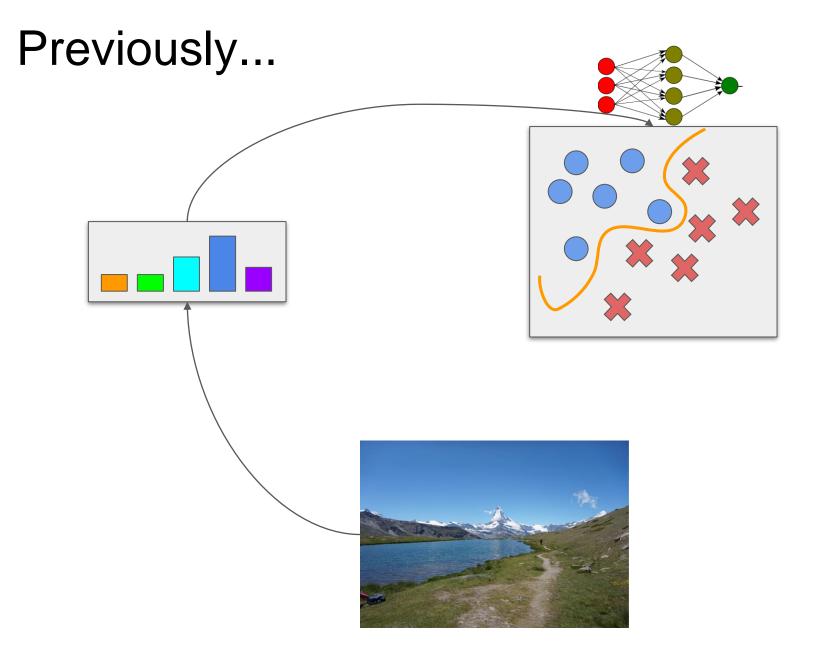
Pattern Recognition Lecture 01-1 Feature Representation & HOG

Prof. Jongwon Choi Chung-Ang University Fall 2022





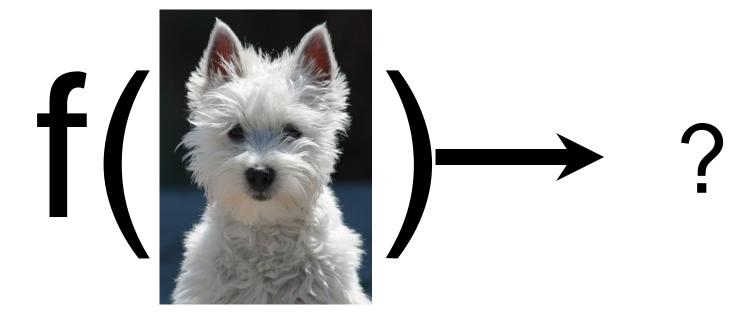
Today

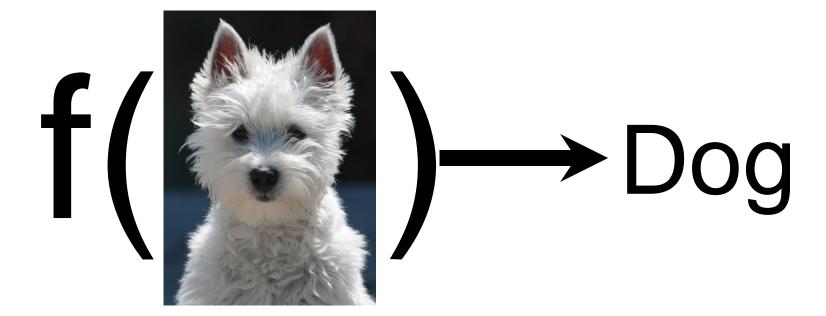
Color Spaces

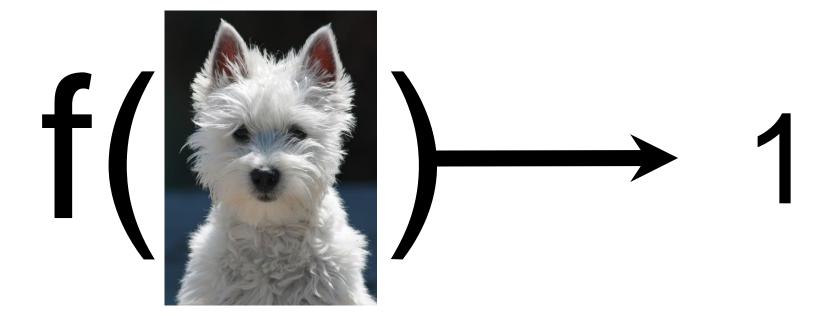
Color Histogram

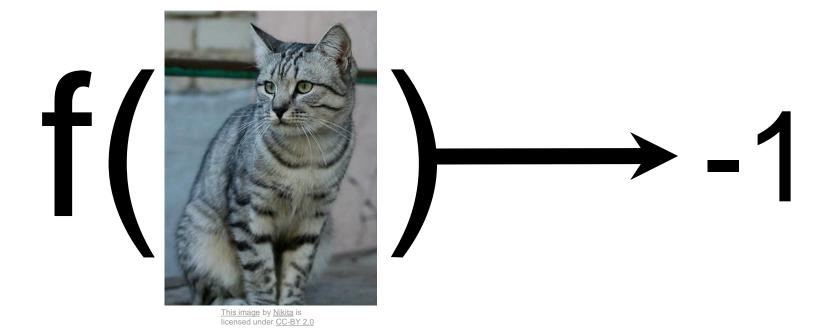
Histogram of Oriented Gradients (HOG)



