

Deformable Convolutional Networks

-- MSRA COCO Detection & Segmentation Challenge 2017 Entry

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Outline

- Deformable ConvNets idea
- Deformable ConvNets for COCO challenge

Highlights

- **Enabling effective modeling of spatial transformation** in ConvNets
- **No additional supervision** for learning spatial transformation
- **Significant accuracy improvements** on sophisticated vision tasks

Code is available at <https://github.com/msracver/Deformable-ConvNets>

Modeling Spatial Transformations

- A long standing problem in computer vision

Deformation:



Scale:



Viewpoint variation:



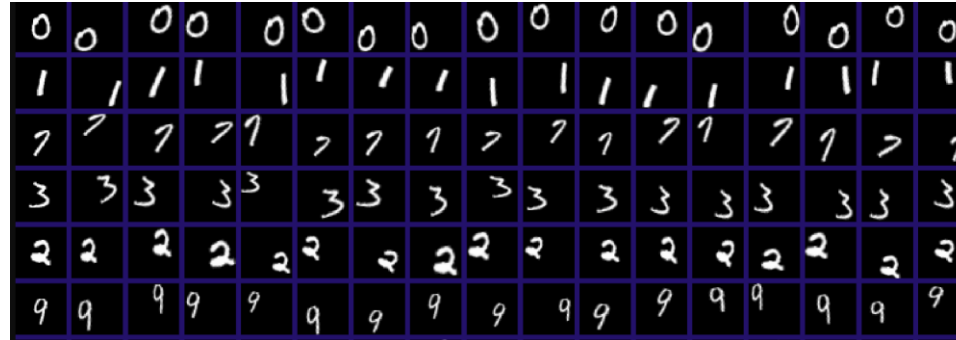
Intra-class variation:



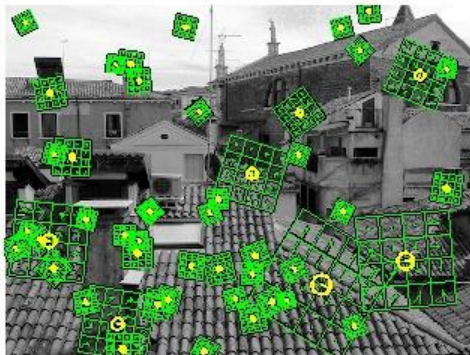
(Some examples are taken from Li Fei-fei's course CS223B, 2009-2010)

Traditional Approaches

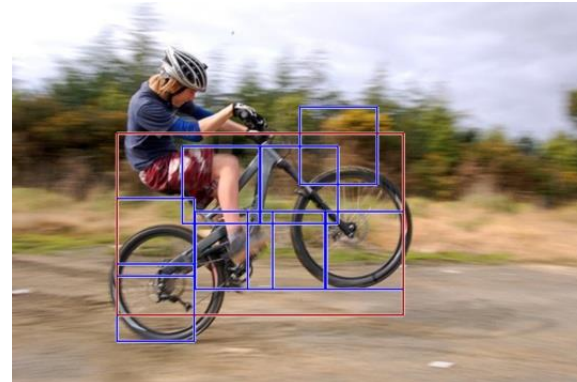
- 1) To build training datasets with sufficient desired variations



- 2) To use transformation-invariant features and algorithms



Scale Invariant Feature Transform (SIFT)

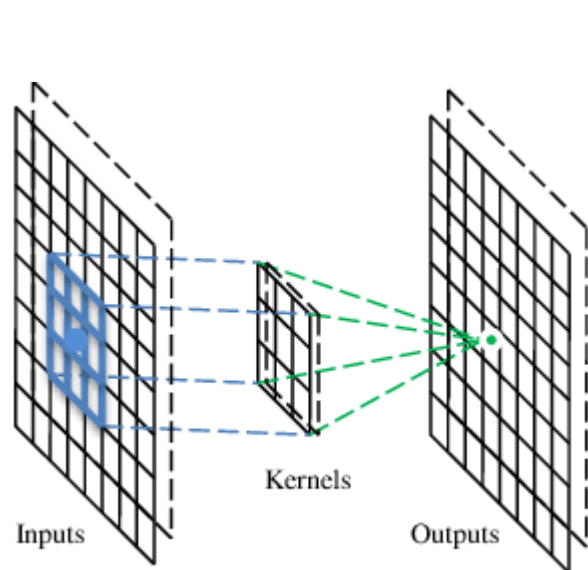


Deformable Part-based Model (DPM)

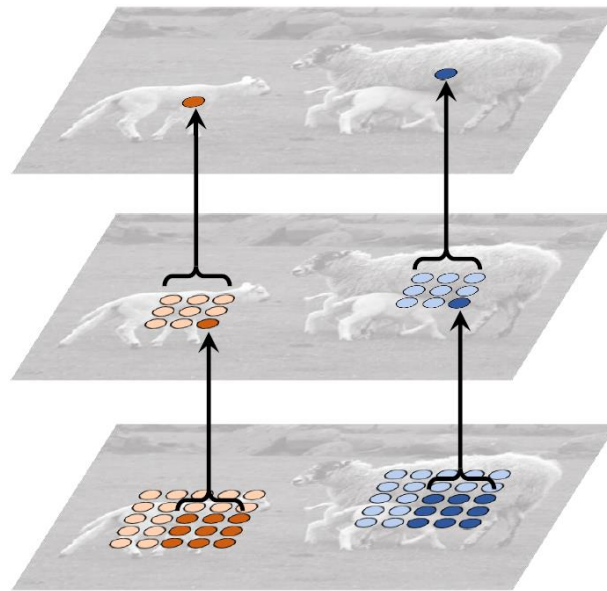
- Drawbacks: geometric transformations are assumed fixed and known, hand-crafted design of invariant features and algorithms

