COMP 9517 Computer Vision

Segmentation and Feature Tracking

Curve and Segmentation

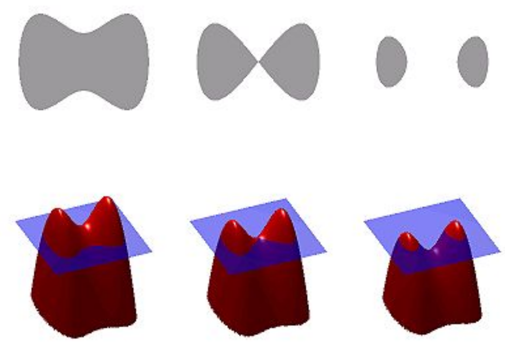
- Curve corresponding to object boundaries are common, especially in natural environment
- One approach to segmentation is to locate object boundaries

Active Contours

- Aim: to locate boundary curves in images
- How: boundary detectors iteratively move towards their final solution under the combination of *image , smoothness and optional user-guidance forces*

Active Contours

- Examples of implementations:
  - Snakes
  - Level sets



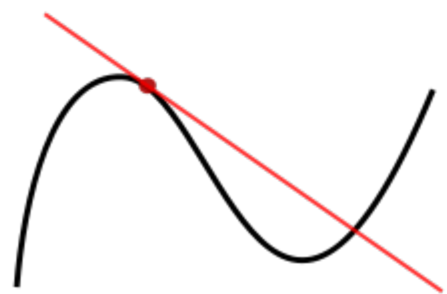
- Active contours can also be used in a wide variety of object-tracking applications

Global Optimisation

- Formulate the goals of the desired transformation using some optimisation criterion, and then infer the solution that best meets this criterion
- Finding a smooth surface that passes through a set of measured data points
  - Ill-posed
    - Many possible surfaces can fit this data
  - Ill-conditioned
    - Small changes in the input can sometimes lead to large changes in the fit
  - Inverse problems
    - Recover the unknown function form which data point were sampled
- Therefore, regularisation is needed
  - To fit models to data that badly underconstrained the solution space

Global Optimisation

- In order to quantify what it means to find a smooth solution, we can define a norm on the solution space
- The **derivative** is a measure of how a function changes as its input changes.



  - a derivative can be thought of as how much one quantity is changing in response to changes in some other quantity
  - for example, the derivative of the position of a moving object with respect to time is the object's instaneous velocity

$$m = \frac{\Delta f(x)}{\Delta x} = \frac{f(x+h) - f(x)}{(x+h) - (x)} = \frac{f(x+h) - f(x)}{h}.$$

Global Optimisation

- For one dimensional function f(x), to find a smooth solution, we can
  - Integrate the squared first derivative of the function

$$\varepsilon_1 = \int f_x^2(x)dx$$

  - Integrate the squared second derivative

$$\varepsilon_2 = \int f_{xx}^2(x)dx$$

- For two dimensions(e.g. for images), the corresponding smoothness functions are（partial derivative)

$$\varepsilon_1 = \int f_x^2(x,y) + f_y^2(x,y)dxdy = \int \|\nabla f(x,y)\|^2 dxdy$$

$$\varepsilon_2 = \int f_{xx}^2(x,y) + 2f_{xy}^2(x,y) + f_{yy}^2(x,y)dxdy$$

Snakes

- Snakes are a two-dimensional generalisation of the 1-D energy minimising splines

$$\varepsilon_{\text{int}} = \int \alpha(s) \left\| f_s(s) \right\|^2 + \beta(s) \left\| f_{ss}(s) \right\|^2 ds$$

- Discretised version of the energy function

$$E_{\text{int}} = \int \alpha(s) \left\| f(i+1) - f(i) \right\|^2 / h^2 + \beta(s) \left\| f(i+1) - 2f(i) + f(i-1) \right\|^2 / h^4$$

- Additional external image-based and constraint -based potentials

$$\varepsilon_{image} = \omega_{line}\varepsilon_{line} + \omega_{edge}\varepsilon_{edge} + \omega_{term}\varepsilon_{term}$$

