

Fusion Moves for Graph Matching



Lisa Hutschenreiter



Stefan Haller



Lorenz Feineis



Carsten Rother



Dagmar Kainmüller



Bogdan Savchynskyy



UNIVERSITÄT
HEIDELBERG
ZUKUNFT
SEIT 1386

CVL Computer Vision
and Learning Lab

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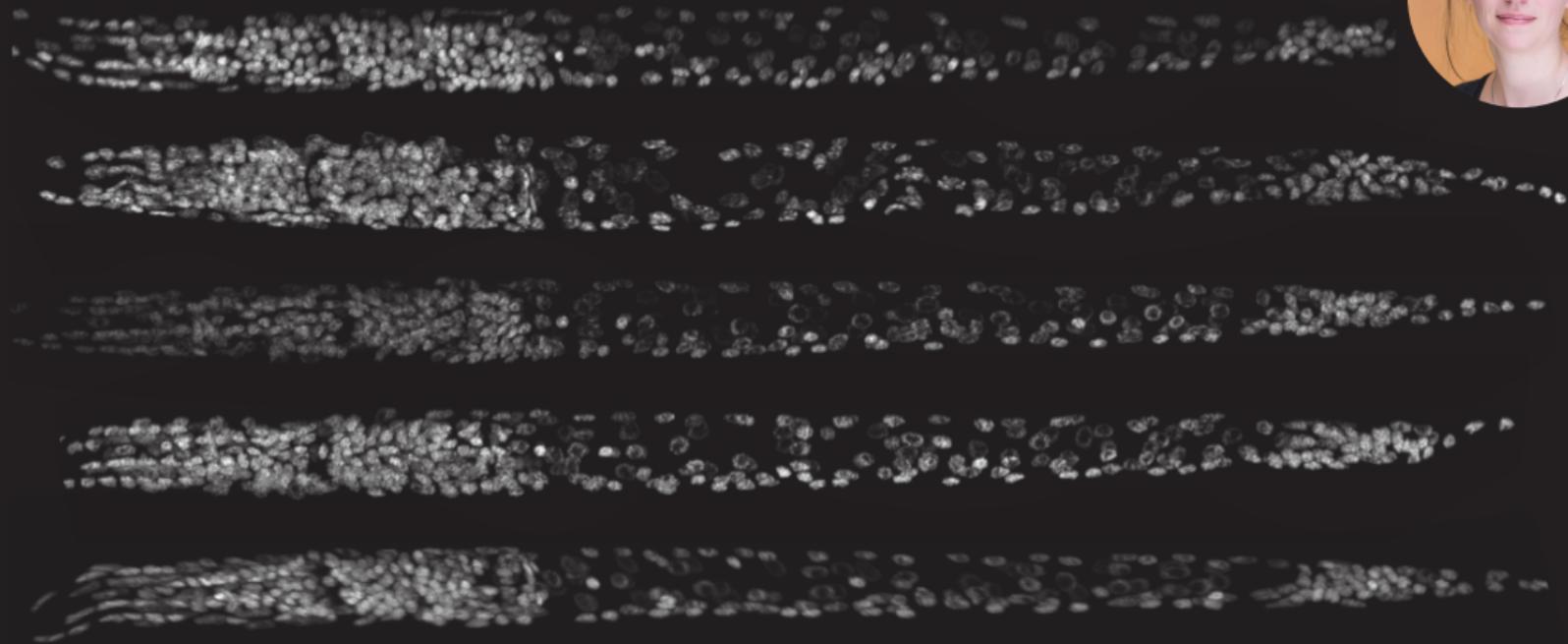
erc
European Research Council
Investigated by the European Commission





V. Ljosa, K. Sokolnicki, A. Carpenter: **Annotated high-throughput microscopy image sets for validation**. *Nature methods*, 2012

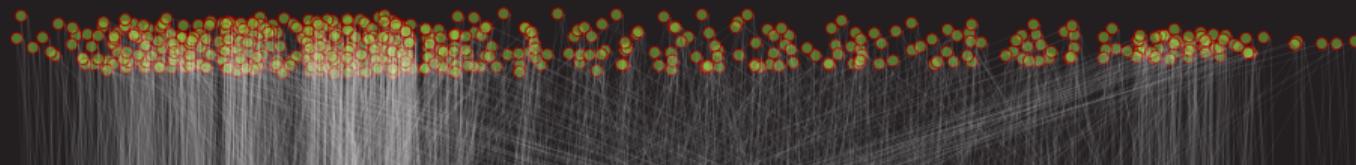
3d images of *Caenorhabditis elegans*



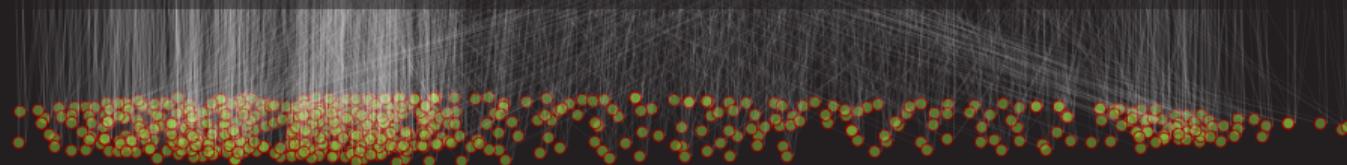
 F. Long, H. Peng, X. Liu, S. Kim, and E. Myers: A 3d digital atlas of *C. elegans* and its application to single-cell analyses. *Nature methods*, 2009

C. elegans matching

individual A



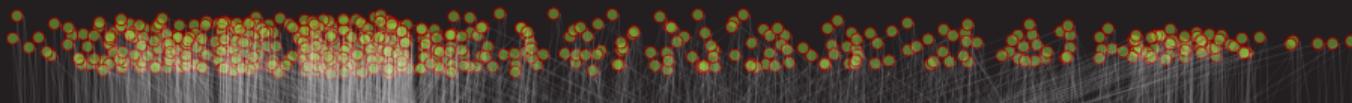
Correct matching?



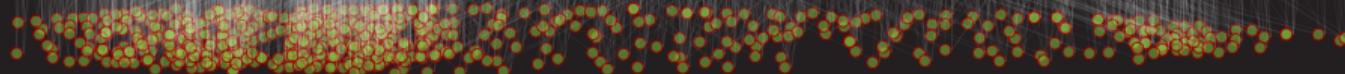
individual B

C. elegans matching

individual A



Correct matching?



individual B

15 minutes
per matching

about 300 individuals
about 45 000 matching problems

1.3 years total
computation time

Graph matching

graph 1 with nodes

$$\mathcal{V}_1 = \{ \text{blue circle}, \text{red circle}, \text{yellow circle}, \text{green circle}, \text{white circle} \}$$



graph 2 with nodes

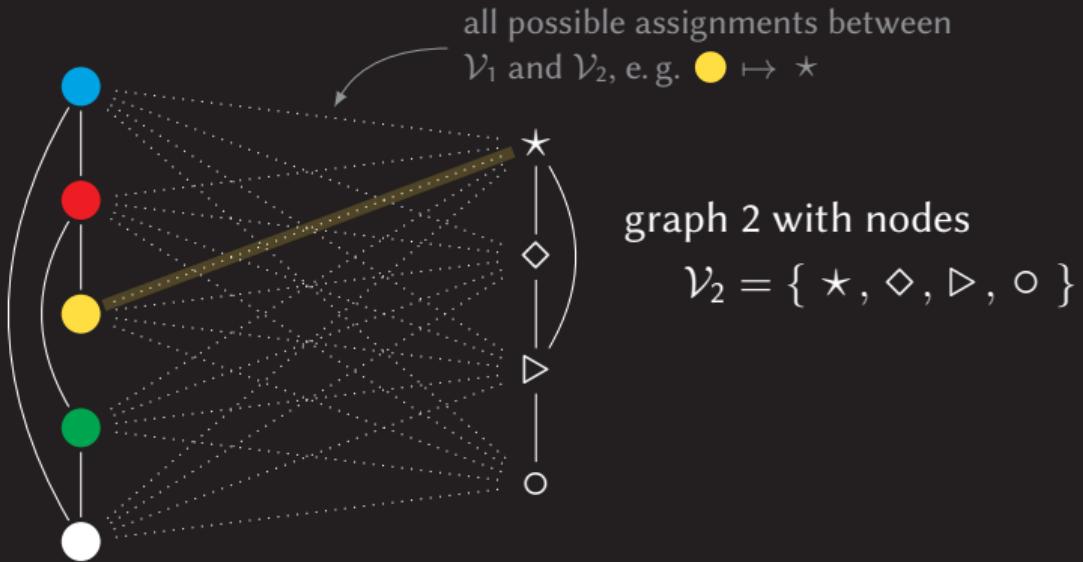
$$\mathcal{V}_2 = \{ \star, \diamond, \triangleright, \circ \}$$



Graph matching

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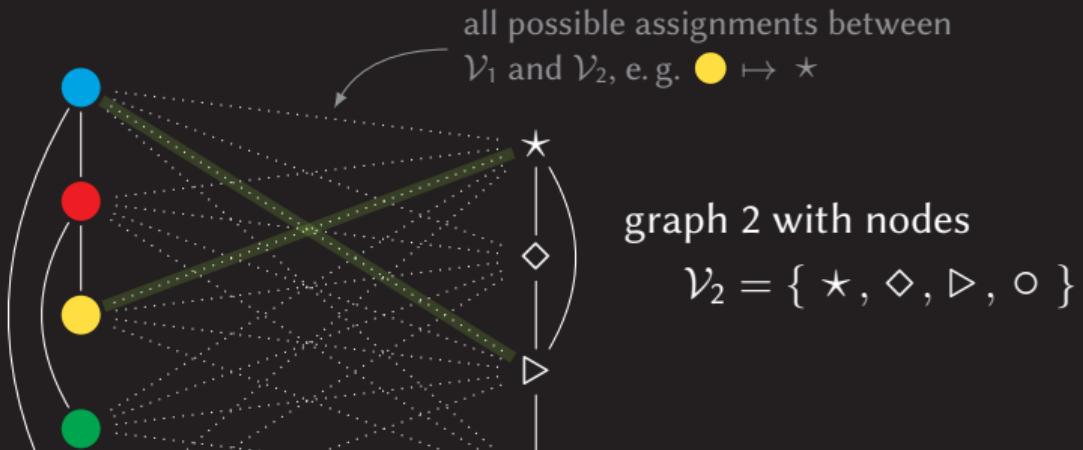
Graph matching

graph 1 with nodes

$$\mathcal{V}_1 = \{ \text{blue circle}, \text{red circle}, \text{yellow circle}, \text{green circle}, \text{white circle} \}$$

every node is assigned to **at most one** other node, e.g.

