

CAP5415 Computer Vision

Yogesh S Rawat

yogesh@ucf.edu

HEC-241



Instance Segmentation

Lecture 18

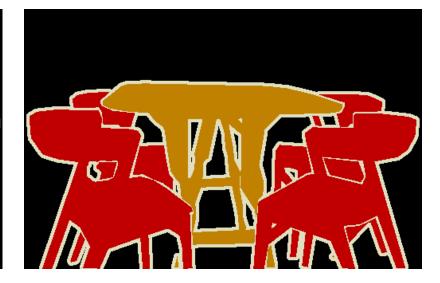


Instance Segmentation

Segment each instance of the same class separately.



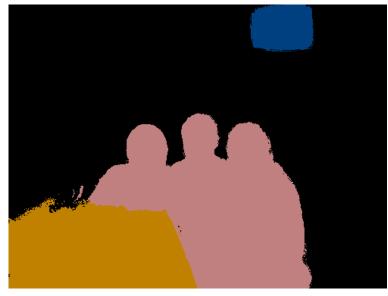


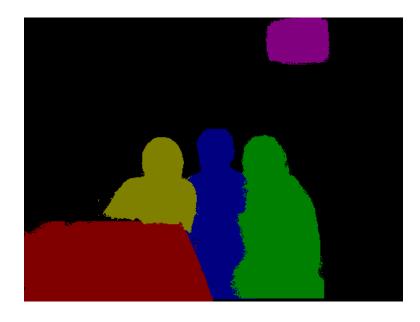




Instance Segmentation



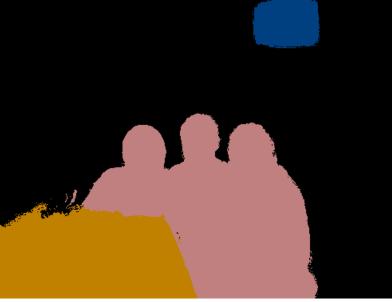


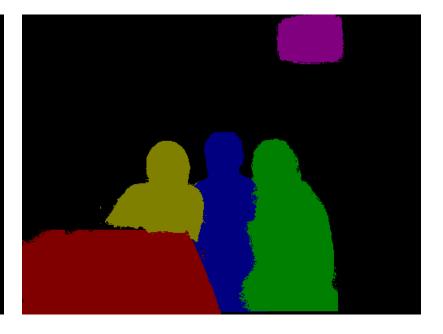




A simple solution







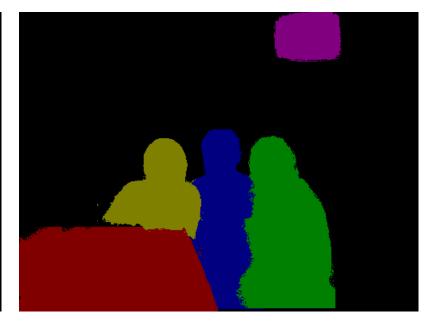


A simple solution

Use results from object detection



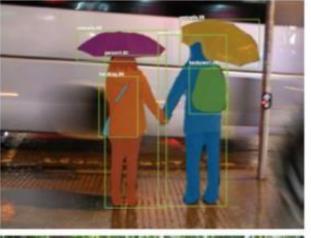






Mask - RCNN

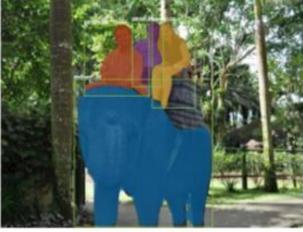




