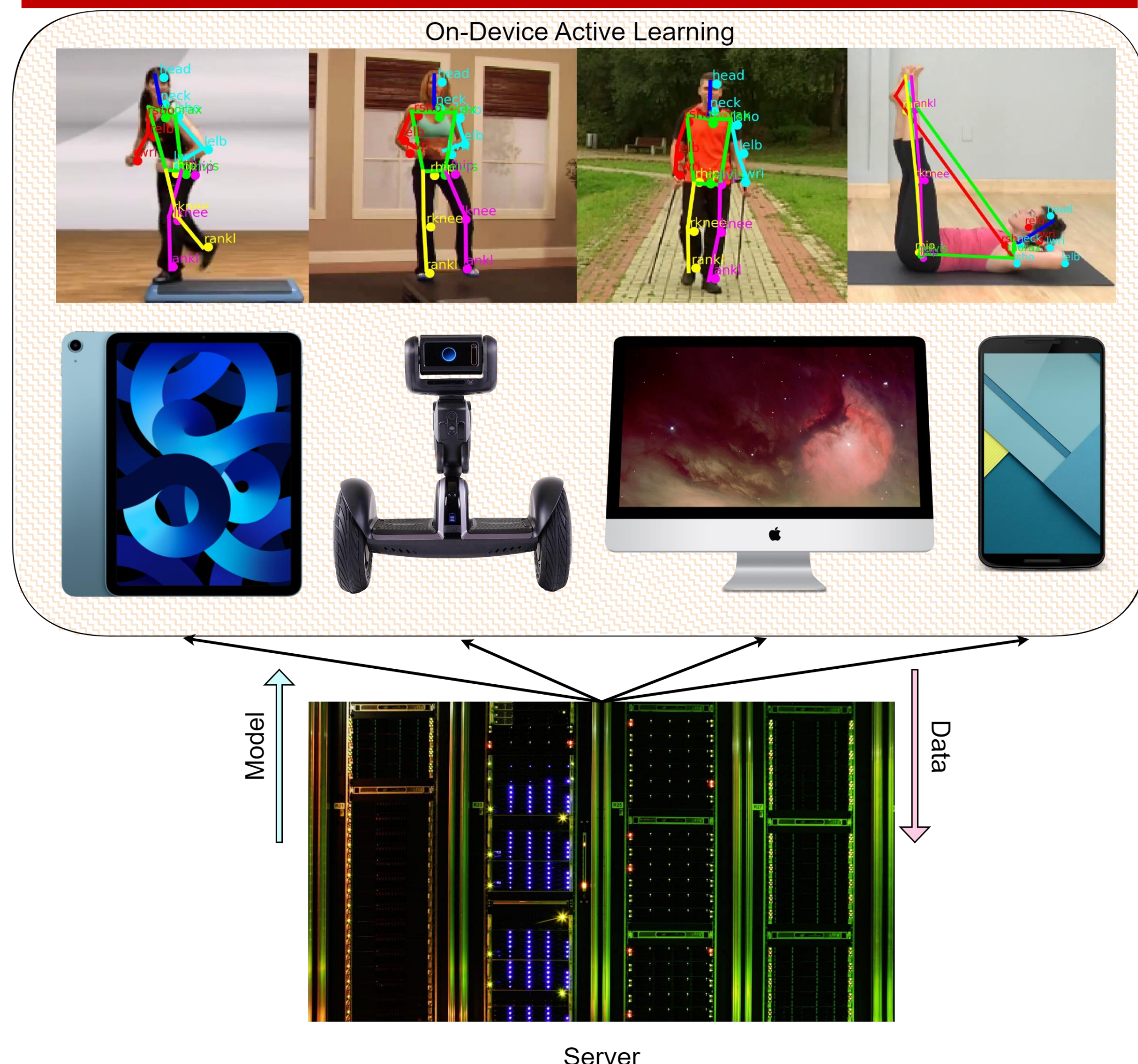
