



# Anomaly Detection on MVTec2D: PatchCore - A density-based method approach

Ly Nguyen Thuy Linh

Tran Huu Loc

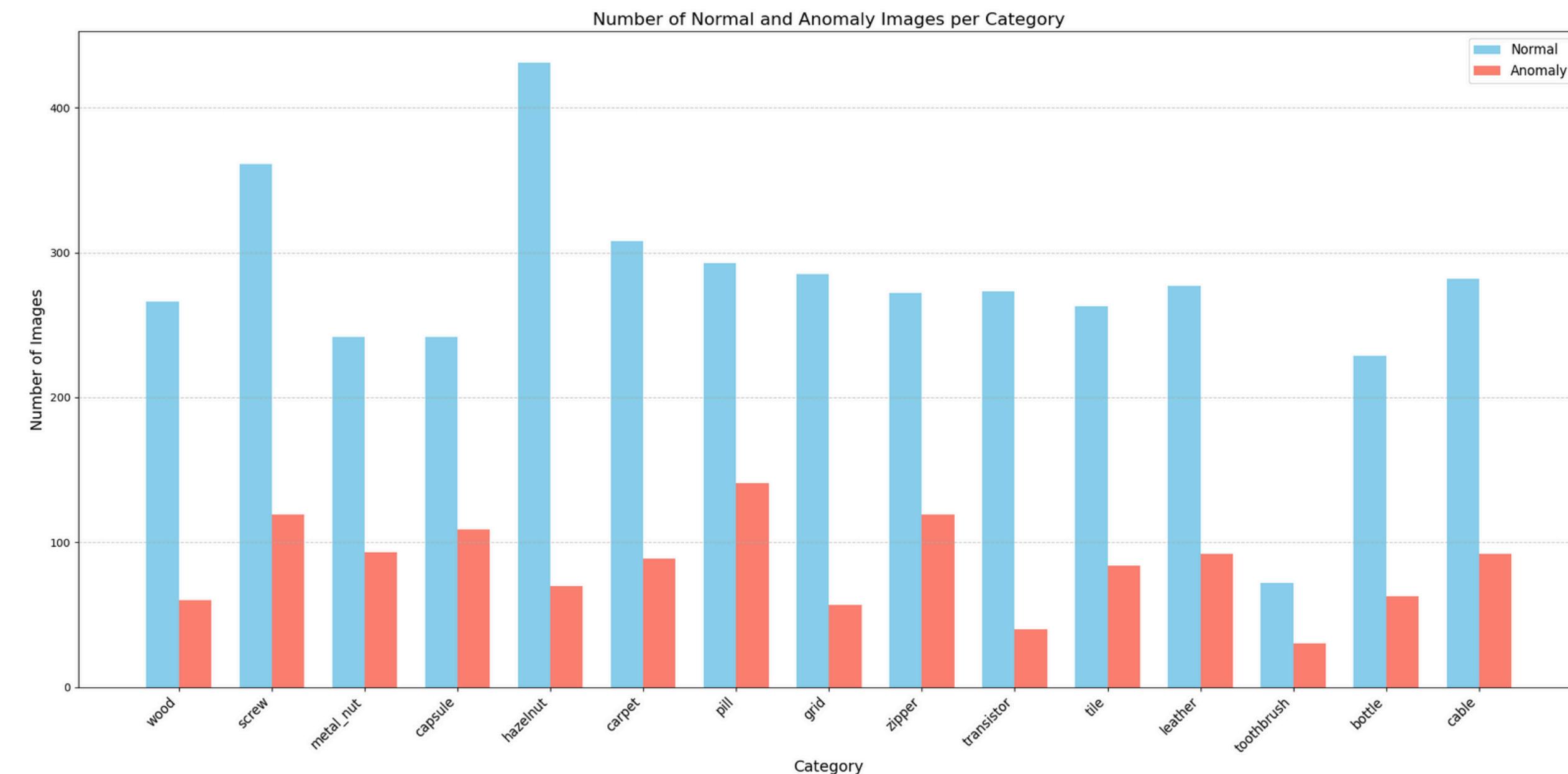
Tran Tuan Khoa

University of Information Technology

16th December 2024

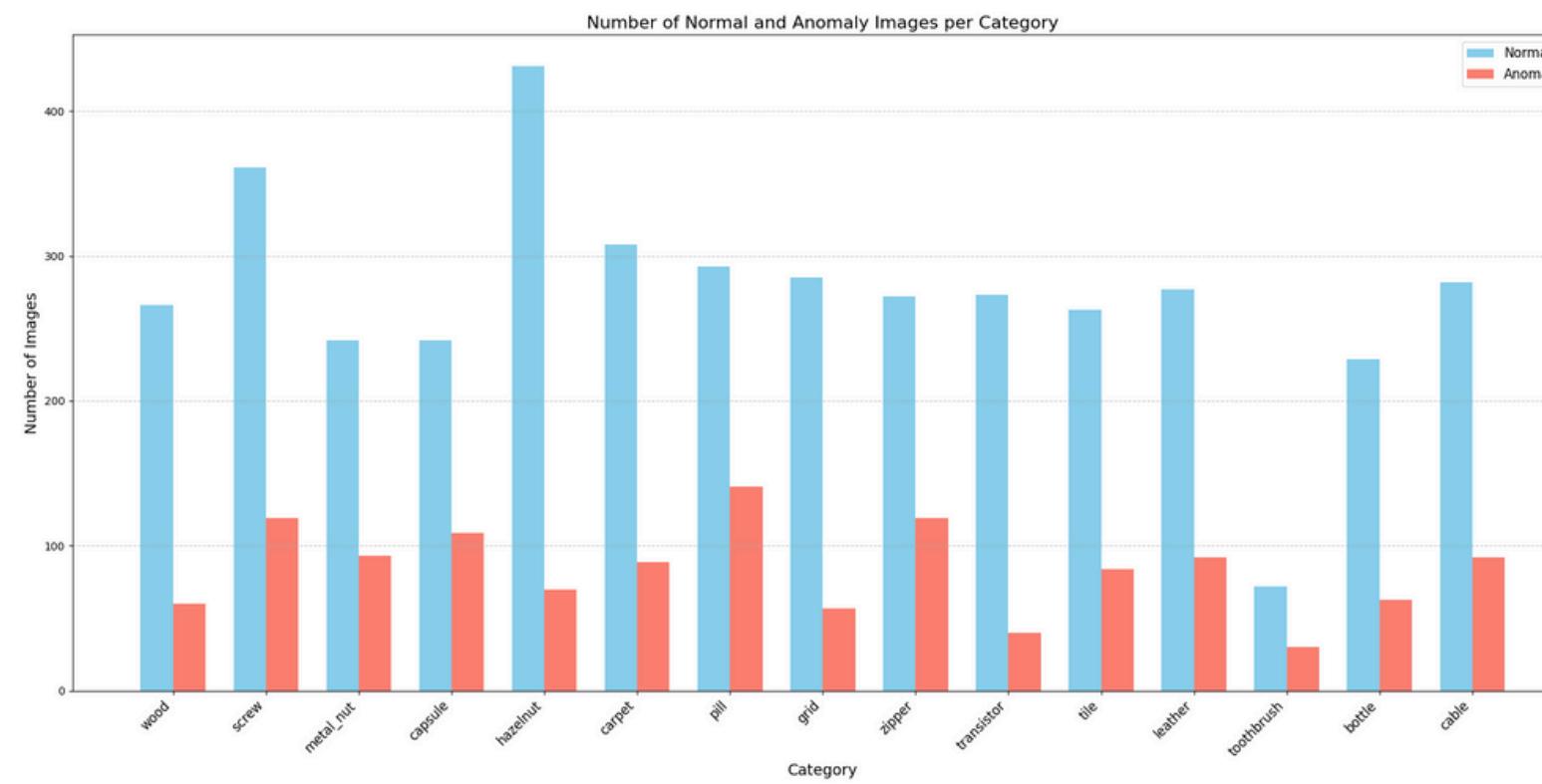
# Anomaly Detection Scenario

- Assume that it is practically impossible to sufficiently secure abnormal data, so they learn only from normal data.

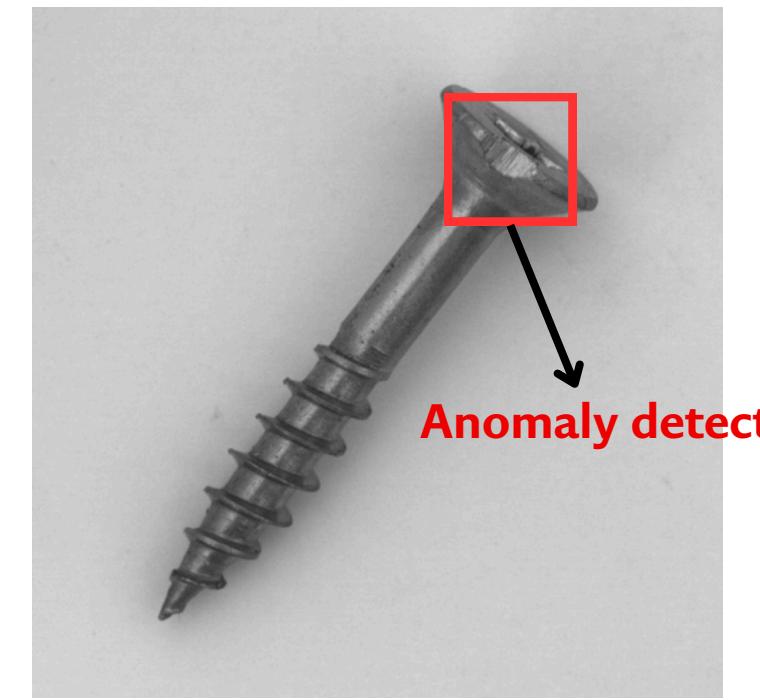


# Anomaly Detection Scenario

- Assume that it is practically impossible to sufficiently secure abnormal data, so they learn only from normal data.
- Based on the characteristics of normal data, when a different result occurs, it is detected as abnormal data.

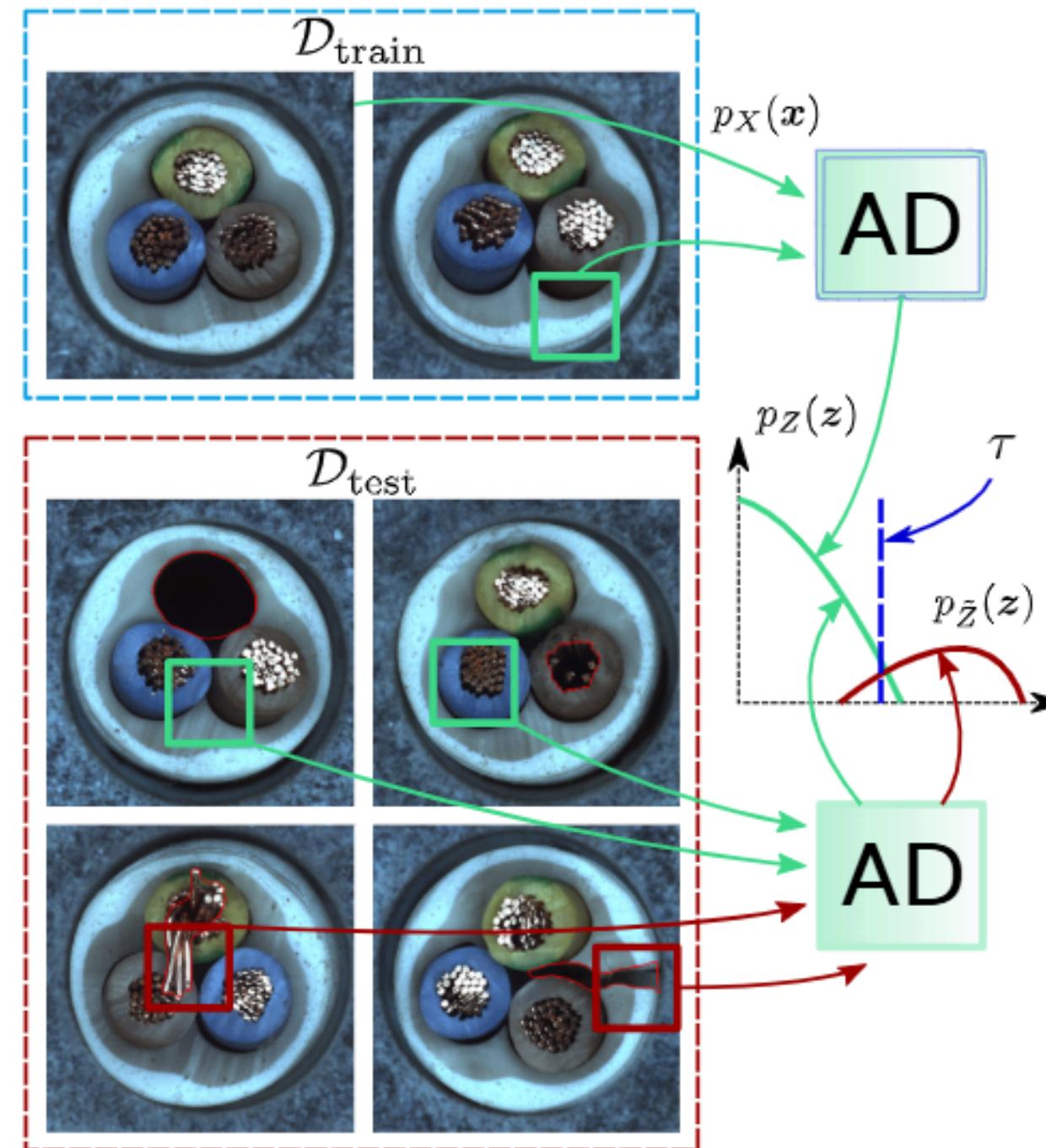


Normal images as training data



Anomaly images as testing data

# Anomaly Detection Scenario

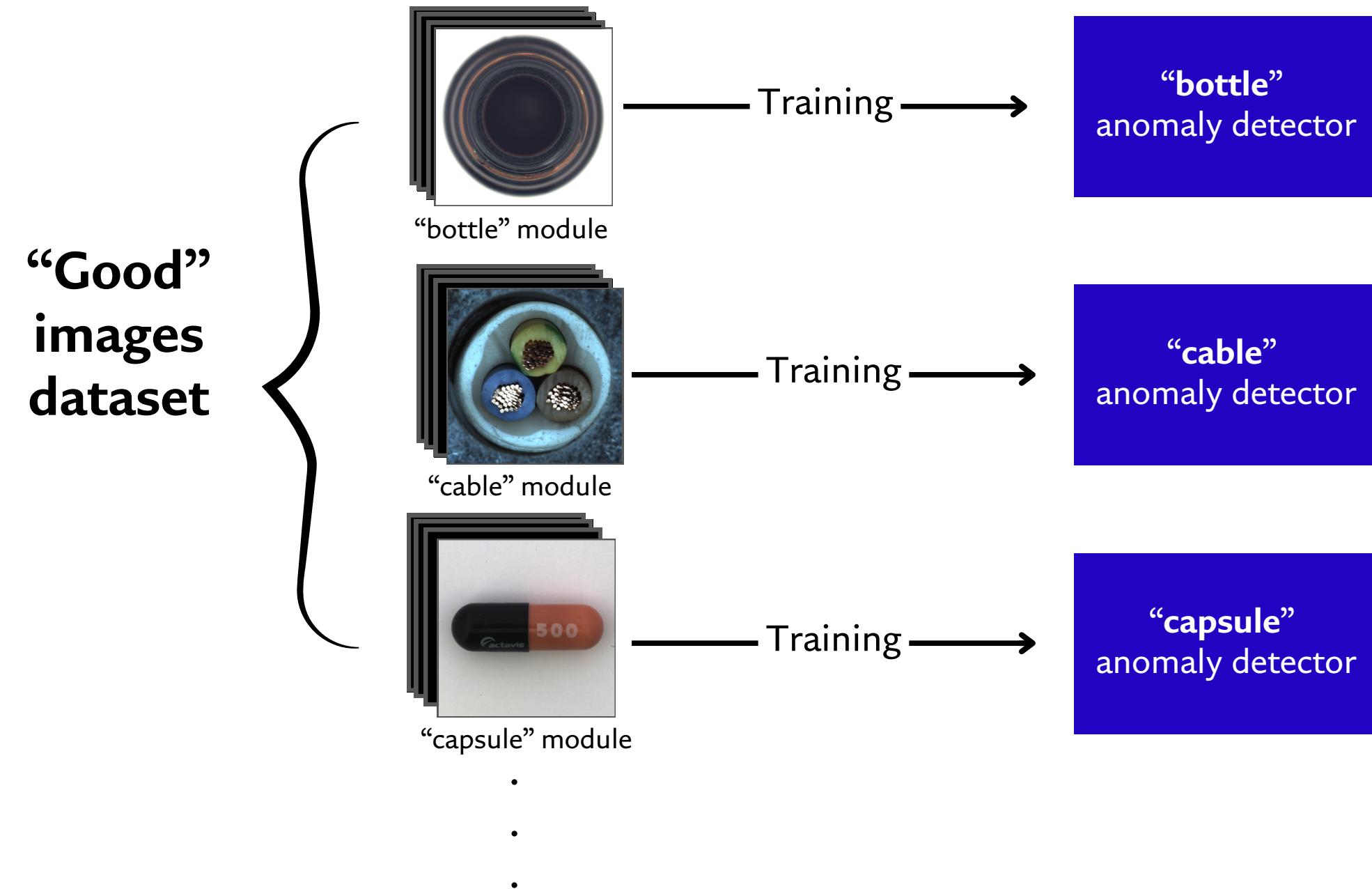


- The Anomaly Detector learns the distribution of normal images and transforms it into a Gaussian distribution.