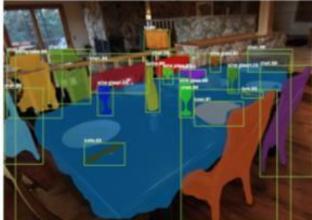








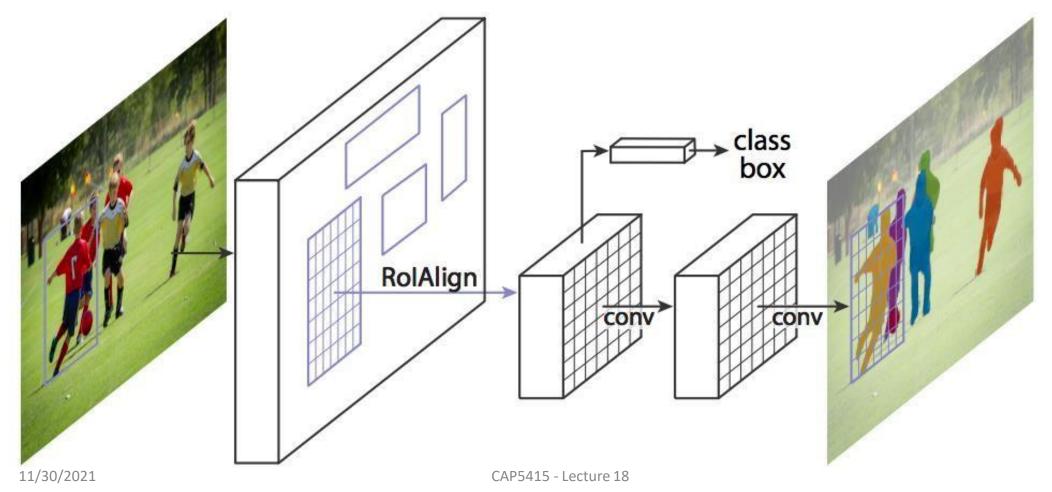






Mask R-CNN

Mask R-CNN = Faster R-CNN + FCN on Rols

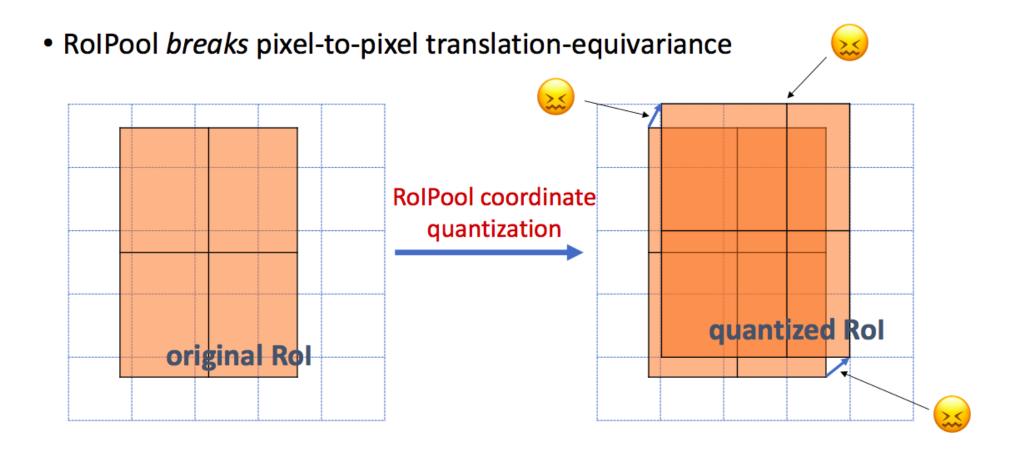


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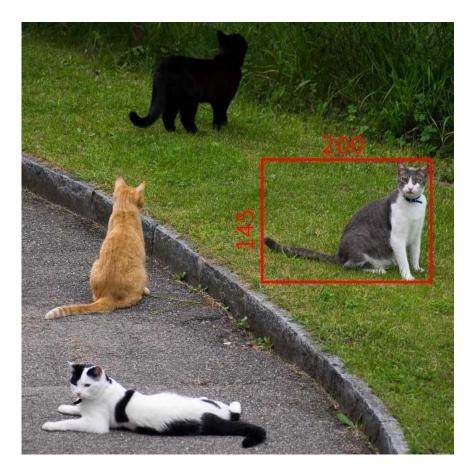
RolAlign vs. RolPool

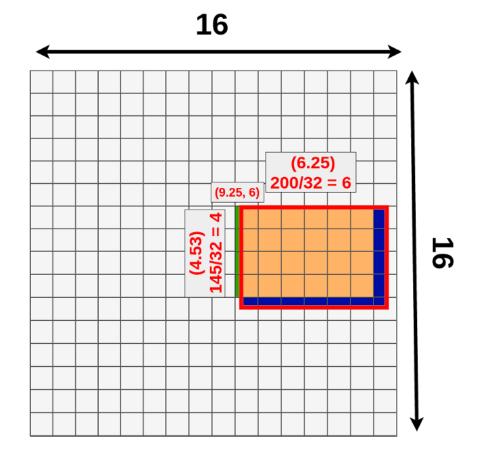
RolPool: nearest neighbor quantization





ROI-Pooling

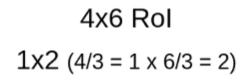


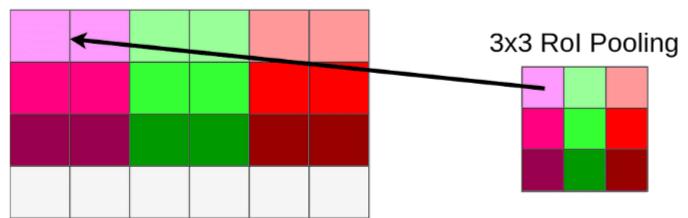


https://tinyurl.com/y6xpm24d



ROI-Pooling



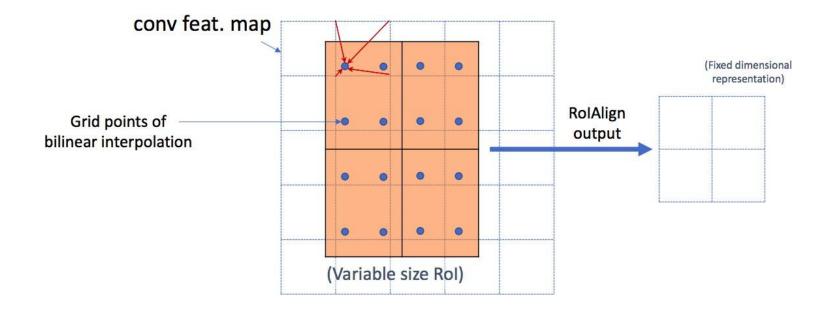


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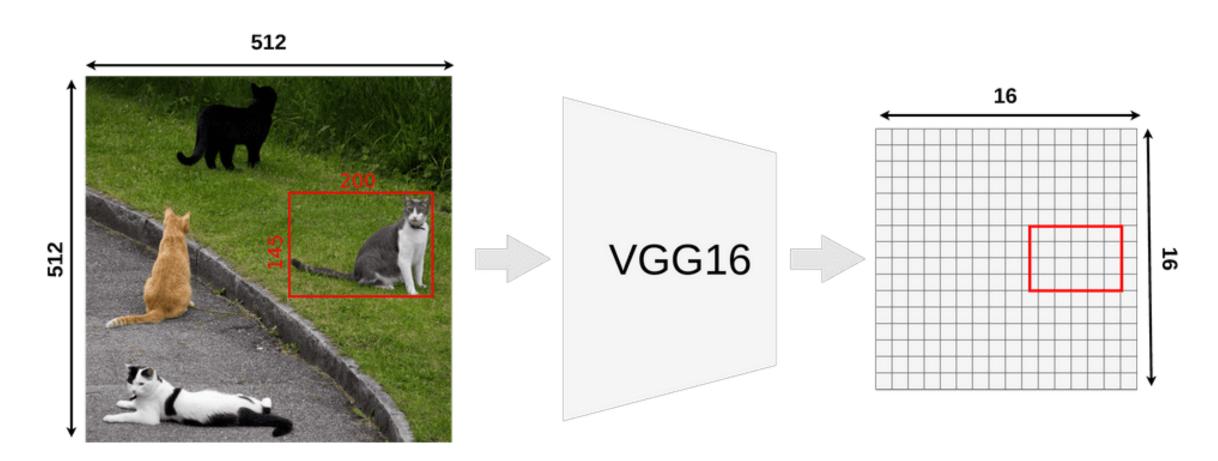


