

## Markov Random Field

QIP Sponsored Short Term Course on Statistical Methods  
organized by Computer Engineering Department, SVNIT  
Surat during 19-23 December 2016

Mukesh A. Zaveri  
Computer Engineering Department  
Sardar Vallabhbhai National Institute of Technology, Surat  
mazaveri@coed.svnit.ac.in



## Markov Random Field (MRF)

- Tasks on hand

## Markov Random Field (MRF)

- Tasks on hand
  - ▶ Contextual constraints necessary in interpretation of visual information



## Markov Random Field (MRF)

- Tasks on hand

- ▶ Contextual constraints necessary in interpretation of visual information
- ▶ Scene understanding in spatial and visual context of objects in it

## Markov Random Field (MRF)

- Tasks on hand

- ▶ Contextual constraints necessary in interpretation of visual information
- ▶ Scene understanding in spatial and visual context of objects in it
- ▶ Objects are recognized in the context of object features

## Markov Random Field (MRF)

- Tasks on hand

- ▶ Contextual constraints necessary in interpretation of visual information
- ▶ Scene understanding in spatial and visual context of objects in it
- ▶ Objects are recognized in the context of object features

- provides a convenient and consistent way of modeling context dependent entities such as image pixels and other spatially correlated features

## Markov Random Field (MRF)

- Tasks on hand

- ▶ Contextual constraints necessary in interpretation of visual information
- ▶ Scene understanding in spatial and visual context of objects in it
- ▶ Objects are recognized in the context of object features

- provides a convenient and consistent way of modeling context dependent entities such as image pixels and other spatially correlated features

- tells - how to model a priori probability of contextual dependent patterns such as a class of textures and an arrangement of object

## Markov Random Field (MRF)

- Tasks on hand
    - ▶ Contextual constraints necessary in interpretation of visual information
    - ▶ Scene understanding in spatial and visual context of objects in it
    - ▶ Objects are recognized in the context of object features
  - provides a convenient and consistent way of modeling context dependent entities such as image pixels and other spatially correlated features
  - tells - how to model a priori probability of contextual dependent patterns such as a class of textures and an arrangement of object
  - Visual modeling - Computational view point



## MRF based Image Modeling

- ## Markov Random Field (MRF)

- Tasks on hand
    - ▶ Contextual constraints necessary in interpretation of visual information
    - ▶ Scene understanding in spatial and visual context of objects in it
    - ▶ Objects are recognized in the context of object features
  - provides a convenient and consistent way of modeling context dependent entities such as image pixels and other spatially correlated features
  - tells - how to model a priori probability of contextual dependent patterns such as a class of textures and an arrangement of object
  - Visual modeling - Computational view point
  - Define objective function for the optimal solution to a vision problem features



## MRF based Image Modeling

- systematic and flexible treatment of the contextual information



1. A. Zaveri, SVNIT, Surat



Markov Random Field

## MRF based Image Modeling

- **systematic** and flexible treatment of the contextual information
- **prior knowledge** about the image labeling
  - ▶ image labellings possess a smoothness property of having contextual smoothness of the class labels in the image space so that a pixel with a particular class label is likely to share that label with its immediate neighbors

## MRF based Image Modeling

- **systematic** and flexible treatment of the contextual information
- **prior knowledge** about the image labeling
  - ▶ image labellings possess a smoothness property of having contextual smoothness of the class labels in the image space so that a pixel with a particular class label is likely to share that label with its immediate neighbors
- used with **statistical decision and estimation theories** to formulate objective function in terms of optimality principles e.g. MAP-MRF

## MRF based Image Modeling

- **systematic** and flexible treatment of the contextual information
- **prior knowledge** about the image labeling
  - ▶ image labellings possess a smoothness property of having contextual smoothness of the class labels in the image space so that a pixel with a particular class label is likely to share that label with its immediate neighbors
- used with **statistical decision and estimation theories** to formulate objective function in terms of optimality principles

## MRF based Image Modeling

- **systematic** and flexible treatment of the contextual information
- **prior knowledge** about the image labeling
  - ▶ image labellings possess a smoothness property of having contextual smoothness of the class labels in the image space so that a pixel with a particular class label is likely to share that label with its immediate neighbors
- used with **statistical decision and estimation theories** to formulate objective function in terms of optimality principles e.g. MAP-MRF
- Bayesian framework using MRF provides optimal solution

- systematic and flexible treatment of the contextual information
- prior knowledge about the image labeling
  - ▶ image labellings possess a smoothness property of having contextual smoothness of the class labels in the image space so that a pixel with a particular class label is likely to share that label with its immediate neighbors
- used with statistical decision and estimation theories to formulate objective function in terms of optimality principles e.g. MAP-MRF
- Bayesian framework using MRF provides optimal solution
- optimization process using spatial local interactions makes parallel and local computations possible



## Markov Random Field: Applications

- MRF models for low level processing

## Markov Random Field: Applications

- MRF models for low level processing
  - ▶ Image restoration and segmentation
  - ▶ Surface reconstruction, Edge detection
  - ▶ Texture analysis, Shape from X, Optical flow
  - ▶ Data fusion, Active contours



Markov Random Field: Applications

- MRF models for low level processing
    - ▶ Image restoration and segmentation
    - ▶ Surface reconstruction, Edge detection
    - ▶ Texture analysis, Shape from X, Optical flow
    - ▶ Data fusion, Active contours
  - High level processing



Markov Random Field: Applications

- MRF models for low level processing
    - ▶ Image restoration and segmentation
    - ▶ Surface reconstruction, Edge detection
    - ▶ Texture analysis, Shape from X, Optical flow
    - ▶ Data fusion, Active contours
  - High level processing
    - ▶ Object matching, recognition



## Markov Random Field: Applications

- MRF models for low level processing
    - ▶ Image restoration and segmentation
    - ▶ Surface reconstruction, Edge detection
    - ▶ Texture analysis, Shape from X, Optical flow
    - ▶ Data fusion, Active contours
  - High level processing
    - ▶ Object matching, recognition
  - MRF provides foundation for multi-resolution computation



## Markov Random Field: Applications

- MRF models for low level processing
    - ▶ Image restoration and segmentation
    - ▶ Surface reconstruction, Edge detection
    - ▶ Texture analysis, Shape from X, Optical flow
    - ▶ Data fusion, Active contours
  - High level processing
    - ▶ Object matching, recognition
  - MRF provides foundation for multi-resolution computation
  - Equivalence between MRF and Gibbs distributions by Hammersley and Clifford (1971) and Besag (1974)
  - Model mathematically sound and tractable in Bayesian framework Geman and Geman (1984)



## ● Segmentation

## ● Segmentation

- ▶ used in image processing and computer vision
- ▶ partition the image space into *distinctive* and *meaningful* homogeneous regions



M. A. Zaveri, SVNIT, Surat      Markov Random Field      19 December 2016      5 / 38

# Applications of MRF Image Modeling

## ● Segmentation

- ▶ used in image processing and computer vision
- ▶ partition the image space into *distinctive* and *meaningful* homogeneous regions
- ▶ random field  $X$  in the MRF modeling is a set of region labels; taking one of  $L_X$  integer values
- ▶ realization of the observable random field  $Y$ ; a set of image graylevels



M. A. Zaveri, SVNIT, Surat      Markov Random Field      19 December 2016      5 / 38

# Applications of MRF Image Modeling

## ● Segmentation

- ▶ used in image processing and computer vision
- ▶ partition the image space into *distinctive* and *meaningful* homogeneous regions
- ▶ random field  $X$  in the MRF modeling is a set of region labels; taking one of  $L_X$  integer values
- ▶ realization of the observable random field  $Y$ ; a set of image graylevels
- ▶ given image data  $y$



M. A. Zaveri, SVNIT, Surat      Markov Random Field      19 December 2016      5 / 38



M. A. Zaveri, SVNIT, Surat      Markov Random Field      19 December 2016      5 / 38

# Applications of MRF Image Modeling

## ● Segmentation

- ▶ used in image processing and computer vision
- ▶ partition the image space into *distinctive* and *meaningful* homogeneous regions
- ▶ random field  $X$  in the MRF modeling is a set of region labels; taking one of  $L_X$  integer values
- ▶ realization of the observable random field  $Y$ ; a set of image graylevels
- ▶ given image data  $y$  find an optimal region label configuration



# Applications of MRF Image Modeling

## ● Segmentation

- ▶ used in image processing and computer vision
- ▶ partition the image space into *distinctive* and *meaningful* homogeneous regions
- ▶ random field  $X$  in the MRF modeling is a set of region labels; taking one of  $L_X$  integer values
- ▶ realization of the observable random field  $Y$ ; a set of image graylevels
- ▶ given image data  $y$  find an optimal region label configuration  
 $x^* = x^*(y)$



# Applications of MRF Image Modeling

## ● Segmentation

- ▶ used in image processing and computer vision
- ▶ partition the image space into *distinctive* and *meaningful* homogeneous regions
- ▶ random field  $X$  in the MRF modeling is a set of region labels; taking one of  $L_X$  integer values
- ▶ realization of the observable random field  $Y$ ; a set of image graylevels
- ▶ given image data  $y$  find an optimal region label configuration  
 $x^* = x^*(y)$  which is a best partition of  $y$  with respect to some criterion



