

#WWDC19

# Understanding Images in Vision Framework

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Rohan Chandra, Vision  
Sergey Kamensky, Vision

Saliency

Image Classification

Image Similarity

New detectors

New revisions

# Saliency

Brittany Weinert, Vision Team

# What Catches Your Eye?



# What Catches Your Eye?



# Attention and Objectness Based Saliency

# Attention and Objectness Based Saliency

## Attention Based

- Human Aspected
- Trained on eye movements

# Attention and Objectness Based Saliency

## Attention Based

- Human Aspected
- Trained on eye movements

## Objectness Based

- Foreground Objects
- Trained on object segmentation



# Attention and Objectness Based Saliency



# Attention and Objectness Based Saliency



# Attention and Objectness Based Saliency



# Attention and Objectness Based Saliency

# Attention and Objectness Based Saliency



# Attention and Objectness Based Saliency



# Attention and Objectness Based Saliency



# Attention and Objectness Based Saliency



# Attention and Objectness Based Saliency



Contrast

---

Faces

---

Subjects

---

Horizons

---

Light

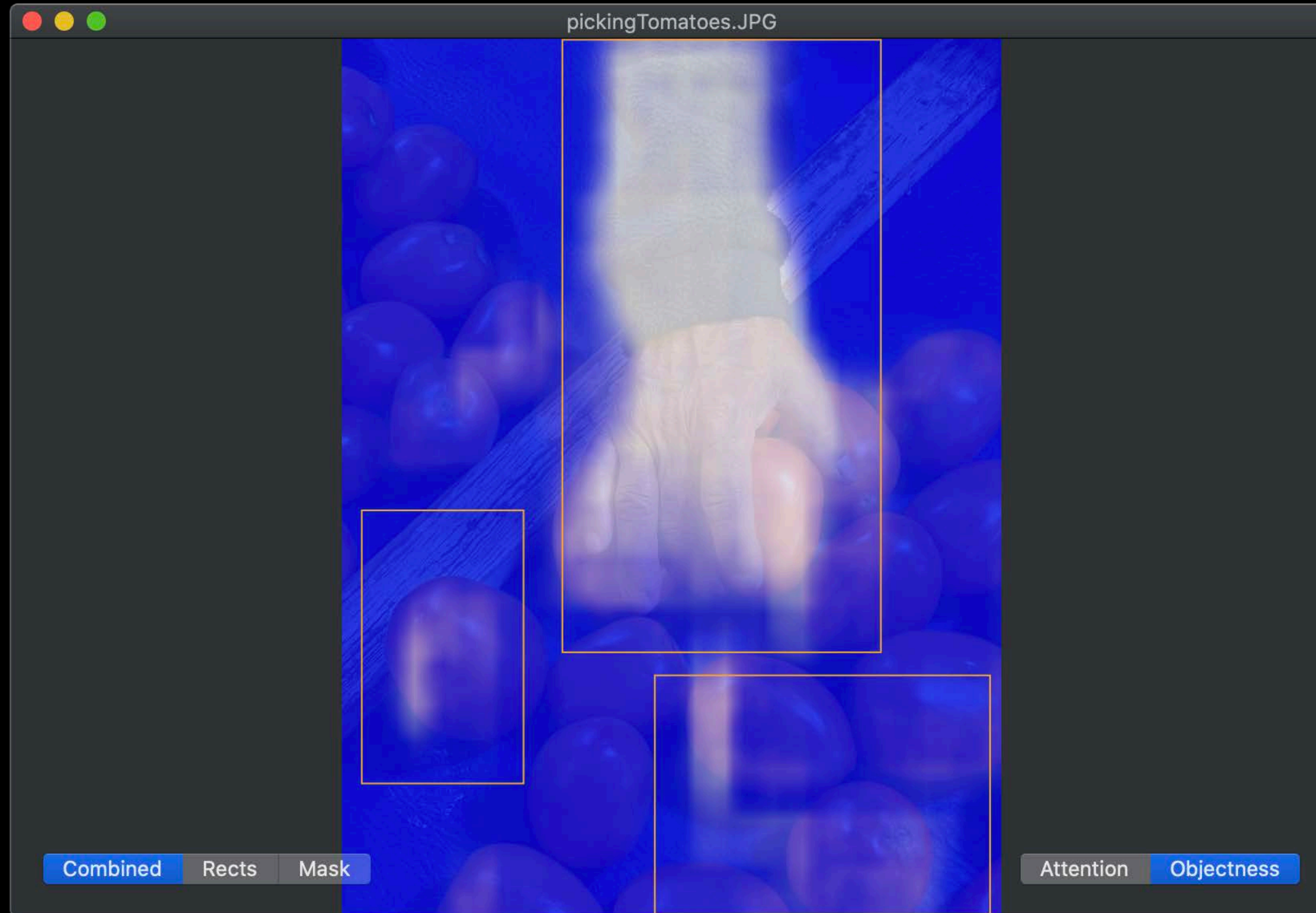
# Attention and Objectness Based Saliency



# Attention and Objectness Based Saliency



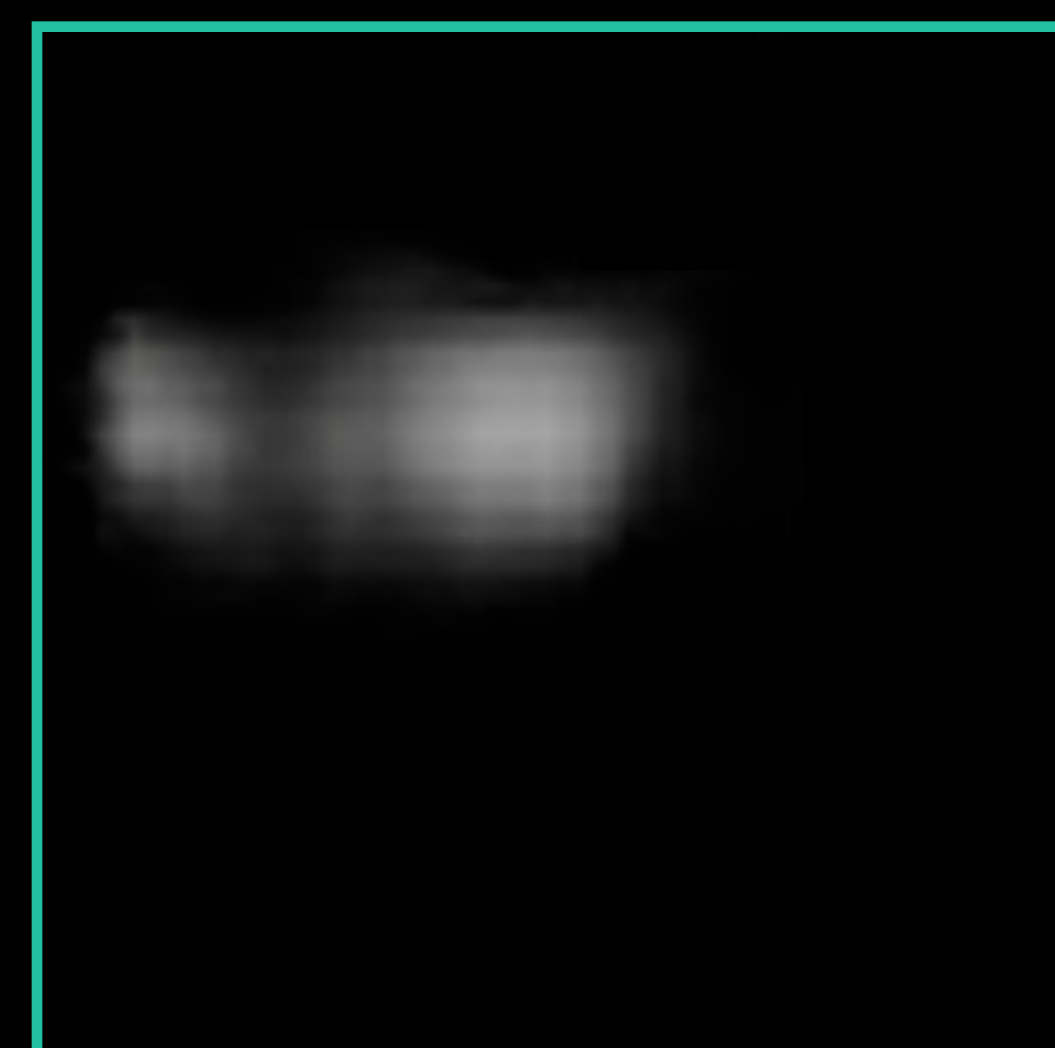
# Saliency Sample App



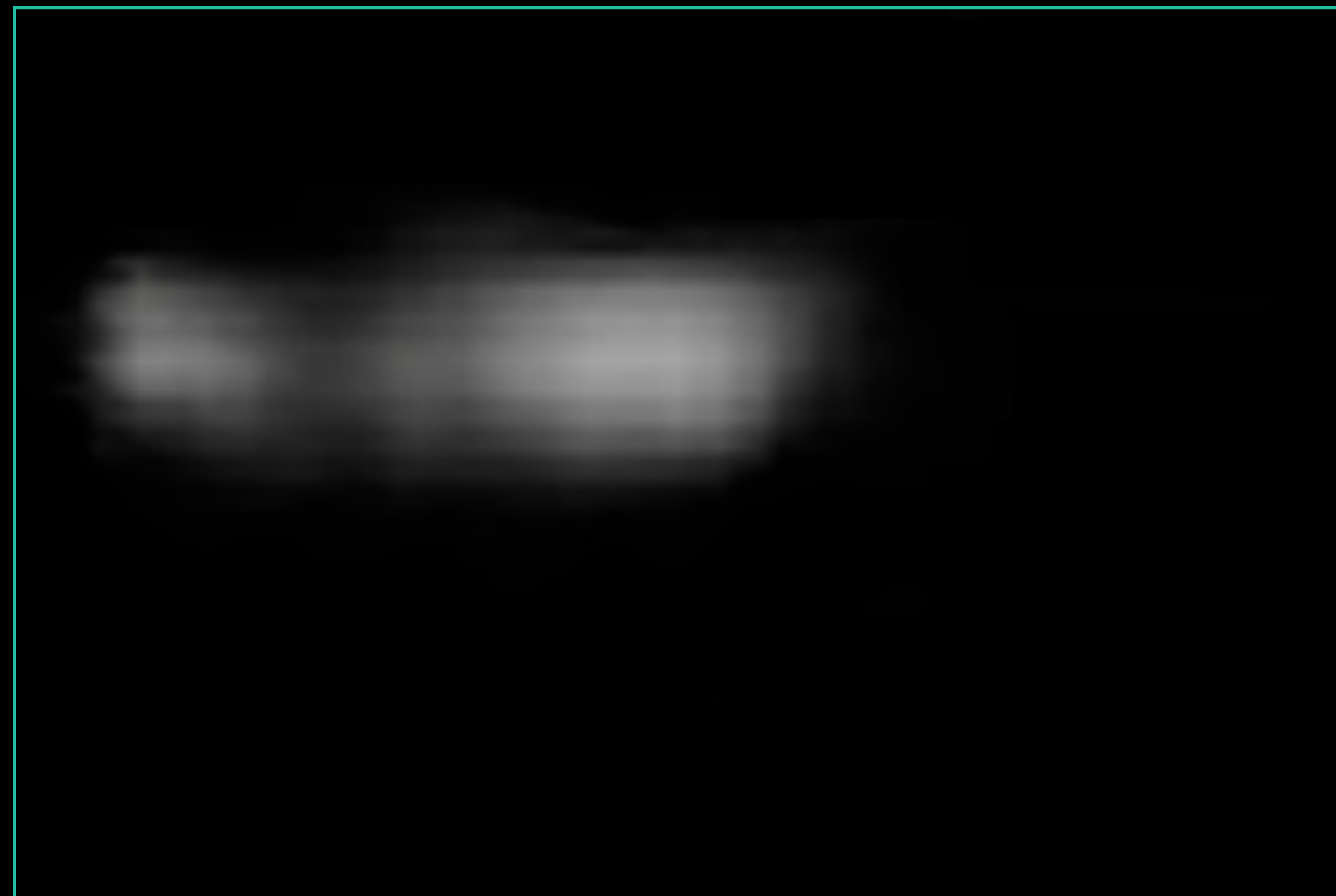
# The Heatmap



# The Heatmap



# The Heatmap



# The Heatmap





```
// Making a Request
let handler = VNImageRequestHandler(url: imageURL)
let request: VNImageBasedRequest = VNGenerateAttentionBasedSaliencyImageRequest()
request.revision = VNGenerateAttentionBasedSaliencyImageRequestRevision1

try? handler.perform([request])
guard let result = request.results?.first
let observation = result as? VNSaliencyImageObservation
else { fatalError("missing result") }

let pixelBuffer = observation.pixelBuffer
```

```
// Making a Request
```

```
let handler = VNImageRequestHandler(url: imageURL)
```

```
let request: VNImageBasedRequest = VNGenerateAttentionBasedSaliencyImageRequest()
```

```
request.revision = VNGenerateAttentionBasedSaliencyImageRequestRevision1
```

```
try? handler.perform([request])
```

```
guard let result = request.results?.first
```

```
let observation = result as? VNSaliencyImageObservation
```

```
else { fatalError("missing result") }
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let pixelBuffer = observation.pixelBuffer
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guard let result = request.results?.first
let observation = result as? VNSaliencyImageObservation
else { fatalError("missing result") }

let pixelBuffer = observation.pixelBuffer
```

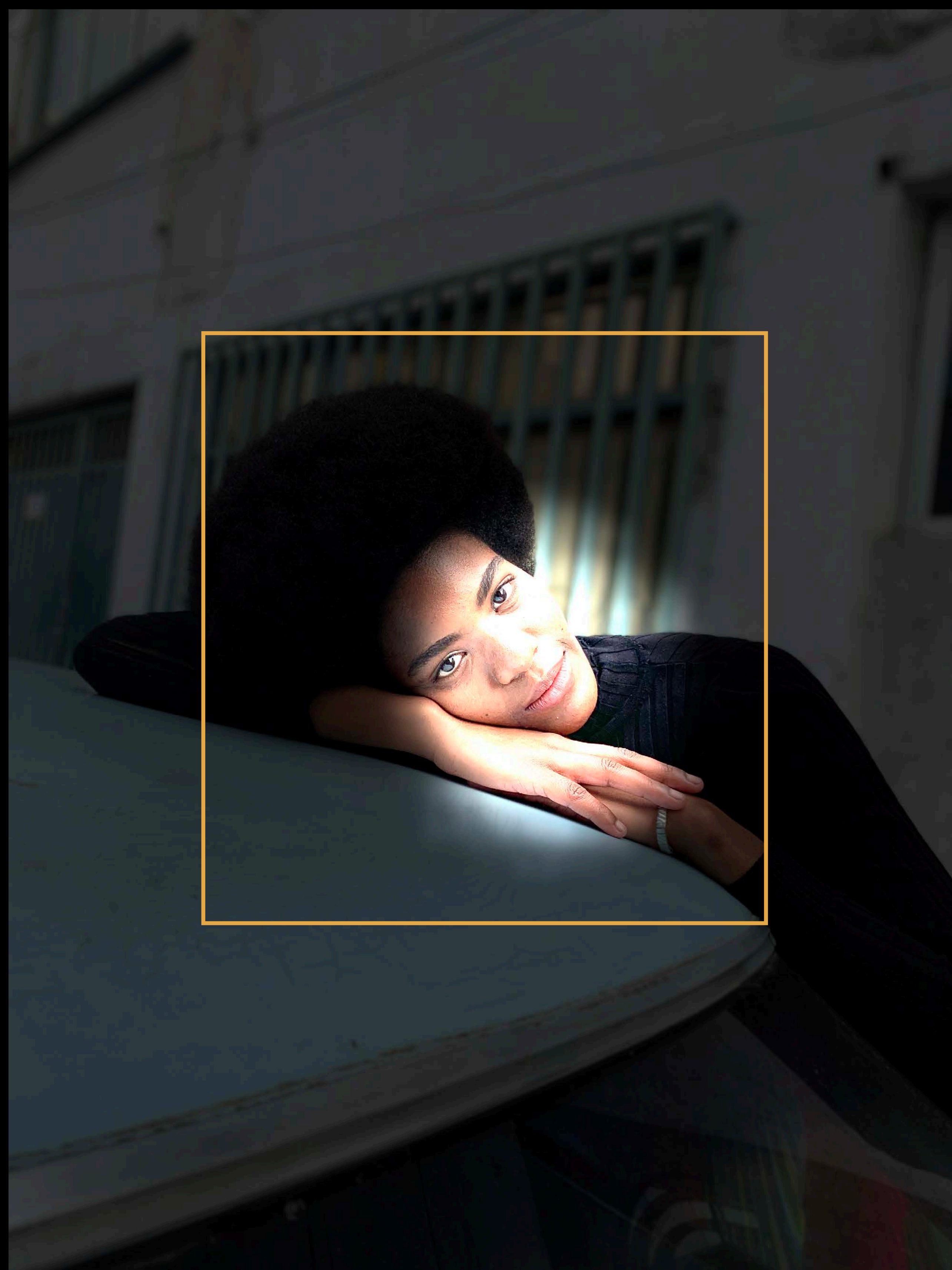


```
// Making a Request
let handler = VNImageRequestHandler(url: imageURL)
let request: VNImageBasedRequest = VNGenerateObjectnessBasedSaliencyImageRequest()
request.revision = VNGenerateObjectnessBasedSaliencyImageRequestRevision1

try? handler.perform([request])
guard let result = request.results?.first
let observation = result as? VNSaliencyImageObservation
else { fatalError("missing result") }

let pixelBuffer = observation.pixelBuffer
```

# Bounding Boxes



```
func addSalientObjects(in observation: VNSaliencyImageObservation,  
                      to path: CGMutablePath, transform:CGAffineTransform)  
{  
    guard let objects = observation.salientObjects else { return }  
    for object in objects {  
        path.addRect(object.boundingBox, transform:transform)  
    }  
}
```

```
func addSalientObjects(in observation: VNSaliencyImageObservation,  
                      to path: CGMutablePath, transform:CGAffineTransform)  
{  
    guard let objects = observation.salientObjects else { return }  
    for object in objects {  
        path.addRect(object.boundingBox, transform:transform)  
    }  
}
```

```
func addSalientObjects(in observation: VNSaliencyImageObservation,  
                      to path: CGMutablePath, transform:CGAffineTransform)  
{  
    guard let objects = observation.salientObjects else { return }  
    for object in objects {  
        path.addRect(object.boundingBox, transform:transform)  
    }  
}
```

# Graphical Uses

Experiment with a different type of filter or photo transition



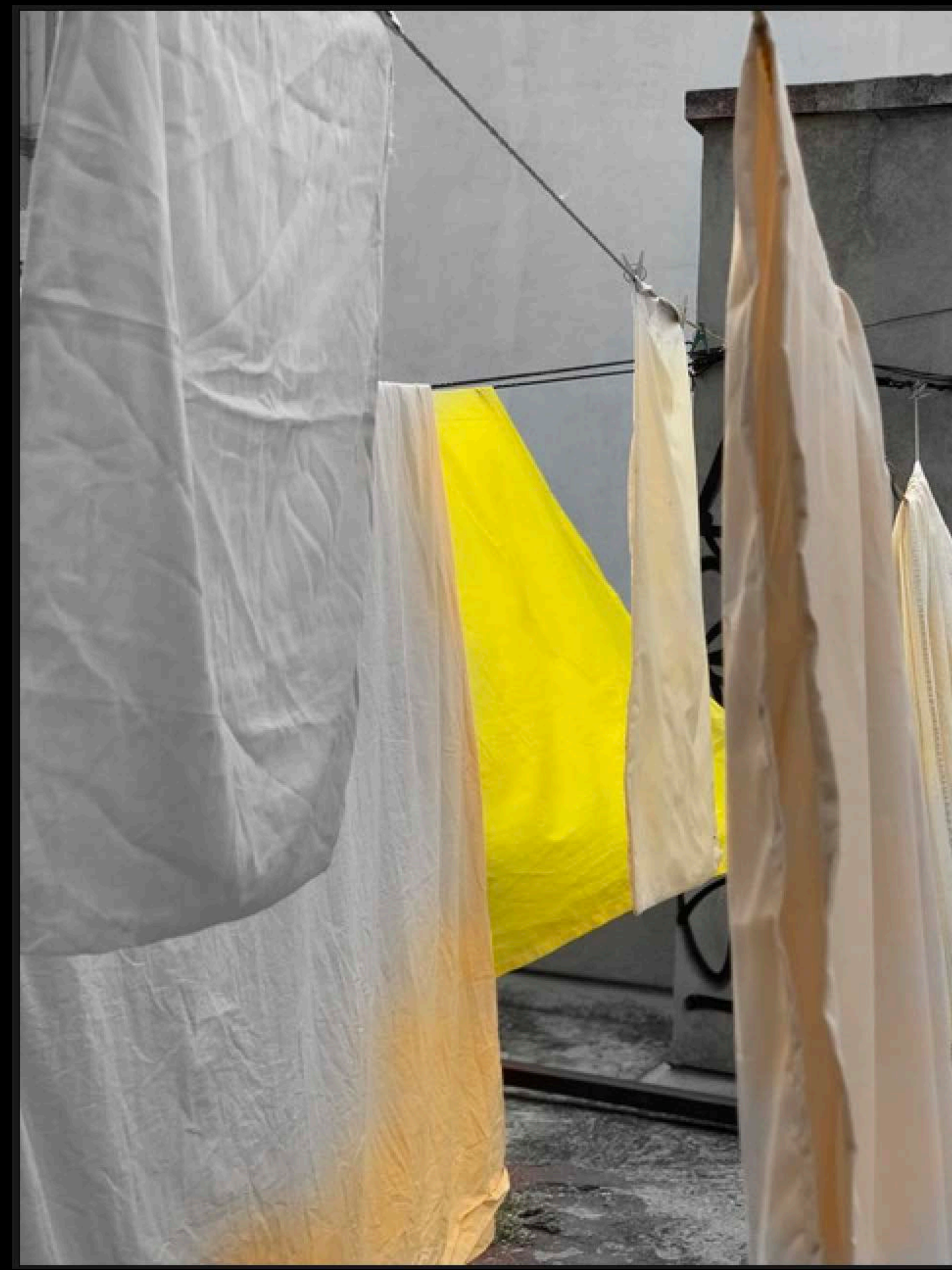
# Graphical Uses

Experiment with a different type of filter or photo transition



# Graphical Uses

Experiment with a different type of filter or photo transition











# Working Together with Other Vision Algorithms

Use classification to recognize the salient objects



# Working Together with Other Vision Algorithms

Use classification to recognize the salient objects



# Working Together with Other Vision Algorithms

Use classification to recognize the salient objects



# Classification and Image Similarity

Rohan Chandra, Vision Team

Classification basics

Taxonomy

Interpreting observations

Image Similarity



# Classification basics

Taxonomy

Interpreting observations

Image Similarity

# Classification in the Vision API



# What is Classification



What objects are  
in the image?

kitten

blanket

child

chair

table

bowl

textile

# Difficulties in Large Scale Classification

# Difficulties in Large Scale Classification



Annotated Data

# Difficulties in Large Scale Classification



Annotated Data

+



Compute Power

# Difficulties in Large Scale Classification



Annotated Data

+



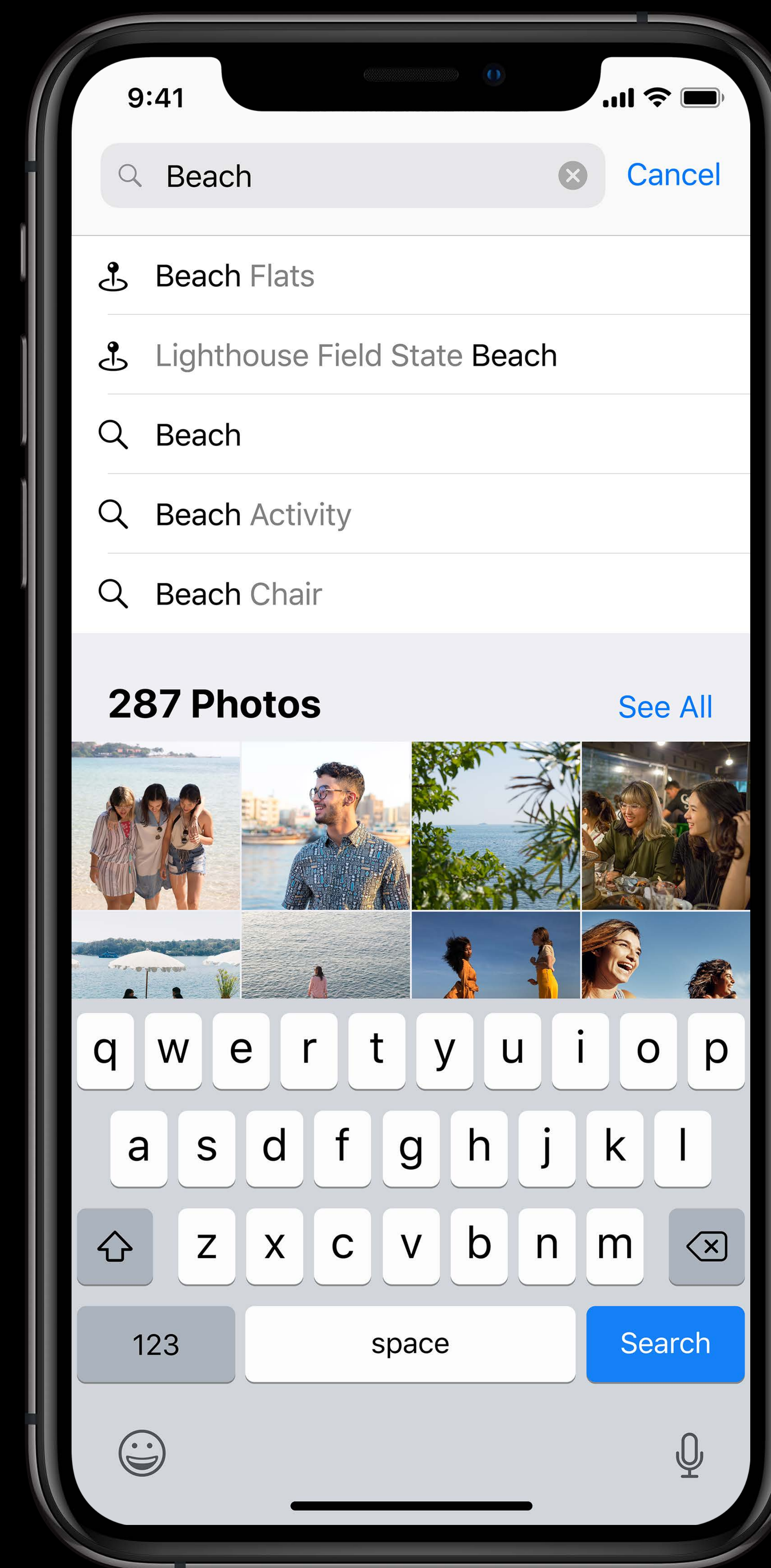
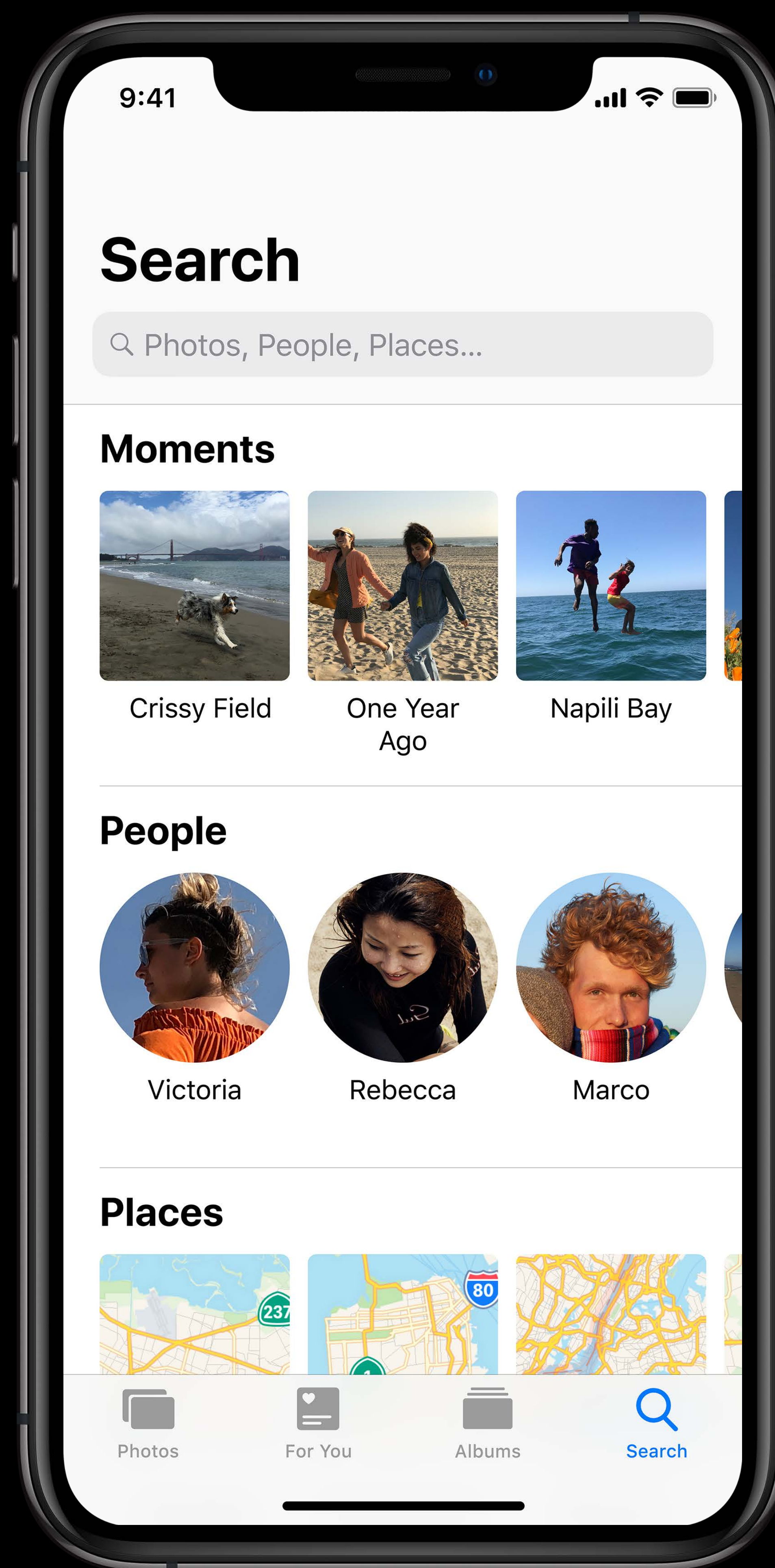
Compute Power

