

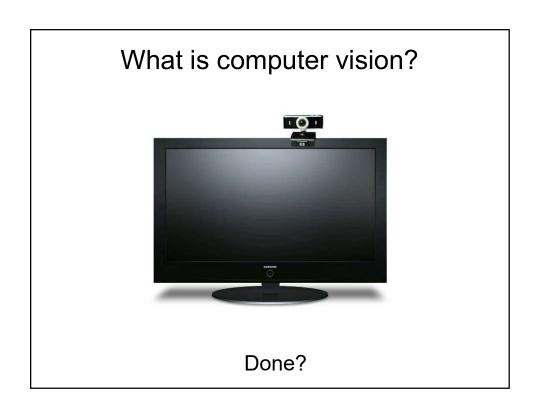
# Introductions

• Instructor: Prof. Kristen Grauman

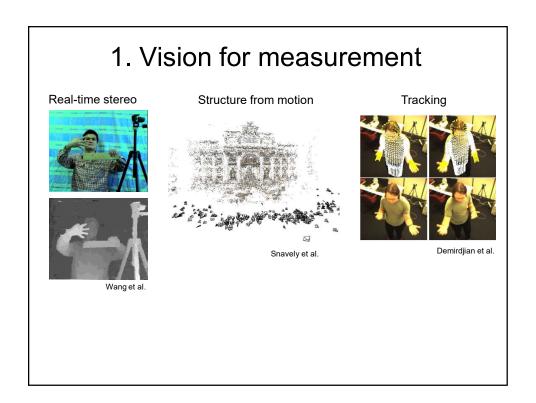
• TA: Kai-Yang Chiang

# Today

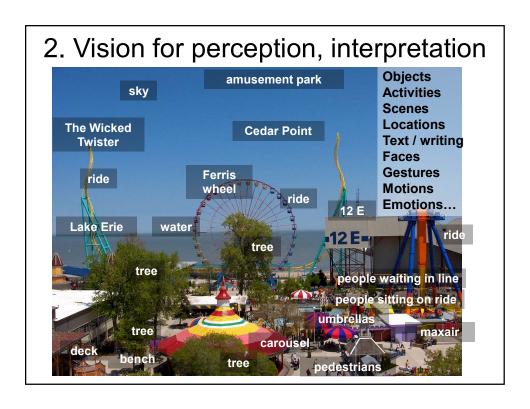
- Course overview
- Requirements, logistics



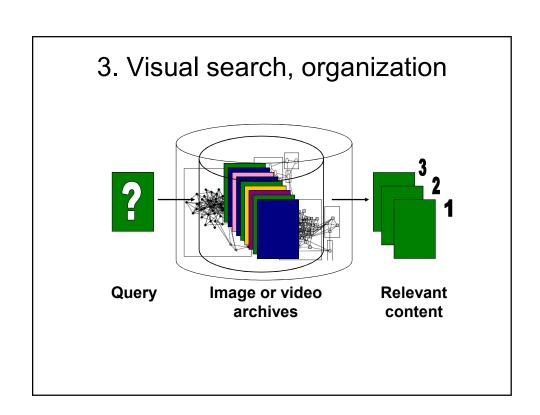
- Automatic understanding of images and video
  - 1. Computing properties of the 3D world from visual data *(measurement)*



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  - 2. Algorithms and representations to allow a machine to recognize objects, people, scenes, and activities. (perception and interpretation)

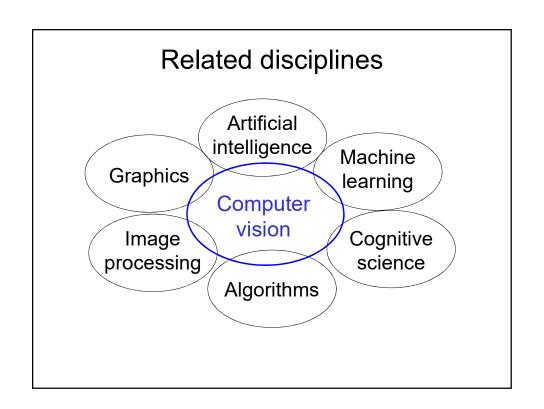


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  - 3. Algorithms to mine, search, and interact with visual data (search and organization)

