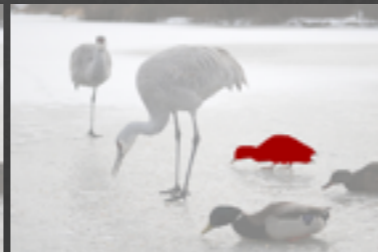
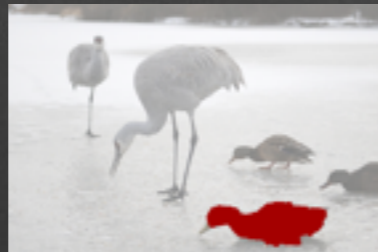
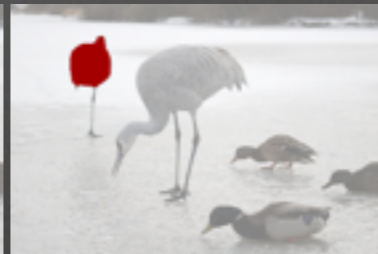
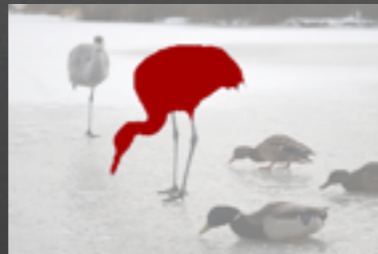


# Geodesic Object Proposals

Philipp Krähenbühl  
Stanford University

Vladlen Koltun  
Adobe Research



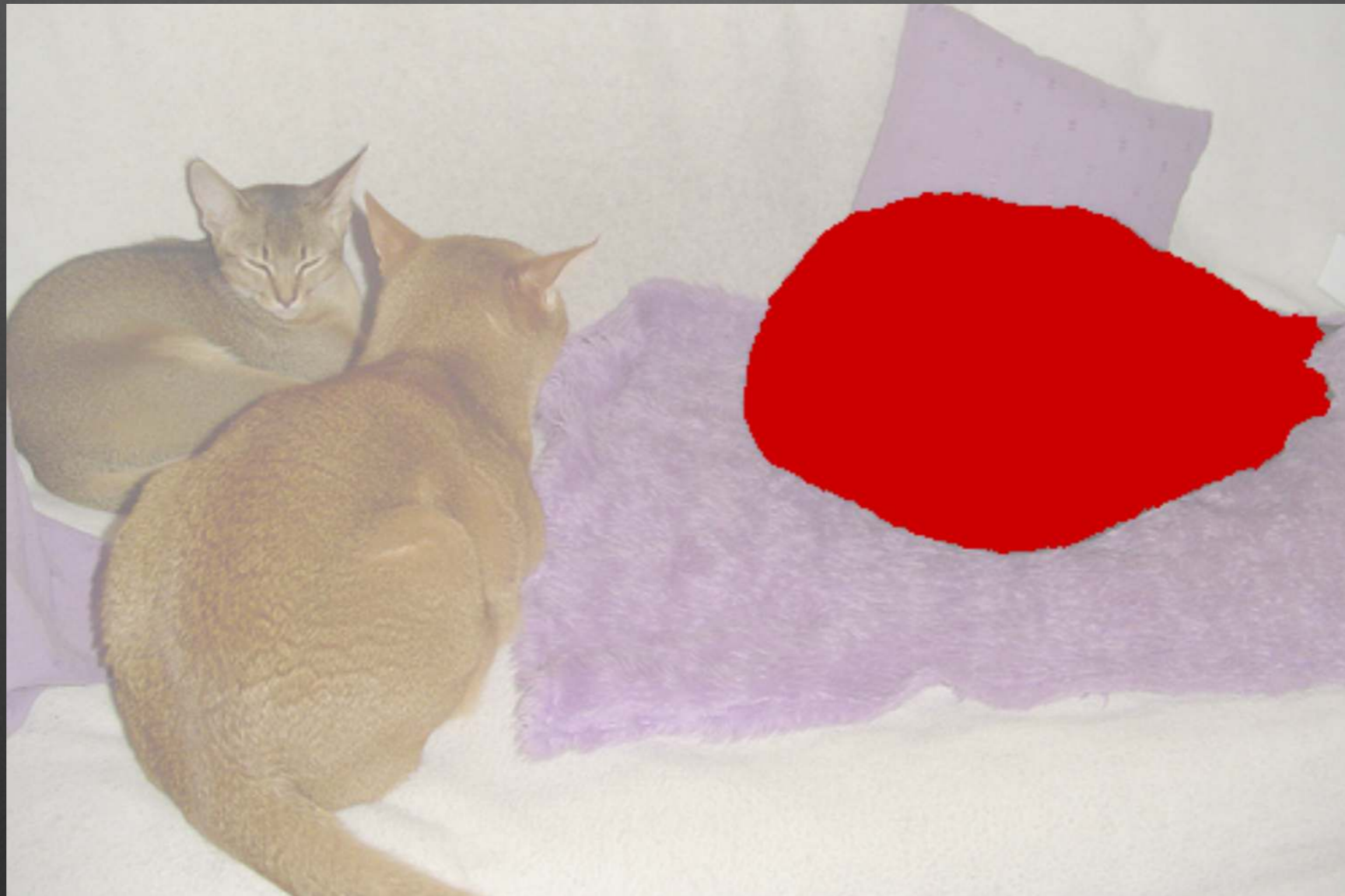
# Object Proposals

Find small set of proposals  
that includes all objects in a scene



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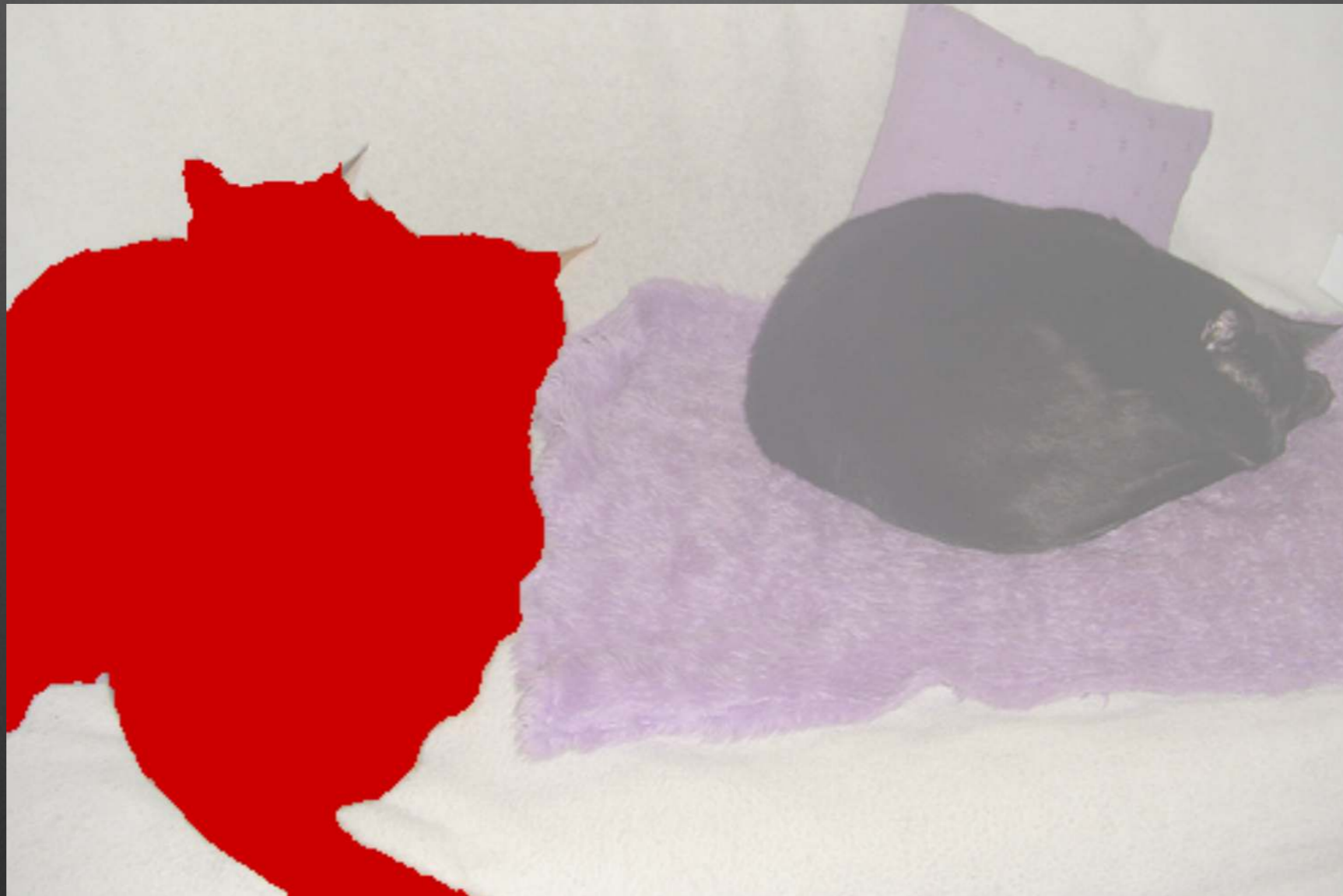
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# Object Proposals

Find small set of proposals  
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# Object Proposals

## Bounding Box Proposals



## Segment Proposals



# Object Proposals

Bounding Box  
Proposals



Segment  
Proposals

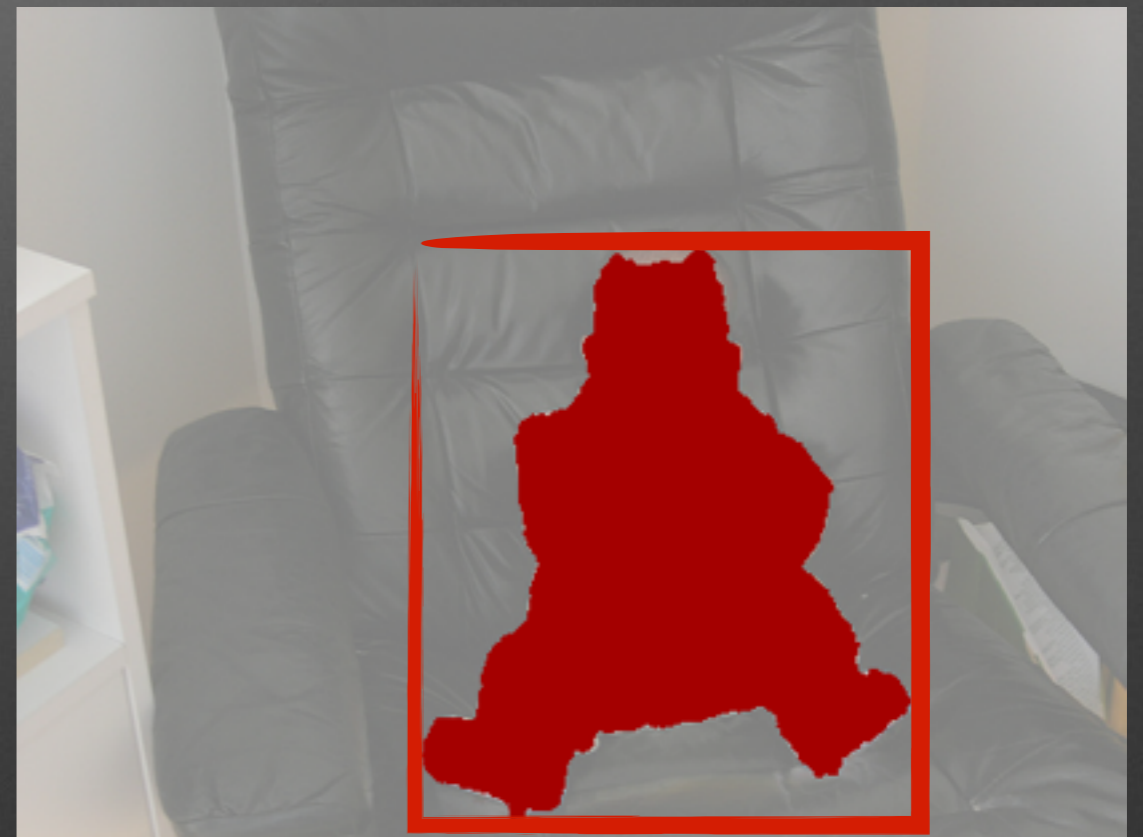


# Object Proposals

Bounding Box  
Proposals



Segment  
Proposals



# Uses of object proposals



# Uses of object proposals

- Object detection



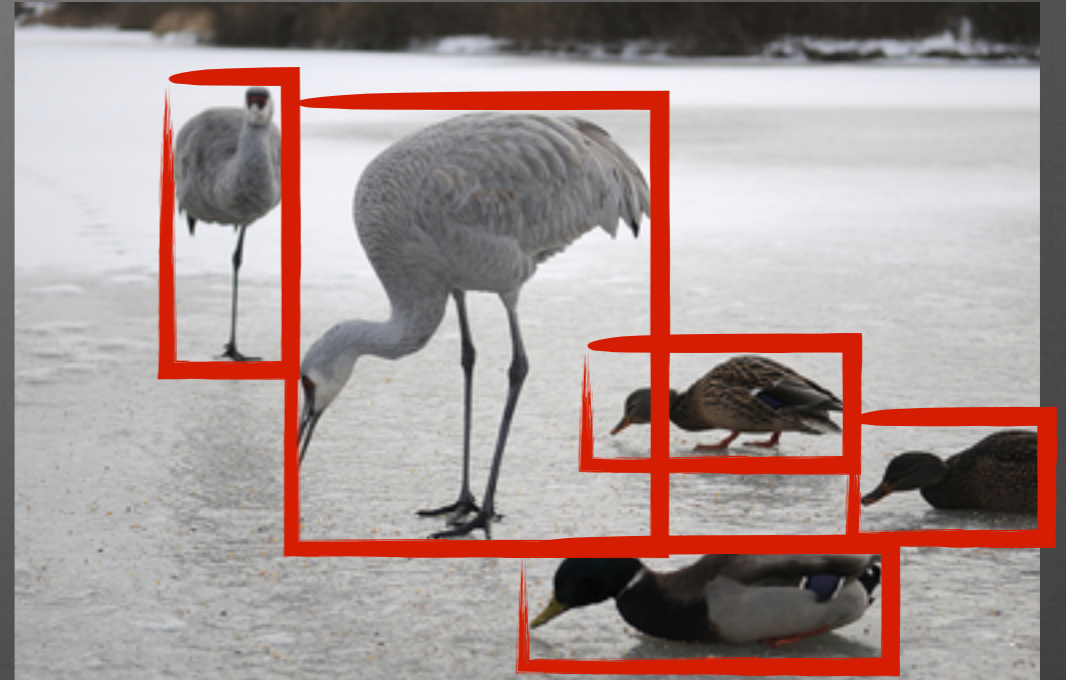
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# Uses of object proposals

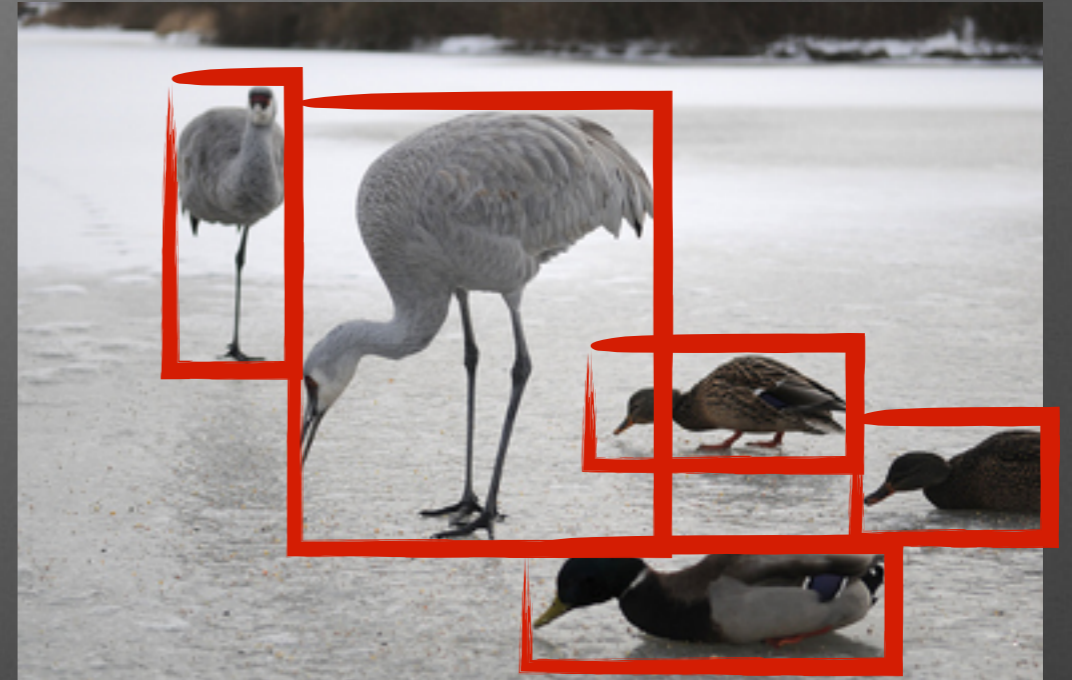
- Object detection





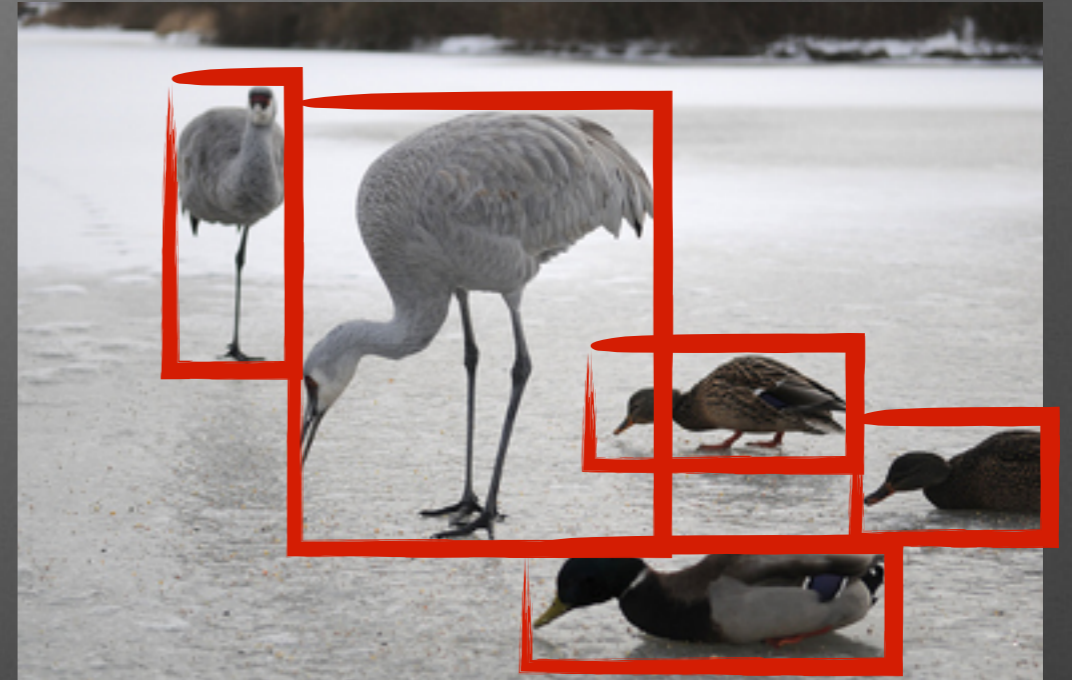
# Uses of object proposals

- Object detection
  - faster



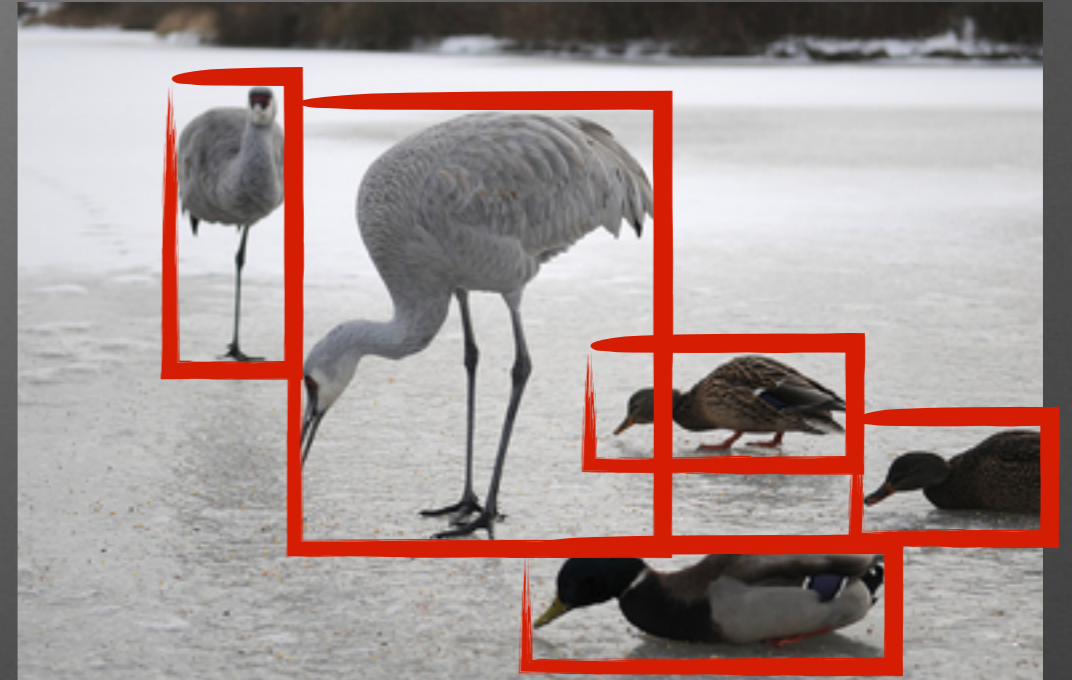
# Uses of object proposals

- Object detection
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  - more expensive features



# Uses of object proposals

- Object detection
  - faster
  - more expensive features
  - used in almost all state-of-the-art methods



# Uses of object proposals

- Object detection
  - faster
  - more expensive features
  - used in almost all state-of-the-art methods
- Multi-class image segmentation



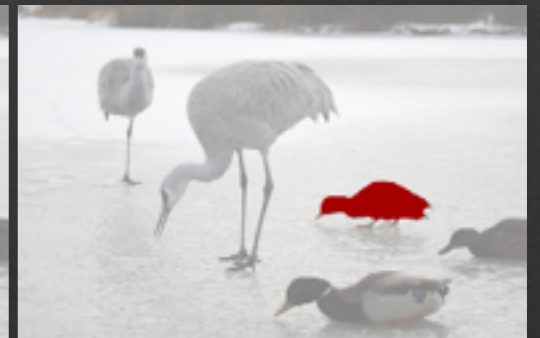
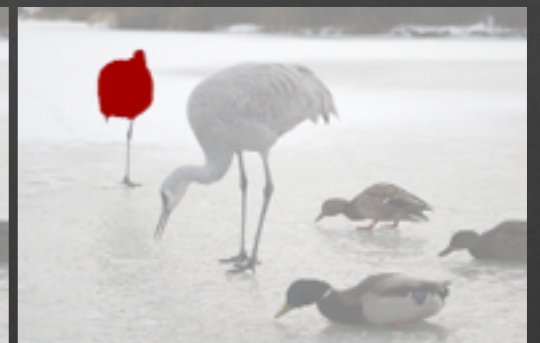
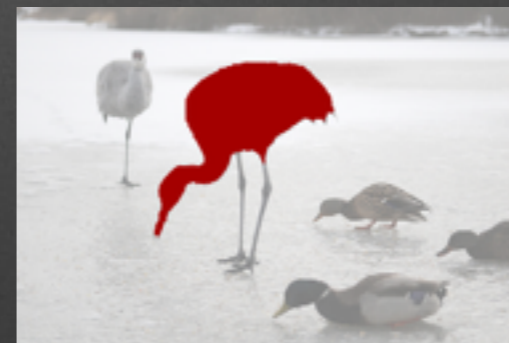
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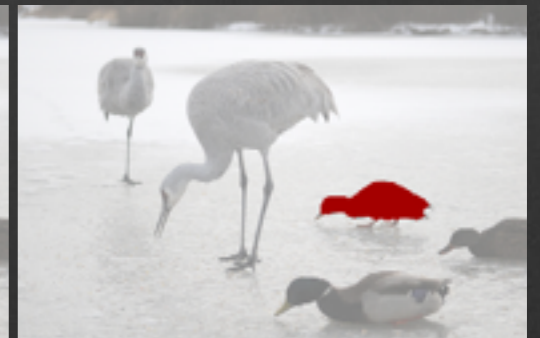
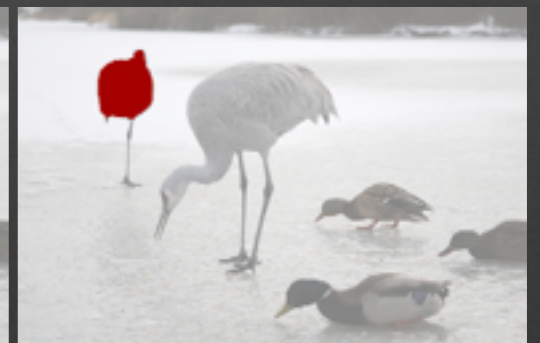
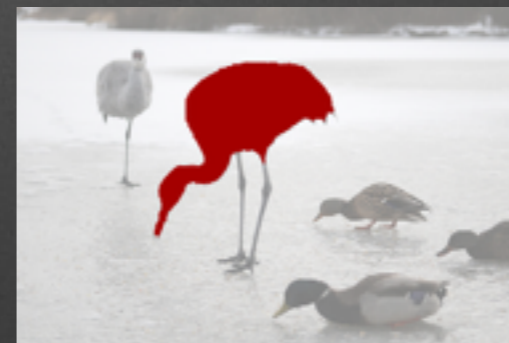
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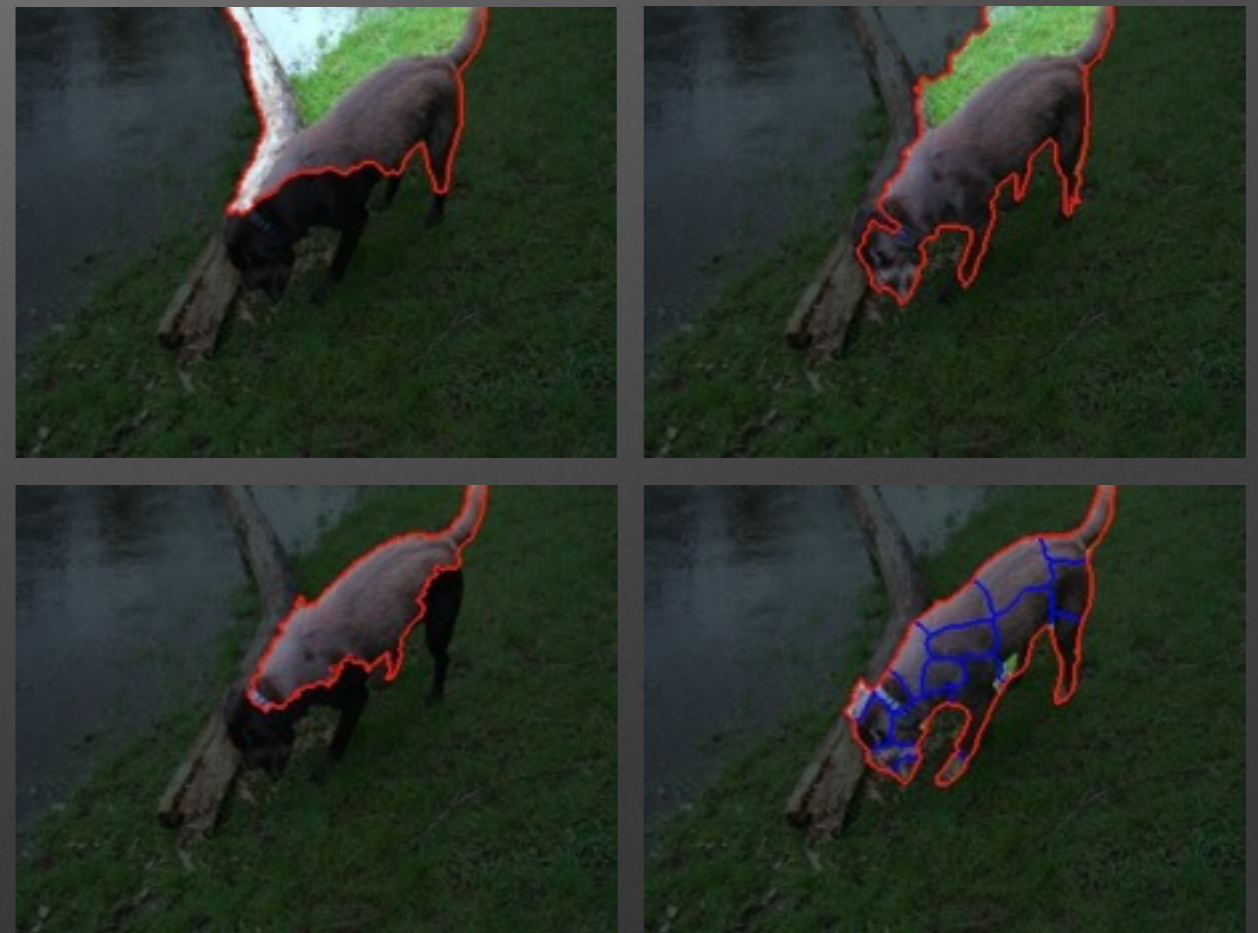
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# Improving Spatial Support for Objects via Multiple Segmentations

