

Object Recognition II

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EE/CSE 576

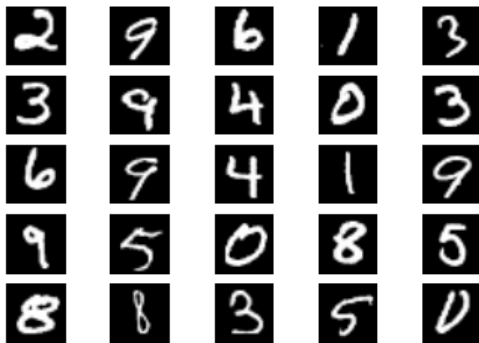
with CNN slides from Ross Girshick

Outline

- Object detection
 - the task, evaluation, datasets
- Convolutional Neural Networks (CNNs)
 - overview and history
- Region-based Convolutional Networks (R-CNNs)

Image classification

- K classes
- Task: assign correct class label to the whole image

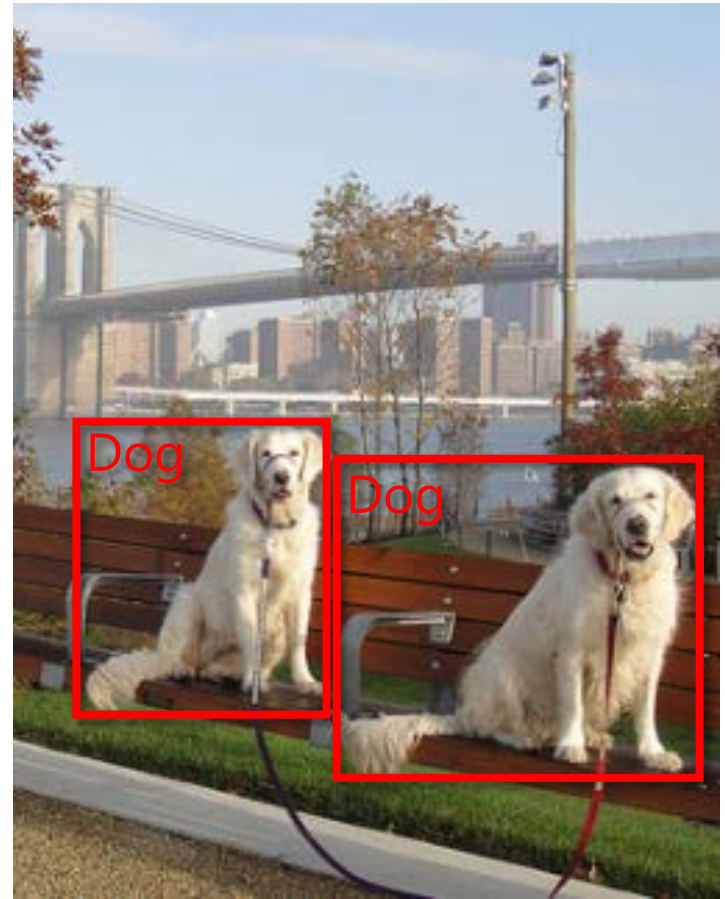


Digit classification (MNIST)



Object recognition (Caltech-101)

Classification vs. Detection

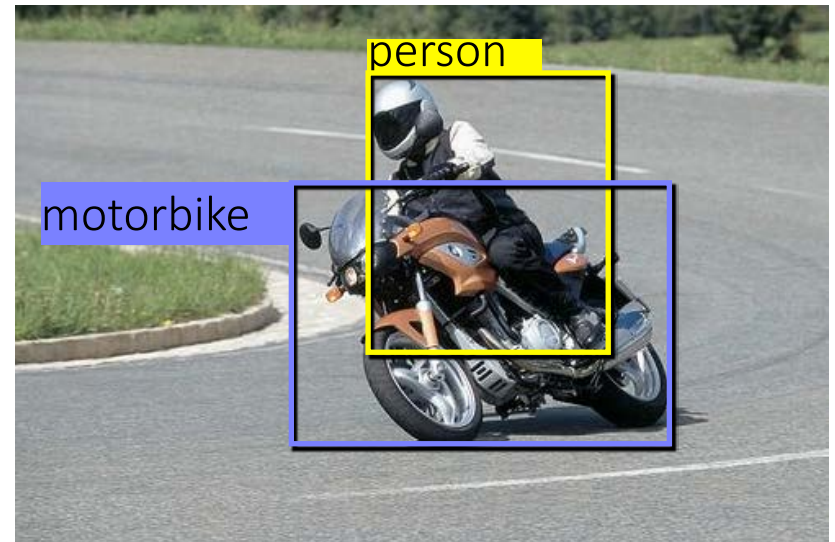


Problem formulation

{ airplane, bird, motorbike, person, sofa }



Input



Desired output

Evaluating a detector



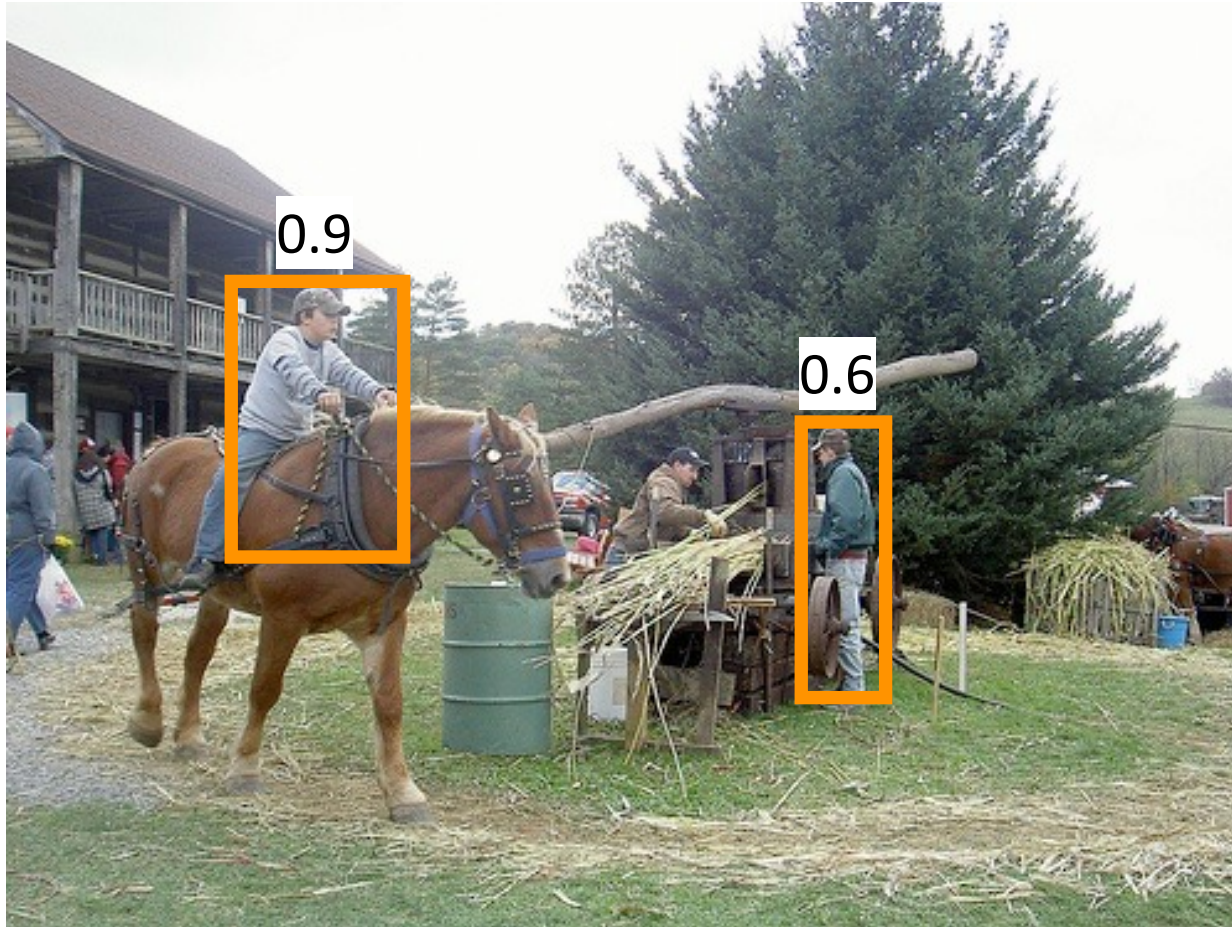
Test image (previously unseen)

First detection ...



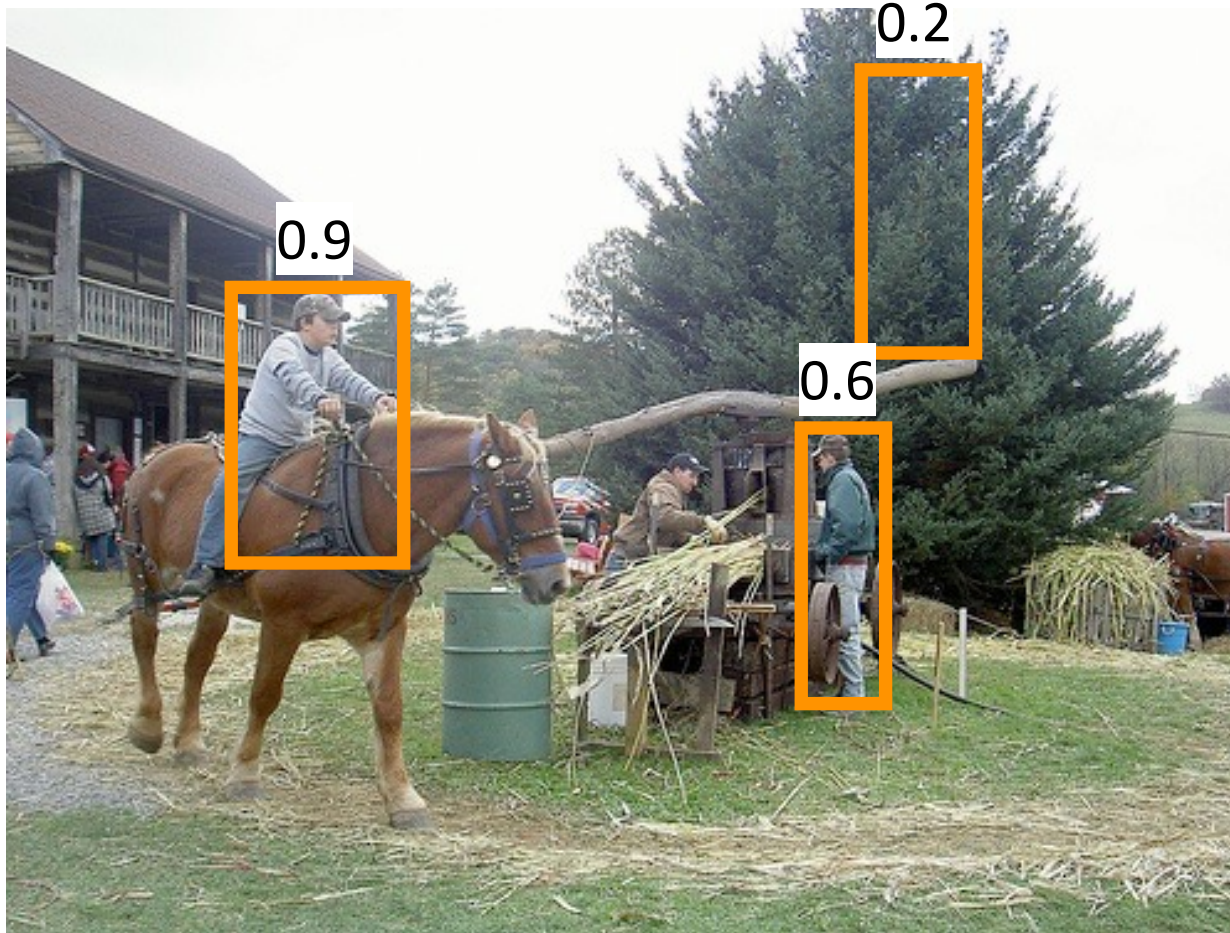
 'person' detector predictions

Second detection ...



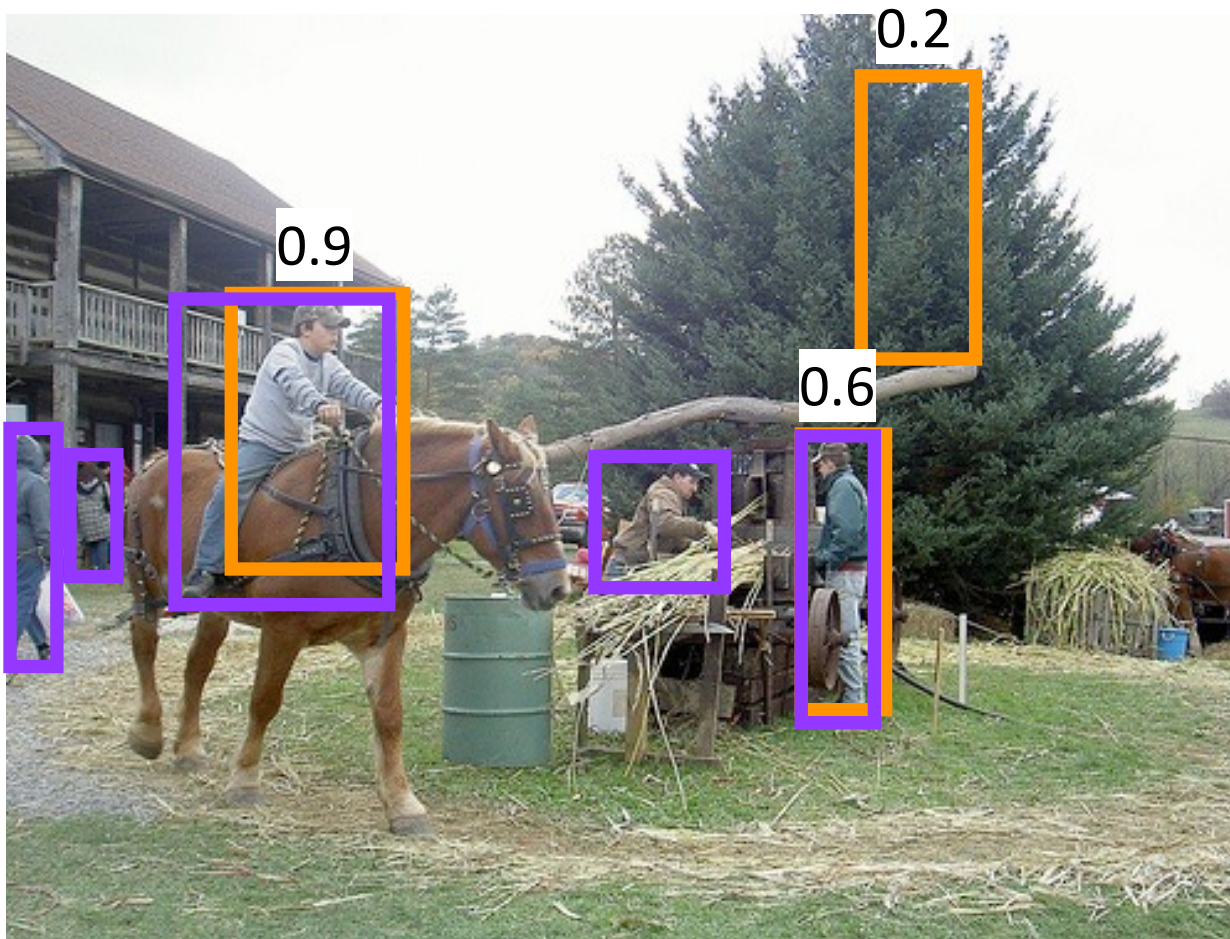
 'person' detector predictions



Third detection ...



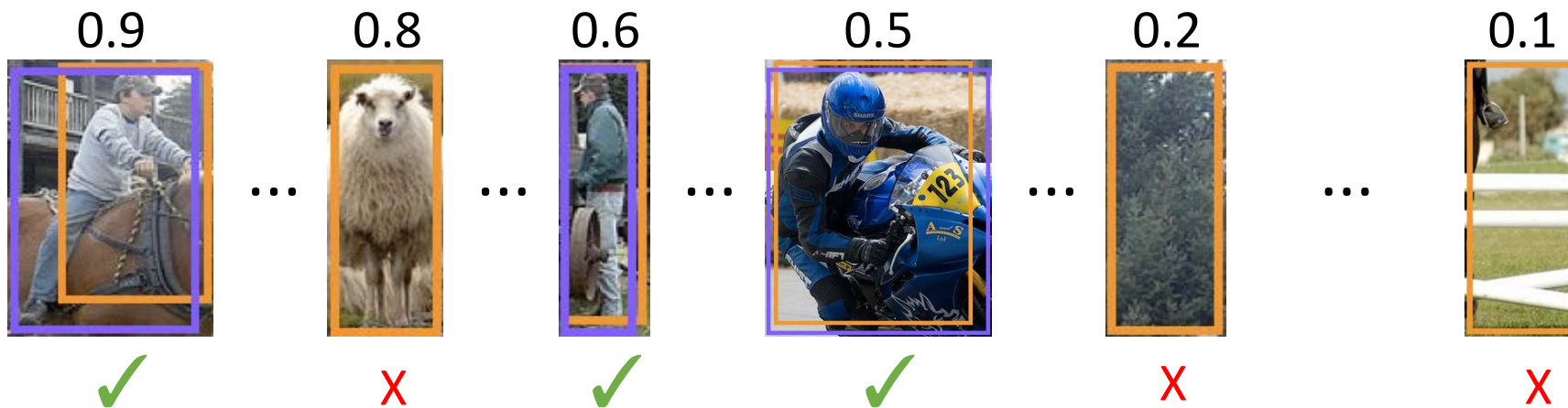
 'person' detector predictions

Compare to ground truth



-  'person' detector predictions
-  ground truth 'person' boxes

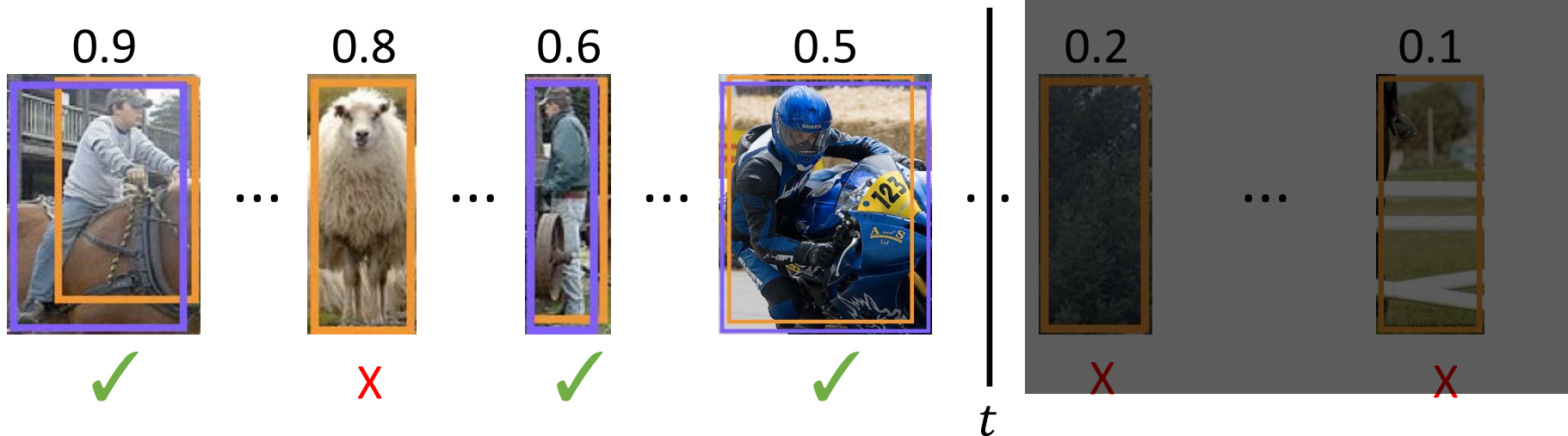
Sort by confidence



true
positive
(high overlap)

false
positive
(no overlap,
low overlap, or
duplicate)

