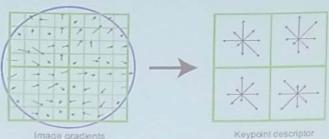
SIFT descriptor

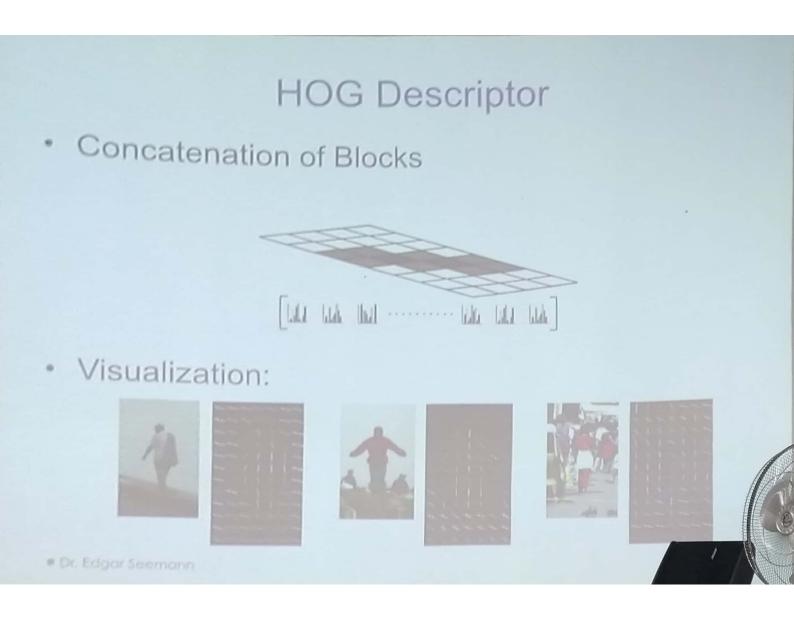
The most popular gradient-based descriptor

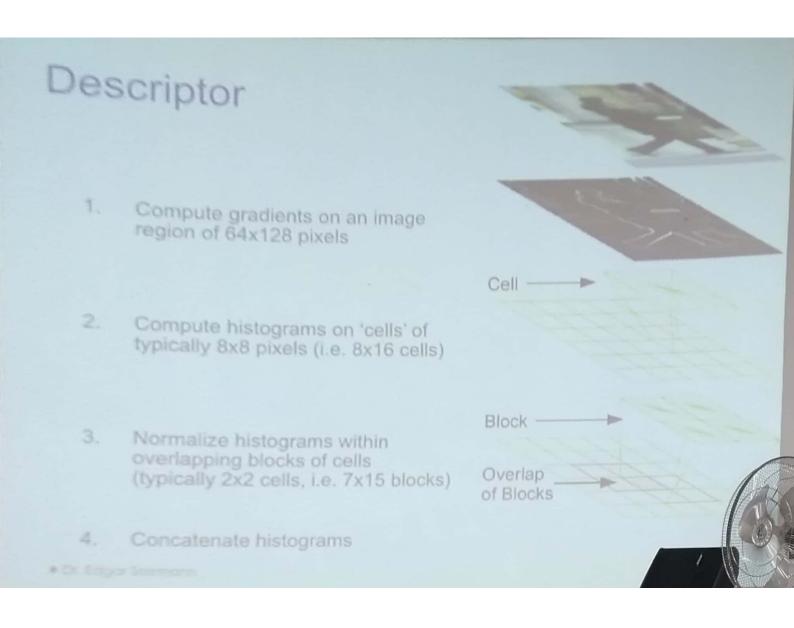
Typically used in combination with an interest point detector



- Region rescaled to a grid of 16x16 pixels
- 4x4 regions = 16 histograms (concatenated)
- Histograms: 8 orientation bins, gradients weighted by gradient magnitude
- Final descriptor has 128 dimensions and is normalized to compensate for illumination differences

