

MSCOCO Keypoints Challenge 2017

Megvii (Face++)

Face++ 眇视

Team members(Keypoints & Detection):



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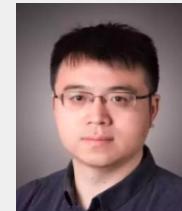
Zeming Li



Xiangyu Zhang



Yuning Jiang



Jian Sun

Megvii (Face++)

Results

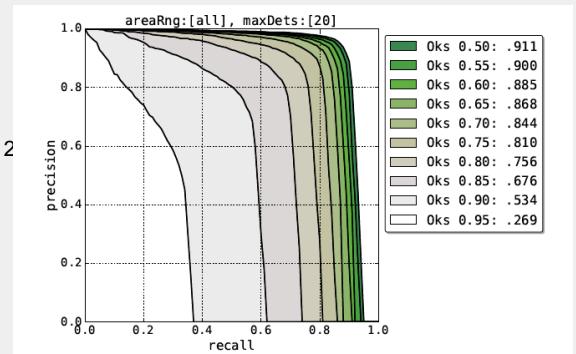
- COCO 17 & 16 Keypoints

| | AP | AP ⁵⁰ | AP ⁷⁵ | AP ^M | AP ^L | AR | AR ⁵⁰ | AR ⁷⁵ | AR ^M | AR ^L |
|-------------------------|--------------|------------------|------------------|-----------------|-----------------|--------------|------------------|------------------|-----------------|-----------------|
| CMU-Pose ^[1] | 0.605 | 0.834 | 0.664 | 0.551 | 0.681 | 0.659 | 0.864 | 0.713 | 0.594 | 0.748 |
| G-RMI ^[2] | 0.598 | 0.81 | 0.651 | 0.567 | 0.667 | 0.664 | 0.865 | 0.712 | 0.618 | 0.726 |
| Ours | 0.726 | 0.905 | 0.791 | 0.684 | 0.788 | 0.788 | 0.943 | 0.846 | 0.746 | 0.846 |

[1] Cao, Zhe, et al. "Realtime Multi-Person 2D Pose Estimation using Part Affinity Fields." (2016).

[2] Papandreou, George, et al. "Towards Accurate Multi-person Pose Estimation in the Wild." (2017).

Note: [1] and [2] are evaluated on COCO 2016 test challenge dataset, while ours method is evaluated on COCO 2



Overview

- Top-down Pipeline
- Network Design
 - Is Hourglass good for COCO keypoint?
 - Motivation: How human locate keypoints?
 - Our Network Architecture
- Techniques & Experiments
- Conclusion

Overview

- Top-down Pipeline

Top-Down pipeline

MegDet
→



Top-Down pipeline

MegDet
→



crop
→



Top-Down pipeline

MegDet
→



crop
→



Single Person Pose
Estimation Network
→



Person Detector

- Our person detector is based on MegDet trained on 80-class labeled data, without specific training for person. (Human detection AP is 62.0)

| Human AP(area = all) | Human AP(area = medium) | Human AP(area = large) |
|----------------------|-------------------------|------------------------|
| 62.0 | 69.1 | 78.5 |

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Is Hourglass good for COCO keypoint

| models | input size | FLOPs | param_dim | param_size | depth_conv_fc | AP |
|----------------------------------|------------|-------|-----------|------------|---------------|-------|
| Hourglass ^[2] 1-stage | 256x192 | 3.9G | 3M | 12MB | 38 | 0.602 |
| ResNet-50-FPN ^[1] | 256x192 | 3.9G | 24M | 93MB | 51 | 0.671 |

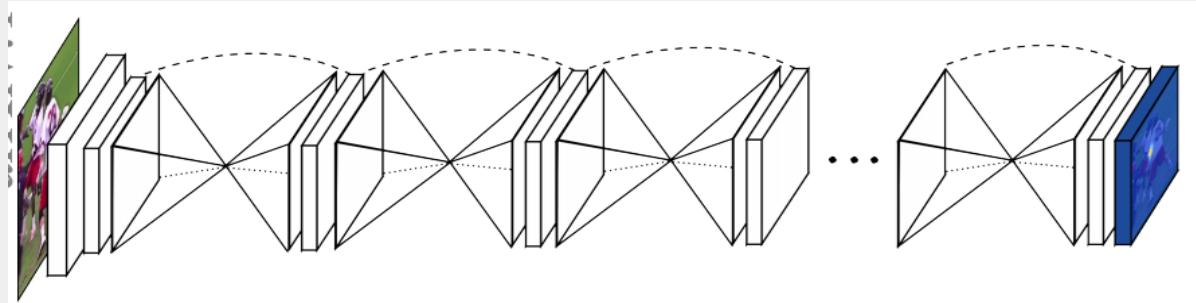
- ResNet-FPN-like^[1] network works better than hourglass-like^[2] network (1-stage) of the same FLOPs.

