

Part-Based Layered Shape Models for Segmentation

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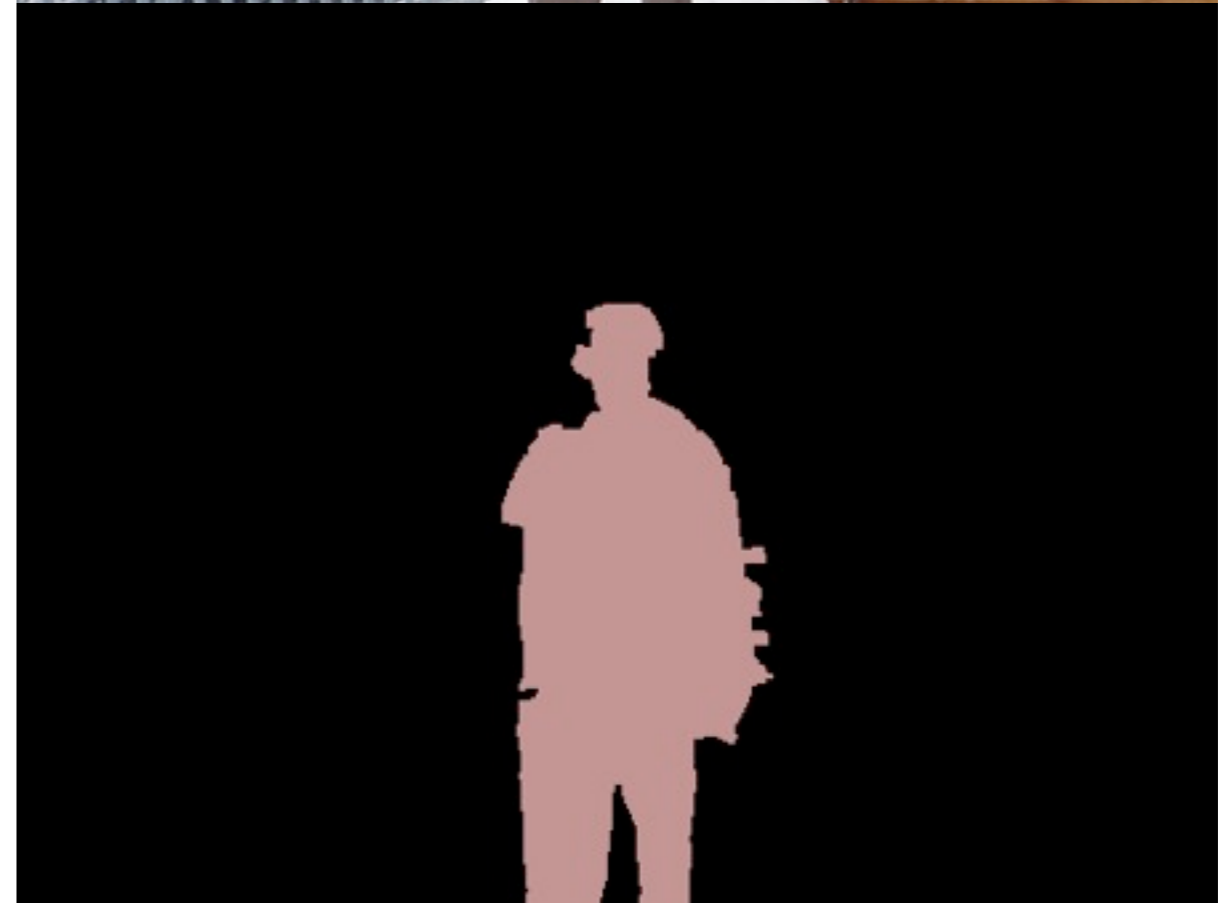
Overall approach

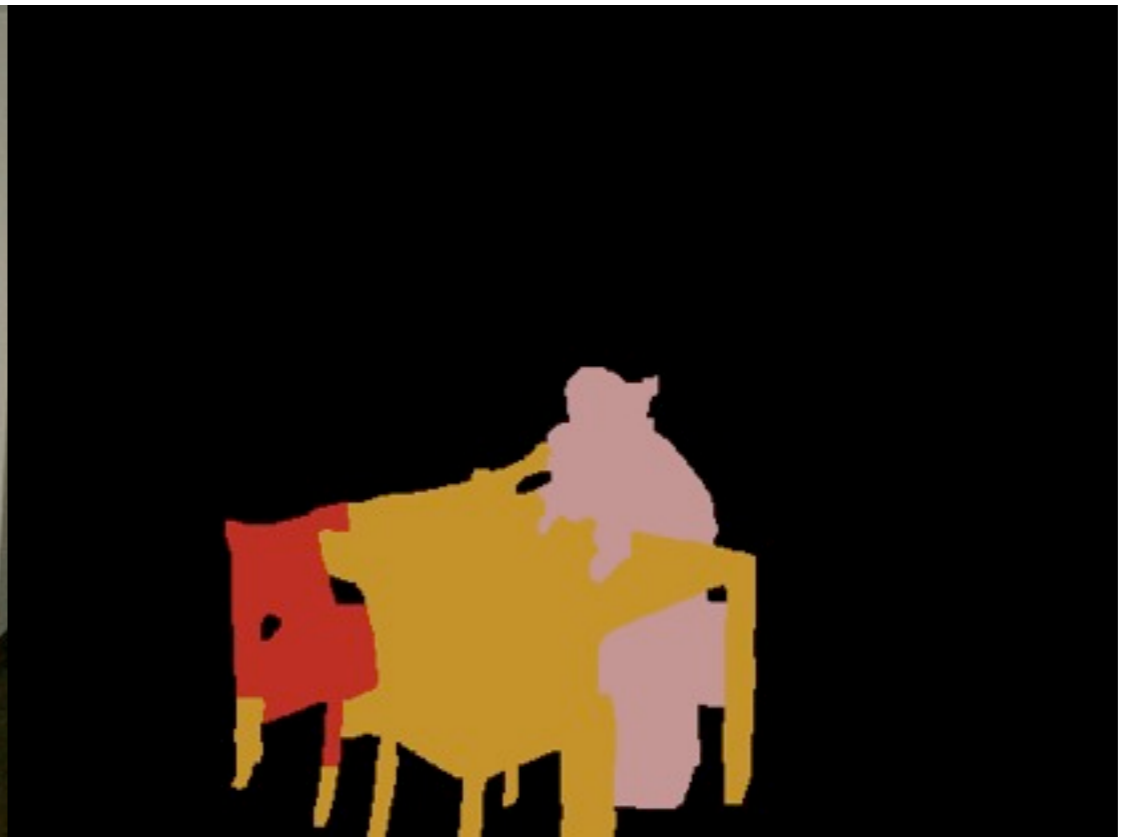
- 1) Detect putative bounding boxes with scanning-window detector
- 2) Integrate top-down shape priors with bottom-up superpixels to segment image

We use part-based detectors from Felzenszwalb, Gorelick, McAllester, & Ramanan PAMI 09

We use superpixels from Arbelaez, Maire, Fowlkes, & Malik CVPR 09

example results...

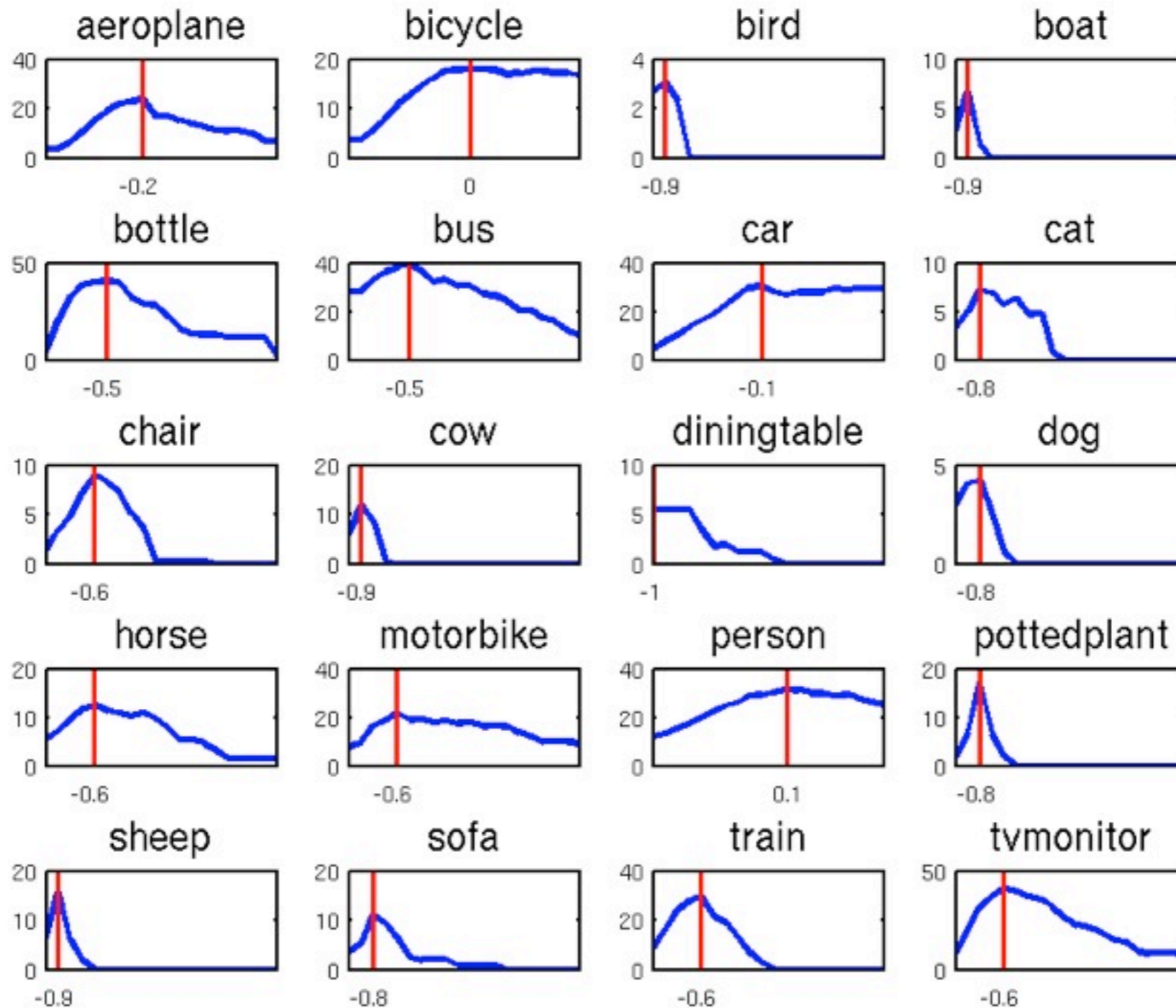






Detector calibration

Find optimal threshold for pruning detections



Model

x_i = RGB values for pixel i

z_i = label for pixel i (1..K or 0 for background)

c_n = color model of n th bounding box

D = set of bounding box detections

product
over pixels

$$P(Z, X | C, D) = \prod_{i=1}^N P(x_i | C_{z_i}) P(z_i | D)$$

color
likelihood

bbox
prior

Inference: coordinate descent

product
over pixels

$$P(Z, X|C, D) = \prod_{i=1}^N P(x_i|C_{z_i}) P(z_i|D)$$

color
likelihood bbox
prior

$$f(C, Z) = -\log P(Z, X|C, D)$$

Step 1: $\operatorname{argmin}_C f(C, Z)$ (fit color models to segments and background)