Dr. Edgar Seemann





Feature Sets

- Haar wavelets + SVM:
 - Papageorgiou & Poggio (2000)
 - Mohan et al (2001)
 - DePoortere et al (2002)
- Rectangular differential features + adaBoost:
 - Viola & Jones (2001)
- Parts based binary orientation position histogram + adaBoost:
 - Mikolajczk et al (2004)
- Edge templates + nearest neighbor:
 - Gavrila & Philomen (1999)
- Dynamic programming:
 - Felzenszwalb & Huttenlocher (2000),
 - Loffe & Forsyth (1999)
- Orientation histograms:
 - C.F. Freeman et al (1996)
 - a Lowe(1999)
- Shape contexts:
 - Belongie et al (2002)
- · PCA-SIFT:
 - Ke and Sukthankar (2004)

Feature Descriptors

Local/Patch

- · SIFT
- · SURF
- · FAST
- BRIEF
- ORB (≈FAST+BRIEF)
- · GLOH

Global/Object

- · HOG
- · GIST
- Shape Context

Speeded Up Robust Features (SURF)
Oriented FAST and rotated BRIEF (ORB)
Gradient Location and Orientation Histogram (GLOH)
Binary Robust Independent Elementary Features (BRIEF)
Features from Accelerated Segment Test (FAST)

Motivation

- Related problems?
 - Comparing two document images.
 - Are these two documents on the same topic?
 - Are these two documents on "similar" topics?
 - · What do you mean by "similarity"?
 - Searching for a piece of text or paragraph.
 - Giving collection of words in "quotes".
 - How can we do this with images?

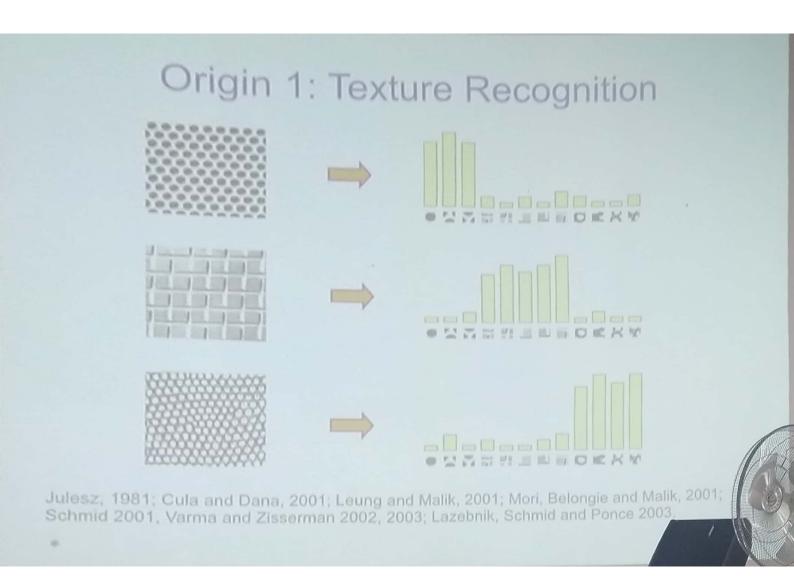


Origin 1: Texture Recognition

- A texture is characterized by the repetition of basic elements called textons.
- For stochastic textures, the repetition patterns are not regular.



Julesz, 1981; Cula and Dana, 2001; Leung and Malik, 2001; Mori, Belongie and Malik, 2001; Schmid 2001, Varma and Zisserman 2002, 2003; Lazebnik, Schmid and Ponce 2003.



