

# Machine Learning, Spring 2019

## Deep Learning for Image Data Processing

Instructor: Prof. Yi Fang

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Reading Assignment: Chapter 10,11,12 & 13

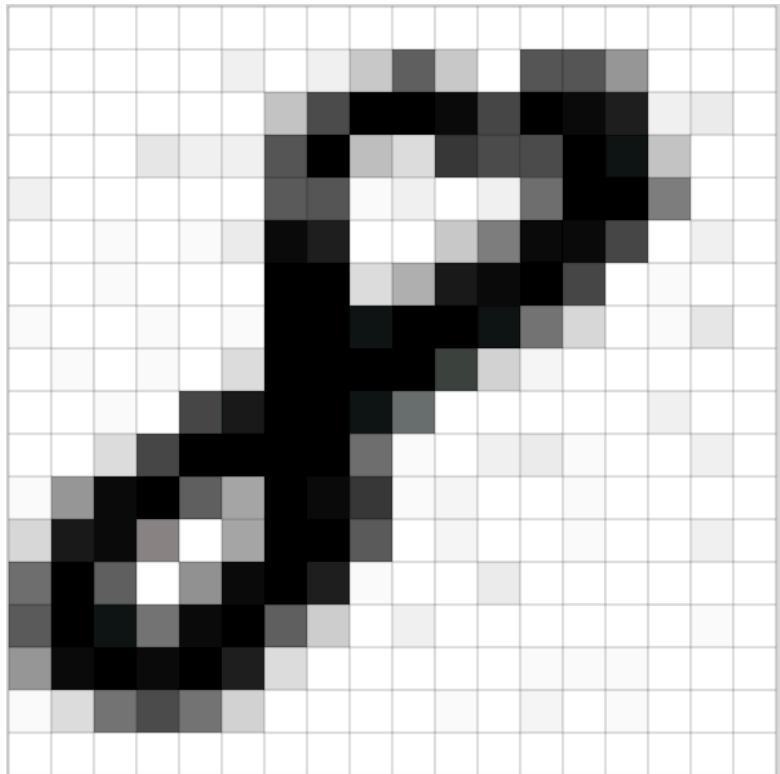
Python tutorial: <http://learnpython.org/>

TensorFlow tutorial: <https://www.tensorflow.org/tutorials/>

PyTorch tutorial: <https://pytorch.org/tutorials/>

# How Image looks like?

- An array of digital numbers.



0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	1	12	0	11	39	137	37	0	152	147	84	0	0
0	0	1	0	0	0	41	160	250	255	235	162	255	238	206	11	13
0	0	0	16	9	9	150	251	45	21	184	159	154	255	233	40	0
10	0	0	0	0	0	145	146	3	10	0	11	124	253	255	107	0
0	0	3	0	4	15	236	216	0	0	38	109	247	240	169	0	11
1	0	2	0	0	0	253	253	23	62	224	241	255	164	0	5	0
6	0	0	4	0	3	252	250	228	255	255	234	112	28	0	2	17
0	2	1	4	0	21	255	253	251	255	172	31	8	0	1	0	0
0	0	4	0	163	225	251	255	229	120	0	0	0	0	0	11	0
0	0	21	162	255	255	254	255	126	6	0	10	14	6	0	0	9
3	79	242	255	141	66	255	245	189	7	8	0	0	5	0	0	0
26	221	237	98	0	67	251	255	144	0	8	0	0	7	0	0	11
125	255	141	0	87	244	255	208	3	0	0	13	0	1	0	1	0
145	248	228	116	235	255	141	34	0	11	0	1	0	0	0	1	3
85	237	253	246	255	210	21	1	0	1	0	0	6	2	4	0	0
6	23	112	157	114	32	0	0	0	0	2	0	8	0	7	0	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

# Image Processing

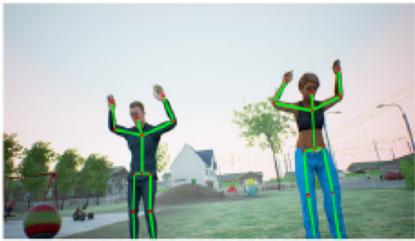
- What is image processing?
  - Human vision - perceive and understand world
  - Computer vision, Image Understanding / Interpretation, Image processing.
    - Real world environment -> sensors (Lidar or cameras) -> 2D/3D images -> Image analysis

