

SalGAN: visual saliency prediction with adversarial networks

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Computational Data Science LAB



SalGAN: visual saliency prediction with adversarial networks

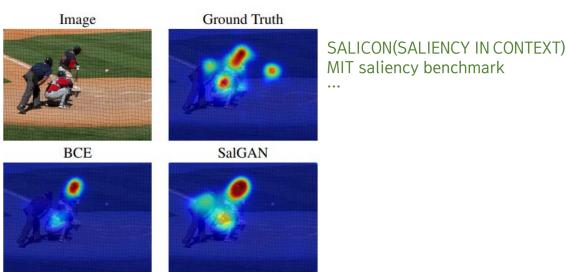
| | Computational Data Science LAB |
|----------------|--|
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| 논의사항 및 결정사항 | |
| 관련문서 | Pan, J., Sayrol, E., Nieto, X. G. I., Ferrer, C. C., Torres, J., McGuinness, K., & OConnor, N. E. (2017, July). Salgan: Visual saliency prediction with adversarial networks. In CVPR Scene Understanding Workshop (SUNw). |

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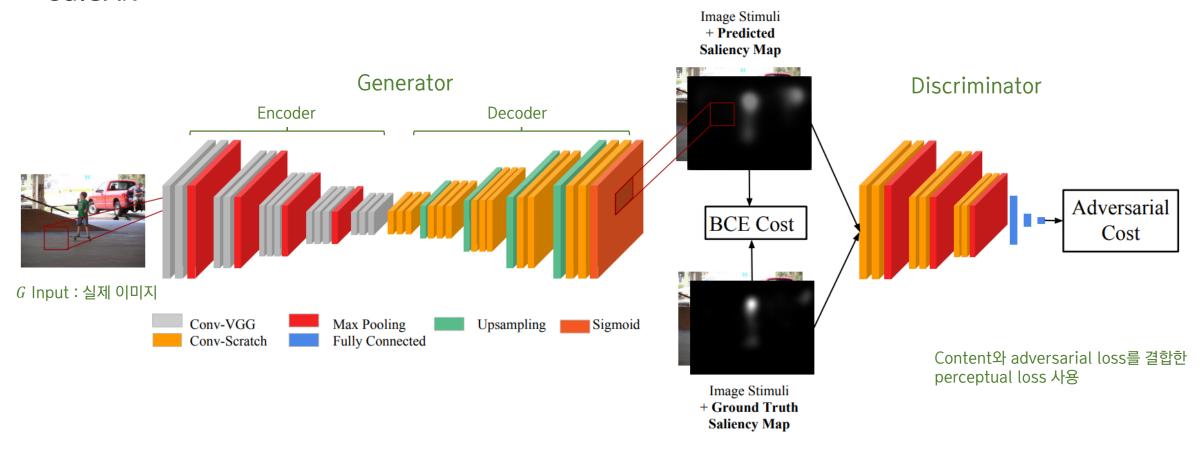
01 | Introduction

- 최근의 saliency prediction 접근법은 일반적으로 single saliency metric기반의 loss function으로 학습
- 본 논문은 data-driven metric 기반의 saliency prediction method를 제안
- GAN 기반의 SalGAN (Saliency GAN)을 제안하며, generator와 discriminator의 adversarial loss function을 사용



02 Architecture

SalGAN



G Output: saliency map

02 | Architecture

Generator architecture

| layer | depth | kernel | stride | pad | activation | |
|-----------|-------|--------------|--------|-----|------------|---------|
| conv1_1 | 64 | 1 × 1 | 1 | 1 | ReLU |] |
| conv1_2 | 64 | 3×3 | 1 | 1 | ReLU | |
| pool1 | | 2 × 2 | 2 | 0 | - | |
| conv2_1 | 128 | 3 × 3 | 1 | 1 | ReLU | |
| conv2_2 | 128 | 3×3 | 1 | 1 | ReLU | Encoder |
| pool2 | | 2 × 2 | 2 | 0 | - | |
| conv3_1 | 256 | 3×3 | 1 | 1 | ReLU | |
| conv3_2 | 256 | 3×3 | 1 | 1 | ReLU | |
| conv3_3 | 256 | 3×3 | 1 | 1 | ReLU | J |
| | | | | | | |
| | | • | | | | |
| | | • | | | | |
| uncomple? | | 2 × 2 | 2 | 0 | | 1 |
| upsample8 | | 2×2 | 2 | 0 | - | |

