

اصول پردازش تصویر

# *Principles of Image Processing*

مصطفی کمالی تبریزی

۱ آذر ۱۳۹۹

جلسه هجدهم

# *Homework 3*

# Q1: K-means

```
1.1327 0.19025
0.9439 -0.0044111
0.94656 0.14228
0.92519 0.26221
1.1118 0.4136
0.81575 0.46691
0.96601 0.30631
0.80655 0.45992
0.71181 0.55357
0.83549 0.58476
0.78186 0.64711
0.68142 0.62212
0.74819 0.67477
0.68251 0.63
0.71549 0.72334
0.62308 0.83761
0.45217 1.0251
0.49104 1.0869
0.48987 0.85132
0.40835 1.0926
0.31331 1.0193
0.089689 0.78134
0.15941 1.0996
-0.012438 0.96842
0.022464 1.0159
0.066415 0.8569
-0.047798 0.92105
-0.15017 0.97016
-0.059431 1.0506
-0.10109 1.0371
-0.25395 0.9639
-0.47779 0.88034
-0.42544 0.88133
-0.51394 0.87393
-0.46246 0.9582
-0.76606 0.72096
-0.5518 0.78199
-0.61864 0.85075
-0.56877 0.68247
-0.87477 0.74933
-0.7981 0.75556
-0.77556 0.39027
-0.76083 0.45089
-1.0226 0.44431
-1.0716 0.48753
```

## Q2: Mean-shift



# Q3: SLIC





# Q4: Segmentation



Q5:



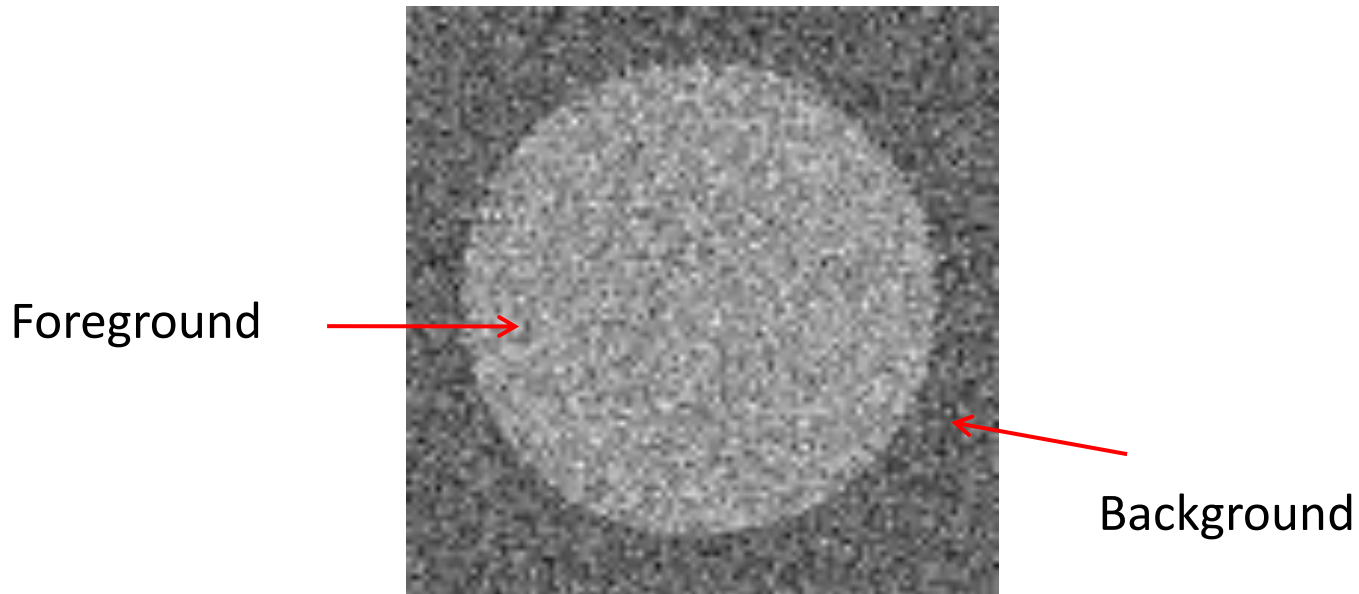
# Hidden Variables, the EM Algorithm, and Mixtures of Gaussians



# Missing Data Problems: Segmentation

You are given an image and want to assign foreground/background pixels.

Challenge: Segment the image into figure and ground without knowing what the foreground looks like in advance.

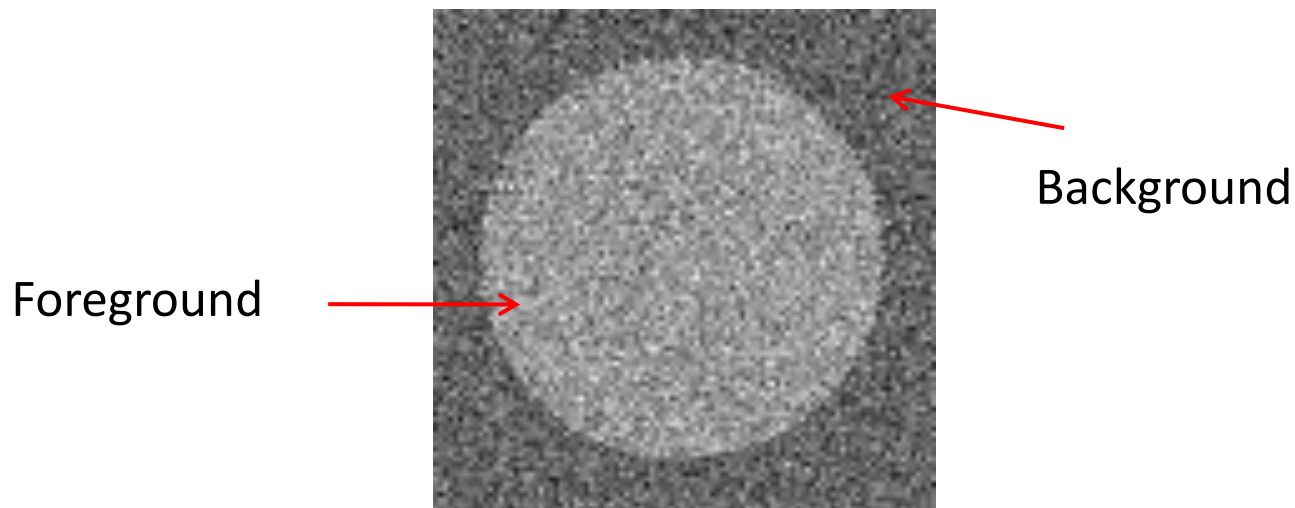


# Missing Data Problems: Segmentation

Challenge: Segment the image into figure and ground without knowing what the foreground looks like in advance.

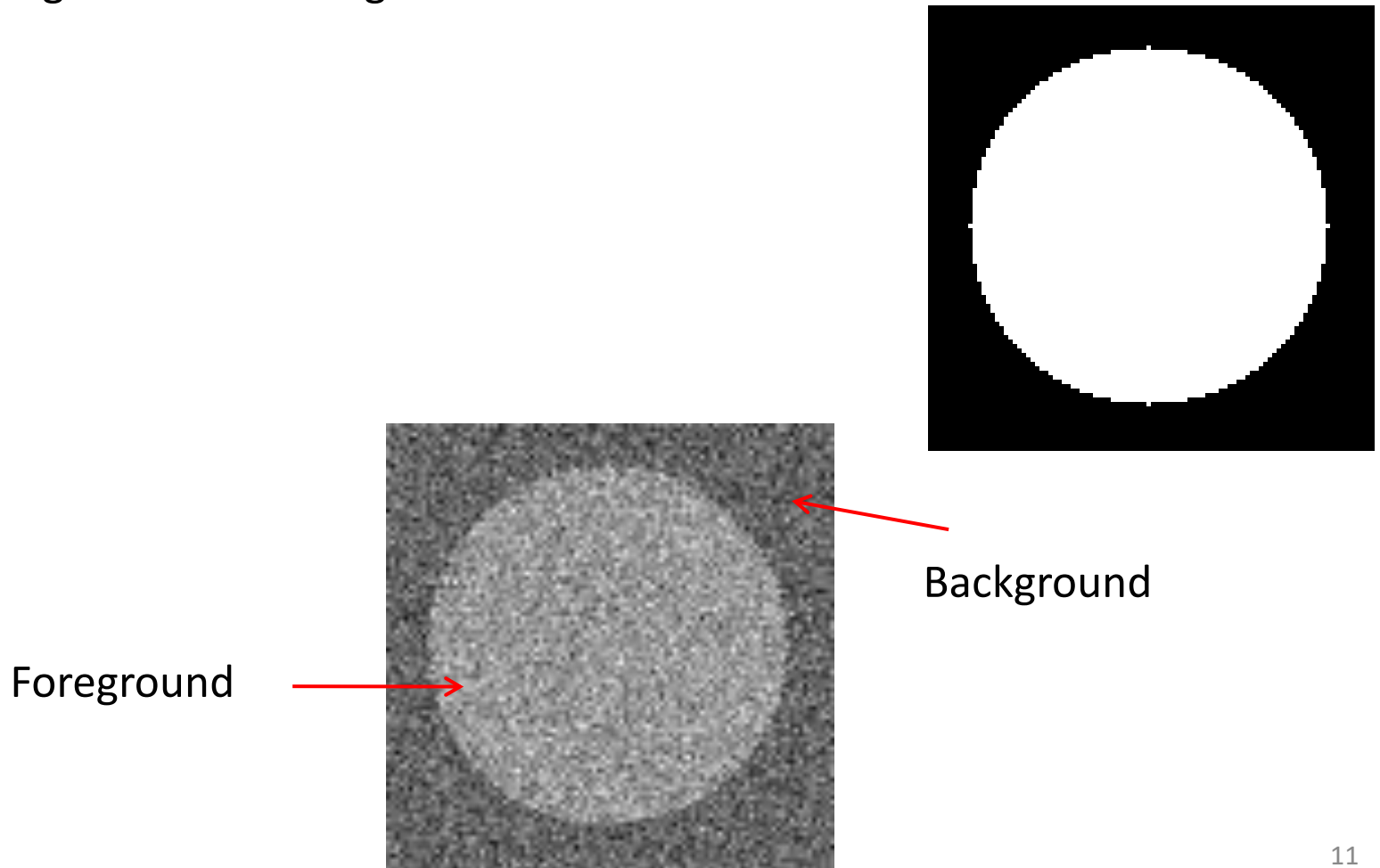
Three steps:

1. If we had labels, how could we model the appearance of foreground and background?
2. Once we have modeled the fg/bg appearance, how do we compute the likelihood that a pixel is foreground?
3. How can we get both labels and appearance models at once?



# Maximum Likelihood Estimation (MLE)

1. If we had labels, how could we model the appearance of foreground and background?



# Maximum Likelihood Estimation (MLE)

data  $\rightarrow \mathbf{x} = \{x_1, \dots, x_N\}$

parameters

$$\hat{\theta} = \operatorname{argmax}_{\theta} p(\mathbf{x}|\theta)$$

$$\hat{\theta} = \operatorname{argmax}_{\theta} \prod_n p(x_n|\theta)$$

# Maximum Likelihood Estimation (MLE)

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$$\hat{\theta} = \operatorname{argmax}_{\theta} \prod_n p(x_n|\theta)$$

Gaussian Distribution

$$p(x_n|\mu, \sigma^2) = \frac{1}{\sqrt{2\pi\sigma^2}} \exp\left(-\frac{(x_n - \mu)^2}{2\sigma^2}\right)$$

$$\hat{\theta} = \operatorname{argmax}_{\theta} \prod_n p(x_n | \theta)$$

$$\hat{\theta} = \operatorname{argmax}_{\theta} \log \left( \prod_n p(x_n | \theta) \right)$$

$$\hat{\theta} = \operatorname{argmax}_{\theta} \sum_n \log(p(x_n | \theta))$$

$$p(x_n | \mu, \sigma^2) = \frac{1}{\sqrt{2\pi\sigma^2}} \exp \left( -\frac{(x_n - \mu)^2}{2\sigma^2} \right)$$

$$S = \sum_n \log(p(x_n | \theta)) = \sum_n \left( \log \left( \frac{1}{\sqrt{2\pi}} \right) + \log \left( \frac{1}{\sigma} \right) - \frac{(x_n - \mu)^2}{2\sigma^2} \right)$$

$$\frac{\partial S}{\partial \mu} = 0 \Rightarrow \sum_n \frac{x_n - \mu}{\sigma^2} = 0 \Rightarrow \mu = \frac{1}{N} \sum_n x_n$$

$$\frac{\partial S}{\partial \sigma} = 0 \Rightarrow \sum_n \left( -\frac{1}{\sigma} + \frac{(x_n - \mu)^2}{\sigma^3} \right) = 0 \Rightarrow N\sigma^2 = \sum_n (x_n - \mu)^2$$

$$\Rightarrow \sigma^2 = \frac{1}{N} \sum_n (x_n - \mu)^2$$



# Maximum Likelihood Estimation (MLE)

data  $\rightarrow \mathbf{x} = \{x_1, \dots, x_N\}$  parameters

$$\hat{\theta} = \operatorname{argmax}_{\theta} p(\mathbf{x}|\theta)$$

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$$\mu = \frac{1}{N} \sum_n x_n$$

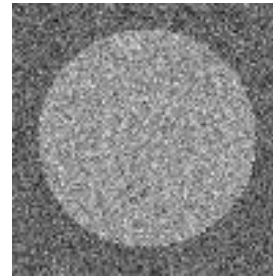
$$\sigma^2 = \frac{1}{N} \sum_n (x_n - \mu)^2$$

# Example: MLE

Parameters used to Generate

fg:  $\mu=0.6$ ,  $\sigma=0.1$

bg:  $\mu=0.4$ ,  $\sigma=0.1$



im



labels

```
>> mu_fg = mean(im(labels))  
mu_fg = 0.6012
```

```
>> sigma_fg = sqrt(mean((im(labels)-mu_fg).^2))  
sigma_fg = 0.1007
```

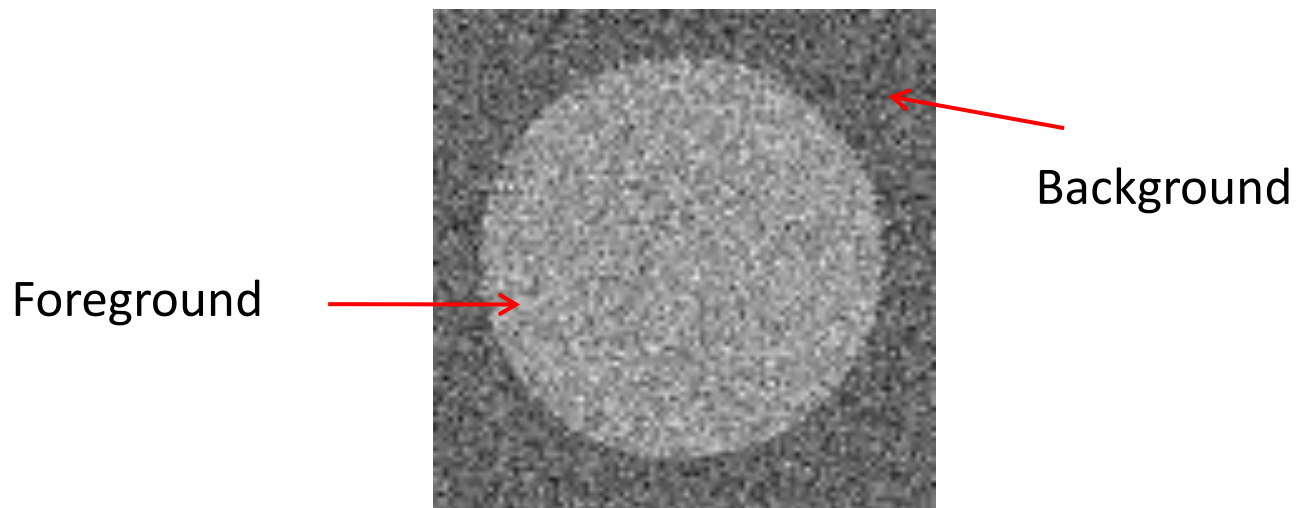
```
>> mu_bg = mean(im(~labels))  
mu_bg = 0.4007
```

```
>> sigma_bg = sqrt(mean((im(~labels)-mu_bg).^2))  
sigma_bg = 0.1007
```

```
>> pfg = mean(labels(:));
```

# Probabilistic Inference


2. Once we have modeled the fg/bg appearance, how do we compute the likelihood that a pixel is foreground?



# Probabilistic Inference

Compute the likelihood that a particular model generated a sample

component or label


$$p(z_n = m | x_n, \theta)$$

# Probabilistic Inference

Compute the likelihood that a particular model generated a sample

component or label



$$p(z_n = m | x_n, \theta) = \frac{p(z_n = m, x_n | \theta_m)}{p(x_n | \theta)}$$

$$\boxed{P(A|B) = \frac{P(A, B)}{P(B)}}$$

# Probabilistic Inference

Compute the likelihood that a particular model generated a sample

component or label



$$p(z_n = m | x_n, \theta) = \frac{p(z_n=m, x_n | \theta_m)}{p(x_n | \theta)}$$
$$= \frac{p(z_n=m, x_n | \theta_m)}{\sum_k p(z_n=k, x_n | \theta_k)}$$



# Probabilistic Inference

Compute the likelihood that a particular model generated a sample

component or label



$$p(z_n = m | x_n, \theta) = \frac{p(z_n=m, x_n | \theta_m)}{p(x_n | \theta)}$$

$$= \frac{p(z_n=m, x_n | \theta_m)}{\sum_k p(z_n=k, x_n | \theta_k)}$$

$$= \frac{p(x_n | z_n=m, \theta_m) p(z_n=m | \theta_m)}{\sum_k p(x_n | z_n=k, \theta_k) p(z_n=k | \theta_k)}$$

$$\boxed{P(A|B) = \frac{P(A, B)}{P(B)}}$$

# Probabilistic Inference

Compute the likelihood that a particular model generated a sample

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$$p(z_n = m | x_n, \theta) = \frac{p(z_n=m, x_n | \theta_m)}{p(x_n | \theta)}$$

