# **Introduction to Computer Vision**



## Lecture 13 Detection and Instance Segmentation

## Prof. He Wang

**Embodied Perception and InteraCtion Lab** 

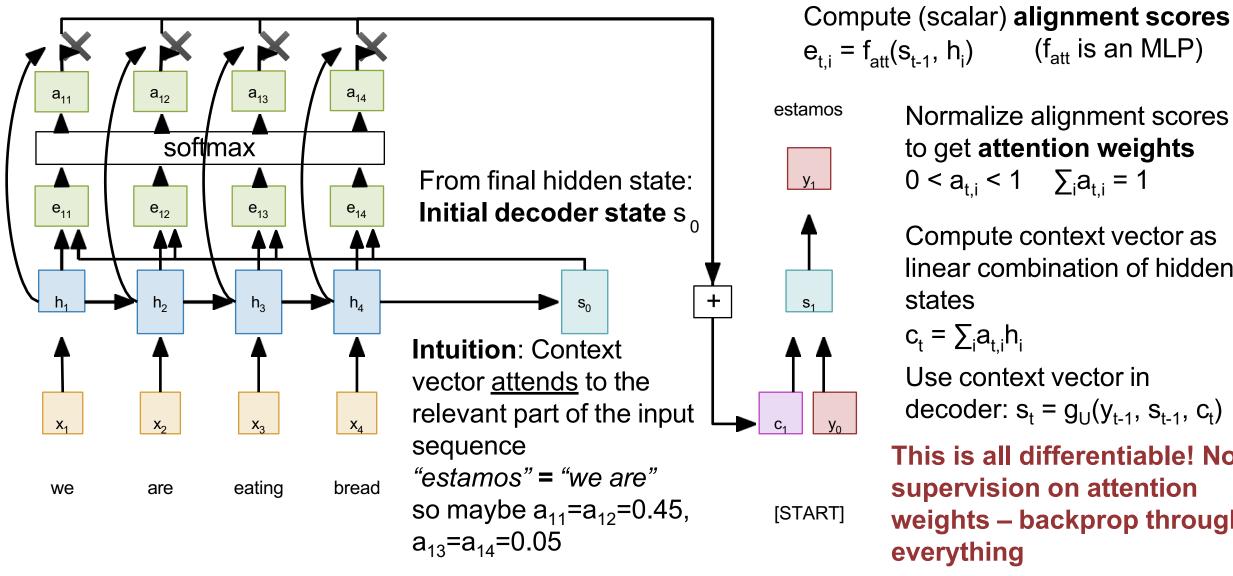
Spring 2025



## Logistics

- Assignment 4 (Point Cloud Learning, Detection & RNN)
  - To be released on 5/23
  - Due on 6/7 11:59PM

#### Sequence to Sequence with RNNs and



Normalize alignment scores to get attention weights

(f<sub>att</sub> is an MLP)

 $0 < a_{t,i} < 1$   $\sum_{i} a_{t,i} = 1$ 

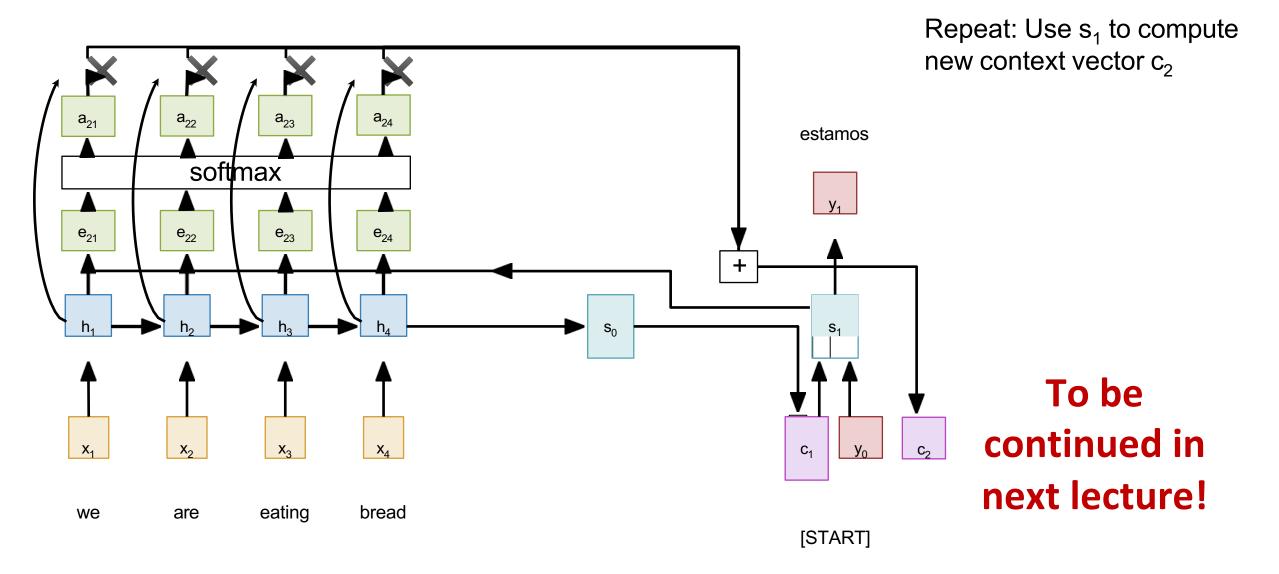
Compute context vector as linear combination of hidden states

 $c_t = \sum_i a_{t,i} h_i$ 

Use context vector in decoder:  $s_t = g_U(y_{t-1}, s_{t-1}, c_t)$ 

This is all differentiable! No supervision on attention weights – backprop through everything

#### Sequence to Sequence with RNNs and Attention



Bahdanau et al, "Neural machine translation by jointly learning to align and translate", ICLR 2015

# **Object Detection**

Some slides are borrowed from Stanford CS231N.

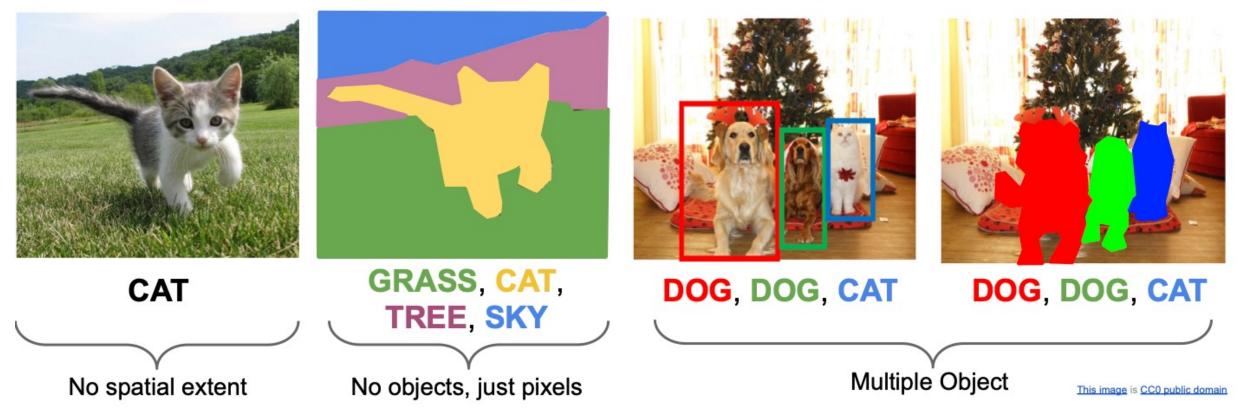
## **Computer Vision Tasks**

#### Classification

#### Semantic Segmentation

#### Object Detection

#### Instance Segmentation



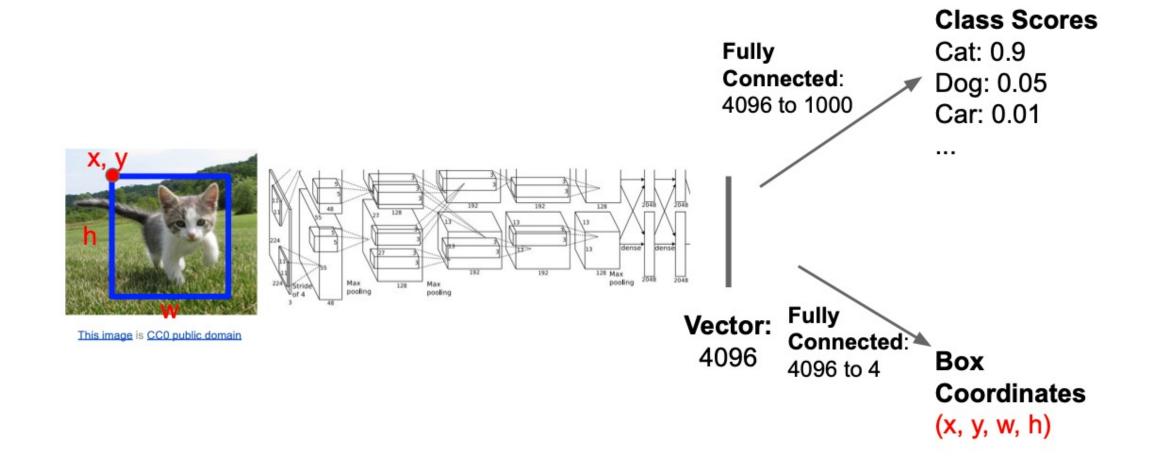
• Task: localization + classification

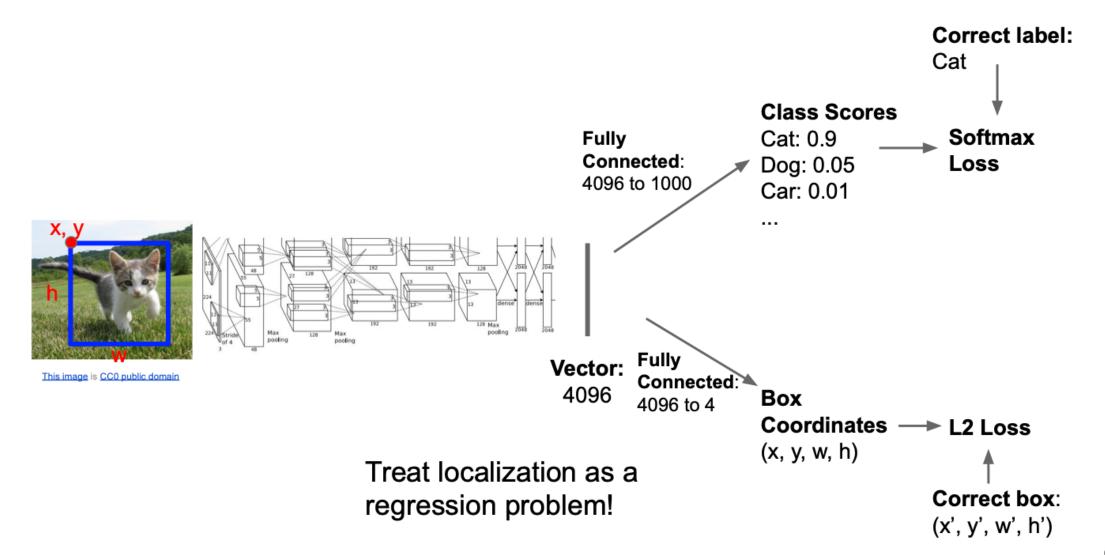
h line and the second sec

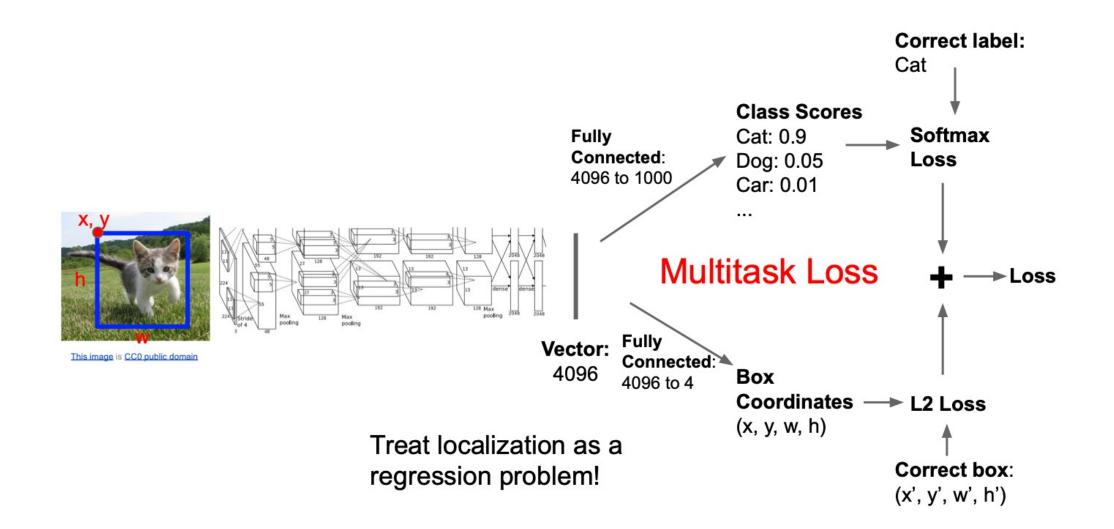
This image is CC0 public domain

- Output: 2D (axis aligned) bounding box
  - How many degree-of-freedom?
    - 4 DoF
  - How to parameterize such a bounding box?
    - x,y,h,w

#### • Localization + Classification







- Error:  $(\Delta x, \Delta y, \Delta w, \Delta h)$
- L1 loss:  $\Sigma |\Delta_i| robust$ , however not good at convergence
- L2 loss:  $\Sigma \Delta_i^2$  (not the same to L2 norm) not robust to a larger error, however good at convergence
- Rooted mean squared loss (RMSE):  $\sqrt{\frac{1}{N}\Sigma\Delta_i^2}$  the gradient of sqrt function is bad at 0

#### **Regression Loss**

• Smooth L1 loss (proposed by Fast RCNN, very similar to Huber loss widely used in robust optimization)

$$L_{2}(x) = x^{2}$$

$$L_{1}(x) = |x|$$

$$L_{1}(x) = \begin{cases} 0.5x^{2} & \text{if } |x| < 1 \\ |x| - 0.5 & \text{otherwise} \end{cases}$$

$$(1)$$

$$(2)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

$$(3)$$

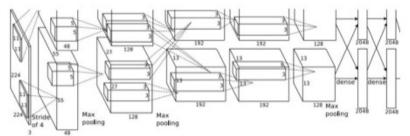
$$(3)$$

$$(3)$$

$$(3)$$

## **Object Detection: Multiple Objects**



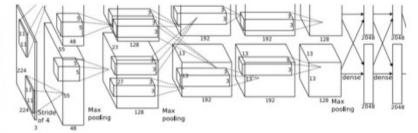


CAT: (x, y, w, h)

1 bounding box

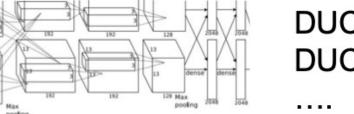






DOG: (x, y, w, h) DOG: (x, y, w, h) CAT: (x, y, w, h)

3 bounding boxes

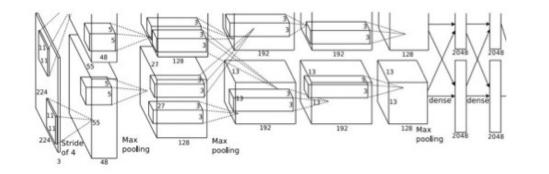


DUCK: (x, y, w, h) DUCK: (x, y, w, h) Many bounding boxes!

Different images need different numbers of outputs!



