

MOA-NET: SELF-SUPERVISED MOTION SEGMENTATION

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MOTION SEGMENTATION

- P Bideau, E Learned-Miller, ECCV 2016:
It's moving! A probabilistic model for causal motion segmentation
- P Bideau, A RoyChoudhury, R Menon, E Learned-Miller, CVPR 2018:
The best of both worlds: Combining CNNs and geometric constraints for hierarchical motion segmentation
- P Bideau, R Menon, E Learned-Miller, Workshop ECCV 2018:
MoA-Net: Unsupervised Motion Segmentation

OVERVIEW



Motivation

*How do humans know
what is moving in the world and what is not?*



Approach: Motion Segmentation

- Rotation compensation
- Learning Motion Patterns: MoA-Net



Results

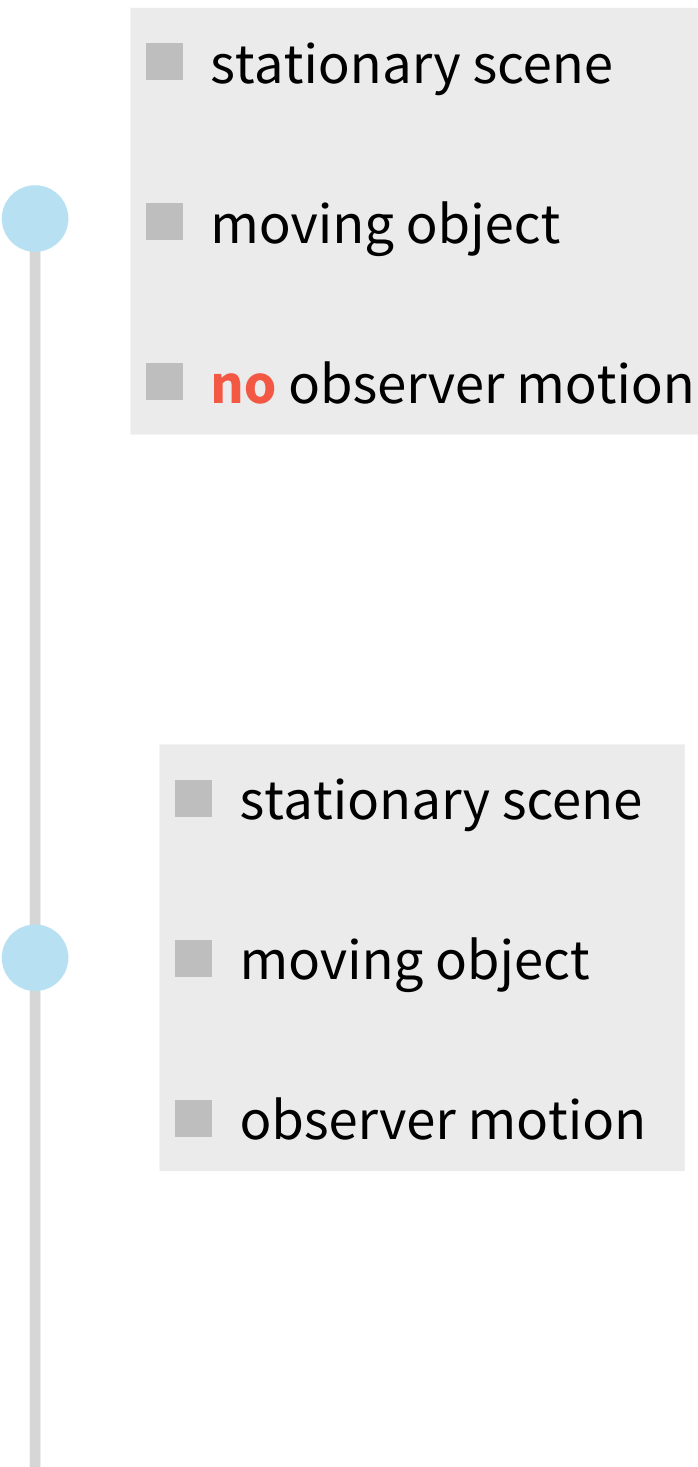


Future Research Questions

MOTIVATION

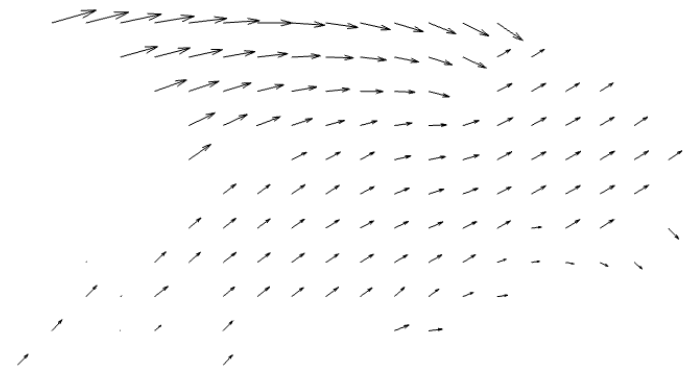


MOTIVATION

- 
- stationary scene
 - moving object
 - **no** observer motion

- stationary scene
- moving object
- observer motion

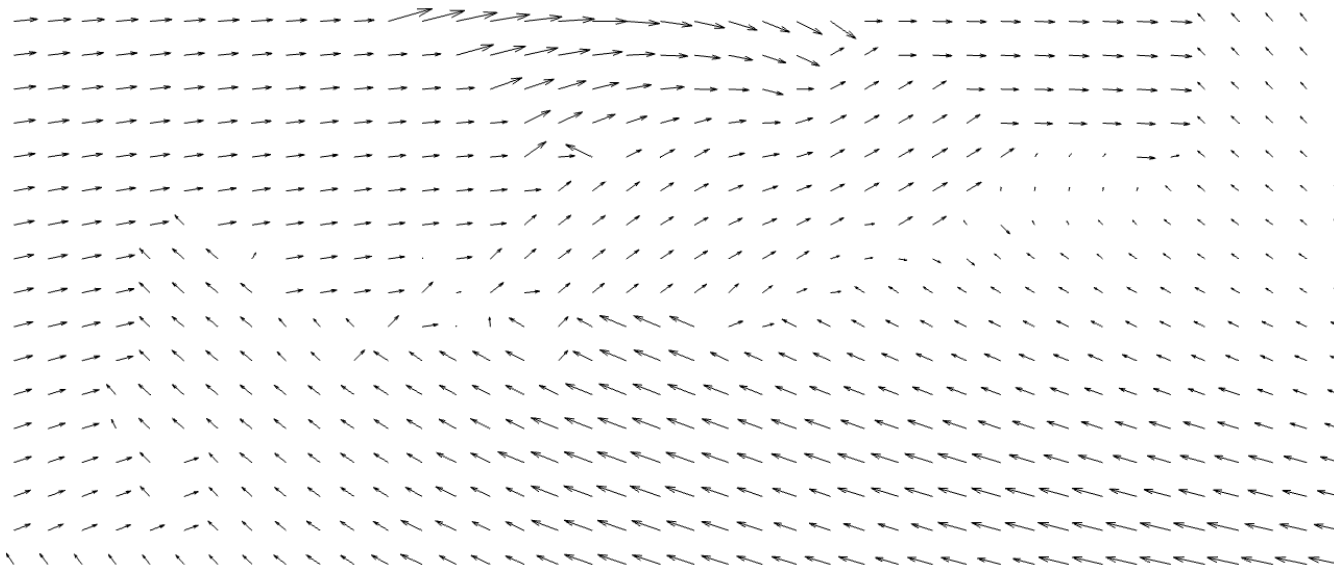
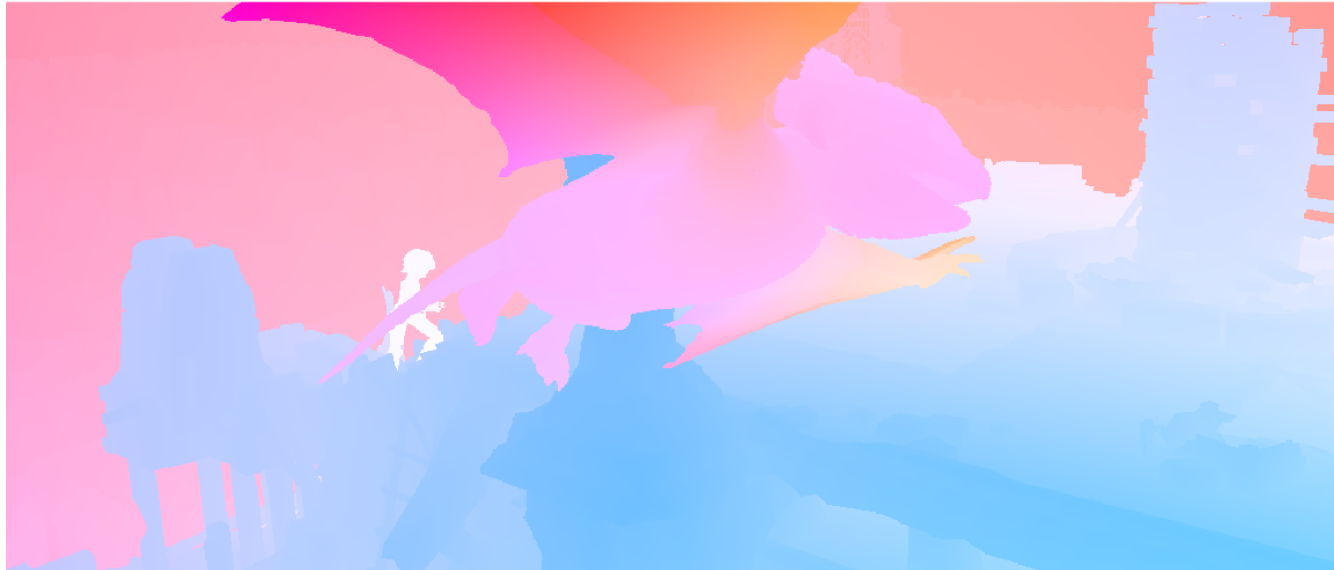
MOTIVATION



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MOTIVATION



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MOTIVATION

All motions result in changes of the retinal image.

What is the problem about retinal image motion?

