

Graphical Interactive Systems
Technische Universität Darmstadt



Animal Biometrics

Visual Computing Praktikum – SS 2018

Fabian Otto
fabian.otto@stud.tu-darmstadt.de

October 9, 2018



1. Introduction and Motivation
2. Problem 1: Classification of Individuals
 - Data Set
 - Architecture
 - Results
 - Alternative Approach
3. Problem 2: Classification of Species
 - Data Set
 - Results
 - Finetuning for Individuals





1. Introduction and Motivation
2. Problem 1: Classification of Individuals
 - Data Set
 - Architecture
 - Results
 - Alternative Approach
3. Problem 2: Classification of Species
 - Data Set
 - Results
 - Finetuning for Individuals



Introduction and Motivation



3



Figure 1: Animal Biometrics Example

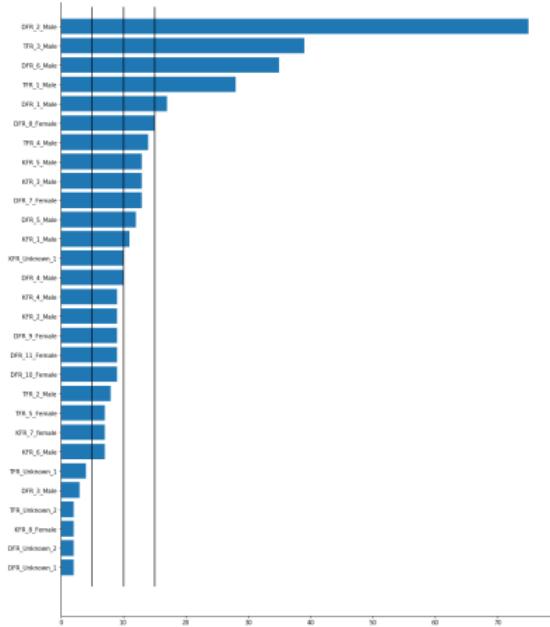




1. Introduction and Motivation
2. Problem 1: Classification of Individuals
 - Data Set
 - Architecture
 - Results
 - Alternative Approach
3. Problem 2: Classification of Species
 - Data Set
 - Results
 - Finetuning for Individuals



Data Set



- ▶ Unbalanced data distribution (3 to 99 images per class)
- ▶ 29 Classes/Individuals
- ▶ Low quality images from camera traps