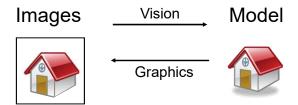


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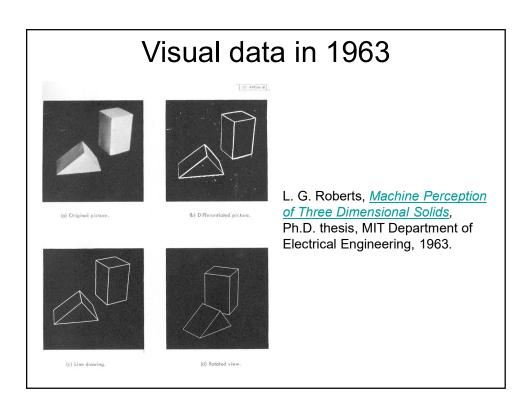
#### Course focus

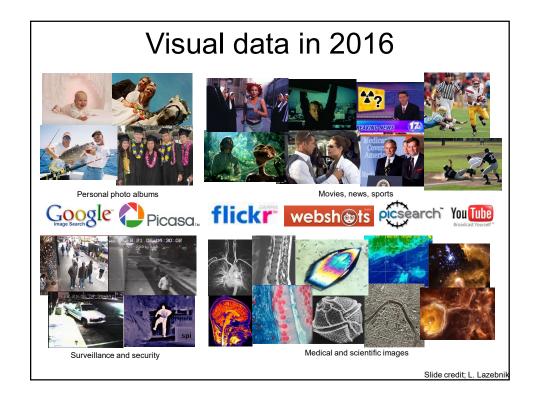


# Vision and graphics



Inverse problems: analysis and synthesis.





# Why recognition?

- Recognition a fundamental part of perception
  - e.g., robots, autonomous agents
- Organize and give access to visual content
  - · Connect to information
  - · Detect trends and themes
- Why now?

# **Faces**

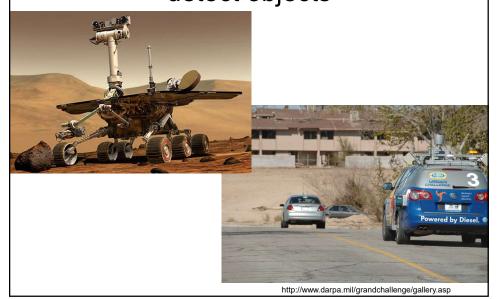


Camera waits for everyone to smile to take a photo [Canon]



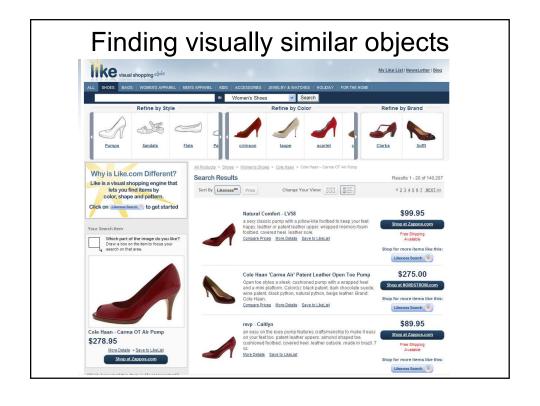
Setting camera focus via face detection

# Autonomous agents able to detect objects

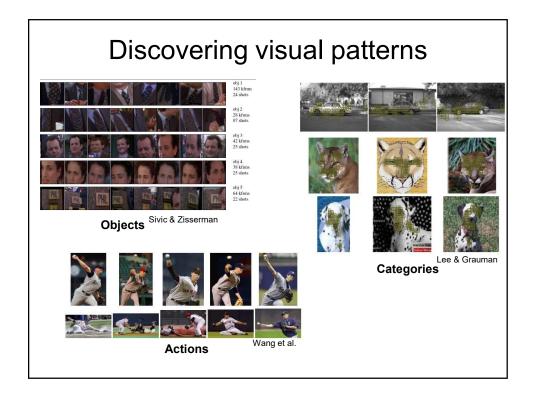


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## **Auto-annotation**



Figure 9, Results of automatic object-level annotation with bounding boxes. Croundruth annotation is shown with dashed lines, correct detection with solid green lines, false detections with solid red lines. Auto-annotation with related Wikipedia articles is also shown. All results are also labeled with their GPS notition and estimated lines (not shown here).

