

Visual Object Recognition

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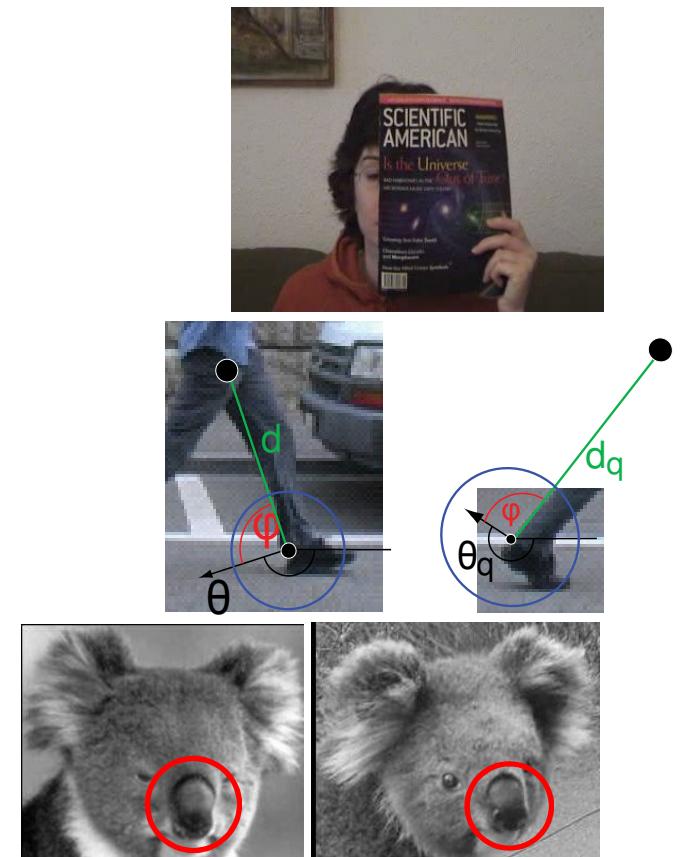
THE UNIVERSITY OF TEXAS AT AUSTIN
Department of Computer Sciences

Outline

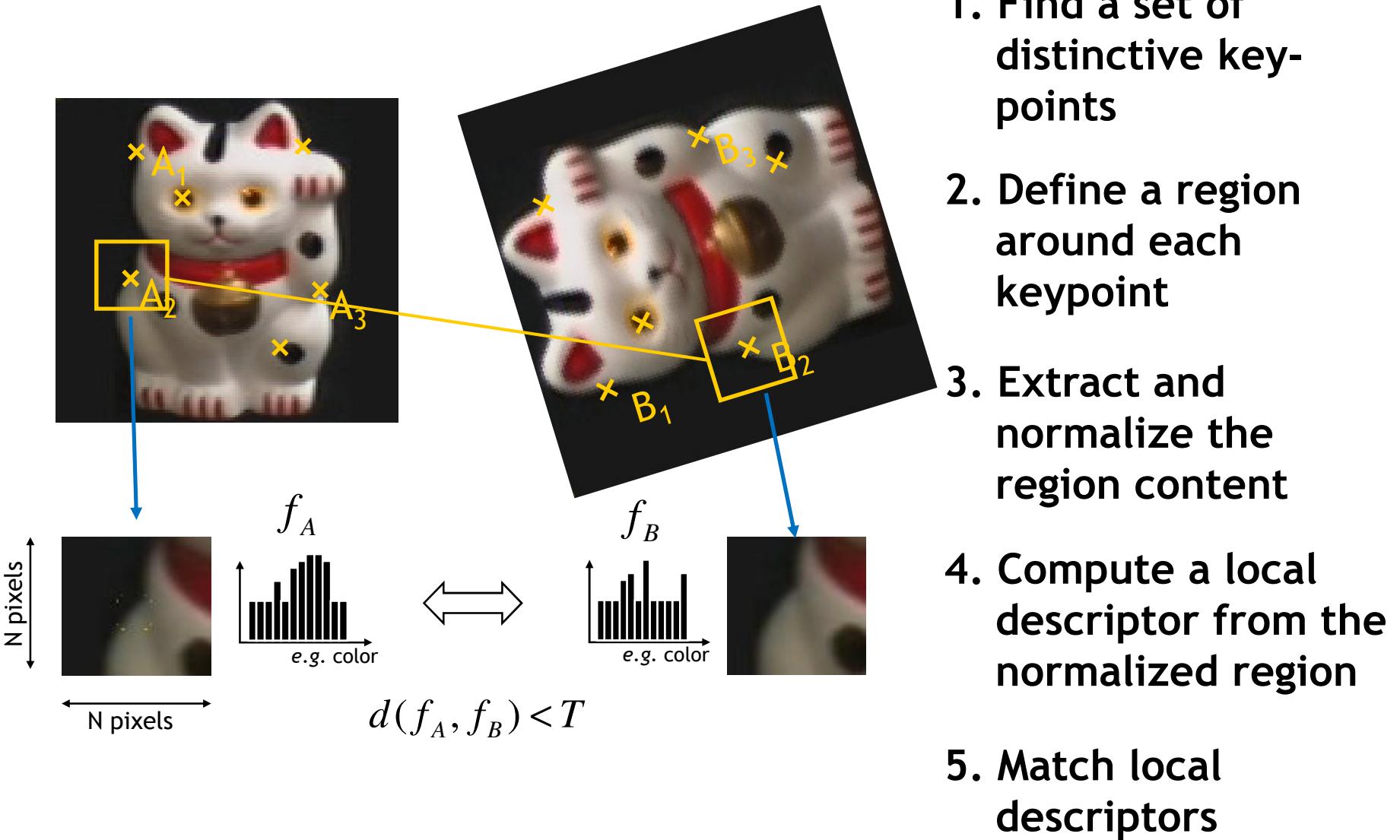
- 1. Detection with Global Appearance & Sliding Windows**
- 2. Local Invariant Features: Detection & Description**
- 3. Specific Object Recognition with Local Features**
 - *Coffee Break* –
- 4. Visual Words: Indexing, Bags of Words Categorization**
- 5. Matching Local Features**
- 6. Part-Based Models for Categorization**
- 7. Current Challenges and Research Directions**

Motivation

- Global representations have major limitations
- Instead, describe and match only local regions
- Increased robustness to
 - Occlusions
 - Articulation
 - Intra-category variations



Approach



Requirements

- Region extraction needs to be repeatable and precise
 - Translation, rotation, scale changes
 - (Limited out-of-plane (\approx affine) transformations)
 - Lighting variations
- We need a sufficient number of regions to cover the object
- The regions should contain “interesting” structure

Many Existing Detectors Available

- Hessian & Harris [Beaudet '78], [Harris '88]
- Laplacian, DoG [Lindeberg '98], [Lowe 1999]
- Harris-/Hessian-Laplace [Mikolajczyk & Schmid '01]
- Harris-/Hessian-Affine [Mikolajczyk & Schmid '04]
- EBR and IBR [Tuytelaars & Van Gool '04]
- MSER [Matas '02]
- Salient Regions [Kadir & Brady '01]
- Others...

