



# Figure-ground organization in natural scenes: Performance of a recurrent neural model compared with neurons of area V2

Giulia D'Angelo, PhD student



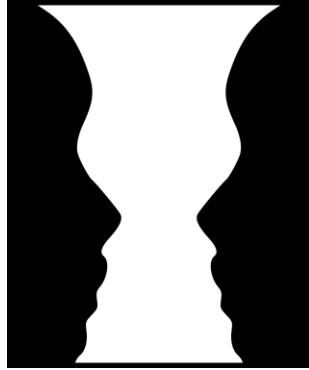
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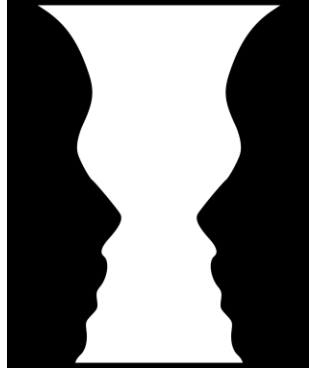
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What do they do?

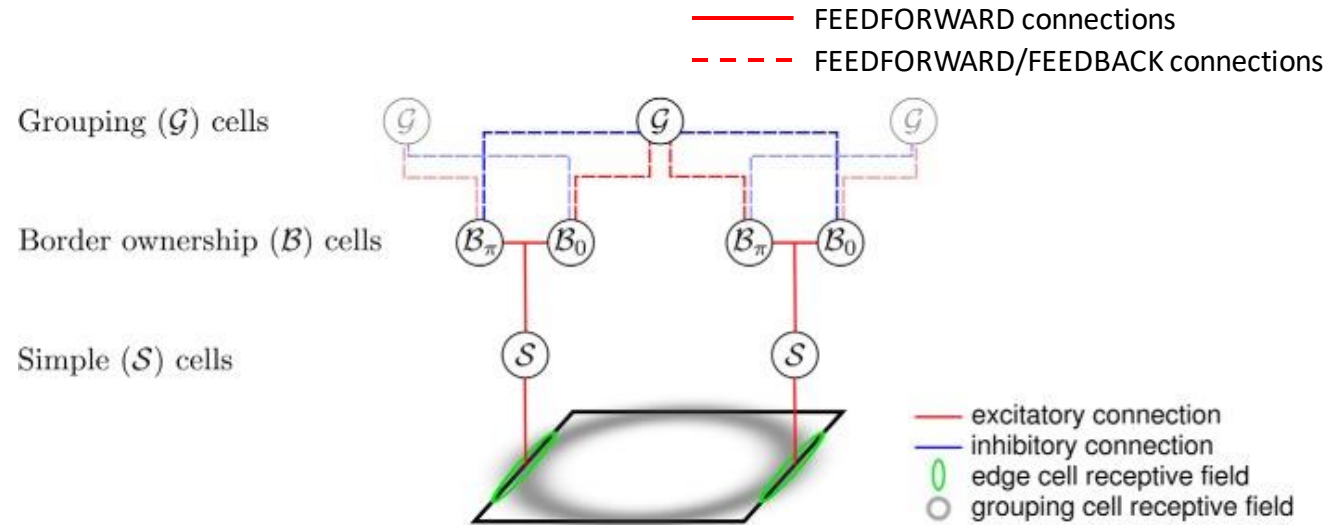


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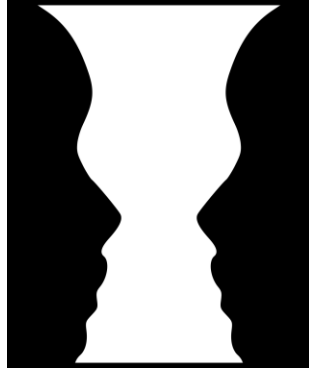


How?

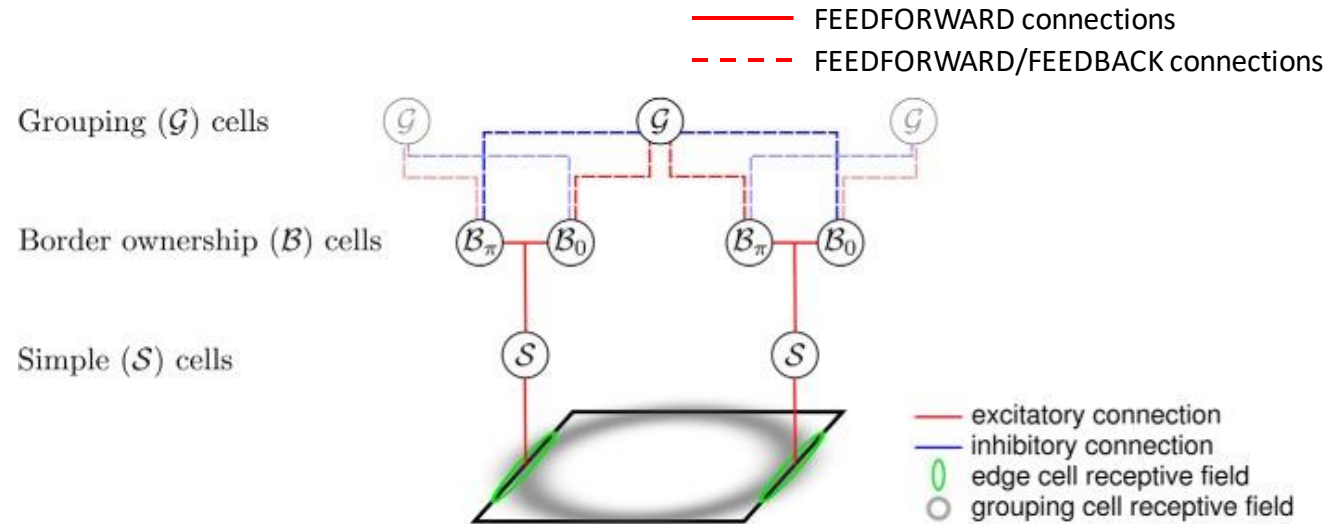


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What do they do?



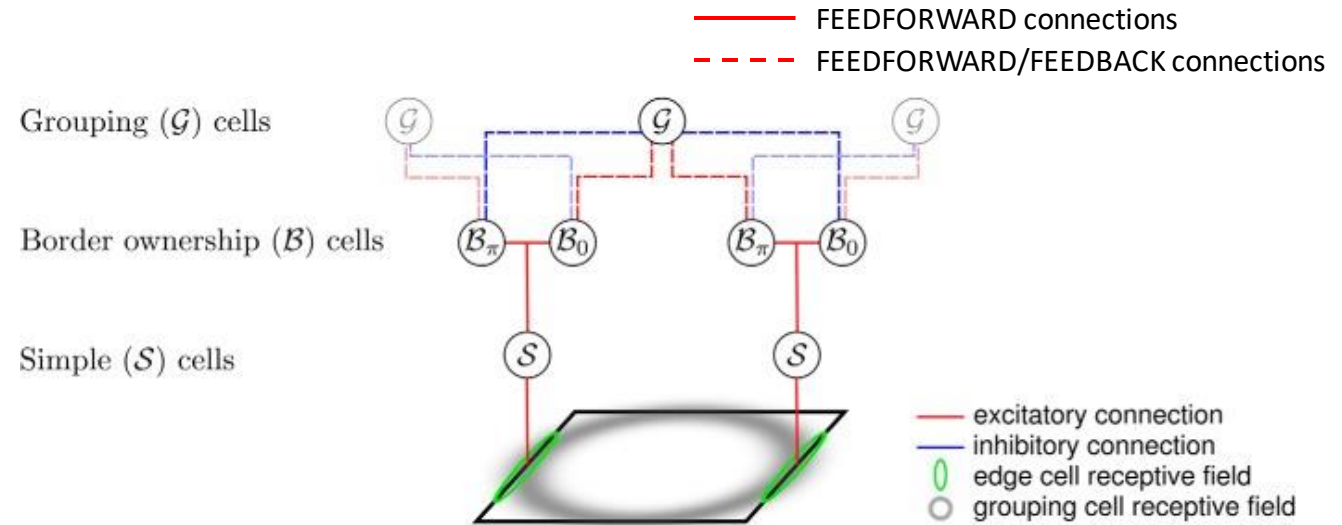
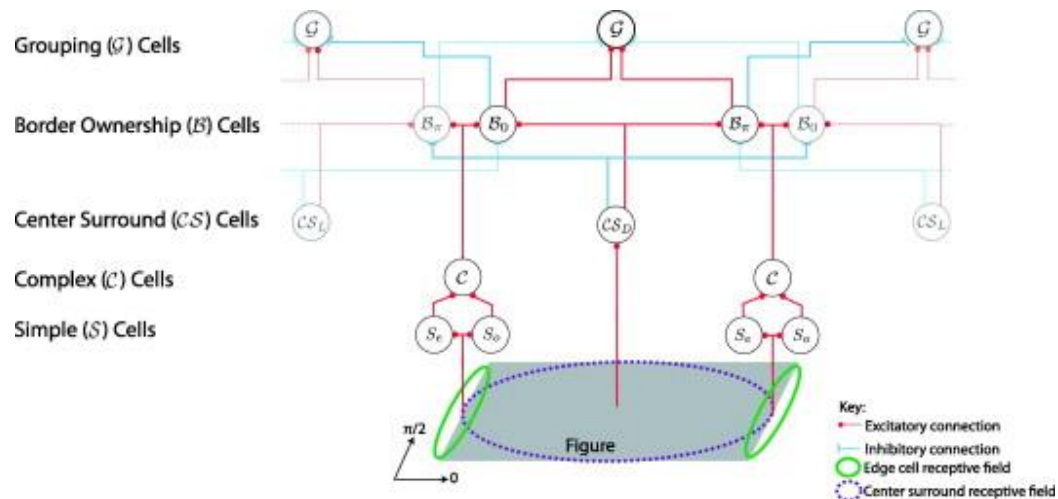
How?



