### Vision in Human and Machine

## Part 8 Models of Perceptual Grouping

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Models of Perceptual Grouping 1

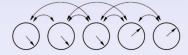
Convergent hierarchical Stimulus Binding "Gestalt" processing

#### Dynamical modeling approaches

#### Phase models

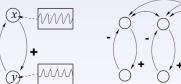
Baldi & Meir 1990 Sompolinsky, Golomb, & Kleinfeld 1992 Zemel, Williams, & Mozer 1993

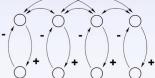




#### Coupled oscillator models

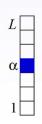
von der Malsburg & Schneider 1986 Schillen & König 1994 Wang & Terman 1997

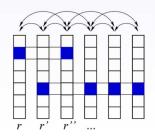




#### Assignment/labeling models

Parent & Zucker 1989 Opara & Wörgötter 1998 Wersing, Steil, & Ritter 2000

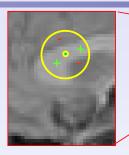




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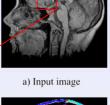
c) LEGION grouping B

#### Example: Greyscale image segmentation

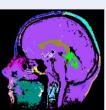


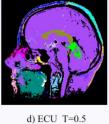
- Similarity: Pixel distance and intensity difference
- LEGION: Oscillator model (Wang 1997)
- ECU: Energy-based cluster update (spin relaxation model) Opara et al (1998)
- CLM: Competitive Layer Model (Ritter 1990)

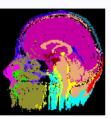




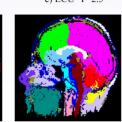
b) LEGION grouping A



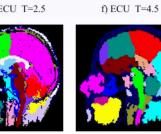




g) CLM R=5

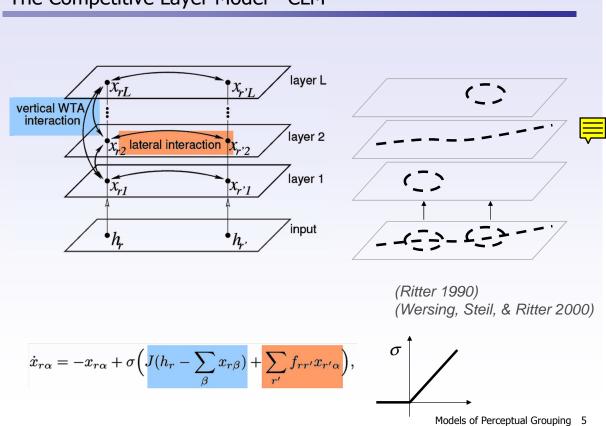


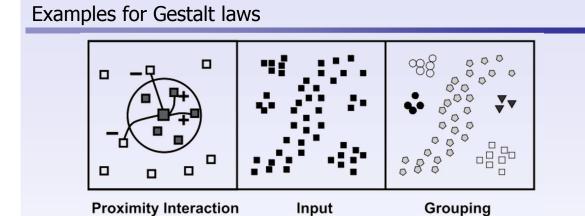
e) ECU T=2.5

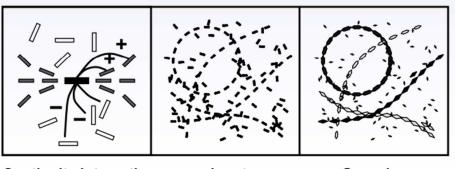


h) CLM  $\,$  R=3  $\,$  i) CLM  $\,$  R=1  $\,$  Models of Perceptual Grouping  $\,$  4

## The Competitive Layer Model - CLM







**Continuity Interaction** Input Grouping

#### Mathematic formulation

$$\dot{x}_{r\alpha} = -x_{r\alpha} + \sigma \left( J \left( h_r - \sum_{\beta} x_{r\beta} \right) + \sum_{r'} \mathsf{f}_{rr'}^{\alpha} x_{r'\alpha} + x_{r\alpha} \right) \tag{1}$$

$$= -x_{r\alpha} + \sigma \left( -\frac{\partial E}{\partial x_{r\alpha}} + x_{r\alpha} \right) \tag{2}$$

$$\sigma(x) = \max(0, x) \tag{3}$$

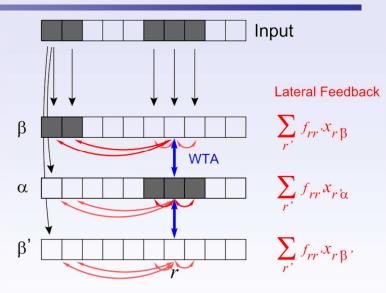
$$E = -\frac{J}{2} \sum_{r} \left( h_r - \sum_{\beta} x_{r\beta} \right)^2 - \frac{1}{2} \sum_{\alpha} \sum_{rr'} f_{rr'}^{\alpha} x_{r\alpha} x_{r'\alpha}. \tag{4}$$

