

# Human Instance Matting via Mutual Guidance and Multi-Instance Refinement

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# New Matting Settings

- Instance human matting
  - Automatically extract precise alpha matte for **each human instance** in a given image;
  - No need for extra guidance;
  - Propose a new multi-human image matting dataset and benchmark.
- Using a new metric to measure both instance recognition and matting quality (IMQ);



Image



Soft Segmentation (SSS)



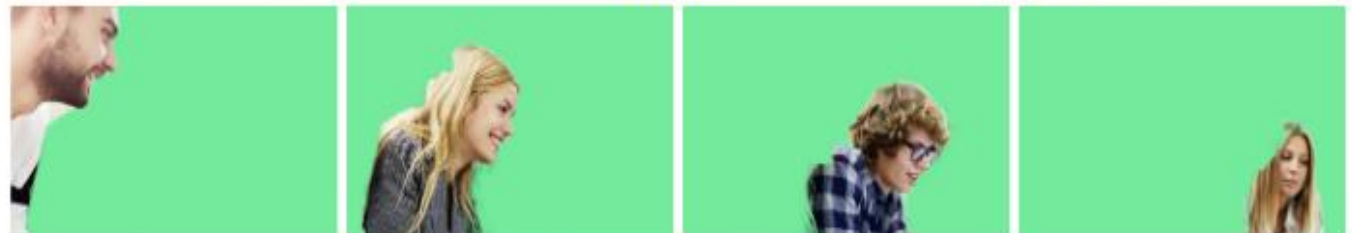
Instance Segmentation  
(MaskRCNN)



Human Matting  
(RVM)



Human Matting  
(Ours)



Human Instance Matting (Ours)

# New Matting Dataset

- HIM2K Dataset
  - Synthetic Subset (1680 foregrounds with labels)
    - Each image includes 2-5 human foreground;
    - Foregrounds will be iteratively composited on non-human background;

$$I_i = I_0 \prod_{j=1}^i (1 - \alpha_j) + \sum_{j=1}^i \alpha_j F_j \prod_{k=j}^i (1 - \alpha_k)$$

- Natural Subset (320 natural images with labels)
  - Cope with the domain gap;
  - Ground truth is obtained using PS.

# New Matting Dataset



Figure 4. HIM2K examples: top is synthetic and bottom is natural.

# New Matting Metric

- IMQ (Instance Matting Quality)
  - An extension of traditional matting metrics(MSE, MAD, Conn, etc)
  - Instance Matching
    - Variations of IoU between predictions and groundtruths using Hungarian matching;
    - TP(IoU > 0.5), FP and FN(false instance);
- Similarity Measurement
  - Measurement of matting quality;
$$S(\alpha, \hat{\alpha}) = 1 - \min(w\mathcal{E}(\alpha, \hat{\alpha}), 1)$$
  - Adapted to MSE, MAD, Grad and Conn, where  $\mathcal{E}$  is original metric

# New Matting Metric

Similarity measurement

Instance Matching

$$\text{IMQ} = \underbrace{\frac{\sum_{\alpha, \hat{\alpha} \in TP} \mathcal{S}(\alpha, \hat{\alpha})}{|TP|}}_{\text{Matting Quality (MQ)}} \underbrace{\frac{|TP|}{|TP| + \frac{1}{2}|FP| + \frac{1}{2}|FN|}}_{\text{Recognition Quality (RQ)}}$$

# Method

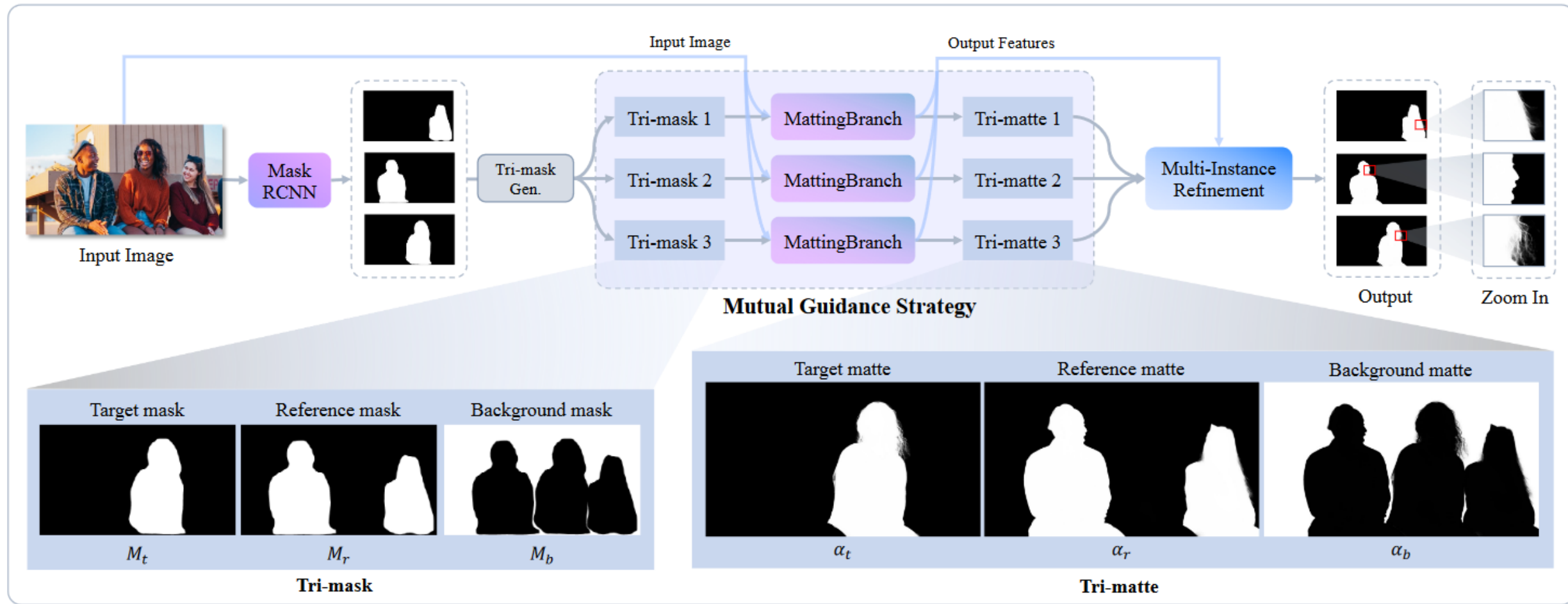


Figure 2. Overall **InstMatt** framework consisting of mutual guidance and multi-instance refinement. We first apply MaskRCNN to obtain instance masks, and then generate **tri-mask** for each instance to provide **mutual guidance** for the matting branch. Through mutual guidance strategy, we upgrade coarse tri-masks into fine **tri-mattes** for all instances. Finally, a **multi-instance refinement** module (illustrated in Figure 3) is designed to make use of the information difference of underlining tri-mattes to further promote the instance matte quality.

