

## **Detecting Human-Object Interactions (HOI)**

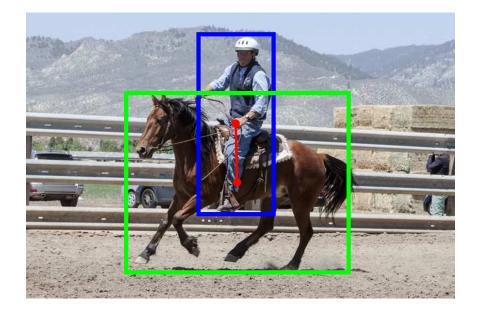
### **Motivation**

- 1. Recognition of *human-object interactions* (HOI) (e.g. "riding a horse",
- "eating a sandwich") is an important image understanding problem. 2. Recent work by Chao et al. [1] introduces a new large-scale benchmark HICO and studies image-level HOI classification. We seek to extend the task to further detect each HOI instance.

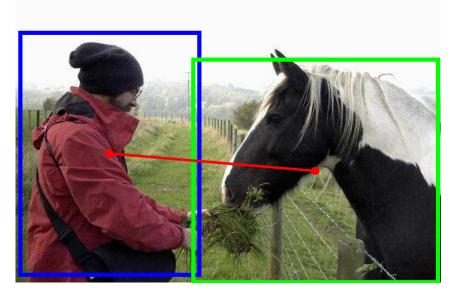
### **Problem Statement**

Each detection instance consists of:

- 1. A pair of bounding boxes: one for a person (blue) and one for an object (green).
- 2. An interaction class label.



(a) riding a horse



(b) feeding horses

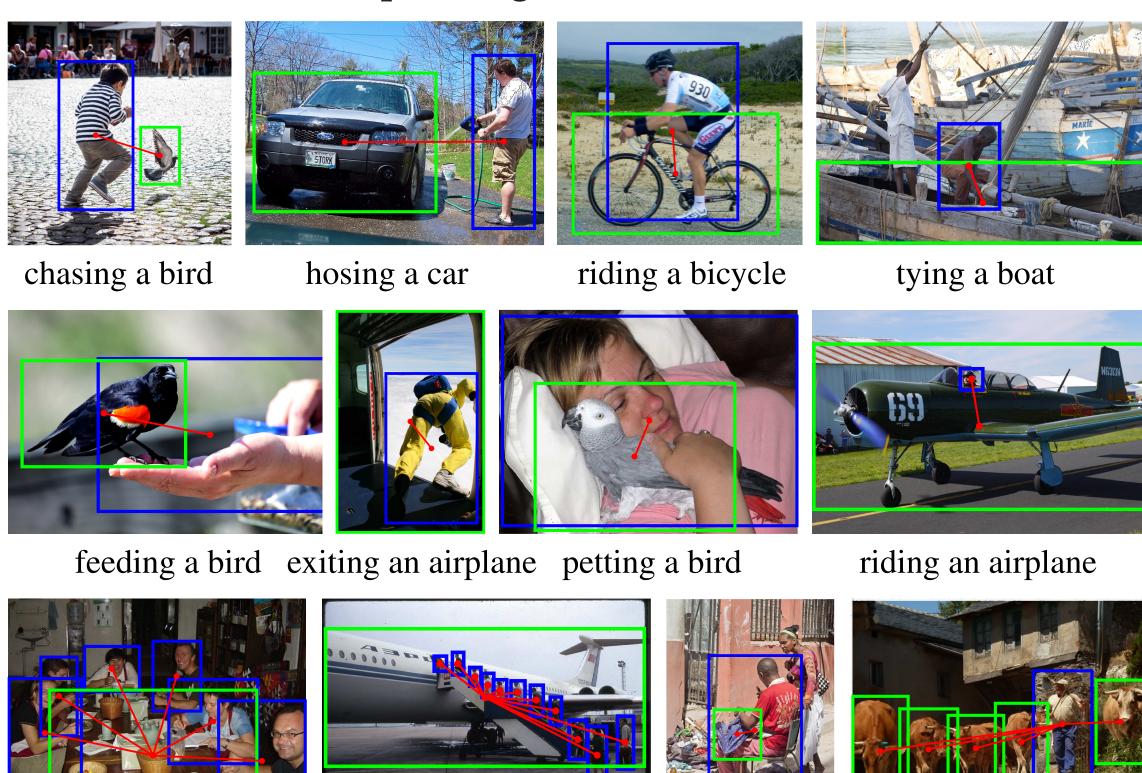
#### Contributions

- 1. **HICO-DET:** a new large benchmark for HOI detection.
- 2. HO-RCNN: a new multi-stream DNN-based framework that exploits
- features from a person, an object, and their spatial relations.