Step 2: $\operatorname{argmin}_Z f(C, Z)$ (per-pixel segmentation given bbox prior & color likelihood)

Color models are learned **on-the-fly** for each bounding box **instance**
(e.g., people may wear blue or red shirts)

Inference: coordinate descent

product
over pixels

$$P(Z, X|C, D) = \prod_{i=1}^N P(x_i|C_{z_i}) P(z_i|D)$$

color bbox
likelihood prior

$$f(C, Z) = -\log P(Z, X|C, D)$$

Step 1: $\operatorname{argmin}_C f(C, Z)$ (fit color models to segments)

Step 2: $\operatorname{argmin}_{Z \in \mathcal{Z}} f(C, Z)$ (per-pixel segmentation given
bbox prior & color likelihood)

\mathcal{Z} = set of pixel labelings consistent with superpixel map

Building $P(z_i|D)$

product
over pixels

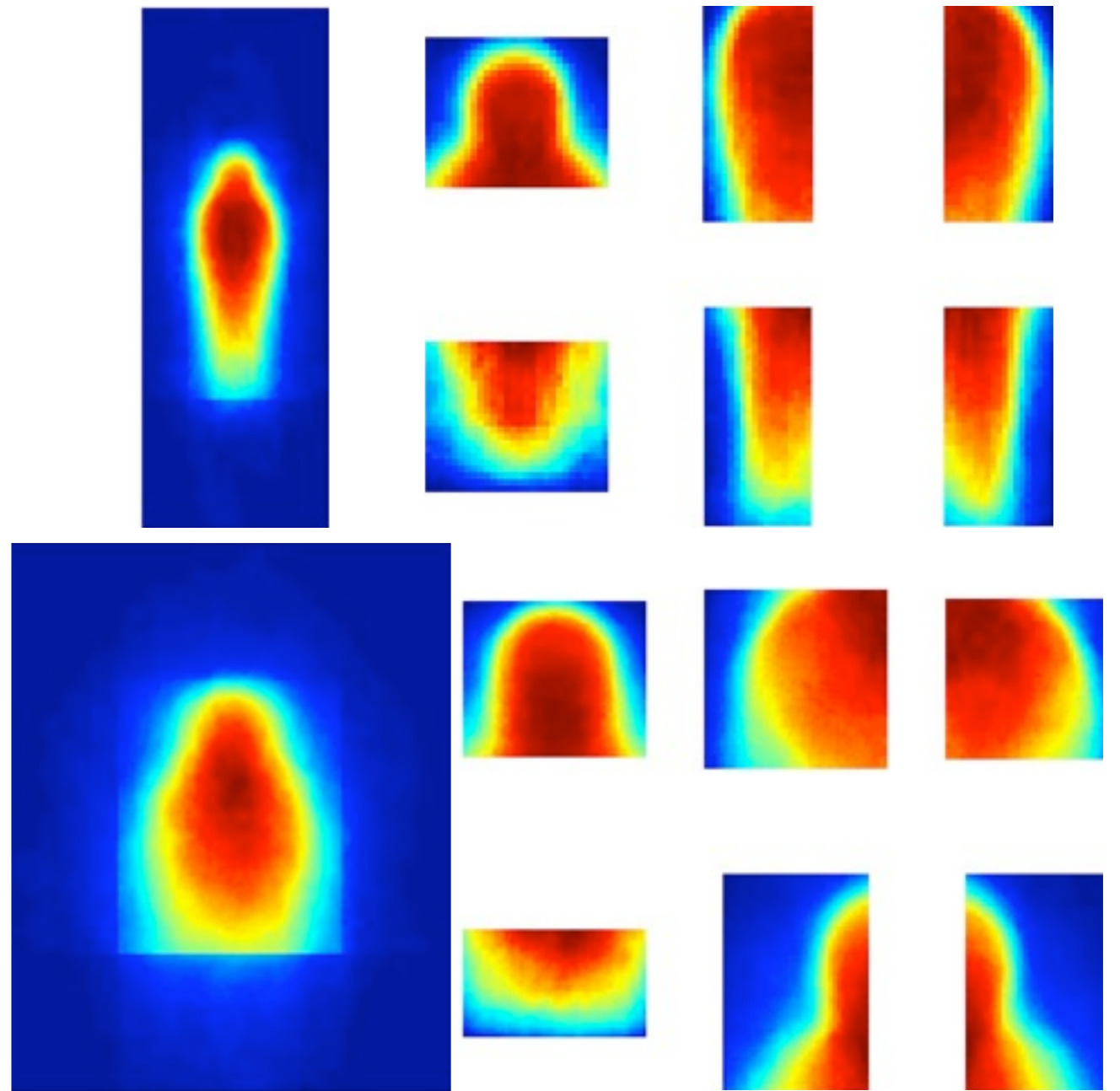
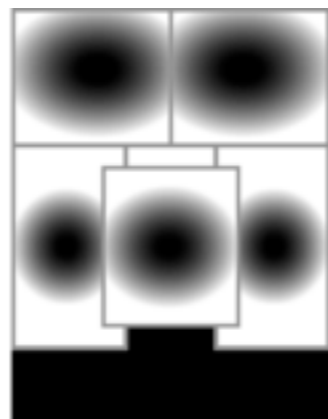
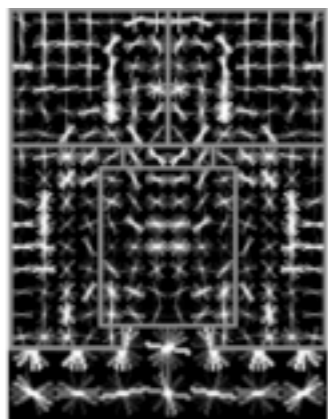
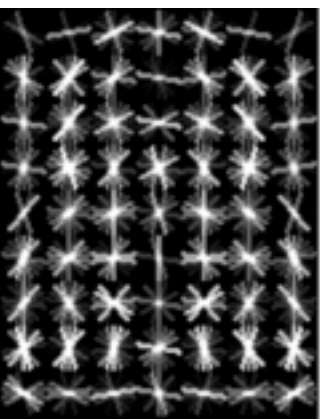
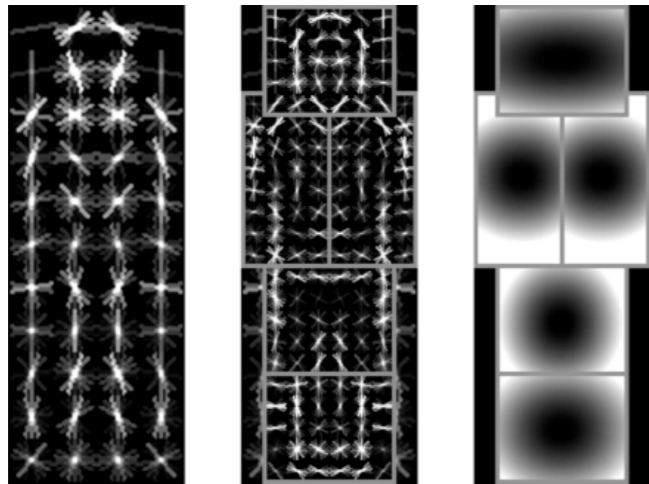
$$P(Z, X|C, D) = \prod_{i=1}^N P(x_i|C_{z_i}) P(z_i|D)$$