Why?

“some current computer vision approaches are able to achieve better performance than our model based on the evaluation metrics described above, but they require extensive training, i.e., tuning of a large number of parameters using large sets of training data. In contrast, our model is built based on first principles and does not require any specific form of training.”

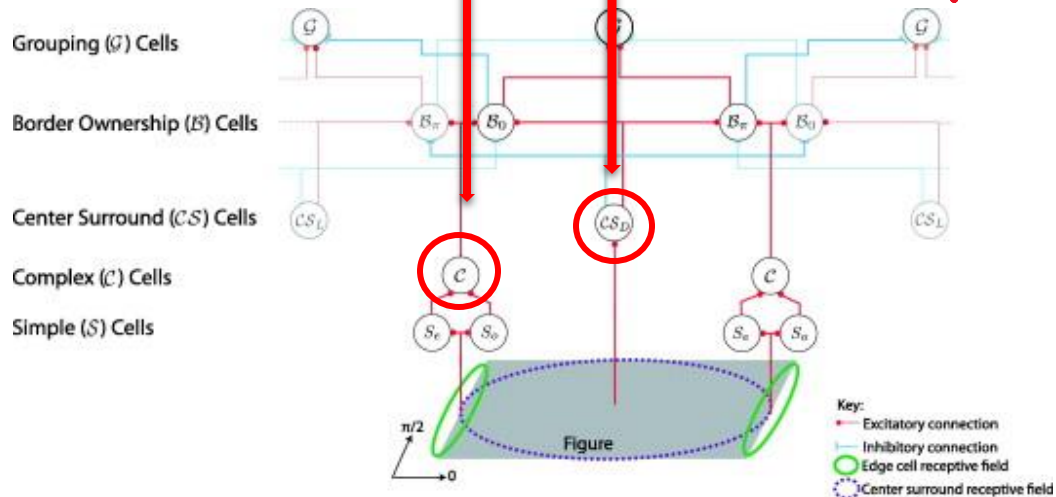
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# Figure-ground organization in natural scenes: Performance of a recurrent neural model compared with neurons of area V2

NO COMPLEX CELL!  
they keep contrast  
sensitive cells!

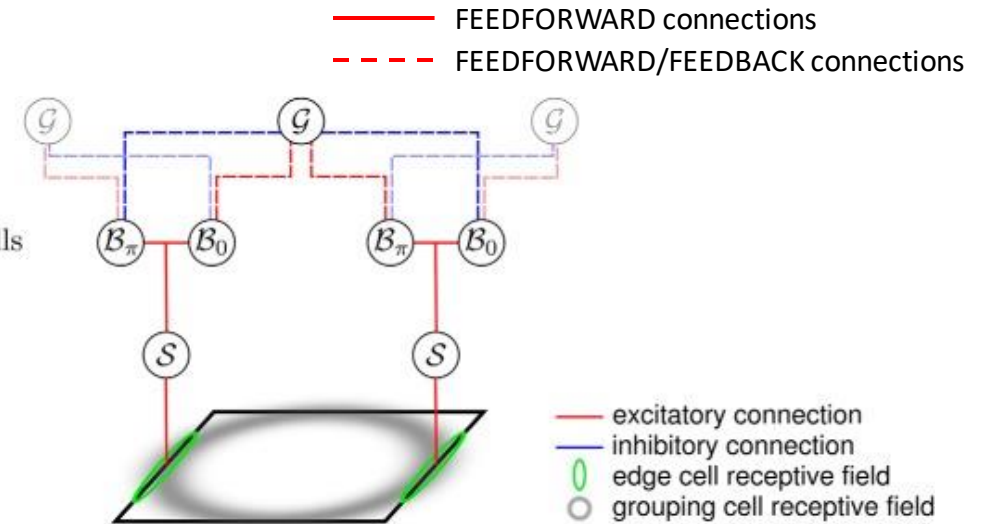
center surround  
cells do not go  
into the border  
ownership stage



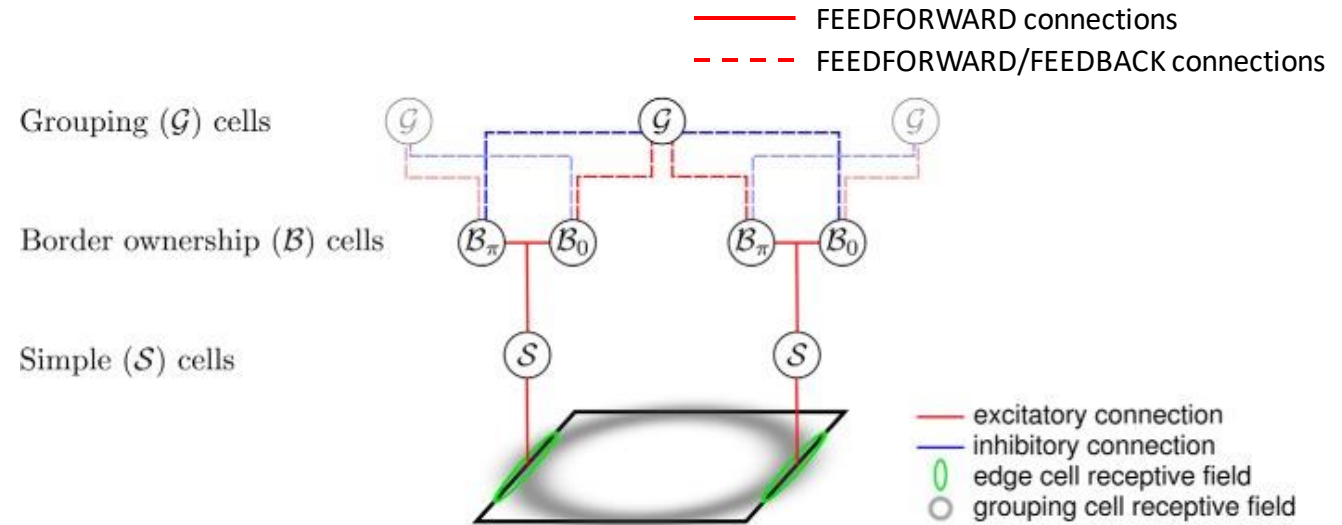
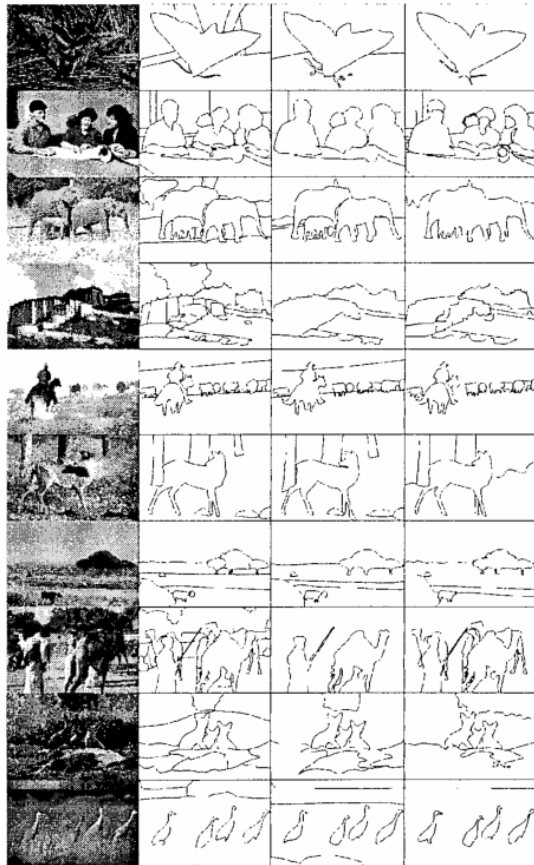
Grouping ( $G$ ) cells

