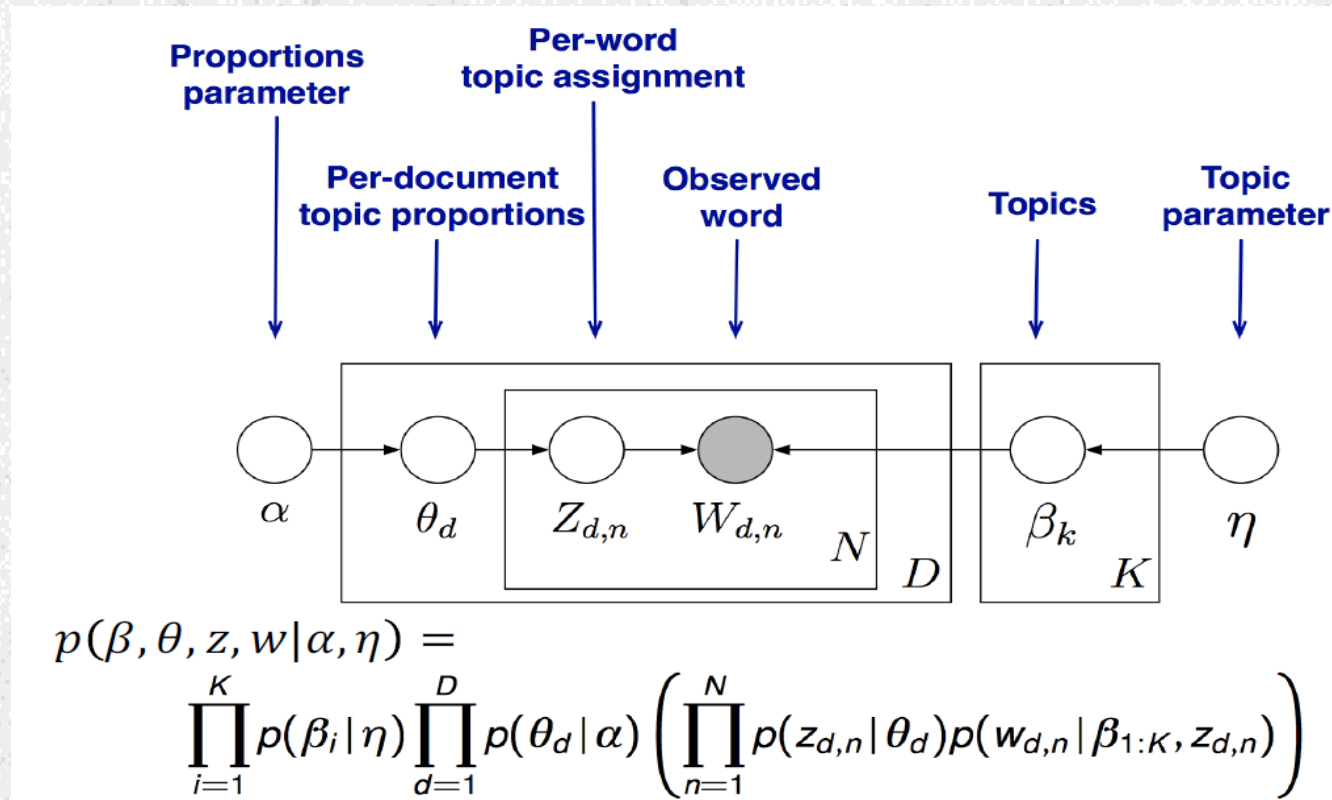




Generative Model:

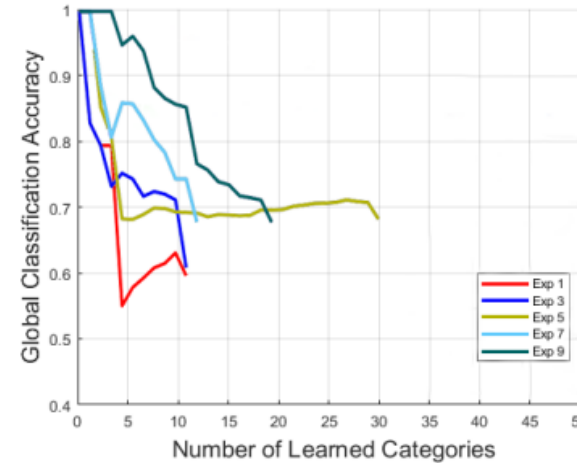
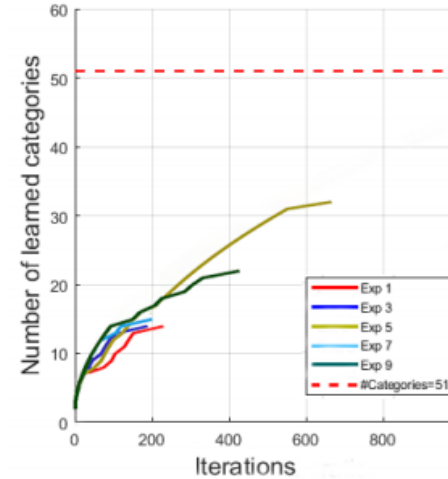
- We have the *bag-of-words* assumption (Order of the words are not important)
- In probability, we call it *exchangeability* assumption

$$p(w_1, \dots, w_N) = p(w_{\sigma(1)}, \dots, w_{\sigma(N)}) \quad (\sigma: \text{permutation})$$



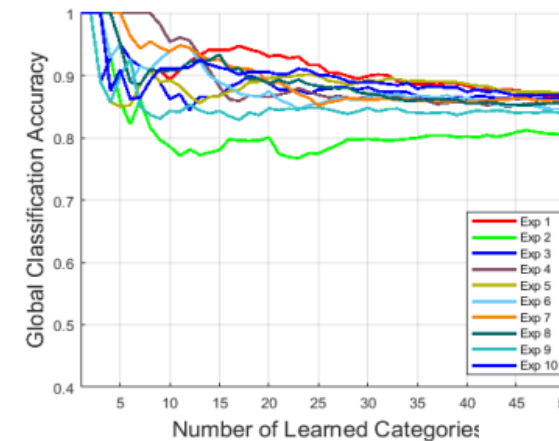
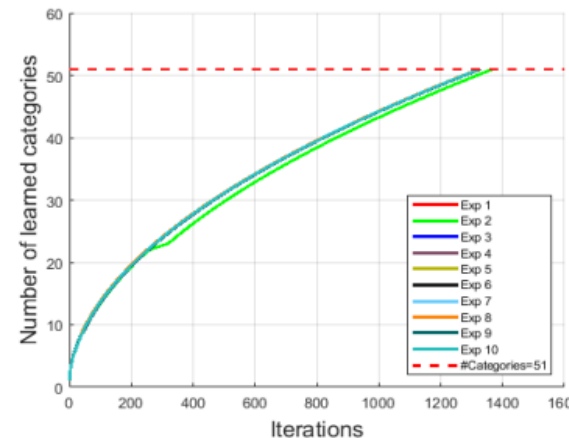
Experiments

Exp#	#QCI	#LC	AIC	GCA (%)
1	811	32	10.19	71
2	654	30	9.40	70
3	514	28	8.07	72
4	696	32	8.59	74
5	579	27	9.14	71
6	505	24	8.91	71
7	697	30	9.40	72
8	550	25	9.92	68
9	560	32	10.19	72
10	564	28	8.92	70
Avg.	613	28.50	9.08	71 %



(a) Summary of experiments for Local-LDA sing collapsed Gibbs sampling

Exp#	#QCI	#LC	AIC	GCA (%)
1	1325	51	6.45	86.72
2	1370	51	8.25	80.44
3	1325	51	6.62	86.04
4	1325	51	6.70	85.74
5	1325	51	6.37	87.02
6	1325	51	7.03	84.45
7	1325	51	6.64	85.96
8	1325	51	6.80	85.36
9	1330	51	7.17	83.98
10	1327	51	6.47	86.66
Avg.	1330	51	6.85	85.23 %



(d) Summary of experiments for Local-HDP approach (our approach)

List of Publications:

- Hamed Ayoobi, H Kasaei, Ming Cao, Rineke Verbrugge, and Bart Verheij. Local-HDP: Interactive open-ended 3D object category recognition in real-time robotic scenarios. Robotics and Autonomous Systems (RAS), 147:103911, 2022