| upsample8 | | 2 × 2 | 2 | 0 | - |
|-----------|-----|--------------|---|---|---------|
| conv9_1 | 128 | 3×3 | 1 | 1 | ReLU |
| conv9_2 | 128 | 3×3 | 1 | 1 | ReLU |
| upsample9 | | 2×2 | 2 | 0 | - |
| conv10_1 | 64 | 3×3 | 1 | 1 | ReLU |
| conv10_2 | 64 | 3×3 | 1 | 1 | ReLU |
| output | 1 | 1x1 | 1 | 0 | Sigmoid |

Ground Trurt의 값: [0,1]

Decoder

• Discriminator architecture

| layer | depth | kernel | stride | pad | activation |
|---------|-------|--------------|--------|-----|------------|
| conv1_1 | 3 | 1 × 1 | 1 | 1 | ReLU |
| conv1_2 | 32 | 3×3 | 1 | 1 | ReLU |
| pool1 | | 2×2 | 2 | 0 | - |
| conv2_1 | 64 | 3 × 3 | 1 | 1 | ReLU |
| conv2_2 | 64 | 3×3 | 1 | 1 | ReLU |
| pool2 | | 2×2 | 2 | 0 | - |
| conv3_1 | 64 | 3 × 3 | 1 | 1 | ReLU |
| conv3_2 | 64 | 3×3 | 1 | 1 | ReLU |
| pool3 | | 2×2 | 2 | 0 | - |
| fc4 | 100 | - | - | - | tanh |
| fc5 | 2 | - | - | - | tanh |
| fc6 | 1 | - | - | - | sigmoid |

03 | Training

- Content loss는 픽셀단위를 기준으로 각 saliency map이 ground truth와 얼마나 유사한지 측정
 - \checkmark $N = W \times N$ 차원의 이미지 I가 주어졌을 때, saliency map S는 확률 벡터이며, S_i 는 j번째 픽셀의 확률

$$\mathcal{L}_{MSE} = \frac{1}{N} \sum_{j=1}^{N} (S_j - \hat{S}_j)^2$$

- ✓ MSE metric은 baseline으로 사용
- 실험에서는 binary cross entropy(BCE) 사용
 - ✓ MSE는 saliency map에서 blurred contours를 주는 특성으로 인해 각 픽셀들을 독립적으로 취급하는 BCE 이용

03 | Training

Content loss (BCE)

$$\mathcal{L}_{BCE} = -\frac{1}{N} \sum_{j=1}^{N} \left(S_j \log(\hat{S}_j) + (1 - S_j) \log(1 - \hat{S}_j) \right)$$