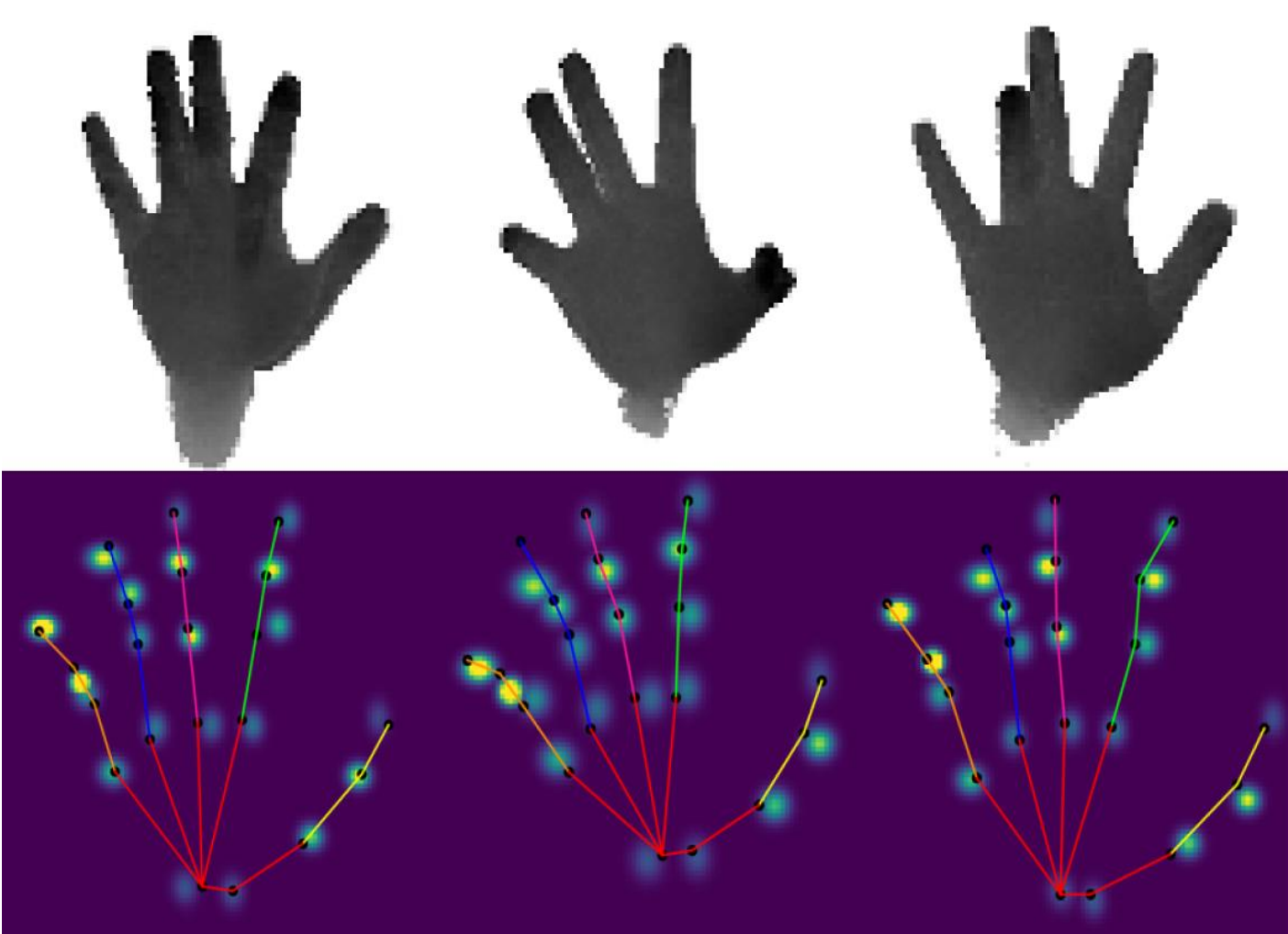


