

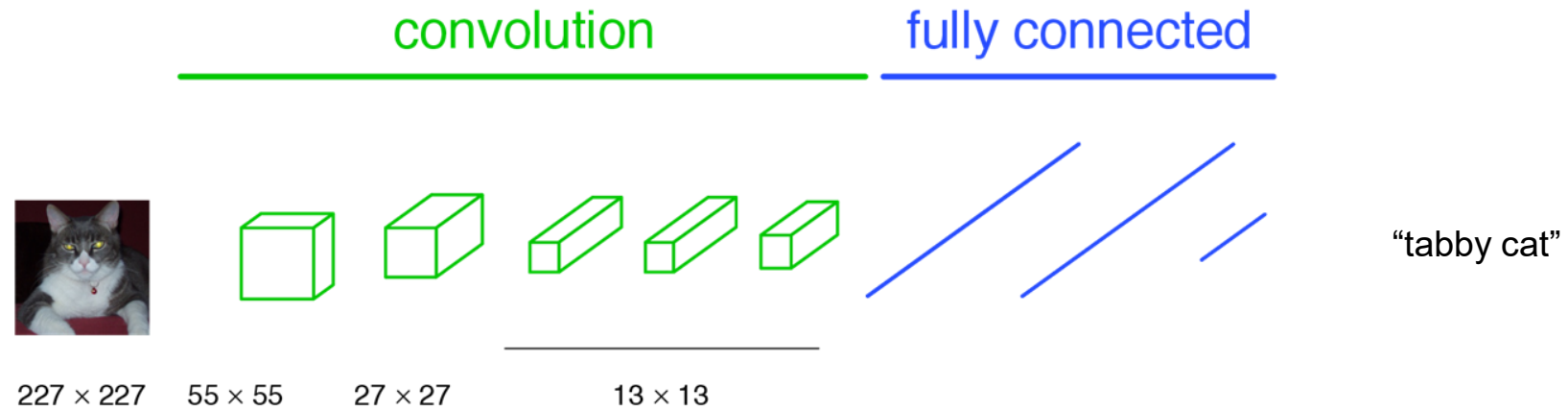
Structured Predictions with Deep Learning

James Hays

Outline – More complex outputs from deep networks

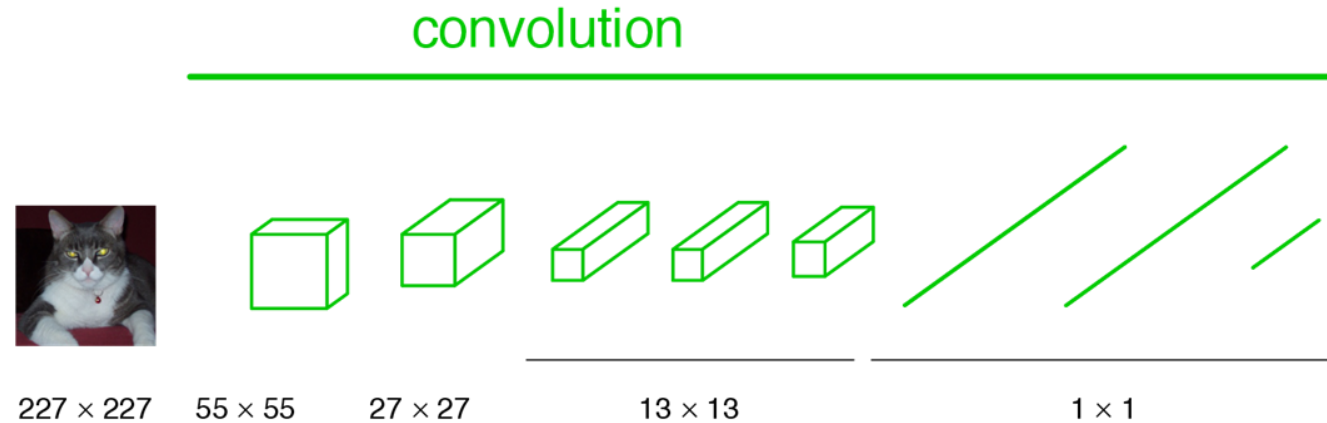
- Image Output (e.g. colorization, semantic segmentation, super-resolution, stylization, depth estimation...)
- Attributes
- Text Captions
- Semantic Keypoints
- Object Detection

a classification network



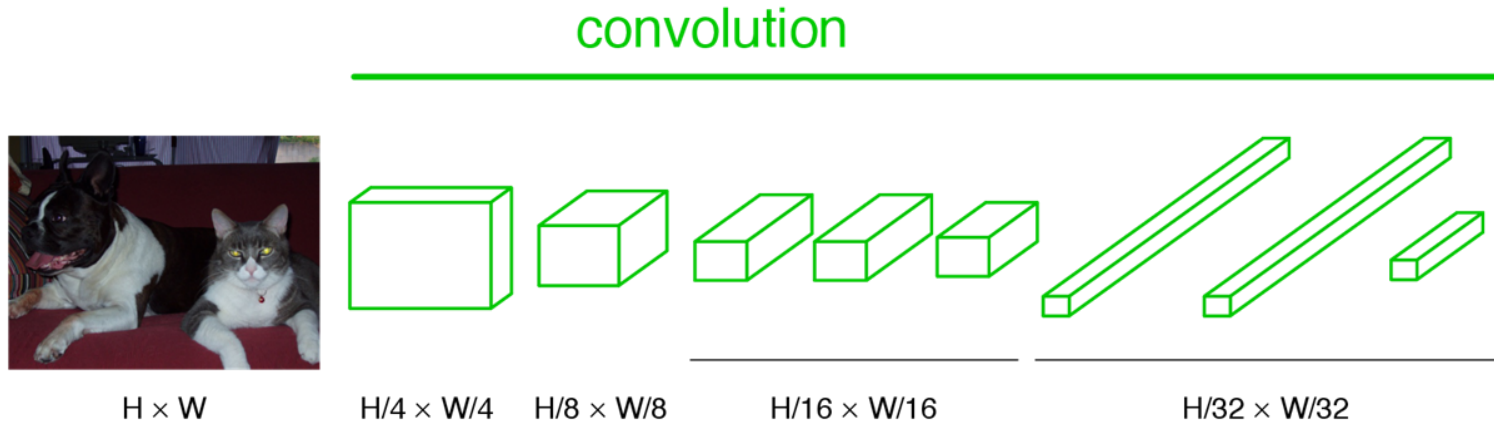
Fully Convolutional Networks for Semantic Segmentation.
Jon Long, Evan Shelhamer, Trevor Darrell. CVPR 2015

becoming fully convolutional

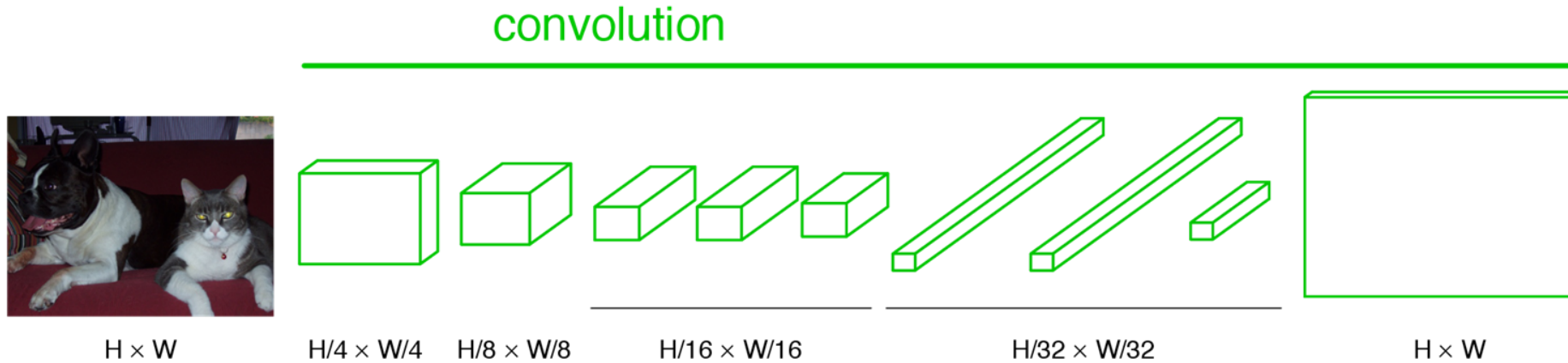


Note: “Fully Convolutional” and “Fully Connected” aren’t the same thing.
They’re almost opposites, in fact.

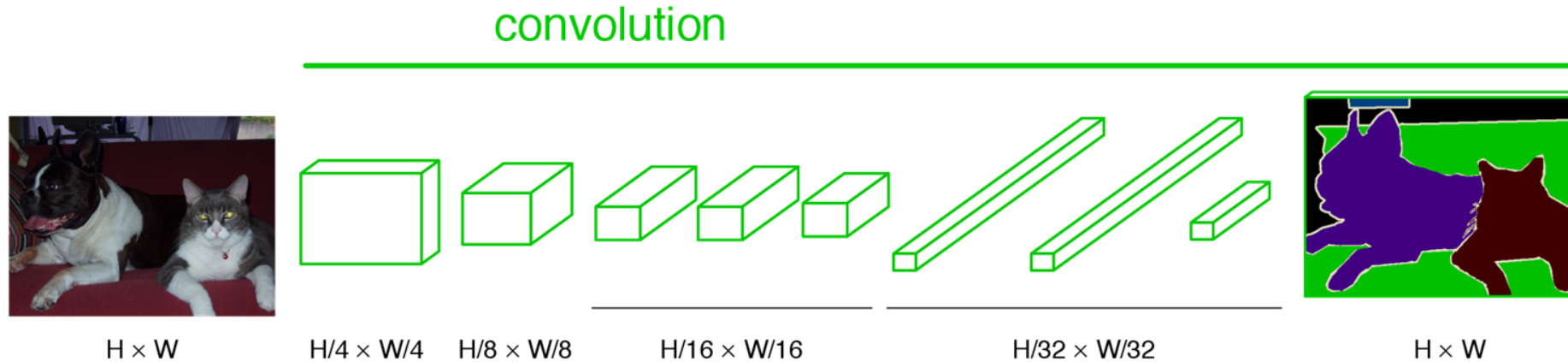
becoming fully convolutional



upsampling output

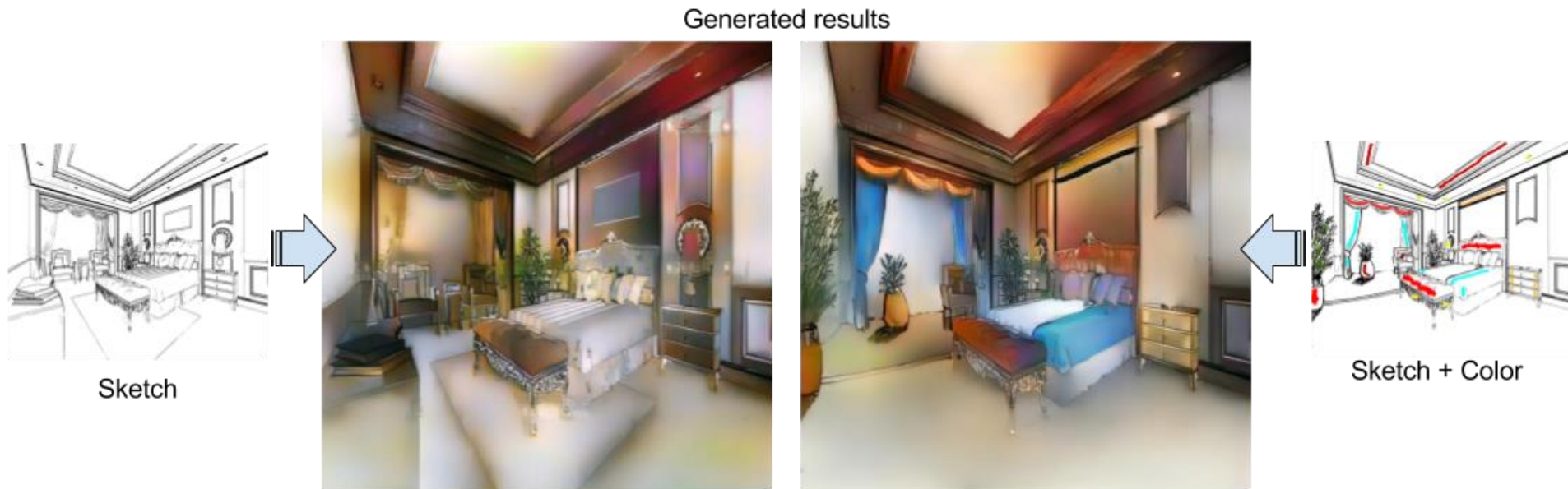


end-to-end, pixels-to-pixels network



What if we want other types of outputs?

- Easy*: Predict any fixed dimensional output, whether a feature (embedding networks) or an image.



Scribbler: Controlling Deep Image Synthesis with Sketch and Color.
Sangkloy, Lu, Chen Yu, and Hays. CVPR 2017

*easy to design an architecture. Not necessarily easy to get working.

What if we want other types of outputs?

- Easy: Predict any number of labels (with classification, there will be just one best answer, but for other labels like attributes dozens could be appropriate for an image)

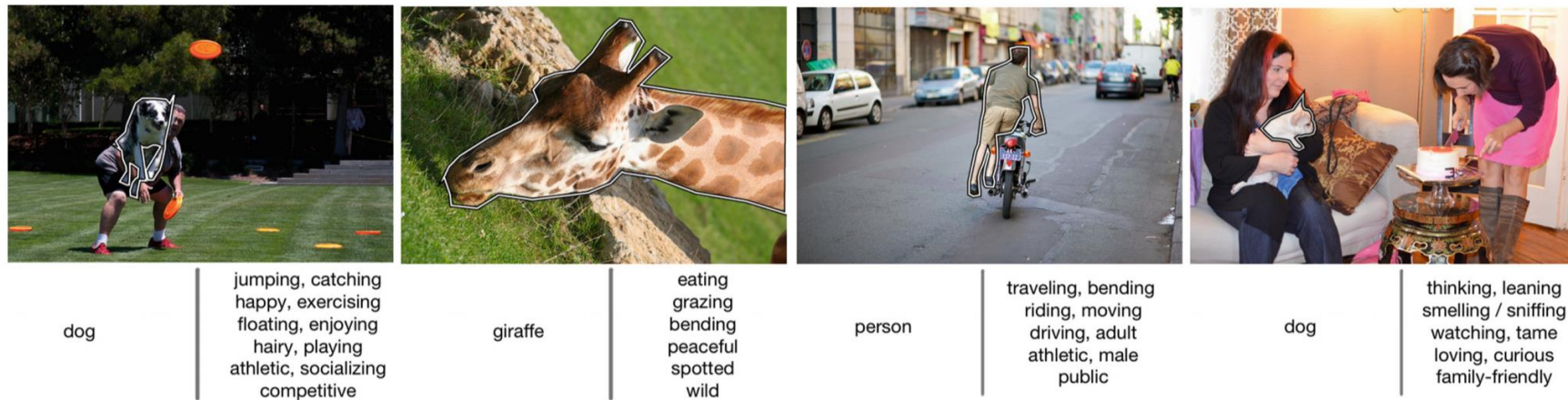


Fig. 1. *Examples from COCO Attributes.* In the figure above, images from the COCO dataset are shown with one object outlined in white. Under the image, the COCO object label is listed on the left, and the COCO Attribute labels are listed on the right. The COCO Attributes labels give a rich and detailed description of the context of the object.

What if we want other types of outputs?

- Hard: Outputs with varying dimensionality or cardinality
 - A natural language image caption
 - An arbitrary number of human keypoints (17 points each)
 - An arbitrary number of bounding boxes (4 parameters each)
- Today we will examine influential methods for keypoint prediction and object detection

Realtime Multi-Person Pose Estimation using Part Affinity Fields

Zhe Cao, Tomas Simon, Shih-En Wei, Yaser Sheikh
Carnegie Mellon University



Human Pose Estimation



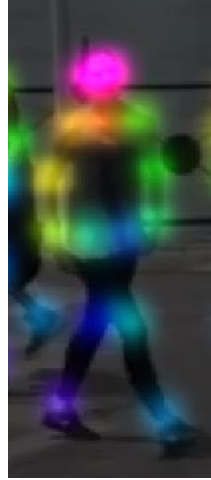
Human Pose Estimation



Single-Person Pose Estimation



Single-Person Pose Estimation



Multi-Person Pose Estimation



Color encodes the body part type

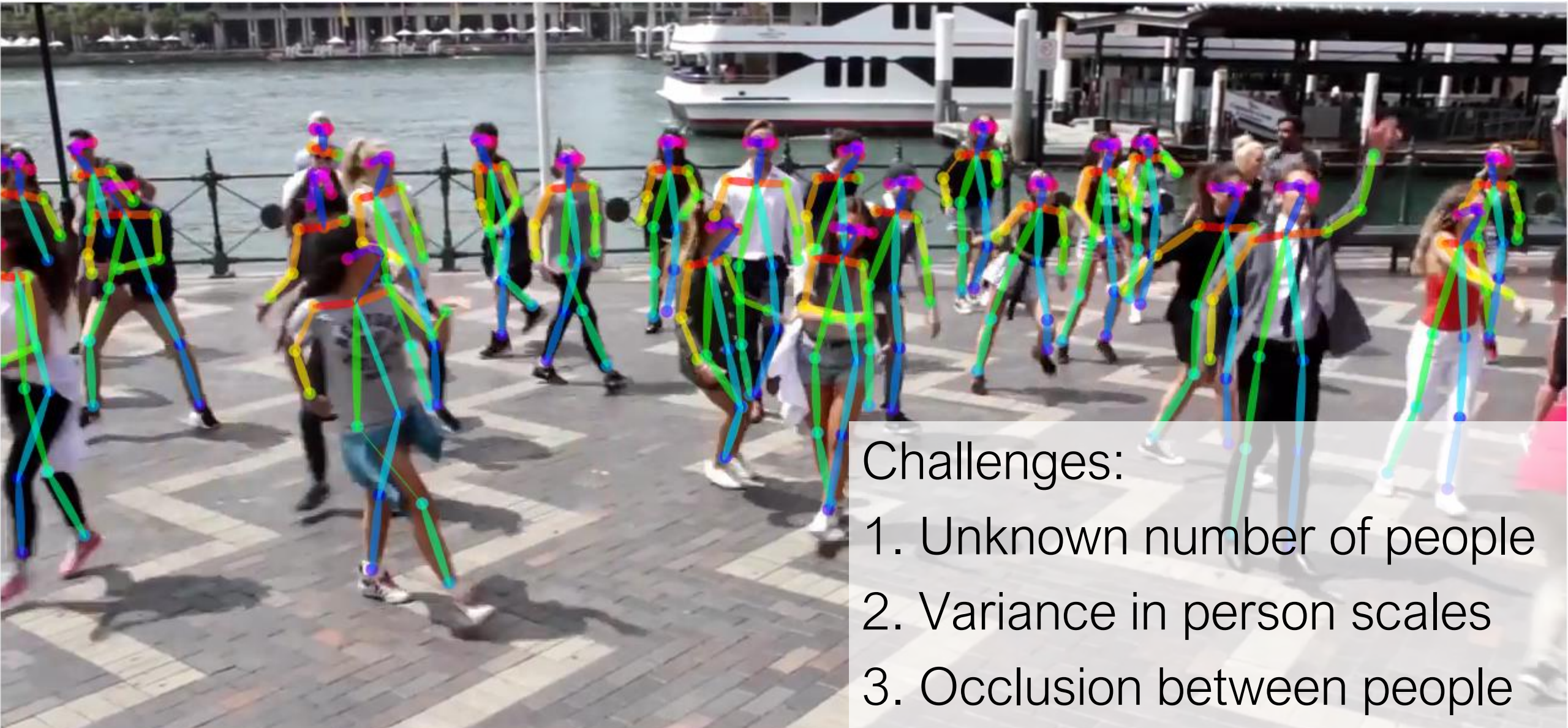
Multi-Person Pose Estimation



Major Challenge: Part-to-Person Association



Major Challenge: Part-to-Person Association



Challenges:

1. Unknown number of people
2. Variance in person scales
3. Occlusion between people

Major Challenge: Part-to-Person Association



For 30 people and each with 17 joints, there are in total **1.3**
x 10⁵ pair-wise connection cost, NP-hard optimization

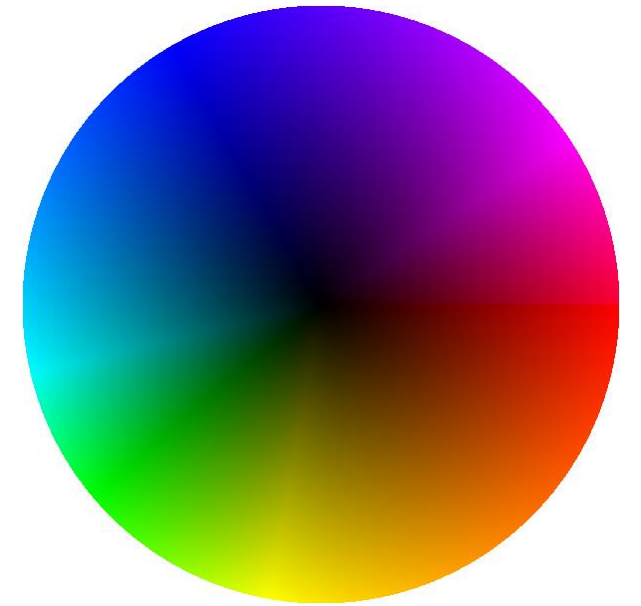
Unexpected Conclusion



Bottom-up

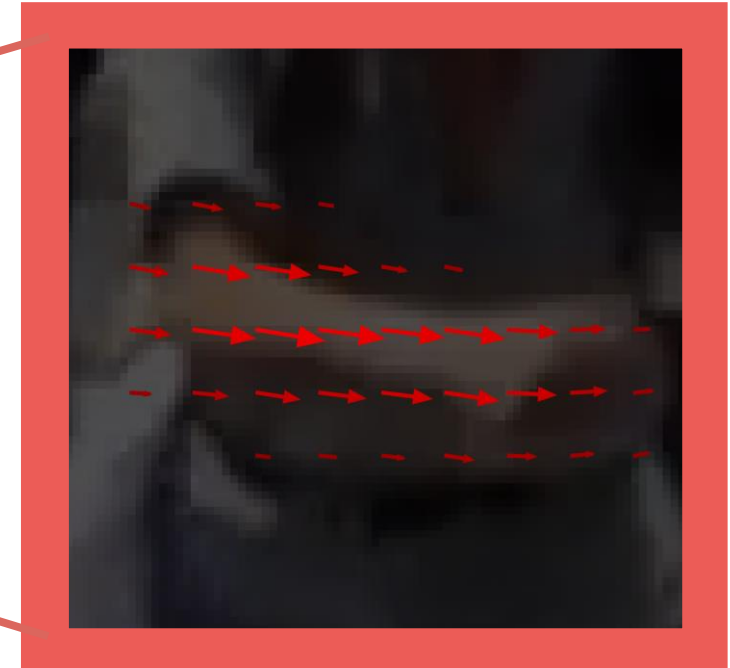
An **efficient** representation is **discriminative** enough that a greedy parse is sufficient to produce high-quality results

