



Hybrid Task Cascade for Instance Segmentation

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Team: MMDet

























Comparison of our approach with 2017 winning entries on COCO test-dev.













1. We developed a **hybrid cascading and branching** pipeline for detection and segmentation.

Detection & Segmentation



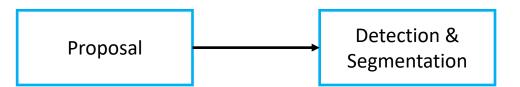








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- 2. We proposed a **feature guided anchoring** scheme to improve the average recall (AR) of RPN by 10 points. (submitted to AAAI 2019)













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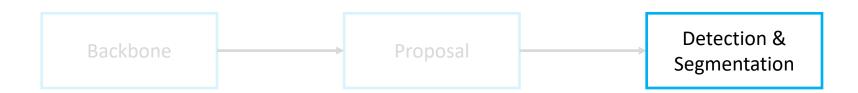








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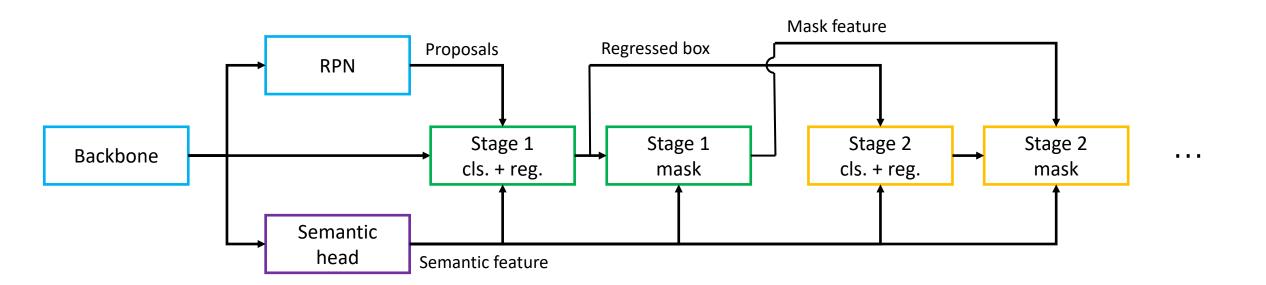








A hybrid architecture with interleaved task branching and cascade.





