

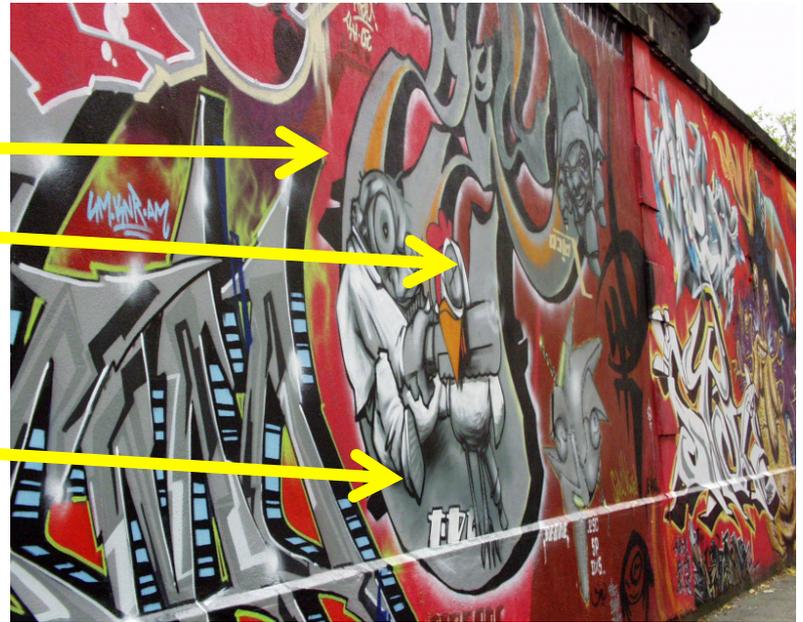
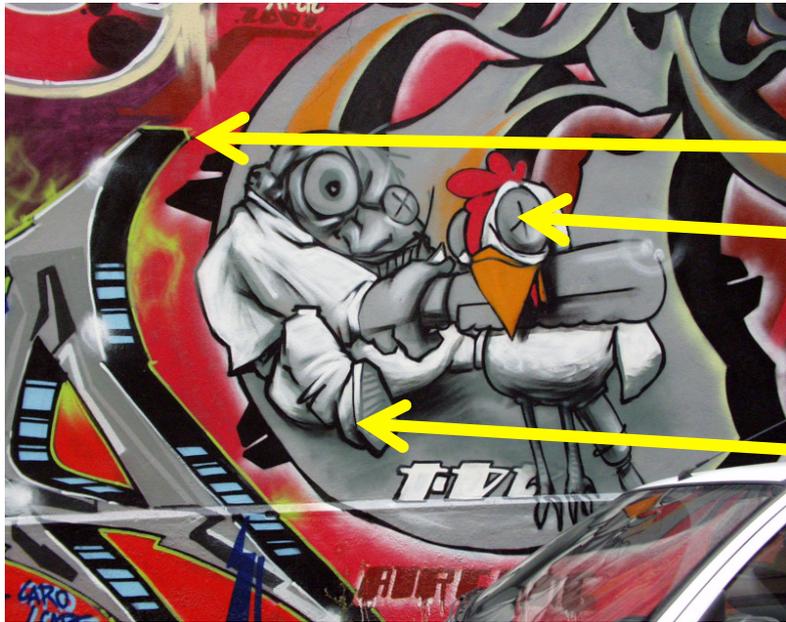
Descriptors II

CSE 576

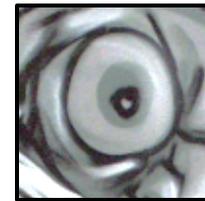
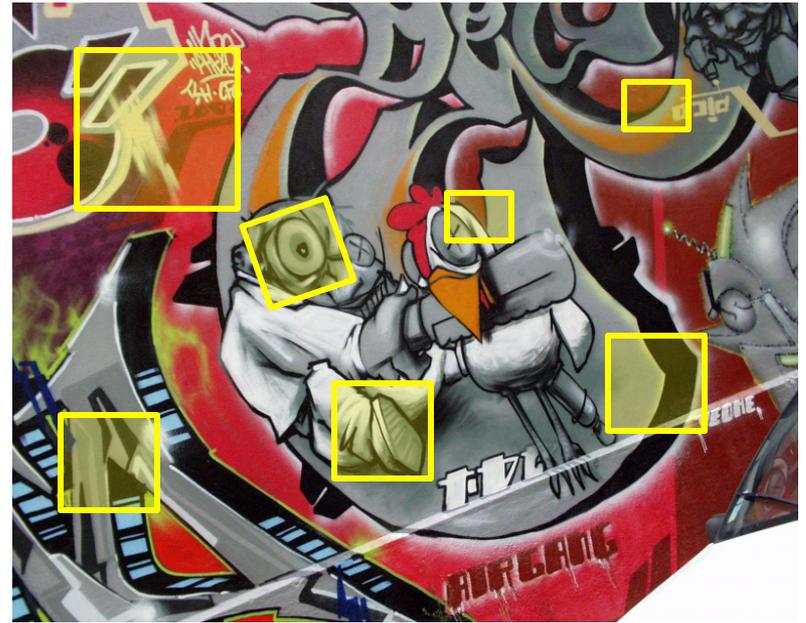
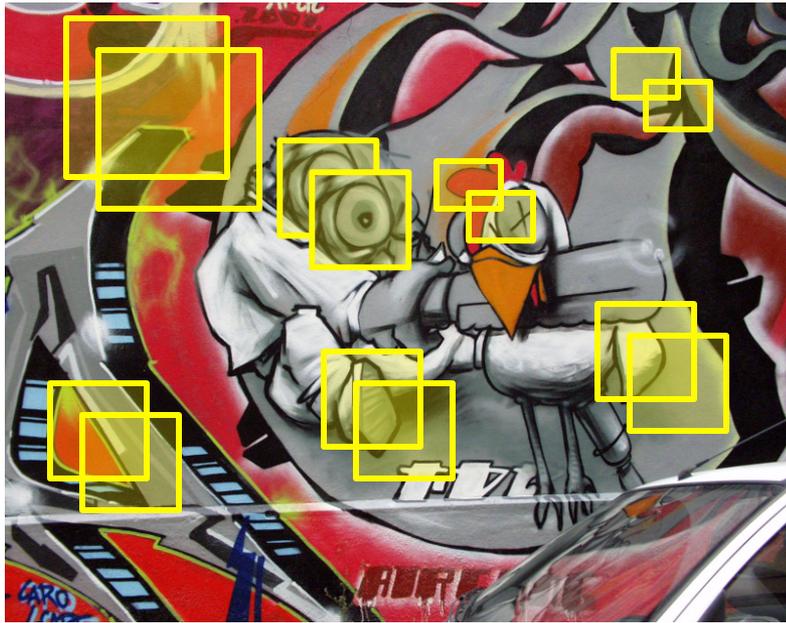
Ali Farhadi

Many slides from Larry Zitnick, Steve Seitz

How can we find corresponding points?



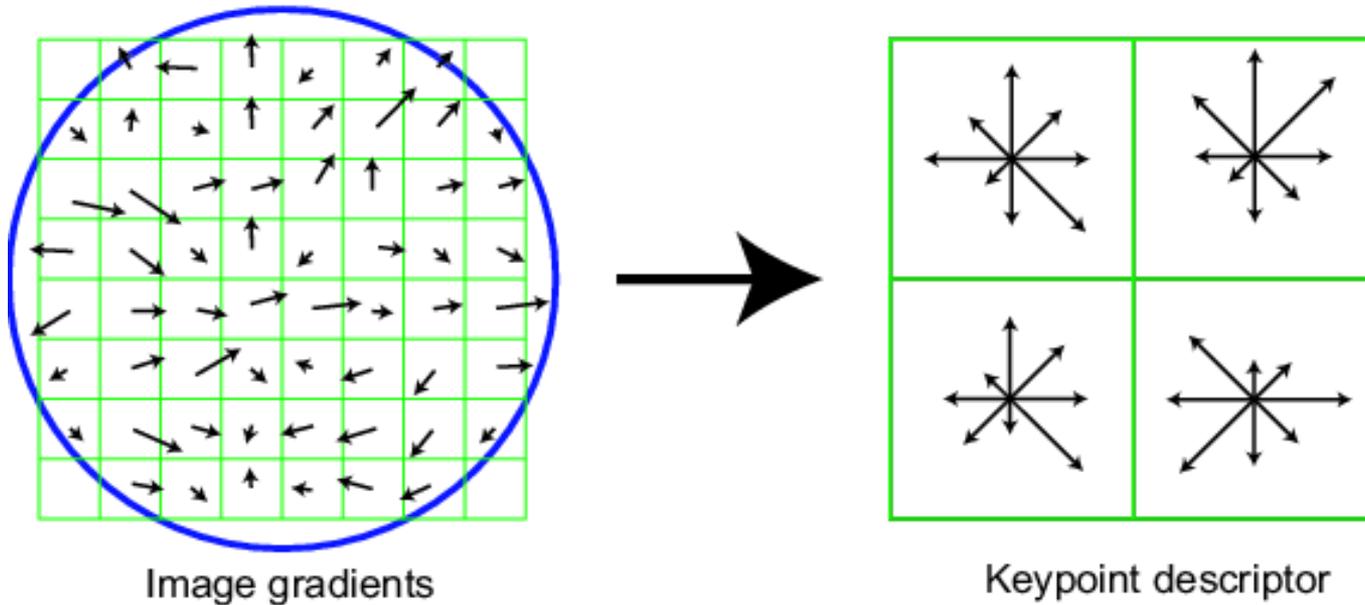
How can we find correspondences?



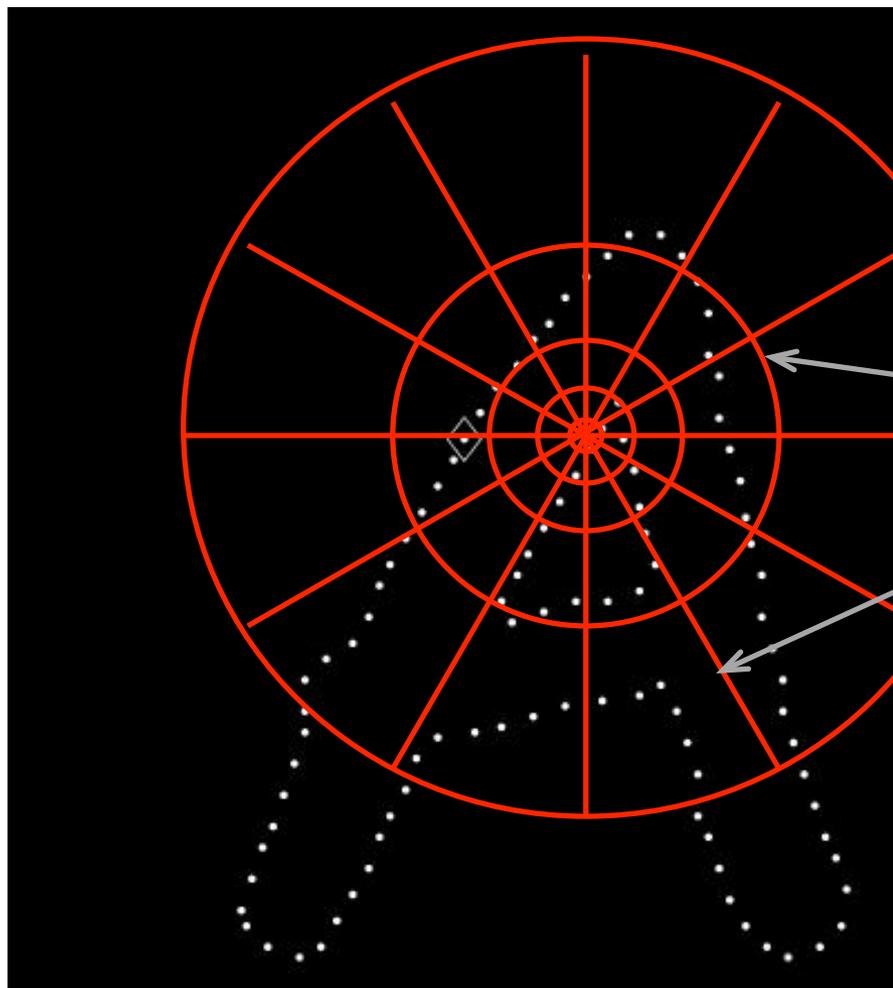
SIFT descriptor

Full version

- Divide the 16x16 window into a 4x4 grid of cells (2x2 case shown below)
- Compute an orientation histogram for each cell
- 16 cells * 8 orientations = 128 dimensional descriptor



Local Descriptors: Shape Context



Count the number of points inside each bin, e.g.:

Count = 4

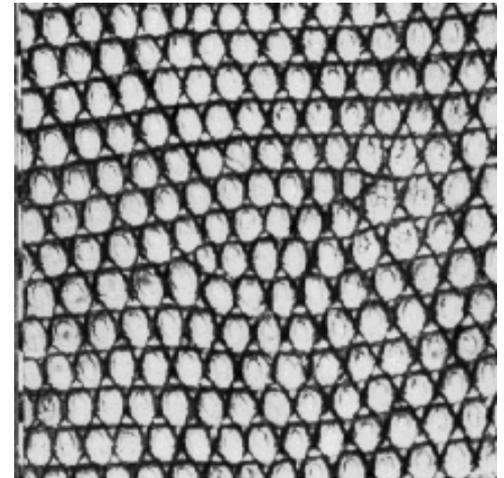
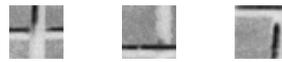
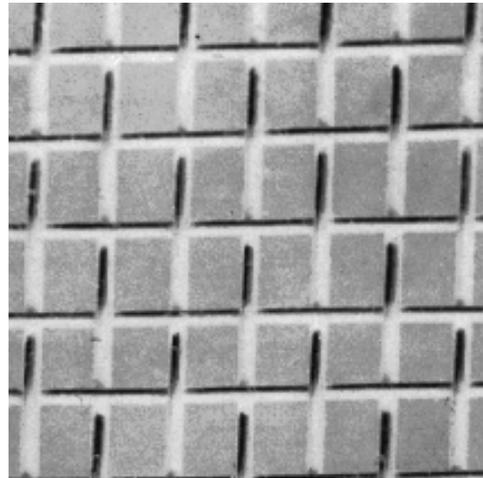
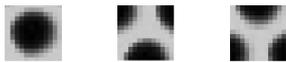
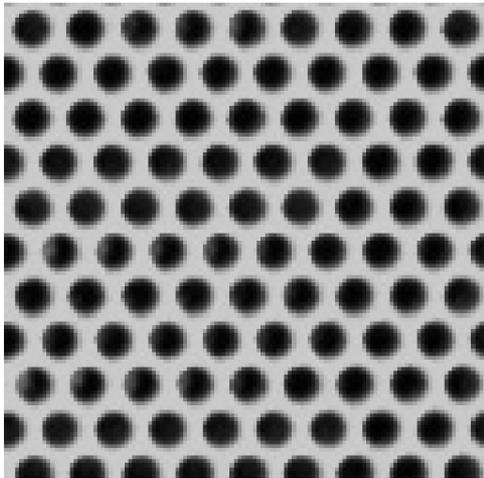
⋮

Count = 10

Log-polar binning: more precision for nearby points, more flexibility for farther points.

