

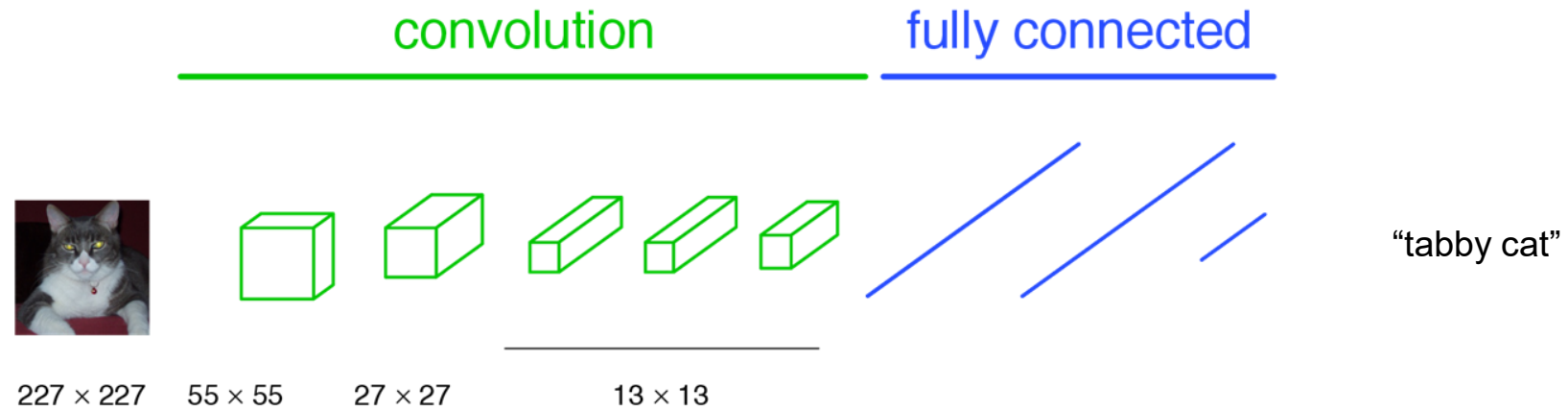
# Structured Predictions with Deep Learning

James Hays

# Outline – More complex outputs from deep networks

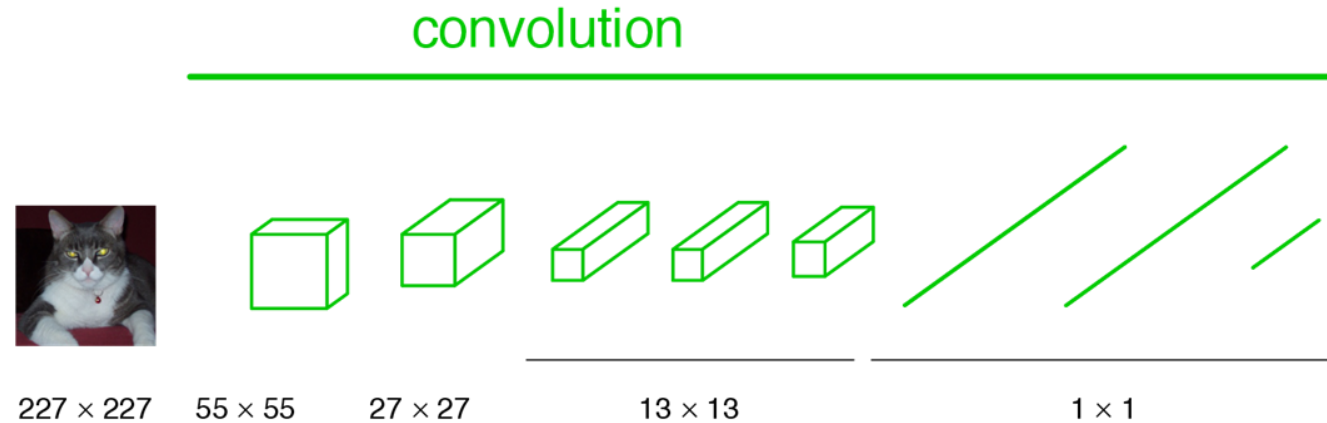
- Image Output (e.g. colorization, semantic segmentation, super-resolution, stylization, depth estimation...)
- Attributes
- Text Captions
- Semantic Keypoints
- Object Detection
  - Bounding boxes
  - Keypoint locations
  - Segmentation masks
  - 3D cuboids
  - 3D object coordinates

# a classification network



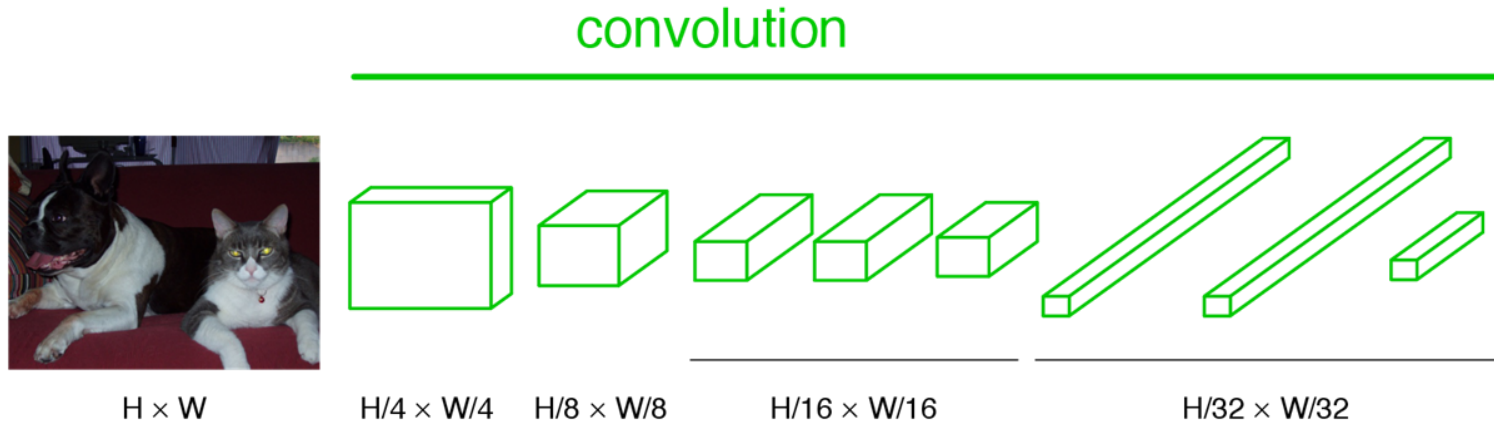
Fully Convolutional Networks for Semantic Segmentation.  
Jon Long, Evan Shelhamer, Trevor Darrell. CVPR 2015

# becoming fully convolutional

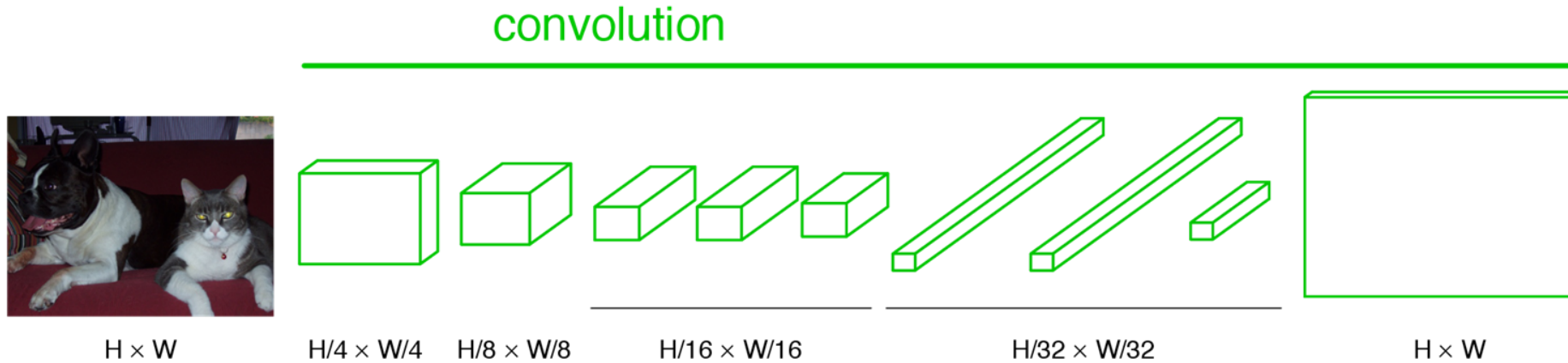


Note: “Fully Convolutional” and “Fully Connected” aren’t the same thing.  
They’re almost opposites, in fact.

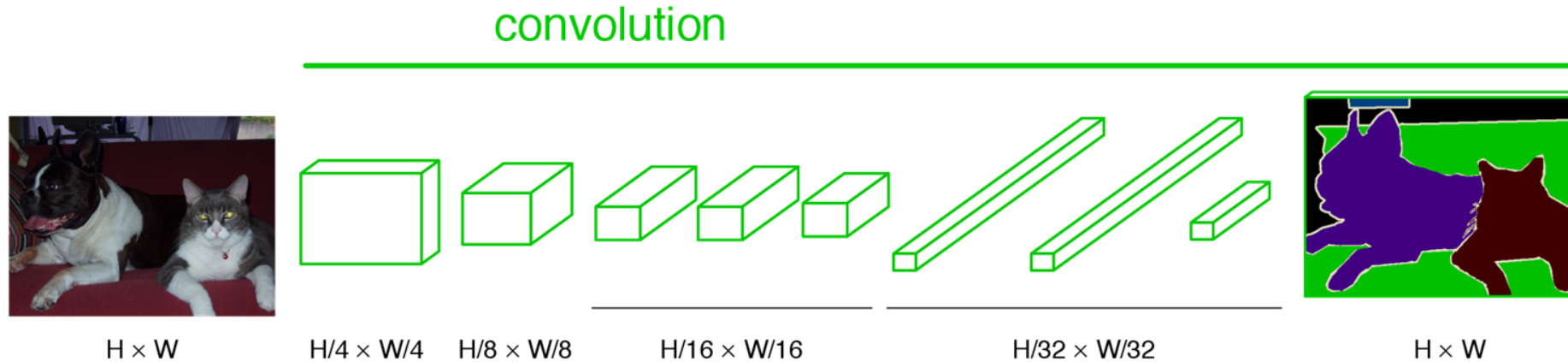
# becoming fully convolutional



# upsampling output

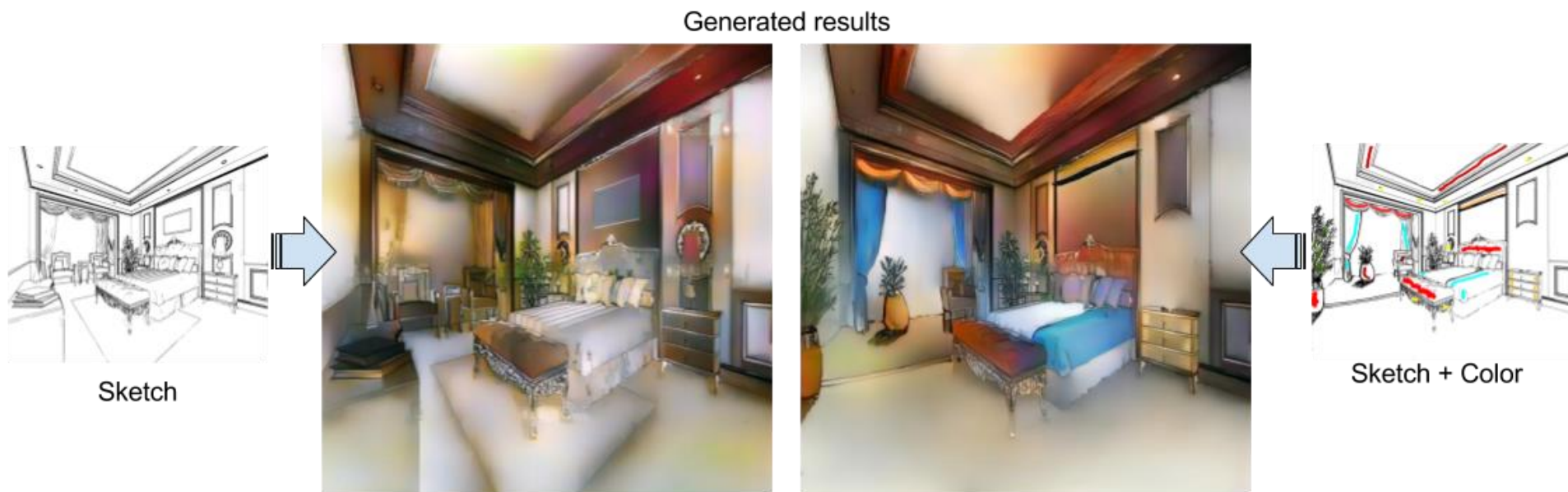


# end-to-end, pixels-to-pixels network



# What if we want other types of outputs?

- Easy\*: Predict any fixed dimensional output



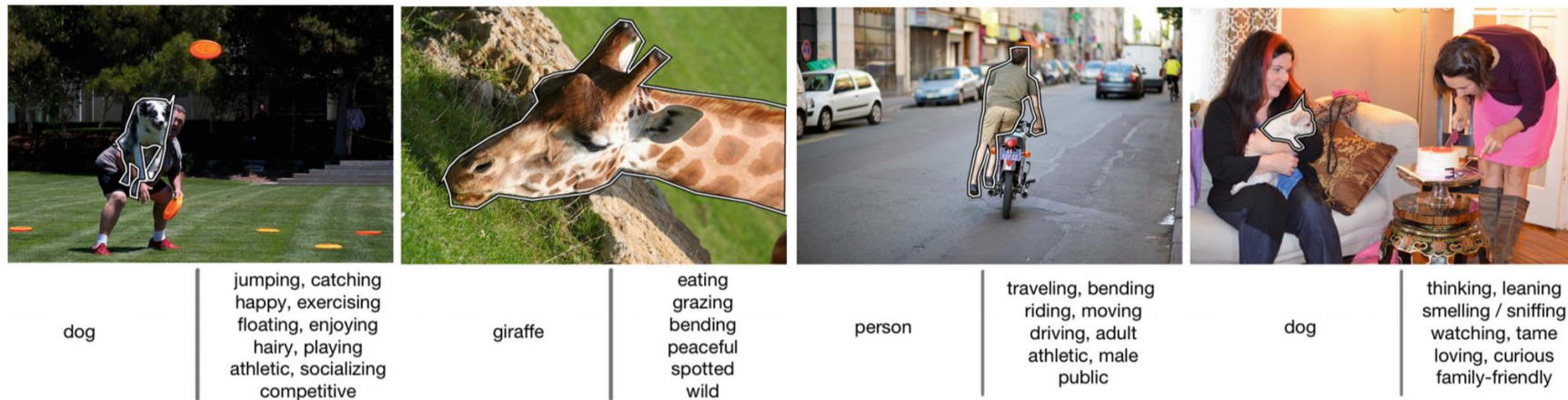
Scribbler: Controlling Deep Image Synthesis with Sketch and Color.  
Sangkloy, Lu, Chen Yu, and Hays. CVPR 2017

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



# What if we want other types of outputs?

- Easy: Predict any number of labels. For *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.

# 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) or segmentation masks (hundreds of parameters each)
- Today we will examine influential methods for keypoint prediction and object detection
  - The keypoint detection approach is “*bottom up*” and the object detection approach is “*top down*”.

# Realtime Multi-Person Pose Estimation using Part Affinity Fields

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

CVPR 2017



# Human Pose Estimation



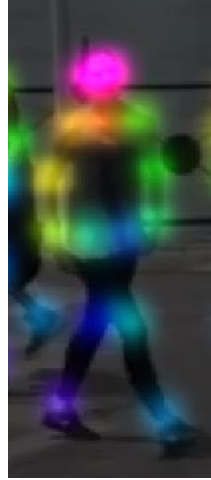
# Human Pose Estimation



# Single-Person Pose Estimation



# Single-Person Pose Estimation



# Multi-Person Pose Estimation



Color encodes the body part type



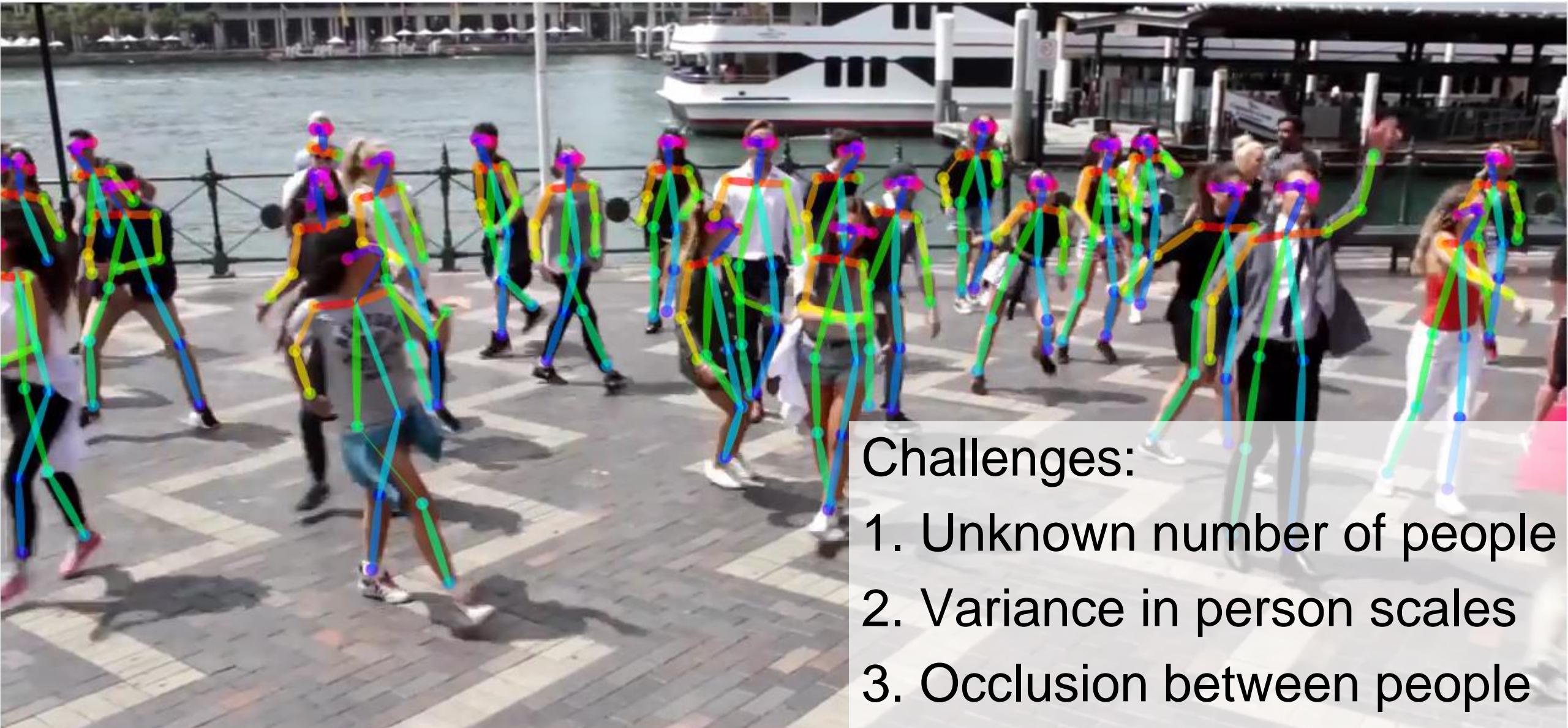
# Multi-Person Pose Estimation



# 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  $1.3 \times 10^5$  pair-wise connection cost, NP-hard optimization