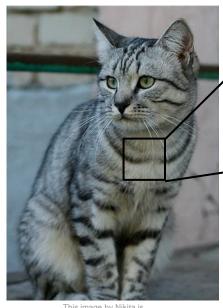








What the computer sees



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105 112 108 111 104 99 106 99 96 103 112 119 104 97 93 87] 98 102 106 104 79 98 103 99 105 123 136 110 105 85 90 105 128 105 87 96 95 99 115 112 106 103 99 81 81 93 120 131 127 100 95 98 102 99 96 91 61 64 69 91 88 85 101 107 109 [114 108 85 55 55 69 64 54 64 87 112 129 98 [133 137 147 103 65 81 80 65 52 54 74 84 102 [128 137 144 140 109 95 86 70 62 65 63 [125 133 148 137 119 121 117 94 65 79 80 65 [127 125 131 147 133 127 126 131 111 96 89 75 [115 114 109 123 150 148 131 118 113 109 100 92 93 90 97 108 147 131 118 113 114 113 109 106 95 77 86 81 77 79 102 123 117 115 117 125 125 130 115 65 82 89 78 71 80 101 124 126 119 101 107 114 131 119] 63 65 75 88 89 71 62 81 120 138 135 105 65 71 87 106 95 69 45 76 130 126 107 [118 97 82 86 117 123 116 66 41 51 95 93 89 95 102 107] [164 146 112 80 82 120 124 104 76 48 45 66 88 101 102 109] [157 170 157 120 93 86 114 132 112 97 69 55 [130 128 134 161 139 100 109 118 121 134 114 87 65 53 69 86] [128 112 96 117 150 144 120 115 104 107 102 93 87 81 72 79] [123 107 96 86 83 112 153 149 122 109 104 75 80 107 112 99] [122 121 102 80 82 86 94 117 145 148 153 102 58 78 92 107] [122 164 148 103 71 56 78 83 93 103 119 139 102 61 69

An image is just a big grid of numbers between [0, 255]:

e.g. $800 \times 600 \times 3 = 1,440,000$ (3 channels RGB)

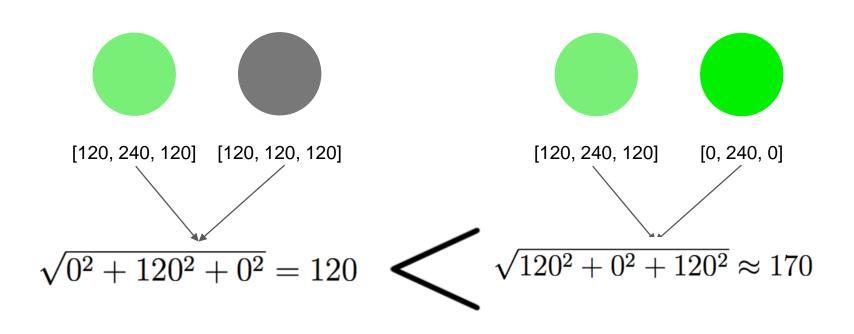




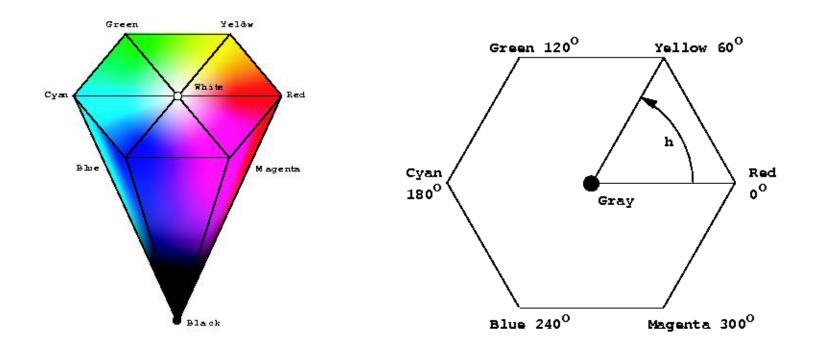


RGB is not really how color is perceived

Which of the two colors look alike?

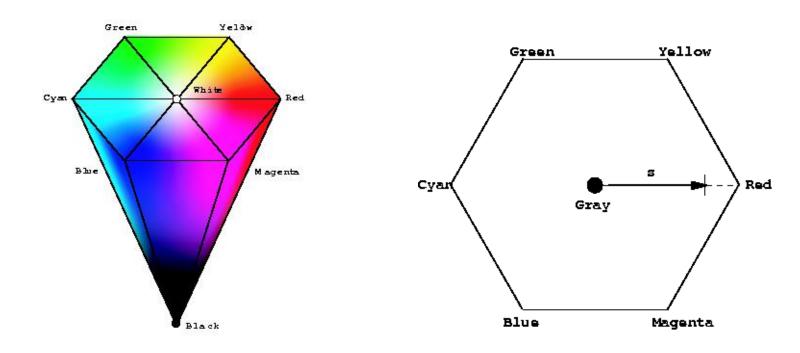


HSV color space



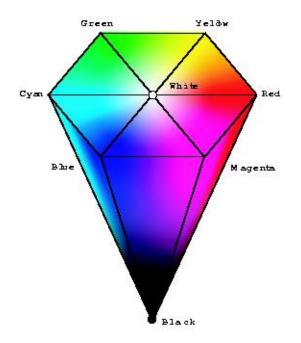
Hue, an angular measure (0 ... 360)

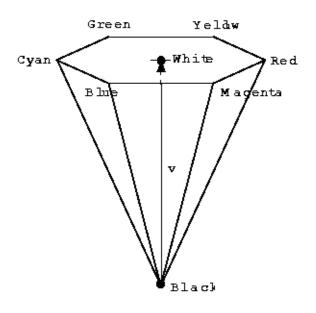
HSV color space



Saturation, a fractional measure (0.0 ... 1.0)

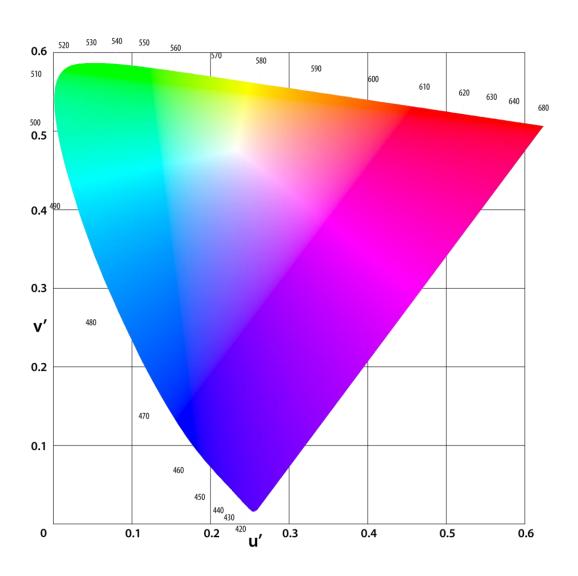
HSV color space





Value, a fractional measure (0.0 ... 1.0)

CIE Luv: Perceptually uniform

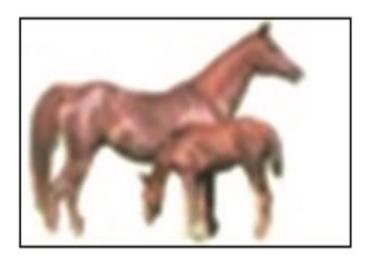


[Khattab et al. 2014]



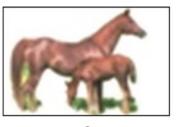
[Khattab et al. 2014]





[Khattab et al. 2014]

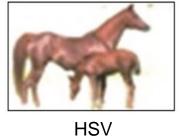












RGB YUV XYZ

[Khattab et al. 2014]













RGB

YUV

XYZ

CMY

HSV

[Khattab et al. 2014]













RGB

YUV

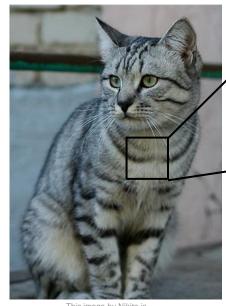
XYZ

CMY

HSV

Is having good color representation enough?

