

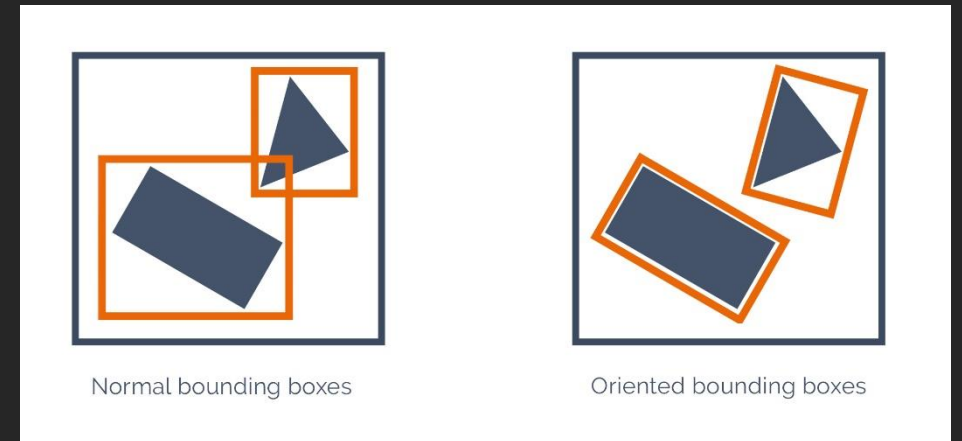
# Can we trust bounding box annotations for object detection? (2022)

# Problem statement

Both HBB and OBB annotations are **not objective** because:

- Quality decreases when the annotators are tired.
- BBs only provide the view of one human annotator.
- Occluded object annotation is not consistent.

**Discrepancy in annotating** might significantly impact the IOU and mAP, hence the detector's performance reliability.



(Left) Horizontal bounding box (HBB) and  
(Right) Oriented bounding box (OBB)

# Method

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FYI

Bounding box (BB) is the smallest rectangle that contains the object.

According to Nguyen et al., available annotations (including from MS COCO, VOC2012, ...) are only **approximations** of the actual GT.

Murrugarra-Llerena, J., Kirsten, L. N., & Jung, C. R. (2022). *Can we trust bounding box annotations for object detection?*. In Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition (pp. 4813-4822).

Nguyen, T. T. D., Rezatofighi, H., Vo, B. N., Vo, B. T., Savarese, S., & Reid, I. (2022). *How trustworthy are performance evaluations for basic vision tasks?*. IEEE Transactions on Pattern Analysis and Machine Intelligence, 45(7), 8538-8552.

## Method

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To show that **discrepancy in annotating** significantly impacts the IOU (hence mAP), the authors **emulate the human error** by choosing datasets with both HBB (or OBB) annotations and segmentation masks.

- HBB human Annotations → AHBB
- HBB generated from Seg. masks → SHBB

In simpler  
words



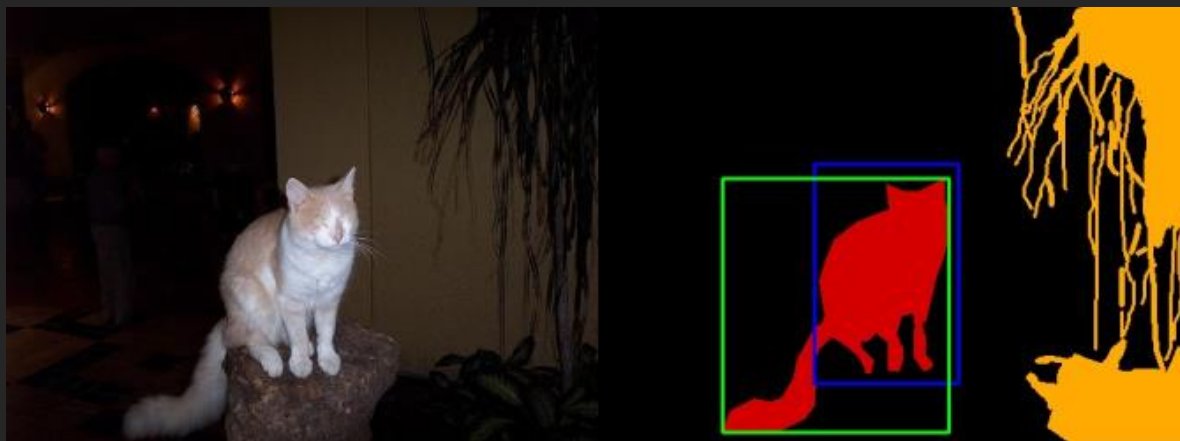
The authors create new human-like HBB annotations as if the dataset had 2 human annotators **to evaluate the discrepancy**.

