Lecture: Deep Learning and Differential Programming

4.2 Attention in Computer Vision

https://liris.cnrs.fr/christian.wolf/teaching



Previously at vision conferences: Deformable parts models

- Model an object/human/activity as a collection of local parts
- Optimize over (latent) local part positions



[Felzenszwalb et al., PAMI 2010]



?

Is it really necessary to calculate all possible position of parts of searched objects in order to recognize them?

How do humans perform these tasks?

Human attention: gaze patterns



[Johansson, Holsanova, Dewhurst, Holmqvist, 2012]

Gaze can be predicted

Gaze has a several functions:

- scene analysis
- social signals

Attention models can learn to predict gaze







HMM HSMM DBN

Attention in vision

[Durand, Mordan, Thome, Cord, CVPR 2017]

Attention based mechanisms

Can we jointly predict gaze ... and the scrutinzed object? Loss: recognitition performance



Soft attention: example



[Ben-Younes, Cadene, Thome, Cord, ICCV 2017]

Soft attention vs. hard attention





Articulated pose alone is not sufficient



Writing

1

Attention on relevant parts





Work of Fabien Baradel, Phd @ LIRIS



With Julien Mille (INSA Val de Loire)



[Baradel, Wolf, Mille, ICCV-W-Hands in Action, 2017]











${\cal S}$ Body motion of the full sub-sequence



























Results: comparison w. state of the art

Methods	Pose	RGB	CS	CV	Avg
Lie Group [37]	Χ	-	50.1	52.8	51.5
Skeleton Quads [9]	Х	-	38.6	41.4	40.0
Dynamic Skeletons [13]	Х	-	60.2	65.2	62.7
HBRNN [8]	Х	-	59 .1	64.0	61.6
Deep LSTM [30]	Х	-	60.7	67.3	64.0
Part-aware LSTM [30]	Х	-	62.9	70.3	66.6
ST-LSTM + TrustG. [23]	Х	-	69.2	77.7	73.5
STA-LSTM [34]	Х	-	73.2	81.2	77.2
JTM [39]	Х	-	76.3	81.1	78.7
DSSCA - SSLM [31]	Х	Х	74.9	-	-
Ours (pose only)	Х	-	77.1	84.5	80.8
Ours (RGB only)	-	Х	75.6	80.5	78.1
Ours (pose +RGB)	Х	Х	84.8	90.6	87. 7

Transfer learning

Table 1: Results on the NTU RGB+D dataset with Cross-Subject (CS) and Cross-View (CV) settings (accuracies in %)

Methods	Pose	RGB	Depth	Acc.
Raw skeleton [45]	Х	-	-	49.7
Joint feature [45]	Х	-	-	80.3
Raw skeleton [46]	X	-	-	79.4
Joint feature [46]	Х	-	-	86.9
HBRNN [8]	X	-	-	80.35
Co-occurence RNN [47]	Х	-	-	90.4
STA-LSTM [34]	X	-	-	91.5
ST-LSTM + Trust Gate [23]	Х	-	-	93.3
DSPM [22]	-	Χ	Χ	93.4
Ours (Pose only)	Х	-	-	90.5
Ours (RGB only)	-	X	-	72.0
Ours (Pose + RGB)	Х	X	-	94.1

Table 2: Results on SBU Kinect Interaction dataset (accuracies in %)

Methods	Pose	RGB	Depth	Acc.
Action Ensemble [38]	Х	-	-	68.0
Efficient Pose-Based [10]	X	-	-	73.1
Moving Pose [47]	X	-	-	73.8
Moving Poselets [36]	Х	-	-	74.5
Depth Fusion [48]	-	-	Х	88.8
MMMP [32]	Χ	-	Х	91.3
DL-GSGC [24]	Х	-	Х	95.0
DSSCA - SSLM [31]	-	Χ	Χ	97.5
Ours (Pose only)	Х	-	-	74.6
Ours (RGB only)	-	X	-	75.3
Ours (Pose + RGB)	Х	Х	-	90.0