Texture

- Texture is characterized by the repetition of basic elements or *textons*
- For stochastic textures, it is the identity of the textons, not their spatial arrangement, that matters



Bag-of-words models

- Orderless document representation: frequencies of words from a dictionary Salton & McGill (1983)

Bag-of-words models

- Orderless document representation: frequencies of words from a dictionary Salton & McGill (1983)

2007-01-23: State of the Union Address

George W. Bush (2001-)

abandon accountable affordable afghanistan africa aided ally anbar armed army **baghdad** bless **challenges** chamber chaos
choices civilians coalition commanders **commitment** confident confront congressman constitution corps debates deduction
deficit deliver **democratic** deploy dikembe diplomacy disruptions earmarks **economy** einstein **elections** eliminates
expand **extremists** failing faithful families **freedom** fuel **funding** god haven ideology immigration impose
insurgents iran **iraq** islam julie lebanon love madam marine math medicare moderation neighborhoods nuclear offensive
palestinian payroll province pursuing **qaeda** radical regimes resolve retreat rieman sacrifices science sectarian senate
september **shia** stays strength students succeed sunni **tax** territories **terrorists** threats uphold victory
violence violent **war** washington weapons wesley

Bag-of-words models

- Orderless document representation: frequencies of words from a dictionary Salton & McGill (1983)

2007-01-23: State of the Union Address

George W. Bush (2001-)

abandon
choices c
deficit c
expand
insurgen
palestini
septemb
violenc

1962-10-22: Soviet Missiles in Cuba

John F. Kennedy (1961-63)

abandon achieving adversaries aggression agricultural appropriate armaments **arms** assessments atlantic ballistic berlin
buildup burdens cargo college commitment communist constitution consumers cooperation crisis **cuba** dangers
declined **defensive** deficit depended disarmament divisions domination doubled **economic** education
elimination emergence endangered equals **europe** expand exports fact false family forum **freedom** fulfill gromyko
halt hazards **hemisphere** hospitals ideals **independent** industries inflation labor latin limiting minister **missiles**
modernization neglect **nuclear** oas obligation observer **offensive** peril pledged predicted purchasing quarantine quote
recession rejection republics retaliatory safeguard sites solution **soviet** space spur stability standby **strength**
surveillance tax territory treaty undertakings unemployment **war** warhead **weapons** welfare western widen withdraw

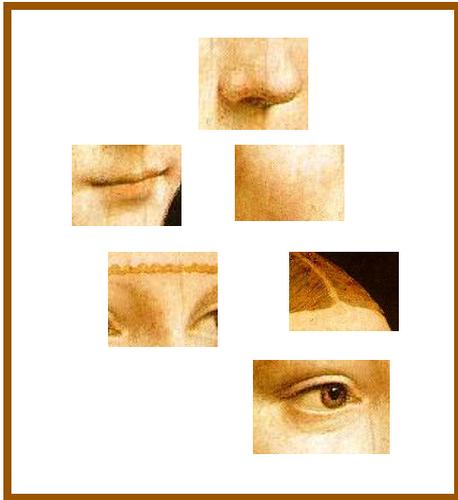
Bag-of-words models

- Orderless document representation: frequencies of words from a dictionary Salton & McGill (1983)



Bags of features for image classification

1. Extract features



Bags of features for image classification

1. Extract features
2. Learn “visual vocabulary”

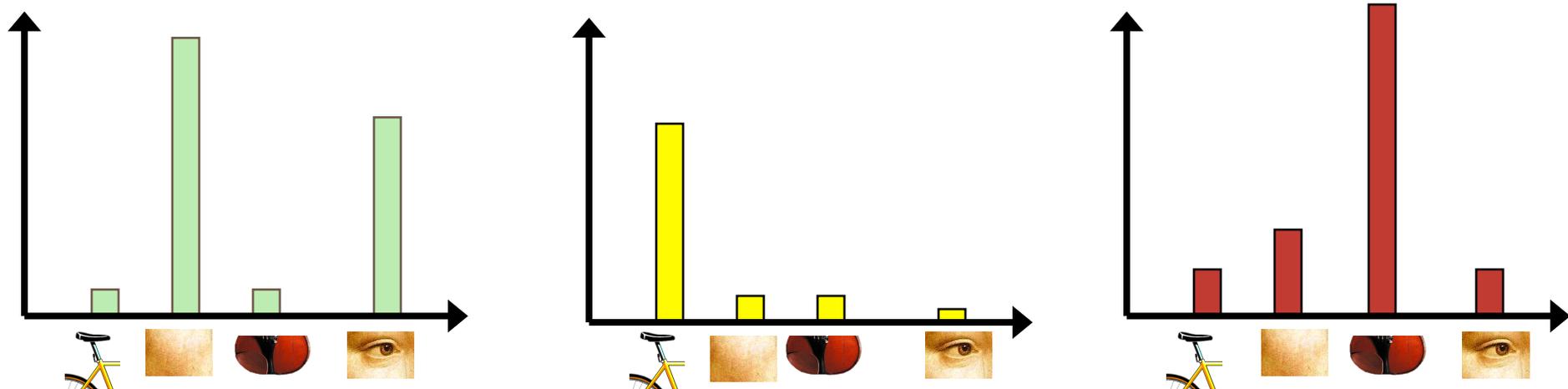


Bags of features for image classification

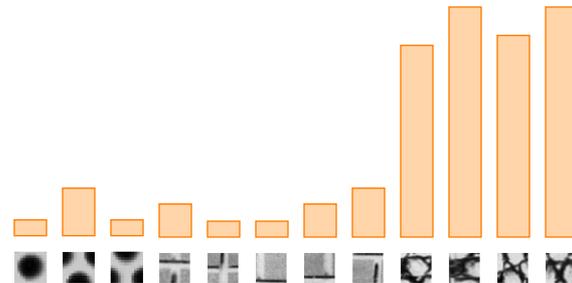
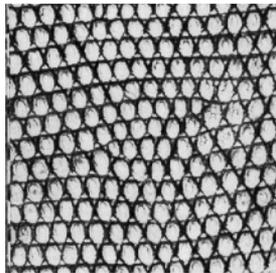
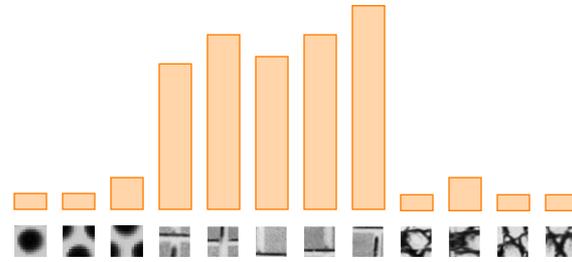
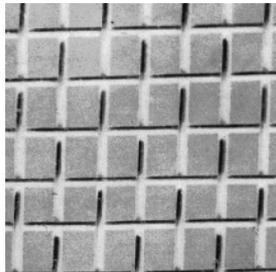
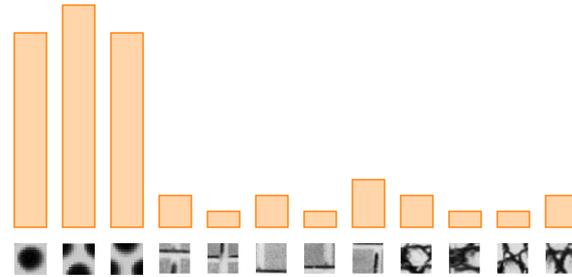
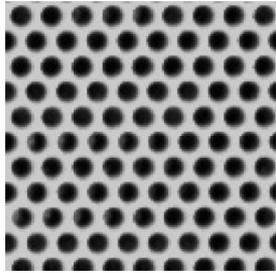
1. Extract features
2. Learn “visual vocabulary”
3. Quantize features using visual vocabulary

Bags of features for image classification

1. Extract features
2. Learn “visual vocabulary”
3. Quantize features using visual vocabulary
4. Represent images by frequencies of “visual words”

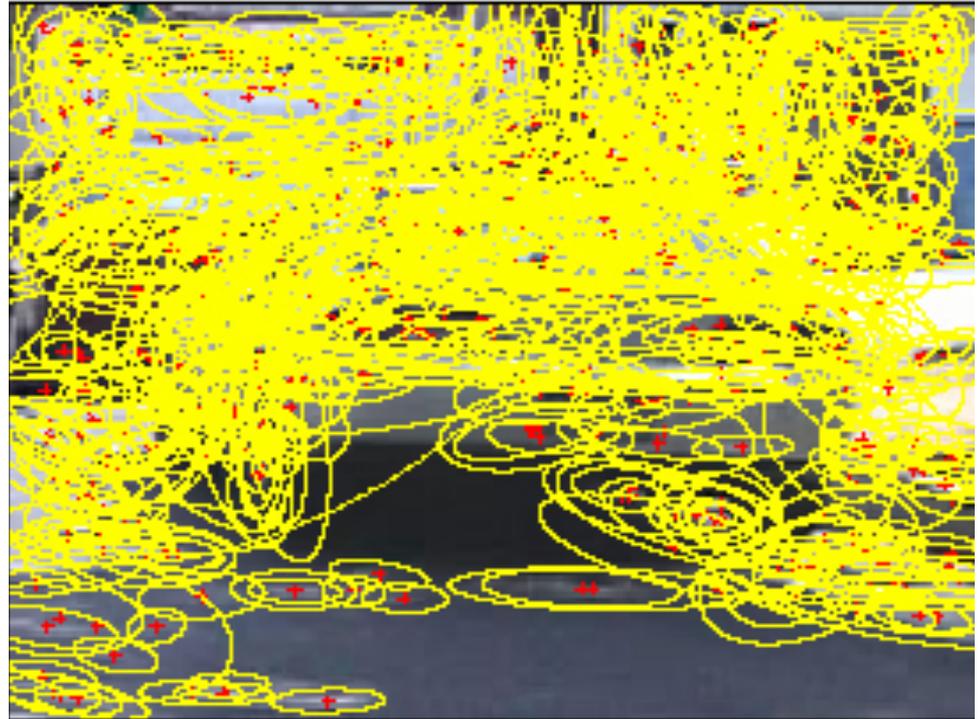


Texture representation



1. Feature extraction

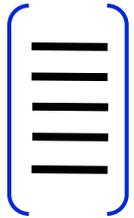
- Regular grid
 - Vogel & Schiele, 2003
 - Fei-Fei & Perona, 2005
- Interest point detector
 - Csurka et al. 2004
 - Fei-Fei & Perona, 2005
 - Sivic et al. 2005



1. Feature extraction

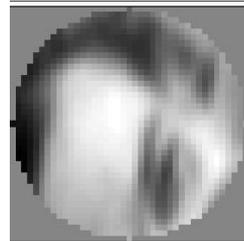
- Regular grid
 - Vogel & Schiele, 2003
 - Fei-Fei & Perona, 2005
- Interest point detector
 - Csurka et al. 2004
 - Fei-Fei & Perona, 2005
 - Sivic et al. 2005
- Other methods
 - Random sampling (Vidal-Naquet & Ullman, 2002)
 - Segmentation-based patches (Barnard et al. 2003)

1. Feature extraction

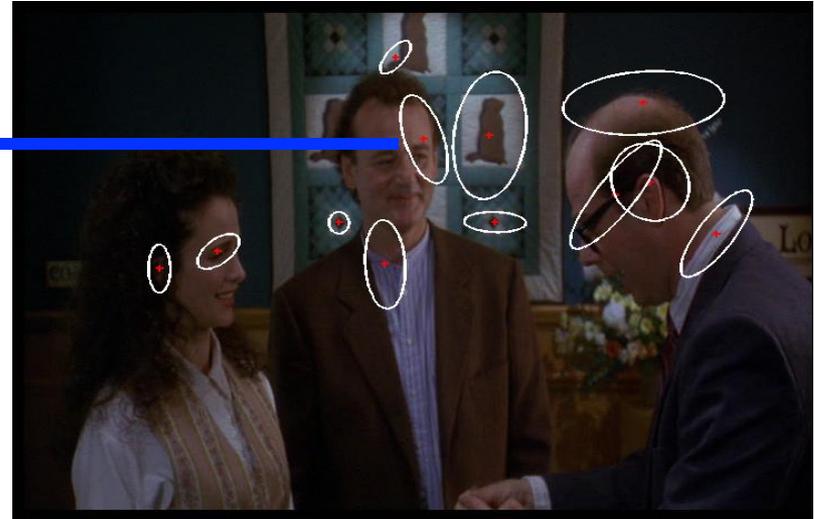


**Compute SIFT
descriptor**

[Lowe'99]



Normalize patch



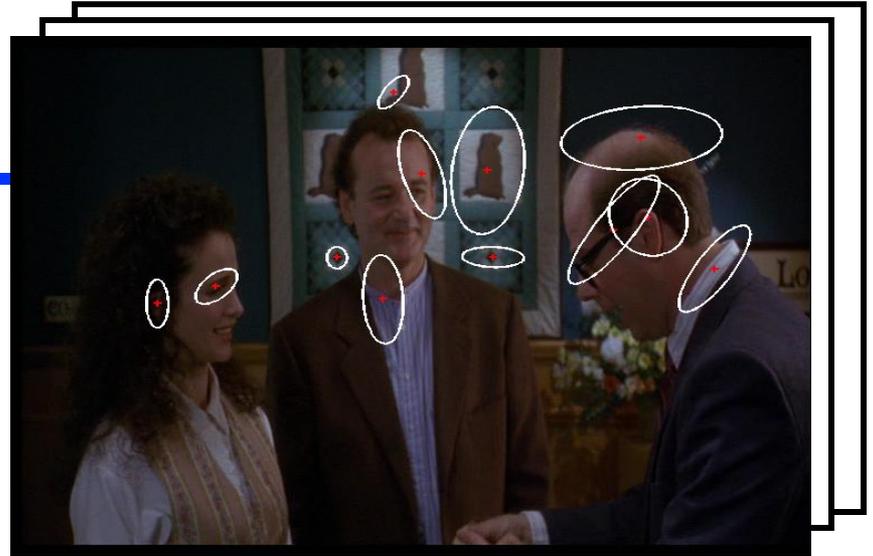
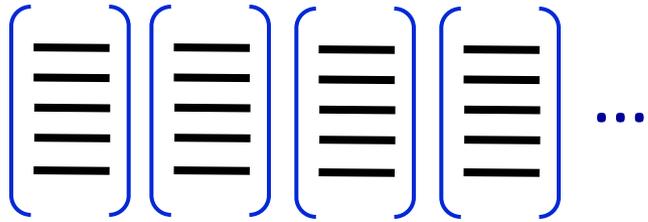
Detect patches

[Mikojczyk and Schmid '02]

