

# Human-Machine Collaboration for Fast Land Cover Mapping



**Caleb Robinson**, Anthony Ortiz, Kolya Malkin, Blake Elias,  
Andi Peng, Dan Morris, Bistra Dilkina, Nebojsa Jojic

calebrob6@gmail.com



# Collaborators

**Anthony Ortiz** - University of Texas at El Paso

**Kolya Malkin** - Yale University

**Blake Elias** - Microsoft AI Resident

**Andi Peng** - Microsoft AI Resident

**Dan Morris** - Microsoft AI for Earth

**Bistra Dilkina** - University of Southern California

**Nebojsa Jojic** - Microsoft Research



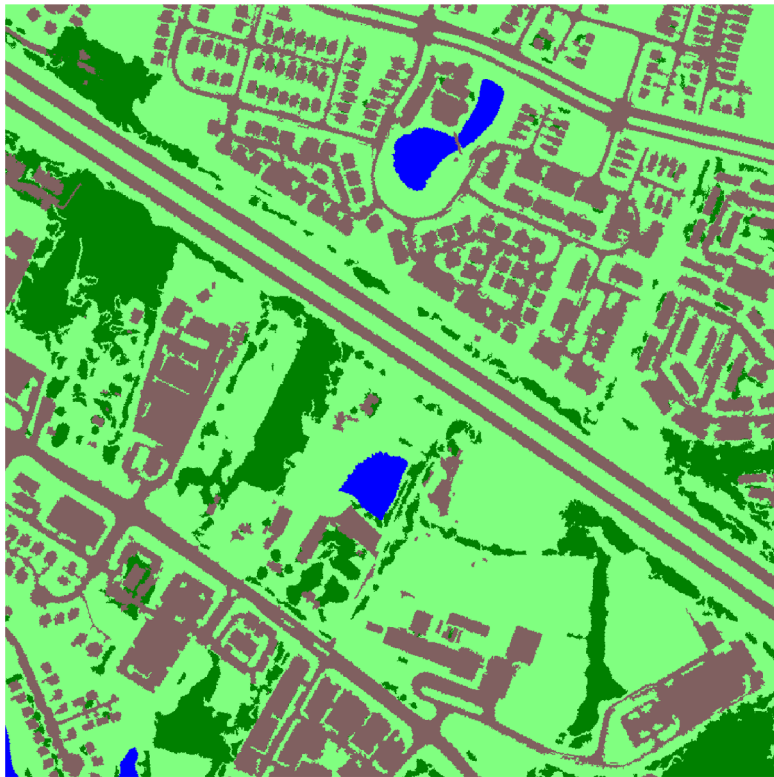
What is the land cover  
mapping problem?



1 pixel = 1 meter  
squared

# High-Resolution Satellite/Aerial Imagery

NAIP 2013/2014



# High-Resolution Land Cover Map

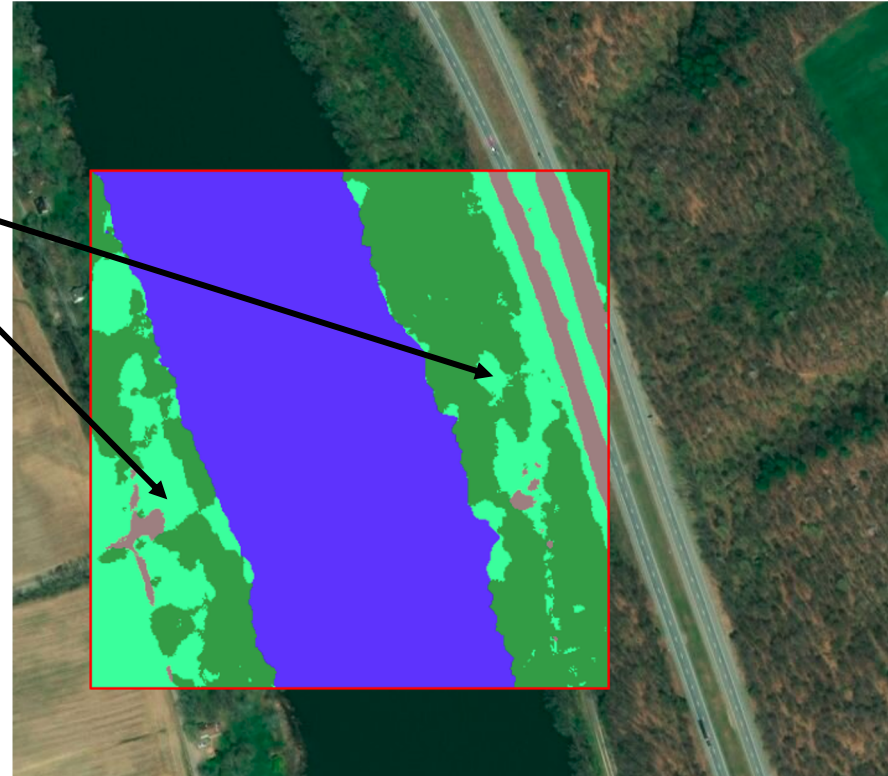
Chesapeake Conservancy

Why do we need high  
resolution land cover maps?

E.g. to help inform conservation actions

Riparian buffers

“[The Chesapeake Conservancy] **leverages** the combination of the enhanced flow path data and **high-resolution land cover data** to **identify** opportunity areas for planting **riparian forest buffers** within a specified distance of the flow paths.”