Evaluation metric

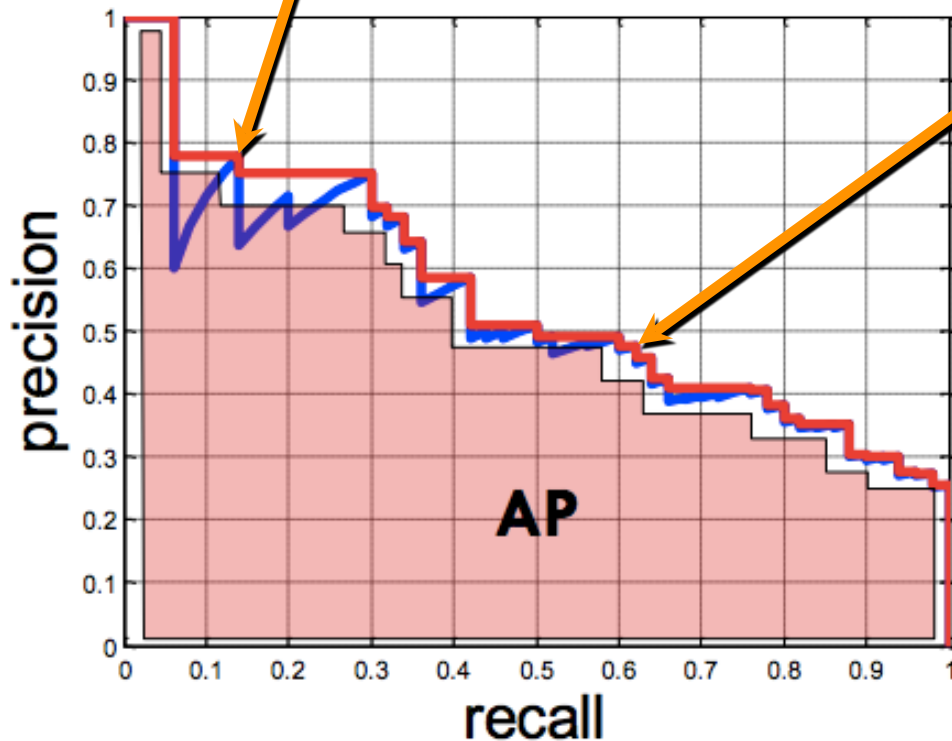
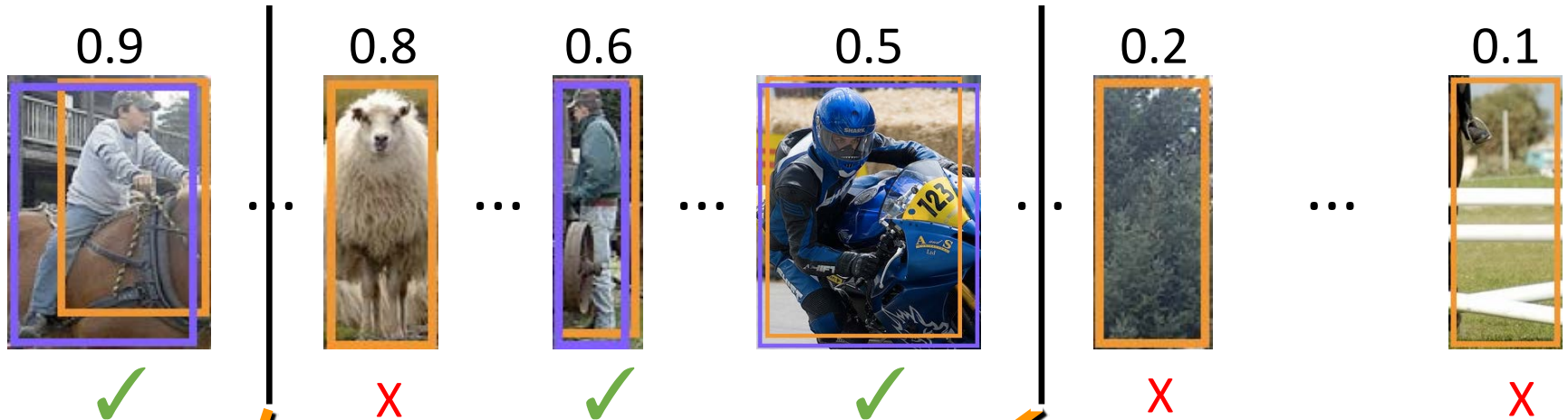


$$precision@t = \frac{\#true\ positives@t}{\#true\ positives@t + \#false\ positives@t}$$

$\frac{\checkmark}{\checkmark + X}$

$$recall@t = \frac{\#true\ positives@t}{\#ground\ truth\ objects}$$

Evaluation metric



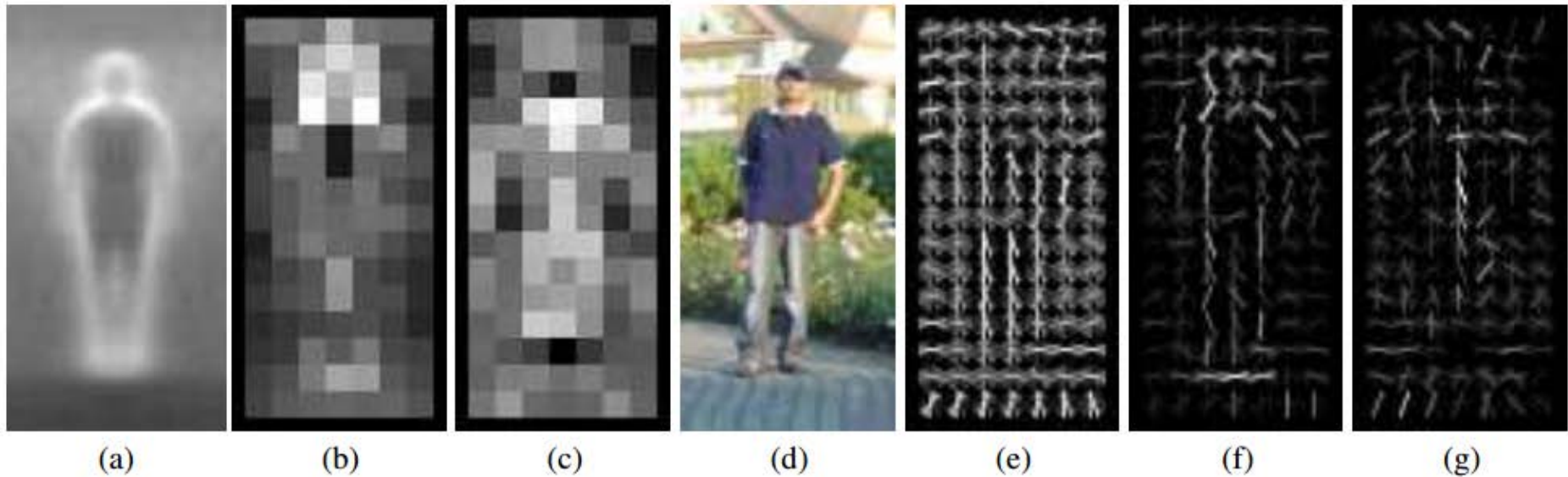
Average Precision (AP)
0% is worst
100% is best

mean AP over classes
(mAP)

Pedestrians

AP ~77%

More sophisticated methods: AP ~90%



- (a) average gradient image over training examples
- (b) each “pixel” shows max positive SVM weight in the block centered on that pixel
- (c) same as (b) for negative SVM weights
- (d) test image
- (e) its R-HOG descriptor
- (f) R-HOG descriptor weighted by positive SVM weights
- (g) R-HOG descriptor weighted by negative SVM weights

Overview of HOG Method

1. **Compute gradients** in the region to be described
2. Put them in **bins** according to orientation
3. **Group** the cells into **large blocks**
4. **Normalize** each block
5. **Train classifiers** to decide if these are parts of a human

Details

- **Gradients**

$[-1 \ 0 \ 1]$ and $[-1 \ 0 \ 1]^T$ were good enough filters.

- **Cell Histograms**

Each pixel within the cell casts a weighted vote for an orientation-based histogram channel based on the values found in the gradient computation. (9 channels worked)

- **Blocks**

Group the cells together into larger blocks, either **R-HOG** blocks (rectangular) or **C-HOG** blocks (circular).

More Details

- **Block Normalization**

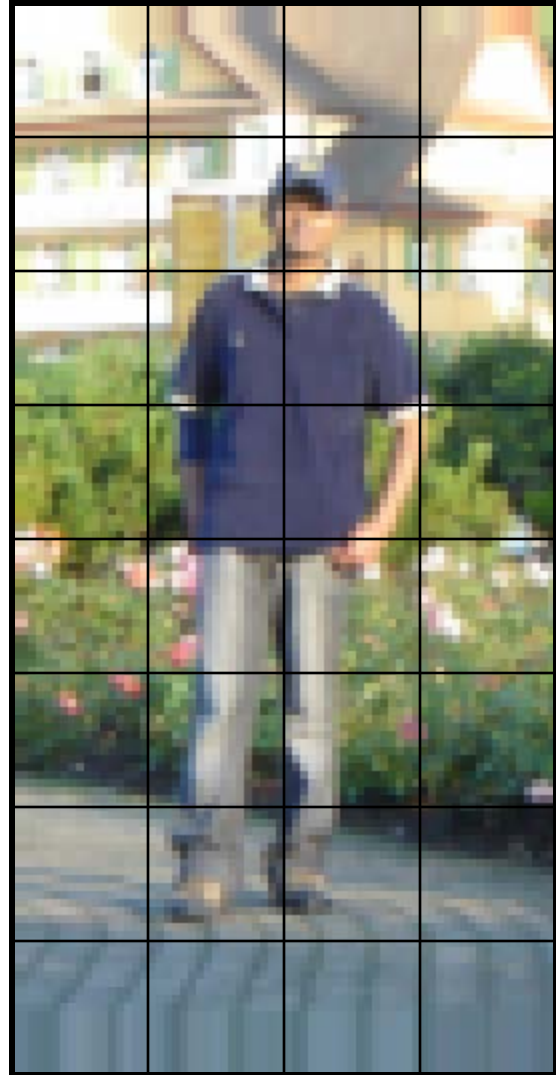
They tried 4 different kinds of normalization.

- L1-norm
 - sqrt of L1-norm
 - L2 norm
 - L2-norm followed by clipping
- **If you think of the block as a vector \mathbf{v} , then the normalized block is $\mathbf{v}/\text{norm}(\mathbf{v})$**

Example: Dalal-Triggs pedestrian

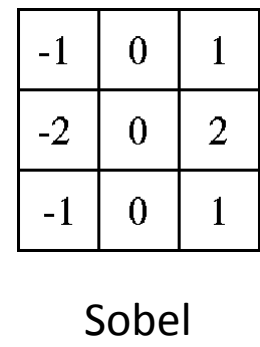
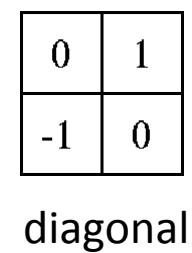
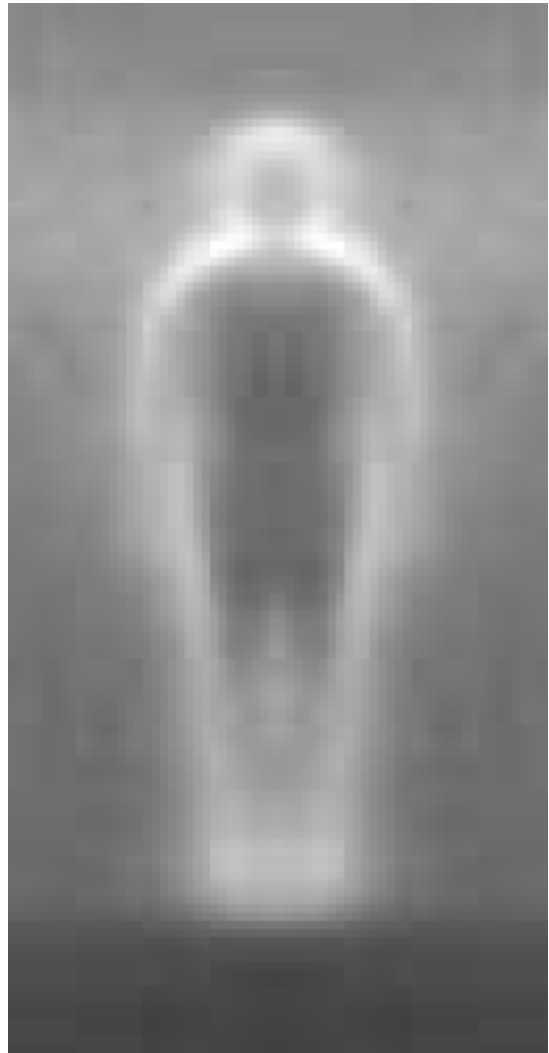
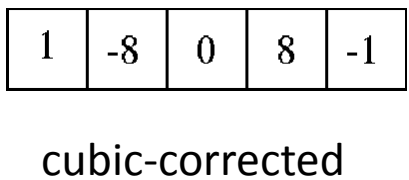
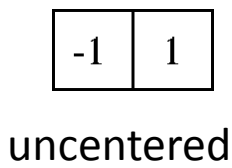
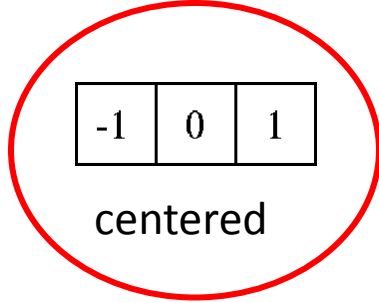


1. Extract fixed-sized (64x128 pixel) window at each position and scale
2. Compute HOG (histogram of gradient) features within each window
3. Score the window with a linear SVM classifier
4. Perform non-maxima suppression to remove overlapping detections with lower scores





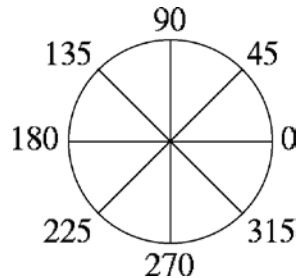
Outperforms



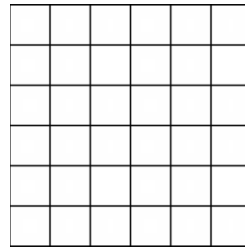


- Histogram of gradient orientations

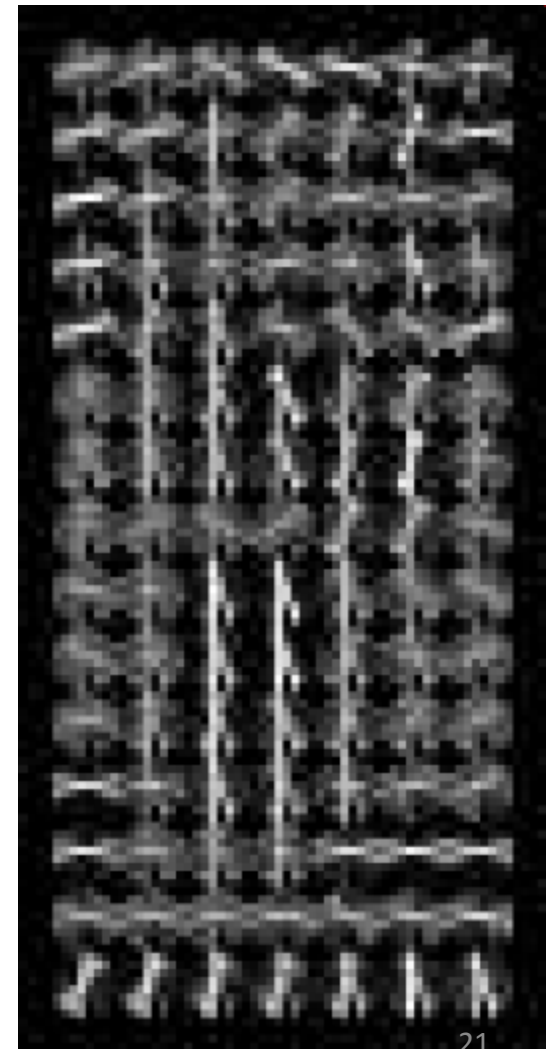
Orientation: 9 bins (for unsigned angles)



Histograms in 8x8 pixel cells



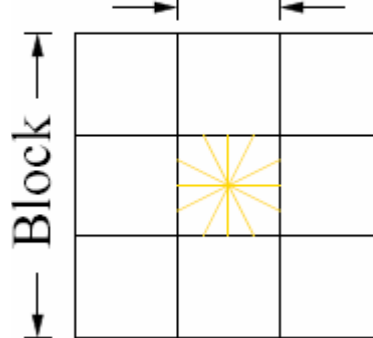
- Votes weighted by magnitude
- Bilinear interpolation between cells





R-HOG

Cell

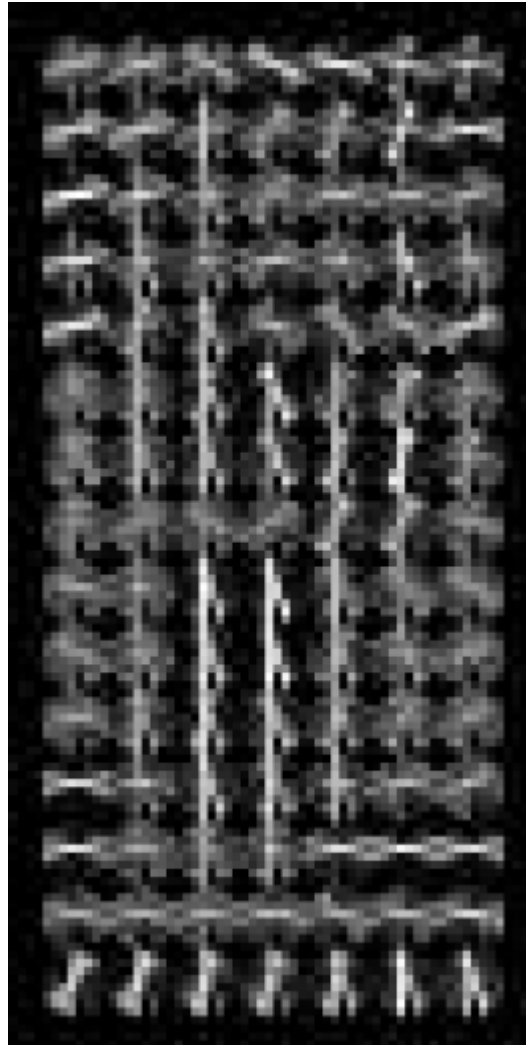


Normalize with respect to surrounding cells

$$L2 - norm : v \longrightarrow v / \sqrt{\|v\|_2^2 + \epsilon^2}$$



X=



orientations

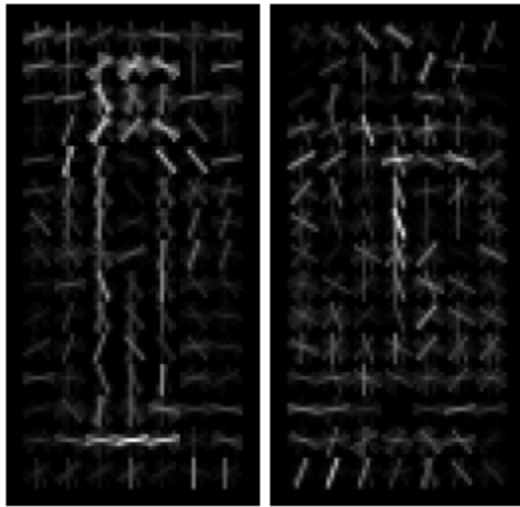
$$\# \text{ features} = \underline{15} \times 7 \times 9 \times 4 = 3780$$