1. On-Device Active Learning

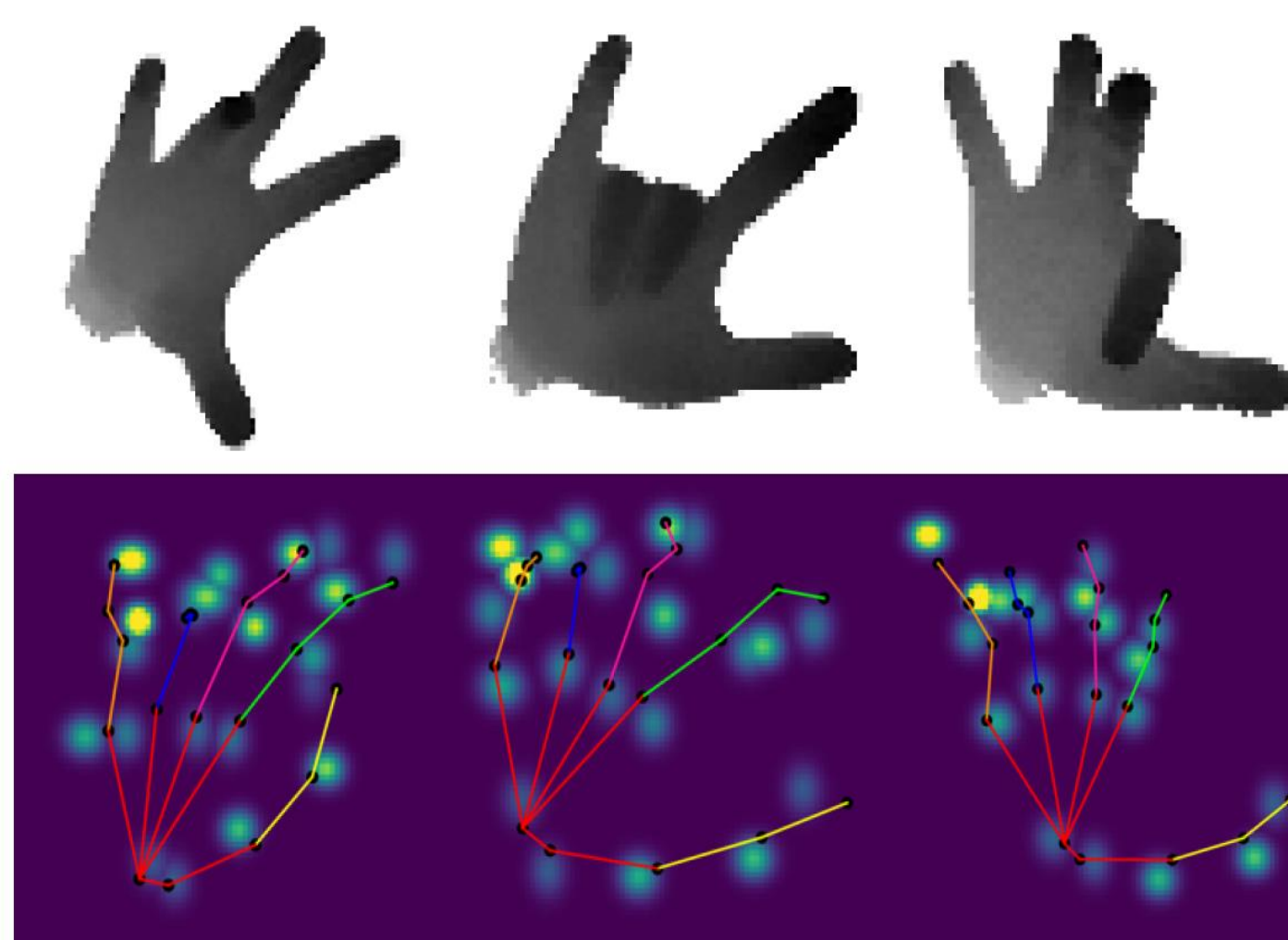


Motivation: On-device computing is limited; can we develop an algorithm with low compute footprint while maintaining performance?

