



# Object Instance Annotation with Deep Extreme Level Set Evolution

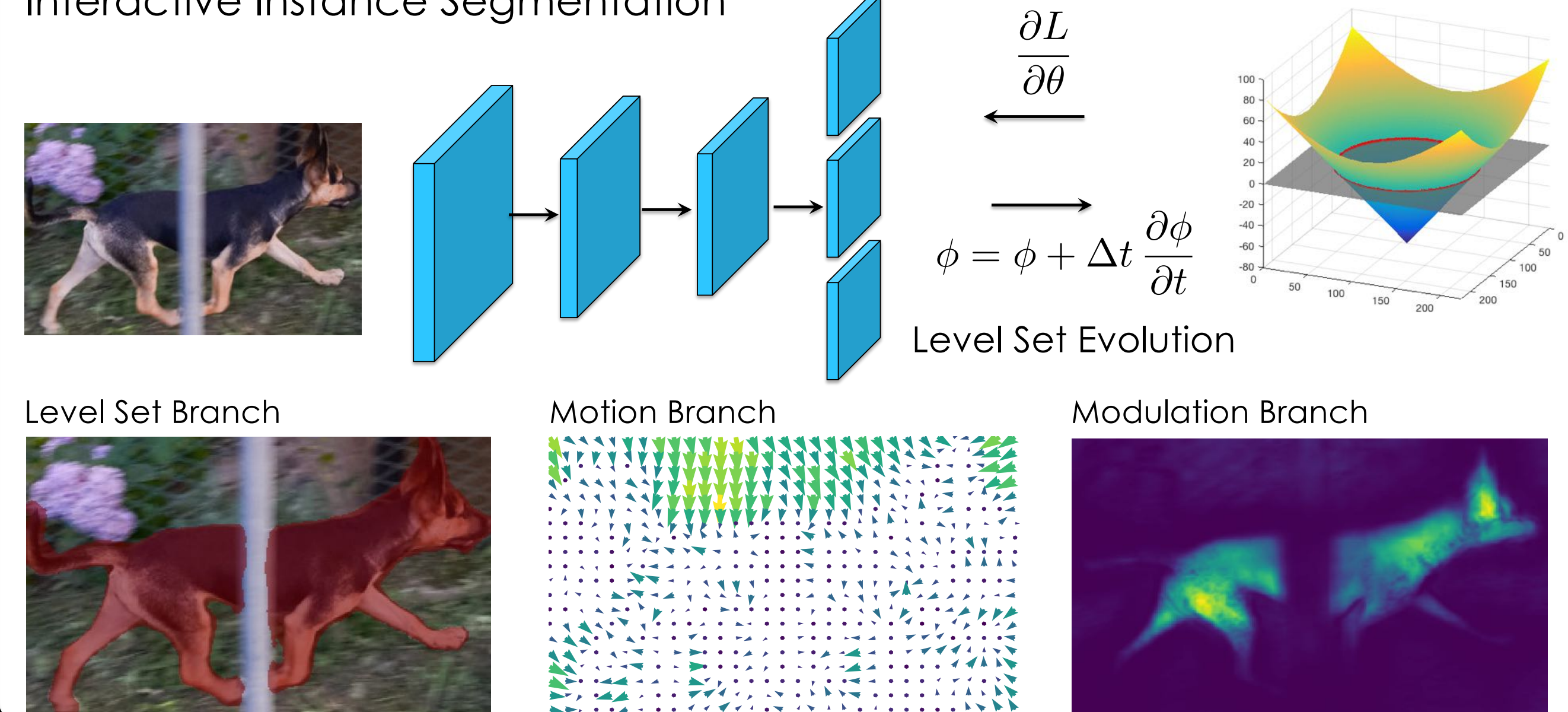
Zian Wang<sup>1</sup>, David Acuna<sup>\*2,3,4</sup>, Huan Ling<sup>\*2,3</sup>, Amlan Kar<sup>2,3</sup>, Sanja Fidler<sup>2,3,4</sup>  
Tsinghua University<sup>1</sup>, University of Toronto<sup>2</sup>, Vector Institute<sup>3</sup>, NVIDIA<sup>4</sup>



## Deep Extreme Level Set Evolution

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Interactive Instance Segmentation



DELSE combines powerful CNN image feature extraction with Level Set Evolution. It is end-to-end differentiable, and produces “well behaved” object contours.