Figure 2: Data distribution of individuals data set

Good Example Images



Figure 3: DFR 2 Male



Figure 4: DFR 5 male

Bad Example Images

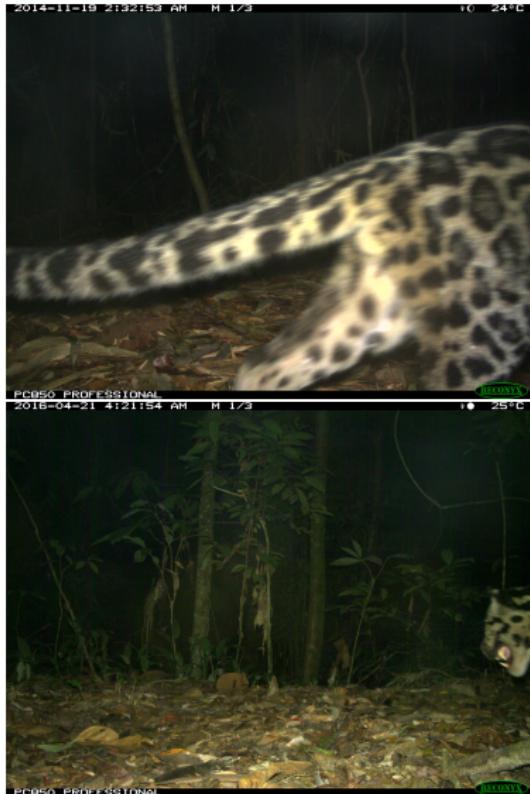


Figure 5: Bad quality training images

Architecture

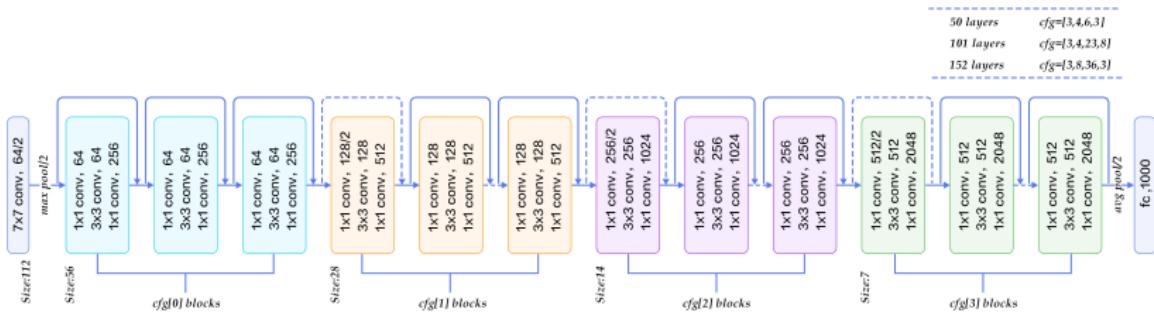
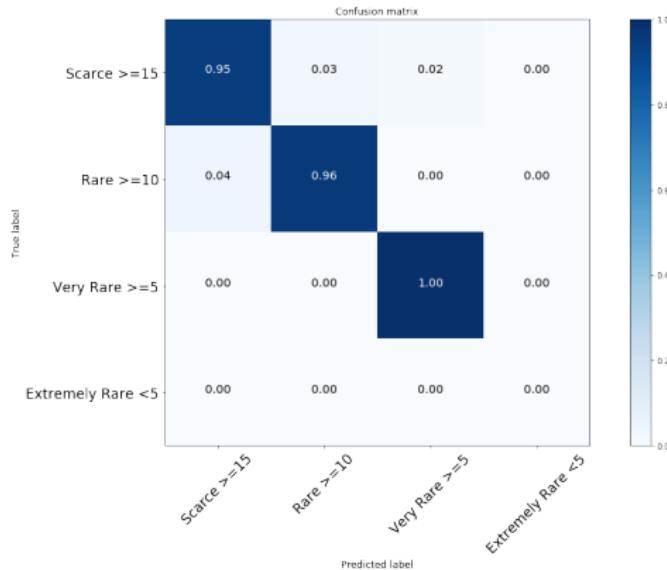


Figure 6: ResNet Architecture

- ResNet-18, ResNet-34 from scratch
- ResNet-50 finetuning

Scores



- ▶ Test Accuracy: 0.91
- ▶ Avg. Precision: 0.91
- ▶ Avg. Recall: 0.91
- ▶ Avg. F1-Score: 0.90

