





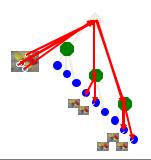
Instance recognition

Thurs Oct 29

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Last time

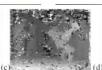
- Depth from stereo: main idea is to triangulate from corresponding image points.
- Epipolar geometry defined by two cameras
 - We've assumed known extrinsic parameters relating their poses
- Epipolar constraint limits where points from one view will be imaged in the other
 - Makes search for correspondences quicker
- To estimate depth
 - Limit search by epipolar constraint
 - Compute correspondences, incorporate matching preferences

Virtual viewpoint video













(a Figure 6: Sample results from stereo reconstruction stage: (a) input color image; (b) color-based segmentation; (c) initial disparity estimates $\hat{q}_i(x)$, (d) refined disparity estimates; (e) smoothed disparity estimates $\hat{q}_i(x)$.

 $d\hat{j}$ A depth-matted object from earlier in the sequence is inserted into the video.

C. Zitnick et al, High-quality video view interpolation using a layered representation, SIGGRAPH 2004.

Virtual viewpoint video



C. Larry Zitnick et al, High-quality video view interpolation using a layered representation, SIGGRAPH 2004.

http://research.microsoft.com/IVM/VV/

Review questions: What stereo rig yielded these epipolar lines?



Epipole has same coordinates in both images. Points move along lines radiating from e: "Focus of expansion"

Figure from Hartley & Zisserman

Review questions

- When solving for stereo, when is it necessary to break the soft disparity gradient constraint?
- What can cause a disparity value to be undefined?
- What parameters relating the two cameras in the stereo rig must be known (or inferred) to compute depth?

Today

- Instance recognition
 - Indexing local features efficiently
 - Spatial verification models







Recognizing or retrieving specific objects

Example I: Visual search in feature films

Visually defined query

"Groundhog Day" [Rammis, 1993]

"Find this clock"



—

"Find this place"

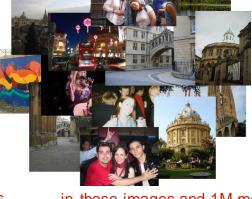


Slide credit: J. Sivic





Find these landmarks

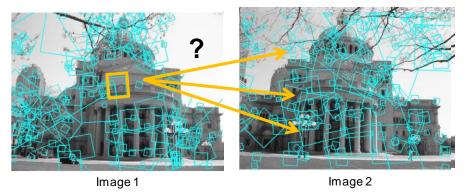


...in these images and 1M more

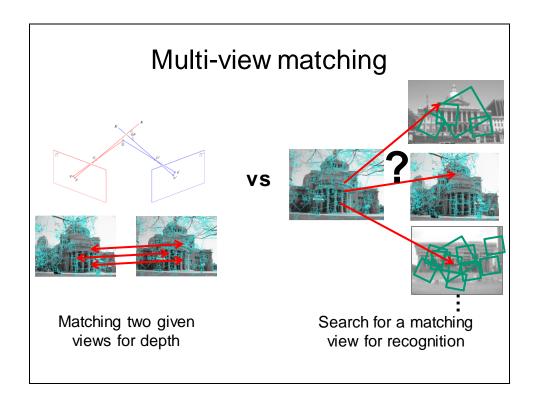
Slide credit: J. Sivic

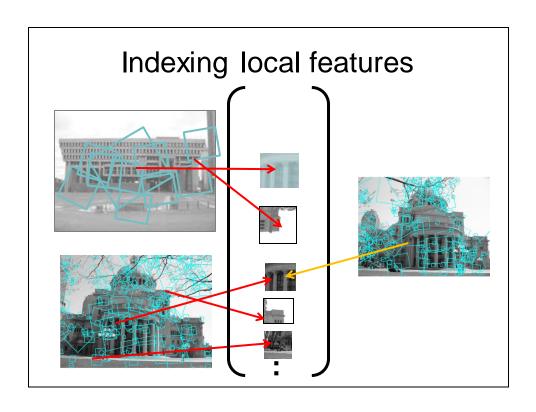


Recall: matching local features



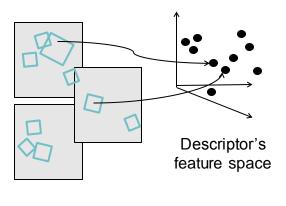
To generate **candidate matches**, find patches that have the most similar appearance (e.g., lowest SSD) Simplest approach: compare them all, take the closest (or closest k, or within a thresholded distance)





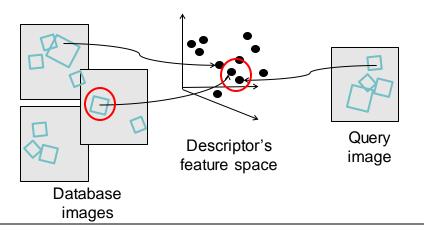
Indexing local features

 Each patch / region has a descriptor, which is a point in some high-dimensional feature space (e.g., SIFT)



Indexing local features

 When we see close points in feature space, we have similar descriptors, which indicates similar local content.