## Level Set Formulation

### Level Set Representation

- Implicit curve with level set function  $\phi$      $C = \{(x, y) | \phi(x, y) = 0\}$

Foreground:  $\{(x, y) \in \Omega_I | \phi(x, y) > 0\}$     Background:  $\{(x, y) \in \Omega_I | \phi(x, y) < 0\}$

- Curve evolution with level sets     $\frac{\partial C(s, t)}{\partial t} = V \vec{N} \Leftrightarrow \frac{\partial \phi}{\partial t} = -V |\nabla \phi|$   
 $\phi_{i+1}(x, y) = \phi_i(x, y) + \Delta t \frac{\partial \phi_i}{\partial t}$

### Level Set Energy Design

- Motion Term:** determines the motion of level set evolution. DELSE predicts a **vector field  $\vec{V}_\theta$**  with **motion branch** and evolve with

$$\left[ \frac{\partial \phi_i}{\partial t} \right]_{\text{motion}} = -\langle \vec{V}_\theta, \nabla \phi_i \rangle$$

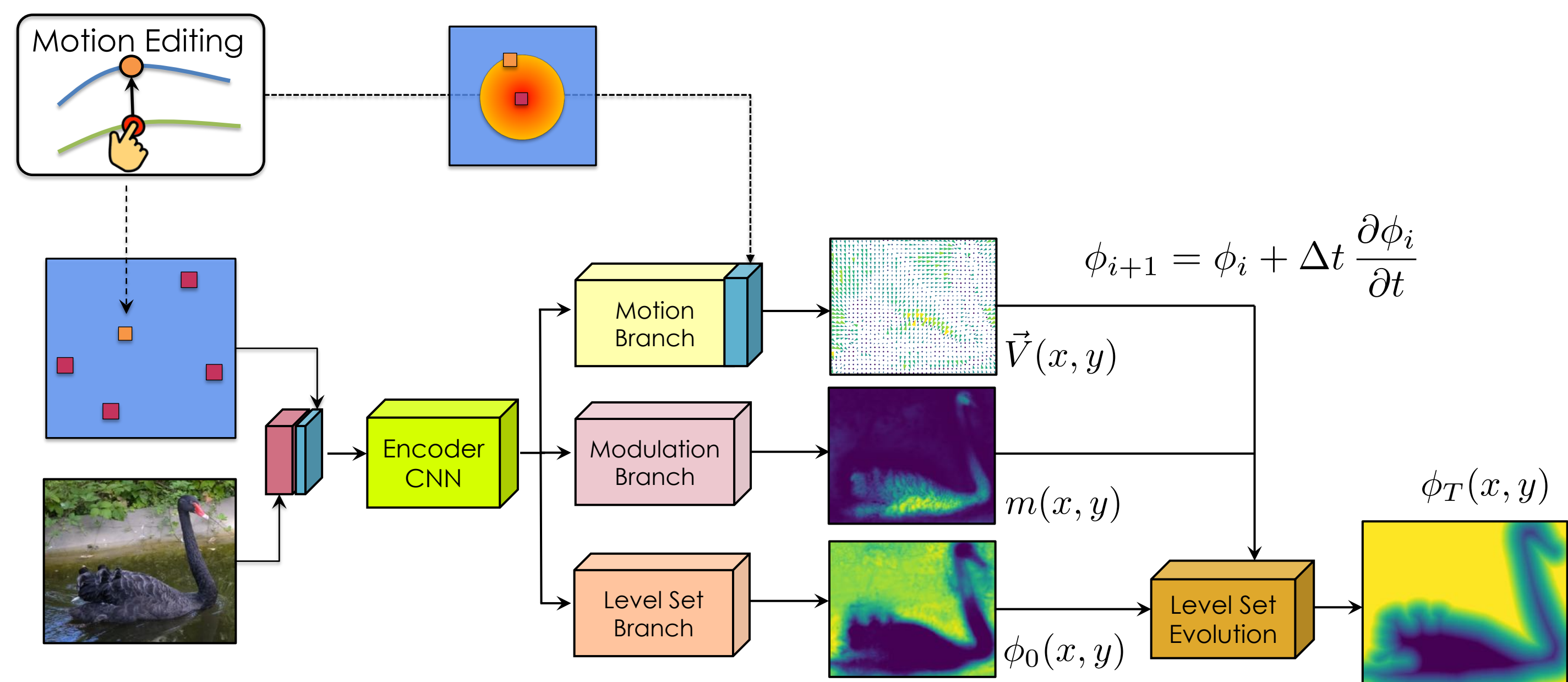
- Curvature Term:** To make the curve’s shape generally well behaved, DELSE regularize the predicted curve by moving it in the direction of its curvature. This term is selective with a learned **modulation function  $m_\theta$** .

