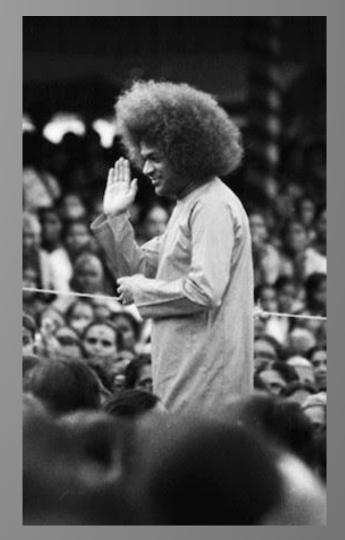




A Presentation for Project in Masters in Technology in Computer Science 2022- 24



Hand and Associated Body Localization

2010

Guided By-

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A Presentation by: Bikash Ranjan Padhy Regd. No:22554



Problem Statement

Detecting hands and finding the location of the corresponding person for each detected hand

challenges in unconstrained conditions

- multiple people in the scene
- varying overlaps
- occlusions



Introduction

Why Hand-body localization?

Security and Surveillance: detecting the culprit in a crowded area

Social AR: tracking of hands and bodies is essential for collaboration, interaction and communication in the same augmented environment

<u>Healthcare and Telemedicine</u>: track the movements of patients for monitoring their health and remote medical assistance

Sign language: (human-human communication) interpretation- who said what

Dataset

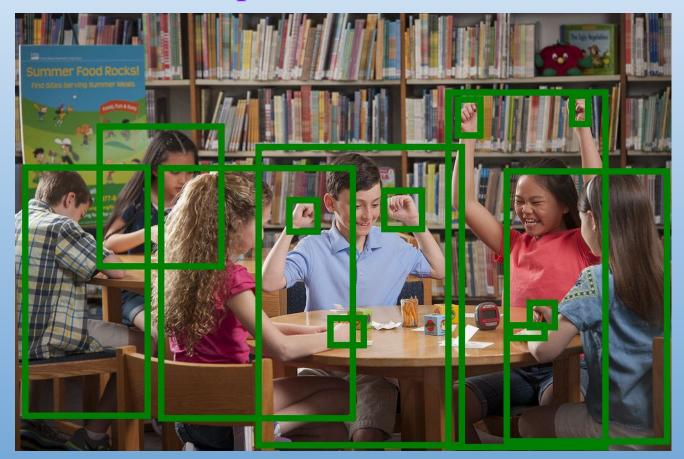
- unconstrained high quality images annotations for hand locations and their corresponding body locations
- 20,490(including 1,629 test) images with bounding box annotations more than 57K hand and 63K body instances
- > varying degrees of occlusions and overlap challenging
- annotation: an xml file for each image
- for each object annotation-file has
 - name(body/ hand)
 - o id(1,2,3...)
 - bounding box coordinates(xmin, ymin, xmax, ymax)
 - segmentation coordinates(x1, x2, x3, x4, y1, y2, y3, y4)
- association of body and hand name & body id together

Dataset



```
</object>
<object>
       <name>body</name>
       <pose>Unspecified</pose>
       <truncated>0</truncated>
       <difficult>0</difficult>
       <body_id>2</body_id>
       <br/>
<br/>
dbox>
               <xmin>671
               <ymin>119
               <xmax>925</xmax>
               <ymax>681
       </bndbox>
</object>
<object>
       <name>hand</name>
       <pose>Unspecified</pose>
       <truncated>0</truncated>
       <difficult>0</difficult>
       <body_id>2</body_id>
       <bndbox>
               <xmin>686
               <ymin>130
               <xmax>730</xmax>
               <ymax>195
               <x1>722</x1>
               <x2>686</x2>
               <x3>694</x3>
               <x4>730</x4>
               <y1>195</y1>
               <y2>190</y2>
               <y3>130</y3>
               <y4>135</y4>
       </bndbox>
</object>
```