CFLOW-AD: Real-Time Unsupervised Anomaly Detection with Localization via Conditional Normalizing Flows

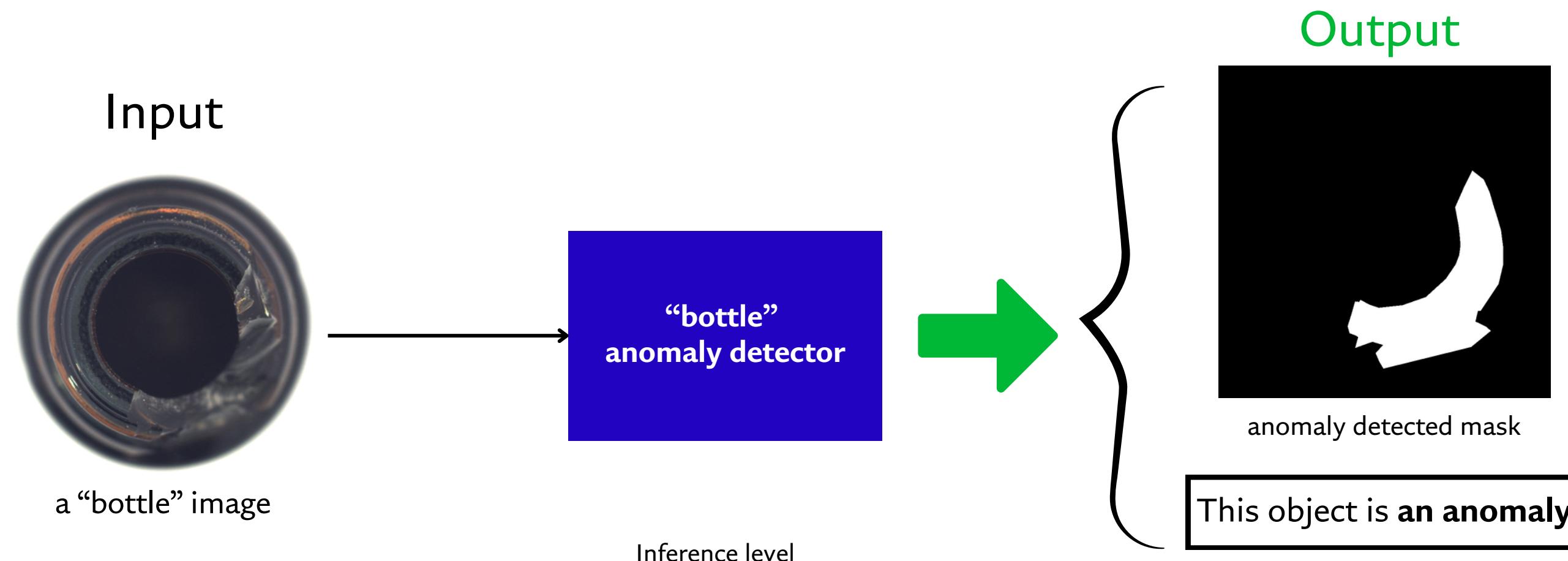
# Problem Statement

- Training level.
  - **Input:** MVTec **modules** including **industrial objects/textures**.
  - **Output:** The trained modules corresponding with the data module input.



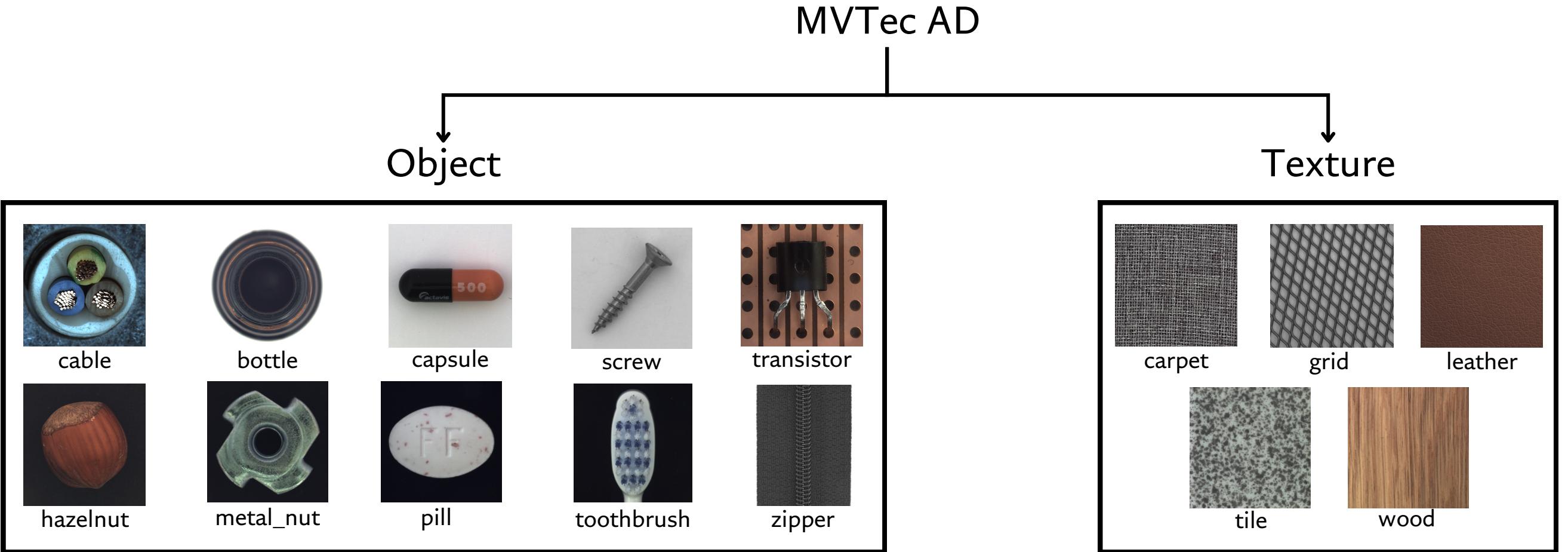
# Problem Statement

- Training level.
  - **Input:** MVTec **modules** including **industrial objects/textures**.
  - **Output:** The trained modules corresponding with the data module input.
- Inference level.
  - **Input:** an object/textures images from a module that has been trained.
  - **Output:** a mask showing the anomaly position and classification result.



# MVTec AD Dataset

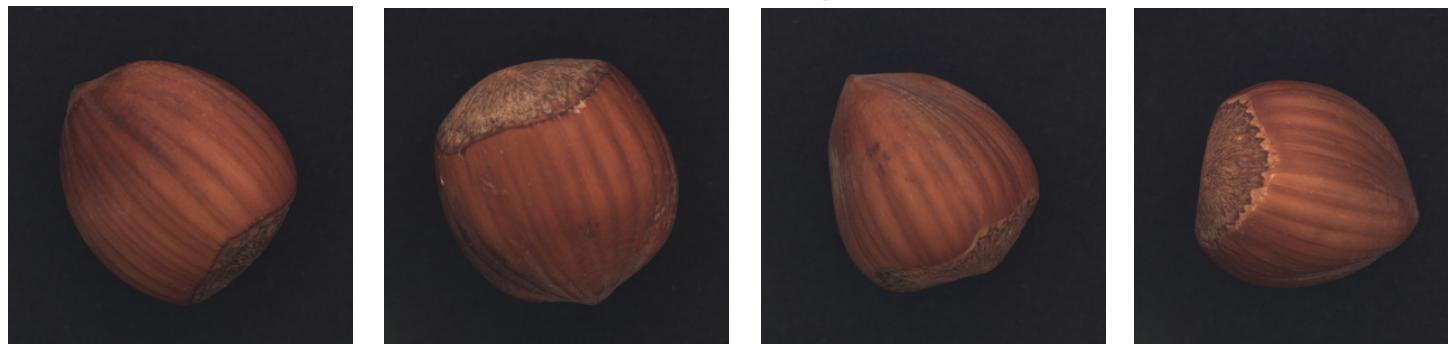
```
└── bottle
    ├── ground_truth
    └── test
        ├── broken_large
        ├── broken_small
        ├── contamination
        ├── good
        ├── train
        └── license.txt
        └── readme.txt
    └── cable
    └── capsule
```



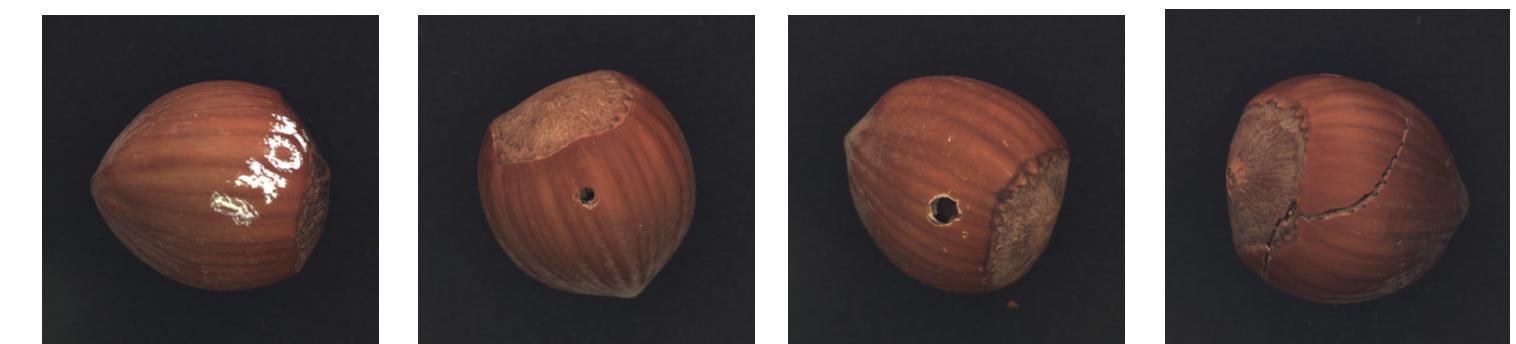
# MVTec AD Dataset



normal images



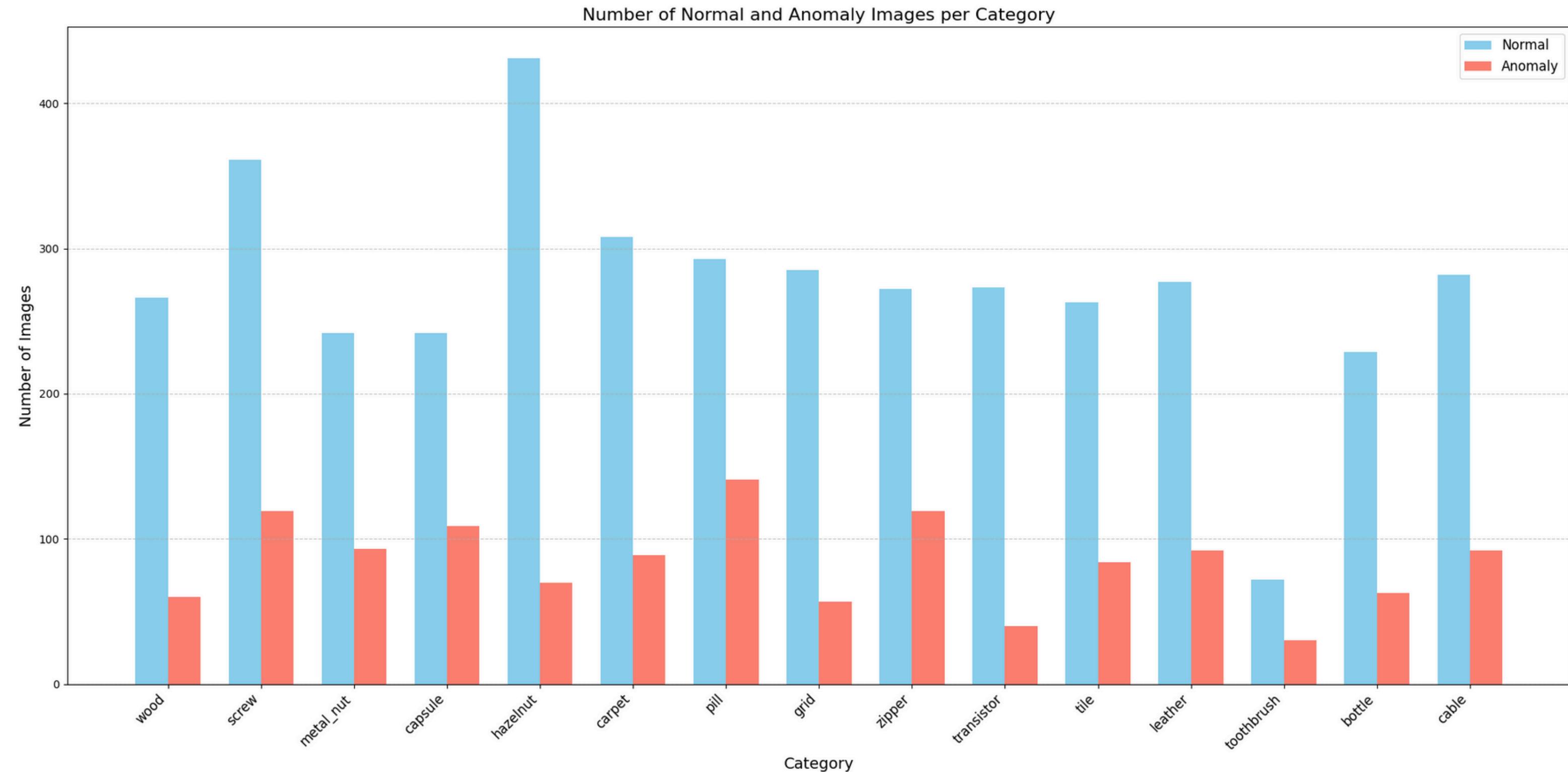
abnormal images



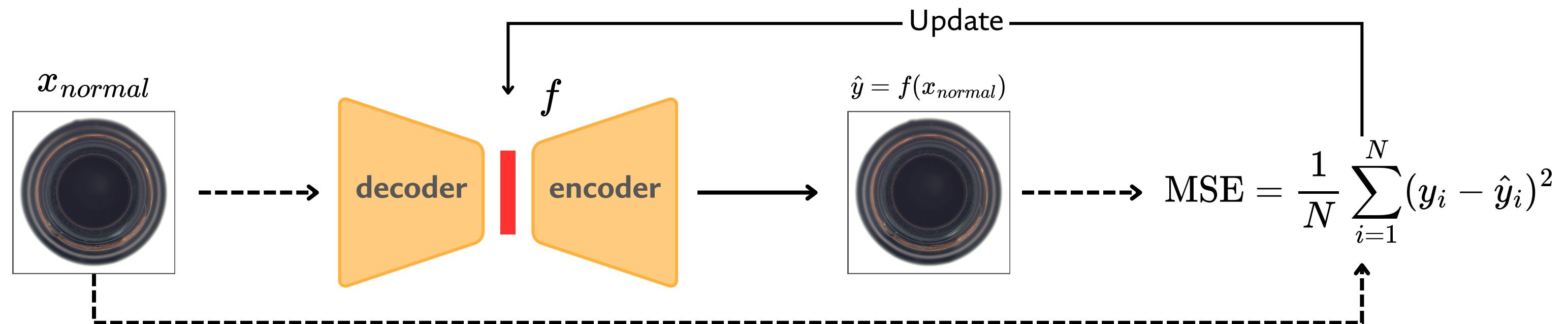
...

...

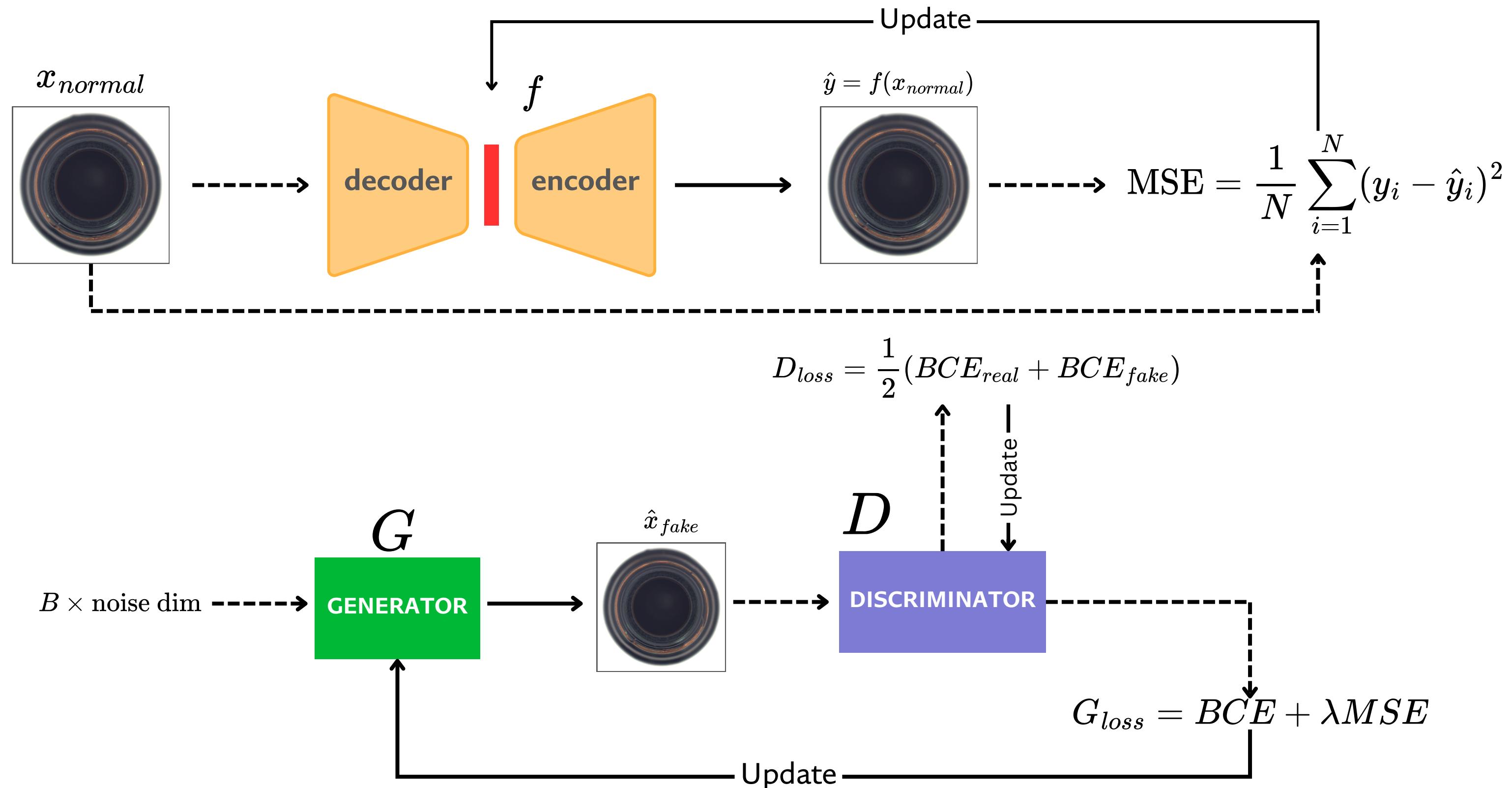
# MVTec AD Dataset



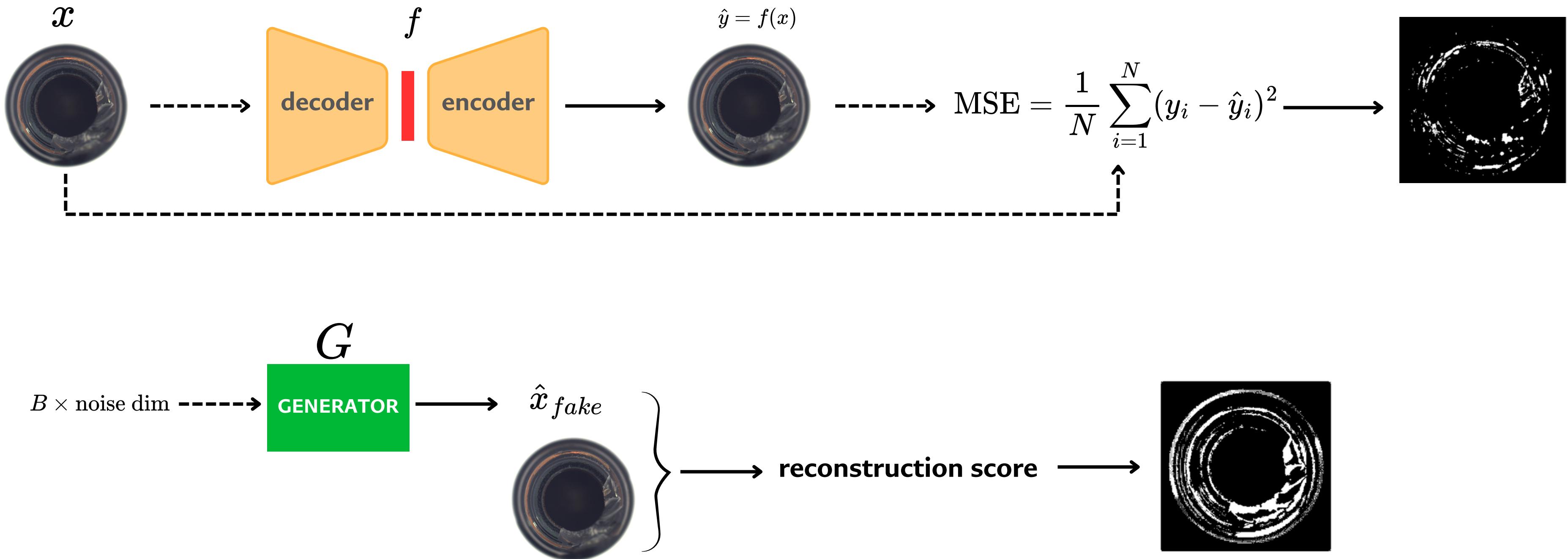
# Naive Reconstruction Approach: Pipeline train