# Applications

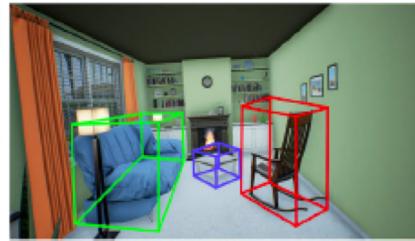
Object Tracking



Pose Estimation



Object Detection



Action Recognition



Autonomous Navigation



3D Reconstruction



Crowd Understanding



Urban Scene Understanding



Indoor Scene Understanding



Multi-agent Collaboration



Human Training



Aerial Surveying



● Image

● Image Label

● Depth/Multi-View  
● User Input

● Video  
● Physics

● Segmentation/Bounding Box  
● Camera Localization

# Image Processing Tasks

## Classification



CAT

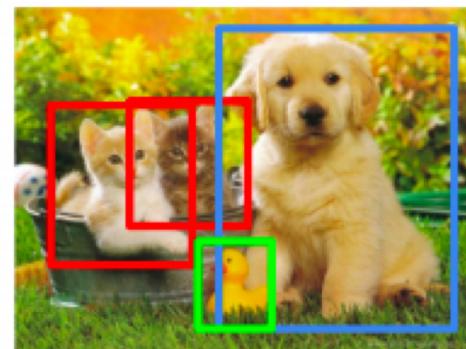
### Single object

## Classification + Localization



CAT

## Object Detection



# CAT, DOG, DUCK

## Instance Segmentation

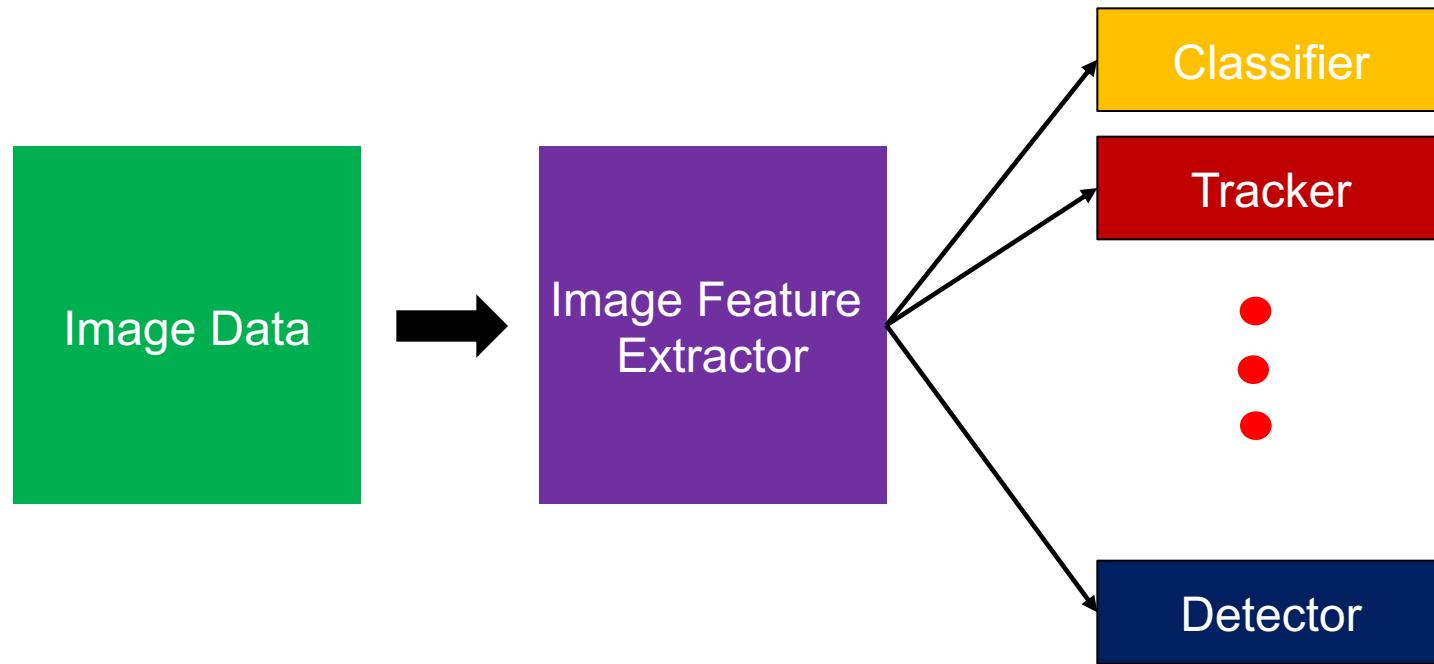


# CAT, DOG, DUCK

Src: Stanford course ([cs224d course](#)):