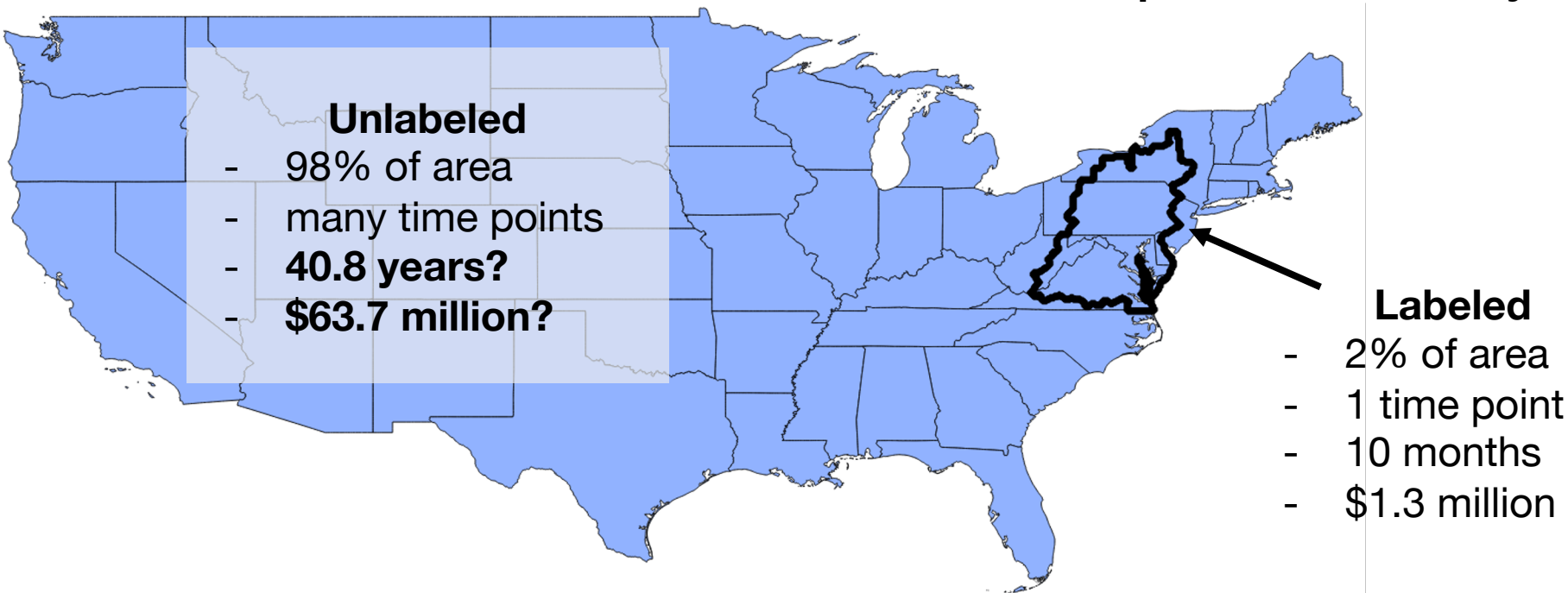


But...