Keypoint Localization

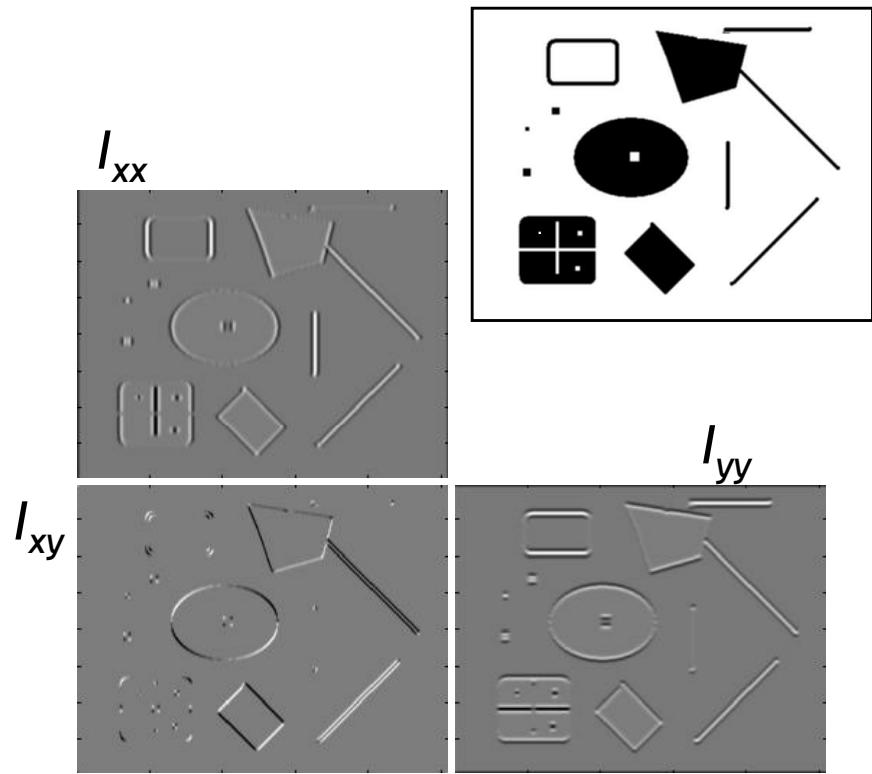


- **Goals:**
 - Repeatable detection
 - Precise localization
 - Interesting content
- ⇒ ***Look for two-dimensional signal changes***

Hessian Detector [Beaudet78]

- Hessian determinant

$$\text{Hessian}(I) = \begin{bmatrix} I_{xx} & I_{xy} \\ I_{xy} & I_{yy} \end{bmatrix}$$

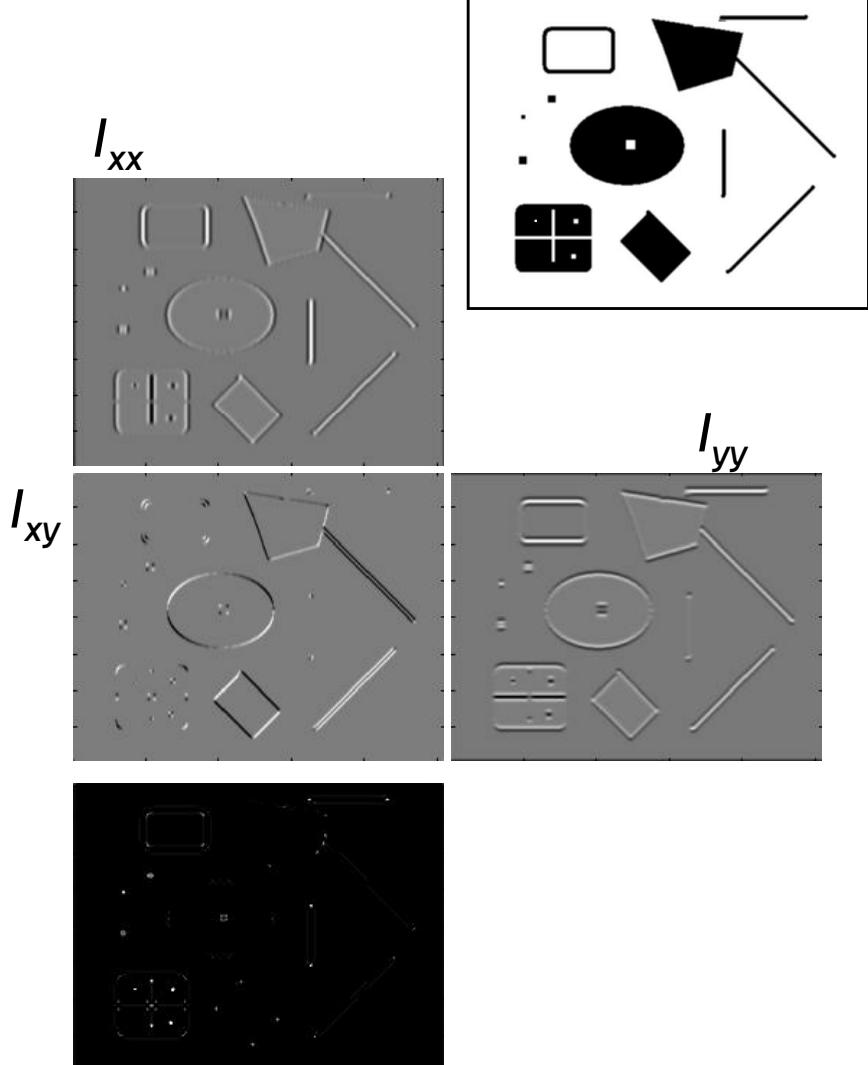


Intuition: Search for strong derivatives in two orthogonal directions

Hessian Detector [Beaudet78]

- Hessian determinant

$$\text{Hessian}(I) = \begin{bmatrix} I_{xx} & I_{xy} \\ I_{xy} & I_{yy} \end{bmatrix}$$

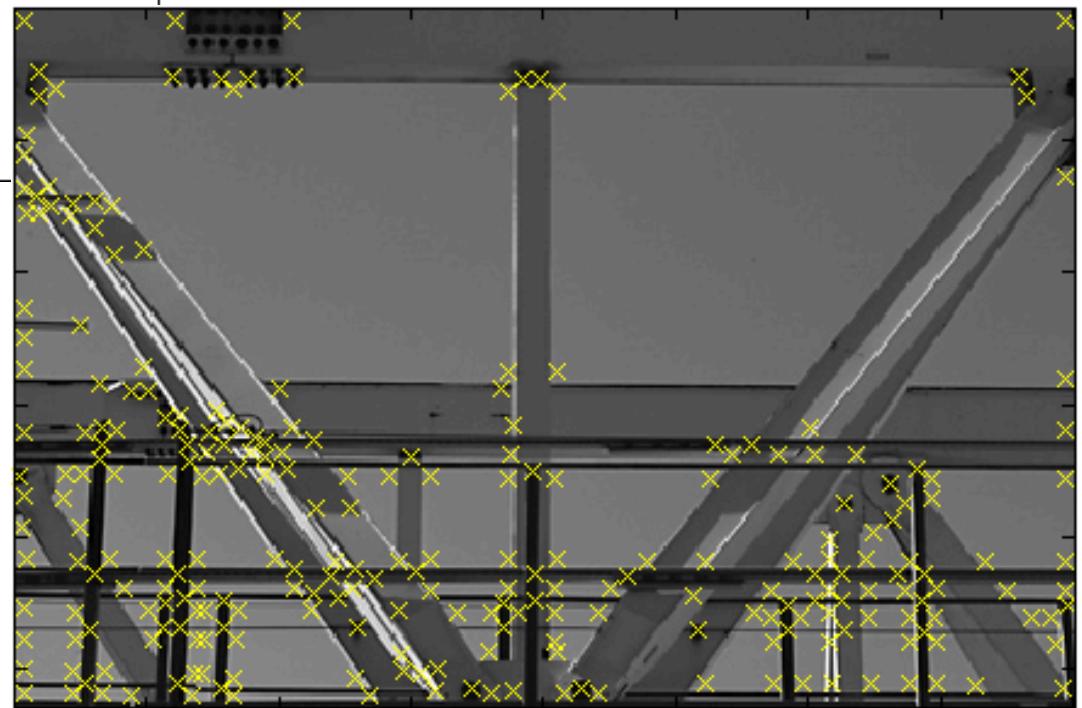
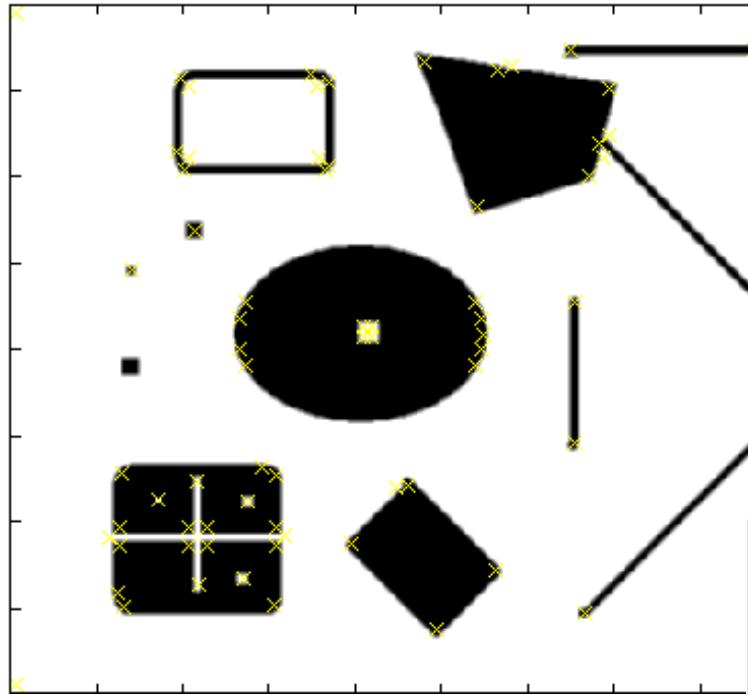


$$\det(\text{Hessian}(I)) = I_{xx}I_{yy} - I_{xy}^2$$

In Matlab:

$$I_{xx}.*I_{yy} - (I_{xy})^2$$

Hessian Detector – Responses [Beaudet78]