Functions for comparing histograms

L1 distance

$$D(h_1, h_2) = \sum_{i=1}^{N} |h_1(i) - h_2(i)|$$

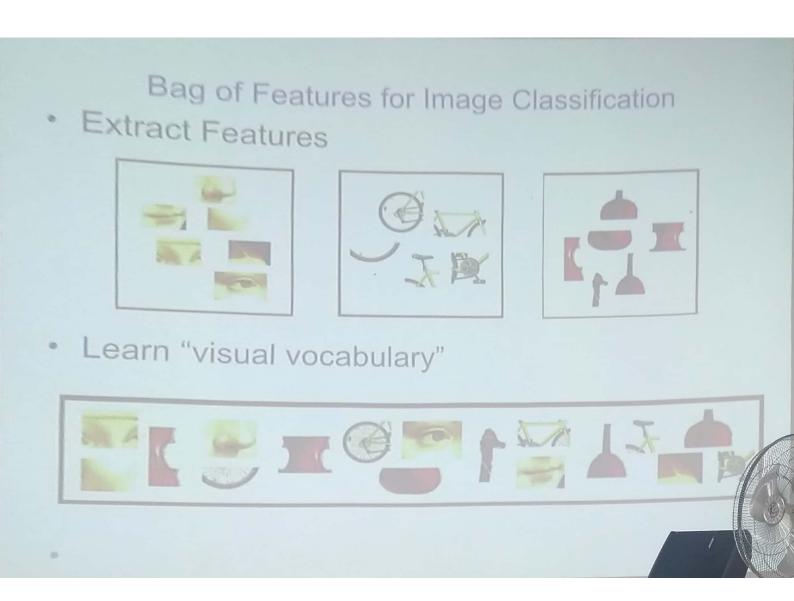
• χ² distance

$$D(h_1, h_2) = \sum_{i=1}^{N} \frac{\mathbf{q}_1(i) - h_2(i)}{h_1(i) + h_2(i)}$$

Quadratic distance (cross-bin)

$$D(h_1, h_2) = \sum_{i,j} A_{ij} (h_1(i) - h_2(j))^2$$

Jan Puzicha, Yossi Rubner, Carlo Tomasi, Joachim M. Buhmann: Empirical Evaluation of Dissimilarity Measures for Color and Texture. ICCV 1999



Difference Between Features & Words

Words

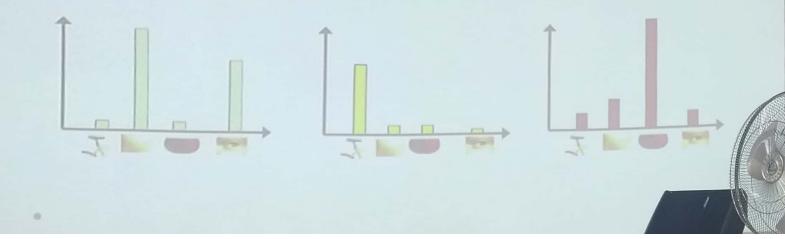
- Dictionary/Vocab.
- Meaning.
- Finite/Precise.
- Language known.

Features

- Dictionary/Vocab?
- Meaning?
- Finite/Precise ?
- What Language?

Bag of Features for Image Classification

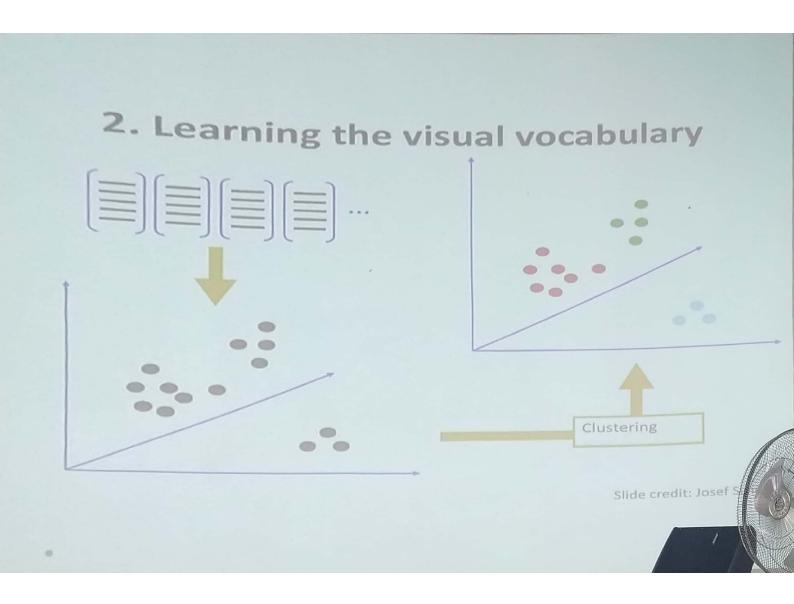
- Extract Features
- Learn "visual vocabulary"
- Quantize features using visual vocabulary
- Represent images by frequencies of visual words



