

# Descriptors III

CSE 576

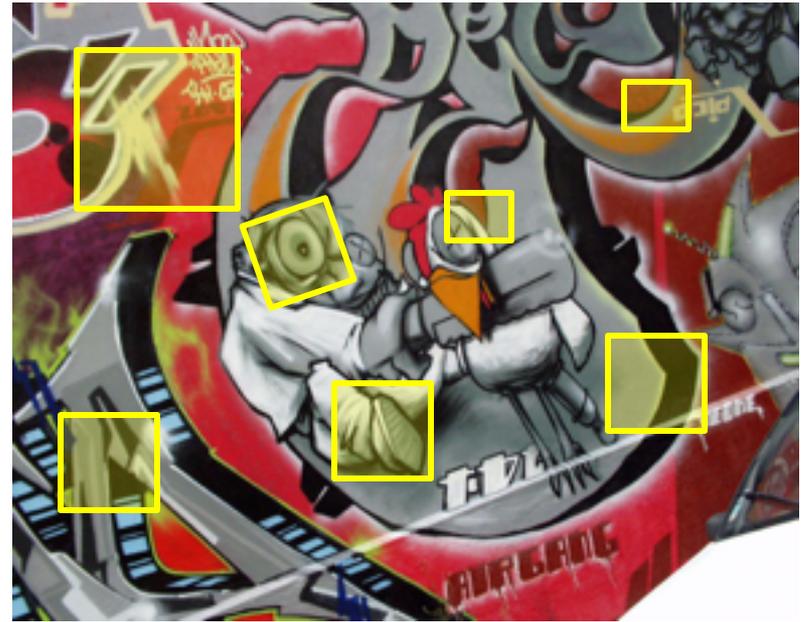
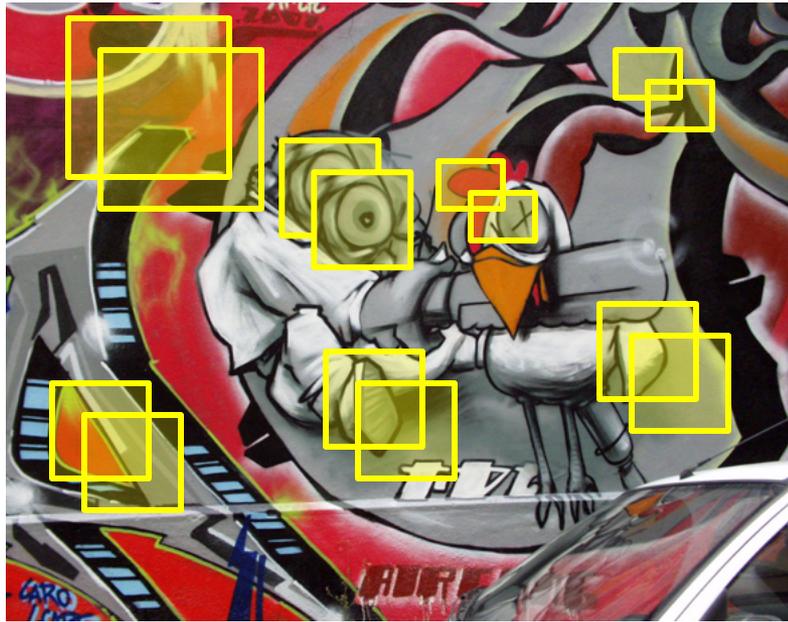
Ali Farhadi

Many slides from Larry Zitnick, Steve Seitz

How can we find corresponding points?