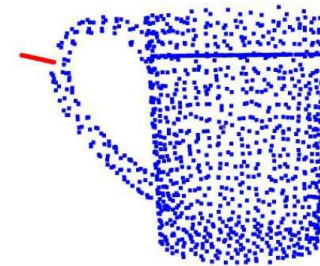


Local Hierarchical Dirichlet Process (Local-HDP)

3D Object Parts Segmentation

3D Object Parts Segmentation

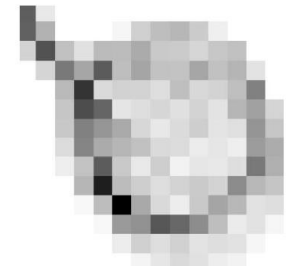
- Visual Words:
 - Local-to-Global Descriptor. (Spin-Images)
 - Global-to-Local Descriptor. (GOOD)
- Documents: Bag of Words layer
- Topics: Inferred latent variables showing the distribution of each document over visual words.
- Object Views: Point Cloud of Objects from different perspectives.
- Object Parts: Segmenting a 3D object to a set of semantic parts.



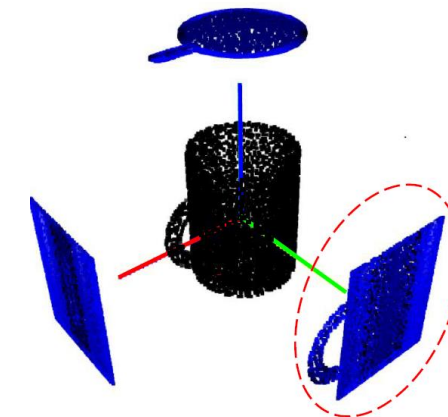
(a) A Keypoint's Normal



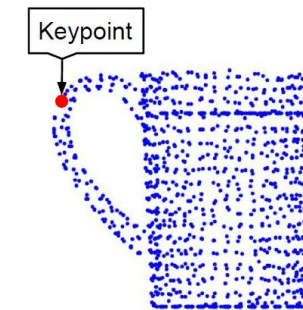
(b) Local-to-Global Spin-image



(c) 2D Bins



(a) Global Projections



(b) Keypoint on the Projection



(c) 2D Bins

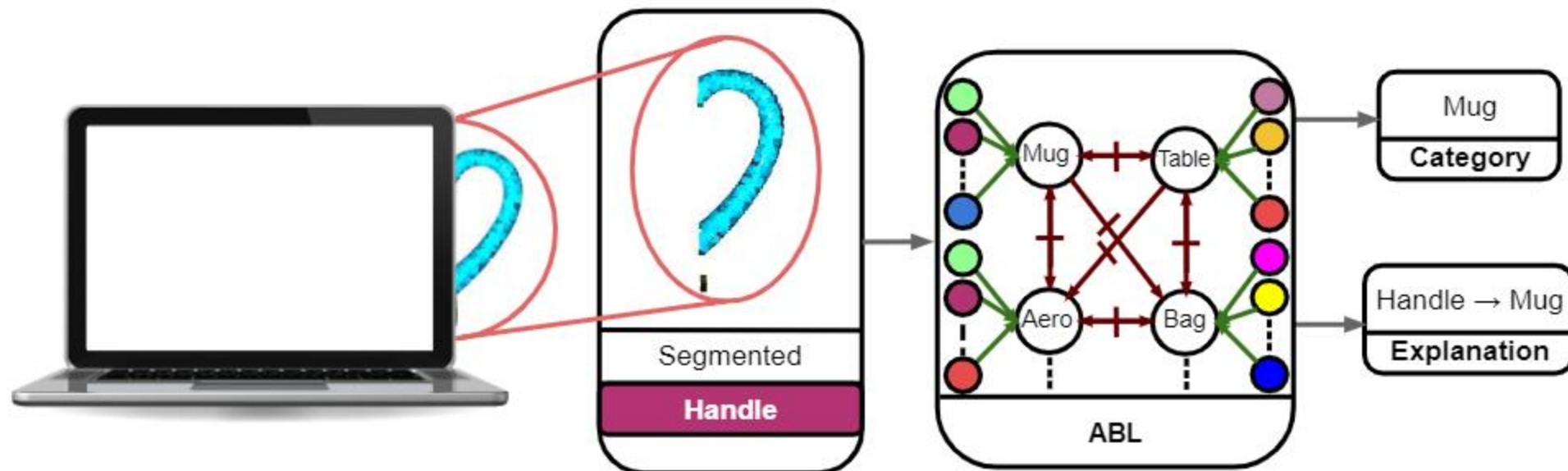
Segmentation Results:



Explain What You See

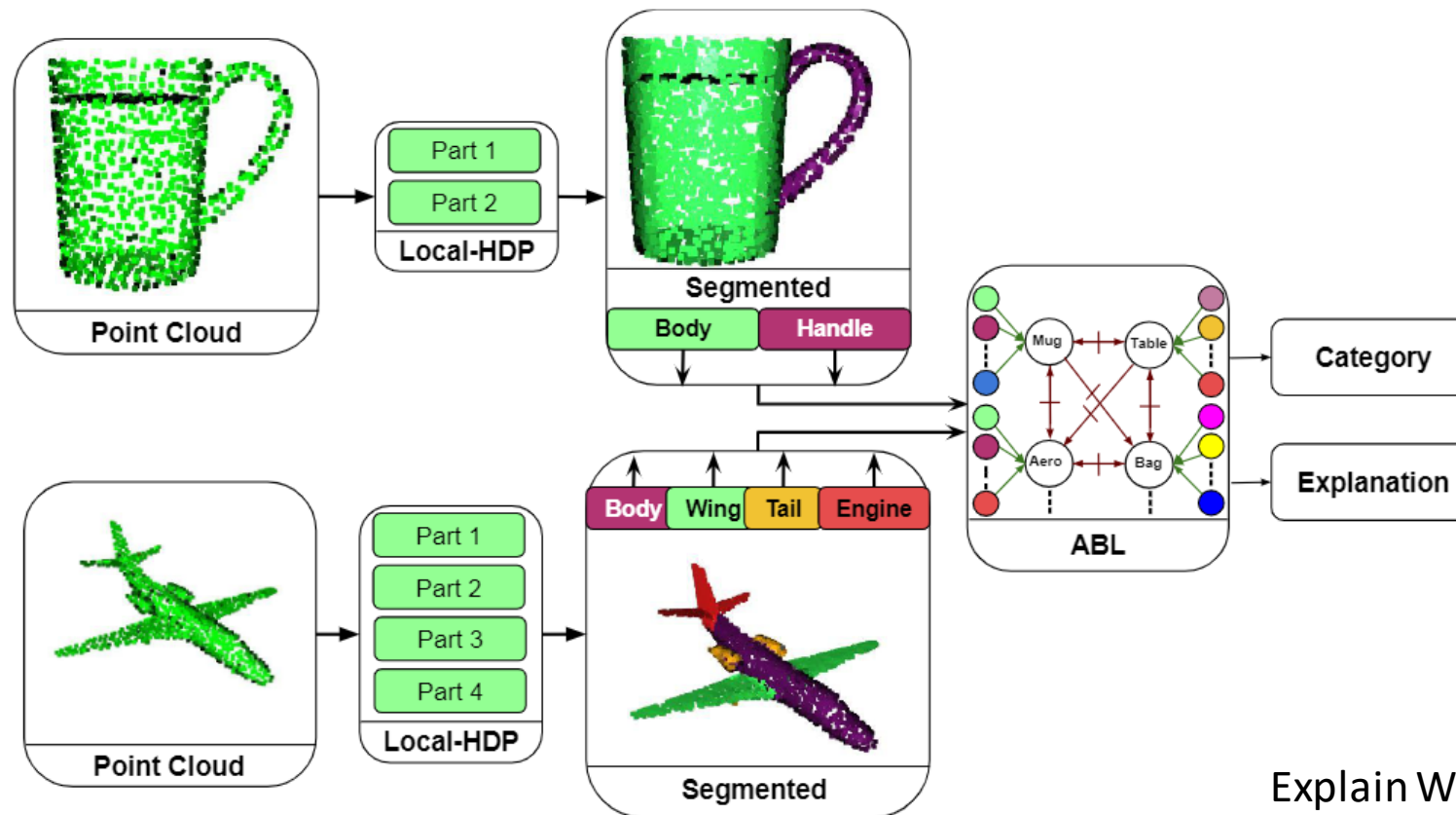
3D Object Recognition using ABL and Local-HDP