Figure 7: Network Attention



Results



10

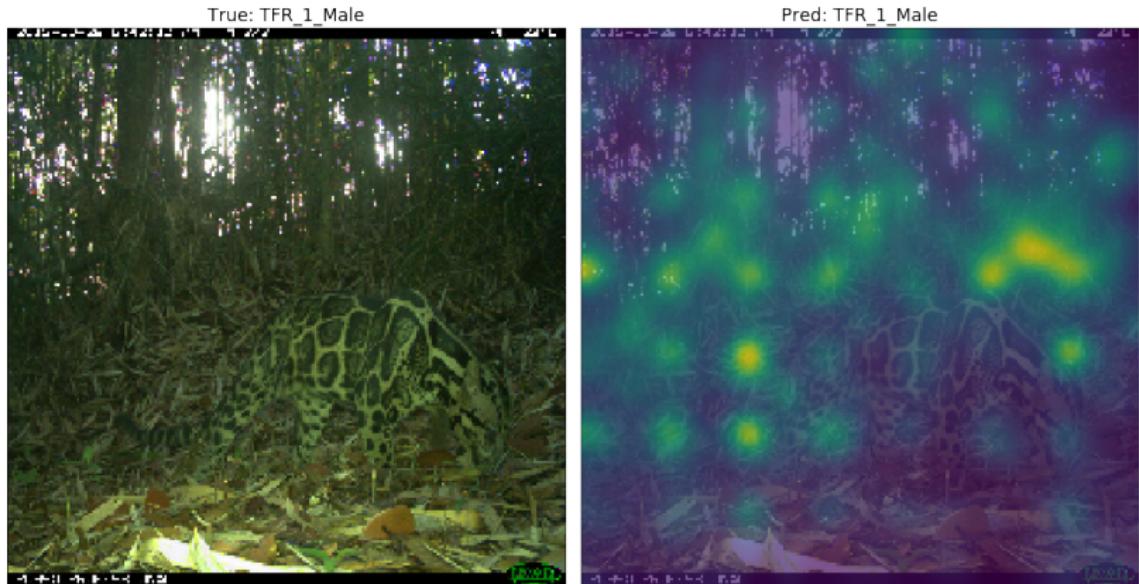


Figure 8: Network Attention

Results



11



Figure 9: Network Attention

Training Process

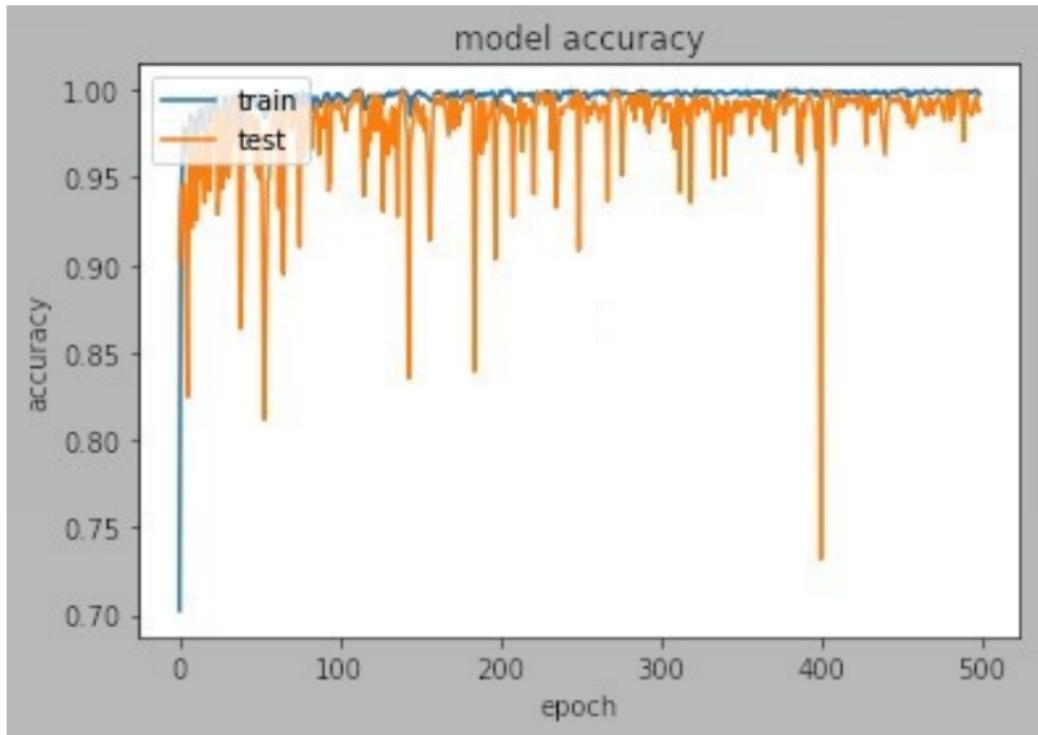


Figure 10: Accuracy development



Results



13

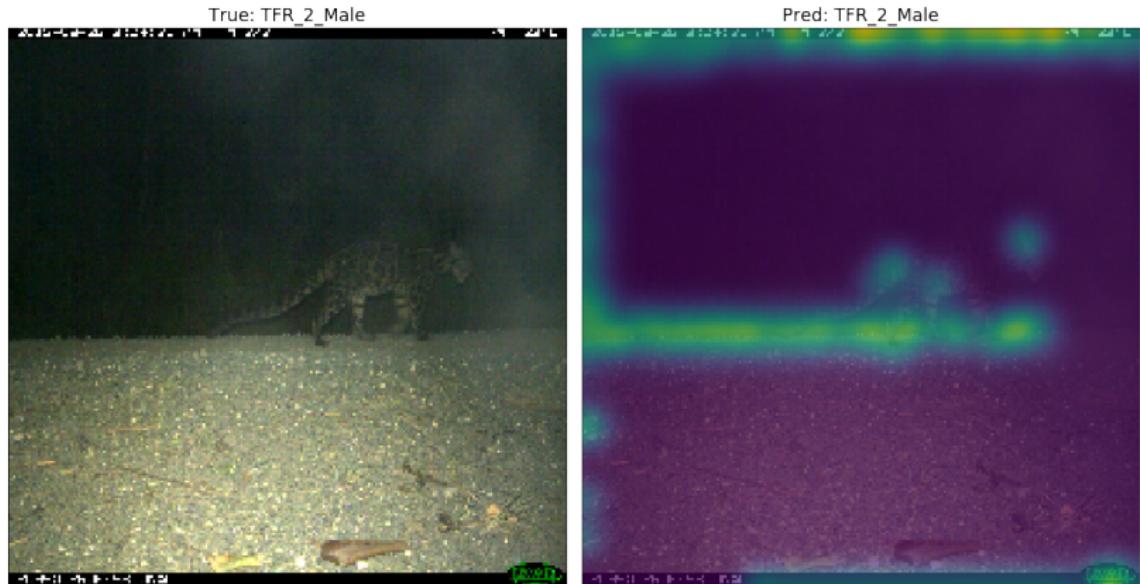


Figure 11: Network attention on logo and time stamp



Using Bounding Boxes



14