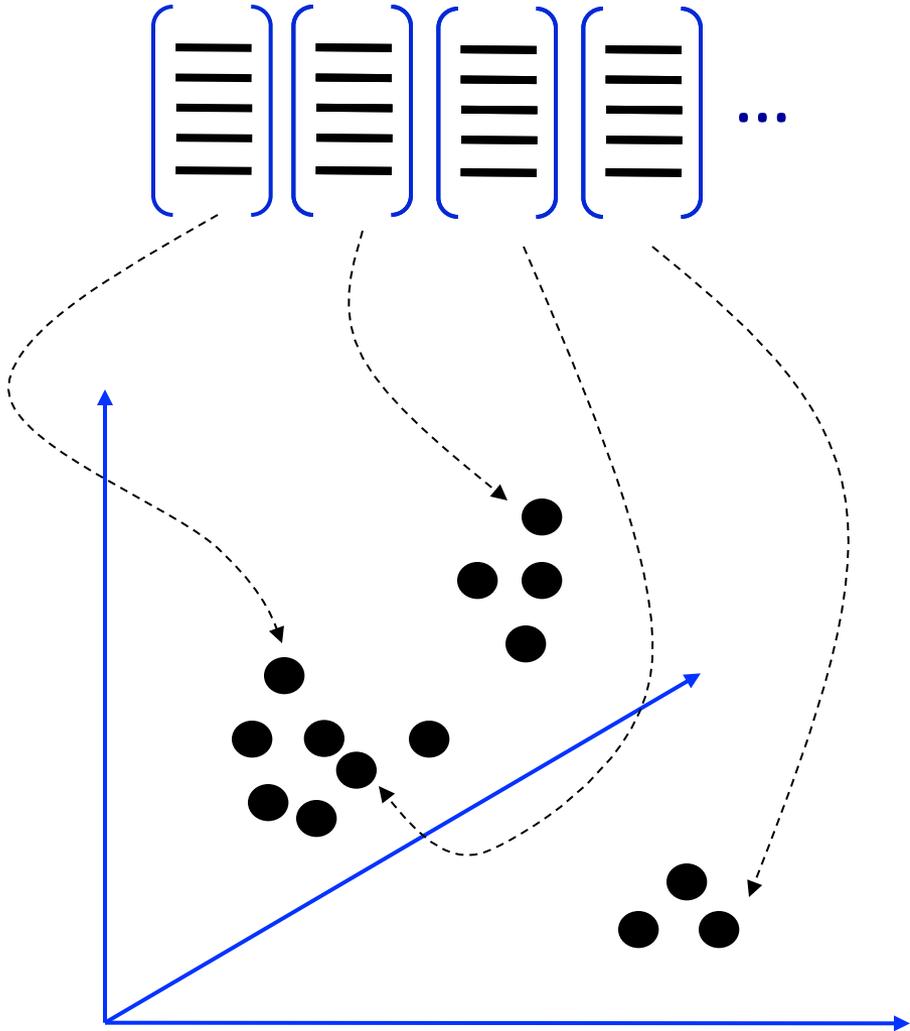
[Mata, Chum, Urban & Pajdla, '02]

[Sivic & Zisserman, '03]

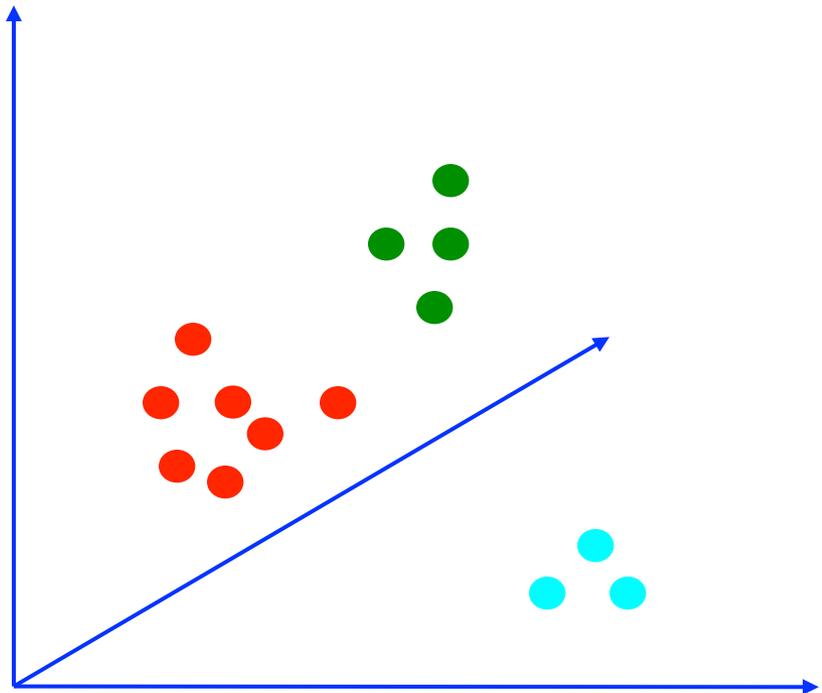
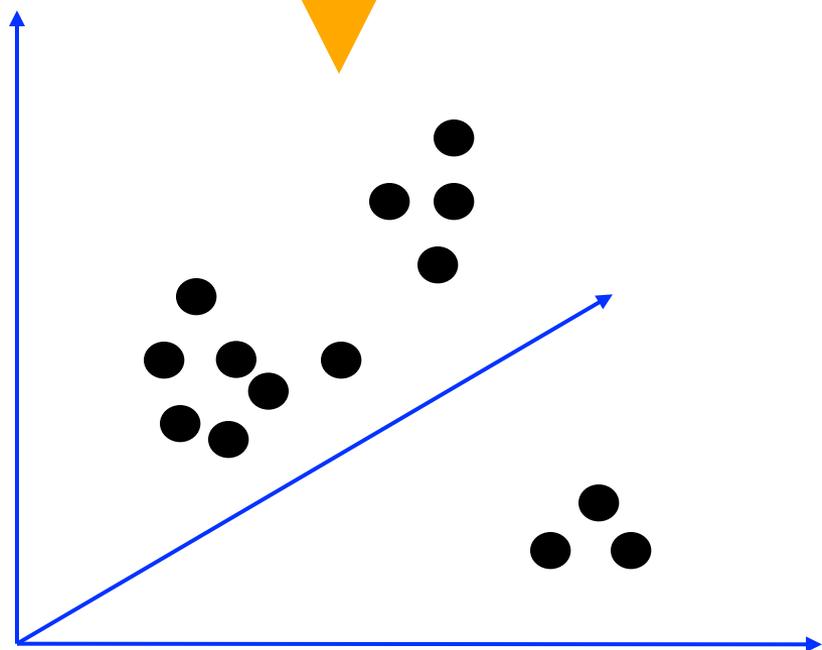
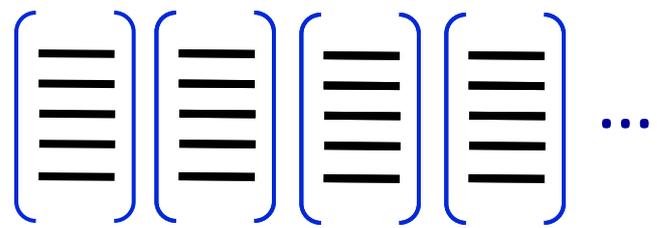
1. Feature extraction



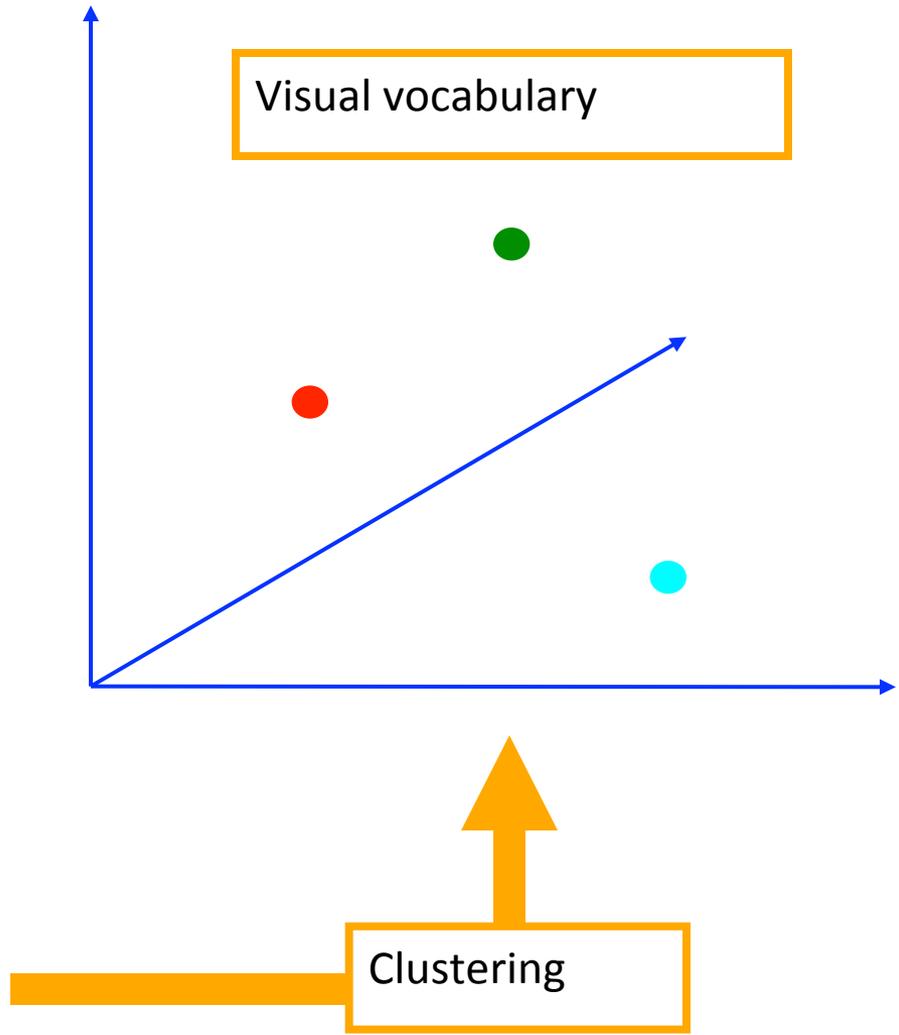
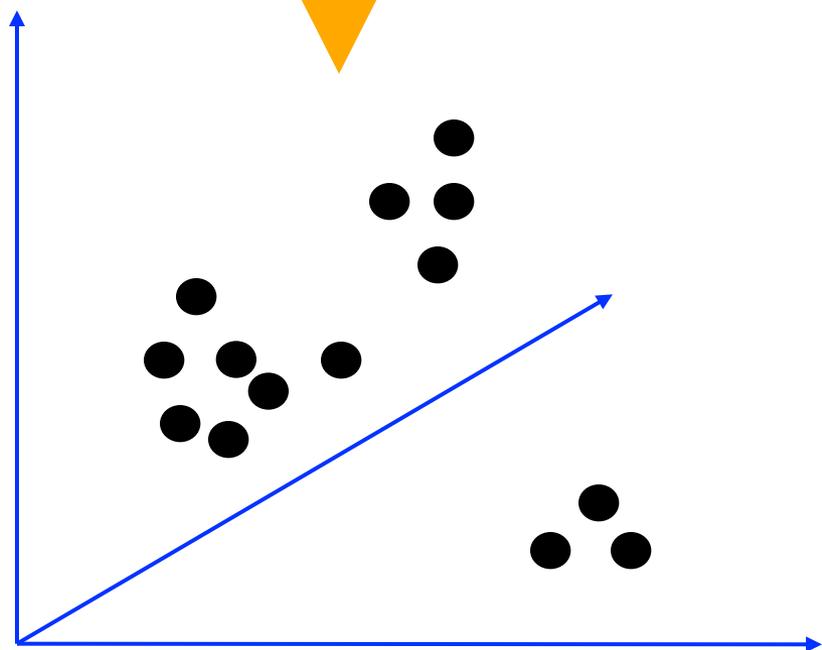
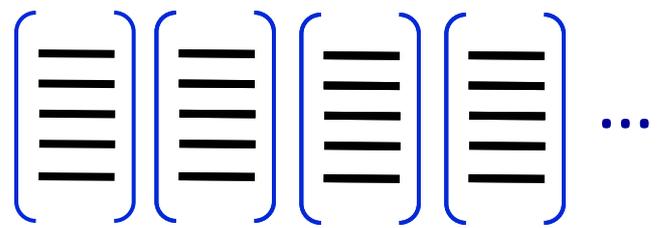
2. Discovering the visual vocabulary



