

Hyp-OW: Exploiting Hierarchical Structure Learning with Hyperbolic Distance Enhances Open World Object Detection

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1 Motivations

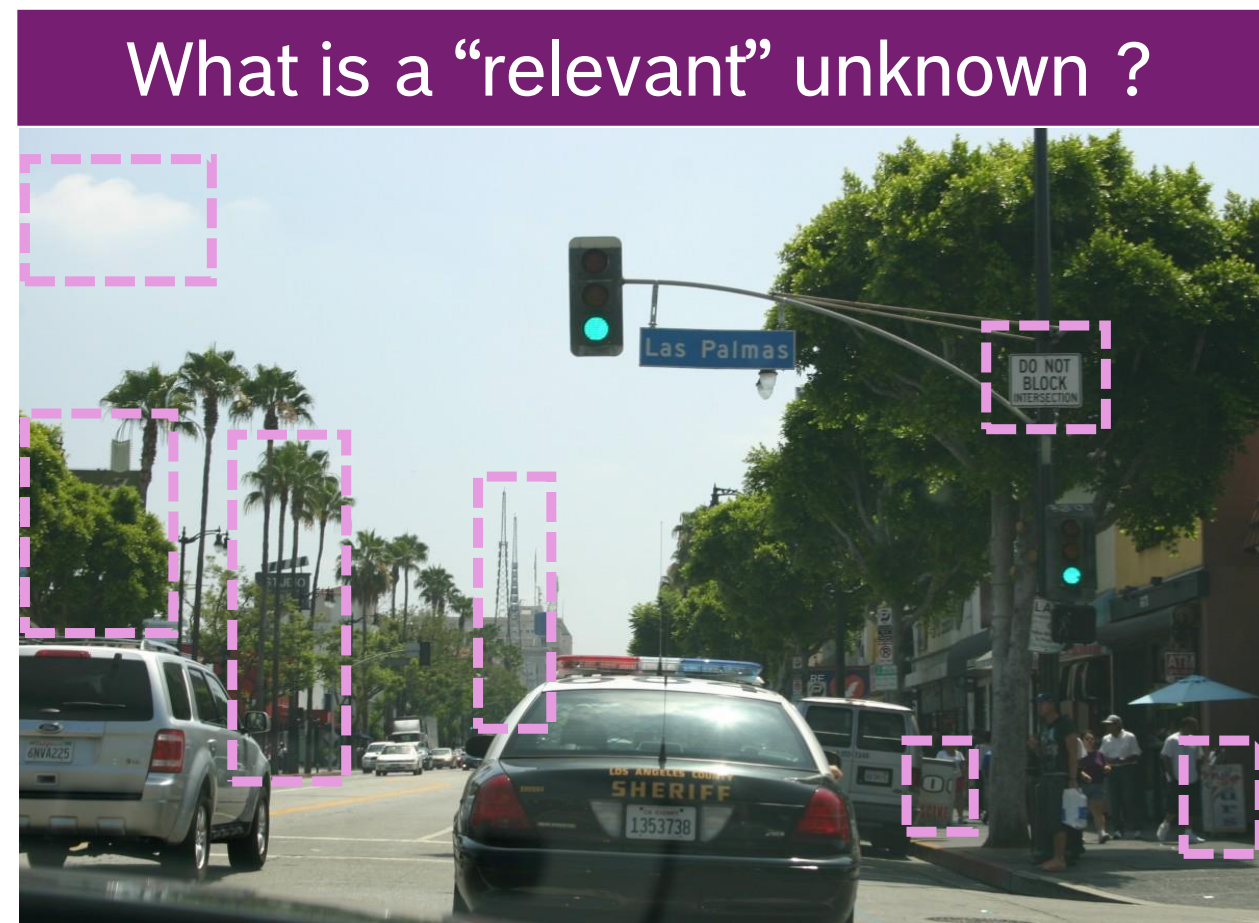
Challenges

Open World Object Detection (OWOD):

- Classify known items
- Detect unknowns & integrate them
- Continuously learn

Ill-defined Problem

- What is an unknown?
- What is relevant to be detected?