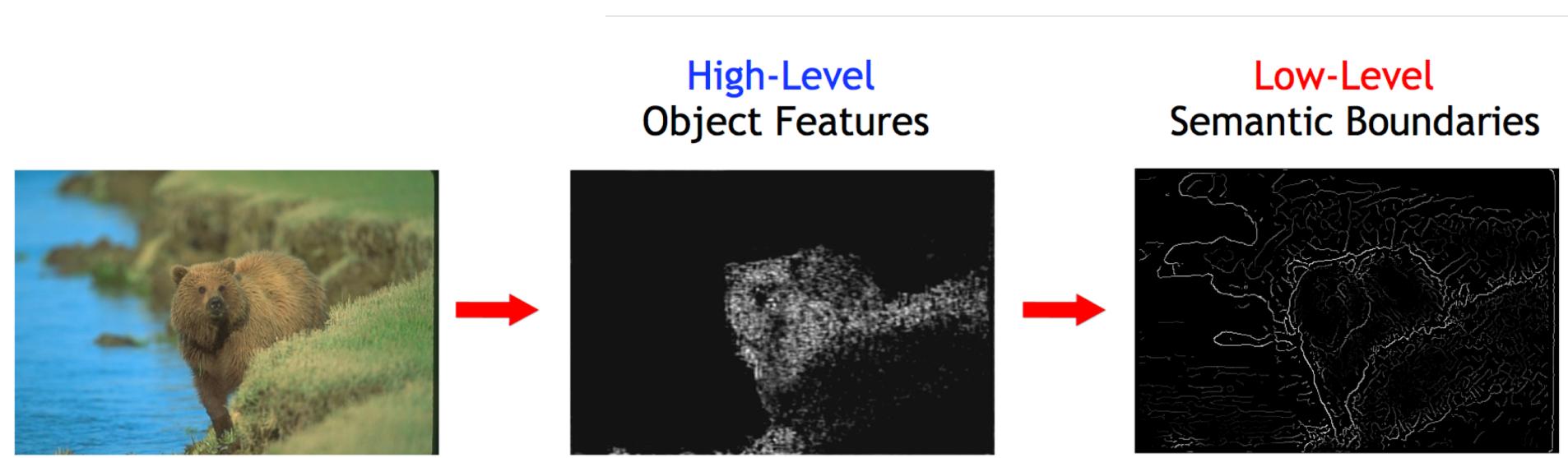
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# Image Processing Pipeline



