

# Towards Urban Semantization

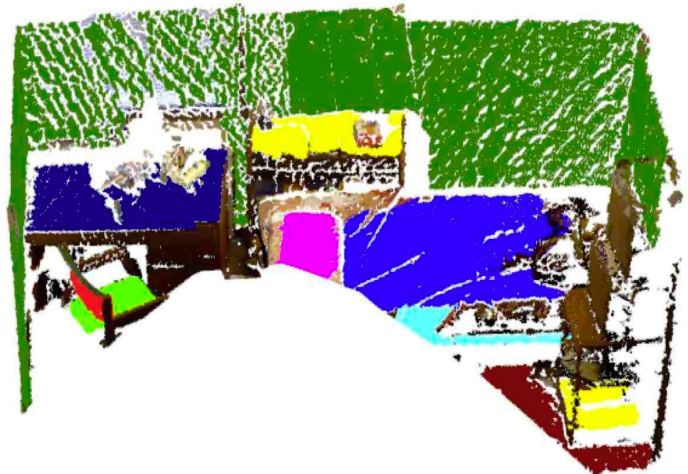
Shell Xu Hu, Guillaume Obozinski, Renaud Marlet,  
Mathieu Aubry and Nikos Komodakis



# Schedule

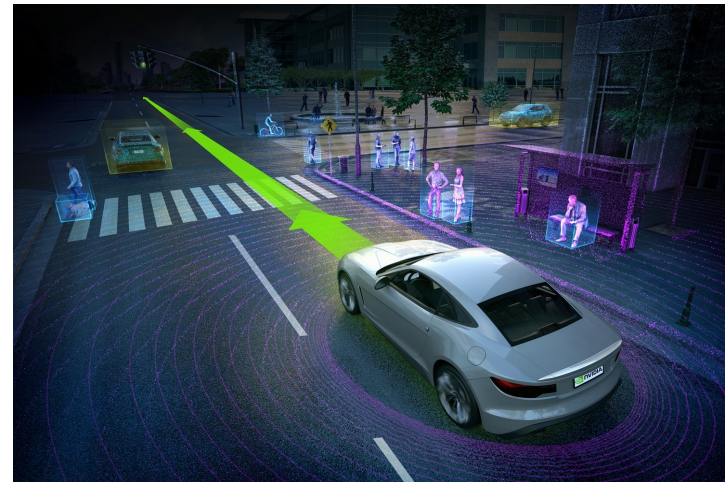
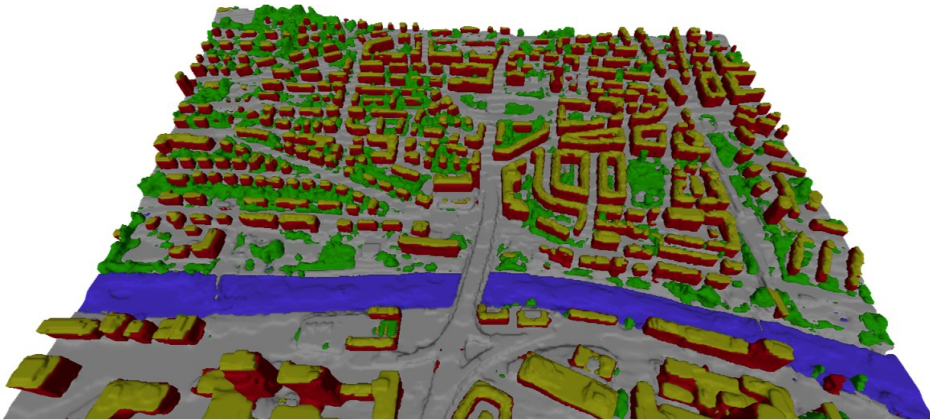
- The problem and applications.
- An introduction to discrete CRF.
- Faster inference and learning for CRF.
- Learning feature representations by CNN.
- Results and Demo.

# Problem: Semantic Segmentation



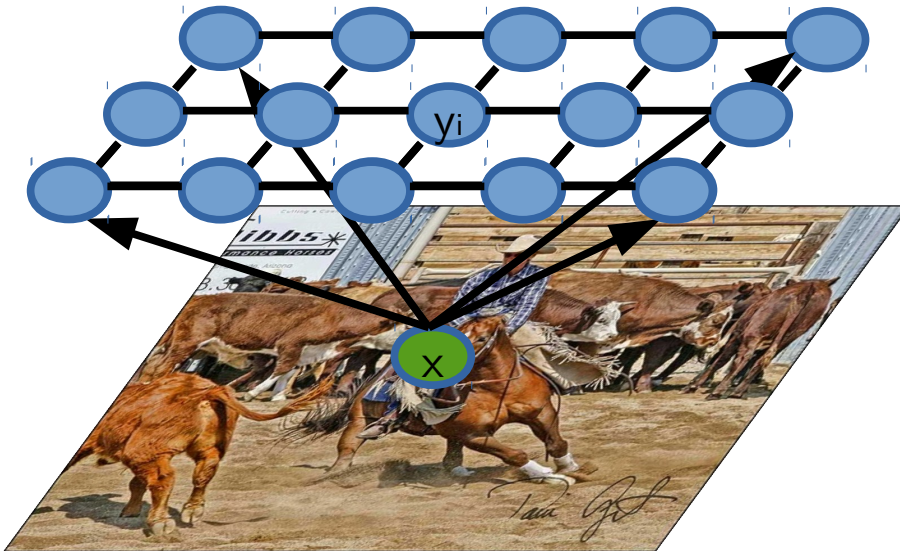
# Applications

- Additional constraints for 3D reconstruction.
- Self-driving cars.
- 3D semantic maps.



# Discrete CRF

- Conditional random field is an undirected graphical model with discrete random variables.



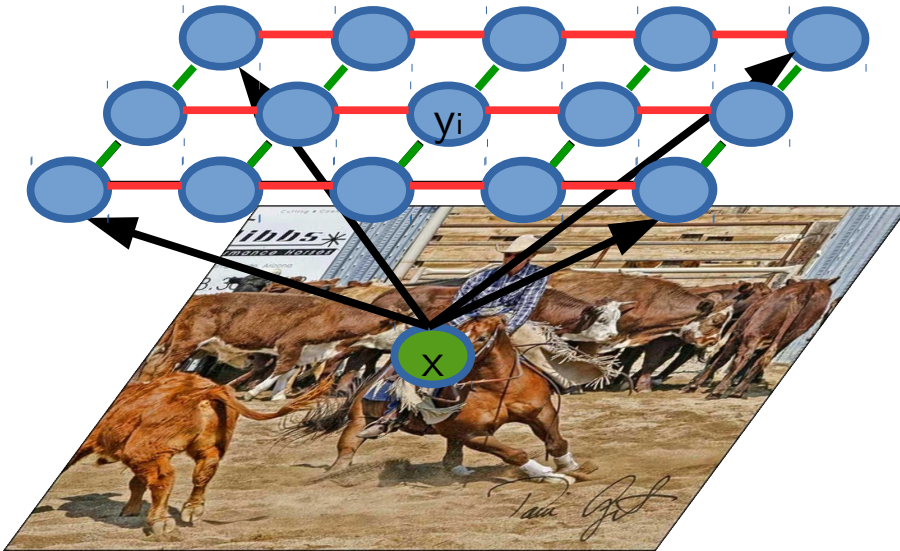
$y_i$  is a discrete random variable

$x$  is a random vector in a high dimensional image manifold

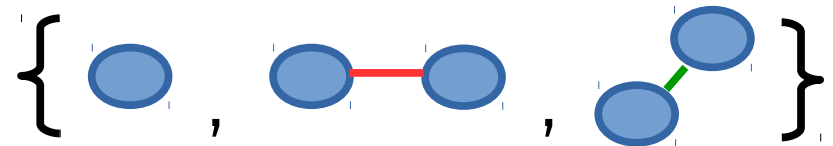
# Discrete CRF

- Definition: A conditional distribution

$$p(y|x; w) = \frac{1}{Z(x; w)} \exp \left( \sum_{a \in \mathcal{A}} \sum_{c \in G_a} \theta_c(y_c, x; w_a) \right)$$



Clique types:



# Inference of CRF

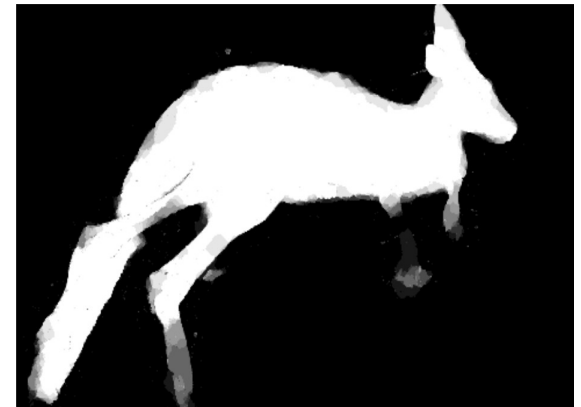
- Maximum a posterior inference:  $\operatorname{argmax}_y p(y|x)$
- Probabilistic/marginal inference:  $Z(x) \quad p(y_i|x)$



image



MAP prediction



marginals

# Inference of CRF

- Maximum a posterior inference:  $\operatorname{argmax}_y p(y|x)$
- Probabilistic/marginal inference:  $Z(x) \quad p(y_i|x)$





# Parameter Estimation in CRF

- Inverse problem: Given samples of  $(x, y)$ , to estimate model parameters  $w$ .