# Method

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IOU=0.38

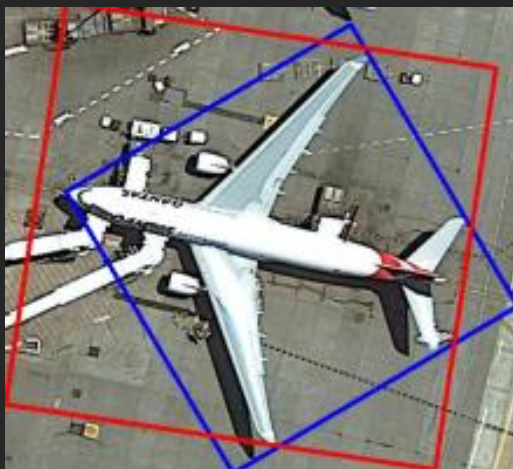


IOU=0.38

Examples of AHBB (Blue) and SHBB (Green) from VOC2012.

## Method

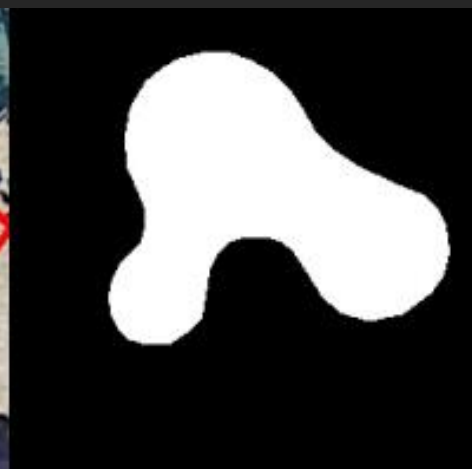
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IOU=0.57