# Image Feature

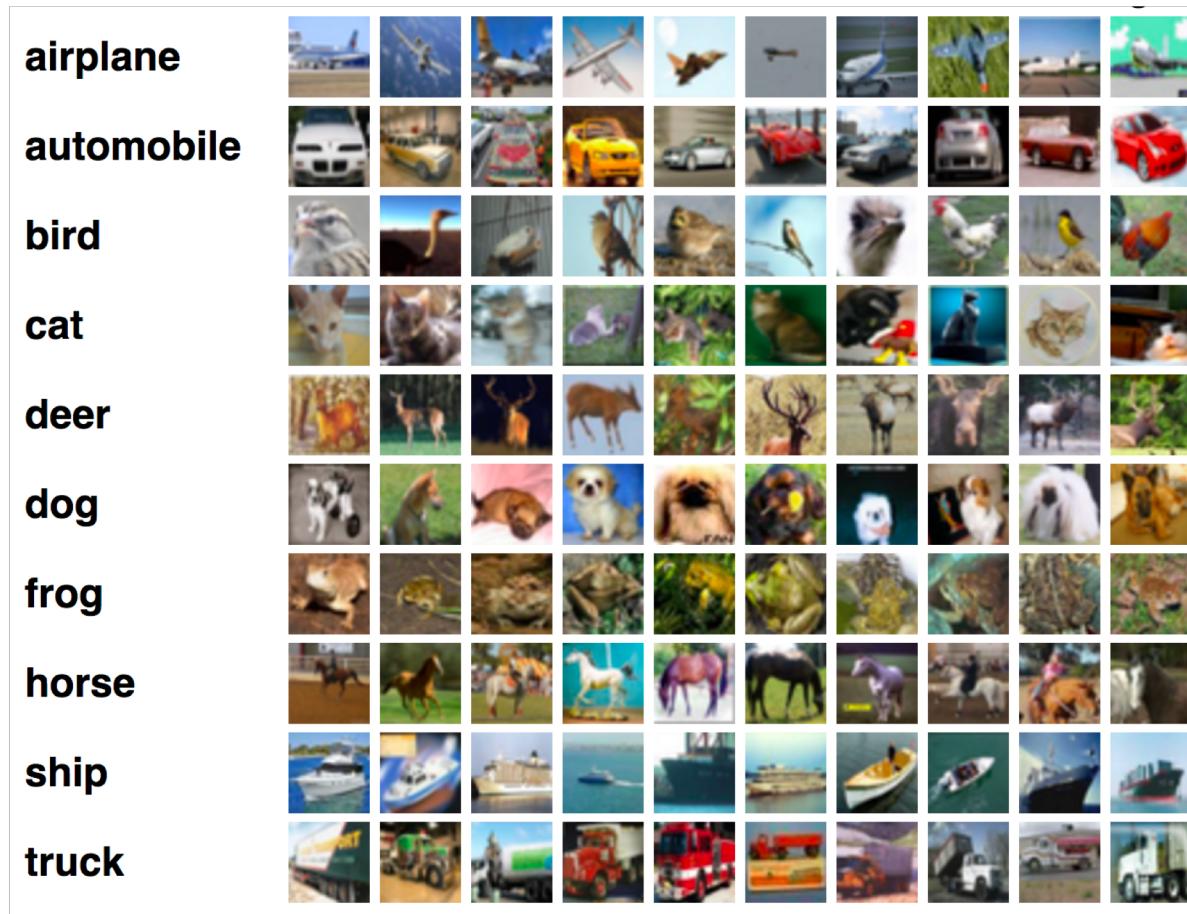
- Low-Level Image Feature
- High-Level Image Feature



# High level image processing

- **Image Classification**
- **Image Captioning**
- **Image retrieval**
- **Global Image Feature Descriptor**

# Image Classification



# Image Captioning



"man in black shirt is playing guitar."



"construction worker in orange safety vest is working on road."



"girl in pink dress is jumping in air."



"black and white dog jumps over bar."