- Maximum likelihood estimation

$$\max_w \mathbb{E}_{\text{data}} [p(Y|X; w)]$$

Issue: computing gradients need marginal inference

- Max-margin learning

$$\min_w \mathbb{E}_{\text{data}} [\max_y (\theta_w(y, X) + \ell(Y, y)) - \theta_w(Y, X)]$$

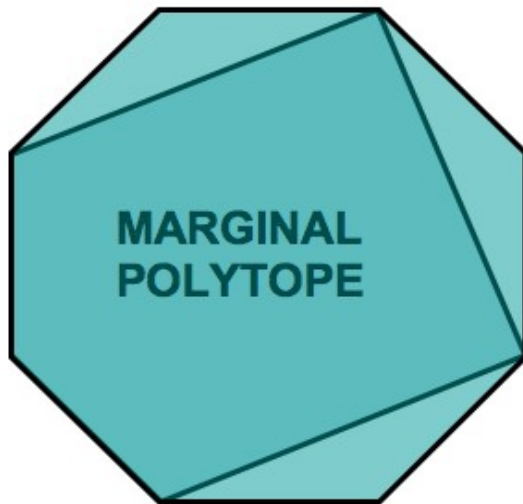
Issue: computing gradients need MAP inference

# Inference-Free Parameter Estimation

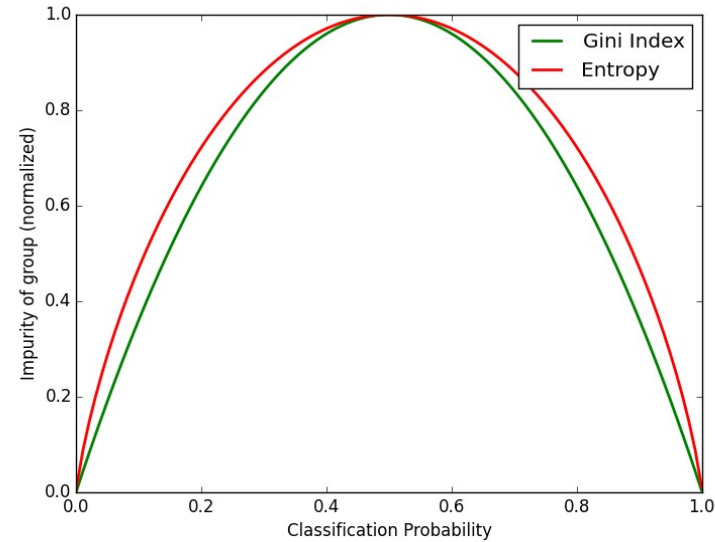
- Can we learn parameters without performing inference at each iteration?
- Yes! Working on **dual**. For MLE, we assume
  - linear function w.r.t.  $w$ :  $\theta_w(y, x; w) = \psi(y, x)^T w$   
then  $\theta(w) = [\theta_w(y, x; w) - \theta_w(y^*, x; w)]_y = \Psi^T w$
  - $\Phi(\theta(w)) = \log \int_y \exp(\langle \theta(w), y \rangle) = \max_{\mu \in \mathcal{M}} \mu^T \theta(w) + H(\mu)$   
is well approximated by its **variational relaxation**.

# Variational Relaxation

$$\max_{\mu \in \mathcal{M}} \mu^T \theta + H_{\text{Shannon}}(\mu) \quad \longrightarrow \quad \max_{\mu \in \mathcal{L}} \mu^T \theta + H_{\text{Gini}}(\mu)$$



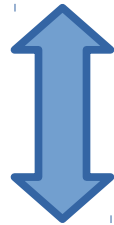
**LOCAL POLYTOPE**



# Relaxed CRF Learning

- It's equivalent to work on the dual.

Primal: 
$$\min_w \max_{\mu \in \mathcal{L}} \mu^T \theta(w) + H_{\text{Gini}}(\mu) + \frac{\lambda}{2} \|w\|_2^2$$

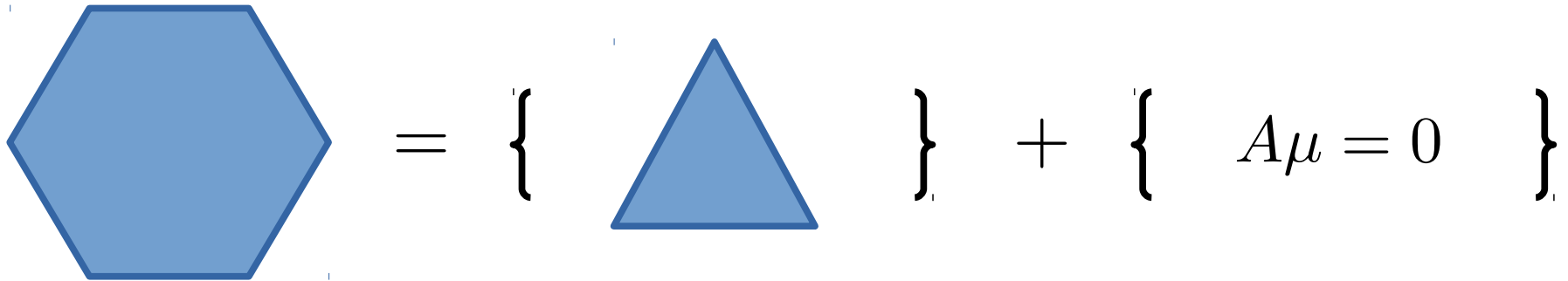


Dual: 
$$\max_{\mu \in \mathcal{L}} H(\mu) - \frac{1}{2\lambda} \|\Psi \mu\|_2^2$$

**N.B.:** consider all graphs as a single graph with multiple connected components.

# Relaxed CRF Learning

- The local polytope can be decomposed as a product of simplices and hyperplanes.



- The dual augmented Lagrangian factor over cliques:

$$\min_{\xi} \max_{\mu \in \Delta^{\#\text{cliques}}} H(\mu) - \frac{1}{2\lambda} \|\Psi\mu\|_2^2 + \langle \xi, A\mu \rangle - \frac{1}{2\rho} \|A\mu\|_2^2$$

# Relaxed CRF Learning with Block Proximal Methods

- The relaxed CRF learning can be solved by proximal block coordinate method of multipliers.

Method	MLE / Max-Margin	Primal / Dual	Convergence	Inference Oracle
Blend. (Meshi 10)	Max-Margin	Primal	$O(1/\epsilon)$	Graph-wise MAP (10 iters)
Blend. (Hazan 10)	MLE	Primal	$O(1/\epsilon)$	Graph-wise Marg. (10 iters)
BCFW (Lacoste-Julien 12)	Max-Margin	Dual	$O(1/\epsilon)$	Graph-wise MAP
BCFW (Tang 16)	MLE	Dual	$O(1/\epsilon)$	Graph-wise Marg.
BCFW (Meshi 15)	Max-Margin	Dual	$O(1/\epsilon)$	Clique-wise MAP
Prox-BCMM / Prox-SDCA (ours)	MLE	Dual	$O(\log 1/\epsilon)$	Clique-wise Marg.

