

NIOC 2013

Ground-truth creation for end-user trainable machine vision systems

Applied to antibiotic disc print reading

Klaas Dijkstra
Researcher
k.dijkstra@nhl.nl

NHL Hogeschool
Kenniscentrum Computer Vision

This research is part of a project for BD Kiestra




Contents

- Intro
- Computer Vision
- Center of Expertise Computer Vision

- Pilot Application
- Motivation / Problem definition
- Aims and Objectives

- Optimization framework
- Rules for an end-user trainable machine vision system
- Segmentation
- Classification and Optimization
- Ground-truth creation using Surprise-Explain-Reward
- Demonstration
- Results
- Conclusion and Future work



NHL University of Applied Sciences

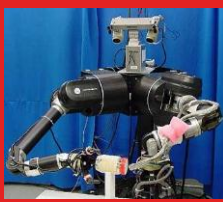

Institute: Techniek
Department: Engineering
Center of Expertise Computer Vision
Bachelors

Information Science
Technical Information Science
Electrical Engineering
Mechanical Engineering




Computer Vision

Automation of visual inspections

Cameras



Area scan



Thermo



3D / Time Of Flight



3D / Stereo



Line scan




Surround




BlueCOUGAR-P
Intelligent




Images



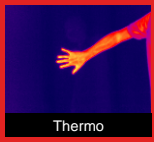
Surround




3D / Stereo



3D / Time of Flight



Thermo



Illumination



Lenses

Ringlight

Backlight

Dome

NHL
COMPUTER VISION

NHL Center of Expertise Computer Vision

Background:

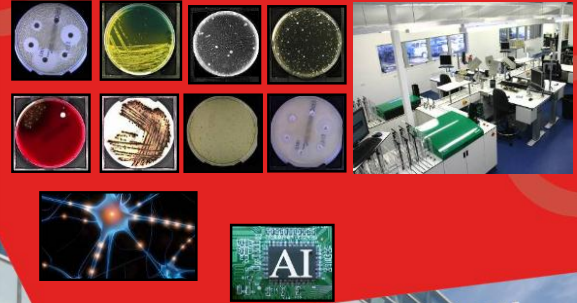
- Founded 1996
- 4,5 FTE
- 170 industrial projects, > 3.000.000 euro
- Course Computer Vision

Goals

- Extending knowledge and expertise
- Professional networks and market exploration
- Transfer of knowledge to companies
- Education


NHL
COMPUTER VISION

Microbiology



NHL
COMPUTER VISION

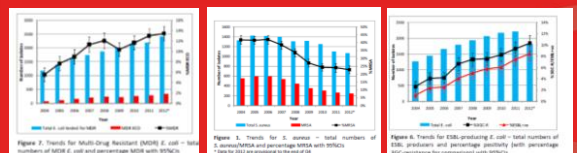
Microbiology



NHL
COMPUTER VISION

Pilot application

- Antibiotic Susceptibility Testing.
 - EARS-Net Report for Quarter 4 2012 [1]



Multi drug resistant (MDR) E. coli

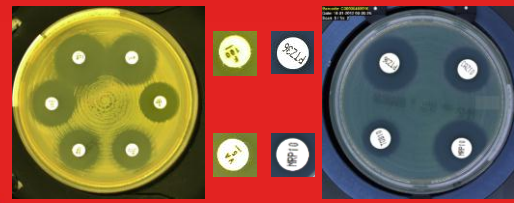
Methicillin resistant Staph. aureus MRSA

ESBL producing E. coli

NHL
COMPUTER VISION

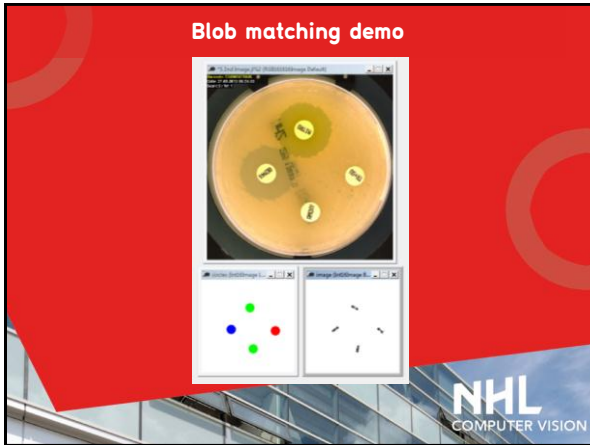
Pilot application

- Antibiotic Susceptibility Testing:
 1. Diameter of circular zone determines antibiotic sensitivity
 2. Disc print determines antibiotic



Disc print reading is used as a pilot application

NHL
COMPUTER VISION



Motivation / Problem definition

Domain expert != Technical expert

- Two strategies for automating classification applications:
 - Domain expert trained in technical knowledge
 - End-user software engineering (EUSE) [2]
 - Application Specific Language
 - Programming by Example
 - Visual Programming
 - Natural Programming
 - Technical expert trained in domain knowledge
 - Investigate demands
 - Software design
 - Train algorithms on ground-truth input

NHL
COMPUTER VISION

Aims and Objectives

- End-user trainability
 - Minimize domain knowledge needed by technology expert
 - Minimize technical knowledge needed by domain expert
 - Maximize classifier's performance
- Roles
 - Technical expert: Limit the solution space by specifying *which* classification algorithm to use
 - Domain expert: Make a ground-truth to specify *what* the system needs to do
 - Artificial Intelligence: Find technical parameters evaluated using only the ground truth to determine *how* this is done.