Indexing local features

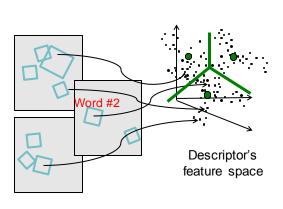
- With potentially thousands of features per image, and hundreds to millions of images to search, how to efficiently find those that are relevant to a new image?
- Possible solutions:
 - Inverted file
 - Nearest neighbor data structures
 - · Kd-trees
 - Hashing

Indexing local features: inverted file index

- For text documents, an efficient way to find all pages on which a word occurs is to use an index...
- We want to find all images in which a feature occurs.
- To use this idea, we'll need to map our features to "visual words".

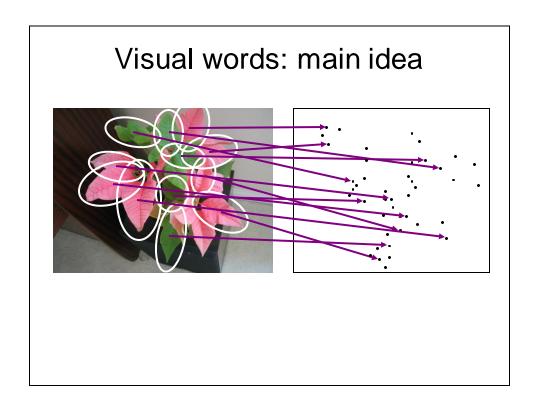
Visual words

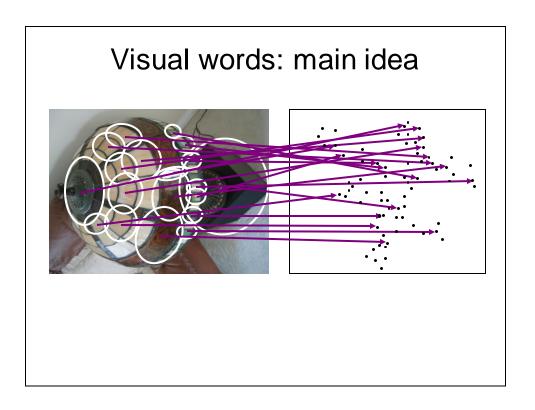
 Map high-dimensional descriptors to tokens/words by quantizing the feature space

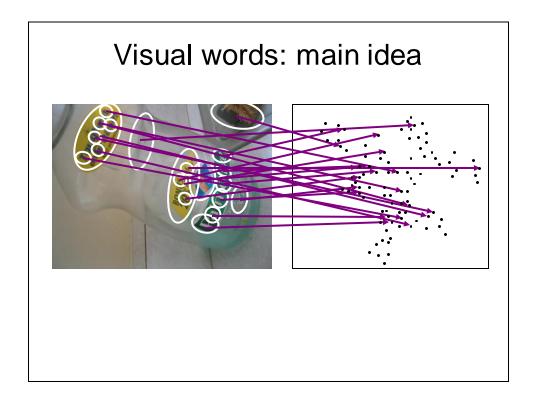


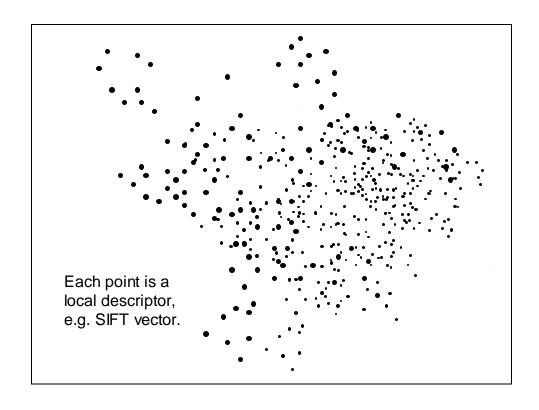
- Quantize via clustering, let cluster centers be the prototype "words"
- Determine which word to assign to each new image region by finding the closest cluster center.