# Relaxed CRF Learning with Block Proximal Methods

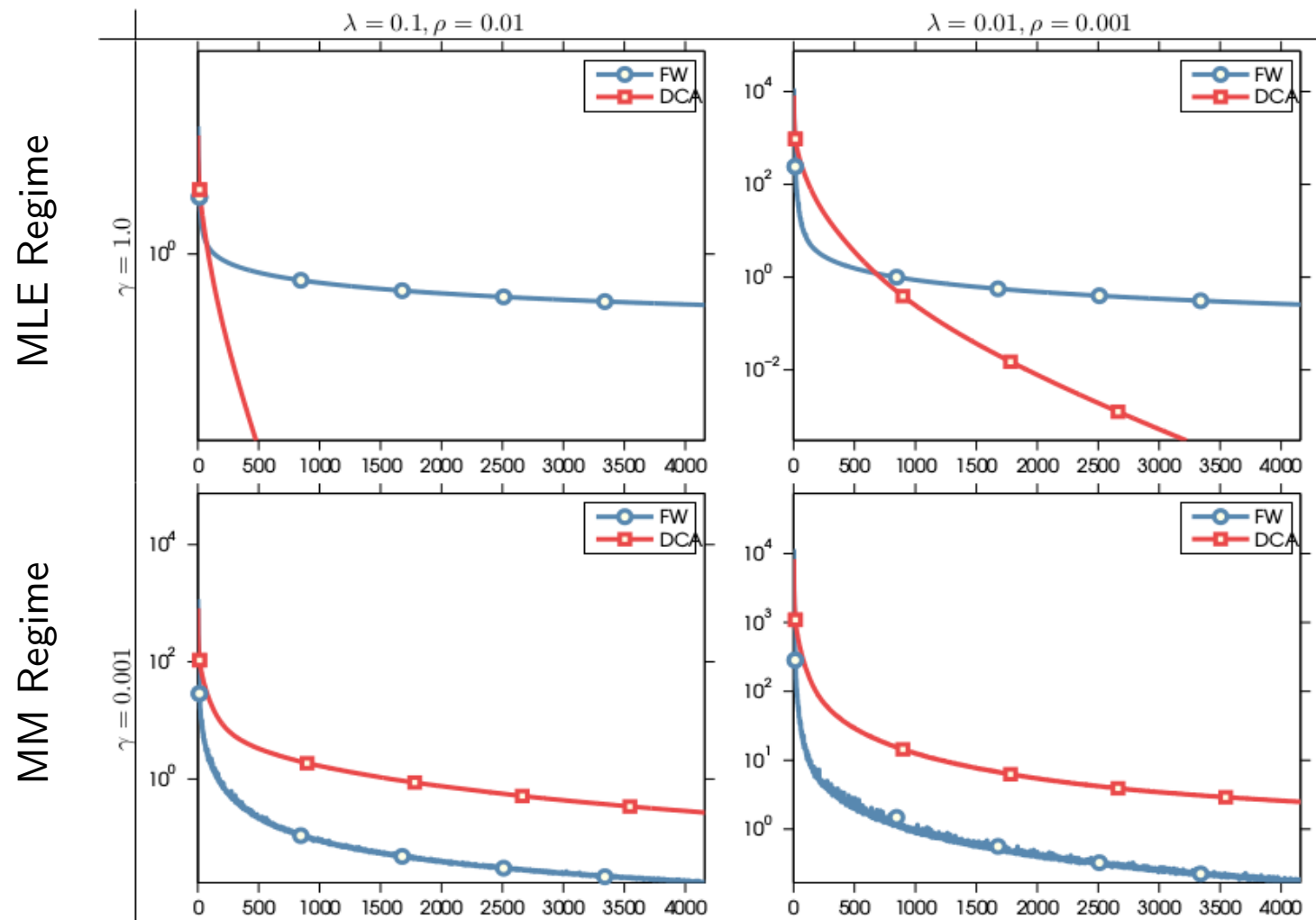


Figure 1: Semantic segmentation: duality gap (second).

# Relaxed CRF Learning with Block Proximal Methods

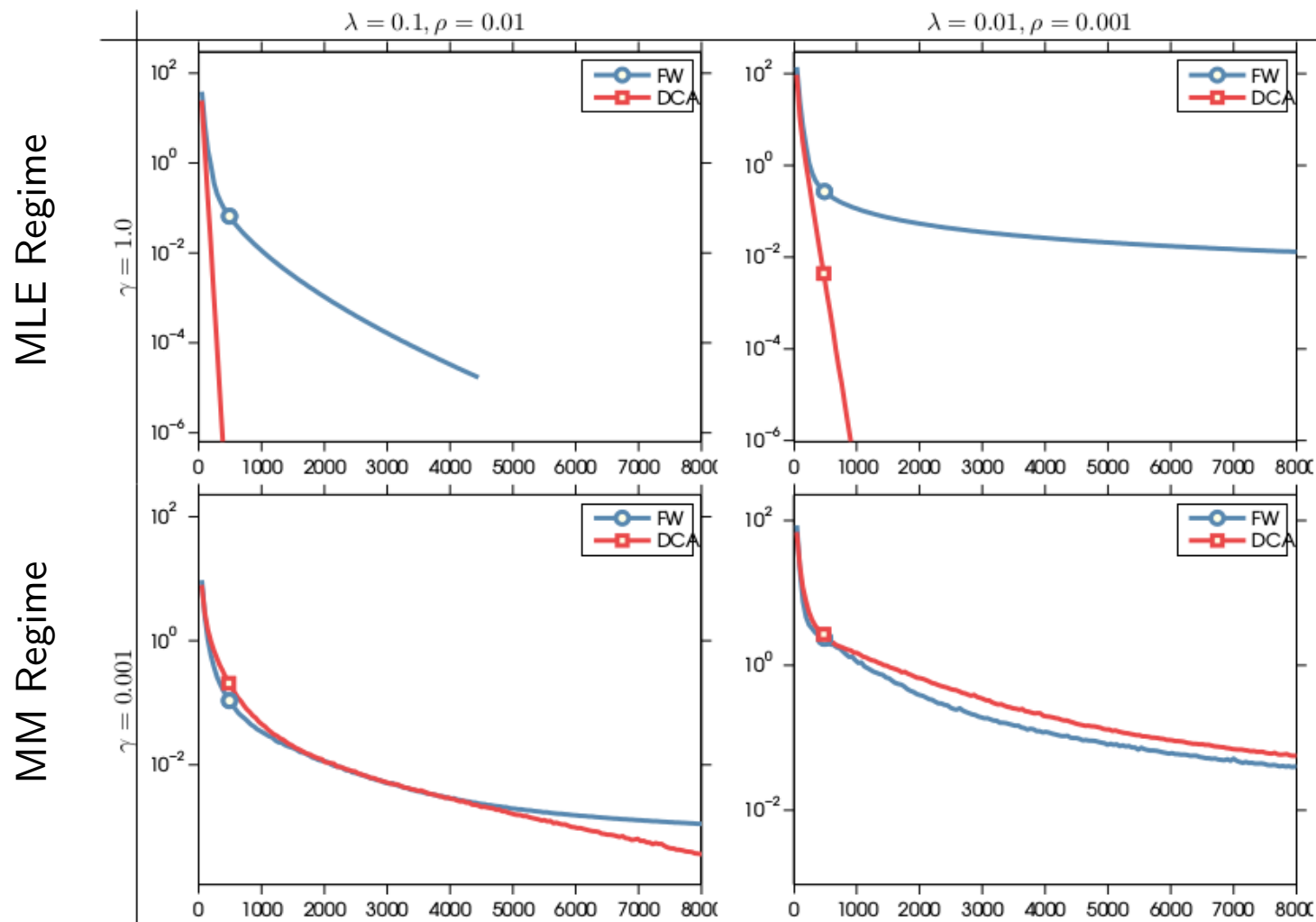


Figure 3: multilabel: duality gap (second).