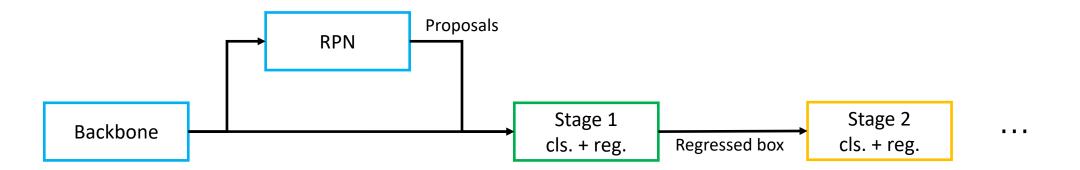








Baseline: Cascade R-CNN





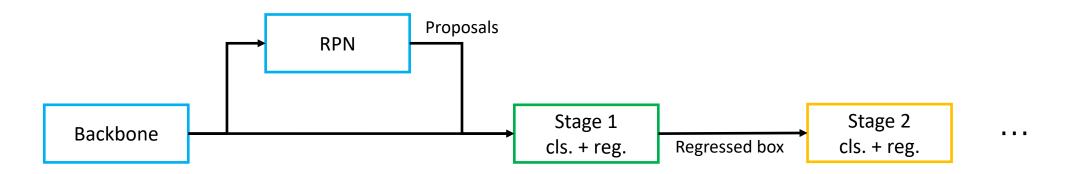








Baseline: Cascade R-CNN



Problem: designed for detection, not segmentation



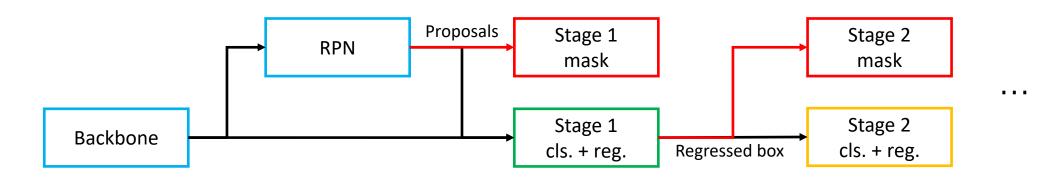








Baseline: Cascade R-CNN + Mask R-CNN





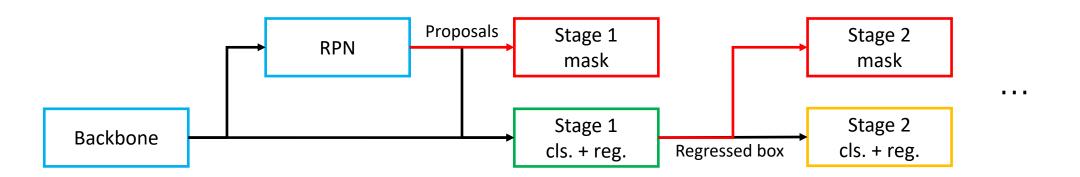








Baseline: Cascade R-CNN + Mask R-CNN



Problem: mismatch of training and testing pipeline





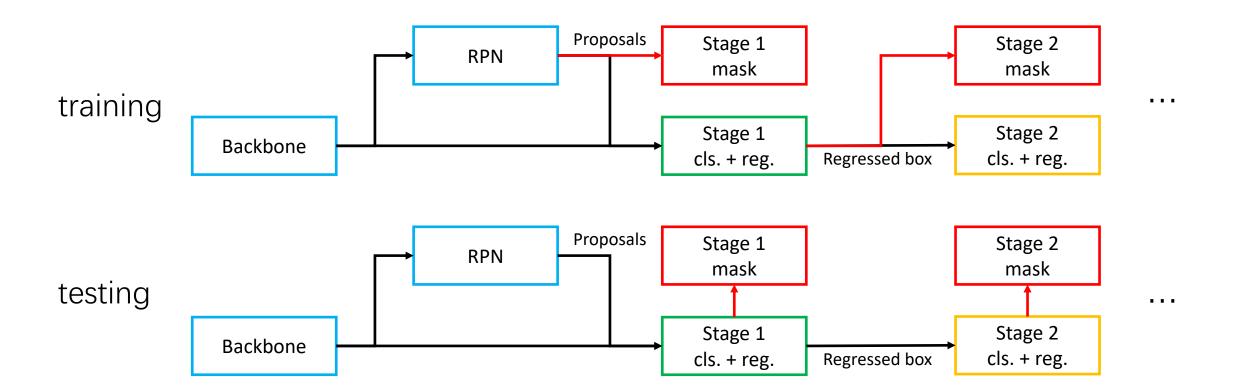








Problem: mismatch of training and testing pipeline







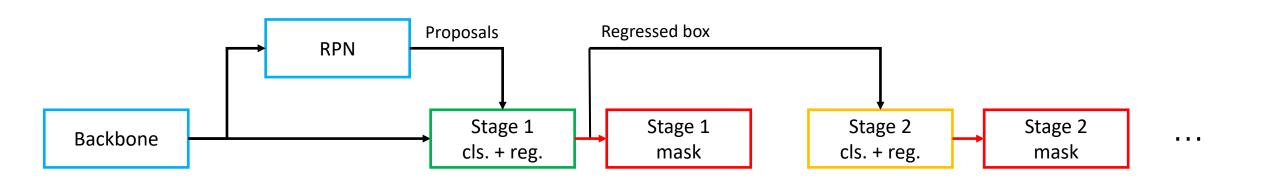








Task cascade: ordinal bbox prediction and mask prediction





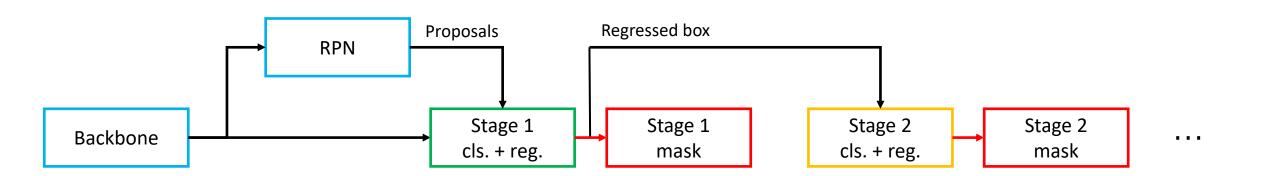








Task cascade: ordinal bbox prediction and mask prediction



Problem: no connection between mask branches of different stages





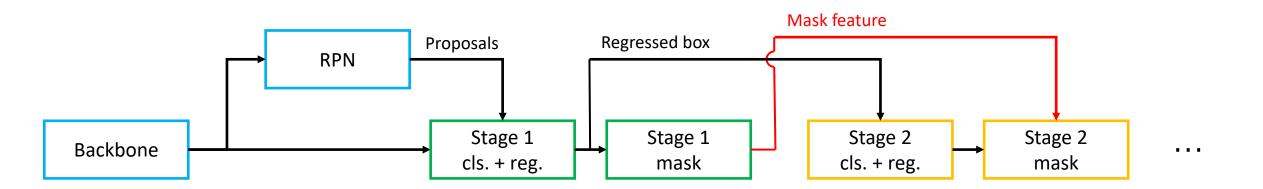








Interleaved execution: box cascade & mask cascade







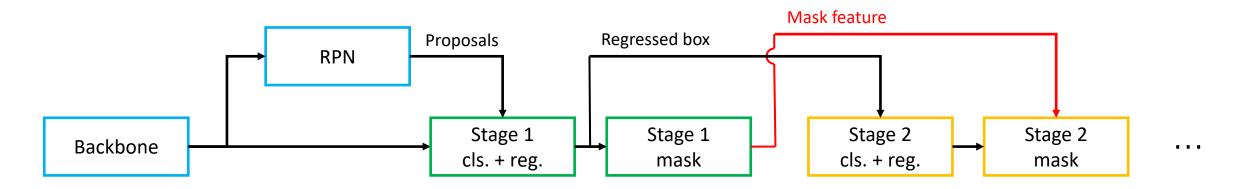








Interleaved execution: box cascade & mask cascade



Problem: contextual information is not much explored





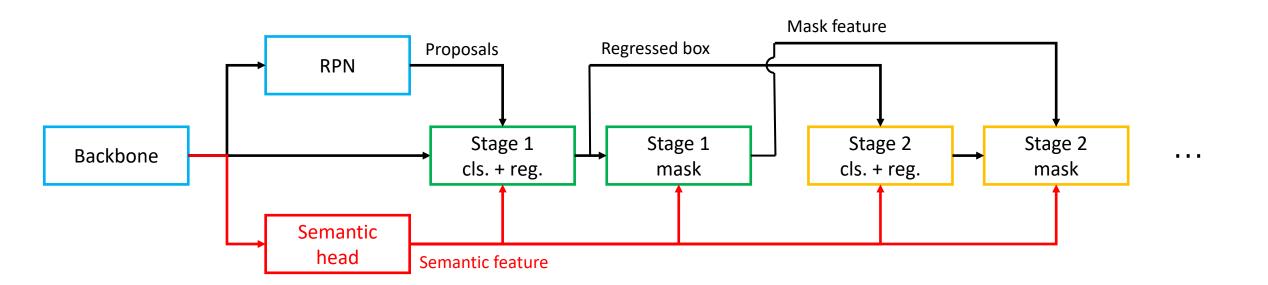








Hybrid branching: additional semantic segmentation branch













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- From sliding window to sparse, non-uniform distribution
- From predefined shapes to learnable, arbitrary shapes
- Refine features based on anchor shapes