RolAlign vs. RolPool

- RolPool: nearest neighbor quantization
- RolAlign: bilinear interpolation

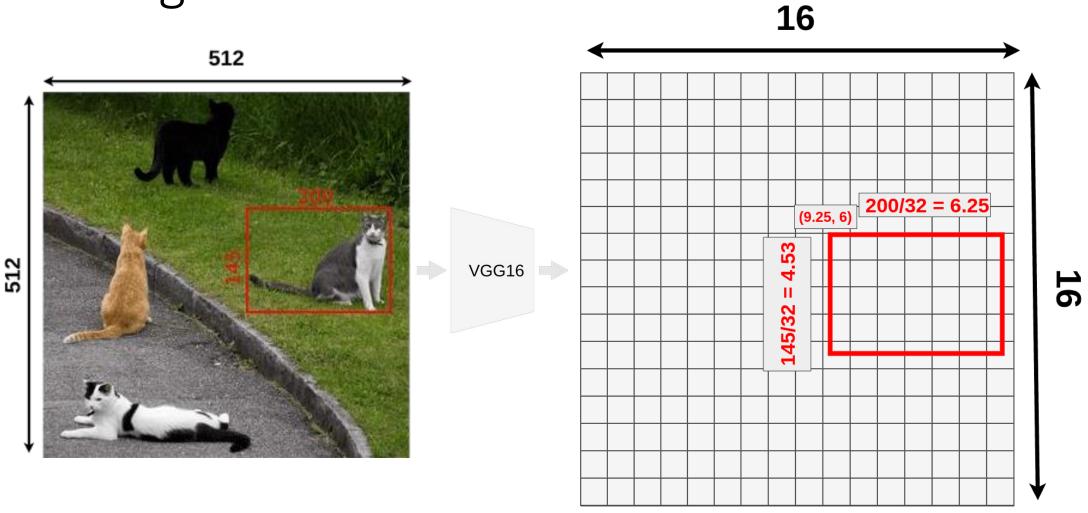






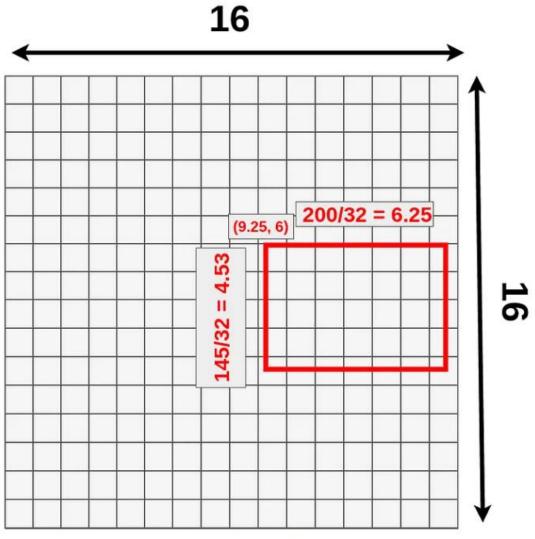
https://towardsdatascience.com/understanding-region-of-interest-part-2-roi-align-and-roi-warp-f795196fc193





https://towardsdatascience.com/understanding-region-of-interest-part-2-roi-align-and-roi-warp-f795196fc193

