



國立高雄科技大學

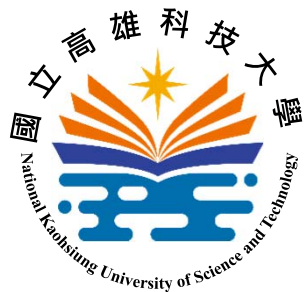
National Kaohsiung University of Science and Technology

Region of Interest (RoI) Pooling and Align

Speaker: Shih-Shinh Huang

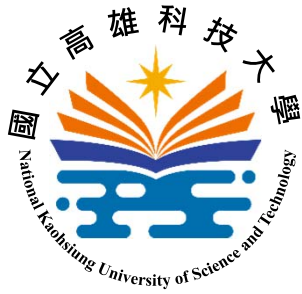
February 21, 2021





Outline

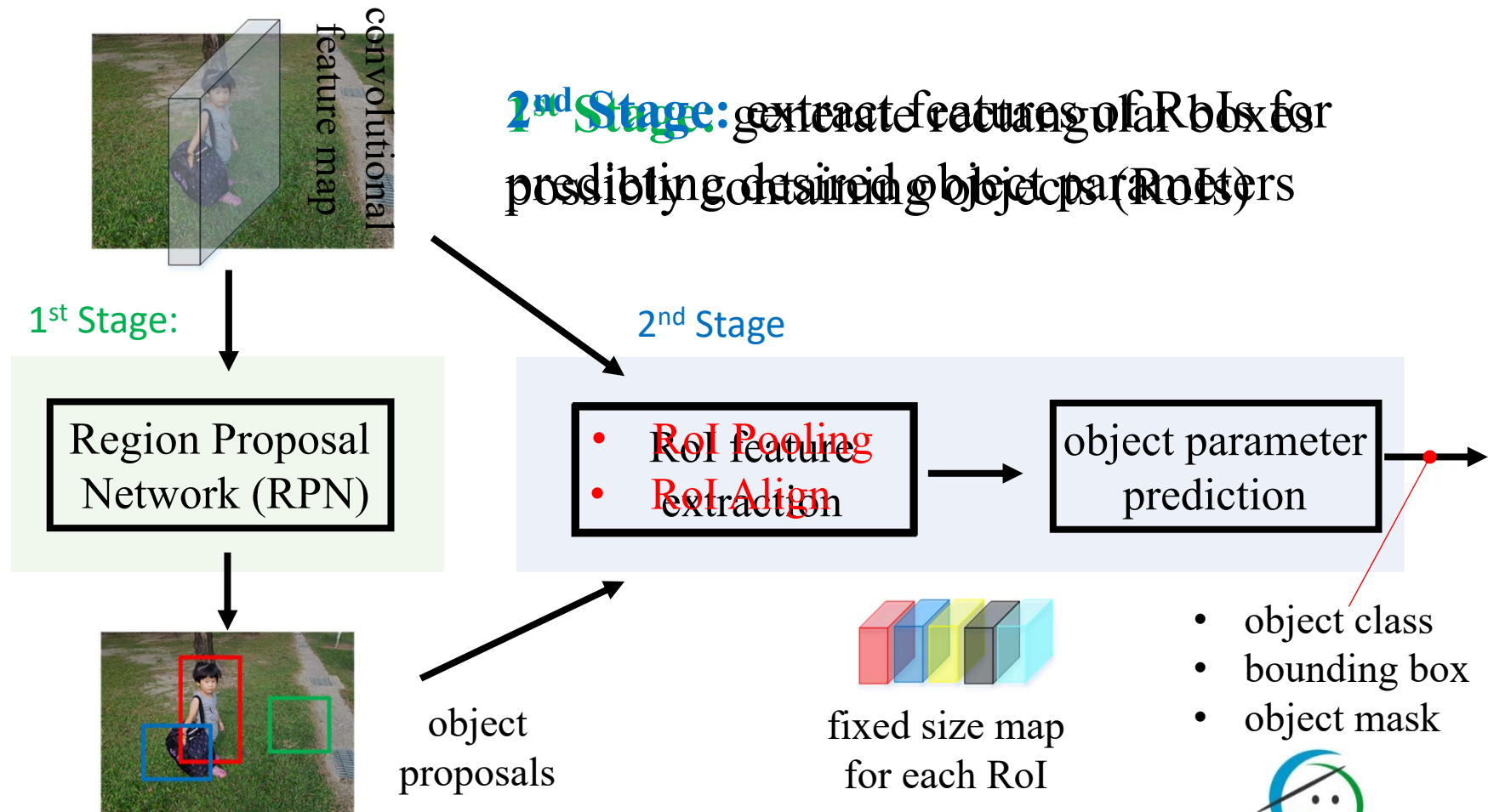
- Introduction
 - Background
 - RoI Feature Extraction
- RoI Pooling
 - Overview
 - Pooling Steps
- RoI Align
 - Overview
 - Align Steps
 - Bilinear Interpolation