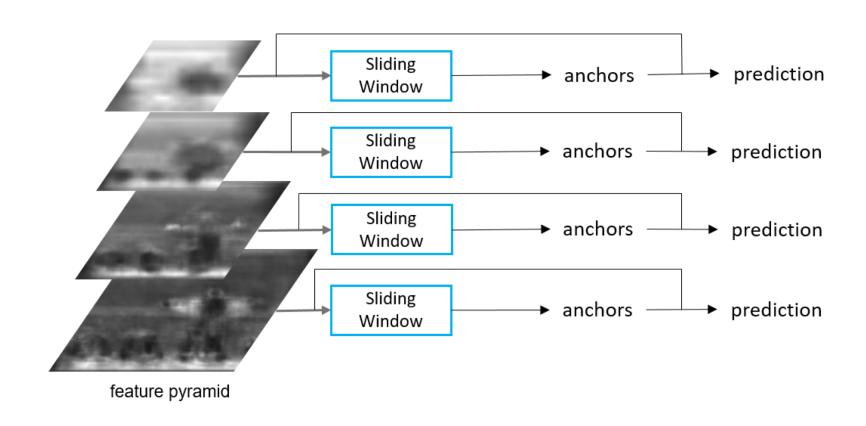














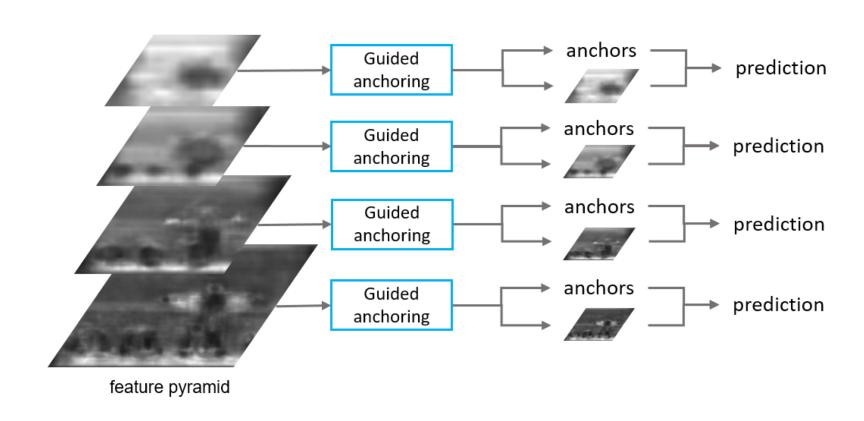














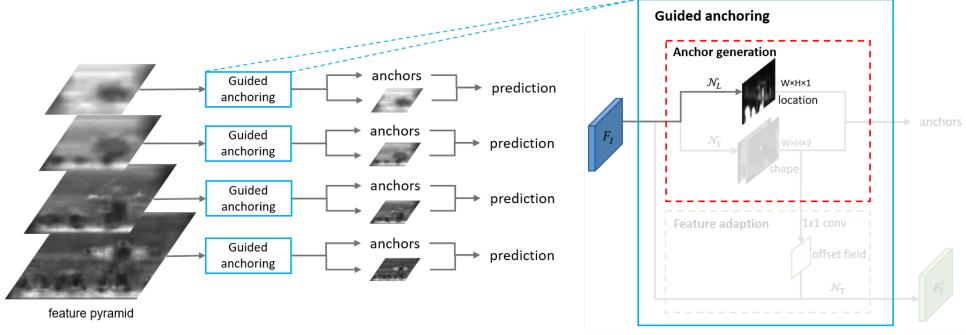














predicted anchor probabilities



predicted anchor aspect ratios



predicted anchors







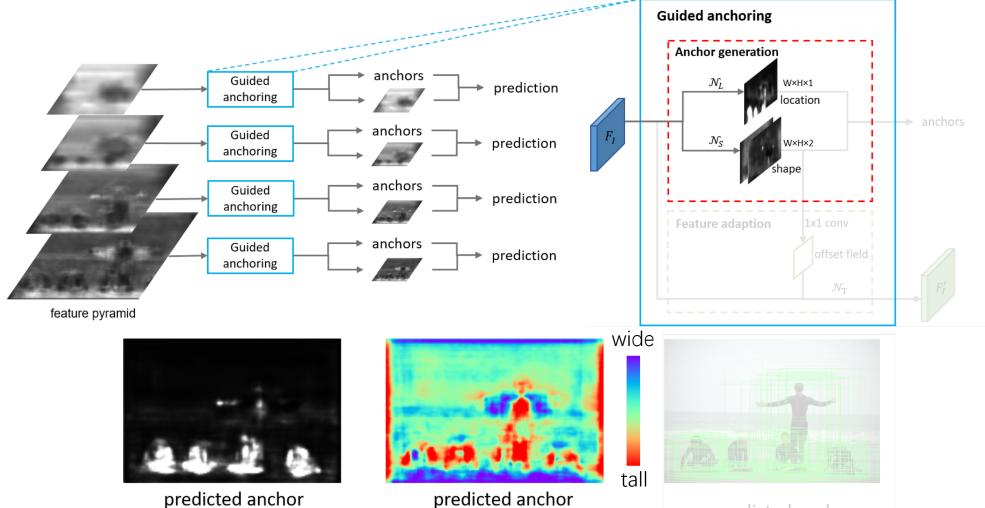
predicted anchors







probabilities



aspect ratios

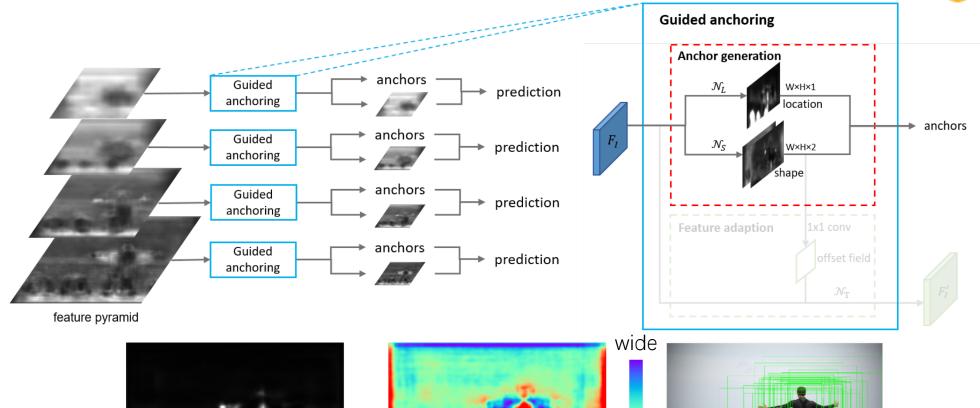






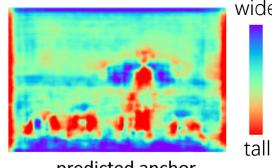








predicted anchor probabilities



predicted anchor aspect ratios



predicted anchors

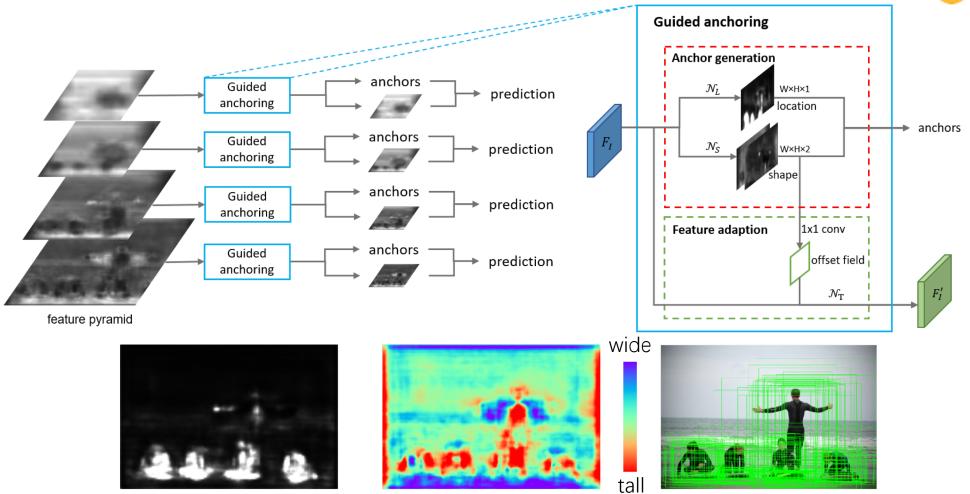












predicted anchor probabilities

predicted anchor aspect ratios

