

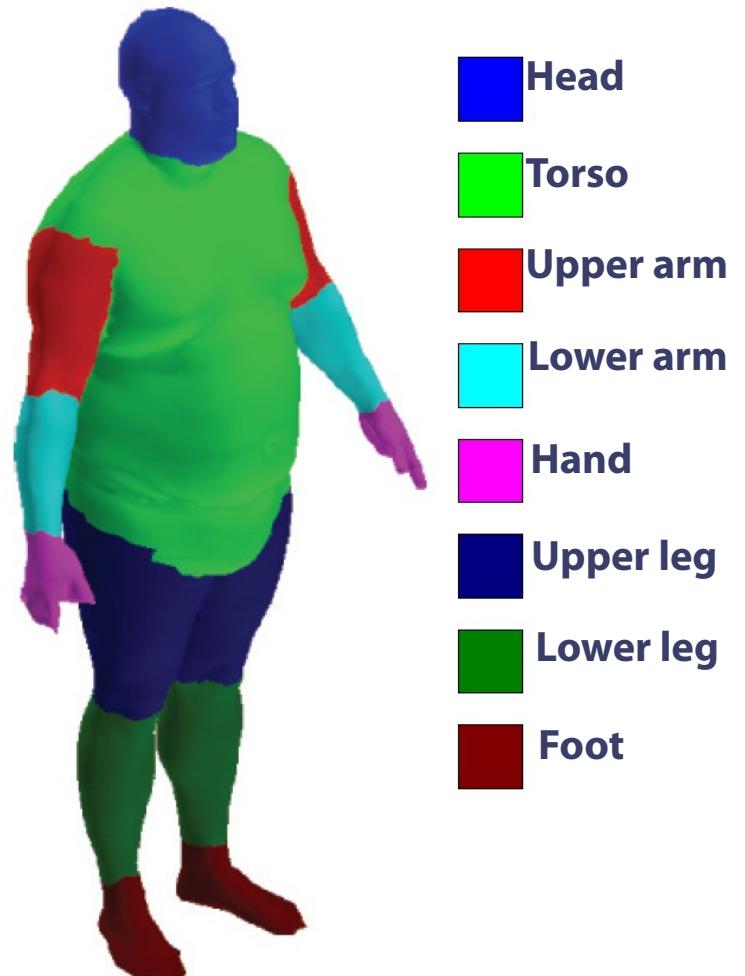
Supervised Learning for Shape Segmentation

Siddhartha Chaudhuri, CS344 guest lecture

(thanks to Vangelis Kalogerakis for many slides)

Problem Statement

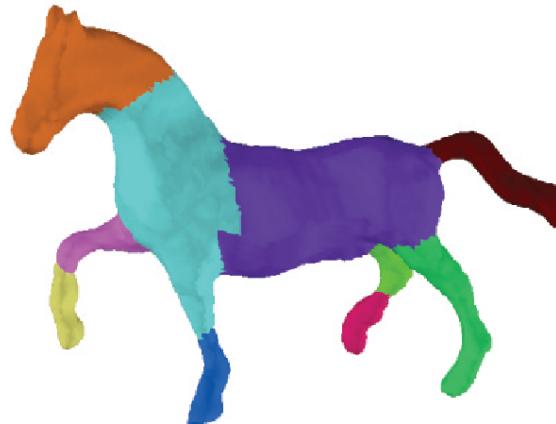
- **Decompose** shape into structurally/semantically meaningful parts and **label** the components with meaningful names, e.g. “leg”, “ear”, “torso”



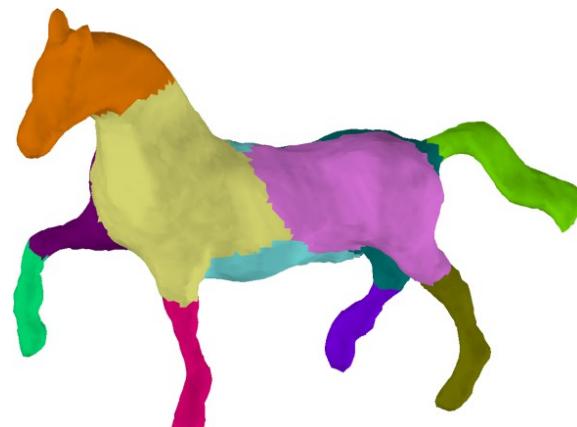
Not as easy as it looks...



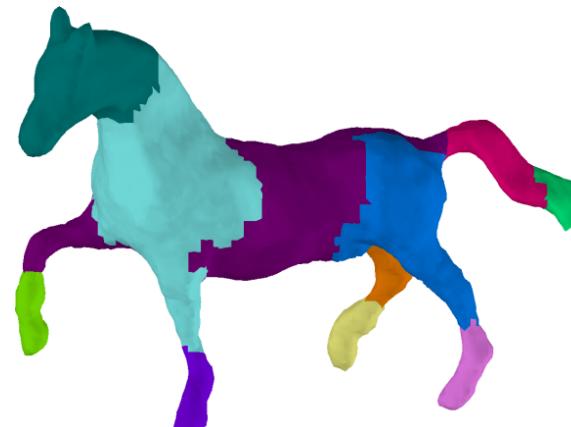
Shape Diameter
[Shapira et al. 10]



Randomized Cuts
[Golovinskiy and Funkhouser 08]

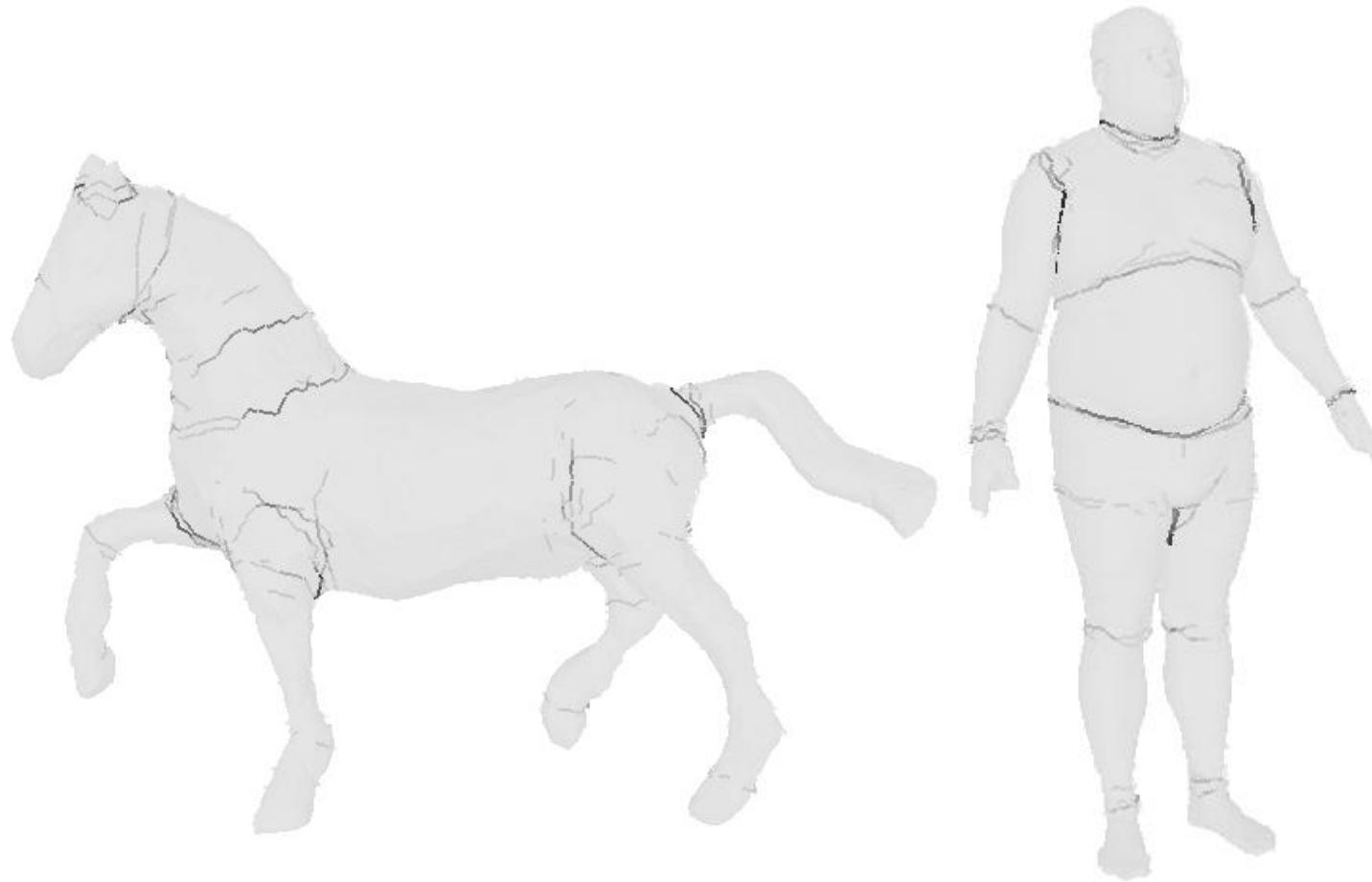


Random Walks
[Lai et al. 08]



Normalized Cuts
[Golovinskiy and Funkhouser 08]

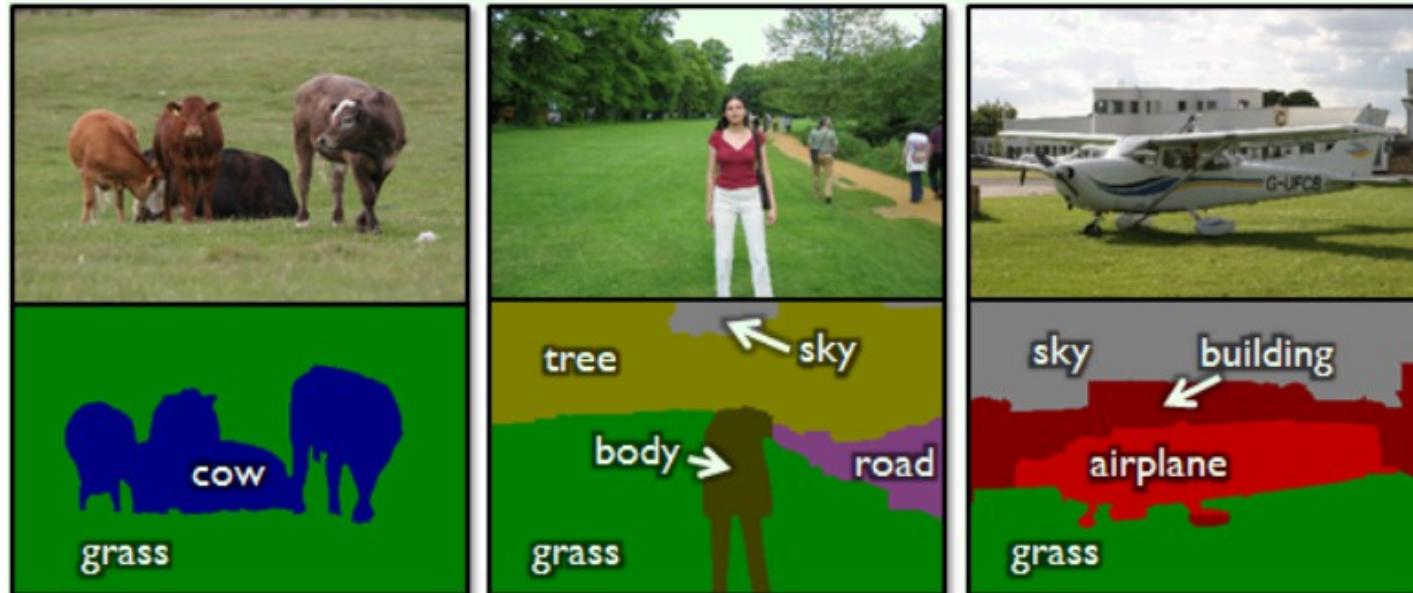
Is human-level segmentation even possible without higher-level cues?