Datapoint Visualisation



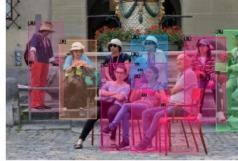


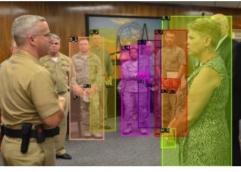




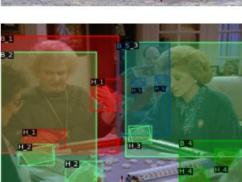
Dataset

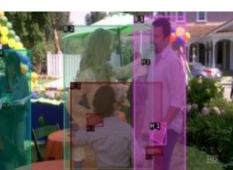
<u>Link</u> to the dataset









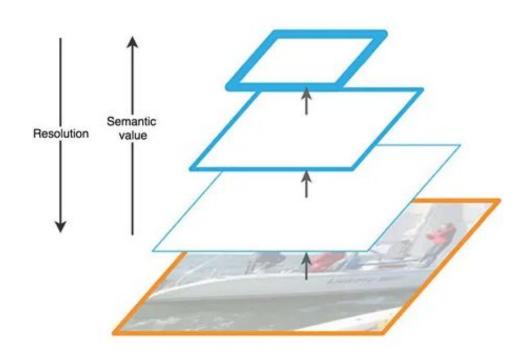


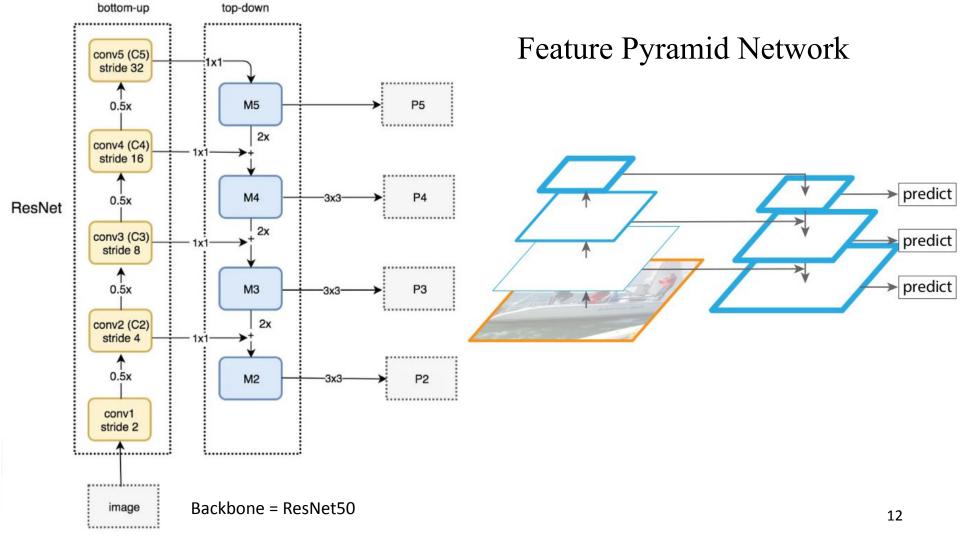


Model Framework Box class, Regress ROI Backbone RPN Association Align + FPN Mask

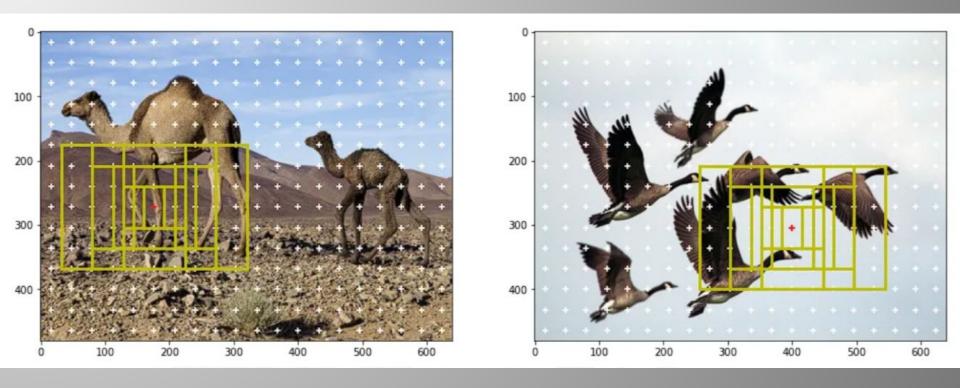
Feature Pyramid Network

- a feature extractor
- multi-scale feature maps
- feature fusionmarginal extra cost
- better semantics + higher resolution ft.maps





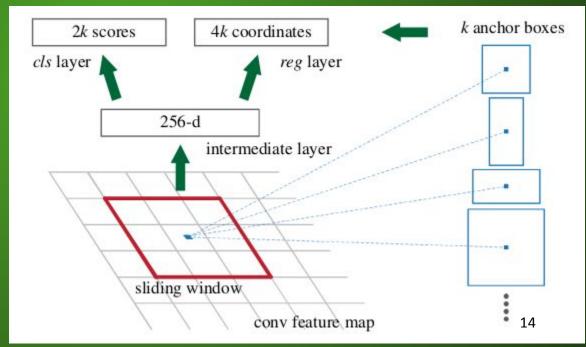
Region Proposal Network



Anchor boxes - various sizes and aspect ratios in the image grid (for visualisation)

Region Proposal Network

- Anchor Boxes: of different scales and aspect ratios at different spatial locations across the feature map grid
- Predicts two key properties each anchor box: objectness score and bounding box regression deltas; 2 separate convolutional layers