Gammeter et al.



President George W. Bush makes statement in the Rose Garden while Seretary of Defense Donald Rumseld looks on July 23, 2006. Rumsfeld sid the United States would nelesse graph photographs of the dead sons of Saddan Husselin to prove they were killed b American troops. Photo by Larry Dowr ing/Reuters



British director Sam Mendes and his pattner actress Kate Winslet acrive at the London premiere of 'The Road to Perdition', September 18, 2002. The films stars Tom Hanks as a Chicago hit man who has a separate family life and co-stars Paul Newman and Jude Law. REUTERS/Dar Chang



Incumbent California Gov. Gray Davis (nows - web sites) leads. Republican challenger Bill Simon by 10 percentage points - aithough 17 percent of voters are still undecided, according to a polinelessed October 22, 2020 by the Pubile Policy Institute of California, Davis is shown speaking to reporters after his debate with Simon in Los Angeles, on Oct. 7, (fim Ruymen/Reuters)

T. Berg et al.

# Video-based interfaces



Human joystick, NewsBreaker Live



Assistive technology systems Camera Mouse, Boston College



Microsoft Kinect

# What else?

# Obstacles?

MASSACHUSETTS INSTITUTE OF TECHNOLOGY

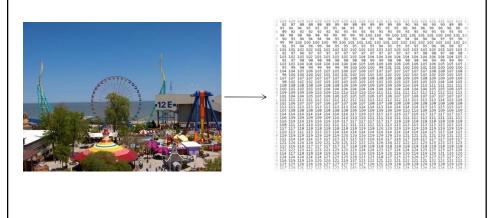
Artificial Intelligence Group Vision Memo. No. 100. July 7, 1966

#### THE SUMMER VISION PROJECT

Seymour Papert

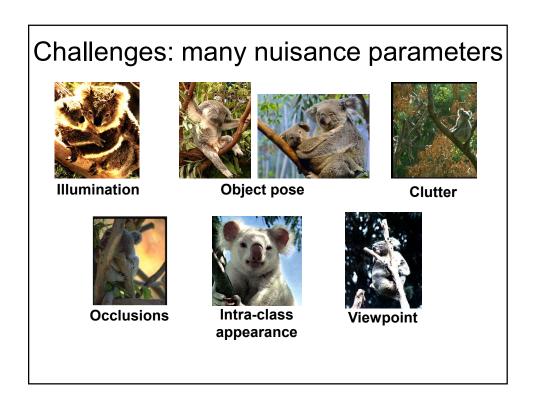
The summer vision project is an attempt to use our summer workers effectively in the construction of a significant part of a visual system. The particular task was chosen partly because it can be segmented into sub-problems which will allow individuals to work independently and yet participate in the construction of a system complex enough to be a real landmark in the development of "pattern recognition".

# What the computer gets



# Why is vision difficult?

- Ill-posed problem: real world much more complex than what we can measure in images
  - $-3D \rightarrow 2D$
- Impossible to literally "invert" image formation process