# **HICO-DET: A New Benchmark for HOI Detection**

We augment *HICO* [1] with instance annotations

#### **Sample Images and Annotations**



eating at a dining table boarding an airplane repairing an umbrella herding cows

#### **Dataset Statistics**

	HICO-DET				
	#image	#positive	#instance	#bounding box	
Train	38118	70373	117871 (1.67/pos)	199733 (2.84/pos)	
Test	9658	20268	33405 (1.65/pos)	56939 (2.81/pos)	
Total	47776	90641	151276 (1.67/pos)	256672 (2.83/pos)	

# Learning to Detect Human-Object Interactions



### **HO-RCNN**

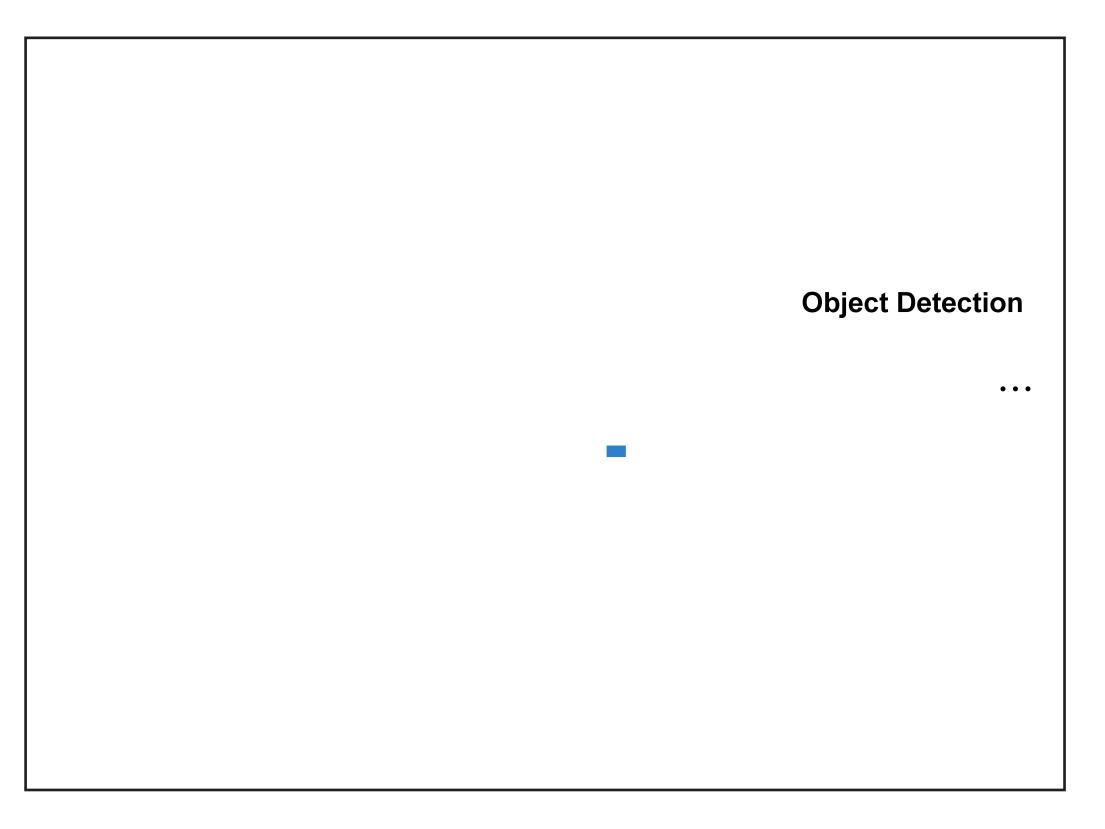
A two-stage framework inspired by the region-based object detectors:

- 1. Generating human-object proposals
- 2. Classifying HOI category for each proposal

Note the differences to object detection:

- 1. Each proposal is a pair of bounding boxes instead of a single one.
- 2. We classify the HOI category instead of the object category

#### **<u>1. Generating Human-Object Proposals</u>**



#### **Evaluation Metric:** mean Average Precision (mAP)

- Define the overlap between a prediction and ground truth as the minimum of the overlap on human and the overlap on object.
- Declare a true positive if the overlap > 0.5

#### **Evaluation Settings**

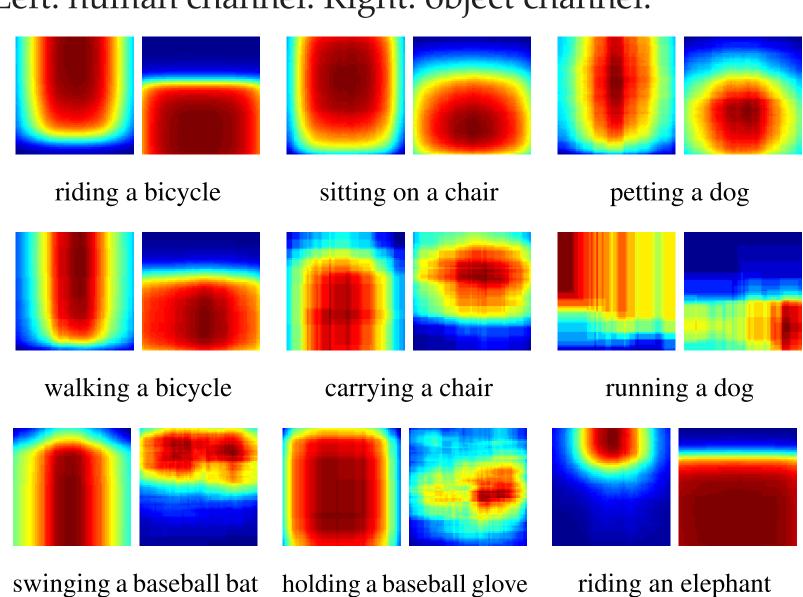
- 1. Known Object (KO): for each HOI category, evaluate only on the images containing the associated object category.
- 2. **Default:** for each HOI category, evaluate on the full test set.

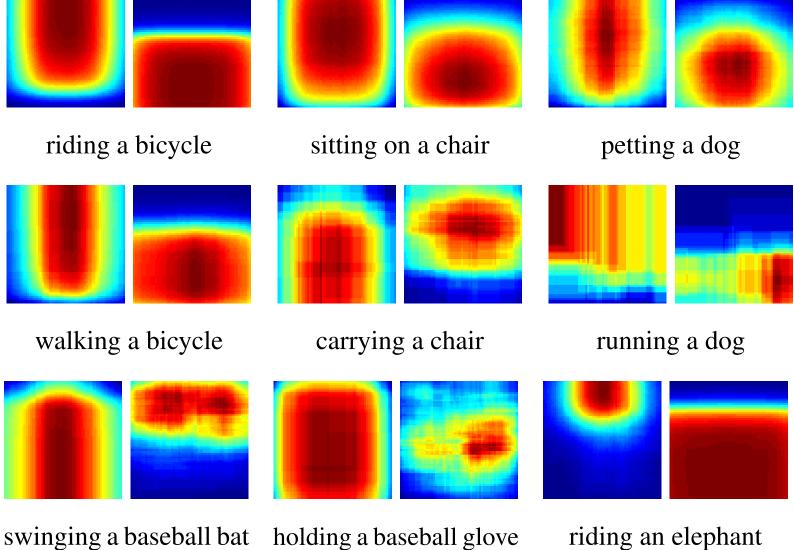
#### **Ablation Study on the Pairwise Stream**

