

Lecture 12: Object detection

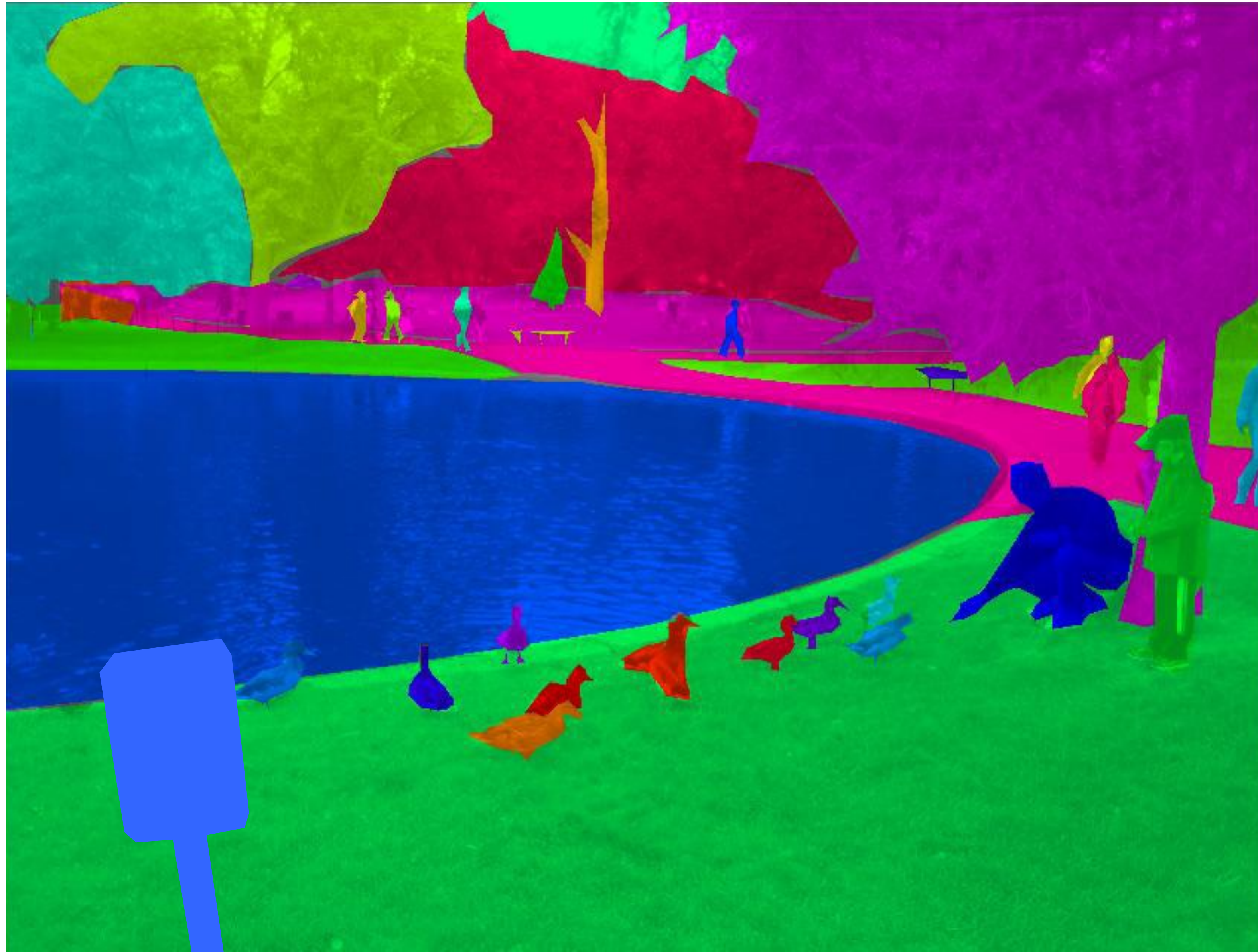
Announcements

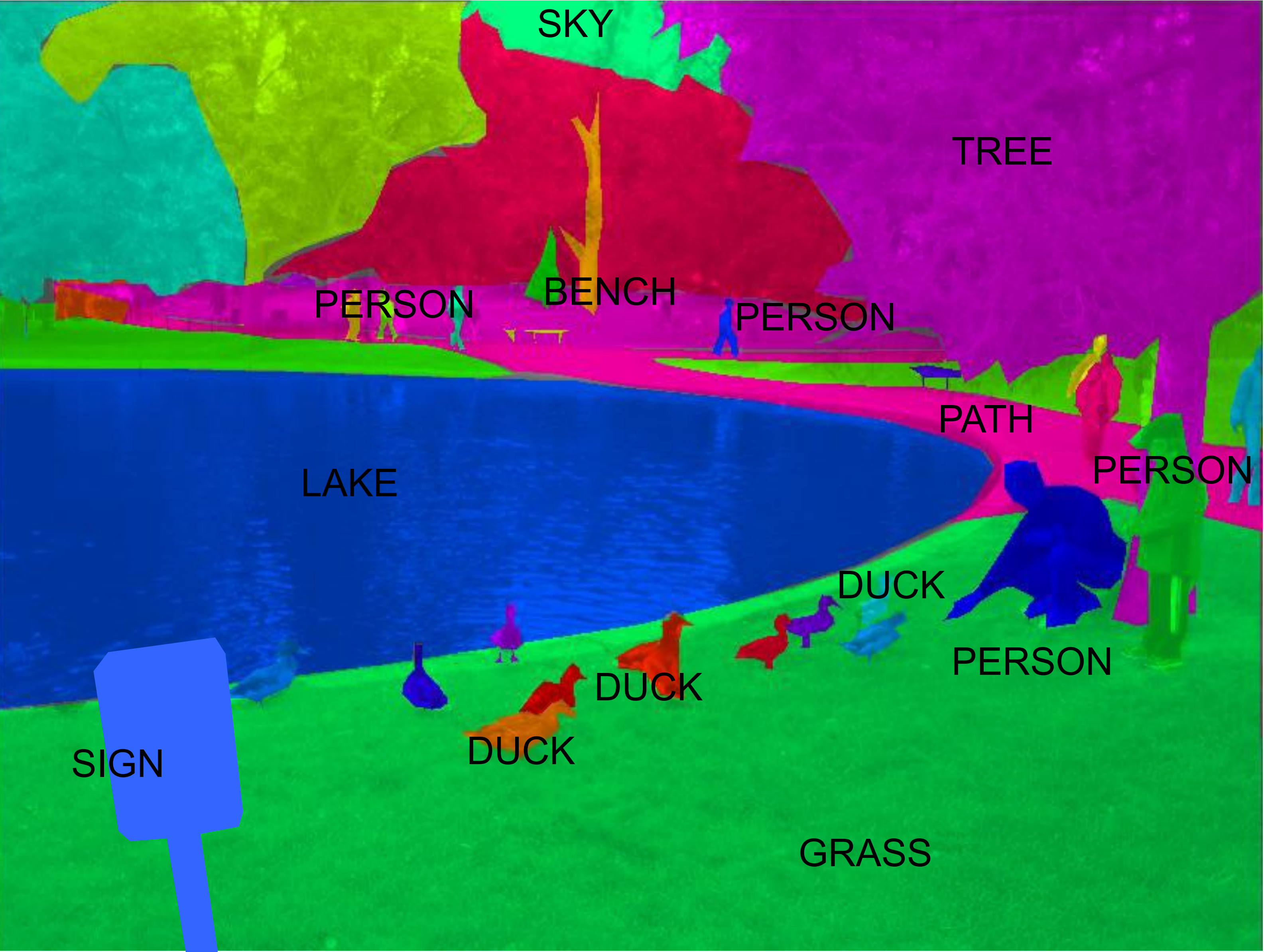
- PS1 grades out
- Next two problem sets:
 - PS6: image generation
 - PS7: representation learning

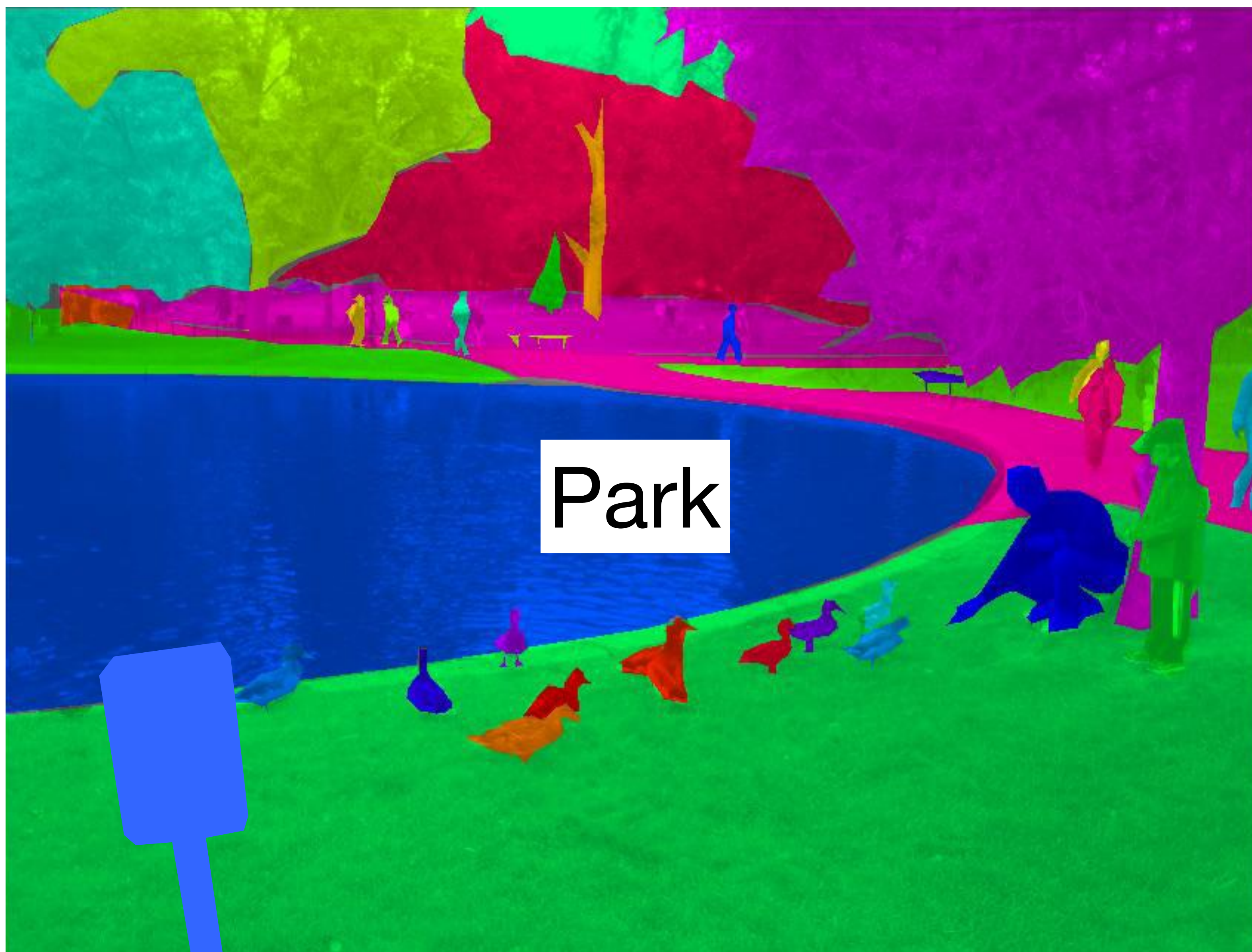
Before we talk about objects:
What does it mean to understand a scene?



Image contains Photoshopped sign







Park

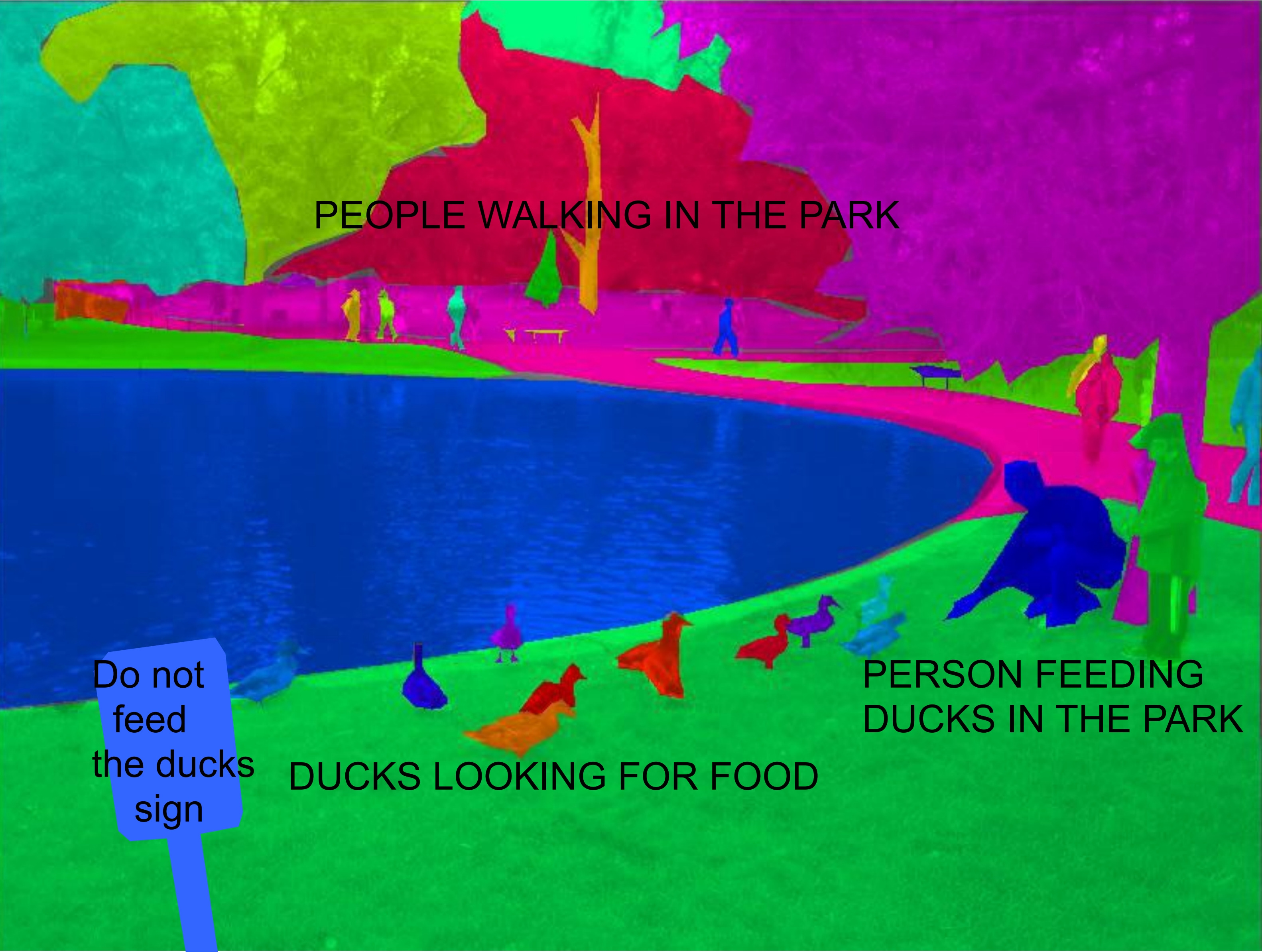


A view of a park on a nice spring day



PEOPLE UNDER THE
SHADOW OF THE TREES

DUCKS ON TOP
OF THE GRASS



PEOPLE WALKING IN THE PARK

PERSON FEEDING
DUCKS IN THE PARK

DUCKS LOOKING FOR FOOD

Do not
feed
the ducks
sign

What makes this challenging?

Why do we care about recognition?



We can perceive the 3D shape, texture, material properties, without knowing about objects. But, the concept of **category** encapsulates also information about what can we do with those objects.

Object categories aren't everything



Object categories aren't everything

sky

building

*A picture is worth a 1000 words...
Or just 10?*

flag

face

banner

wall

bus

street lamp

bus

cars

What labels? Recognizing exact instances?



A Beijing City Transit Bus #17, serial number 43253?

Need more general (useful) information



What can we say the very first time we see this thing?

Functional:

- A large vehicle that may be moving fast, probably to the right, and will hurt you if you stand in its way.
- However, at specified places, it will allow you to enter it and transport you quickly over large distances.

Communicational:

- bus, autobus, λεωφορείο, ônibus, автобус, 公共汽车, etc.

Visual challenges with categories

- A lot of categories are functional
- Categories are 3D, but images are 2D
- World is highly varied

Chair



car



train



Limits to direct perception



Importance of context



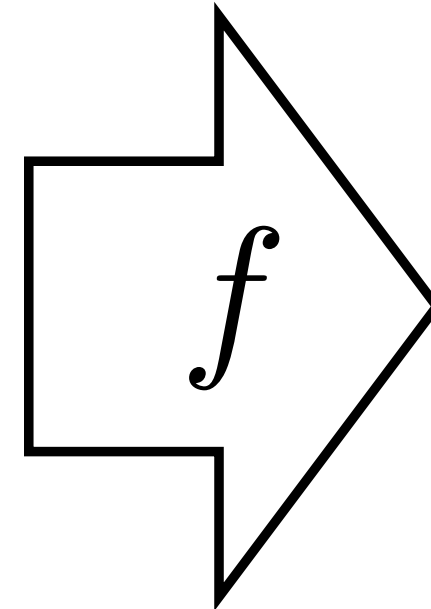
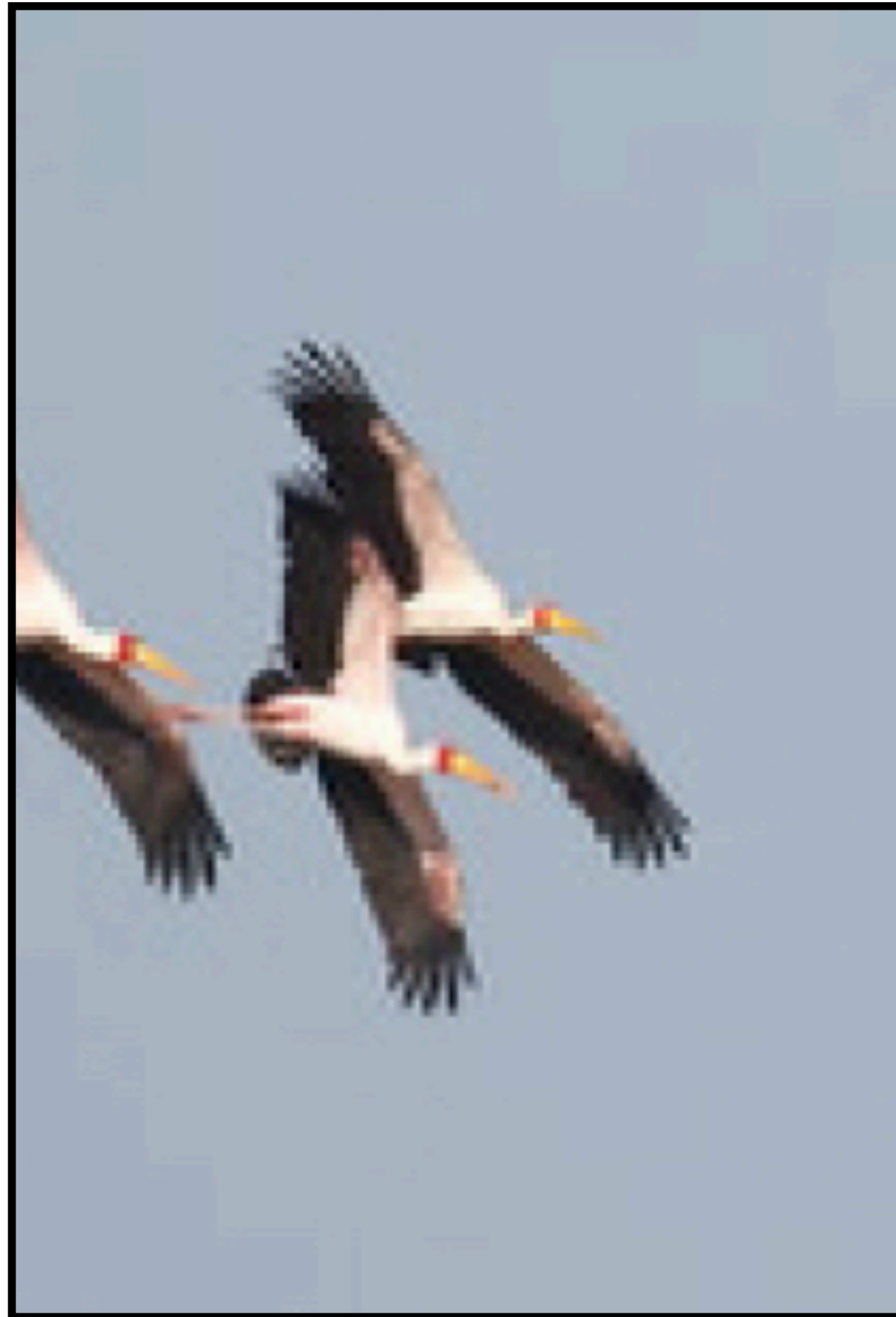
Today

- Introduction to scene understanding
- Object detection models
- Evaluating object detectors
- Future challenges

Today

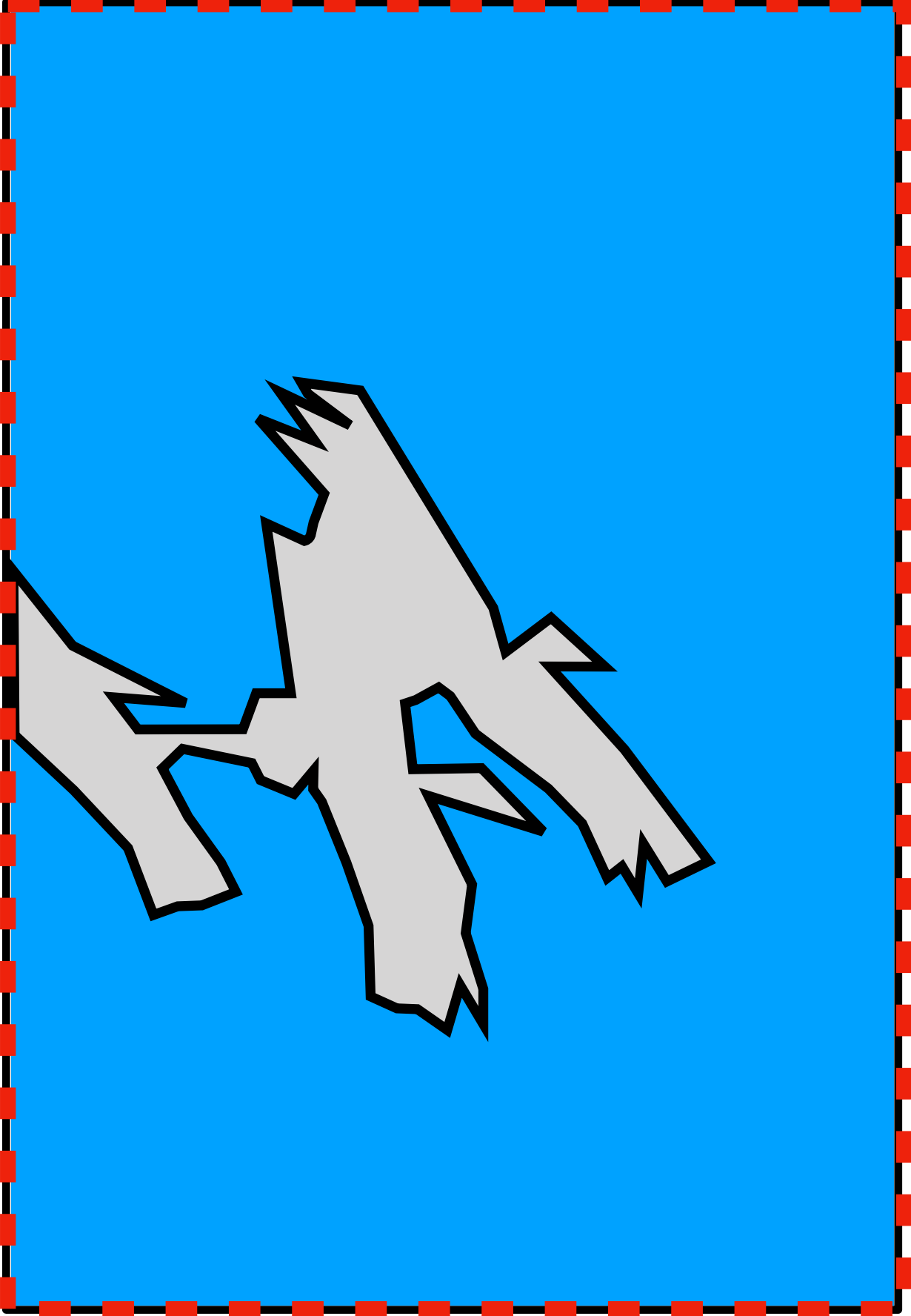
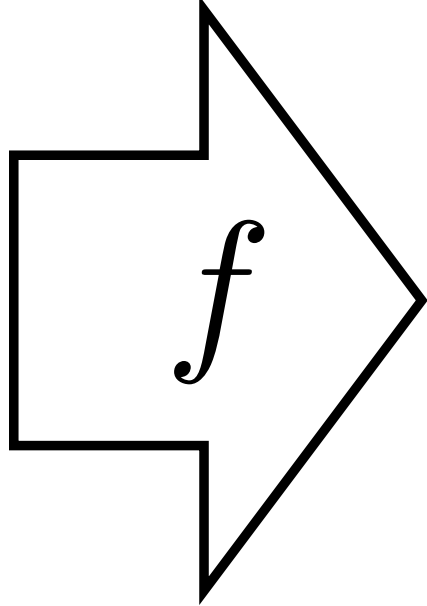
- Introduction to scene understanding
- Object detection models
- **Evaluating object detectors**
- Future challenges

Previously: object recognition



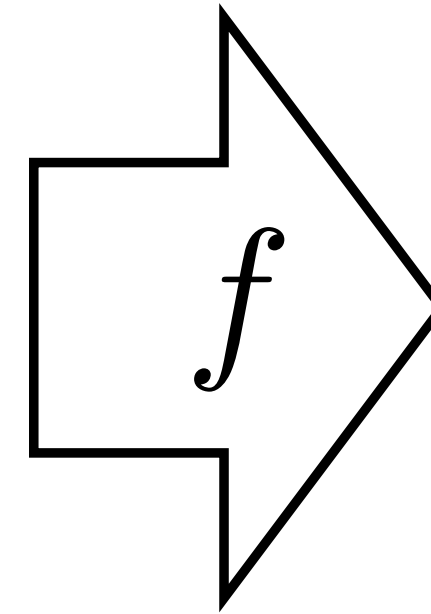
“Birds”

Previously: semantic segmentation

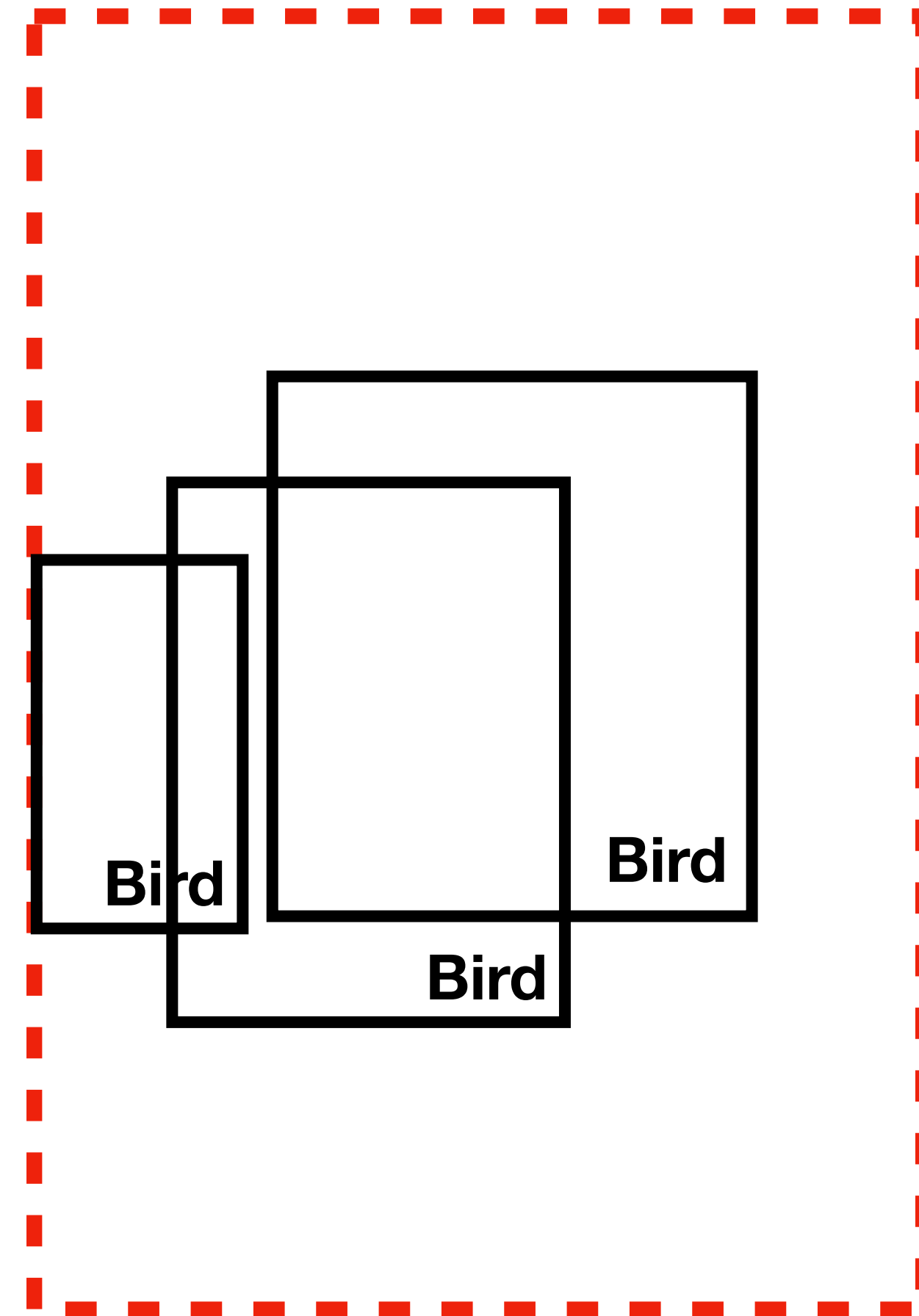


“A bunch of bird stuff”

Object detection



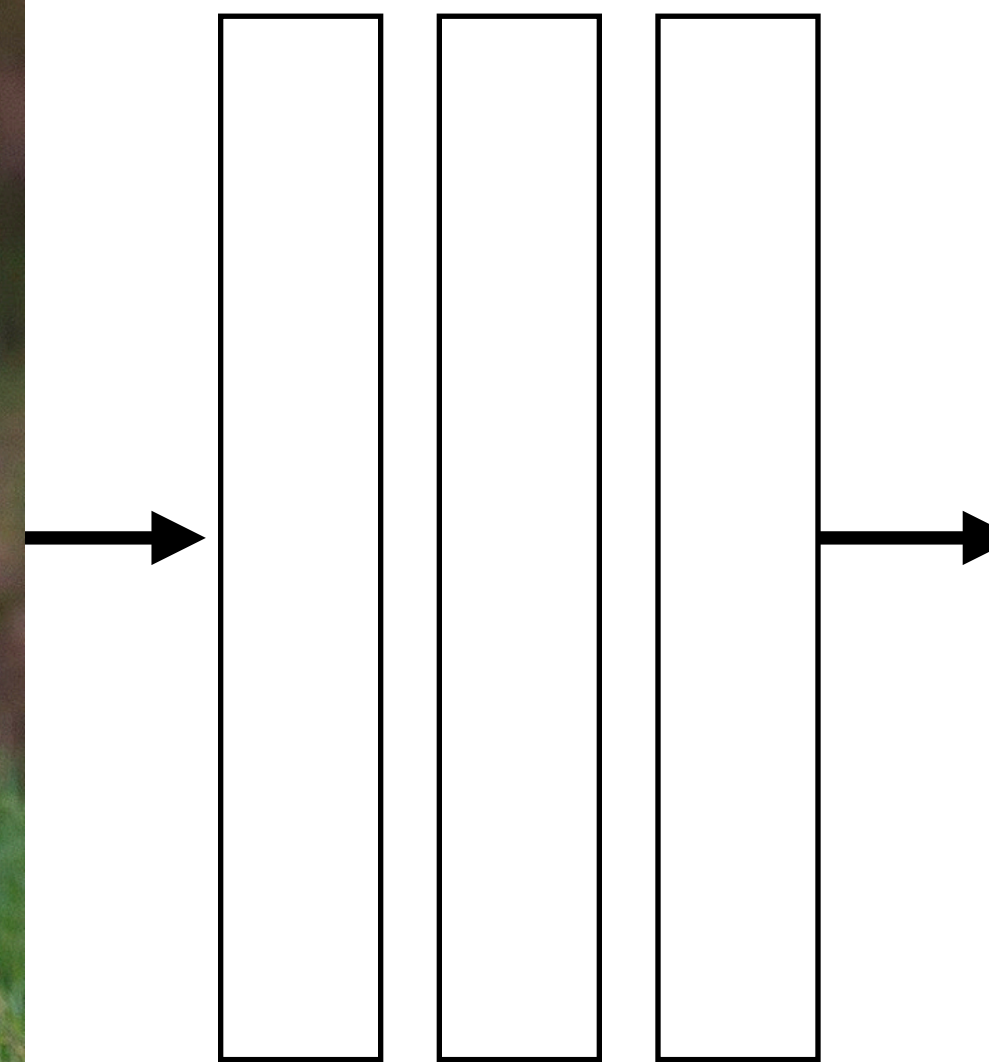
Classification and localization



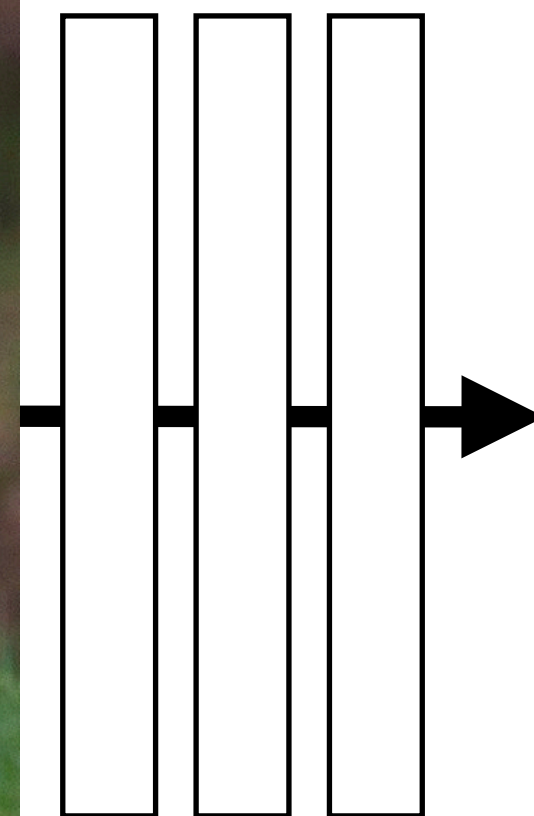
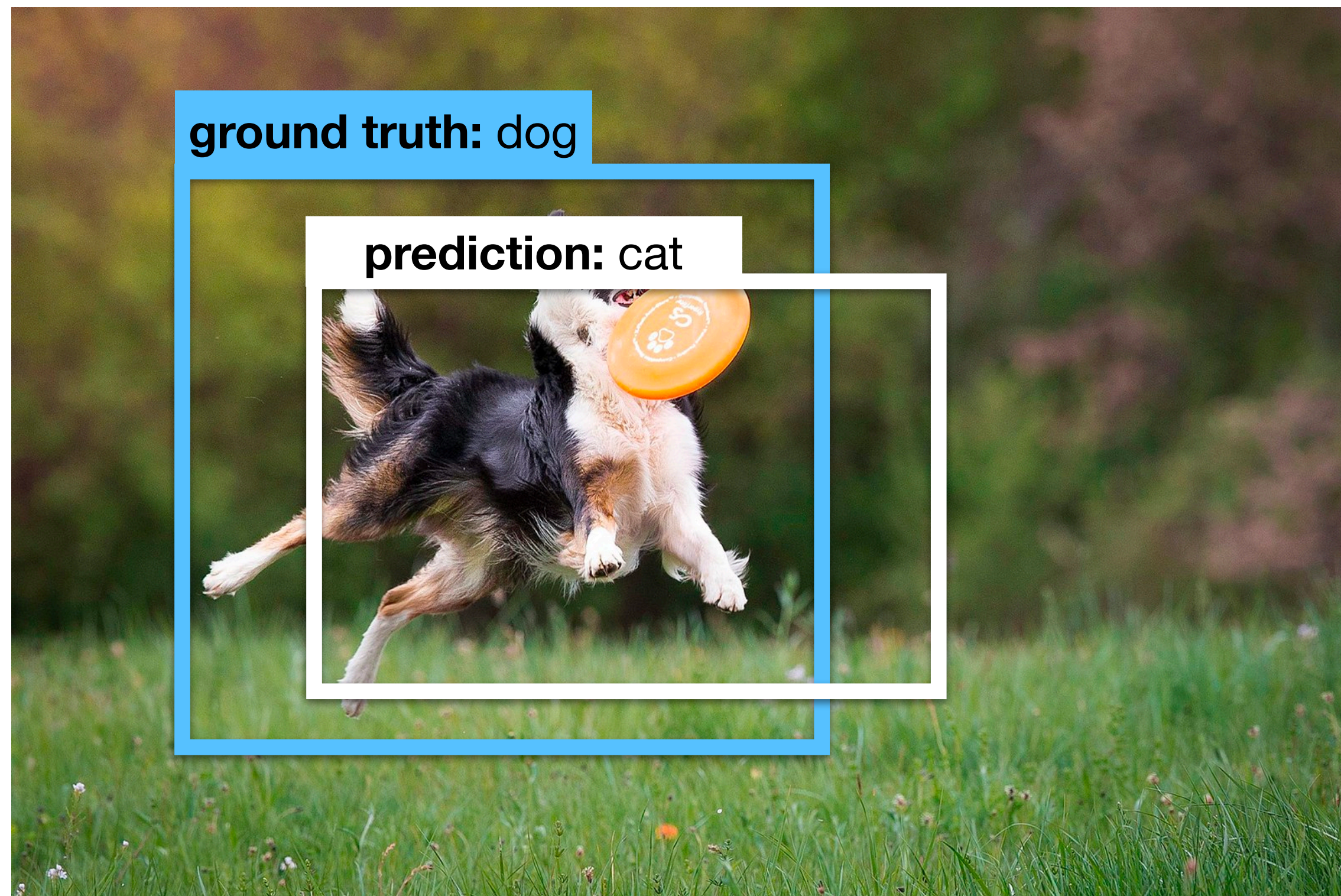
Each bounding box is:
[x,y,w,h]