1. Feature extraction

- Regular grid
 - Vogel & Schiele, 2003
 - Fei-Fei & Perona, 2005
- Interest point detector
 - Csurka et al. 2004
 - Fei-Fei & Perona, 2005
 - Sivic et al. 2005





K-means clustering

• Want to minimize sum of squared Euclidean distances between points x_i and their nearest cluster centers m_k

$$D(X, M) = \sum_{\text{cluster}k} \sum_{\substack{\text{point i in } \\ \text{cluster}k}} (x_i - m_k)^2$$

- · Algorithm:
- Randomly initialize K cluster centers
- Iterate until convergence:
 - Assign each data point to the nearest center
 - Recompute each cluster center as the mean of all points assigned to it

From clustering to vector quantization

- Clustering is a common method for learning a visual vocabulary or codebook
 - Unsupervised learning process
 - Each cluster center produced by k-means becomes a codevector
 - Codebook can be learned on separate training set
 - Provided the training set is sufficiently representative, the codebook will be "universal"
- The codebook is used for quantizing features
 - A vector quantizer takes a feature vector and maps it to the index of the nearest codevector in a codebook
 - Codebook = visual vocabulary
 - Codevector = visual word

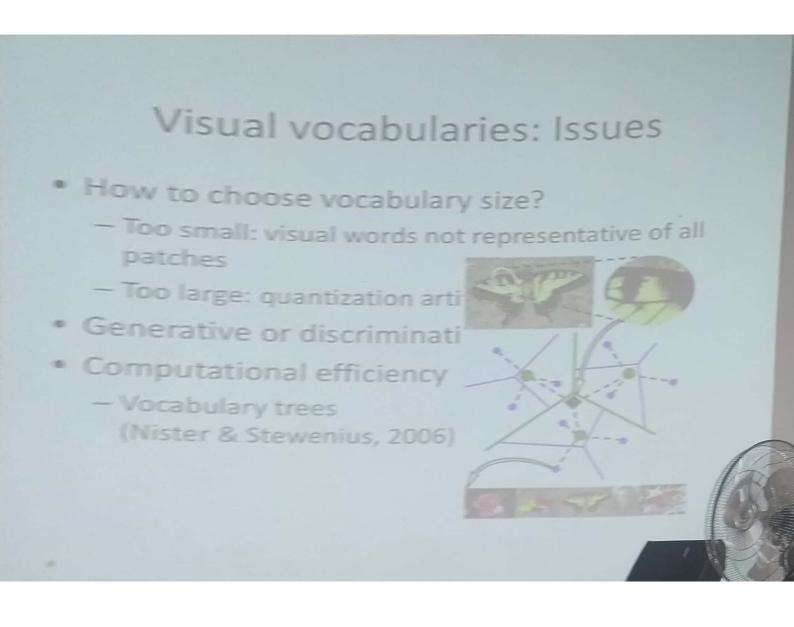
Difference between Features & Words

Features

- Dictionary/Vocab?
- Meaning?
- Finite/Precise ?
- What language?
- Complicated!
- Training subjective!