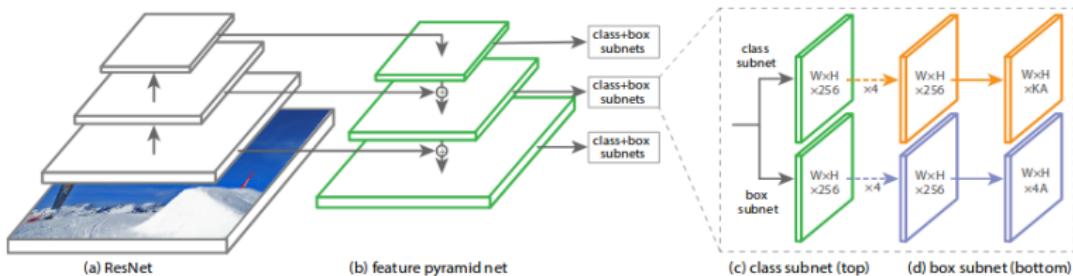
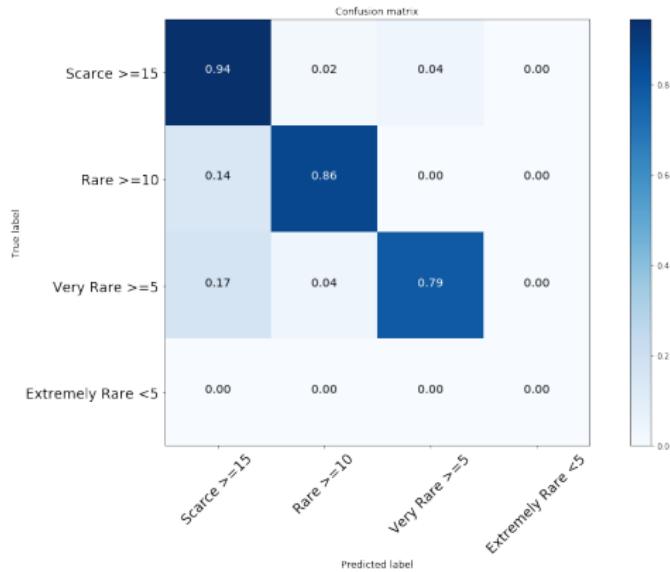


Figure 12: ResNet Architecure

- ▶ losses semantic information an detect small objects RPN
- ▶ used preferred backbone
- ▶ extract after each pooling layer feature maps – Feature pyramid network based on resnet
- ▶ Manual annotation of images

Scores



- ▶ Test Accuracy: 0.86
- ▶ Avg. Precision: 0.87
- ▶ Avg. Recall: 0.86
- ▶ Avg. F1-Score: 0.85

