



Image Processing & Vision

Lecture 09: Object Detection

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Topics

- Object Detection

Object Detection

- We assumed the image contained a single, central object, and so on
- The task of **object detection** is to detect and localize all instances of a target object class in an image
 - Localization typically means putting a tight bounding box around the object



An example on KITTI dataset benchmark

Object Detection: Sliding Window

- **Slide** a fixed-sized detection window across the image and evaluate the classifier on each window
 - We have to search over **scale** as well
 - We may also have to search over **aspect ratios**

Is there a car?



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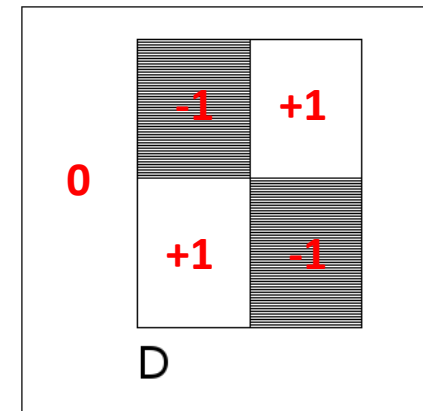
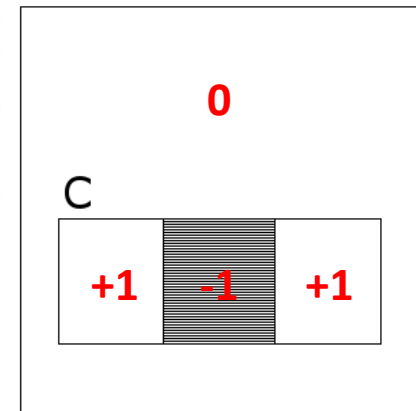
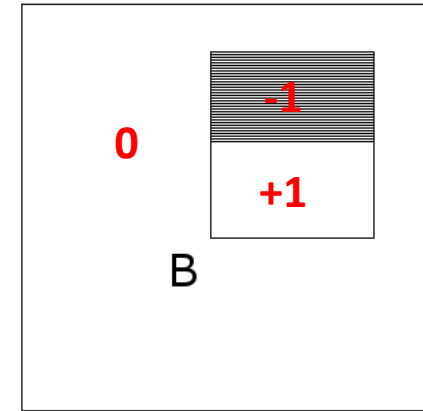
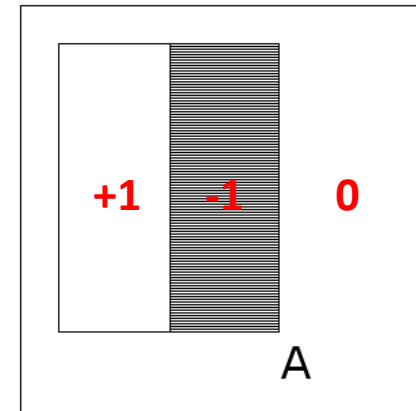
An example on KITTI dataset benchmark

Face Detection: **Viola-Jones**

- The **Viola-Jones face detector** is a classic sliding window detector that learns both efficient features and a classifier
 - ① Haar Feature Selection
 - ② Creating an Integral Image
 - ③ Adaboost Training
 - ④ Cascading Classifiers

Face Detection: Viola-Jones – ① Haar Feature

- A **rectangular feature** is computed by summing up pixel values within rectangular regions and then differencing those region sums
- **All human faces** share **similar** properties. These regularities may be matched using Haar features
 - The eye region is darker than the upper-cheeks
 - The nose bridge region is brighter than the eyes



Haar Feature that looks similar to the eye region which is darker than the upper cheeks is applied onto a face

Haar Feature that looks similar to the bridge of the nose is applied onto the face

Face Detection: Viola-Jones – ② Integral Image

- Given an integral image, the sum within a rectangular region can be computed with just 3 additions/subtractions
 - Does not depend on the size of the region

1.

| | | | | | |
|----|----|----|----|----|----|
| 31 | 2 | 4 | 33 | 5 | 36 |
| 12 | 26 | 9 | 10 | 29 | 25 |
| 13 | 17 | 21 | 22 | 20 | 18 |
| 24 | 23 | 15 | 16 | 14 | 19 |
| 30 | 8 | 28 | 27 | 11 | 7 |
| 1 | 35 | 34 | 3 | 32 | 6 |

$15+16+14+28$
 $+27+11 = 111$

Original image

2.