# Applications of MRF Image Modeling

## ● Segmentation

- ▶ used in image processing and computer vision
- ▶ partition the image space into *distinctive* and *meaningful* homogeneous regions
- ▶ random field  $X$  in the MRF modeling is a set of region labels; taking one of  $L_X$  integer values
- ▶ realization of the observable random field  $Y$ ; a set of image graylevels
- ▶ given image data  $y$  find an optimal region label configuration  
 $x^* = x^*(y)$  which is a best partition of  $y$  with respect to some criterion

- medical, textured, document images - different optimization criteria



## Applications of MRF Image Modeling

- Noisy image segmentation

## Applications of MRF Image Modeling

- Noisy image segmentation
- regions with nearly constant gray levels assumed to be corrupted by iid Gaussian noise  $Y_s = X_s + W_s \forall s \in \Omega$
- $W_s$  noise random variable with a zero mean white Gaussian distribution
- can be viewed as restoration problem; removing the white noise component  $W = w$  in the observed image data  $y$



## Applications of MRF Image Modeling

- Noisy image segmentation
- regions with nearly constant gray levels assumed to be corrupted by iid Gaussian noise  $Y_s = X_s + W_s \forall s \in \Omega$
- $W_s$  noise random variable with a zero mean white Gaussian distribution
- can be viewed as restoration problem; removing the white noise component  $W = w$  in the observed image data  $y$
- texture classification and segmentation

## Applications of MRF Image Modeling

- Noisy image segmentation
- regions with nearly constant gray levels assumed to be corrupted by iid Gaussian noise  $Y_s = X_s + W_s \forall s \in \Omega$
- $W_s$  noise random variable with a zero mean white Gaussian distribution
- can be viewed as restoration problem; removing the white noise component  $W = w$  in the observed image data  $y$
- texture classification and segmentation
- each texture characterized by regular patterns
- observable image data  $y$  in each texture spatially correlated - spatial treatment required for modeling the random field  $Y$



## Applications of MRF Image Modeling

- Noisy image segmentation
- regions with nearly constant gray levels assumed to be corrupted by iid Gaussian noise  $Y_s = X_s + W_s \forall s \in \Omega$
- $W_s$  noise random variable with a zero mean white Gaussian distribution
- can be viewed as restoration problem; removing the white noise component  $W = w$  in the observed image data  $y$
- texture classification and segmentation
- each texture characterized by regular patterns
- observable image data  $y$  in each texture spatially correlated - spatial treatment required for modeling the random field  $Y$
- document image segmentation: segment into text, picture, graph and background regions



## Applications of MRF Image Modeling

- color image segmentation
- color difference of neighboring pixels is modeled by MRF
- medical image segmentation - different tissue classes



## Applications of MRF Image Modeling

- color image segmentation



## Applications of MRF Image Modeling

- color image segmentation
- color difference of neighboring pixels is modeled by MRF
- medical image segmentation - different tissue classes
- biological image segmentation - biological cell images into three parts: original sample (center of image), nutritive substance (background of image) and the new cells



# Applications of MRF Image Modeling

- color image segmentation
  - color difference of neighboring pixels is modeled by MRF
  - medical image segmentation - different tissue classes
  - biological image segmentation - biological cell images into three parts: original sample (center of image), nutritive substance (background of image) and the new cells
  - synthetic aperture radar (SAR) image segmentation: speckle noise in SAR images, shadow like noise, classify into ice and water



## Applications of MRF Image Modeling

- color image segmentation
  - color difference of neighboring pixels is modeled by MRF
  - medical image segmentation - different tissue classes
  - biological image segmentation - biological cell images into three parts: original sample (center of image), nutritive substance (background of image) and the new cells
  - synthetic aperture radar (SAR) image segmentation: speckle noise in SAR images, shadow like noise, classify into ice and water
  - aerial image segmentation: classify into regions man-made and natural areas



Applications of MRF Image Modeling

- **color image segmentation**
  - color difference of neighboring pixels is modeled by MRF
  - **medical image segmentation** - different tissue classes
  - **biological image segmentation** - biological cell images into three parts: original sample (center of image), nutritive substance (background of image) and the new cells
  - **synthetic aperture radar (SAR) image segmentation:** speckle noise in SAR images, shadow like noise, classify into ice and water
  - **aerial image segmentation:** classify into regions man-made and natural areas
  - **sonar image segmentation:** speckle noise in sonar images



## Applications of MRF Image Modeling

- **color image segmentation**
  - color difference of neighboring pixels is modeled by MRF
  - **medical image segmentation** - different tissue classes
  - **biological image segmentation** - biological cell images into three parts: original sample (center of image), nutritive substance (background of image) and the new cells
  - **synthetic aperture radar (SAR) image segmentation:** speckle noise in SAR images, shadow like noise, classify into ice and water
  - **aerial image segmentation:** classify into regions man-made and natural areas
  - **sonar image segmentation:** speckle noise in sonar images
  - **low depth of field image segmentation:** distinguish focused object from defocused background



## Applications of MRF Image Modeling

- **image restoration** (image denoising)



M. A. Zaveri, SVNIT, Surat      Markov Random Field      19 December 2016      8 / 38

## Applications of MRF Image Modeling

- **image restoration** (image denoising)
- recover original image data  $x$  of the unobservable random field  $X$  from its blurred and noisy observation  $y$  of the observable random field  $Y$
- to solve ill-posed problem - restrict the solution space by employing a smoothness constraint, edge-preserving modeling, in transform domain wavelet coefficient assumed to be corrupted with noise
- **texture image synthesis** by controlling the parameters (clique potential) associated with Gibbs distribution, or using Gaussian Markov random field



M. A. Zaveri, SVNIT, Surat      Markov Random Field      19 December 2016      8 / 38

## Applications of MRF Image Modeling

- **image restoration** (image denoising)
- recover original image data  $x$  of the unobservable random field  $X$  from its blurred and noisy observation  $y$  of the observable random field  $Y$



M. A. Zaveri, SVNIT, Surat      Markov Random Field      19 December 2016      8 / 38

## Applications of MRF Image Modeling

- **image restoration** (image denoising)
- recover original image data  $x$  of the unobservable random field  $X$  from its blurred and noisy observation  $y$  of the observable random field  $Y$
- to solve ill-posed problem - restrict the solution space by employing a smoothness constraint, edge-preserving modeling, in transform domain wavelet coefficient assumed to be corrupted with noise
- **texture image synthesis** by controlling the parameters (clique potential) associated with Gibbs distribution, or using Gaussian Markov random field
- **estimating visual motion** in video using smoothness motion constraint



M. A. Zaveri, SVNIT, Surat      Markov Random Field      19 December 2016      8 / 38

## Applications of MRF Image Modeling

- **image restoration** (image denoising)
- recover original image data  $x$  of the unobservable random field  $X$  from its blurred and noisy observation  $y$  of the observable random field  $Y$
- to solve ill-posed problem - restrict the solution space by employing a smoothness constraint, edge-preserving modeling, in transform domain wavelet coefficient assumed to be corrupted with noise
- **texture image synthesis** by controlling the parameters (clique potential) associated with Gibbs distribution, or using Gaussian Markov random field
- **estimating visual motion** in video using smoothness motion constraint
- **image retrieval**



## MRF: A Labeling Problem

## Applications of MRF Image Modeling

- **image restoration** (image denoising)
- recover original image data  $x$  of the unobservable random field  $X$  from its blurred and noisy observation  $y$  of the observable random field  $Y$
- to solve ill-posed problem - restrict the solution space by employing a smoothness constraint, edge-preserving modeling, in transform domain wavelet coefficient assumed to be corrupted with noise
- **texture image synthesis** by controlling the parameters (clique potential) associated with Gibbs distribution, or using Gaussian Markov random field
- **estimating visual motion** in video using smoothness motion constraint
- **image retrieval**
- **face detection and recognition**



## MRF: A Labeling Problem

- Vision problem posed as labeling problem



## MRF: A Labeling Problem

- Vision problem posed as labeling problem
- Solution to a problem is a set to labels assigned to image pixels or features

## MRF: A Labeling Problem

- Vision problem posed as labeling problem
- Solution to a problem is a set to labels assigned to image pixels or features
- Labeling is a natural representation for the study of MRF
- Labeling problem is specified in terms of a set of sites and a set of labels



## MRF: A Labeling Problem

- Vision problem posed as labeling problem
- Solution to a problem is a set to labels assigned to image pixels or features
- Labeling is a natural representation for the study of MRF
- Labeling problem is specified in terms of a set of sites and a set of labels
- $S$  is a discrete set of  $m$  sites  $S = \{1, \dots, m\}$

## MRF: A Labeling Problem

- Vision problem posed as labeling problem
- Solution to a problem is a set to labels assigned to image pixels or features
- Labeling is a natural representation for the study of MRF
- Labeling problem is specified in terms of a set of sites and a set of labels
- $S$  is a discrete set of  $m$  sites  $S = \{1, \dots, m\}$
- Site represents a point or a region in Euclidean space



