

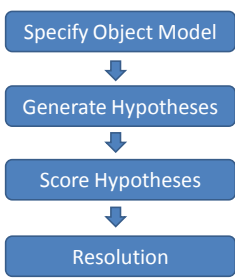
EEE422/6082 Computational Vision

Keypoint-based Recognition

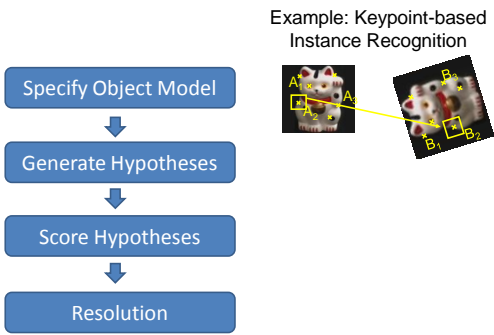
Ling Shao

Many slides from Derek Hoiem

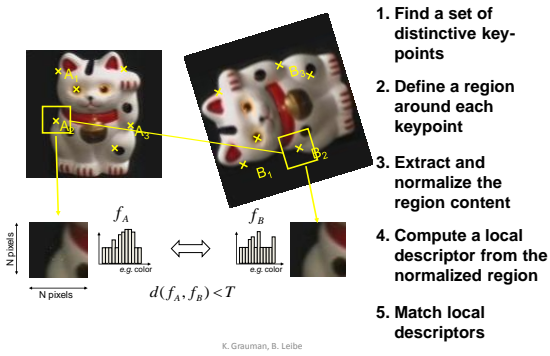
General Process of Object Recognition



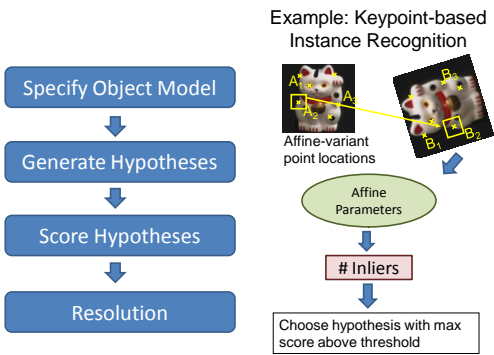
General Process of Object Recognition



Overview of Keypoint Matching



General Process of Object Recognition

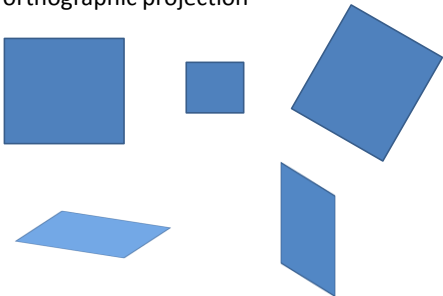


Matching Keypoints

-
- Want to match keypoints between:
 1. Training images containing the object
 2. Database images
 - Given descriptor x_0 , find two nearest neighbors x_1, x_2 with distances d_1, d_2
 - x_1 matches x_0 if $d_1/d_2 < 0.8$
 - This gets rid of 90% false matches, 5% of true matches in Lowe's study

Affine Object Model

- Accounts for 3D rotation of a surface under orthographic projection



Affine Object Model

- Accounts for 3D rotation of a surface under orthographic projection

$$\begin{bmatrix} u \\ v \end{bmatrix} = \begin{bmatrix} m_1 & m_2 \\ m_3 & m_4 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} + \begin{bmatrix} t_x \\ t_y \end{bmatrix}$$

Scaling/skew Translation

$$\begin{bmatrix} x & y & 0 & 0 & 1 & 0 \\ 0 & 0 & x & y & 0 & 1 \\ & & \dots & & & \\ & & & & & \dots \end{bmatrix} \begin{bmatrix} m_1 \\ m_2 \\ m_3 \\ m_4 \\ t_x \\ t_y \end{bmatrix} = \begin{bmatrix} u \\ v \\ \vdots \end{bmatrix}$$

How many matched points do we need?