Introduction

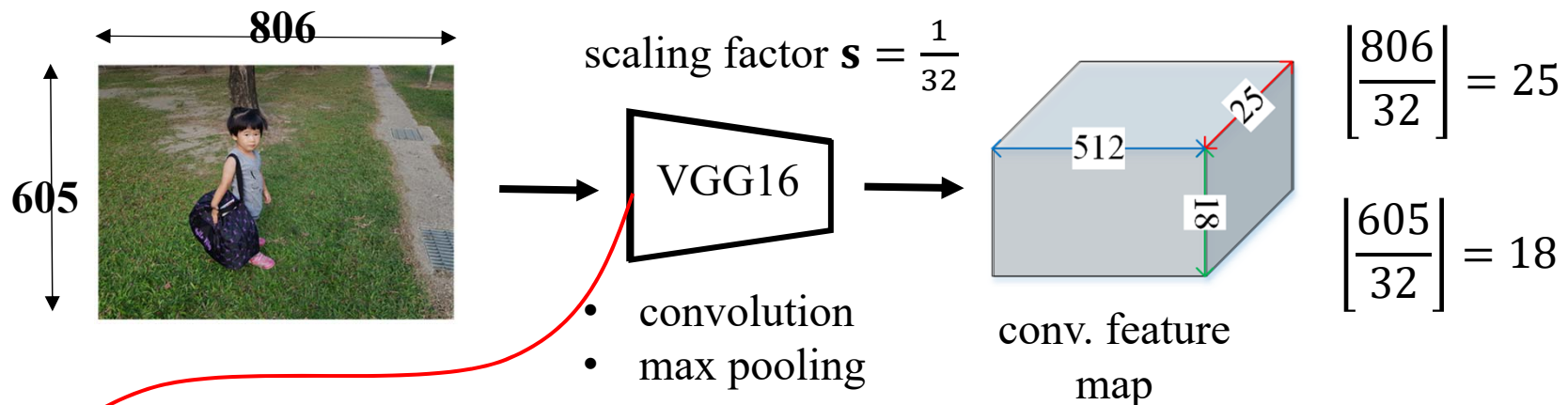
- Background
 - Detecting and segmenting objects from images are important tasks in computer vision area.
 - **Faster R-CNN**: well-known method for detection
Shaoqing Ren, *et. al.*, “Faster R-CNN Towards Real-Time Object Detection with Region Proposal Networks,” *IEEE Trans. on PAMI*, 2017.
 - **Mask R-CNN**: well-known method for segmentation
Kaiming He, *et. al.*, “Mask R-CNN,” *IEEE ICCV*, 2017

Introduction



Introduction

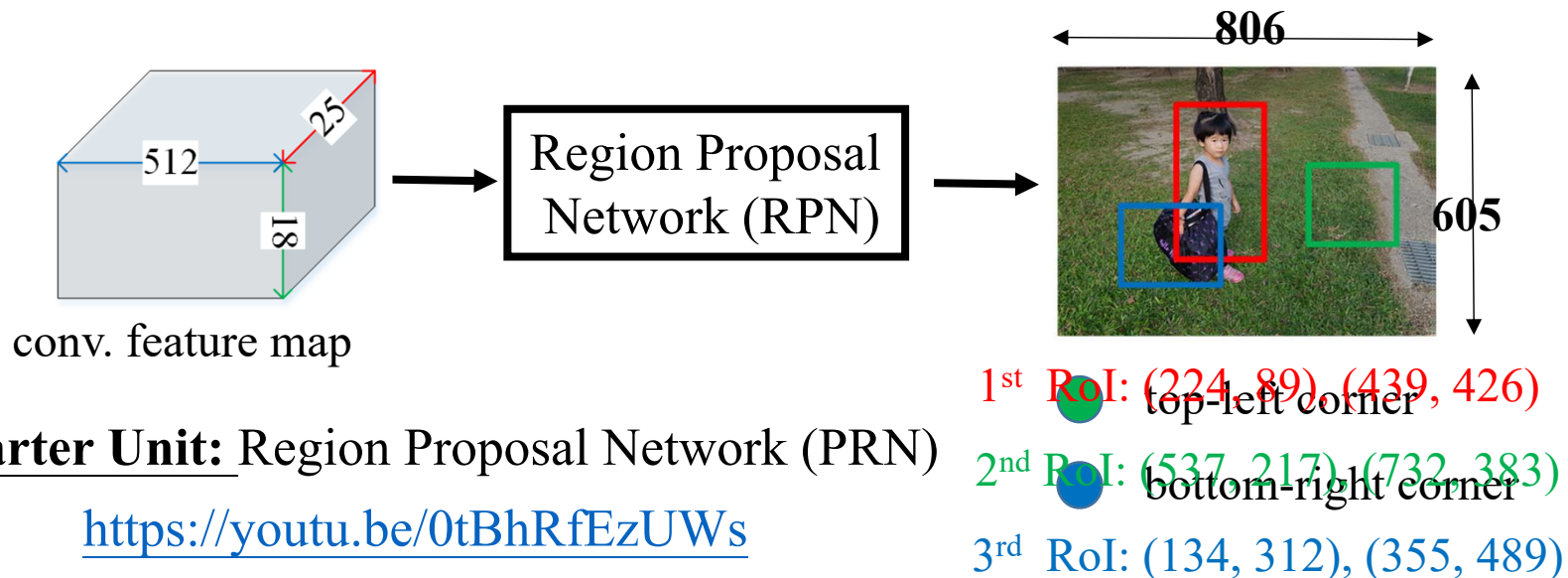
- RoI Feature Extraction: input
 - **Feature Map**: feature of the input image obtained from a deep convolutional neural network.