$$x = \{ \text{blue circle} \mapsto \triangleright, \text{yellow circle} \mapsto \star, \text{white circle} \mapsto \circ \}$$



graph 2 with nodes

$$\mathcal{V}_2 = \{ \star, \diamond, \triangleright, \circ \}$$

$$\min_{\text{feasible } x} \left(\sum_{\text{ass} \in x} \theta(\text{ass}) + \sum_{\substack{\text{ass}_1, \text{ass}_2 \in x \\ \text{ass}_1 \neq \text{ass}_2}} \theta(\text{ass}_1, \text{ass}_2) \right)$$

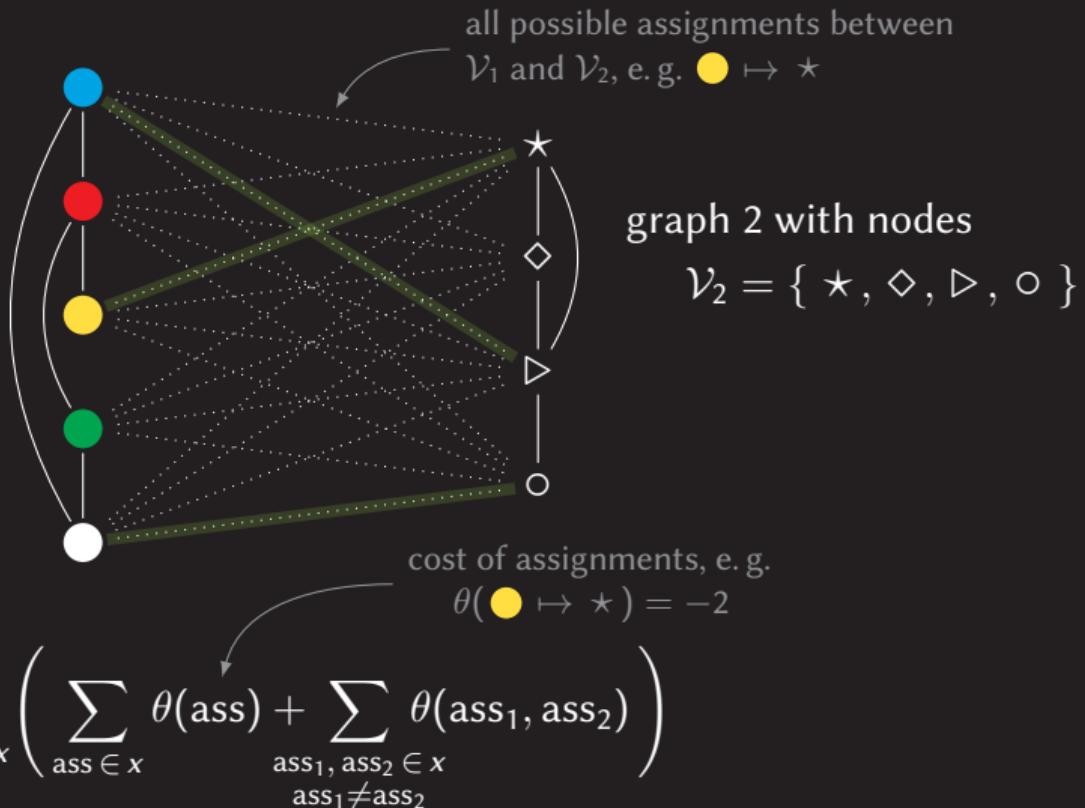
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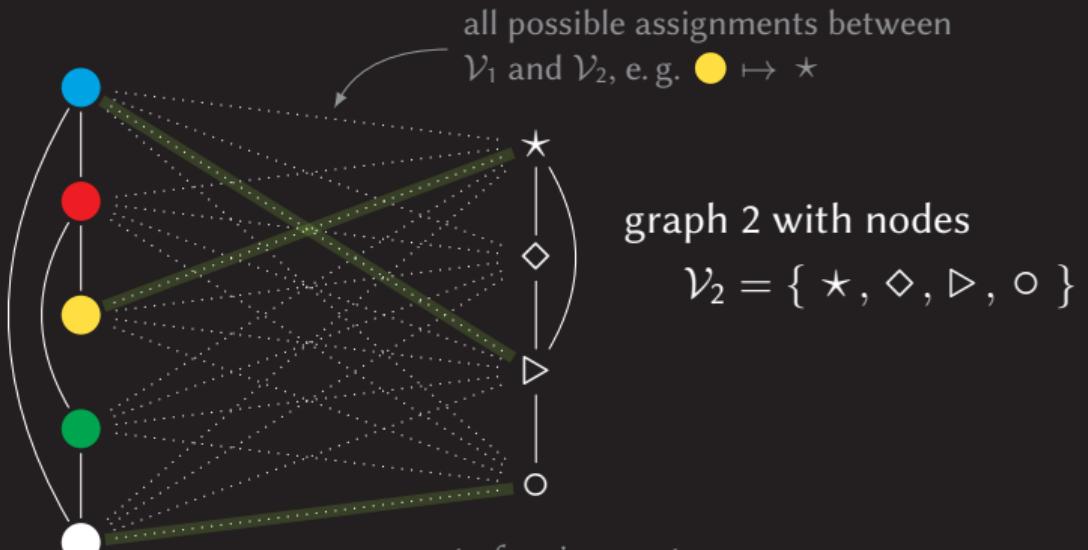
Graph matching

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graph 2 with nodes

$$\mathcal{V}_2 = \{ \star, \diamond, \triangleright, \circ \}$$

cost of assignments, e.g.
 $\theta(\text{yellow circle} \mapsto \star) = -2$

$$\min_{\text{feasible } x} \left(\sum_{\text{ass} \in x} \theta(\text{ass}) + \sum_{\substack{\text{ass}_1, \text{ass}_2 \in x \\ \text{ass}_1 \neq \text{ass}_2}} \theta(\text{ass}_1, \text{ass}_2) \right)$$

cost of assignment pairs, e.g.
 $\theta(\text{blue circle} \mapsto \triangleright, \text{white circle} \mapsto \circ) = -1$

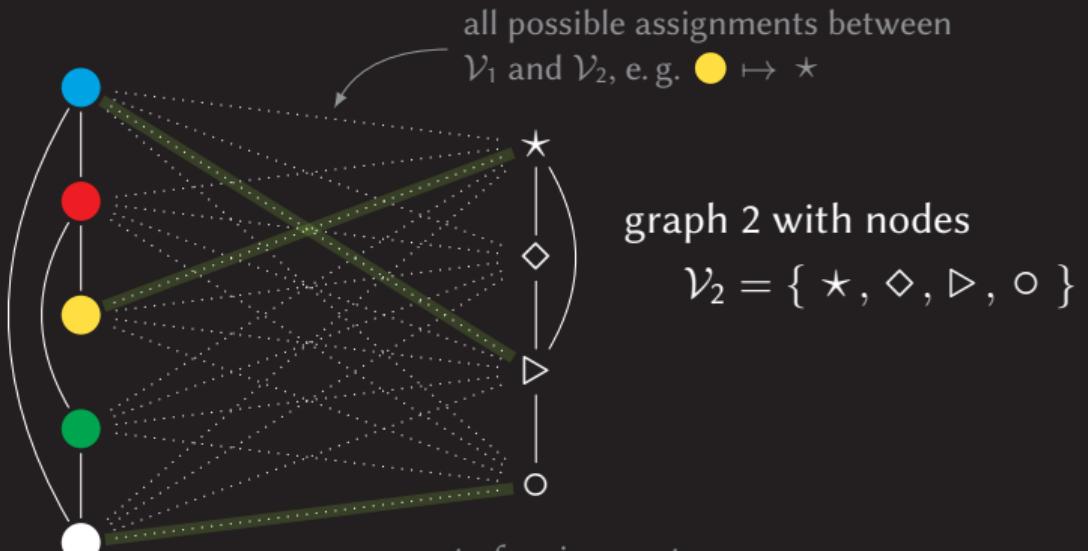
Graph matching

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$$\mathcal{V}_1 = \{ \text{blue circle}, \text{red circle}, \text{yellow circle}, \text{green circle}, \text{white circle} \}$$

every node is assigned to **at most one** other node, e.g.

$$x = \{ \text{blue circle} \mapsto \triangleright, \text{yellow circle} \mapsto \star, \text{white circle} \mapsto \circ \}$$



$$\min_{\text{feasible } x}$$

$$\text{cost of assignments, e.g. } \theta(\text{yellow} \mapsto \star) = -2$$

$$\text{energy} \sum_{\substack{\text{ass} \in x \\ \text{ass}_1, \text{ass}_2 \in x \\ \text{ass}_1 \neq \text{ass}_2}} E(\theta(\text{ass}_1), \theta(\text{ass}_2))$$

$$\text{cost of assignment pairs, e.g. } \theta(\text{blue} \mapsto \triangleright, \text{white} \mapsto \circ) = -1$$

Graph matching in Computer Vision

Primal heuristics

treat graph matching as
continuous quadratic program

- integer projected fixed point method

■ Leordeanu *et al.*: An integer projected fixed point method for graph matching and MAP inference. *NeurIPS '09*

- graduated assignment

■ Gold, Rangarajan: A graduated assignment algorithm for graph matching. *PAMI '96*

- spectral relaxation-based

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- path-following procedures

■ Bernard *et al.*: DS*: Tighter lifting-free convex relaxations for quadratic matching problems. *CVPR '18*

