

SEEN-DA: SEmantic ENtropy guided Domain-aware Attention for Domain Adaptive Object Detection

SEEN-DA :语义熵引导的域感知注意力算法

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导言

• 域自适应目标检测 (Domain Adaptive Object Detection, DAOD)方法

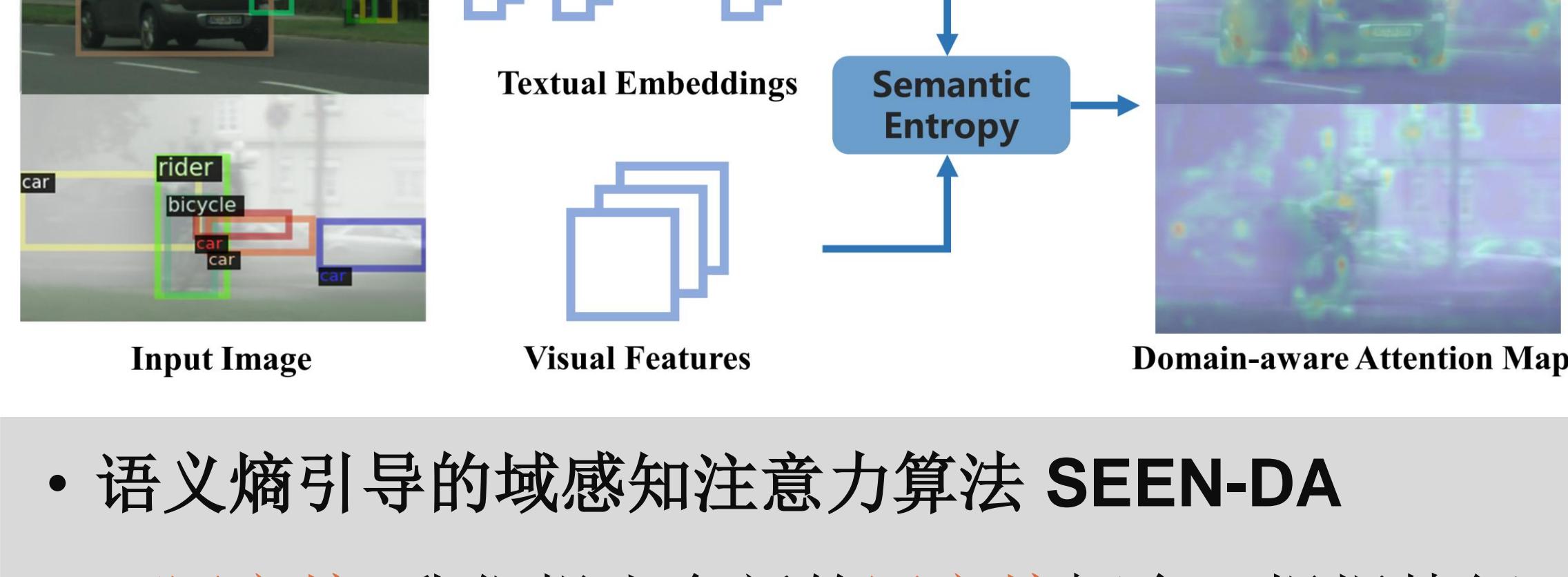
✓ 思路: 通过对齐两个域的视觉特征来提取域间共享的域不变特征, 从而将有标注的源域上训练的检测器泛化到无标注的目标域上