K. Simonyan et. al. "Very Deep Convolutional Networks for Large-Scale Image Recognition," *ICLR*, 2015.

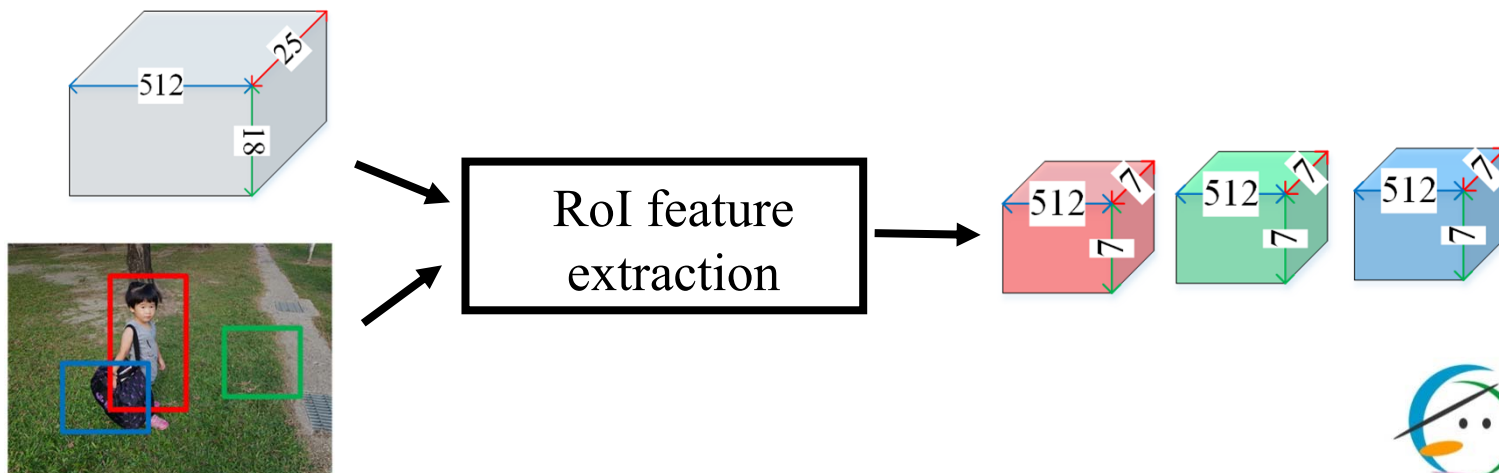
Introduction

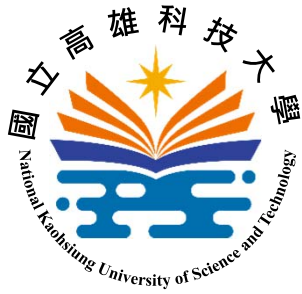
- RoI Feature Extraction: input
 - **RoI List**: object proposals from RPN



Introduction

- RoI Feature Extraction: output
 - **RoI feature maps**: each one is the feature map **within** a RoI and with the fixed size $k \times k \times c$
 - k : pre-defined size ($k = 7$ in original paper)
 - c : num. of channels of input conv. feature map



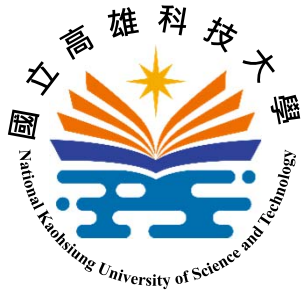


RoI Pooling

- Overview
 - RoI pooling is firstly proposed in Fast R-CNN for object detection.

Ross Girshick, "Fast R-CNN," *IEEE ICCV*, 2015
 - RoI pooling uses **max pooling** operation for computing the RoI feature map.
 - make the conv. feature map be **reused** for all RoIs
 - make the architecture be trained **end-to-end**.



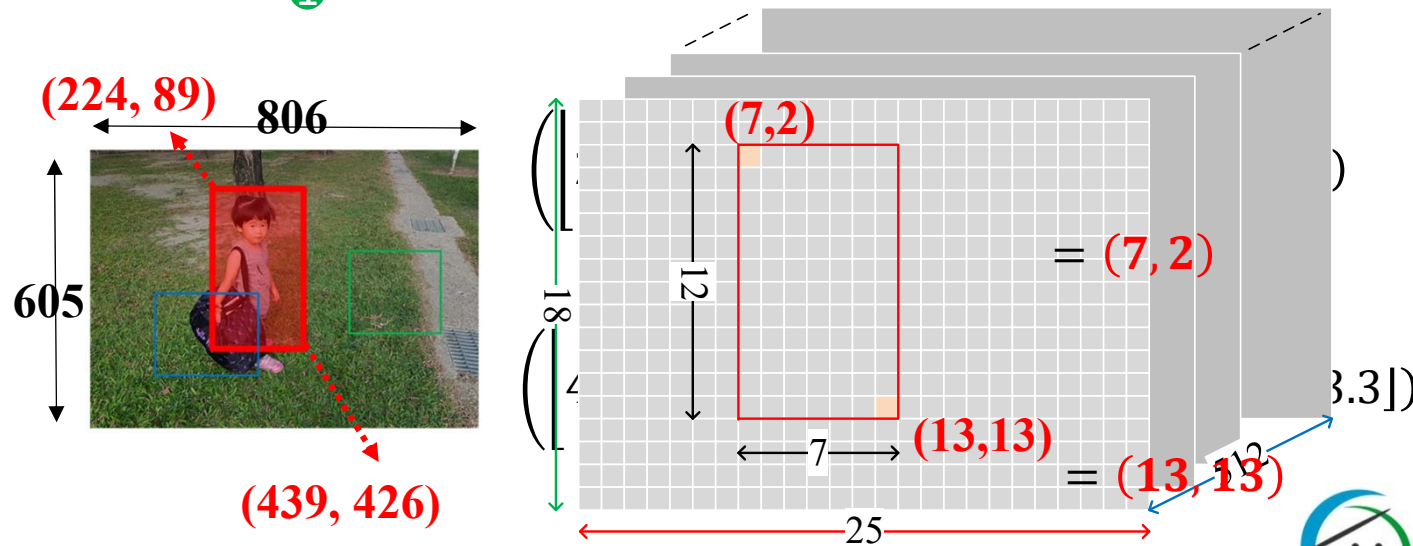


RoI Pooling

- Overview: three steps
 - Step 1 (RoI mapping): map RoI bounding box from image to conv. feature map by **quantization**
 - Step 2 (RoI division): divide the mapped RoI into $k \times k$ grids by **quantization**
 - Step 3 (max pooling): find the maximum of all points in a grid