2. Discovering the visual vocabulary



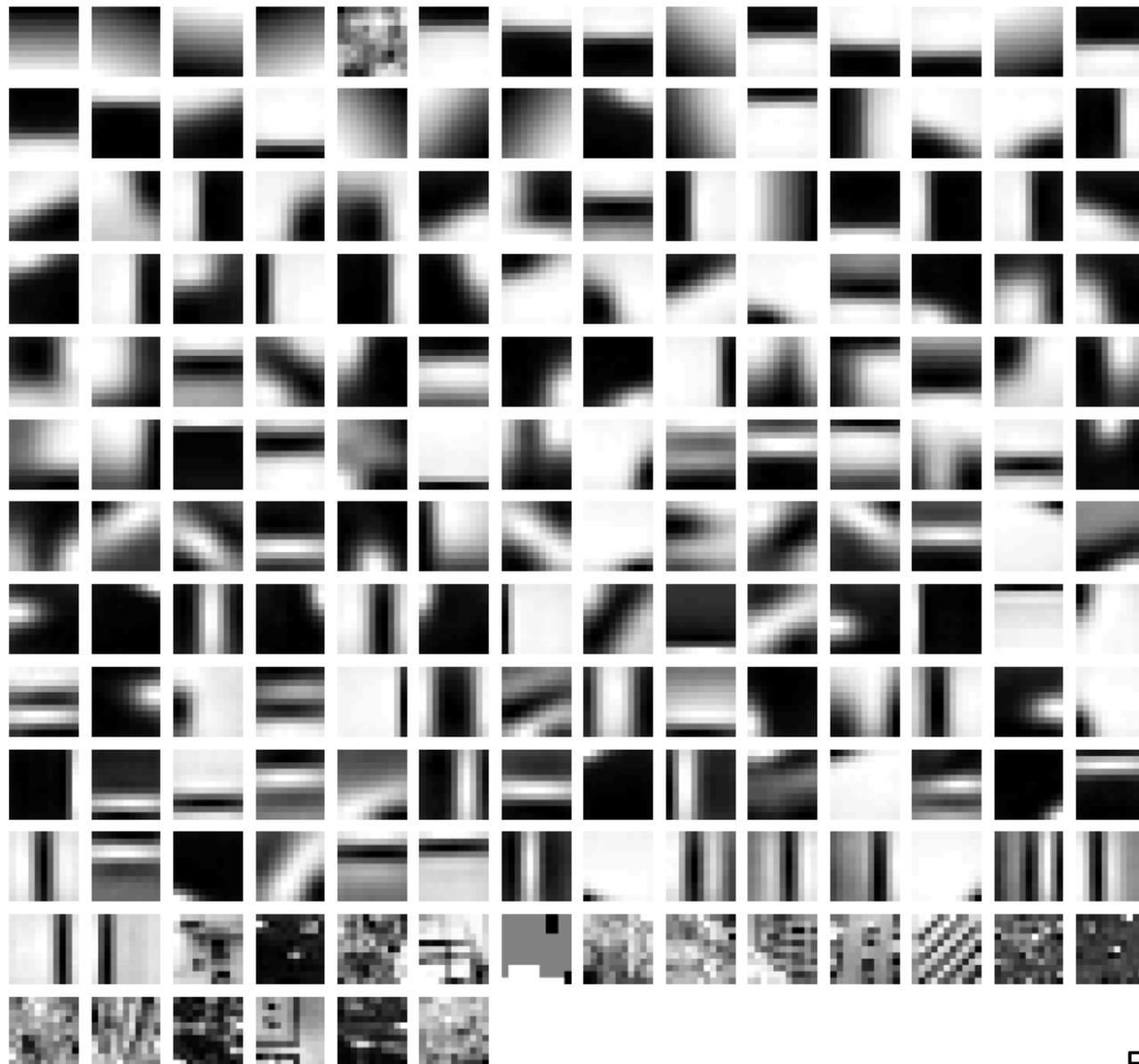
2. Discovering the visual vocabulary



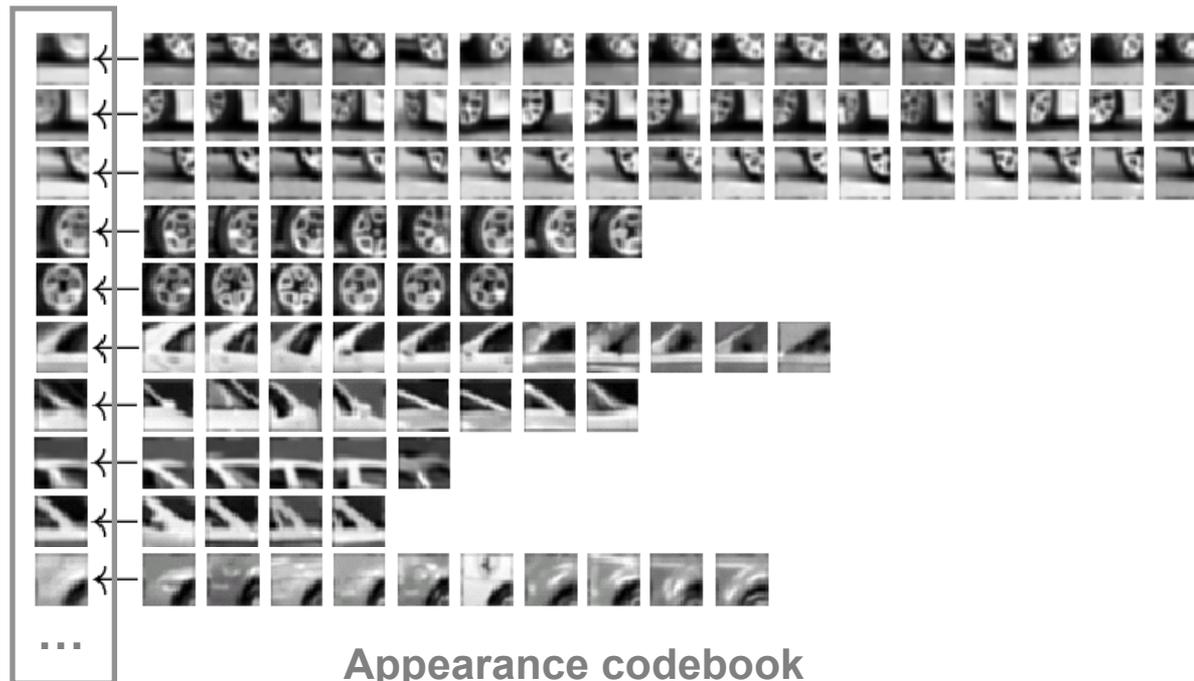
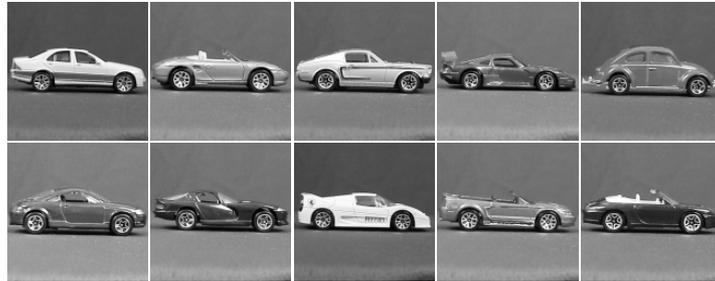
Clustering and vector quantization

- Clustering is a common method for learning a visual vocabulary or codebook
 - Unsupervised learning process
 - Each cluster center produced by k-means becomes a codevector
 - Codebook can be learned on separate training set
 - Provided the training set is sufficiently representative, the codebook will be “universal”
- The codebook is used for quantizing features
 - A *vector quantizer* takes a feature vector and maps it to the index of the nearest codevector in a codebook
 - Codebook = visual vocabulary
 - Codevector = visual word

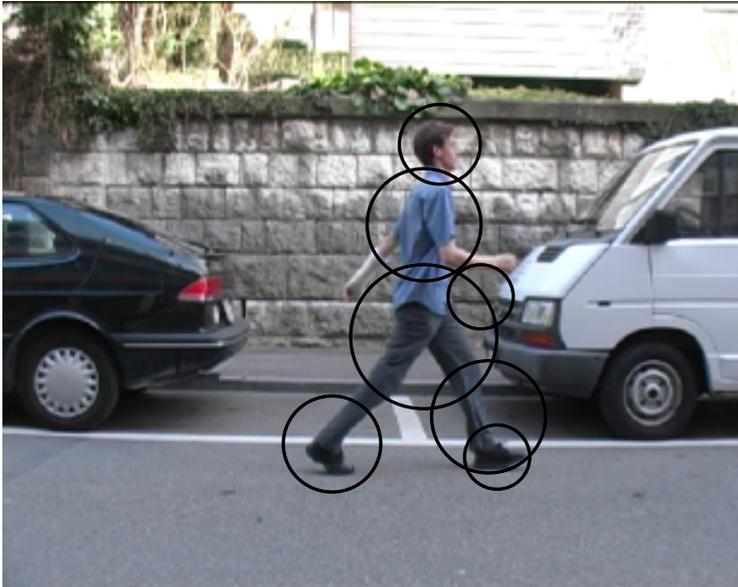
Example visual vocabulary



Example codebook

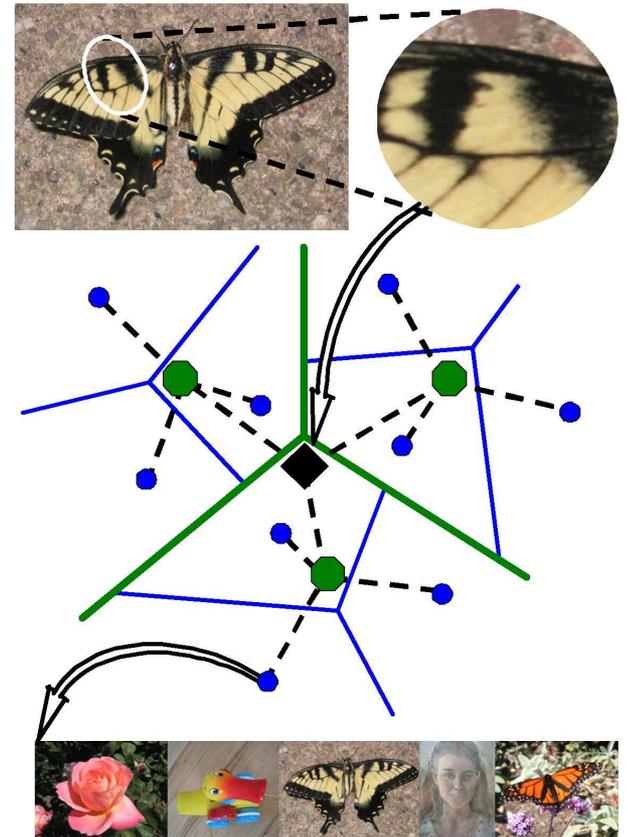


Another codebook



Visual vocabularies: Issues

- How to choose vocabulary size?
 - Too small: visual words not representative of all patches
 - Too large: quantization artifacts, overfitting
- Computational efficiency
 - Vocabulary trees (Nister & Stewenius, 2006)



3. Image representation

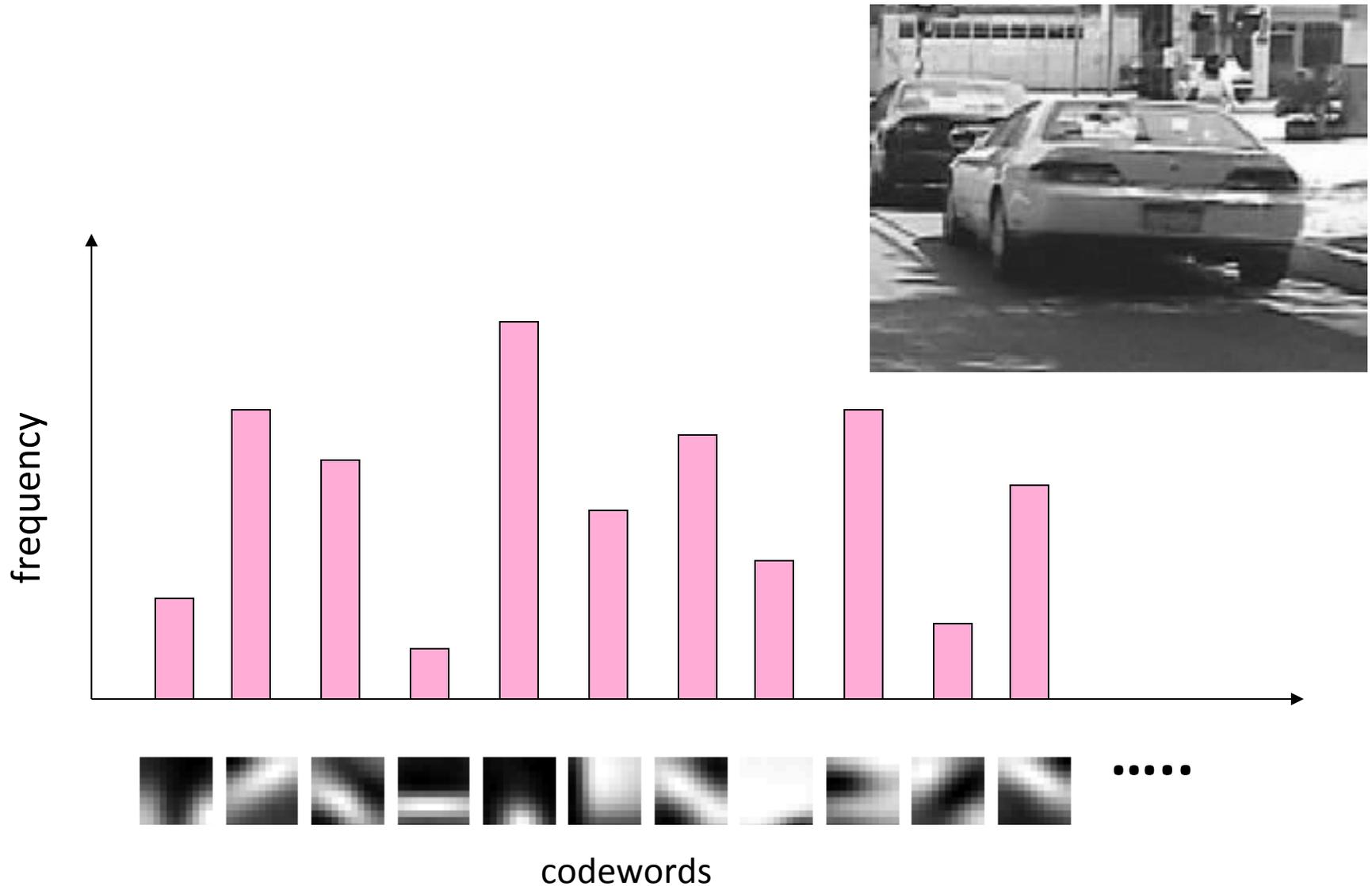
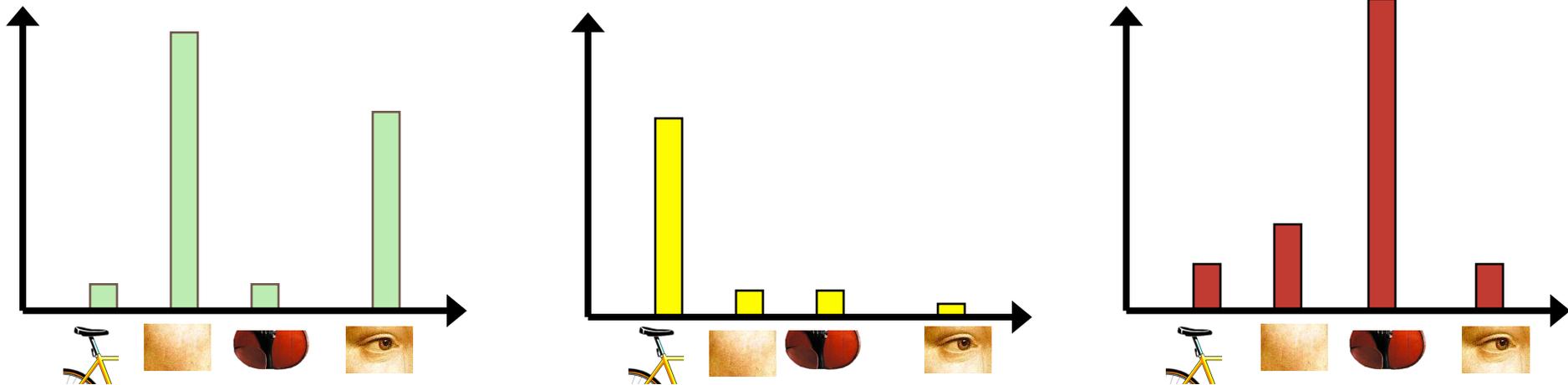
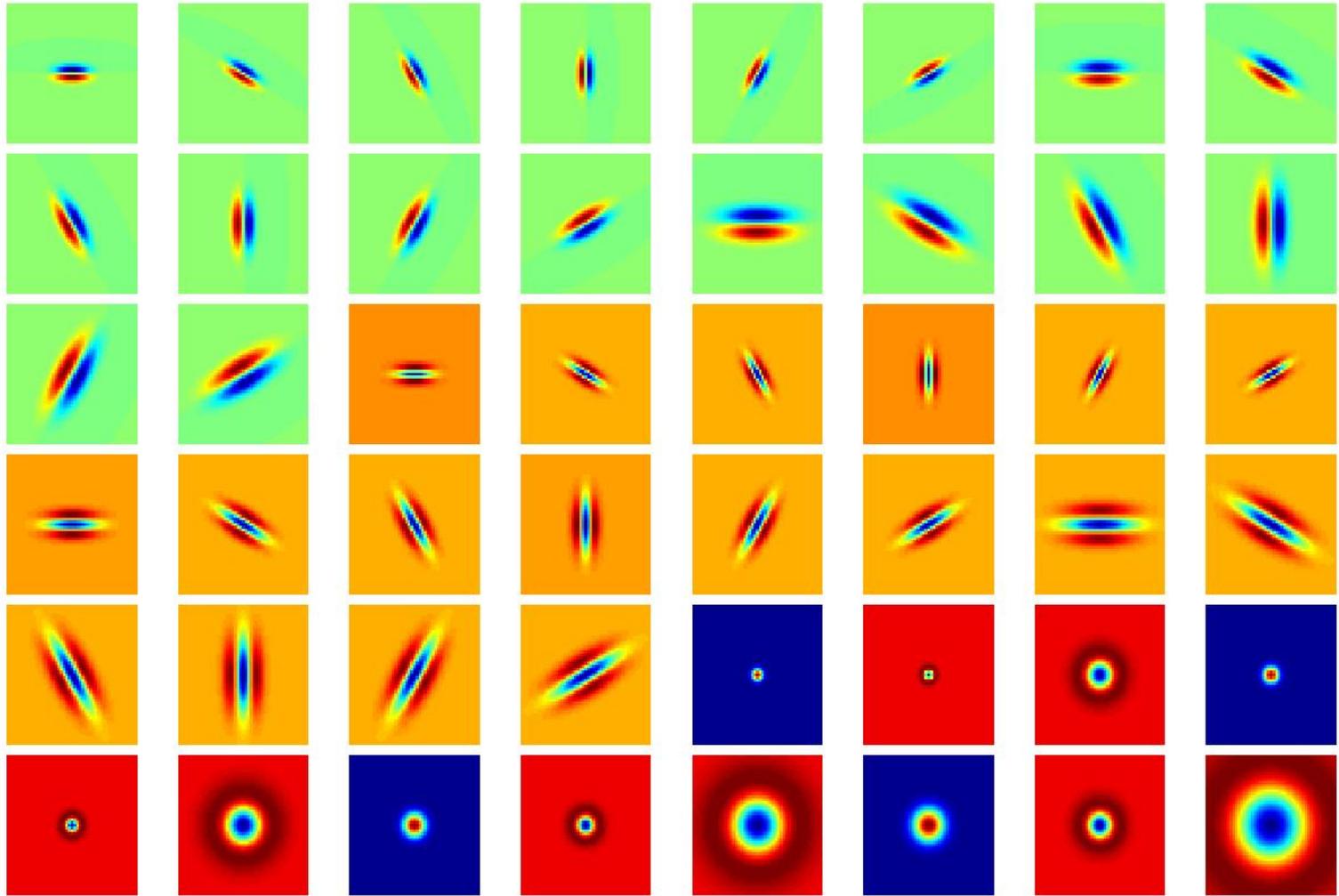