## MRF: A Labeling Problem

- Vision problem posed as labeling problem
- Solution to a problem is a set to labels assigned to image pixels or features
- Labeling is a natural representation for the study of MRF
- Labeling problem is specified in terms of a set of sites and a set of labels
- $S$  is a discrete set of  $m$  sites  $S = \{1, \dots, m\}$
- Site represents a point or a region in Euclidean space
  - ▶ an image pixel or an image feature such as a corner point
  - ▶ a line segment or a surface patch

## MRF: A Labeling Problem

- Vision problem posed as labeling problem
- Solution to a problem is a set to labels assigned to image pixels or features
- Labeling is a natural representation for the study of MRF
- Labeling problem is specified in terms of a set of sites and a set of labels
- $S$  is a discrete set of  $m$  sites  $S = \{1, \dots, m\}$
- Site represents a point or a region in Euclidean space
  - ▶ an image pixel or an image feature such as a corner point
  - ▶ a line segment or a surface patch
- Sites categorized in terms of their regularity



## MRF: A Labeling Problem

- Vision problem posed as labeling problem
- Solution to a problem is a set to labels assigned to image pixels or features
- Labeling is a natural representation for the study of MRF
- Labeling problem is specified in terms of a set of sites and a set of labels
- $S$  is a discrete set of  $m$  sites  $S = \{1, \dots, m\}$
- Site represents a point or a region in Euclidean space
  - ▶ an image pixel or an image feature such as a corner point
  - ▶ a line segment or a surface patch
- Sites categorized in terms of their regularity
- Sites not spatial regular considered as irregular e.g. features extracted from images



## MRF: Sites and Label



## MRF: Sites and Label

- Sites on a lattice are spatially regular

## MRF: Sites and Label

- Sites on a lattice are spatially regular
- Rectangular lattice for a 2D image of size  $n \times n$

$$S = \{(i,j) | 1 \leq i, j \leq n\}$$

$m$  sites where  $m = n \times n$

- Inter-relationship between sites - neighborhood system



## MRF: Sites and Label

- Sites on a lattice are spatially regular
- Rectangular lattice for a 2D image of size  $n \times n$

$$S = \{(i,j) | 1 \leq i, j \leq n\}$$

$m$  sites where  $m = n \times n$

- Inter-relationship between sites - neighborhood system
- A label is an event that may happen to a site  $\mathcal{L}$  a set of labels

## MRF: Sites and Label

- Sites on a lattice are spatially regular
- Rectangular lattice for a 2D image of size  $n \times n$

$$S = \{(i,j) | 1 \leq i, j \leq n\}$$

$m$  sites where  $m = n \times n$

- Inter-relationship between sites - neighborhood system
- A label is an event that may happen to a site  $\mathcal{L}$  a set of labels
- Label set may continuous or discrete



## MRF: Sites and Label

- Sites on a lattice are spatially regular
- Rectangular lattice for a 2D image of size  $n \times n$

$$S = \{(i,j) | 1 \leq i, j \leq n\}$$

$m$  sites where  $m = n \times n$

- Inter-relationship between sites - neighborhood system
- A label is an event that may happen to a site  $\mathcal{L}$  a set of labels
- Label set may continuous or discrete
- Discrete case  $\mathcal{L} = \{1, \dots, M\} = \{l_1, \dots, l_M\}$
- Continuous label correspond to a real line  $\mathcal{R}$  or an interval label may take a vector or matrix value



## MRF: Labeling

- it may be ordered set ( $\{1, \dots, 255\}$ ) or unordered set (texture types)
- for ordered label set a numerical (quantitative) measure of similarity between any two labels

## MRF: Labeling

- it may be ordered set ( $\{1, \dots, 255\}$ ) or unordered set (texture types)



## MRF: Labeling

- it may be ordered set ( $\{1, \dots, 255\}$ ) or unordered set (texture types)
- for ordered label set a numerical (quantitative) measure of similarity between any two labels
- for unordered label a similarity measure is symbolic (qualitative) say equal or non-equal



## MRF: Labeling

- it may be ordered set ( $\{1, \dots, 255\}$ ) or unordered set (texture types)
- for ordered label set a numerical (quantitative) measure of similarity between any two labels
- for unordered label a similarity measure is symbolic (qualitative) say equal or non-equal
- Labeling: What is it?



## MRF: Labeling

- it may be ordered set ( $\{1, \dots, 255\}$ ) or unordered set (texture types)
- for ordered label set a numerical (quantitative) measure of similarity between any two labels
- for unordered label a similarity measure is symbolic (qualitative) say equal or non-equal
- Labeling: What is it?
- Assign a label from  $\mathcal{L}$  to each of the sites in  $S$

## MRF: Labeling

- it may be ordered set ( $\{1, \dots, 255\}$ ) or unordered set (texture types)
- for ordered label set a numerical (quantitative) measure of similarity between any two labels
- for unordered label a similarity measure is symbolic (qualitative) say equal or non-equal
- Labeling: What is it?
- Assign a label from  $\mathcal{L}$  to each of the sites in  $S$
- $f = \{f_1, \dots, f_m\}$  called a labeling of sites in  $S$  in terms of labels in  $\mathcal{L}$



$$f : S \rightarrow \mathcal{L}$$



## MRF: Field and Configuration

- Labeling is also called a coloring in mathematical programming



## MRF: Field and Configuration

- Labeling is also called a coloring in mathematical programming
- in terminology of random fields, a labeling is called a configuration
- in vision, a configuration or labeling can correspond to an image, an edge map, an interpretation of image features in terms of object features



## MRF: Field and Configuration

- Labeling is also called a coloring in mathematical programming
- in terminology of random fields, a labeling is called a configuration
- in vision, a configuration or labeling can correspond to an image, an edge map, an interpretation of image features in terms of object features
- all sites have the same label set, the set of all possible labellings, i.e., configuration space is Cartesian product



## MRF: Field and Configuration

- Labeling is also called a coloring in mathematical programming
- in terminology of random fields, a labeling is called a configuration
- in vision, a configuration or labeling can correspond to an image, an edge map, an interpretation of image features in terms of object features
- all sites have the same label set, the set of all possible labellings, i.e., configuration space is Cartesian product

$$\mathcal{F} = \mathcal{L} \times \cdots \times \mathcal{L} = \mathcal{L}^m$$

- for example,  $\mathcal{L}$  is possible pixel value set then  $\mathcal{F}$  defines all admissible images



## MRF: Field and Configuration

- Labeling is also called a coloring in mathematical programming
- in terminology of random fields, a labeling is called a configuration
- in vision, a configuration or labeling can correspond to an image, an edge map, an interpretation of image features in terms of object features
- all sites have the same label set, the set of all possible labellings, i.e., configuration space is Cartesian product

$$\mathcal{F} = \mathcal{L} \times \cdots \times \mathcal{L} = \mathcal{L}^m$$

- for example,  $\mathcal{L}$  is possible pixel value set then  $\mathcal{F}$  defines all admissible images
- in general every site  $i$  may have its own admissible set  $\mathcal{L}_i$

A set of small, light-blue navigation icons typically used in Beamer presentations, including symbols for back, forward, search, and table of contents.

## MRF: Sites and Label Category

- LP1: Regular sites - continuous label
- LP2: Regular sites - discrete label
- LP3: Irregular sites - discrete label
- LP4: Irregular sites - continuous label

A set of small, light-blue navigation icons typically used in Beamer presentations, including symbols for back, forward, search, and table of contents.

## MRF: Field and Configuration

- Labeling is also called a coloring in mathematical programming
- in terminology of random fields, a labeling is called a configuration
- in vision, a configuration or labeling can correspond to an image, an edge map, an interpretation of image features in terms of object features
- all sites have the same label set, the set of all possible labellings, i.e., configuration space is Cartesian product

$$\mathcal{F} = \mathcal{L} \times \cdots \times \mathcal{L} = \mathcal{L}^m$$

- for example,  $\mathcal{L}$  is possible pixel value set then  $\mathcal{F}$  defines all admissible images
- in general every site  $i$  may have its own admissible set  $\mathcal{L}_i$

A set of small, light-blue navigation icons typically used in Beamer presentations, including symbols for back, forward, search, and table of contents.

## MRF: Sites and Label Category

- LP1: Regular sites - continuous label
- LP2: Regular sites - discrete label
- LP3: Irregular sites - discrete label
- LP4: Irregular sites - continuous label
- First two for low level processing on images

A set of small, light-blue navigation icons typically used in Beamer presentations, including symbols for back, forward, search, and table of contents.