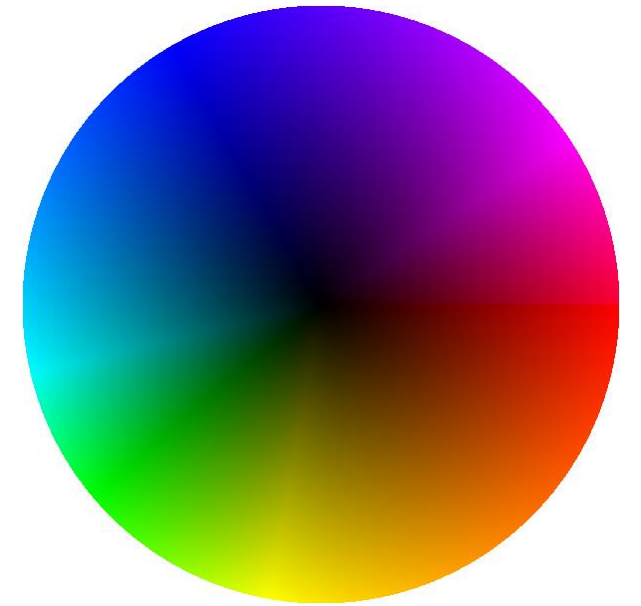
# Unexpected Conclusion



Bottom-up

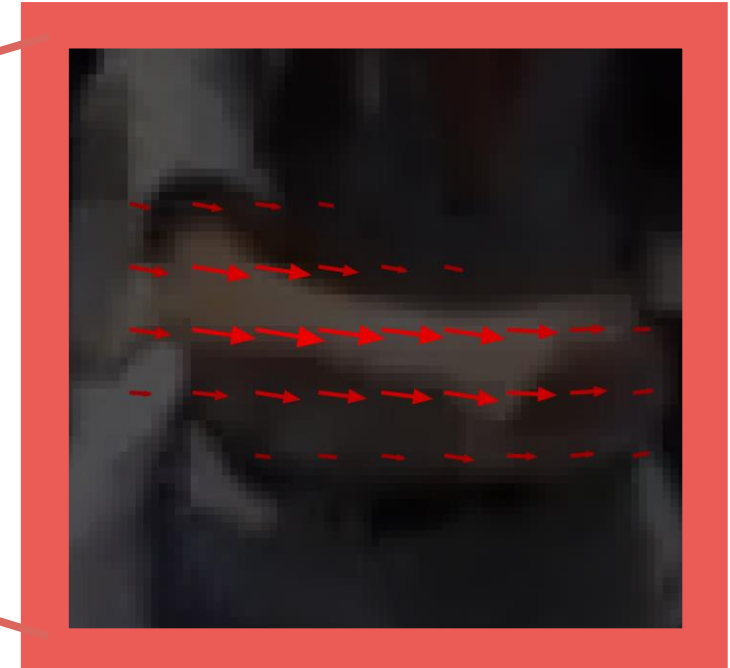
An **efficient** representation is **discriminative** enough that a greedy parse is sufficient to produce high-quality results

# Novelty: Part Affinity Fields for Parts Association



Part Affinity Field between right elbow and wrist

# Novelty: Part Affinity Fields for Parts Association



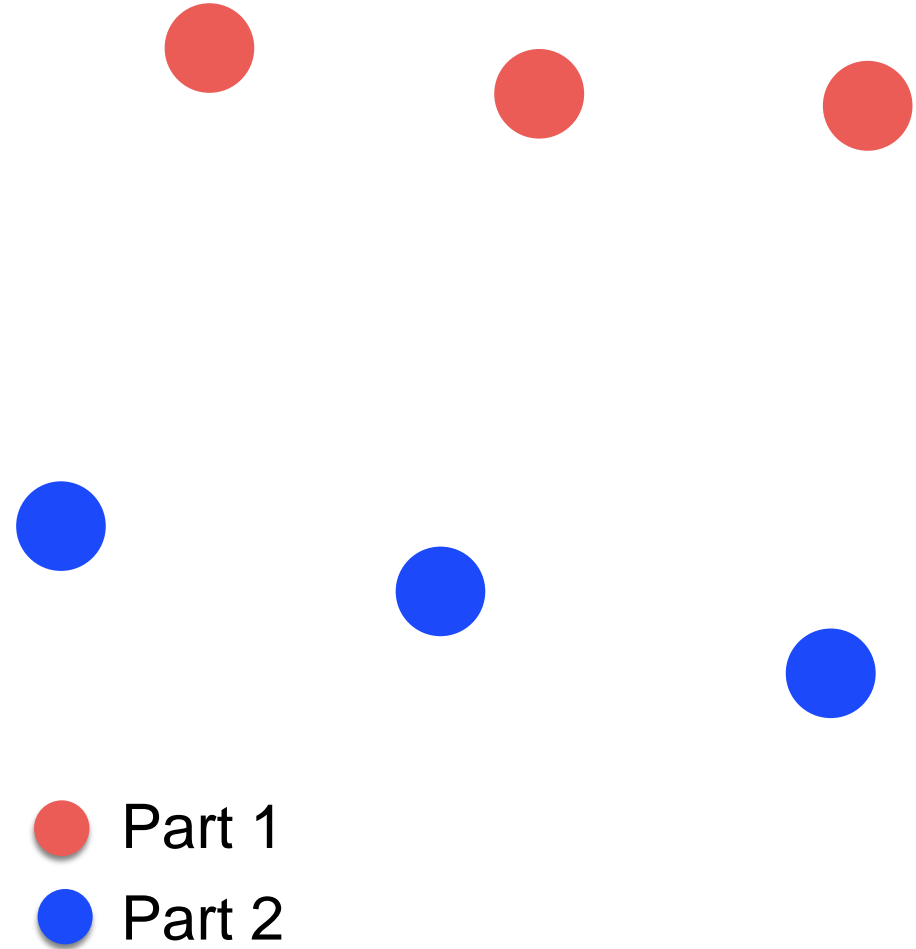
Part Affinity Field between right elbow and wrist

# Novelty: Part Affinity Fields for Parts Association

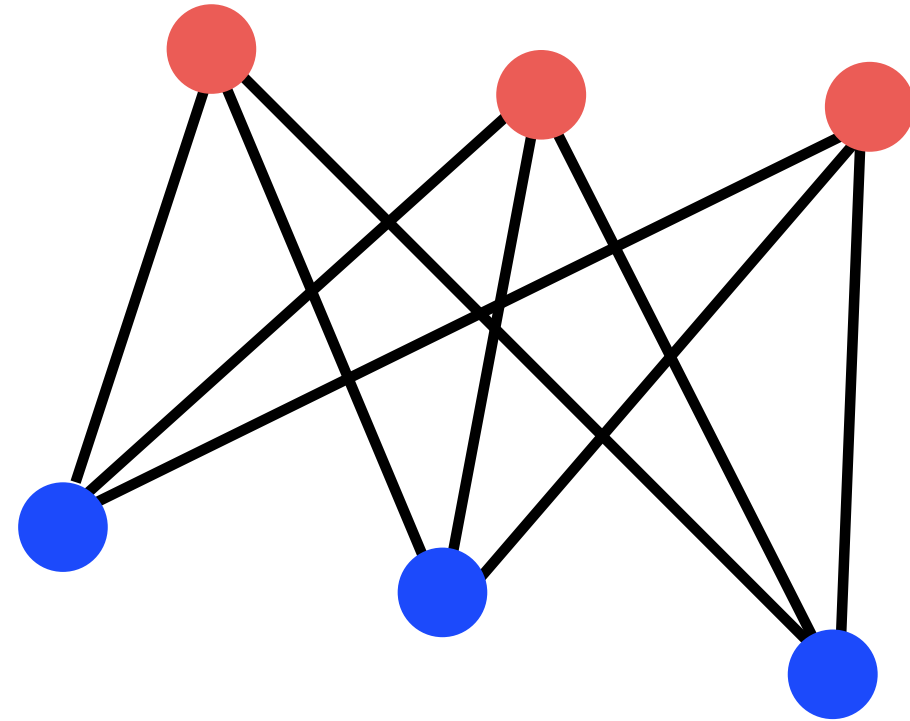




# Part-to-Part Association

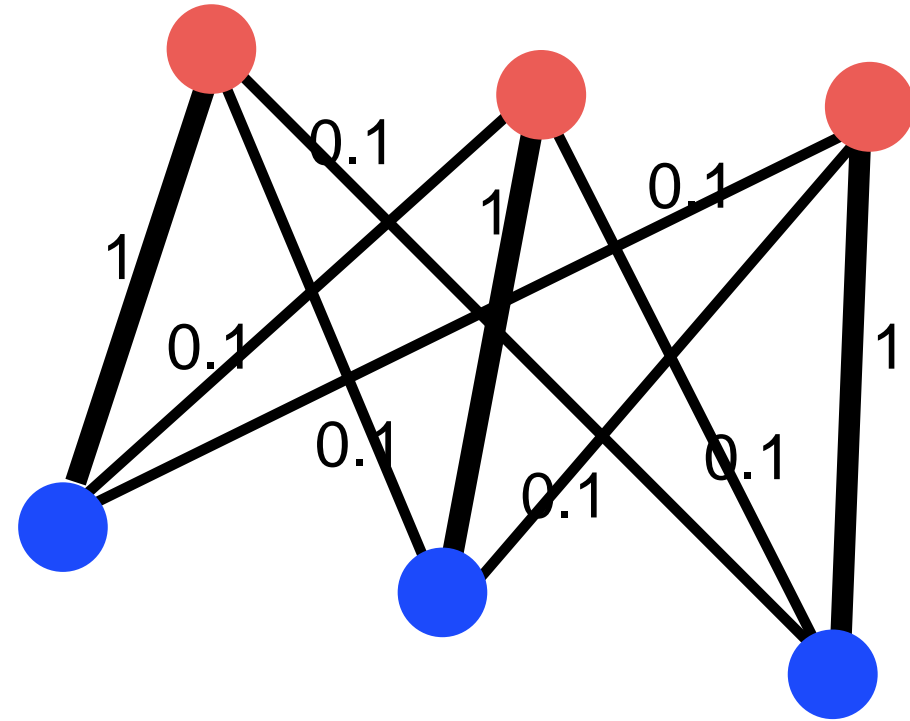


# Part-to-Part Association



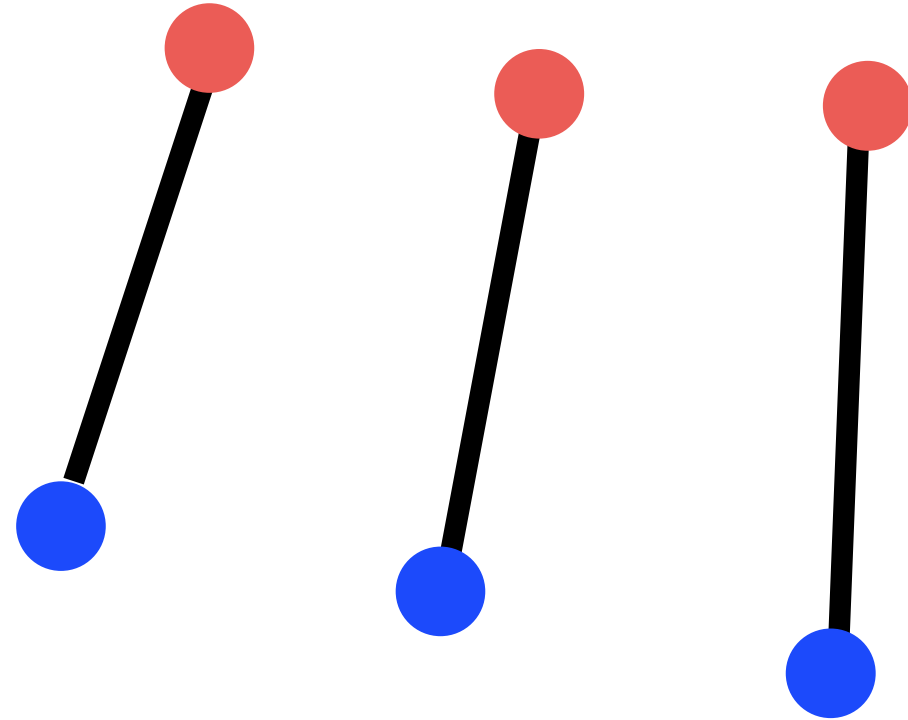
- Part 1
- Part 2

# Part-to-Part Association



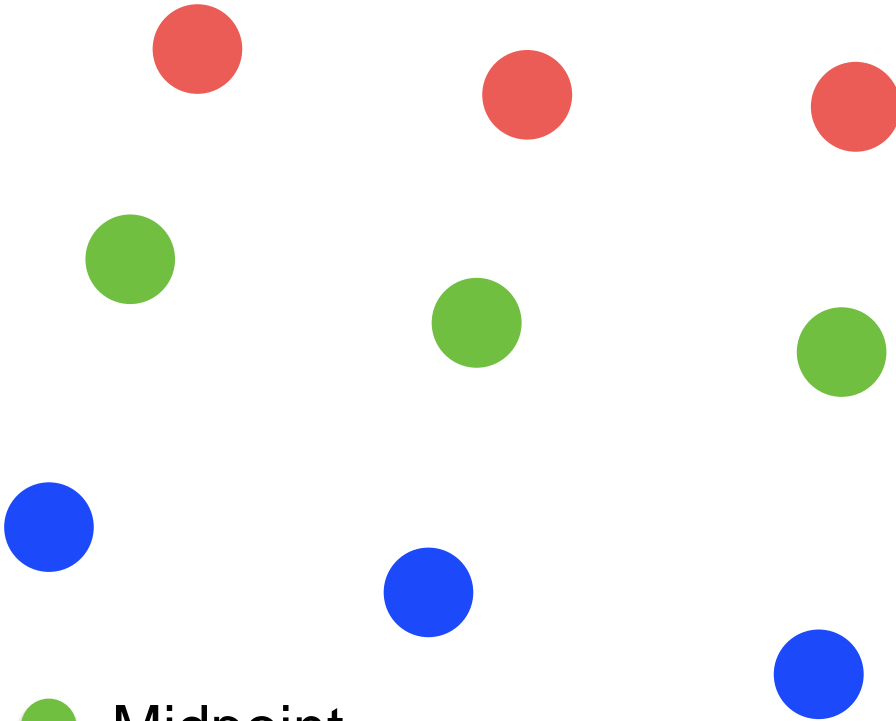
- Part 1
- Part 2

# Part-to-Part Association



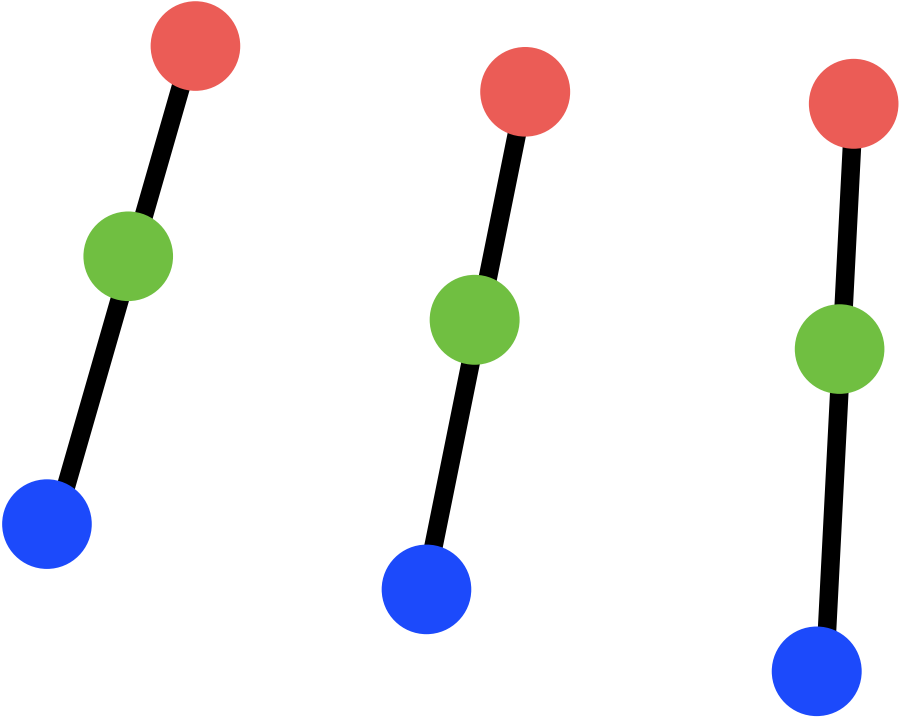
- Part 1
- Part 2

# Midpoint Representation for Part-to-Part Association



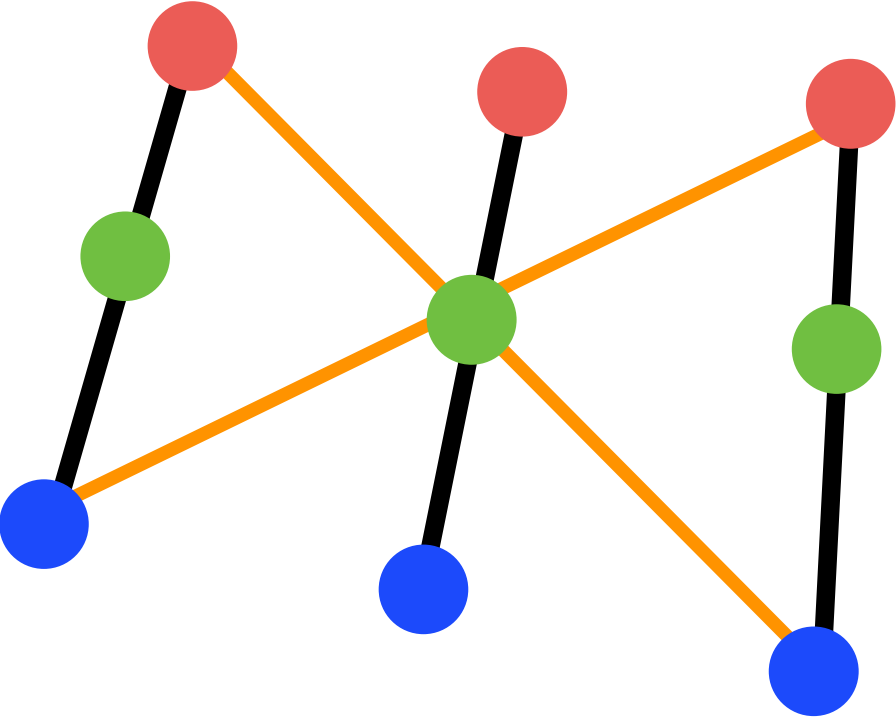
- Midpoint
- Part 1
- Part 2

# Spatial Ambiguity of the Midpoint Representation



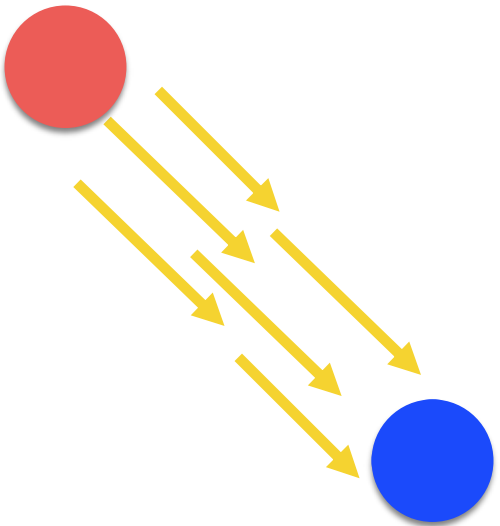
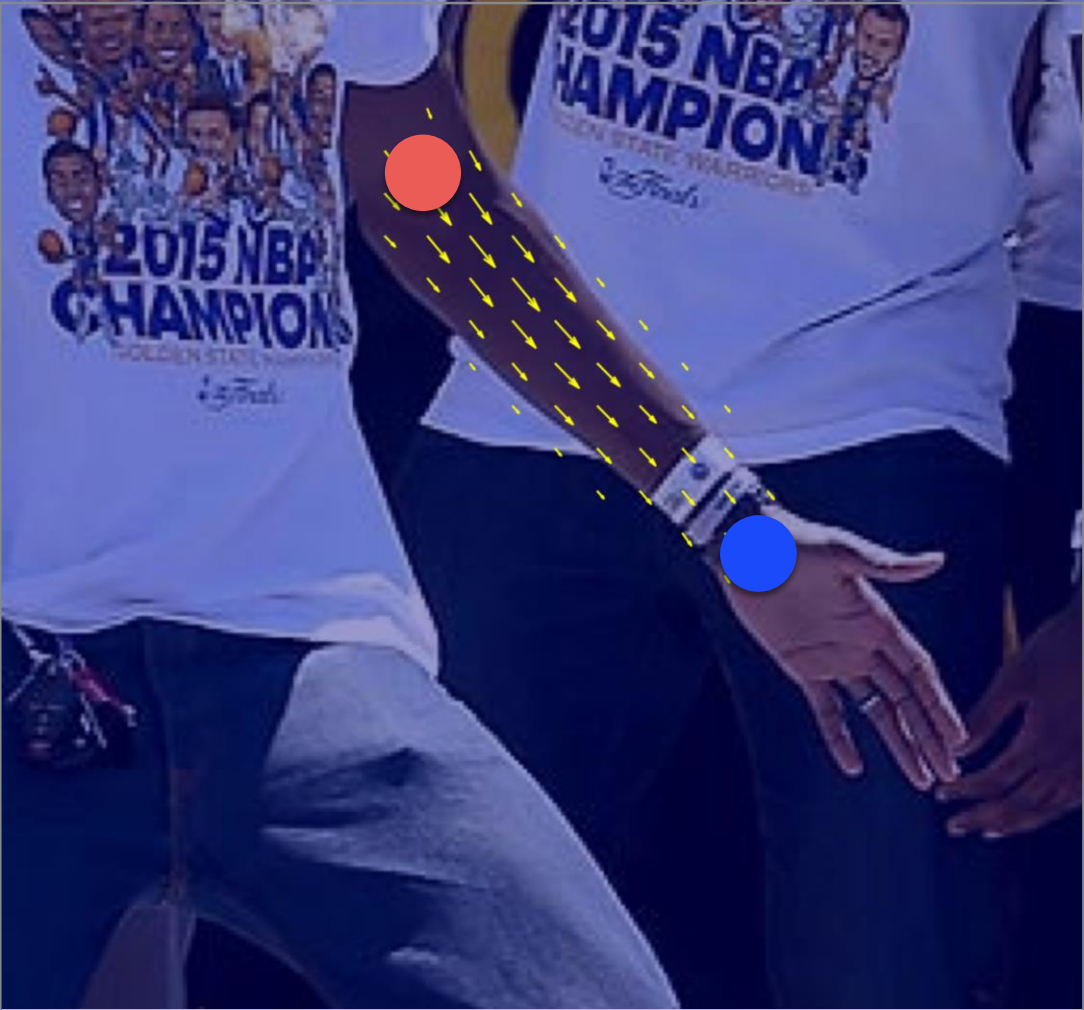
— Correct Connection

