#### Stadnik A.V.<sup>1</sup>, Streltsova O.I.1<sup>2,3</sup>, Bezhanyan T.<sup>2,3</sup>, Belov O.V.<sup>4</sup> 1 NN Sputnik

Meshcheryakov Laboratory of Information Technologies JINR, Dubna, Russia
 Dubna State University, Dubna, Russia
 Veksler and Baldin Laboratory of High Energy Physics, Joint Institute for Nuclear Research

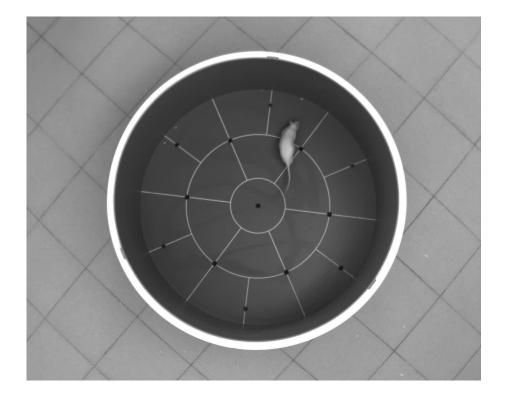
FULLY AUTOMATED DELINEATION AND ANALYSIS OF THE OPEN FIELD EXPERIMENTAL ARENA USING A NEURAL-NETWORK-BASED APPROACH

# **PROBLEM STATEMENT**

Goal: Fully automate behavioral arena analysis

#### Pipeline:

- Arena annotation (defining ROI)
- Animal detection & tracking
- Matching detection results to arena layout + action detection:
- Goes to  $\rightarrow$  complete automation

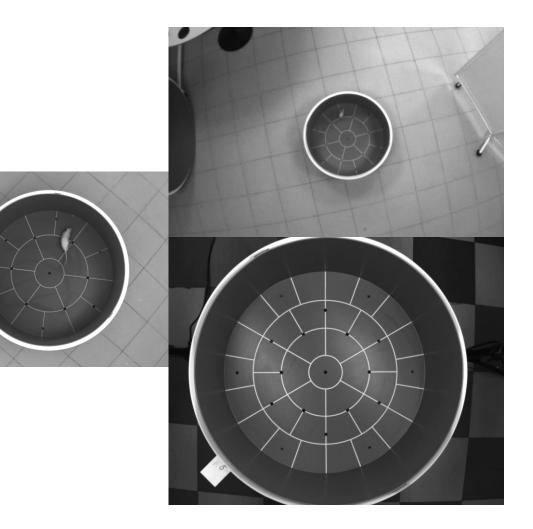


# **OPEN FIELD ARENA: TODO**

Objective: Fully automate the segmentation of the "Open Field" test arena

Benefit: Streamlines and enhances accuracy of subsequent animal-behavior tracking

- Leverages the SOLD<sup>2</sup> model from the Kornia library
- Delivers precise detection of both the arena's straight boundaries and its interior sectors

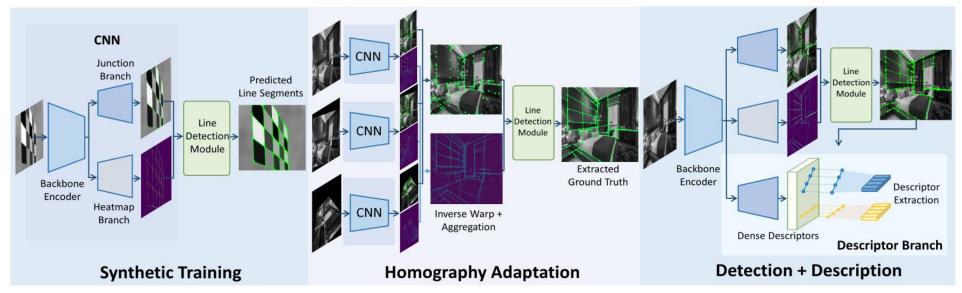


# LINE DETECTION MODULE (KORNIA)

Uses SOLD<sup>2</sup> (Self-supervised Occlusion-aware Line Description and Detection) [https://arxiv.org/abs/2104.03362]