Snakes

- In practice, only the edge term is used
  - Directly proportional to the image gradients

$$E_{edge} = \sum_i -\left\|\nabla I(f(i))\right\|^2$$

  - A smoothed version of the image Laplacian

$$E_{edge} = \sum_i -\left\|(G_\delta \circ \nabla^2 I)(f(i))\right\|^2$$

  - A distance map to the edges
- User-placed constraints

$$E_{spring} = k_i \left\| f(i) - d(i) \right\|^2$$

Snakes

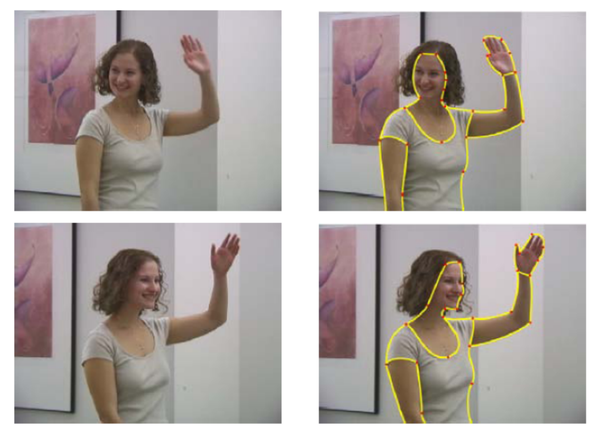
- Put them together

$$E = E_{\text{int}} + E_{image} + E_{spring}$$

- Let E to be zero, the energy E can be iteratively minimised by moving the curve

(a)

(b)



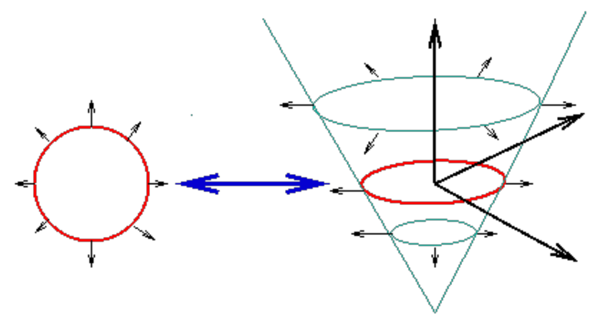
Dynamic Snakes

- When the object of interest is being tracked from frame to frame prediction of new estimates is needed
- How? Using dynamic models:
  - Kalman Filtering
  - Particle Filtering

Level Set Methods

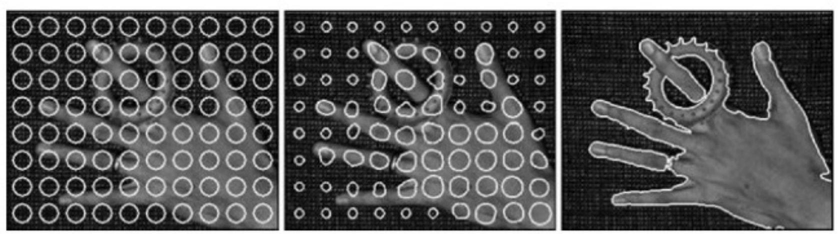
- Limitations of active contours based on parametric curves:
  - It is challenging to change the topology of the curve as it evolves
  - Curve reparameterisation may be required when the shape changes dramatically
- Use the zero crossing of a signed distance function to define the curve

$$\frac{\partial \varphi}{\partial t} = v|\nabla \varphi|.$$



Level Set Methods

- Geodesic active contour use edge potential
- Recent approaches recast the problem in a segmentation framework where the energy measures the consistency of the image statistics inside and outside the segmented regions



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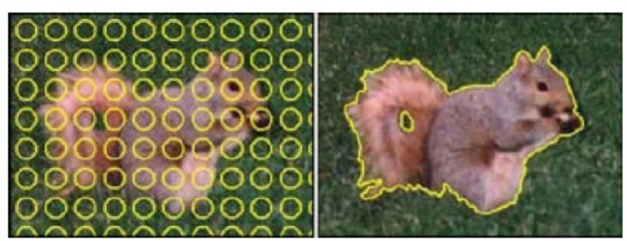
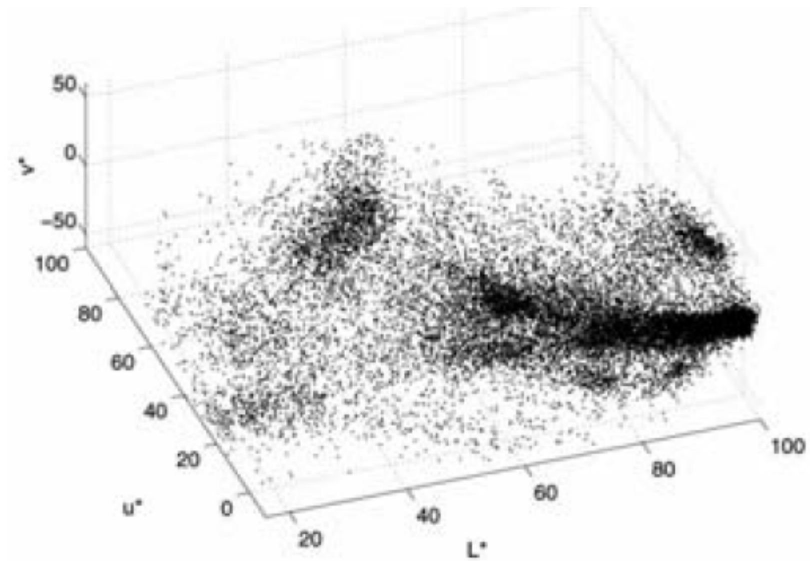