[Malisiewicz and Efros 2007]

- Soup of segments

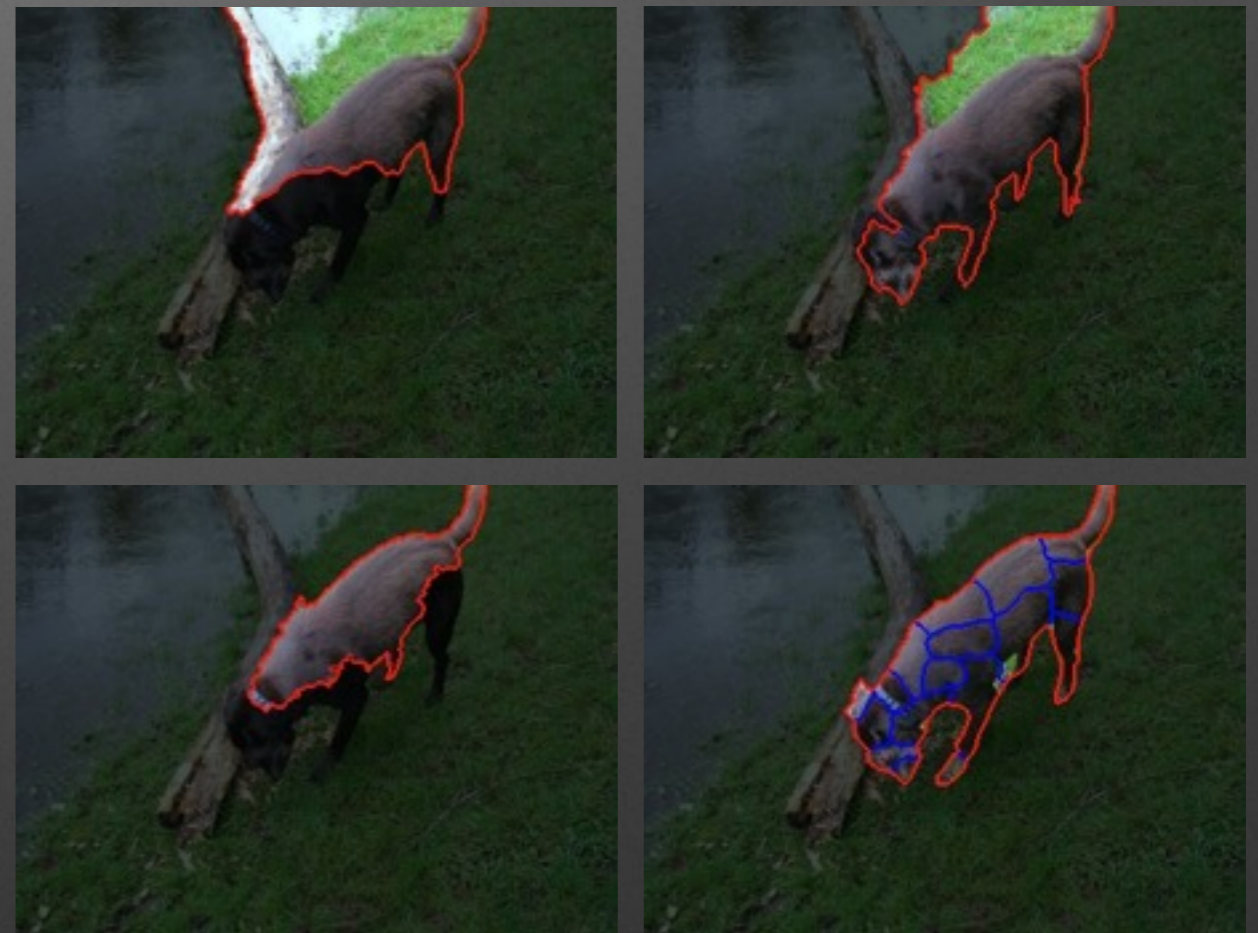




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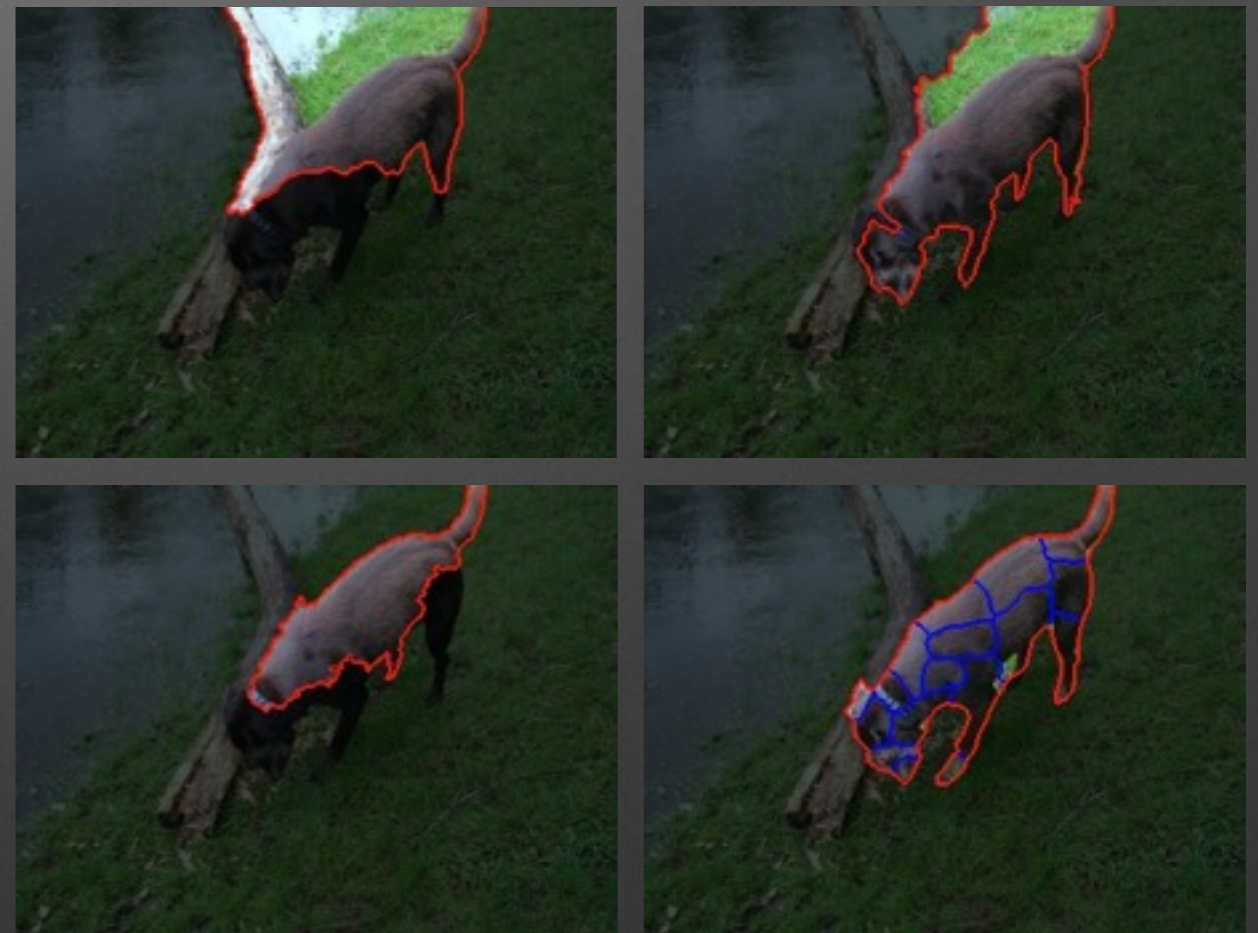
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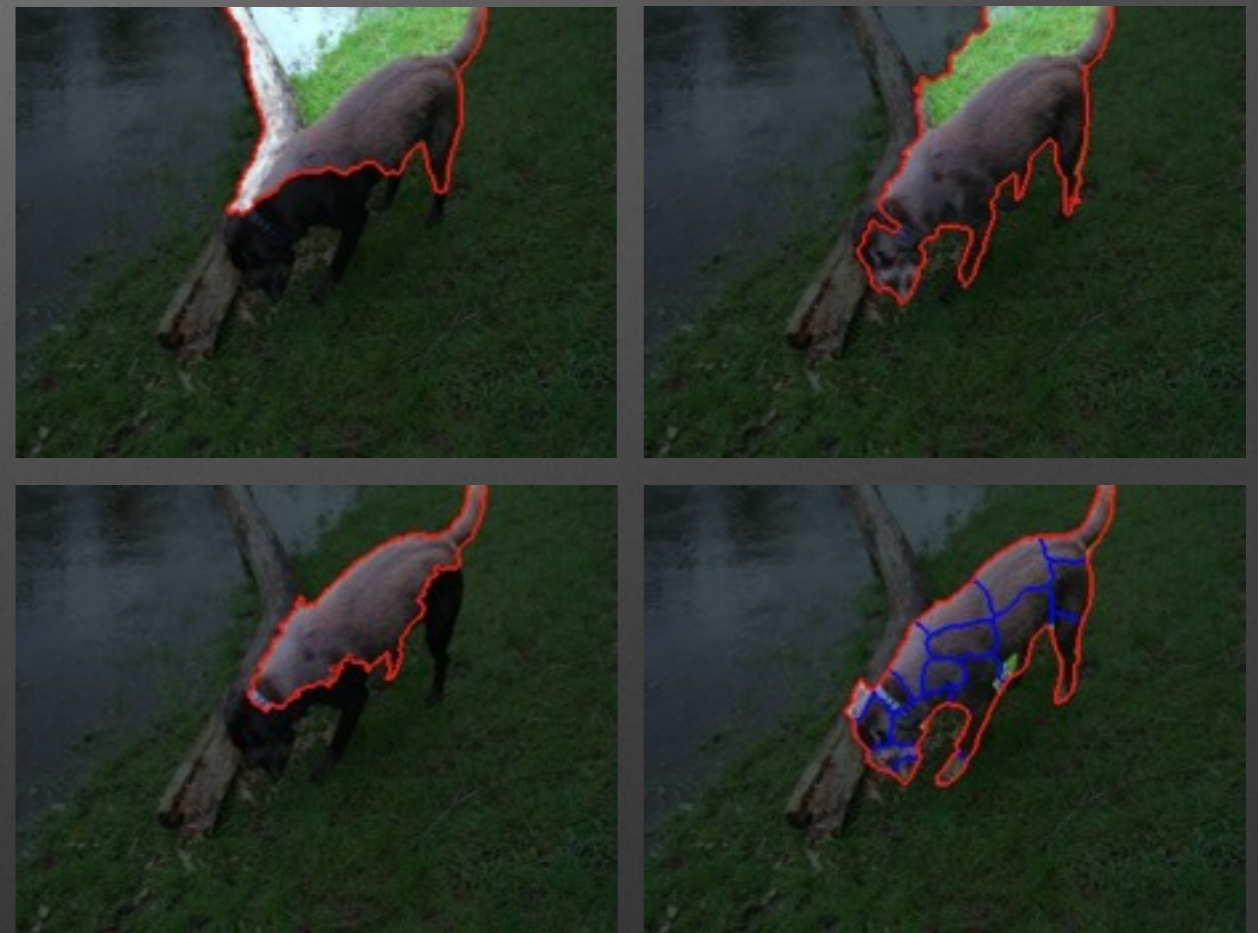
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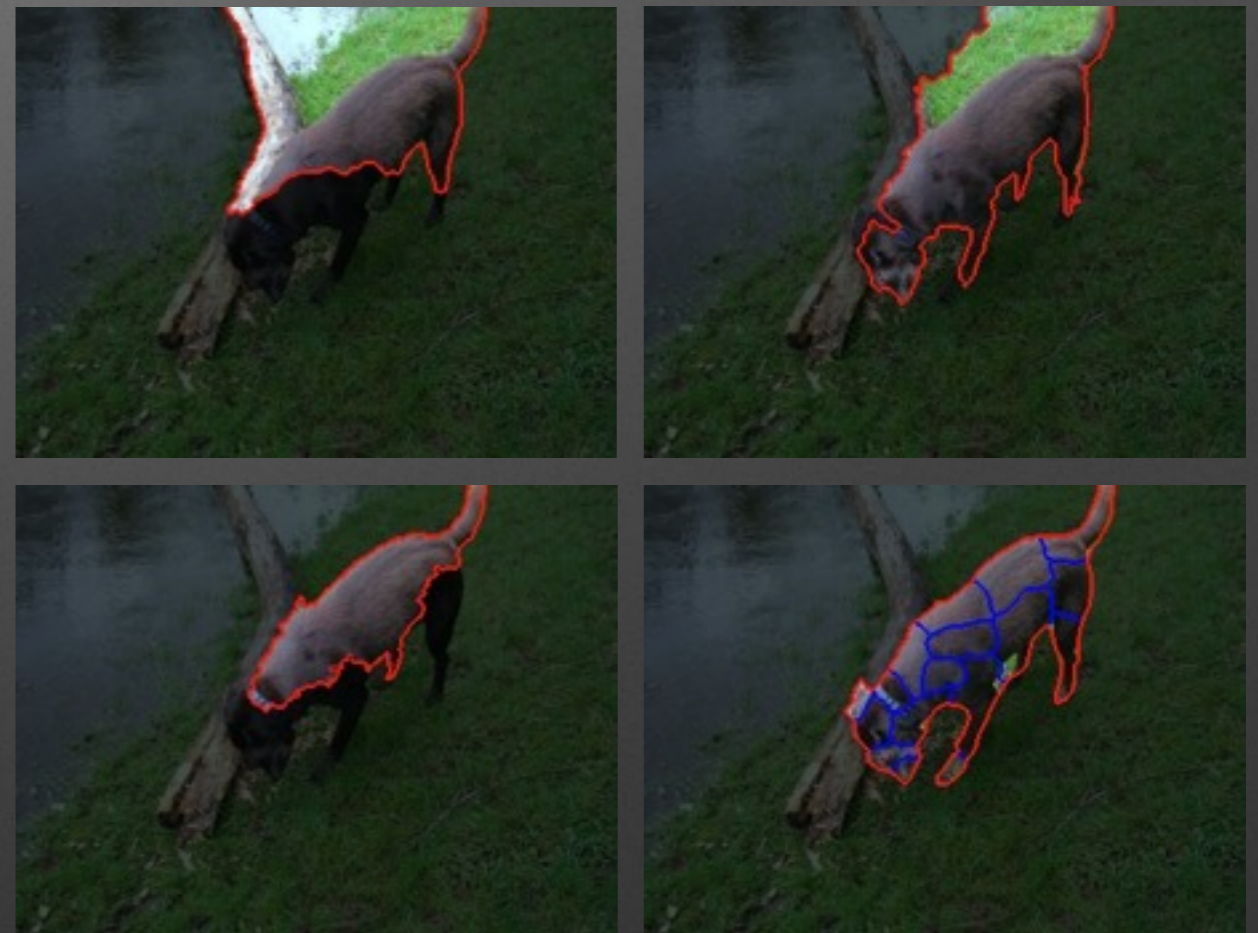
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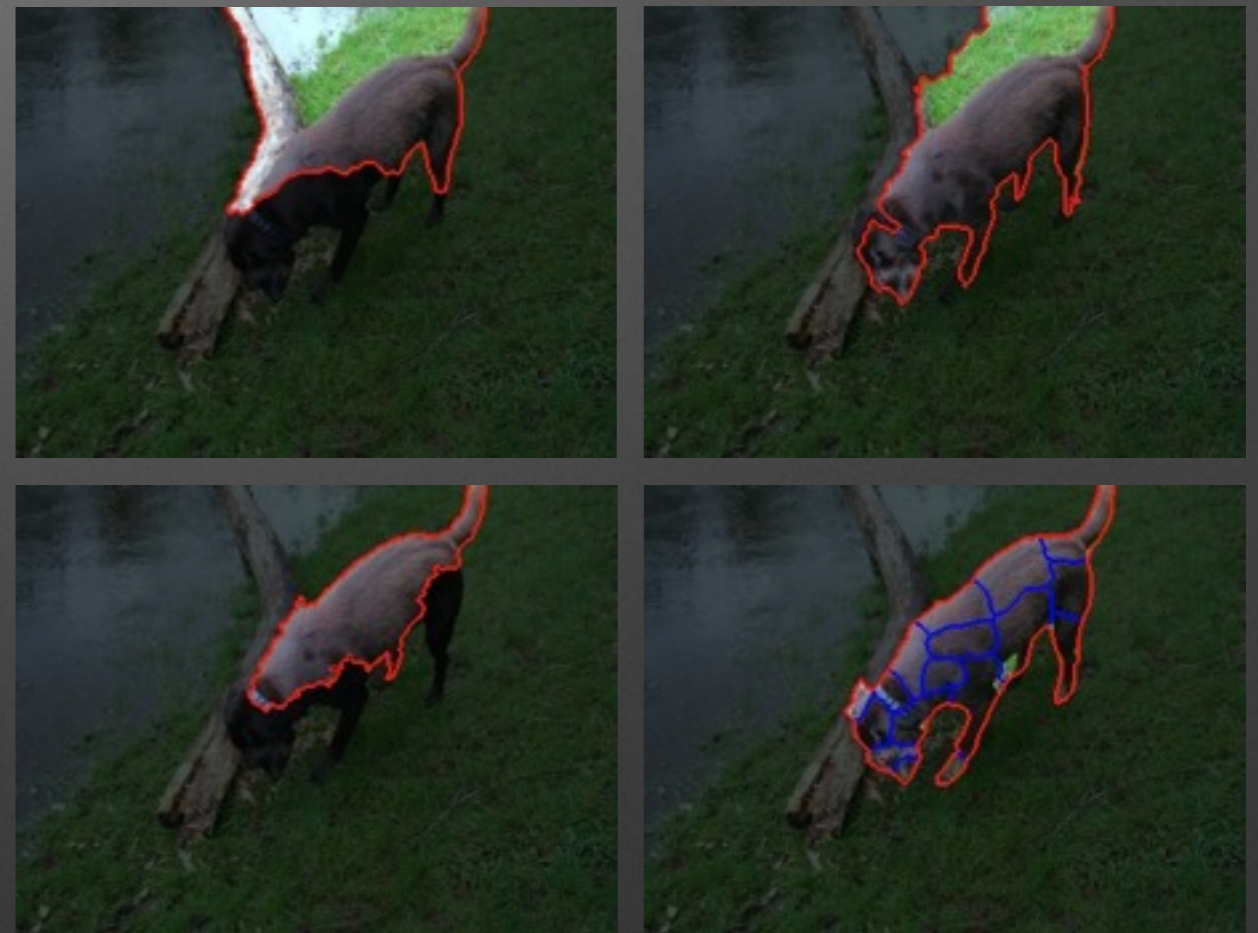
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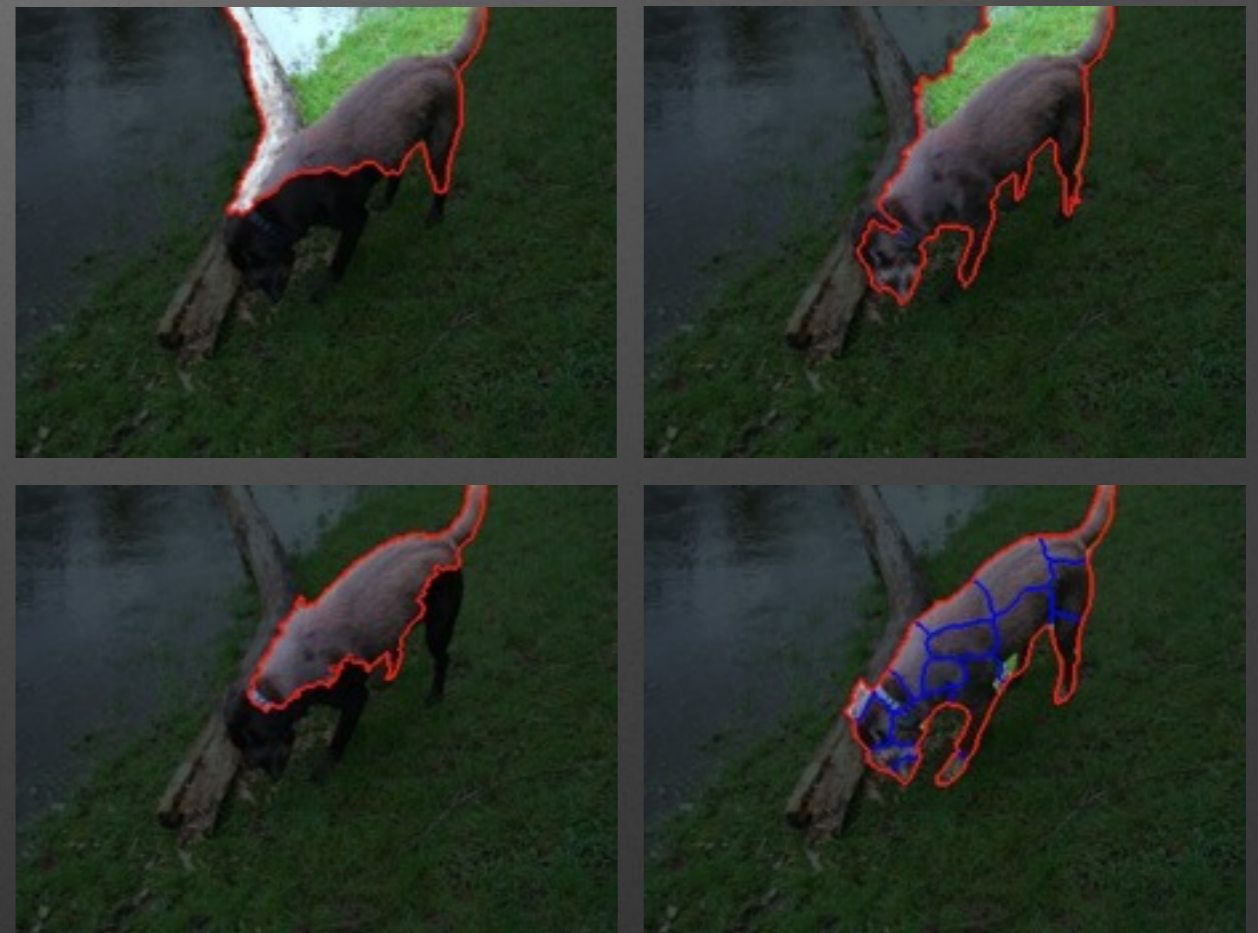
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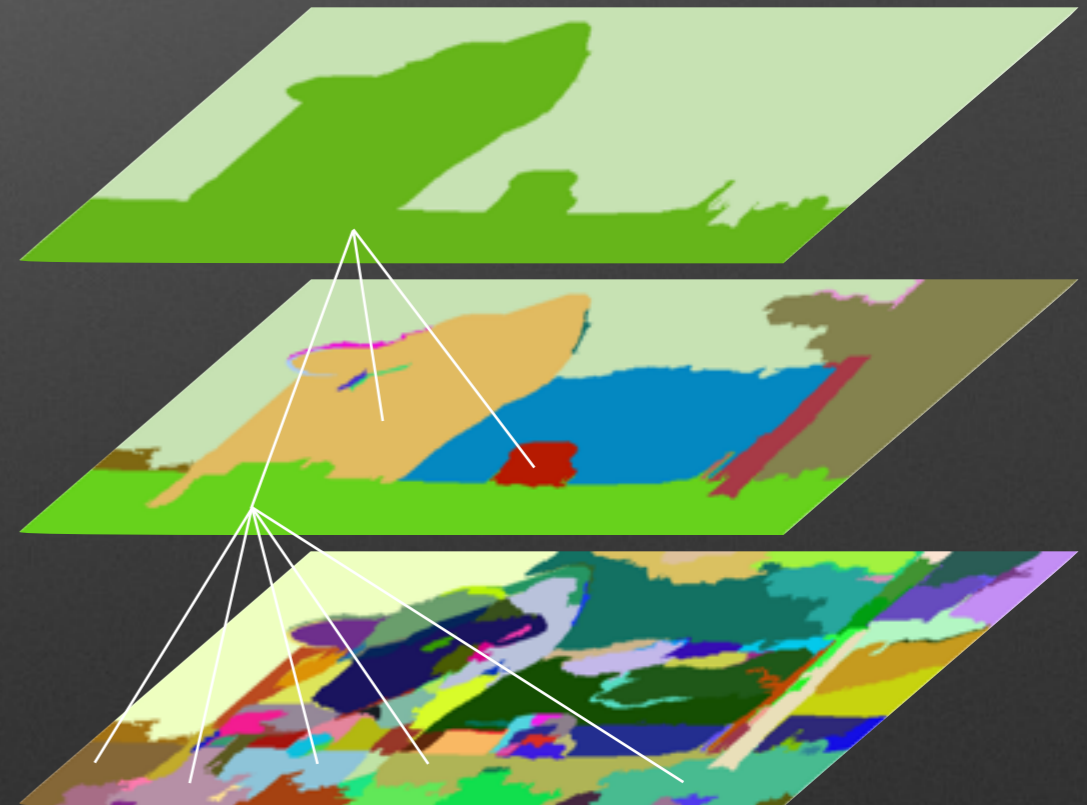
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# Segmentation As Selective Search for Object Recognition

[van de Sande et al. 2011]

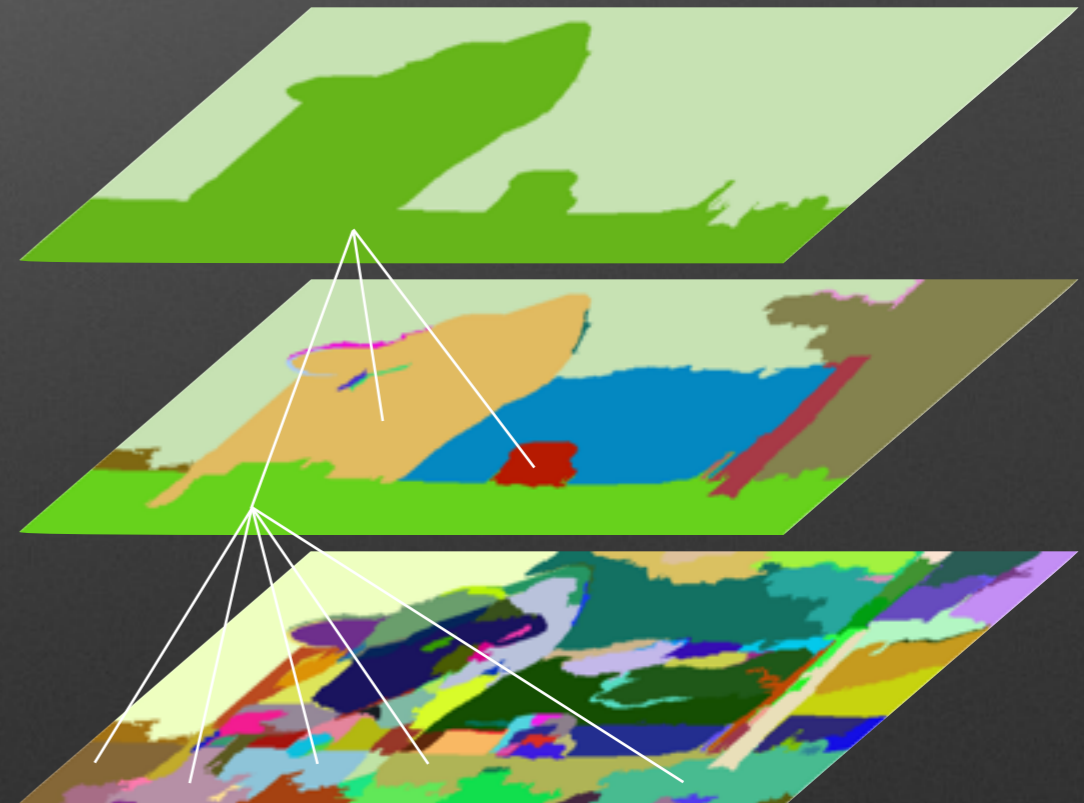
- Hierarchical segmentations



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[van de Sande et al. 2011]