cells

normalizations by neighboring cells

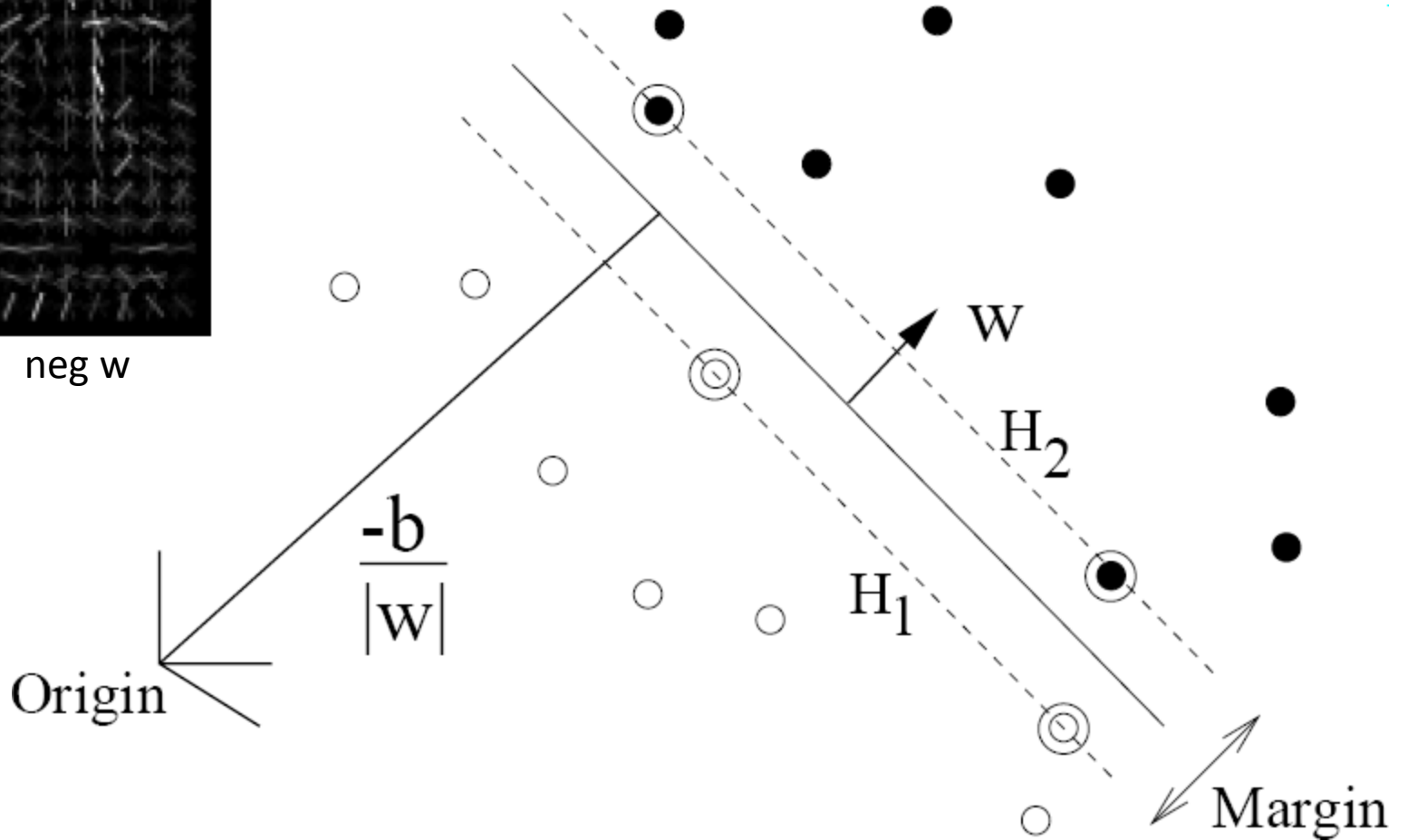
Training set

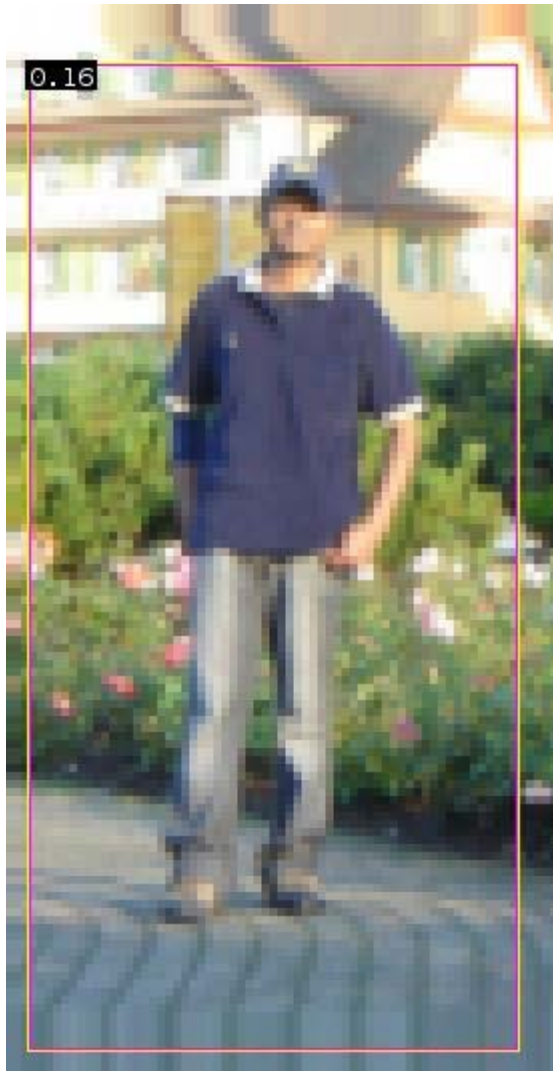




pos w

neg w





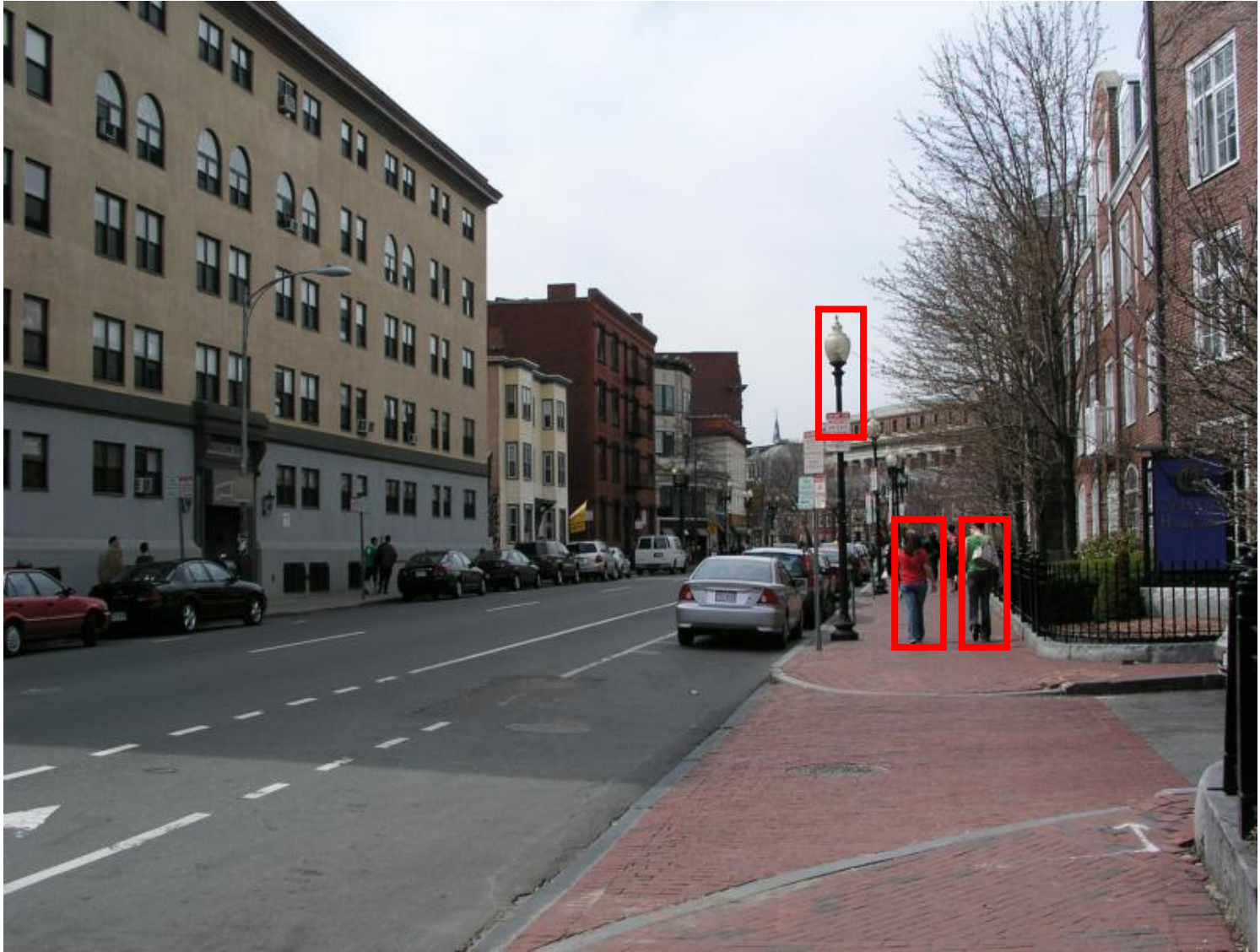
$$0.16 = w^T x - b$$

$$\text{sign}(0.16) = 1$$

\Rightarrow pedestrian

Detection examples





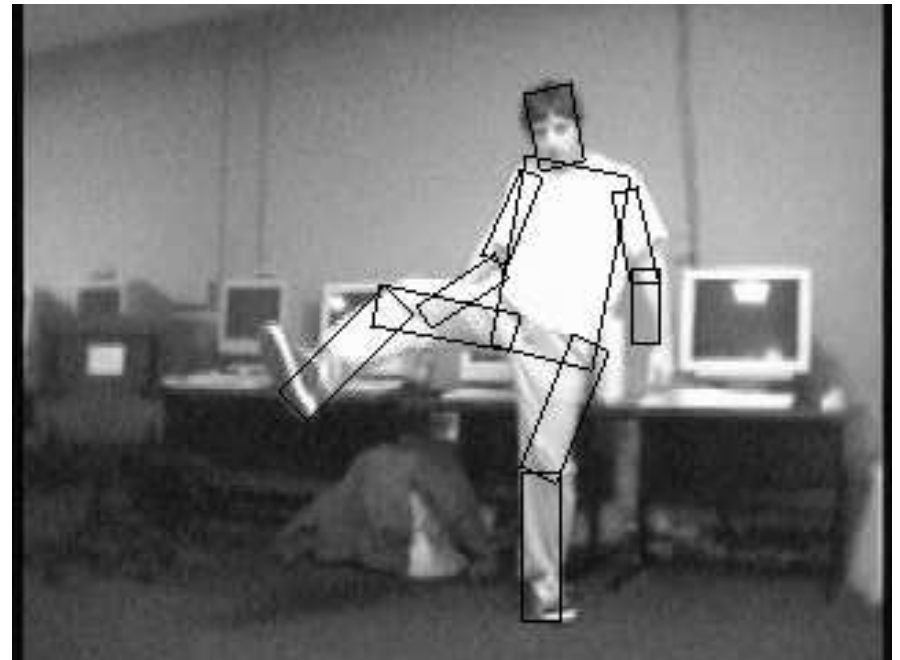
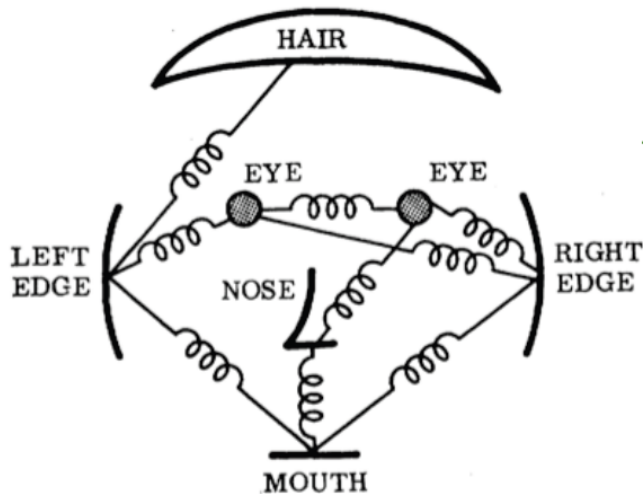
Deformable Parts Model

- Takes the idea a little further
- Instead of one rigid HOG model, we have multiple HOG models in a spatial arrangement
- One root part to find first and multiple other parts in a tree structure.