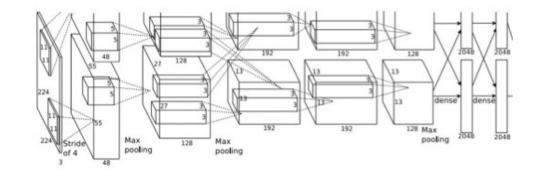
Apply a CNN to many different crops of the image, CNN classifies each crop as object or background



Dog? NO Cat? NO Background? YES



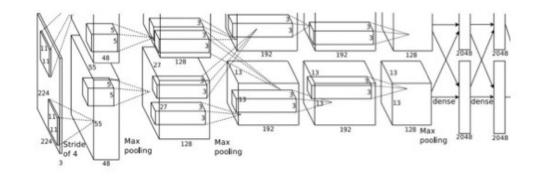
Apply a CNN to many different crops of the image, CNN classifies each crop as object or background



Dog? YES Cat? NO Background? NO



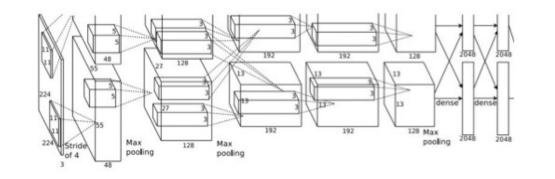
Apply a CNN to many different crops of the image, CNN classifies each crop as object or background



Dog? YES Cat? NO Background? NO

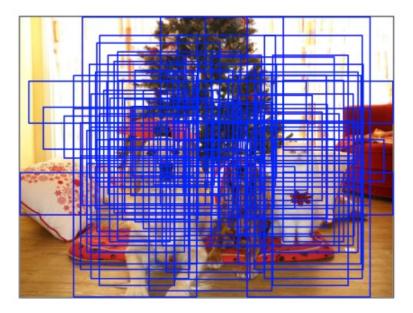


Apply a CNN to many different crops of the image, CNN classifies each crop as object or background

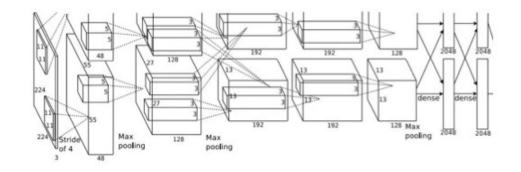


Dog? NO Cat? YES Background? NO

Q: What's the problem with this approach?



Apply a CNN to many different crops of the image, CNN classifies each crop as object or background



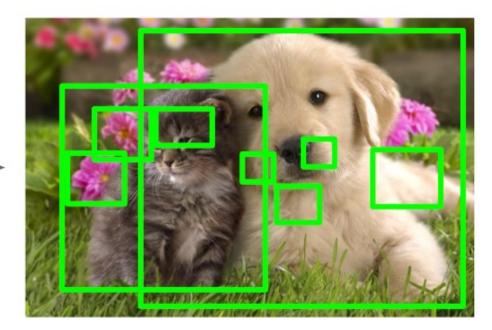
Dog? NO Cat? YES Background? NO

Problem: Need to apply CNN to huge number of locations, scales, and aspect ratios, very computationally expensive!

## Region Proposals: Selective Search

- Find "blobby" image regions that are likely to contain objects
- Relatively fast to run; e.g. Selective Search gives 2000 region proposals in a few seconds on CPU



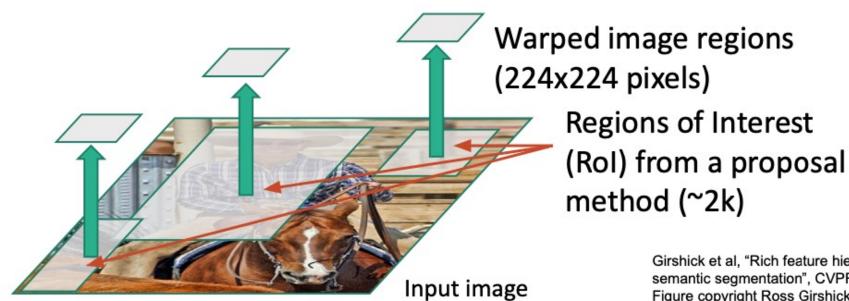


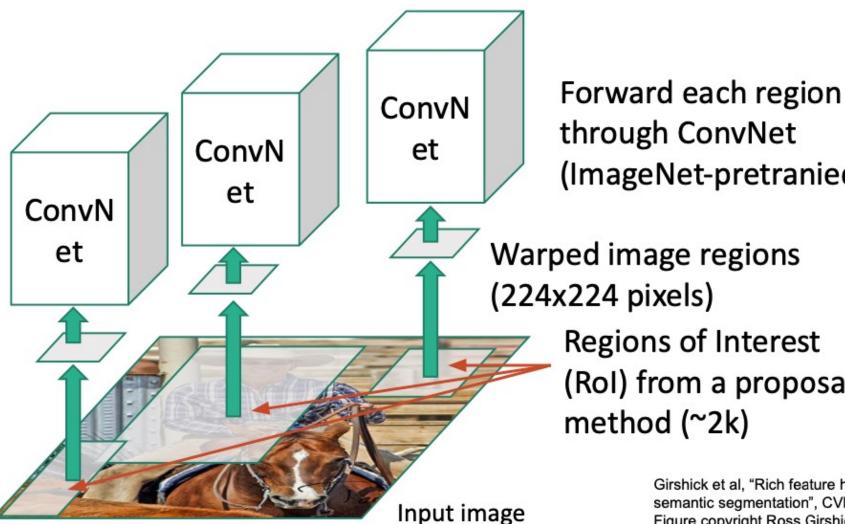
Alexe et al, "Measuring the objectness of image windows", TPAMI 2012 Uijlings et al, "Selective Search for Object Recognition", IJCV 2013 Cheng et al, "BING: Binarized normed gradients for objectness estimation at 300fps", CVPR 2014 Zitnick and Dollar, "Edge boxes: Locating object proposals from edges", ECCV 2014





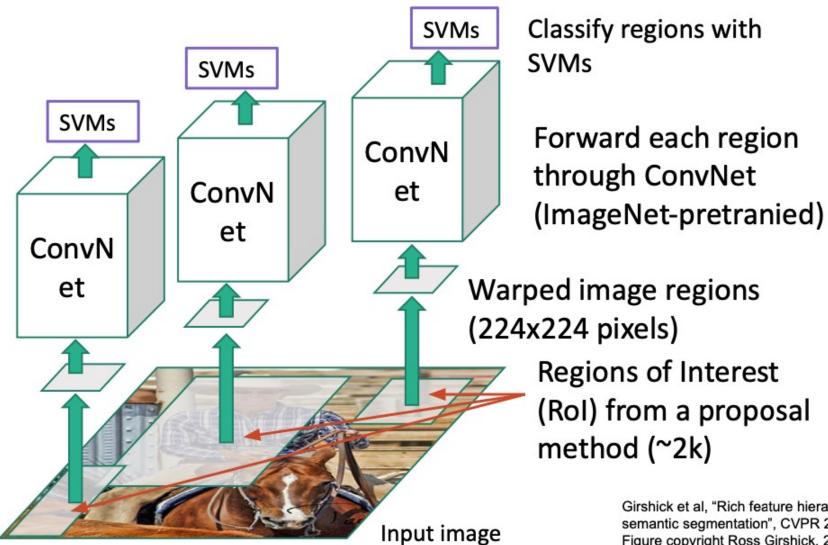
#### Regions of Interest (RoI) from a proposal method (~2k)



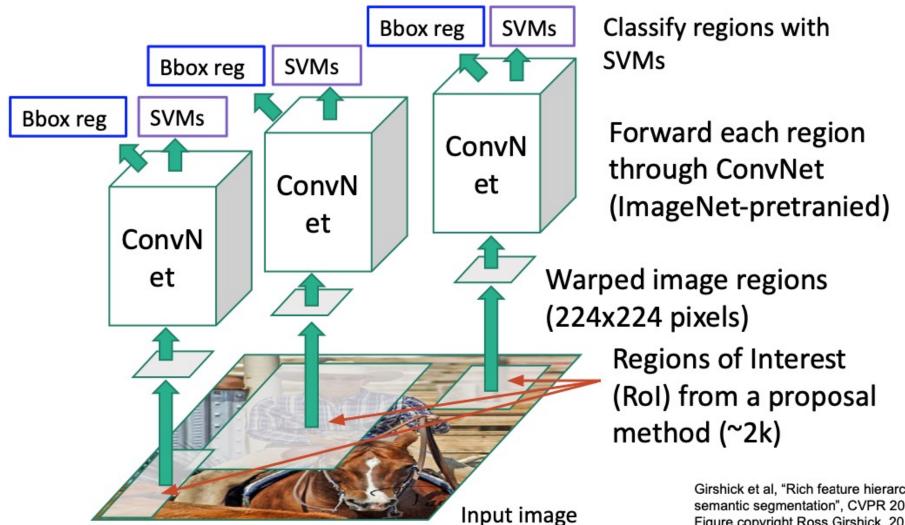


(ImageNet-pretranied)

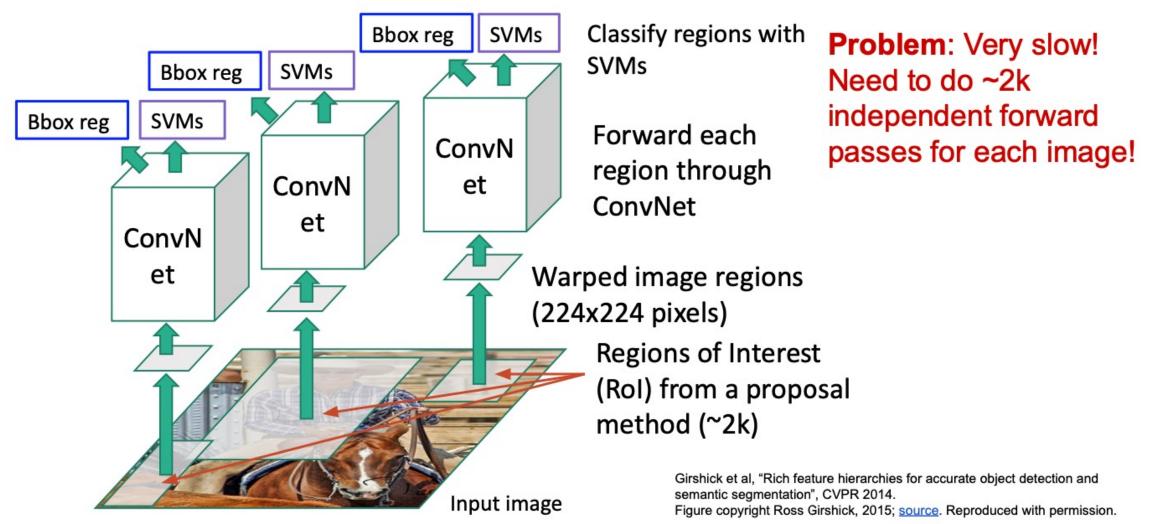
**Regions of Interest** (Rol) from a proposal



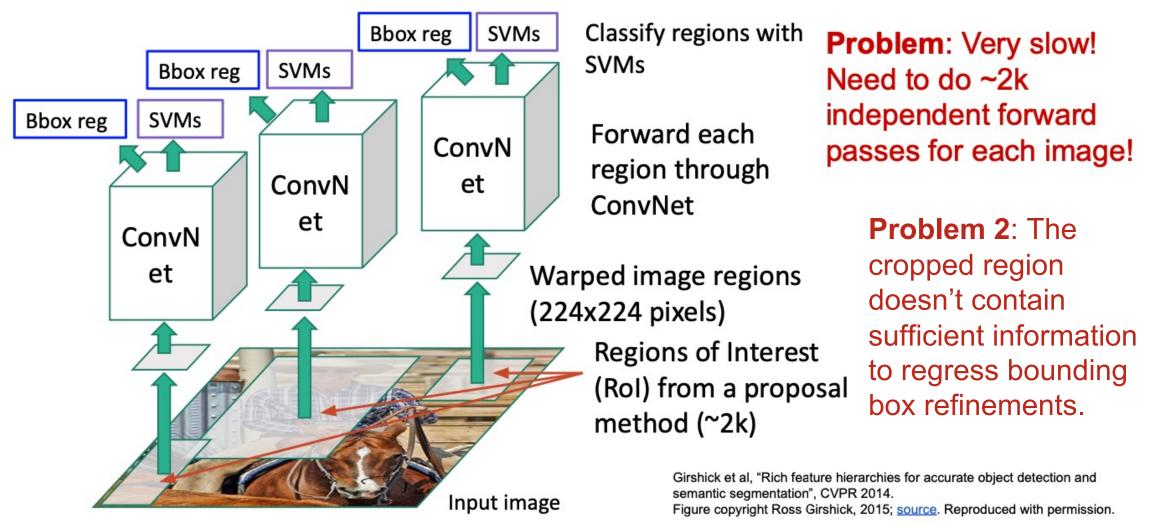
Predict "corrections" to the Rol: 4 numbers: (dx, dy, dw, dh)



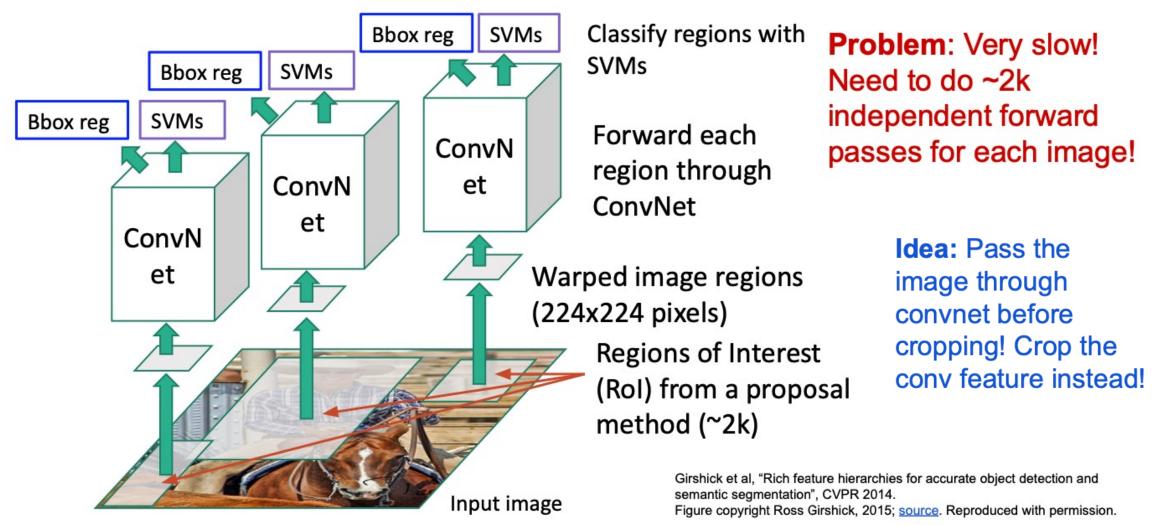
Predict "corrections" to the RoI: 4 numbers: (dx, dy, dw, dh)



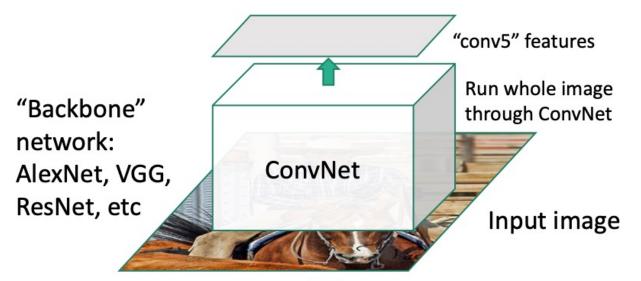
Predict "corrections" to the Rol: 4 numbers: (dx, dy, dw, dh)



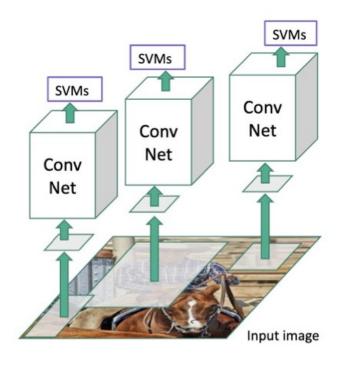
Predict "corrections" to the Rol: 4 numbers: (dx, dy, dw, dh)



#### Fast R-CNN



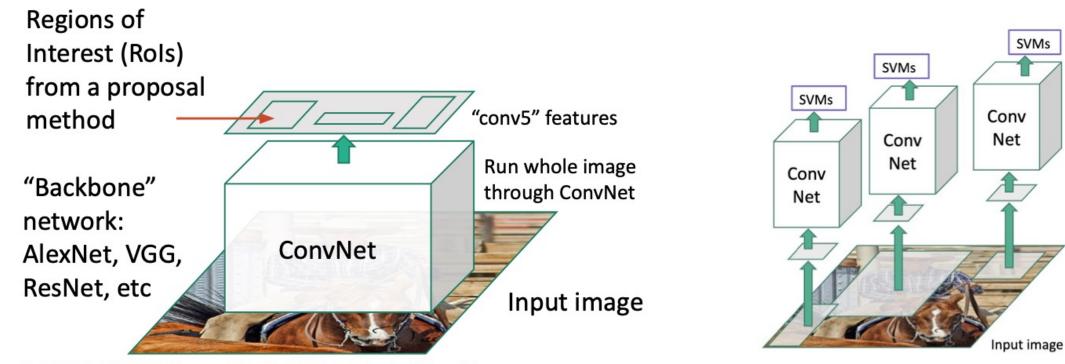
Girshick, "Fast R-CNN", ICCV 2015. Figure copyright Ross Girshick, 2015; source. Reproduced with permission.



