

# Region Merging Driven by Deep Learning for RGB-D Segmentation and Labeling

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September 9<sup>th</sup>, 2019

#### Outline

- Semantic Segmentation
- Proposed Framework
  - Pre-processing
  - Over-segmentation and Classification
  - Merging Phase
- Results
- Conclusions and Future Work

#### Semantic Segmentation



Segmentation + labeling (pixel-wise classification)

- Deep learning and consumer depth sensors
- Very useful for free navigation systems to explore the surroundings

#### Semantic Segmentation



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#### Proposed Framework

#### Proposed Framework

**AIM:** propose CNN for region merging and refine boundaries of shapes

Use normalized cuts spectral clustering extended for RGBD → but bias toward region of similar sizes

Then 2 steps procedure:

- Initial over-segmentation to properly separate objects
- Region merging procedure to avoid over-segmentation

#### Framework derived from [1] but much faster and simpler

## Framework of [1]



#### CONs:

• NURBS fitting very slow

 Many hand-tuned thresholds (on depth, color, normals, NURBS fitting)

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#### Proposed Framework



**PROs:** 

- Much faster
- Fewer thresholds
- Same accuracy

#### Proposed Framework - Preprocessing



- 3 channels for 3D location
- 3 channels for surface normals
- 3 channels for color representation
   → CIELab for perceptual uniformity
- Normalization to achieve consistent representation across the 3 domains.

#### Proposed Framework – Oversegmentation



 Over-segmentation with normalized cuts spectral clustering with Nystrom acceleration: 9D input

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9 conv layers

15 classes

very simple

 CNN for the semantic labeling of each segment and for guiding the region merging process



#### Proposed Framework – Region Merging



- Compute adjacency map of the segments
- Compute similarity between adjacent segment descriptors with Bhattacharyya coefficient:

$$b_{i,j} = \sum_t \sqrt{s_i^t s_j^t}$$

*t*: class scores *s<sub>i</sub>*: descriptors (~PDFs)

Sort list on the basis of b<sub>i,j</sub>

#### Proposed Framework



Iterative merging procedure

- > Select segments with  $b_{i,j} > T_{sim}$
- > CNN classifier to decide whether the two segments will be joined or not
  - If merged: new segment of the union is created and list updated
  - If not merged: remove segments from the list



CNN for classification (6 conv. layers, symm. padding, 2x2 maxpool, ReLU) **input**: 2 outputs of softmax layer of semantic CNN (15 channels each candidate) **training**: 50 epochs, batch size of 32 samples, CE & L2 regularization losses, Adam with  $lr = 10^{-4}$ , regularization constant =  $10^{-3}$ ,  $T_{sim} = 0.8$ **training time**: about 11 hours on a NVIDIA Titan X GPU



CNN for classification (6 conv. layers, symm. padding, 2x2 maxpool, ReLU) **input**: 2 surface normals of the 2 candidate segments (3 channels each) **training**: 50 epochs, batch size of 32 samples, CE & L2 regularization losses, Adam with  $lr = 10^{-3}$ , regularization constant =  $5 \cdot 10^{-5}$ ,  $T_{sim} = 0.75$ **training time**: about 3 hours on a NVIDIA Titan X GPU

 $\rightarrow$  PDFs richer descriptions, while normals are faster with limited impact on the final accuracy

## **Experimental Results**

## NYUDv2 Dataset [2]

1449 depth maps + color images of indoor scenes with Kinect sensor





training set: 795 scenes test set: 654 scenes

894 classes clustered in 15 classes as [3]

#### unknown & unlabeled classes excluded

[2] N. Silberman, D. Hoiem, P. Kohli, and R. Fergus. 2012. Indoor segmentation and support inference from RGBD images. ECCV. Springer.
[3] C. Couprie, C. Farabet, L. Najman, and Y. LeCun. 2013. Indoor semantic segmentation using depth information. ICLR.

