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Detecting Novel Objects and Anomalies in Marine Imagery using VIAME

Christopher Funk, Alexander Lynch, Roddy Collins, Sarah Brockman, Bryon Lewis, Mary Salvi, Roni Choudhury, Matt Dawkins, Anthony Hoogs



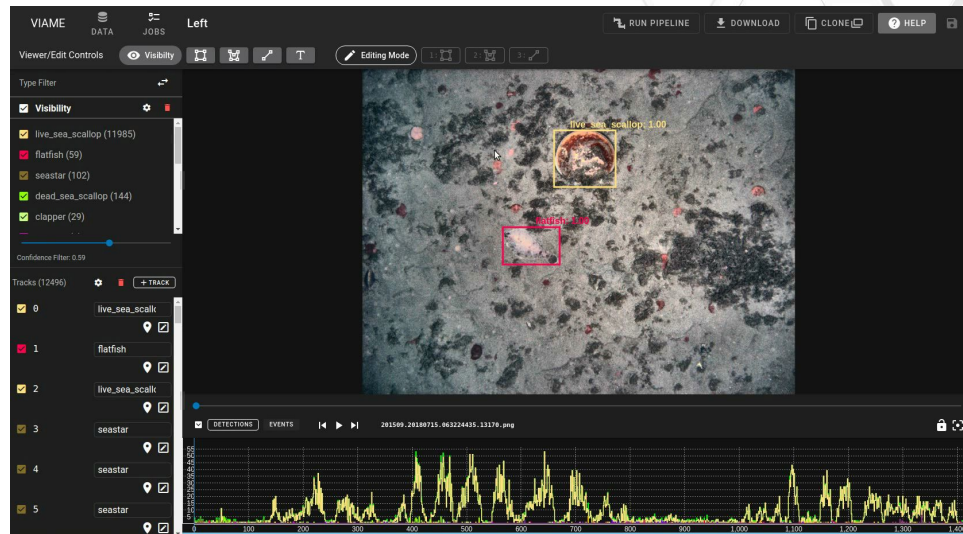
Sponsors:



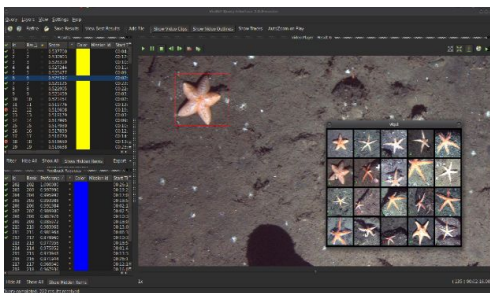
NAVAL
RESEARCH
LABORATORY

VIAME GUIs

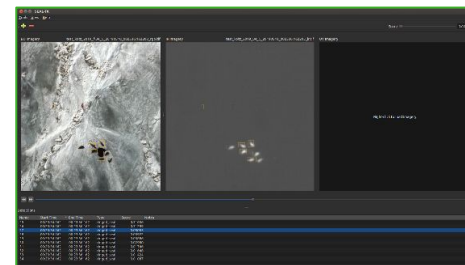
- **VIAME-Web:** viame.kitware.com
- **DIVE:** For standard deep learning annotation and model training
- **SEARCH:** Utilizes video search for rapid model generation
- **SEAL:** Specialized for multi-modal (EO/IR/UV) annotation
- **VIEW:** Original desktop annotator for large resolution imagery
- **Project Folders:** Bulk processing outside of graphical interfaces using sh/bat scripts
- **Command Line Interfaces**



DIVE Interface (Desktop / Web)