Challenge: unbounded number of detections, possibly multiple detections per pixel

Idea #1: regress bounding box

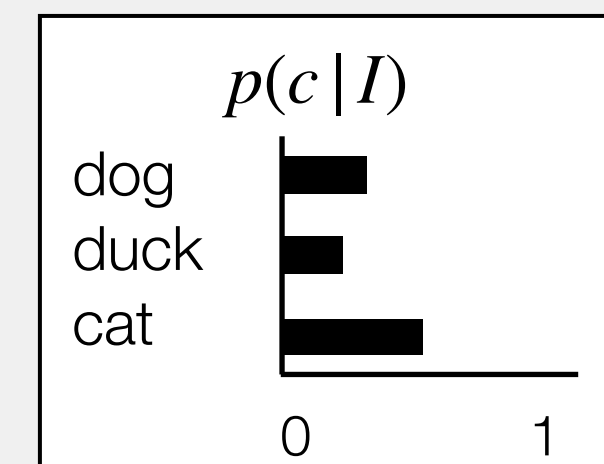


Idea #1: regress bounding box



Outputs

1. Class label



2. Box coords.

(x, y, w, h)

Losses

1. Cross entropy loss

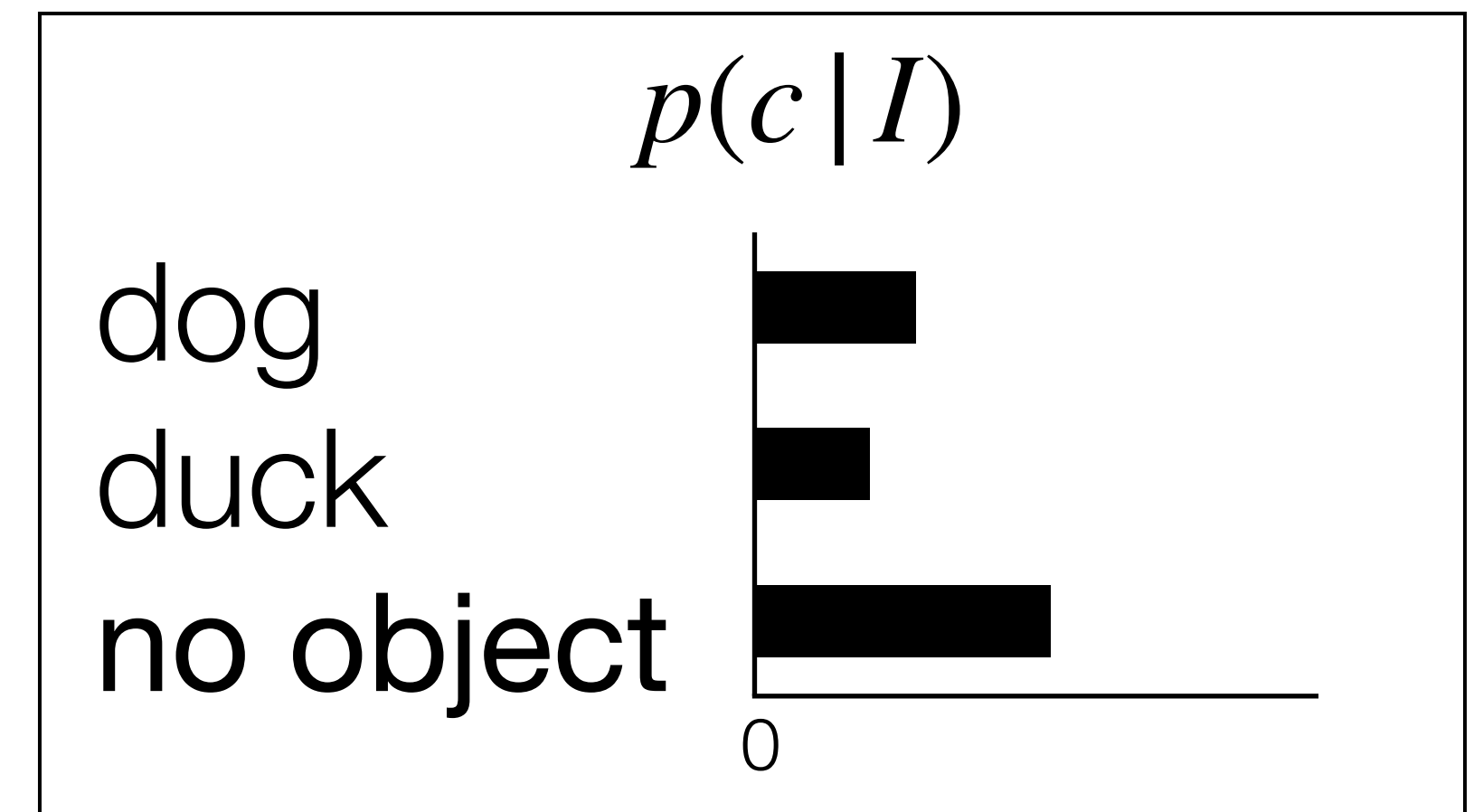
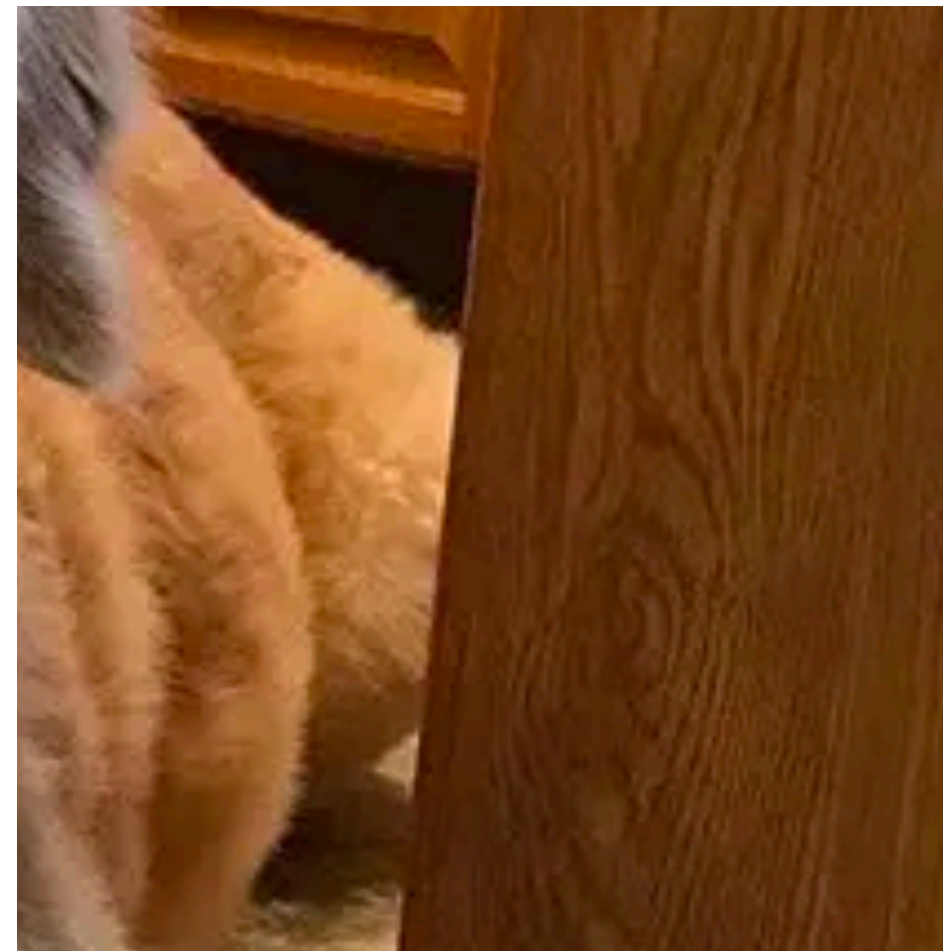
$$L_{cls} = -\log(p(y = \text{dog}))$$

2. Squared distance

$$L_{box} = \left\| \begin{bmatrix} x \\ y \\ w \\ h \end{bmatrix} - \begin{bmatrix} x_{gt} \\ y_{gt} \\ w_{gt} \\ h_{gt} \end{bmatrix} \right\|^2$$

Doesn't scale well to multiple objects.

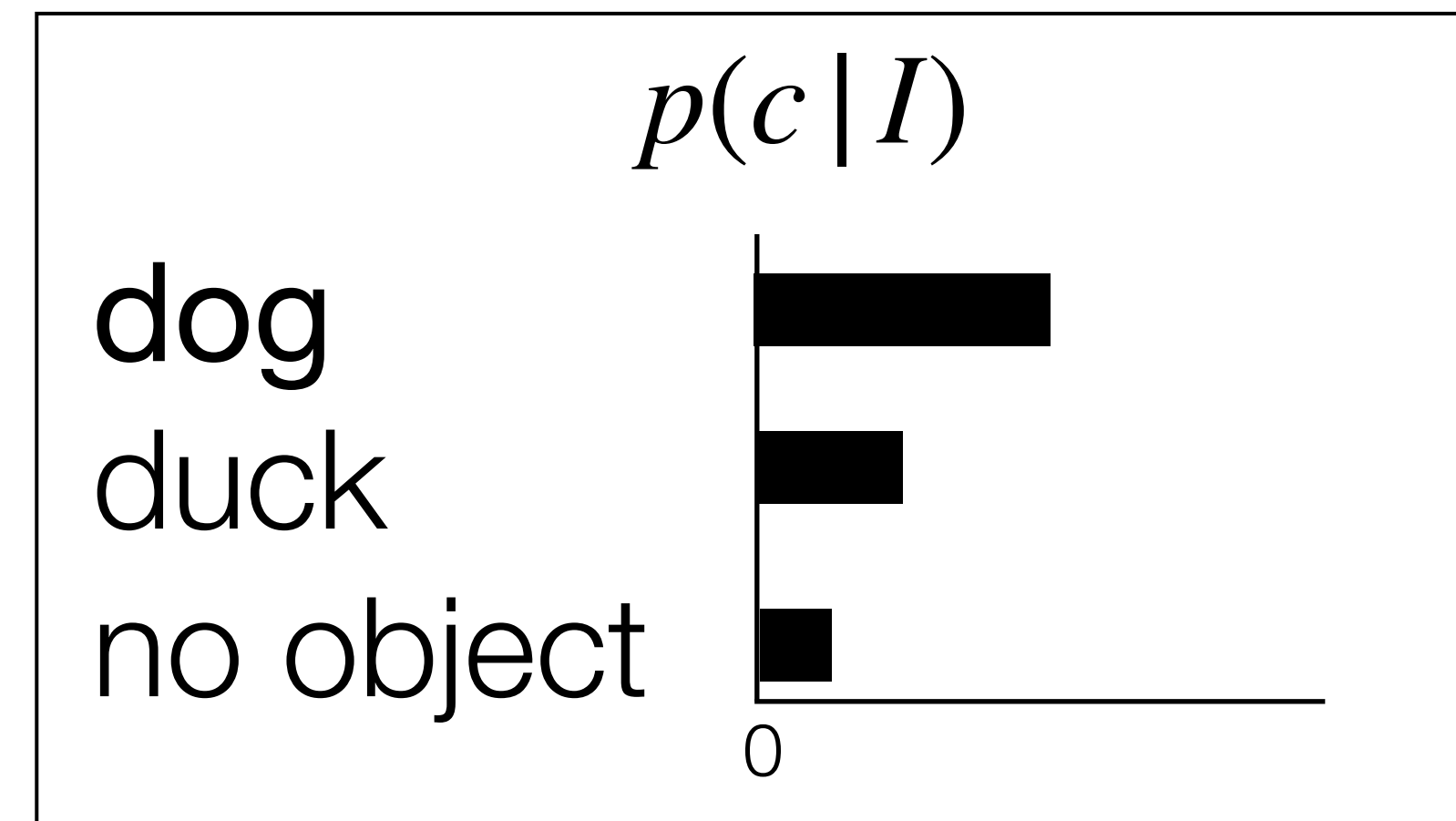
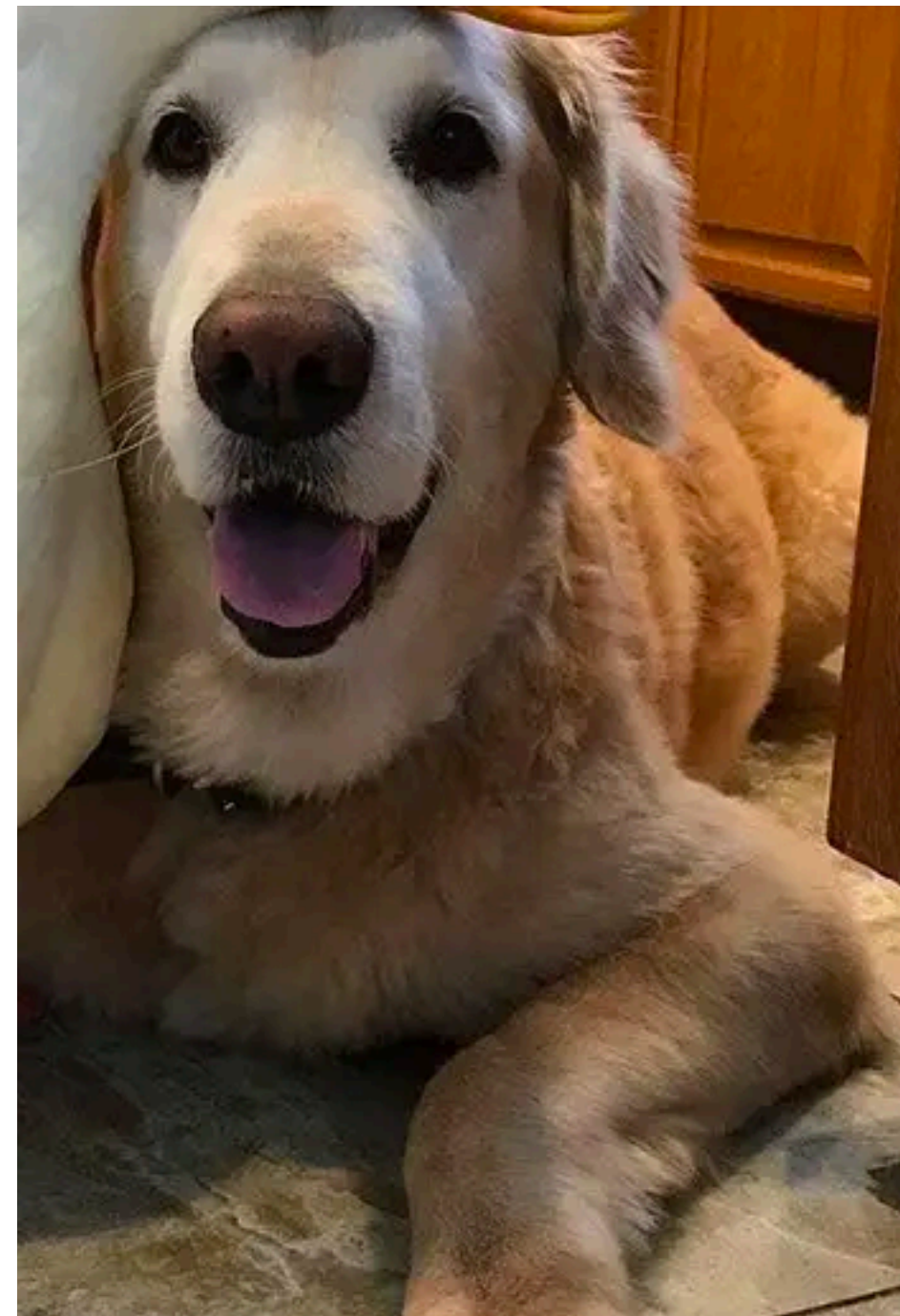
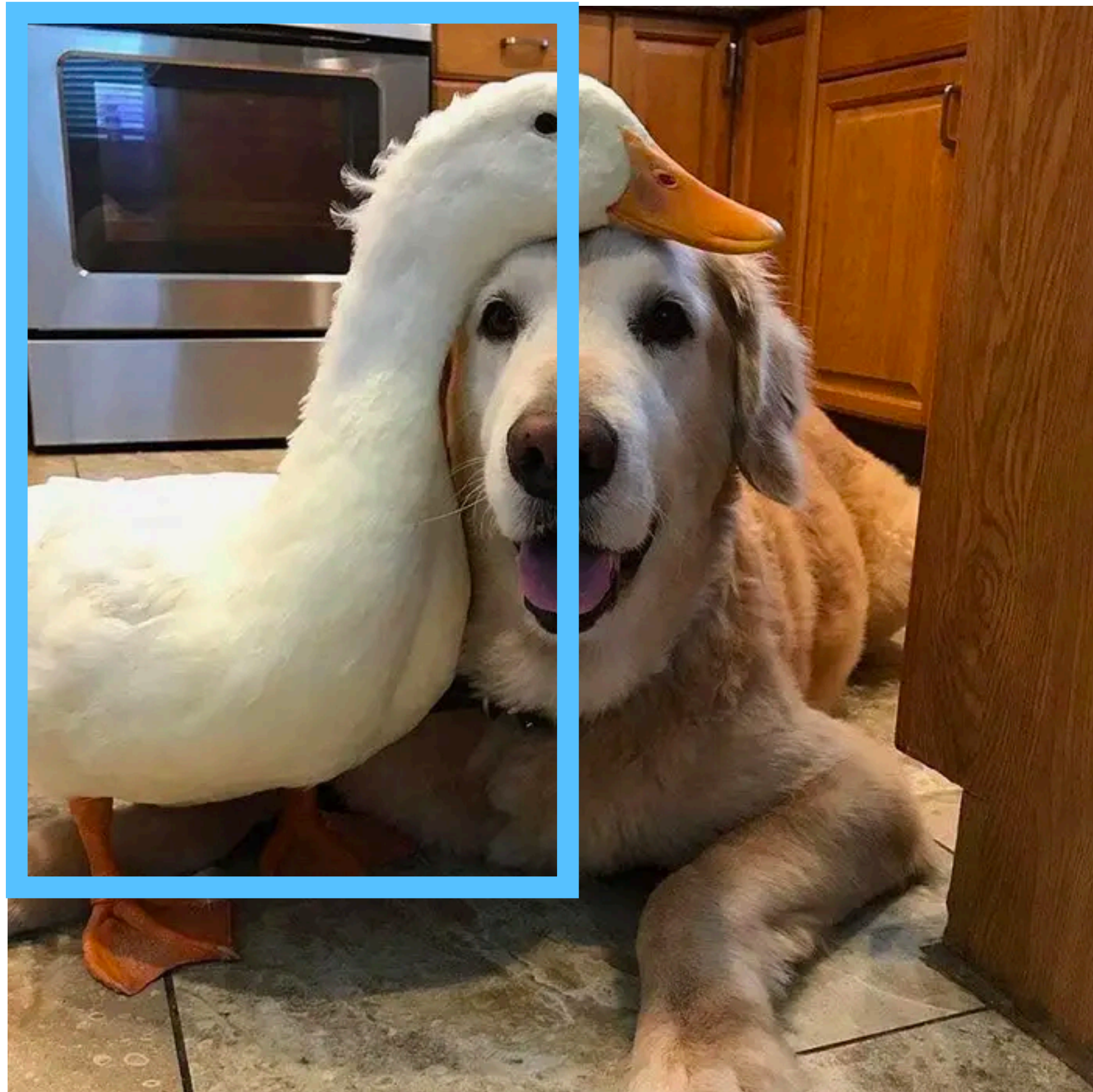
Idea #2: sliding window



Bounding box
 (x, y, w, h)

Need multiple scales and aspect ratios

Idea #2: sliding window



Bounding box
 (x, y, w, h)

Example: histograms of oriented gradients (HOG)

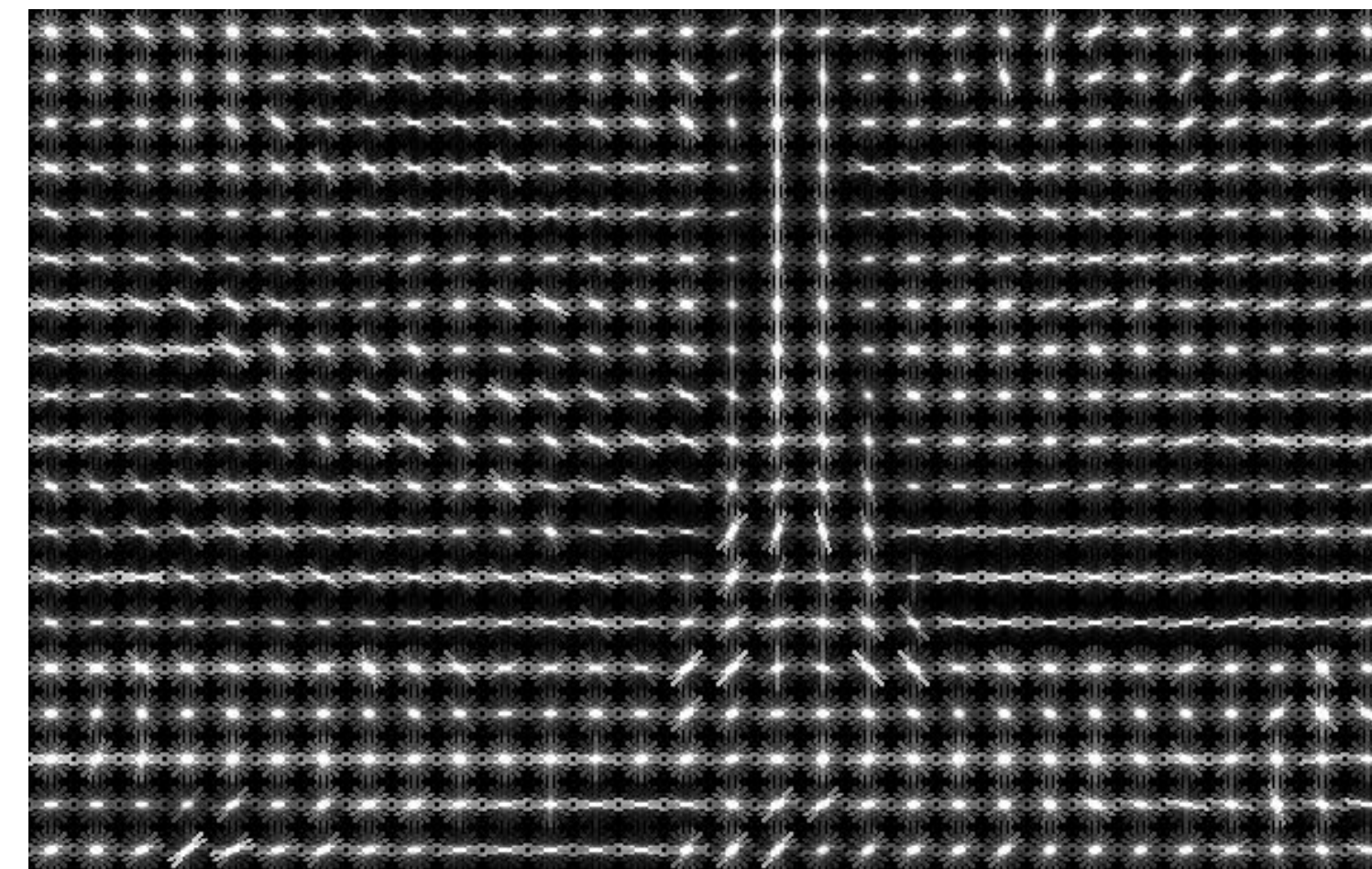
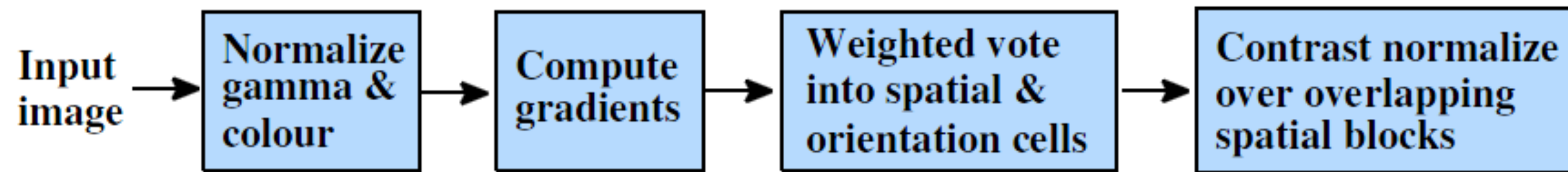


Image credit: N. Snavely

Example: pedestrian detection with HOG

Train a pedestrian template using a linear classifier. Represent each window using HOG.