⋮

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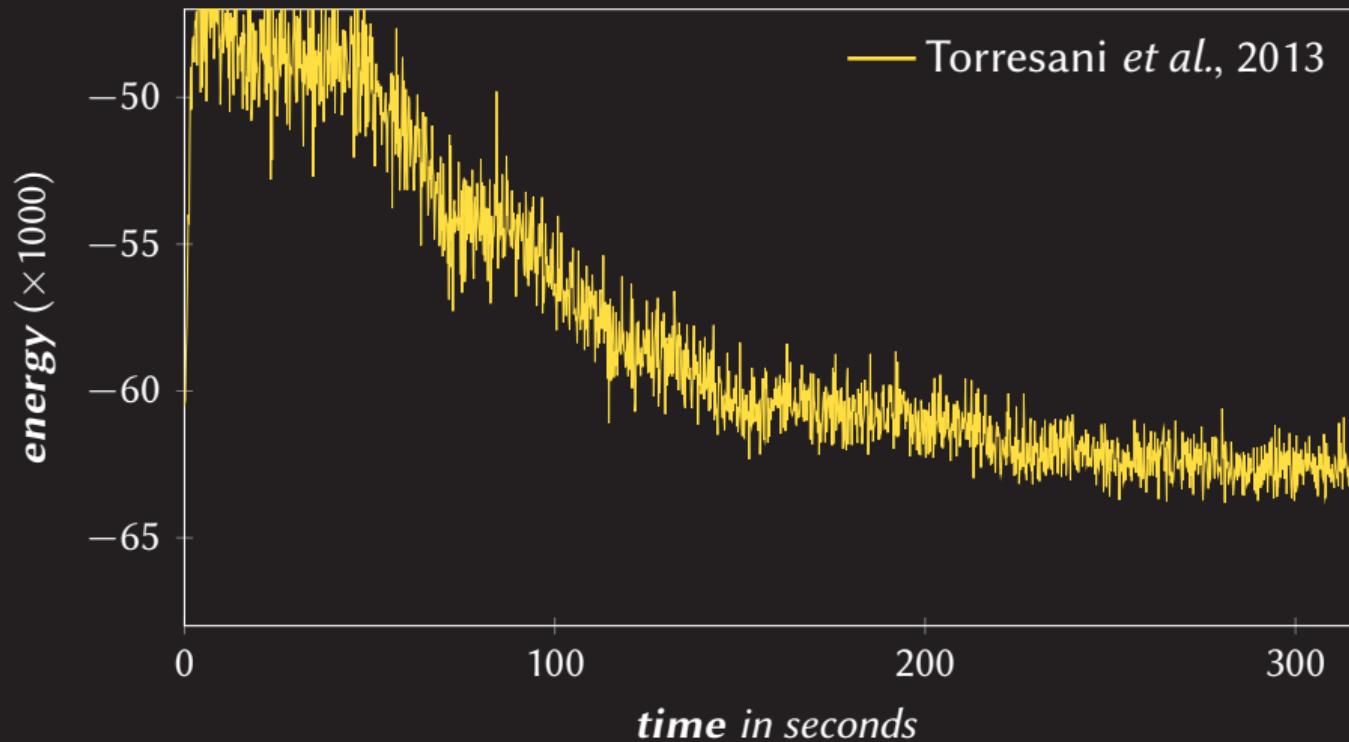
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- ⋮

Dual methods

simplify cost structure $\theta \rightarrow \hat{\theta}$ by
reparametrization, $E(\theta, x) = E(\hat{\theta}, x)$

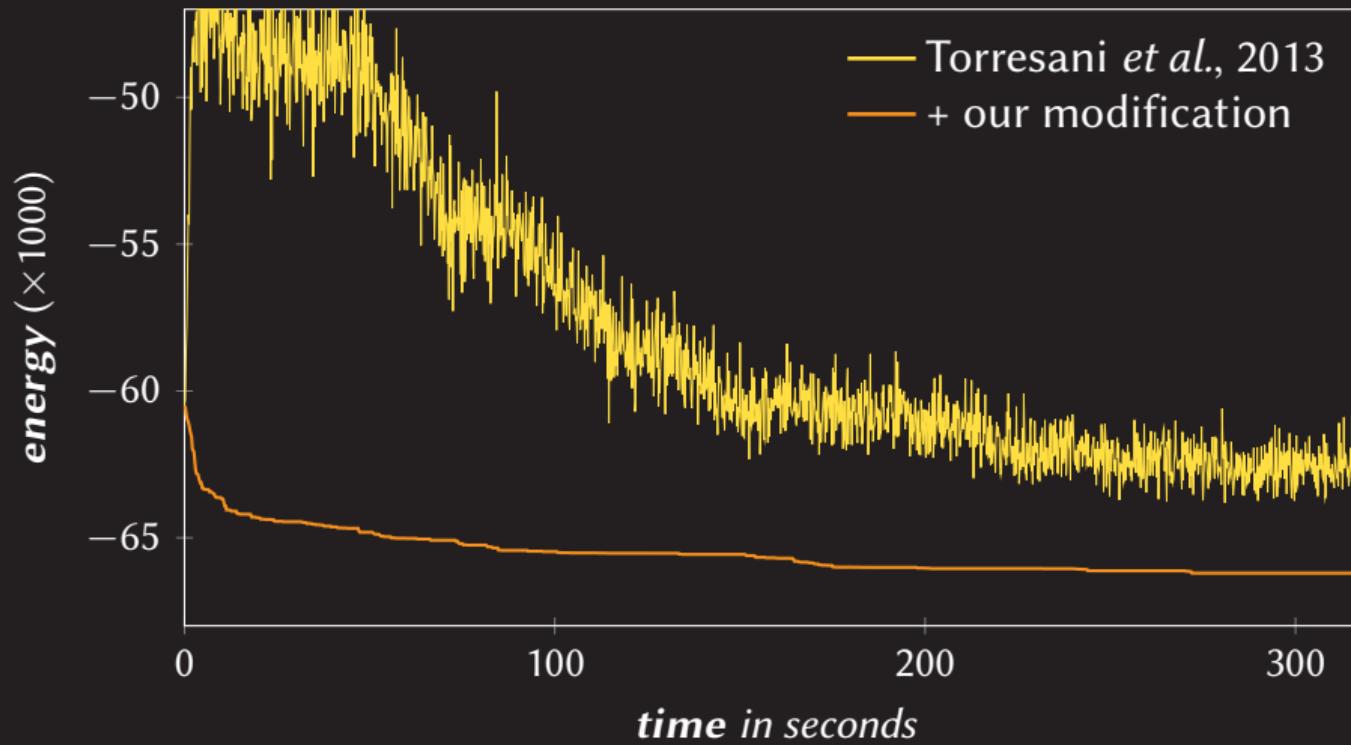
- subgradient-based
 - Torresani *et al.*: A dual decomposition approach to feature correspondence. *PAMI* '13
- block-coordinate ascent
 - Zhang *et al.*: Pairwise matching through max-weight bipartite belief propagation. *CVPR* '16
 - Swoboda *et al.*: A study of Lagrangean decompositions and dual ascent solvers for graph matching. *CVPR* '17

Dual decomposition approach for *C. elegans* matching



L. Torresani, V. Kolmogorov, C. Rother: A dual decomposition approach to feature correspondence. PAMI '13

Dual decomposition approach for *C. elegans* matching



L. Torresani, V. Kolmogorov, C. Rother: A dual decomposition approach to feature correspondence. *PAMI '13*

What we propose for graph matching

graph matching solver

dual updates: $\theta \rightarrow \hat{\theta}$

- by block-coordinate ascent,
similar to Swoboda *et al.*, 2017
- modified for speed

+ **proposal generation method**

+ **fusion moves**

- inspired by Lempitsky *et al.*, 2010

- P. Swoboda, C. Rother, H. Abu Alhaija, D. Kainmüller, B. Savchynskyy: A study of Lagrangean decompositions and dual ascent solvers for graph matching. *CVPR '17*
- V. Lempitsky, C. Rother, S. Roth, A. Blake: Fusion moves for Markov random field optimization. *PAMI '10*

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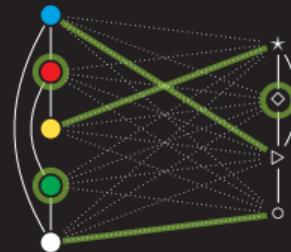
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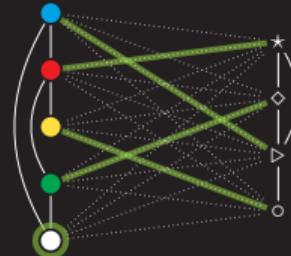
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Fusion moves