Effect: Responses mainly on corners and strongly textured areas.

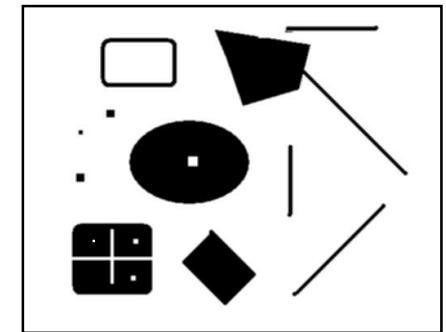
Hessian Detector – Responses [Beaudet78]



Harris Detector [Harris88]

- Second moment matrix
(autocorrelation matrix)

$$\mu(\sigma_I, \sigma_D) = g(\sigma_I) * \begin{bmatrix} I_x^2(\sigma_D) & I_x I_y(\sigma_D) \\ I_x I_y(\sigma_D) & I_y^2(\sigma_D) \end{bmatrix}$$

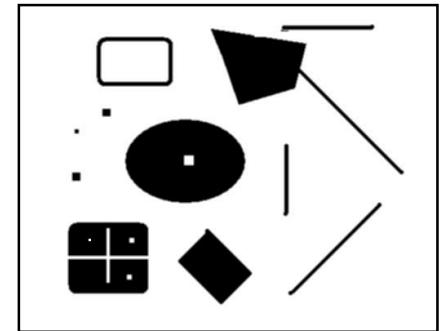


Intuition: Search for local neighborhoods where the image content has two main directions (eigenvectors).

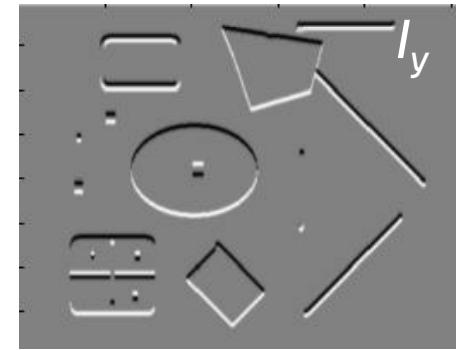
Harris Detector [Harris88]

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$$\mu(\sigma_I, \sigma_D) = g(\sigma_I) * \begin{bmatrix} I_x^2(\sigma_D) & I_x I_y(\sigma_D) \\ I_x I_y(\sigma_D) & I_y^2(\sigma_D) \end{bmatrix}$$



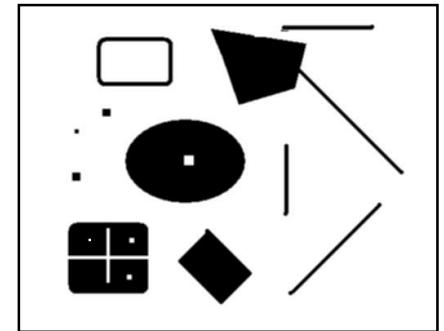
1. Image derivatives
 $g_x(\sigma_D)$, $g_y(\sigma_D)$,



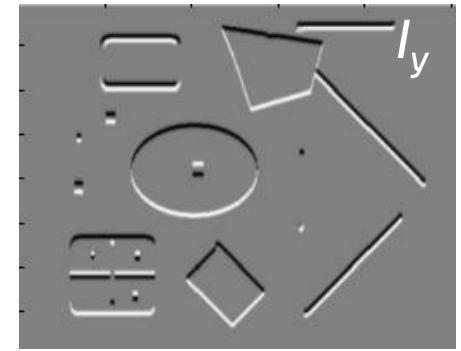
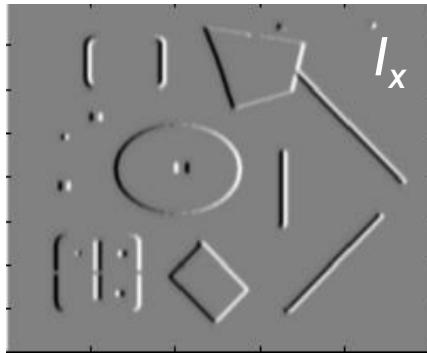
Harris Detector [Harris88]

- Second moment matrix
(autocorrelation matrix)

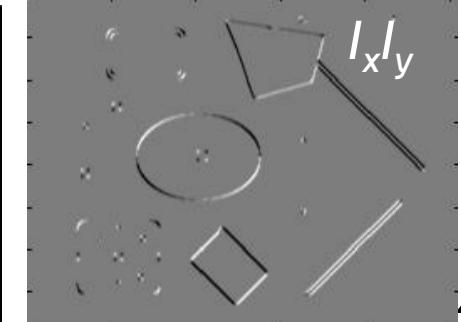
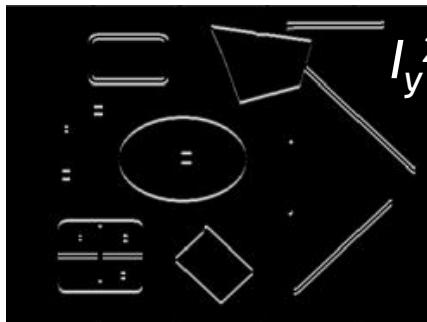
$$\mu(\sigma_I, \sigma_D) = g(\sigma_I) * \begin{bmatrix} I_x^2(\sigma_D) & I_x I_y(\sigma_D) \\ I_x I_y(\sigma_D) & I_y^2(\sigma_D) \end{bmatrix}$$



1. Image derivatives
 $g_x(\sigma_D), g_y(\sigma_D),$



2. Square of derivatives



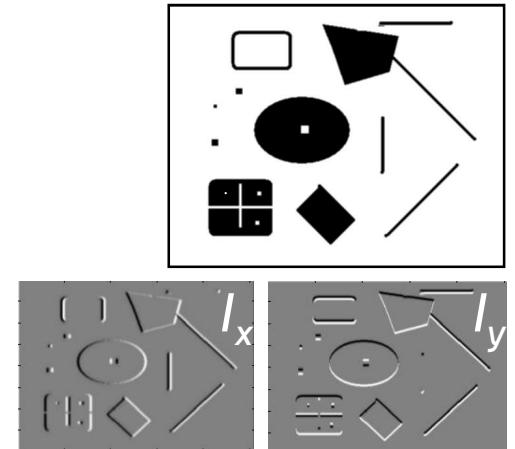
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Harris Detector [Harris88]

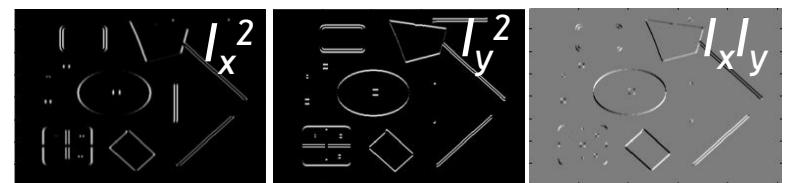
- Second moment matrix
(autocorrelation matrix)

$$\mu(\sigma_I, \sigma_D) = g(\sigma_I) * \begin{bmatrix} I_x^2(\sigma_D) & I_x I_y(\sigma_D) \\ I_x I_y(\sigma_D) & I_y^2(\sigma_D) \end{bmatrix}$$