Unified deep network that simultaneously finds and describes line segments

Trained without manual labels on synthetic data, generalizes to real-world images



# HOW SOLD<sup>2</sup> WORKS/ VS TRADITIONAL METHODS

Feature Maps:

- Junction heatmap: highlights potential line intersections
- Line heatmap: highlights pixels along lines

#### Segment Extraction:

- Search hot regions via dynamic programming
- Link junctions into straight segments

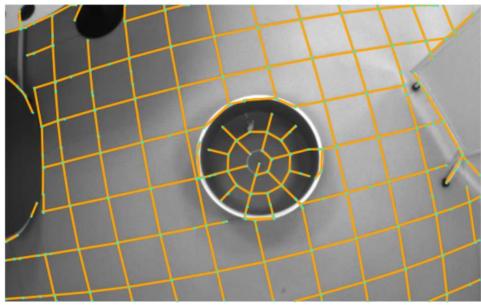
Descriptor Computation: robust to occlusions and viewpoint changes

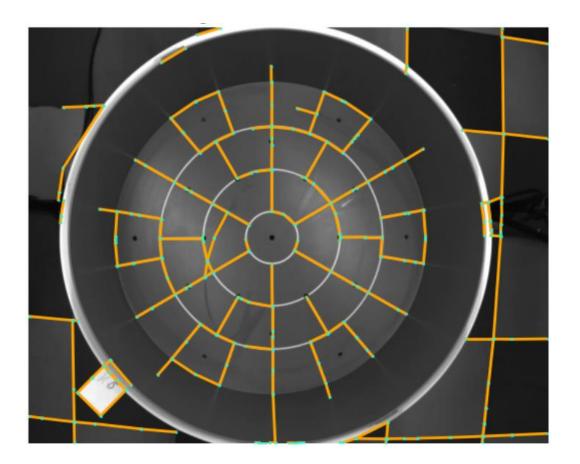
More precise endpoint localization

Higher repeatability across lighting and angle variations

# SOLD<sup>2</sup> : LINE DETECTION — HOW IT LOOKS LIKE?

Segment filtering: discard segments with low confidence (score < 0.5). Enforce a minimum segment length to remove noisy short fragments.





# FINDING THE ARENA CENTER

Intersection Computation for each pair of segments

Filter intersections outside image bounds

Accumulate intersections into a pixel-wise heatmap

Apply Gaussian blur for noise resilience

Locate max-value pixel via cv2.minMaxLoc

# IQR (INTERQUARTILE RANGE)

Definition: IQR = Q3 - Q1 (25th to 75th percentile)

Robust to extreme values and outliers

Used to flag outliers via Tukey's rule: [Q1 – 1.5·IQR, Q3 + 1.5·IQR]

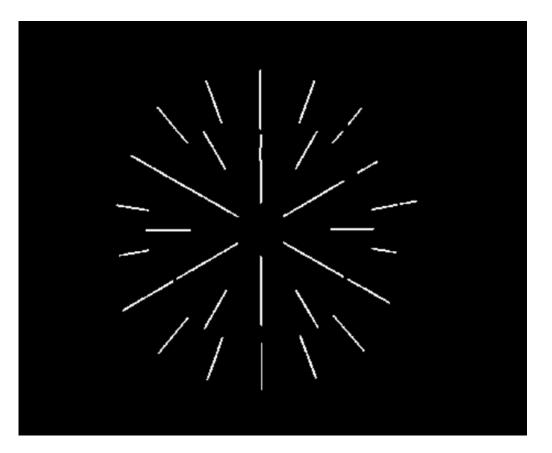
Sometime k != 1.5

## **BACKWARD STEP: FILTERING LINE SEGMENTS**

Function remove\_outliers(distances) computes IQR and discards points outside Tukey's bounds