Spatial Transformations in CNNs

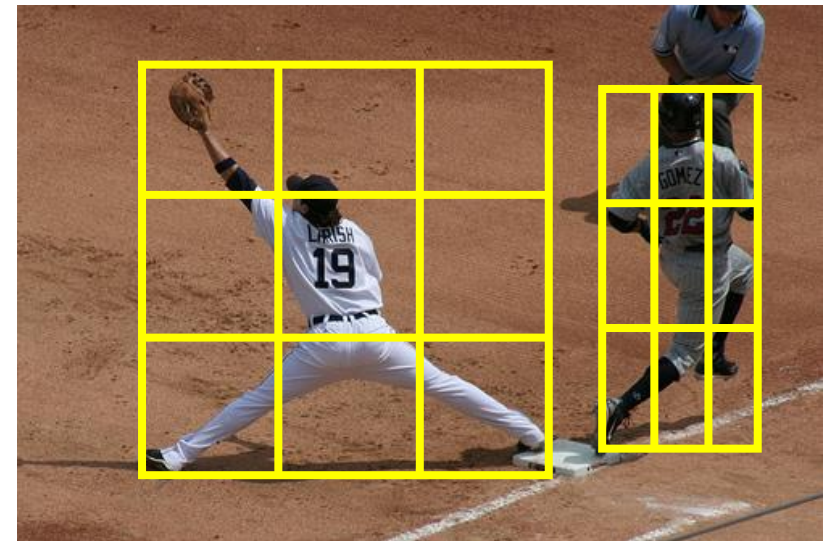
- Regular CNNs are inherently limited to model large unknown transformations
 - The limitation originates from the fixed geometric structures of CNN modules



regular convolution



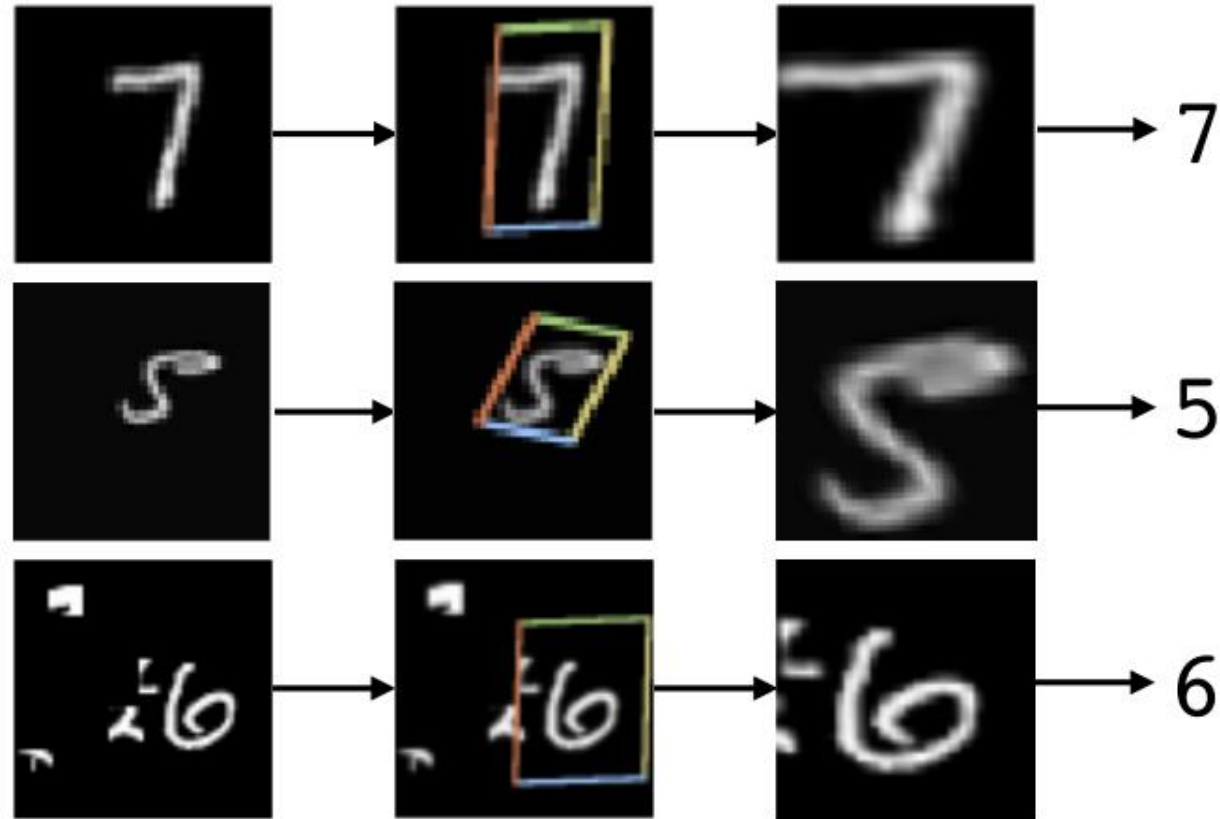
2 layers of regular convolution



regular RoI Pooling

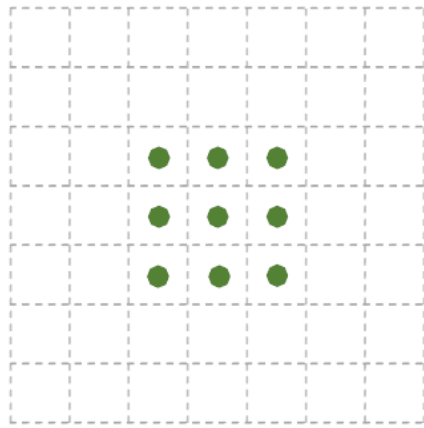
Spatial Transformer Networks

- Learning a global, parametric transformation on feature maps
 - Prefixed transformation family, infeasible for complex vision tasks