Figure 13: Network Attention

Positive Examples



16



Figure 14: Network attention on logo and time stamp

Negative Examples



17



Figure 15: Network attention on logo and time stamp

Outline

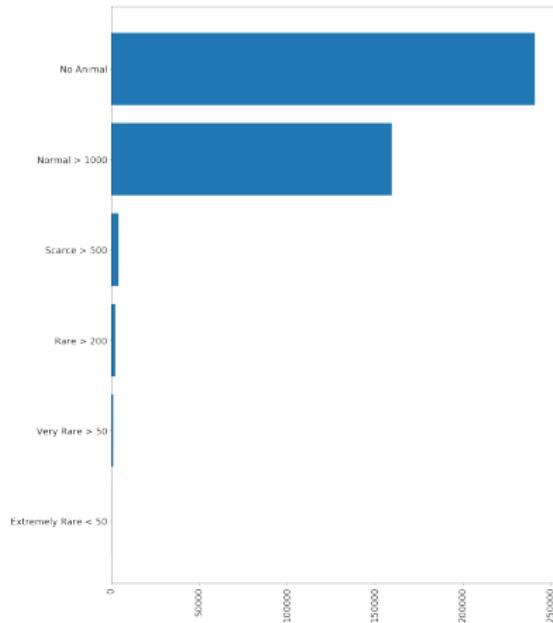


18

1. Introduction and Motivation
2. Problem 1: Classification of Individuals
 - Data Set
 - Architecture
 - Results
 - Alternative Approach
3. Problem 2: Classification of Species
 - Data Set
 - Results
 - Finetuning for Individuals



Data Set



- ▶ Unbalanced data distribution (3 to 190k+ images per class)
- ▶ 87 Classes/Species

Figure 16: Reduced Data distribution of Species data set



Some Example Images

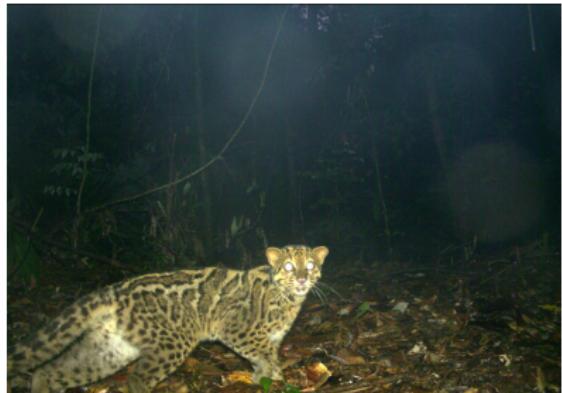


Figure 17: Marbled Cat



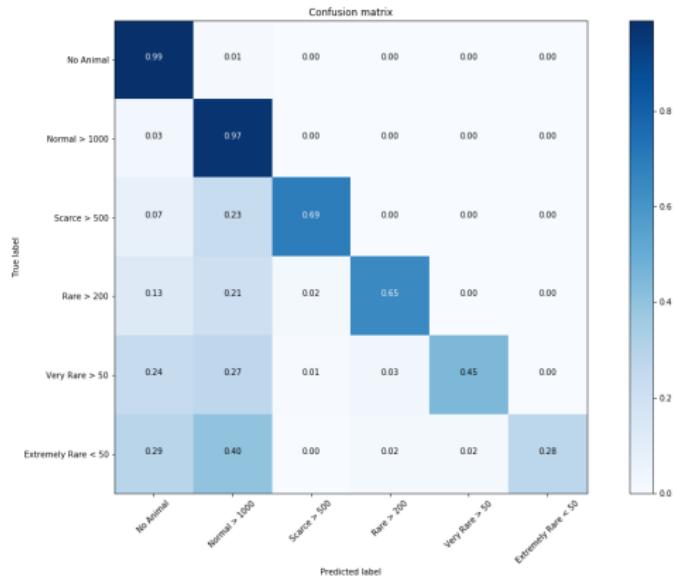
Figure 18: Mouse Deer



Scores



21



- ▶ Test Accuracy: 0.95
- ▶ Avg. Precision: 0.95
- ▶ Avg. Recall: 0.95
- ▶ Avg. F1-Score: 0.95