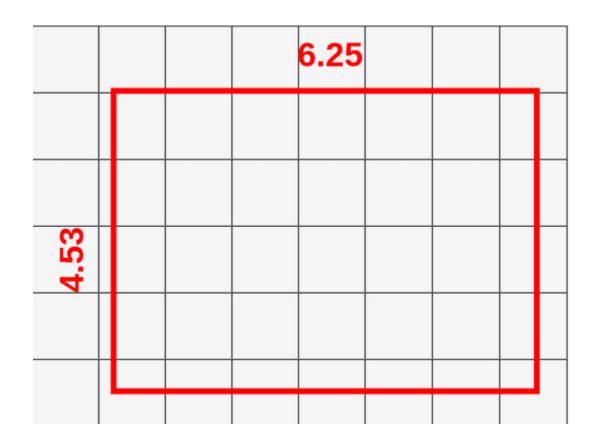




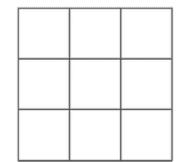
Rol placement



Rol-Pooling



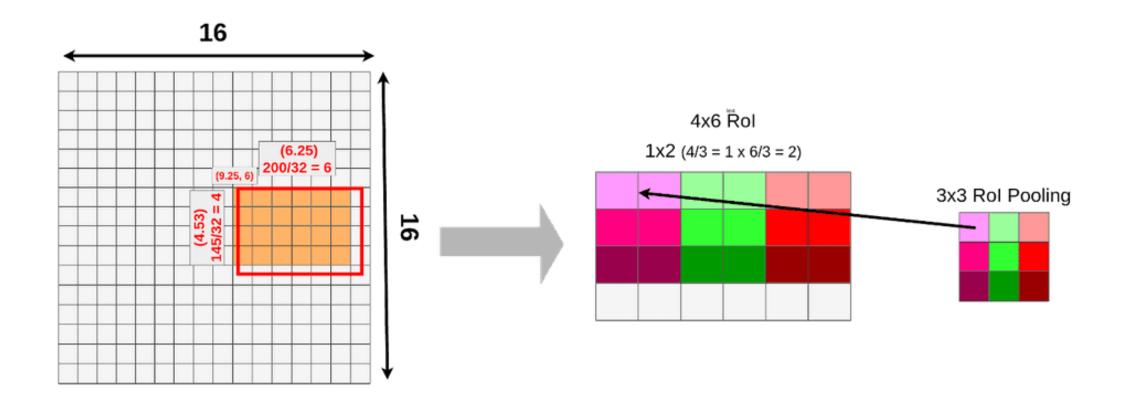
3x3 Rol Pooling



https://towardsdatascience.com/understanding-region-of-interest-part-2-roi-align-and-roi-warp-f795196fc193

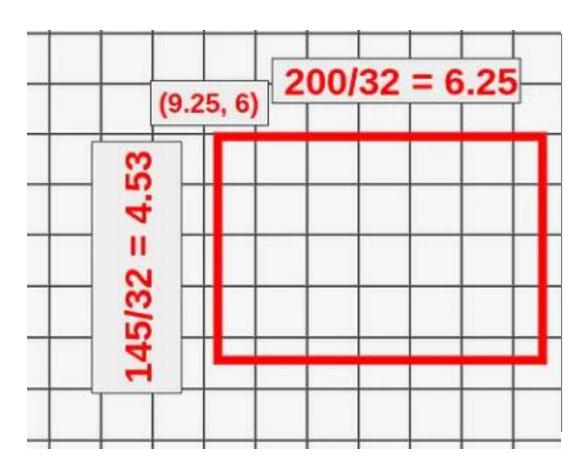


Rol-Pooling

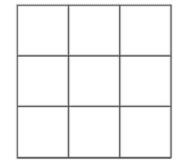


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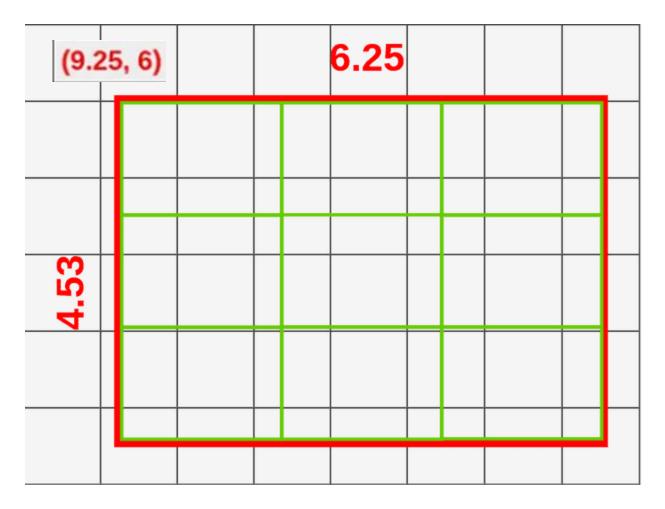


3x3 Rol Pooling



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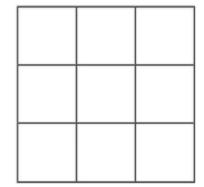


Now divide the 3x3 region:

$$6.25 / 3 = 2.08$$

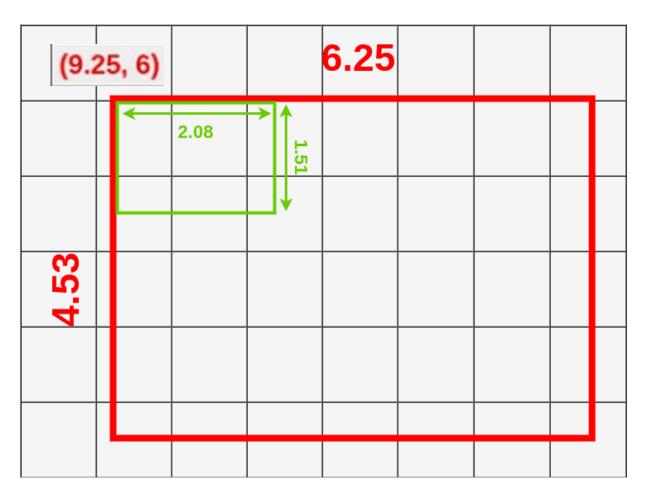
$$4.53 / 3 = 1.51$$

3x3 Rol Pooling



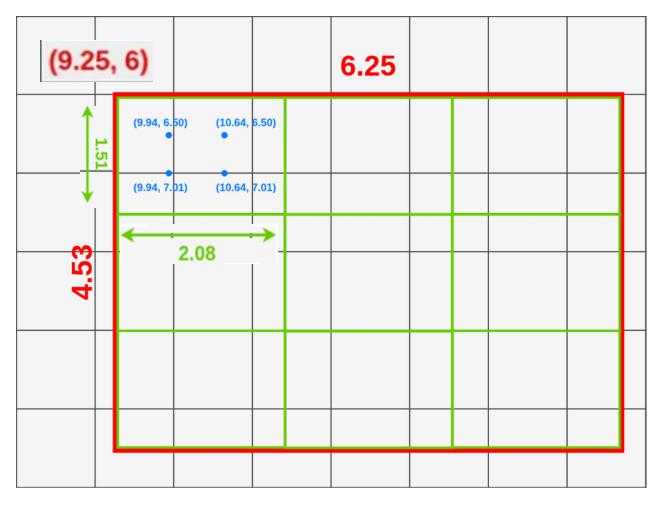
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Now further divide a 2.08 x1.25 into 3 x 3 equal part and ultimately find the coordinate of 4 points that further using maxpool operation help to find a single output of 3 x 3 required grid

