

# Biological Vision and Applications

## Module 05-04: Context-based attention models



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# Context-based Model

A comprehensive model for top-down + bottom-up attention

$$P(O \mid v_l, v_c) = \frac{1}{P(v_l \mid v_c)} \cdot (v_l \mid O, v_c) \cdot \underline{P(O \mid v_c)}$$

Substituting  $O = (o, x, \sigma)$  and expanding:

$$P(O \mid v_c) = P(\sigma \mid x, o, v_c) \cdot P(x \mid o, v_c) \cdot P(o \mid v_c)$$

Conditional independence:  $P(v_l \mid O, v_c) = P(v_l \mid O)$

Substituting and rearranging:

$$P(O \mid v_l, v_c) = \underbrace{\frac{1}{P(v_l \mid v_c)}}_{(1)} \cdot \underbrace{P(v_l \mid O)}_{(3)} \cdot P(\sigma \mid x, o, v_c) \cdot \underbrace{P(x \mid o, v_c) \cdot P(o \mid v_c)}_{(2)}$$

# 1. Bottom-up saliency (task-independent)

What catches spontaneous attention

- $1/P(v_I | v_c)$ :
  - ▶ How unlikely is  $v_I$  given a context  $v_c$ 
    - ▶ Independent of object hypothesis  $O$
    - ▶ surprise factor
  - ▶ Represents bottom-up saliency
  - ▶ Bayesian model brings in experiential factor (temporal)

## 2. Top-down saliency (task specific)

Where to look for

- $P(x | o, v_c).P(o | v_c)$ 
  - ▶  $P(o | v_c)$ : Prob of an object class to appear in a context
  - ▶  $P(x | o, v_c)$ : Prob of an object class to appear at a certain location in a context
    - ▶ ... given that it appears
- $P(x | o, v_c).P(o | v_c) = P(o, x | v_c)$ :
  - ▶ Represents the task-specific context-driven saliency of location

### 3. Appearance model (task specific)

What to look for

- $P(v_I | O).P(\sigma | x, o, v_c)$ 
  - ▶  $P(\sigma | x, o, v_c)$ : appearance (scale, orientation) of the object
    - ▶ ... when it appears at a certain location
  - ▶  $P(v_I | O) = P(v_I | o, x, \sigma)$ : The expected visual features
    - ▶ ... when the object appears at a certain location with a certain appearance

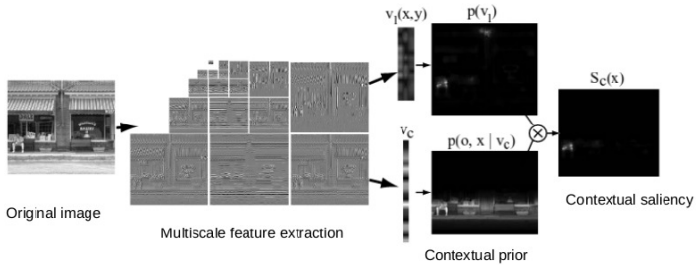
# In Summary

$$P(O | v_l, v_c) = \underbrace{\frac{1}{P(v_l | v_c)}}_{(1)} \cdot \underbrace{P(v_l | O) \cdot P(\sigma | x, o, v_c)}_{(3)} \cdot \underbrace{P(x | o, v_c) \cdot P(o | v_c)}_{(2)}$$

1. Bottom-up saliency ( $s_b$ ):  $\frac{1}{P(v_l | v_c)}$ 
    - ▶ What spontaneously draws attention
  2. Top-down saliency ( $s_t$ ):  $P(o, x | v_c) = P(x | o, v_c) \cdot P(o | v_c)$ 
    - ▶ Where to look for for an object class
  3. Visual features ( $v$ ):  $P(v_l | o, x, \sigma) \cdot P(\sigma | x, o, v_c)$ 
    - ▶ What to look for at a certain location to detect an object
- Overall saliency (where):  $s_c = s_b \times s_t$
  - Feature to look for (what):  $v$

## Local Computations

Image conspicuity



## Global Computations

## Quiz 05-04

End of Module 05-04