Figure 19: Reduced confusion matrix

Training Process



22

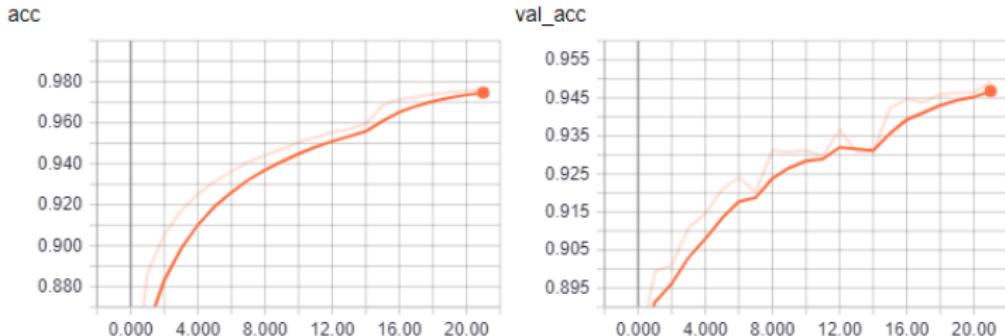


Figure 20: Accuracy development



Positive Examples



23



Figure 21: Correct attention and classification

Positive Examples



24

True: Clouded leopard



Pred: Clouded leopard

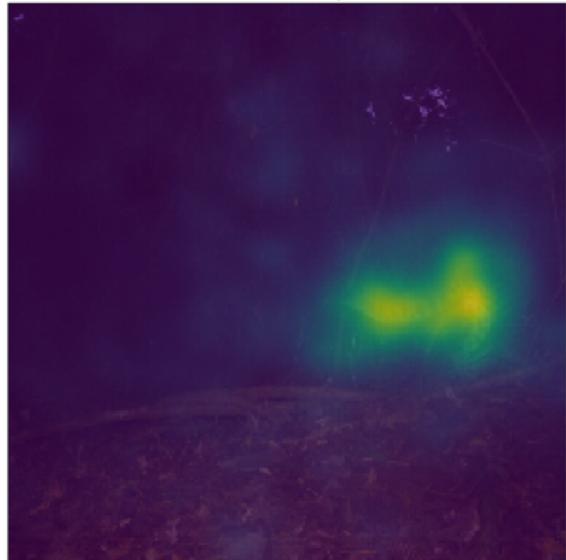


Figure 22: Correct attention and classification



Negative Examples



25

True: Crested fireback



Pred: Mousedeer



Figure 23: Noisy labels

Negative Examples



26

True: Common palm civet



Pred: Long-tailed porcupine



Figure 24: Correct Attention, wrong label

Negative Examples



27



Figure 25: Mismatch because of class similarity

Training Process



28

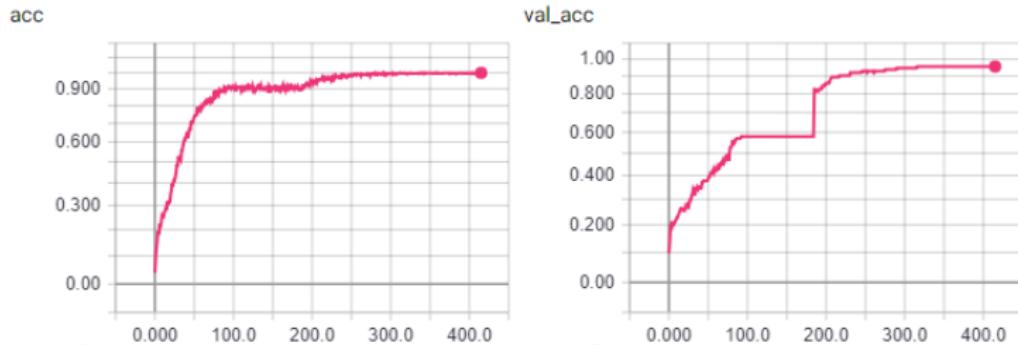


Figure 26: Accuracy development

Some Examples



29

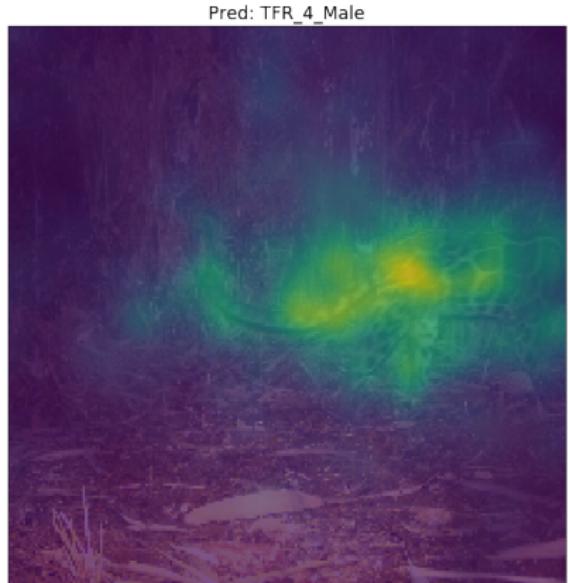


Figure 27: Mismatch because of class similarity



Some Examples



True: TFR_1_Male



Pred: TFR_1_Male



Figure 28: Mismatch because of class similarity

Thank you for listening



Questions?