Mean Shift and Model Finding

- How would you segment this image based on colour alone?



Mean Shift and Model Finding

- K-means use a parametric model of the density function to answer this question
  - Assume the density is the superposition of a small number of simple distributions (e.g., Guassians) whose locations(centres) and shape(covariance) can be estimated
- Mean shift smoothes the distribution and finds its peaks as well as the regions of feature space that correspond to each peak (non-parametric)

K-mean Clustering

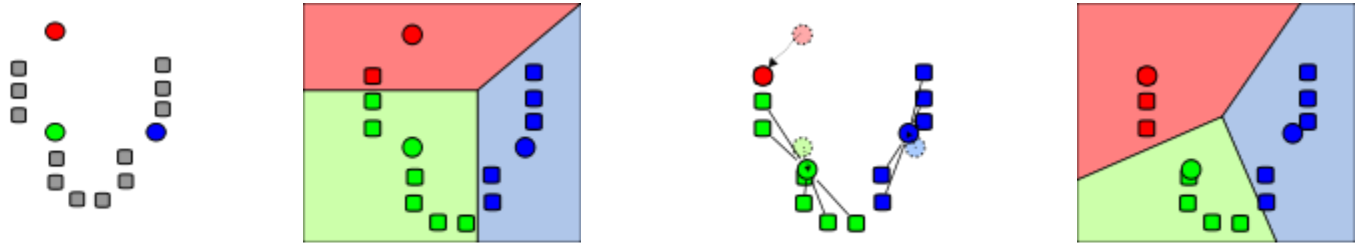
- K-mean
  - Models the probability density as a superposition of spherically symmetric distributions
  - Given the number of clusters k
  - Randomly initialises sampling centres
  - Iteratively updates the cluster centre location based on the samples that are closest to each centre
  - Techniques exist for splitting or merging cluster centres to accelerating the process

K-means Clustering

- *Iterative K-means clustering*
  - Set iteration count *ic* to 1
  - Randomly choose a set of K means $m_1(1)$, $m_2(1)$,…,$m_K(1)$
  - For each vector x_i compute distance $D(x_i, m_k(ic))$ for each $k = 1,…,K$ and assign x_i to the cluster C_j with the nearest mean
  - Increment ic by 1 and update the means to get a new set $m_1(ic)$, $m_2(ic)$,…,$m_K(ic)$
  - Repeat step 3 and 4 until $C_k(ic) = C_k(ic + 1)$ for all k

K-means Clustering

- *Iterative K-means clustering*



K-means and Mixtures of Gaussians

- Mixtures of Gaussians
  - Beside means, each cluster centre is augmented by a covariance matrix re-estimated from the corresponding samples
  - Instead of using nearest neighbours to associate input samples with cluster centres, a Mahalanobis distance is used

$$d(x_i, \mu_k; \Sigma_k) = \left\| x_i - \mu_i \right\|_{\sum_k^{-1}} = (x_i - \mu_k)^T \textstyle\sum_k^{-1} (x_i - \mu_k)$$

    - Assassinated with the nearest cluster centre
    - Softly assigned to several nearby clusters
  - Corresponding to iteratively re-estimating the parameters for a mixture of Gaussians density function

$$p(x \mid \{x_i, \mu_k, \Sigma_k\}) = \sum_k \pi_k N(x \mid \mu_k, \Sigma_k)$$

$$N(x \mid \mu_k, \Sigma_k) = \frac{1}{|\Sigma_k|} e^{-d(x_i, \mu_k; \Sigma_k)}$$

