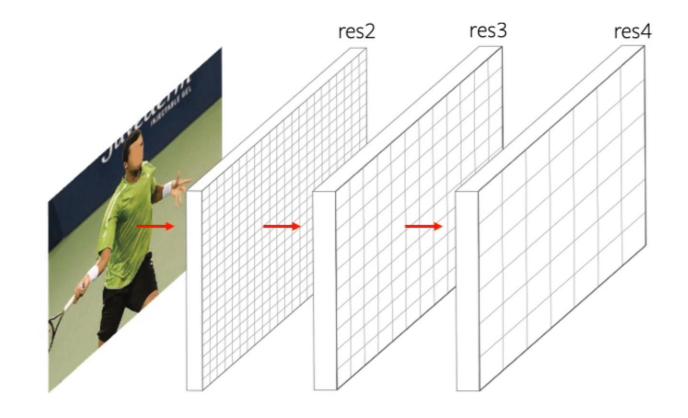
PointRend

Image Segmentation as Rendering

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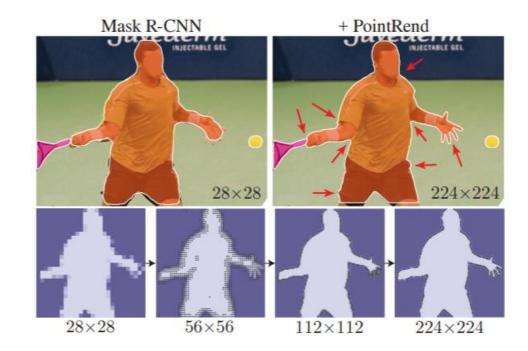
Submitted on Jan 11, 2022

Authors: Facebook AI Research (FAIR)

Alexander Kirillov, Yuxin Wu, Kaiming He Ross Girshick

Typical Problems in Image Segmentation

- CNNs for image segmentation typically operate on regular 3 channel grids.
- Not computationally ideal for image segmentation.
- Label maps predicted by these networks are mostly smooth.
- Unnecessarily oversample the smooth areas while simultaneously undersampling object boundaries.
- The result is excess computation in smooth regions and blurry contours.
- Often predict labels on a low-resolution regular grid.



PointRend

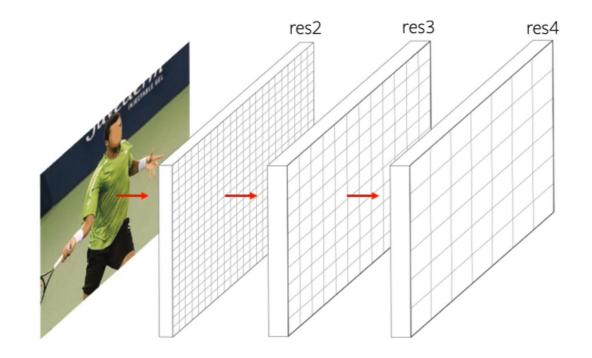
Propose "Point based Rendering" as a methodology for image segmentation using point representations.

To Efficiently "render" high quality label map

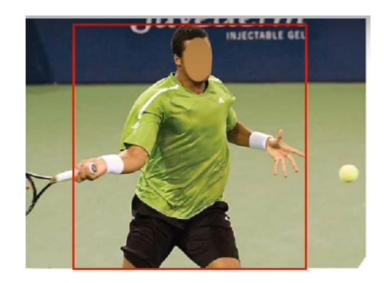
Benefits over other architectures:

- 1. Training and Inference is less computationally intensive
- 2. Generate higher quality, higher resolution label maps (masks)

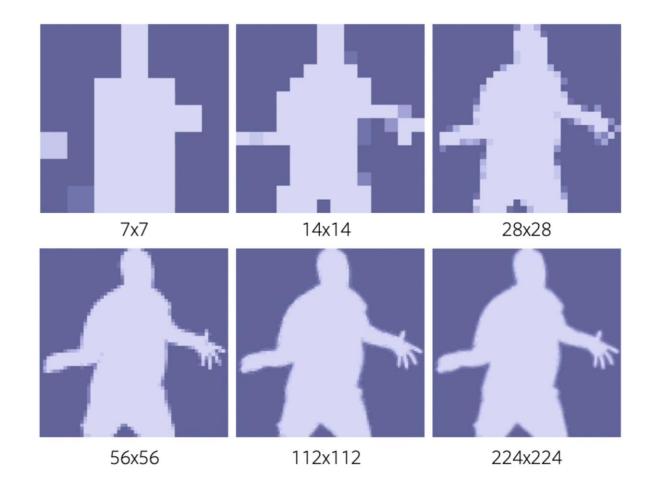
CNN/FCN is the main tool for 2D image recognition



