



# Evaluating Scalable Bayesian Deep Learning Methods for Robust Computer Vision

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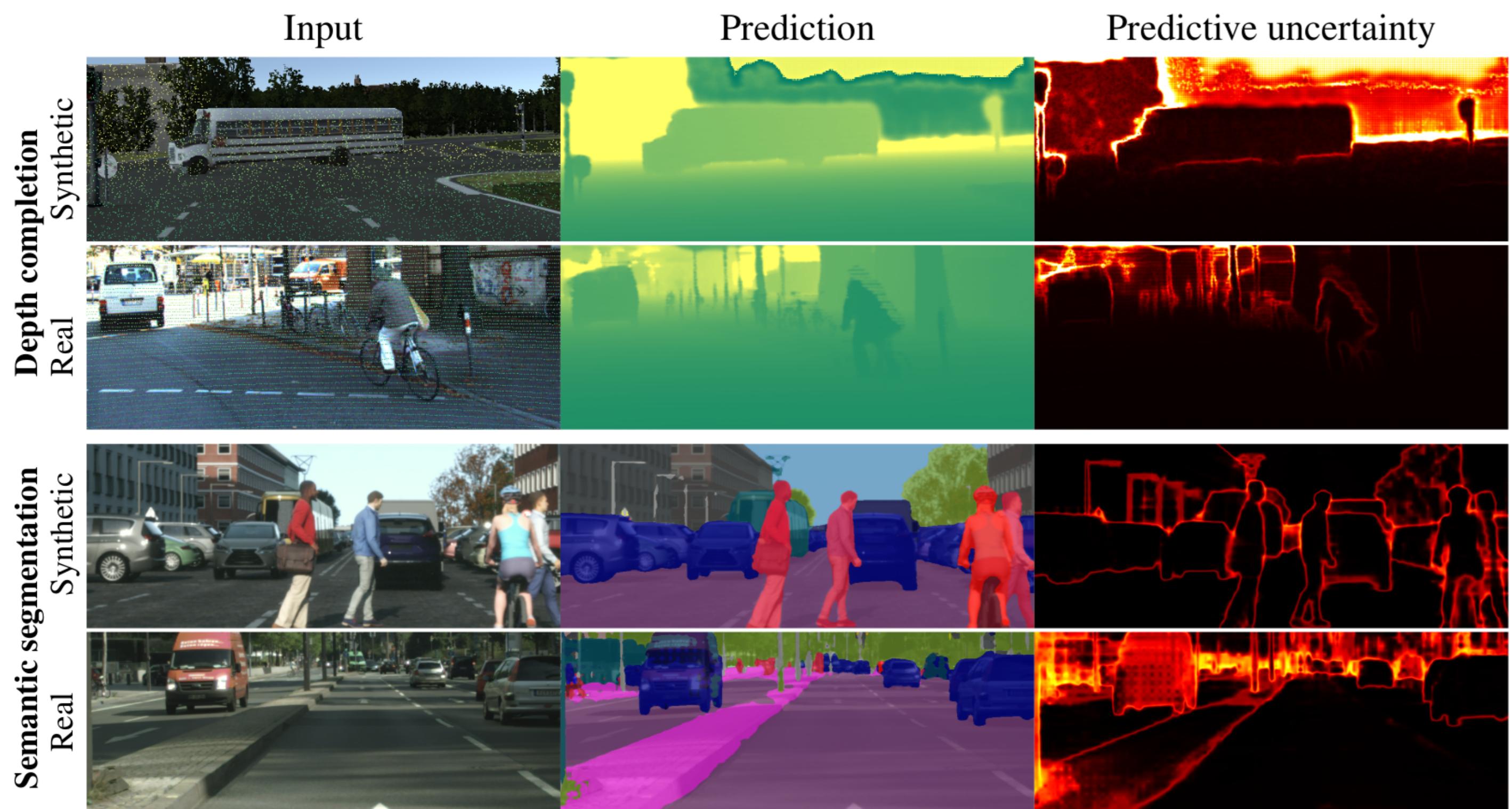
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## What is the problem?