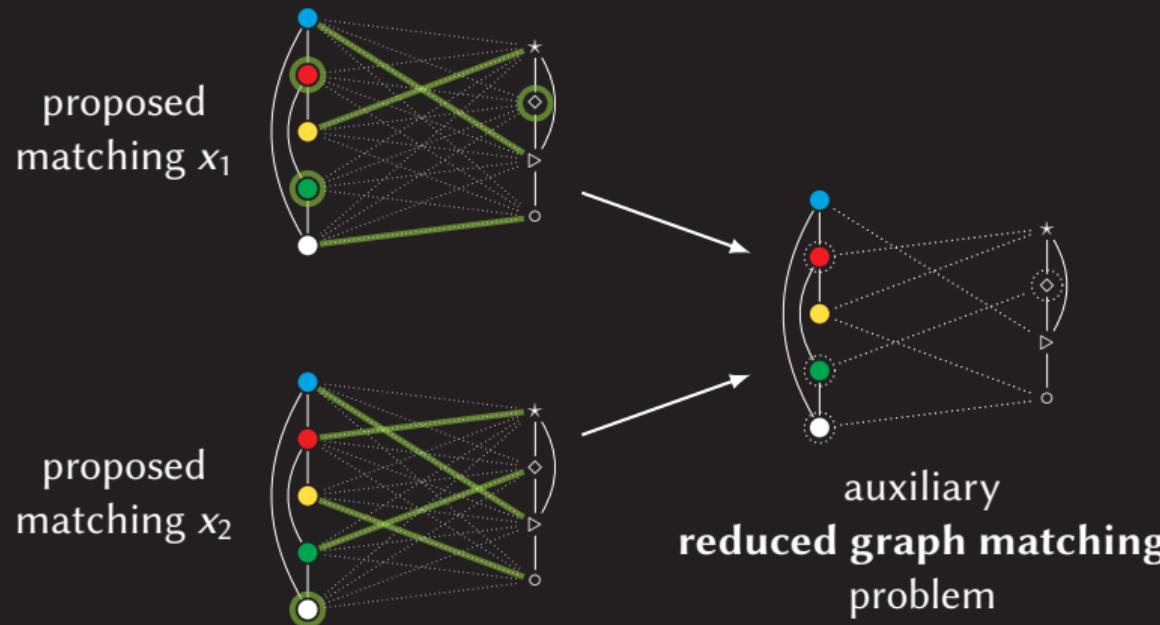
proposed
matching x_1



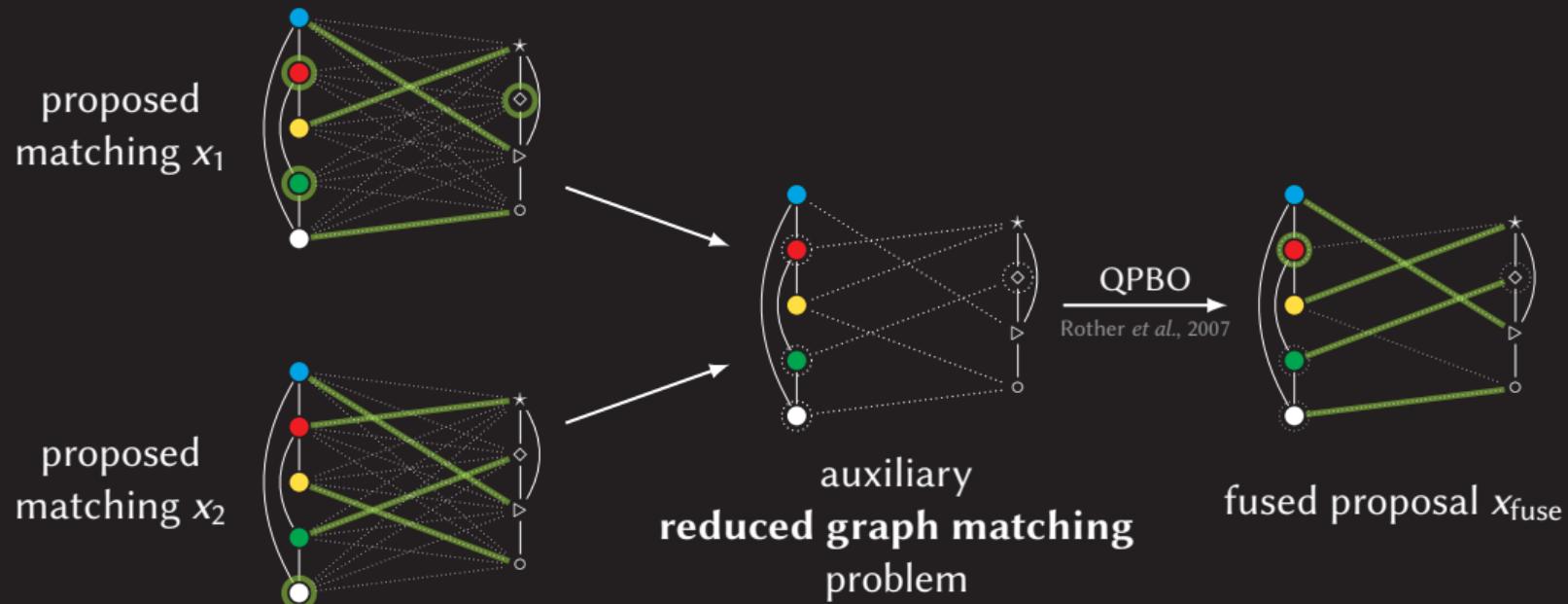
proposed
matching x_2



Fusion moves



Fusion moves



$$E(\theta, x_{\text{fuse}}) \leq \min [E(\theta, x_1), E(\theta, x_2)]$$

C. Rother, V. Kolmogorov, V. Lempitsky, M. Szummer: Optimizing binary MRFs via extended roof duality. CVPR '07

How to generate proposals for fusion moves?

How to generate proposals for fusion moves?

Desired properties:

- ▶ **high quality**

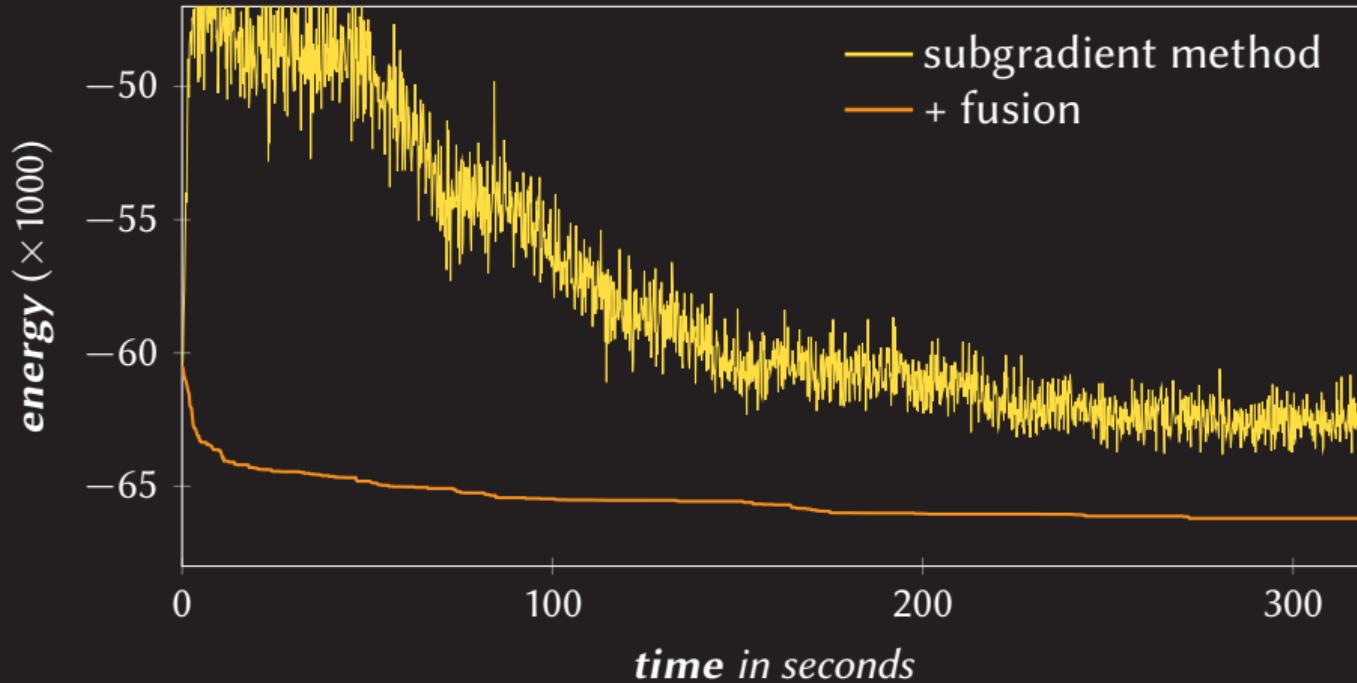
How to generate proposals for fusion moves?

Desired properties:

- ▶ **high quality**
- ▶ **diverse**

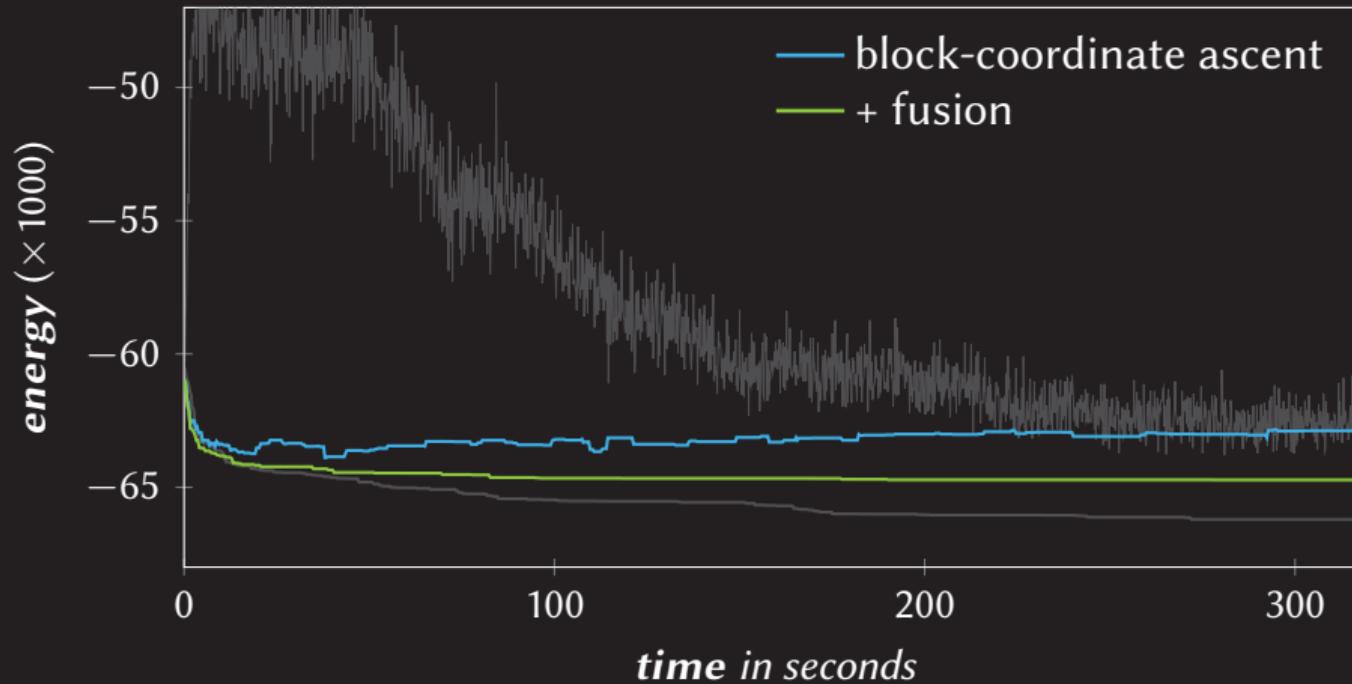
Methods for generation

Variant 1: dual solver + primitive primal heuristic + **fusion moves**



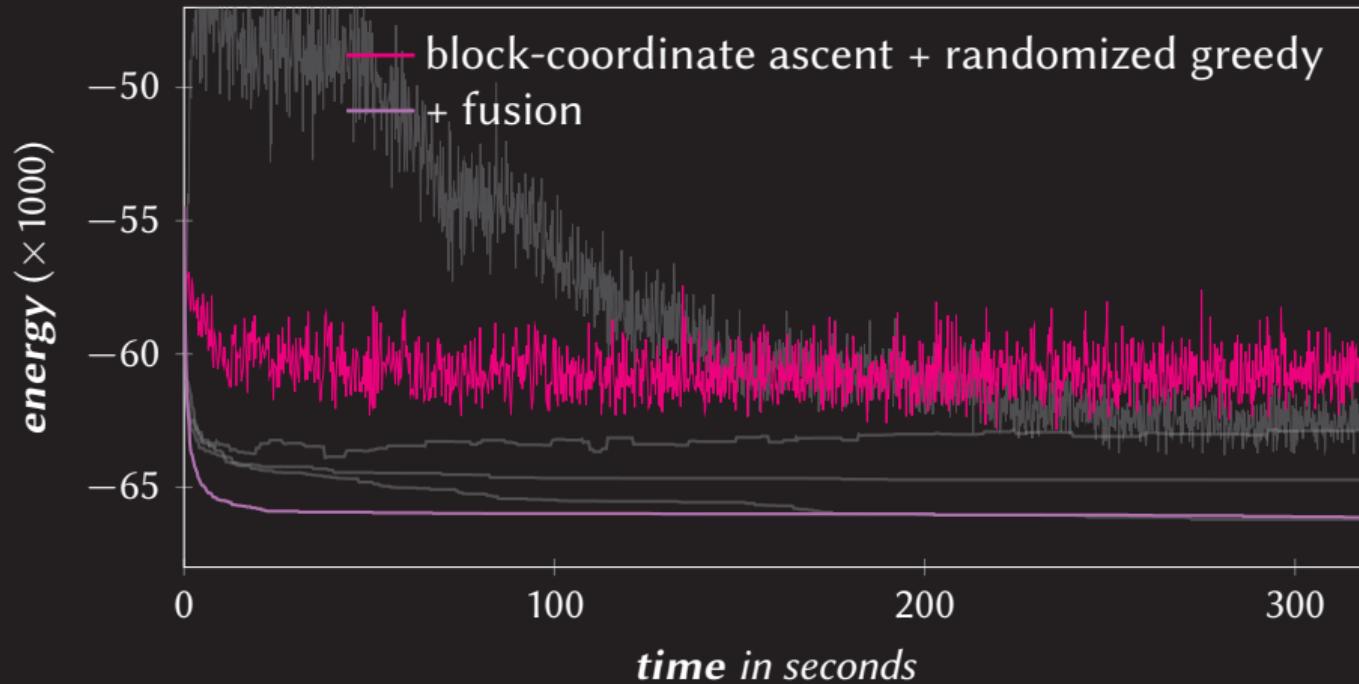
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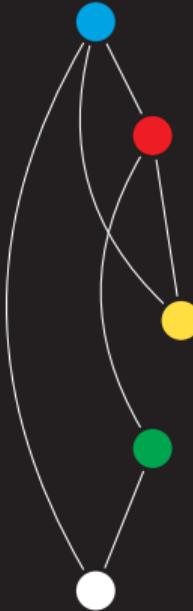


Methods for generation

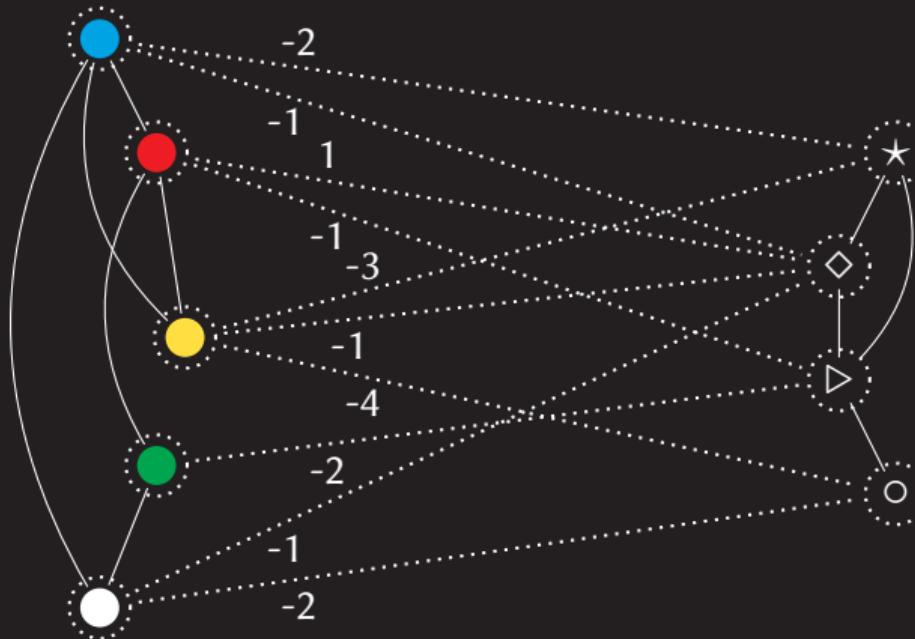
Variant 2: dual solver + randomized greedy + fusion moves