# Relaxed CRF Learning with Block Proximal Methods

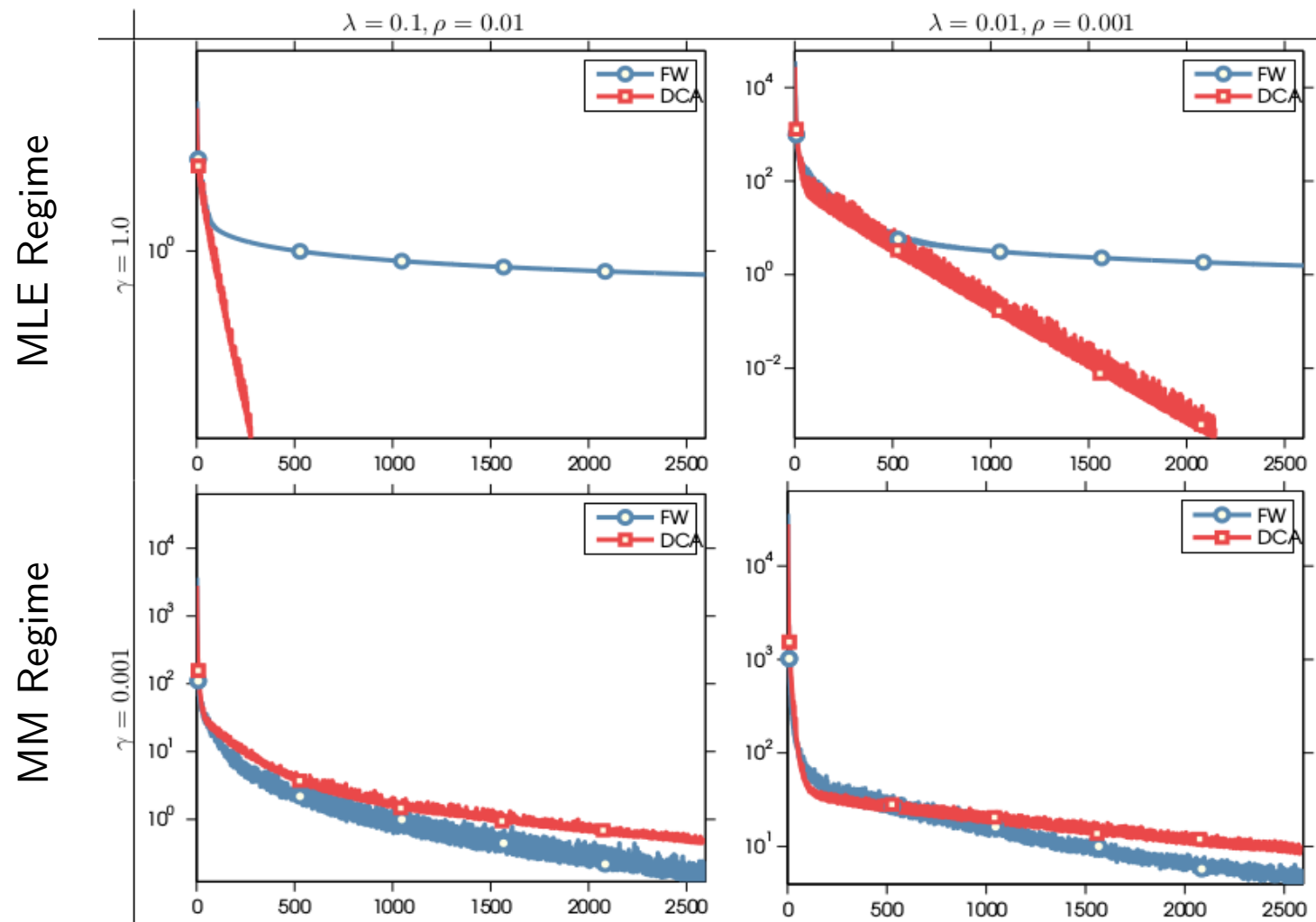


Figure 5: GMM Potts: duality gap (second).

# Relaxed CRF Learning with Block Proximal Methods

- Take-home messages:
  - If inference is expensive, try relaxed CRF.
  - If your problem cares about marginals, use MLE with Prox-BCMM;
  - If MAP inference is the goal, use max-margin with block-coordinate Frank-Wolfe algorithm.

# Experiments on Rue-Monge Dataset

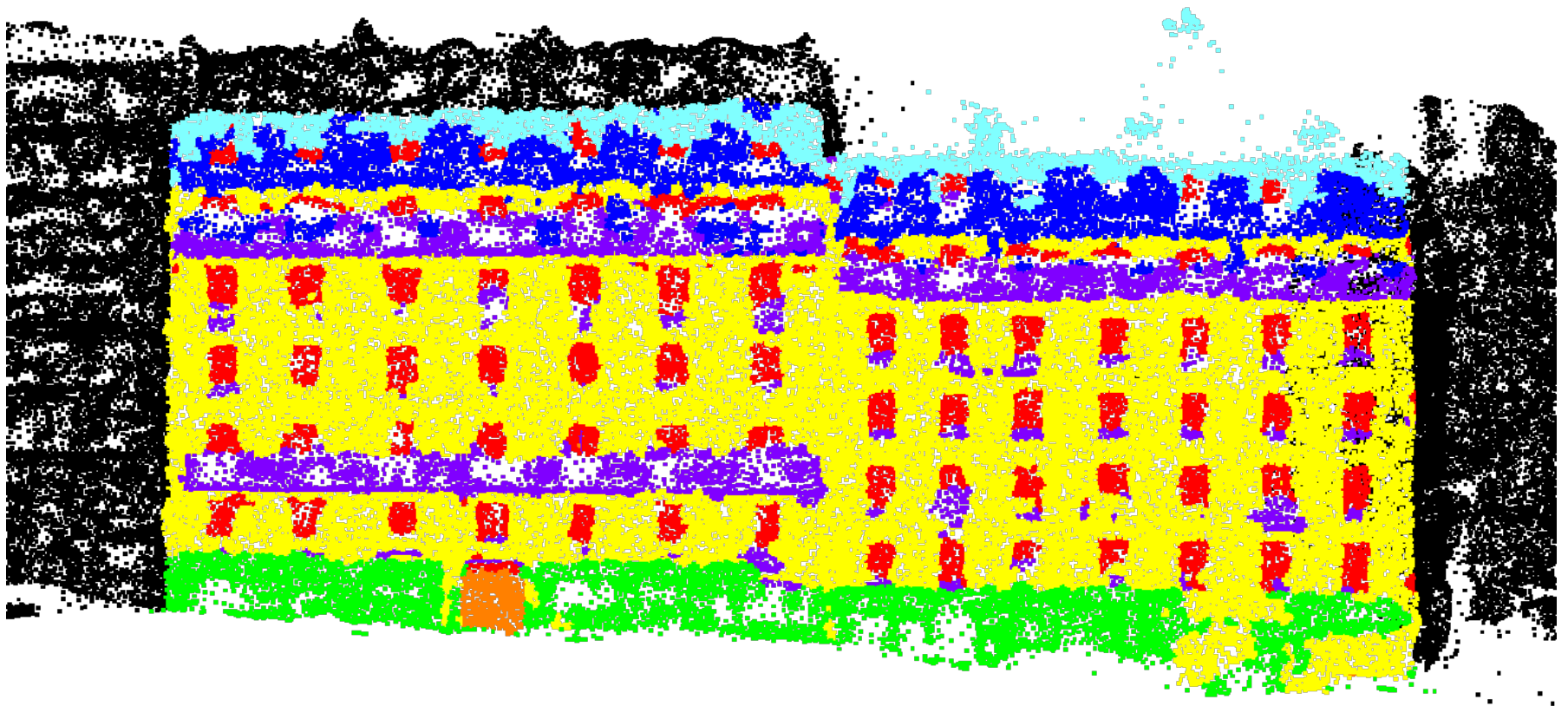
- 290196 points for training, 276529 points for testing.
- 7 classes: window, wall, balcony, door, roof, sky and shop.
- Features: RGB + Normal + Height + Depth + Spin image.