+



Specialized Expertise

# Classification Powers Photos Search





# Multi-label Versus Mono-label Classification



# Multi-label Versus Mono-label Classification

Mono-label model predicts "cat"

Multi-label model predicts "cat, adult, book"



Classification basics

Taxonomy

Interpreting observations

Image Similarity

Classification basics

**Taxonomy**

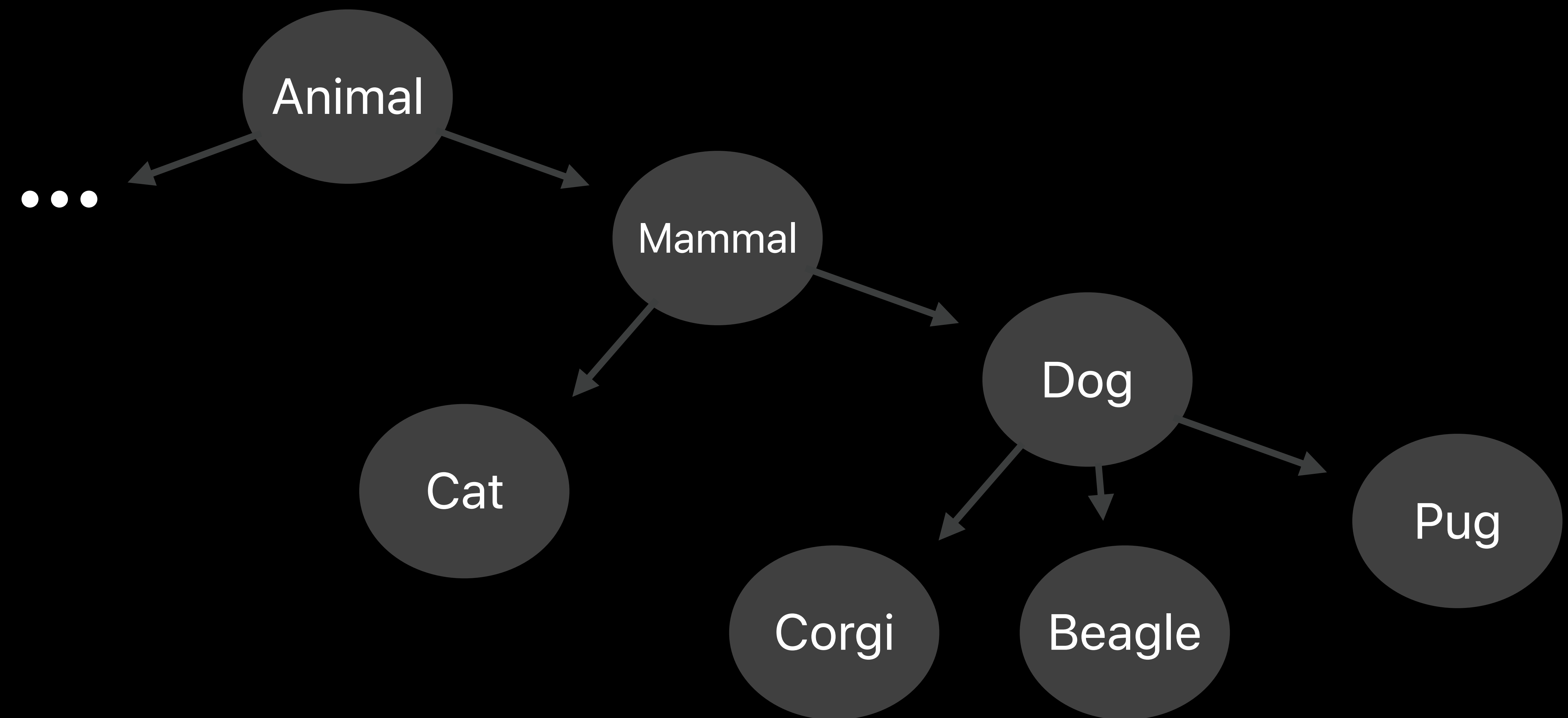
Interpreting observations

Image Similarity

# Taxonomy

# Taxonomy

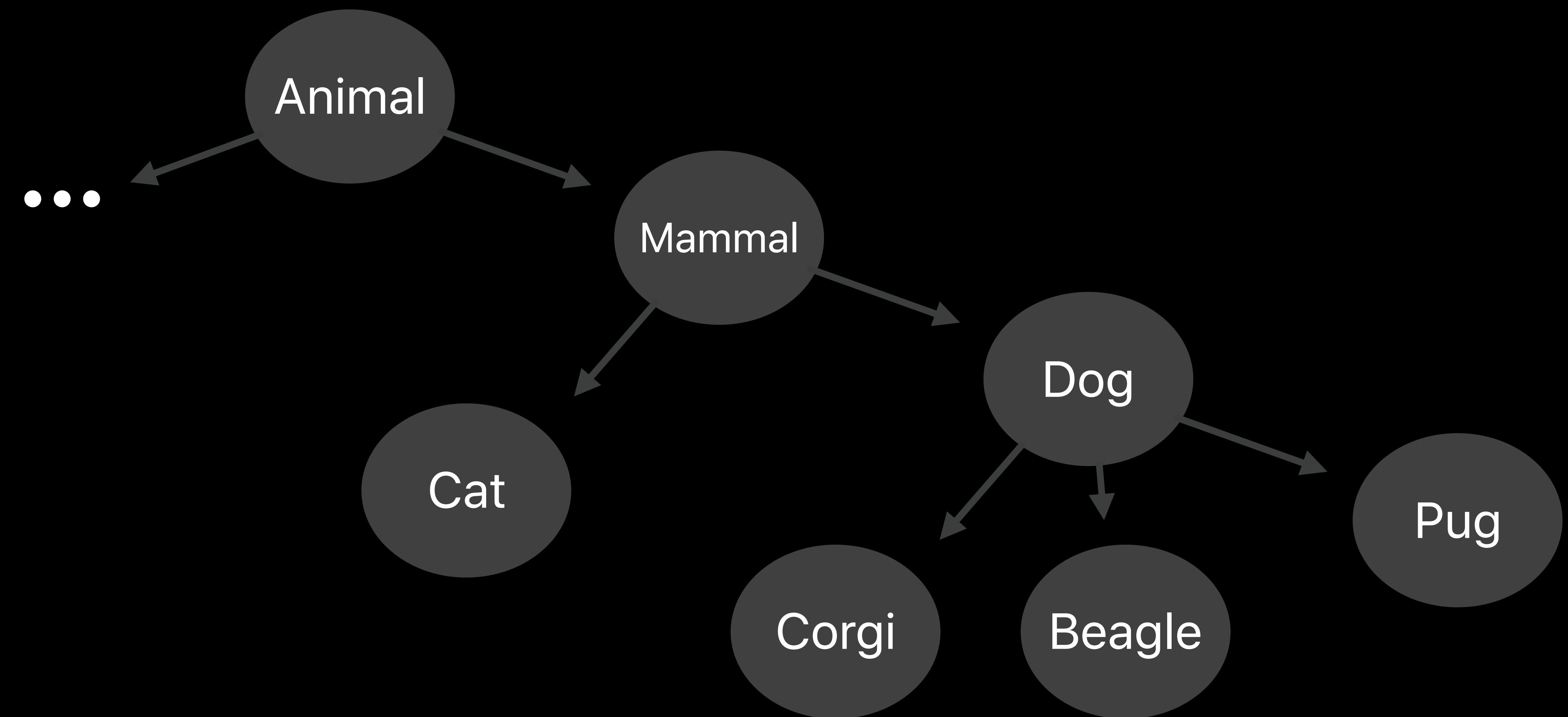
Hierarchical structure,  
containing around 1000 classes



# Taxonomy

Hierarchical structure,  
containing around 1000 classes

Grouping based on shared  
semantic meanings

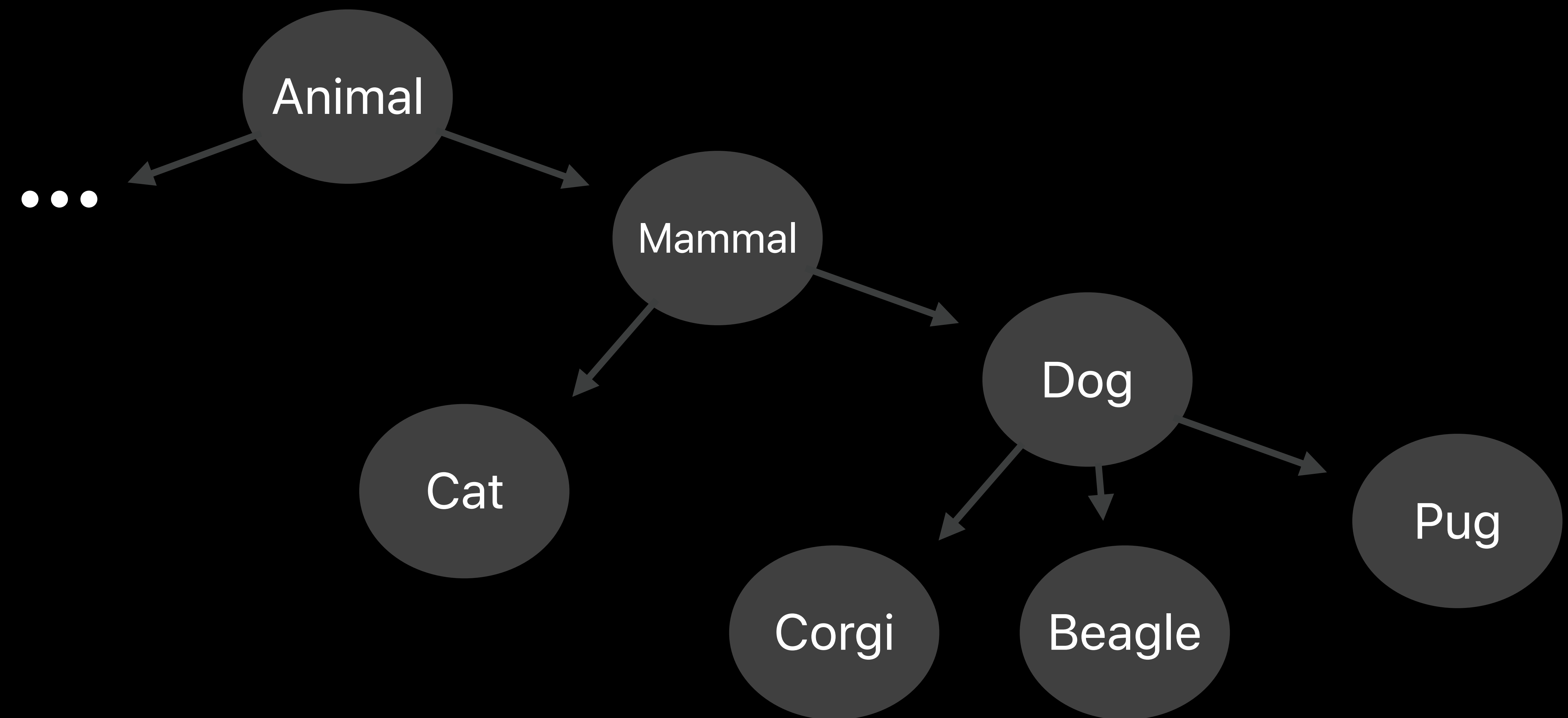


# Taxonomy

Hierarchical structure,  
containing around 1000 classes

Grouping based on shared  
semantic meanings

Defines relationships between  
classes of increasing specificity



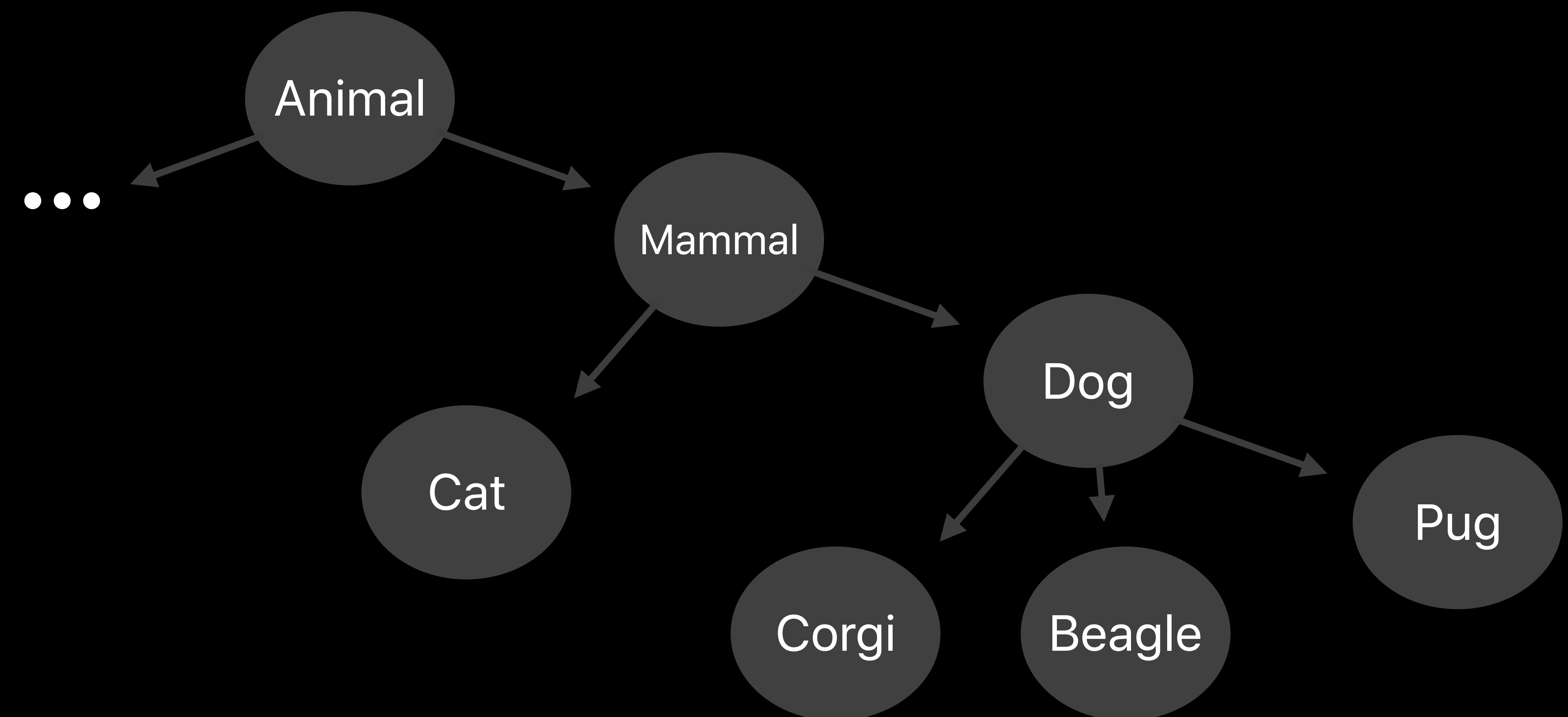


# Taxonomy

Hierarchical structure,  
containing around 1000 classes

Grouping based on shared  
semantic meanings

Defines relationships between  
classes of increasing specificity



```
// List full taxonomy with  
VNClassifyImageRequest.knownClassifications(forRevision: VNClassifyImageRequestRevision1 )
```

# Taxonomy Construction

# Taxonomy Construction

Include classes that are visually identifiable

# Taxonomy Construction

Include classes that are visually identifiable

Avoid

- Abstract / controversial concepts

# Taxonomy Construction

Include classes that are visually identifiable

Avoid

- Abstract / controversial concepts
- Proper nouns, adjectives, and basic shapes

# Taxonomy Construction

Include classes that are visually identifiable

Avoid

- Abstract / controversial concepts
- Proper nouns, adjectives, and basic shapes
- Occupations

# Taxonomy Construction

Include classes that are visually identifiable

Avoid

- Abstract / controversial concepts
- Proper nouns, adjectives, and basic shapes
- Occupations



```
let handler = VNImageRequestHandler(url: imageUrl)
let request = VNClassifyImageRequest()
try? handler.perform([request])
let observations = request.results as? [VNClassificationObservation]
```





```
let handler = VNImageRequestHandler(url: imageUrl)
let request = VNClassifyImageRequest()
try? handler.perform([request])
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```



```
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```



```
let handler = VNImageRequestHandler(url: imageUrl)
let request = VNClassifyImageRequest()
try? handler.perform([request])
let observations = request.results as? [VNClassificationObservation]
```

Observations output:  
(<Label>, <Confidence>)

```
[
  (animal, 0.848),
  (cat, 0.848),
  (mammal, 0.848),
  (clothing, 0.676),
  (beanie, 0.675),
  (hat, 0.675),
  (people, 0.616),
  (adult, 0.616),
  (snow, 0.445),
  (jacket, 0.214),
  (outdoor, 0.063),
  (leash, 0.057),
  (cord, 0.057),
  ...
```



Classification basics

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# Interpreting Observation, Terms



# Interpreting Observation, Terms



Confidence > Threshold =>

Predicted motorcycle  
in image



# Interpreting Observation, Terms



Confidence > Threshold =>

Predicted motorcycle  
in image



Confidence < Threshold =>

Predicted **no**  
motorcycle in image



# Precision and Recall



# Precision and Recall

## Recall

Percentage of Target Class retrieved from entire library



Observations output:  
(<Label>, <Confidence>)

```
let handler = VNImageRequestHandler(url: imageUrl)
let request = VNClassifyImageRequest()
try? handler.perform([request])
let observations = request.results as? [VNClassificationObservation]
let searchObservations = observations?.filter { $0.hasMinimumPrecision(0.0,
forRecall: 0.7) }
```

```
[
  (animal, 0.848),
  (cat, 0.848),
  (mammal, 0.848),
  (clothing, 0.676),
  (beanie, 0.675),
  (hat, 0.675),
  (people, 0.616),
  (adult, 0.616),
  (snow, 0.445),
  (jacket, 0.214),
  (outdoor, 0.063),
  (leash, 0.057),
  (cord, 0.057),
  ...
]
```



```
let handler = VNImageRequestHandler(url: imageUrl)
let request = VNClassifyImageRequest()
try? handler.perform([request])
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let searchObservations = observations?.filter { $0.hasMinimumPrecision(0.0,
forRecall: 0.7) }
```



```
[
  (animal, 0.848),
  (cat, 0.848),
  (mammal, 0.848),
  (clothing, 0.676),
  (beanie, 0.675),
  (hat, 0.675),
  (people, 0.616),
  (adult, 0.616),
  (snow, 0.445),
  (jacket, 0.214),
]
```

# Precision and Recall



# Precision and Recall

## Precision

Percentage of returned results that are target class



```
let handler = VNImageRequestHandler(url: imageUrl)
let request = VNClassifyImageRequest()
try? handler.perform([request])
let observations = request.results as? [VNClassificationObservation]
let searchObservations = observations?.filter { $0.hasMinimumRecall(0.0,
forPrecision: 0.7) }
```



Observations output:  
(<Label>, <Confidence>)

```
[
  (animal, 0.848),
  (cat, 0.848),
  (mammal, 0.848),
  (clothing, 0.676),
  (beanie, 0.675),
  (hat, 0.675),
  (people, 0.616),
  (adult, 0.616),
  (snow, 0.445),
  (jacket, 0.214),
  (outdoor, 0.063),
  (leash, 0.057),
  (cord, 0.057),
  ...
]
```

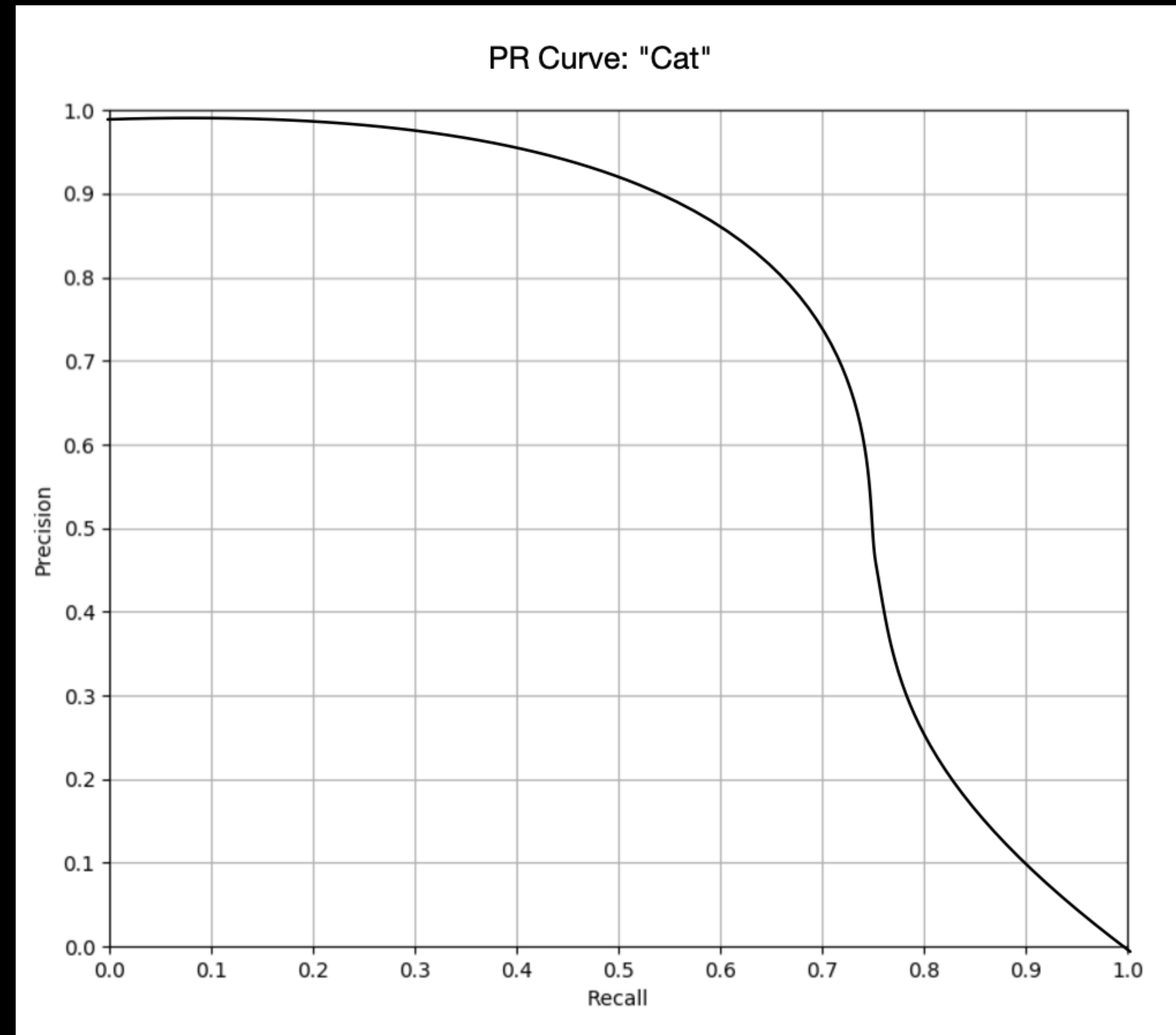
```
let handler = VNImageRequestHandler(url: imageUrl)
let request = VNClassifyImageRequest()
try? handler.perform([request])
let observations = request.results as? [VNClassificationObservation]
let searchObservations = observations?.filter { $0.hasMinimumRecall(0.0,
forPrecision: 0.7) }
```