- Objectness Score: using a convolutional layer - the likelihood of an anchor containing an object



Region Proposal Network

- Bounding Box Regression Deltas: Another convolutional layer predicts each anchor changes in the box's location, width, and height(dx1, dy1, dx2, dy2)
- Non-Maximum Suppression (NMS): filter out redundant or overlapping anchors based on their objectness scores
- Positive & Negative: positive anchors(1) contain objects; negative anchors(0) background anchors
- BB Regression Targets: calculated for positive anchors ground-truth box it is matched with
- Loss Computation: for predictions and targets; binary cross-entropy loss for objectness scores and a smooth L1 loss for bounding box regression

ROI Pooling

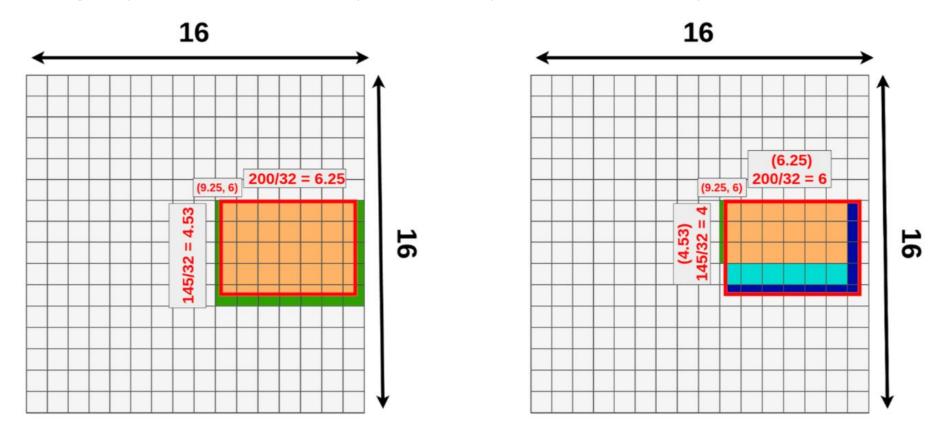
- Input Features and Region Proposals:
 - a. 2D feature maps from CNN backbone
 - b. Region proposals, generated by the Region Proposal Network (RPN)

