

Decoupling Features in Hierarchical Propagation for Video Object Segmentation

Zongxin Yang, Yi Yang



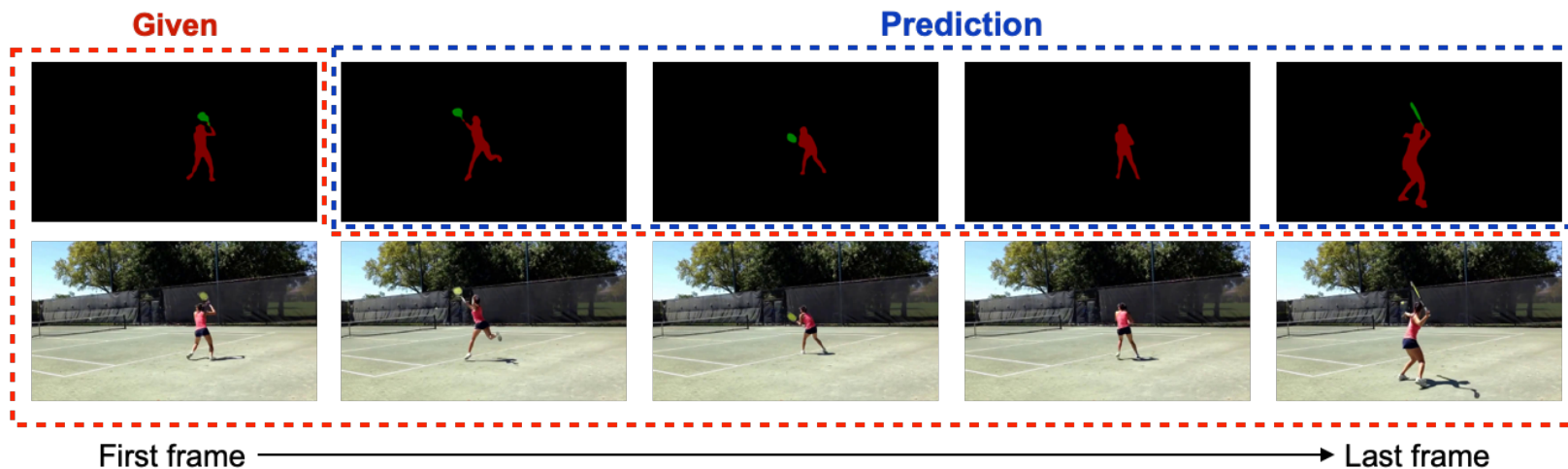
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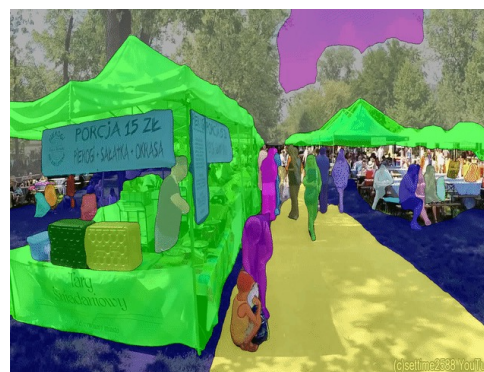
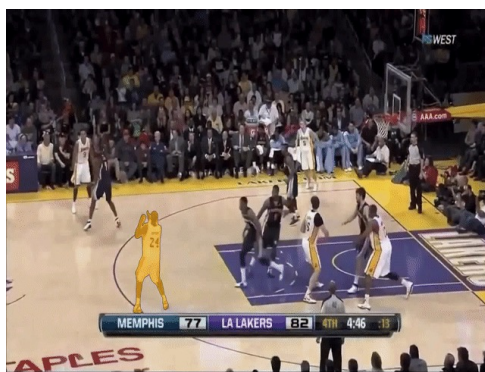


Task

Semi-supervised Video Object Segmentation (VOS)