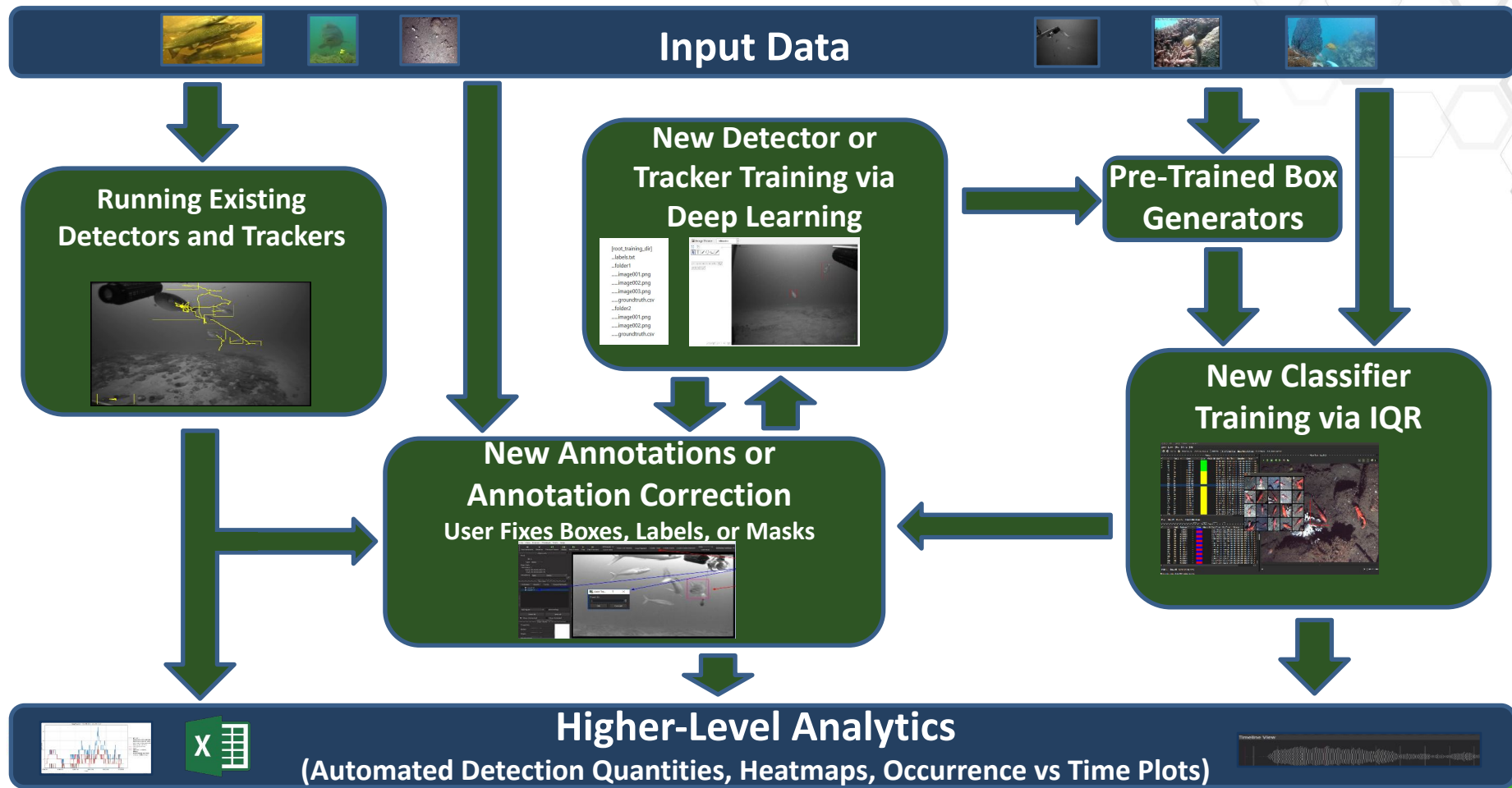


SEARCH: Desktop Search Engine



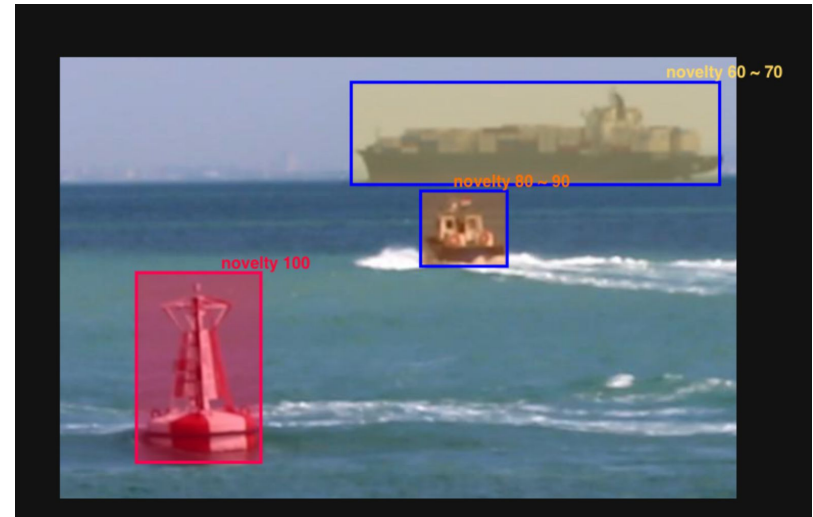
SEAL: Multi-Modal Annotator

VIAME Model Training and Execution



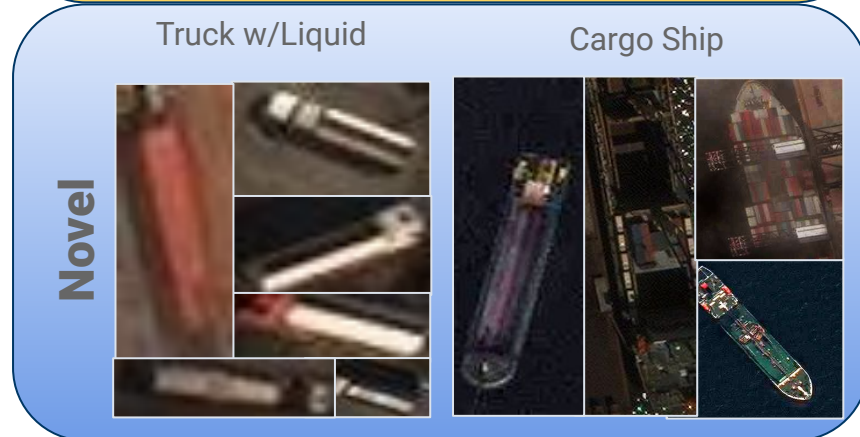
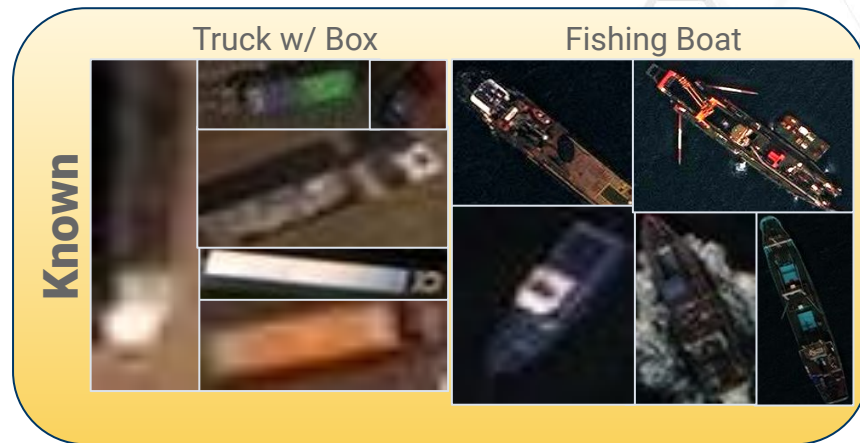
Problem: Anomaly Detection

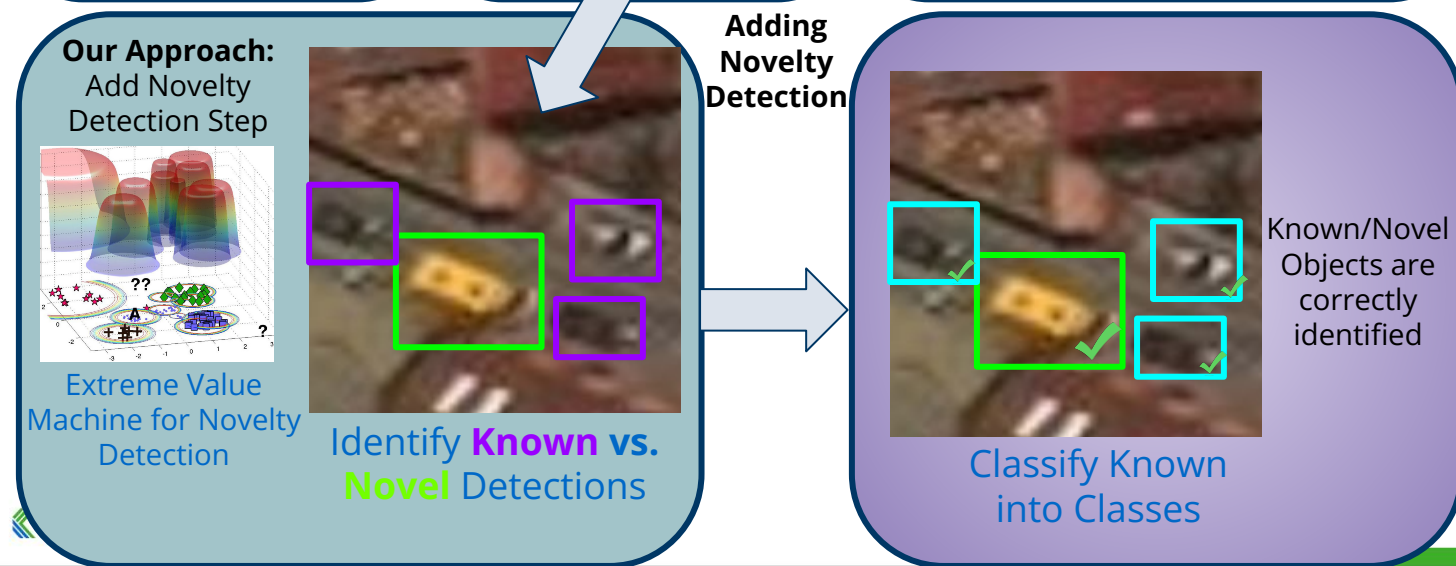
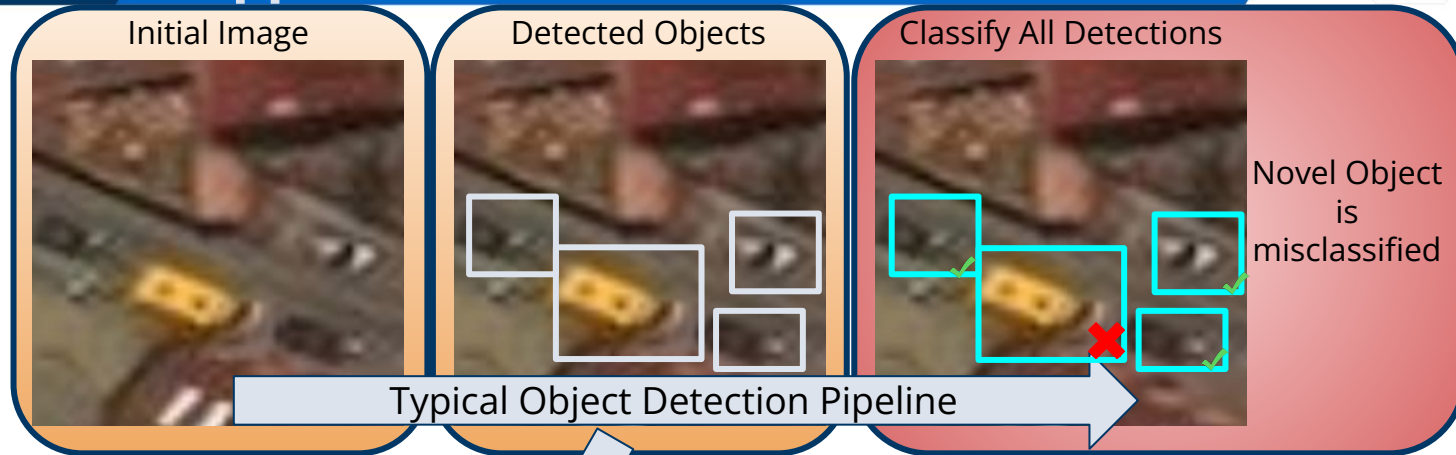
- ◆ Detect novel objects of interest – salient unknown unknowns – in marine images
 - Previously not in VIAME
- ◆ Novel objects are new types or new variants of known types
- ◆ Avoid false alarms from novel scene conditions or incidental object appearance changes
 - Weather, season
 - Viewpoint, lighting



Challenges

- Salient, novel objects of interest can be very similar to known classes
- Some classes have high intra-class variation
- New imaging and scene conditions (viewpoint, lighting) can seem like novelties... but are they meaningful to an analyst?
- Thresholding on class scores can be unreliable for novelty detection
 - Most methods just misclassify novelties as known classes or false negatives
- End-users need discovery of target novelties AND robustness against nuisance novelties





Each detection gets a novelty score

Legend:

Known Detection

Car Detection

Novel/Unknown Detection

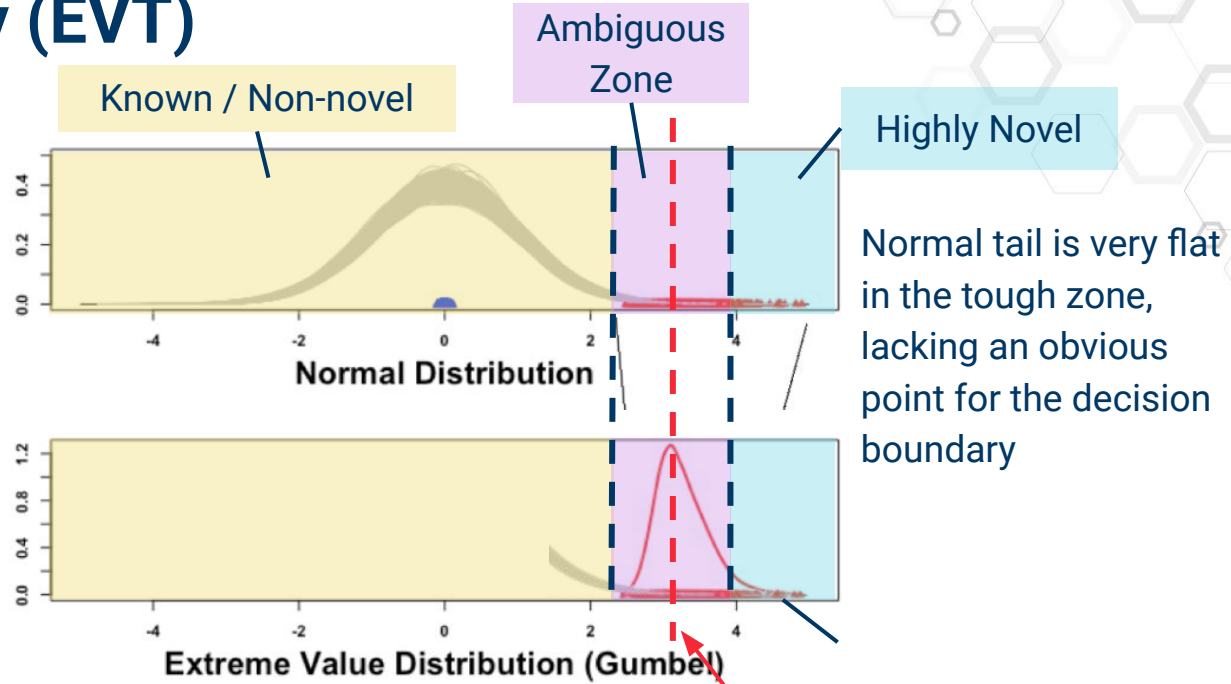
Detection

Correct: ✓

Incorrect: ✗

Extreme Value Theory (EVT)