# Method

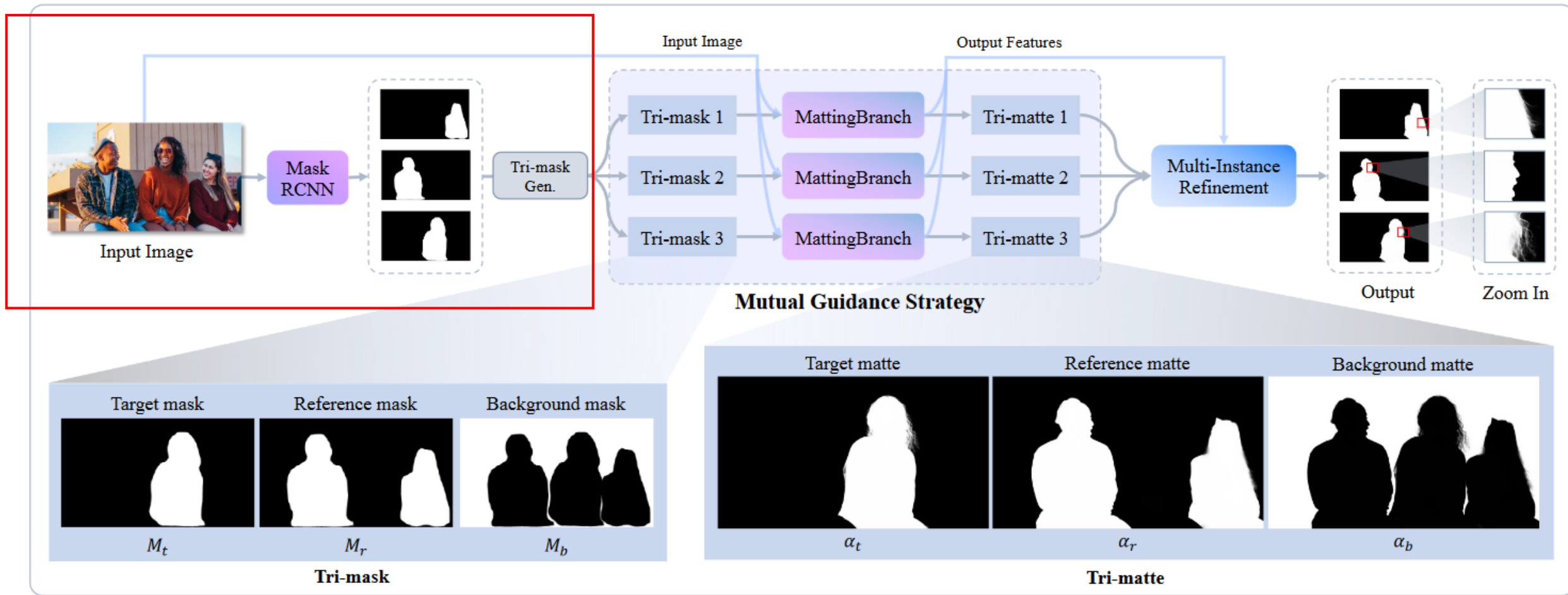


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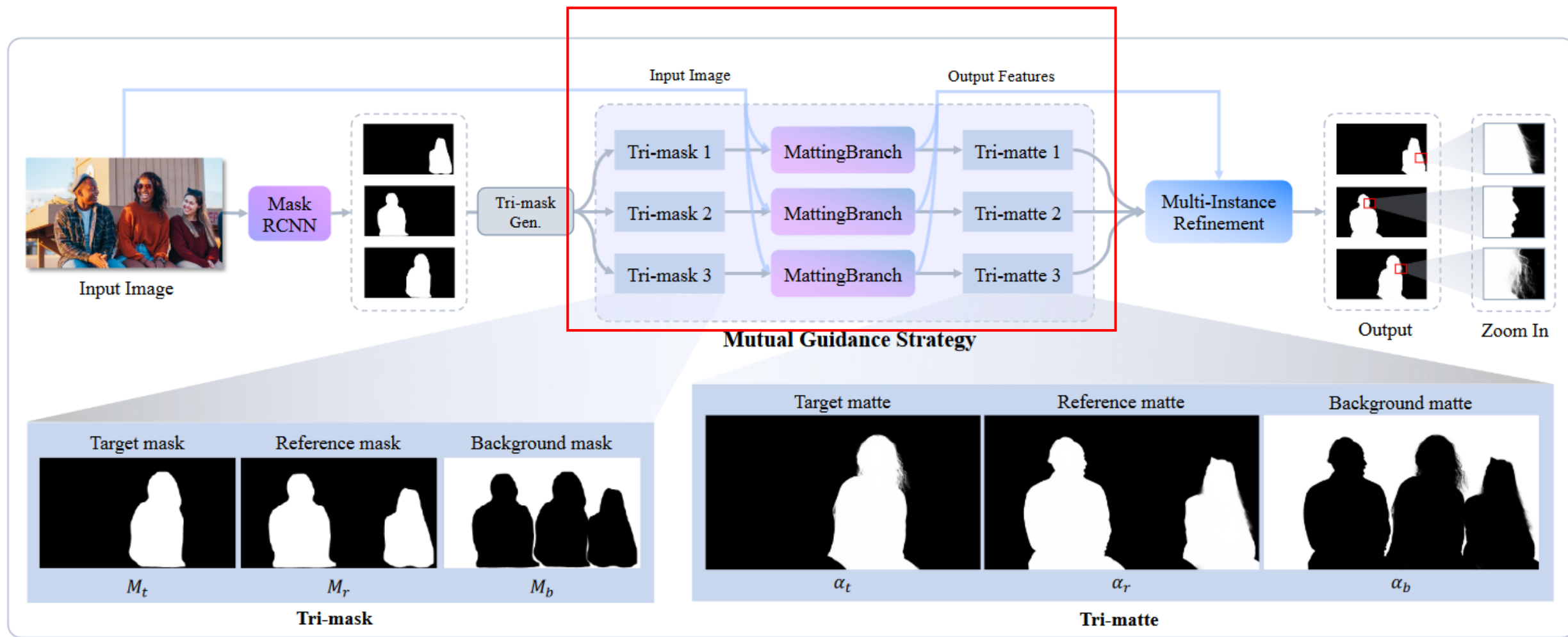


