REPORT

APPROACH 1:

- Here, we implemented the Research Paper:
 - Saliency Filters: Contrast Based Filtering for Salient Region Detection.(CVPR 2012)
- Entire Implementation is divided into 4 Sub-parts:
 - Abstraction:
 - For the image abstraction, we use an adaptation of SLIC superpixel to abstract the image into perceptually uniform regions.
 - o Uniqueness:
 - Generally defined as the rarity of a segment given its position and color in CIELab space compared to all other segments.

$$U_i = \sum_{j=1}^N \|\mathbf{c}_i - \mathbf{c}_j\|^2 \cdot \underbrace{w(\mathbf{p}_i, \mathbf{p}_j)}_{w_{ij}^{(p)}}.$$

- Oistribution:
 - Conceptually, we define the element distribution measure for a segment i using the spatial variance D_i of its color c_i.

$$D_i = \sum_{j=1}^N \|\mathbf{p}_j - \mu_i\|^2 \underbrace{w(\mathbf{c}_i, \mathbf{c}_j)}_{w_{ij}^{(c)}},$$

- Saliency:
 - Here, We First Normalize both Uniqueness and Distribution, then we compute Saliency S_i for each superpixel using,

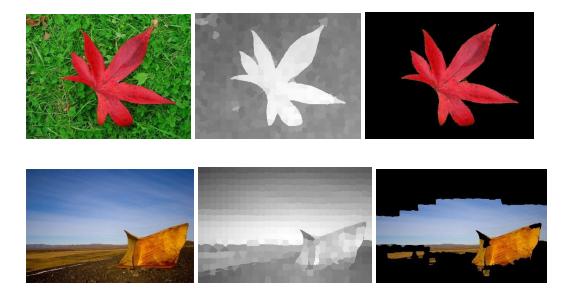
$$S_i = U_i \cdot \exp(-k \cdot D_i)$$

- As the final step, we need to assign a final saliency value to each image pixel, which can be interpreted as an upsampling of the per-element saliency S_i.
- We define the saliency \tilde{S}_i of a pixel as a weighted linear combination of the saliency S_j of its surrounding image elements.
- By choosing a Gaussian weight as,

 $\mathbf{w}_{ij} = \mathbf{1/Z}_i \times \exp(-\mathbf{1/2} \times (\alpha || \mathbf{c}_i - \mathbf{c}_j ||^2 + \beta || \mathbf{p}_i - \mathbf{p}_j ||^2))$ we can ensure the up-sampling process is both local and color sensitive. Here, α and β are parameters controlling the sensitivity to color and position.

$$\tilde{S}_i = \sum_{j=1}^N w_{ij} S_j.$$

Results:





Extension to Approach-1:

• As, In the above Approach, we noticed that some of the results are not good, So we tried to perform on pixel level instead of superpixels.

$$U_{i} = \sum_{j=1}^{N} \|\mathbf{c}_{i} - \mathbf{c}_{j}\|^{2} w_{ij}^{(p)}$$

$$= \mathbf{c}_{i}^{2} \sum_{j=1}^{N} w_{ij}^{(p)} - 2\mathbf{c}_{i} \sum_{j=1}^{N} \mathbf{c}_{j} w_{ij}^{(p)} + \sum_{j=1}^{N} \mathbf{c}_{j}^{2} w_{ij}^{(p)}$$

$$= \mathbf{blur} c_{j}^{2}$$

$$D_{i} = \sum_{j=1}^{N} \|\mathbf{p}_{j} - \mu_{i}\|^{2} w_{ij}^{(c)}$$

$$= \sum_{j=1}^{N} \mathbf{p}_{j}^{2} w_{ij}^{(c)} - 2\mu_{i} \sum_{j=1}^{N} \mathbf{p}_{j} w_{ij}^{(c)} + \mu_{i}^{2} \sum_{j=1}^{N} w_{ij}^{(c)}$$

$$= \sum_{j=1}^{N} \mathbf{p}_{j}^{2} w_{ij}^{(c)} - \underbrace{\mu_{i}}_{\text{blur } \mathbf{p}_{j}}^{2}.$$

 We, used the above Formulae, and calculated the Uniqueness and Distribution using Gaussian Filters.

