

WEEK 7

Open-World Entity Segmentation

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- Background

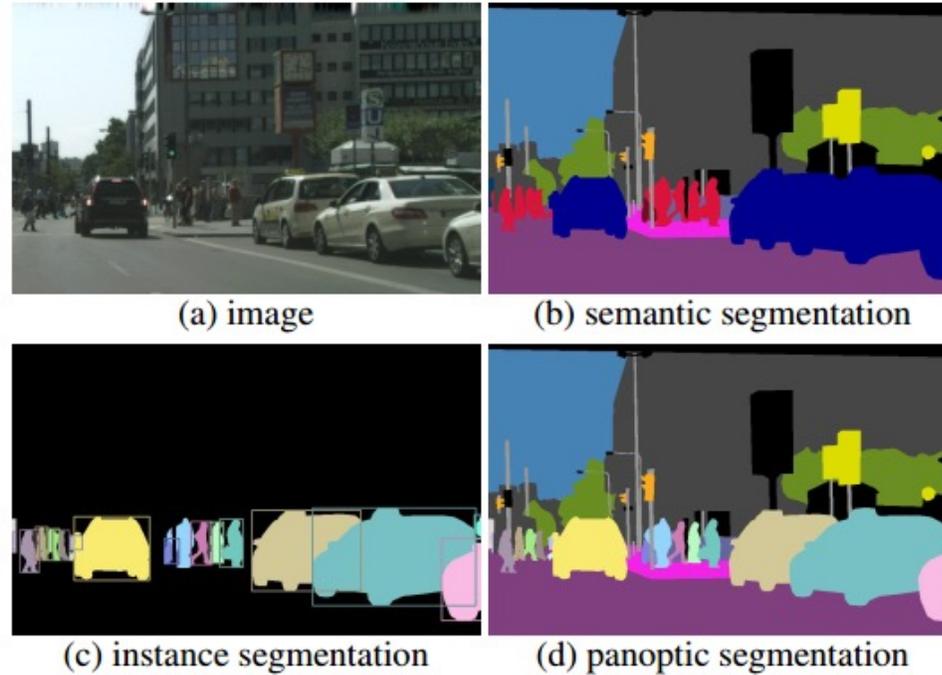
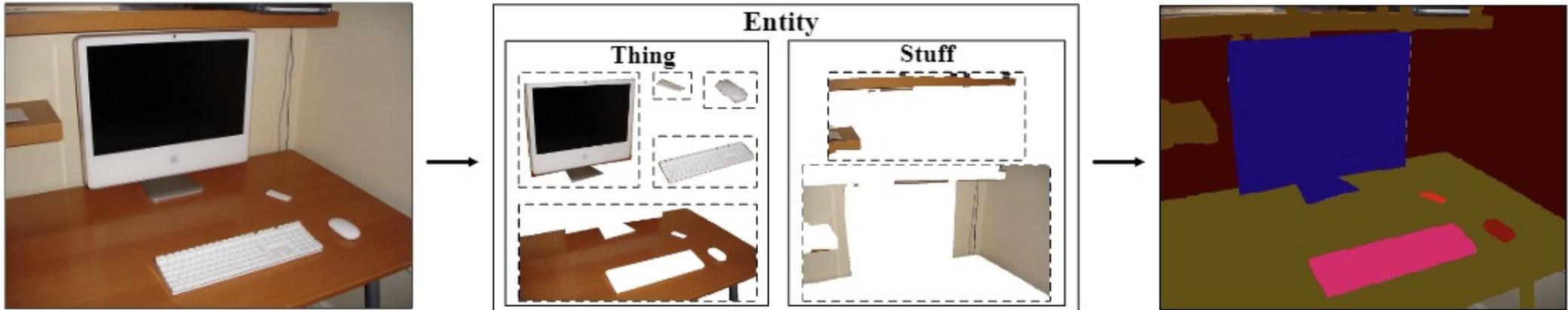


Figure 1: For a given (a) image, we show *ground truth* for: (b) semantic segmentation (per-pixel class labels), (c) instance segmentation (per-object mask and class label), and (d) the proposed *panoptic segmentation* task (per-pixel class+instance labels). The PS task: (1) encompasses both stuff and thing classes, (2) uses a simple but general format, and (3) introduces a uniform evaluation metric for all classes. Panoptic segmentation generalizes both semantic and instance segmentation and we expect the unified task will present novel challenges and enable innovative new methods.