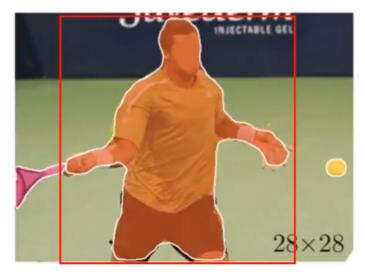
• Operates with **feature map on regular grids**



Output resolution is tradeoff between computational cost and level of detail

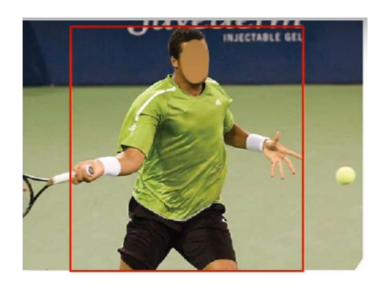






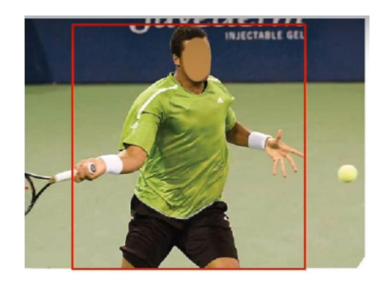
Mask R-CNN efficiently predicts low-resolution masks





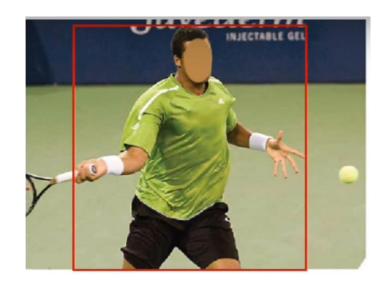
Note that different areas require different levels of detail