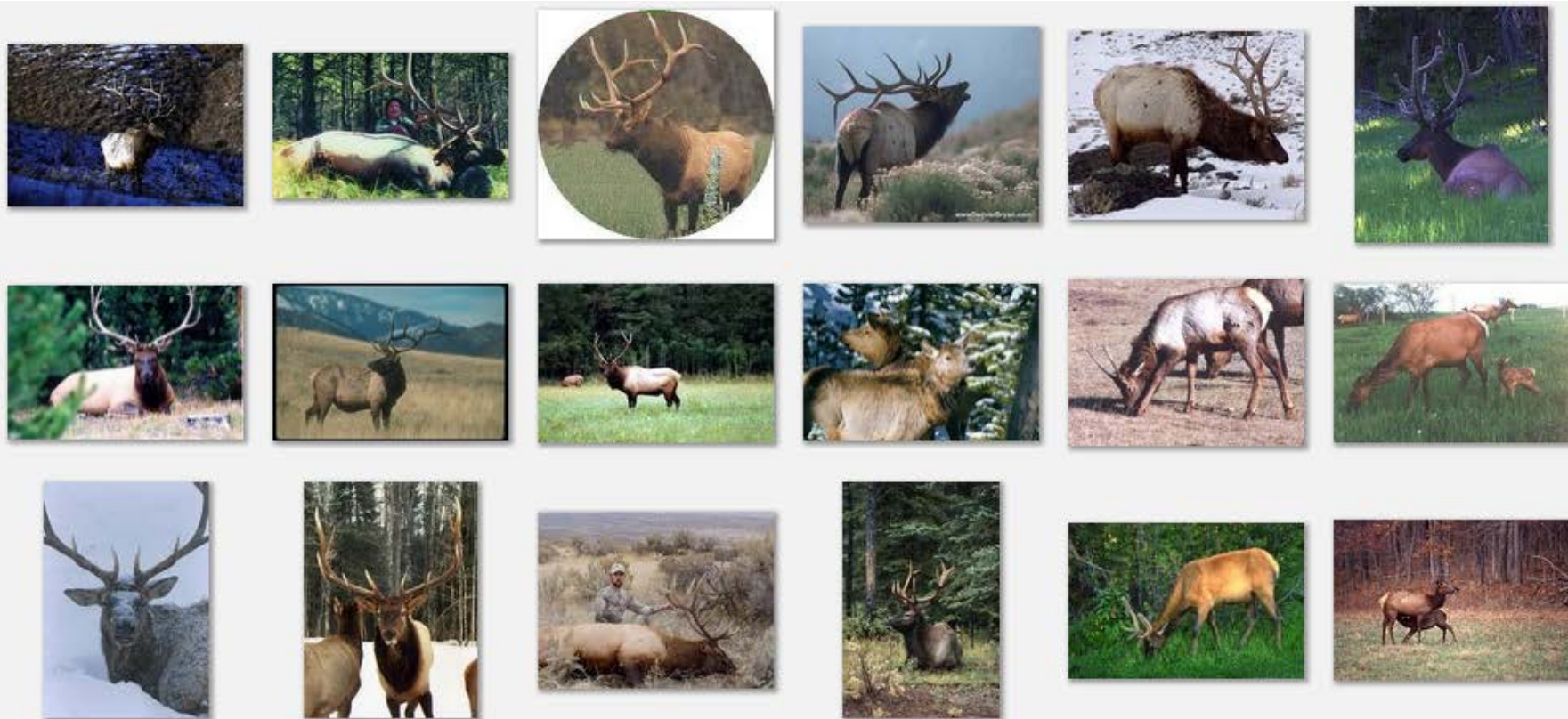
The Idea

Articulated parts model

- Object is configuration of parts
- Each part is detectable

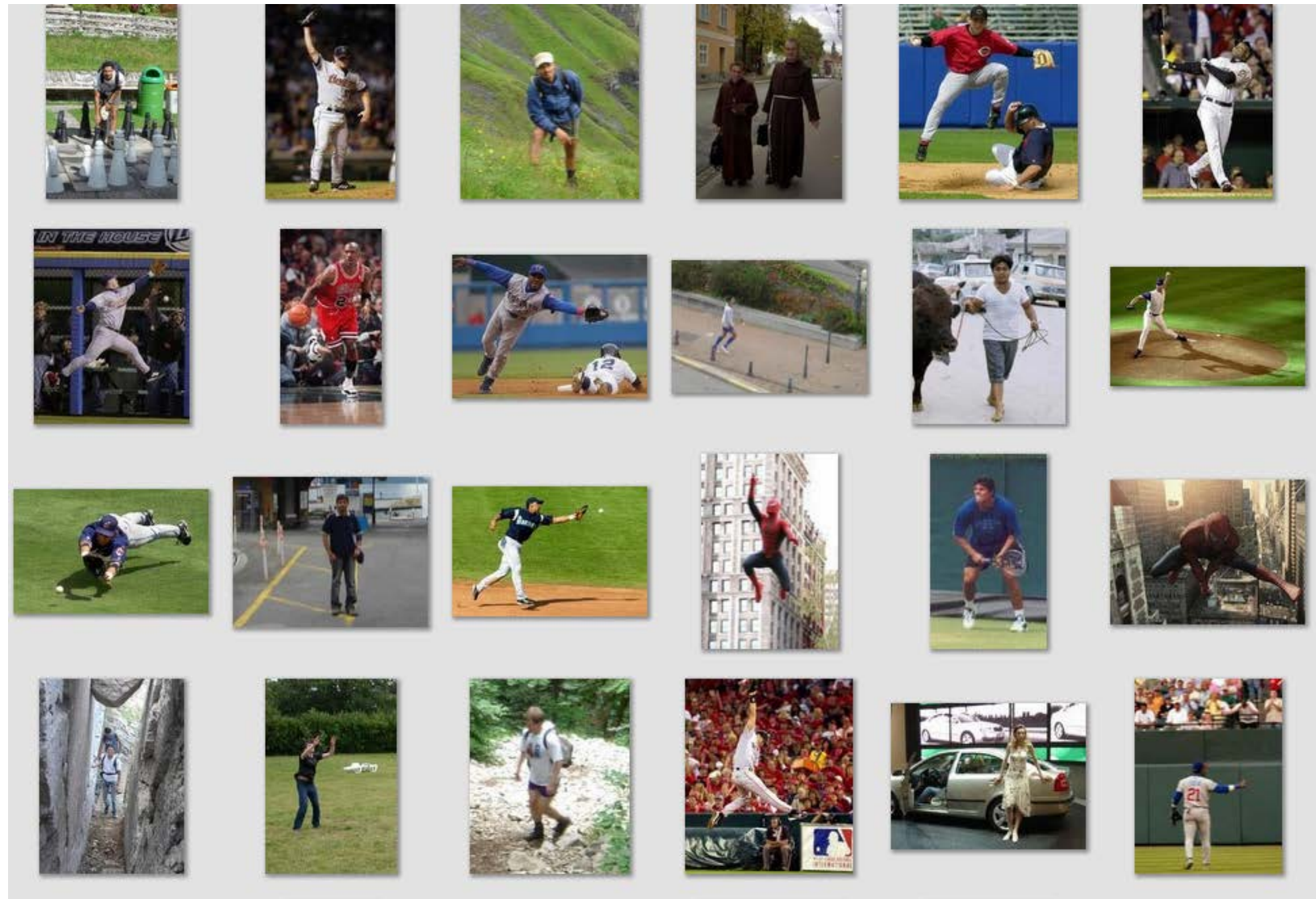


Deformable objects



Images from Caltech-256

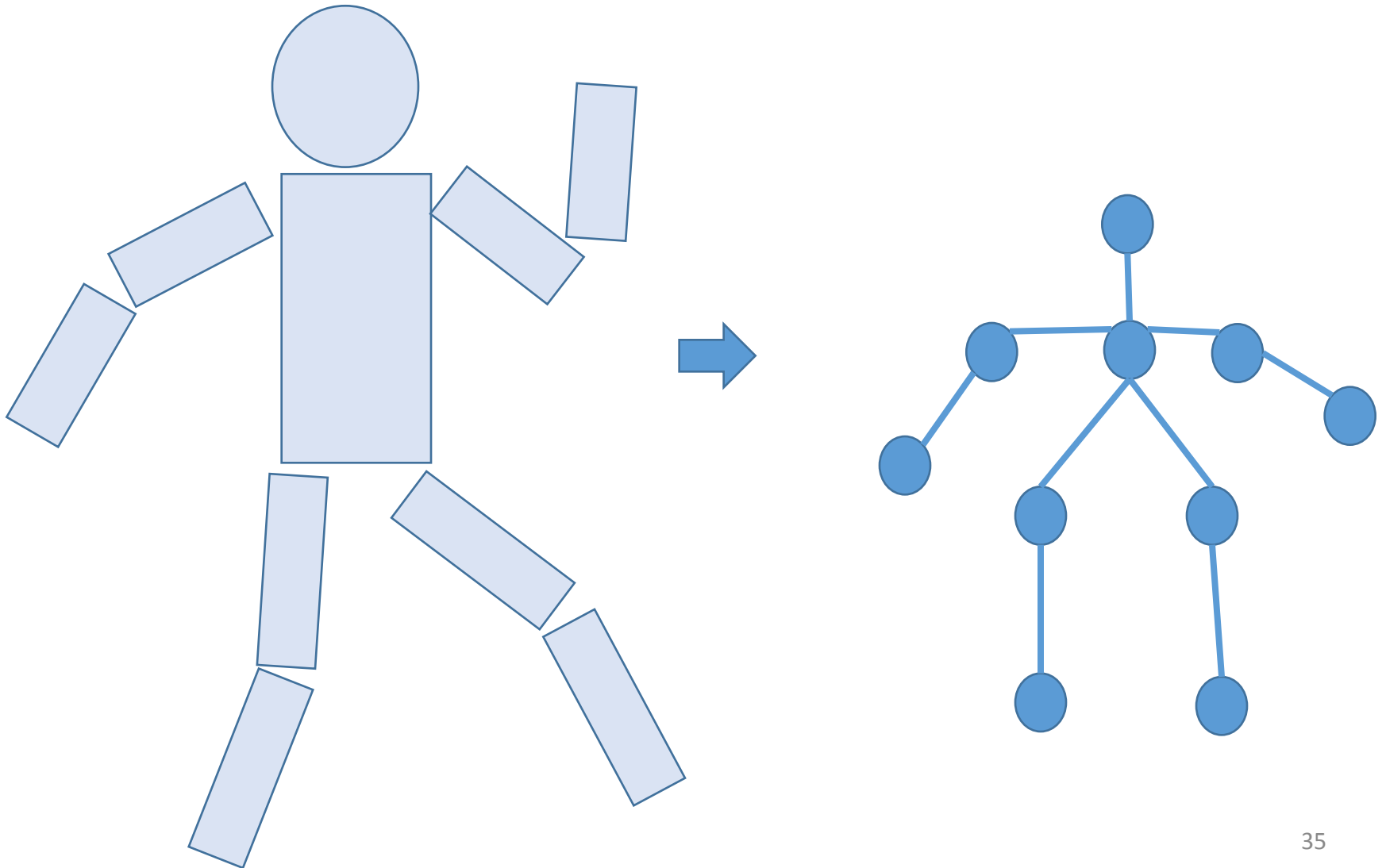
Deformable objects



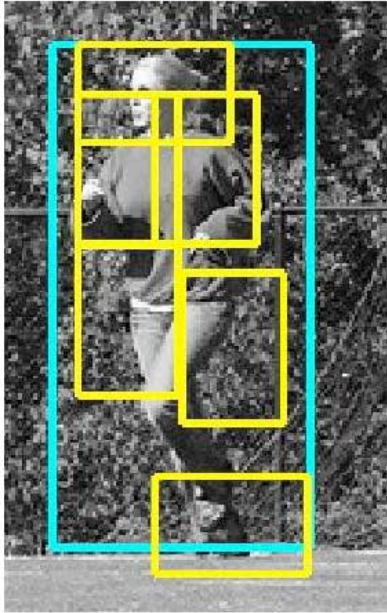
Images from D. Ramanan's dataset

How to model spatial relations?

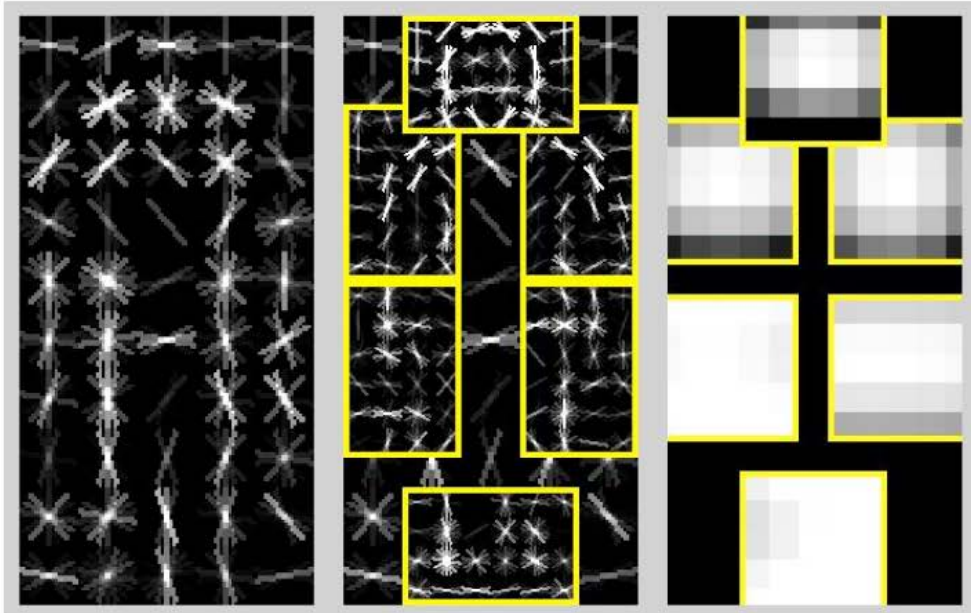
- Tree-shaped model



Model Overview



detection



root filter

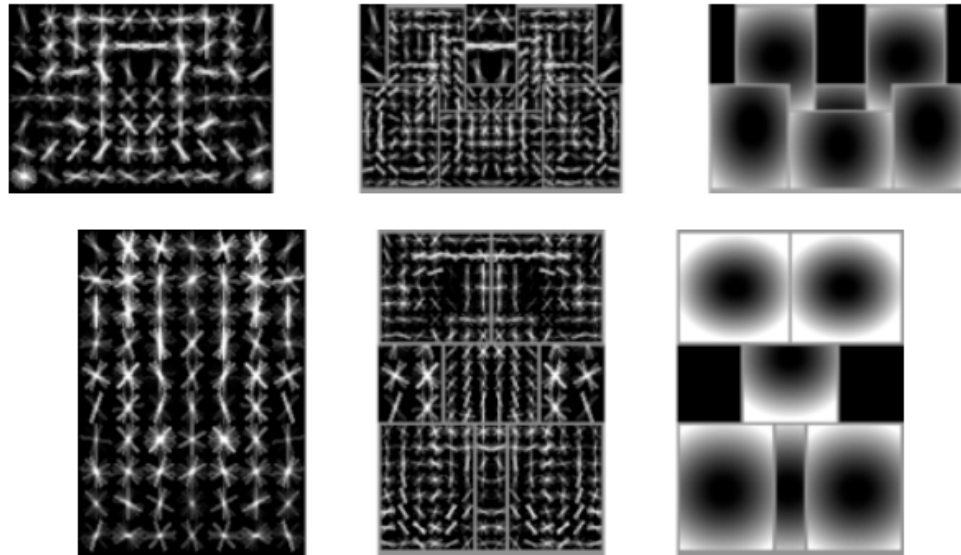
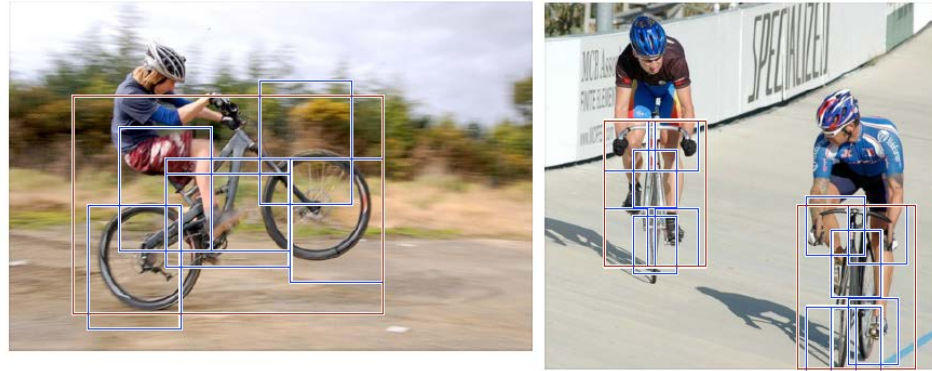
part filters

deformation
models

Model has a root filter plus deformable parts

Hybrid template/parts model

Detections



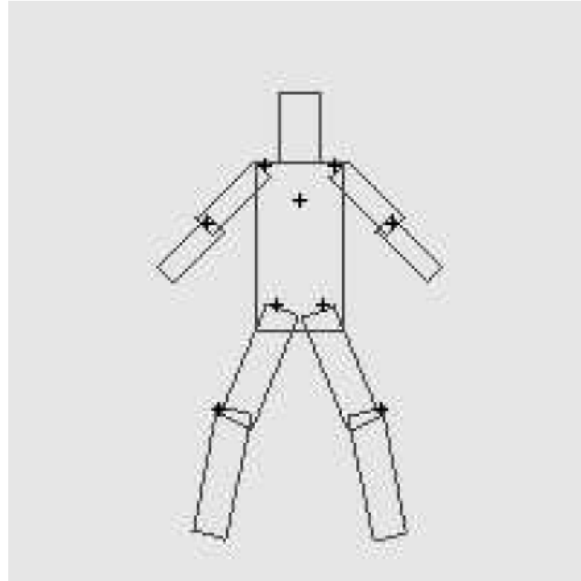
root filters
coarse resolution

part filters
finer resolution

deformation
models

Template Visualization

Pictorial Structures Model

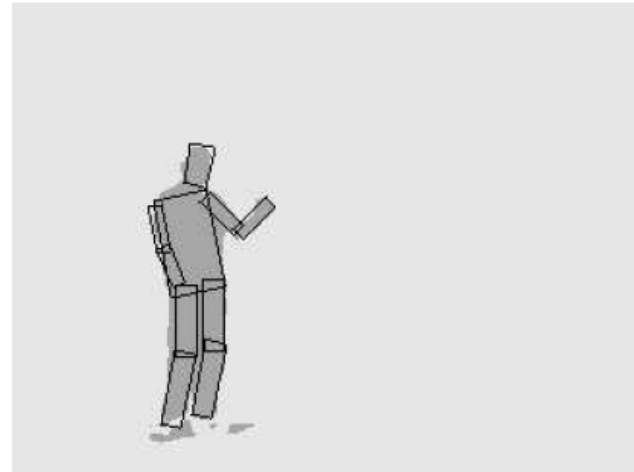
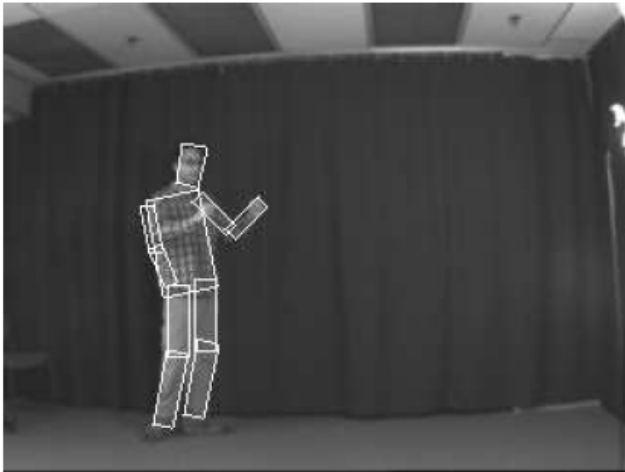


$$P(L|I, \theta) \propto \left(\prod_{i=1}^n p(I|l_i, u_i) \prod_{(v_i, v_j) \in E} p(l_i, l_j | c_{ij}) \right)$$

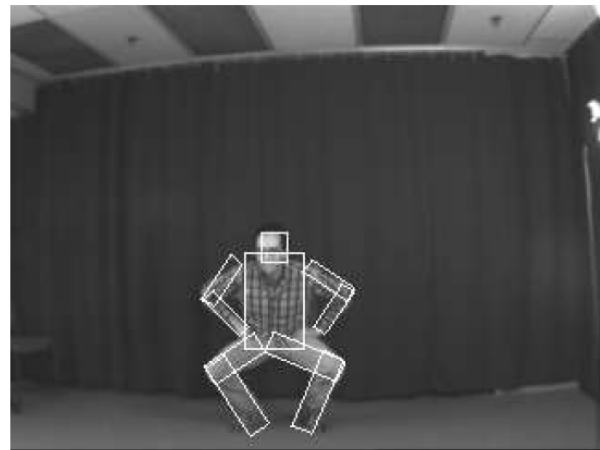
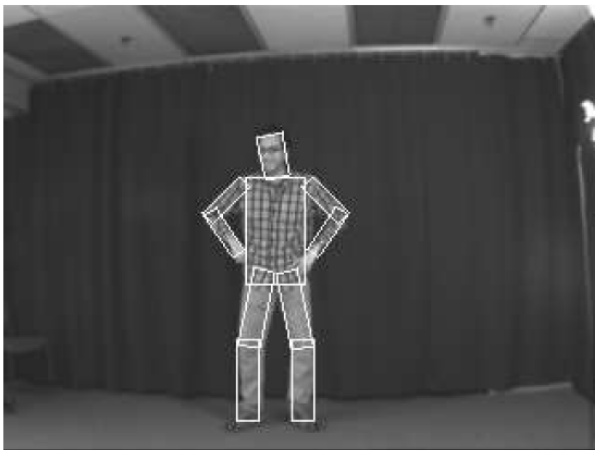
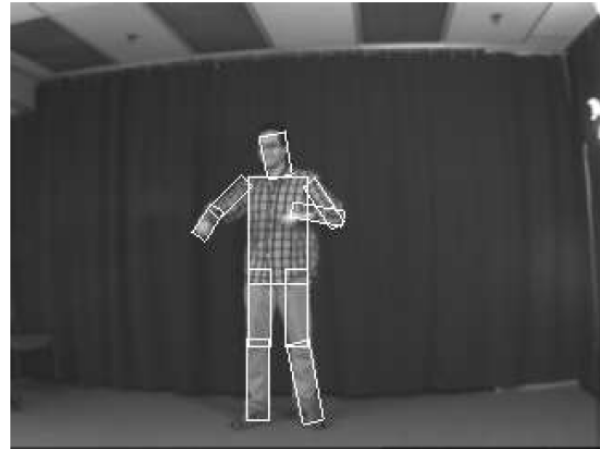
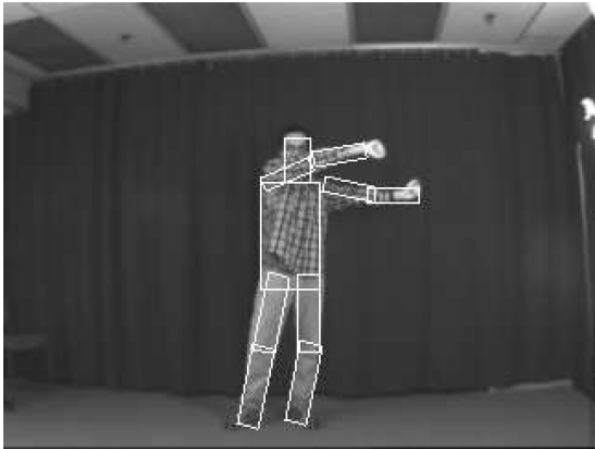
Appearance likelihood

Geometry likelihood

Results for person matching

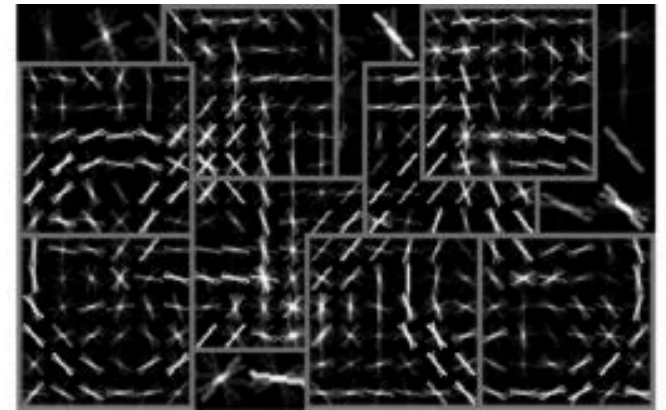
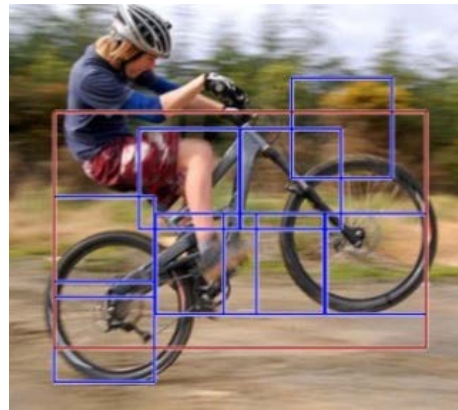


Results for person matching



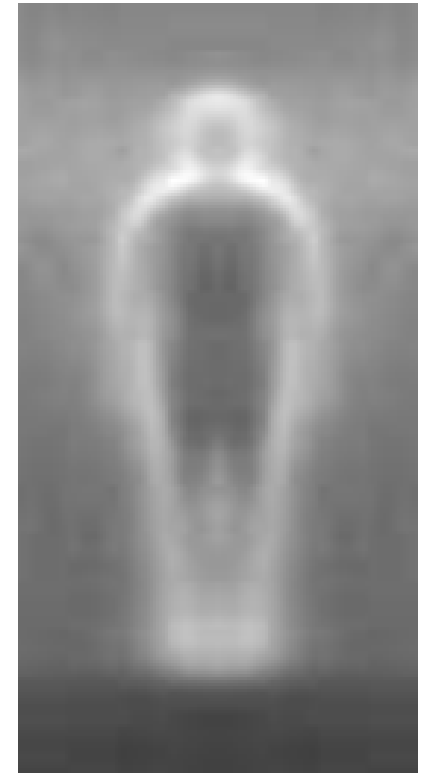


2012 State-of-the-art Detector: Deformable Parts Model (DPM)



1. Strong low-level features based on HOG
2. Efficient matching algorithms for deformable part-based models (pictorial structures)
3. Discriminative learning with latent variables (latent SVM)

Why did gradient-based models work?



Average gradient image

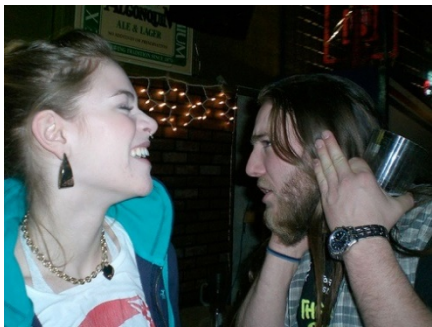
Generic categories



Can we detect people, chairs, horses, cars, dogs, buses, bottles, sheep ...?
PASCAL Visual Object Categories (VOC) dataset

Generic categories

Why doesn't this work (as well)?