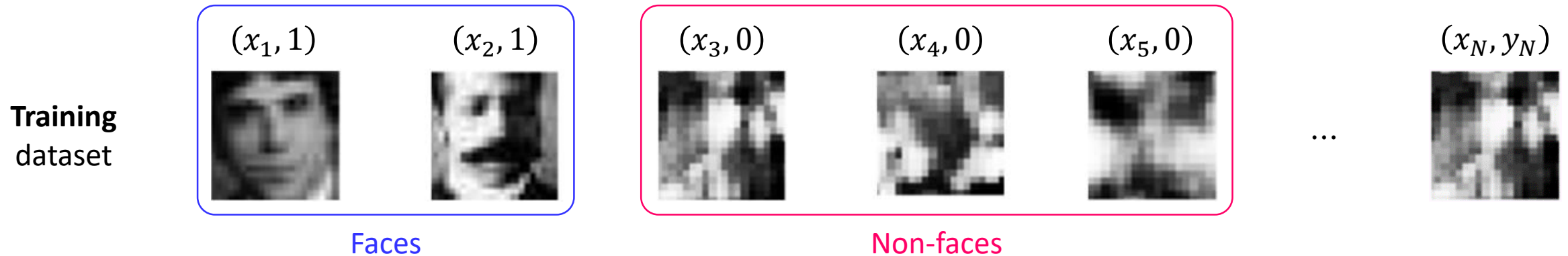
| | | | | | |
|-----|-----|-----|-----|-----|-----|
| 31 | 33 | 37 | 70 | 75 | 111 |
| 43 | 71 | 84 | 127 | 161 | 222 |
| 56 | 101 | 135 | 200 | 254 | 333 |
| 80 | 148 | 197 | 278 | 346 | 444 |
| 110 | 186 | 263 | 371 | 450 | 555 |
| 111 | 222 | 333 | 444 | 555 | 666 |

$450-254-186$
 $+101 = 111$

Integral image

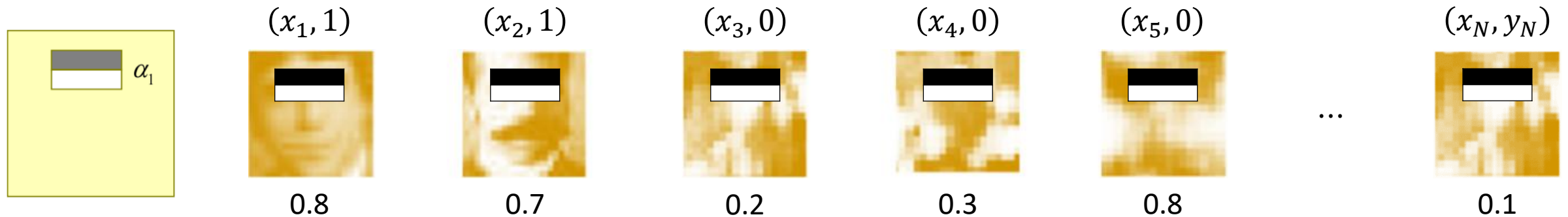
Face Detection: Viola-Jones – ③ AdaBoost

- Object detection framework employs AdaBoost to both select the best features and to train classifiers that use them
- **AdaBoost:** It constructs a strong classifier as a linear combination of weighted simple weak classifiers



Face Detection: Viola-Jones – ③ AdaBoost

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- **AdaBoost:** It constructs a strong classifier as a linear combination of weighted simple weak classifiers



Weak classifier:
$$h_j = \begin{cases} 1, & \text{if } f_j(x) > \theta_j \\ 0, & \text{otherwise} \end{cases}$$

Face Detection: Viola-Jones – ④ Cascading Classifiers

- **Observations:**

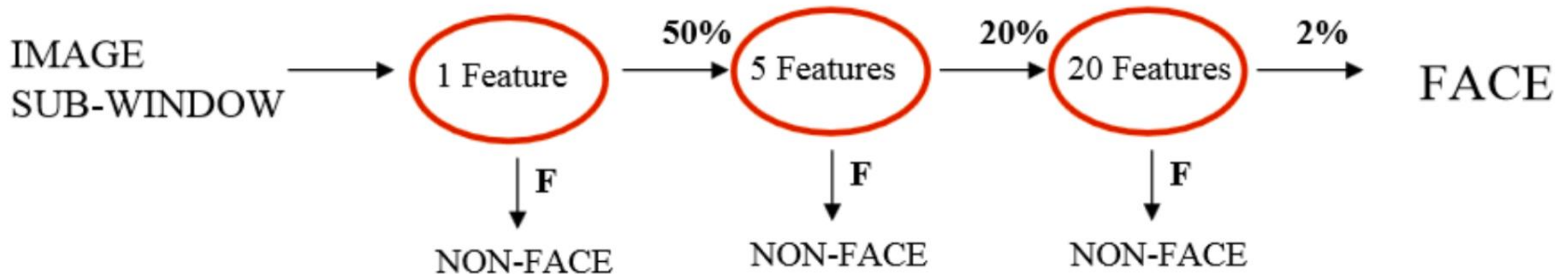
- On average only 0.01% of all sub-windows are positive (faces)
- Equal computation time is spent on all sub-window
- Shouldn't we spend most time only on potentially positive sub-windows?

- **Solution:**

- A simple 2-feature classifier can act as
 - 1st layer of a series to filter out most negative (clearly non-face) windows
 - 2nd layer with 10 features can tackle “harder” negative-windows which survived the 1st layer, and so on...