color bbox
likelihood prior

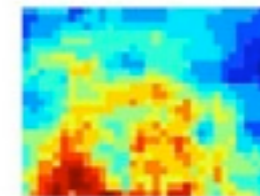
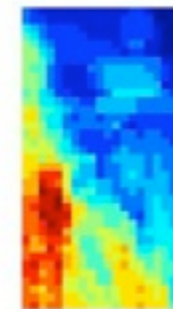
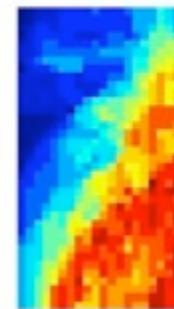
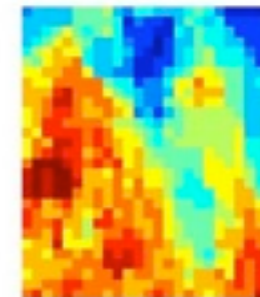
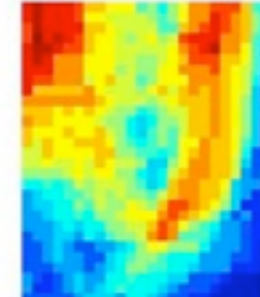
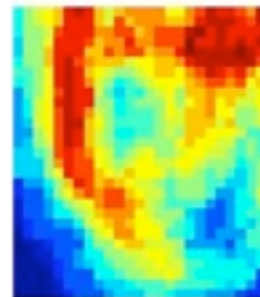
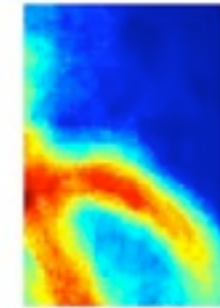
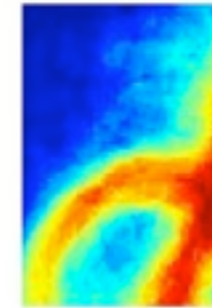
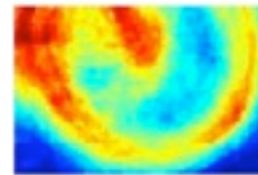
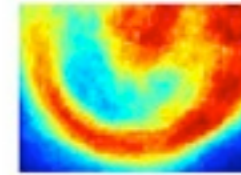
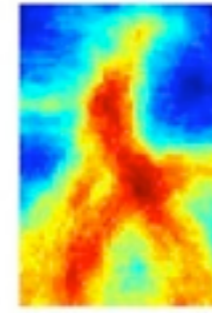
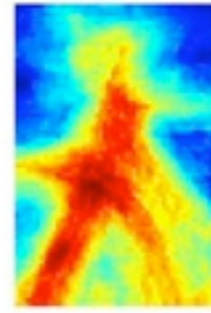
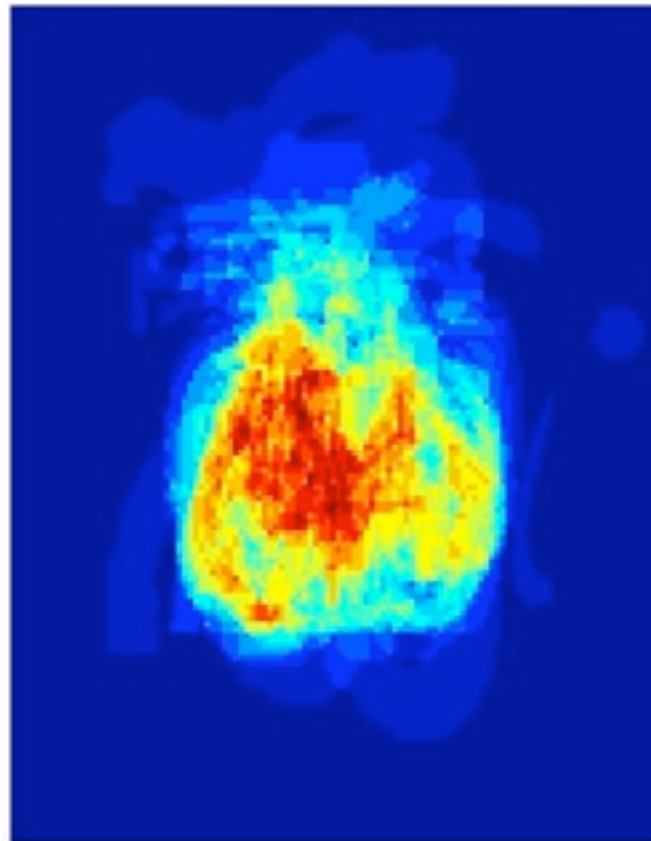
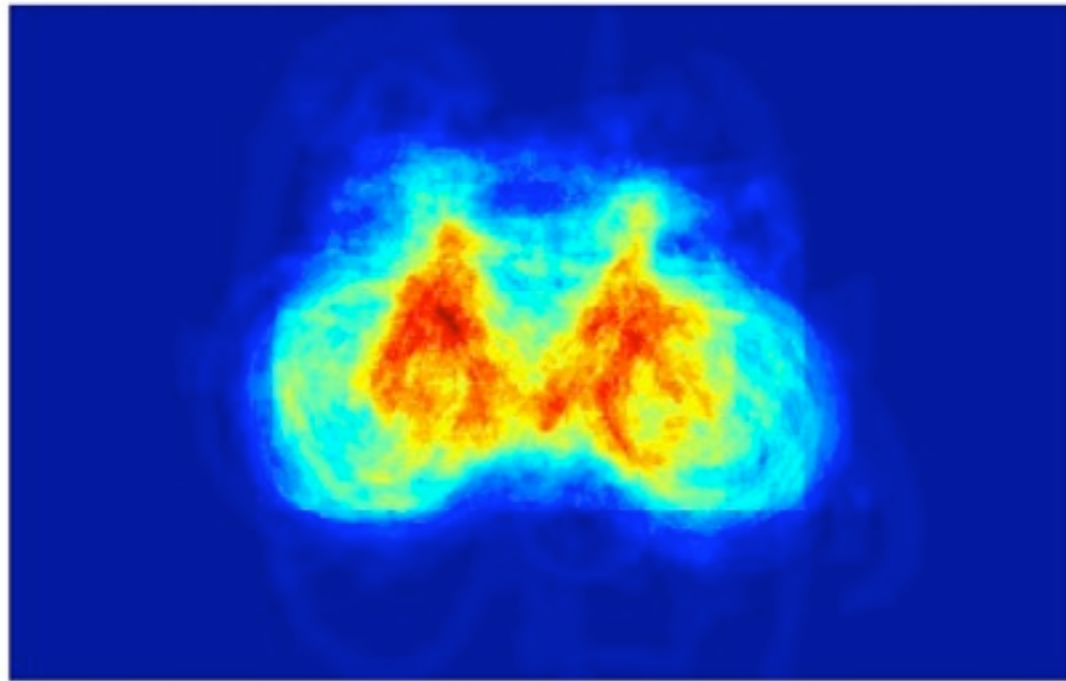
Build a soft segmentation mask
for each detection category

(By counting fg/bg pixels in ground
truth segmentation masks)

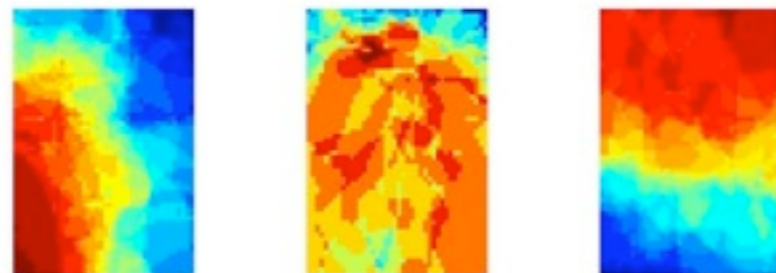
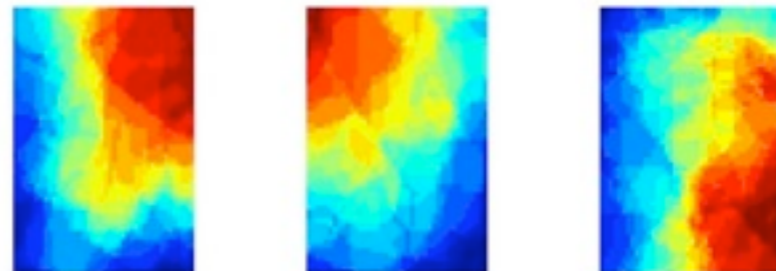
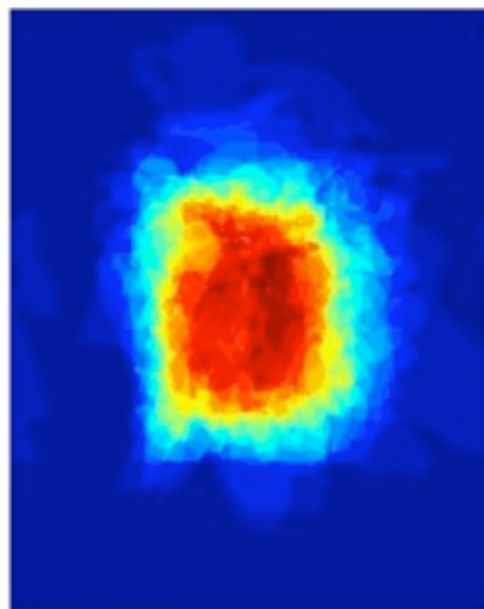
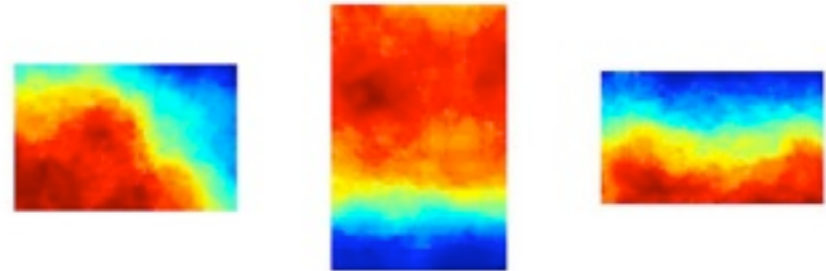
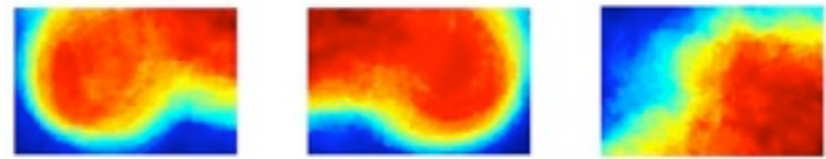
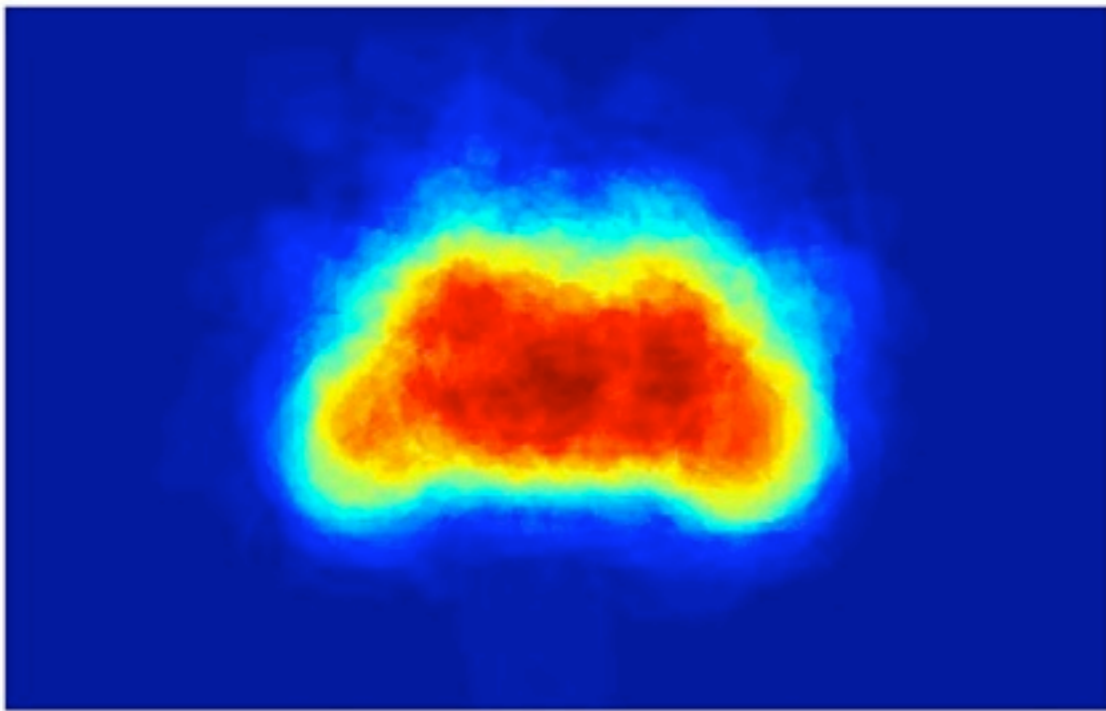
Part-based bbox priors



