

# Feature Map Hashing: Sub-linear Indexing of Appearance and Global Geometry

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# Outline

Introduction

Feature Maps

Feature Map Hashing

Experiments

Discussion – future work

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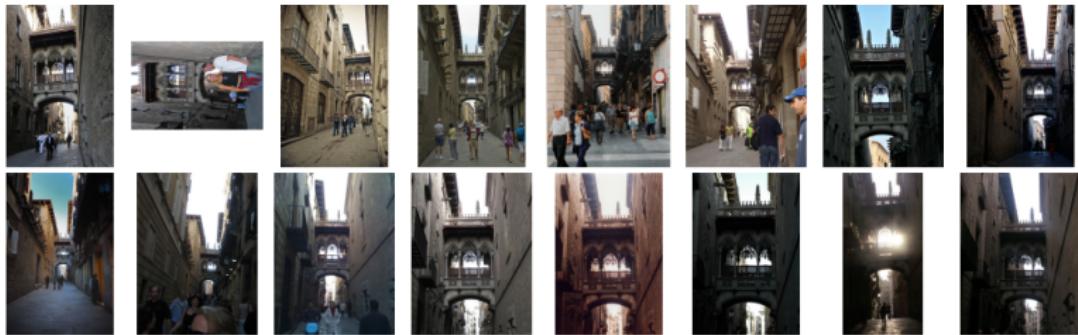
# Object retrieval

## Problem description

- Fast search in a large dataset of images
- Images depicting the same object
- Robustness against viewpoint change, photometric variations, occlusion and background clutter

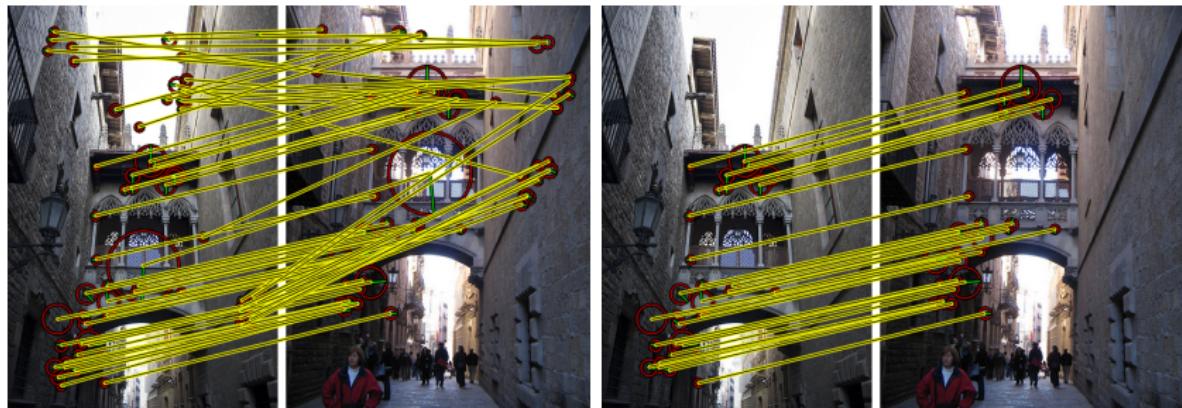
## Our goal

- Both appearance and geometry within the indexing process
- Fast search in all dataset images with geometric constraints



# Background

- Extract local features and descriptors
- Create visual codebook using clustering/hashing techniques
- Map features to visual words with approximate nearest neighbor search
- Use visual words to find correspondences between features
- Find inliers with RANSAC or approximation



# Appearance and geometry

## Appearance only

- Discriminative local features and descriptors: an easy way to deal with view-point change and occlusion
- Bag-of-Words (BoW) in retrieval: good performance with low computational cost
- BoW discards spatial relations

## Geometry

- Important in many problems of computer vision like feature correspondence, image registration, wide baseline stereo matching, object recognition, and retrieval
- Geometry essential to boost performance at large scale

# State of the art limitations

## Geometry for re-ranking

- Filtering stage: Based only on appearance [Sivic and Zisserman 2003]
- Re-ranking stage: Apply geometric or spatial constraints
- Geometric verification applied linearly only in the top ranking images [Philbin *et al.* 2007]

## Indexing geometry

- Geometric hashing: only geometry, no appearance [Lamdan and Wolfson 1988][Chum and Matas 2006]
- Hough voting in transformation space: no feature quantization [Lowe 2004]
- Weak geometric information [Jegou *et al.* 2008]
- Geometric min-Hash: proximity constraints, small object discovery [Chum *et al.* 2009]

# Overview of our approach

- Estimate image alignment via **single correspondence**
- For each feature construct a **feature map** encoding normalized positions and appearance of all remaining features
- An image is represented by a collection of such feature maps
- RANSAC-like matching is reduced to a number of set intersections
- Build inverted file of feature maps using min-wise independent permutations

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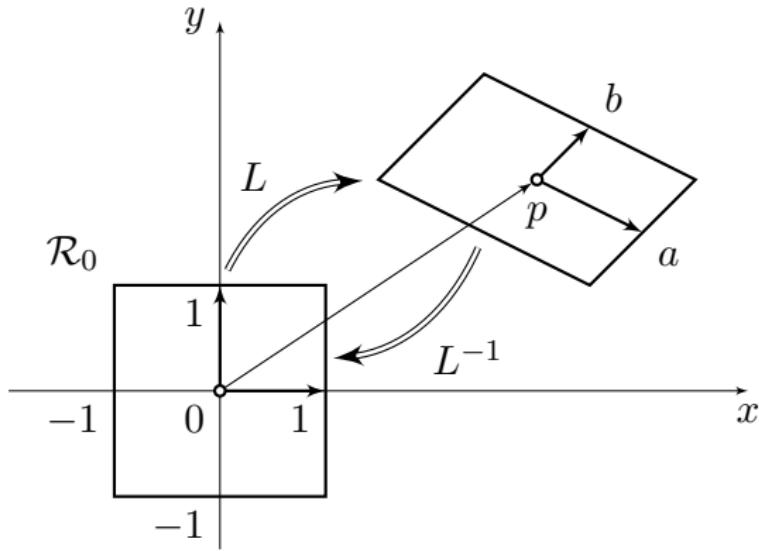
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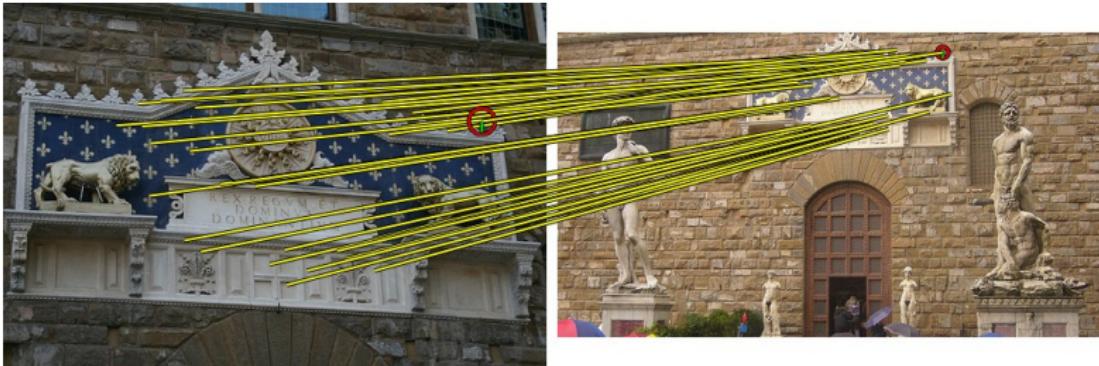
# Local patches