Single-object results



Multi-object (panoptic) results



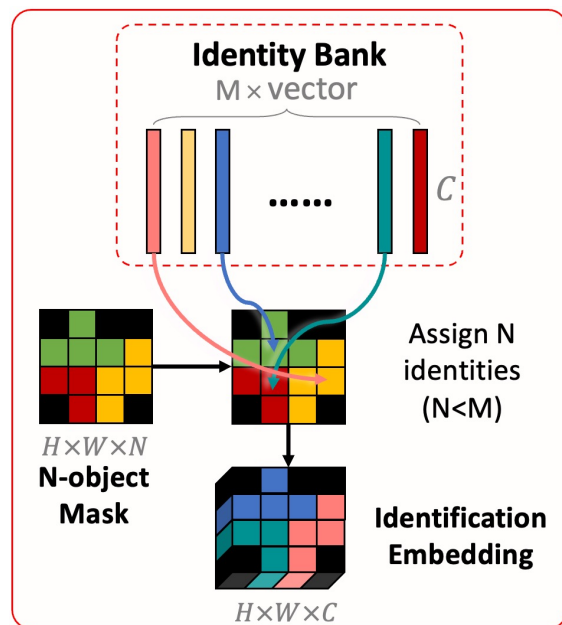
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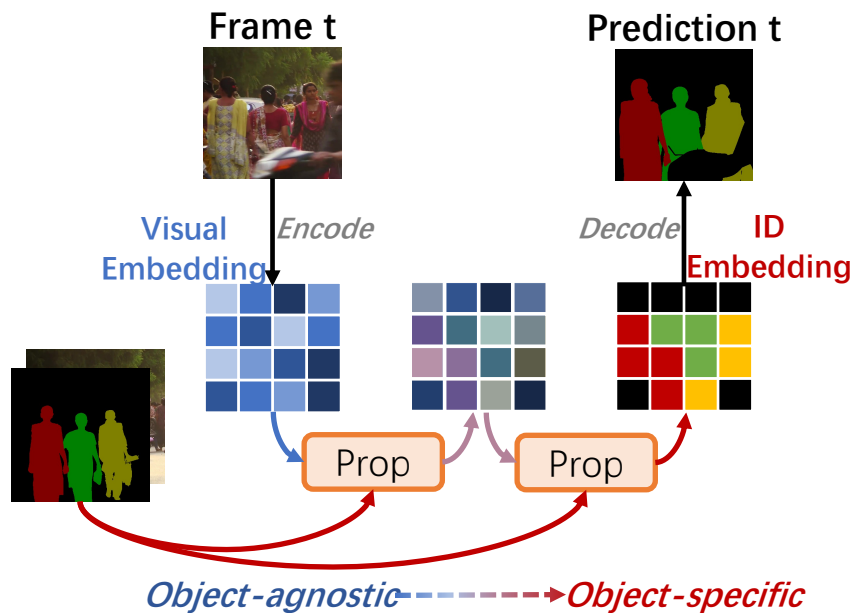


Revisit Hierarchical Propagation for VOS

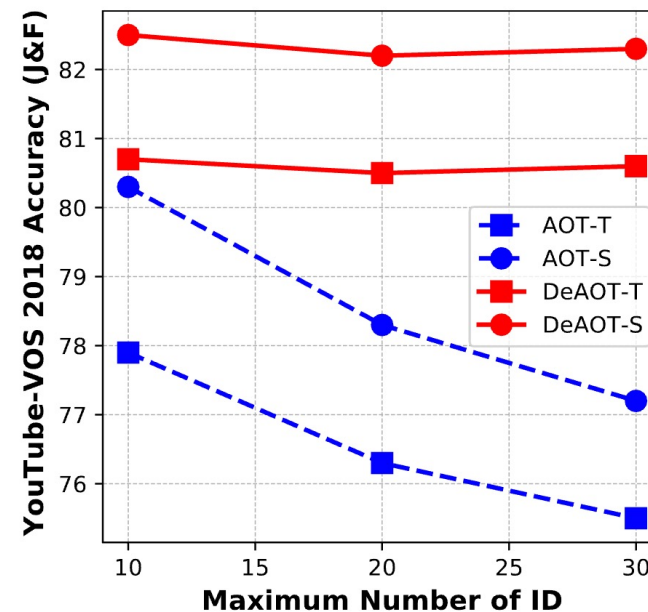
Absorbing the ID information leads to the oblivion of visual information



Identification (ID) embedding



AOT[1]-like propagation



In AOT, more ID information, worse accuracy

[1] Yang, Zongxin, Yunchao Wei, and Yi Yang. "Associating objects with transformers for video object segmentation." NeurIPS 2021