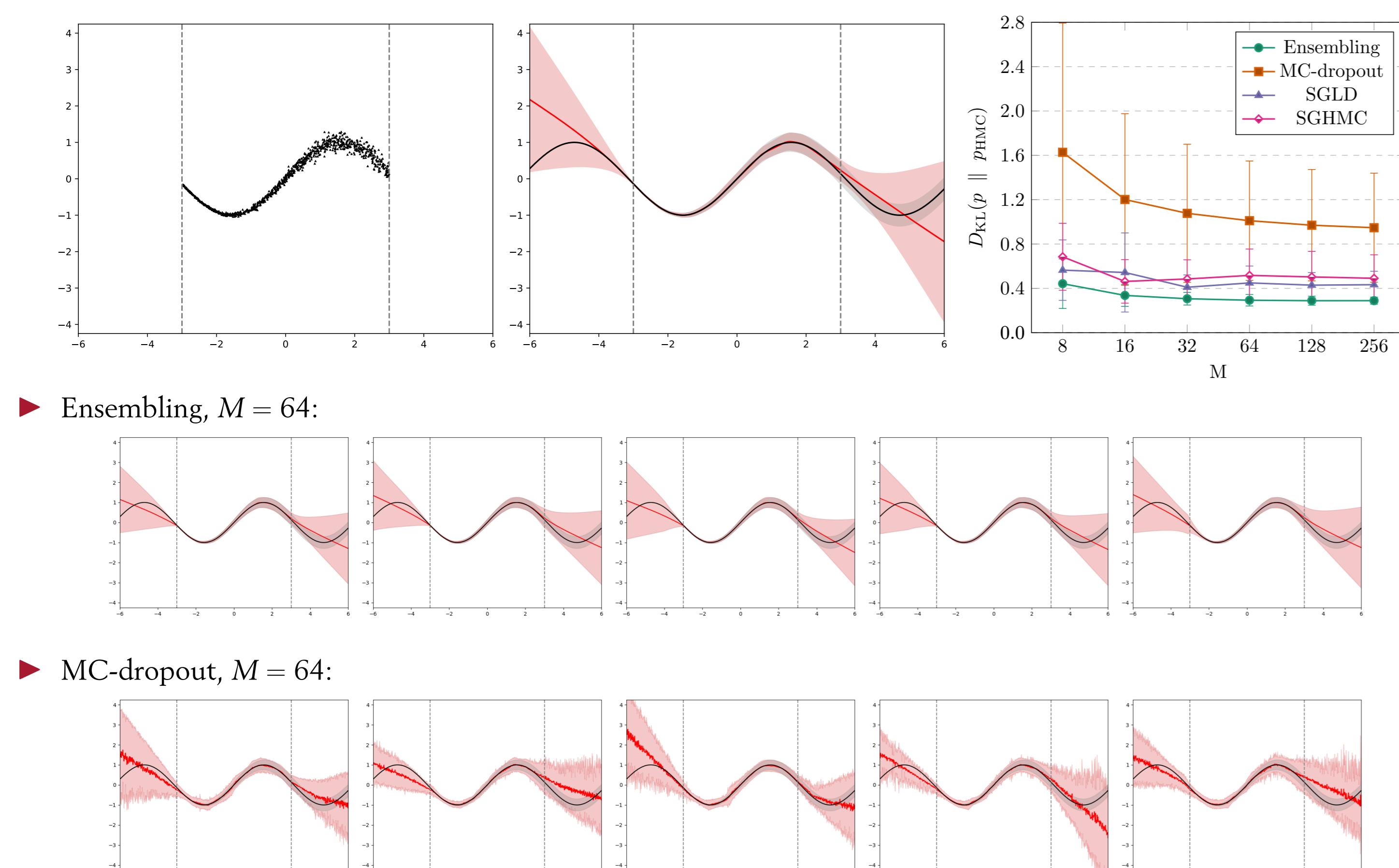
- While deep learning has become the go-to approach in computer vision, these models fail to properly capture the **uncertainty** inherent in their predictions. **Bayesian deep learning** addresses this issue in a principled manner. Predictive uncertainty is then decomposed into **aleatoric** and **epistemic** uncertainty.
- Aleatoric uncertainty captures inherent and irreducible data noise, and can be estimated by directly predicting the conditional distribution  $p(y|x)$ . Estimating **epistemic** uncertainty, which accounts for uncertainty in the model parameters, can mitigate model over-confidence and is thus of great importance.
- While epistemic uncertainty estimation has proven to be highly challenging, especially for *large-scale* models employed in *real-world* computer vision tasks, **scalable** techniques have recently emerged.
- The research community however lacks a common and comprehensive **evaluation framework** for such methods. Both researchers and practitioners are currently thus unable to properly assess and compare competing methods.