## MRF: Sites and Label Category

- LP1: Regular sites - continuous label
- LP2: Regular sites - discrete label
- LP3: Irregular sites - discrete label
- LP4: Irregular sites - continuous label
- First two for low level processing on images
- Other two for high level processing on features



## MRF: Sites and Label Category

- LP1: Regular sites - continuous label
- LP2: Regular sites - discrete label
- LP3: Irregular sites - discrete label
- LP4: Irregular sites - continuous label
- First two for low level processing on images
- Other two for high level processing on features
- Restoration or smoothing of images - LP1 or LP2 depending upon pixel values continuous or discrete
- Region segmentation, Edge detection - LP2



## MRF: Sites and Label Category

- LP1: Regular sites - continuous label
- LP2: Regular sites - discrete label
- LP3: Irregular sites - discrete label
- LP4: Irregular sites - continuous label
- First two for low level processing on images
- Other two for high level processing on features
- Restoration or smoothing of images - LP1 or LP2 depending upon pixel values continuous or discrete
- Region segmentation, Edge detection - LP2
- Perceptual grouping of detected features - grouped into connected or disconnected - LP3
- Feature based object matching and recognition - LP3
- Pose estimation - LP4



## MRF: Contextual Constraints

- Contextual constraints expressed locally in terms of conditional probabilities  $P(f_i | \{f_{i'}\})$



## MRF: Contextual Constraints

- Contextual constraints expressed locally in terms of conditional probabilities  $P(f_i|\{f_{i'}\})$
- $\{f_{i'}\}$  denotes the set of labels at the other sites  $i' \neq i$
- or globally as the joint probability  $P(f)$



M. A. Zaveri, SVNIT, Surat      Markov Random Field      19 December 2016      14 / 38

## MRF: Contextual Constraints

- Contextual constraints expressed locally in terms of conditional probabilities  $P(f_i|\{f_{i'}\})$
- $\{f_{i'}\}$  denotes the set of labels at the other sites  $i' \neq i$
- or globally as the joint probability  $P(f)$
- If labels are independent one another (no context)
  - ▶ the joint probability is the product of the local ones

$$P(f) = \prod_{i \in S} P(f_i)$$

- ▶ conditional independence

$$P(f_i|\{f_{i'}\}) = P(f_i) \quad i' \neq i$$

- ▶ A global labeling  $f$  can be computed by considering each label  $f_i$  locally.



M. A. Zaveri, SVNIT, Surat      Markov Random Field      19 December 2016      14 / 38

## MRF: Neighborhood System

## MRF: Neighborhood System

- if labels are mutually dependent then how to make a global inference using local information becomes a non-trivial task



M. A. Zaveri, SVNIT, Surat      Markov Random Field      19 December 2016      15 / 38



M. A. Zaveri, SVNIT, Surat      Markov Random Field      19 December 2016      15 / 38

## MRF: Neighborhood System

- if labels are mutually dependent then how to make a global inference using local information becomes a non-trivial task
- MRF provides a mathematical foundation for solving this problem.
- MRF and Gibbs Distribution: a theory to analyze the spatial or contextual dependencies of physical phenomena

## MRF: Neighborhood System

- if labels are mutually dependent then how to make a global inference using local information becomes a non-trivial task
- MRF provides a mathematical foundation for solving this problem.
- MRF and Gibbs Distribution: a theory to analyze the spatial or contextual dependencies of physical phenomena
- based on Neighborhood System and Cliques



## MRF: Neighborhood System

- if labels are mutually dependent then how to make a global inference using local information becomes a non-trivial task
- MRF provides a mathematical foundation for solving this problem.
- MRF and Gibbs Distribution: a theory to analyze the spatial or contextual dependencies of physical phenomena
- based on Neighborhood System and Cliques
- a neighborhood system is defined as

$$\mathcal{N} = \{\mathcal{N}_i | \forall i \in S\}$$

$\mathcal{N}_i$  the set of sites neighboring  $i$



## MRF: Neighborhood System

- if labels are mutually dependent then how to make a global inference using local information becomes a non-trivial task
- MRF provides a mathematical foundation for solving this problem.
- MRF and Gibbs Distribution: a theory to analyze the spatial or contextual dependencies of physical phenomena
- based on Neighborhood System and Cliques
- a neighborhood system is defined as

$$\mathcal{N} = \{\mathcal{N}_i | \forall i \in S\}$$

$\mathcal{N}_i$  the set of sites neighboring  $i$

- the neighboring relationship has the following properties
  - ▶ a site is not neighboring to itself  $i \notin \mathcal{N}_i$
  - ▶ the neighboring relationship is mutual  $i \in \mathcal{N}_{i'} \Rightarrow i' \in \mathcal{N}_i$



## MRF: Types of Neighborhood System

- for a regular lattice  $S$ , the neighbor set of  $i$  is defined as the set of nearby sites within a radius  $r$

## MRF: Types of Neighborhood System

- for a regular lattice  $S$ , the neighbor set of  $i$  is defined as the set of nearby sites within a radius  $r$

$$\mathcal{N}_i = \{i' \in S | [dist(pixel_{i'}, pixel_i)]^2 \leq r, i' \neq i\}$$



## MRF: Types of Neighborhood System

- for a regular lattice  $S$ , the neighbor set of  $i$  is defined as the set of nearby sites within a radius  $r$

$$\mathcal{N}_i = \{i' \in S | [dist(pixel_{i'}, pixel_i)]^2 \leq r, i' \neq i\}$$

- First order neighborhood system called 4-neighborhood system, every (interior) site has four neighbors

## MRF: Types of Neighborhood System

- for a regular lattice  $S$ , the neighbor set of  $i$  is defined as the set of nearby sites within a radius  $r$

$$\mathcal{N}_i = \{i' \in S | [dist(pixel_{i'}, pixel_i)]^2 \leq r, i' \neq i\}$$

- First order neighborhood system called 4-neighborhood system, every (interior) site has four neighbors
- Second order neighborhood system called 8-neighborhood system
- $n^{th}$  order neighborhood system



## MRF: Types of Neighborhood System

- for a regular lattice  $S$ , the neighbor set of  $i$  is defined as the set of nearby sites within a radius  $r$

$$\mathcal{N}_i = \{i' \in S | [dist(pixel_{i'}, pixel_i)]^2 \leq r, i' \neq i\}$$

- First order neighborhood system called 4-neighborhood system, every (interior) site has four neighbors
- Second order neighborhood system called 8-neighborhood system
- $n^{th}$  order neighborhood system
- Sites in a regular rectangular lattice  $S = \{(i,j) | 1 \leq i, j \leq n\}$  four nearest neighbor  $\mathcal{N}_{i,j} = \{(i-1,j), (i+1,j), (i,j-1), (i,j+1)\}$

M. A. Zaveri, SVNIT, Surat      Markov Random Field      19 December 2016      16 / 38

## MRF: Types of Neighborhood System

- for a regular lattice  $S$ , the neighbor set of  $i$  is defined as the set of nearby sites within a radius  $r$

$$\mathcal{N}_i = \{i' \in S | [dist(pixel_{i'}, pixel_i)]^2 \leq r, i' \neq i\}$$

- First order neighborhood system called 4-neighborhood system, every (interior) site has four neighbors
- Second order neighborhood system called 8-neighborhood system
- $n^{th}$  order neighborhood system
- Sites in a regular rectangular lattice  $S = \{(i,j) | 1 \leq i, j \leq n\}$  four nearest neighbor  $\mathcal{N}_{i,j} = \{(i-1,j), (i+1,j), (i,j-1), (i,j+1)\}$
- for an irregular  $S$

M. A. Zaveri, SVNIT, Surat      Markov Random Field      19 December 2016      16 / 38

## MRF: Cliques

- in general, the neighbor set  $\mathcal{N}_i$  for an irregular  $S$  have varying shapes and sizes

M. A. Zaveri, SVNIT, Surat      Markov Random Field      19 December 2016      17 / 38

## MRF: Cliques

- in general, the neighbor set  $\mathcal{N}_i$  for an irregular  $S$  have varying shapes and sizes
- a clique  $c$  for  $(S, \mathcal{N})$  is defined as a subset of sites in  $S$

M. A. Zaveri, SVNIT, Surat      Markov Random Field      19 December 2016      17 / 38

## MRF: Cliques

- in general, the neighbor set  $\mathcal{N}_i$  for an irregular  $S$  have varying shapes and sizes
- a clique  $c$  for  $(S, \mathcal{N})$  is defined as a subset of sites in  $S$
- single site  $\mathcal{C}_1 = \{i | i \in S\}$

## MRF: Cliques

- in general, the neighbor set  $\mathcal{N}_i$  for an irregular  $S$  have varying shapes and sizes
- a clique  $c$  for  $(S, \mathcal{N})$  is defined as a subset of sites in  $S$
- single site  $\mathcal{C}_1 = \{i | i \in S\}$
- pair of neighboring sites  $\mathcal{C}_2 = \{\{i, i'\} | i' \in \mathcal{N}_i, i \in S\}$



## MRF: Cliques

- in general, the neighbor set  $\mathcal{N}_i$  for an irregular  $S$  have varying shapes and sizes
- a clique  $c$  for  $(S, \mathcal{N})$  is defined as a subset of sites in  $S$
- single site  $\mathcal{C}_1 = \{i | i \in S\}$
- pair of neighboring sites  $\mathcal{C}_2 = \{\{i, i'\} | i' \in \mathcal{N}_i, i \in S\}$
- triple of neighboring sites  $\mathcal{C}_3 = \{\{i, i', i''\} | i, i', i'' \in S\}$  are neighbors to one another