# Experiments on Rue-Monge Dataset

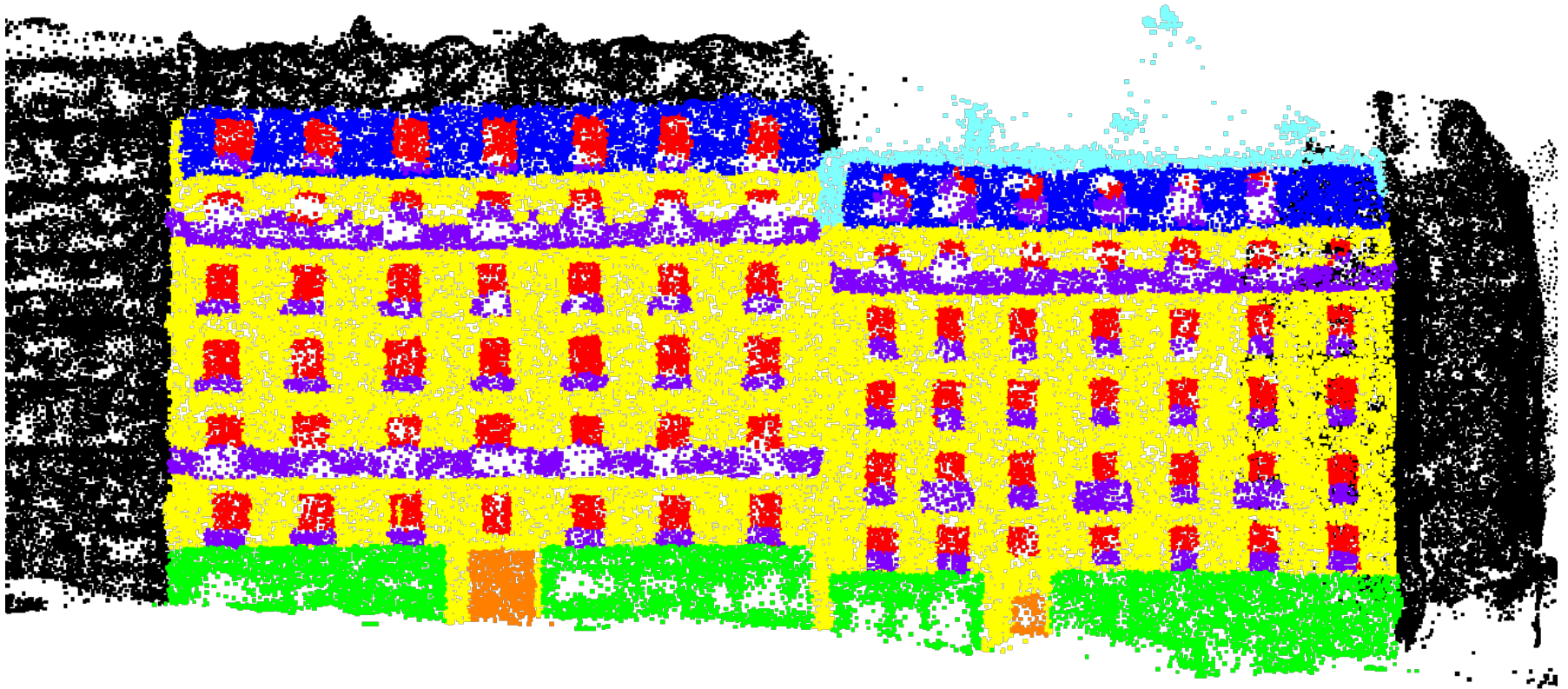
MAP prediction

IoU: 59.2%

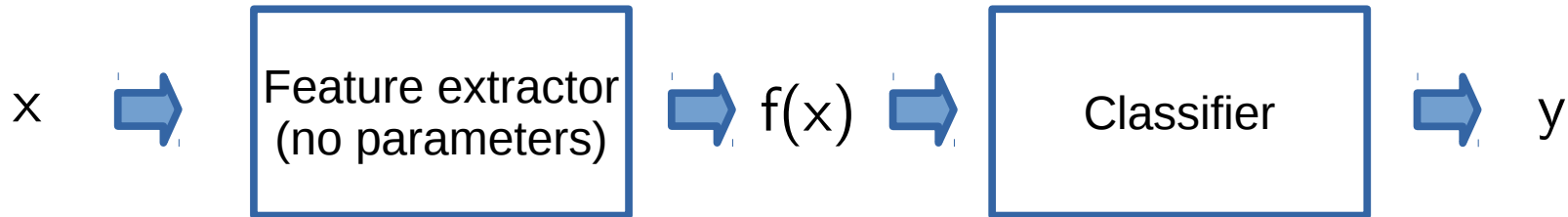


# Experiments on Rue-Monge Dataset

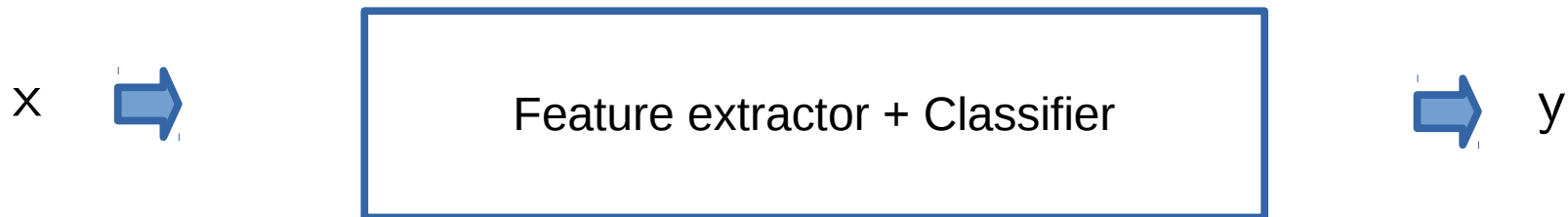
Ground truth



# Learning Feature Representations: A Deep Learning Approach



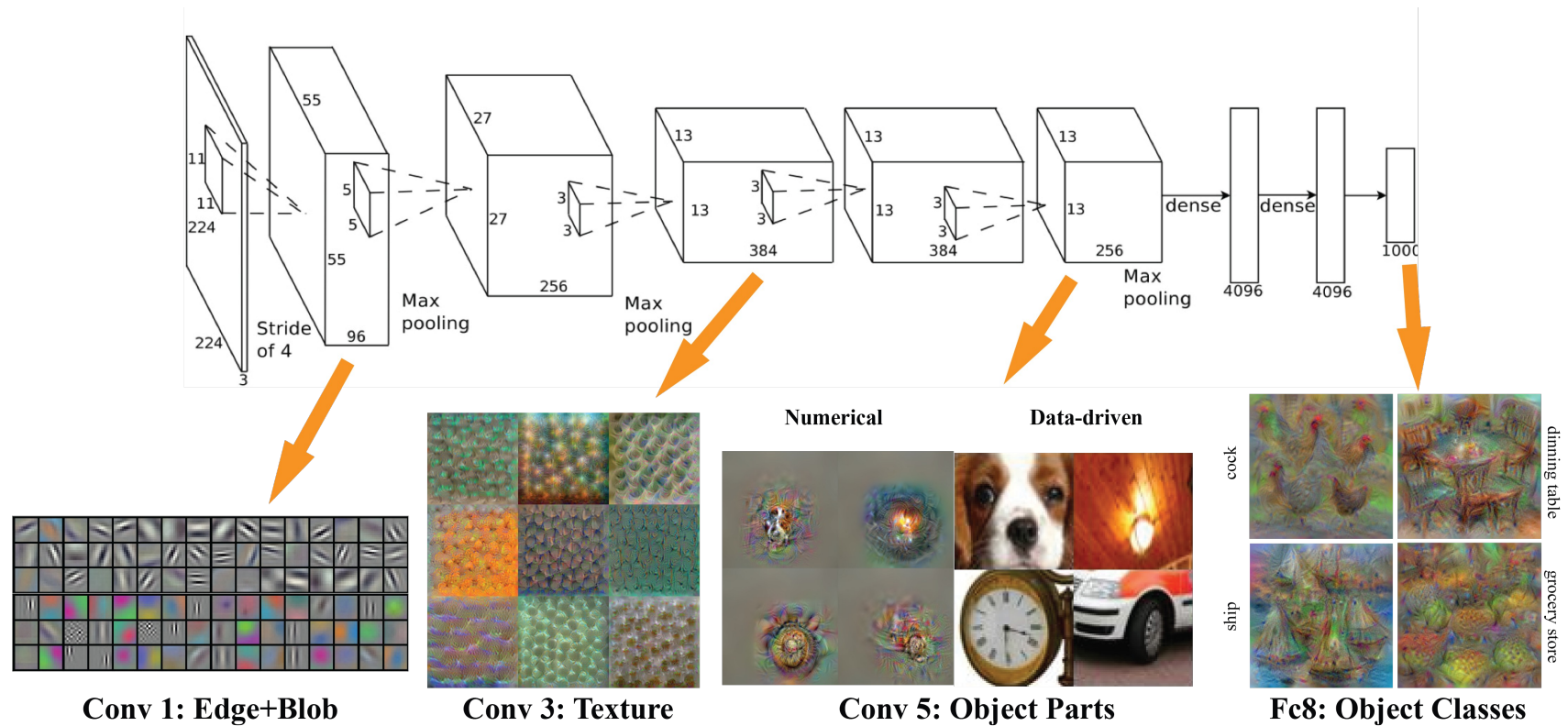