# Image Retrieval

Query



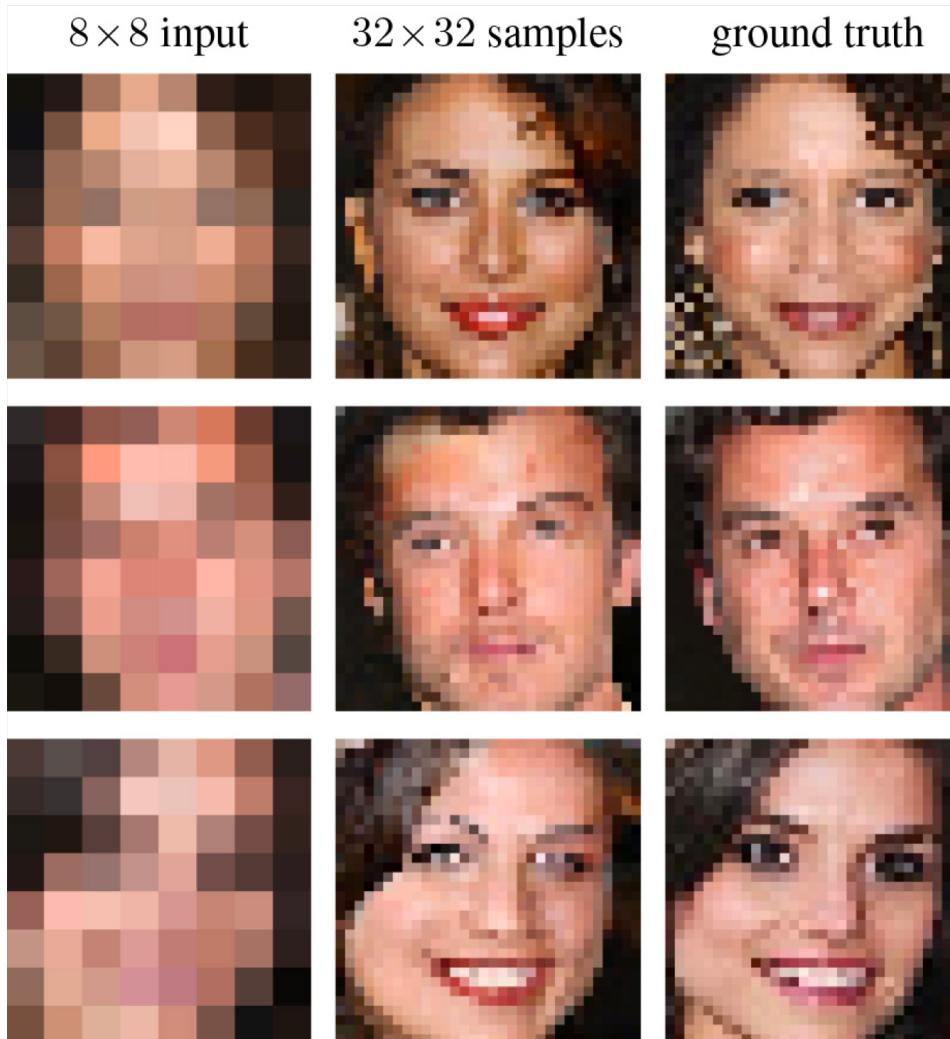
Answer



# Low level image processing

- **Pre-processing**
  - suppresses noise (image pre-processing)
  - enhances some object features - relevant to understanding the image
  - edge extraction, smoothing, thresholding etc.
- **Image segmentation**
  - separate objects from the image background
  - colour segmentation, region growing, edge linking etc
- **Image pixel level feature description**