point\_to\_line\_distance: computes
perpendicular distance to a segment

Keeps only segments within 3 px of the computed center

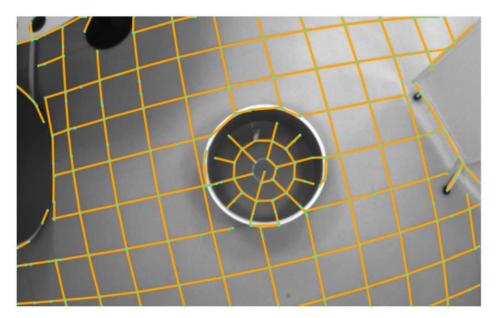


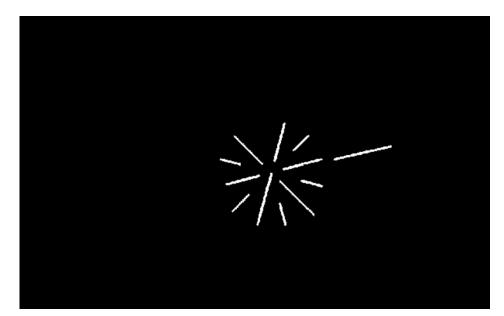
#### **REGULARIZATION: RADIUS RANGE FILTERING**

Filter segments by their radial distances

Compute min/max radii and discard outliers using IQR

Retains segments within robust radius bounds



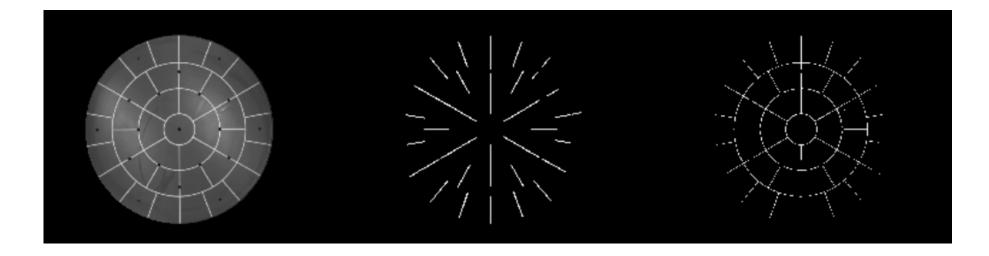


# **RADIUS ESTIMATION WORKFLOW**

Objective: Identify likely radii around (xo, yo)

Mask Preparation: background subtraction, line masking,

IQR filtering, thresholding. Build a refined radius mask



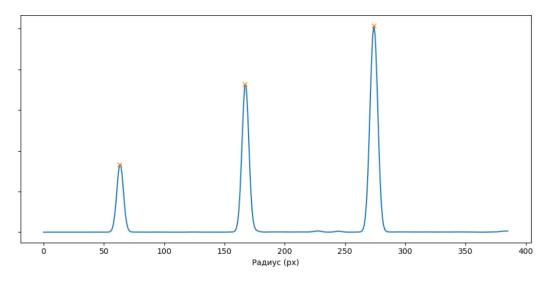
## **RADIUS DETECTION METHOD**

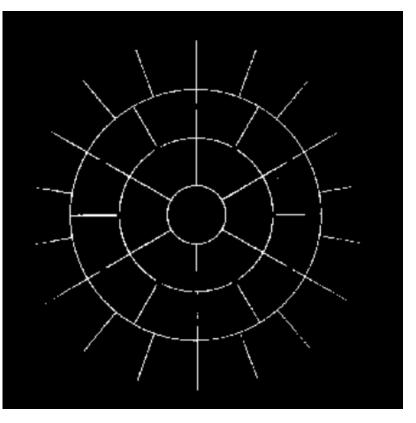
Select edge pixels with radial-gradient alignment ( $|\cos(\theta)| > 0.8$ )