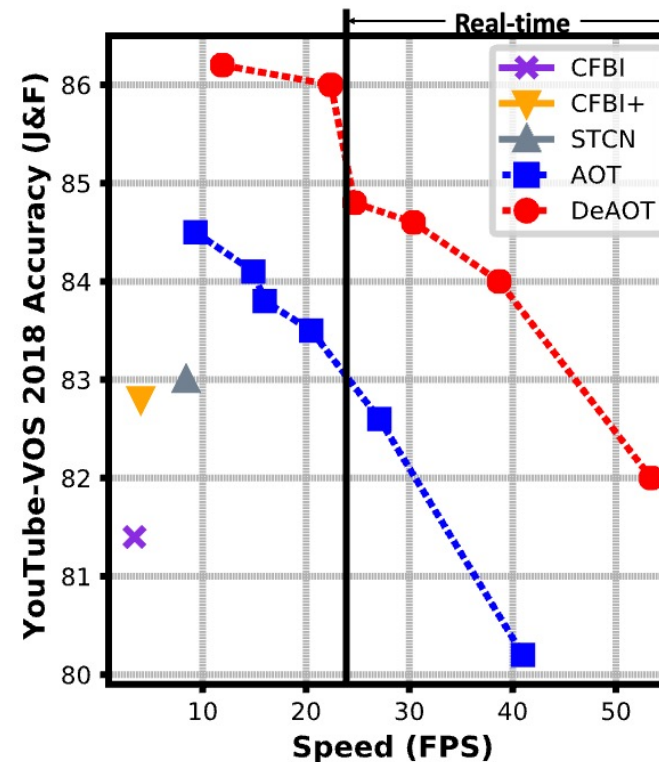
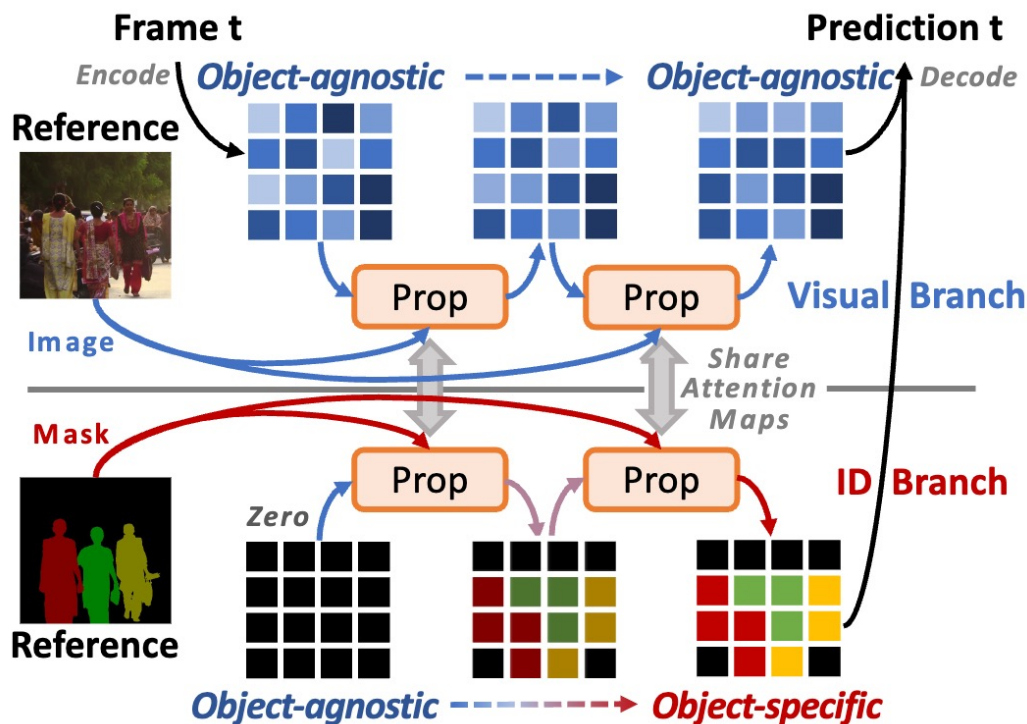
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Our Solution: Decoupling Features

Decouple object-agnostic and object-specific informations



Decoupling Features in Hierarchical Propagation (DeAOT)