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Prior probability

$$P(A|B) = \frac{P(A, B)}{P(B)}$$

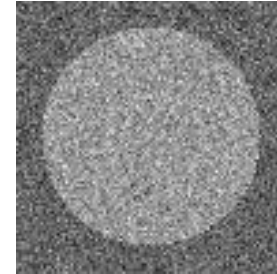
# Example: Inference

## Learned Parameters

fg:  $\mu=0.6$ ,  $\sigma=0.1$

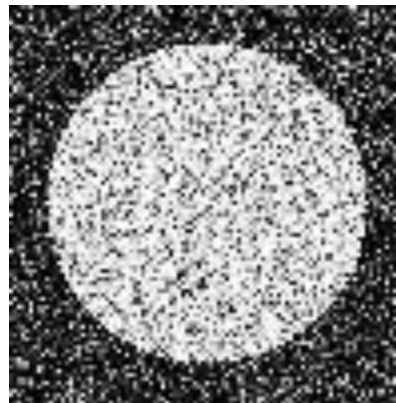
bg:  $\mu=0.4$ ,  $\sigma=0.1$

$P_{fg} = 0.5$



im

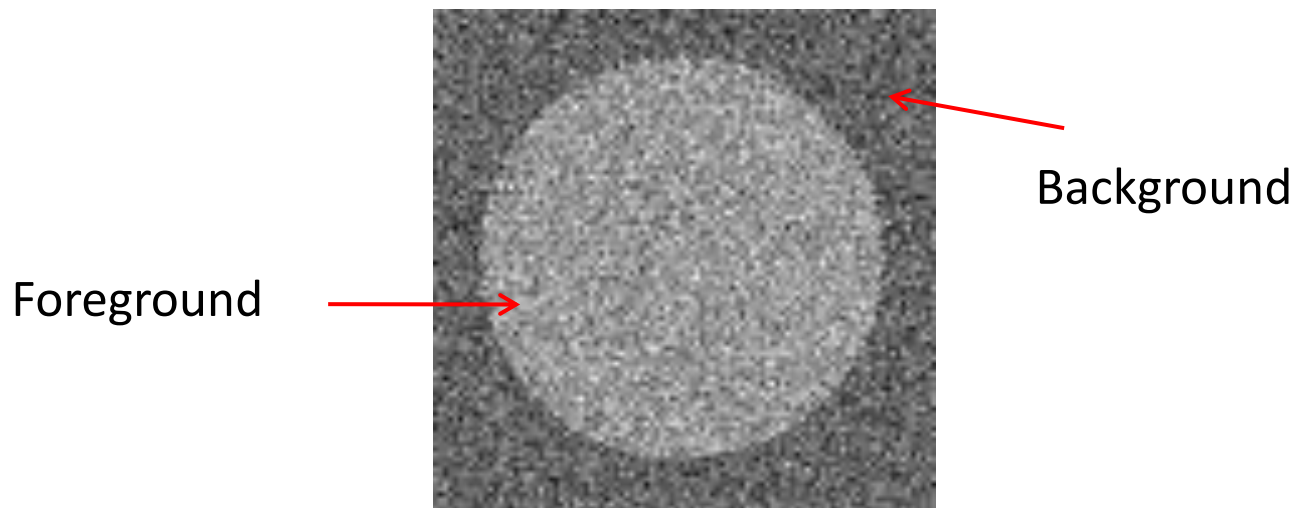
```
>> px_fg = normpdf(im, mu_fg, sigma_fg);  
>> px_bg = normpdf(im, mu_bg, sigma_bg);  
>> pfg_x = px_fg*pfg ./ (px_fg*pfg + px_bg*(1-pfg));
```



$p(fg | im)$

# Dealing with Hidden Variables

3. How can we get both labels and appearance parameters at once?



# Mixture of Gaussians

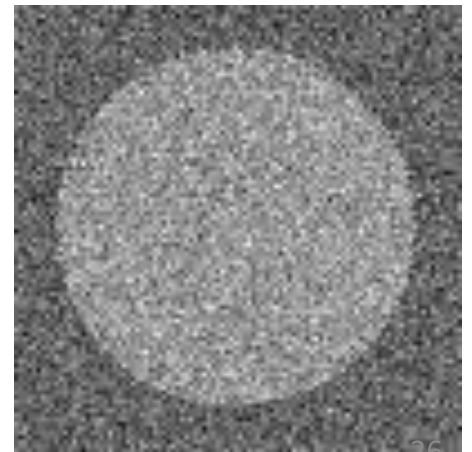
With enough components, can represent any probability density function

- Widely used as general purpose pdf estimator

# Segmentation with Mixture of Gaussians

Pixels come from one of several Gaussian components

- We don't know which pixels come from which components
- We don't know the parameters for the components

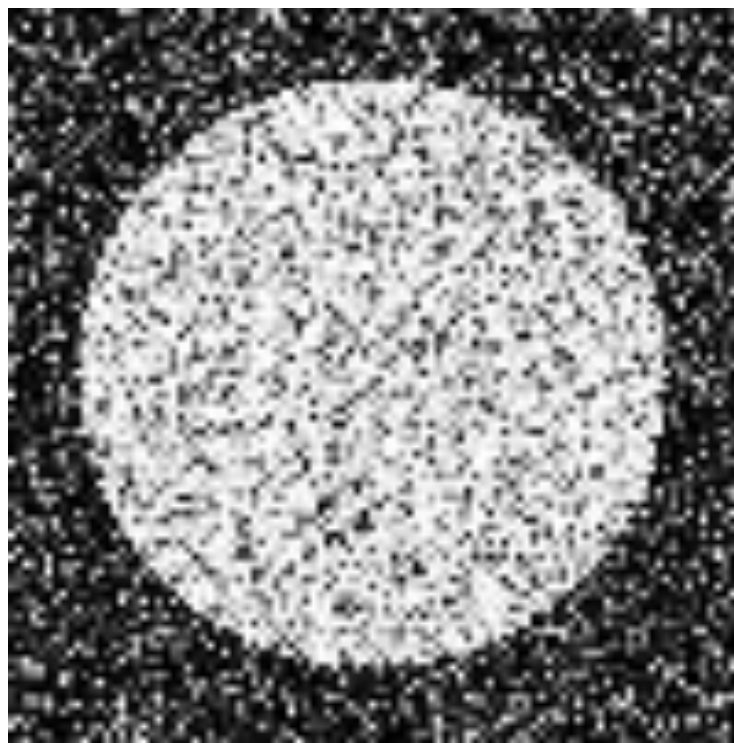




# Simple solution

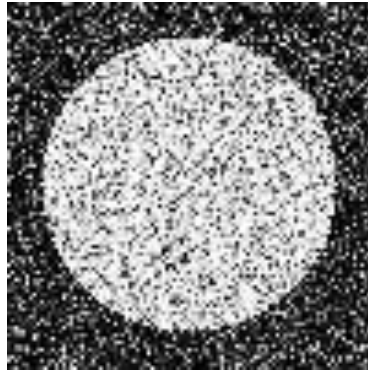
1. Initialize parameters
2. Compute the probability of each hidden variable given the current parameters
3. Compute new parameters for each model, weighted by likelihood of hidden variables
4. Repeat 2-3 until convergence

# What's wrong with this prediction?



$p(\text{foreground} \mid \text{image})$

# Solution: encode dependencies between pixels



$p(\text{foreground} \mid \text{image})$

Normalizing constant called “partition function”

$$p(\mathbf{y} \mid \theta, \text{image}) = \frac{1}{Z} \prod_{i=1}^n p_1(z_i \mid \theta, \text{image}) \prod_{i,j \in \text{edges}} p_2(z_i, z_j \mid \theta, \text{image})$$

Labels to be predicted      Individual predictions      Pairwise predictions

# Writing Likelihood as an “Energy”

minimizing

$$p(\mathbf{y}|\theta, image) = \frac{1}{Z} \prod_{i=1}^n p_1(z_i|\theta, image) \prod_{i,j \in edges} p_2(z_i, z_j|\theta, image)$$



$-\log(\quad)$

maximizing

$$Energy(z|\theta, image) = \sum_{i=1}^n \psi_1(z_i|\theta, image) + \sum_{i,j \in edges} \psi_2(z_i, z_j|\theta, image)$$



cost of assignment  $z_i$   
(unary term)