In our case we're calculating first point (top left) coordinates like this:

$$X = 9.25 + (2.08/3) * 1 = 9.94$$

•
$$Y = 6 + (1.51/3) * 1 = 6.50$$

To calculate the second point (top right) we have to change only the X:

$$X = 9.25 + (2.08/3) * 2 = 10.64$$

•
$$Y = 6 + (1.51/3) * 1 = 6.50$$

•
$$X = X_box + (2.08/3) * 1 = 9.94$$

•
$$Y = Y_box + (1.51/3) * 2 = 7.01$$

•
$$X = X_box + (2.08/3) * 2 = 10.64$$

•
$$Y = Y_box + (1.51/3) * 2 = 7.01$$

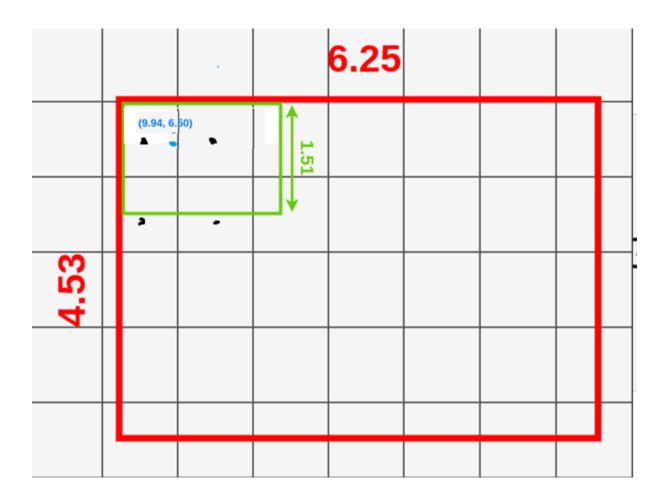
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Sampling points distribution





- Our point has coordinates (9.44, 6.50)
- Connecting it with 4 closest neighboring cells



					6.25			
		(9.94, 6. (x1,y1)	(x2,y1)	1.51				$(\mathbf{x}, \mathbf{y}) = (9.94, 6.50)$
•		(x1,y2)	(x2, y2)	\				(x1, y1) = (9.5, 6.50), $(x2, y1) = (10.5, 6.50),$ $(x1, y2) = (9.5, 7.50),$ $(x2, y2) = (10.5, 7.50),$
4.53								
	L							



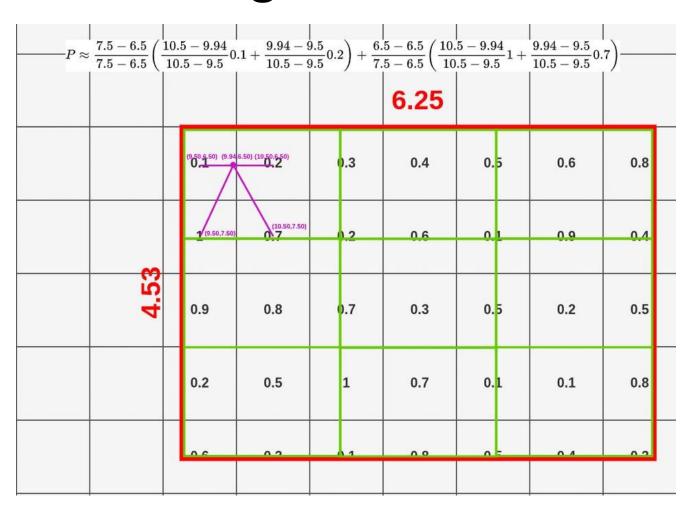
				6.25				<∨ < ₩r	ALA
	0.1	0.2).3	0.4	0.	5	0.6	0.8	
	1	0.7	1.2	0.6	0.		0.9	0.4	
4.53	0.9	0.8).7	0.3	0.	5	0.2	0.5	
	0.2	0.5	1	0.7	0.	l 0.1		0.8	
	0.6	0.2	1	0.0	0		0.4	0.2	

$$Q_{11} = 0.1, Q_{21} = 0.2$$

 $Q_{12} = 1, Q_{22} = 0.7$



$$\begin{array}{c} \text{CF CENTER FOR RESEARCH} \\ \text{IN COMPUTER VISION} \end{array} \\ P \approx \frac{y_2 - y}{y_2 - y_1} \left(\frac{x_2 - x}{x_2 - x_1} Q_{11} + \frac{x - x_1}{x_2 - x_1} Q_{21} \right) + \frac{y - y_1}{y_2 - y_1} \left(\frac{x_2 - x}{x_2 - x_1} Q_{12} + \frac{x - x_1}{x_2 - x_1} Q_{22} \right) \\ \text{Bilinear Interpolation equation} \end{array}$$



$$(x, y) = (9.94, 6.50)$$

 $(x1, y1) = (9.5, 6.50), (x2, y1) = (10.5, 6.50),$
 $(x1, y2) = (9.5, 7.50), (x2, y2) = (10.5, 7.50),$