# Spatial Ambiguity of the Midpoint Representation



— Correct Connection  
— Wrong Connection

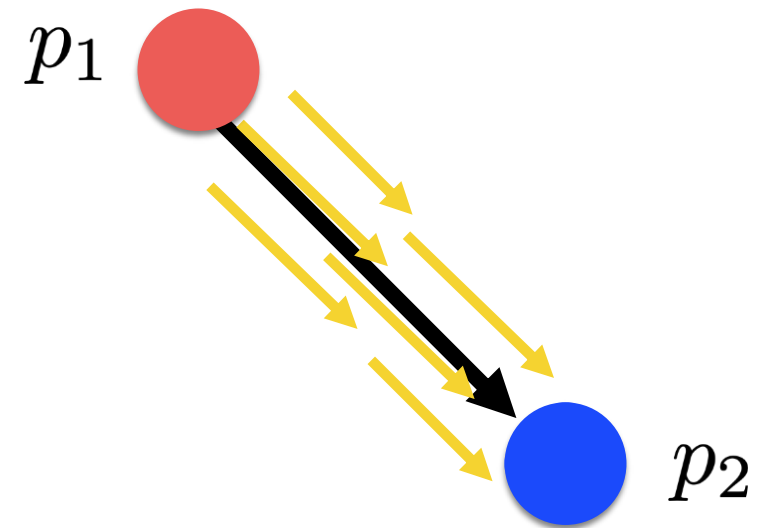
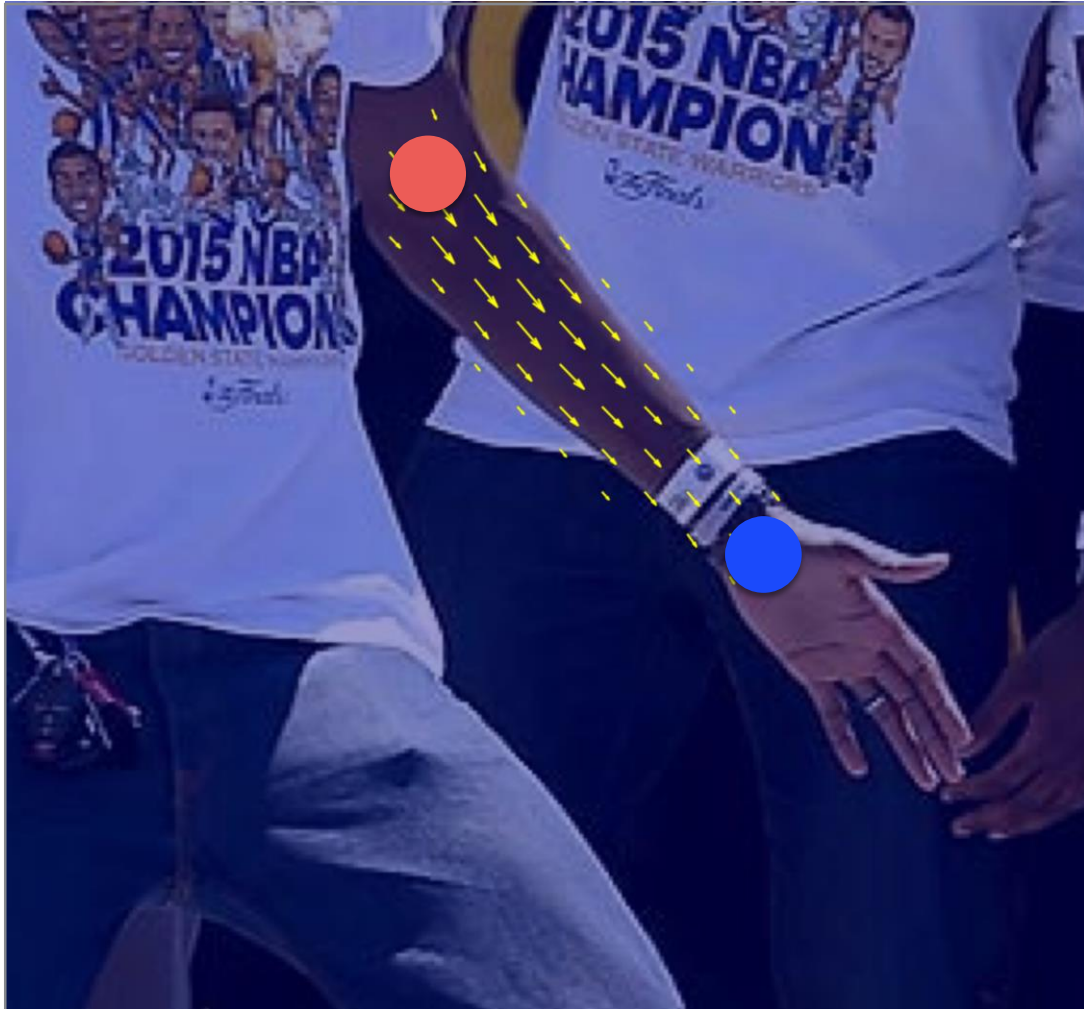
# Part Affinity Fields for Part-to-Part Association



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

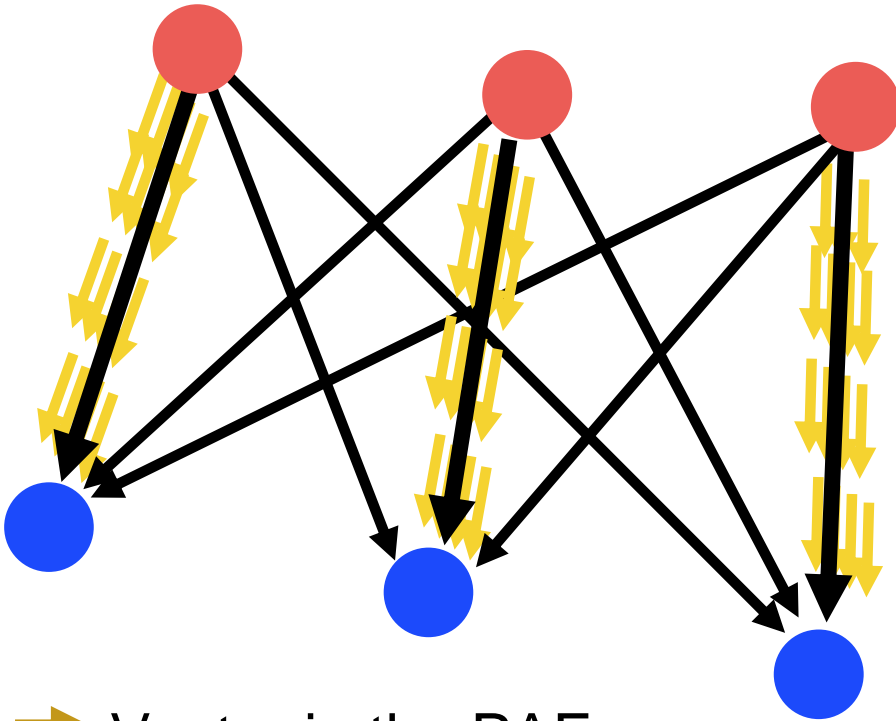


# Part Affinity Fields for Part-to-Part Association



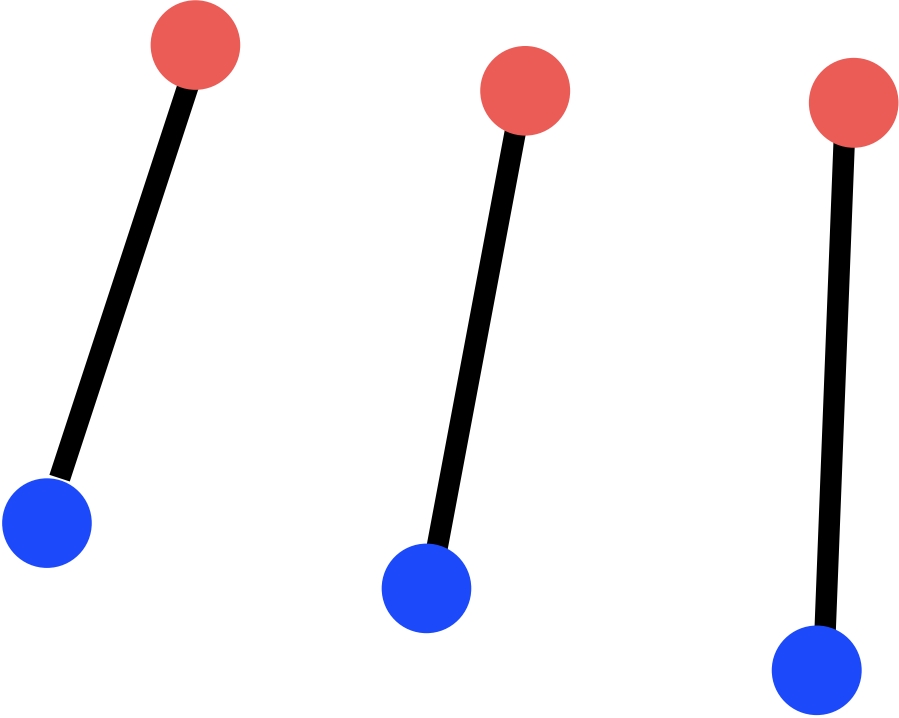
Affinity score between  $p_1$  and  $p_2$   
=  $\text{sum}(\vec{v} \cdot p_1 \vec{p}_2)$