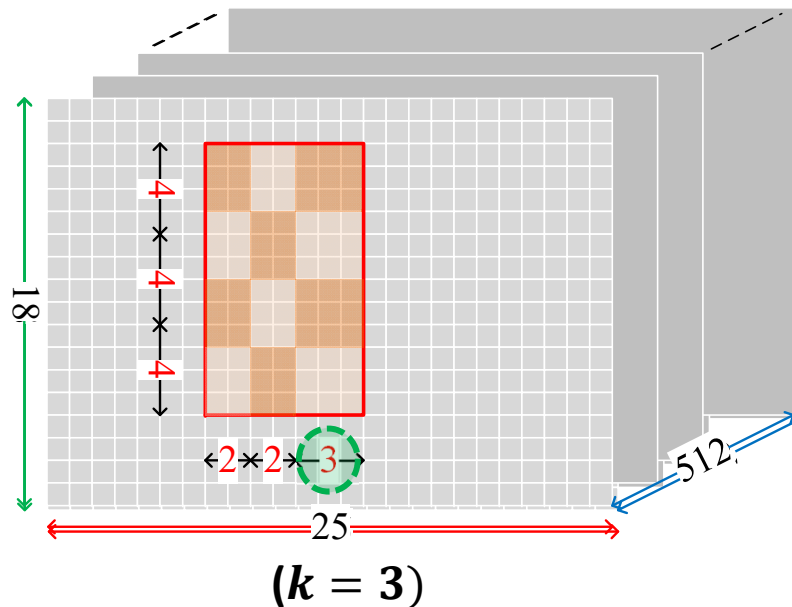
RoI Pooling

- Pooling Steps: RoI mapping
 - multiple the coordinates of RoI corners by the **scaling factor s**
 - **quantize** the resulting coordinates by floor operator



RoI Pooling

- Pooling Steps: RoI division
 - divide the width/height of the mapped RoI by k
 - quantize the width/height by floor operator



$$\text{grid width: } \left\lfloor \frac{7}{3} \right\rfloor = \lfloor 2.33 \rfloor = 2$$

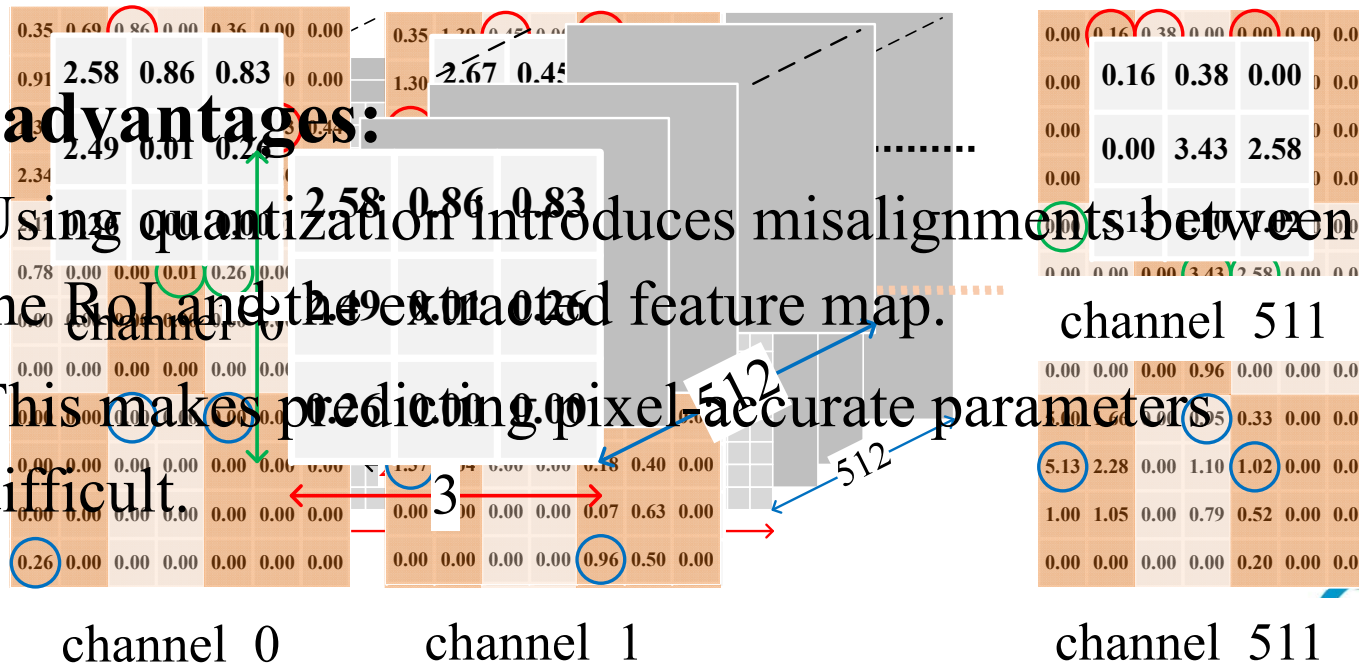
$$\text{grid height: } \left\lfloor \frac{12}{3} \right\rfloor = \lfloor 4.00 \rfloor = 4$$

RoI Pooling

- Pooling Steps: max pooling
 - take the maximum of points in each grid
 - aggregate the results in all channels

Disadvantages:

- Using quantization introduces misalignments between the RoI and the extracted feature map.
- This makes predicting pixel-accurate parameters difficult.





RoI Align

- Overview
 - RoI align was proposed and used for instance segmentation in Mask R-CNN.

Kaiming He, *et. al.*, “Mask R-CNN,” *IEEE ICCV*, 2017

- **Objective:** perform data pooling more accurate.
 - perform RoI mapping and division **without** quantization.
 - interpolate the values of sampling points for data pooling.

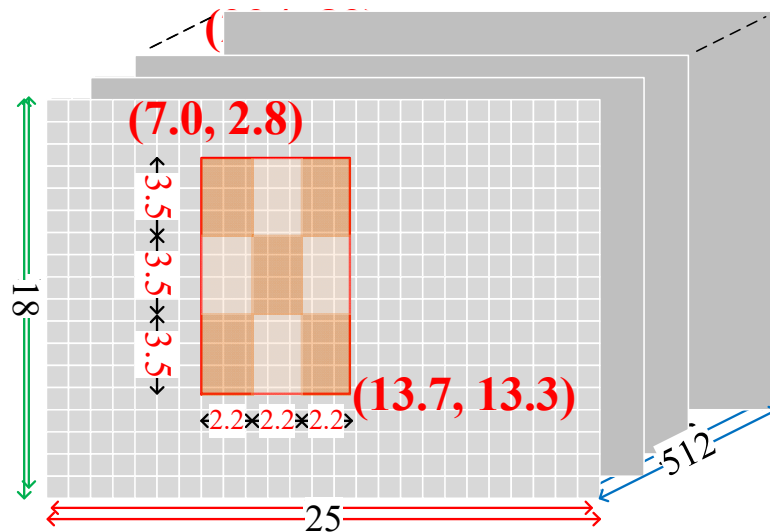


RoI Align

- Overview: four steps
 - Step 1 (RoI mapping): multiply the scaling factor to map RoI to conv. feature map
 - Step 2 (RoI division): divide the width/height of mapped RoI by k to have $k \times k$ grids.
 - Step 3 (Interpolation): interpolate the values of all sampling points (each grid has $s \times s$ points)
 - Step 4 (max pooling): find the maximum of all $s \times s$ sampling points in a grid.