$$\left[ \frac{\partial \phi_i}{\partial t} \right]_{\text{curvature}} = m_\theta \kappa |\nabla \phi_i| = m_\theta |\nabla \phi_i| \operatorname{div} \left( \frac{\nabla \phi_i}{|\nabla \phi_i|} \right)$$

- Regularization Term:** To maintain a desirable shape of LSF, DELSE regularize  $|\nabla \phi|$  to be either close to 0 or 1 with

$$\left[ \frac{\partial \phi_i}{\partial t} \right]_{\text{reg}} = \operatorname{div} \left( p'(|\nabla \phi_i|) \frac{\nabla \phi_i}{|\nabla \phi_i|} \right)$$

## Model Architecture



**Architecture of DELSE:** Extreme points are encoded as a heat map and concatenated with the image, which are then passed to the encoder CNN. A multi-branch architecture is used to predict the initial curve and parameters used in level set evolution.

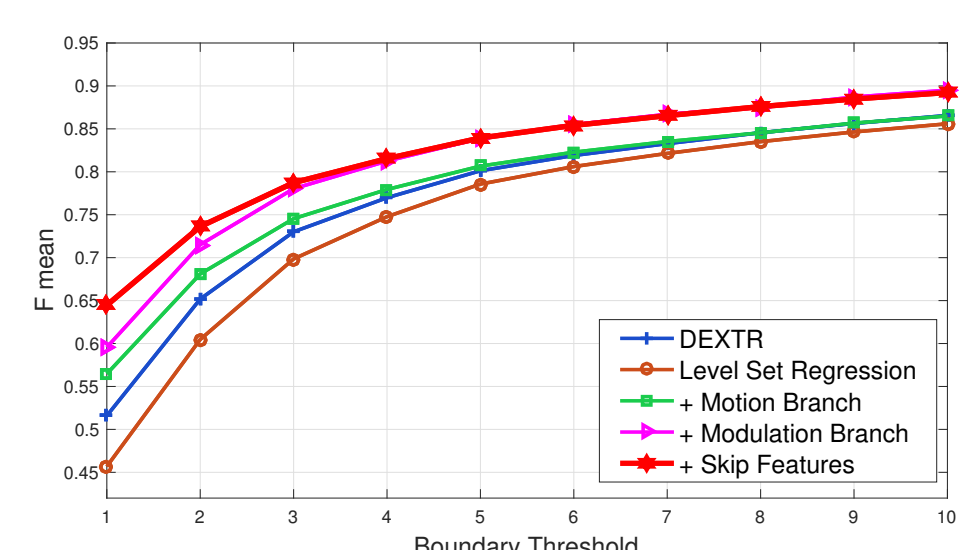
## Results

Model	Bicycle	Bus	Person	Train	Truck	Motorcycle	Car	Rider	mIoU	F mean(1 pix)	F mean(2 pix)
DEXTR*	71.92	87.42	78.36	78.11	84.88	72.41	84.62	75.18	79.11	54.00	68.60
DELSE*	<b>74.32</b>	<b>88.85</b>	<b>80.14</b>	<b>80.35</b>	<b>86.05</b>	<b>74.10</b>	<b>86.35</b>	<b>76.74</b>	<b>80.86</b>	<b>60.29</b>	<b>74.40</b>
DEXTR [29]	76.36	88.58	82.44	76.40	87.53	75.20	87.17	79.06	81.59	60.65	73.85
Level Set Regression	76.05	88.21	82.40	78.69	86.50	74.31	87.17	78.99	81.54	58.87	72.08
DELSE	<b>77.83</b>	<b>89.56</b>	<b>83.42</b>	<b>82.45</b>	<b>88.11</b>	<b>77.16</b>	<b>88.29</b>	<b>79.98</b>	<b>83.35</b>	<b>64.35</b>	<b>77.62</b>

Quantitative Evaluation on Cityscapes. mIoU for region similarity and F metric for boundary.