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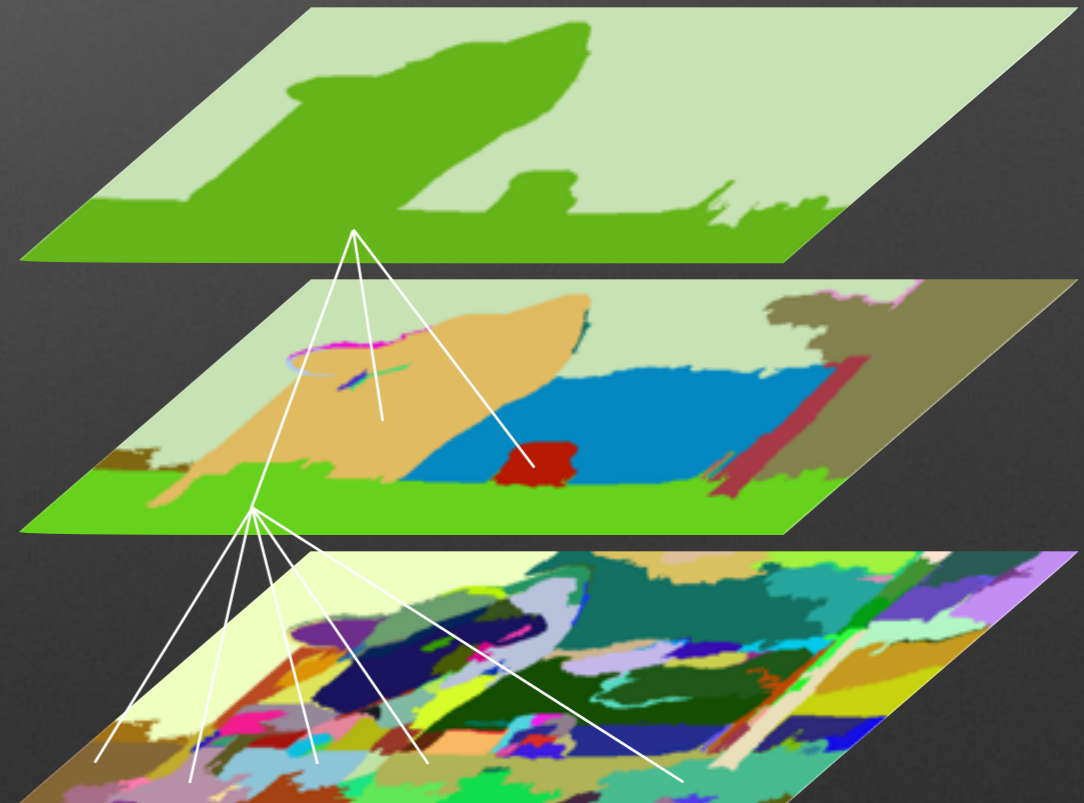




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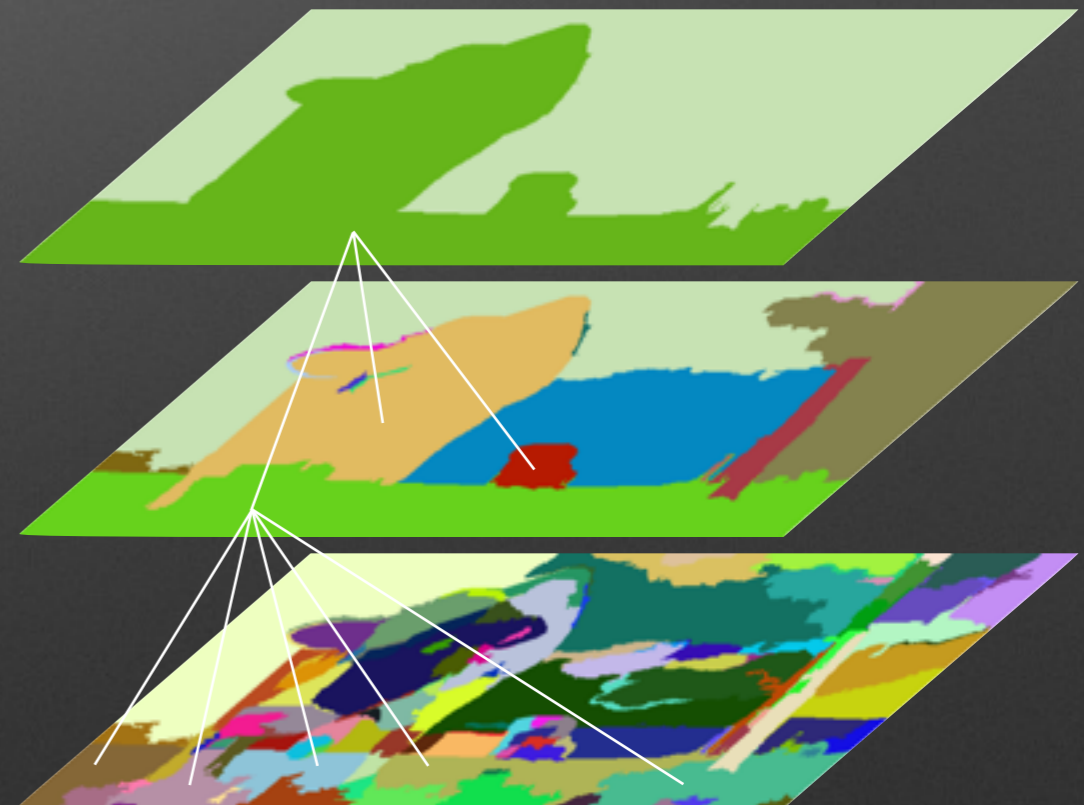
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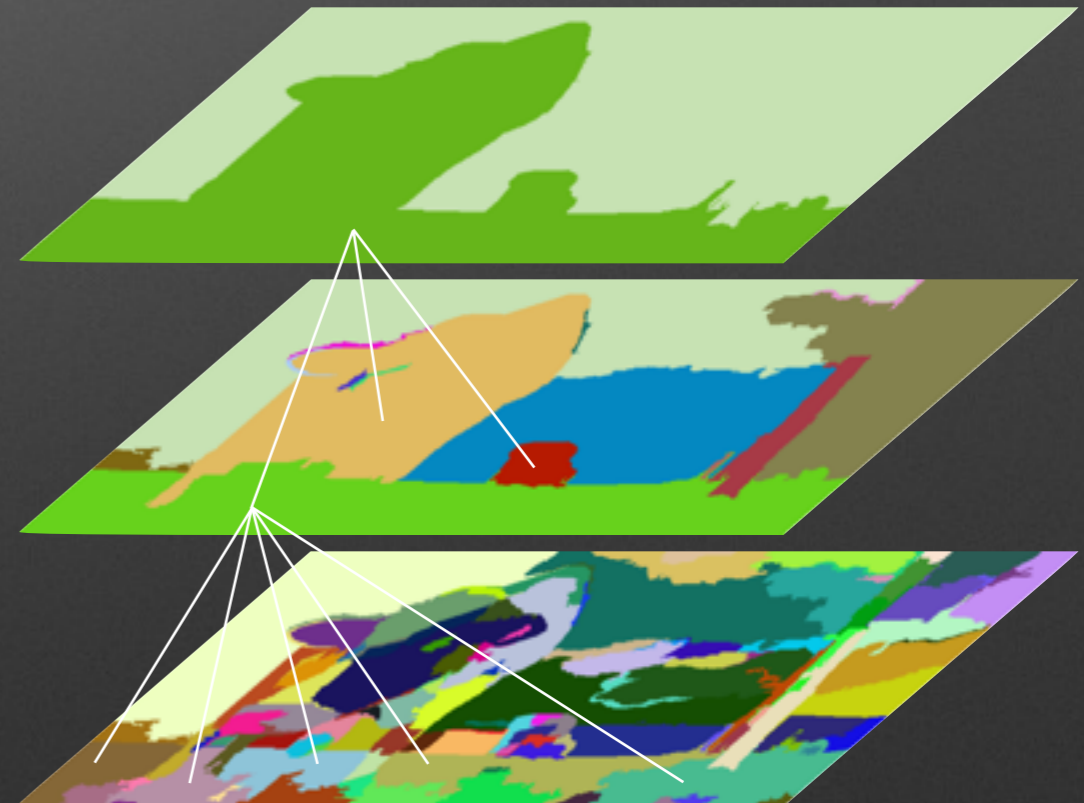
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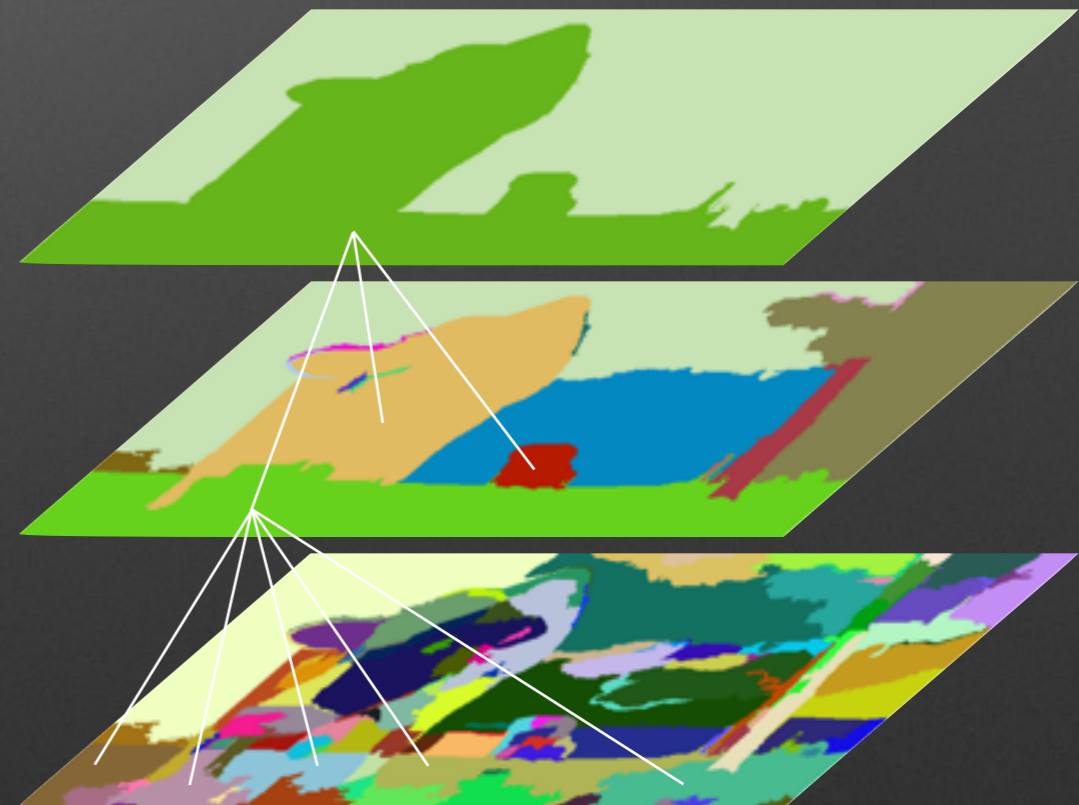
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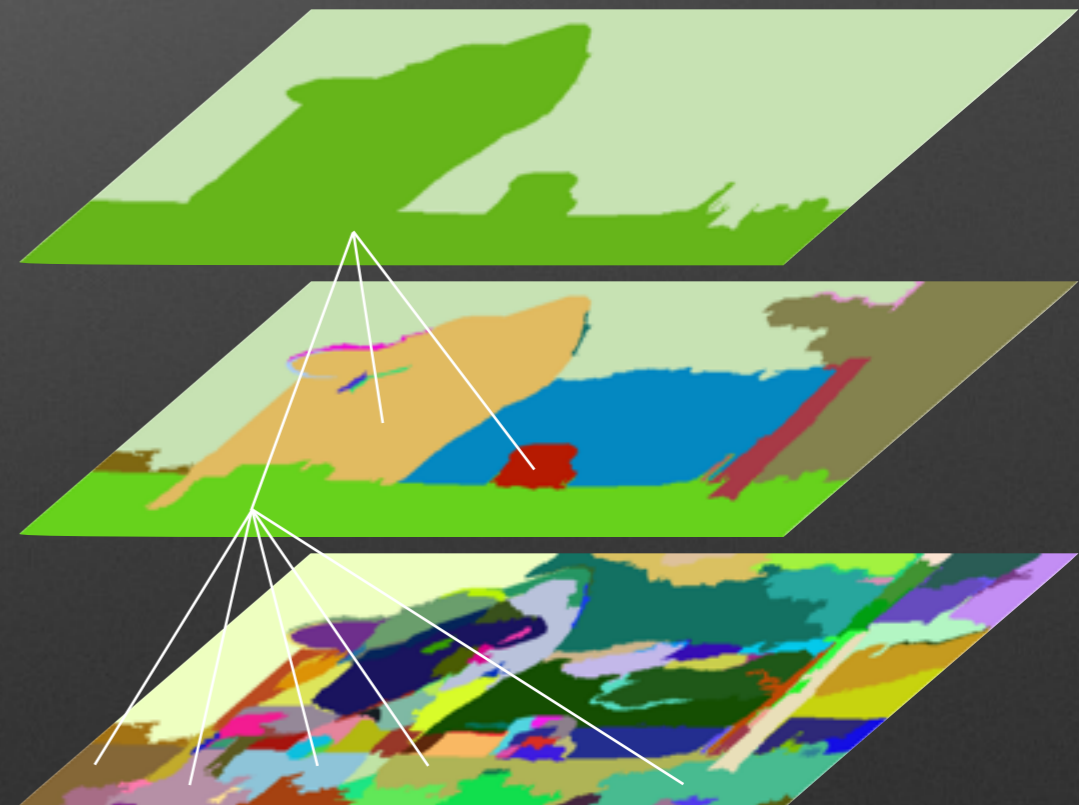
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# Category Independent Object Proposals

[Endres and Hoiem 2010]

- Series of binary segmentations



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- Series of binary segmentations
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  - Boosted decision tree as unary



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# Constrained Parametric Min-Cuts for Automatic Object Segmentation

[Carreira and Sminchisescu 2010]

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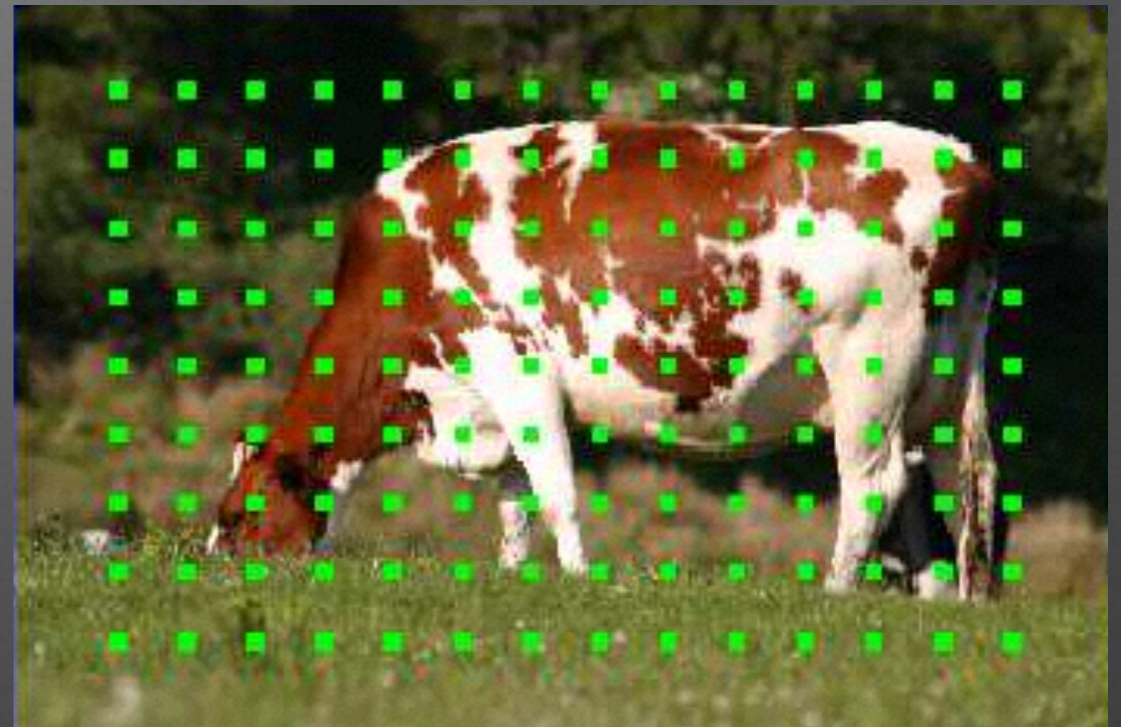
- Series of binary segmentations
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  - Color based unary



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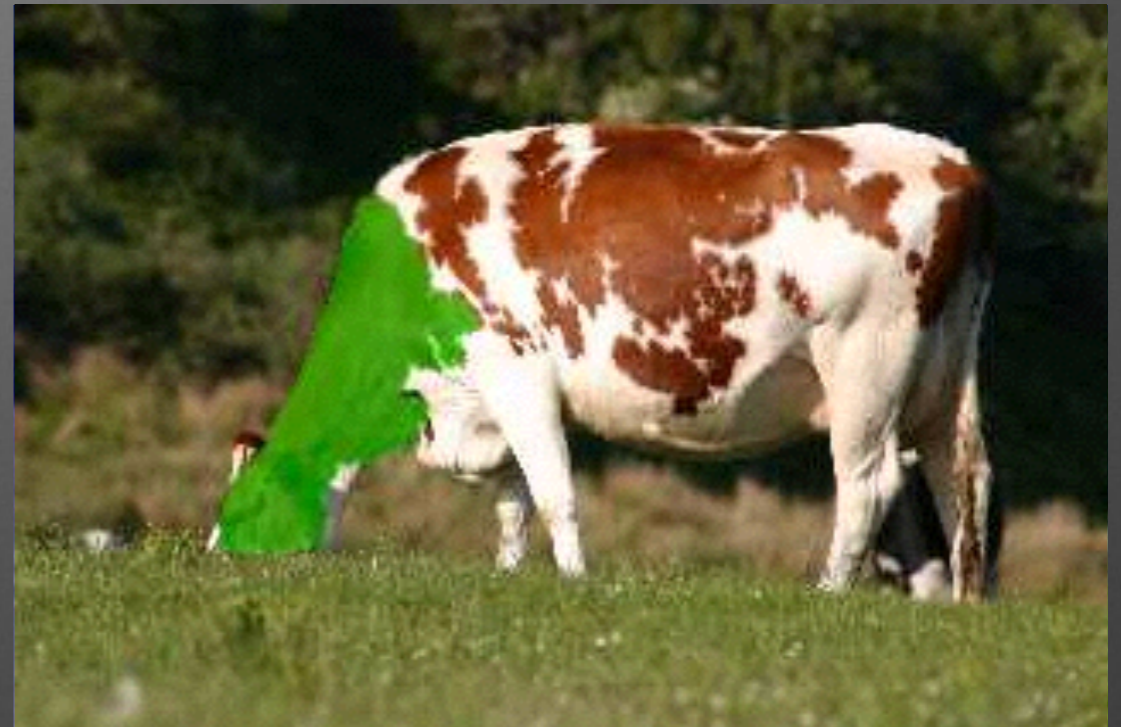
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  - Color based unary
  - GraphCuts with pairwise term



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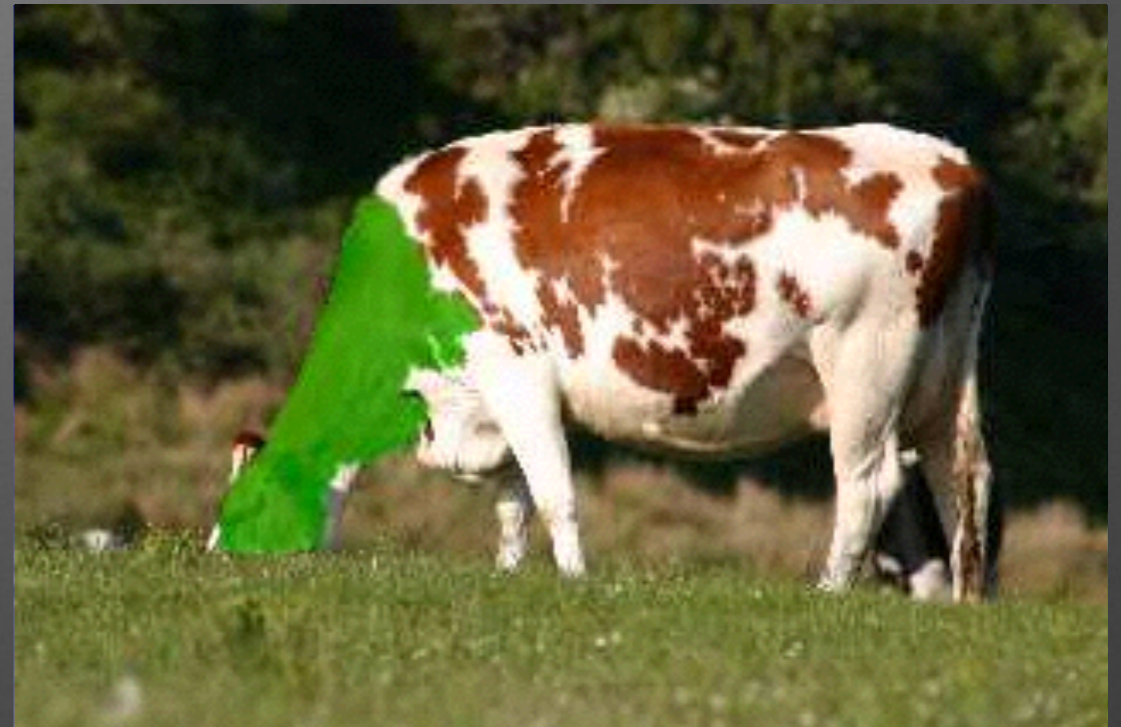
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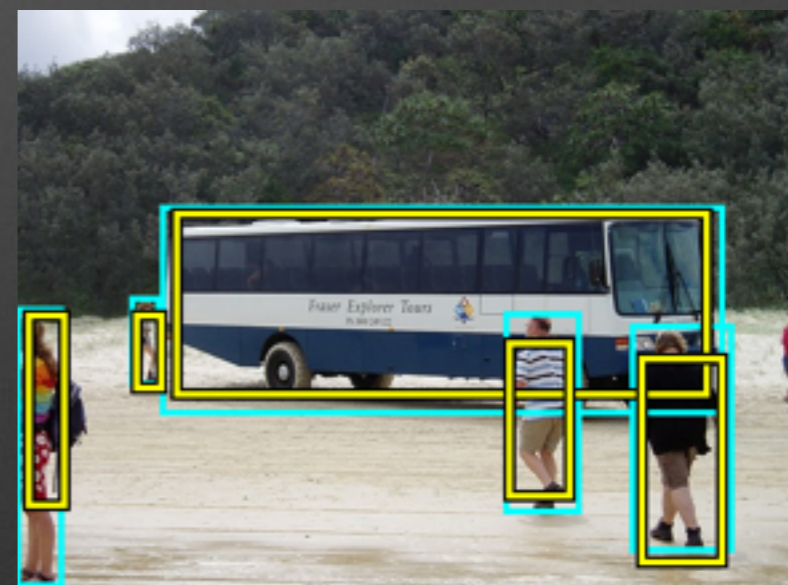
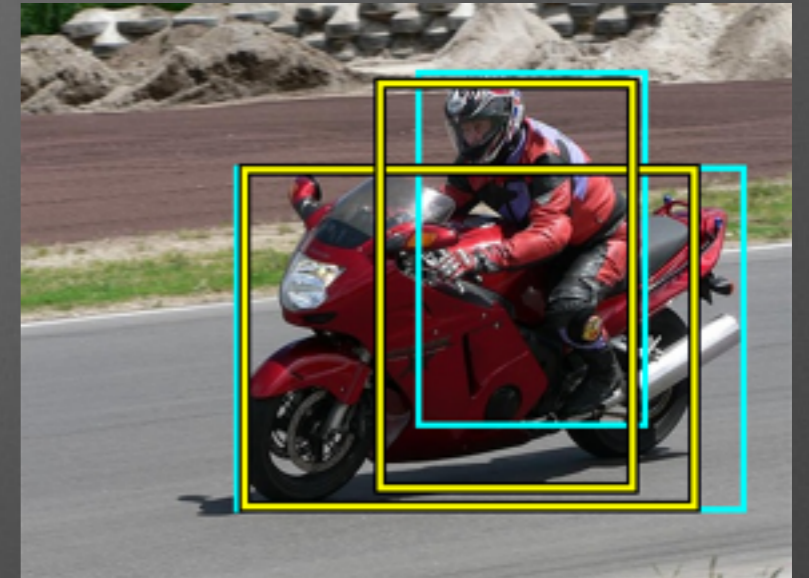
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# What is an object?