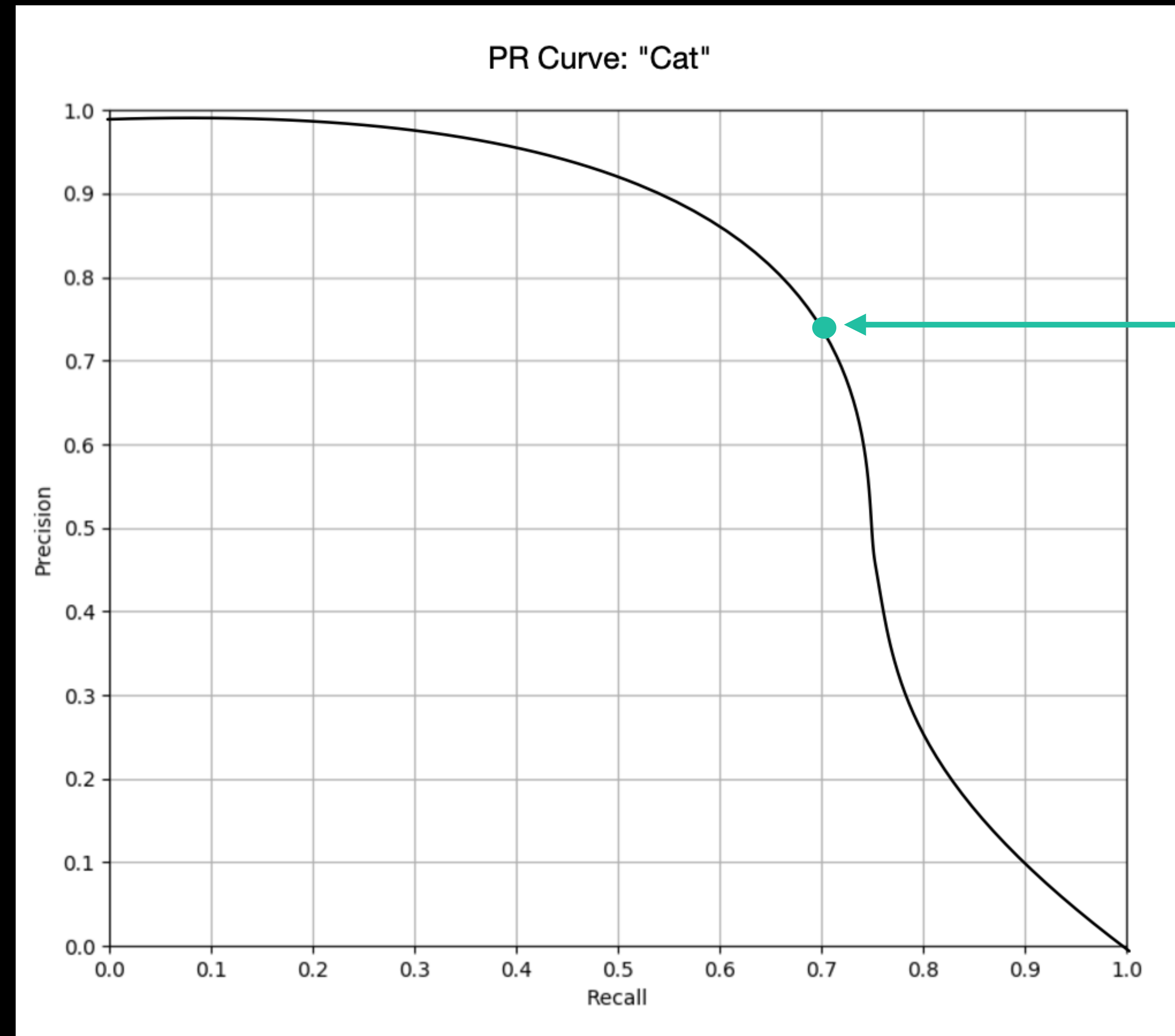
```
[
  (animal, 0.848),
  (cat, 0.848),
  (mammal, 0.848),
  (clothing, 0.676),
  (beanie, 0.675),
  (hat, 0.675),
  (people, 0.616),
  (adult, 0.616),
  (snow, 0.445),
]
```



# The PR Curve

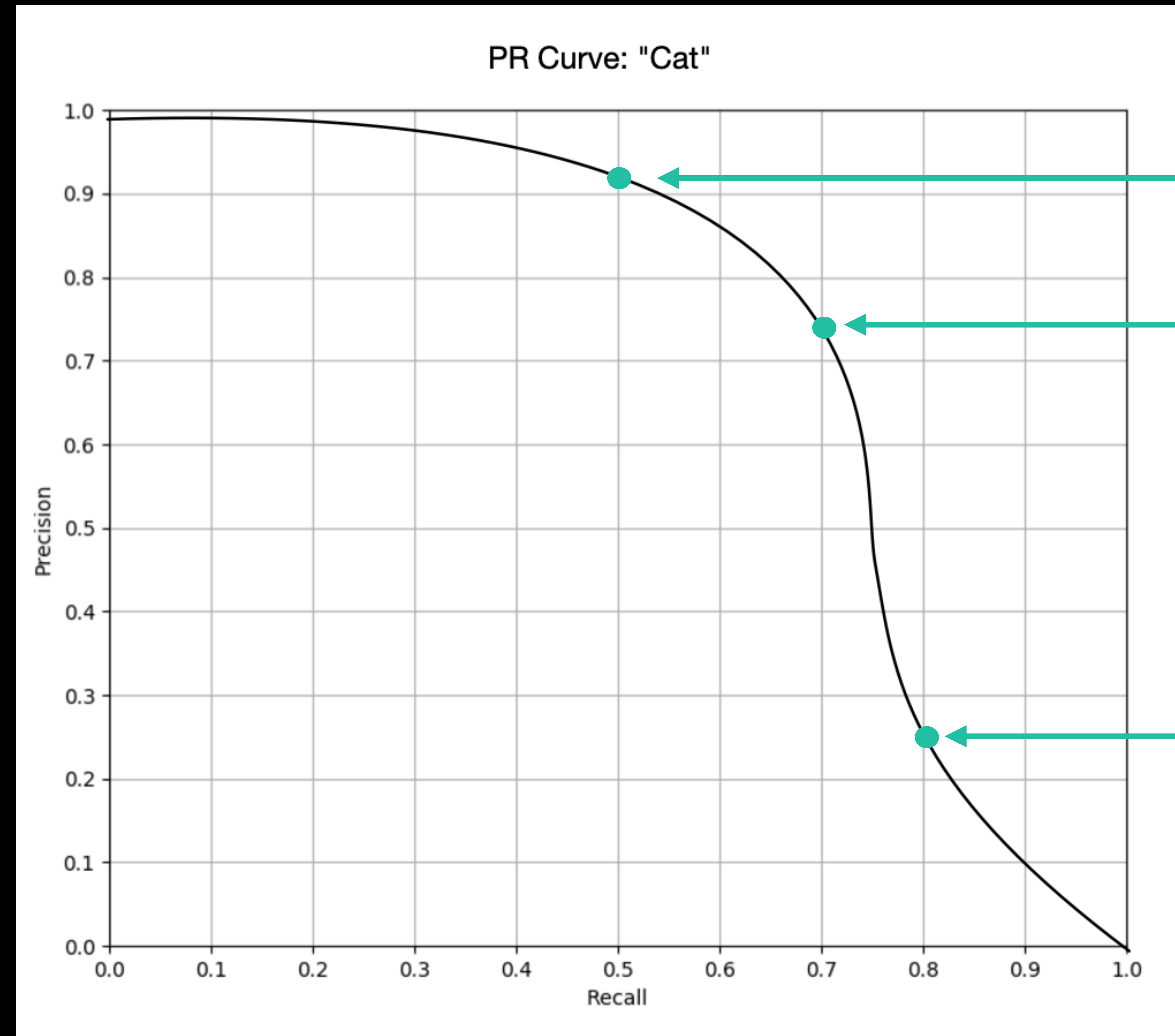


# The PR Curve



Operating point where  
Recall = 0.7  
Precision = 0.74

# The PR Curve



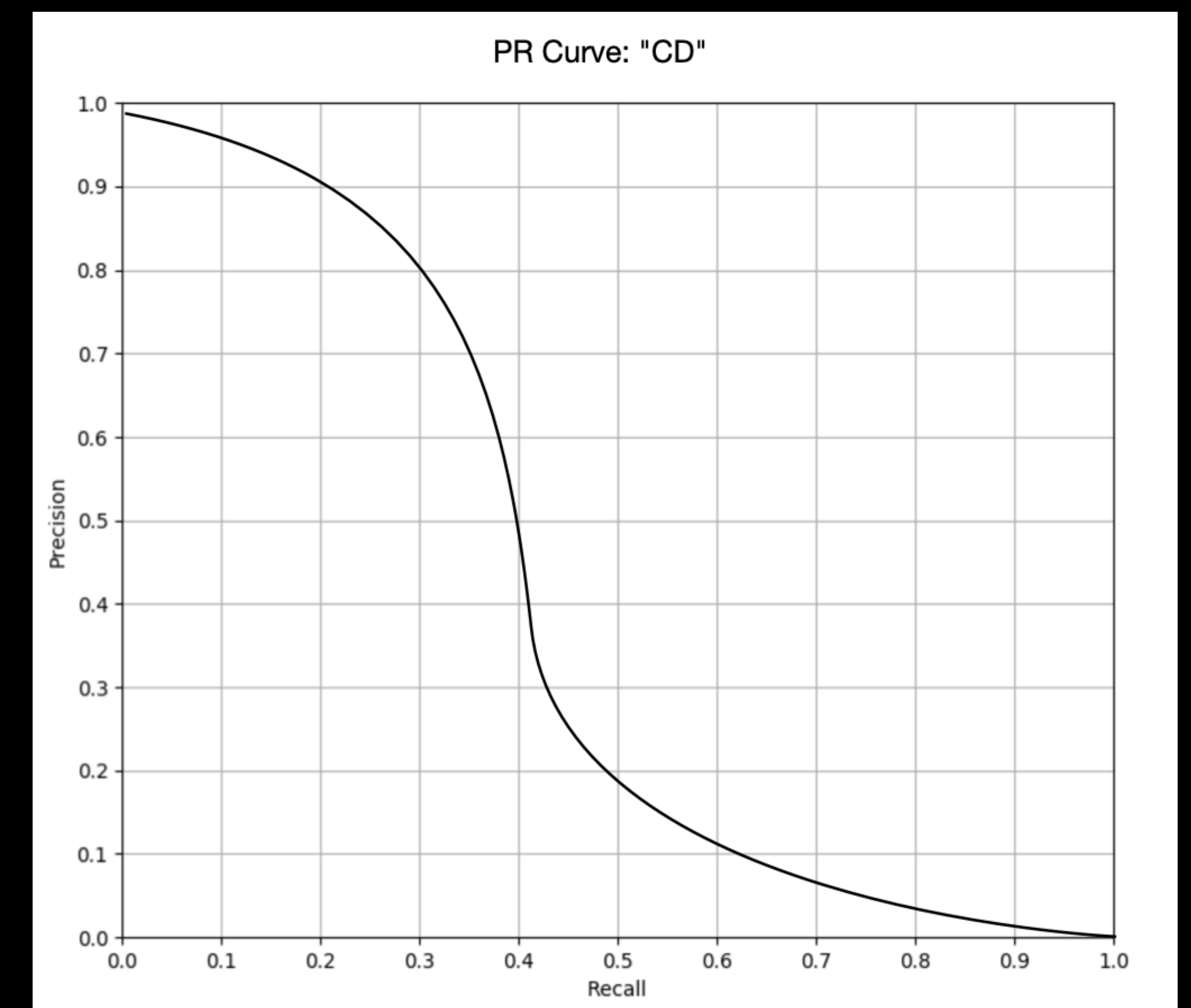
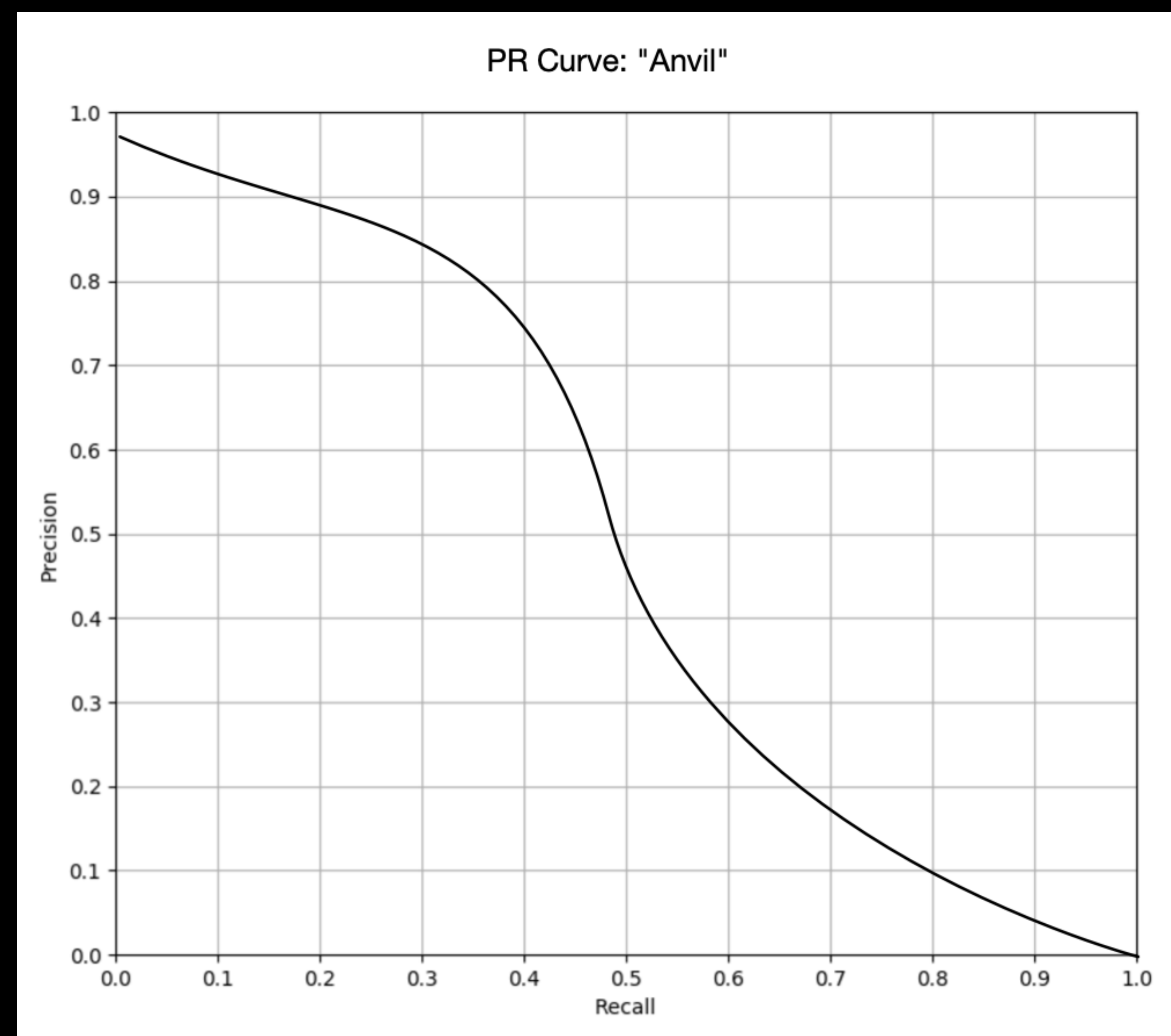
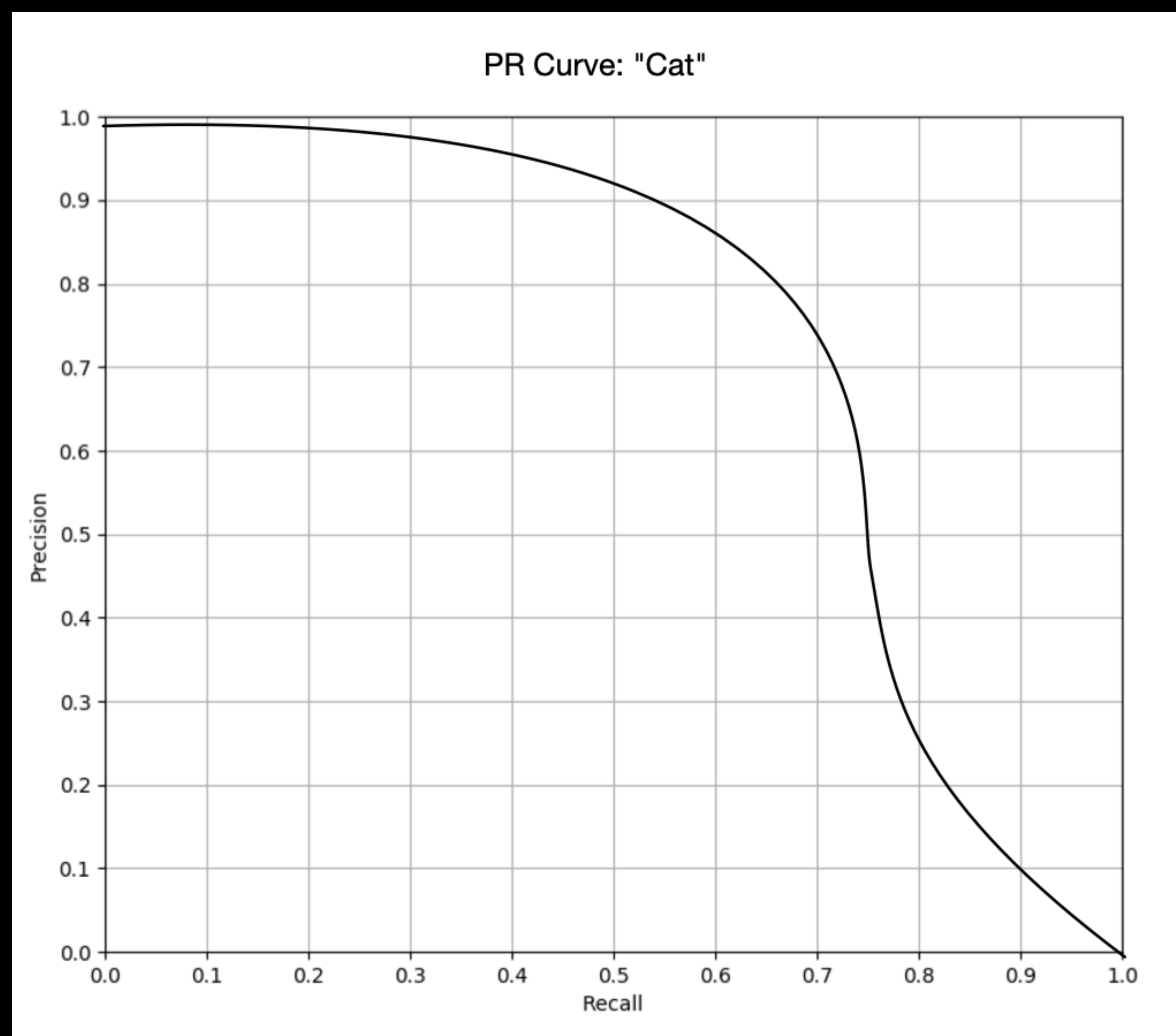
Operating point where  
Recall = 0.5  
Precision = 0.92

Operating point where  
Recall = 0.7  
Precision = 0.74

Operating point where  
Recall = 0.8  
Precision = 0.26

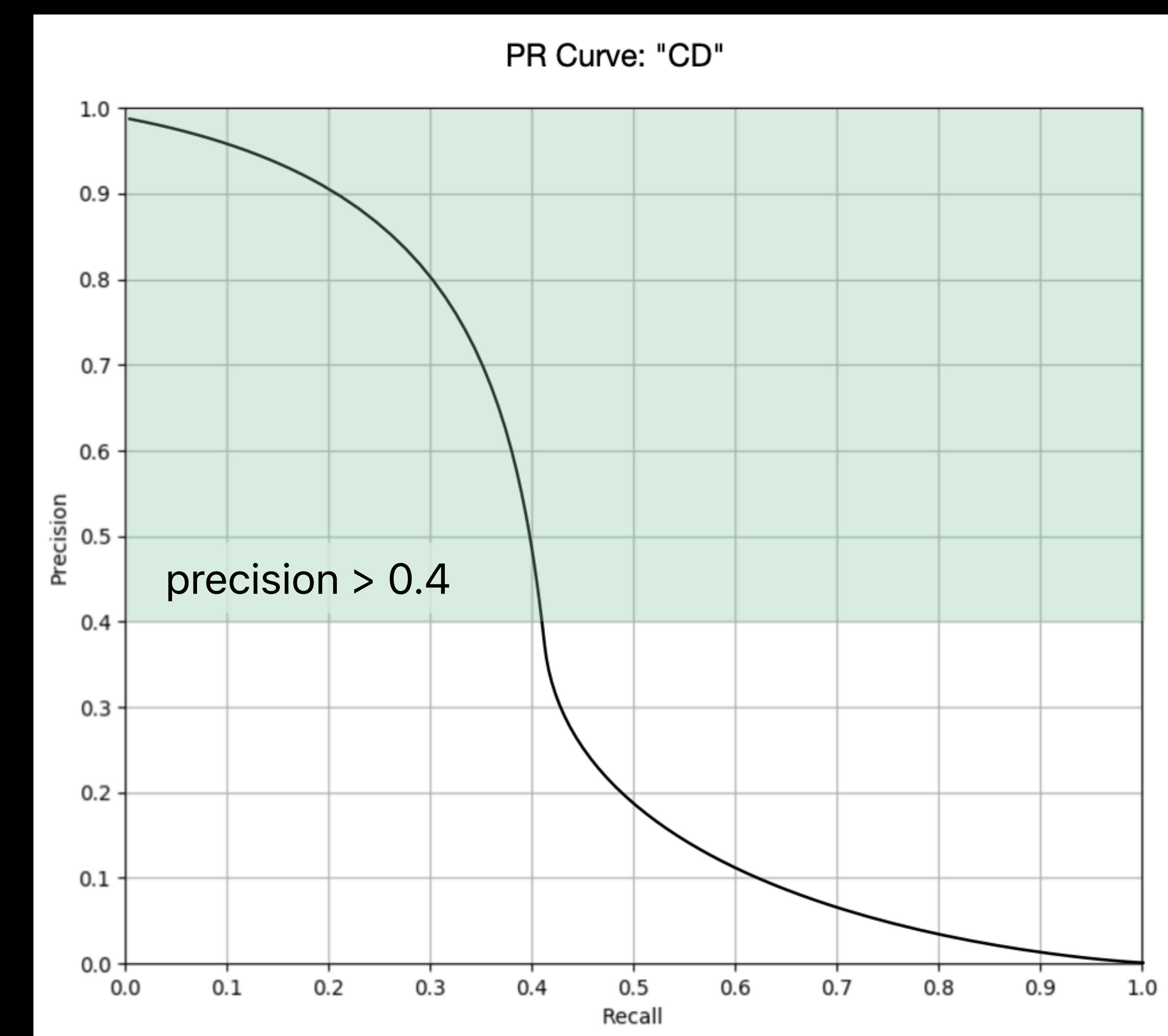
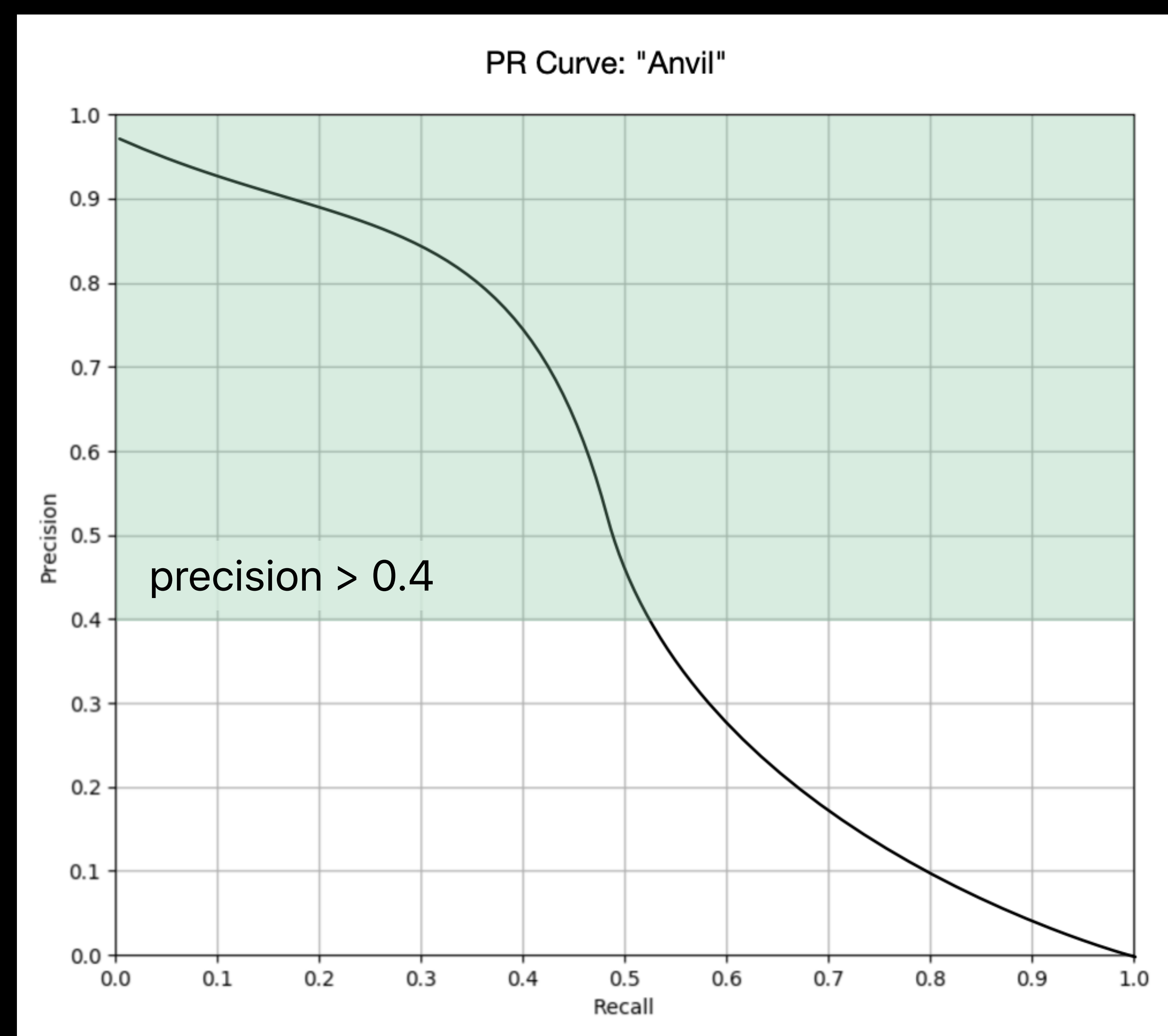
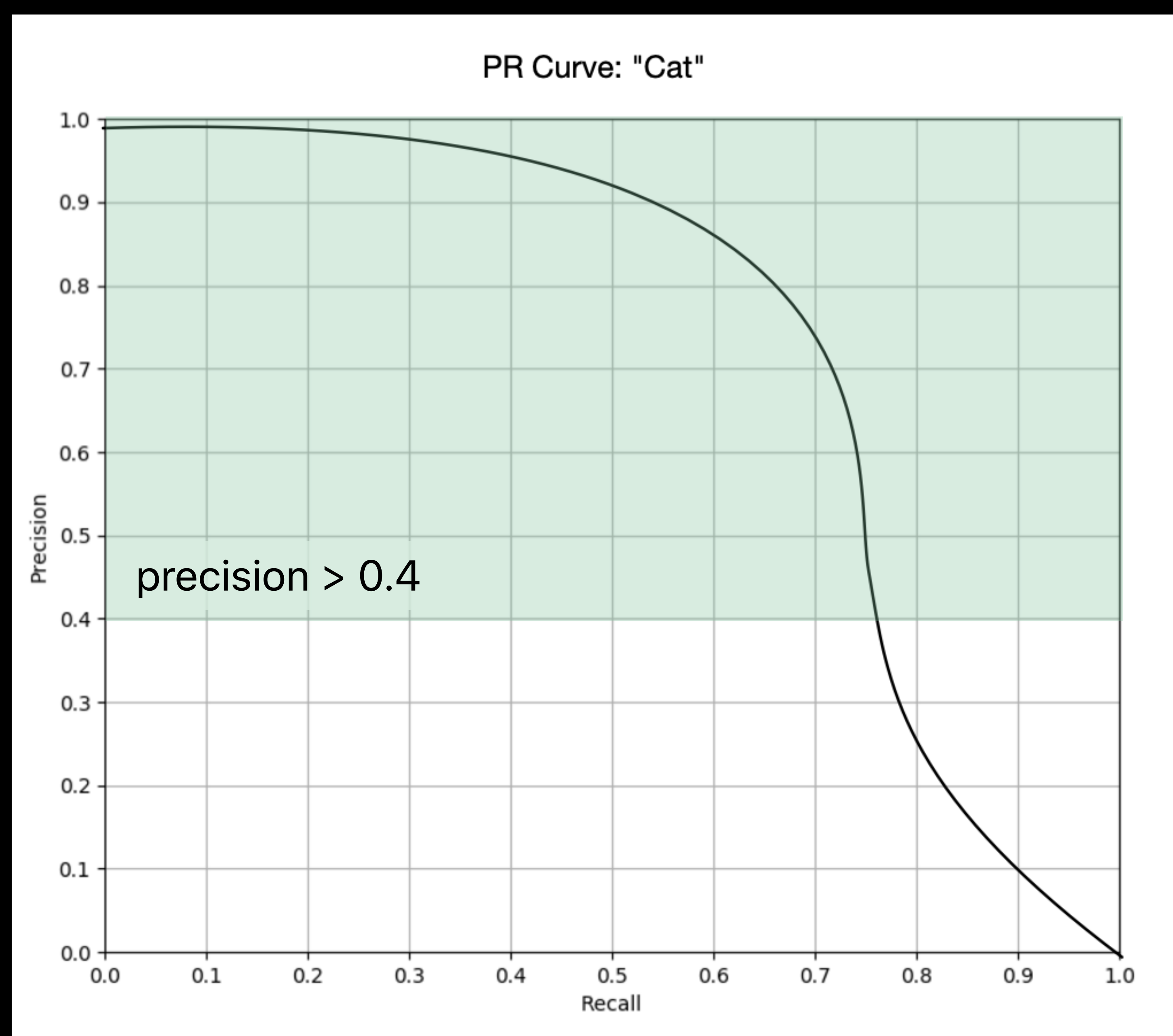
# Filtering the PR Curve

```
let observations = request.results as? [VNClassificationObservation]  
let searchObservations = observations?.filter { $0.hasMinimumPrecision(0.4, forRecall: 0.5) }
```