Image classification

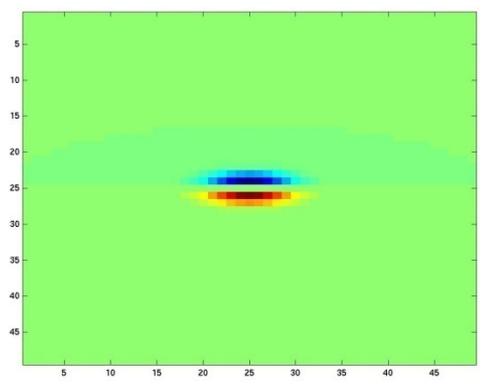
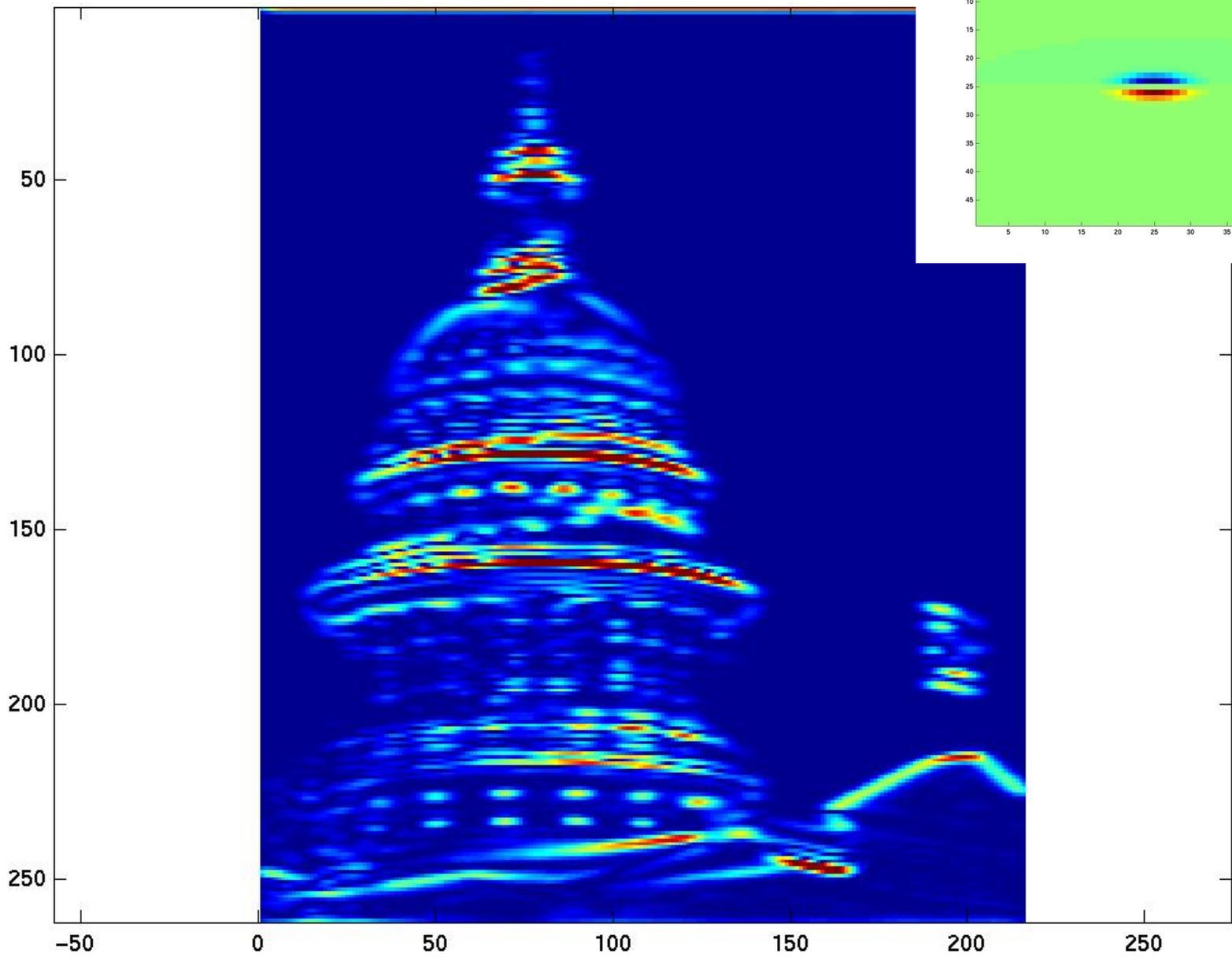
- Given the bag-of-features representations of images from different classes, learn a classifier using machine learning

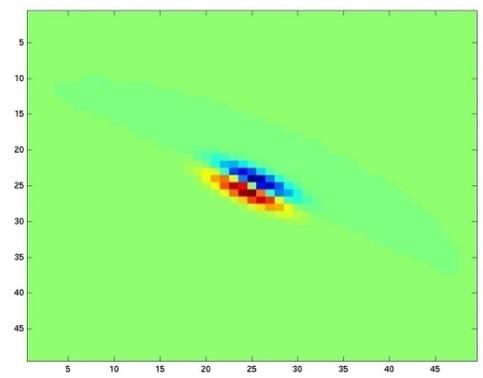
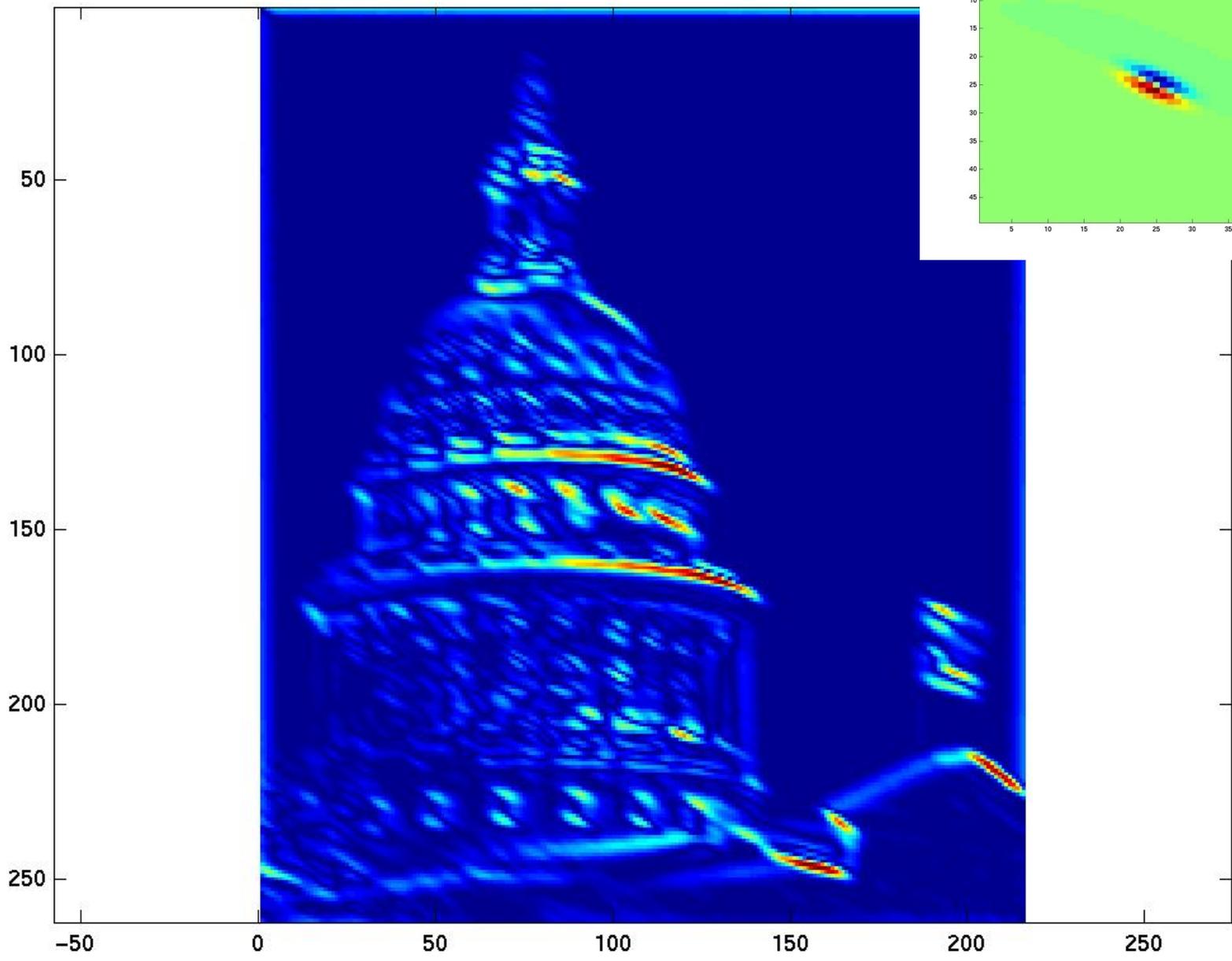