Novelty: Part Affinity Fields for Parts Association



Part Affinity Field between right elbow and wrist

Novelty: Part Affinity Fields for Parts Association

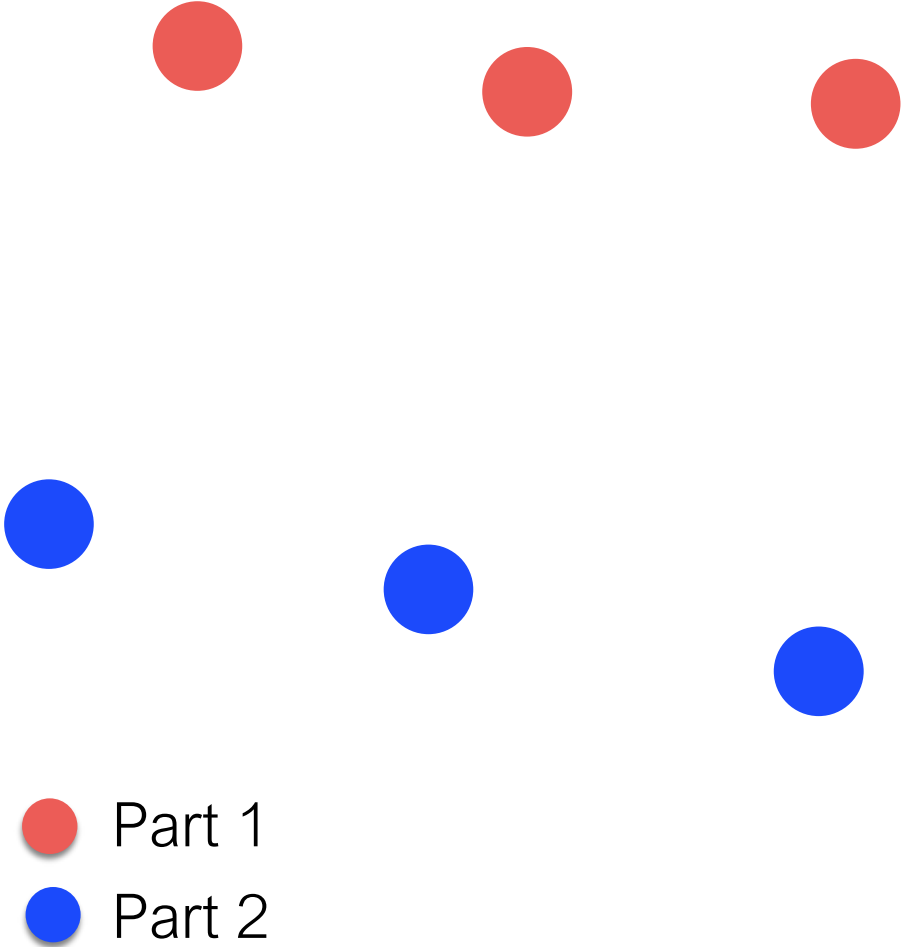


Part Affinity Field between right elbow and wrist

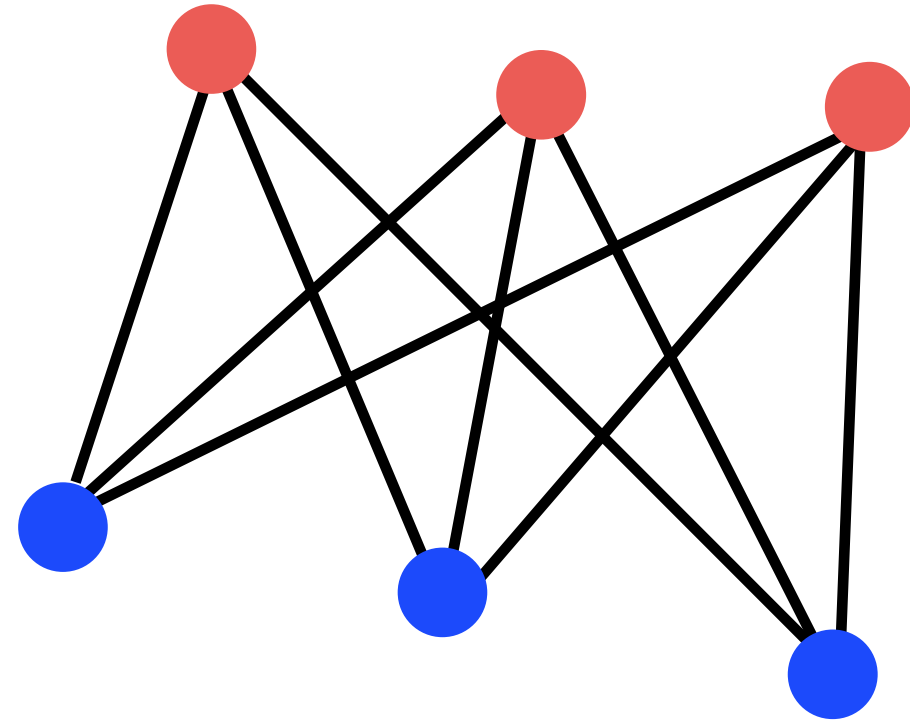
Novelty: Part Affinity Fields for Parts Association



Part-to-Part Association

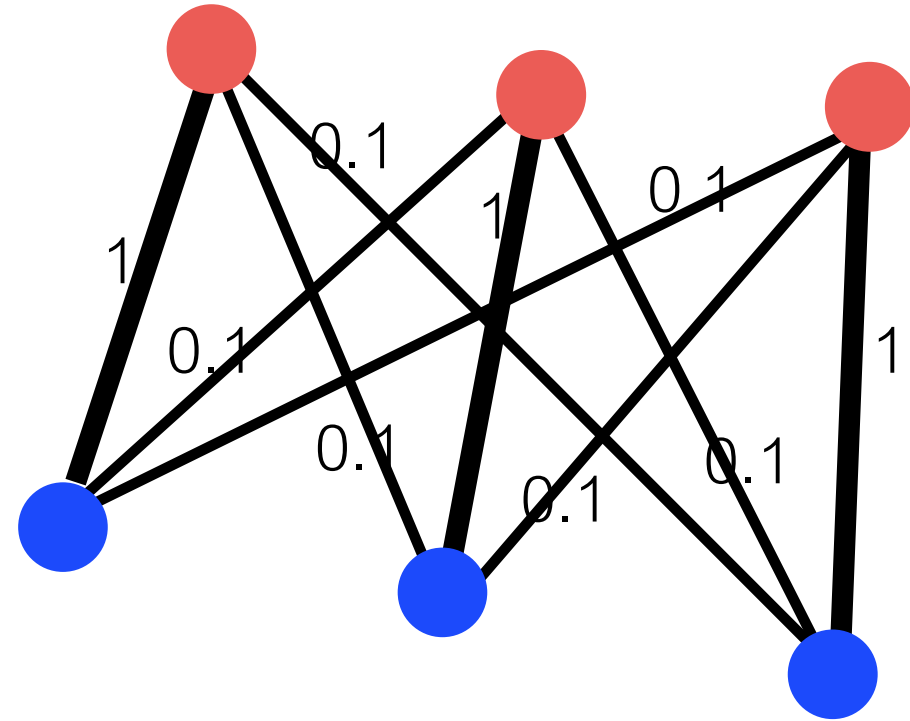


Part-to-Part Association



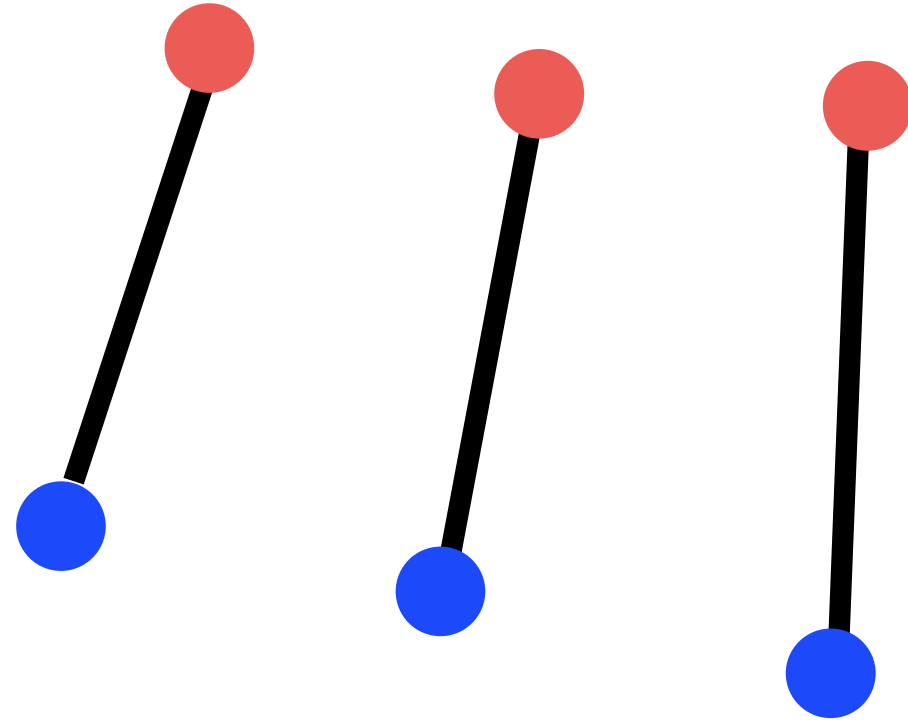
- Part 1
- Part 2

Part-to-Part Association



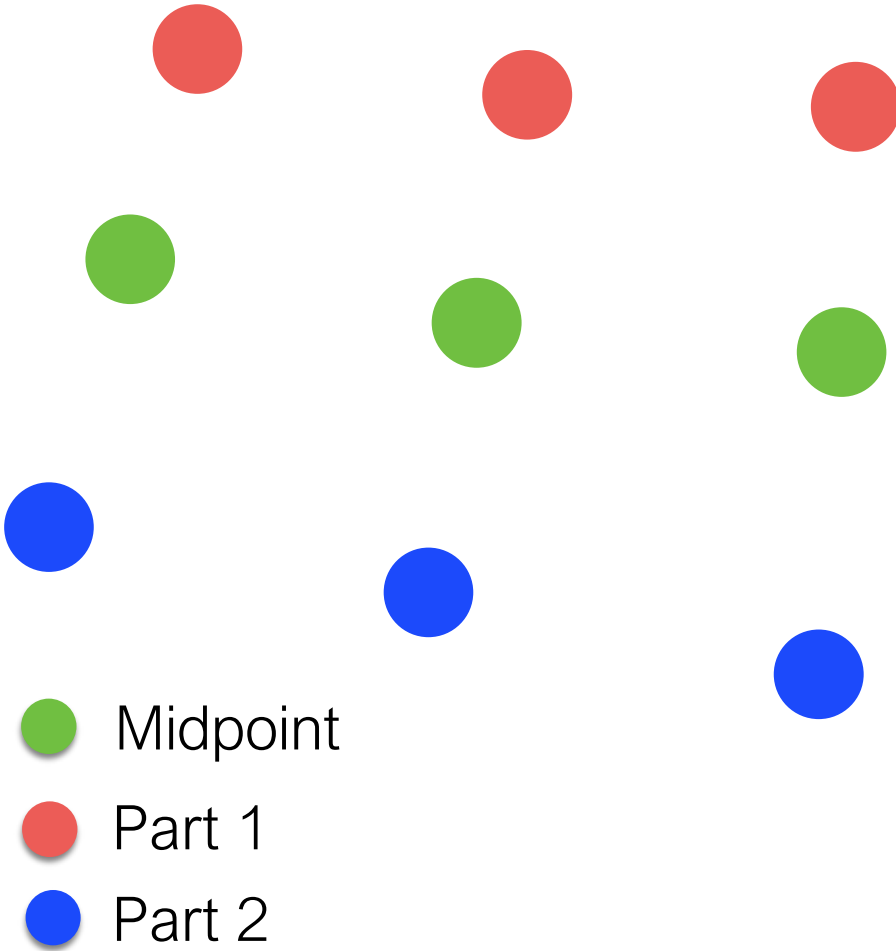
- Part 1
- Part 2

Part-to-Part Association



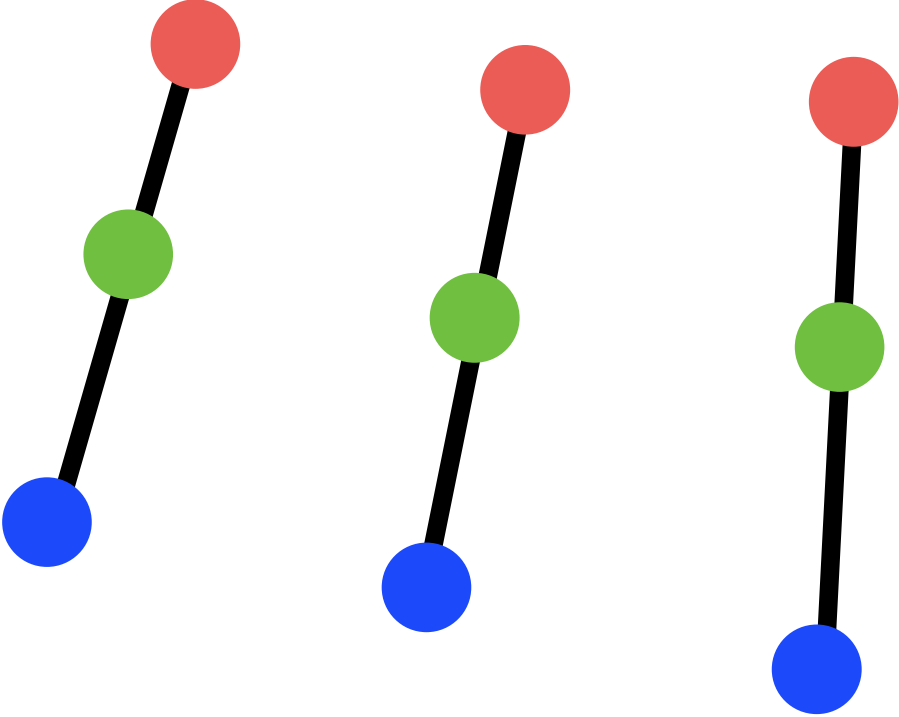
● Part 1
● Part 2

Midpoint Representation for Part-to-Part Association



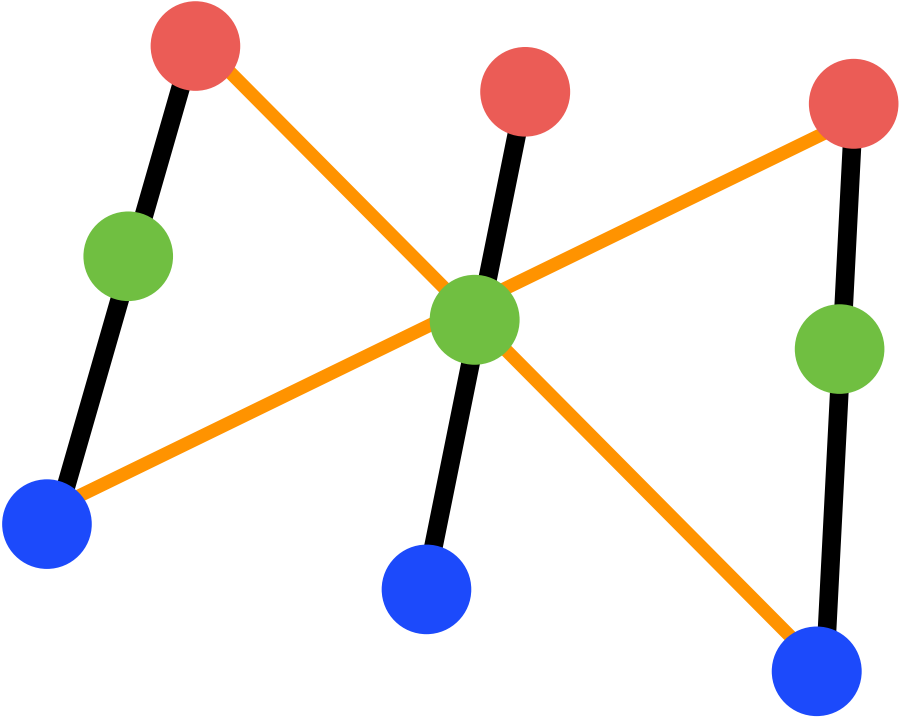
- Midpoint
- Part 1
- Part 2

Spatial Ambiguity of the Midpoint Representation



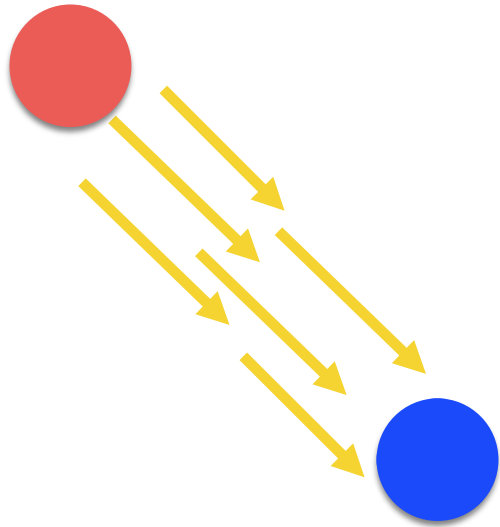
— Correct Connection

Spatial Ambiguity of the Midpoint Representation



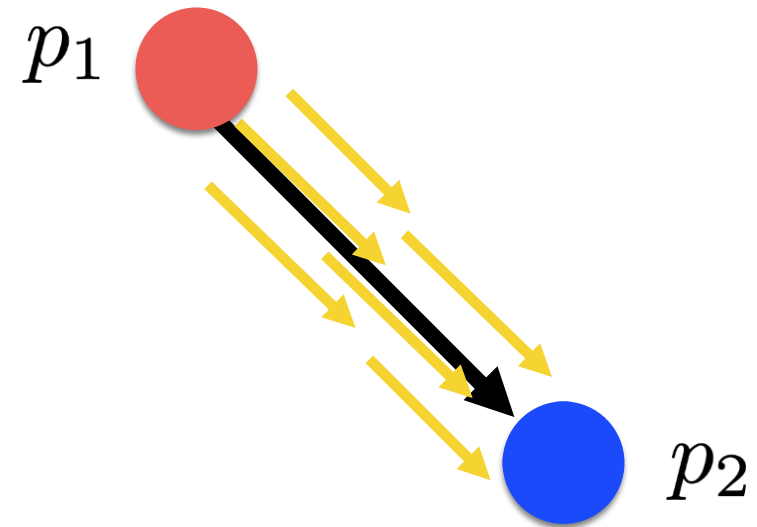
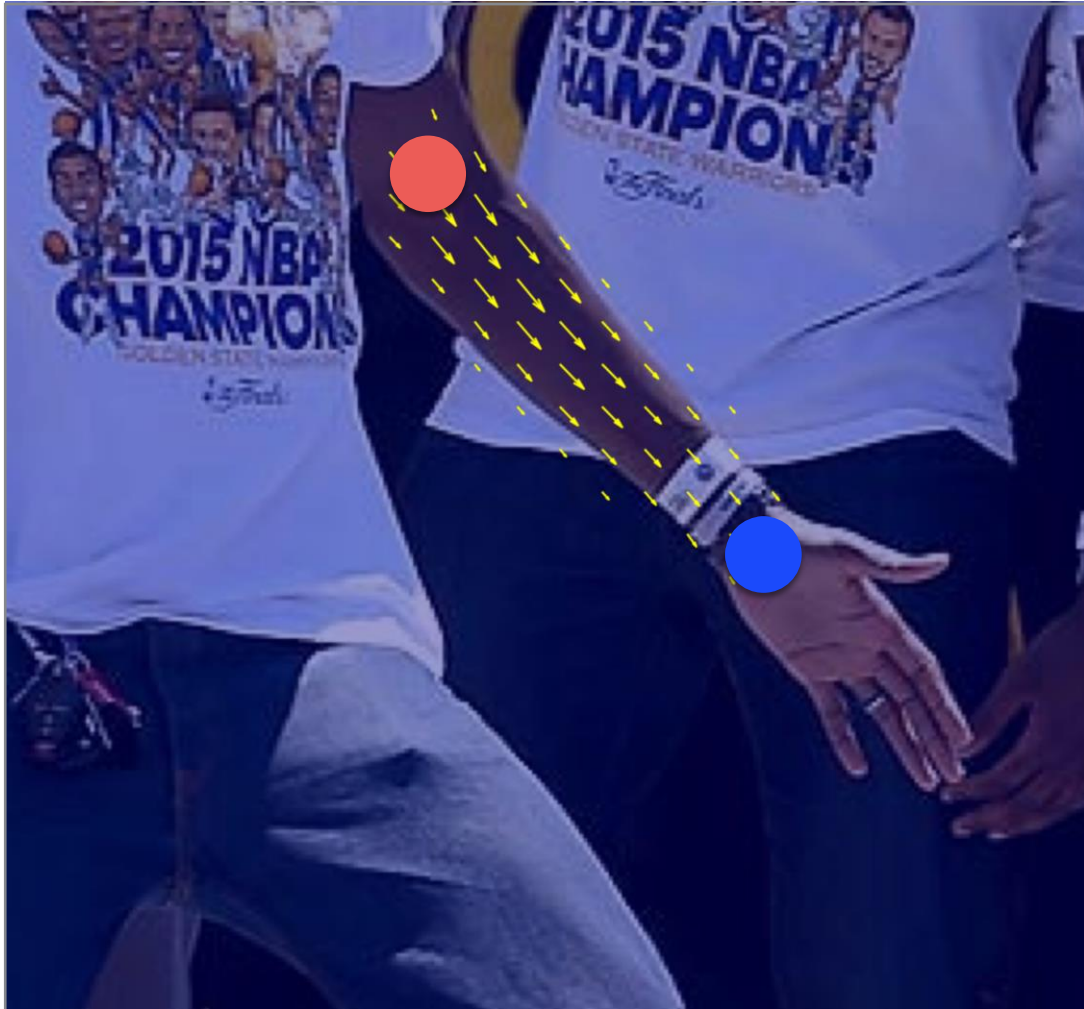
— Correct Connection
— Wrong Connection