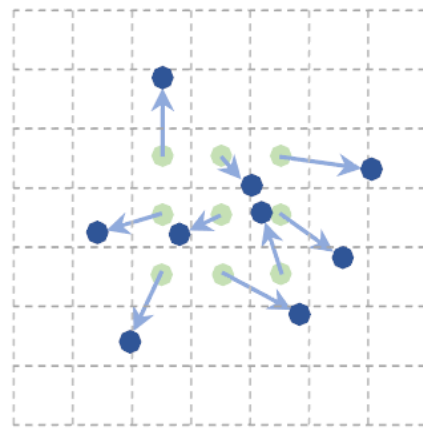


Deformable Convolution

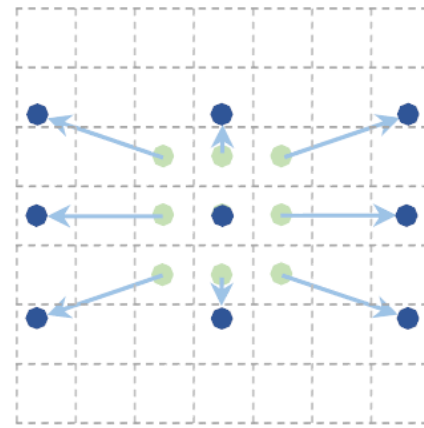
- Local, dense, non-parametric transformation
 - Learning to deform the sampling locations in the convolution/ROI Pooling modules



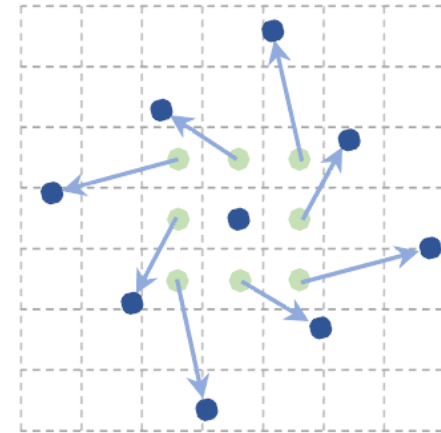
regular



deformed

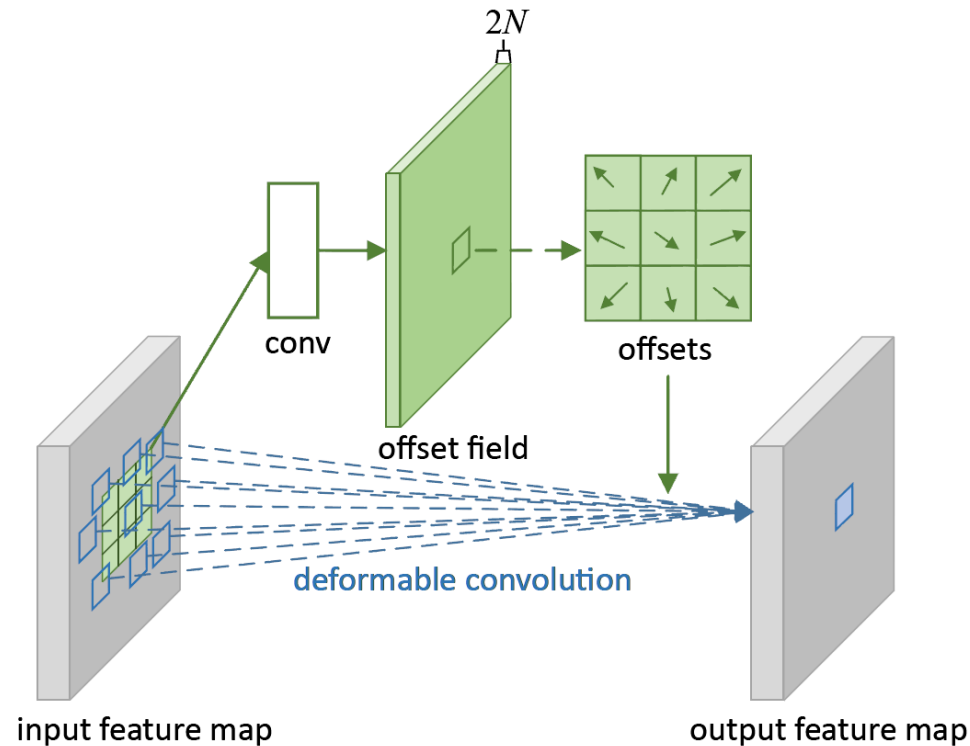


scale & aspect ratio



rotation

Deformable Convolution



Regular convolution

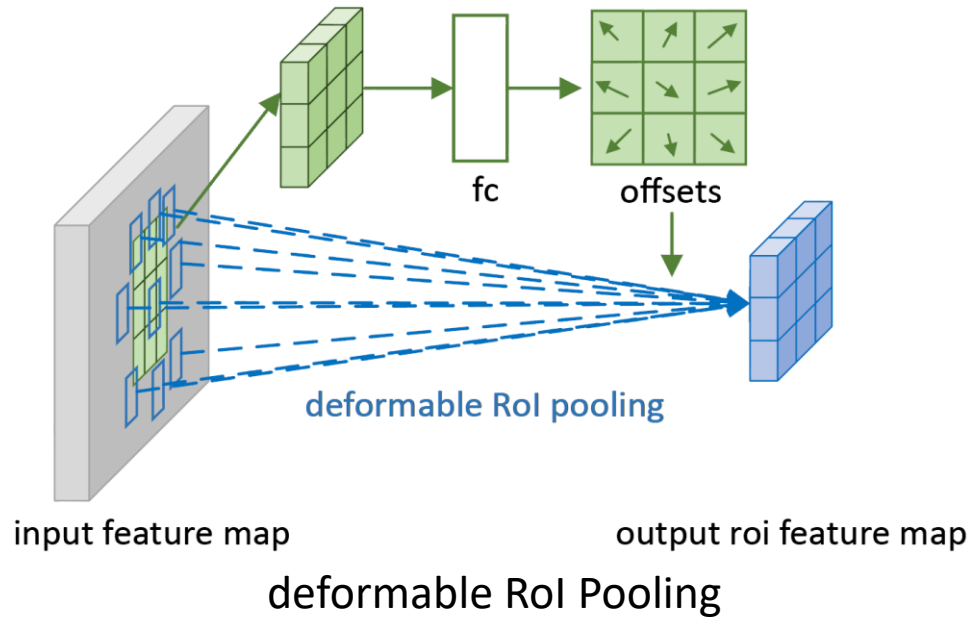
$$y(\mathbf{p}_0) = \sum_{\mathbf{p}_n \in \mathcal{R}} w(\mathbf{p}_n) \cdot x(\mathbf{p}_0 + \mathbf{p}_n)$$