CLM dynamics performs gradient descent in a quadratic energy function

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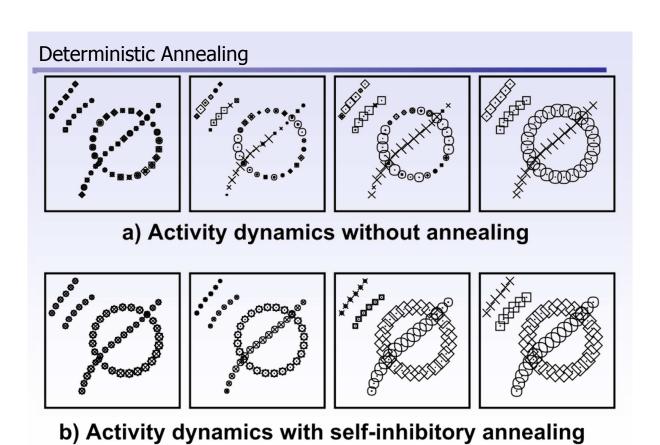
#### Assignment property of the CLM

- Gradient descent dynamics
- Local minima satisfy consistency equation



$$\sum_{r'} f_{rr'} x_{r'\alpha} > \sum_{r'} f_{rr'} x_{r'\beta} \quad \text{for all} \quad r,\beta \neq \alpha(r)$$

# **Deterministic Annealing** Global inhibition strength → k=0k=1/Nk=10/Nm=0←Background layer strength m=2m=4



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#### **Deterministic Annealing**

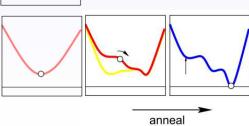
$$E = -\frac{J}{2} \sum_{r} \left( h_r - \sum_{\beta} x_{r\beta} \right)^2 - \frac{1}{2} \sum_{\alpha} \sum_{rr'} f_{rr'}^{\alpha} x_{r\alpha} x_{r'\alpha}. \tag{4}$$

$$E = -\frac{J}{2} \sum_{r} \left( h_r - \sum_{\beta} x_{r\beta} \right)^2 - \frac{1}{2} \sum_{\alpha} \sum_{rr'} f_{rr'}^{\alpha} x_{r\alpha} x_{r'\alpha} + T \sum_{r} x_{r\alpha}^2.$$
 (5)

Without annealing: Suboptimal local minimum



Deterministic annealing: Slowly allow more structure For optimization



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#### CLM simulation algorithm

1. Initialize all  $x_{r\alpha}$  with small random values around

$$x_{r\alpha}(t=0) \in [h_r/L - \epsilon, h_r/L + \epsilon].$$

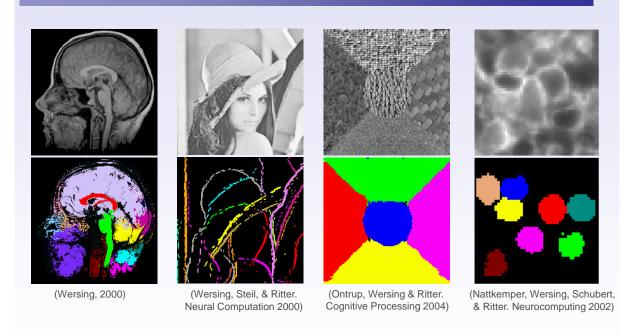
Initialize T with  $T=T_c$ .

2. Do  $N \cdot L$  times: Choose  $(r, \alpha)$  randomly and update  $x_{r\alpha} = \max(0, \xi)$ , where

$$\xi = \frac{Jh_r - \sum_{\beta \neq \alpha} Jx_{r\beta} + \sum_{r' \neq r} \mathsf{f}_{rr'}^{\alpha} x_{r'\alpha}}{J - \mathsf{f}_{rr}^{\alpha} + T} \ .$$

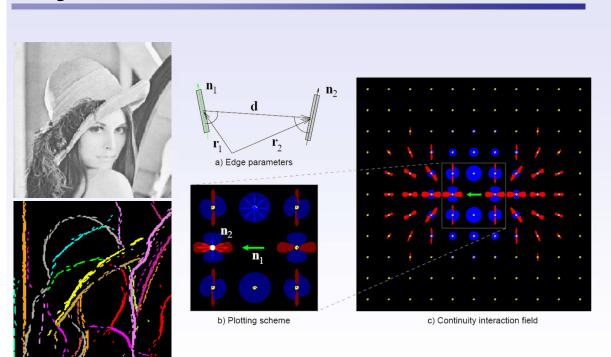
3. Decrease T by  $T:=\eta T$ , with  $0<\eta<1$ . Go to step 2 until convergence.