predicted anchors

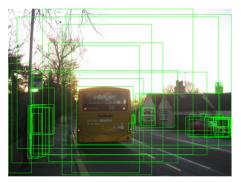




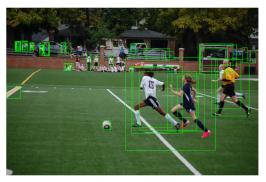






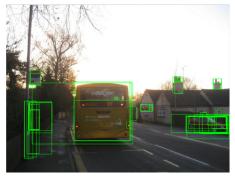


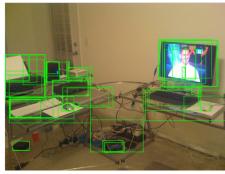


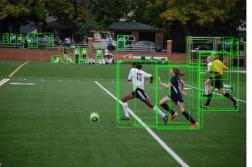














GA-RPN

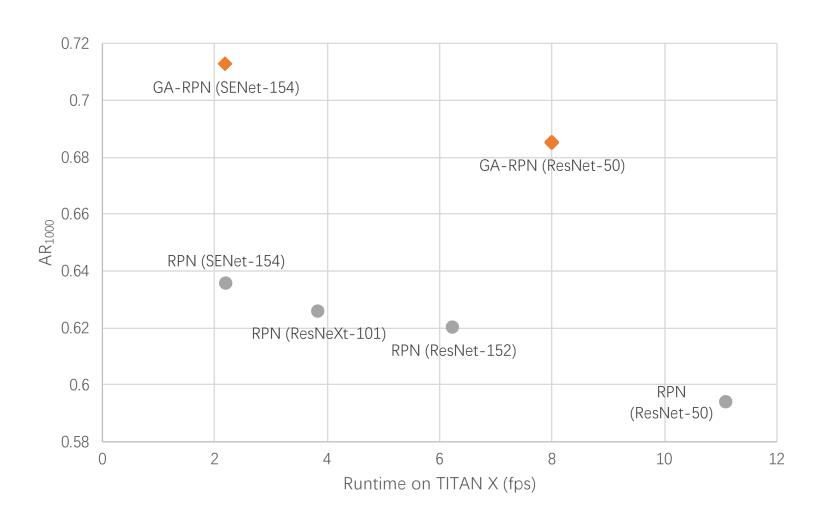






















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Motivation

- The basic principles for designing CNN for region and pixel level tasks are **diverging** from the principles for image classification.
- Unify the advantages of networks designed for region and pixel level tasks in obtaining **deep** features with **high-resolution**.