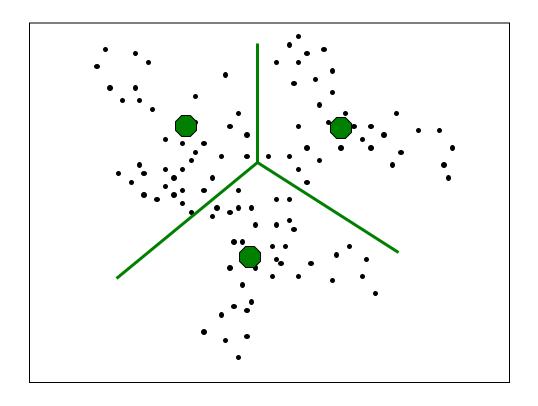
Visual words: main idea • Extract some local features from a number of images ... • e.g., SIFT descriptor space: each point is 128-dimensional





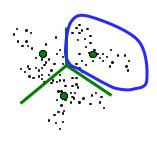


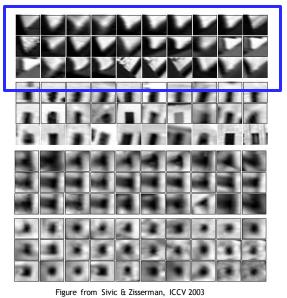




Visual words

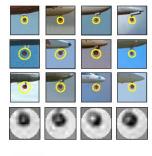
 Example: each group of patches belongs to the same visual word





Visual words

 Also used for describing scenes and object categories for the sake of indexing or classification.





Sivic & Zisserman 2003; Csurka, Bray, Dance, & Fan 2004; many others.

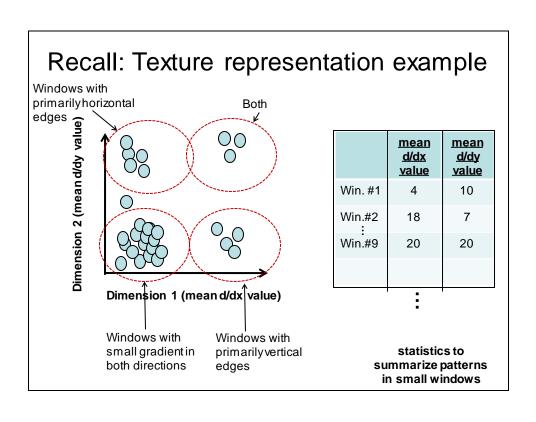


Visual words and textons

- First explored for texture and material representations
- Texton = cluster center of filter responses over collection of images
- Describe textures and materials based on texture elements.

distribution of prototypical

Leung & Malik 1999; Varma & Zisserman, 2002

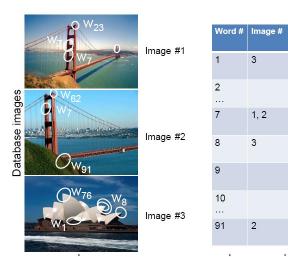


Visual vocabulary formation

Issues:

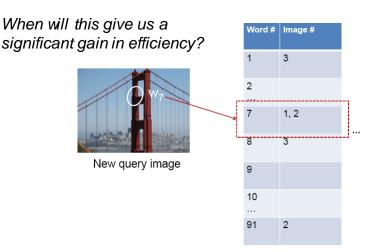
- · Sampling strategy: where to extract features?
- Clustering / quantization algorithm
- · Unsupervised vs. supervised
- What corpus provides features (universal vocabulary?)
- Vocabulary size, number of words

Inverted file index



 Database images are loaded into the index mapping words to image numbers

Inverted file index

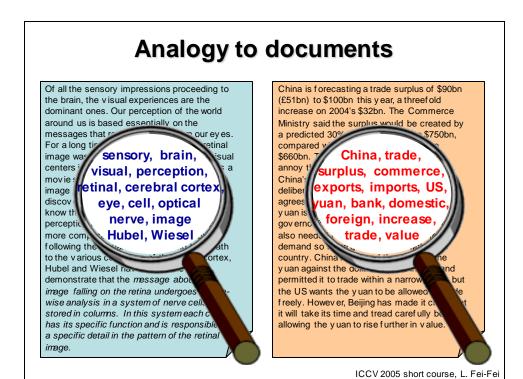


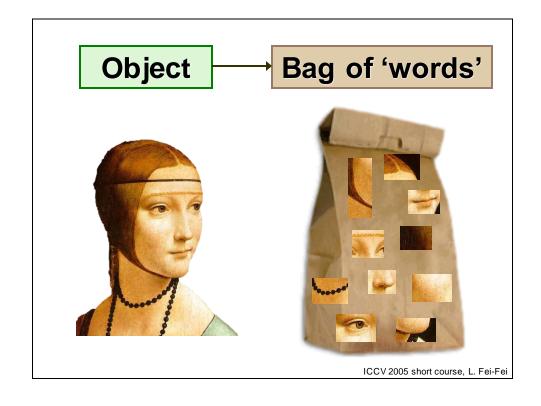
 New query image is mapped to indices of database images that share a word.