# Part Affinity Fields for Part-to-Part Association



- Vector in the PAFs
- Part 1
- Part 2

# Part Affinity Fields for Part-to-Part Association

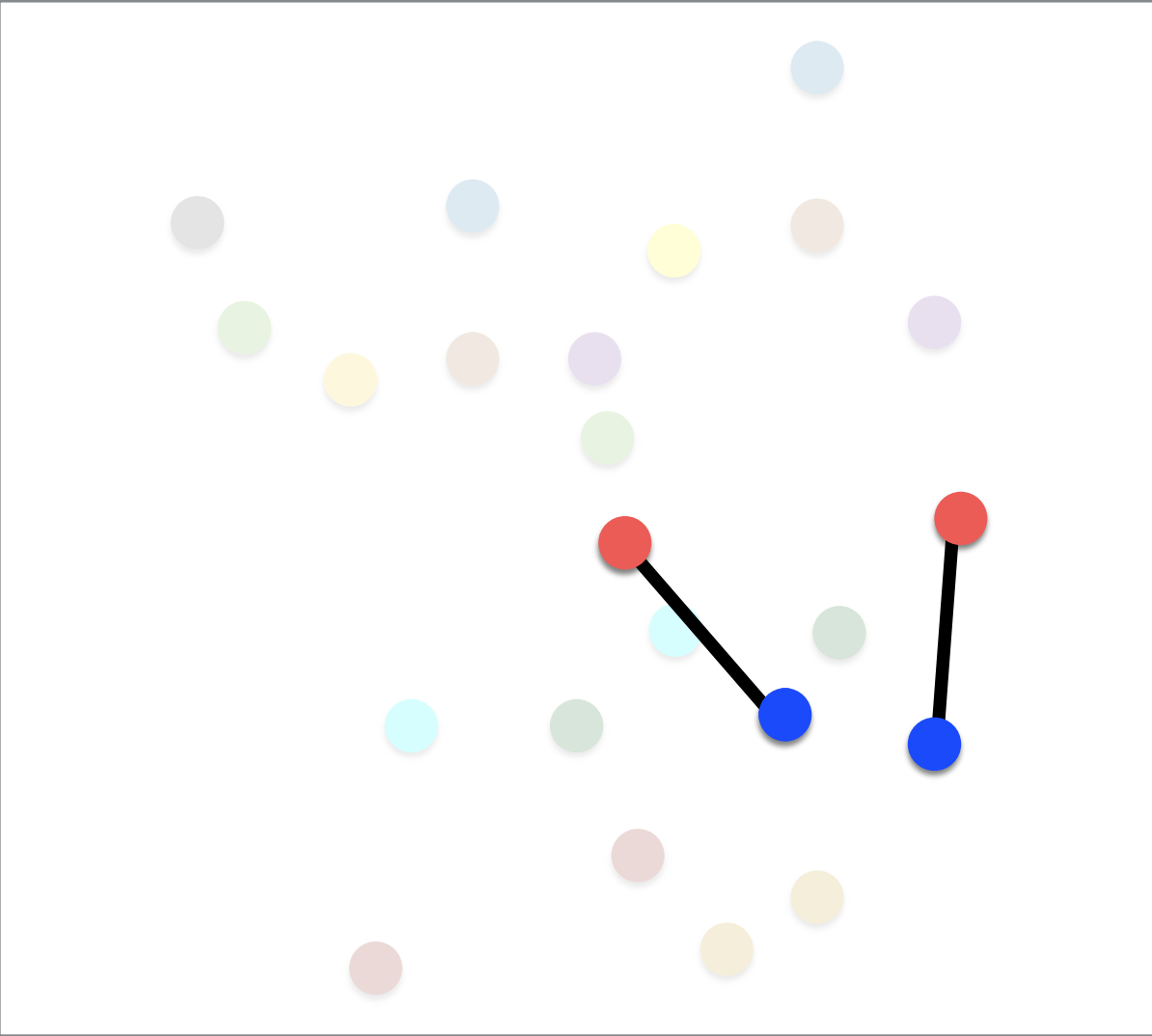


# Part Association for Full-body Pose

- Elbow
- Wrist
- Shoulder

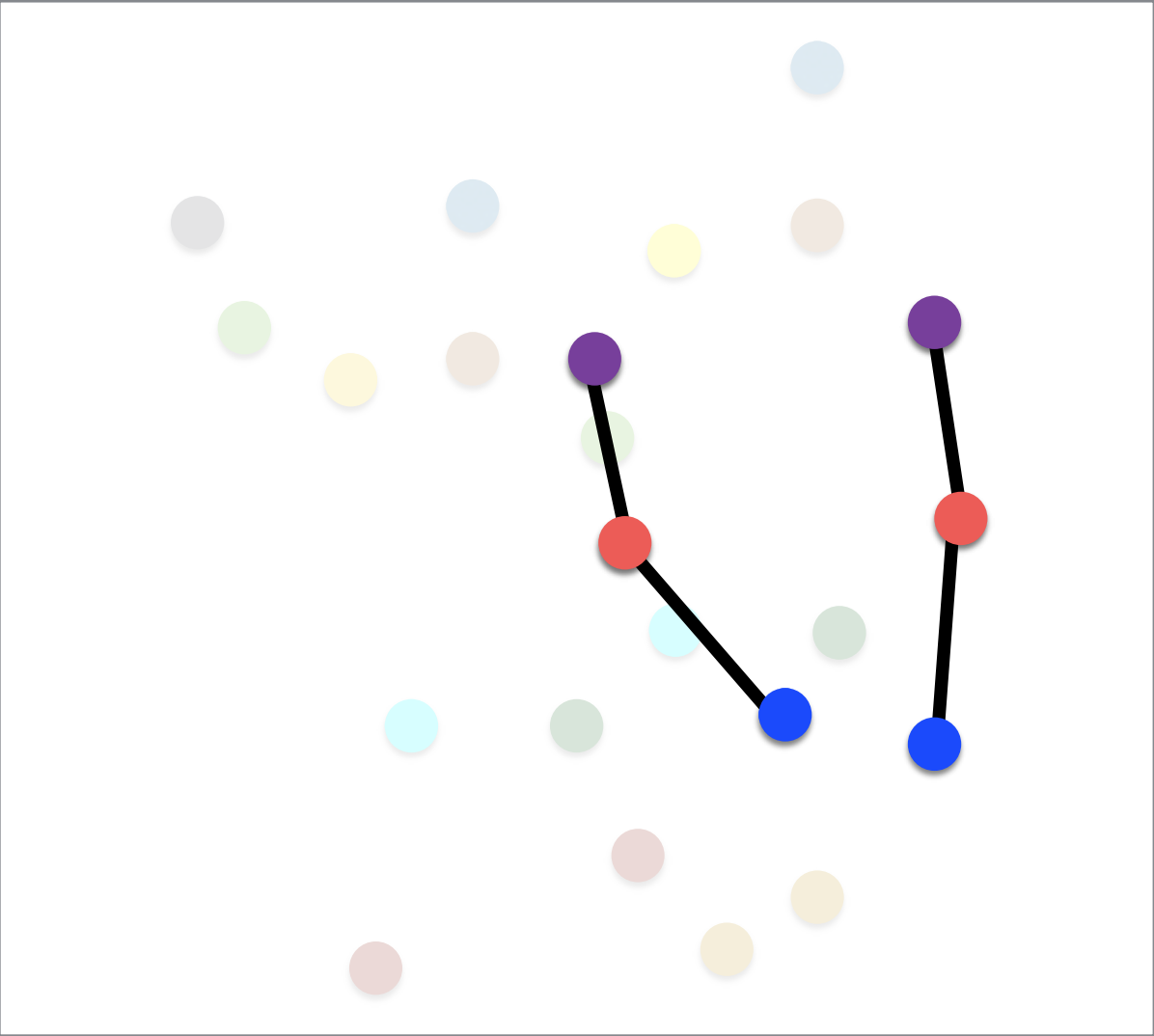


# Greedy Algorithm for Body Parts Association



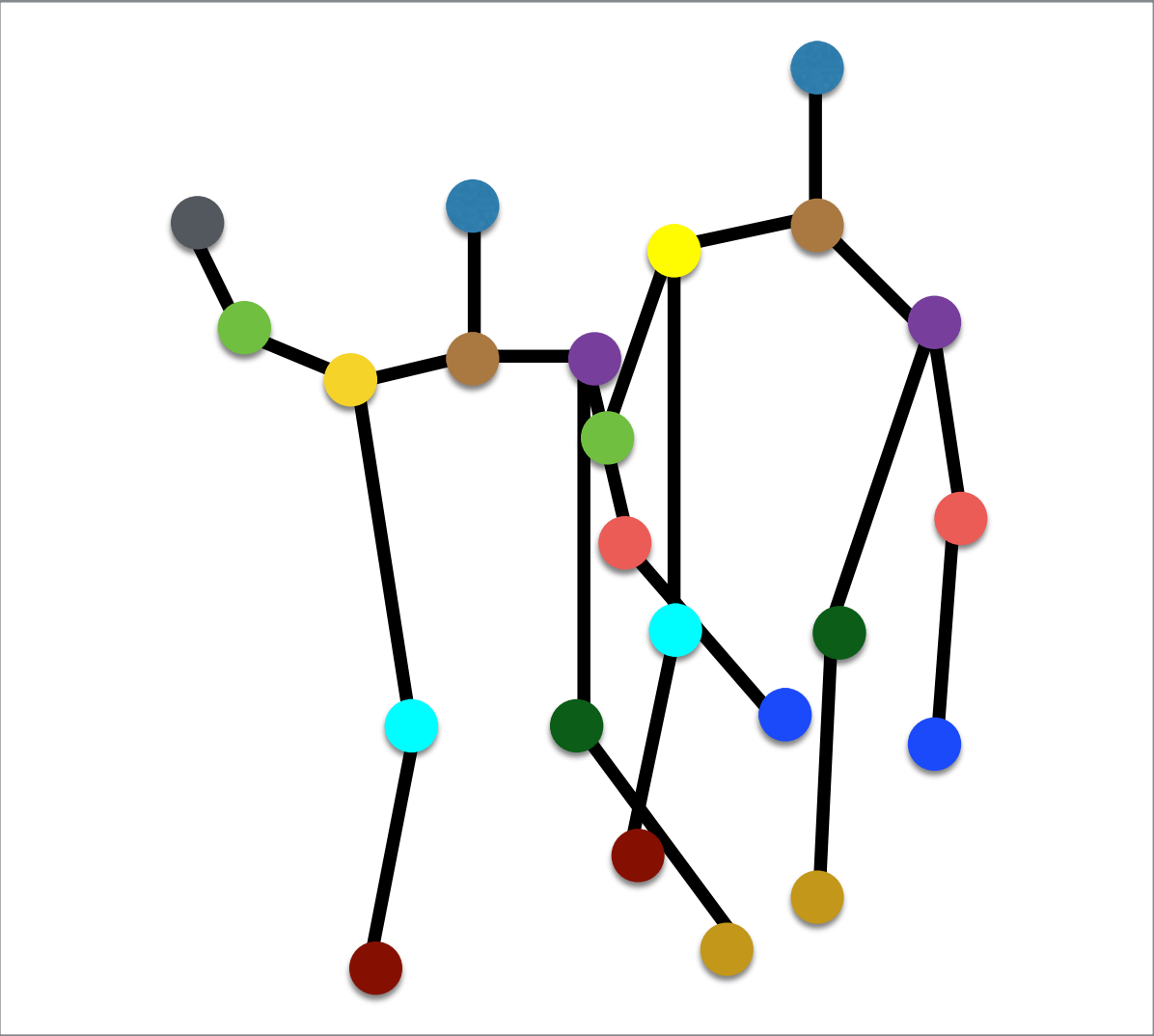
- Elbow
- Wrist

# Greedy Algorithm for Body Parts Association



- Elbow
- Shoulder

# Greedy Algorithm for Body Parts Association





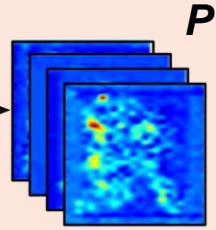


# Jointly Learning Parts Detection and Parts Association

Stage 1



CNN

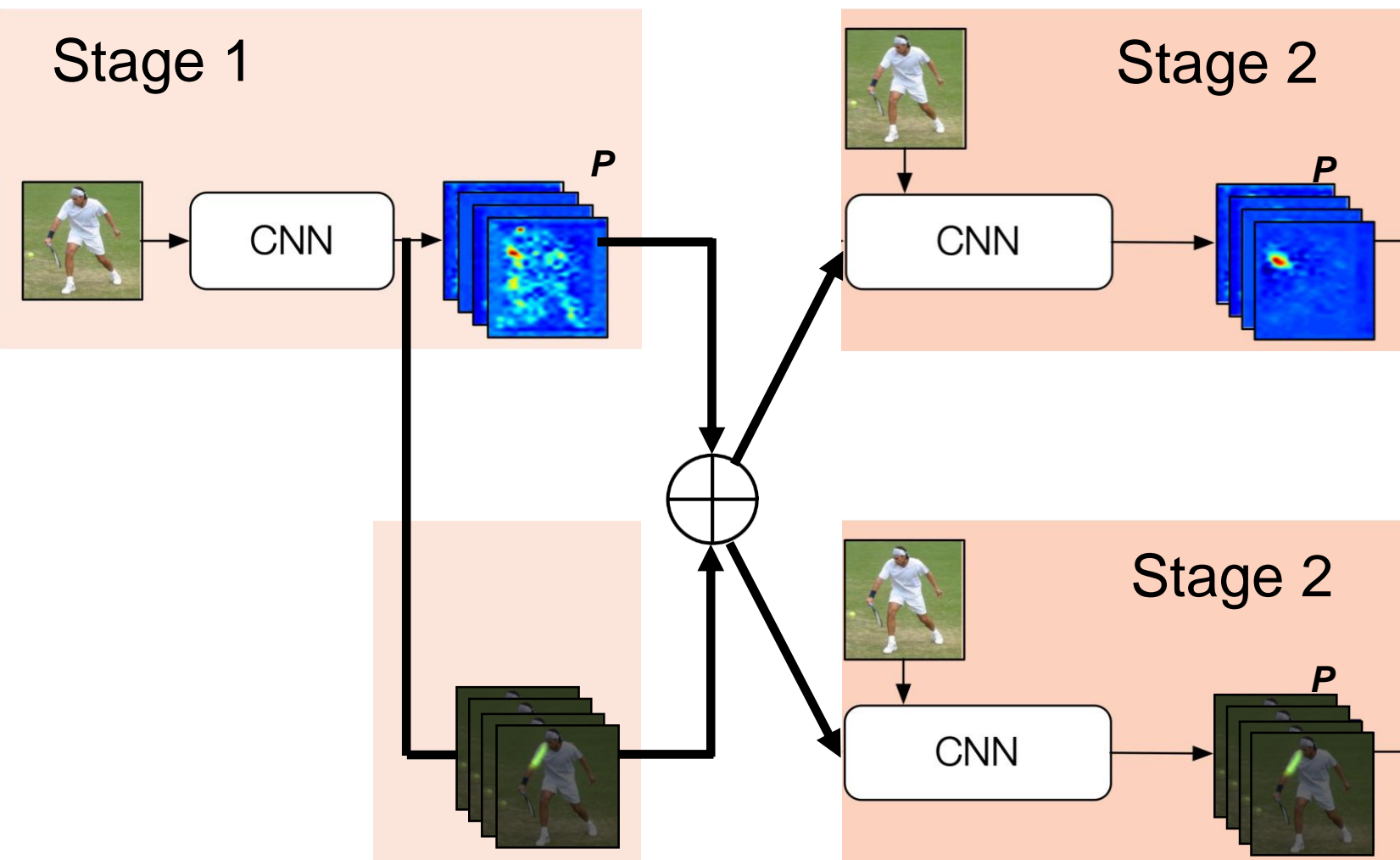


**1st** branch  
part heatmaps

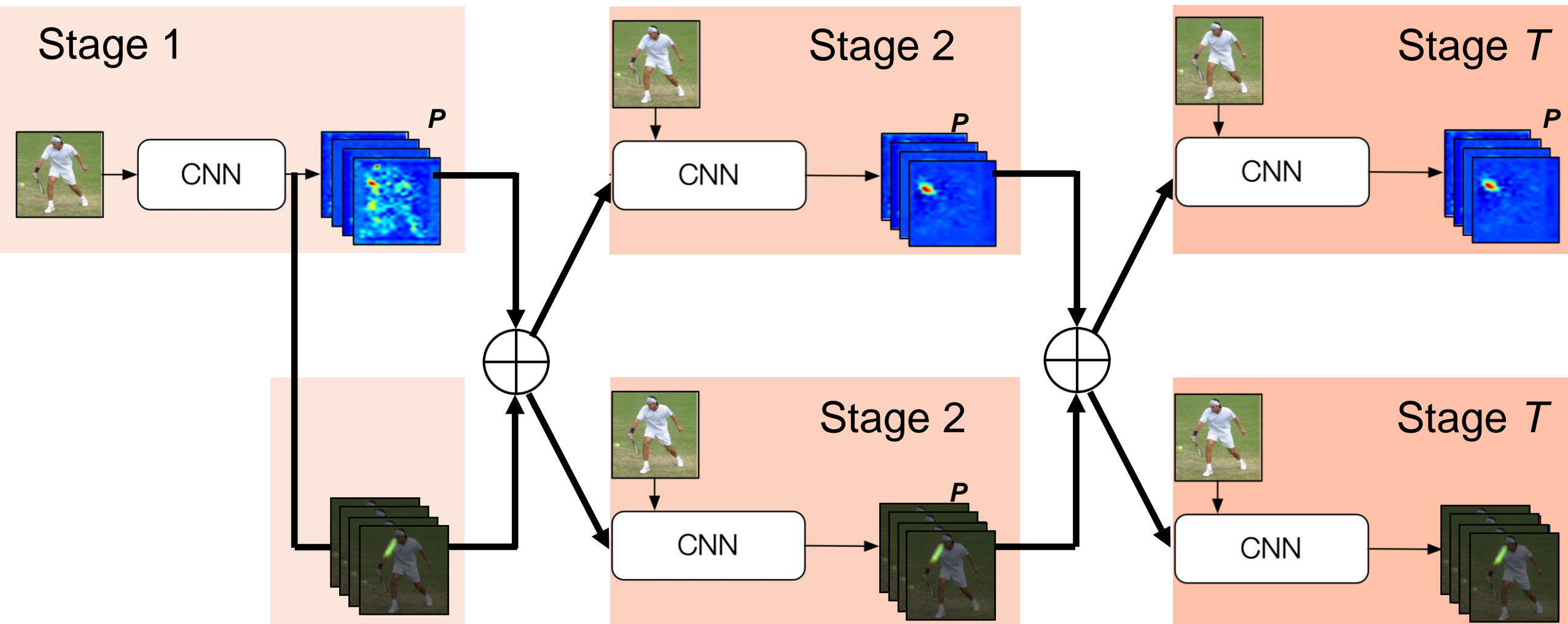


**2nd** branch  
part affinity fields

# Jointly Learning Parts Detection and Parts Association



# Jointly Learning Parts Detection and Parts Association



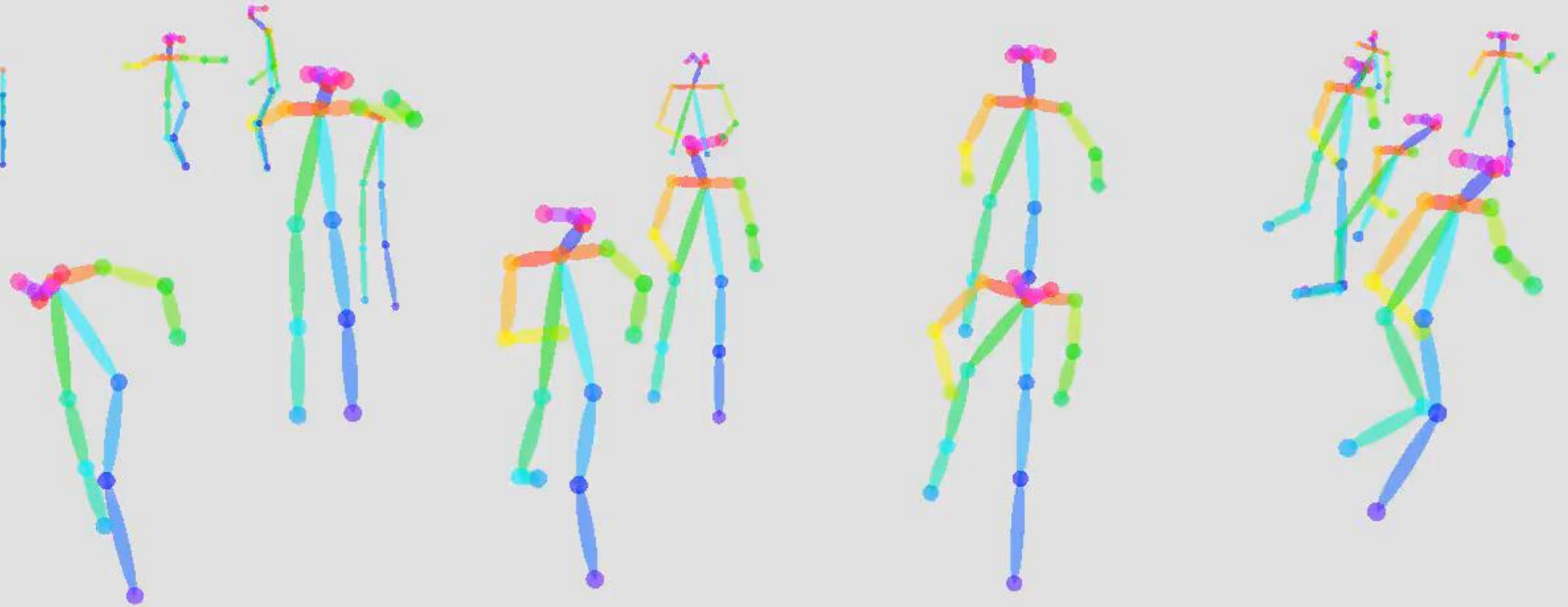


Bkg



10.4 fps

# Frame by frame detection (no tracking)





# Mask R-CNN

ICCV 2017

Kaiming He,

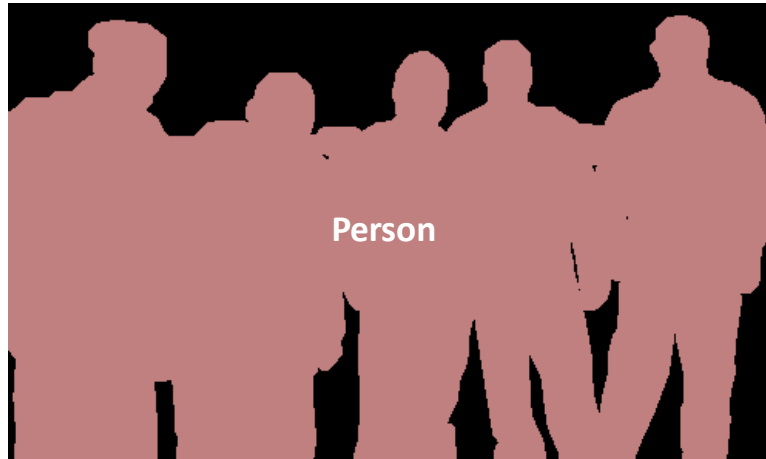
Georgia Gkioxari, Piotr Dollár, and Ross Girshick

Facebook AI Research (FAIR)

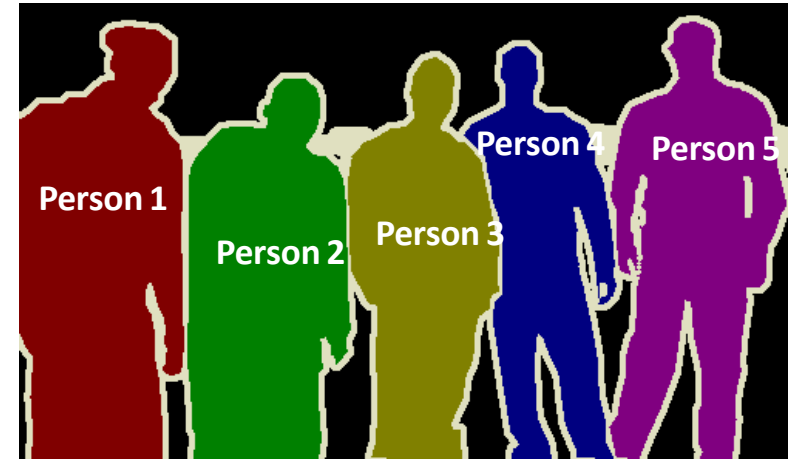
# Visual Perception Problems



Object Detection



Semantic Segmentation

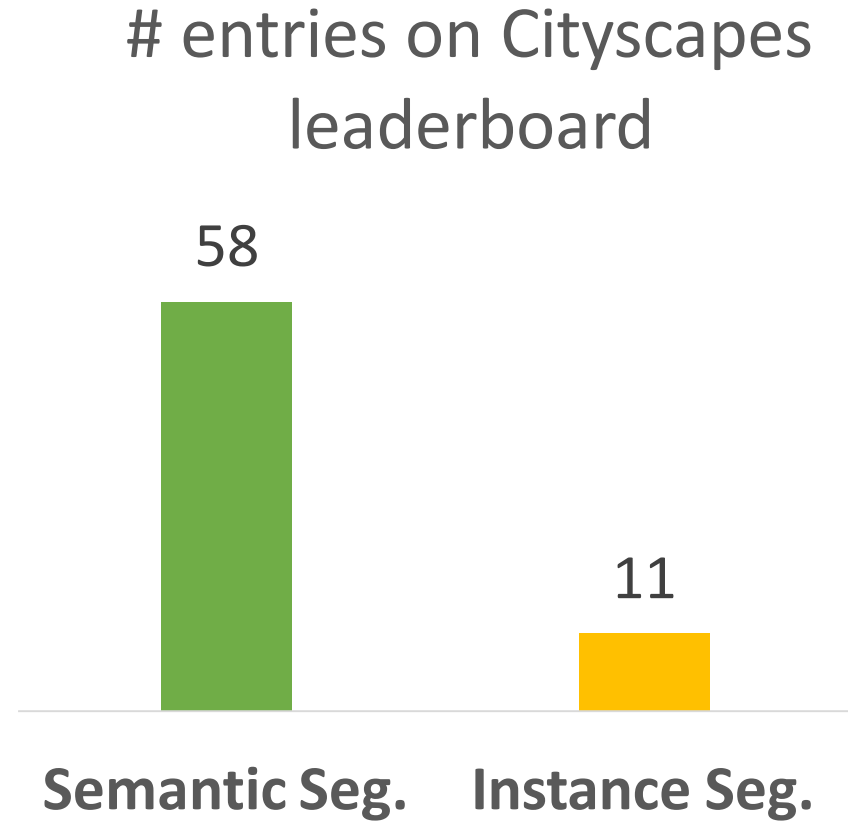
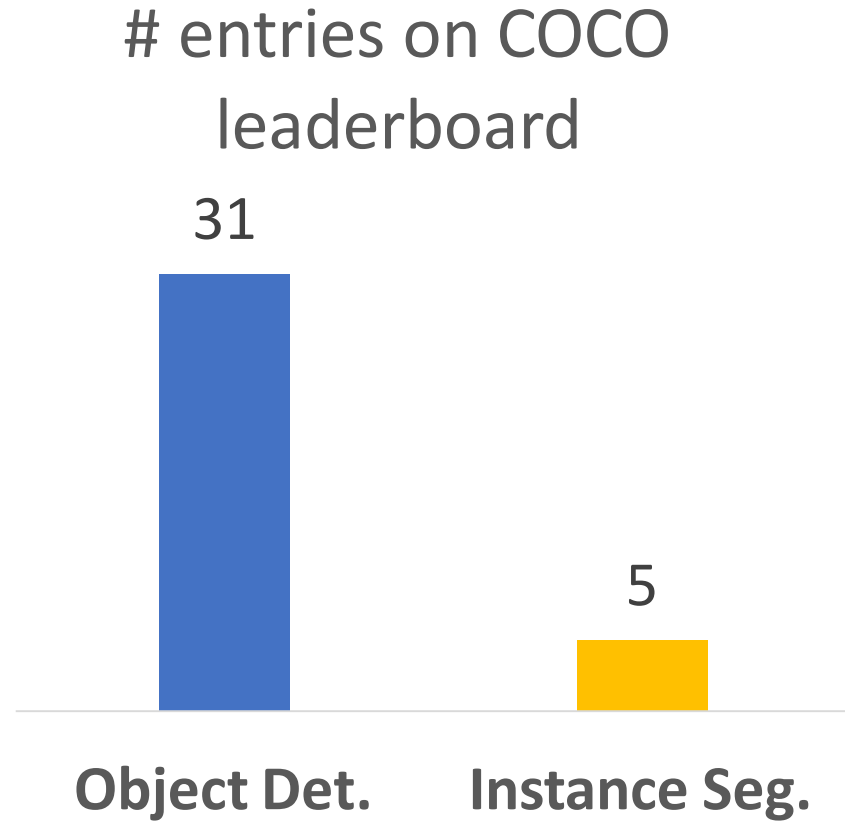


Instance Segmentation





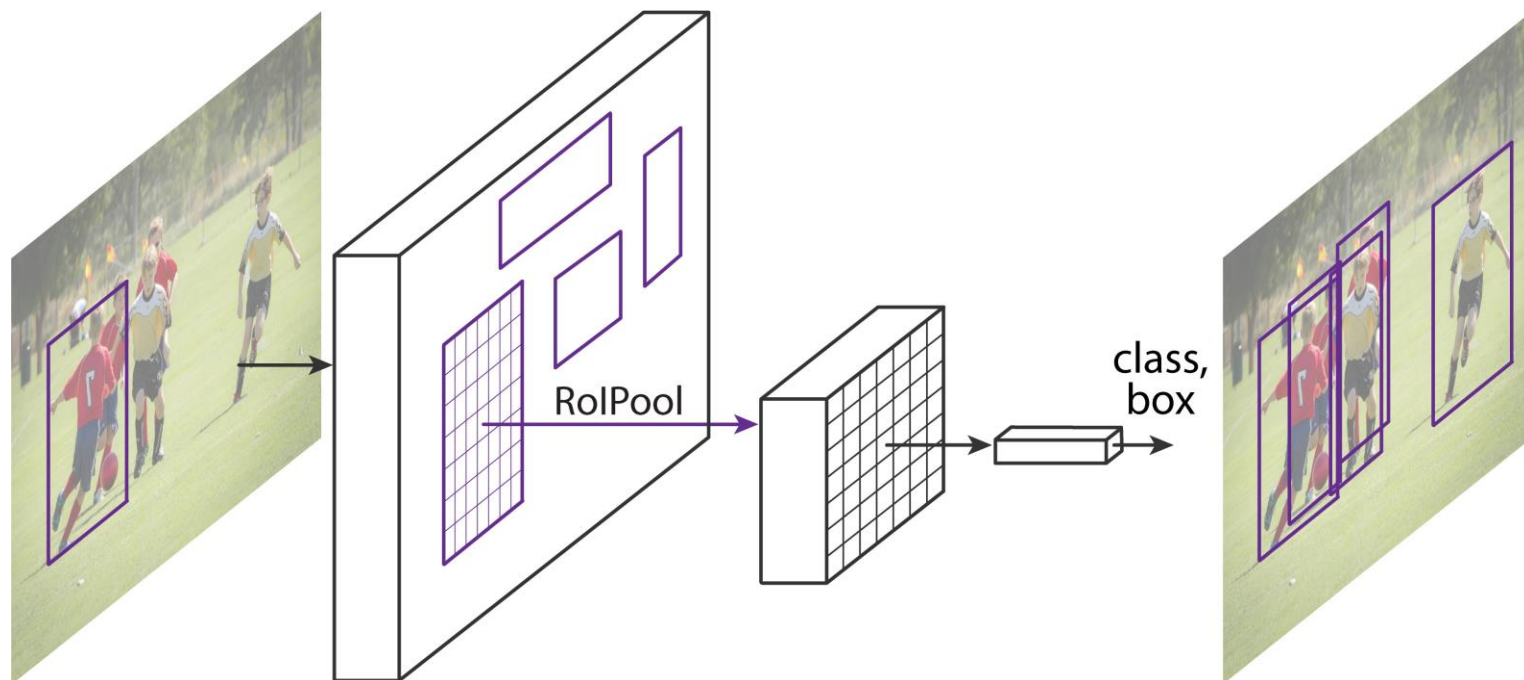
# A Challenging Problem...