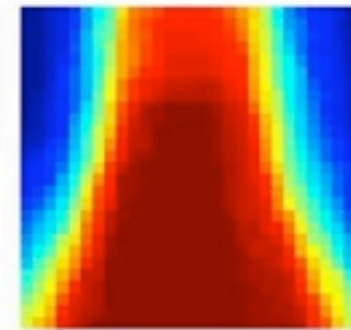
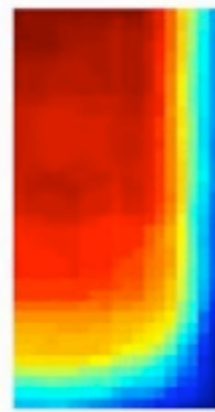
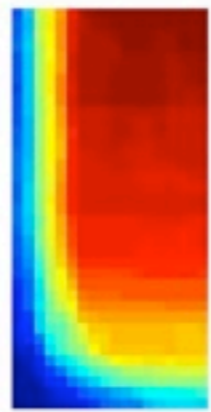
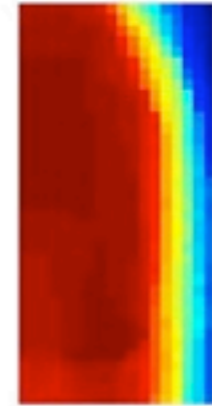
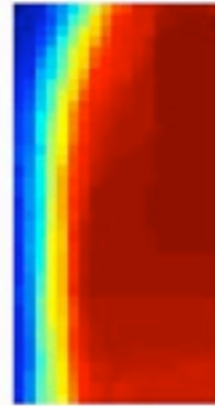
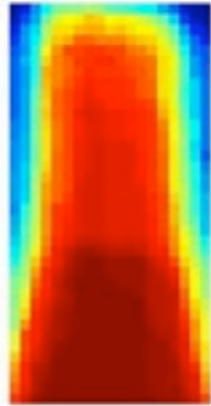
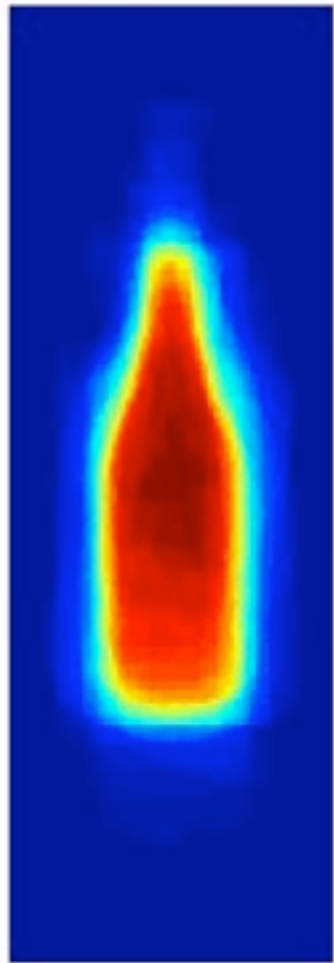
Bicycle part-based priors



Motorcycle part-based priors



Bottle part-based priors



Compositing detections

Order detections in depth from back to front

d_1 = furthest in depth (lowest score)

d_N = closest in depth (highest score)

D_n = set of n furthest (lowest scoring)

Initialize labels to background

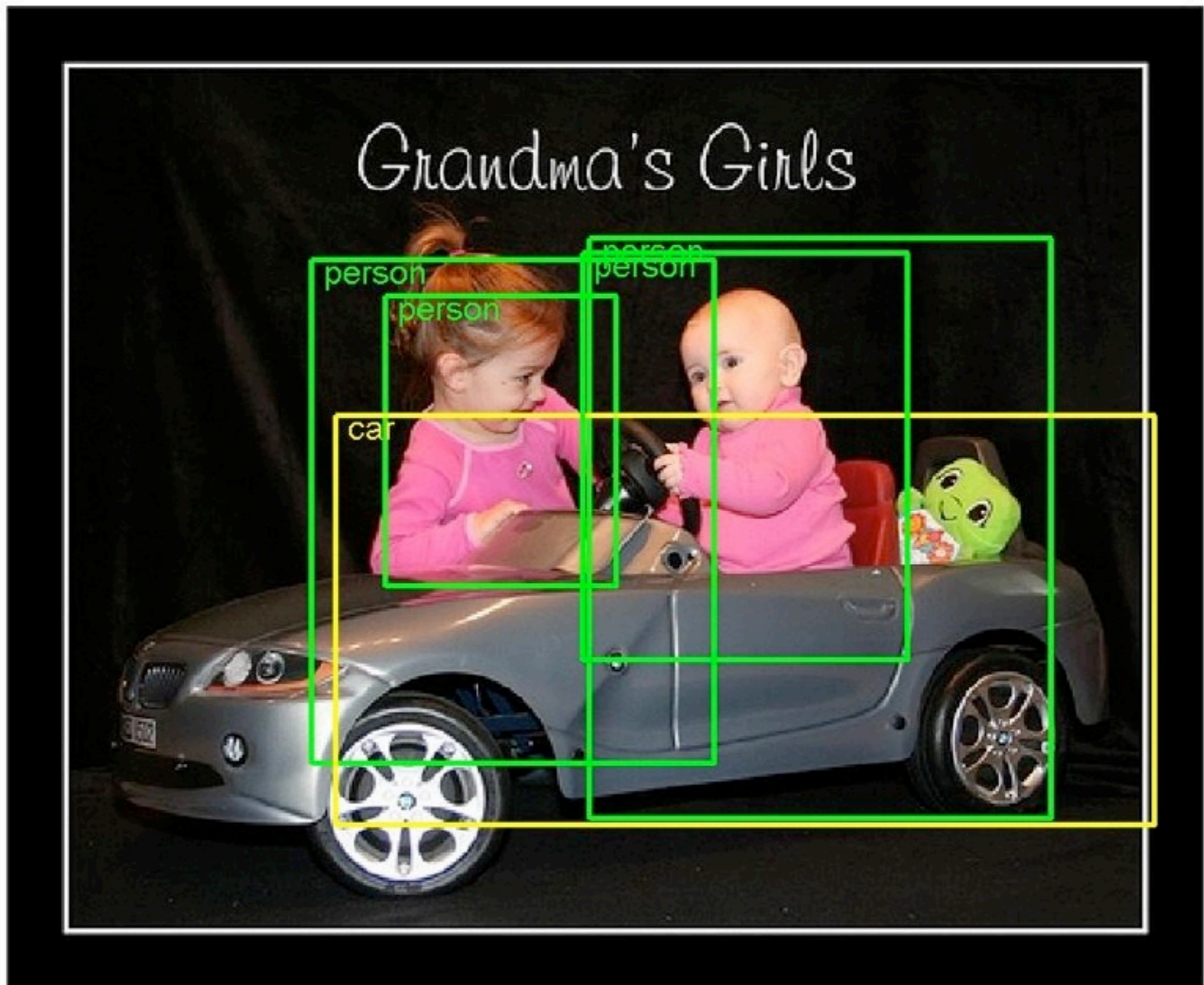
$$P(z_i|D_0) = [1 \quad 0 \quad \dots \quad 0]$$

Composite detections from back to front

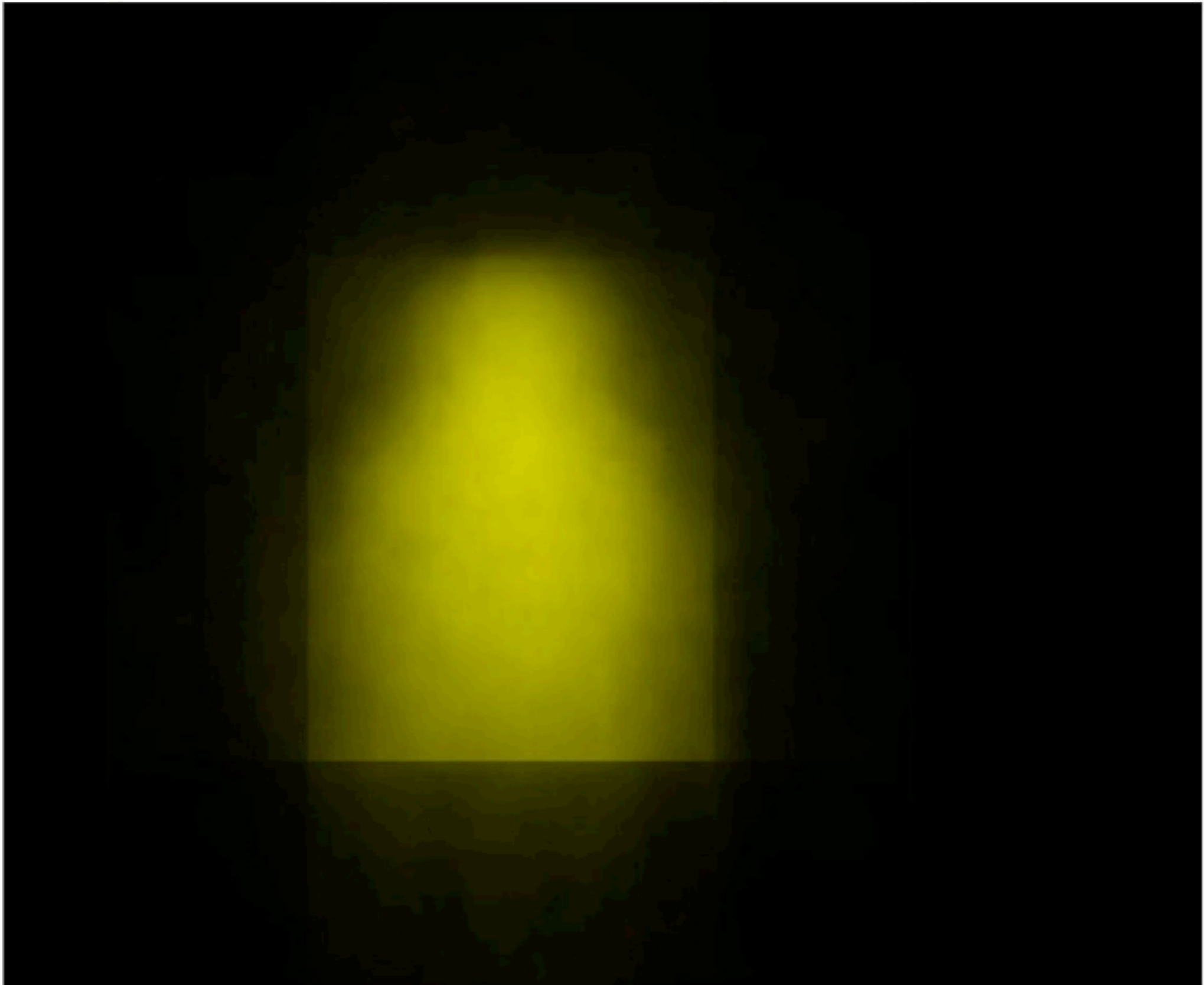
$$P(z_i|D_n) = P(z_i|d_n) + (1 - P(z_i|d_n))P(z_i|D_{n-1})$$