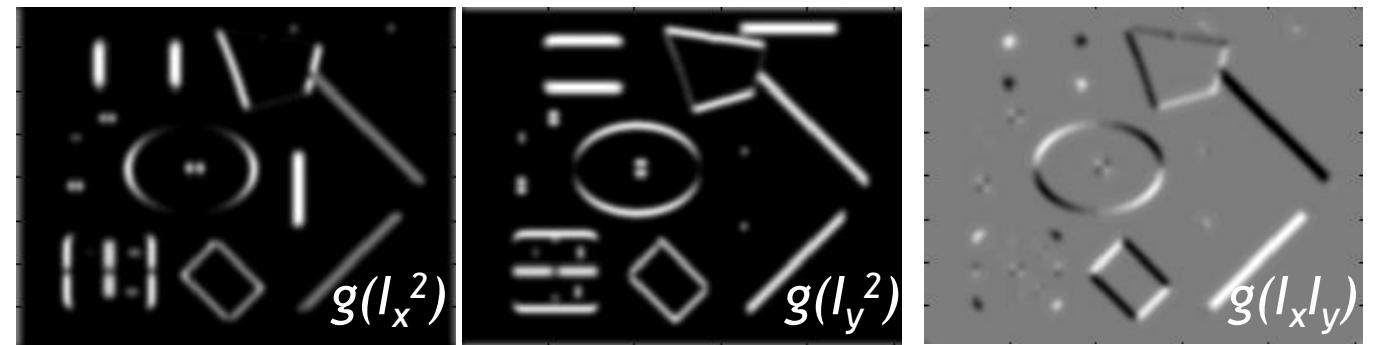
1. Image derivatives



2. Square of derivatives



3. Gaussian filter $g(\sigma_l)$

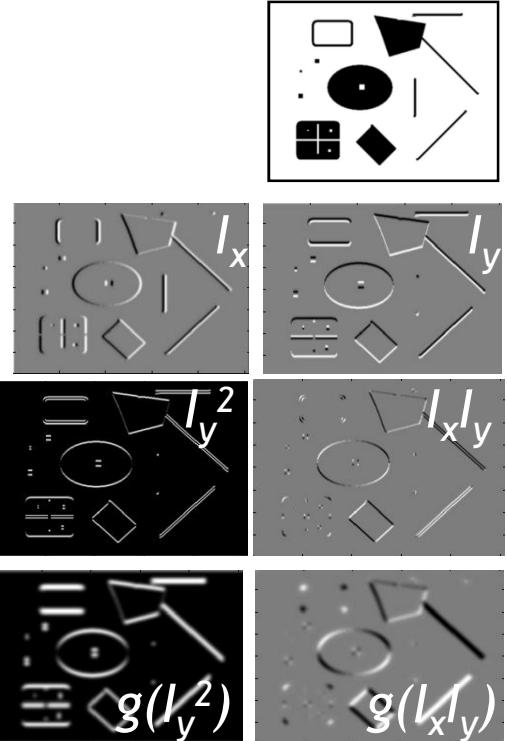


Harris Detector [Harris88]

- Second moment matrix (autocorrelation matrix)

$$\mu(\sigma_I, \sigma_D) = g(\sigma_I) * \begin{bmatrix} I_x^2(\sigma_D) & I_x I_y(\sigma_D) \\ I_x I_y(\sigma_D) & I_y^2(\sigma_D) \end{bmatrix}$$

1. Image derivatives



2. Square of derivatives

3. Gaussian filter $g(\sigma_l)$

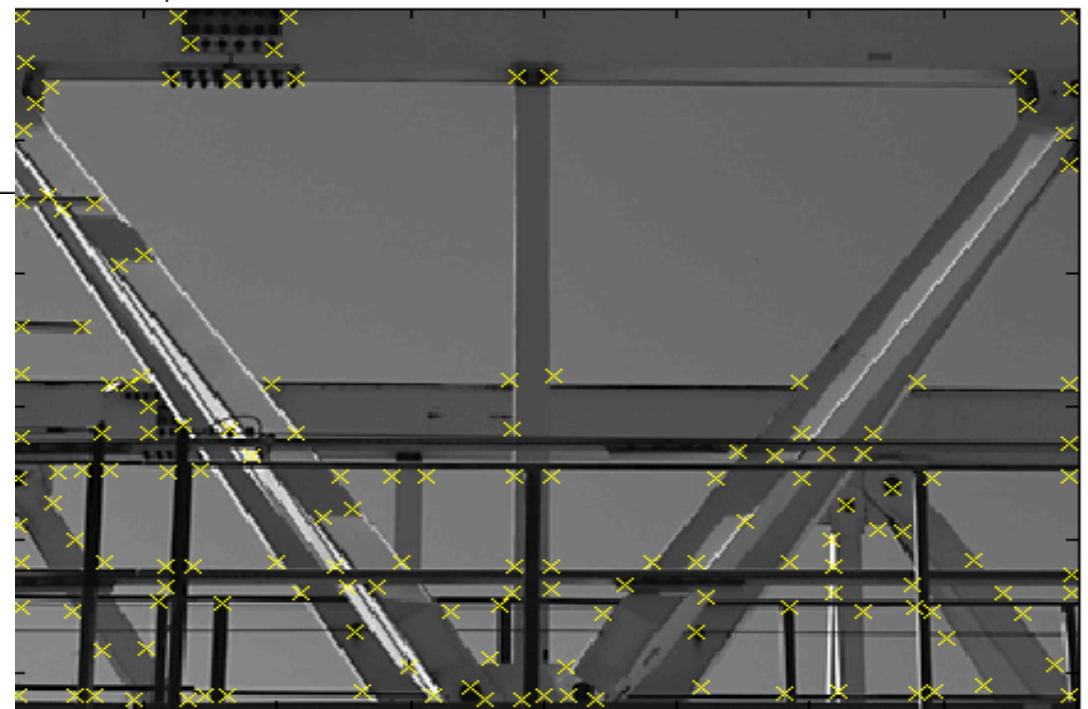
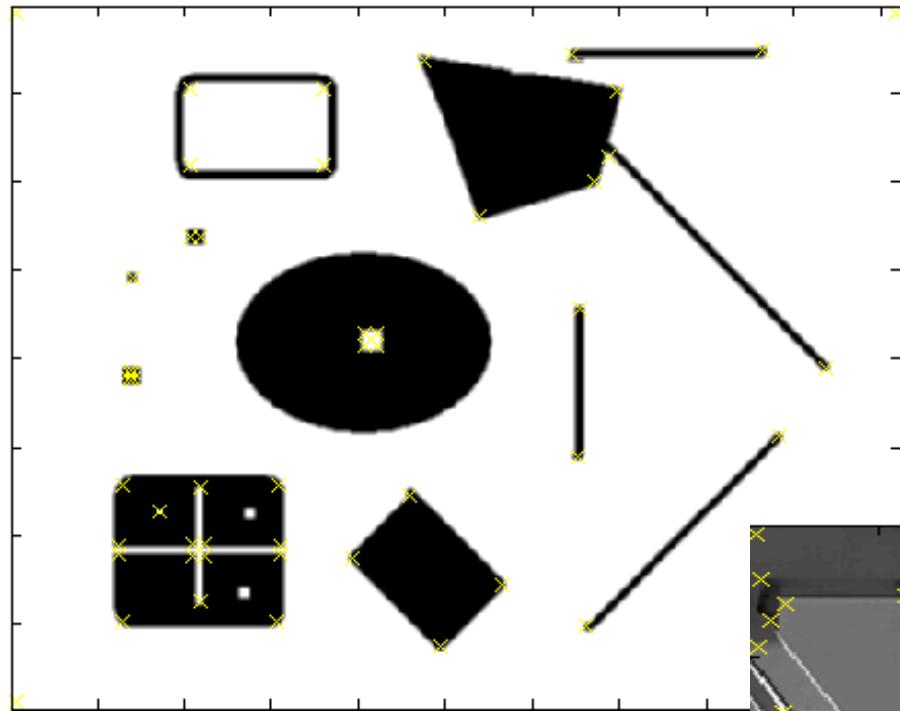
4. Cornerness function - both eigenvalues are strong

$$\begin{aligned} har &= \det[\mu(\sigma_I, \sigma_D)] - \alpha[\text{trace}(\mu(\sigma_I, \sigma_D))] = \\ &= g(I_x^2)g(I_y^2) - [g(I_x I_y)]^2 - \alpha[g(I_x^2) + g(I_y^2)]^2 \end{aligned}$$