Finding the objects

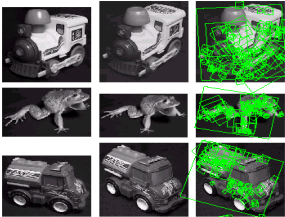
1. Get matched points in database image
2. Get location/scale/orientation
3. Geometric verification
4. Report object if > T inliers (T is typically 3, can be computed by probabilistic method)

Matched objects



View interpolation

- Training
 - Given images of different viewpoints
 - Cluster similar viewpoints using feature matches
 - Link features in adjacent views
- Recognition
 - Feature matches may be spread over several training viewpoints
 - ⇒ Use the known links to “transfer votes” to other viewpoints



Applications

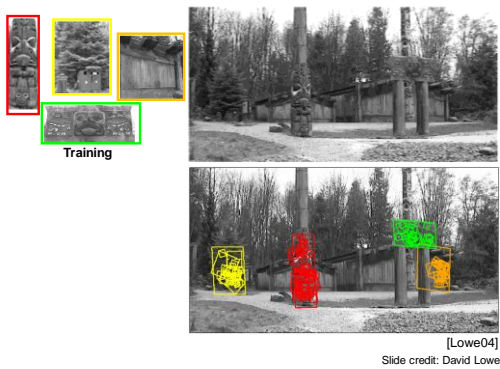
- Sony Aibo (Evolution Robotics)
- SIFT usage
 - Recognize docking station
 - Communicate with visual cards
- Other uses
 - Place recognition
 - Loop closure in SLAM



[Lowe01]
Slide credit: David Lowe

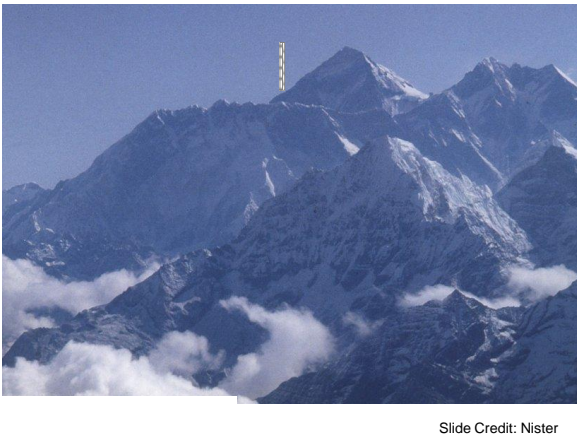
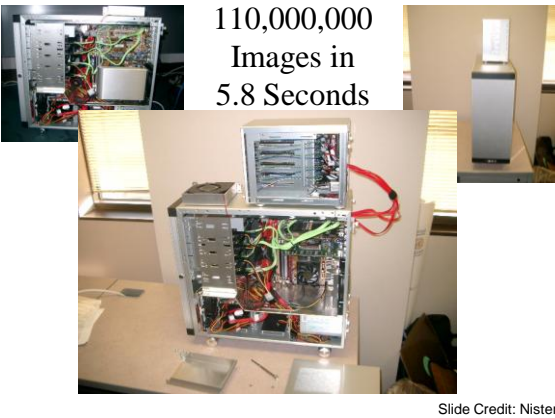
K. Grauman, B. Leibe

Location Recognition



Fast visual search

"Video Google", Sivic and Zisserman, ICCV 2003
"Scalable Recognition with a Vocabulary Tree", Nister and Stewenius, CVPR 2006.



Key Ideas

- Visual Words
 - Cluster descriptors (e.g., K-means)
- Inverse document file
 - Quick lookup of files given keypoints