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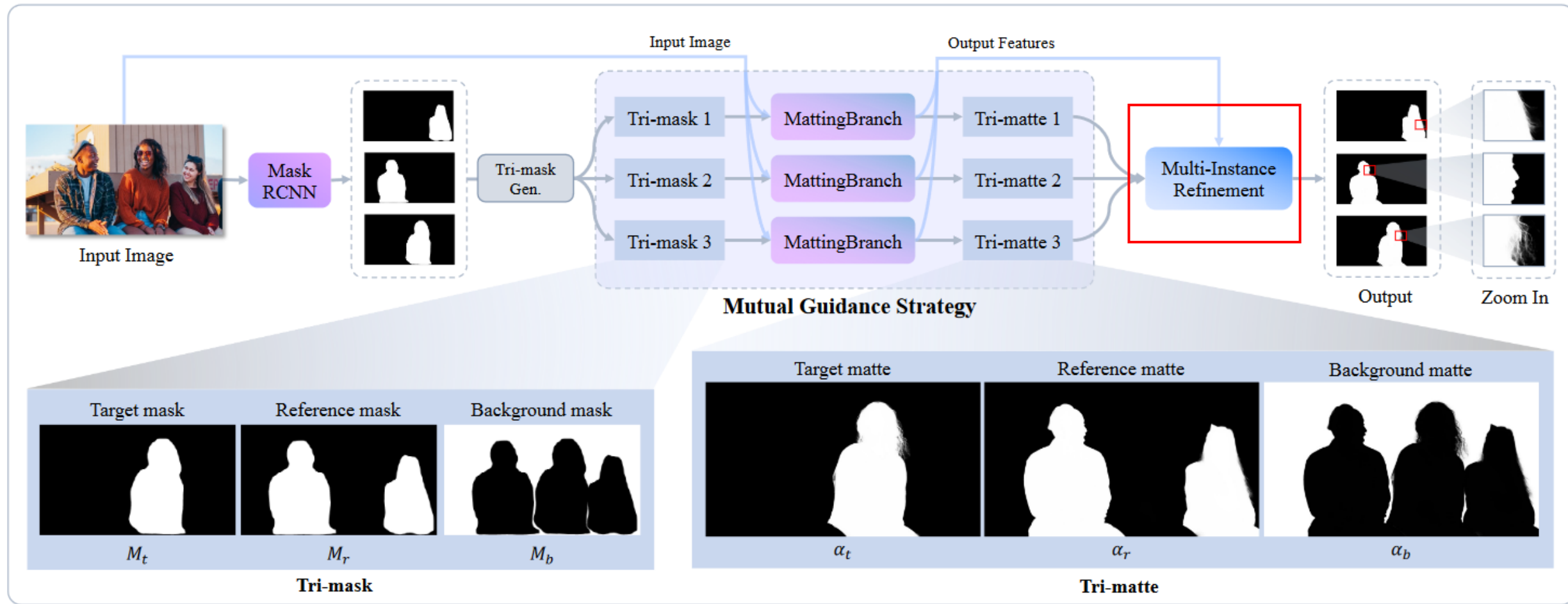


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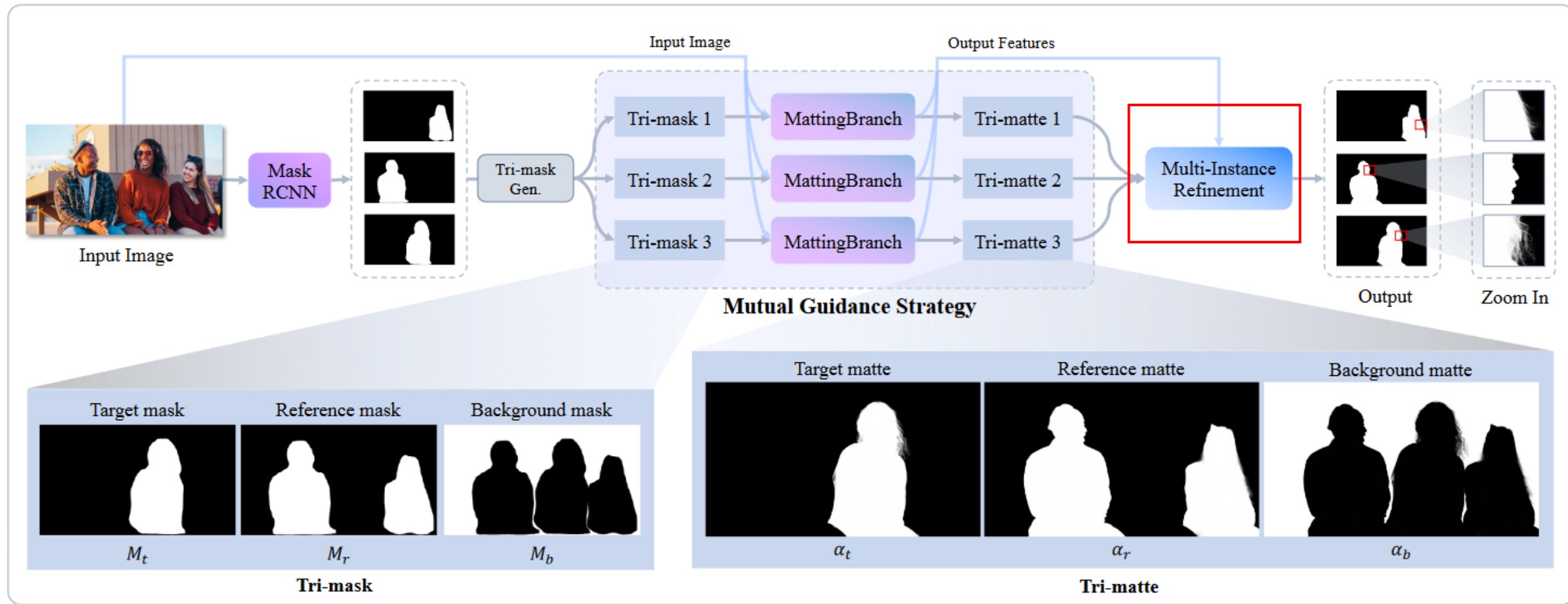


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# Multi Instance Refinement Module