Words

- Dictionary/Vocab.
- Meaning.
- Finite/Precise.
- Language known.
- · Simple.
- Language-objective





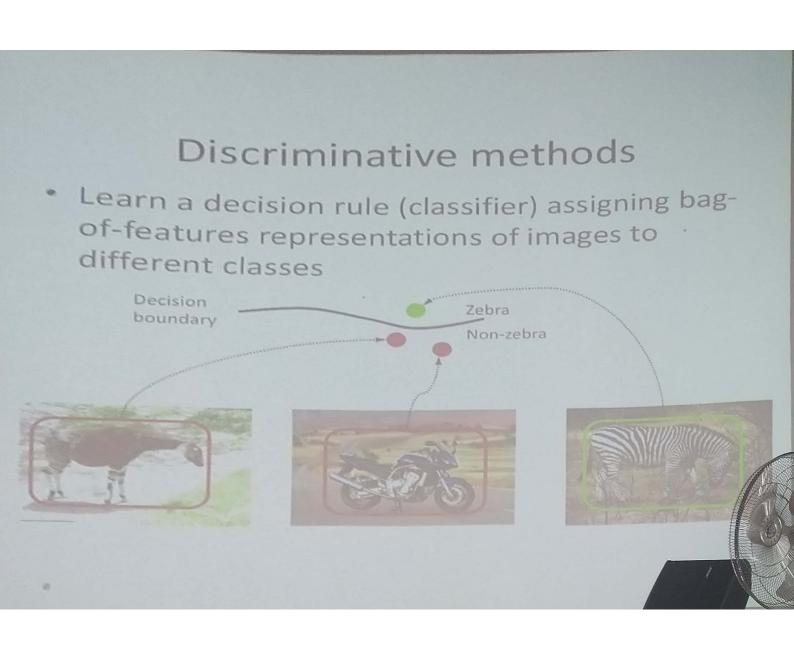
Problems we can solve (attempt)?

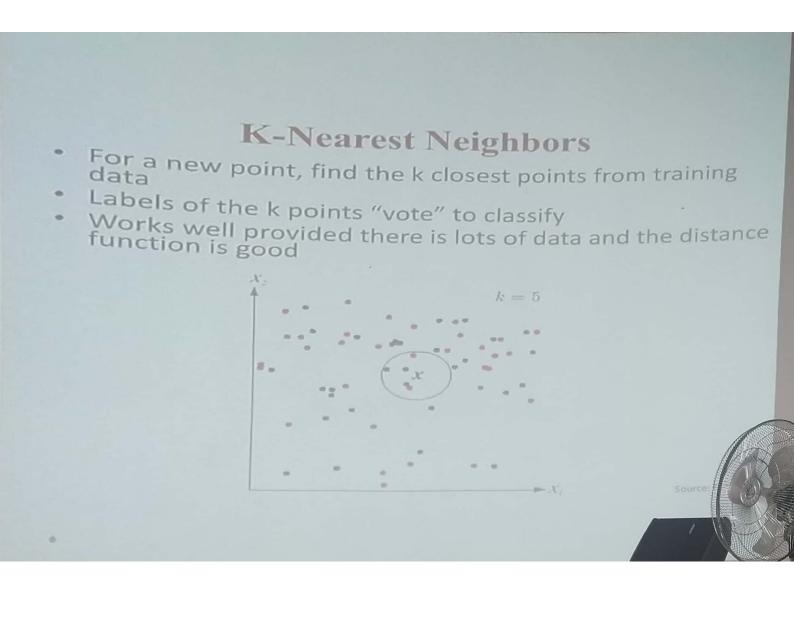
- Classification: Do these two images (visual documents) belong to the same subject?
- Recognition: Which images contain chairs?
- If images are documents, what are videos?
- Actions are sequence of visual words organized in time.
- How to get better (spatial) representation (to enforce "structure" in documents/images)?
- Search!



• Given the bag-of-features representations of images from different classes, how do we learn a model for distinguishing them?