- Distribution of observed data is known, but not novelties. How far is “novelty” from the known distribution?
- EVT models only the tail of a distribution. In long-tailed problems, distributions of the tails can be very different for different problems and datasets. In EVT, the distribution of the tail is estimated from data.
- EVT is used to model the probability of very rare events such as extreme floods & tornados, to predict insurance losses.



Normal tail is very flat in the tough zone, lacking an obvious point for the decision boundary

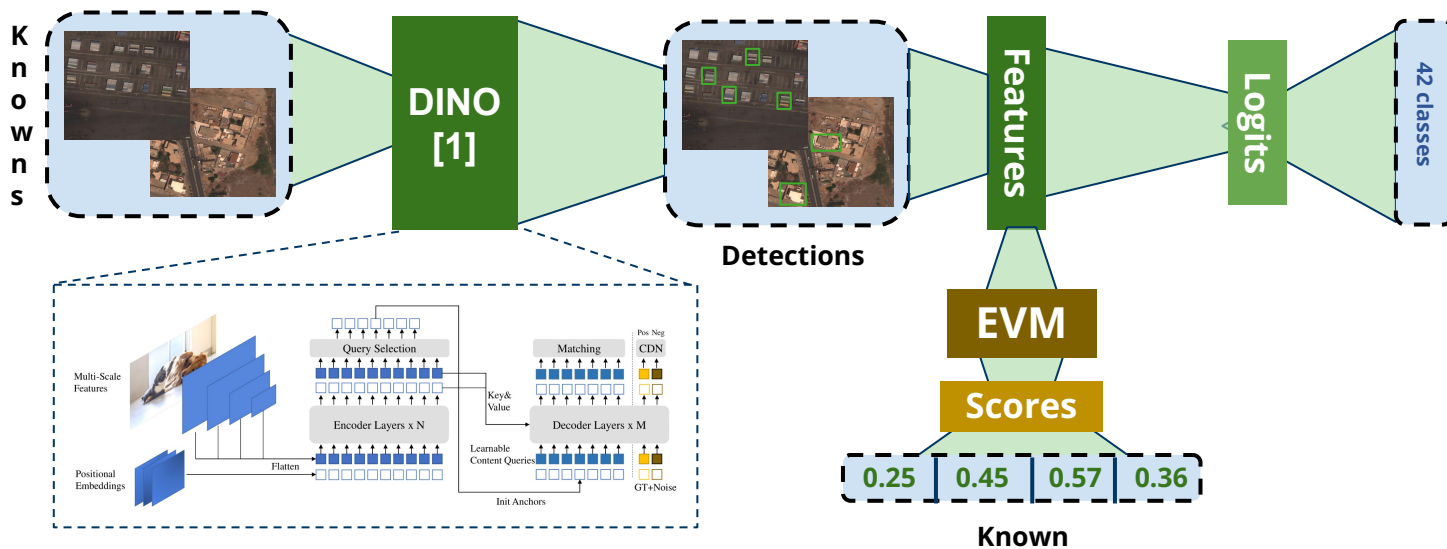
EVT uses either Weibull, Gumbel, or Frechet (Generalized Pareto) depending on the type of tail

With a distribution fitted only to the tail, a **meaningful decision threshold** can be set

Detector Model

Our method works with virtually any existing detector model, trained within VIAME or through another platform.

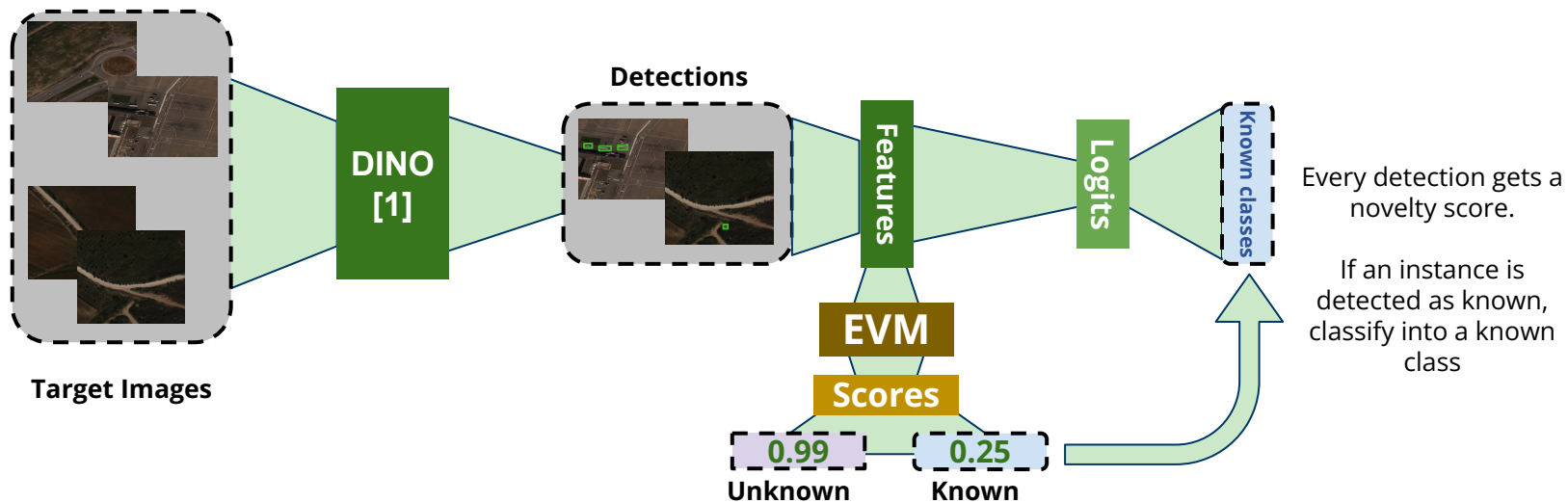
Given a detector, the Extreme Value Machine is trained to distinguish novelties from known classes. **Novelties are not used in training.** This is not deep-learning training.



[1] Zhang et al. DINO: DETR with Improved DeNoising Anchor Boxes for End-to-End Object Detection. International Conference on Learning Representations (ICLR) 2023.

Testing

DINO detects generic objects. The EVM model determines if each object instance is known or novel. If known, then it is classified into a known class.

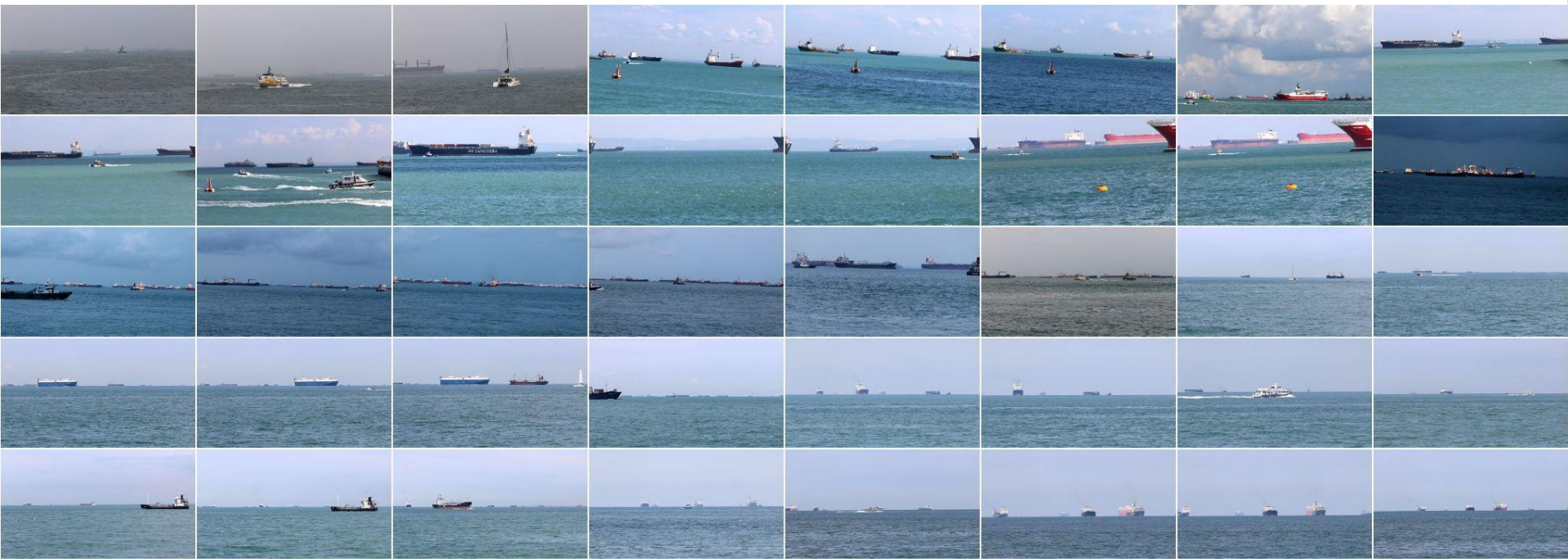


Leveraging a trained detector is why our method detects novelties that are similar to the known classes, but sufficiently different from the background.

