## Segmentation of RGB-D Indoor Scenes by stacking Random Forests and Conditional Random Fields

June 24, 2015

Mikkel Thøgersen

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 The proportion of elderly people in developed countries



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- The proportion of elderly people in developed countries
- Health care robots
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## Challenges:





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## Challenges:

Hardware





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## Challenges:

- Hardware
- Sensing/planning/executing







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- Service robots

## Challenges:

- Hardware
- Sensing/planning/executing

## Sensing the surroundings

<sup>1</sup> http://asimo.honda.com/ASIMO\_DCTM/News/images/highres/Meet\_ASIMO.jpg <sup>2</sup> http://www.toyota-global.com/innovation/partner\_robot/images/family\_img01.jpg <sup>3</sup> https://www.willowgarage.com/sites/default/files/images/pr2Image.png





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The aim of the project is to create a vision based system, capable of semantically categorizing objects in indoor cluttered scenes using RGB-D cameras and computer vision techniques.



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## Semantic - Meaningful



## Semantic Segmentation

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- Semantic Meaningful
- Segmentation Division/Separation



## Semantic Segmentation

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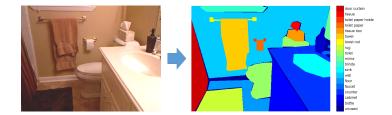
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Segmentation - Division/Separation







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## The literature suggest to use:

## The NYU-v2 dataset[13]



## Dataset Introduction

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The literature suggest to use:

The NYU-v2 dataset[13]

## About the dataset:

- 1449 densely labelled Kinect 360 RGB-D images
- 894 annotated classes
- Data split used by SOTA (795/654)
- Mapping into four semantic classes















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## RGB image



## Using all available classes



### Depth map



## Four semantic classes





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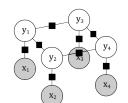
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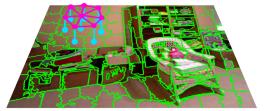
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The literature points toward Conditional Random Fields.

Works that use the CRF shows SOTA results[2, 9, 11, 8].







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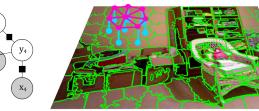
- Works that use the CRF shows SOTA results[2, 9, 11, 8].
- Structured prediction.

 $y_1$ 

 $X_1$ 

 $y_2$ 

 $X_2$ 





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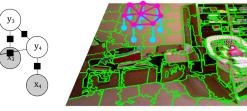
- ▶ Works that use the CRF shows SOTA results[2, 9, 11, 8].
- ► Structured prediction.
- ► Contextual.

 $y_2$ 

 $X_2$ 

 $y_1$ 

 $X_1$ 





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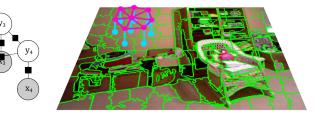
 $y_2$ 

 $X_2$ 

 $y_1$ 

 $X_1$ 

Independent of interest points.





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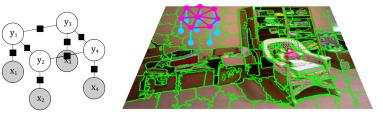
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The literature points toward Conditional Random Fields.

- ▶ Works that use the CRF shows SOTA results[2, 9, 11, 8].
- Structured prediction.
- Contextual.
- Independent of interest points.



Couprie *et. al* use Convolutional Neural Networks, however their results are worse than the previously mentioned.



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## Choice of Models

## Testing the CRF alone:

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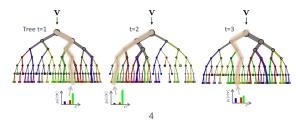
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## Testing the CRF alone: not good enough

Stückler *et. al*[14] use a Random Forest with random offset features, which gives pixel wise predictions.



<sup>4</sup>(Decision Forests for Computer Vision and Medical Image Analysis, Criminisi and Shotton, 2013, [4])



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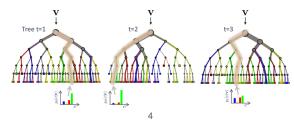
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## Testing the CRF alone: not good enough

Stückler *et. al*[14] use a Random Forest with random offset features, which gives pixel wise predictions.



