Sequential Monte Carlo for probabilistic object detection in images

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Joint work with Jeffrey Regier

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Joint Statistical Meetings August 5th, 2024

Introduction

Small object detection in biology



Malaria-infected blood cells

Broad Bioimage Benchmark Collection, BBBC041 Ljosa et al., 2012



Cancerous cervical cells

Cervix93 cytology dataset Phoulady and Mouton, 2018

Small object detection in remote sensing



Forest cover in West Africa

Brandt, et al. An unexpectedly large count of trees in the West African Sahara and Sahel. Nature, 2020.

Small object detection in remote sensing



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Small object detection in astronomy



The Messier 15 globular cluster, imaged by Hubble/SDSS

Small object detection in astronomy



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Small object detection in astronomy



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* Astronomical cataloging is the task of inferring the properties of stars, galaxies, and other objects in astronomical images

Challenges of astronomical cataloging

Massive amount of data, typically with no ground truth



100 × 100 pixel subregion of Messier 15

Challenges of astronomical cataloging

- Massive amount of data, typically with no ground truth
- Objects may be faint and might visually overlap with one another



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Challenges of astronomical cataloging

- Massive amount of data, typically with no ground truth
- Objects may be faint and might visually overlap with one another
- * Requires transdimensional inference
 - → True number of objects is unknown
 - → Properties are ambiguous



 100×100 pixel subregion of Messier 15

Existing approaches to object detection

Non-probabilistic

- Use deterministic algorithm to make single-catalog estimates
- * Calibrated uncertainty

Methods:

- \rightarrow Threshold + watershed
- → (Many) CNN-based methods
- → Source Extractor

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Methods:

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Probabilistic

- Infer a posterior distribution over all possible catalogs
- ★ Calibrated uncertainty

Methods:

- → Markov chain Monte Carlo Sample catalogs from the posterior
- Variational inference
 Optimize an approximate posterior

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We propose a probabilistic method for small object detection based on sequential Monte Carlo (SMC)

Our algorithm...

- * runs in parallel on tiles (i.e., subregions) of an image
- * leverages GPUs to efficiently evaluate latent variable catalogs
- * performs transdimensional inference without transdimensional sampling

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1 Introduce an SMC sampler for detecting objects in each tile



- * Tasks for the remainder of this talk:
 - Introduce an SMC sampler for detecting objects in each tile
 - Ombine the tile-level catalogs via divide-and-conquer SMC



An SMC sampler for one tile

*** Image** x with a height of H pixels and a width of W pixels

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- \star Prior
 - → Number of objects $s \sim \text{Uniform}\{0, 1, 2, \dots, s_{\max}\}$
 - → Given *s*, locations $\ell_1, \ldots, \ell_s \stackrel{\text{iid}}{\sim} \text{Uniform}([0, H] \times [0, W])$

features
$$f_1, \ldots, f_s \stackrel{\text{iid}}{\sim} \mathcal{F}(\cdot)$$

$$\rightarrow \text{ Catalog } z = \{s\} \cup \{\ell_j, f_j\}_{j=1}^s$$

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- ★ Likelihood
 - → Intensity at pixel (h, w) is $x_{hw} \mid z \sim \text{Poisson}(\lambda_{hw}(z))$
 - → $\lambda_{hw}(z) = \text{background intensity} + \text{function of features at } (h, w)$

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- \star Likelihood
 - → Intensity at pixel (h, w) is x_{hw} | z ~ Poisson(λ_{hw}(z))
 → λ_{hw}(z) = background intensity + function of features at (h, w)

* Posterior $p(z \mid x) \propto p(z)p(x \mid z)$

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- * Define a sequence of auxiliary distributions $p(z)p(x \mid z)^{\tau}$
 - → Increase temperature τ from 0 (prior) to 1 (posterior)

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- * Procedure:
 - → Sample N catalogs $z^{1:N} \stackrel{\text{iid}}{\sim} p(z)$ and initialize weights $w^{1:N} = \frac{1}{N}$

Ingredient #1: Likelihood tempering

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Output: Weighted catalogs $\{w^n, z^n\}_{n=1}^N \sim p(z \mid x)$

Ingredient #2: Stratification by number of objects

- Resample and mutate separately among catalogs with the same number of objects s
- * Number of catalogs corresponding to each $s \in \{0, 1, ..., s_{max}\}$ remains fixed through the algorithm

Ingredient #3: Padded tiles

- * Run sampler to generate $\{w_n, \tilde{z}_n\}_{n=1}^N \sim p(\tilde{z} \mid x),$ where $\tilde{z} = z \cup z^+$
- * Resample to obtain $\{1, \tilde{z}_n\}_{n=1}^N \sim p(\tilde{z} \mid x)$


SMC sampler

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- * Resample to obtain $\{1, \tilde{z}_n\}_{n=1}^N \sim p(\tilde{z} \mid x)$
- * Discard detections z^+ in the padded region to obtain $\{1, z_n\}_{n=1}^N \sim p(z \mid x)$