What the computer sees



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105 112 108 111 104 99 106 99 96 103 112 119 104 97 93 87] 98 102 106 104 79 98 103 99 105 123 136 110 105 85 90 105 128 105 87 96 95 99 115 112 106 103 99 81 81 93 120 131 127 100 95 98 102 99 91 61 64 69 91 88 85 101 107 109 [114 108 85 55 55 69 64 54 64 87 112 129 98 [133 137 147 103 65 81 80 65 52 54 74 84 102 [128 137 144 140 109 95 86 70 62 65 63 [125 133 148 137 119 121 117 94 65 79 80 65 [127 125 131 147 133 127 126 131 111 96 89 75 [115 114 109 123 150 148 131 118 113 109 100 92 93 90 97 108 147 131 118 113 114 113 109 106 95 77 86 81 77 79 102 123 117 115 117 125 125 130 115 65 82 89 78 71 80 101 124 126 119 101 107 114 131 119] 63 65 75 88 89 71 62 81 120 138 135 105 65 71 87 106 95 69 45 76 130 126 107 [118 97 82 86 117 123 116 66 41 51 95 93 89 95 102 107] [164 146 112 80 82 120 124 104 76 48 45 66 88 101 102 109] [157 170 157 120 93 86 114 132 112 97 69 55 [130 128 134 161 139 100 109 118 121 134 114 87 65 53 69 86] [128 112 96 117 150 144 120 115 104 107 102 93 87 81 72 79] [123 107 96 86 83 112 153 149 122 109 104 75 80 107 112 [122 121 102 80 82 86 94 117 145 148 153 102 58 78 92 107] [122 164 148 103 71 56 78 83 93 103 119 139 102 61 69

An image is just a big grid of numbers between [0, 255]:

e.g. $800 \times 600 \times 3 = 1,440,000$ (3 channels RGB)





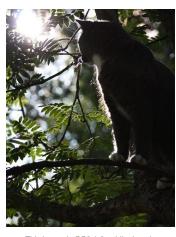


Challenges: Illumination



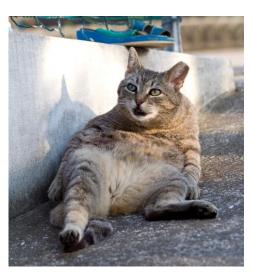






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Challenges: Deformation



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This image by Tom Thai is licensed under CC-BY 2.0

Challenges: Occlusion







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Challenges: Background clutter





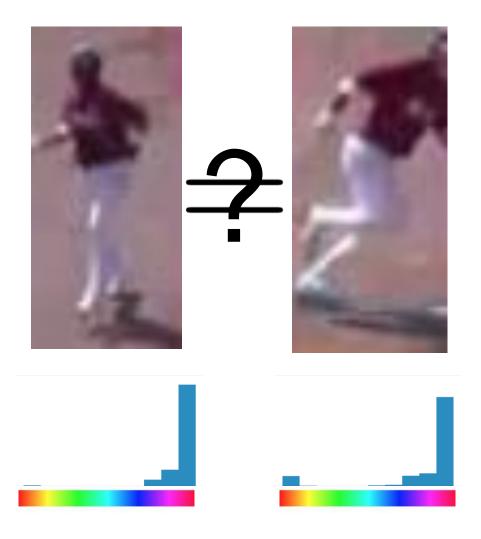
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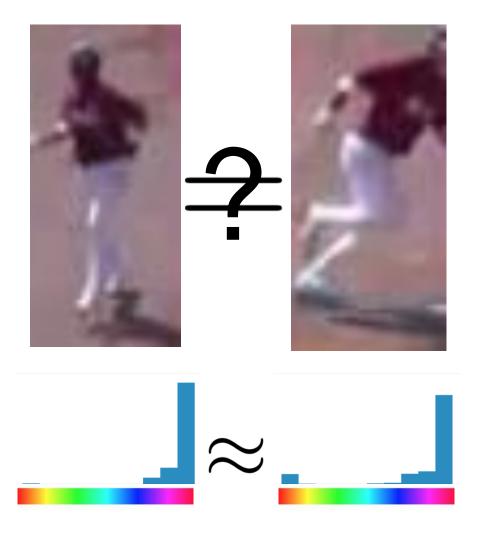
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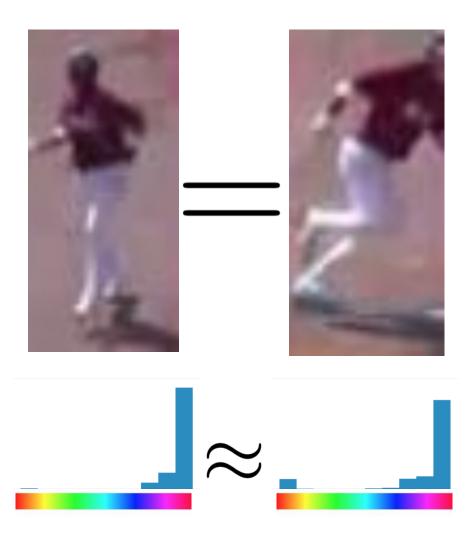