## MRF: Cliques

- in general, the neighbor set  $\mathcal{N}_i$  for an irregular  $S$  have varying shapes and sizes
- a clique  $c$  for  $(S, \mathcal{N})$  is defined as a subset of sites in  $S$
- single site  $\mathcal{C}_1 = \{i | i \in S\}$
- pair of neighboring sites  $\mathcal{C}_2 = \{\{i, i'\} | i' \in \mathcal{N}_i, i \in S\}$
- triple of neighboring sites  $\mathcal{C}_3 = \{\{i, i', i''\} | i, i', i'' \in S\}$  are neighbors to one another
- Sites in a clique are ordered and  $\{i, i'\}$  is not the same clique as  $\{i', i\}$



## MRF: Cliques

- in general, the neighbor set  $\mathcal{N}_i$  for an irregular  $S$  have varying shapes and sizes
- a clique  $c$  for  $(S, \mathcal{N})$  is defined as a subset of sites in  $S$
- single site  $\mathcal{C}_1 = \{i | i \in S\}$
- pair of neighboring sites  $\mathcal{C}_2 = \{\{i, i' | i' \in \mathcal{N}_i, i \in S\}$
- triple of neighboring sites  $\mathcal{C}_3 = \{\{i, i', i'' | i, i', i'' \in S\}$  are neighbors to one another
- Sites in a clique are ordered and  $\{i, i'\}$  is not the same clique as  $\{i', i\}$
- the collection of all cliques for  $(S, \mathcal{N})$   $\mathcal{C} = \mathcal{C}_1 \cup \mathcal{C}_2 \dots$

## MRF: Cliques

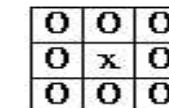
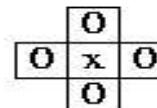
- in general, the neighbor set  $\mathcal{N}_i$  for an irregular  $S$  have varying shapes and sizes
- a clique  $c$  for  $(S, \mathcal{N})$  is defined as a subset of sites in  $S$
- single site  $\mathcal{C}_1 = \{i | i \in S\}$
- pair of neighboring sites  $\mathcal{C}_2 = \{\{i, i' | i' \in \mathcal{N}_i, i \in S\}$
- triple of neighboring sites  $\mathcal{C}_3 = \{\{i, i', i'' | i, i', i'' \in S\}$  are neighbors to one another
- Sites in a clique are ordered and  $\{i, i'\}$  is not the same clique as  $\{i', i\}$
- the collection of all cliques for  $(S, \mathcal{N})$   $\mathcal{C} = \mathcal{C}_1 \cup \mathcal{C}_2 \dots$
- as the order of the neighborhood system increases, the number of cliques grow rapidly and computationally expensive



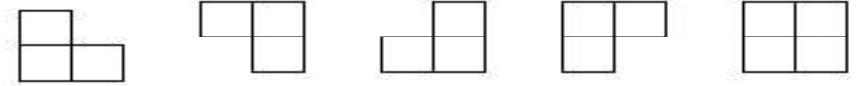
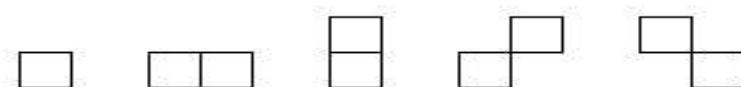
## MRF: Cliques

- in general, the neighbor set  $\mathcal{N}_i$  for an irregular  $S$  have varying shapes and sizes
- a clique  $c$  for  $(S, \mathcal{N})$  is defined as a subset of sites in  $S$
- single site  $\mathcal{C}_1 = \{i | i \in S\}$
- pair of neighboring sites  $\mathcal{C}_2 = \{\{i, i' | i' \in \mathcal{N}_i, i \in S\}$
- triple of neighboring sites  $\mathcal{C}_3 = \{\{i, i', i'' | i, i', i'' \in S\}$  are neighbors to one another
- Sites in a clique are ordered and  $\{i, i'\}$  is not the same clique as  $\{i', i\}$
- the collection of all cliques for  $(S, \mathcal{N})$   $\mathcal{C} = \mathcal{C}_1 \cup \mathcal{C}_2 \dots$
- as the order of the neighborhood system increases, the number of cliques grow rapidly and computationally expensive
- Cliques for irregular sites do not have fixed shapes as those for a regular lattice and their types are depicted by the number of involved sites

## MRF: Neighborhood and Cliques on Regular Site



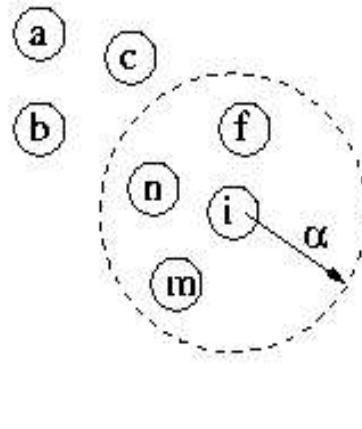
5	4	3	4	5
4	2	1	2	4
3	1	x	1	3
4	2	1	2	4
5	4	3	4	5



- Upper: Neighborhood 4, 8, ...  $n^{th}$
- Lower: Cliques



## MRF: Neighborhood and Cliques on Irregular Site



- Left: Neighborhood
- Right: Cliques



## MRF: A Random Field

- let  $F = \{F_1, \dots, F_m\}$  be a family of random variables defined on the set  $S$
- each random variable  $F_i$  takes a value  $f_i$  in  $\mathcal{L}$

## MRF: A Random Field

- let  $F = \{F_1, \dots, F_m\}$  be a family of random variables defined on the set  $S$



## MRF: A Random Field

- let  $F = \{F_1, \dots, F_m\}$  be a family of random variables defined on the set  $S$
- each random variable  $F_i$  takes a value  $f_i$  in  $\mathcal{L}$
- the family  $F$  is called a random field



## MRF: A Random Field

- let  $F = \{F_1, \dots, F_m\}$  be a family of random variables defined on the set  $S$
  - each random variable  $F_i$  takes a value  $f_i$  in  $\mathcal{L}$
  - the family  $F$  is called a random field
  - $F_i = f_i$  denotes the event that  $F_i$  takes the value  $f_i$



## MRF: A Random Field

- let  $F = \{F_1, \dots, F_m\}$  be a family of random variables defined on the set  $S$
  - each random variable  $F_i$  takes a value  $f_i$  in  $\mathcal{L}$
  - the family  $F$  is called a random field
  - $F_i = f_i$  denotes the event that  $F_i$  takes the value  $f_i$
  - $(F_1 = f_1, \dots, F_m = f_m)$  to denote the joint event



## MRF: A Random Field

- let  $F = \{F_1, \dots, F_m\}$  be a family of random variables defined on the set  $S$
  - each random variable  $F_i$  takes a value  $f_i$  in  $\mathcal{L}$
  - the family  $F$  is called a random field
  - $F_i = f_i$  denotes the event that  $F_i$  takes the value  $f_i$
  - $(F_1 = f_1, \dots, F_m = f_m)$  to denote the joint event
  - a joint event is abbreviated as  $F = f$  where  $f = \{f_1, \dots, f_m\}$  is a configuration of  $F$ , corresponding to a realization of the field



MRF: A Random Field

- let  $F = \{F_1, \dots, F_m\}$  be a family of random variables defined on the set  $S$
  - each random variable  $F_i$  takes a value  $f_i$  in  $\mathcal{L}$
  - the family  $F$  is called a random field
  - $F_i = f_i$  denotes the event that  $F_i$  takes the value  $f_i$
  - $(F_1 = f_1, \dots, F_m = f_m)$  to denote the joint event
  - a joint event is abbreviated as  $F = f$  where  $f = \{f_1, \dots, f_m\}$  is a configuration of  $F$ , corresponding to a realization of the field
  - for a discrete label set  $\mathcal{L}$ , the probability that random variable  $F_i$  takes the value  $f_i$  is denoted by  $P(F_i = f_i)$ , abbreviated  $P(f_i)$



## MRF: A Random Field

- let  $F = \{F_1, \dots, F_m\}$  be a family of random variables defined on the set  $S$
- each random variable  $F_i$  takes a value  $f_i$  in  $\mathcal{L}$
- the family  $F$  is called a random field
- $F_i = f_i$  denotes the event that  $F_i$  takes the value  $f_i$
- $(F_1 = f_1, \dots, F_m = f_m)$  to denote the joint event
- a joint event is abbreviated as  $F = f$  where  $f = \{f_1, \dots, f_m\}$  is a configuration of  $F$ , corresponding to a realization of the field
- for a discrete label set  $\mathcal{L}$ , the probability that random variable  $F_i$  takes the value  $f_i$  is denoted by  $P(F_i = f_i)$ , abbreviated  $P(f_i)$
- the joint probability is denoted  $P(F = f) = P(F_1 = f_1, \dots, F_m = f_m)$  and abbreviated  $P(f)$



## MRF: Requisite Conditions

- for a continuous  $\mathcal{L}$ , the same is represented by probability density functions,  $p(F_i = f_i)$  and  $p(F = f)$