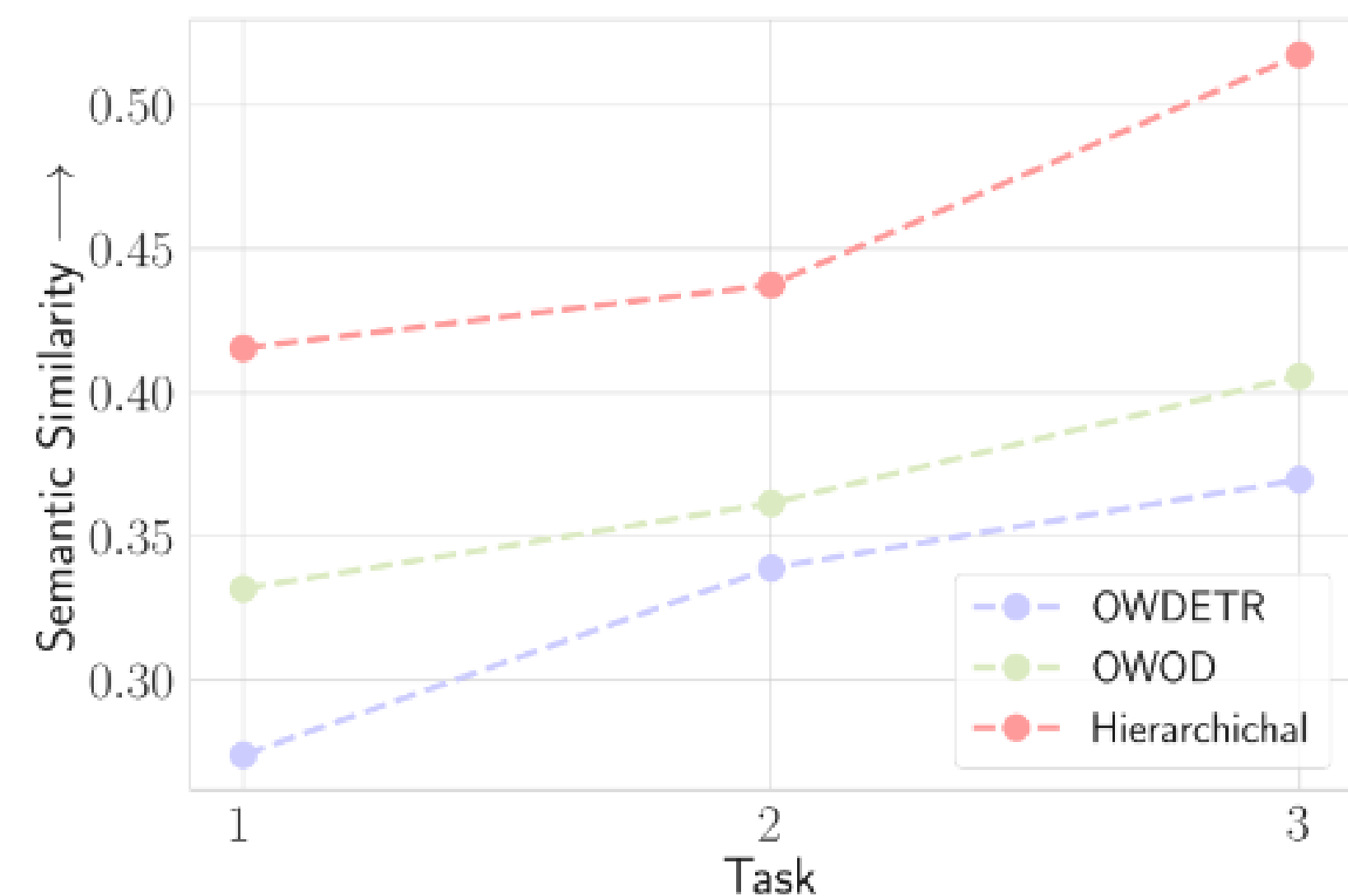
2 Methodology

Our Paradigm

Relevant unknowns must share similarities with known items

Contributions

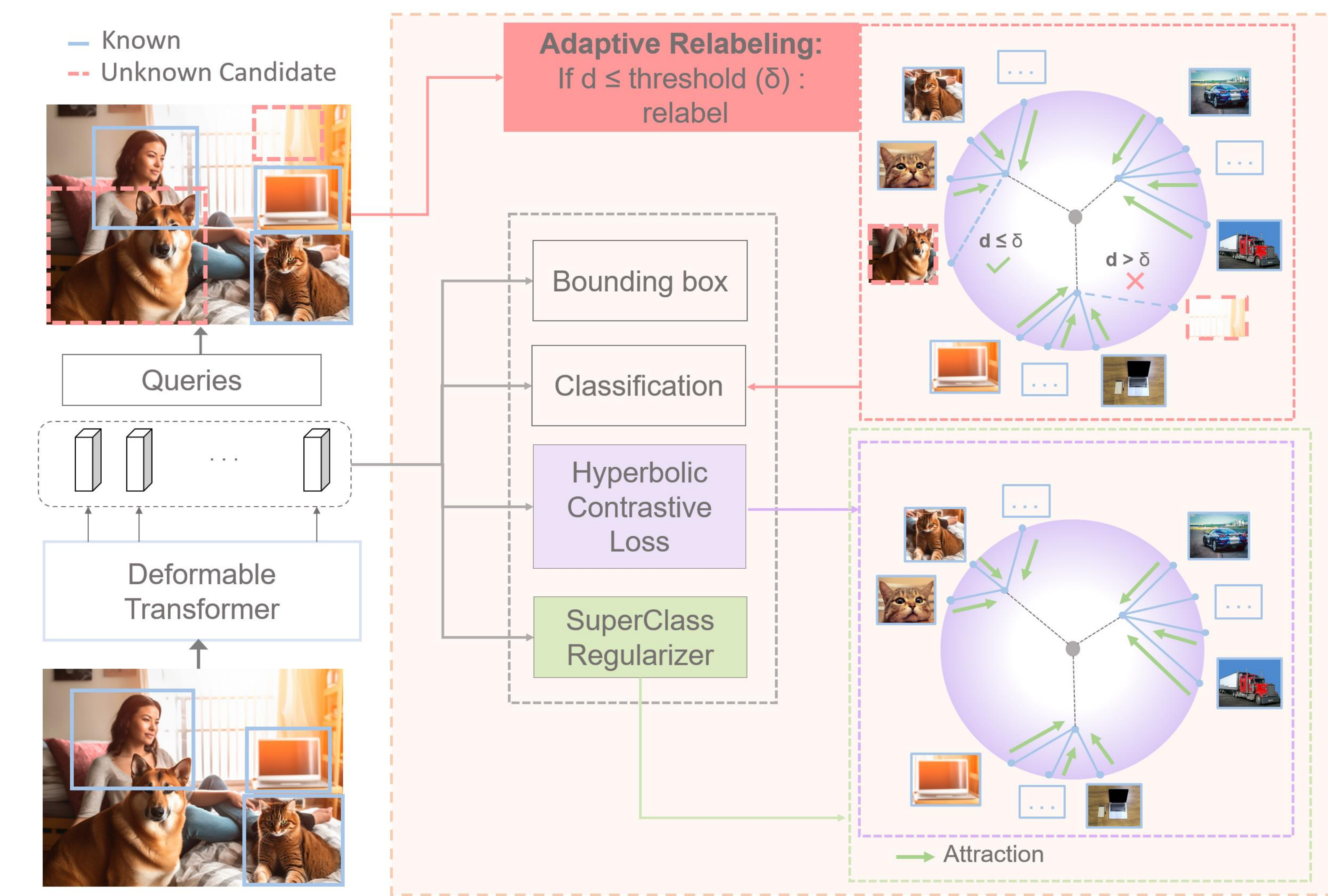
- Learn Hierarchical Structure (SuperClass Regularizer)
- Adaptive Relabeling Scheme (Detect Unknowns)
- Design a Benchmark with Higher Known-Unknown Similarity degree



Better semantic similarity (y-axis) between
knowns and unknowns in our proposed benchmark (Hierarchical)