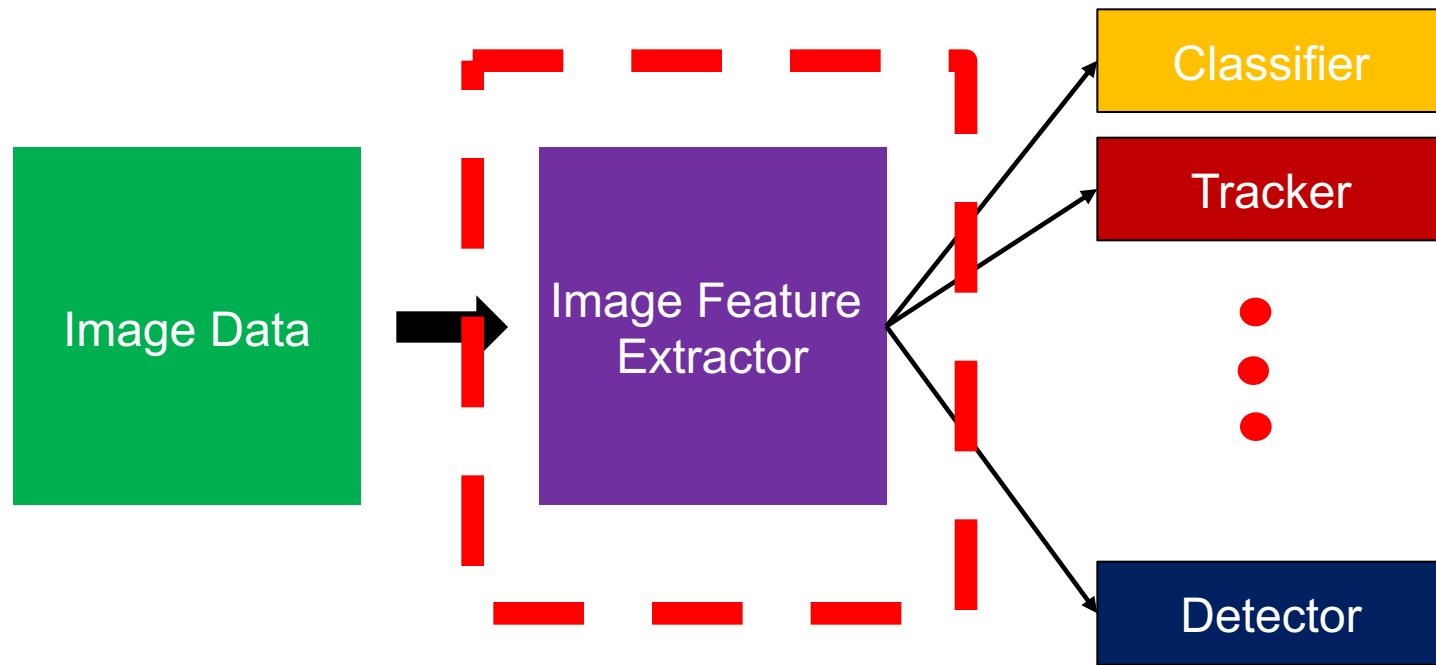
# Image Super-resolution



# Image Segmentation

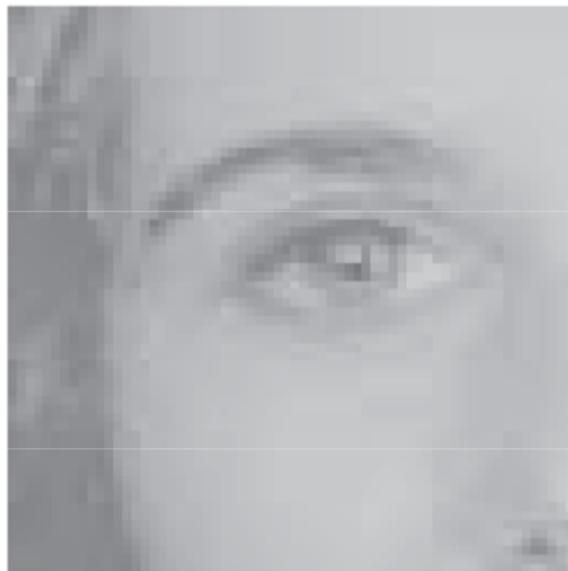


# Image Processing Pipeline

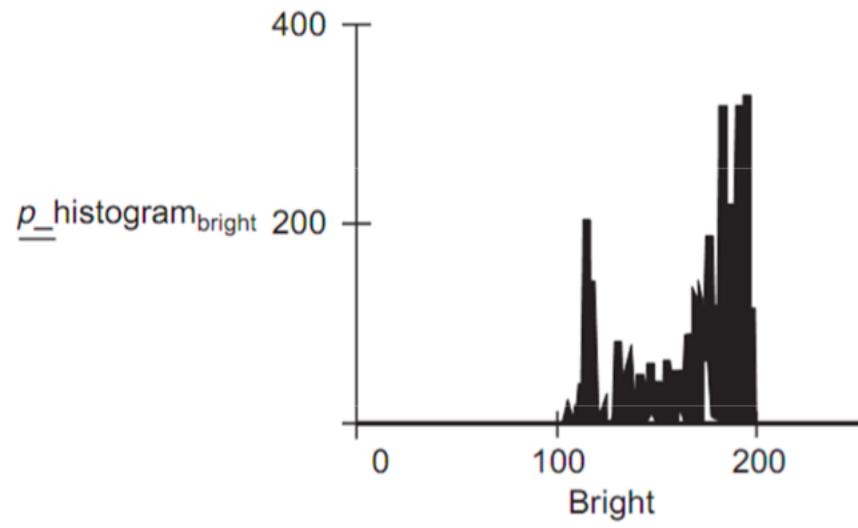