# How can we find correspondences?

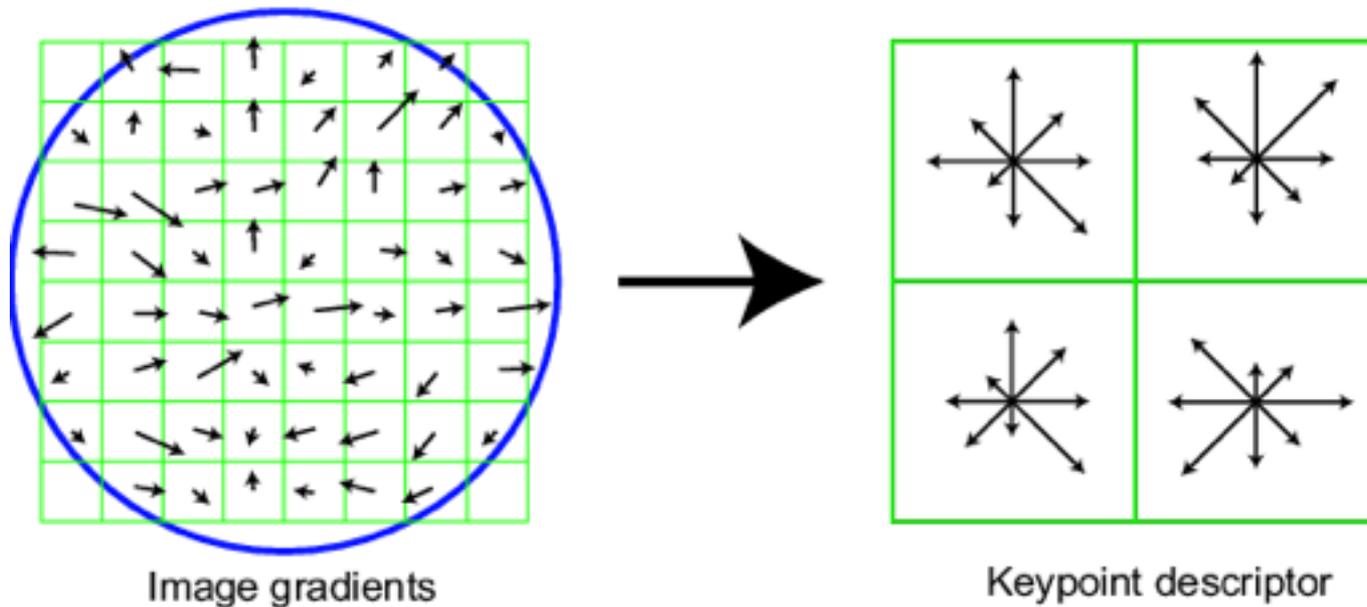


# SIFT descriptor

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## Full version

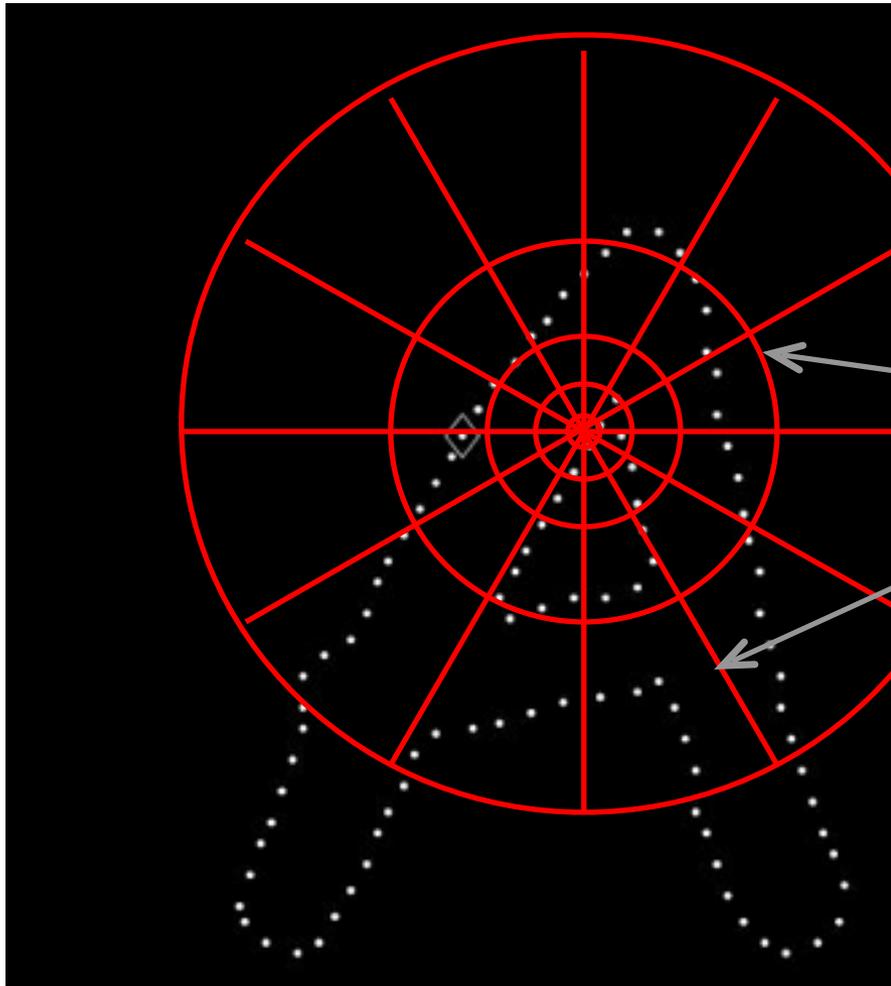
- Divide the 16x16 window into a 4x4 grid of cells (2x2 case shown below)
- Compute an orientation histogram for each cell
- 16 cells \* 8 orientations = 128 dimensional descriptor