RoI Align

- Align Steps
 - RoI mapping: multiple the scaling factor
 - RoI division: divide width/height by k



$$\left(\left\lfloor \frac{25 \times 1}{32} \right\rfloor, \left\lfloor \frac{18 \times 1}{32} \right\rfloor \right) = (7.0, 2.8)$$

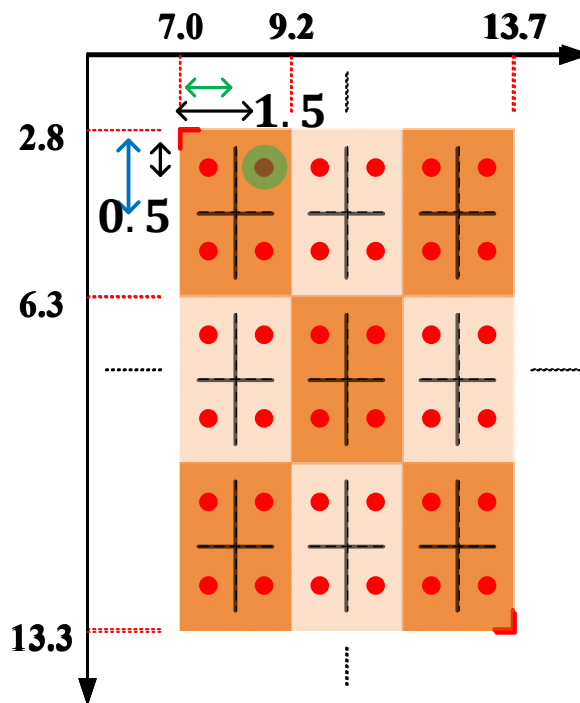
grid width: $6.7 \div 3 = 2.2$

$$\left(\left\lfloor \frac{10.9 \times 1}{32} \right\rfloor, \left\lfloor \frac{10.9 \times 1}{32} \right\rfloor \right) = (3.4, 3.4)$$

grid height: $10.9 \div 3 = 3.6$

RoI Align

- Align Steps: interpolation
 - divide each grid into $s \times s$ cells ($s = 2$)
 - take the centroids of cells as sampling points