[X. Chen et al. SIGGRAPH 09]

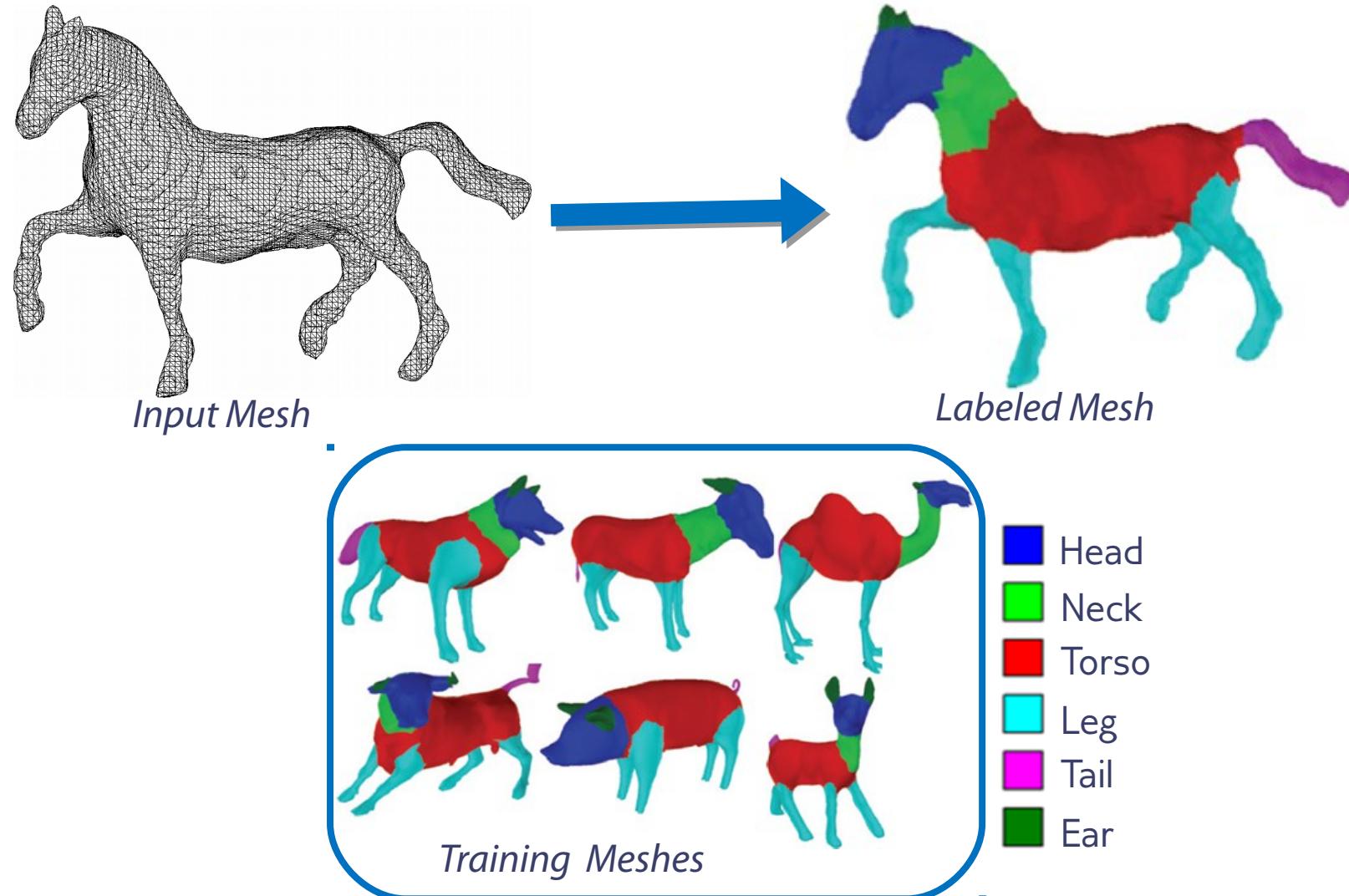
Image segmentation and labeling

[Konishi and Yuille 00, Duygulu et al. 02, He et al. 04, Kumar and Hebert 03, Anguelov et al. 05, Tu et al. 05, Schnitman et al. 06, Lim and Suter 07, Munoz et al. 08,...]



Textonboost
[Shotton et al. ECCV 06]

Shape Segmentation and Labeling

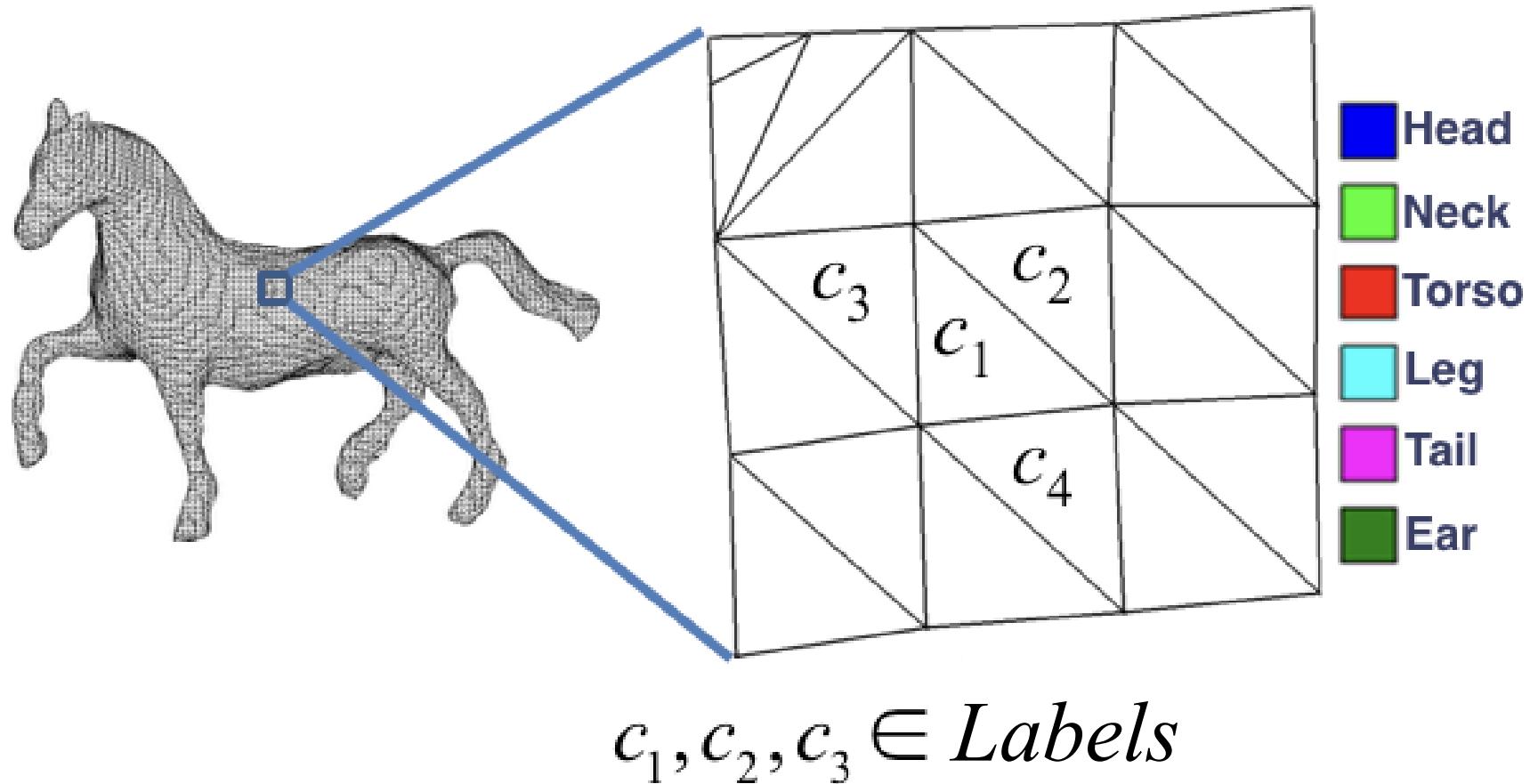


Why supervised segmentation?

- Learn from examples
- Significantly better results than state-of-the-art
- No manual parameter tuning
- Can learn different styles of segmentation

Shape representation

- Polygon mesh, each polygonal face has label



$Labels = \{ head, neck, torso, leg, tail, ear \}$

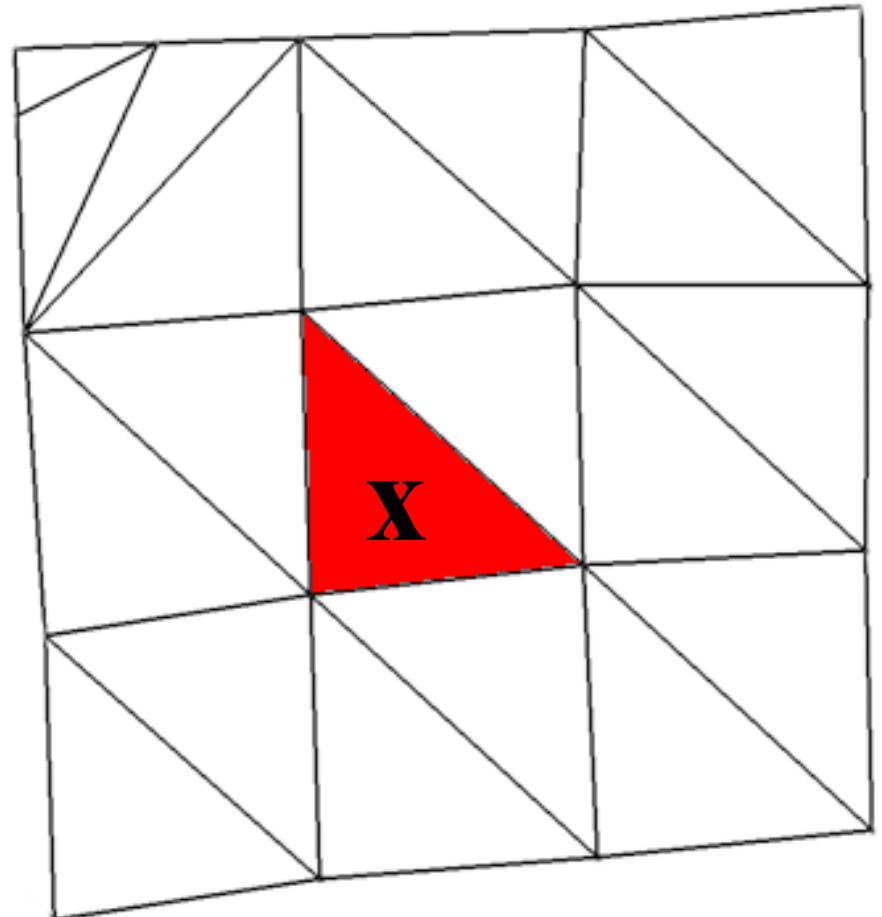
Key Insight #1

- Describe a face by **features** of its neighborhood
- Train a **classifier** to predict label from features

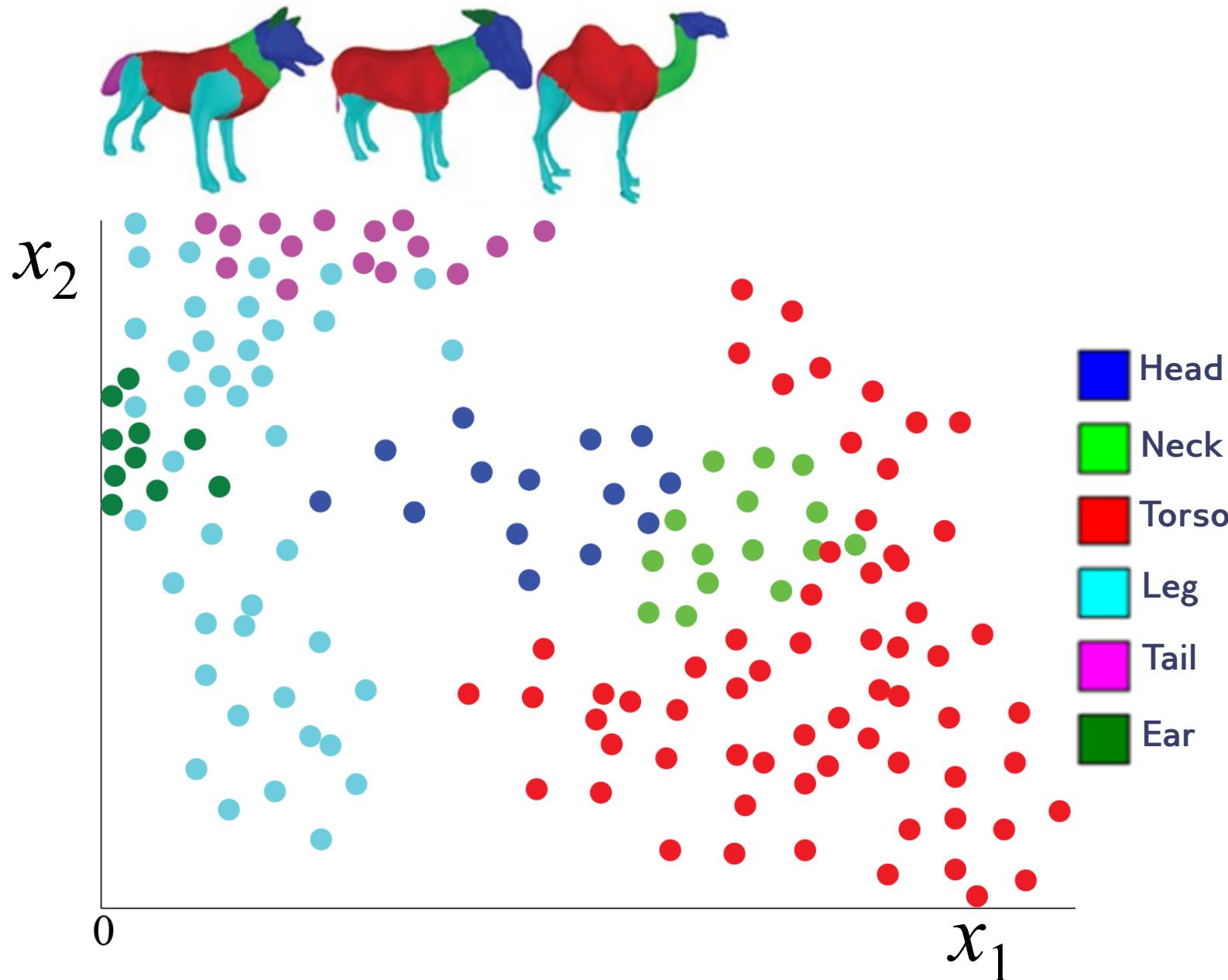
Feature vector

- surface curvature
- singular values from PCA
- shape diameter
- distances from medial surface
- average geodesic distances
- shape contexts
- spin images
- contextual label features