DeAOT variants achieve superior accuracy and efficiency



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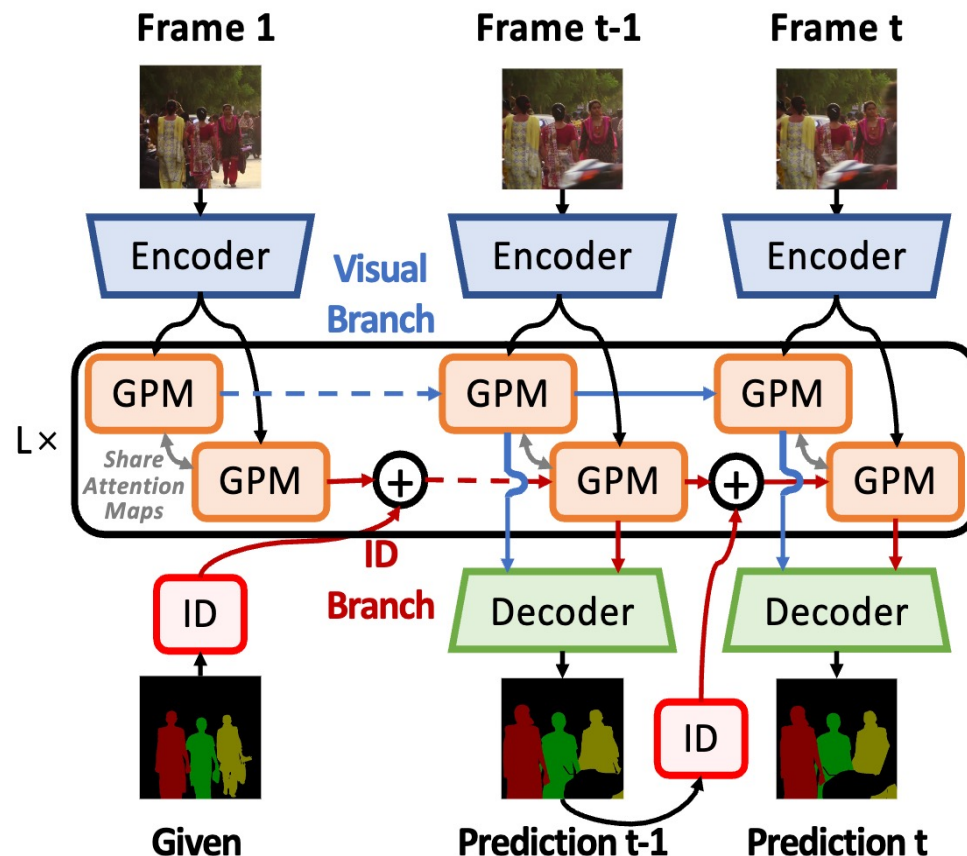


Decoupling Features in Hierarchical Propagation

Overview

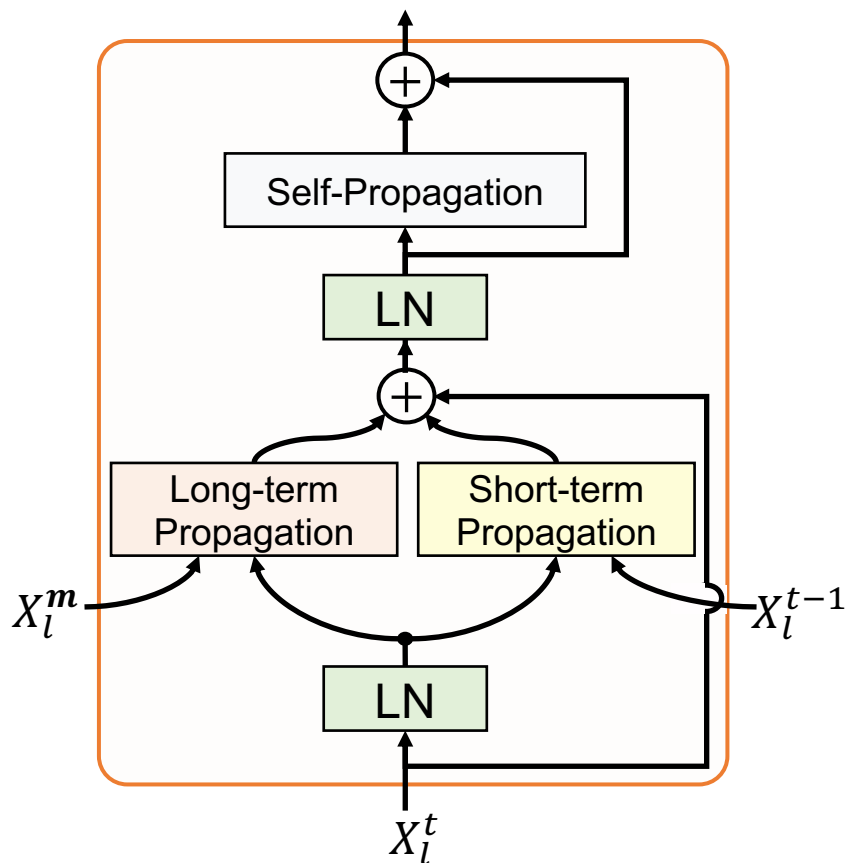
Our DeAOT decouples the propagation of visual embedding and ID embedding in two branches, i.e., **Visual Branch** and **ID Branch**.

The efficient propagation module, Gated Propagation Module (**GPM**), shares attention maps between two branches.