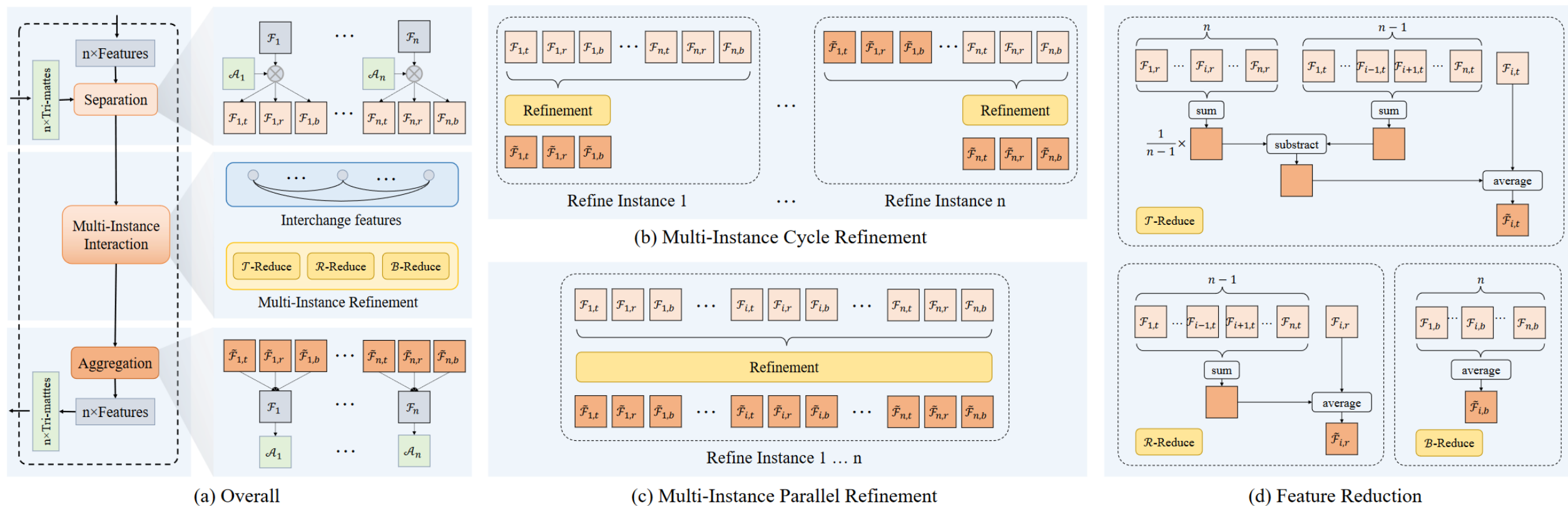
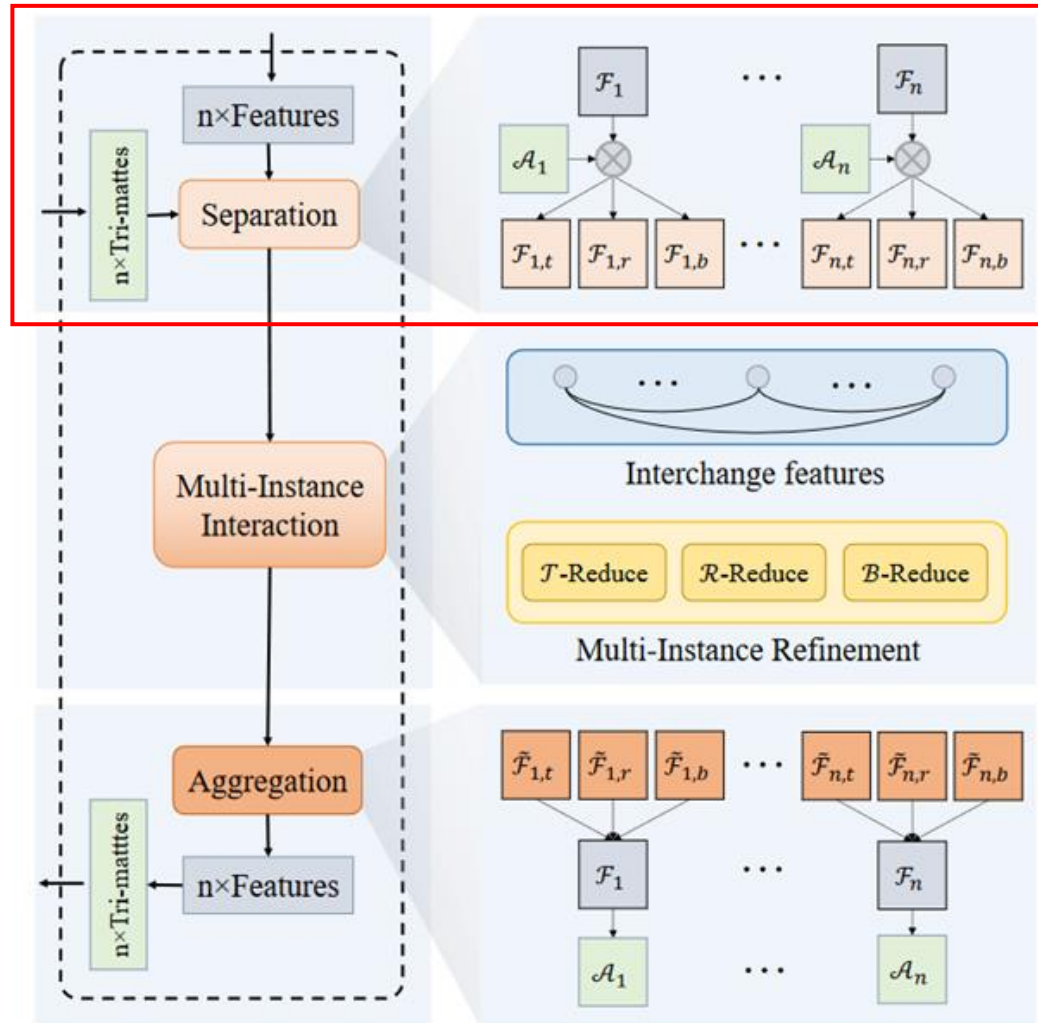


Figure 3. (a) Structure of our multi-instance refinement module, where instances exchange information among each other to refine their features through a multi-instance interaction layer. Two representative multi-instance refinement strategies, i.e. (b) cycle refinement and (c) parallel refinement are proposed and discussed. Figure (d) illustrates three feature reduction operations used in the two refinement ways.