## Our contributions

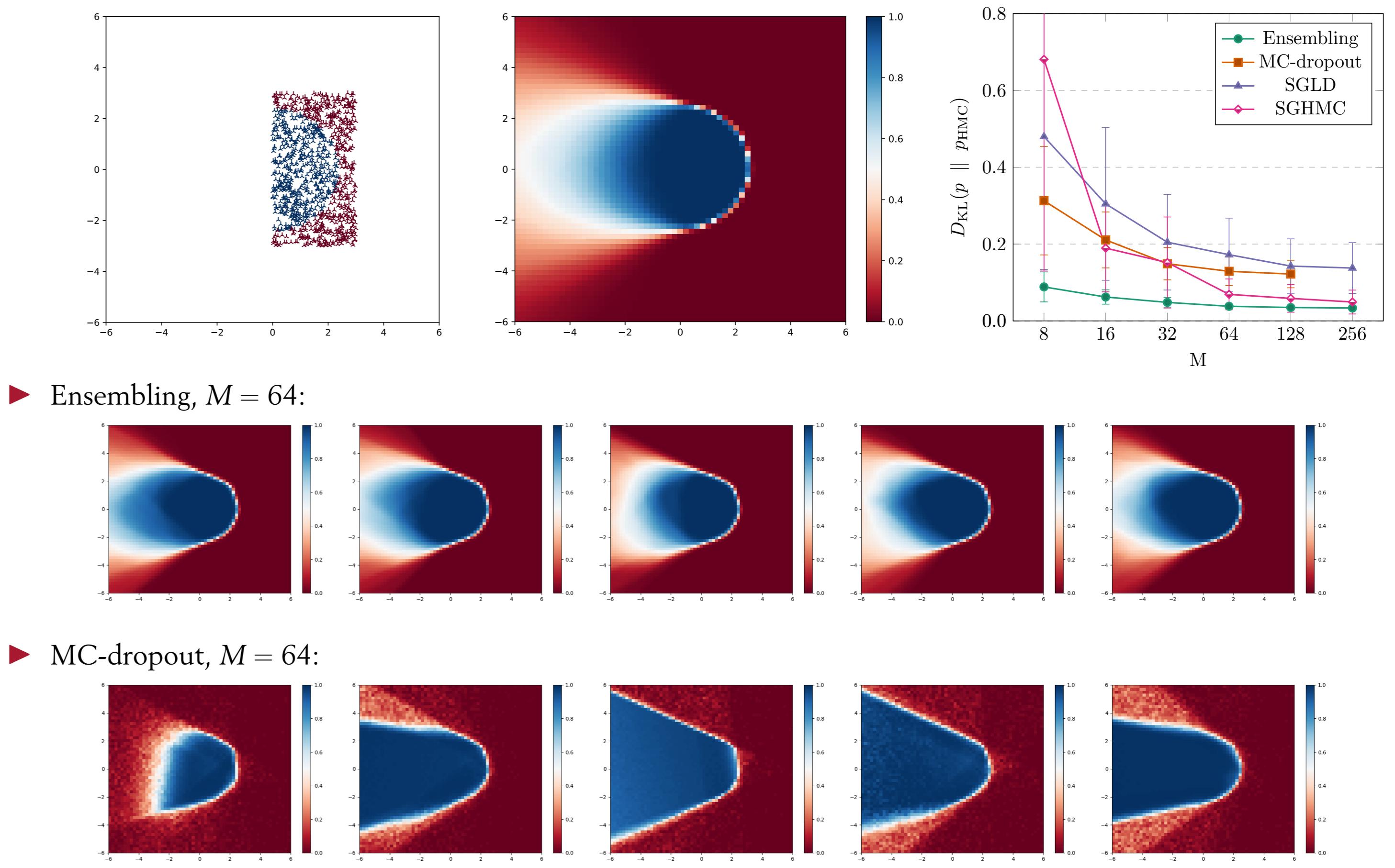
- We propose a comprehensive **evaluation framework** for *scalable* epistemic uncertainty estimation methods in deep learning. It is specifically designed to test the robustness required in **real-world** computer vision applications.
- Our proposed framework employs state-of-the-art models on the tasks of **depth completion** (regression) and **semantic segmentation** (classification).
- We provide the first properly extensive and conclusive comparison of the two current state-of-the-art *scalable* methods: **ensembling** and **MC-dropout**. Our comparison demonstrates that **ensembling** consistently provides more reliable and practically useful uncertainty estimates.
- Publicly available source code:** [github.com/fregu856/evaluating\\_bdl](https://github.com/fregu856/evaluating_bdl).