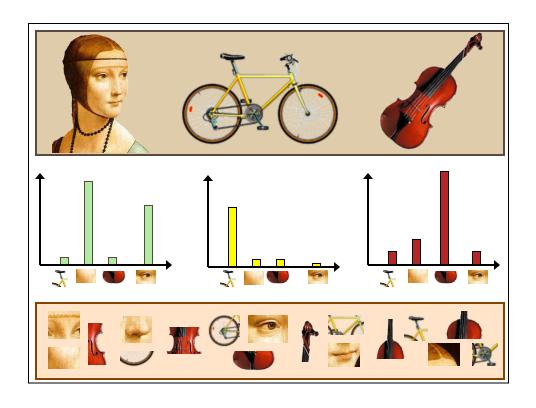
Instance recognition: remaining issues

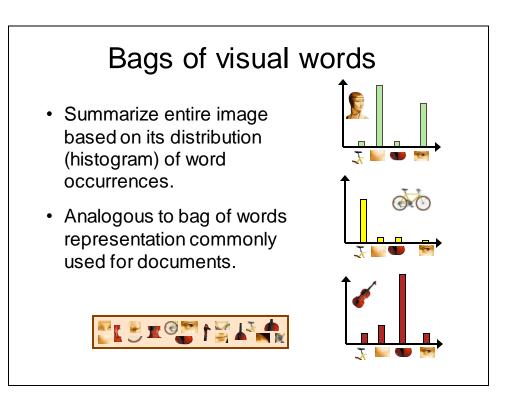
- How to summarize the content of an entire image? And gauge overall similarity?
- How large should the vocabulary be? How to perform quantization efficiently?
- Is having the same set of visual words enough to identify the object/scene? How to verify spatial agreement?
- · How to score the retrieval results?

Kristen Grauman



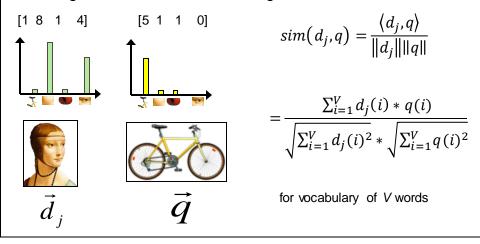






Comparing bags of words

 Rank frames by normalized scalar product between their (possibly weighted) occurrence counts---nearest neighbor search for similar images.

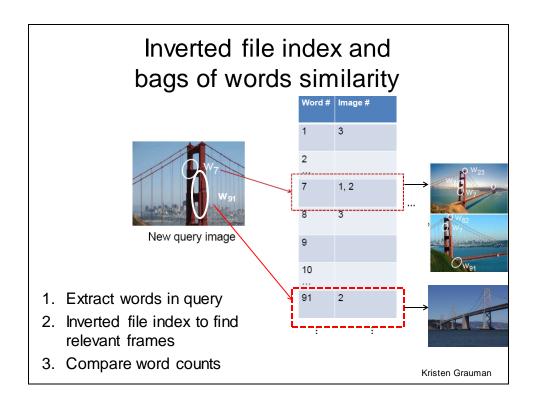


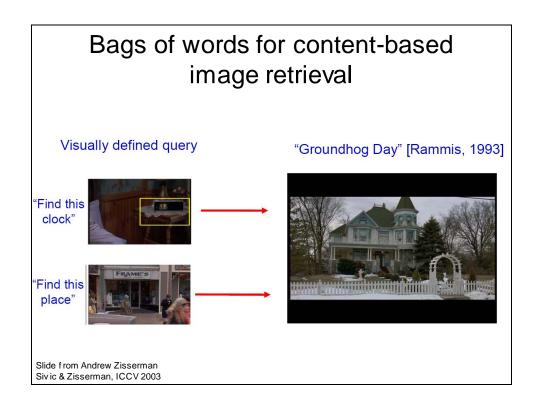
tf-idf weighting

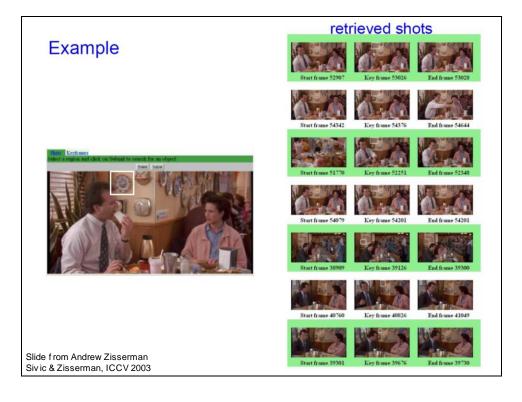
- Term frequency inverse document frequency
- Describe frame by frequency of each word within it, downweight words that appear often in the database
- (Standard weighting for text retrieval)