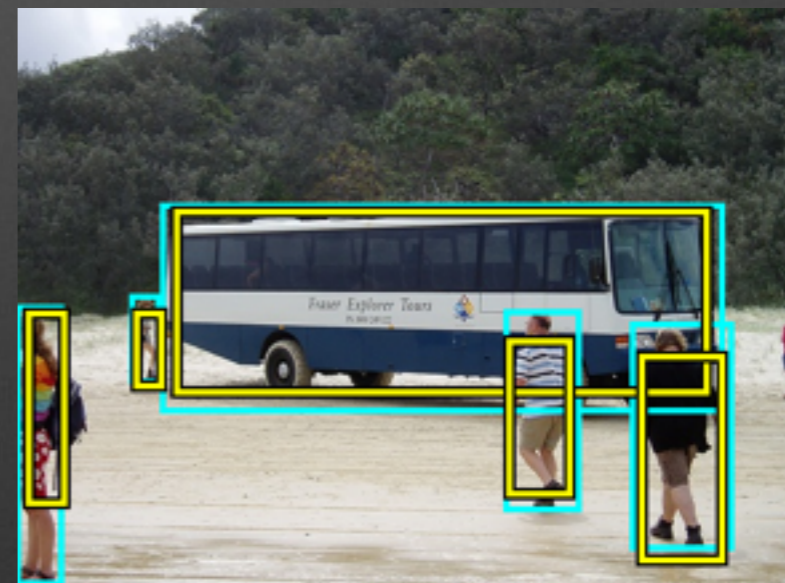
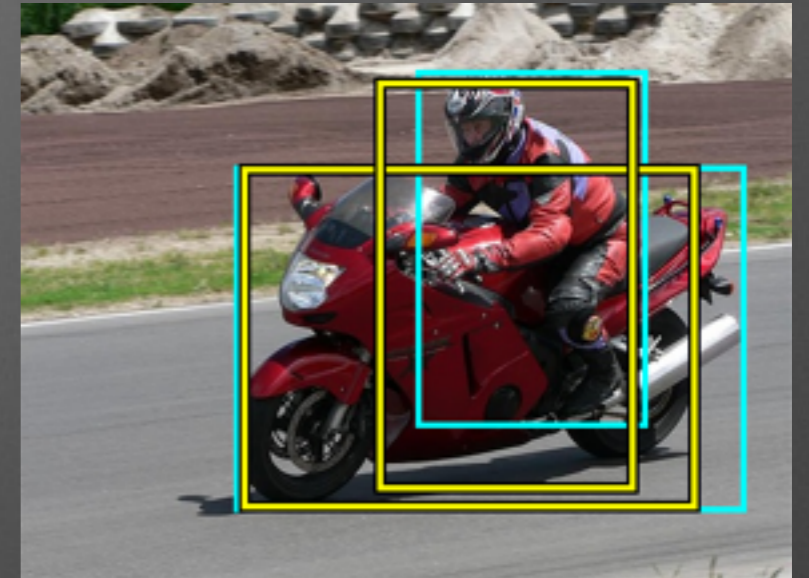
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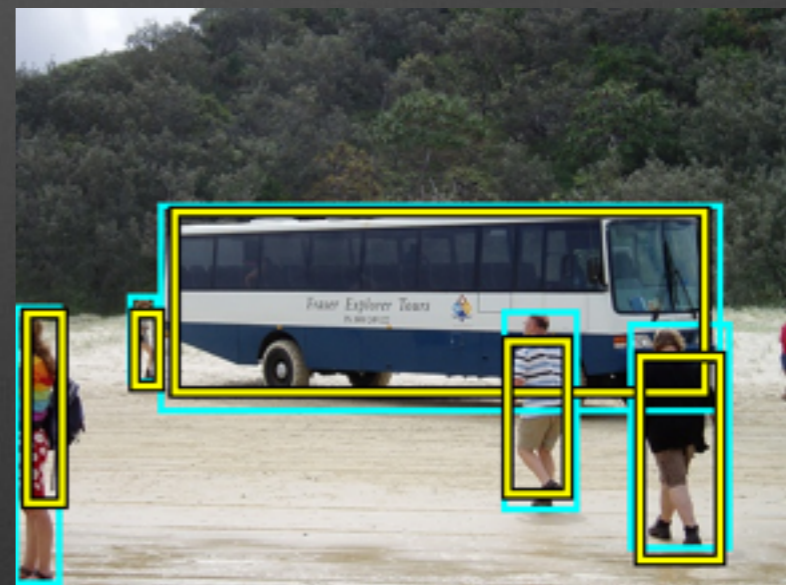
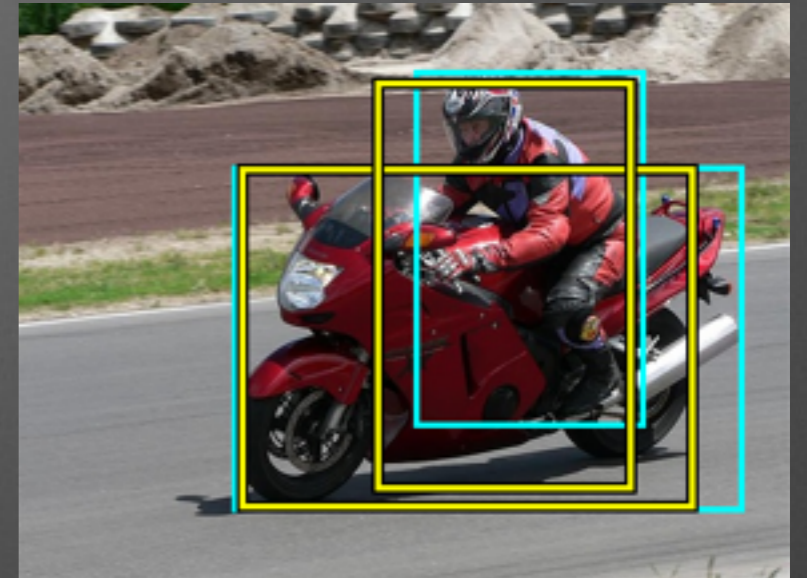
- Bounding box proposals



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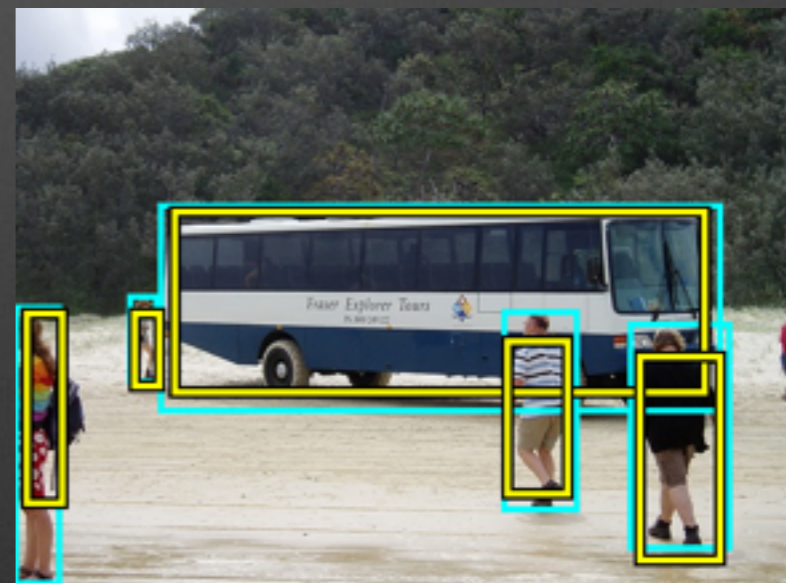
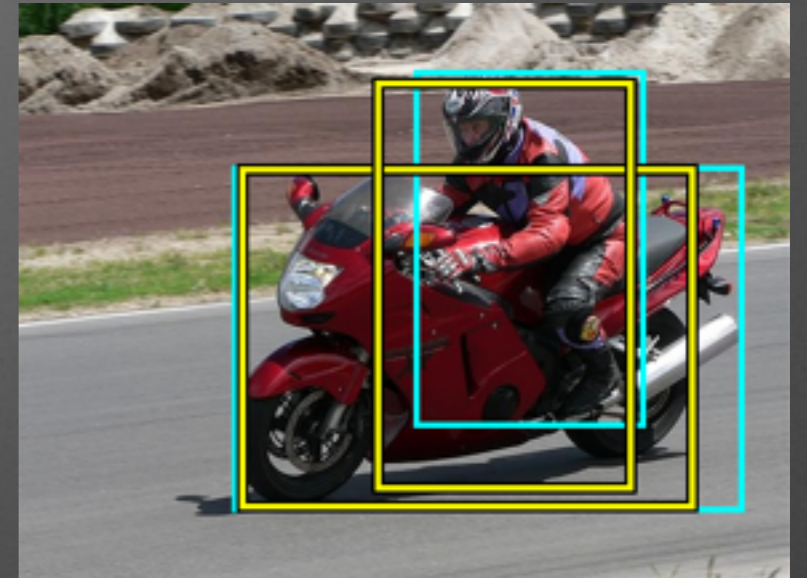
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- Train a general classifier for “objectness”
- fast (few seconds, BING<sup>1</sup>: few ms)

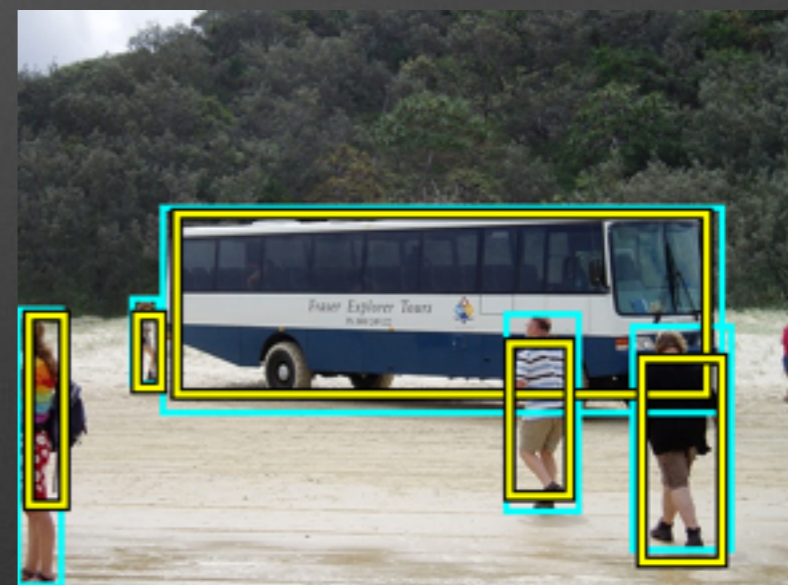
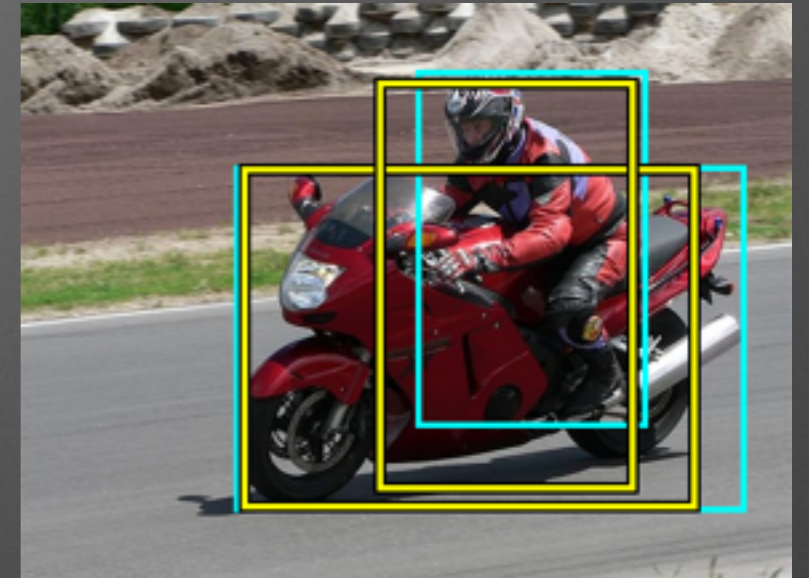


[1] BING: Binarized Normed Gradients for Objectness Estimation at 300fps [Cheng et al. 2014]

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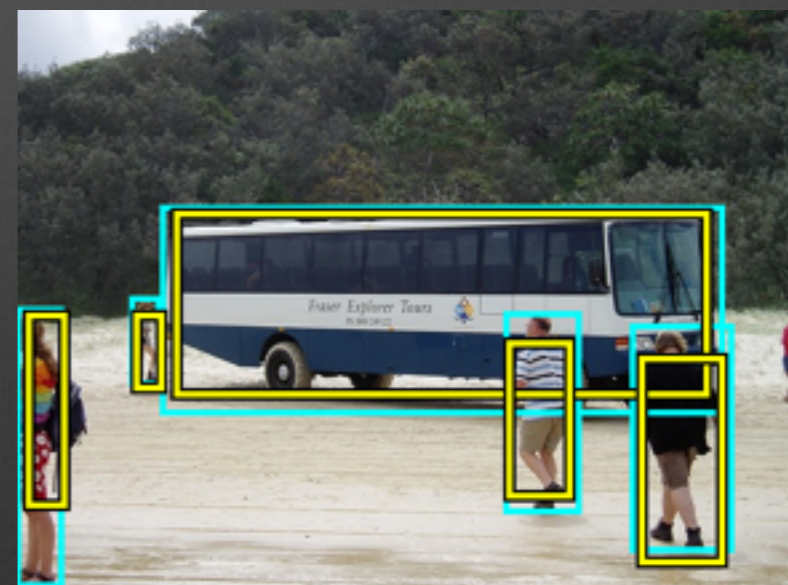
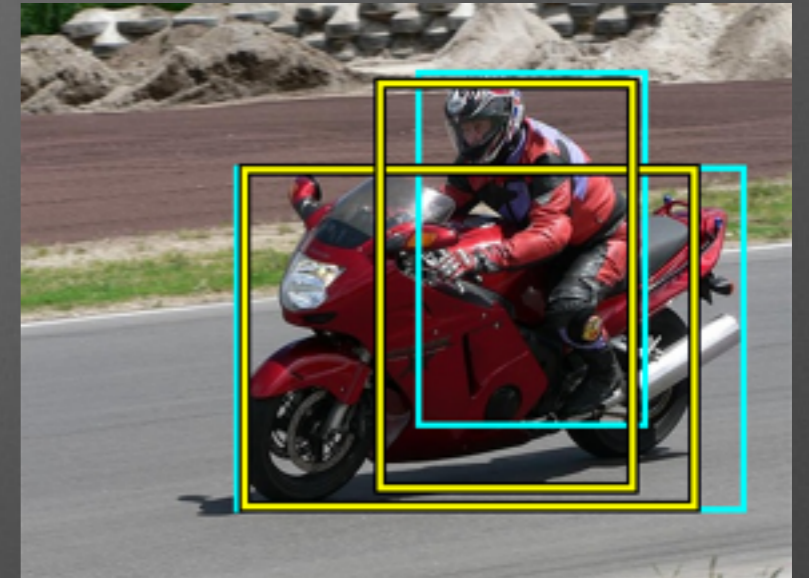


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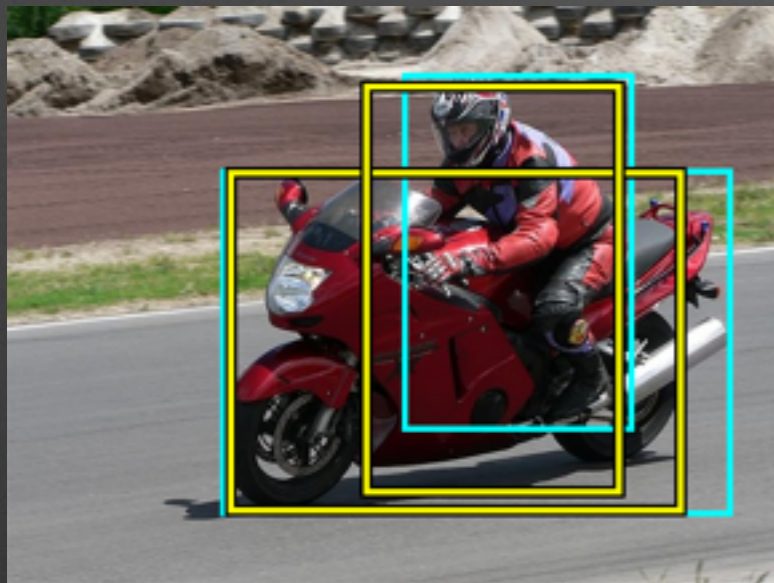


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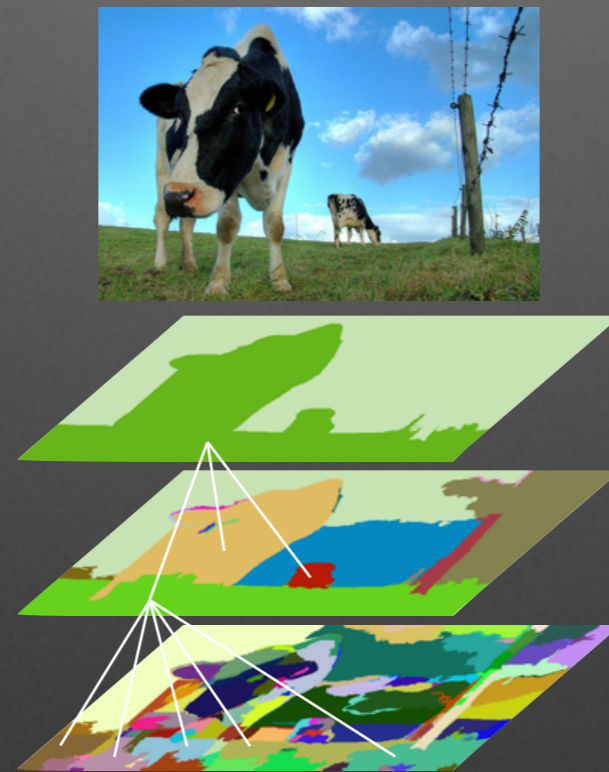


# Prior work - summary

Objectness



Segmentation based

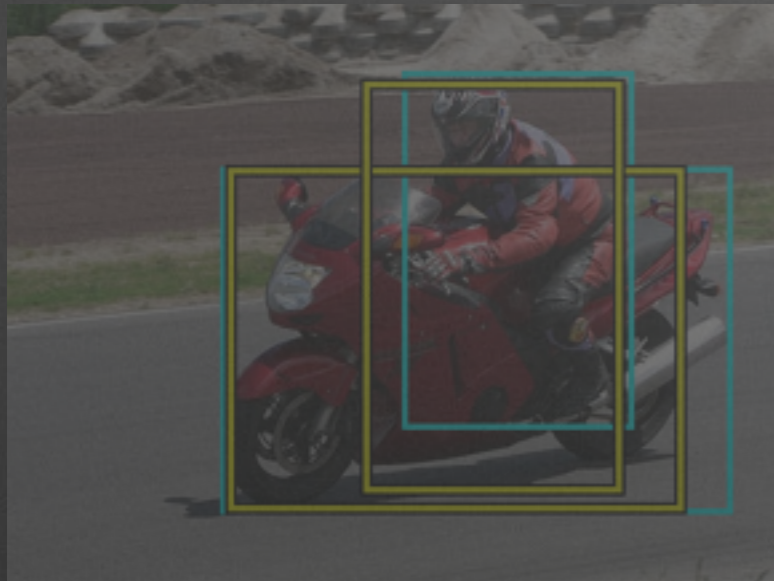


Seed / GraphCuts



# Prior work - summary

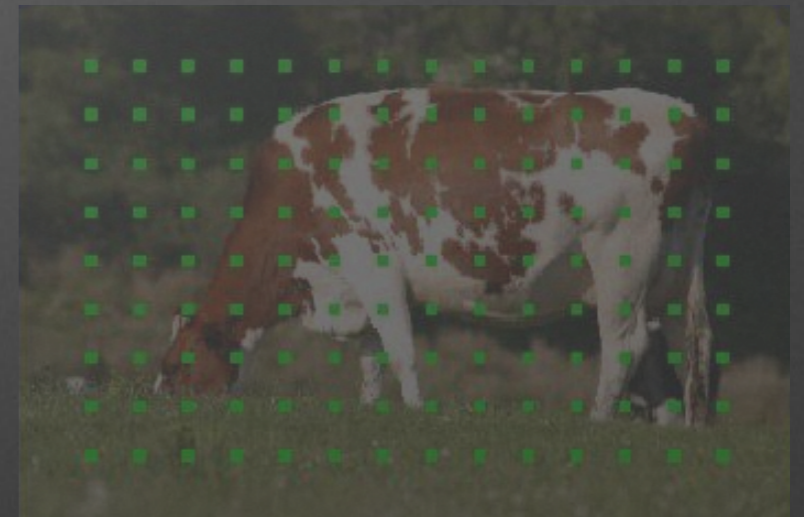
Objectness



Segmentation based

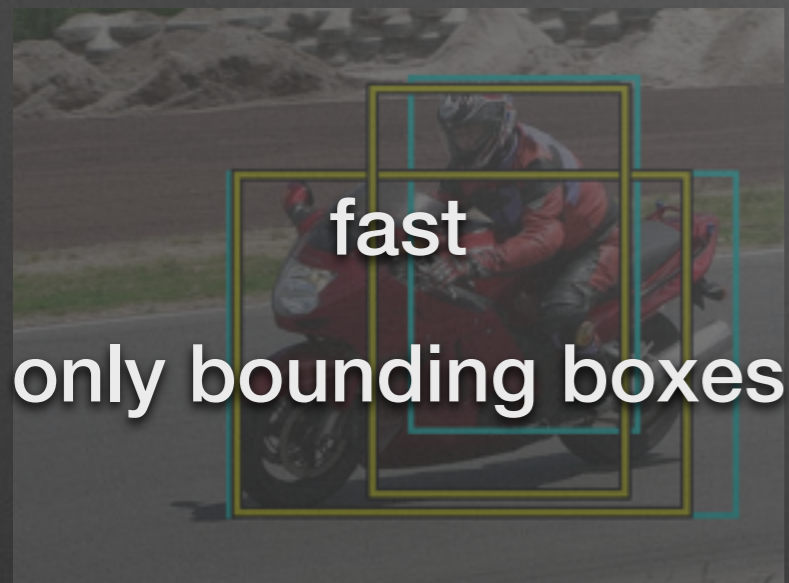


Seed / GraphCuts

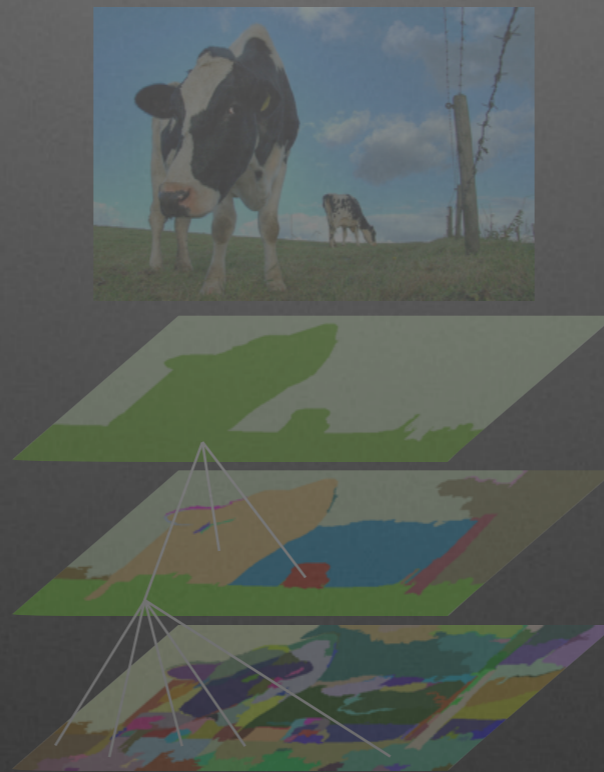


# Prior work - summary

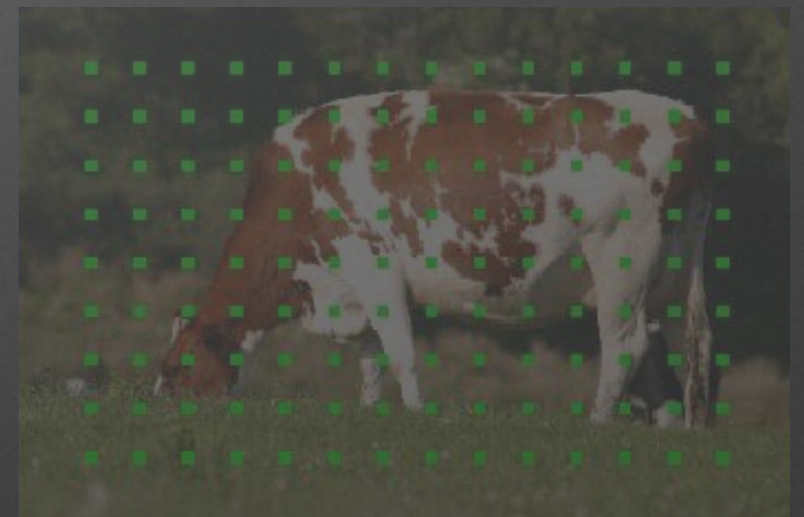
## Objectness



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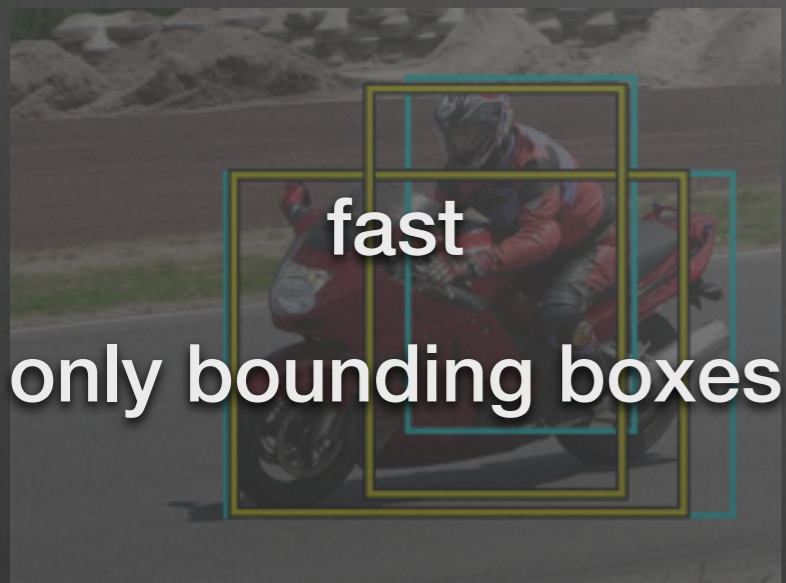


## Seed / GraphCuts



# Prior work - summary

Objectness

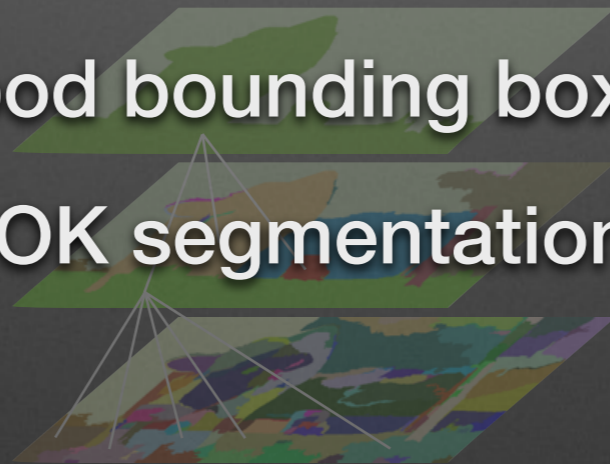


Segmentation  
based



good bounding boxes

OK segmentation

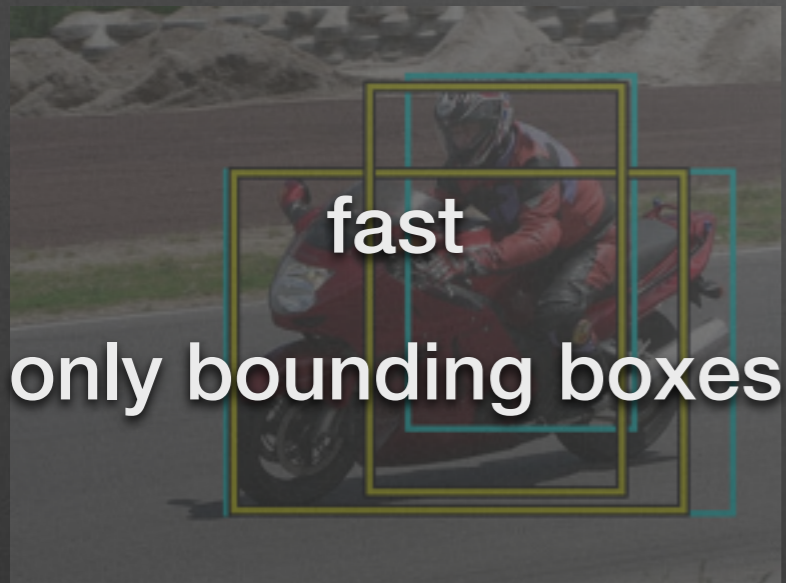


Seed / GraphCuts



# Prior work - summary

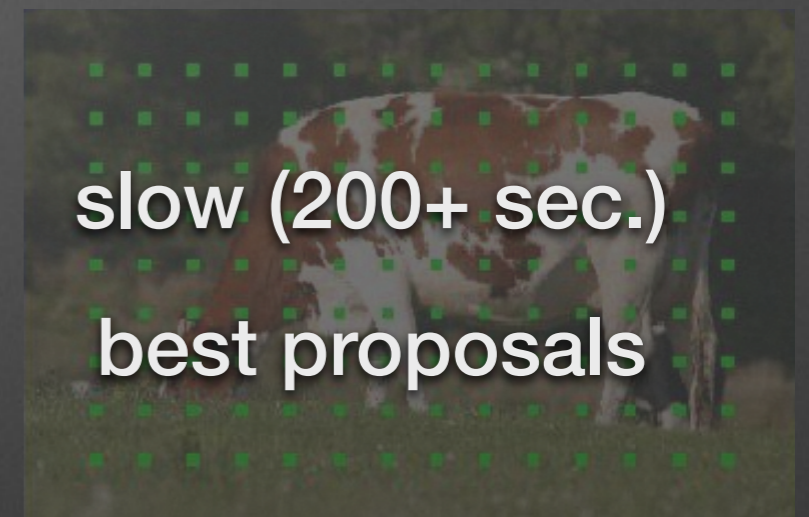
## Objectness



## Segmentation based

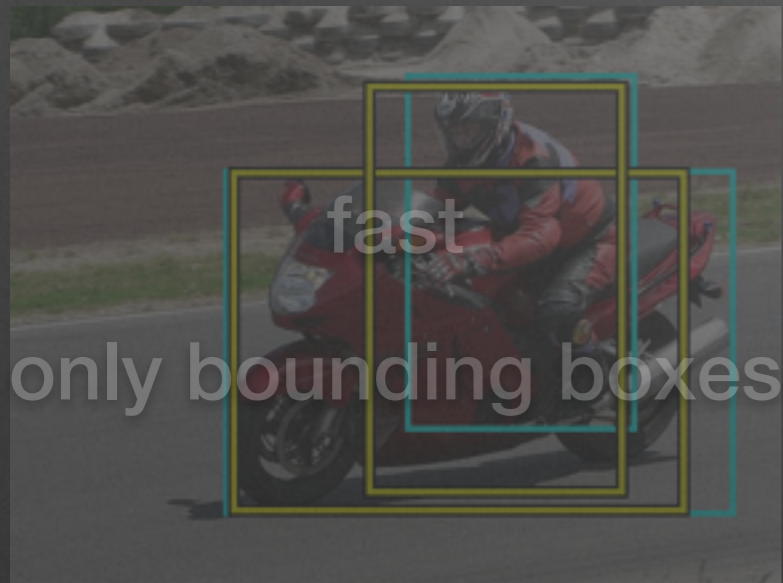


## Seed / GraphCuts



# Prior work - summary

Objectness



Segmentation  
based



good bounding boxes

OK segmentation



Seed / GraphCuts



# Geodesic image segmentation



# Geodesic image segmentation

- (Signed) geodesic distance transform





# Geodesic image segmentation

- (Signed) geodesic distance transform
- Shortest path to **background** and **foreground** scribble