Deformable convolution

$$y(\mathbf{p}_0) = \sum_{\mathbf{p}_n \in \mathcal{R}} w(\mathbf{p}_n) \cdot x(\mathbf{p}_0 + \mathbf{p}_n + \Delta\mathbf{p}_n)$$

where $\Delta\mathbf{p}_n$ is generated by a sibling branch of regular convolution

Deformable RoI Pooling



Regular RoI pooling

$$y(i, j) = \sum_{\mathbf{p} \in \text{bin}(i, j)} \mathbf{x}(\mathbf{p}_0 + \mathbf{p}) / n_{ij}$$

Deformable RoI pooling

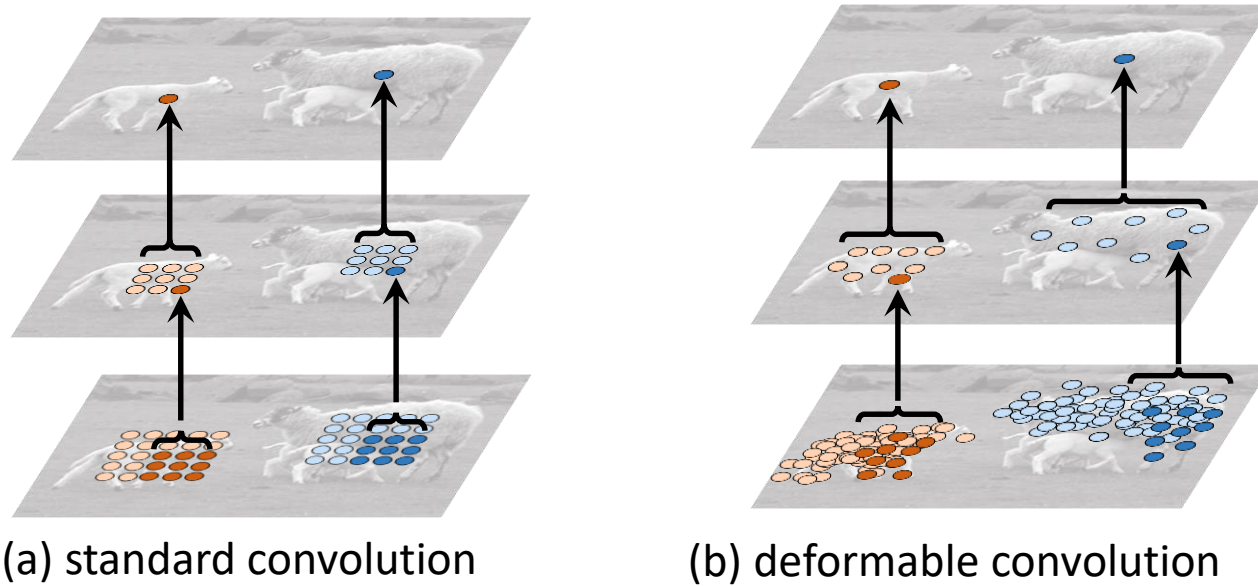
$$y(i, j) = \sum_{\mathbf{p} \in \text{bin}(i, j)} \mathbf{x}(\mathbf{p}_0 + \mathbf{p} + \Delta \mathbf{p}_{ij}) / n_{ij}$$

where $\Delta \mathbf{p}_{ij}$ is generated by a sibling fc branch

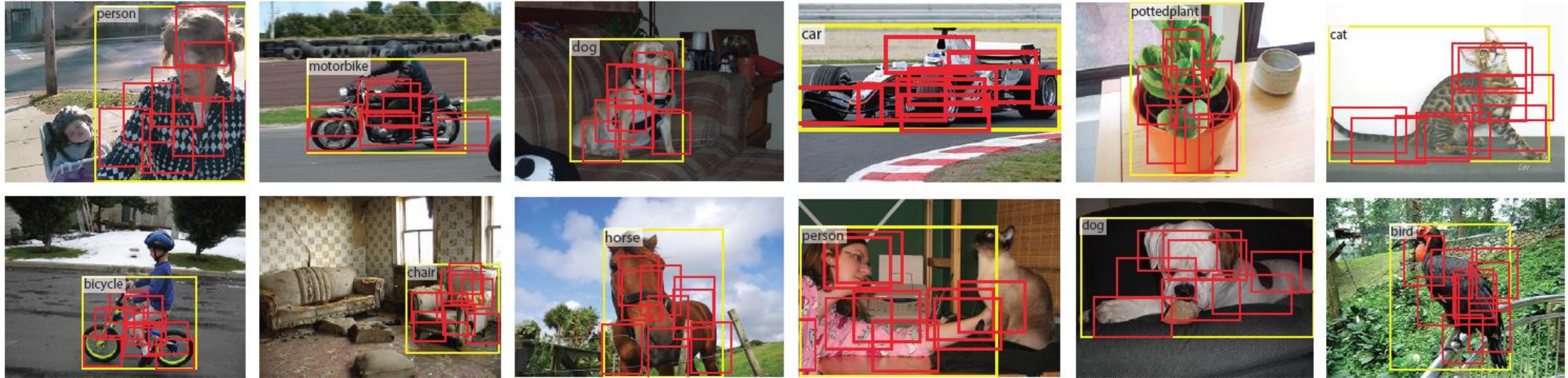
Deformable ConvNets

- Same input & output as the plain versions
 - Regular convolution -> deformable convolution
 - Regular RoI pooling -> deformable RoI pooling
- End-to-end trainable without additional supervision

