# **Dropout Variational Inference Improves Object Detection in Open-Set Conditions**

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## 1 Introduction

One of the biggest current challenges of visual object detection is reliable operation in open-set conditions [1]. In contrast to closed-set conditions, where it is assumed that the objects seen during deployment are the same as during training, a vision system operating in *open*-set conditions [2,3] will encounter objects of novel classes that were not part of the training dataset. Robust object detection in such conditions is of paramount importance for robotics, as a robot that acts on the output of an unreliable visual perception system can perform catastrophic actions.

One way to handle the open-set problem is to utilize the uncertainty of the model to reject predictions with low probability. Bayesian Neural Networks (BNNs) [4,5], with variational inference commonly used as an approximation [6–10], is an established approach to estimate model uncertainty. In 2015, Gal and Ghahramani [11] proposed Dropout Variational Inference, also known as Dropout sampling, as a tractable approximation to BNNs. While Dropout sampling has recently been deployed to regression, semantic segmentation, and image classification tasks [11–14], it has not yet been applied to visual object *detection*.

Here we extend the concept of Dropout sampling to object *detection* for the first time. We evaluate Bayesian object detection on a large synthetic and a real-world dataset and show how the estimated label uncertainty can be utilized to increase object detection performance under open-set conditions.

## 2 Object Detection – A Bayesian Perspective

**Object Detection with Dropout Sampling** Object *detection* is concerned with estimating a bounding box alongside a label distribution for multiple objects in an image. To extend the concept of Bayesian deep learning from image recognition to object detection, we use SSD [15] with a VGG16 base network [16] that contains two dropout layers after the fully connected layers. Following the Dropout sampling approach [11], we sample from the distribution of the weights of this network by performing multiple forward passes of an image through the network with active Dropout layers.

Partitioning Detections into Observations A single forward pass through a sampled object detection network with weights  $\widetilde{\mathbf{W}}$  yields a set of individual detections, consisting of bounding box coordinates  $\mathbf{b}$  and a softmax score vector  $\mathbf{s}$ . We denote these detections as  $D_i = \{\mathbf{s}_i, \mathbf{b}_i\}$ . Multiple forward passes yield a larger set  $\mathfrak{D} = \{D_1, \dots, D_m\}$  of m such individual detections  $D_i$ . Detections from the set  $\mathfrak{D}$  with high mutual intersection-over-union scores (IoU) will be partitioned into observations using a Union-Find data structure. We define an observation  $\mathcal{O}_i$  as a set of detections with high mutual bounding box IoU:  $\mathcal{O}_i = \cup D_i$  s.t.  $IoU(D_j, D_k) \geq 0.95 \ \forall D_j, D_k \in \mathcal{O}_i$ . The threshold of 0.95 was determined empirically.

Extracting Label Probabilities and Uncertainty We can now approximate the vector of class probabilities  $\mathbf{q}_i$  by averaging all score vectors  $\mathbf{s}_j$  in an observation  $\mathcal{O}_i$ . This gives us an approximation

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of the probability of the class label  $y_i$  for a detected object in image  $\mathcal{I}$  given the training data  $\mathbf{T}$ , which follows a Categorical distribution parametrized by  $\mathbf{q}_i$ :  $p(y_i|\mathcal{I}, \mathbf{T}) \sim \mathrm{Cat}(k, \mathbf{q}_i)$ . The entropy  $H(\mathbf{q}_i) = -\sum_j q_{ij} \cdot \log q_{ij}$  is used to measure the *label uncertainty* of the detector for a particular observation.

Using Dropout Sampling to Improve Object Detection Performance in Open-Set Conditions In open-set conditions, we would expect the label uncertainty, or Entropy  $H(\mathbf{q}_i)$ , to be higher for detections falsely generated on open-set objects (i.e. object classes not contained in the training data). A threshold on the Entropy  $H(\mathbf{q}_i)$  can be used to reject detections of such unknown objects. This allows us to formulate the central **Hypothesis** of our paper: Dropout variational inference improves object detection performance under open-set conditions compared to a non-Bayesian detection network. The following two sections describe the experiments we conducted to verify or falsify this hypothesis and present our findings.

#### 3 Evaluation

We evaluate the object detection performance in open-set conditions with three metrics: (1) Recall describes how well a detector identifies *known* objects, (2) open set error describes how robust an object detector is with respect to *unknown* objects and (3) precision describes how well a detector classifies *known* and *unknown* objects.

**Precision and Recall** Let  $\Omega = \{\mathcal{O}_1, \dots \mathcal{O}_n\}$  be the set of *all* object observations in a scene after partitioning as described in Section 2. Label uncertainty is addressed by comparing the Entropy  $H(\mathbf{q}_i)$  with a threshold  $\theta$  and rejecting  $\mathcal{O}_i$  if  $H(\mathbf{q}_i) > \theta$ . For every remaining  $\mathcal{O}_i$ , we find the overlapping known ground truth objects with an IoU of at least 0.5. If the winning label matches any of these objects, the observation is counted as true positive, otherwise as false positive. If there is no overlapping object and the winning class label is not 0 (unknown), this is also counted as a false positive. Every known ground truth object that was not associated with an observation (i.e. there is no  $\mathcal{O}_i$  with an IoU  $\geq 0.5$  with that object) gets counted as a false negative. Precision and recall are then defined as usual.