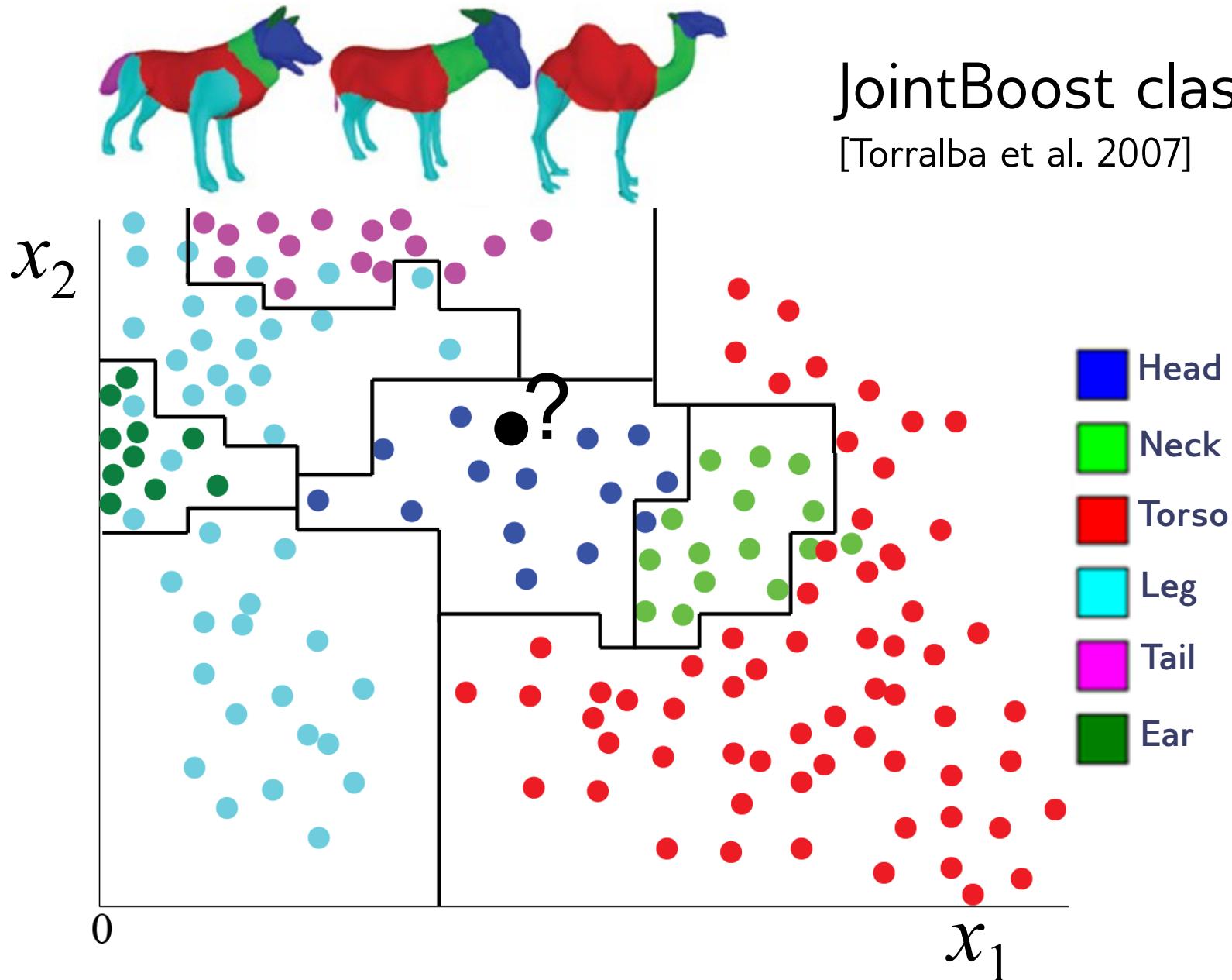
$$\mathbf{x} \in \Re^{375+35|C|} \rightarrow P(c | \mathbf{x})$$



Faces plotted in feature space



Learning a classifier

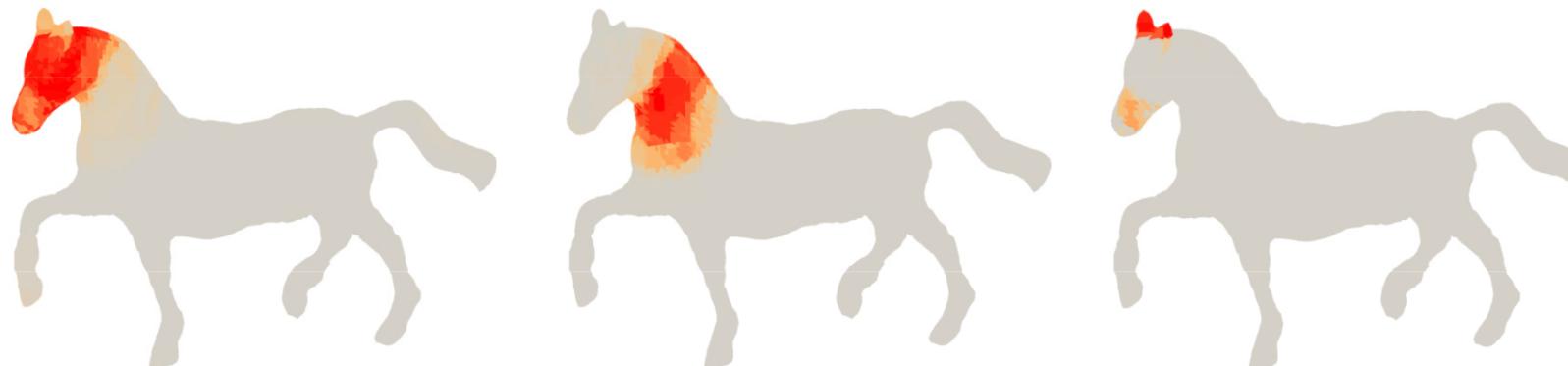


JointBoost classifier
[Torralba et al. 2007]

- Head
- Neck
- Torso
- Leg
- Tail
- Ear

Classifier results

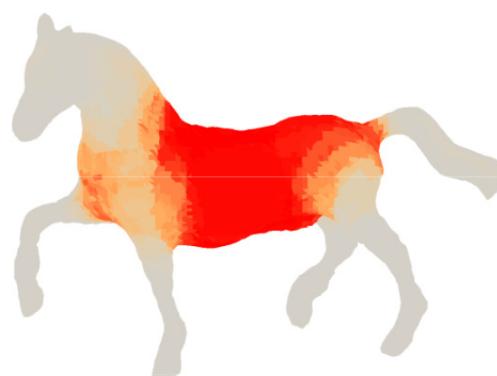
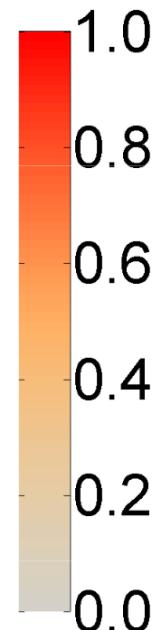
$$E_1(c; \mathbf{x}) = -\log P(c | \mathbf{x})$$