- Each local feature is associated with an image patch  $L$ , which also represents an affine transform
- The rectified patch  $\mathcal{R}_0$  is transformed to the patch via  $L$
- The patch is rectified back to  $\mathcal{R}_0$  via  $L^{-1}$



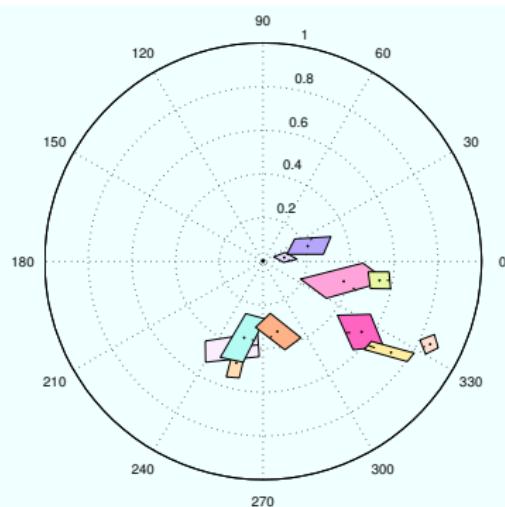
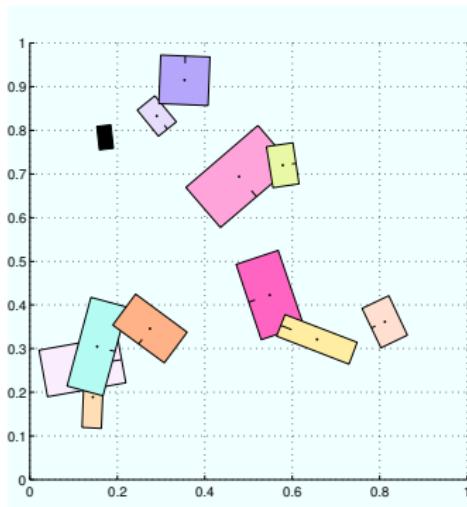
# Single correspondence hypothesis

- A patch correspondence  $L \leftrightarrow R$
- The transformation from one patch to the other is  $RL^{-1}$
- Each correspondence provides a transformation hypothesis.
- Transformation hypotheses are now  $O(n)$  and we can compute them all [Philbin *et al.* 2007]



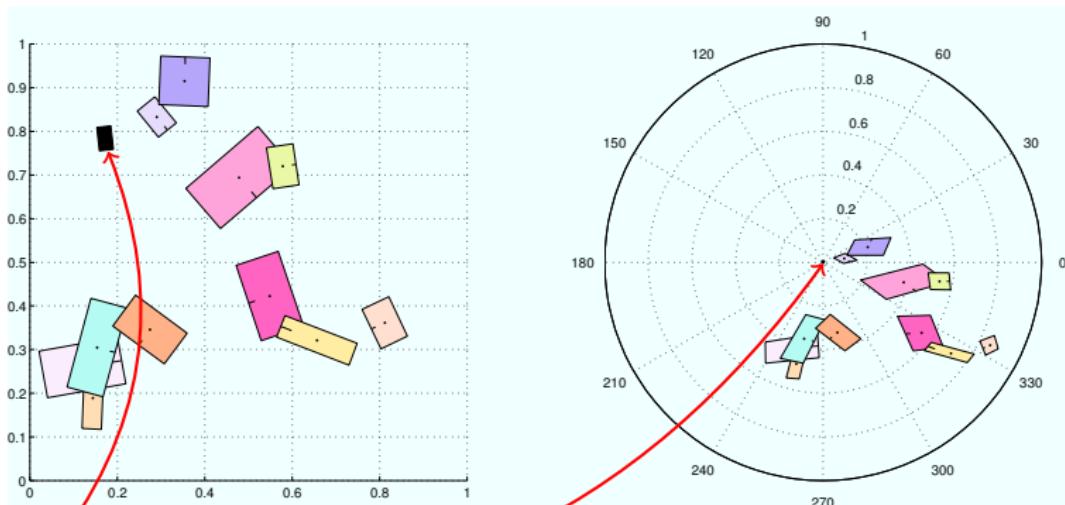
# Feature set rectification

- Rectify both feature sets by transformations  $L^{-1}$  and  $R^{-1}$ , then compare
- Extrapolate each local transform to the entire image frame
- Rectify the entire set of features in advance



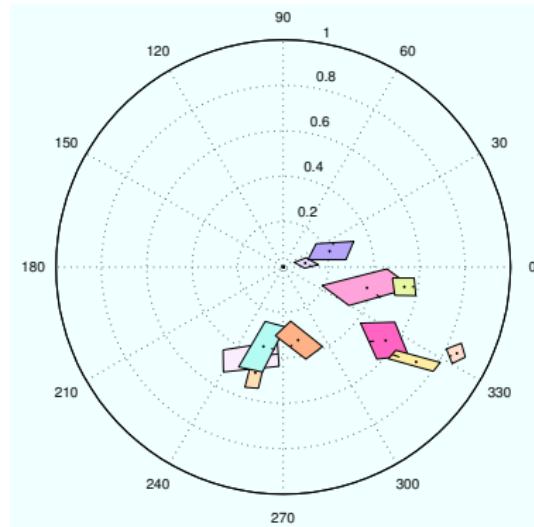
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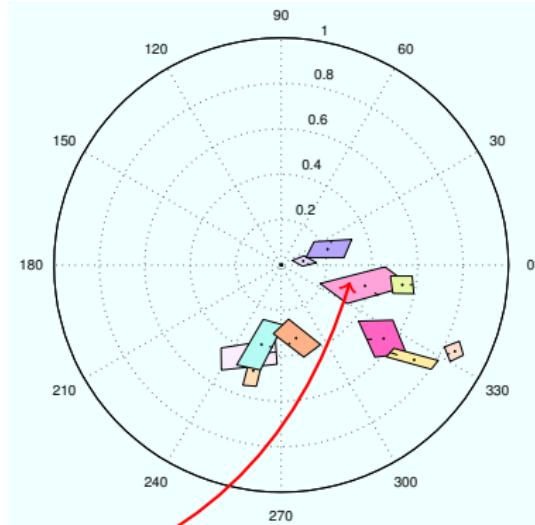
# Spatial quantization

- Encode positions in polar coordinates  $(\rho, \theta)$
- Quantize positions in the rectified frames
- Define **spatial codebook**  $\mathcal{U} \subseteq \mathbb{R}^2$  with  $|\mathcal{U}| = k_\rho \times k_\theta = k_u$  bins