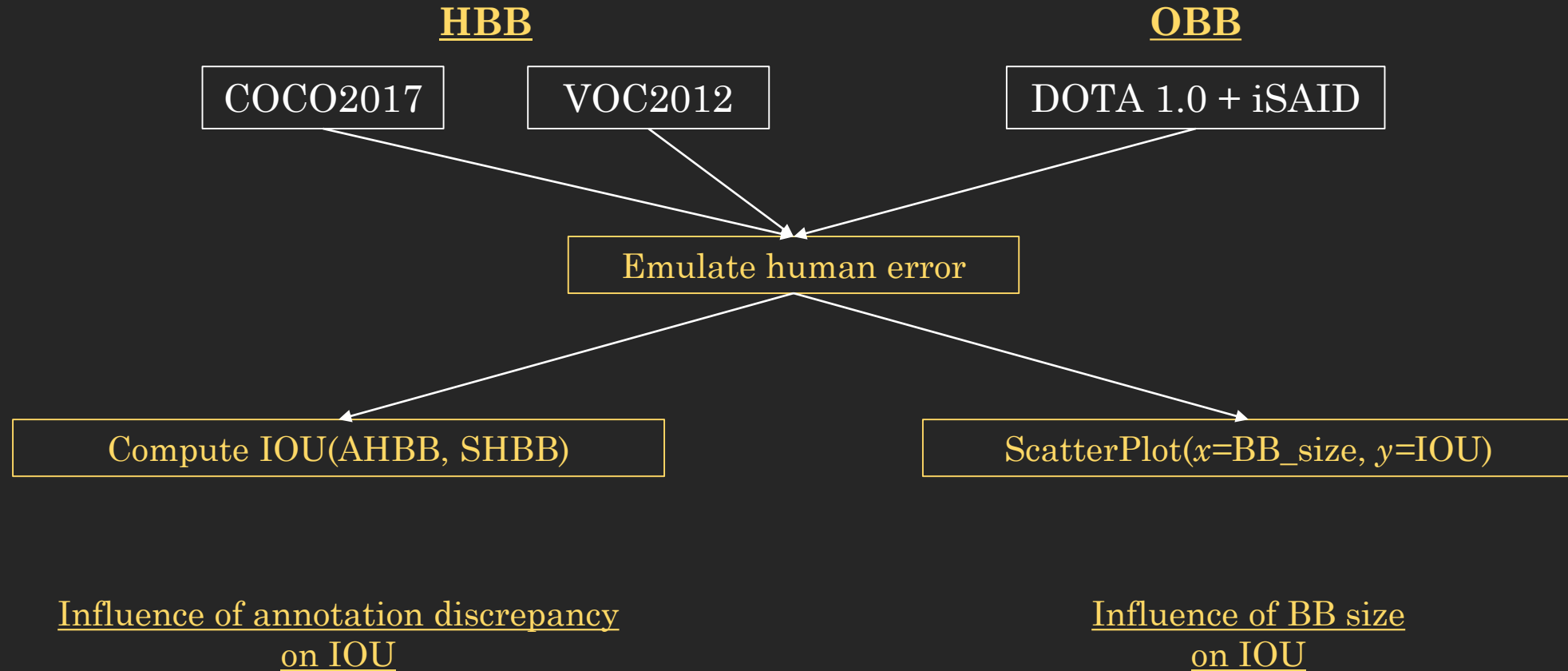


IOU=0.61



Examples of AOBB (Red) and SOBB (Blue) from DOTA 1.0.

## Method



## Findings – COCO2017

The authors compare two bounding box representations:

- 1) Available human annotations (AHBB)
- 2) Human-emulated annotations (SHBB)

There is only a **sub-pixel difference** in the two representations.



Example of AHBB (Blue) and “emulated” SHBB (Green).