Adaptive Pooling:

- a. output size fixed grid (e.g., 7x7 cells)
- b. extract a single value from the corresponding region in the input feature map

- 3. Output Feature Map:
 - a. fixed-sized feature maps (e.g., 7x7) for each region proposal
 - b. flattened and passed through fully connected layers
 - c. perform object classification and bounding box regression

image input size - 512x512x3 | feature map size - 16x16x512 | scale factor is 32



Left: ROI Align

Right: ROI Pooling

ROI Align

- 1. Sub-pixel Sampling:
 - X Instead of dividing the RoI into a grid and performing pooling,
 - apply <u>bilinear interpolation</u> to the feature map; more accurate alignment with feature map

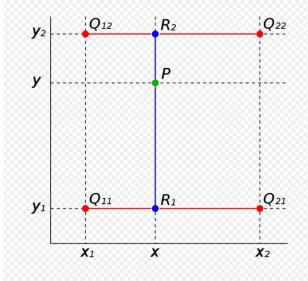
 Precise Localization: capable of interpolating features from <u>arbitrary spatial</u> <u>locations</u> within the Rol -> more precise localization

 Better Handling of Small Rols: <u>doesn't discard</u> spatial information unlike Rol pooling

Bilinear Suppose that we want to find the value of the unknown function f at the point (x, y). It is assumed that we know the value of f at the four points $Q_{11} = (x_1, y_1)$, $Q_{12} = (x_1, y_2)$, $Q_{21} = (x_2, y_1)$, and Q_{22} Interpolation $=(x_2, y_2).$

We first do linear interpolation in the x-direction. This yields

$$f(x,y_1) = rac{x_2 - x}{x_2 - x_1} f(Q_{11}) + rac{x - x_1}{x_2 - x_1} f(Q_{21}), \ f(x,y_2) = rac{x_2 - x}{x_2 - x_1} f(Q_{12}) + rac{x - x_1}{x_2 - x_1} f(Q_{22}).$$