tf-idf: Term Frequency – Inverse Document Frequency

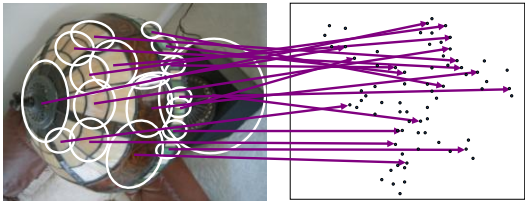
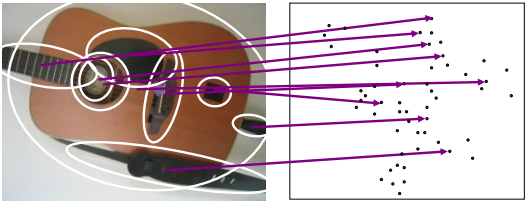
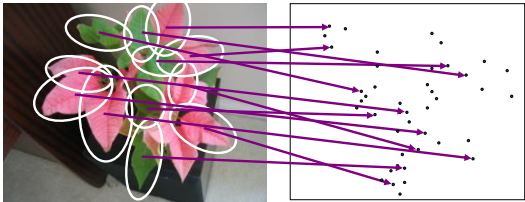
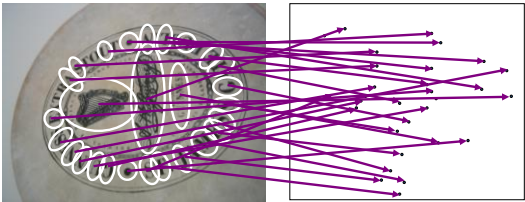
$$t_i = \frac{n_{id}}{n_d} \log \frac{N}{n_i}$$

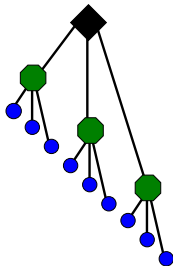
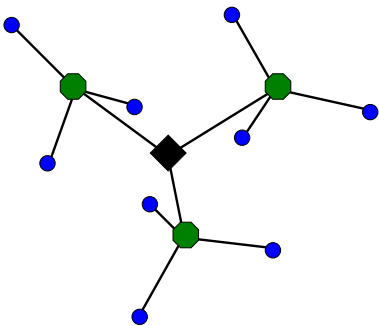
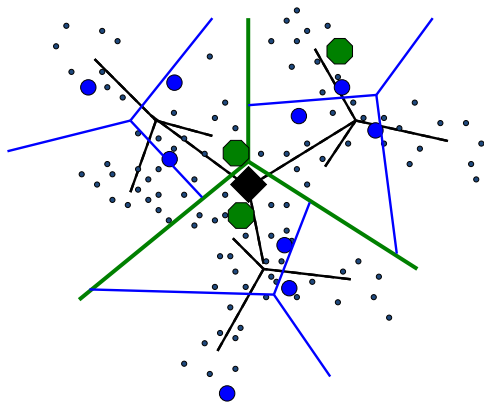
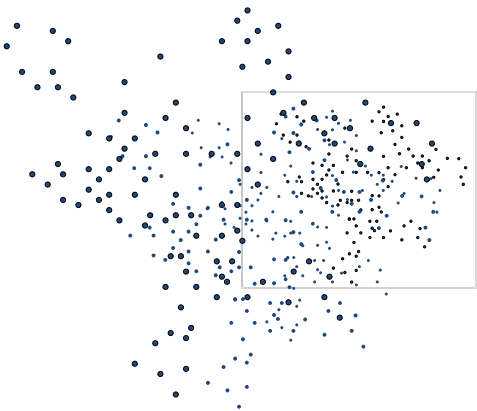
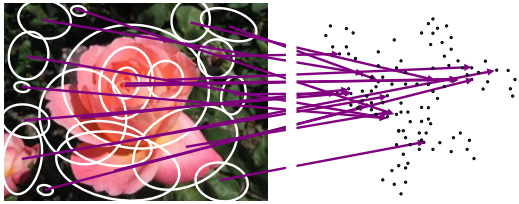
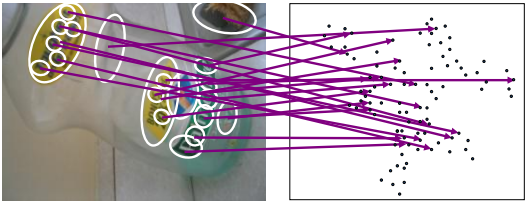
times word appears in document # documents