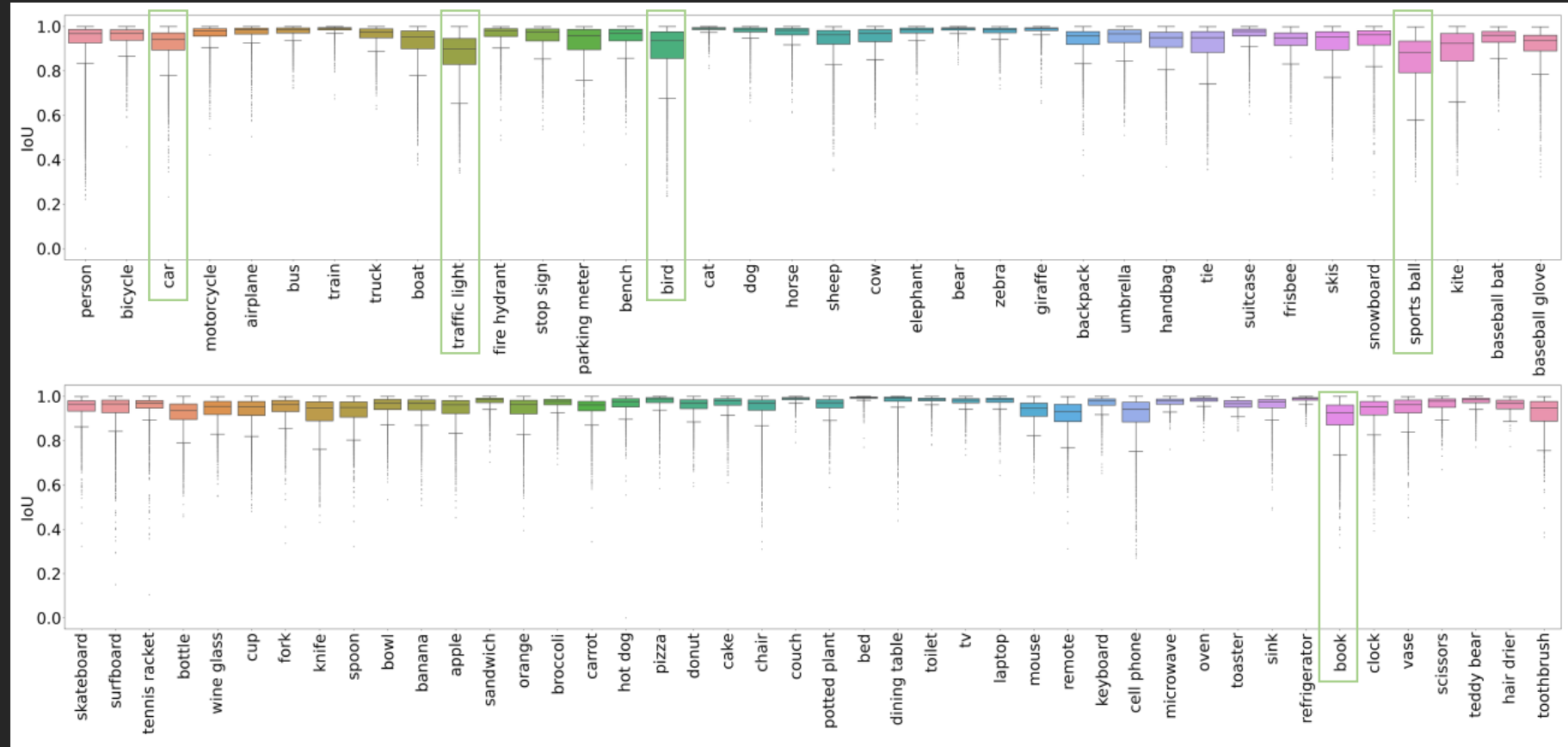


## Findings – COCO

Marked categories suffer from **significant degradation** even with **sub-pixel discrepancy**.



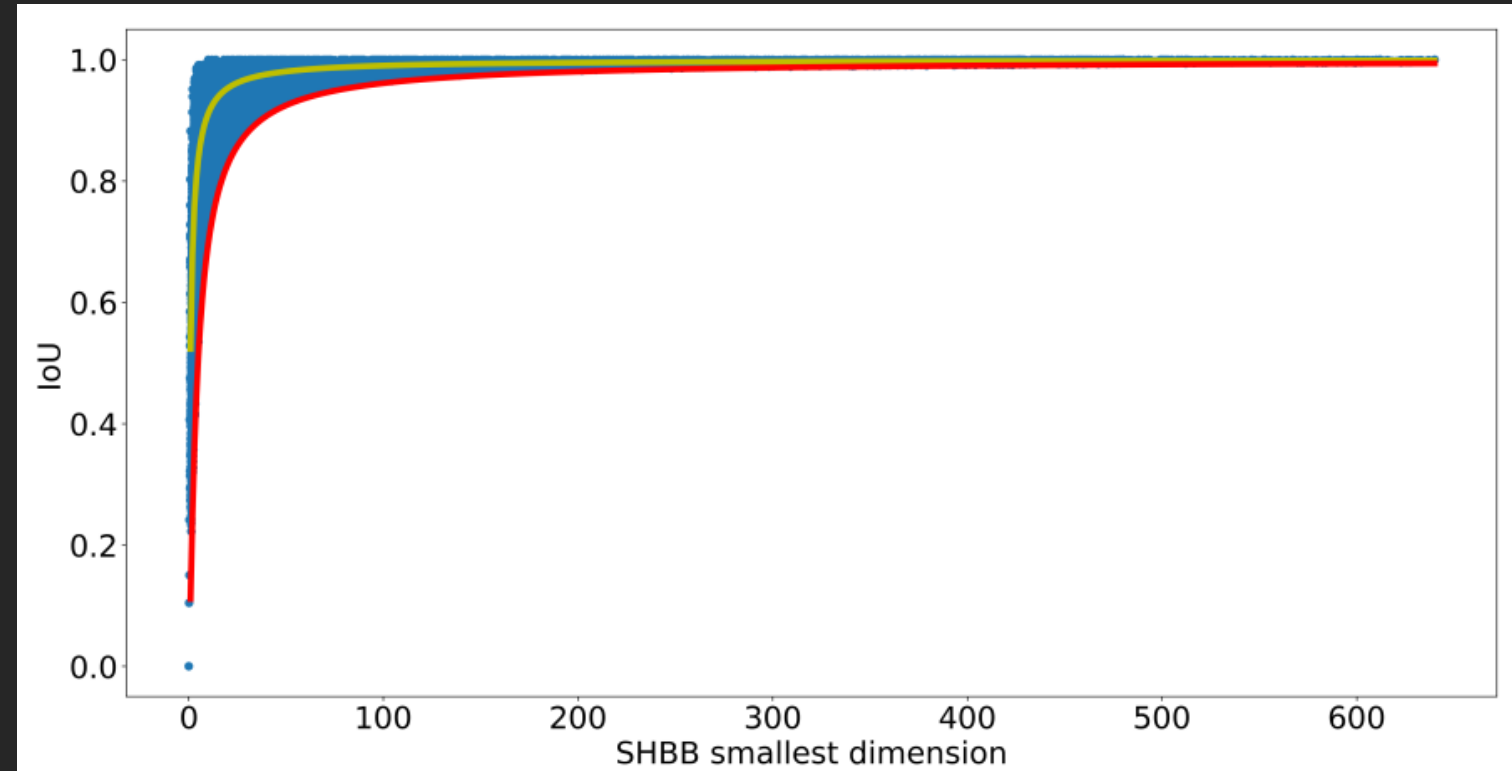
Even if the detector outputs perfect result (SHBB), the AP can still be degraded when compared to AHBB, let alone the unknown GT.