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$$\tilde{\rho} = 1, \tilde{\theta} = 11$$

$$k_\rho = 5, k_\theta = 12$$

# Feature maps

- An image is represented by a local feature set  $P$
- Define the joint (visual-spatial) codebook  $\mathcal{W} = \mathcal{V} \times \mathcal{U}$  with  $|\mathcal{W}| = k_v k_u = k$  bins
- To construct a feature map we rectify a feature set and assign rectified features to spatial bins and visual words
- There is a different map for each origin; represent each image with a feature map collection  $F_P$
- Can be seen as a local descriptor encoding the global feature set rectified in a local coordinate frame

$$f_P(\hat{x}) = h_{\mathcal{W}}(P^{(\hat{x})})$$

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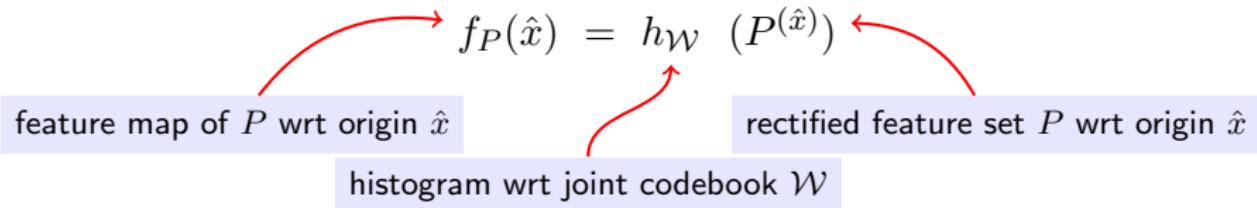
feature map of  $P$  wrt origin  $\hat{x}$

rectified feature set  $P$  wrt origin  $\hat{x}$

The diagram illustrates the components of the feature map equation. It shows two blue boxes at the bottom. The left box contains the text "feature map of  $P$  wrt origin  $\hat{x}$ " and has a red curved arrow pointing to the term  $f_P(\hat{x})$ . The right box contains the text "rectified feature set  $P$  wrt origin  $\hat{x}$ " and has a red curved arrow pointing to the term  $P^{(\hat{x})}$ .

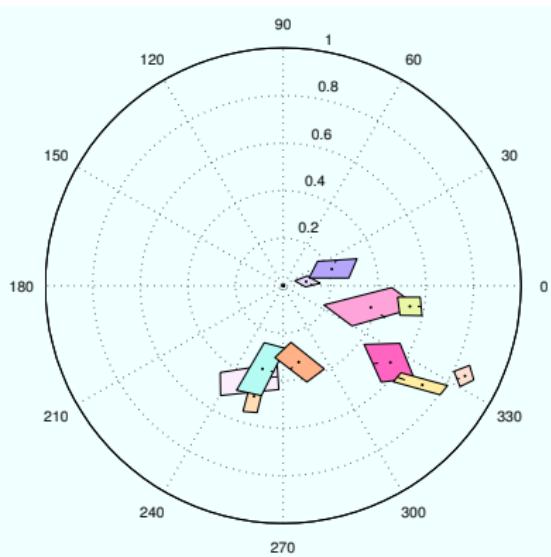
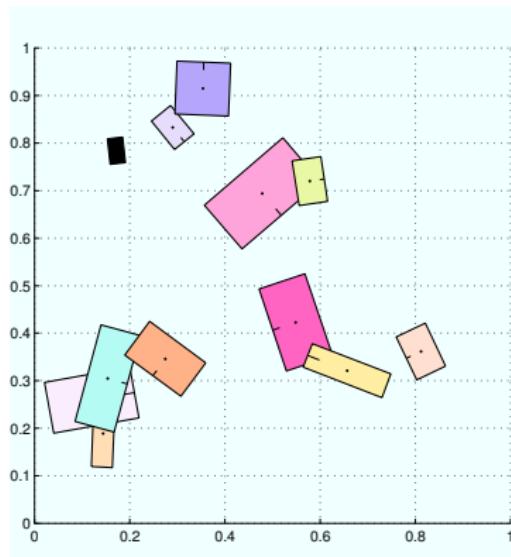
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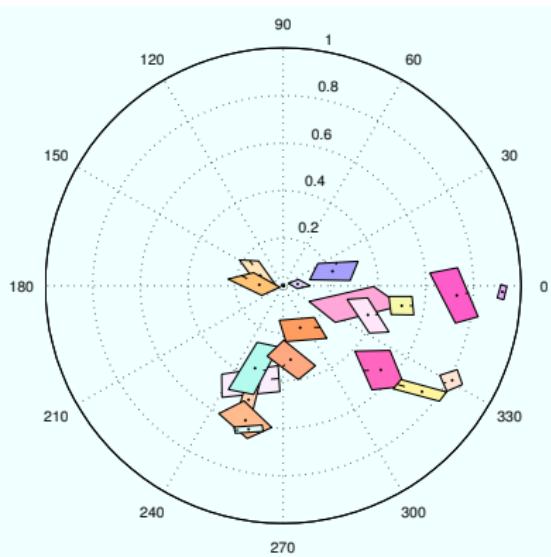
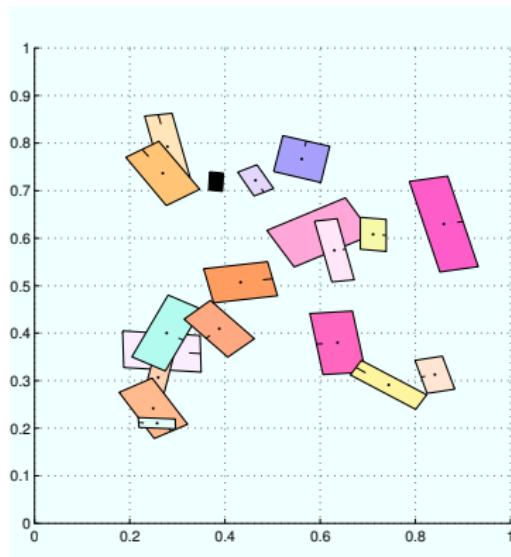
# Feature maps – example

- Well aligned feature sets are likely to have maps with a high degree of overlap



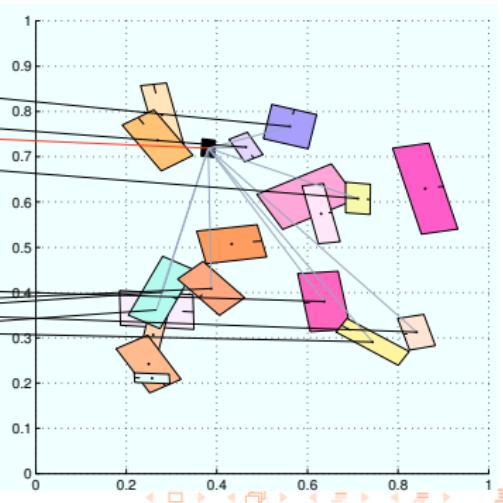
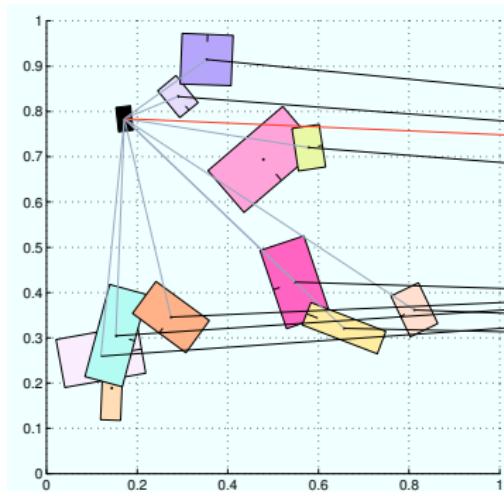
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# Feature map similarity (FMS)

