



Deep Learning for  
Leopard Individual  
Identification: An  
Adaptive Angular  
Margin Approach

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# The Challenge: Leopard Individual Identification

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## The Problem

- Researchers need to accurately **count individual** leopards in the wild.

## Current Approaches

- **Traditional** Computer Vision techniques: Hotspotter.
- Recent research on deep learning applications: **Triplet Network** applied to tigers.

## The objective

- Develop a deep learning solution based on current **state-of-the-art** techniques in facial recognition.
- Develop a novel **edge detection** preprocessing technique.
- Determine if the new method is a **valid** technique and its **comparability** to existing techniques.

# Dataset

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- The Nature Conservation Foundation, provided 8900 images of leopards from trail cameras.
- High quality and diverse.



# Cleaning

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- 623 removed due to impossibility of identifying a leopard.



# Train-test split

Open-set problem: Different classes in train and test/application phase.

## TRAINING

1191 ID's, 7757 images

Train ID 1



Train ID 2



Train ID 3



Train ID 4

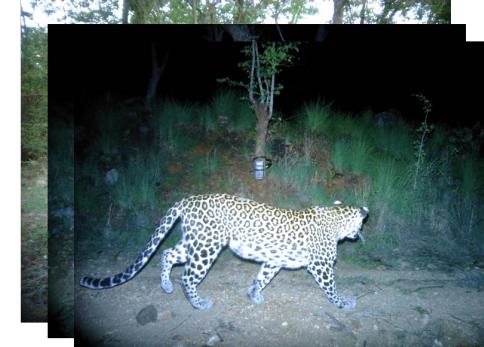


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## TESTING

88 ID's, 520 images

Test ID 1



Test ID 2



Test ID 3



Test ID 4



# Preprocessing

- Essential in this context, as images come from fixed cameras, and are thus variable in distance from camera, lighting, etc.
- Three steps:
  - Crop image
  - Remove background
  - Edge detection

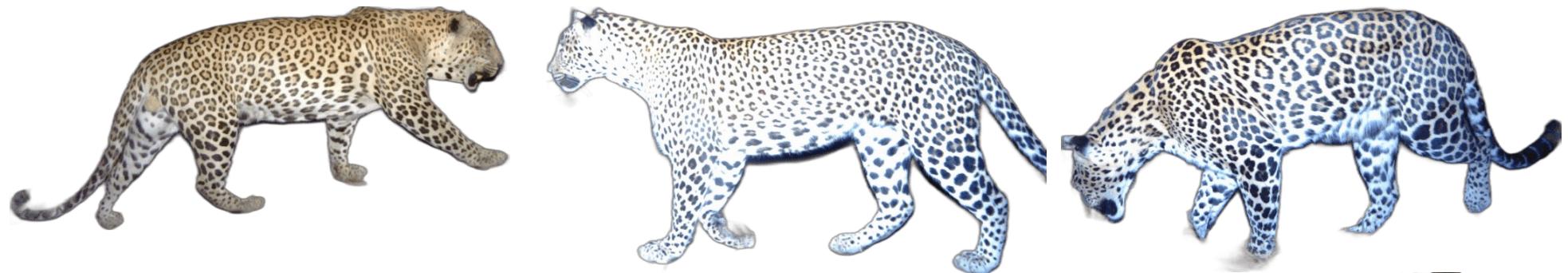
# Crop Image

Perfect accuracy in finding usable leopard flanks.