Per-category IoU between AHBBs and HBBs generated from segmentation masks (SHBBs) in COCO.

## Findings – COCO

- The effect on IOU is dependent on BB size (especially for small BB).
- Small and medium objects are more susceptible to sub-pixel errors than large objects.



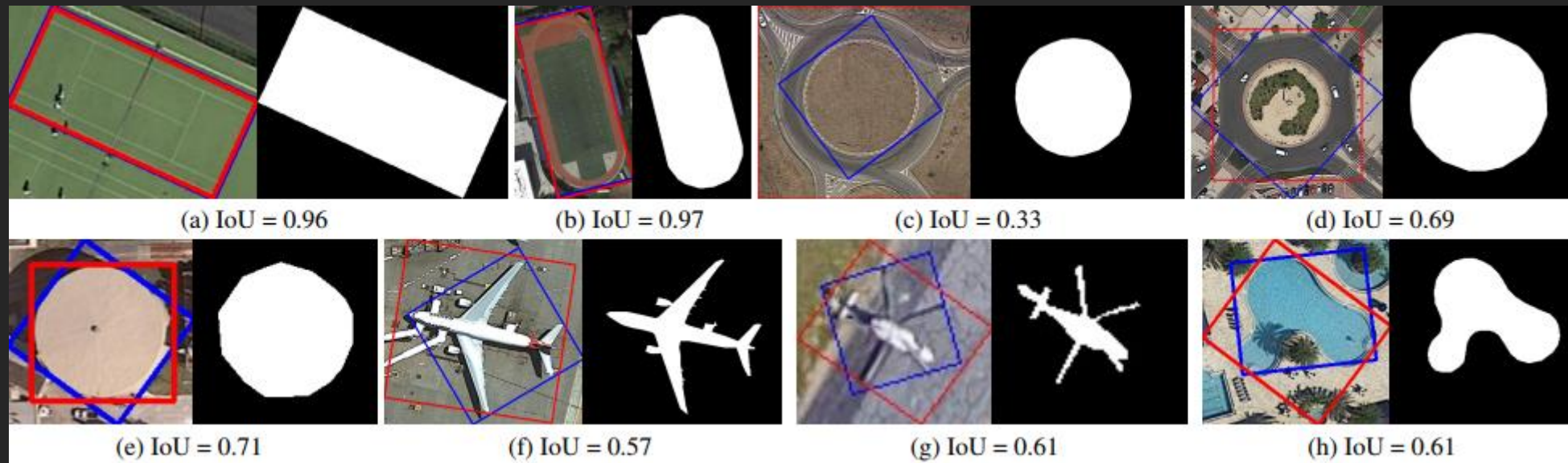
Scatter plot of the smallest dimension -  $\min(W, H)$  - of SHBB and  $\text{IOU}(\text{AHBB}, \text{SHBB})$ .