Adapted from slide by David Lowe

# Local Descriptors: Shape Context

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

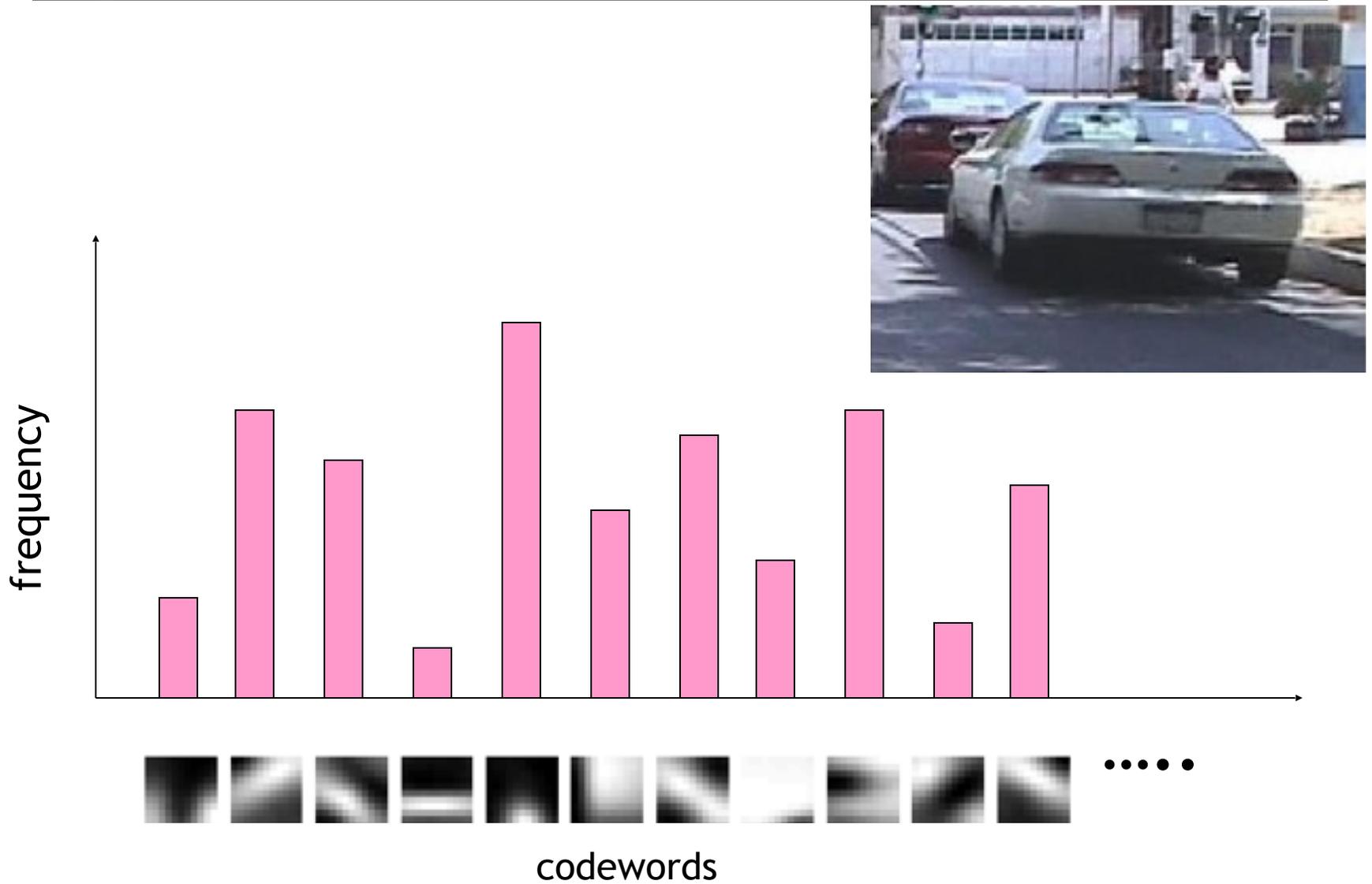
Count = 4

⋮

Count = 10

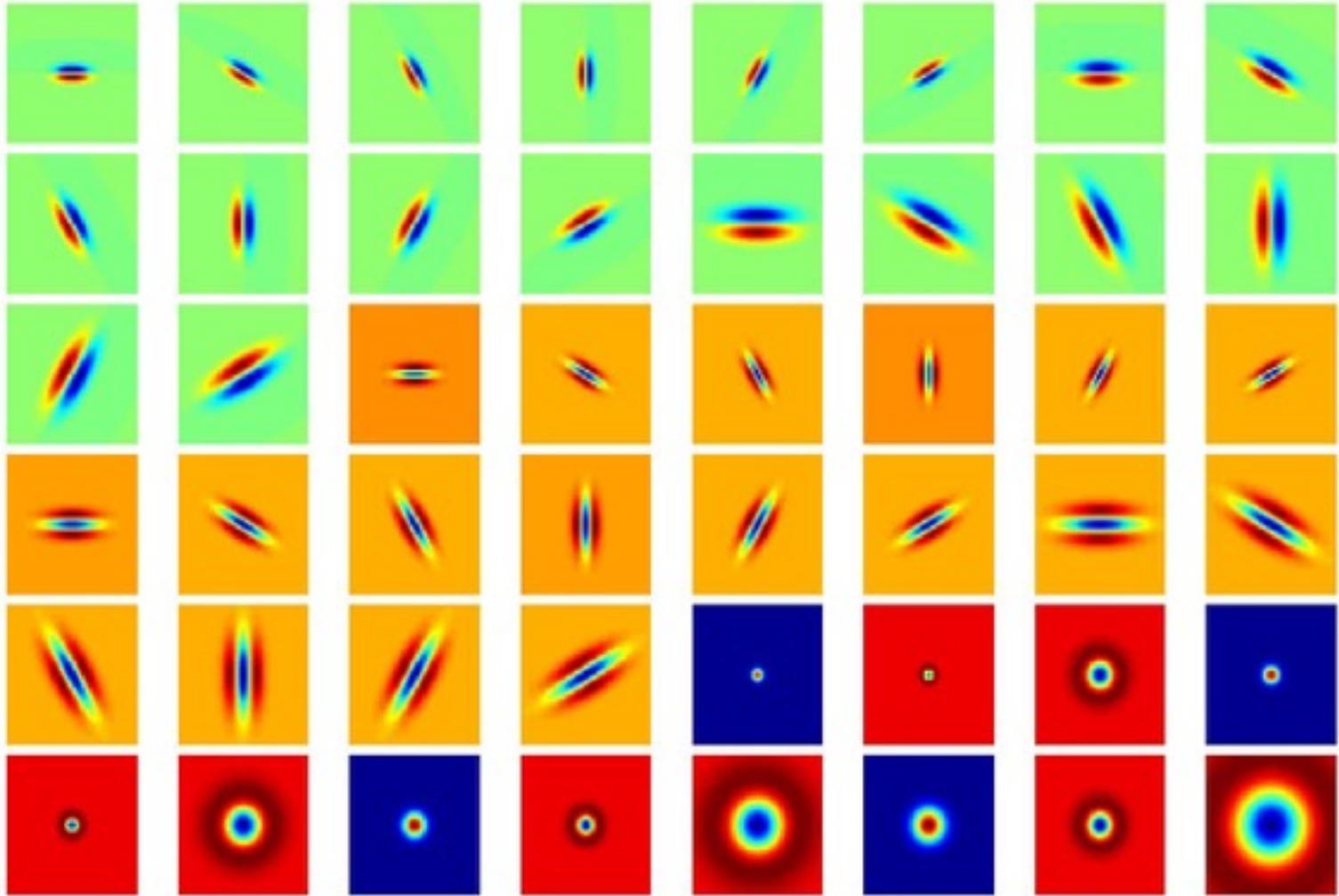
Log-polar binning: more precision for nearby points, more flexibility for farther points.

# Bag of Words



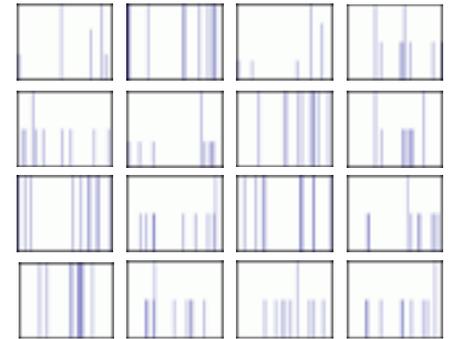
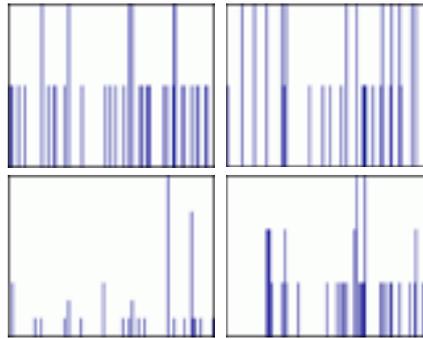
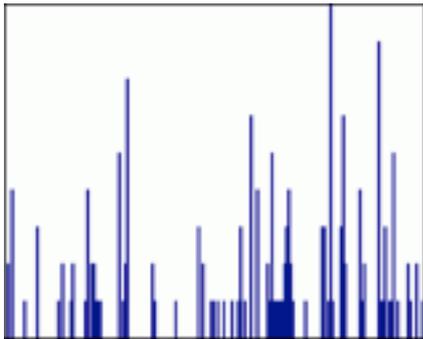
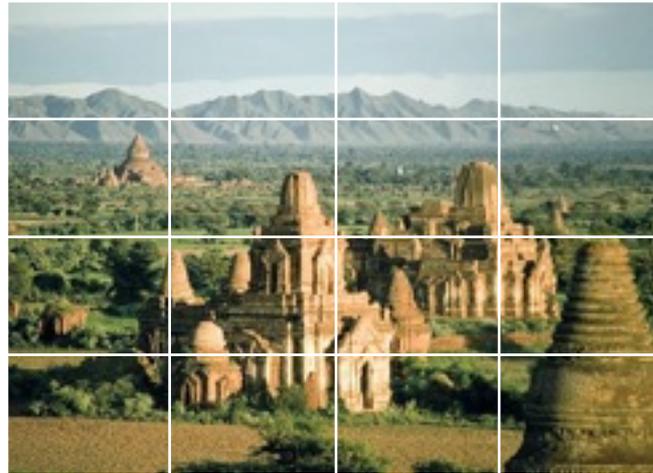
# Another Representation: Filter bank

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# Spatial pyramid representation

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



# What about Scenes?

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# Demo : Rapid image understanding

By Aude Oliva

Instructions: 9 photographs will be shown for half a second each. Your task is to **memorize these pictures**



Credit: A. Torralba

















Credit: A. Torralba



# Memory Test

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Which of the following pictures have you seen ?