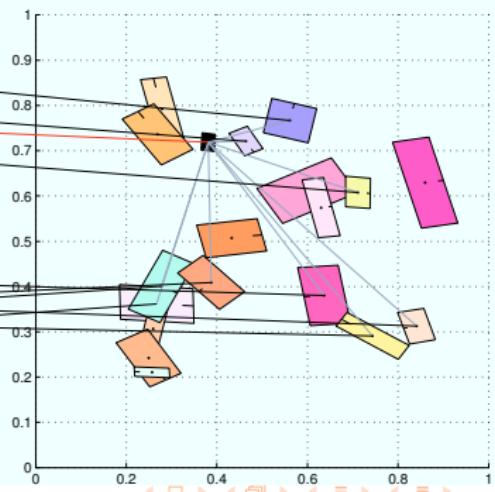
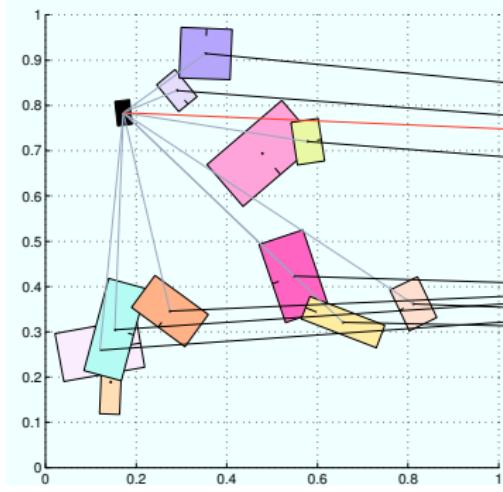
$$S_F(P, Q) = \max_{v \in V(P, Q)} \max_{\substack{\hat{x} \in H_v(P) \\ \hat{y} \in H_v(Q)}} f_P^T(\hat{x}) \cdot f_Q(\hat{y})$$



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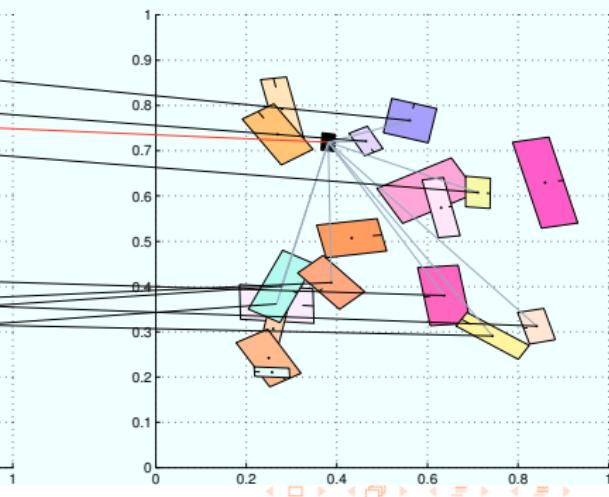
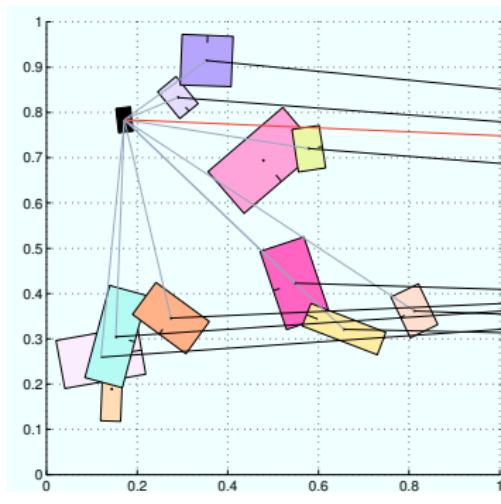


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feature map of image  $Q$  wrt origin  $\hat{y}$



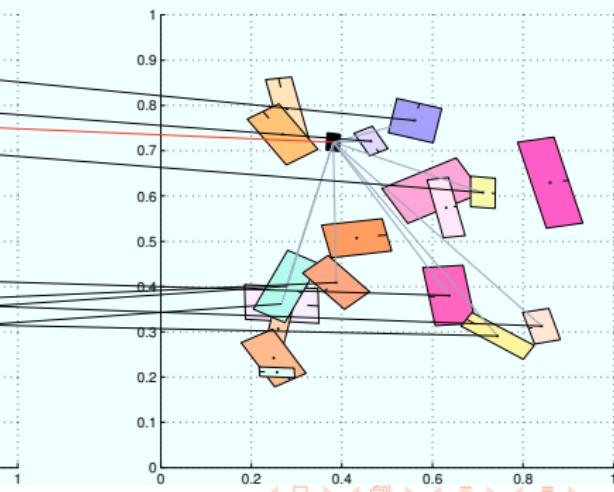
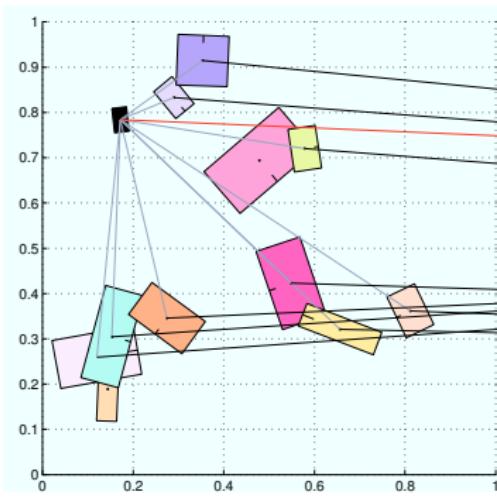
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for all origins mapped to visual word  $v$

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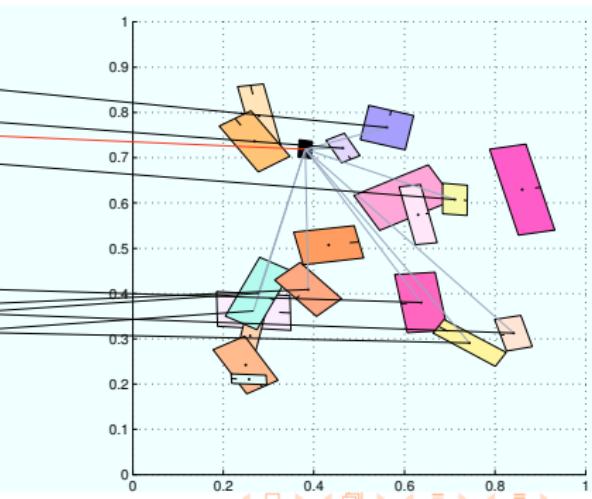
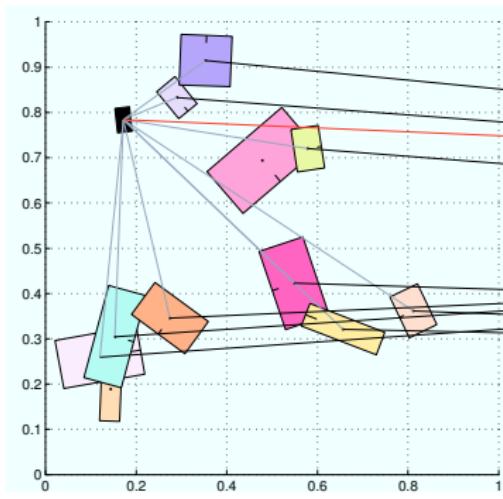
for all visual words that  $P, Q$  have in common