## Use it as an input to the CRF. A similar approach is adopted in [9] and shows good results.

<sup>&</sup>lt;sup>4</sup>(Decision Forests for Computer Vision and Medical Image Analysis, Criminisi and Shotton, 2013, [4])



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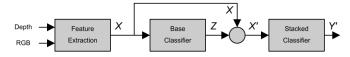
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Lastly, the work of Gatta *et. al*[5] shows how stacking classifiers and using intermediate multi-scale decompositions can enhance performance of models. This is further shown by Sampedro *et. al* [12].





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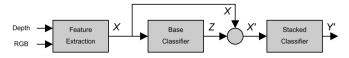
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Lastly, the work of Gatta *et. al*[5] shows how stacking classifiers and using intermediate multi-scale decompositions can enhance performance of models. This is further shown by Sampedro *et. al* [12].

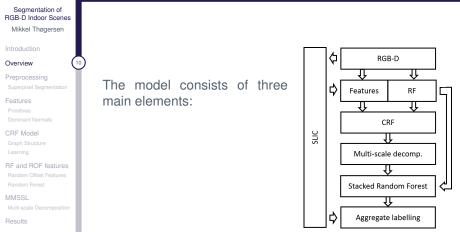


The included models are consequently:

- Conditional Random Field
- Random Forest with Random Offset Features
- A stacked classifier using the MSSL framework







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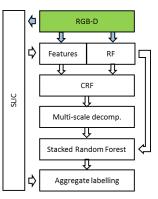
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The model consists of three main elements:

► SLIC, CRF and features







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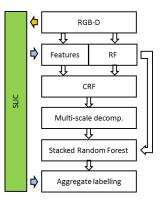
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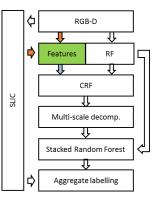
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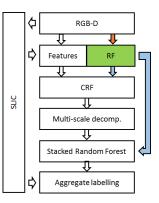
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- SLIC, CRF and features
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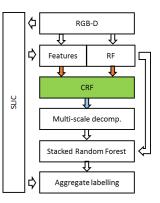
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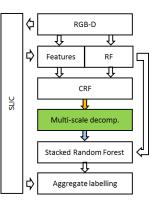
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- ► SLIC, CRF and features
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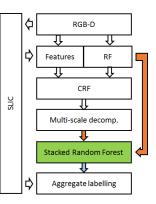
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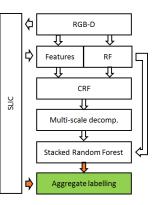
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### Extracting 3D Cartesian coordinates:







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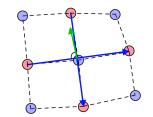
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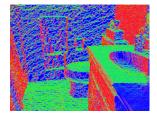
### Extracting 3D Cartesian coordinates:





### Extracting normals:







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A trend in literature is to use an over segmentation method to obtain superpixels and then label them. An over segmentation has some advantages:

Diminishing data



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- Diminishing data
- Keeps object boundaries



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- Diminishing data
- Keeps object boundaries
- Enables local features in coherent regions



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- Diminishing data
- Keeps object boundaries
- Enables local features in coherent regions
- Match very well with graph based methods



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A trend in literature is to use an over segmentation method to obtain superpixels and then label them. An over segmentation has some advantages:

- Diminishing data
- Keeps object boundaries
- Enables local features in coherent regions
- Match very well with graph based methods

Achanta et. al[1] presents the SLIC segmentation:

- Superior in speed
- Superior in performance (mostly)
- Used in the works of Reza and Kosécka[11] and Müeller and Behnke[9].



# SLIC Segmentation

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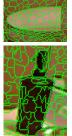
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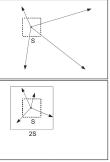
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Is based on K-means clustering and limiting the search area for the clustering.







[1]



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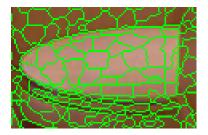
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The features should describe the superpixels! Furthermore, Conditional Random Fields (CRFs) rely on contextual features.