Border ownership ( $B$ ) cells

Simple ( $S$ ) cells



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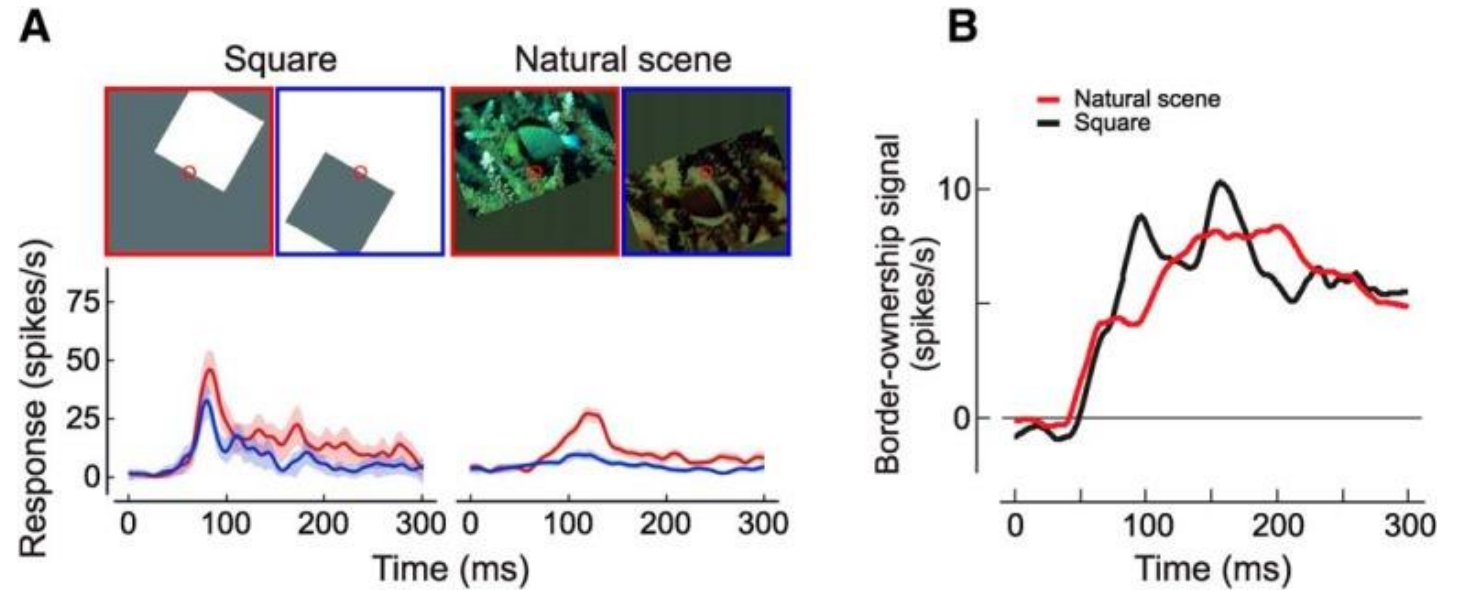
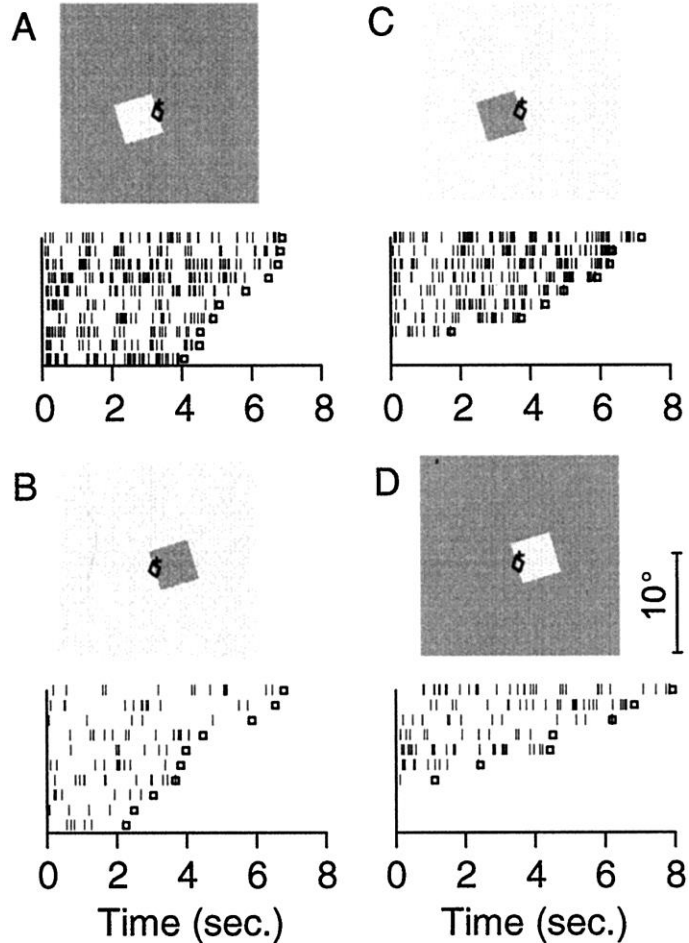