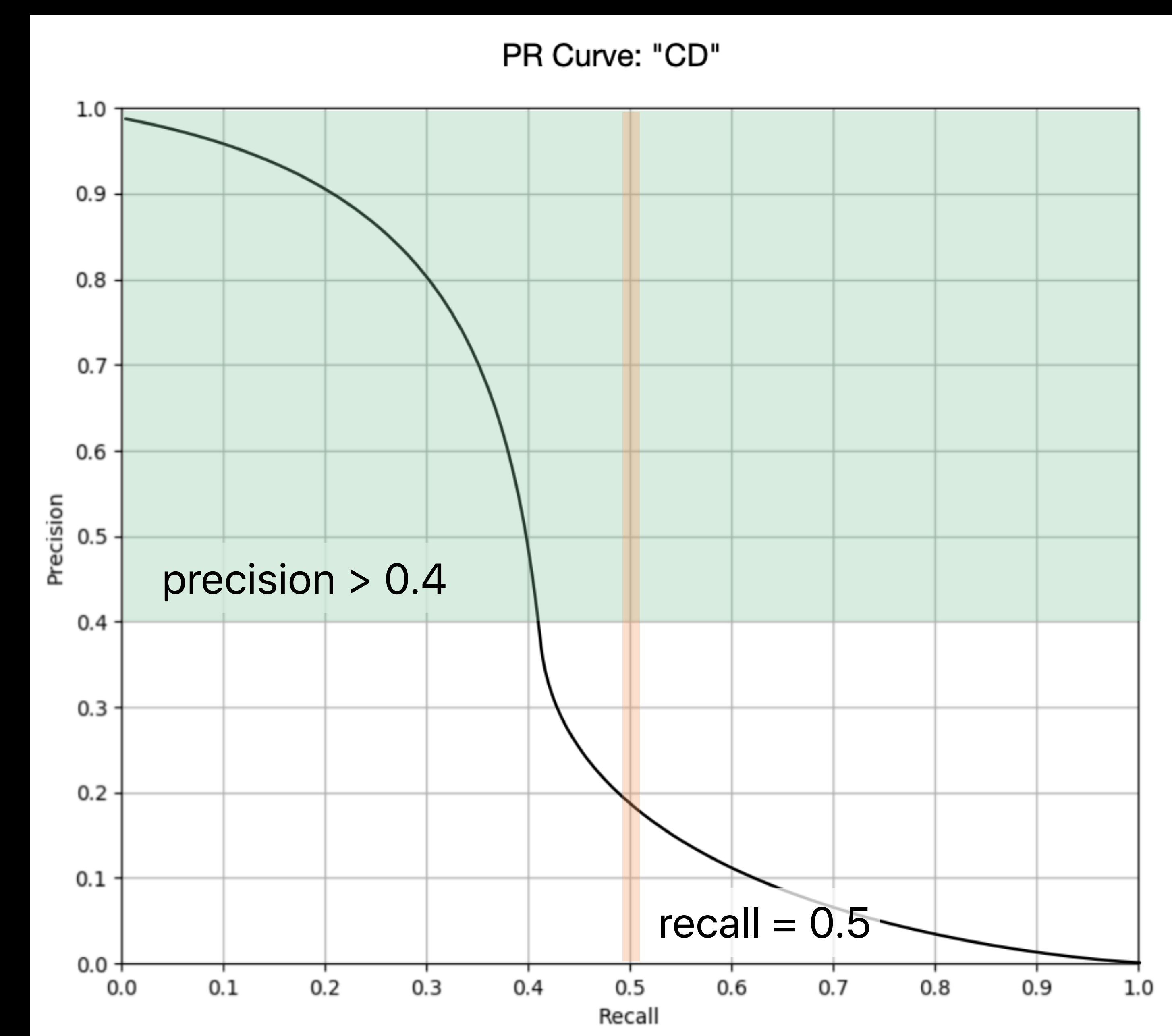
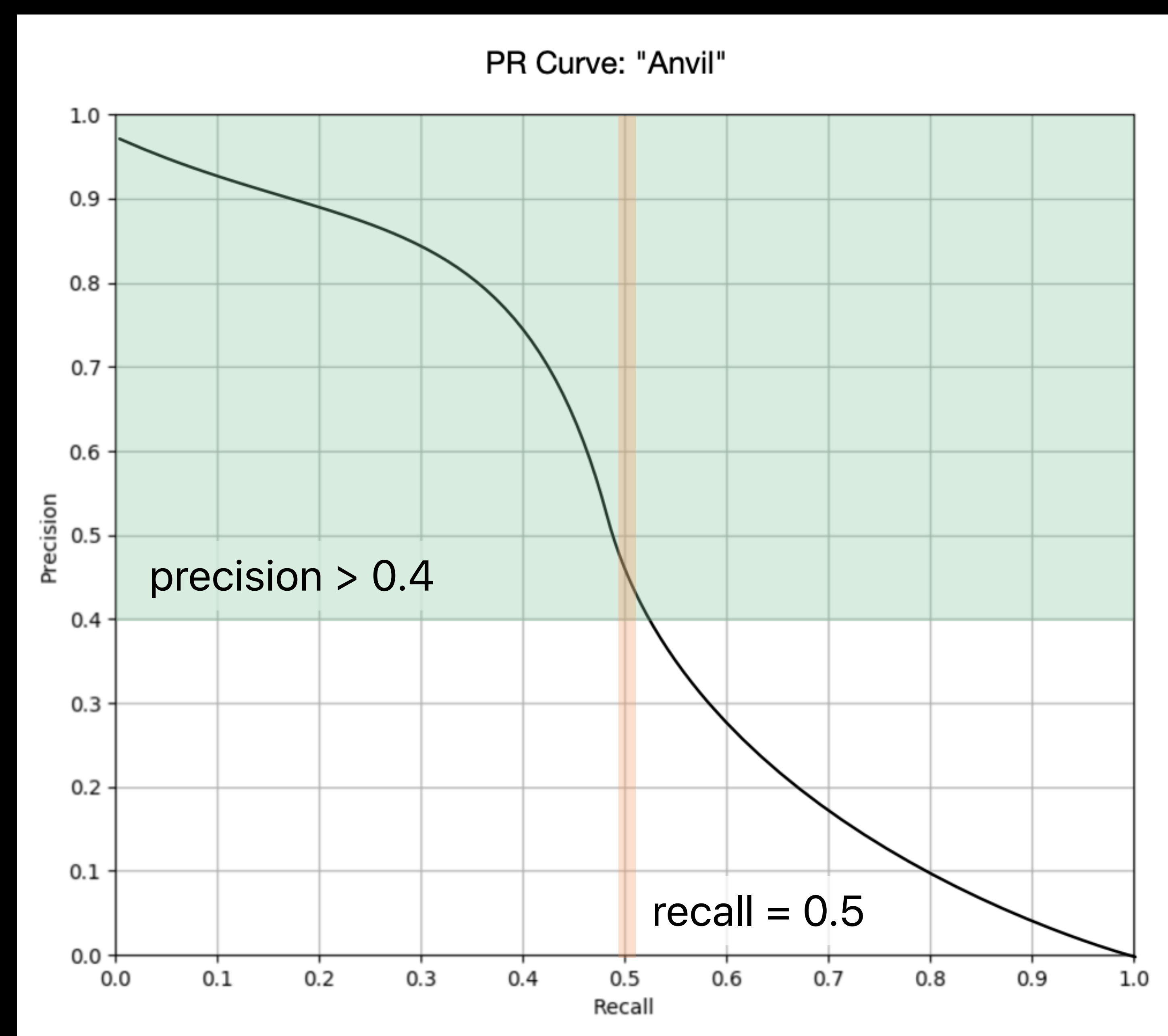
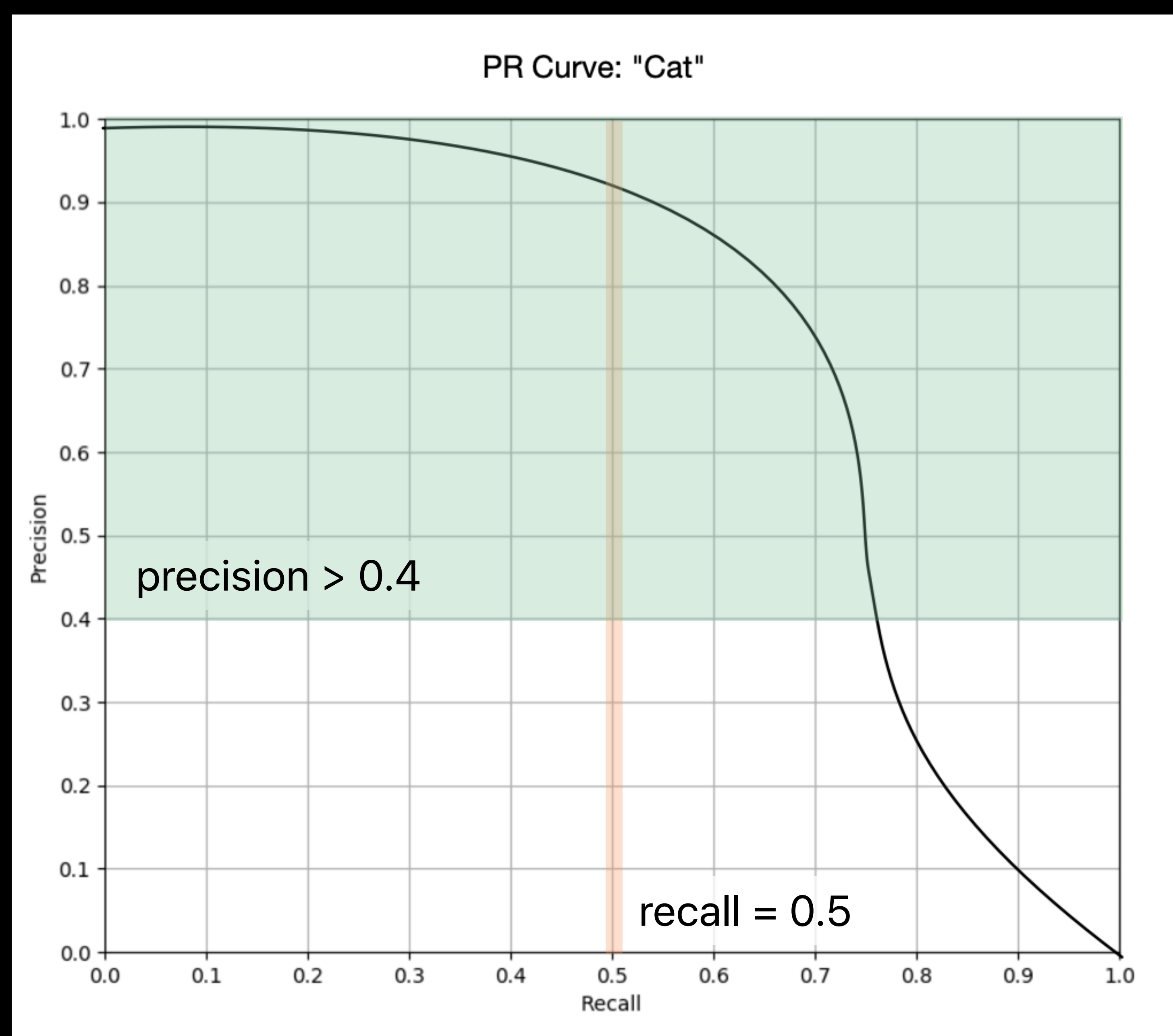
# Filtering the PR Curve

```
let observations = request.results as? [VNClassificationObservation]  
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```



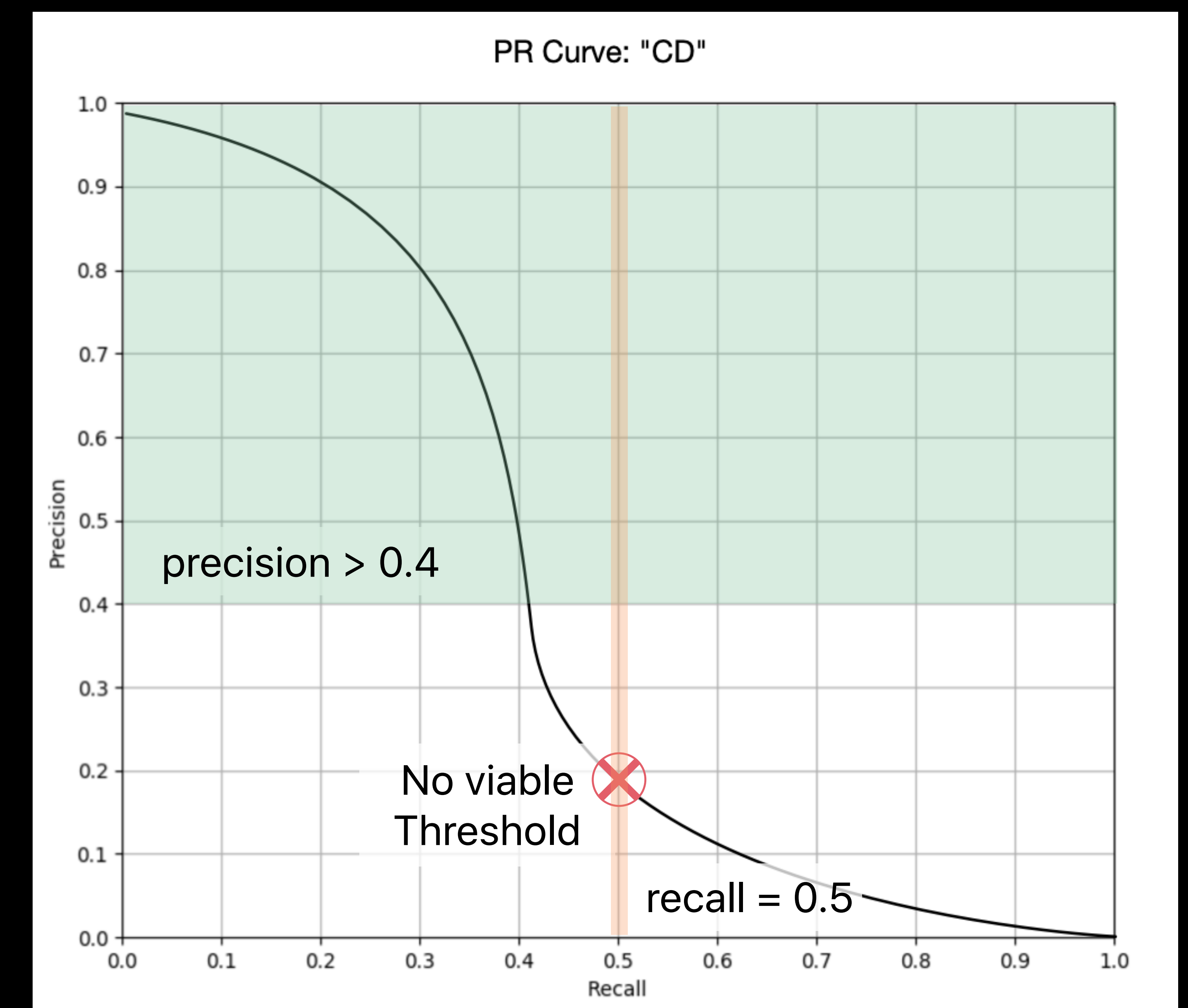
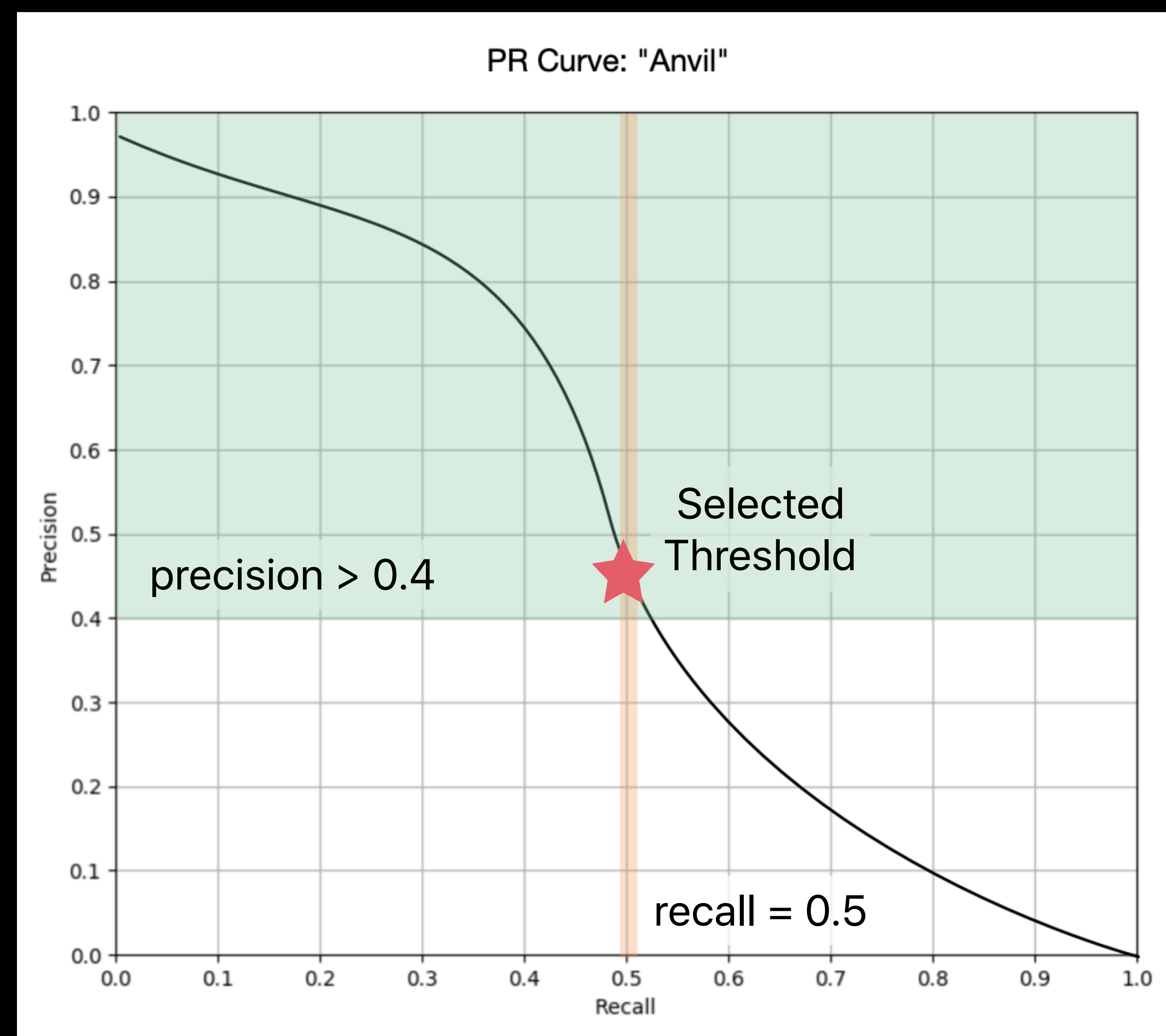
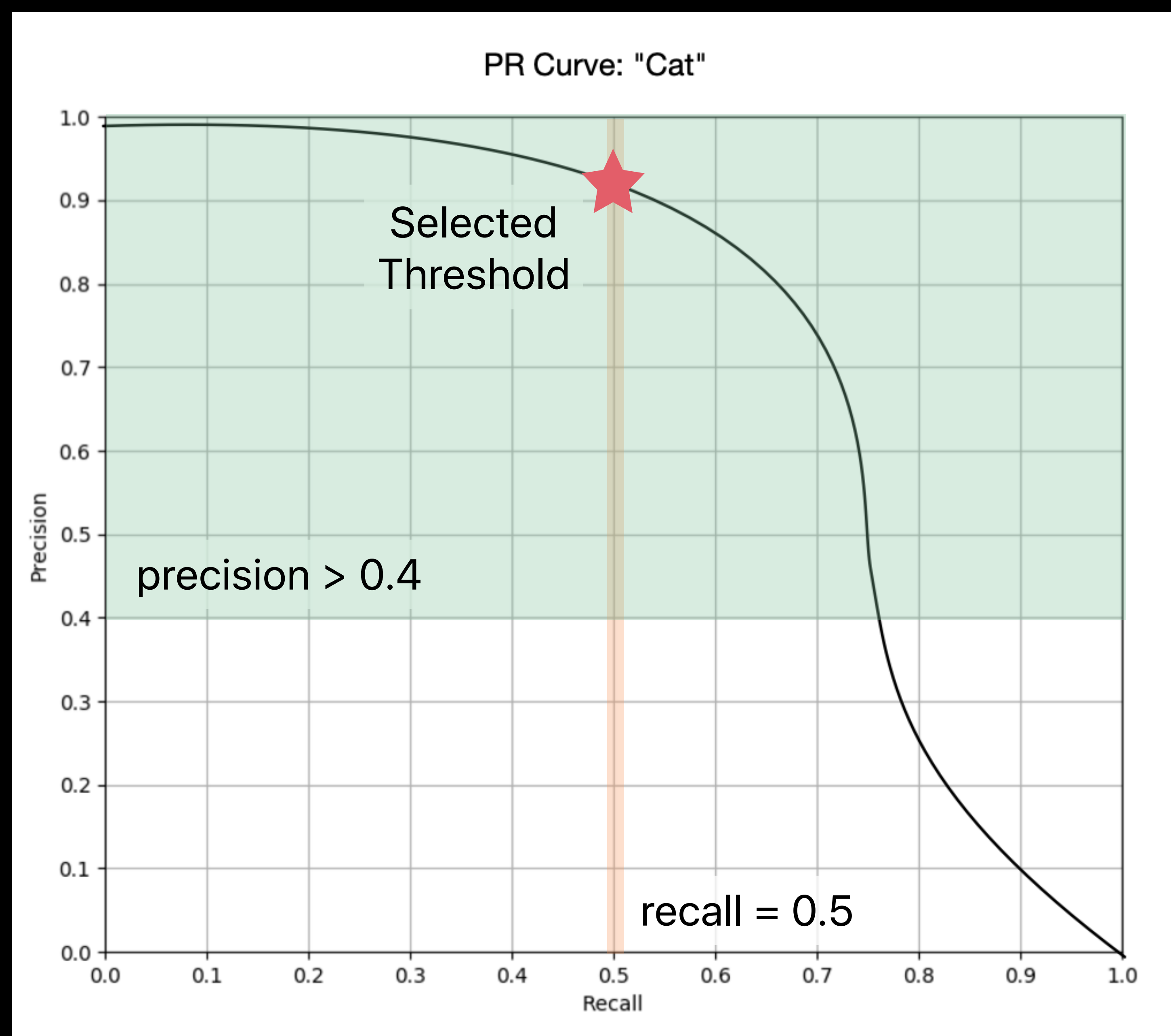
# Filtering the PR Curve

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let searchObservations = observations?.filter { $0.hasMinimumPrecision(0.4, forRecall: 0.5) }
```



# Filtering the PR Curve

```
let observations = request.results as? [VNClassificationObservation]  
let searchObservations = observations?.filter { $0.hasMinimumPrecision(0.4, forRecall: 0.5) }
```



# Classification: Summary

Returned Observation contains labels and an associated confidence

Choice of threshold is application specific

Can be determined by desired precision and recall



```
[  
  (wood_natural, 0.90),  
  (animal, 0.82),  
  (mammal, 0.82),  
  (feline, 0.82),  
  (cat, 0.82),  
  (snow, 0.51),  
  (outdoor, 0.37),  
  (land, 0.37),  
  ...  
]
```



Classification basics

Taxonomy

Interpreting observations

Image Similarity

Classification basics

Taxonomy

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**Image Similarity**

# Image Similarity

How can we describe an image?

# Image Similarity

Describe an image using pixels?

Input Image



# Image Similarity

Describe an image using pixels?

Input Image



Fails to retrieve



# Image Similarity

Describe an image using words?

Input Image



# Image Similarity

Describe an image using words?

Input Image



Semantically Similar  
Word search

Kitten,  
Bowl

# Image Similarity

Describe an image using words?