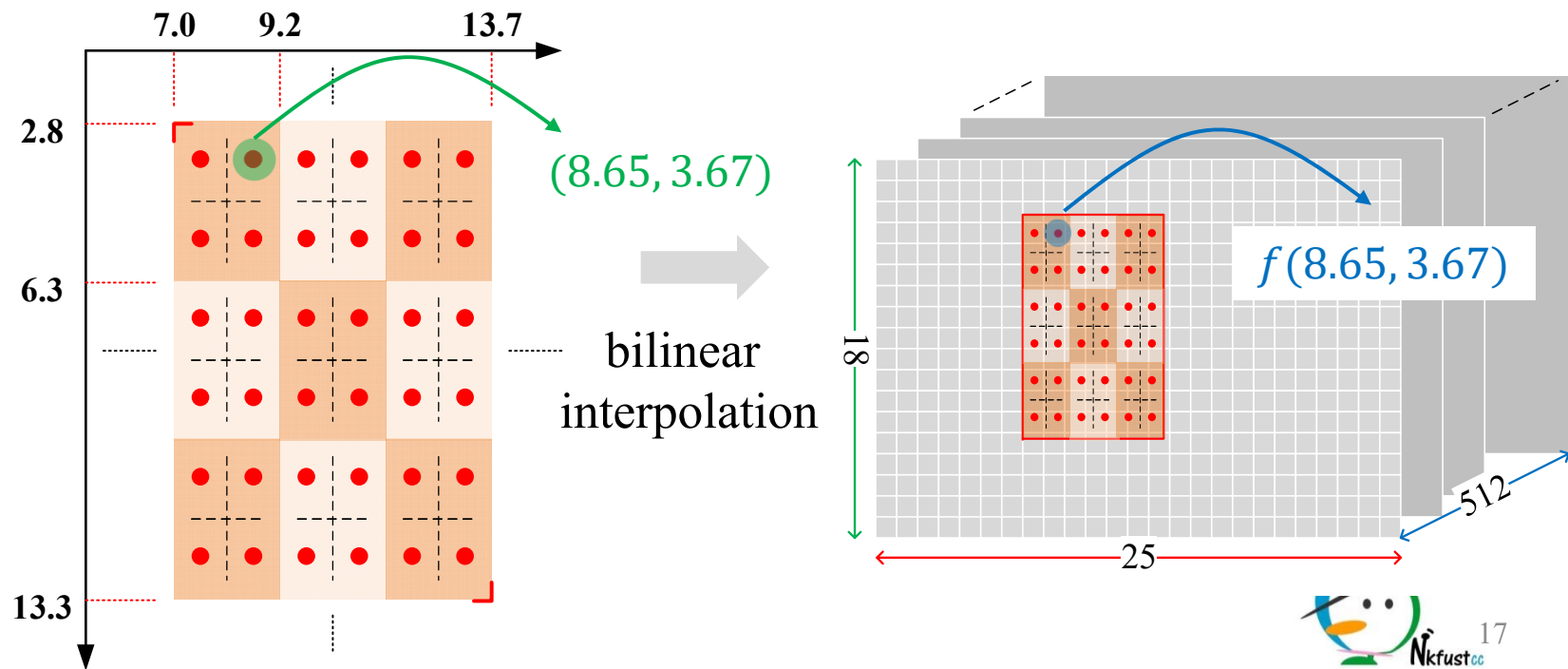
starting coordinate displacement

$$x: 7.0 + \left(\frac{2.2}{s=2} \right) \times (1 + 0.5) = 8.65$$

$$y: 2.8 + \left(\frac{3.5}{s=2} \right) \times (0 + 0.5) = 3.67$$

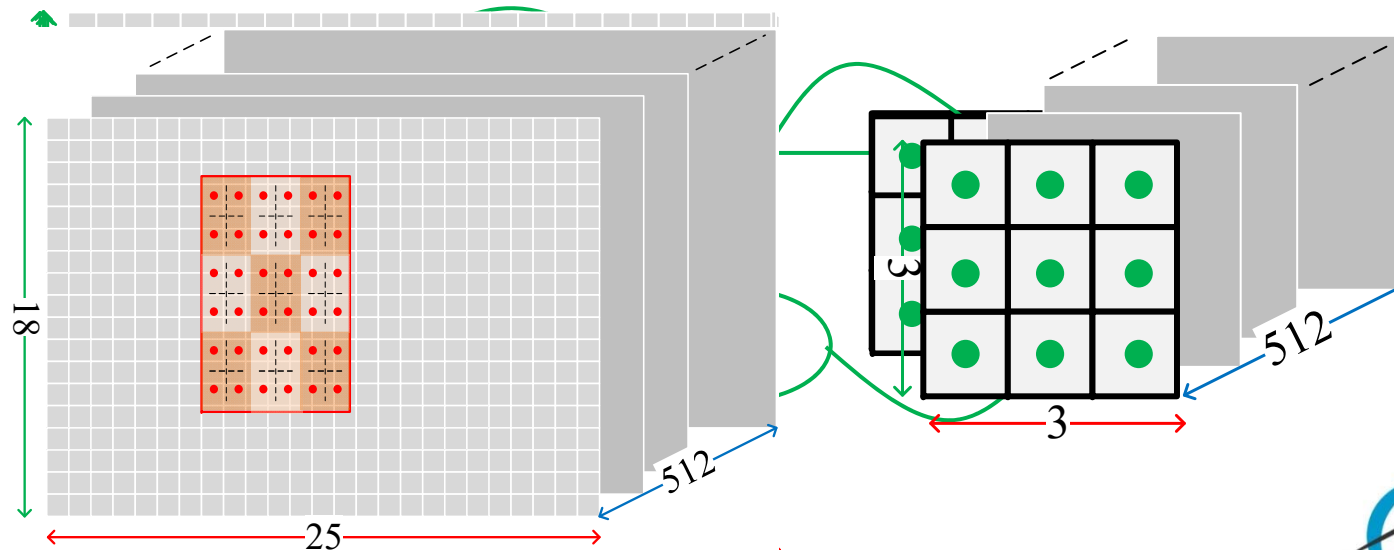
RoI Align

- Align Steps: interpolation
 - interpolate the feature value of every sampling point by **bilinear interpolation**.



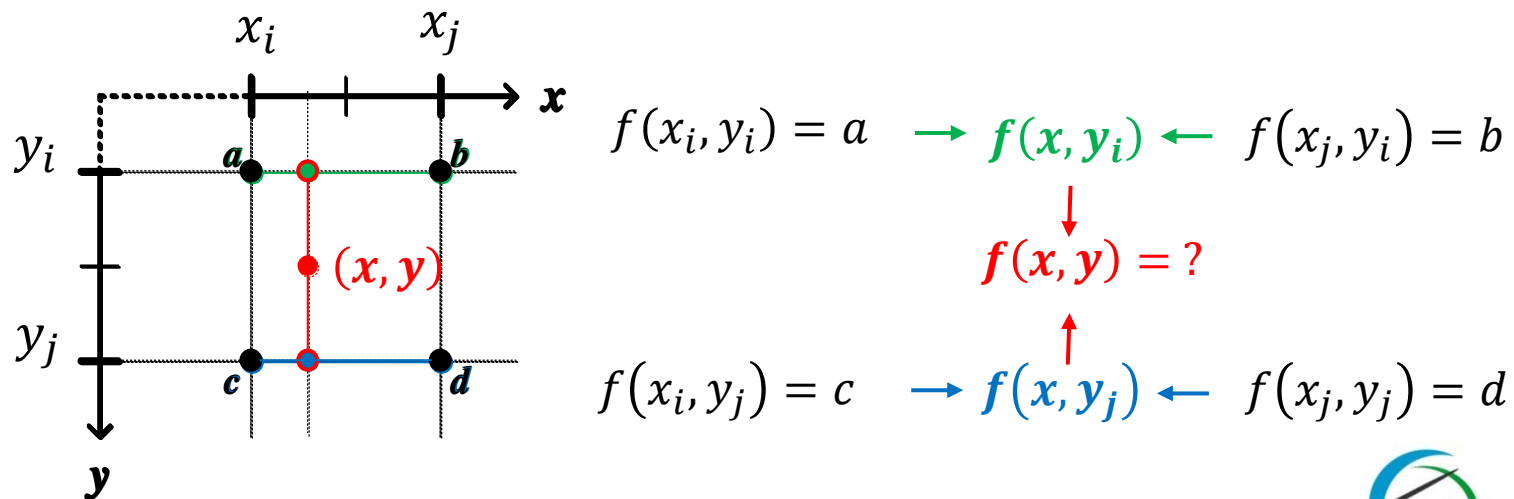
RoI Align

- Align Steps: max pooling
 - take the maximum of feature values of **sampling points** in each grid
 - aggregate the results in all channels