Model	J mean	J recall	F mean	F recall
DEXTR	82.4	94.2	84.5	93.5
Level Set Regression	81.7	90.9	83.4	91.4
+ Motion Term	84.0	94.9	84.7	94.0
+ Modulation Term	84.8	95.0	87.5	<b>95.1</b>
+ Skip Features	<b>85.6</b>	<b>95.1</b>	<b>87.8</b>	94.8

Ablation study on DAVIS.



Multi-scale boundary evaluation on DAVIS.

Model	mIOU	F mean
DELSE (Full data)	83.35	77.62
DELSE* (10 of 16 cities)	82.45	75.85

Motion Editing Clicks	mIOU	F mean
1	<b>84.73</b>	<b>79.64</b>
2	<b>85.97</b>	<b>81.34</b>
3	<b>86.83</b>	<b>82.52</b>

Extreme Points Clicks	mIOU	F mean
1	83.60	78.27
2	84.49	79.67
3	84.94	80.53

Interactive correction on Cityscapes. Corrections are used with DELSE\*, which is trained on 10 out of 16 cities.

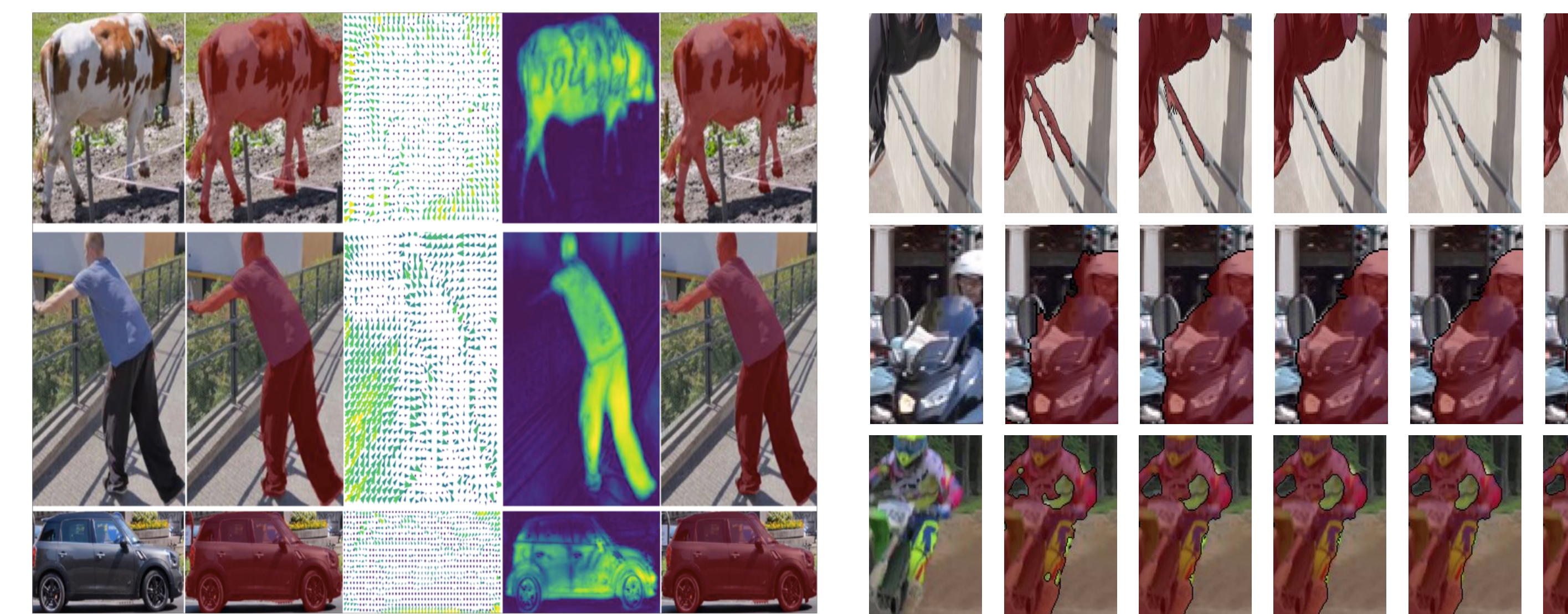
## Qualitative Results



Qualitative results on Cityscapes. Note that our model takes ground-truth boxes as input, following the setting of Polygon-RNN.



Qualitative results for occluded objects on Cityscapes. **Top row:** ground-truth, **Bottom row:** DELSE



Visualization of CNN branches outputs.

Visualization of Level Set Evolution through time.

We gratefully acknowledge support from Vector Institute and NVIDIA for computational resources.