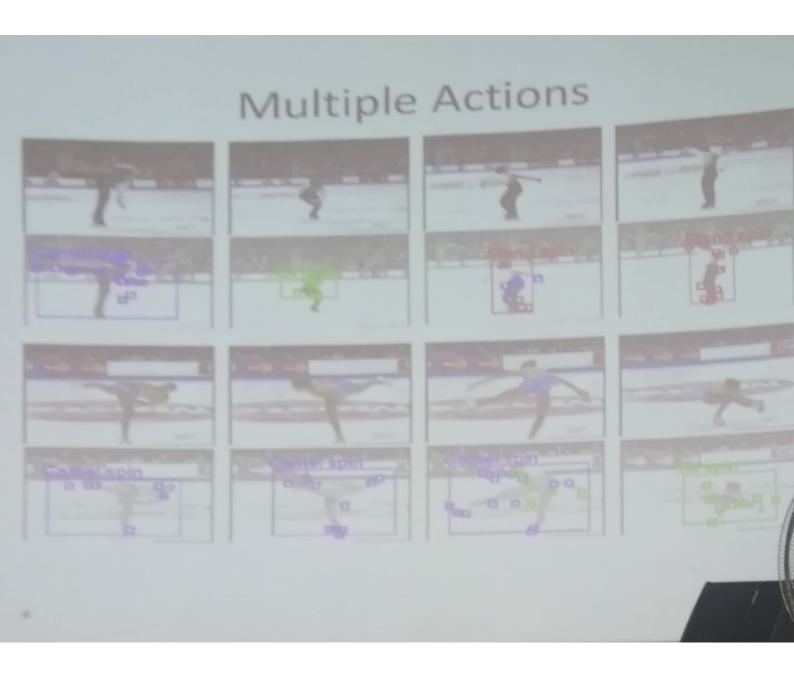


Image and Document differences

Document

- Single scale.
- Words have order in document!
- 1D space.
- Google!

Image

- Multiple scales!
- Features are *loosely* coupled.
- 2D space.
- TinEye!



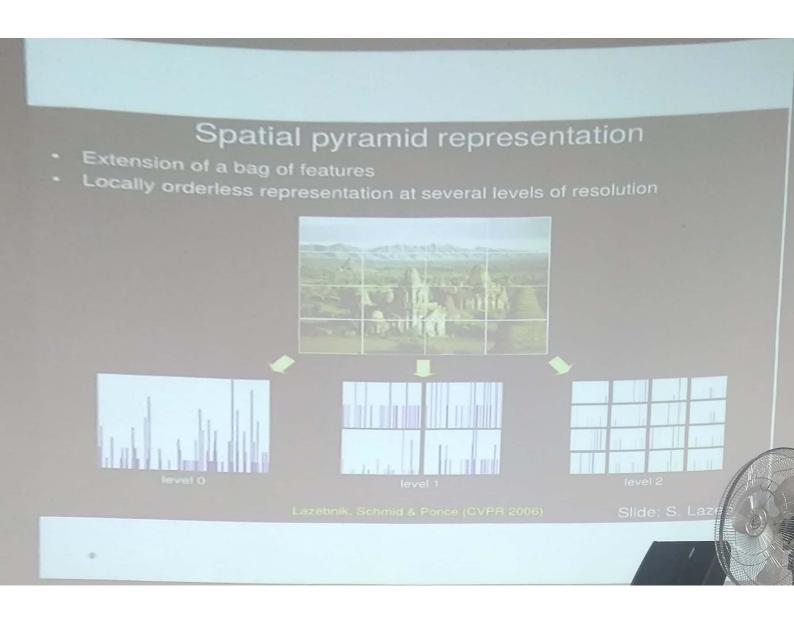


Image Search!

- What kind of searches possible?
 - We will see at least 2 types.
- Why is image search important?
 - Copyright problems / attribution !
 - Words might not be enough. (Find me images of dresses / goggles worn by in movie)
 - What is the name of the monument in this image?