Researchers: Hamed Ayoobi
Hamidreza Kasaei
Ming Cao
Rineke Verbrugge
Bart Verheij



Architecture

- Integrating Argumentation Based Learning (ABL) with Local Hierarchical Dirichlet Process (Local-HDP) for 3D object parts Segmentation

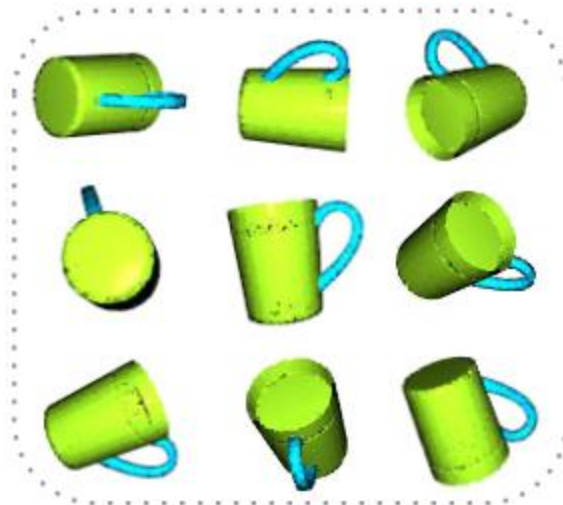


Occlusion:

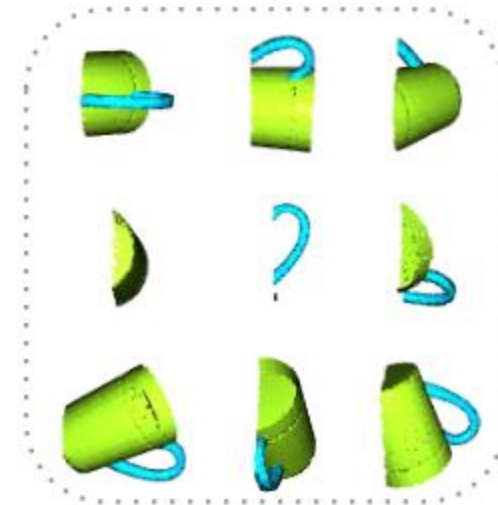
- Most of DNNs in the literature does not work well with high degree of occlusion.
- Constructing a dataset for occlusion based on ShapeNet core dataset.



(a) Mug



(b) Random Rotations



(c) Random Cuts
(Simulated Occlusions)

Explainability:

- In this research, the power of argumentative explanations improved the model to classify occluded object.
 - The learning accuracies shows that explainability made the model more robust to missing data
- Explainability for zero-shot learning:
 - Imagine that the model is trained with **Cup** that has **no handles**, and with **teapots** and **pitchers** that have **handles**.
 - What happens if we show an unforeseen Mug with a handle to the model?
 - Probably misclassification: since it has a handle, it is more probably to be classified as a teapot or pitcher.
 - Using argumentation-Based Learning, we can teach the model with a rule like the following one and the model can detect the new type of mugs afterwards without previously seeing them (zero-shot learning).
 - The ABL model should previously learned **Cup's Body** → **Cup**
 - User injects this rule: **Cup's Body and a Handle** → **Mug** and the model learns to classify unforeseen category of mugs.

CONCLUSION

- Argumentation online Incremental Learning (ABL)
 - Learning with smaller number of learning instances
 - Higher final learning accuracy
- Local Hierarchical Dirichlet Process (Local-HDP)
 - Category recognition for 3D Objects
 - 3D Object Parts Segmentation
 - Both have a higher learning precision
 - Both are applicable in open-ended scenarios
 - Both work for real-time robotic applications.
- Integrating ABL and Local-HDP
 - Handle High degree of occlusion
 - Provide explanations for the reasoning process

Future works:

Human in the loop, debugging the model with user interactions.