# Naive Reconstruction Approach: Pipeline train



# Naive Reconstruction Approach: Pipeline inference

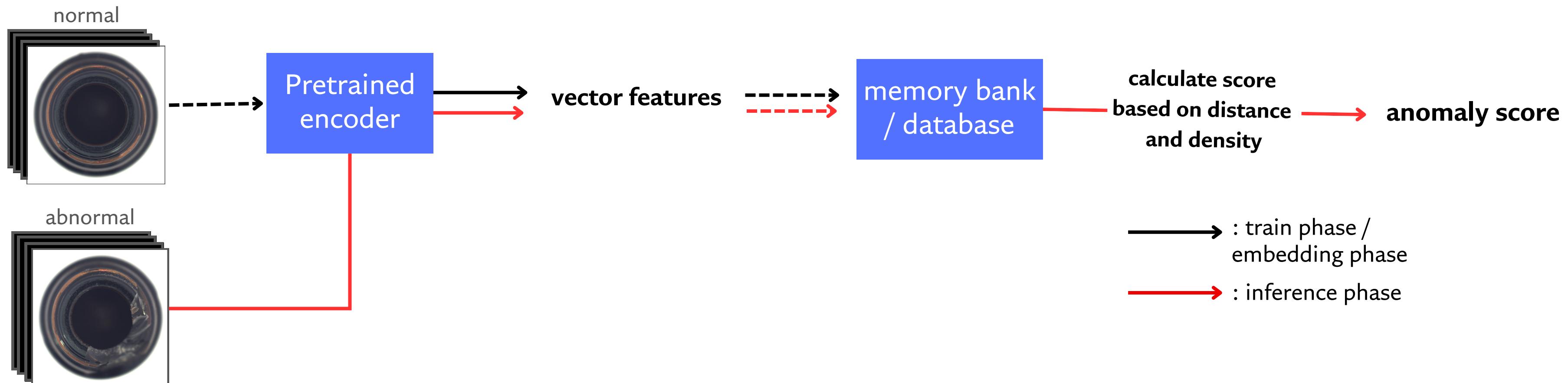


# Density-based Approach: Patchcore

- Density-based method: detecting abnormal data based on the distribution of normal data.

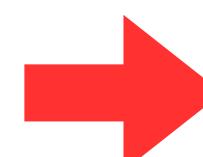
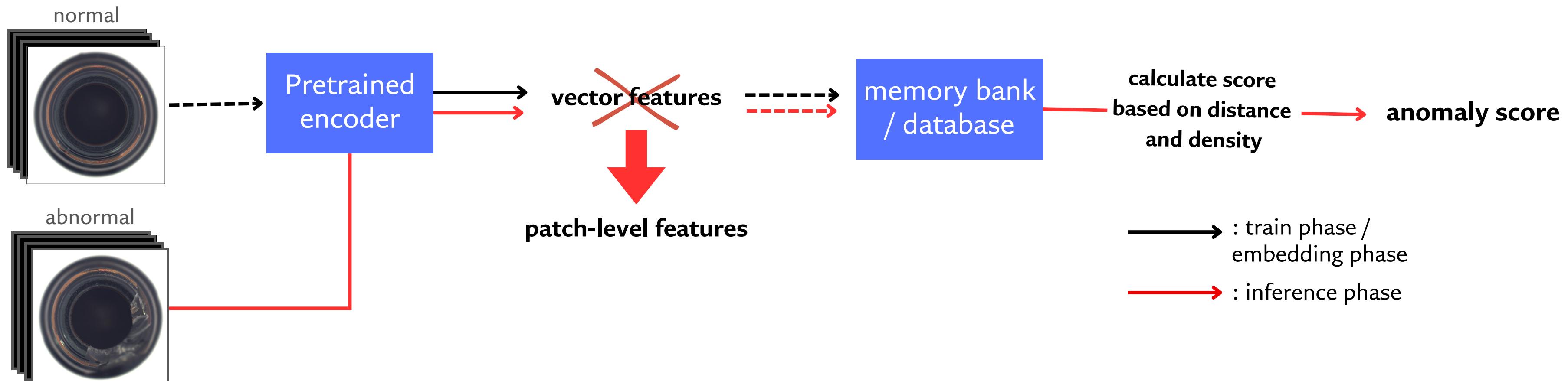
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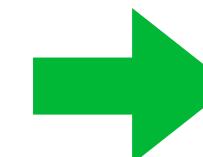


# Density-based Approach: Patchcore

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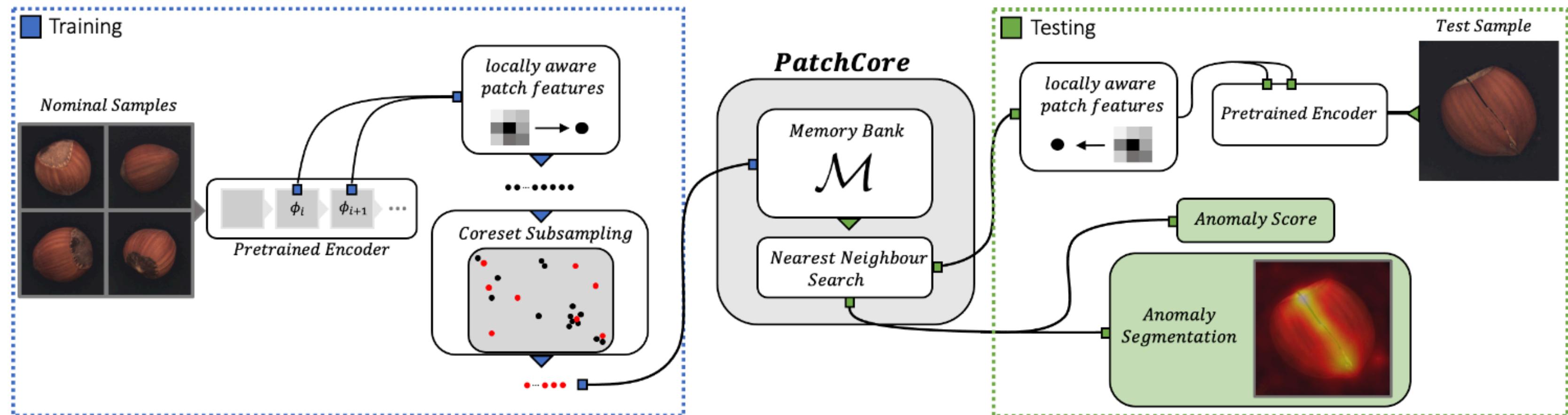
Local search problem



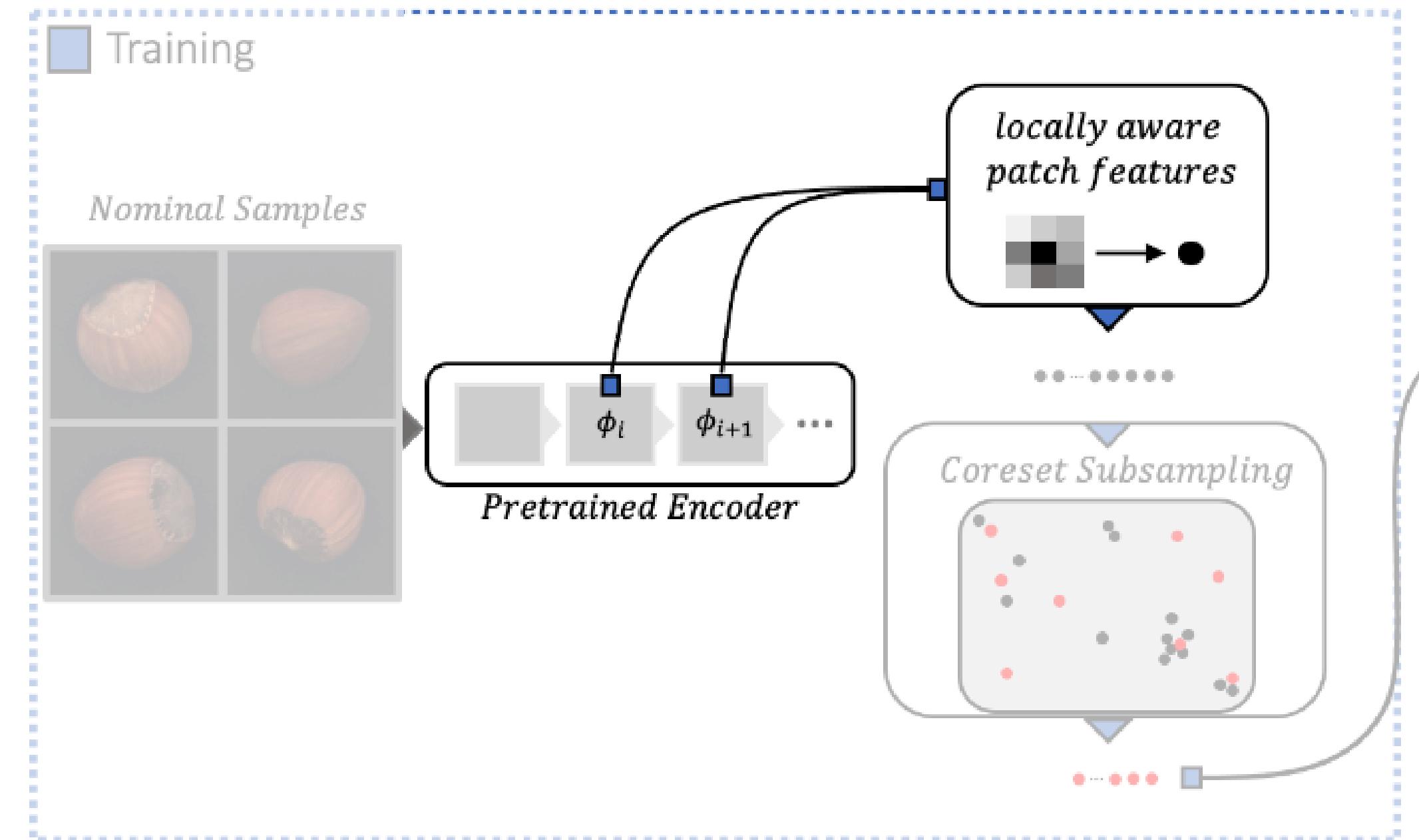
Local patch features & Coreset Subsampling

# Density-based Approach: Patchcore

- Density-based method: detecting abnormal data based on the distribution of normal data.

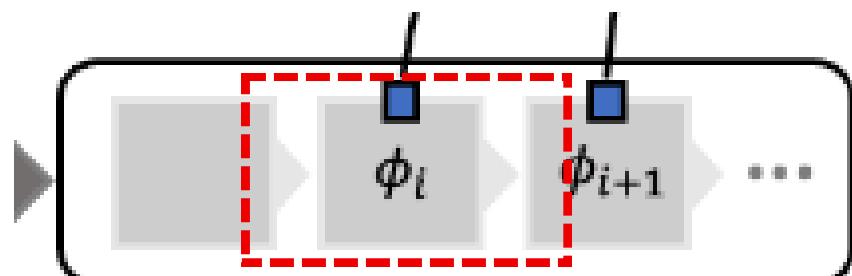


# Patchcore: Local patch features

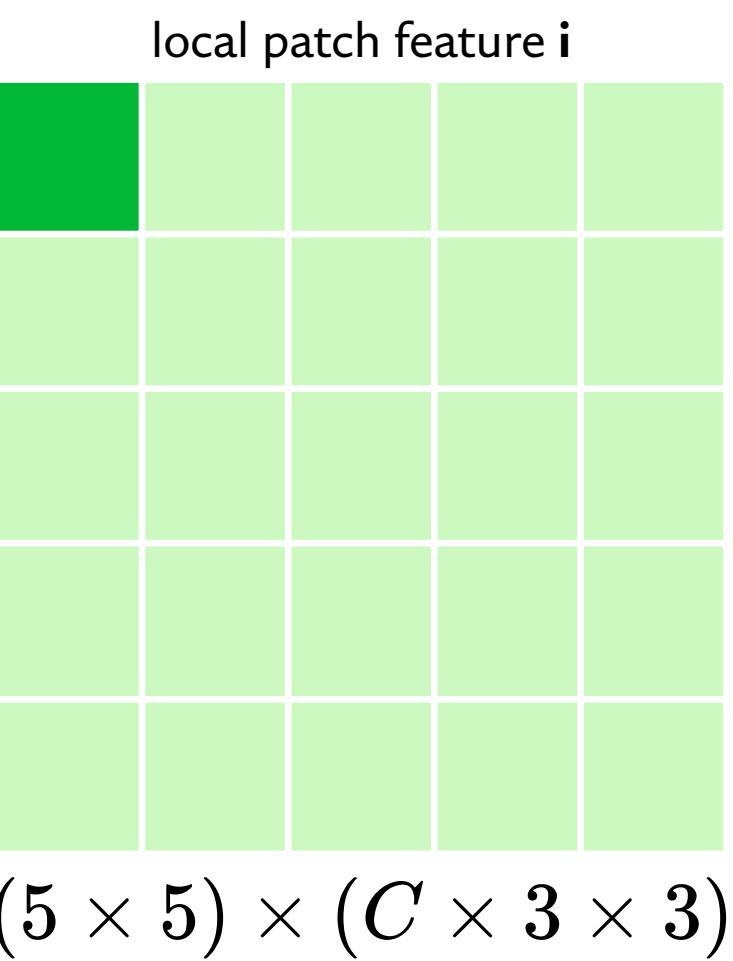
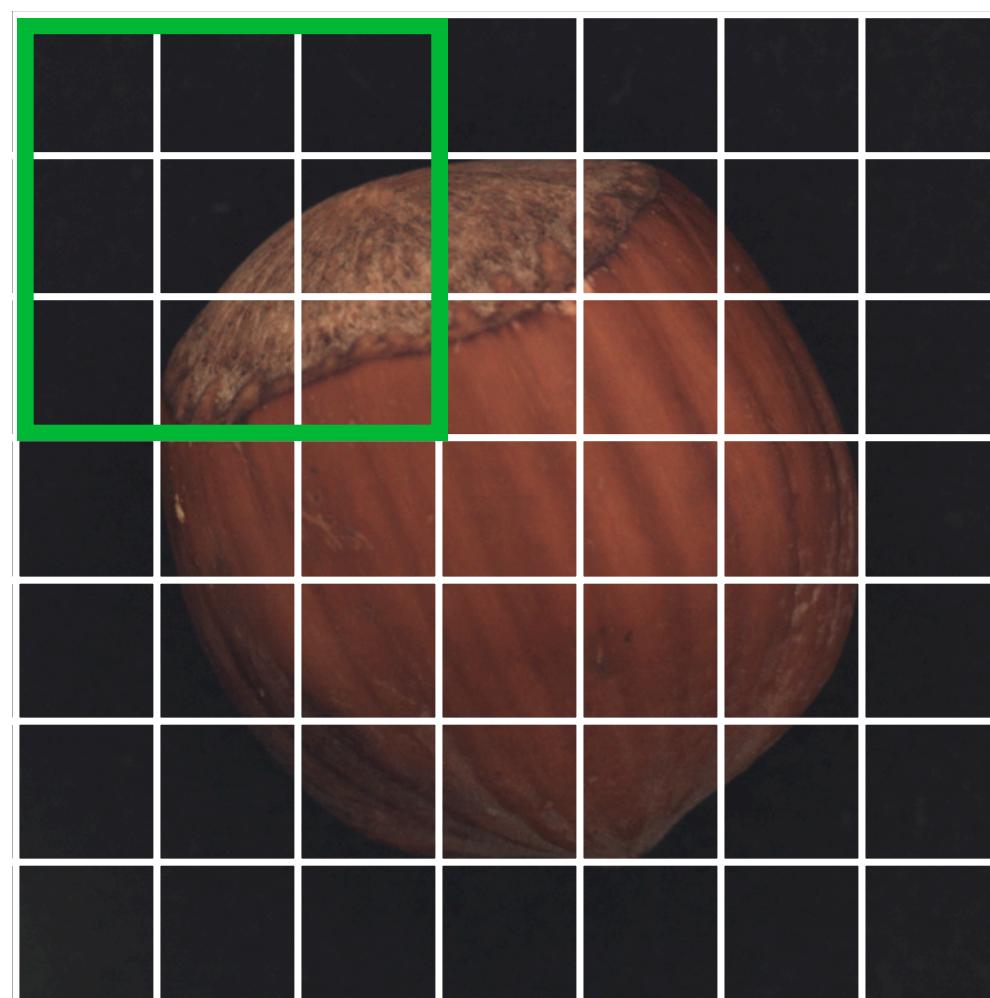