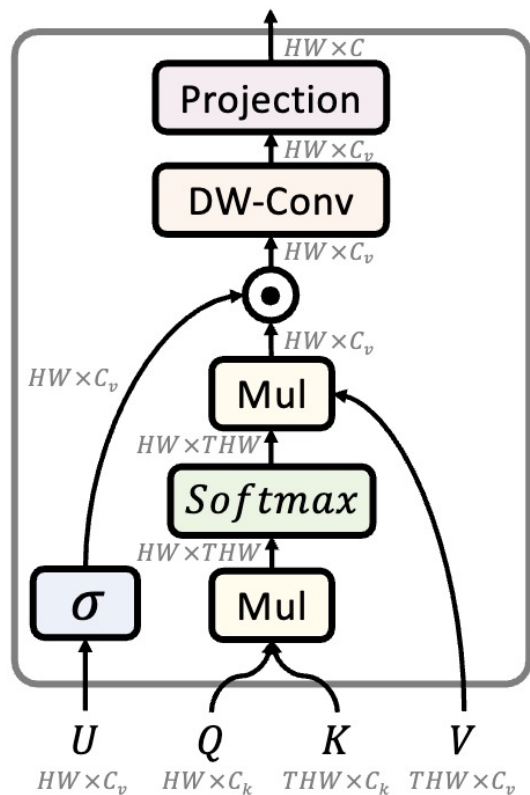


Gated Propagation Module

For efficient hierarchical propagation



Gated Propagation Module



Gated Propagation Function

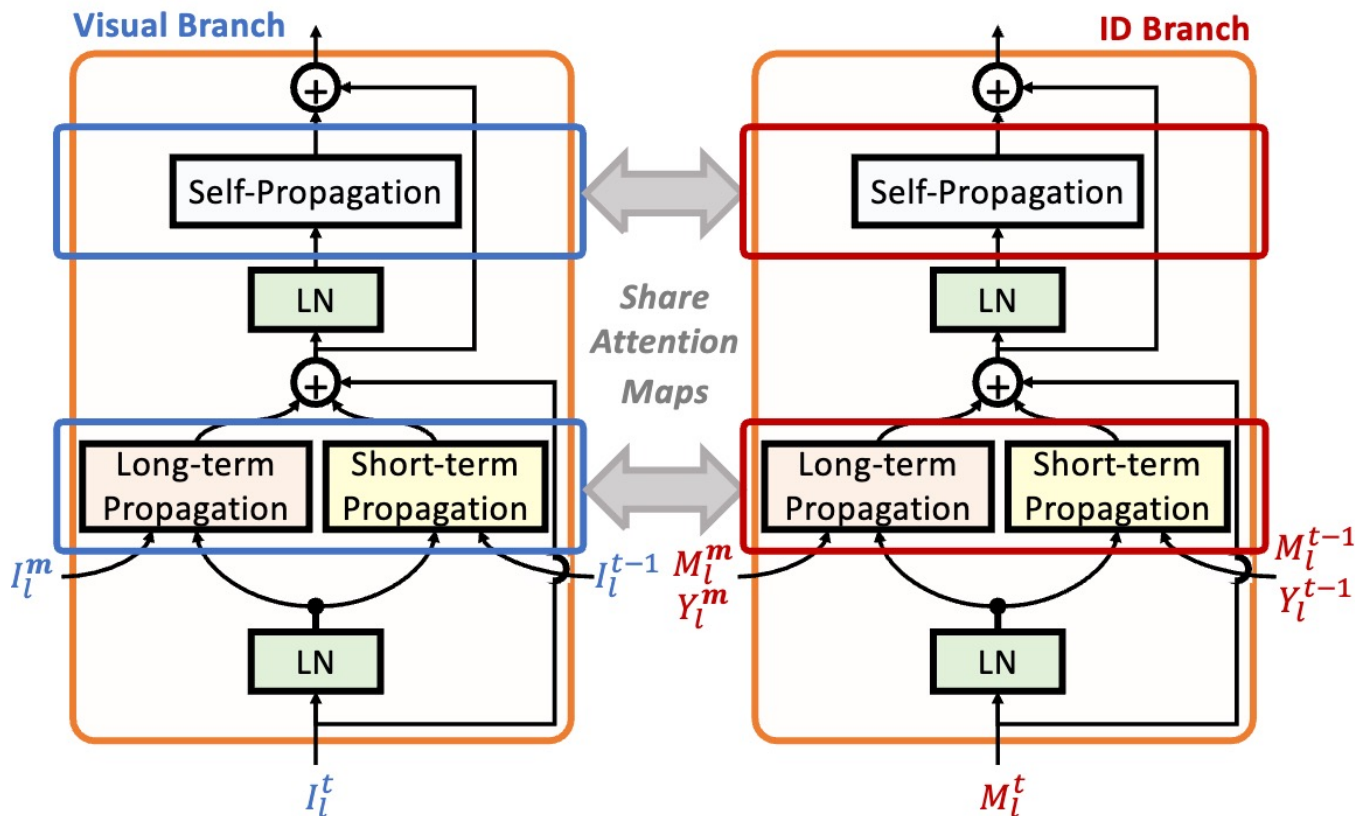
	Robustness	Computation
Multi-head attention	Good	Heavy
Single-head attention	Limited	Light
Gated propagation	Good	Light