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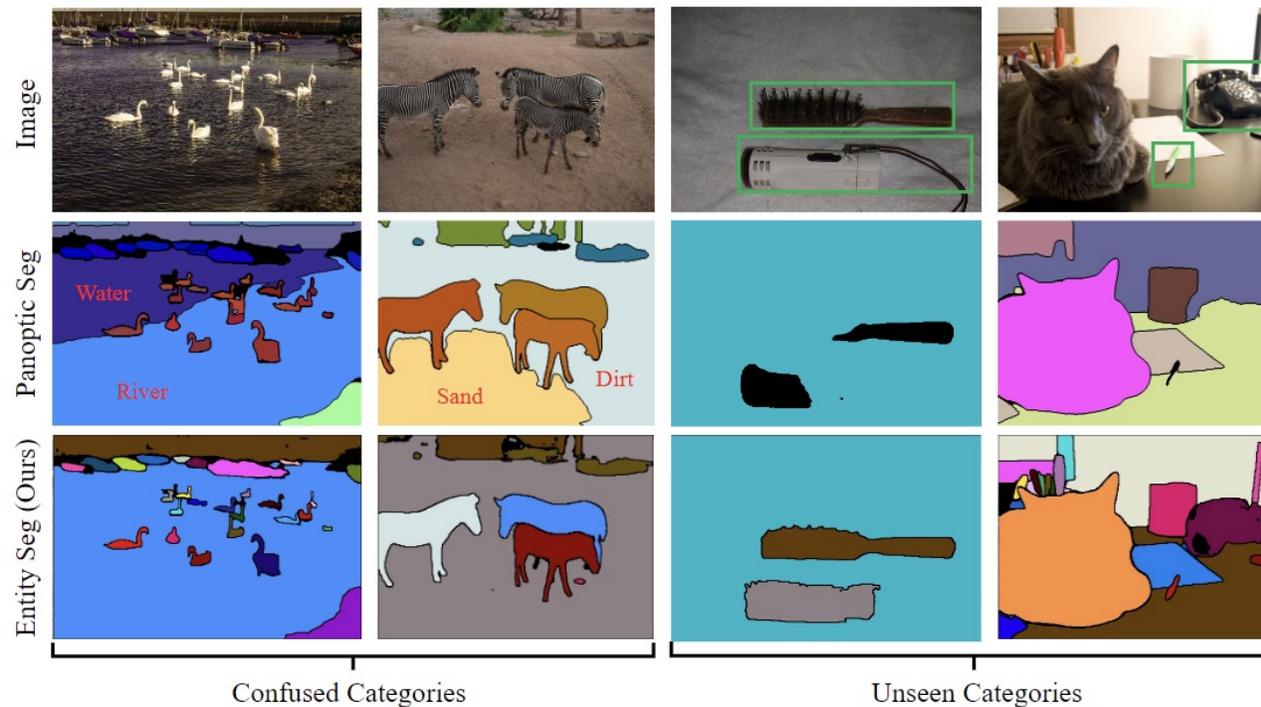
- **Background: thing and stuff**
- **thing**:可数的目标，如：人、动物、车
- **stuff**:具有相似纹理或者材料的不规则区域，如草地、天空、马路



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- ICCV (2021)
- Motivation

In image manipulation and editing applications, where category labels are typically not required, the conventional category-oriented image segmentation may be sub-optimal and could introduce unnecessary category-related issues.