## MRF: Requisite Conditions

- for a continuous  $\mathcal{L}$ , the same is represented by probability density functions,  $p(F_i = f_i)$  and  $p(F = f)$
- $F$  is said to be a Markov random field on  $S$  with respect to a neighborhood system  $\mathcal{N}$  if and only if the following two conditions are satisfied:
  - ①  $P(f) > 0, \forall f \in \mathbb{F}$  (positivity)
  - ②  $P(f_i | f_{S-\{i\}}) = P(f_i | \mathcal{N}_i)$  (Markovianity)

where  $S - \{i\}$  is the set difference,  $f_{S-\{i\}}$  denotes the set of labels at the sites in  $S - \{i\}$  and

$$f_{\mathcal{N}_i} = \{f_{i'} | i' \in \mathcal{N}_i\}$$

stands for the set of labels at the sites neighboring  $i$



## MRF: Other Property

- the positivity condition is assumed because the joint probability  $P(f)$  of any random field is uniquely determined by its local conditional probabilities, if positivity condition is satisfied
- the **Markovianity depicts the local characteristics of  $F$**
- the label at a site is dependent only on those at the neighboring sites, i.e, neighboring labels have direct interactions on each other



## MRF: Other Property

- the positivity condition is assumed because the joint probability  $P(f)$  of any random field is uniquely determined by its local conditional probabilities, if positivity condition is satisfied
- the **Markovianity depicts the local characteristics of  $F$**
- the label at a site is dependent only on those at the neighboring sites, i.e, neighboring labels have direct interactions on each other
- MRF have other properties as **homogeneity and isotropy**. It is said to be homogeneous if  $P(f_i|f_{N_i})$  is regardless of the relative position of site  $i$  in  $S$
- Equivalence between Markov random fields and Gibbs distribution provides a **mathematically tractable means of specifying the joint probability of an MRF**



## Gibbs Random Fields

- a set of random variables  $F$  is said to be a Gibbs random field (GRF) on  $S$  with respect to  $\mathcal{N}$  if and only if its configurations obey a Gibbs distribution
- a **Gibbs distribution** takes the following form

$$P(f) = Z^{-1} \times e^{-\frac{U(f)}{T}} \quad Z = \sum_{f \in \mathbb{F}} e^{-\frac{U(f)}{T}}$$

is a normalizing constant called the **partition function**,  $T$  is a constant called the temperature which shall be assumed to be 1 and  $U(f)$  is the energy function

## Gibbs Random Fields

- a set of random variables  $F$  is said to be a Gibbs random field (GRF) on  $S$  with respect to  $\mathcal{N}$  if and only if its configurations obey a Gibbs distribution



## Gibbs Random Fields

- a set of random variables  $F$  is said to be a Gibbs random field (GRF) on  $S$  with respect to  $\mathcal{N}$  if and only if its configurations obey a Gibbs distribution
- a **Gibbs distribution** takes the following form

$$P(f) = Z^{-1} \times e^{-\frac{U(f)}{T}} \quad Z = \sum_{f \in \mathbb{F}} e^{-\frac{U(f)}{T}}$$

is a normalizing constant called the **partition function**,  $T$  is a constant called the temperature which shall be assumed to be 1 and  $U(f)$  is the energy function

- the energy

$$U(f) = \sum_{c \in \mathcal{C}} V_c(f) \quad (1)$$

is a sum of clique potentials  $V_c(f)$  over all possible cliques  $\mathcal{C}$

- the value of  $V_c(f)$  depends on the local configuration on the clique  $c$



## Gibbs Random Fields: Property

- the Gaussian distribution is a special member of this Gibbs distribution family



## Gibbs Random Fields: Property

- the Gaussian distribution is a special member of this Gibbs distribution family
  - GRF is said to be **homogeneous** if  $V_c(f)$  is **independent of the relative position of the clique  $c$  in  $S$**



## Gibbs Random Fields: Property

- the Gaussian distribution is a special member of this Gibbs distribution family
  - GRF is said to be **homogeneous** if  $V_c(f)$  is **independent of the relative position of the clique  $c$  in  $S$**
  - it is said to be **isotropic** if  $V_c$  is **independent of the orientation of  $c$**



## Gibbs Random Fields: Property

- the Gaussian distribution is a special member of this Gibbs distribution family
  - GRF is said to be **homogeneous** if  $V_c(f)$  is **independent of the relative position of the clique  $c$**  in  $S$
  - it is said to be **isotropic** if  $V_c$  is **independent of the orientation of  $c$**
  - to calculate a Gibbs distribution, it is necessary to evaluate the partition function  $Z$  which is the sum over all possible configuration in  $\mathbb{F}$
  - there are a combinatorial number of elements in  $\mathbb{F}$  for a discrete  $\mathcal{L}$ , the evaluation is prohibitive even for problems of moderate sizes



## Gibbs Random Fields: Property

- the Gaussian distribution is a special member of this Gibbs distribution family
- GRF is said to be **homogeneous** if  $V_c(f)$  is **independent of the relative position of the clique  $c$  in  $S$**
- it is said to be **isotropic** if  $V_c$  is **independent of the orientation of  $c$**
- to calculate a Gibbs distribution, it is necessary to evaluate the partition function  $Z$  which is the sum over all possible configuration in  $\mathbb{F}$
- there are a combinatorial number of elements in  $\mathbb{F}$  for a discrete  $\mathcal{L}$ , the evaluation is prohibitive even for problems of moderate sizes
- several approximation methods exist for solving this problem



## Gibbs Random Fields: Configuration

- $P(f)$  measures the probability of the occurrence of a particular configuration or pattern,  $f$
- the more probable configurations are those with lower energies



## Gibbs Random Fields: Configuration

- $P(f)$  measures the probability of the occurrence of a particular configuration or pattern,  $f$
- the more probable configurations are those with lower energies
- the temperature  $T$  controls the sharpness of the distribution



## Gibbs Random Fields: Configuration

- $P(f)$  measures the probability of the occurrence of a particular configuration or pattern,  $f$
- the more probable configurations are those with lower energies
- the temperature  $T$  controls the sharpness of the distribution
- when the temperature is high, all configurations tend to be equally distributed
- near the zero temperature, the distribution concentrates around the global energy minima
- given  $T$  and  $U(f)$ , a class of patterns can be generated by sampling the configuration space  $\mathbb{F}$  according to  $P(f)$



## Gibbs Random Fields: Configuration

- $P(f)$  measures the probability of the occurrence of a particular configuration or pattern,  $f$
- the more probable configurations are those with lower energies
- the temperature  $T$  controls the sharpness of the distribution
- when the temperature is high, all configurations tend to be equally distributed
- near the zero temperature, the distribution concentrates around the global energy minima
- given  $T$  and  $U(f)$ , a class of patterns can be generated by sampling the configuration space  $\mathbb{F}$  according to  $P(f)$
- for discrete labeling problem, a clique potential  $V_c(f)$  can be specified by a number of parameters
- for continuous labeling problem,  $V_c(f)$  is continuous function of  $f_c$



## Gibbs Random Fields: Energy

- the energy of a Gibbs distribution is expressed as the sum of several terms, each related to cliques of a certain size, i.e.,

$$U(f) = \sum_{\{i\} \in \mathcal{C}_1} V_1(f_i) + \sum_{\{i, i'\} \in \mathcal{C}_2} V_2(f_i, f_{i'}) + \sum_{\{i, i', i''\} \in \mathcal{C}_3} V_2(f_i, f_{i'}, f_{i''}) + \dots$$

- an important special case is when only cliques of size up to two are considered; in this case, the energy can also be written as



## Gibbs Random Fields: Energy

- the energy of a Gibbs distribution is expressed as the sum of several terms, each related to cliques of a certain size, i.e.,



## Gibbs Random Fields: Energy

- the energy of a Gibbs distribution is expressed as the sum of several terms, each related to cliques of a certain size, i.e.,

$$U(f) = \sum_{\{i\} \in \mathcal{C}_1} V_1(f_i) + \sum_{\{i, i'\} \in \mathcal{C}_2} V_2(f_i, f_{i'}) + \sum_{\{i, i', i''\} \in \mathcal{C}_3} V_2(f_i, f_{i'}, f_{i''}) + \dots$$

- an important special case is when only cliques of size up to two are considered; in this case, the energy can also be written as

$$U(f) = \sum_{i \in S} V_1(f_i) + \sum_{i \in S} \sum_{i' \in N_i} V_2(f_i, f_{i'})$$

- $\{i, i'\}$  and  $\{i', i\}$  are two distinct cliques in  $\mathcal{C}_2$  because the sites in a clique are ordered



## GRF: Equivalence

- the conditional probability can be written as

$$P(f_i|f_{\mathcal{N}_i}) = \frac{e^{-[V_1(f_i) + \sum_{i' \in \mathcal{N}_i} V_2(f_i, f_{i'})]}}{\sum_{f_i \in \mathcal{C}} e^{-[V_1(f_i) + \sum_{i' \in \mathcal{N}_i} V_2(f_i, f_{i'})]}}$$

- Equivalence between Markov Random Field and Gibbs Random Field



## GRF: Equivalence

- the conditional probability can be written as

$$P(f_i|f_{\mathcal{N}_i}) = \frac{e^{-[V_1(f_i) + \sum_{i' \in \mathcal{N}_i} V_2(f_i, f_{i'})]}}{\sum_{f_i \in \mathcal{C}} e^{-[V_1(f_i) + \sum_{i' \in \mathcal{N}_i} V_2(f_i, f_{i'})]}}$$

- Equivalence between Markov Random Field and Gibbs Random Field

- MRF is characterized by its local property (the Markovianity)