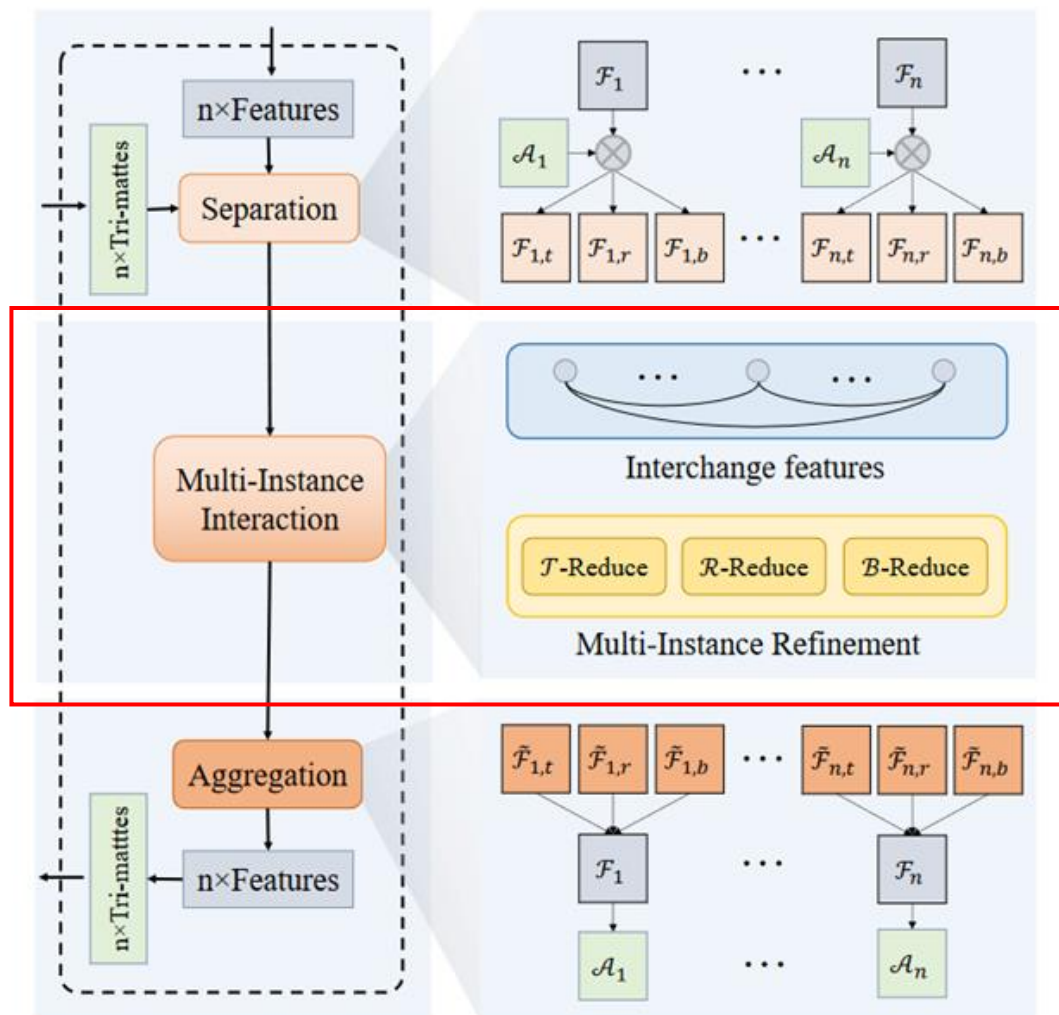
# Multi Instance Refinement Module

## Feature Separation



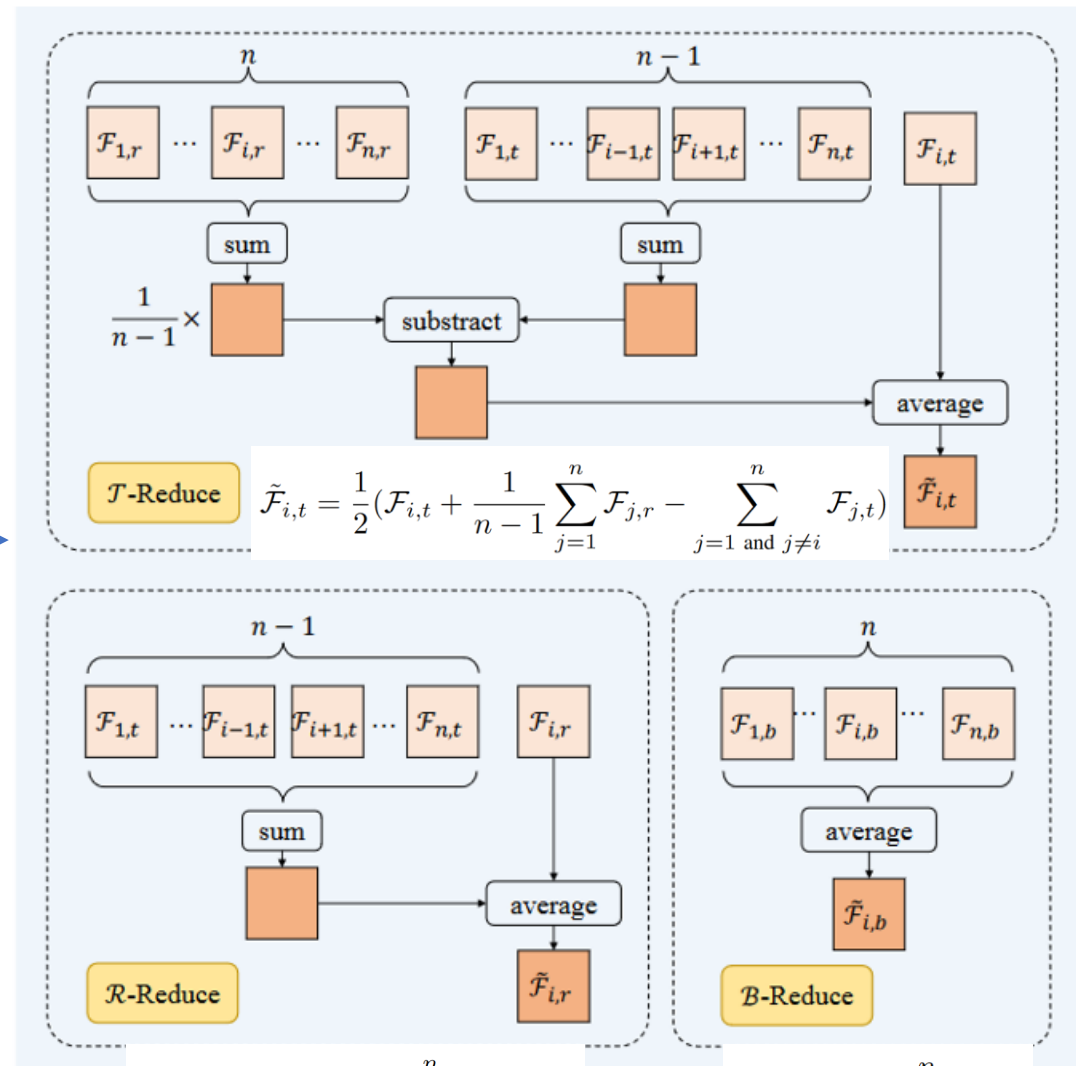
(a) Overall

# Multi Instance Refinement Module



(a) Overall