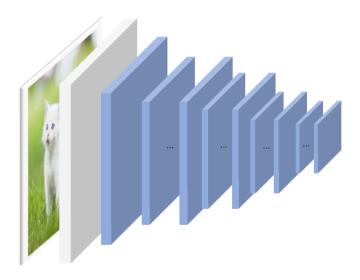
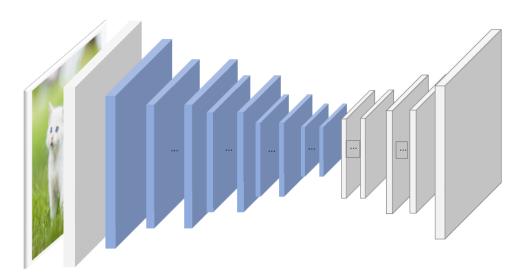


Image classification



Region and pixel level tasks

Segmentation, pose estimation, detection ...





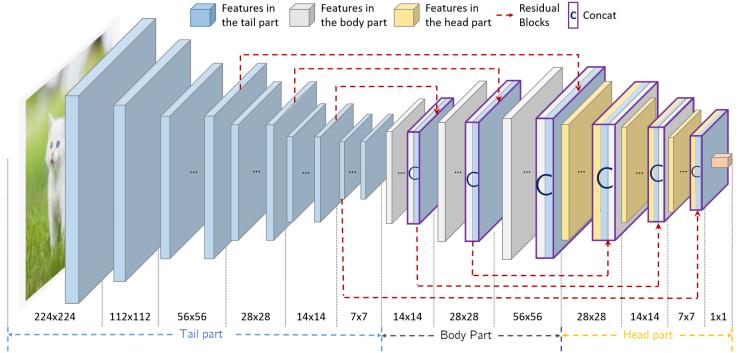






Motivation

- Traditional consecutive down-sampling will prevent the very shallow layers to be directly connected till the end, which may exacerbate the **vanishing gradient problem**.
- Features from varying depths could be used for refining each other.



FishNet: A Versatile Backbone for Image, Region, and Pixel Level Prediction, NIPS 2018, accepted.

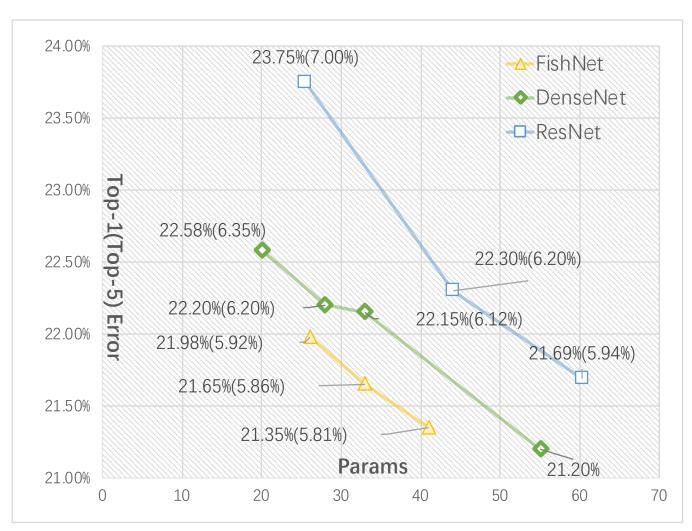












Top-1 Classification Error on ImageNet











MS COCO val-2017 detection and instance segmentation results.

	Instance Segmentation	Object Detection
Backbone	$AP^s/AP_S^s/AP_M^s/AP_L^s$	$AP^d/AP_S^d/AP_M^d/AP_L^d$
ResNet-50 [3]	34.5/15.6/37.1/52.1	38.6/22.2/41.5/50.8
ResNet-50 [†]	34.7/18.5/37.4/47.7	38.7/22.3/42.0/51.2
ResNeXt-50 $(32x4d)^{\dagger}$	35.7/19.1/38.5/48.5	40.0/23.1/43.0/52.8
FishNet-188	37.0 /19.8/40.2/50.3	41.5 /24.1/44.9/55.0
vs. ResNet-50 [†]	+2.3/+1.3/+2.8/+2.6	+2.8/+1.8/+2.9/+3.8
vs. ResNeXt-50 [†]	+1.3/+0.7/+1.7/+1.8	+1.5/+1.0/+1.9/+2.2









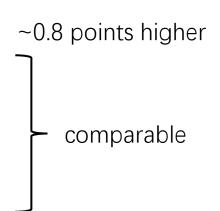


Training/Testing details

- 1. Training scales
 - short edge: random sampled from 400 ~ 1400
 - long edge: 1600
- 2. Test scales
 - (600, 900), (800, 1200), (1000, 1500), (1200, 1800), (1400, 2100)
- 3. Pipeline
 - Joint training
 - Finetune with GA-RPN proposals
 - Test with GA-RPN proposals
- 4. Resources
 - 32 Tesla V100 GPUs (16GB) for 3 days

Backbones

- SENet-154
- ResNeXt101 (64*4d)
- ResNeXt101 (32*8d)
- DPN-107
- FishNet













Other tricks

- w/ SoftNMS
- w/o OHEM
- w/o classwise balance sampling
- w/o voting for bbox or mask





















mask AP on test-dev

49	9	
47 -	7 —————————————————————————————————————	
45	5	
43	3 —————————————————————————————————————	
41	1	
39 -	9 36.7	
	- haseline	
3/ P	7 baseline R-50 Cascade	
	5 with mask	