$$Q_{11} = 0.1, Q_{21} = 0.2$$

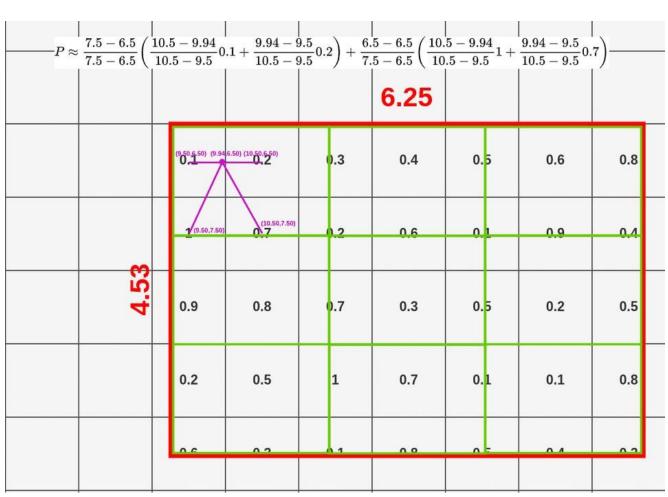
 $Q_{12} = 1, Q_{22} = 0.7$

$$P(1,1) = \frac{P(9.94, 6.50)}{(7.5 - 6.5)/(7.5 - 6.5)} = \frac{(7.5 - 6.5)}{(7.5 - 6.5)} = \frac{(10.5 - 9.5) * 0.1 + (9.94 - 6.5)}{(7.5 - 6.5)} = \frac{(10.5 - 9.5) * 0.2)}{(10.5 - 9.5)} + \frac{(6.5 - 6.5)}{(7.5 - 6.5)} = \frac{(10.5 - 9.5) * 0.7)}{(10.5 - 9.5)} = \frac{0.14}{(10.5 - 9.5)} = \frac{(10.5 - 9.5) * 0.7}{(10.5 -$$

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$$\begin{array}{c} \text{ROI-Align} \\ \text{ROI-Align} \end{array}^{P \approx \frac{y_2 - y}{y_2 - y_1} \left(\frac{x_2 - x}{x_2 - x_1} Q_{11} + \frac{x - x_1}{x_2 - x_1} Q_{21} \right) + \frac{y - y_1}{y_2 - y_1} \left(\frac{x_2 - x}{x_2 - x_1} Q_{12} + \frac{x - x_1}{x_2 - x_1} Q_{22} \right) }_{\text{Bilinear Interpolation equation}}$$

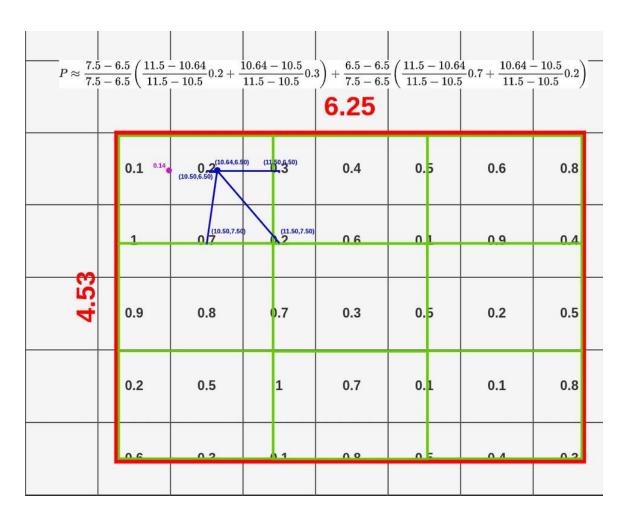


When you take the first point from our box, you're connecting with closest neighboring cells (exactly to the middle). In this case, our point has coordinates (9.44, 6.50).

Closest middle of the cell in top-left direction is (9.50, 6.50) would be (9.50, 5.50) if our point was only 0.01 higher on the grid). Then we have to select a bottom-left point and the close one is (9.50, 7.50). Following the same rule, we're selecting (10.50, 6.50) and (10.50, 7.50) as top-right and bottom-right points. Above the RoI, you could see the whole calculation to get the value for the first point is **0.14**

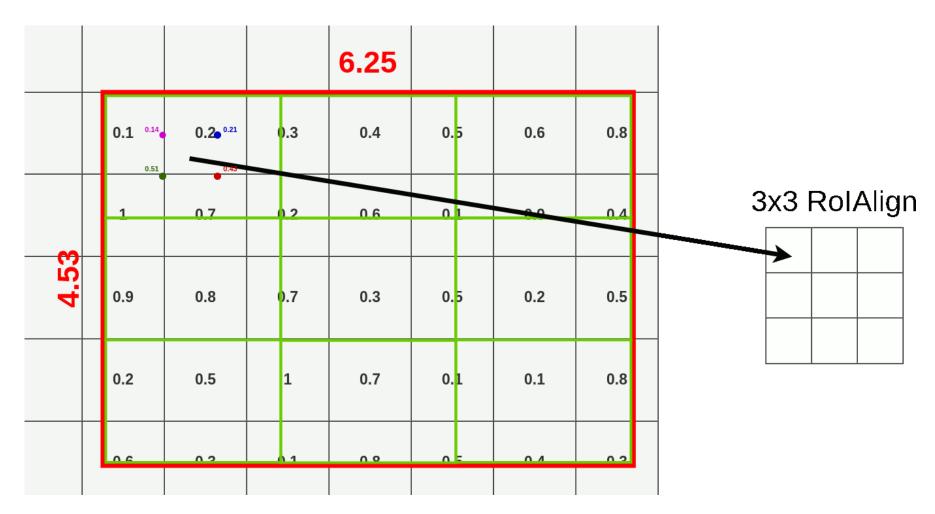
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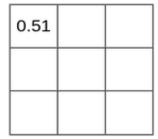
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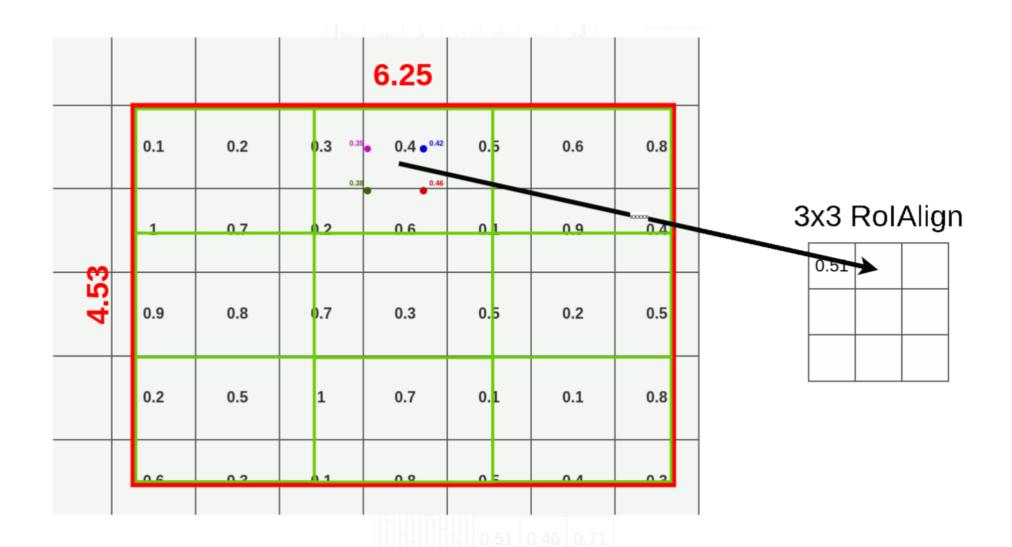
1x1 = MAX(0.14, 0.21, 0.51, 0.43) = 0.51