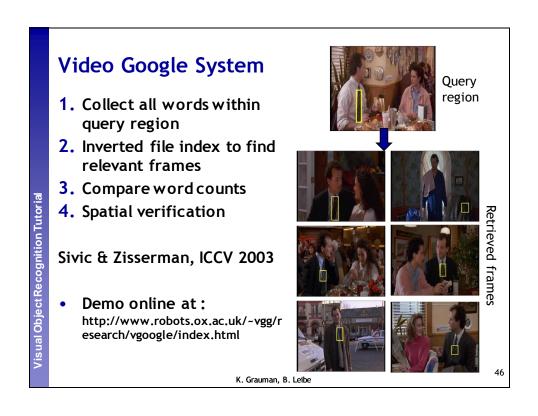
Number of occurrences of word i in document d
$$t_i = \frac{n_{id}}{n_d} \log \frac{N}{n_i}$$
Total number of documents in database

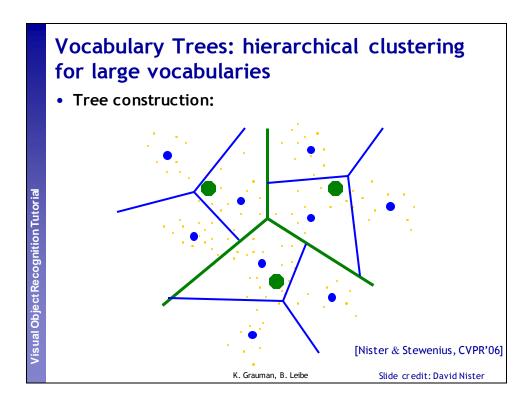
Number of words in document d word i occurs in, in whole database

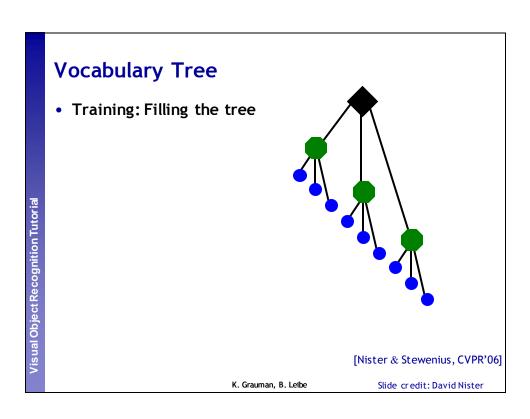


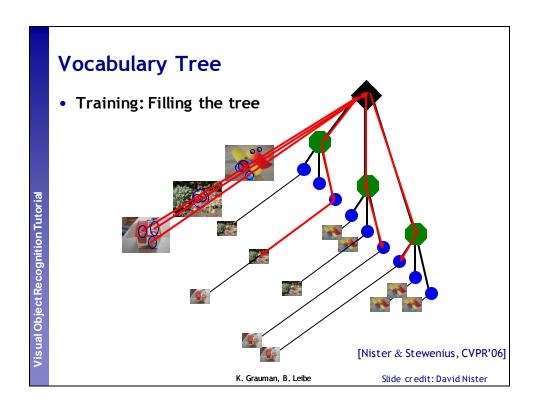


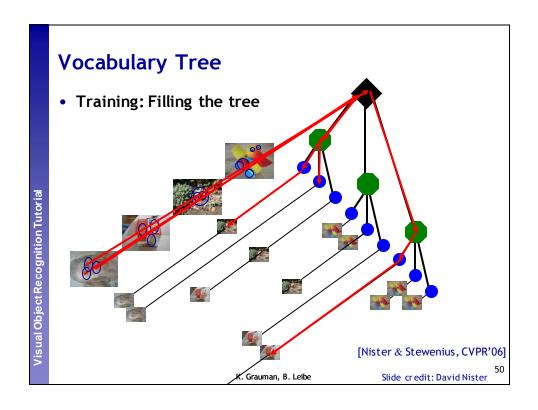




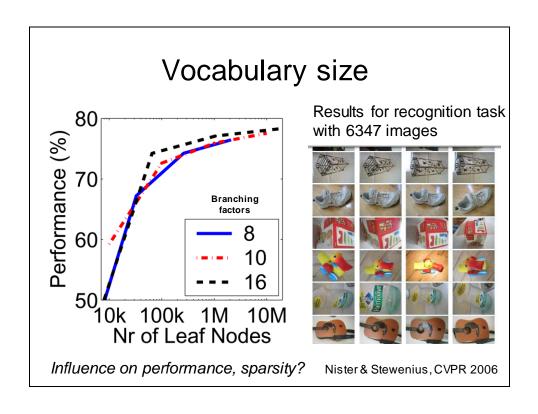








What is the computational advantage of the hierarchical representation bag of words, vs. a flat vocabulary?



