

ENGN8501: Advanced Topics in Computer Vision

Reading Group 1

Week 2

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Literature Reading Group: Logistics

Logistics (1)

Your tutors:

Sameera
Ramasinghe Lin Li



Logistics (2)

- ▶ **Presenter:** Dylan
- ▶ **Paper:** Wang et al., "SDC-Depth: Semantic Divide-and-Conquer Network for Monocular Depth Estimation", CVPR, IEEE/CVF, 2020
- ▶ **You will have**
 1. read the paper; and
 2. prepared two questions about it;
- ▶ and are expected to **participate** in the discussion.
 - ▶ Verbally or via chat
 - ▶ Ask questions, answer questions, make relevant comments

Logistics (3)

- ▶ **Presenter schedule:** On Wattle now. Please check to see when you have been scheduled to present.
- ▶ **Zoom name:** Make sure your name is set to your **full name** and **student ID**; click on Participants → More (next to your name) → Rename
- ▶ **Breakout rooms:** After the presentation, we will divide into 3 breakout rooms and the tutors or I will facilitate the discussion.

Run sheet (Week 3 onwards)

1. Divide into 3 breakout rooms
2. **Paper A:** 10–15 minute summary presentation
3. **Paper A:** 15 minute discussion
4. **Paper B:** 10–15 minute summary presentation
5. **Paper B:** 15 minute discussion

FAQs (1)

- ▶ How detailed should the presentation be?
 - ▶ It's a summary or overview, it does not need to be too detailed.
 - ▶ Cover the problem, motivation, main ideas, and results.
 - ▶ Copying formulas/diagrams directly from the paper is allowed.
- ▶ What should the discussion questions be like?
 - ▶ Intended to provoke discussion.
 - ▶ Often things that you find confusing or difficult to explain.
 - ▶ "Why" or "how" questions are good, such as "Why does batch normalisation improve the stability of training?" or "How does the XYZ module lead to the results presented?"
 - ▶ Things that are not explained clearly or are assumed in the paper might be good candidates.

FAQs (2)

- ▶ What if no one responds to my discussion questions?
 - ▶ The tutor (or I) will be there to facilitate.
 - ▶ It will not affect your mark if no one responds.
 - ▶ There are marks for participation, so if no one responds, then they may do less well for this assessment item.
 - ▶ It may be that no-one in your group is able to contribute something to a particular discussion question—this is okay.
 - ▶ Either the tutor will help, or you can note down the question and post it to the Wattle forums.
- ▶ Do we need to know the answer for our questions? No.
- ▶ If I am presenting and cannot answer a question, will this affect my mark? No.

SDC-Depth: Semantic Divide-and-Conquer Network for Monocular Depth Estimation

Lijun Wang, Jianming Zhang, Oliver Wang, Zhe Lin, and Huchuan Lu

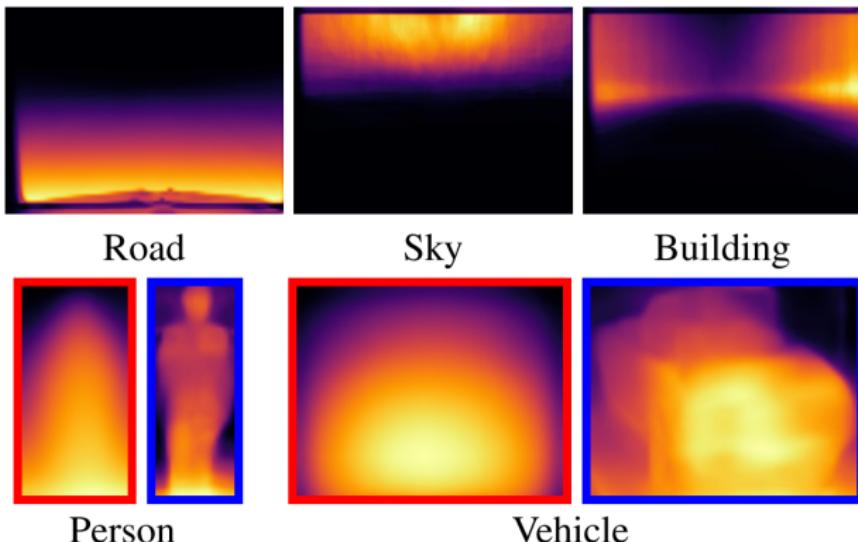
CVPR 2020

Monocular depth estimation

The Problem: Compute per-pixel depth from a single photo.