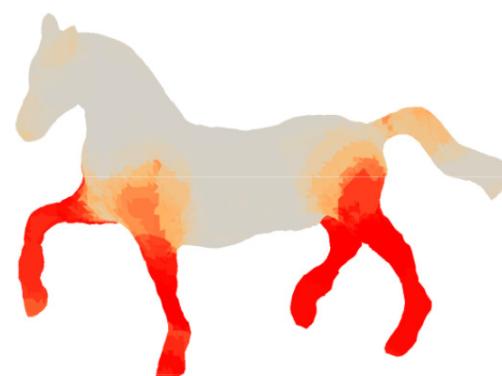
$P(\text{head} | \mathbf{x})$

$P(\text{neck} | \mathbf{x})$

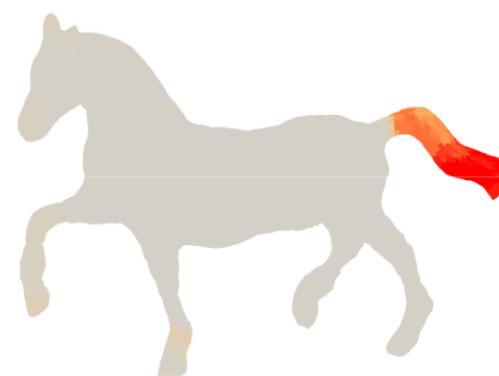
$P(\text{ear} | \mathbf{x})$



$P(\text{torso} | \mathbf{x})$

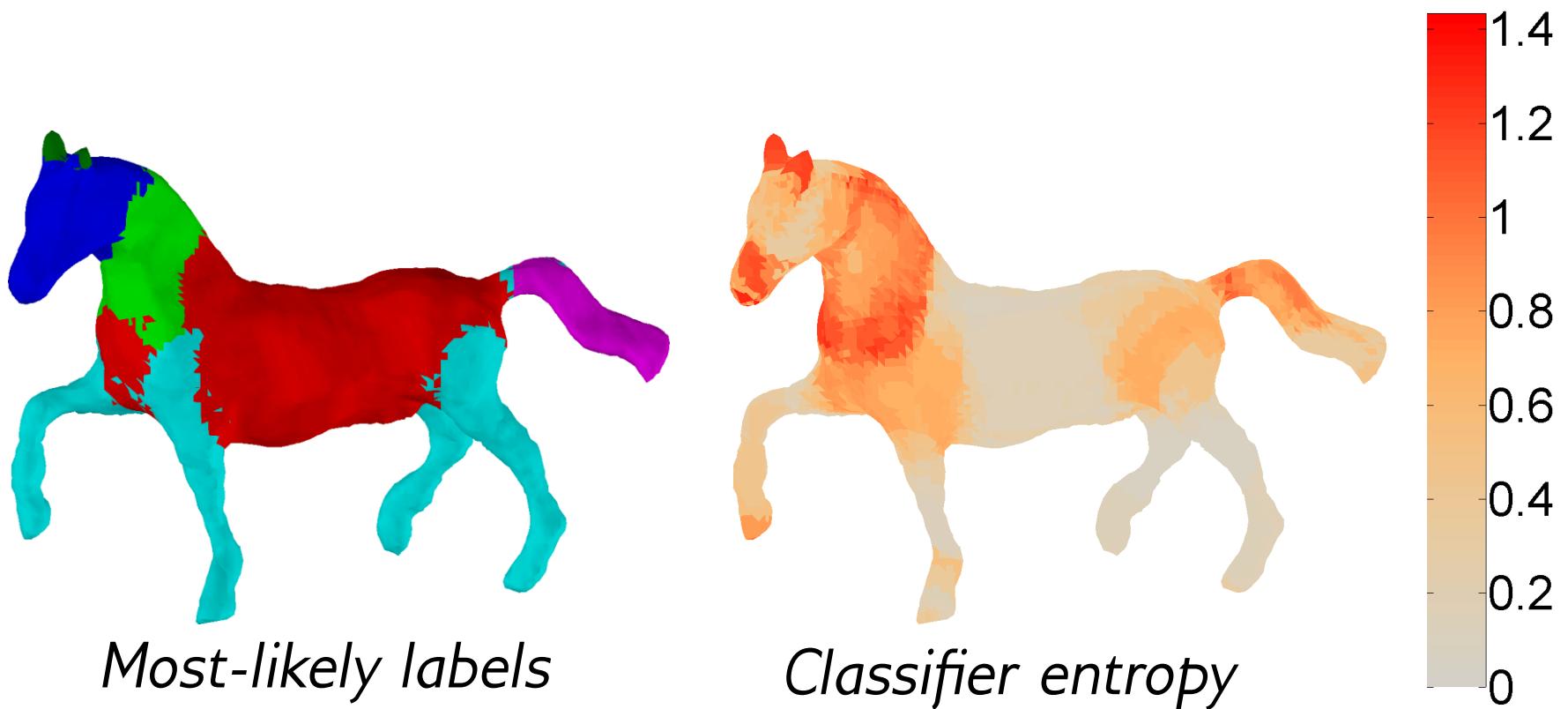


$P(\text{leg} | \mathbf{x})$

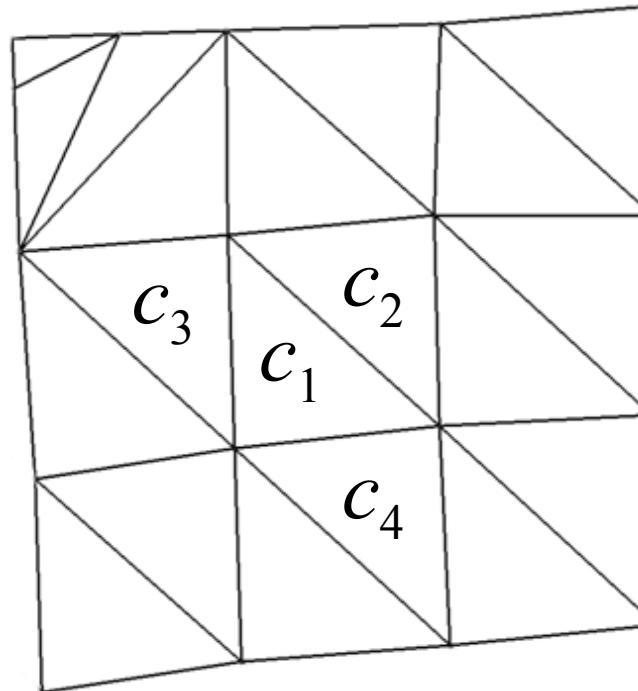


$P(\text{tail} | \mathbf{x})$

Classifier isn't great



Key Insight #2

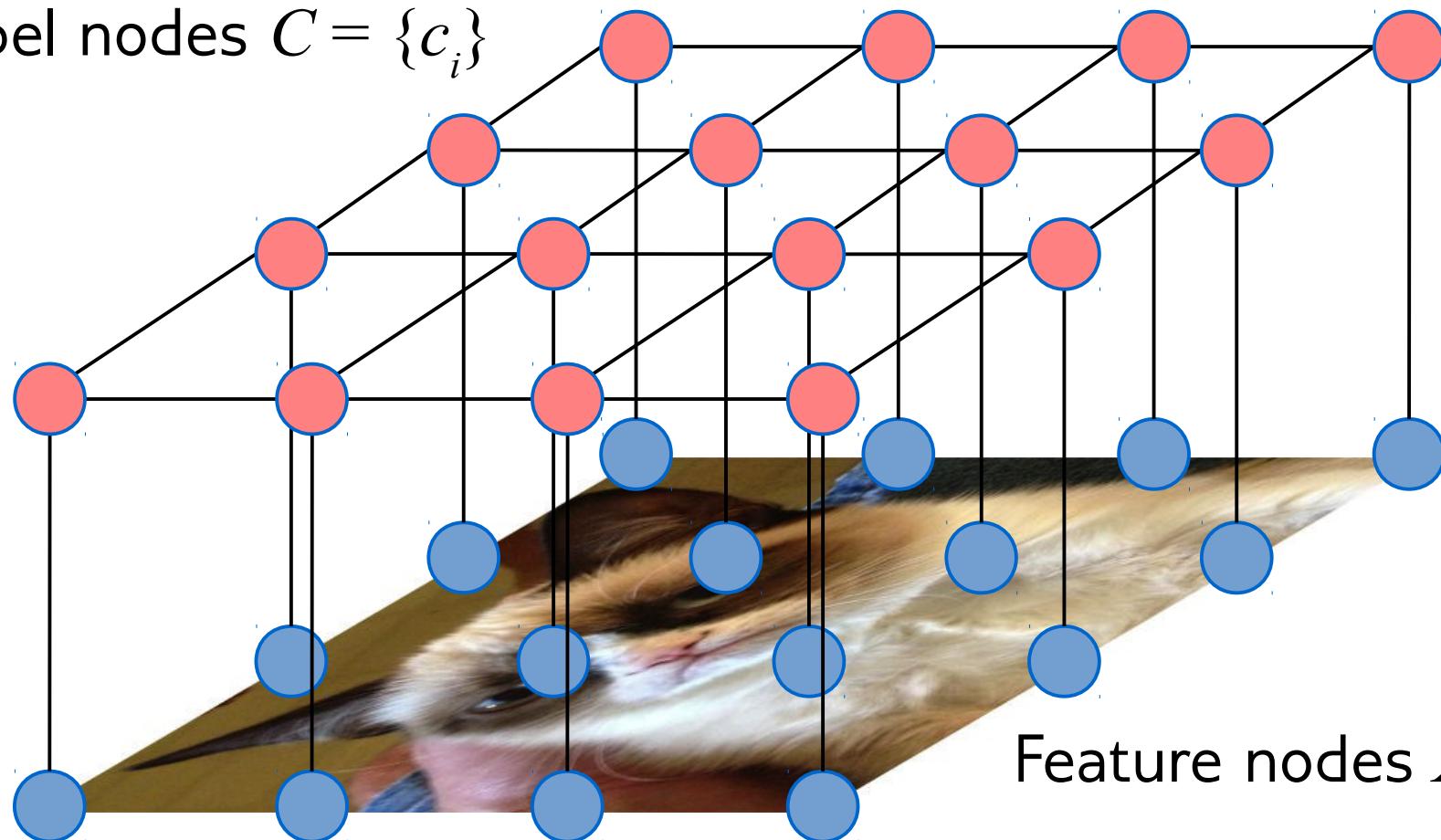


- Face's label is **correlated** with that of its neighbors
 - **Similar** faces have similar labels

Conditional Random Field (CRF)

(an undirected probabilistic graphical model)

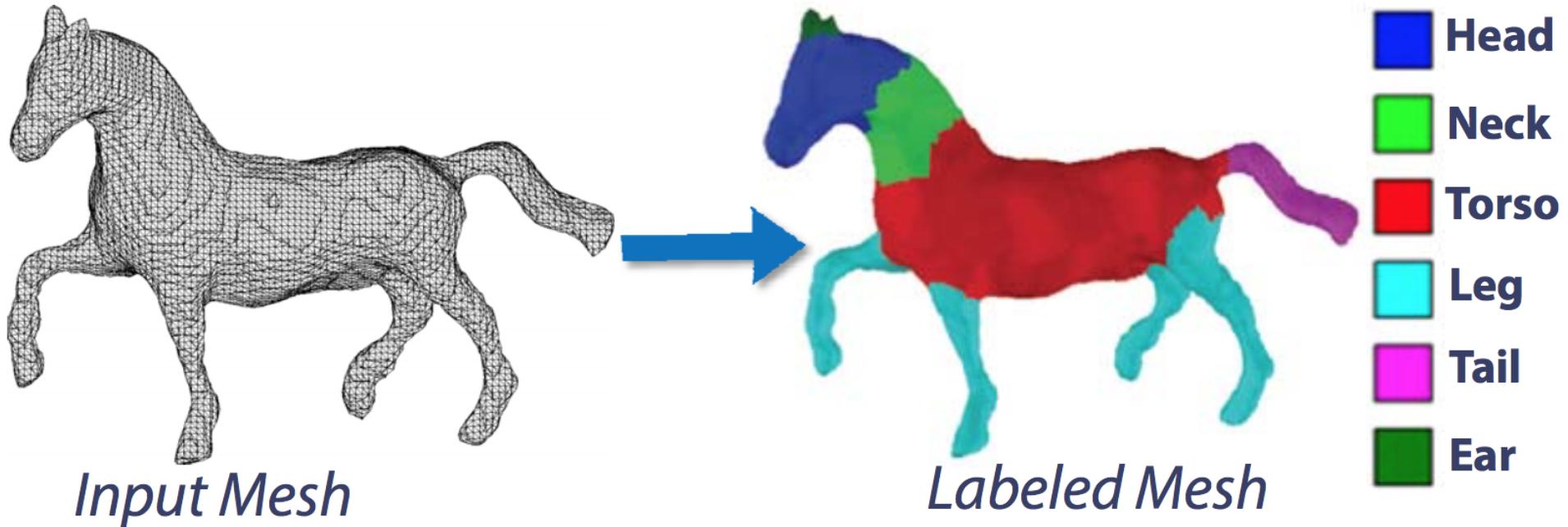
Label nodes $C = \{c_i\}$



Feature nodes $X = \{x_i\}$

Factorized model of $P(C | X) = \prod_i P(c_i | X) = \prod_i P(c_i | \text{ntrs of } c_i)$

Conditional Random Field on Faces

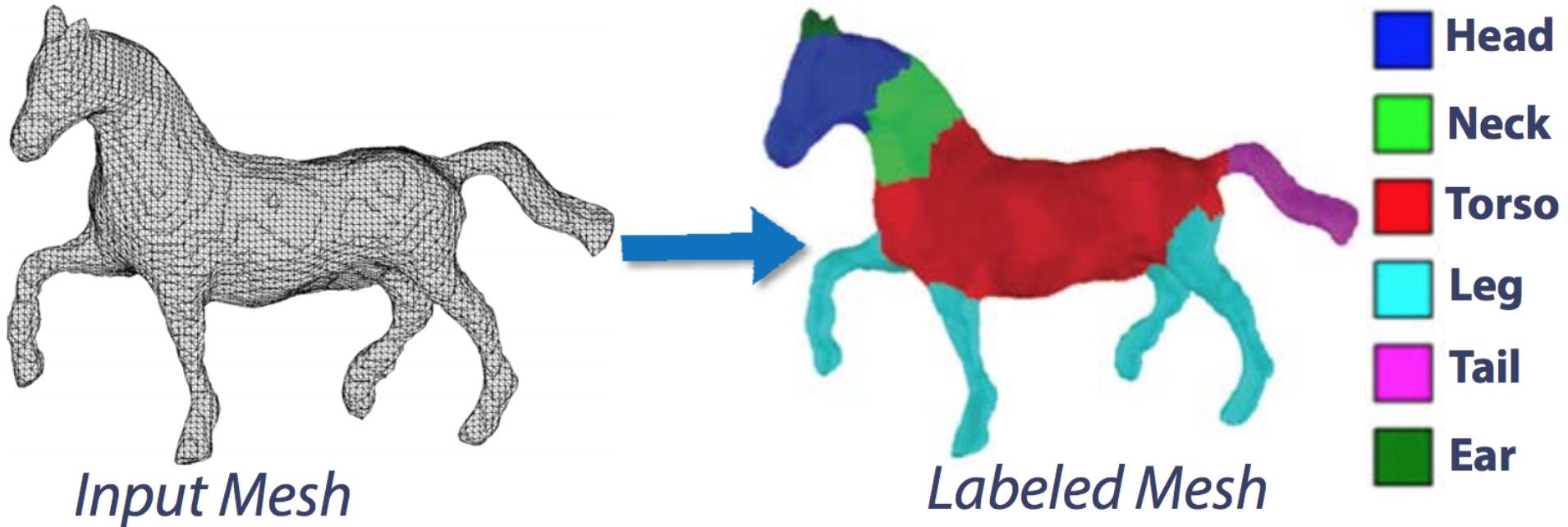


$$c^* = \arg \min_c \left\{ \sum_i \underbrace{\alpha_i E_1(c_i; \mathbf{x}_i)}_{\text{Unary term}} + \sum_{i,j} l_{ij} \underbrace{E_2(c_i, c_j; \mathbf{y}_{ij})}_{\text{Pairwise term}} \right\}$$

Call this E for energy

Then $P(C | X) = \exp(-E) / Z$, where Z is a normalization factor

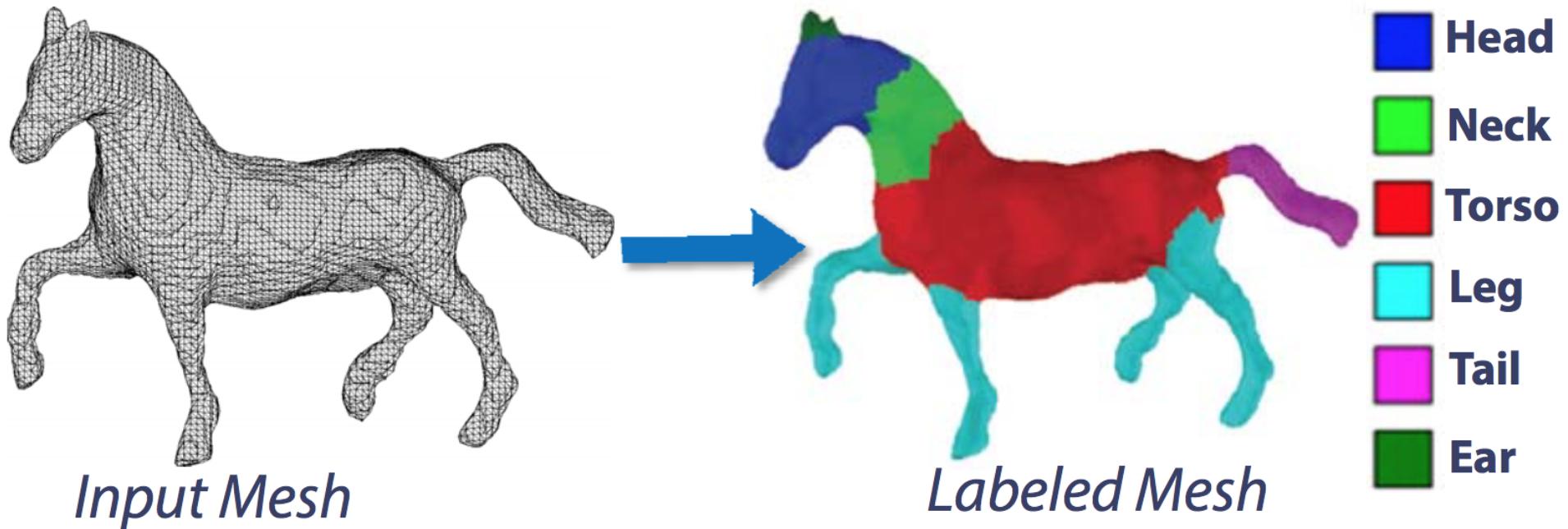
Conditional Random Field on Faces



$$c^* = \arg \min_c \left\{ \sum_i \alpha_i E_1(c_i; \mathbf{x}_i) + \sum_{i,j} l_{ij} E_2(c_i, c_j; \mathbf{y}_{ij}) \right\}$$