3x3 RolAlign

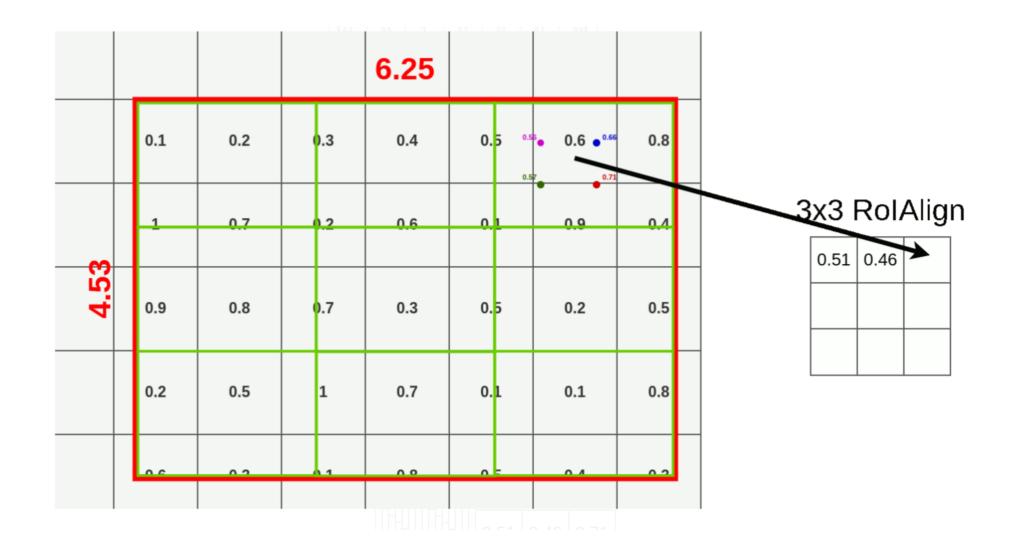


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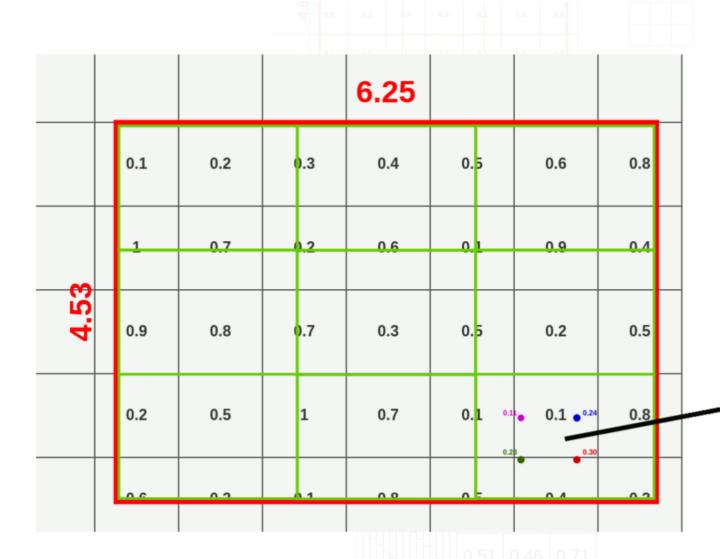