- ► Node Features → Node Potentials
- ► Edge Features → Edge Potentials





### Genreic Features

**DEMONIT** 

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### Primitive features:

Color histograms





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### Primitive features:

- Color histograms
- Normals



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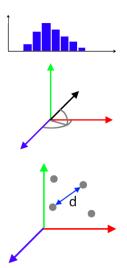
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### Primitive features:

- Color histograms
- Normals
- Spatial differences





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Finding the dominant normal directions:







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Finding the dominant normal directions:

- Up is generally up
- Dominant directions
  - $\rightarrow$  Manhattan assumption
  - $\rightarrow$  scene coordinates





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Finding the dominant normal directions:

- Up is generally up
- Dominant directions
  Manhattan assumption
  - $\rightarrow$  Manhattan assumption
  - $\rightarrow$  scene coordinates

### Method:

- Mean shift clustering
- Evaluate modes based on direction and support







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Finding the dominant normal directions:

- Up is generally up
- Dominant directions
  Manhattan accumption
  - $\rightarrow$  Manhattan assumption
  - $\rightarrow$  scene coordinates

### Method:

- Mean shift clustering
- Evaluate modes based on direction and support





$$n_{\text{floor}} = \underset{p \in \mathbf{P}}{\operatorname{argmax}} \exp\left[-\left(\frac{|p_{\theta} - \theta_{\text{std}}|}{180}\right)^{\lambda} \quad \left(1 - \frac{p_{\mu}}{\sum\limits_{p \in \mathbf{P}} p_{\mu}}\right)\right]$$



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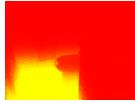
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Knowing the floor normal gives a range of valuable information:

Find the floor







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- Find the floor
- Comparing the vertical alignment







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- Find the floor
- Comparing the vertical alignment
- Getting height







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- Comparing the vertical alignment
- Getting height
- Helps to find the walls





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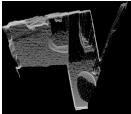
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- Find the floor
- Comparing the vertical alignment
- Getting height
- Helps to find the walls
- Room Layout









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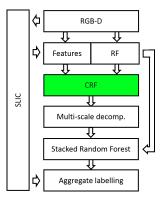
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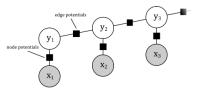
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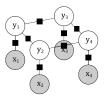
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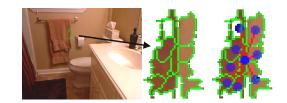
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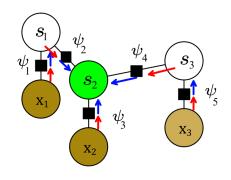
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But what is  $\psi_{\alpha}$ ?



## Parameterization

But what is  $\psi_{\alpha}$ ?

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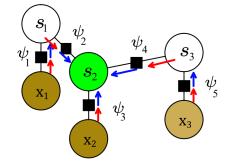
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 $\psi_{\alpha}(s_{i-1},k,s_i,c,\mathbf{w}) \rightarrow \exp\left(f_n(s_{i-1},k,\mathbf{w}) + f_e(s_{i-1},k,s_i,c,\mathbf{w})\right)$ 





## Parameterization

But what is  $\psi_{\alpha}$ ?

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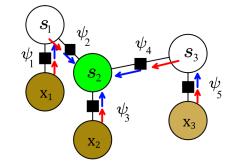
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Dept. of Electronic Systems Aalborg University Denmark 55  $\psi_{\alpha}(s_{i-1}, k, s_i, c, \mathbf{w}) \rightarrow \exp\left(f_n(s_{i-1}, k, \mathbf{w}) + f_e(s_{i-1}, k, s_i, c, \mathbf{w})\right)$ 



So what is  $f_n$  and  $f_e$  then?

All the node and edge feature functions combined!

 $f_n(s_{i-1}, k, \mathbf{w}) = w_k f_{\mathsf{Nstd}}(s_{i-1}) + w_k f_{\mathsf{D}\nabla}(s_{i-1}) + \dots$  $f_e(s_{i-1}, k, s_i, c, \mathbf{w}) = w_{1\{c=k\}} f_{\mathsf{ColDiff}}(s_{i-1}, s_i) + \dots$ 





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To fit the model to the data, we have to learn the w-parameters. Several methods available, but they all optimize some form of:

$$\mathbf{w}^* = \operatorname*{argmax}_w \prod_{n=1}^N p(y^n | x^n, \mathbf{w})$$

where  $y^n$  and  $x^n$  are the training samples. Through the use of the Kullback-Leibler divergence, and by adding regularization parameters, an expression for the optimization of  $w^*$  is derived:

$$\mathcal{L}(\mathbf{w}) = \lambda ||\mathbf{w}||^2 + \sum_{n=1}^{N} \sum_{\psi \in \Psi} \psi(\mathbf{s}^n, \mathbf{s}^n) - \sum_{n=1}^{N} \log Z(x^n, w)$$

Which is the Regularized Maximum Conditional Likelihood Training.