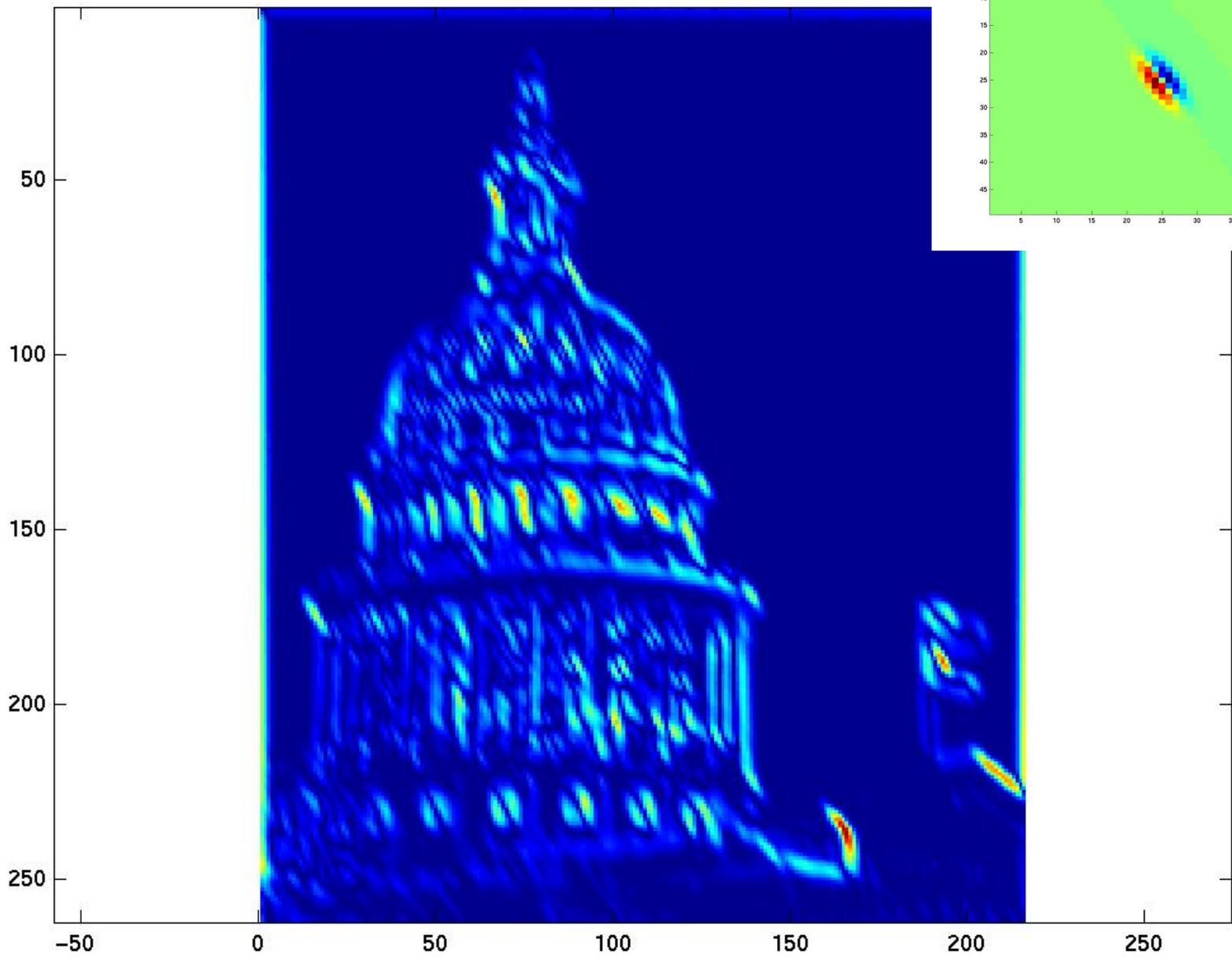
Another Representation: Filter bank

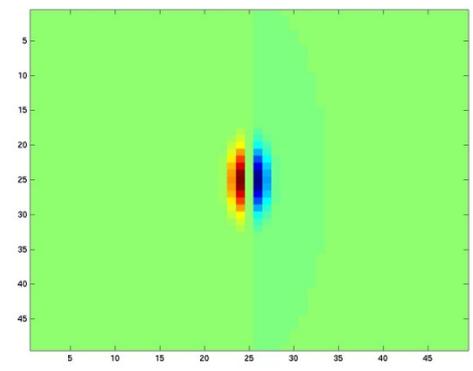
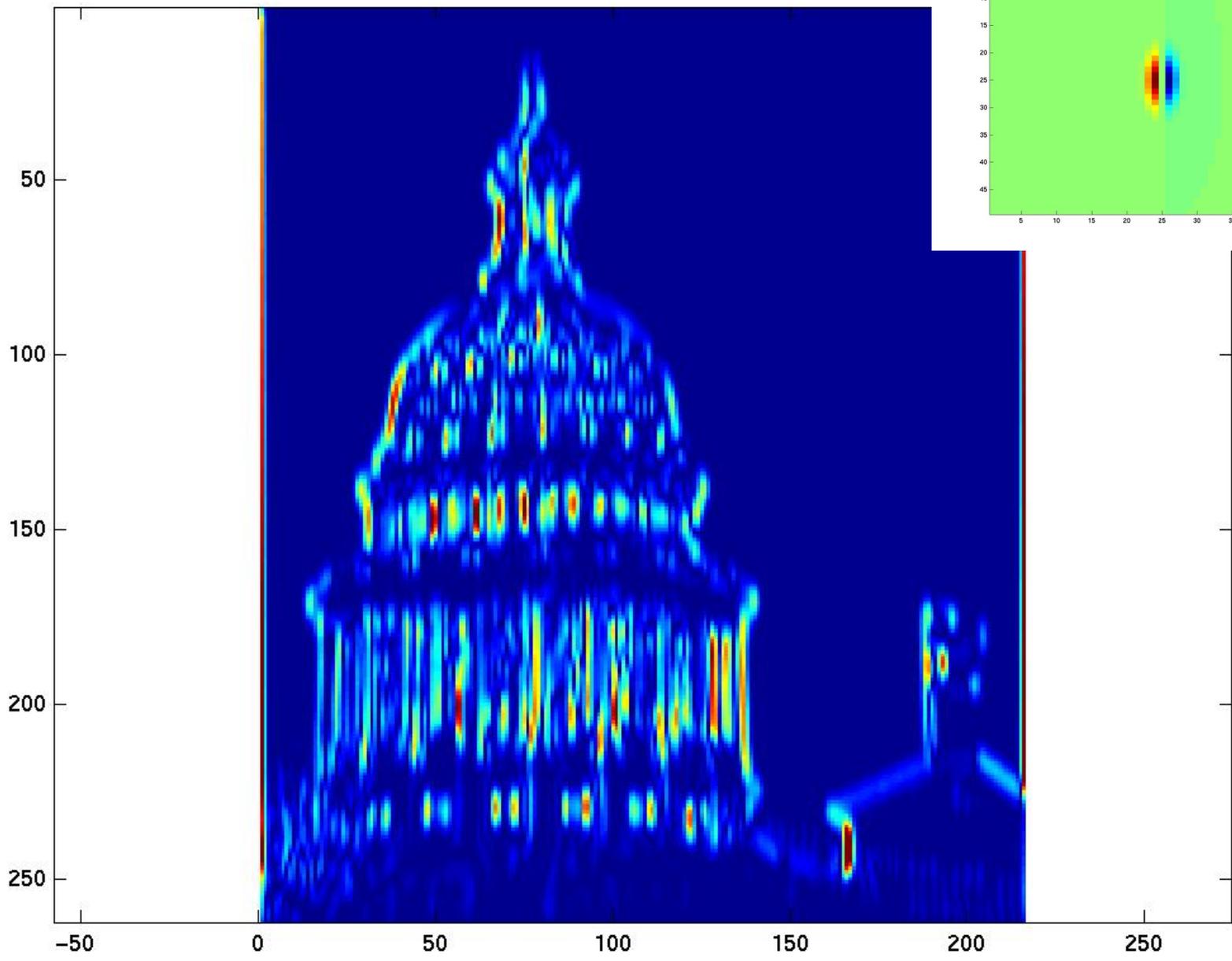


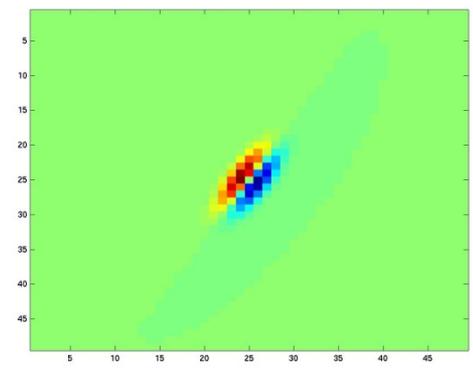
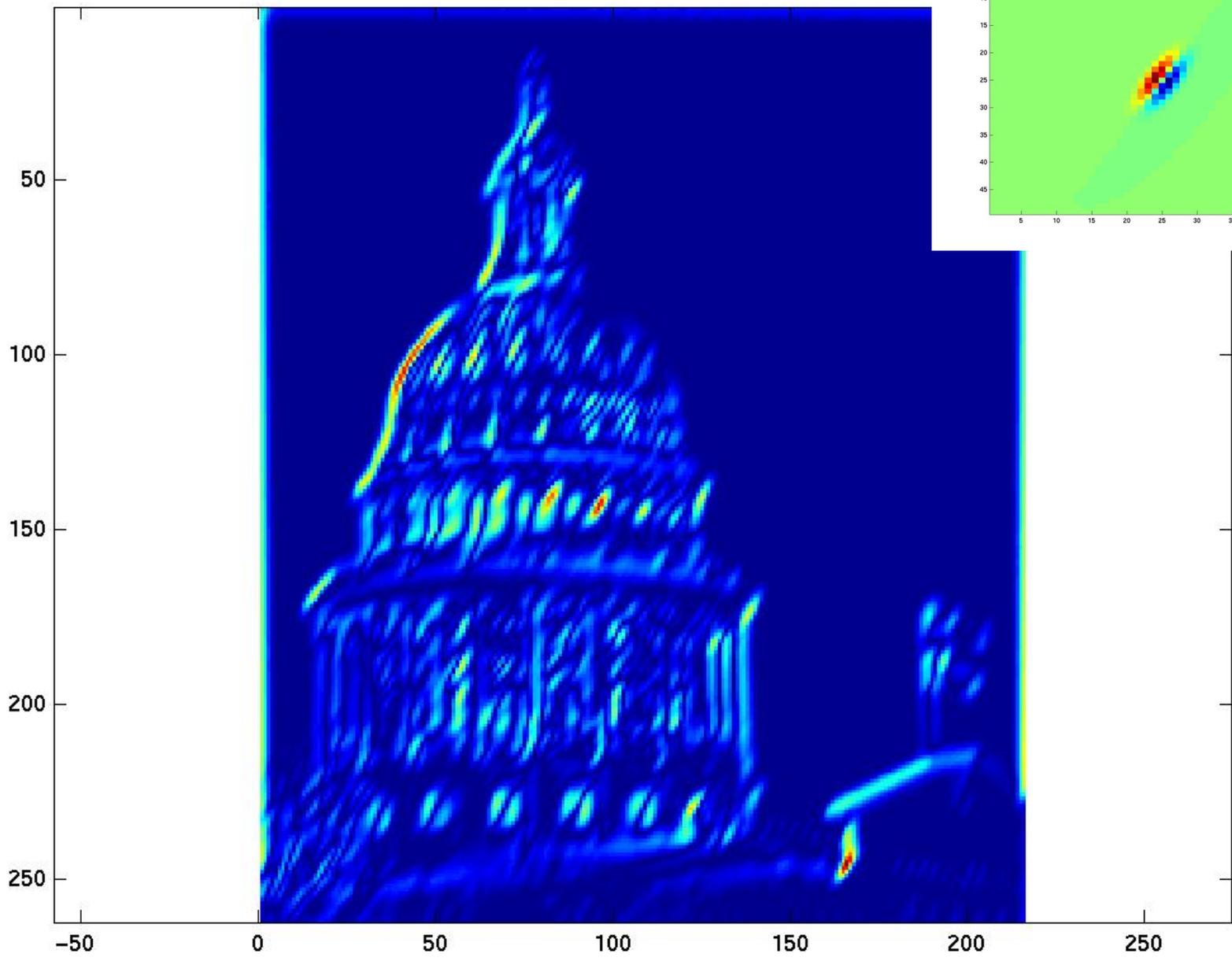