# Patchcore: Local patch features

- Feature map:  $C \times 6 \times 6$
- Patch size (p): 3 / Stride: 1 / Padding: 1

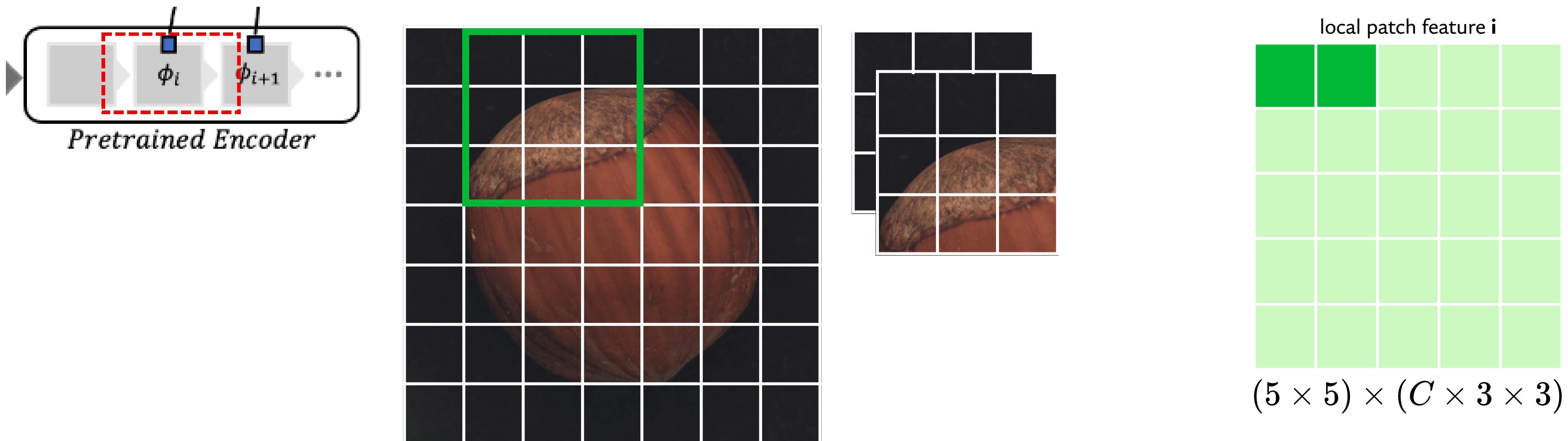


*Pretrained Encoder*



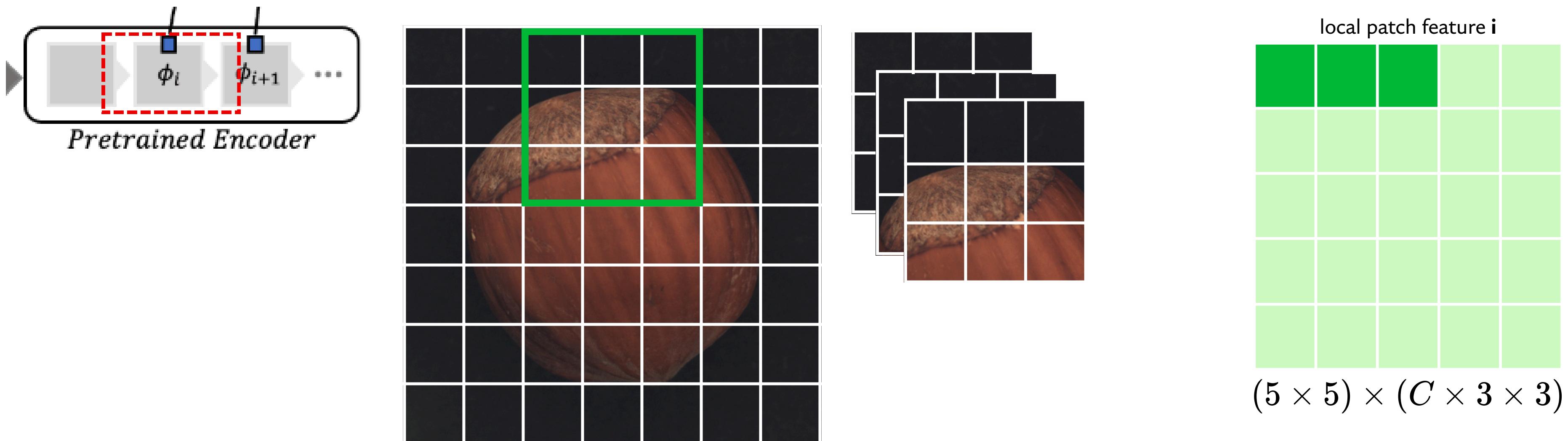
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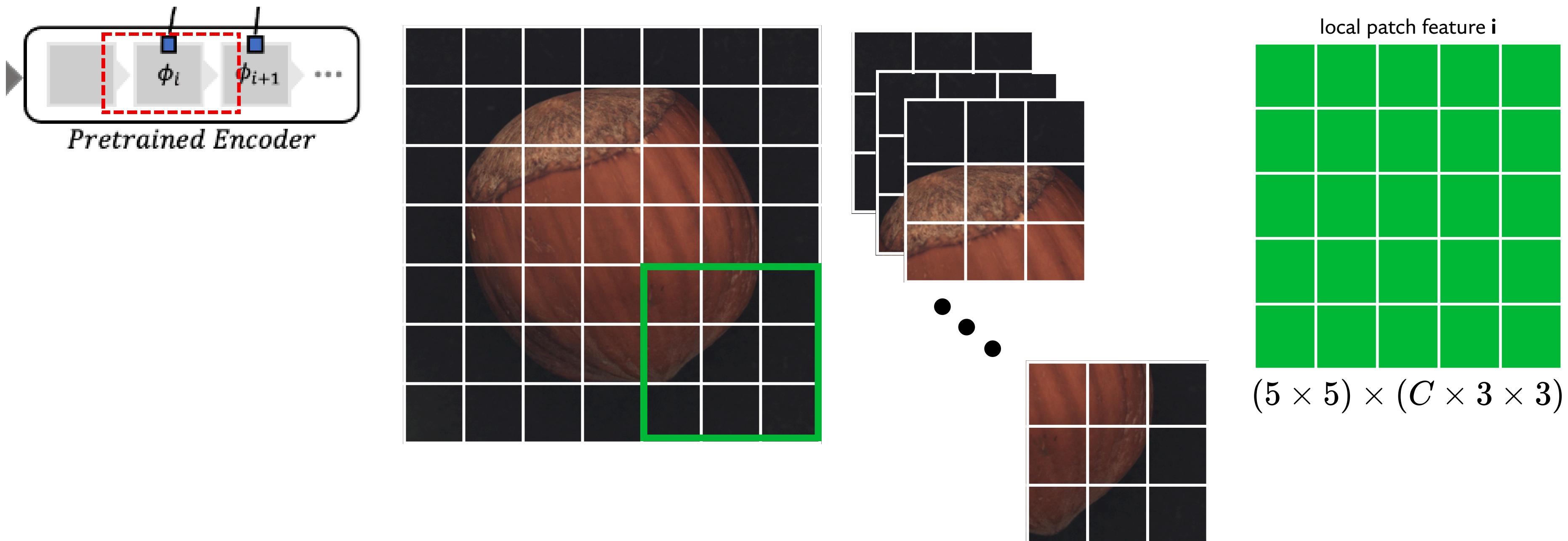
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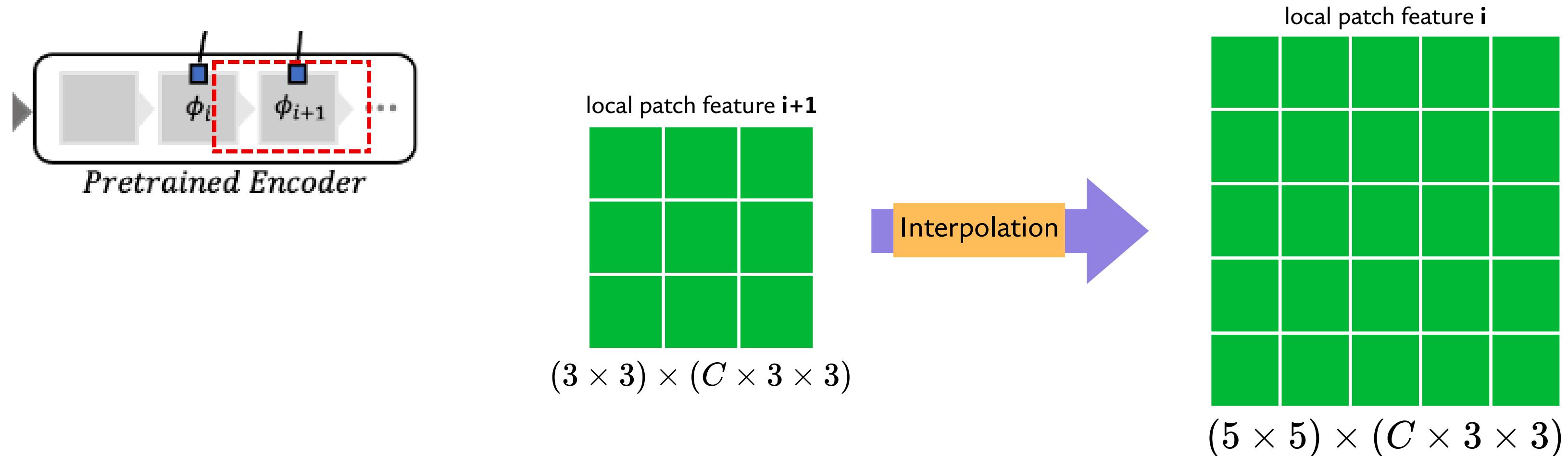
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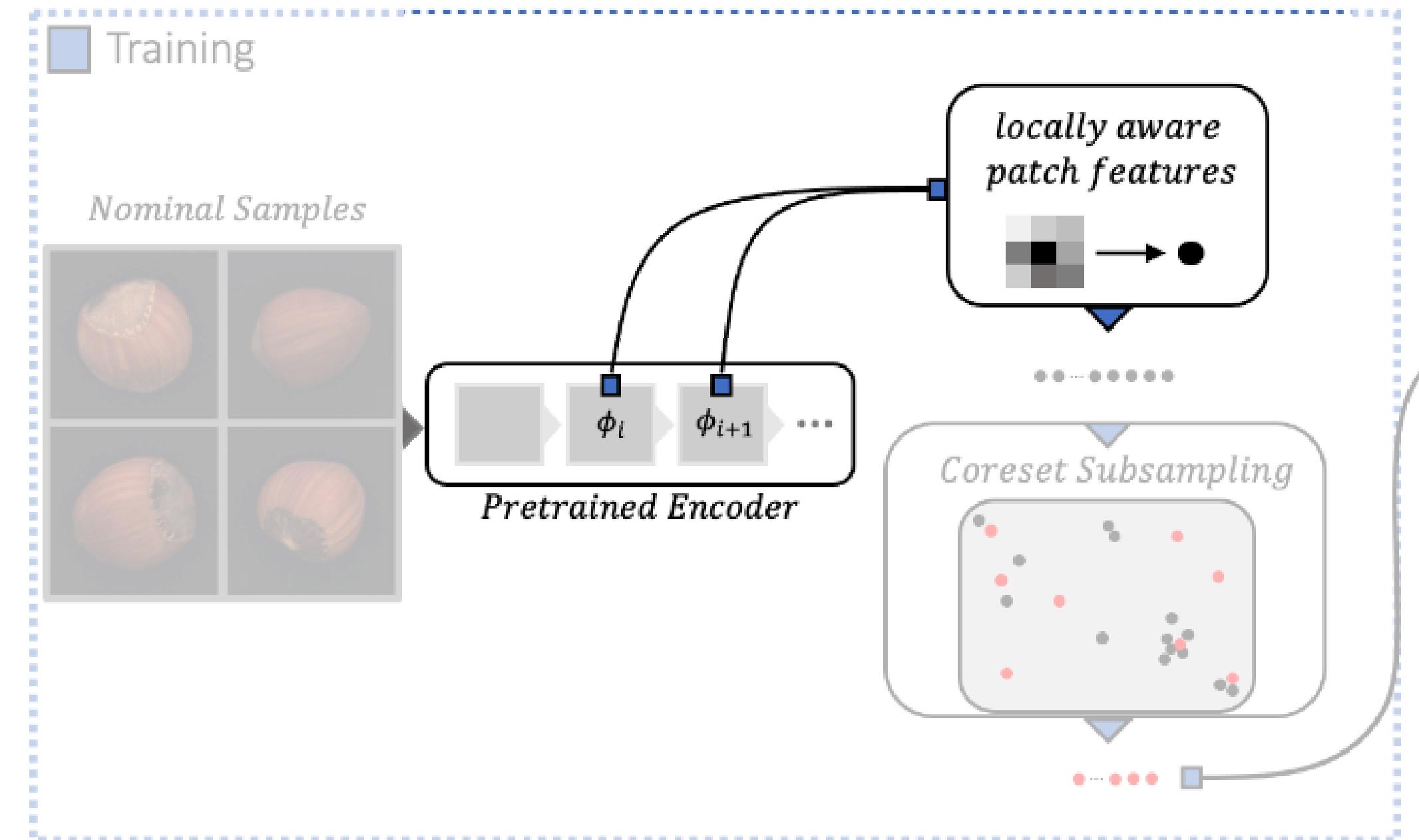


# Patchcore: Local patch features

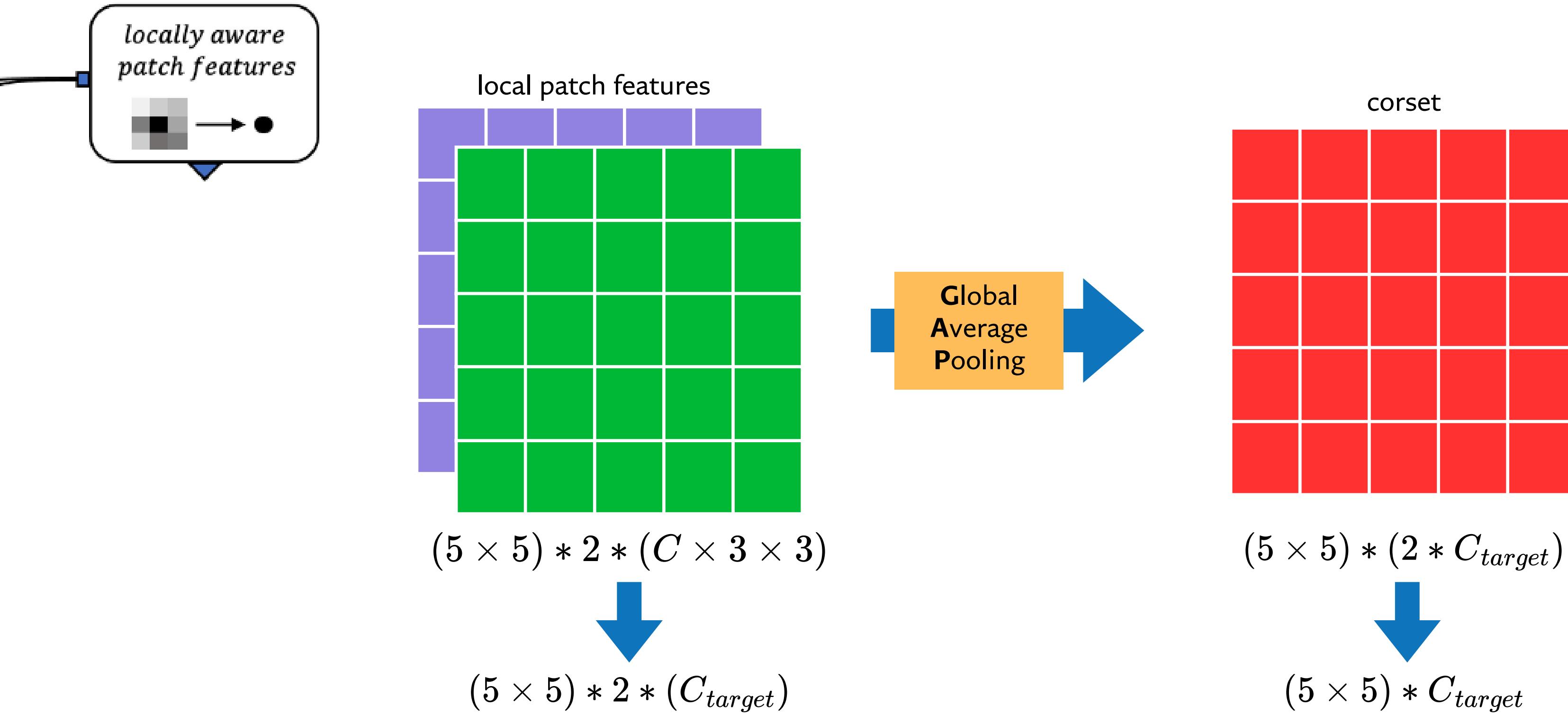
- **Feature map:**  $C \times 5 \times 5$
- **Patch size (p):** 3 / **Stride:** 1



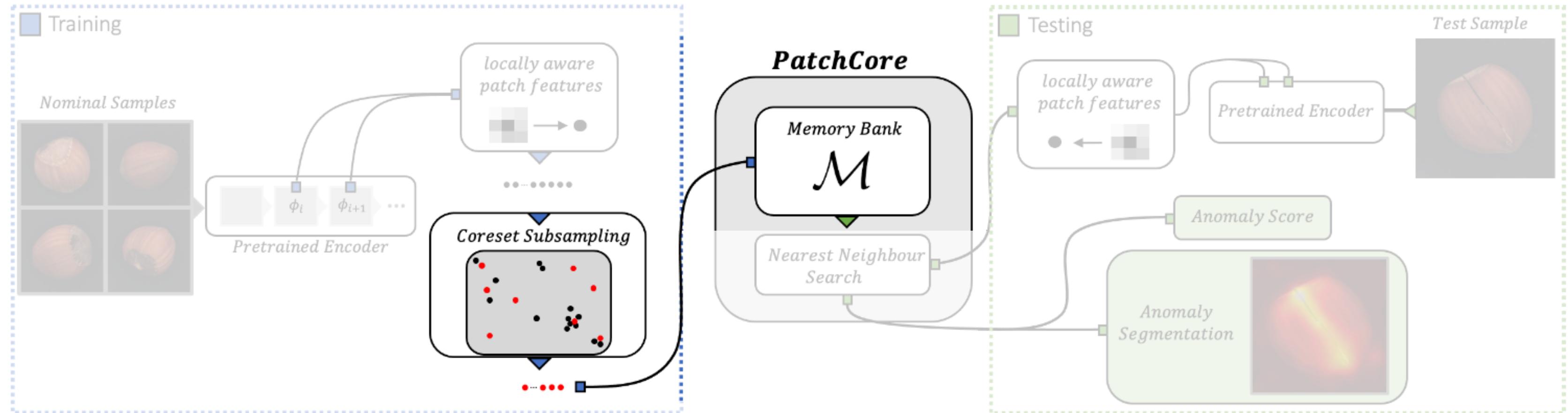
# Patchcore: Local patch features



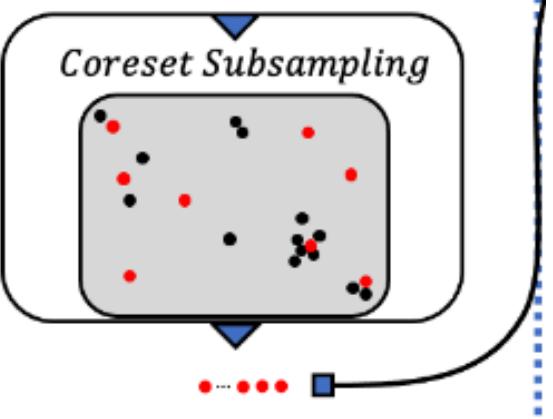
# Patchcore: Local patch features



# Patchcore: Coreset Subsampling



# Patchcore: Coreset Subsampling



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**Algorithm 1:** *PatchCore* memory bank.