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- **Contribution**

- Propose a new task called entity segmentation, which aims to segment every entity without predicting its semantic category
- Find that any entity (thing or stuff) can be very effectively and uniformly represented by center points in the network.
- The extensive experiments show the remarkable effectiveness and generalization of our proposed method for entity segmentation

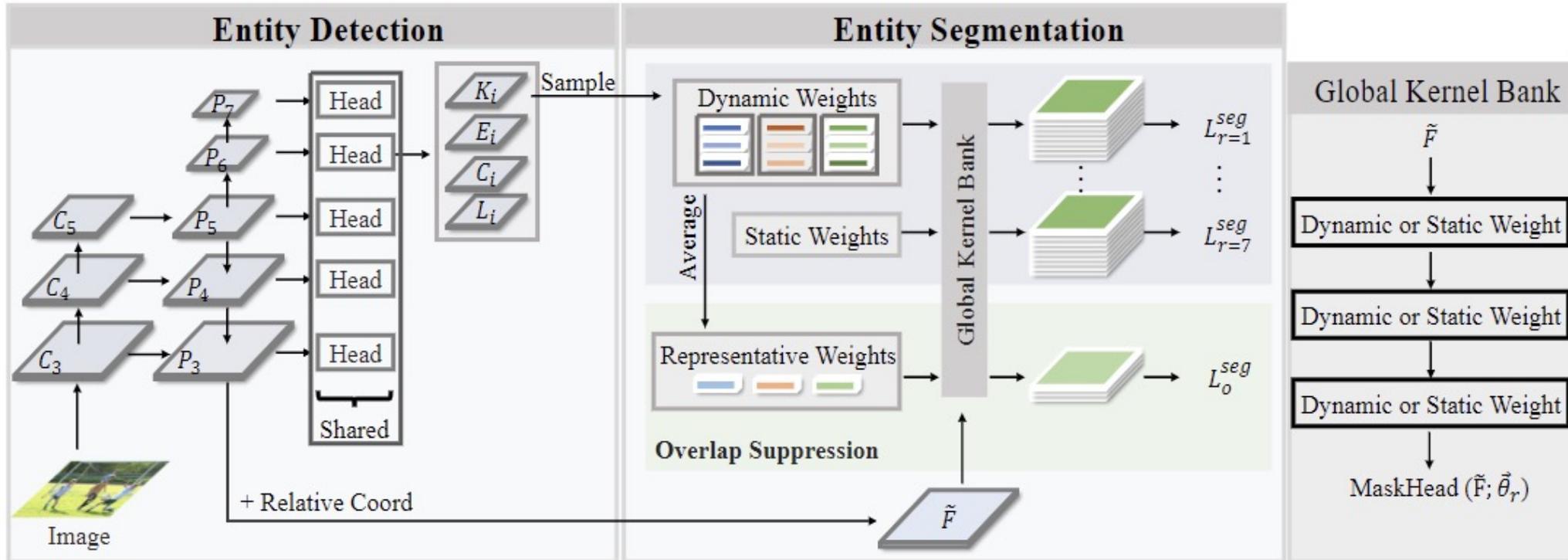
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- **How to represent entity**