Input Image



Semantically Similar  
Word search

Kitten,  
Bowl





# Image Similarity

# Image Similarity

Descriptor should describes image content, not just appearance

# Image Similarity

Descriptor should describes image content, not just appearance

Classification network creates representations of images

# Image Similarity

Descriptor should describes image content, not just appearance

Classification network creates representations of images

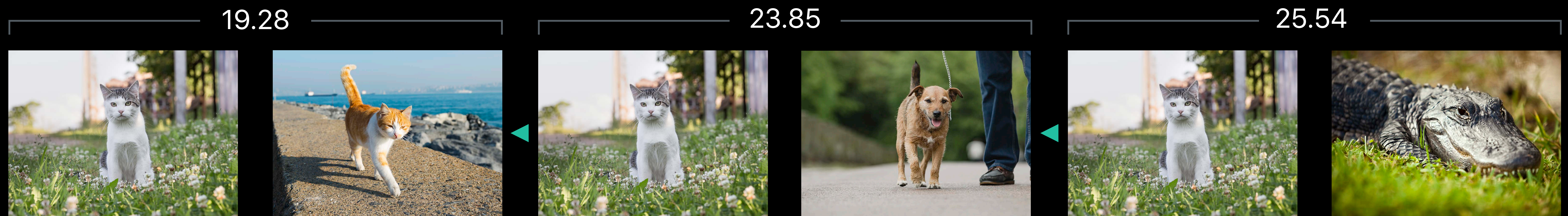
FeaturePrint — vector image descriptor similar to a word vector

# Image Similarity

Descriptor should describes image content, not just appearance

Classification network creates representations of images

FeaturePrint — vector image descriptor similar to a word vector



Pair-wise distance

# Image Similarity



# Image Similarity



# Image Similarity





# Image Similarity



# Image Similarity



# Image Similarity



# Image Similarity



***Demo***

Image Similarity game

```
// Generate featureprints for copies and compute distances from original featureprint
for index in contestantImageURLs.indices {
    let contestantImageURL = contestantImageURLs[index]
    if let contestantFPO = featureprintObservationForImage(atURL: contestantImageURL) {
    do {
        var distance = Float(0)
        try contestantFPO.computeDistance(&distance, to: originalFPO)
            ranking.append((contestantIndex: index, featureprintDistance: distance))
        } catch {
            print("Error computing distance between featureprints.")
        }
    }
}
}
```

```
// Generate featureprints for copies and compute distances from original featureprint
for index in contestantImageURLs.indices {
    let contestantImageURL = contestantImageURLs[index]
    if let contestantFPO = featureprintObservationForImage(atURL: contestantImageURL) {
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        }
    }
}
}
```

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    do {
        var distance = Float(0)
        try contestantFPO.computeDistance(&distance, to: originalFPO)
            ranking.append((contestantIndex: index, featureprintDistance: distance))
        } catch {
            print("Error computing distance between featureprints.")
        }
    }
}
}
```



# Face Technology, New Detectors, Tracking, and CoreML

Sergey Kamensky, Vision Team

# Face Technology

# Face Landmarks



# Face Landmarks

New



# Face Landmarks

New



# Face Landmarks



Single Confidence Score

New

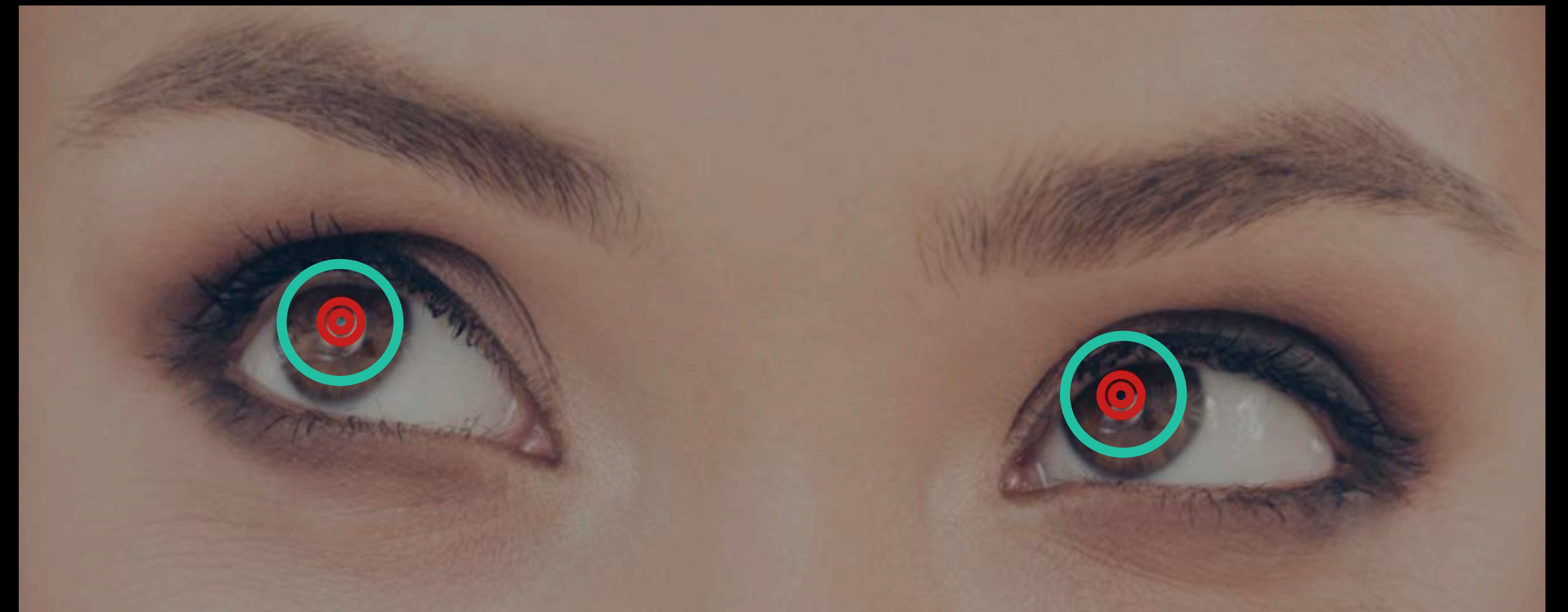


Confidence Score per point

# Face Landmarks

Pupils Detection

New



# Face Landmarks

Example



# Face Landmarks

## Example

```
let request = VNDetectFaceLandmarksRequest()
let requestHandler = VNImageRequestHandler(url: imageURL)
try requestHandler.perform([request])
let faceObservation = request.results!.first! as! VNFaceObservation
let landmarks2D = faceObservation.landmarks!
```

# Face Landmarks

## Example

```
let request = VNDetectFaceLandmarksRequest()  
let requestHandler = VNImageRequestHandler(url: imageURL)  
try requestHandler.perform([request])  
let faceObservation = request.results!.first! as! VNFaceObservation  
let landmarks2D = faceObservation.landmarks!
```

# Face Landmarks

## Example

```
let request = VNDetectFaceLandmarksRequest()
let requestHandler = VNImageRequestHandler(url: imageURL)
try requestHandler.perform([request])
let faceObservation = request.results!.first! as! VNFaceObservation
let landmarks2D = faceObservation.landmarks!
```

# Face Landmarks

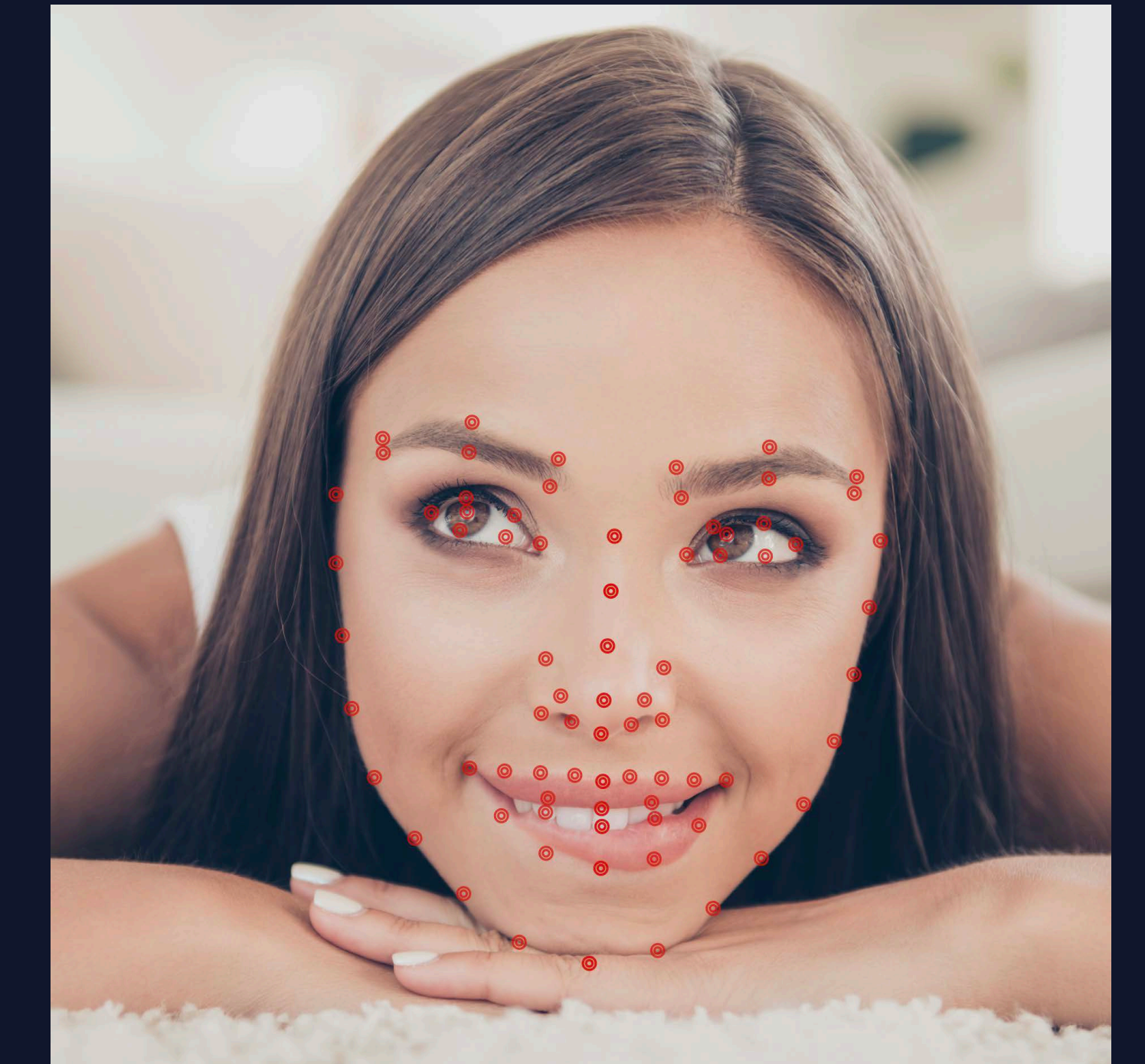
## Example

```
let request = VNDetectFaceLandmarksRequest()
let requestHandler = VNImageRequestHandler(url: imageURL)
try requestHandler.perform([request])
let faceObservation = request.results!.first! as! VNFaceObservation
let landmarks2D = faceObservation.landmarks!
```

# Face Landmarks

## Example

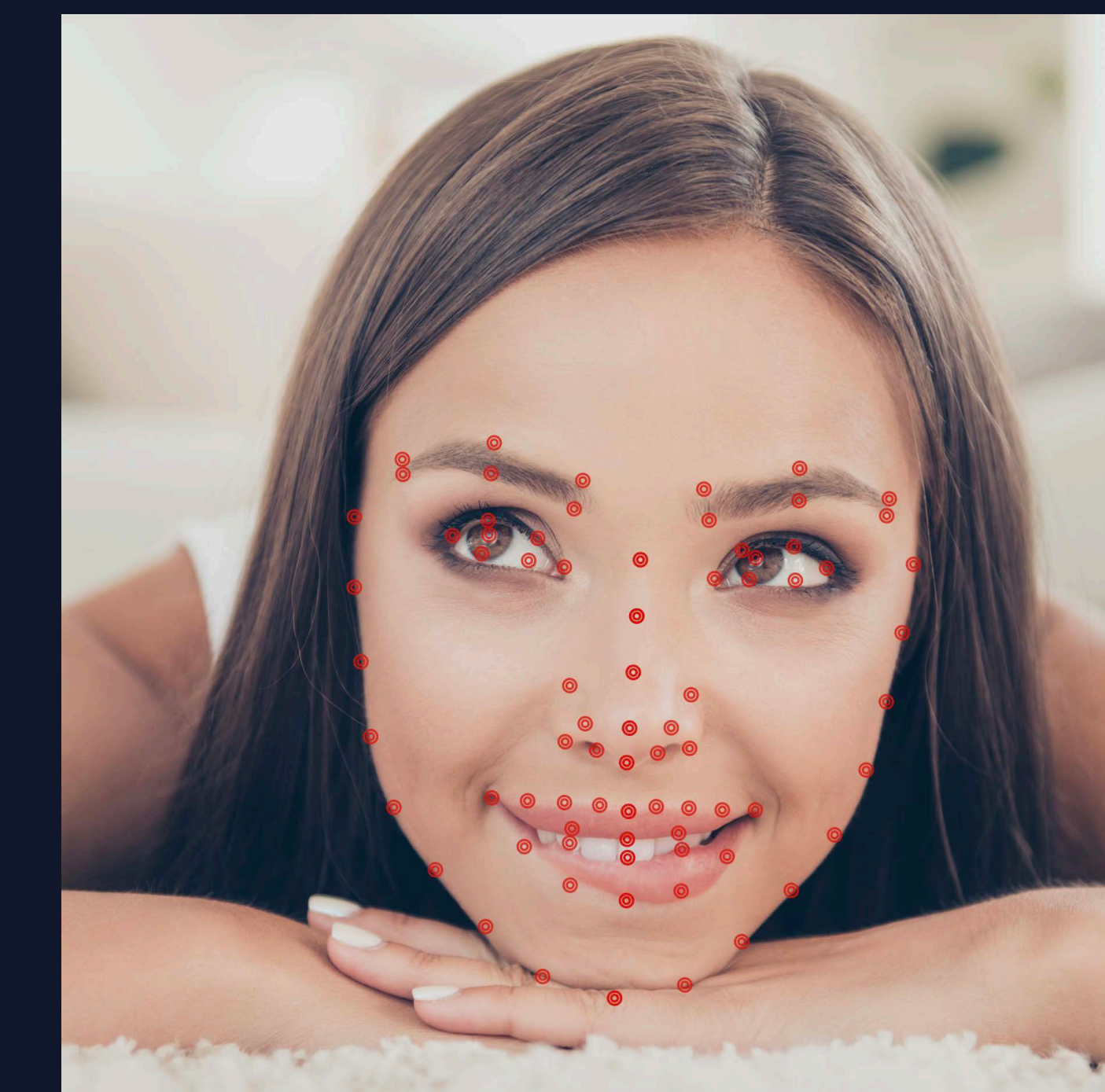
```
let request = VNDetectFaceLandmarksRequest()  
let requestHandler = VNImageRequestHandler(url: imageURL)  
try requestHandler.perform([request])  
let faceObservation = request.results!.first! as! VNFaceObservation  
let landmarks2D = faceObservation.landmarks!
```



# Face Landmarks

## Example

```
let request = VNDetectFaceLandmarksRequest()
let requestHandler = VNImageRequestHandler(url: imageURL)
try requestHandler.perform([request])
let faceObservation = request.results!.first! as! VNFaceObservation
let landmarks2D = faceObservation.landmarks!
```



VNDetectedObjectObservation

boundingBox

VNFaceObservation

...

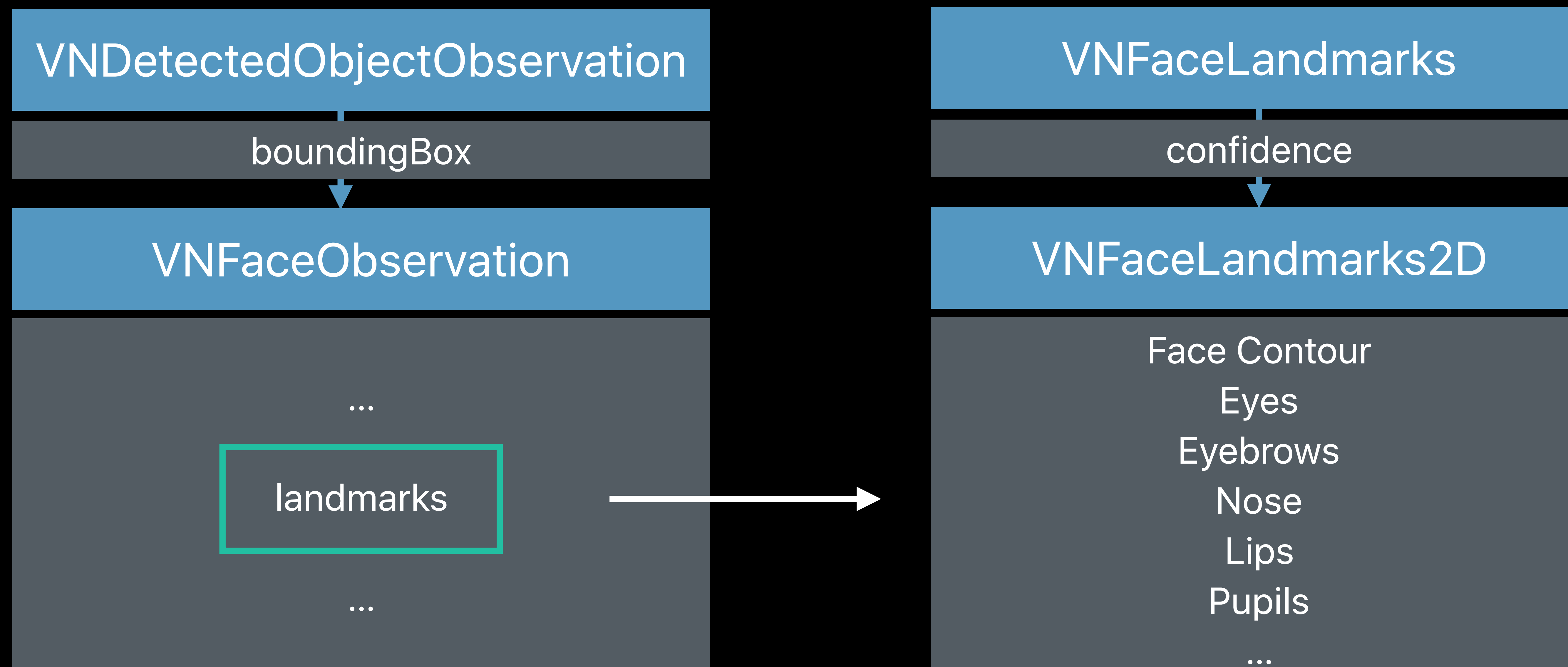
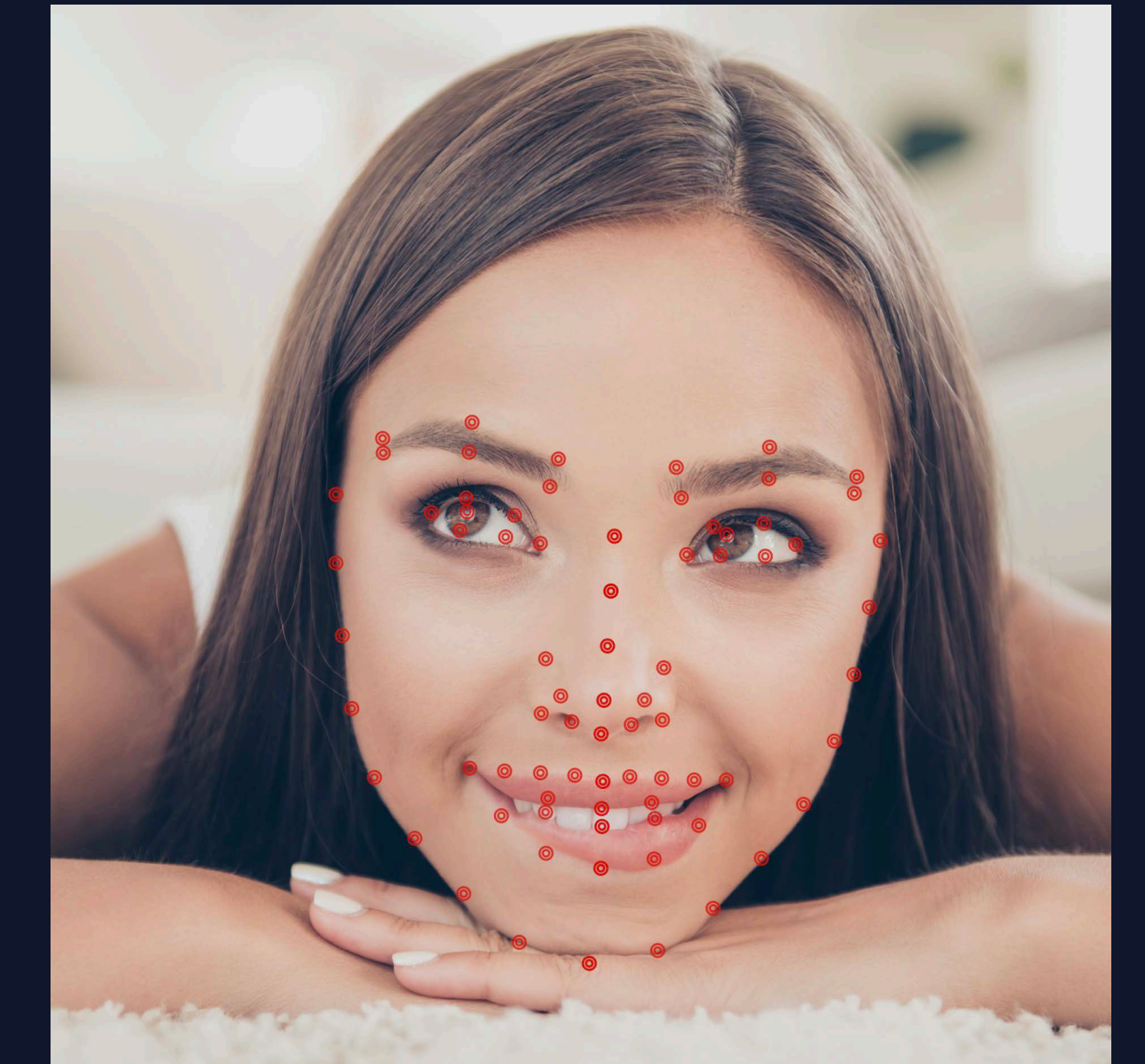
landmarks

...

# Face Landmarks

## Example

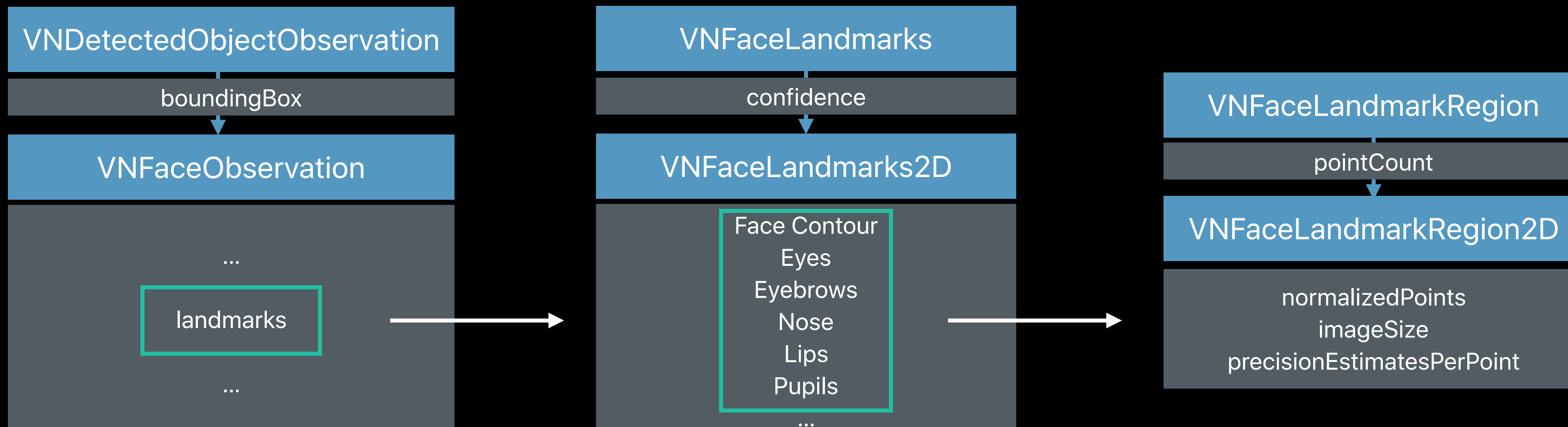
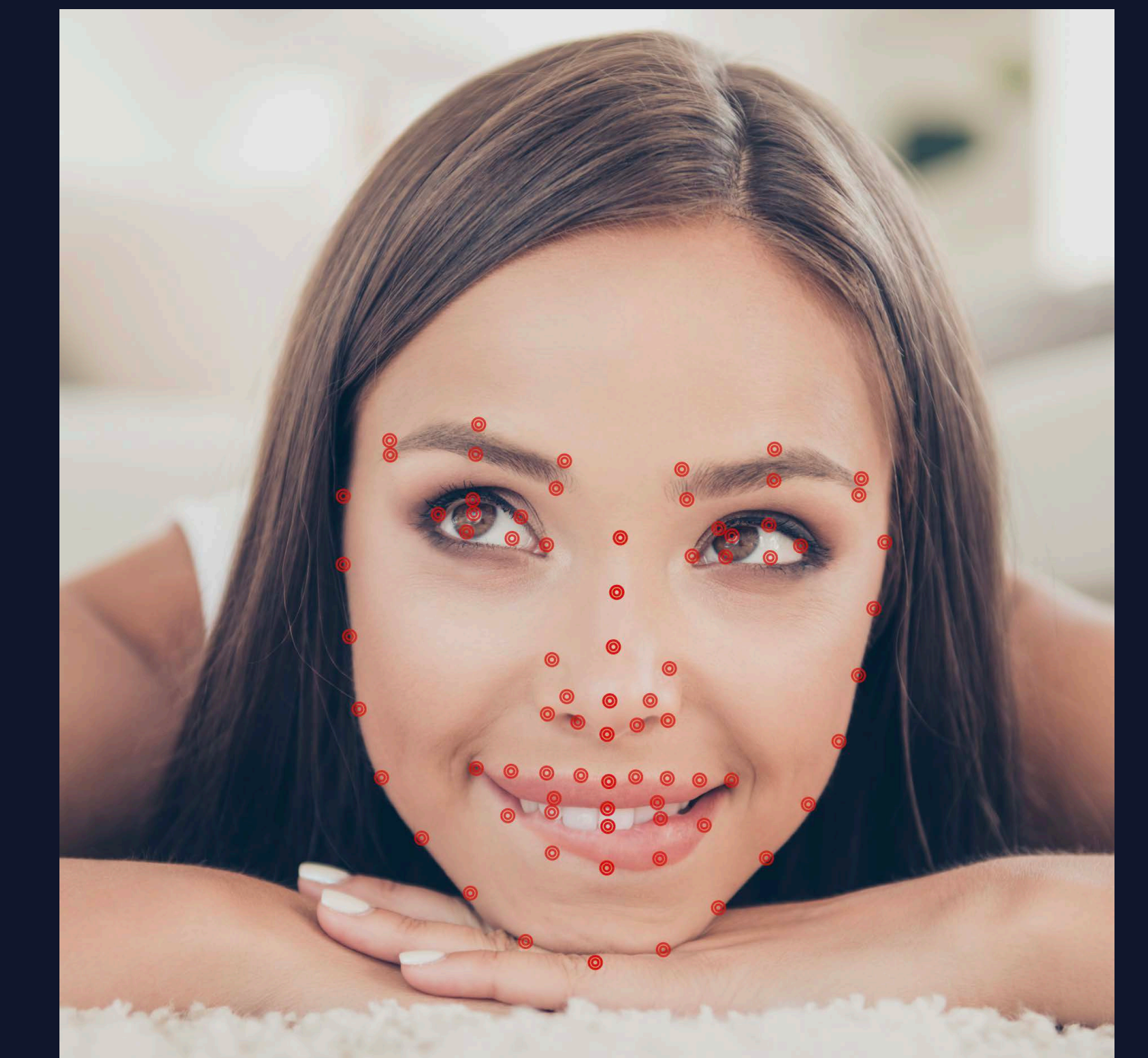
```
let request = VNDetectFaceLandmarksRequest()  
let requestHandler = VNImageRequestHandler(url: imageURL)  
try requestHandler.perform([request])  
let faceObservation = request.results!.first! as! VNFaceObservation  
let landmarks2D = faceObservation.landmarks!
```



# Face Landmarks

## Example