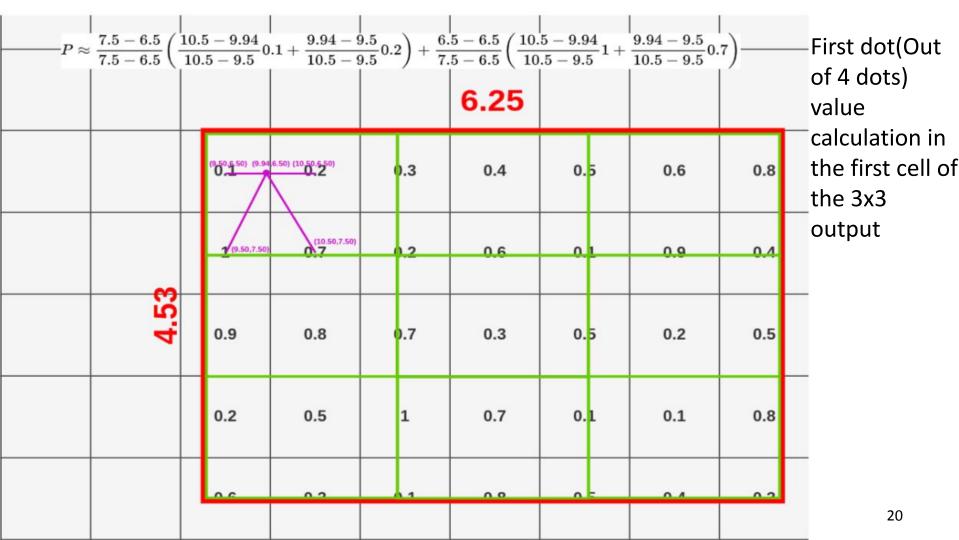


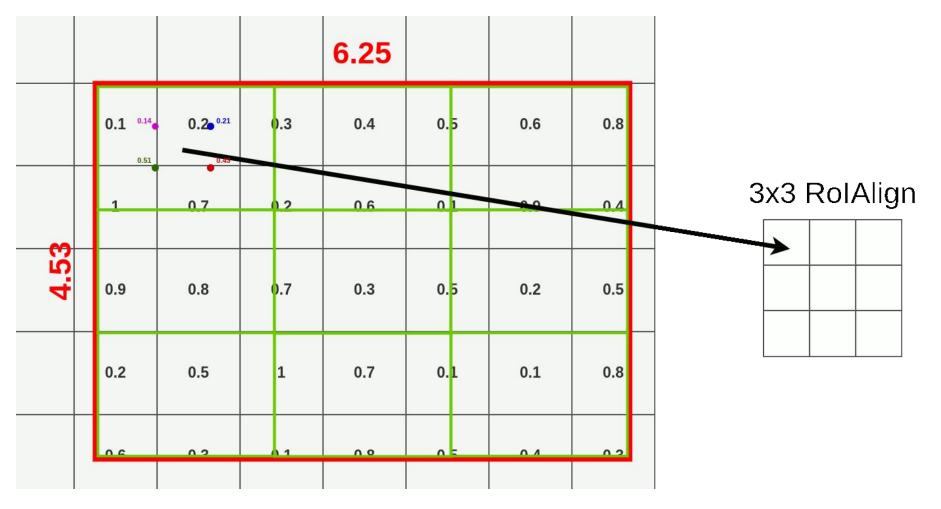
$$f(x,y) = rac{y_2 - y}{y_2 - y_1} f(x,y_1) + rac{y - y_1}{y_2 - y_1} f(x,y_2) \ y_2 - y \left(egin{array}{c} x_2 - x & f(x,y_2) \\ y_2 - y & f(x,y_2) \end{array}
ight) + rac{y - y_1}{y_2 - y_1} \left(egin{array}{c} x_2 - x & f(x,y_2) \\ y_1 - y_2 & f(x,y_2) \end{array}
ight) + rac{y - y_1}{y_2 - y_1} \left(egin{array}{c} x_2 - x & f(x,y_2) \\ y_2 - y_1 & f(x,y_2) \end{array}
ight)$$

$$= \frac{y_2 - y}{y_2 - y_1} \left(\frac{x_2 - x}{x_2 - x_1} f(Q_{11}) + \frac{x - x_1}{x_2 - x_1} f(Q_{21}) \right) + \frac{y - y_1}{y_2 - y_1} \left(\frac{x_2 - x}{x_2 - x_1} f(Q_{12}) + \frac{x - x_1}{x_2 - x_1} f(Q_{22}) \right)$$

$$= \frac{1}{(x_2 - x_1)(y_2 - y_1)} \left(f(Q_{11})(x_2 - x)(y_2 - y) + f(Q_{21})(x - x_1)(y_2 - y) + f(Q_{12})(x_2 - x)(y - y_1) + f(Q_{22})(x - x_1)(y - y_1) \right)$$

$$= \frac{1}{(x_2 - x_1)(y_2 - y_1)} \left[x_2 - x - x - x_1 \right] \left[\frac{f(Q_{11})}{f(Q_{21})} \frac{f(Q_{12})}{f(Q_{22})} \right] \left[\frac{y_2 - y}{y - y_1} \right].$$





Association

 Body Bboxes and Hand Bboxes overlap in dataset - Bbox covers the entire body- including the hand

2. During Testing, the Body Bbox covers the hand - Overlap

 For each Hand Bbox, check overlap with all Body Bbox in the image -Bipartite Matching for areas

Association

 Each body box is a candidate for a hand, and the hand box itself too - if there are no bodies but only hands in the image

2. Hungarian Algorithm

Task Worker	Clean bathroom	Sweep floors	Wash windows
Alice	\$8	\$4	\$7
Bob	\$5	\$2	\$3
Dora	\$9	\$4	\$8