Results:

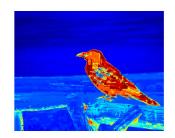








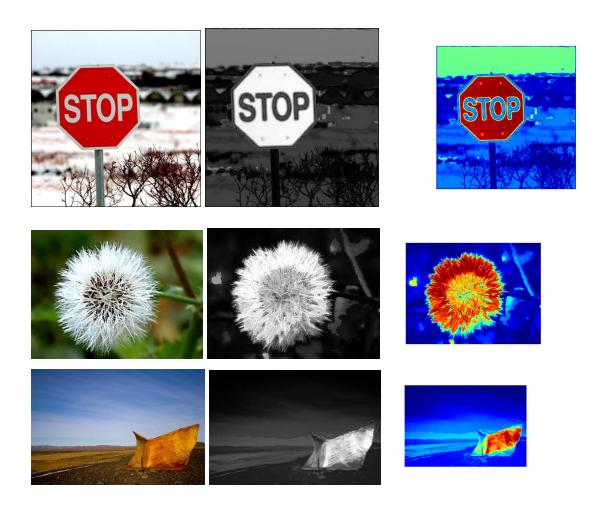










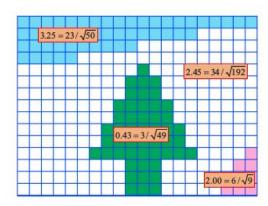


APPROACH 2:

- As the above approach is done on pixel level, it is taking a lot of computation time, so we decided to use a different approach i.e. using energy minimization technique to solve the problem.
- Here, We solve the problem from the fact that background objects are more linked to the boundary where as salient objects are not much linked to the boundary of the image.
- The image is first abstracted as a set of nearly regular superpixels using the SLIC method.
- We then construct an undirected weighted graph by connecting all adjacent superpixels (p, q) and assigning their weight d_{app}(p, q) as the

Euclidean distance between their average colors in the CIELab color space.

- We further add edges between any two boundary superpixels. This is useful when a physically connected background region is separated due to occlusion of foreground objects.
- The geodesic distance between any two superpixels d_{geo}(p, q) is defined as the accumulated edge weights along their shortest path on the graph.



- So, we give the measure to the saliency through following idea:
 - o Here, we use the below ratio to measure saliency,

$$BndCon(p) = \frac{Len_{bnd}(p)}{\sqrt{Area(p)}}$$

Area(p) is the area of the superpixel p

$$d_{geo}(p,q) = \min_{p_1 = p, p_2, \dots, p_n = q} \sum_{i=1}^{n-1} d_{app}(p_i, p_{i+1})$$
 (2)

For convenience we define $d_{geo}(p,p)=0$. Then we define the "spanning area" of each superpixel p as

$$Area(p) = \sum_{i=1}^{N} exp(-\frac{d_{geo}^{2}(p, p_{i})}{2\sigma_{clr}^{2}}) = \sum_{i=1}^{N} S(p, p_{i}),$$
 (3)

where N is the number of superpixels.

Where, length of a superpixel p is the length along the boundary.

$$Len_{bnd}(p) = \sum_{i=1}^{N} S(p, p_i) \cdot \delta(p_i \in Bnd)$$

We minimize the below non-linear function,

$$\underbrace{\sum_{i=1}^{N} w_i^{bg} s_i^2}_{\text{background}} + \underbrace{\sum_{i=1}^{N} w_i^{fg} (s_i - 1)^2}_{\text{foreground}} + \underbrace{\sum_{i,j} w_{ij} (s_i - s_j)^2}_{\text{smoothness}}$$