# Challenges: importance of context

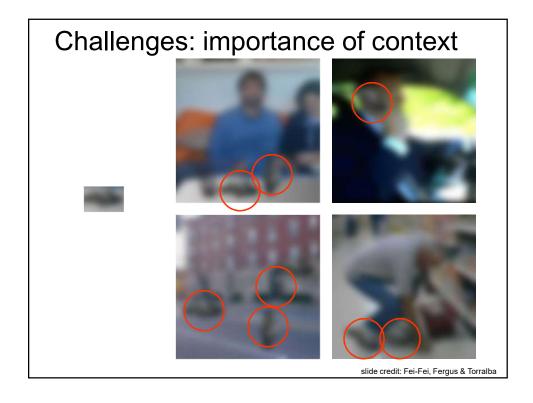


Video credit: Rob Fergus and Antonio Torralba

# Challenges: importance of context

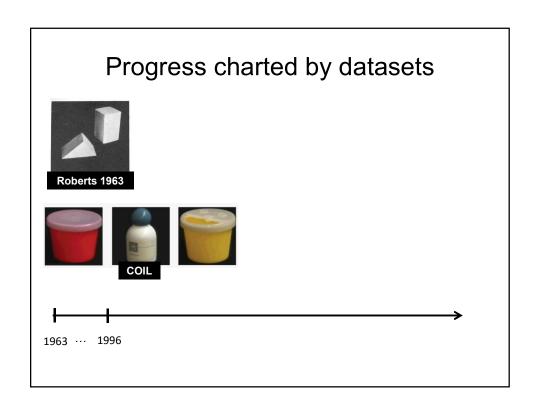


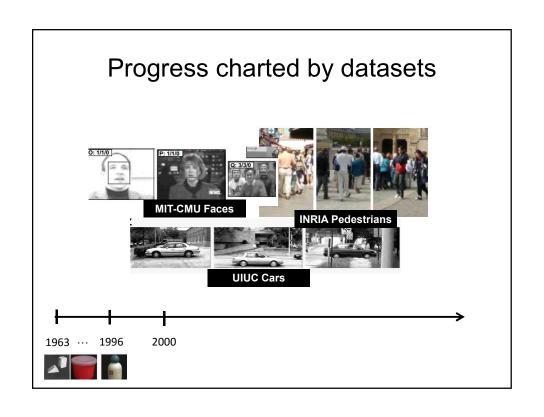
Video credit: Rob Fergus and Antonio Torralba

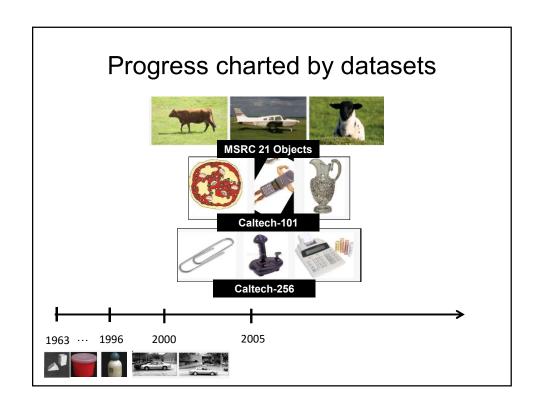


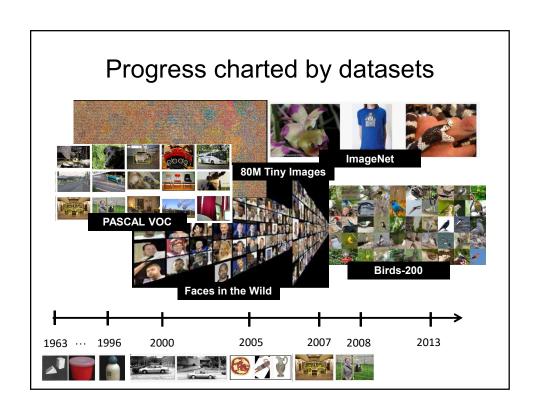
### Challenges: complexity

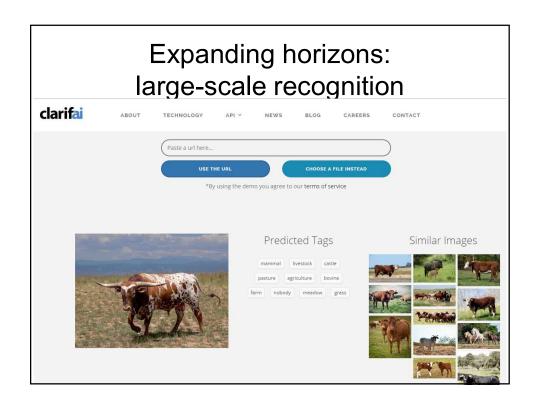
- Millions of pixels in an image
- 30,000 human recognizable object categories
- 30+ degrees of freedom in the pose of articulated objects (humans)
- 300 hours of new video on YouTube per minute
- •
- About half of the cerebral cortex in primates is devoted to processing visual information [Felleman and van Essen 1991]