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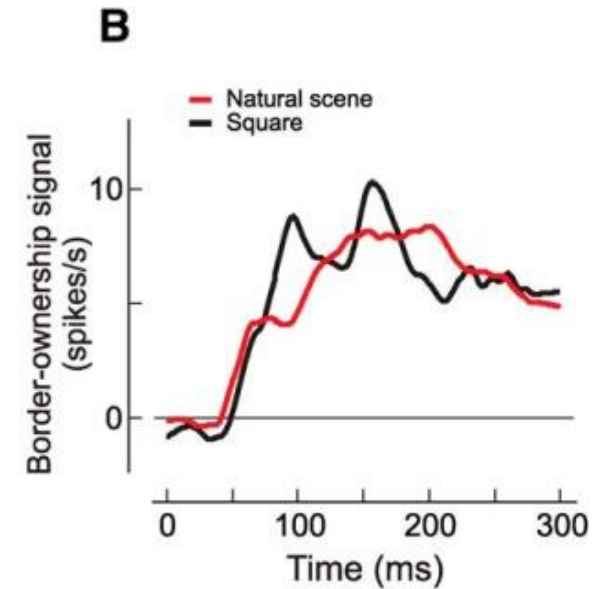
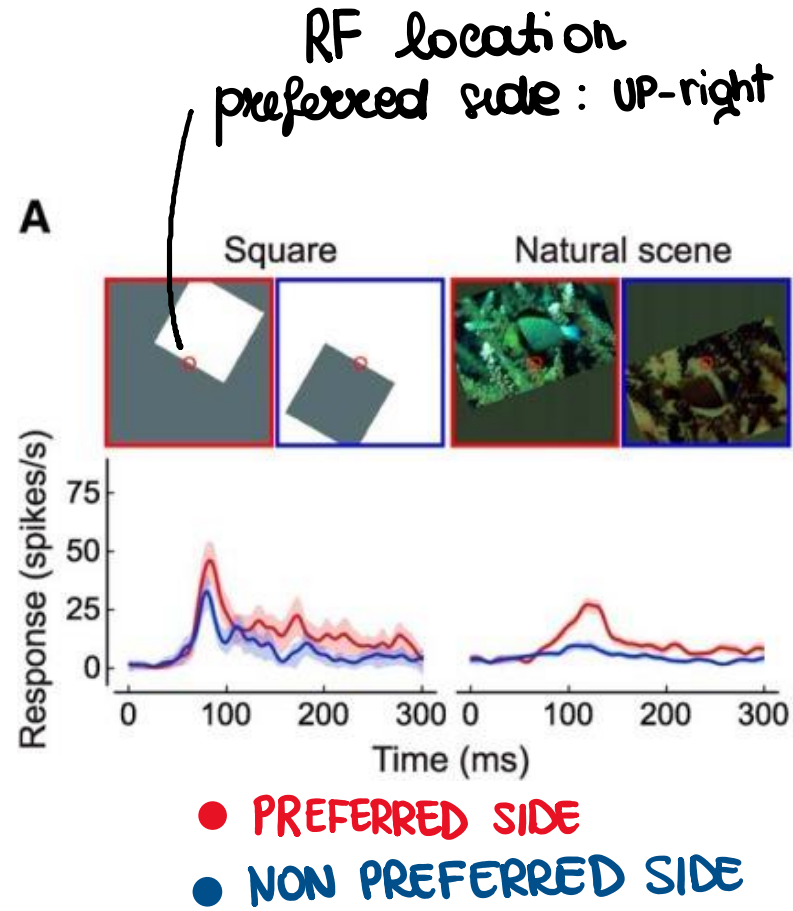
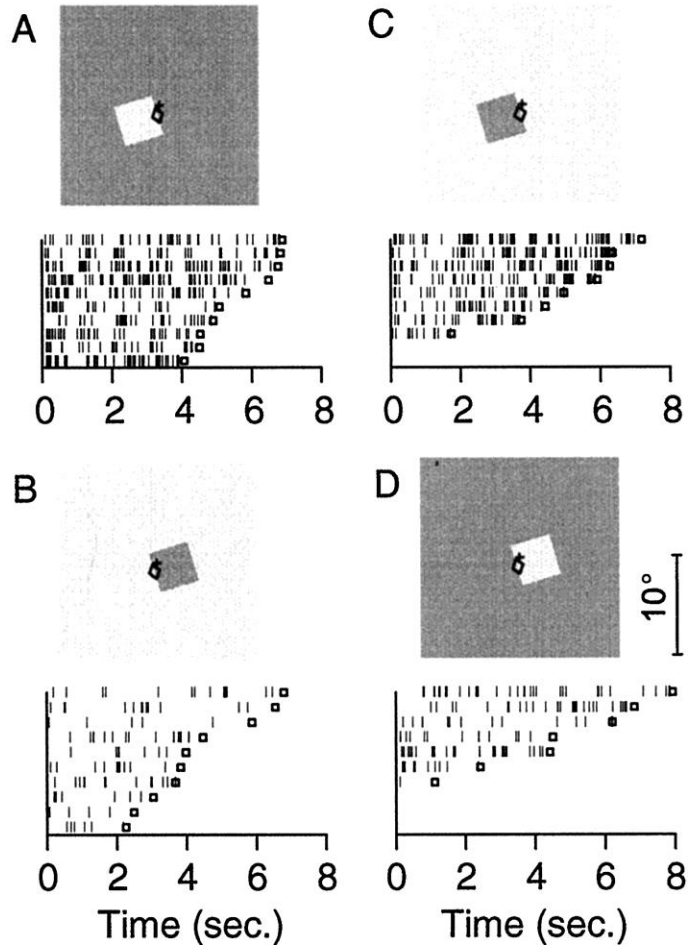
Cell 13id4 (V2)



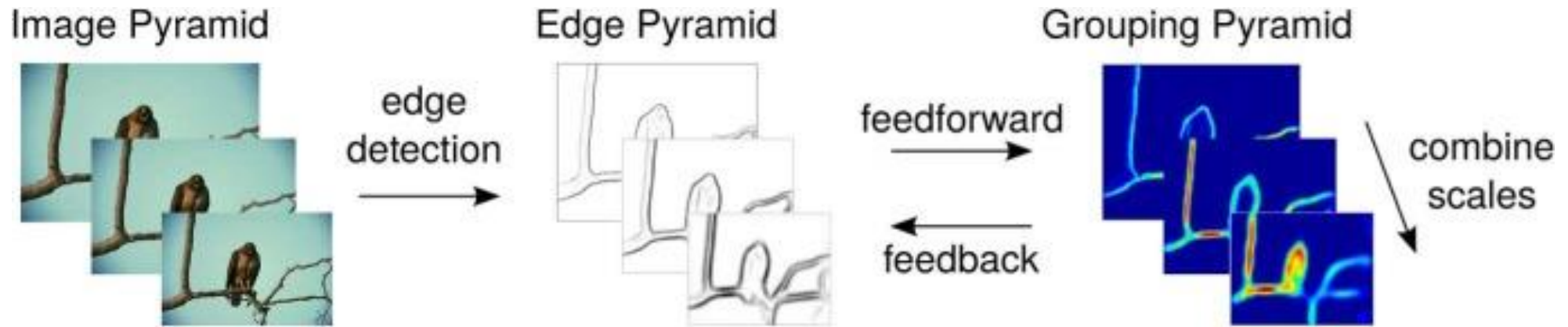


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Cell 13id4 (V2)



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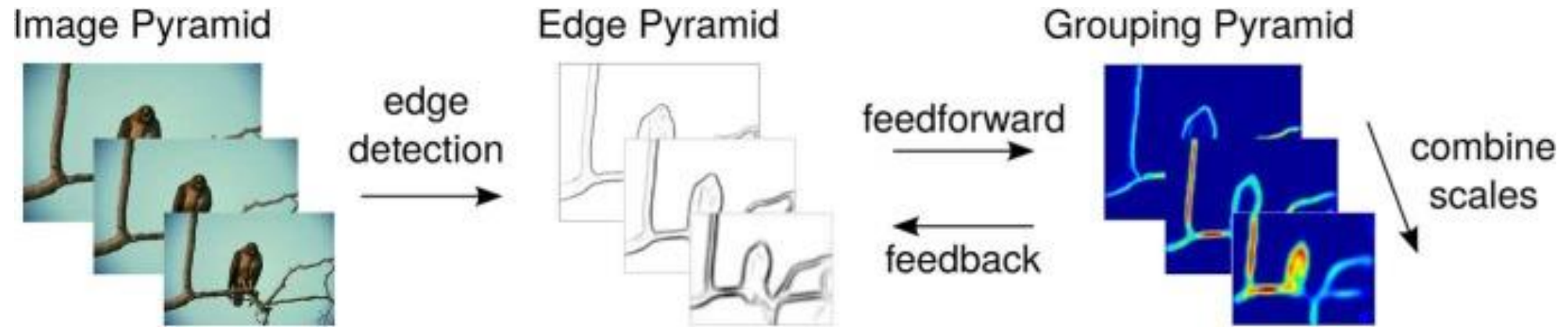


edge extraction  
CORF (contour  
operator) DOG

no complex cells & combination  
in grouping to get contrast  
enhancement

this because dog maintains  
some contrast polarity along  
the edges

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- different scales of the same computation
- grouping cells using feedback & feedforward to group information coming from the border ownership



# Figure-ground organization in natural scenes: Performance of a recurrent neural model compared with neurons of area V2

$$\mathcal{B}_{\theta,L}^k(x,y) = 2\mathcal{S}_{\theta,L}^k(x,y) \times \frac{1}{1 + \exp\left(-\left(\sum_{j \geq k} \frac{1}{2^{j-k}} v_{\theta+\pi}(x,y) * \mathcal{G}_L^j(x,y) - \sum_{j \geq k} \frac{1}{2^{j-k}} v_{\theta}(x,y) * \mathcal{G}_D^j(x,y)\right)\right)}$$

previous model was a complex cell

changed FEEDBACK

logistic function is to enforce the competition between 3 cells

and  $\mathcal{B}_{\theta,D}^k$ , the border ownership activity for a dark object on a light background is given by

$$\mathcal{B}_{\theta,D}^k(x,y) = 2\mathcal{S}_{\theta,D}^k(x,y) \times \frac{1}{1 + \exp\left(-\left(\sum_{j \geq k} \frac{1}{2^{j-k}} v_{\theta+\pi}(x,y) * \mathcal{G}_D^j(x,y) - \sum_{j \geq k} \frac{1}{2^{j-k}} v_{\theta}(x,y) * \mathcal{G}_L^j(x,y)\right)\right)}$$

$$\mathcal{G}_L^k(x,y) = \left[ \sum_{\theta} [\mathcal{B}_{\theta,L}^k(x,y) - \mathcal{B}_{\theta+\pi,L}^k(x,y)] * v_{\theta}(x,y) \right]$$

$$\mathcal{G}_D^k(x,y) = \left[ \sum_{\theta} [\mathcal{B}_{\theta,D}^k(x,y) - \mathcal{B}_{\theta+\pi,D}^k(x,y)] * v_{\theta}(x,y) \right]$$

$$\mathcal{G}_L^k(x,y) \leftarrow \begin{cases} \mathcal{G}_L^k(x,y) & \text{if } \mathcal{G}_L^k(x,y) > \mathcal{G}_D^k(x,y) \\ 0 & \text{otherwise} \end{cases}$$

$$\mathcal{G}_D^k(x,y) \leftarrow \begin{cases} \mathcal{G}_D^k(x,y) & \text{if } \mathcal{G}_D^k(x,y) > \mathcal{G}_L^k(x,y) \\ 0 & \text{otherwise} \end{cases}$$