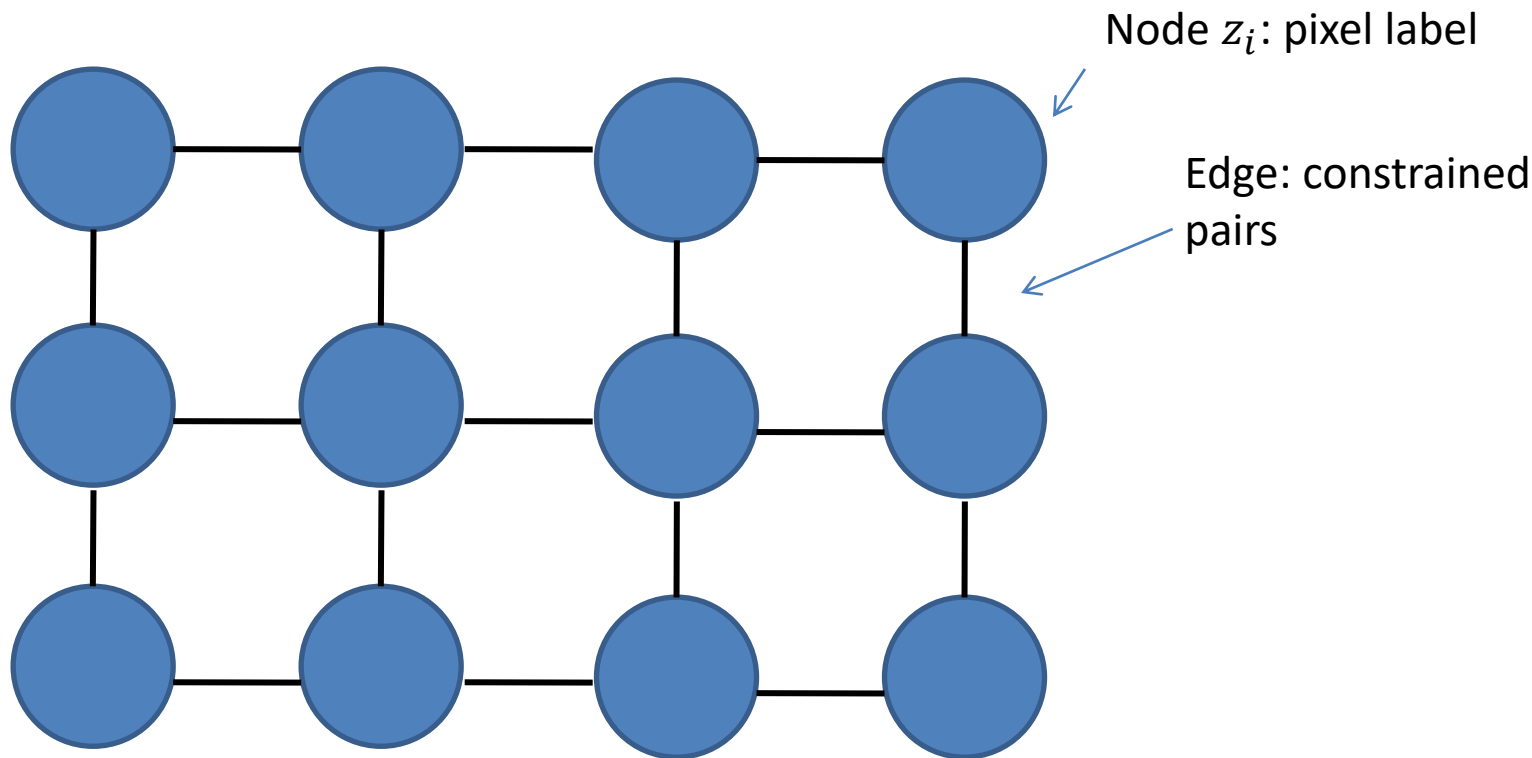
cost of pairwise assignment  $z_i, z_j$   
(pairwise term)

# Notes on energy-based formulation

$$Energy(z|\theta, image) = \sum_{i=1}^n \psi_1(z_i|\theta, image) + \sum_{i,j \in edges} \psi_2(z_i, z_j|\theta, image)$$

- Primarily used when you only care about the most likely solution (not the confidences)
- Can think of it as a general cost function
- Can have larger “cliques” than 2
  - Clique is the set of variables that go into a potential function

# Markov Random Fields



Cost to assign a label to each pixel

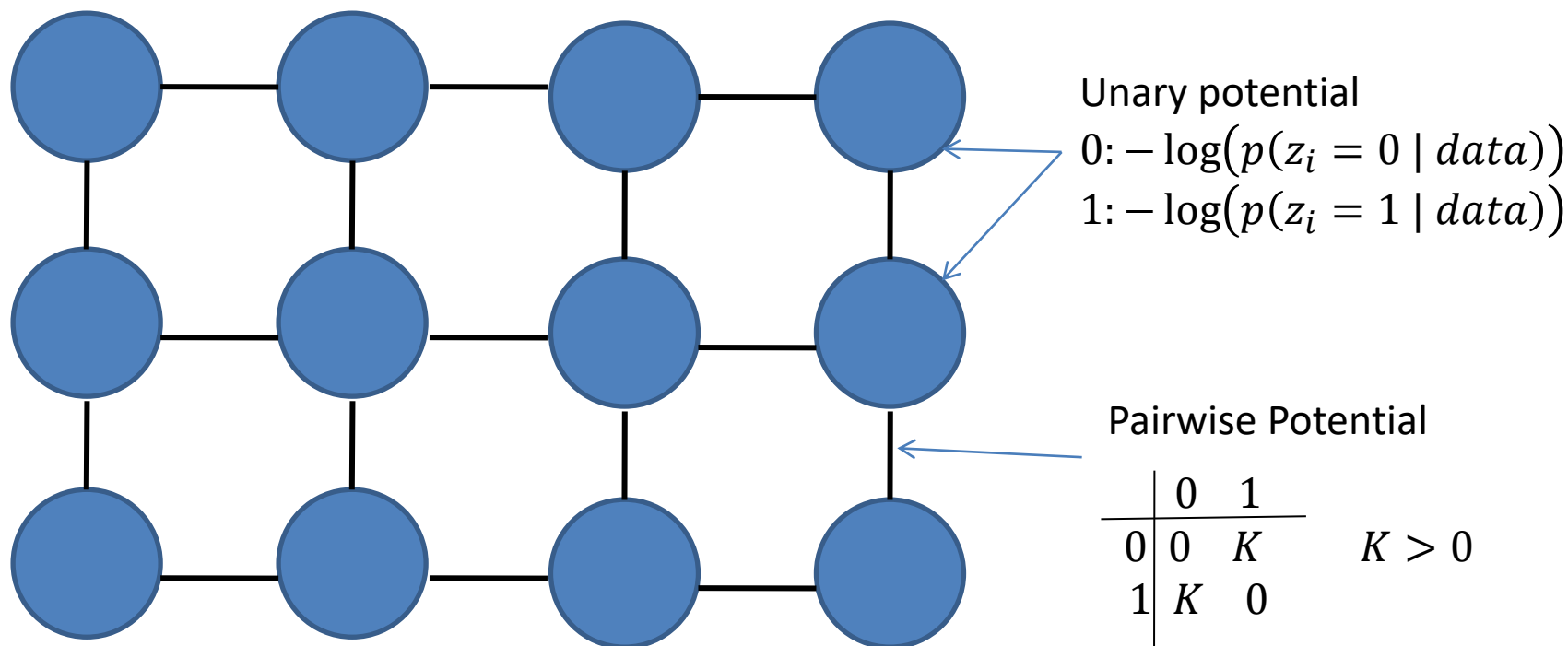
Cost to assign a pair of labels to connected pixels

$$Energy(z|\theta, image) = \sum_{i=1}^n \psi_1(z_i|\theta, image) + \sum_{i,j \in edges} \psi_2(z_i, z_j|\theta, image)$$