Compute radii  $r = \sqrt{((x-x_0)^2+(y-y_0)^2)}$ 

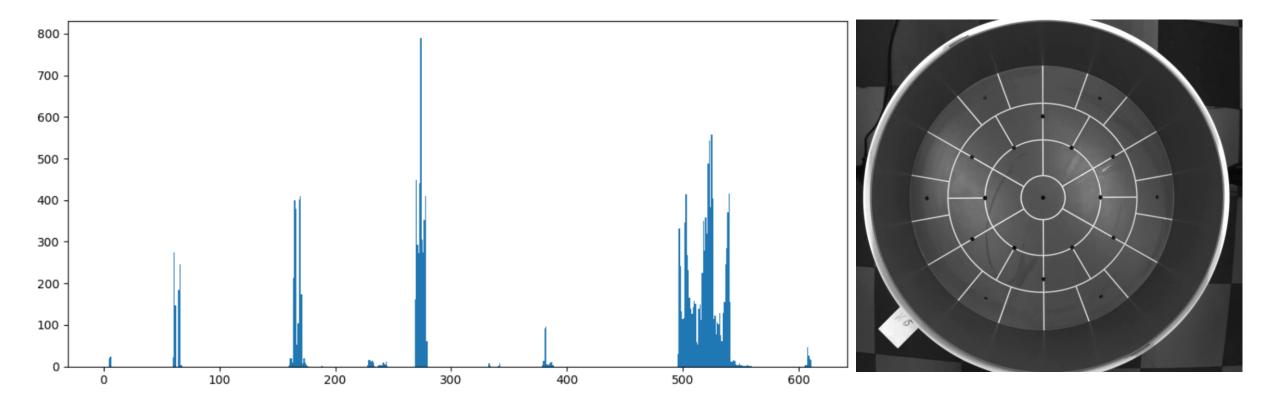
Histogram radii with 1 px bins

Gaussian-smooth histogram and detect peaks

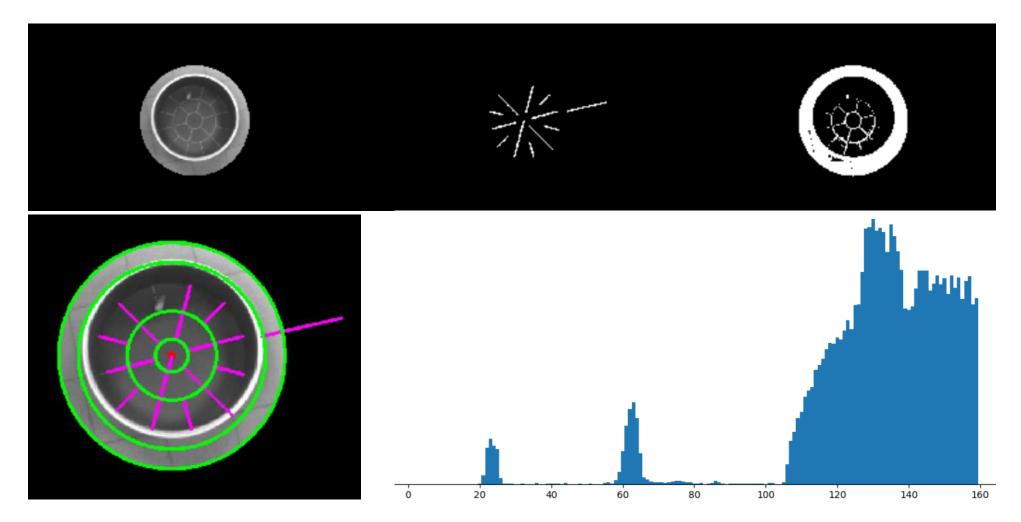




#### WHY DO WE NEED BINARY MASKS?

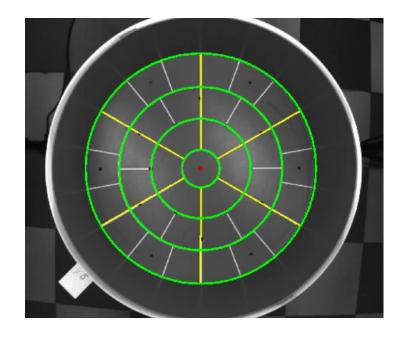


# LOOKING BACK: WHY WE NEED IQR STEPS?



### **SECTOR DETECTION**

Goal: Find top 3 dominant directions of active pixels Compute angles  $\theta = \operatorname{atan2}(y0-y, x-x0)$  in [0,360) Convert to  $\theta_{\text{mod}} \in [0,180)$ Histogram with 4° bins and select top 3 bins Add opposite angles (+180°) for directional coverage