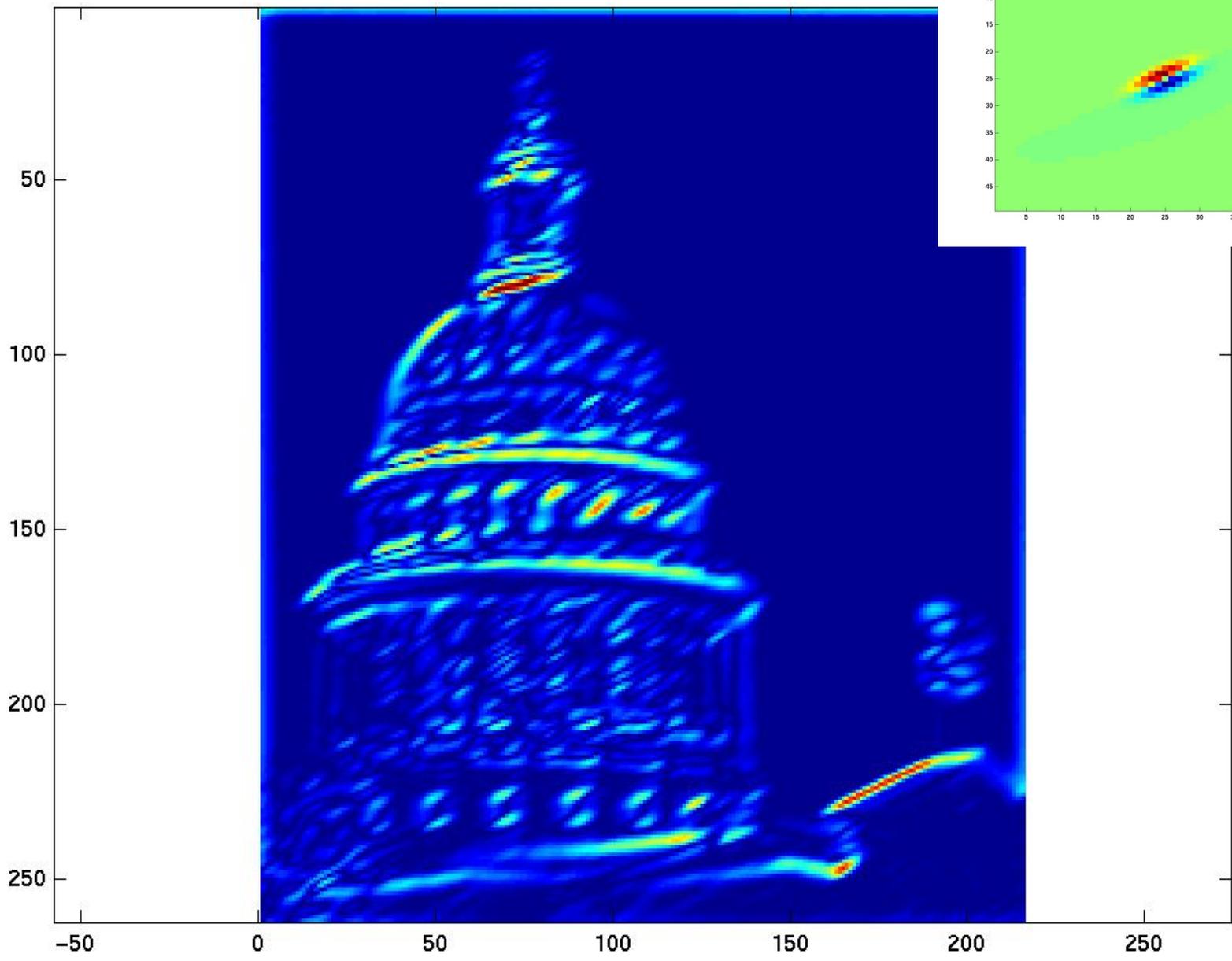


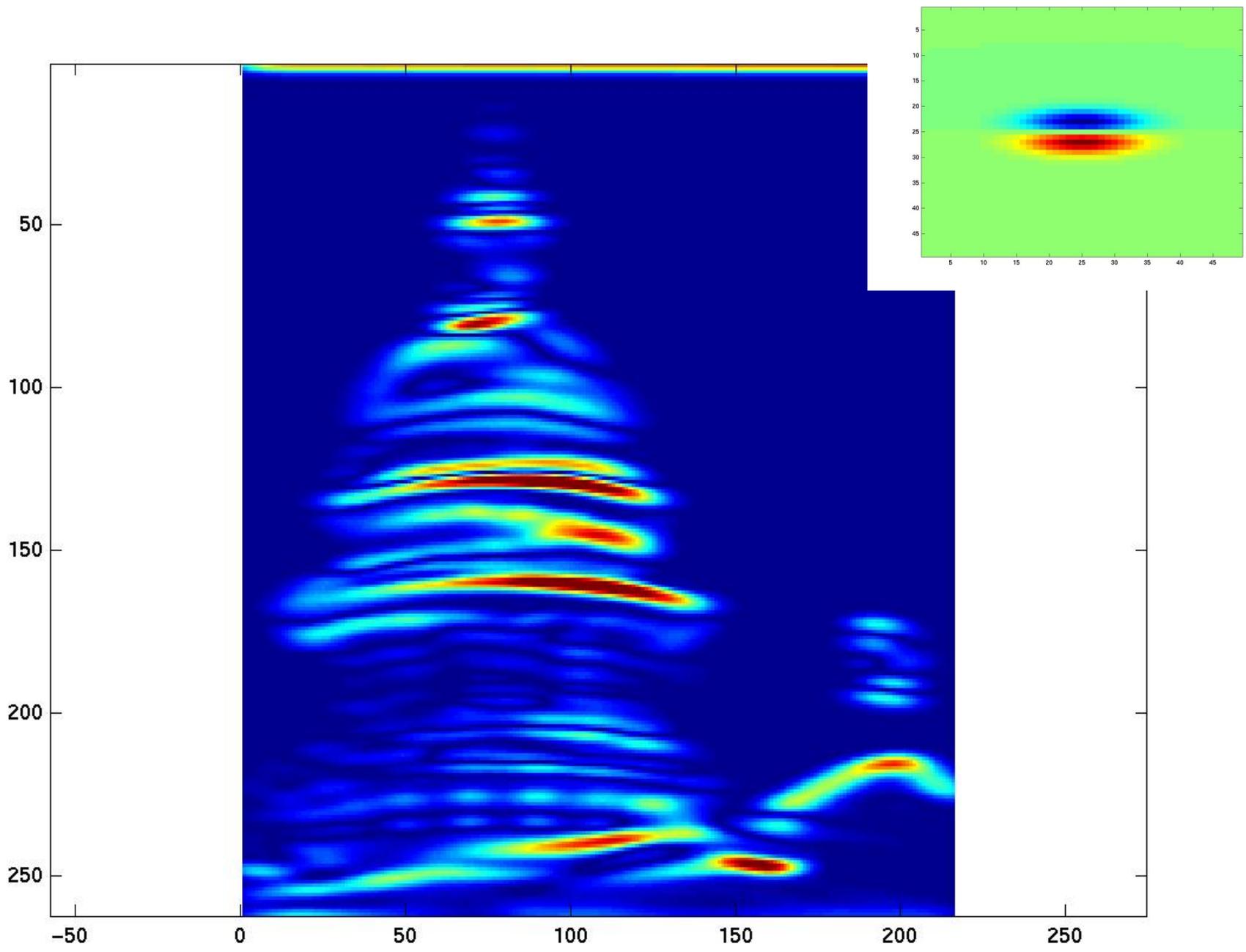


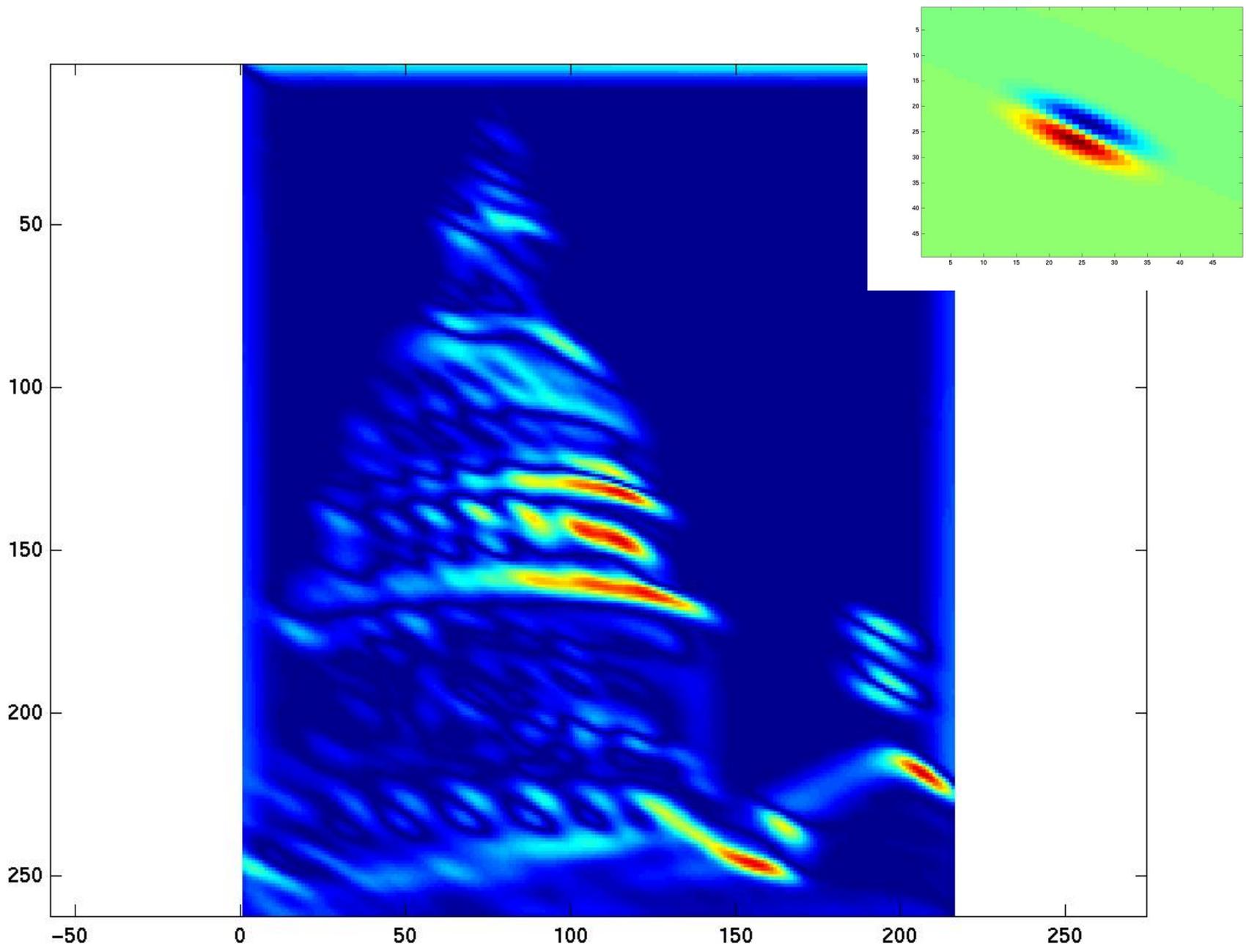


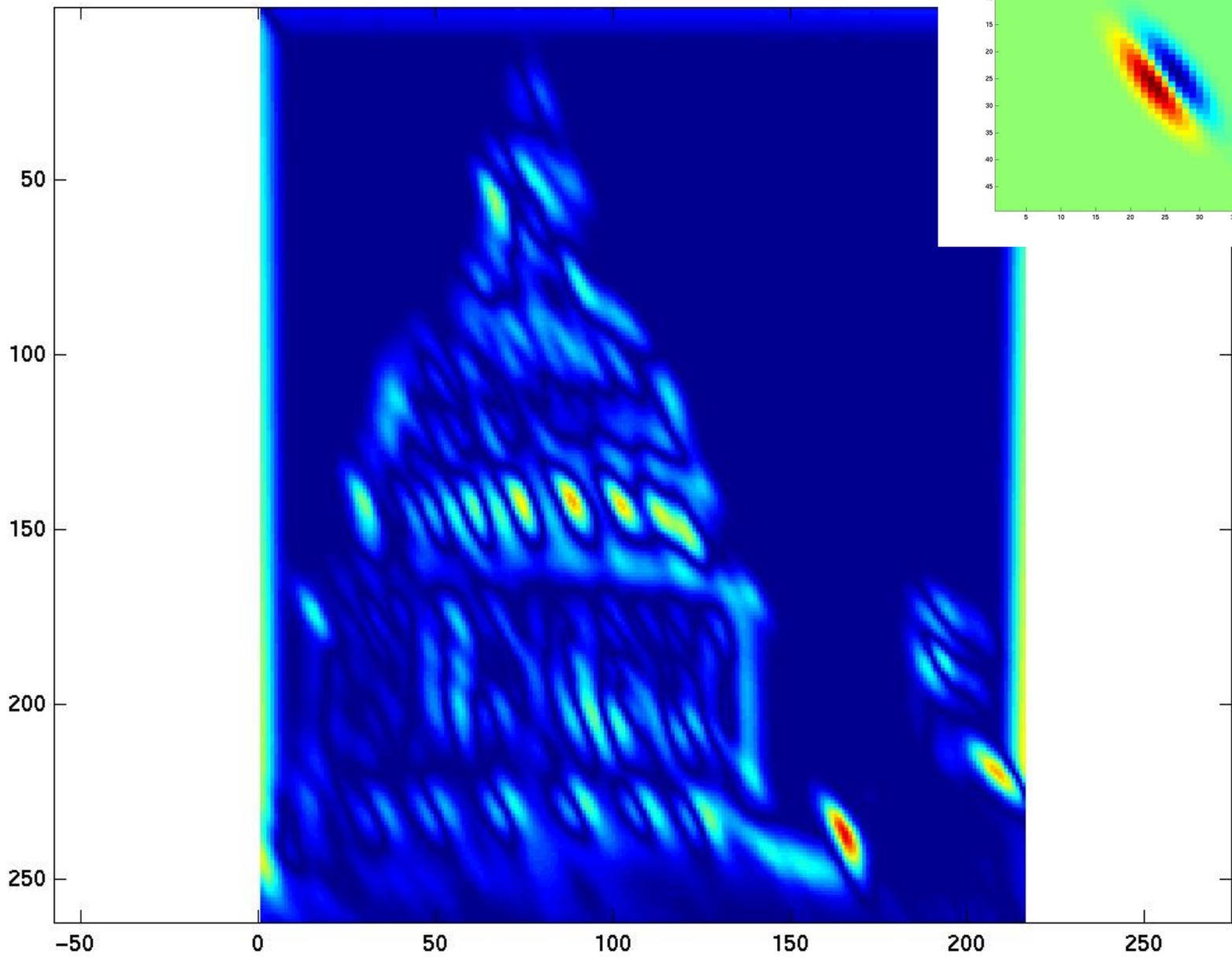


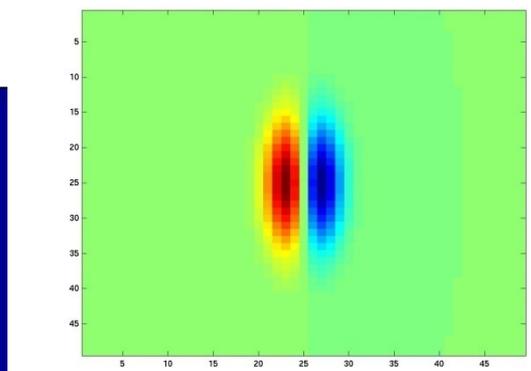
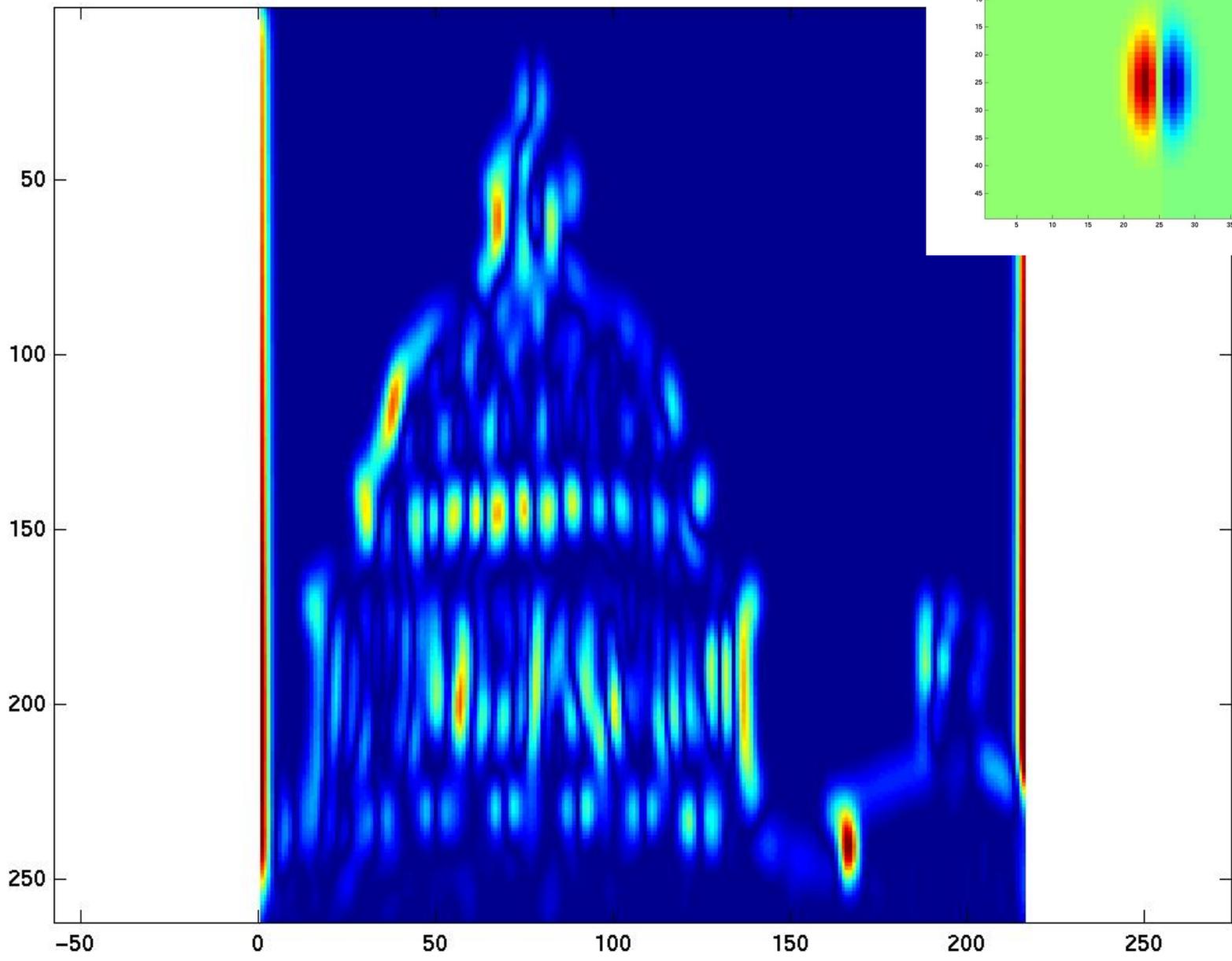










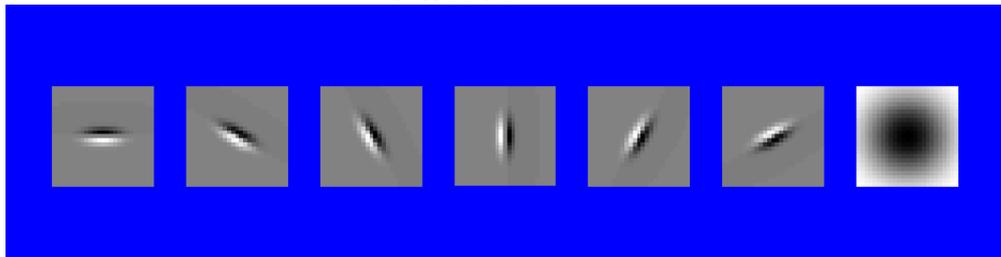


How can we represent texture?

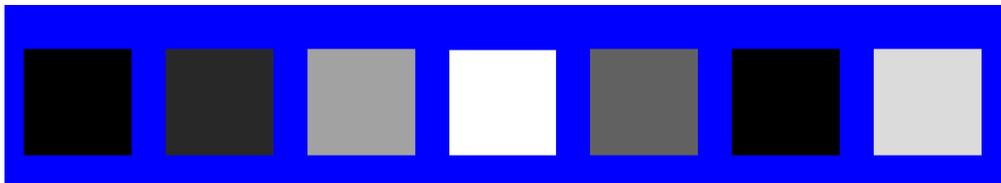
- Measure responses of various filters at different orientations and scales
- Idea 1: Record simple statistics (e.g., mean, std.) of absolute filter responses

Can you match the texture to the response?