Where,

$$w_i^{bg} = 1 - exp(-\frac{BndCon^2(p_i)}{2\sigma_{bndCon}^2})$$

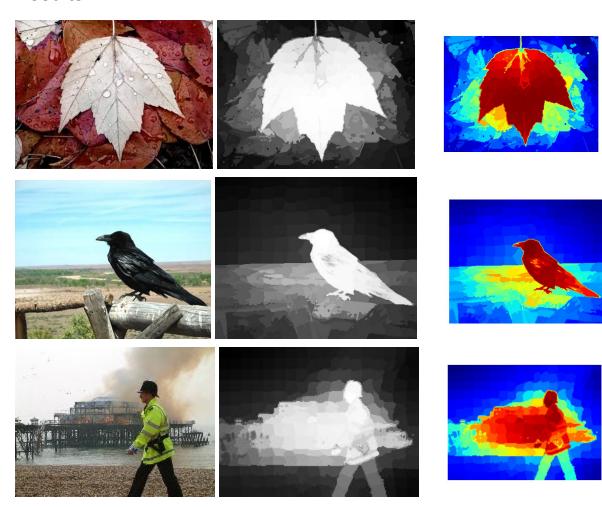
$$w_{ij} = exp(-\frac{d_{app}^2(p_i, p_j)}{2\sigma_{clr}^2}) + \mu$$

$$wCtr(p) = \sum_{i=1}^{N} d_{app}(p, p_i) w_{spa}(p, p_i) w_i^{bg}$$

$$w_{spa}(p, p_i) = exp(-\frac{d_{spa}^2(p, p_i)}{2\sigma_{spa}^2}). d_{spa}(p, p_i)$$

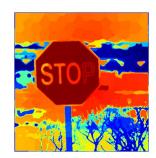
Here, wCtr is background weighted contrast, which is equivalent to wfg.

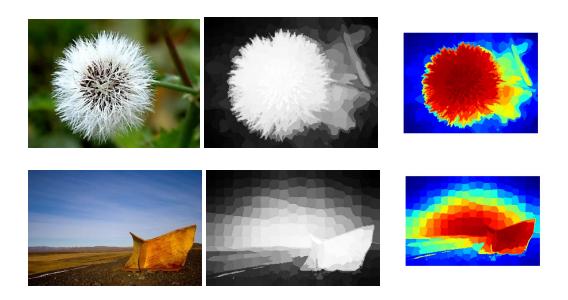
Results:



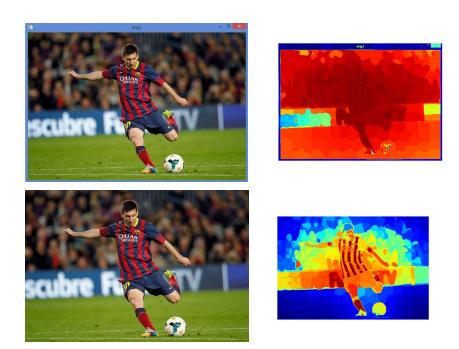








Failures of Approach-2:



- In the first image, it contains the blue border, so using this approach, it considers that entire image is distinct with border, so everything is considered as salient.
- As we can see, the second image doesn't have blue border, so we are getting good detection of features.

ANALYSIS:

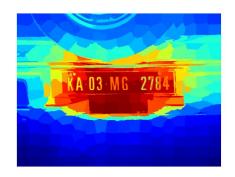
	Approach-1	Extension
Abstraction	0.55301452 s	
Uniqueness	0.009122849 s	0.1385328 s
Distribution	0.01104879 s	77.074188 s
Saliency	0.01099658 s	6.2409470 s

	Approach-1	Extension	Approach-2
Total Time	0.58 s	83.3974419 s	7.242528

SLIC	Using Inbuilt	Coded (For 5 iter's)
Time Taken	0.2575693 s	21.516971 s

Applications: (Number plate detection)





Citations:

- ★ Main Paper:http://www.philkr.net/papers/2012-06-01-cvpr/2012-06-01-cvpr.pdf
- ★ Second Paper:https://ieeexplore.ieee.org/stamp/stamp.jsp?tp=&arnumber=6909756
- ★ Dataset: http://saliencydetection.net/dut-omron/