✗ 局限: 语义不可知的类别标签 (比如独热码) 忽略了类别名称蕴含的语言属性以及域间共性和差异

• 基于视觉-语言模型(Visual-Language Model, VLM)的DAOD方法

✓ 思路: 微调文本提示词, 来学习域间共享的域不变语义和域内特有的域特定语义

✗ 局限: 语义信息仅在检测头中被有效利用, 限制了视觉特征的判别性

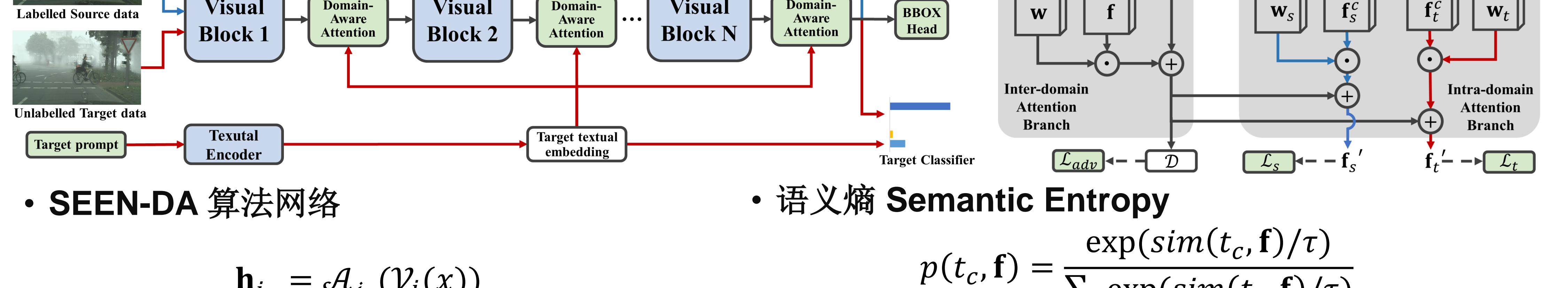


• 语义熵引导的域感知注意力算法 SEEN-DA

✓ 语义熵: 我们提出全新的语义熵概念, 根据特征所包含域和类别语义信息的丰度来估计视觉特征的重要性

✓ 域感知注意力模块: 基于语义熵, 我们提出了域感知注意力模块。该模块作为轻量化的可学习组件, 应用于冻结的视觉-语言模型的视觉编码器上, 用于消除语义无关的冗余信息、激活域不变特征并补充域特定特征。

方法



• SEEN-DA 算法网络

$$\mathbf{h}_i = \mathcal{A}_i(\mathcal{V}_i(x))$$

\mathcal{V}_i 视觉编码块 \mathcal{A}_i 域感知注意力模块

• 语义熵引导的域感知注意力算法 SEEN-DA

域间注意力: 在域间共享, 使用语义信息激活冻结的视觉编码器中的域不变特征

$$\mathbf{f} = \mathcal{C}(\mathbf{f}_d)$$

$$\mathbf{w} = SEAttention(\mathbb{T}, \mathbf{f}_d)$$

• 语义熵 Semantic Entropy

$$p(t_c, \mathbf{f}) = \frac{\exp(sim(t_c, \mathbf{f})/\tau)}{\sum_c \exp(sim(t_c, \mathbf{f})/\tau)}$$

$$SEAAttention(\mathbb{T}, \mathbf{f}) = \sum_c p(t_c, \mathbf{f}) \log(p(t_c, \mathbf{f})) + \log K$$

$$\mathbf{h}_i = \mathcal{A}_i(\mathbf{f}_s) = \mathbf{w} \cdot \mathbf{f} + \mathbf{w}_{s/t} \cdot \mathbf{f}_{s/t}^c + \mathbf{f}_{s/t}$$

域内注意力: 每个域独有, 使用域特定语义信息丰富每个域的视觉特征

$$\mathbf{f}_{s/t}^c = \mathcal{C}^c(\mathbf{f}_{s/t})$$

$$\mathbf{w}_{s/t} = SEAttention(\mathbb{T}_{s/t}, \mathbf{f}_{s/t})$$

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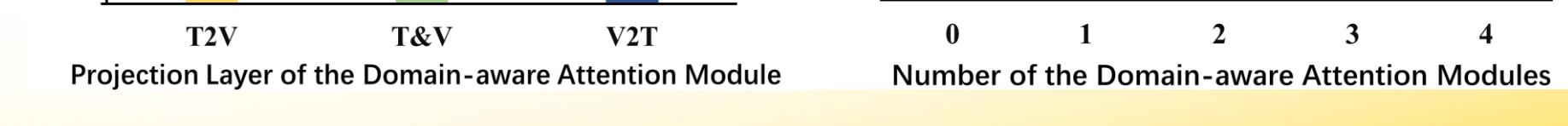
• 四组测试集上的检测结果 (mAP)