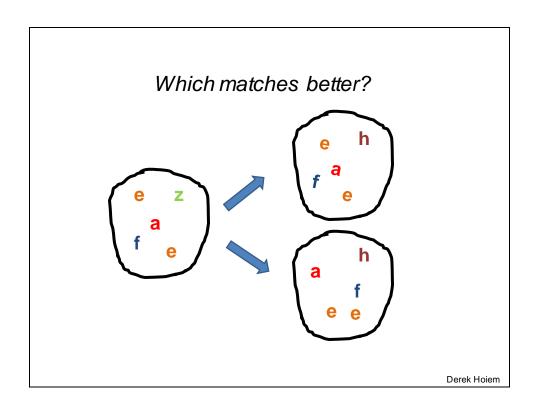
Bags of words: pros and cons

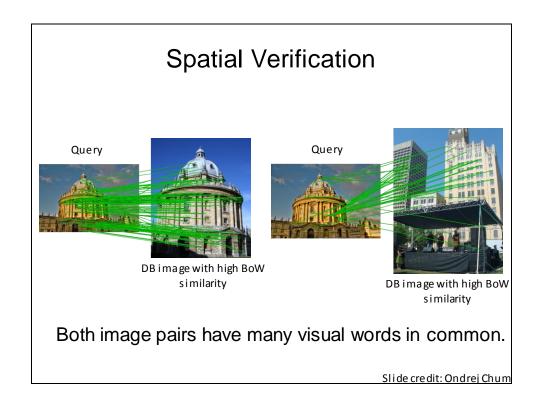
- + flexible to geometry / deformations / viewpoint
- + compact summary of image content
- + provides vector representation for sets
- + very good results in practice
- basic model ignores geometry must verify afterwards, or encode via features
- background and foreground mixed when bag covers whole image
- optimal vocabulary formation remains unclear

Instance recognition: remaining issues

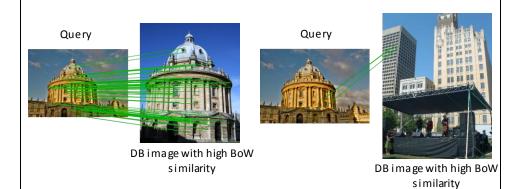
- How to summarize the content of an entire image? And gauge overall similarity?
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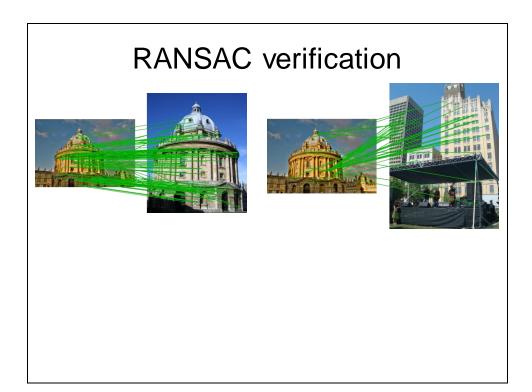


Only some of the matches are mutually consistent

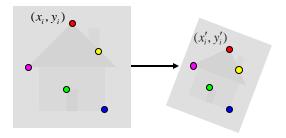
Slide credit: Ondrej Chum

Spatial Verification: two basic strategies

- RANSAC
 - Typically sort by BoW similarity as initial filter
 - Verify by checking support (inliers) for possible transformations
 - e.g., "success" if find a transformation with > N inlier correspondences
- Generalized Hough Transform
 - Let each matched feature cast a vote on location, scale, orientation of the model object
 - Verify parameters with enough votes

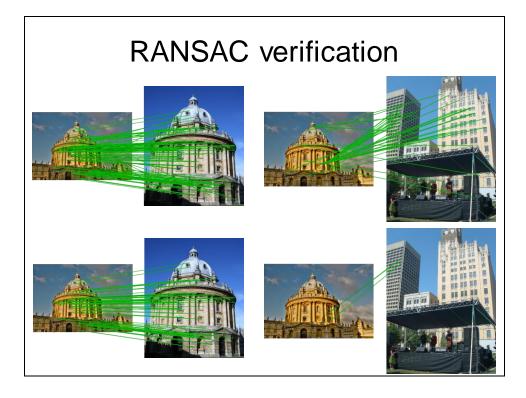






Approximates viewpoint changes for roughly planar objects and roughly orthographic cameras.