- photoreceptors are slow
- motion detection in our brain is challenging

Need to stabilize the image, to reduce retinal image motion

MOTIVATION



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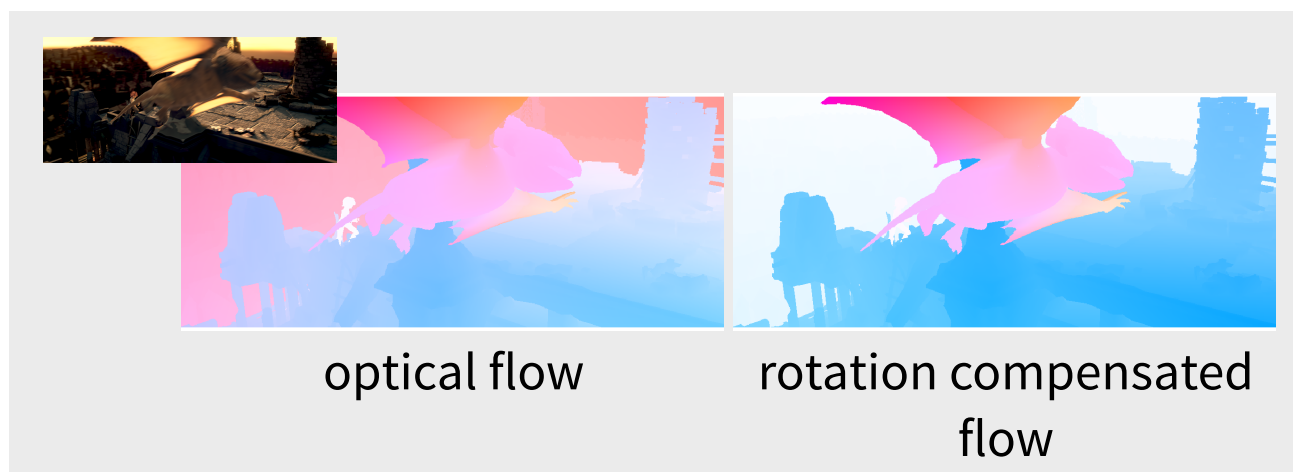