# (Semi-) Manual labeling is expensive

## Chesapeake Conservancy

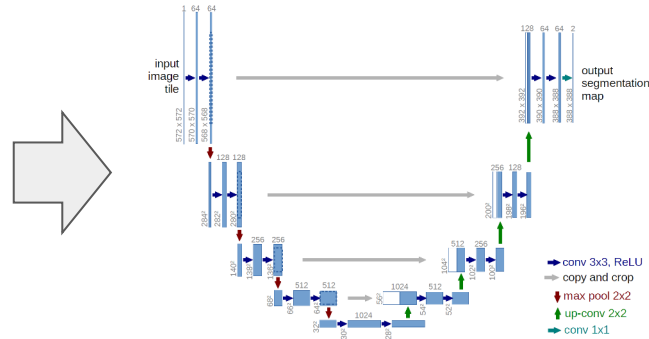


# Deep learning approach to land cover mapping

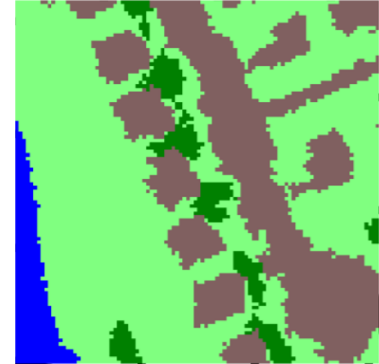
High-resolution input



CNN

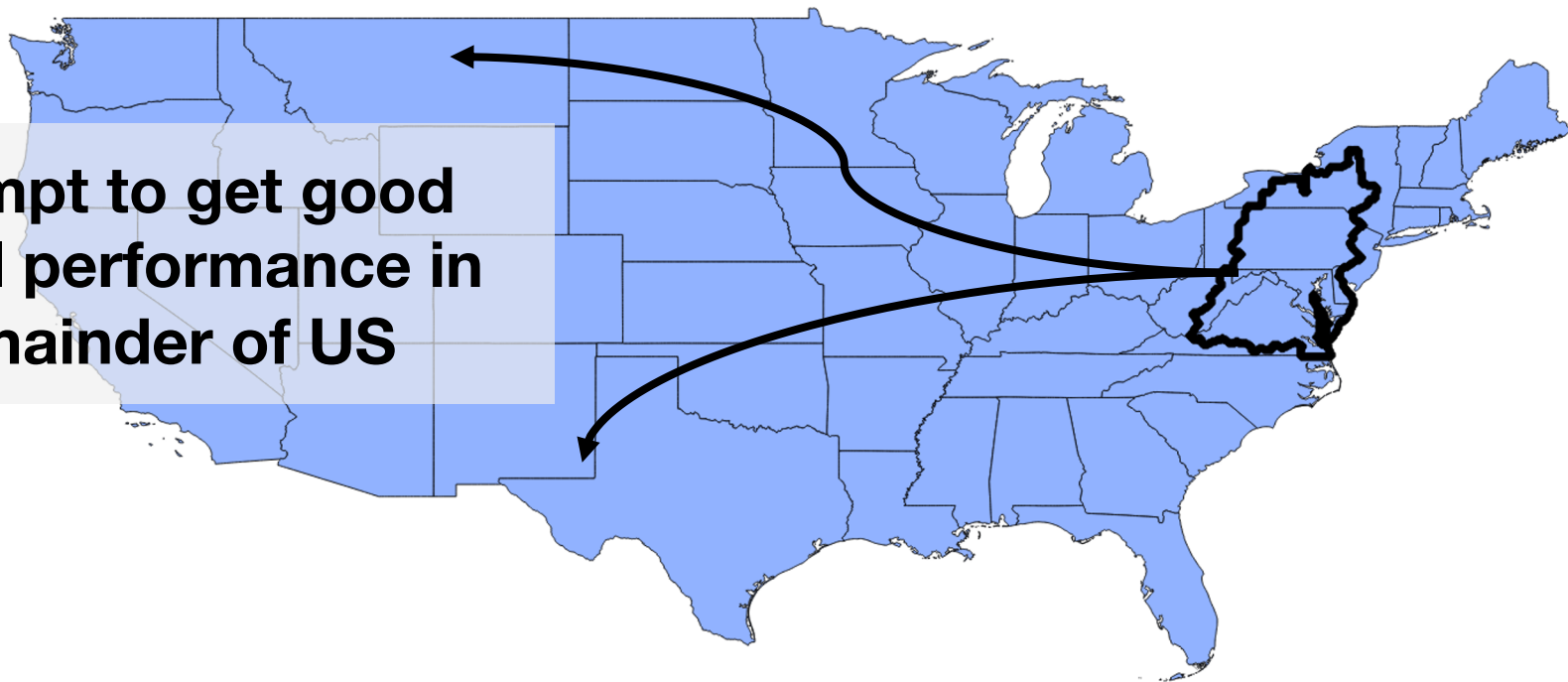


High-resolution predictions

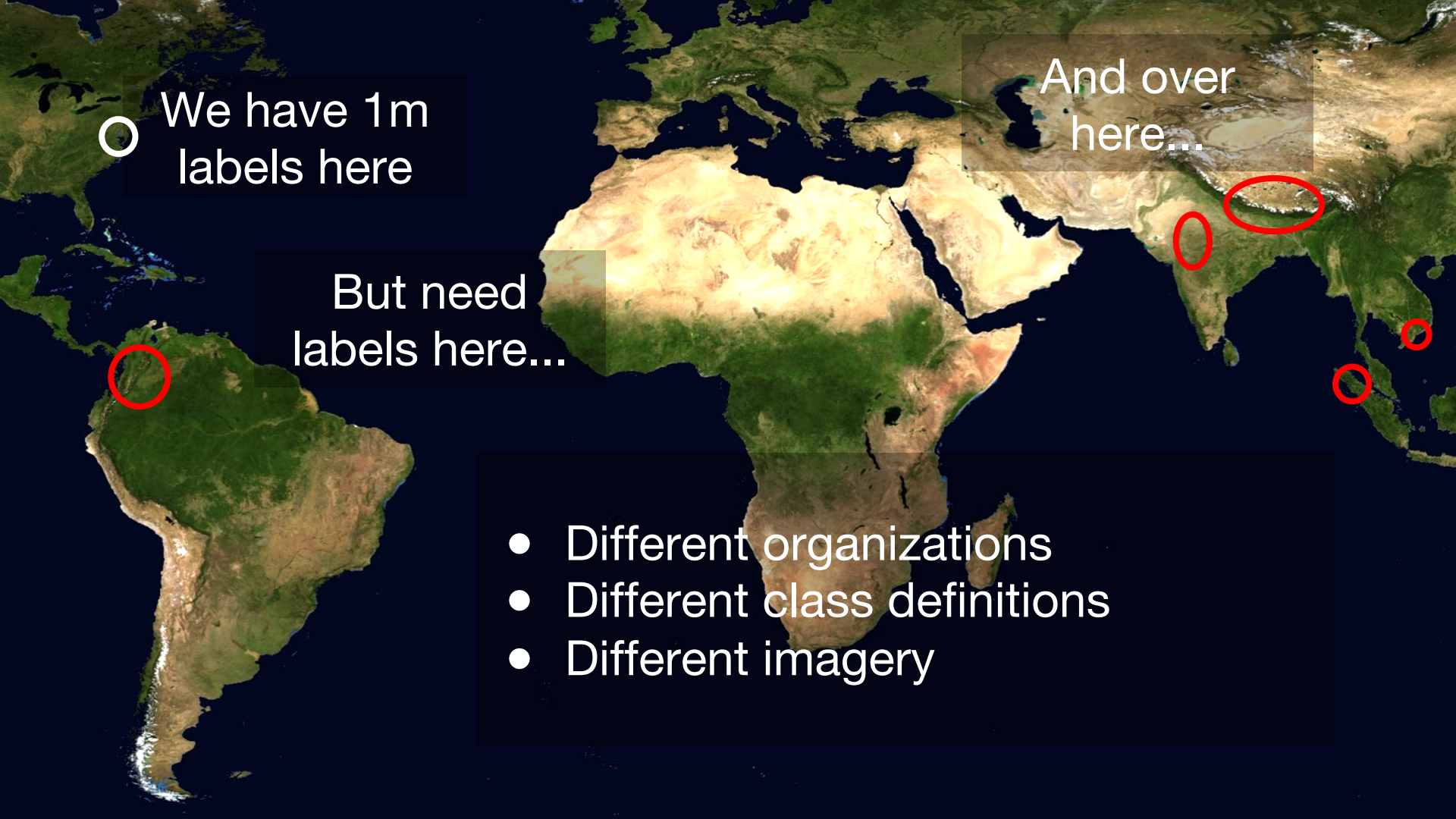


# Problems in generalization

**Attempt to get good  
model performance in  
remainder of US**



Previous work in ICLR 2019 and CVPR 2019



○ We have 1m labels here

But need labels here...

And over here...

- Different organizations
- Different class definitions
- Different imagery

# Potential Approaches

## 1. Revisit assumptions

- Try different modeling approaches
- Retrain model with different hyperparameters
- Retrain model with different data
- ...

Local stakeholders  
**can not** do this  
(**not scalable**)

## 2. Fine-tune existing model with new data

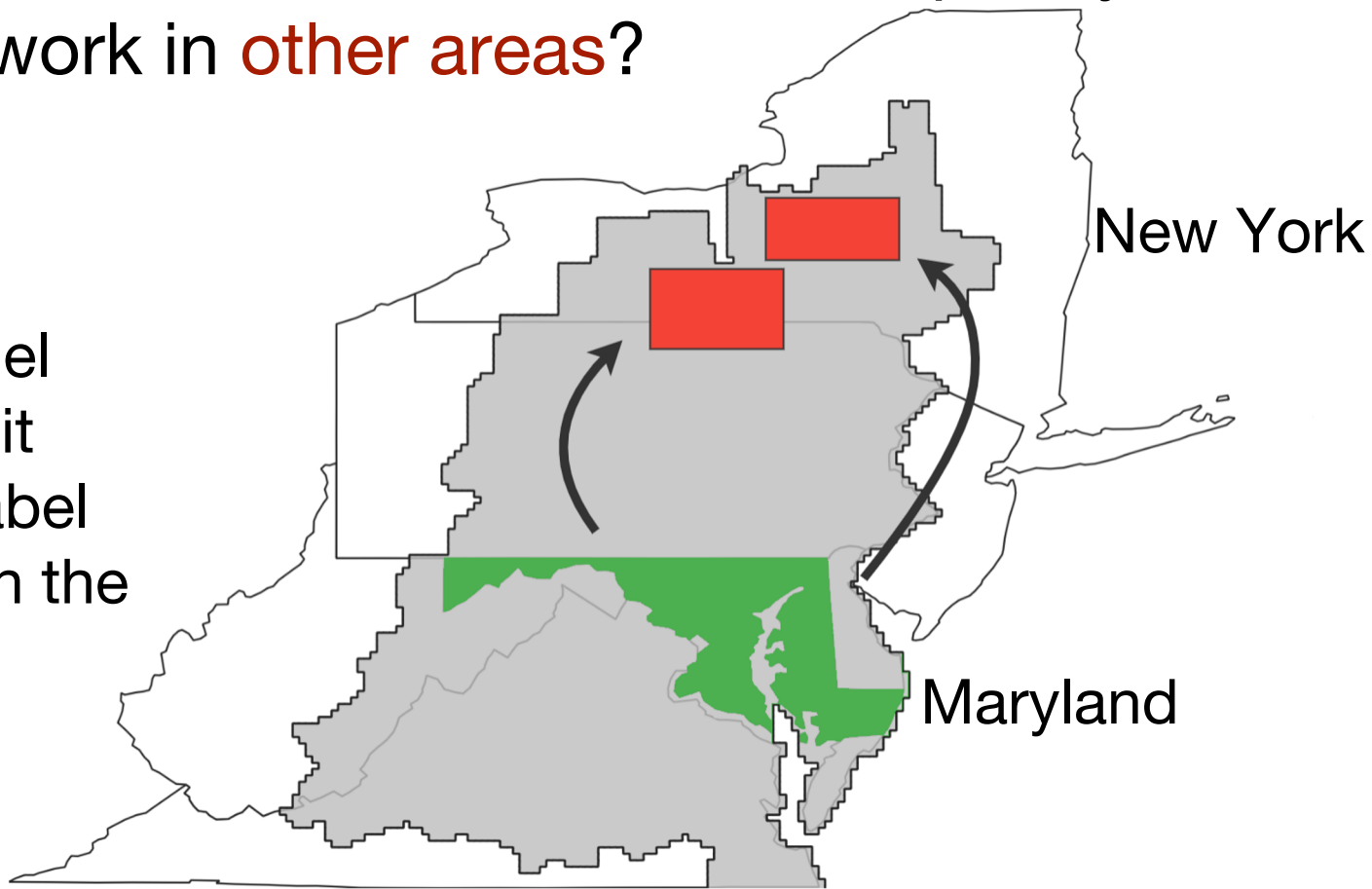
- Query labelers for new data
- Adapt model accordingly