$$\begin{bmatrix} x_i' \\ y_i' \end{bmatrix} = \begin{bmatrix} m_1 & m_2 \\ m_3 & m_4 \end{bmatrix} \begin{bmatrix} x_i \\ y_i \end{bmatrix} + \begin{bmatrix} t_1 \\ t_2 \end{bmatrix} \quad \begin{bmatrix} & & \cdots & & & \\ x_i & y_i & 0 & 0 & 1 & 0 \\ 0 & 0 & x_i & y_i & 0 & 1 \\ & & \cdots & & & \end{bmatrix} \begin{bmatrix} m_1 \\ m_2 \\ m_3 \\ m_4 \\ t_1 \\ t_2 \end{bmatrix} = \begin{bmatrix} \cdots \\ x_i' \\ y_i' \\ \cdots \end{bmatrix}$$



Spatial Verification: two basic strategies

- RANSAC
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Voting: Generalized Hough Transform

 If we use scale, rotation, and translation invariant local features, then each feature match gives an alignment hypothesis (for scale, translation, and orientation of model in image).





Model

Novel image

Adapted from Lana Lazebnik

Voting: Generalized Hough Transform

- A hypothesis generated by a single match may be unreliable,
- · So let each match vote for a hypothesis in Hough space



Model



Novel image

Gen Hough Transform details (Lowe's system)

- Training phase: For each model feature, record 2D location, scale, and orientation of model (relative to normalized feature frame)
- Test phase: Let each match btwn a test SIFT feature and a model feature vote in a 4D Hough space
 - Use broad bin sizes of 30 degrees for orientation, a factor of 2 for scale, and 0.25 times image size for location
 - · Vote for two closest bins in each dimension
- Find all bins with at least three votes and perform geometric verification
 - Estimate least squares affine transformation
 - · Search for additional features that agree with the alignment

David G. Lowe. "Distinctive image features from scale-invariant keypoints." *IJCV* 60 (2), pp. 91-110, 2004.

Slide credit: Lana Lazebnik

Example result



Background subtract for model boundaries





Objects recognized,





Recognition in spite of occlusion

[Lowe]

Recall: difficulties of voting

- Noise/clutter can lead to as many votes as true target
- · Bin size for the accumulator array must be chosen carefully
- In practice, good idea to make broad bins and spread votes to nearby bins, since verification stage can prune bad vote peaks.

Example Applications





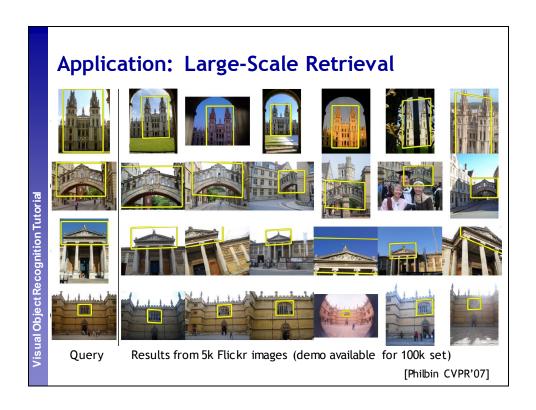
Mobile tourist guide

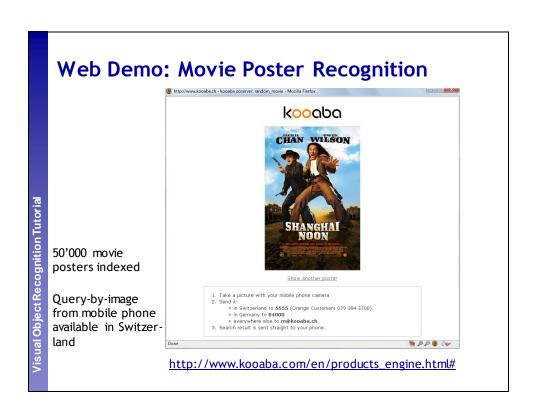
- Self-localization
- · Object/building recognition
- · Photo/video augmentation



B. Leibe

[Quack, Leibe, Van Gool, CIVR'08]

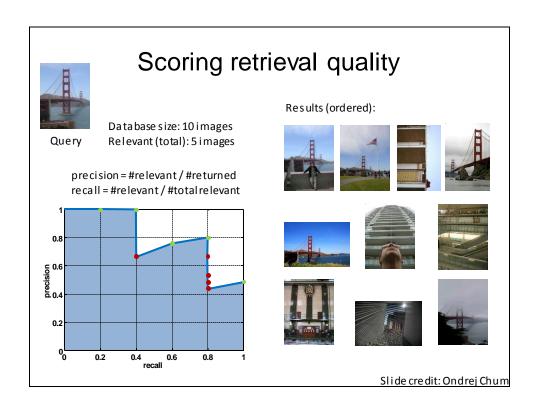




Instance recognition: remaining issues

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- How to score the retrieval results?