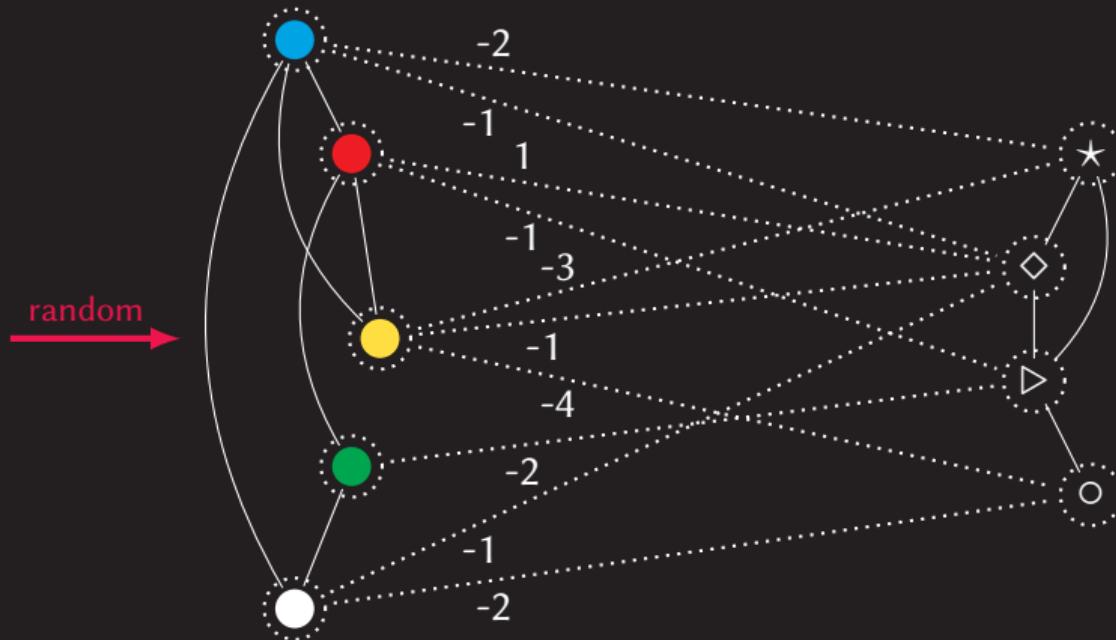
Randomized greedy heuristic



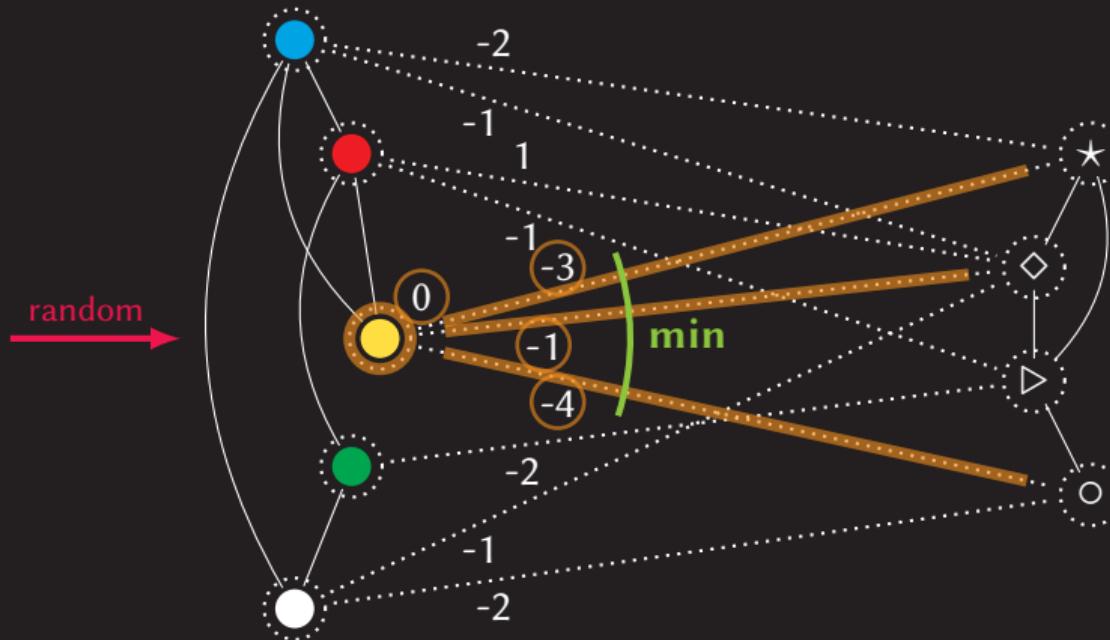
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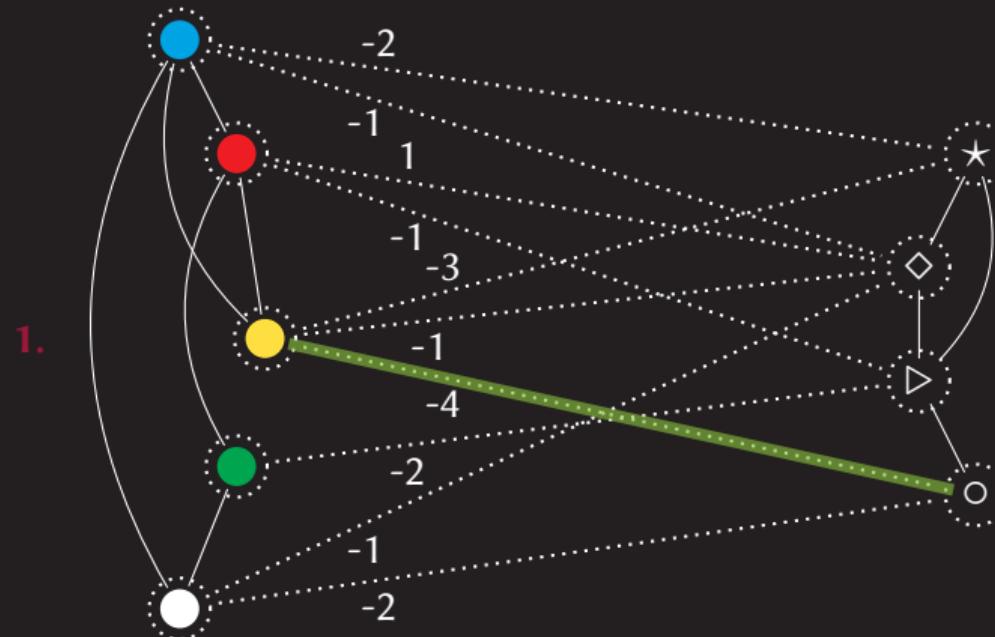
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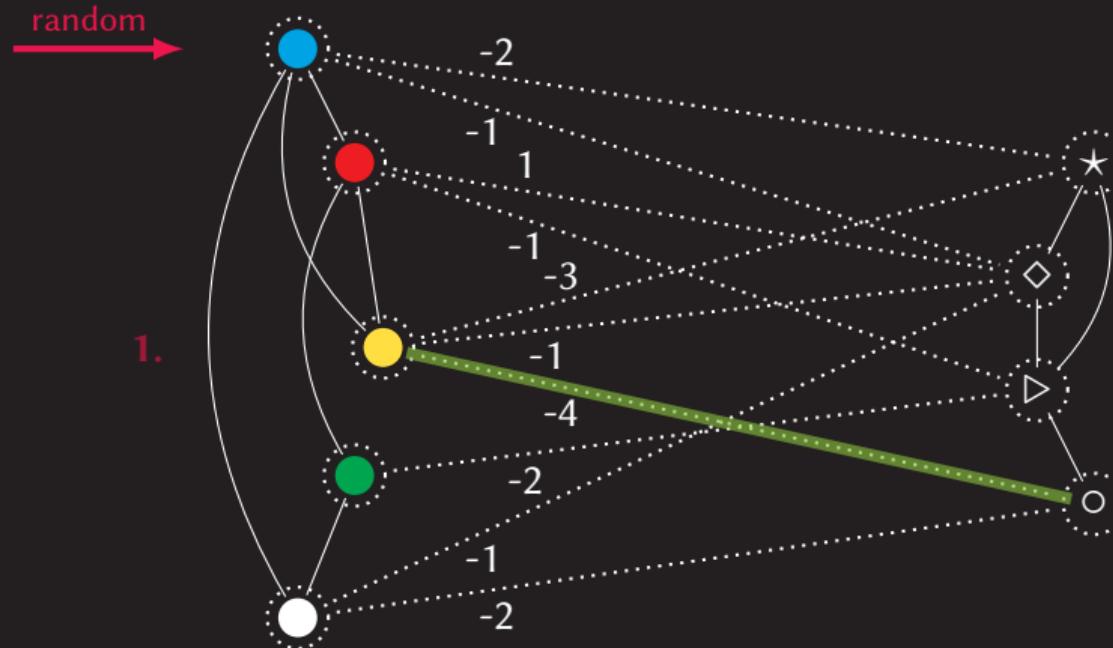
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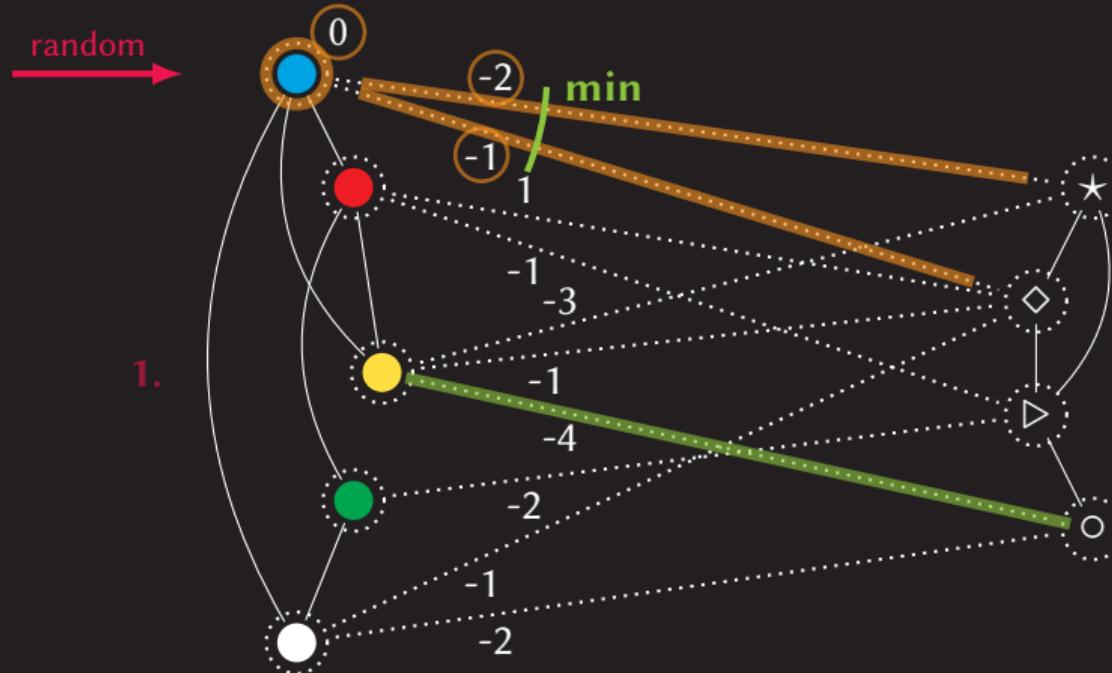
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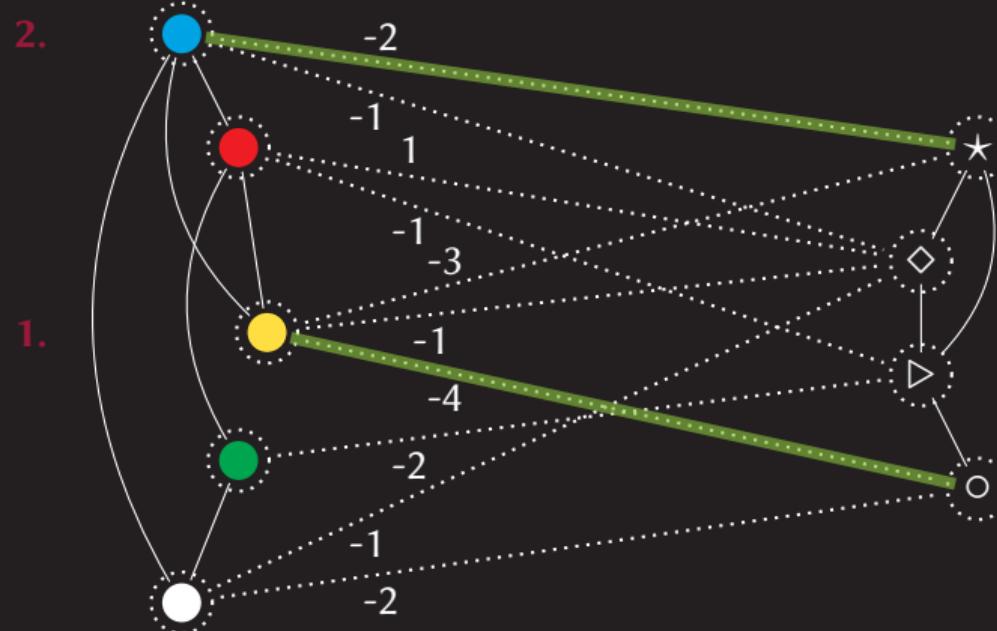
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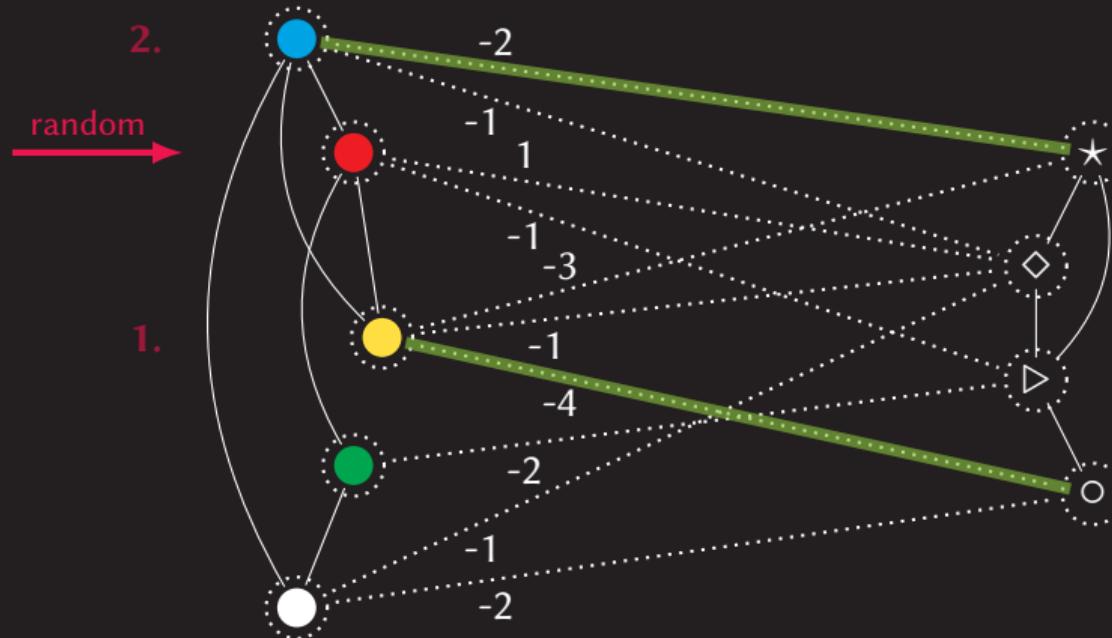
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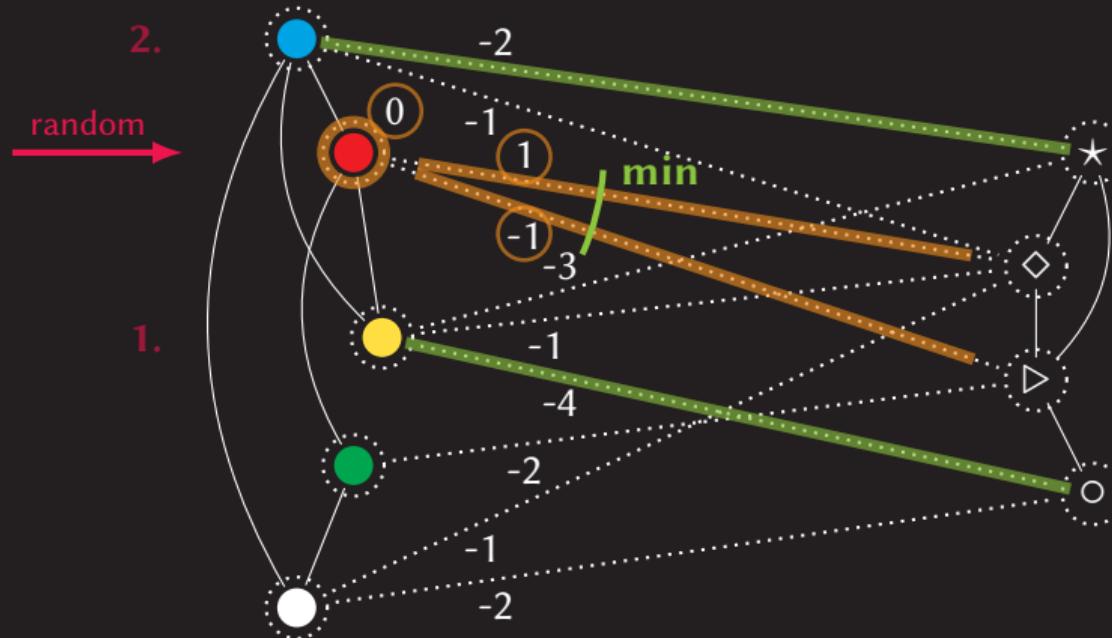
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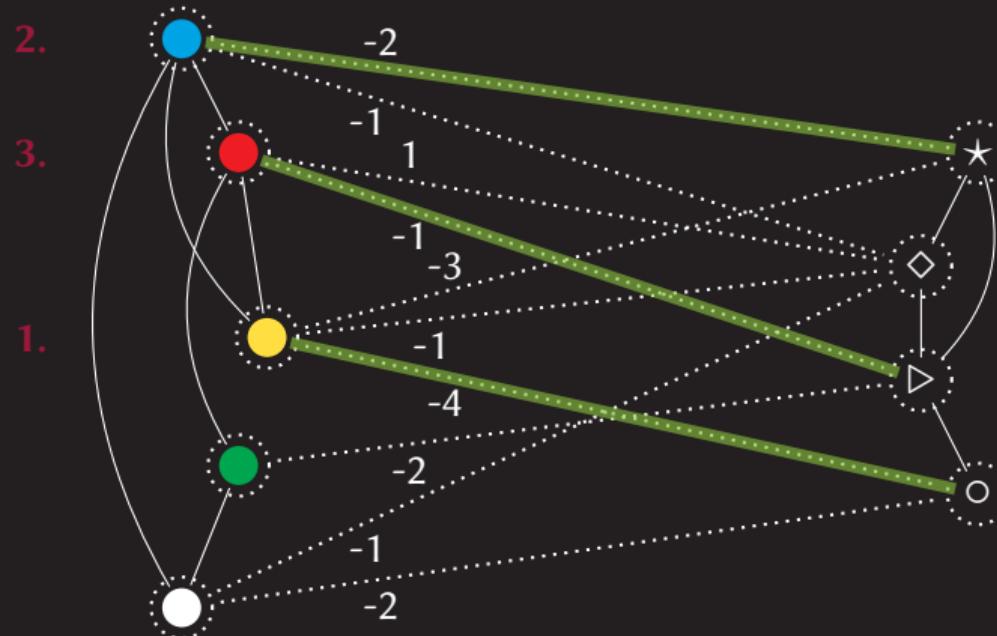