Results

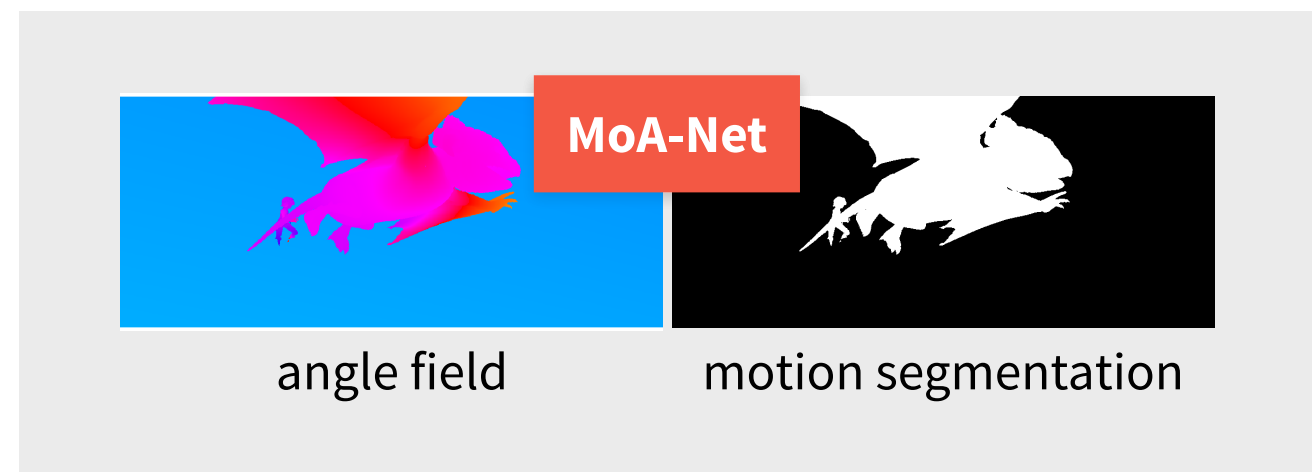


Future Research Questions

APPROACH: MOTION SEGMENTATION

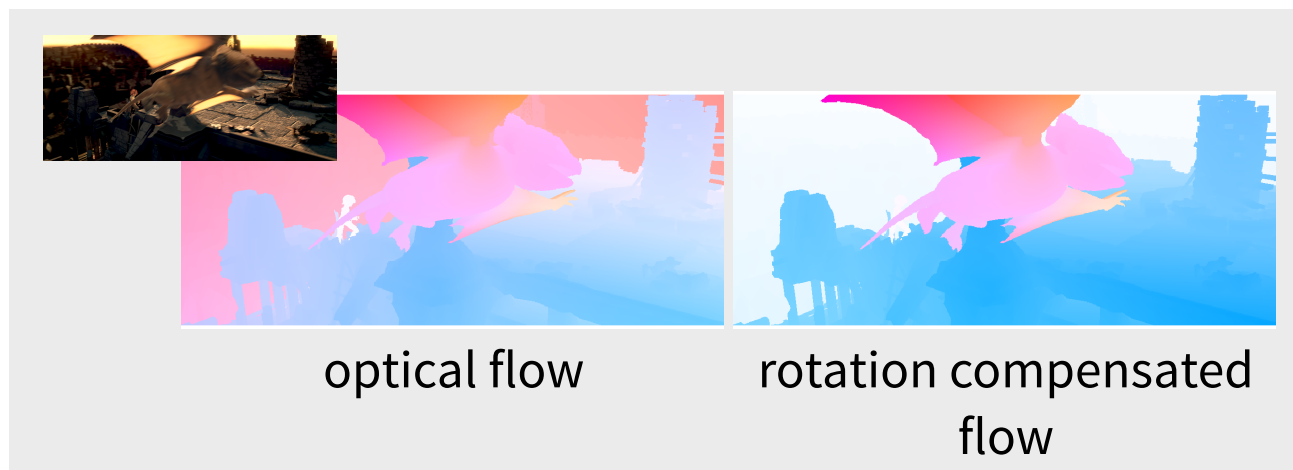


step 1: rotation compensation

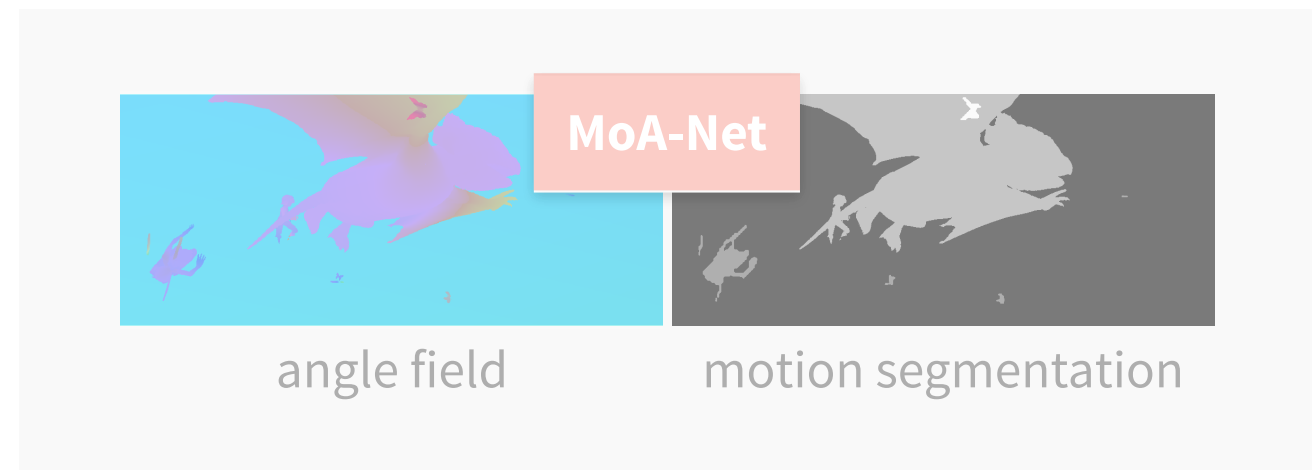


step 2: motion segmentation

APPROACH: MOTION SEGMENTATION

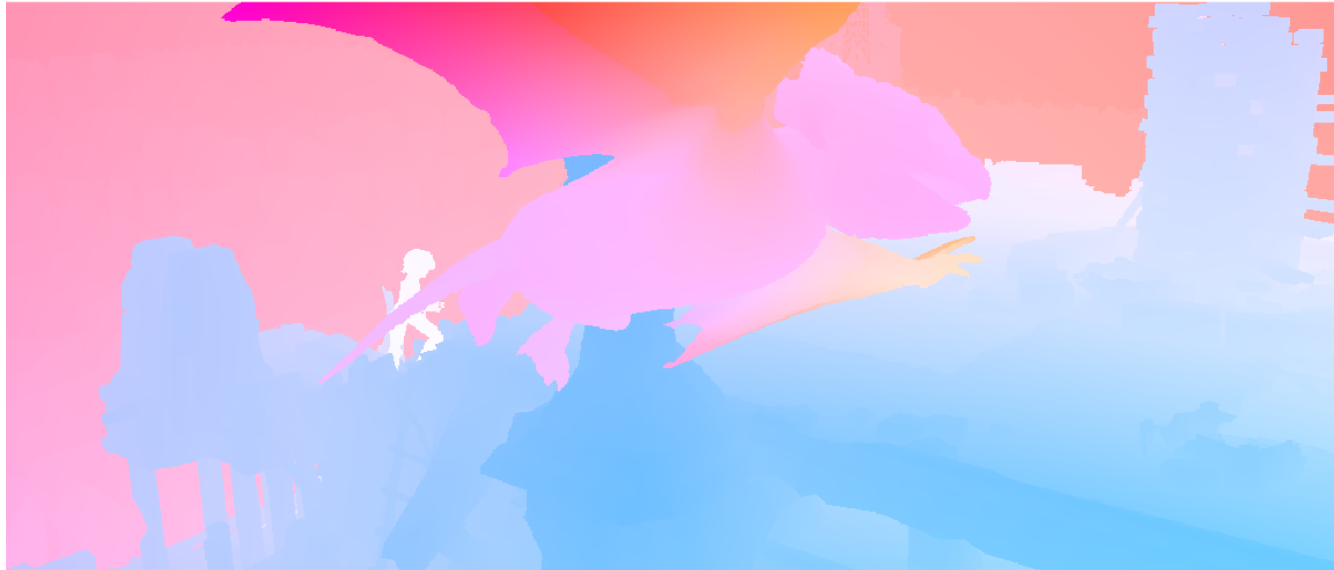


step 1: rotation compensation



step 2: motion segmentation

ROTATION COMPENSATION



- rotation + translation
- optical flow **magnitude** is **dependent** on scene depth
- optical flow **angle** is **dependent** on scene depth



- translation
- optical flow **magnitude** is **dependent** on scene depth
- optical flow **angle** is **independent** of scene depth