Maximum Likelihood

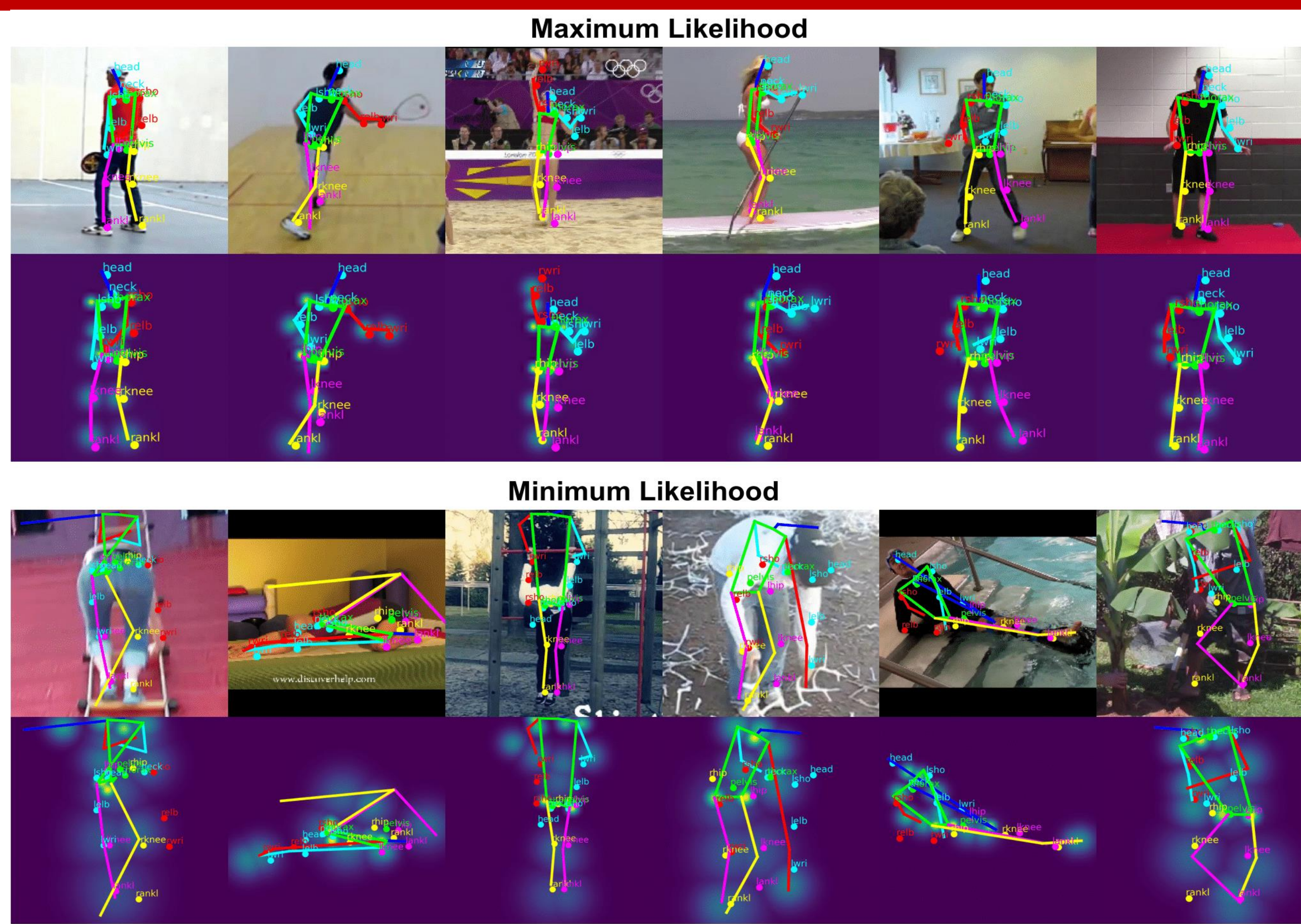


Minimum Likelihood