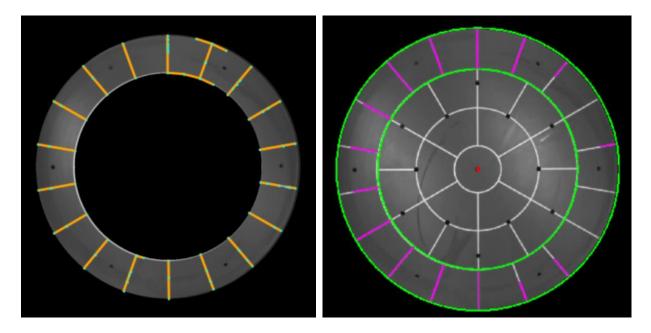


# WHY TOP-3 DIRECTIONS?

Captures the main structural alignments

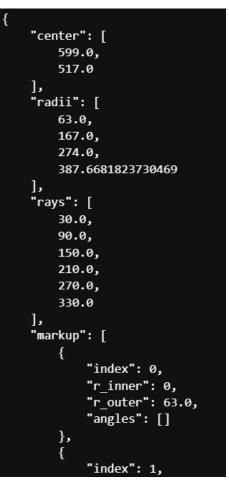
Robust against missing or spurious segments

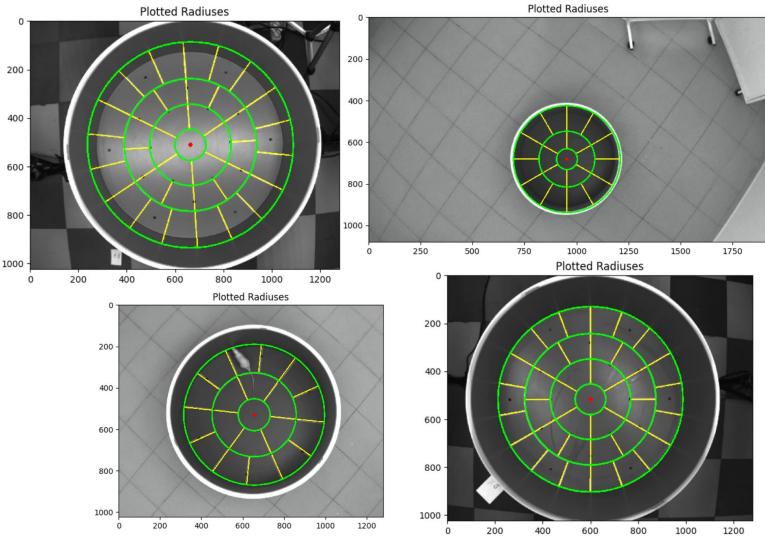
Ensures detection of key arena axes and repeatable patterns



#### FINAL MARKUP STEP: RESULTS

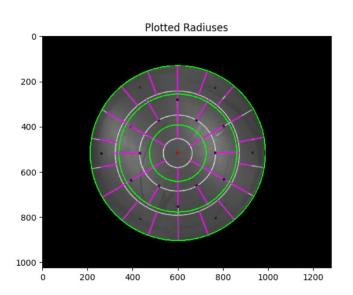
#### Save markup to JSON

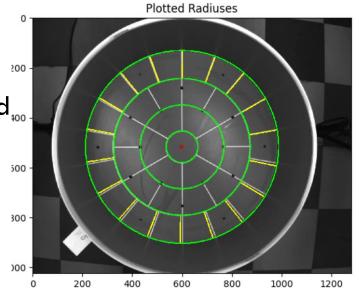




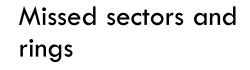
## WHAT COULD GO WRONG?