Table 3: Results on MSR Daily Activity 3D dataset (accuracies in %)

[Baradel, Wolf, Mille, BMVC 2018]

Context

We need to put attention to places which are not always determined by pose

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Dynamic spatio-temporal attention

Dynamic visual attention

- 1. Learn where to attend
- 2. Learn how to track attended glimpse points (assign glimpses to semantic entities)
- 3. Learn how to recognize activities from a collection of tracked semantic entities

Work of Fabien Baradel, Phd @ LIRIS

With Julien Mille (INSA VdL)

With Graham W. Taylor (Univ. of Guelph, Vector Institut)

Attention in feature space

Unconstrained differentiable attention

"Differentiable crop » (Spatial Transformer Network) Hidden state from recurrent recognizers (workers)

Frame context

Distributed recognition

Soft-assignment of glimpses to workers

Intermediate supervision

State-of-the-art comparaison

Methods	Pose	RGB	CS	CV	Avg
Lie Group [40]	\checkmark	-	50.1	52.8	51.5
Skeleton Quads [10]	\checkmark	-	38.6	41.4	40.0
Dynamic Skeletons [14]	\checkmark	-	60.2	65.2	62.7
HBRNN [9]	\checkmark	-	59.1	64.0	61.6
Deep LSTM [32]	\checkmark	-	60.7	67.3	64.0
Part-aware LSTM [32]	\checkmark	-	62.9	70.3	66.6
ST-LSTM + TrustG. [26]	\checkmark	-	69.2	77.7	73.5
STA-LSTM [35]	\checkmark	-	73.2	81.2	77.2
Ensemble TS-LSTM [24]	\checkmark	-	74.6	81.3	78.0
GCA-LSTM [27]	\checkmark	-	74.4	82.8	78.6
JTM [41]	\checkmark	-	76.3	81.1	78.7
MTLN [18]	\checkmark	-	79.6	84.8	82.2
VA-LSTM [47]	\checkmark	-	79.4	87.6	83.5
View-invariant [28]	\checkmark	-	80.0	87.2	83.6
DSSCA - SSLM [33]	\checkmark	\checkmark	74.9	-	-
Hands Attention [5]	\checkmark	\checkmark	84.8	90.6	87.7
C3D†	-	\checkmark	63.5	70.3	66.9
Resnet50+LSTM [†]	-	\checkmark	71.3	80.2	75.8
Glimpse Clouds	-	\checkmark	86.6	93.2	89.9

Figure 1. Results on Northwestern-UCLA Multiview Action 3D, Cross-View (accuracy in %). V=Visual(RGB), D=Depth, P=Pose.

Methods	Data	$V_{1,2}^{3}$	$V_{1,3}^2$	$V_{2,3}^{1}$	Avg
DVV [5]	D	58.5	55.2	39.3	51.0
CVP [11]	D	60.6	55.8	39.5	52.0
AOG [10]	D	45.2	-	-	-
HPM+TM [8]	D	91.9	75.2	71.9	79.7
Lie group [9]	Р	74.2	-	-	-
HBRNN-L [1]	Р	78.5	-	-	-
Enhanced viz. [6]	Р	86.1	-	-	-
Ensemble TS-LSTM [3]	Р	89.2	-	-	-
Hankelets [4]	V	45.2	-	-	-
nCTE [2]	V	68.6	68.3	52.1	63.0
NKTM [7]	V	75.8	73.3	59.1	69. 4
Global model	V	85.6	84.7	79.2	83.2
Glimpse Clouds	V	90.1	89.5	83.4	87.6

Table 1. Results on the NTU RGB+D dataset with Cross-Subject and Cross-View settings (accuracies in %); († indicates method has been re-implemented).

SOTA results on two datasets NTU and N-UCLA Larger difference between Glimpse clouds and global model on N-UCLA