Sampling Locations of Deformable Convolution



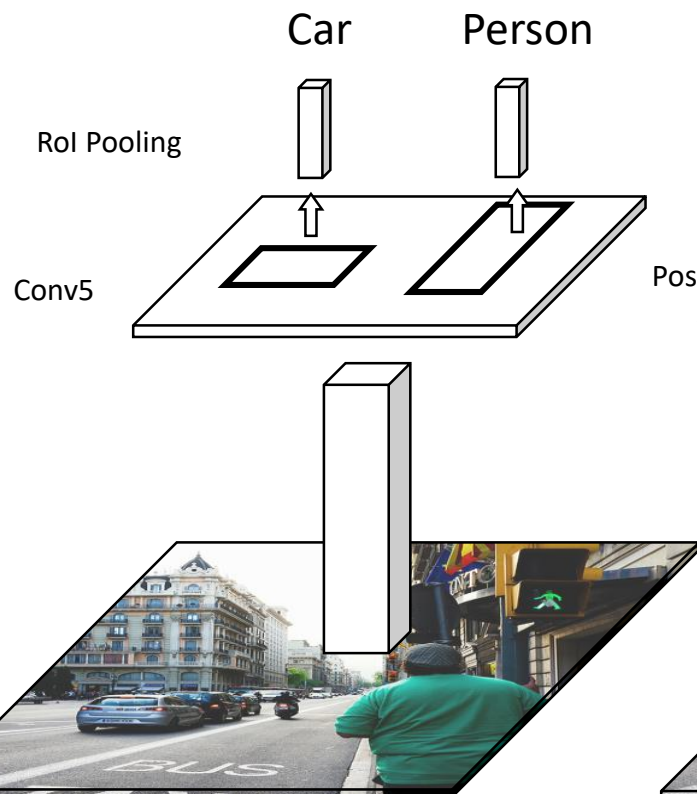
Part Offsets in Deformable RoI Pooling



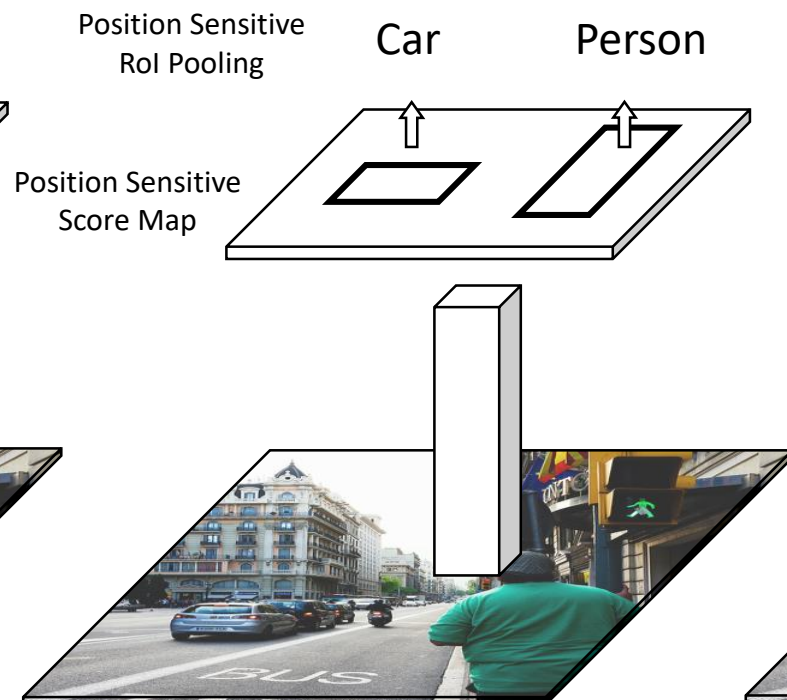
Deformable ConvNets for Object Detection