# Geodesic image segmentation

- (Signed) geodesic distance transform
  - Shortest path to **background** and **foreground** scribble
  - **small** within objects



# Geodesic image segmentation

- (Signed) geodesic distance transform
  - Shortest path to **background** and **foreground** scribble
  - **small** within objects
  - **large** between objects



# Geodesic image segmentation

- (Signed) geodesic distance transform
  - Shortest path to **background** and **foreground** scribble
  - **small** within objects
  - **large** between objects
  - **efficient** to compute



# Geodesic image segmentation

- (Signed) geodesic distance transform
  - Shortest path to **background** and **foreground** scribble
  - **small** within objects
  - **large** between objects
  - **efficient** to compute
- State of the art in interactive image and video segmentation<sup>1,2</sup>



[1] Geodesic Matting: A Framework for Fast Interactive Image and Video Segmentation and Matting [Bai and Sapiro 2008]

[2] Geodesic Image and Video Editing [Criminisi et al. 2011]

# Geodesic image segmentation

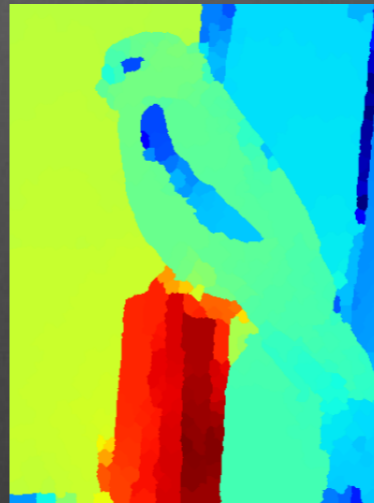
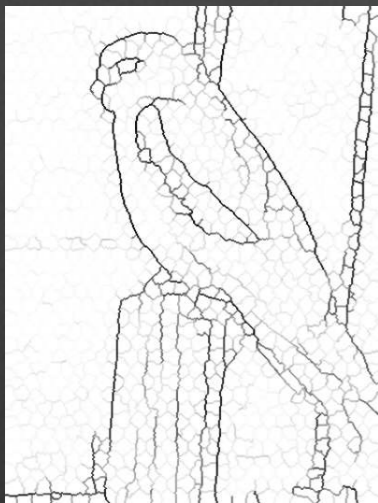
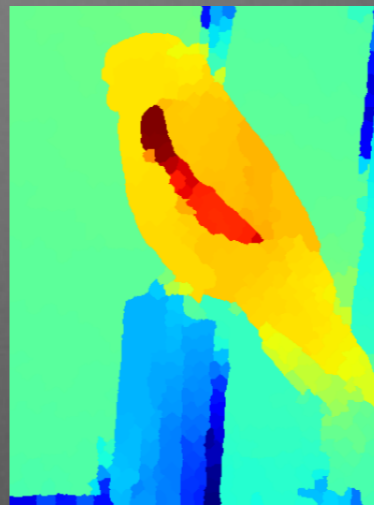
- (Signed) geodesic distance transform
  - Shortest path to **background** and **foreground** scribble
  - **small** within objects
  - **large** between objects
  - **efficient** to compute
- State of the art in interactive image and video segmentation<sup>1,2</sup>



[1] Geodesic Matting: A Framework for Fast Interactive Image and Video Segmentation and Matting [Bai and Sapiro 2008]

[2] Geodesic Image and Video Editing [Criminisi et al. 2011]

# Geodesic object proposals



...

...

image,  
boundary  
map and  
superpixels

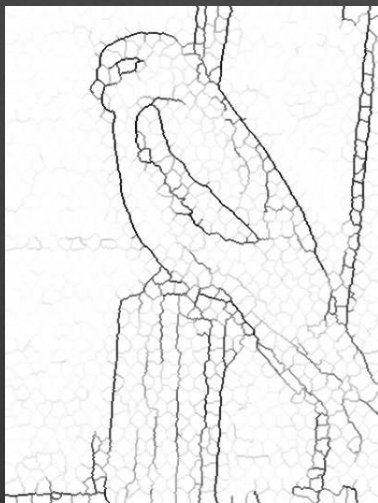
select  
seeds

foreground  
background  
masks

geodesic  
distance  
transform

multiple proposals

# Geodesic object proposals



...

...

image,  
boundary  
map and  
superpixels

select  
seeds

foreground  
background  
masks

geodesic  
distance  
transform

multiple proposals



# Geodesic object proposals



image,  
boundary  
map and  
superpixels

**select  
seeds**

foreground  
background  
masks

geodesic  
distance  
transform

multiple proposals

# Geodesic object proposals



image,  
boundary  
map and  
superpixels

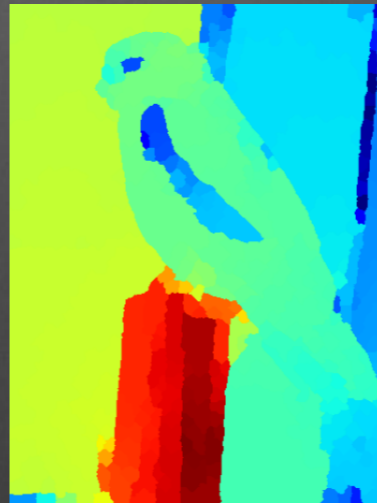
select  
seeds

foreground  
background  
masks

geodesic  
distance  
transform

multiple proposals

# Geodesic object proposals



image,  
boundary  
map and  
superpixels

select  
seeds

foreground  
background  
masks

geodesic  
distance  
transform

multiple proposals

# Geodesic object proposals



...

...

image,  
boundary  
map and  
superpixels

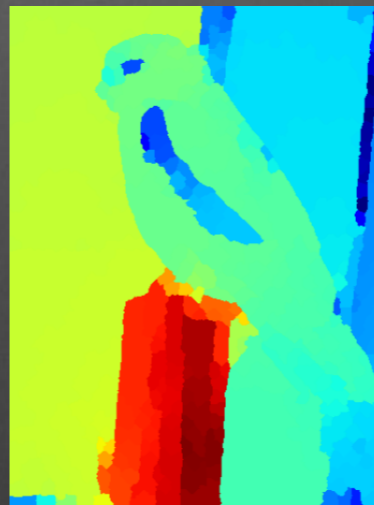
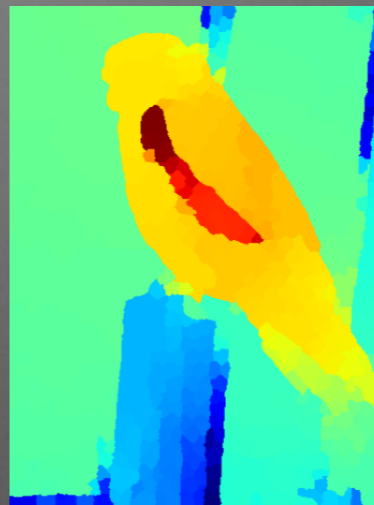
select  
seeds

foreground  
background  
masks

geodesic  
distance  
transform

multiple proposals

# Geodesic object proposals



...

...

image,  
boundary  
map and  
superpixels

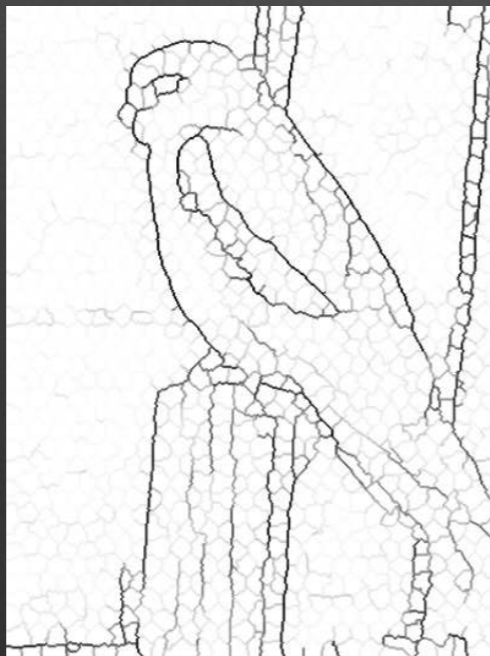
select  
seeds

foreground  
background  
masks

geodesic  
distance  
transform

multiple proposals

# Seed placement



# Seed placement



# Seed placement

- Place a seed in each object





# Seed placement

- Place a seed in each object
- Regular or random sampling



# Seed placement

- Place a seed in each object
- Regular or random sampling
  - miss small objects



Faisca/2005

# Seed placement

- Place a seed in each object
- Regular or random sampling
  - miss small objects
- Saliency based sampling



# Seed placement

- Place a seed in each object
- Regular or random sampling
  - miss small objects
- Saliency based sampling
  - miss non-salient objects



# Seed placement

- Place a seed in each object
- Regular or random sampling
  - miss small objects
- Saliency based sampling
  - miss non-salient objects
- Geodesic placement



# Seed placement

- Place a seed in each object
- Regular or random sampling
  - miss small objects
- Saliency based sampling
  - miss non-salient objects
- Geodesic placement
  - regular sampling in geodesic space



# Seed placement

- Place a seed in each object
- Regular or random sampling
  - miss small objects
- Saliency based sampling
  - miss non-salient objects
- Geodesic placement
  - regular sampling in geodesic space
  - greedily place next seed at maximal geodesic distance



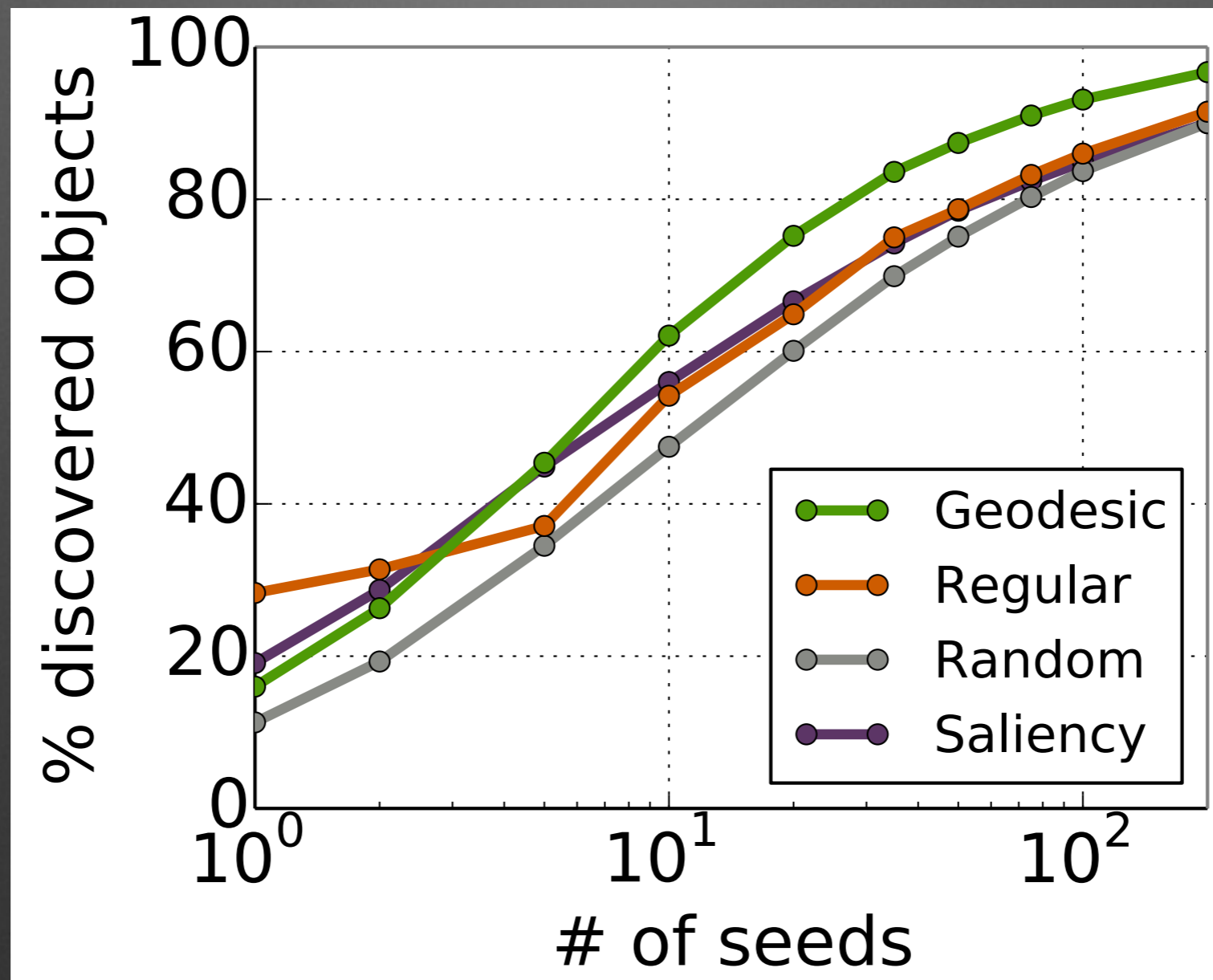
# Seed placement

- Place a seed in each object
- Regular or random sampling
  - miss small objects
- Saliency based sampling
  - miss non-salient objects
- Geodesic placement
  - regular sampling in geodesic space
  - greedily place next seed at maximal geodesic distance





# Seed placement



# Mask generation



# Mask generation



# Mask generation

- No errors in masks



# Mask generation

- No errors in masks
  - errors propagate



# Mask generation

- No errors in masks
  - errors propagate
- Foreground mask



# Mask generation

- No errors in masks
  - errors propagate
- Foreground mask
  - seed



# Mask generation

- No errors in masks
  - errors propagate
- Foreground mask
  - seed
- Background mask





# Mask generation

- No errors in masks
  - errors propagate
- Foreground mask
  - seed
- Background mask
  - boundary



# Mask generation

- No errors in masks
  - errors propagate
- Foreground mask
  - seed
- Background mask
  - boundary
  - empty



# Mask generation

- No errors in masks
  - errors propagate
- Foreground mask
  - seed
- Background mask
  - boundary
  - empty



# Geodesic segmentation



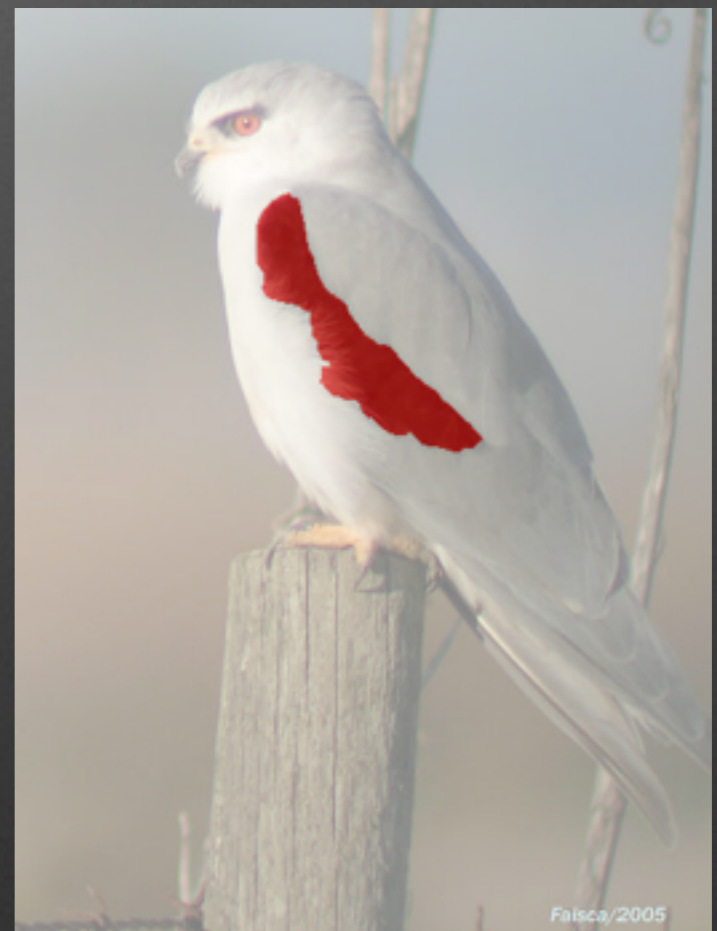
# Geodesic segmentation

- Signed geodesic distance transform



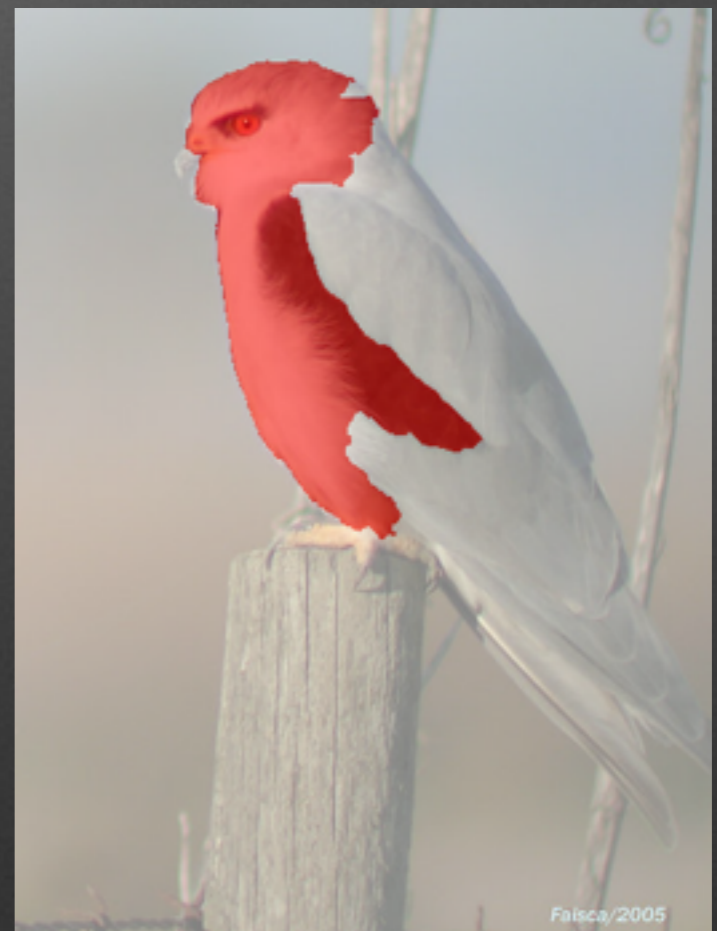
# Geodesic segmentation

- Signed geodesic distance transform
- Each level set is a segmentation



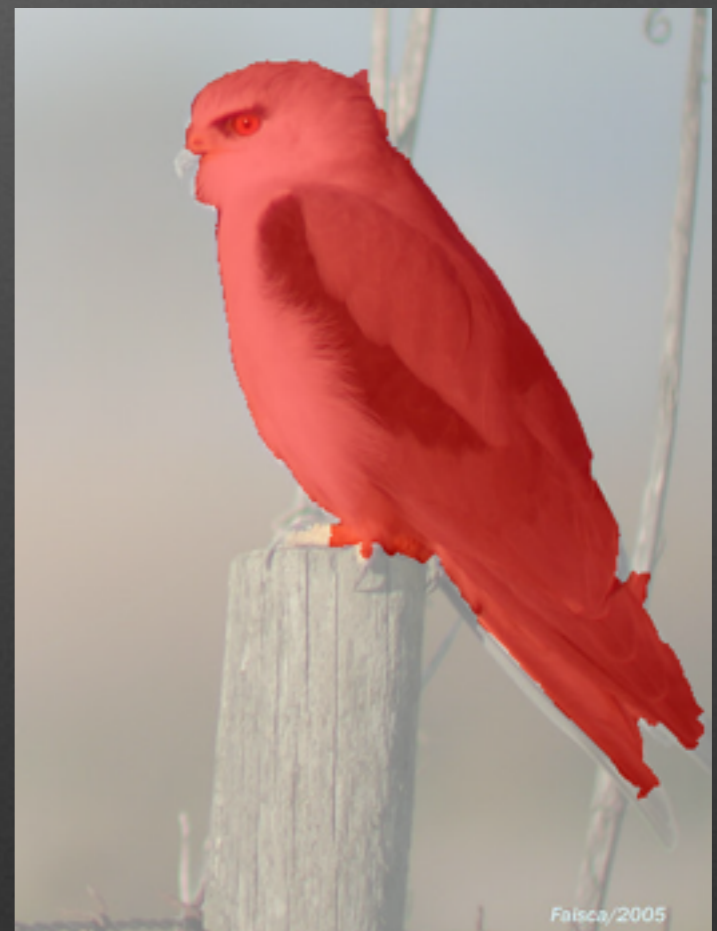
# Geodesic segmentation

- Signed geodesic distance transform
- Each level set is a segmentation



# Geodesic segmentation

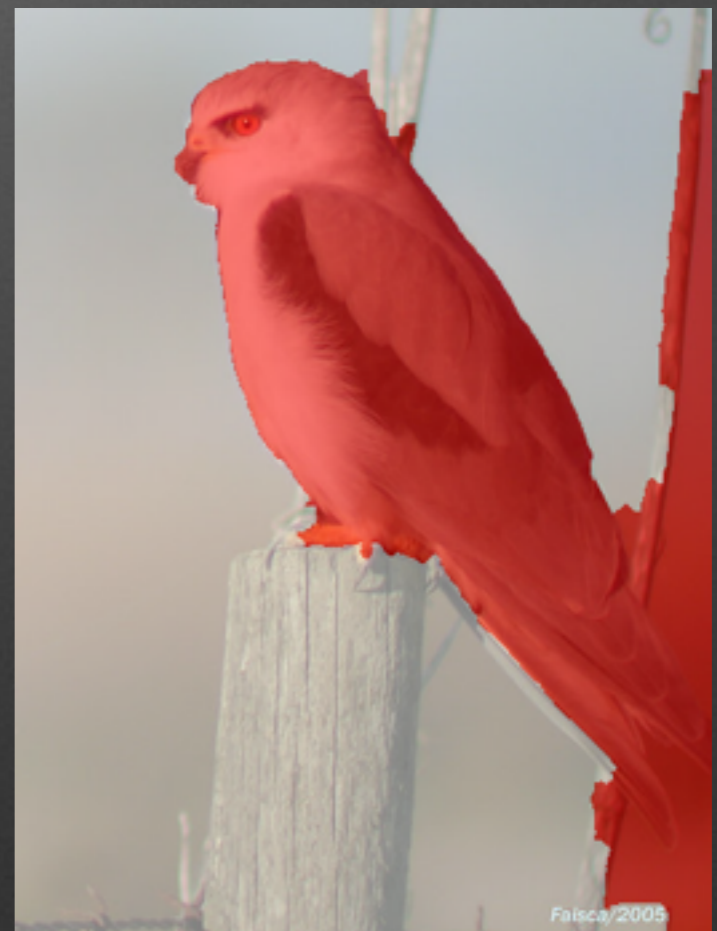
- Signed geodesic distance transform
- Each level set is a segmentation





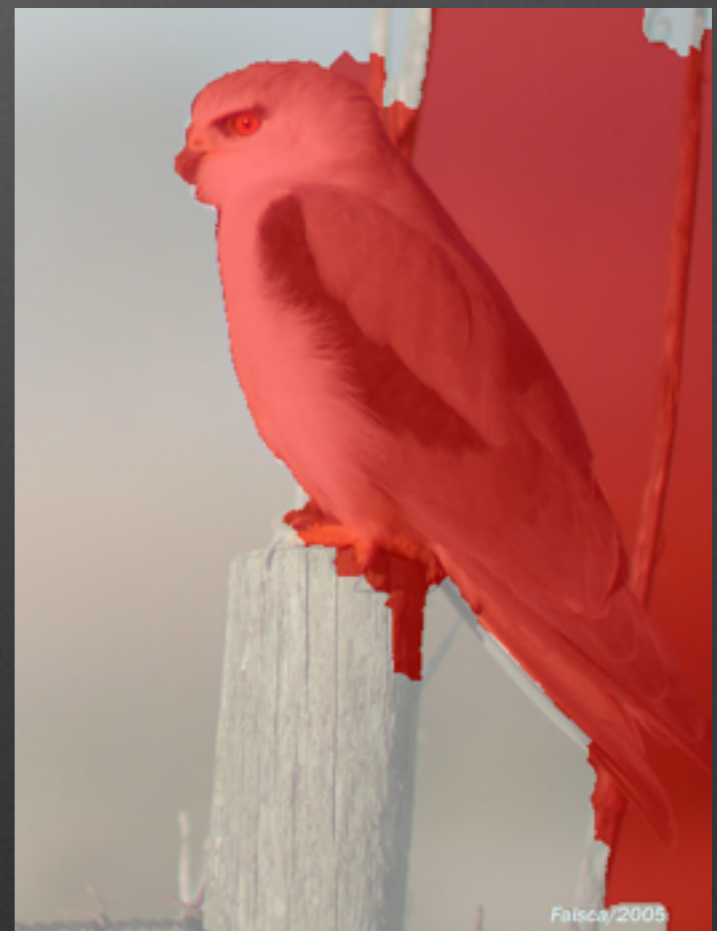
# Geodesic segmentation

- Signed geodesic distance transform
- Each level set is a segmentation



# Geodesic segmentation

- Signed geodesic distance transform
- Each level set is a segmentation



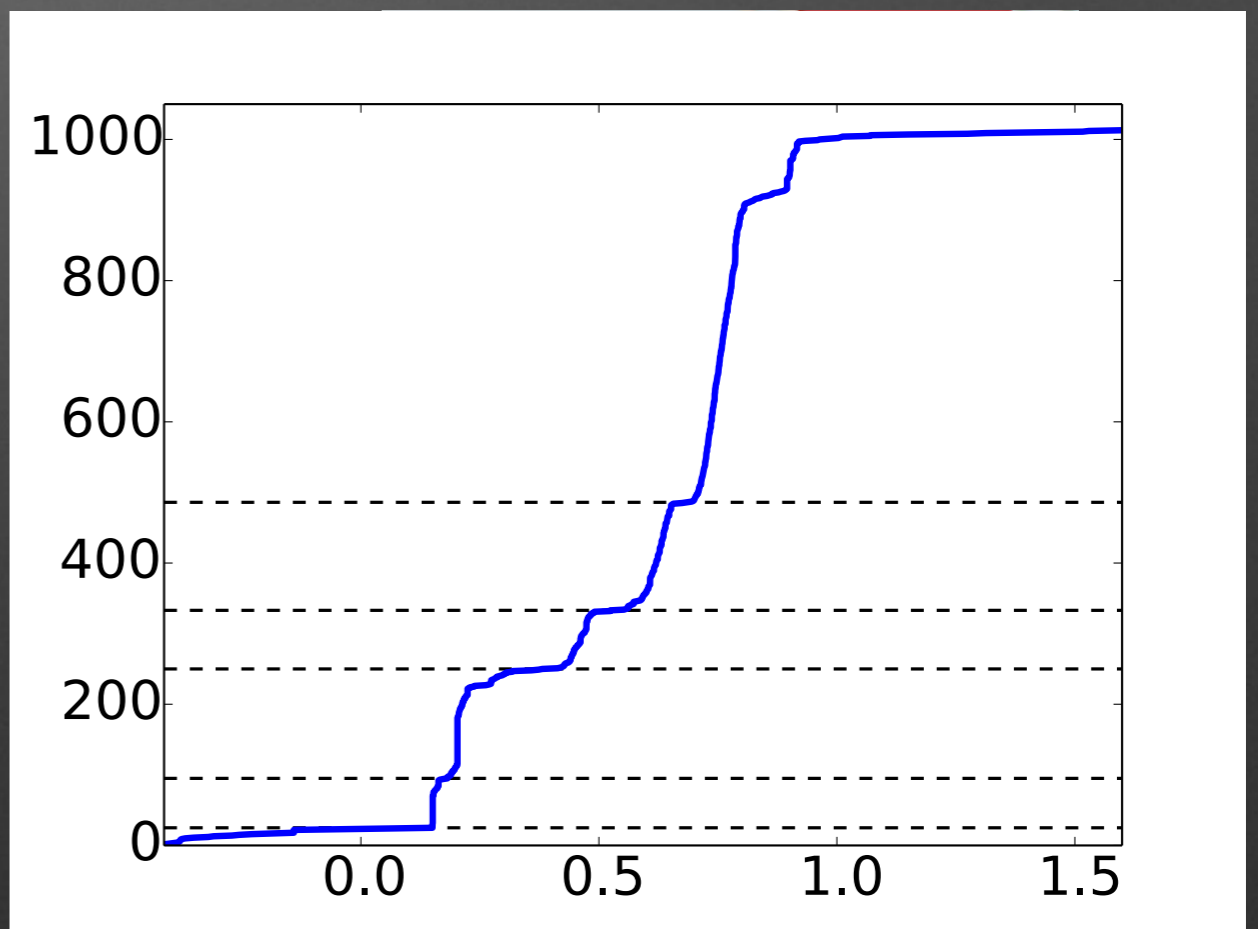
# Geodesic segmentation

- Signed geodesic distance transform
- Each level set is a segmentation
- Find critical level sets