3 Overview

Hyp-OW Architecture



4 Experiments

Benchmarks

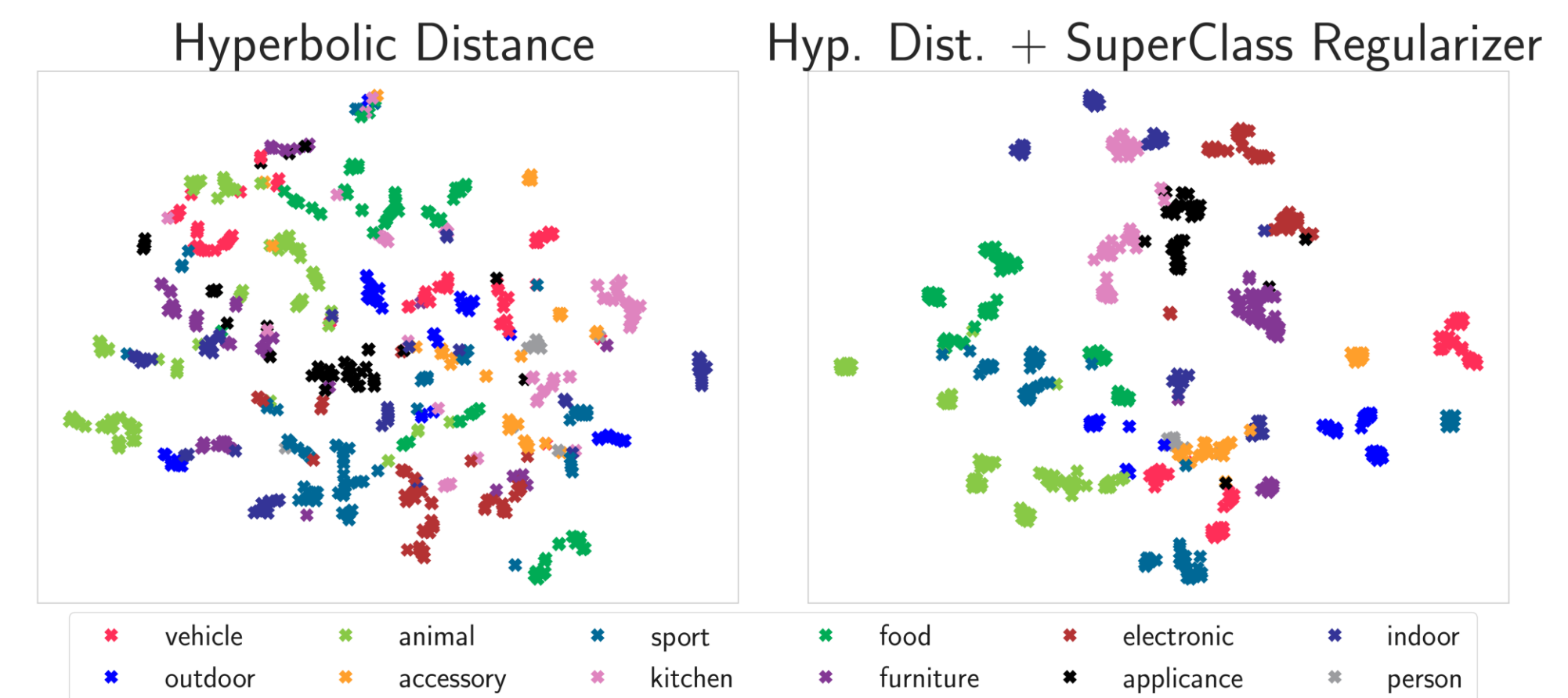
Regime	Methods	Task 1		Task 2		Task 3		Task 4
		U-Recall (↑)	mAP (↑)	U-Recall (↑)	mAP (↑)	U-Recall (↑)	mAP (↑)	mAP (↑)
Low	ORE - EBUI	1.5	61.4	3.9	40.6	3.6	33.7	31.8
	OW-DETR	5.7	71.5	6.2	43.8	6.9	38.5	33.1
	PROB	17.6	73.4	22.3	50.4	24.8	42.0	39.9
	Hyp-OW (Ours)	23.9	72.7	23.3	50.6	25.4	46.2	44.8
	Δ(Rel. Difference)	+6.3	≤ 1.0	+1.0	≤ 1.0	≤ 1.0	+4.2	+4.9
Medium	ORE - EBUI	4.9	56.0	2.9	39.4	3.9	29.7	25.3
	UC-OWOD	2.4	50.7	3.4	8.7	16.3	24.6	23.2
	OCPL	8.26	56.6	7.65	39.1	11.9	30.7	26.7
	2B-OCD	12.1	56.4	9.4	38.5	11.6	29.2	25.8
	OW-DETR	7.5	59.2	6.2	42.9	5.7	30.8	27.8
High	PROB	19.4	59.5	17.4	44.0	19.6	36.0	31.5
	Hyp-OW (Ours)	23.5	59.4	20.6	44.4	26.3	36.8	33.6
	Δ(Rel. Difference)	+4.1	≤ 1.0	+3.2	≤ 1.0	+6.7	≤ 1.0	+2.1
	OW-DETR	7.0	47.3	11.0	38.6	8.8	38.3	38.2
	PROB	29.4	49.6	43.9	42.9	52.7	41.3	41.0
	Hyp-OW (Ours)	34.9	49.9	47.5	45.5	55.2	44.3	43.9
	Δ(Rel. Difference)	+5.5	≤ 1.0	+3.6	+2.6	+2.5	+3.0	+2.9