## Applications of the CLM



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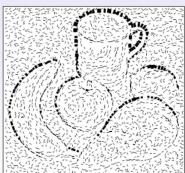
## Design of lateral interactions

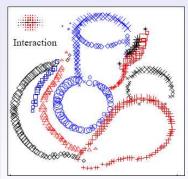


## **CLM Dynamics**

- The dynamics can be characterized by linear eigenmodes
- Symmetry breaking dynamics performs the grouping operation
- Good grouping quality requires deterministic annealing



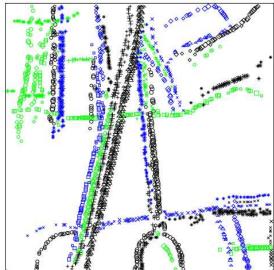




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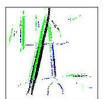
## Emergence of groups with annealing



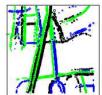






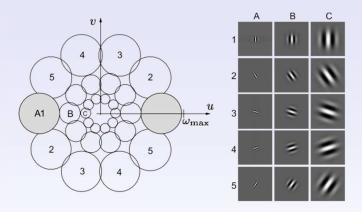






#### Texture Segmentation (Ontrup 1998)

- Vector of local Gabor responses
- Feature vector consists of mean and variance of vector on the image
- Perform a PCA in this space→Use proximity in the feature space



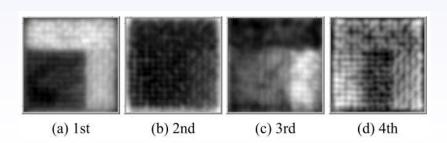
$$d_{\text{text}}(r,r') = \sqrt[n]{\sum_{i=1}^{4} \left(\frac{|p_r^i - p_{r'}^i|}{\sqrt{\sigma(p^i)}}\right)^n},$$

$$f_{rr'} = e^{-\frac{d_{\text{text}}^2(r,r')}{R_{\text{sim}}^2}} + c e^{-\frac{|\mathbf{x}_r - \mathbf{x}_{r'}|^2}{R_{\text{prox}}^2}} - k$$

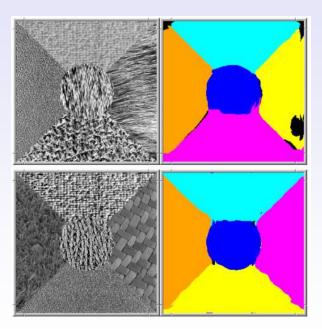
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#### Setting parameters



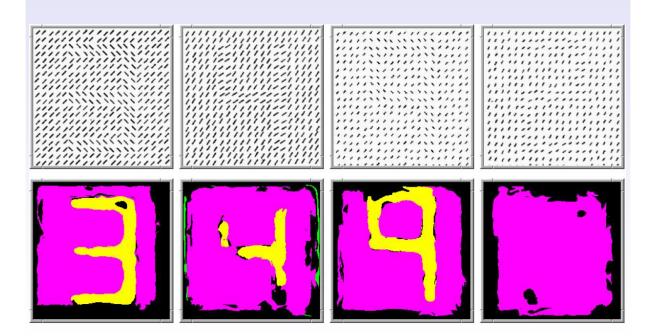


## Grouping results

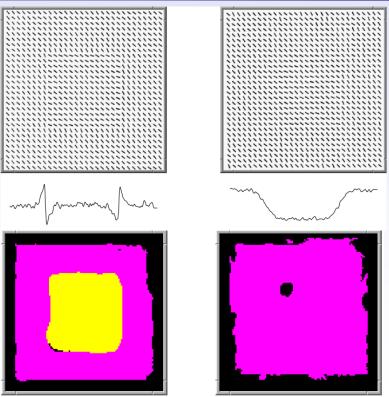


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## Grouping results – Orientation Contrast