↑
Unary term

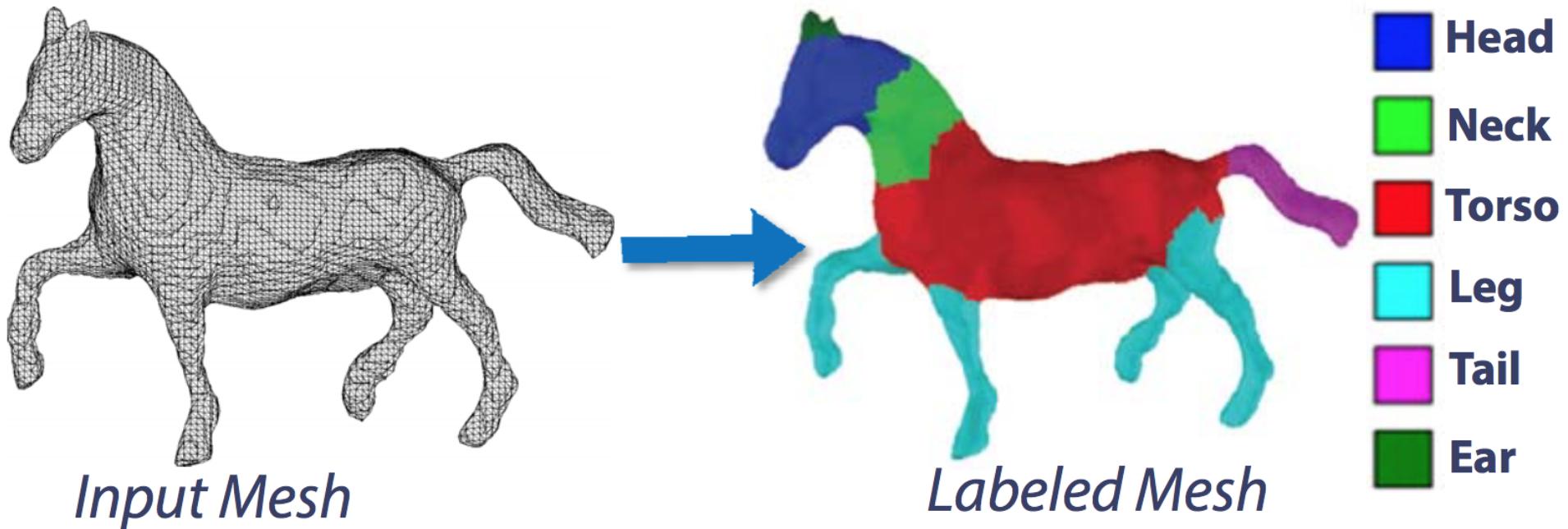
Conditional Random Field on Faces



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↑
Face features

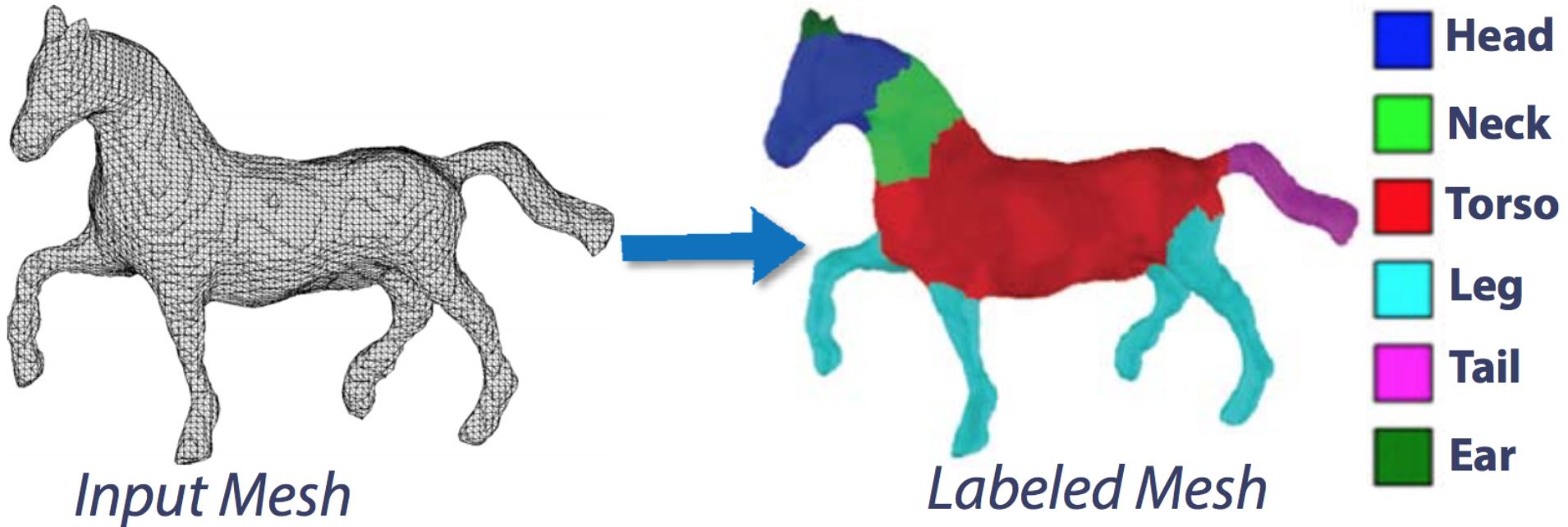
Conditional Random Field on Faces



$$c^* = \arg \min_c \left\{ \sum_i \alpha_i E_1(c_i; \mathbf{x}_i) + \sum_{i,j} l_{ij} E_2(c_i, c_j; \mathbf{y}_{ij}) \right\}$$

↑
Face area

Conditional Random Field on Faces

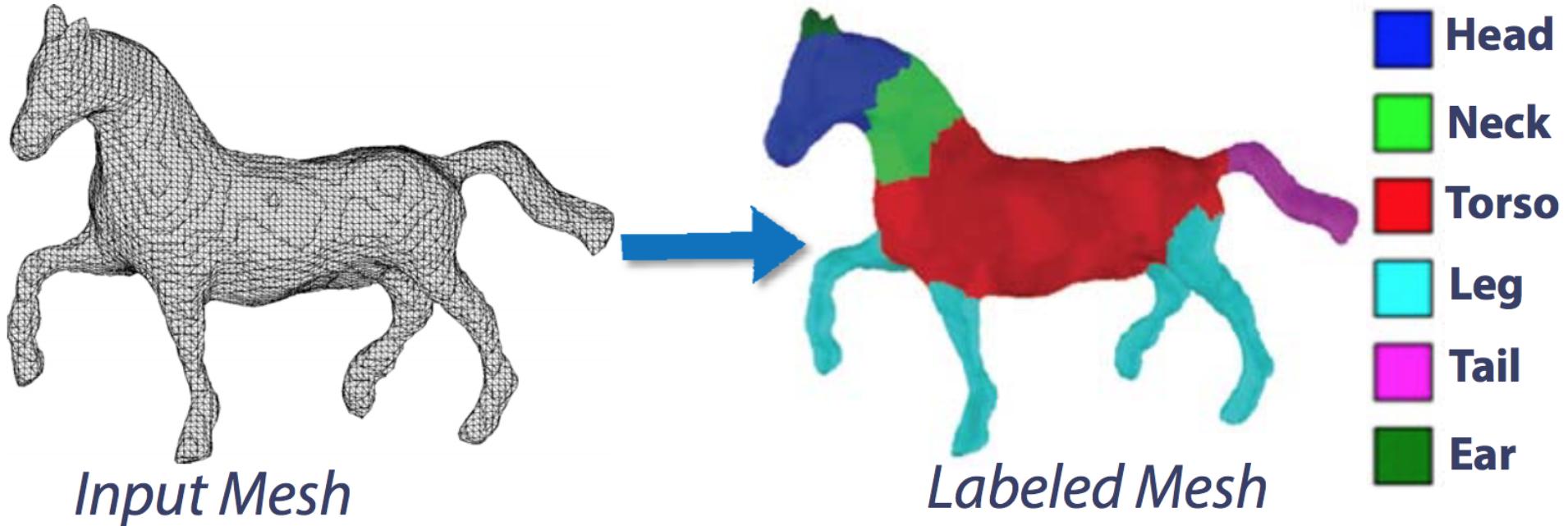


$$c^* = \arg \min_{\mathbf{c}} \left\{ \sum_i \alpha_i E_1(c_i; \mathbf{x}_i) + \sum_{i,j} l_{ij} E_2(c_i, c_j; \mathbf{y}_{ij}) \right\}$$



Pairwise term

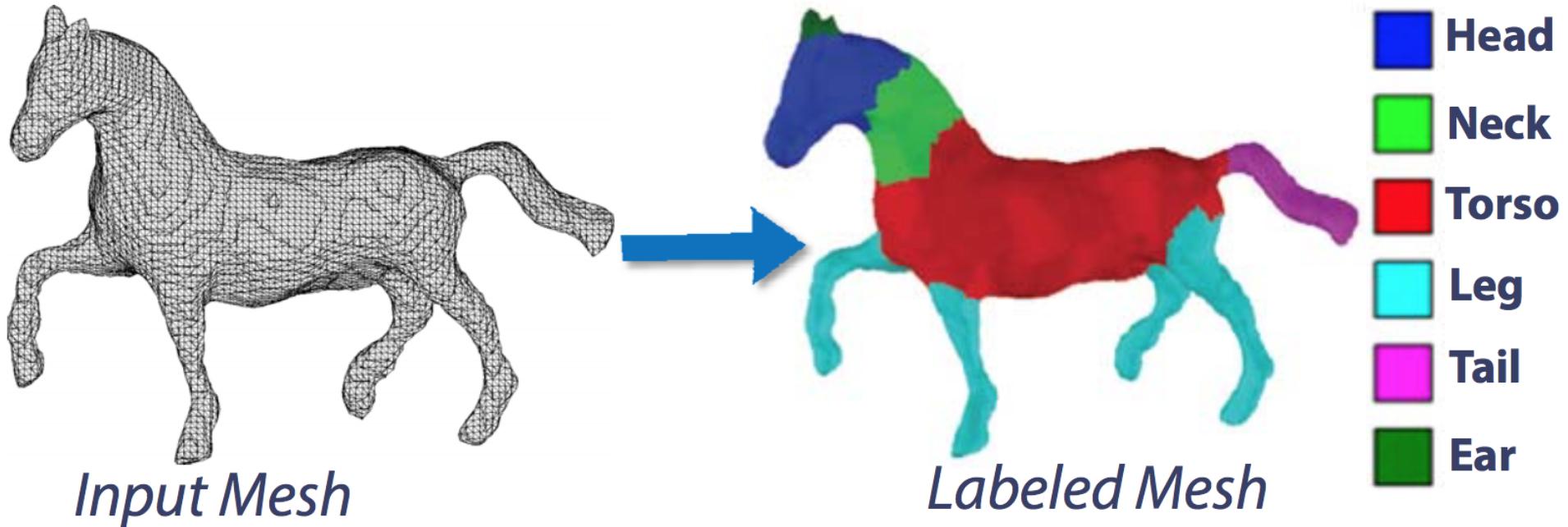
Conditional Random Field on Faces



$$c^* = \arg \min_c \left\{ \sum_i \alpha_i E_1(c_i; \mathbf{x}_i) + \sum_{i,j} l_{ij} E_2(c_i, c_j; \mathbf{y}_{ij}) \right\}$$

↑
Edge features

Conditional Random Field on Faces



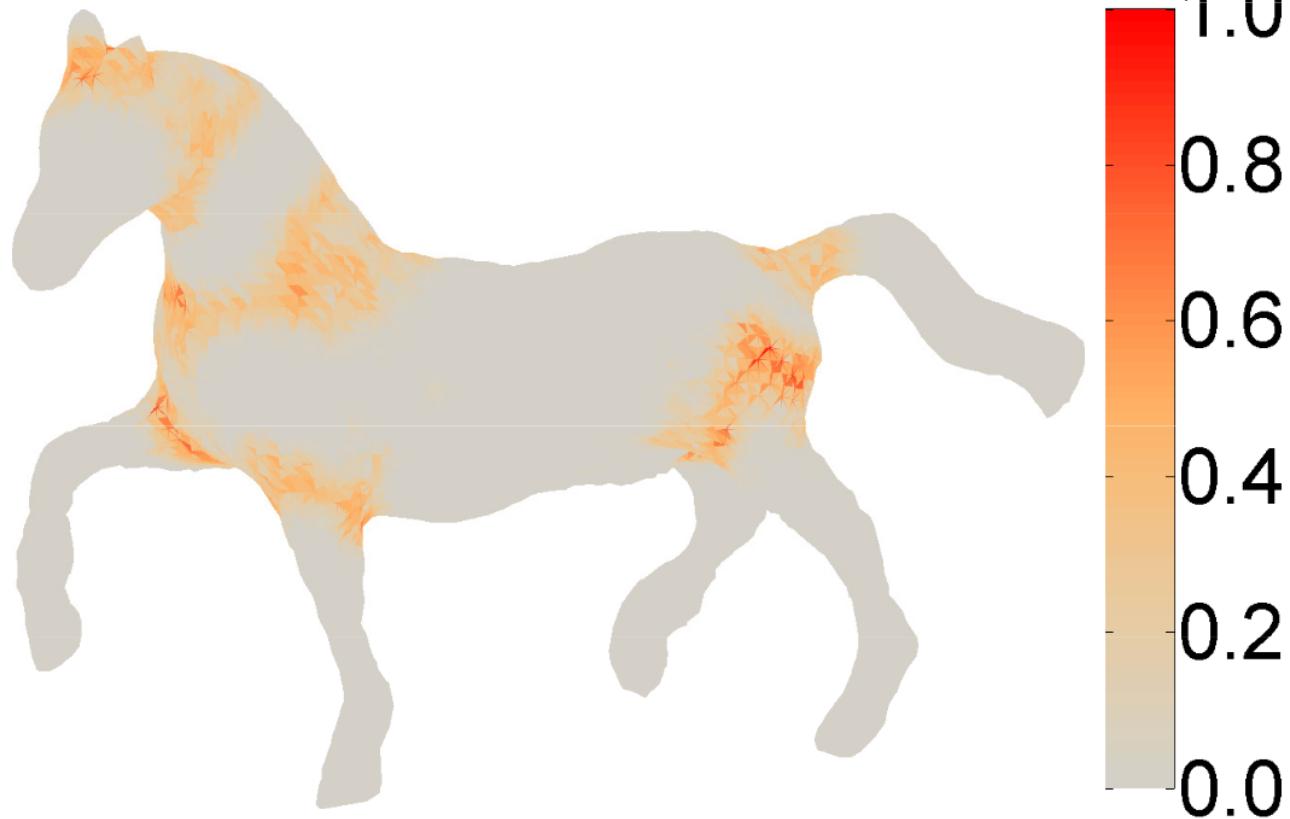
$$c^* = \arg \min_{\mathbf{c}} \left\{ \sum_i \alpha_i E_1(c_i; \mathbf{x}_i) + \sum_{i,j} l_{ij} E_2(c_i, c_j; \mathbf{y}_{ij}) \right\}$$