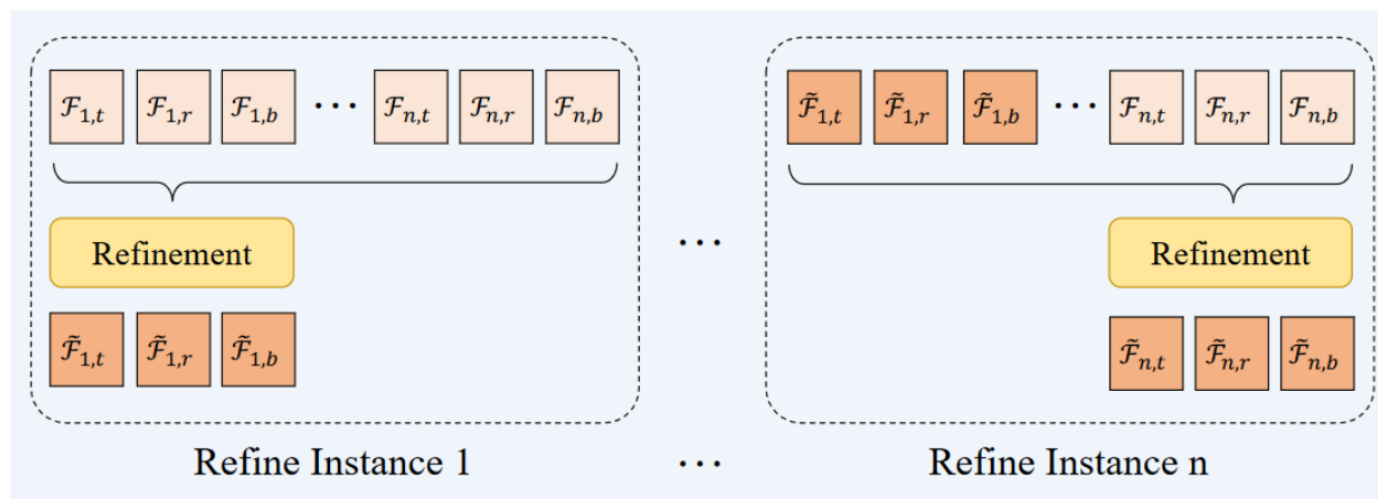
Interaction



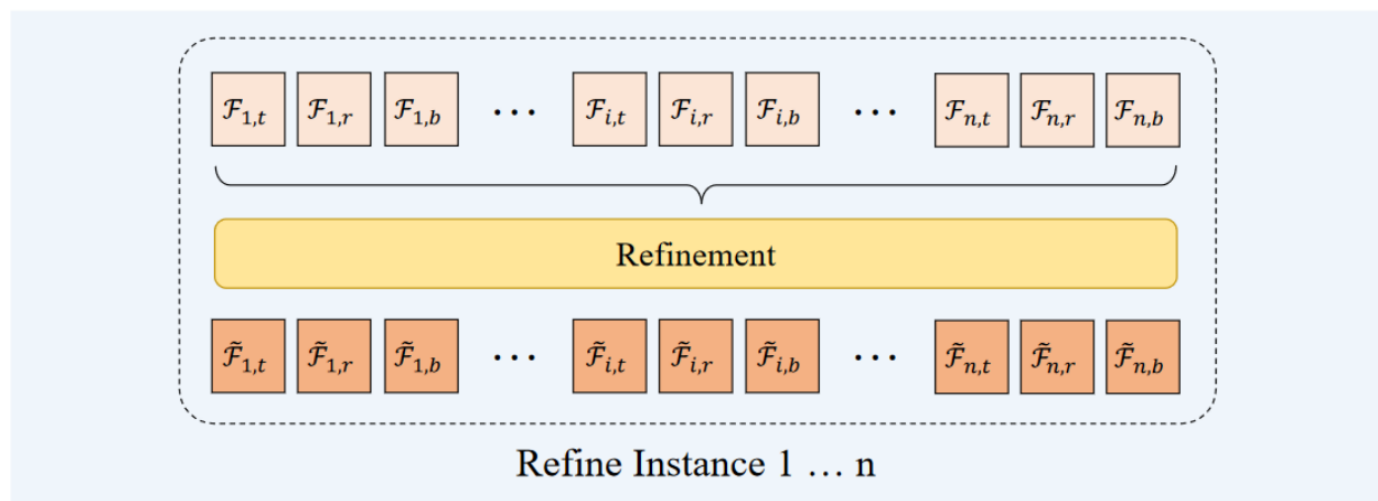
$$\tilde{\mathcal{F}}_{i,r} = \frac{1}{2} \left( \mathcal{F}_{i,r} + \sum_{j=1 \text{ and } j \neq i}^n \mathcal{F}_{j,t} \right)$$