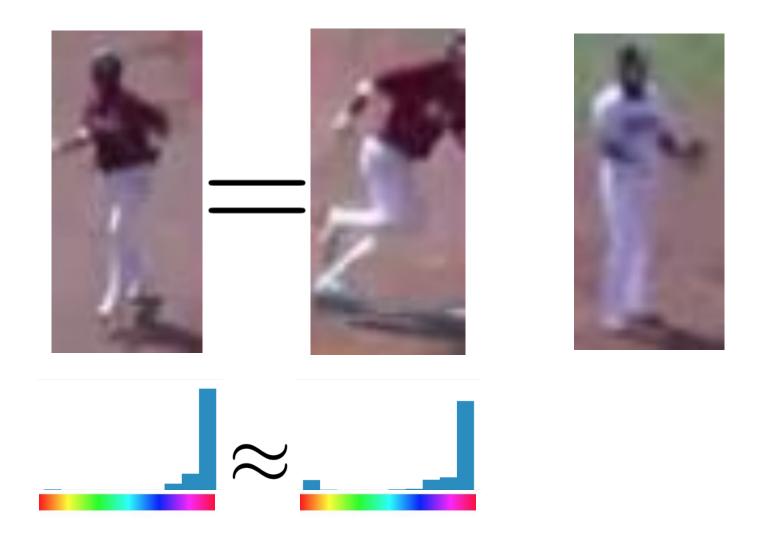


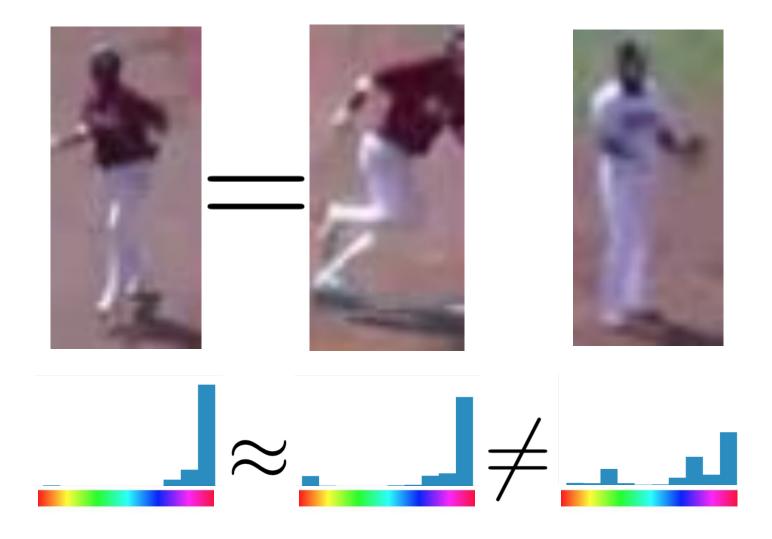


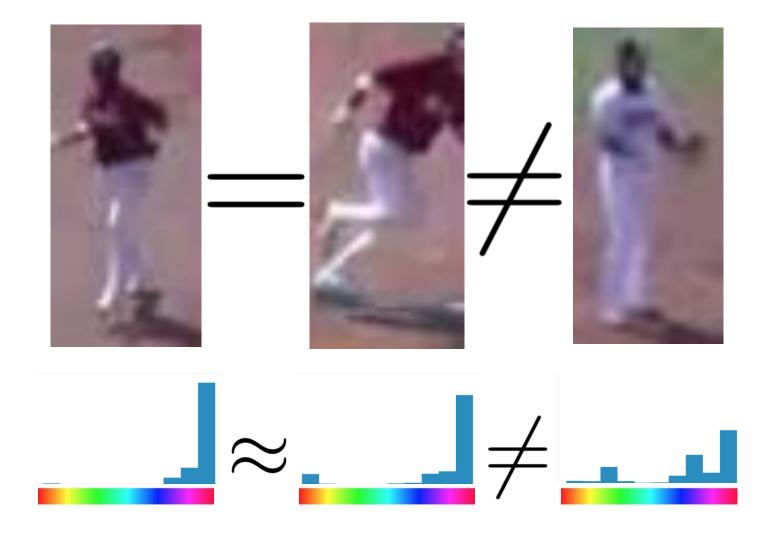


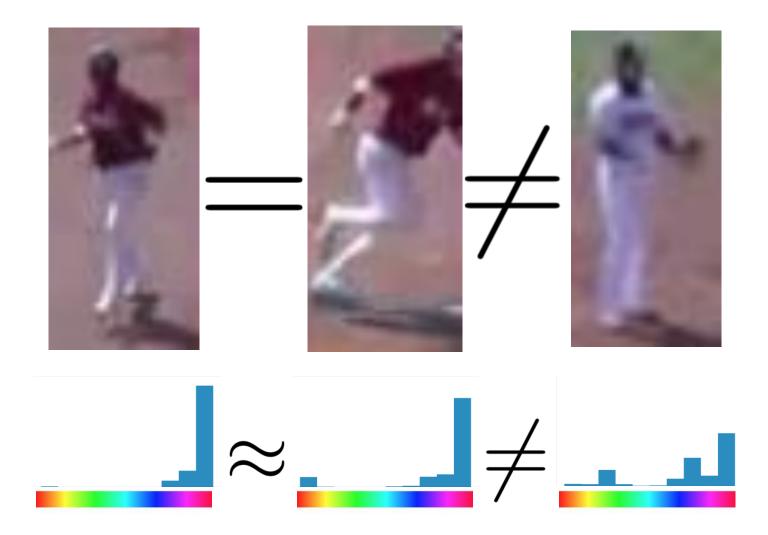




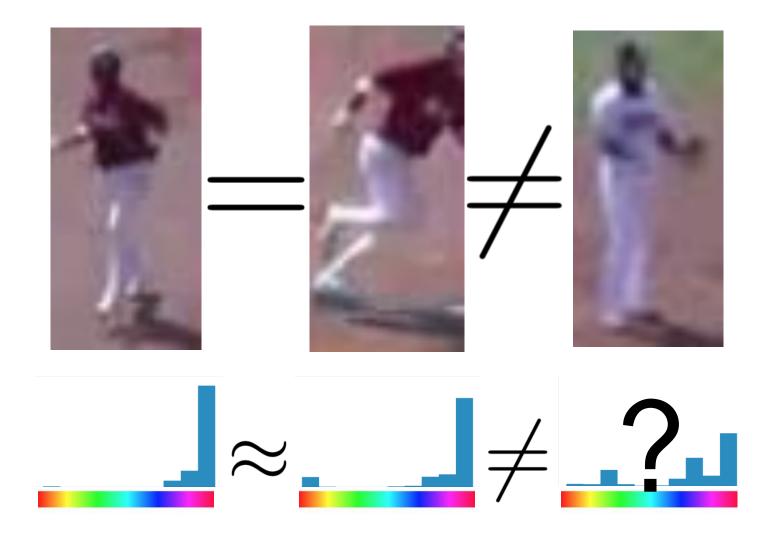




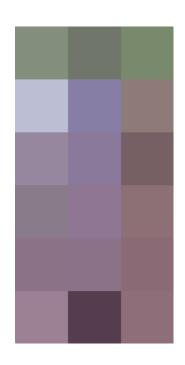


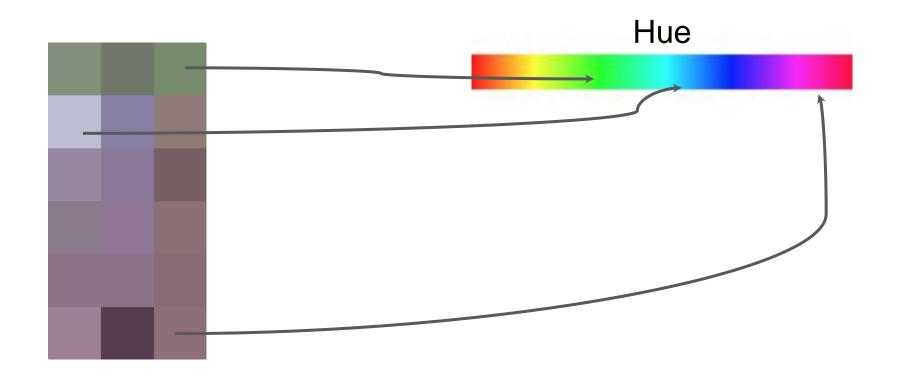


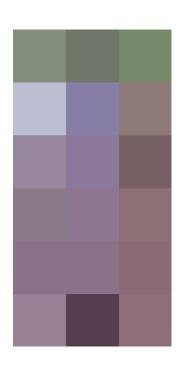
Color histograms

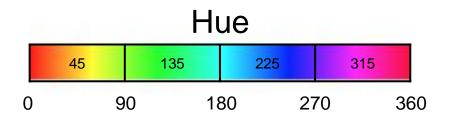


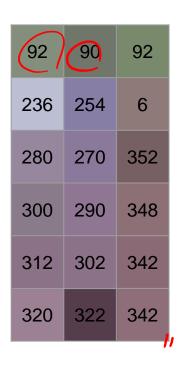


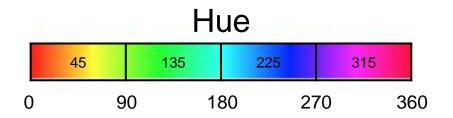