Edge length

Pairwise Term

$$E_2(c, c'; \mathbf{y}, \theta_2) = G(\mathbf{y}) L(c, c')$$

Geometry-dependent term



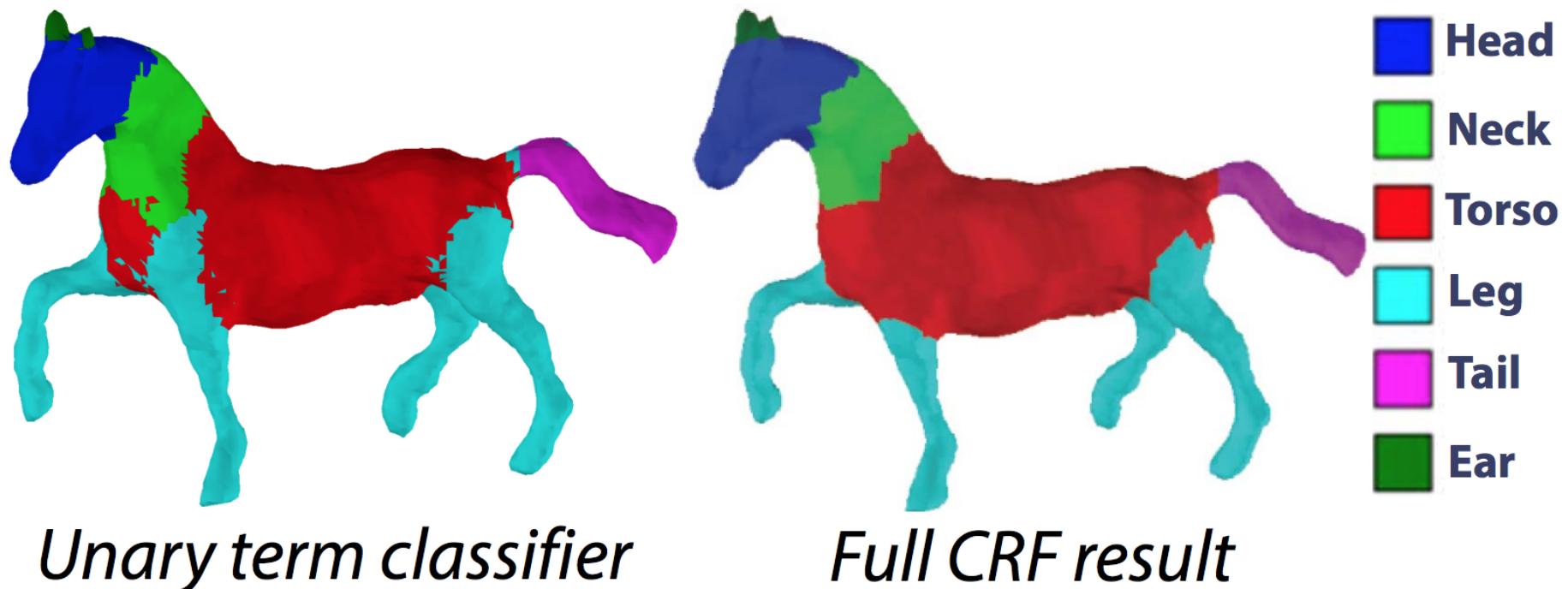
Pairwise Term

$$E_2(c, c'; \mathbf{y}, \theta_2) = G(\mathbf{y}) L(c, c')$$

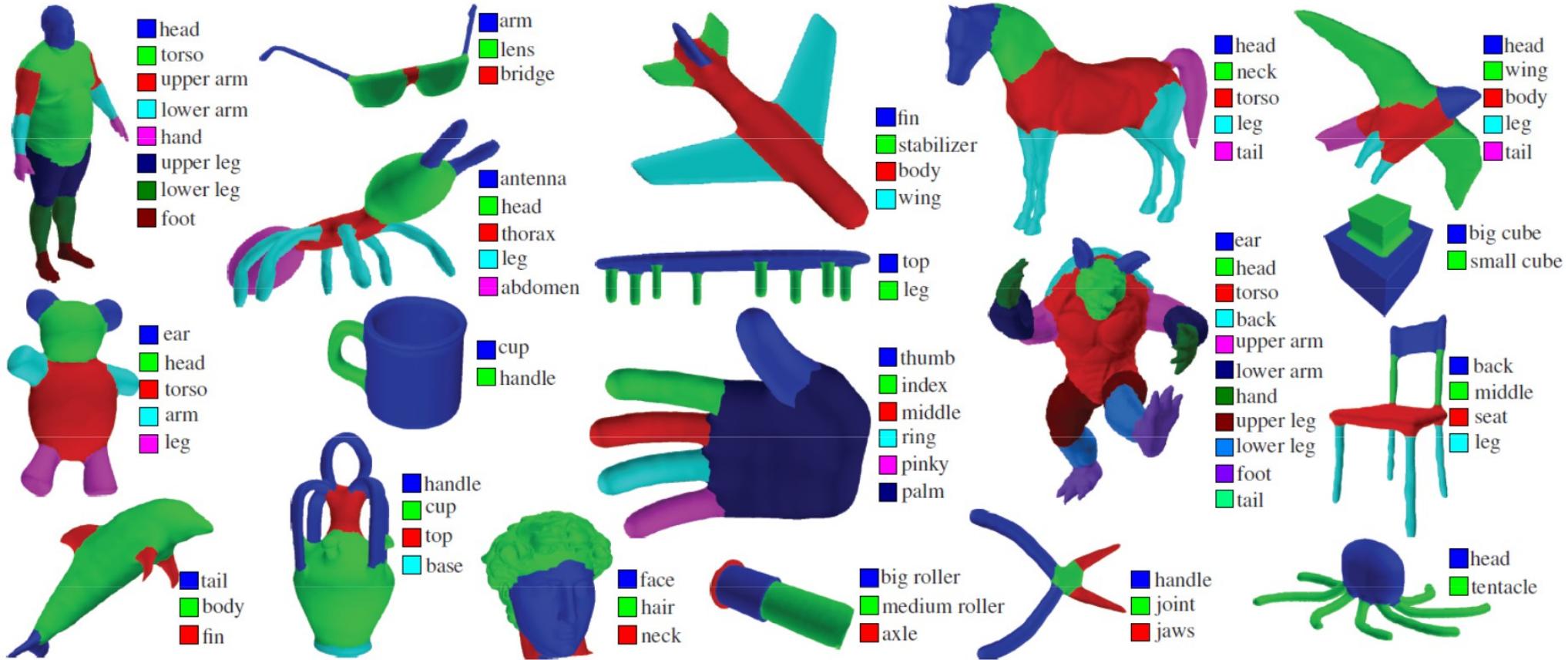
Label compatibility term

Head	Neck	Ear	Torso	Leg	Tail	
Head	.45	.07	1	∞	∞	Head
Neck	0	∞	1	∞	∞	Neck
Ear	∞	0	∞	∞	∞	Ear
Torso	1	1	∞	0	1	.56
Leg	∞	∞	∞	1	0	∞
Tail	∞	∞	∞	.56	∞	0

Effect of the pairwise term



More results



94% labeling accuracy, 9.5% segmentation error (prev best 16%)

Training and Inference

- **Training:**
 - (Joint-) Boosting for unary classifier
 - Holdout validation with grid search and gradient descent for remaining parameters
- **Inference** (finding the optimal face labeling by minimizing the CRF energy):
 - α -expansion graph cuts

Key Insight #3

- A **better unary classifier** would improve results
- The best current visual classifiers, in general, are **convolutional neural networks (CNNs)**

Model	Top-1	Top-5
<i>Sparse coding [2]</i>	47.1%	28.2%
<i>SIFT + FVs [24]</i>	45.7%	25.7%
CNN	37.5%	17.0%

In 2012, the error rate in the ImageNet visual recognition challenge was halved by a deep CNN (gains are typically incremental). There are 1000 categories: the baseline of random guessing would have a 99.9% error.

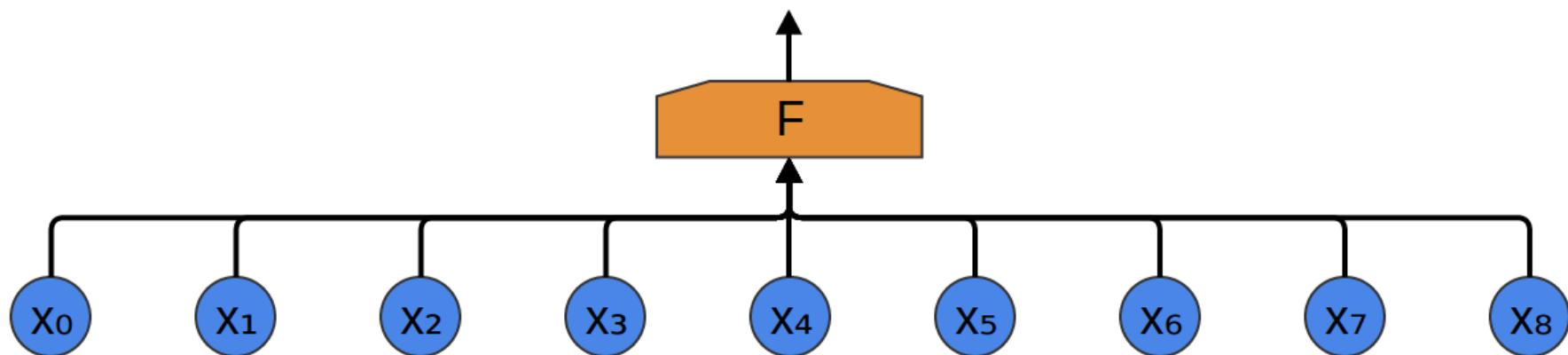
What is a Convolutional Neural Network?

- Imagine we have a set of N samples from some signal
- We want to produce a prediction, e.g. whether the signal represents a human voice, or a picture of a cat, or a depth image of a building



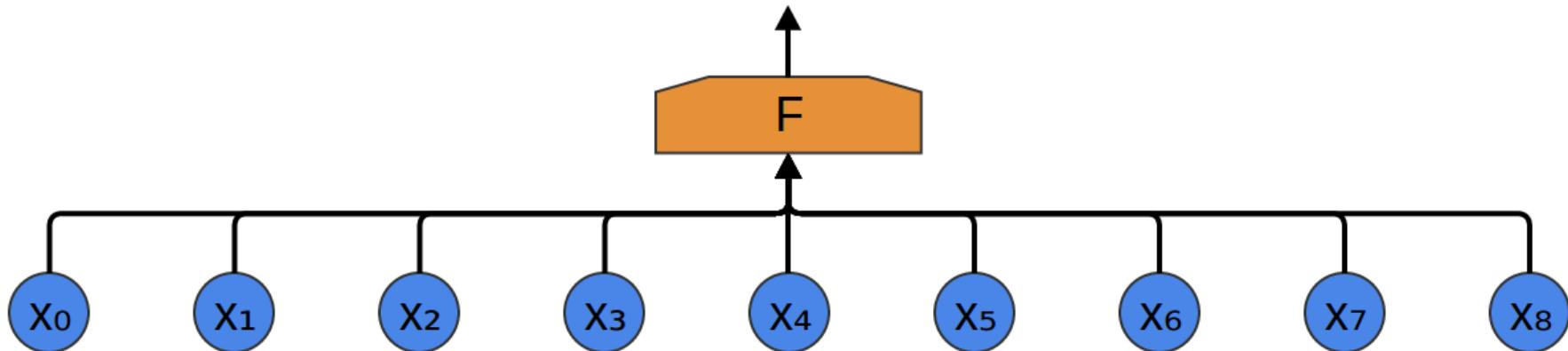
What is a Convolutional Neural Network?

- We can compute the probability as a function F of these values
 - In a **fully-connected** network, the function takes in all the inputs at once, e.g. as $g(\mathbf{w} \cdot \mathbf{x})$, where \mathbf{w} is a weight vector and g is some nonlinear transformation such as a sigmoid function



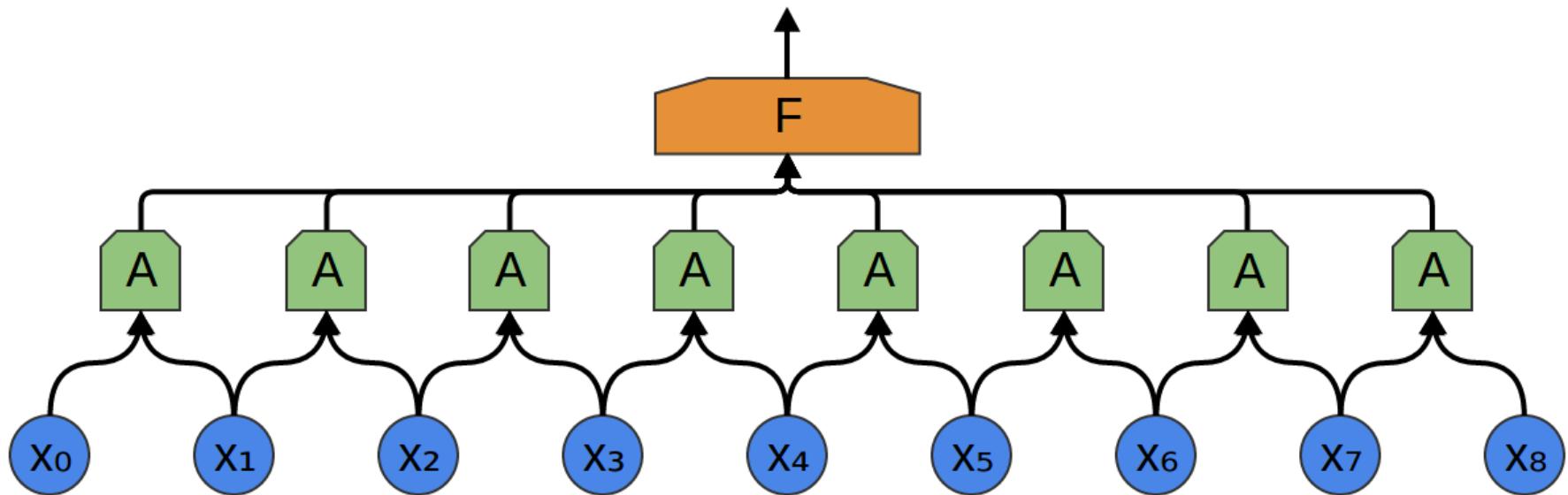
What is a Convolutional Neural Network?

- Fully-connected networks have some drawbacks
 - The function is **very high-dimensional** (all inputs processed at once)
 - **No complex relationships** between inputs are modeled (just a dot product)
 - Local information is **not captured in a “translation-invariant” way** (a feature of the signal at the left end of the sequence must be learned independently of the same feature occurring at the right end)



What is a Convolutional Neural Network?