```
let request = VNDetectFaceLandmarksRequest()  
let requestHandler = VNImageRequestHandler(url: imageURL)  
try requestHandler.perform([request])  
let faceObservation = request.results!.first! as! VNFaceObservation  
let landmarks2D = faceObservation.landmarks!
```

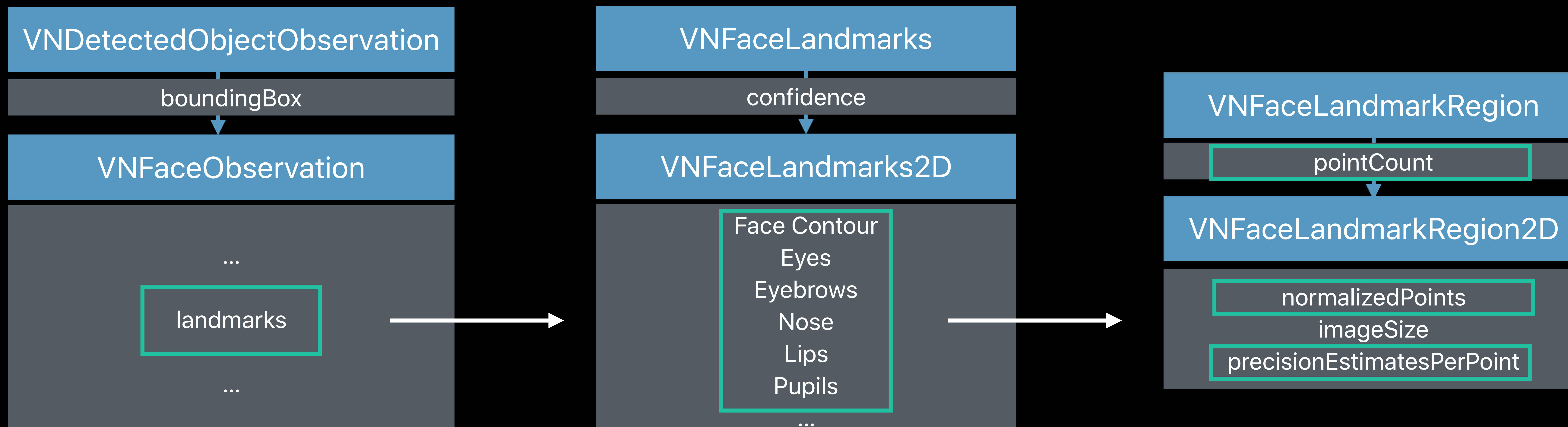
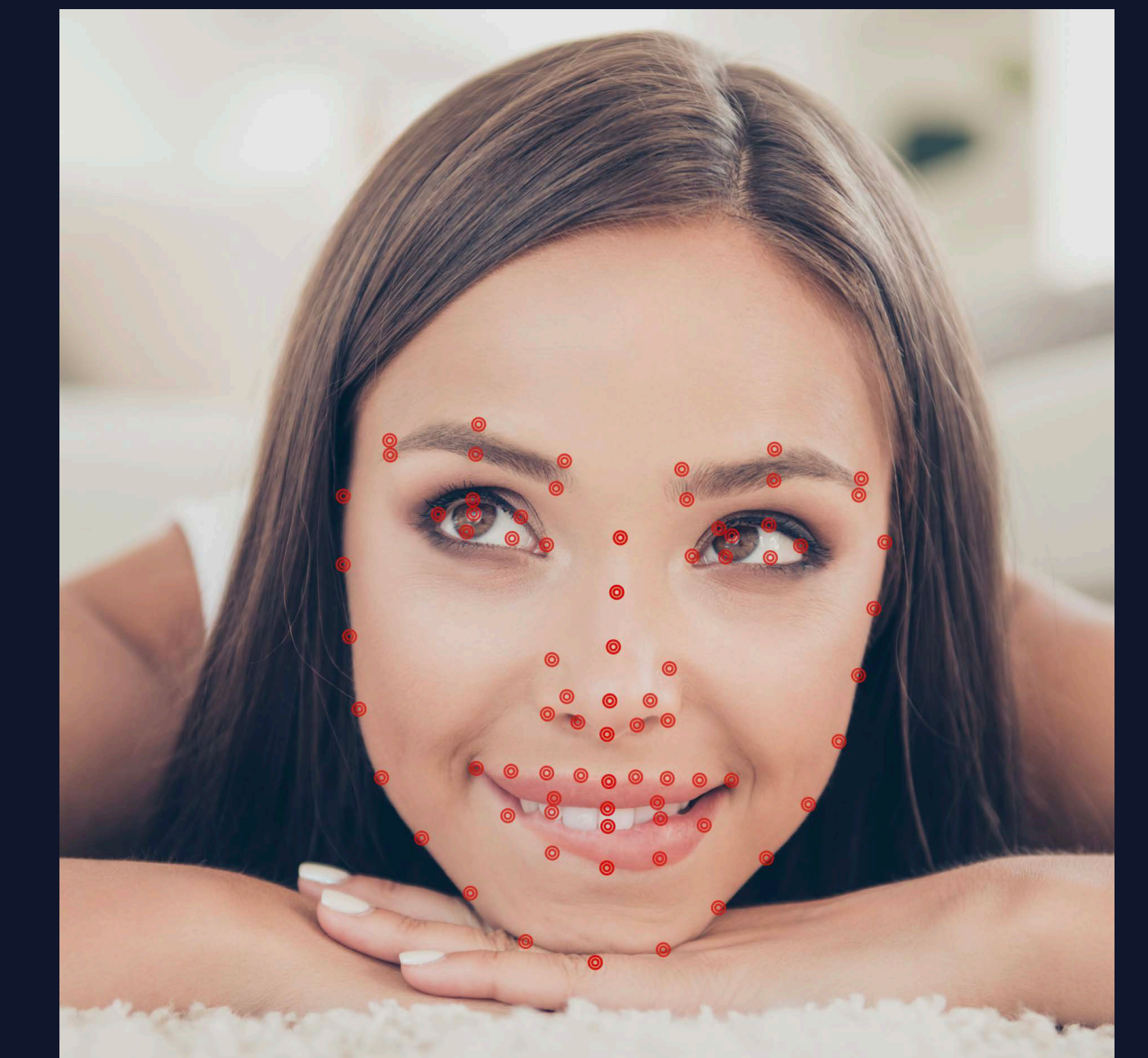




# Face Landmarks

## Example

```
let request = VNDetectFaceLandmarksRequest()  
let requestHandler = VNImageRequestHandler(url: imageURL)  
try requestHandler.perform([request])  
let faceObservation = request.results!.first! as! VNFaceObservation  
let landmarks2D = faceObservation.landmarks!
```



# Face Landmarks

Revisioning example — default versus explicit

```
let request = VNDetectFaceLandmarksRequest()
let requestHandler = VNImageRequestHandler(url: imageURL)
try requestHandler.perform([request])
let faceObservation = request.results!.first! as! VNFaceObservation
let lm2D = faceObservation.landmarks!
```

# Face Landmarks

Revisioning example — default versus explicit

```
let request = VNDetectFaceLandmarksRequest()
let requestHandler = VNImageRequestHandler(url: imageURL)
try requestHandler.perform([request])
let faceObservation = request.results!.first! as! VNFaceObservation
let lm2D = faceObservation.landmarks!
```

# Face Landmarks

Revisioning example — default versus explicit

```
let request = VNDetectFaceLandmarksRequest()  
request.revision = VNDetectFaceLandmarksRequestRevision2  
// request.constellation = VNRequestFaceLandmarksConstellation65Points  
let requestHandler = VNImageRequestHandler(url: imageURL)  
try requestHandler.perform([request])  
let faceObservation = request.results!.first! as! VNFaceObservation  
let lm2D = faceObservation.landmarks!
```

2018 SDKs

# Face Landmarks

Revisioning example — default versus explicit

```
let request = VNDetectFaceLandmarksRequest()  
request.revision = VNDetectFaceLandmarksRequestRevision3  
request.constellation = VNRequestFaceLandmarksConstellation76Points  
  
let requestHandler = VNImageRequestHandler(url: imageURL)  
try requestHandler.perform([request])  
let faceObservation = request.results!.first! as! VNFaceObservation  
let lm2D = faceObservation.landmarks!
```

2019 SDKs

# Face Landmarks

Revisioning example — default versus explicit

```
let request = VNDetectFaceLandmarksRequest()  
request.revision = VNDetectFaceLandmarksRequestRevision3  
request.constellation = VNRequestFaceLandmarksConstellation76Points  
let requestHandler = VNImageRequestHandler(url: imageURL)  
try requestHandler.perform([request])  
let faceObservation = request.results!.first! as! VNFaceObservation  
let lm2D = faceObservation.landmarks!
```

2019 SDKs

# Face Capture Quality



# Face Capture Quality



Face Capture Quality is a holistic measure that considers:  
lighting, blur, occlusion, expression, pose, etc.



# Face Capture Quality



Face Capture Quality is a holistic measure that considers:  
lighting, blur, occlusion, expression, pose, etc.

# Face Capture Quality

## Example