## GRF: Equivalence

- the conditional probability can be written as

$$P(f_i|f_{\mathcal{N}_i}) = \frac{e^{-[V_1(f_i) + \sum_{i' \in \mathcal{N}_i} V_2(f_i, f_{i'})]}}{\sum_{f_i \in \mathcal{C}} e^{-[V_1(f_i) + \sum_{i' \in \mathcal{N}_i} V_2(f_i, f_{i'})]}}$$

- Equivalence between Markov Random Field and Gibbs Random Field
- MRF is characterized by its local property (the Markovianity)
- GRF is characterized by its global property (the Gibbs distribution)



## GRF: Equivalence

- the conditional probability can be written as

$$P(f_i|f_{\mathcal{N}_i}) = \frac{e^{-[V_1(f_i) + \sum_{i' \in \mathcal{N}_i} V_2(f_i, f_{i'})]}}{\sum_{f_i \in C} e^{-[V_1(f_i) + \sum_{i' \in \mathcal{N}_i} V_2(f_i, f_{i'})]}}$$

- Equivalence between Markov Random Field and Gibbs Random Field**
- MRF is characterized by its local property (the Markovianity)
- GRF is characterized by its global property (the Gibbs distribution)
- Hammersley-Clifford theorem establishes the equivalence of these two types of properties
- the theorem states that  $F$  is an MRF on  $S$  with respect to  $\mathcal{N}$  if and only if  $F$  is a GRF on  $S$  with respect to  $\mathcal{N}$
- this theorem provides a simple way of specifying the joint probability



## Markov-Gibbs Equivalence

- one can specify the joint probability  $P(F = f)$  by specifying the clique potential functions  $V_c(f)$  and
- choose appropriate potential functions** for desired system behavior
- it encodes the a priori knowledge or preference about interactions between labels
- the **MRF-Gibbs distribution** has been used in solving optimization problems
- in optimization problems, an objective function is in the form of an energy function and is to be minimized



## Markov-Gibbs Equivalence

- one can specify the joint probability  $P(F = f)$  by specifying the clique potential functions  $V_c(f)$  and
- choose appropriate potential functions** for desired system behavior
- it encodes the a priori knowledge or preference about interactions between labels



## Markov-Gibbs Equivalence

- one can specify the joint probability  $P(F = f)$  by specifying the clique potential functions  $V_c(f)$  and
- choose appropriate potential functions** for desired system behavior
- it encodes the a priori knowledge or preference about interactions between labels
- the **MRF-Gibbs distribution** has been used in solving optimization problems
- in optimization problems, an objective function is in the form of an energy function and is to be minimized
- as the quantitative cost measure, an energy function defines the minimal solution as its minimum, usually a global one**
- formulate an energy function so that the correct solution is embedded as the minimum**



## MRF Image Modeling: Example

- image modeled as a random field  $Y = \{Y_s : s \in L\}$
- $L = \{(i, j) | 0 \leq i \leq N_1 - 1, 0 \leq j \leq N_2 - 1\}$  index set, a set of site indices on 2-D discrete  $N_1 \times N_2$  rectangular integer lattice



M. A. Zaveri, SVNIT, Surat      Markov Random Field      19 December 2016      29 / 38

## MRF Image Modeling: Example

- image modeled as a random field  $Y = \{Y_s : s \in L\}$
- $L = \{(i, j) | 0 \leq i \leq N_1 - 1, 0 \leq j \leq N_2 - 1\}$  index set, a set of site indices on 2-D discrete  $N_1 \times N_2$  rectangular integer lattice
- for each lattice point or pixel  $s = (i, j) \in S$   $Y_s$  is a real-valued random variable



M. A. Zaveri, SVNIT, Surat      Markov Random Field      19 December 2016      29 / 38

## MRF Image Modeling: Example

- image modeled as a random field  $Y = \{Y_s : s \in L\}$
- $L = \{(i, j) | 0 \leq i \leq N_1 - 1, 0 \leq j \leq N_2 - 1\}$  index set, a set of site indices on 2-D discrete  $N_1 \times N_2$  rectangular integer lattice
- for each lattice point or pixel  $s = (i, j) \in S$   $Y_s$  is a real-valued random variable
- random field  $Y$  is characterized by a joint probability distribution  $P_Y$  which may be characterized by an associated parameter set  $\theta_Y$
- random variables  $Y_s$  will take on sample values or realizations  $y_s$  from a common finite set of integers  $\{0, 1, 2, \dots, L_Y - 1\}$



M. A. Zaveri, SVNIT, Surat      Markov Random Field      19 December 2016      29 / 38

## MRF Image Modeling: Example

- image modeled as a random field  $Y = \{Y_s : s \in L\}$
- $L = \{(i, j) | 0 \leq i \leq N_1 - 1, 0 \leq j \leq N_2 - 1\}$  index set, a set of site indices on 2-D discrete  $N_1 \times N_2$  rectangular integer lattice
- for each lattice point or pixel  $s = (i, j) \in S$   $Y_s$  is a real-valued random variable
- random field  $Y$  is characterized by a joint probability distribution  $P_Y$  which may be characterized by an associated parameter set  $\theta_Y$
- random variables  $Y_s$  will take on sample values or realizations  $y_s$  from a common finite set of integers  $\{0, 1, 2, \dots, L_Y - 1\}$
- $y_s$  may be feature values depending on the application; DCT or DWT coefficients



M. A. Zaveri, SVNIT, Surat      Markov Random Field      19 December 2016      29 / 38

## MRF Image Modeling: Example

- let random field  $X = \{X_1, \dots, X_m\}$  be a Markov Random Field defined on  $L$  and  $m$  is the total number of the classes

## MRF Image Modeling: Example

- let random field  $X = \{X_1, \dots, X_m\}$  be a Markov Random Field defined on  $L$  and  $m$  is the total number of the classes
- sites in  $L$  are related to each other via a neighborhood system  $\Psi = \{N_i, i \in L\}$   $N_i$  is the set of neighbor of site



## MRF Image Modeling: Example

- let random field  $X = \{X_1, \dots, X_m\}$  be a Markov Random Field defined on  $L$  and  $m$  is the total number of the classes
- sites in  $L$  are related to each other via a neighborhood system  $\Psi = \{N_i, i \in L\}$   $N_i$  is the set of neighbor of site
- site is not a neighbor of itself
- clique is a subset of sites in  $N_i$   $c \in N_i$  is a clique of every pair of distinct sites in  $c$  are neighbors
- random field  $X$  is considered to be an MRF on  $S$  if and only if  $P(X = x) > 0$  and  $P(X_i = x_i | X_r = x_r, r \neq i) = P(X_i = x_i | X_r = x_r, r \in N_i)$
- difficult to determine the above characteristics in practice



## MRF Image Modeling: Example

- MRF has the form

$$P(X = x) = \frac{1}{Z} e^{-U(X)/T}$$

- $X = x$  is a realization from  $X = \{X_1, \dots, X_m\}$ , i.e.,  $x = \{x_1, \dots, x_m\}$  is a set of random field  $X$  and

$$U(X) = \sum_L V_c(x)$$

is global energy function and it is given by the sum of clique potentials  $V_c(x)$ , over all possible cliques

- choice of energy function is arbitrary



## MRF Image Modeling: Example

- MRF has the form

$$P(X = x) = \frac{1}{Z} e^{-U(X)/T}$$

- $X = x$  is a realization from  $X = \{X_1, \dots, X_m\}$ , i.e.,  $x = \{x_1, \dots, x_m\}$  is a set of random field  $X$  and

$$U(X) = \sum_c V_c(x)$$

is global energy function and it is given by the sum of clique potentials  $V_c(x)$ , over all possible cliques

- choice of energy function is arbitrary
  - for example, several definition of  $U(X)$  in the framework of image segmentation

## MRF Image Modeling: Example

- general expression for the energy function

$$U(X) = \sum_k V_c(ci) + \sum_{c \in N_i} V_c(ci, cj)$$

- known as Potts model  $V_c(c_i)$  external field that weighs the relative importance of different classes
  - simplified Potts model with no external energy  $V_c(c_i) = 0$
  - local spatial transitions are taken into account and all the classes in the label segmentation,  $X_{opt}$ , as near as possible to the real image  $X^*$

$$V_c(ci, cj) = \begin{cases} -\beta & \text{if } ci = cj \\ 0 & \text{otherwise} \end{cases}$$

$$V_c(ci, cj) = \begin{cases} -\frac{\beta\sigma_i^2}{(\sigma_i^2 + (y_{ci} - y_{cj})^2 \times d_{cici})} & \text{if } ci \neq cj \\ -\beta & \text{if } ci = cj \end{cases}$$

## MRF-MAP Segmentation

- $y_{ci}$  and  $y_{cj}$  are the pixel intensities of  $ci$  and  $cj$ ,  $d_{cicj} = 1 \text{ or } \sqrt{2}$  represents the distance between the two pixels
  - $\beta$  is constant that controls the classification