Part Affinity Fields for Part-to-Part Association



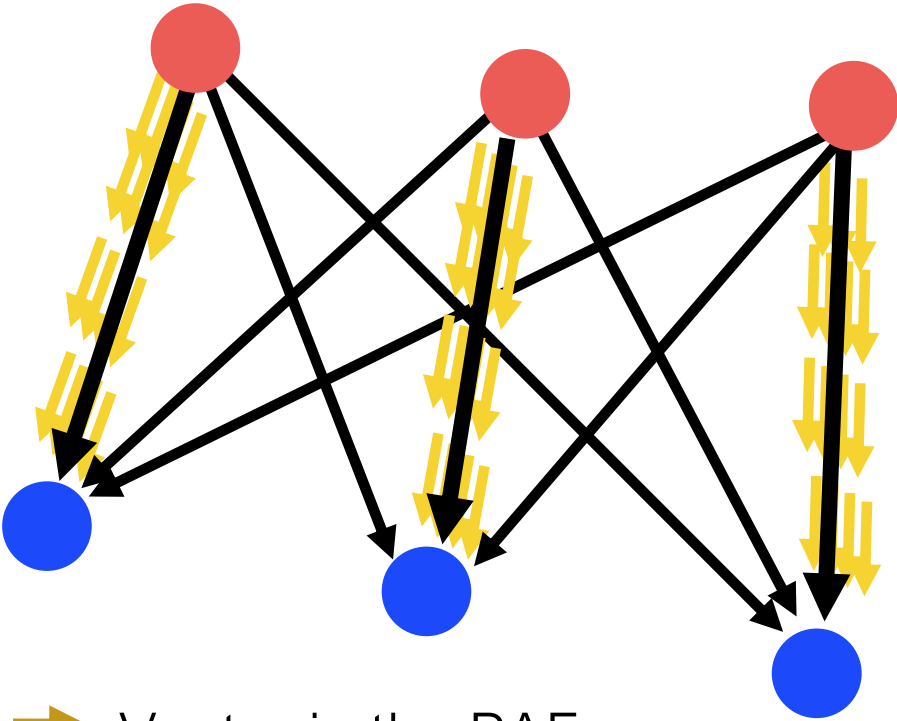
- ➔ Direction vector in the PAFs
- Part 1
- Part 2

Part Affinity Fields for Part-to-Part Association



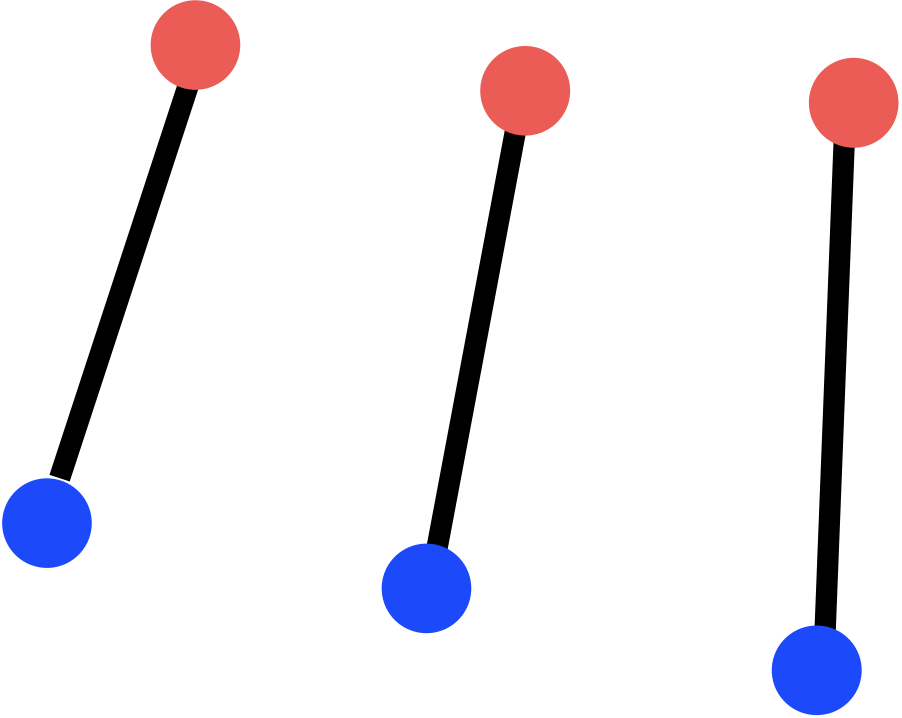
Affinity score between p_1 and p_2
= $\text{sum}(\vec{v} \cdot p_1 \vec{p}_2)$