# Global Feature Extractor

- Extractor: Statistics



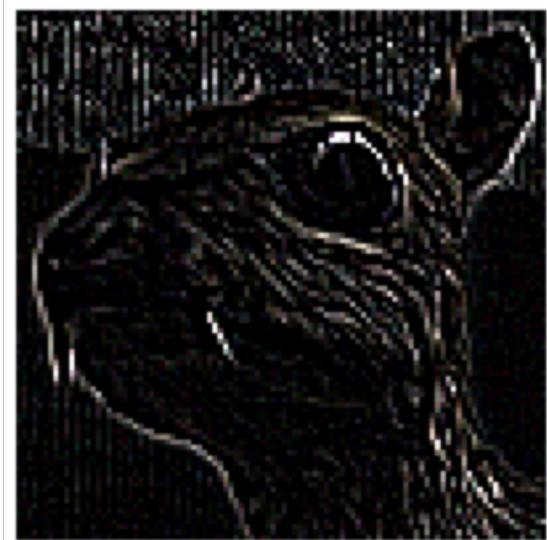
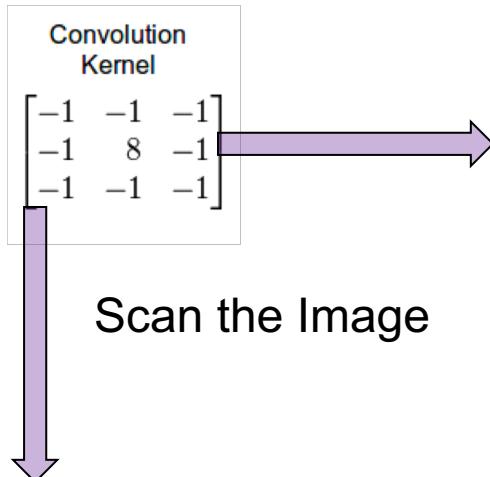
(a) Image of eye