Credit: Godard et al., "Digging into Self-Supervised Monocular Depth Prediction", ICCV 2019

Key insights



- ▶ Semantic categories have consistent depth structures
- ▶ Relative depth maps of different instances are similar
- ▶ Absolute depth of an instance depends on its relative size and position in scene

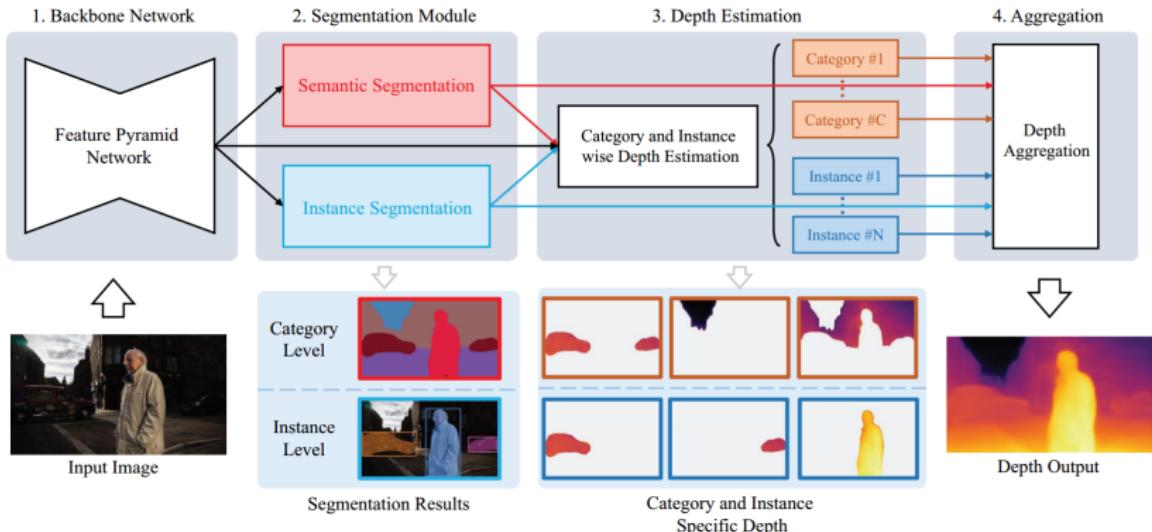
Credit: Wang et al., "SDC-Depth: Semantic Divide-and-Conquer Network for Monocular Depth Estimation", CVPR 2020