positive training examples



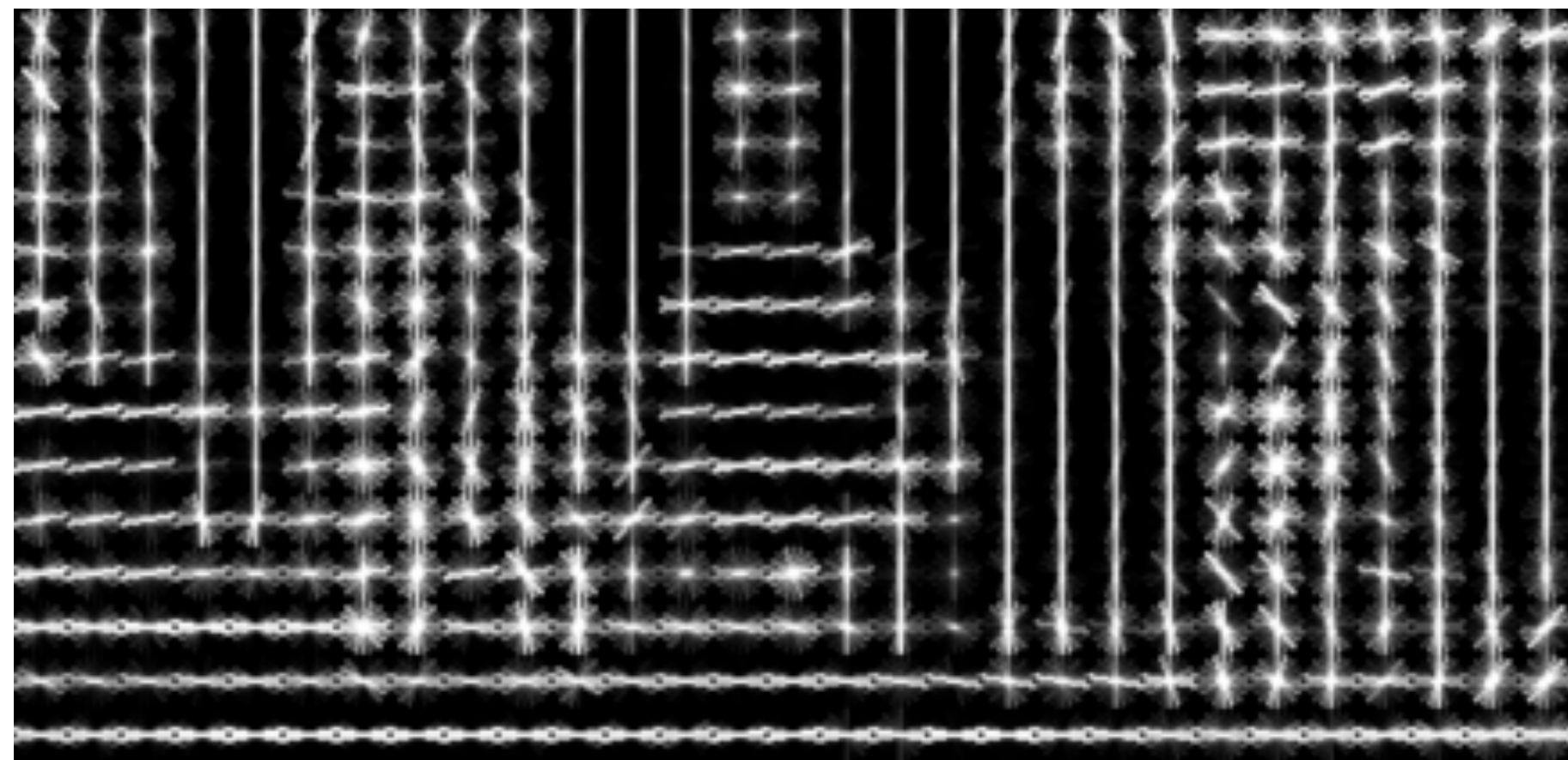
negative training examples



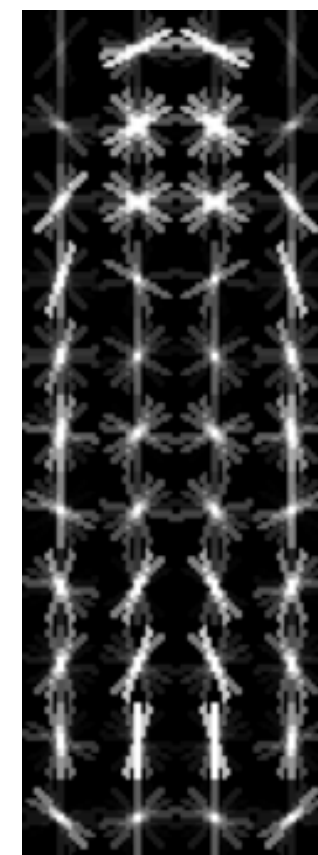
Pedestrian detection with HOG

For multi-scale detection, repeat over multiple levels of a HOG pyramid

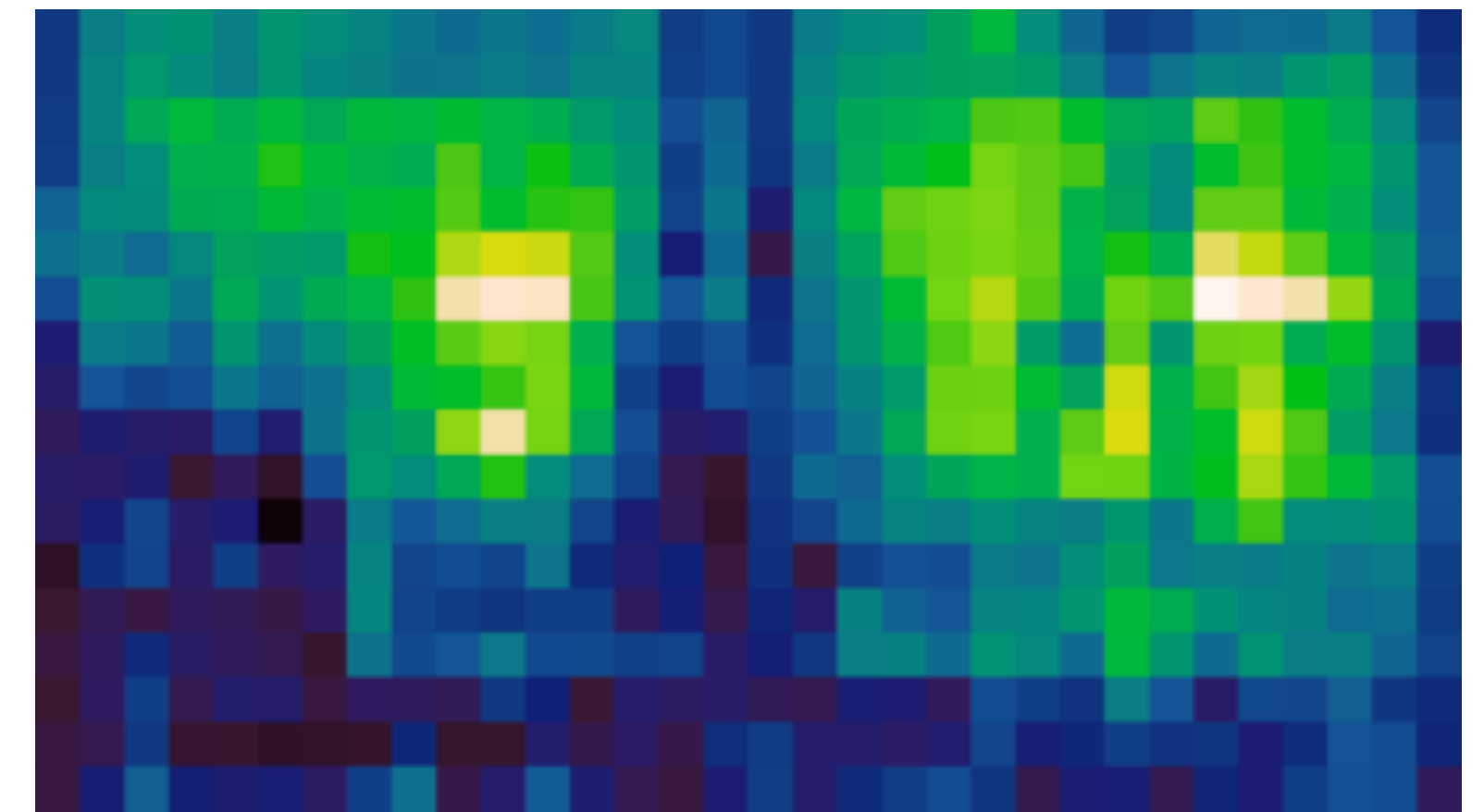
HOG feature map



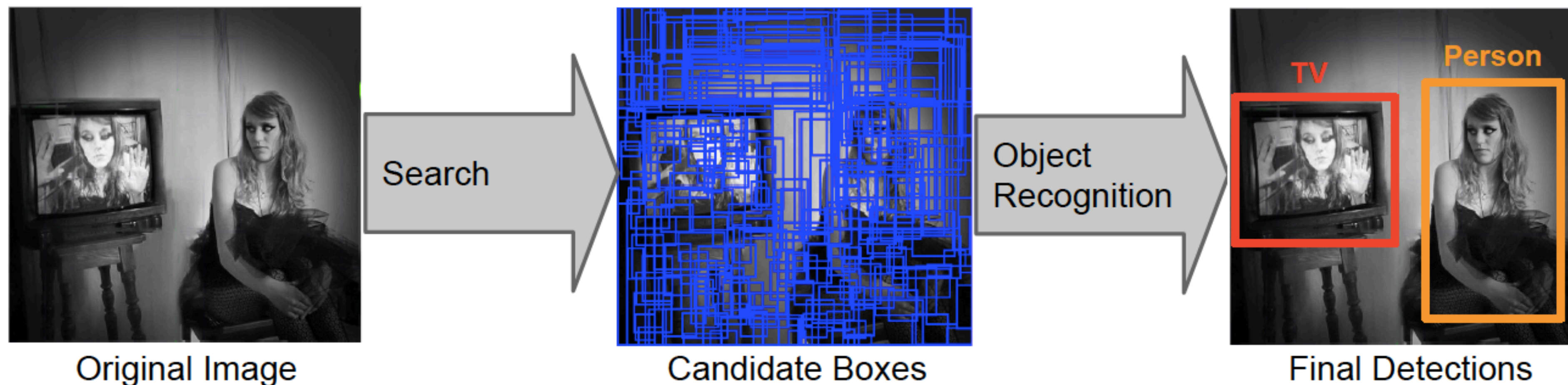
Template



Detector response map

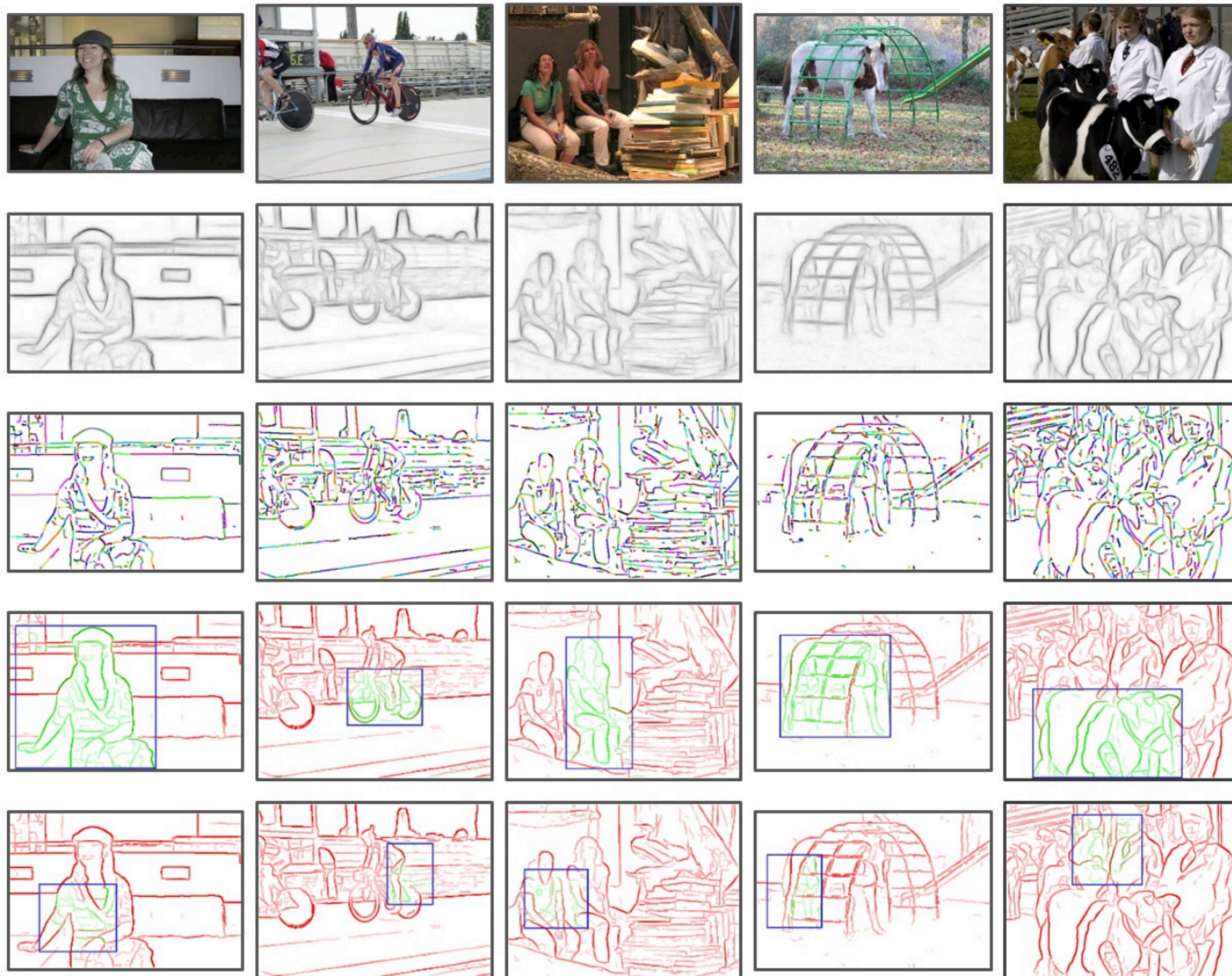


Idea #3: selective search



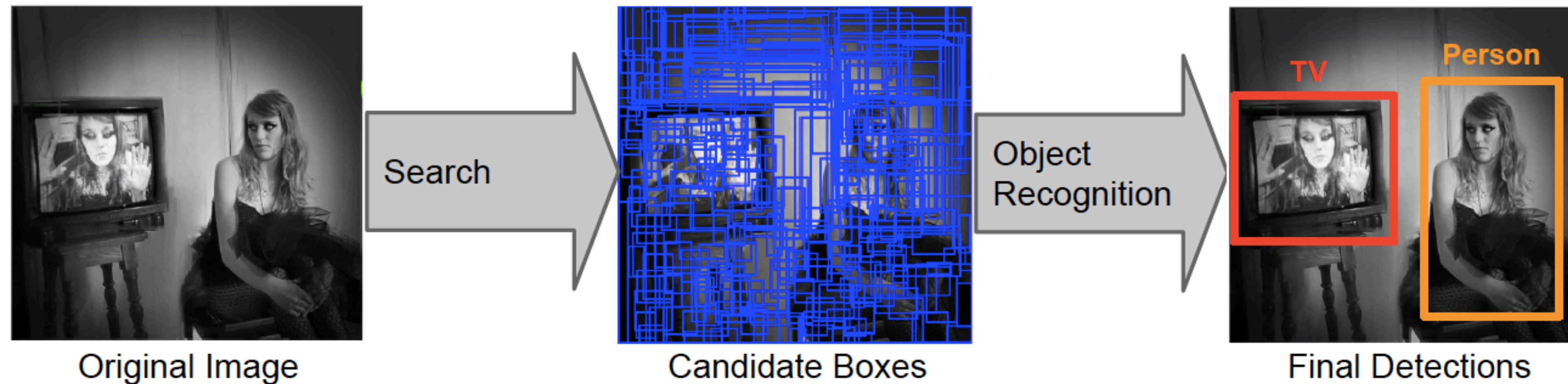
- Problem: evaluating a detector is very expensive
- An image with n pixels has $O(n^2)$ windows
- Only generate and evaluate a few hundred **region proposals** for regions that are “likely” to be an object of interest.

Selective search



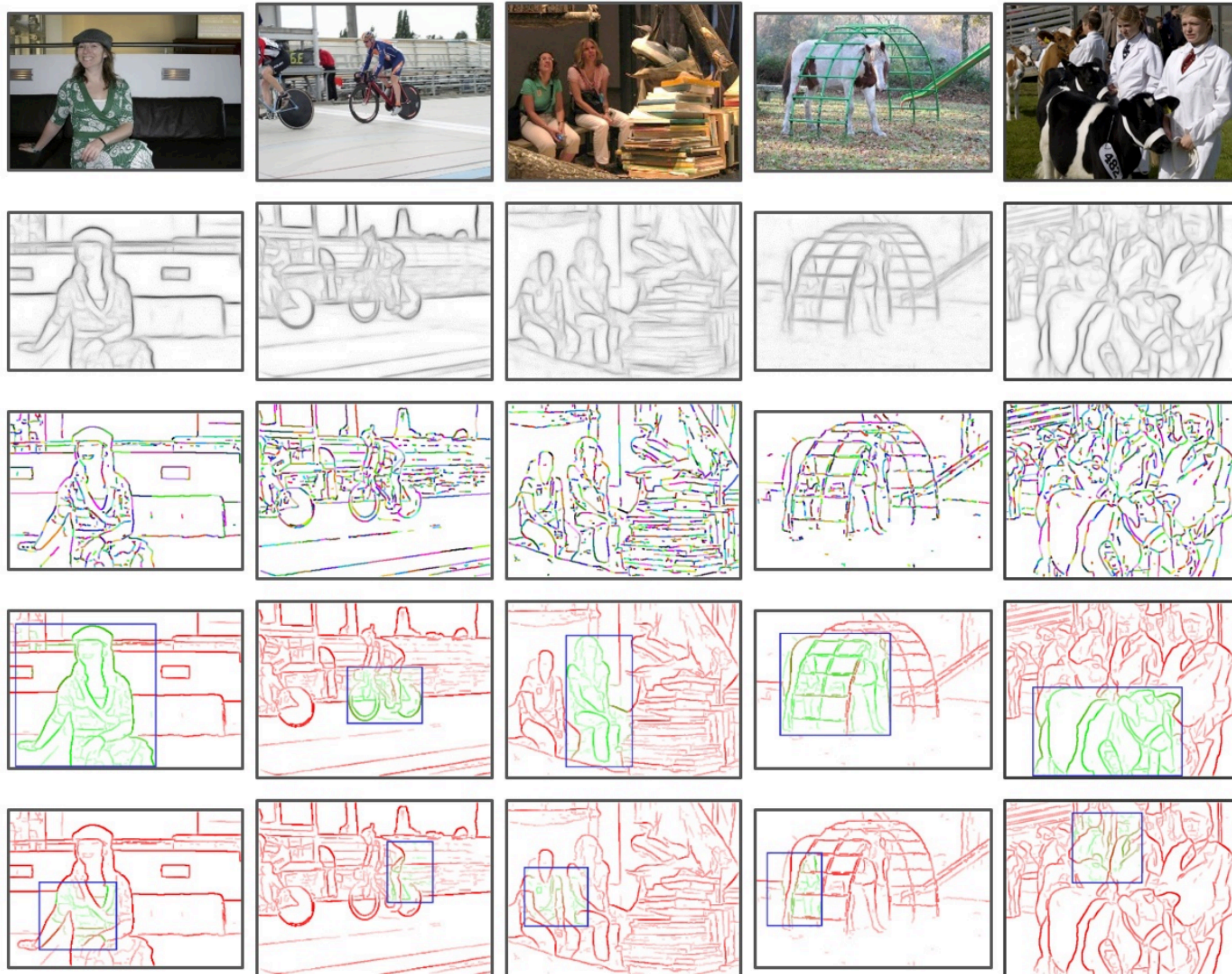
- Example: edge boxes [Zitnick & Dollar, 2014]
- Heuristic: detect edges, group them into contours
- Rank each window based on number of contours in window
- These are the only windows our detector will see

Recall: idea #3: selective search



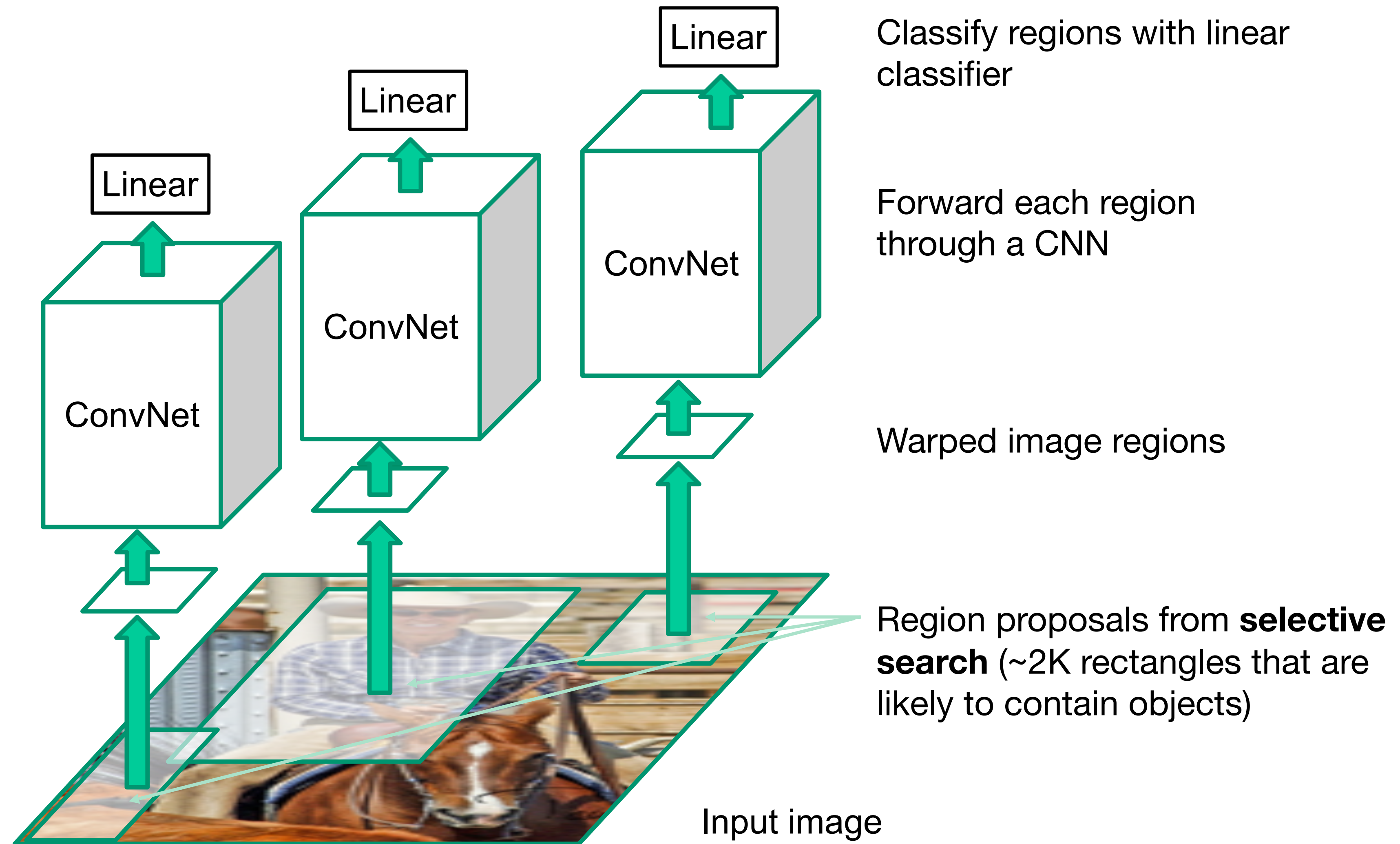
- Problem: evaluating a detector is very expensive
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Selective search



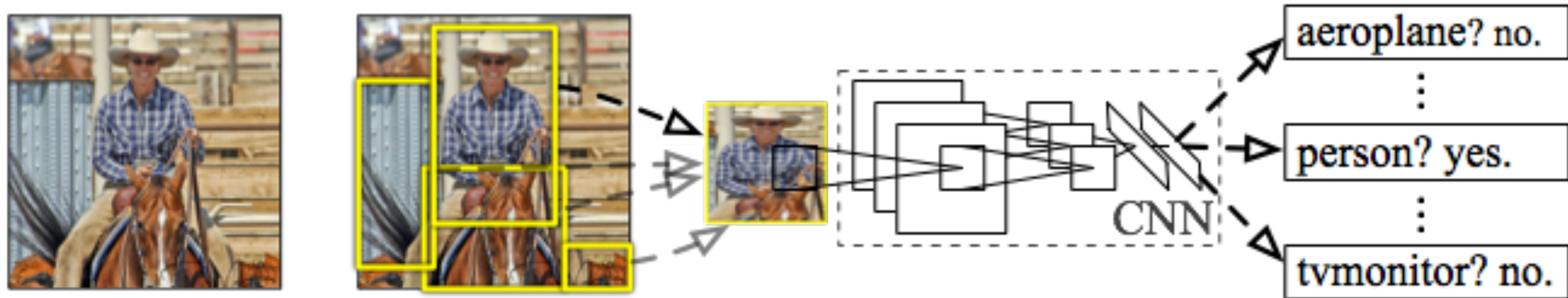
- Example: edge boxes [Zitnick & Dollar, 2014]
- Heuristic: detect edges, group them into contours
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R-CNN: Region proposals + CNN features



R. Girshick, J. Donahue, T. Darrell, and J. Malik, [Rich Feature Hierarchies for Accurate Object Detection and Semantic Segmentation](#), CVPR 2014.

R-CNN at test time



Input image

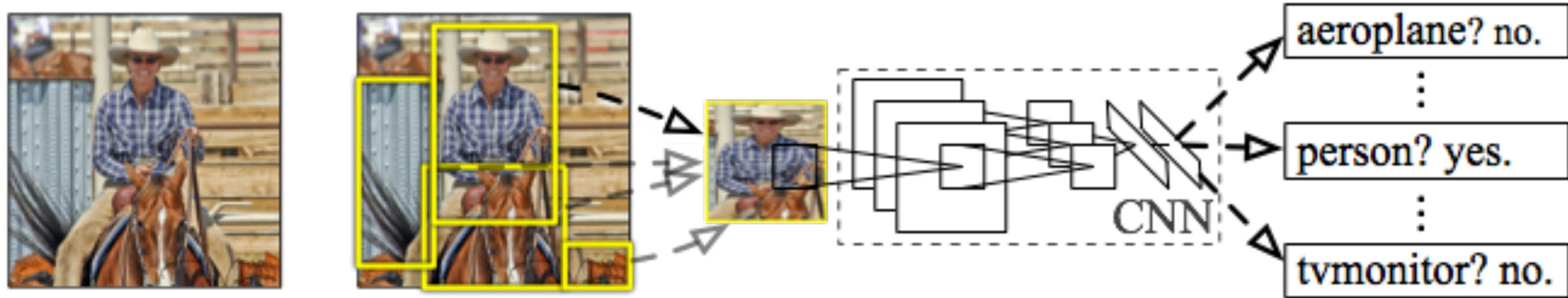
Extract region proposals (~2k / image)

Compute CNN features



a. Crop

R-CNN at test time



Input image

Extract region proposals (~2k / image)

Compute CNN features



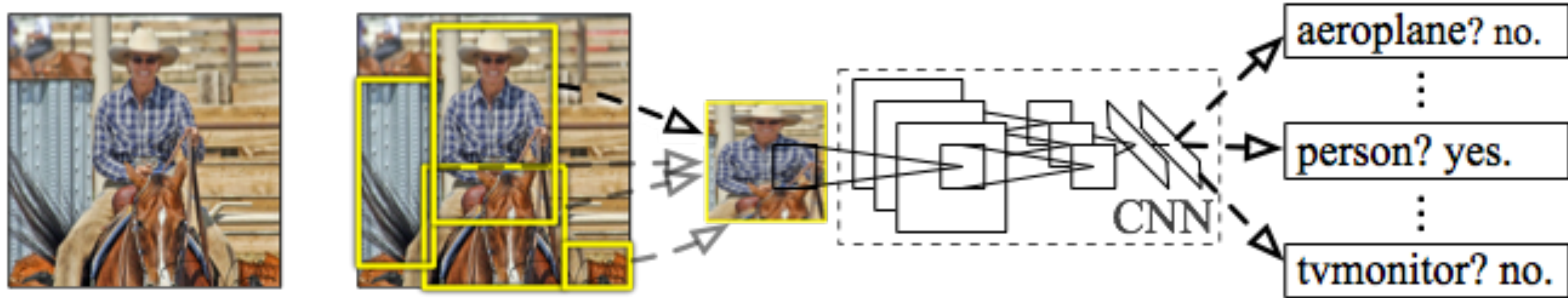
a. Crop



b. Scale

227 x 227

R-CNN at test time



Input image

Extract region proposals (~2k / image)

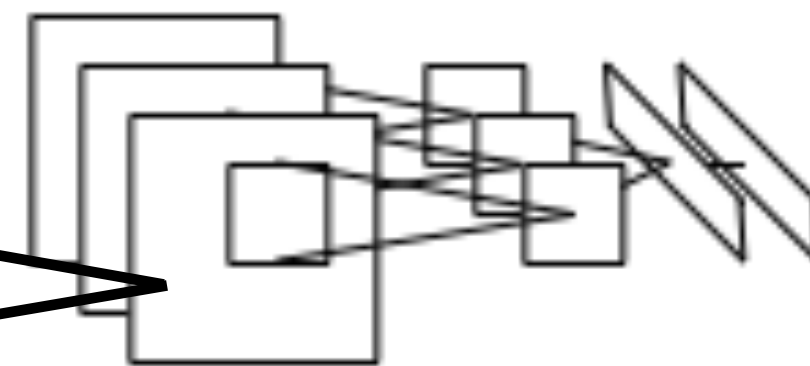
Compute CNN features



1. Crop

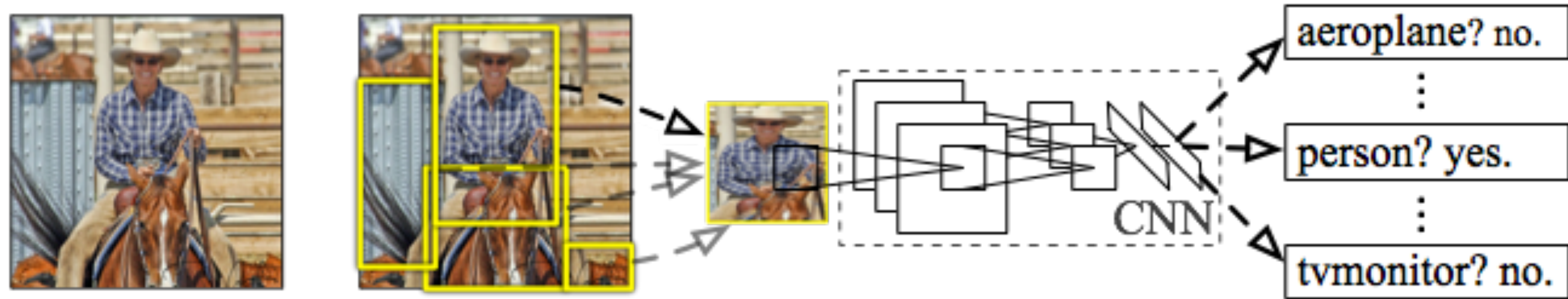


b. Scale



c. Forward propagate
Output: "fc₇" features

R-CNN at test time

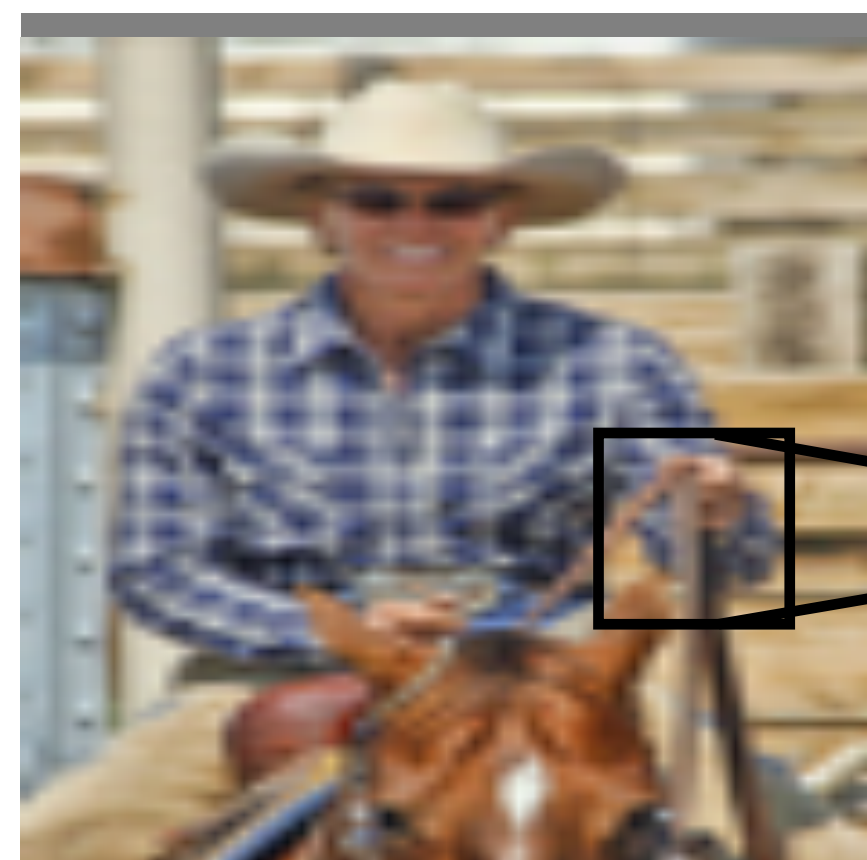


Input image

Extract region proposals (~2k / image)

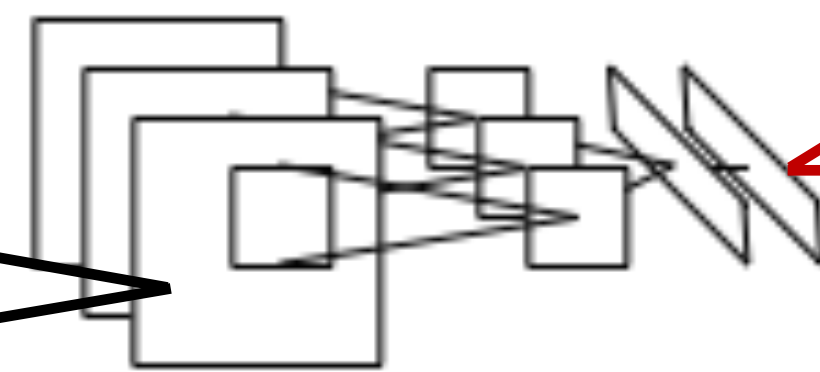
Compute CNN features

Classify regions



Warped proposal

4096-dimensional fc₇ feature vector



person? 1.6

...

horse? -0.3

...