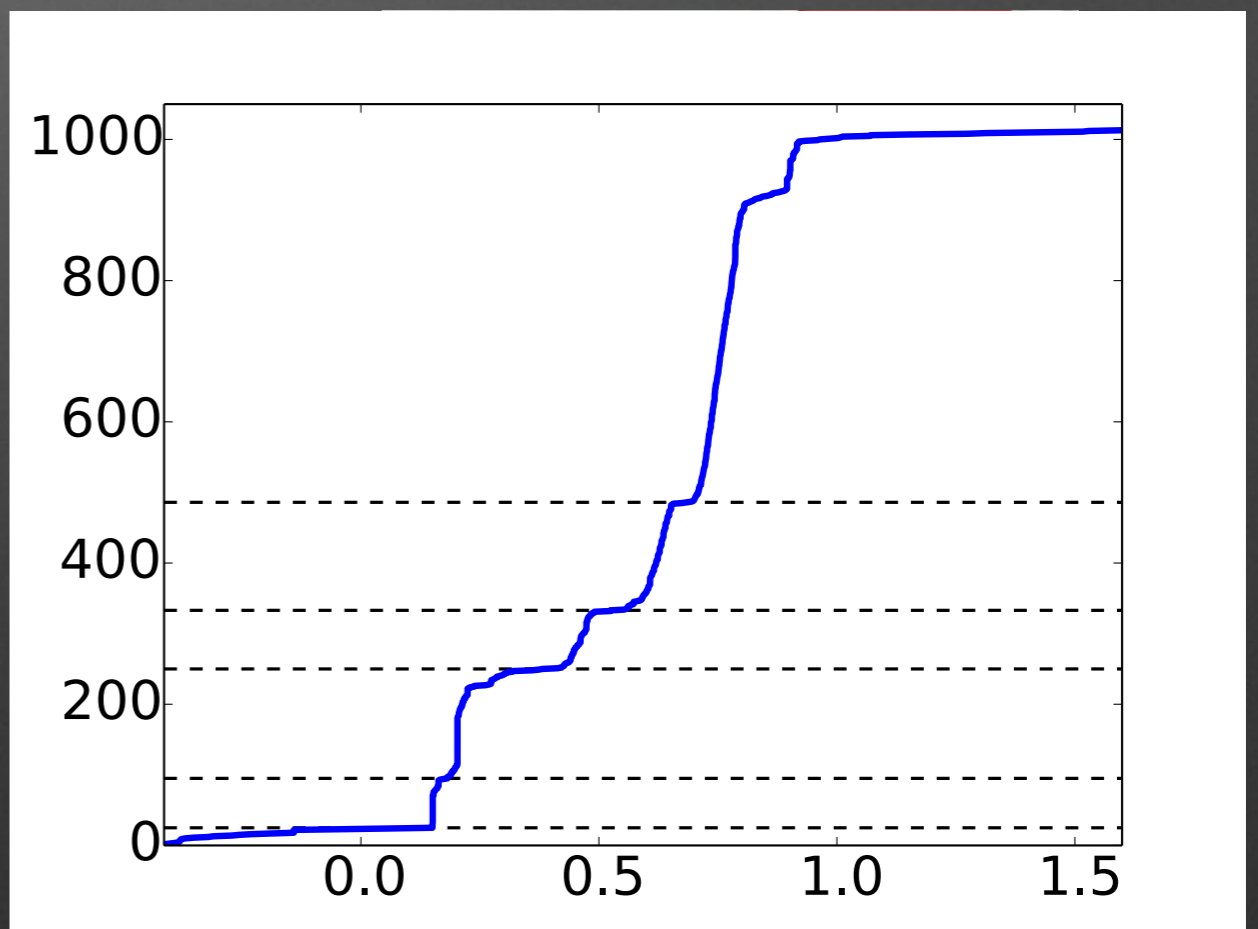
# Geodesic segmentation

- Signed geodesic distance transform
- Each level set is a segmentation
- Find critical level sets
  - stationary points in geodesic function



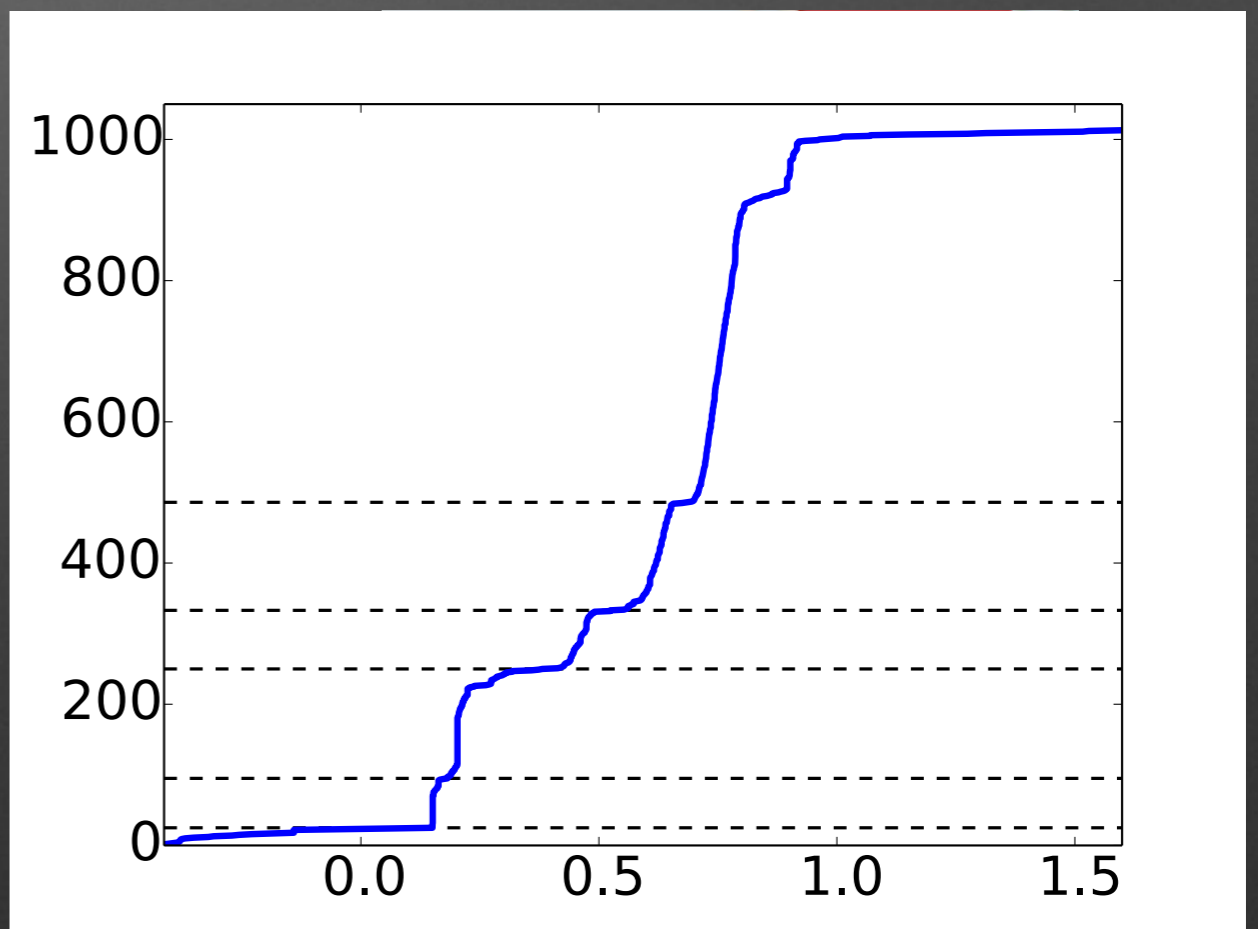
# Geodesic segmentation

- Signed geodesic distance transform
- Each level set is a segmentation
- Find critical level sets
  - stationary points in geodesic function
  - evolution of Eikonal equation

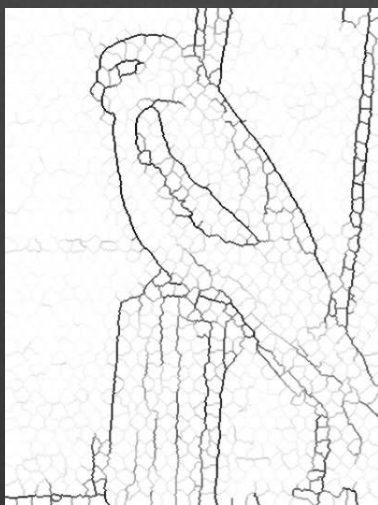
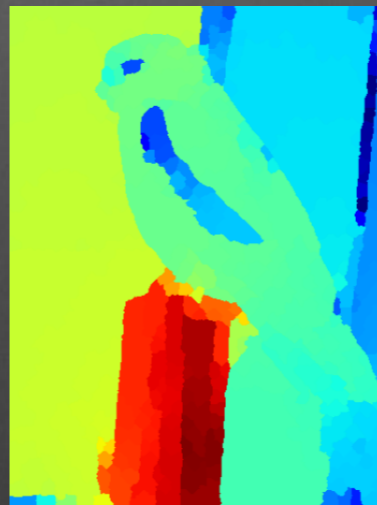
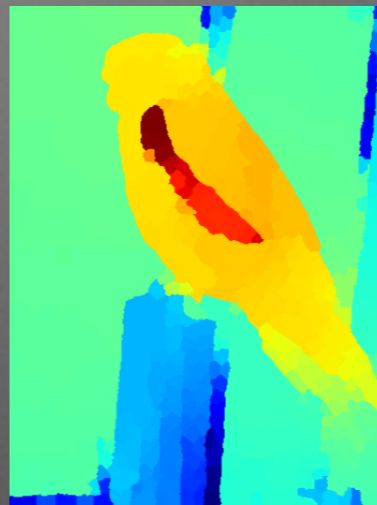


# Geodesic segmentation

- Signed geodesic distance transform
- Each level set is a segmentation
- Find critical level sets
  - stationary points in geodesic function
  - evolution of Eikonal equation



# Baseline GOP



image,  
boundary  
map and  
superpixels

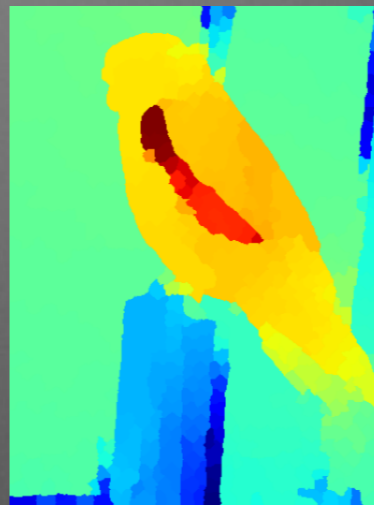
select  
seeds

foreground  
background  
masks

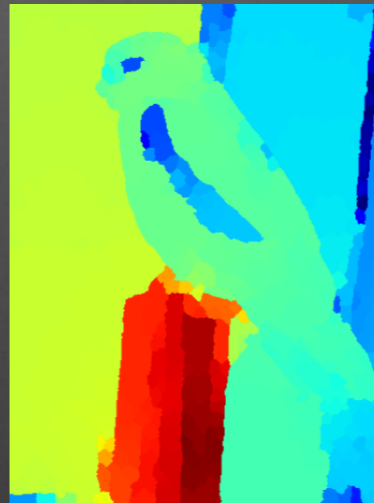
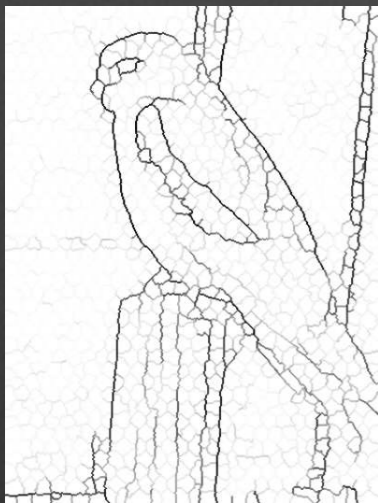
geodesic  
distance  
transform

multiple proposals  
per transform

# Learned GOP



...



...

image,  
boundary  
map and  
superpixels

learned  
seeds

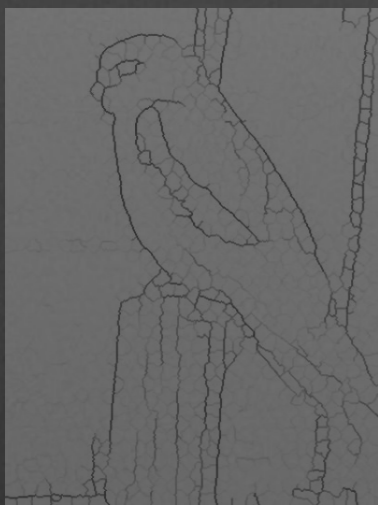
learned  
masks

geodesic  
distance  
transform

multiple proposals  
per transform



# Learned GOP



image,  
boundary  
map and  
superpixels

learned  
seeds

learned  
masks

geodesic  
distance  
transform

multiple proposals  
per transform

# Results

# Results

- VOC 2012 dataset

# Results

- VOC 2012 dataset
- Evaluation metric

# Results

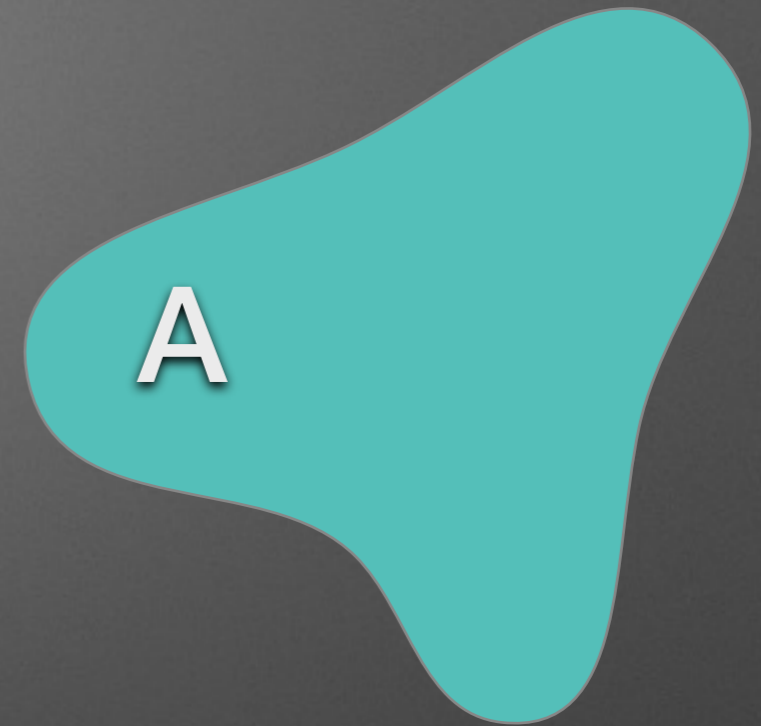
- VOC 2012 dataset
- Evaluation metric

- overlap  $\mathcal{J}(A, B) = \frac{|A \cap B|}{|A \cup B|}$

# Results

- VOC 2012 dataset
- Evaluation metric

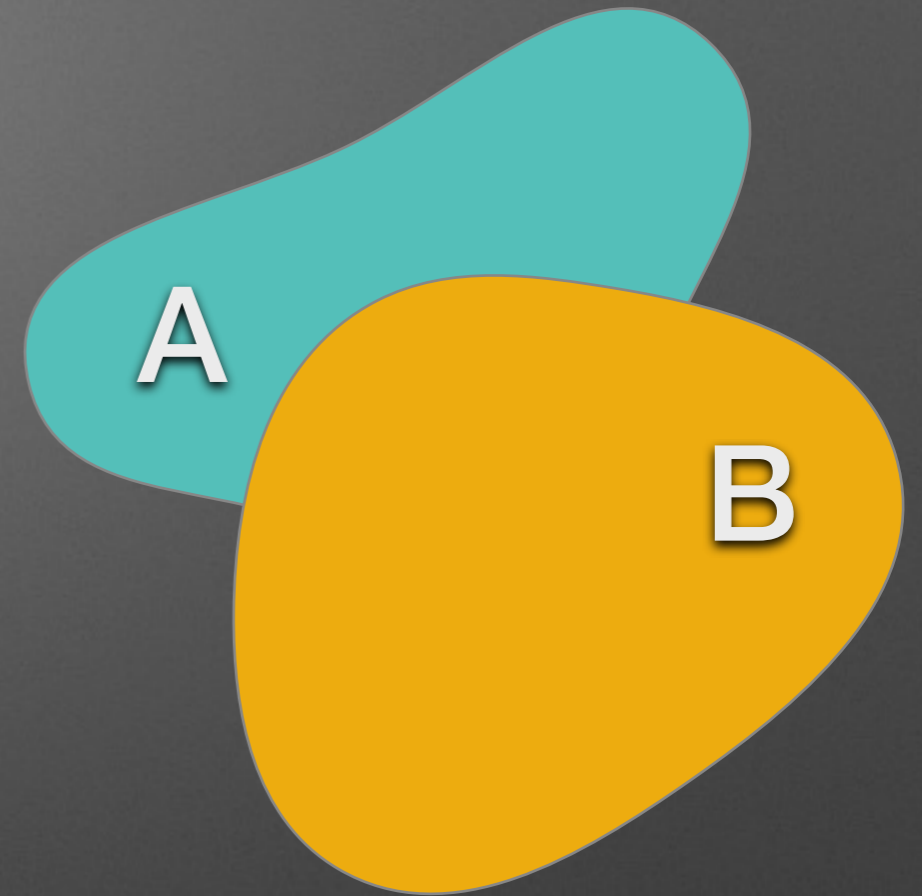
- overlap  $\mathcal{J}(A, B) = \frac{|A \cap B|}{|A \cup B|}$



# Results

- VOC 2012 dataset
- Evaluation metric

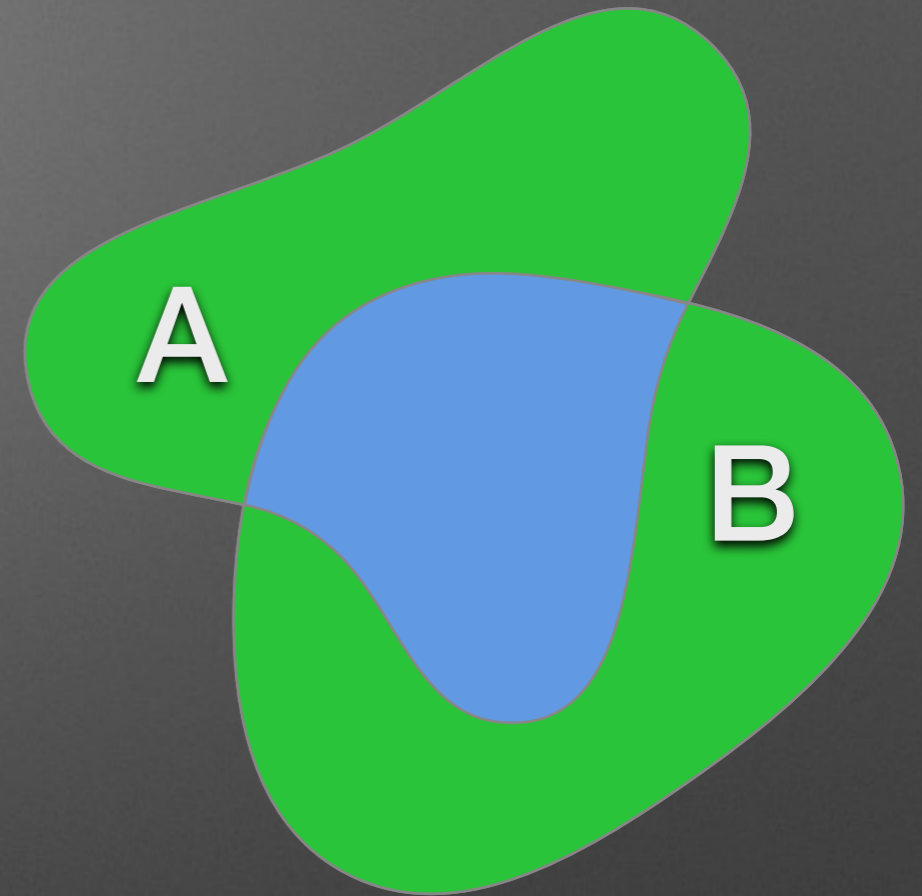
- overlap  $\mathcal{J}(A, B) = \frac{|A \cap B|}{|A \cup B|}$



# Results

- VOC 2012 dataset
- Evaluation metric

- overlap  $\mathcal{J}(A, B) = \frac{|A \cap B|}{|A \cup B|}$



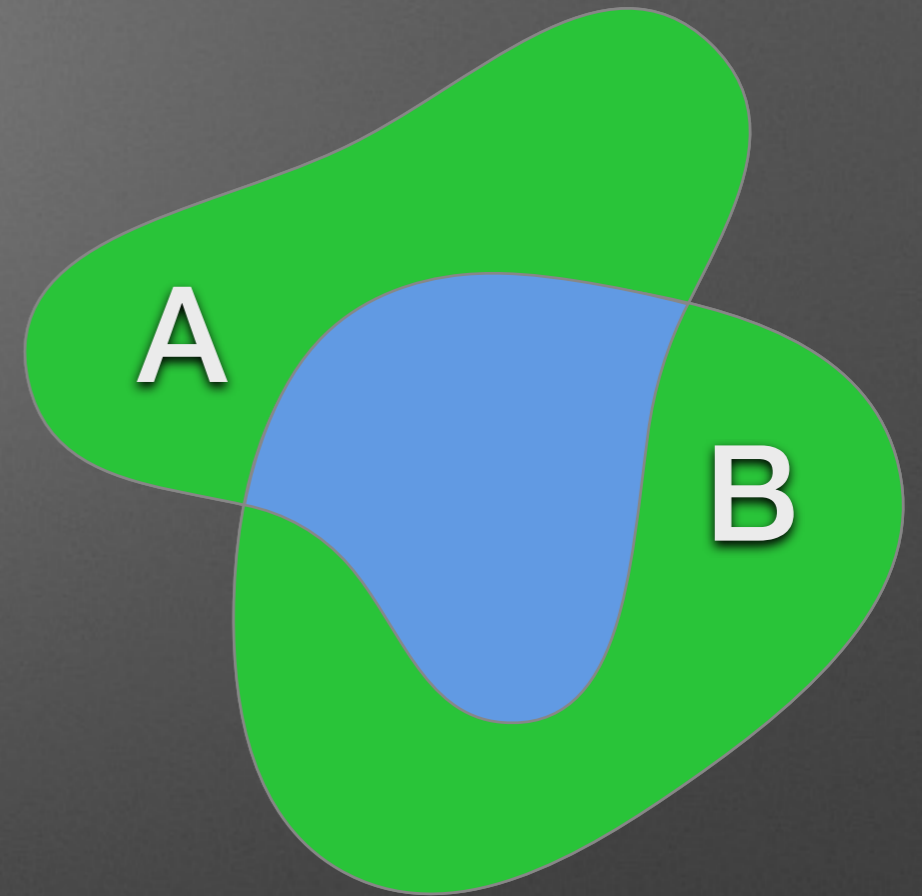


# Results

- VOC 2012 dataset
- Evaluation metric

- overlap  $\mathcal{J}(A, B) = \frac{|A \cap B|}{|A \cup B|}$

- best overlap  $b(O_k) = \max_P \mathcal{J}(O_k, P)$



# Results

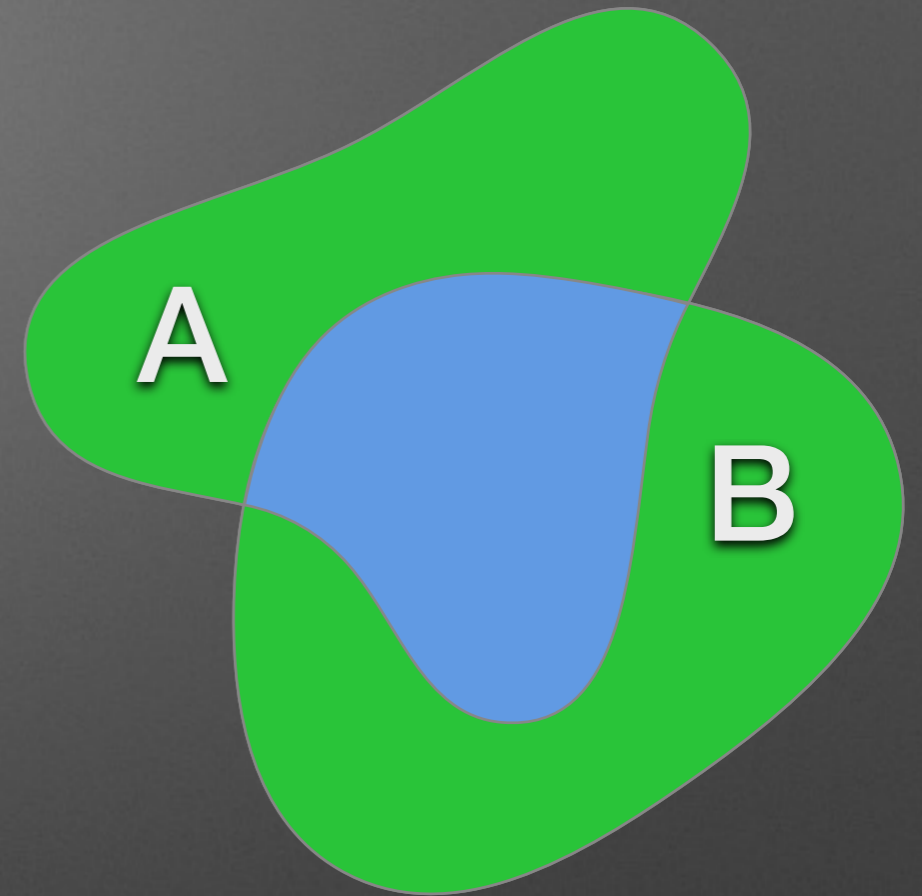
- VOC 2012 dataset
- Evaluation metric

- overlap  $\mathcal{J}(A, B) = \frac{|A \cap B|}{|A \cup B|}$

- best overlap  $b(O_k) = \max_P \mathcal{J}(O_k, P)$

- Average best overlap (ABO)

$$\frac{1}{N} \sum_k b(O_k)$$



# Results

- VOC 2012 dataset
- Evaluation metric

- overlap  $\mathcal{J}(A, B) = \frac{|A \cap B|}{|A \cup B|}$

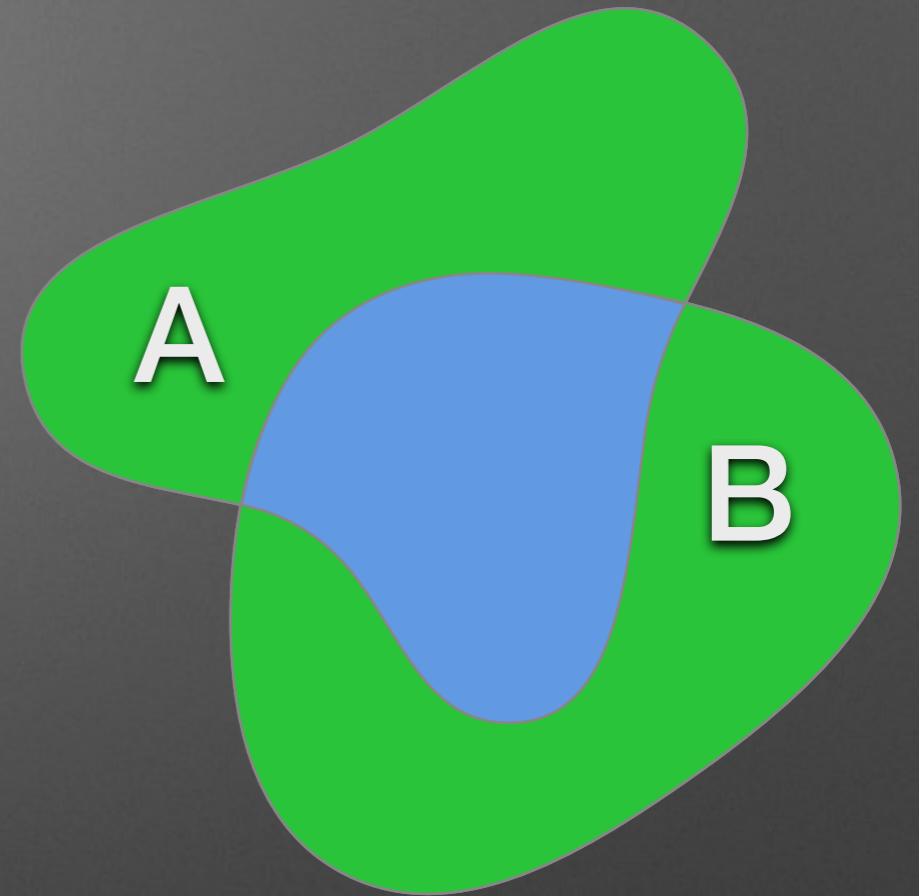
- best overlap  $b(O_k) = \max_P \mathcal{J}(O_k, P)$