5. Non-maxima suppression



Harris Detector – Responses [Harris88]

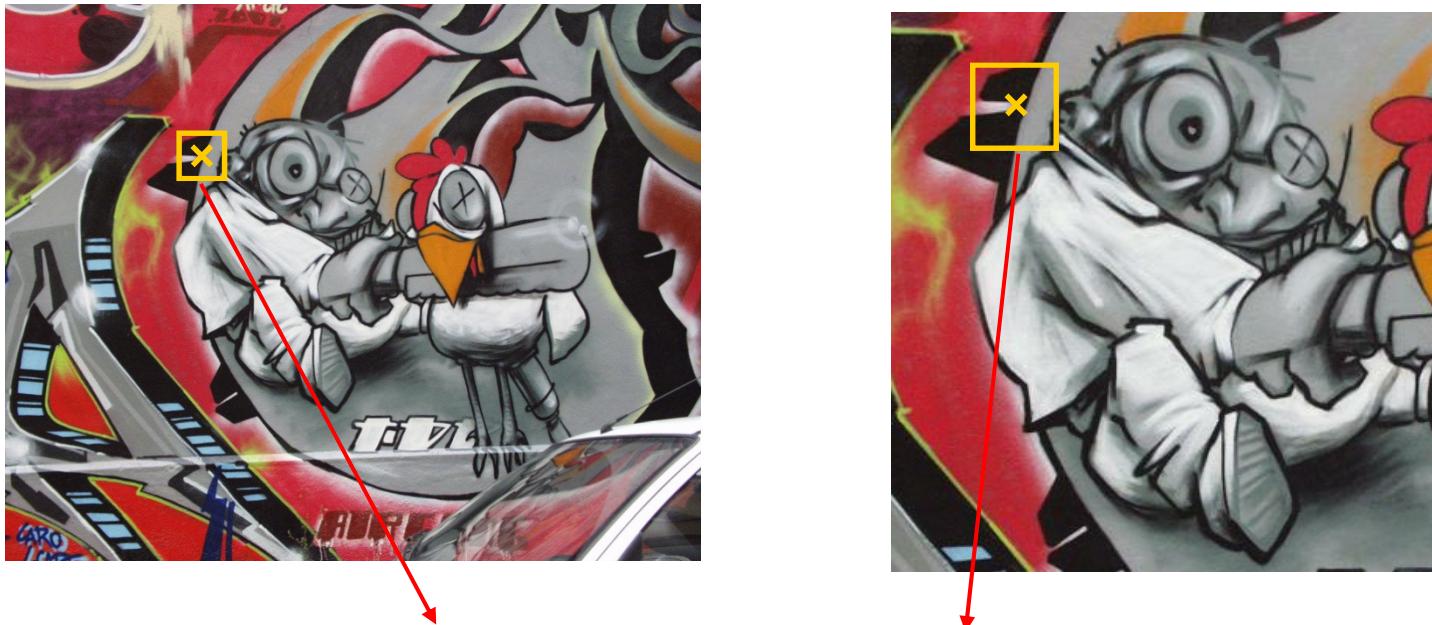


Effect: A very precise corner detector.

Harris Detector – Responses [Harris88]



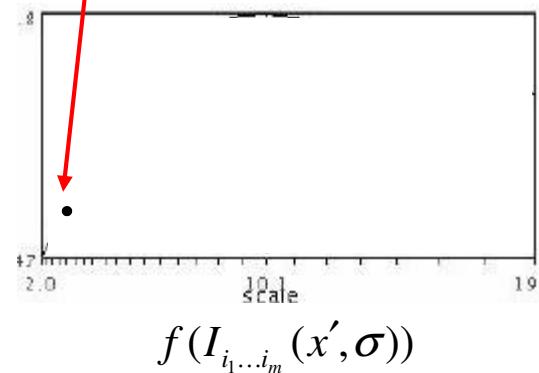
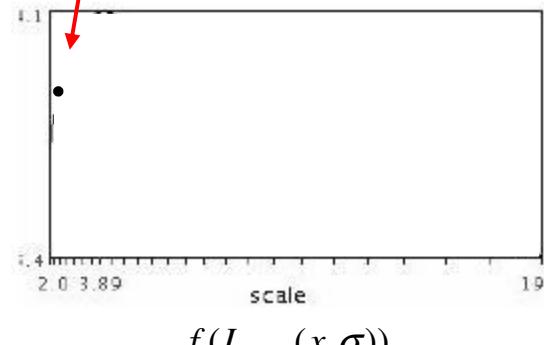
Automatic Scale Selection



Same operator responses if the patch contains the same image up to scale factor
How to find corresponding patch sizes?

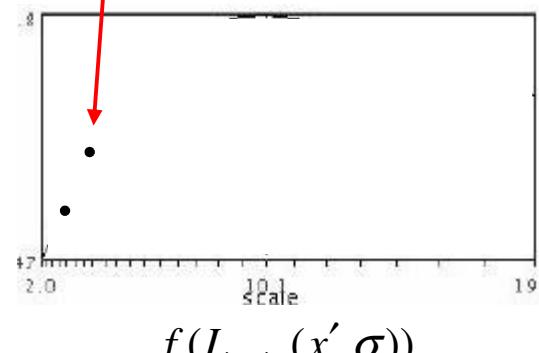
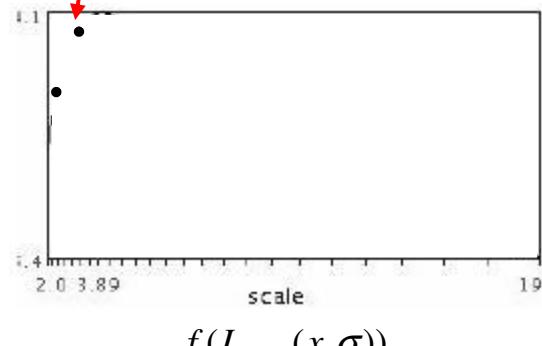
Automatic Scale Selection

- Function responses for increasing scale (scale signature)



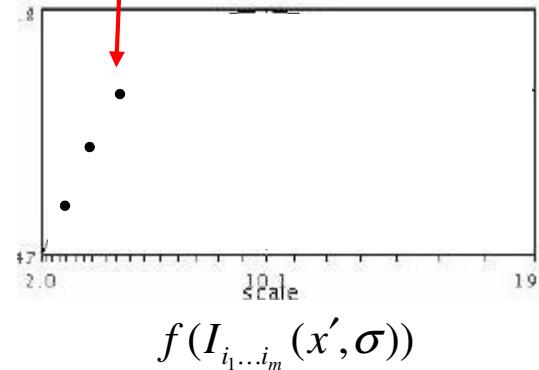
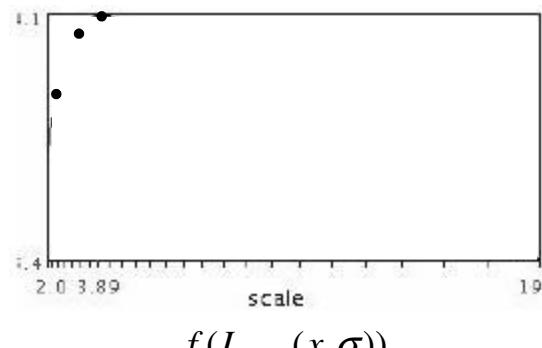
Automatic Scale Selection

- Function responses for increasing scale (scale signature)