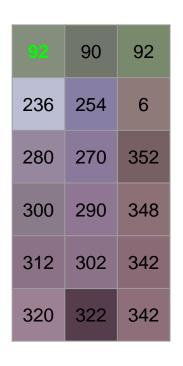


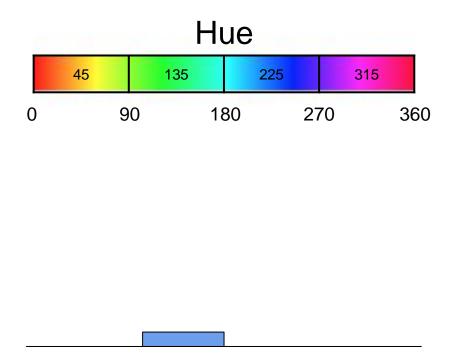


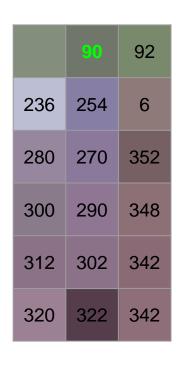


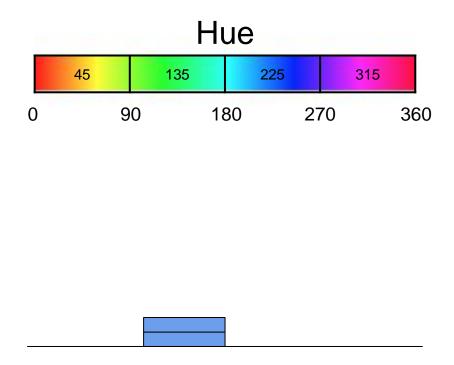


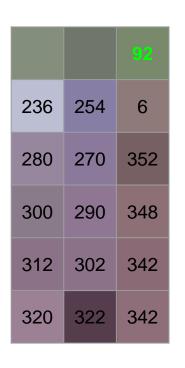


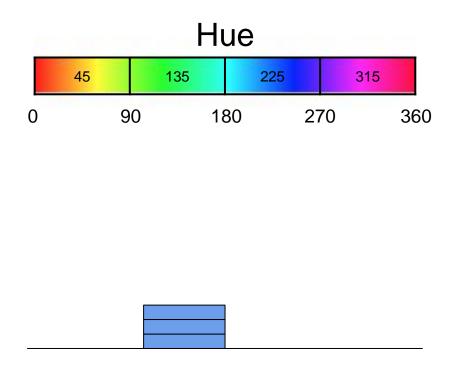


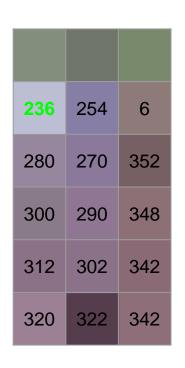


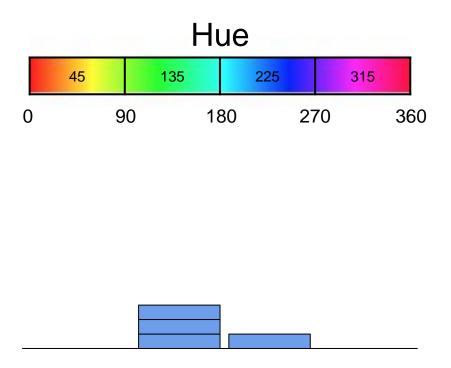


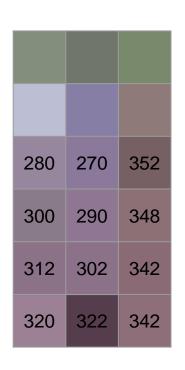


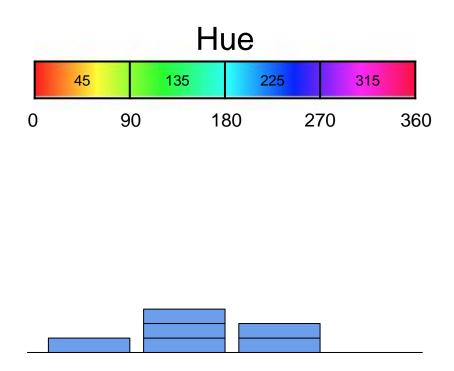


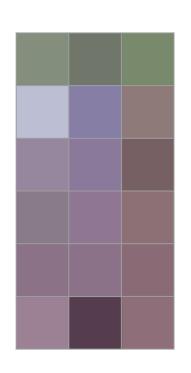


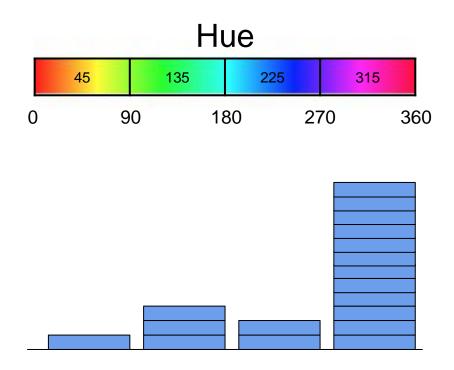