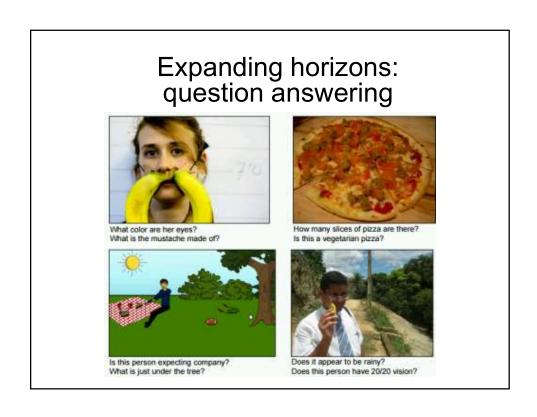




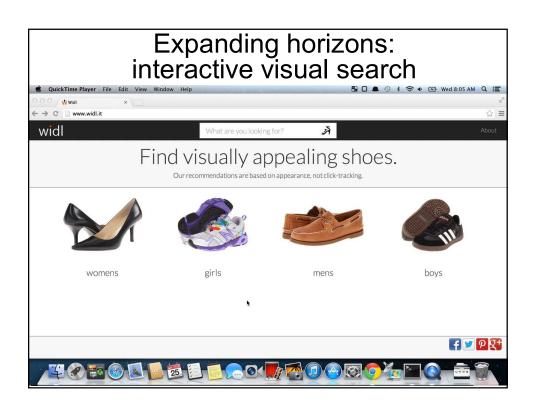


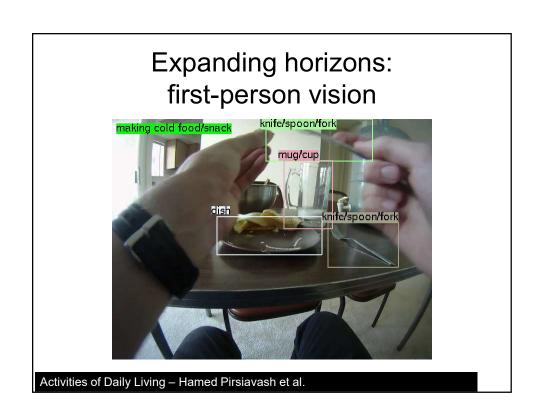












### **Brainstorm**

Pick an application or task among any of those we've described so far.

- 1. What functionality should the system have?
- 2. Intuitively, what are the technical sub-problems that must be solved?

## This course

- · Focus on current research in
  - Object recognition and categorization
  - Image/video retrieval, annotation
  - Some activity recognition
- High-level vision and learning problems, innovative applications.

### Goals

- Understand current approaches
- Analyze
- Identify interesting research questions

# Prerequisites

- · Courses in:
  - Computer vision
  - Machine learning
- Ability to analyze high-level conference papers

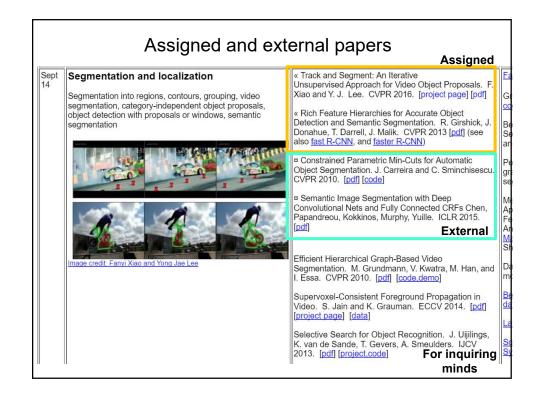
### **Basic format**

- Early weeks:
  - Extensive lectures by instructor
- · Later weeks:
  - Paper discussion
  - Experiment
  - External paper presentation

## Expectations

- Discussions will center on recent papers in the field
  - Write 2 paper reviews each week, due Mon
  - Serve as proponent/opponent ~twice
- Student presentations
  - Present an "external" from syllabus
  - Experiment on an assigned paper
- 2 implementation assignments
- Project with a partner

Workload is fairly high



## Paper reviews

- Each week, review two of the assigned papers.
- Separately, summarize 2-3 "discussion points"
- Post each separately to Piazza following instructions on course "requirements" page.
- Skip reviews the week(s) you are presenting an external paper or experiment.