ROTATION COMPENSATION

only camera translation and object motion

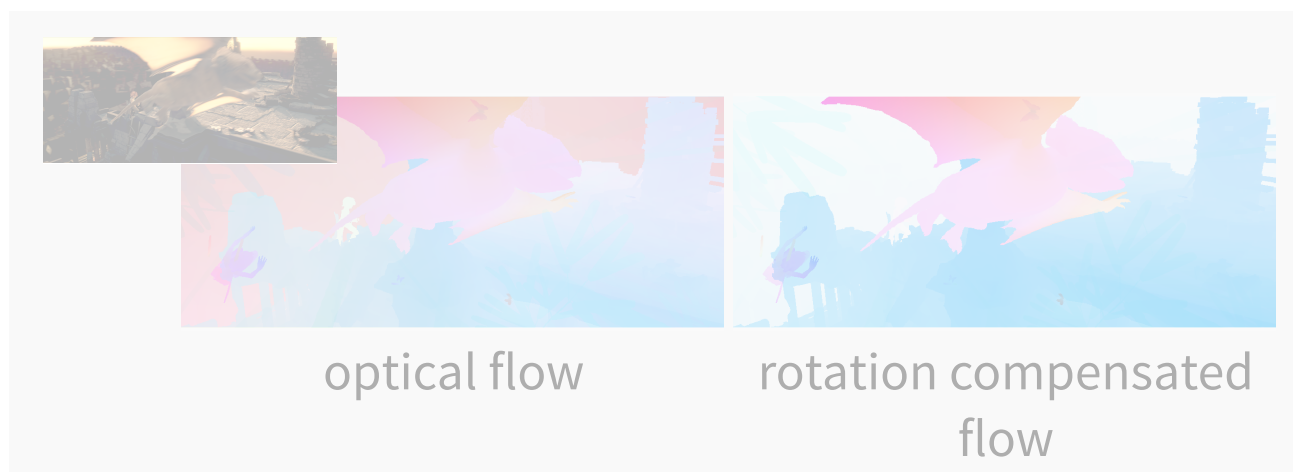


optical flow

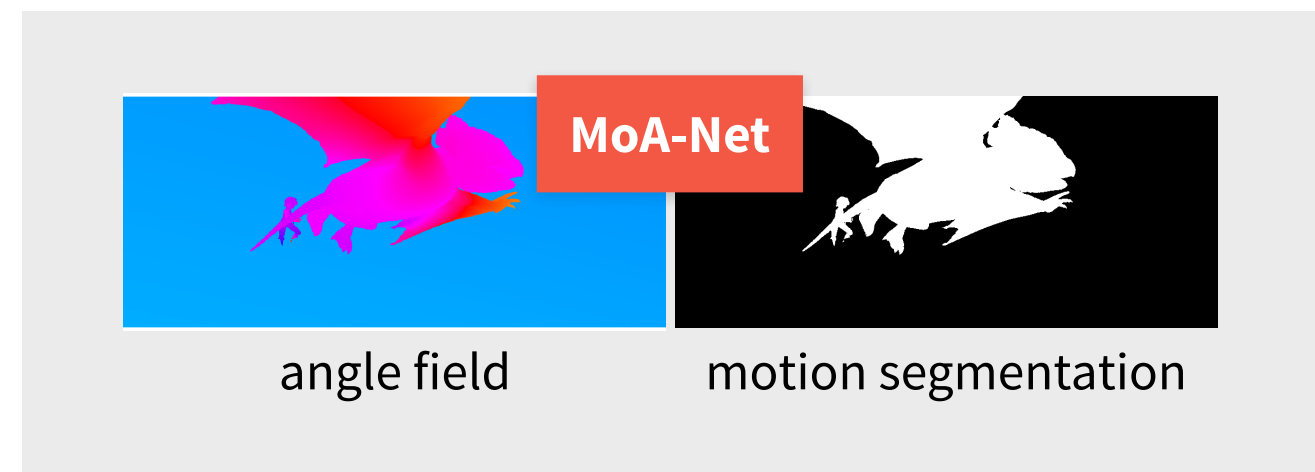


angle field

MOTION SEGMENTATION



step 1: rotation compensation



step 2: motion segmentation

MOTION SEGMENTATION

DEFINITION

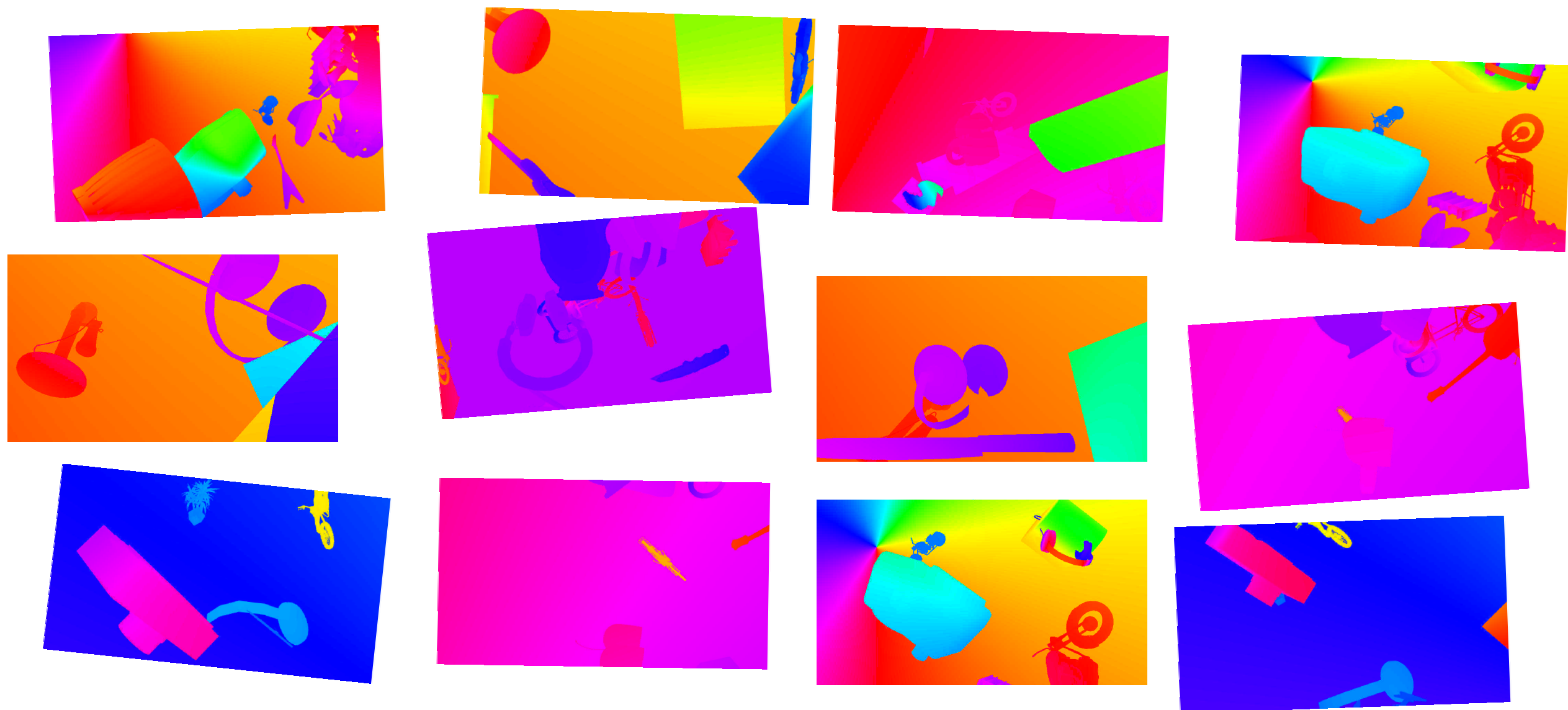


Def.: Moving Object

A moving object is a **connected image region** that undergoes some **independent motion**. The connected image region can be of **any size and shape**.

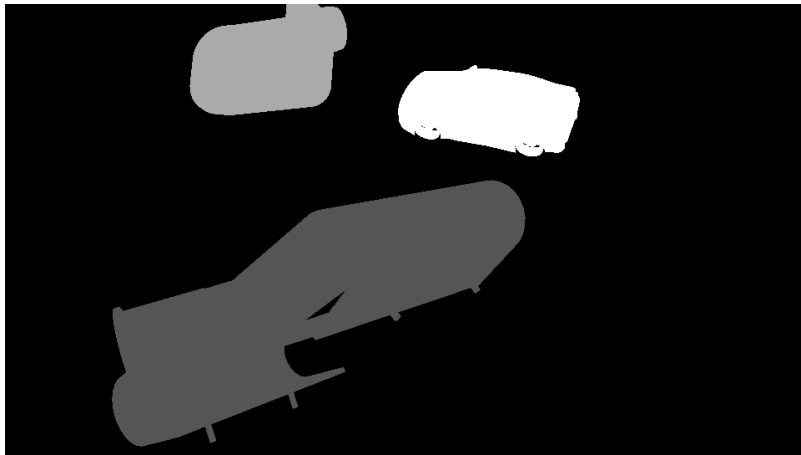
MOTION SEGMENTATION

GENERATING TRAINING DATA



MOTION SEGMENTATION