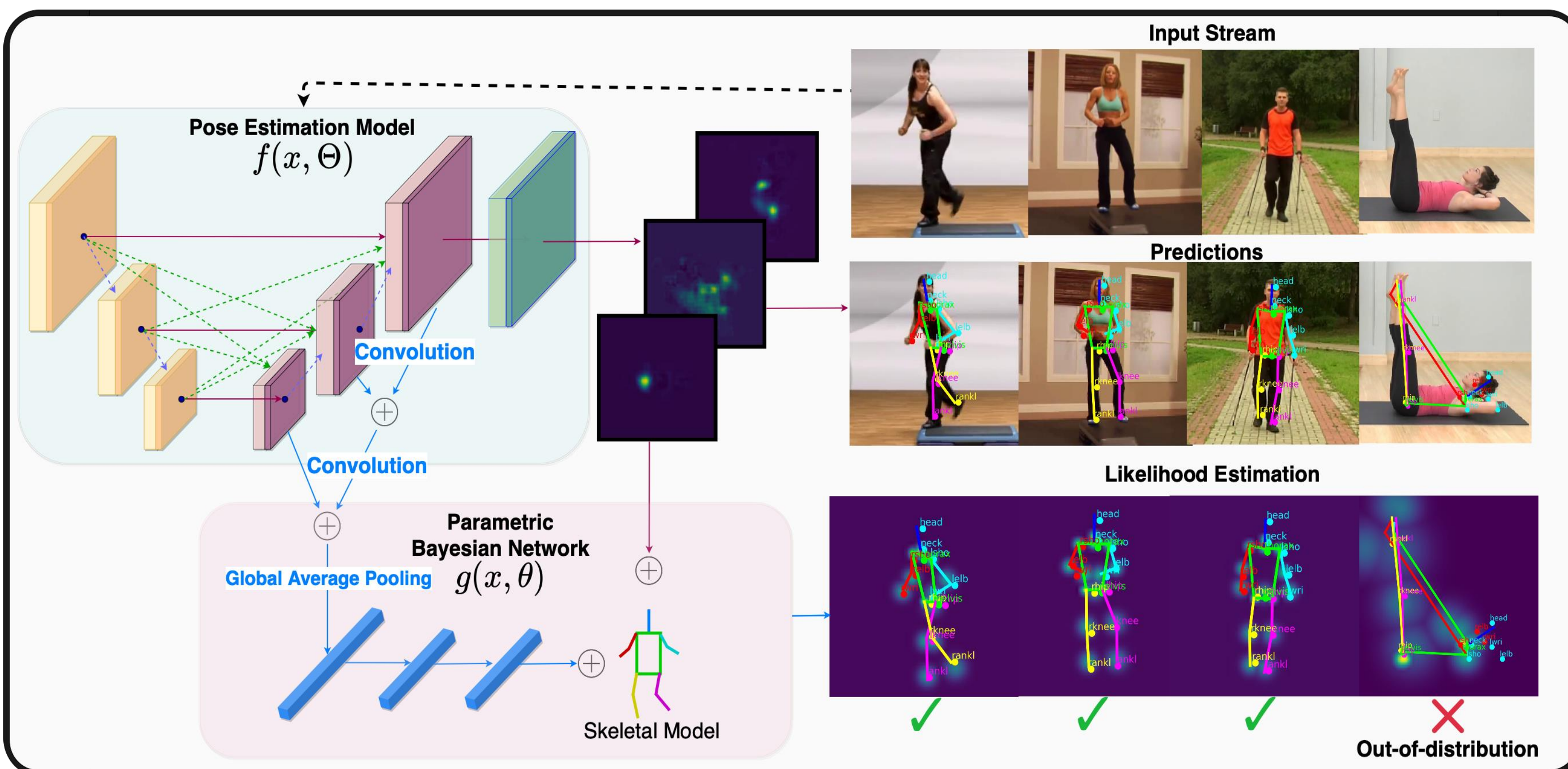


More Active Learning
For Human Pose?