- Regular object detectors

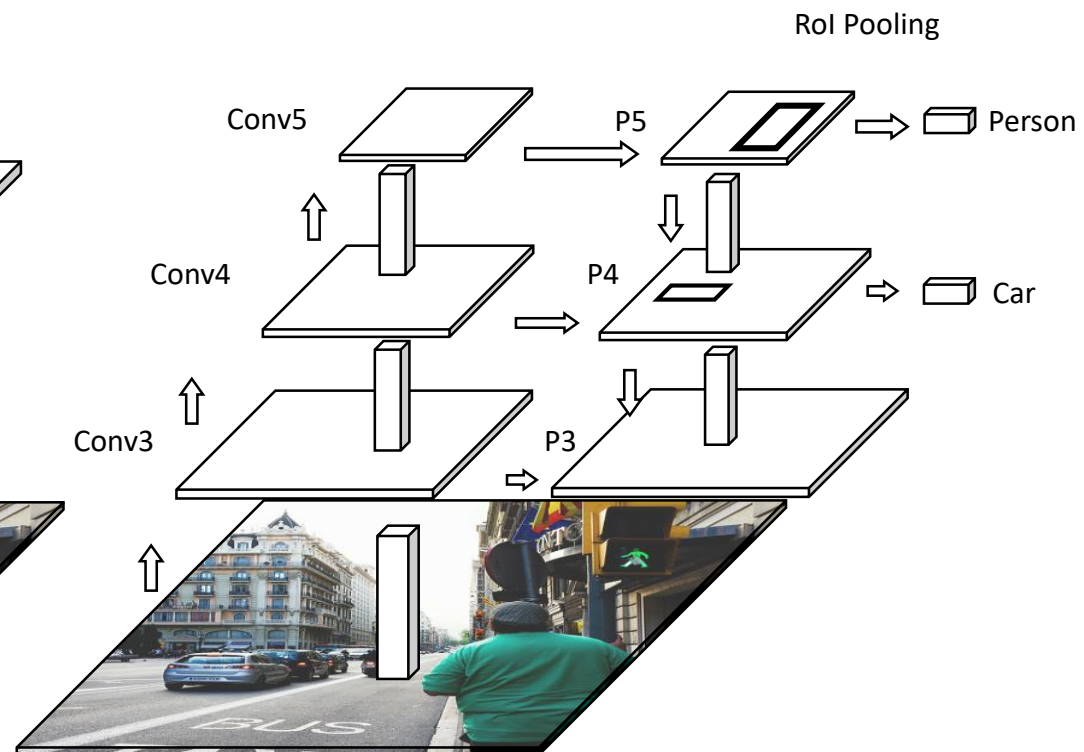
Fast(er) RCNN



R-FCN



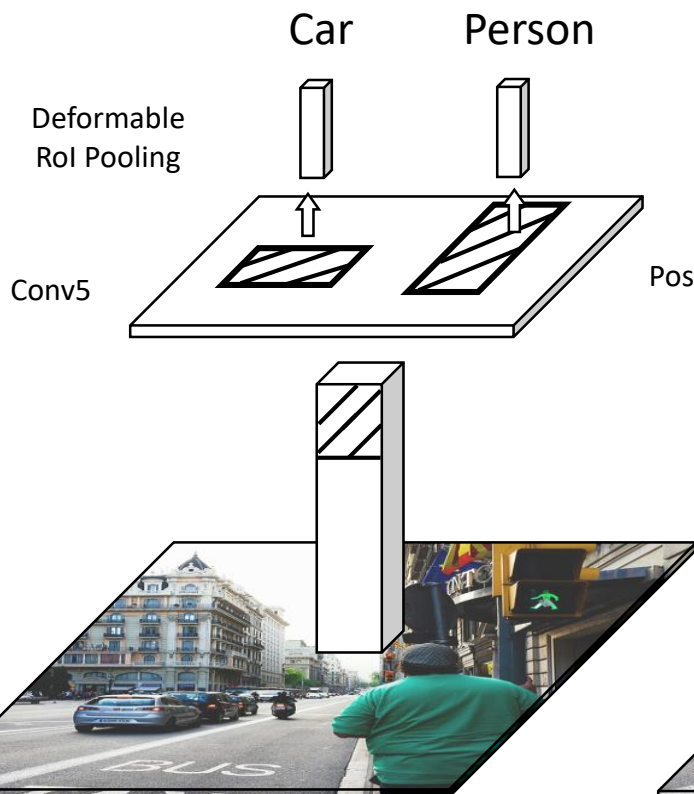
FPN



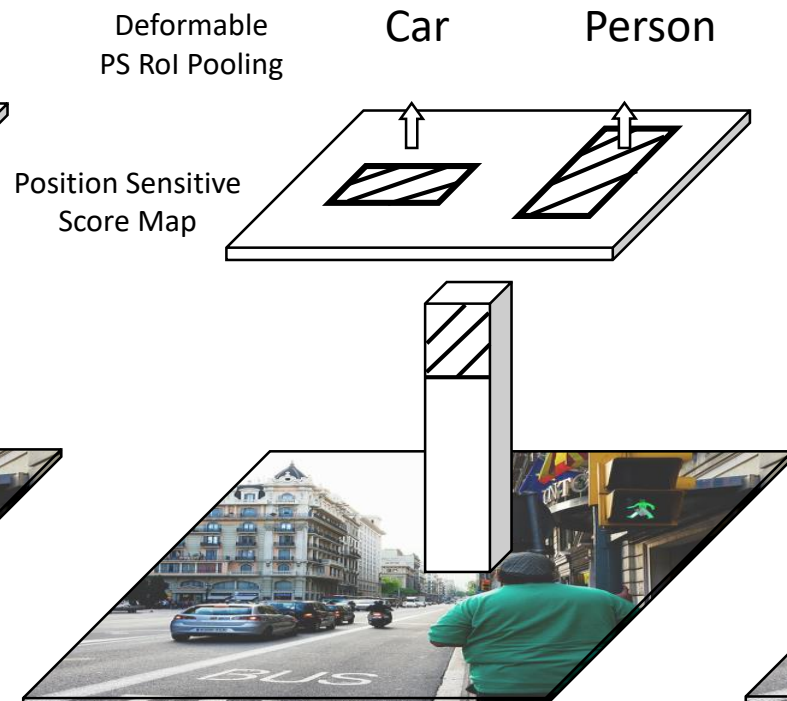
Deformable ConvNets for Object Detection