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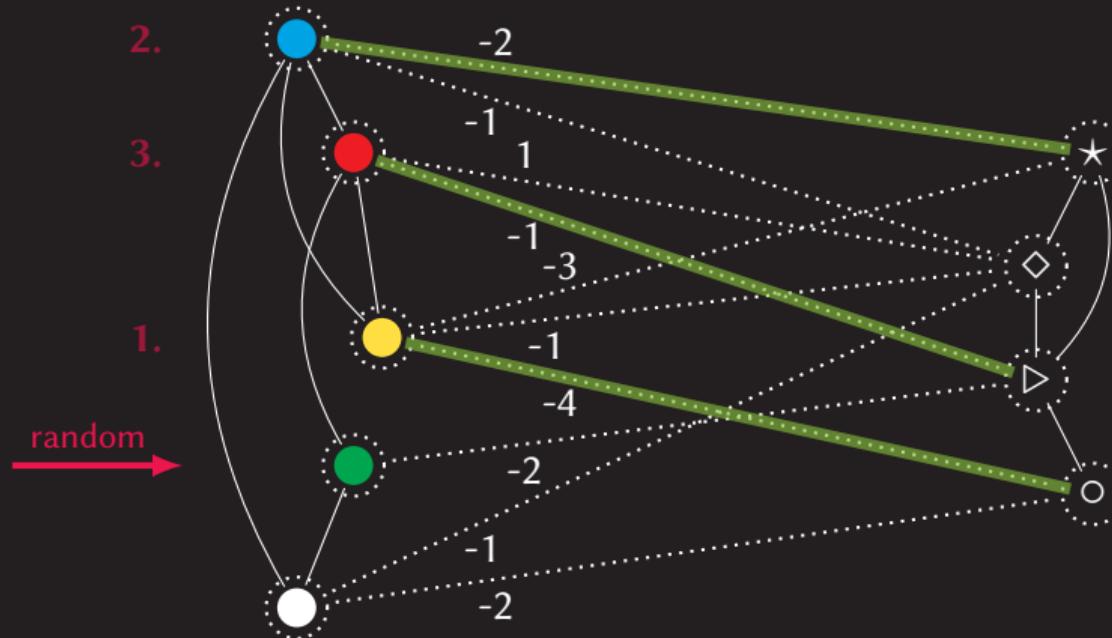
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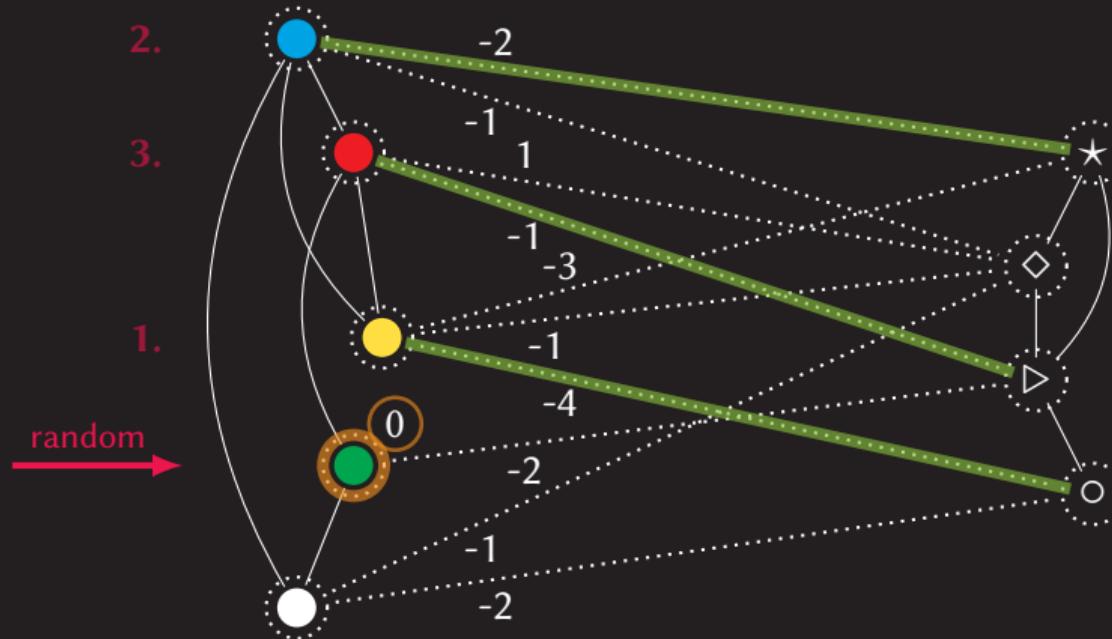
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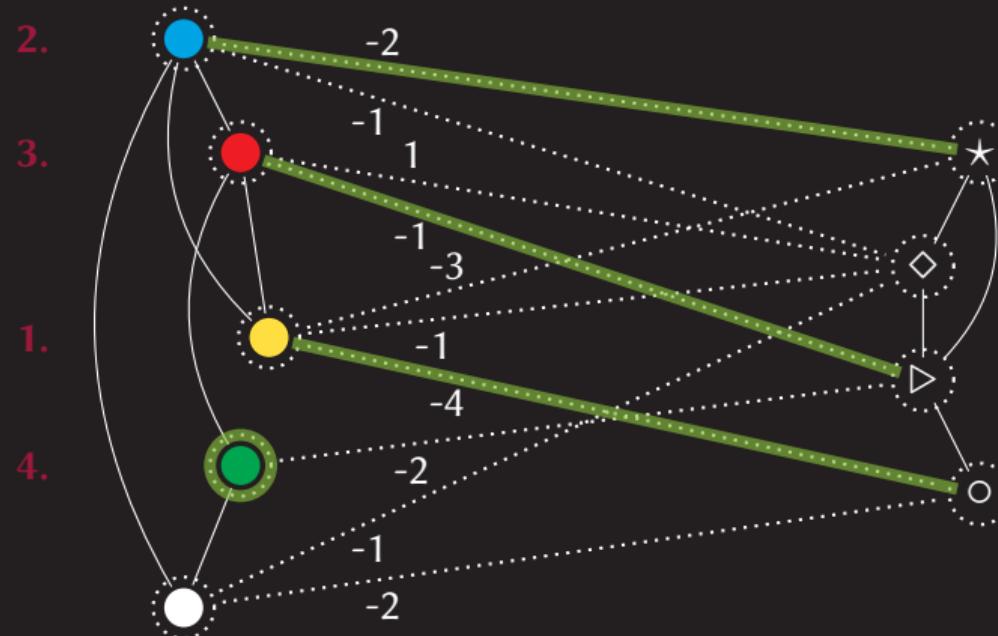
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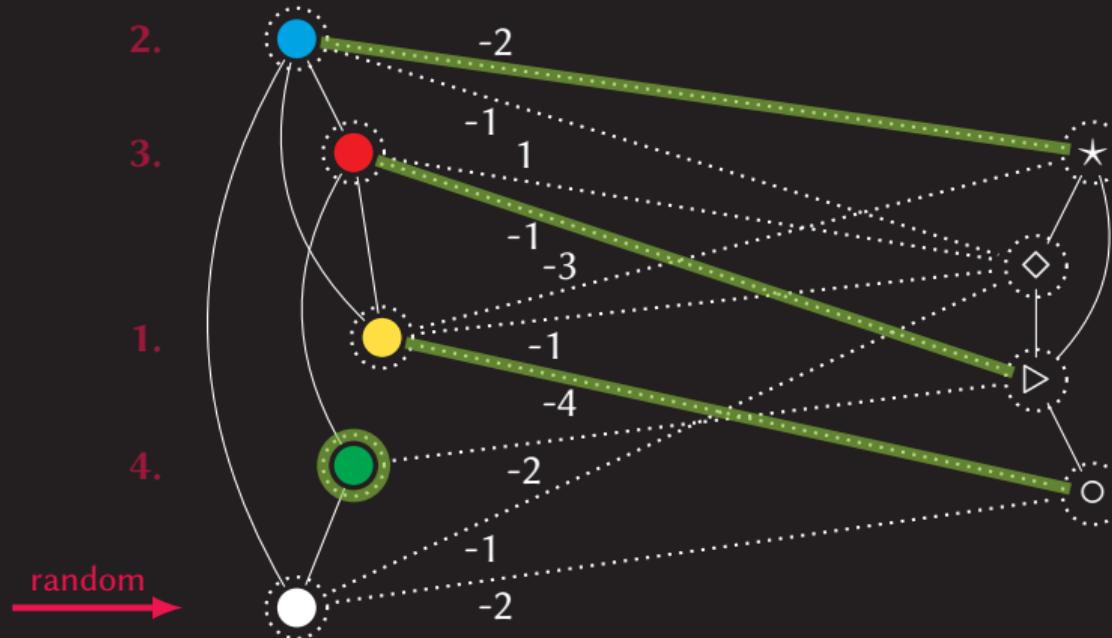
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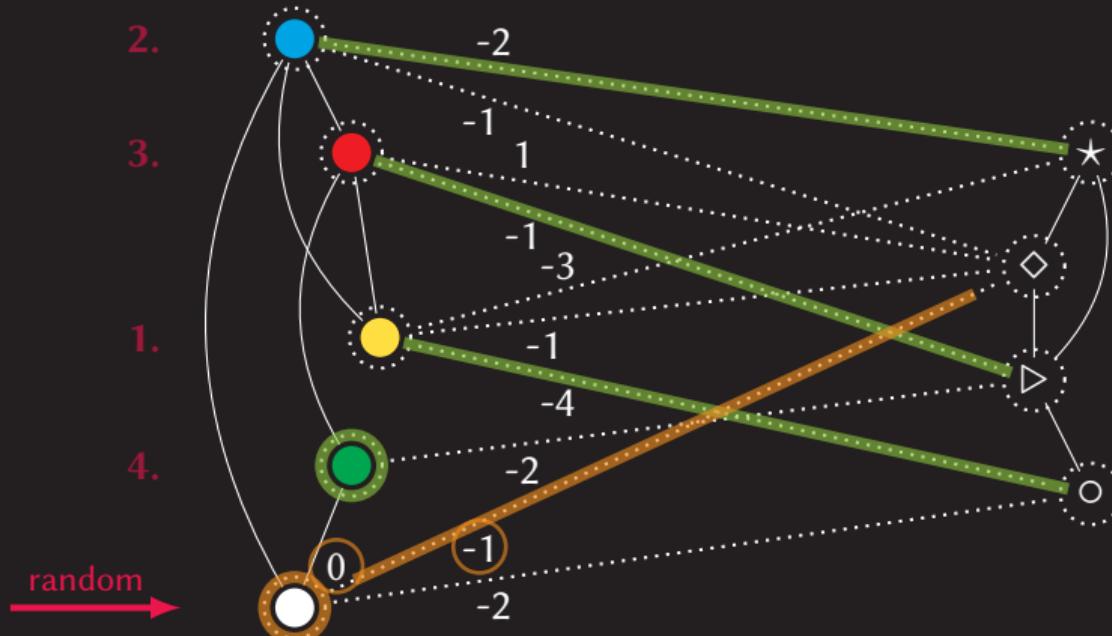
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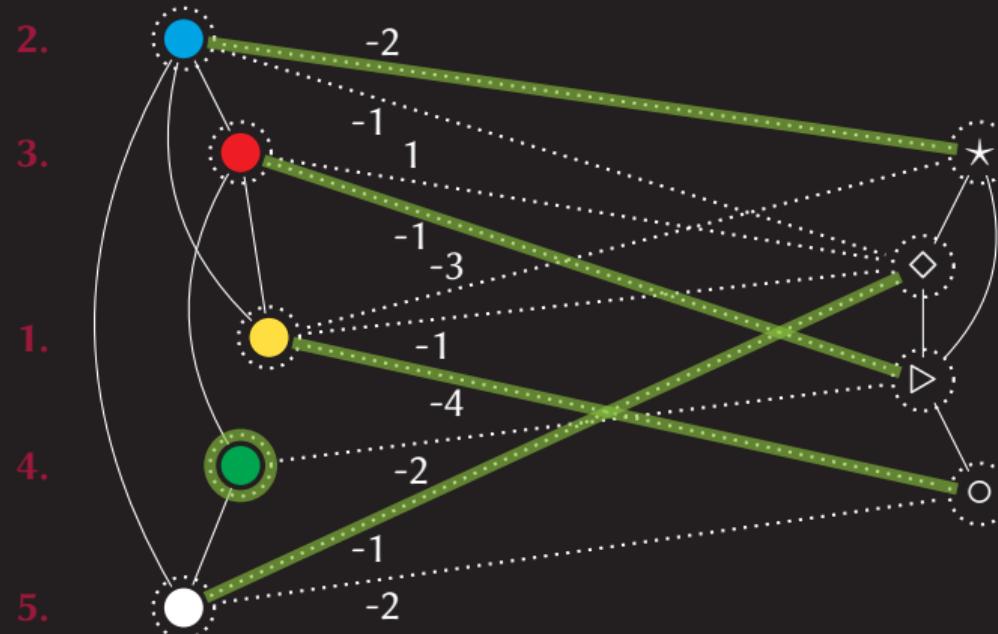
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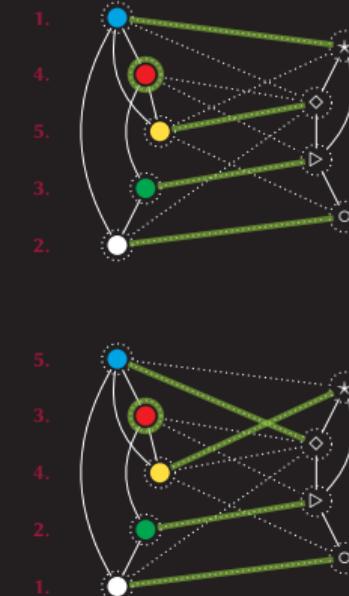
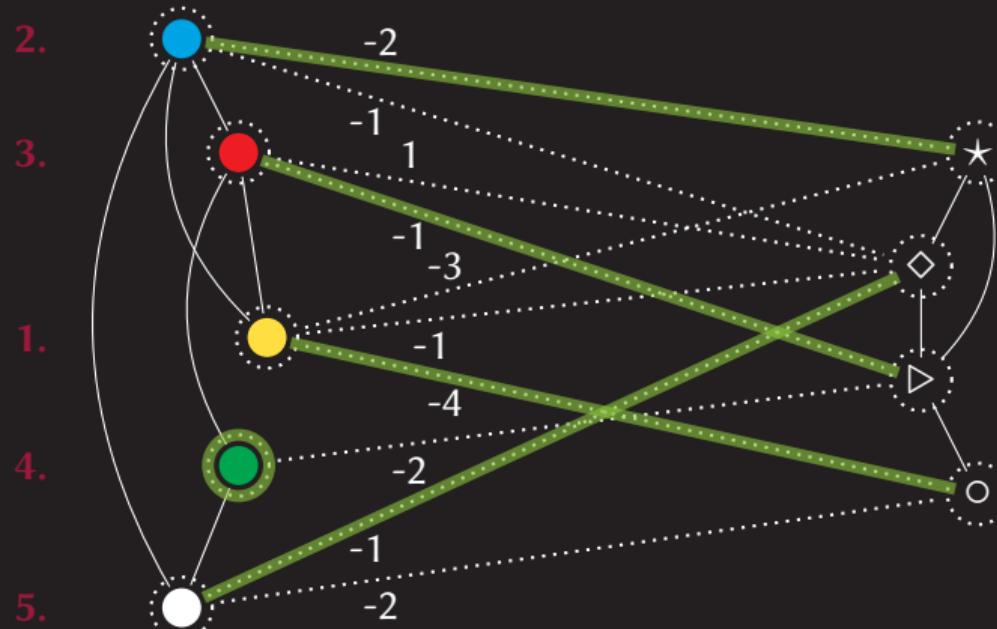
Randomized greedy heuristic