$$\tilde{\mathcal{F}}_{i,b} = \frac{1}{n} \sum_{j=1}^n \mathcal{F}_{j,b}$$

# Multi Instance Refinement Module

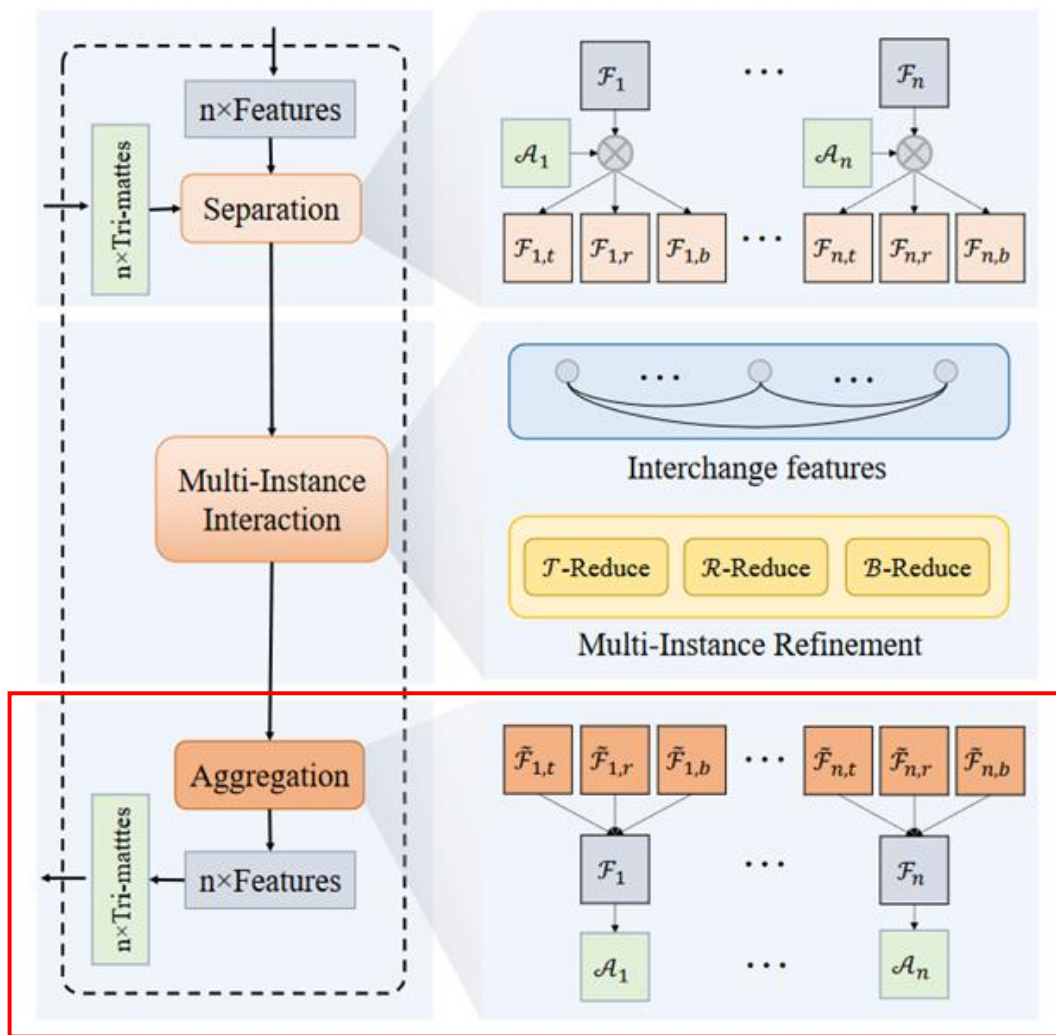


(b) Multi-Instance Cycle Refinement



(c) Multi-Instance Parallel Refinement

# Multi Instance Refinement Module



## Feature Aggregation

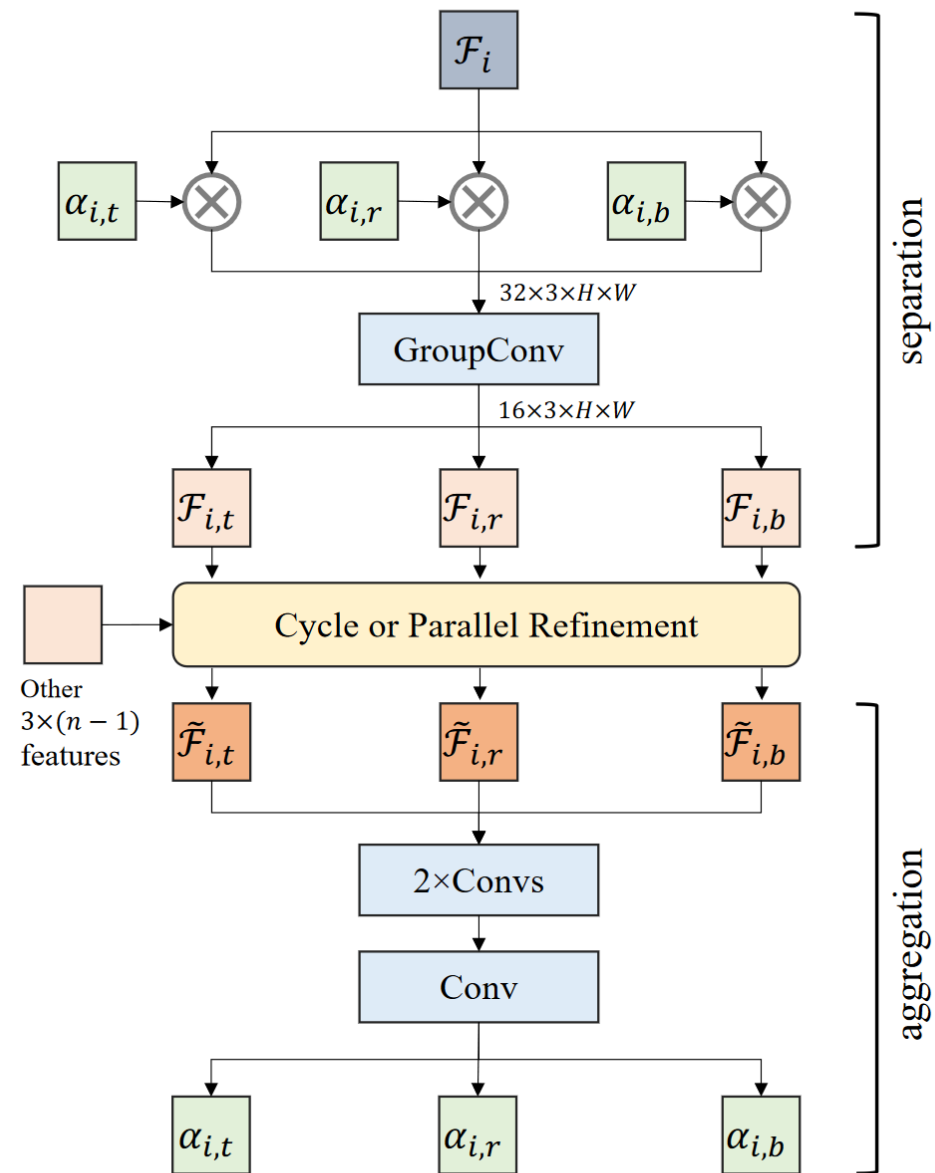


Figure 10. The structure of multi-instance refinement.

# Loss Functions

- Traditional Alpha Loss
  - L1 loss
  - Pyramid Laplacian Loss
- Instance Matting Composition Loss

$$L_{mc} = ||\alpha_t F_t + \alpha_r F_r + \alpha_b F_b - I||_1$$

- Resolution Space Restriction Loss

$$L_{m\alpha} = ||\alpha_t + \alpha_r + \alpha_b - 1||_1$$

- Total Loss for Each Instance:

$$L = L_{\alpha} + L_{lap} + L_{mc} + L_{m\alpha}$$

# Experiments

Method	HIM2K (Synthetic Subset)				HIM2K (Natural Subset)				RWP636	
	IMQ <sub>mad</sub>	IMQ <sub>mse</sub>	IMQ <sub>grad</sub>	IMQ <sub>conn</sub>	IMQ <sub>mad</sub>	IMQ <sub>mse</sub>	IMQ <sub>grad</sub>	IMQ <sub>conn</sub>	IMQ <sub>mad</sub>	IMQ <sub>mse</sub>
MaskRCNN [23]	18.37	25.65	0.45	19.07	24.22	33.74	2.27	26.65	20.26	25.36
MaskRCNN + CascadePSP [12]	40.85	51.64	29.59	43.37	64.58	74.66	60.02	67.20	42.20	52.91
MaskRCNN + GCA [36]	37.76	51.56	38.33	39.90	45.72	61.40	44.77	48.81	33.87	46.47
MaskRCNN + SIM [52]	43.02	52.90	40.63	44.29	54.43	66.67	49.56	58.12	34.66	46.60
MaskRCNN + FBA [18]	36.01	51.44	37.86	38.81	34.81	48.32	36.29	37.23	35.00	47.54
MaskRCNN + MaskGuided [61]	51.67	67.08	53.03	55.38	57.98	71.12	66.53	60.86	30.64	53.16
InstMatt (Ours)	<b>63.59</b>	<b>78.14</b>	<b>64.50</b>	<b>67.71</b>	<b>70.26</b>	<b>81.34</b>	<b>74.90</b>	<b>72.60</b>	<b>51.10</b>	<b>73.09</b>

Table 1. Quantitative comparisons on HIM2K and RWP636 [61]. The balance factor  $w$  in Equation 17 is set to 10. For IMQ<sub>mad</sub>, IMQ<sub>mse</sub>, IMQ<sub>grad</sub> and IMQ<sub>conn</sub>, the higher, the better. Bold numbers indicate the best performance.

Method	IMQ <sub>mad</sub>	IMQ <sub>mse</sub>
MaskRCNN [23]	18.44	18.48
MaskRCNN + CascadePSP [12]	30.54	33.37
InstMatt (Ours)	<b>30.67</b>	<b>39.56</b>

Table 2. Quantitative results on SPD [16].

$M_t$	$M_r$	$M_b$	MIR	IMQ <sub>mad</sub>	IMQ <sub>mse</sub>
✓	✗	✗	✗	57.98	71.12
✓	✓	✗	✗	62.25	74.35
✓	✓	✓	✗	69.40	79.74
✓	✓	✓	✓	<b>70.26</b>	<b>81.34</b>

Table 3. Results on tri-mask and multi-instance refinement.