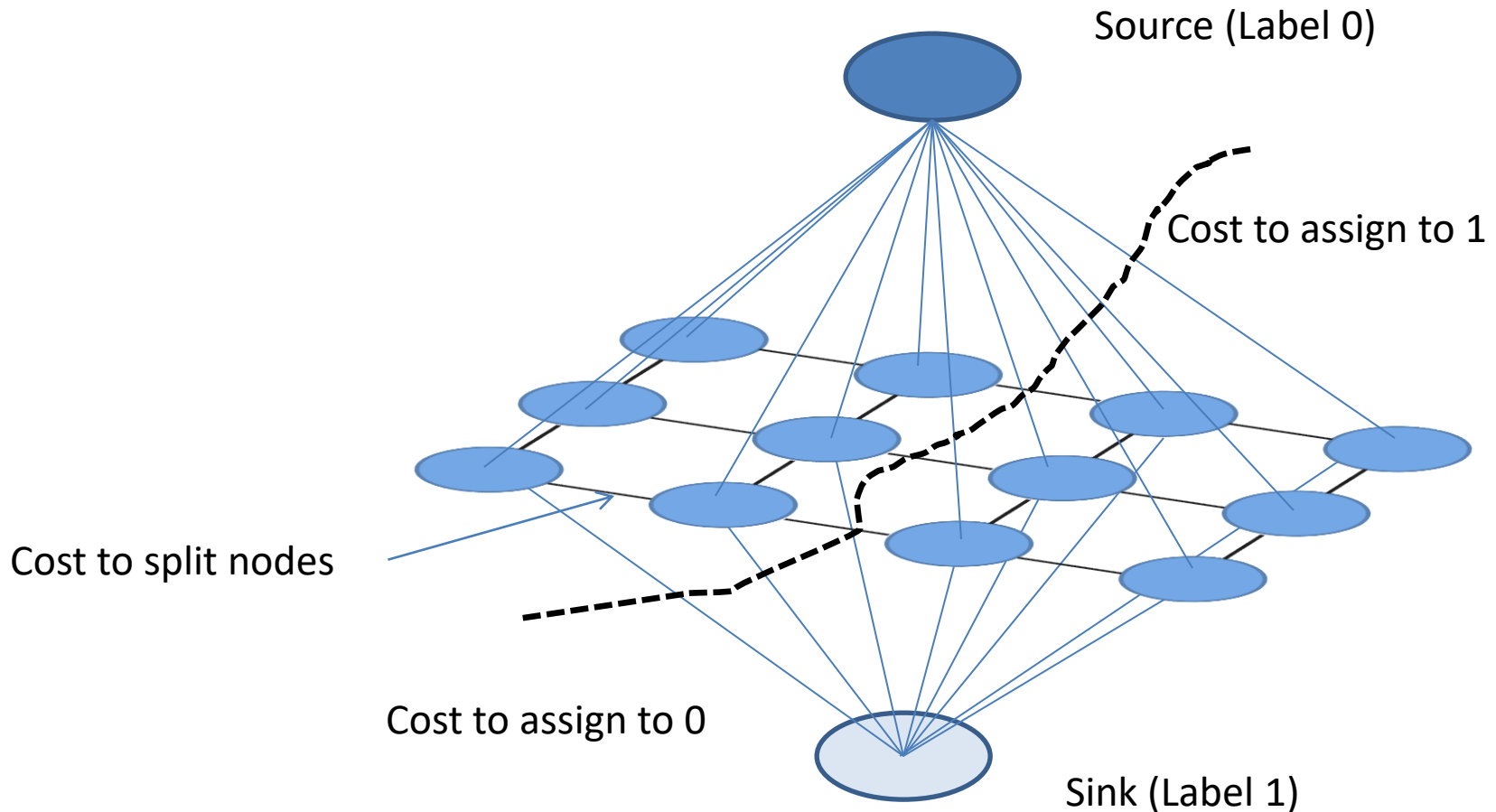
# Markov Random Fields

- Example: “label smoothing” grid



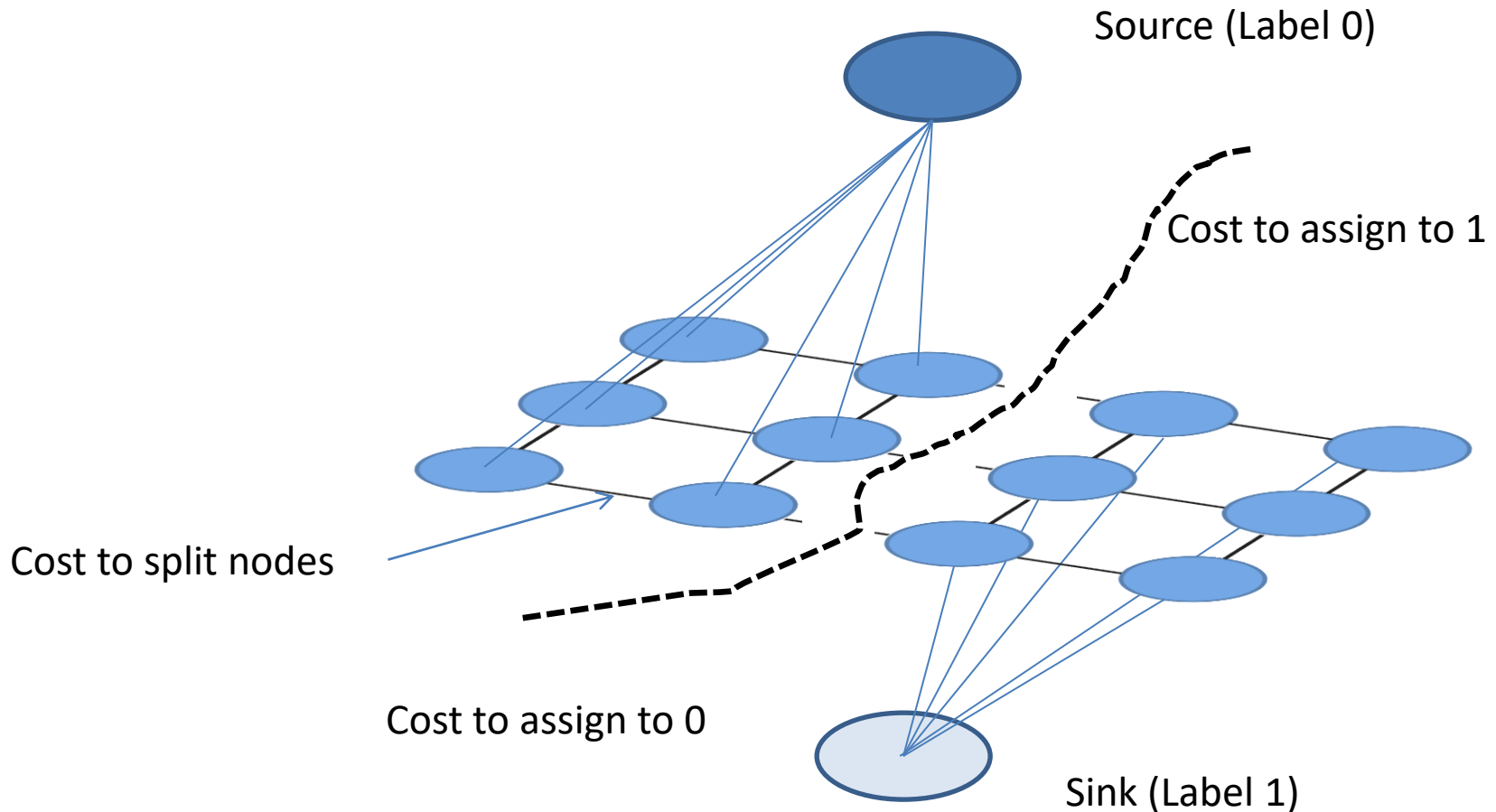
$$Energy(z|\theta, image) = \sum_{i=1}^n \psi_1(z_i|\theta, image) + \sum_{i,j \in edges} \psi_2(z_i, z_j|\theta, image)$$

# Solving MRFs with graph cuts



$$Energy(z|\theta, image) = \sum_{i=1}^n \psi_1(z_i|\theta, image) + \sum_{i,j \in edges} \psi_2(z_i, z_j|\theta, image)$$

# Solving MRFs with graph cuts



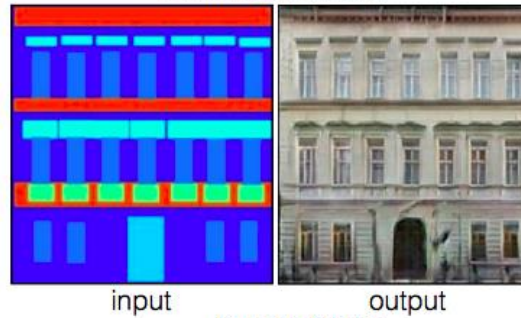
$$Energy(z|\theta, image) = \sum_{i=1}^n \psi_1(z_i|\theta, image) + \sum_{i,j \in edges} \psi_2(z_i, z_j|\theta, image)$$