Classical machine learning



Deep machine learning

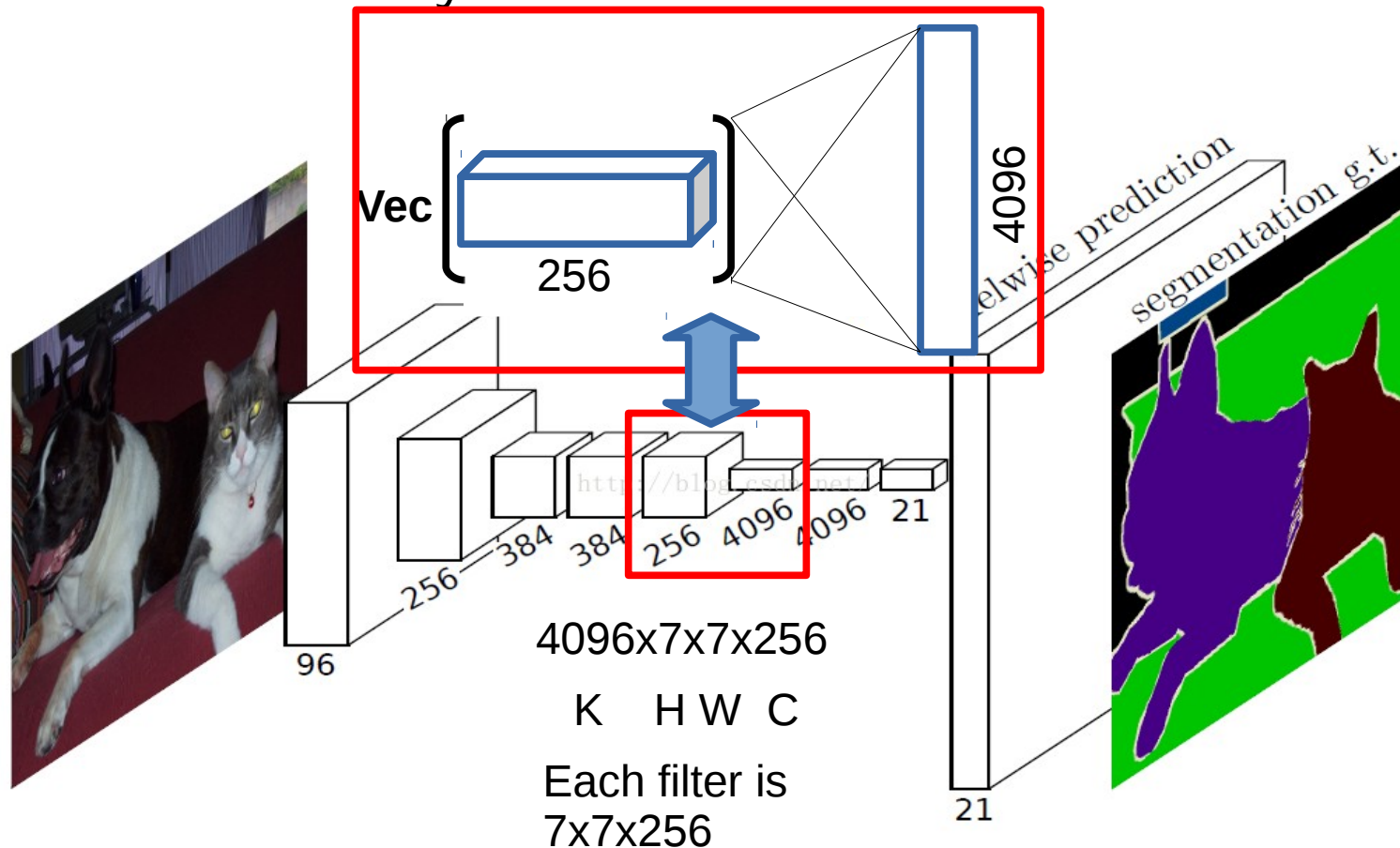
# Convolutional Neural Networks (CNN)

- A case study: VGG16-Net



# Fully Convolutional Networks (FCN)

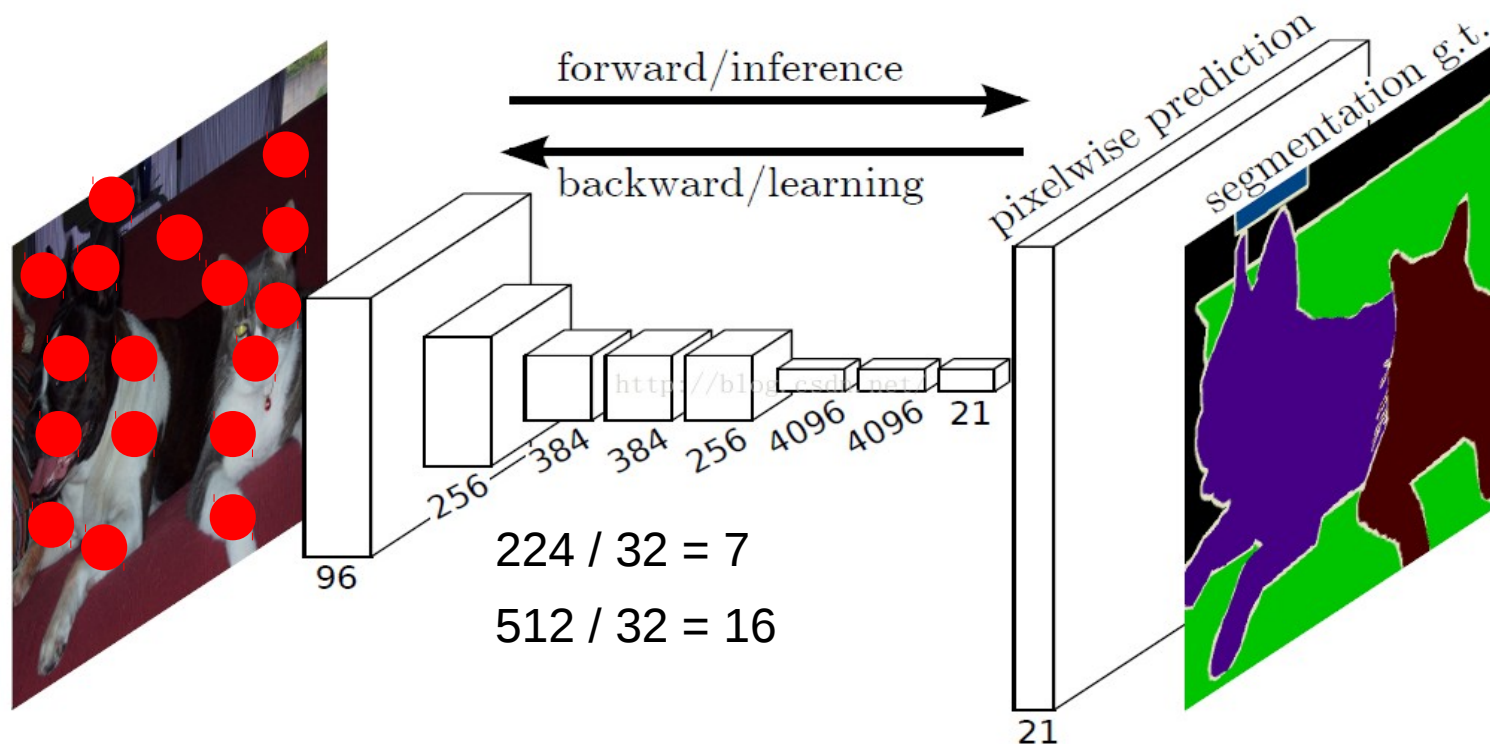
- Trick: Treat dense connection layers as convolutional layers.





