

Détection d'objet sur image aérienne en régime few-shot.

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Comité de suivi

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Overview of the presentation

1. Context & Motivation

2. Proposed Approaches

3. Results and Analysis

4. Conclusion and Perspectives

1.1 Context & Motivation - Détection d'objet few-shot

Principe de la détection d'objets

Étant donné un ensemble de classes \mathcal{C} , trouvez toutes les occurrences d'objets appartenant à une classe $c \in \mathcal{C}$ dans une image I . Chaque objet est représenté par (x_1, y_1, x_2, y_2, c) .

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Image d'entrée I

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Résultats de la détection

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n-way k-shot object detection

Given support examples $\{(x_1, a_1), \dots, (x_{nk}, a_{nk})\}$ it consists in detecting all occurrences of classes in \mathcal{C} ($|\mathcal{C}| = n$) in a query image x_q .

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Query image

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Query image

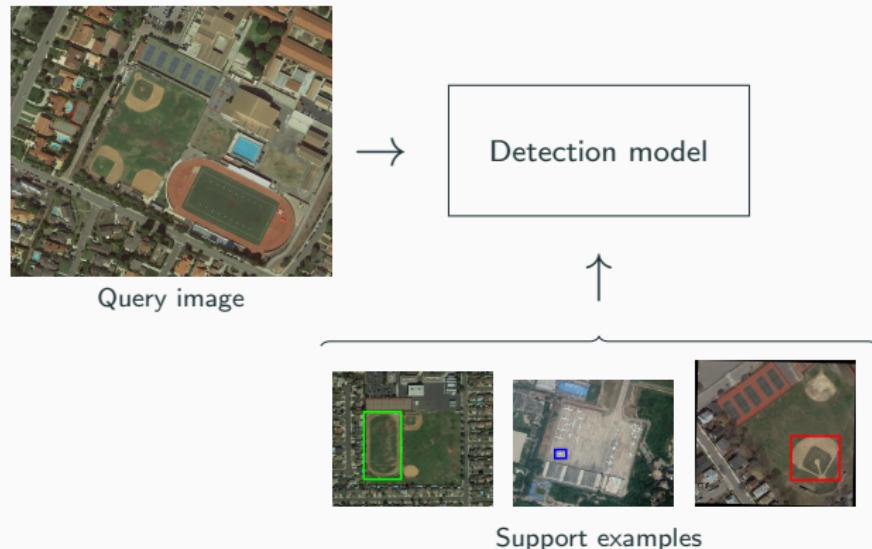


Support examples

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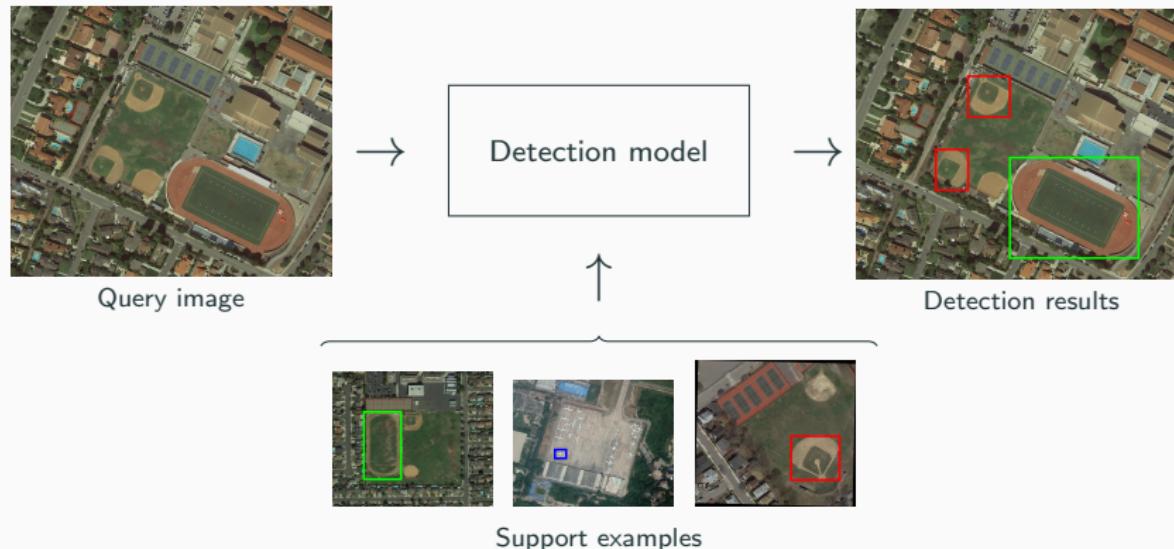
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1.2 Context & Motivation - Détection d'objet few-shot cross-domain

Cross-Domain Few-Shot Object Detection

In Cross-Domain Few-Shot Object Detection (CD-FSOD), two distinct datasets are used during base training and fine-tuning. CD-FSOD is more challenging as the model must not only adapt to new classes but also to new images.