Gated propagation improves single-head attention by light-weight gated process and depth-wise convolution (DW-Conv)



Dual-branch Propagation

For decoupling visual and identification embeddings



- **Visual Branch:** calculate attention maps, propagate visual embedding
- **ID Branch:** reuse the attention maps from Visual Branch, propagate ID embedding



Results: Multi-object benchmarks

Compare DeAOT variants with SOTA methods

YouTube-VOS (large-scale)

DAVIS 2017 (small-scale)

Method	YouTube-VOS 2018 Val					YouTube-VOS 2019 Val					fps	DAVIS-17 Val			DAVIS-17 Test			fps
	Avg	\mathcal{J}_S	\mathcal{F}_S	\mathcal{J}_U	\mathcal{F}_U	Avg	\mathcal{J}_S	\mathcal{F}_S	\mathcal{J}_U	\mathcal{F}_U		Avg	\mathcal{J}	\mathcal{F}	Avg	\mathcal{J}	\mathcal{F}	
KMN[ECCV20] [43]	81.4	81.4	85.6	75.3	83.3	-	-	-	-	-	-	82.8	80.0	85.6	77.2	74.1	80.3	-
CFBI[ECCV20] [62]	81.4	81.1	85.8	75.3	83.4	81.0	80.6	85.1	75.2	83.0	3.4	81.9	79.3	84.5	76.6	73.0	80.1	2.9
SST[CVPR21] [17]	81.7	81.2	-	76.0	-	81.8	80.9	-	76.6	-	-	82.5	79.9	85.1	-	-	-	-
HMMN[ICCV21] [44]	82.6	82.1	87.0	76.8	84.6	82.5	81.7	86.1	77.3	85.0	-	84.7	81.9	87.5	78.6	74.7	82.5	3.4 [‡]
CFBI+[TPAMI21] [64]	82.8	81.8	86.6	77.1	85.6	82.6	81.7	86.2	77.1	85.2	4.0	82.9	80.1	85.7	78.0	74.4	81.6	3.4
STCN[NeurIPS21] [11]	83.0	81.9	86.5	77.9	85.7	82.7	81.1	85.4	78.2	85.9	8.4 [*]	85.4	82.2	88.6	76.1	72.7	79.6	19.5 [*]
RPCM[AAAI22] [58]	84.0	83.1	87.7	78.5	86.7	83.9	82.6	86.9	79.1	87.1	-	83.7	81.3	86.0	79.2	75.8	82.6	-
AOT-T [63]	80.2	80.1	84.5	74.0	82.2	79.7	79.6	83.8	73.7	81.8	41.0	79.9	77.4	82.3	72.0	68.3	75.7	51.4
DeAOT-T	82.0	81.6	86.3	75.8	84.2	82.0	81.2	85.6	76.4	84.7	53.4	80.5	77.7	83.3	73.7	70.0	77.3	63.5
AOT-S [63]	82.6	82.0	86.7	76.6	85.0	82.2	81.3	85.9	76.6	84.9	27.1	81.3	78.7	83.9	73.9	70.3	77.5	40.0
DeAOT-S	84.0	83.3	88.3	77.9	86.6	83.8	82.8	87.5	78.1	86.8	38.7	80.8	77.8	83.8	75.4	71.9	79.0	49.2
AOT-B [63]	83.5	82.6	87.5	77.7	86.0	83.3	82.4	87.1	77.8	86.0	20.5	82.5	79.7	85.2	75.5	71.6	79.3	29.6
DeAOT-B	84.6	83.9	88.9	78.5	87.0	84.6	83.5	88.3	79.1	87.5	30.4	82.2	79.2	85.1	76.2	72.5	79.9	40.9
AOT-L [63]	83.8	82.9	87.9	77.7	86.5	83.7	82.8	87.5	78.0	86.7	16.0	83.8	81.1	86.4	78.3	74.3	82.3	18.7
DeAOT-L	84.8	84.2	89.4	78.6	87.0	84.7	83.8	88.8	79.0	87.2	24.7	84.1	81.0	87.1	77.9	74.1	81.7	28.5
R50-AOT-L [63]	84.1	83.7	88.5	78.1	86.1	84.1	83.5	88.1	78.4	86.3	14.9	84.9	82.3	87.5	79.6	75.9	83.3	18.0
R50-DeAOT-L	86.0	84.9	89.9	80.4	88.7	85.9	84.6	89.4	80.8	88.9	22.4	85.2	82.2	88.2	80.7	76.9	84.5	27.0
SwinB-AOT-L [63]	84.5	84.3	89.3	77.9	86.4	84.5	84.0	88.8	78.4	86.7	9.3	85.4	82.4	88.4	81.2	77.3	85.1	12.1
SwinB-DeAOT-L	86.2	85.6	90.6	80.0	88.4	86.1	85.3	90.2	80.4	88.6	11.9	86.2	83.1	89.2	82.8	78.9	86.7	15.4

more ↑
 DeAOT-L:
 state-of-the-art

GPM
 Number

less ↓
 DeAOT-T:
 real-time



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Results: Single-object benchmarks