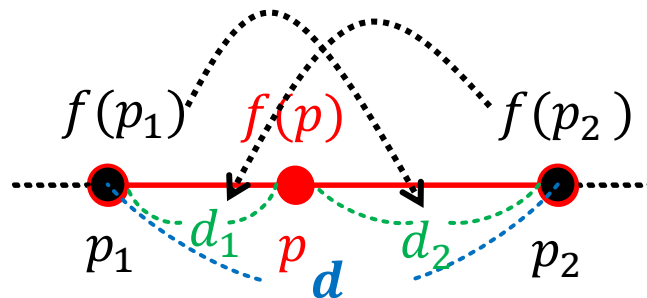
RoI Align

- Bilinear Interpolation: overview
 - It is a way to interpolate point value on a 2D grid
 - It is performed using **linear interpolation** twice, respectively, in horizontal and vertical directions



RoI Align

- Bilinear Interpolation: overview
 - **Linear interpolation**: interpolate the value $f(p)$ of a point p between p_1 and p_2
 - $f(p)$ is the **weighted sum** of $f(p_1)$ and $f(p_2)$
 - w_1 and w_2 are **inversely proportional** to d_1 and d_2



$$f(p) = \frac{d_2}{d} \times f(p_1) + \frac{d_1}{d} \times f(p_2)$$

- $w_1 + w_2 = 1.0$

- $w_1 \propto \frac{1}{d_1}$

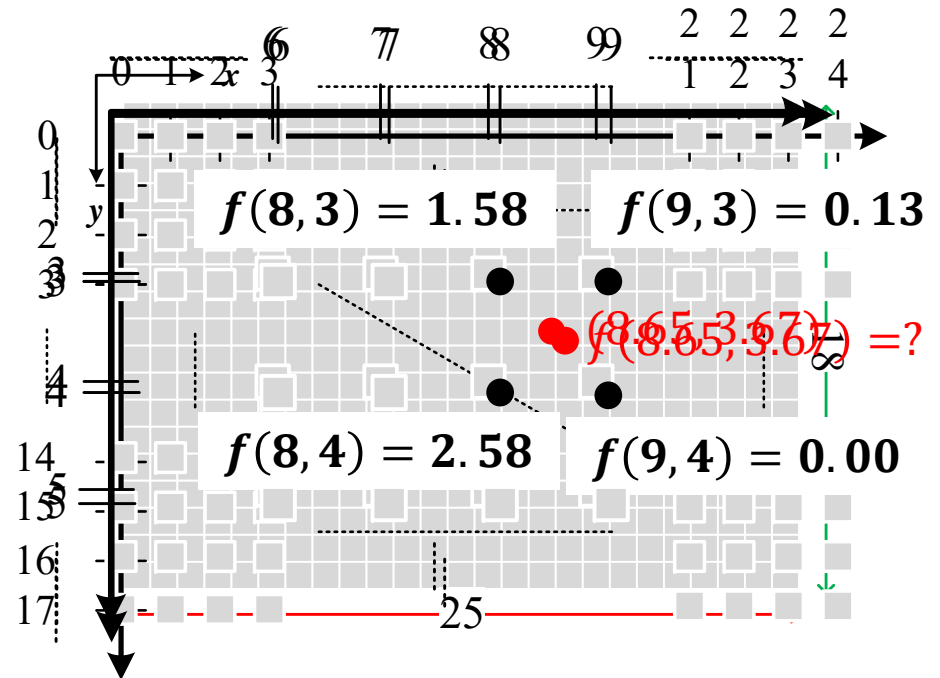
- $w_2 \propto \frac{1}{d_2}$



RoI Align

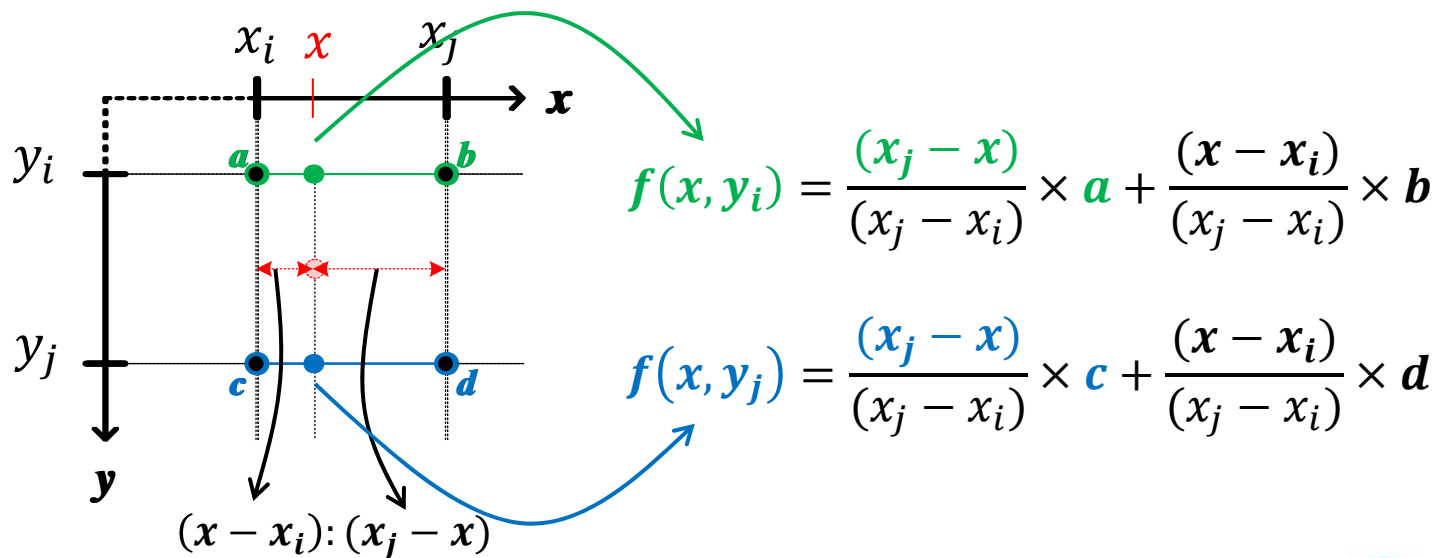
- Bilinear Interpolation

- consider the conv. feature map as a square lattice of integral points
- take the four closest integral points around the point p for interpolation