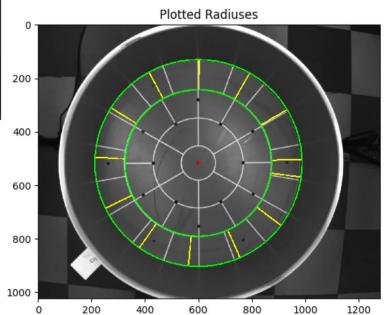
Errors in determining the concentric radii and their count





Precision of determining angles





# **DETECTION? TRACKING?**

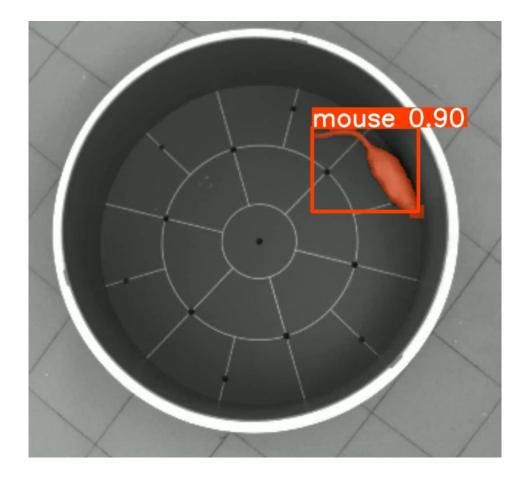
Segmentation instead Detection.

Tracking by detection.

Ultralytics YOLOv11-seg [https://docs.ultralytics.com/ru/tasks/segment /]

 $\sim$  300 marked images



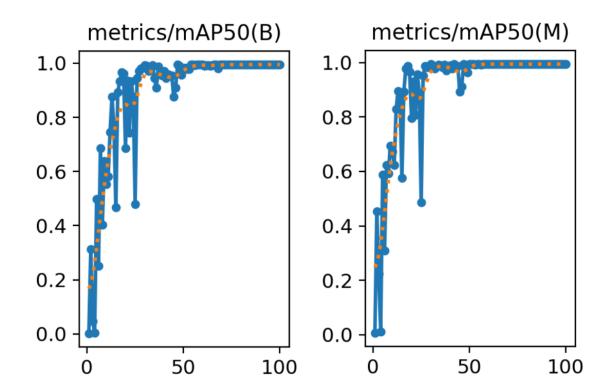


### **SEGMENTATION! TRACKING-BY-DETECTION.**

**mAP50** (Mean Average Precision@loU = 0.50) – the average area under the Precision–Recall curve at an IoU threshold of 0.5

mAP50(B) – computed over bounding boxes; evaluates how accurately the model localizes objects with rectangles (reflects the effectiveness of object detection and localization)

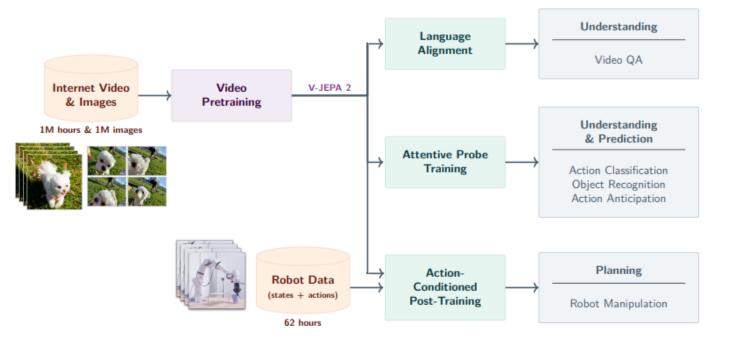
mAP50(M) – computed over segmentation masks; measures the pixel-level correspondence quality between predicted and ground-truth regions (reflects the precision of their contour segmentation)



# **TODO: ACTION DETECTION?**

V-JEPA 2: Self-Supervised Video Models Enable Understanding, Prediction and Planning [https://arxiv.org/pdf/250 6.09985] (11/06/25)

\* Zero-shot Robot Control\* Strong video-basedembeddings



## THANK YOU FOR YOUR ATTENTION!