Face Detection: Viola-Jones – ④ Cascading Classifiers

- To make detection faster, features can be reordered by increasing complexity of evaluation and the thresholds adjusted so that the early (simpler) tests have few or no false negatives
- Any window that is rejected by early tests can be discarded quickly without computing the other features

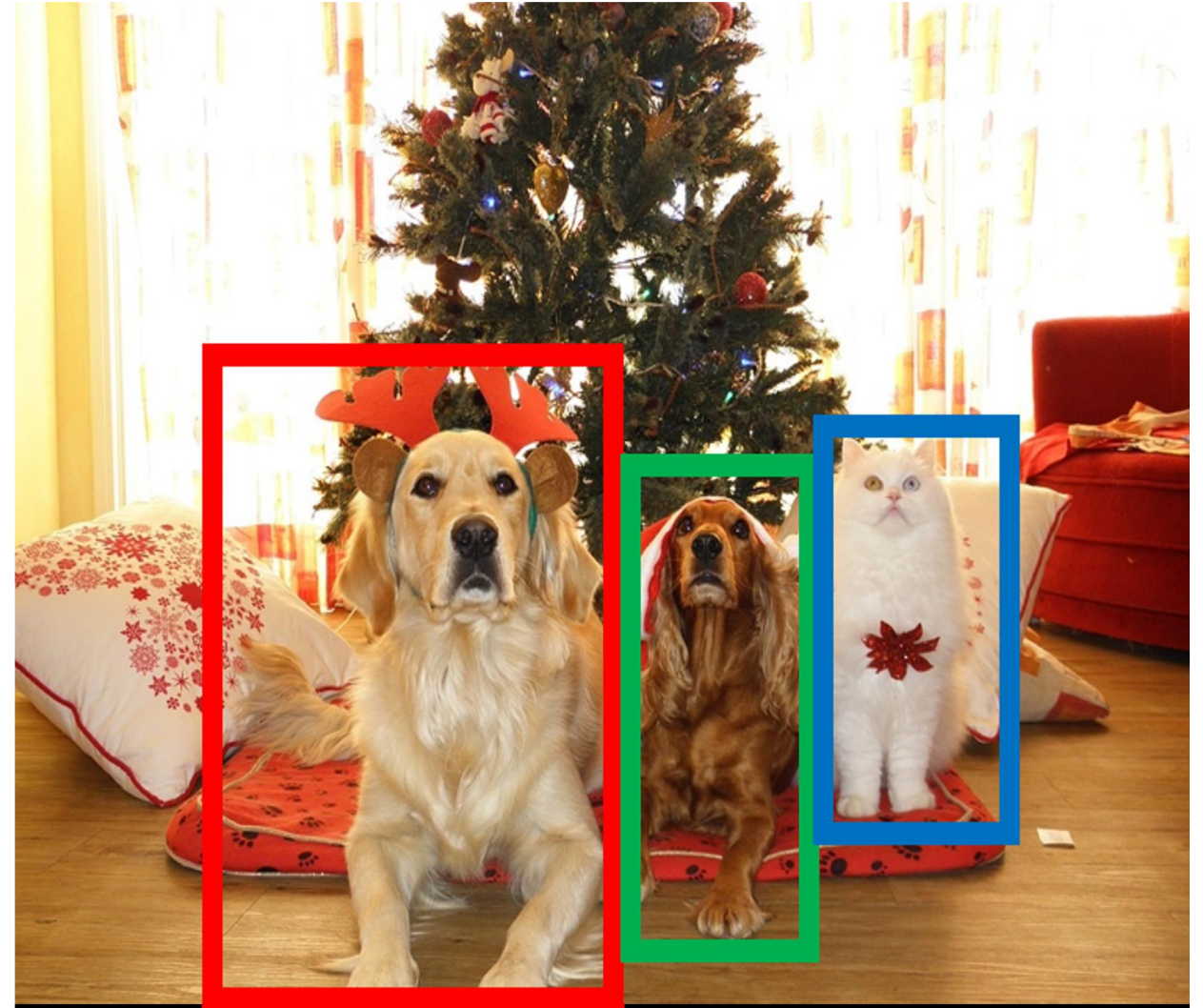


Summary

- Detection scores in the deformable part model are based on both appearance and location
- The deformable part model is trained iteratively by alternating the steps
 - Assume components and part locations given; compute appearance and offset models
 - Assume appearance and offset models given; compute components and part locations

Recent Object Detection

- **Input:** Single RGB Image
- **Output:** A set of detected objects
- **For each object prediction:**
 - Category label
 - From fixed, known set of categories
 - Bounding box
 - Four numbers: x, y, width, height