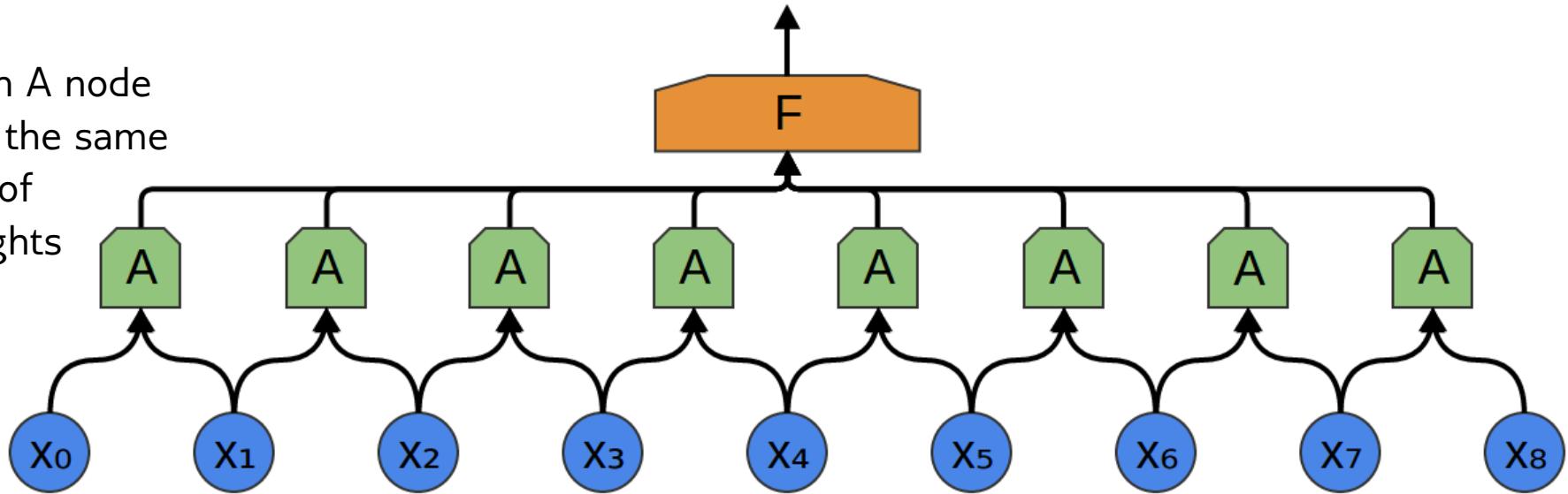
- **Solution:** a **convolutional layer**
- A filter (again, a dot product followed by a nonlinear transformation) is applied on local neighborhoods of the signal



What is a Convolutional Neural Network?

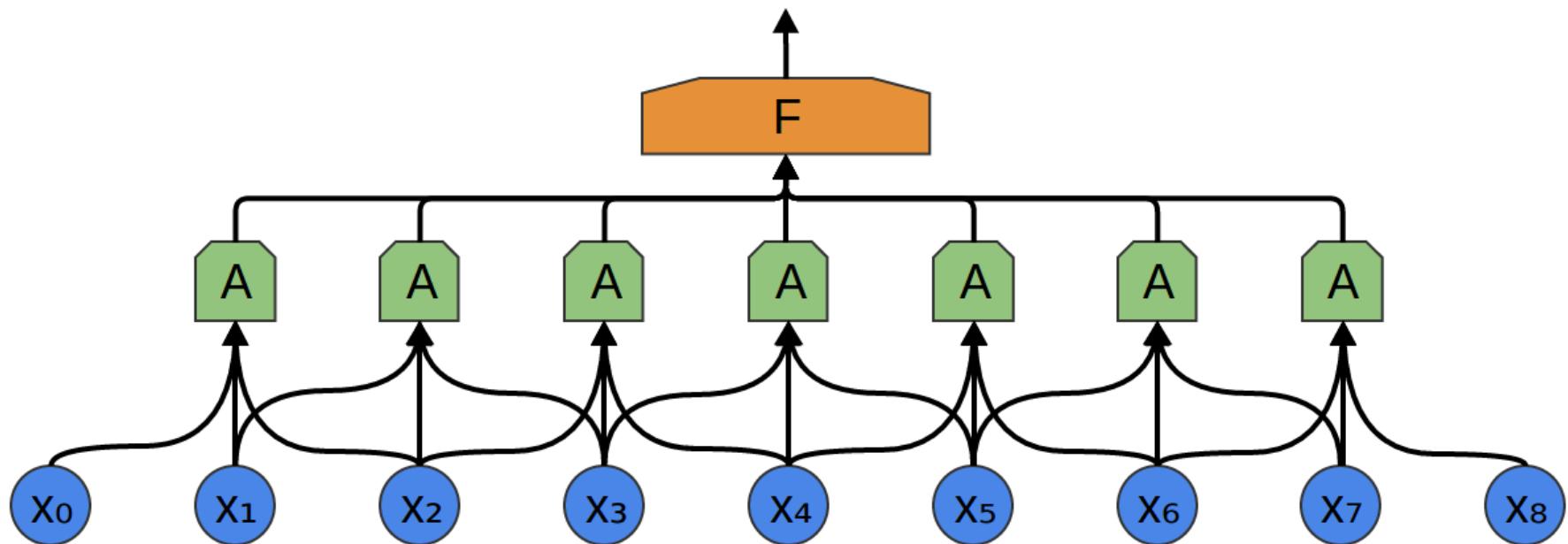
- All filters **share the same weights!**
 - Dramatically reduces number of parameters of the network
- The final output is a function of the filter responses

Each A node
has the same
set of
weights



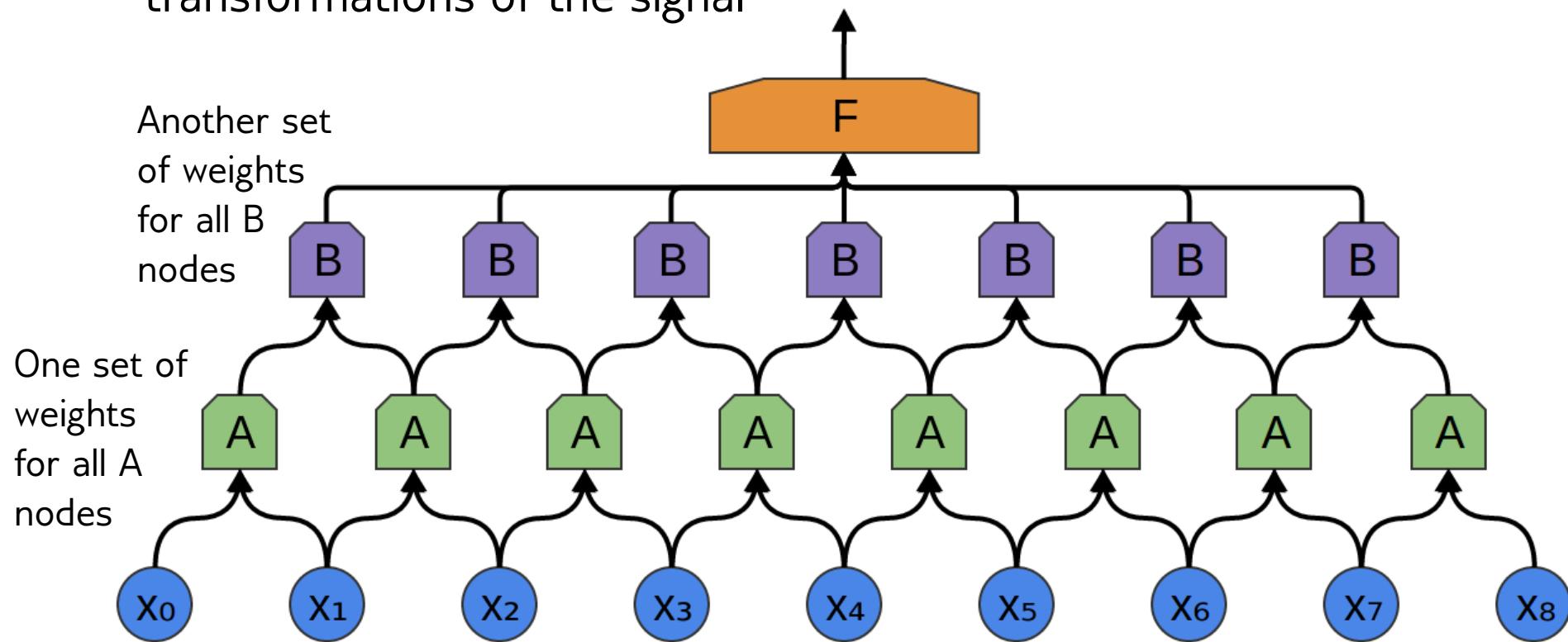
What is a Convolutional Neural Network?

- We can make the neighborhoods larger, to capture broader local features



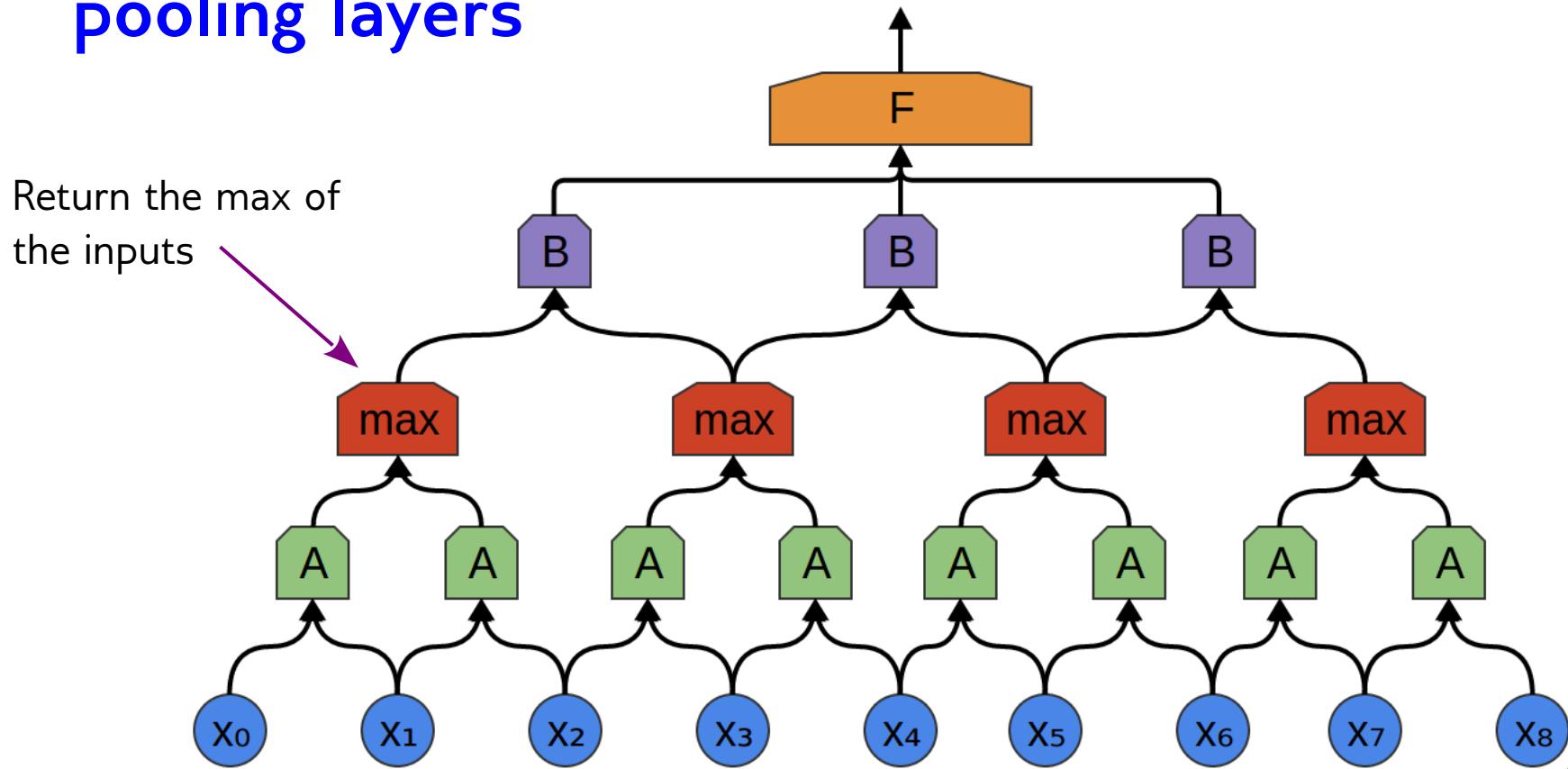
What is a Convolutional Neural Network?