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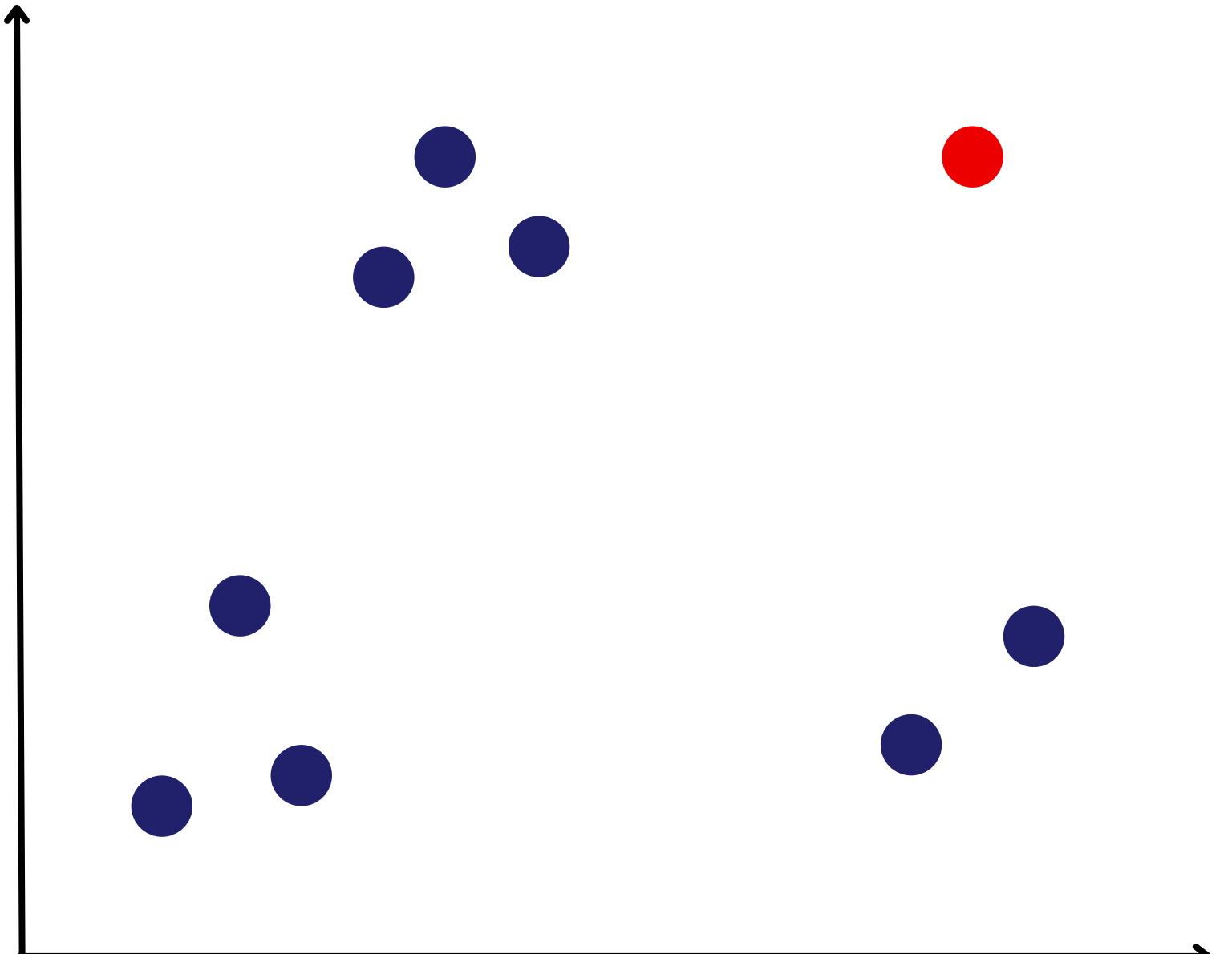
**Input:** Pretrained  $\phi$ , hierarchies  $j$ , nominal data  $\mathcal{X}_N$ , stride  $s$ , patchsize  $p$ , coresset target  $l$ , random linear projection  $\psi$ .

**Output:** Patch-level Memory bank  $\mathcal{M}$ .

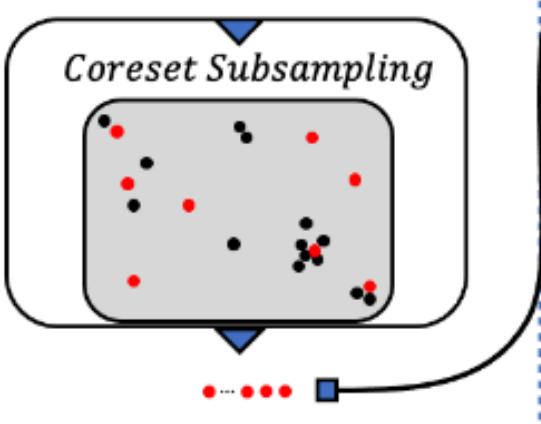
**Algorithm:**

```
 $\mathcal{M} \leftarrow \{\}$ 
for  $x_i \in \mathcal{X}_N$  do
|  $\mathcal{M} \leftarrow \mathcal{M} \cup \mathcal{P}_{s,p}(\phi_j(x_i))$ 
end
/* Apply greedy coresset selection. */
 $\mathcal{M}_C \leftarrow \{\}$ 
for  $i \in [0, \dots, l - 1]$  do
|  $m_i \leftarrow \arg \max_{m \in \mathcal{M} - \mathcal{M}_C} \min_{n \in \mathcal{M}_C} \|\psi(m) - \psi(n)\|_2$ 
|  $\mathcal{M}_C \leftarrow \mathcal{M}_C \cup \{m_i\}$ 
end
 $\mathcal{M} \leftarrow \mathcal{M}_C$ 
```

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# Patchcore: Coreset Subsampling



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**Algorithm 1:** PatchCore memory bank.

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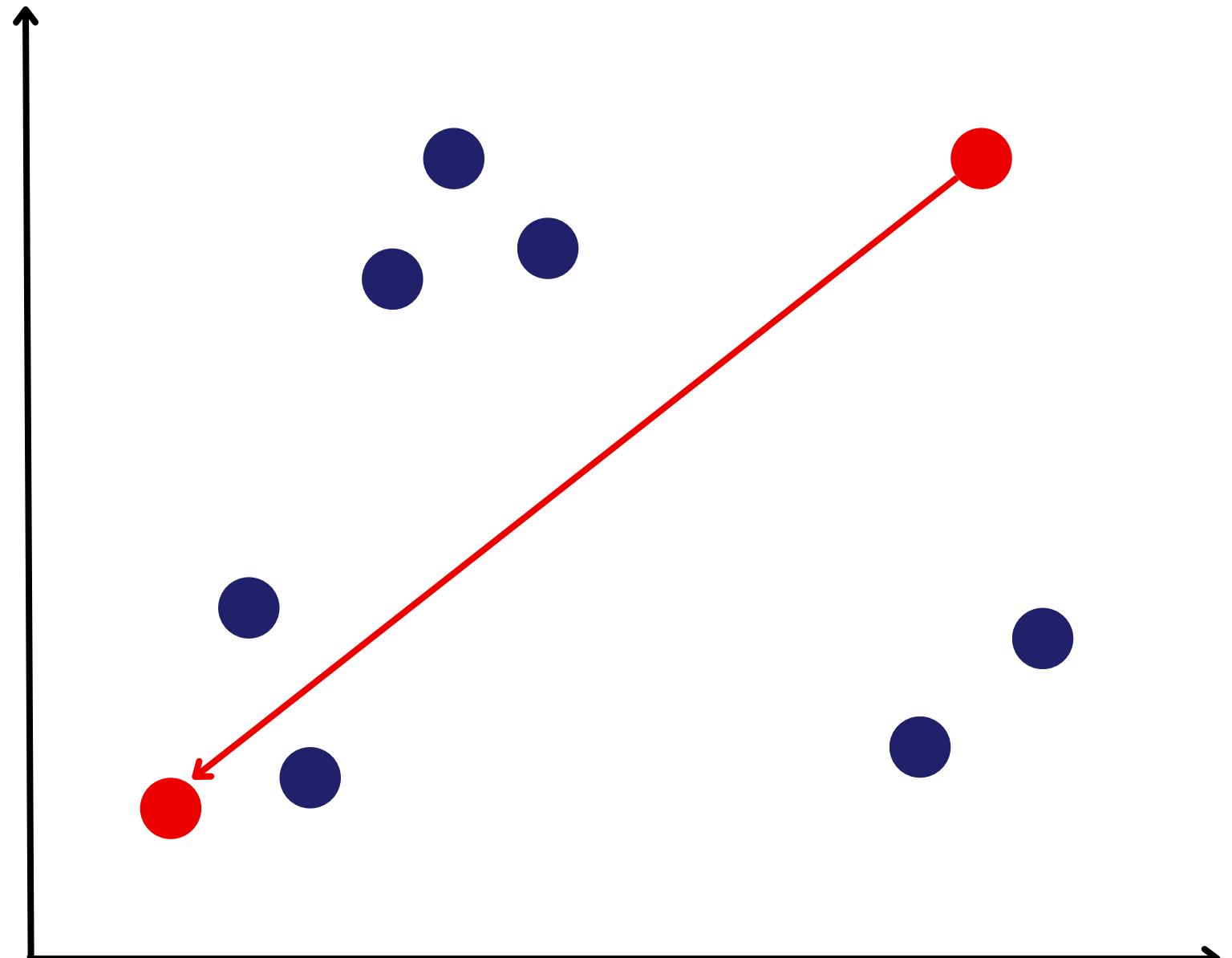
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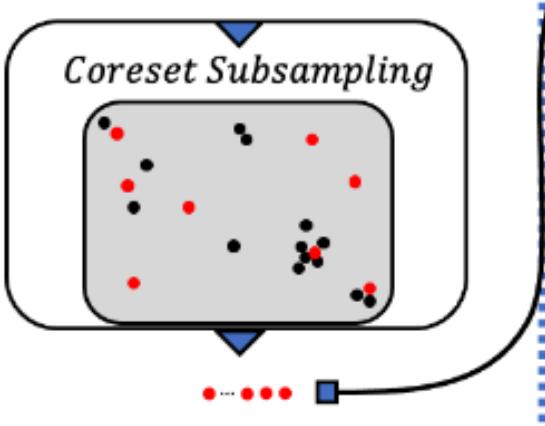
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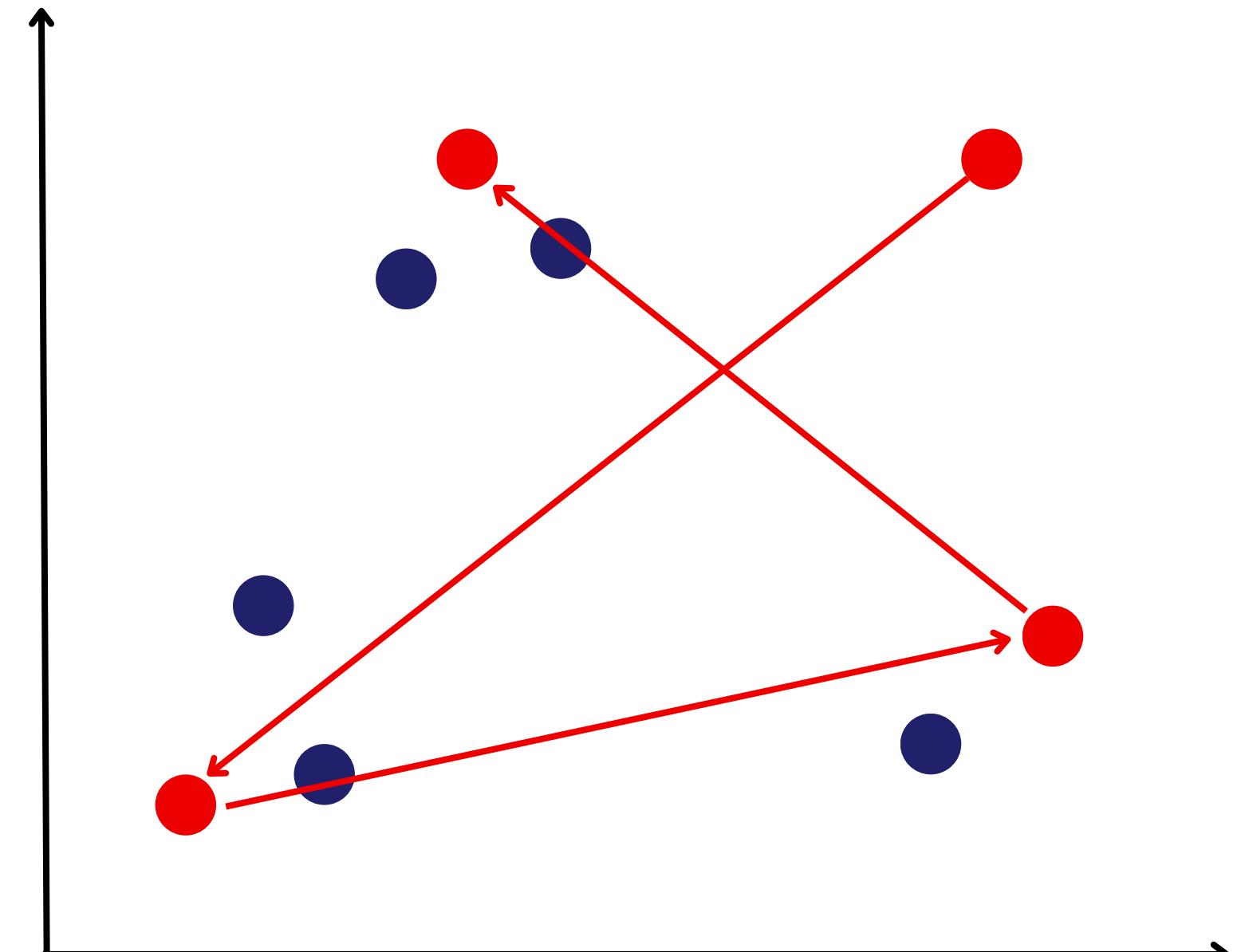
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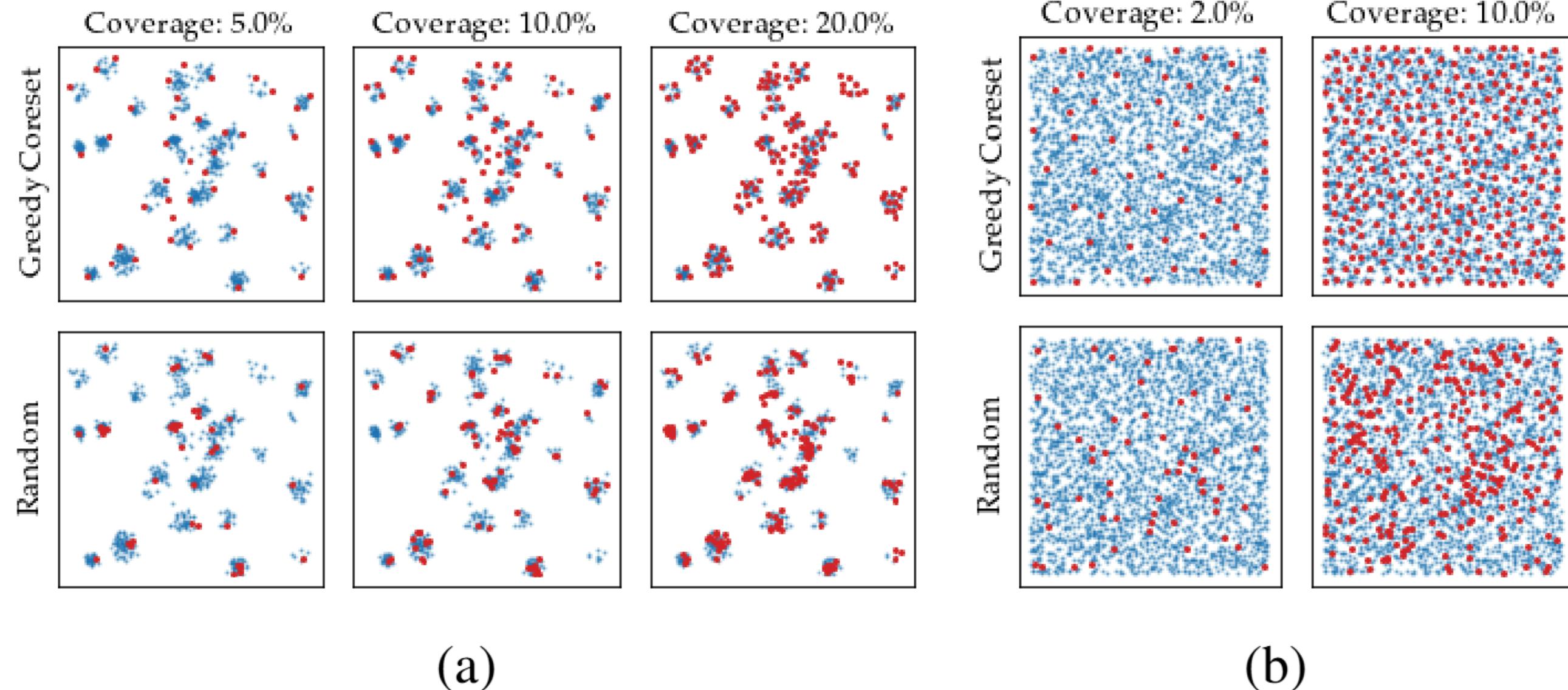
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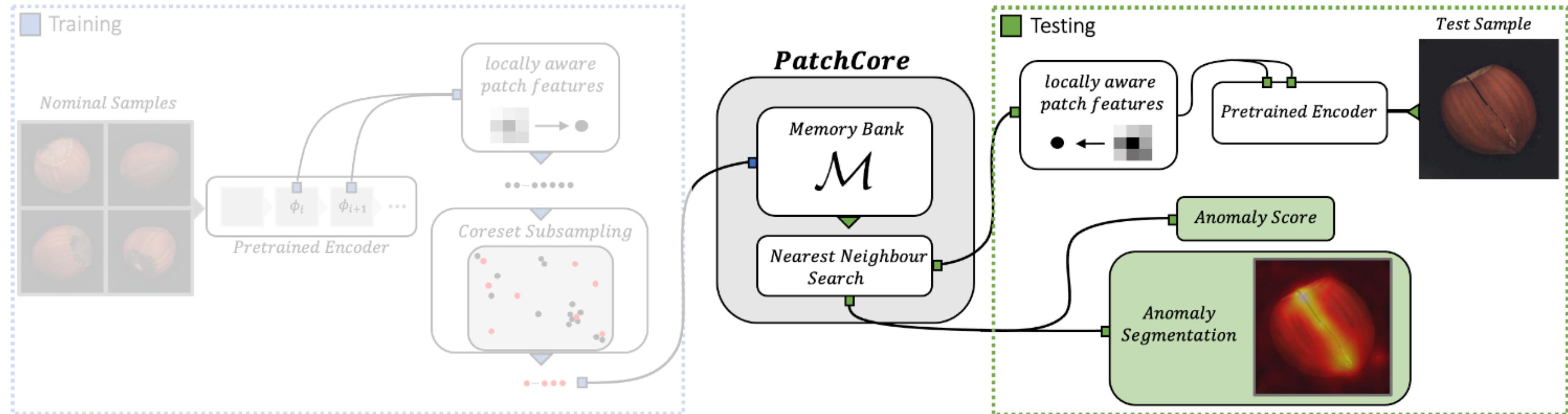