# Experiments

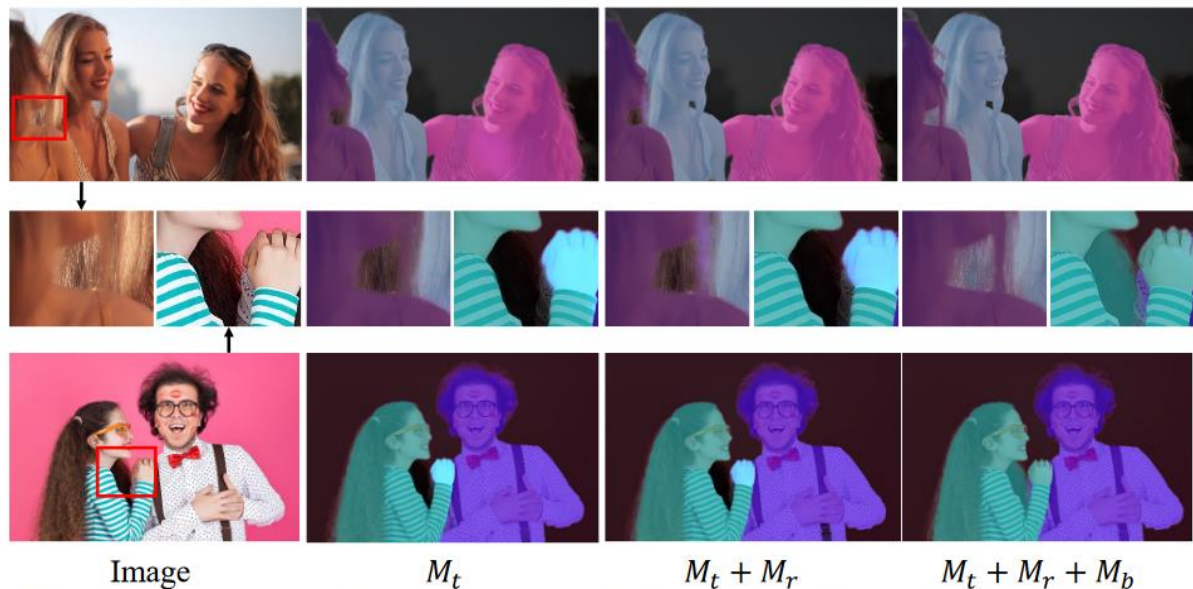


Figure 8. Comparisons among different mask guidance settings. See in particular the zoom-ins showing the best results when all three components are enabled, where the blonde’s hairs and the man’s shoulder are clearly delineated.

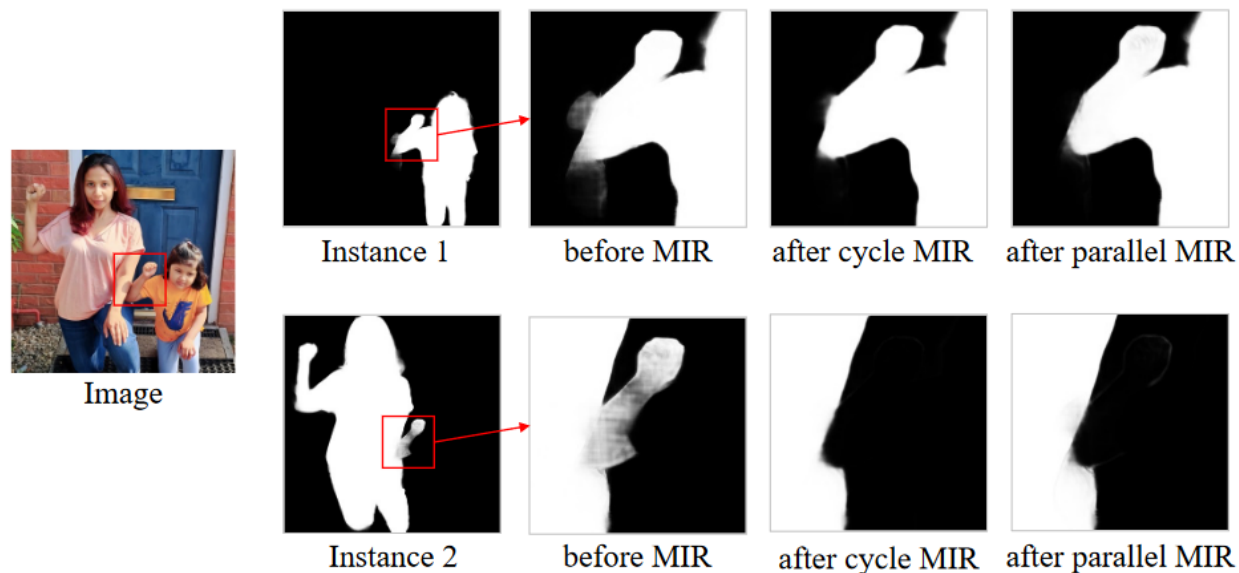


Figure 9. Alpha matte before and after multi-instance refinement.

# Experiments



Image

MaskRCNN

CascadePSP

SIM

MaskGuided

InstMatt (Ours)

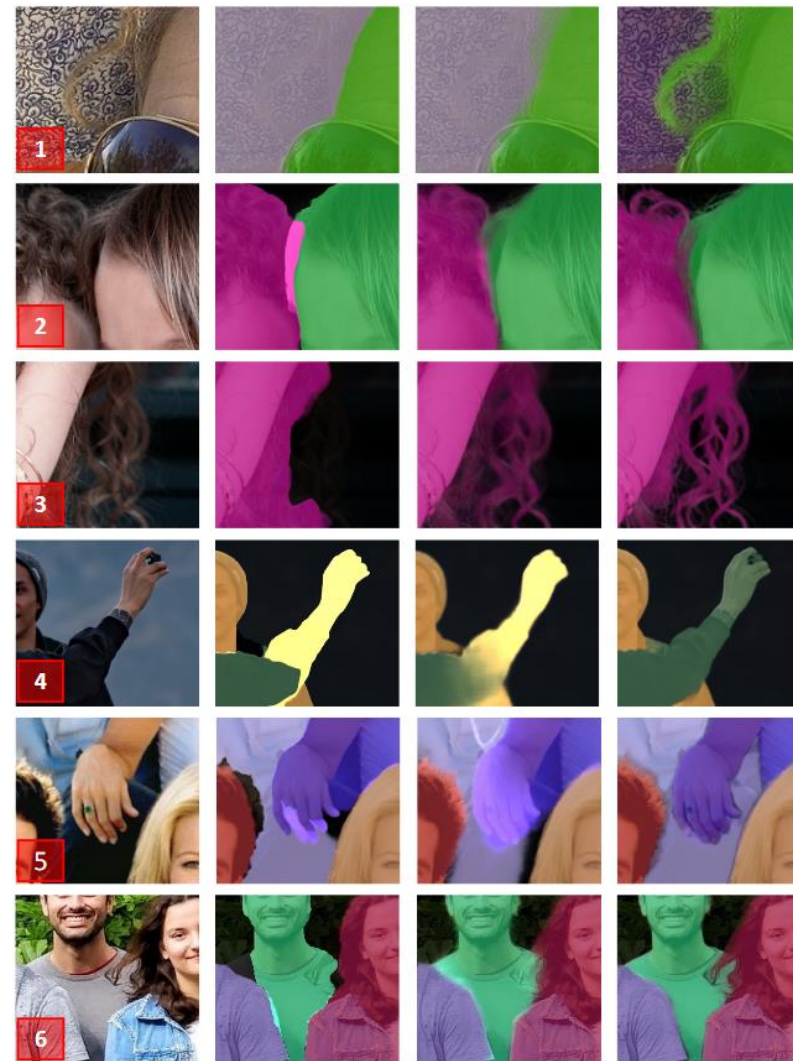


Image Patch

CascadePSP

MaskGuided

InstMatt