Part Affinity Fields for Part-to-Part Association



- Vector in the PAFs
- Part 1
- Part 2

Part Affinity Fields for Part-to-Part Association



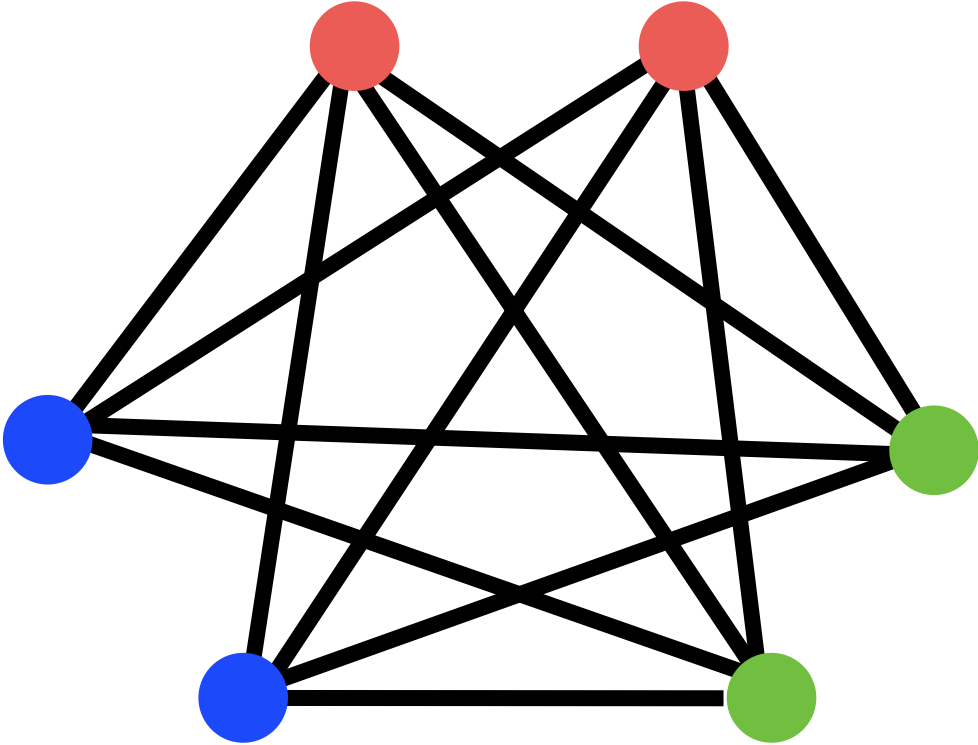
Part Association for Full-body Pose

- Elbow
- Wrist
- Shoulder



Part Association for Full-body Pose

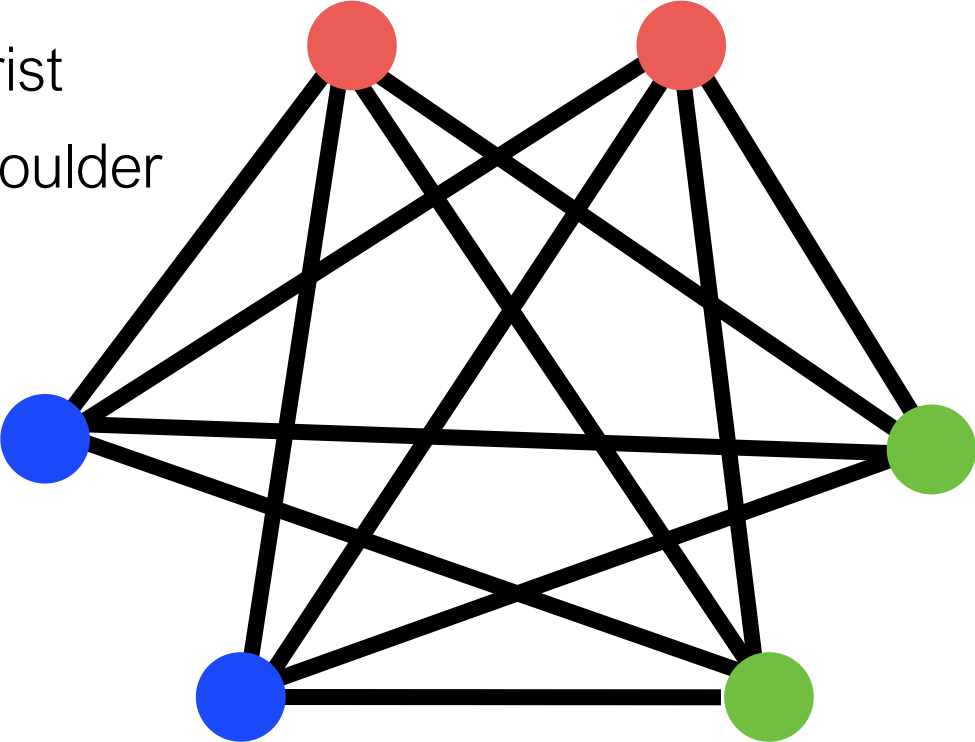
- Elbow
- Wrist
- Shoulder



Fully-connected graph

Part Association for Full-body Pose

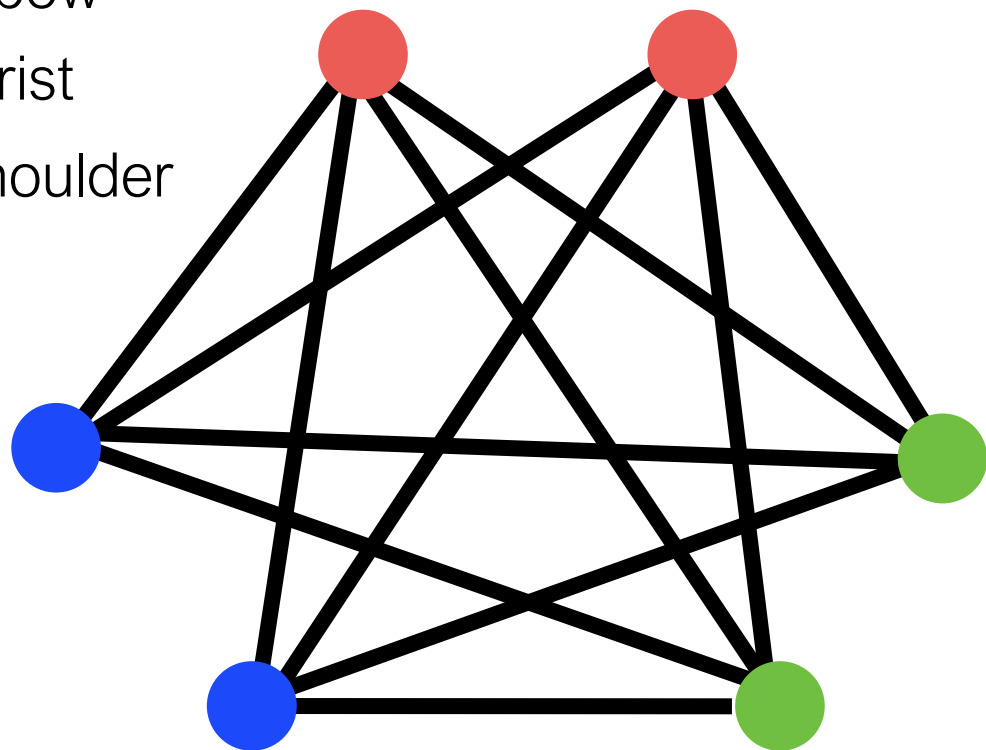
- Elbow
- Wrist
- Shoulder



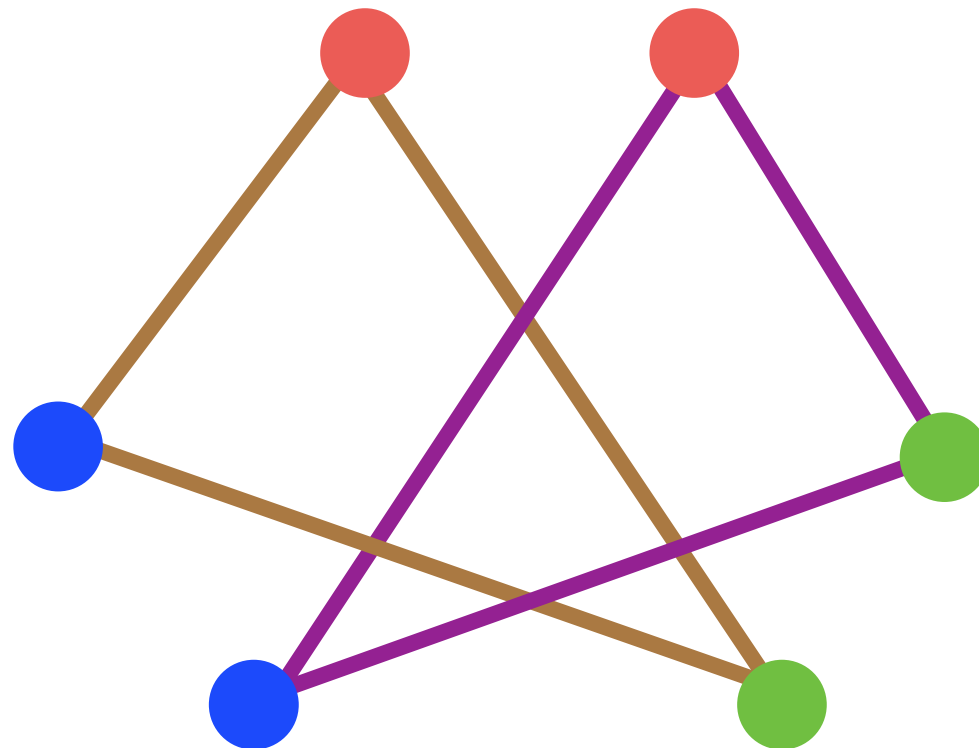
Fully-connected graph

Part Association for Full-body Pose

- Elbow
- Wrist
- Shoulder



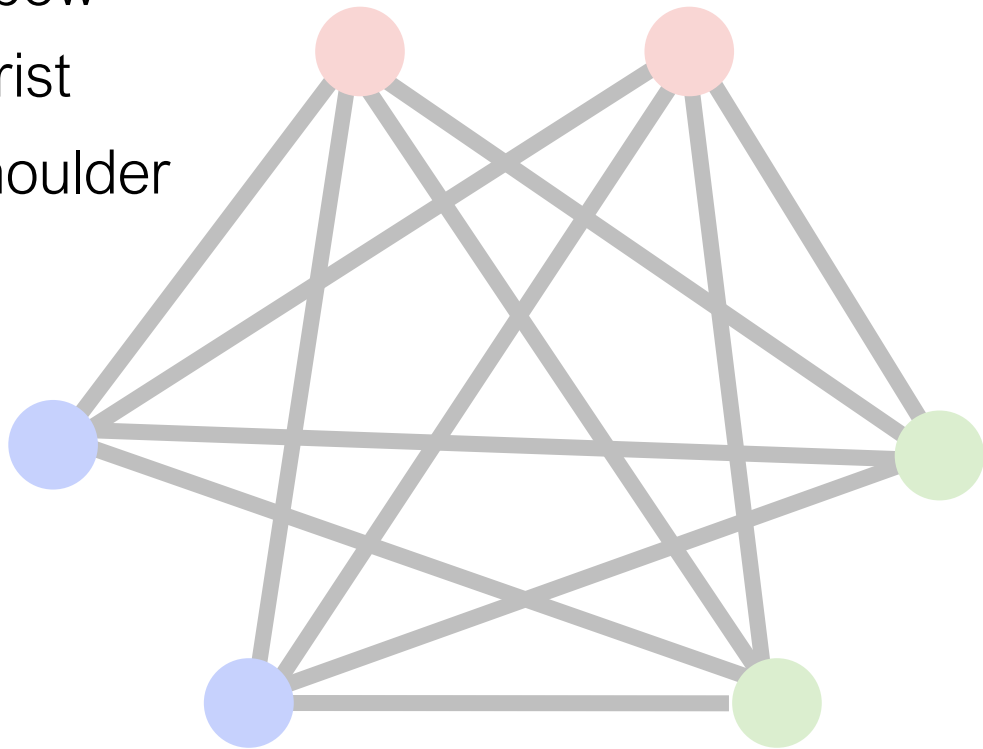
Fully-connected graph



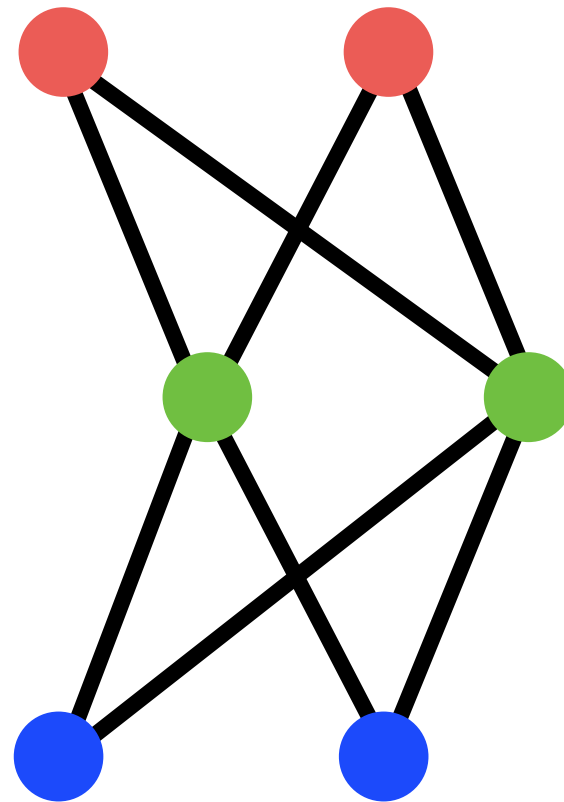
Result

Part Association for Full-body Pose

- Elbow
- Wrist
- Shoulder



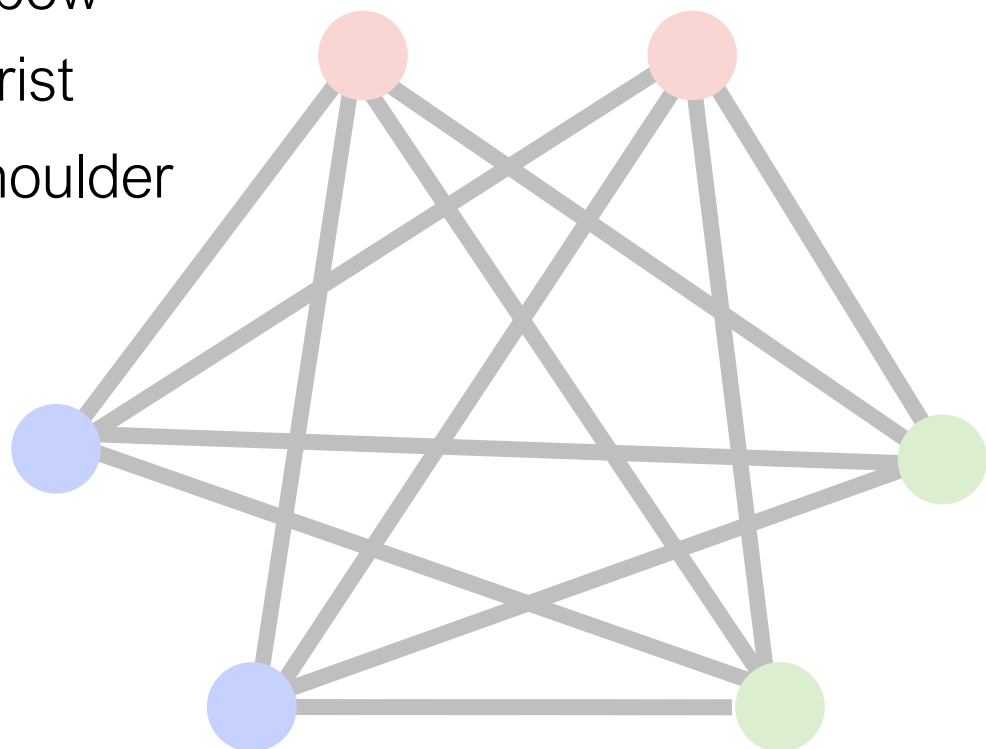
Fully-connected graph



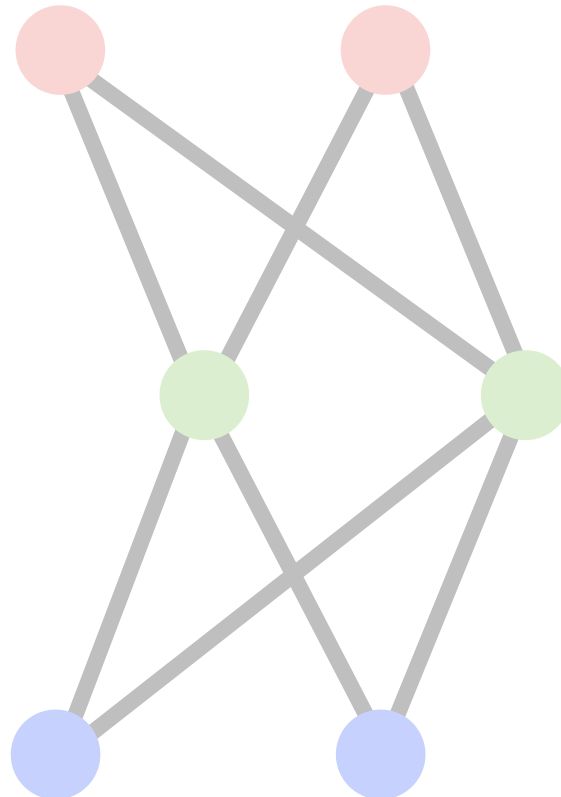
Tree

Part Association for Full-body Pose

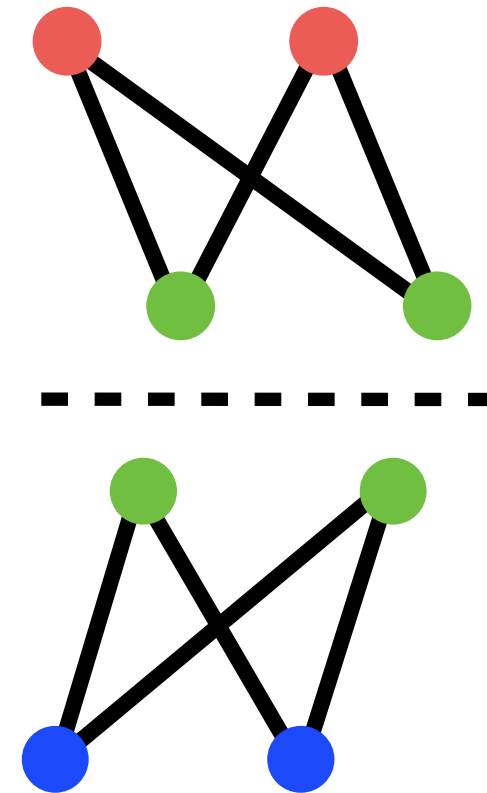
- Elbow
- Wrist
- Shoulder



Fully-connected graph

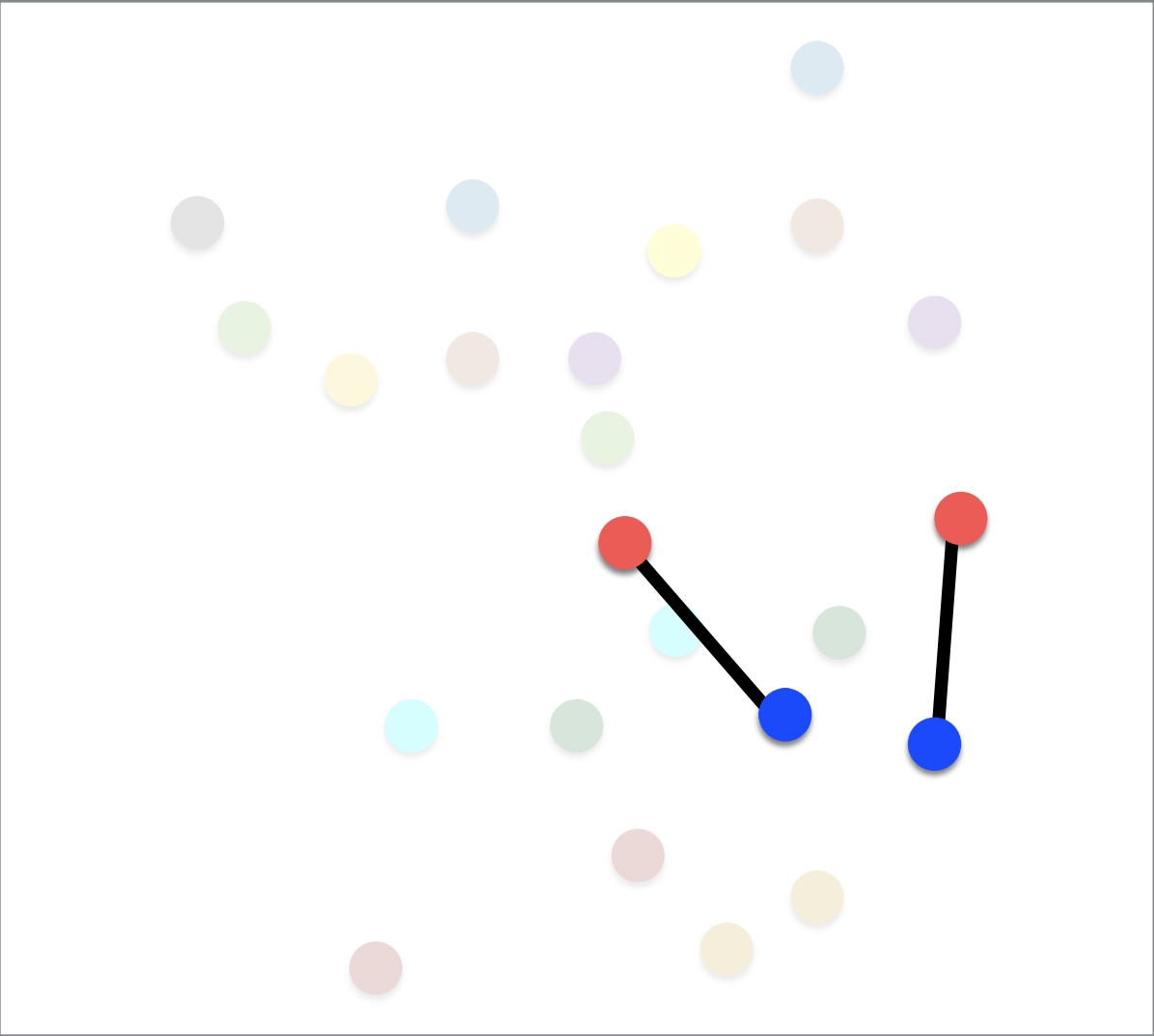


Tree



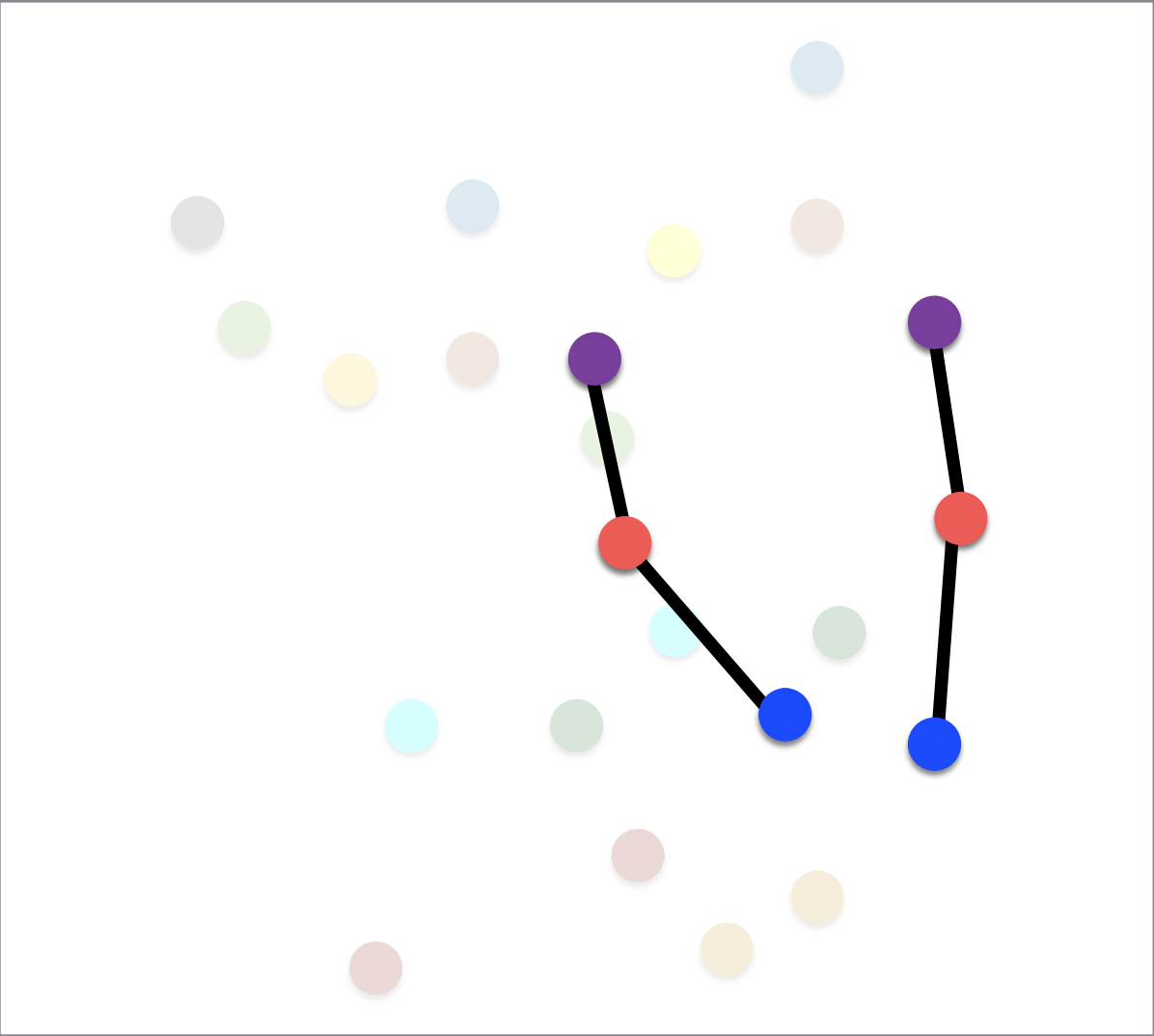
Ours

Greedy Algorithm for Body Parts Association



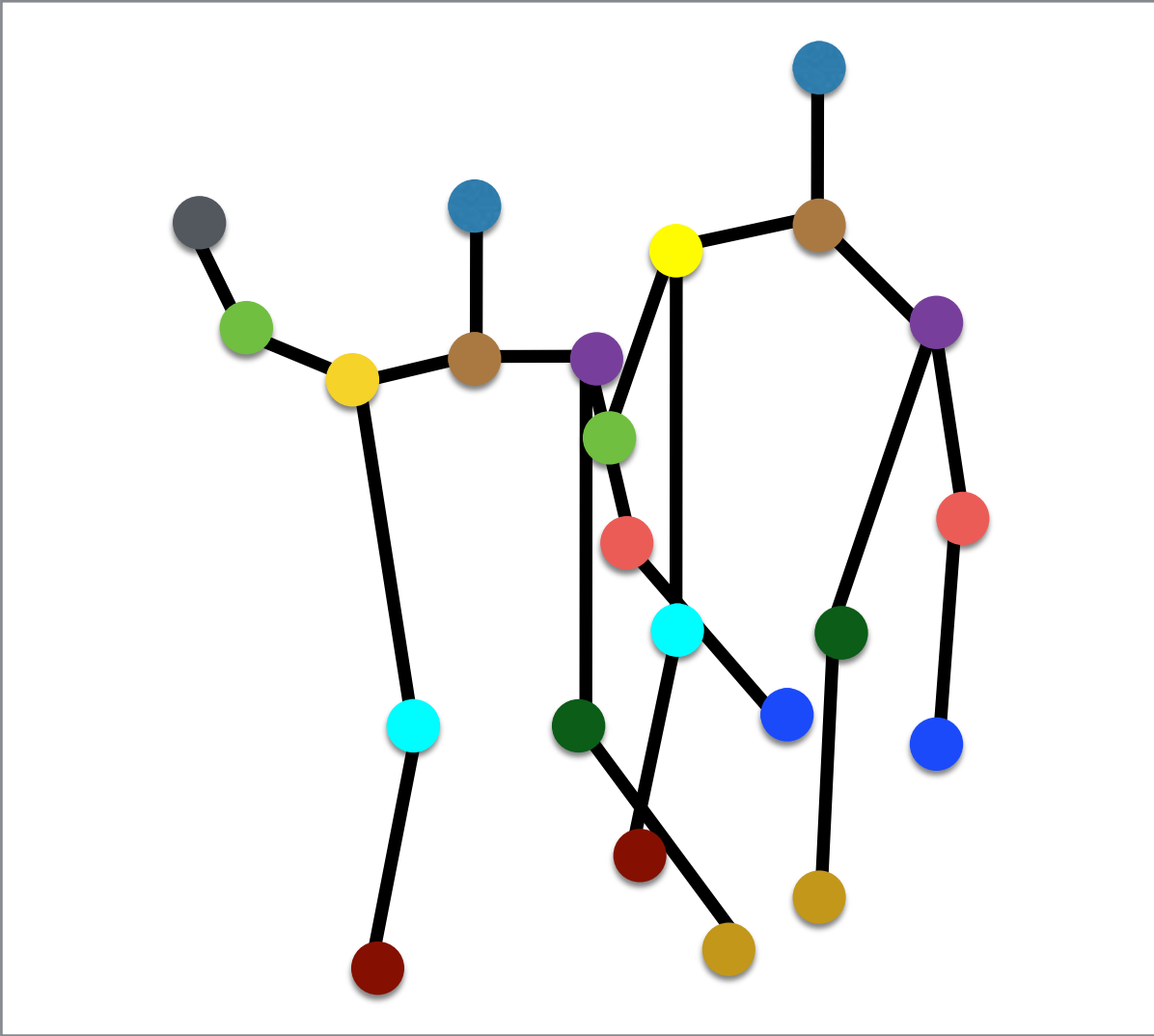
- Elbow
- Wrist

Greedy Algorithm for Body Parts Association



- Elbow
- Shoulder

Greedy Algorithm for Body Parts Association



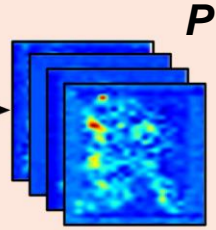


Jointly Learning Parts Detection and Parts Association

Stage 1



CNN

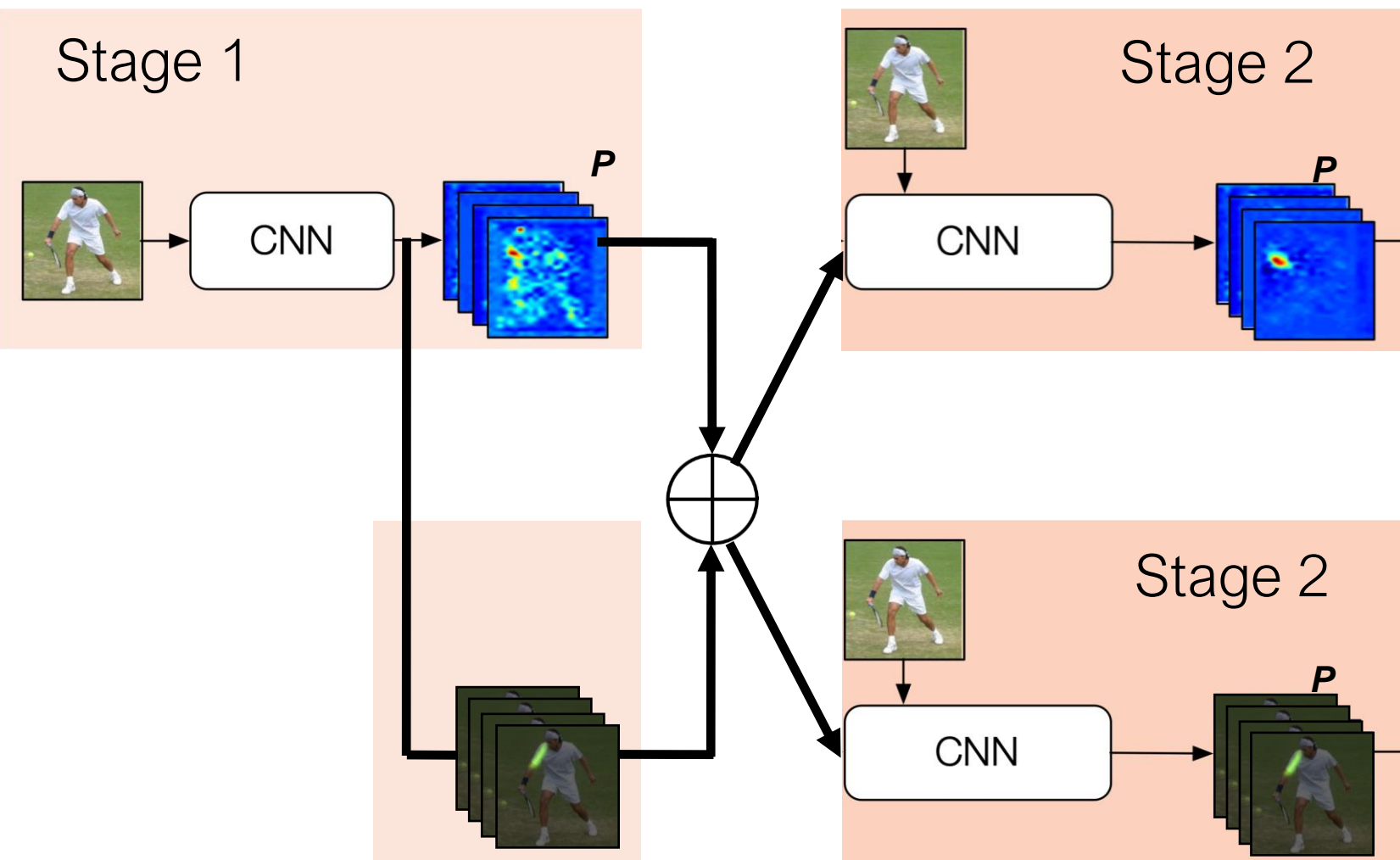


1st branch
part heatmaps

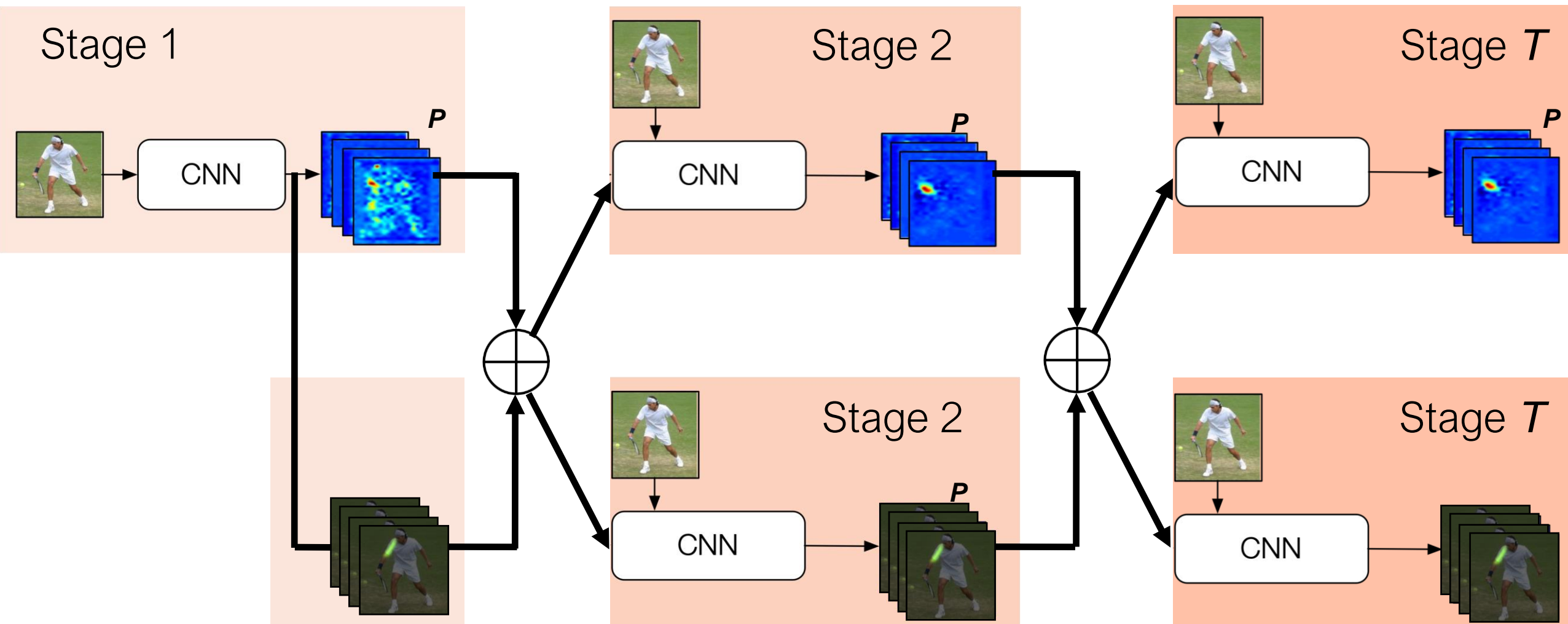


2nd branch
part affinity fields

Jointly Learning Parts Detection and Parts Association



Jointly Learning Parts Detection and Parts Association





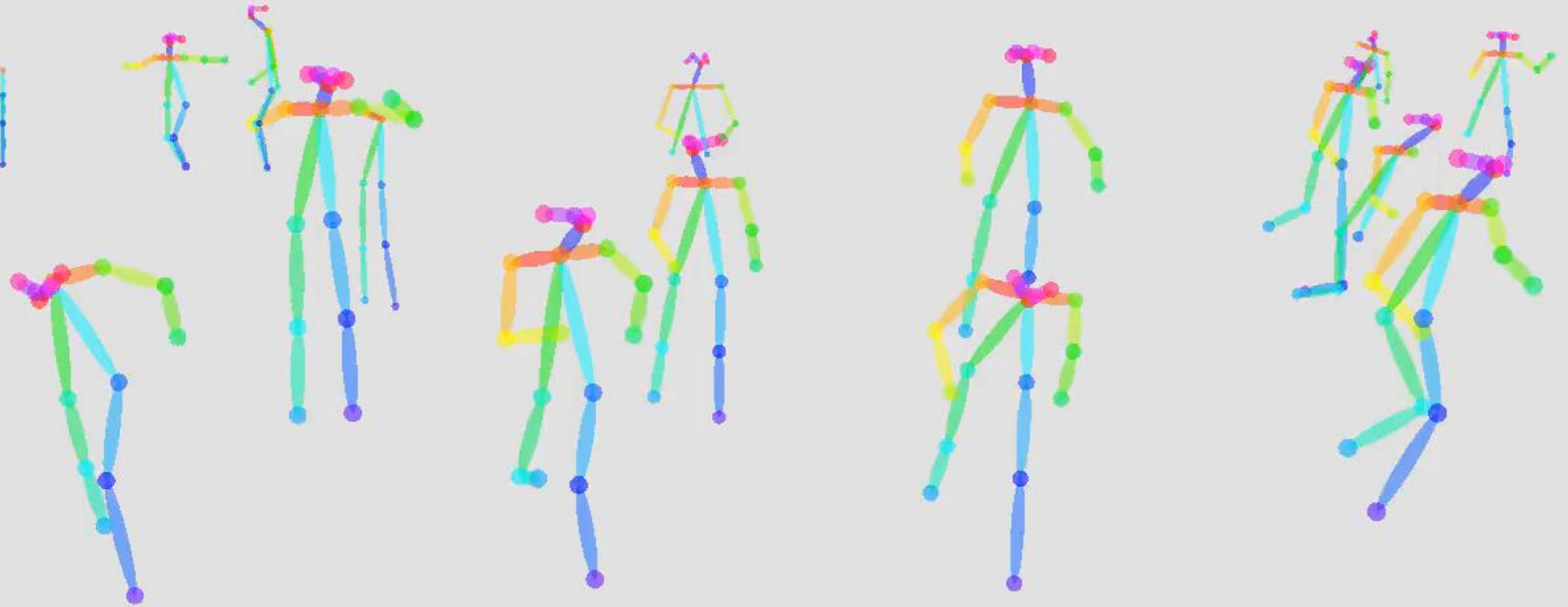
Bkg



PAFs

10.4 fps

Frame by frame detection (no tracking)



Major Contribution: Part Affinity Fields for Parts Association



PAFs: an **efficient** representation is **discriminative** enough that a greedy parse is sufficient to produce high-quality results in realtime

Intermission



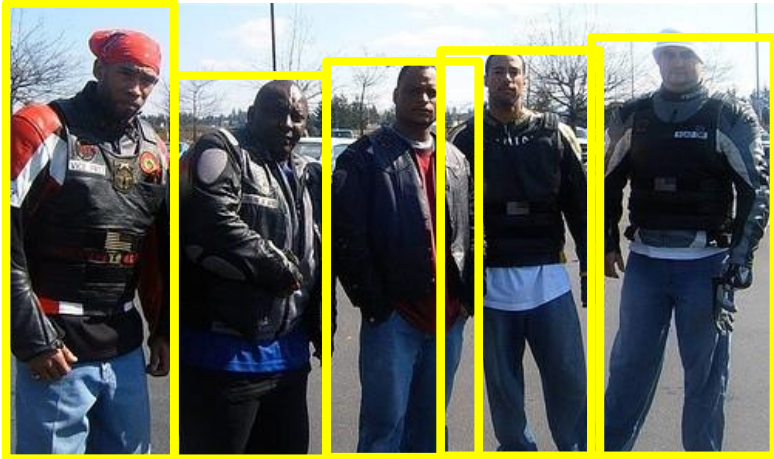
Mask R-CNN

ICCV 2017

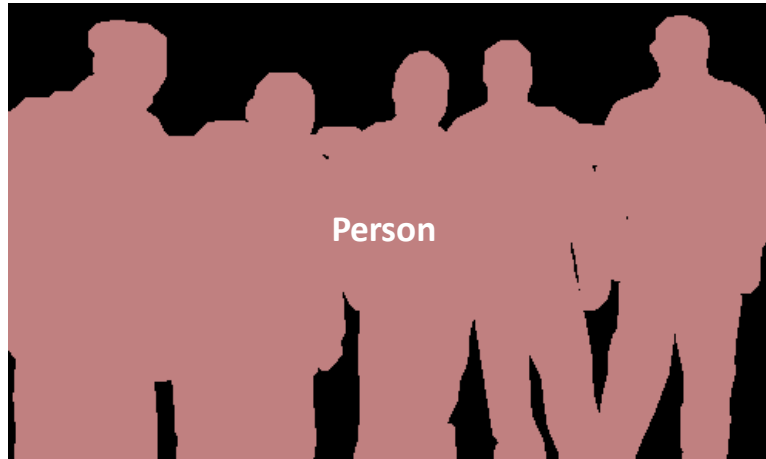
Kaiming He

Georgia Gkioxari, Piotr Dollár, and Ross Girshick Facebook AI
Research (FAIR)