Multi-channel alpha matte compositing

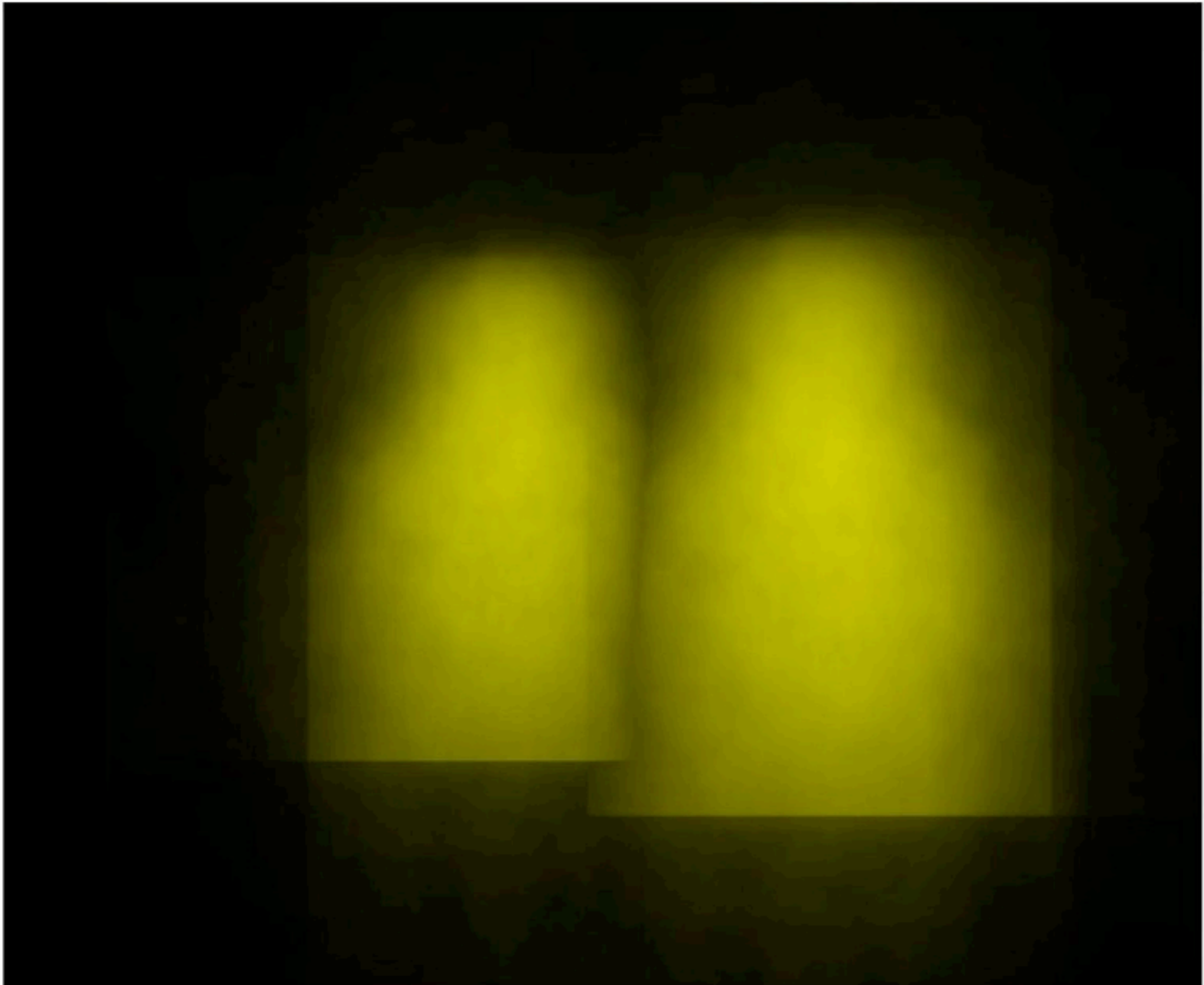
Compositing detections



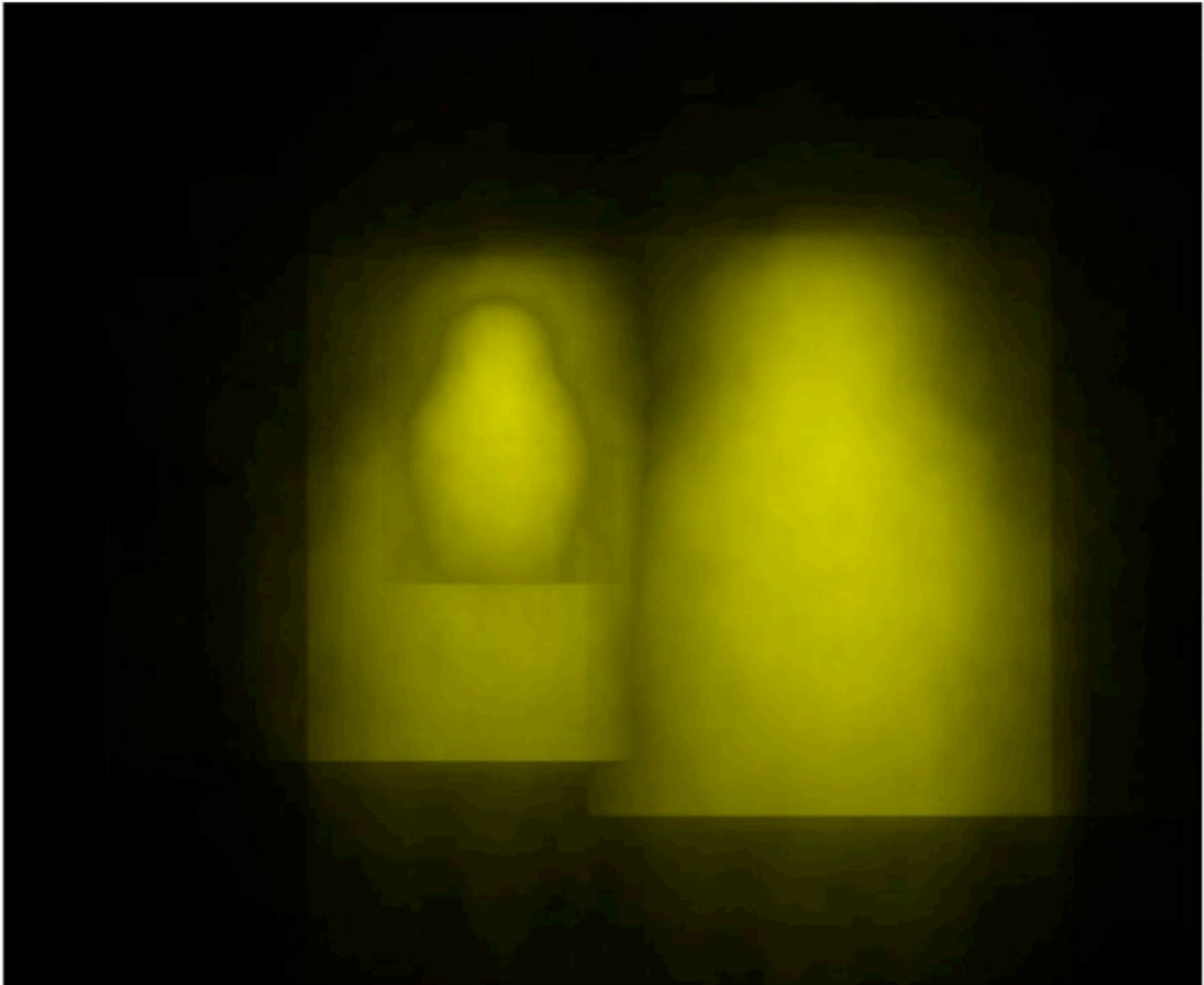
Compositing detections



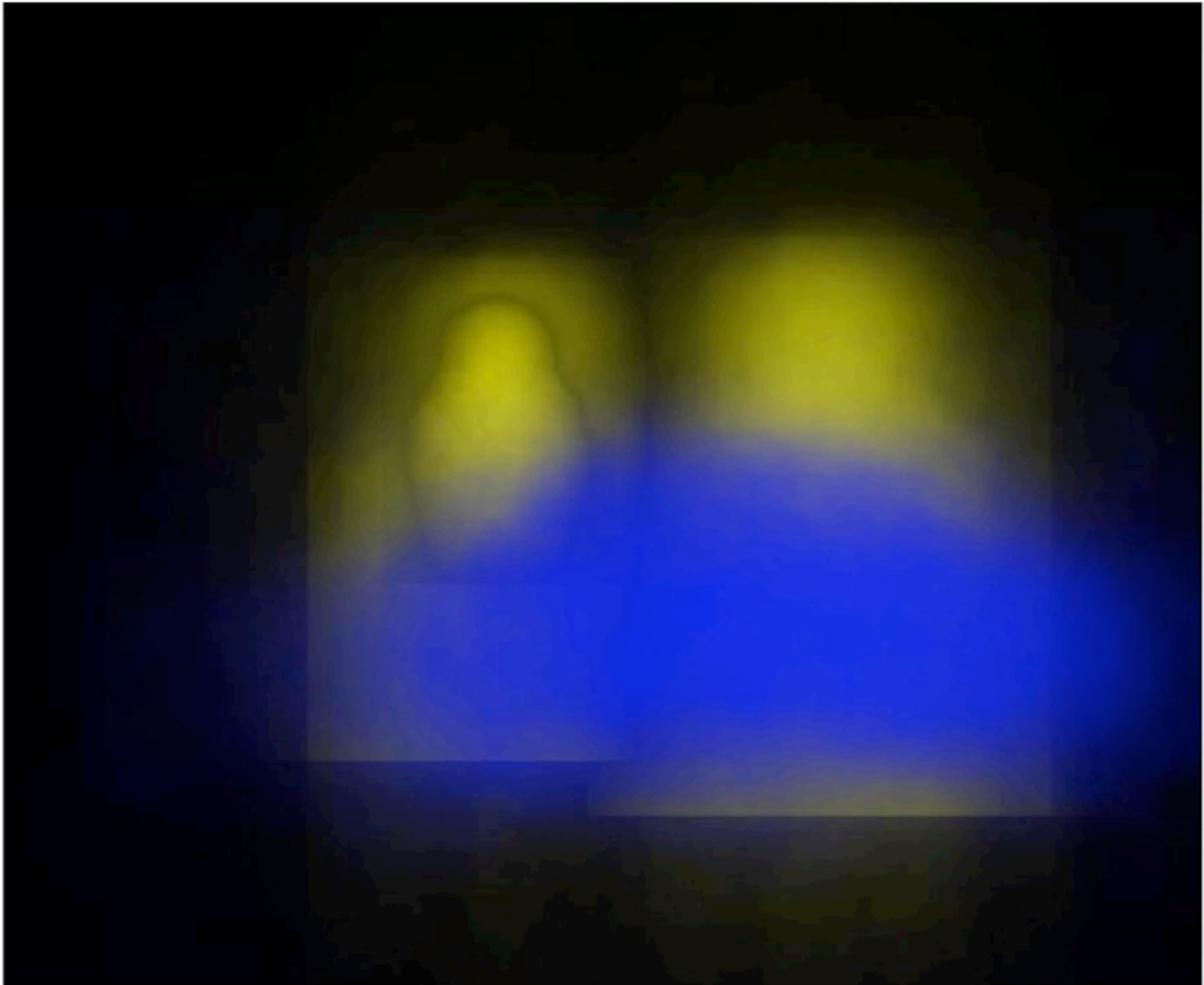
Compositing detections



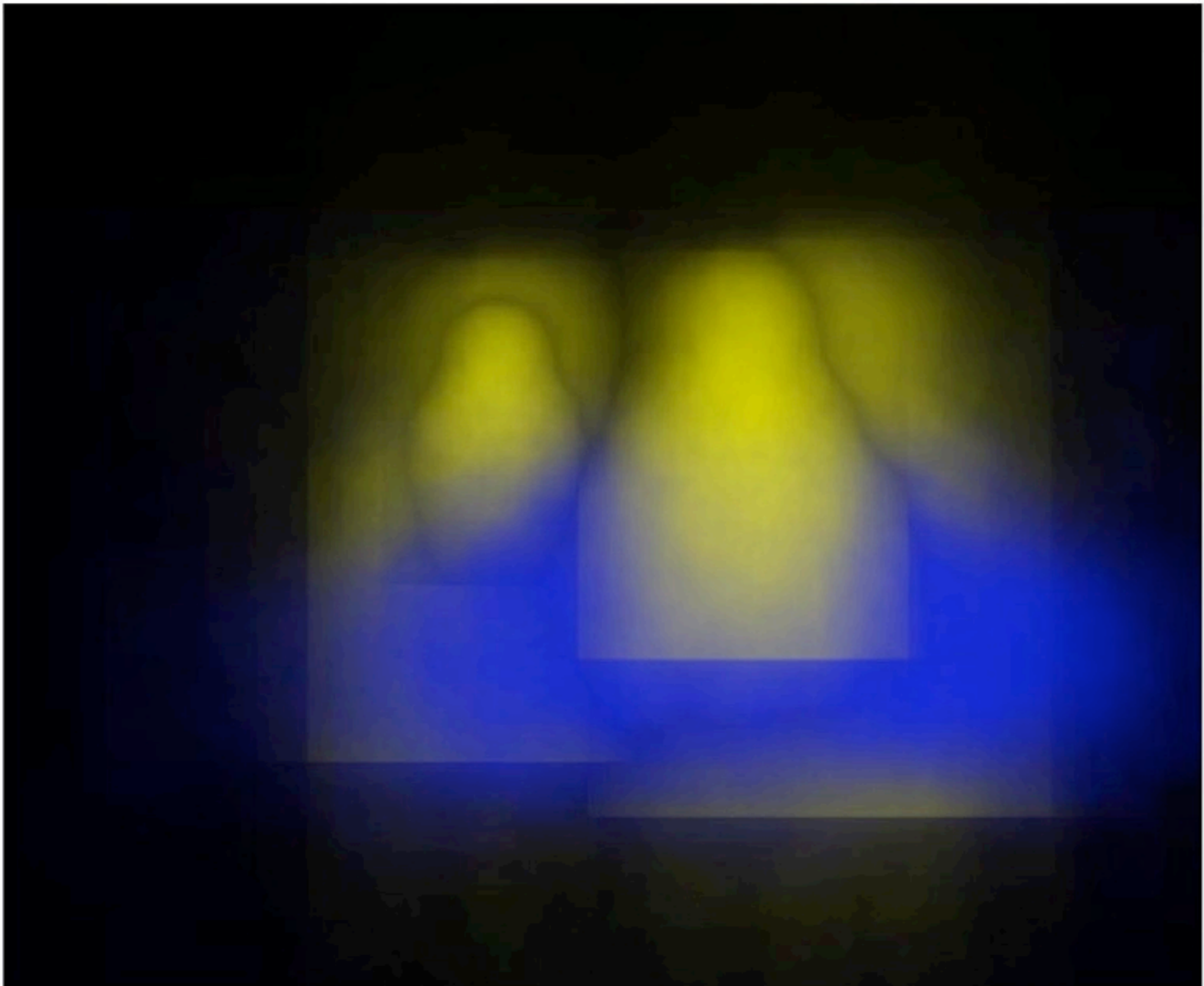
Compositing detections



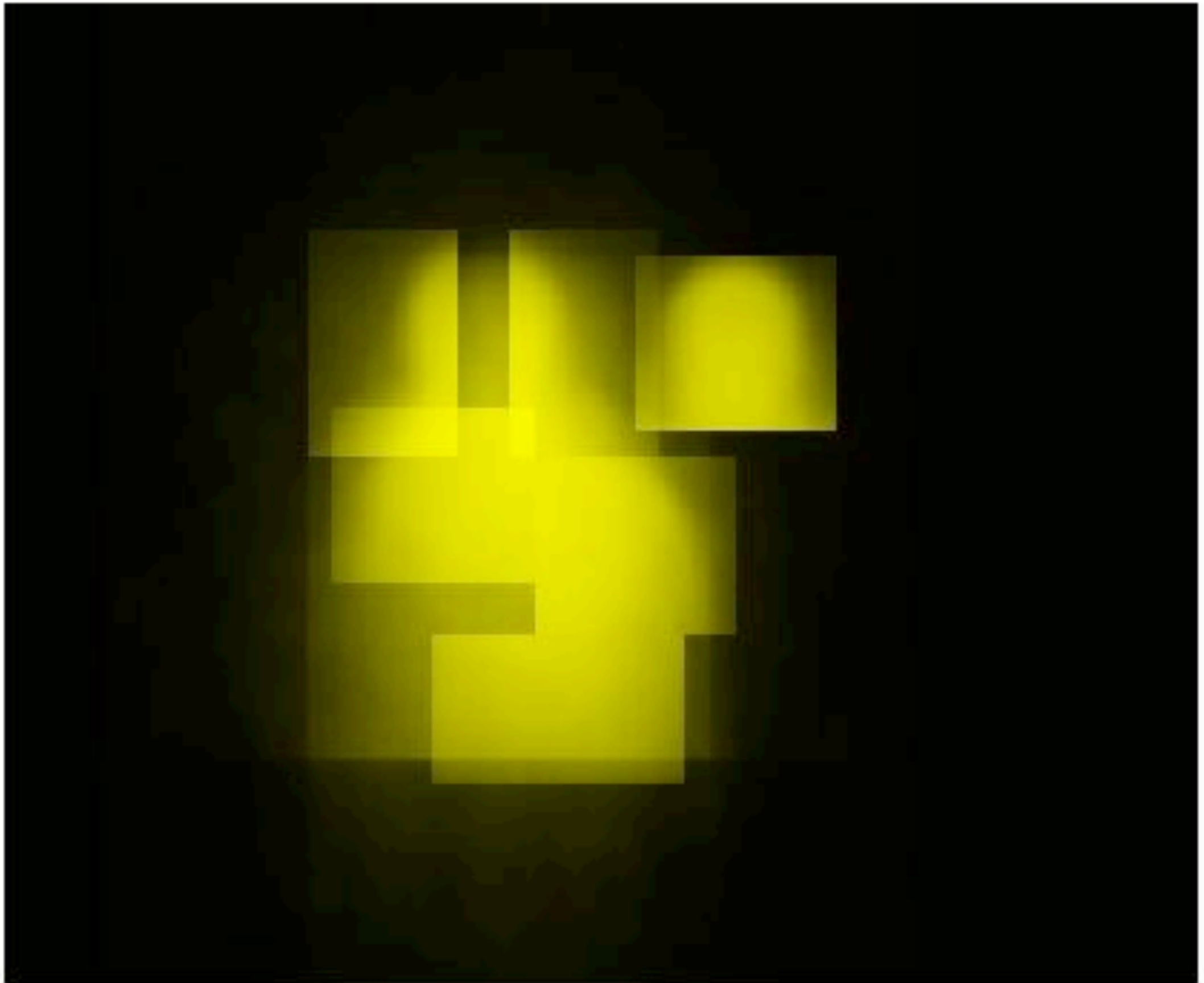
Compositing detections



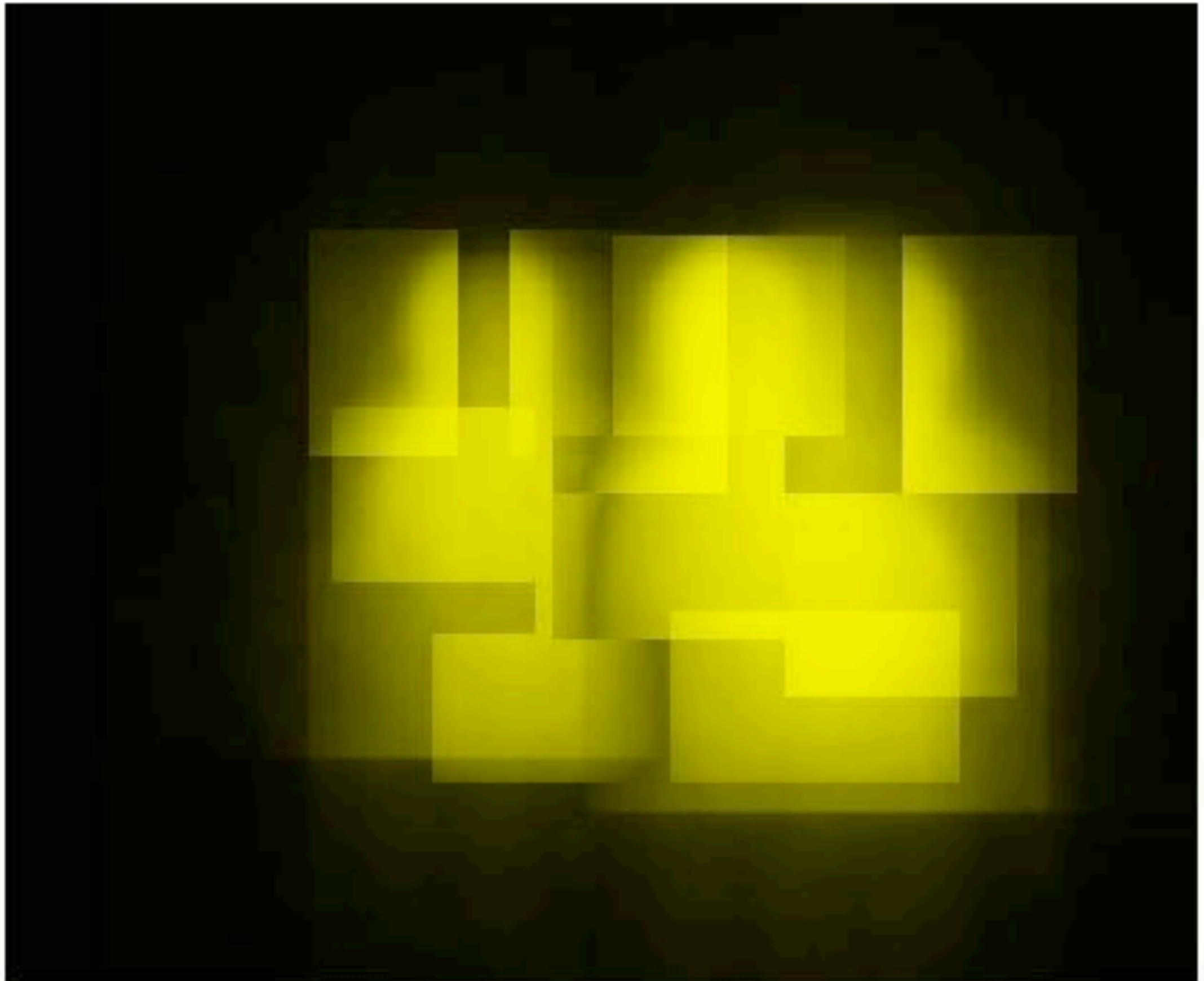
Compositing detections



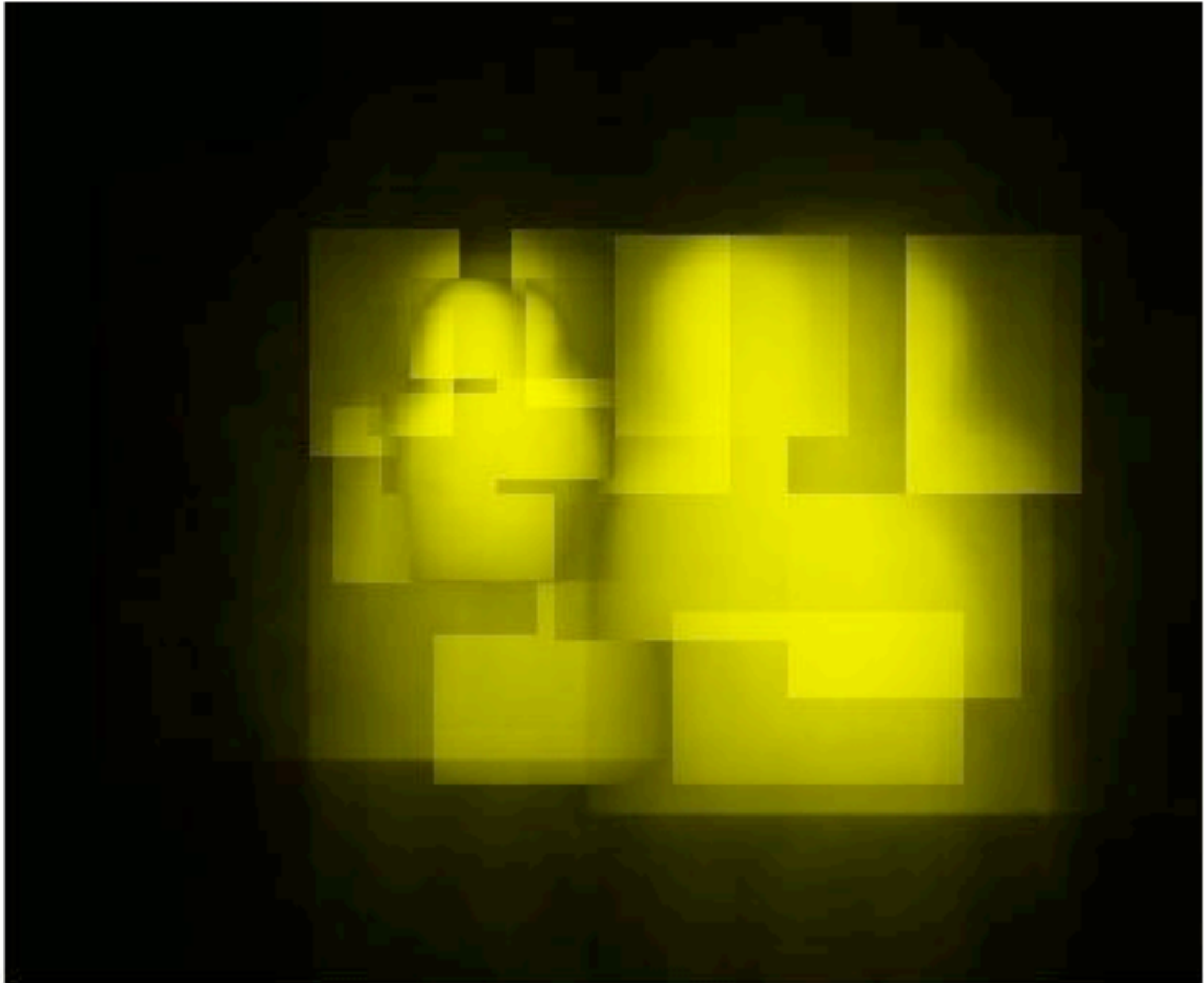
Composite parts in front of parent



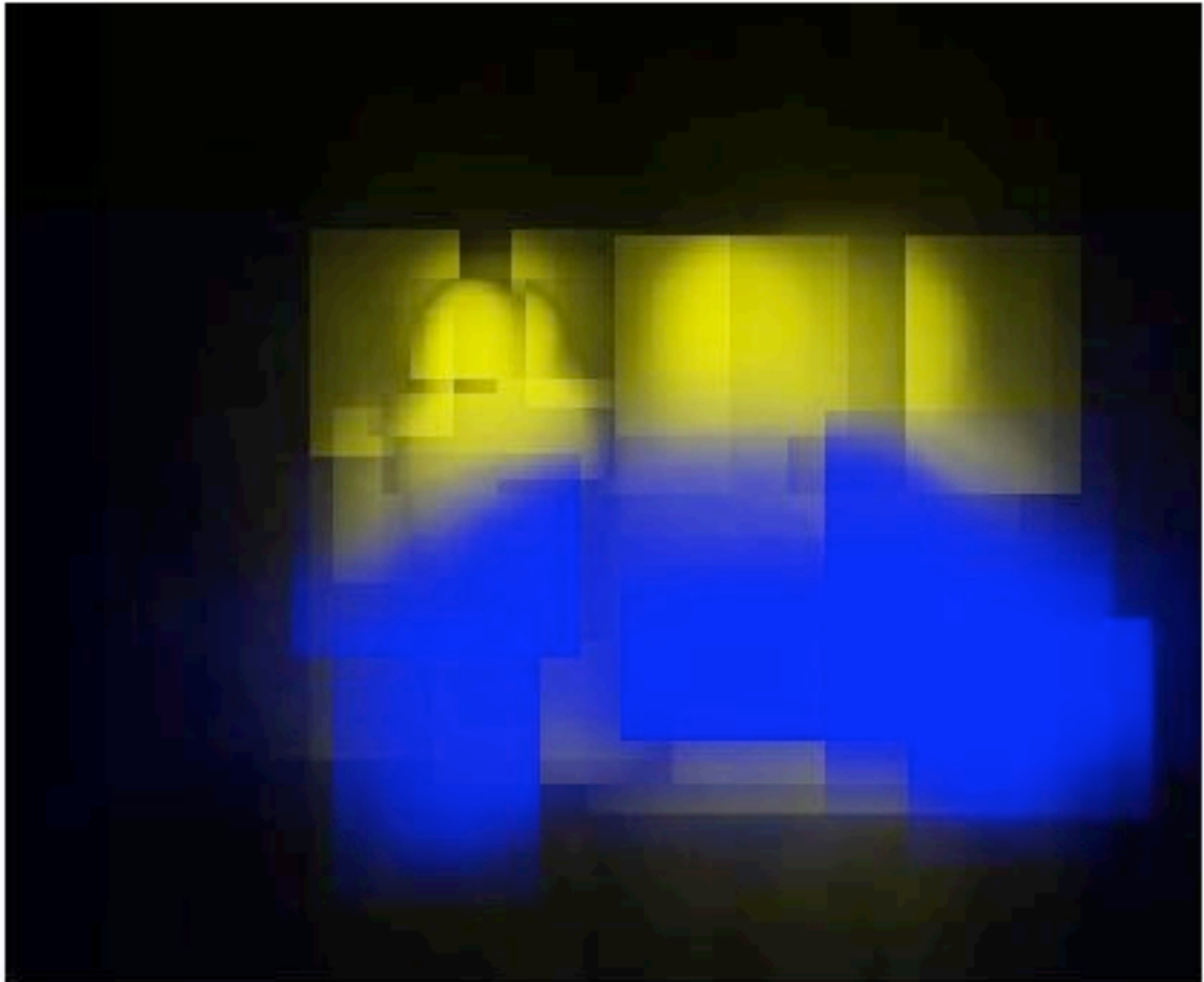