# 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

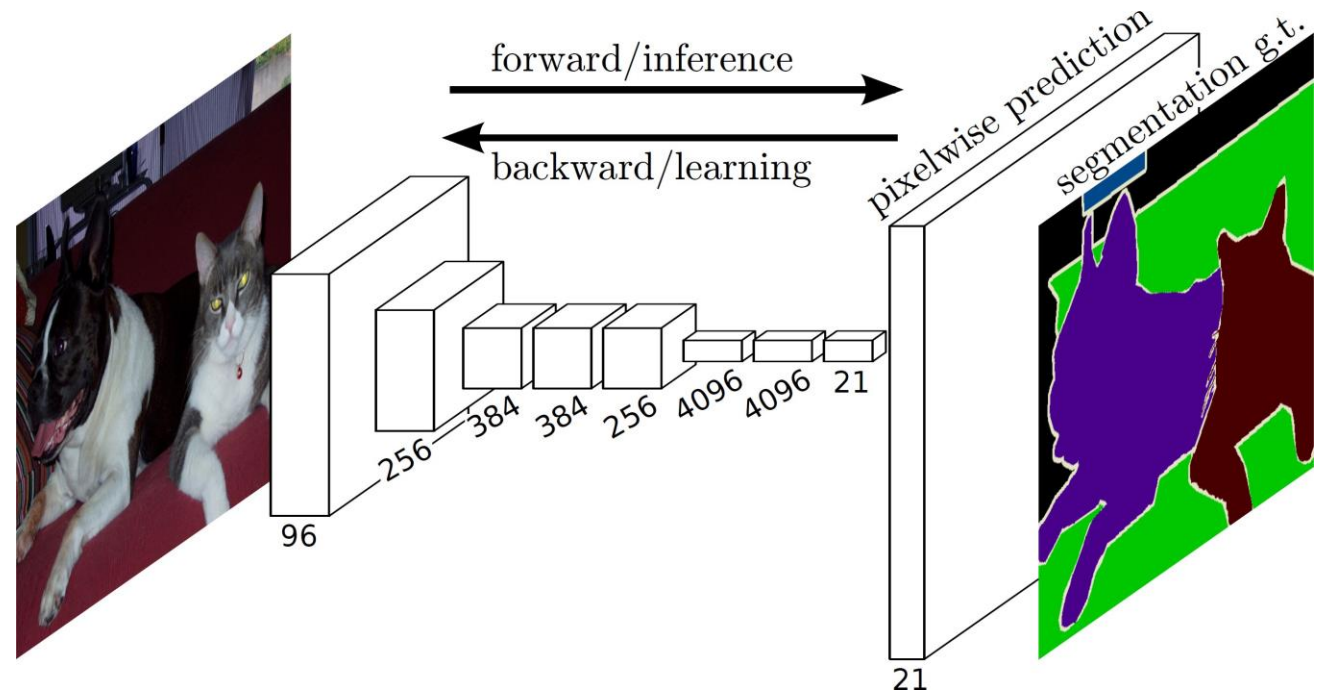
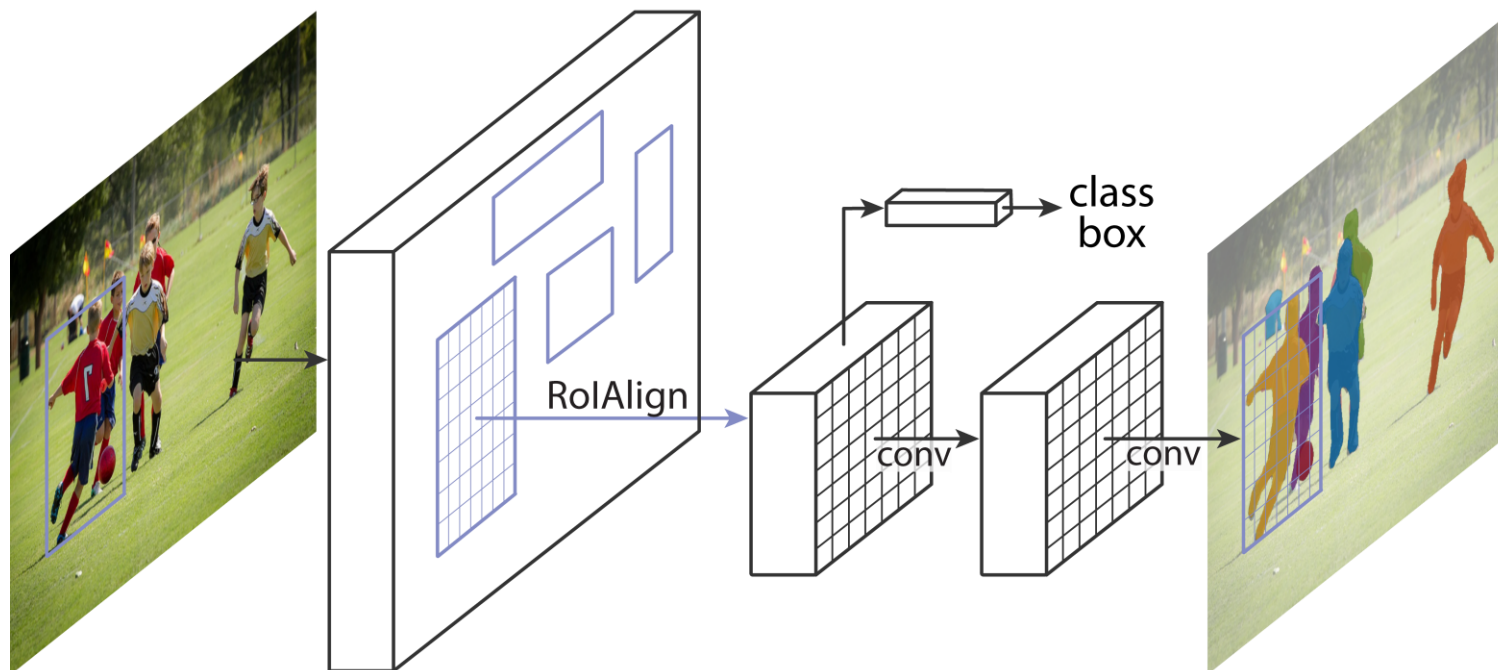


Figure credit: Long et al

# Instance Segmentation

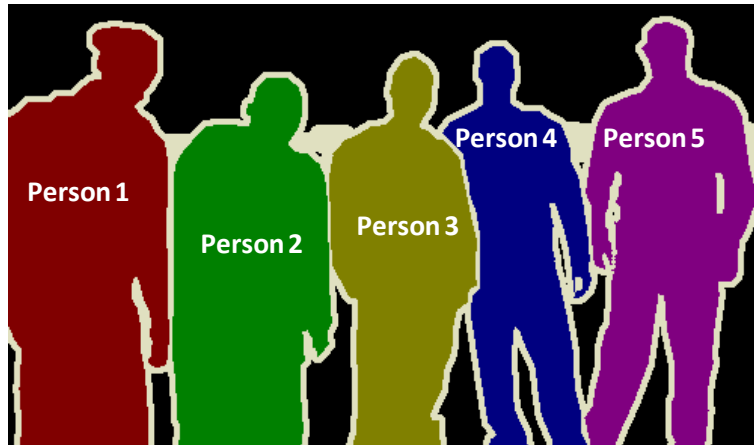
- **Goals** of Mask R-CNN

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

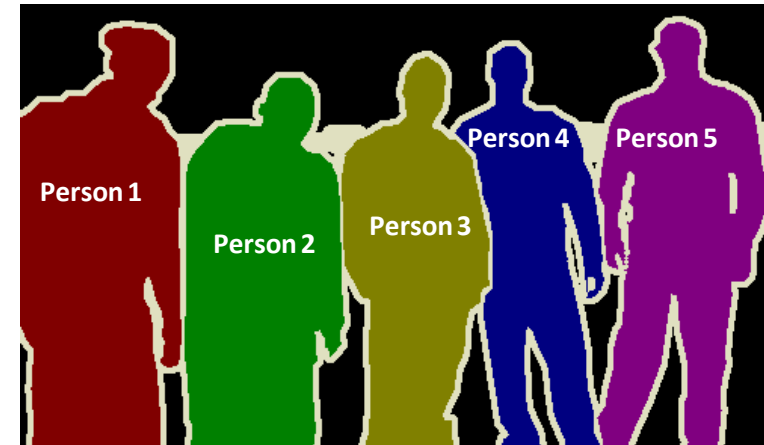
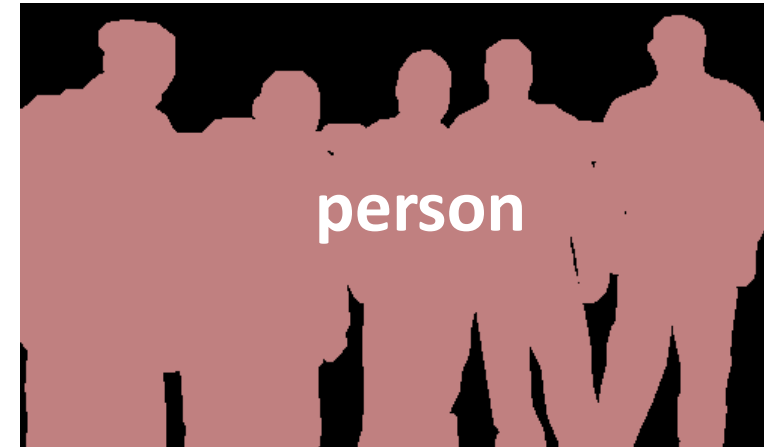


# Instance Segmentation Methods

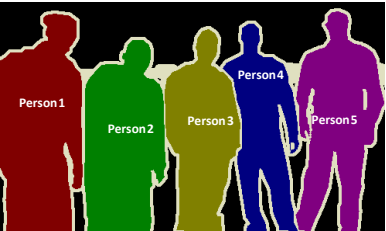
R-CNN driven



FCN driven

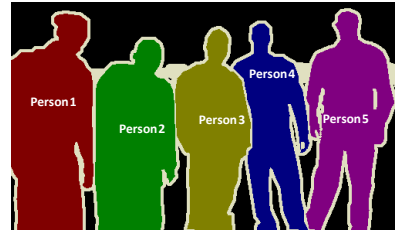
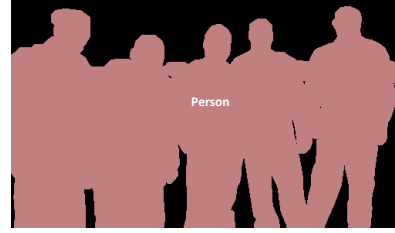


# Instance Segmentation Methods



**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]



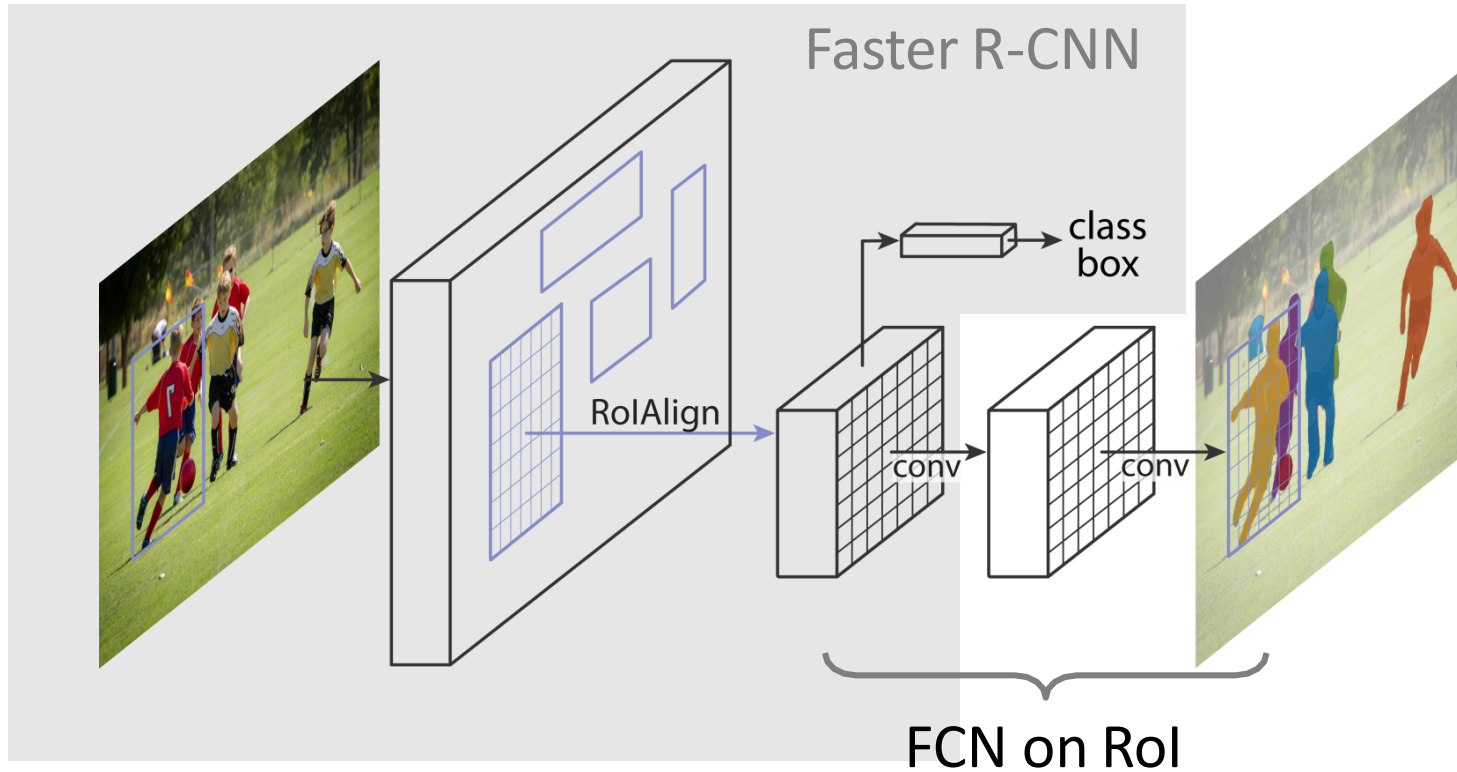
**FCN-driven**

- 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]