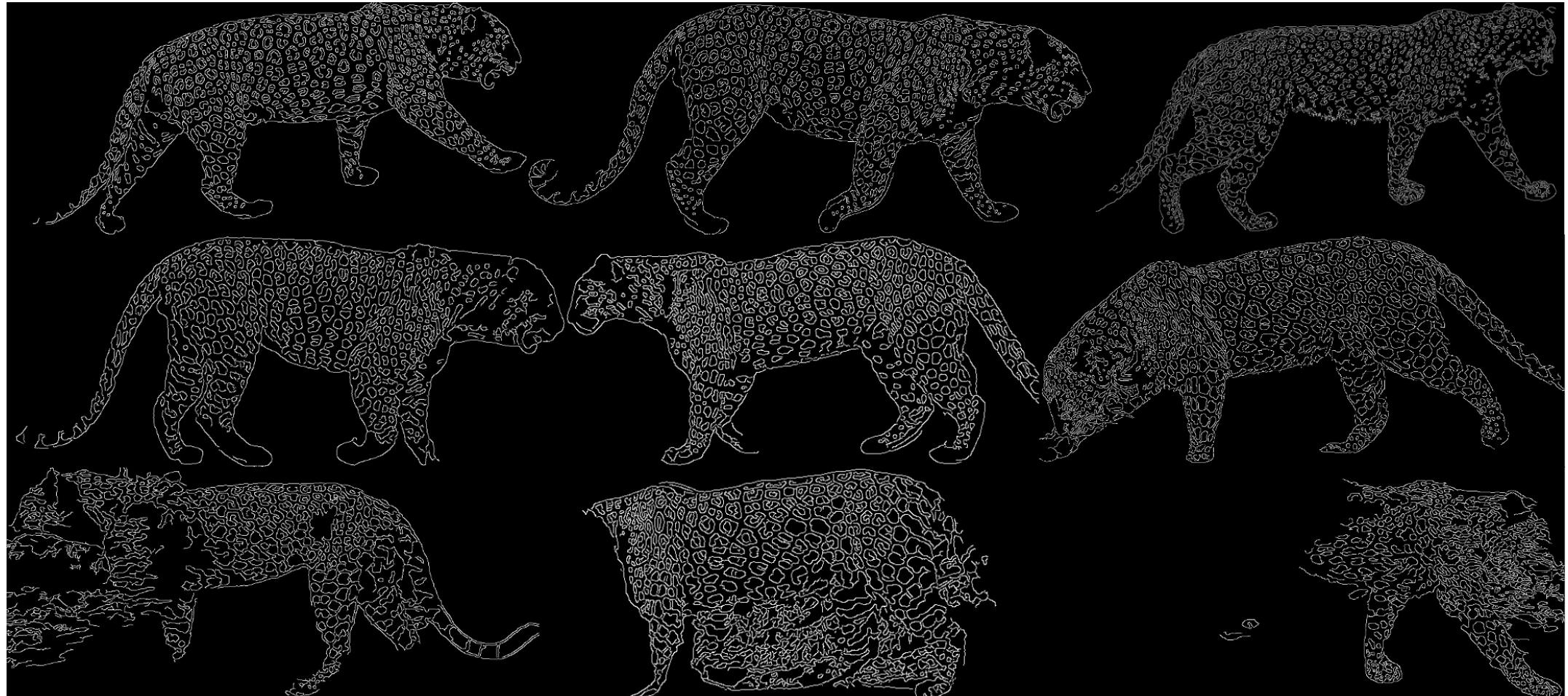
# Background removal

Remove background to focus model on the subject. A small subset of flanks are removed incorrectly.