Fast RCNN

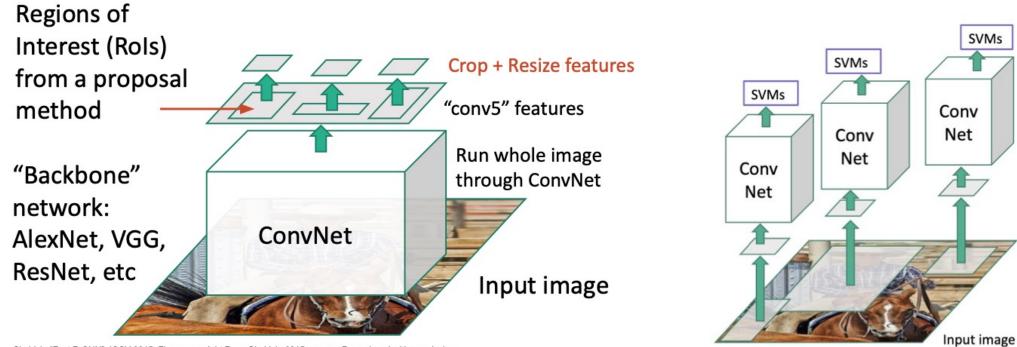
**R-CNN** 

#### Fast R-CNN



Girshick, "Fast R-CNN", ICCV 2015. Figure copyright Ross Girshick, 2015; source. Reproduced with permission.

Fast RCNN

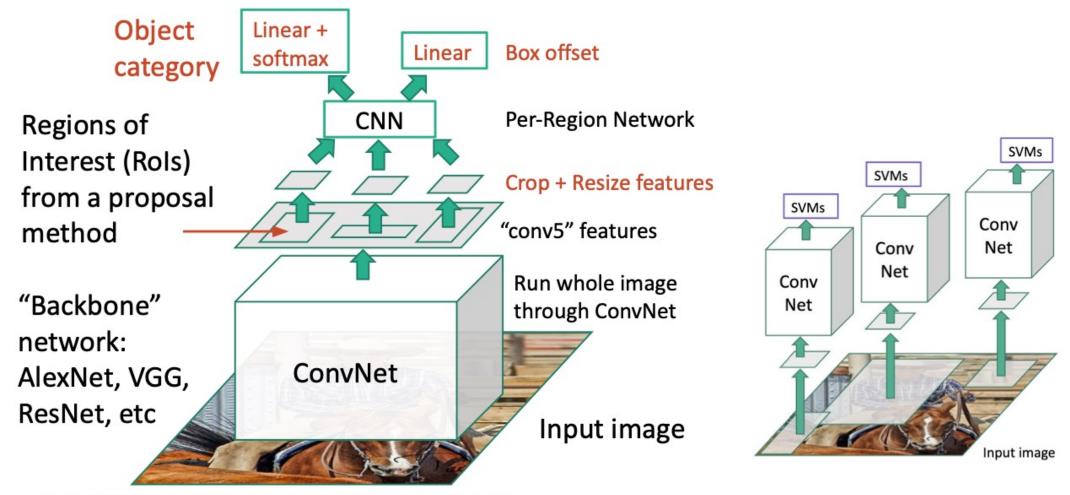


Girshick, "Fast R-CNN", ICCV 2015. Figure copyright Ross Girshick, 2015; source. Reproduced with permission.

**Fast RCNN** 

**R-CNN** 

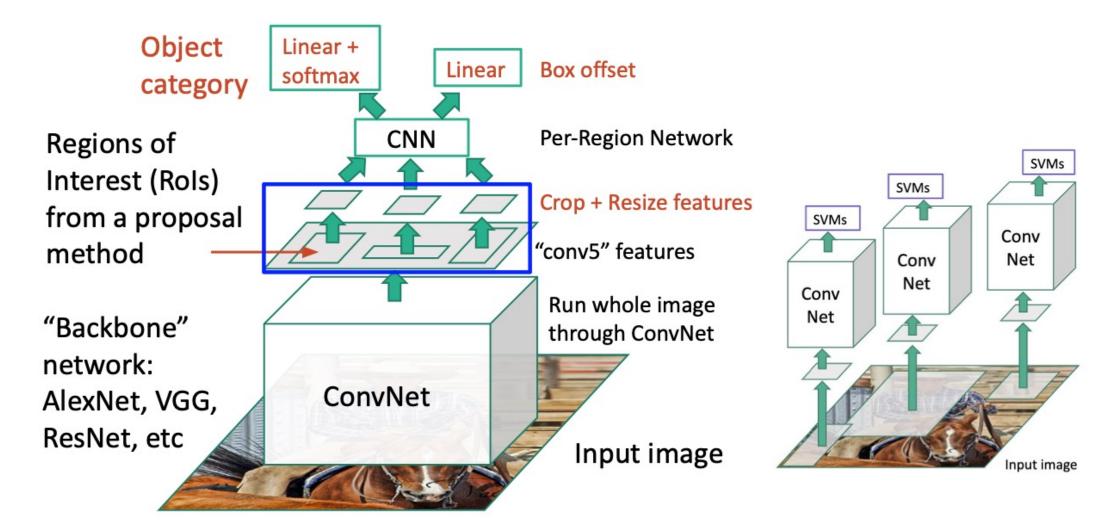
#### Fast R-CNN



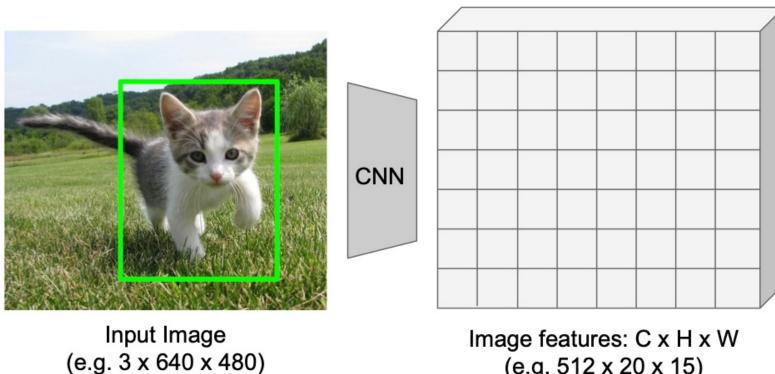
Girshick, "Fast R-CNN", ICCV 2015. Figure copyright Ross Girshick, 2015; source. Reproduced with permission.

Fast RCNN

#### Fast R-CNN



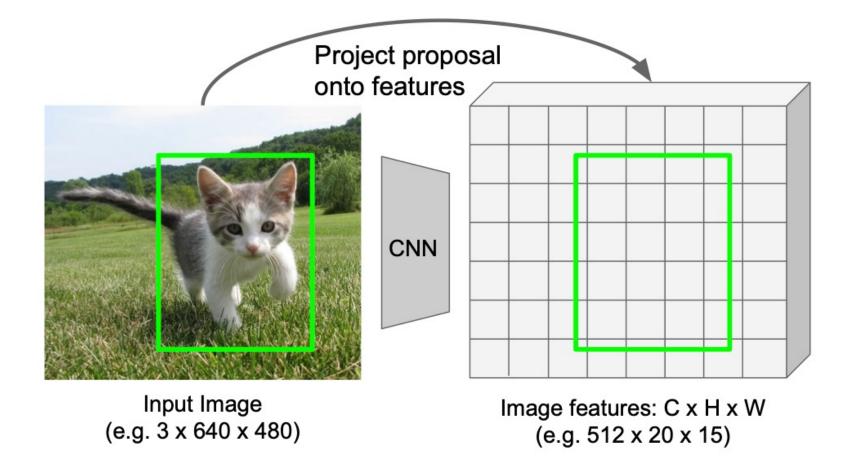
#### **Cropping Features: Rol Pool**



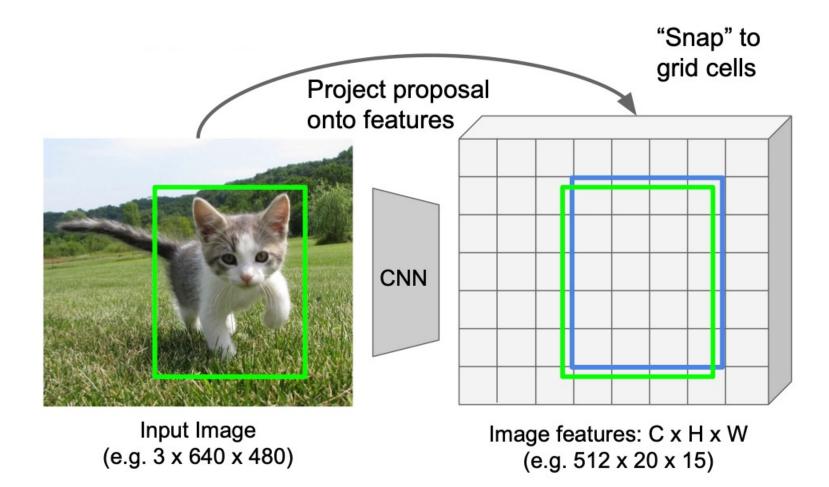
(e.g. 512 x 20 x 15)

Girshick, "Fast R-CNN", ICCV 2015.

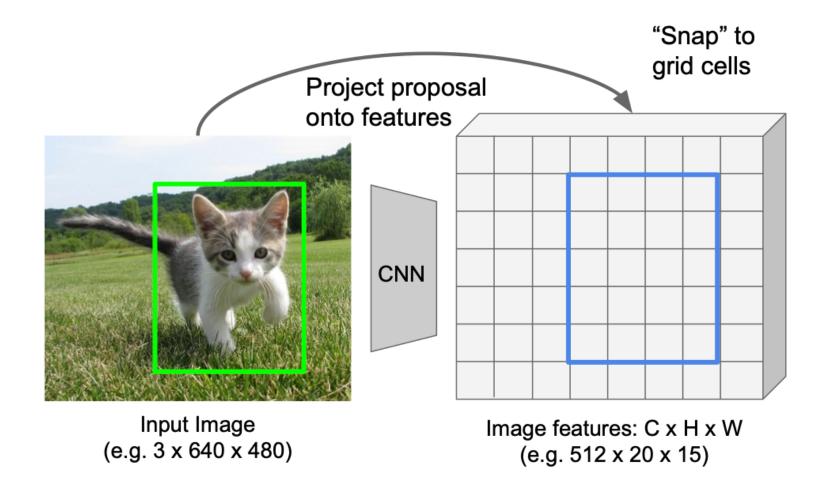
#### **Cropping Features: Rol Pool**



#### **Cropping Features: Rol Pool**

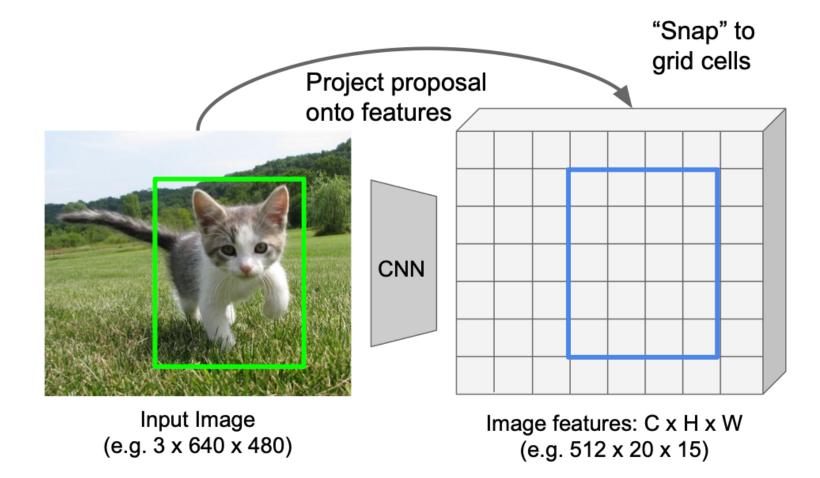


#### **Cropping Features: Rol Pool**



Q: how do we resize the 512 x 20 x 15 region to, e.g., a  $512 \times 2 \times 2$  tensor?.

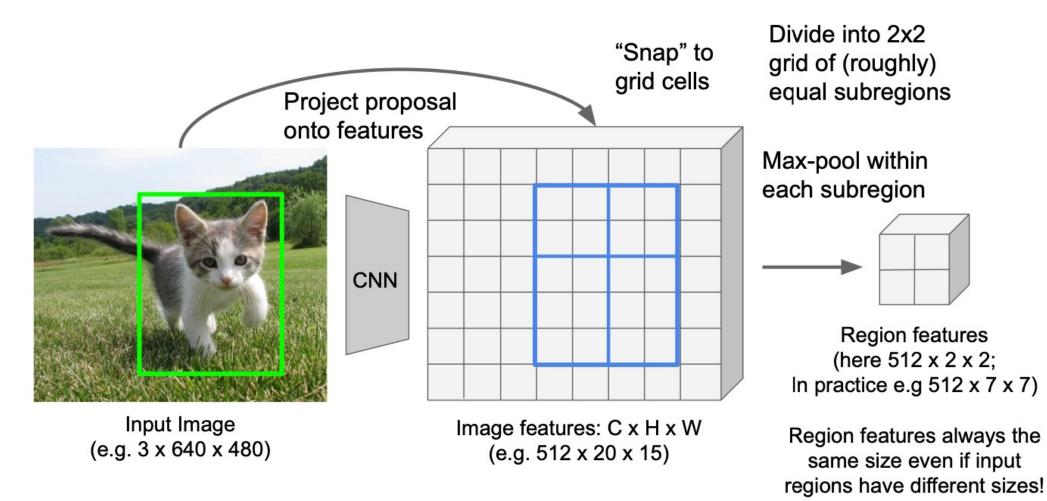
#### **Cropping Features: Rol Pool**



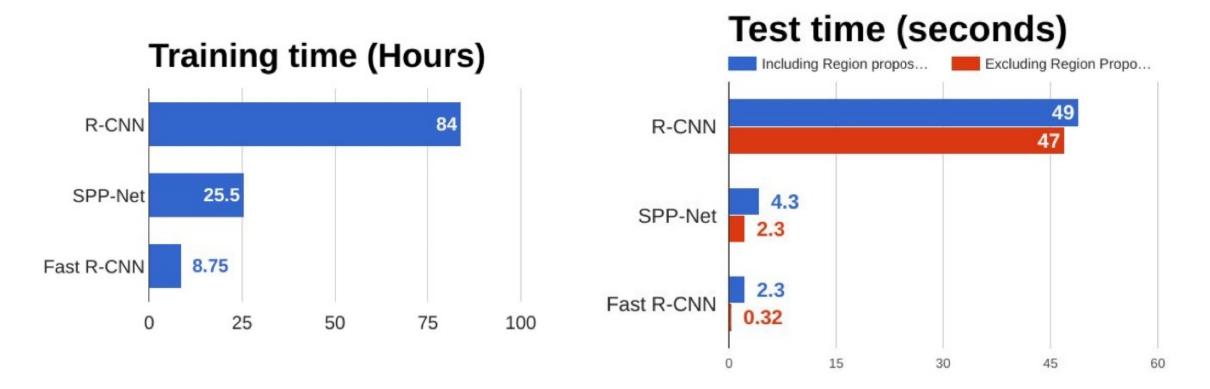
Divide into 2x2 grid of (roughly) equal subregions

Q: how do we resize the 512 x 20 x 15 region to, e.g., a  $512 \times 2 \times 2$  tensor?.