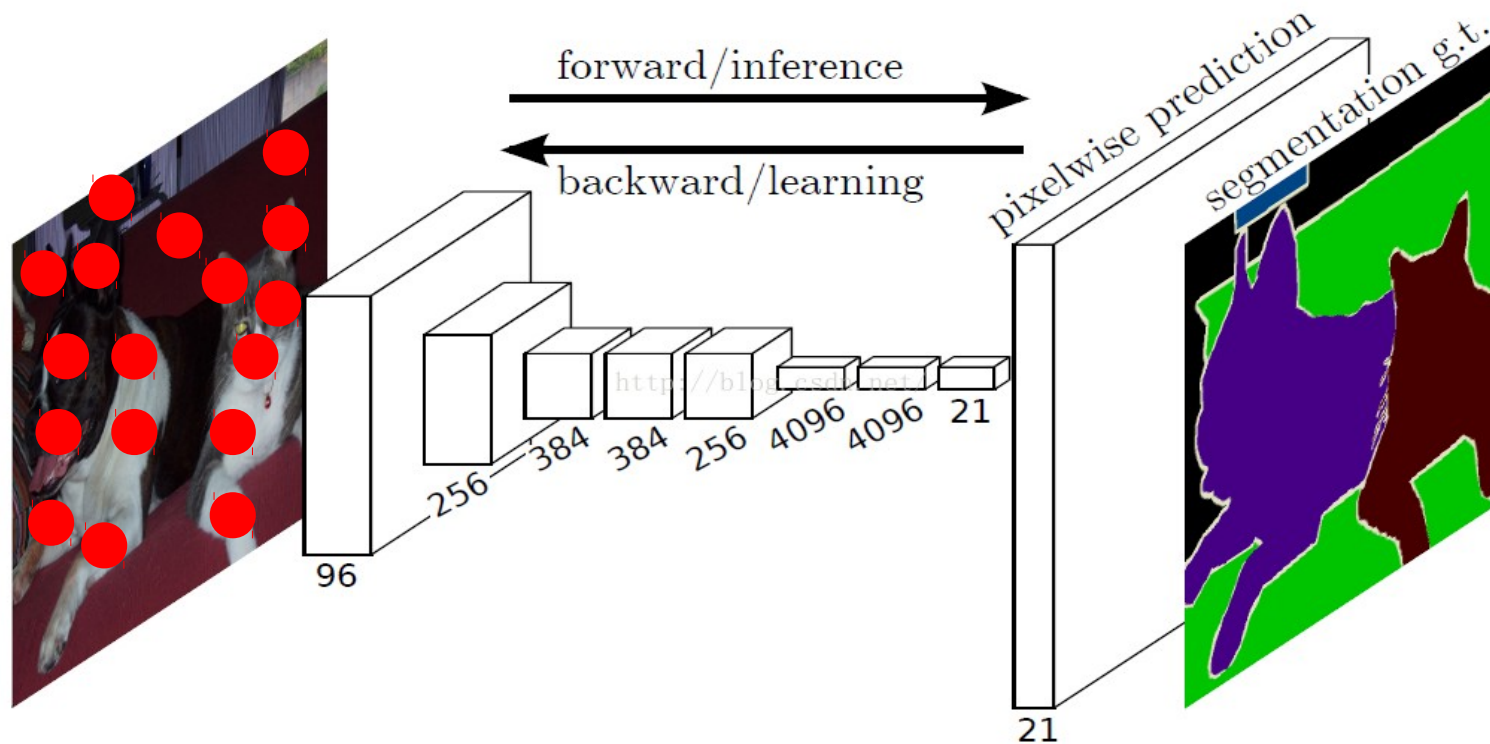
# FCN

- Computation sharing: If input image is 512x512, the output is 10x10 (due to 5 max poolings,  $16-7+1$ ). It classifies 100 patches in a single feedforward pass.



# FCN

- The 100 patches are chosen by max poolings, which give high activations. Pixelwise prediction is obtained by upsampling (e.g. bilinear interpolation or deconvolution).

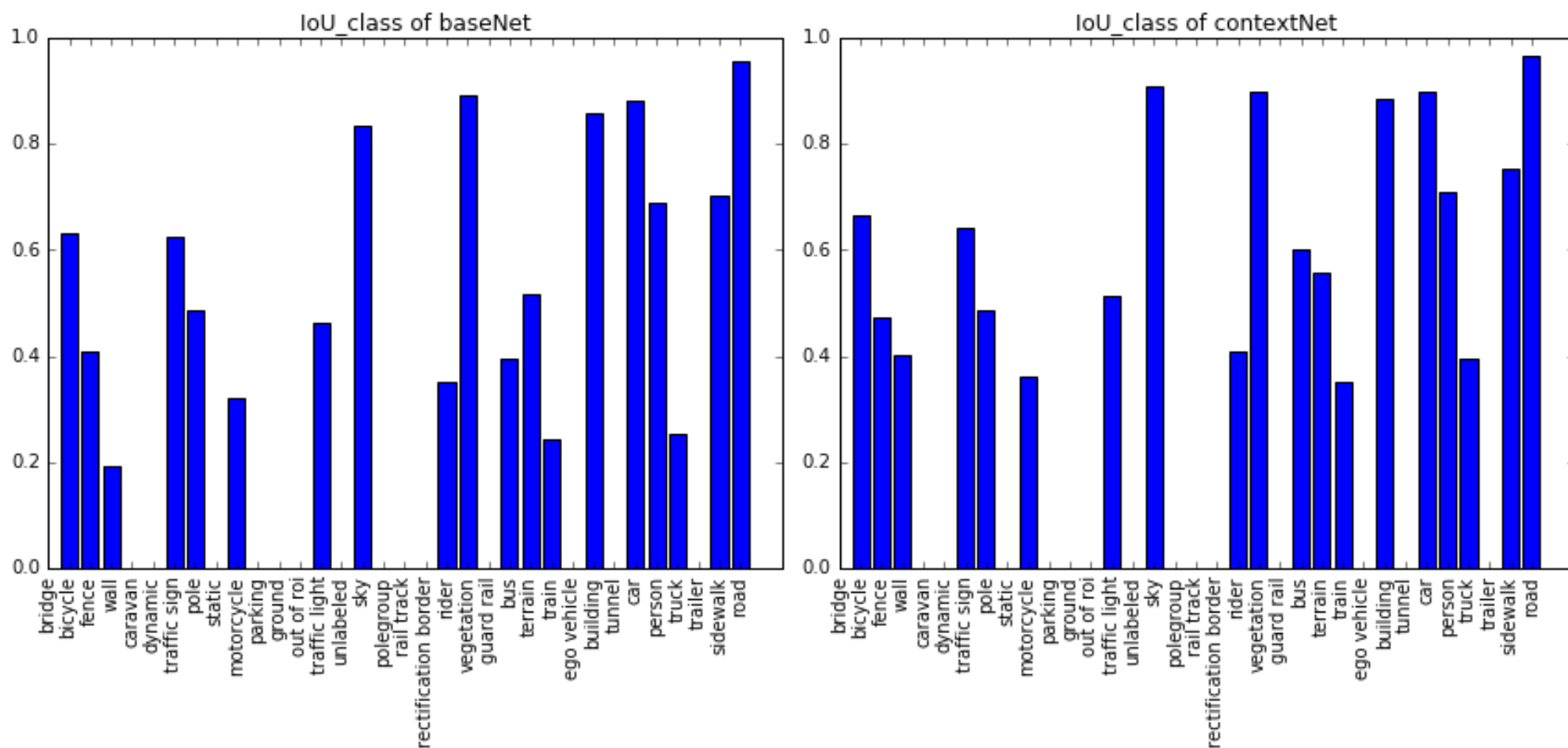


# Results on CityScapes Dataset

- Street images from 50 cities. 19 classes involved. 2975/500/1525 images for train/val/test.
- Baseline: FCN8s
- Our: FCN8s + additional convolutions on top of the pixelwise prediction to capture context information. A simple experiment to test our higher order CRF model.

# Results on CityScapes Dataset

- IoU: FCN8s 56.3%; ContextNet 62.5%

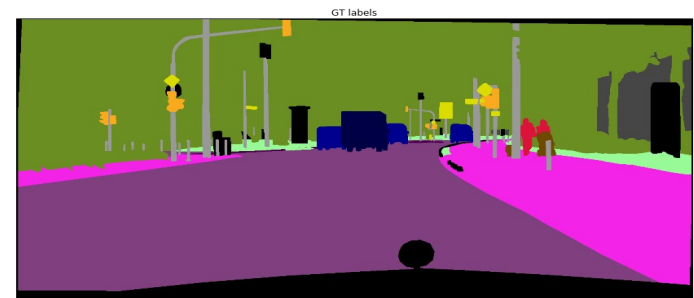
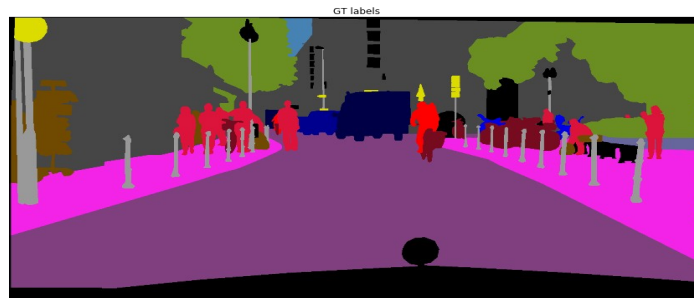