- Convolutional layers are **composable**: they can be stacked with each layer providing inputs for the next layer
 - Higher layers can capture more abstract features since they effectively cover larger neighborhoods, and combine multiple different nonlinear transformations of the signal



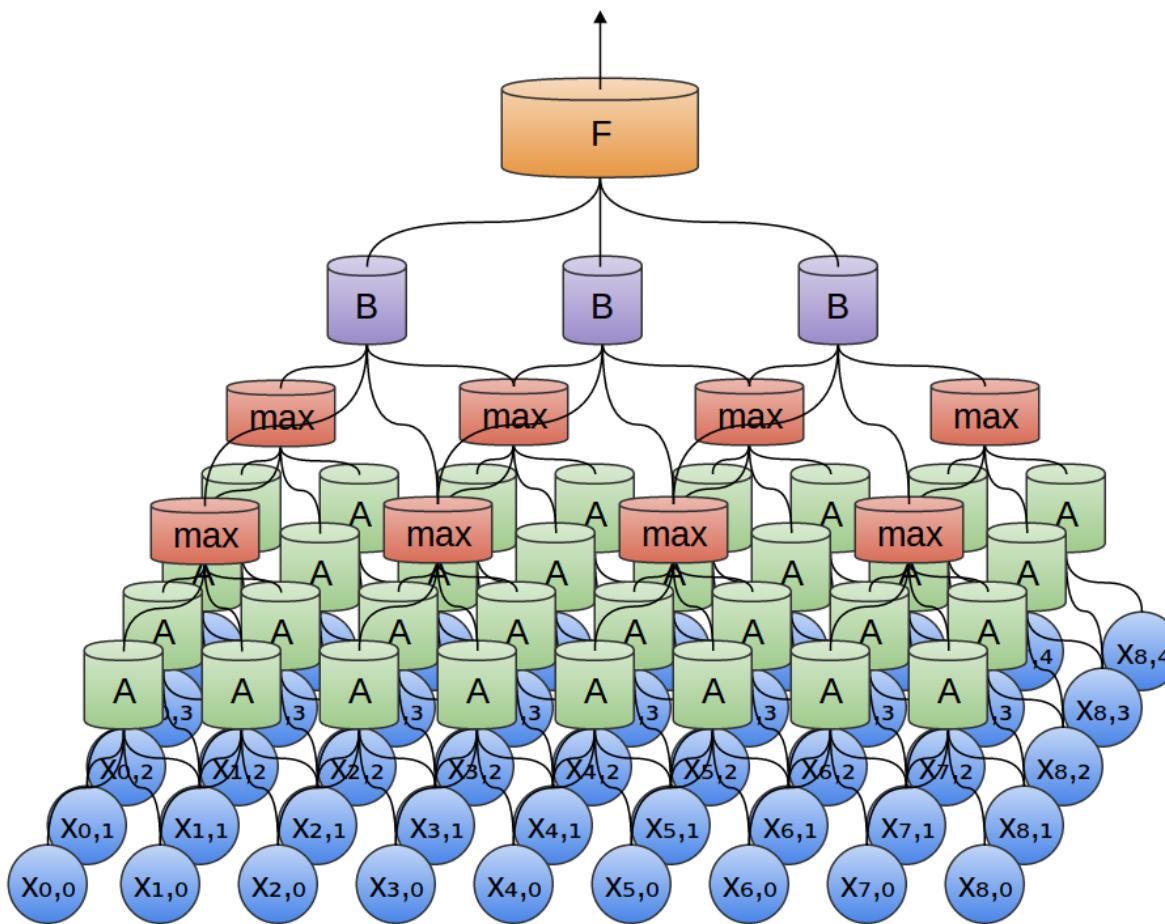
What is a Convolutional Neural Network?

- To make the network robust to small translations in detected features, and to reduce the amount of redundant data fed into higher layers, we introduce **pooling layers**



What is a Convolutional Neural Network?

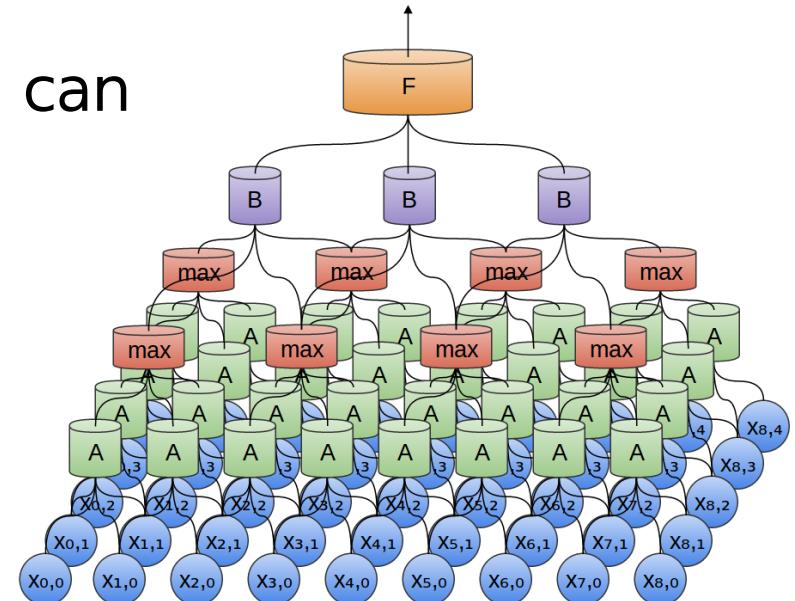
- The signal can be 2D: the filters are now also 2D, but it's all essentially the same



What is a Convolutional Neural Network?

- The function computed by this gigantic model is **differentiable*** w.r.t. the weights
 - Given training data and a **loss function** measuring the deviation between predicted and actual values, we can optimize the weights by gradient descent
 - The gradient of the loss function can be found efficiently by a method called **back-propagation**

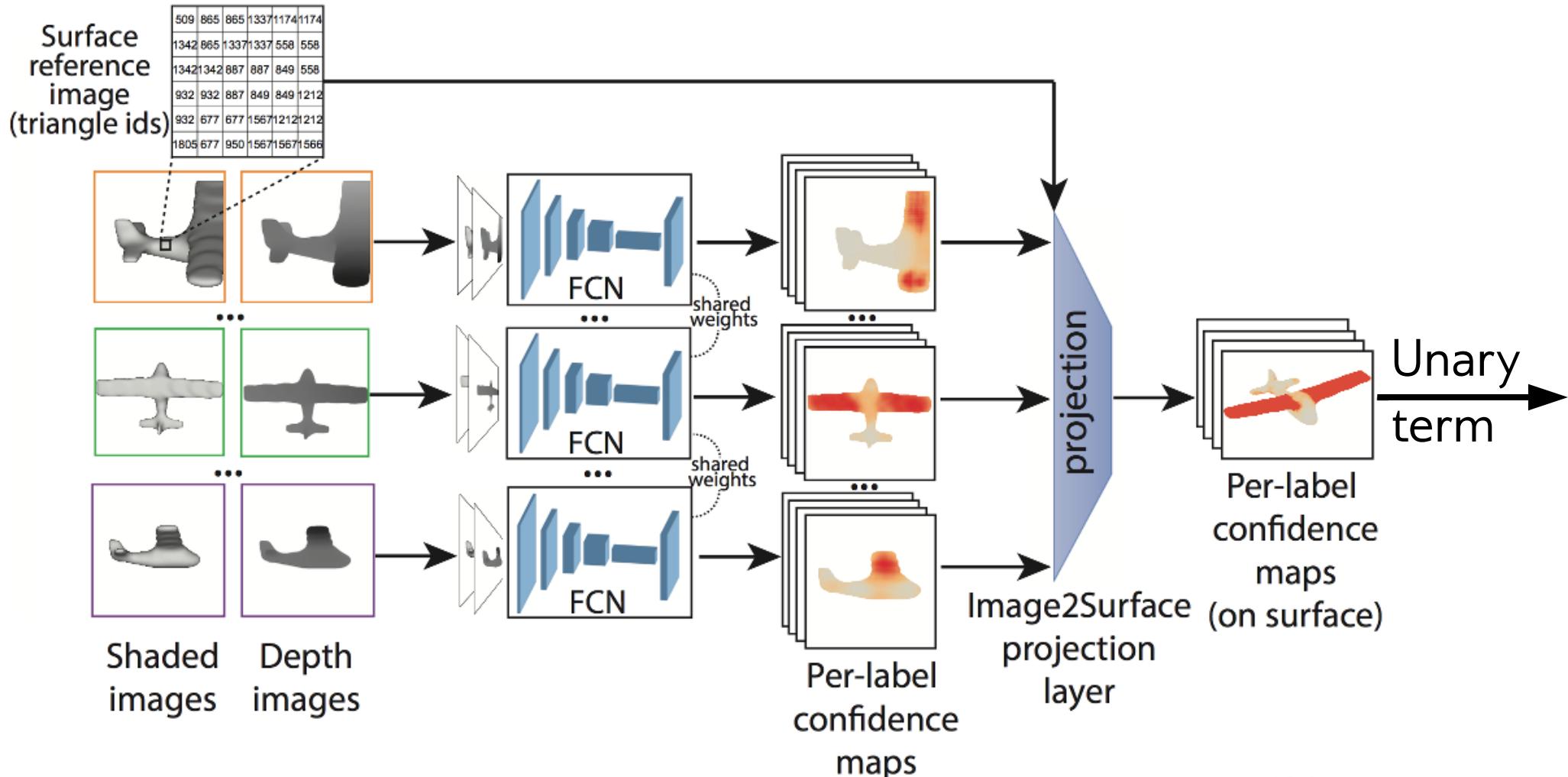
* nearly everywhere



Applying 2D image CNNs to 3D shapes

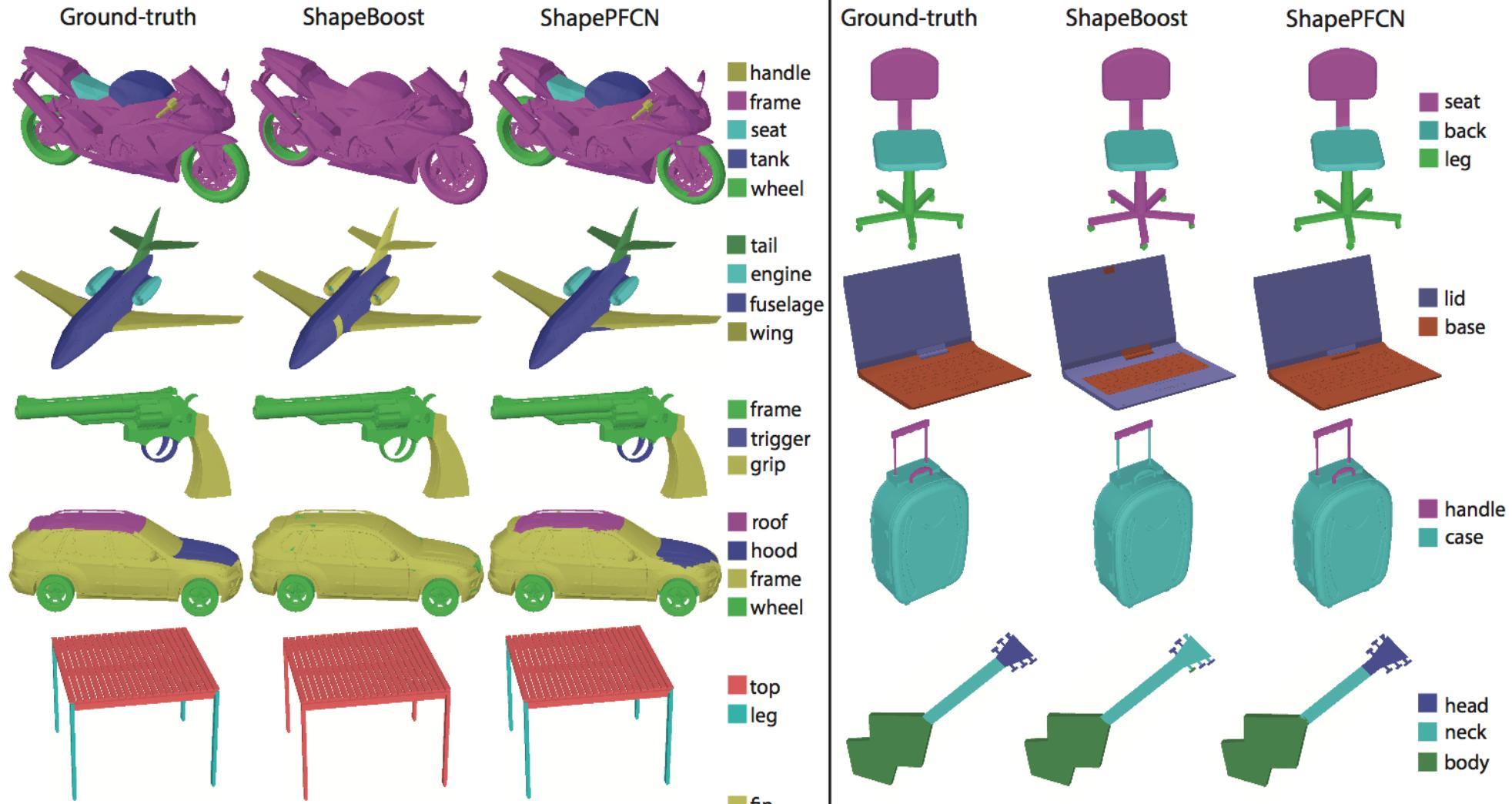
- **Problem:** Doing convolutions on arbitrary surfaces at various scales is hard
- **Solution:** Render shape from different directions, apply image CNNs to the renderings, and merge the results
 - ... also lets us take advantage of huge amounts of image training data to pre-train the model (voxel grids are typically 3D data-starved)

Applying 2D image CNNs to 3D shapes



This is a fully convolutional network that produces a probability for each label at each pixel. It does not predict the class of the overall object.

Results



Overall results (on ShapeNetCore)

	ShapeBoost	Guo et al.	ShapePFCN
Category Avg.	83.1	78.7	88.7
Category Avg. (>3 labels)	74.8	69.6	84.9
Dataset Avg.	80.4	74.7	88.0
Dataset Avg. (>3 labels)	74.2	68.7	84.5

Per-class results

	#train/test shapes	#part labels	ShapeBoost	Guo et al.	ShapePFCN
Airplane	250 / 250	4	84.1	78.4	88.4
Bag	38 / 38	2	94.3	95.7	95.5
Cap	27 / 28	2	94.8	91.2	92.0
Car	250 / 250	4	75.5	74.7	86.6
Chair	250 / 250	4	71.9	60.6	83.7
Earphone	34 / 35	3	76.0	74.6	82.9
Guitar	250 / 250	3	86.9	82.8	89.7
Knife	196 / 196	2	84.1	69.6	87.1
Lamp	250 / 250	4	63.8	57.7	78.3
Laptop	222 / 222	2	79.4	68.0	95.2
Motorbike	101 / 101	6	78.6	76.9	87.5
Mug	92 / 92	2	98.1	97.7	98.1
Pistol	137 / 138	3	84.9	82.9	92.2
Rocket	33 / 33	3	83.2	79.6	81.5
Skateboard	76 / 76	3	89.6	87.8	92.5
Table	250 / 250	3	83.9	81.0	88.0

Effect of solution components

	fixed views	disjoint training	unary term	use everything
Category Avg.	87.8	88.2	83.5	88.7
Category Avg. (>3 labels)	84.0	84.5	76.2	84.9
Dataset Avg.	87.2	87.5	82.2	88.0
Dataset Avg. (>3 labels)	83.6	84.2	76.7	84.5