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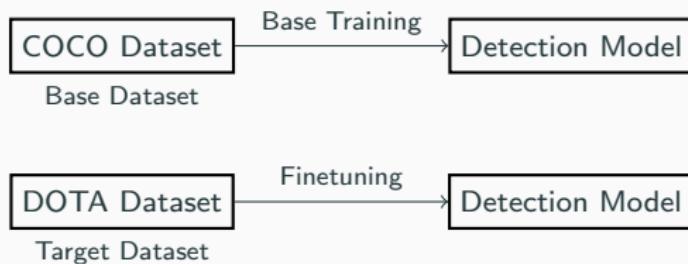
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2.1 Proposed Approaches - Diffusion Based Models

The main idea of DiffusionDet is to apply the diffusion principle to box generation.

Random boxes are first sampled, and a model is trained to refine iteratively the size and position of the boxes so that they localize the objects in the input image.

Specifically, the boxes are iteratively **denoised** by the model.

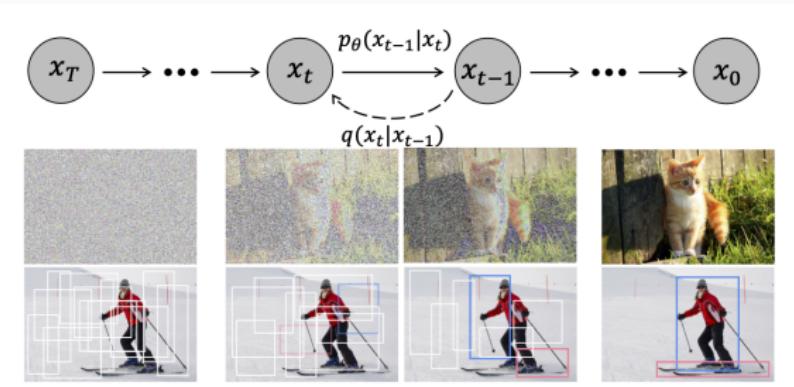


Figure 1: Diffusion model for object detection. In the first line a diffusion model where q is the diffusion process and p_θ is the reverse process. Then a diffusion model for image generation task. And in the last one we propose to formulate object detection as a denoising diffusion process from noisy boxes to object boxes.

taken from *DiffusionDet paper Shoufa Chen et al. 2022*

2.1 Proposed Approaches - Diffusion Based Models

The denoising part of DiffusionDet is a lightweight hybrid network, it consists of a self-attention layer (transformer-like) followed by a dynamic layer (called an Instance Interaction layer). The detection head processes object features independently, but the Instance Interaction layer enables interactions between instances. The detection head is applied iteratively to refine the bounding boxes

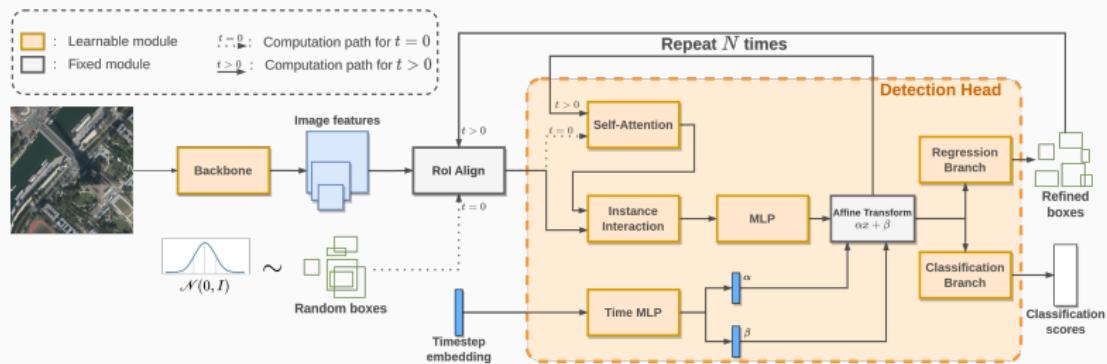


Figure 2: DiffusionDet architecture and detailed detection head design.