Can we detect people, chairs, horses, cars, dogs, buses, bottles, sheep ...?
PASCAL Visual Object Categories (VOC) dataset

Quiz time
(Back to Girshick)

Warm up



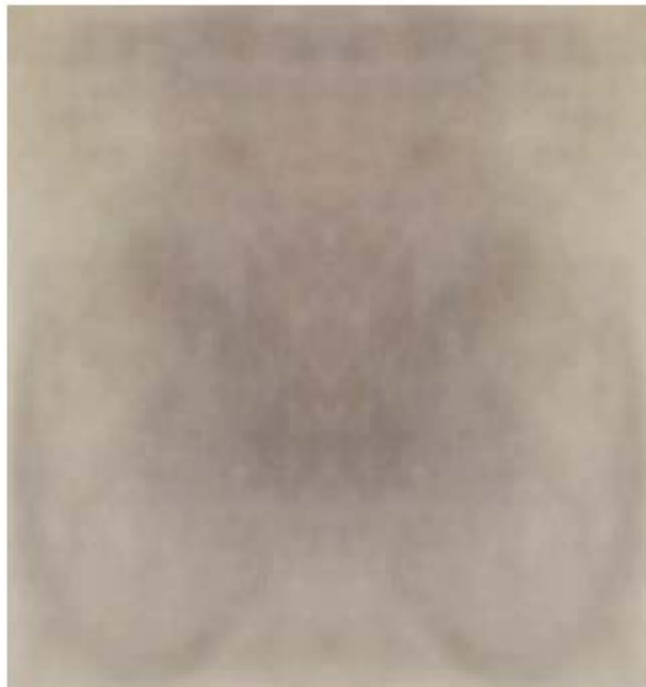
This is an average image of which object class?

Warm up



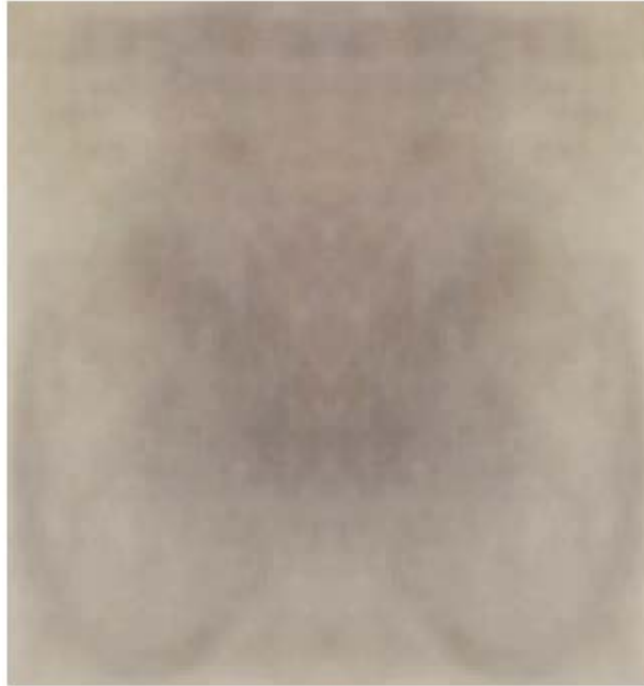
pedestrian

A little harder



?

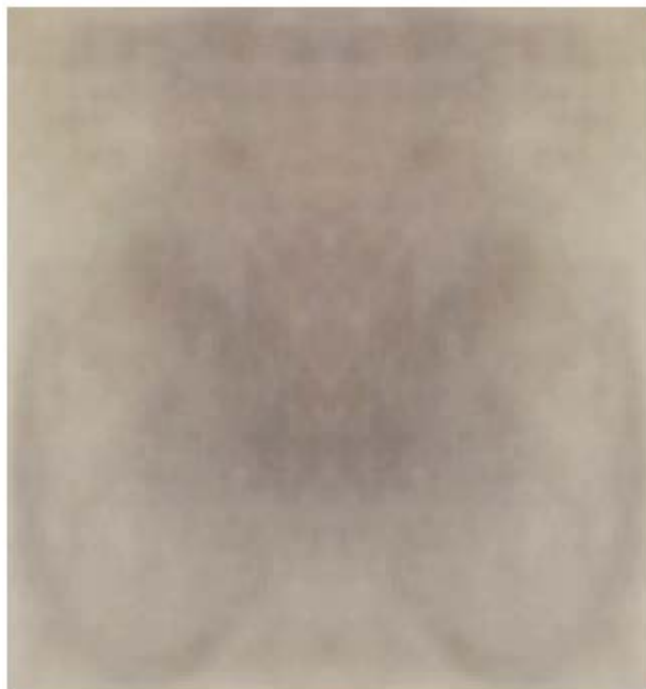
A little harder



?

Hint: airplane, bicycle, bus, car, cat, chair, cow, dog, dining table

A little harder



bicycle (PASCAL)

A little harder, yet



?

A little harder, yet



?

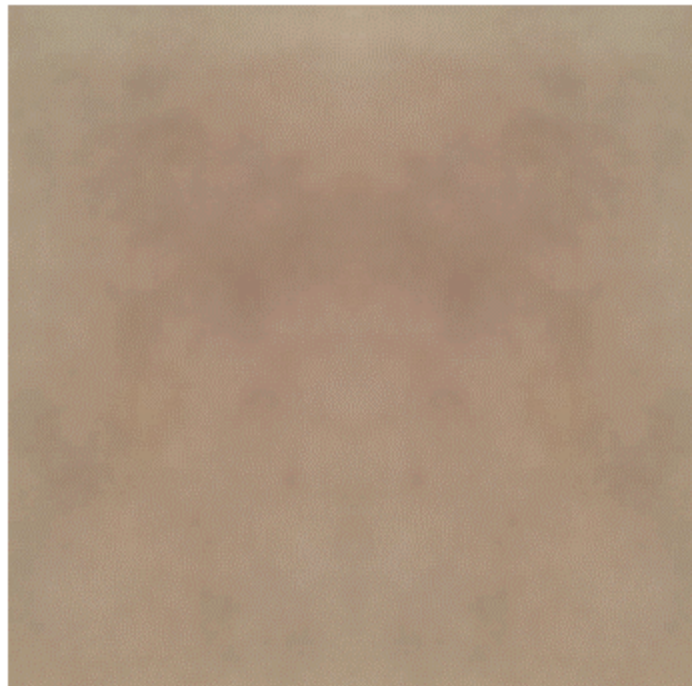
Hint: white blob on a green background

A little harder, yet



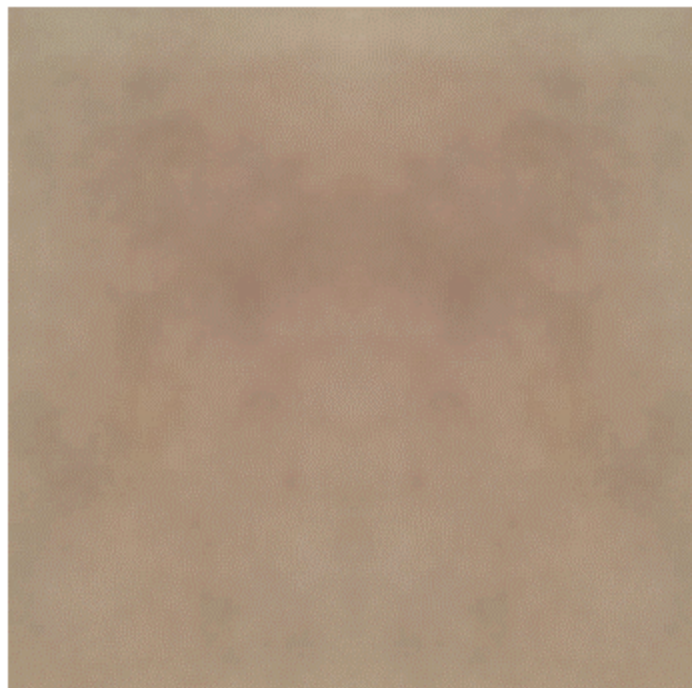
sheep (PASCAL)

Impossible?



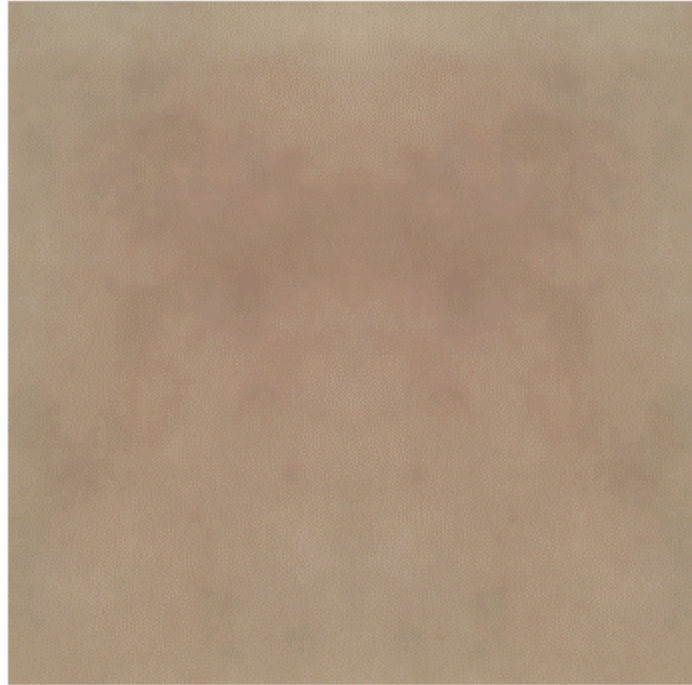
?

Impossible?



dog (PASCAL)

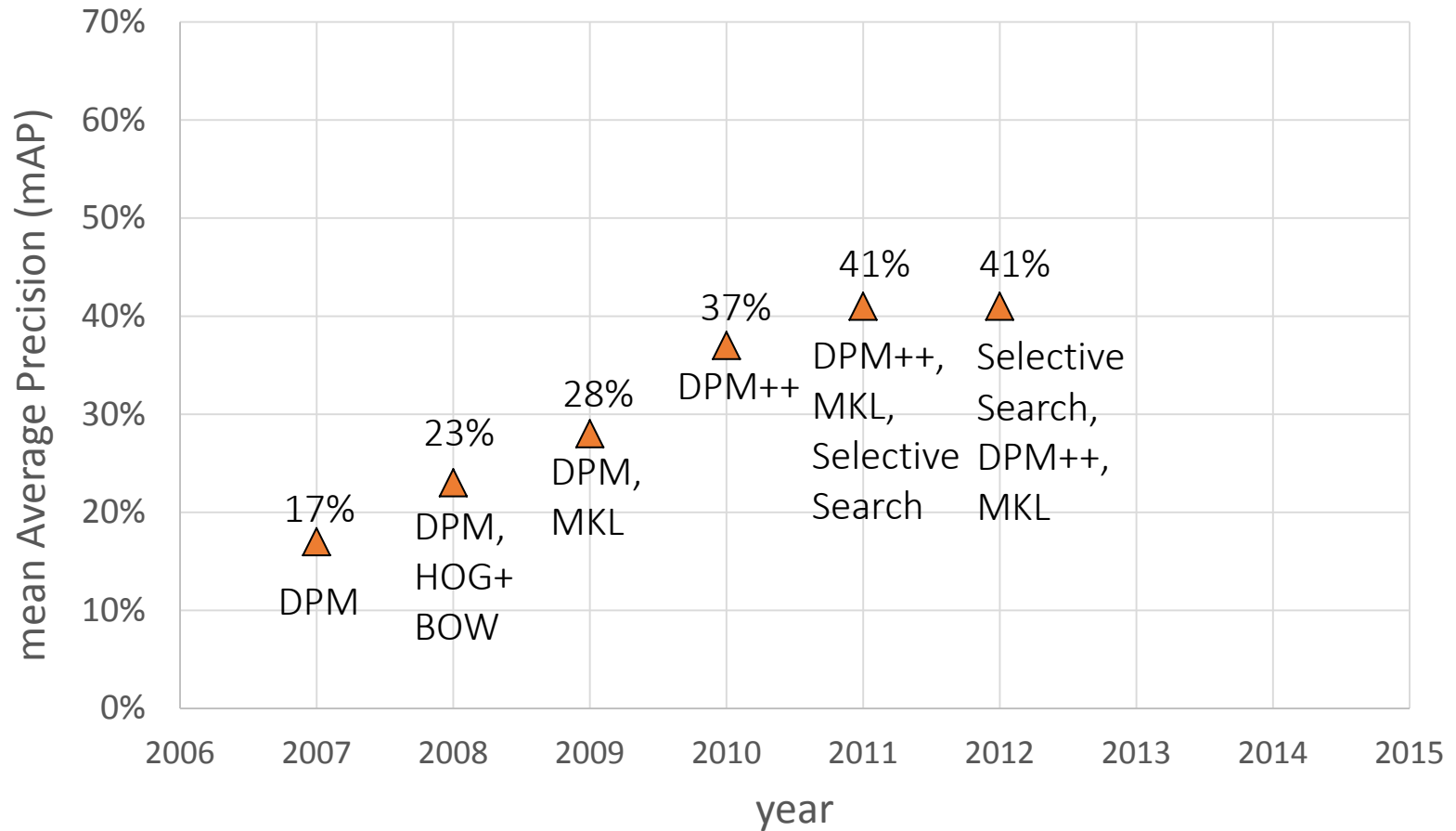
Impossible?



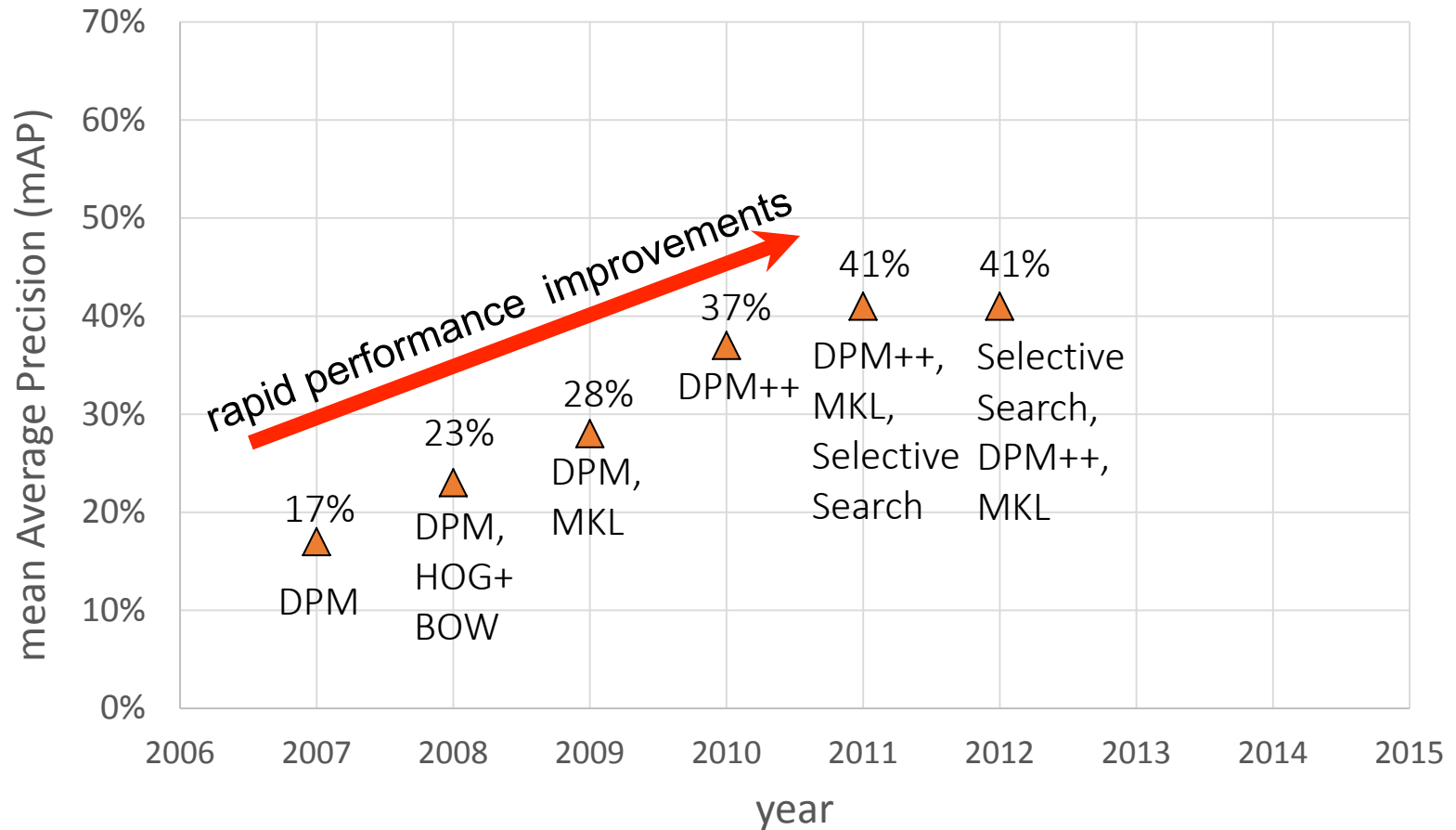
dog (PASCAL)

Why does the mean look like this?
There's no alignment between the examples!
How do we combat this?