Detecting A Single Object

- Treat the localization as a regression problem

What

Class Scores

- *Cat*: 0.9
- *Dog*: 0.05
- *Car*: 0.01
- ⋮

Correct Label

- *Cat*

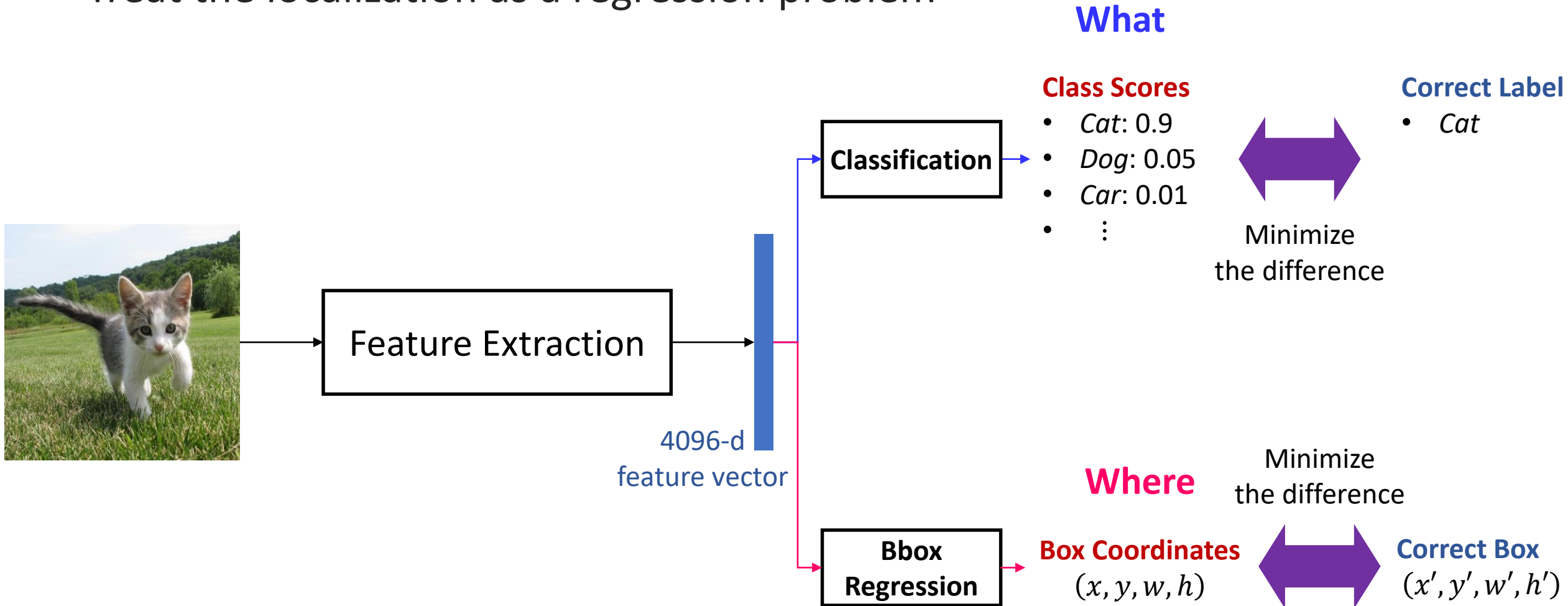
Minimize
the difference



4096-d
feature vector

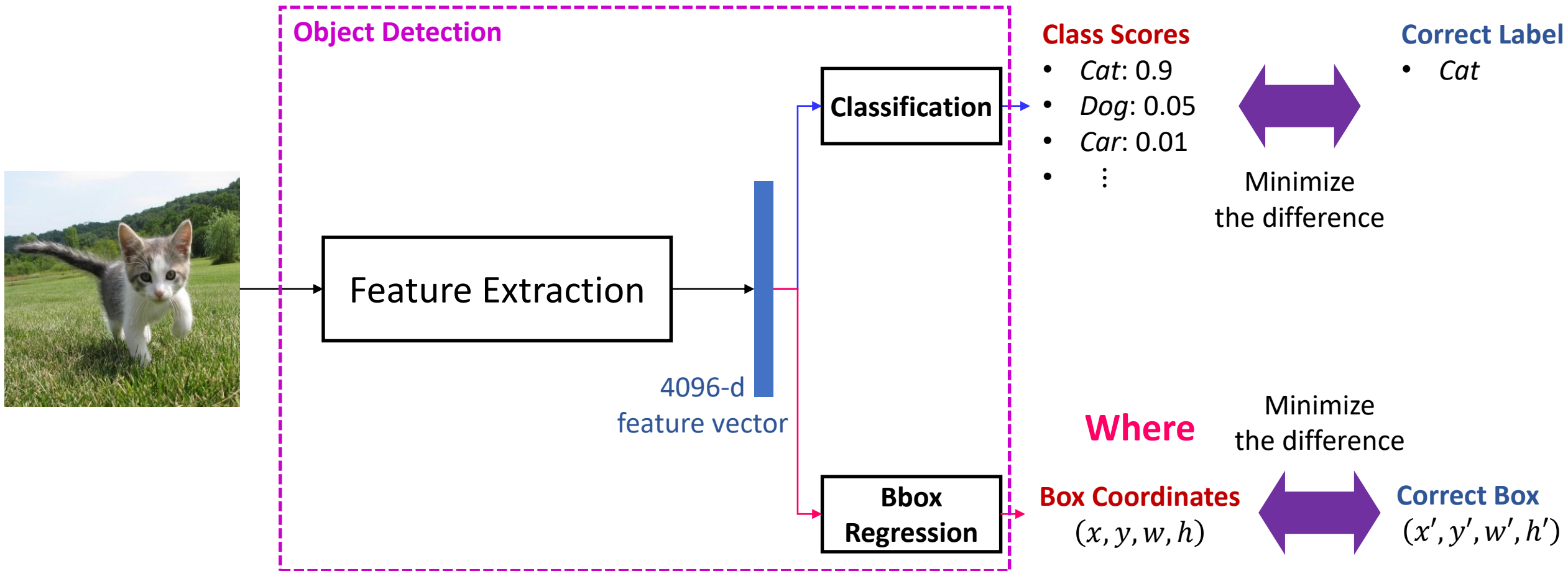
Detecting A Single Object