Singapore Maritime Dataset

- **On-shore and on-board 1080p videos, both RGB and NIR**
- **81 videos; 20 minutes; 5.4GB**
 - 11 onboard cameras, 40 onshore, 30 NIR
 - Our experiments focused on the onshore RGB data
- **9 categories; 5-200 examples per class; long-tailed (“vessel” has 10X more than any other class)**

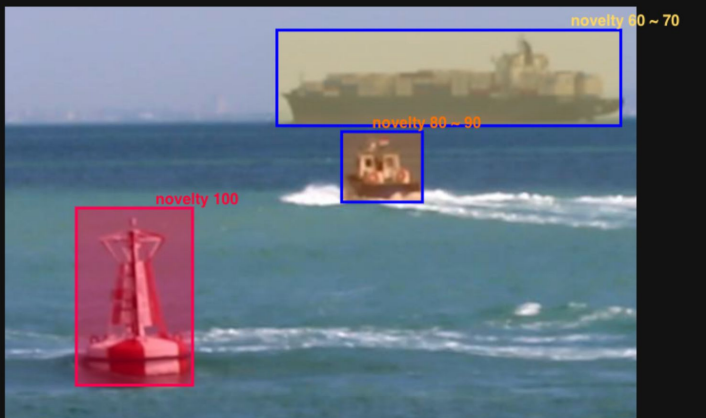
Dilip K. Prasad, Deepu Rajan, Lily Rachmawati, Eshan Rajabally, and Chai Quek. “Video Processing from Electro-optical Sensors for Object Detection and Tracking in Maritime Environment: A Survey.” IEEE Transactions on Intelligent Transportation Systems, 2017.



Anomaly Detection Results

- Color-coded by degree of novelty
- Most detections have some degree of novelty

✓	novelty 30 ~ 40 (1)
✓	novelty 40 ~ 50 (1)
✓	novelty 50 ~ 60 (4)
✓	novelty 60 ~ 70 (3)
✓	novelty 70 ~ 80 (2)
✓	novelty 80 ~ 90 (1)
✓	novelty 90 ~ 100 (1)
✓	novelty 100 (6)



Anomaly Detection Results

- Problematic image - most objects are given high novelty even when they are known classes



- ✓ novelty 30 ~ 40 (1)
- ✓ novelty 40 ~ 50 (1)
- ✓ novelty 50 ~ 60 (4)
- ✓ novelty 60 ~ 70 (3)
- ✓ novelty 70 ~ 80 (2)
- ✓ novelty 80 ~ 90 (1)
- ✓ novelty 90 ~ 100 (1)
- ✓ novelty 100 (6)

Satellite Imagery Results

Standard detection/classification



Novelty Detection



The bus is detected and classified as a Small_Car. Our system correctly assigned a high novelty score, indicating it is a new variant of Small_Car or a novel vehicle type.

Satellite Imagery Quantitative Results

We compare the performance of traditional Softmax thresholding and our EVM on novelty detection on the xView Dataset. 42 known classes, 18 novel classes.

Method	AUC	AP	F1	mean known score	mean unknown score
Softmax	64.62%	6.55%	12.12%	0.534	0.601
EVM	77.45%	12.55%	27.75%	0.930	0.977

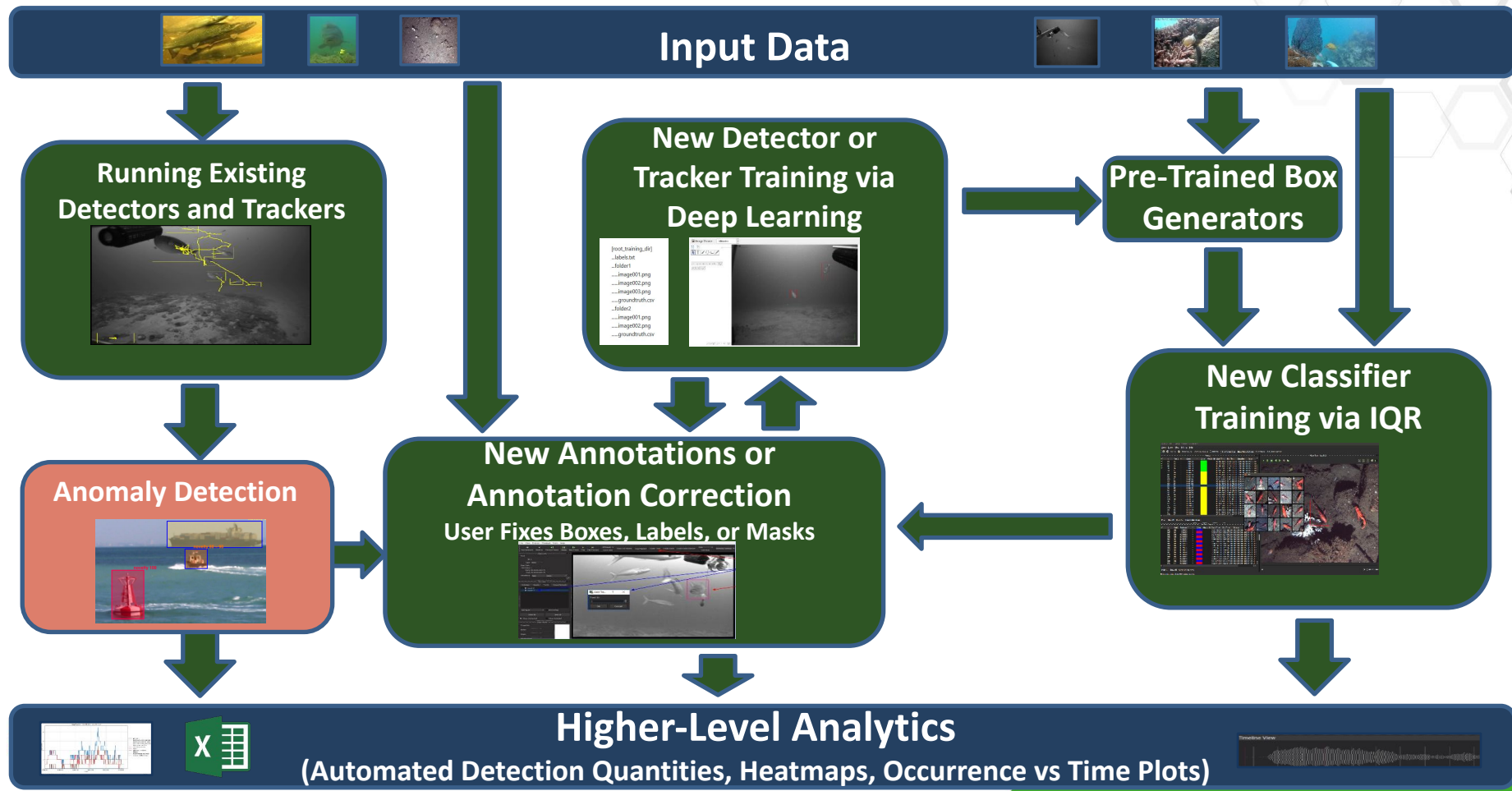
Softmax Thresholding: detection is novel if max class probability $< T$, over all known classes. The AUC is higher than F1 and AP because AUC uses TN in FPR balancing FPs from all known classes. TN is not used by F1 and AP.