## Paper review guidelines

- Brief (2-3 sentences) summary
- · Main contribution
- Strengths? Weaknesses?
- How convincing are the experiments?
   Suggestions to improve them?
- Extensions? What's inspiring?
- Additional comments, unclear points
- Relationships observed between the papers we are reading
- due 8 pm Monday

# Discussion point guidelines

- ~2-3 sentences per reviewed paper
- · Recap of salient parts of your reviews
  - Key observations, lingering questions, interesting connections, etc.
- Will be shared to our class via Piazza
- Discussion points required for each class session (due 8 pm Monday)
- All encouraged to browse and post before and after class

# External paper presentation guidelines

- Well-organized talk that introduces it to the class
- About 15 minutes
- What to cover?
  - Problem overview, motivation
  - Algorithm explanation, technical details
  - Results summary
  - Relation to assigned reading where relevant
  - Demos, videos, other visuals etc. from authors
- · See class webpage for more details.

### **Experiment guidelines**

- Implement/download code for a main idea in the paper and show us toy examples:
  - Show (on a small scale) an example to analyze a strength/weakness of the approach
  - Experiment with different types of thoughtfully chosen data
  - Compare some aspect of assigned papers
- Key to a good experiment:
  - Don't duplicate what we saw in the paper!
  - Not necessary to run whole thing end to end focus, essentials
- Present in class about 20 minutes.
  - Don't recap the paper
- Include links to any tools or data in slides

### Timetable and prep

- For external paper or experiment presentation, by the Wednesday the week before your presentation is scheduled:
  - Email draft slides to me
  - I'll provide feedback within the next couple days
  - Hard deadline: 5 points per day late
- Please coordinate with other presenters in advance for your day to avoid duplication of papers
- Please bring slides on own laptop and check it prior to class
- Please email me final slides pdf after class session
   <lastname> paper.pdf / <lastname> expt.pdf

# **Projects**

#### Possibilities:

- Extend a technique studied in class
- Analysis and empirical evaluation of an existing technique
- Comparison between two approaches
- Design and evaluate a novel approach
- · Work in pairs
- Project proposal due mid-term

### Important dates

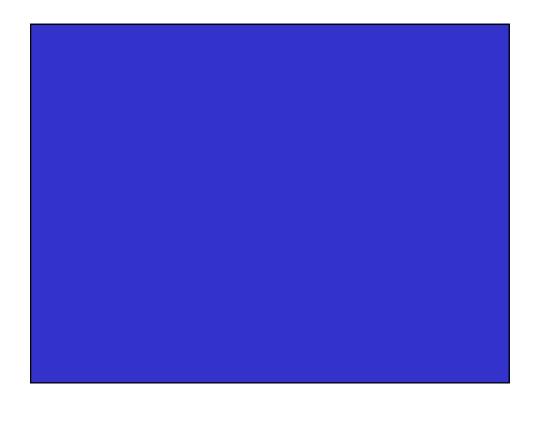
- · Monday, Aug 28: paper topic preferences due
- Monday, Aug 28: first set of 2 reviews due on Piazza
- Monday, Sept 12: hands-on CNN tutorial, 5-7 pm
- Friday, Sept 16: first coding assignment due
- Friday, Sept 30: second coding assignment due
- Monday, Oct 3: second coding assignment follow-up run due
- Wednesday, Oct 19: project proposal due
- Tuesday, Nov 22: poster printing deadline, 12 pm
- Wednesday, Nov 30: poster session in class, 1-4 pm
- Friday, Dec 2: final papers and poster reviews due

### Grades

- Grades will be determined as follows:
  - 25% participation (includes attendance, in-class discussions, paper reviews)
  - 15% **coding** assignments
  - 35% presentations (includes drafts submitted one week prior, and in-class presentation)
  - 25% final project (includes proposal, poster, video, final paper)

### Miscellaneous

- · Feedback welcome and useful!
- Slides on class website
- Discussion including assignment questions on Piazza
- No laptops, phones, etc. open in class please.
- · Course is restricted to registered students



# Syllabus tour

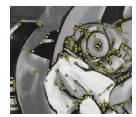
- A. Foundations
  - 1. Instance recognition
  - 2. Category recognition
  - 3. Segmentation and localization
- B. Advanced representations
  - 1. Self-supervised representation learning
  - 2. Attributes