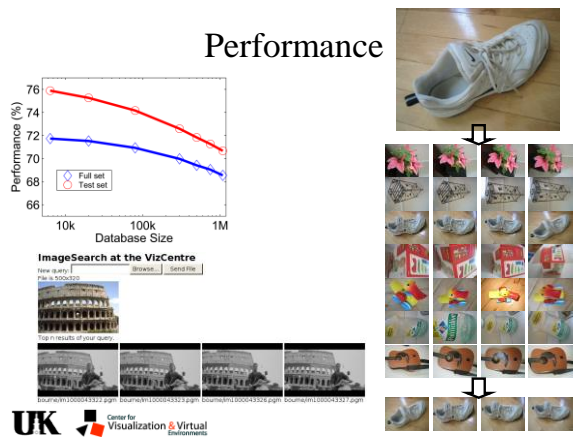
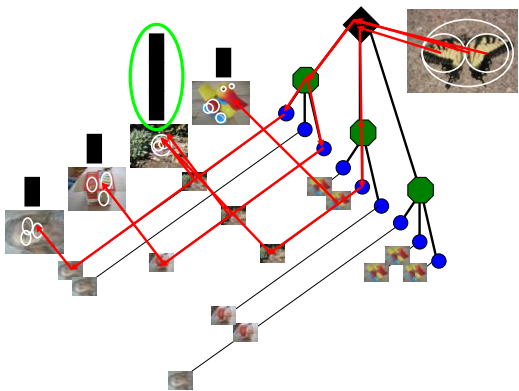
words in document # documents that contain the word

Recognition with K-tree

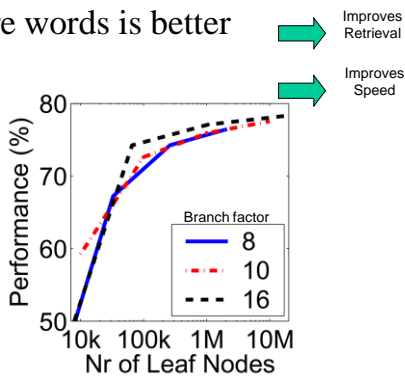
Following slides by David Nister (CVPR 2006)



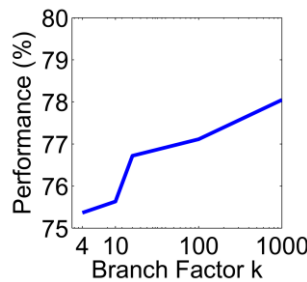




More words is better



Higher branch factor works better (but slower)



Video Google System

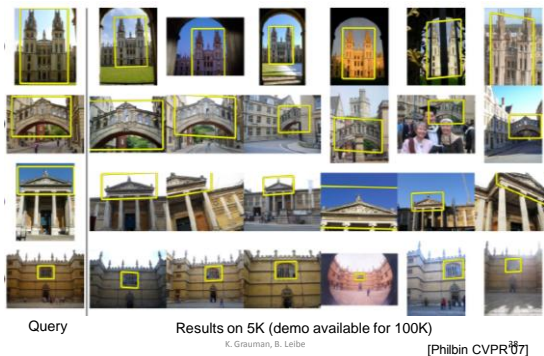
- 1. Collect all words within query region
- 2. Inverted file index to find relevant frames
- 3. Compare word counts
- 4. Spatial verification

Sivic & Zisserman, ICCV 2003

- Demo online at : <http://www.robots.ox.ac.uk/~vsgp/research/vpoo gle/index.html>



Application: Large-Scale Retrieval



Example Applications



Mobile tourist guide

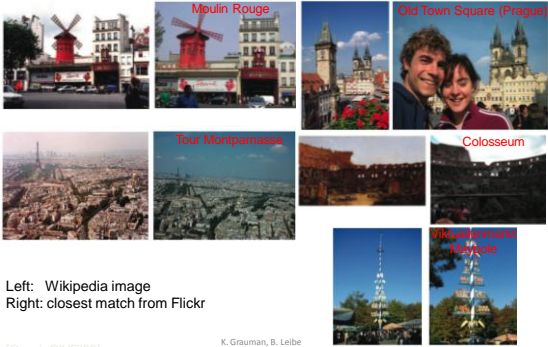
- Self-localization
- Object/building recognition
- Photo/video augmentation



B. Leibe

39

Application: Image Auto-Annotation



Left: Wikipedia image
Right: closest match from Flickr

[Quack CVR'08]

K. Grauman, B. Leibe

Things to remember

- Object instance recognition
 - Find keypoints, compute descriptors
 - Match descriptors
 - Vote for / fit affine parameters
 - Return object if # inliers > T
- Keys to efficiency
 - Visual words
 - Used for many applications
 - Inverse document file
 - Used for web-scale search