GENERATING TRAINING DATA



■ Generating connected object regions.

■ Splitting each object into n subregions.

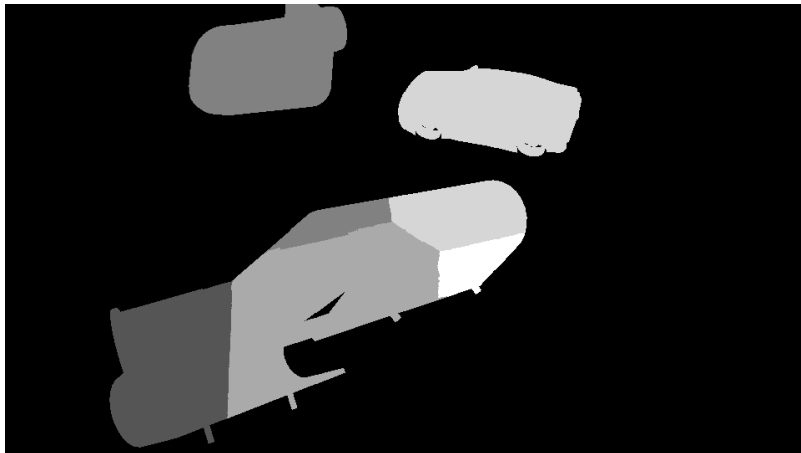
■ Assigning to each motion region a translational 3D direction.

■ Smoothing motion boundaries inside moving objects.

■ Adding random gaussian noise.

MOTION SEGMENTATION

GENERATING TRAINING DATA



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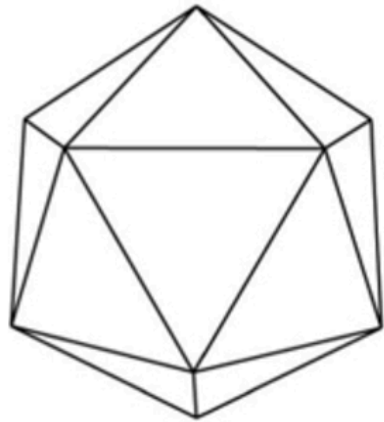
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MOTION SEGMENTATION

GENERATING TRAINING DATA



$$\theta = \text{atan}(-fV + yW, -fU + xW)$$
$$= \text{atan}(-V' + yW, -U' + xW)$$