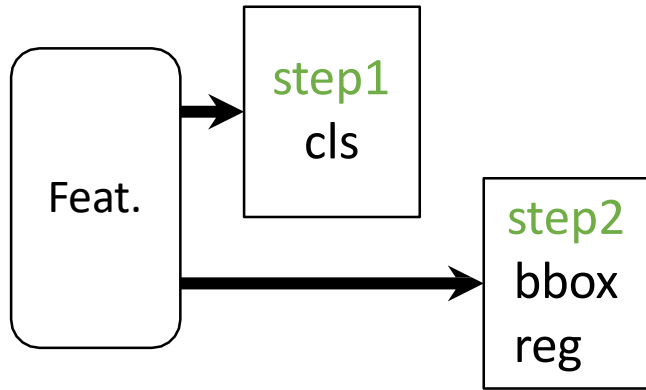
# Mask R-CNN

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

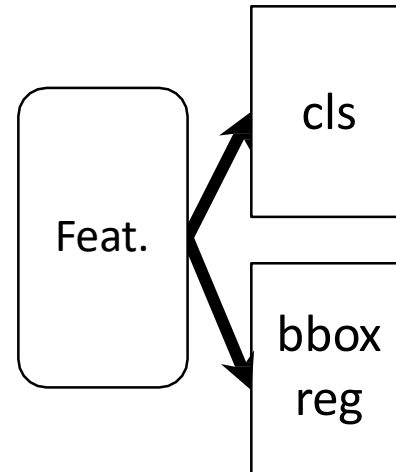


# Parallel Heads

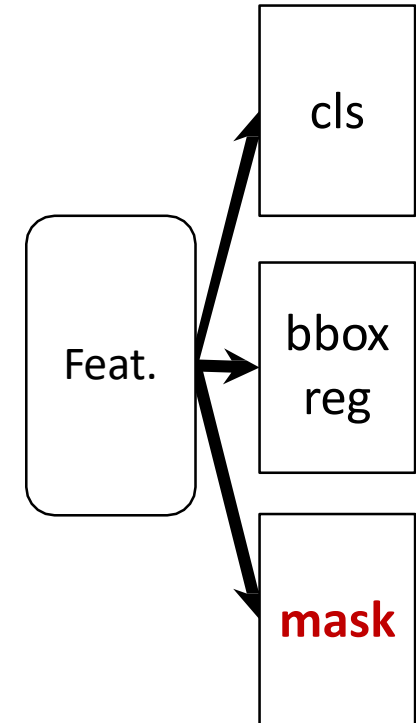
- Easy, fast to implement and train



(slow) R-CNN



Fast/er R-CNN



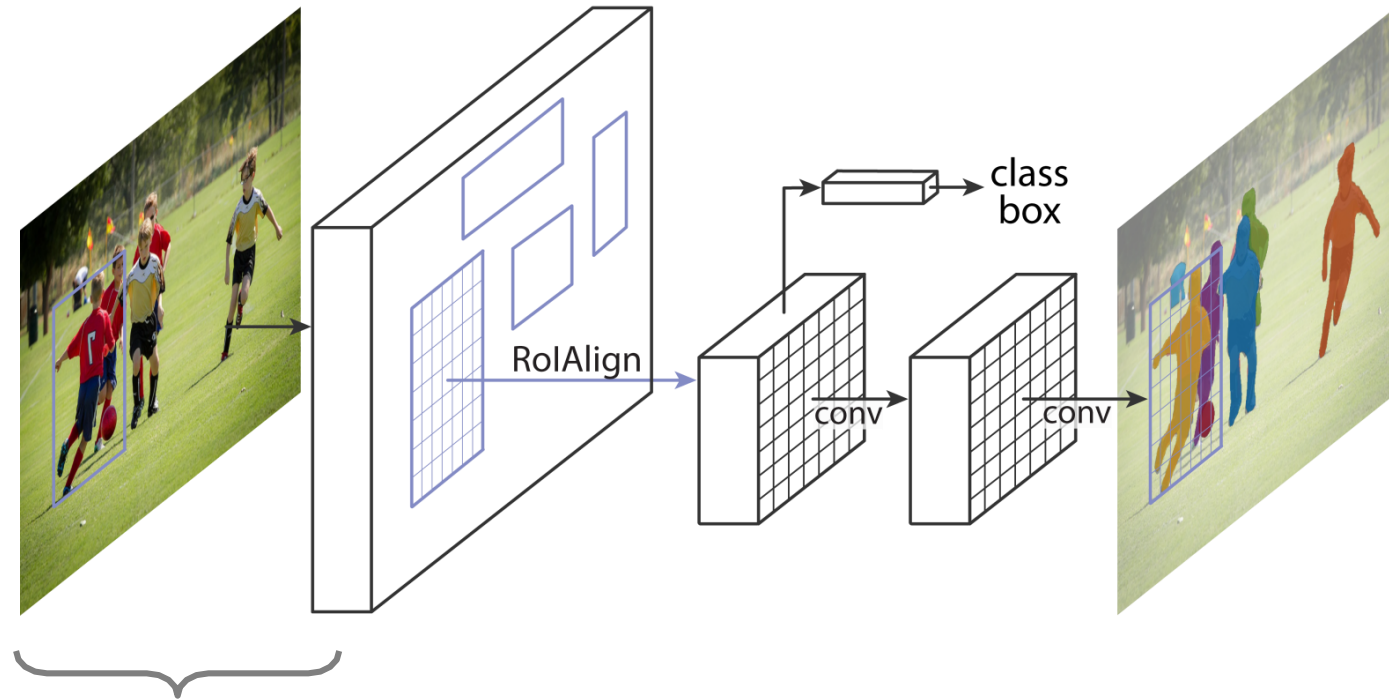
Mask R-CNN



# Invariance vs. Equivariance

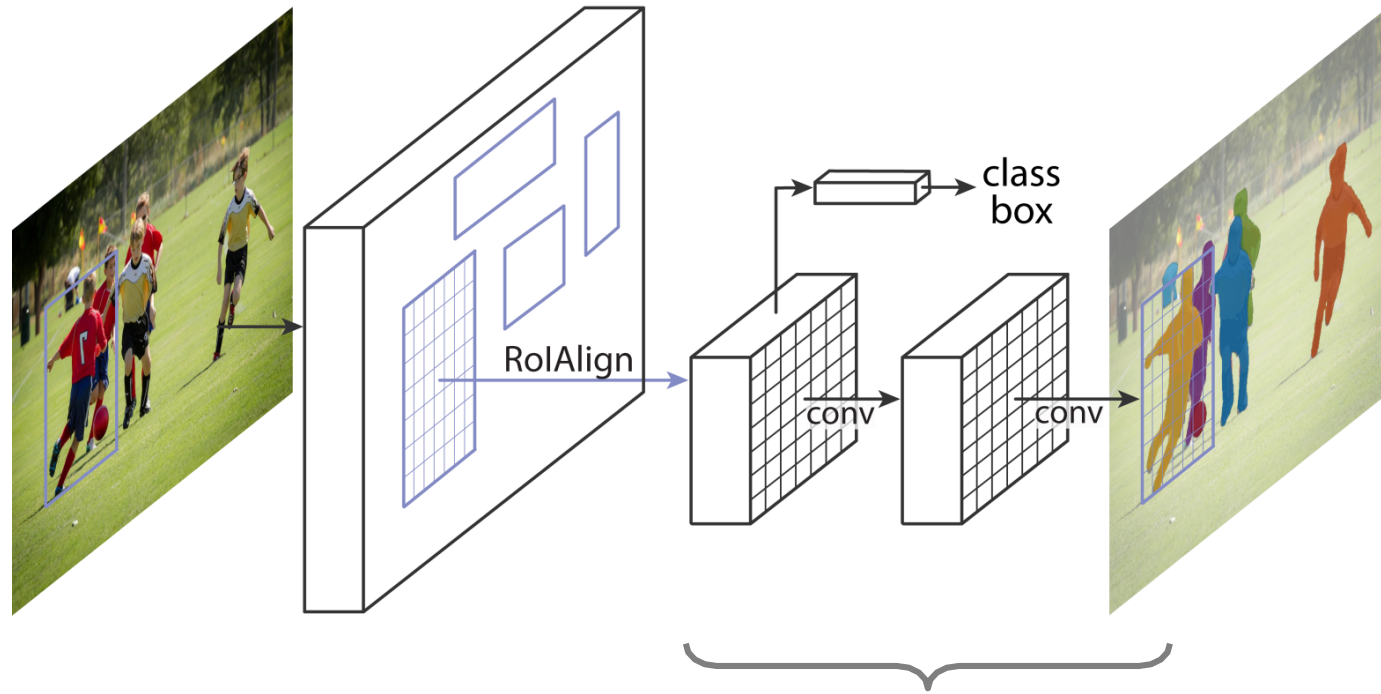
- **Equivariance**: changes in input lead to corresponding changes in output
- *Classification* desires *invariant* representations: output a label
- *Instance Seg.* desires *equivariant* representations:
  - Translated object => translated mask
  - Scaled object => scaled mask
  - *Big and small* objects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

# Equivariance in Mask R-CNN



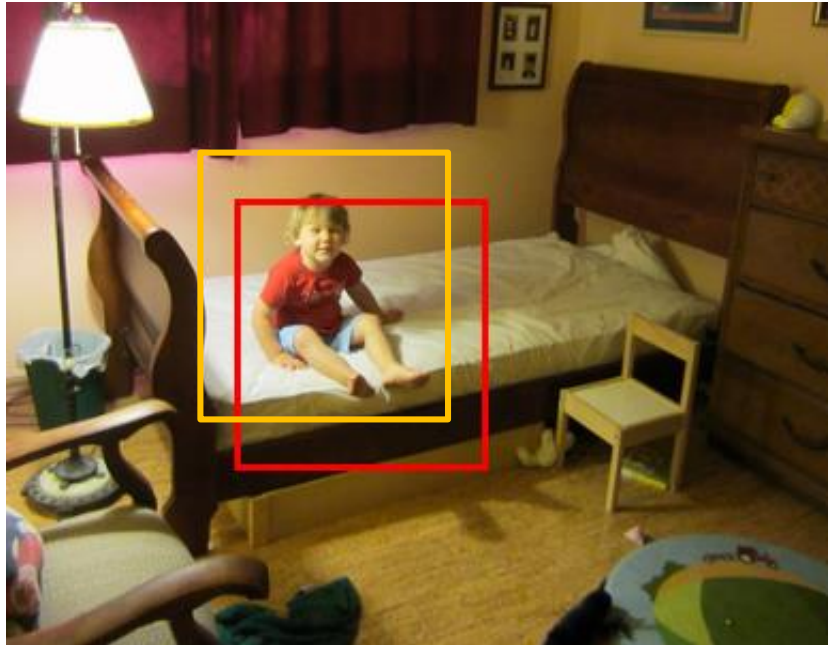
1. Fully-Conv Features:  
equivariant to global (image) translation

# Equivariance in Mask R-CNN

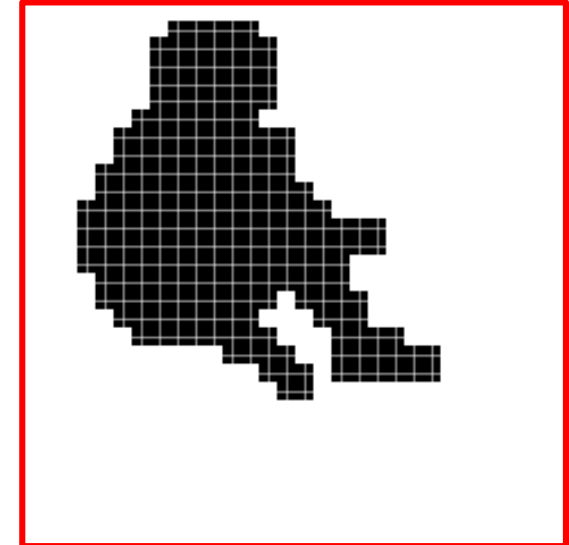
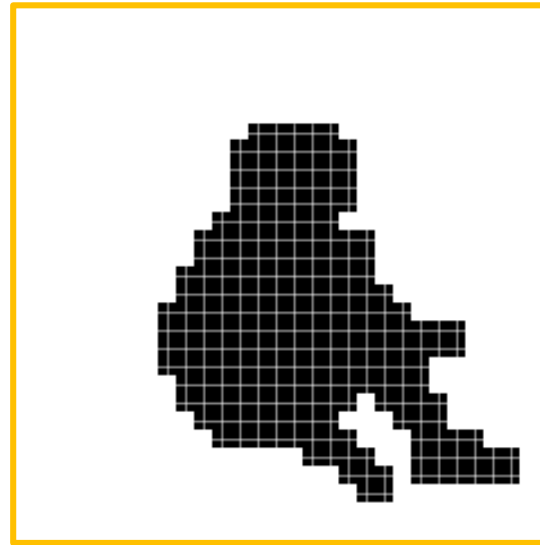


2. Fully-Conv on RoI:  
equivariant to translation within RoI

# Fully-Conv on RoI



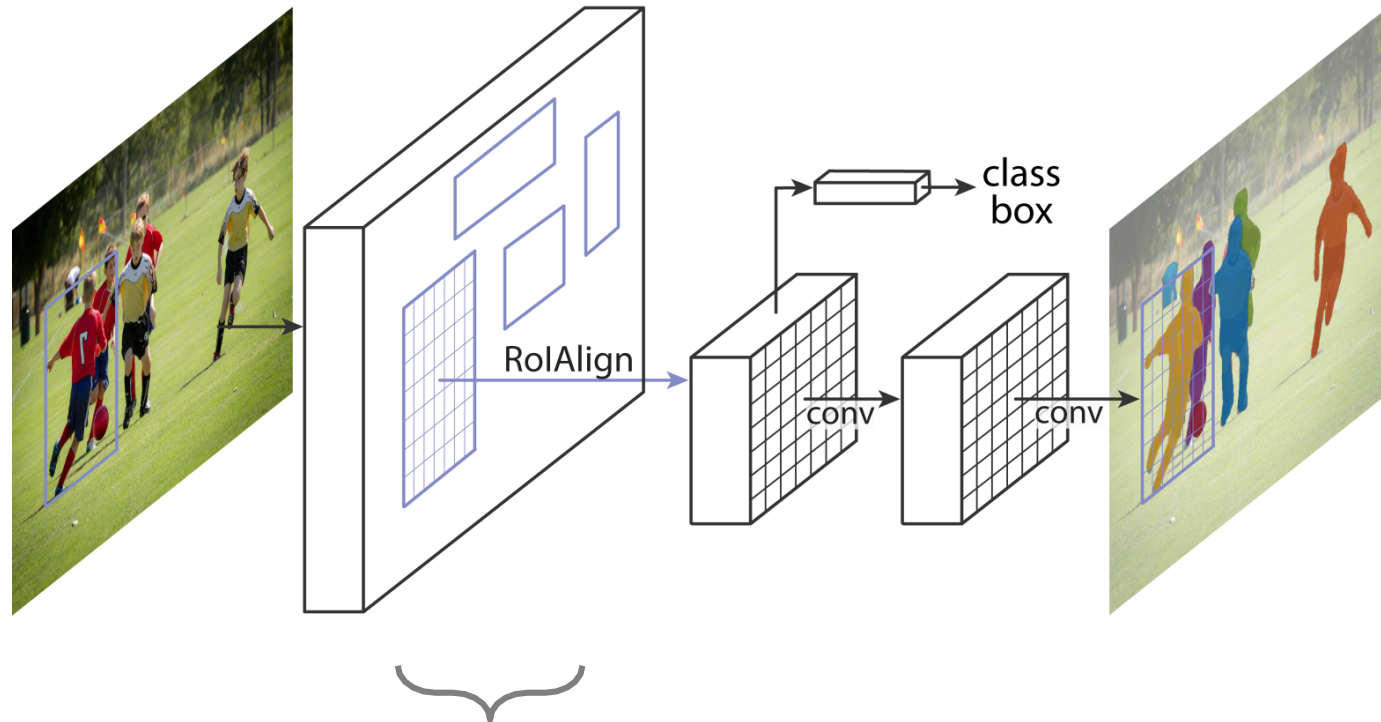
target masks on Rols



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



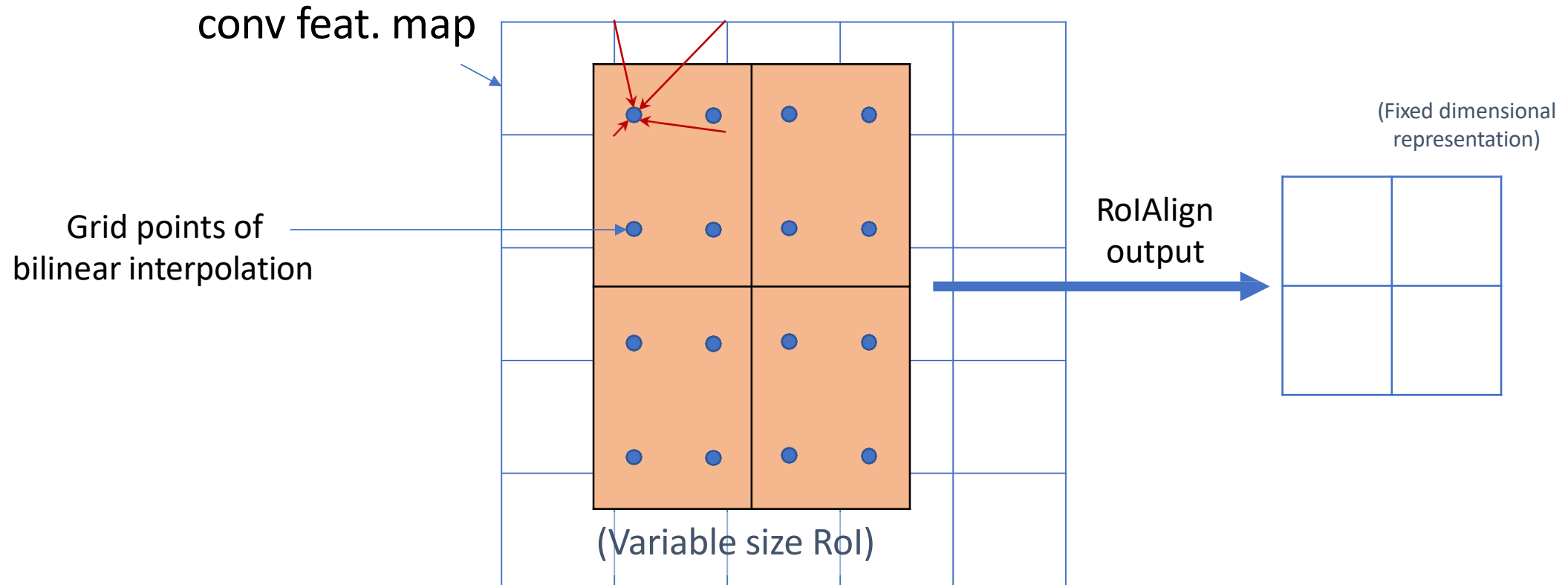
**3. RoIAlign:**

**3a.** maintain translation-equivariance before/after RoI

# RoIAlign

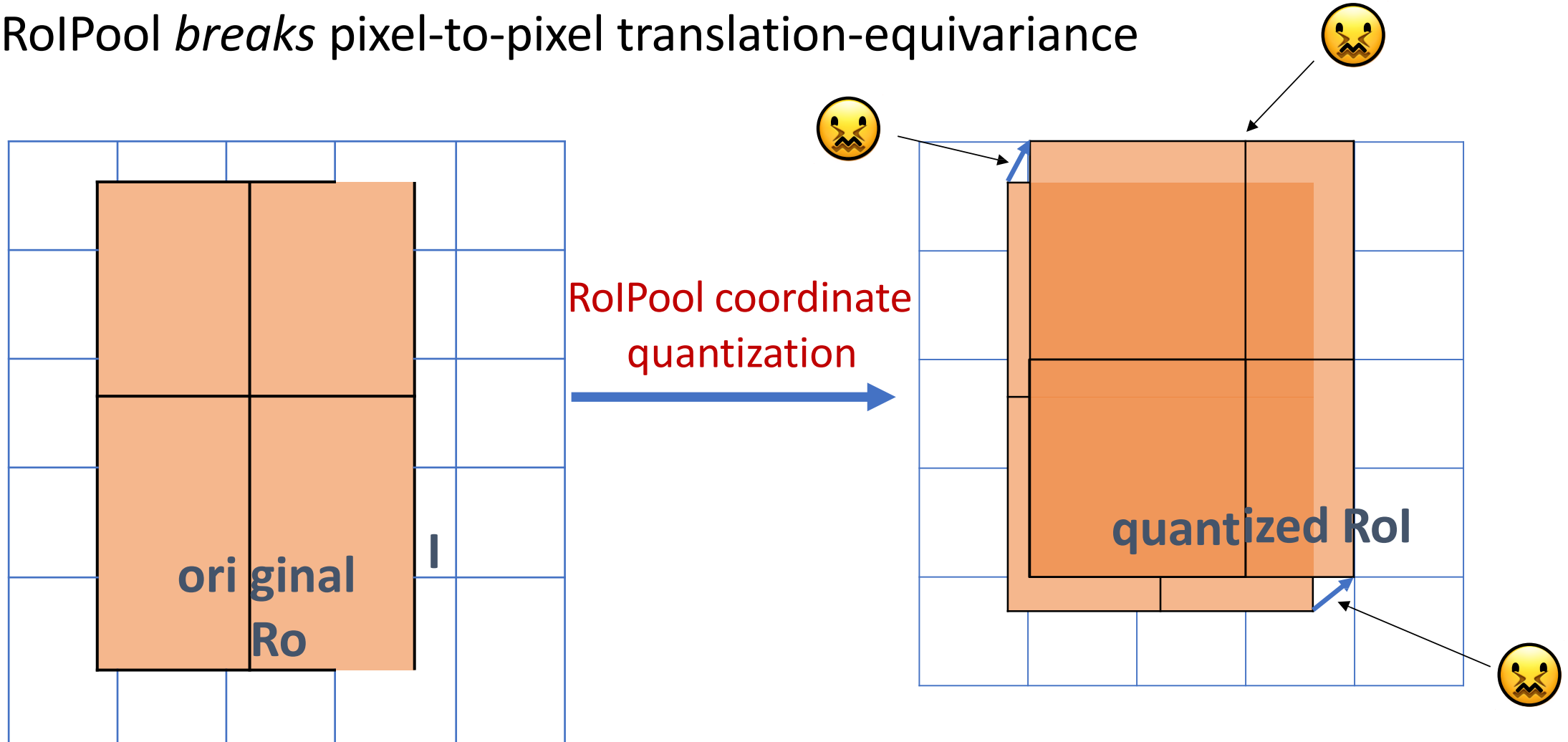
FAQs: how to sample grid points within a cell?