**If you have seen the image  
clap your hands once**



**Have you seen this picture ?**





**Have you seen this picture ?**





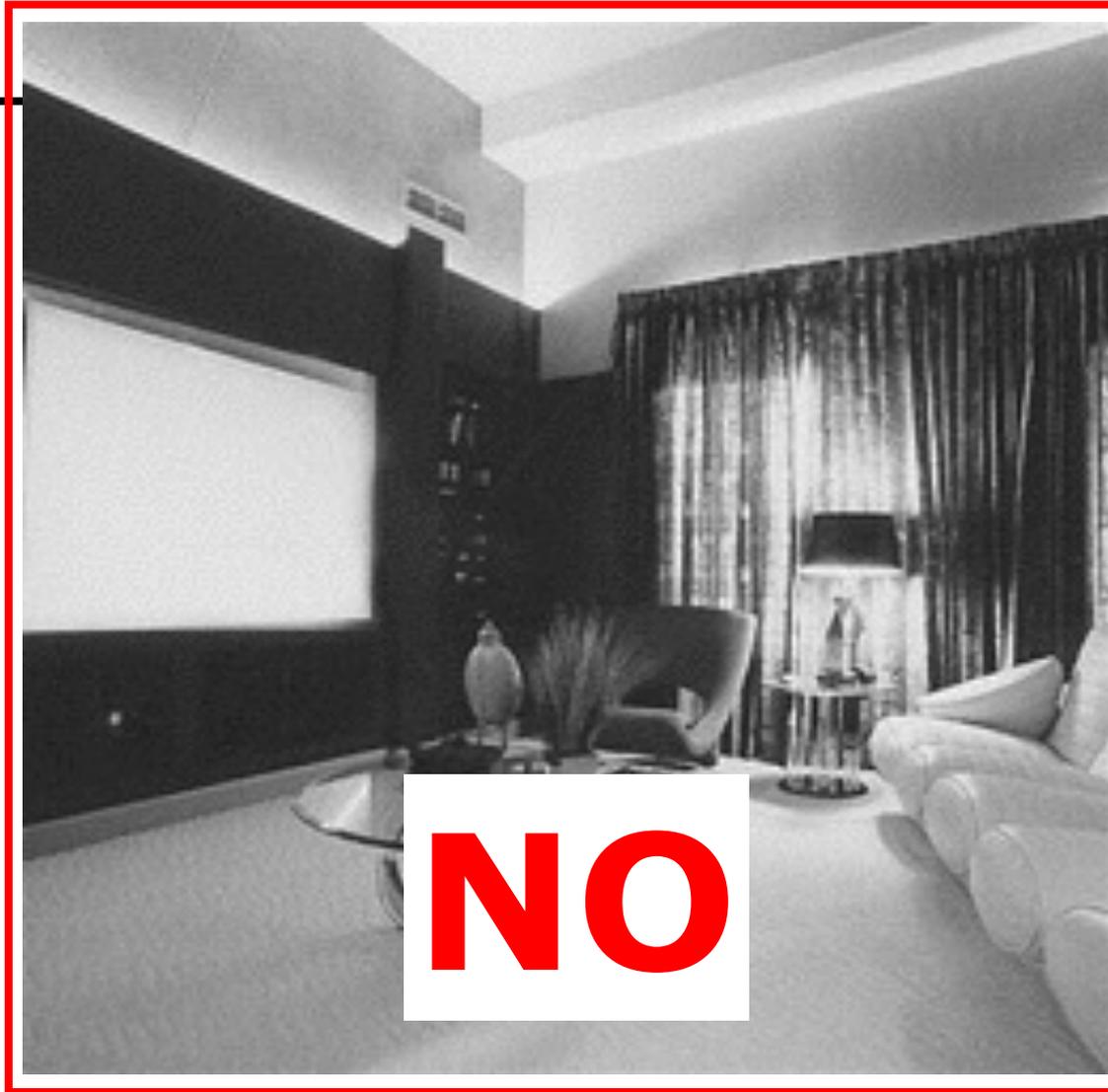
**Have you seen this picture ?**



**NO**



**Have you seen this picture ?**





**Have you seen this picture ?**





**Have you seen this picture ?**



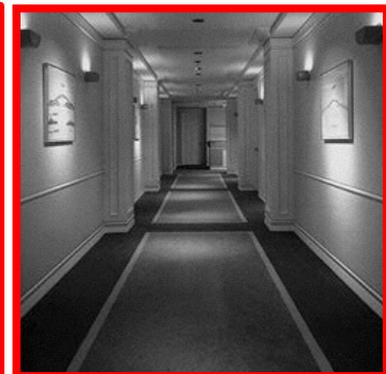
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You have seen these pictures



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You were tested with these pictures



# The gist of the scene

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In a glance, we remember the meaning of an image and its global layout but some objects and details are forgotten



# Holistic scene representation: Shape of a scene

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- Finding a low-dimensional “scene space”
- Clustering by humans
  - Split images into groups
  - ignore objects, categories

*Table 1.* Spatial envelope properties of environmental scenes.