Composite parts in front of parent



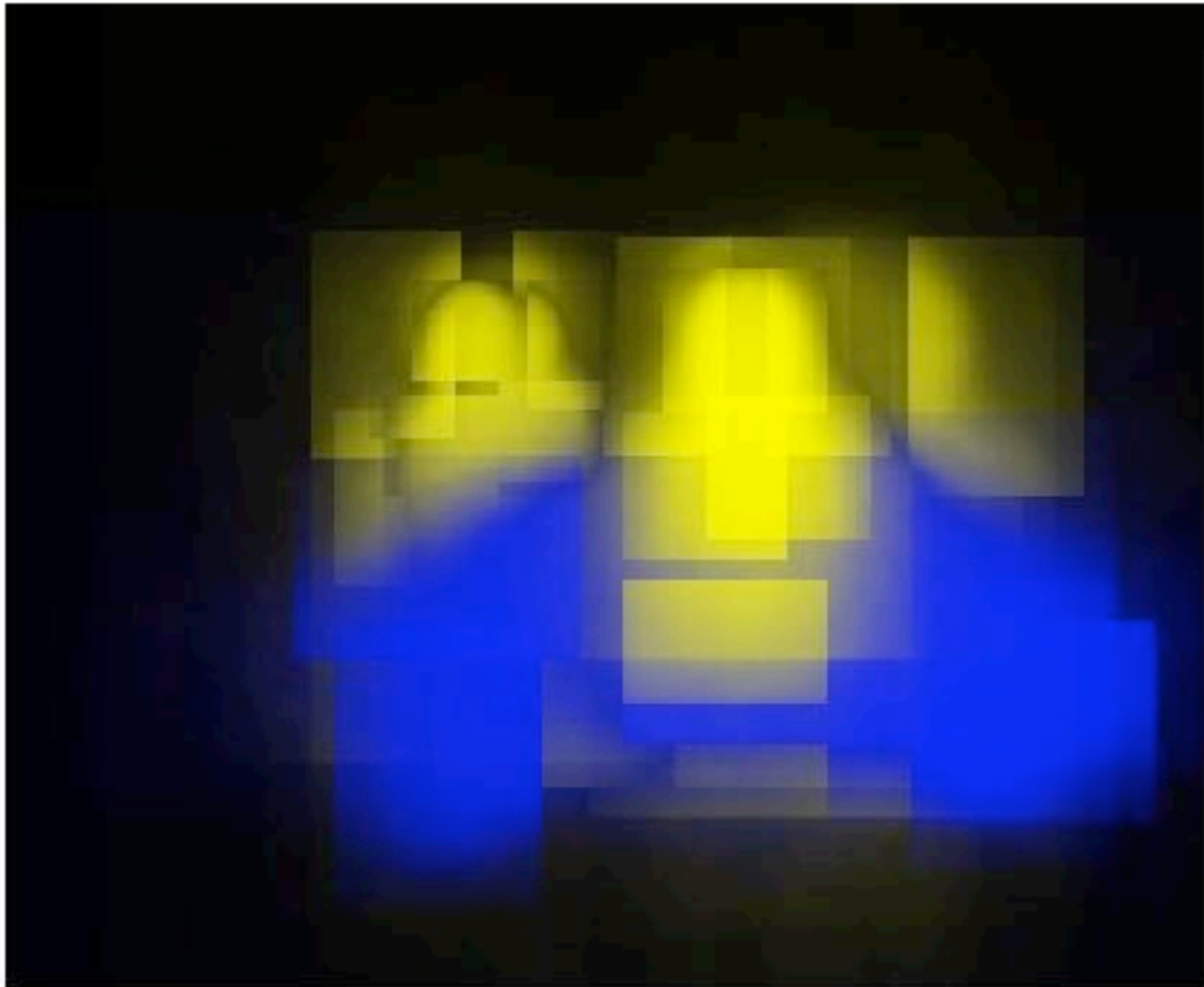
Composite parts in front of parent



Composite parts in front of parent



Composite parts in front of parent



Inference: coordinate descent

product
over pixels

$$P(Z, X|C, D) = \prod_{i=1}^N P(x_i|C_{z_i}) P(z_i|D)$$

color bbox
likelihood prior

$$f(C, Z) = -\log P(Z, X|C, D)$$

Step 1: $\operatorname{argmin}_C f(C, Z)$

(fit color histogram
models to segments & bg)

Step 2: $\operatorname{argmin}_{Z \in \mathcal{Z}} f(C, Z)$