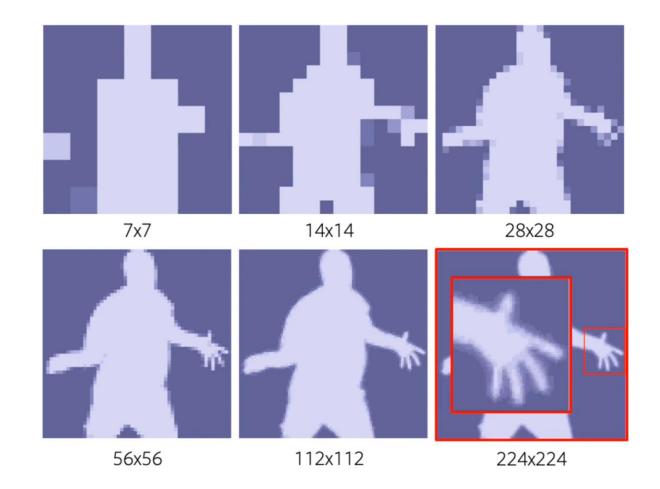


Some are perfectly segmented with low resolution prediction



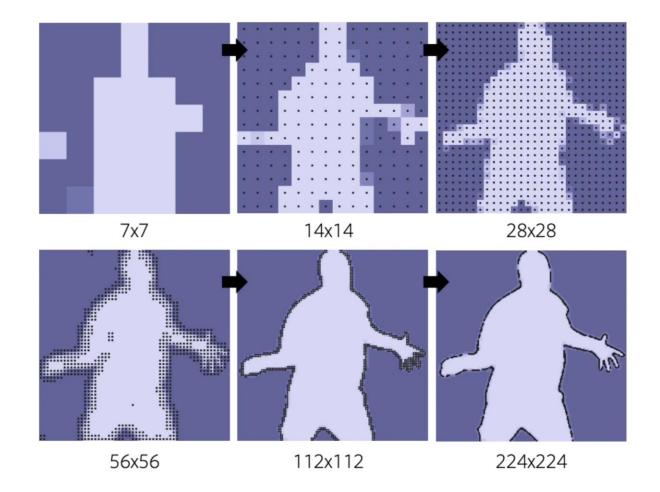


Whereas high-frequency regions require prediction in a very high resolution

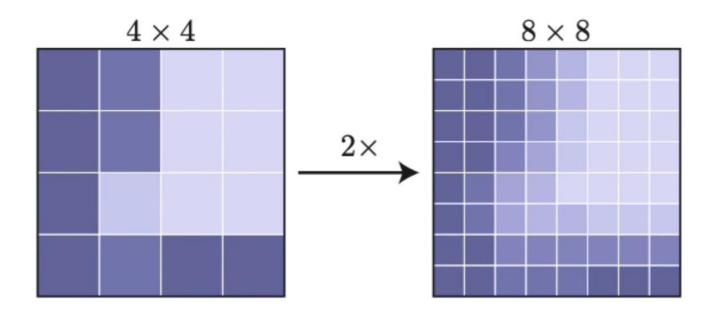




PointRend gradually increases resolution by making predictions for the most uncertain points

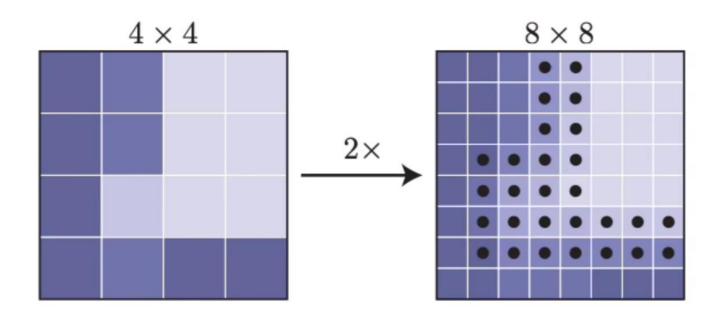


Point-based inference via subdivision



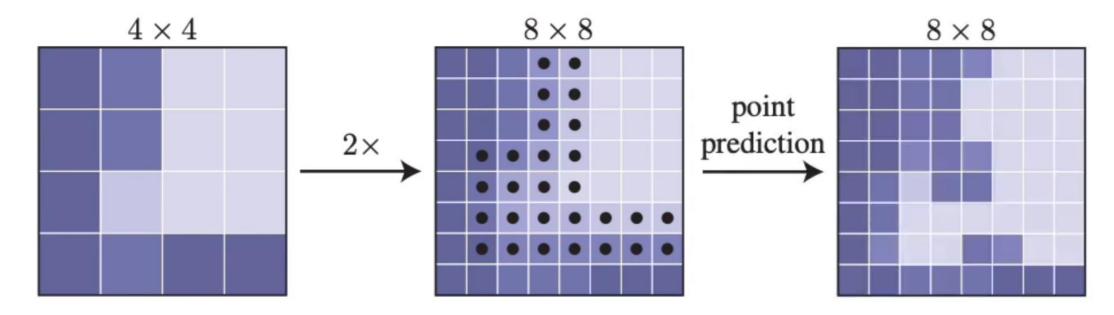
Lower resolutions prediction is unsampled with bilinear interpolation