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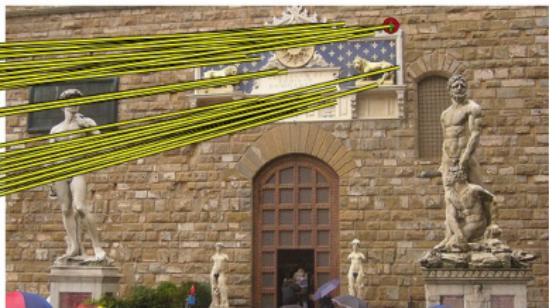
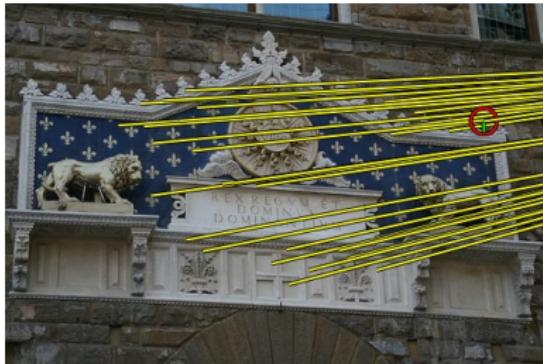
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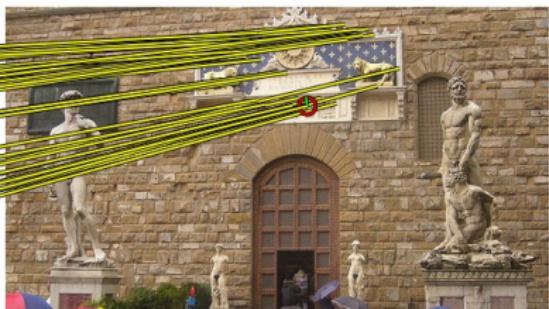
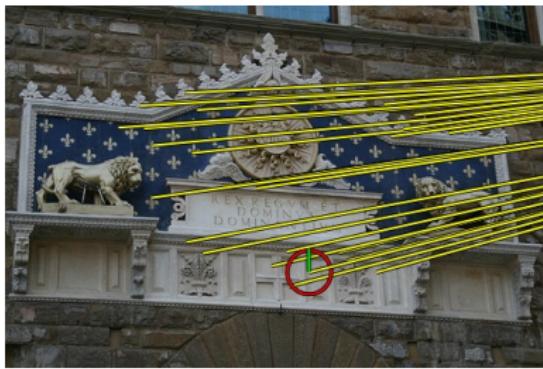


# Feature map similarity - example

Inliers using fast spatial matching [FastSM - Philbin *et al.*] (35 inliers)

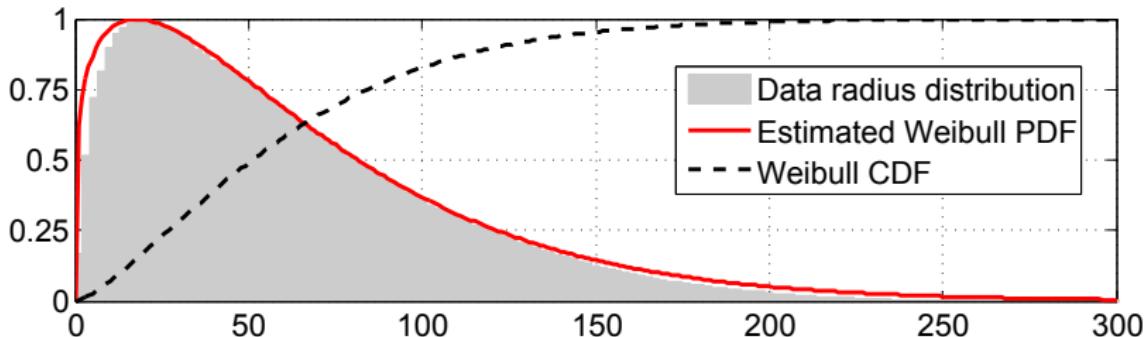


Inliers using feature map similarity (32 inliers)



# Distribution of $\rho$

- Non-linear transformation using Weibull CDF
- Estimation of parameters via maximum likelihood
- Bins equally populated when distribution w.r.t.  $\rho$  is uniform



# Memory savings – speed

## Unique visual words

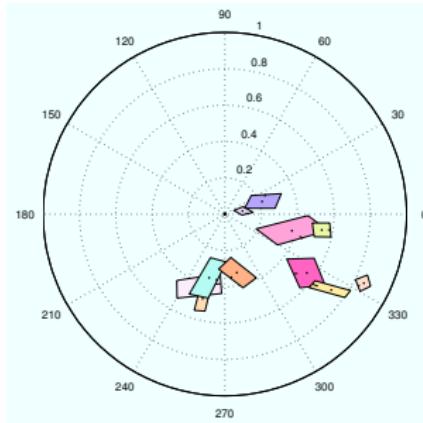
- Use as origins only features that map uniquely to visual words

## Range parameter $\tau$

- Add constraints on spatial proximity via range parameter  $\tau$
- $\tau \in [0, 1]$  controls the balance between local and global geometry

## Origin selection

- Statistically measure which visual words get better aligned
- Select as origins only features mapped to those visual words



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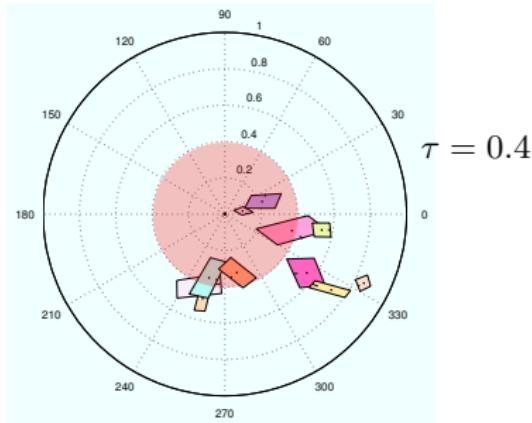
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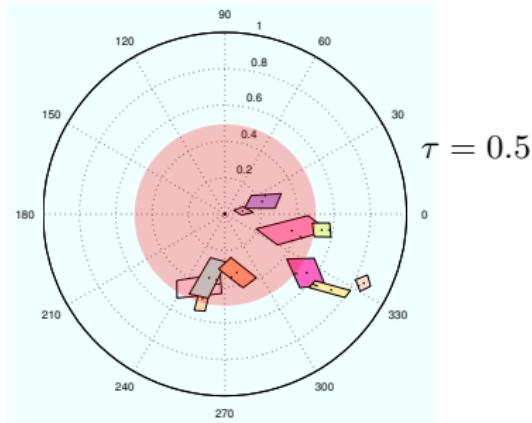
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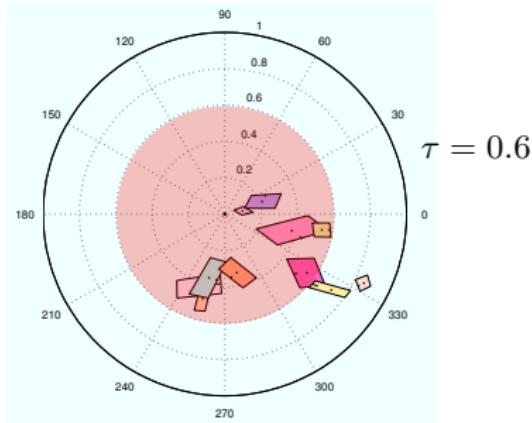
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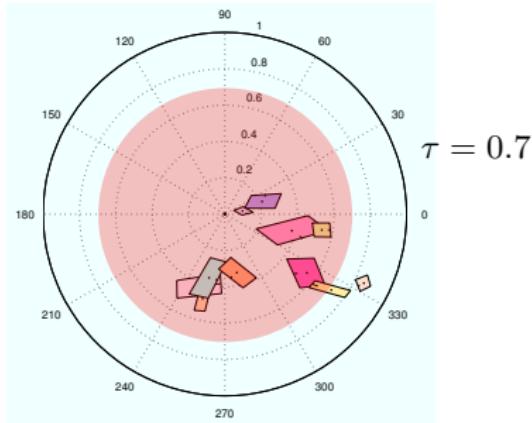
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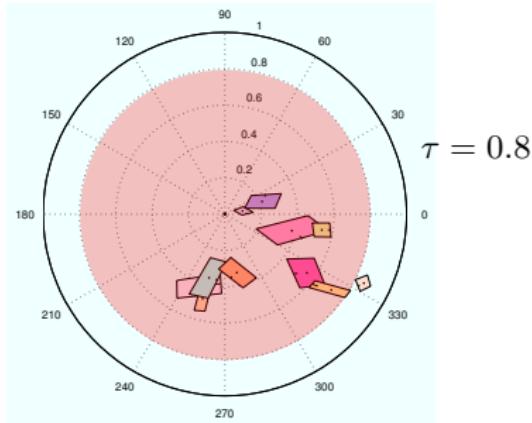
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## Towards indexing