ONLY ONE CELL IS ACTIVE FOR EACH LOCATION

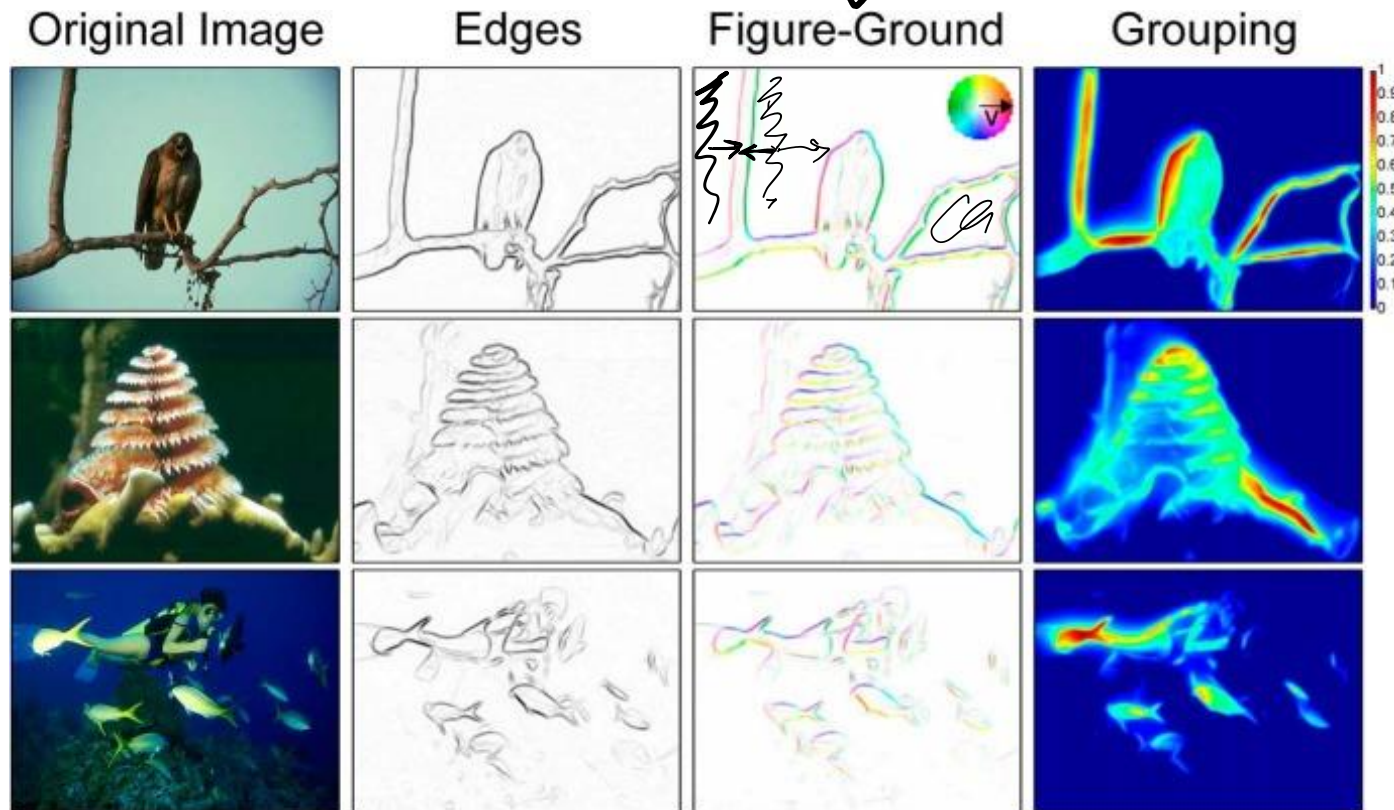
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$$\mathcal{B}_{\theta}^k(x, y) = \mathcal{B}_{\theta, L}^k(x, y) + \mathcal{B}_{\theta, D}^k(x, y) \longrightarrow \text{dark/light response combined to obtain BOS}$$
$$\mathcal{B}_{\theta}^k(x, y) - \mathcal{B}_{\theta+\pi}^k(x, y) \longleftarrow$$
$$\mathcal{G}^k(x, y) = \mathcal{G}_L^k(x, y) + \mathcal{G}_D^k(x, y) \longrightarrow \text{" " pooling from grouping cells}$$



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fos activity summed over  
↓ ≠ orientations!



THEY RAN THE MODEL FOR ONLY 10 ITERATIONS!  
THEY DO NOT NEED TRAINING!