#### **Cropping Features: Rol Pool**

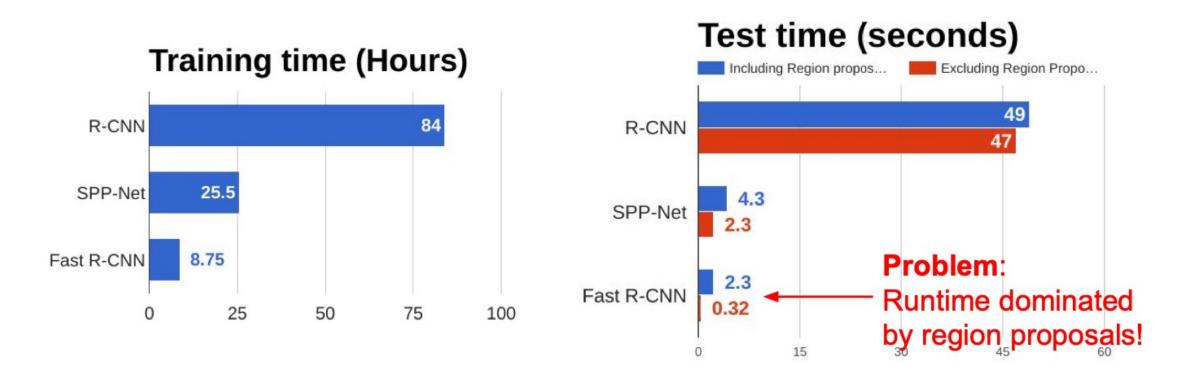


#### R-CNN vs. Fast R-CNN

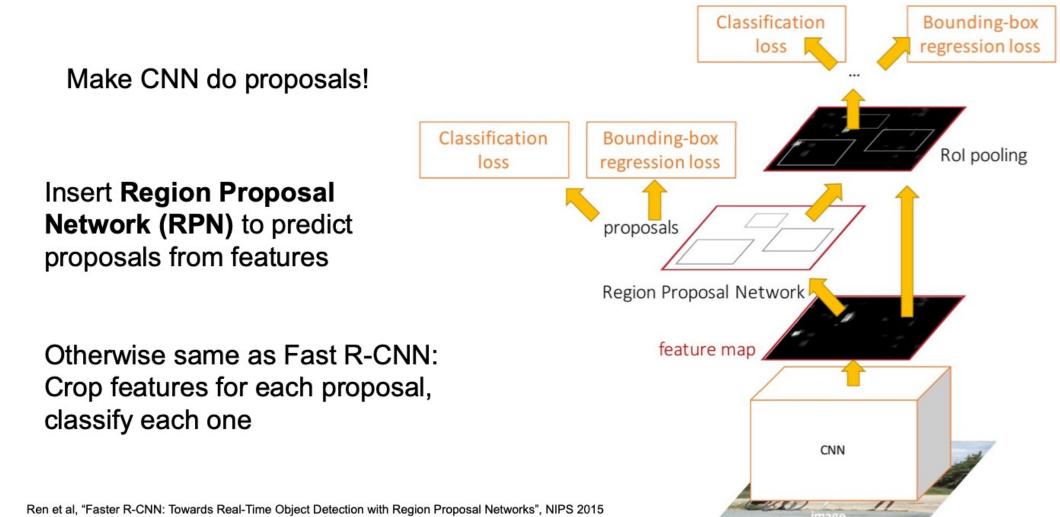


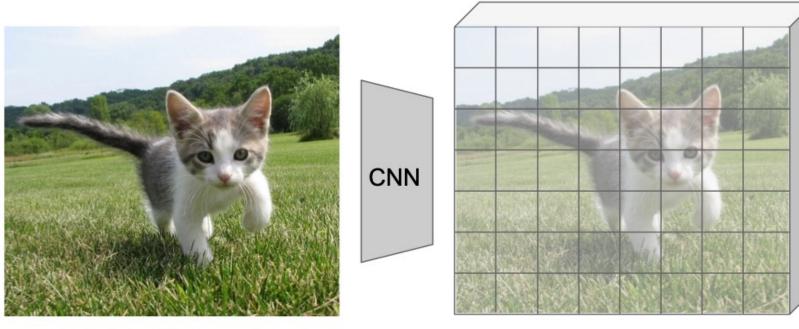
Girshick et al, "Rich feature hierarchies for accurate object detection and semantic segmentation", CVPR 2014. He et al, "Spatial pyramid pooling in deep convolutional networks for visual recognition", ECCV 2014 Girshick, "Fast R-CNN", ICCV 2015

#### R-CNN vs. Fast R-CNN



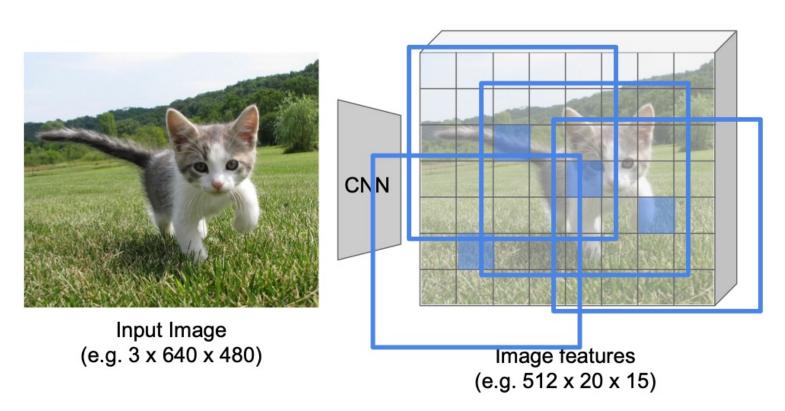
Girshick et al, "Rich feature hierarchies for accurate object detection and semantic segmentation", CVPR 2014. He et al, "Spatial pyramid pooling in deep convolutional networks for visual recognition", ECCV 2014 Girshick, "Fast R-CNN", ICCV 2015



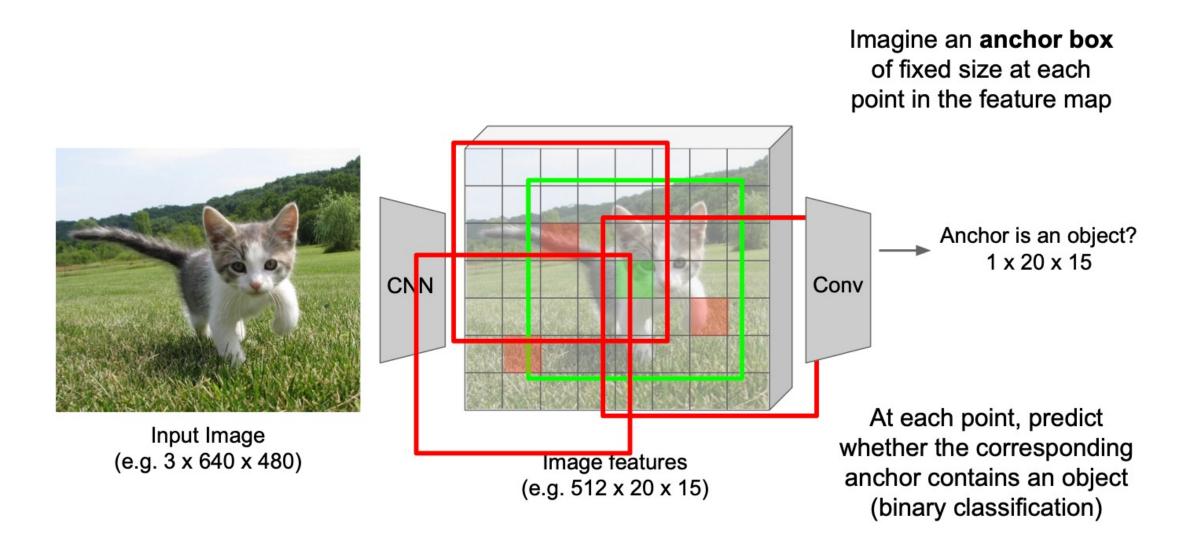


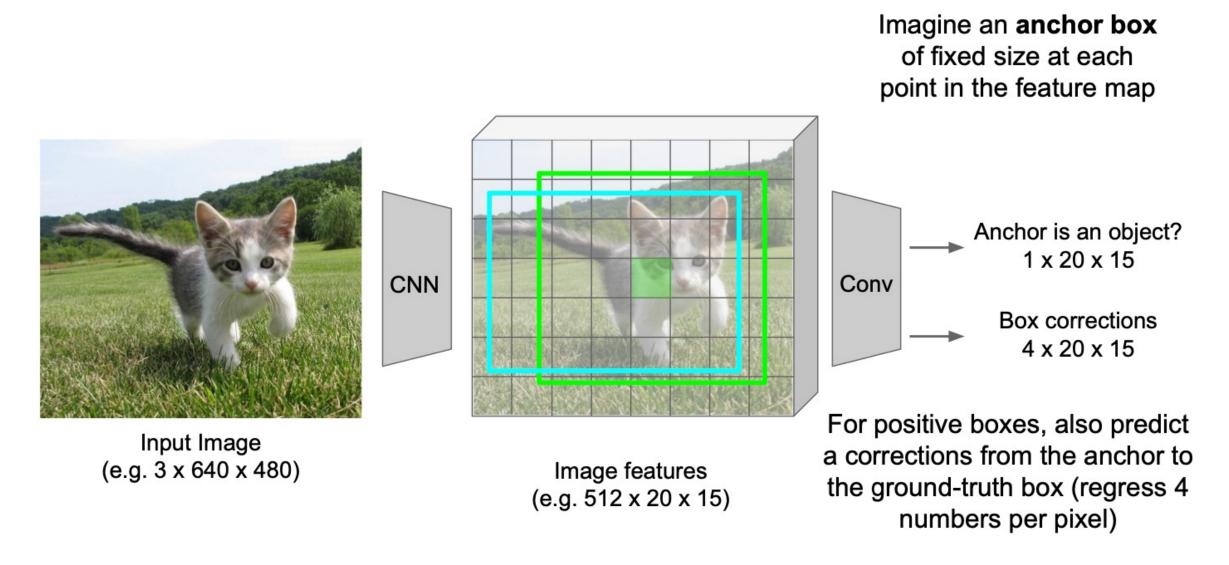
Input Image (e.g. 3 x 640 x 480)

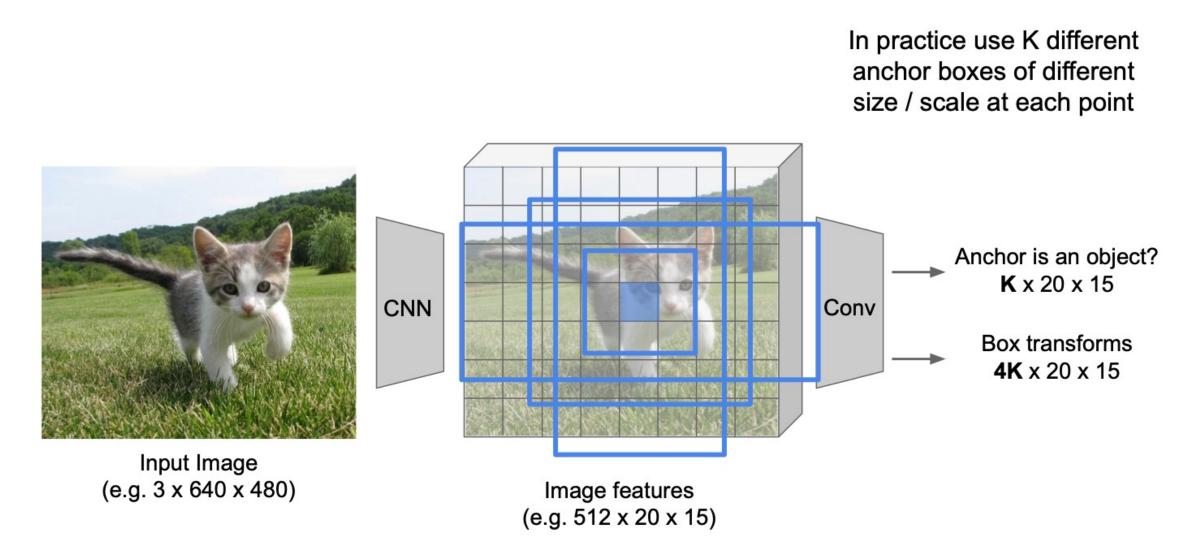
Image features (e.g. 512 x 20 x 15)

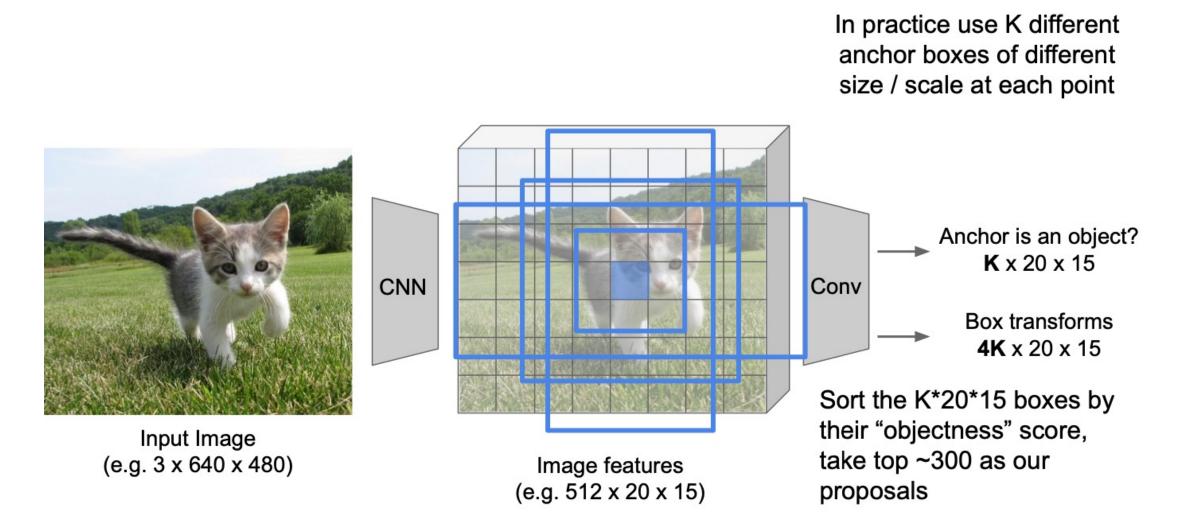


#### Imagine an **anchor box** of fixed size at each point in the feature map

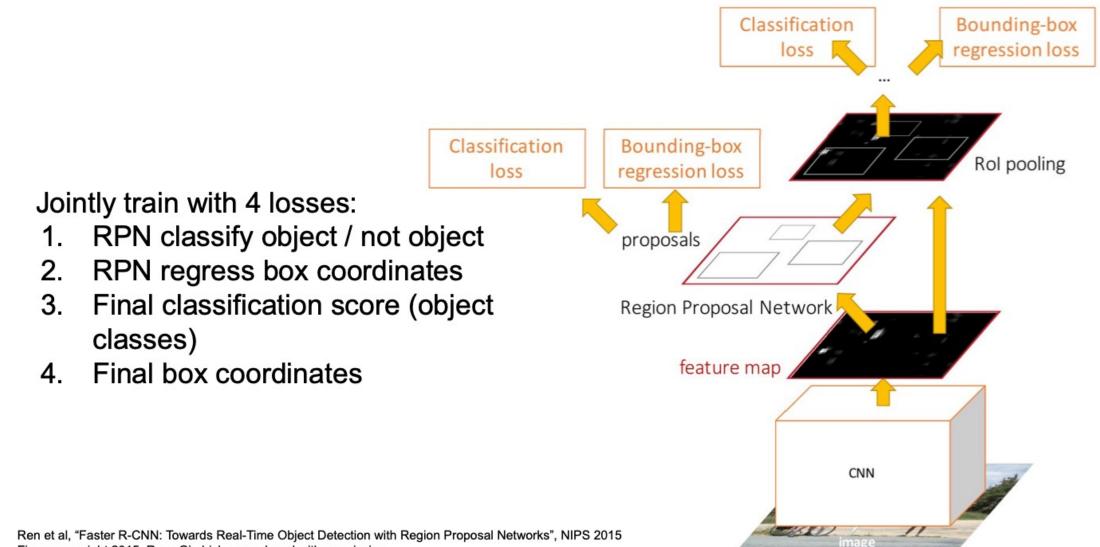




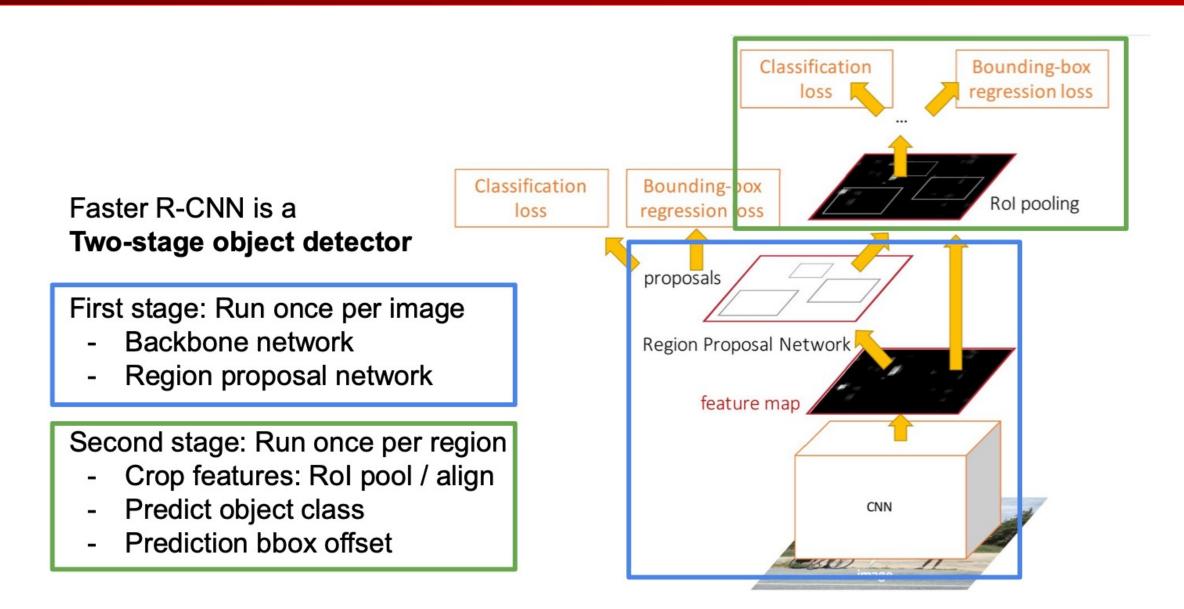




# **Training Faster RCNN**



### Inference Time: Two-Stage Detector



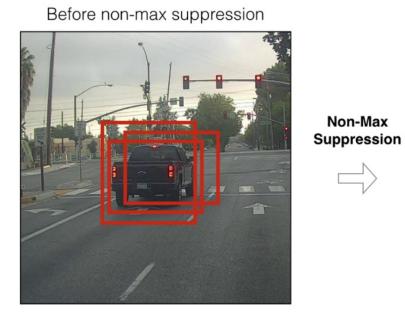
# **Inference** Time

- First stage:
  - Use backbone to extract features
  - Use RPN to generate ~ 300 proposals
- Second stage:
  - For each proposal, predict class label and bbox refinement
  - Perform confidence thresholding to remove low-confidence bbox predictions
  - Perform non-maximal suppression (NMS) for deduplication

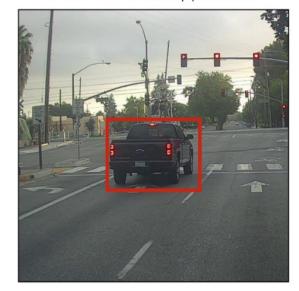
# Non-Maximal Suppression (NMS)

Input: A list of Proposal boxes B, corresponding confidence scores S (in Faster RCNN, simply the classification score) and IoU threshold  $\tau$ . **Output:** A list of detected bounding boxes D.

