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this repository is the official pytorch implementation of active learning for deep object detection via probabilistic modeling iccv 2021 the proposed method is implemented based on the ssd pytorch in this paper we propose a novel deep active learning approach for object detection our approach relies on mixture density networks that estimate a probabilistic distribution for each localization and classification head s output active learning for deep object detection via probabilistic modeling active learning aims to reduce labeling costs by selecting only the most informative samples on a dataset few existing works have addressed active learning for object detection 3 active learning for object detection the key novelty of our approach is designing the output layers of the neural network to predict a probability distri bution instead of predicting a single value for each output of the network see fig 2a this repository is the official pytorch implementation of active learning for deep object

detection via probabilistic modeling iccv 2021 the proposed method is implemented based on the ssd pytorch our proposed probabilistic modeling and scoring function achieve outstanding performance gains in accuracy and computing cost we present a wide range of experiments on two publicly available datasets pascal voc and ms coco mit probabilistic computing project we aim to improve our ability to engineer artificial intelligence reverse engineer natural intelligence and deploy applications that increase our collective intelligence and well being our work integrates probabilistic inference generative models and monte carlo methods into the building blocks of active learning for deep object detection via probabilistic modeling jiwoong choi ismail elezi hyuk jae lee clement farabet jose m alvarez august 2021 we design a probabilistic generative model for normal data which assumes different views of a normal instance are generated from a shared latent factor conditioned on which the views become independent we estimate the model by maximizing its likelihood on normal data using the em algorithm overview editors martin pelikan kumara sastry erick cantúpaz one of the hottest topics in evolutionary computation excellent compilation of carefully selected topics in estimation of distribution algorithms search algorithms that combine ideas from evolutionary algorithms and machine learning probabilistic programming is a powerful means for formally specifying machine learning models the inference engine of a probabilistic programming environment can be used for serving complex queries on these models we propose formulating the problem of private data release through probabilistic modeling this approach transforms the problem of

designing the synthetic data into choosing a model for the data allowing also the inclusion of prior knowledge which improves the quality of the synthetic data the non i i d data distribution accompanied by the severe imbalance among different groups of classes essentially leads to ambiguous and biased semantic representations in this work we present a geometry constrained probabilistic modeling treatment to resolve the identified issues linkage learning via probabilistic modeling in the extended compact genetic algorithm ecga in pelikan m sastry k cantúpaz e eds scalable optimization via probabilistic modeling studies in computational intelligence vol 33 in this paper we propose a novel deep active learning approach for object detection our approach relies on mixture density networks that estimate a probabilistic distribution for each localization and classification head s output many clv models have been developed with different levels of sophistication and accuracy ranging from rough heuristics to the use of complex probabilistic frameworks in this article series we delve into one of them the beta geometric negative binomial distribution bg nbd model probabilistic programming refers to a programming paradigm that aims to automate and facilitate probabilistic inference for end users with varying degrees of expertise in probabilistic modeling methods 1 a considerable amount of inference methods and tools have been developed over the past decade to support this endeavor many ml methods e g vae include both a model e g the decoder and a learning method e g the encoder or the amortized vi it is enlightening to separate the two we might for example try the same deep learning model with a different inference algorithm by combining the transition probability

and the safety coefficient our path planning task is modeled as a maximal probability sequence decision problem which in essence is equivalent to a minimal cost path problem and then the dynamic programming solver is achieved by using the push based efficient implementation of bellman ford s algorithm kl it is a new and unprecedented programming language with learning ability for statistical parameters embedded in programs its programming system shortly called prism system here is a powerful tool for building complex statistical models

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