Property	S1	S2	S3	Total
Naturalness	65	12	0	77
Openness	6	53	24	83
Perspective	6	18	29	53
Size	0	0	47	47
Diagonal plane	0	12	29	41
Depth	18	12	29	59
Symmetry	0	0	29	29
Contrast	0	0	18	18

Results are in %, for each of the three experimental steps. The total represents the percent of times the attribute has been used regardless of the stage of the experiment.

# Spatial envelope properties

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- Naturalness
  - natural vs. man-made environments



# Spatial envelope properties

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- Openness
  - decreases as number of boundary elements increases



# Spatial envelope properties

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- Roughness
  - size of elements at each spatial scale, related to fractal dimension



# Spatial envelope properties

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- Expansion (man-made environments)
  - depth gradient of the space



# Spatial envelope properties

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- Ruggedness (natural environments)
  - deviation of ground relative to horizon



# Scene statistics

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- DFT (energy spectrum)
  - throw out phase function (represents local properties)
- Windowed DFT (spectrogram)
  - Coarse local information
  - 8x8 grid for these results

# Scene statistics

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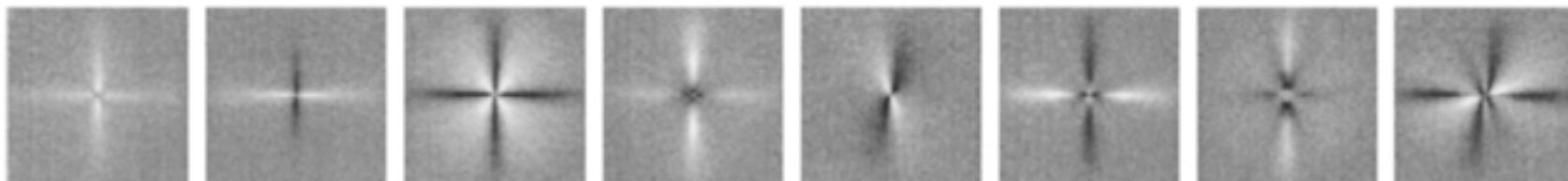


Figure 2. The first eight principal components for energy spectra of real-world scenes. The frequency  $f_x = f_y = 0$  is located at the center of each image.

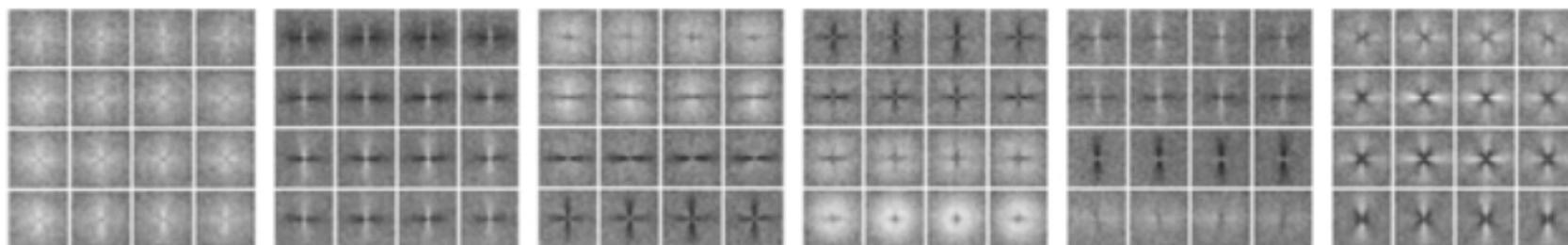
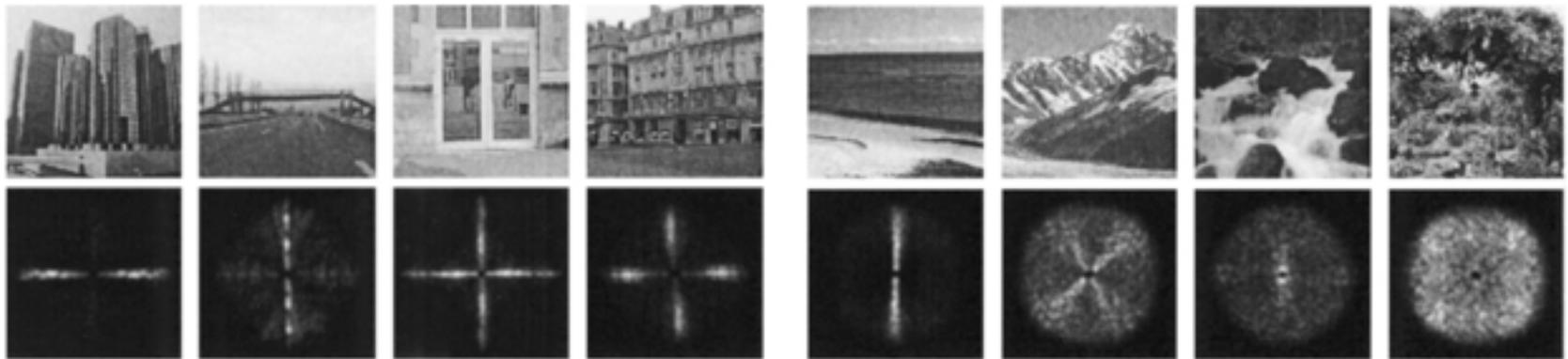