# Results on CityScapes Dataset

Image



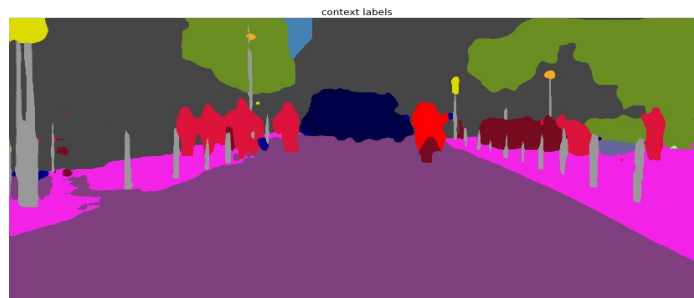
GT



Base



Context

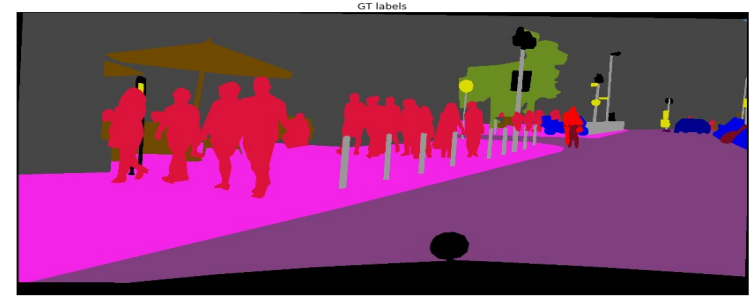
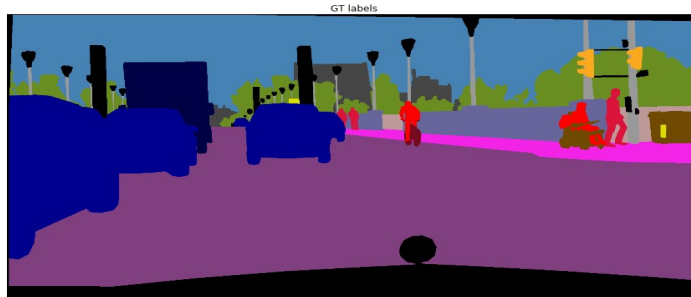


# Results on CityScapes Dataset

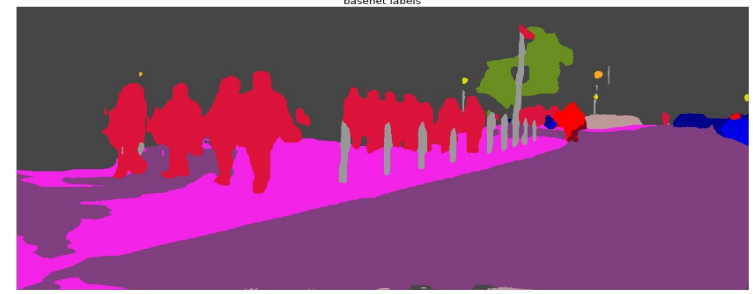
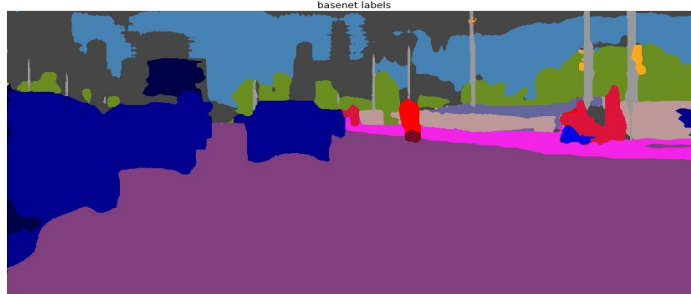
Image



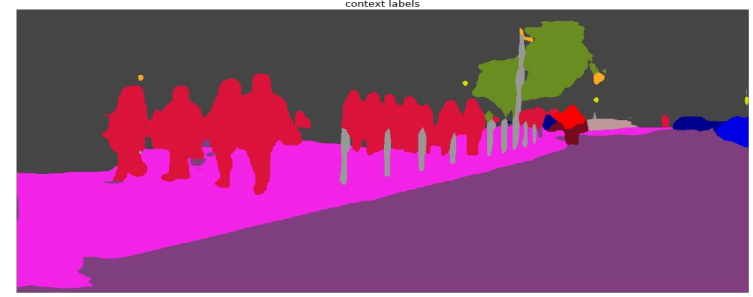
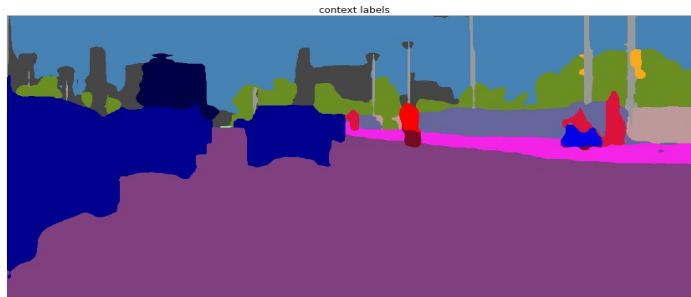
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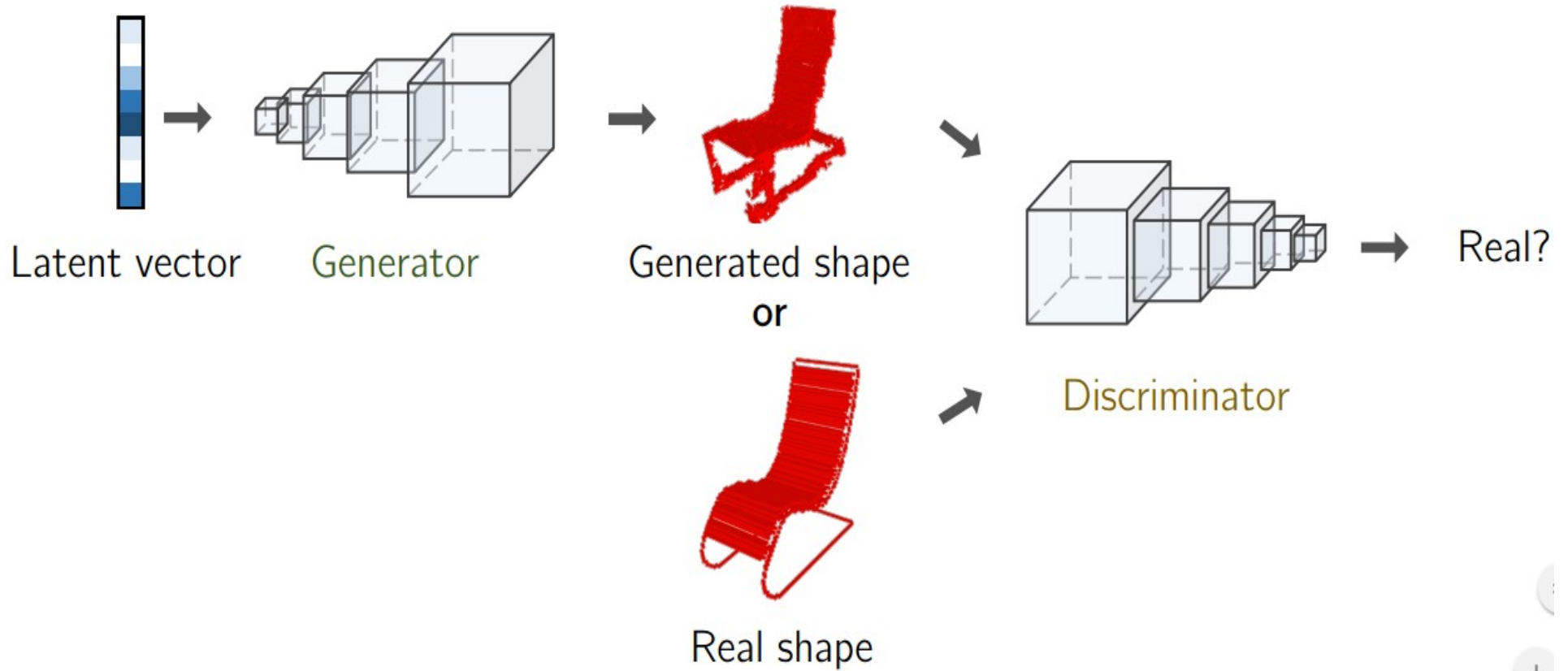
Base



Context



# Brainstorming



# Demo

- Rue-Monge 3D results
- Cityscapes video (trained with LRR by Golnaz 16)

Thank you!