- C. Activity and acting
  - 1. Actions and events
  - 2. First-person vision

  - 3. Active perception
- D. People
  - 1. People looking at scenes
  - 2. People in scenes
- E. More modalities
  - 1. Sketch
  - 2. Language and vision

### Instance recognition







Local invariant features, detection and description

Matching models to images

Indexing specific objects with bag-of-words descriptors

### Category recognition



Recognition as an image classification problem

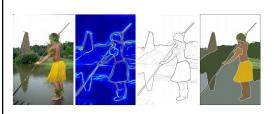
Discriminative methods

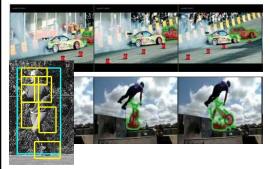
Image descriptors

Convolutional neural networks

Large-scale image collections

### Segmentation and localization





Boundaries, regions

Semantic segmentation

Category-independent region ranking: "object proposals"

Object detection

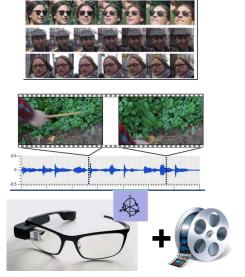


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# Self-supervised representation learning

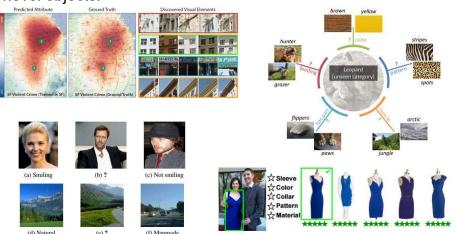


Unsupervised feature learning from "free" side information

(tracks in video, spatial layout in images, other modalities, ego-motion...



Beyond naming object by category, we should be able to describe their properties, or use descriptions to understand novel objects.



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### Actions and events



Treading a book

Using a laptop

Detecting activities, actions, and events in images or video.

Video descriptors, interactions with objects and scenes.





CLIPPING			
ROLE	VALUE	ROLE	VALUE
AGENT	MAN	AGENT	VET
SOURCE	SHEEP	SOURCE	DOG
TOOL	SHEARS	TOOL	CLIPPER
ITEM	WOOL	ITEM	CLAW
PLACE	FIELD	PLACE	ROOM

# First-person vision



Egocentric wearable cameras.

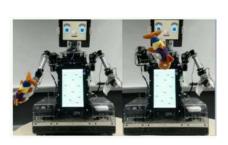
Actions and manipulated objects, gaze, discovering patterns and anomalies, temporal segmentation





# Active perception

 Learning how to move for recognition, manipulation. 3D objects and the next best view. Cost-sensitive recognition





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# People looking at scenes





C: Fixation ground-truth



B: Full segmentatio



D: Salient object ground-truth



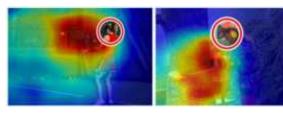


c) Least memorable images (34%

 Predicting what gets noticed or remembered in images and video. Gaze, saliency, importance, memorability, mentioning biases.

# People in scenes





 Analyzing people in the scene. Re-identification, attributes, gaze following, crowds.



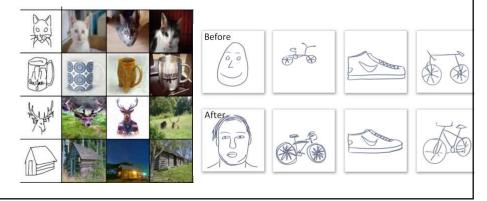
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### **Sketches**

 Hand-drawn sketches and recognition. Retrieving natural images matching a sketch, forensics, interactive drawing, fine-grained retrieval.



# Language and vision

 Connecting language and vision. Captioning, referring expressions, question answering, wordimage embeddings, storytelling



### Not covered

- · Low-level image processing
- Basic machine learning methods
- I will assume you already know these, or are willing to pick them up on your own.

# Coming up

- Due Monday 8 PM
  - Reading and paper reviews/discussion point posts for instance recognition
  - 6 top topic preferences to Kai via email