~1500 novel instances

~15,000 known instances

~90% of pixels are background (no ground truth label)

Anomaly/Novelty Detection in VIAME

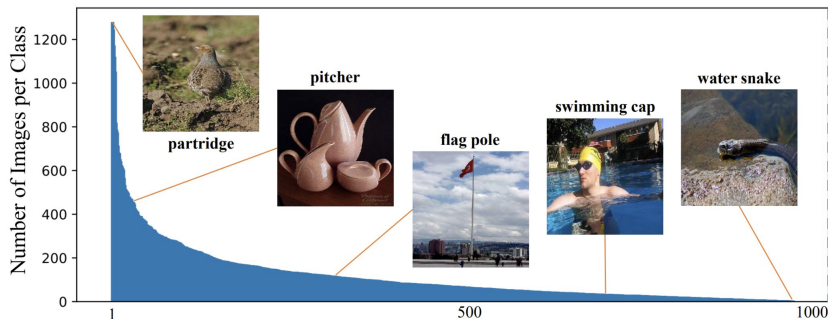


Novelty Detection Publications

- Dawei Du, Christopher Funk, Katarina Doctor, and Anthony Hoogs. “Novel Object Detection in Remote Sensing Imagery.” IEEE International Geoscience and Remote Sensing Symposium, Pasadena, CA, USA, 2023.
- Dawei Du, Christopher Funk, Anthony Hoogs. “Novelty Detection in Remote Sensing Imagery.” IEEE International Geoscience and Remote Sensing Symposium, Kuala Lumpur, Malaysia, 2022.
- Dawei Du, Ameya Shringi, Anthony Hoogs, Christopher Funk. “Reconstructing Humpty Dumpty: Multi-feature Graph Autoencoder for Open Set Action Recognition.” Proceedings of the IEEE/CVF Winter Conference on Applications of Computer Vision (WACV), 2023, pp. 3371-3380.
- Chen Zhao, Dawei Du, Anthony Hoogs, Christopher Funk. “Open Set Action Recognition via Multi-Label Evidential Learning.” Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR), 2023.

Learning Detectors from Very Few Examples

Many problems have long-tailed distributions in the number of examples per class.

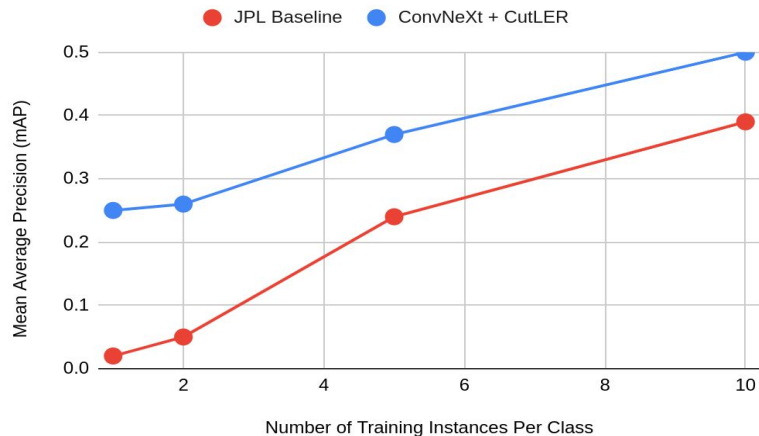


How do we build effective detectors for classes in the tail, with very few training examples?

Leverage lots of unlabeled data via unsupervised pre-training

- Same technique used by LLMs
- Developed on DARPA Learning with Less Labeling program
- Poster tomorrow, #1633

Few-Shot Performance on PoolCar



Our low-shot methods are now available in VIAME

Conclusion

- VIAME is an open-source toolkit for scientists to create their own AI solutions to unique problems, with no programming or AI expertise
 - Open source, no license fee, highly permissive license
- Anomaly/novelty detection is now available in VIAME, based on prior detection models for particular domains
 - All functionality is accessed through the web GUI without programming or scripting, including model training and novelty results display
 - Applicable to any domain with an object detection/classification application
 - Find rare species or variants automatically
 - Discover unknown unknowns!

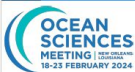
Questions?

- Contact: anthony.hoogs@kitware.com
- For more information and discussions, come to our related poster:

OT44B-1633 Creating Deep Learning Detectors in VIAME for Rare Objects in Marine Imagery

Panel 1633

In session [OT44B - Combining Underwater Imaging with Deep Learning for Better Ocean Observations](#)



Creating Deep Learning Detectors in VIAME for Rare Objects in Marine Imagery

Alexander Lynch, Sarah Brookman, Christopher Funk, Roddy Collins, Bharadwaj Ravichandran, Matt Dawkins, Anthony Hoogs

Kitware, Inc

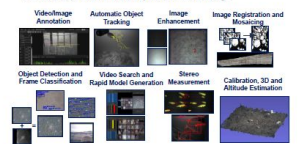


Sponsors



VIAME

- Video and Imagery Analytics for Multiple Environments: a do-it-yourself AI toolkit for multiple types of imagery or video, with a marine emphasis
- Can be run by people with no programming or machine learning background in both web and desktop interfaces, while also containing command line interfaces (CLIs) and application program interfaces (APIs) for more advanced users
- Has been most commonly used for automating object detection and classification, but contains multiple features including:



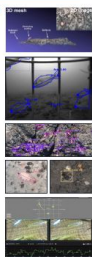
Software

- Installers available at viame.kitware.com (on right) and github.com/Kitware/VIAME
- Free for use with highly permissive licensing
- Public web interface: viame.kitware.com (bottom left)
- Contains different workflows and models for varying amounts of training data (bottom right)



Recent and Future Additions

- Anomaly detection and few-shot learning are now available
- Recent publications:
 - "FishTrack2: An Ensemble Underwater Dataset for Multi-Object Tracking." IEEE/CVF Winter Conference on Applications of Computer Vision, 2024.
 - "Towards Depth Fusion into Object Detectors for Improved Benthic Species Classification." ICPR Workshops, 2022.
- Recent features:
 - New default fish, scallop, and sea lion detectors
 - "Monocular", metadata-based size measurement
 - Automatic box to polygon converters
 - Additional scoring tools for computing detection precision-recall curves and tracking metrics such as MOTTA and IDF1
 - Ensemble models for improving detection
 - 3D target localization using stereo cameras
- Upcoming features:
 - Fish head/tail keypoint localization
 - Additional box to polygon converters

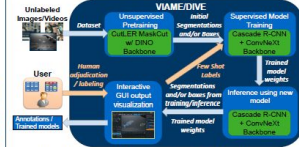


Low-Shot Learning

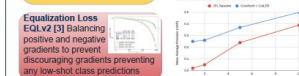
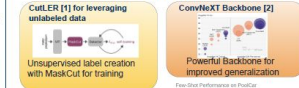
- Challenge: Creating a detector/classifier with very few samples
- Training on as little as one example per class
- Generalized inference to different environments



Approach: Unsupervised Pre-Training + VIAME IGR



Developed on DARPA's Learning with Less Labeling program



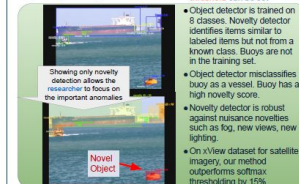
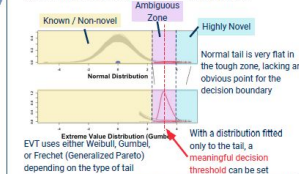
Low-Shot Experiment



Anomaly Detection

- Challenge: Anomalies are everywhere in natural environments. How do we find interesting, salient anomalies?
- Approaches typically assume enough data has been observed to build a complete generative model, but this is not usually the case
- Our solution leverages existing object detectors

- Known classes have labeled annotations within training set
- Unknown/novel/anomalous classes are only within the evaluation data
- Salient novelties are similar to known classes and different from background
- Our novelty detectors were developed on the DARPA Science of AI and Learning for Open-world Novelty (SAIL-ON) program
- Our method is theoretically grounded in Extreme Value Theory (EVT), which provides a statistically valid dissimilarity score for distinguishing between known classes, novelties and background
- Other methods simply threshold the class probabilities, or perform logistic regression which requires training on known background data



References

[1] Hoogs, Matthew et al. "A deep learning pipeline for underwater image and video analysis." Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition. 2022.
[2] Hoogs, Matthew et al. "FishTrack2: An ensemble underwater dataset for multi-object tracking." Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition. 2024.
[3] Hoogs, Matthew et al. "Towards Depth Fusion into Object Detectors for Improved Benthic Species Classification." ICPR Workshops, 2022.
[4] The authors. "A deep learning pipeline for underwater image and video analysis." Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition. 2022.
[5] The authors. "A deep learning pipeline for underwater image and video analysis." Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition. 2022.
[6] The authors. "A deep learning pipeline for underwater image and video analysis." Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition. 2022.
[7] The authors. "A deep learning pipeline for underwater image and video analysis." Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition. 2022.
[8] The authors. "A deep learning pipeline for underwater image and video analysis." Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition. 2022.
[9] The authors. "A deep learning pipeline for underwater image and video analysis." Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition. 2022.
[10] The authors. "A deep learning pipeline for underwater image and video analysis." Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition. 2022.