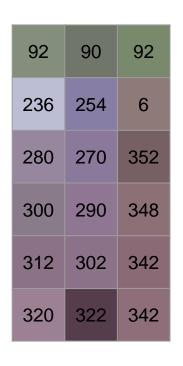


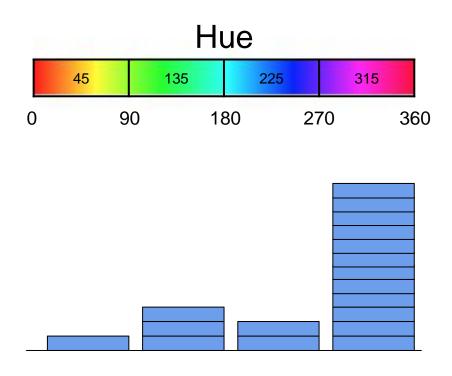


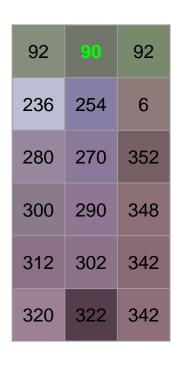


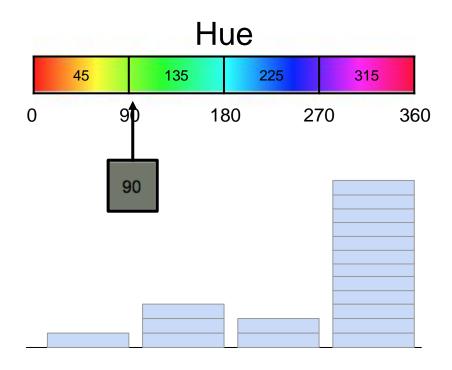


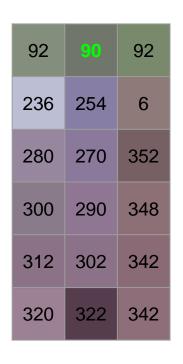


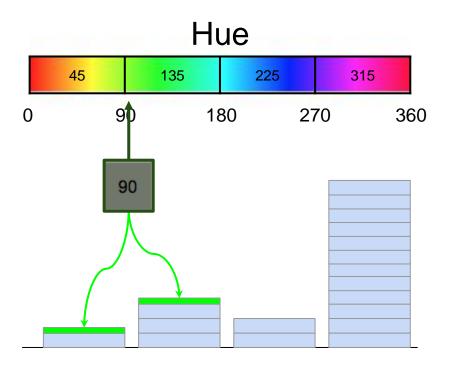




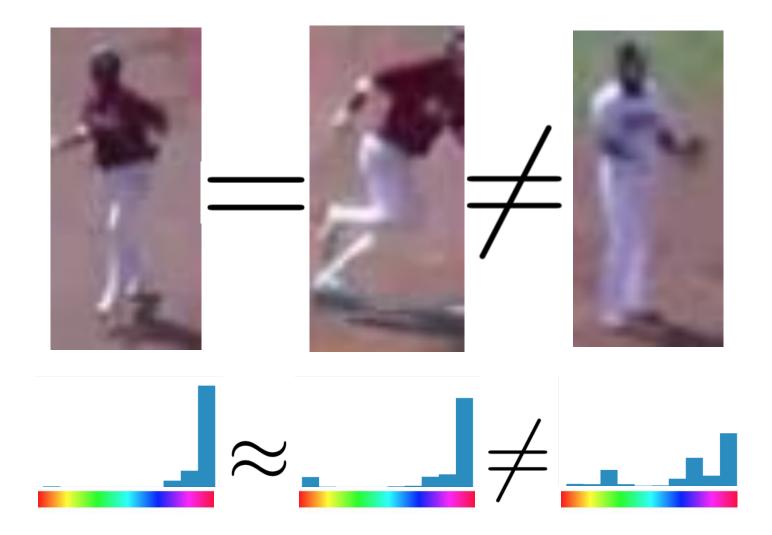




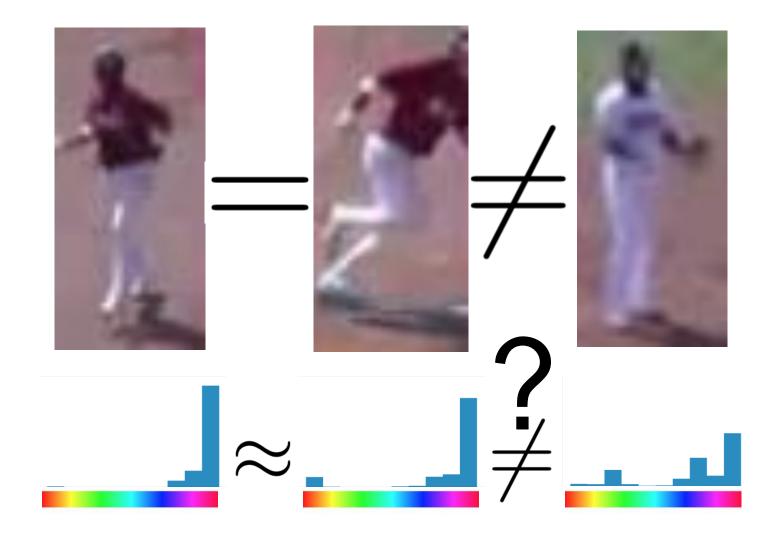


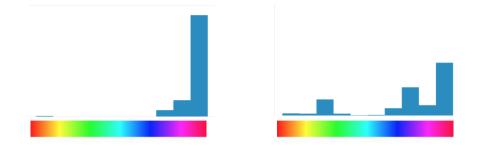


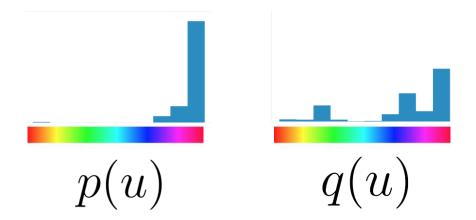
Color histograms

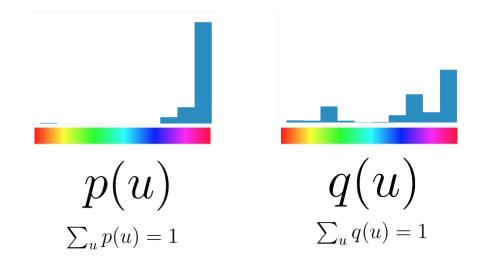