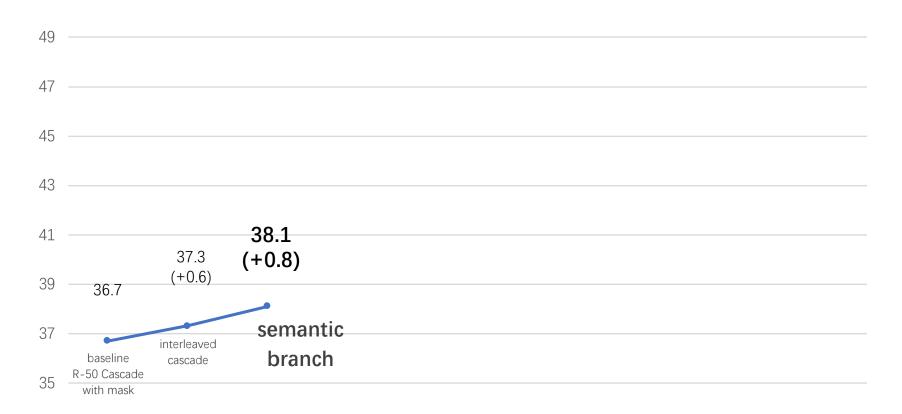












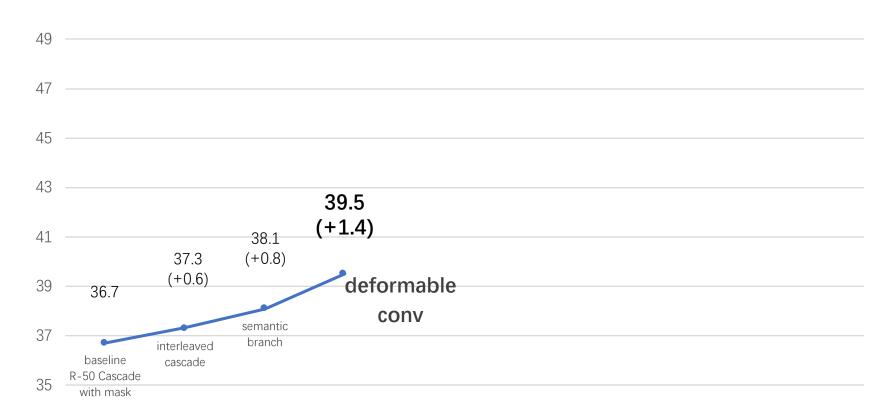












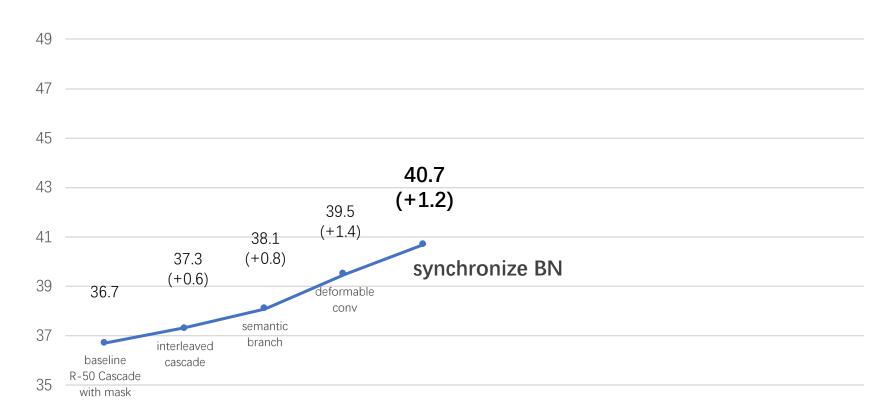












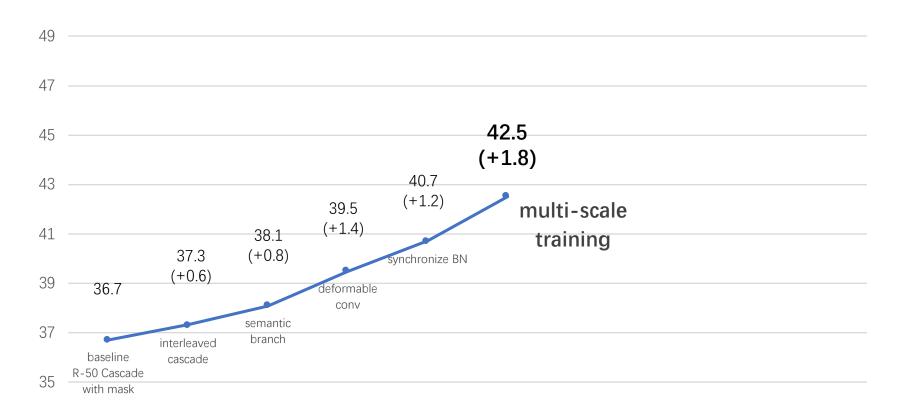












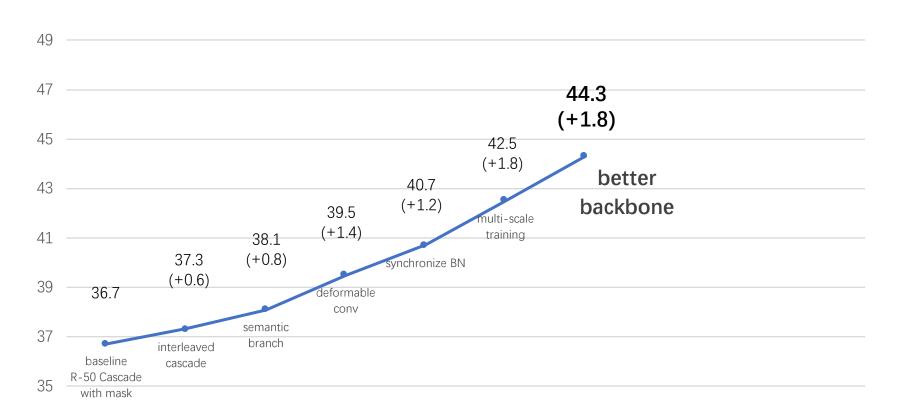












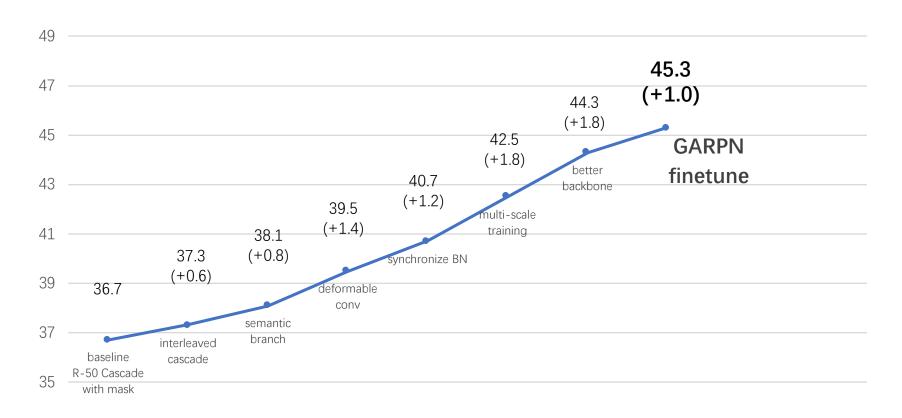












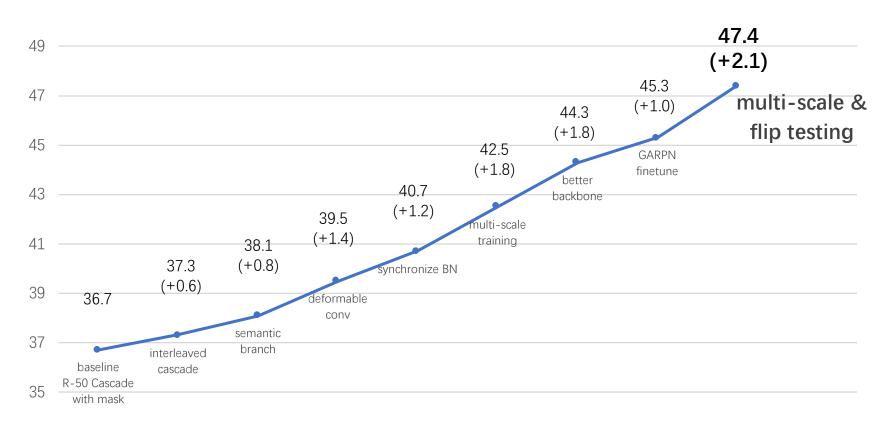












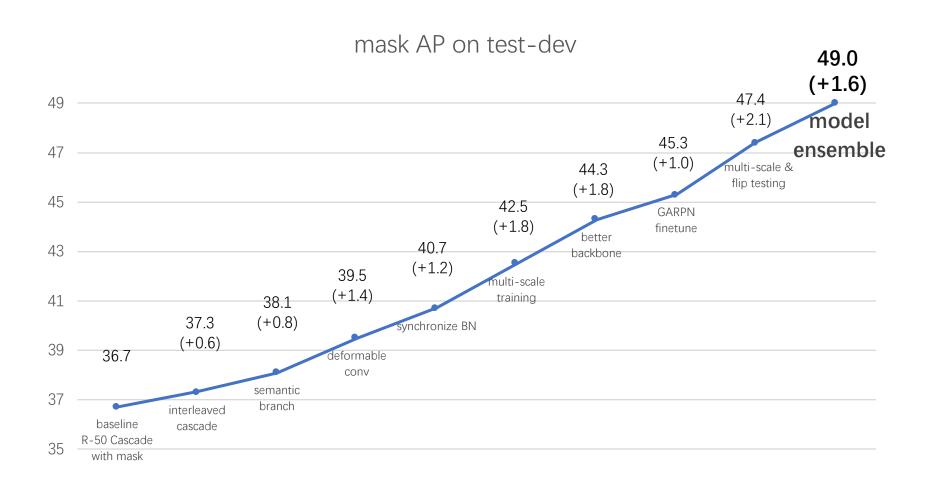












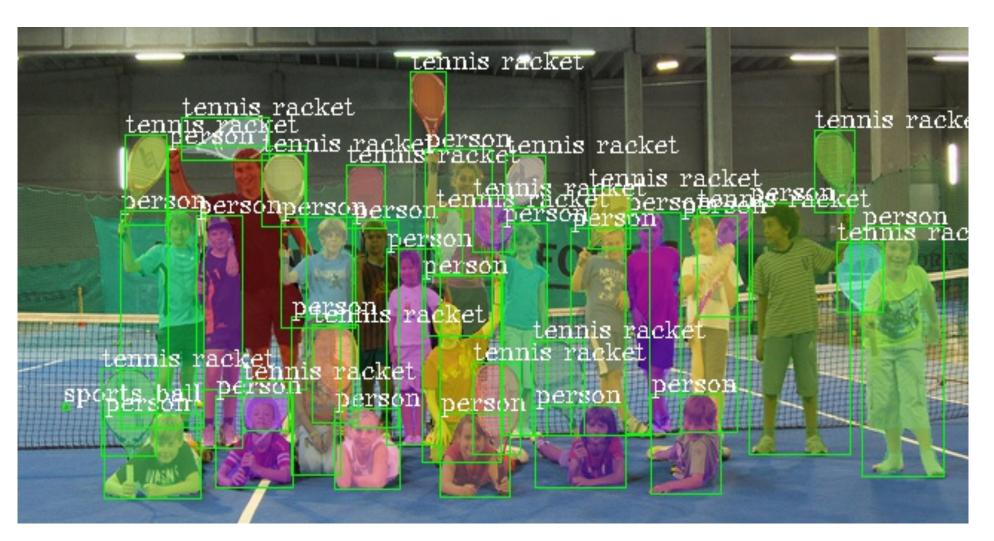












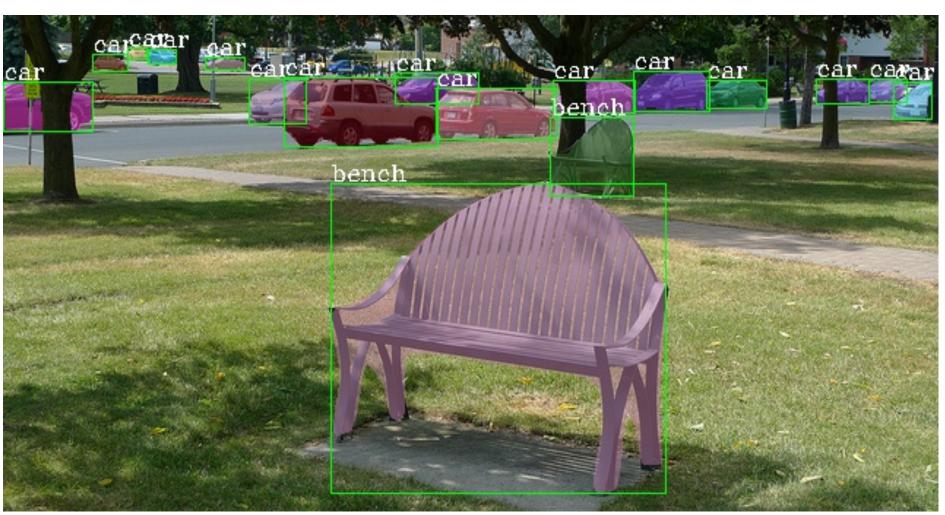












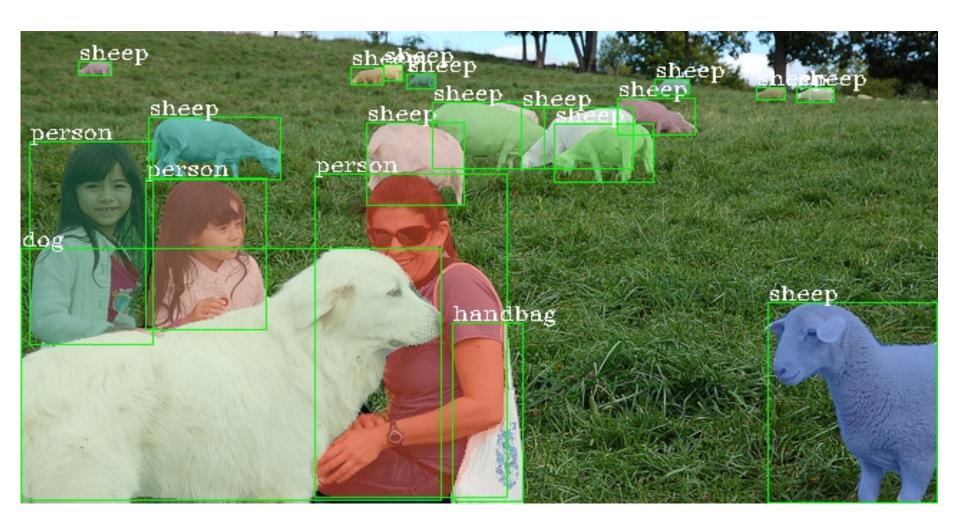


























































1. What can bring large gains?

Fundamental improvements of pipelines and structures

- Mask R-CNN
- FPN
- Cascade R-CNN
- (Synchronized) BN
- Deformable ConvNet
- ..











2. What may not?