linear classifier

Proposal refinement



Original
proposal

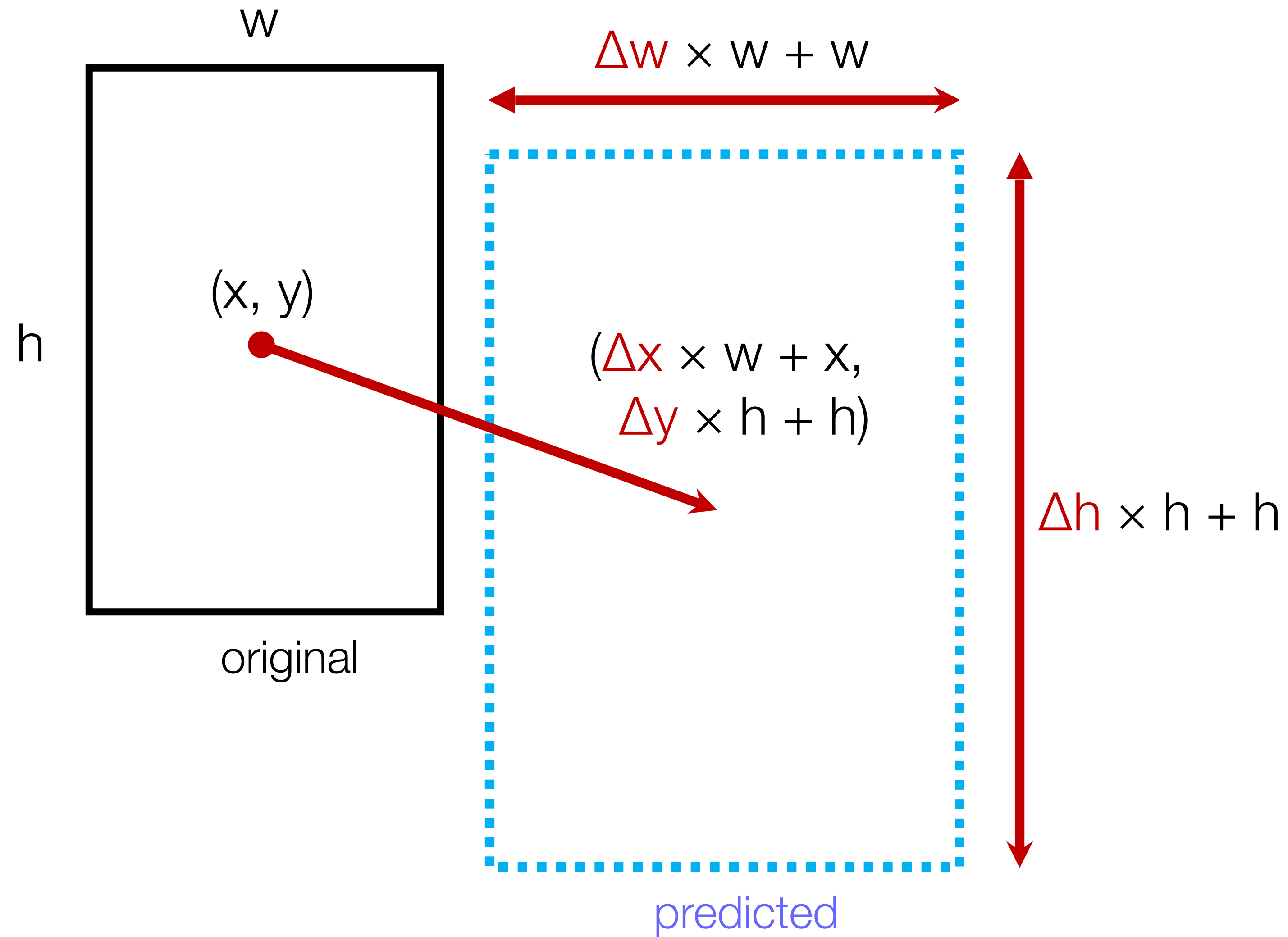
Linear regression
on CNN features



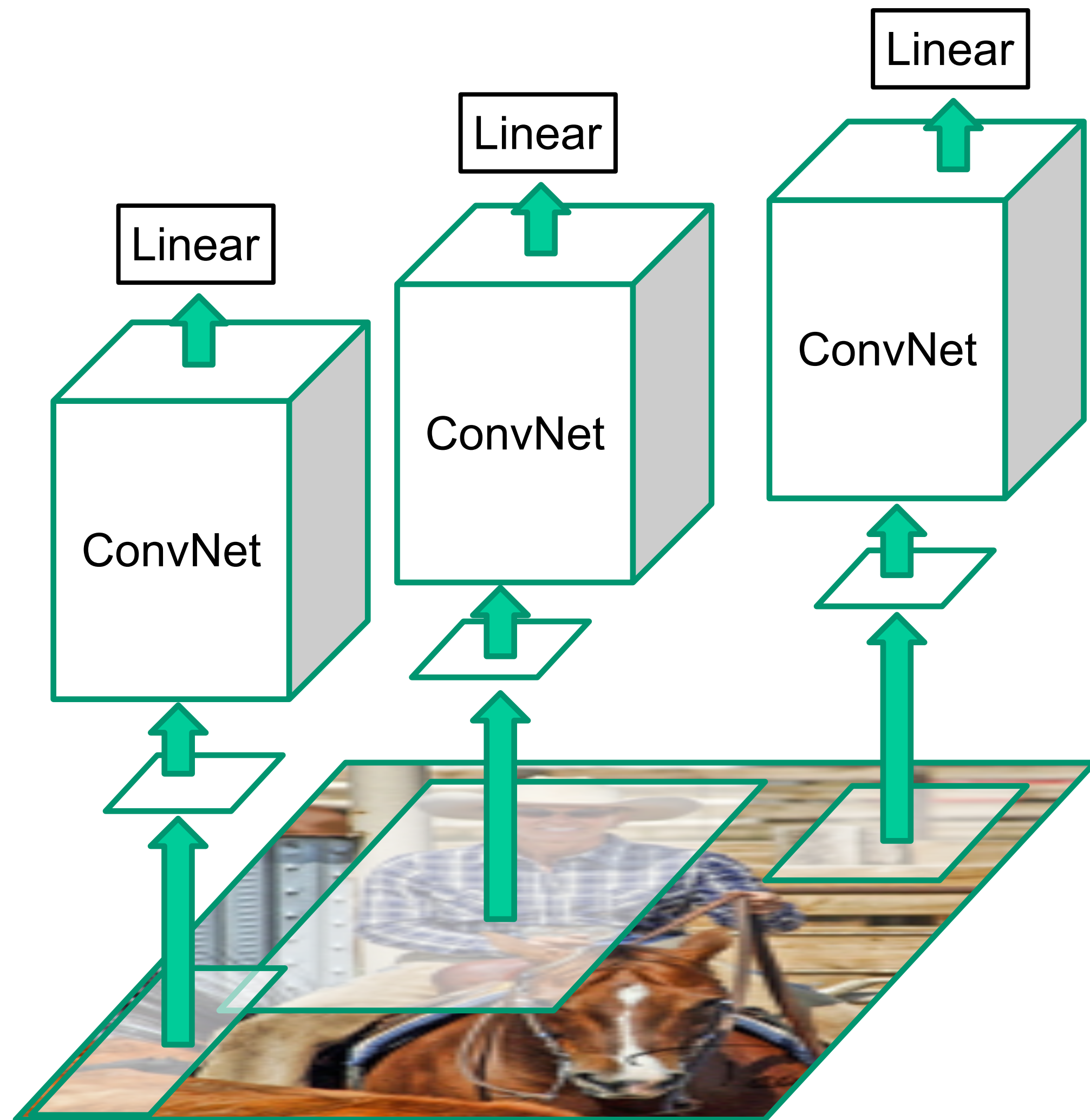
Predicted
object bounding box

Bounding-box regression

Bounding-box regression

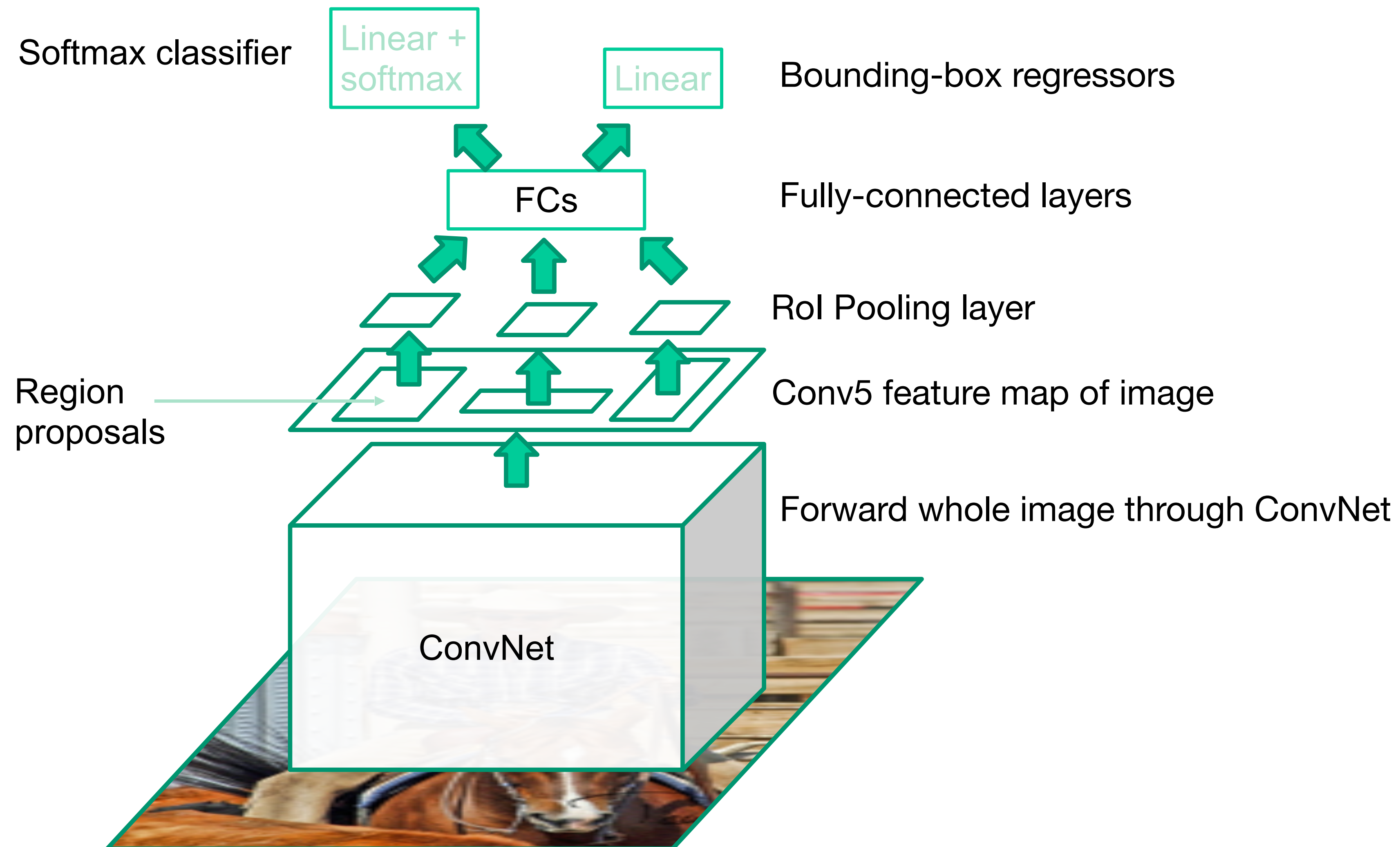


Problems with R-CNN



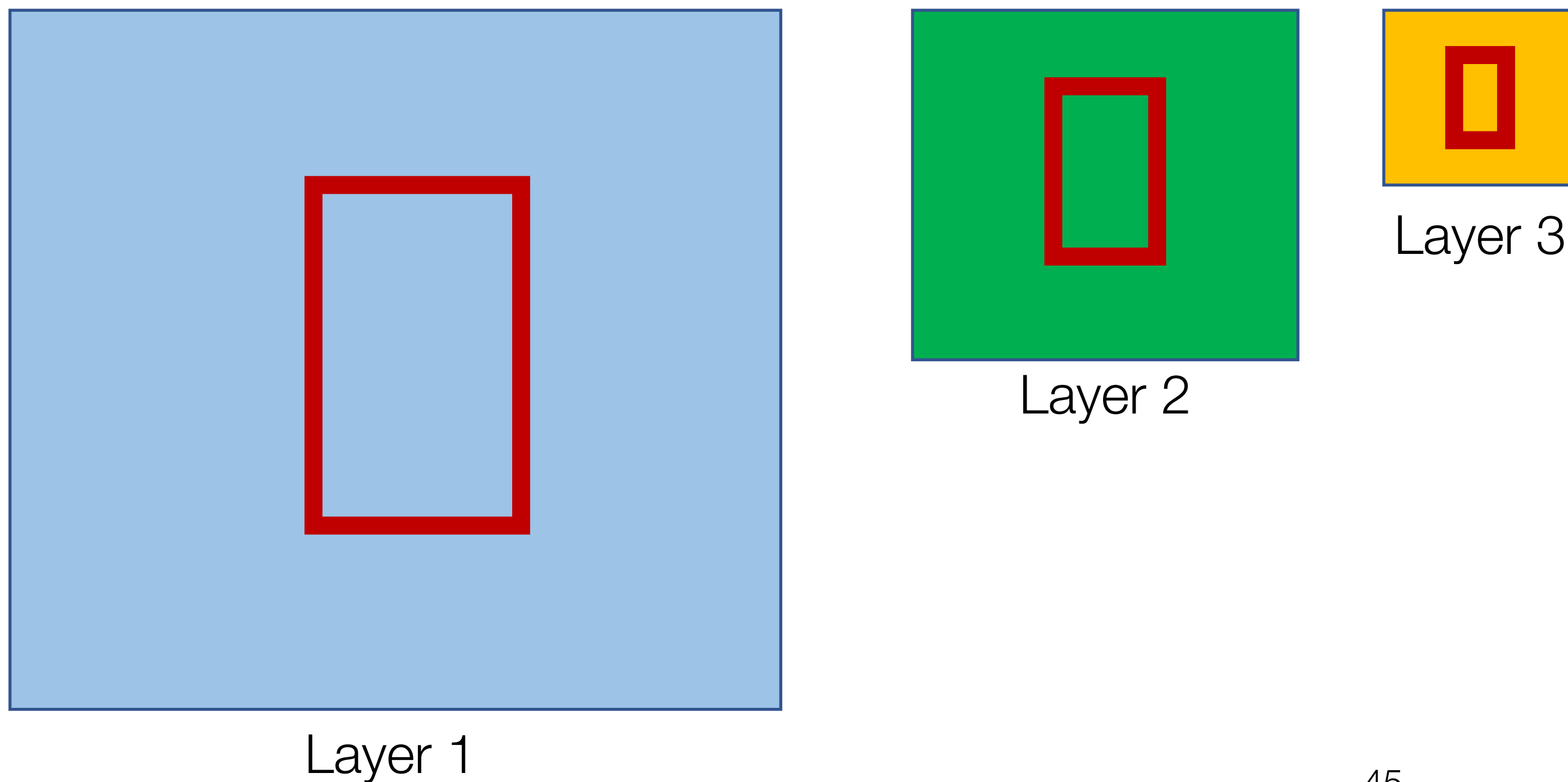
1. Slow! Have to run CNN per window
2. Hand-crafted mechanism for region proposal might be suboptimal.

“Fast” R-CNN: reuse features between proposals



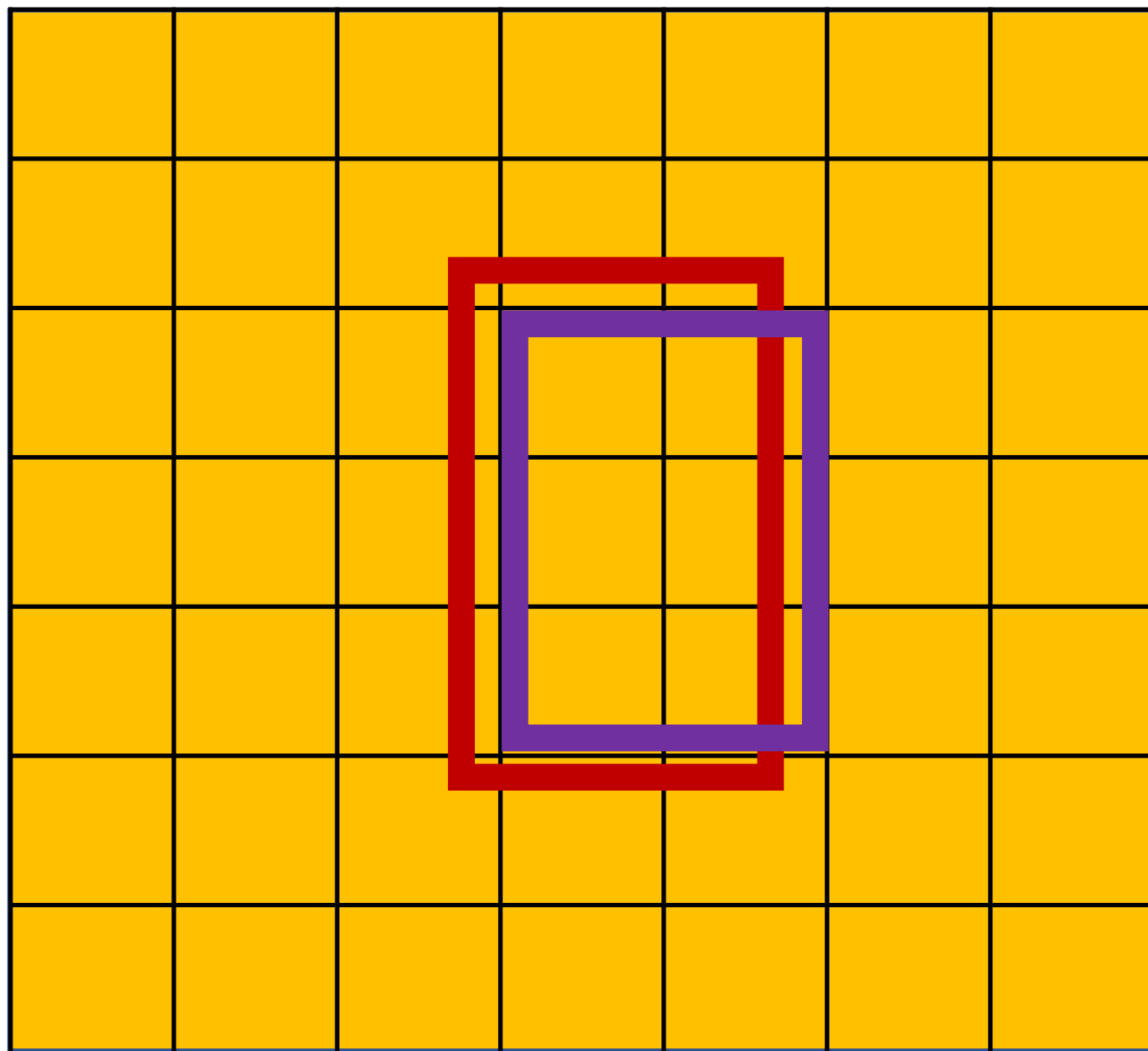
ROI Pooling

- How do we crop from a feature map?
- Step 1: Resize boxes to account for subsampling



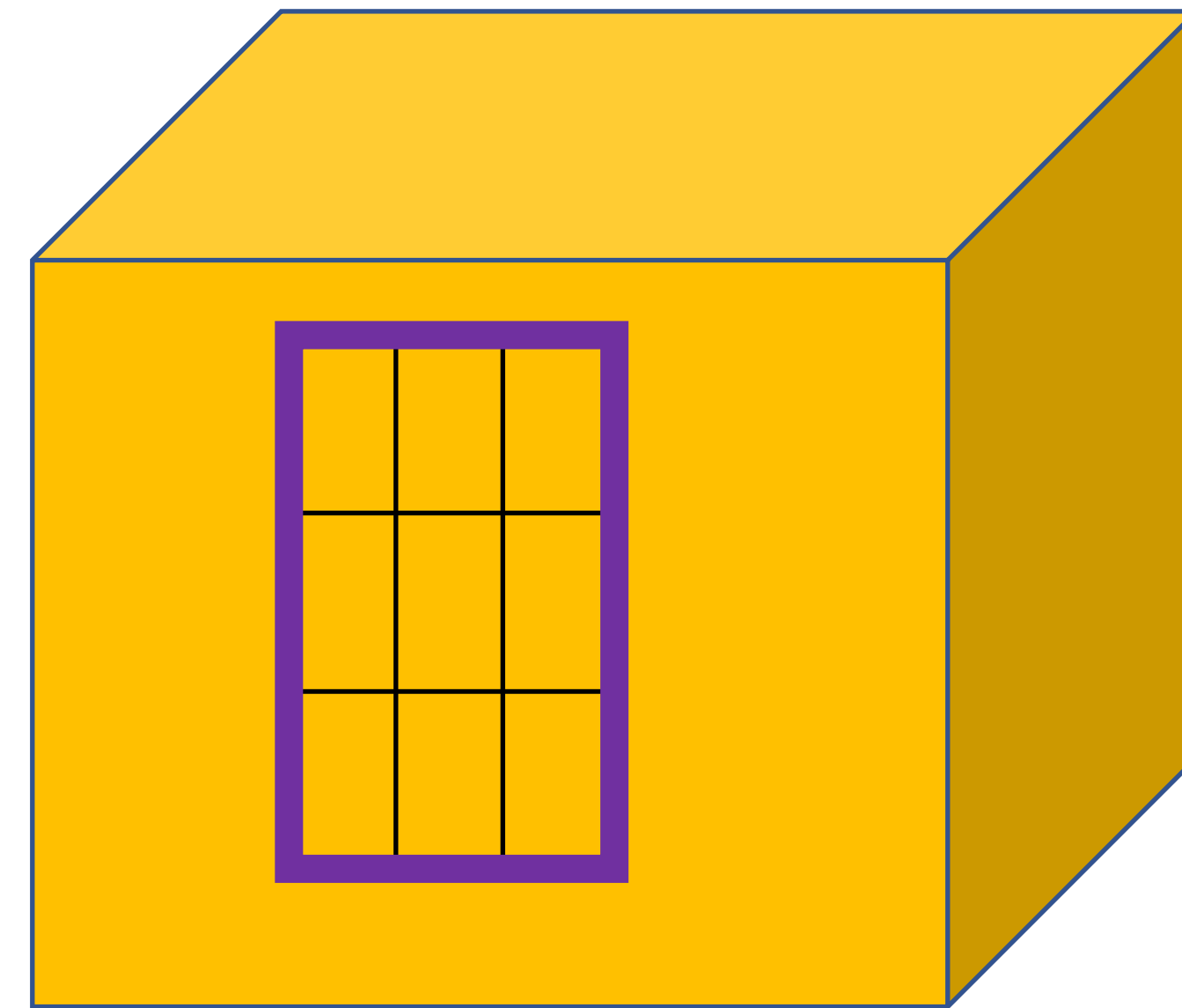
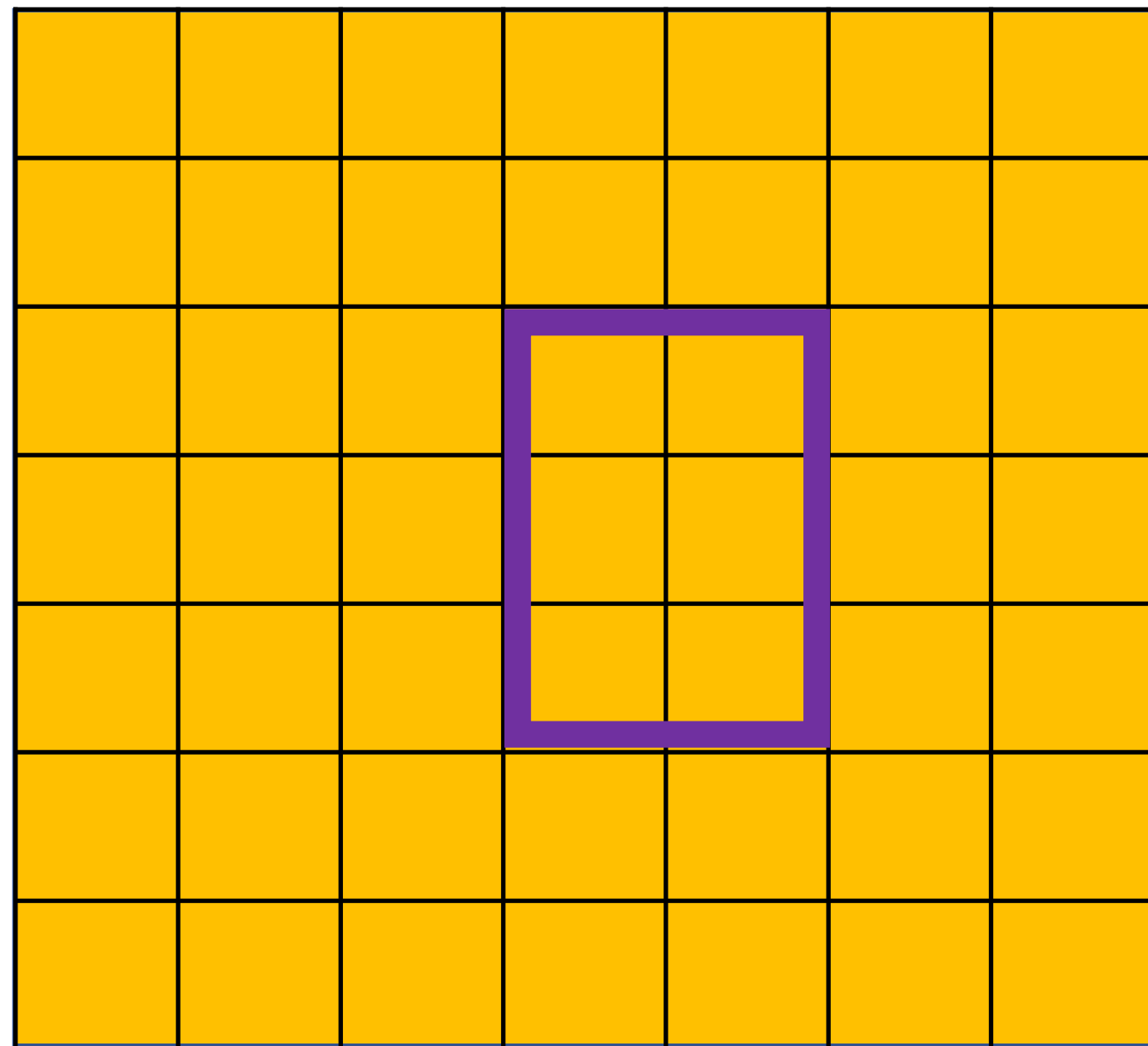
ROI Pooling

- How do we crop from a feature map?
- Step 2: Snap to feature map grid



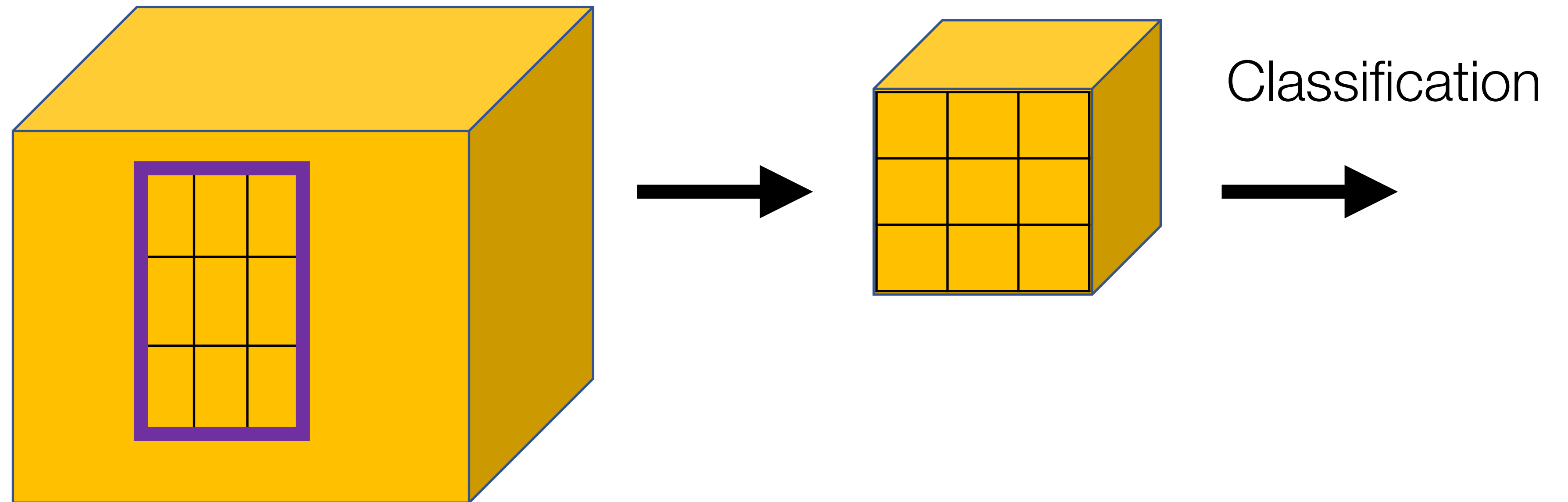
ROI Pooling

- How do we crop from a feature map?
- Step 3: Overlay a new grid of fixed size



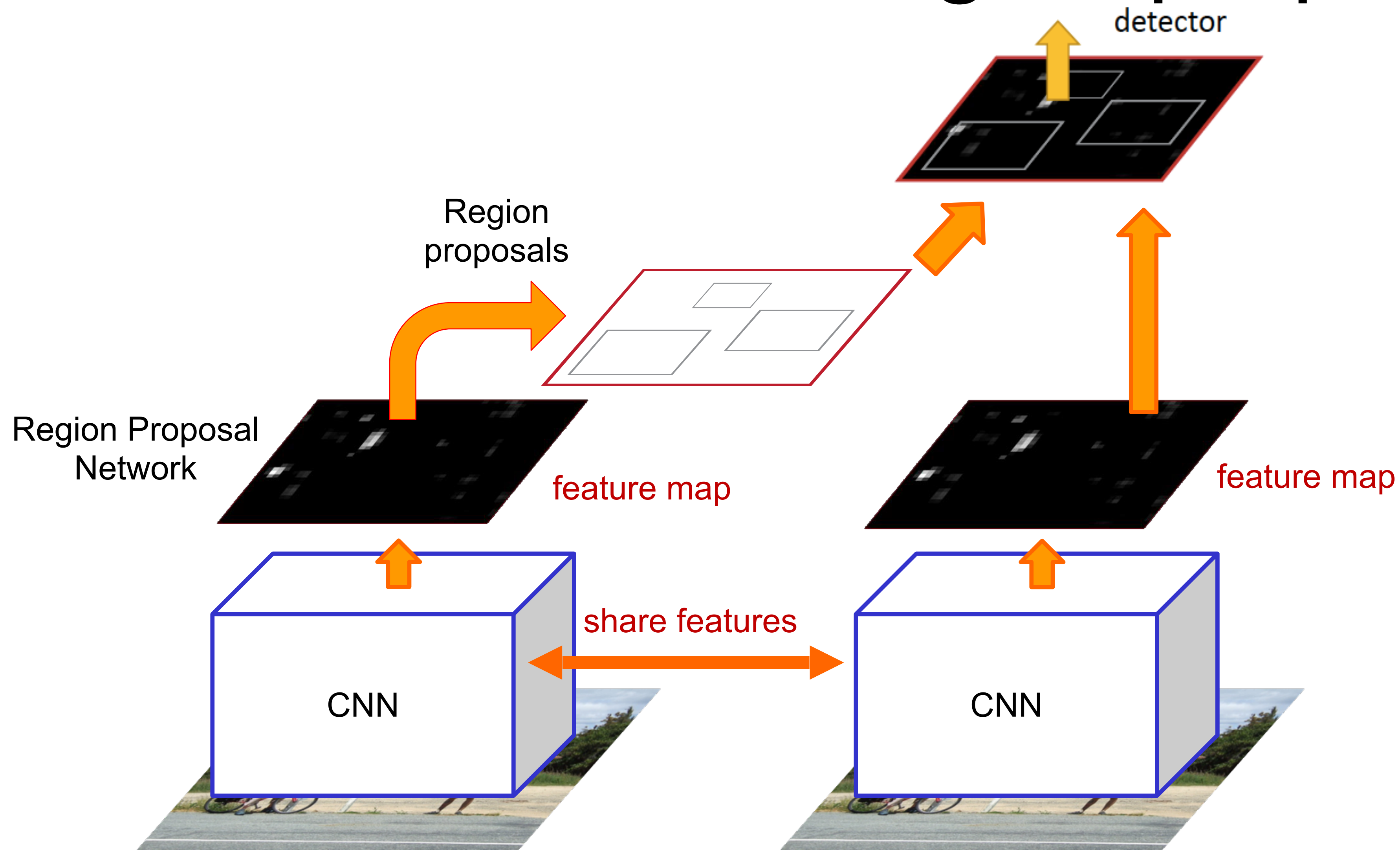
ROI Pooling

- How do we crop from a feature map?
- Step 4: Take max in each cell
- Can improve with bilinear sampling

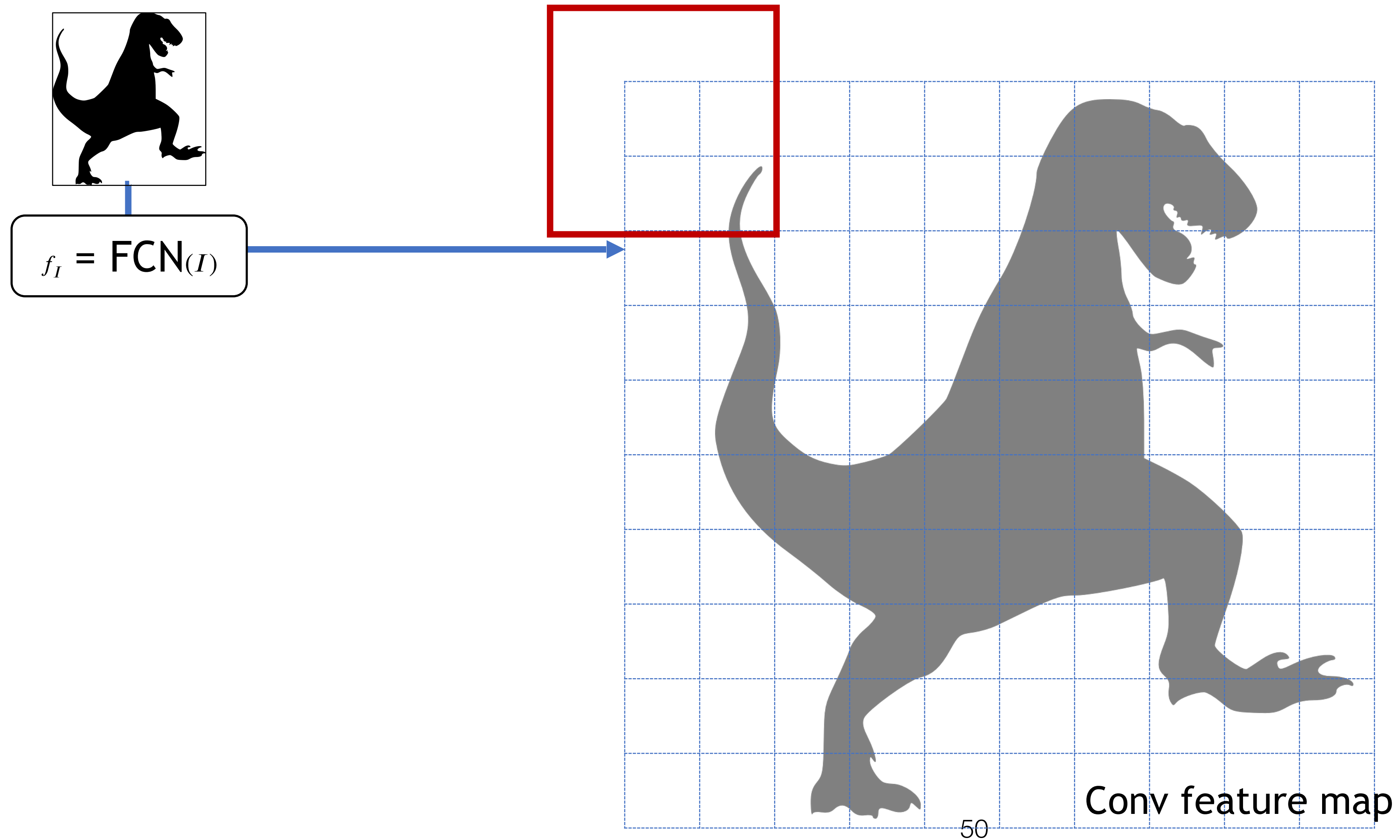


See more here: <https://deepsense.ai/region-of-interest-pooling-explained/>

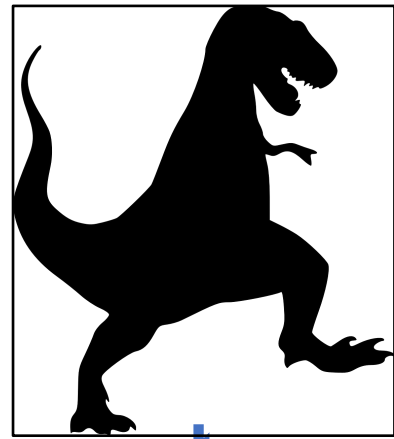
“Faster” R-CNN: learn region proposals



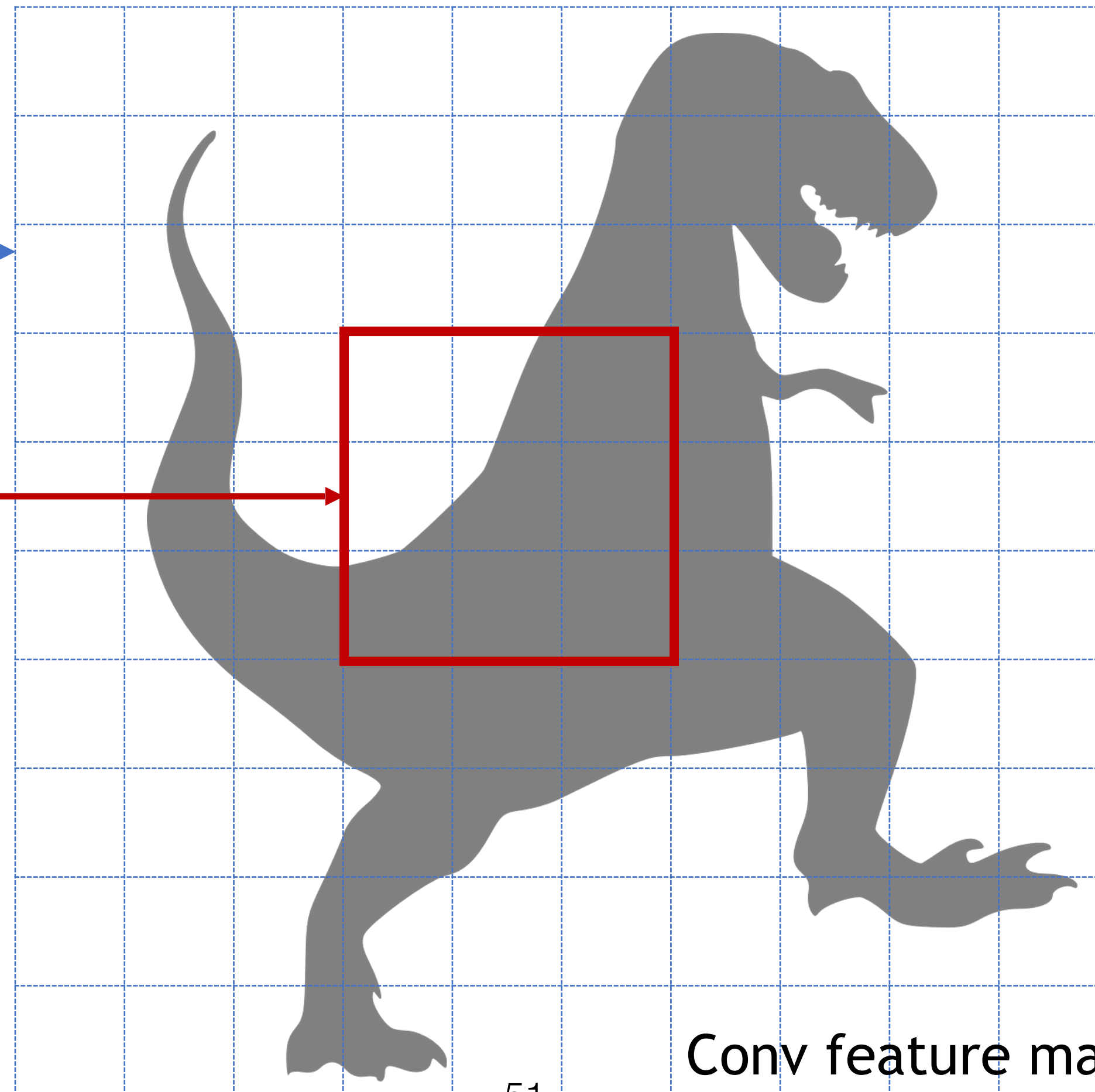
RPN: Region Proposal Network



RPN: Region Proposal Network



$$f_I = \text{FCN}(I)$$

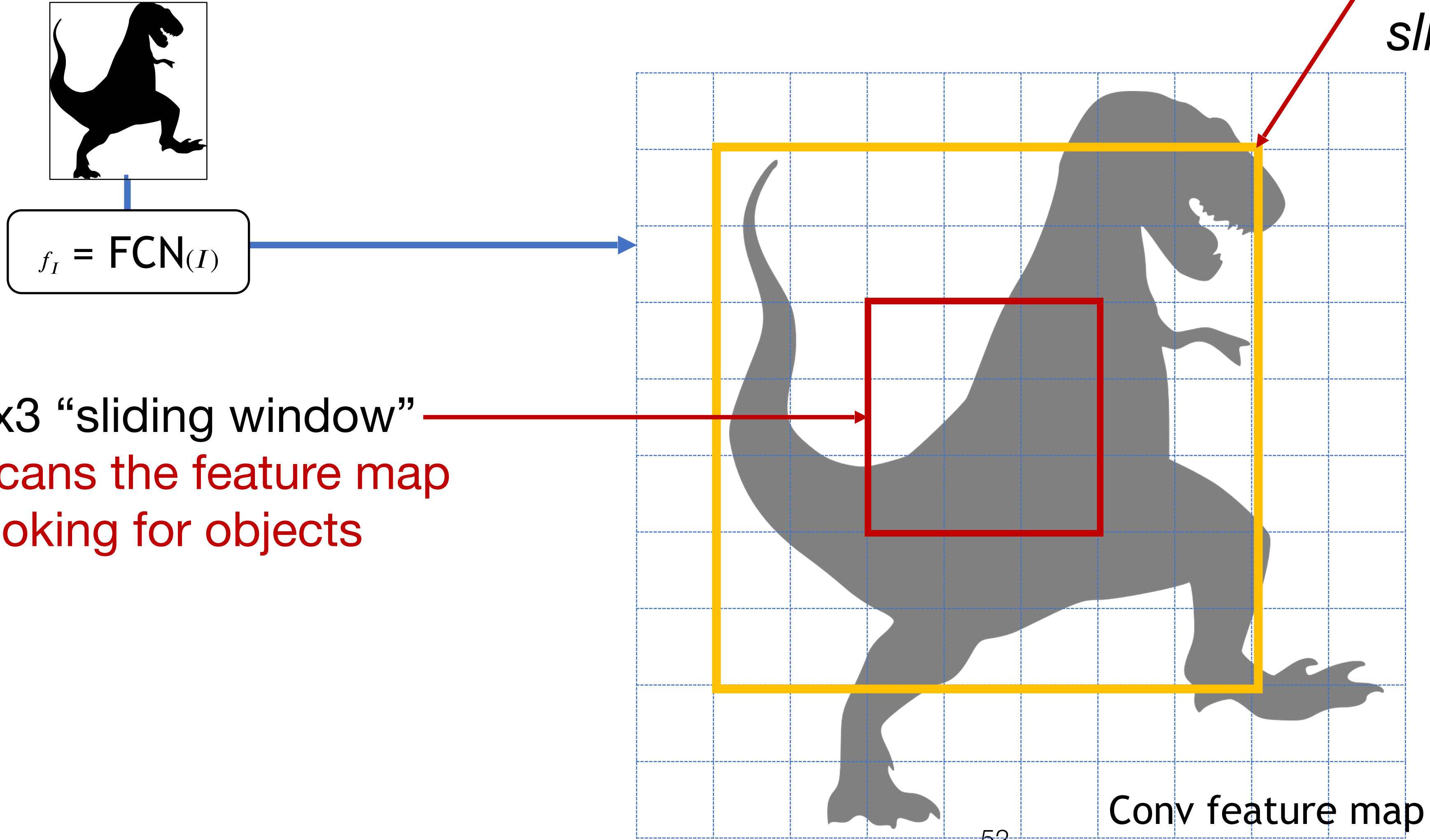


Conv feature map

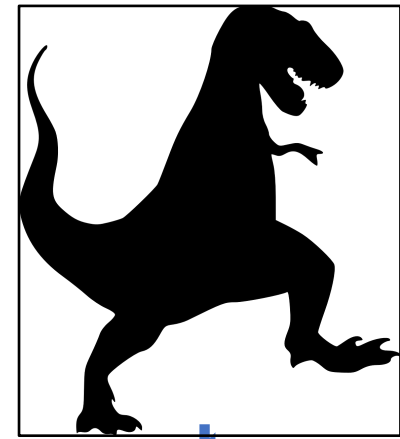
3x3 “sliding window”
Scans the feature map
looking for objects