Local stakeholders  
**can** do this  
(**scalable**)

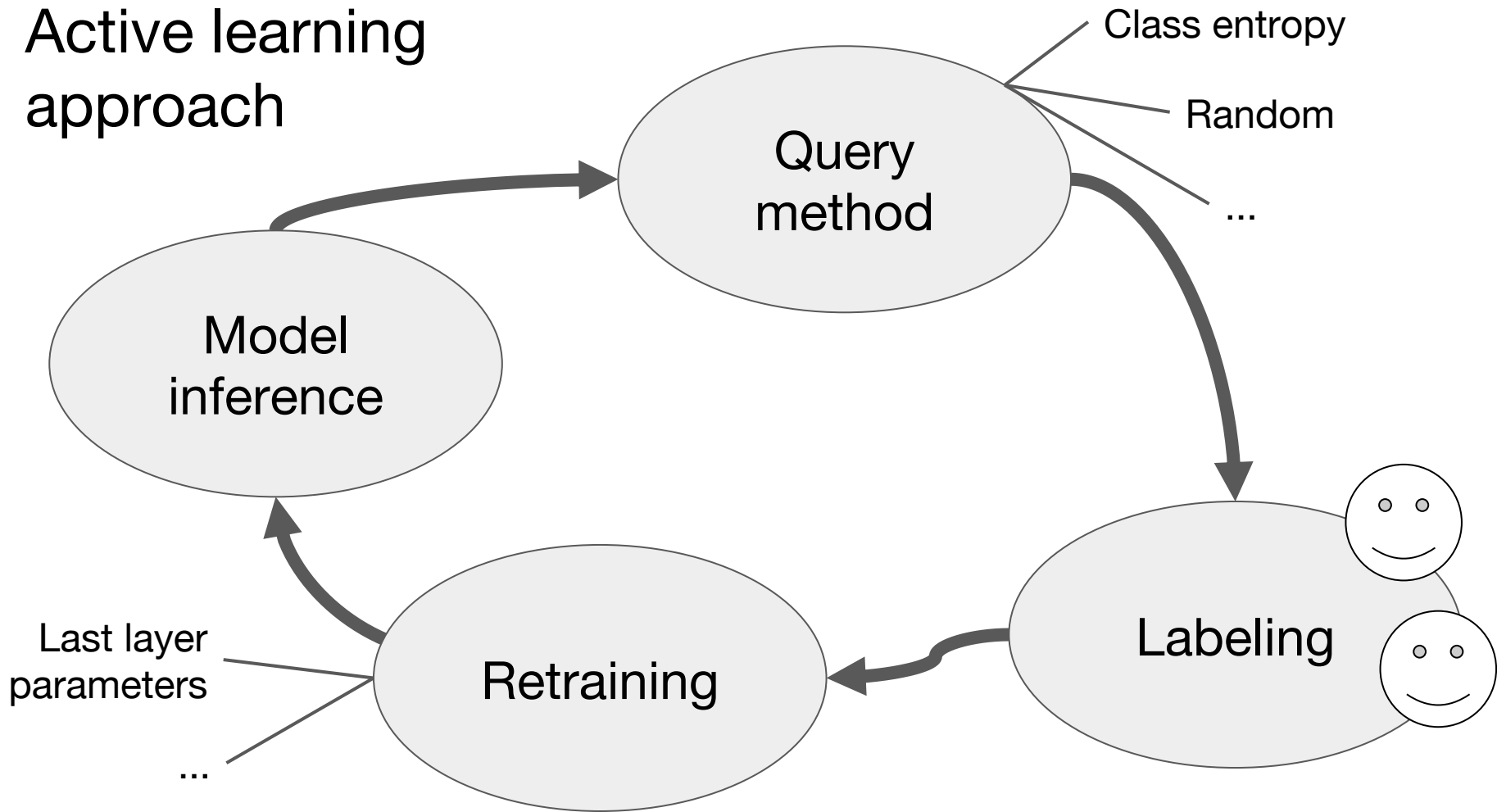
How can models trained in **one area** be quickly adapted to work in **other areas**?