Backup

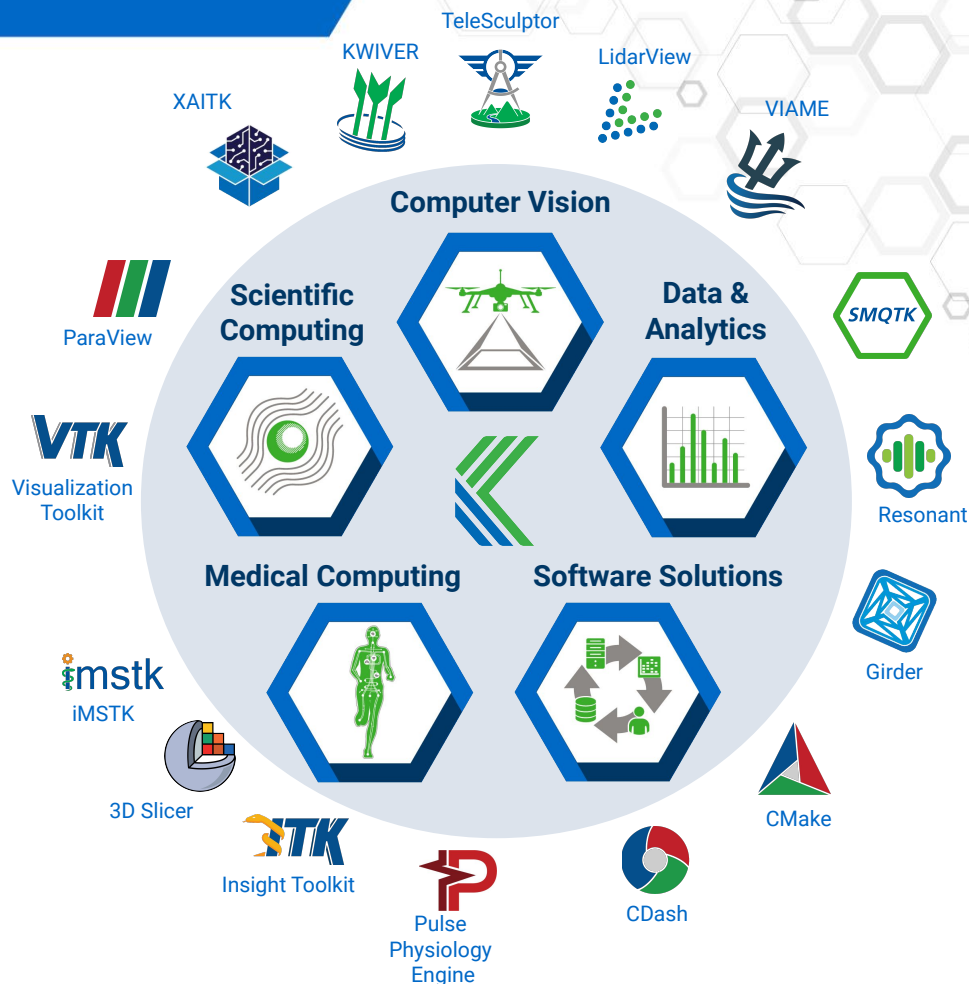
Kitware Company Overview

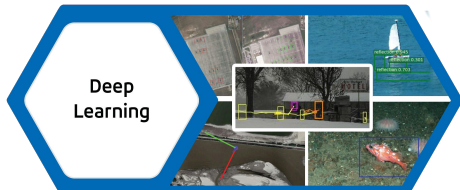
- Open-source software R&D: algorithms & applications, image & data analysis, training data, integration, & testing
- 200+ employees: 1/3 PhD, 1/3 masters
- Offices: Albany, NY; Chapel Hill, NC; Arlington, VA; Minneapolis, MN; Lyon, France
- Secure facility: Albany, NY; 44+ cleared personnel, TS+ clearances

Commercial and Government R&D Services

- Commercial: 10% of Revenue
 - Multiple purchasing, contracting and licensing mechanisms
 - Commercial business models to suit commercial business needs
- Government: 90% of Revenue
 - Wide range of federal customers including DoD, IC, DOE, NIH, NOAA
 - All government-funded software is provided with **unlimited rights** to the government
 - Software released as **open source** when permitted

100% Employee Owned

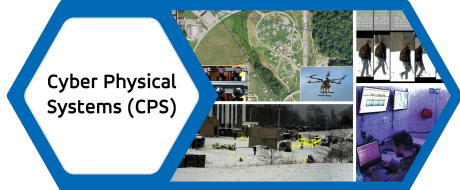




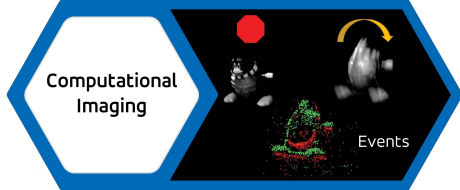
Deep Learning



Dataset Collection and Annotation



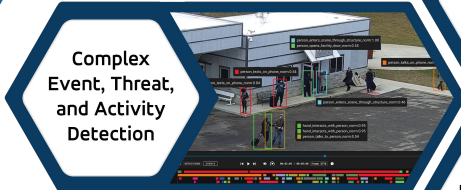
Cyber Physical Systems (CPS)



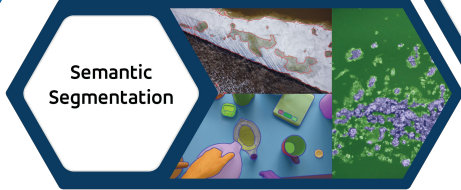
Computational Imaging



Object Detection and Tracking



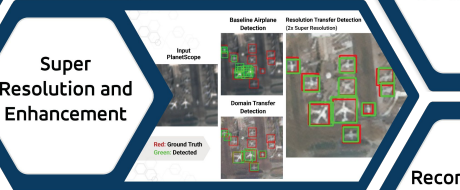
Complex Event, Threat, and Activity Detection



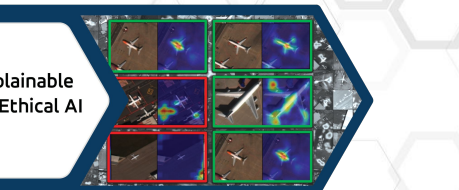
Semantic Segmentation



Image and Video Forensics



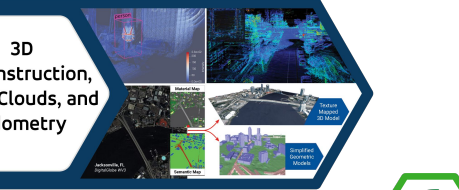
Super Resolution and Enhancement



Explainable and Ethical AI



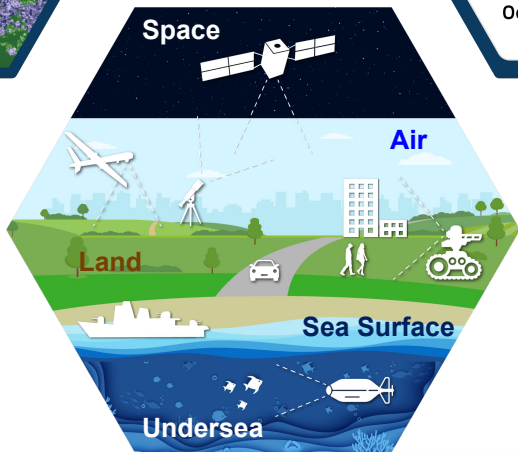
Interactive Do-It-Yourself AI



3D Reconstruction, Point Clouds, and Odometry



70+ team members
 24 PhDs
 40+ cleared
 40+ active projects
 Vision-ary since 2007



Open Source Toolkits



VIAME



XAITK



WATCH



KWIVER



LidarView



TeleSculptor



SMQTK

Iterative Query Refinement for Rapid Detector Generation

- VIAME supports multiple workflows for interactive detector generation
- In Iterative Query Refinement, starting with a single exemplar, the user adjudicates system matches. Feedback is used to create a model instantly, and improved results are adjudicated until the user is satisfied.

Select target exemplars; generate initial result list

The screenshot displays the VisGUI Query Interface 2.0.0-master. The main window shows a video player with a video frame containing several red bounding boxes. A blue arrow points from the text 'Select target exemplars; generate initial result list' to the results table and the grid of target exemplars.

Id	Rank	Score	Color	Mission
1	1	0.593159		
2	2	0.549953		
3	3	0.548089		
4	4	0.548073		
5	5	0.546850		
6	6	0.546802		
7	7	0.541114		
8	8	0.540202		
9	9	0.540270		
10	10	0.539264		
11	11	0.539308		
12	12	0.538808		
13	13	0.538866		
14	14	0.538806		
15	15	0.538604		
16	16	0.538208		
17	17	0.537763		
18	18	0.536563		
19	19	0.535271		
20	20	0.534081		
21	21	0.533903		

Id	Rank	Preference	Color	Mission	Id	SI
202	202	1.000000				
203	203	0.997990				
204	204	0.995980				
205	205	0.993970				
206	206	0.991964				
207	207	0.989954				
208	208	0.987972				
209	209	0.985972				
210	210	0.983968				
211	211	0.981964				
212	212	0.979960				
213	213	0.977956				
214	214	0.975952				
215	215	0.973948				
216	216	0.971944				
217	217	0.969940				
218	218	0.967936				
219	219	0.965932				

Iterative Query Refinement for Rapid Detector Generation

User adjudicates the result list

Create/update model in a few seconds; generate improved result list

The image illustrates the iterative query refinement process in the VisGUI interface. It shows two screenshots of the software, a central video player, and a grid of detector results. Blue arrows indicate the flow from the initial result list to the refined one, and from the refined list to a 'Target detector' box.