Code Snippet

```
def get model segmentation(num classes):
   # load an instance segmentation model pre-trained on COCO
   model = torchvision.models.detection.maskrcnn resnet50 fpn(weights="DEFAULT")
   # get number of input features for the classifier
   in features = model.roi heads.box predictor.cls score.in features
   # replace the pre-trained head with a new one
   model.roi heads.box predictor = FastRCNNPredictor(in features, num classes)
   # now get the number of input features for the mask classifier
   in features mask = model.roi heads.mask predictor.conv5 mask.in channels
   hidden layer = 256
   # and replace the mask predictor with a new one
   model.roi heads.mask predictor = MaskRCNNPredictor(in features mask, hidden layer, num classes)
   return model
```

Code Snippet

```
pred overlap = F.sigmoid(pred overlap)
overlap mask = (pred overlap > 0.1).float() ## overlap mask= 0 if pred overlap<= 0.1
scores = pred overlap * scores positional density * overlap mask
scores = torch.cat([scores, scores], dim=1) ## make it a "2-d square matrix" to use hungrian algo on it
scores numpy = scores.detach().to("cpu").numpy() ## transfer to cpu, as numpy-array
row ind, col ind = linear sum assignment(-scores numpy) ## minus to get the max score and not the min score
col ind = (col ind % (num bodies+1)) + 1 ## index back to 1 from 0
row ind, col ind = torch.from numpy(row ind).to(device),\
torch.from numpy(col ind).to(device) ## transfer back to device(cuda)
pred body ids for bodies = torch.arange(1, num bodies+1).to(device)
pred body ids for hands = torch.FloatTensor([num bodies+1] * num hands).to(device) ## a row tensor
pred body ids for hands[row ind] = col ind.float() ## match the hand indices with the respective body indices
pred body ids[hand indices] = pred body ids for hands
pred body ids[body indices] = pred body ids for bodies.float()
pred instances[0]["pred body ids"] = pred body ids
return pred instances
```