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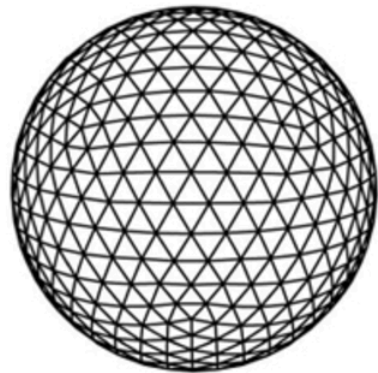
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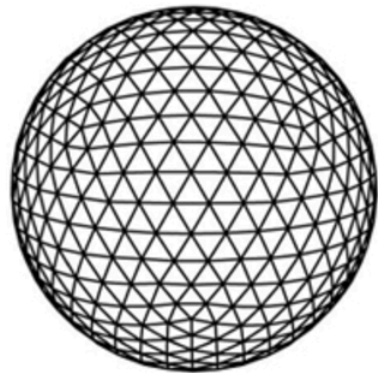
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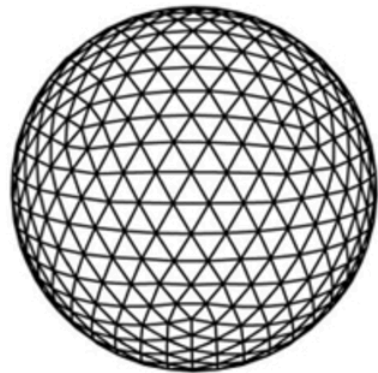
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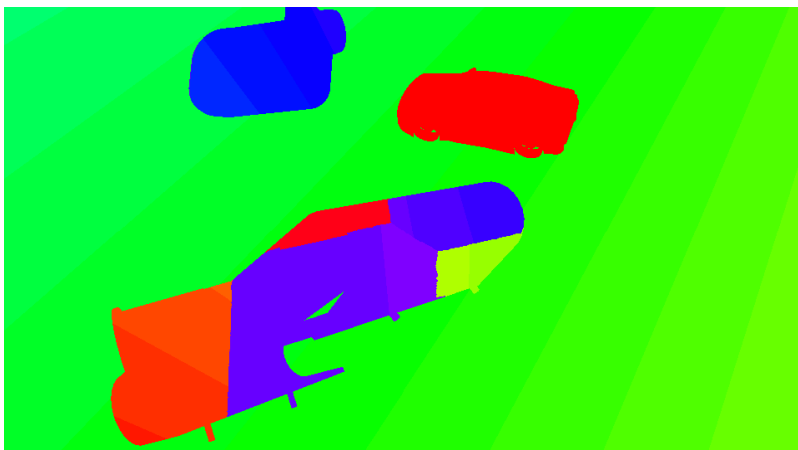
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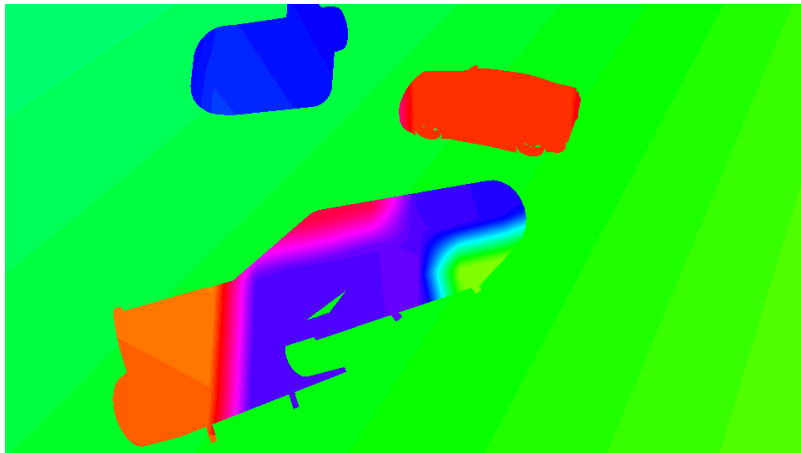
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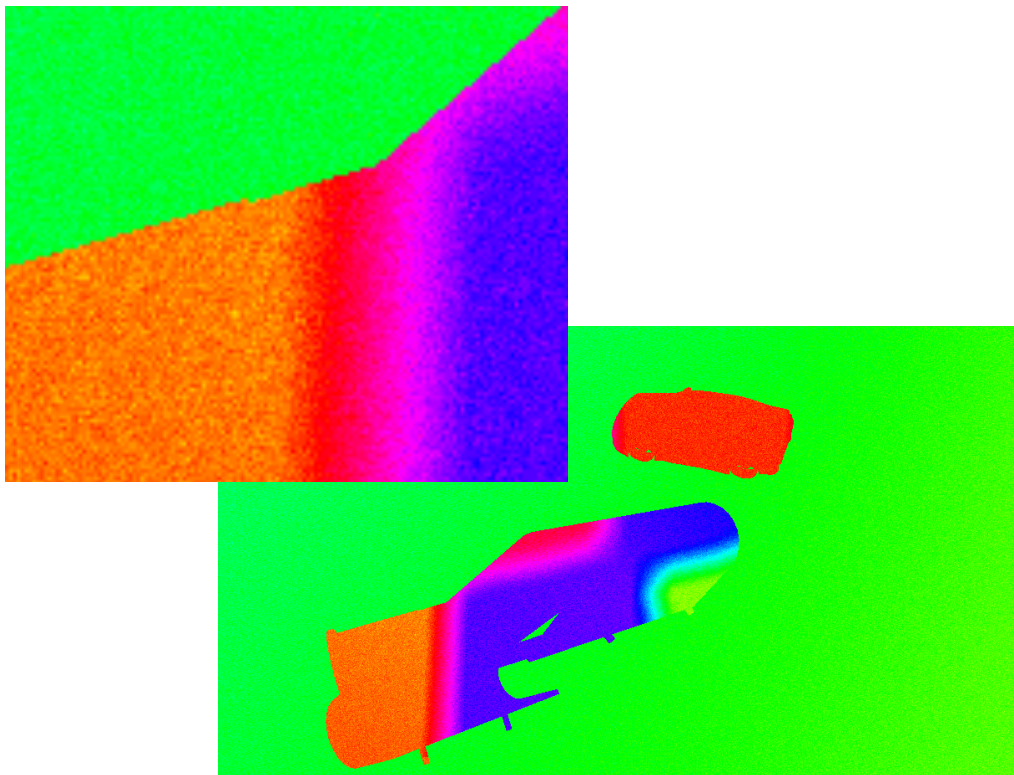
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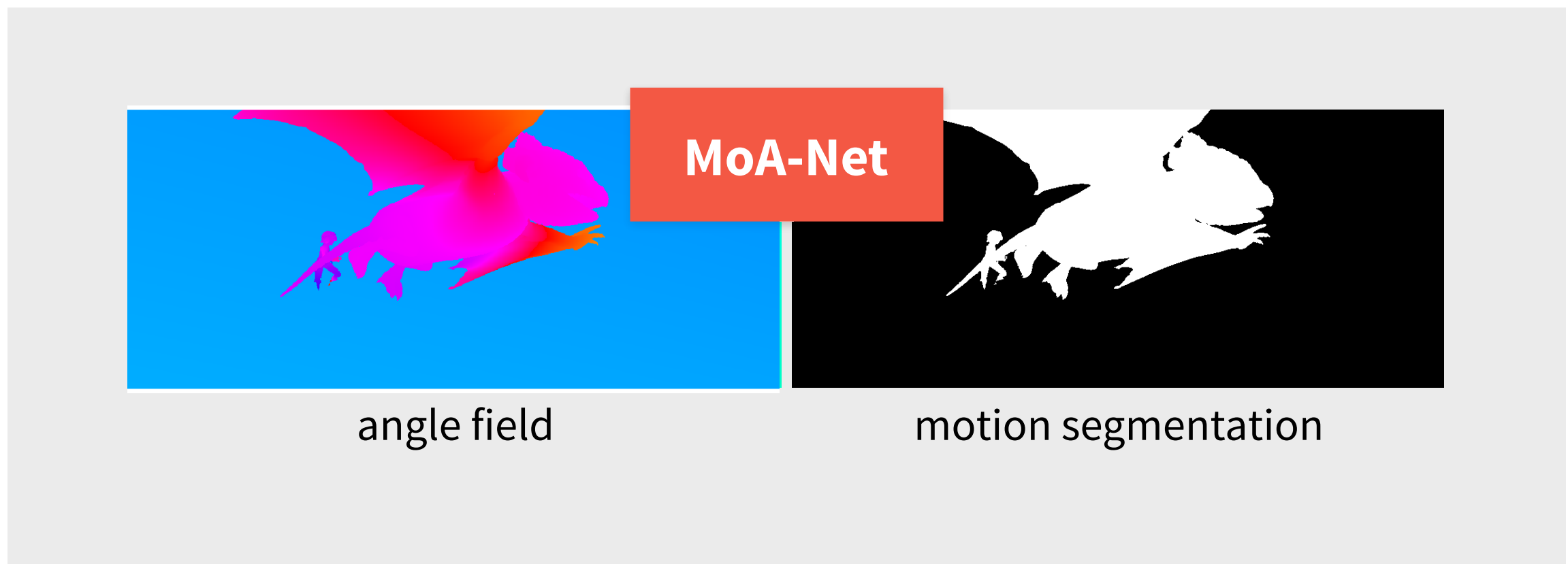
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MOTION SEGMENTATION