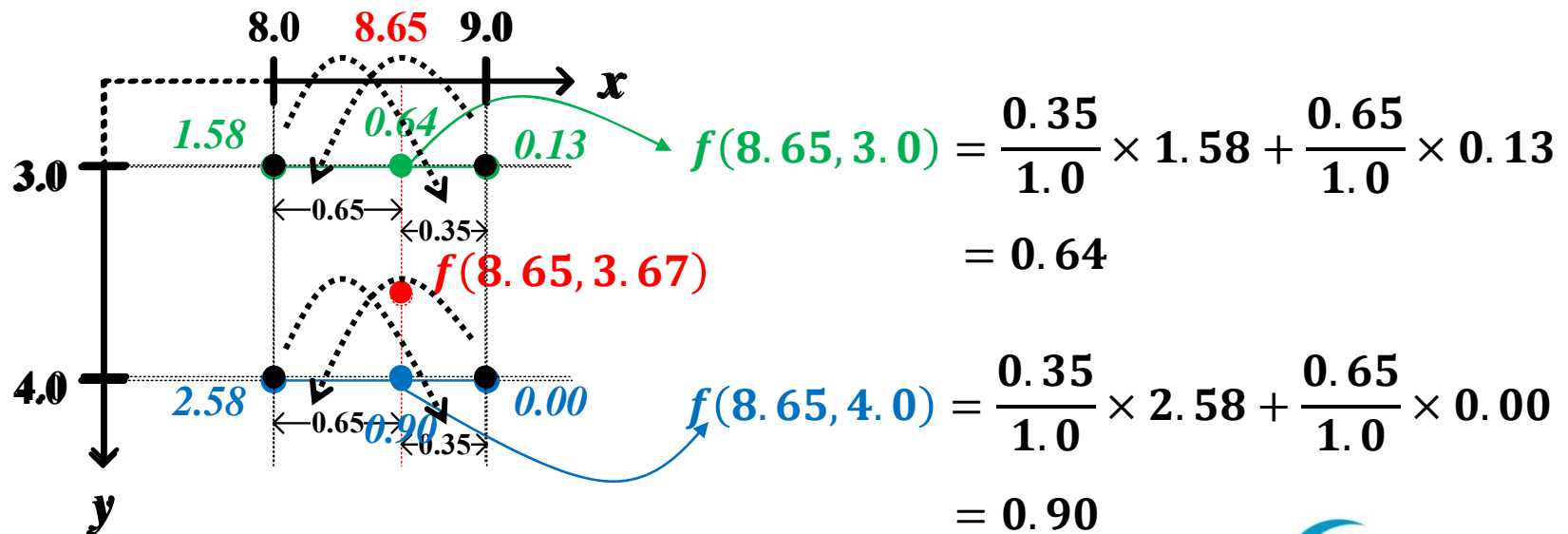
RoI Align

- Bilinear Interpolation
 - horizontal interpolation: apply linear interpolation in horizontal direction



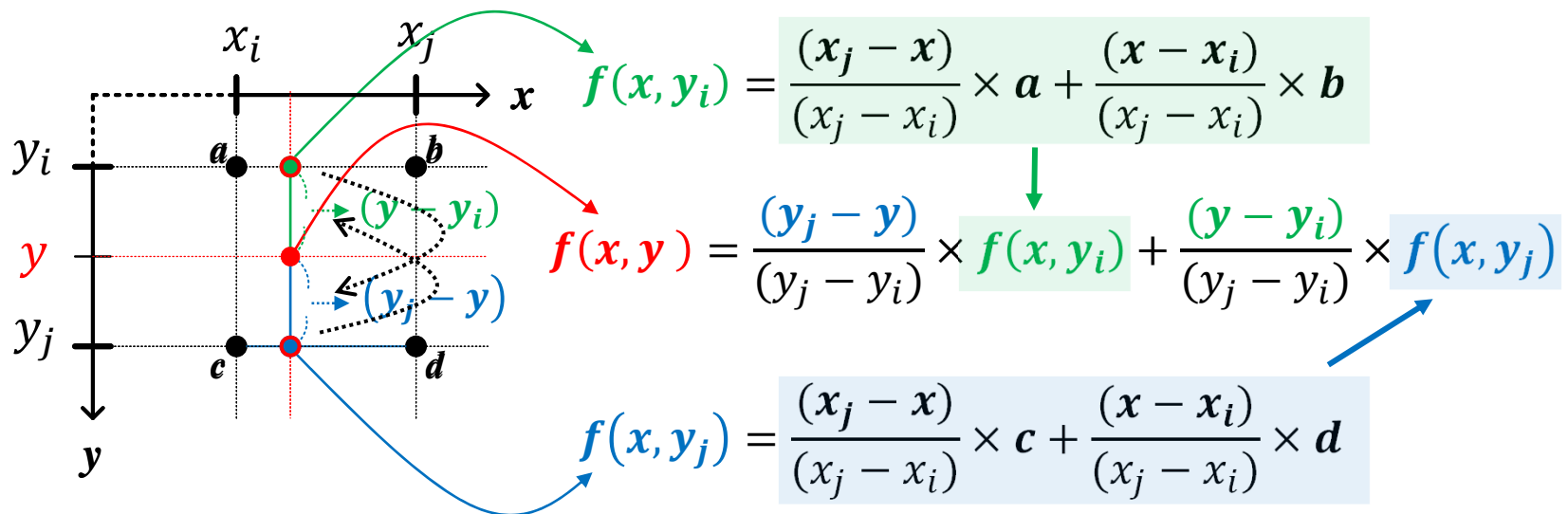
RoI Align

- Bilinear Interpolation:
 - **horizontal interpolation**: apply linear interpolation in horizontal direction



RoI Align

- Bilinear Interpolation
 - **vertical interpolation**: apply linear interpolation in vertical direction



RoI Align

- Bilinear Interpolation
 - **vertical interpolation**: apply linear interpolation in vertical direction