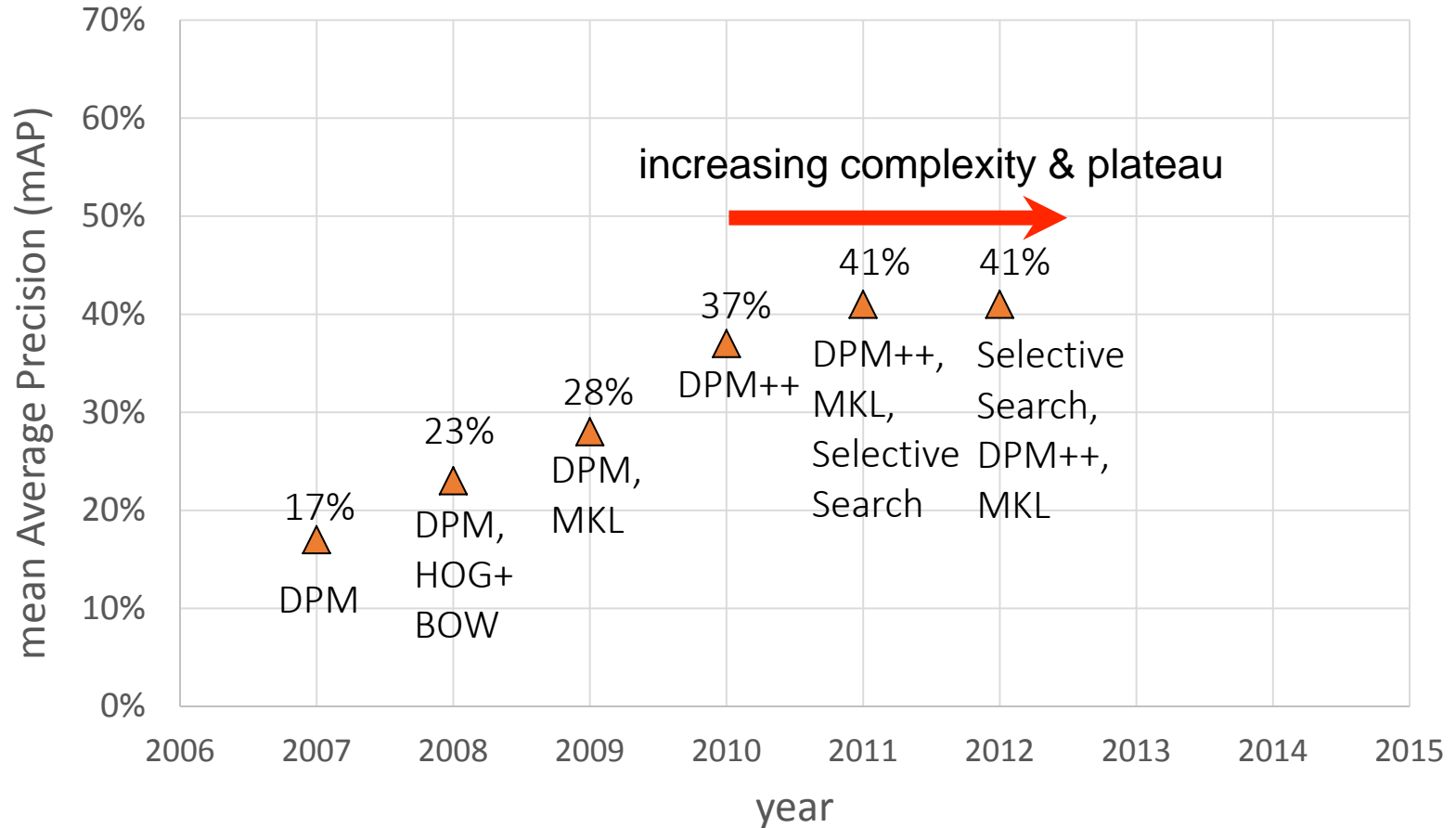
PASCAL VOC detection history



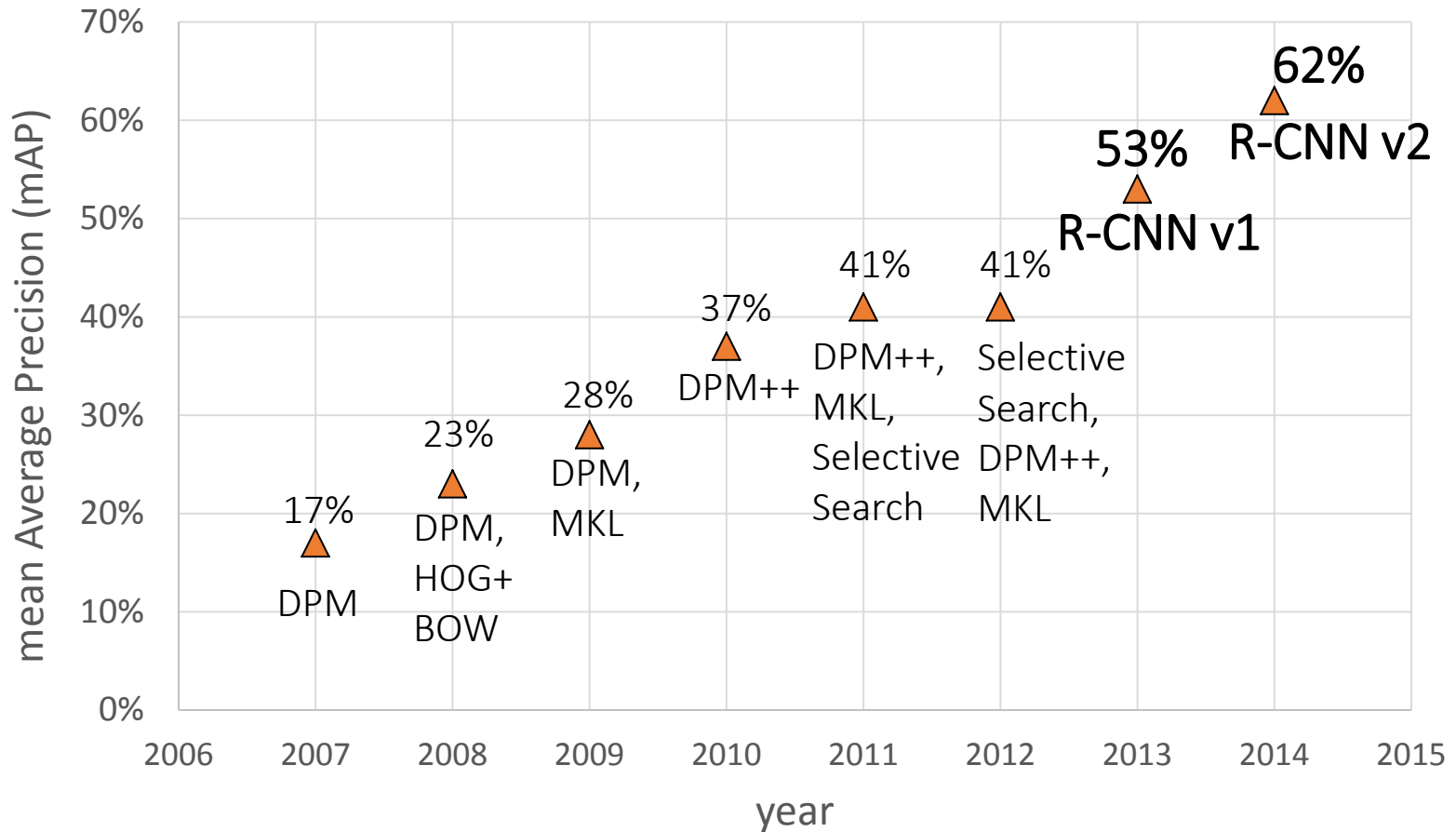
Part-based models & multiple features (MKL)



Kitchen-sink approaches

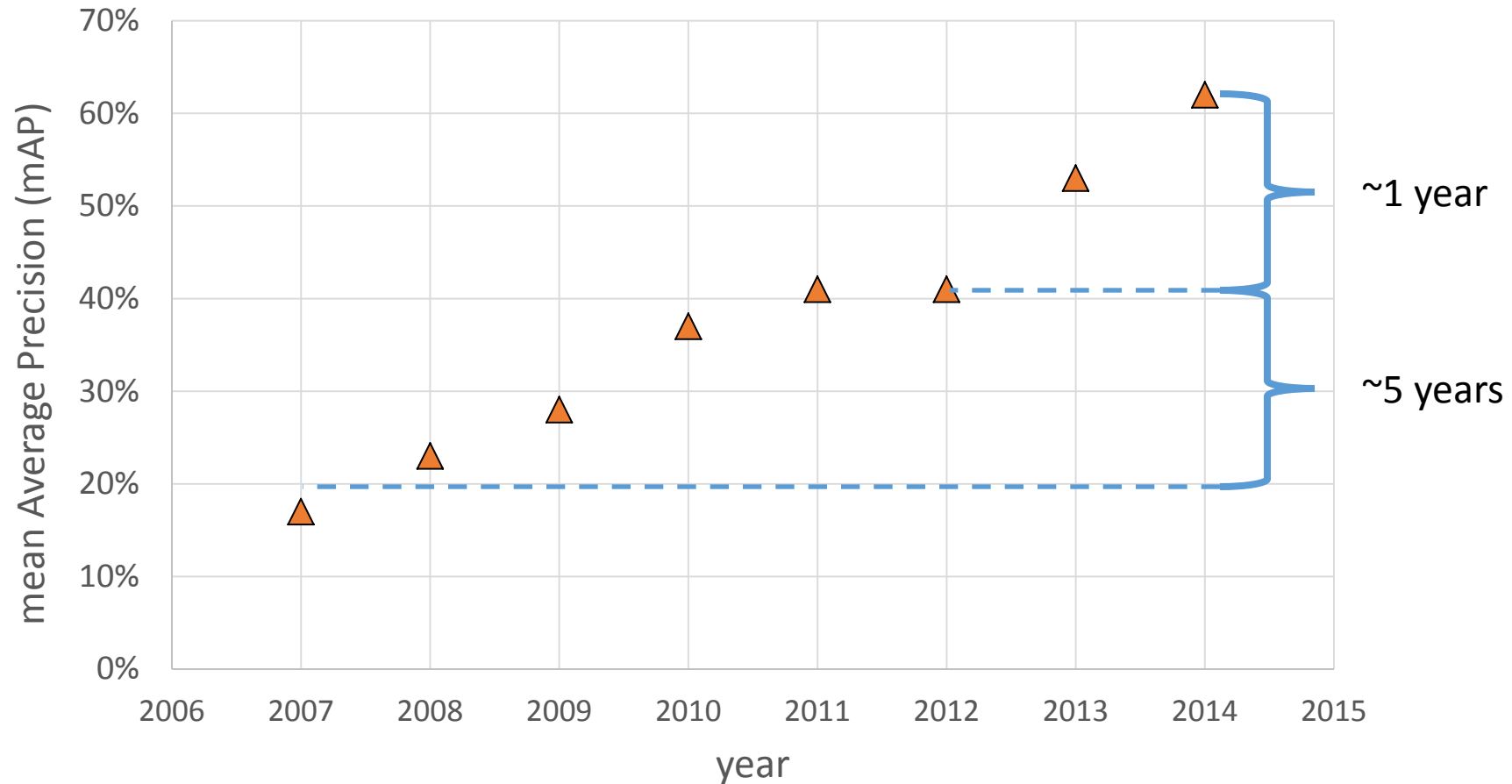


Region-based Convolutional Networks (R-CNNs)



[R-CNN. Girshick et al. CVPR 2014]

Region-based Convolutional Networks (R-CNNs)

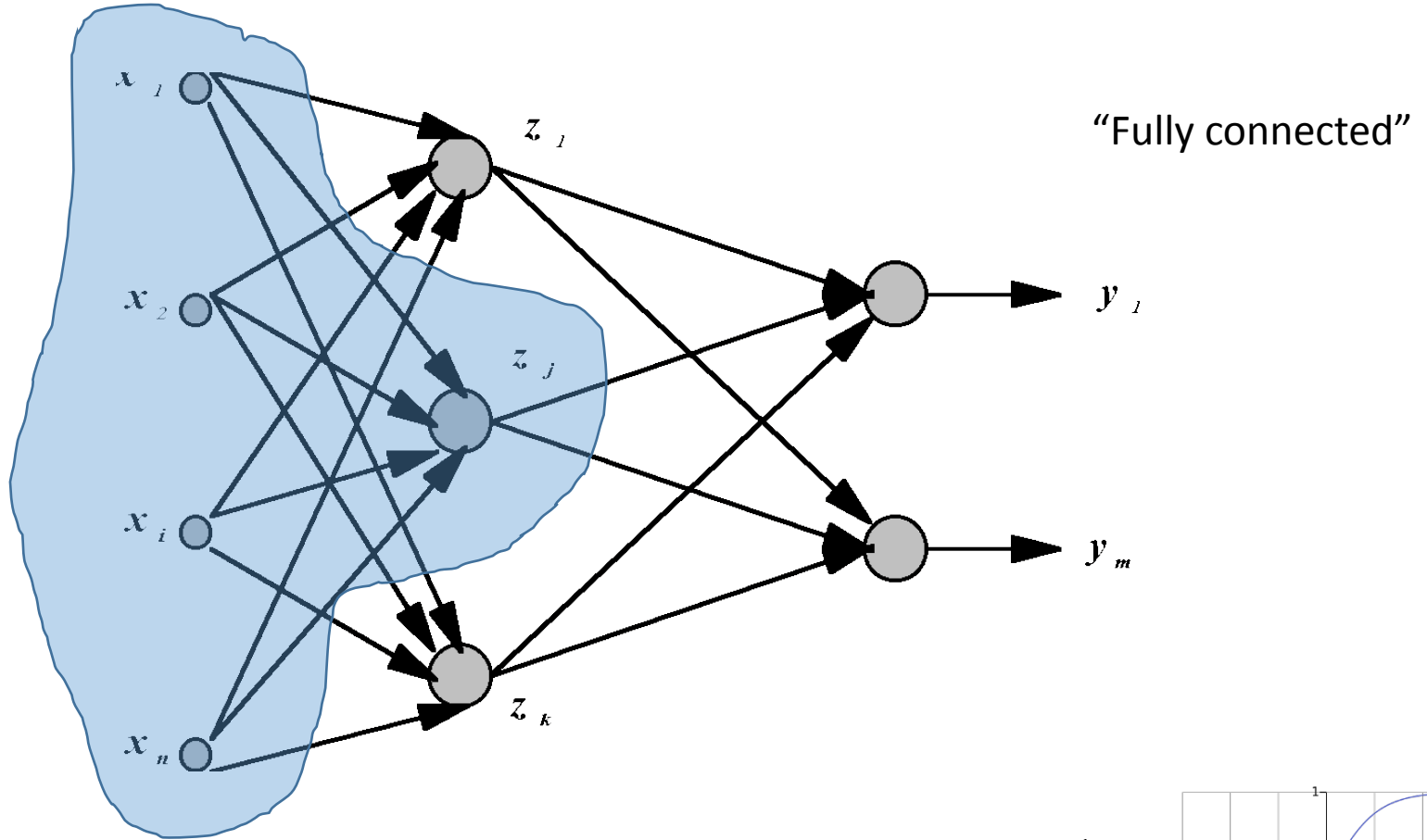


[R-CNN. Girshick et al. CVPR 2014]

Convolutional Neural Networks

- Overview

Standard Neural Networks

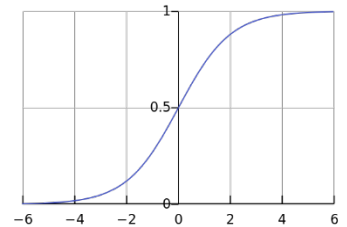


$$\mathbf{x} = (x_1, \dots, x_{784})^T$$



$$z_j = g(\mathbf{w}_j^T \mathbf{x})$$

$$g(t) = \frac{1}{1 + e^{-t}}$$

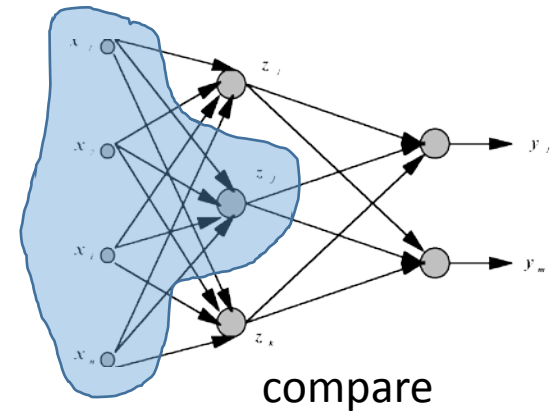
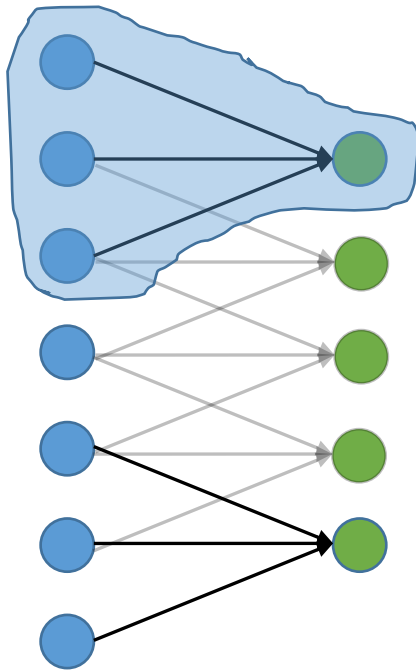


From NNs to Convolutional NNs

- Local connectivity
- Shared (“tied”) weights
- Multiple feature maps
- Pooling

Convolutional NNs

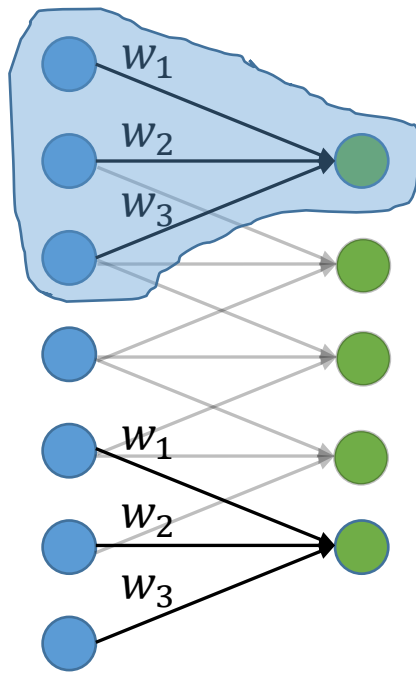
- Local connectivity



- Each green unit is only connected to (3) **neighboring** blue units

Convolutional NNs

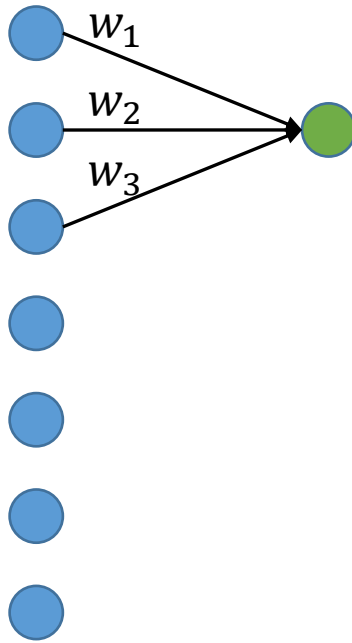
- Shared (“tied”) weights



- All green units **share** the same parameters w
- Each green unit computes the **same function**, but with a **different input window**

Convolutional NNs

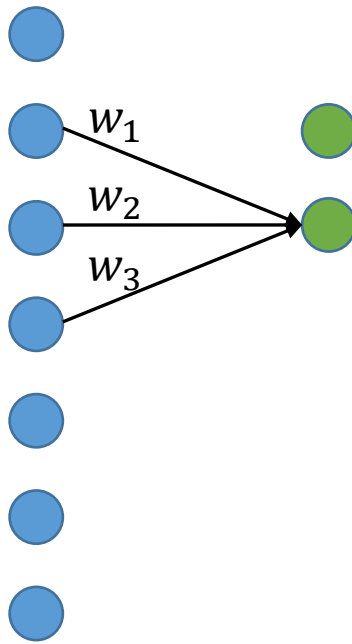
- Convolution with 1-D filter: $[w_3, w_2, w_1]$



- All green units **share** the same parameters w
- Each green unit computes the **same function**, but with a **different input window**

Convolutional NNs

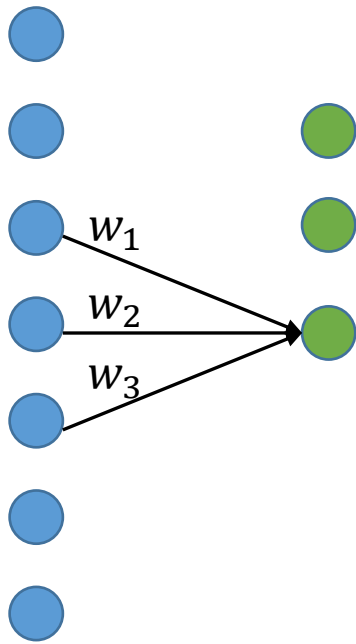
- Convolution with 1-D filter: $[w_3, w_2, w_1]$



- All green units **share** the same parameters w
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Convolutional NNs

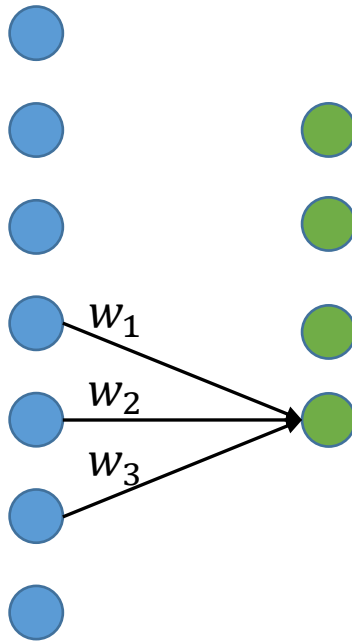
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Convolutional NNs

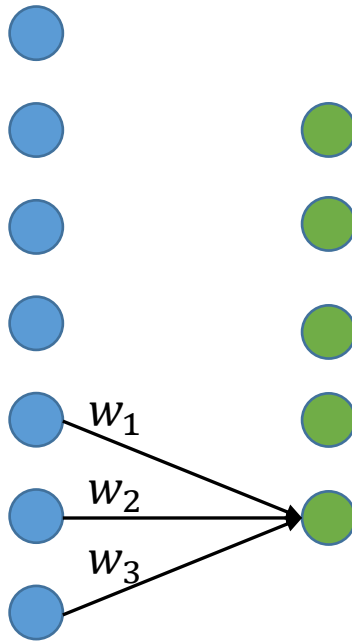
- Convolution with 1-D filter: $[w_3, w_2, w_1]$



- All green units **share** the same parameters w
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Convolutional NNs