- Treat the localization as a regression problem



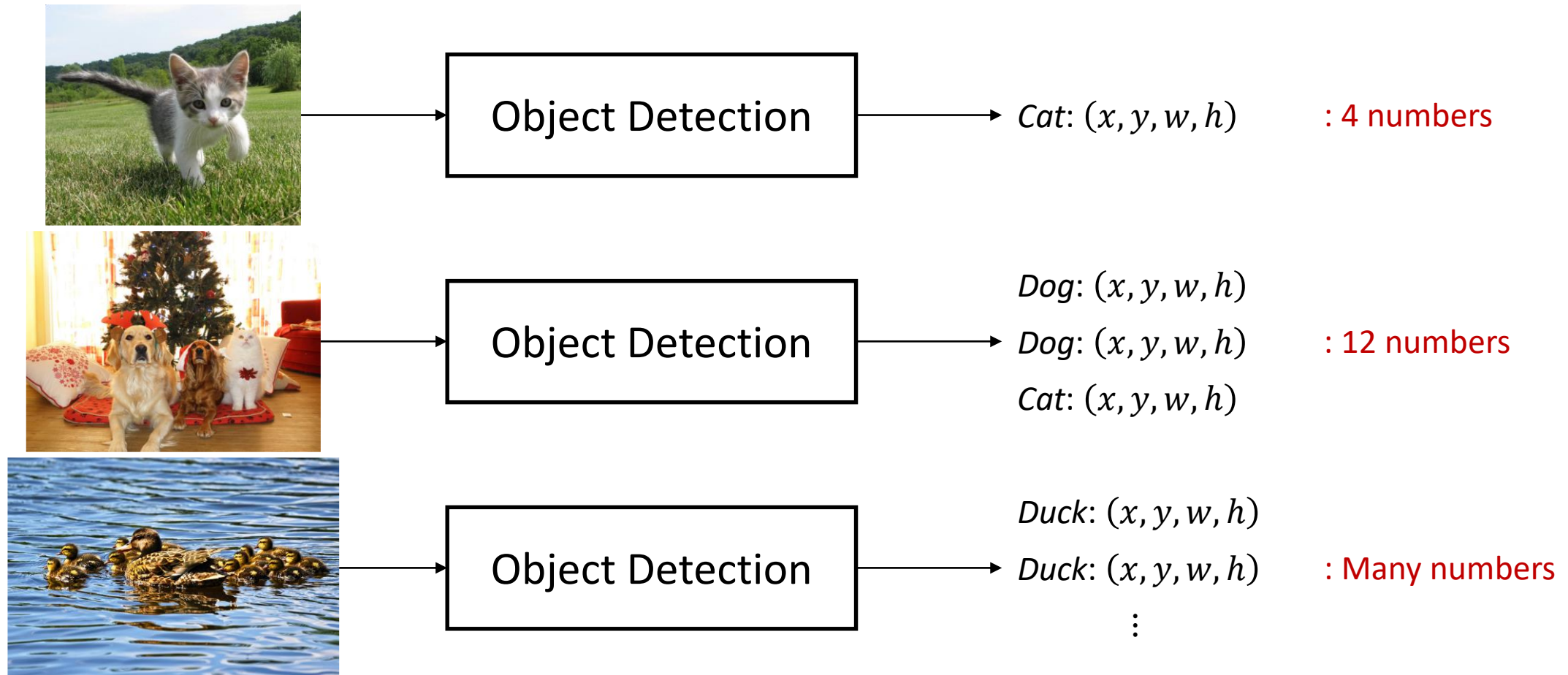
Detecting A Single Object

- Treat the localization as a regression problem



Detecting Multiple Objects

- **Problem:** Images can have more than one object
- **Solution:** Different numbers of outputs per image