K-means and Mixtures of Gaussians

- Mixtures of Gaussians
  - Expectation maximisation (EM) can be used to iteratively compute maximum likely estimate for the unknown mixture parameters
    - The expectation stage (E step) estimates the responsibilities

$$z_{ik} = \frac{1}{Z_i} \pi_k N(x_i \mid \mu_k, \Sigma_k)$$

How likely a sample was generated from cluster k

$$\sum_k z_{ik} = 1$$

    - The maximisation stage (M step) updates the parameter values

$$\mu_k = \frac{1}{N_k} \sum_i z_{ik} x_i$$

$$\Sigma_k = \frac{1}{N_k} \sum_i z_{ik} (x_i - \mu_k)(x_i - \mu_k)^T$$

$$\pi_k = \frac{N_k}{N}$$

$$N_k = \sum_i z_{ik}$$

No of samples in cluster k

Mean Shift

- Mean Shift
  - A procedure for locating the maxima of a density function given *discrete data* sampled from that function
  - Using a smooth continuous non-parametric model to models the probability density function being segmented
  - Efficiently finding peaks in this high-dimensional data distribution without ever computing the complete function explicitly

Mean Shift

- Mean Shift
  - Convolving with a fixed kernel function (kernel density estimation)

$$f(x) = \sum_i K(x - x_i) = \sum_i k\left(\frac{\|x - x_i\|^2}{h^2}\right)$$

  - Calculate the gradient

$$\nabla f(x) = \sum_i (x_i - x) g\left(\frac{\|x - x_i\|^2}{h^2}\right) = \sum_i (x_i - x) G(x - x_i), g(r) = -k'(r) \Rightarrow$$

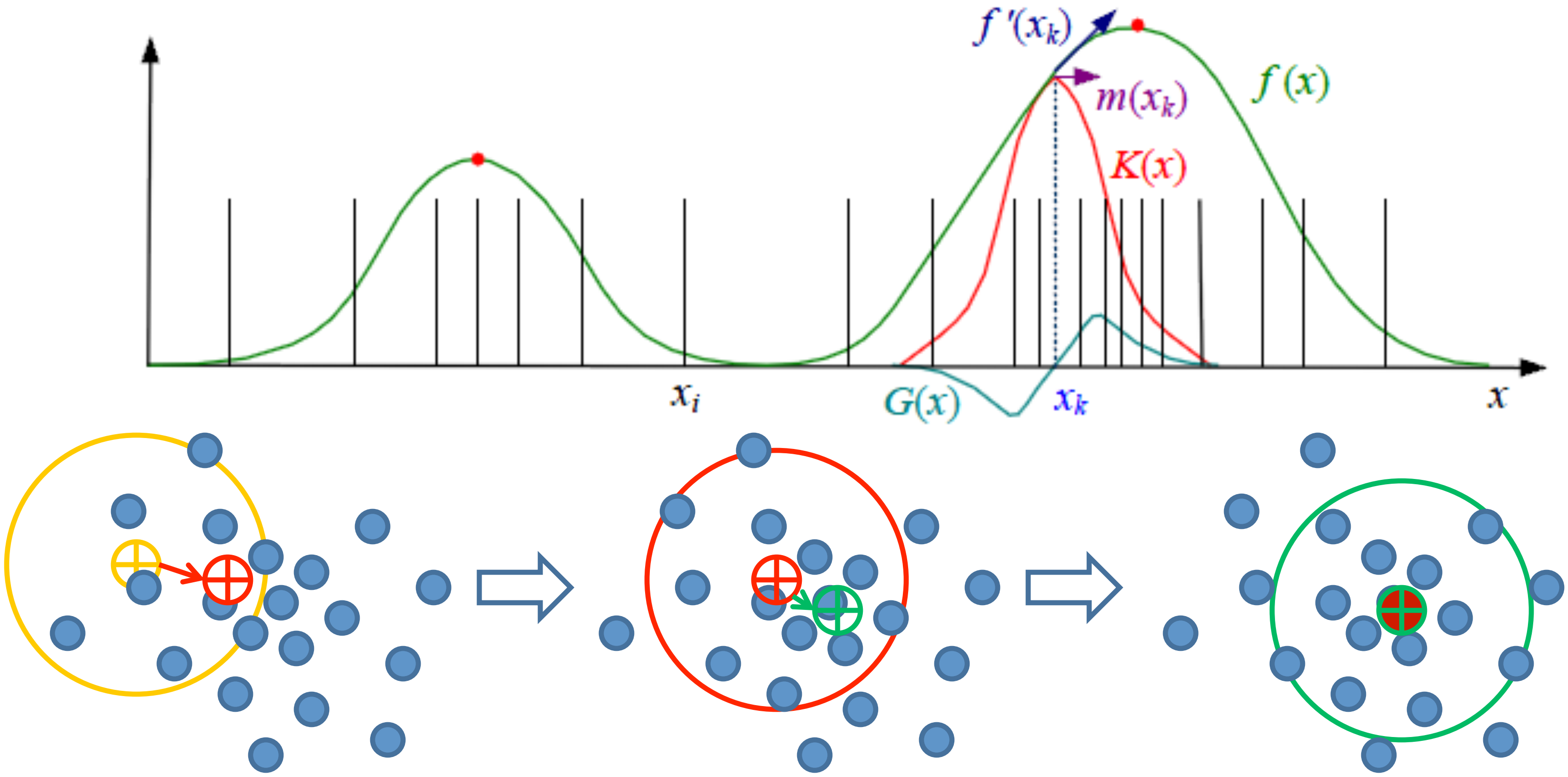
$$\nabla f(x) = \left[\sum_i G(x - x_i)\right] m(x), G = DeviativeKernel$$