Initial Results (Left Screenshot):

Id	Rank	Score	Color	Mission
1	1	0.593159		
2	2	0.549953		
3	3	0.549389		
4	4	0.548073		
5	5	0.546850		
6	6	0.546062		
7	7	0.541114		
8	8	0.540802		
9	9	0.540270		
10	10	0.539624		
11	11	0.539308		
12	12	0.539028		
13	13	0.538866		
14	14	0.538606		
15	15	0.538604		
16	16	0.538206		
17	17	0.537763		
18	18	0.536563		
19	19	0.536271		
20	20	0.536084		
21	21	0.535903		

Refined Results (Right Screenshot):

Id	Rank	Score	Color	Mission
23	13	1.000000		
24	14	1.000000		
25	15	1.000000		
26	16	1.000000		
50	17	0.991332		
143	18	0.990881		
28	19	0.988165		
193	20	0.987801		
223	21	0.980953		
73	22	0.977468		
40	23	0.977199		
99	24	0.975452		
78	25	0.973311		
60	26	0.973017		
41	27	0.972250		
150	28	0.972231		
69	29	0.970845		
224	30	0.970753		
127	31	0.964552		
34	32	0.962195		
80	33	0.961583		

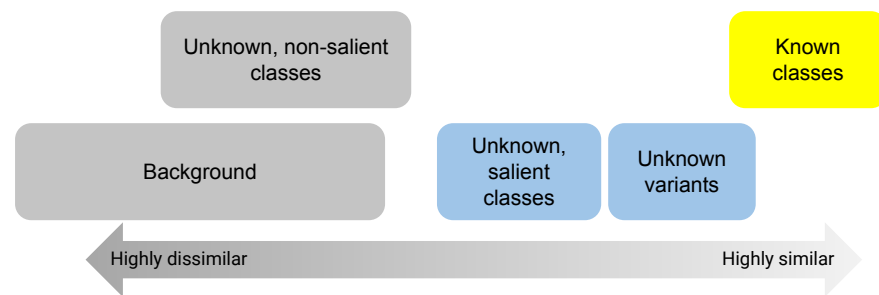
Target detector (Bottom Center):

Target detector

Kitware Logo: kitware

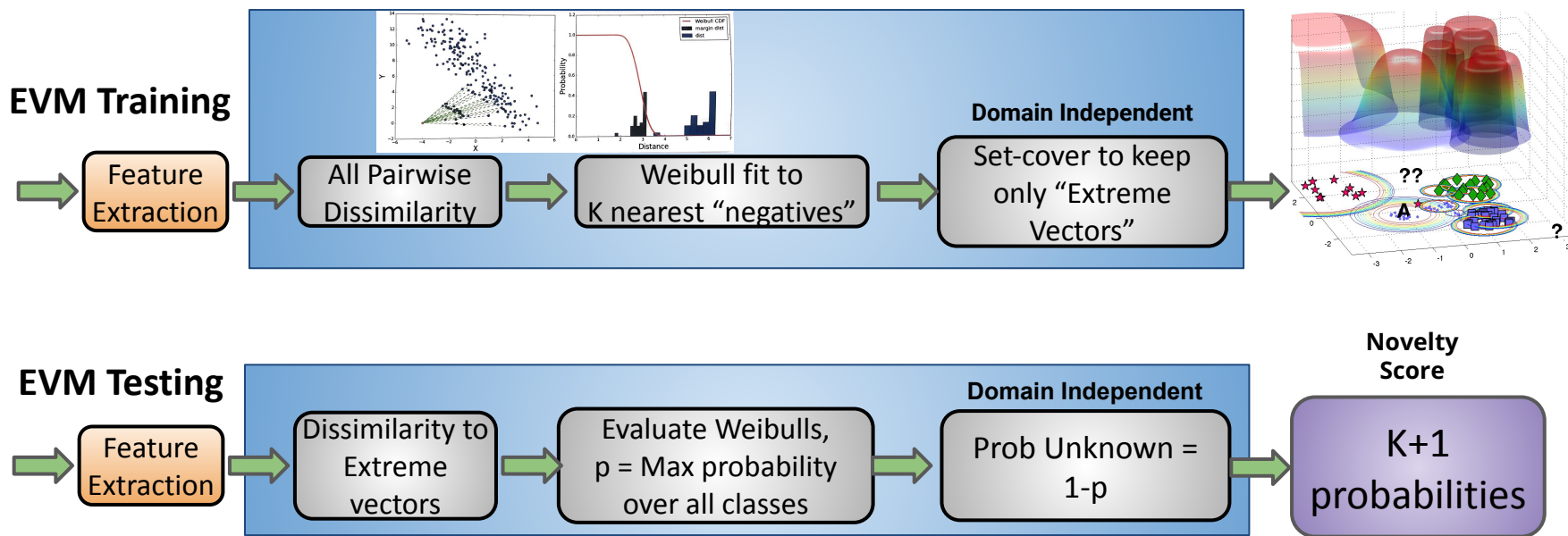
Novel Contributions

- Our approach finds **salient, novel objects** by leveraging an object detector trained on mission-relevant objects. Our novelties are likely to be salient because they are:
 - Similar to known classes
 - Different from the background and non-salient classes
- Our method is theoretically grounded in Extreme Value Theory [1], which provides a statistically-valid dissimilarity score for distinguishing between known classes, novelties and background
 - Other methods simply threshold the class probabilities, or perform logistic regression which requires training on known background data
- We generate a novelty score for each detection, enabling the analyst to set the operating point for novelty detection/filtering
 - Other methods operate on the entire image (image novelty score)



Novel Object Classification

We leverage the Extreme Value Machine (EVM), a model which we derive from statistical extreme value theory (EVT).



Dataset and Evaluation

xView [1] is a dataset of 700+ RGB satellite images fully labeled with bounding boxes for 60 classes.

We split xView into a known set (42 classes) and unknown set (18 classes). Unknown classes are distributed across the 8 high-level categories to avoid simplifying the problem.

Instances of unknown classes should be detected as novelties.

***** Dataset statistics *****

classes: 42/18

train: 28,517

test: 16,244

Fixed-Wing Aircraft	Passenger Vehicle	Truck	Railway Vehicle	Maritime Vessel	Engineering Vehicle	Building	None
Small Aircraft	Small Car	Pickup Truck	Passenger Car	Motoboat	Tower Crane	Hut/Tent	Helipad
Cargo Plane	Bus	Utility Truck	Cargo Car	Sailboat	Container Crane	Shed	Pylon
		Cargo Truck	Flat Car	Tugboat	Reach Stacker	Aircraft Hangar	Shipping Container
		Truck w/Box	Tank Car	Barge	Straddle Carrier	Damaged Building Facility	Shipping Container Lot
		Truck Tractor	Locomotive	Fishing Vessel	Mobile Crane		Storage Tank
		Trailer		Ferry	Dump Truck		Vehicle Lot
		Truck w/Flatbed		Yacht	Haul Truck		Construction Site
		Truck w/Liquid			Scraper/Tractor		Tower Structure
				Container Ship	Front Loader		Helicopter
				Oil Tanker			
					Excavator		
					Cement Mixer		
					Ground Grader		
					Crane Truck		

Table 1. The class two-level hierarchy from the xView dataset [2]. The parent classes are listed at the top and child classes are below them. The ‘None’ parent class is for classes without a parent. The **bold classes** are the ones we consider to be unknown in our experiments. The other classes are considered known classes.

Evaluation Metrics

Novel object detection poses unique challenges requiring modifications to standard object detection metrics. It is a 3-class problem: novel objects, known objects, and background objects. Novel objects are similar to the known classes, which differentiates them from background. However, the object detector may find background detections for which we have no ground truth. We consider such detections as (unannotated) background, rather than novelties, and do not include them in our metrics.

True Positives (TP) are novel objects correctly detected as novel.

False Negatives (FN) are novel objects incorrectly detected as a known class.

False Positives (FP) are known objects incorrectly detected as novel.

True Negatives (TN) are known objects correctly detected as a known class.

For the binary novelty detection problem (whether it is a novel or known object), we use standard detection metrics: Area under the ROC Curve (AUC), Average Precision (AP), F1. The ROC curve is a plot of TPR vs. FPR. The F1 score is the Max F1 for all novelty thresholds for each algorithm. We do not include any non-detected, background pixels in our metrics, although these would be included in a spatially-grounded metric such as false alarms per km². We do not include misclassification errors (known objects detected as the wrong known class) in these metrics, but standard metrics for these can be computed independently.

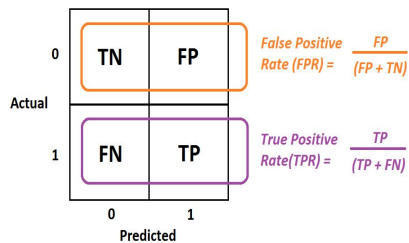
We measure the per-class recall/TPR for novel classes (the unknown set). To measure per-class novelty recall/TPR, i.e. the accuracy of detecting instances of a specific novel class, we do not include correct novel detections from other classes nor incorrect detected known classes. Incorrectly-detected, known classes have no correspondence to any novel class, distorting both False Positives and True Negatives. Without a specific novel class association, the global FP and TN would have to apply to each novel class. This would penalize the novel classes with fewer instances since these have fewer possible True Positives to balance out FP or TN.

$$TPR = \frac{TP}{\text{Actual Positive}} = \frac{TP}{TP + FN}$$

$$FNR = \frac{FN}{\text{Actual Positive}} = \frac{FN}{TP + FN}$$

$$TNR = \frac{TN}{\text{Actual Negative}} = \frac{TN}{TN + FP}$$

$$FPR = \frac{FP}{\text{Actual Negative}} = \frac{FP}{TN + FP}$$



$$\text{Precision} = \frac{TP}{TP + FP}$$

$$\text{Recall} = \frac{TP}{TP + FN}$$

$$F1 = 2 \cdot \frac{\text{precision} \cdot \text{recall}}{\text{precision} + \text{recall}}$$

TP = True positive

TN = True negative

FP = False positive

FN = False negative

Quantitative Results Per Class

Performance of our EVM approach vs. traditional **Softmax thresholding** per novel class. Ideal score for each measure is 100%. Bold indicates best score.