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

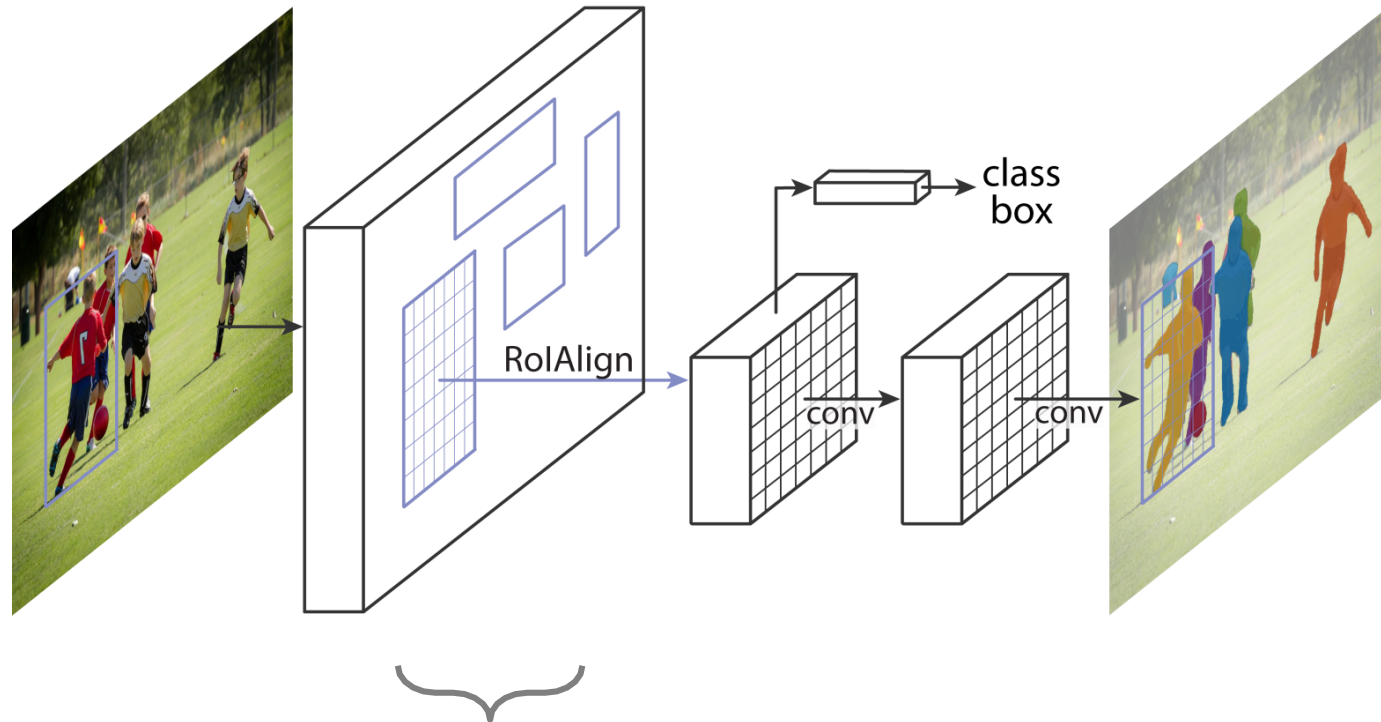


# RoIAlign vs. RoIPool

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



# Equivariance in Mask R-CNN

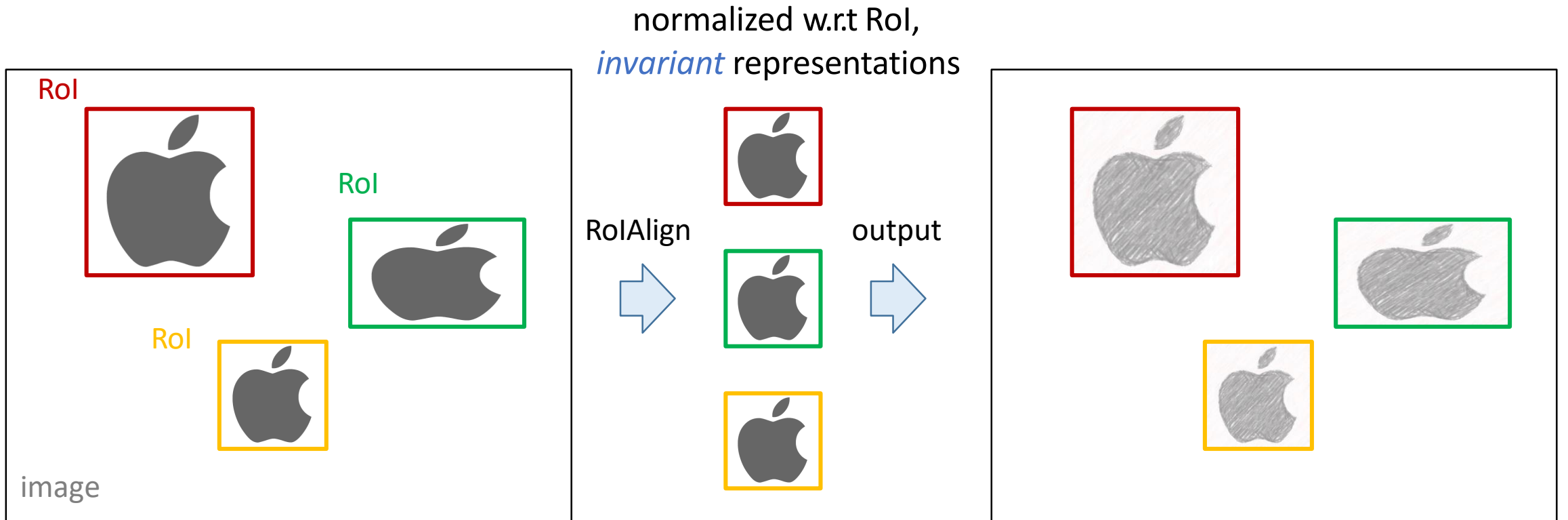


**3. RoIAlign:**

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



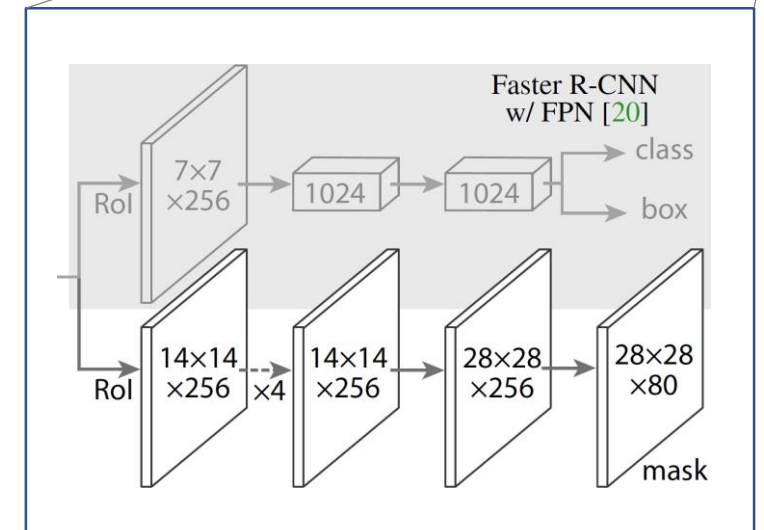
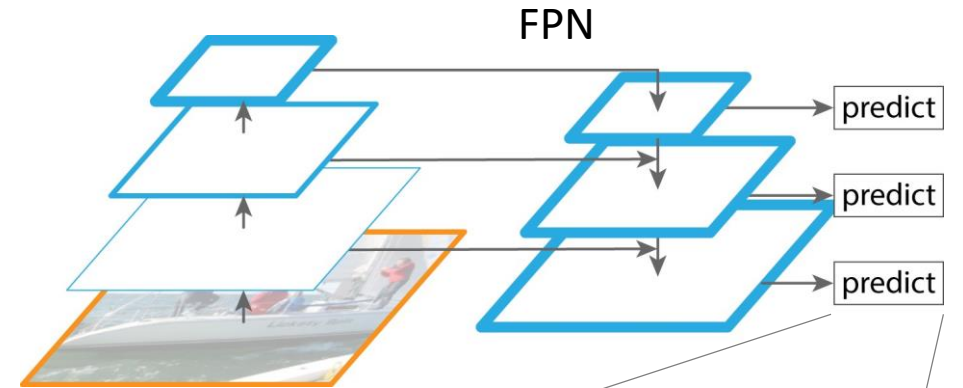
# RoIAlign: Scale-Equivariance



- 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

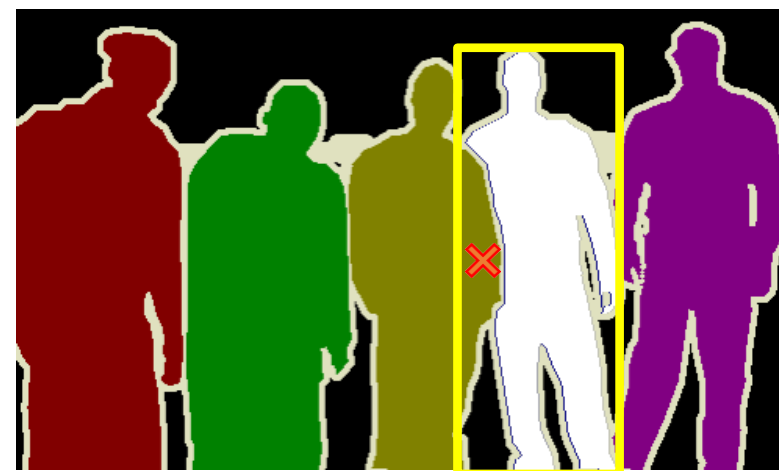
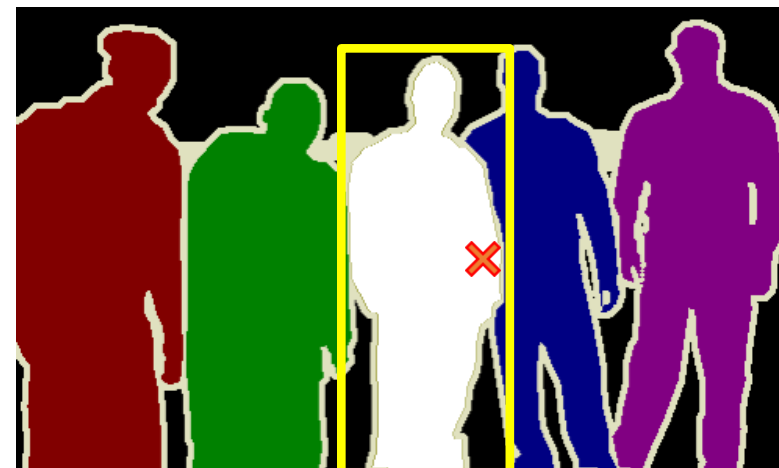


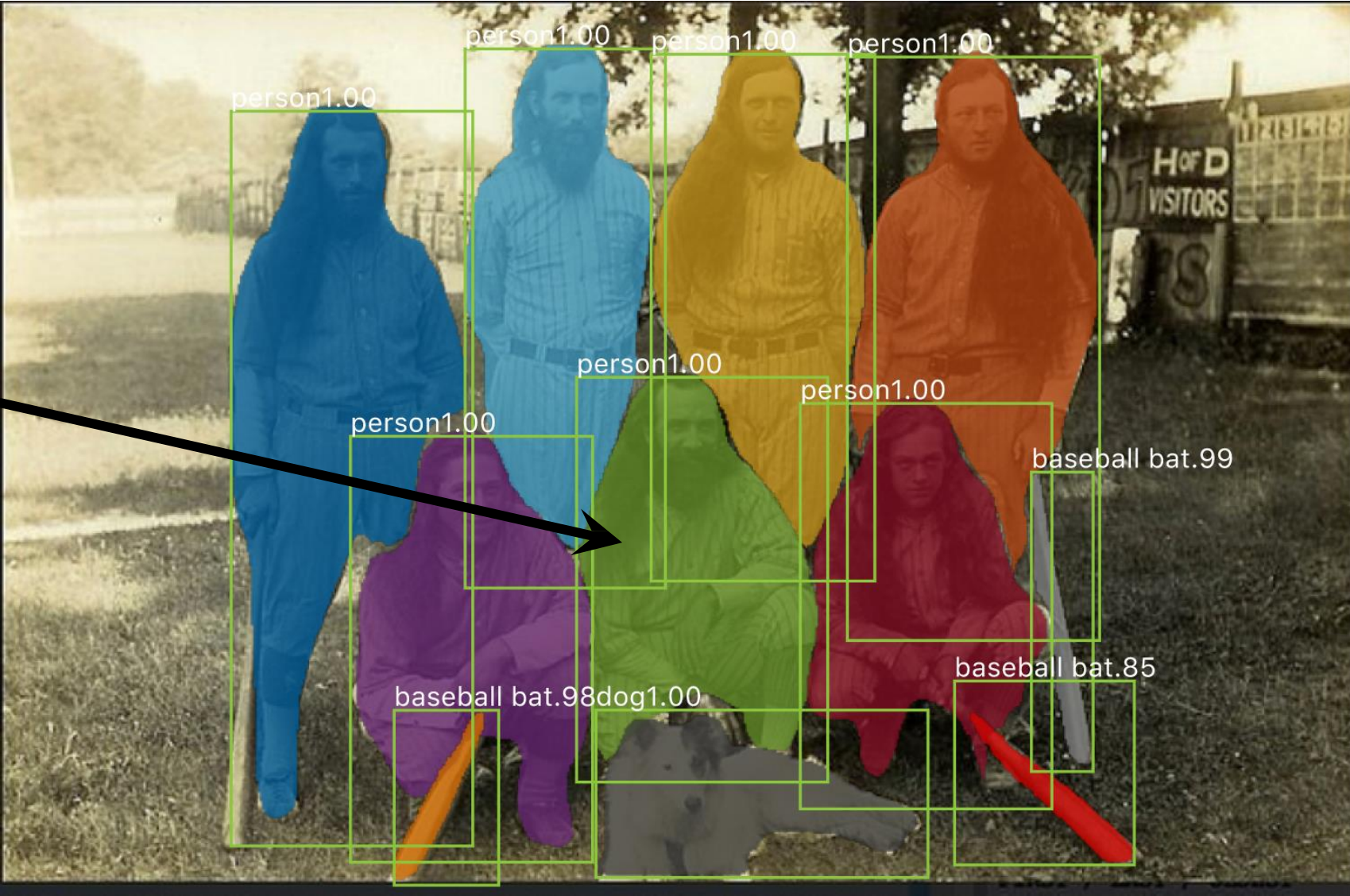
# Equivariance in Mask R-CNN: Summary

- 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 <sub>50</sub>	AP <sub>75</sub>	AP <sup>bb</sup>	AP <sup>bb</sup> <sub>50</sub>	AP <sup>bb</sup> <sub>75</sub>
<i>RoIPool</i>	23.6	46.5	21.6	28.2	52.7	26.9
<i>RoIAlign</i>	<b>30.9</b>	<b>51.8</b>	<b>32.1</b>	<b>34.0</b>	<b>55.3</b>	<b>36.4</b>
	+7.3	+ 5.3	<b>+10.5</b>	+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		
	AP	AP <sub>50</sub>	AP <sub>75</sub>	AP <sup>bb</sup>	AP <sup>bb</sup> <sub>50</sub>	AP <sup>bb</sup> <sub>75</sub>
<i>RoIPool</i>	23.6	46.5	21.6	28.2	52.7	26.9
<i>RoIAlign</i>	<b>30.9</b>	<b>51.8</b>	<b>32.1</b>	<b>34.0</b>	<b>55.3</b>	<b>36.4</b>
	+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 <sub>50</sub>	AP <sub>75</sub>	AP <sub>S</sub>	AP <sub>M</sub>	AP <sub>L</sub>
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	-	-	-	-
<b>Mask R-CNN</b>	ResNet-101-C4	33.1	54.9	34.8	12.1	35.6	51.1
<b>Mask R-CNN</b>	ResNet-101-FPN	35.7	58.0	37.8	15.5	38.1	52.4
<b>Mask R-CNN</b>	ResNeXt-101-FPN	<b>37.1</b>	<b>60.0</b>	<b>39.4</b>	<b>16.9</b>	<b>39.9</b>	<b>53.5</b>

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

# Instance Segmentation Results on COCO

	backbone	AP	AP <sub>50</sub>	AP <sub>75</sub>	AP <sub>S</sub>	AP <sub>M</sub>	AP <sub>L</sub>
MNC [7]	ResNet-101-C4	24.6	44.3	24.8	4.7	25.9	43.6
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- benefit from better features (ResNeXt [Xie et al. CVPR'17])

# Object Detection Results on COCO

	backbone	AP <sup>bb</sup>	AP <sub>50</sub> <sup>bb</sup>	AP <sub>75</sub> <sup>bb</sup>	AP <sub>S</sub> <sup>bb</sup>	AP <sub>M</sub> <sup>bb</sup>	AP <sub>L</sub> <sup>bb</sup>
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	<b>52.1</b>
Faster R-CNN, RoIAlign	ResNet-101-FPN	37.3	59.6	40.3	19.8	40.2	48.8
<b>Mask R-CNN</b>	ResNet-101-FPN	38.2	60.3	41.7	20.1	41.1	50.2
<b>Mask R-CNN</b>	ResNeXt-101-FPN	<b>39.8</b>	<b>62.3</b>	<b>43.4</b>	<b>22.1</b>	<b>43.2</b>	51.2

bbox detection improved by:

- RoIAlign

# Object Detection Results on COCO

	backbone	AP <sup>bb</sup>	AP <sub>50</sub> <sup>bb</sup>	AP <sub>75</sub> <sup>bb</sup>	AP <sub>S</sub> <sup>bb</sup>	AP <sub>M</sub> <sup>bb</sup>	AP <sub>L</sub> <sup>bb</sup>
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:

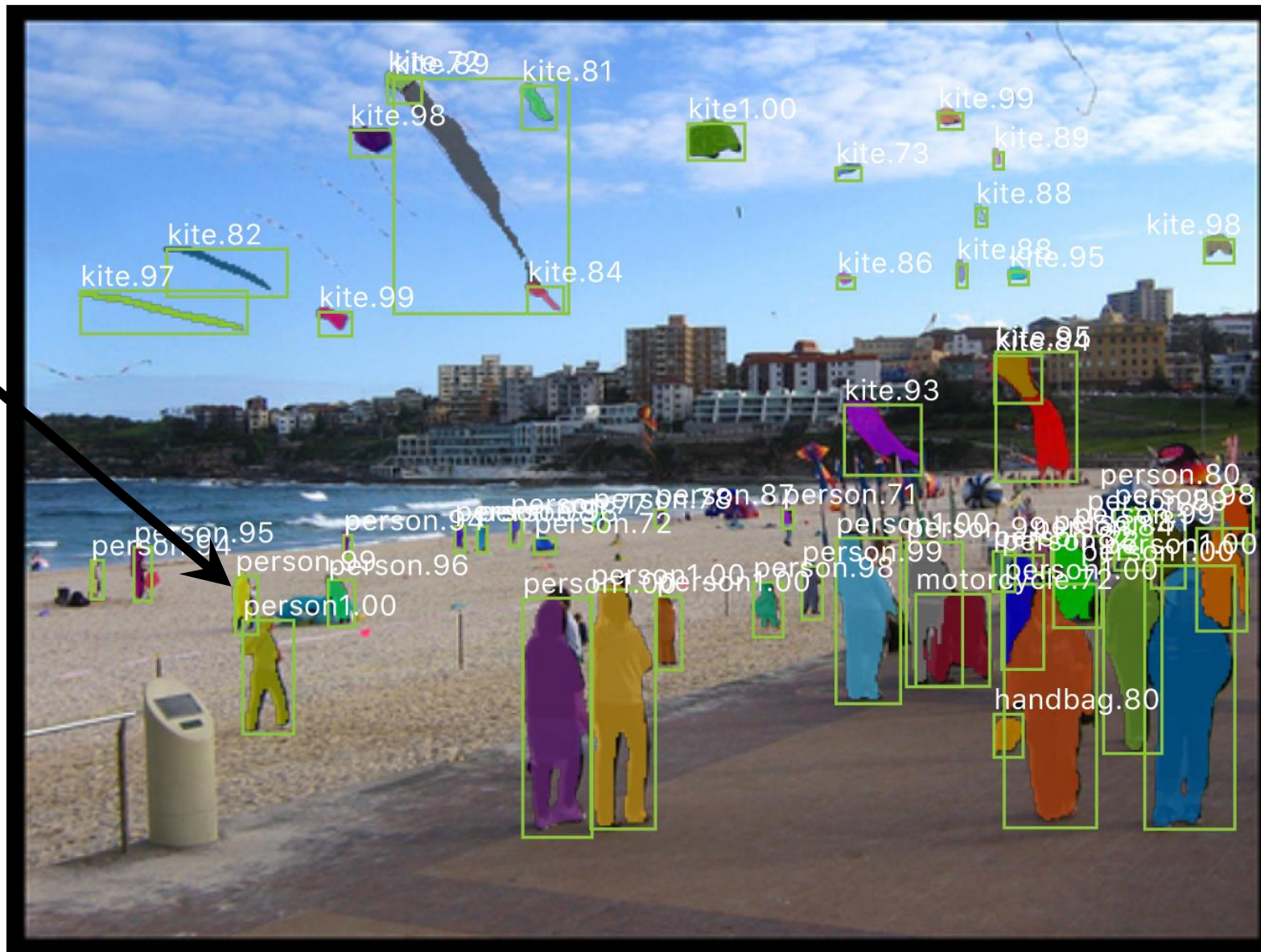
- RoIAlign
- Multi-task training w/ mask