NHL
COMPUTER VISION

Optimization framework

- Classifier is used to classify objects
- Optimizer is used to converge to more optimal classifiers
- Ground-truth is used to evaluate classifiers

General framework:

```

    graph TD
      Classifier[Classifier] -- Classification --> GT[Ground-truth]
      GT -- Evaluation --> Optimizer[Optimizer]
      Optimizer -- Settings --> Classifier
    
```

NHL
COMPUTER VISION

Rules for an end-user trainable machine vision system

- Steps by the *technical expert*:
 - Choose algorithms using the following criteria:
 - Few parameters, to limit possible solutions.
 - Robust, which limits dependence on parameters.
 - Heuristics, determine rules for setting the parameters.
 - Prior knowledge, to limit solution space.
 - For remaining parameters choose an optimization method with:
 - Few parameters and for all others use heuristics.
- Steps by the *domain expert*:
 - Create a ground-truth.
 - Entice the end-user, to minimize errors.

NHL
COMPUTER VISION

Technical expert: Disc print segmentation

- Robust

- Few parameters
- Heuristics

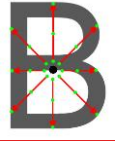
Original image Hough circle Transform [3] Local adaptive threshold [3]

NHL
COMPUTER VISION

Technical expert: Disc print classification using the Blob Matcher

- Uses a single pattern as a model for the rest
- Exterior matching using the contour (less accurate, faster)
- Interior matching by sampling points (more accurate, slower)
- Matching error $e_{total} = e_{exterior} * f + e_{interior}$
- example: nr of rotations = 8
fill sample size = 3

- Prior knowledge



NHL
COMPUTER VISION

Technical expert: Blob Matcher optimization using a Genetic Algorithm

- Optimization algorithm based on natural selection [4]

Mutate and Cross
blob matcher settings

↓

Evaluate and select
best blob matcher

↓

X X

↓

Current best

Blob Matcher settings

- Few parameters
- Heuristics

NHL
COMPUTER VISION

Domain expert: Ground-truth creation using Surprise-Explain-Reward

- Making ground-truth more appealing:
 1. Tedious work
 2. Human error
 3. Inter-operator bias
 4. Intra-operator bias
- EUSE [2]
 1. *Surprise* end-user
 2. *Explain* what this means
 3. *Reward* the end-user

Entice the end-user

NHL
COMPUTER VISION

Demostration ground tool

NHL
COMPUTER VISION

Ground-truth creation using Surprise-Explain-Reward

1. End-user specifies disc print annotation
2. Current partial ground-truth is used to propose annotation
 - Surprise
3. Classification becomes better while *in the process of* ground-truth creation
 - Explain
4. Less annotation has to be specified by end-user and ground-truth creation becomes easier
 - Reward

NHL
COMPUTER VISION

Ground-truth creation using Surprise-Explain-Reward


1. Tedious work
 - Becomes less tedious because end-user is helped
2. Human error
 - Is reduced because blob matcher is able to detect geometrically different disc prints
3. Inter-operator bias and intra-operator bias
 - Less prominent in this pilot application, because disc prints are not ambiguous

Prior knowledge

NHL
COMPUTER VISION

Ground-truth creation using Surprise-Explain-Reward

- Proposed annotation is accompanied by a confidence from the blob matcher:
 - Proposed annotation has a high confidence
 - Annotation is automatically accepted
 - Proposed annotation has a low confidence and is correct
 - Annotation should be accepted by end-user
 - Proposed annotation is incorrect
 - Annotation is corrected by the end-user and single class optimization is performed on the incorrect class





Ground-truth creation using Surprise-Explain-Reward

- Single class optimization:


```

min_error_sum = infinity
For a = 0 to count(patterns) - 1
  For b = 0 to count(patterns) - 1
    error_sum += match(patterns[a], patterns[b]).error
  End
  If error_sum < min_error_sum
    best = a
    min_error_sum = error_sum
  End
End
            
```