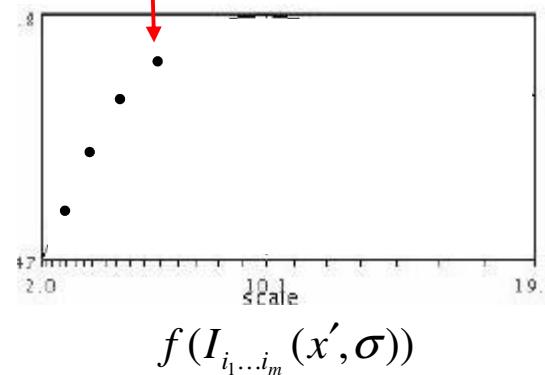
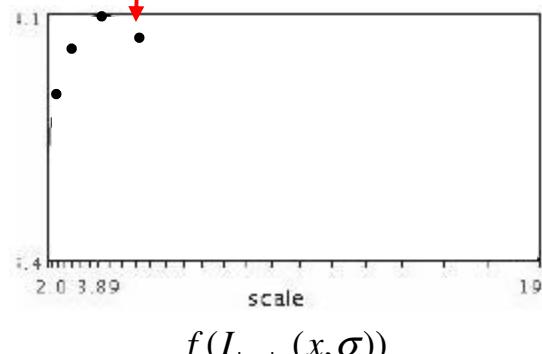
Automatic Scale Selection

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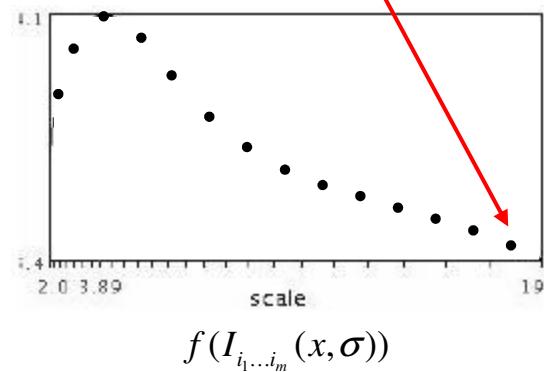
Automatic Scale Selection

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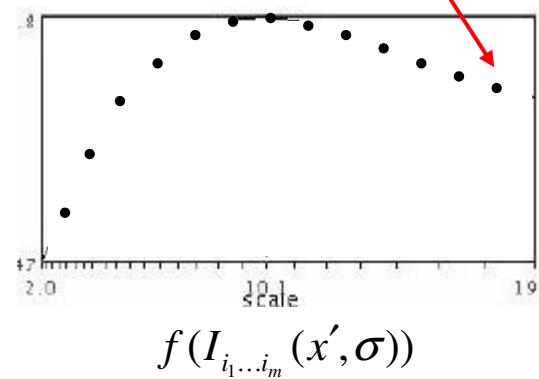


Automatic Scale Selection

- Function responses for increasing scale (scale signature)

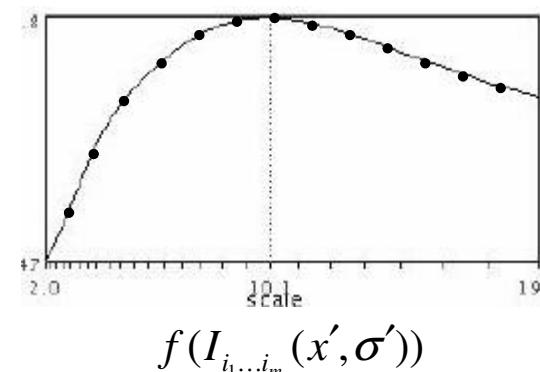
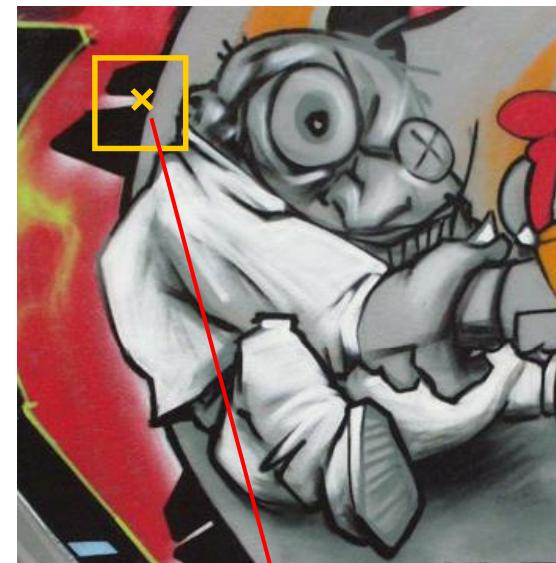
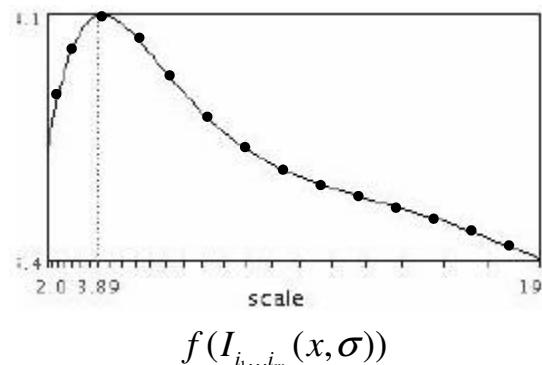


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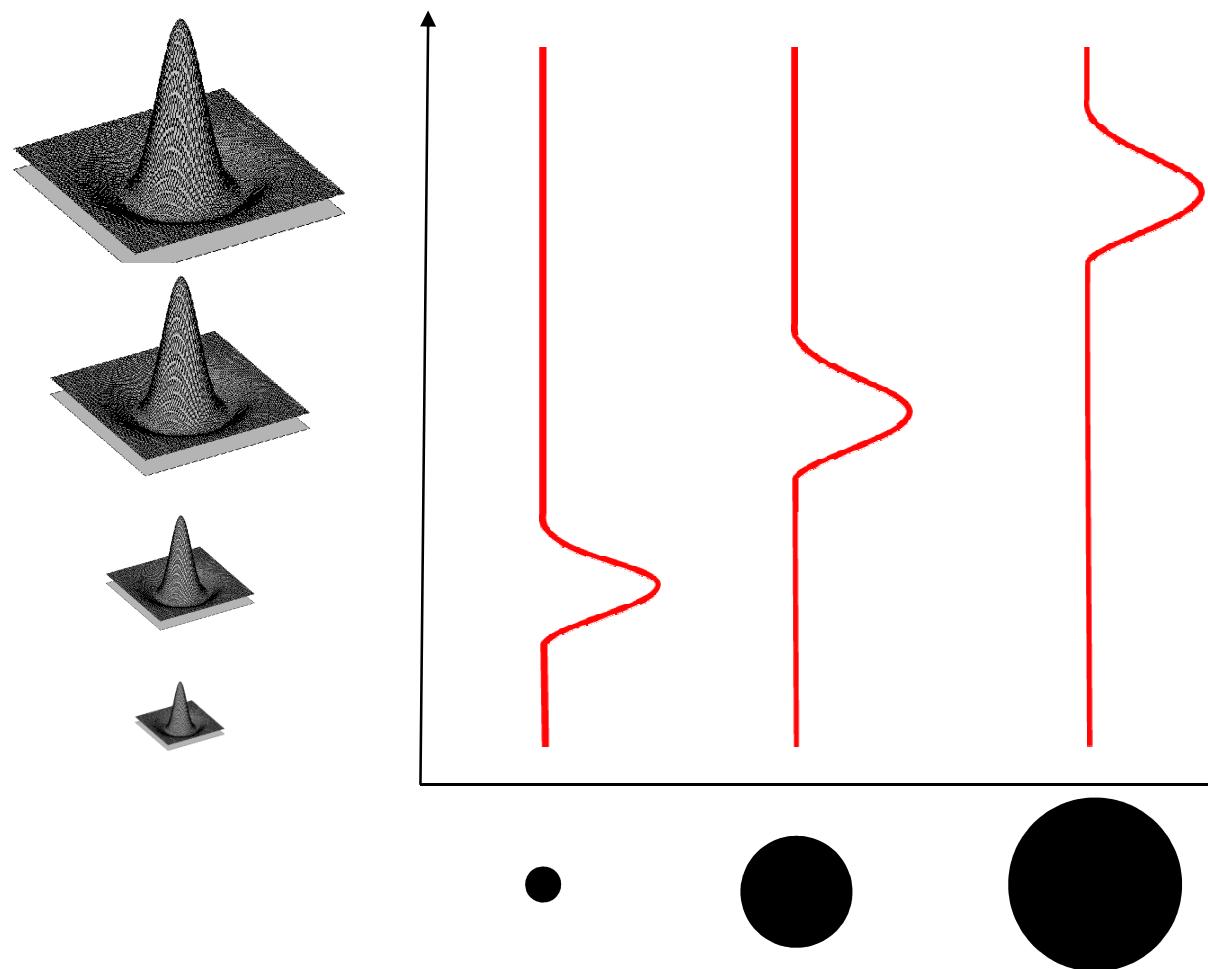
Automatic Scale Selection