RPN: Anchor Box

Anchor box: predictions are w.r.t. this box, *not the 3x3 sliding window*

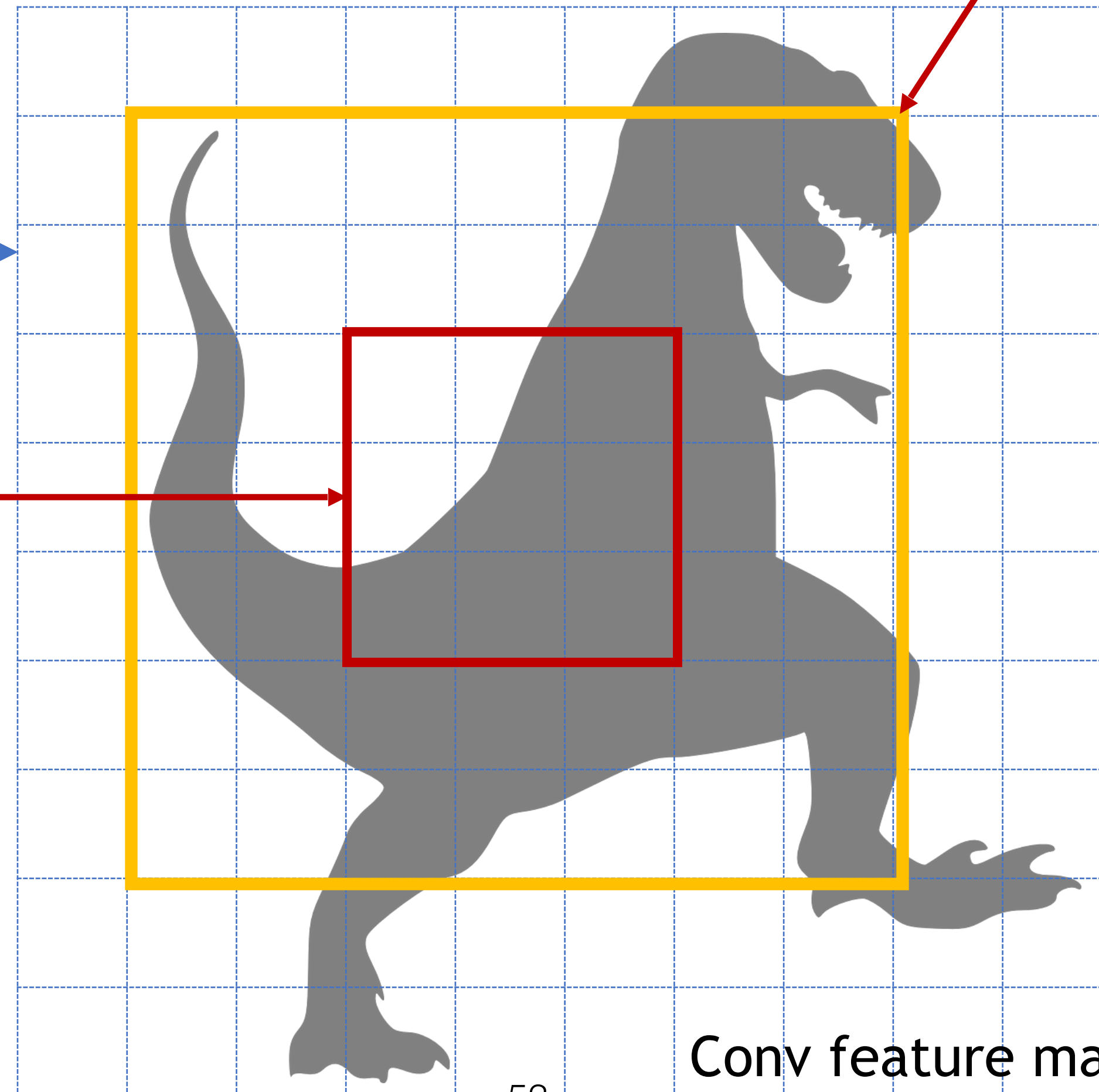


RPN: Anchor Box



$$f_I = \text{FCN}(I)$$

Anchor box: predictions are w.r.t. this box, *not the 3x3 sliding window*



3x3 “sliding window”

➤ Objectness classifier [0, 1]

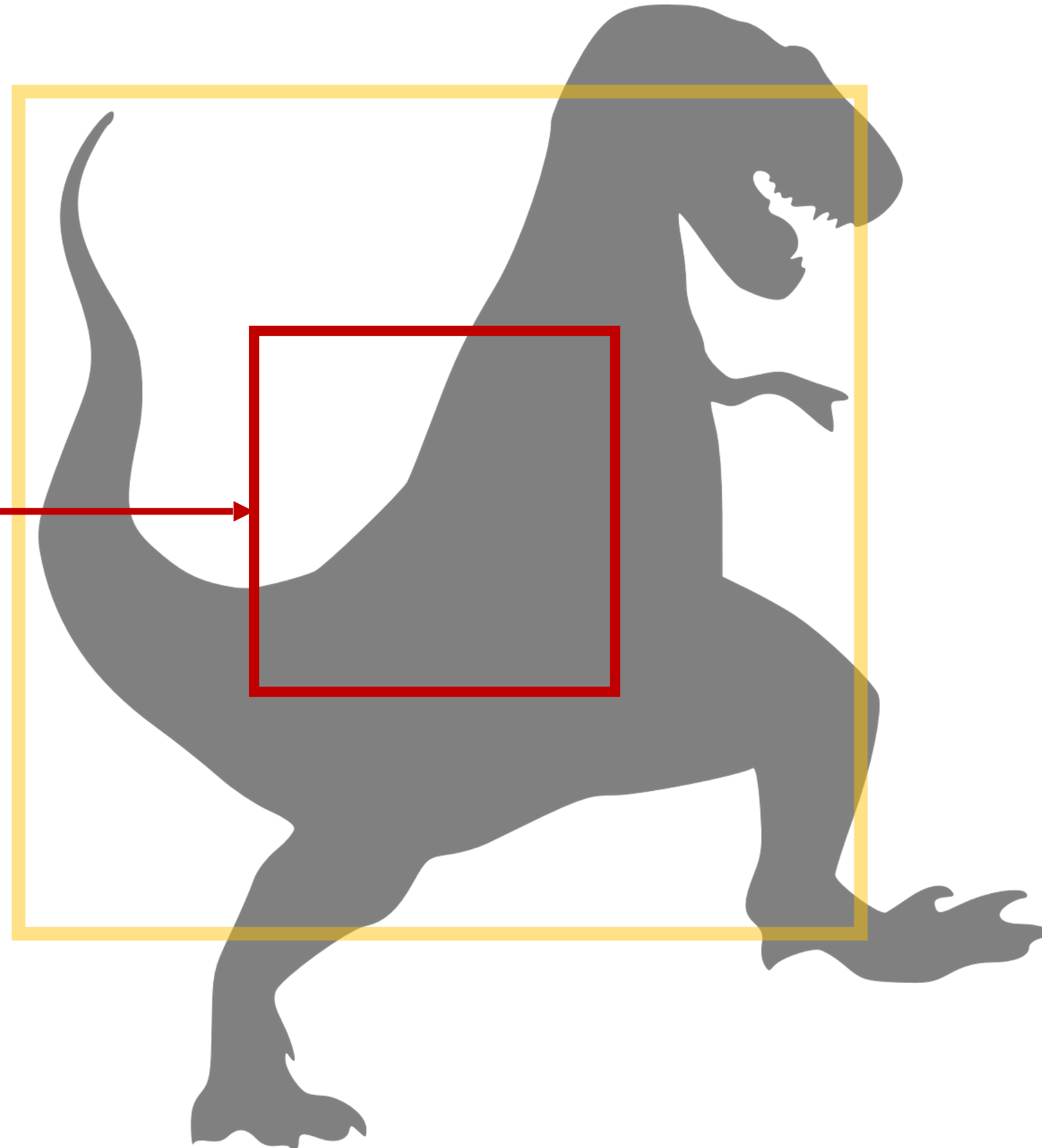
➤ Box regressor predicting (dx, dy, dh, dw)

Conv feature map

RPN: Prediction (on object)

Objectness score

$$P(\text{object}) = 0.94$$



3x3 “sliding window”

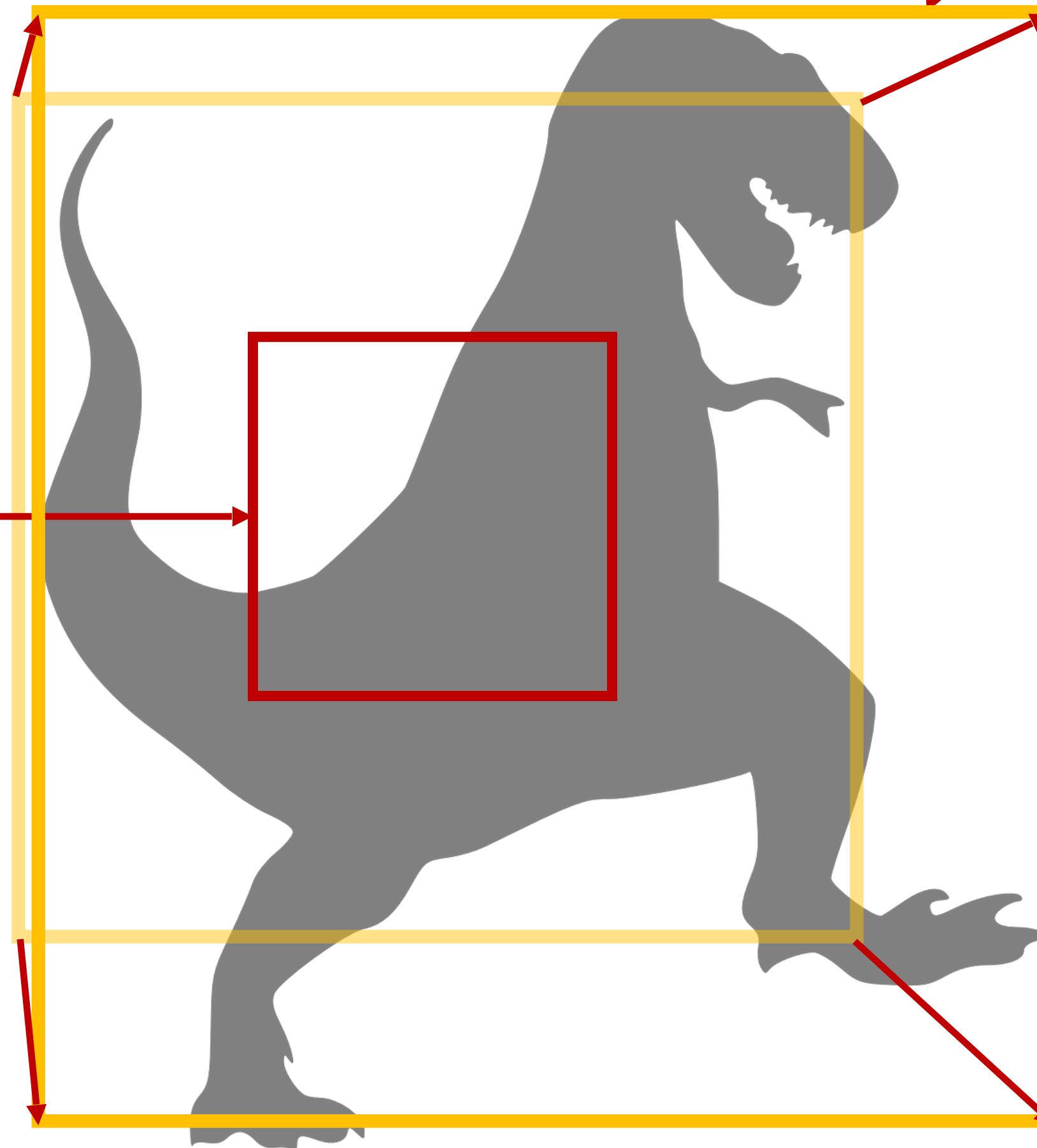
➤ Objectness classifier [0, 1]

➤ Box regressor
predicting (dx, dy, dh, dw)

RPN: Prediction (on object)

Anchor box: transformed by box regressor

$P(\text{object}) = 0.94$



3x3 “sliding window”

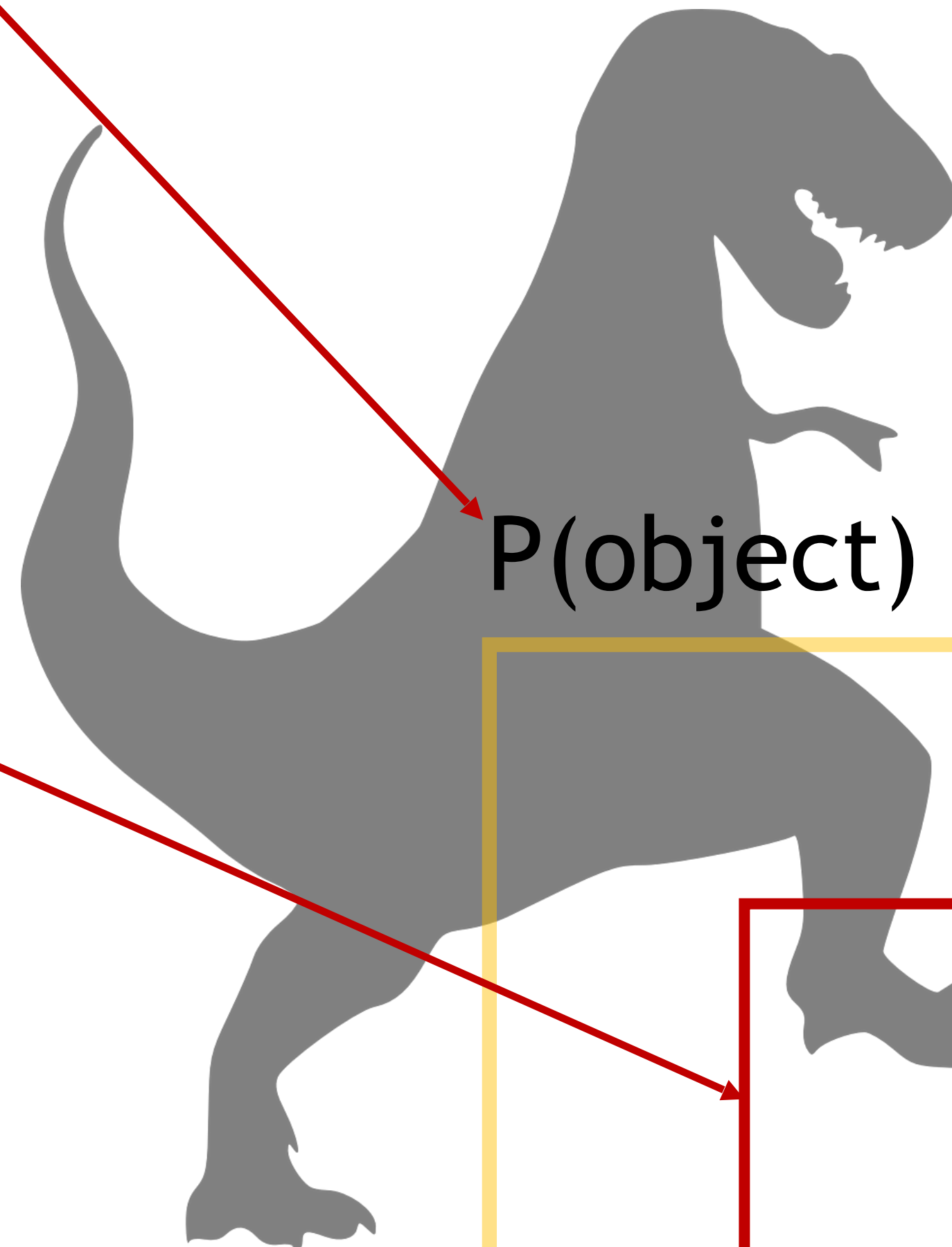
➤ Objectness classifier [0, 1]

➤ Box regressor predicting (dx, dy, dh, dw)

RPN: Prediction (off object)

Anchor box: transformed by box regressor

Objectness score



$P(\text{object}) = 0.02$

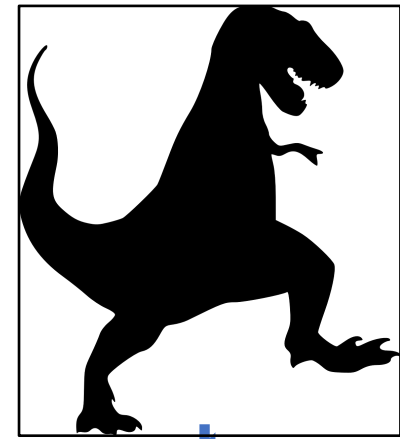
3x3 “sliding window”

➤ Objectness classifier

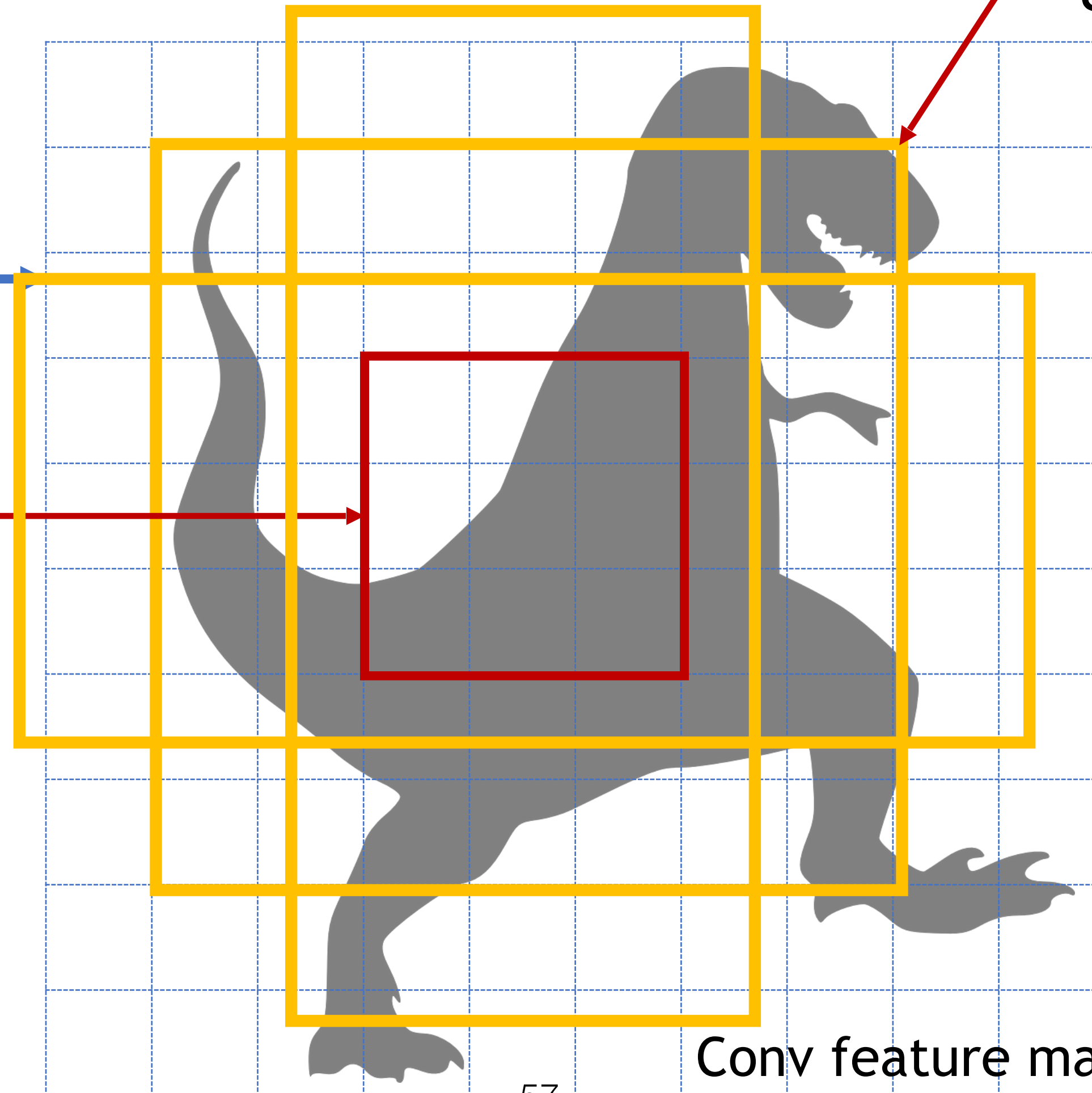
➤ Box regressor predicting (dx, dy, dh, dw)

RPN: Multiple Anchors

Anchor boxes: K anchors per location with different scales and aspect ratios



$$f_I = \text{FCN}(I)$$



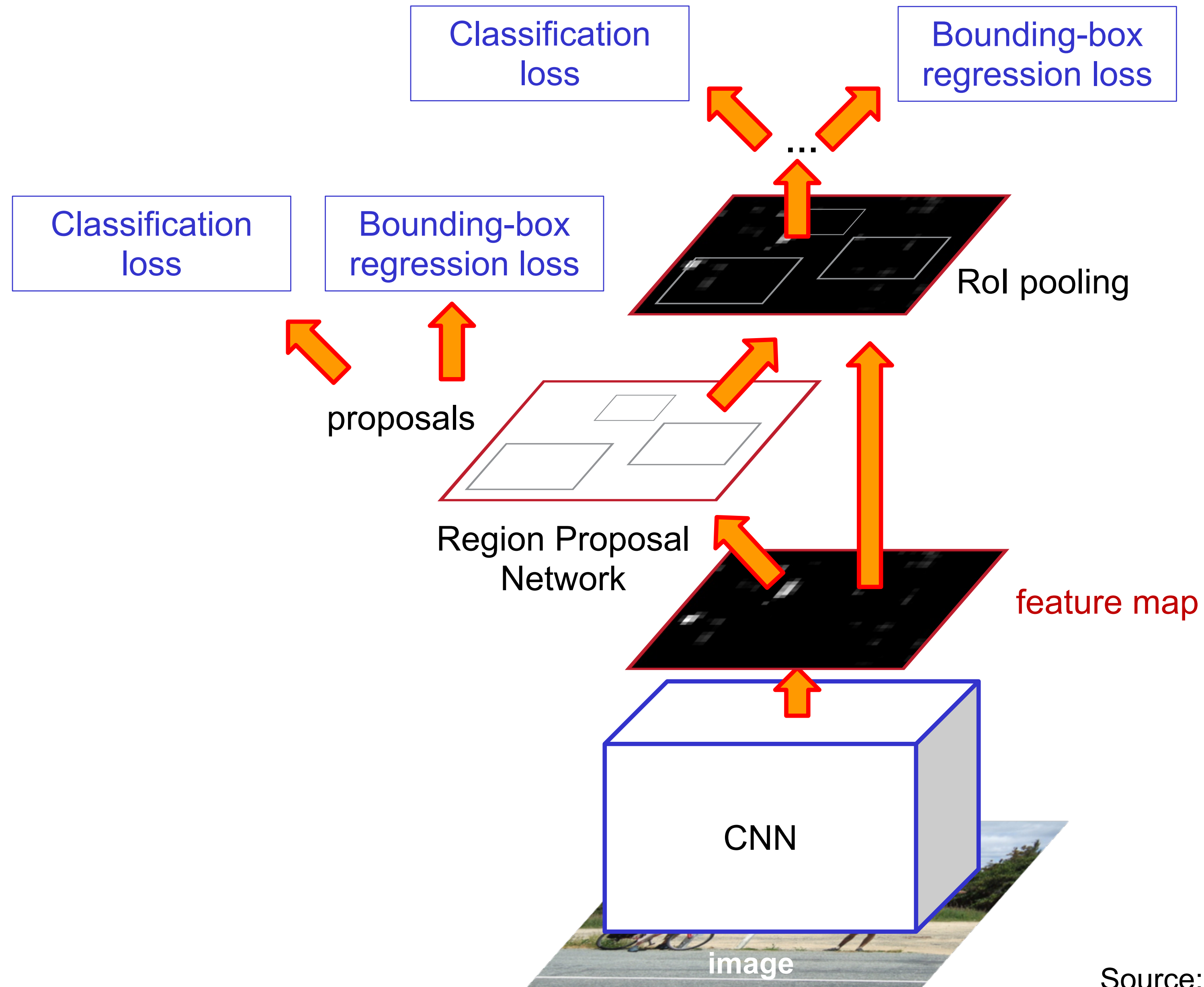
3x3 “sliding window”

➤ K objectness classifiers

➤ K box regressors

Conv feature map

One network, four losses



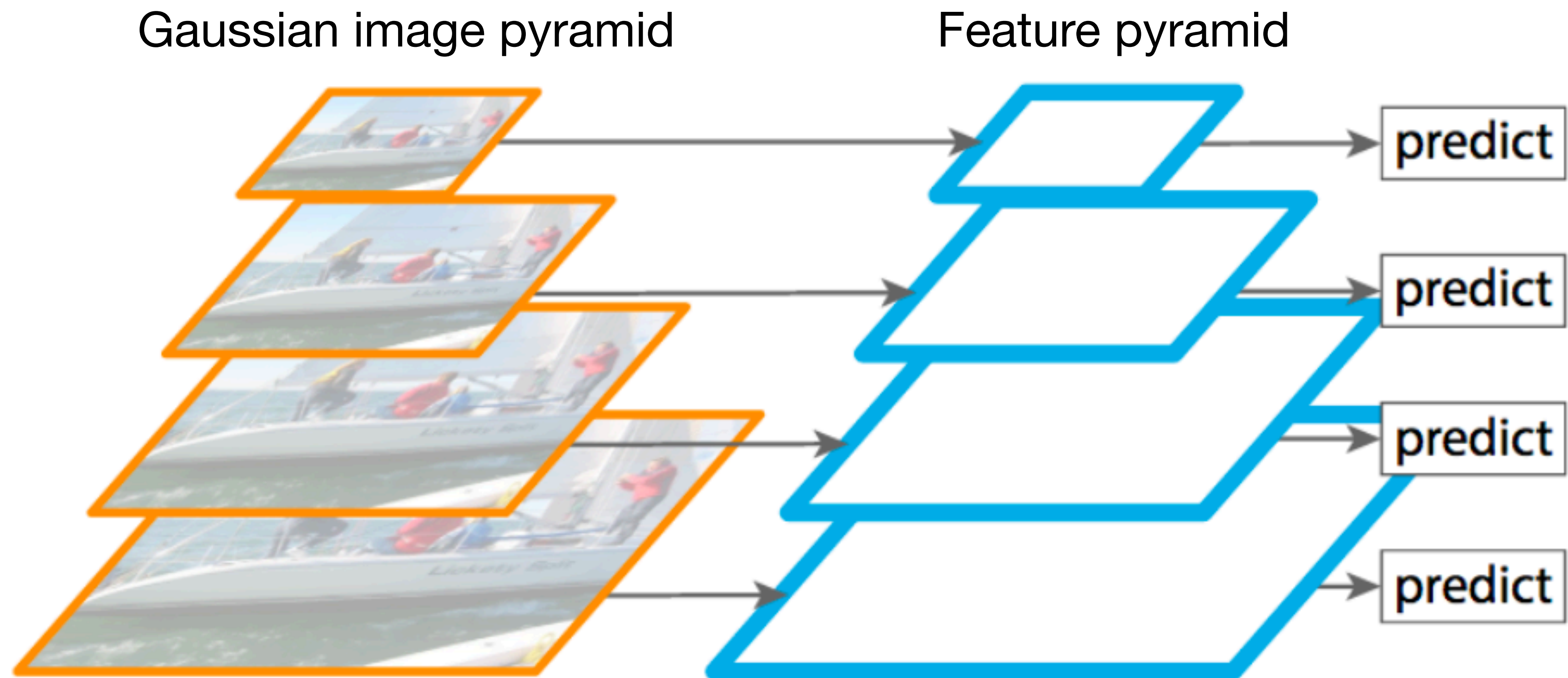
Faster R-CNN results

system	time	07 data	07+12 data
R-CNN	~50s	66.0	-
Fast R-CNN	~2s	66.9	70.0
Faster R-CNN	198ms	69.9	73.2

detection mAP on PASCAL VOC 2007, with VGG-16 pre-trained on ImageNet

How do we deal with scale?

Idea #1: Gaussian pyramid

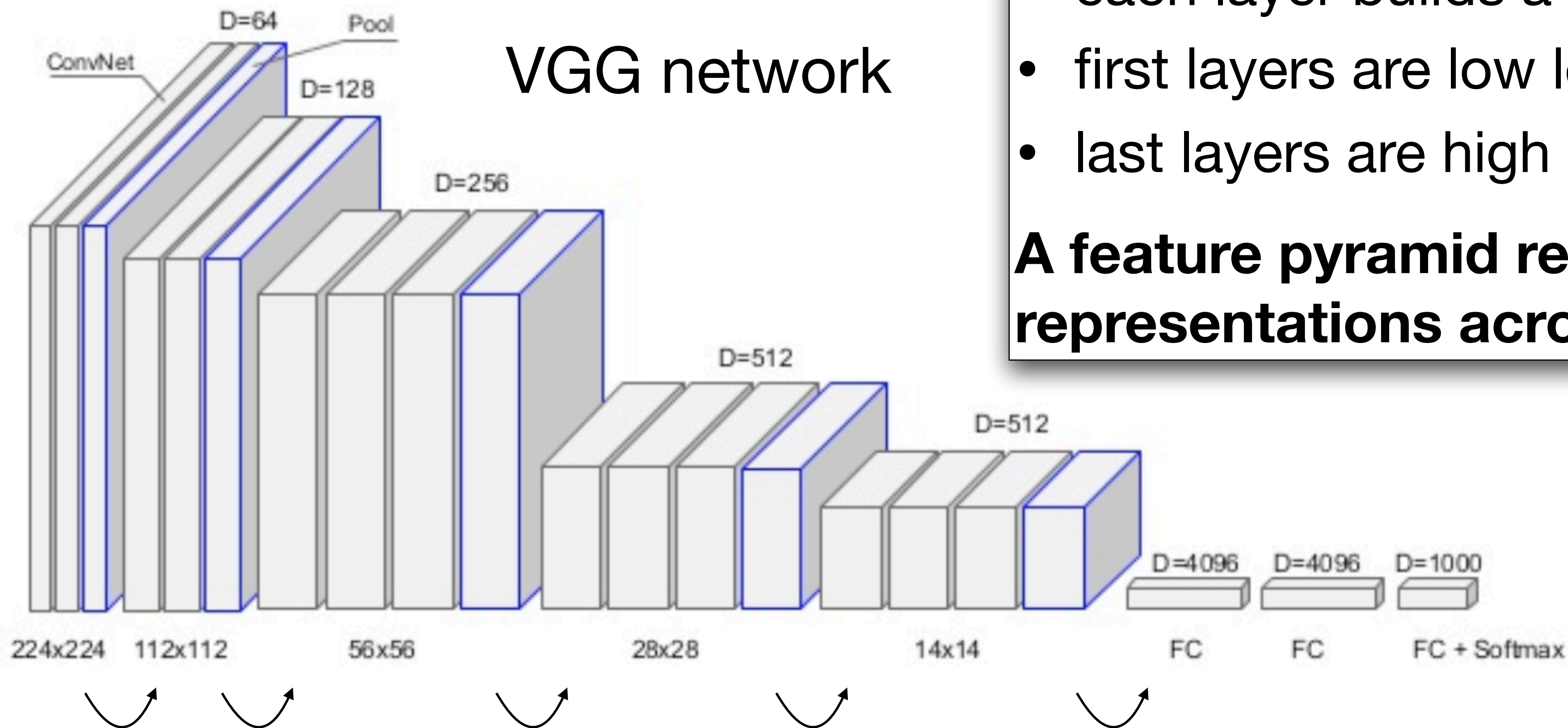


[Lin et al., "Feature Pyramid Networks for Object Detection", 2017]

Image and features pyramids

Each pooling reduces the resolution by a factor of 2

VGG network

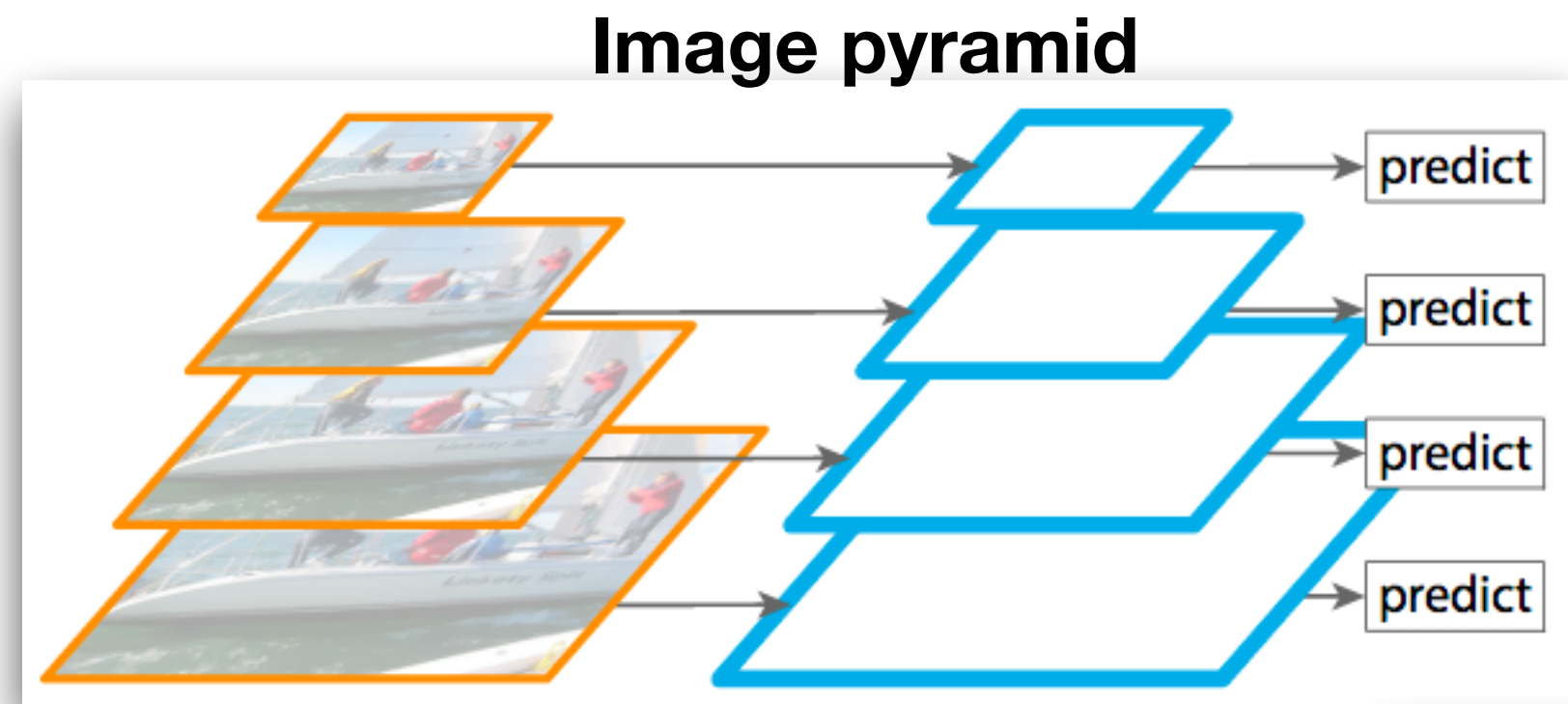


CNN architectures build:

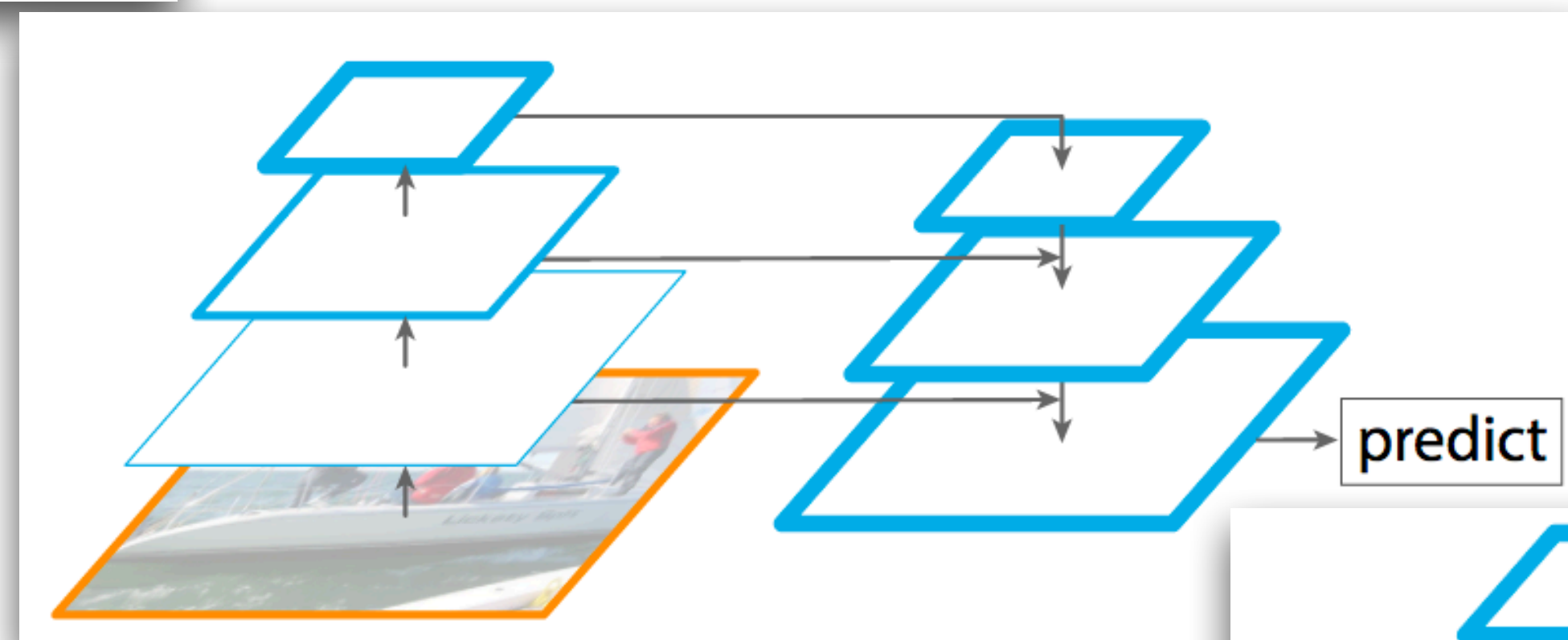
- Multiscale feature hierarchies, but
- each layer builds a different representation
- first layers are low level, while
- last layers are high level.