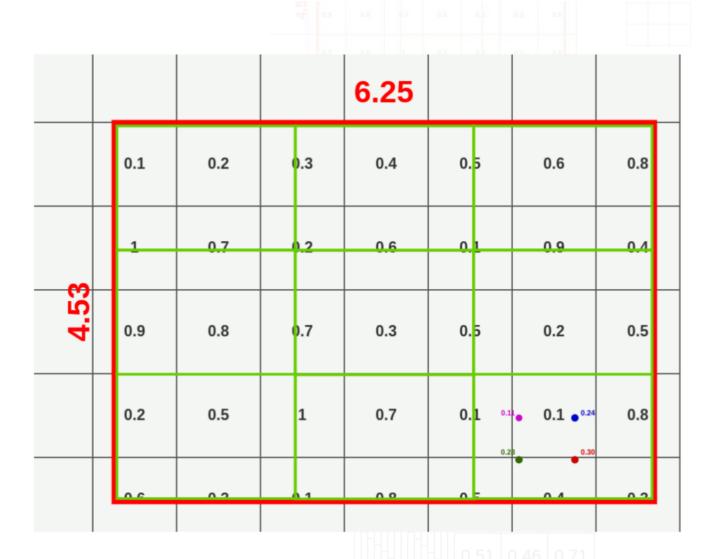




3x3 RolAlign

0.51	0.46	0.71
0.86	0.50	0.52
0.56	0.83	>

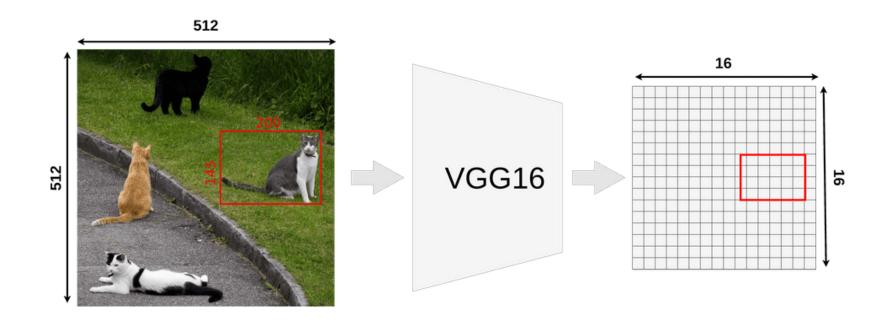




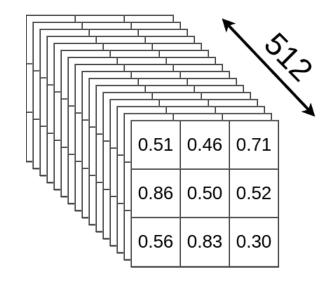
3x3 RolAlign

0.51	0.46	0.71
0.86	0.50	0.52
0.56	0.83	0.30





3x3 RolAlign

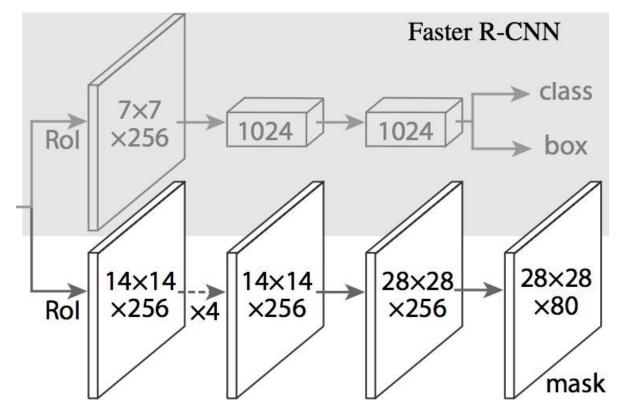


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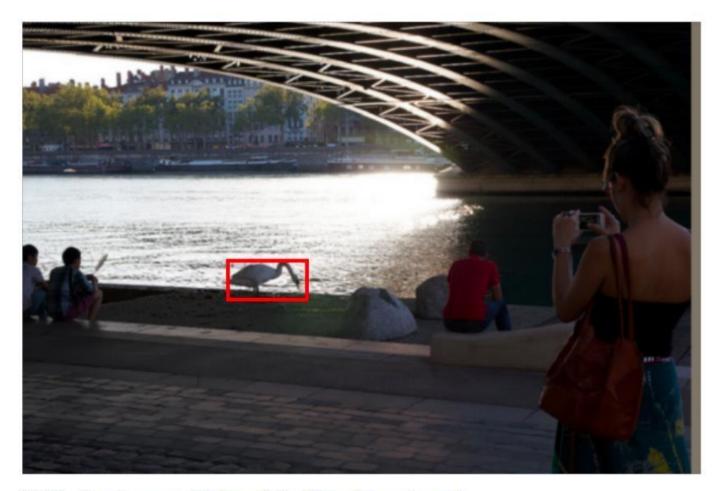
Mask R-CNN

 From RolAlign features, predict class label, bounding box, and segmentation mask

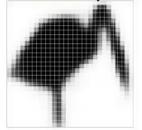




Mask R-CNN



28x28 soft prediction



Resized Soft prediction



Final mask



Validation image with box detection shown in red



Example results



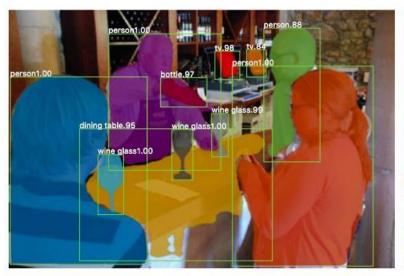




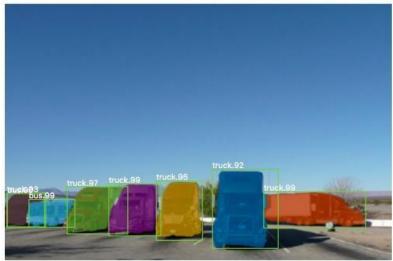


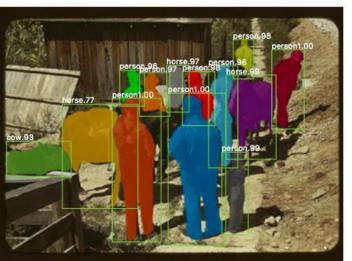


Example results











Questions?

Sources for this lecture include materials from works by Sedat Ozer, Ulas Bagci, and Svetlana Lazebnik