step 2: motion segmentation

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Future Research Questions

SEGMENTATION RESULTS

video frame



ground truth



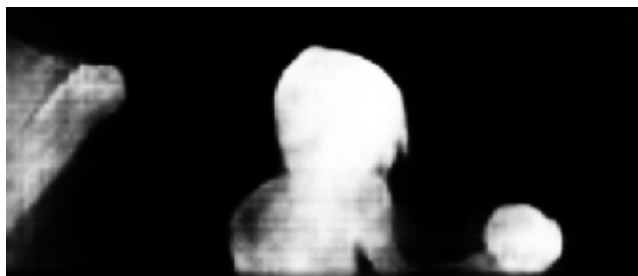
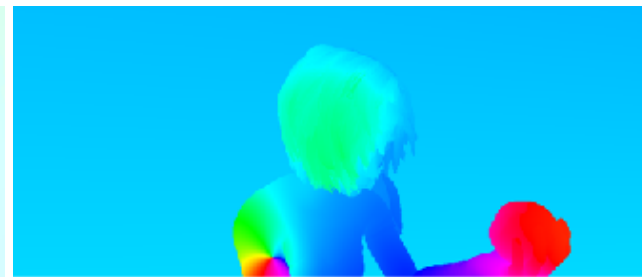
Jain et al.



Tokmakov et al.



ours



SEGMENTATION RESULTS

Motion Segmentation: Sintel							
	J Mean ↑	J Recall ↑	J Decay ↓	F Mean ↑	F Recall ↑	F Decay ↓	
Tokmakov [1, 2]	50.46	55.43	44.50	53.43	35.04	39.75	
Jain et al. [3]	29.63	24.98	36.07	28.65	14.70	31.20	
ours	54.77	54.47	26.57	59.71	61.38	14.79	

SEGMENTATION RESULTS



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FUTURE RESEARCH QUESTIONS

angle field



magnitude



- Importance of the flow **magnitude** for
 - estimating the *scene depth*
 - dealing with *estimated (noisy) optical flow*

-QUESTIONS-