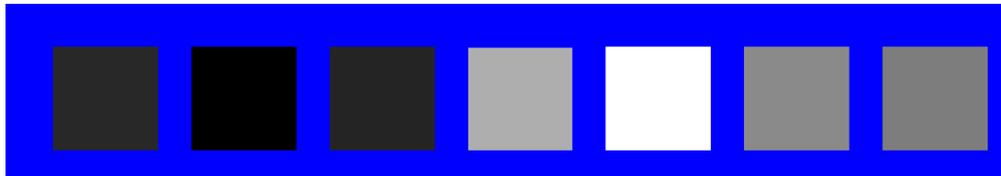
Filters



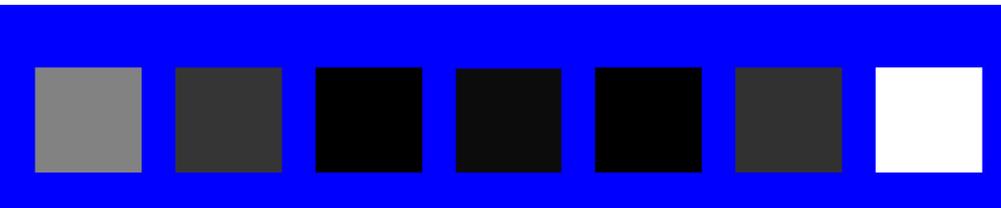
1



2

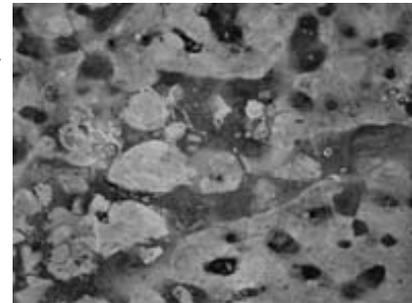


3



Mean abs responses

A



B

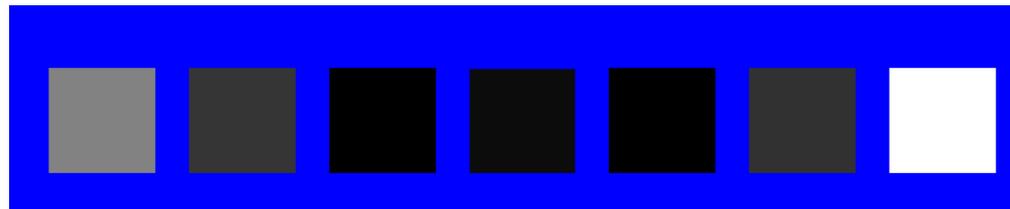
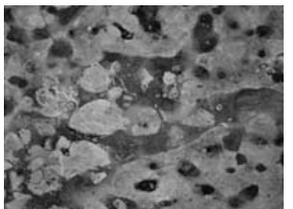
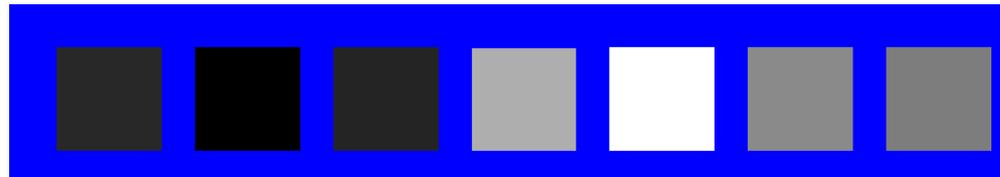
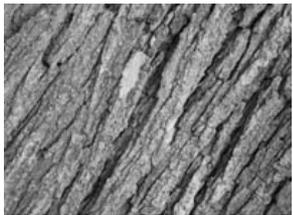
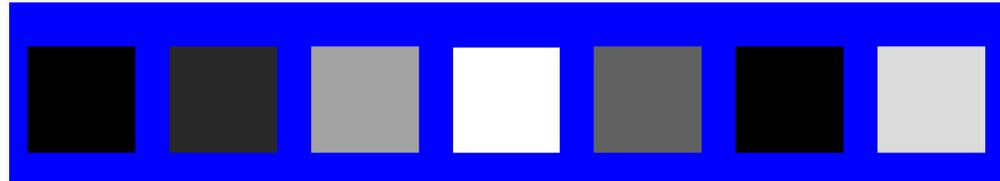
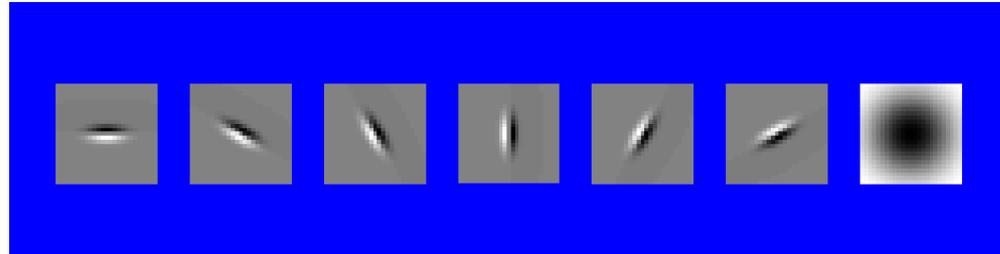


C



Representing texture by mean abs response

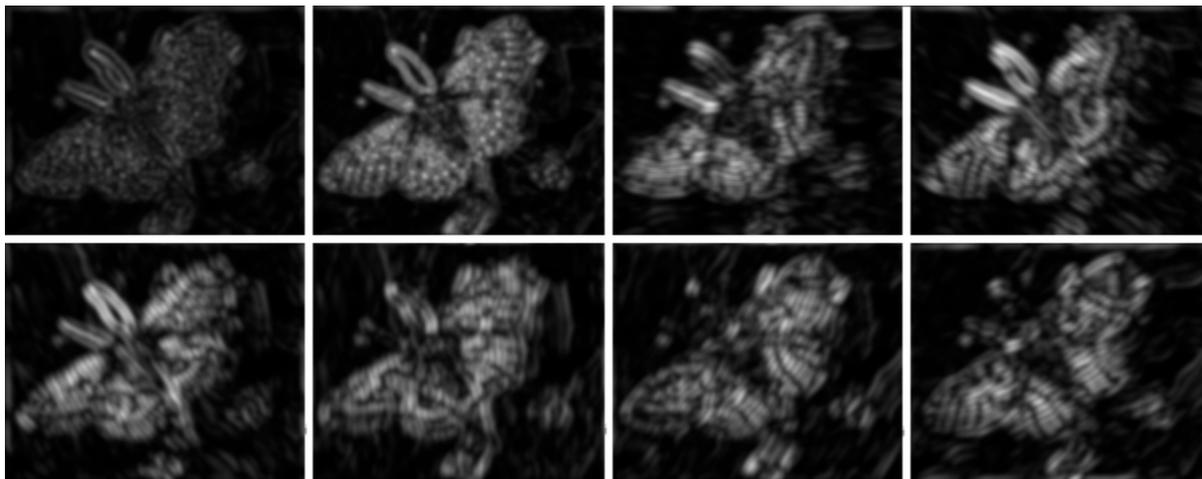
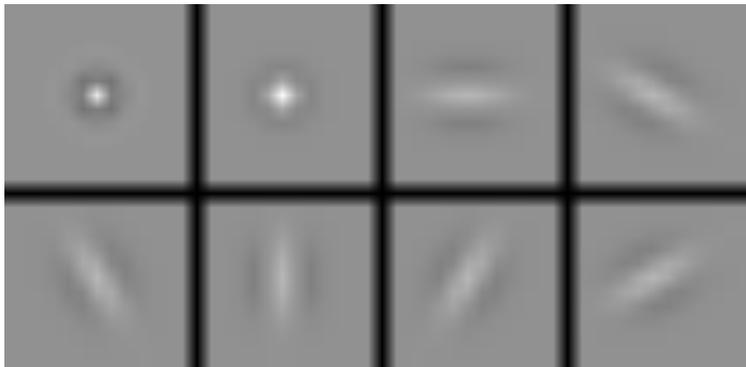
Filters



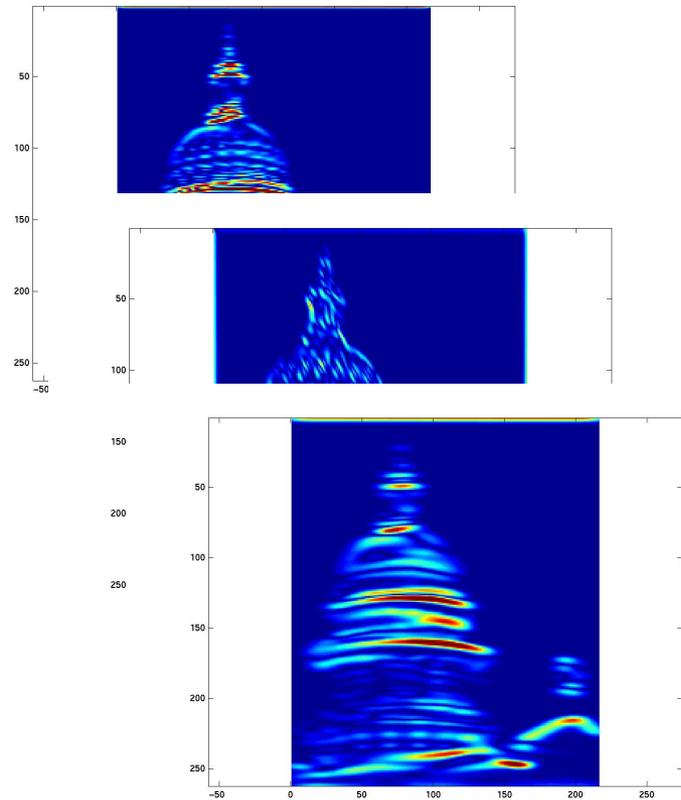
Mean abs responses

Representing texture

- Idea 2: take vectors of filter responses at each pixel and cluster them, then take histograms



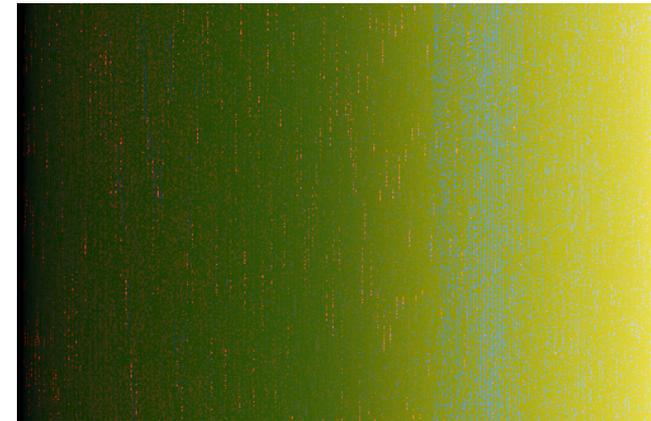
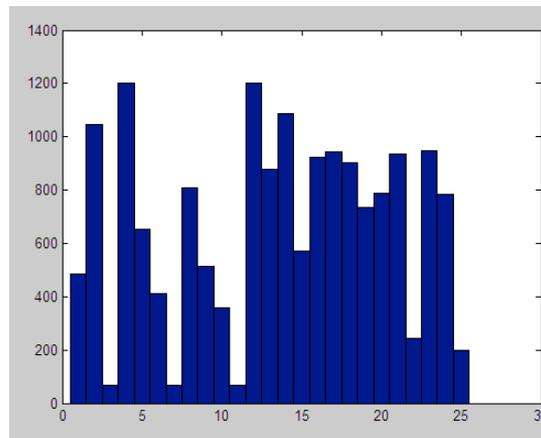
Representing texture



clustering



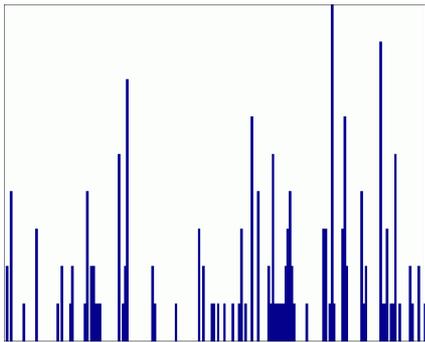
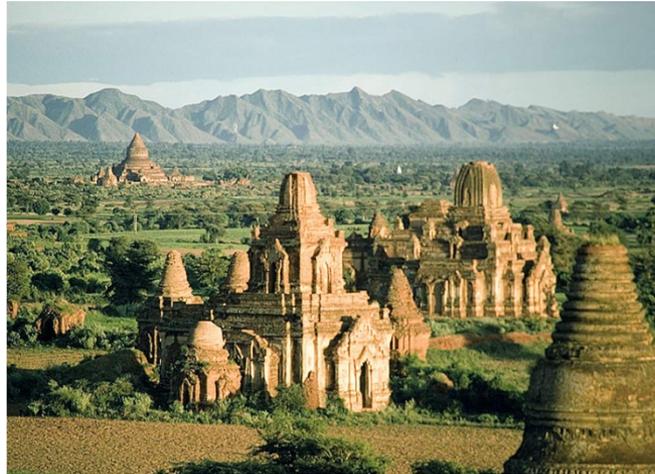
But what about layout?



All of these images have the same color histogram

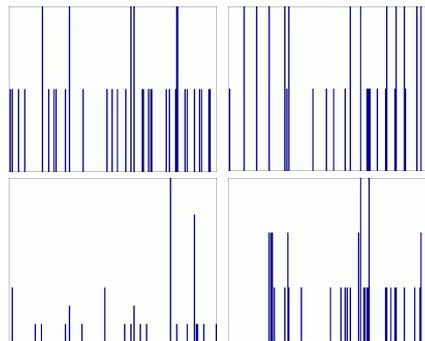
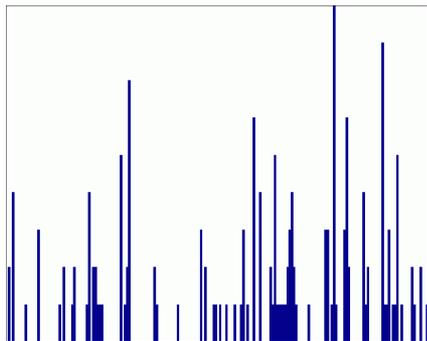
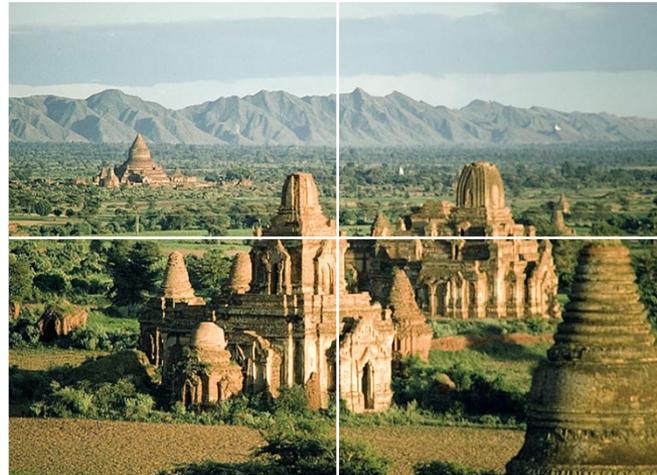
Spatial pyramid representation

- Extension of a bag of features
- Locally orderless representation at several levels of resolution



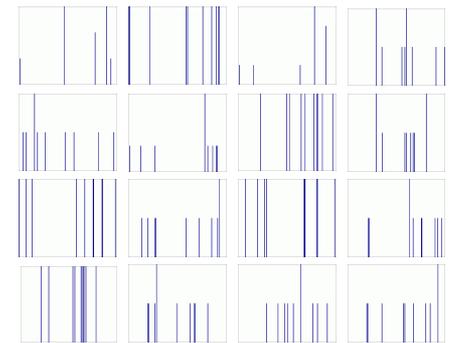
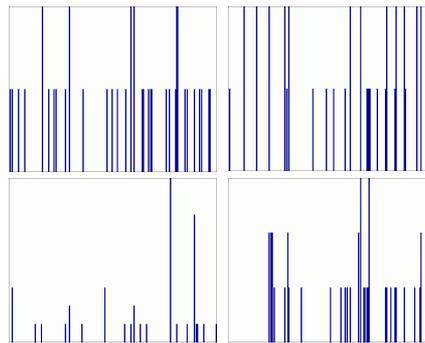
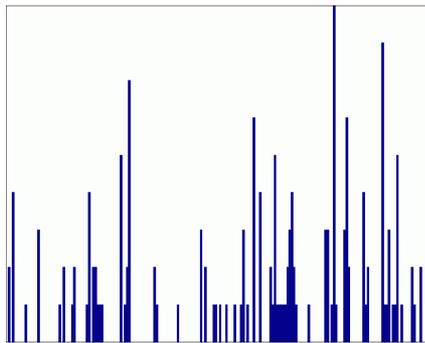
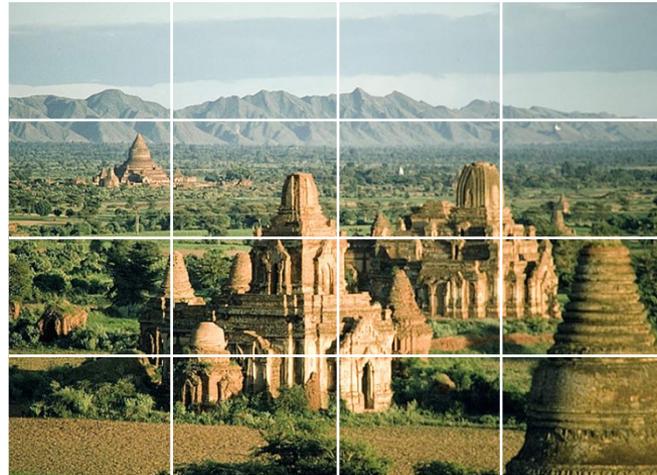
Spatial pyramid representation

- Extension of a bag of features
- Locally orderless representation at several levels of resolution



Spatial pyramid representation

- Extension of a bag of features
- Locally orderless representation at several levels of resolution



What about Scenes?