Point-based inference via subdivision

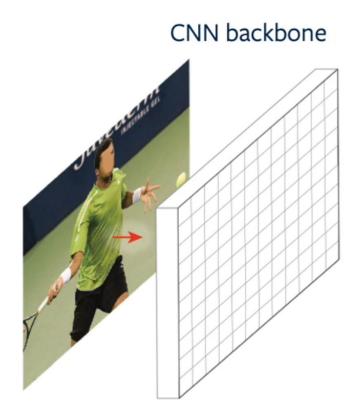


The subset of most uncertain points is selected

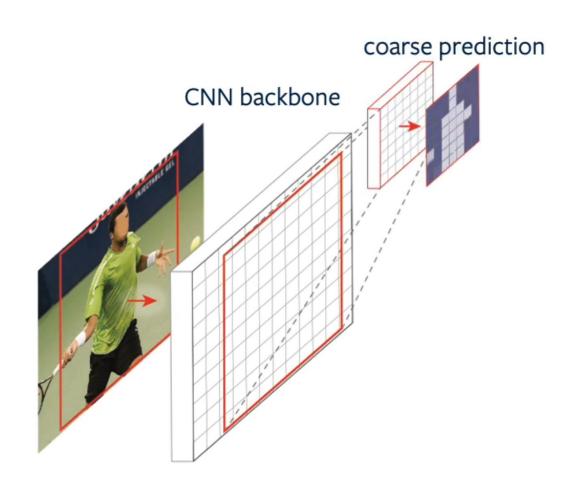
Point-based inference via subdivision



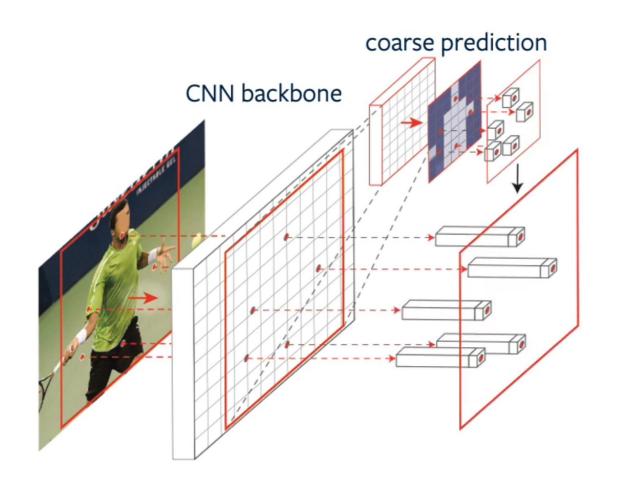
Prediction for each selected points is refined using a lightweight MLP



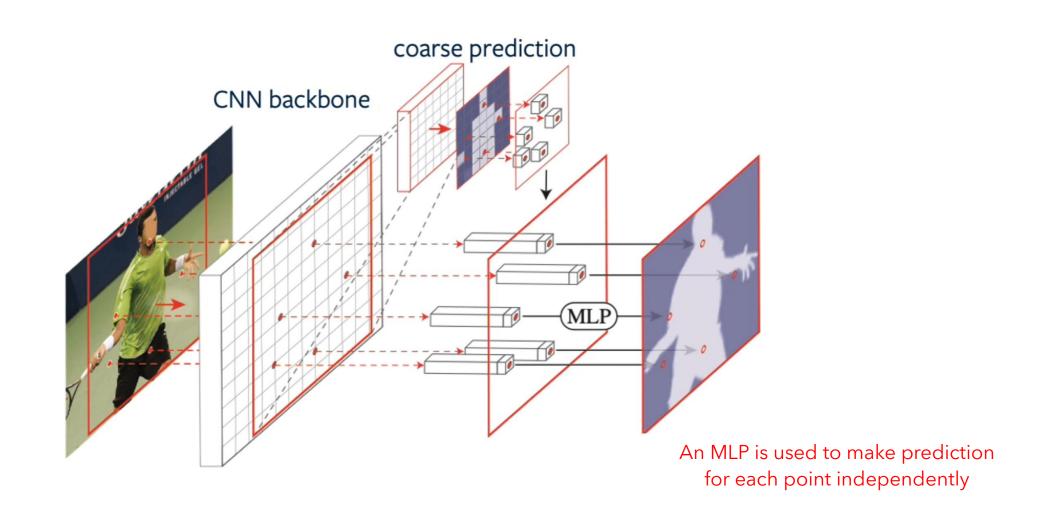
Backbone computes features that represent the whole image



For each bounding box a small head yields low-resolution mask prediction



For a subset of points we extract features from the coarse prediction and the backbone features using bilinear interpolation



Mask R-CNN with standard head vs. Mask R-CNN with PointRend



+ PointRend + PointRend

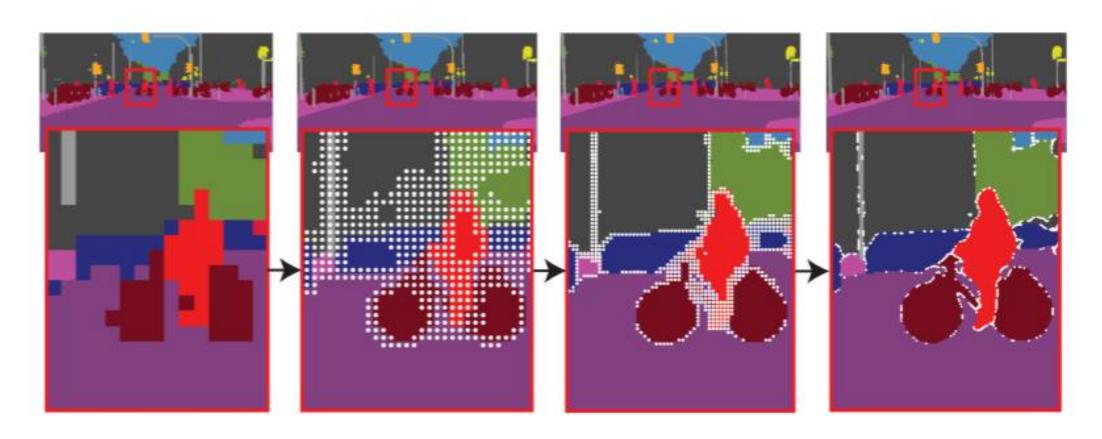
Quantitative comparison: instance segmentation