**Absolute Open-Set Error** We define absolute open-set error as the total number of observations passing the Entropy test  $(H(\mathbf{q}_i) < \theta)$  that do not overlap a ground truth known object (IoU  $\geq 0.5$ ) and do not have a winning class label of 'unknown'.

**Datasets Used in the Evaluation** Our evaluation is based on two datasets: The SceneNet RGB-D validation set which contains photo-realistic images of 1000 differing indoor scenes [17], with 100 objects of unknown classes for a network trained on COCO. 30 images from each scene were tested in the evaluation. The second dataset evaluated was the QUT Campus Dataset, with data collected using a mobile robot across nine different and versatile environments on our campus [18]. Detections from this dataset were evaluated by manual visual inspection.

**Evaluation Protocol and Compared Object Detectors** Our evaluation compares the performance of *Vanilla SSD* (i.e. the default configuration of SSD [15]), *Vanilla SSD with Entropy thresholding* and *Bayesian SSD* (i.e. SSD with Dropout sampling and Entropy thresholding). Bayesian SSD was tested for 10, 20, 30 and 42 forward passes through the network. Performance metrics were calculated for entropy thresholds  $\theta$  between 0.1 and 2.5.

#### 4 Results and Interpretation

Our experiments confirmed the hypothesis formulated in Section 2: The Bayesian SSD detector utilizing Dropout sampling as an approximation to full Bayesian inference improved the object detection performance in precision and recall while reducing the open-set error in open-set conditions.

As shown in Table 1, Bayesian SSD is able to achieve significantly greater precision and recall scores than the vanilla SSD without Dropout sampling. When choosing the performance of the vanilla SSD as a reference point, the Bayesian SSD is able to significantly reduce open-set error (OSE) while retaining the  $F_1$  score. Alternatively the  $F_1$  can be significantly improved while keeping the OSE

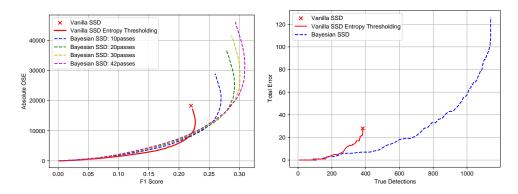


Figure 1: Network performances for SceneNet RGB-D (Left) and QUT Campus dataset (Right).

at the reference level. This suggests that Bayesian SSD produces a reliable uncertainty estimate for object classification; as such, it is able to make more informed decisions to reject incorrect classifications of known and unknown classes. A network utilizing Bayesian SSD is also able to achieve a significantly higher maximum recall. As expected, collecting detections from multiple forward passes allows Bayesian SSD to have a greater chance of detecting objects that may be overlooked in a single forward pass.

**Forward Passes** As can be seen in Figure 1, 10 forward passes is able to maintain the vanilla SSD reference  $F_1$  score and reduce open-set error comparably to greater numbers of passes. However, at least 20 forward passes are needed to maximize  $F_1$  score for the vanilla SSD open-set error. Beyond the reference OSE point, more forward passes achieve slightly higher  $F_1$  scores, but at the cost of a significant increase in open set error. Depending on the performance requirements of a detection system, fewer forward passes may be suitable, allowing for reduced computation cost.

**Real World Dataset** For the QUT Campus dataset, the Bayesian SSD is able to reduce the total error per true detection. This can be seen in Figure 1, where at the reference point for the vanilla SSD with no entropy thresholding, Bayesian SSD has significantly reduced the total error. This consists of open-set error and incorrect classifications of known objects. Additionally, for the same total error, Bayesian SSD achieves significantly greater number of true detections. While this may be due to multiple detections per object, it can also be inferred that this partially represents the superior recall performance of Bayesian SSD.

## 5 Conclusions and Future Work

We verified the central hypothesis of our paper that Dropout sampling allows to extract better label uncertainty information and thereby helps to improve the performance of object detection in the open-set conditions that are ubiquitous for mobile robots. A promising direction for future work is to exploit the *spatial* uncertainty for an object-based SLAM system to gain a better estimate of the 6-DOF object pose.

Table 1: Performance Comparison on SceneNet RGB-D [17]

Forward Passes		$max.$ $F_1$ Score	abs OSE	Recall max $F_1$ p	Precision oint	$F_1$ Score at ref. OSE	abs OSE at ref. $F_1$ Score
vanilla SSD SSD with Entropy test		0.220 0.227	18331 <b>12638</b>	0.165 0.160	0.328 <b>0.392</b>	0.220	18,331
Bayesian SSD	10 20 30 42	0.270 0.292 0.301 <b>0.309</b>	20991 24922 28431 32034	0.214 0.244 0.261 <b>0.278</b>	0.364 0.364 0.355 0.347	0.269 0.284 <b>0.286</b> 0.285	<b>8,225</b> 8,313 9,003 9,256

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