Contributions

The authors list their contributions as

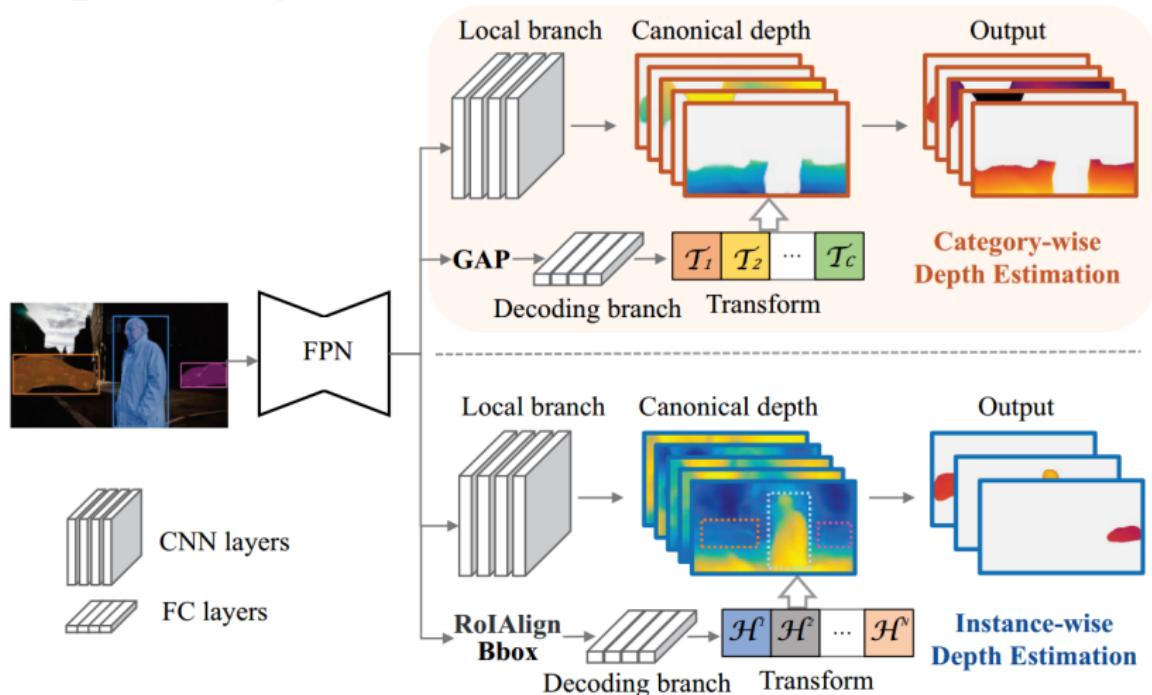
1. a novel framework for monocular depth estimation based on a semantic *divide-and-conquer* strategy;
2. an implementation [not a contribution]; and
3. state-of-the-art results [not a contribution].

Semantic divide-and-conquer network



1. Decompose image via semantic and instance segmentation
2. Estimate normalised depth per segment + transformation
3. Aggregate depth estimates

Per-segment depth estimation



- ▶ Separate category and instance streams:
 - ▶ Local branch: convolution layers for depth
 - ▶ Decoding branch: scale and shift transformations

Depth aggregation

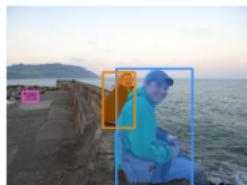
1. Local updates to category depth maps using instance depths
 2. Aggregate depth maps using semantic segmentation
- ▶ Aggregation is differentiable, allowing end-to-end training
 - ▶ Multi-task training with semantic segmentation (L_S), instance segmentation (L_I), and depth (L_D) losses:
$$L = \alpha_S L_S + \alpha_I L_I + \alpha_D L_D$$



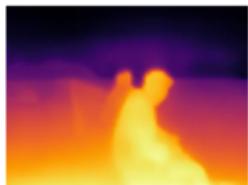
Input



Semantic Segmentation



Instance Segmentation



Depth Estimation

Evaluation on Depth in the Wild

- ▶ Depth trained using annotations consisting of sparse ordinal pointwise information

Method	Chen <i>et al.</i> [2]	Xian <i>et al.</i> [37]	Xu <i>et al.</i> [39]	Ours
WHDR	22.14%	14.98%	13.02%	11.21%