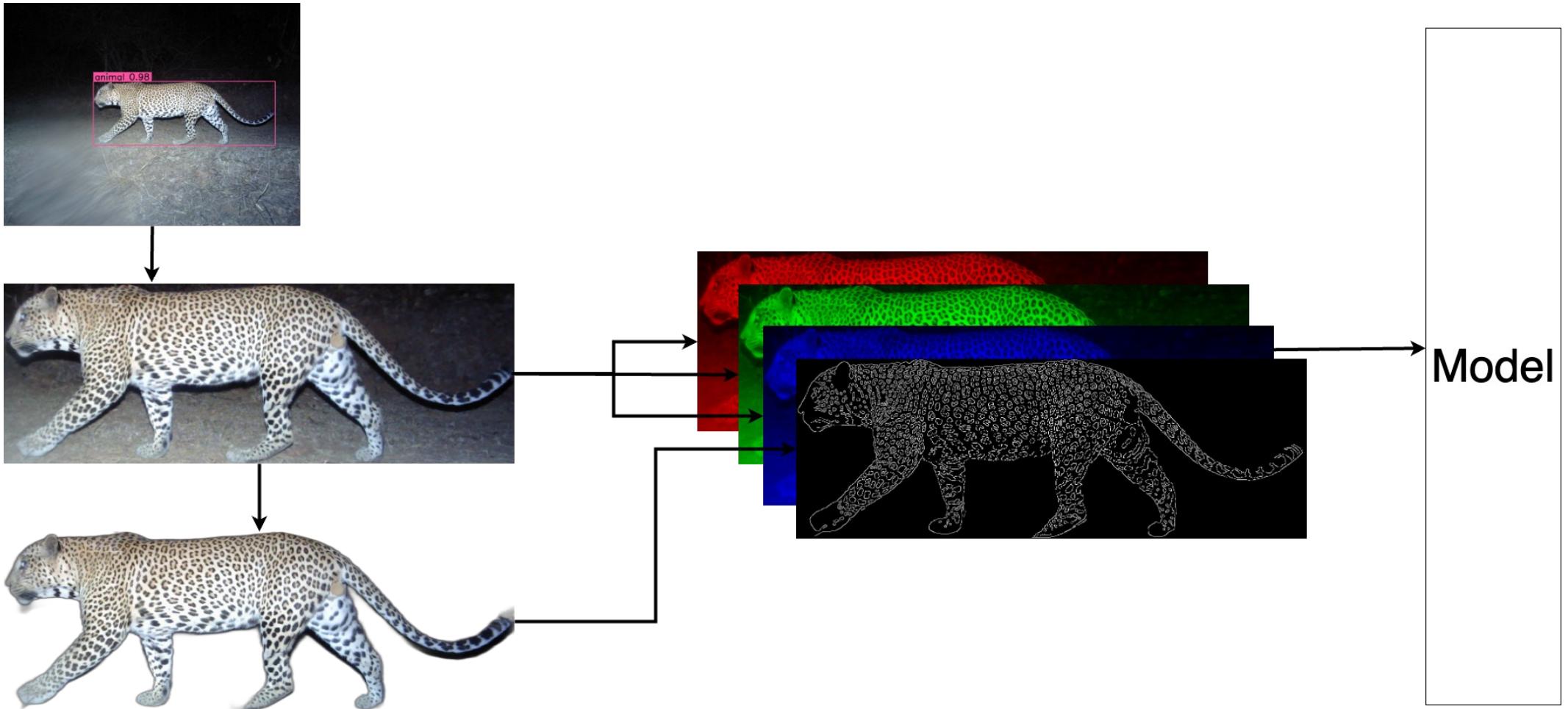
# Edge Detection

Highlights rosettes irrespective of lighting. A small subset of flanks have inaccurate edge detection.



# Model Input

Cropped RGB + Edge Detection as model input



# Architecture

Open-Set: A classifier is not a valid solution. It must learn to discriminate between classes in general.

Draw parallels from Facial Recognition, use embedding network:

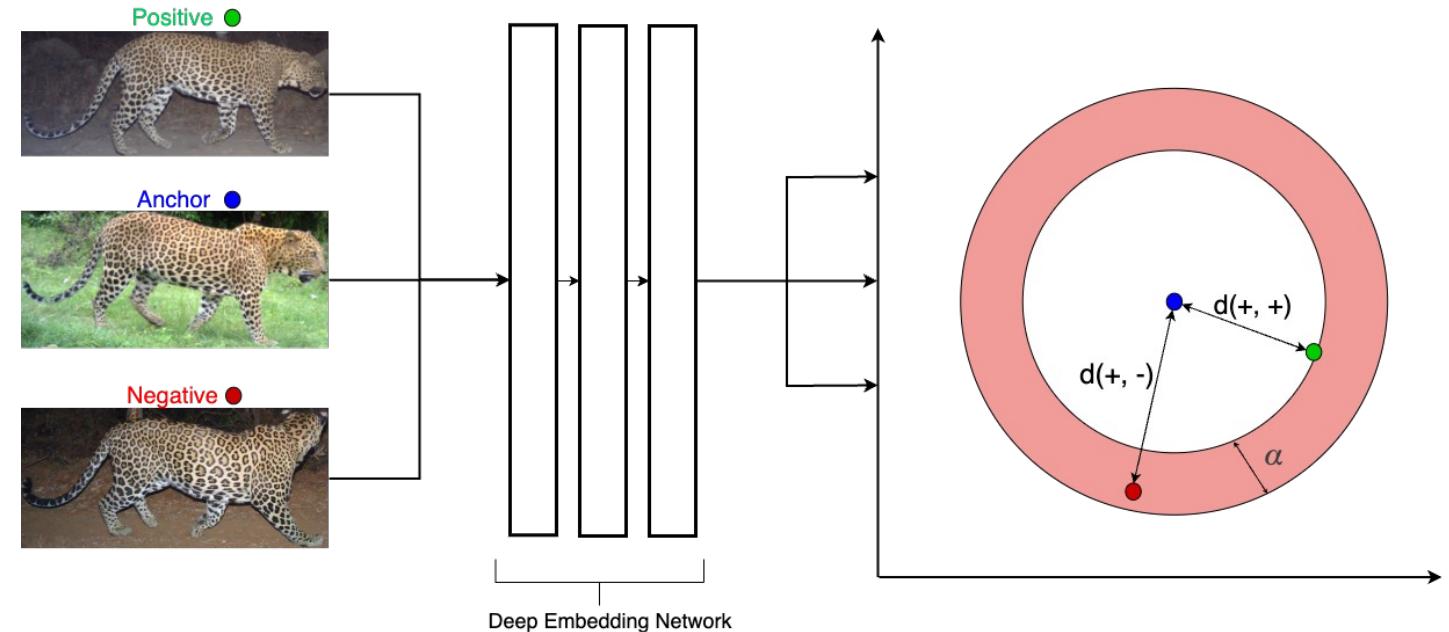
Triplet Network Baseline

CosFace

Novel Modified CosFace

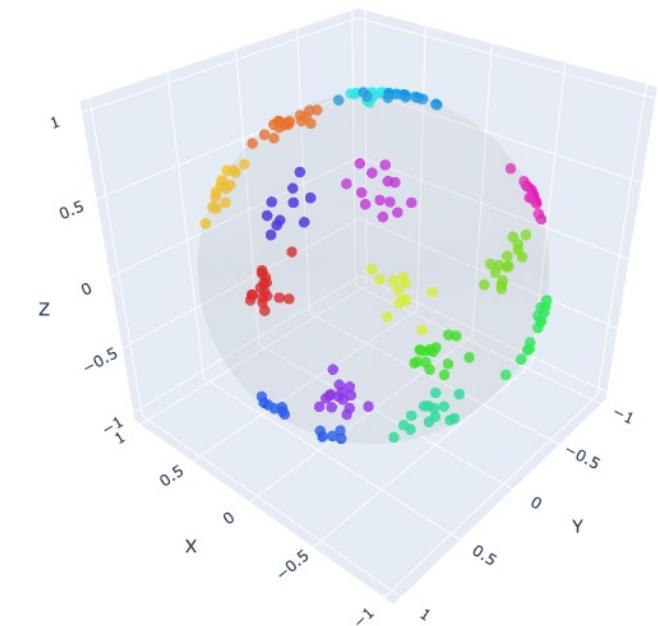