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There are different ways of optimizing the parameters,  $\mathbf{w}$ .



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There are different ways of optimizing the parameters, w.

From descriptions of the methods[10], the Pseudo-Likelihood method is chosen as it is fast to train. Main benefit: Optimize over the individual nodes  $\rightarrow$  fast.



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The model is optimized w.r.t the regularization parameters, using a validation set and a 2D grid search:



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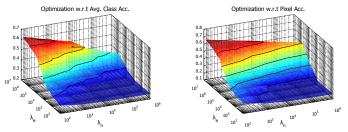
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### The model is optimized w.r.t the regularization parameters, using a validation set and a 2D grid search:



This shows an accuracy in the optimal points of:

| Opt. Param. |                 | Resulting accur | Resulting accuracies |  |  |
|-------------|-----------------|-----------------|----------------------|--|--|
| $\lambda_n$ | 10 <sup>1</sup> | Pix. acc.       | 70.9                 |  |  |
| $\lambda_e$ | $10^{6}$        | avg. class acc. | 67.7                 |  |  |



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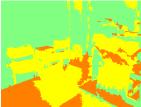
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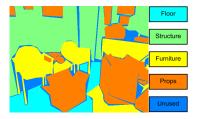
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## SOTA comparison

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| Work                       | Per class acc. | Pix. acc. |
|----------------------------|----------------|-----------|
| Müller and Behnke[9]       | 71.9           | 72.3      |
| Couprie <i>et al</i> [3]   | 63.5           | 64.5      |
| Khan <i>et al</i> [8]      | 65.6           | 69.2      |
| Gupta <i>et al</i> [6]     | 65             | 64.9      |
| Nico Höft <i>et al</i> [7] | 62.0           | 61.1      |
| This work                  | 67.7           | 70.9      |

|           | floor | structure | furniture | props |
|-----------|-------|-----------|-----------|-------|
| floor     | 0.93  | 0.00      | 0.06      | 0.00  |
| structure | 0.01  | 0.79      | 0.17      | 0.04  |
| furniture | 0.02  | 0.11      | 0.80      | 0.07  |
| props     | 0.08  | 0.28      | 0.46      | 0.18  |





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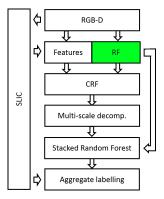
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Random Forest

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## Random Offset Features:

- Similar to the well known Haar-features used by Viola-Jones[15]
- Can capture non-obvious features
- Fast
- Proven, used by Stückler et al[14].



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For a query point *p*:

Generate random pixel offsets



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- Generate random pixel offsets
- Generate a randomly sized box around each offset



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- Generate random pixel offsets
- Generate a randomly sized box around each offset
- Choose a channel at random (Lab color or depth) for each offset and sum inside the box



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- Generate random pixel offsets
- Generate a randomly sized box around each offset
- Choose a channel at random (Lab color or depth) for each offset and sum inside the box
- Randomly take the absolute differences between the values



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- Generate random pixel offsets
- Generate a randomly sized box around each offset
- Choose a channel at random (Lab color or depth) for each offset and sum inside the box
- Randomly take the absolute differences between the values
- Done!



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### To make these features work:

Create a large set of Random Offset Features



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### To make these features work:

- Create a large set of Random Offset Features
- Test them all



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## To make these features work:

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## To make these features work:

- Create a large set of Random Offset Features
- Test them all
- Evaluate features
- Keep and use the best of them



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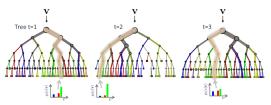
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To make these features work:

- Create a large set of Random Offset Features
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As a model for evaluating and using them, a Random Forest is chosen!