- Average best overlap (ABO)

$$\frac{1}{N} \sum_k b(O_k)$$

- $\alpha$ -recall

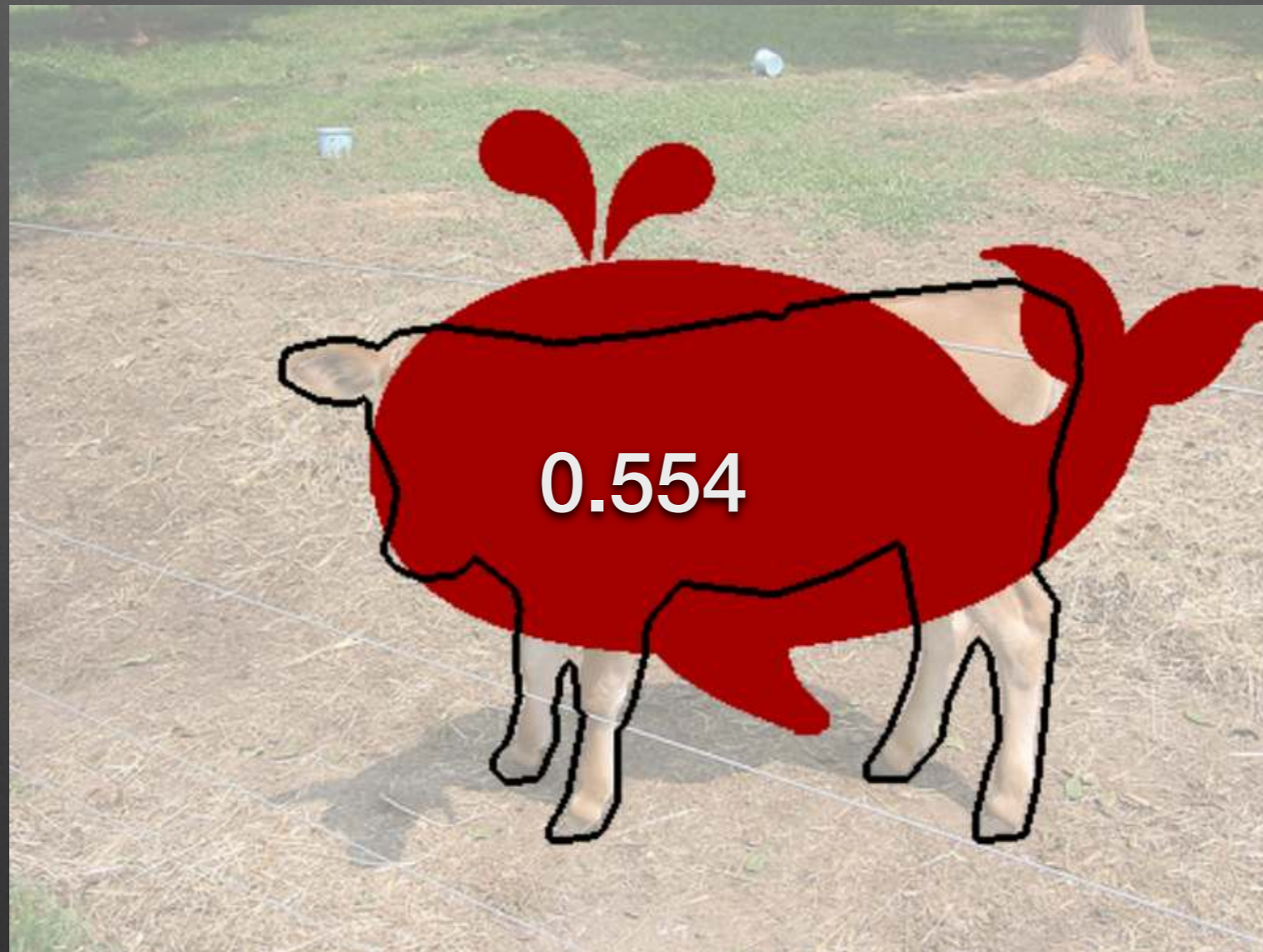
$$\frac{1}{N} \sum_k [b(O_k) > \alpha]$$



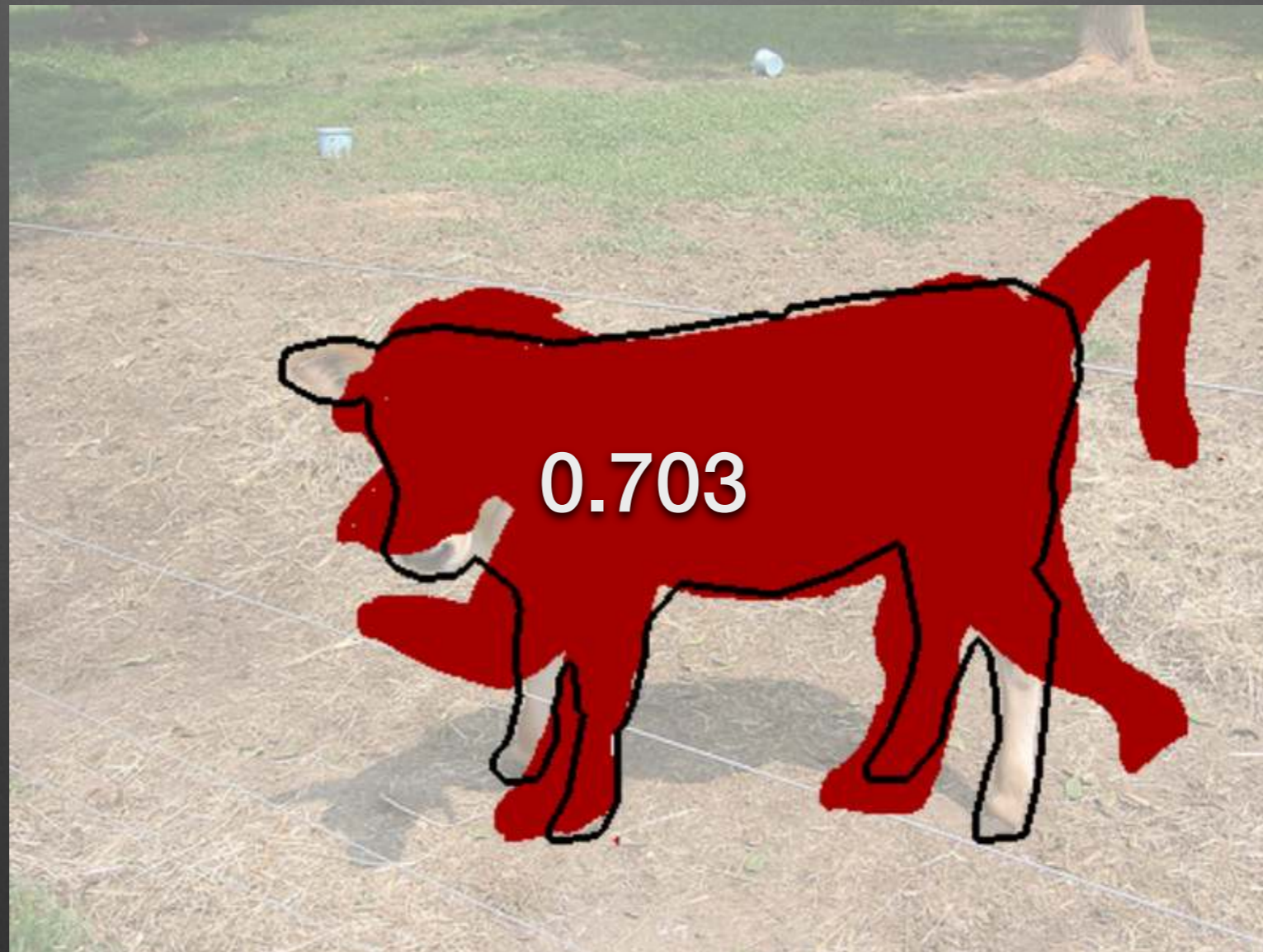
# What does overlap mean?



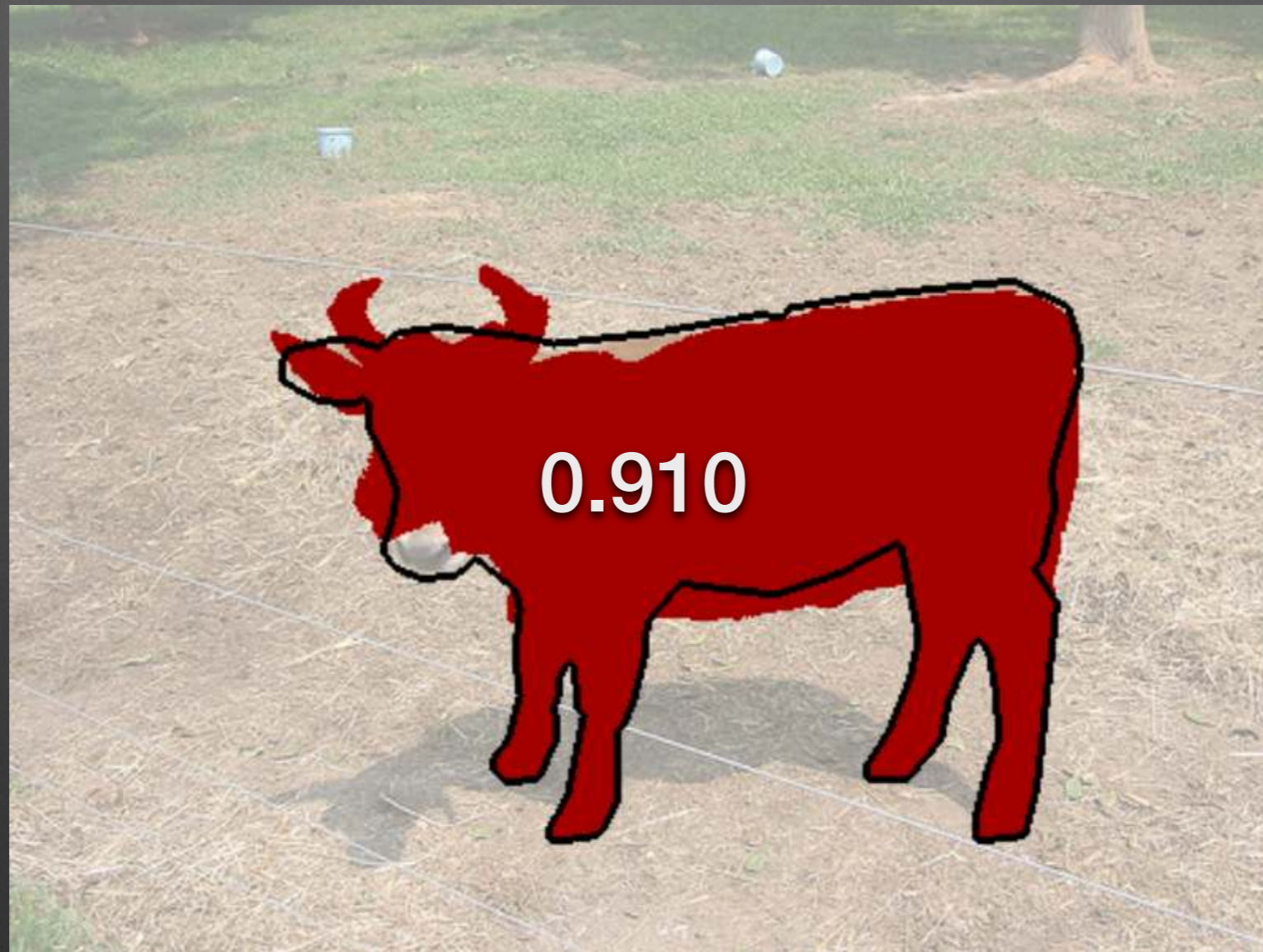
# What does overlap mean?



# What does overlap mean?



# What does overlap mean?



# Segmentation results



METHOD	# PROP.	ABO	50%-RECALL	70%-RECALL	TIME
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# Segmentation results



METHOD	# PROP.	ABO	50%-RECALL	70%-RECALL	TIME
CPMC	646	0.703	0.784	<b>0.609</b>	252s

# Segmentation results



METHOD	# PROP.	ABO	50%-RECALL	70%-RECALL	TIME
CPMC	646	0.703	0.784	<b>0.609</b>	252s
Baseline GOP	653	0.712	0.833	<b>0.622</b>	0.6s

# Segmentation results



METHOD	# PROP.	ABO	50%-RECALL	70%-RECALL	TIME
CPMC	646	0.703	0.784	<b>0.609</b>	252s
Baseline GOP	653	0.712	0.833	<b>0.622</b>	0.6s
Learned GOP	652	0.720	0.844	<b>0.632</b>	1.0s

# Segmentation results



METHOD	# PROP.	ABO	50%-RECALL	70%-RECALL	TIME
CPMC	646	0.703	0.784	<b>0.609</b>	252s
Baseline GOP	653	0.712	0.833	<b>0.622</b>	0.6s
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# Segmentation results



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CPMC	646	0.703	0.784	<b>0.609</b>	252s
Baseline GOP	653	0.712	0.833	<b>0.622</b>	0.6s
Learned GOP	652	0.720	0.844	<b>0.632</b>	1.0s
Cat-Ind OP	1536	0.718	0.820	<b>0.624</b>	119s

# Segmentation results



METHOD	# PROP.	ABO	50%-RECALL	70%-RECALL	TIME
CPMC	646	0.703	0.784	<b>0.609</b>	252s
Baseline GOP	653	0.712	0.833	<b>0.622</b>	0.6s
Learned GOP	652	0.720	0.844	<b>0.632</b>	1.0s
Cat-Ind OP	1536	0.718	0.820	<b>0.624</b>	119s
Baseline GOP	1090	0.727	0.847	<b>0.644</b>	0.65

# Segmentation results



METHOD	# PROP.	ABO	50%-RECALL	70%-RECALL	TIME
CPMC	646	0.703	0.784	<b>0.609</b>	252s
Baseline GOP	653	0.712	0.833	<b>0.622</b>	0.6s
Learned GOP	652	0.720	0.844	<b>0.632</b>	1.0s
Cat-Ind OP	1536	0.718	0.820	<b>0.624</b>	119s
Baseline GOP	1090	0.727	0.847	<b>0.644</b>	0.65
Learned GOP	1199	0.741	0.865	<b>0.673</b>	1.1s

# Segmentation results



METHOD	# PROP.	ABO	50%-RECALL	70%-RECALL	TIME
CPMC	646	0.703	0.784	<b>0.609</b>	252s
Baseline GOP	653	0.712	0.833	<b>0.622</b>	0.6s
Learned GOP	652	0.720	0.844	<b>0.632</b>	1.0s
Cat-Ind OP	1536	0.718	0.820	<b>0.624</b>	119s
Baseline GOP	1090	0.727	0.847	<b>0.644</b>	0.65
Learned GOP	1199	0.741	0.865	<b>0.673</b>	1.1s



# Segmentation results



METHOD	# PROP.	ABO	50%-RECALL	70%-RECALL	TIME
CPMC	646	0.703	0.784	<b>0.609</b>	252s
Baseline GOP	653	0.712	0.833	<b>0.622</b>	0.6s
Learned GOP	652	0.720	0.844	<b>0.632</b>	1.0s
Cat-Ind OP	1536	0.718	0.820	<b>0.624</b>	119s
Baseline GOP	1090	0.727	0.847	<b>0.644</b>	0.65
Learned GOP	1199	0.741	0.865	<b>0.673</b>	1.1s
Sel Search	4374	0.735	0.891	<b>0.597</b>	2.6s

# Segmentation results



METHOD	# PROP.	ABO	50%-RECALL	70%-RECALL	TIME
CPMC	646	0.703	0.784	<b>0.609</b>	252s
Baseline GOP	653	0.712	0.833	<b>0.622</b>	0.6s
Learned GOP	652	0.720	0.844	<b>0.632</b>	1.0s
Cat-Ind OP	1536	0.718	0.820	<b>0.624</b>	119s
Baseline GOP	1090	0.727	0.847	<b>0.644</b>	0.65
Learned GOP	1199	0.741	0.865	<b>0.673</b>	1.1s
Sel Search	4374	0.735	0.891	<b>0.597</b>	2.6s
Baseline GOP	2089	0.744	0.867	<b>0.673</b>	0.9s

# Segmentation results



METHOD	# PROP.	ABO	50%-RECALL	70%-RECALL	TIME
CPMC	646	0.703	0.784	<b>0.609</b>	252s
Baseline GOP	653	0.712	0.833	<b>0.622</b>	0.6s
Learned GOP	652	0.720	0.844	<b>0.632</b>	1.0s
Cat-Ind OP	1536	0.718	0.820	<b>0.624</b>	119s
Baseline GOP	1090	0.727	0.847	<b>0.644</b>	0.65
Learned GOP	1199	0.741	0.865	<b>0.673</b>	1.1s
Sel Search	4374	0.735	0.891	<b>0.597</b>	2.6s
Baseline GOP	2089	0.744	0.867	<b>0.673</b>	0.9s
Learned GOP	2286	0.756	0.877	<b>0.699</b>	1.4s

# Segmentation results



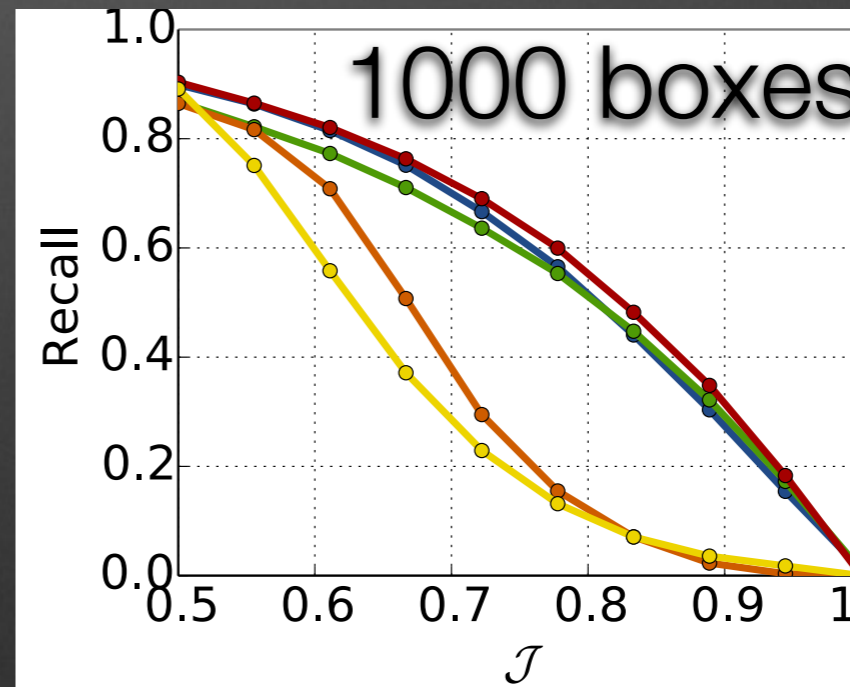
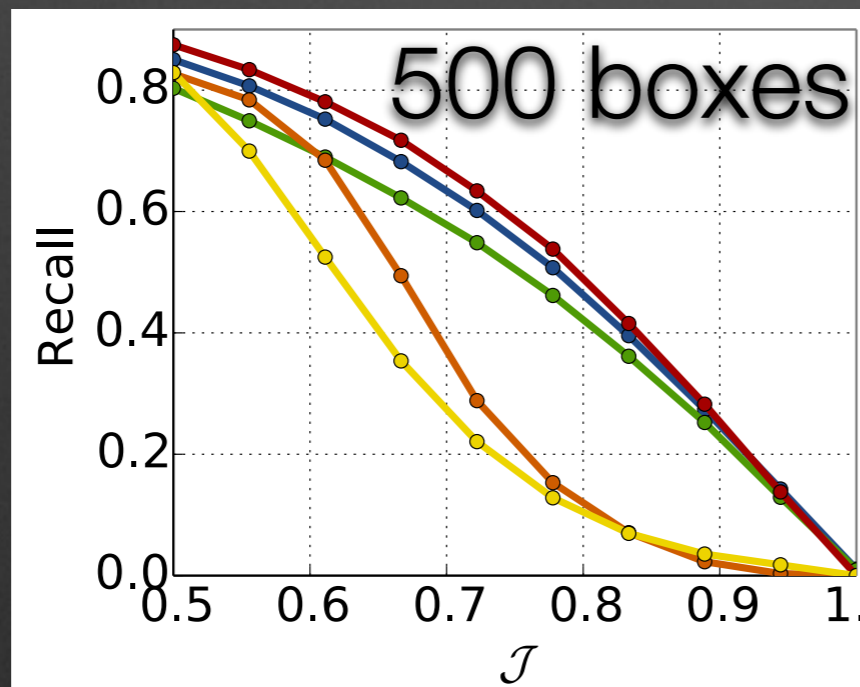
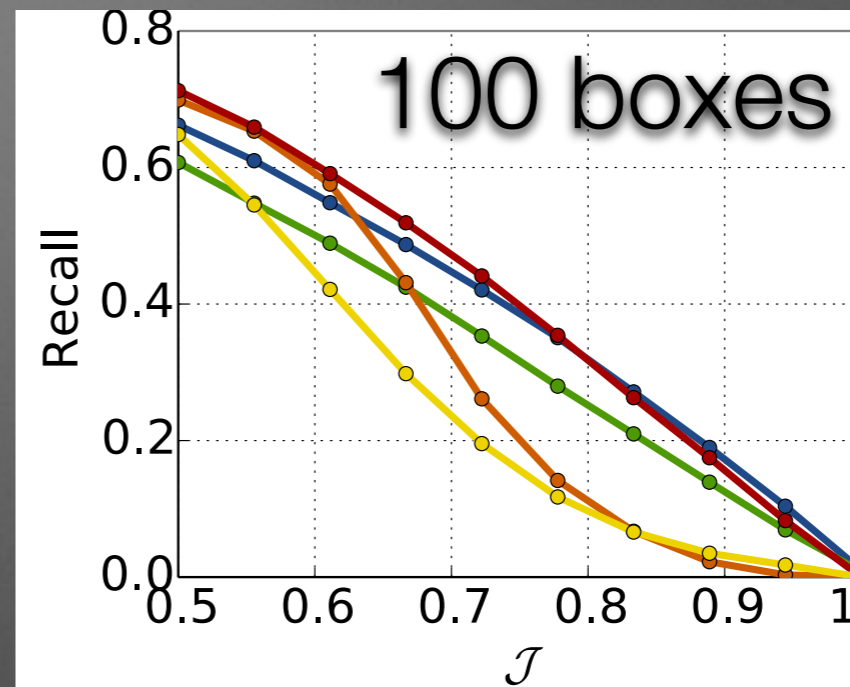
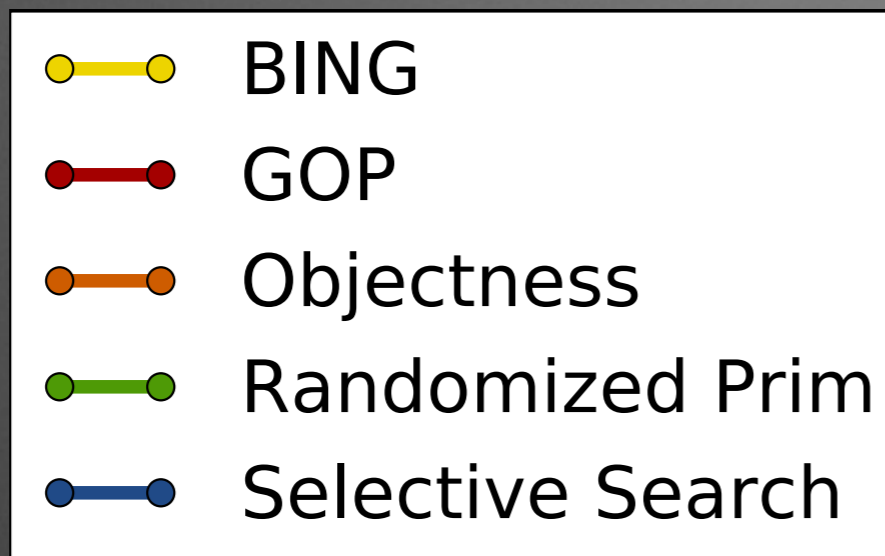
METHOD	# PROP.	ABO	50%-RECALL	70%-RECALL	TIME
CPMC	646	0.703	0.784	<b>0.609</b>	252s
Baseline GOP	653	0.712	0.833	<b>0.622</b>	0.6s
Learned GOP	652	0.720	0.844	<b>0.632</b>	1.0s
Cat-Ind OP	1536	0.718	0.820	<b>0.624</b>	119s
Baseline GOP	1090	0.727	0.847	<b>0.644</b>	0.65
Learned GOP	1199	0.741	0.865	<b>0.673</b>	1.1s
Sel Search	4374	0.735	0.891	<b>0.597</b>	2.6s
Baseline GOP	2089	0.744	0.867	<b>0.673</b>	0.9s
Learned GOP	2286	0.756	0.877	<b>0.699</b>	1.4s
Baseline GOP	3958	0.756	0.881	<b>0.699</b>	1.2s

# Segmentation results



METHOD	# PROP.	ABO	50%-RECALL	70%-RECALL	TIME
CPMC	646	0.703	0.784	<b>0.609</b>	252s
Baseline GOP	653	0.712	0.833	<b>0.622</b>	0.6s
Learned GOP	652	0.720	0.844	<b>0.632</b>	1.0s
Cat-Ind OP	1536	0.718	0.820	<b>0.624</b>	119s
Baseline GOP	1090	0.727	0.847	<b>0.644</b>	0.65
Learned GOP	1199	0.741	0.865	<b>0.673</b>	1.1s
Sel Search	4374	0.735	0.891	<b>0.597</b>	2.6s
Baseline GOP	2089	0.744	0.867	<b>0.673</b>	0.9s
Learned GOP	2286	0.756	0.877	<b>0.699</b>	1.4s
Baseline GOP	3958	0.756	0.881	<b>0.699</b>	1.2s
Learned GOP	4186	0.766	0.889	<b>0.715</b>	1.7s