Non-Max



After non-max suppression



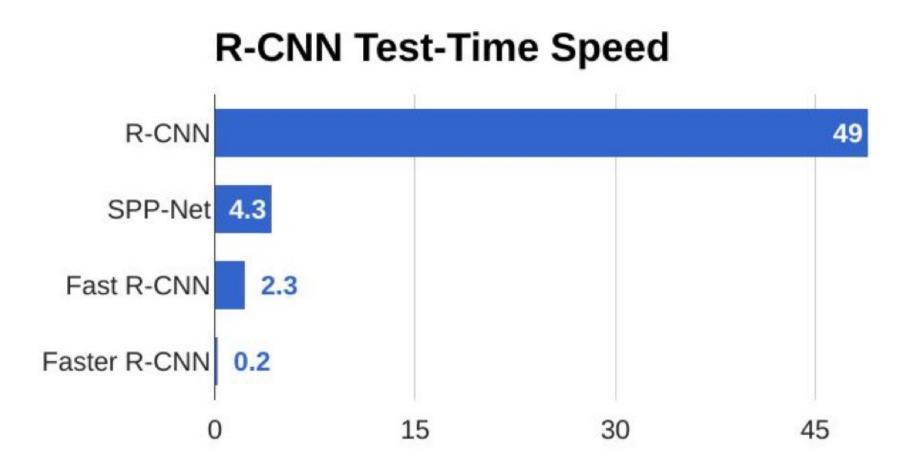
https://towardsdatascience.com/non-maximum-suppression-nms-93ce178e177c

#### NMS

#### Algorithm:

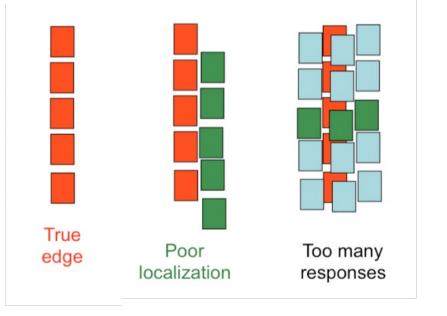
- Initially D is empty
- Select the proposal with highest confidence score, remove it from B and add it to the final detection list D.
- Now compare this proposal with all the proposals calculate the IoU of this proposal with every other proposal. If the IOU is greater than the threshold  $\tau$ , remove that proposal from B.
- Again take the proposal with the highest confidence from the remaining proposals in B and remove it from B and add it to D.
- Once again calculate the IOU of this proposal with all the proposals in B and eliminate the boxes which have a IoU higher than  $\tau$ .
- This process is repeated until there are no more proposals left in B.

#### Speed Comparison



#### How to Evaluate Detection?

#### Recall from optimal edge detection, Lecture 02

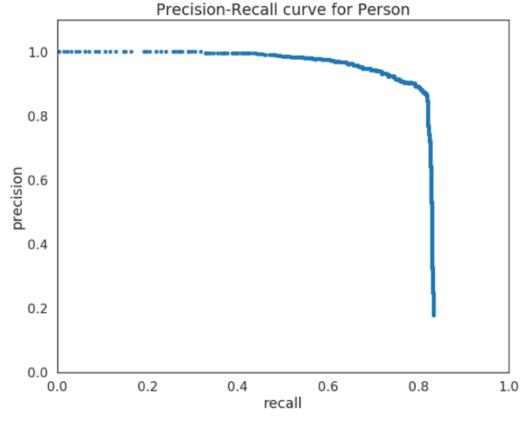


- Good accuracy (precision): minimize false positive
- Good localization (precision): maximize IoU
- Single response constraint (precision): minimize redundant responses
- Good coverage (recall): make sure all edges are detected.

# Evaluation Metric: AP (Average Precision)

- Per category rank the output bounding boxes according to the confidence (classification score) in a descending order.
- Select top n outputs and compute recall.
- Precision: the ratio of bboxes that satisfy IoU > x% threshold
- Compute the area under precisionrecall curve (approximate by 11 points).

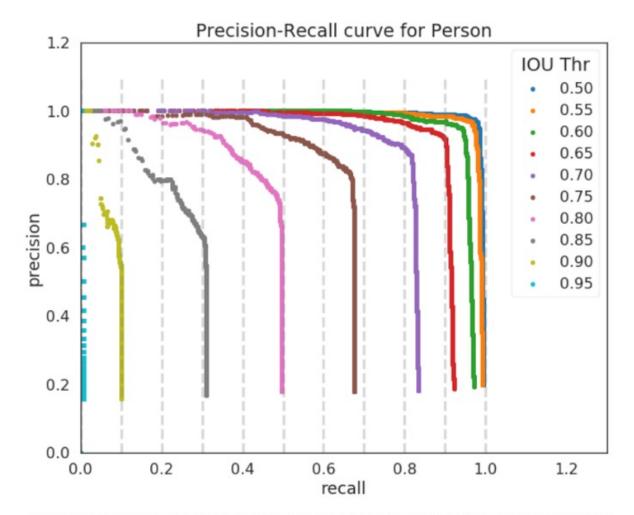
$$AP = \frac{1}{11} \sum_{\text{Recall}_i} \text{Precision}(\text{Recall}_i)$$



*Recall\_i* = [0, 0.1, 0.2, ..., 1.0].

https://medium.com/@timothycarlen/understanding-the-map-evaluation-metric-for-object-detectiona07fe6962cf3

#### Evaluation Metric: AP at Different IoU Thres.



Precision-Recall curves calculated at various IoU thresholds, according to the COCO challenge. Dashed lines correspond to equally spaced recall values where the AP is calculated.

#### https://medium.com/@timothycarlen/understanding-the-map-evaluation-metric-for-object-detectiona07fe6962cf3

### **Evaluation Metric: mAP**

- •mAP is the mean of AP across different categories and/or IoU thresholds. Sometimes m is ignored.
- Examples when evaluating on MS COCO:
  - •AP
  - •AP<sub>50</sub>

#### **Faster RCNN**

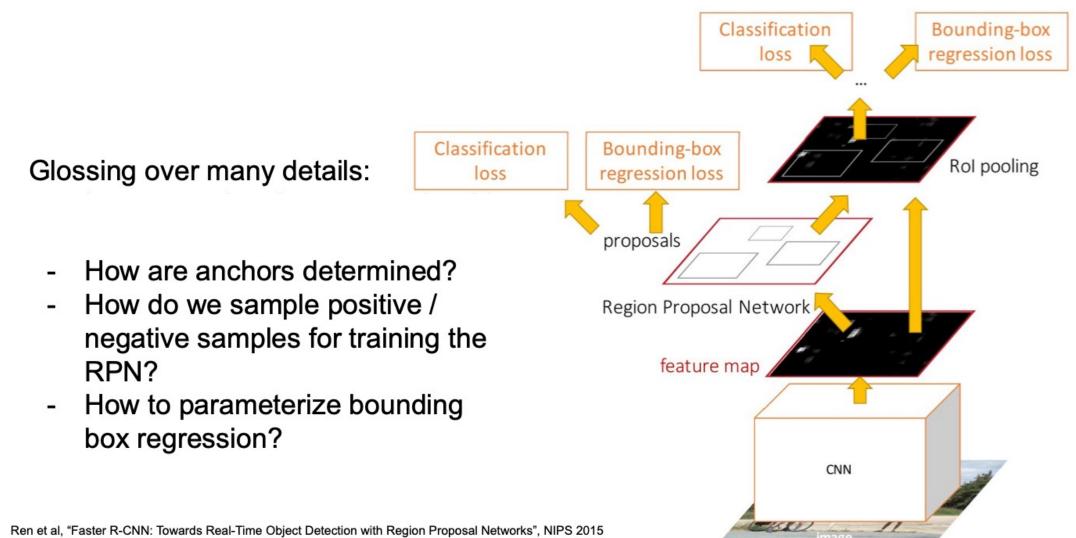
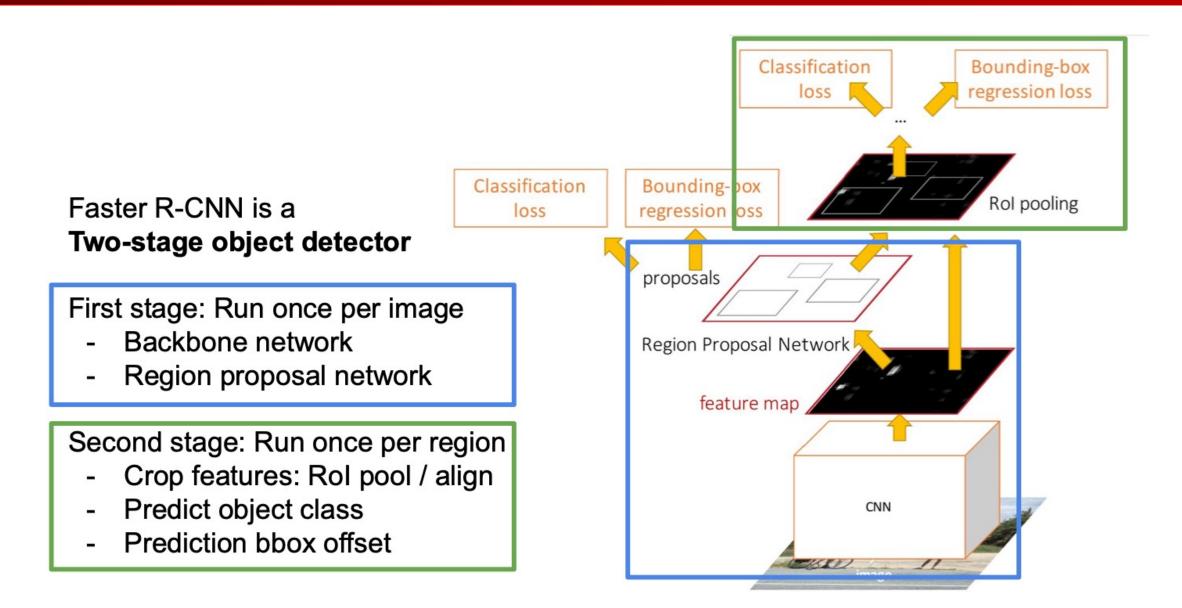
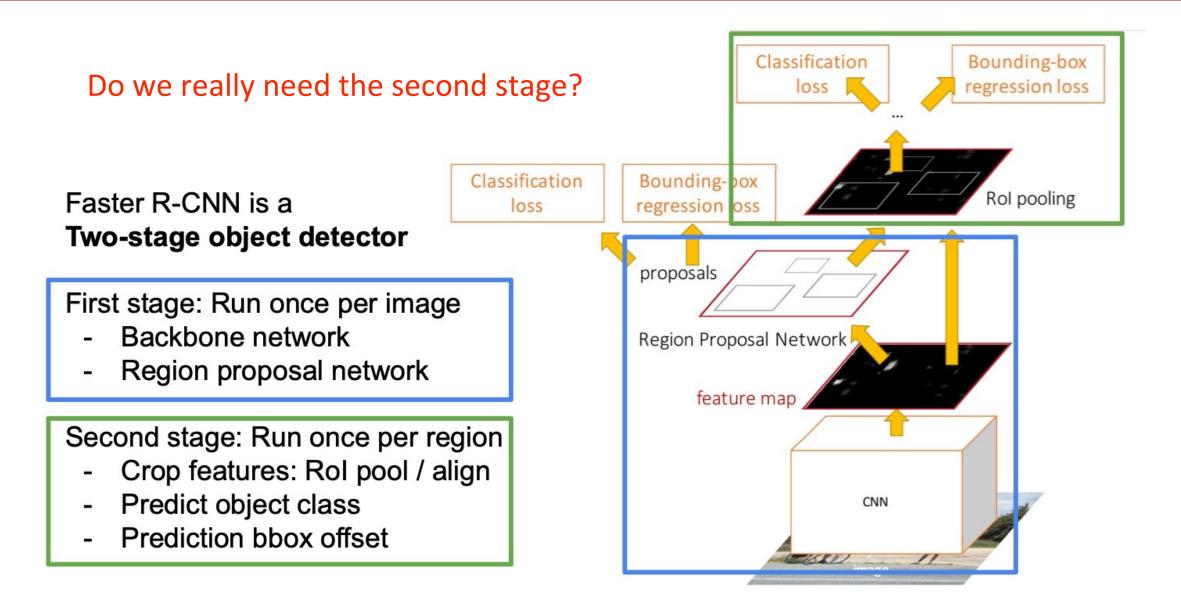


Figure copyright 2015, Ross Girshick; reproduced with permission

#### **Two-Stage Detector**



### **Two-Stage Detector**

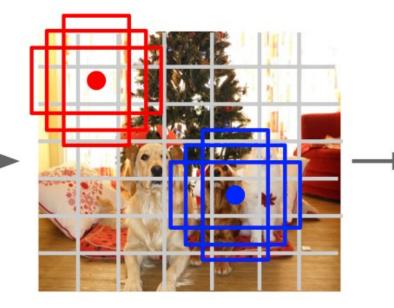


### Single-Stage Detectors: YOLO/SSD/RetinaNet



Input image 3 x H x W

Redmon et al, "You Only Look Once: Unified, Real-Time Object Detection", CVPR 2016 Liu et al, "SSD: Single-Shot MultiBox Detector", ECCV 2016 Lin et al, "Focal Loss for Dense Object Detection", ICCV 2017



Divide image into grid 7 x 7

Image a set of **base boxes** centered at each grid cell Here B = 3 Within each grid cell:

- Regress from each of the B base boxes to a final box with 5 numbers:
  - (dx, dy, dh, dw, confidence)
- Predict scores for each of C classes (including background as a class)
- Looks a lot like RPN, but category-specific!