```
let request = VNDetectFaceCaptureQualityRequest()  
let requestHandler = VNImageRequestHandler(url: imageURL)  
try requestHandler.perform([request])  
let faceObservation = request.results!.first! as! VNFaceObservation  
let faceCaptureQuality = faceObservation.faceCaptureQuality
```



# Face Capture Quality

## Example

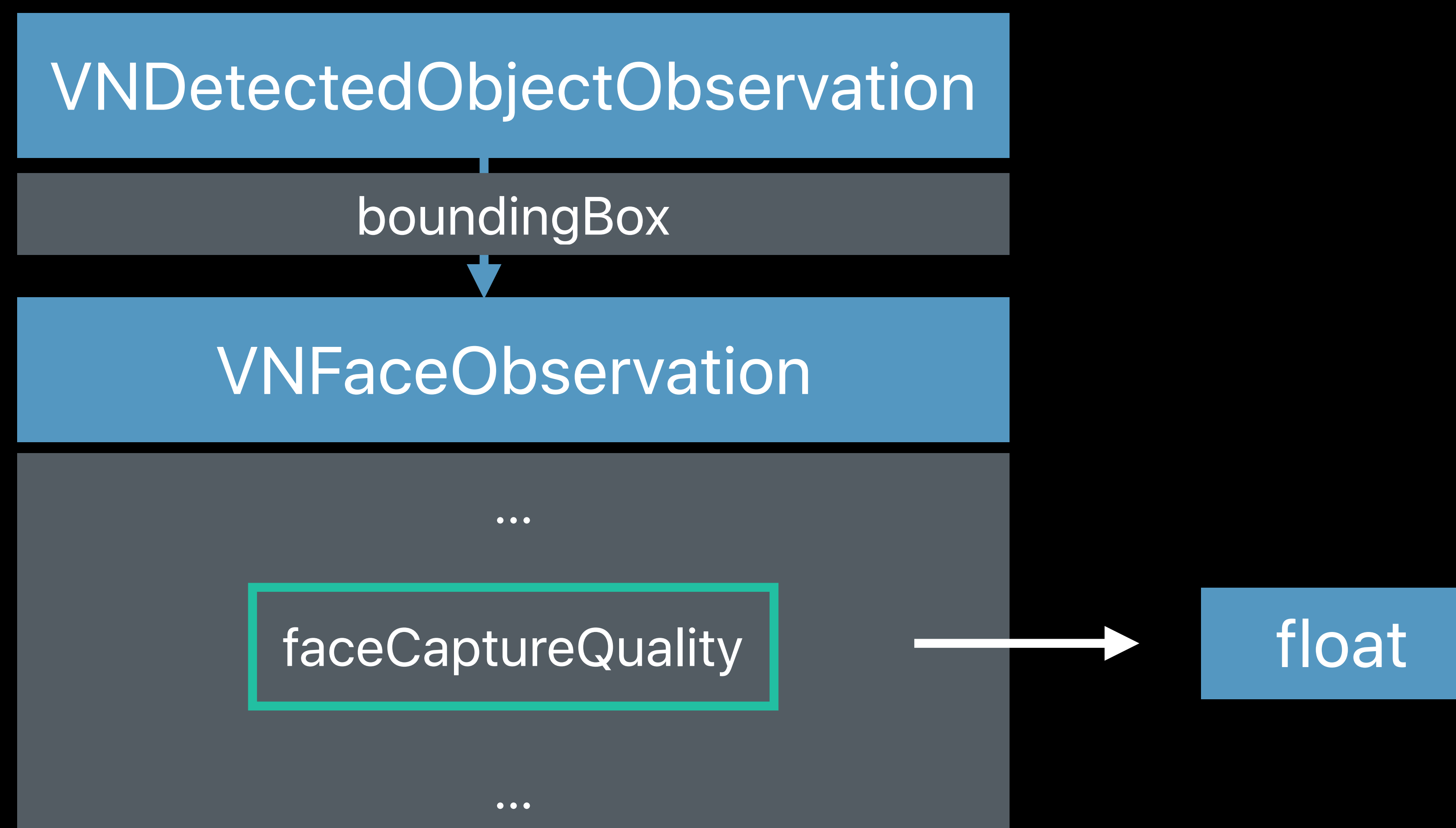
```
let request = VNDetectFaceCaptureQualityRequest()  
let requestHandler = VNImageRequestHandler(url: imageURL)  
try requestHandler.perform([request])  
let faceObservation = request.results!.first! as! VNFaceObservation  
let faceCaptureQuality = faceObservation.faceCaptureQuality
```



# Face Capture Quality

## Example

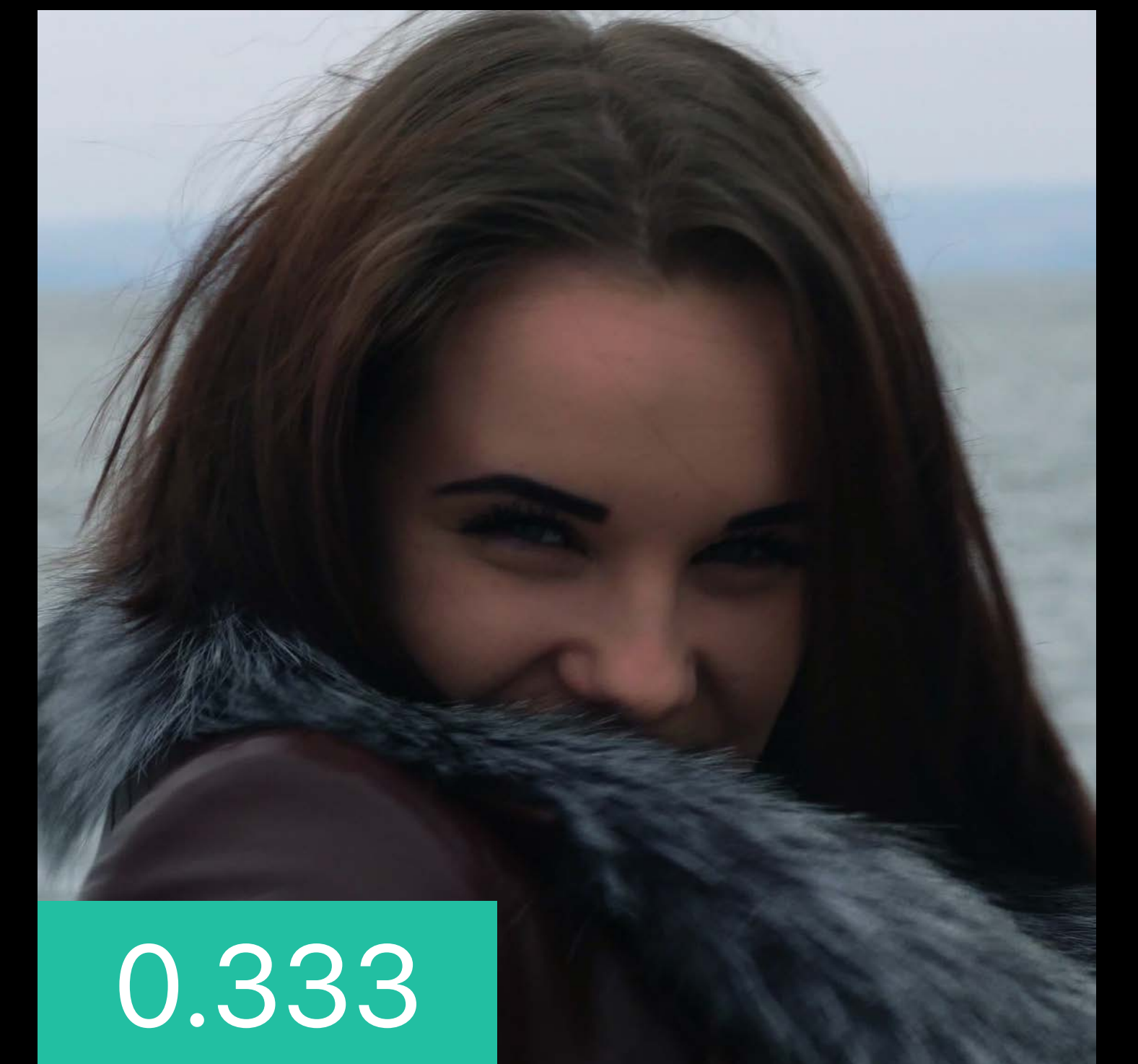
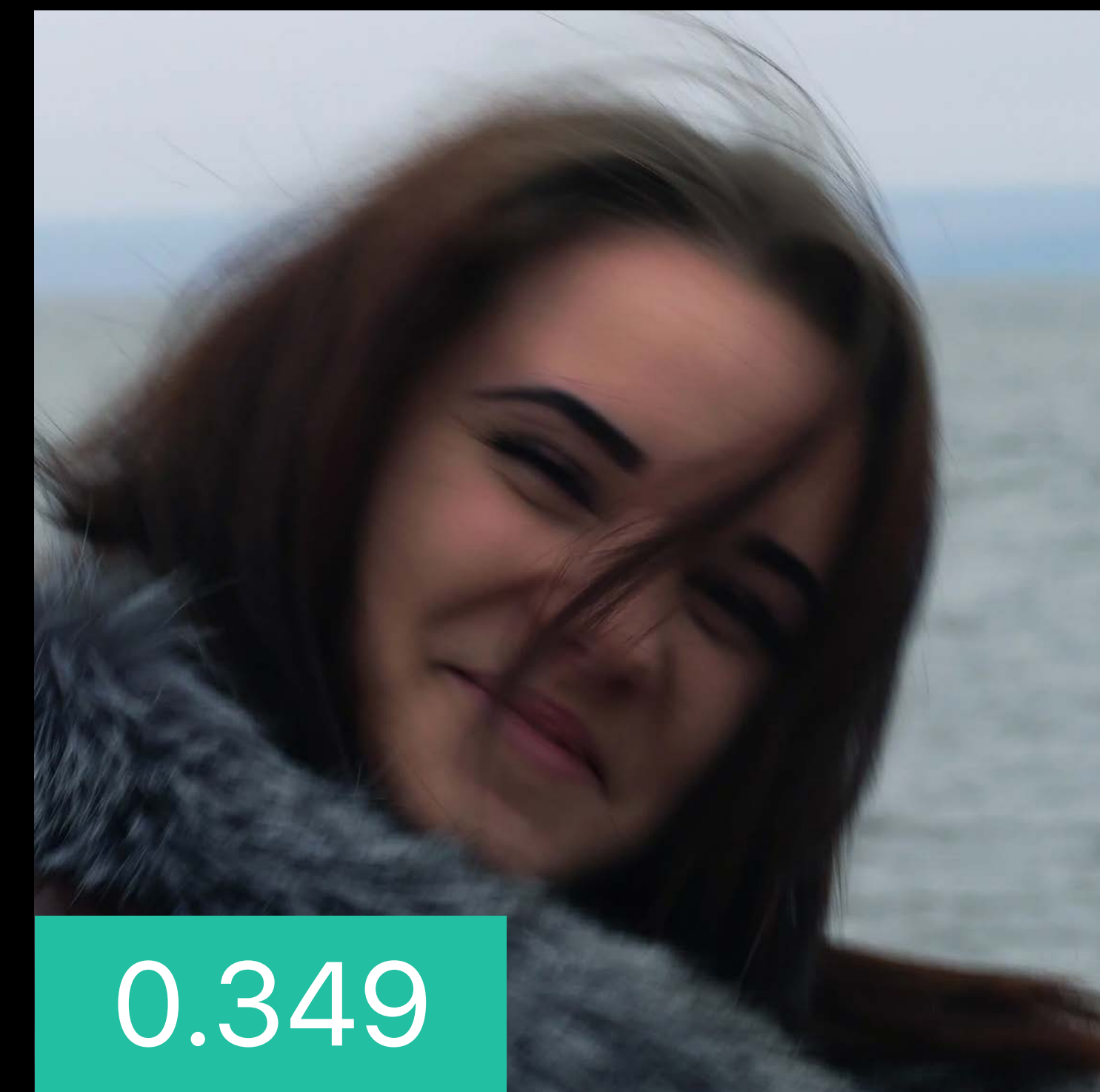
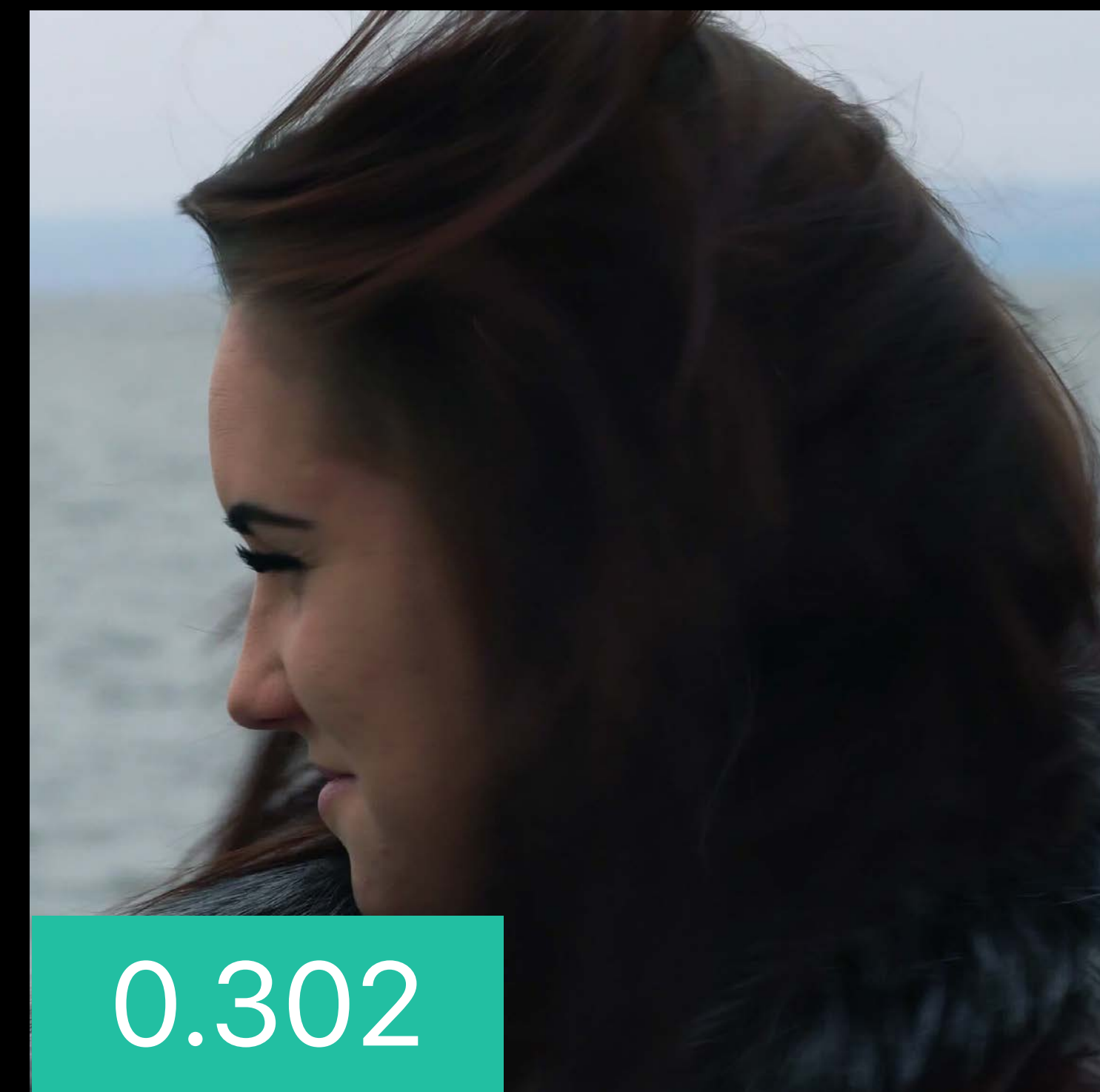
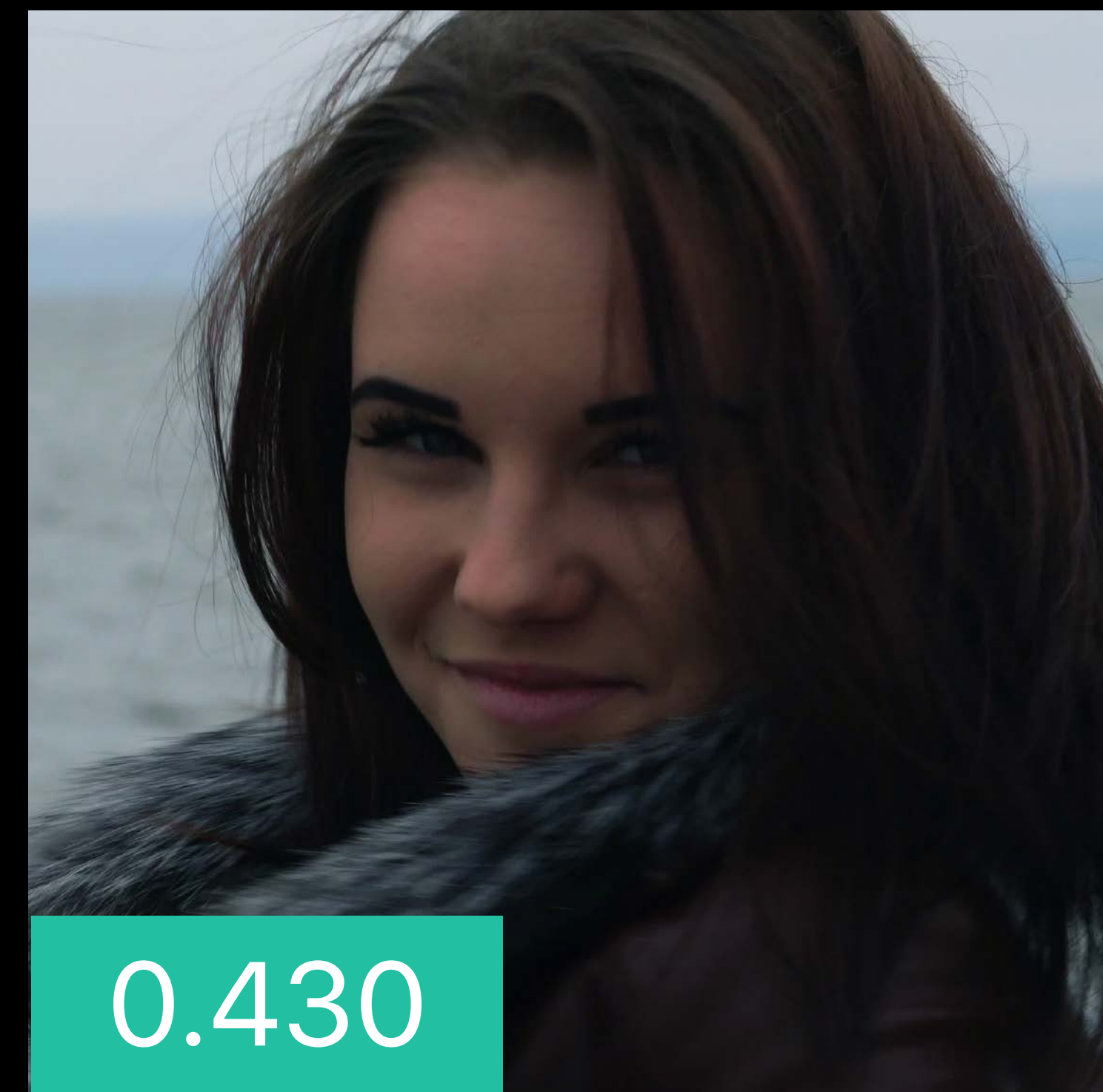
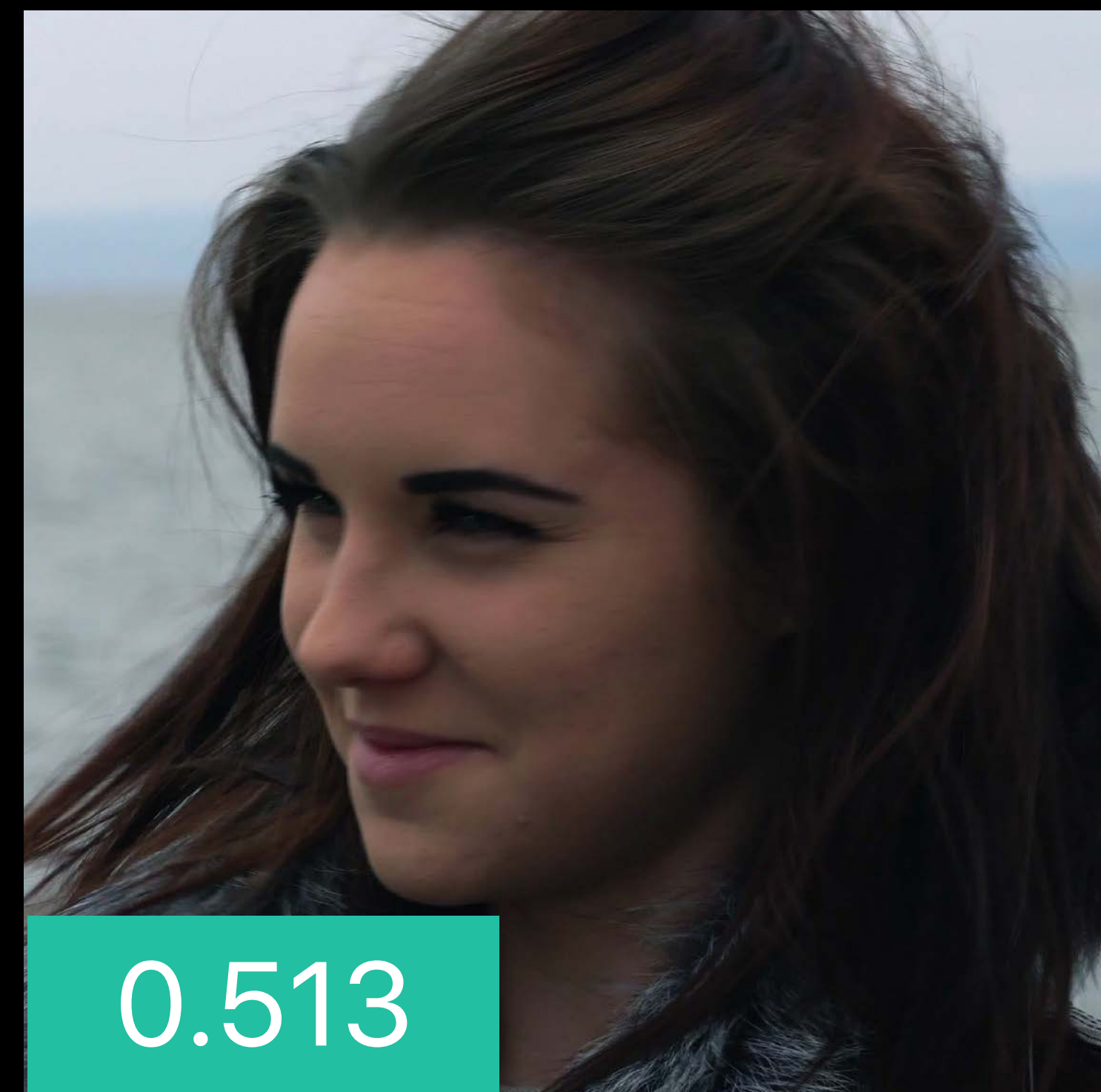
```
let request = VNDetectFaceCaptureQualityRequest()  
let requestHandler = VNImageRequestHandler(url: imageURL)  
try requestHandler.perform([request])  
let faceObservation = request.results!.first! as! VNFaceObservation  
let faceCaptureQuality = faceObservation.faceCaptureQuality
```



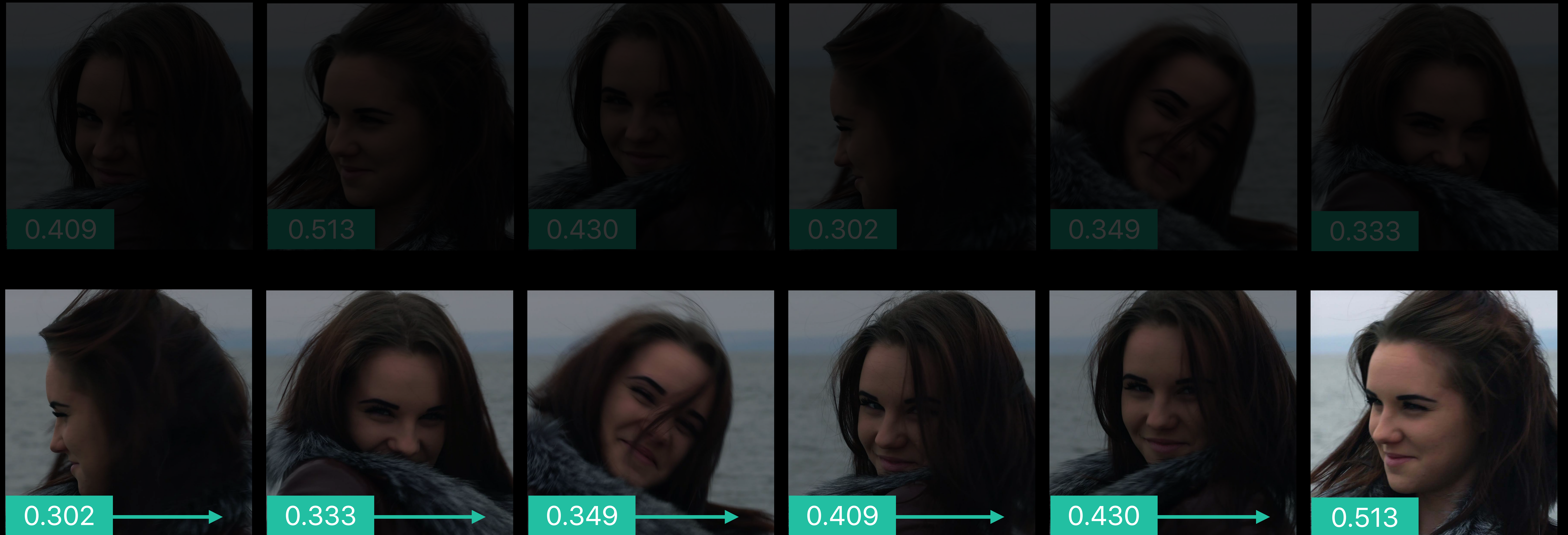
# Face Capture Quality



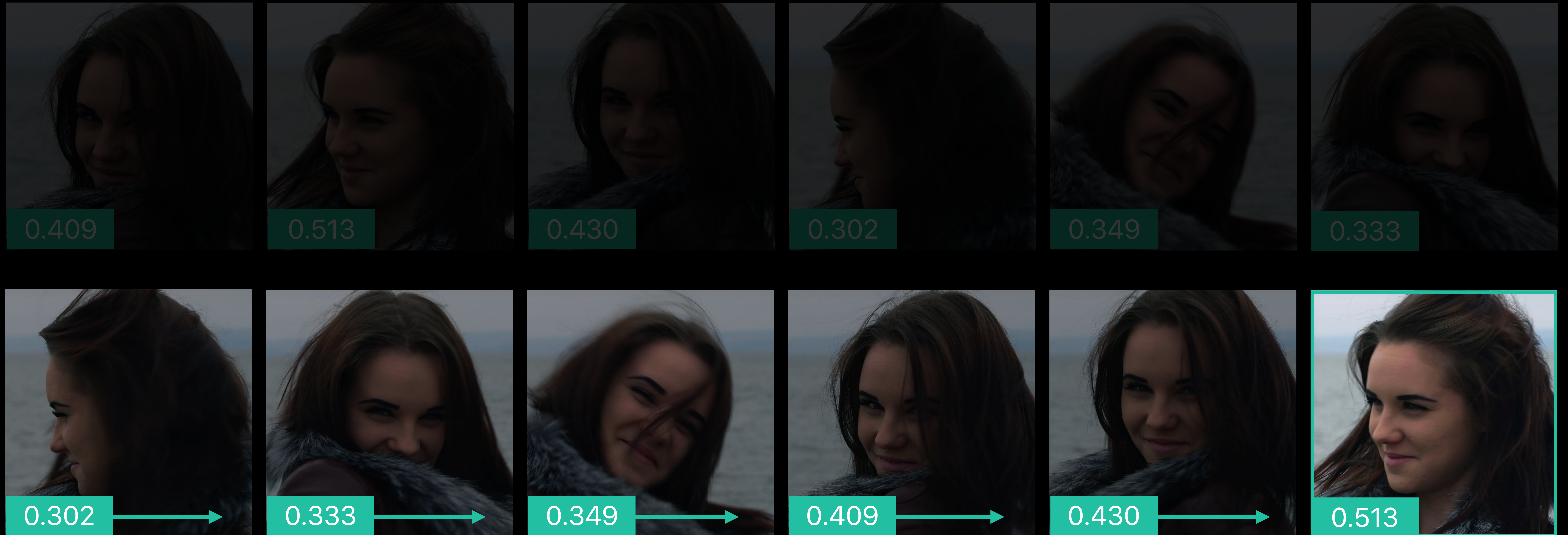
# Face Capture Quality



# Face Capture Quality

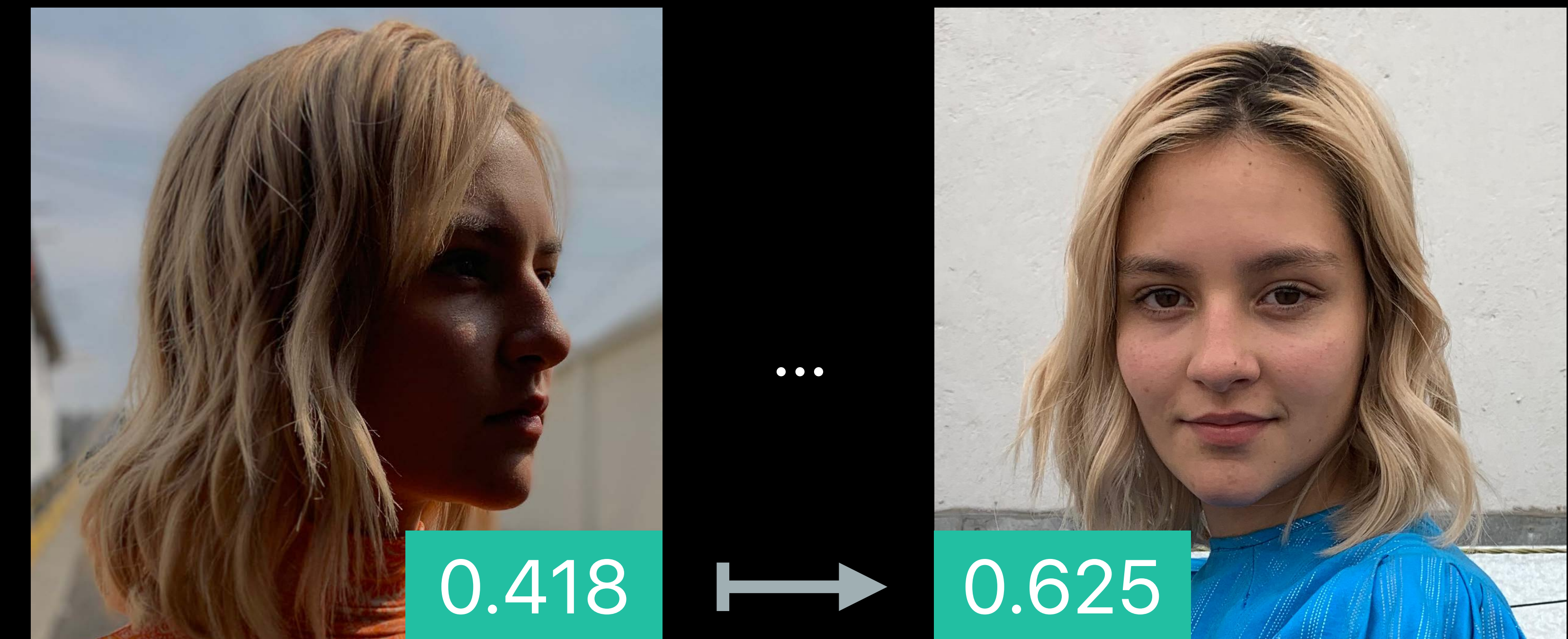


# Face Capture Quality

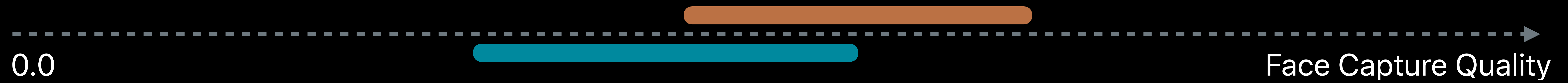
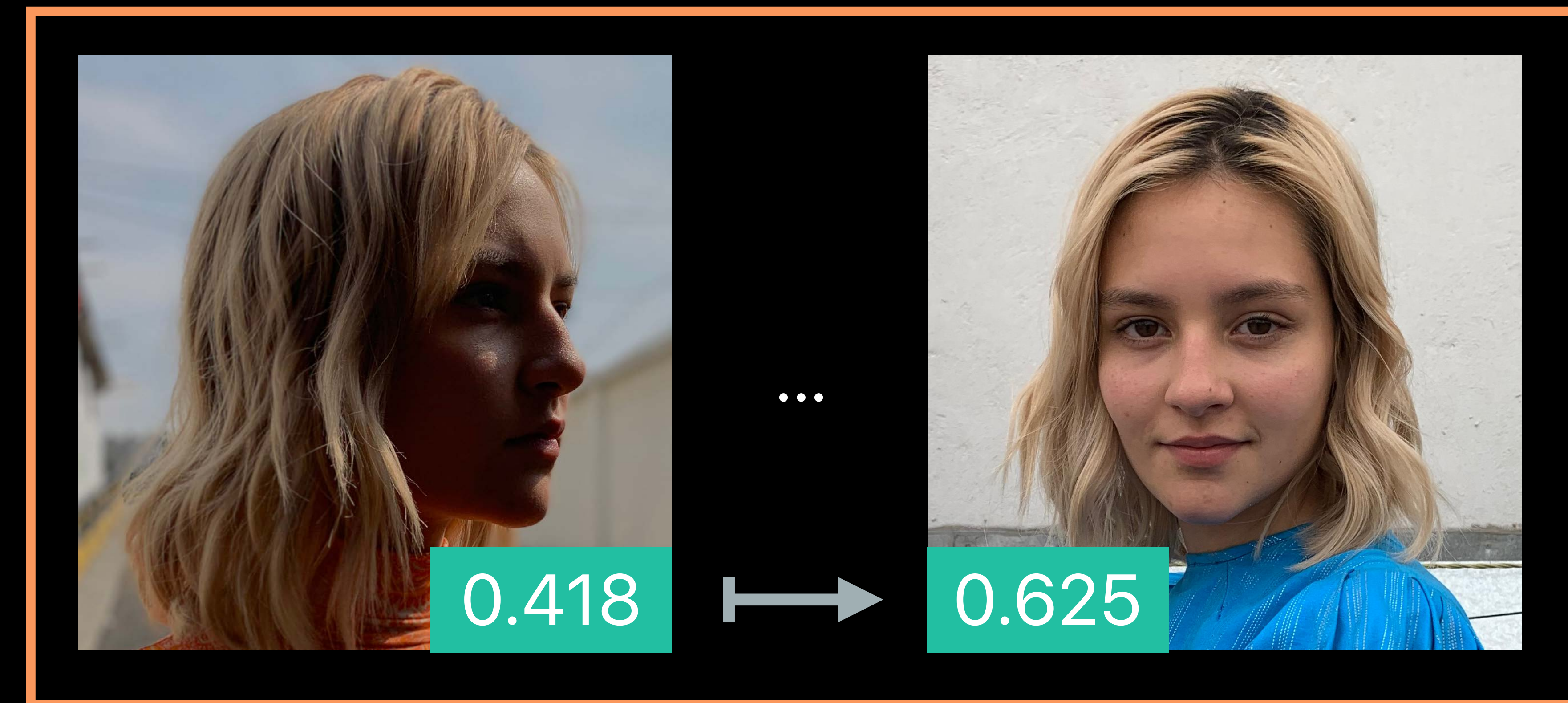




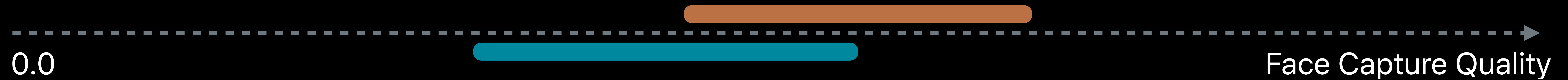
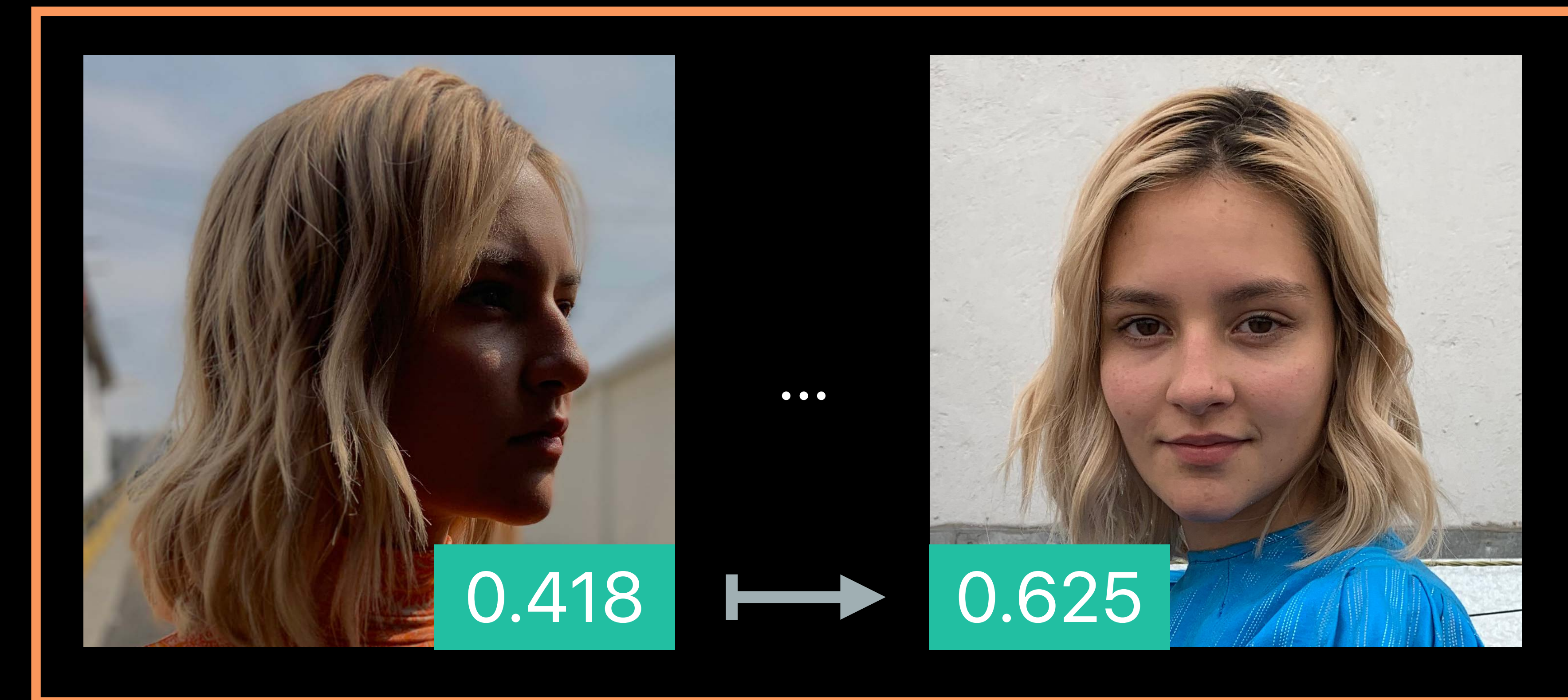
# Face Capture Quality



# Face Capture Quality

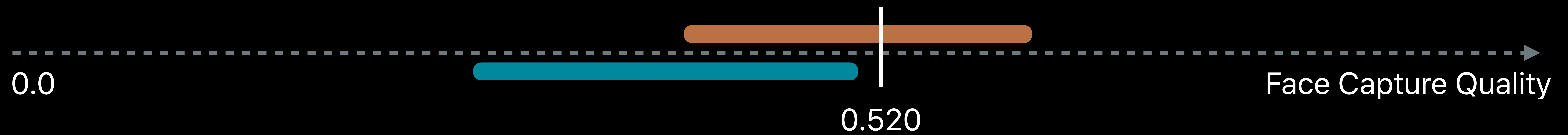
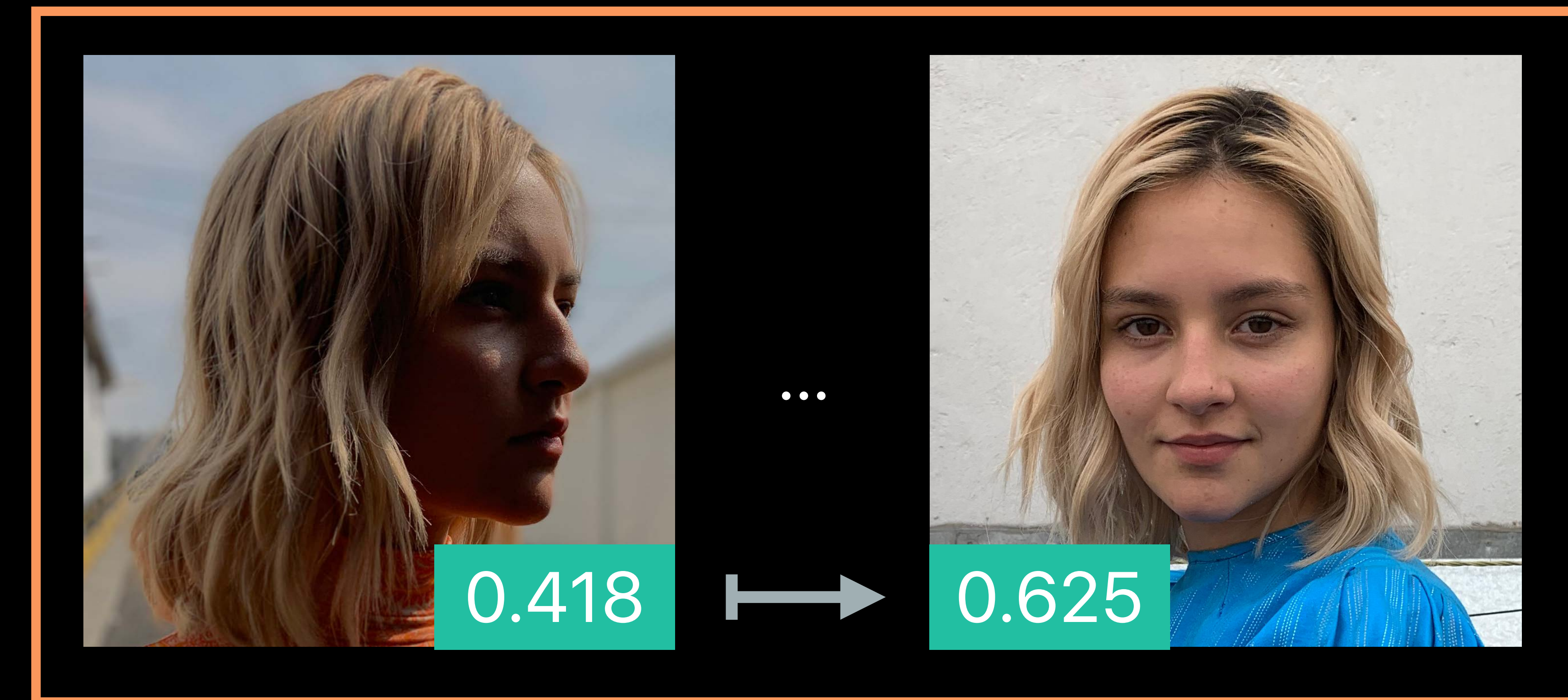


# Face Capture Quality



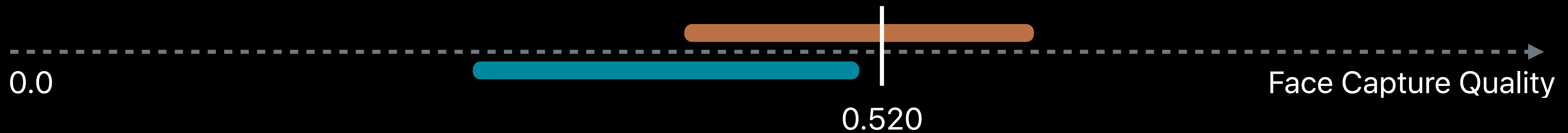
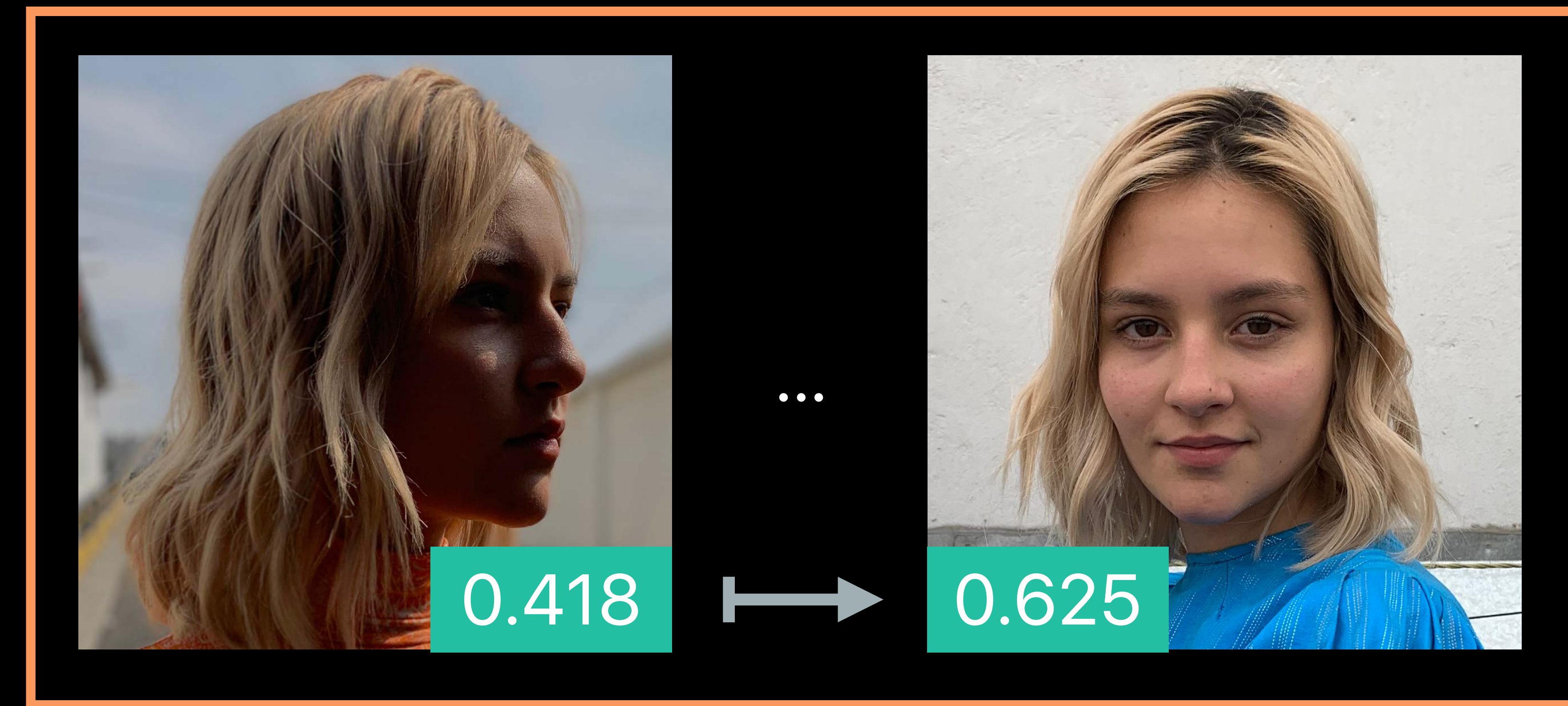
Face Capture Quality should not be compared against a threshold

# Face Capture Quality



Face Capture Quality should not be compared against a threshold

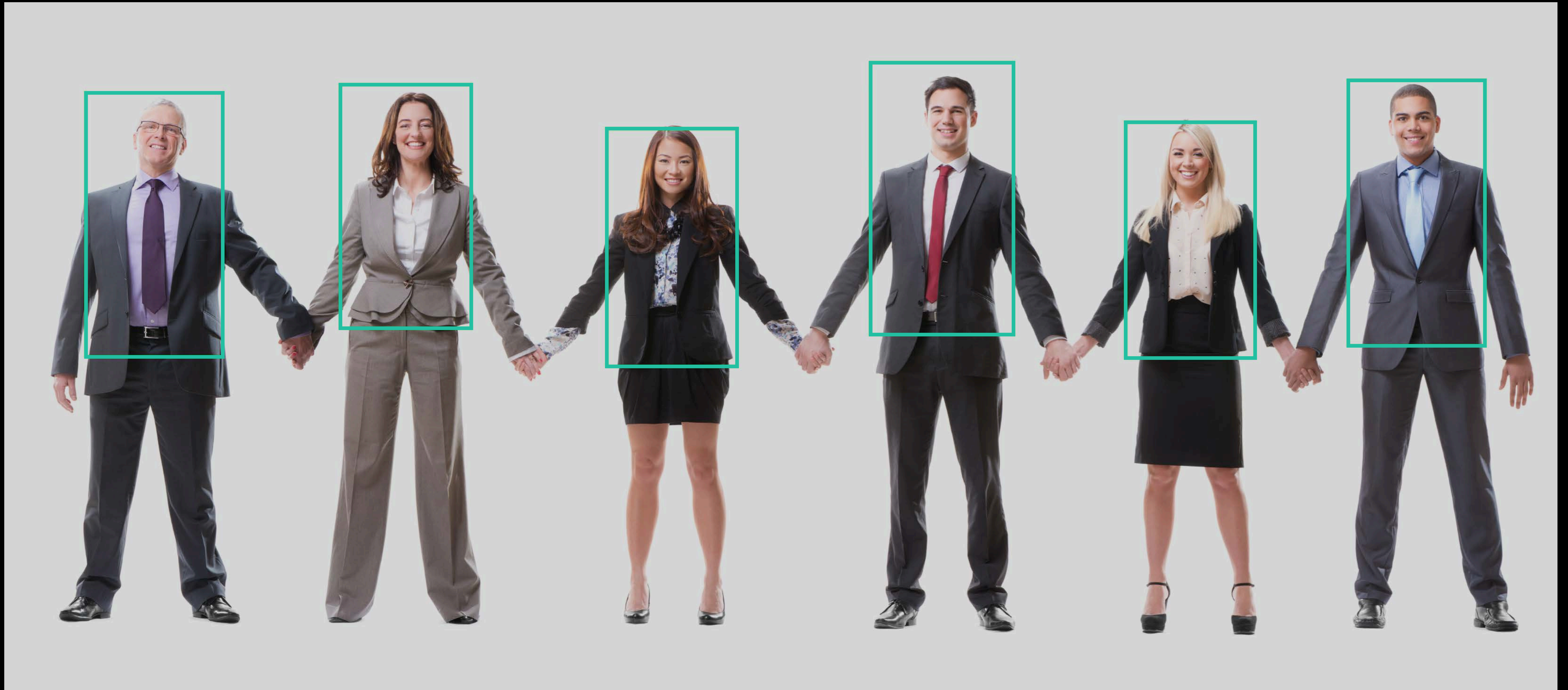
# Face Capture Quality



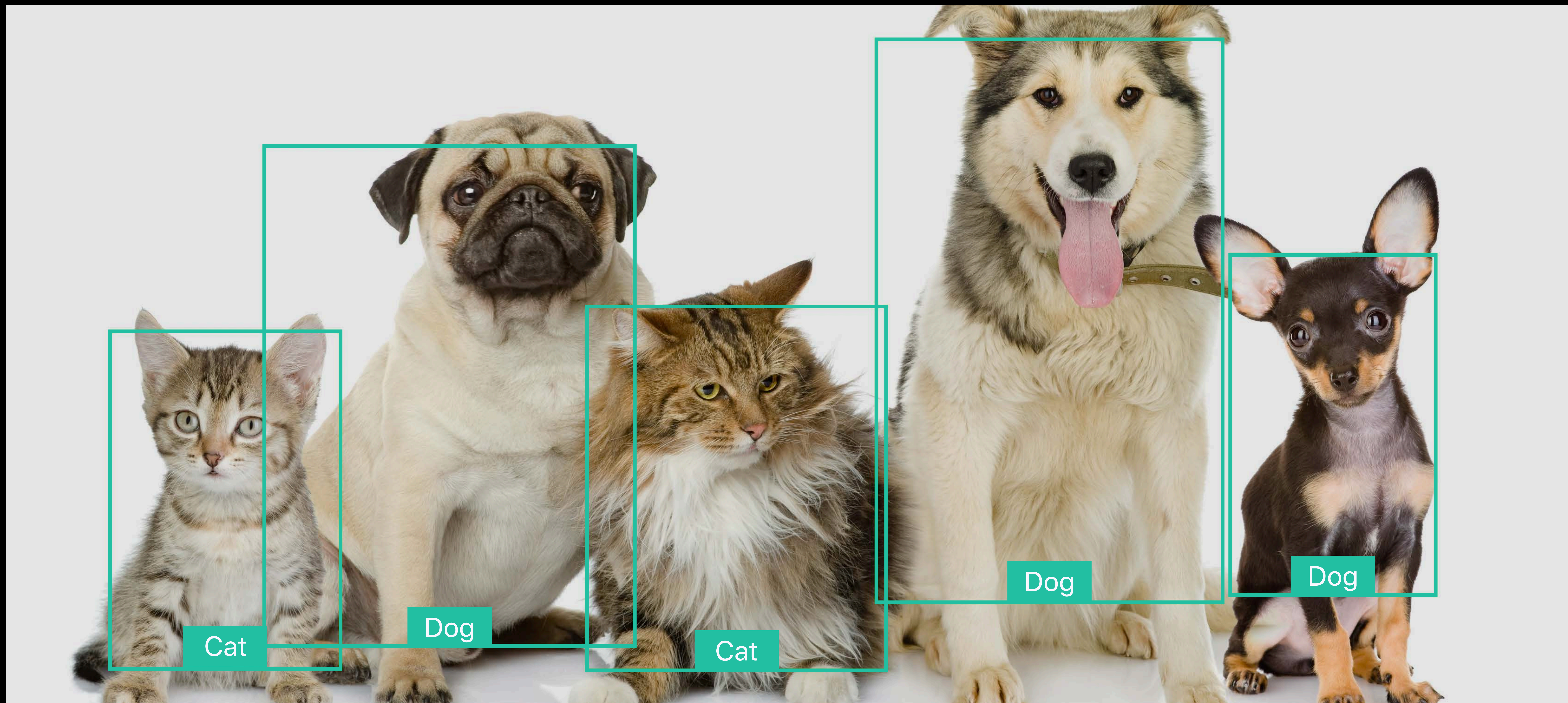
Face Capture Quality should not be compared against a threshold  
Face Capture Quality is a **comparative** measure of the **same** subject

# New Detectors

# New Detectors - Human Detector



# New Detectors - Cat and Dog Detectors





# New Detectors

## Examples

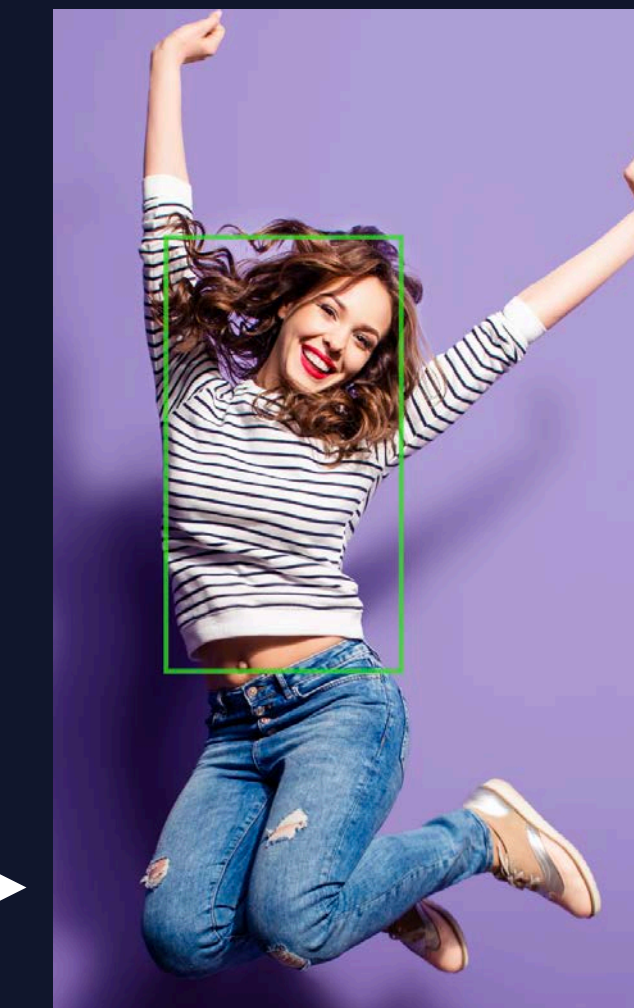
```
// Human Detector
```