## Findings – VOC

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VOC experiments yields similar results.

## Findings – DOTA 1.0



Examples of AOB (Red) and SOB (Blue) from DOTA 1.0.

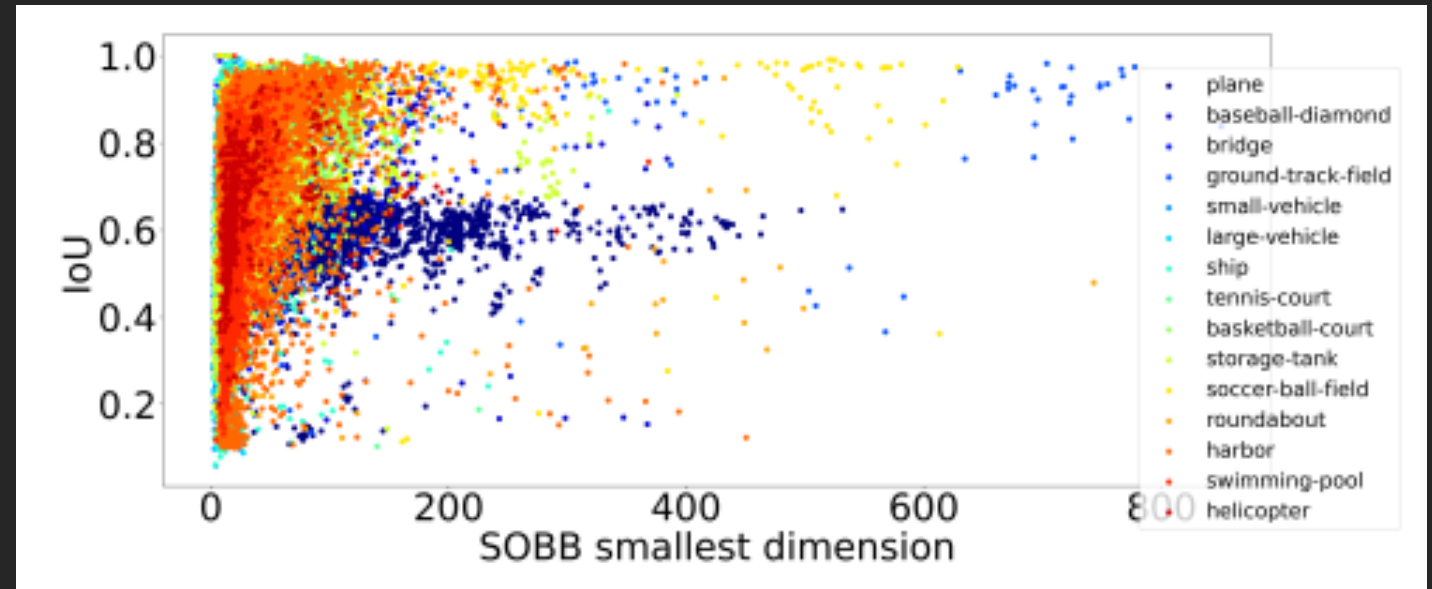
- Rectangular shaped objects yield high IOU.
- Circular shape leads to ambiguous BB orientation (any orientation yields the same area).
- Airplanes and irregularly-shaped objects have arbitrary orientations.

## Findings – DOTA 1.0

- Not a clear monotonic relationship like previously.
- Discrepancy between AOBB and SOBB is caused by other factors:
  - human-center bias
  - orientation ambiguity



Discrepancy between OBBs is **deeper** than HBBs, hence its more likelihood to affect IOU and mAP.



Scatter plot of the smallest dimension of SOBB and IOU(AOBB, SOBB).

# Summary

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- Blind use of IOU for BBs is dangerous.
- High IOU with the annotations doesn't equate high IOU with the GT.
- The effect on IOU is dependent on BB size (especially for small BB).
- Small and medium objects are more susceptible to sub-pixel errors than large objects.