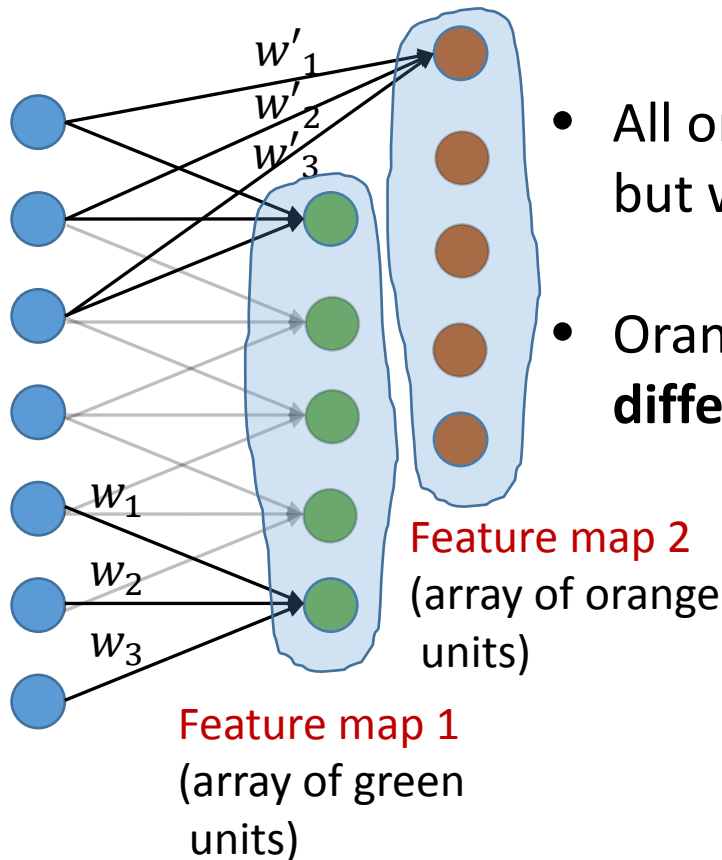
- Convolution with 1-D filter: $[w_3, w_2, w_1]$



- All green units **share** the same parameters w
- Each green unit computes the **same function**, but with a **different input window**

Convolutional NNs

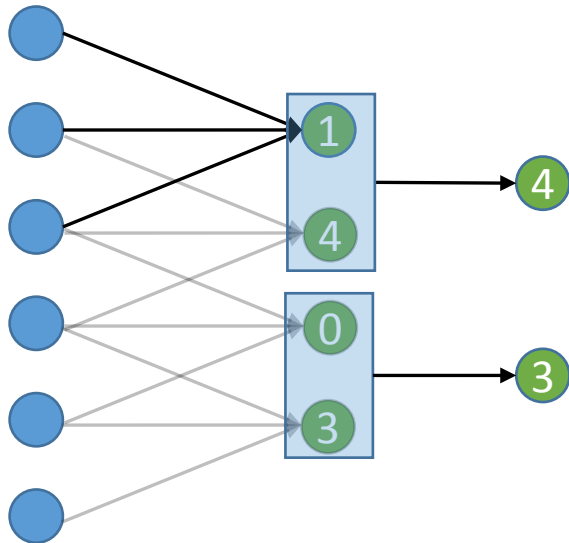
- Multiple feature maps



- All orange units compute the **same function** but with a **different input windows**
- Orange and green units **compute different functions**

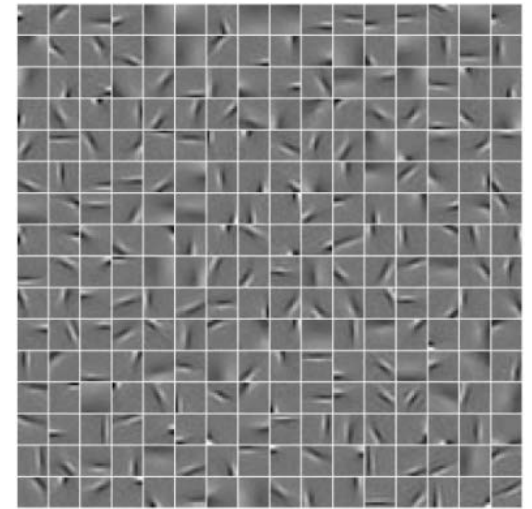
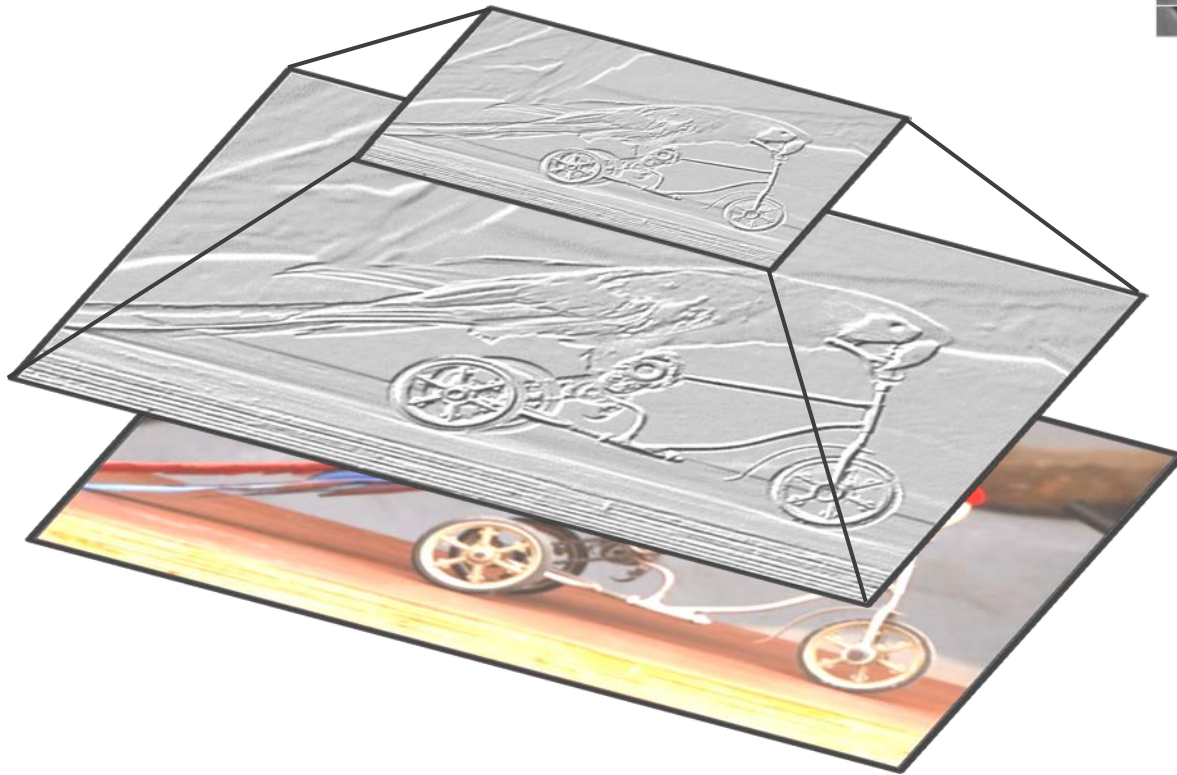
Convolutional NNs

- Pooling (**max**, average)



- Pooling area: 2 units
- Pooling stride: 2 units
- **Subsamples** feature maps

2D input



Pooling

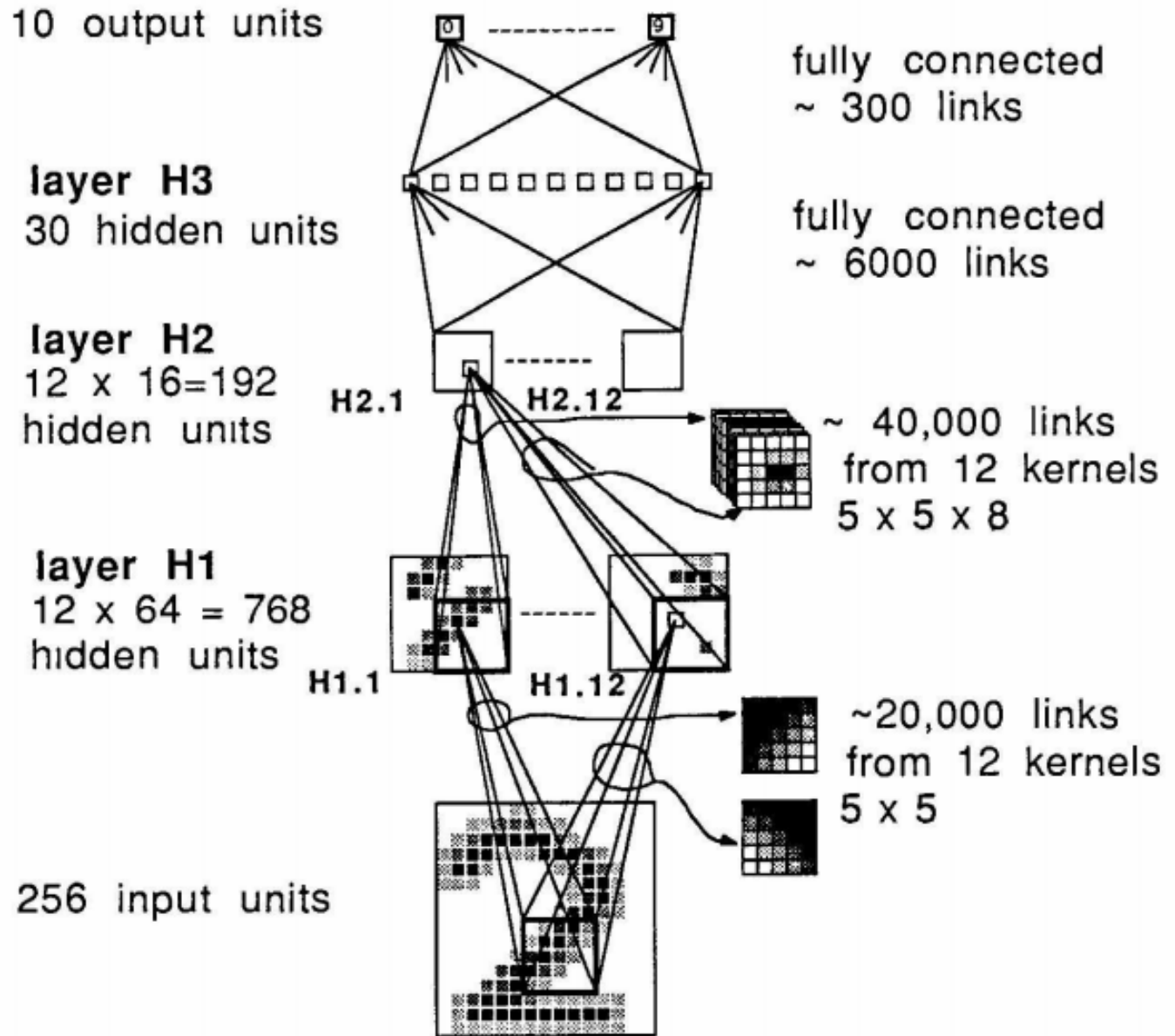


Convolution



Image

1989



Backpropagation applied to handwritten zip code recognition,
Lecun et al., 1989

Historical perspective – 1980

Biol. Cybernetics 36, 193–202 (1980)

**Biological
Cybernetics**
© by Springer-Verlag 1980

Neocognitron: A Self-organizing Neural Network Model for a Mechanism of Pattern Recognition Unaffected by Shift in Position

Kunihiko Fukushima

NHK Broadcasting Science Research Laboratories, Kinuta, Setagaya, Tokyo, Japan

Historical perspective – 1980

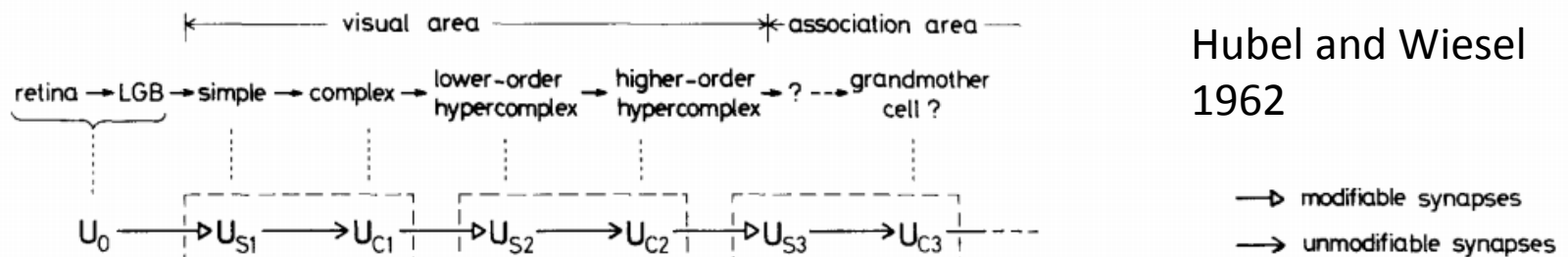


Fig. 1. Correspondence between the hierarchy model by Hubel and Wiesel, and the neural network of the neocognitron

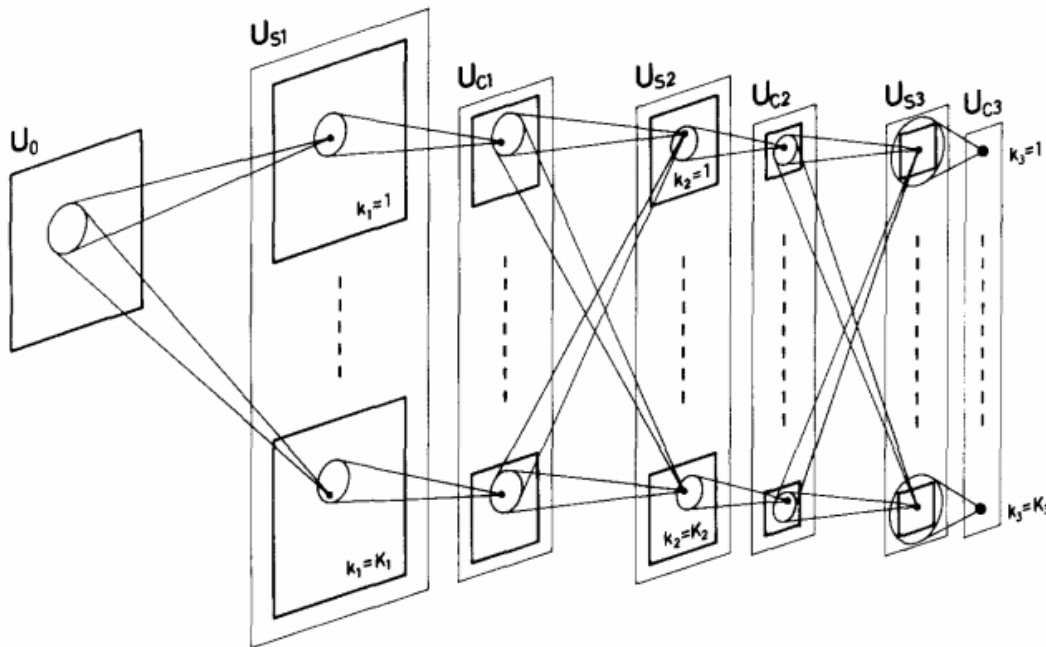
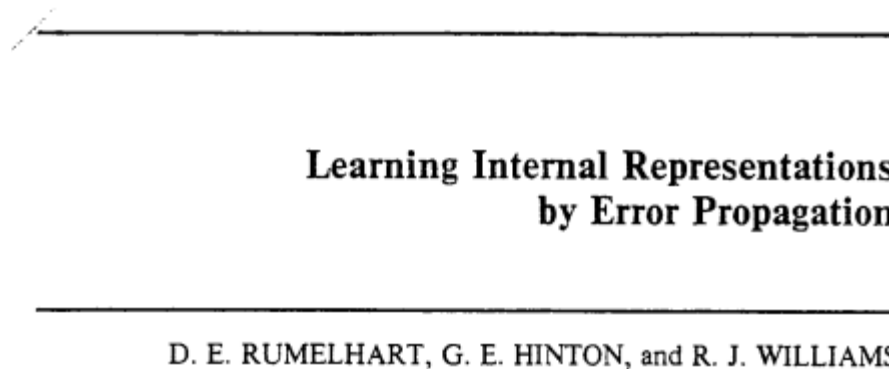


Fig. 2. Schematic diagram illustrating the interconnections between layers in the neocognitron

Included basic ingredients of ConvNets, but no supervised learning algorithm

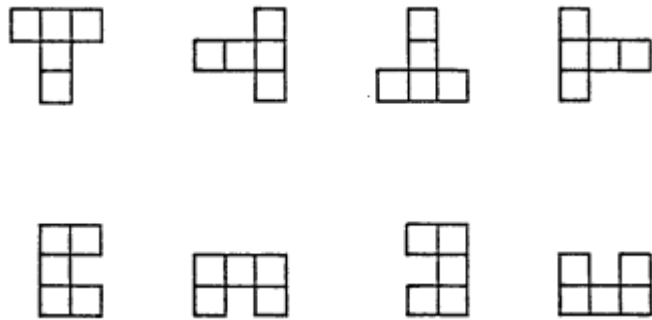
Supervised learning – 1986

Gradient descent training with error backpropagation

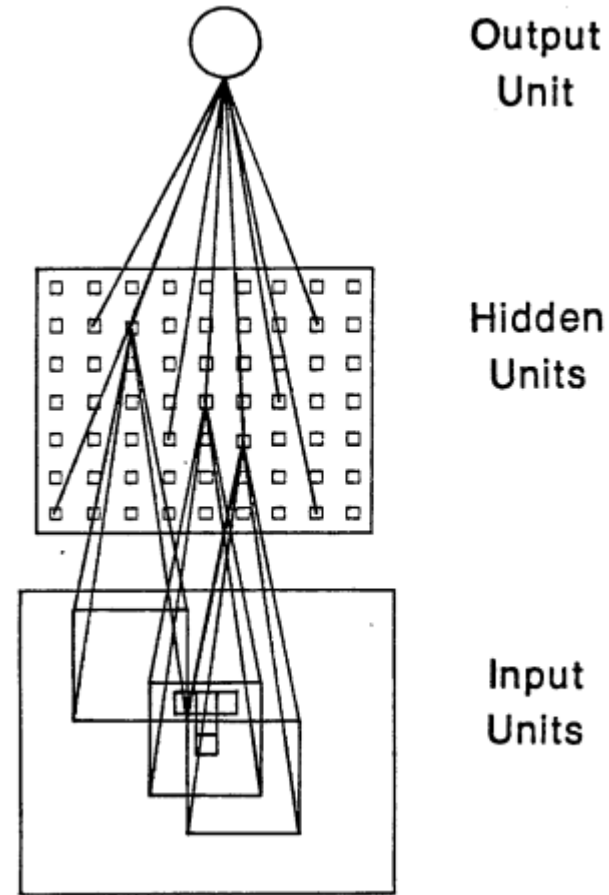


Early demonstration that error backpropagation can be used for supervised training of neural nets (including ConvNets)

Supervised learning – 1986

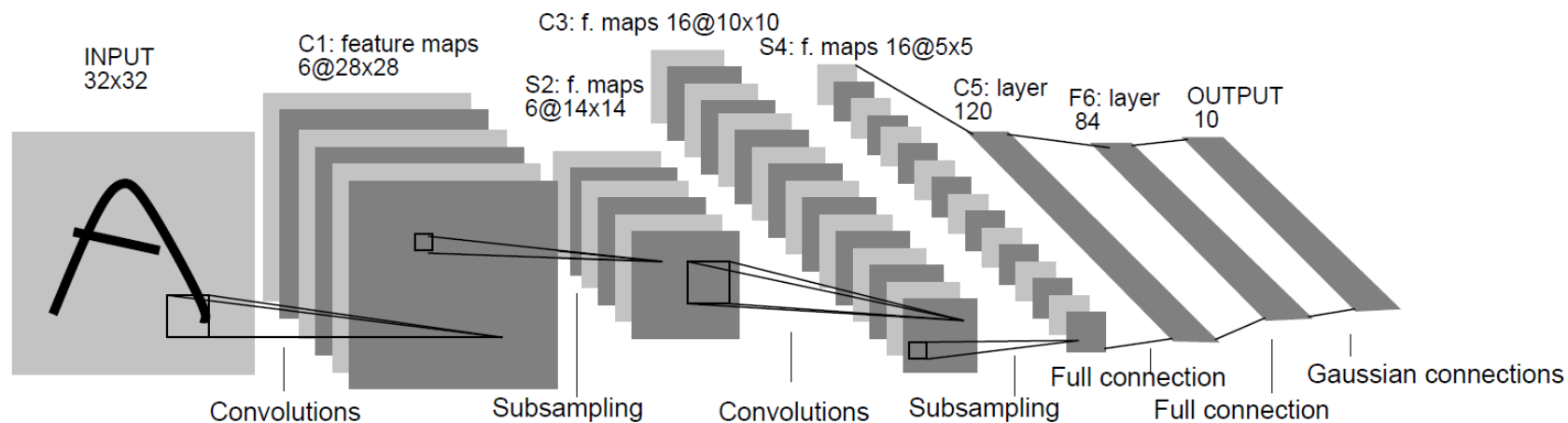


“T” vs. “C” problem



Simple ConvNet

Practical ConvNets



Gradient-Based Learning Applied to Document Recognition,
Lecun et al., 1998

Demo

- <http://cs.stanford.edu/people/karpathy/convnetjs/demo/mnist.html>
- ConvNetJS by Andrej Karpathy (Ph.D. student at Stanford)