Improvements of specific modules

- Precise Rol Pooling
- DetNet
- GCN
- Fitness NMS

Extra marginal components

- ASPP
- Spatial attention
- Additional R-CNN/PSPNet











2. What may not?

- Increasing model complexity can eat most of the gains
- Combination of ideas is not trivial
- May not be universal or robust
- Time is limited or wrong implementation











3. The annotation quality may limit the performance.





segmentation results











3. The annotation quality may limit the performance.















4. Engineering tricks matter.

Reproducing detection pipelines is not very easy.

- Some component works well in one DL framework, but it takes us long time to reimplement and debug it with another framework.
- It takes only 2 hours to implement an algorithm, but it may take 1 week to reproduce the performance reported in the paper.
- ...











4. Engineering tricks matter.

There are traps everywhere.

- A wrong implementation of flip testing even decreases the mAP, the cause proves to be the rounding operation of bbox coordinates.
- A single pixel shift can lead to 1 point drop.











4. Engineering tricks matter.

reproduce existing methods (20 days)

performance tuning (30 days)

explore new ideas (30 days)

We could do better if we already have a good codebase.

One more thing

Codebase











Comprehensive

▼ RPN

▼ Fast/Faster R-CNN

✓ Mask R-CNN

▼ FPN

♥ Cascade R-CNN

♥ RetinaNet

More

High performance

- **▼** Better performance
- Optimized memory consumption
- **▼** Faster speed

Handy to develop

- Written with PyTorch
- ▼ Modular design



Thank you!