# SUPPLEMENTARY MATERIAL FOR DEBIASED IMBAL-ANCED PSEUDO-LABELING FOR GENERALIZED CATE-GORY DISCOVERY

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# 1 PSEUDO CODES

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The following algorithm outlines the training process of our DebiasGCD method. Each variable and formula are annotated, and every function is linked to the specific equations presented in our paper.

#### Algorithm 1 Pseudo code on one step for DebiasGCD

```
061
       #x1, x2: two view samples
       #s_proj, s_cls, t_cls, s_patch, t_patch: projection feature, logits (
062
           similarities), and patch tokens for student and teacher
063
       #label, mask: image label and corresponding mask
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   5
       def training_step(x1, x2):
066 6
           s_{proj}, s_{cls}, s_{patch} = model([x1, x2])
           t_cls = s_cls.detach()
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           t_patch = s_patch.detach()
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069
           #Representation learning
070 11
           loss_{rep} = contrastive_learning(s_proj, label, mask)
072 13
           #Regularization loss
073 <sup>14</sup>
           loss_reg = mean_max_entropy(s_cls)
   15
074
           #Classification uses ground-truth labels on labeled data
075 17
           loss^1_{cls} = cross_entropy(t_cls, s_cls, label=target[mask=1])
076 18
           #Classification using pseudo-labels in all data
077 19
           loss^{u}_{cls} = entropy(t_{cls}, s_{cls}) #Eq.(3)
078 <sup>20</sup>
079
           #DPD loss in #Eq.(4)
080 23
           topn_val = Top-N(s_cls[label=target[mask=1], largest=False)
081 24
           loss_{rank} = margin_rank(s_cls[label=target[mask=1]], topn_val)
082 25
           #LRA loss
083 <sup>26</sup>
           loss_{patch} = entropy(t_patch, s_patch) #Eq.(6)
084
085 29
           #Self-distillation
086 30
           loss_{self-dis} = loss_{l_{cls}} + loss_{u}_{cls} + loss_{patch}
087 31
088 32
           # Overall loss
           loss = loss_{rep} + loss_{self-dis} + loss_{rank} - loss_reg # Eq.(7)
   33
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090 35
           return loss
091
```

# 2 DESCRIPTION OF REPRESENTATION LEARNING

This is the whole representation learning in GCD work. Formally, given two views  $x_i$  and  $x_i'$  of the same image in a all data  $\mathcal{D}$ , the parameters of feature extractor  $\Phi$  can be updated by the InfoNCE loss (van den Oord et al., 2018) in self-supervised contrastive learning:

$$\mathcal{L}_{rep}(\theta; \mathcal{D}) = -\frac{1}{|\mathcal{D}|} \sum_{\boldsymbol{x}_i \in \mathcal{D}} \log \frac{\exp\left\langle \boldsymbol{z}_i^{cls}, \boldsymbol{z}_i^{cls'} \right\rangle / \tau}{\sum_n^{n \neq i} \exp\left\langle \boldsymbol{z}_i^{cls}, \boldsymbol{z}_n^{cls} \right\rangle / \tau}$$
(1)

where  $z^{cls}$  is the first row vector in its feature representation  $z_i = h \circ (\Phi(x_i)$ , denoted as  $z_i^{cls}$ .  $\tau$  is a temperature hyperparameter. Analogous to Eq. (1), we use supervised contrastive loss in the same class as:

$$\mathcal{L}_{rep}(\theta; \mathcal{D}^{l}) = -\frac{1}{|\mathcal{D}^{l}|} \sum_{\boldsymbol{x}_{i} \in \mathcal{D}} -\frac{1}{|\mathcal{N}(i)|} \sum_{q \in \mathcal{N}(i)} \log \frac{\exp\left\langle \boldsymbol{z}_{i}^{cls}, \boldsymbol{z}_{q}^{cls} \right\rangle / \tau}{\sum_{n}^{n \neq i} \exp\left\langle \boldsymbol{z}_{i}^{cls}, \boldsymbol{z}_{n}^{cls} \right\rangle / \tau}$$
(2)

Finally, the total contrastive loss on the model's representation is given as:

$$\mathcal{L}_{rep}(\theta; \mathcal{D}) = (1 - \lambda_1) \mathcal{L}_{rep}(\theta; \mathcal{D}^u) + \lambda_1 \mathcal{L}_{rep}(\theta; \mathcal{D}^l)$$
(3)

# 3 Training time and computation cost

In this part, we compare the efficiency of time and resources used in current competitive works, such as LegoGCD and SPTNet. Table 1 shows the training time and computation costs in CUB datasets. Specifically, although SPTNet shows competitive performance, but it cost near and over 5 times in GPU memory and training time compared with our method, and our approach and baseline SimGCD, and LegoGCD all took about the same amount of time and computing resources. Therefore, our proposed method is efficient in classification, time, and computation cost.

Table 1: Comparison of computation costs among existing methods on CUB dataset. Our method is more efficient than SPTNet (Wang et al., 2024).

Method	Epoch	Training Time	GPU usage (MiB)	All	Old	New
SimGCD Wen et al. (2023)	200	4 hours and 35 mins	5854	60.3	65.6	57.7
LegoGCD Cao et al. (2024)	200	4 hours and 40 mins	5884	63.8	71.9	59.8
SPTNet Wang et al. (2024)	1000	23 hours and 21 mins	29682	65.8	68.8	65.1
Ours	200	4 hours and 38mins	6224	67.4	76.3	63.0

## REFERENCES

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