Randomized greedy heuristic



Randomized greedy heuristic



Performance on benchmark datasets

Percentage of instances solved to optimality; average time needed

	HBP [Zha16]	AMP [Swo17]	DD [Tor13]	our					
hotel, house		0.15 s		0.2 s		0.02 s		0.01 s	} timeout: 1 s
motor, car		0.13 s		0.08 s		0.11 s		0.01 s	
opengm		2.71 s	-		1.08 s		0.004 s	} timeout: 10 s	
flow	-		0.13 s		1.66 s		0.06 s		
worms	-		6.45 s	-		0.39 s			

[Tor13] Torresani *et al.*: A dual decomposition approach to feature correspondence. *PAMI '13*

[Zha16] Zhang *et al.*: Pairwise matching through max-weight bipartite belief propagation. *CVPR '16*

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Conclusions

- ▶ We propose a **randomized greedy primal heuristic**.
- ▶ We show **how to use fusion moves** for graph matching.
- ▶ Together with block-coordinate ascent this results in a highly efficient solver **suitable for deep graph matching**.



Lisa Hutschenreiter
Heidelberg University, Germany
lisa.hutschenreiter@iwr.uni-heidelberg.de



Join me online during **Q & A Session 5:**

- ⌚ Tuesday, October 12, at 4 to 5 pm EDT
- ⌚ Thursday, October 14, at 9 to 10 am EDT

Code and datasets available via
<https://vislearn.github.io/libmpopt/iccv2021/>