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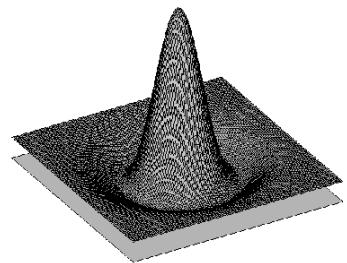
What Is A Useful Signature Function?

- Laplacian-of-Gaussian = “blob” detector



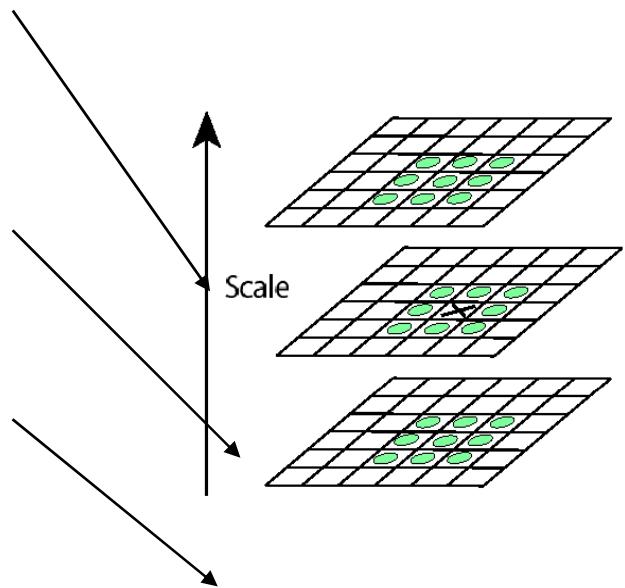
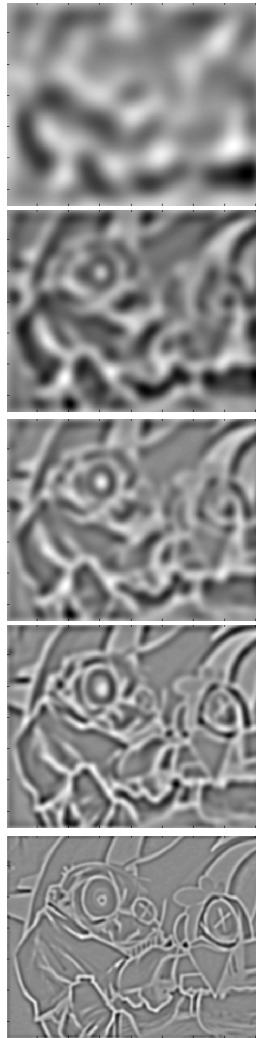
Laplacian-of-Gaussian (LoG)

- Local maxima in scale space of Laplacian-of-Gaussian



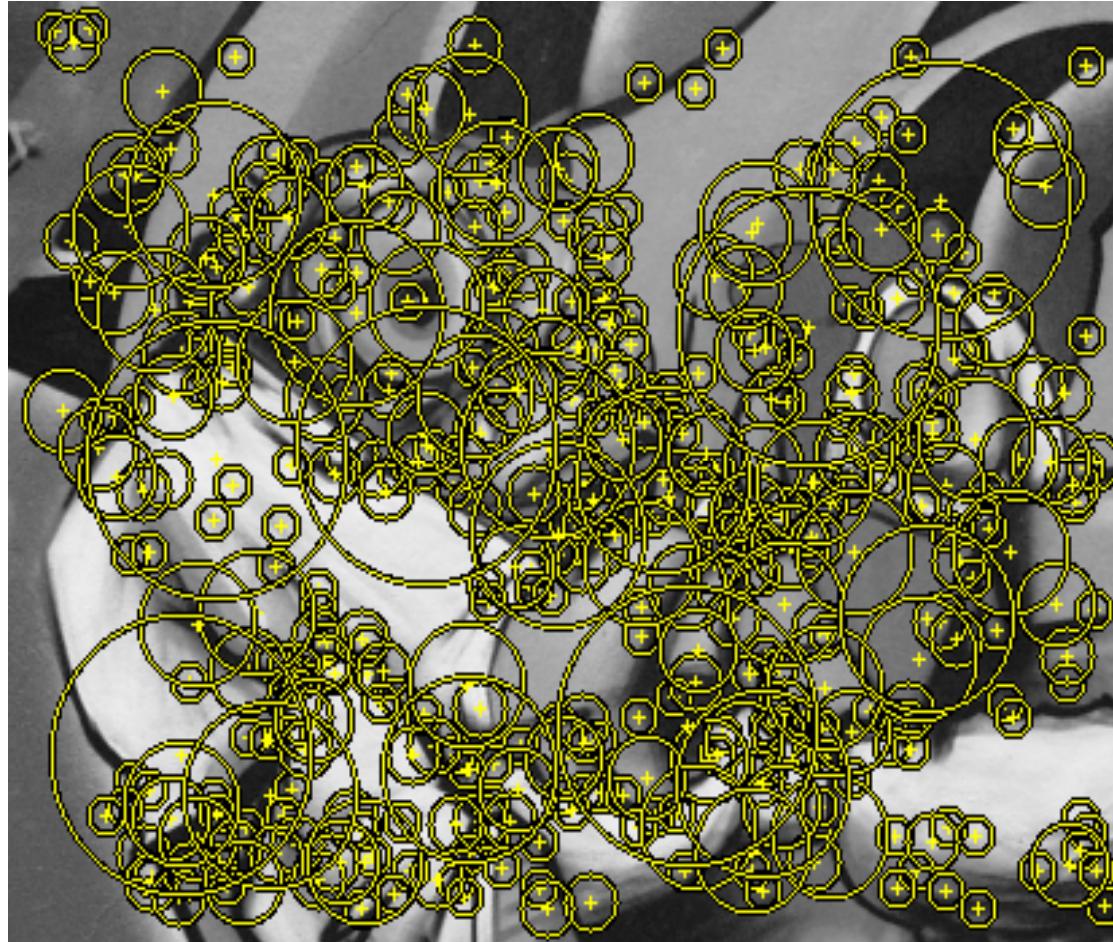
$$L_{xx}(\sigma) + L_{yy}(\sigma) \rightarrow \sigma^3$$

Diagram illustrating the computation of the Laplacian of a Gaussian (LoG) at different scales. A central equation shows the sum of second-order spatial derivatives (L_{xx} and L_{yy}) resulting in a value proportional to σ^3 . Four arrows point from this central equation to specific scales: σ^5 , σ^4 , σ^3 , and σ^2 .