- FMS is a fast way of matching 2 images, but still not enough for indexing
- A feature map is an extremely sparse histogram; bin count typically takes values in  $\{0, 1\}$
- Each feature map  $f$  is represented by set  $\bar{f} \subset \mathcal{W}$  of non-empty bins

# Min-wise independent permutations

- The feature space is now  $\mathbb{F} = \mathcal{P}(\mathcal{W})$ , the powerset of  $\mathcal{W}$
- $h : \mathbb{F} \rightarrow \mathcal{W}$ , hash function mapping objects back to  $\mathcal{W}$
- $\pi : \mathbb{F} \rightarrow \mathbb{F}$ , a **random permutation**
- Given a feature map  $\bar{f} \subset \mathcal{W}$ : compute a **hash value**  
$$h(\bar{f}) = \min\{\pi(\bar{f})\}$$

$$\Pr[\min\{\pi(\bar{f})\} = \min\{\pi(\bar{g})\}] = \frac{|\bar{f} \cap \bar{g}|}{|\bar{f} \cup \bar{g}|} = J(\bar{f}, \bar{g})$$

- Two features maps are hashed to the same value with probability equal to their resemblance or Jaccard similarity coefficient

# Map sketch

- Construct a set  $\Pi = \{ \pi_i : i = 1, \dots, m \}$  of  $m$  independent random permutations
- Represent each feature map  $\bar{f}$  by **map sketch**  $\mathbf{f} \in \mathcal{W}^m$ ,

$$\mathbf{f} = \mathbf{f}(\bar{f}) = [\min\{\pi_1(\bar{f})\}, \dots, \min\{\pi_m(\bar{f})\}]^T$$

- **Sketch similarity**, count number of elements that sketches  $\mathbf{f}$ ,  $\mathbf{g}$  have in common

$$s_K(\mathbf{f}, \mathbf{g}) = m - \|\mathbf{f} - \mathbf{g}\|_0$$

# Feature map hashing (FMH)

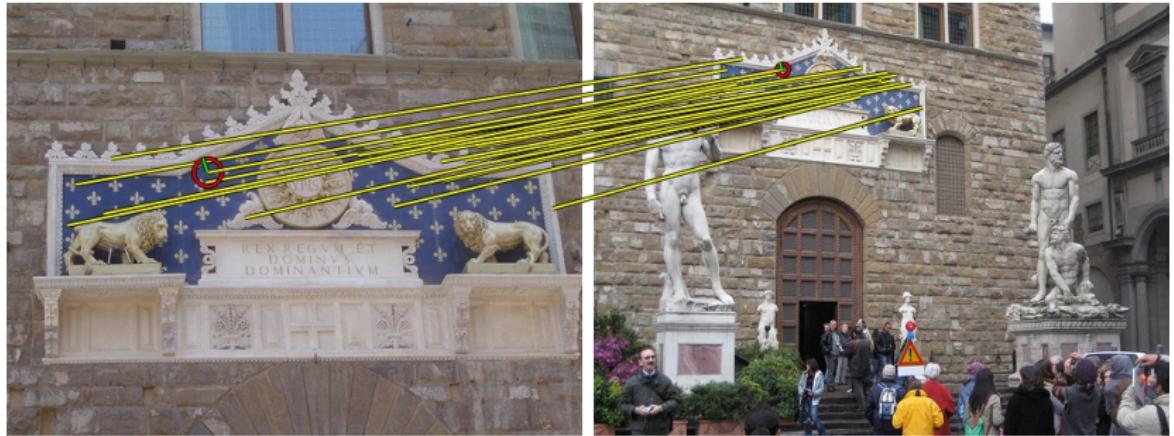
- Map sketch collection  $\mathbf{F}$ : set of all map sketches  $f$  of an image
- Image similarity reduces to sketch similarity

$$S_M(\mathbf{F}, \mathbf{G}) = \max_{\mathbf{f} \in \mathbf{F}} \max_{\mathbf{g} \in \mathbf{G}} s_K(\mathbf{f}, \mathbf{g})$$

- Collisions may appear for several pairs of maps; sum all sketch similarities instead of keeping the best one

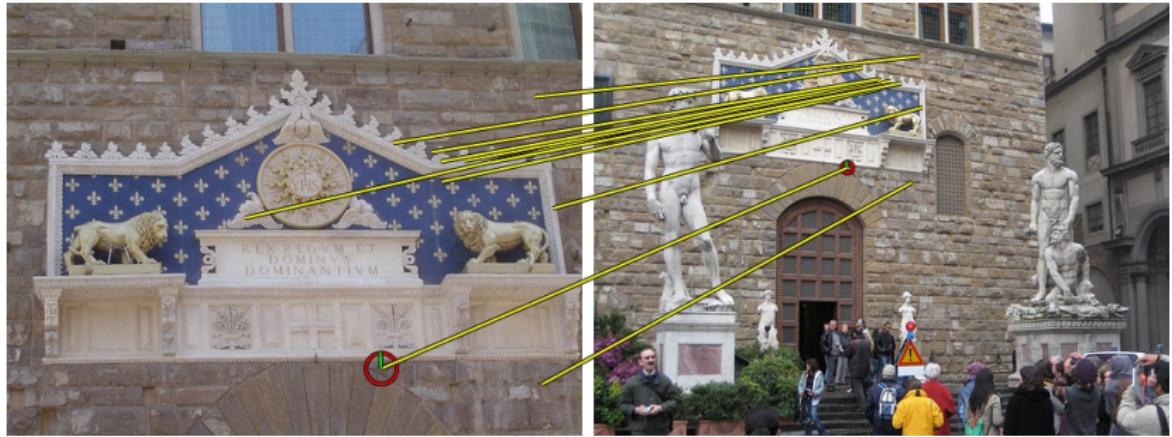
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# Matching maps