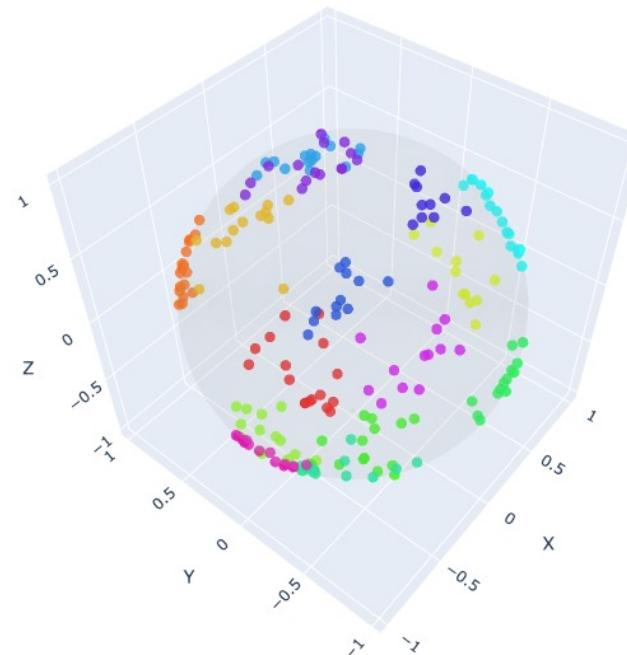
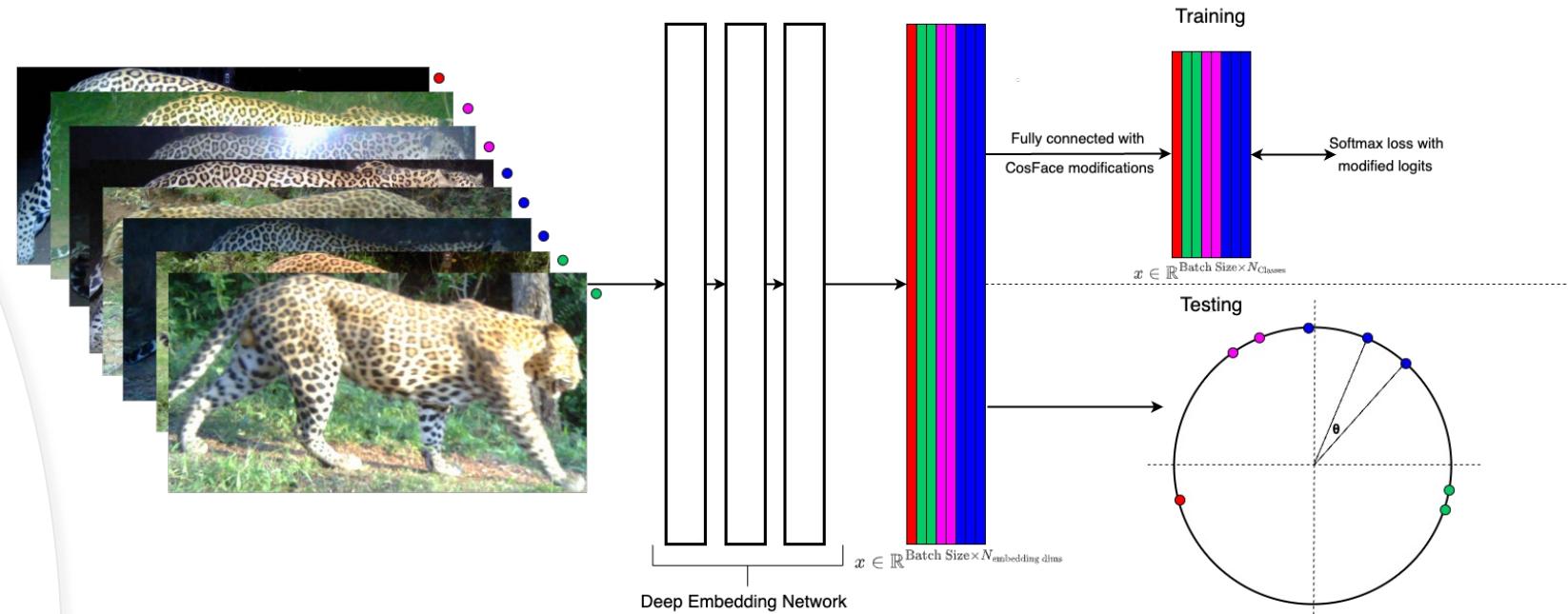
# Triplet Network