**Assumption:**

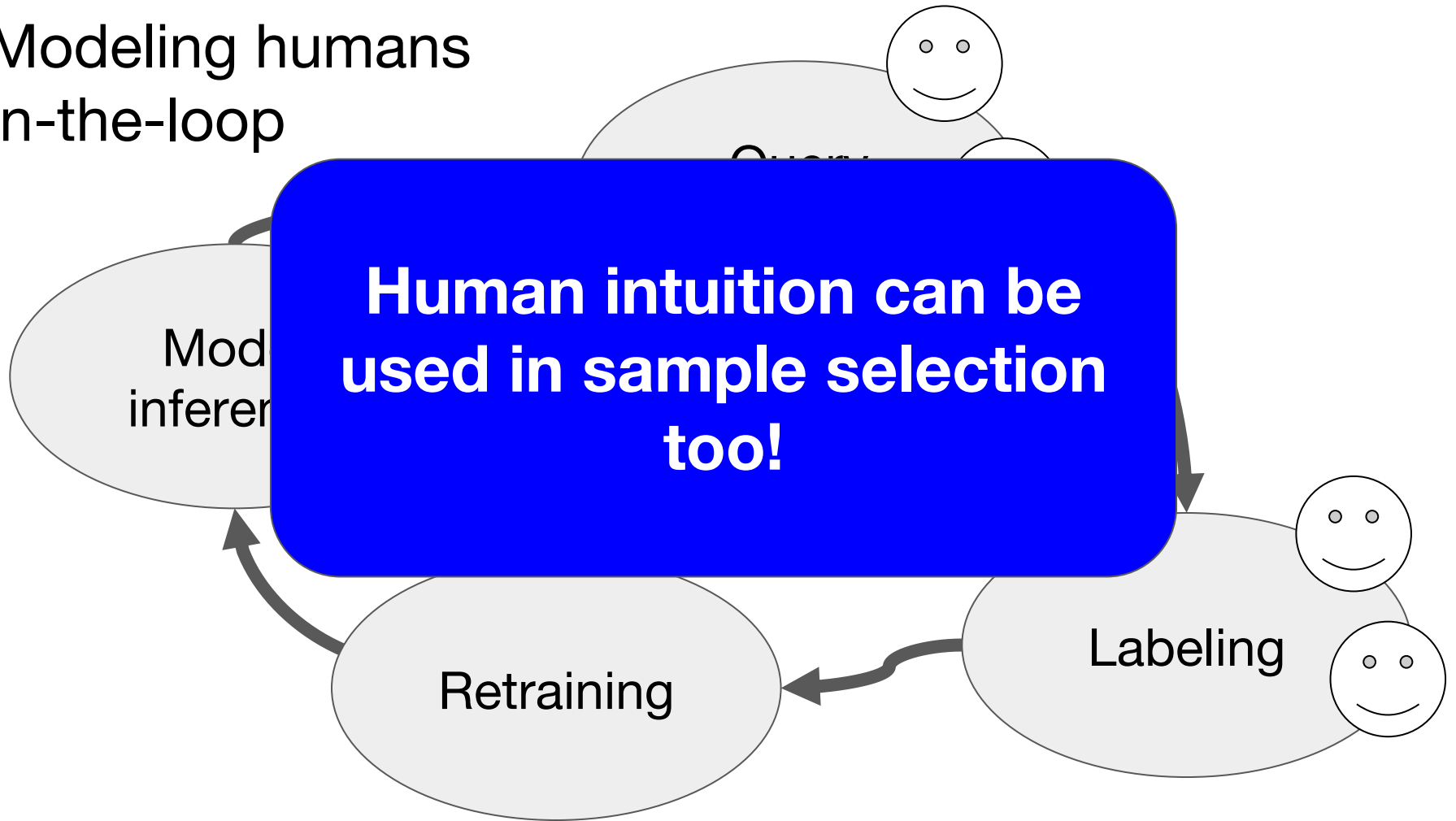
- We have an existing model
- We can solicit humans to label data points in the **other areas**



# Active learning approach



# Modeling humans in-the-loop





# Implementation of humans-in-the-loop

<http://msrcalebubuntu1.eastus.cloudapp.azure.com:8080/>

# Microsoft AI for Earth

Version: 0.9

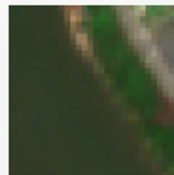
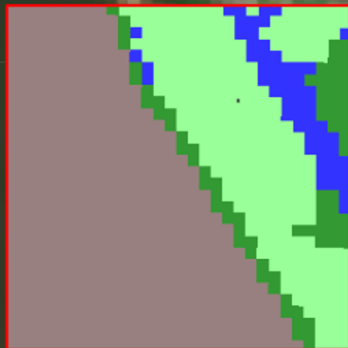
Location: Ho Chi Minh City, Vietnam



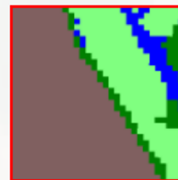
## Opacity

- Provinces
- Districts
- Wards

- Sentinel Imagery
- OpenStreetMap
- ESRI World Imagery



## Land Cover Predictions



Name of zone: Hồ Chí Minh

## Correction type:

- Water (0 samples since last retrain)
- Tree Canopy (0 samples since last retrain)
- Field (0 samples since last retrain)
- Built (0 samples since last retrain)

Add new class

[Privacy Statement](#)

[Learn](#) | Georeferenced image

# Microsoft AI for Earth

Version: 0.9

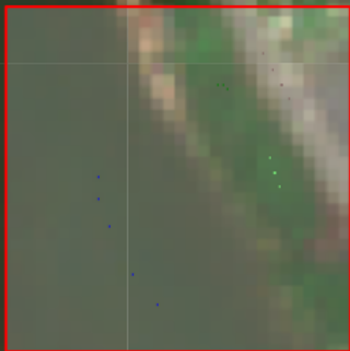
Location: Ho Chi Minh City, Vietnam



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- Field (0 samples since last retrain)
- Built (0 samples since last retrain)

Add new class

Retrain (1 times)

Undo

Reset

# Microsoft AI for Earth

Version: 0.9

Location: Ho Chi Minh City, Vietnam



## Opacity

- Provinces
- Districts
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- Sentinel Imagery
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## Land Cover Predictions



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Add new class

Retrain (1 times)

Undo

Reset

[Privacy Statement](#)

[Learnet](#) | Georeferenced image

# Microsoft AI for Earth

Version: 0.9

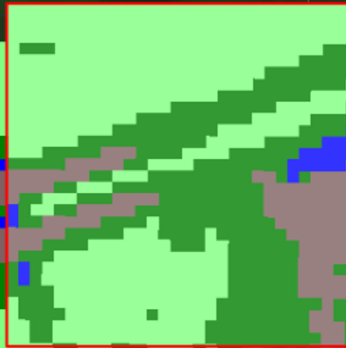
Location: Ho Chi Minh City, Vietnam



## Opacity

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- Districts
- Wards

- Sentinel Imagery
- OpenStreetMap
- ESRI World Imagery



## Land Cover Predictions



Name of zone: Hồ Chí Minh

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- Tree Canopy (0 samples since last retrain)
- Field (0 samples since last retrain)
- Built (0 samples since last retrain)

Add new class

Retrain (1 times)

Undo

Reset

# Microsoft AI for Earth

Version: 0.9

Location: Ho Chi Minh City, Vietnam



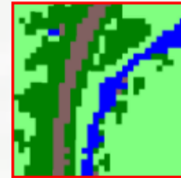
## Opacity

- Provinces
- Districts
- Wards

- Sentinel Imagery
- OpenStreetMap
- ESRI World Imagery

Privacy Statement

## Land Cover Predictions



Name of zone: Hồ Chí Minh

### Correction type:

- Water (0 samples since last retrain)
- Tree Canopy (0 samples since last retrain)
- Field (0 samples since last retrain)
- Built (0 samples since last retrain)

Add new class

Retrain (3 times)