# Patchcore: Coreset Subsampling

- Compared to Random Subsampling, there are fewer duplicate weights

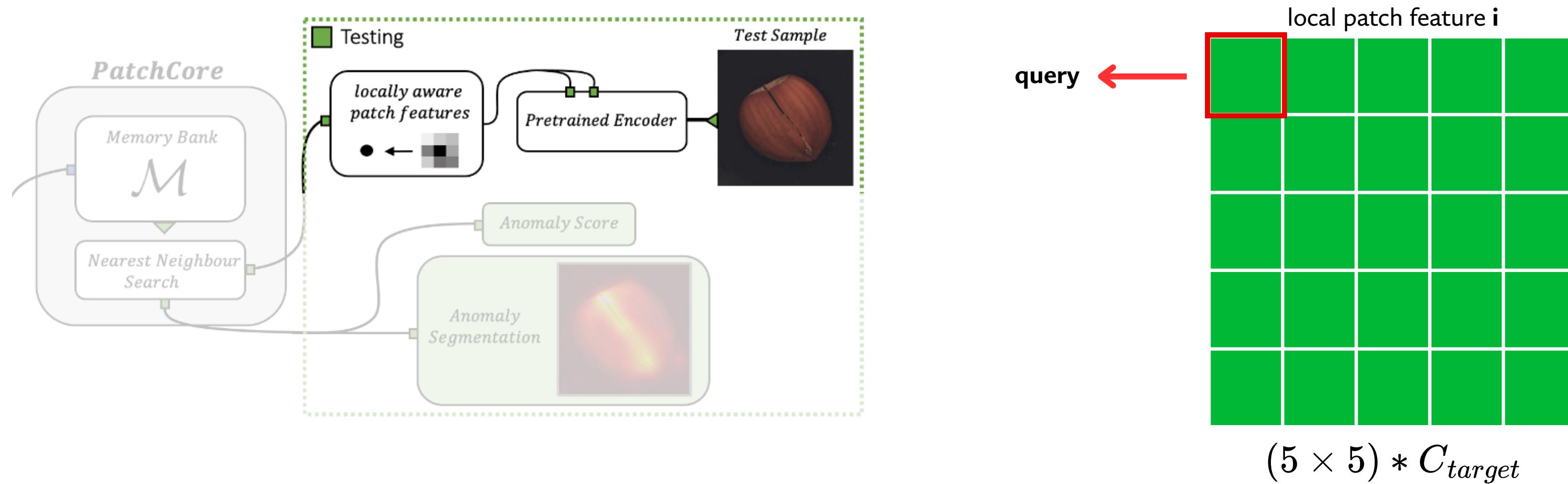


# Patchcore: Detection & Localization



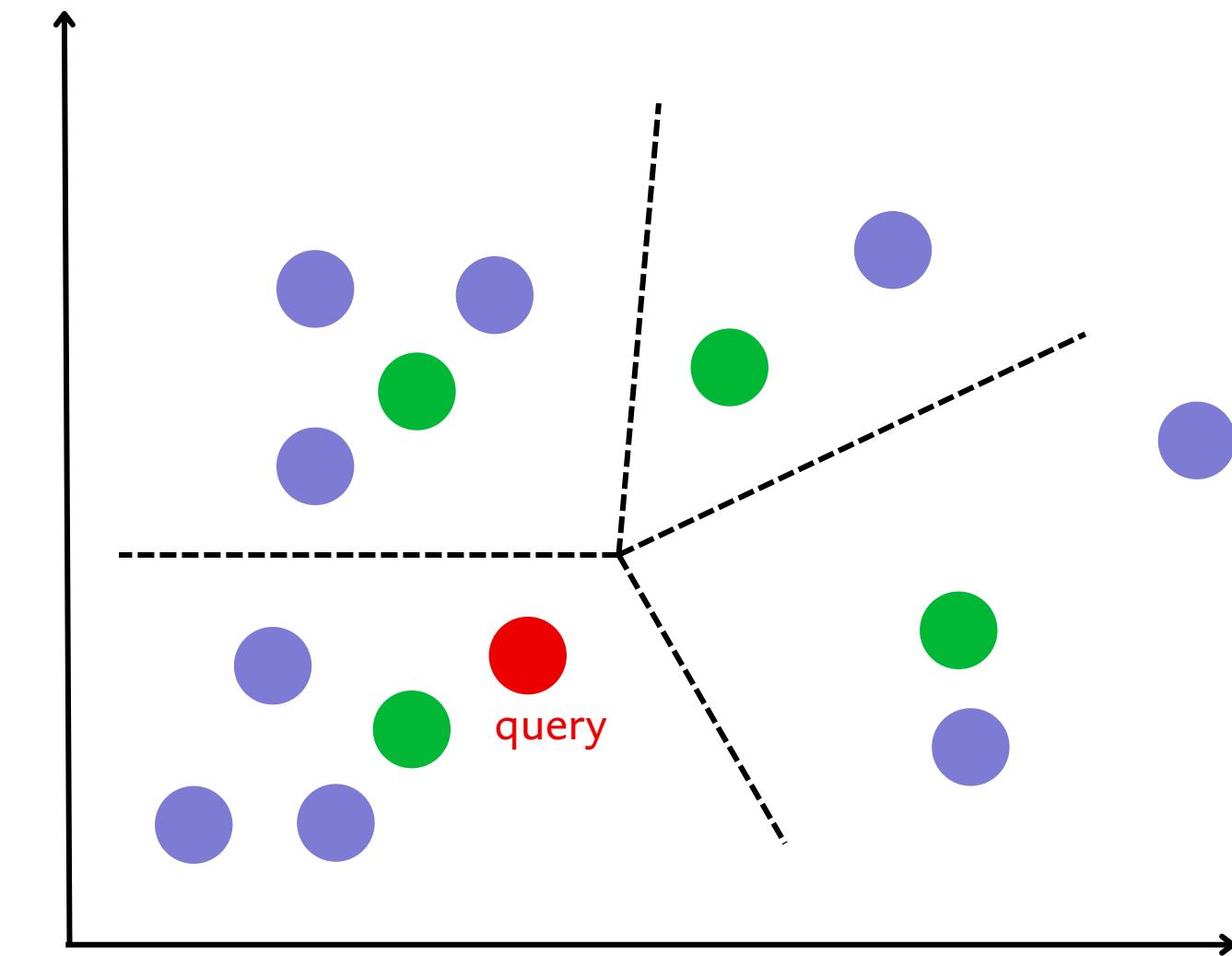
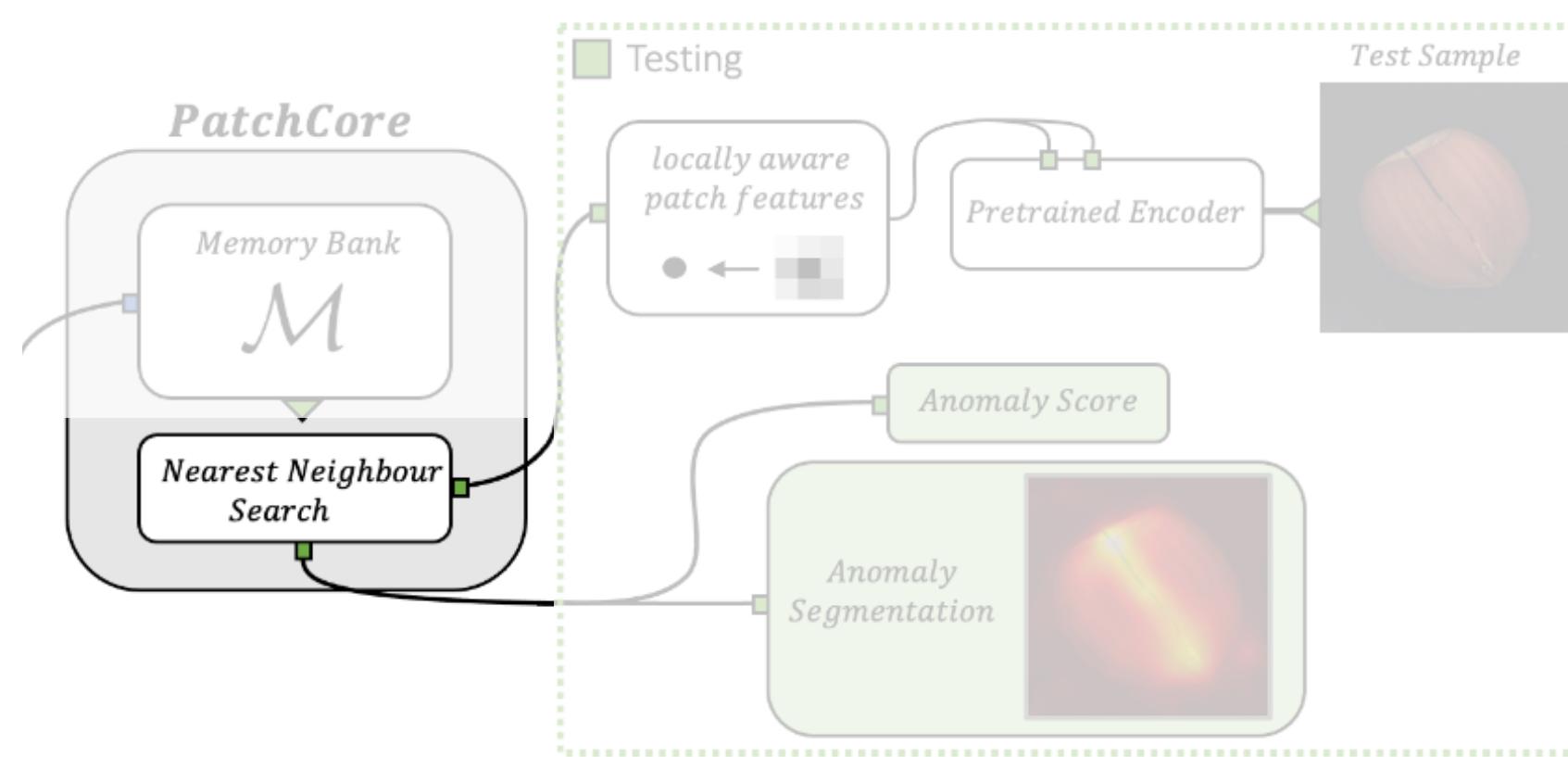
# Patchcore: Detection & Localization

- Anomaly score: is calculated by **distance score** between **the query** and **coreset** using Nearest Neighbor.
- Nearest Neighbor: can be computed by default method in vector database like *faiss*, or *milvus*.



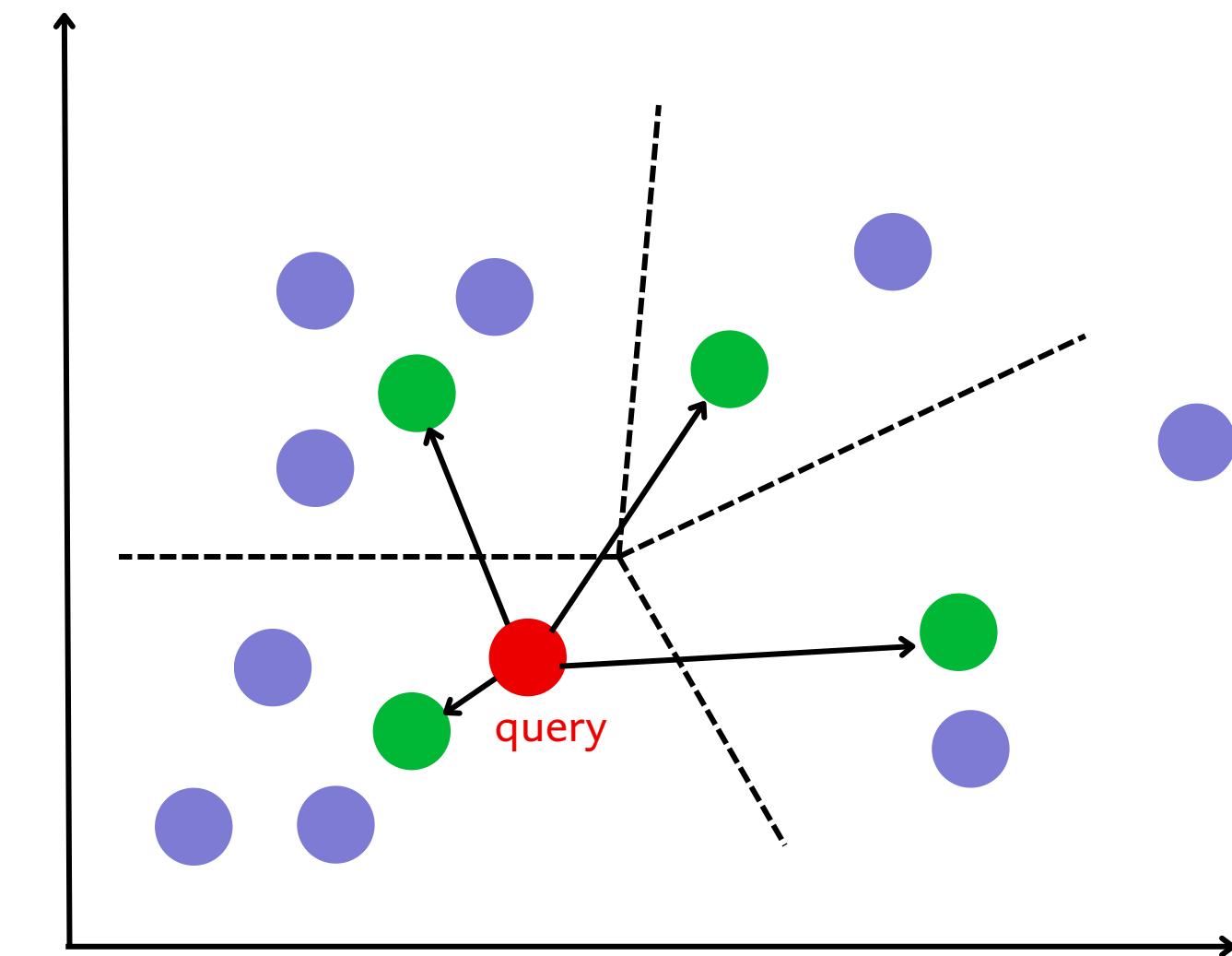
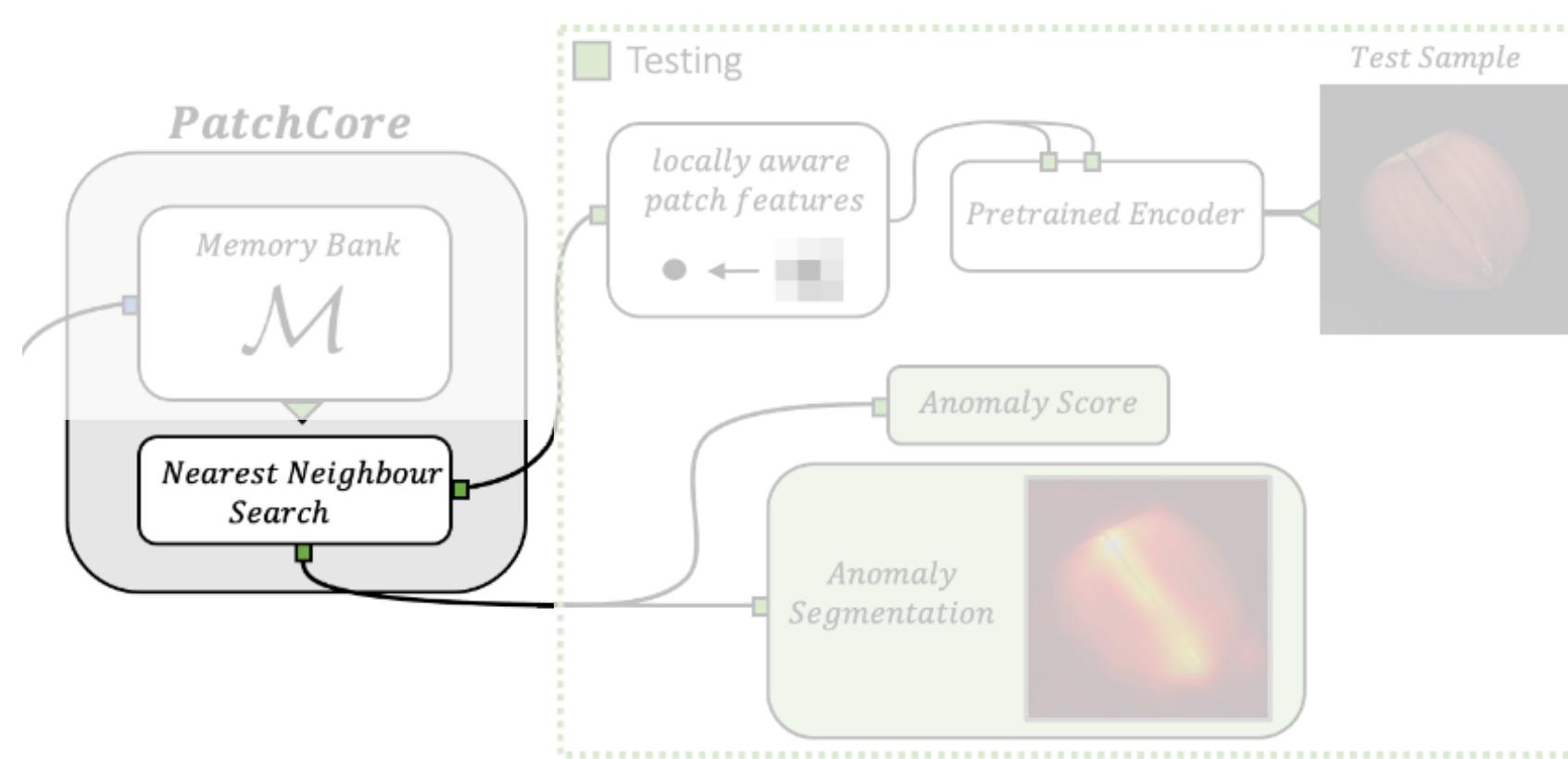
# Patchcore: Detection & Localization