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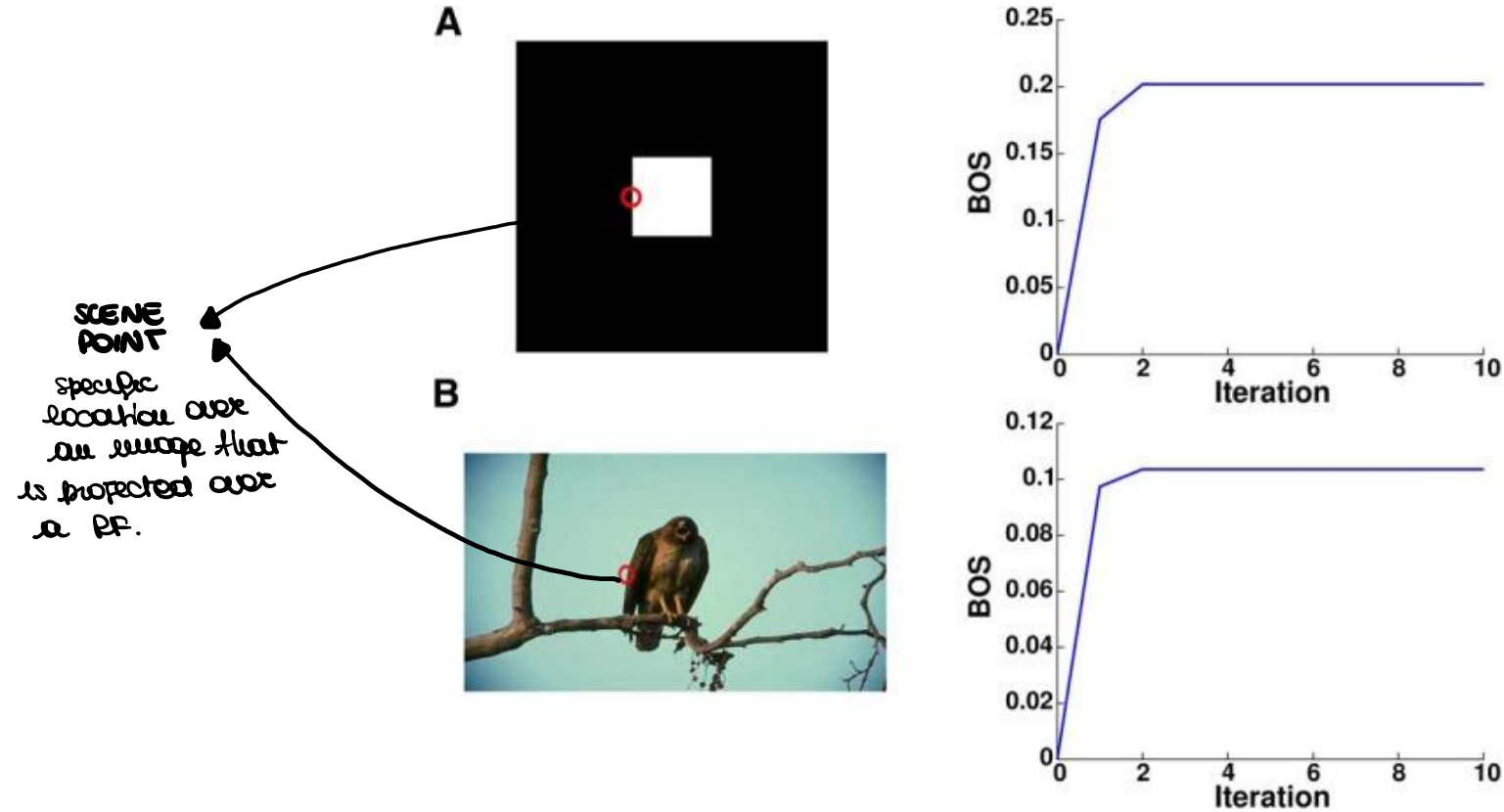
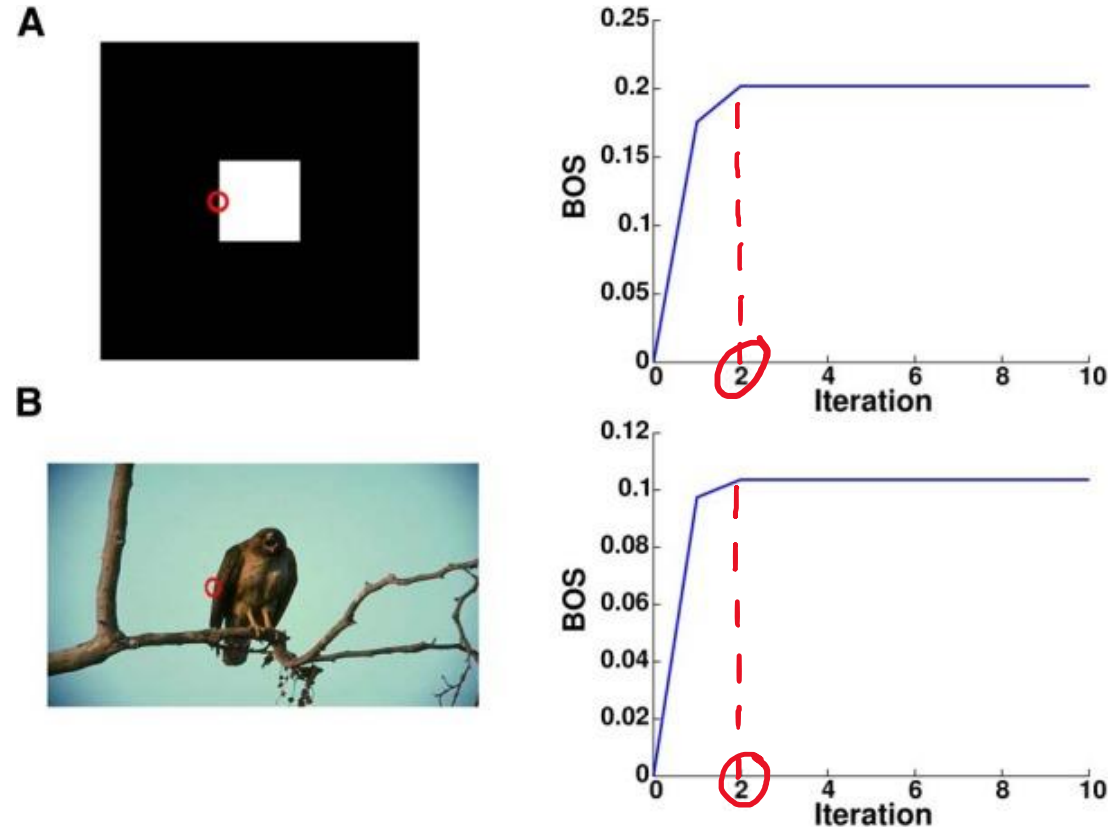




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only with 2 iterations!

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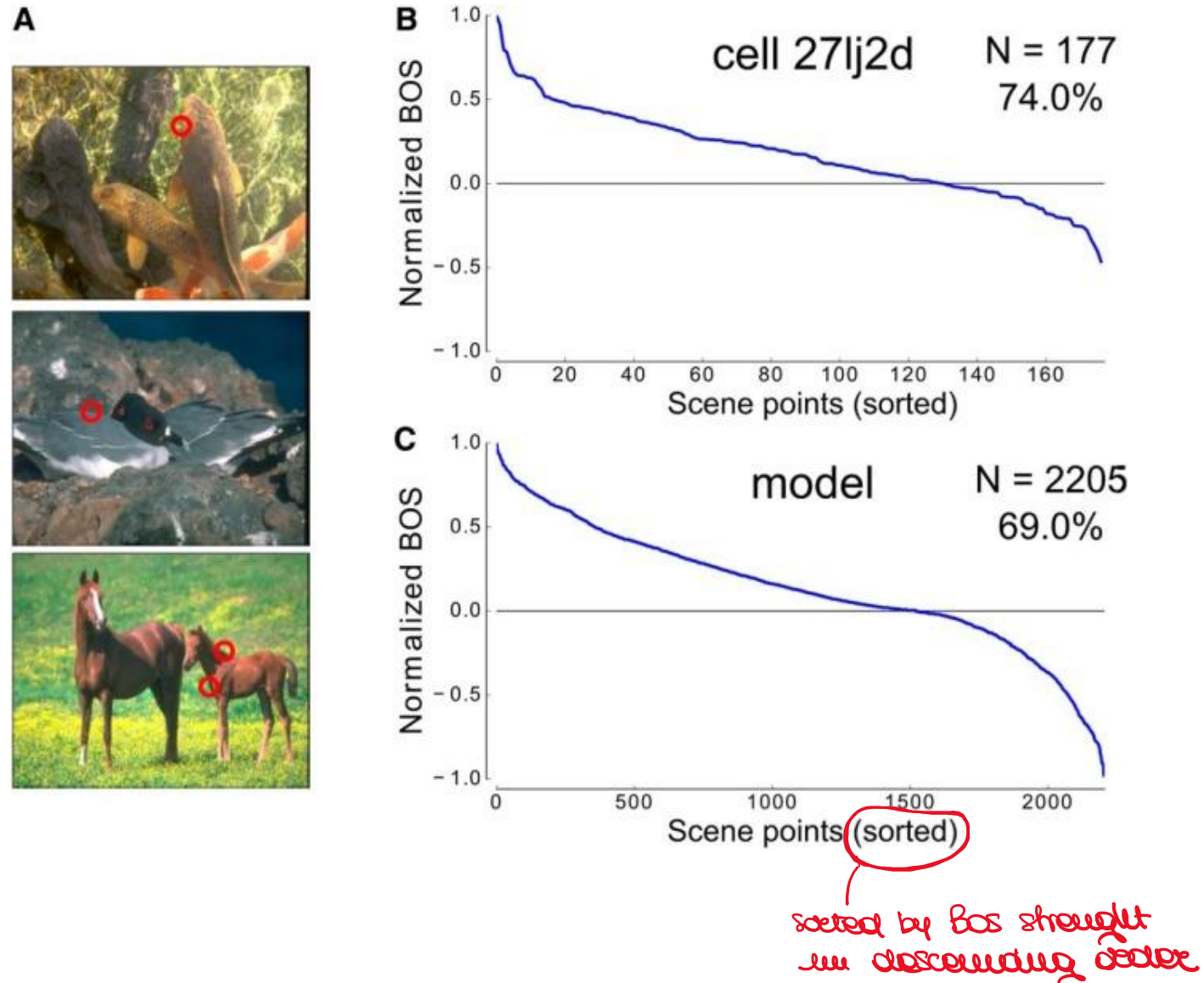
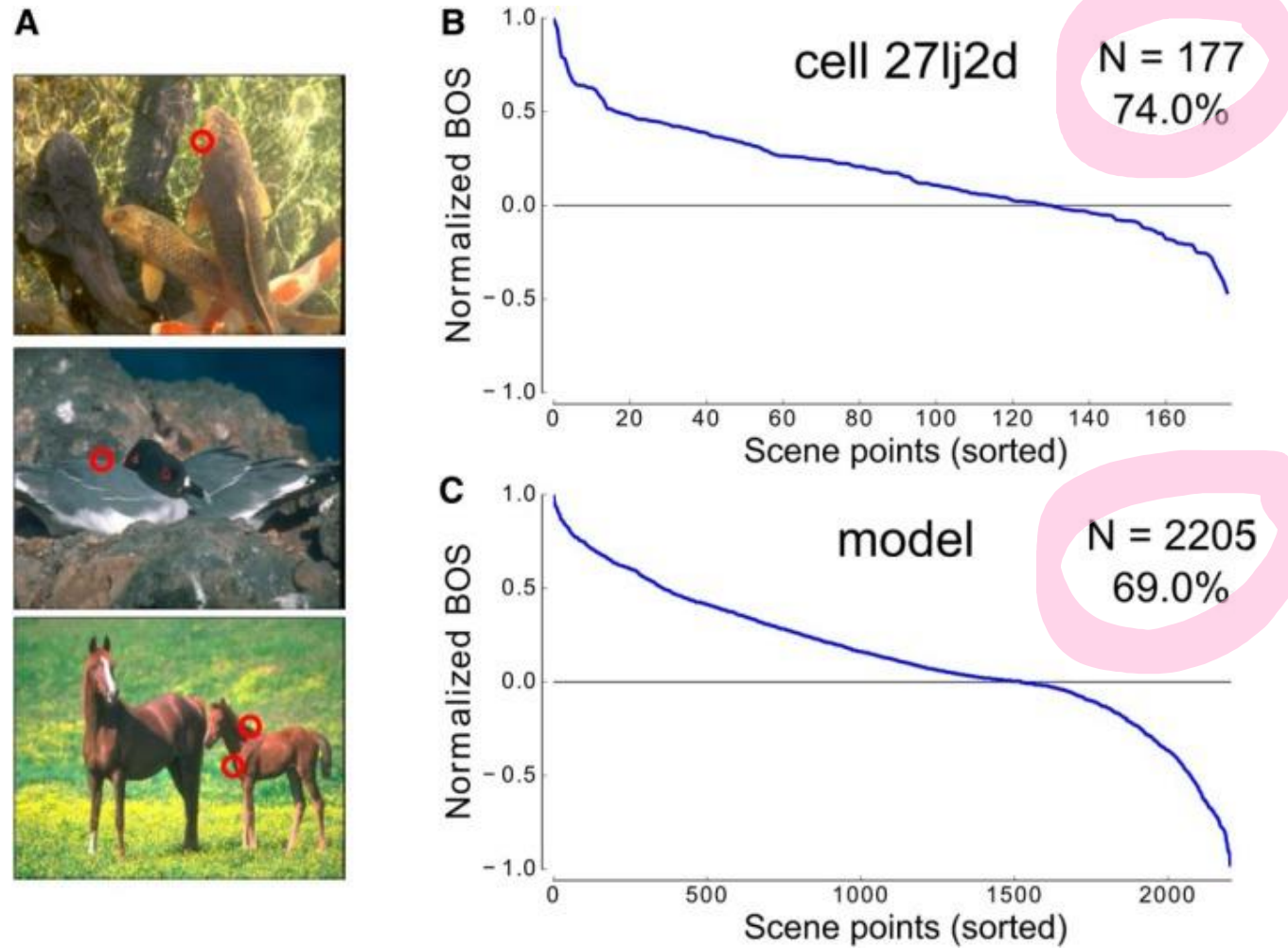