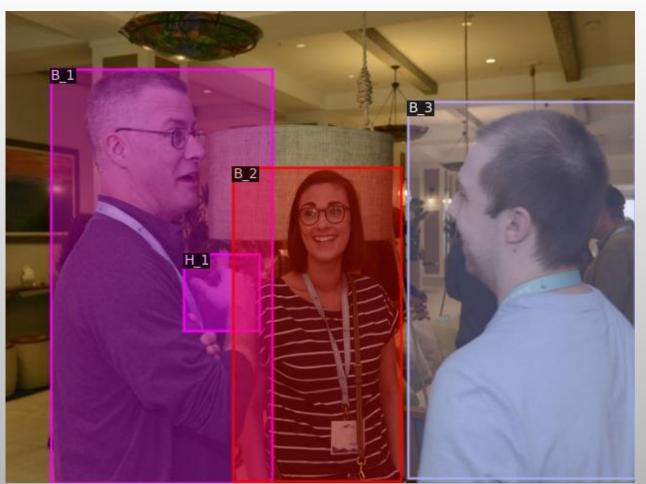












Future Work

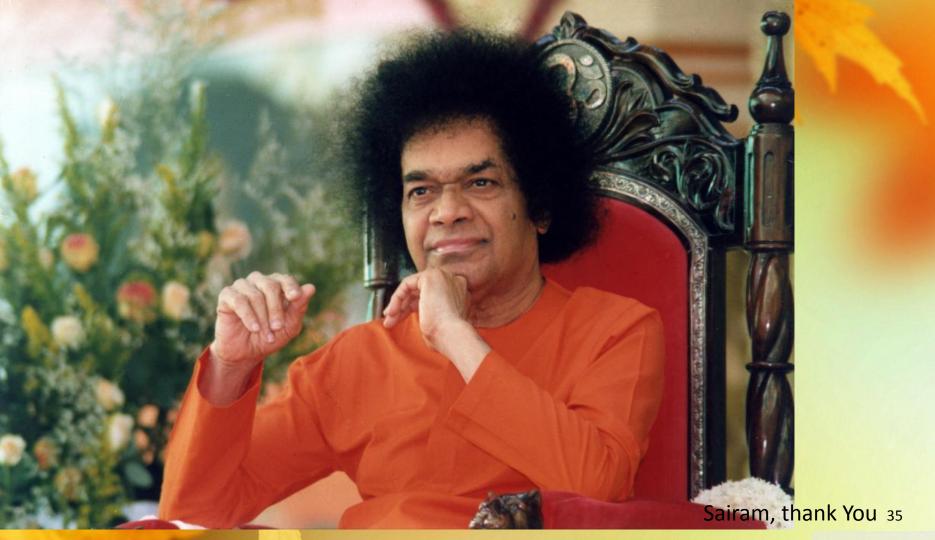
- Making the association part learnable
- Try other models- YOLO

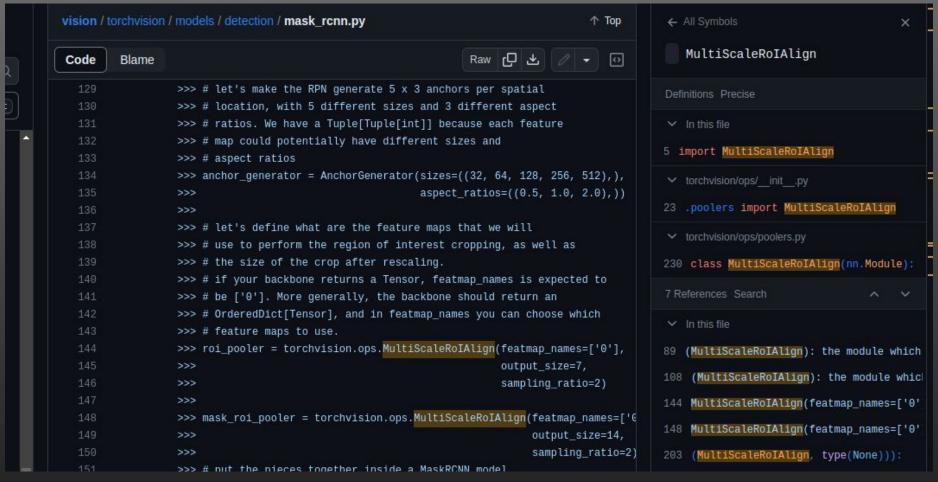
Acknowledgements

Swami
Dr. S Balasubramanian
Parents
DMACS
Internet

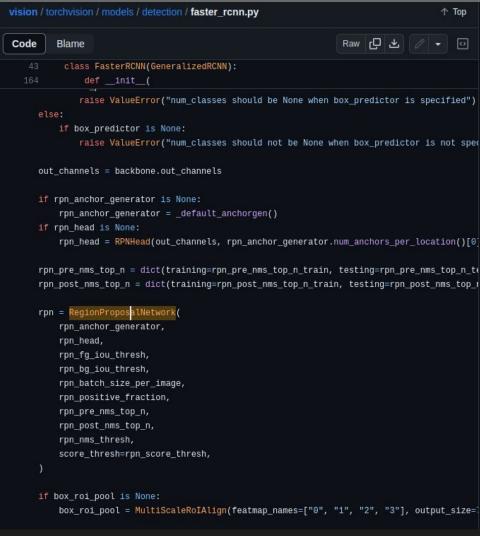
References

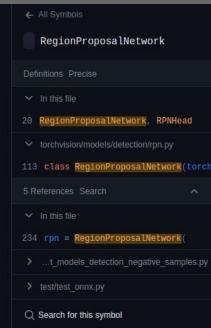
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Pytorch's mask_rcnn model uses MultiScaleRoIAlign for box and mask





RegionProposal Network