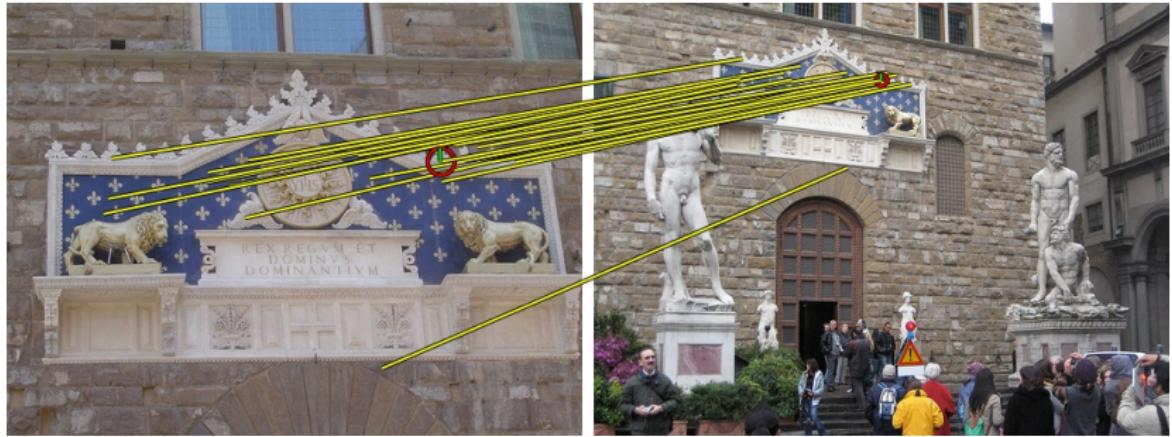
Multiple matching pairs of feature maps

# Matching maps



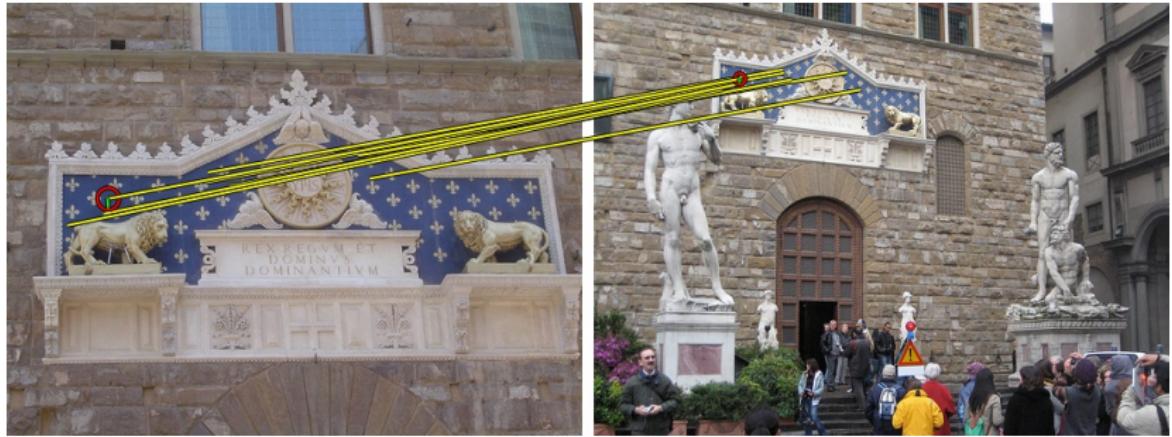
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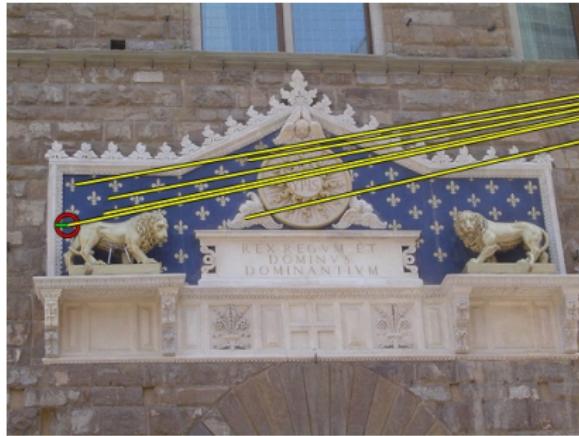
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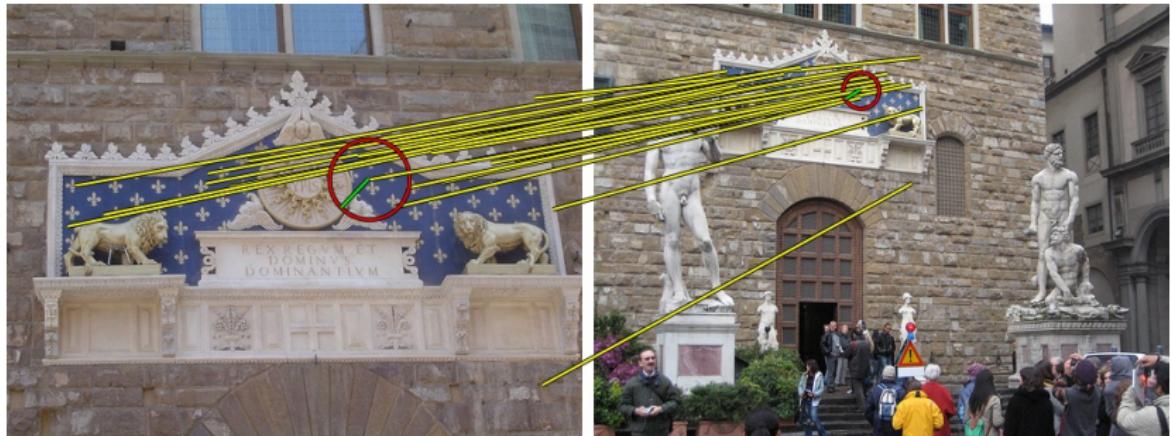
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# Indexing

## Index construction

- Represent the entire dataset by triplet  $(\hat{v}, w, \pi)$  (origin, sketch element, permutation)
- Use an inverted file for sub-linear search
- Memory requirements  $5\times$  a typical baseline system

## Query

- Construct triplet  $(\hat{v}, w, \pi)$  for query image
- Rank images with a voting process
- Re-estimate transformation parameters using LO-RANSAC
- Re-ranking is an order of magnitude faster than FastSM, because an initial estimate is already available

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# European Cities Dataset 50K (EC50K)