A feature pyramid requires a uniform representations across scales.

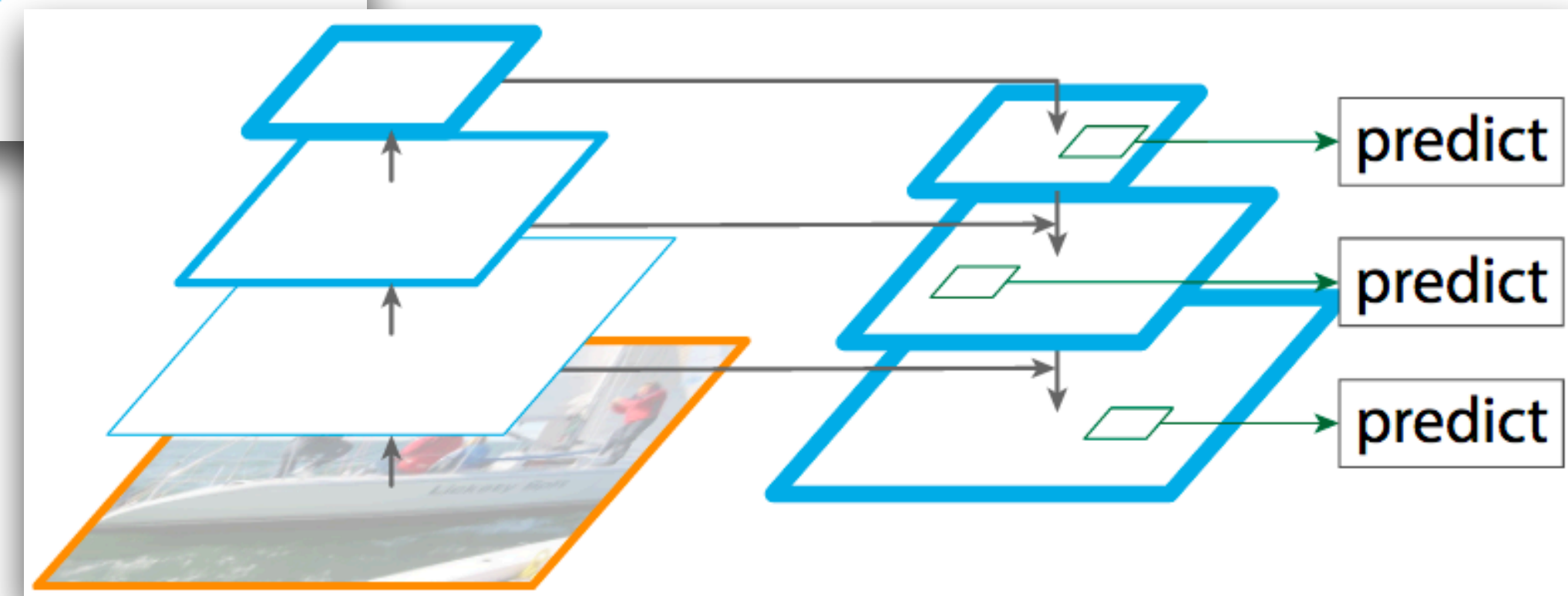
Idea #2: Feature pyramid network



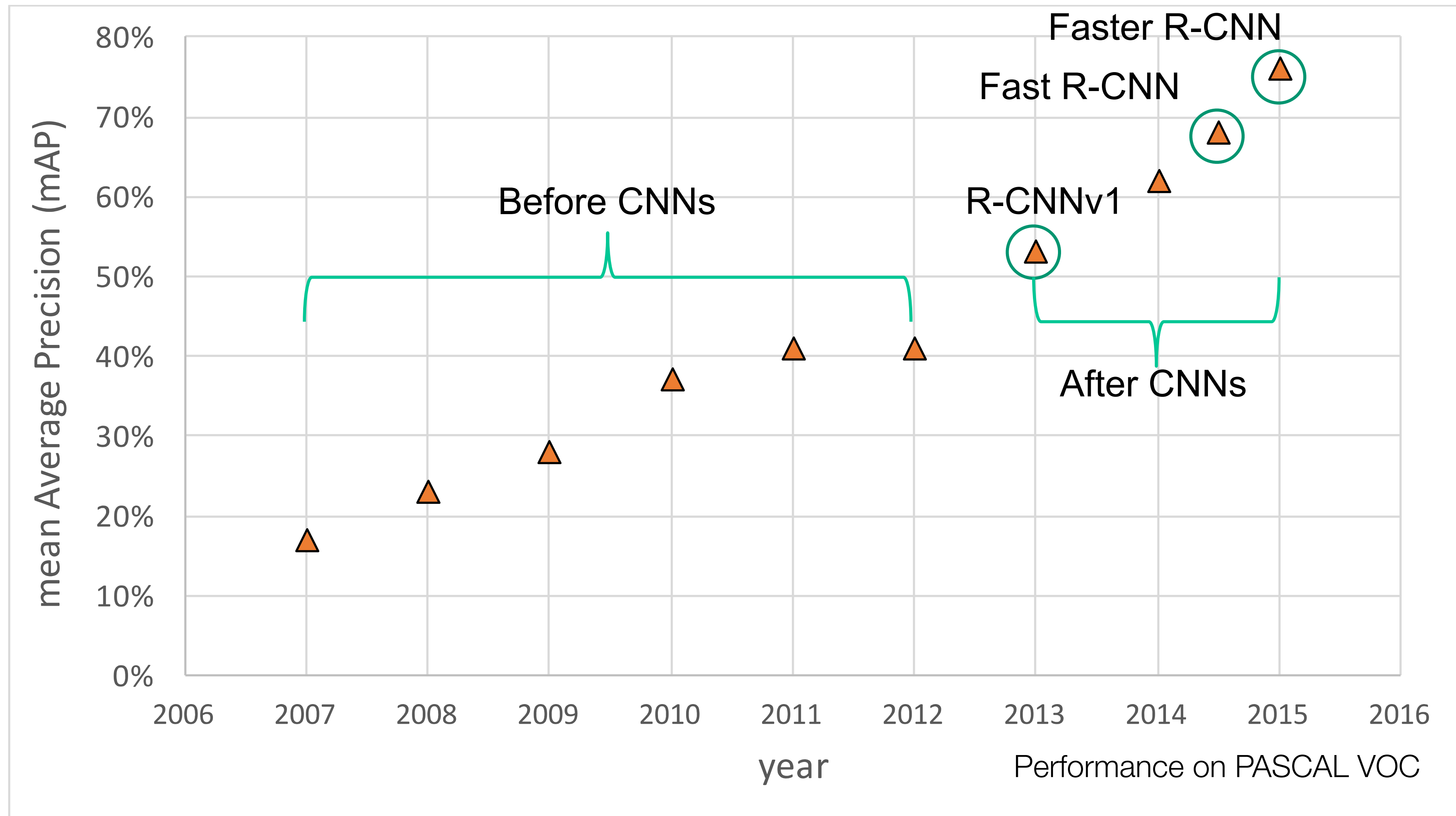
Encoder-decoder architecture (U-Net)



Feature pyramid

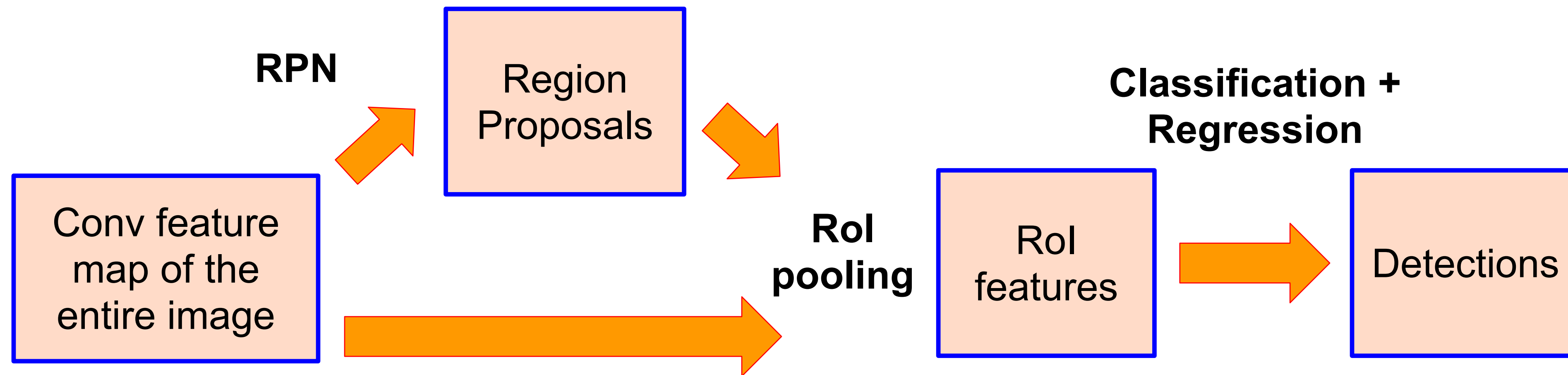


Object detection progress



Streamlined detection architectures

- The Faster R-CNN pipeline separates proposal generation and region classification:

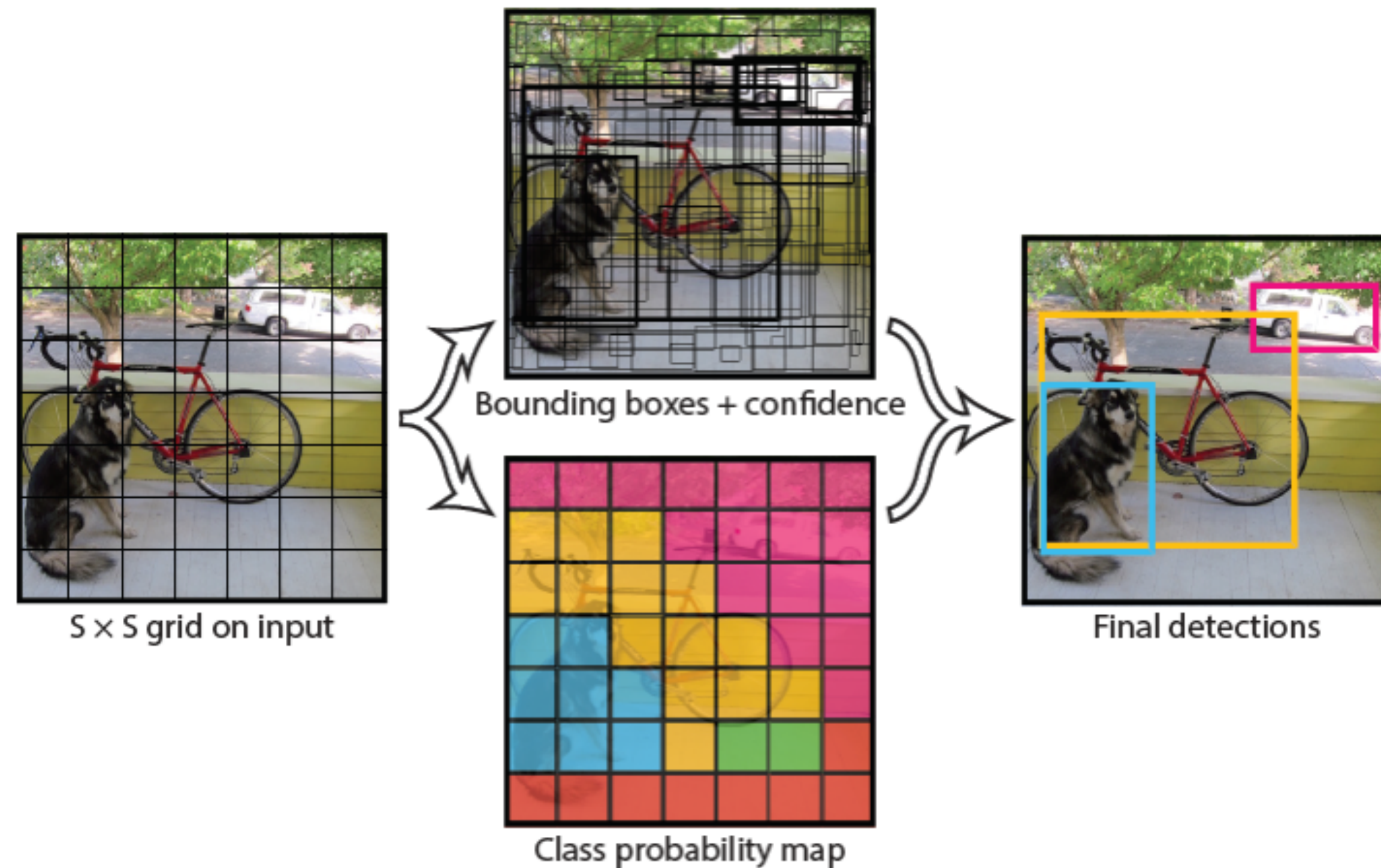


- Is it possible do detection in one shot?



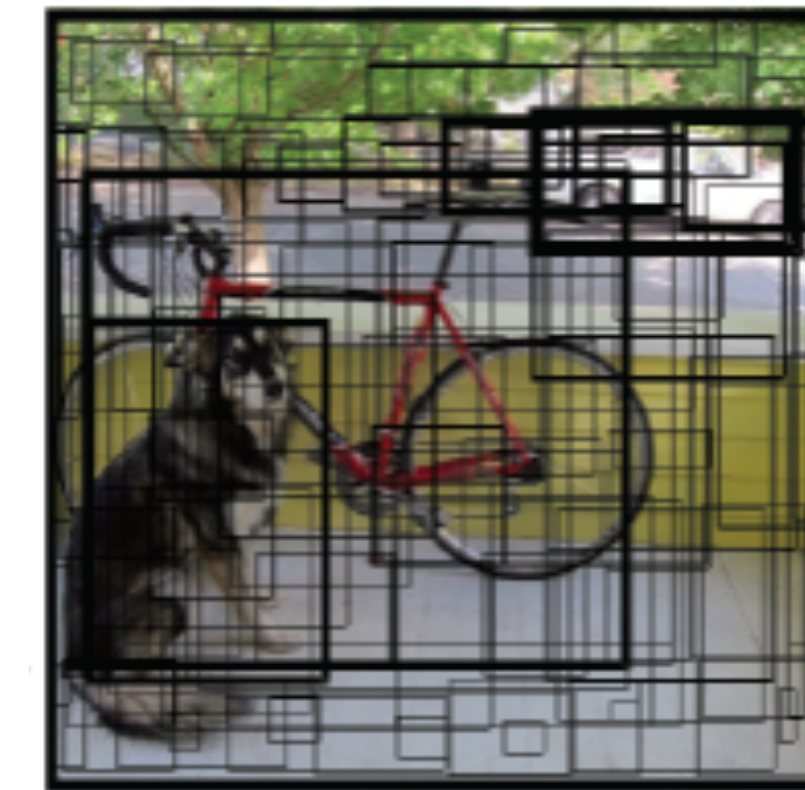
Single-stage object detector

- Divide the image into a coarse grid using a fully convolutional net
- Directly predict class label, confidence, and a few candidate boxes for each grid cell.

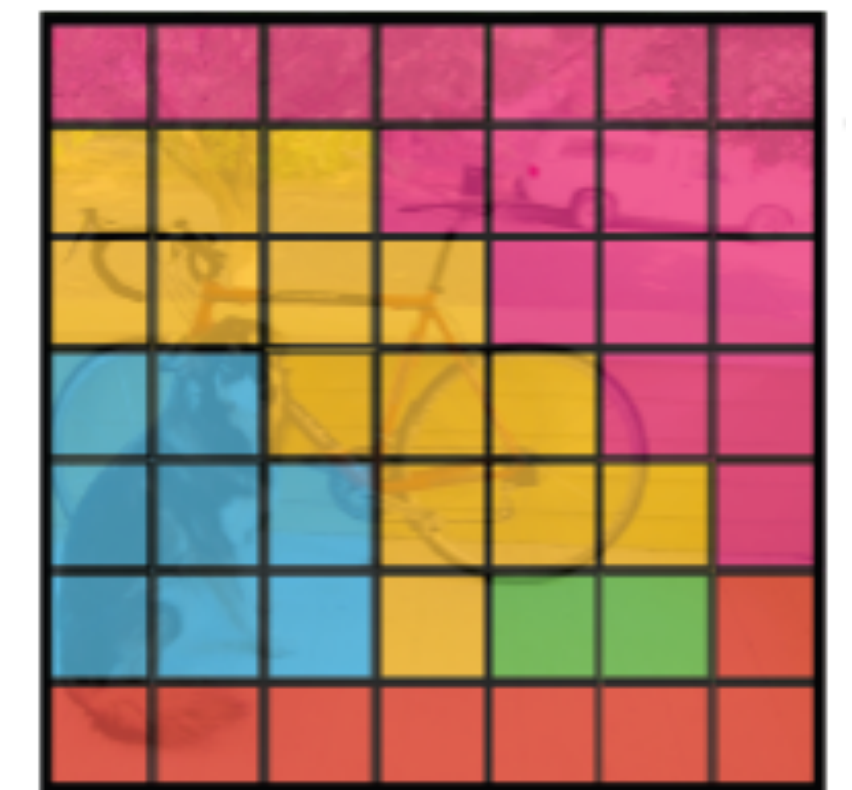


YOLO detector

1. Take convolutional feature maps at 7x7 resolution
2. Predict, at each location, a score for each class and 2 bounding boxes (w/ confidence)
 - E.g. for 20 classes, output is 7x7x30 ($30 = 20 + 2*(4+1)$)
 - 7x speedup over Faster R-CNN (45-155 FPS vs. 7-18 FPS) but less accurate (e.g. 65% vs. 72 mAP%)
 - Extension: use anchor boxes in last layer to try a few possible aspect ratios



Bounding boxes + confidence



Class probability map

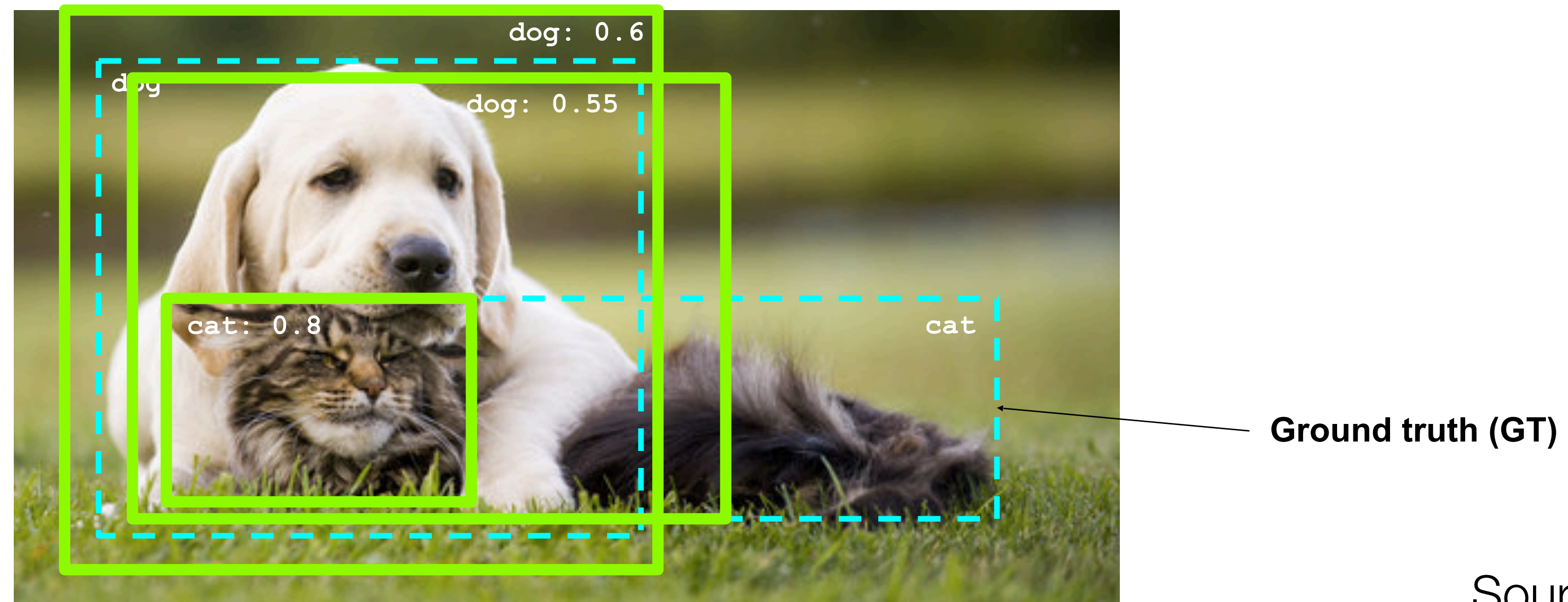
Today

- Introduction to scene understanding
- Object detection models
- **Evaluating object detectors**
- Future challenges

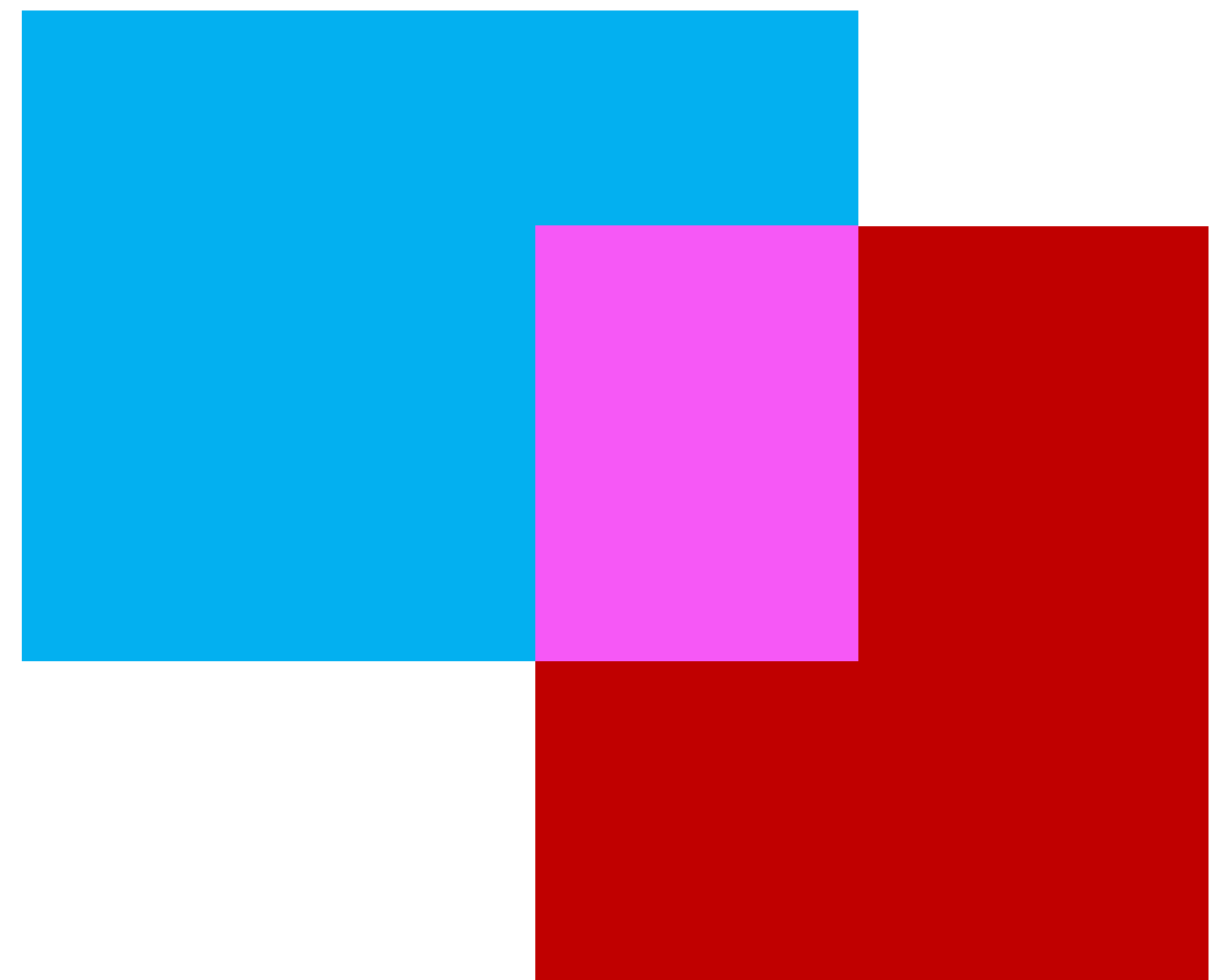
Evaluating an object detector

- At test time, predict bounding boxes, class labels, and confidence scores
- For each detection, determine whether it is a true or false positive

Intersection over union (IoU): $\text{Area}(\text{GT} \cap \text{Det}) / \text{Area}(\text{GT} \cup \text{Det}) > 0.5$



Evaluating an object detector

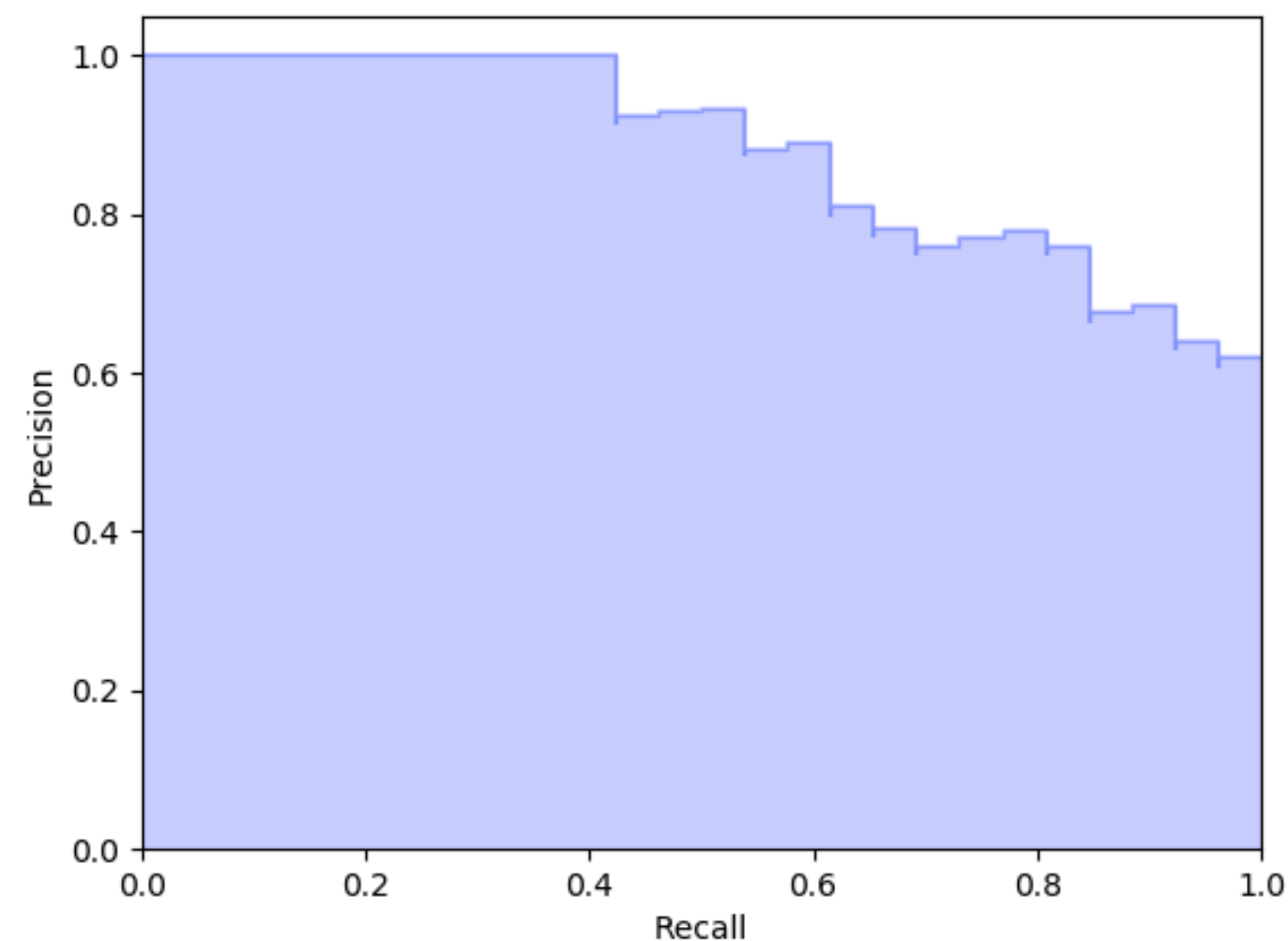


$$IoU(A, B) = \frac{|A \cap B|}{|A \cup B|}$$

Intersection over union (also known as Jaccard similarity)

Evaluating an object detector

- For each class, plot **Precision-Recall curve** and compute **Average Precision** (area under the curve)
- Take mean of AP over classes to get **mAP**



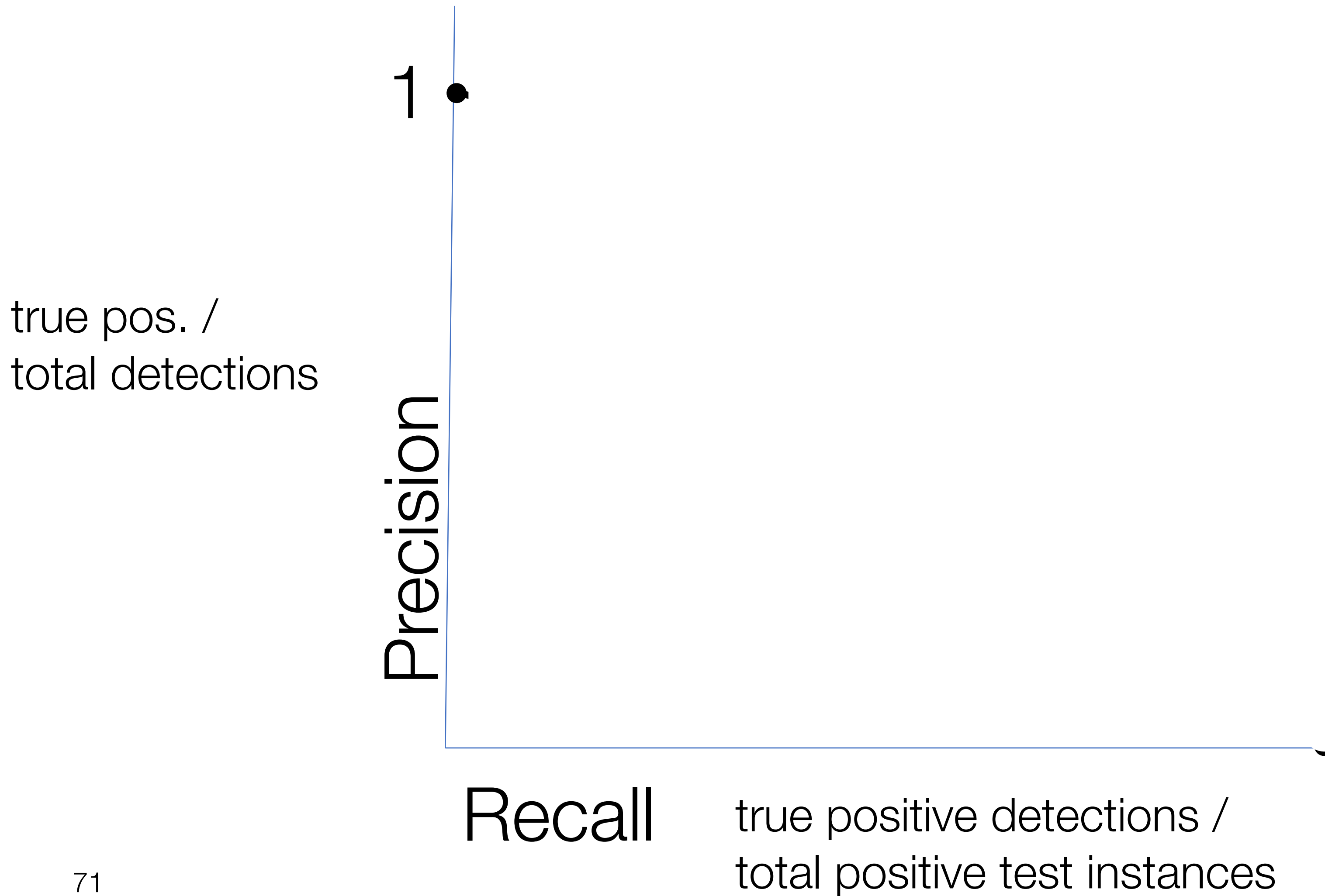
Precision:

true positive detections /
total detections

Recall:

true positive detections /
total positive test instances

Average precision



Average precision

true pos. /
total detections



Non-maximum suppression



- Subtlety: we predict a bounding box for every sliding window. Which ones should we keep?
- Keep only “peaks” in detector response.
- Discard low-prob boxes near high-prob ones
- Often use a simple greedy algorithm

Non-maximum suppression

Greedy algorithm, run on each class independently

let A be the set of all bounding boxes

let D be the set of detections we'll keep, $D = \emptyset$

while $A \neq \emptyset$:

 remove x the box with highest probability from A

 if x doesn't significantly overlap with an existing box in D (e.g. IoU > 0.5):