Figure 3. The first six principal components of the spectrogram of real-world scenes. The spectrogram is sampled at  $4 \times 4$  spatial location for a better visualization. Each subimage corresponds to the local energy spectrum at the corresponding spatial location.

# Scene classification from statistics

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- Different scene categories have different spectral signatures
  - Amplitude captures roughness
  - Orientation captures dominant edges

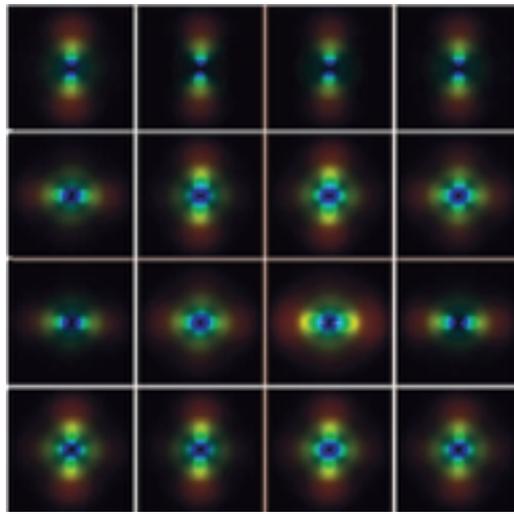
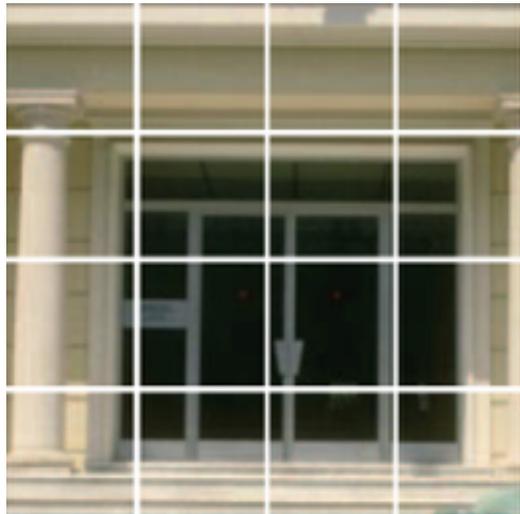


# Learning the spatial envelope

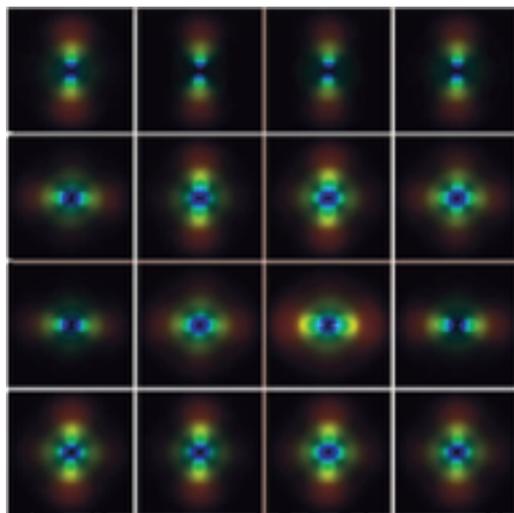
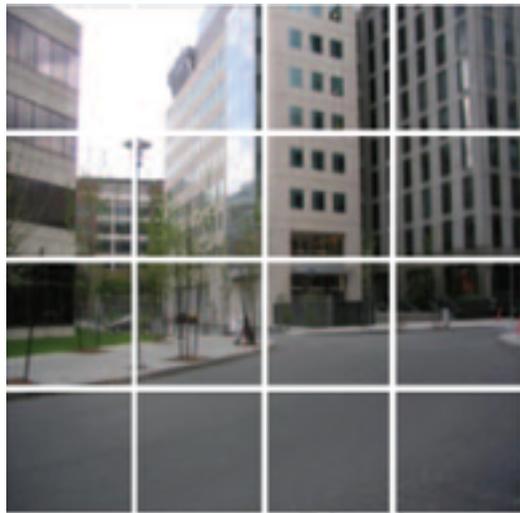
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- Use linear regression to learn
  - DST (discriminant spectral template)
  - WDST (windowed discriminant spectral template)
- Relate spectral representation to each spatial envelope feature