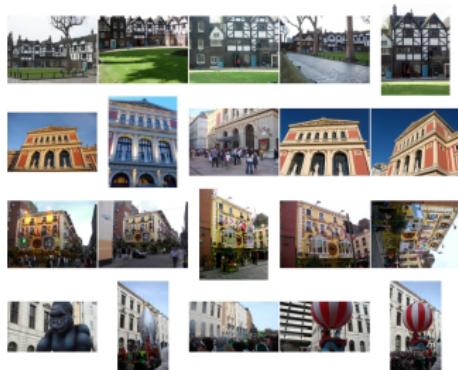
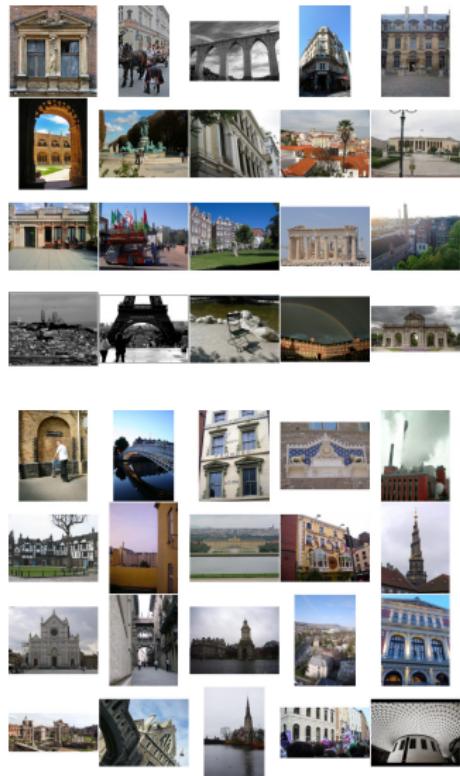
- 778 Annotated images
- 20 groups of photos
- 5 queries from each group



Publicly available: <http://image.ntua.gr/iva/datasets/ec50k>

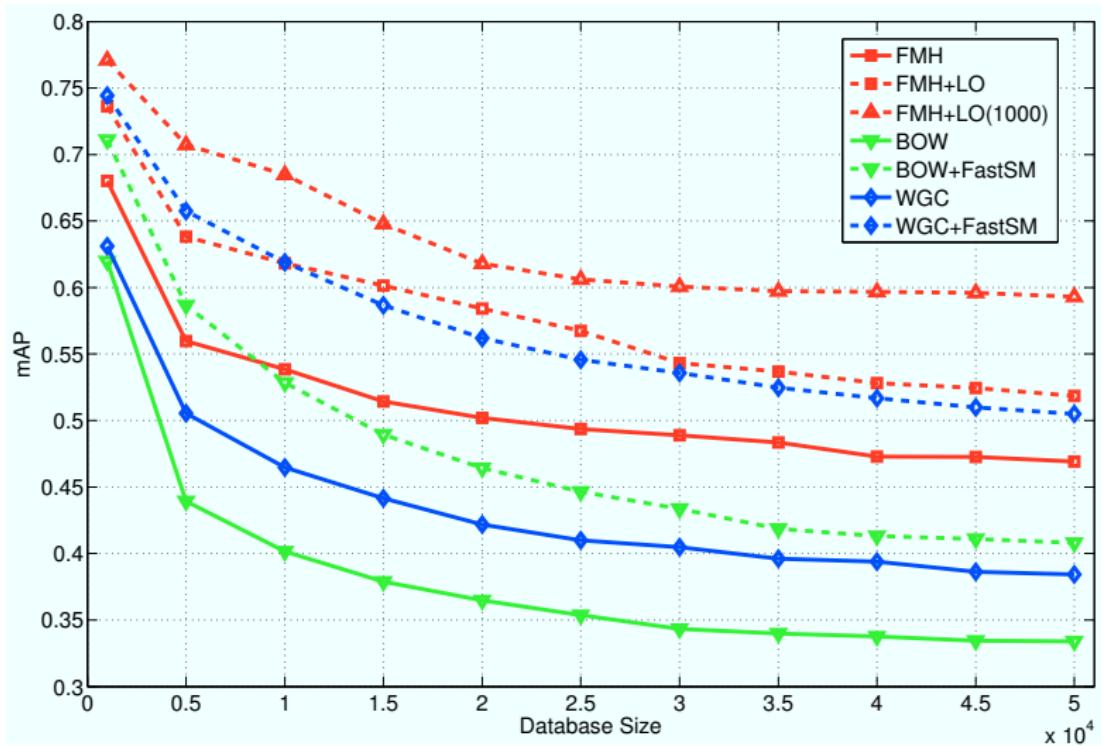
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- 778 Annotated images
- 20 groups of photos
- 5 queries from each group
- 50,000 distractor images



Publicly available: <http://image.ntua.gr/iva/datasets/ec50k>

# Results EC50K

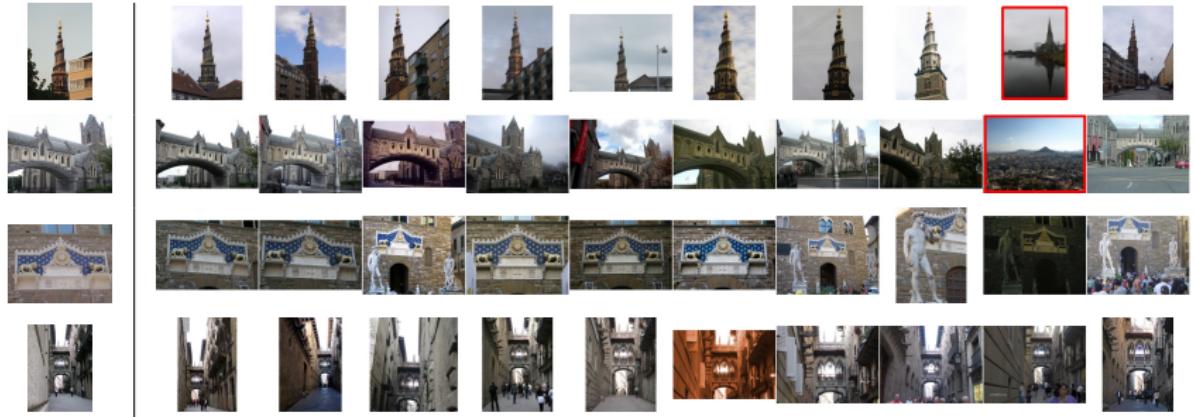


# Results Oxford Buildings - Inria Holidays

Dataset	Holidays		Oxford	
Method	1.4K	51.4K	5K	55K
BOW	0.583	0.492	0.372	0.329
WGC	0.591	0.510	<b>0.375</b>	0.333
FMH	<b>0.610</b>	<b>0.542</b>	0.362	<b>0.362</b>
BOW+FastSM	0.622	0.537	0.421	0.356
WGC+FastSM	0.626	0.542	<b>0.436</b>	0.388
FMH+LO(100)	<b>0.639</b>	0.556	0.422	0.391
FMH+LO(1000)	-	<b>0.571</b>	0.431	<b>0.410</b>

# Retrieval Examples

FMH



BOW



# Outline

Introduction

Feature Maps

Feature Map Hashing

Experiments

Discussion – future work

# Discussion – future work

## Discussion

- First work to integrate appearance and global geometry in sub-linear image indexing
- We make spatial matching work at large scale, and demonstrate how this keeps precision almost unaffected under a significant amount of distractors
- We see it as a challenge for future feature detectors to achieve better alignment

## Future work

- Mine frequent feature maps from large image dataset
- Create codebook of feature maps

FMH page:

[http://image.ntua.gr/iva/research/feature\\_map\\_hashing](http://image.ntua.gr/iva/research/feature_map_hashing)

EC50K dataset page:

<http://image.ntua.gr/iva/datasets/ec50k>

Thank you!