# CNNs for segmentation

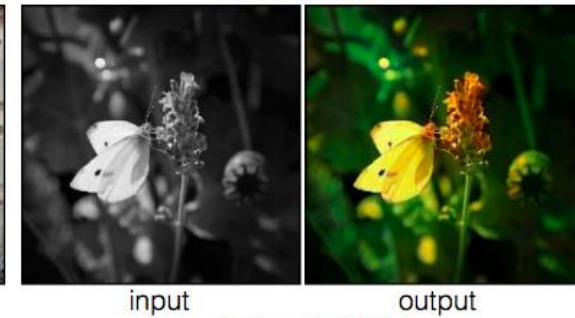
Labels to Street Scene



Labels to Facade



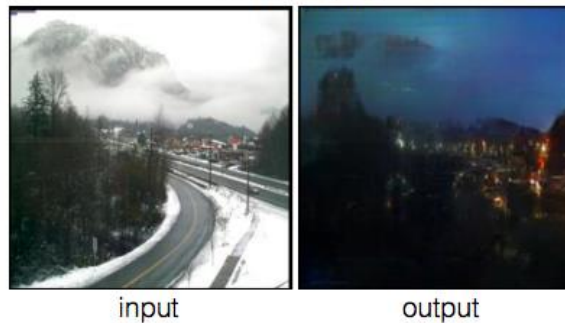
BW to Color



Aerial to Map



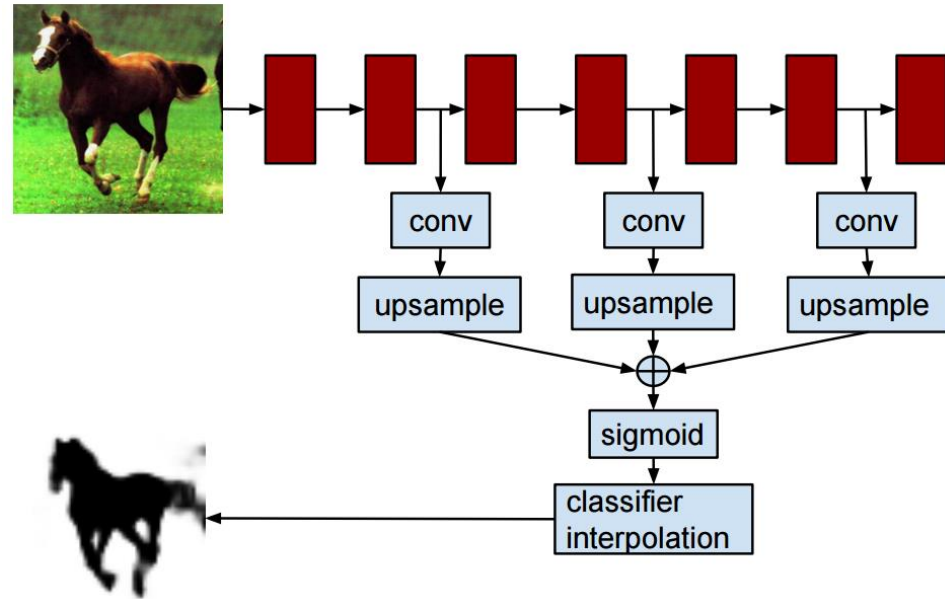
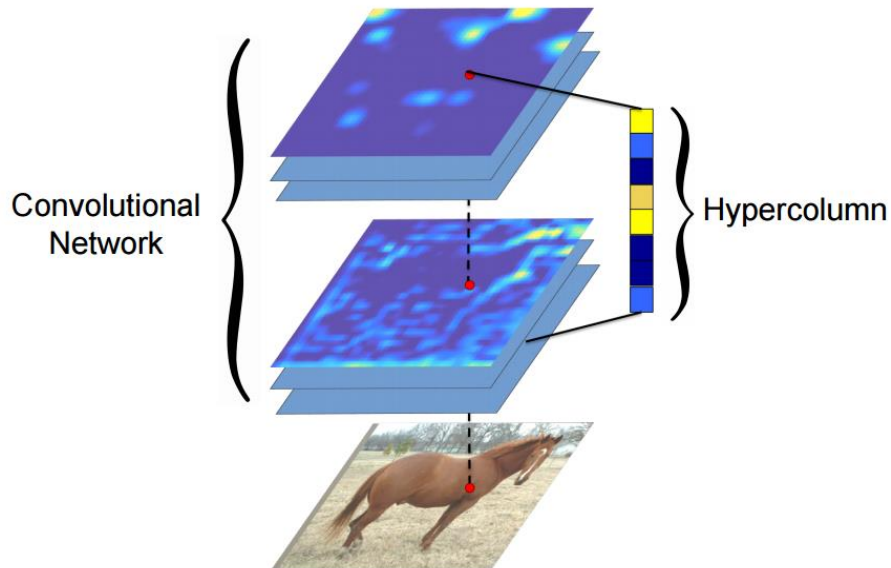
Day to Night