Detecting Multiple Objects: Sliding Window

- Apply an object detection to **many different crops** of the image, the classifier classifies each crop as object or background



Object Detection

- *Dog?* **NO**
- *Cat?* **NO**
- *Background?* **YES**

Detecting Multiple Objects: Sliding Window

- Apply an object detection to **many different crops** of the image, the classifier classifies each crop as object or background



Object Detection

- *Dog?* YES
- *Cat?* NO
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- *Dog?* YES
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Detecting Multiple Objects: Sliding Window

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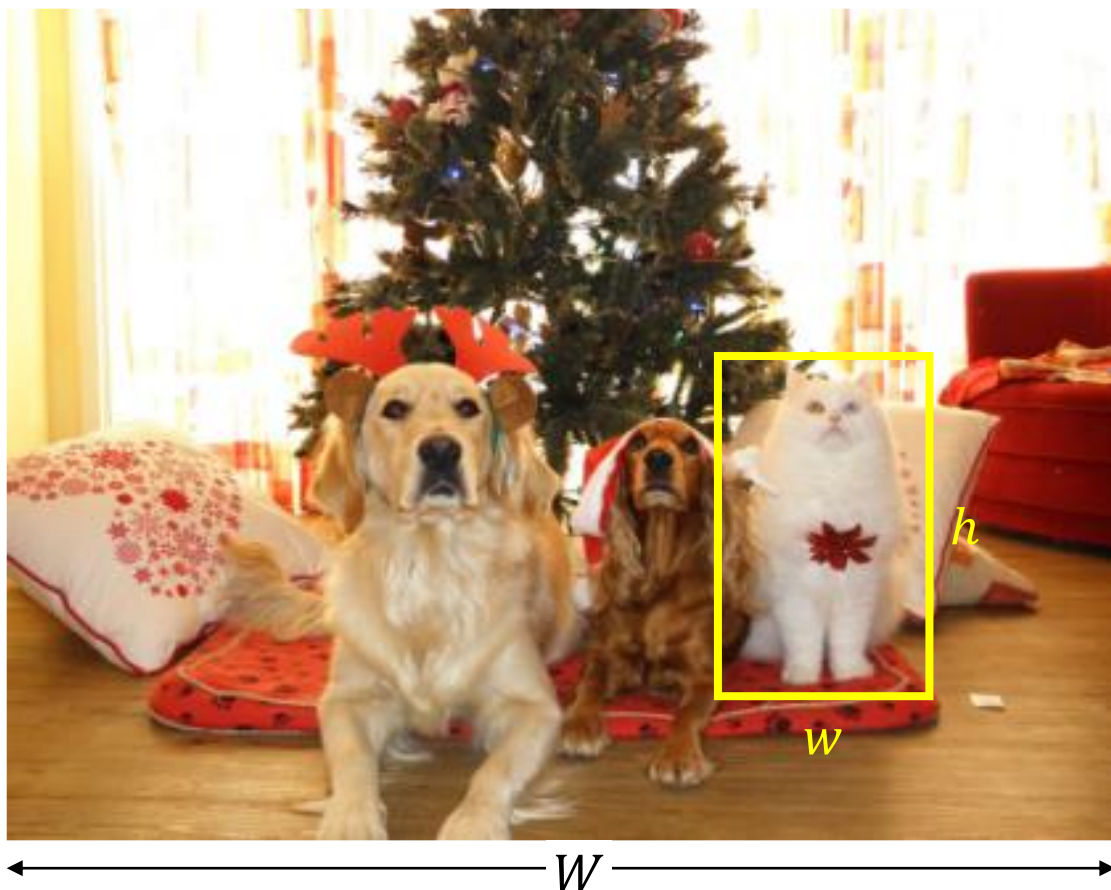


Object Detection

- *Dog?* **NO**
- *Cat?* **YES**
- *Background?* **NO**

Detecting Multiple Objects: Sliding Window

- How many possible boxes are there in an image of size $H \times W$?
 - Consider a box of size $h \times w$