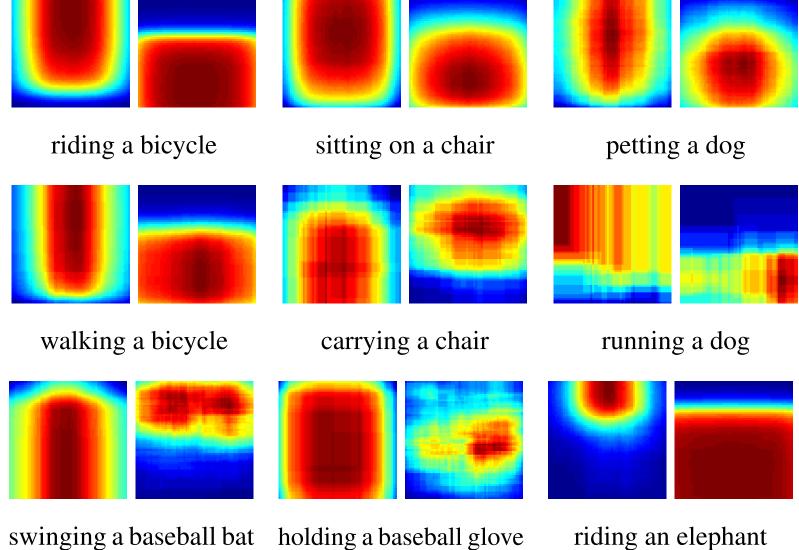
Using Interaction Pattern achieves the highest mAP.

	Default			Known Object		
	Full	Rare	Non- Rare	Full	Rare	Non- Rare
НО	5.73	3.21	6.48	8.46	7.53	8.74
HO+vec0 (fc)	6.47	3.57	7.34	9.32	8.19	9.65
HO+vec1 (fc)	6.24	3.59	7.03	9.13	8.09	9.45
HO+IP0 (fc)	7.07	4.06	7.97	10.10	8.38	10.61
HO+IP1 (fc)	6.93	3.91	7.84	10.07	8.43	10.56
HO+IP0 (conv)	7.15	4.47	7.95	10.23	8.85	10.64
HO+IP1 (conv)	7.30	4.68	8.08	10.37	9.06	10.76









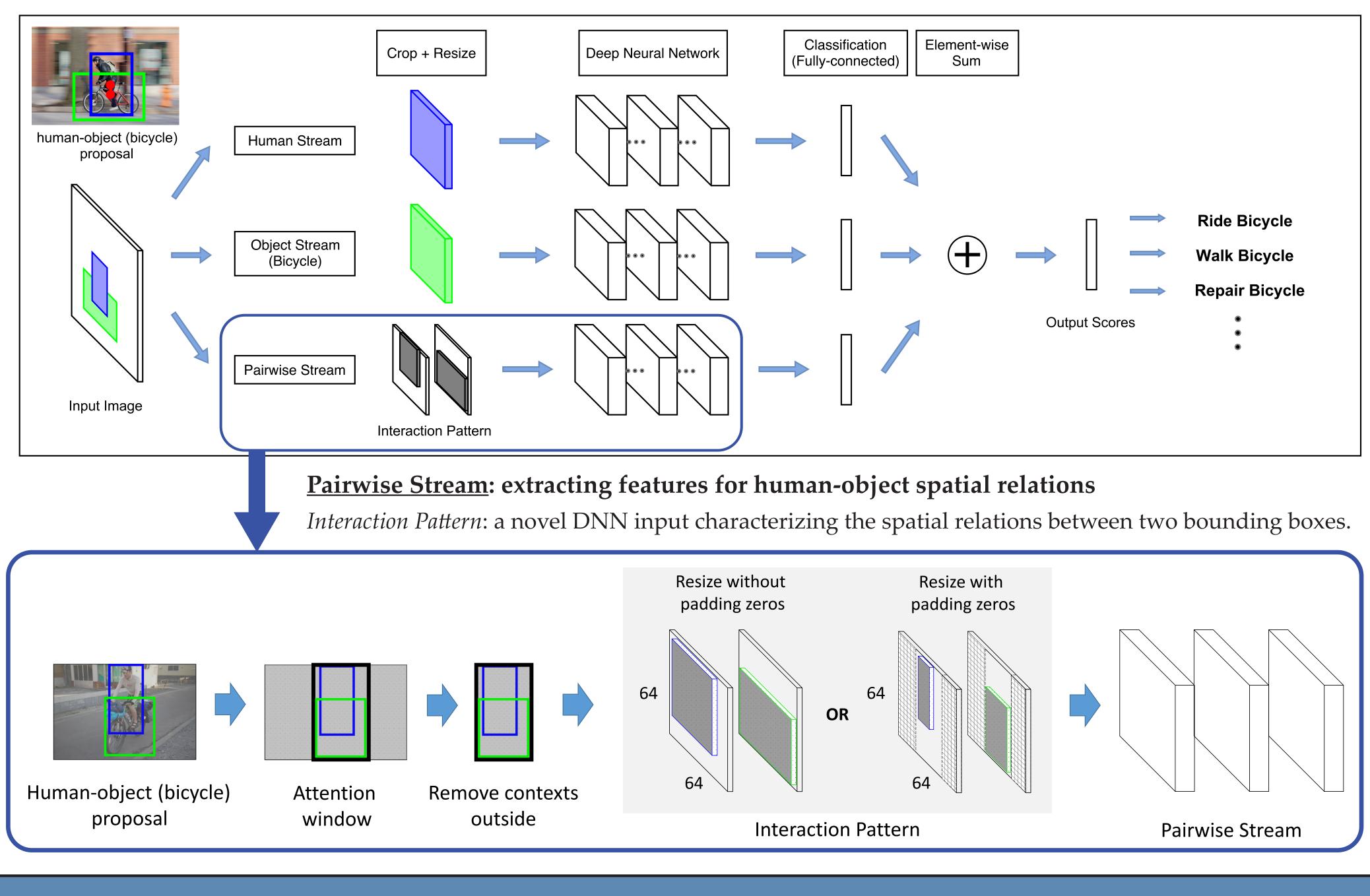
Improves mAP in the Default setting.