[1] Lin, Tsung-Yi, et al. "Feature Pyramid Networks for Object Detection." arXiv preprint arXiv:1612.03144 (2016).

[2] Newell, Alejandro, Kaiyu Yang, and Jia Deng. "Stacked hourglass networks for human pose estimation." European Conference on Computer Vision. 2016.

Is Hourglass good for COCO keypoint

| Model | FLOPs | Pckh-0.5 (MPI val) | AP@OKS0.75 (COCO val) |
|----------------------------|-------|--------------------|-----------------------|
| 1-stage hourglass(256*192) | 3.9G | 0.893 | 0.663 |
| 2-stage hourglass(256*192) | 6.1G | 0.921 | 0.755 |
| 3-stage hourglass(256*192) | 8.3G | 0.924 | 0.754 |
| 4-stage hourglass(256*192) | 10.5G | 0.924 | 0.752 |



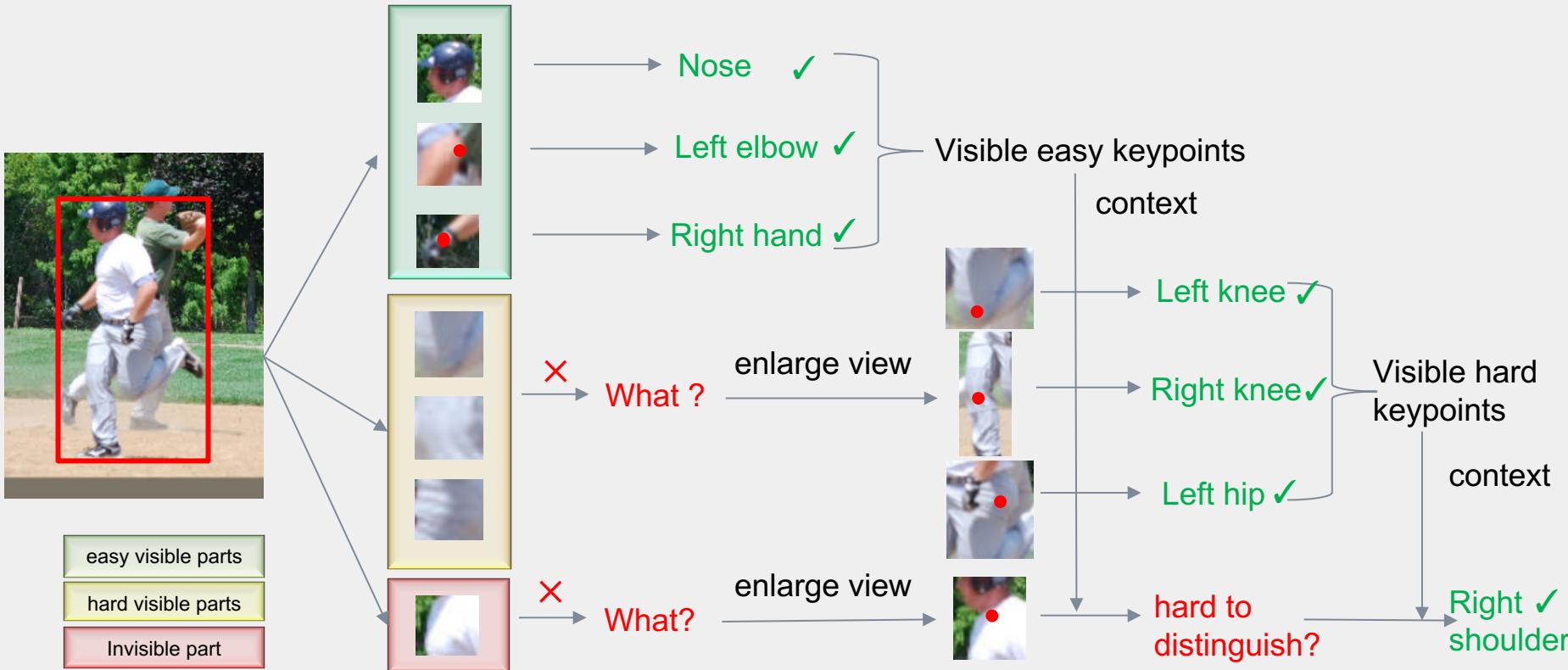
- Two stages are enough for keypoint localization for better trade-off.
- More stages (stages larger than 2) are not good at high-precision localization, for example @0.75 OKS
 - Guess: Hourglass stages harm the spatial resolution.