2.2 Proposed Approaches - Few-Shot DiffusionDet

Let us introduce some notations.

We denote by \mathcal{F}_c and \mathcal{F}_r the sub-models responsible for classification and regression respectively:

$$\mathcal{F}_c = f_c \circ f, \tag{1}$$

$$\mathcal{F}_r = f_r \circ f, \tag{2}$$

$$\text{with } f = f^{L-1} \circ f^{L-2} \circ \dots \circ f^1. \tag{3}$$

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To leverage DiffusionDet in the few-shot regime, we propose to adopt a Transfer Learning approach. Once, the model is base-trained, it is prepared for fine-tuning.

A large part of the model is frozen. The crucial part is that we can finely control the amount of frozen layers with a hyperparameter γ .

Denoting frozen layers with a bar ($\overline{f^1}$), the frozen detection model is expressed as

$$f = f^L \circ \dots \circ f^{\gamma+1} \circ \overline{f^\gamma} \circ \dots \circ \overline{f^1}. \quad (4)$$

3.1 Results and Analysis - Few-Shot Senarios

Figure 3: Performance ($mAP_{0.5}$) of FSDD (ours), XQSA **lejeune2023xqsa**, FRW Kang et al. 2019, DANA T.-I. Chen et al. 2021 and WSAAN Z. Xiao et al. 2021 on DOTA, DIOR, Pascal VOC and MS COCO against the number of shots. Black dashed lines represent performance achieved with full supervision.

3.1 Results and Analysis - Few-Shot Senarios

Determining how much of the model should be fine-tuned is a complex task in FSOD. Here, we investigate this choice with thorough experiments on four datasets.

Freezing point	Plasticity	DOTA	DIOR	Pascal VOC	COCO
FT whole	100.00 %	60.09	52.17	43.10	17.15
Bias only	35.98 %	60.45	55.12	49.90	20.19
BatchNorm only	35.97 %	59.35	55.63	51.96	19.70
Up to stage 1	99.98 %	58.85	53.37	43.81	17.72
Up to stage 4	99.47 %	57.41	53.21	41.23	17.73
Up to stage 3	96.57 %	59.88	54.36	47.57	19.49
Up to stage 4	79.66 %	56.13	57.51	53.72	21.88
FT head only	35.97 %	51.82	55.70	51.72	19.96
FT last layer only	0.03 %	0.05	0.11	0.53	0.01

Table 1: Influence of the freezing point on the FS performance on DOTA, DIOR, Pascal VOC, and COCO. mAP is reported with a 0.5 IoU threshold and $k = 10$ shots.

3.2 Results and Analysis - Cross-Domain Scenarios

The great results of FSDD on aerial images suggest trying the more complex scenario of CD-FSOD almost untouched in the literature.

-1st Scenario: COCO → X,

k Shots	DIOR	DOTA	DeepFruits	SIXRay	VisDrone
1	11.10	4.03	38.47	4.80	2.83
5	30.42	14.45	55.58	13.25	5.74
10	38.73	25.02	68.37	21.26	7.50
20	48.23	33.31	73.95	30.06	9.14
50	56.97	43.23	76.65	41.93	11.47

Table 2: Cross-domain performance results on 5 scenarios COCO → DIOR / DOTA / DeepFruits (K. Lee et al. 2022) / SIXRay (Miao et al. 2019) / VisDrone (Zhu et al. 2021).

3.2 Results and Analysis - Cross-Domain Scenarios

-2nd Scenario: DOTA → DIOR and DIOR → DOTA,

k shots	DOTA → DIOR		DIOR → DOTA	
	FT head only	FT whole	FT head only	FT whole
1	20.18	9.40	5.41	5.09
5	34.43	29.57	25.88	24.90
10	41.48	38.44	31.99	33.30
20	49.00	45.36	38.77	41.30
50	54.07	53.51	44.07	49.22

Table 3: FSDiffusionDet Cross-Domain (CD-FSOD) results on the scenarios DOTA → DIOR and DIOR → DOTA. Performance is reported with mAP_{0.5} values.

4.0 Conclusion and Perspectives

To summarize, our contributions are:

- A **novel FSOD model** and a training strategy with greater versatility than existing approaches,
- Extensive experiments to showcase the superiority of **FSDD** over existing **FSOD** methods on **aerial images**, and
- A demonstration of promising results in the challenging **CD-FSOD** scenarios.

Thank you for your attention

Any questions 

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