Kristen Grauman



Recognition via alignment

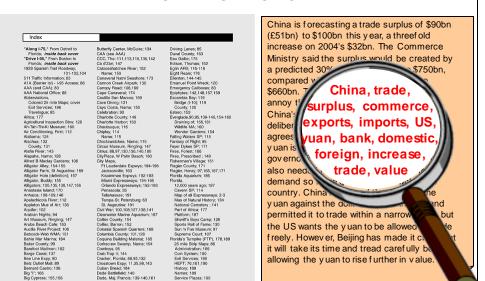
Pros:

- Effective when we are able to find reliable features within clutter
- · Great results for matching specific instances

Cons:

- · Scaling with number of models
- Spatial verification as post-processing not seamless, expensive for large-scale problems
- · Not suited for category recognition.

What else can we borrow from text retrieval?



Query expansion

Query: golf green

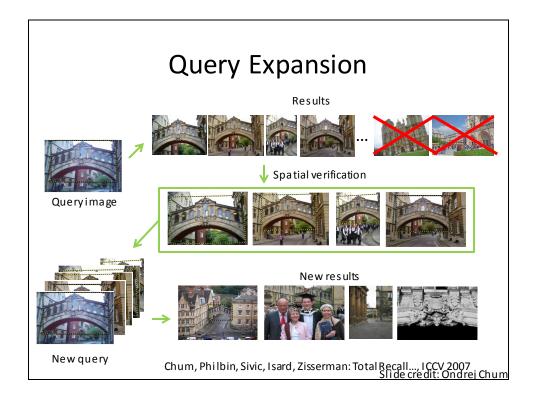
Results:

- How can the grass on the greens at a golf course be so perfect?
- For example, a skilled *golf*er expects to reach the *green* on a par-four hole in ...
- Manufactures and sells synthetic *golf* putting *greens* and mats.

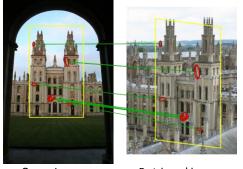
Irrelevant result can cause a `topic drift':

- Volkswagen *Golf*, 1999, *Green*, 2000cc, petrol, manual,, hatchback, 94000miles, 2.0 GTi, 2 Registered Keepers, HPI Checked, Air-Conditioning, Front and Rear Parking Sensors, ABS, Alarm, Alloy

Slide credit: Ondrej Chum



Query Expansion Step by Step





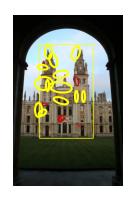
QueryImage

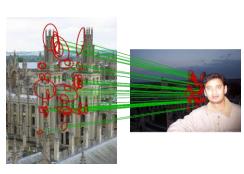
Retrieved image

Originally not retrieved

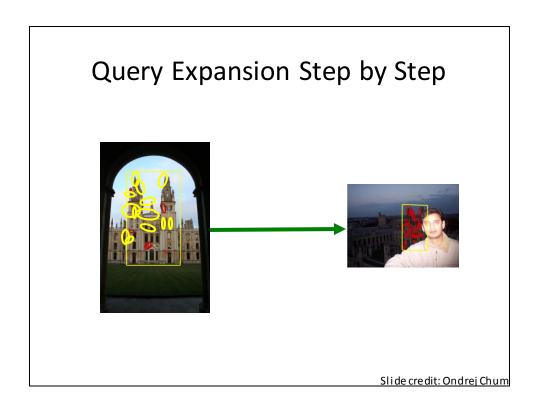
Slide credit: Ondrej Chum

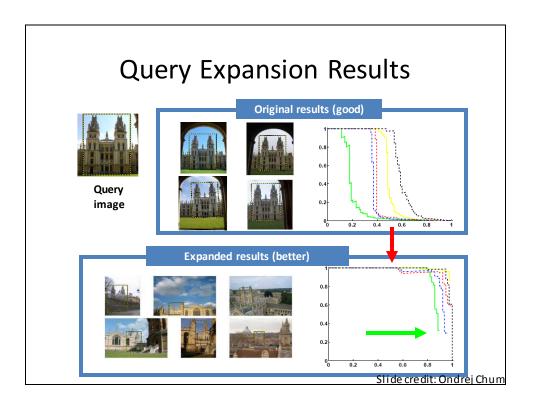
Query Expansion Step by Step





Slide credit: Ondrej Chum





Summary

- Matching local invariant features
 - Useful not only to provide matches for multi-view geometry, but also to find objects and scenes.
- Bag of words representation: quantize feature space to make discrete set of visual words
 - Summarize image by distribution of words
 - Index individual words
- Inverted index: pre-compute index to enable faster search at query time
- Recognition of instances via alignment: matching local features followed by spatial verification
 - Robust fitting: RANSAC, GHT

Kristen Grauman