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Motivation: How human locate keypoints?

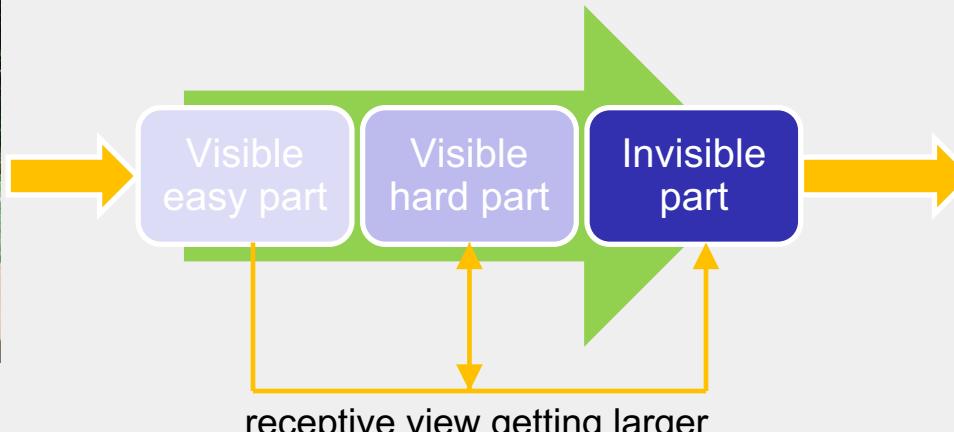
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Network's Design Goal



Input image

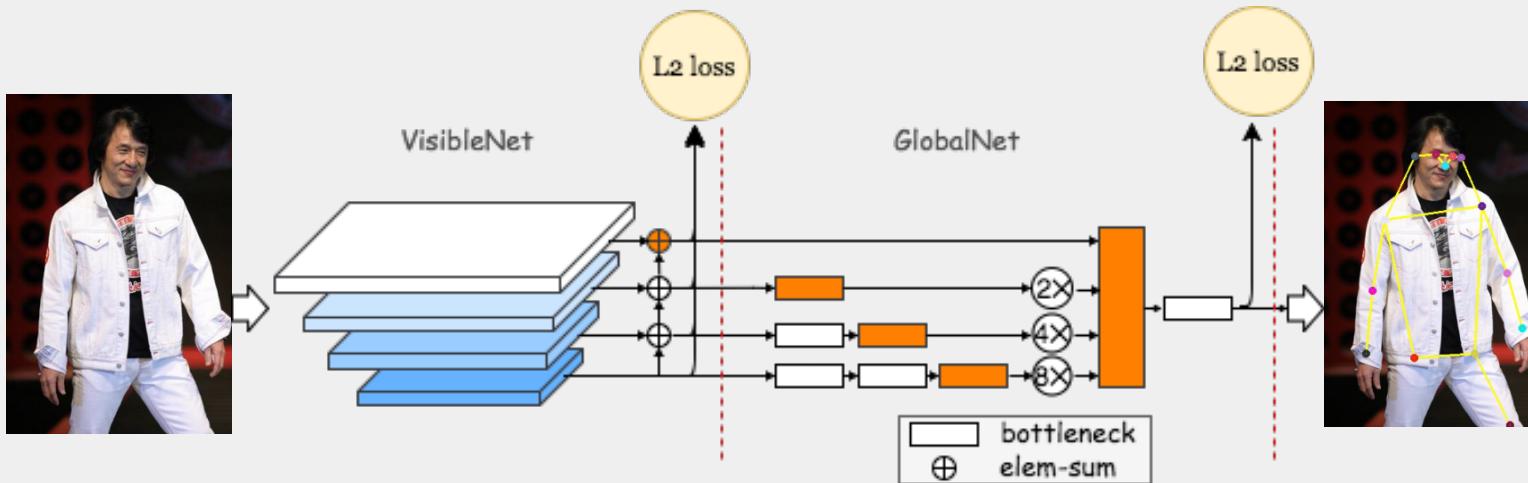


Output image

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Network Architecture



Network Design Principles:

- Follow the human perspective
 - locate visible easy parts => locate visible hard parts => locate invisible parts
- Two stages
 - VisibleNet: to locate the both the easy parts (earlier layers) and visible hard parts (deep layers)
 - GlobalNet: to locate hard parts as well

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Techniques & Experiments

| AP% (COCO minival) | |
|------------------------------------|------|
| Baseline (ResNet-50-FPN) (256x192) | 67.1 |
| Our network (ResNet-50) (256x192) | 69.0 |
| Our network (ResNet-50) (384x288) | 71.0 |

| AP% (COCO minival) | |
|--|------|
| Our network (Inception-ResNet) (384x288) | 72.3 |
| + Large Batch | 73.0 |

More ablation experiments on our network will come soon in our CVPR submission.

Techniques & Experiments

- Data augmentation (+0.4AP)
 - Crop augmentation
 - Random scales(0.7~ 1.35)
 - Rotation(-45° ~ 45°)

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Techniques & Experiments

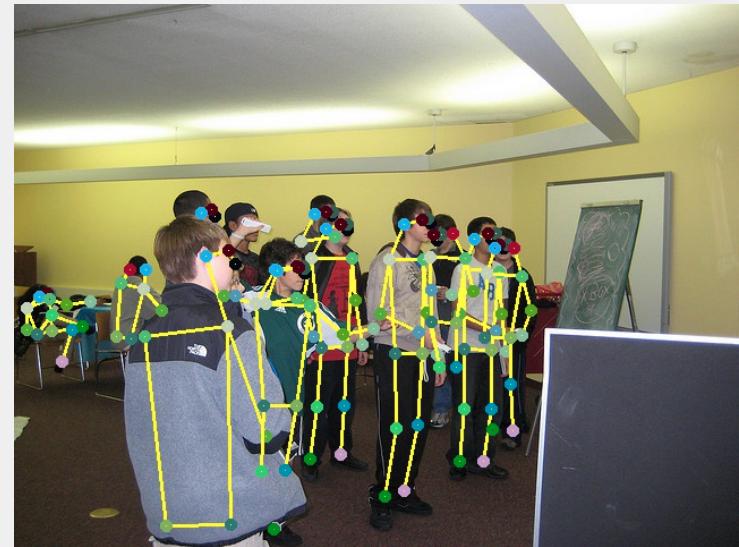
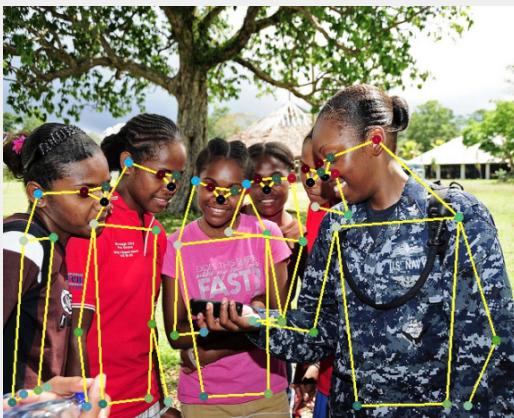
- Data augmentation (+0.4AP)
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- Segmentation supervision(+0.2~0.6AP)
 - Enhance the network's ability to distinguish the detected person from crowded scene.

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- Segmentation supervision(+0.2~0.6AP)
 - Enhance the network's ability to distinguish the detected person from crowded scene.
- Ensemble(+1.1~1.5AP)
 - Heatmap merge

| | AP% (COCO minival) | AP% (COCO challenge) |
|---------------------------------|--------------------|----------------------|
| Our network with all techniques | 74.7 | 72.6 |

Illustrative results of our method



Conclusion

- The two-stage network design is crucial.
 - **VisibleNet**: locates both the visible easy parts (earlier layers) and visible hard parts (deep layers)
 - **GlobalNet**: locates invisible parts
- Data augmentation is the key to enhance robustness of network, especially in CNN.
- **Large batch** technique is not only applicable in object detection, but also in keypoint.
- Segmentation supervision is also an universe skill in training CNN.



We are hiring!

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Thanks & Questions

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