# Gist descriptor



Oliva and Torralba, 2001

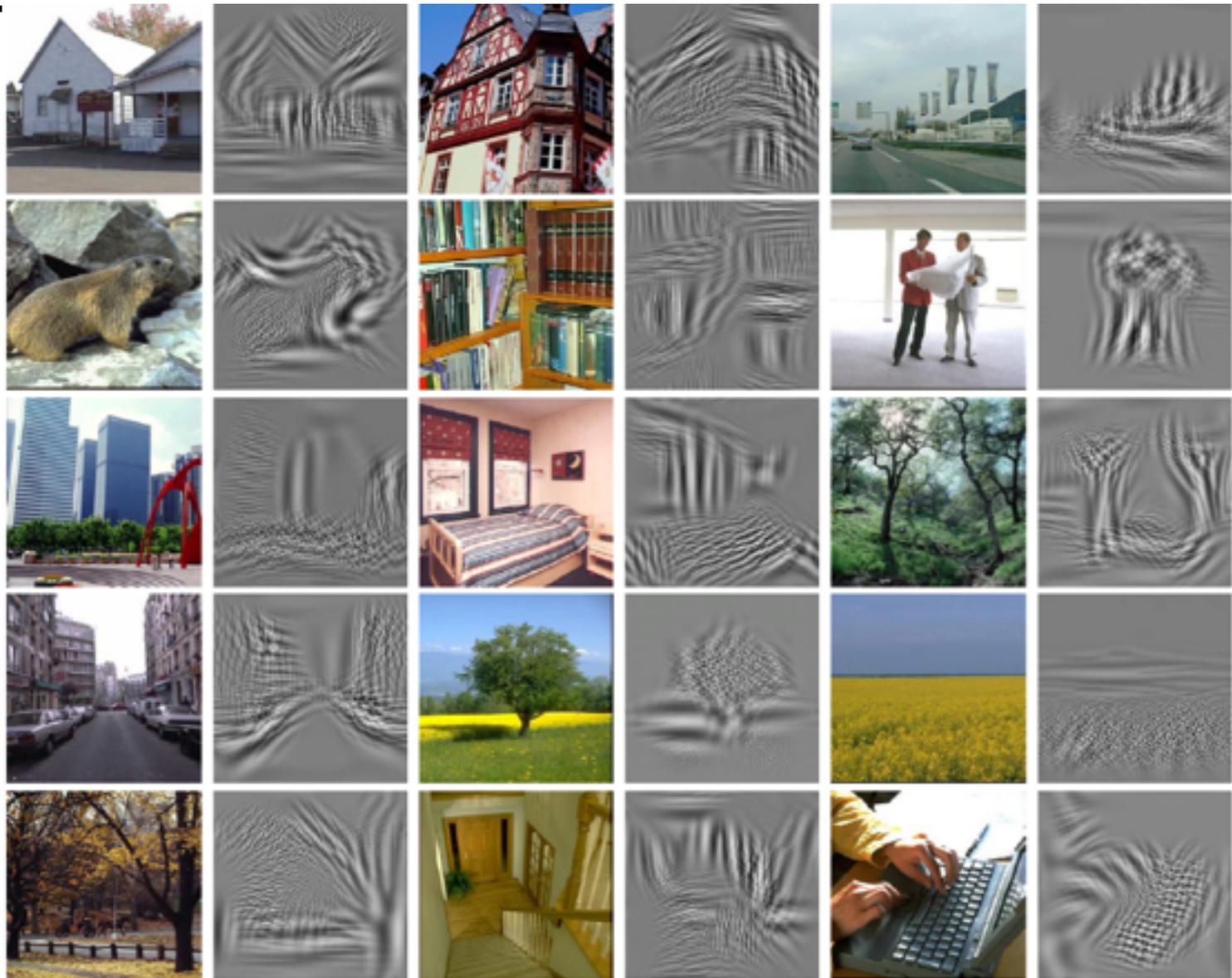


8 orientations  
4 scales  
x 16 bins  
512 dimensions

Similar to SIFT (Lowe 1999) applied to the entire image

M. Gorkani, R. Picard, ICPR 1994; Walker, Malik. Vision Research 2004; Vogel et al. 2004;  
Fei-Fei and Perona, CVPR 2005; S. Lazebnik, et al, CVPR 2006; ...

# Example visual gists



# Features

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- Where:
  - Interest points
    - Corners
    - Blobs
  - Grid
  - Spatial Pyramids
  - Global
- What: (Descriptors)
  - Sift, HOG
  - Shape Context
  - Bag of words
  - Filter banks