Output: 7 x 7 x (5 \* B + C)

### **Object Detection: Lots of Variables**

Backbone Network VGG16 ResNet-101 Inception V2 Inception V3 Inception ResNet MobileNet

#### "Meta-Architecture"

Two-stage: Faster R-CNN Single-stage: YOLO / SSD Hybrid: R-FCN

#### Image Size # Region Proposals

Takeaways

Faster R-CNN is slower but more accurate

SSD is much faster but not as accurate

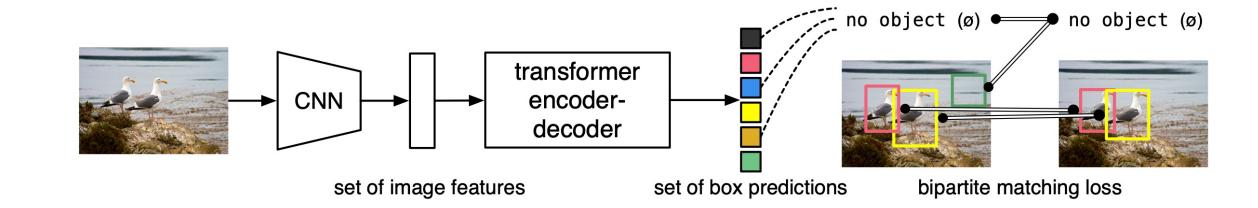
Bigger / Deeper backbones work better

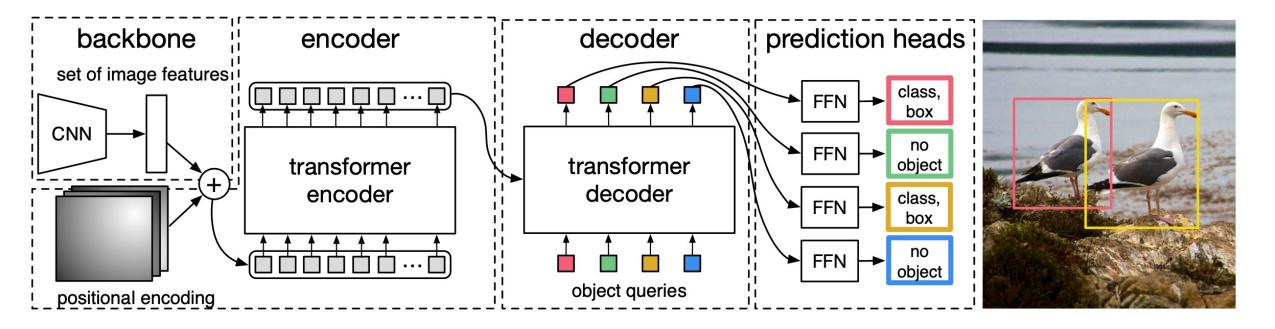
Huang et al, "Speed/accuracy trade-offs for modern convolutional object detectors", CVPR 2017 Zou et al, "Object Detection in 20 Years: A Survey", arXiv 2019

R-FCN: Dai et al, "R-FCN: Object Detection via Region-based Fully Convolutional Networks", NIPS 2016 Inception-V2: loffe and Szegedy, "Batch Normalization: Accelerating Deep Network Training by Reducing Internal Covariate Shift", ICML 2015 Inception V3: Szegedy et al, "Rethinking the Inception Architecture for Computer Vision", arXiv 2016 Inception ResNet: Szegedy et al, "Inception-V4, Inception-ResNet and the Impact of Residual Connections on Learning", arXiv 2016 MobileNet: Howard et al, "Efficient Convolutional Neural Networks for Mobile Vision Applications", arXiv 2017

...

#### End-to-End Object Detection with Transformers (DETR)





# **Instance Segmentation**

Some slides are borrowed from Stanford CS231N.

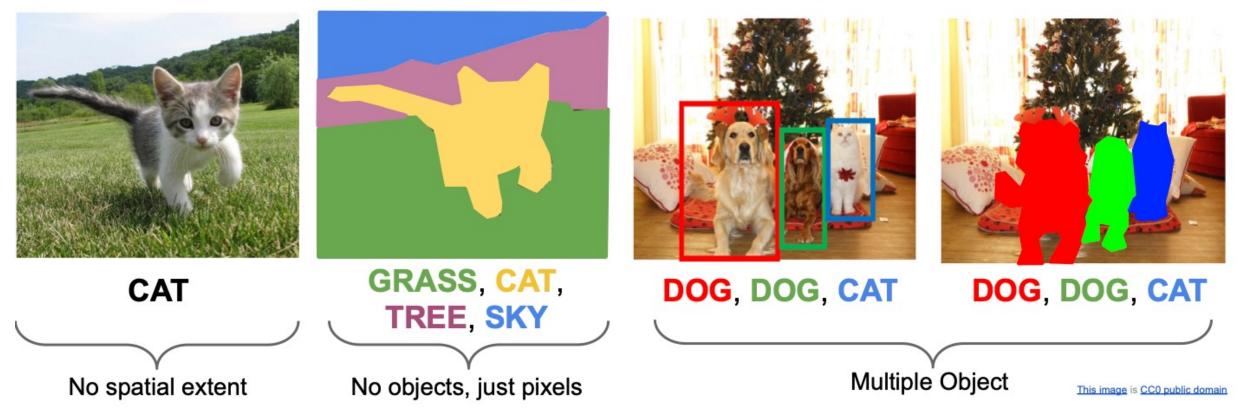
# **Computer Vision Tasks**

#### Classification

#### Semantic Segmentation

#### Object Detection

#### Instance Segmentation



#### **Different Approaches for Instance Segmentation**

 Top-down approach:object detection and then further find a binary mask inside the bounding box



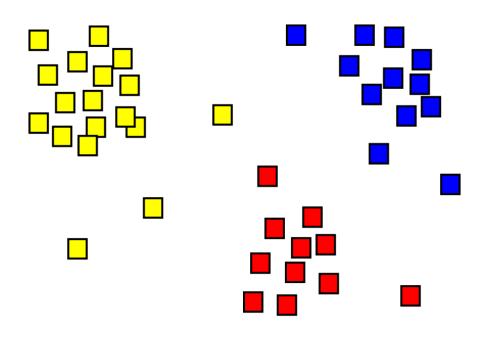


DOG, DOG, CAT

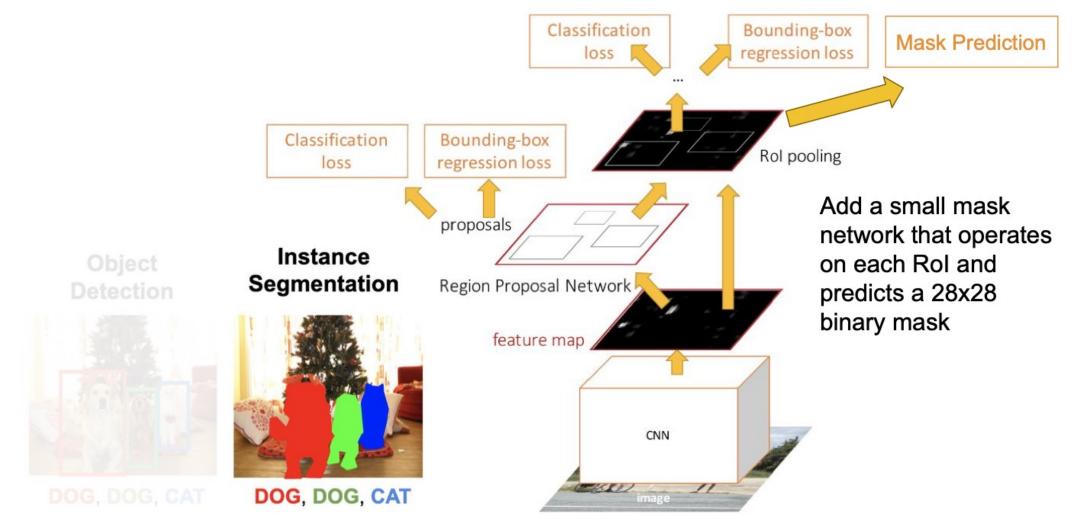


DOG, DOG, CAT

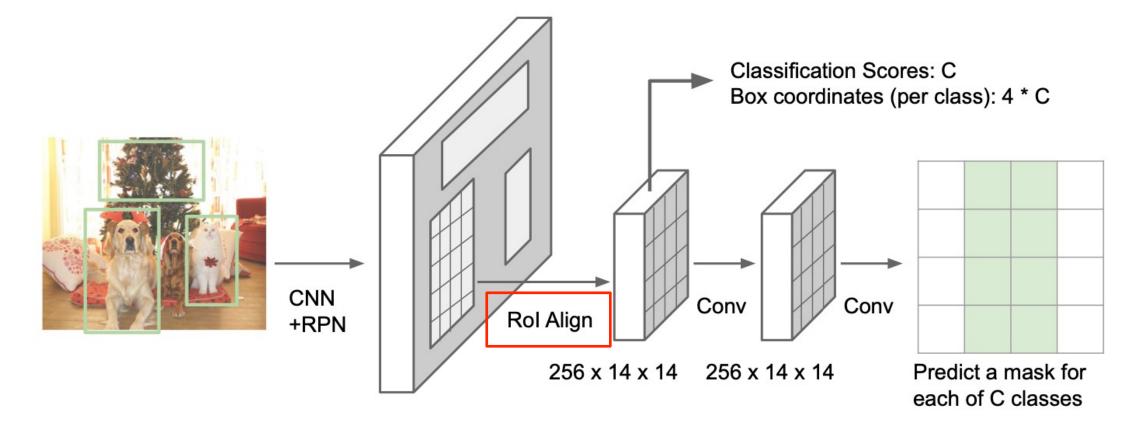
- Bottom-up approach:grouping and then classification
  - Grouping: group together similar data points and represents them with a single token



## Top-Down Approach: Mask R-CNN

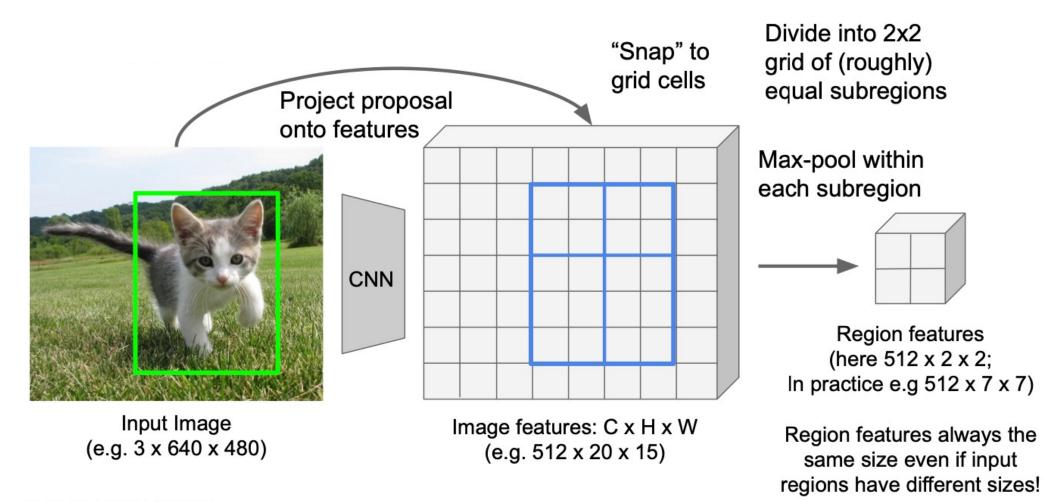


#### Mask R-CNN



C x 28 x 28

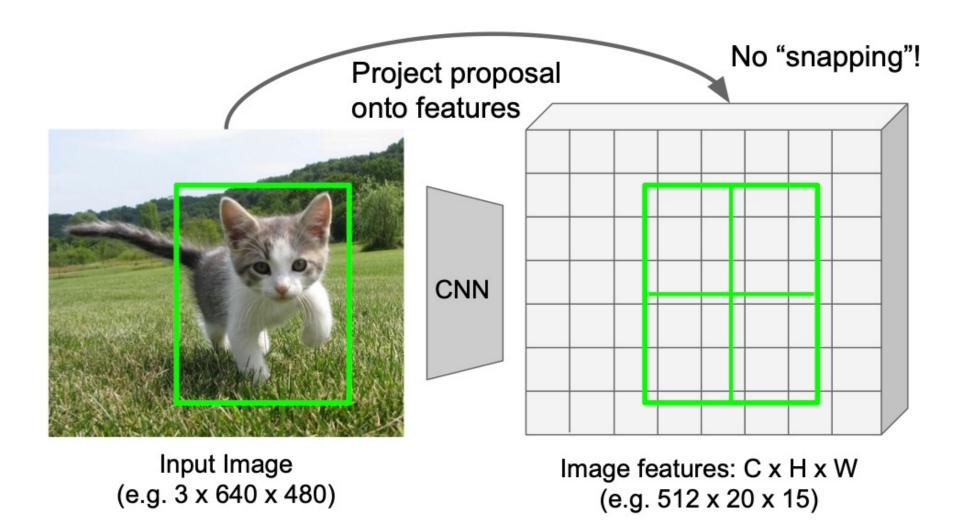
### **Problems with Rol Pool**



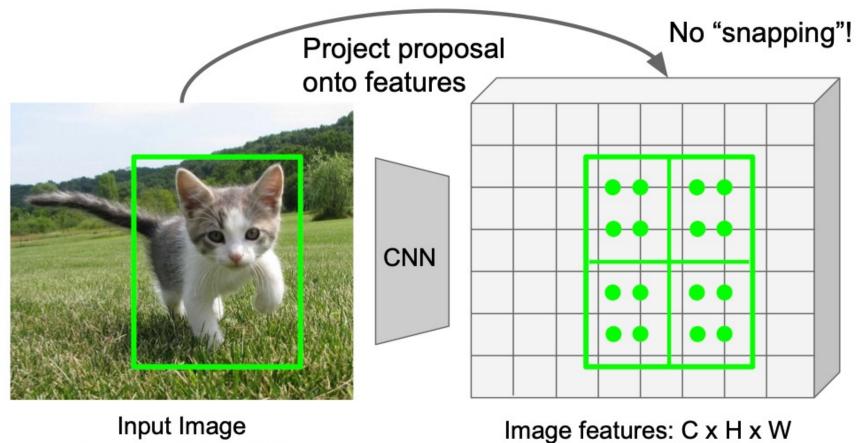
Girshick, "Fast R-CNN", ICCV 2015.

**Problem**: Region features slightly misaligned

#### Rol Align



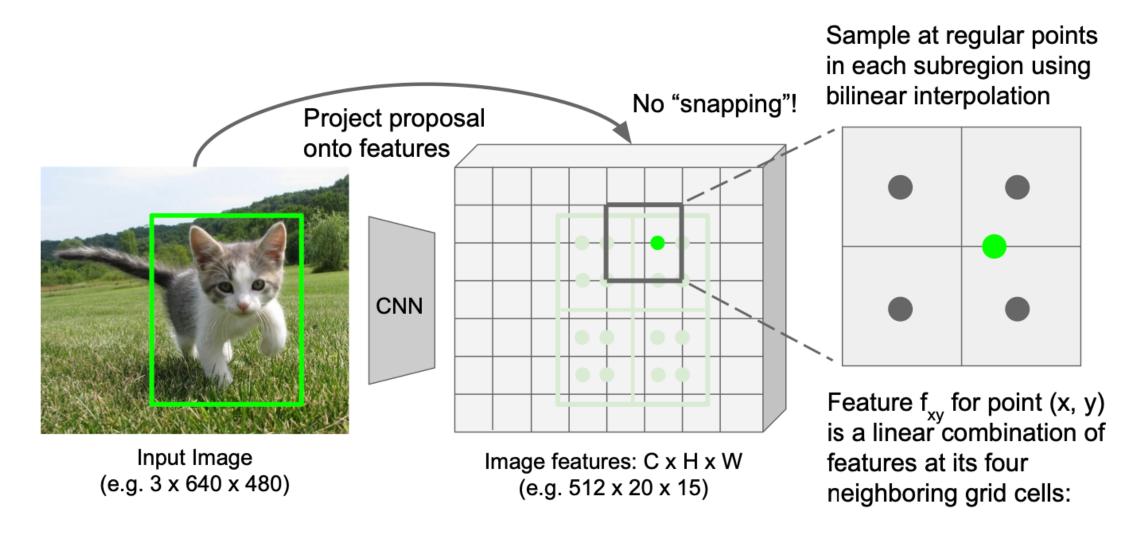
# Rol Align



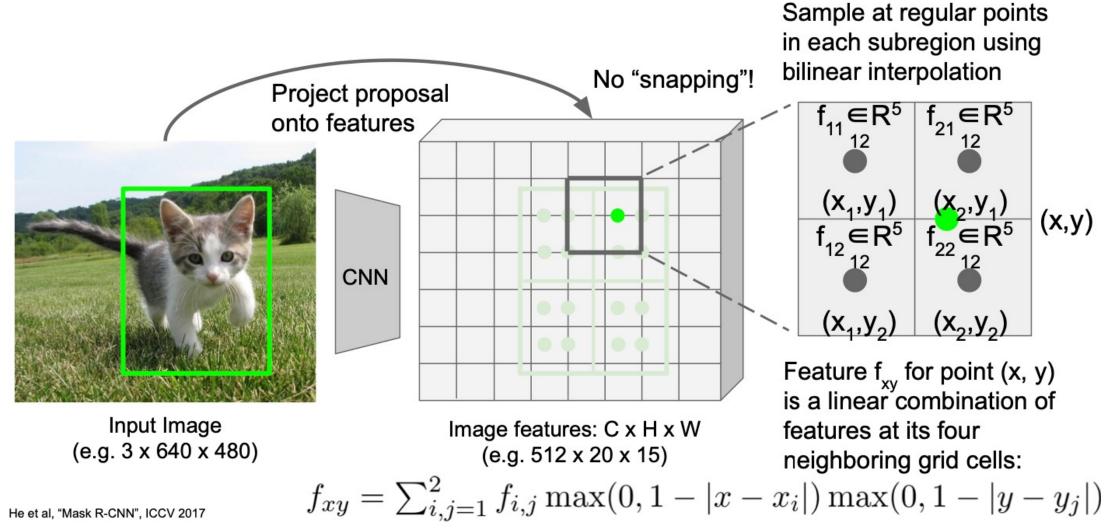
Sample at regular points in each subregion using bilinear interpolation