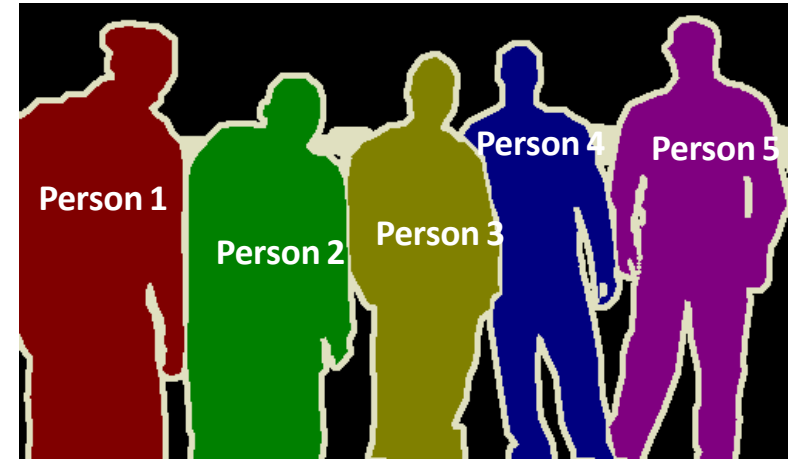
Visual Perception Problems



Object Detection



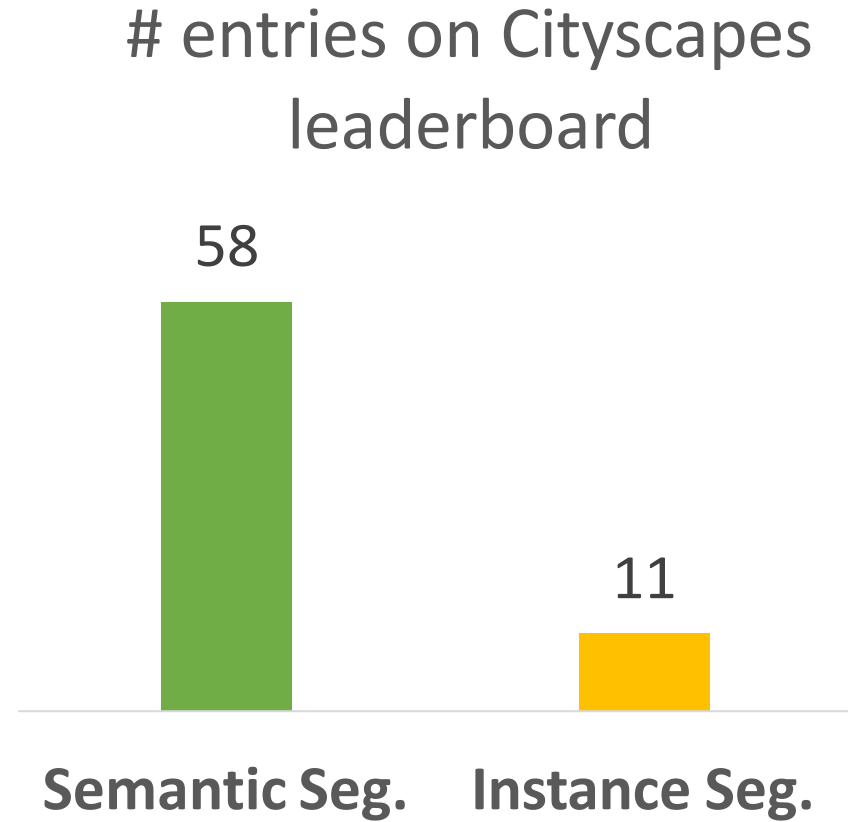
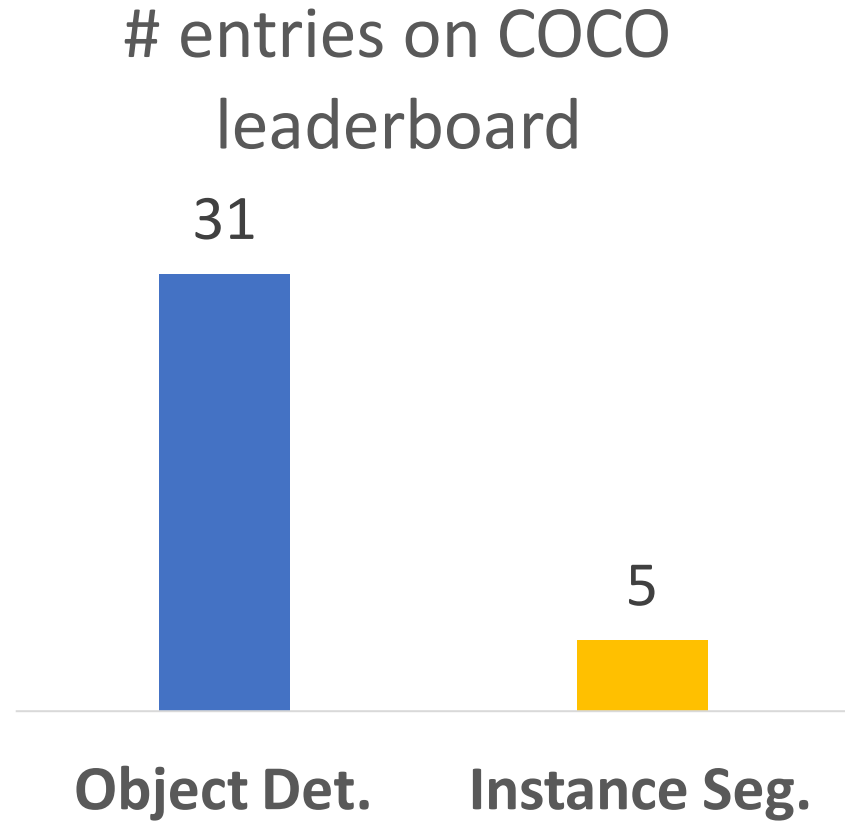
Semantic Segmentation



Instance Segmentation



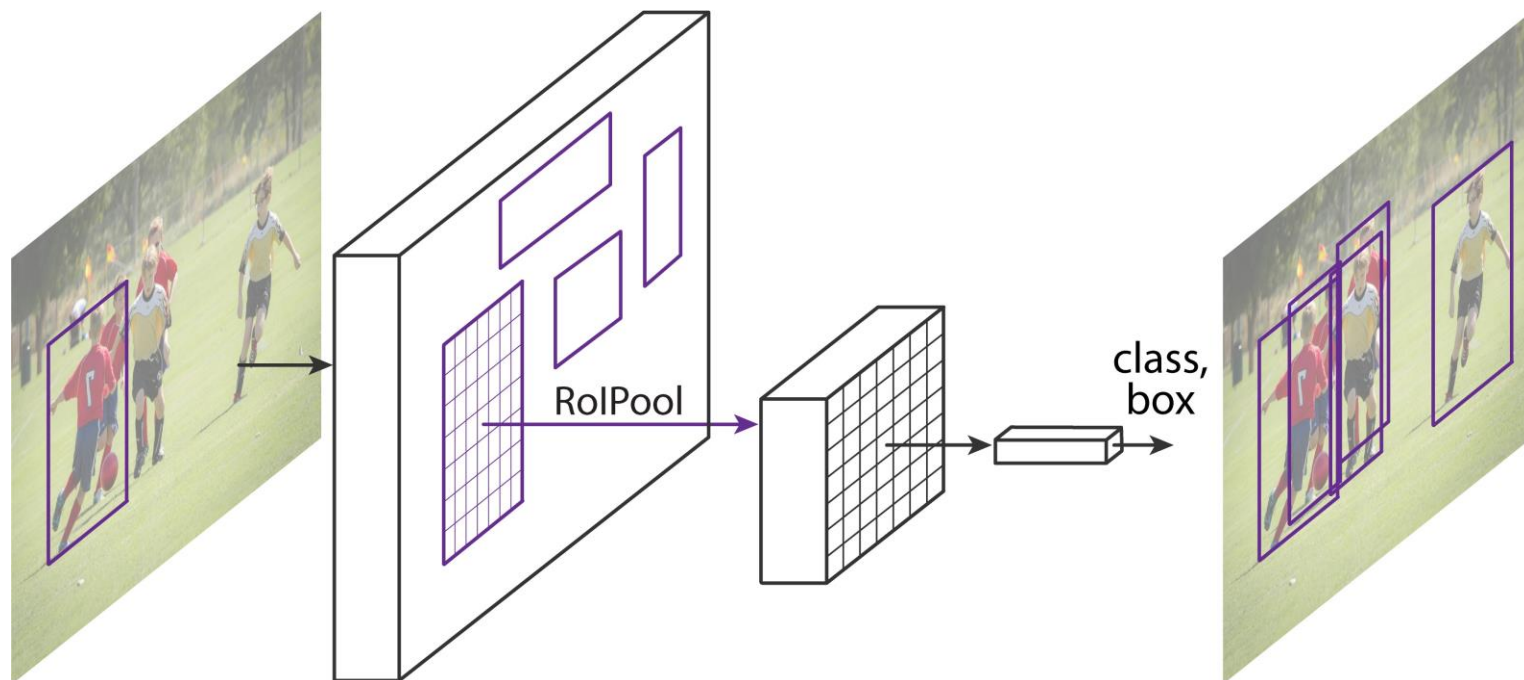
A Challenging Problem...



Object Detection

- Fast/Faster R-CNN

- ✓ Good speed
- ✓ Good accuracy
- ✓ Intuitive
- ✓ Easy to use



Semantic Segmentation

- Fully Convolutional Net (FCN)
 - ✓ Good speed
 - ✓ Good accuracy
 - ✓ Intuitive
 - ✓ Easy to use

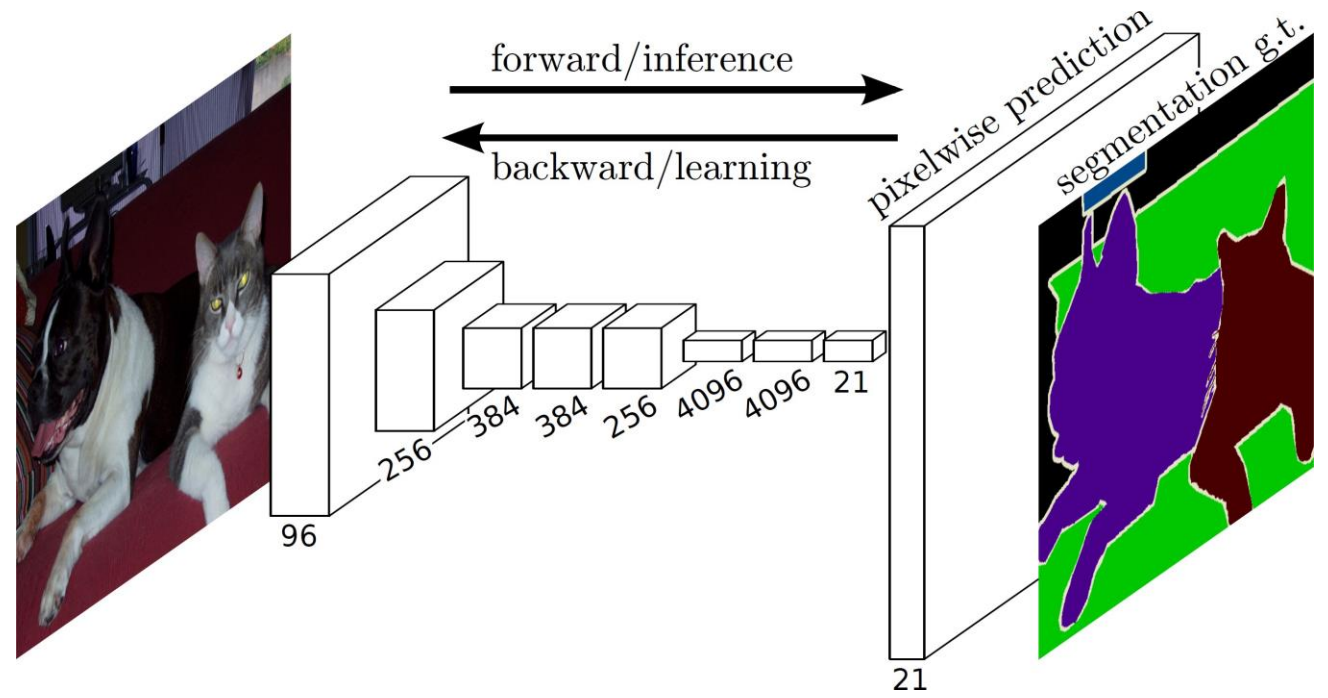
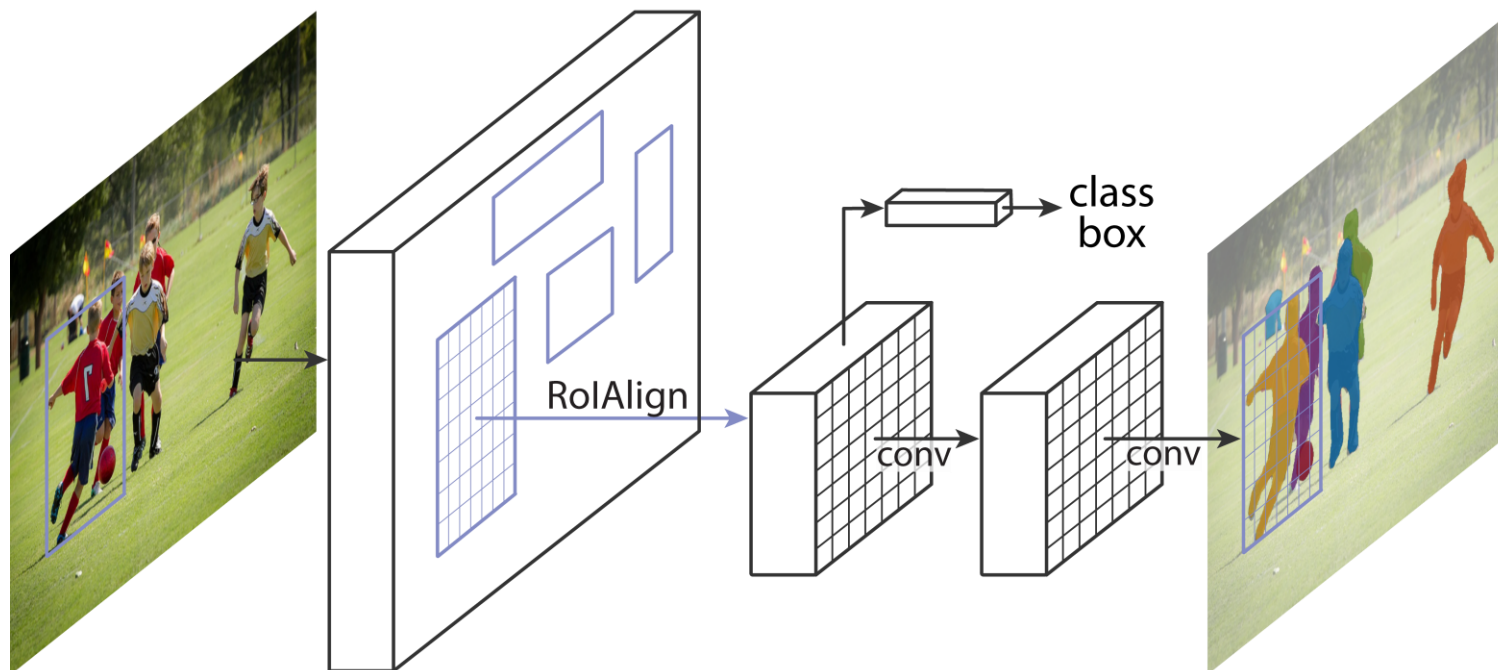


Figure credit: Long et al

Instance Segmentation

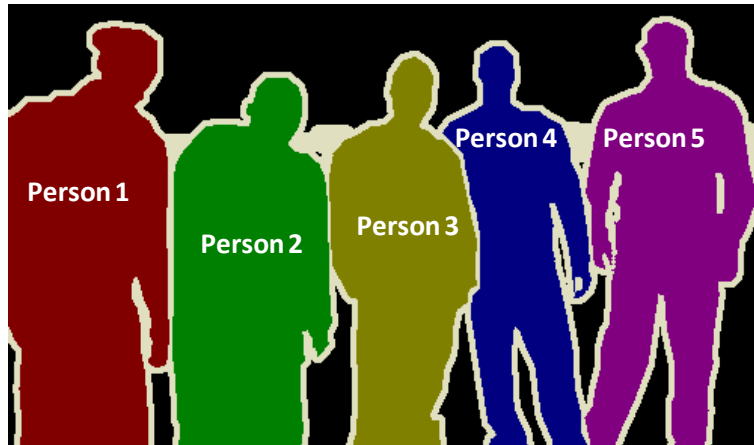
- **Goals** of Mask R-CNN

- ✓ Good speed
- ✓ Good accuracy
- ✓ Intuitive
- ✓ Easy to use

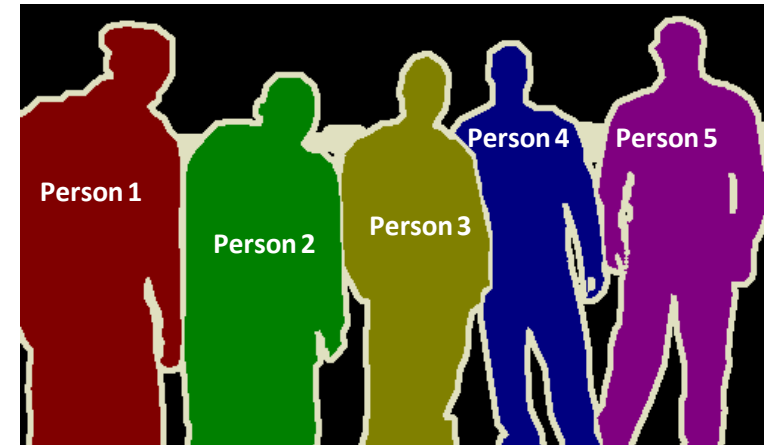
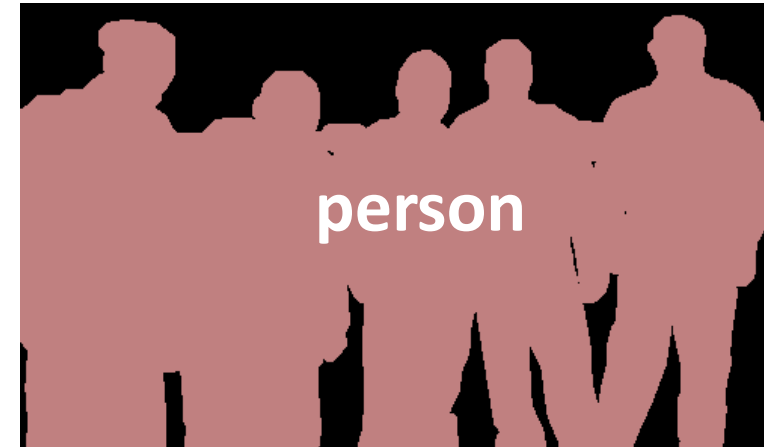


Instance Segmentation Methods

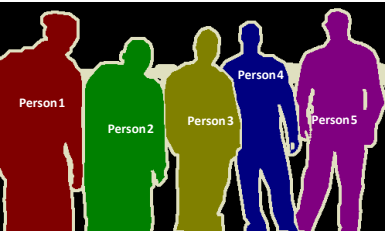
R-CNN driven



FCN driven

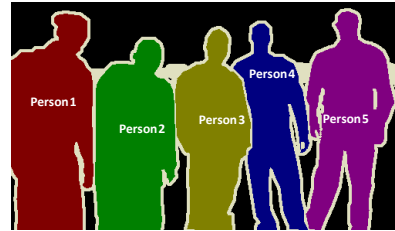
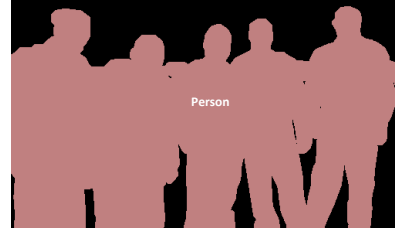


Instance Segmentation Methods



RCNN-driven

- SDS [Hariharan et al, ECCV'14]
- HyperCol [Hariharan et al, CVPR'15]
- CFM [Dai et al, CVPR'15]
- MNC [Dai et al, CVPR'16]