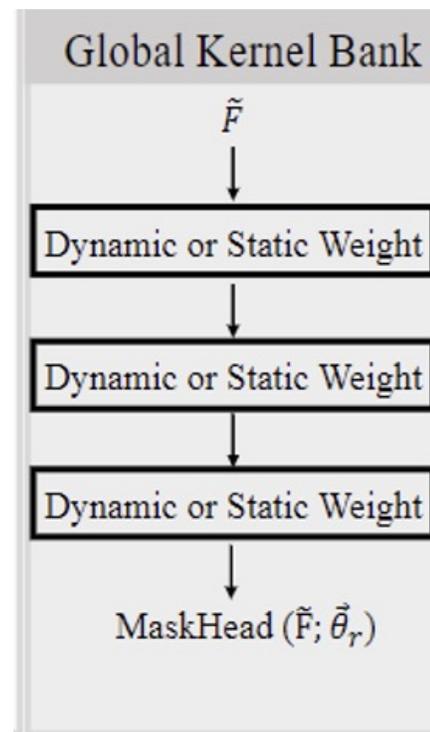
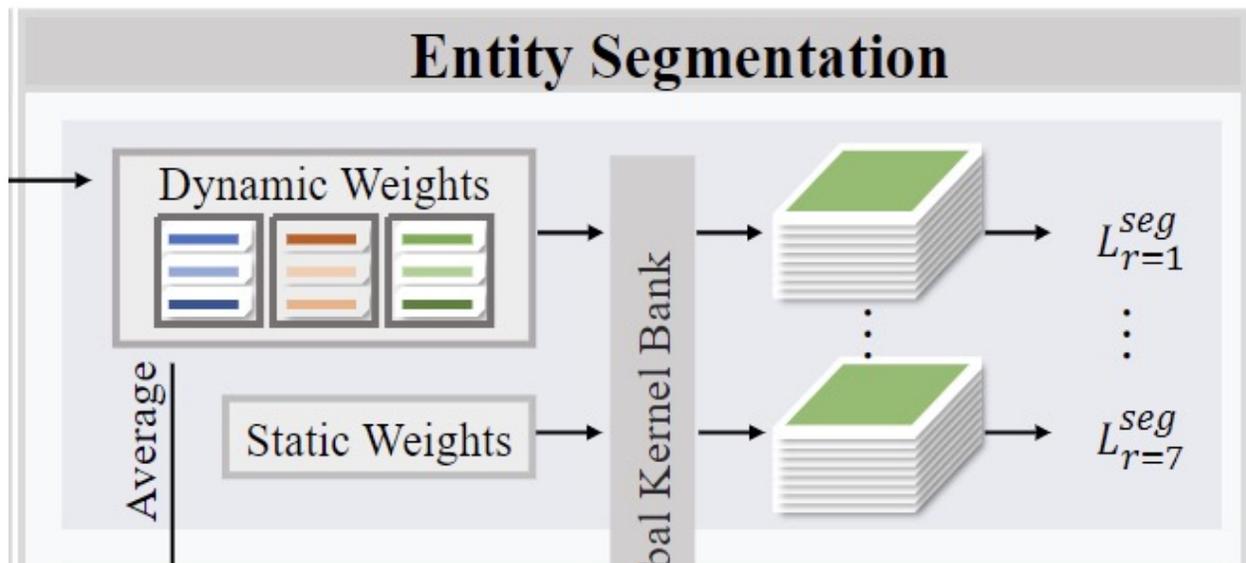
- Here, we assume that each entity can be effectively represented by its center point