Input Image (e.g. 3 x 640 x 480) Image features: C x H x W (e.g. 512 x 20 x 15)

### Rol Align

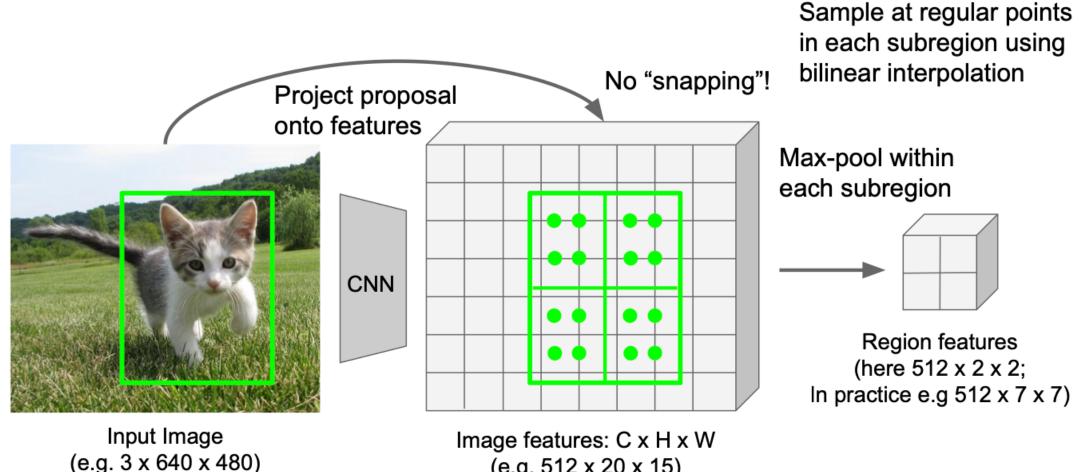


### Rol Align



74

### Rol Align



(e.g. 512 x 20 x 15)

### Ablation Study on Rol Align

	AP	$AP_{50}$	$AP_{75}$	APbb	$AP_{50}^{bb}$	$AP_{75}^{bb}$
RoIPool	23.6	46.5	21.6	28.2	52.7	26.9
RoIAlign	30.9	51.8	32.1	34.0	55.3	36.4
	+7.3	+ 5.3	+10.5	+5.8	+2.6	+9.5

(d) **RoIAlign** (ResNet-50-C5, *stride 32*): Mask-level and box-level AP using *large-stride* features. Misalignments are more severe than with stride-16 features (Table 2c), resulting in big accuracy gaps.

### Class-Specific vs. Class-Agnostic Masks

- Our default instantiation predicts class-specific masks, *i.e.*, one m×m mask per class.
- Mask R-CNN with class-agnostic masks (*i.e.*, predicting a single m×m output regardless of class) is nearly as effective.

### Multinomial vs. Independent Masks

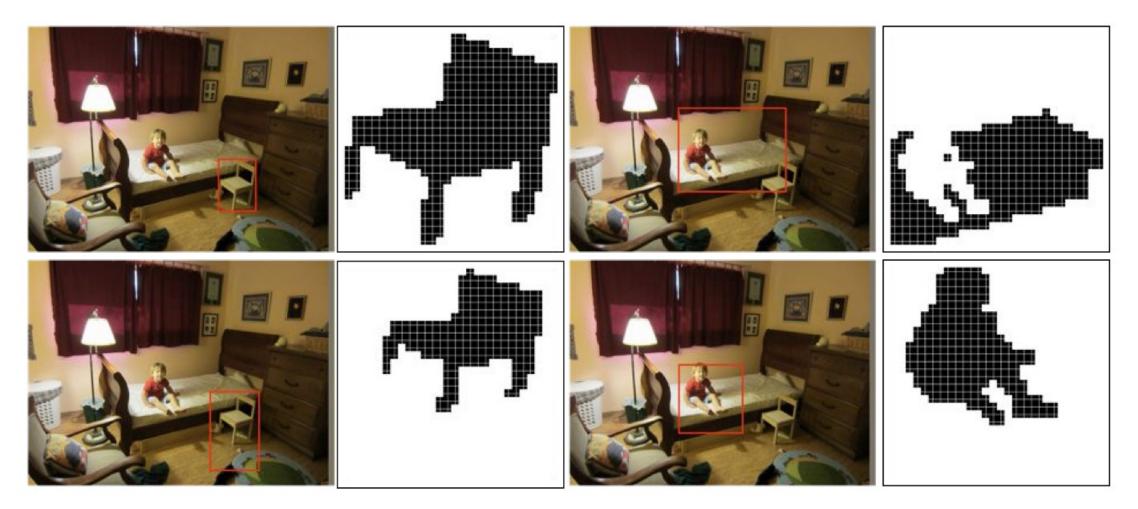
- Decouples mask and class prediction
- Generate a mask for each class without competition among classes (by a per-pixel *sigmoid* and a *binary* loss).

	AP	$AP_{50}$	$AP_{75}$
softmax	24.8	44.1	25.1
sigmoid	30.3	51.2	31.5
	+5.5	+7.1	+6.4

#### (b) Multinomial vs. Independent Masks

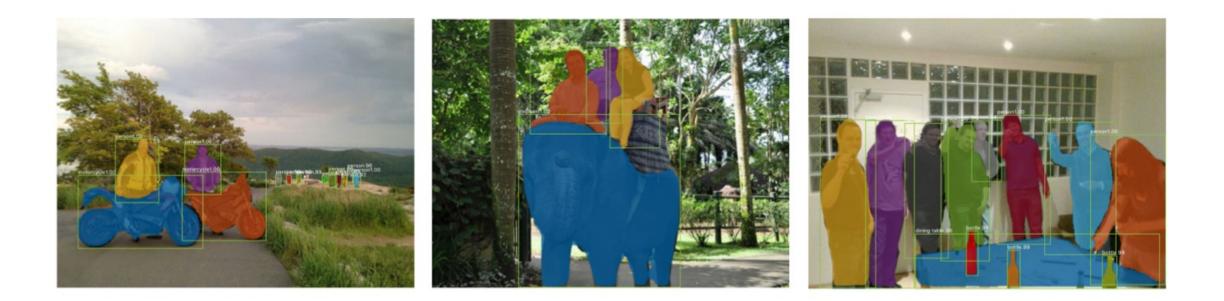
(ResNet-50-C4): *Decoupling* via perclass binary masks (sigmoid) gives large gains over multinomial masks (softmax).

# Mask RCNN: Example Mask Training Target



He et al, "Mask R-CNN", ICCV 2017

### **Result Visualization**



He et al, "Mask R-CNN", ICCV 2017

### Human Pose Visualization



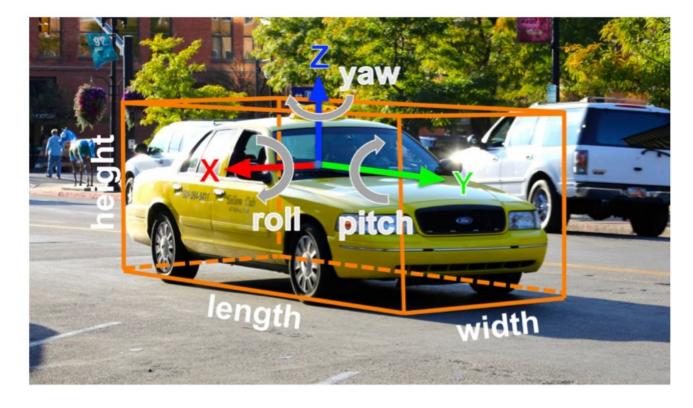
He et al, "Mask R-CNN", ICCV 2017

# **Open Source Framework**

- Lots of good implementations on GitHub!
- TensorFlow Detection API:
  - https://github.com/tensorflow/models/tree/master/research/object\_detection
  - Faster RCNN, SSD, RFCN, Mask R-CNN, ...
- Detectron2 (PyTorch) :
  - https://github.com/facebookresearch/detectron2
  - Mask R-CNN, RetinaNet, Faster R-CNN, RPN, Fast R-CNN, R-FCN, ... Finetune on your own dataset with pre-trained models

3D Object Detection and Instance Segmentation

### **3D Object Detection**



2D Object Detection: 2D bounding box (x, y, w, h)

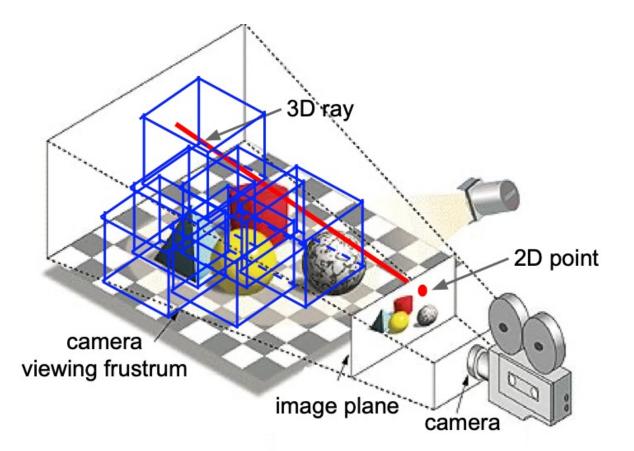
3D Object Detection: 3D oriented bounding box (x, y, z, w, h, l, r, p, y)

Simplified bbox: no roll & pitch

Much harder problem than 2D object detection!

This image is CC0 public domain

### **3D Object Detection**



A point on the image plane corresponds to a **ray** in the 3D space

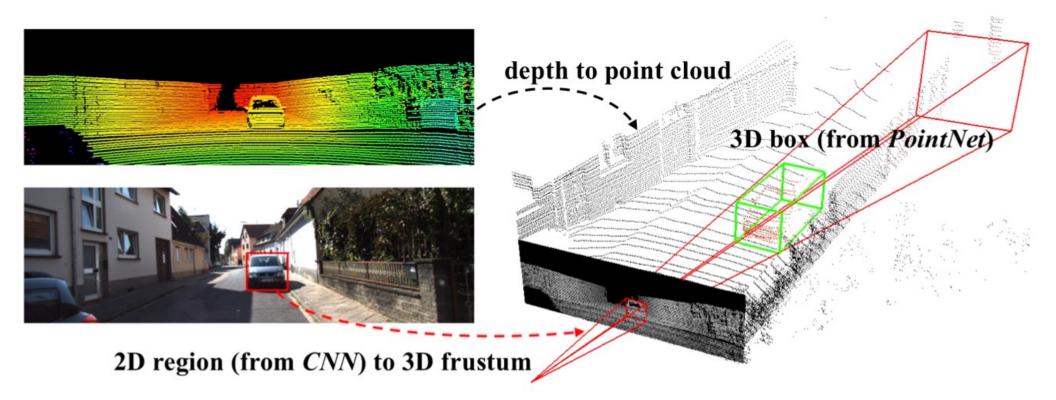
A 2D bounding box on an image is a **frustrum** in the 3D space

Localize an object in 3D: The object can be anywhere in the **camera viewing frustrum**!

Image source: https://www.pcmag.com/encyclopedia\_images/\_FRUSTUM.GIF

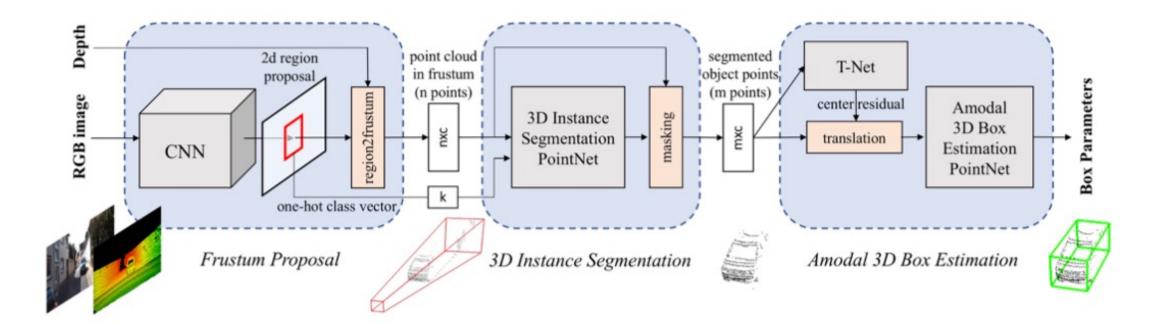
# 3D Object Detection from RGB-D

#### Frustum PointNet



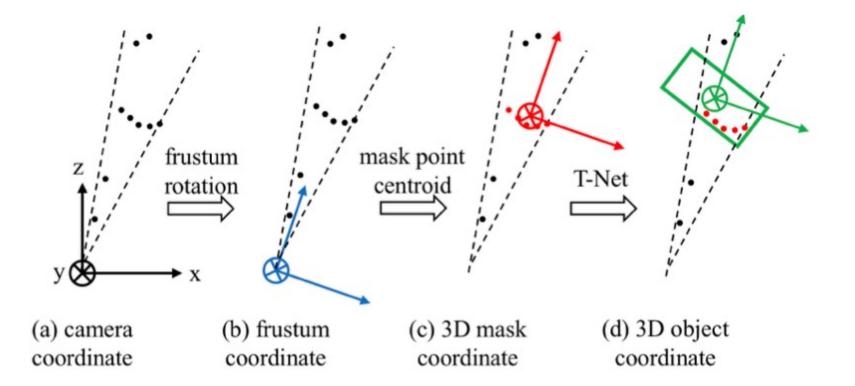
Qi, Charles R., et al. "Frustum pointnets for 3d object detection from rgb-d data." *Proceedings of the IEEE conference on computer vision and pattern recognition*. 2018.

### Pipeline of Frustum PointNet



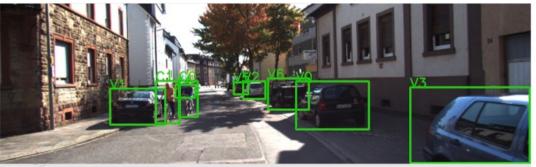
Qi, Charles R., et al. "Frustum pointnets for 3d object detection from rgb-d data." *Proceedings of the IEEE conference on computer vision and pattern recognition*. 2018.

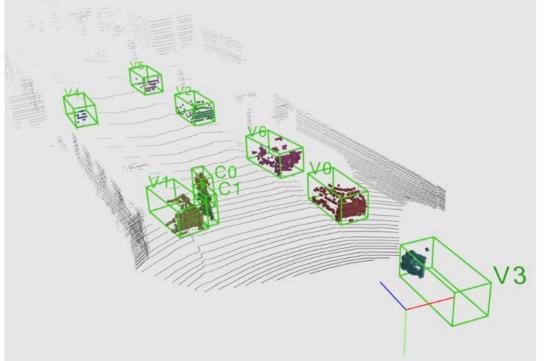
### **Coordinate Systems for Point Cloud**



Qi, Charles R., et al. "Frustum pointnets for 3d object detection from rgb-d data." *Proceedings of the IEEE conference on computer vision and pattern recognition*. 2018.