Methods	Acro	Bike	Bird	Boat	Bottle	Bus	Car	Cat	Chair	Cow	Table	Dog	Horse	Motor	Person	Plant	Sheep	Sofa	Train	Tv	mAP
UaDAN [17]	35.0	73.7	41.0	24.4	21.3	69.8	53.5	2.3	34.2	61.2	31.0	29.5	47.9	63.6	62.2	61.3	13.9	7.6	48.6	40.2	
TFD [54]	27.9	64.8	28.4	29.5	25.7	64.2	47.7	13.5	47.5	50.9	50.8	21.3	33.9	60.2	65.6	42.5	15.1	40.5	45.5	41.2	
FGRR [1]	30.8	52.1	35.1	32.4	42.2	62.8	42.6	21.4	42.8	58.6	33.5	20.8	37.2	81.4	66.2	50.3	21.5	29.3	58.2	47.0	43.3
UMT [6]	39.6	59.1	32.4	35.0	45.1	61.9	48.4	7.5	46.0	67.6	21.4	29.5	48.2	75.9	70.5	56.2	32.9	40.8	56.5	44.1	
SIGMA [29]	40.1	55.4	37.4	31.1	54.9	54.3	46.6	23.0	44.7	65.6	23.0	22.0	42.8	55.6	67.2	55.2	32.9	39.4	43.6	44.1	
ATMT [27]	37.5	63.4	37.9	29.8	45.1	62.7	41.2	19.5	43.7	57.4	22.9	25.3	39.6	87.1	70.9	50.6	29.1	32.2	58.4	50.5	45.2
CIGAR [36]	35.2	55.0	39.2	30.7	60.1	58.1	46.9	31.8	47.0	61.0	21.8	26.7	44.6	52.4	68.5	54.4	31.3	38.8	56.5	46.2	
TIA [64]	42.2	66.0	36.9	37.3	43.7	71.8	49.7	18.2	44.9	58.9	18.2	29.1	40.7	87.8	67.4	49.7	27.4	27.8	57.1	50.6	46.3
SIGMA++ [30]	36.3	54.6	40.1	31.6	58.0	60.4	46.2	33.6	44.4	66.2	25.7	25.3	44.4	58.8	64.8	55.4	36.2	38.6	54.1	59.3	46.7
CMT [51]	39.8	56.3	38.7	39.7	60.4	35.0	56.0	7.1	60.1	60.4	35.8	28.1	67.8	84.5	80.1	55.5	20.3	32.8	42.3	38.2	47.0
RegionCLIP [65]	38.1	70.4	48.8	37.3	44.8	55.8	43.5	14.4	48.2	47.8	14.3	18.3	58.3	78.4	67.9	22.2	30.1	16.9	48.4	50.2	42.7
SEEN-DA(Ours)	44.1	73.4	54.7	47.1	45.1	76.0	51.6	20.4	51.7	53.0	18.5	17.3	61.8	86.8	72.2	22.8	37.7	21.1	58.9	52.7	47.9

• 消融实验: 不同的注意力机制设计

Benchmark	Self-Attention	Cross-Attention	Domain-aware Attention
Cross-Weather	54.8	55.5	57.5
Cross-FoV	61.9	63.5	67.1
Sim-to-Real	62.3	63.7	66.8
Cross-Style	43.1	45.2	47.9

Inter-domain Attention	\mathcal{L}_{adv}	Intra-domain Attention	mAP	Gains
✓			52.6	-
✓		✓	54.9	+2.3
✓		✓	55.8	+0.9
✓		✓	57.5	+1.7



• 计算效率对比

Method	Backbone Parm(M)	Learnable Parm(M)	mAP	Abs.	Gains
DSS [56]	26.834	26.834	40.9	+4.2	
CSDA [13]	33.645	33.645	45.3	+6.9	
REACT [24]	29.812	29.812	48.8	+7.9	
AT [31]	39.225	18.723	50.9	+7.9	
DA-Pro [23]	34.834	1.078	55.5	+4.3	
SEEN-DA (Ours)	44.1	73.4	57.5	+7.9	