## Merging CNN – Ground Truth Generation

Need a dataset to train the merging CNN



- Randomly select 10 couples of adjacent segments in each image
  - Assign label 1 if more than 85% of the union of the segments belongs to same object in the semantic segmentation ground truth
  - Assign label 0 otherwise



#### Region appears to be uniform

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## Merging CNN – GT Ambiguities

- Examples of ambiguities in ground truth:
  - Inconsistent labeling
  - Objects not labeled









## Merging CNN – Results

#### Predicted: Merge GT: Merge



#### Predicted: Not Merged GT: Not Merged



Good oversegmentation (inter-uniformity)

### Merging CNN – Results

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Bad oversegmentation



[1] G.Pagnutti, L. Minto, P. Zanuttigh, "Segmentation and Semantic Labeling of RGBD Data with Convolutional Neural Networks and Surface Fitting ", IET Computer Vision, 2017

#### Quantitative Results

Approach	Pixel Accuracy	Class Accuracy
Couprie et al. [4]	52.4%	36.2%
Hickson et al. [5]	53.0%	47.6%
A. Wang et al. [6]	46.3%	42.2%
J. Wang et al. [7]	54.8%	52.7%
A. Hermans et al. [8]	54.2%	48.0%
D. Eigen et al. [9]	75.4%	66.9%
Pagnutti et al. [1]	67.2%	54.4%
Semantic CNN	64.4%	51.7%
Our method (normals)	66.6%	53.6%
Our method (PDFs)	67.2%	54.5%

[1] G.Pagnutti, L. Minto, P. Zanuttigh, "Segmentation and Semantic Labeling of RGBD Data with Convolutional Neural Networks and Surface Fitting ", IET Computer Vision, 2017 [4] C. Couprie, C. Farabet, L. Najman, and Y. Lecun. 2014. Convolutional nets and watershed cuts for real-time semantic Labeling of RGBD videos. JMLR 15, 1 (2014), 3489–3511.

[5] S. Hickson, I. Essa, and H. Christensen. 2015. Semantic Instance Labeling Leveraging Hierarchical Segmentation. WCACV. 1068–1075

[6] A. Wang, J. Lu, G. Wang, J. Cai, and T. Cham. 2014. Multi-modal unsupervised feature learning for RGB-D scene labeling. ECCV. 453–467.

[7] J. Wang, Z. Wang, D. Tao, S. See, and G. Wang. 2016. Learning Common and Specific Features for RGB-D Semantic Segmentation with Deconvolutional Networks. ECCV. 664–679. [8] A. Hermans, G. Floros, and B. Leibe. 2014. Dense 3D semantic mapping of indoor scenes from rgb-d images. ICRA. 2631–2638.

[9] D. Eigen and R. Fergus. 2015. Predicting depth, surface normals and semantic labels with a common multi-scale convolutional architecture. ICCV. 2650–2658.

### Quantitative Results

Approach	Pixel Accuracy	Class Accuracy	Inference Time*
Pagnutti et al. [1]	67.2%	54.4%	58 ms
Our method (normals)	66.6%	53.6%	2 ms
Our method (PDFs)	<b>67.2</b> %	<b>54.5</b> %	10 ms

\* on a Intel Core i7-8700K CPU @3.70GHz with NVIDIA GeForce GTX 1070 GPU

- Same over-segmentation
- Similar results
- Much faster
  - no surface fitting
  - In [1] time heavily depends on the area to be fit, here it is constant!
- Fewer hand-tuned thresholds (1 vs. 4)

[1] G.Pagnutti, L. Minto, P. Zanuttigh, "Segmentation and Semantic Labeling of RGBD Data with Convolutional Neural Networks and Surface Fitting ", IET Computer Vision, 2017

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   focus the attention on the edges of the candidates
- Smaller computational time
   useful for free-navigation and for other fields



# Thank you!

## Questions?