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### Decision Tree, consecutive split functions:





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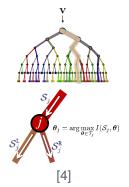
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### Decision Tree, consecutive split functions:





### Random Forest **RF and ROF features**

Decision Tree, consecutive split functions:

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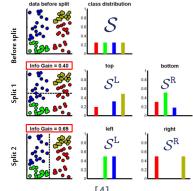
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# $\boldsymbol{\theta}_j = \arg \max_{\boldsymbol{\theta} \in \mathcal{T}_j} I(\mathcal{S}_j, \boldsymbol{\theta})$ $\mathcal{S}^{I}$ [4]



[4]



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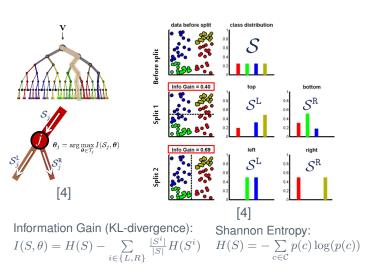
Results

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### Decision Tree, consecutive split functions:





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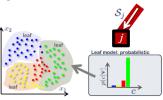
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At the leaf nodes, a probability for each class is assigned.





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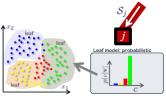
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At the leaf nodes, a probability for each class is assigned.



Depth of the tree is controlled usually by:

- Maximum depth
- Minimum number of samples at leaf



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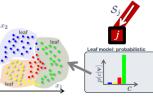
Results

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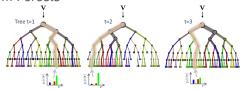
At the leaf nodes, a probability for each class is assigned.



Depth of the tree is controlled usually by:

- Maximum depth
- Minimum number of samples at leaf

Trees are gathered in ensembles and trained using Bagging.  $\rightarrow$  Random Forests





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A Random Forest is trained on three thousand random features.



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A Random Forest is trained on three thousand random features.

Based on out-of-bag-samples, the features are evaluated using the trained model.

Following, the features are ranked.



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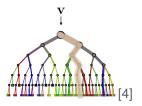
A Random Forest is trained on three thousand random features.

Based on out-of-bag-samples, the features are evaluated using the trained model.

Following, the features are ranked.

The final model can now be trained.

The model has a series of parameters:





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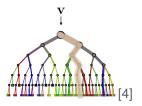
A Random Forest is trained on three thousand random features.

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Dept. of Electronic Systems Aalborg University Denmark 55 A Random Forest is trained on three thousand random features.

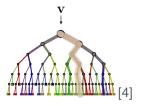
Based on out-of-bag-samples, the features are evaluated using the trained model.

Following, the features are ranked.

The final model can now be trained.

The model has a series of parameters:

Number of splits at each branch





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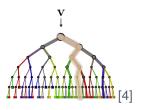
Based on out-of-bag-samples, the features are evaluated using the trained model.

Following, the features are ranked.

The final model can now be trained.

The model has a series of parameters:

- Number of splits at each branch
- Number of trees to train





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A Random Forest is trained on three thousand random features.

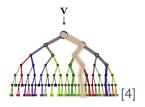
Based on out-of-bag-samples, the features are evaluated using the trained model.

Following, the features are ranked.

The final model can now be trained.

The model has a series of parameters:

- Number of splits at each branch
- Number of trees to train
- Minimum number of samples at Leaf





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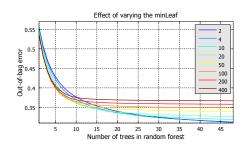
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| Parameter      | value               |
|----------------|---------------------|
| nFeatures      | 40                  |
| nSamples       | $1.56 \cdot 10^{6}$ |
| nTrees         | 48                  |
| nSplitFeatures | 7                   |
| minLeaf        | -                   |





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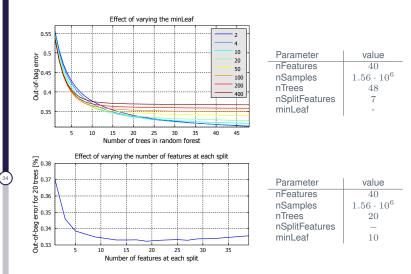
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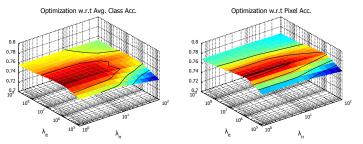
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To accommodate the Random Forests' predictions as input for the CRF, the regularization have to be re-optimized.