Compare DeAOT variants with SOTA methods

DAVIS 2016:
Video Object Segmentation

VOT 2020:
Visual Object Tracking

Method	DAVIS 2016			VOT 2020		
	Avg	\mathcal{J}	\mathcal{F}	fps	EAO	EAO ^{RT}
CFBI+ [64]	89.9	88.7	91.1	5.9	-	-
RPCM [58]	90.6	87.1	94.0	5.8	-	-
HMMN [44]	90.8	89.6	92.0	10.0	-	-
STCN [11]	91.6	90.8	92.5	27.2*	-	-
AlphaRef [59]	-	-	-	-	0.482	0.486
RPT [33]	-	-	-	-	0.530	0.290
MixFormer-L [14]	-	-	-	-	0.555	-
AOT-T [63]	86.8	86.1	87.4	51.4	0.435	0.433
DeAOT-T	88.9	87.8	89.9	63.5	0.472	0.463
AOT-S [63]	89.4	88.6	90.2	40.0	0.512	0.499
DeAOT-S	89.3	87.6	90.9	49.2	0.593	0.559
AOT-B [63]	89.9	88.7	91.1	29.6	0.541	0.533
DeAOT-B	91.0	89.4	92.5	40.9	0.571	0.542
AOT-L [63]	90.4	89.6	91.1	18.7	0.574	0.560
DeAOT-L	92.0	90.3	93.7	28.5	0.591	0.554
R50-AOT-L [63]	91.1	90.1	92.1	18.0	0.569	0.540
R50-DeAOT-L	92.3	90.5	94.0	27.0	0.613	0.571
SwinB-AOT-L [63]	92.0	90.7	93.3	12.1	0.586	0.523
SwinB-DeAOT-L	92.9	91.1	94.7	15.4	0.622	0.559

more ↑
DeAOT-L:
state-of-the-art

GPM
Number

less ↓
DeAOT-T:
real-time

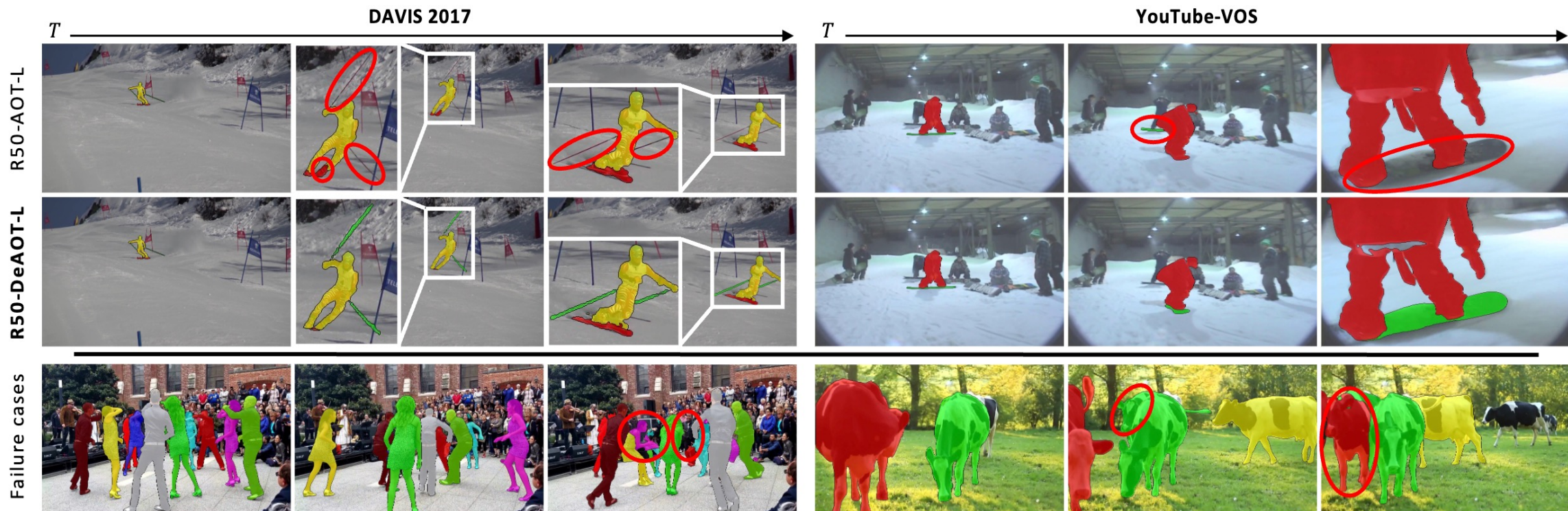


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Results: Qualitative Results