where the vector $m(x) = \frac{\sum_i x_i G(x - x_i)}{\sum_i G(x - x_i)} - x$ is called ***mean shift***, which is the difference between the weighted mean of the neighbours x_i around x and the current value of x

  - The current estimate $y_{k+1} = y_k + m(y_k) = \frac{\sum_i x_i G(y_k - x_i)}{\sum_i G(y_k - x_i)}$

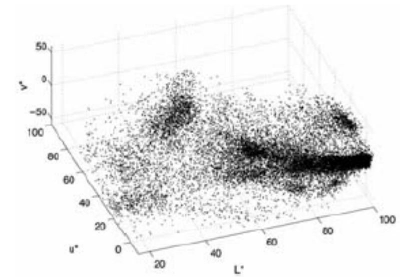
Mean Shift

- Mean Shift
  - the weighted nearby points for re-estimation of the mean



Mean Shift

(a)



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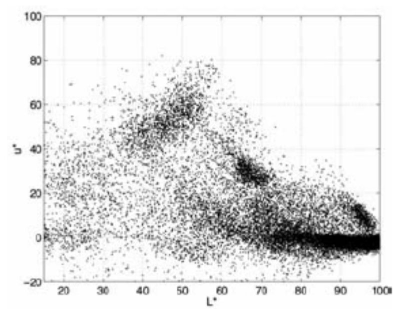
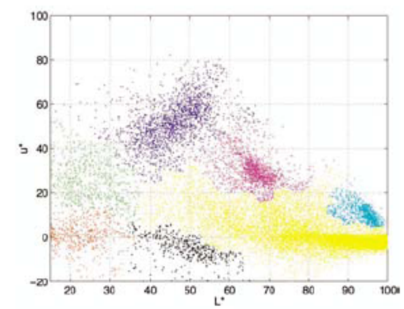
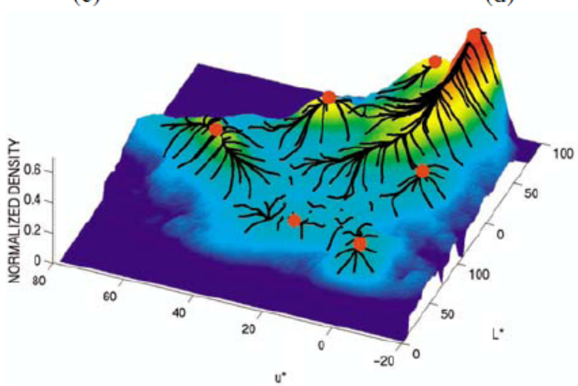


(c)



(d)



(e)

Mean Shift

- Mean Shift for Visual Tracking
  - The mean shift algorithm can be used for visual tracking
  - Create a confidence map in the new image based on colour histogram of the object in the previous image
  - Tracking target object in sequence by matching colour density
  - Use mean shift to find the peak of a confidence map near the object's old position

References and Acknowledgements

- Chapter 3, 5 Szeliski 2010
- Shapiro and Stockman 2001
- Some images drawn from Szeliski 2010 and web
- Other references:
  - T.F. Cootes and C.J. Taylor and D.H. Cooper and J. Graham. "Active shape models - their training and application". *CVIU, 1995*.
  - D. Comaniciu, V. Ramesh, and P. Meer. Real-time tracking of non-rigid objects using mean shift. CVPR, 2000