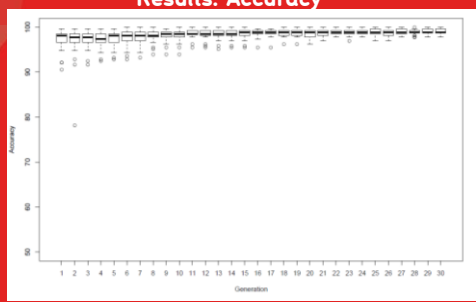
Erroneous pattern is never chosen


Demonstration optimization




Results: Accuracy




37 different discs
17 samples per class
5 folds 5 repetitions



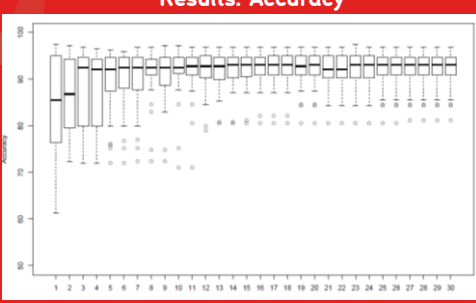
Results: Precision




37 different discs
17 samples per class
5 folds 5 repetitions

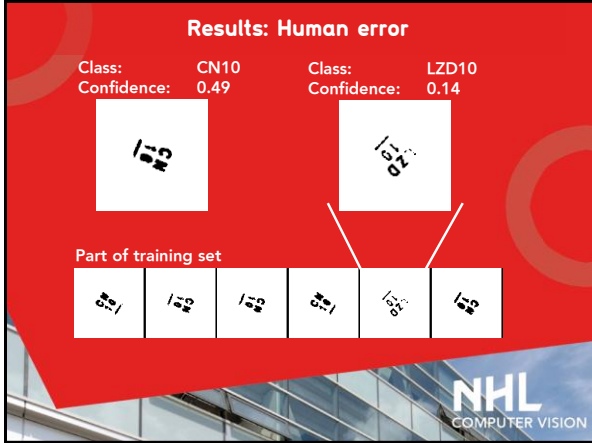
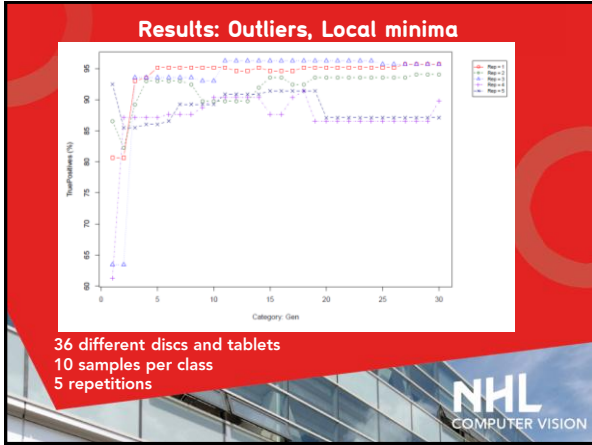
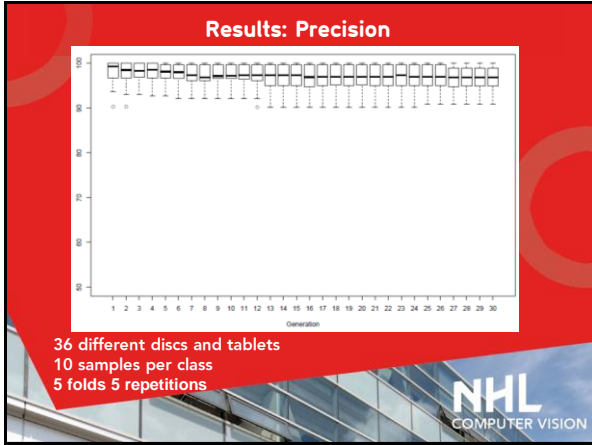


Results: Accuracy



36 different discs and tablets
10 samples per class
5 folds 5 repetitions





- ### Conclusions
- Ground-truth software using *Surprise-Explain-Reward*
 - End-user trainable disc print application
 - Optimization framework with rules for deciding on algorithms
 - Error correction using prior knowledge
- ### Future work
- End-user trainable basis for future applications
 - Extend optimization
 - Find heuristics for population size and generations
 - Extend classification to regression analysis
 - Measure quantitative performance
- NHL
COMPUTER VISION

References

[1] European Antimicrobial Resistance Surveillance Network, 2012. *Report for Quarter 4 2012*. Health Protection Surveillance Center, Available at: <<http://www.hpsc.ie/hpsc/A-Z/Microbiology/AntimicrobialResistance/EuropeanAntimicrobialResistanceSurveillanceSystemEARSS/EARSSSurveillanceReports/2012Reports/File,13921,en.pdf>> [Accessed 3 April 2013].

[2] Ko, A. J., Abraham, R., Beckwith, L., Blackwell, A., Burnett, M., Erwig, M., Scaffidi, C., Lawrance, J., Lieberman, H., Myers, B., Rosson, M. B., Rothermel, G., Shaw, M., and Wiedenbeck, S. The state of the art in end-user software engineering. *Computing Surveys* 43 (2011).

[3] van de Loosdrecht, J. (2013), 'Course Computer Vision', Available at: <http://www.vlmv.nl/course> [Accessed 11 March 2013]. 2013

[4] Eiben, A. E. & Smith, J. E. (2007), *Introduction to Evolutionary Computing*, 2nd edn, Springer.

NHL
COMPUTER VISION