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POWER OF  
THE BRAIN!



average values  
over the population

Table 1.

Statistical analysis

Line	Data structure	Type of test	Power
a	Approximately normal	Bootstrap	$p = 0.11$
b	Approximately normal	Equivalence test	$p = 0.03$
c	Normal	Significance of correlation coefficient	$p < 0.5$

Table 2.

F-scores

Contour-detection results on the BSDS-500 dataset

	Contour		
	ODS	OIS	AP
Human	0.80	0.80	-
Our approach	0.64	0.65	0.51
gPb-owt-ucm	0.73	<b>0.76</b>	0.73
SE	0.73	0.75	<b>0.77</b>
SRF	0.73	0.74	0.76

entire dataset  
per image  
average precision

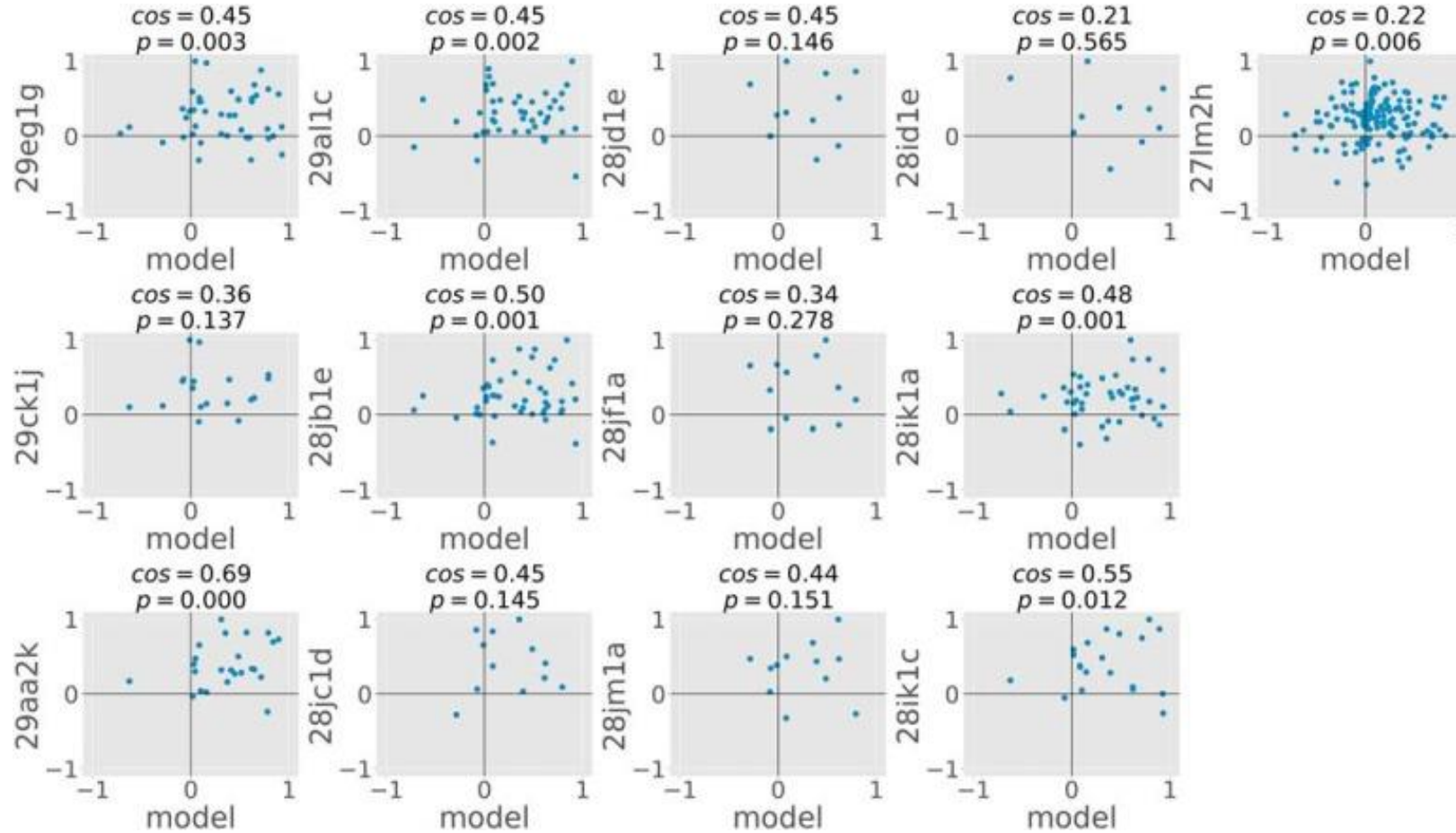
Table 3.