(per-pixel segmentation given
bbox prior & color likelihood)

\mathcal{Z} = set of pixel labelings consistent with superpixel map

Tune superpixel code for 200 superpixels



	- color	-parts	-sp	all
bg	78.51	78.55	76.44	78.67
plane	31.80	37.55	33.08	38.22
bicycle	24.66	25.81	19.94	26.26
bird	3.69	4.35	3.93	4.38
boat	8.85	10.69	10.07	10.67
bottle	36.04	35.13	36.39	36.02
bus	42.61	42.98	39.45	43.16
car	41.14	38.48	36.95	40.18
cat	14.99	14.90	15.68	15.50
chair	2.59	5.02	6.18	5.43
cow	10.22	11.17	10.03	10.95
table	6.03	7.14	5.96	7.10
dog	7.26	8.11	6.48	8.20
horse	13.25	13.67	12.59	14.40
mbike	23.59	24.56	21.45	25.17
person	29.73	33.70	33.06	35.41
plant	16.77	19.35	17.70	19.14
sheep	15.41	16.87	15.51	17.22
sofa	10.03	10.63	10.16	10.48
train	30.36	31.02	26.63	31.41
tv	41.22	39.43	38.81	41.04
avg	23.27	24.24	22.69	24.71

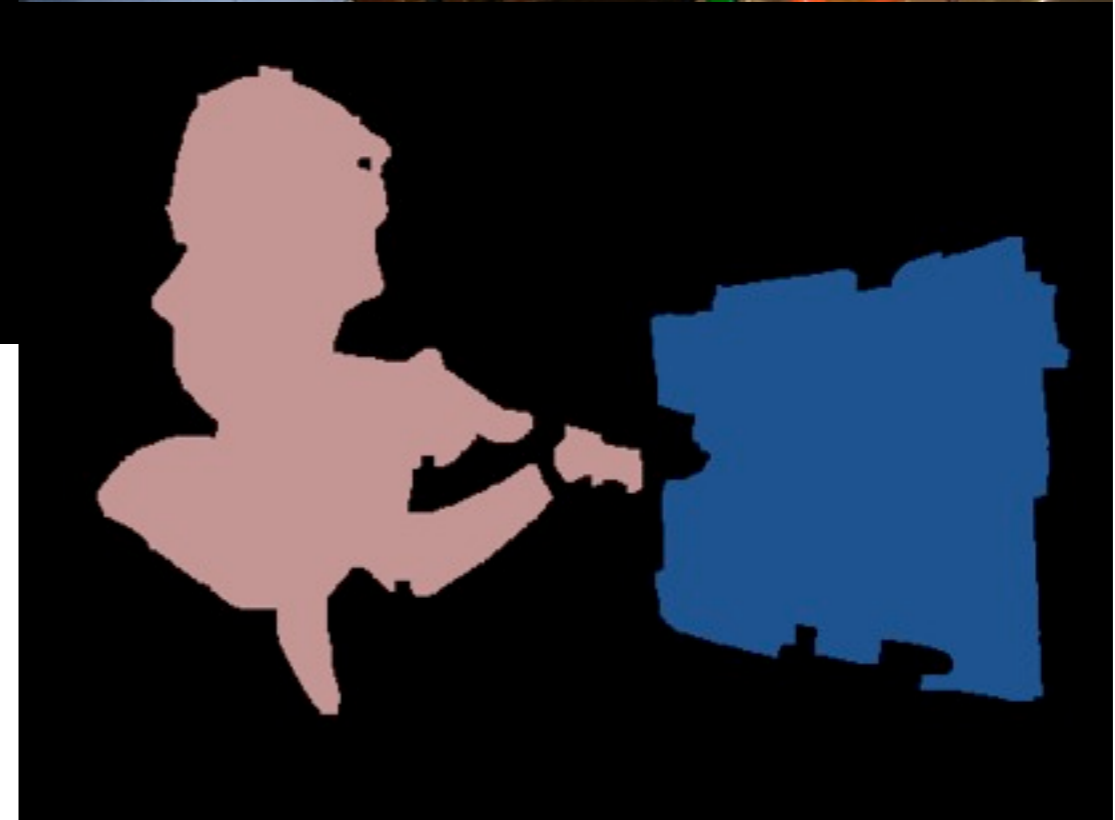
Superpixels really help bikes

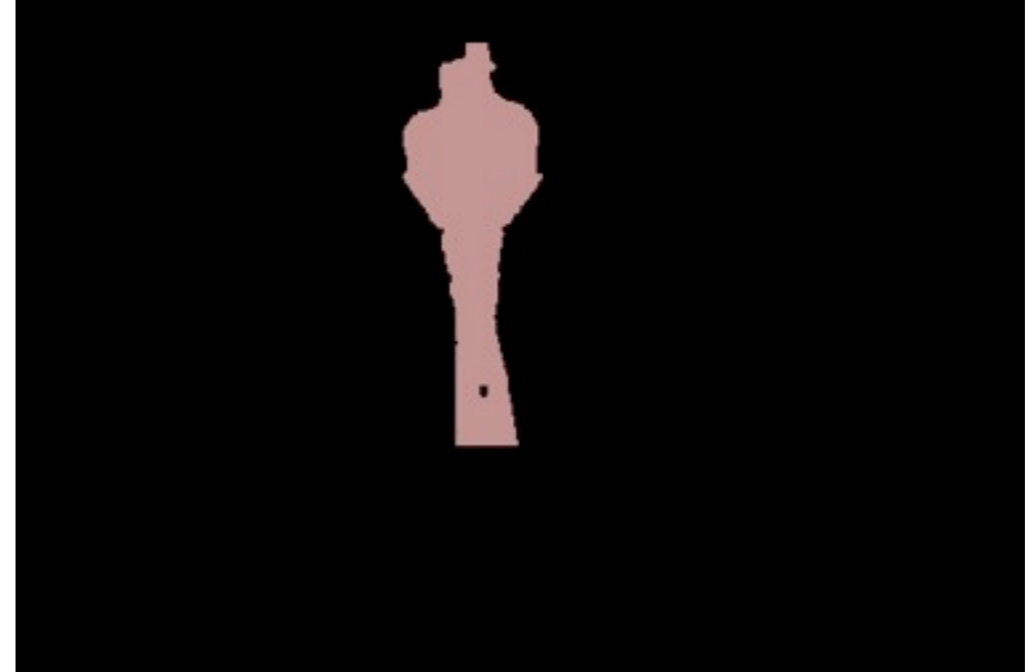
Color really helps person

Parts provide small but noticeable improvement

What's making our model work?

...more examples...









Thanks!