	output	COCO		Cityscapes
mask head	resolution	AP	AP^*	AP
$4 \times \text{conv}$	28×28	35.2	37.6	33.0
PointRend	224×224	36.3 (+1.1)	39.7 (+2.1)	35.8 (+2.8)

Mask R-CNN with standard head (4x Conv) vs. Mask R-CNN with PointRend

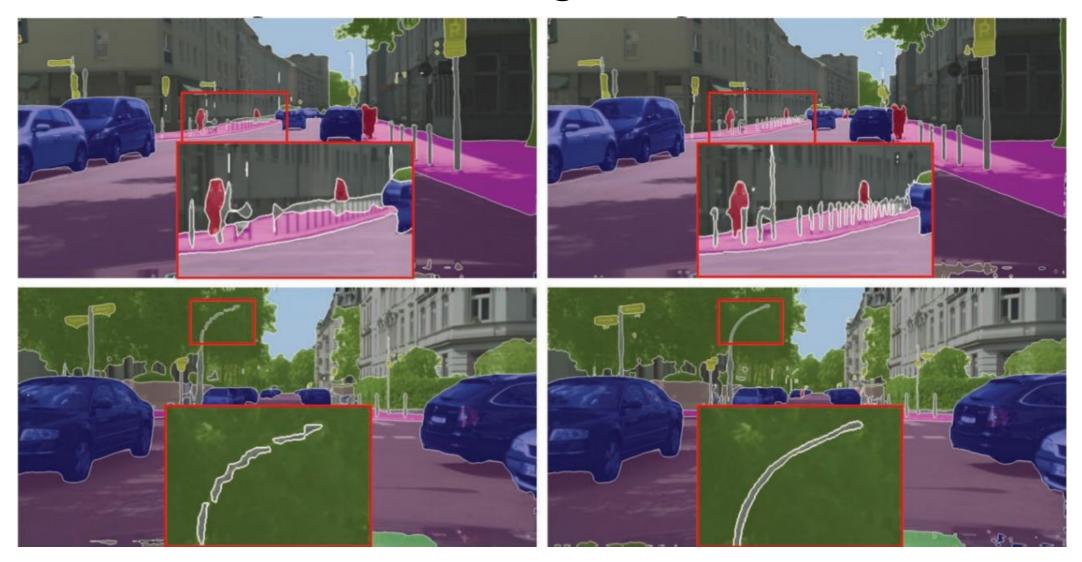
AP* is COCO mask AP for a COCO-trained model evaluated against the higher quality LVIS annotation

PointRend for semantic segmentation



PointRend can be applied on top of any modern semantic segmentation model

PointRend for semantic segmentation



Quantitative comparison: semantic segmentation

method	output resolution	mIoU
DeeplabV3-OS-16	64×128	77.2
DeeplabV3-OS-8	128×256	77.8 (+0.6)
DeeplabV3-OS-16 + PointRend	1024×2048	78.4 (+1.2)

DeeplabV3 vs. DeeplabV3 with PointRend

method	output resolution	mIoU
SemanticFPN P ₂ -P ₅	256×512	77.7
SemanticFPN P ₂ -P ₅ + PointRend	1024×2048	78.6 (+0.9)
SemanticFPN P ₃ -P ₅	128×256	77.4
SemanticFPN P ₃ -P ₅ + PointRend	1024×2048	78.5 (+1.1)

SemanticFPN vs SemanticFPN with PointRend

Conclusion

- High resolution output with little to no computational overhead
 Higher resolution, more accurate masks
 with fewer model params, less compute time.
- "plug & play" on top of any FCN-based model for segmentation
- Significant quantitative and qualitative improvement

Thank You.

[Paper Review] PointRend: Image Segmentation as Rendering Su Hyung Choi