Edges to Photo

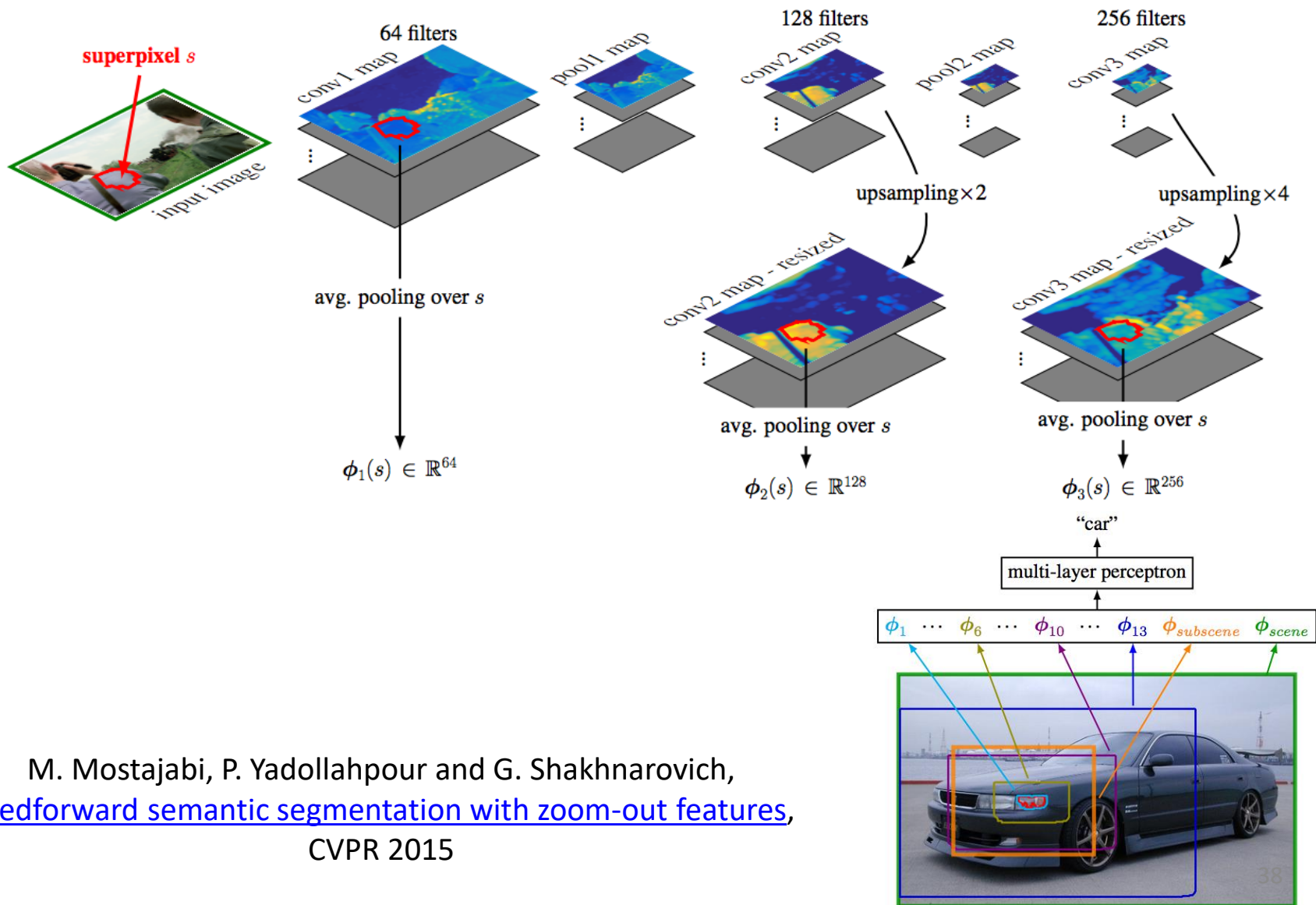


# Hypercolumns



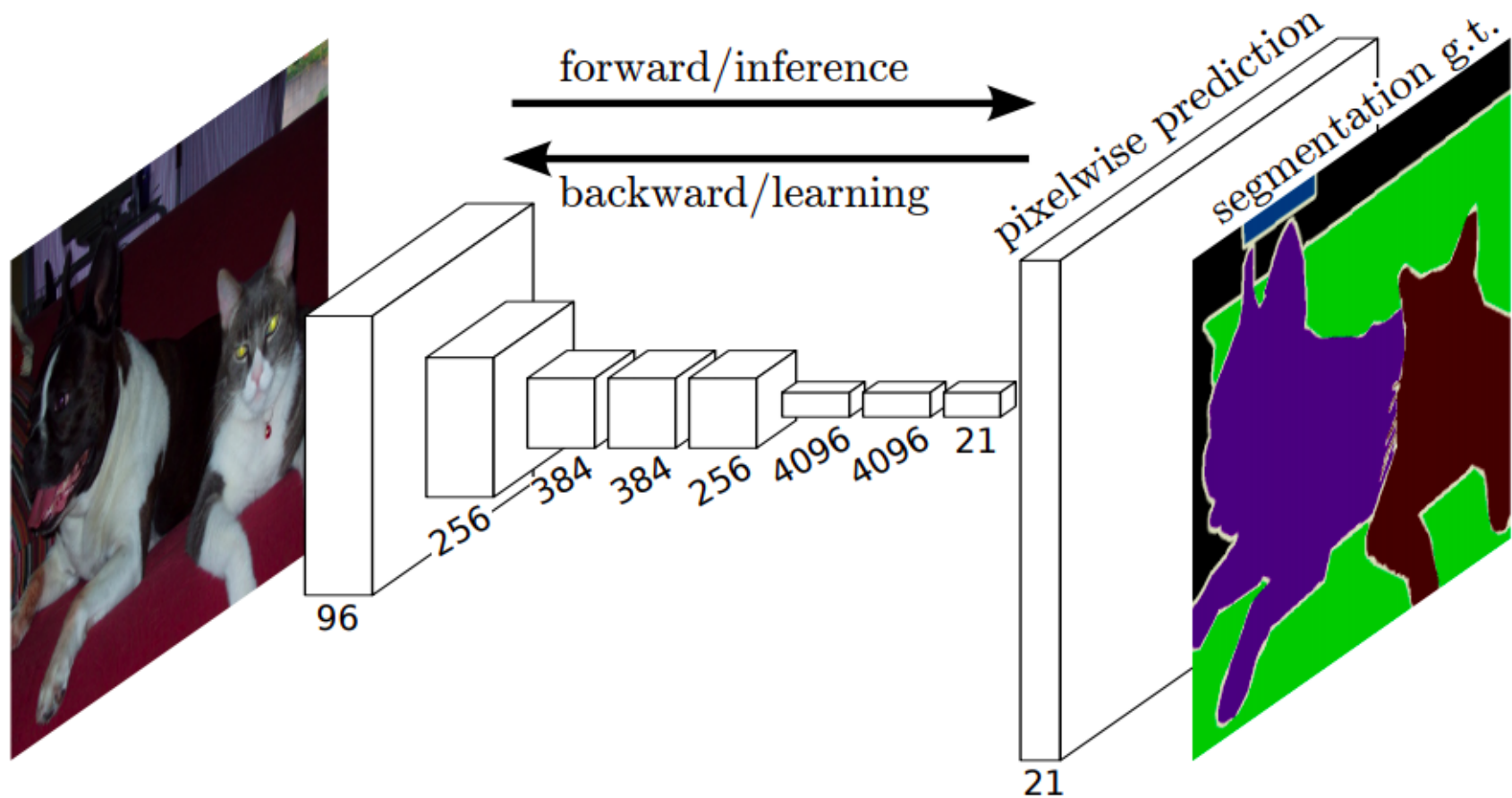
B. Hariharan, P. Arbelaez, R. Girshick, and J. Malik,  
[Hypercolumns for Object Segmentation and Fine-grained Localization](#), CVPR 2015

# Zoom-out features



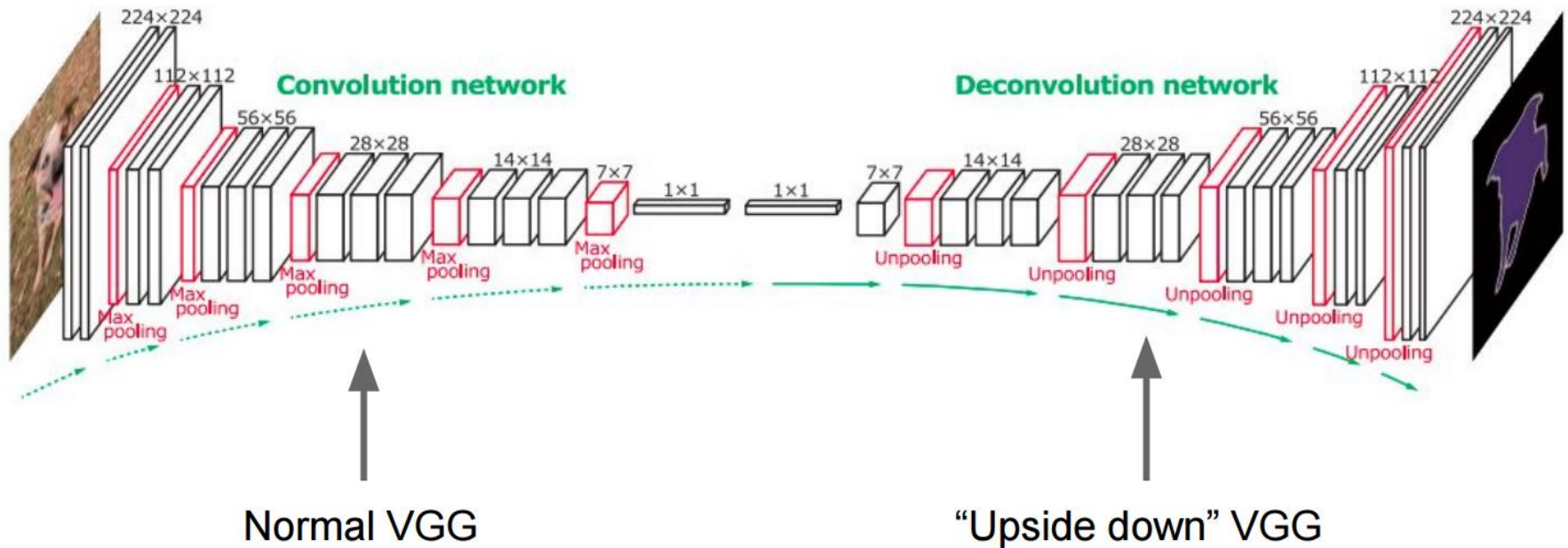
M. Mostajabi, P. Yadollahpour and G. Shakhnarovich,  
[Feedforward semantic segmentation with zoom-out features](#),  
 CVPR 2015

# Fully Convolutional Networks (FCN)





# Learned upsampling architectures

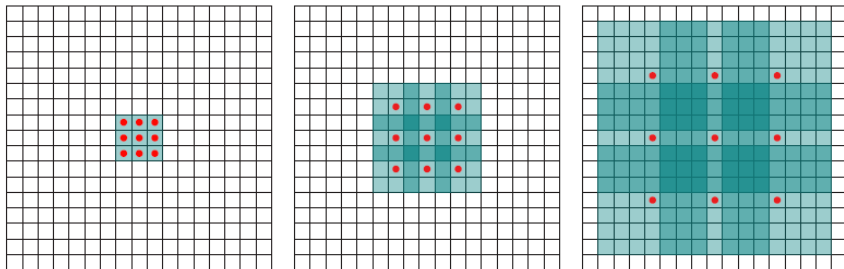


H. Noh, S. Hong, and B. Han,  
[Learning Deconvolution Network for Semantic Segmentation](#), ICCV 2015



# Dilated Convolutions

- Idea: instead of reducing spatial resolution of feature maps, use a large sparse filter
- Can aggregate contextual information across large scales without loss of resolution