Class	Cargo Plane	Helicopter	Bus	Cargo Truck	Trailer	Truck w/Flatbed	Truck w/Liquid	Tank Car (rail)	Locomotive	Container Ship	Oil Tanker	Excavator	Cement Mixer	Ground Grader	Damaged Building	Facility	Construction Site	Tower
Recall	16.16	0.00	92.57	78.98	74.83	82.86	100	0.00	14.29	8.89	4.00	66.67	100	50.00	100	3.45	50.00	100
	97.98	0.00	86.14	87.50	37.09	82.86	100	0.00	42.86	42.22	12.00	8.33	66.67	75.00	50.00	13.79	50.00	33.33
Count	140	8	260	212	281	58	2	18	10	97	49	78	6	15	13	100	88	19

Only Recall is computed because FP and TN are invalid for individual novel classes.

Two classes, Helicopter and Tank Car (rail), have 0% accuracy because they are not detected, probably because they are far away from any known class.

Without novelty detection, an analyst must examine all detections to find unknown unknowns.



With novelty detection, hypothesized unknown unknowns are easily highlighted.



Novelty detection computes a novelty score for each object detection, enabling the analyst to interactively filter detections based on level of novelty.

Results Assessment against Ground Truth

Incorrect



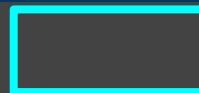
The novelty error should be Truck w/Box. Difficult case because of similarity to correct novelty on the right.

Correct

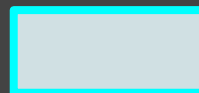


Incorrect

Legend

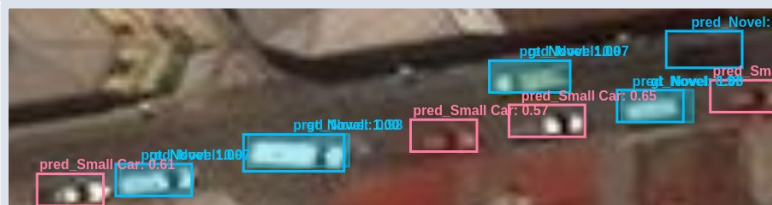


Detected Novelty

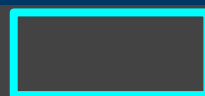


Ground Truth Novelty

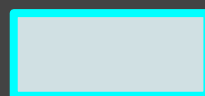
Our approach detects novelty across a wide range of objects and scenes



Legend



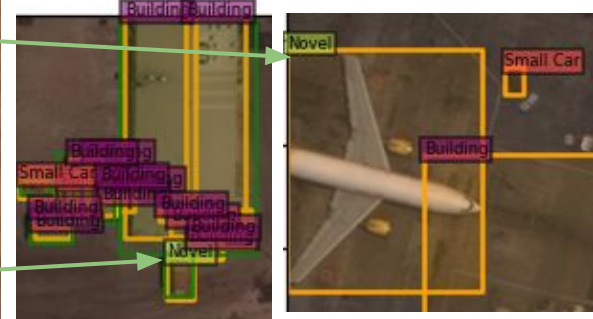
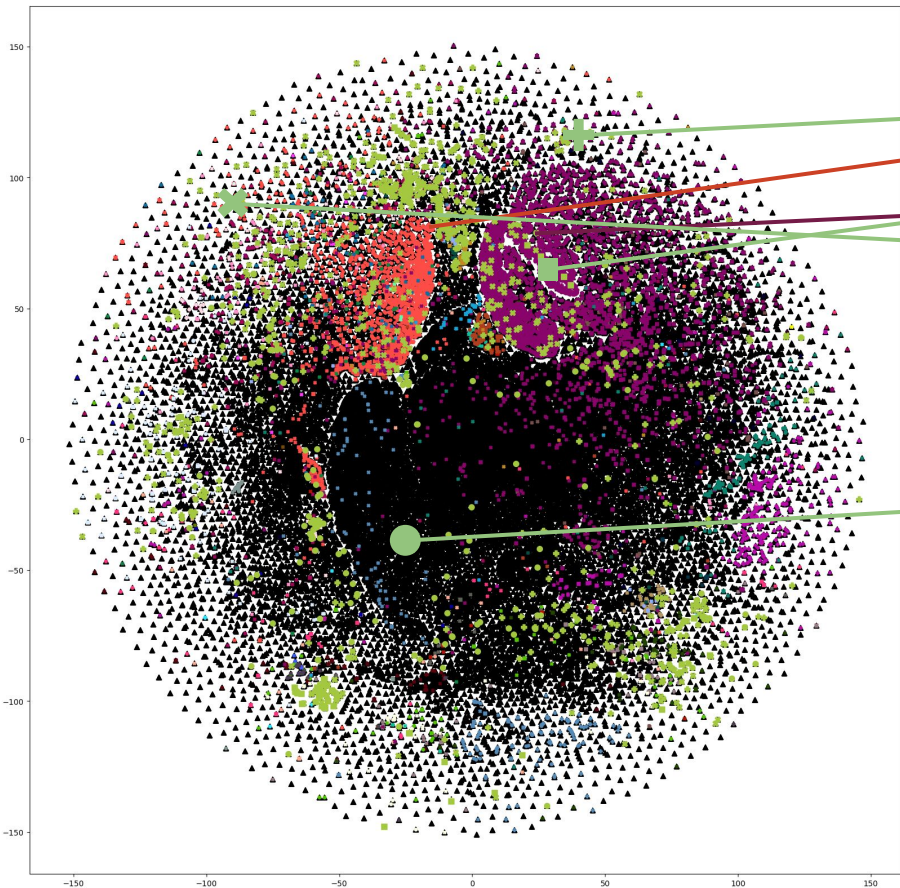
Detected Novelty



Ground Truth Novelty

Feature Space Analysis (T-SNE)

Ground-Truth True Positive False Positive



○ Both correct

□ EVM correct

⊕ Softmax correct

⊗ None correct

▲ Background

● Fixed-wing Aircraft

● Small Aircraft

● Passenger Vehicle

● Small Car

● Pickup Truck

● Utility Truck

● Truck

● Truck w/Box

● Truck Tractor

● Crane Truck

● Railway Vehicle

● Passenger Car

● Cargo Car

● Flat Car

● Maritime Vessel

● Motorboat

● Sailboat

● Tugboat

● Barge

● Fishing Vessel

● Ferry

● Yacht

● Engineering Vehicle

● Tower crane

● Container Crane

● Reach Stackler

● Straddle Carrier

● Mobile Crane

● Dump Truck

● Haul Truck

● Scraper/Tractor

● Front loader/Bulldozer

● Hut/Tent

● Shed

● Building

● Aircraft Hangar

● Vehicle Lot

● Helipad

● Storage Tank

● Shipping container lot

● Shipping Container

● Pylon

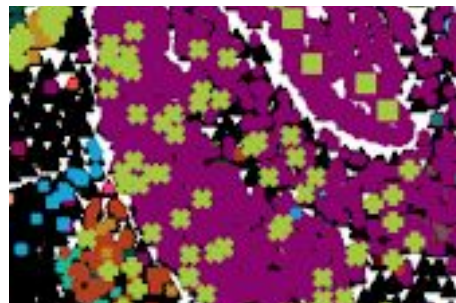
● Novel

Feature Space Analysis (T-SNE)

- Both correct
- EVM correct
- ⊕ Softmax correct
- ⊗ None correct
- ▲ Background



Storage container (forest green) near haul trucks (purple) and pink dump trucks missed by both



Cluster of buildings (purple) clearly separated from other classes and some overlapping novel objects (green)



Shipping Container (orange) surrounded by background



Mixture of bulldozers (light blue) and novel (green) overlapping background



Cars (orange) and some building both labeled were known

- | | | |
|-----------------------|-----------------------|--------------------------|
| ● Fixed-wing Aircraft | ● Motorboat | ● Haul Truck |
| ● Small Aircraft | ● Sailboat | ● Scraper/Tractor |
| ● Passenger Vehicle | ● Tugboat | ● Front loader/Bulldozer |
| ● Small Car | ● Barge | ● Hut/Tent |
| ● Pickup Truck | ● Fishing Vessel | ● Shed |
| ● Utility Truck | ● Ferry | ● Building |
| ● Truck | ● Yacht | ● Aircraft Hangar |
| ● Truck w/Box | ● Engineering Vehicle | ● Vehicle Lot |
| ● Truck Tractor | ● Tower crane | ● Helipad |
| ● Crane Truck | ● Container Crane | ● Storage Tank |
| ● Railway Vehicle | ● Reach Stacker | ● Shipping container lot |
| ● Passenger Car | ● Straddle Carrier | ● Shipping Container |
| ● Cargo Car | ● Mobile Crane | ● Pylon |
| ● Flat Car | ● Dump Truck | ● Novel |
| ● Maritime Vessel | | |