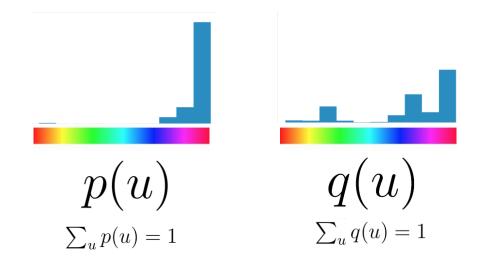
Color histograms



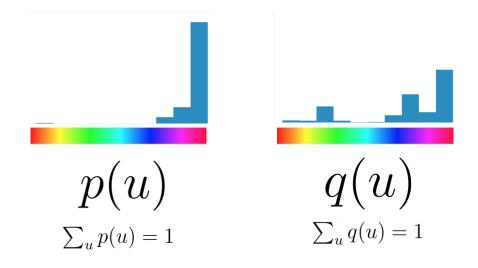




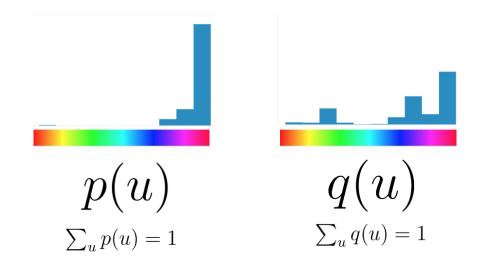




$$BC(p,q) = \sum_{u} \sqrt{p(u)q(u)}$$

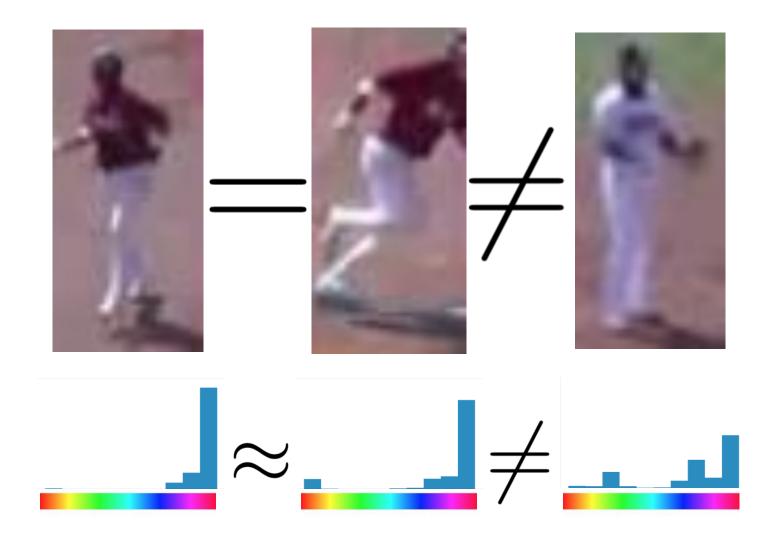


$$0 \leq BC\left(p,q\right) = \sum_{u} \sqrt{p(u)q(u)} \leq 1$$
 Different Same

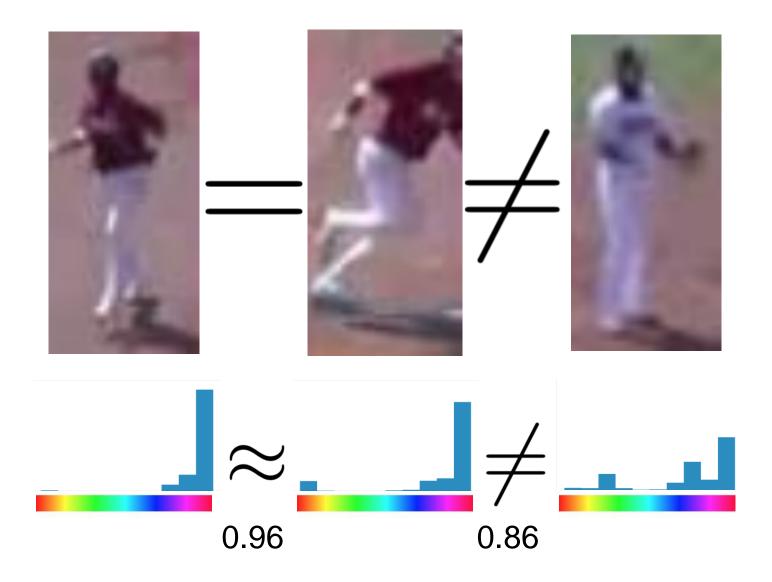


$$0 \leq BC\left(p,q\right) = \sum_{u} \sqrt{p(u)q(u)} \leq 1$$
 if
$$p(u) = q(u)$$
 Same
$$\sum_{u} \sqrt{p(u)p(u)} = \sum_{u} p(u) = 1$$