- Deformable object detectors

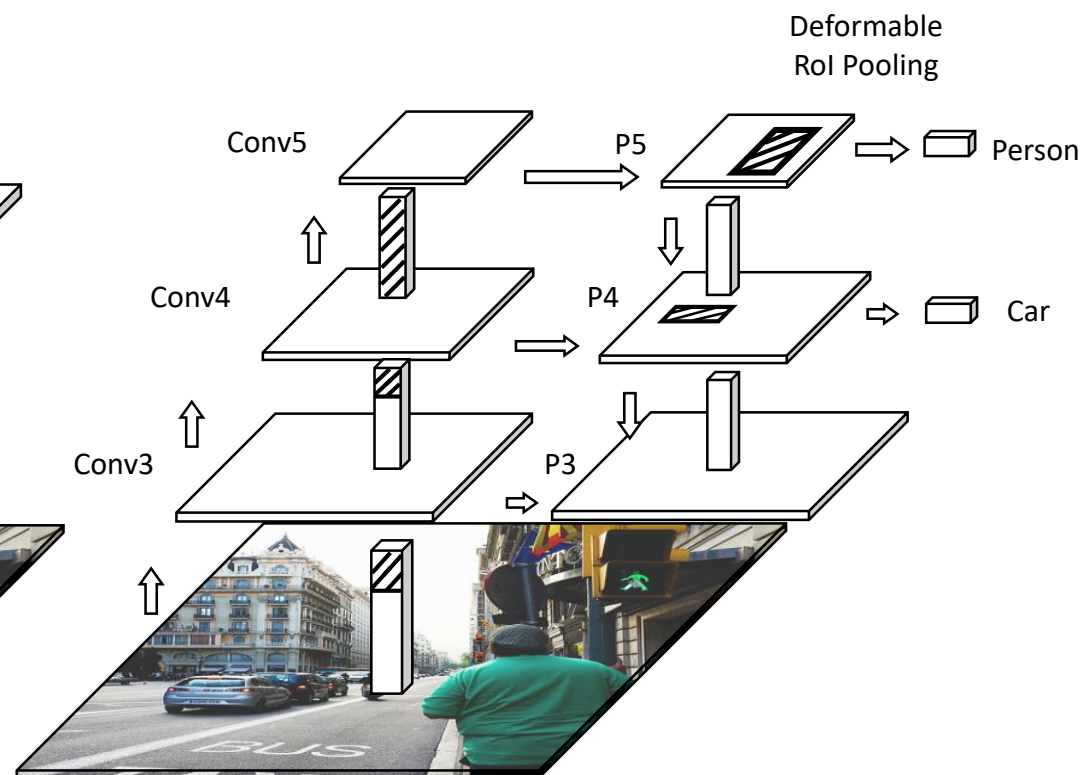
Fast(er) RCNN



R-FCN



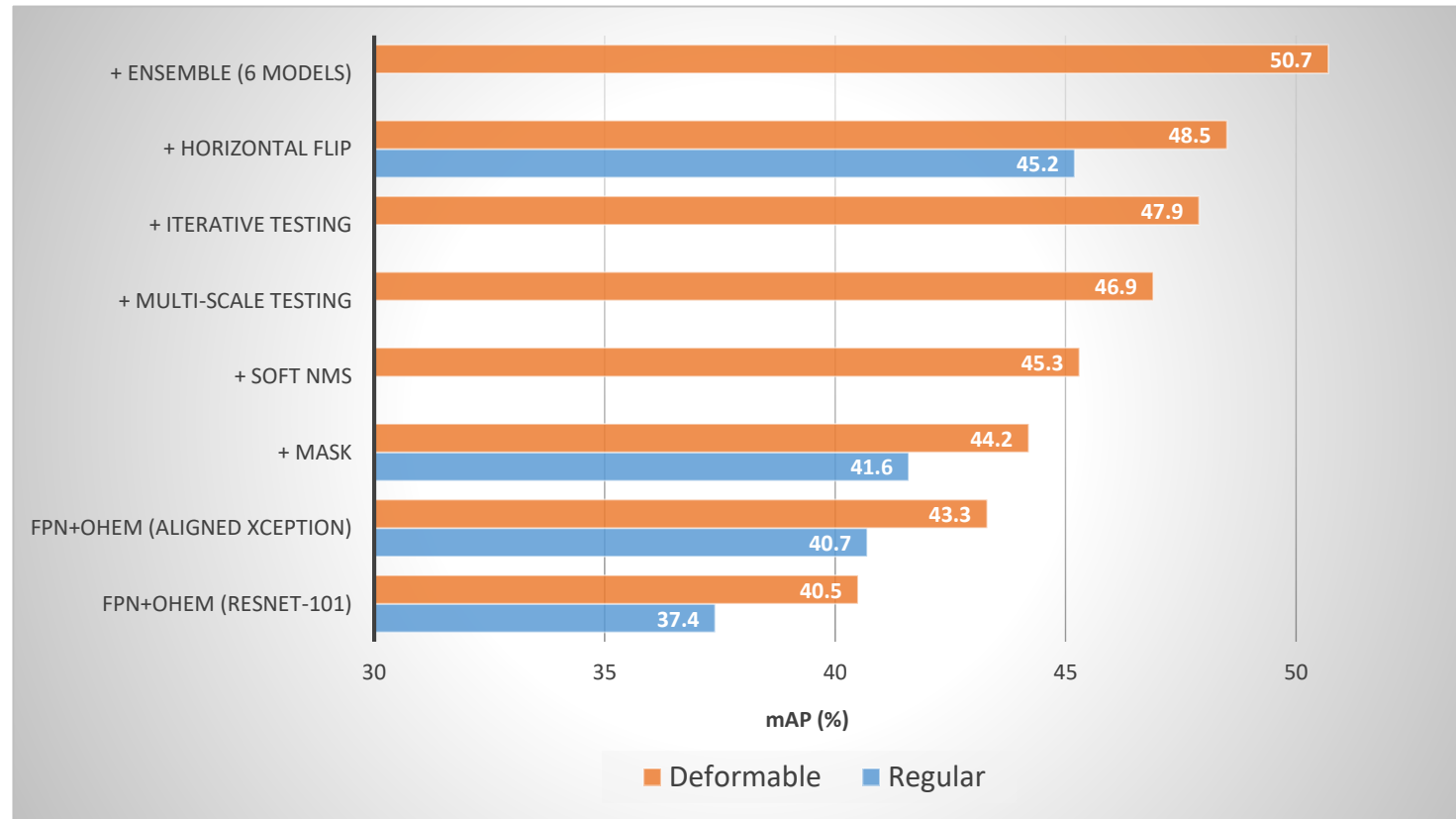
FPN



 : Deformable Convolution / RoI Pooling

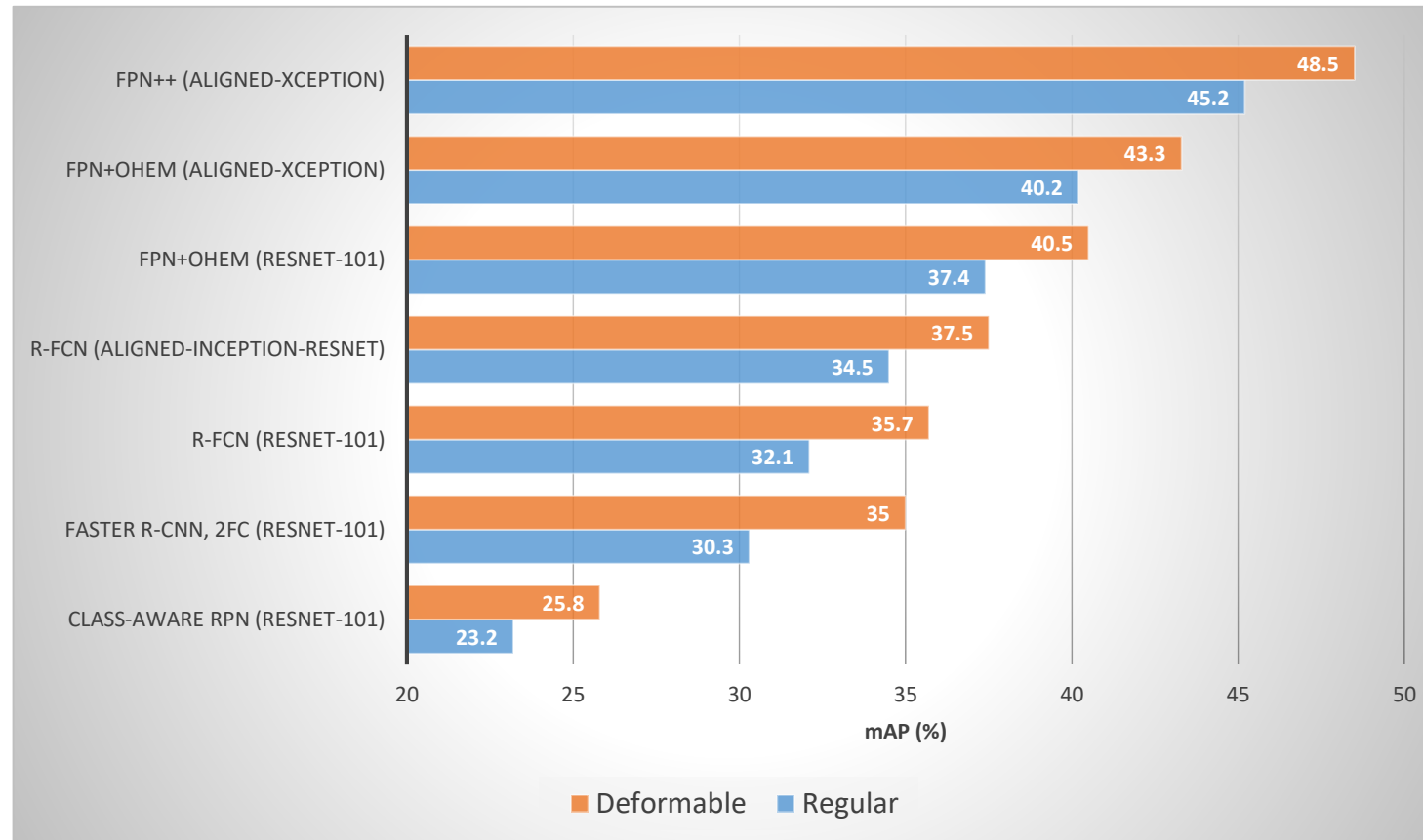
Object Detection on COCO (Test-dev)

- MSRA 2017 Entry
 - ~3% mAP improvements by Deformable ConvNets
 - Best single model performance: 48.5%



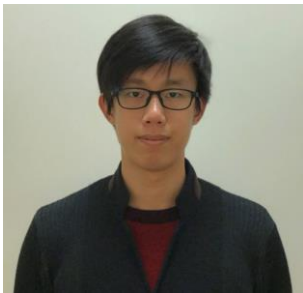
Object Detection on COCO (Test-dev)

- Deformable ConvNets v.s. regular ConvNets
 - Noticeable improvements for various baselines
 - Marginal parameter & computation overhead



Conclusion

- Deformable ConvNets for dense spatial modeling
 - Simple, efficient, deep, and end-to-end
 - No additional supervision
 - Feasible and effective on sophisticated vision tasks for the first time
- Our team



Haozhi Qi*



Zheng Zhang



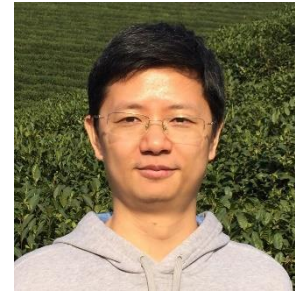
Bin Xiao



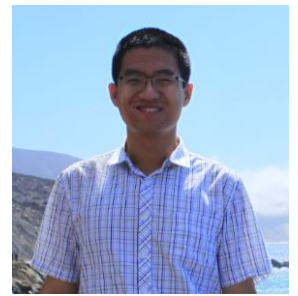
Han Hu



Bowen Cheng*



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