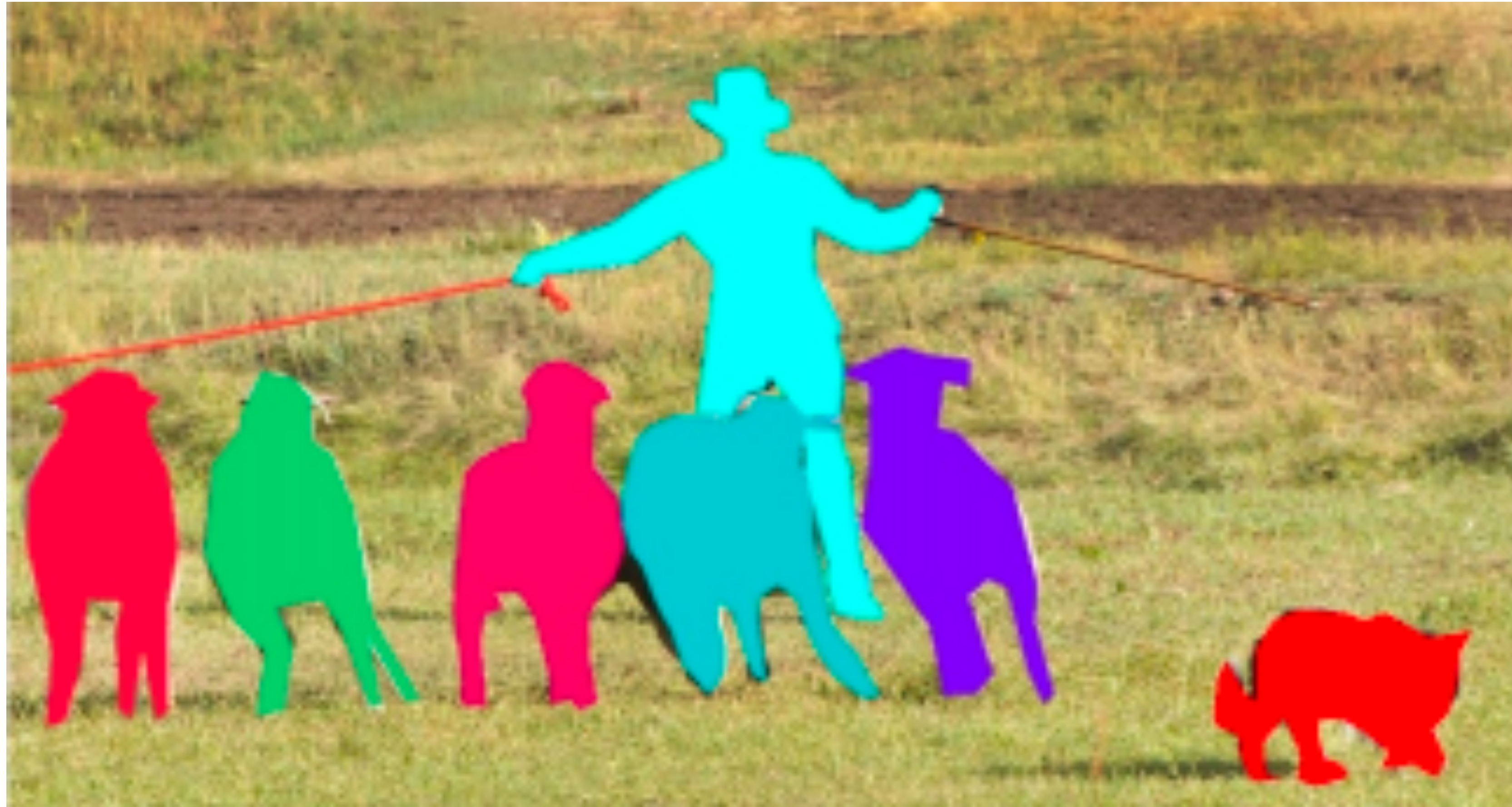
$$D = D \cup \{x\}$$

return D

Today

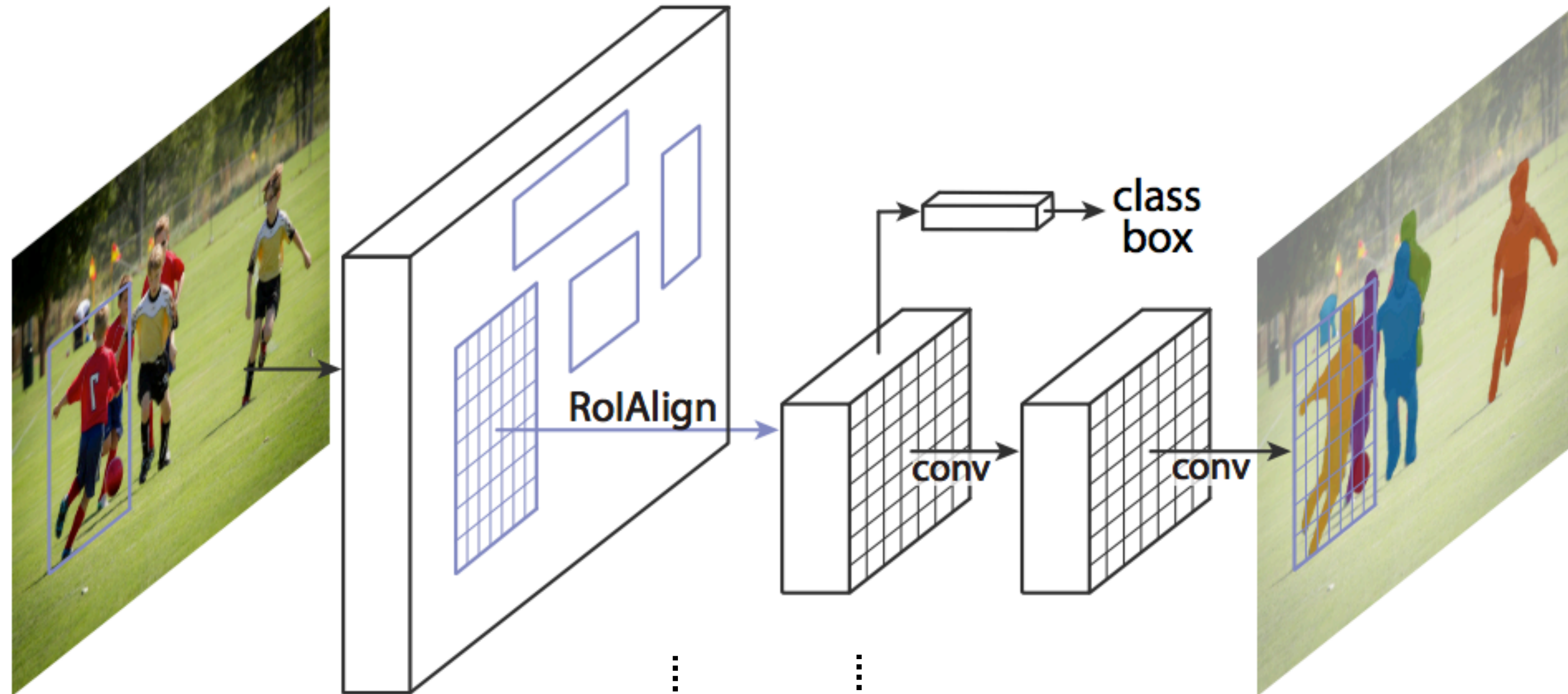
- Introduction to scene understanding
- Object detection models
- Evaluating object detectors
- **Future challenges**

Beyond bounding boxes: instance segmentation



Predict segmentation mask for each object
From COCO [Lin et al., 2014]

Instance segmentation



Faster R-CNN

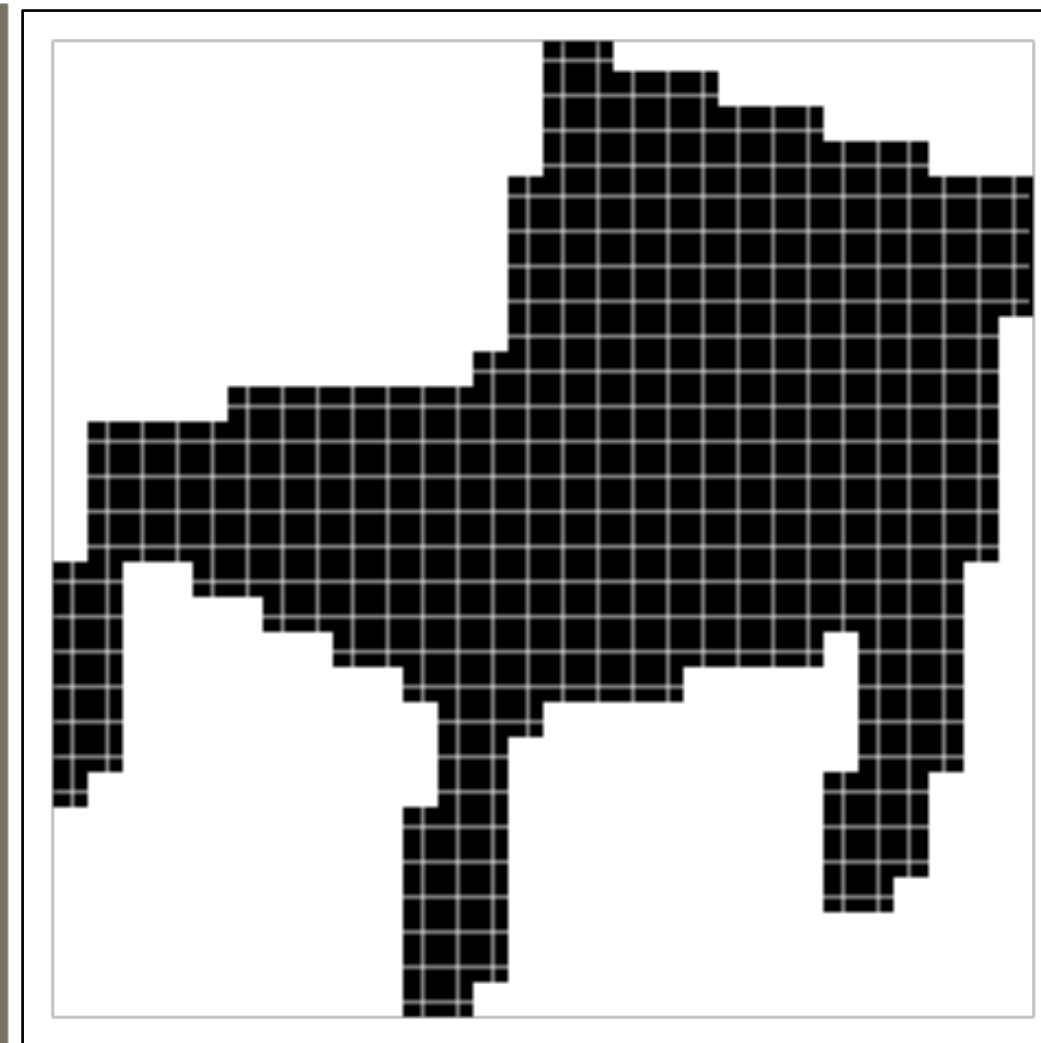
Extra "head" on network
predicts binary mask

Example Mask Training Targets

Image with training proposal



28x28 mask target

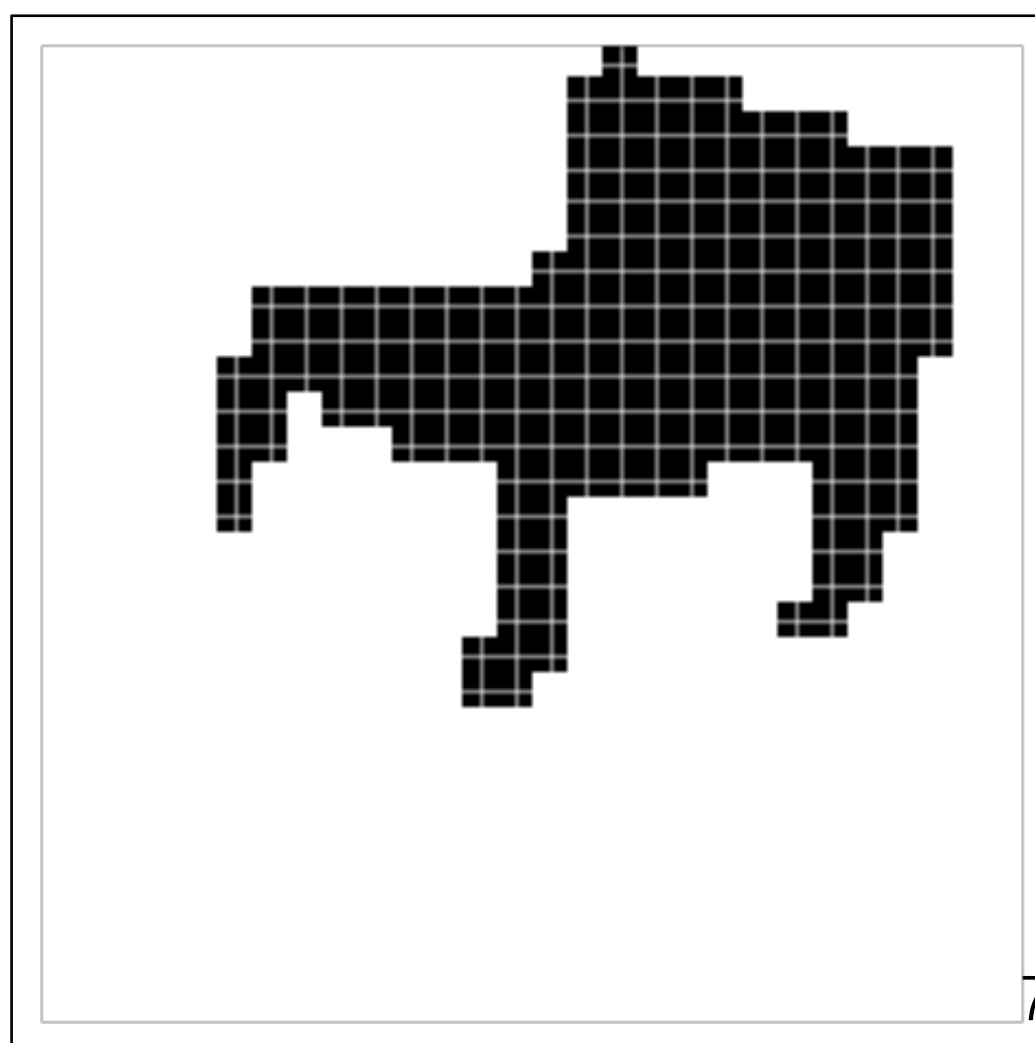
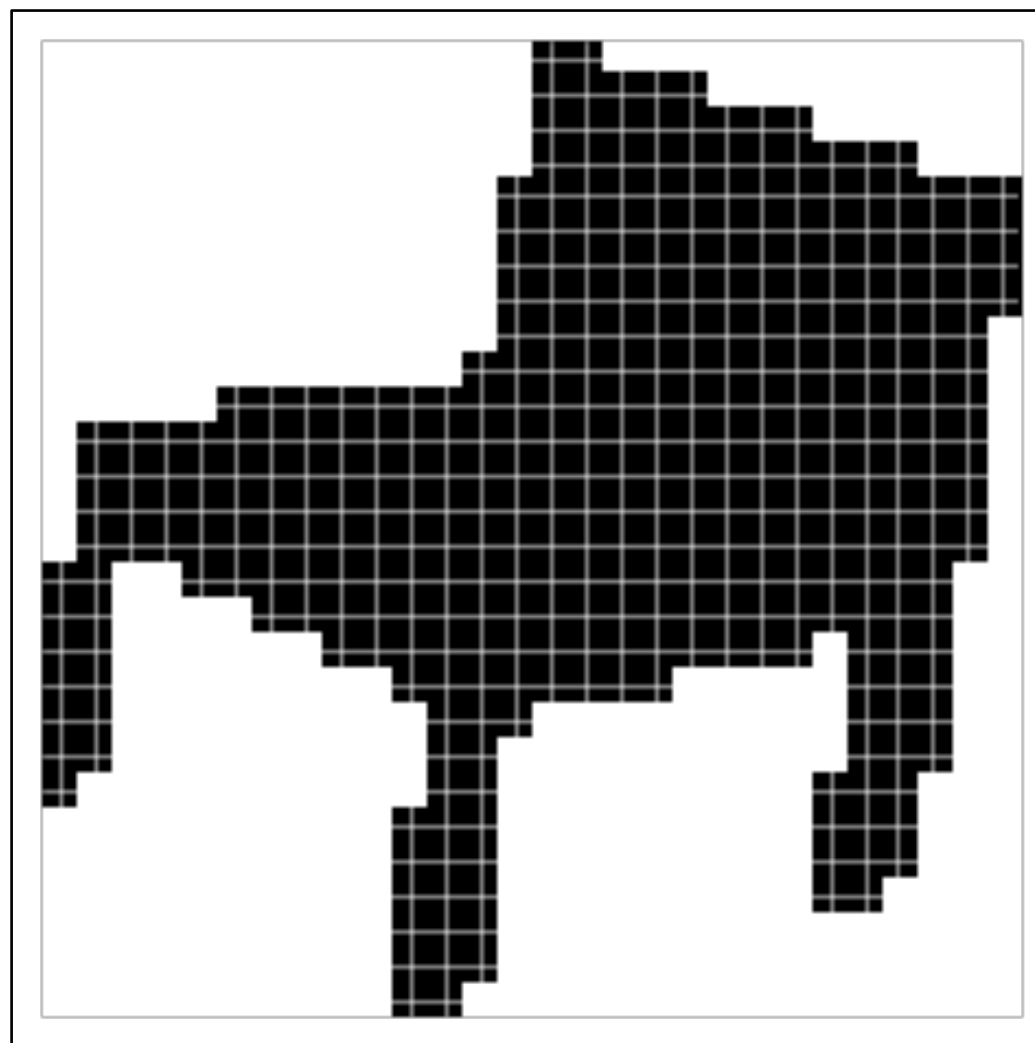


Example Mask Training Targets

Image with training proposal



28x28 mask target



Example Mask Training Targets

Image with training proposal



28x28 mask target

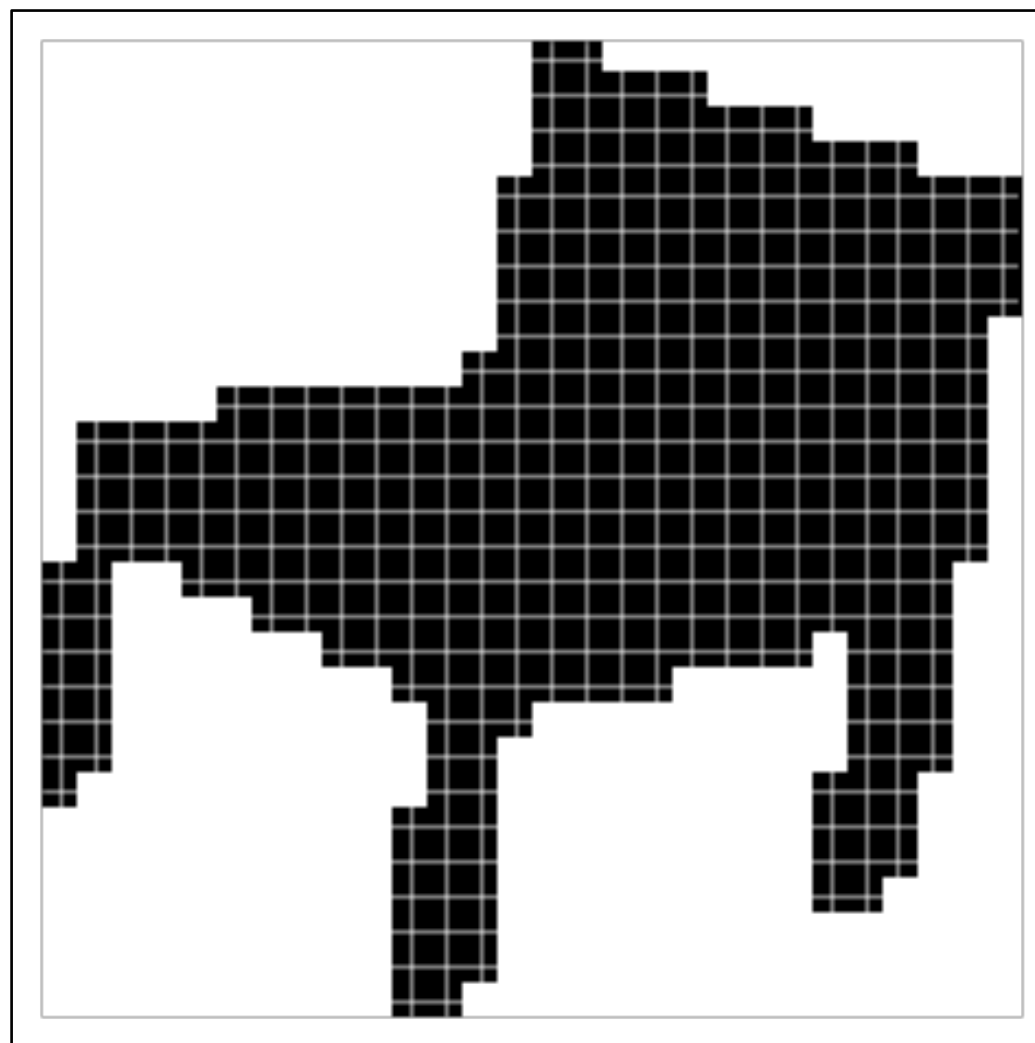
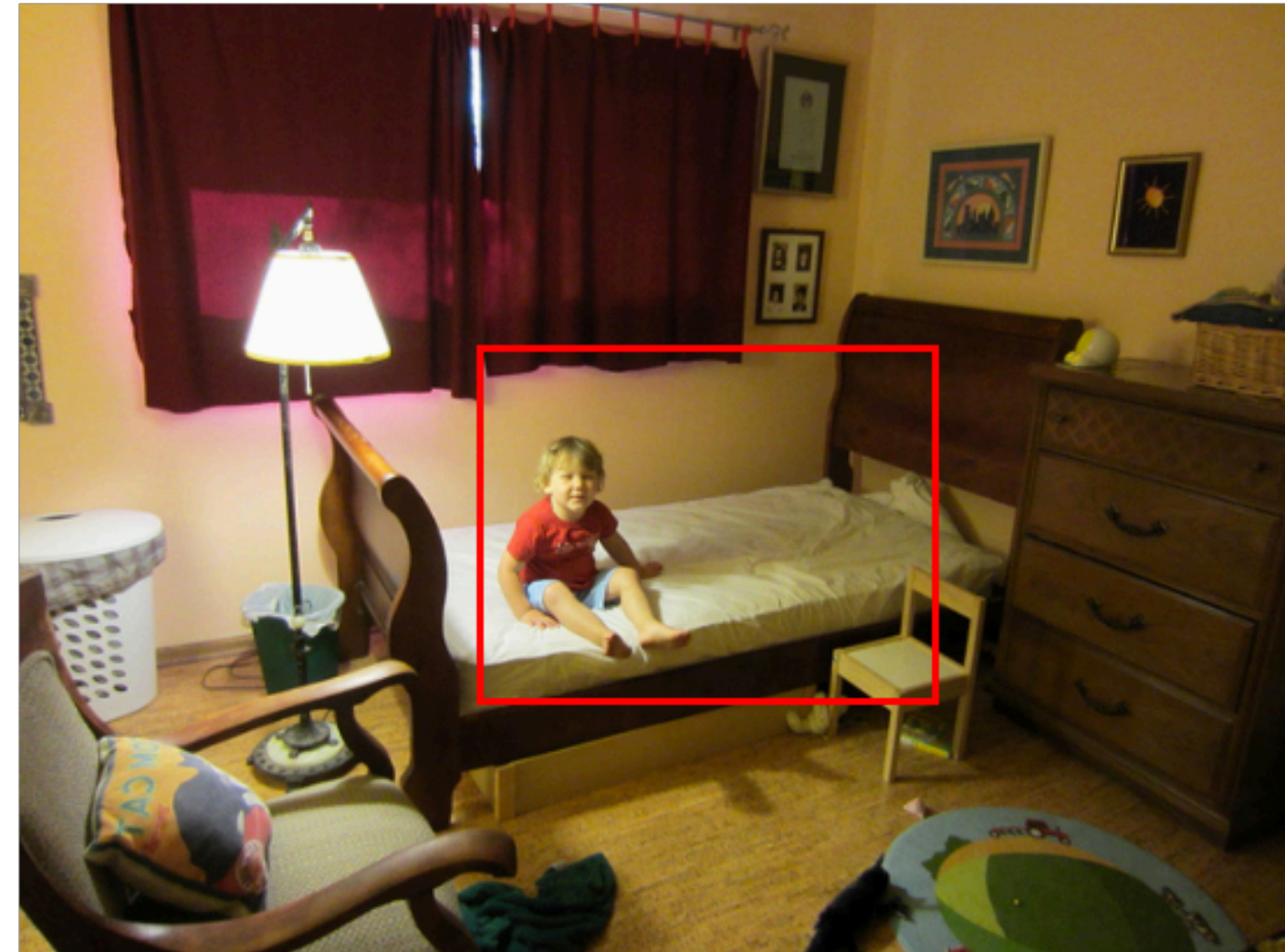
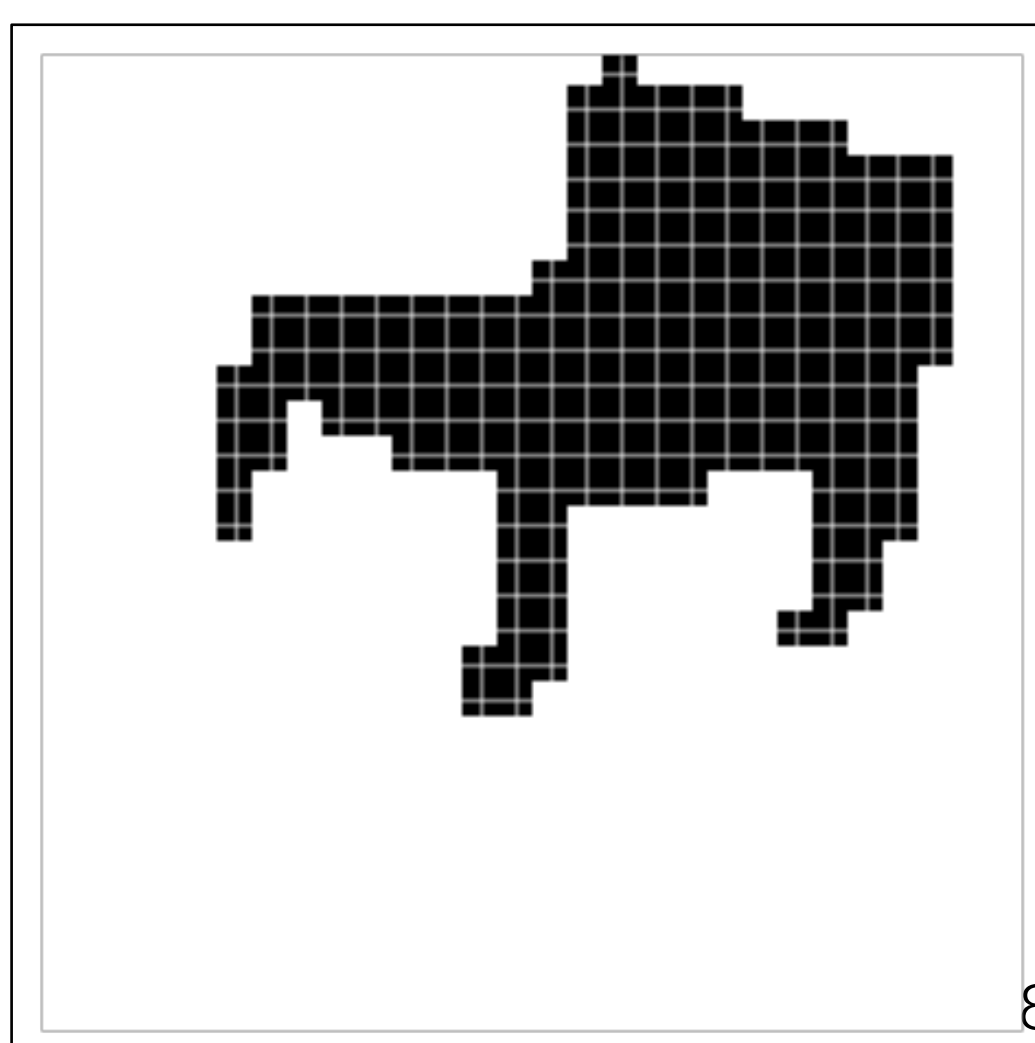
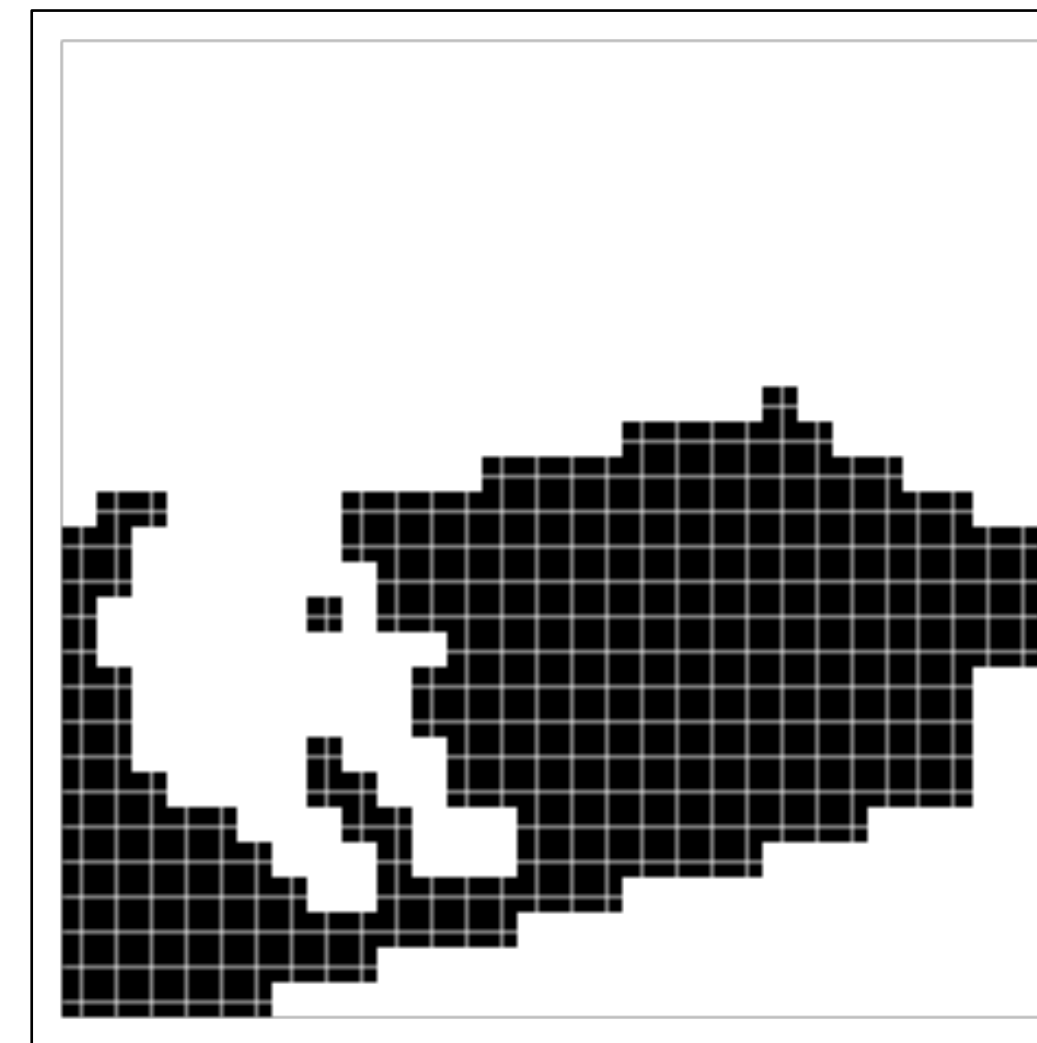