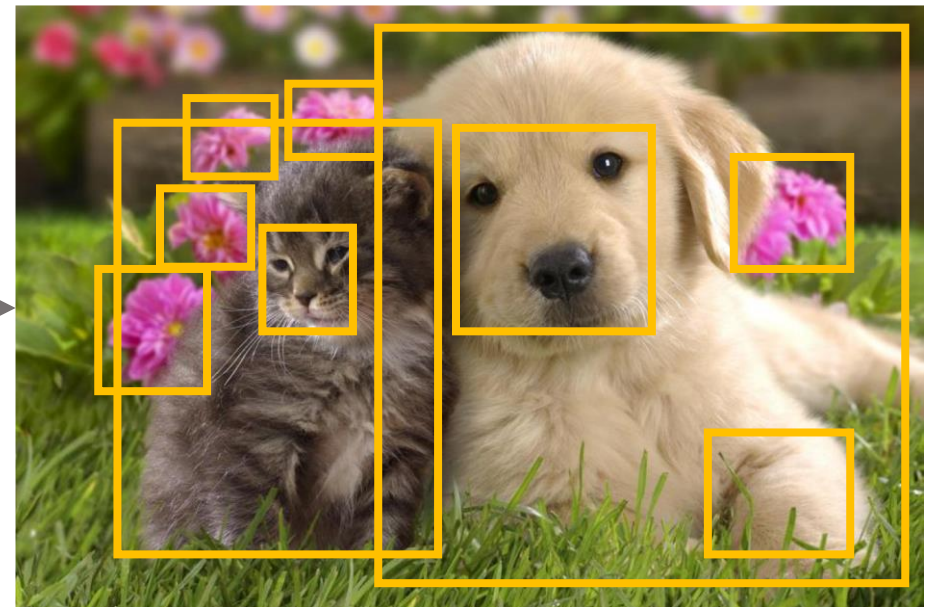
- Possible x positions: $W - w + 1$
- Possible y positions: $H - h + 1$
- Possible positions: $(W - w + 1) \times (H - h + 1)$

- **Total possible boxes:**

$$\sum_{h=1}^H \sum_{w=1}^W (W - w + 1) \times (H - h + 1)$$
$$= \frac{H(H+1)}{2} \frac{W(W+1)}{2}$$

Region Proposals

- Object region proposal algorithms generate a **short list of regions that have generic object-like properties**
- The object detector then considers a **small set of candidate regions only**, instead of exhaustive sliding window search



B. Alexe et al., Measuring the Objectness of Image Windows, **IEEE TPAMI 2012**

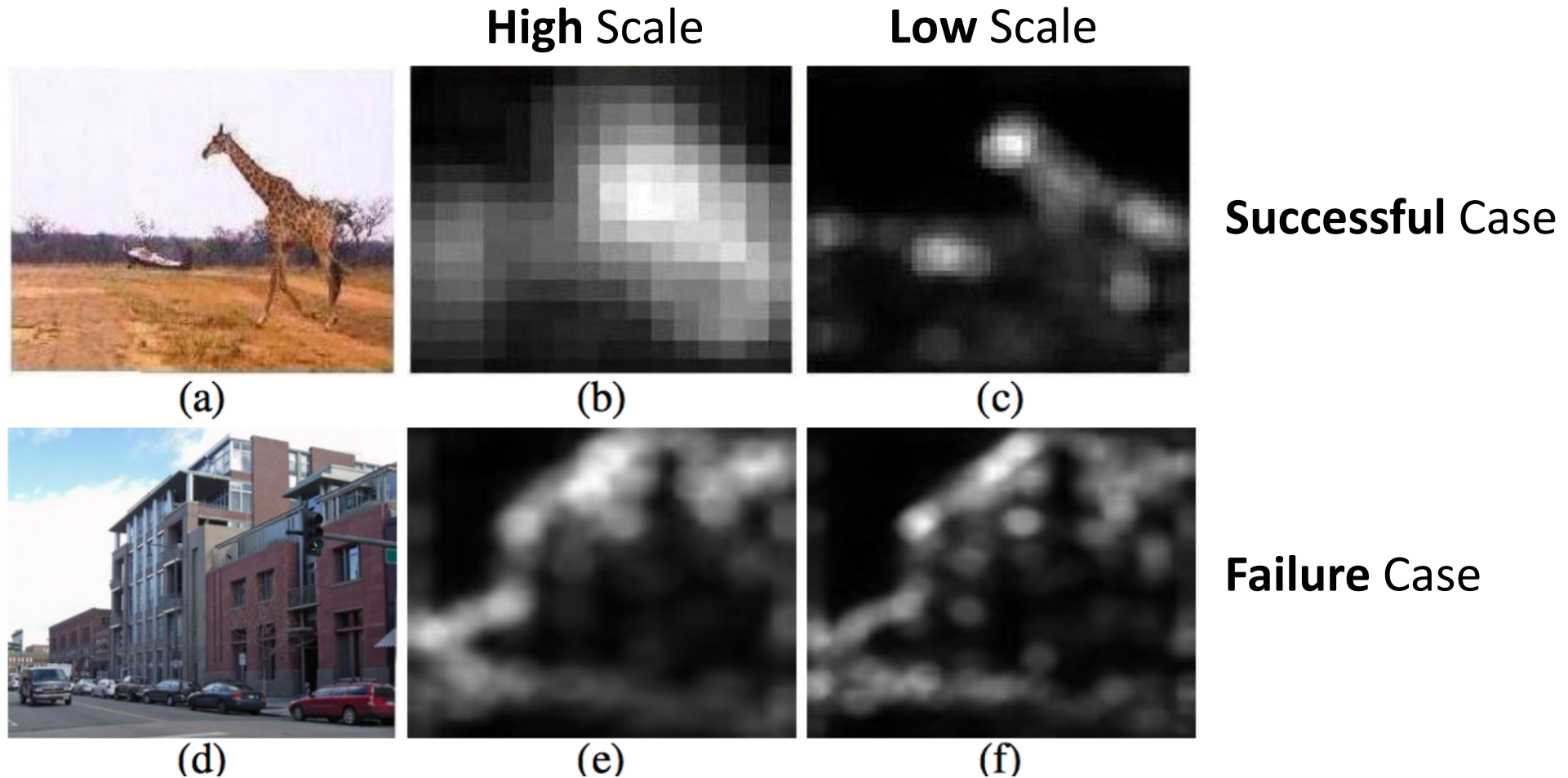
J. R. R. Uijlings et al., Selective Search for Object Recognition, **IJCV 2013**