(a) Image

(b) FCN-8s

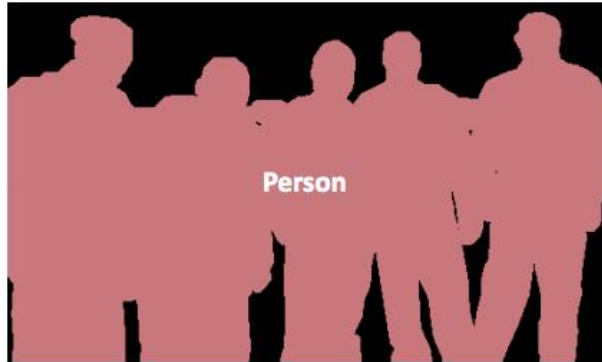
(c) DeepLab

(d) Our front end

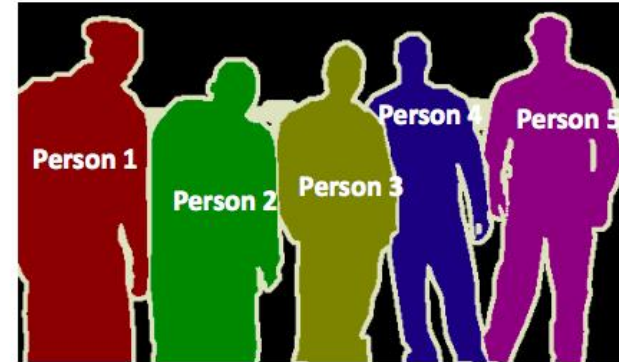
# Instance segmentation



Object Detection



Semantic Segmentation

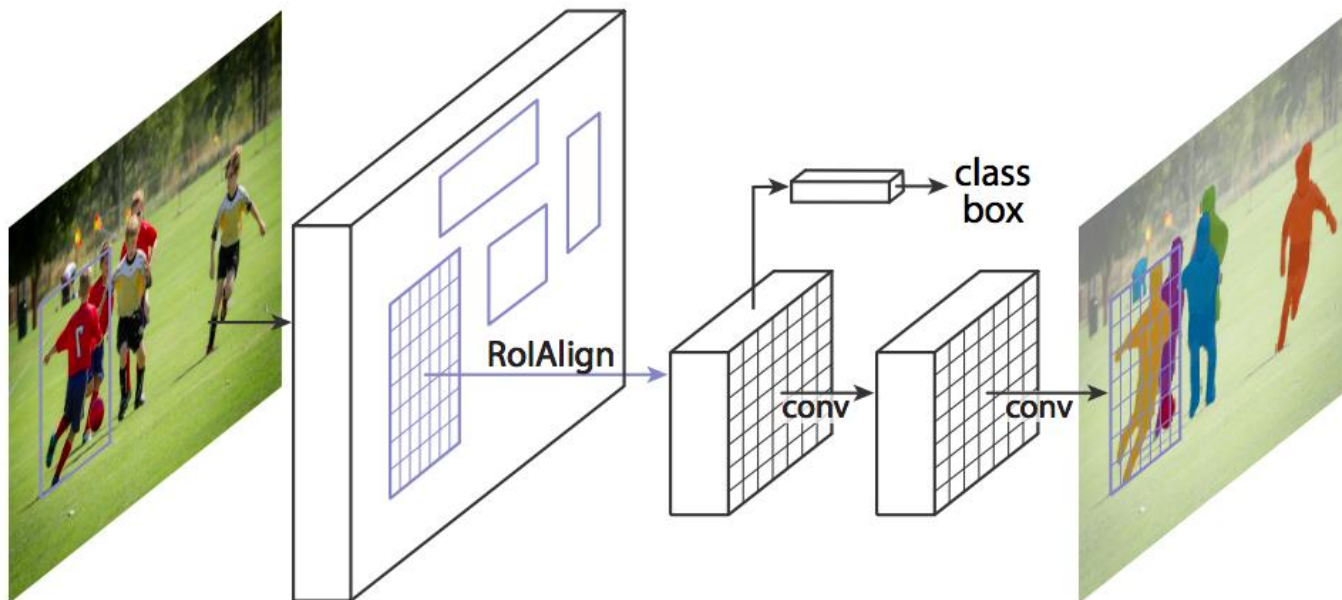


Instance Segmentation



# Mask R-CNN

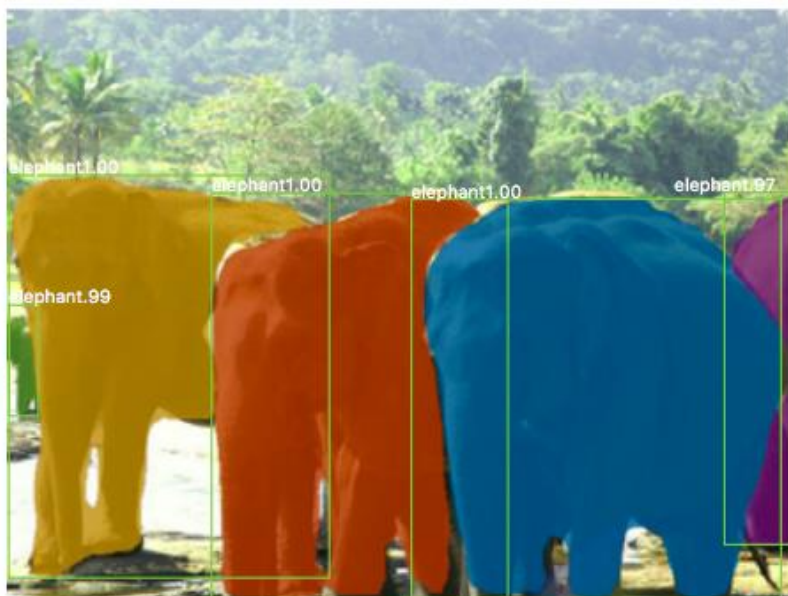
- Mask R-CNN = Faster R-CNN + FCN on ROIs



K. He, G. Gkioxari, P. Dollar, and R. Girshick,  
[Mask R-CNN](#), ICCV 2017 (Best Paper Award)

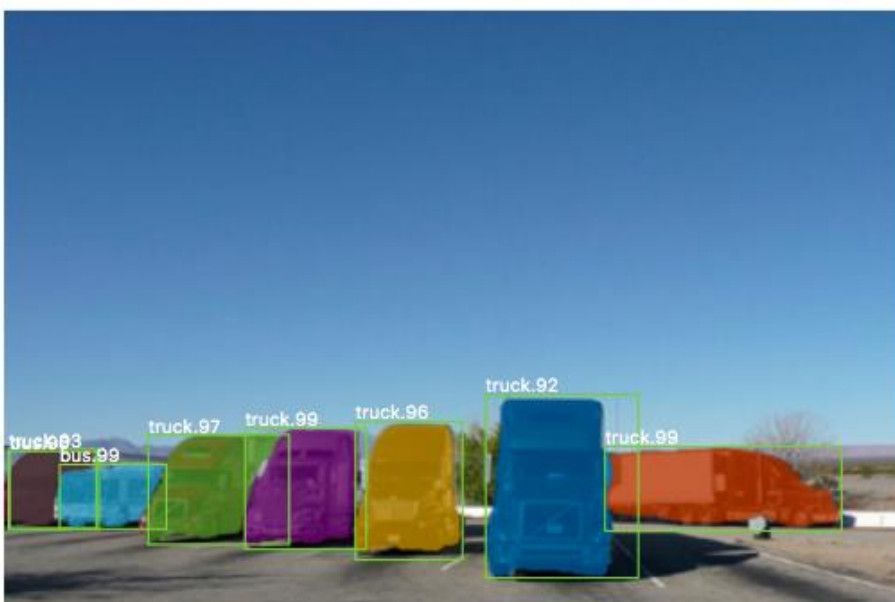
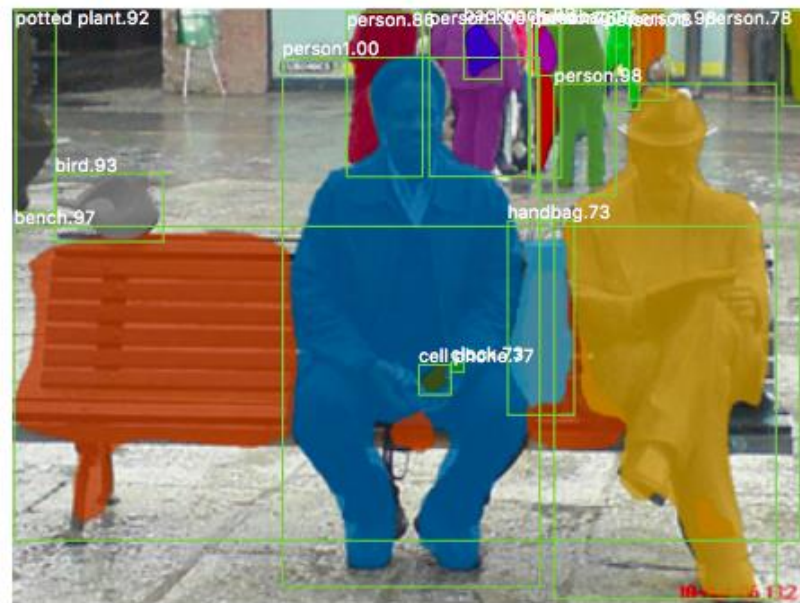
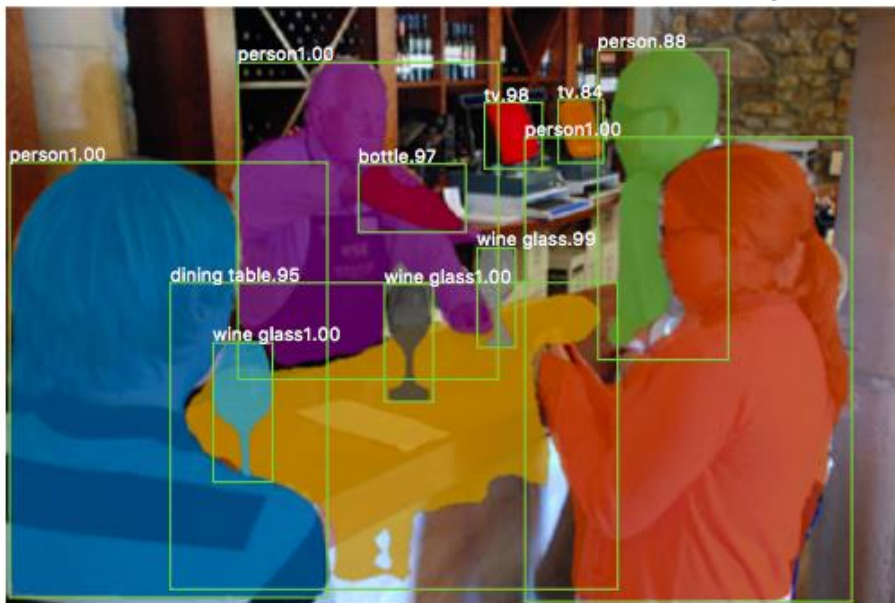


# Example results





# Example results



# *Some Segmentation Methods*

- Bottom-up vs. Top-down
- Supervised vs. Unsupervised
- Thresholding
- K-means
- Histogram-based
- Region growing
- PDE-based
  - Parametric
  - Level-sets
- Variational methods
- Edge Detection
- Line Detection
- Watershed
- Split & Merge
- Color Based
- Region Moments
- Motion Based
  - Optical Flow
- Similar Depth
- Active Contours
  - Snakes
  - Intelligent Scissors
- Graph Based
  - Min Cut
  - Normalized Cut
  - Graph Cut
  - Grab Cut
  - Object Cut
- Oversegmentation
  - SLIC
  - Turbo superpixels
  - Felzenswalb
- Deep Networks
  - Hypercolumns
  - Zoom-out features
  - Fully Convolutional Networks
  - Dilated Convolutions
  - Mask R-CNN