Optimal parameters are approximately:

| <b>Optimal Parameters</b> |          |  |  |
|---------------------------|----------|--|--|
| $\lambda_n$               | $10^{0}$ |  |  |
| $\lambda_e$               | $10^{6}$ |  |  |



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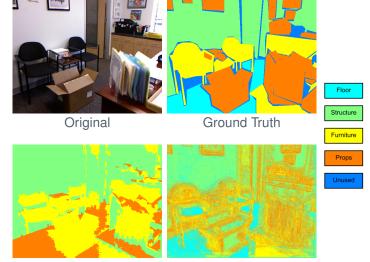
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**CRF** labeling

**RF** labeling



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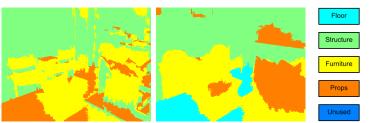
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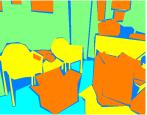
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CRF

CRF + RF



Ground Truth



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| Work                       | Per class acc. | Pix. acc. |
|----------------------------|----------------|-----------|
| Müller and Behnke[9]       | 71.9           | 72.3      |
| Couprie <i>et al</i> [3]   | 63.5           | 64.5      |
| Khan <i>et al</i> [8]      | 65.6           | 69.2      |
| Gupta <i>et al</i> [6]     | 65             | 64.9      |
| Nico Höft <i>et al</i> [7] | 62.0           | 61.1      |
| This work                  | 70.0           | 71.5      |



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| Work                       | Per class acc. | Pix. acc. |
|----------------------------|----------------|-----------|
| Müller and Behnke[9]       | 71.9           | 72.3      |
| Couprie <i>et al</i> [3]   | 63.5           | 64.5      |
| Khan <i>et al</i> [8]      | 65.6           | 69.2      |
| Gupta <i>et al</i> [6]     | 65             | 64.9      |
| Nico Höft <i>et al</i> [7] | 62.0           | 61.1      |
| This work                  | 70.0           | 71.5      |

Not good enough



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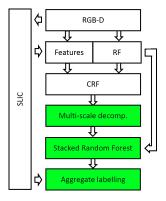
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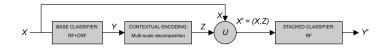
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### Multi-scale Multi-class Stacked Sequential Learning



### Consists of:

- A multi-scale decomposition
- A stacked classifier



## Multi-scale Decomposition Multi-scale Multi-class Stacked Sequential Learning

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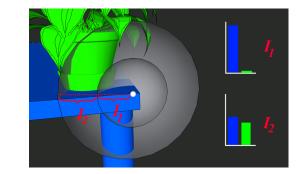
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From a query point:



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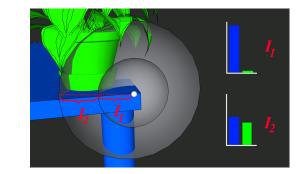
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## From a query point:

Define a set of distance intervals, I. (4 chosen)



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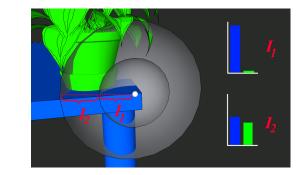
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# **BE and BOE features**

Multi-scale Decomposition

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## From a query point:

- Define a set of distance intervals, I. (4 chosen)
- For each interval sum over each of the confidence maps.



#### Segmentation of RGB-D Indoor Scenes

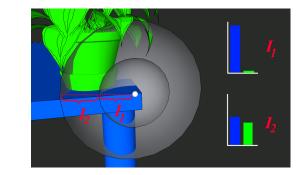
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# **BE and BOE features**

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## From a query point:

- Define a set of distance intervals, I. (4 chosen)
- For each interval sum over each of the confidence maps.
- Normalize over each interval.