M. M. Cheng et al., BING: Binarized Normed Gradients for Objectness Estimation at 300fps, **CVPR 2014**

C. L. Zitnick and P. Dollar, Edge Boxes: Locating Object Proposals from Edges, **ECCV 2014**

Region Proposals: Multiscale Saliency

- Favors regions with a unique appearance within the image

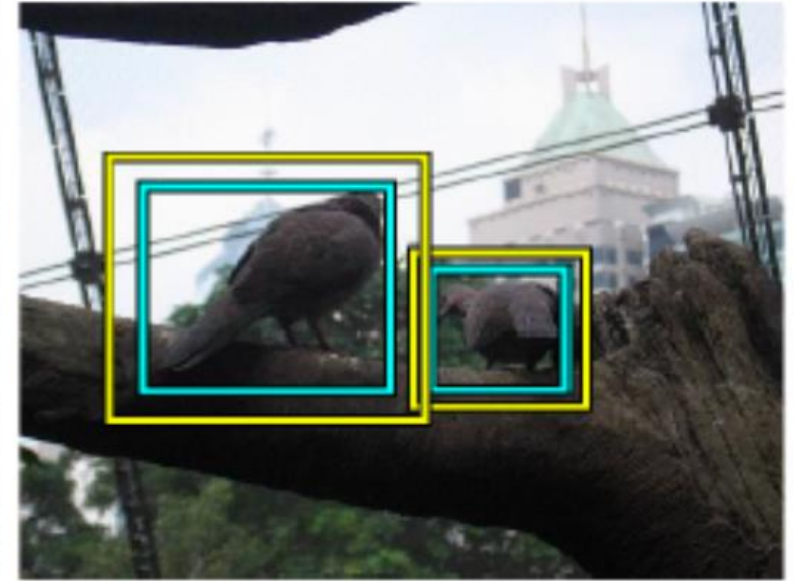


Region Proposals: Color Contrast

- Favors regions with a contrasting color appearance from immediate surroundings



Successful Cases



Failure Case

Region Proposals: Edge Density

- Favors regions with the density of edges near the window borders



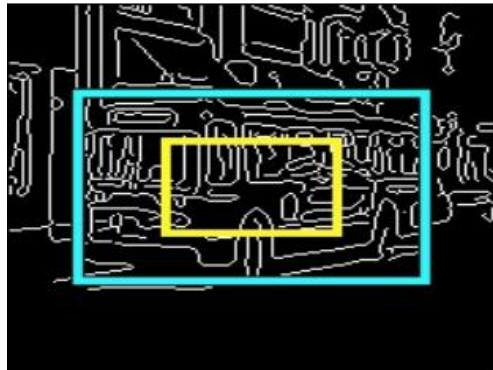
(a)



(b)



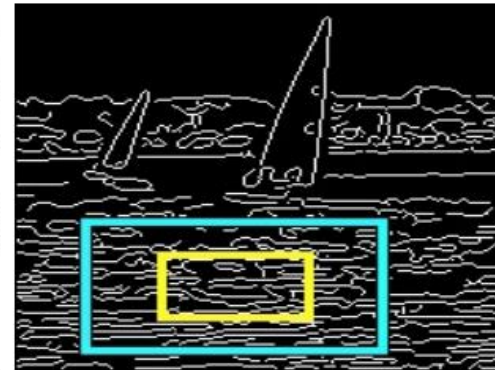
(c)



(d)



(e)






(f)

Successful Cases

Failure Case

Region Proposals: Performance Comparison

TABLE 2: For each detector [11, 18, 33] we report its performance (left column) and that of our algorithm 1 using the same window scoring function (right column). We show the average number of windows evaluated per image #win and the detection performance as the mean average precision (mAP) over all 20 classes.

| | [11] OBJ- [11] | | [18] OBJ- [18] | | ESS-BOW[33] OBJ-BOW | |
|------|----------------|--|----------------|--|---------------------|--|
| mAP | 0.186 | 0.162 | 0.268 | 0.225 | 0.127 | 0.125 |
| #win | 79945 |  1349 | 18562 |  1358 | 183501 |  2997 |

Summary: Region Proposals in Object Detection

- An object region proposal algorithm generates **a short list of regions** with generic object-like properties that can be evaluated by an object detector in place of an exhaustive sliding window search