- Compares 3 elements, an anchor, a positive, and a negative. Tries to minimise the anchor-positive distance and maximise the anchor-negative distance.
- No longer state-of-the-art.



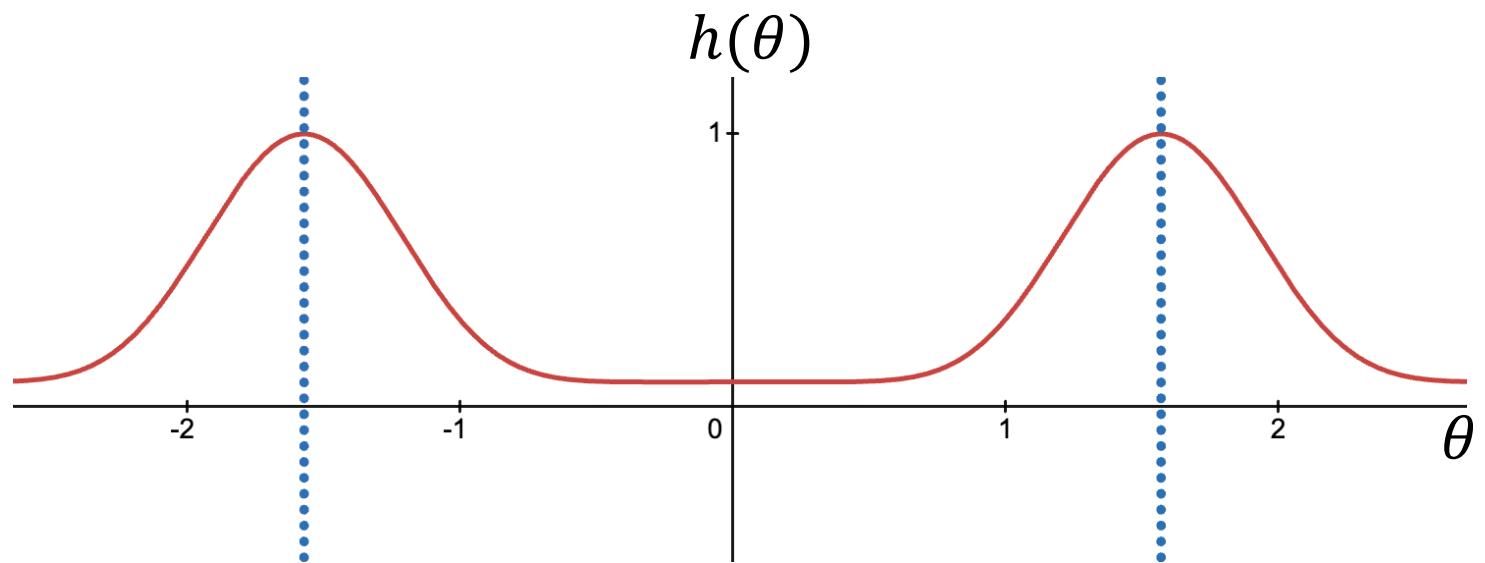
# CosFace

- Full batch comparisons.
- Encodes embeddings into a hypersphere  $\rightarrow$  Comparisons made through angular separations.
- Adds extra FC layer after embedding, and applies CosFace loss to it, which enforces an angular margin  $m$  between classes.



# Modified CosFace

- Novel method: Instead of constant margin  $\mathbf{m}$  for every exemplar, adaptive margin  $\mathbf{h}(\theta) * \mathbf{m}$ .
- Higher margin for harder exemplars  $\rightarrow$  model learns more robust features.



## Results: Preprocessing pipeline

- Best preprocessing pipeline: Crop RGB + Edge Detection.
- Edge detection shown to largely guide model to accurate learning.

Model	Dynamic top 5 average precision	Top 5 rank match detection
Cropped RGB	0.7815	0.9148
Background removed	0.8486	0.9198
Cropped RGB + Edge Detection	<b>0.8814</b>	<b>0.9533</b>
Background removed + edge detection	0.8284	0.9160

# Results: Models

- Modified CosFace outperforms other models, including baseline.
- Hotspotter is still the best.

Model	Dynamic top 5 average precision	Top 5 rank match detection
Naïve model	0.01976	0.09438
Triplet network	0.6907	0.8824
CosFace	0.8413	0.9331
Modified CosFace	<b>0.8814</b>	<b>0.9533</b>
Hotspotter	0.9475	0.9654

# Next Steps?

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- Apply to species that don't see such a high accuracy with Hotspotter.
- Understand how model "thinks" with accurate embedding inversion of class centroids.
- Repeat experiments with larger dataset.





# Conclusion

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1

Confirm edge detection  
as a valid technique for  
preprocessing.



2

Largely surpass the  
triplet network baseline  
both with current state  
of the art and a novel  
adaptation of it.



3

Confirm Hotspotter to  
still be the best  
performing algorithm.  
Potential to surpass it  
with applications to  
other species.

$$f(s)_i = \frac{e^{s_i}}{\sum_j^C e^{s_j}}$$

## Appendix: Derivation of CosFace loss:

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- Derivation of CosFace loss:
- From Softmax loss:
- Normalized softmax loss  
(angular form):
- CosFace loss:

$$L_{softmax} = -\frac{1}{N} \sum_i^N \log(f(s)_i)$$

$$s_i = W_{y_i}^T x_i = \|W_{y_i}\| \|x_i\| \cos(\theta_i)$$

$$L_{N\_softmax} = -\frac{1}{N} \sum_i^N \log \frac{e^{s \cos \theta_{y_i, i}}}{\sum_j e^{s \cos \theta_{j, i}}}$$

$$L_{CosFace} = -\frac{1}{N} \sum_i^N \log \frac{e^{s(\cos \theta_{y_i, i} - m)}}{e^{s(\cos \theta_{y_i, i} - m)} + \sum_{j \neq y_i} e^{s \cos \theta_{j, i}}}$$

# Appendix: Interesting matches

