CS-671: DEEP LEARNING AND ITS APPLICATIONS Lecture: 12 Single Shot Multi Box Detector (SSD)

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RCNN



Fast RCNN



Faster RCNN



YOLO - You only Look Once











Architecture

- Base network of VGG-16.
- Auxiliary structure for detection.

Architecture



Architecture

- Convolutional layers in Auxiliary network are 1x1 convolution with stride 2.
- They create feature maps with decreasing sizes.
- These varying sizes feature maps are used for scale variance of objects.
- Detector and classifier will be applied on each feature map.
- Let a feature map be of size *mxnxp*
- The detector will be a convolutional layer with filter of 3x3xp.



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• SSD input is a image having ground truth boxes.



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• For a particular feature map from auxiliary network.









- There will be huge number of bounding boxes.
- We handle them by matching.
- The i^{th} default box is matched to j^{th} ground truth box using Jaccard Index that is IOU (Intersection over Union). If IOU > 0.5, $x_{ij} = 1$

Else,
$$x_{ij} = 0$$





- Corresponding every default box d_i, we calculate a predicted box l_i having 4 parameters cx, cy, w and h
 - cx = Centre x coordinate
 - cy =Centre y coordinate

$$w = width$$

$$h = height$$

- Every box also contains class scores.
 Let there be p class scores
 Total number of parameters per box= p + 4
- Let a feature map be mxn size.
 Total number of parameters = (p + 4).m.n.#default boxes

- Let N be the number of total boxes with Jaccard Index > 0.5.
- We have 2 losses
 - Location Loss
 - Confidence Loss

•
$$L(x,c,l,g) = \frac{1}{N}[L_{conf}(x,c) + \alpha L_{loc}(x,l,g)]$$

- N = number of matched boxes
- x = pixel under consideration
- c = class scores
- *l* = predicted boxes
- g = Ground truth boxes

• Calculate Smooth L1 loss between each parameter of Predicted box l_i and Ground Truth box g_j . $(l_i^{cx} - g_j^{cx})SmoothL1$ $(l_i^{cy} - g_j^{cy})SmoothL1$ $(l_i^w - g_j^w)SmoothL1$ $(l_i^h - g_j^h)SmoothL1$

- Multiply each with $x_{ij} = 0, 1$ and add all.
- Repeat above steps $\forall i \in Pos$



• Normalization: First we will normalize the box parameters.

$$\hat{g}_{j}^{cx} = rac{(g_{j}^{cx} - d_{i}^{cx})}{d_{i}^{w}} \qquad \qquad \hat{g}_{j}^{cy} = rac{(g_{j}^{cy} - d_{i}^{cy})}{d_{i}^{h}}$$

$$\hat{g}^w_j = log(rac{g^w_j}{d^w_i}) \qquad \qquad \hat{g}^h_j = log(rac{g^{u_j}}{d^h_i})$$

- d =Default boxes
- *cx*, *cy* =Centre of boxes
- w, h = Width and height of boxes
- Similarly we will normalize the parameters of predicted box $\hat{l}^{cx}_i, \hat{l}^{cy}_i, \hat{l}^w_i, \hat{l}^h_i$

• Calculate Smooth L1 loss between each parameter of Normalised Predicted box \hat{l}_i and Normalised Ground Truth box \hat{g}_j . $(\hat{l}_i^{cx} - \hat{g}_j^{cx})SmoothL1$ $(\hat{l}_i^w - \hat{g}_j^w)SmoothL1$ $(\hat{l}_i^h - \hat{g}_j^h)SmoothL1$

- Multiply each with $x_{ij} = 0, 1$ and add all.
- Repeat above steps $\forall i \in Pos$

- Confidence loss: For each box i, we have p confidence scores c^p_i, where,
 - $c_i^1 = \text{Confidence of class 1}$ $c_i^2 = \text{Confidence of class 2}$ $c_i^p = \text{Confidence of class p}$

Softmax loss over

$$c_i^p$$
: $\hat{c}_i^p = rac{e^{(c_i^p)}}{\sum_p e^{(c_i^p)}}$

- We have to maximize confidence of matched predictions (Pos).
- At same time minimize the confidence of remaining predictions (Neg).

$$L_{conf}(x,c) = -\sum_{i \in Pos}^{N} x_{ij}^{p} log(\hat{c}_{i}^{p}) - \sum_{i \in Neg} log(\hat{c}_{i}^{0})$$

Choosing Scales

- Let there be m feature maps. m = 6 in paper.
- k be the map we want to find the scale of box in $k \in [1, m]$.
- Let S_k be scale at k^{th} map
- $S_{min} = Minimum Scale = 0.2$ $S_{max} = Maximum Scale = 0.9$

$$S_k = S_{min} + \frac{S_{max} - S_{min}}{m-1}(k-1)$$

Aspect Ratio

• For k^{th} scale, we have, $w_k^1, w_k^2, ..., w_k^a$ widths • Choose a value of a_r such that $a_r \in [1, 2, 3, \frac{1}{2}, \frac{1}{3}]$ $h_k^a = \frac{S_k}{\sqrt{a_r}}$ • Let $a_r = 1$ $h_k^a = \frac{S_k}{\sqrt{1}} = S_k$ $w_k^a = S_k\sqrt{1} = S_k$ Aspect Ratio = 1

• Let $a_r = 2$ $h_k^a = \frac{S_k}{\sqrt{2}}$ $w_k^a = S_k \sqrt{2}$

Aspect Ratio = 2:1

Number of Default Boxes

- For a given scale we can choose 5 different aspect ratios.
- For aspect ratio = 1, we add another box having $S'_k = \sqrt{S_k S_{k+1}}$
- Hence, we have 6 Default Boxes per feature map location.

Hard Negative Mining

- Number of negative samples will be much greater than positive samples.
- Sort the negative samples using confidence score for each default box.
- Pick the top ones to keep the ratio of negative to positive to atmost 3:1

Non Maximum Suppression

- Sort all boxes of a class using confidence scores.
- Calculate Jaccard Index of first box with every other box.
 - If overlap > 0.45, remove the other box.
 - Otherwise keep the other box.
- Repeat the above process for each box in sorted order.

Results on VOC

Method	mAP	FPS	batch size	# Boxes	Input resolution
Faster R-CNN (VGG16)	73.2	7	1	~ 6000	$\sim 1000 \times 600$
Fast YOLO	52.7	155	1	98	448×448
YOLO (VGG16)	66.4	21	1	98	448×448
SSD300	74.3	46	1	8732	300×300
SSD512	76.8	19	1	24564	512×512
SSD300	74.3	59	8	8732	300×300
SSD512	76.8	22	8	24564	512×512

Thank You. Any Questions.