4. Results: Qualitative



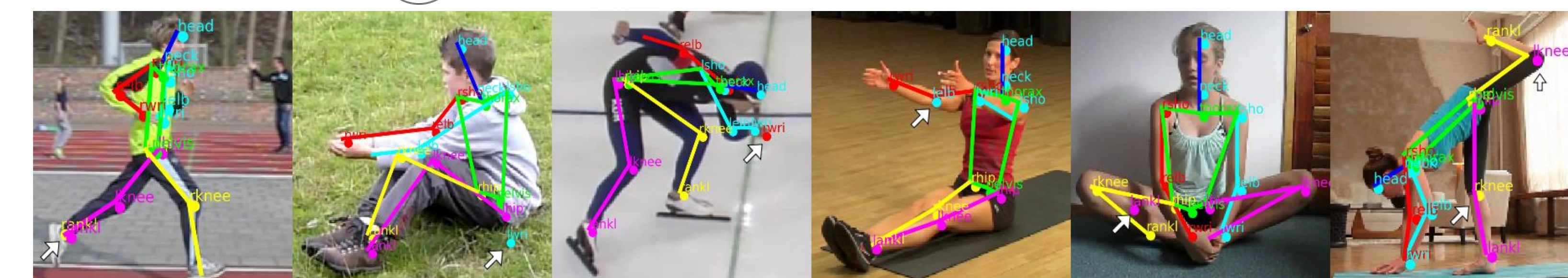
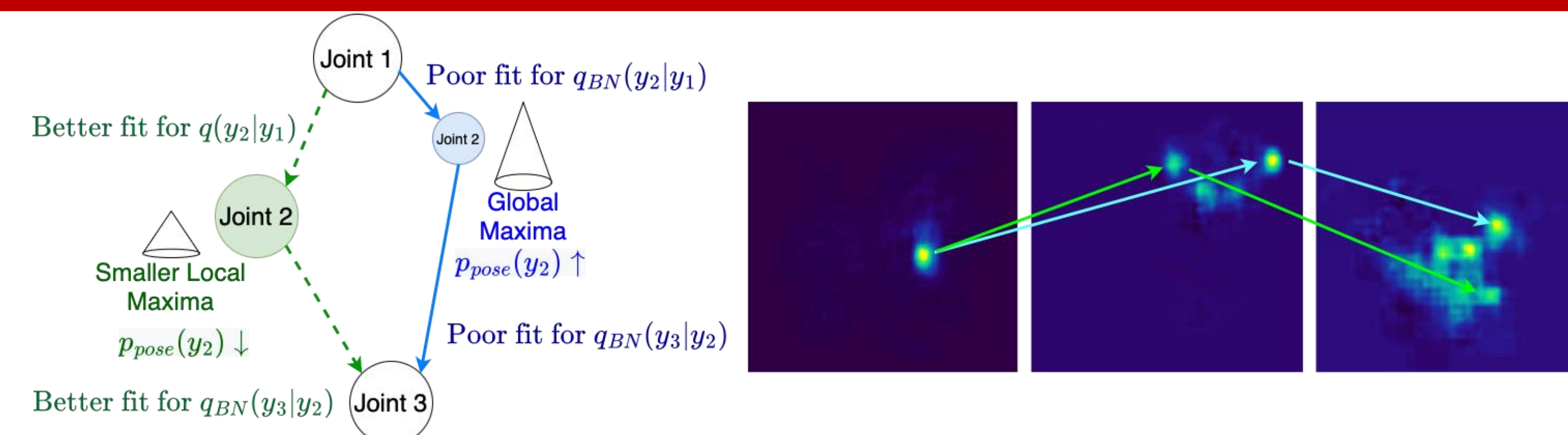
2. Out-Of-Distribution (OOD) Detection



Intuition: Out-Of-Distribution = Maximize the likelihood of training poses

$$\sum_Y \left[p_{pose}(y_N) \log q_{BN}(y_N|x, \theta) + \sum_i^{N-1} p_{pose}(y_i) \log q_{BN}(y_i|y_{i+1}, X, \theta) \right]$$

3. Pose Refinement



5. Results: Active Learning