Case study: Crowded starfields

* 1,000 synthetic images (16 pixels \times 16 pixels)

→ Up to 8 stars in each image

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Case study: Crowded starfields

- * 1,000 synthetic images (16 pixels imes 16 pixels)
 - → Up to 8 stars in each image
- Compare SMC and Source Extractor in terms of estimated number of stars and estimated total flux
- ★ SMC settings:
 - → 2-pixel-wide padded margin
 - → Make up to 10 detections per padded image
 - → 2,000 catalogs for each $s \in \{0, 1, ..., 10\}$

Accuracy of estimated number of stars



MAE of estimated number of stars



Accuracy of estimated total flux





☆

☆

★



Combining tiles with divide-and-conquer SMC

Divide-and-conquer SMC

JOURNAL OF COMPUTATIONAL AND GRAPHICAL STATISTICS 2017, VOL. 26, NO. 2, 445–458 http://dx.doi.org/10.1080/10618600.2016.1237363



Divide-and-Conquer With Sequential Monte Carlo

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ABSTRACT

We propose a novel class of Sequential Monte Carlo (SMC) algorithms, appropriate for inference in probabilistic graphical models. This class of algorithms adopts a divide-and-conquer approach based upon an auxiliary tree-structured decomposition of the model of interest, turning the overall inferential task into a collection of recursively solved subproblems. The proposed method is applicable to a broad class of probabilistic graphical models, including models with loops. Unlike a standard SMC sampler, the proposed dividenad-conquer SMC employs multiple indespendent populations of weighted particles, which are re-sampled, merged, and propagated as the method progresses. We illustrate empirically that this approach can outperform standard methods in terms of the accuracy of the posterior expectation and marginal likelihood approximations. Divide-and-conquer SMC also opens up novel parallel implementation options and the possibility of concentrating the computational effort on the most challenging subproblems. We demonstrate its performance on a Markov random field and on a hierarchical logistic regression problem. Supplementary materials including profes and additional numerical results are available online.

ARTICLE HISTORY

Received June 2015 Revised June 2016

KEYWORDS

Bayesian methods; Graphical models; Hierarchical models; Particle filters

Tree of tile-level target distributions



Run SMC sampler in parallel on 16 tiles



Run SMC sampler in parallel on 16 tiles



16 tiles \rightarrow 8 pairs



- * Resample and merge catalogs from adjacent tiles
- * Compute weights for merged catalogs, e.g.,

$$w_{1:2}^n \propto \frac{p(\tilde{z}_{1:2}^n)p(x_{1:2}^n \mid \tilde{z}_{1:2}^n)}{p(\tilde{z}_1^n)p(x_1^n \mid \tilde{z}_1^n) \ p(\tilde{z}_2^n)p(x_2^n \mid \tilde{z}_2^n)}$$



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8 pairs \rightarrow 4 quadrants



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4 quadrants \rightarrow 2 halves



- ✗ Resample and merge catalogs from adjacent quadrants
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$$w_{1:8}^n \propto \frac{p(\tilde{z}_{1:8}^n)p(x_{1:8}^n \mid \tilde{z}_{1:8}^n)}{p(\tilde{z}_{1:4}^n)p(x_{1:4}^n \mid \tilde{z}_{1:4}^n) \ p(\tilde{z}_{5:8}^n)p(x_{5:8}^n \mid \tilde{z}_{5:8}^n)}$$



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2 halves \rightarrow 1 image



- * Resample and merge catalogs from adjacent halves
- * Compute weights for merged catalogs, e.g.,

$$w_{1:16}^n \propto \frac{p(\tilde{z}_{1:16}^n)p(x_{1:16}^n \mid \tilde{z}_{1:16}^n)}{p(\tilde{z}_{1:8}^n)p(x_{1:8}^n \mid \tilde{z}_{1:8}^n) \ p(\tilde{z}_{9:16}^n)p(x_{9:16}^n \mid \tilde{z}_{9:16}^n)}$$



Discard detections in the padded region



Case study: Crowded starfields (cont.)

* 1,000 synthetic images (32 pixels \times 32 pixels)

→ Up to 12 stars in each image

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- ★ SMC settings:
 - \blacktriangleright Tiles of size 8 pixels \times 8 pixels, each with 2-pixel-wide padded margin
 - → Make up to 5 detections per padded tile
 - → 2,500 catalogs for each $s \in \{0, 1, ..., 5\}$

Accuracy of estimated number of stars



MAE of estimated number of stars



Accuracy of estimated total flux



Image

One SMC catalog

Source Extractor



ImageOne SMC catalogSource Extractor



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Limitations and future work

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★ Limitation #3: Requires an accurate parametric object model
→ Next step: Investigate sensitivity to model misspecification

Thank you!



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Tim White (UMich Statistics)

SMC for probabilistic object detection

JSM 2024