```
let request = VNDetectHumanRectanglesRequest()
```

```
let requestHandler = VNImageRequestHandler(url: imageURL)
```

```
try requestHandler.perform([request])
```

```
let human = request.results!.first! as! VNDetectedObjectObservation →
```



uuid	1234
boundingBox	[0.2, 0.3, 0.4, 0.8]

```
// Animal Detector
```

```
let request = VNDetectAnimalRectanglesRequest()
```

```
let requestHandler = VNImageRequestHandler(url: imageURL)
```

```
try requestHandler.perform([request])
```

```
let dog = request.results!.first! as! VNRecognizedObjectObservation →
```



uuid	5678
boundingBox	[0.2, 0.4, 0.5, 0.8]
labels	{"dog"}

# New Detectors

## Examples

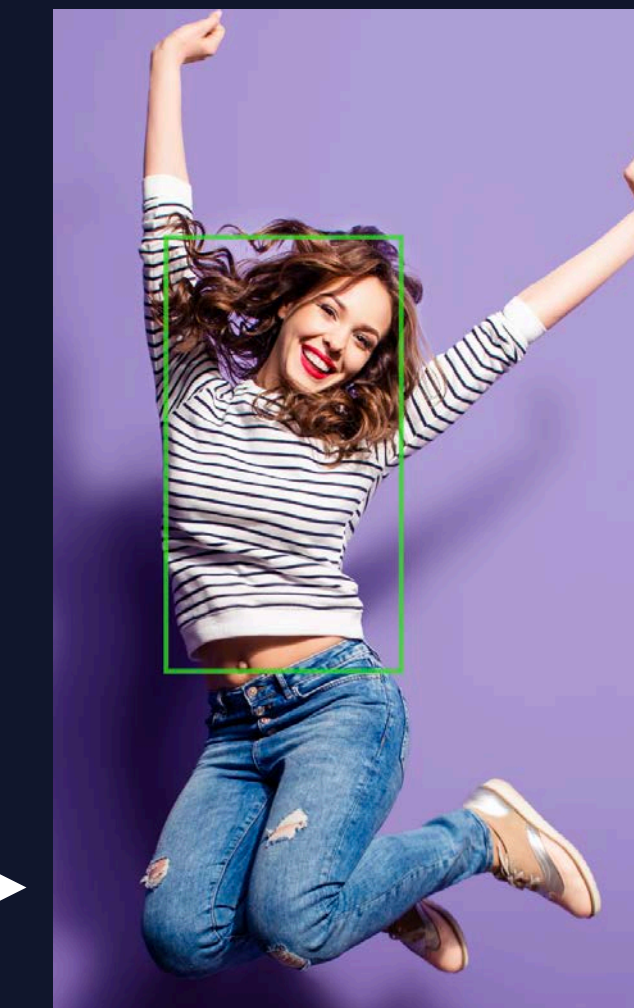
```
// Human Detector
```

```
let request = VNDetectHumanRectanglesRequest()
```

```
let requestHandler = VNImageRequestHandler(url: imageURL)
```

```
try requestHandler.perform([request])
```

```
let human = request.results!.first! as! VNDetectedObjectObservation →
```



uuid	1234
boundingBox	[0.2, 0.3, 0.4, 0.8]

```
// Animal Detector
```

```
let request = VNDetectAnimalRectanglesRequest()
```

```
let requestHandler = VNImageRequestHandler(url: imageURL)
```

```
try requestHandler.perform([request])
```

```
let dog = request.results!.first! as! VNRecognizedObjectObservation →
```



uuid	5678
boundingBox	[0.2, 0.4, 0.5, 0.8]
labels	{"dog"}

# New Detectors

## Examples

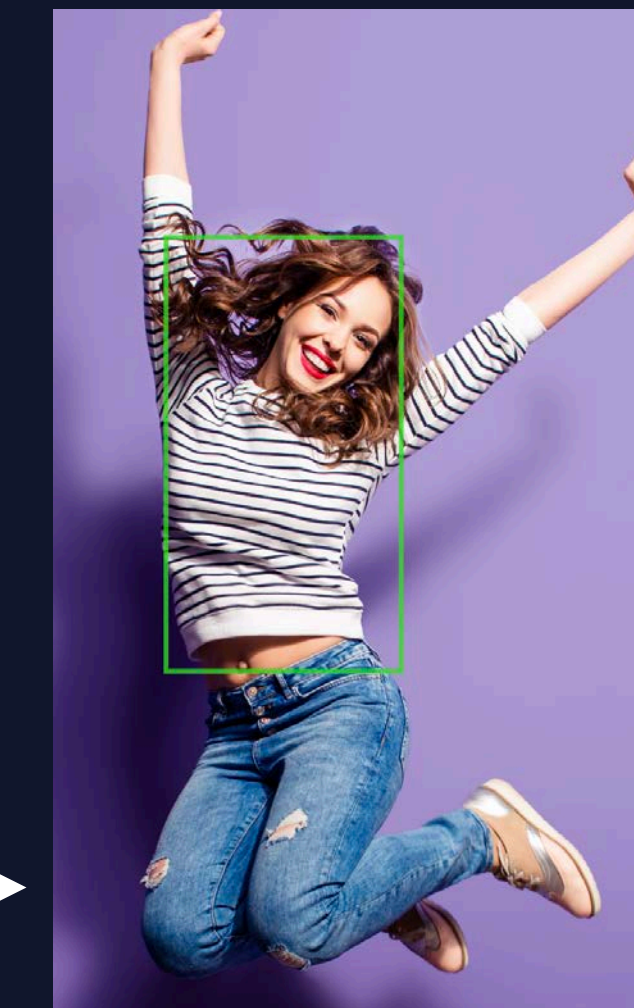
```
// Human Detector
```

```
let request = VNDetectHumanRectanglesRequest()
```

```
let requestHandler = VNImageRequestHandler(url: imageURL)
```

```
try requestHandler.perform([request])
```

```
let human = request.results!.first! as! VNDetectedObjectObservation
```



uuid	1234
boundingBox	[0.2, 0.3, 0.4, 0.8]

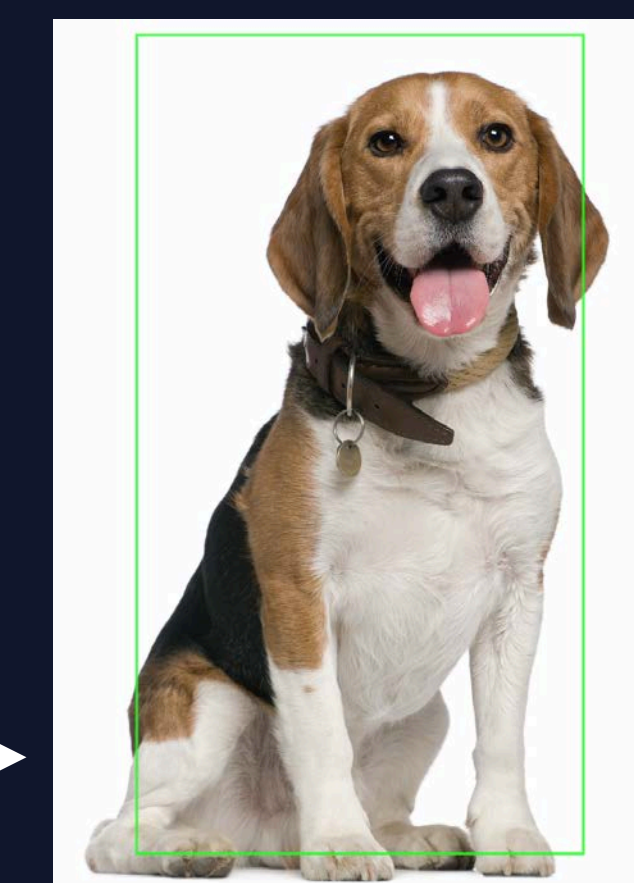
```
// Animal Detector
```

```
let request = VNDetectAnimalRectanglesRequest()
```

```
let requestHandler = VNImageRequestHandler(url: imageURL)
```

```
try requestHandler.perform([request])
```

```
let dog = request.results!.first! as! VNRecognizedObjectObservation
```



uuid	5678
boundingBox	[0.2, 0.4, 0.5, 0.8]
labels	{"dog"}

# Tracking Enhancements

# Tracking with Vision

# Tracking with Vision

Less expansion into the background

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Less expansion into the background

Better handling of occlusions

# Tracking with Vision

Less expansion into the background

Better handling of occlusions

Machine Learning based



# Tracking with Vision

Less expansion into the background

Better handling of occlusions

Machine Learning based

Runs on CPU, GPU, and A12 Bionic with low power consumption

# New Object Tracker



# New Object Tracker



# Tracking with Vision

## Example

```
let requestHandler = VNSequenceRequestHandler()
var inputObservation = VNDetectedObjectObservation(boundingBox: objectBoundingBox)

for _ in 1...5 {
    let frame = frameFeeder.nextFrame()
    let request = VNTrackObjectRequest(detectedObjectObservation: inputObservation)
    try requestHandler.perform([request], on: frame)
    let observation = request.results!.first! as! VNDetectedObjectObservation
    // Process new object location returned in observation.boundingBox
    inputObservation = observation
}
```

# Tracking with Vision

## Example

```
let requestHandler = VNSequenceRequestHandler()
var inputObservation = VNDetectedObjectObservation(boundingBox: objectBoundingBox)

for _ in 1...5 {
    let frame = frameFeeder.nextFrame()
    let request = VNTrackObjectRequest(detectedObjectObservation: inputObservation)
    try requestHandler.perform([request], on: frame)
    let observation = request.results!.first! as! VNDetectedObjectObservation
    // Process new object location returned in observation.boundingBox
    inputObservation = observation
}
```

# Tracking with Vision

## Example

```
let requestHandler = VNSequenceRequestHandler()
var inputObservation = VNDetectedObjectObservation(boundingBox: objectBoundingBox)

for _ in 1...5 {
    let frame = frameFeeder.nextFrame()
    let request = VNTrackObjectRequest(detectedObjectObservation: inputObservation)
    try requestHandler.perform([request], on: frame)
    let observation = request.results!.first! as! VNDetectedObjectObservation
    // Process new object location returned in observation.boundingBox
    inputObservation = observation
}
```

# Tracking with Vision

## Example

```
let requestHandler = VNSequenceRequestHandler()
var inputObservation = VNDetectedObjectObservation(boundingBox: objectBoundingBox)

for _ in 1...5 {
    let frame = frameFeeder.nextFrame()
    let request = VNTrackObjectRequest(detectedObjectObservation: inputObservation)
    request.revision = VNTrackObjectRequestRevision2
    try requestHandler.perform([request], on: frame)
    let observation = request.results!.first! as! VNDetectedObjectObservation
    // Process new object location returned in observation.boundingBox
    inputObservation = observation
}
```

# Vision and Core ML



# Vision and CoreML Integration Enhancements

▼ Model Evaluation Parameters

Name	Type	Flexibility	Description
▼ Inputs			
input	Image (Color 480 x 640)	640 x 480   480 x 640	Input image
▼ Outputs			
output	Image (Color 480 x 640)	640 x 480   480 x 640	Output image

Vision now works with Core ML models that have **single input of image type**

# Vision and CoreML Integration Enhancements

▼ Model Evaluation Parameters

Name	Type	Flexibility	Description
▼ Inputs			
input	Image (Color 480 x 640)	640 x 480   480 x 640	Input image
▼ Outputs			
output	Image (Color 480 x 640)	640 x 480   480 x 640	Output image

Vision now works with Core ML models that have **single input** of **image type**

Vision converts '*Inputs*' image to Core ML required input size and color scheme

# Vision and CoreML Integration Enhancements

▼ Model Evaluation Parameters

Name	Type	Flexibility	Description
▼ Inputs			
input	Image (Color 480 x 640)	640 x 480   480 x 640	Input image
▼ Outputs			
output	Image (Color 480 x 640)	640 x 480   480 x 640	Output image

Vision now works with Core ML models that have **single input** of **image type**

Vision converts '*Inputs*' image to Core ML required input size and color scheme

Vision wraps '*Outputs*' into appropriate Observation types

# Vision and CoreML Integration Enhancements

## ▼ Model Evaluation Parameters

Name	Type	Flexibility	Description
▼ Inputs			
imageContent	Image (Color 416 x 416)		Content input image
imageStyle	Image (Color 416 x 416)		Style input image
mixRatio	Double		(optional) Mix ratio between content and style (default: 0.5)
▼ Outputs			
imageResult	Image (Color 416 x 416)		Output image with applied style

# Vision and CoreML Integration Enhancements

▼ Model Evaluation Parameters

Name	Type	Flexibility	Description
▼ Inputs			
imageContent	Image (Color 416 x 416)		Content input image
imageStyle	Image (Color 416 x 416)		Style input image
mixRatio	Double		(optional) Mix ratio between content and style (default: 0.5)
▼ Outputs			
imageResult	Image (Color 416 x 416)		Output image with applied style

Vision can now work with Core ML models that have **one or more** *'Inputs'*

- Including **multi-image** inputs

# Vision and CoreML Integration Enhancements

▼ Model Evaluation Parameters

Name	Type	Flexibility	Description
▼ Inputs			
imageContent	Image (Color 416 x 416)		Content input image
imageStyle	Image (Color 416 x 416)		Style input image
mixRatio	Double		(optional) Mix ratio between content and style (default: 0.5)
▼ Outputs			
imageResult	Image (Color 416 x 416)		Output image with applied style

Vision can now work with Core ML models that have **one or more 'Inputs'**

- Including **multi-image** inputs

Vision will use **name-mapping** of '*Output*' names to Observations

# Vision and CoreML Integration Enhancements

▼ Model Evaluation Parameters

Name	Type	Flexibility	Description
▼ Inputs			
imageContent	Image (Color 416 x 416)		Content input image
imageStyle	Image (Color 416 x 416)		Style input image
mixRatio	Double		(optional) Mix ratio between content and style (default: 0.5)
▼ Outputs			
imageResult	Image (Color 416 x 416)		Output image with applied style

Vision can now work with Core ML models that have **one or more 'Inputs'**

- Including **multi-image** inputs

Vision will use **name-mapping** of '*Output*' names to Observations

# Vision and CoreML Integration Flow - New API

```
let mlModel = try MLModel(contentsOf: modelURL)
let visionModel = try VNCoreMLModel(for: mlModel)
visionModel.inputImageFeatureName = "imageContent"
visionModel.featureProvider =
    ["imageStyle" : MLFeatureValue.featureValueWithPixelFormat(pixelBuffer)
     "mixRatio" : MLFeatureValue.featureValueWithDouble(0.3)]
let request = VNCoreMLRequest(model: visionModel)
let requestHandler = VNImageRequestHandler(url: imageContentURL) // "imageContent"

try requestHandler.perform([request])

let results = request.results!
for case let resultingImage as VNPixelBufferObservation in results {
    if resultingImage.featureName == "imageResult" { /* process results */ }
}
```



# More Information

[developer.apple.com/wwdc19/222](https://developer.apple.com/wwdc19/222)

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Text Recognition in Vision Framework

Thursday, 4:00

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Machine Learning Labs

WWDC 2019

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