

Introduction

- Annotating images with many objects (e.g. >100) is tedious and humans can make mistakes (e.g. missing annotations).
- We present an approach which uses **incomplete annotations** (e.g. Fig 1. (c) and (d)) in every training image with an Asymmetric Mean Squared Error (AMSE) loss function to tackle the mentioned problems.



(b) Original heatmap (c) 50% reduced (d) 90% reduced (a) Input Fig 1. Examples of incomplete annotations

AMSE V.S. MSE



 $AMSE = \frac{1}{N} \sum_{i=1}^{N} \{ [\beta + sign(Y_i - \hat{Y}_i)] * (Y_i - \hat{Y}_i) \}^2$ $MSE = \frac{1}{N} \sum_{i=1}^{N} (Y_i - \hat{Y}_i)^2$

Learning to Localise and Count with Incomplete Dot-annotation

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 Y_i is the ground truth, \hat{Y}_i is the prediction, $\beta \in [-1,1]$ is the only tuning parameter of AMSE, and

$$sign(Y_i - \hat{Y}_i) = \begin{cases} -1 \\ 0, \\ 1, \end{cases}$$

 $\beta > 0$ is adopted because we expect the model to be punished more in the false-negative areas (i.e. objects exist in these areas but they are not annotated).



- We compare the performance between MSE and AMSE under different dr; the results are shown in Fig 3.

1, $Y_i - \hat{Y}_i < 0$ 1, $Y_i - \hat{Y}_i = 0$ $Y_i - \hat{Y}_i > 0$

localization task in Fig 4.



Conclusion

- AMSE (with tuned β) significantly improves the rate (e.g. 0.7 and 0.9).
- dataset.
- models.



• We also present some visual results of the wheat spikelet

performance of counting/localizing models trained with incomplete annotations per image, even on extreme drop

• For lower drop rates (i.e. <0.5) using AMSE achieves comparable performance as trained on fully-annotated

• The optimal β is positively related to the drop rate, though the exact value varies depending on dataset and