## MRF-MAP Segmentation

- $y_{ci}$  and  $y_{cj}$  are the pixel intensities of  $ci$  and  $cj$ ,  $d_{cicj} = 1 \text{ or } \sqrt{2}$  represents the distance between the two pixels
  - $\beta$  is constant that controls the classification
  - decreasing of  $d_{cicj}$  and  $(y_{ci} - y_{cj})^2$ ,  $V_c(ci, cj)$  decreased to  $-\beta$ , i.e.,  $ci$  and  $cj$  are right one pixel or their intensities are same

## MRF-MAP Segmentation

- $y_{ci}$  and  $y_{cj}$  are the pixel intensities of  $ci$  and  $cj$ ,  $d_{cicj} = 1 \text{ or } \sqrt{2}$  represents the distance between the two pixels
- $\beta$  is constant that controls the classification
- decreasing of  $d_{cicj}$  and  $(y_{ci} - y_{cj})^2$ ,  $V_c(ci, cj)$  decreased to  $-\beta$ , i.e.,  $ci$  and  $cj$  are right one pixel or their intensities are same
- image  $Y$  as rectangular lattice  $L$   $y_l$  denotes the intensity of the pixel at  $l$  and it correspond to the label  $x_l$  in  $X$

## MRF-MAP Segmentation

- $y_{ci}$  and  $y_{cj}$  are the pixel intensities of  $ci$  and  $cj$ ,  $d_{cicj} = 1 \text{ or } \sqrt{2}$  represents the distance between the two pixels
- $\beta$  is constant that controls the classification
- decreasing of  $d_{cicj}$  and  $(y_{ci} - y_{cj})^2$ ,  $V_c(ci, cj)$  decreased to  $-\beta$ , i.e.,  $ci$  and  $cj$  are right one pixel or their intensities are same
- image  $Y$  as rectangular lattice  $L$   $y_l$  denotes the intensity of the pixel at  $l$  and it correspond to the label  $x_l$  in  $X$
- Bayes theorem yields a complete model coupling intensities and labels

$$P(X|Y) = \frac{P(Y|X)P(X)}{P(Y)}$$



## MRF-MAP Segmentation

- $y_{ci}$  and  $y_{cj}$  are the pixel intensities of  $ci$  and  $cj$ ,  $d_{cicj} = 1 \text{ or } \sqrt{2}$  represents the distance between the two pixels
- $\beta$  is constant that controls the classification
- decreasing of  $d_{cicj}$  and  $(y_{ci} - y_{cj})^2$ ,  $V_c(ci, cj)$  decreased to  $-\beta$ , i.e.,  $ci$  and  $cj$  are right one pixel or their intensities are same
- image  $Y$  as rectangular lattice  $L$   $y_l$  denotes the intensity of the pixel at  $l$  and it correspond to the label  $x_l$  in  $X$
- Bayes theorem yields a complete model coupling intensities and labels

$$P(X|Y) = \frac{P(Y|X)P(X)}{P(Y)}$$

- $P(X|Y)$  is the posteriori,  $P(Y|X)$  is the conditional probability density of the image  $Y$ ,  $P(X)$  is the prior density of labelling  $X$



## MRF-MAP Segmentation

- the prior probability of the image  $P(Y)$  is independent of the labelling  $X$ , using MAP

$$X_{opt} = \max \arg_{X \in L} \{P(Y|X)P(X)\}$$

## MRF-MAP Segmentation

- the prior probability of the image  $P(Y)$  is independent of the labelling  $X$ , using MAP

$$X_{opt} = \max \arg_{X \in L} \{P(Y|X)P(X)\}$$

M. A. Zaveri, SVNIT, Surat      Markov Random Field      19 December 2016      34 / 38

## MRF-MAP Segmentation

- the prior probability of the image  $P(Y)$  is independent of the labelling  $X$ , using MAP

$$X_{opt} = \max \arg_{X \in L} \{P(Y|X)P(X)\}$$

- assume that image data is obtained by adding an identical independently distributed (i.i.d) Gaussian noise

$$p(y_l|x_l) = \frac{1}{\sqrt{2\pi\sigma_l^2}} \exp \left\{ -\frac{(y_l - \mu_{xl})^2}{2\sigma_l^2} \right\}$$

- based on conditional independent assumption of  $Y$  the conditional density  $P(Y|X) = \prod_L P(y_l|x_l)$



M. A. Zaveri, SVNIT, Surat      Markov Random Field      19 December 2016      34 / 38

## MRF-MAP Segmentation

$$P(Y|X) = \prod_L \left[ \frac{1}{\sqrt{2\pi\sigma_l^2}} \exp \left\{ -\frac{(y_l - \mu_{xl})^2}{2\sigma_l^2} \right\} \right] \propto \exp \left[ -\sum_L \frac{(y_l - \mu_{xl})^2}{2\sigma_l^2} \right]$$

## MRF-MAP Segmentation

$$P(Y|X) = \prod_L \left[ \frac{1}{\sqrt{2\pi\sigma_l^2}} \exp \left\{ -\frac{(y_l - \mu_{xl})^2}{2\sigma_l^2} \right\} \right] \propto \exp \left[ -\sum_L \frac{(y_l - \mu_{xl})^2}{2\sigma_l^2} \right]$$

- potential function of the conditional probability can be written as

$$U(Y|X) = \sum_L \frac{(y_l - \mu_{xl})^2}{2\sigma_l^2}$$

## MRF-MAP Segmentation

- image  $Y$  is then segmented by finding the field of labels  $X$

## MRF-MAP Segmentation

$$P(Y|X) = \prod_L \left[ \frac{1}{\sqrt{2\pi\sigma_l^2}} \exp \left\{ -\frac{(y_l - \mu_{xl})^2}{2\sigma_l^2} \right\} \right] \propto \exp \left[ -\sum_L \frac{(y_l - \mu_{xl})^2}{2\sigma_l^2} \right]$$

- potential function of the conditional probability can be written as

$$U(Y|X) = \sum_L \frac{(y_l - \mu_{xl})^2}{2\sigma_l^2}$$

- similarly prior density of MRF takes the form of

$$P(X) = \frac{1}{Z} \exp \left[ -\sum_L \sum_{c \in N_l} \frac{V_c(c_i, c_j)}{T} \right]$$

$$P(X|Y) \propto \exp \left( -\sum_L \left[ \frac{(y_l - \mu_{xl})^2}{2\sigma^2} + \sum_{c \in N_l} \frac{V_c(c_i, c_j)}{T} \right] \right)$$



## MRF-MAP Segmentation

- image  $Y$  is then segmented by finding the field of labels  $X$

$$\begin{aligned} X_{opt} &= \min \arg_{x \in L} U(X|Y) \\ &= \min \arg \left( \sum_L \left[ \frac{(y_l - \mu_l)^2}{2\sigma^2} + \frac{1}{T} \sum_{c \in N_l} V_c(c_i, c_j) \right] \right) \end{aligned}$$



## MRF-MAP Segmentation

- image  $Y$  is then segmented by finding the field of labels  $X$

$$\begin{aligned} X_{opt} &= \min \arg_{x \in L} U(X|Y) \\ &= \min \arg \left( \sum_L \left[ \frac{(y_l - \mu_l)^2}{2\sigma^2} + \frac{1}{T} \sum_{c \in N_l} V_c(c_i, c_j) \right] \right) \end{aligned}$$

- optimization method: simulated annealing (SA), iterated conditional model (ICM) used to find the solution

## MRF-MAP Segmentation

- image  $Y$  is then segmented by finding the field of labels  $X$

$$\begin{aligned} X_{opt} &= \min \arg_{x \in L} U(X|Y) \\ &= \min \arg \left( \sum_L \left[ \frac{(y_l - \mu_l)^2}{2\sigma^2} + \frac{1}{T} \sum_{c \in N_l} V_c(c_i, c_j) \right] \right) \end{aligned}$$

- optimization method: simulated annealing (SA), iterated conditional model (ICM) used to find the solution
  - SA is slow but guarantee a global minimum solution



## MRF-MAP Segmentation

- image  $Y$  is then segmented by finding the field of labels  $X$

$$\begin{aligned} X_{opt} &= \min \arg_{x \in L} U(X|Y) \\ &= \min \arg \left( \sum_L \left[ \frac{(y_l - \mu_l)^2}{2\sigma^2} + \frac{1}{T} \sum_{c \in N_l} V_c(c_i, c_j) \right] \right) \end{aligned}$$

- optimization method: simulated annealing (SA), iterated conditional model (ICM) used to find the solution
  - SA is slow but guarantee a global minimum solution
  - ICM likely to reach local minima and no guarantee that a global minimum of energy function can be obtained, provides much faster convergence
  - ICM iteratively decrease the energy by visiting and updating the pixels



## MRF-MAP Segmentation

- for each pixel  $l$ , given the observed image  $Y$  and current labels of all the pixels in the neighborhood, the label of  $X_l$  is replaced with one that can maximize the probability as

## MRF-MAP Segmentation

- for each pixel  $I$ , given the observed image  $Y$  and current labels of all the pixels in the neighborhood, the label of  $X_I$  is replaced with one that can maximize the probability as

$$X_I^{(k+1)} = \arg \max P(X_I^{(k)} | Y, X_r^{(k)}, r = I)$$

- starting from the initial state, keep on running on the procedure above until either the predefined number of iterations is reached or the label of  $X$  does not change

Thank You