## • Approximate Nearest Neighbor (ANN) Search



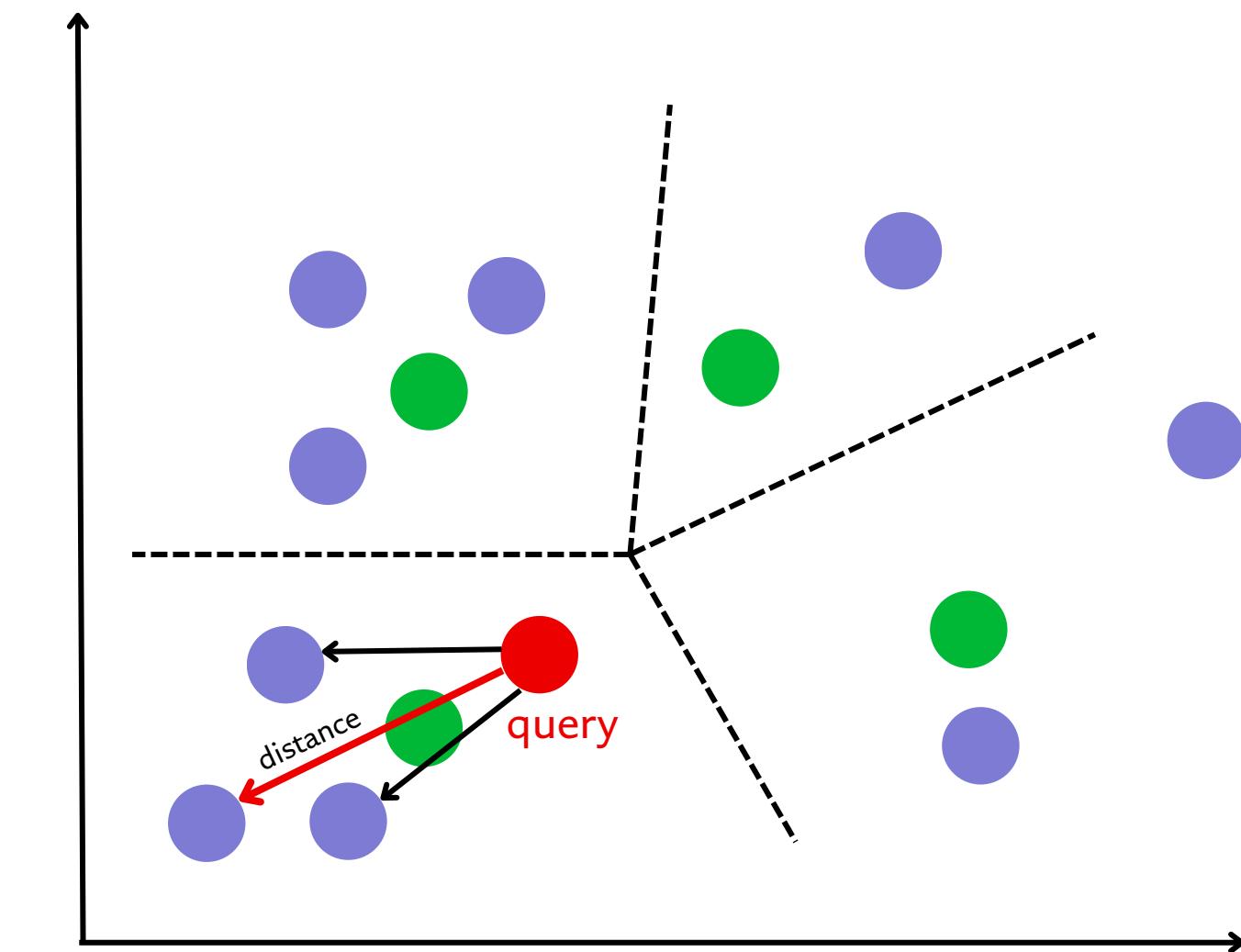
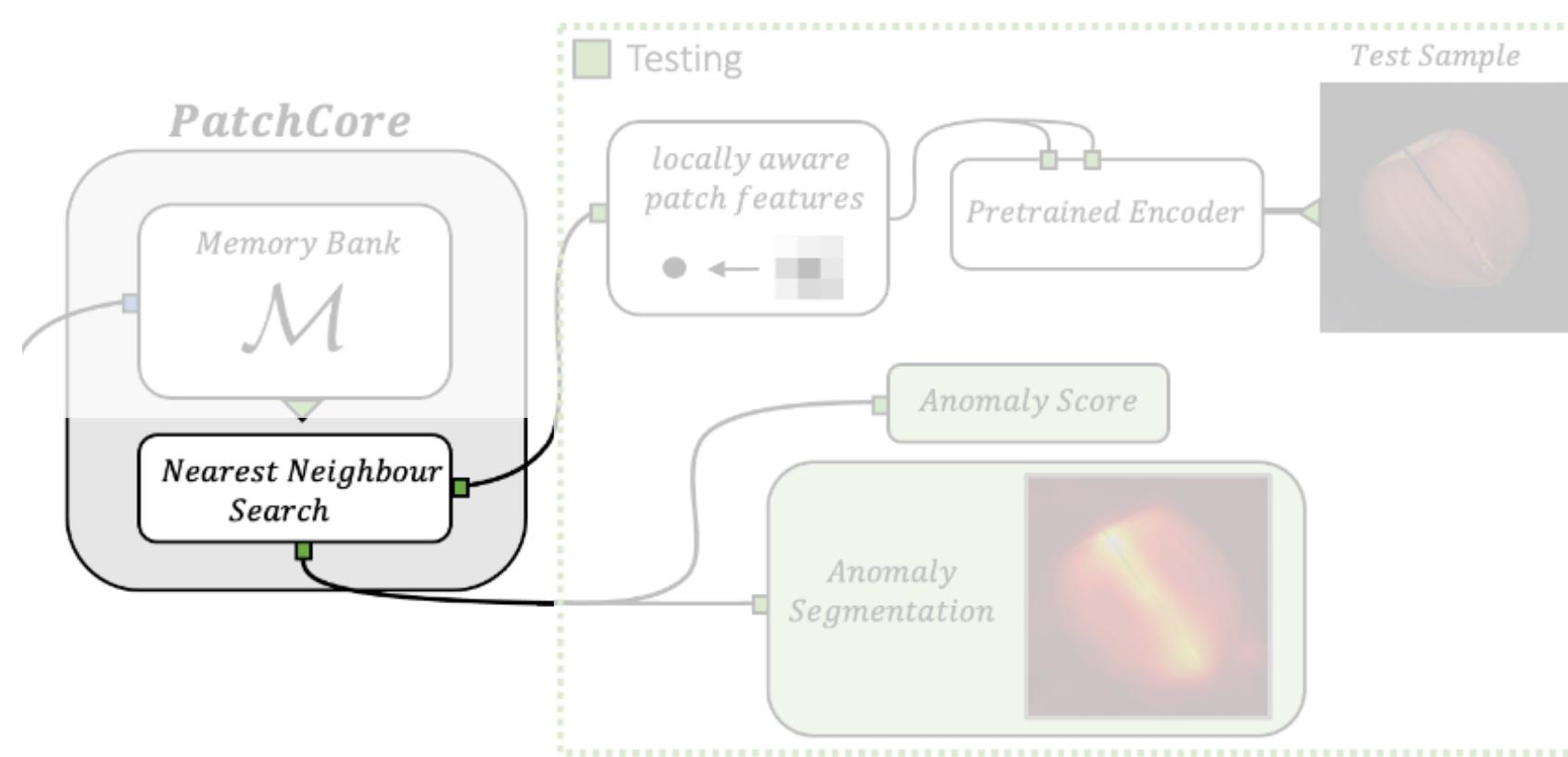
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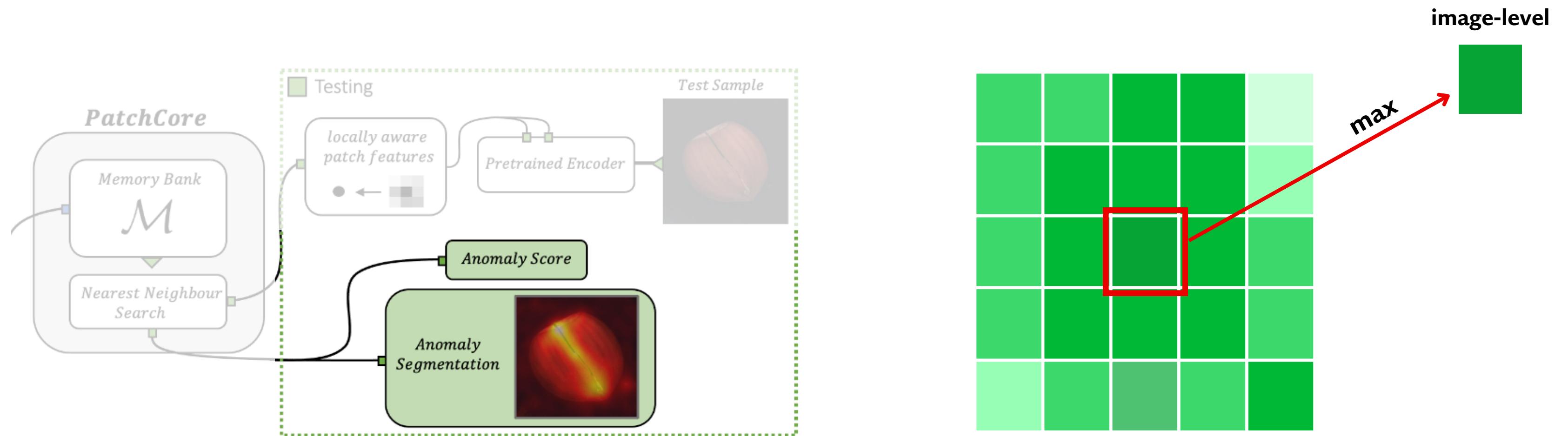
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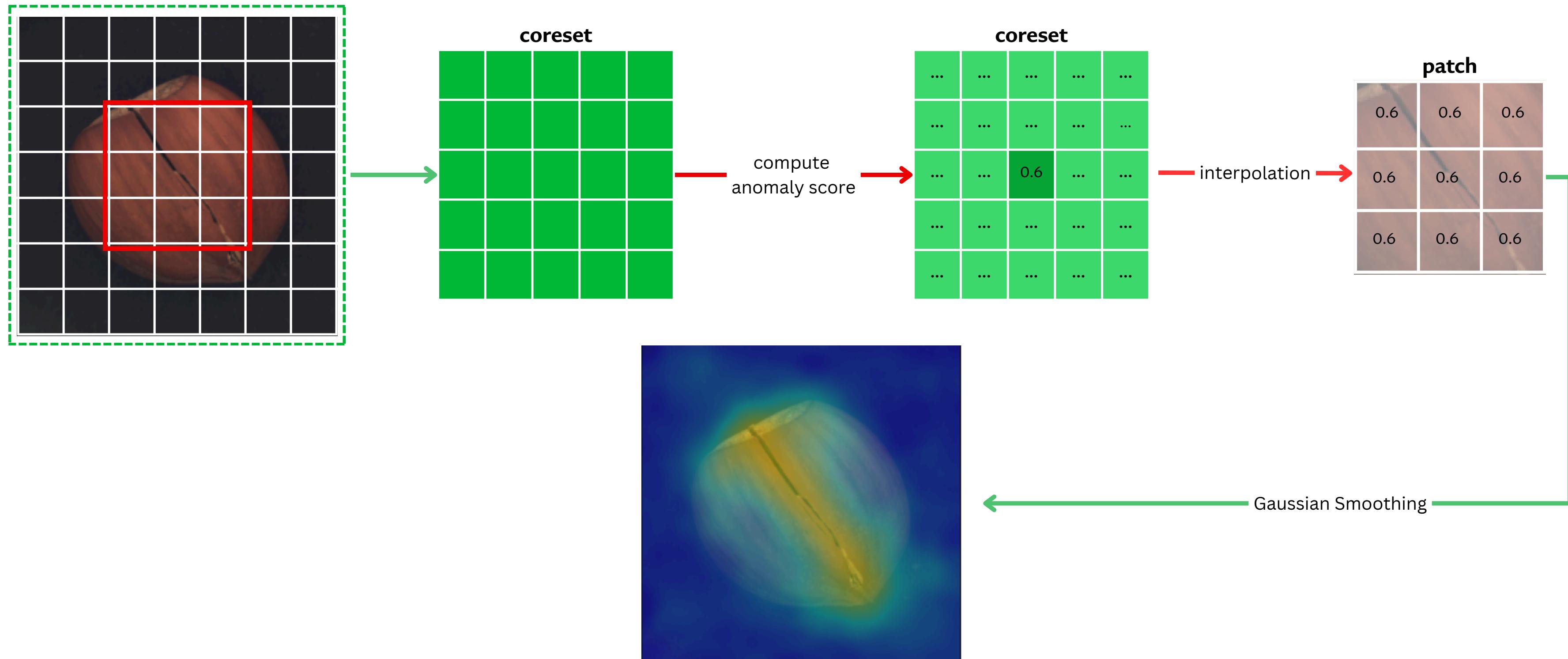
# Patchcore: Detection & Localization

- Image-level: if a patch is detected as anomaly  
→ A whole image will be detected as anomaly.



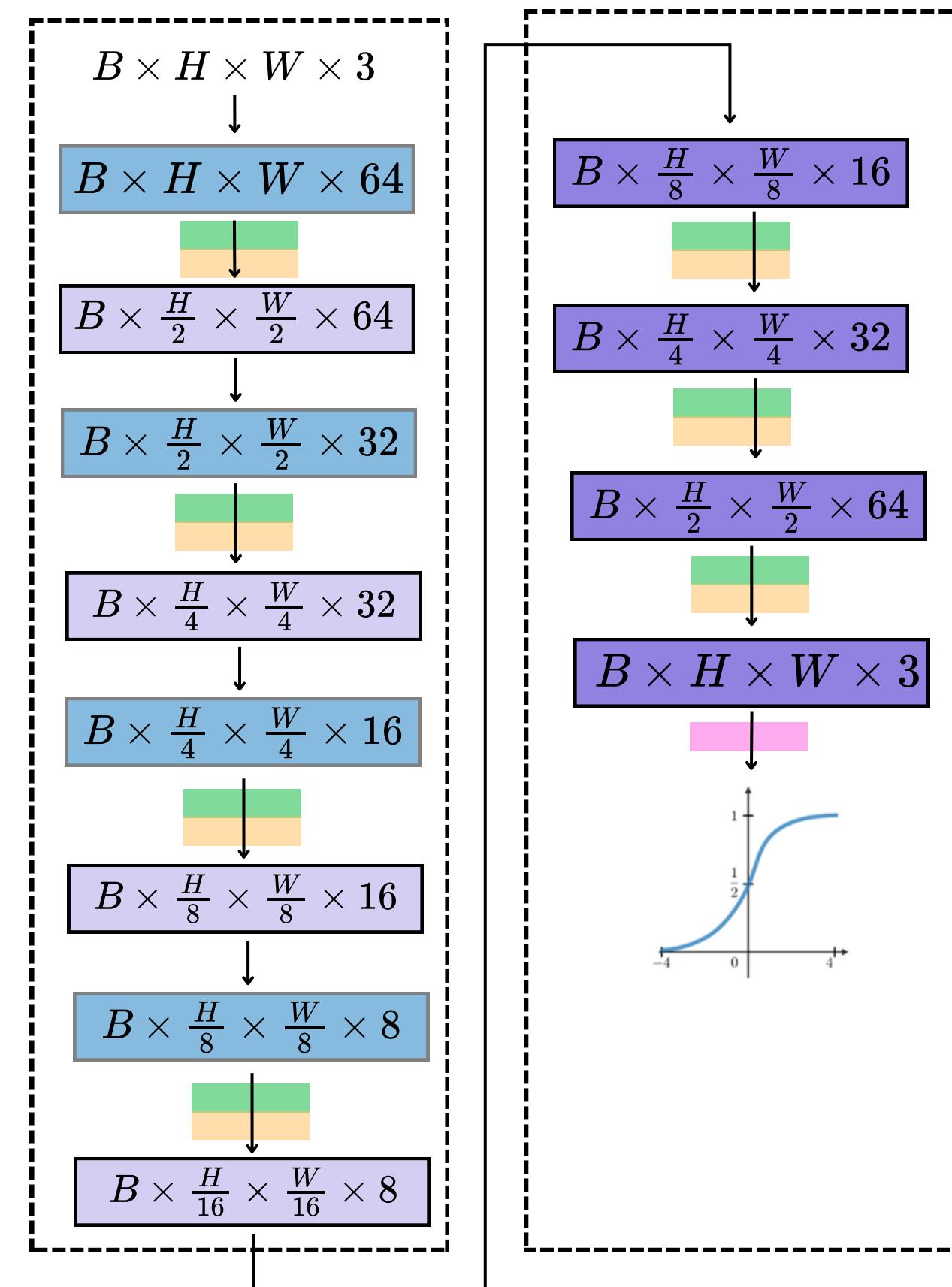
# Patchcore: Detection & Localization

Pixel-level:



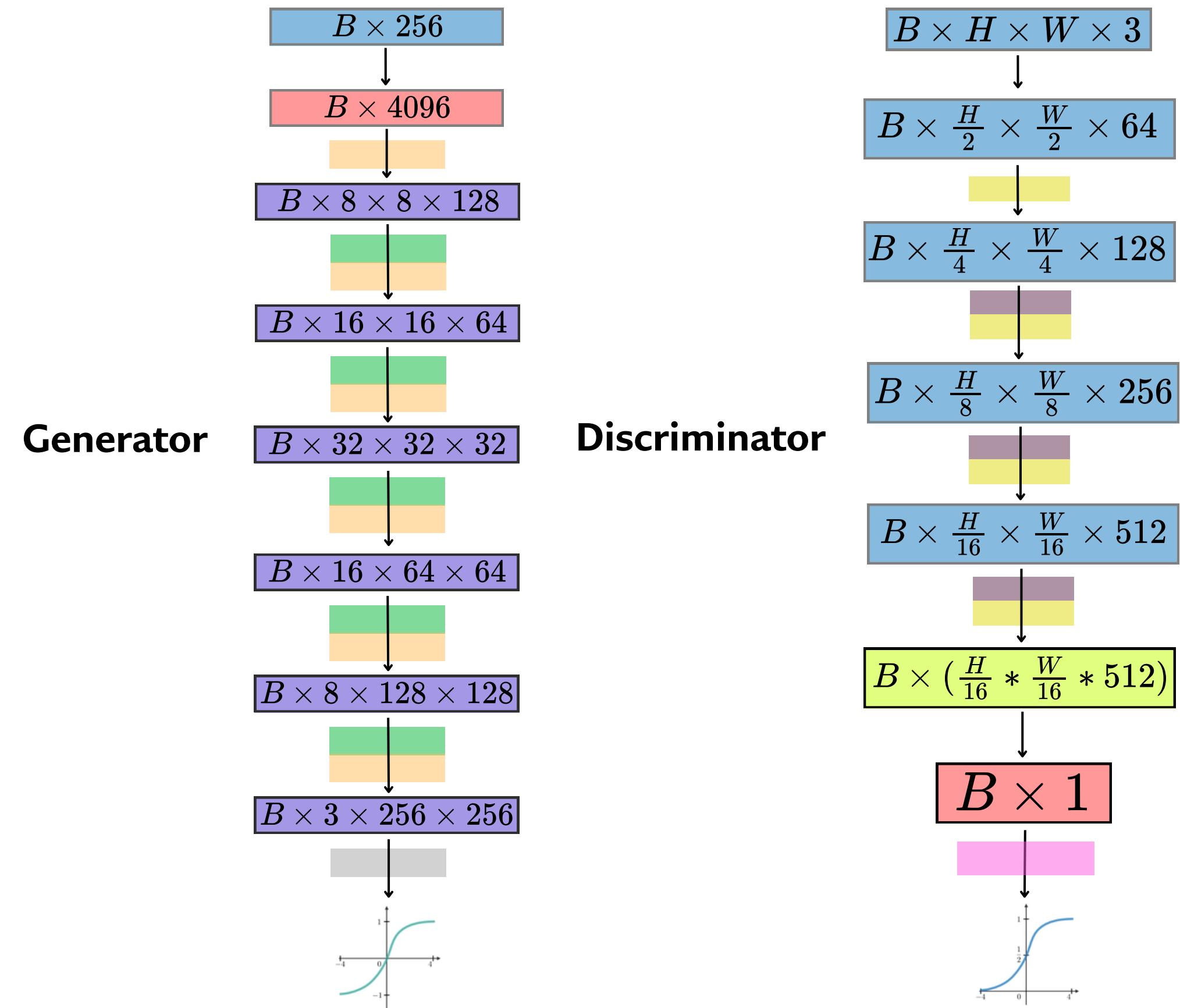
# Experiment: AutoEncoder Architecture

	Conv2D
	BatchNorm2D
	ReLU
	Sigmoid
	MaxPool2D
	Conv2DTranspose



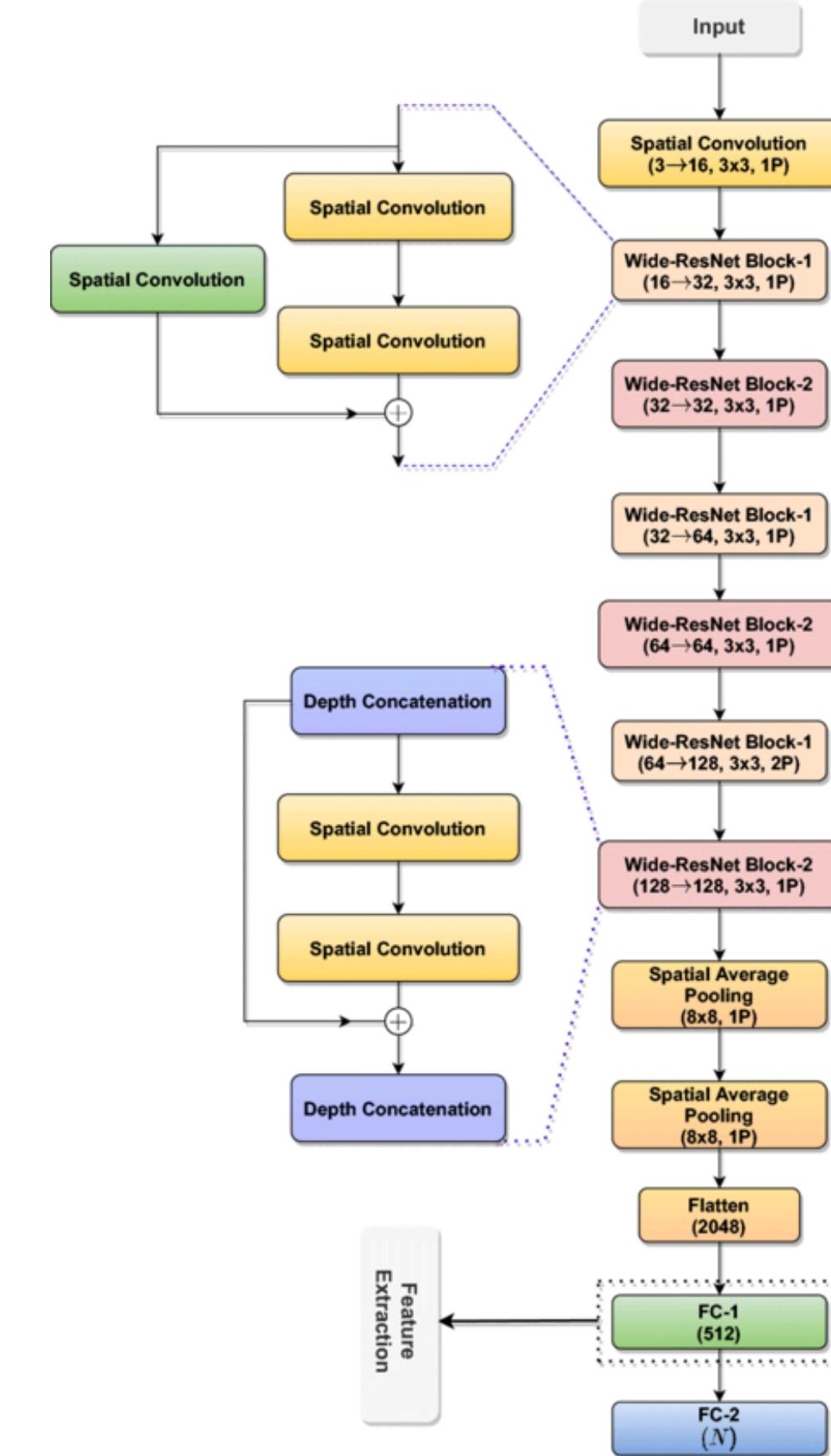
# Experiment: GAN Architecture

	Conv2D
	BatchNorm2D
	ReLU
	Linear
	Sigmoid
	MaxPool2D
	Flatten
	Conv2DTranspose
	Reshape
	Tanh
	LeakyReLU
	InstanceNorm2d



# Experiment: PatchCore Architecture

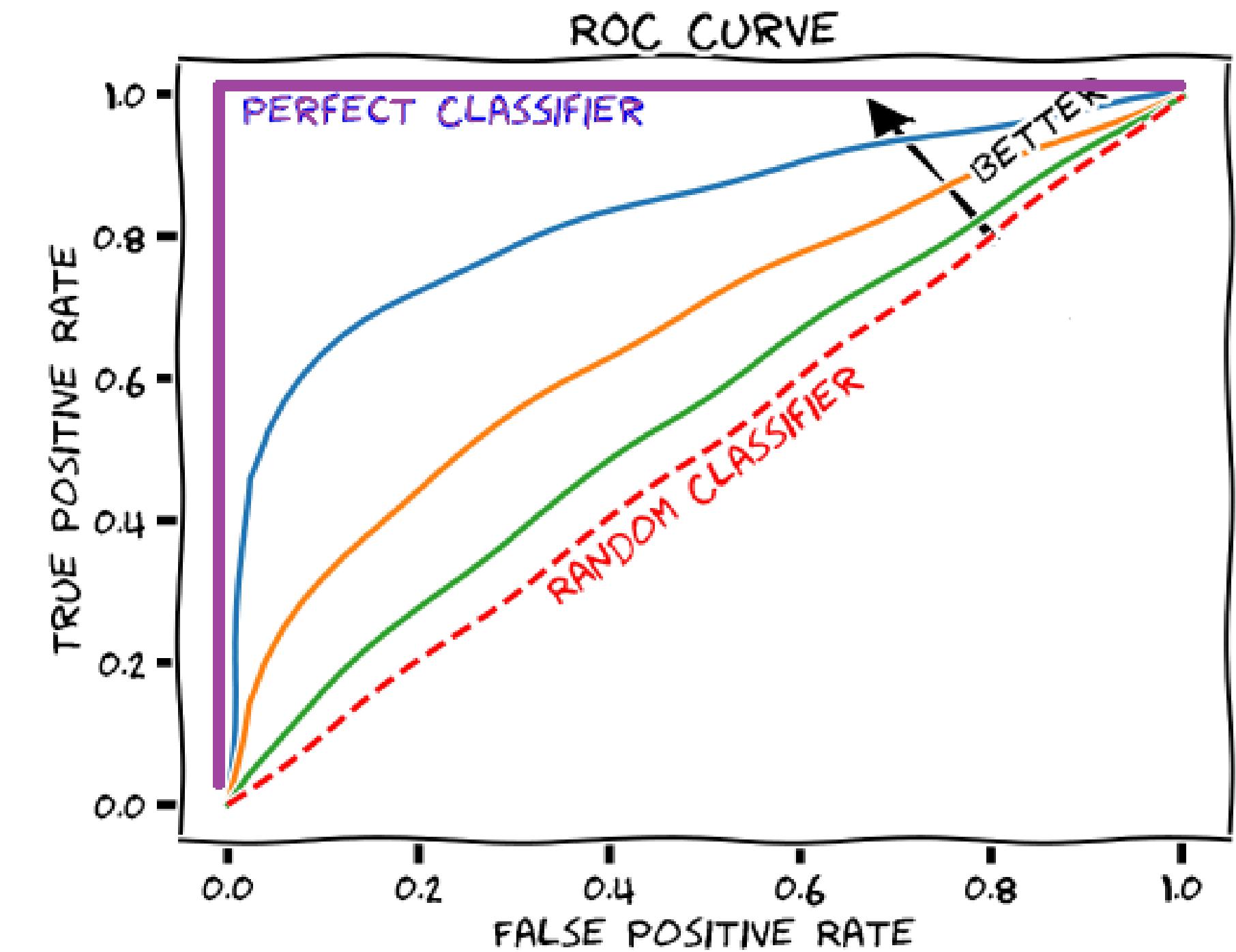
- Backbone: Wide-ResNet50-2  
Vector database: memory bank (**anomalib**)



# Evaluation metrics

$$TPR = \frac{TP}{TP + FN}$$

$$FPR = \frac{FP}{FP + TN}$$



# Results

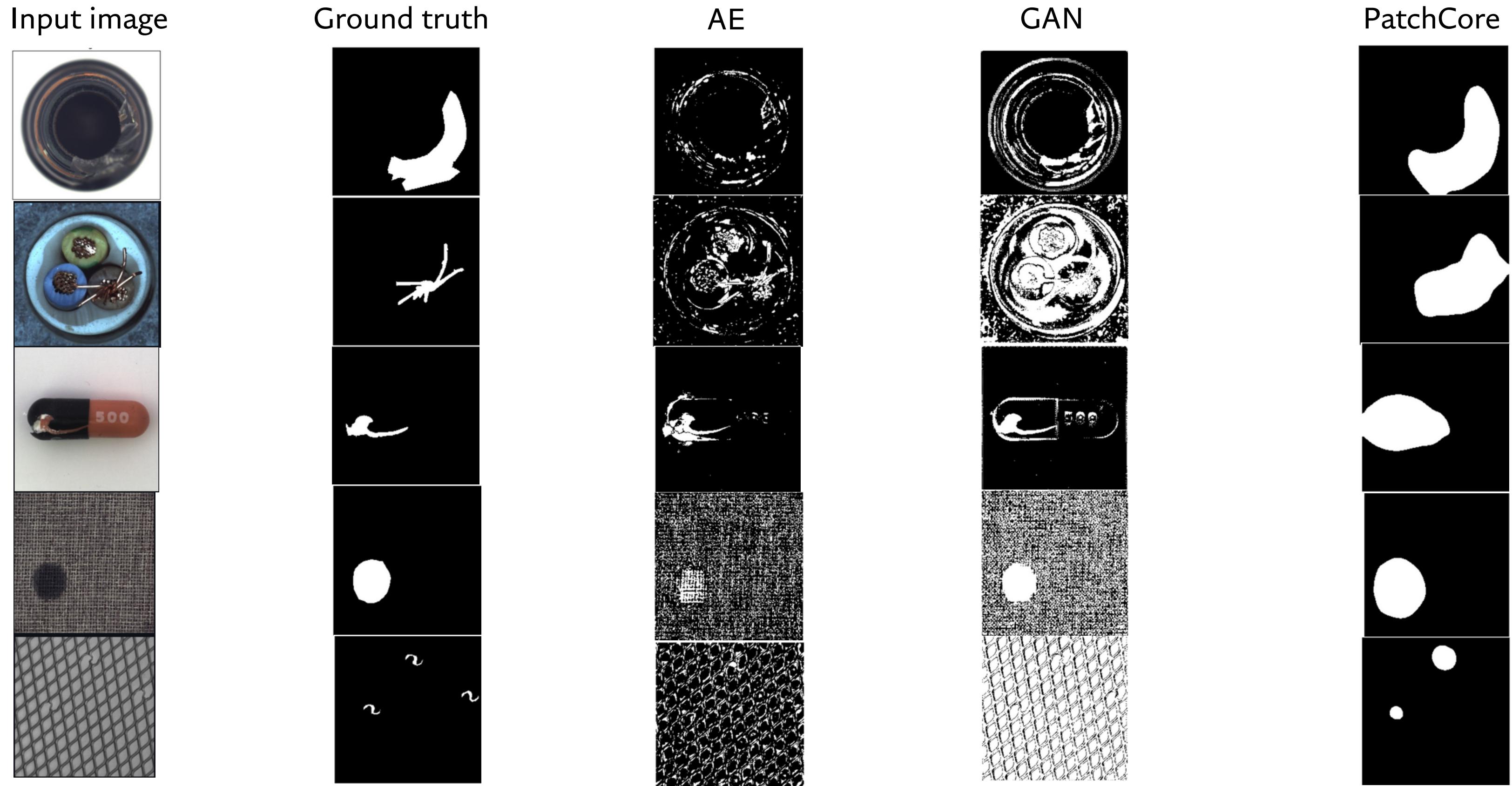
Image-ROC

Categories/Methods	Reconstruction		Density-based
	AE	GAN	Patchcore
Carpet	0.3419	0.5983	0.9903
Grid	0.7778	0.4428	0.9766
Leather	0.5557	0.7351	1
Tile	0.4975	0.6542	0.9877
Wood	0.9088	0.9425	0.9885
Bottle	0.7294	0.7103	1
Cable	0.5652	0.7192	0.9833
Capsule	0.5768	0.4587	0.9752
Hazelnut	0.91	0.8807	1
Metal nut	0.4179	0.7185	0.998
Pill	0.7867	0.6465	0.9372
Screw	0.7965	0.4384	0.9819
Toothbrush	0.6056	0.65	0.9944
Transistor	0.5762	0.824	0.9991
Zipper	0.4073	0.4799	0.9923
Mean	0.6508	0.6643	0.9867

Pixel-ROC

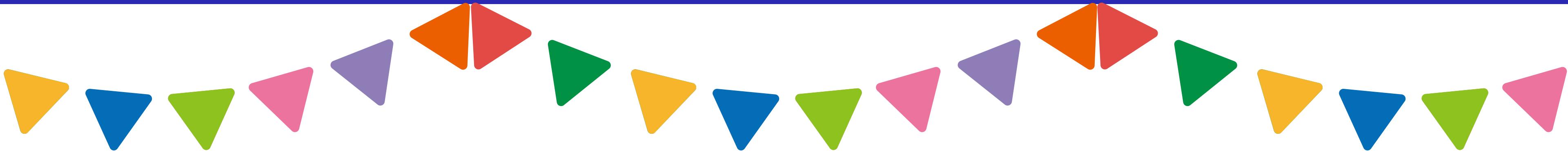
Categories/Methods	Reconstruction		Density-based
	AE	GAN	Patchcore
Carpet	0.5382	0.5542	0.9886
Grid	0.6564	0.5445	0.9795
Leather	0.8477	0.6892	0.9899
Tile	0.4817	0.5736	0.9476
Wood	0.6596	0.6632	0.93
Bottle	0.6938	0.7793	0.9815
Cable	0.6578	0.8345	0.9806
Capsule	0.8167	0.8161	0.9874
Hazelnut	0.9375	0.8971	0.9846
Metal nut	0.7759	0.7179	0.9821
Pill	0.8407	0.8115	0.9767
Screw	0.9055	0.7807	0.9881
Toothbrush	0.8035	0.9041	0.9862
Transistor	0.5817	0.7254	0.9701
Zipper	0.7265	0.713	0.9793
Mean	0.7417	0.7464	0.9759

# Inference



# Conclusion & Limitations

	<b>Reconstruction (Naive) Approaches</b>	<b>PatchCore</b>
<b>Pros</b>	<ul style="list-style-type: none"><li>• Easy to implement</li></ul>	<ul style="list-style-type: none"><li>• No need for re-training</li><li>• Effective for anomaly detection</li></ul>
<b>Cons</b>	<ul style="list-style-type: none"><li>• Instability in training</li><li>• Overfitting to normal data</li><li>• Need more complex structures to achieve higher performance</li></ul>	<ul style="list-style-type: none"><li>• Dependence on the quality and diversity of the feature bank</li><li>• Memory size and inference time</li></ul>



# THANKS FOR WATCHING!