Results on 3 different regimes of known-unknown similarity: Low, Medium, High

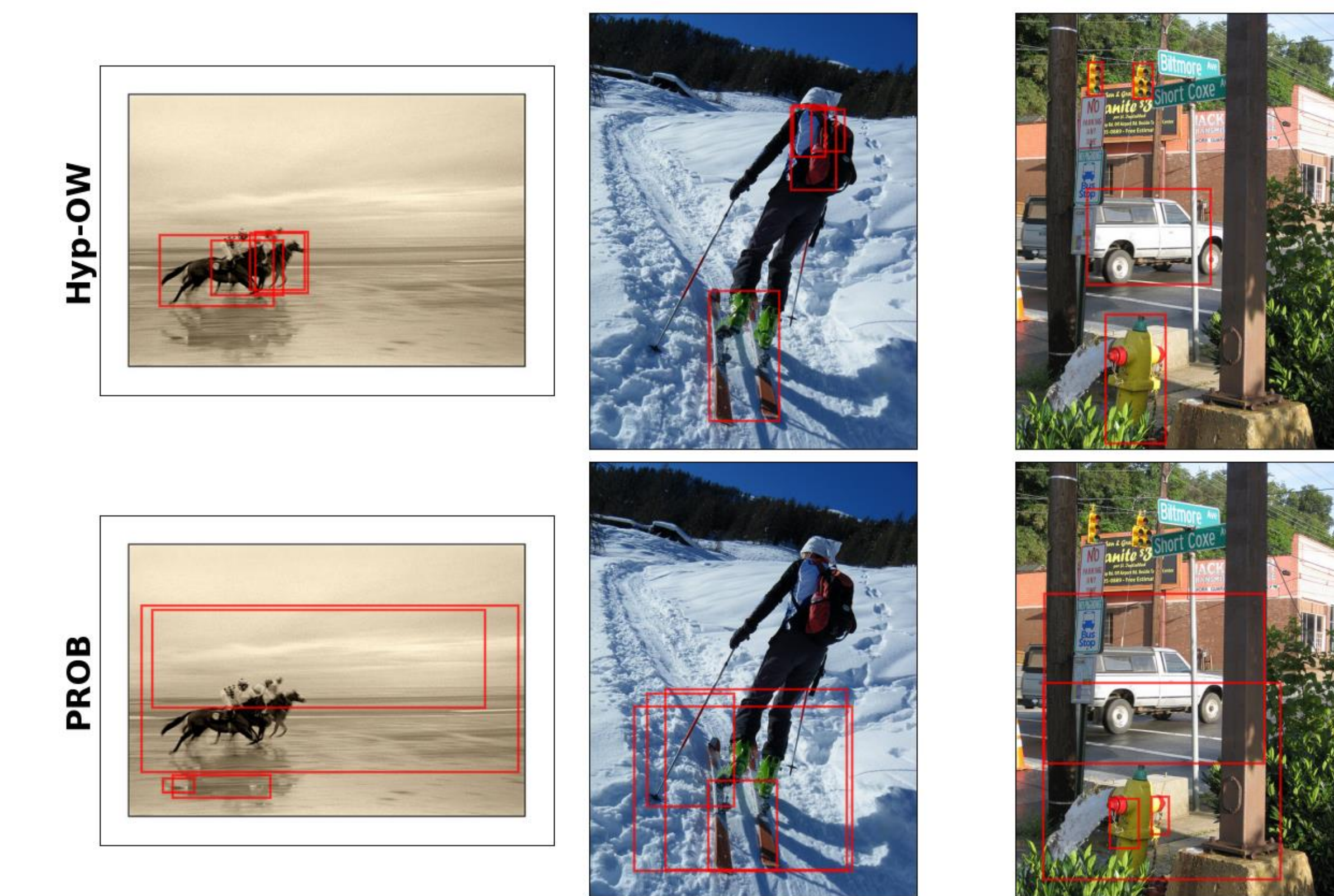
5 Qualitative Results

SuperClass Regularizer (right) allows:

- Hierarchical structure learning
- Move items from same class closer
- Repel away item from distinct classes



t-SNE plot of the learned class representations, with colors representing their respective categories



Hyp-OW (top):

- Finer-grained unknown detection
- Better visual cues understanding via family-based item clustering

PROB (bottom):

- Coarse-grained detection
- General learned features irrespective of item family

6 Conclusion

- Derive a new paradigm to detect ‘relevant unknowns’
- Learn hierarchical structure of data
- Improve up to 6 pts for unknown detection compared to SOTA
- Introduce new benchmark to evaluate all baselines

? Unknown Definition

~ 6 pts Increase