⇒ List of
(x, y, s)

Results: Laplacian-of-Gaussian



Difference-of-Gaussian (DoG)

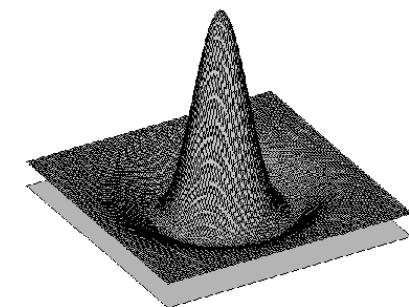
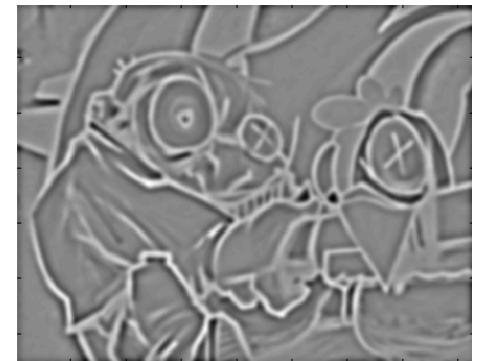
- Difference of Gaussians as approximation of the Laplacian-of-Gaussian



-

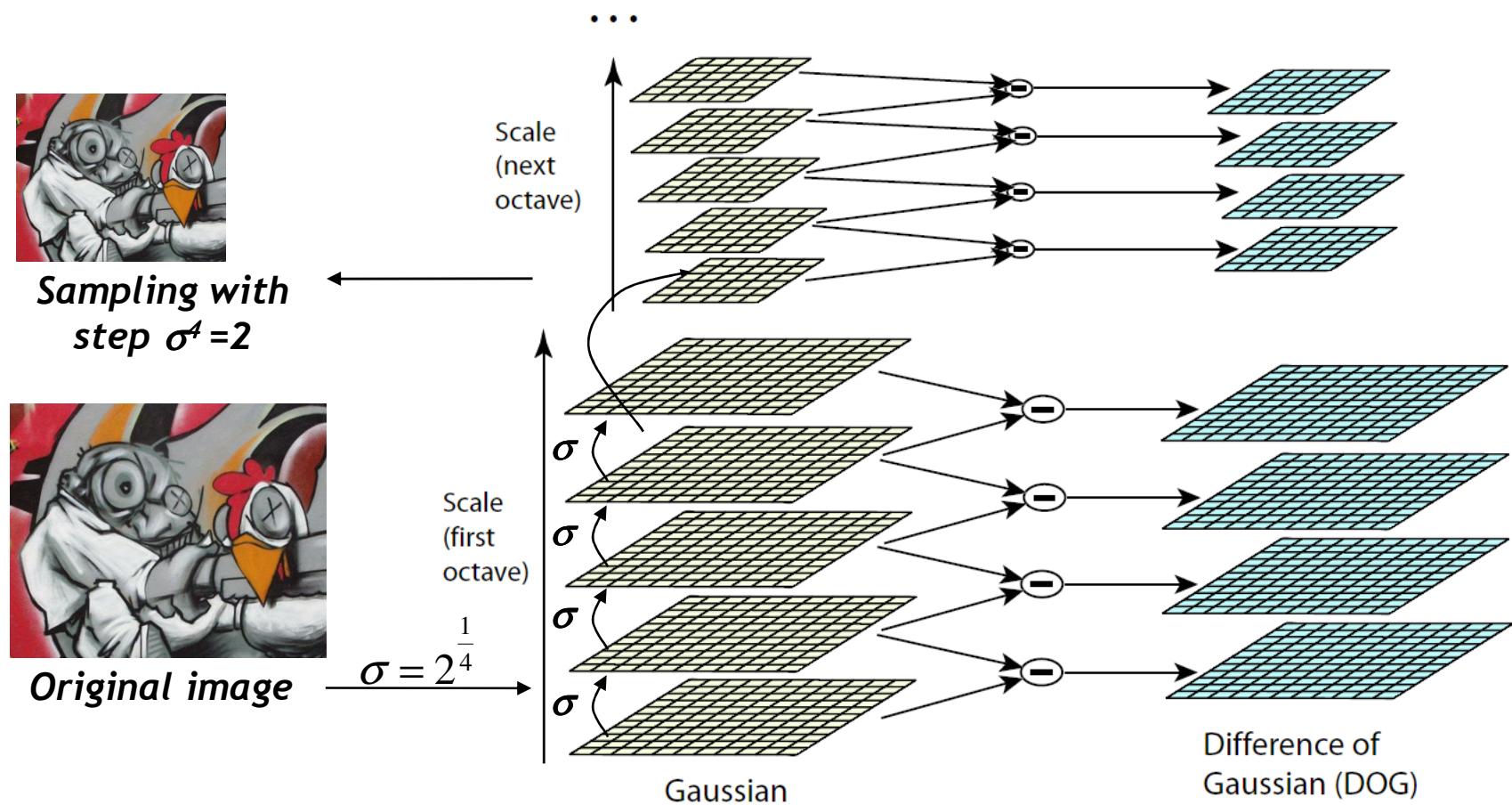


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DoG - Efficient Computation

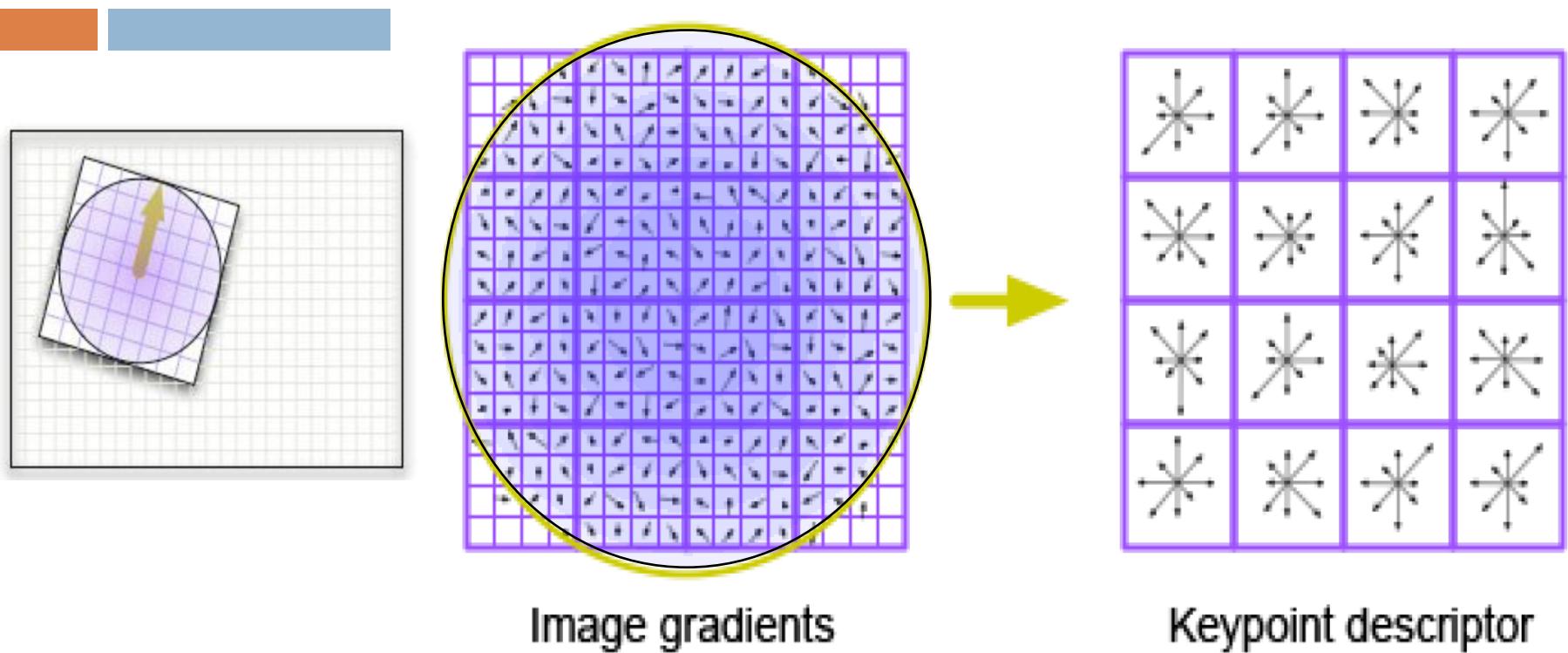
- Computation in Gaussian scale pyramid



Results: Lowe's DoG



Building a Descriptor



- Actual implementation uses 4×4 descriptors from 16×16 which leads to a $4 \times 4 \times 8 = 128$ element vector