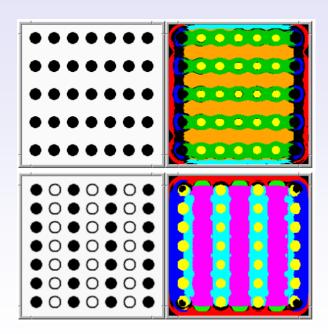


## Grouping results – Craig/Cornsweet Illusion

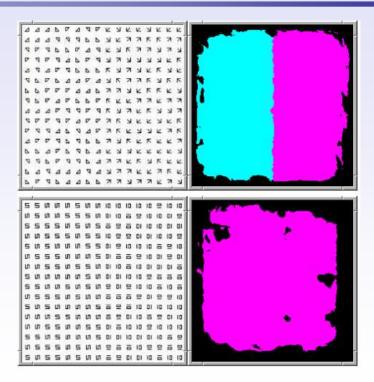


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## Grouping results

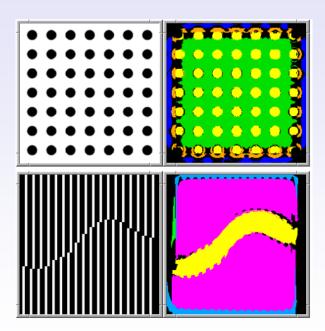


#### Grouping results

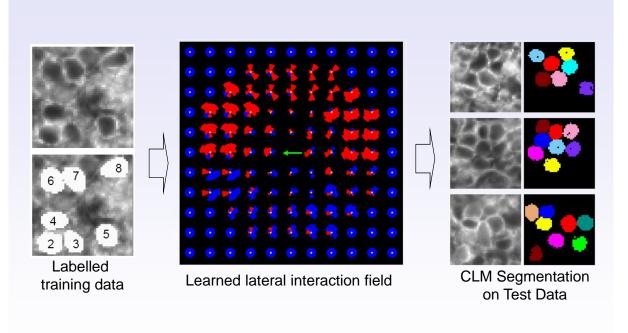


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### Grouping results



#### Learning of lateral interactions

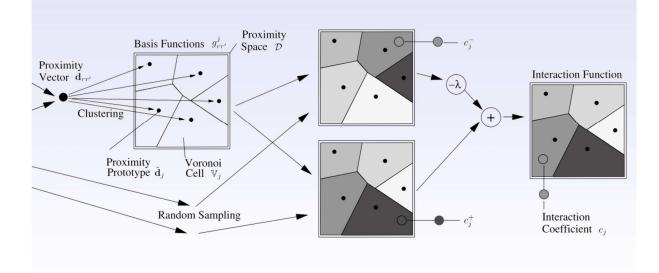


(Wersing, Adv. Neur. Inf. Proc. Systems, NIPS. 2000) (Weng, Wersing, Steil, & Ritter. IEEE Trans. Neural Networks. 2007)

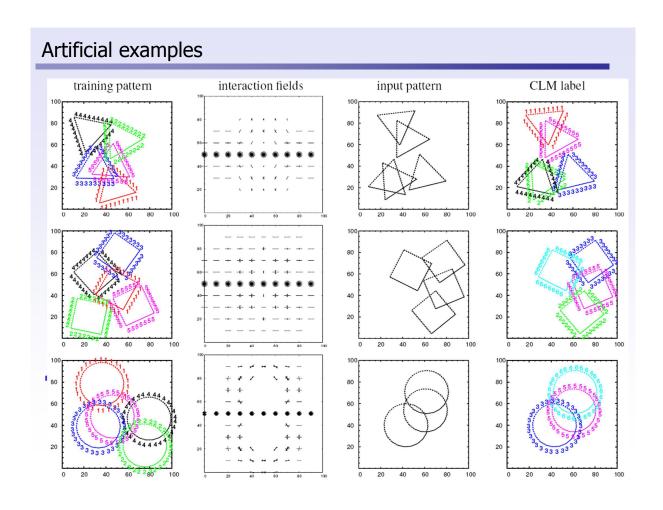
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#### Lateral Interaction Learning (Weng et al. 2007) Feature Proximity Pairs Functions Basis Functions $g_{rr'}^{j}$ Training Set PGoal State(s) $(\mathbf{m}_r, \mathbf{m}_{r'})$ $d_p(\mathbf{m}_r, \mathbf{m}_{r'})$ Proximity Hand Labeling(s) Vector d<sub>rr</sub> Clustering Desired IA Pattern(s) Proximity Prototype $\tilde{\mathbf{d}}_j$ Voronoi Cell $V_j$ $\hat{r} \bigcirc \hat{f}_{rr'} > 0$ Random Sampling

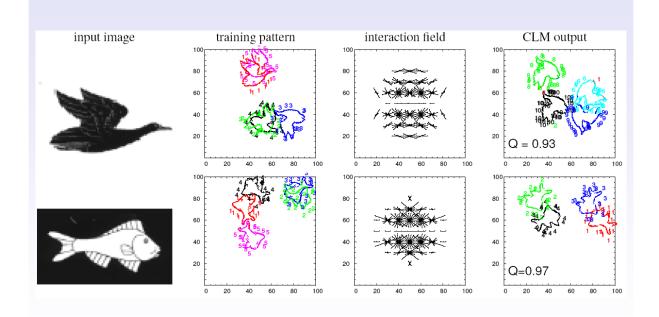
## Lateral Interaction Learning (Weng et al. 2007)



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## More complex training patterns



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