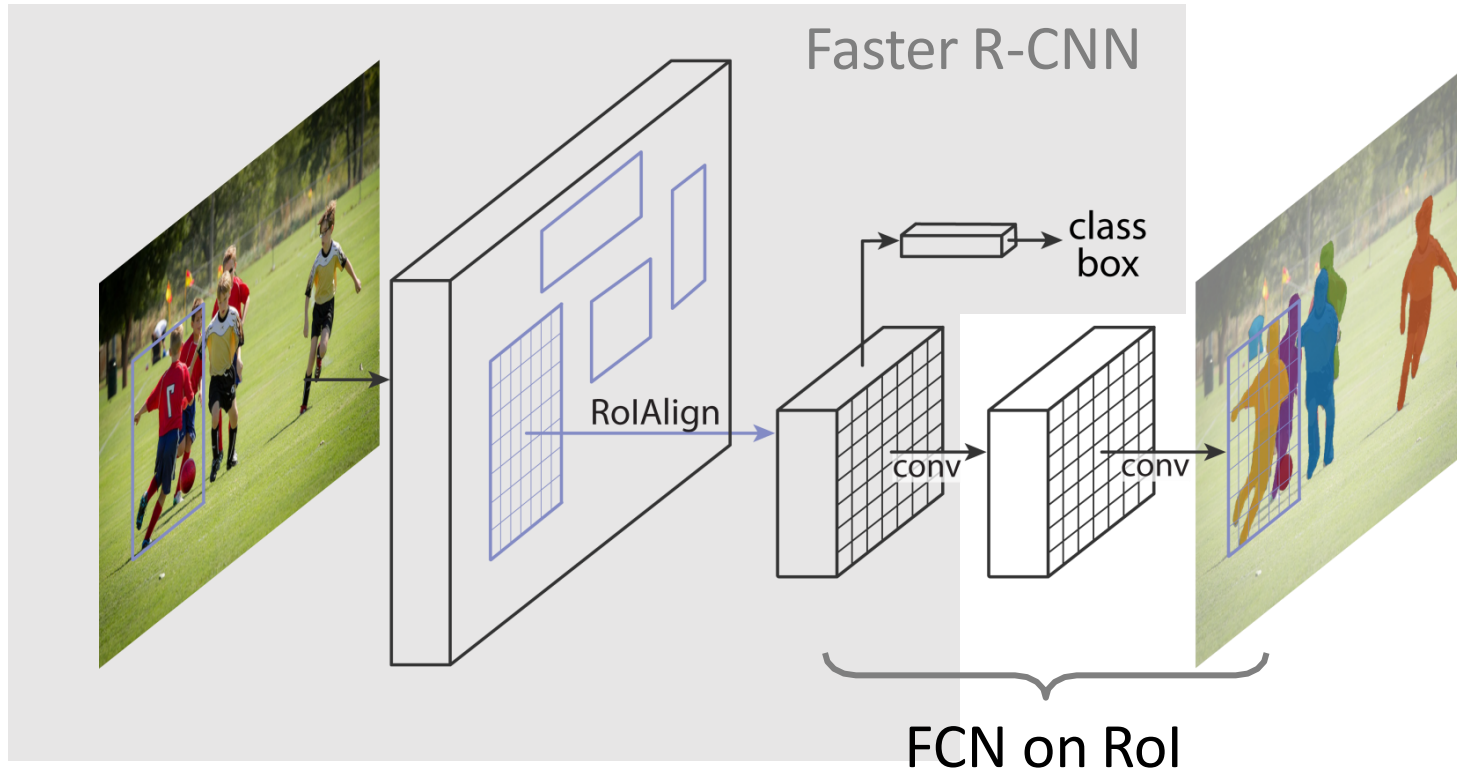
FCN-driven

- PFN [Liang et al, arXiv'15]
- InstanceCut [Kirillov et al, CVPR'17]
- Watershed [Bai & Urtasun, CVPR'17]

- FCIS [Li et al, CVPR'17]
- DIN [Arnab & Torr, CVPR'17]

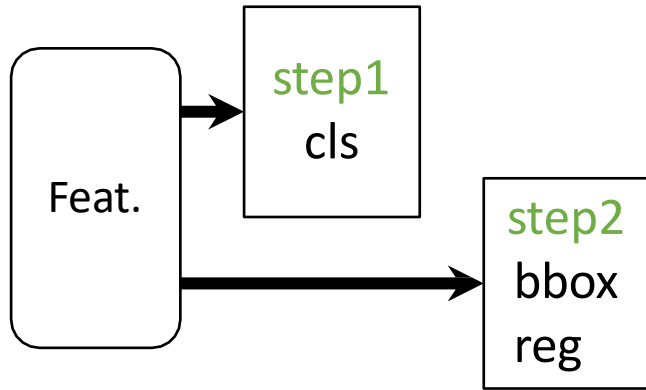
Mask R-CNN

- Mask R-CNN = **Faster R-CNN** with **FCN** on Rols

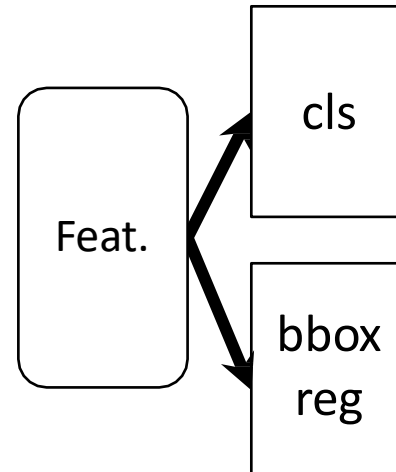


Parallel Heads

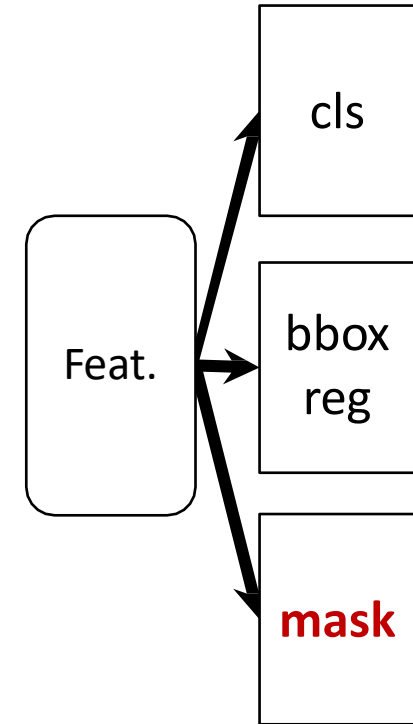
- Easy, fast to implement and train



(slow) R-CNN



Fast/er R-CNN

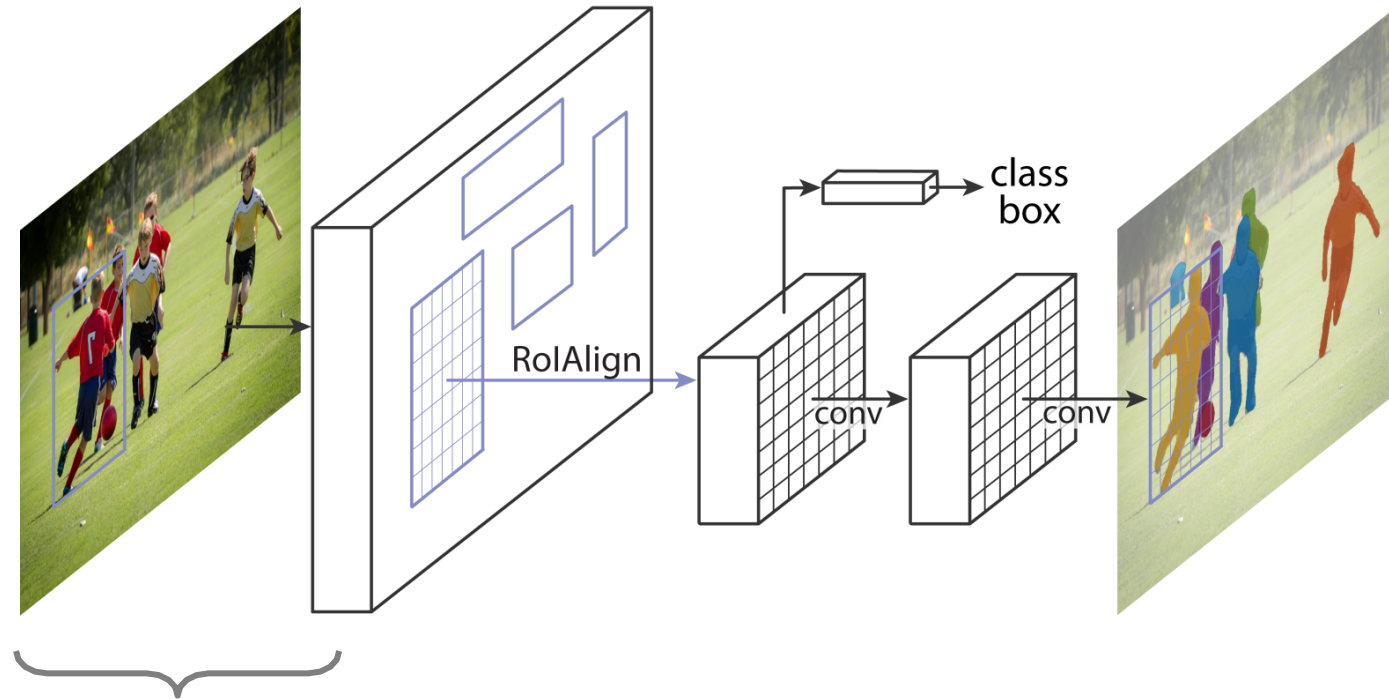


Mask R-CNN

Invariance vs. Equivariance

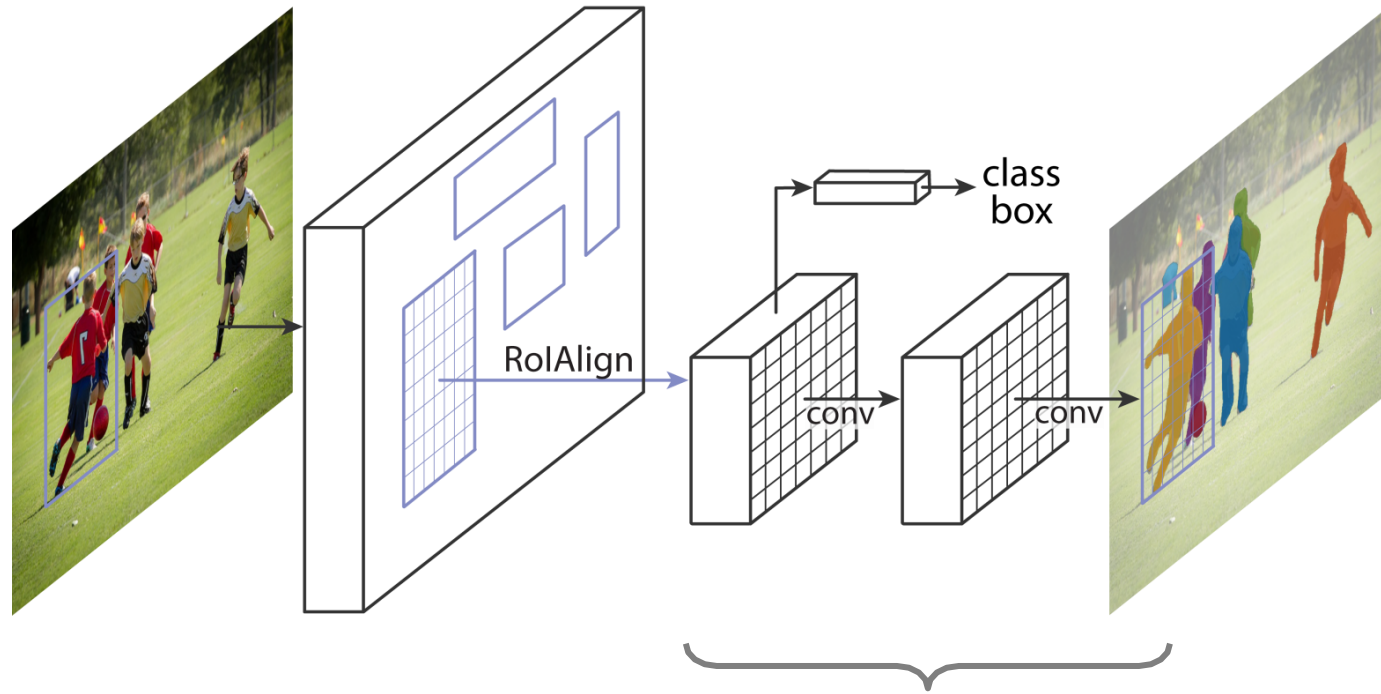
- **Equivariance**: changes in input lead to corresponding changes in output
- *Classification* desires *invariant* representations: output a label
- *Instance Seg.* desires *equivariant* representations:
 - Translated object => translated mask
 - Scaled object => scaled mask
 - *Big and small* objects are equally important (due to AP metric)
 - unlike semantic seg. (counting pixels)

Equivariance in Mask R-CNN



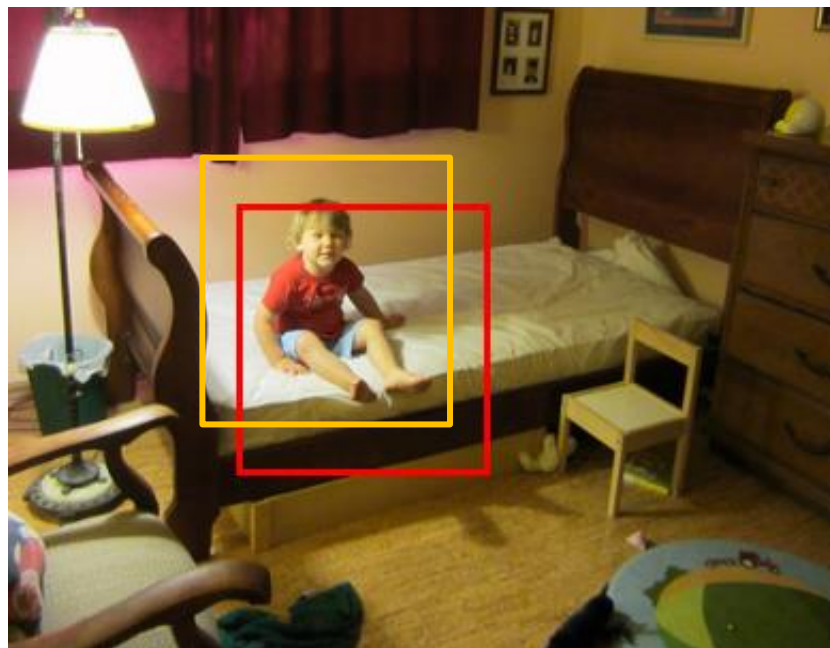
1. Fully-Conv Features:
equivariant to global (image) translation

Equivariance in Mask R-CNN

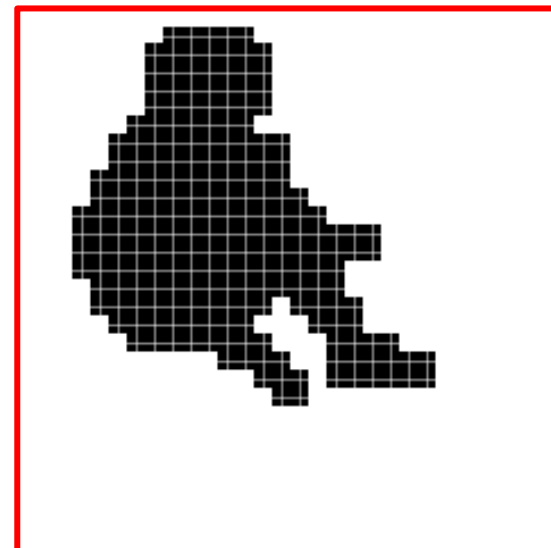
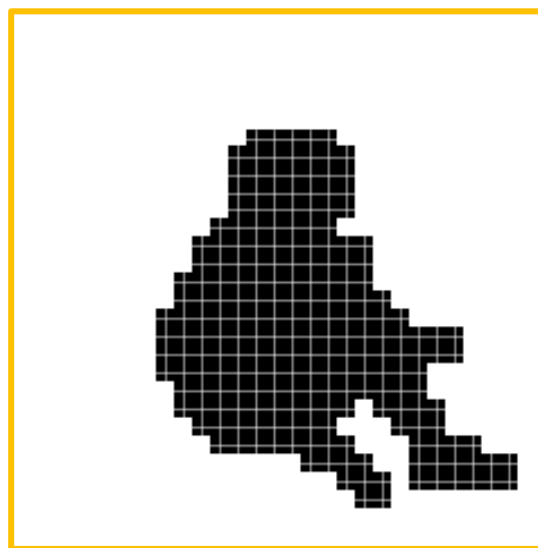


2. Fully-Conv on RoI:
equivariant to translation within RoI

Fully-Conv on RoI



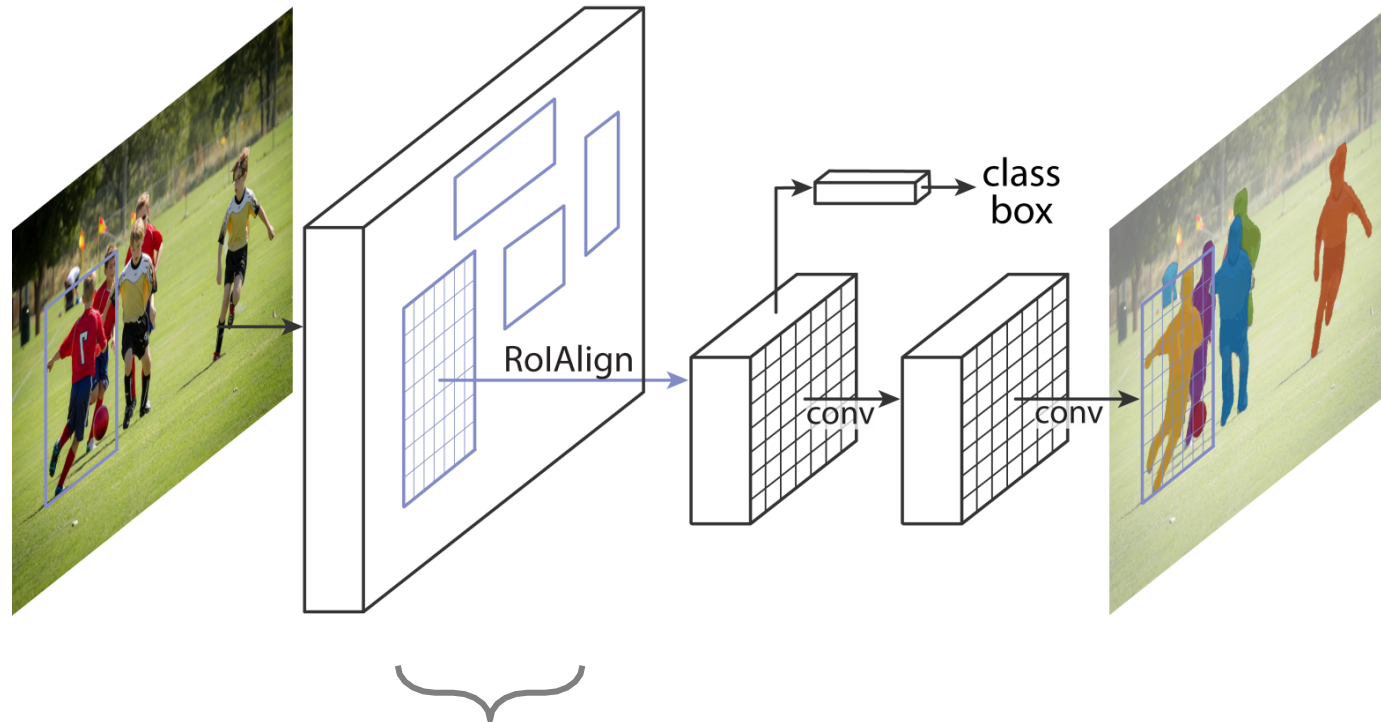
target masks on Rols



Translation of object in RoI => Same translation of mask in RoI

- Equivariant to small translation of Rols
- More robust to RoI's localization imperfection

Equivariance in Mask R-CNN



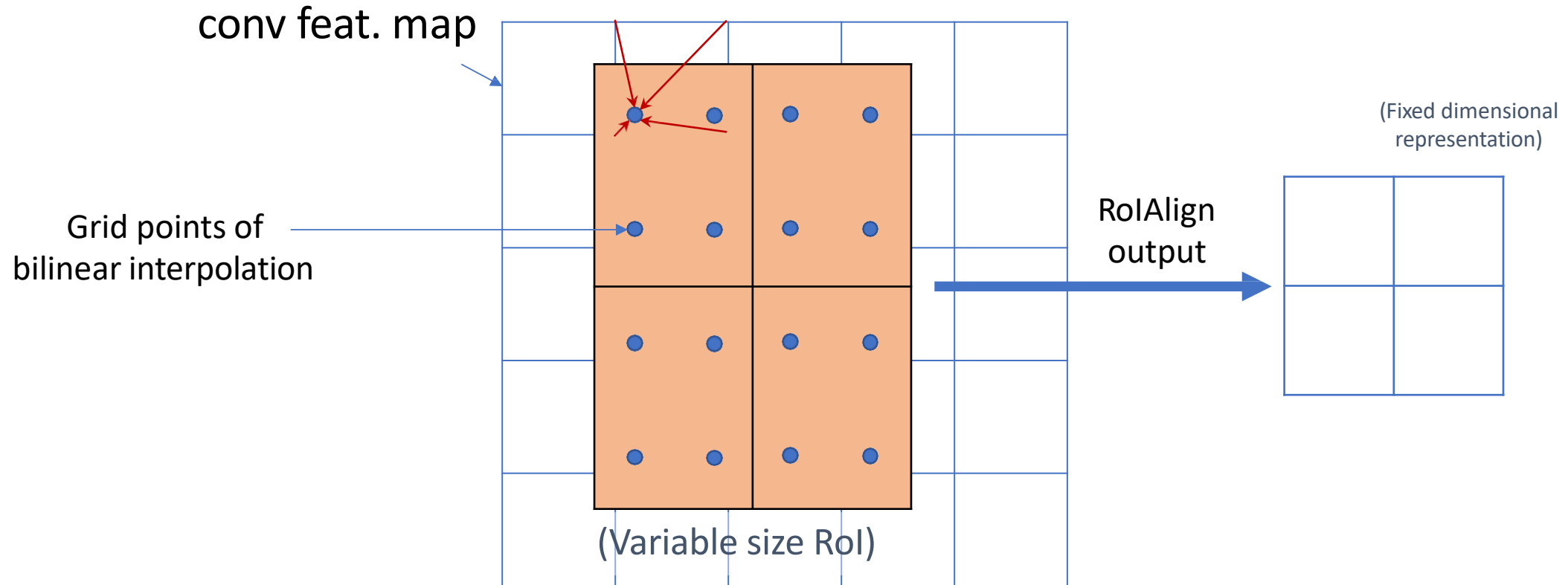
3. RoIAlign:

3a. maintain translation-equivariance before/after RoI

RoIAlign

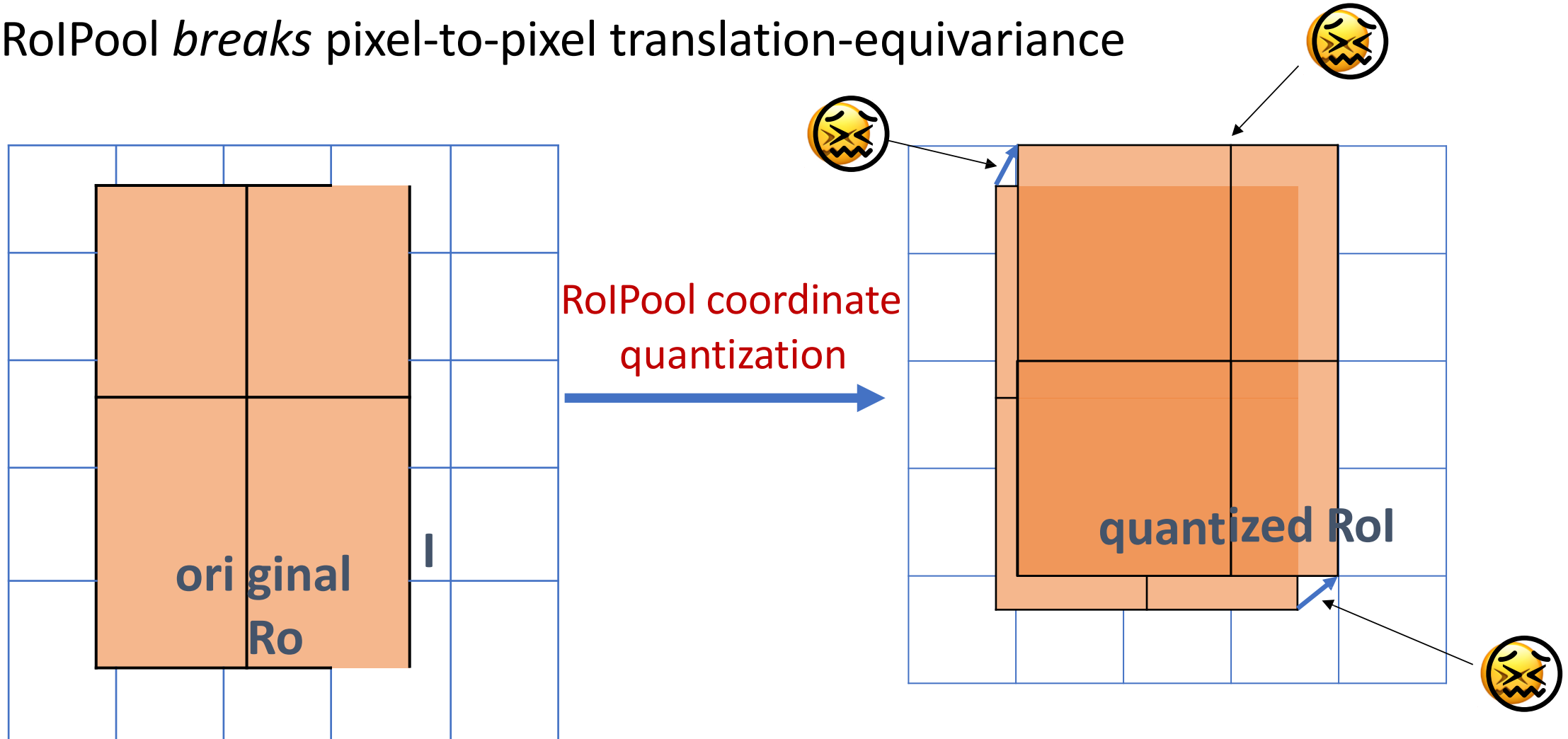
FAQs: how to sample grid points within a cell?