Image with training proposal



28x28 mask target



Example Mask Training Targets

Image with training proposal



28x28 mask target

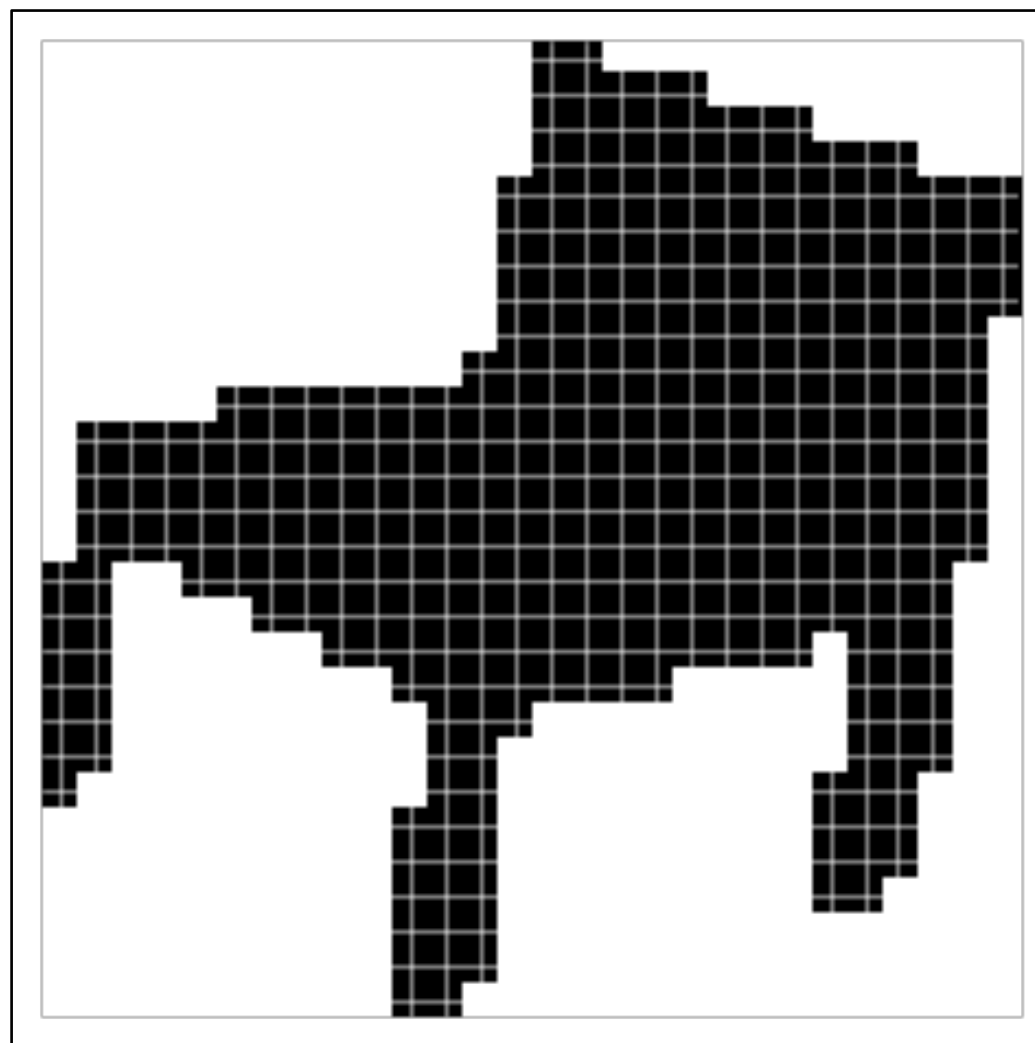
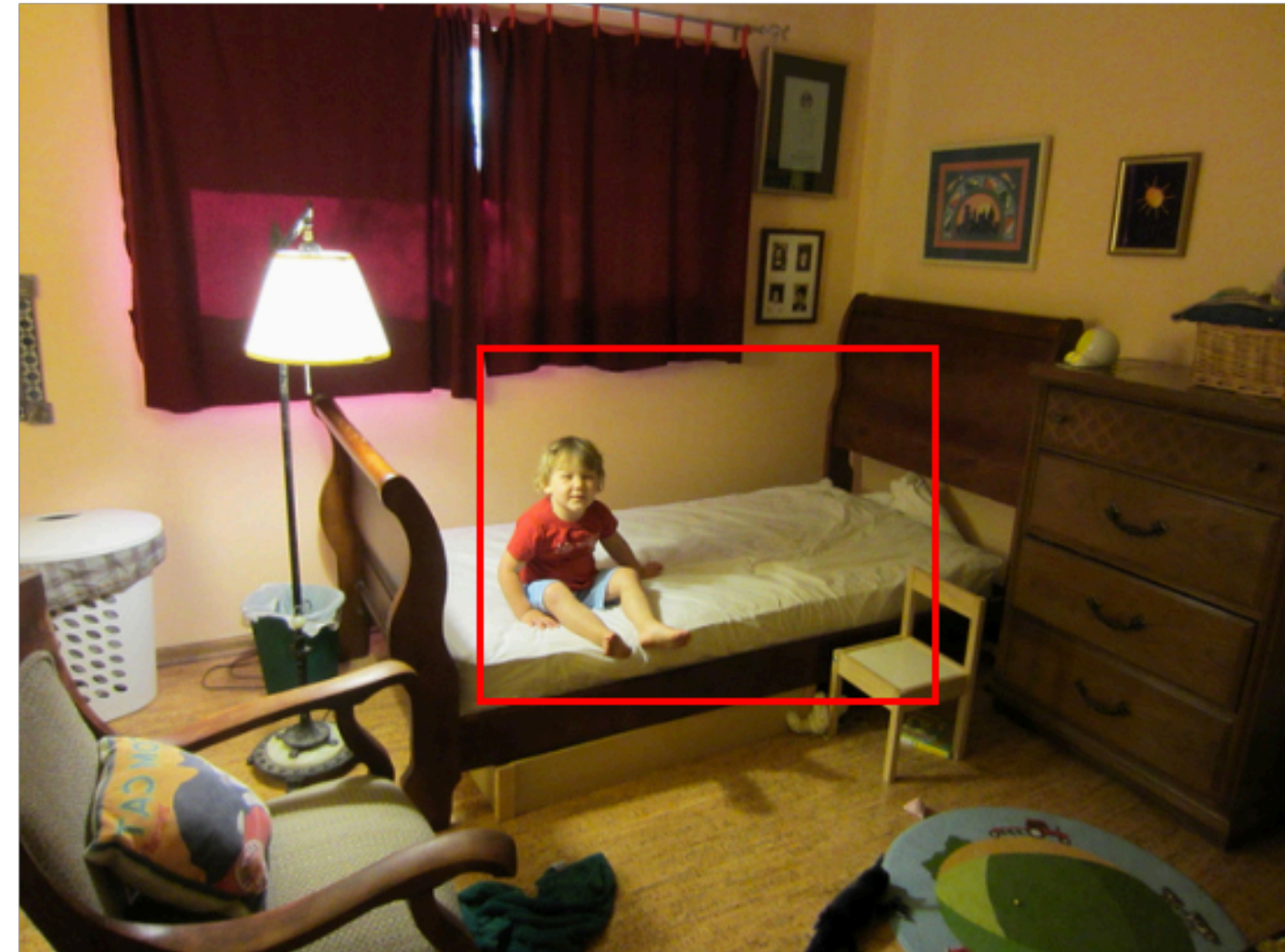
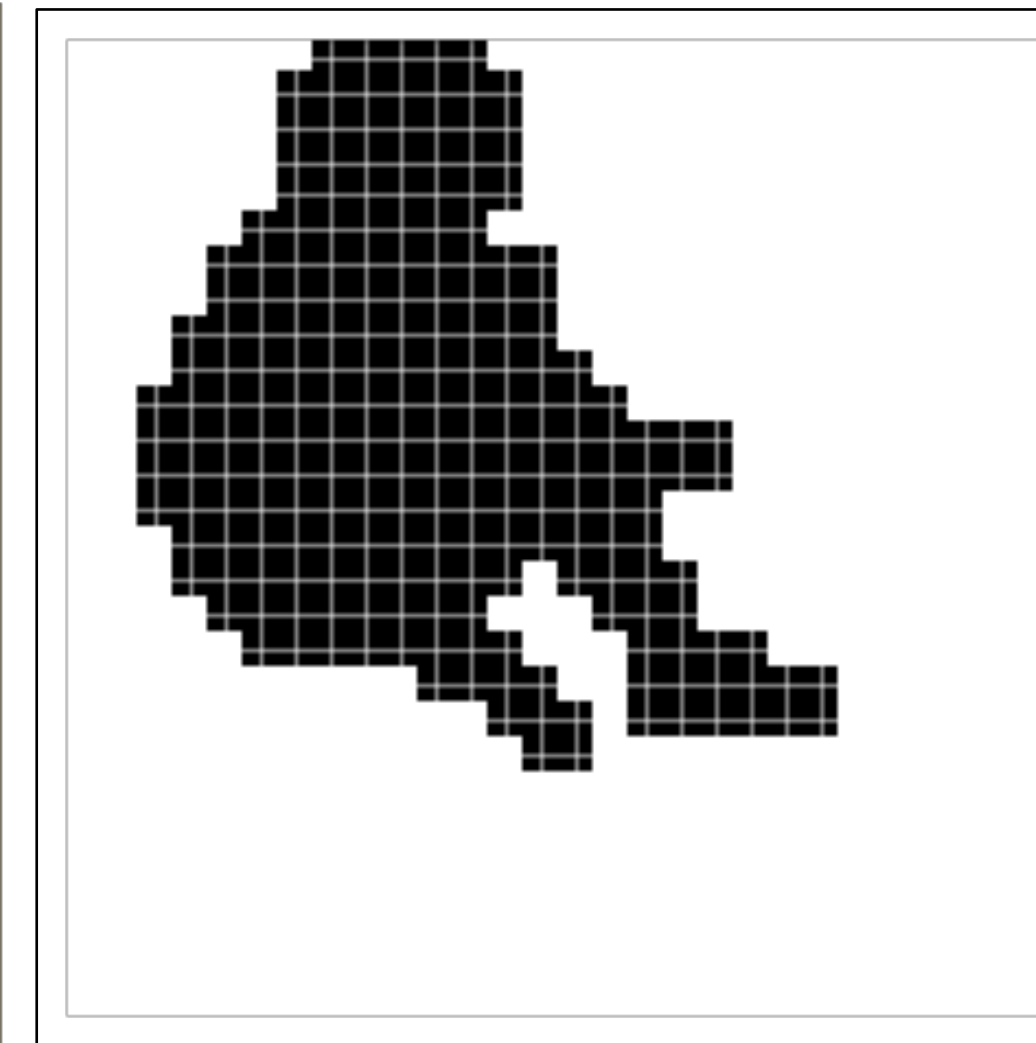
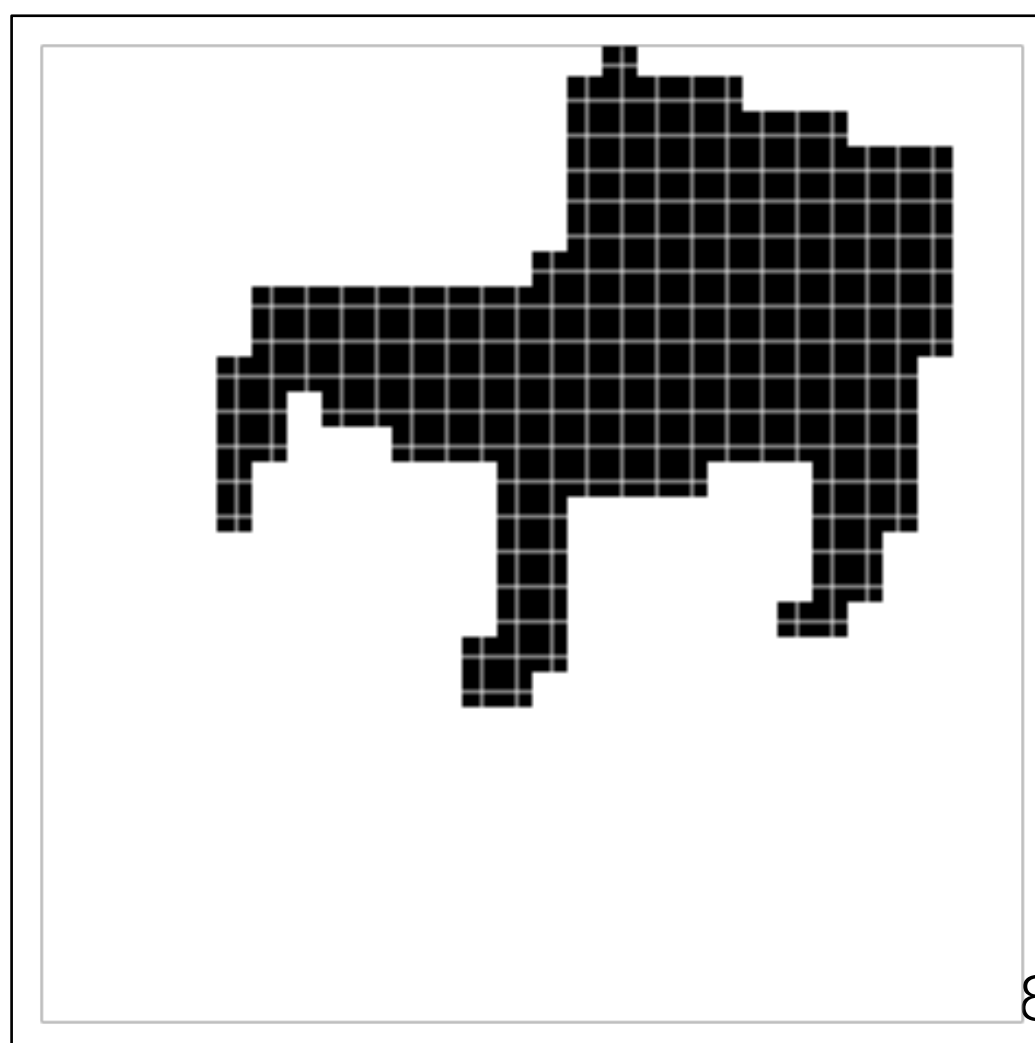
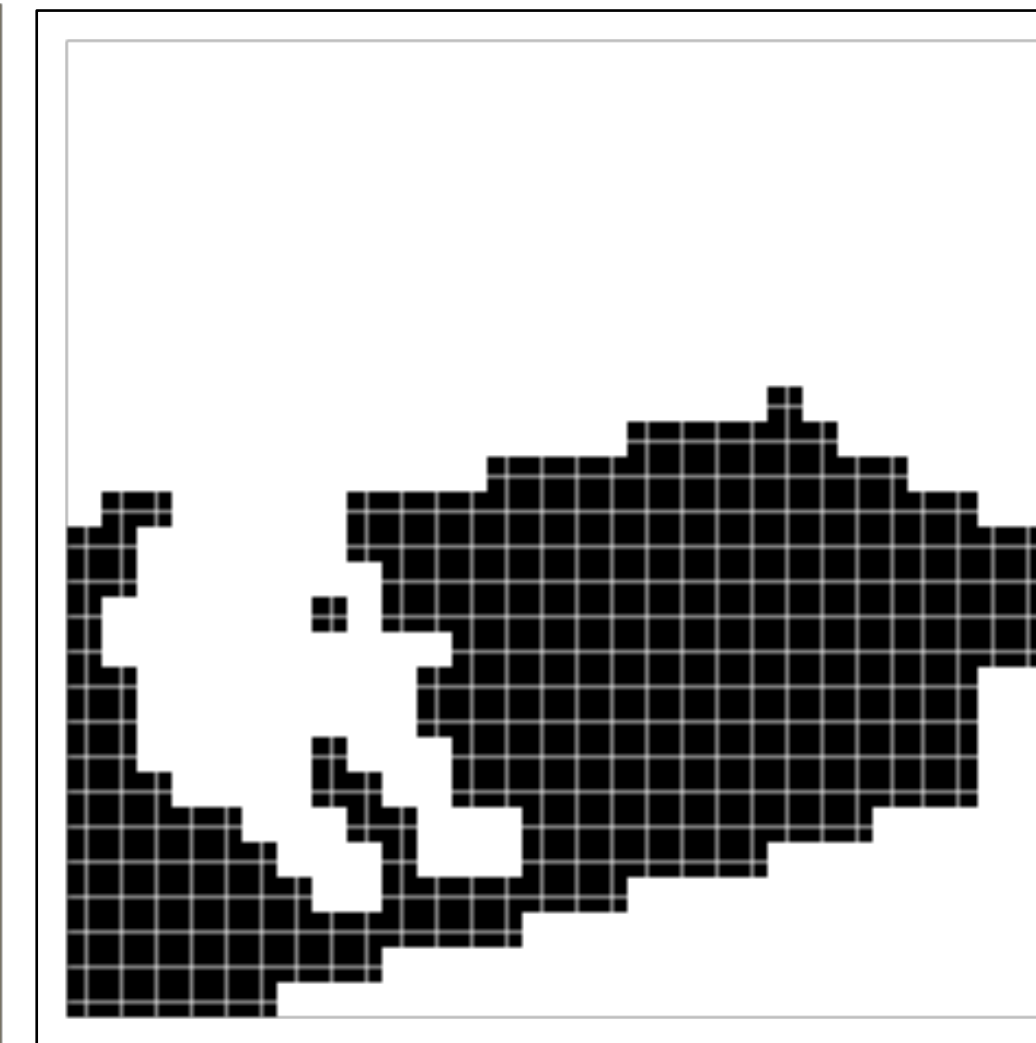
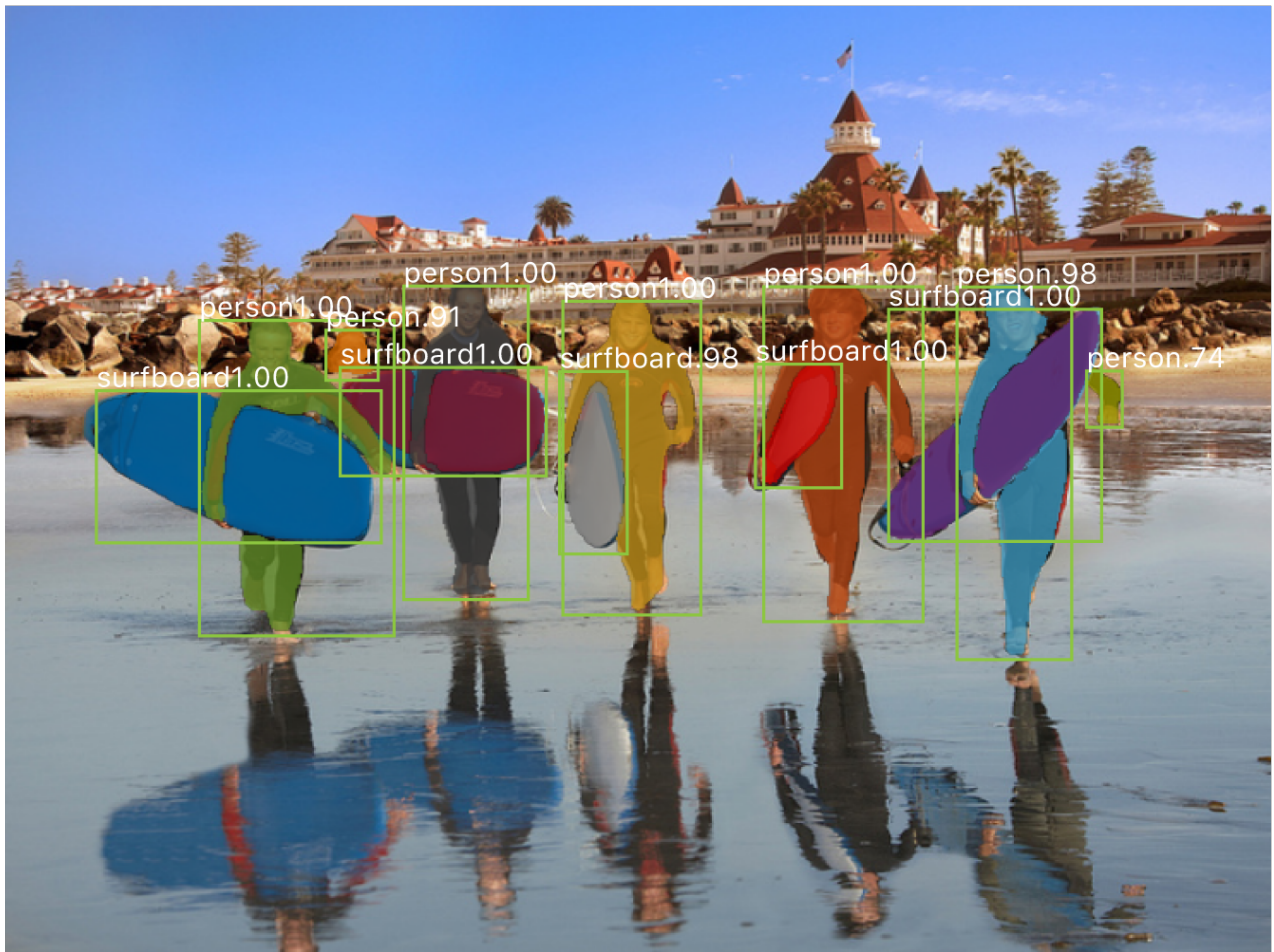


Image with training proposal

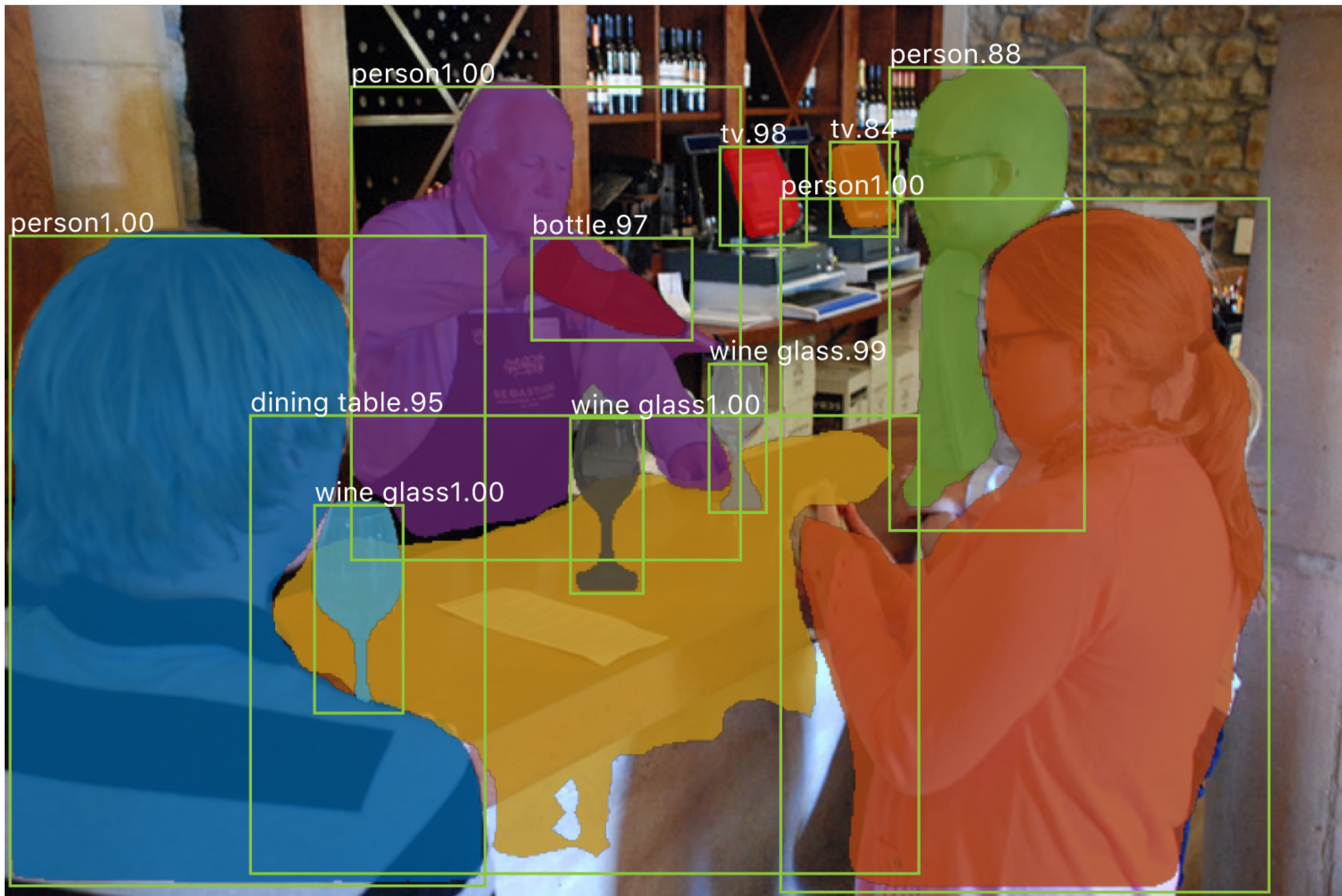


28x28 mask target





person1.00 person1.00 person1.00 person1.00 person.98
surfboard1.00 surfboard1.00 surfboard.98 surfboard1.00 surfboard1.00
surfboard1.00 person.74



person1.00

person.88

person1.00

tv.98

tv.84

person1.00

bottle.97

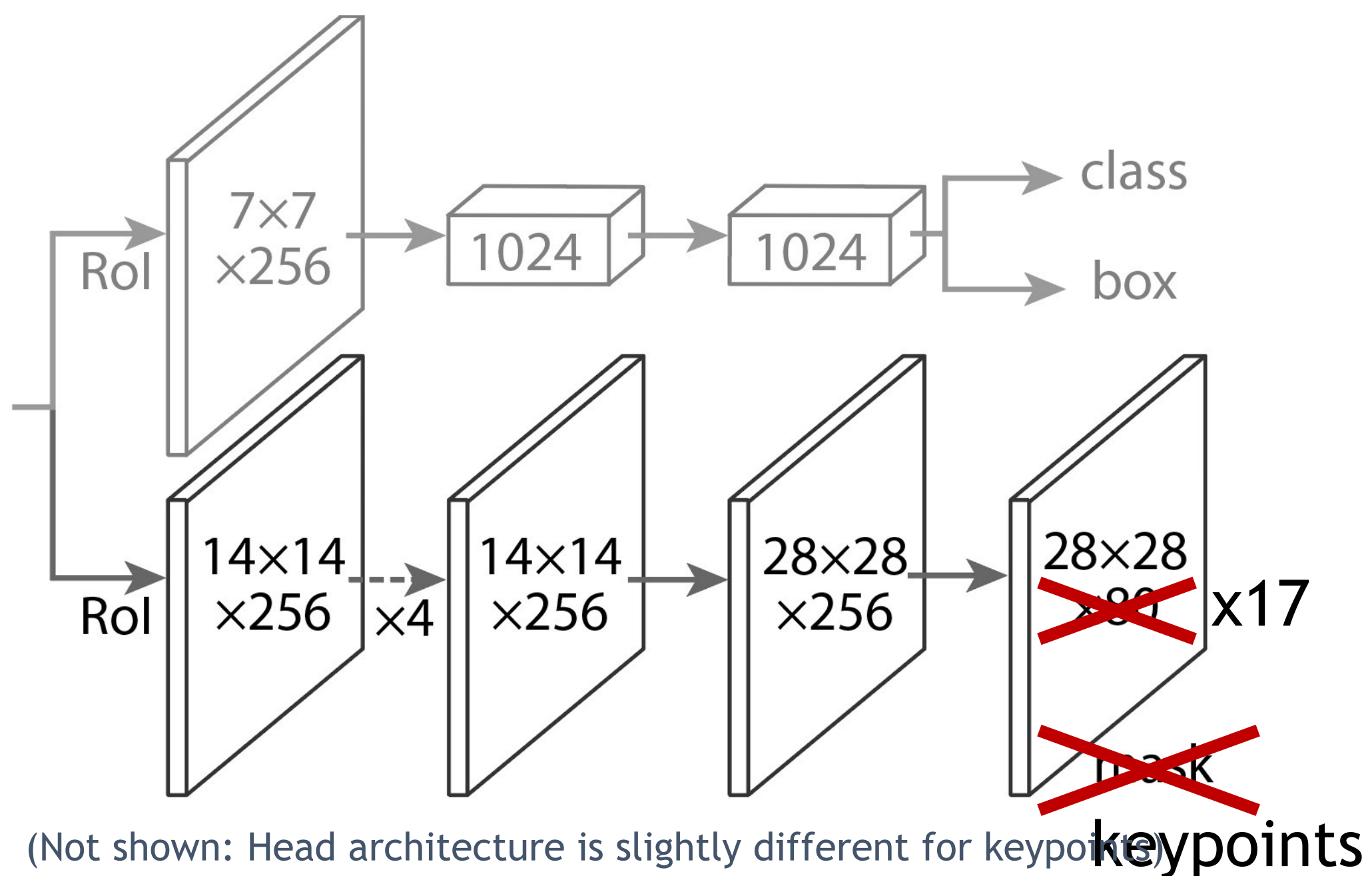
wine glass.99

dining table.95

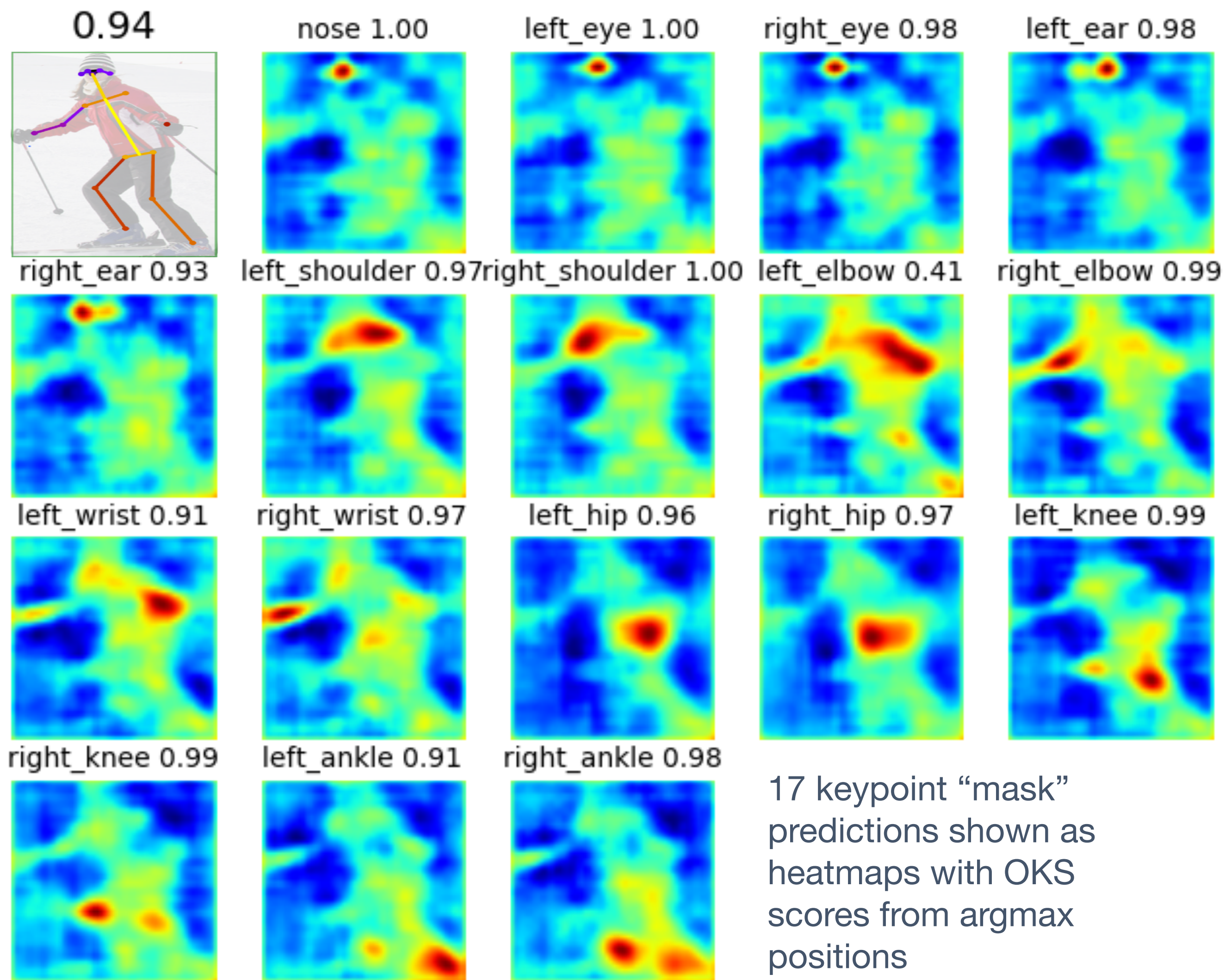
wine glass1.00

wine glass1.00

Human Pose



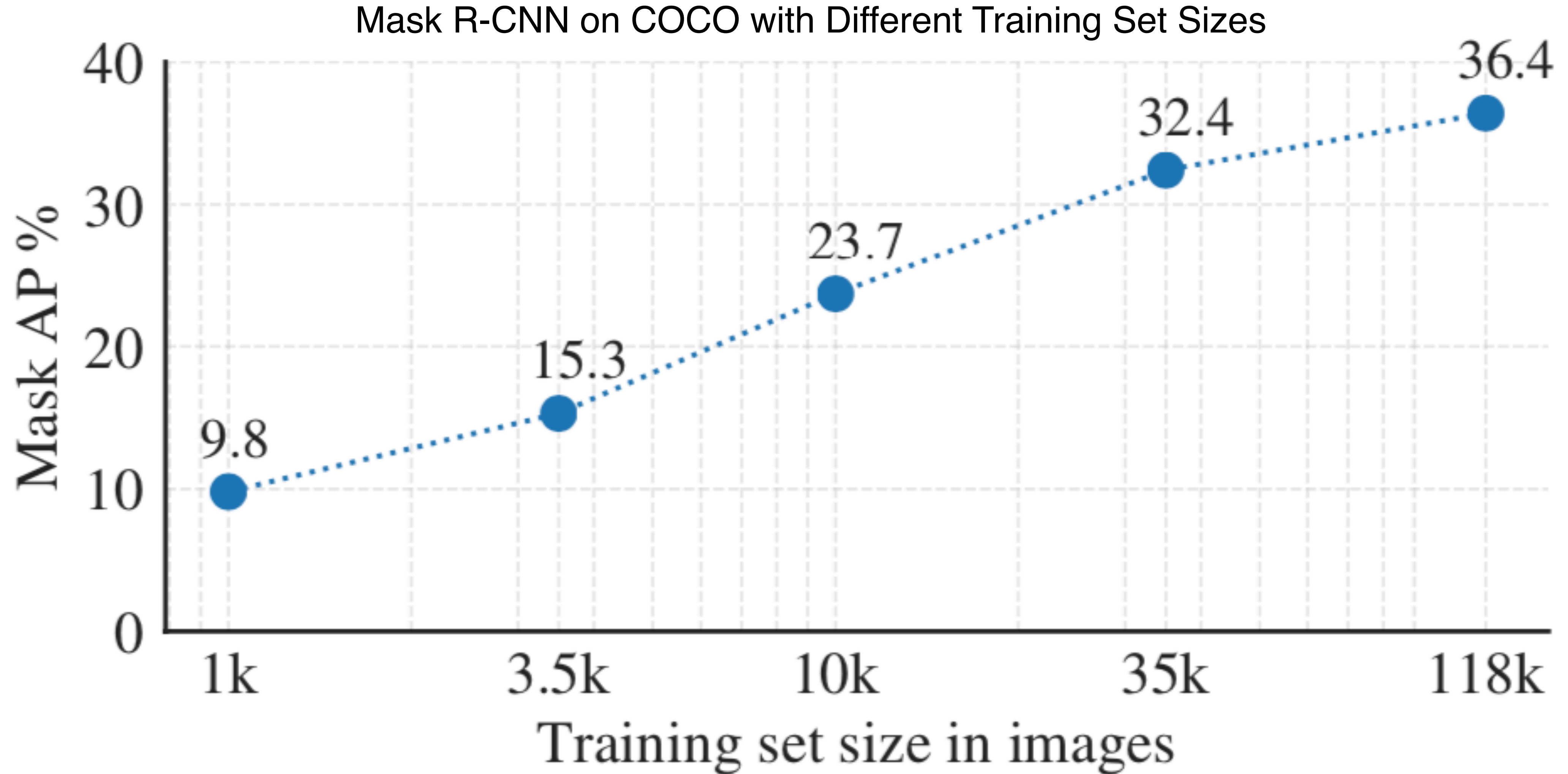
- Add keypoint head (28x28x17)
- Predict one “mask” for each keypoint
- Softmax over **spatial locations** (encodes one keypoint per mask “prior”)





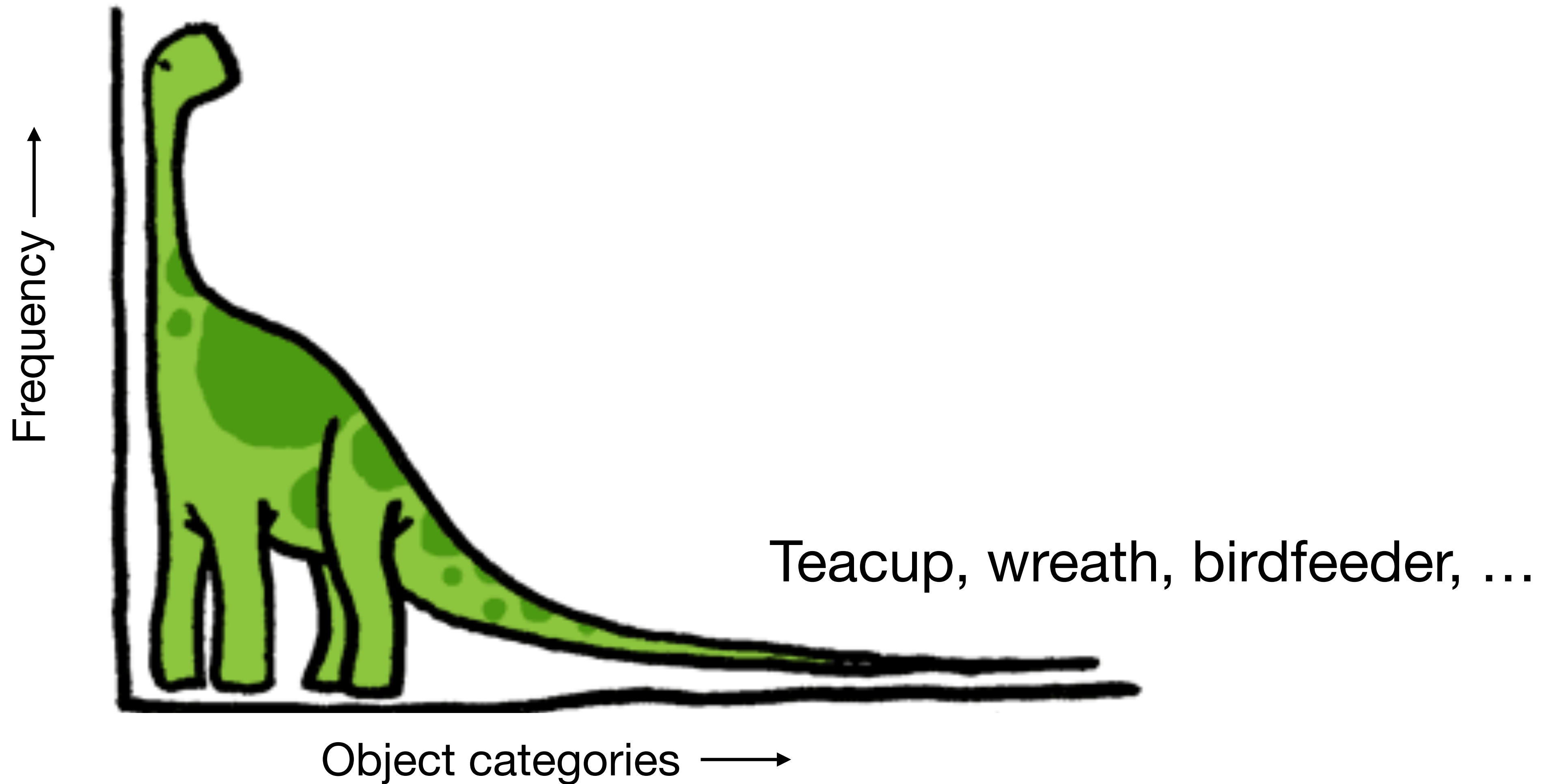


We still need *lots* of labeled examples



Handle the long tail of the distribution

Person, dog, table, ...



Handle the “long tail” of the distribution



From COCO (80 categories)
[Lin et al., 2014]



LVIS dataset (1000+ categories)
“Few shot” (e.g. < 20 examples)
[Gupta et al., 2019]

Next time: video