#### Segmentation of RGB-D Indoor Scenes

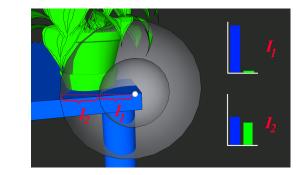
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# **BE and BOE features**

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## From a query point:

- Define a set of distance intervals, I. (4 chosen)
- For each interval sum over each of the confidence maps.
- Normalize over each interval.
- Result: a CI dimension feature vector (16-dim).



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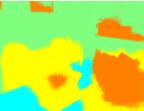
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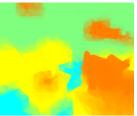
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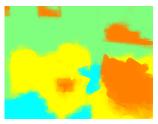
## Decomposition images



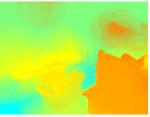
2 cm



11 cm



5 cm



30 cm



## Stacked Random Forest Multi-scale Multi-class Stacked Sequential Learning

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## Another Random Forest

## Acts on the features of the CRF and the decomposition



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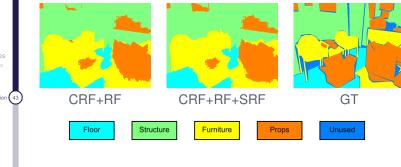
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# Acts on the features of the CRF and the decomposition Sample:



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# Final Results

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| Work                   | Floor | Struct. | Furn. | Props       | Cl. acc. | Pix. acc. |
|------------------------|-------|---------|-------|-------------|----------|-----------|
| Müller and Behnke[9]   | 94.9  | 78.9    | 71.1  | 42.7        | 71.9     | 72.3      |
| Couprie et al[3]       | 87.3  | 87.8    | 45.3  | 35.5        | 63.5     | 64.5      |
| Khan <i>et al</i> [8]  | 87.1  | 88.2    | 54.7  | 32.6        | 65.6     | 69.2      |
| Gupta <i>et al</i> [6] | 82    | 73      | 64    | 37          | 65       | 64.9      |
| Nico Höft et al[7]     | 77.9  | 65.4    | 55.9  | <b>49.9</b> | 62.0     | 61.1      |
| This work              | 95.5  | 80.5    | 77.1  | 35.3        | 72.1     | 73.8      |

|           | floor | structure | furniture | props |
|-----------|-------|-----------|-----------|-------|
| floor     | 0.95  | 0.00      | 0.04      | 0.00  |
| structure | 0.01  | 0.80      | 0.12      | 0.07  |
| furniture | 0.02  | 0.11      | 0.77      | 0.10  |
| props     | 0.09  | 0.21      | 0.35      | 0.35  |



Measures Results

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| Measure     | Floor | Struct. | Furn. | Props | Average |
|-------------|-------|---------|-------|-------|---------|
| Precision   | 83.1  | 78.1    | 69.0  | 54.4  | 71.1    |
| Recall      | 94.9  | 82.8    | 82.1  | 19.0  | 69.7    |
| Specificity | 97.3  | 86.7    | 80.1  | 96.9  | 90.2    |



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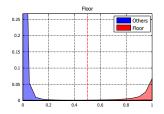
Multi-scale Decomposition

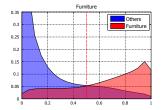
#### Results

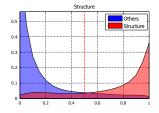
References

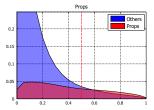
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## The posterior class distributions:











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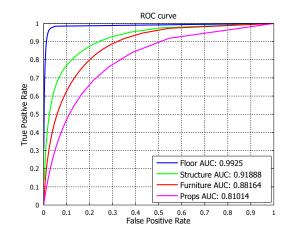
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Dept. of Electronic Systems Aalborg University Denmark 55 A common method to evaluate methods is the Receiver Operating Curve:





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## The project showed:

- State-of-the-art results
- MMSSL works
- CRF is powerful
- Dominant normal directions is powerful
- Paper pending! BMVC
- Journal paper



## Sample results

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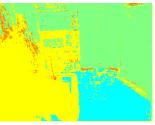
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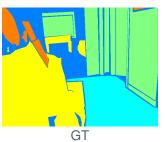


RF



CRF + RF







## Sample results

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## Thank you for listening!





## Thank you Jordi!

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