Software libraries

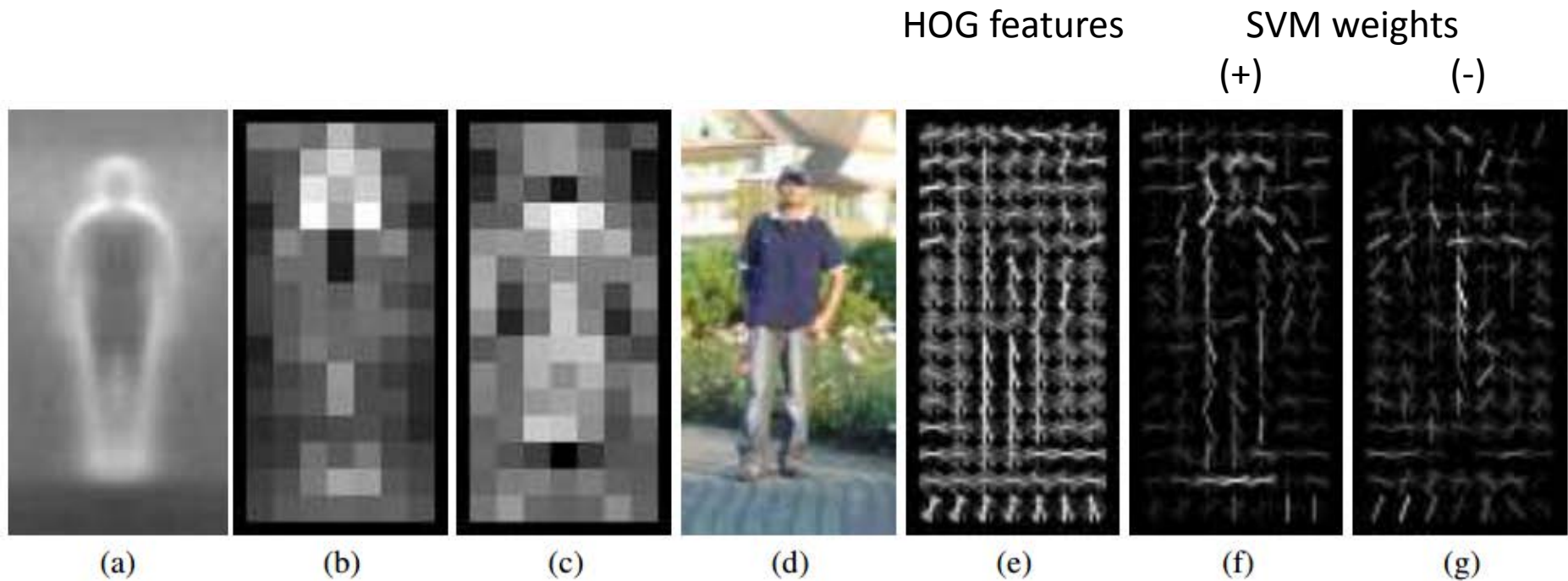
- Caffe (C++, python, matlab)
- Torch7 (C++, lua)
- Theano (python)

The fall of ConvNets

- The rise of Support Vector Machines (SVMs)
- Mathematical advantages (theory, convex optimization)
- Competitive performance on tasks such as digit classification
- Neural nets became unpopular in the mid 1990s

The key to SVMs

- *It's all about the features*



Histograms of Oriented Gradients for Human Detection,
Dalal and Triggs, CVPR 2005

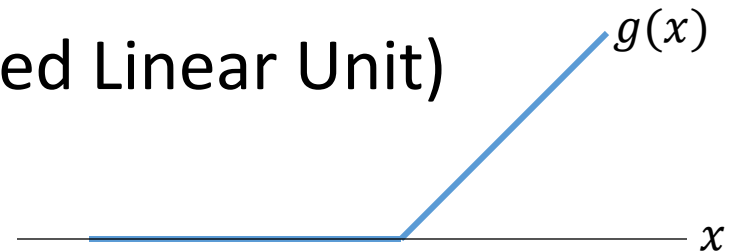
Core idea of “deep learning”

- Input: the “*raw*” signal (image, waveform, ...)
- Features: hierarchy of features is *learned* from the raw input

- If SVMs killed neural nets, how did they come back (in computer vision)?

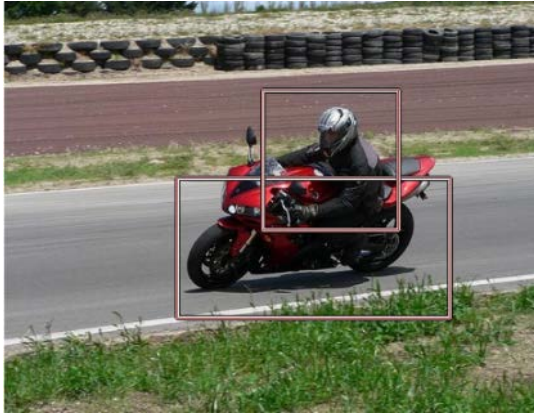
What's new since the 1980s?

- More layers
 - LeNet-3 and LeNet-5 had 3 and 5 learnable layers
 - Current models have 8 – 20+
- “ReLU” non-linearities (Rectified Linear Unit)
 - $g(x) = \max(0, x)$
 - Gradient doesn't vanish
- “Dropout” regularization
- Fast GPU implementations
- More data



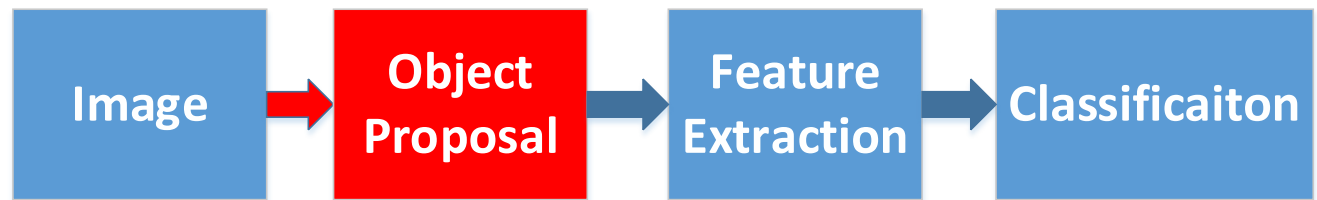
What else? Object Proposals

- Sliding window based object detection

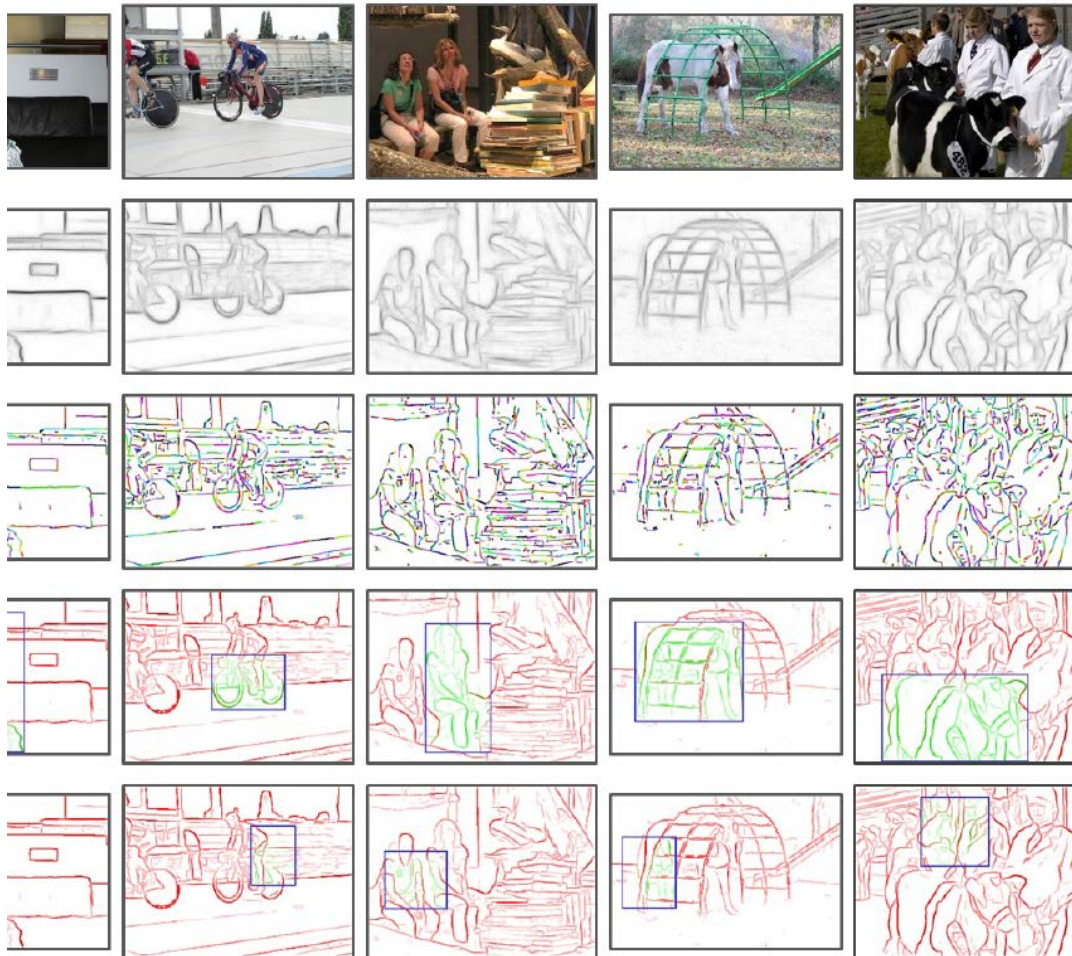


Iterate over window size, aspect ratio, and location

- Object proposals
 - Fast execution
 - High recall with low # of candidate boxes



1. Lawrence Zitnick and Piotr Dollár



The number of contours wholly enclosed by a bounding box is indicative of the likelihood of the box containing an object.

Ross's Own System: Region CNNs

R-CNN: *Regions with CNN features*

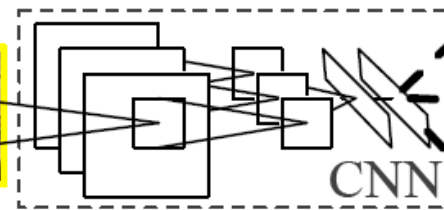


1. Input image

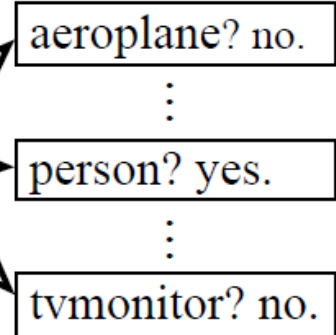


2. Extract region proposals (~2k)

warped region



3. Compute CNN features



4. Classify regions

Competitive Results

VOC 2010 test	aero	bike	bird	boat	bottle	bus	car	cat	chair	cow	table	dog	horse	mbike	person	plant	sheep	sofa	train	tv	mAP
DPM v5 [20] [†]	49.2	53.8	13.1	15.3	35.5	53.4	49.7	27.0	17.2	28.8	14.7	17.8	46.4	51.2	47.7	10.8	34.2	20.7	43.8	38.3	33.4
UVA [39]	56.2	42.4	15.3	12.6	21.8	49.3	36.8	46.1	12.9	32.1	30.0	36.5	43.5	52.9	32.9	15.3	41.1	31.8	47.0	44.8	35.1
Regionlets [41]	65.0	48.9	25.9	24.6	24.5	56.1	54.5	51.2	17.0	28.9	30.2	35.8	40.2	55.7	43.5	14.3	43.9	32.6	54.0	45.9	39.7
SegDPM [18] [†]	61.4	53.4	25.6	25.2	35.5	51.7	50.6	50.8	19.3	33.8	26.8	40.4	48.3	54.4	47.1	14.8	38.7	35.0	52.8	43.1	40.4
R-CNN	67.1	64.1	46.7	32.0	30.5	56.4	57.2	65.9	27.0	47.3	40.9	66.6	57.8	65.9	53.6	26.7	56.5	38.1	52.8	50.2	50.2
R-CNN BB	71.8	65.8	53.0	36.8	35.9	59.7	60.0	69.9	27.9	50.6	41.4	70.0	62.0	69.0	58.1	29.5	59.4	39.3	61.2	52.4	53.7

Table 1: Detection average precision (%) on VOC 2010 test. R-CNN is most directly comparable to UVA and Regionlets since all methods use selective search region proposals. Bounding-box regression (BB) is described in Section C. At publication time, SegDPM was the top-performer on the PASCAL VOC leaderboard. [†]DPM and SegDPM use context rescoring not used by the other methods.

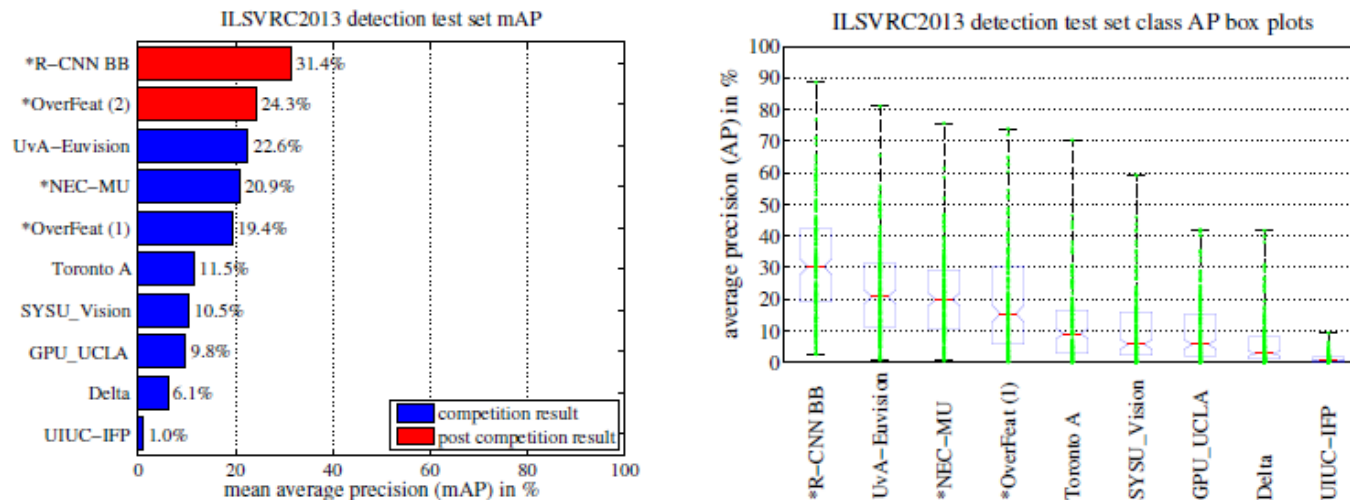


Figure 3: (Left) Mean average precision on the ILSVRC2013 detection test set. Methods preceded by * use outside training data (images and labels from the ILSVRC classification dataset in all cases). **(Right) Box plots for the 200 average precision values per method.** A box plot for the post-competition OverFeat result is not shown because per-class APs are not yet available (per-class APs for R-CNN are in Table 8 and also included in the tech report source uploaded to arXiv.org; see R-CNN-ILSVRC2013-APs.txt). The red line marks the median AP, the box bottom and top are the 25th and 75th percentiles. The whiskers extend to the min and max AP of each method. Each AP is plotted as a green dot over the whiskers (best viewed digitally with zoom).

Top Regions for Six Object Classes

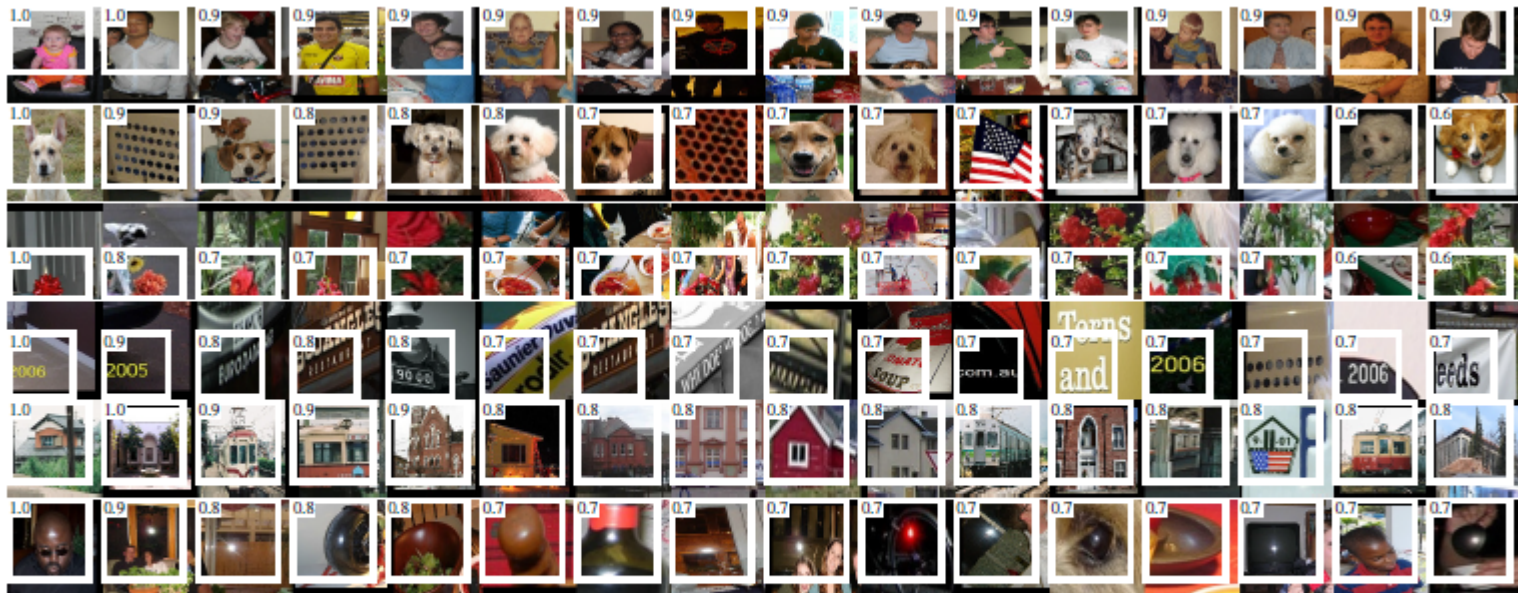


Figure 4: Top regions for six pool₅ units. Receptive fields and activation values are drawn in white. Some units are aligned to concepts, such as people (row 1) or text (4). Other units capture texture and material properties, such as dot arrays (2) and specular reflections (6).



Finale

- Object recognition has moved rapidly in the last 12 years to becoming very appearance based.
- The HOG descriptor lead to fast recognition of specific views of generic objects, starting with pedestrians and using SVMs.
- Deformable parts models extended that to allow more objects with articulated limbs, but still specific views.
- CNNs have become the method of choice; they learn from huge amounts of data and can learn multiple views of each object class.