Compare DeAOT variants with SOTA methods



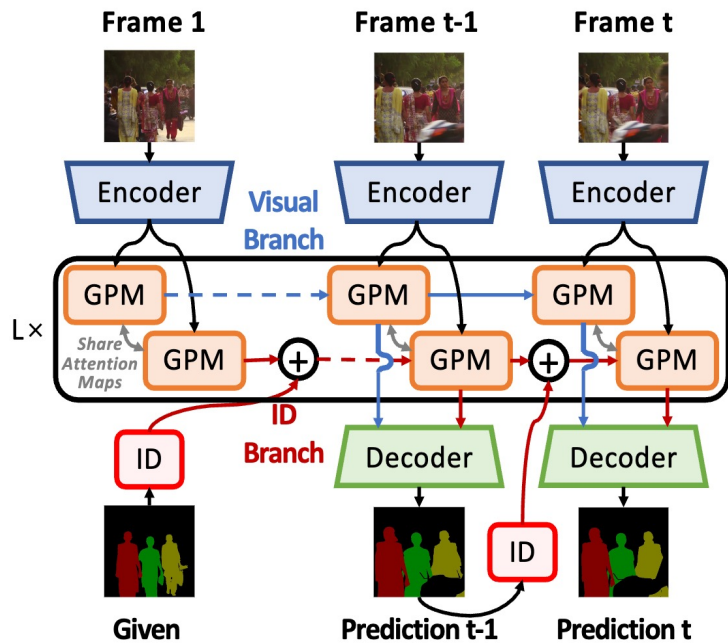
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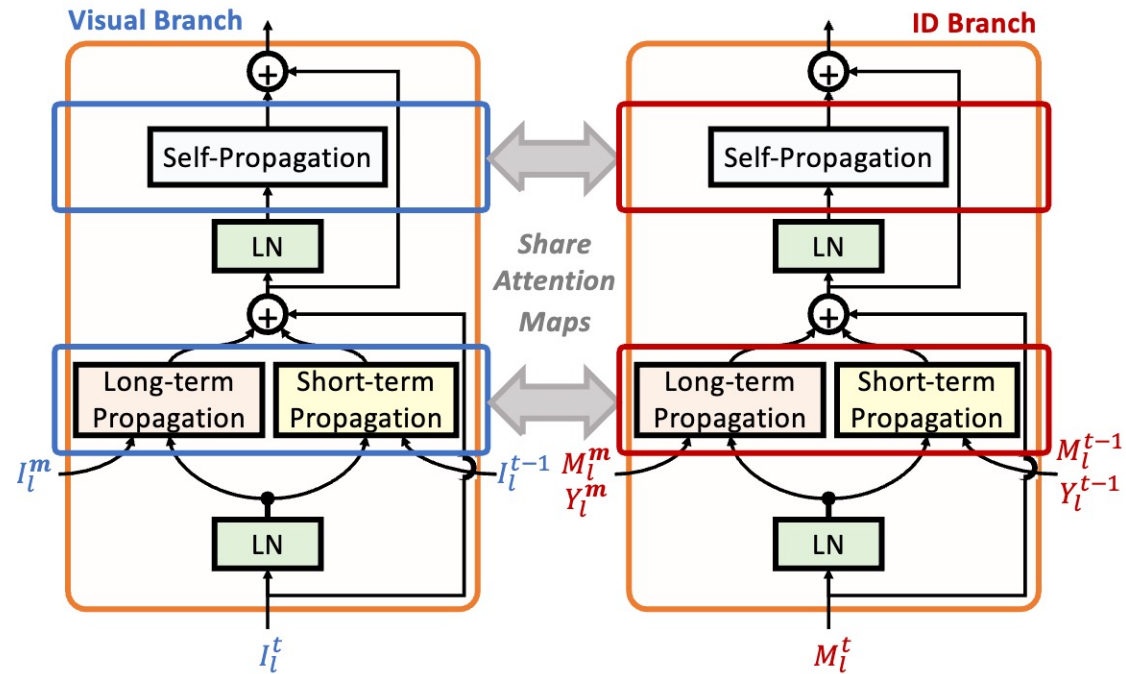


Decoupling Features in Hierarchical Propagation

Overview



Dual-branch Propagation



Gated Propagation