- Adversarial loss
 - ✓ Content loss + discriminator loss

$$\mathcal{L} = \alpha \cdot \mathcal{L}_{BCE} + L(D(I, \hat{S}), 1)$$

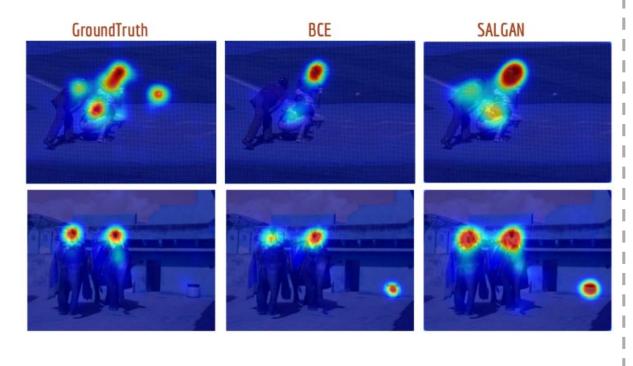
Content loss + discriminator loss

03 | Training

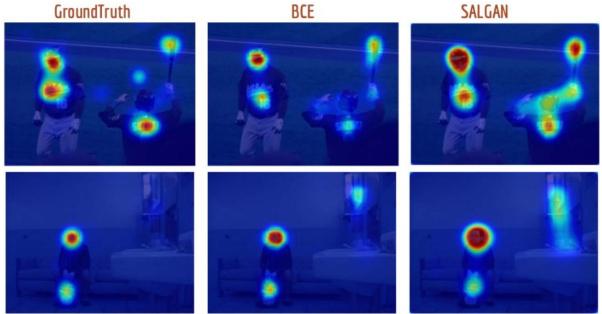
- How SalGAN is different from traditional GANs?
 - 1. 전통적인 GAN은 입력으로 random noise가 들어가서 realistic images를 출력하지만, SalGAN은 입력으로 실제 이미지가 들어가고 realistic saliency map이 출력으로 반환 됨
 - 2. 전통적인 GAN은 Discriminator의 입력으로 real·fake 이미지가 들어가지만, SalGAN은 무조건 input image에 대응되는 realistic saliency map을 만들기 때문에, discriminator의 입력으로 실제 이미지와 생성된 saliency map pair가 들어감
 - 3. GAN은 생성된 이미지에 대응하는 ground truth가 없지만, SalGAN은 ground truth saliency map이 존재

04 | Experiments

• Qualitative Results



• Qualitative Results - Failure case



04 | Experiments

• Quantitative Results

| SALICON (test) | AUC-J↑ | Sim ↑ | EMD↓ | AUC-B↑ | sAUC ↑ | CC ↑ | NSS ↑ | KL ↓ |
|----------------------|--------|--------|--------|---------|---------|---------|---------|--------|
| DSCLRCN [24](*) | - | - | - | 0.884 | 0.776 | 0.831 | 3.157 | |
| SalGAN | - | - | - | 0.884 | 0.772 | 0.781 | 2.459 | - |
| ML-NET [5] | * | - | | (0.866) | (0.768) | (0.743) | 2.789 | ~ |
| SalNet [25] | - | - | | (0.858) | (0.724) | (0.609) | (1.859) | - |
| MIT300 | AUC-J↑ | Sim ↑ | EMD ↓ | AUC-B↑ | sAUC ↑ | CC ↑ | NSS ↑ | KL ↓ |
| Humans | 0.92 | 1.00 | 0.00 | 0.88 | 0.81 | 1.0 | 3.29 | 0.00 |
| Deep Gaze II [21](*) | 0.88 | (0.46) | (3.98) | 0.86 | 0.72 | (0.52) | (1.29) | (0.96) |
| DSCLRCN [24](*) | 0.87 | 0.68 | 2.17 | (0.79) | 0.72 | 0.80 | 2.35 | 0.95 |
| DeepFix [17](*) | 0.87 | 0.67 | 2.04 | (0.80) | (0.71) | 0.78 | 2.26 | 0.63 |
| SALICON [9] | 0.87 | (0.60) | (2.62) | 0.85 | 0.74 | 0.74 | 2.12 | 0.54 |
| SalGAN | 0.86 | 0.63 | 2.29 | 0.81 | 0.72 | 0.73 | 2.04 | 1.07 |
| PDP [11] | (0.85) | (0.60) | (2.58) | (0.80) | 0.73 | (0.70) | 2.05 | 0.92 |
| ML-NET [5] | (0.85) | (0.59) | (2.63) | (0.75) | (0.70) | (0.67) | 2.05 | (1.10) |
| Deep Gaze I [19] | (0.84) | (0.39) | (4.97) | 0.83 | (0.66) | (0.48) | (1.22) | (1.23) |
| iSEEL [29](*) | (0.84) | (0.57) | (2.72) | 0.81 | (0.68) | (0.65) | (1.78) | 0.65 |
| SalNet [25] | (0.83) | (0.52) | (3.31) | 0.82 | (0.69) | (0.58) | (1.51) | 0.81 |
| BMS [31] | (0.83) | (0.51) | (3.35) | 0.82 | (0.65) | (0.55) | (1.41) | 0.81 |

Q&A

감사합니다.