	Default			Known Object		
	Full	Rare	Non-	Full	Rare	Non-
	1 011	Raic	Rare Rare	1 011		Rare
НО	5.73	3.21	6.48	8.46	7.53	8.74
HO+S	6.07	3.79	6.76	8.09	6.79	8.47
HO+IP1 (conv)	7.30	4.68	8.08	10.37	9.06	10.76
HO+IP1 (conv)+S	7.81	5.37	8.54	10.41	8.94	10.85

<sup>2</sup>Washington University in St. Louis

# HO-RCNN: A New Multi-Stream DNN-based Framework

### **<u>2. Classifying HOI Category for Each Proposal</u></u>**



# **Experimental Results**

#### **Average Interaction Patterns**

Left: human channel. Right: object channel.

# **Leverageing Object Detection Scores**

#### **Comparison with Prior Approaches**

	Full
Random	$1.35 \times 10^{-1}$
Fast-RCNN [8] (union)	1.75
Fast-RCNN [8] (score)	2.85
HO+IP1 (conv)	7.30
HO+IP1 (conv)+S	7.81
0.94 0. 0.94 0. 0.9	ing a cat cat .95 a cat kickir .82 0
[1] YW. Chao, Z. Wa human-object int [8] R. Girshick. Faste	eractions
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Default			Known Object				
1	Rare	Non-Rare	Full	Rare	Non-Rare		
$0^{-3}$	$5.72 \times 10^{-4}$	$1.62 \times 10^{-3}$	0.19	0.17	0.19		
5	0.58	2.10	2.51	1.75	2.73		
5	1.55	3.23	4.08	2.37	4.59		
0	4.68	8.08	10.37	9.06	10.76		
1	5.37	8.54	10.41	8.94	10.85		

atching a ball jumping a bicycle	standing on a snowboard	riding a bicycle	talking on a cell phone
0.94 0.99	0.99	0.99	0.81
king a ball walking a bicycle	swinging a tennis racket	shearing a sheep	sipping a wine glass
0.96 0.64	0.85	0.97	0.33

#### References

He, J. Wang, and J. Deng. HICO: A benchmark for recognizing ns in images. In ICCV, 2015.

N. In ICCV, 2015.

Dataset and Code	
http://www.umich.edu/~ywchao/hico/	