BC distance example



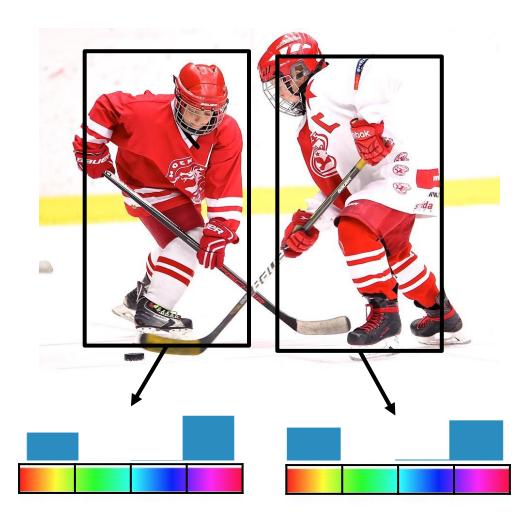
BC distance example



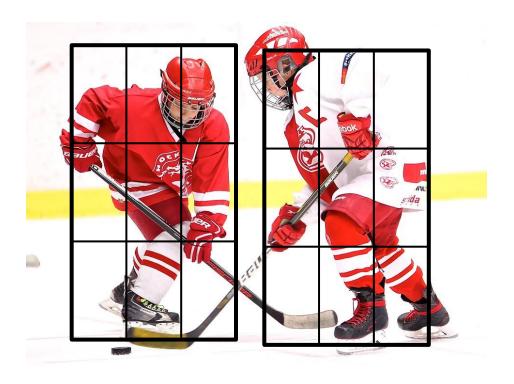
Obvious problem



Obvious problem

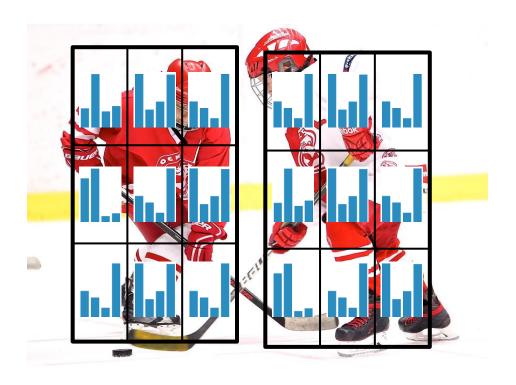


A solution



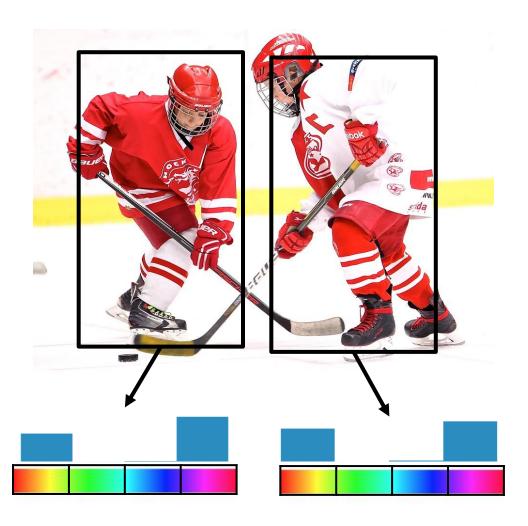
Divide image into multiple regions?

A solution

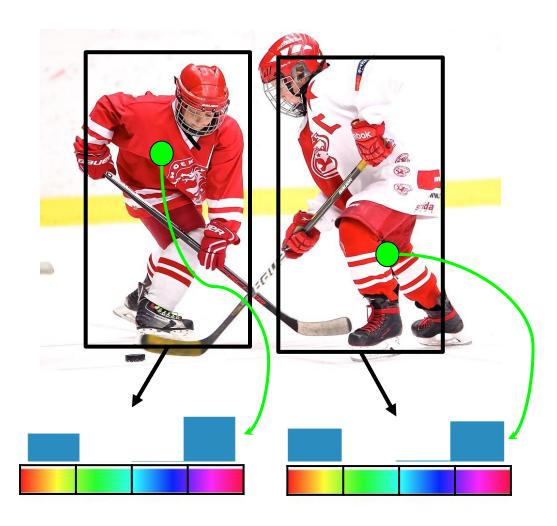


Divide image into multiple regions?

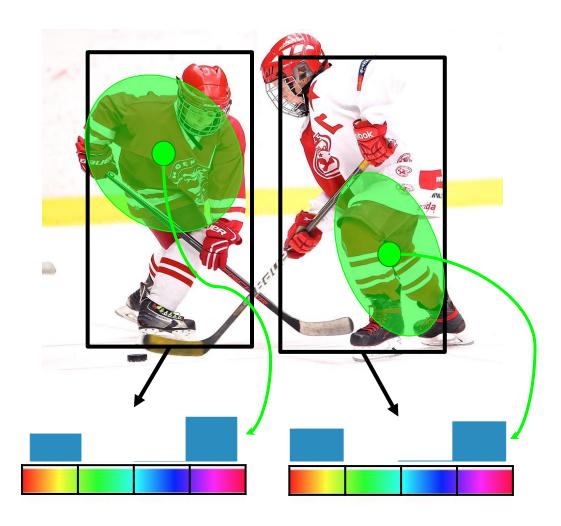
Color Spatiograms



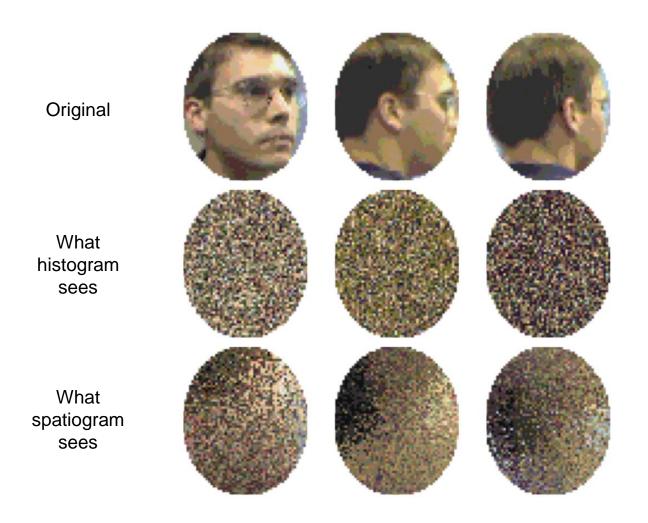
Color Spatiograms



Color Spatiograms



Color Histogram vs Spatiograms



<u>Spatiograms Versus Histograms for Region-Based Tracking</u>
[Virchfield and Rangarajan, 2005]

So far...

- Color spaces
 - The very first stage is also important
- Color histograms
 - Means to abstract images into robust data