Figure-ground assignment results

	Figure-ground Mean accuracy
Human	83.9%
Our approach	71.5%
SRF	<b>74.7%</b>
Global-CRF	68.9%
2.1D-CRF	69.1%



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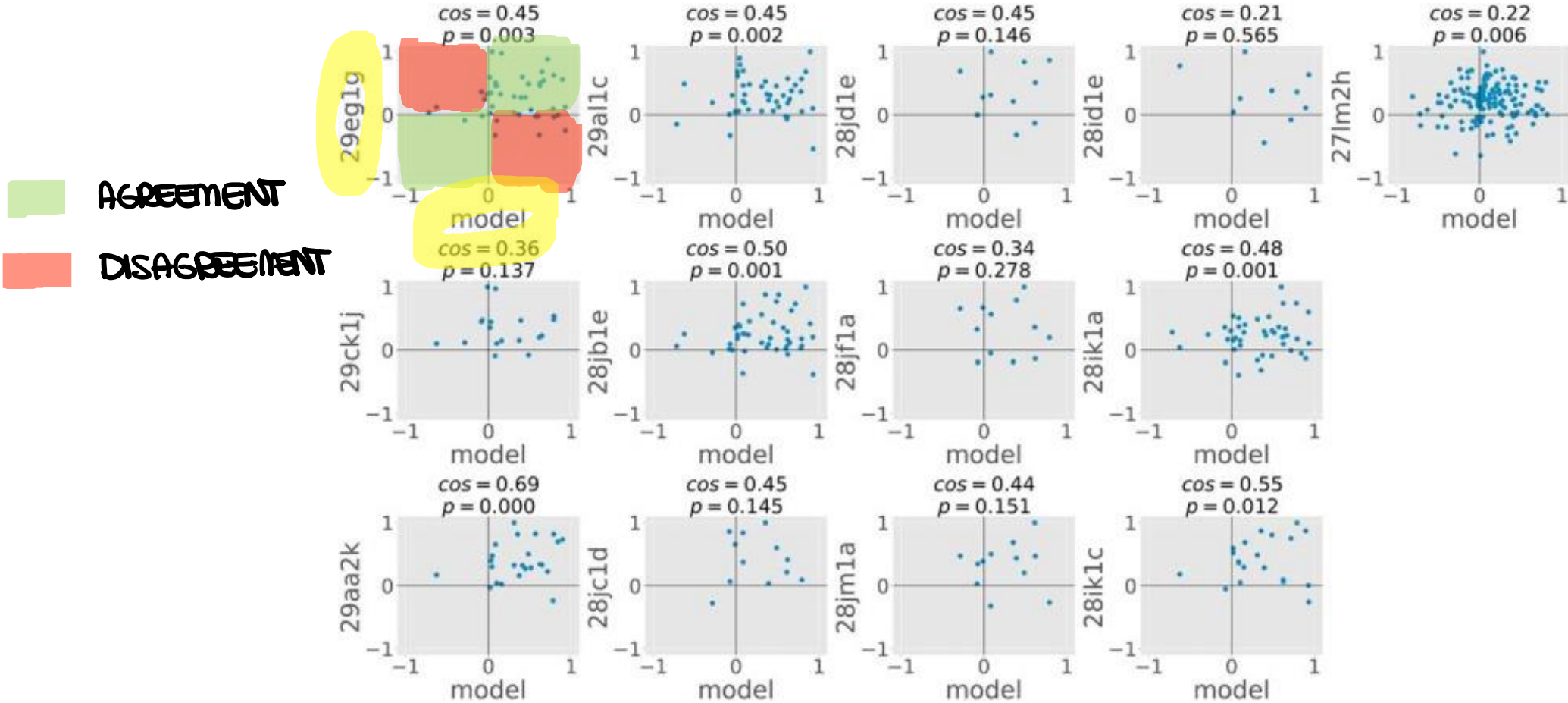
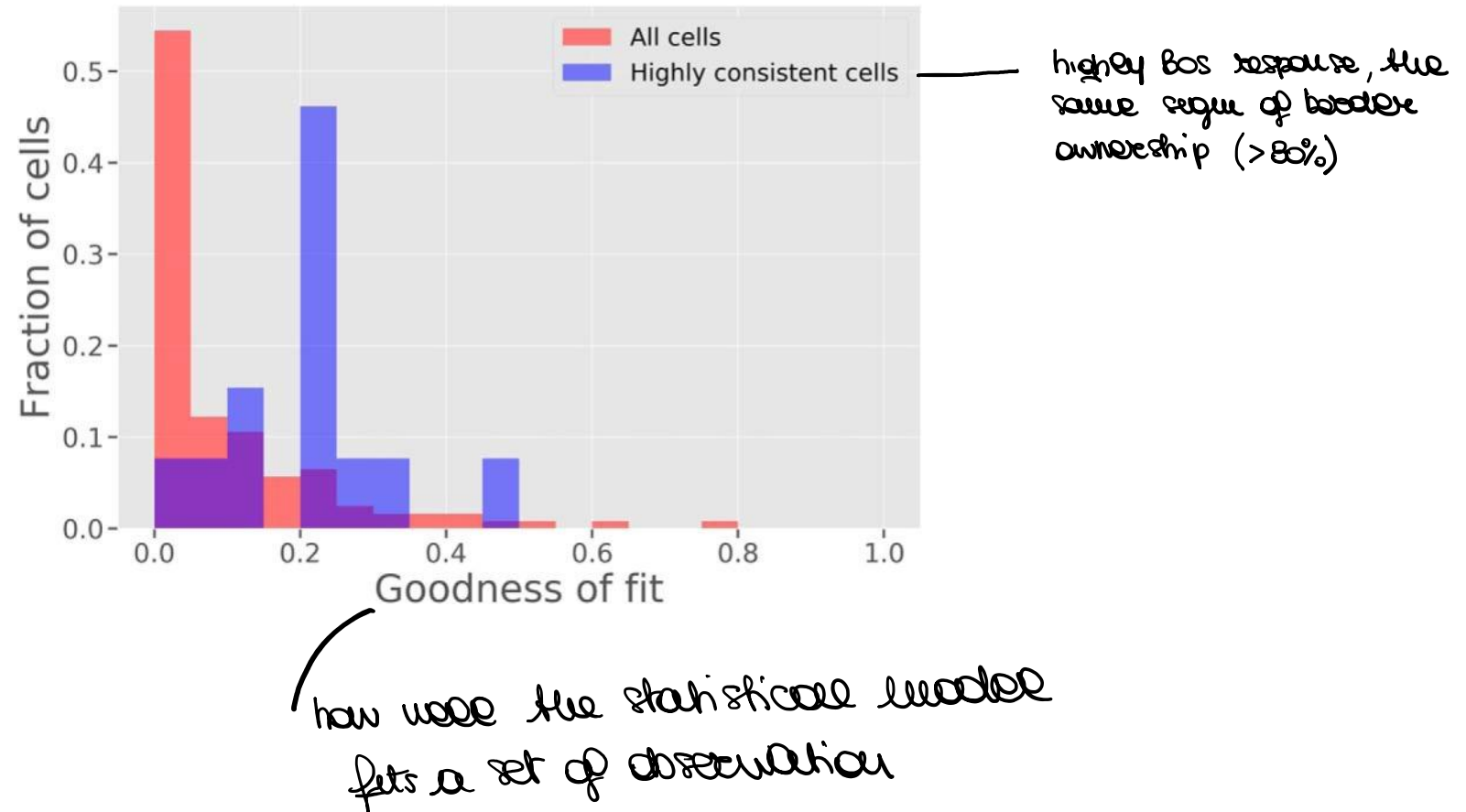





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## Code accessibility

[https://github.com/brianhhu/FG\\_RNN](https://github.com/brianhhu/FG_RNN)



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**brianhhu** Minor formatting changes 1ff88d2 on Jul 1, 2019 8 commits

images	Added files to codebase	3 years ago
mfiles	Added files to codebase	3 years ago
other	Added files to codebase	3 years ago
output	Added files to codebase	3 years ago
README.md	Minor formatting changes	2 years ago
Setup.m	Added files to codebase	3 years ago
demo.m	Added files to codebase	3 years ago
runProtoGroup.m	Added files to codebase	3 years ago

README.md

# FG\_RNN

### About

Fully image-computable recurrent neural network for figure-ground segmentation

[Readme](#)

### Releases

No releases published

### Packages

No packages published

### Languages

MATLAB 100.0%





## PROS

- good paper, it could be interesting to implement ED version
- it seems to work well enough
- it does not reach creating server but it does not need training
- good usage of the proto object model!

## CONS

- explained badly, too long & complex for someone that knows nothing of BOS
- no good explanation of the model with diagrams from input to the output
- they only show 1 figure where they show the segmentation



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