Undo

Reset

# Microsoft AI for Earth

Version: 0.9

Location: Ho Chi Minh City, Vietnam

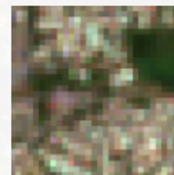


## Opacity

- Provinces
- Districts
- Wards

- Sentinel Imagery
- OpenStreetMap
- ESRI World Imagery

[Privacy Statement](#)



## Land Cover Predictions



Name of zone: Quận 2

## Correction type:

- Water (0 samples since last retrain)
- Tree Canopy (0 samples since last retrain)
- Field (0 samples since last retrain)
- Built (0 samples since last retrain)

[Add new class](#)

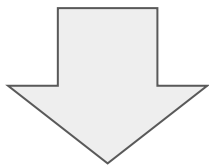
[Leaflet](#) | Georeferenced Image



# Experimental Setup

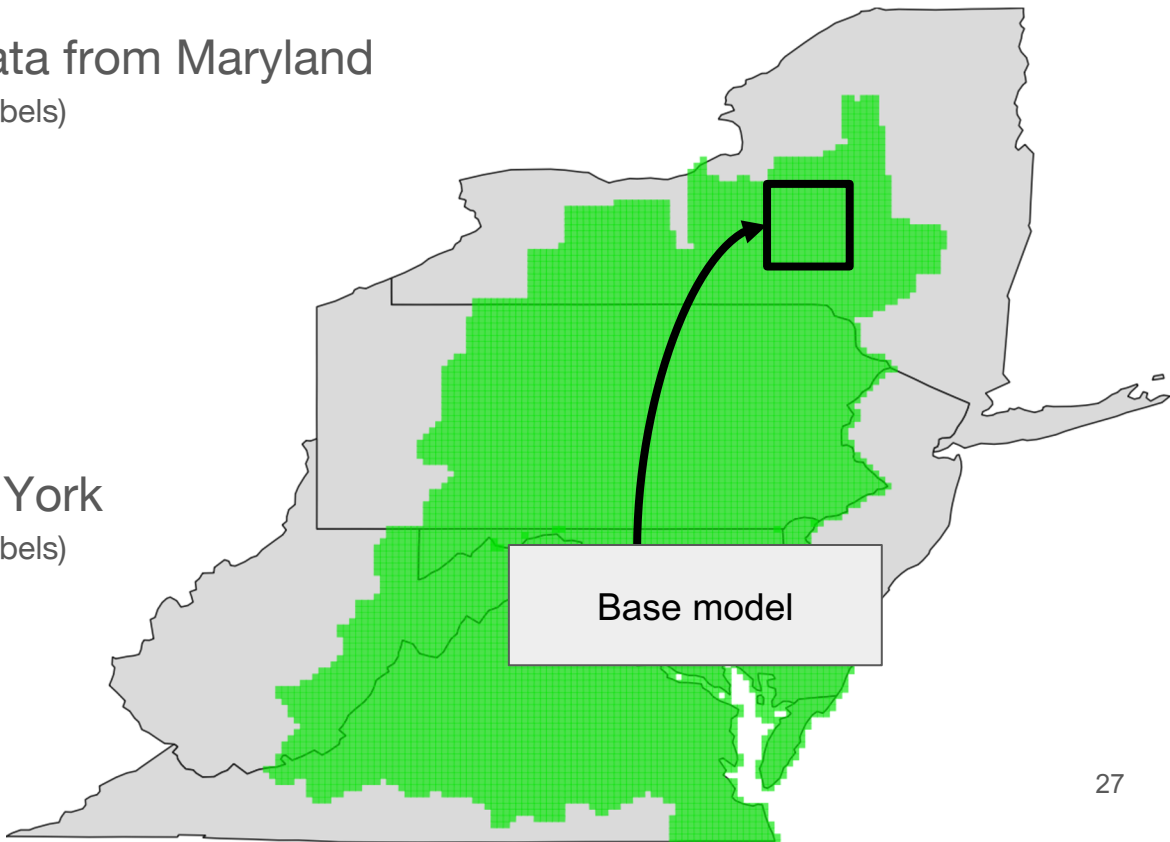
Base UNet model trained on data from Maryland

(where we have high-resolution ground truth labels)



4 different 84km<sup>2</sup> *areas* in New York

(where we have high-resolution ground truth labels)



# Experiment Setup

- Offline study
  - Compare a variety of {**active learning**} x {**fine-tuning methods**} for adapting a model to a new area
- Online study with crowdsourced workers
  - Compare best(ish) active learning strategy against human labelers in our tool

# Methods - All

## Query methods:

- Random
- Entropy (where model is uncertain about the class)
- Min-margin (where model is uncertain about the class)
- Mistakes (where model makes mistakes)
- Human (where a human labeler wants)

## Fine-tuning methods:

- Last- $k$ -layers
- Group norm parameters
- Dropout

Which combination of **query method** and **fine-tuning method** is best?

# Methods - Offline study

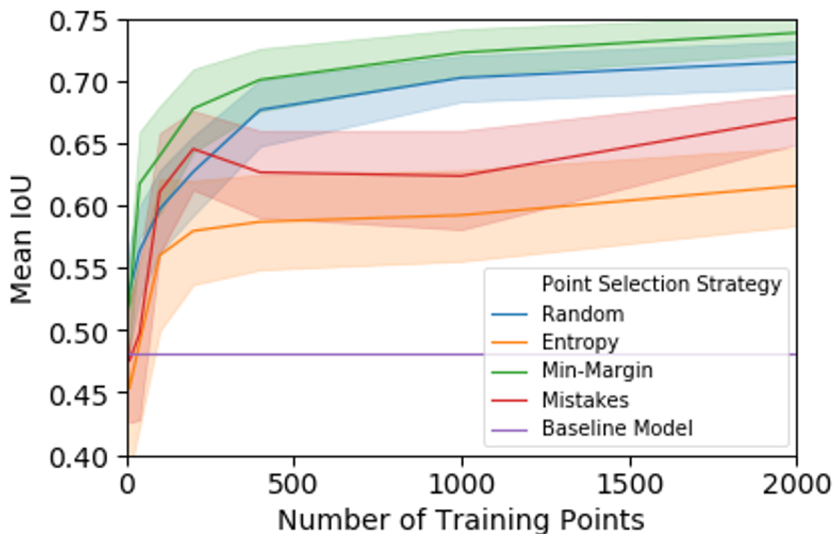
## Query methods:

- Random
- Entropy (where model is uncertain about the class)
- Min-margin (where model is uncertain about the class)
- Mistakes (where model makes mistakes)
- ~~Human (where a human labeler wants)~~