# Bounding box results



# Bounding box results

VOLUME UNDER SURFACE (VUS)
-------------------------------

# Bounding box results

	VOLUME UNDER SURFACE (VUS)
BING	0.278



# Bounding box results

	VOLUME UNDER SURFACE (VUS)
BING	0.278
Objectness	0.324

# Bounding box results

	VOLUME UNDER SURFACE (VUS)
BING	0.278
Objectness	0.324
Randomized Prim	0.511

# Bounding box results

	VOLUME UNDER SURFACE (VUS)
BING	0.278
Objectness	0.324
Randomized Prim	0.511
Selective Search	0.528

# Bounding box results

	VOLUME UNDER SURFACE (VUS)
BING	0.278
Objectness	0.324
Randomized Prim	0.511
Selective Search	0.528
GOP	0.546

# COCO dataset - segments



# COCO dataset - segments



METHOD	# PROP.	50%-REC.	70%-REC.
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# COCO dataset - segments



METHOD	# PROP.	50%-REC.	70%-REC.
Sel Search	6504	0.717	0.369

# COCO dataset - segments



METHOD	# PROP.	50%-REC.	70%-REC.
Sel Search	6504	0.717	0.369
Baseline GOP	6106	0.704	0.426



# COCO dataset - segments



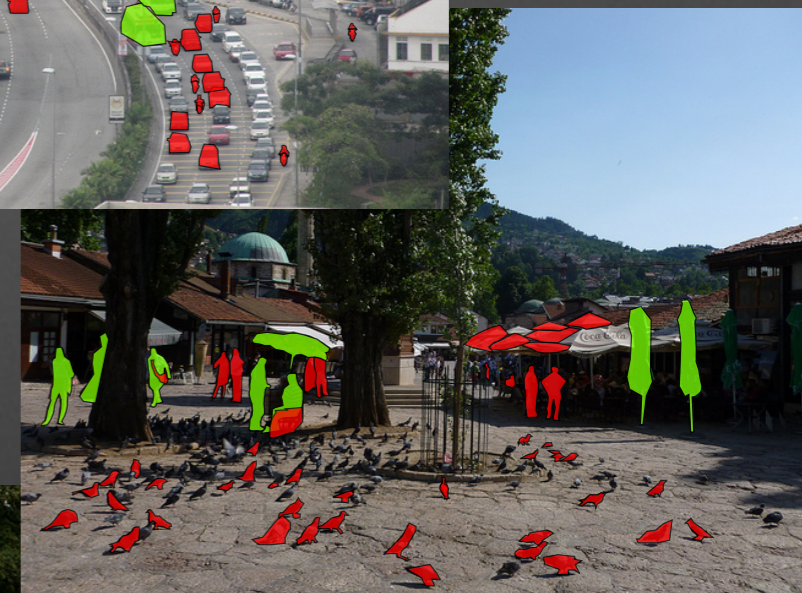
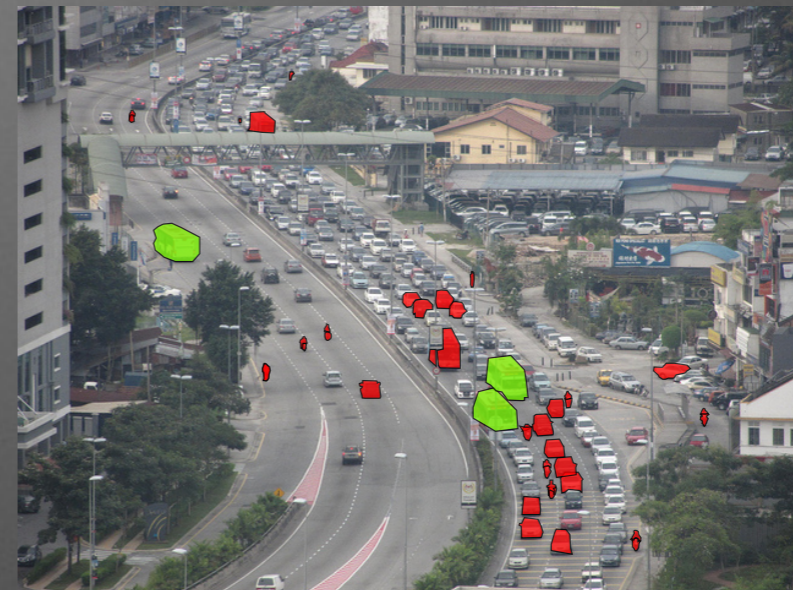
METHOD	# PROP.	50%-REC.	70%-REC.
Sel Search	6504	0.717	0.369
Baseline GOP	6106	0.704	0.426
Learned GOP	6264	0.717	0.447

# COCO dataset - segments



METHOD	# PROP.	50%-REC.	70%-REC.
Sel Search	6504	0.717	0.369
Baseline GOP	6106	0.704	0.426
Learned GOP	6264	0.717	0.447

LARGE OBJECTS  $\geq 25$

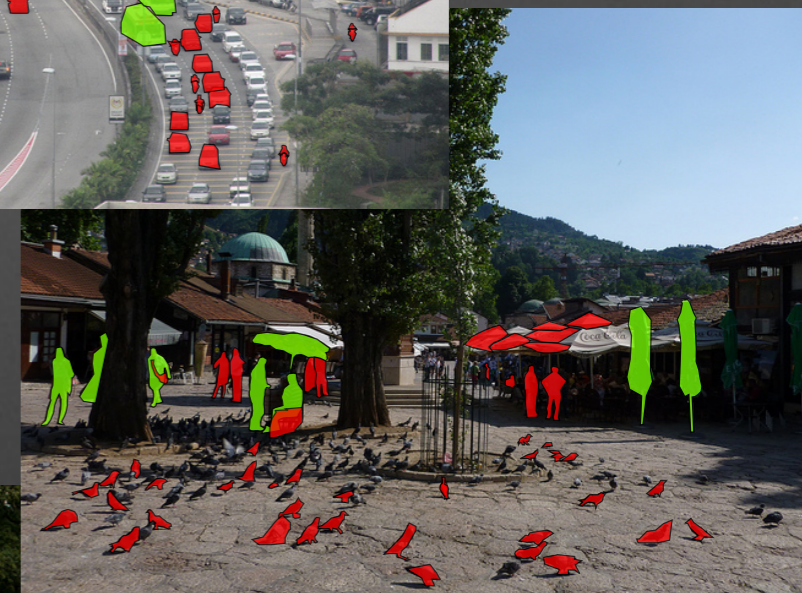
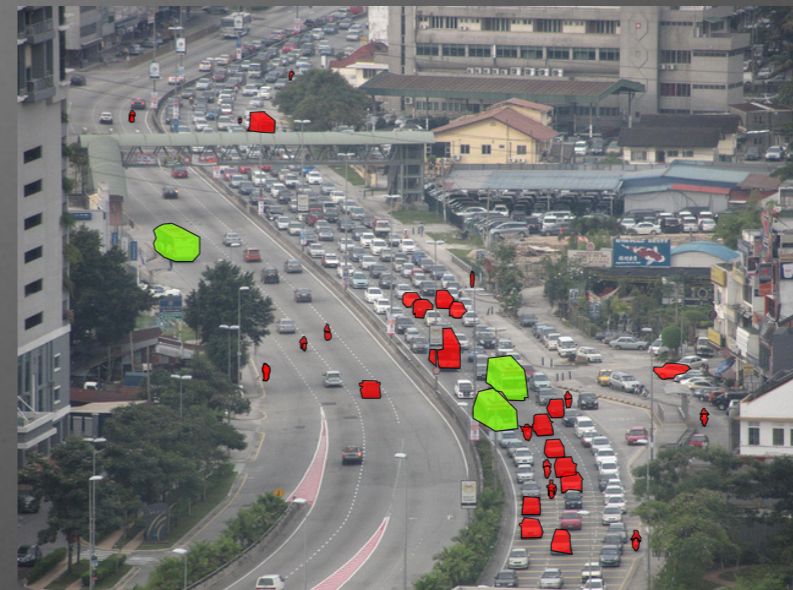


# COCO dataset - segments



METHOD	# PROP.	50%-REC.	70%-REC.
Sel Search	6504	0.717	0.369
Baseline GOP	6106	0.704	0.426
Learned GOP	6264	0.717	0.447

LARGE OBJECTS $\geq 25$			
Sel Search	6504	0.810	0.442

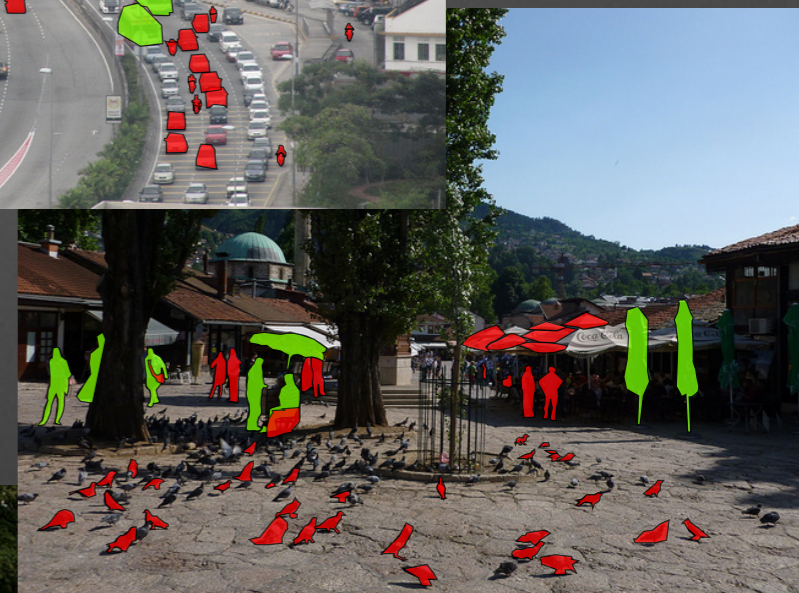


# COCO dataset - segments



METHOD	# PROP.	50%-REC.	70%-REC.
Sel Search	6504	0.717	0.369
Baseline GOP	6106	0.704	0.426
Learned GOP	6264	0.717	0.447

LARGE OBJECTS $\geq 25$			
Sel Search	6504	0.810	0.442
Baseline GOP	6106	0.882	0.582

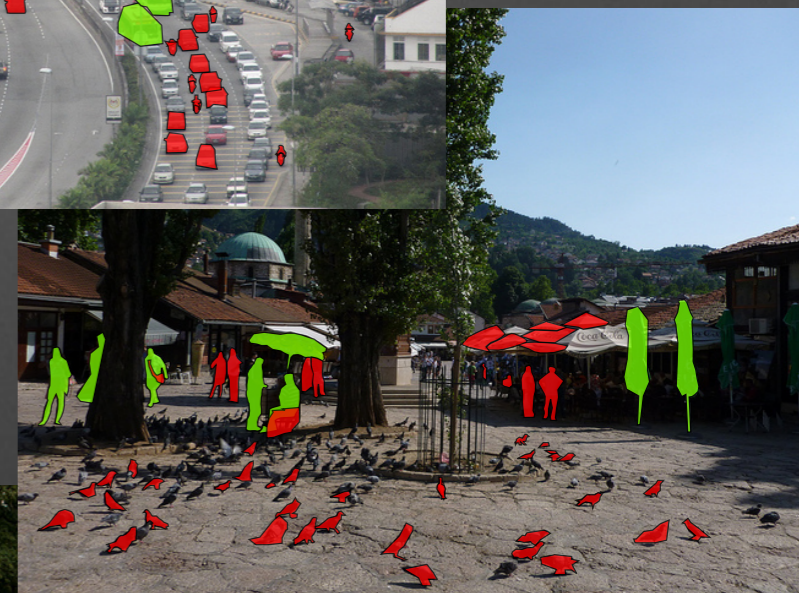


# COCO dataset - segments



METHOD	# PROP.	50%-REC.	70%-REC.
Sel Search	6504	0.717	0.369
Baseline GOP	6106	0.704	0.426
Learned GOP	6264	0.717	0.447

LARGE OBJECTS $\geq 25$			
Sel Search	6504	0.810	0.442
Baseline GOP	6106	0.882	0.582
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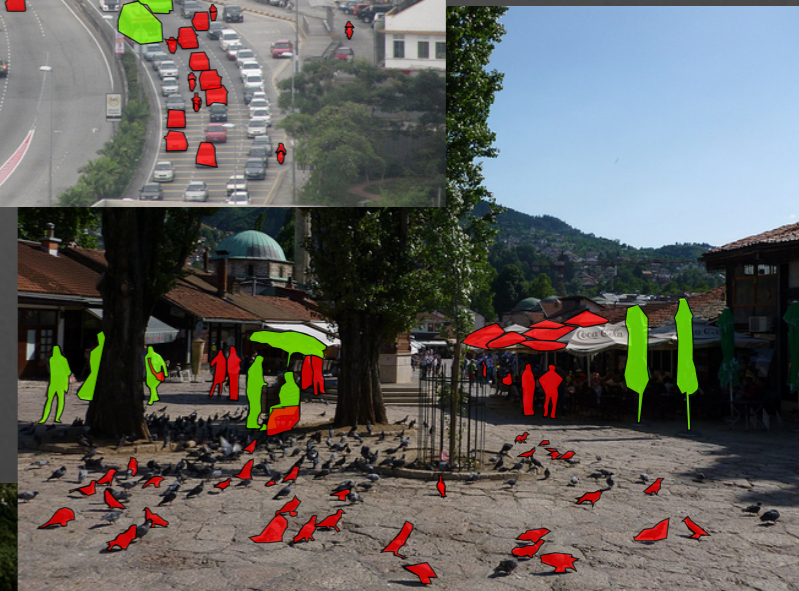
# COCO dataset - segments



METHOD	# PROP.	50%-REC.	70%-REC.
Sel Search	6504	0.717	0.369
Baseline GOP	6106	0.704	0.426
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LARGE OBJECTS $\geq 25$			
METHOD	# PROP.	50%-REC.	70%-REC.
Sel Search	6504	0.810	0.442
Baseline GOP	6106	0.882	0.582
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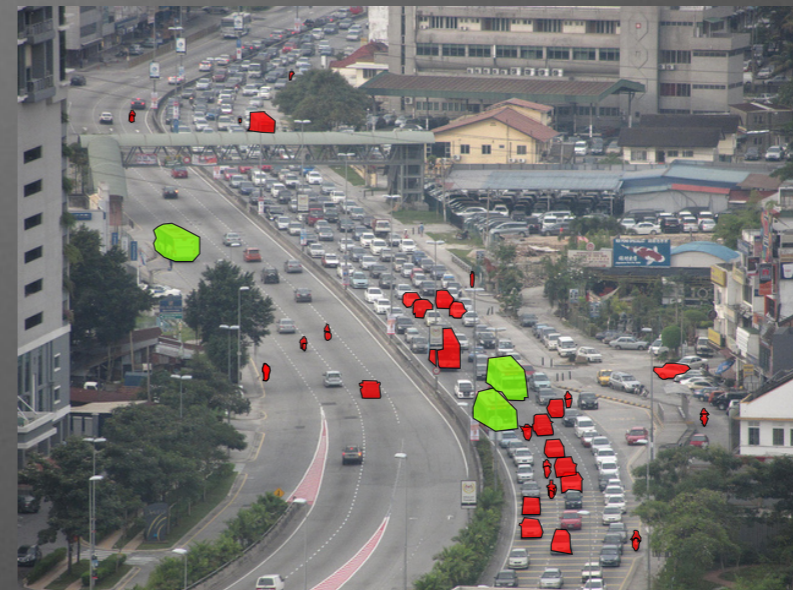
SMALL OBJECTS $< 25$			
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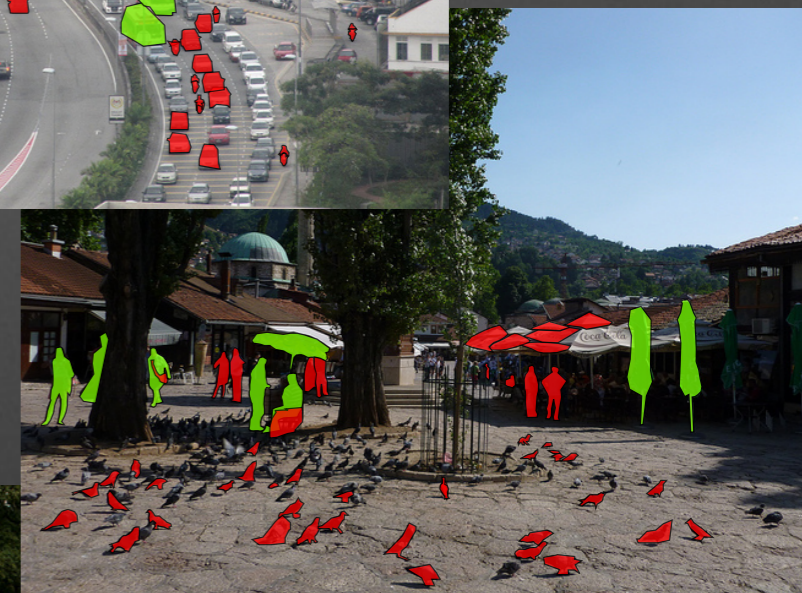
# COCO dataset - segments



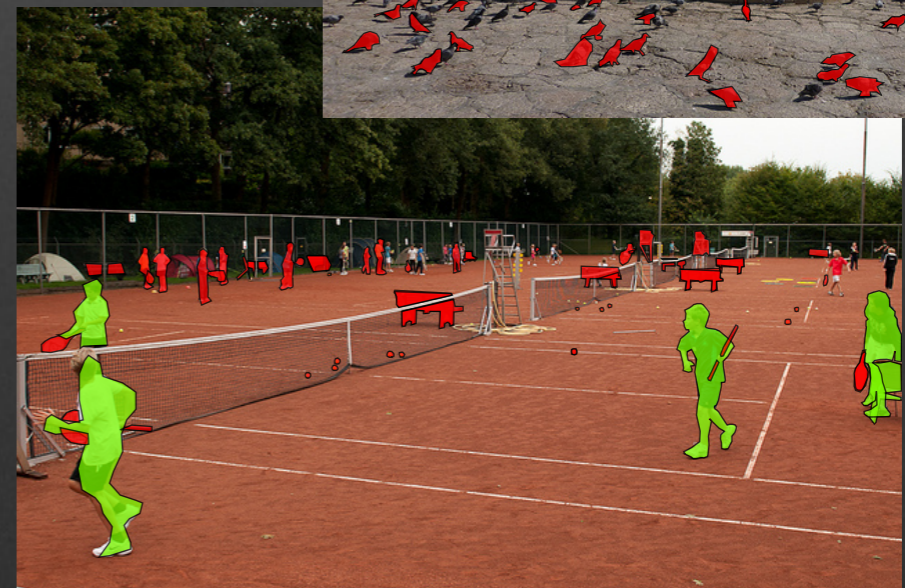
METHOD	# PROP.	50%-REC.	70%-REC.
Sel Search	6504	0.717	<b>0.369</b>
Baseline GOP	6106	0.704	<b>0.426</b>
Learned GOP	6264	0.717	<b>0.447</b>



LARGE OBJECTS $\geq 25$			
Sel Search	6504	0.810	<b>0.442</b>
Baseline GOP	6106	0.882	<b>0.582</b>
Learned GOP	6264	0.891	<b>0.609</b>



SMALL OBJECTS $< 25$			
Sel Search	6504	0.525	<b>0.219</b>



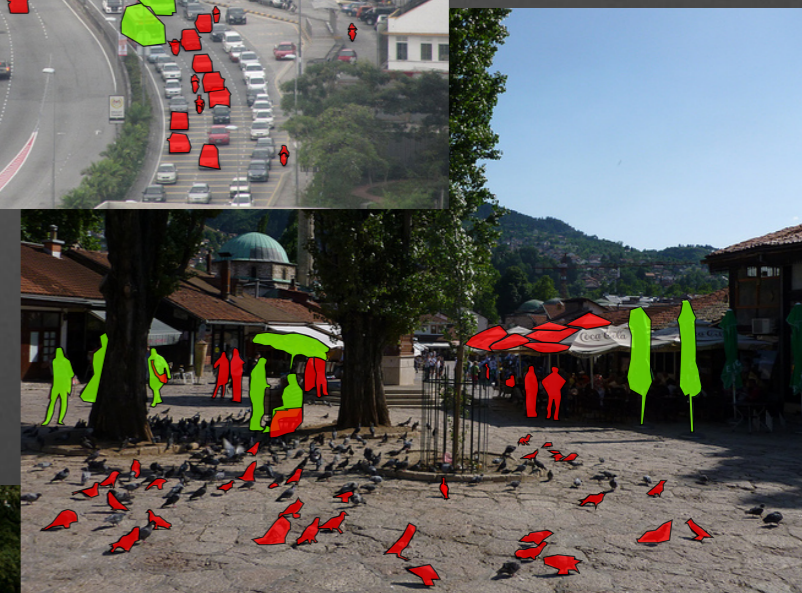
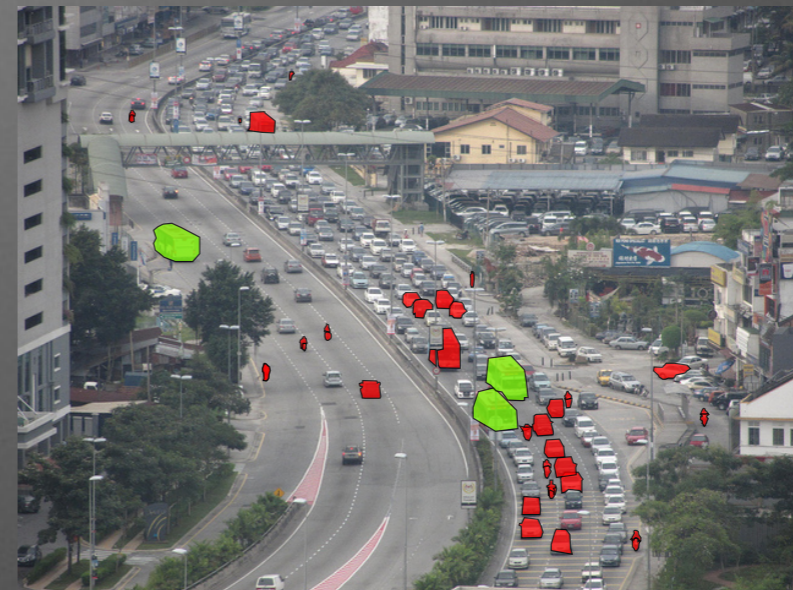
# COCO dataset - segments



METHOD	# PROP.	50%-REC.	70%-REC.
Sel Search	6504	0.717	<b>0.369</b>
Baseline GOP	6106	0.704	<b>0.426</b>
Learned GOP	6264	0.717	<b>0.447</b>

LARGE OBJECTS $\geq 25$			
METHOD	# PROP.	50%-REC.	70%-REC.
Sel Search	6504	0.810	<b>0.442</b>
Baseline GOP	6106	0.882	<b>0.582</b>
Learned GOP	6264	0.891	<b>0.609</b>

SMALL OBJECTS $< 25$			
METHOD	# PROP.	50%-REC.	70%-REC.
Sel Search	6504	0.525	<b>0.219</b>
Baseline GOP	6106	0.337	<b>0.106</b>

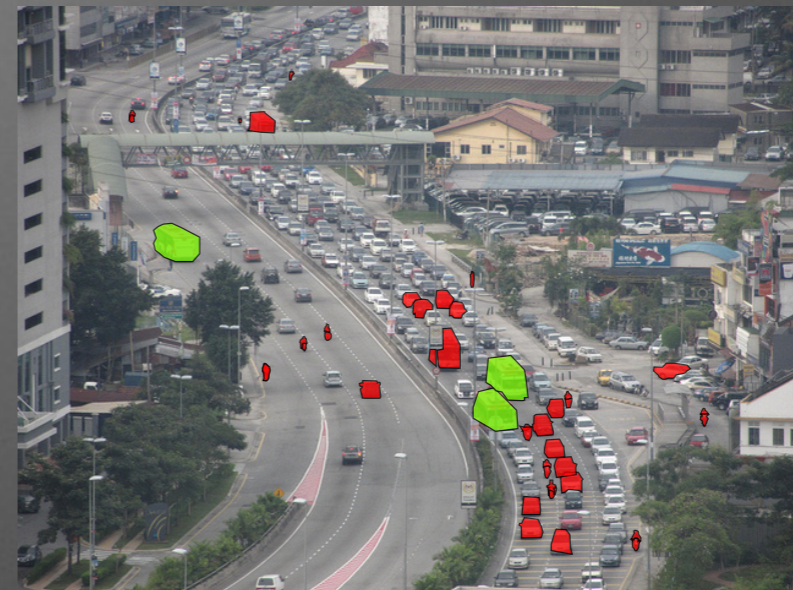




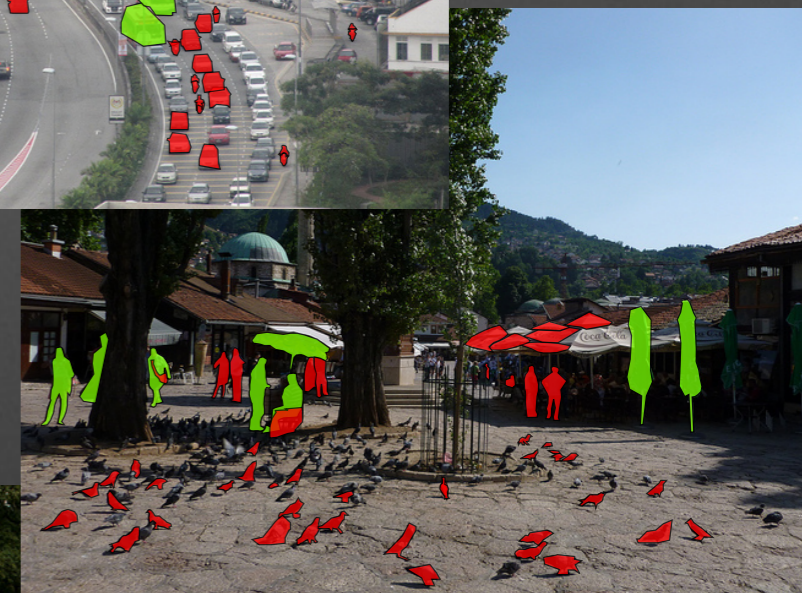
# COCO dataset - segments



METHOD	# PROP.	50%-REC.	70%-REC.
Sel Search	6504	0.717	<b>0.369</b>
Baseline GOP	6106	0.704	<b>0.426</b>
Learned GOP	6264	0.717	<b>0.447</b>



LARGE OBJECTS $\geq 25$			
METHOD	# PROP.	50%-REC.	70%-REC.
Sel Search	6504	0.810	<b>0.442</b>
Baseline GOP	6106	0.882	<b>0.582</b>
Learned GOP	6264	0.891	<b>0.609</b>



SMALL OBJECTS $< 25$			
METHOD	# PROP.	50%-REC.	70%-REC.
Sel Search	6504	0.525	<b>0.219</b>
Baseline GOP	6106	0.337	<b>0.106</b>
Learned GOP	6264	0.356	<b>0.112</b>



# Summary

# Summary

- Geodesic Object Proposals

# Summary

- Geodesic Object Proposals
  - fast

# Summary

- Geodesic Object Proposals
  - fast
  - good segment proposals

# Summary

- Geodesic Object Proposals
  - fast
  - good segment proposals
  - good bounding box proposals

# Summary

- Geodesic Object Proposals
  - fast
  - good segment proposals
  - good bounding box proposals
- Future work

# Summary

- Geodesic Object Proposals
  - fast
  - good segment proposals
  - good bounding box proposals
- Future work
  - small objects



# Summary

- Geodesic Object Proposals
  - fast
  - good segment proposals
  - good bounding box proposals
- Future work
  - small objects
  - learn proposals directly from data

# Questions



C++, Python and Matlab Code:  
<http://www.philkr.net/home/gop>