## Illustrative toy problems - Regression

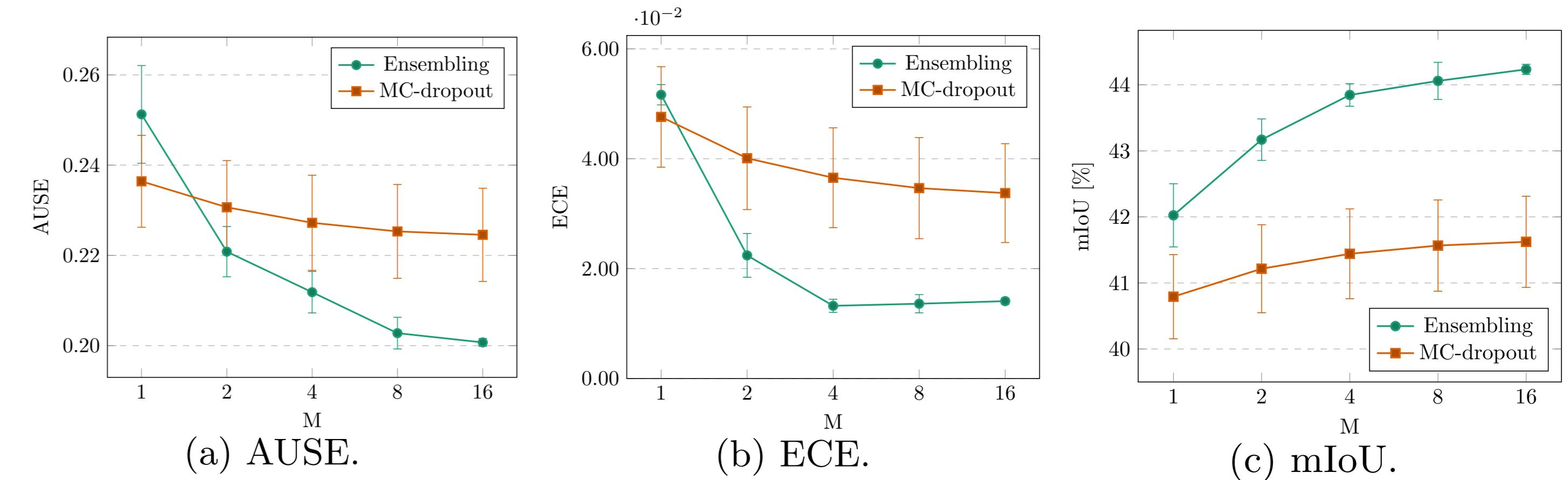


## Illustrative toy problems - Classification



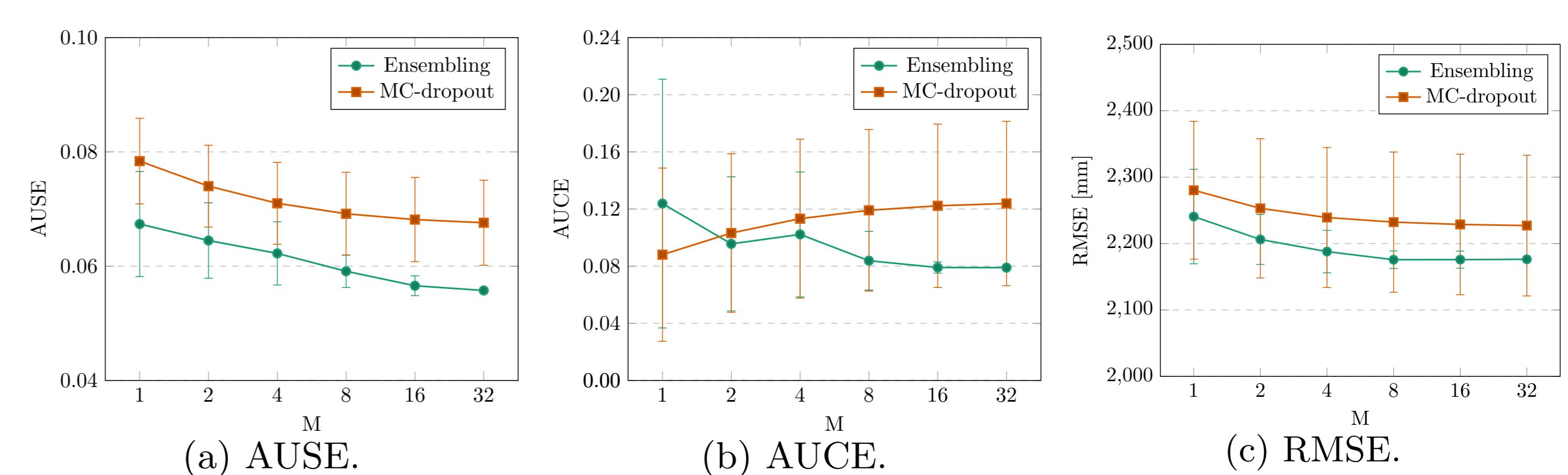
## Street-scene semantic segmentation

- Given an image  $x \in \mathbb{R}^{h \times w \times 3}$ , predict  $y$  of size  $h \times w$ , in which each pixel is assigned to one of  $C$  classes (road, car, etc.). Models are trained on **synthetic data** and evaluated on **real data**, testing robustness to **out-of-domain** inputs.
- Metrics for evaluation of uncertainty estimation quality:
  - AUSE:** *relative* measure that reveals how well the estimated uncertainty can be used to sort predictions from worst (large true prediction error) to best.
  - ECE:** *absolute* measure in terms of calibration. A well-calibrated model is not over-confident nor over-conservative.



## Depth completion

- Given an image  $x_{\text{img}} \in \mathbb{R}^{h \times w \times 3}$  and an associated *sparse* depth map, predict a *dense* depth map  $y \in \mathbb{R}^{h \times w}$  of the scene. Models are trained on **synthetic data** and evaluated on **real data**, testing robustness to **out-of-domain** inputs.
- Metrics for evaluation of uncertainty estimation quality: **AUCE** and **AUCE** (generalization of ECE to the regression setting).



## Discussion & conclusion

- Required **training** scales linearly with  $M$  for ensembling, but this is not a major concern in most safety-critical applications, such as automotive. The main drawback of both methods is instead the computational cost at **test time** that scales linearly with  $M$ , affecting real-time applicability.
- Our work suggests that **ensembling** should be considered the new go-to method for *scalable* epistemic uncertainty estimation. We attribute its success to the ability to capture **multi-modality** in the posterior distribution  $p(\theta|\mathcal{D})$ .