Input

Our Segmentation

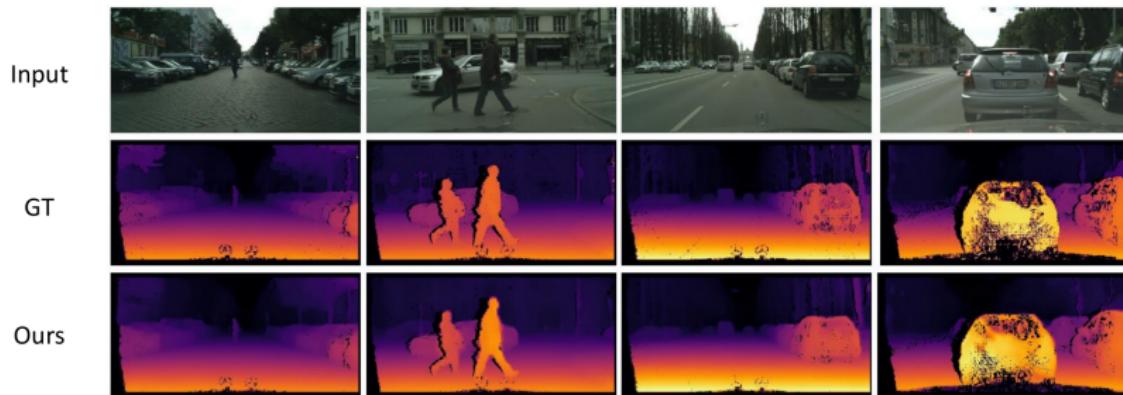
Our Depth

Baseline Depth

Evaluation on Cityscapes

- ▶ Depth trained using dense depth annotations

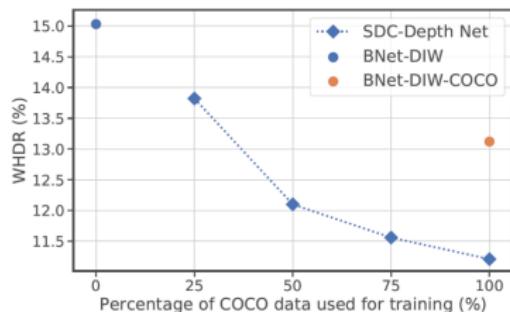
Method	Error				Accuracy		
	RMSE	RMSE (log)	Abs Rel	Sq Rel	$\delta < 1.25$	$\delta < 1.25^2$	$\delta < 1.25^3$
Laina <i>et al.</i> [14]	7.273	0.448	0.257	4.238	0.765	0.893	0.940
Xu <i>et al.</i> [39]	7.117	0.428	0.246	4.060	0.786	0.905	0.945
Zhang <i>et al.</i> [41]	7.104	0.416	0.234	3.776	0.776	0.903	0.949
Ours	6.917	0.414	0.227	3.800	0.801	0.913	0.950



Ablation study

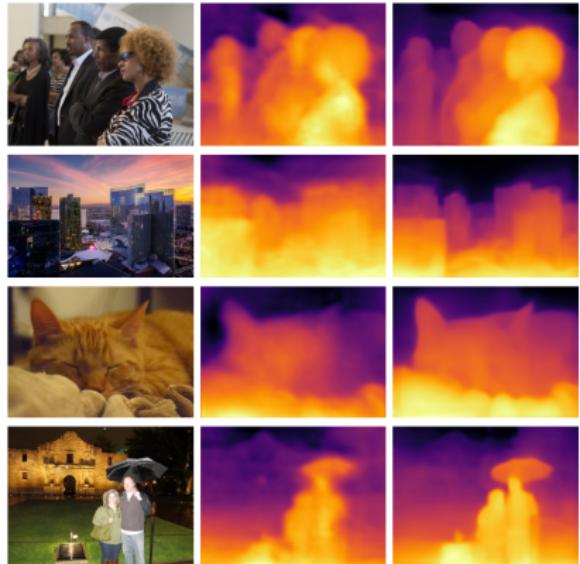
- ▶ Which source of information is most helpful?

		SDC-A	SDC-B	SDC-C	SDC-D
Design Choice	Cat.	✗	✓	✓	✓
	Ins.	✗	✗	✓	✓
	DEnt.	✗	✗	✗	✓
Err.	RMSE	7.203	6.962	6.958	6.917
	Abs Rel	0.276	0.236	0.234	0.227
Acc.	$\delta < 1.25$	0.767	0.794	0.797	0.801
	$\delta < 1.25^2$	0.895	0.911	0.911	0.913
	$\delta < 1.25^3$	0.941	0.949	0.951	0.950



Summary

- ▶ A divide-and-conquer strategy for per-segment depth estimation
- ▶ Aggregation strategy that makes full use of category and instance-level information
- ▶ Impressive results



Image

Xu et al. [39]

Ours

Discussion

[To breakout rooms]

- ▶ Why is object instance information important?
- ▶ Why are affine transformations learned and what are the limitations?
- ▶ Why are the instance depth maps weighted by p^i ?
- ▶ What are the limitations of the method in general?

Resources:

- ▶ Hui, “Understanding Feature Pyramid Networks for object detection (FPN)”, Medium, 2018
- ▶ Tsang, “Review: FCN — Fully Convolutional Network (Semantic Segmentation)”, Medium, 2018
- ▶ Odena et al., “Deconvolution and Checkerboard Artifacts”, Distill, 2016