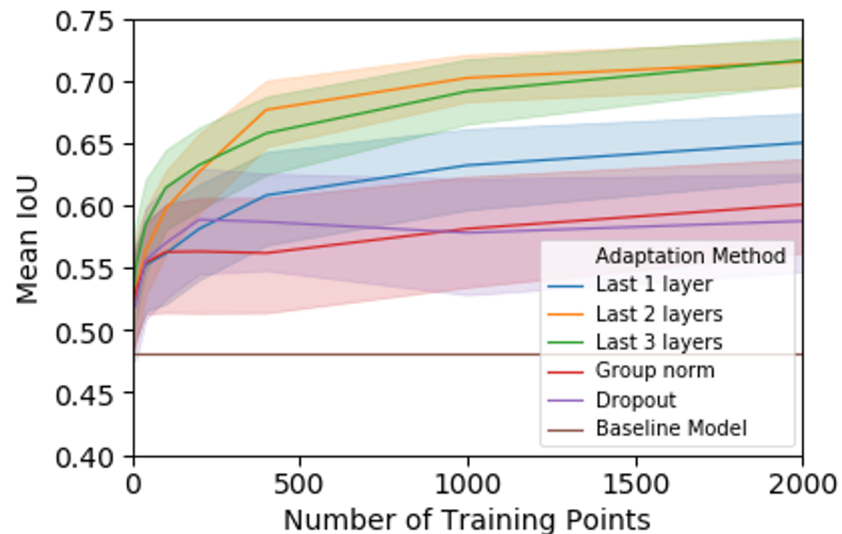
## Fine-tuning methods:

- Last- $k$ -layers
- Group norm parameters
- Dropout

# Results - Offline study



With **Last 2 layers** fine-tuning method



With **Random** query method

- All methods are showing improvements with additional points added
- Random and Min-Margin are the best performing query methods
- Last-k-layers is the best performing fine-tuning method

# Methods - Online study

## Query methods:

- Random
- ~~Entropy (where model is uncertain about the class)~~
- ~~Min-margin (where model is uncertain about the class)~~
- ~~Mistakes (where model makes mistakes)~~
- Human (where a human labeler wants)

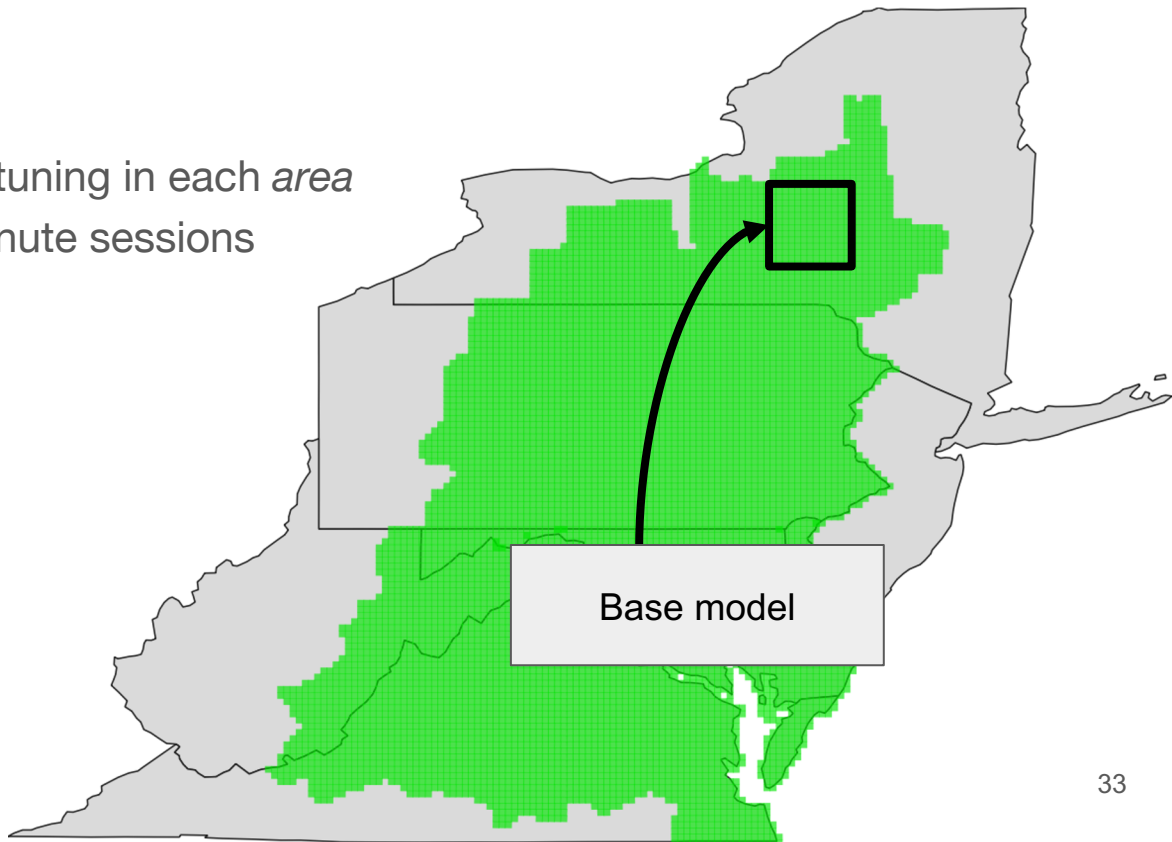
## Fine-tuning methods:

- Last- $\{1,2\}$ -layers
- ~~Group norm parameters~~
- ~~Dropout~~

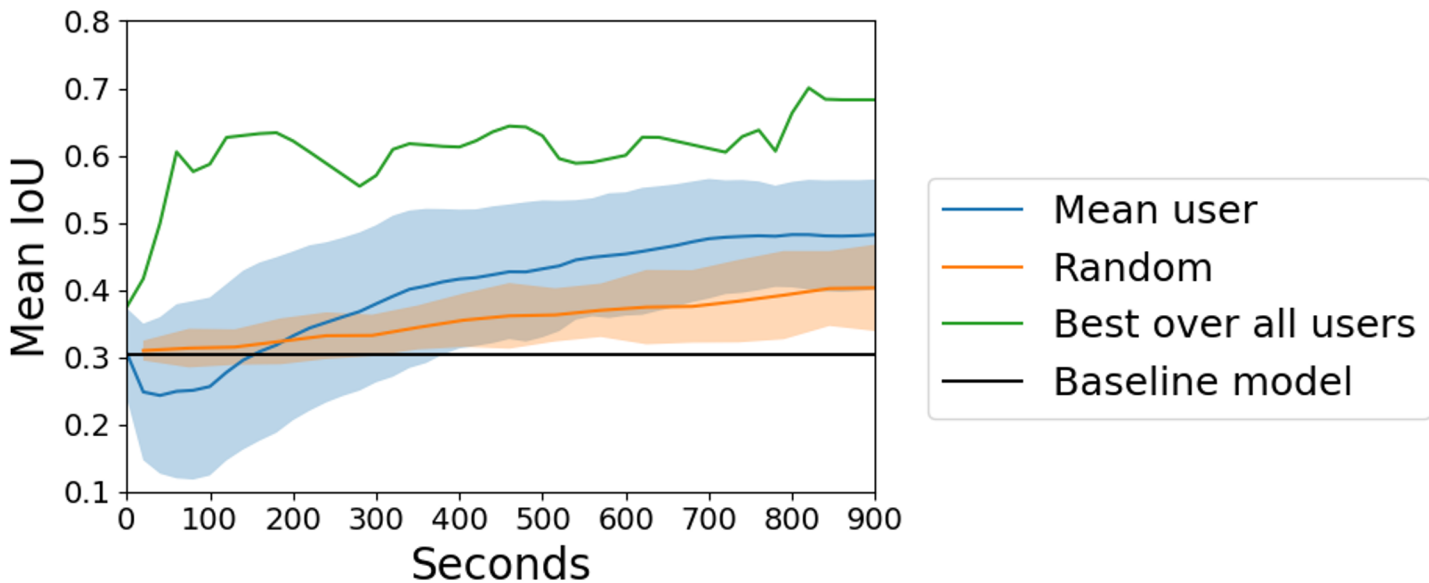
# Experimental Setup - Online study

For a Human

- Randomly order the 4 *areas*
- User spends 15 minutes fine-tuning in each *area*
- Model is reset between 15 minute sessions



# Results - Online study



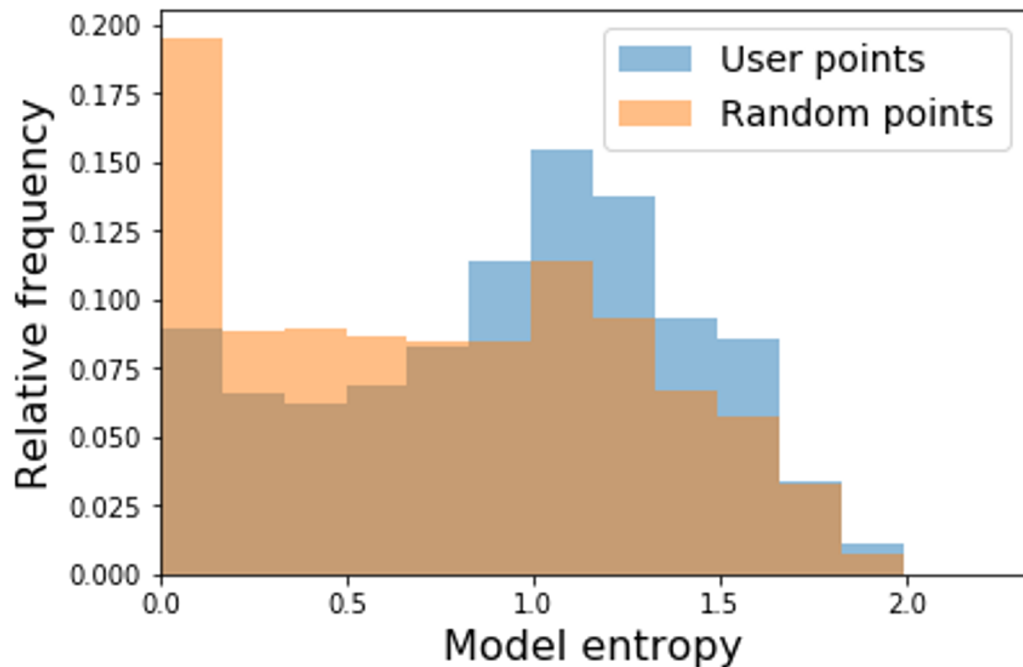
- On average users are outperforming *Random* selection of fine-tuning points
- Some users are much better



# User behavior

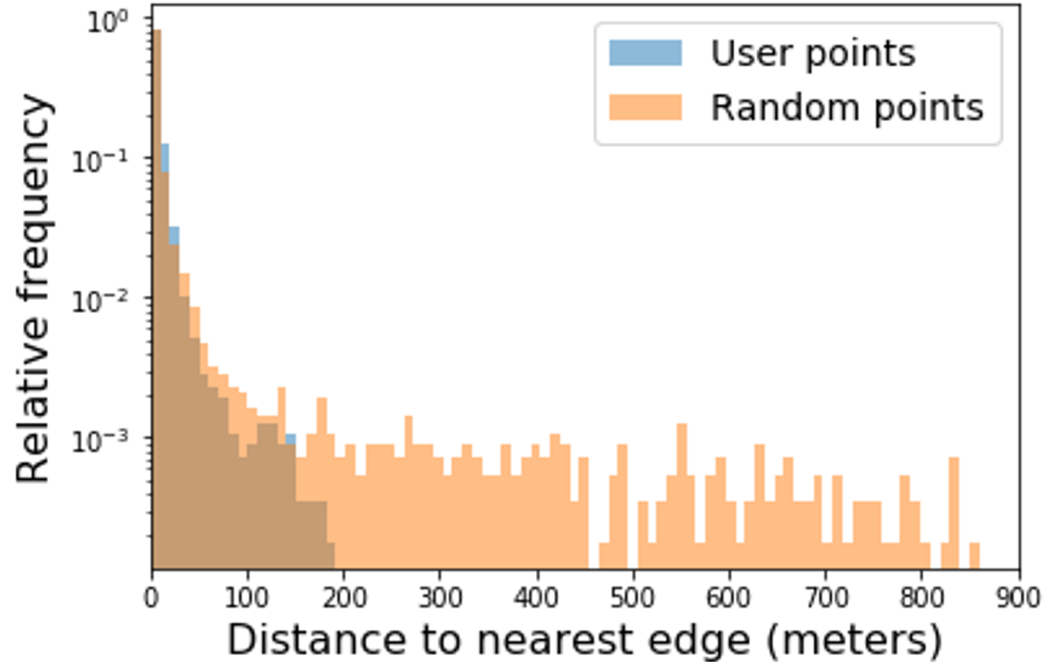
Users pick more points from mid-model entropy ranges

Users pick fewer points from low-model entropy ranges



# User behavior

Users always pick points that are close to an edge in the imagery



# Summary

- Proposed modeling human-in-the-loop methods in an active learning framework
- Compared different query methods and fine-tuning methods for adapting land cover models to new areas
- Performed an online study comparing Human query method to Random selection
- We find that users outperform random selection and behave distinctively different from other query strategies
- Local stakeholders can use our interface and methodology to tune existing models to new areas that they care about\*

# People / Papers / Code / Data

<https://aka.ms/landcovermapping>

## Publications

- *Label Super-Resolution Networks*. ICLR 2019.
- *Large Scale High-Resolution Land Cover Mapping with Multi-Resolution Data*. CVPR 2019.
- *Human-Machine Collaboration for Fast Land Cover Mapping*. AAAI 2020.