### **Result Visualization**

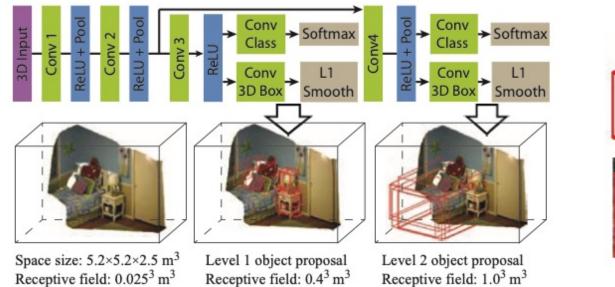


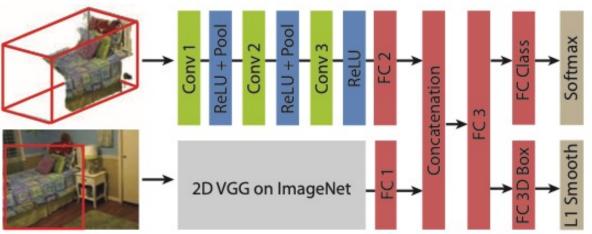


SUN-RGBD

#### KITTI

# **Deep Sliding Shape**

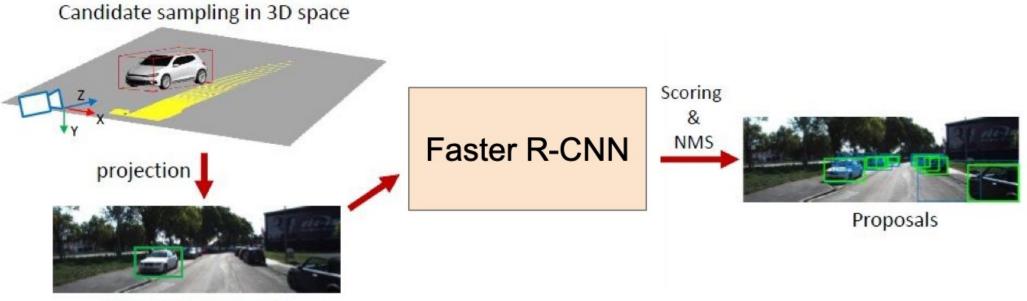




#### Very expensive to perform sliding windows in 3D!

Song, Shuran, and Jianxiong Xiao. "Deep sliding shapes for amodal 3d object detection in rgb-d images." *Proceedings of the IEEE conference on computer vision and pattern recognition*. 2016.

# **3D Object Detection: Monocular Camera**



2D candidate boxes

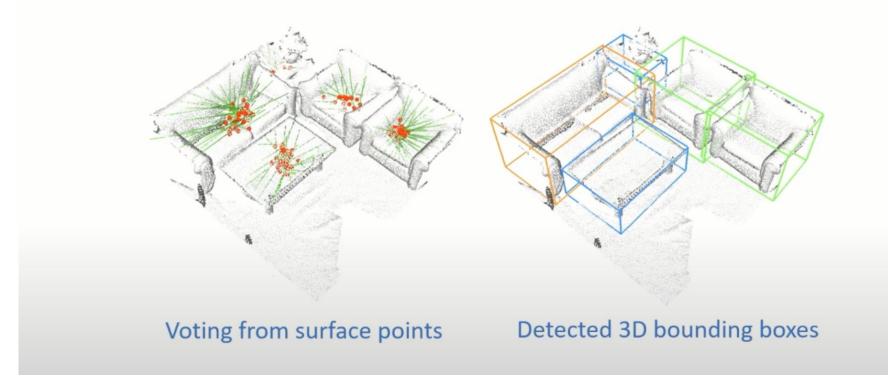
- Same idea as Faster RCNN, but proposals are in 3D
- 3D bounding box proposal, regress 3D box parameters + class score

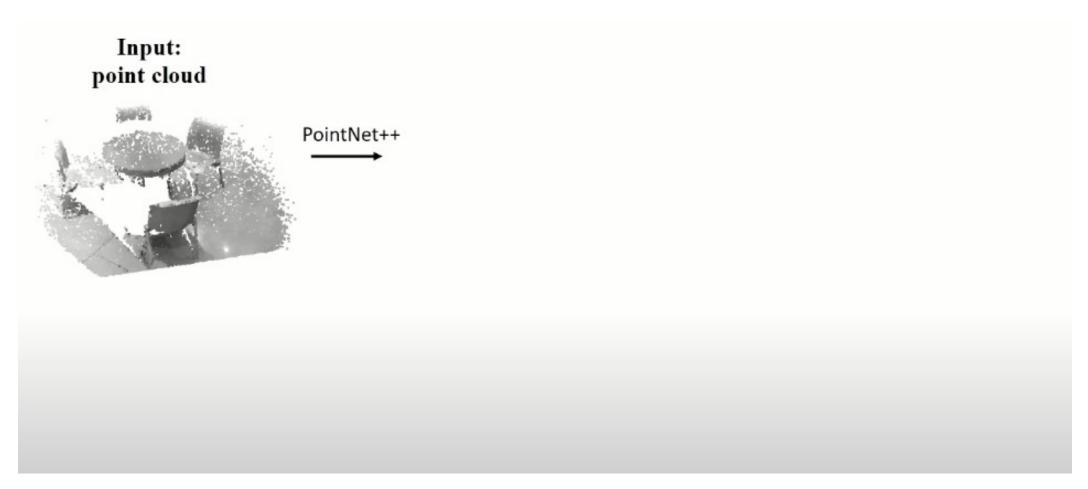
Chen, Xiaozhi, Kaustav Kundu, Ziyu Zhang, Huimin Ma, Sanja Fidler, and Raquel Urtasun. "Monocular 3d object detection for autonomous driving." CVPR 2016.

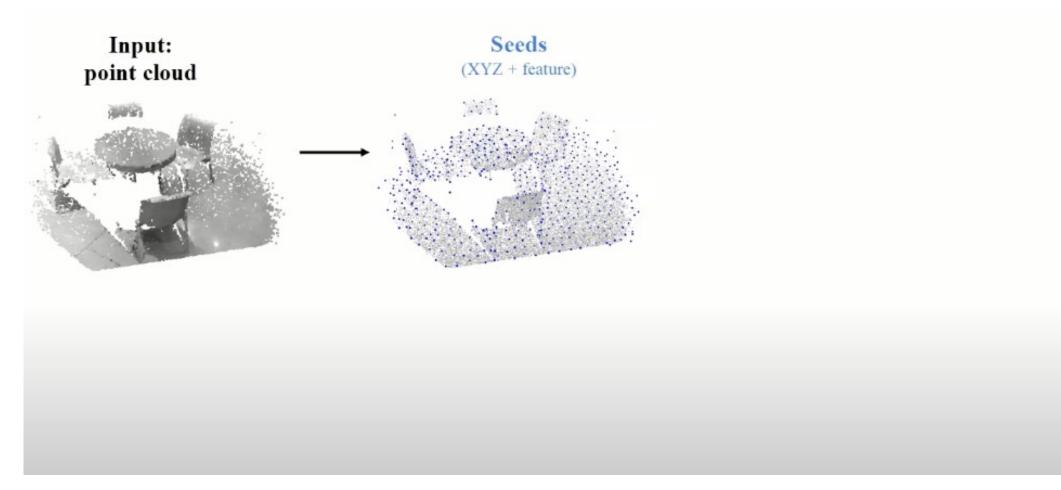
Slides credit: Stanford CS231N

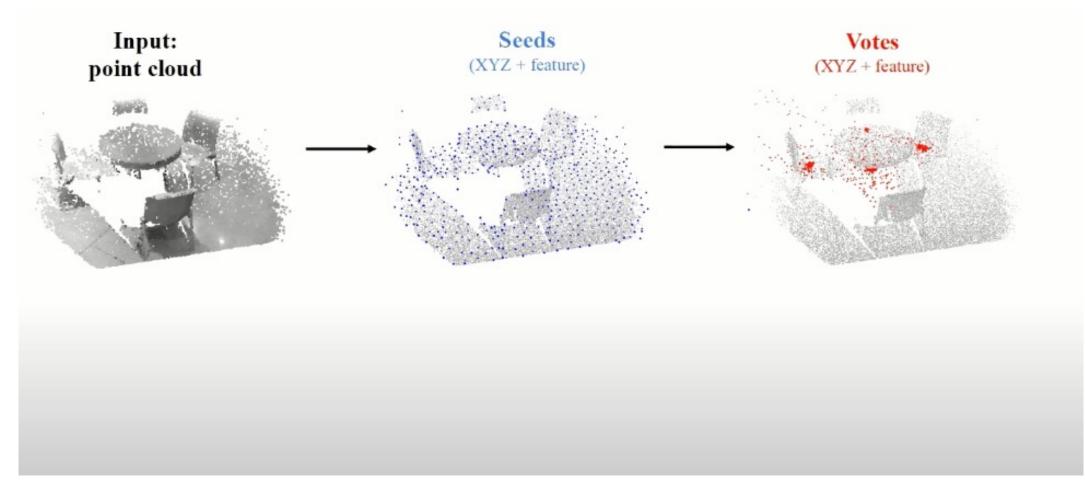
### VoteNet

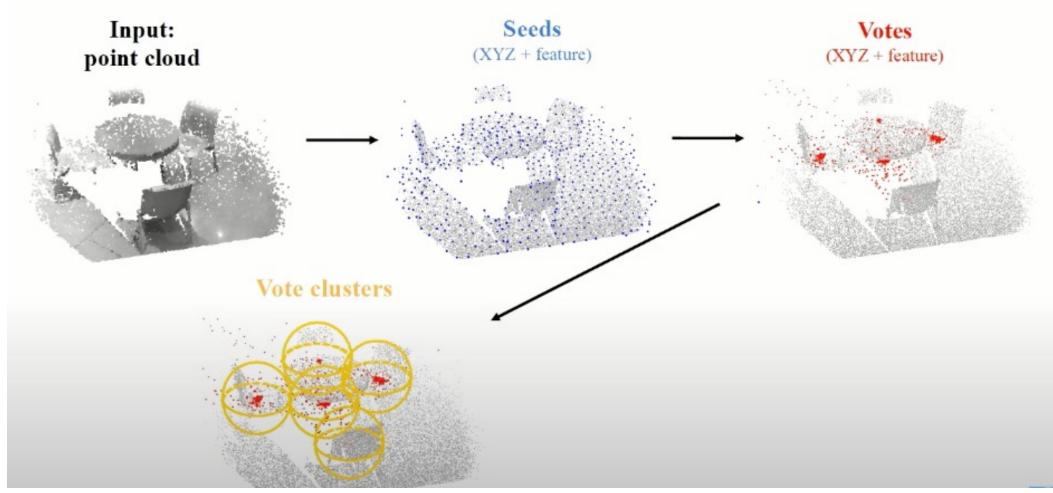
### Our idea: "ask" the surface points to vote for object centers



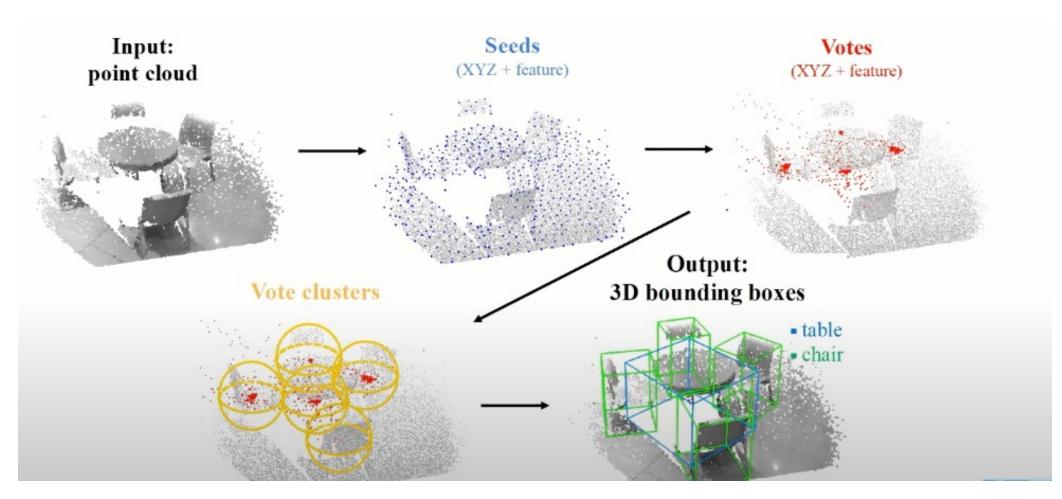






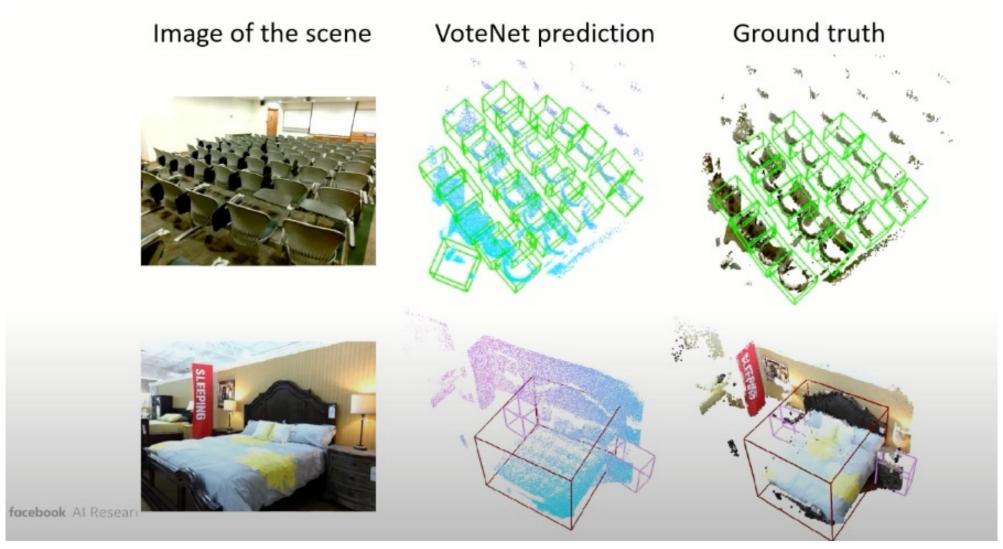


Qi, Charles R., et al. "Deep hough voting for 3d object detection in point clouds." *proceedings of the IEEE/CVF International Conference on Computer Vision*. 2019.

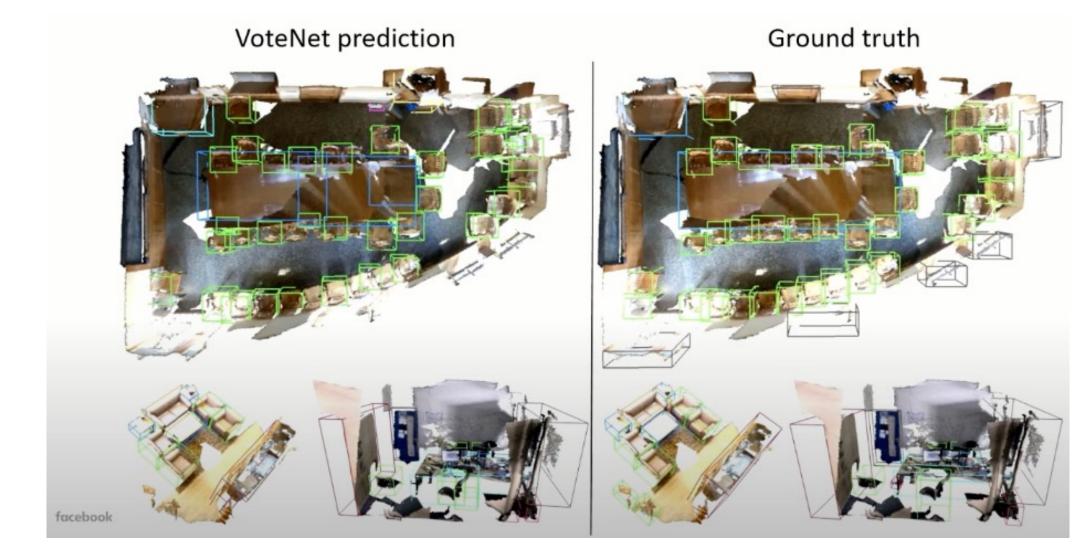


Qi, Charles R., et al. "Deep hough voting for 3d object detection in point clouds." *proceedings of the IEEE/CVF International Conference on Computer Vision*. 2019.

# Results: SUN RGB-D (single depths)



### Results: ScanNet (3D Reconstruction)



## **3D** Instance Segmentation

- Top-Down
  - GSPN
- Bottom-Up
  - SGPN
  - PointGroup

# **Introduction to Computer Vision**



# Next week: Lecture 14, Self-Attention & Transformer

**Embodied Perception and InteraCtion Lab** 

Spring 2025