- 4 regular points in 2x2 sub-cells
- other implementation could work

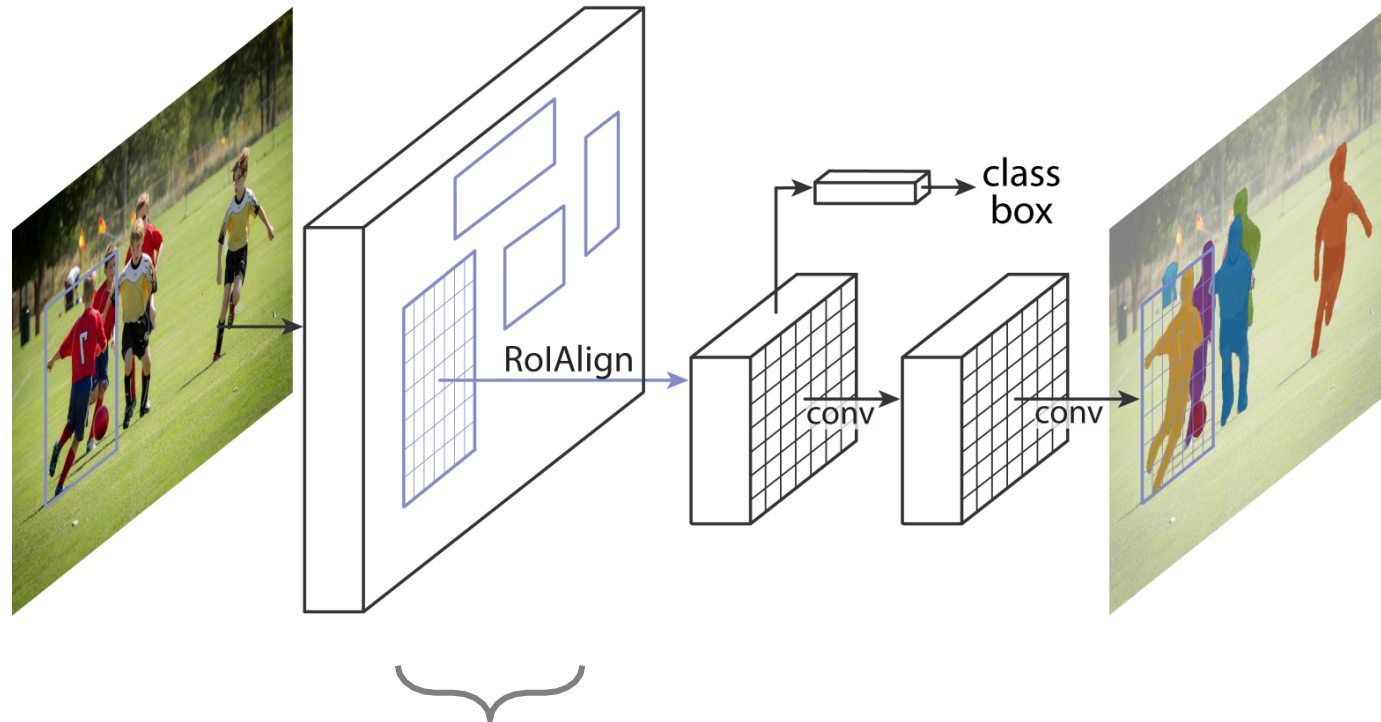


RoIAlign vs. RoIPool

- RoIPool *breaks* pixel-to-pixel translation-equivariance



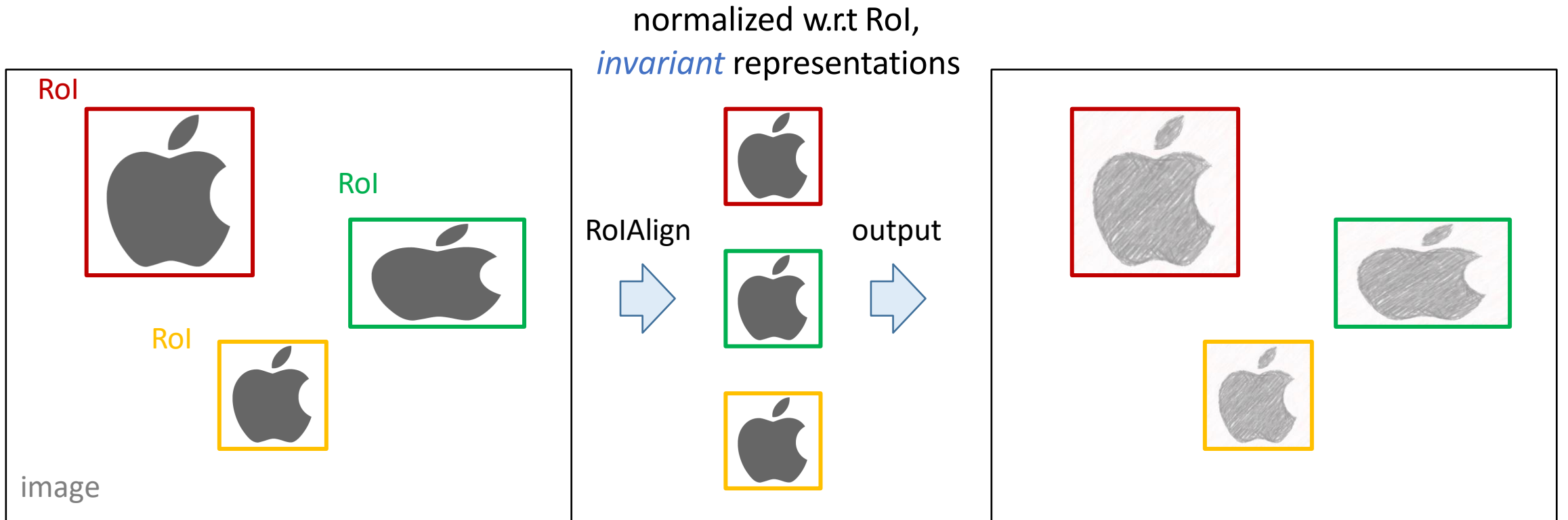
Equivariance in Mask R-CNN



3. RoIAlign:

3b. Scale-equivariant (and aspect-ratio-equivariant)

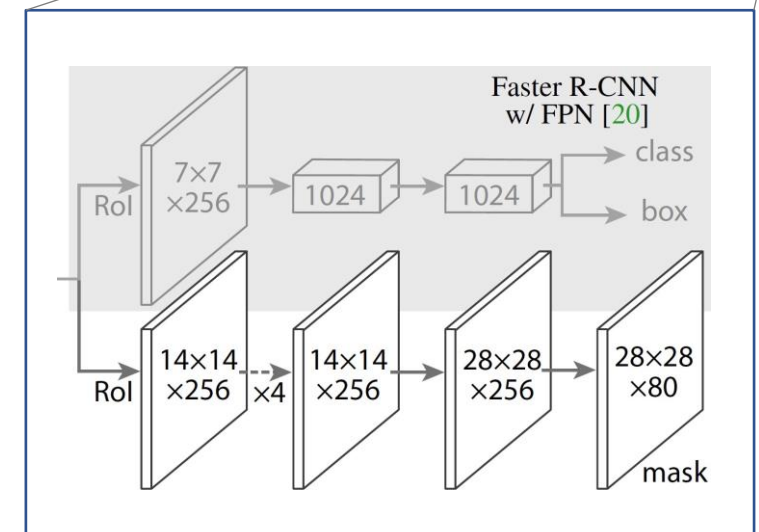
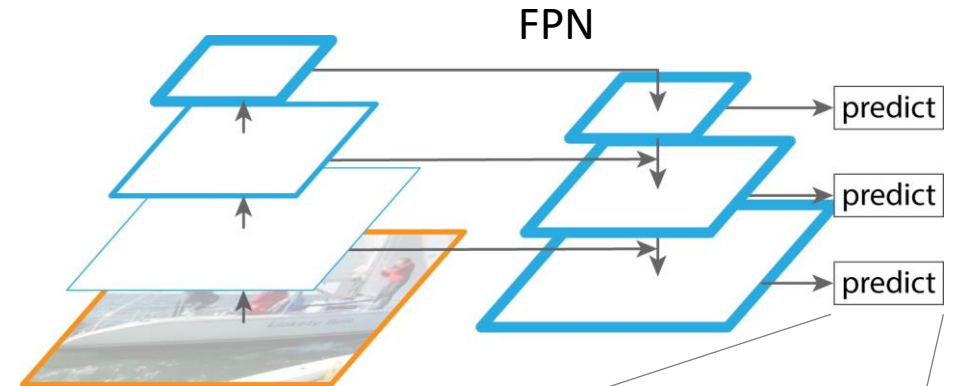
RoIAlign: Scale-Equivariance



- RoIAlign creates *scale-invariant* representations
- RoIAlign + “output pasted back” provides *scale-equivariance*

More about Scale-Equivariance: FPN

- RoIAlign is scale-invariant if **on raw pixels**:
 - = (slow) R-CNN: crops and warps Rols
- RoIAlign is scale-invariant if on **scale-invariant feature maps**
- Feature Pyramid Network (FPN) [Lin et al. CVPR'17] creates approx. scale-invariant features

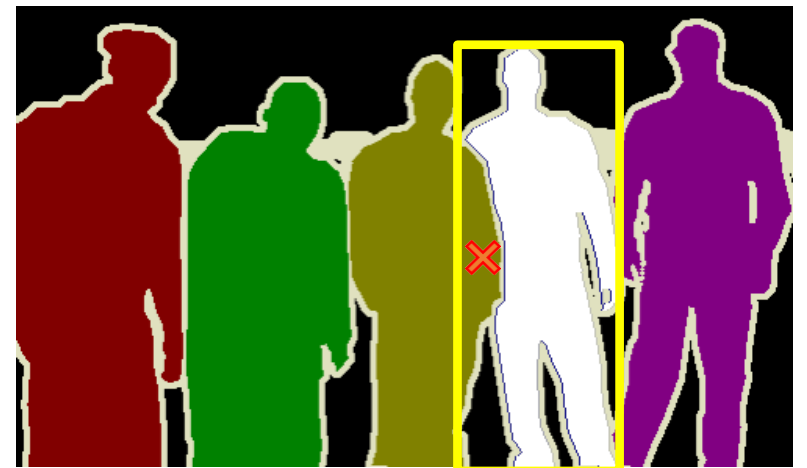


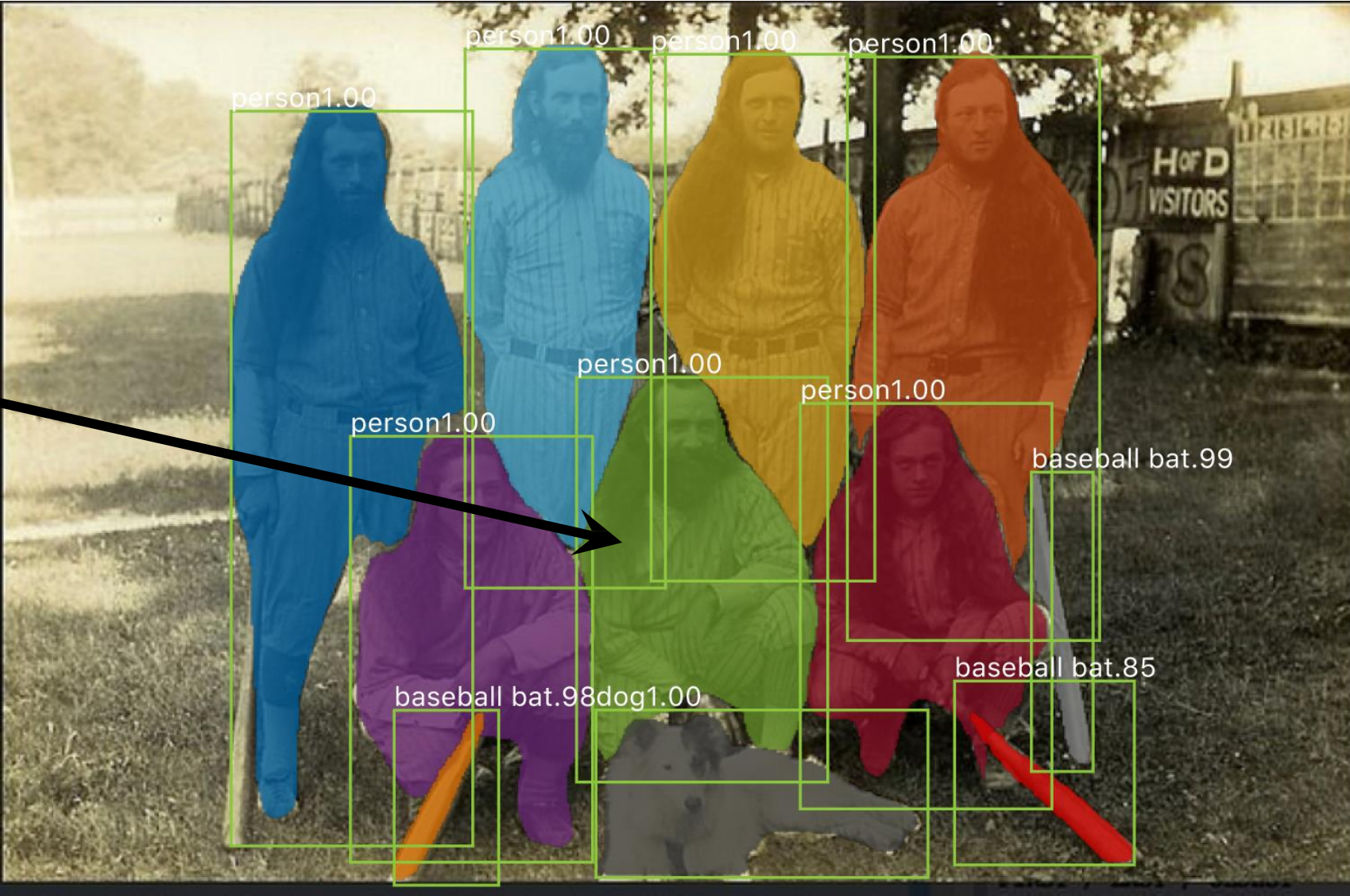
Equivariance in Mask R-CNN: Summary

- Translation-equivariant
 - FCN features
 - FCN mask head
 - RoIAlign (pixel-to-pixel behavior)
- Scale-equivariant (and aspect-ratio-equivariant)
 - RoIAlign (warping and normalization behavior) + paste-back
 - FPN features

Instance Seg: When we don't want equivariance?

- A pixel x could have a different label w.r.t. different Rols
 - zero-padding in RoI boundary breaks equivariance
 - outside objects are suppressed
 - only **equivariant to small changes** of Rols (which is desired)





object surrounded by same-category objects

Mask R-CNN results on COCO

Result Analysis

Ablation: RoIPool vs. RoIAlign

baseline: ResNet-50-Conv5 backbone, **stride=32**

	mask AP			box AP		
	AP	AP ₅₀	AP ₇₅	AP ^{bb}	AP ^{bb} ₅₀	AP ^{bb} ₇₅
<i>RoIPool</i>	23.6	46.5	21.6	28.2	52.7	26.9
<i>RoIAlign</i>	30.9	51.8	32.1	34.0	55.3	36.4
	+7.3	+ 5.3	+10.5	+5.8	+2.6	+9.5

- huge gain at high IoU, in case of big stride (32)

Ablation: RoIPool vs. RoIAlign

baseline: ResNet-50-Conv5 backbone, **stride=32**

	mask AP			box AP		
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	+7.3	+ 5.3	+10.5	+5.8	+2.6	+9.5

- nice box AP without dilation/upsampling

Instance Segmentation Results on COCO

	backbone	AP	AP ₅₀	AP ₇₅	AP _S	AP _M	AP _L
MNC [7]	ResNet-101-C4	24.6	44.3	24.8	4.7	25.9	43.6
FCIS [20] +OHEM	ResNet-101-C5-dilated	29.2	49.5	-	7.1	31.3	50.0
FCIS+++ [20] +OHEM	ResNet-101-C5-dilated	33.6	54.5	-	-	-	-
Mask R-CNN	ResNet-101-C4	33.1	54.9	34.8	12.1	35.6	51.1
Mask R-CNN	ResNet-101-FPN	35.7	58.0	37.8	15.5	38.1	52.4
Mask R-CNN	ResNeXt-101-FPN	37.1	60.0	39.4	16.9	39.9	53.5

- **2 AP better** than SOTA w/ R101, without bells and whistles
- **200ms / img**

Instance Segmentation Results on COCO

	backbone	AP	AP ₅₀	AP ₇₅	AP _S	AP _M	AP _L
MNC [7]	ResNet-101-C4	24.6	44.3	24.8	4.7	25.9	43.6
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Mask R-CNN	ResNeXt-101-FPN	37.1	60.0	39.4	16.9	39.9	53.5

- benefit from better features (ResNeXt [Xie et al. CVPR'17])

Object Detection Results on COCO

	backbone	AP ^{bb}	AP ₅₀ ^{bb}	AP ₇₅ ^{bb}	AP _S ^{bb}	AP _M ^{bb}	AP _L ^{bb}
Faster R-CNN+++ [15]	ResNet-101-C4	34.9	55.7	37.4	15.6	38.7	50.9
Faster R-CNN w FPN [22]	ResNet-101-FPN	36.2	59.1	39.0	18.2	39.0	48.2
Faster R-CNN by G-RMI [17]	Inception-ResNet-v2 [32]	34.7	55.5	36.7	13.5	38.1	52.0
Faster R-CNN w TDM [31]	Inception-ResNet-v2-TDM	36.8	57.7	39.2	16.2	39.8	52.1
Faster R-CNN, RoIAlign	ResNet-101-FPN	37.3	59.6	40.3	19.8	40.2	48.8
Mask R-CNN	ResNet-101-FPN	38.2	60.3	41.7	20.1	41.1	50.2
Mask R-CNN	ResNeXt-101-FPN	39.8	62.3	43.4	22.1	43.2	51.2

bbox detection improved by:

- RoIAlign

Object Detection Results on COCO

	backbone	AP ^{bb}	AP ₅₀ ^{bb}	AP ₇₅ ^{bb}	AP _S ^{bb}	AP _M ^{bb}	AP _L ^{bb}
Faster R-CNN+++ [15]	ResNet-101-C4	34.9	55.7	37.4	15.6	38.7	50.9
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bbox detection improved by:

- RoIAlign
- Multi-task training w/ mask

disconnected
object

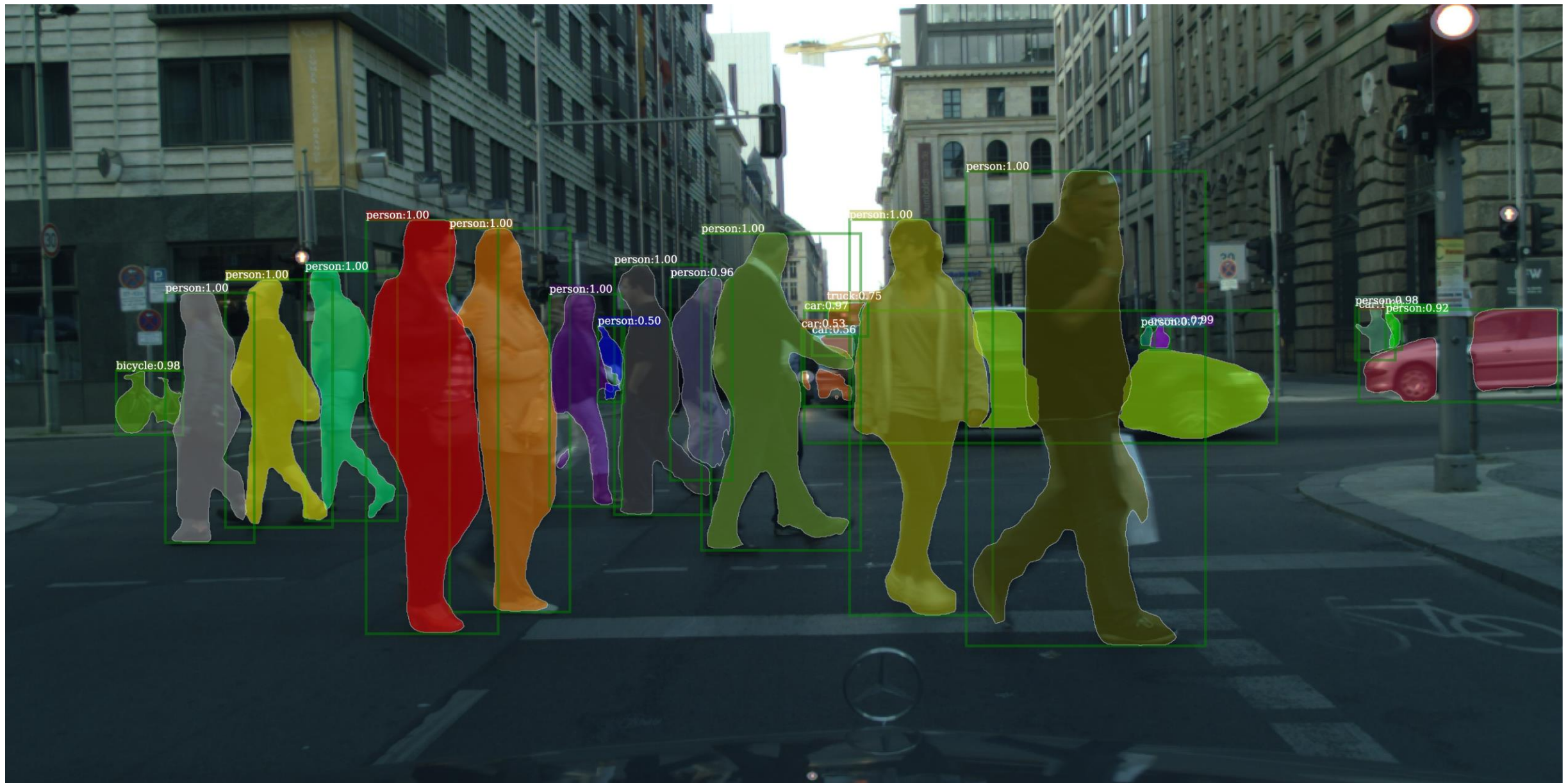


Mask R-CNN results on COCO

small
objects



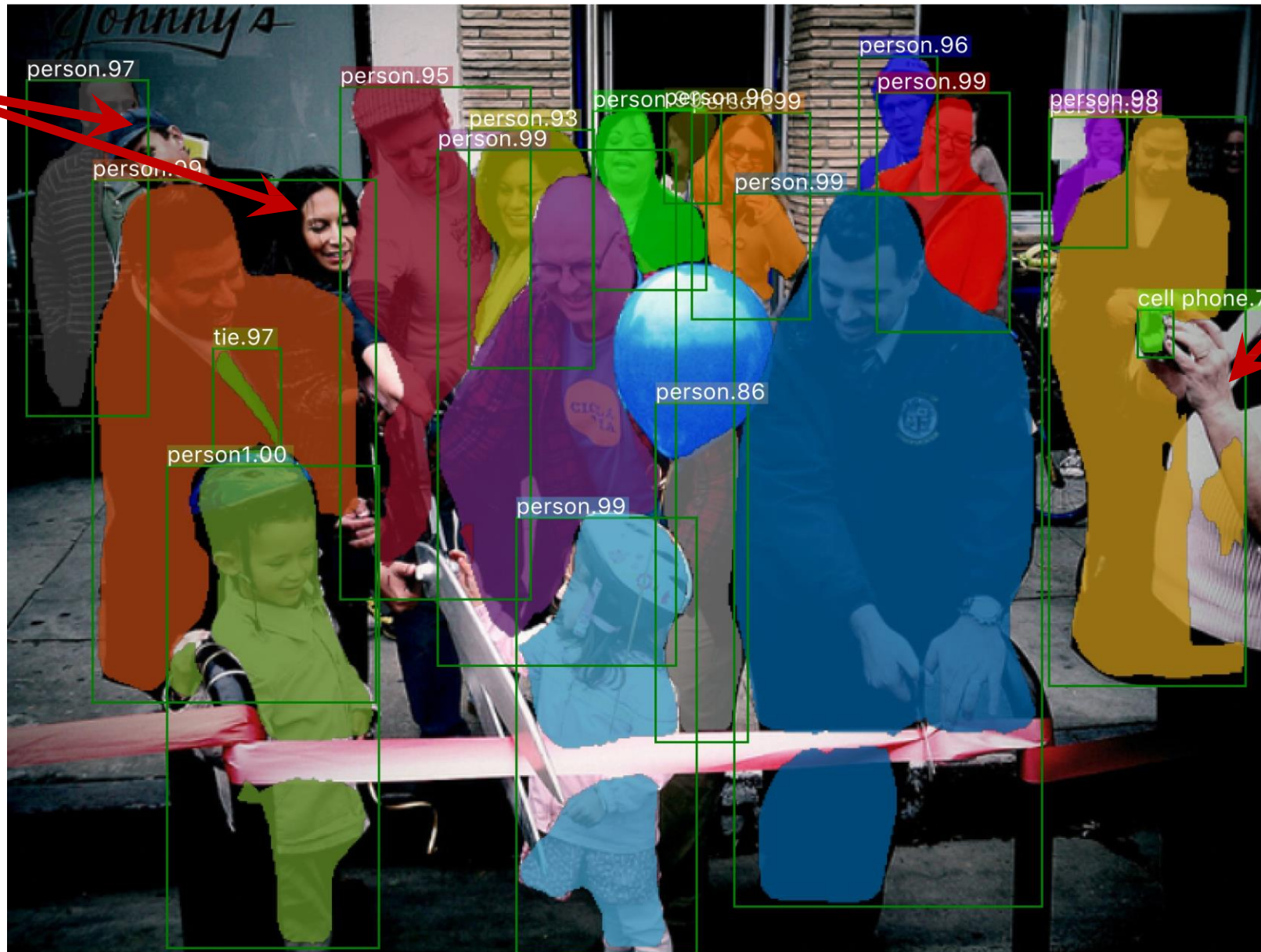
Mask R-CNN results on COCO



Mask R-CNN results on CityScapes

Failure case: detection/segmentation

missing

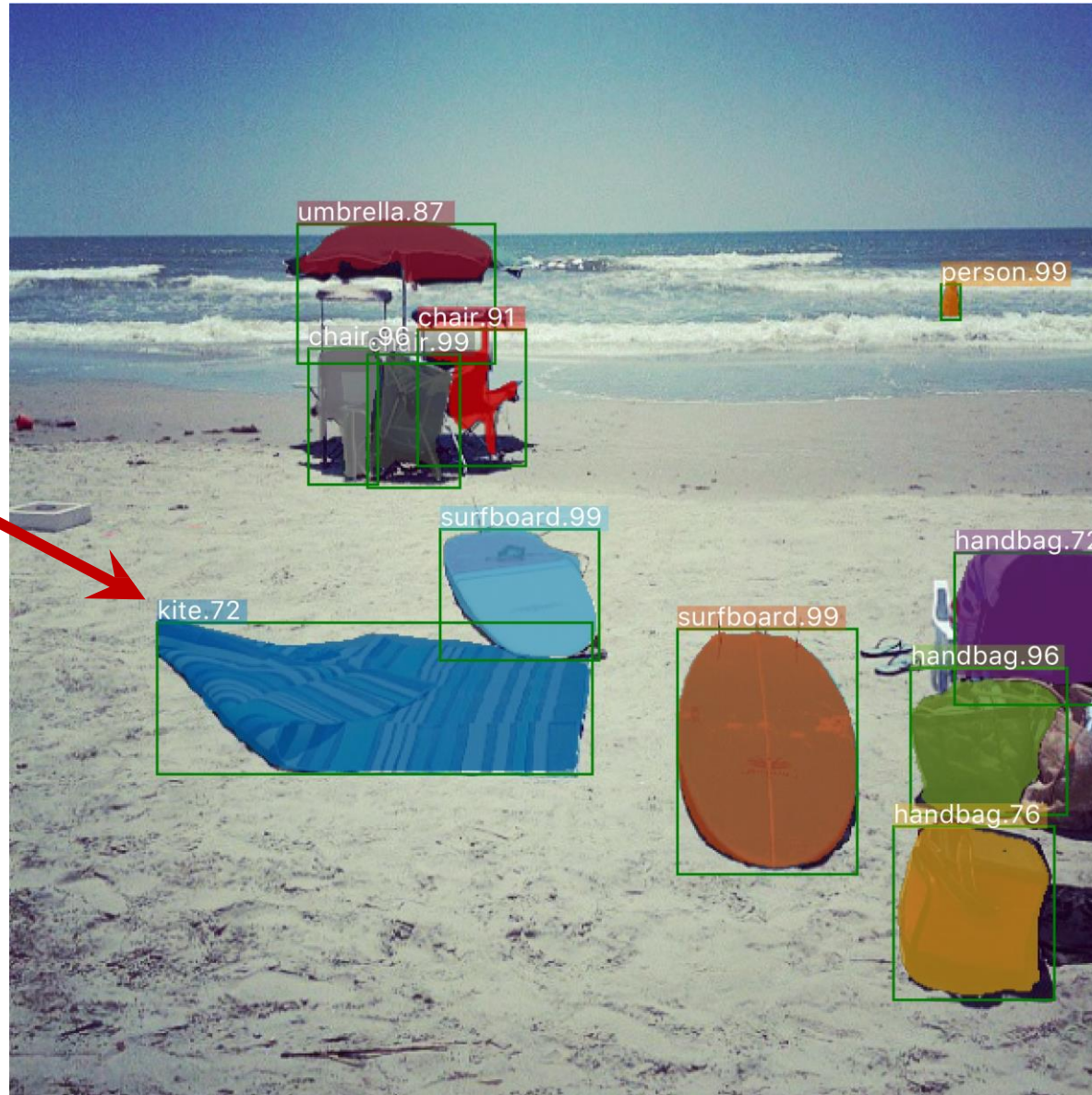
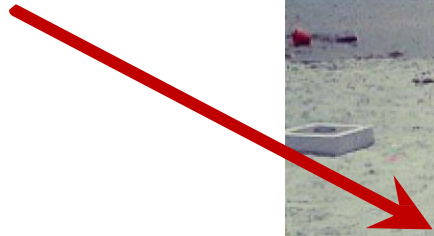


missing,
false mask

Mask R-CNN results on COCO

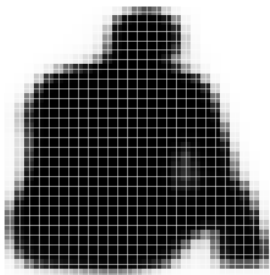
Failure case: recognition

not a kite



Mask R-CNN results on COCO

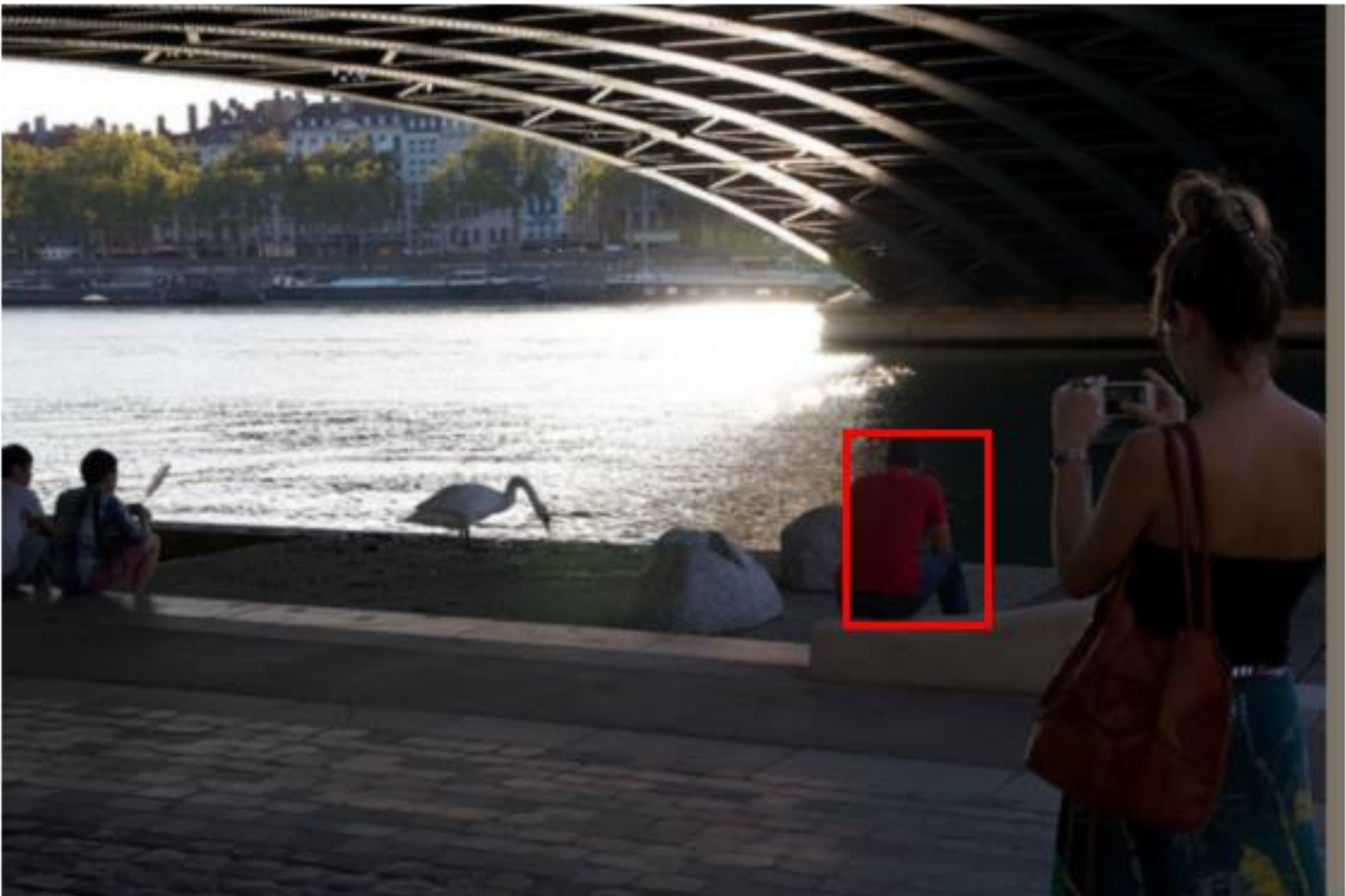
28x28 soft prediction from Mask R-CNN
(enlarged)



Soft prediction **resampled to image coordinates**
(bilinear and bicubic interpolation work equally well)



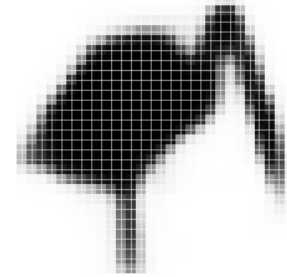
Final prediction (threshold at 0.5)



Validation image with box detection shown in red



28x28 soft prediction



Resized Soft prediction



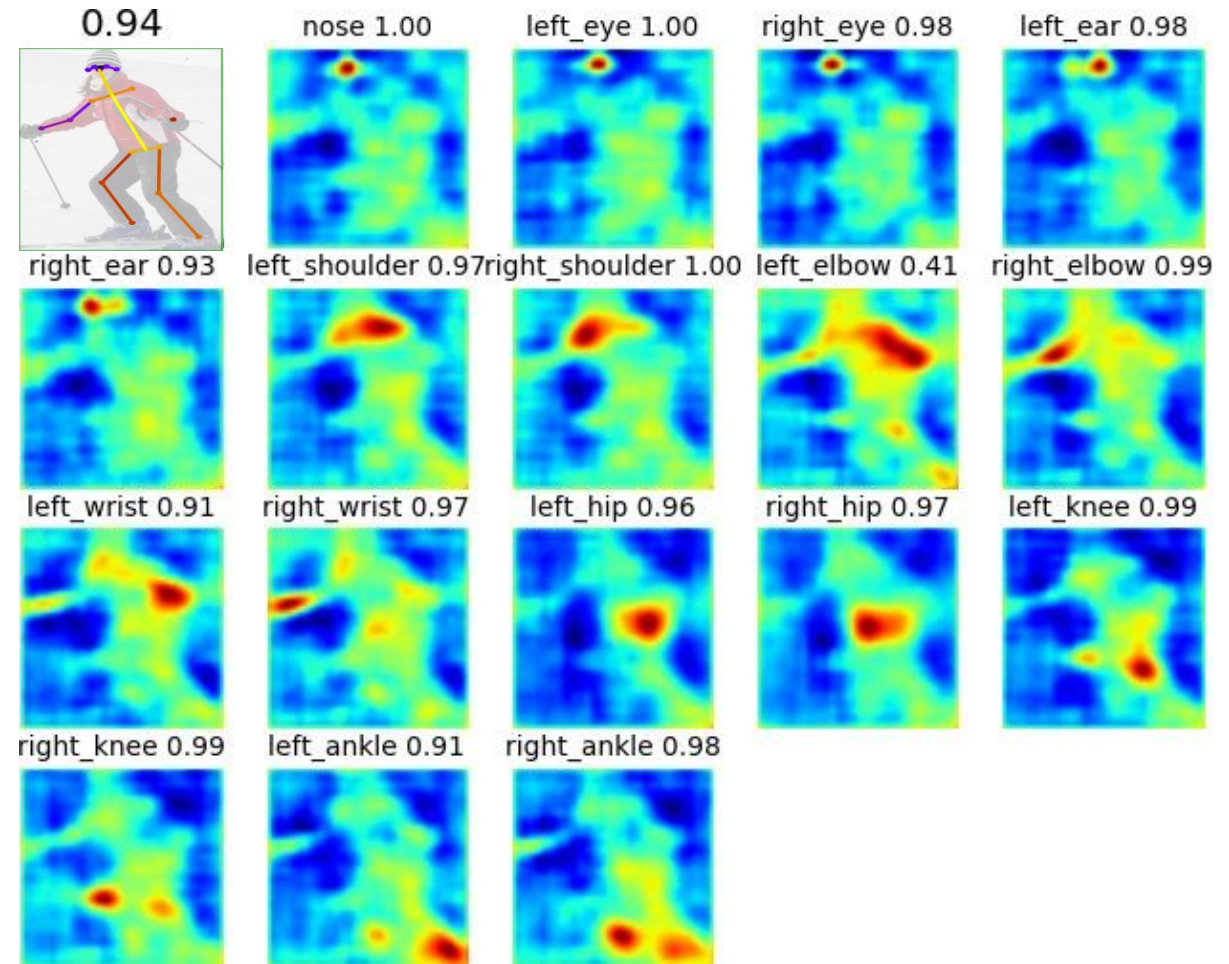
Final mask

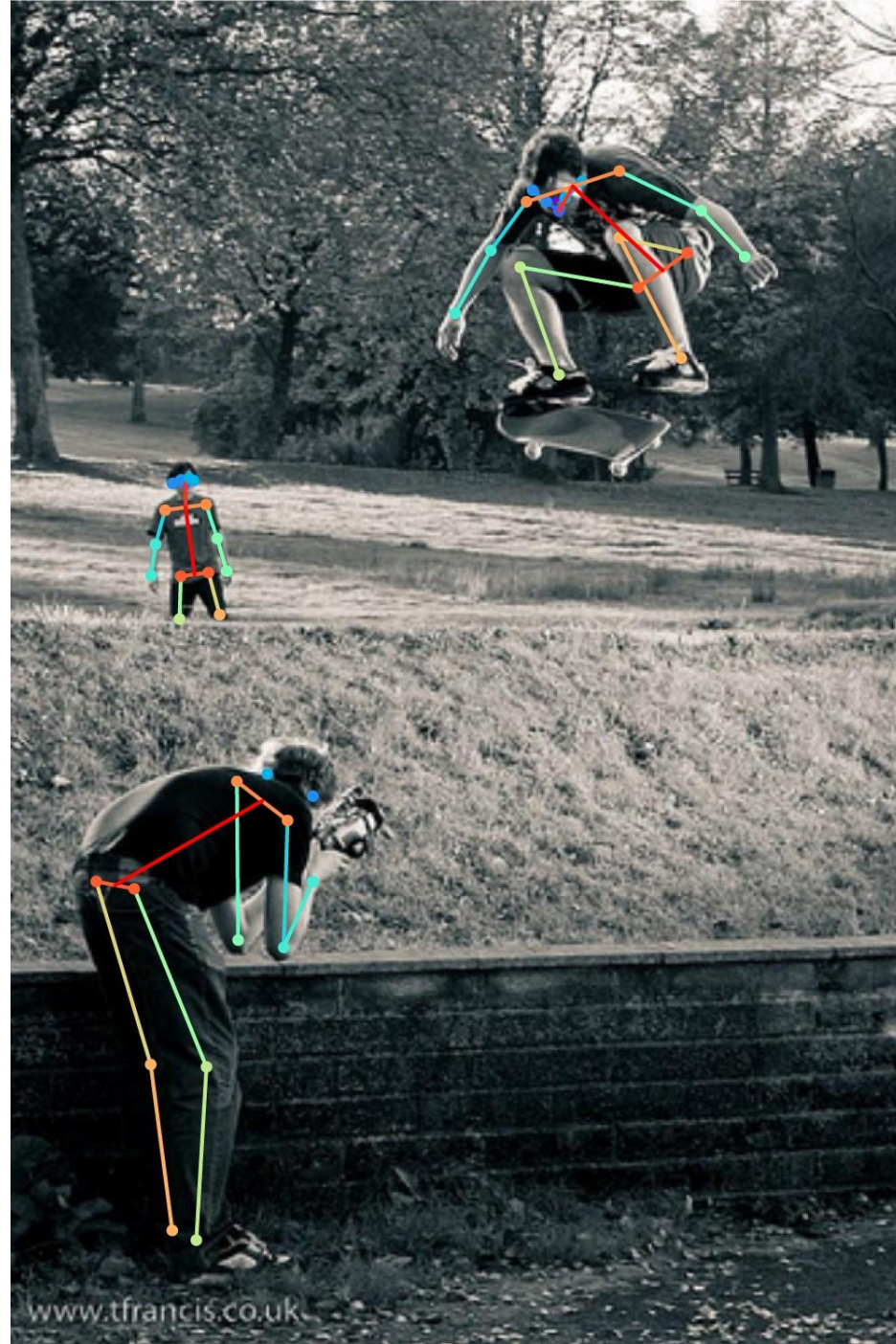


Validation image with box detection shown in red

Mask R-CNN: for Human Keypoint Detection

- 1 keypoint = 1-hot “mask”
- Human pose = 17 masks
- Softmax over **spatial locations**
 - e.g. 56^2 -way softmax on 56×56
- Desire the same equivariances
 - translation, scale, aspect ratio



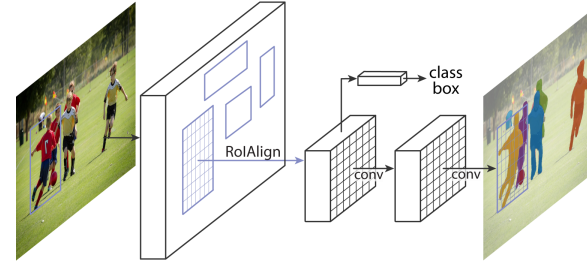


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Conclusion

Mask R-CNN

- ✓ Good speed
- ✓ Good accuracy
- ✓ Intuitive
- ✓ Easy to use
- ✓ Equivariance matters



Code will be open-sourced as
Facebook AI Research's **Detectron** platform

Summary – More complex outputs from deep networks

- Image Output (e.g. colorization, semantic segmentation, super-resolution, stylization, depth estimation...)
- Attributes
- Text Captions
- Semantic Keypoints
- Object Detection