- Overview of the Proposed Model



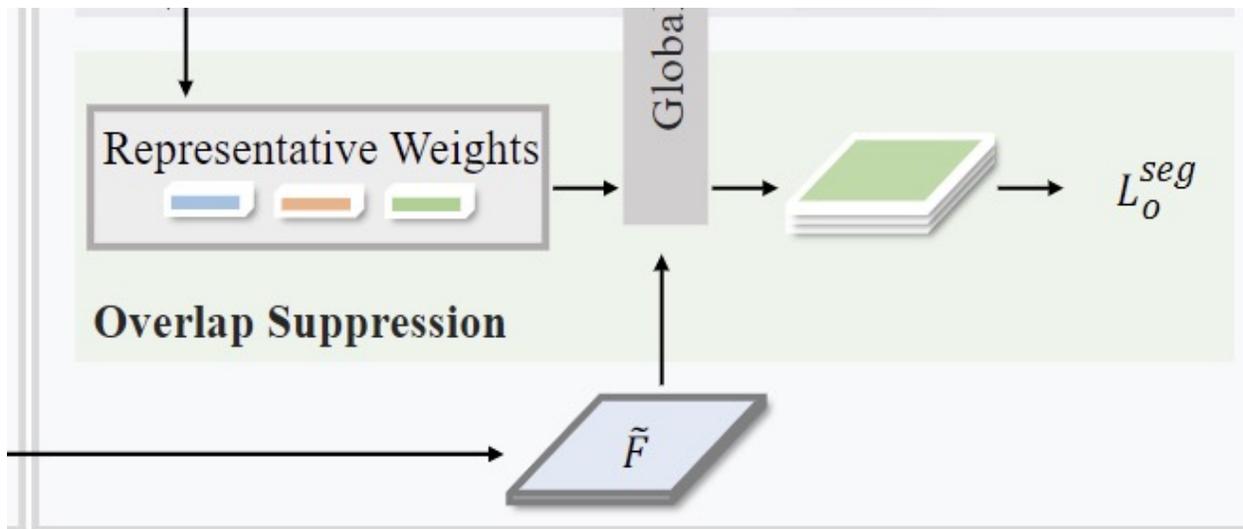
- Entity Segmentation



$$\mathcal{L}_r^{seg} = \lambda_r \times \text{Dice}(\text{Sigmoid}(\text{MaskHead}(\tilde{\mathbf{F}}; \vec{\theta}_r)), \mathbf{Y}),$$

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- **Overlap Suppression**



$$\vec{\theta}_o^n = \text{Average}(K_n) = \frac{\sum_{n=1}^N \sum_{m=1}^M \mathbb{1}^{m \in n} K_n}{\sum_{n=1}^N \sum_{m=1}^M \mathbb{1}^{m \in n}}$$

$$\mathcal{L}_o^{seg} = \text{Dice}(\text{Softmax}(\text{MaskHead}(\tilde{\mathbf{F}}; \vec{\theta}_o)), \mathbf{Y}),$$

• Experimental Results

Model	PQ	AP^m	AP_e^m
PanopticFPN [18]	39.4	-	23.2
PanopticFCN [20]	41.1	-	24.5
DETR [21]	43.4	-	24.8
Ours	-	34.6	29.8

(a)

\mathcal{L}_R^{seg}	\mathcal{L}_o^{seg}	AP_e^m
○	○	28.3
✓	○	29.1
○	✓	29.3
✓	✓	29.8

(b)

Softmax	Sigmoid	AP_e^m
○	○	28.3
○	✓	28.6
✓	○	29.1
✓	✓	29.0

(c)

Table 2: **(a): Comparison with the existing panoptic segmentation methods.** For the existing panoptic segmentation methods, we merely convert their panoptic results to the ES format and obtain the entity scores for “*stuff*” entities by averaging the scores within each *stuff* mask. PQ is the evaluation metric for conventional category-aware panoptic segmentation. AP^m is the overlap-tolerated entity segmentation evaluation metric similar to common instance segmentation metrics. **(b): Proposed modules.** The effect of global kernel bank and overlap suppression module. **(c): Overlap suppression.** The ablation study of scoring activation function in the module.

• Experimental Results

111 110 101 100 011 010 001 AP_e^m $AP_{e_{50}}^m$ $AP_{e_{75}}^m$	MODEL AP_e^m $AP_{e_{50}}^m$ $AP_{e_{75}}^m$
1.0 0.0 0.0 0.0 0.0 0.0 0.0 28.3 48.7 28.8	Baseline 29.8 50.3 30.9
2.0 0.0 0.0 0.0 0.0 0.0 0.0 28.1 48.4 28.5	R-50 31.8 53.5 33.8
1.0 1.0 0.0 0.0 0.0 0.0 0.0 28.9 49.3 29.1	R-50-DCNv2 33.7 56.1 35.6
1.0 1.0 1.0 0.0 0.0 0.0 0.0 29.1 49.8 29.6	R-101 33.2 55.5 34.8
1.0 1.0 1.0 1.0 1.0 1.0 1.0 27.8 47.8 27.7	R-101-DCNv2 35.5 58.2 37.1
1.0 1.0 1.0 0.25 0.25 0.25 0.25 29.3 50.2 29.8	Swin-L 38.6 62.4 40.8

(a)

(b)

Table 3: Ablation studies. **(a): Global Kernel Bank.** The r in \mathcal{L}_R^{seg} ranges from 1 to 7. In the first row, "xxx" is binary representation of r . For example, "100" corresponds to the 4-th path with the first layer (1) and last two (00) layers using dynamic and static weights, respectively. Each entry below path IDs indicates the loss weight λ_r . **(b): High-Performance Regime.** The performance of our models enhanced by stronger backbones and a longer training duration. "Swin-L" and "DCNv2" refer to Swin Transformer [86] in large series with window size 7 and deformable Convolution v2 [53].