disconnected  
object

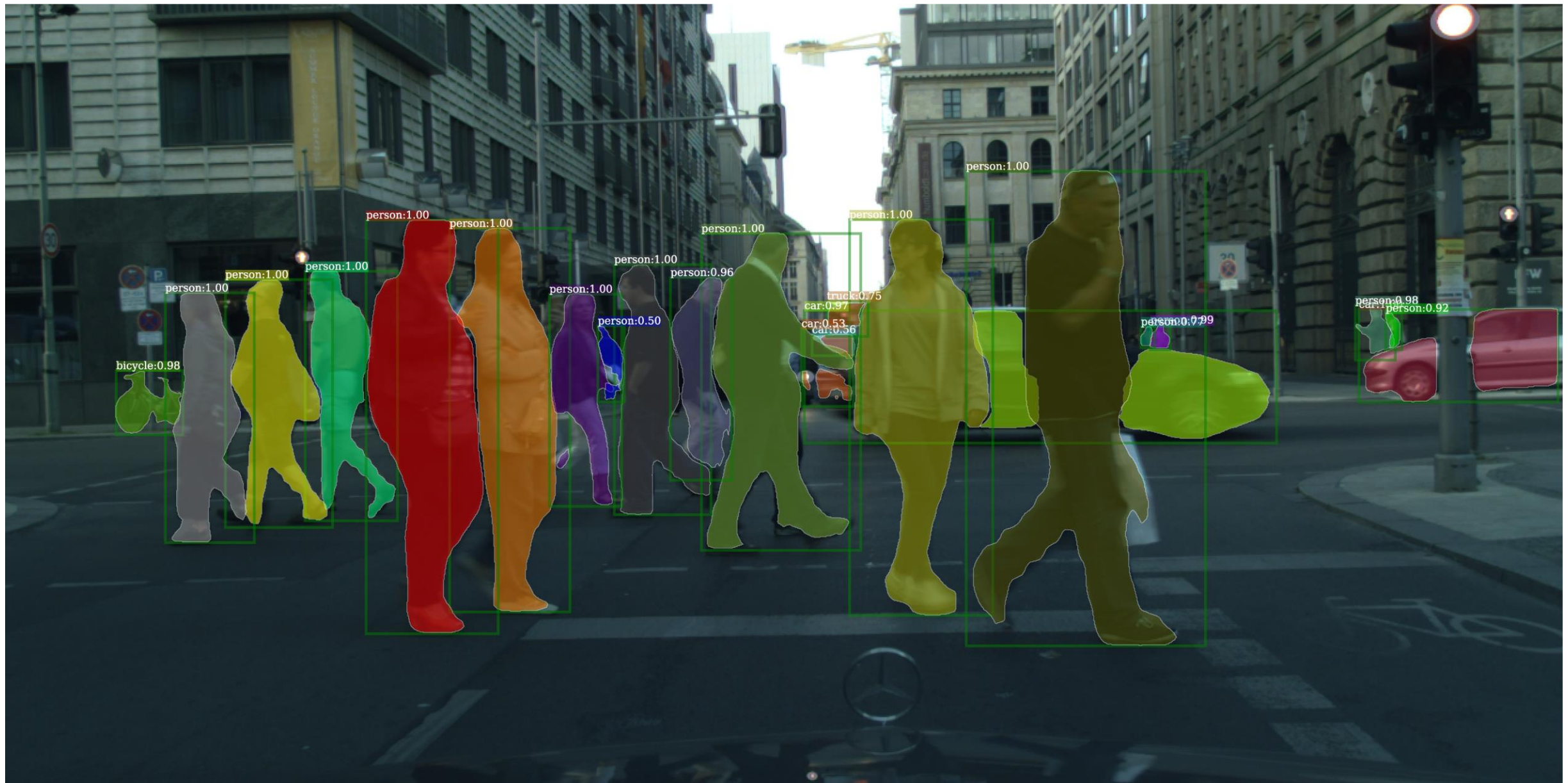


Mask R-CNN results on COCO

small  
objects



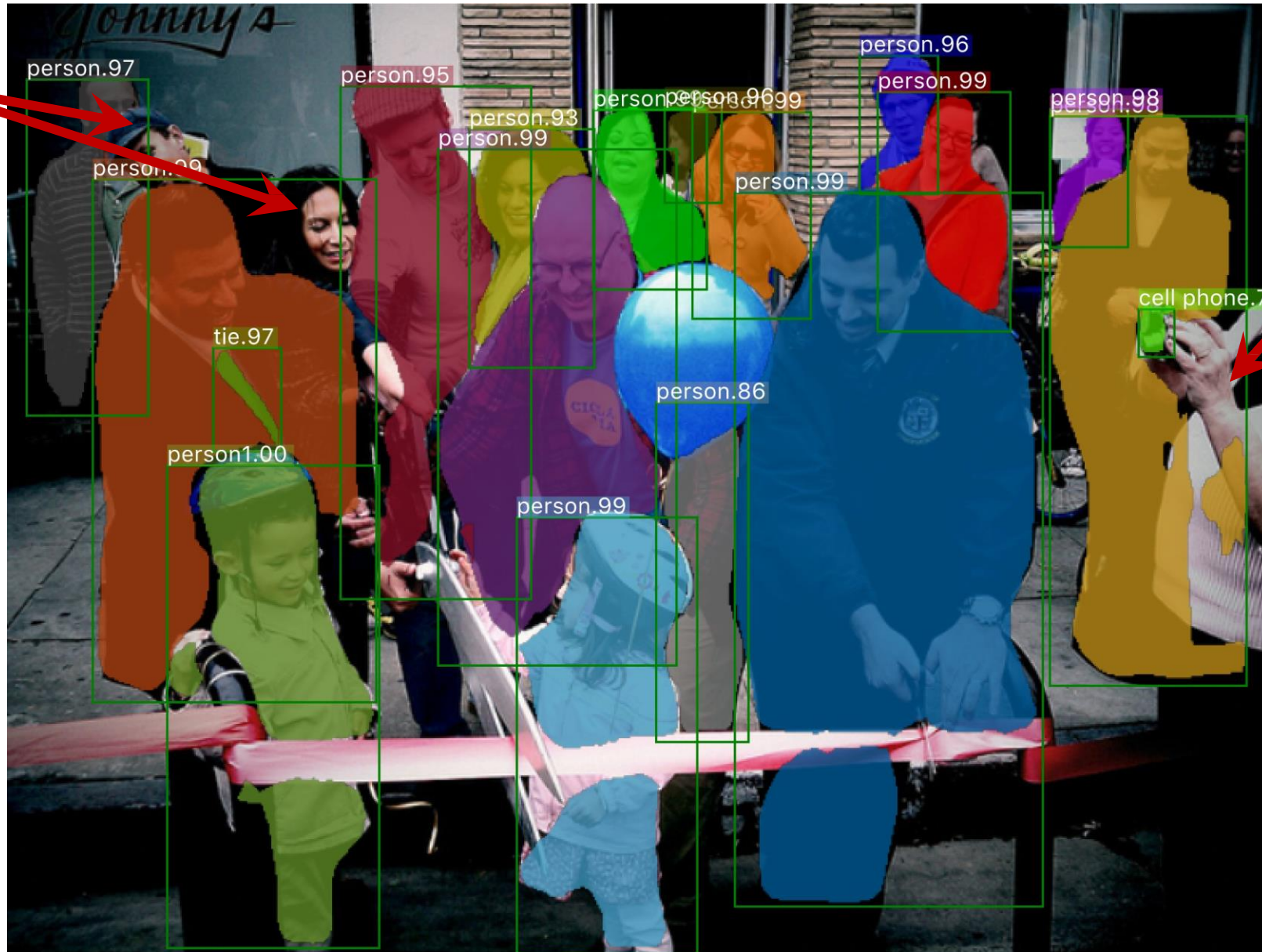
Mask R-CNN results on COCO



Mask R-CNN results on CityScapes

# Failure case: detection/segmentation

missing



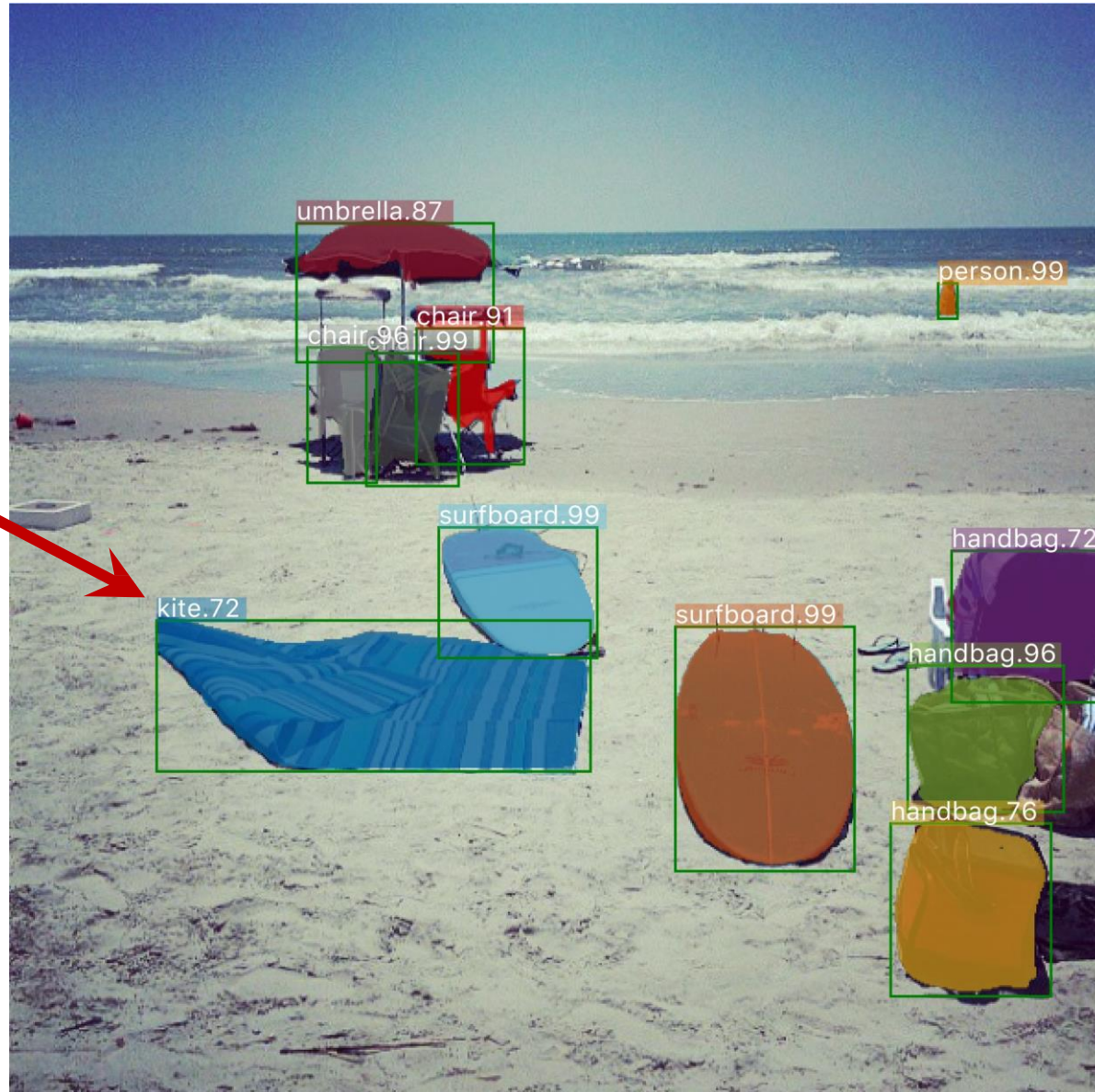
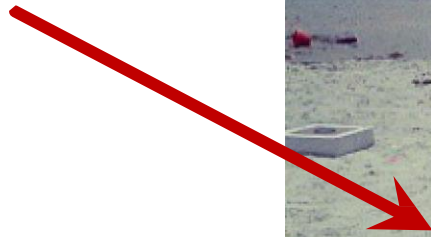
missing,  
false mask

Mask R-CNN results on COCO



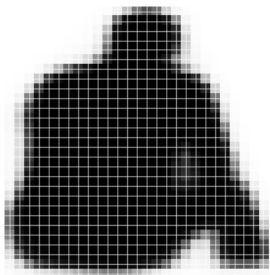
# Failure case: recognition

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)



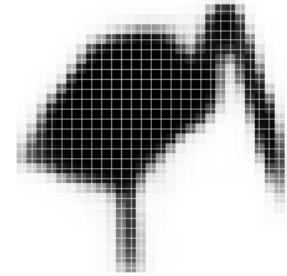
Final prediction (threshold at 0.5)



Validation image with box detection shown in red



28x28 soft prediction



Resized Soft prediction



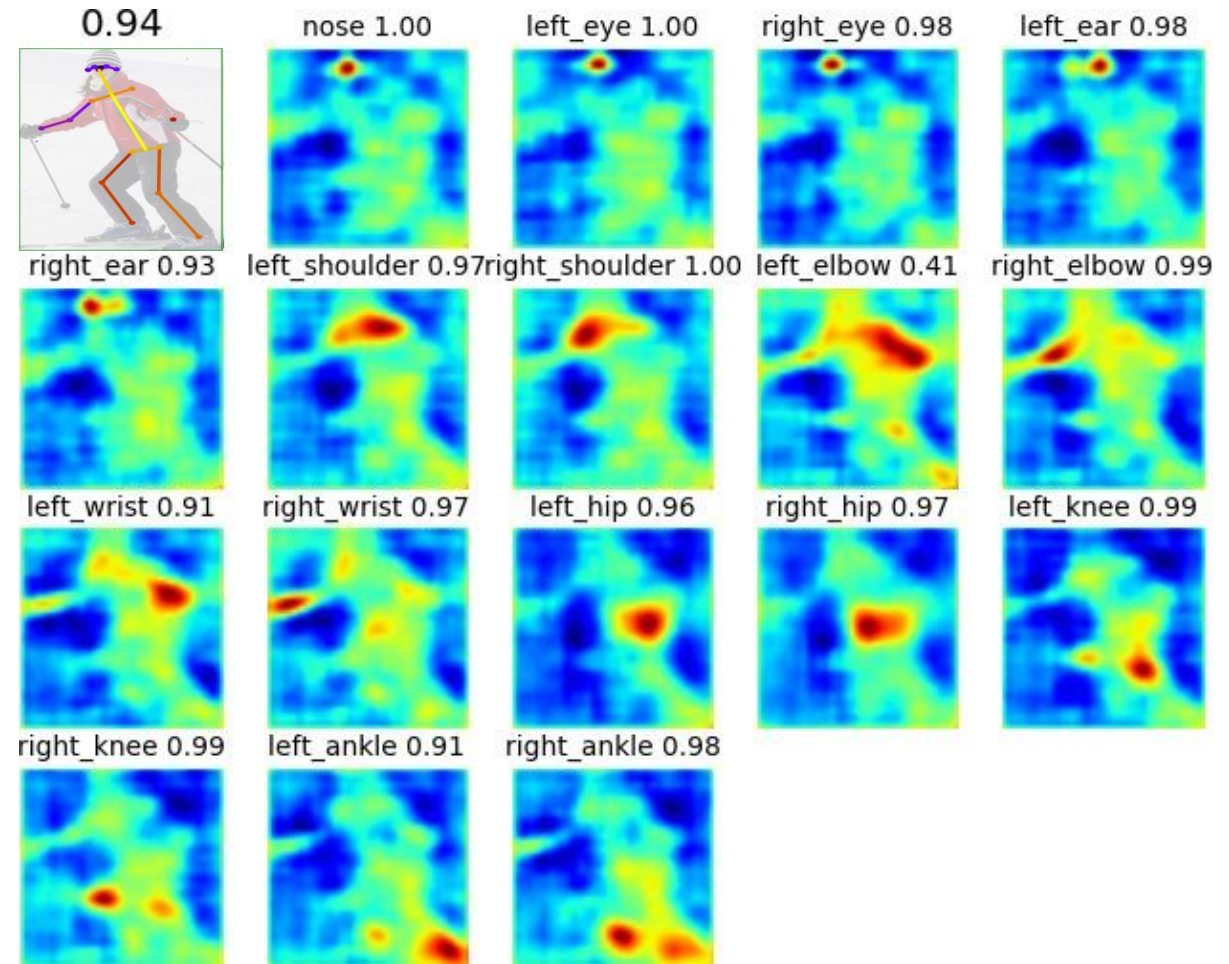
Final mask

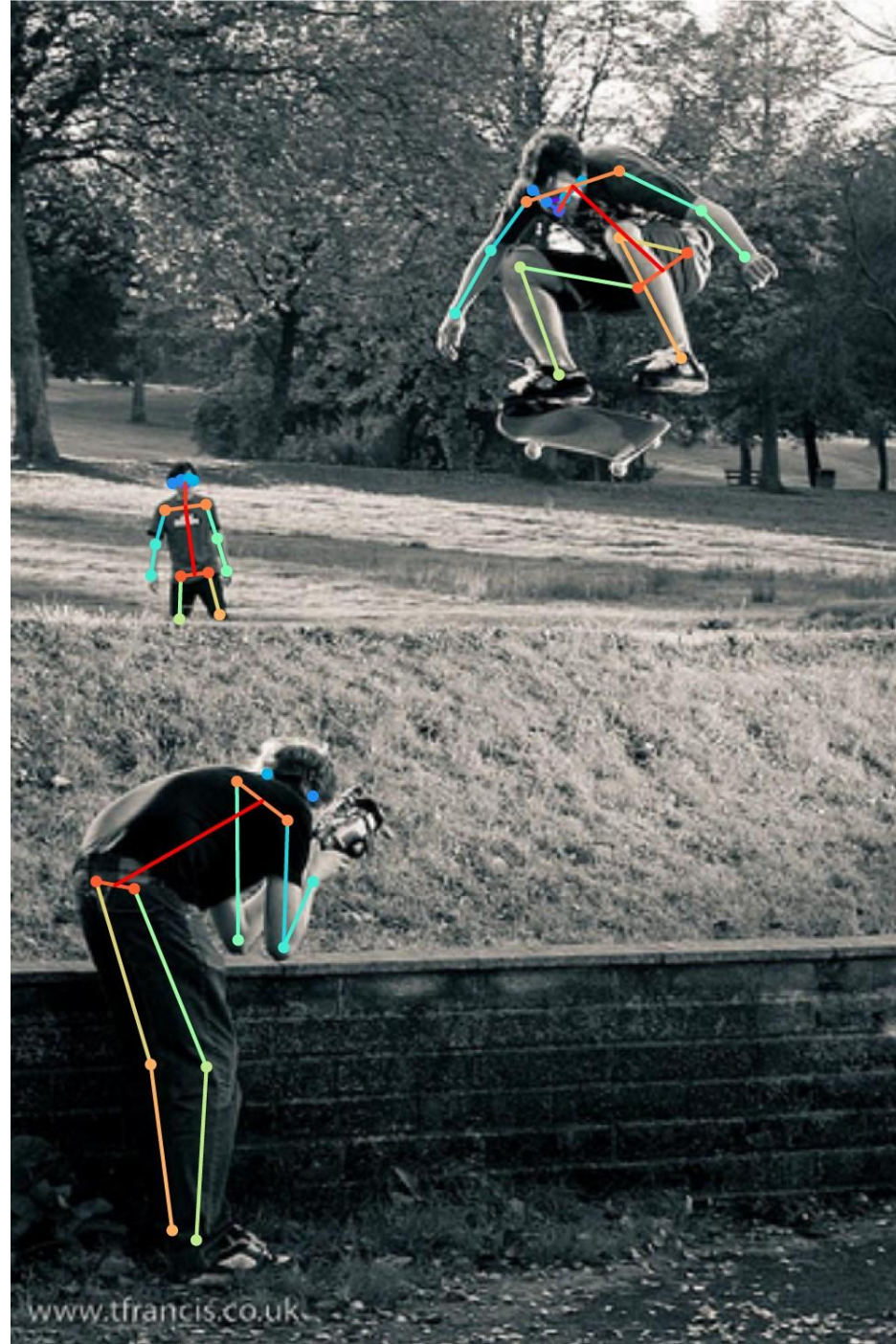


Validation image with box detection shown in red

# 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  $56 \times 56$
- Desire the same equivariances
  - translation, scale, aspect ratio

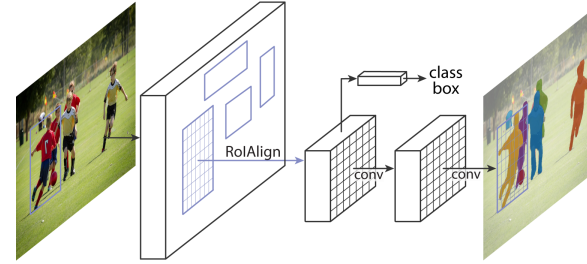




# Conclusion

## Mask R-CNN

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



Code 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