(b) Histogram of eye image

# Local Feature Extractor

- Extractor: Feature extraction by convolution

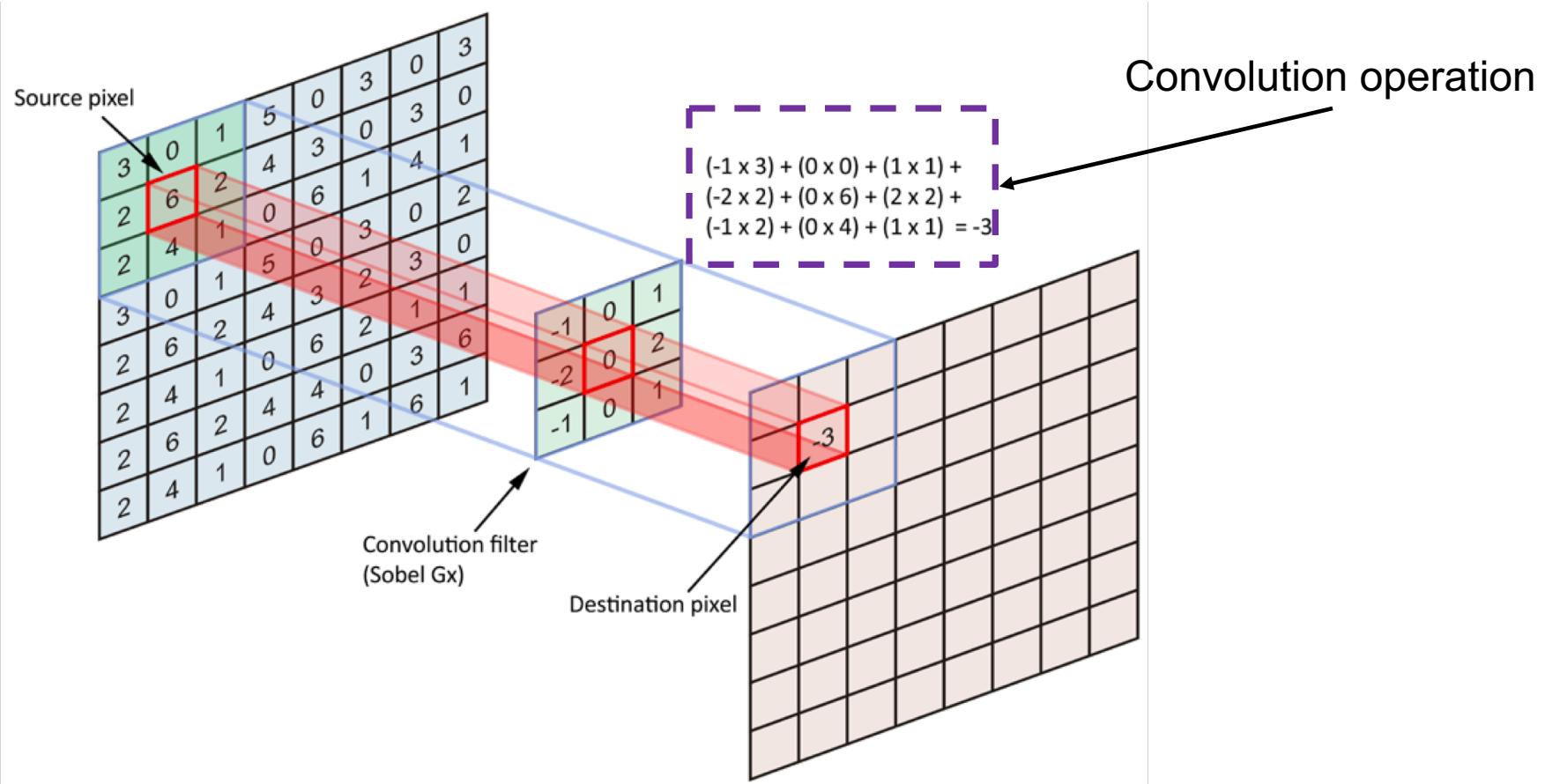


# Convolution Math

The convolution of  $f$  and  $g$  is written  $f*g$ , using an asterisk or star. It is defined as the integral of the product of the two functions after one is reversed and shifted. As such, it is a particular kind of integral transform:

$$(f * g)(t) \triangleq \int_{-\infty}^{\infty} f(\tau)g(t - \tau) d\tau.$$

# Convolution in Image



# The weight in Convolution

How to determine the weights?



?	?	?
?	?	?
?	?	?



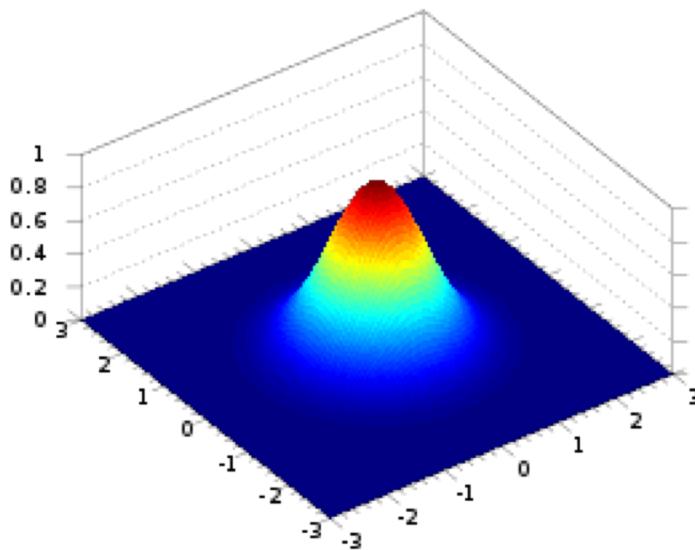
Scan the Image



- Hand craft weights
- Learned weights

# Hand Craft Operators

- Manually defined weights

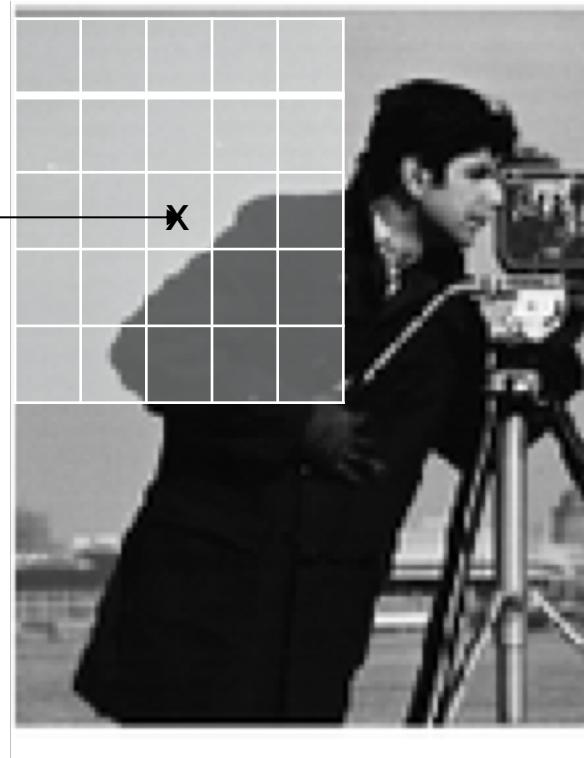
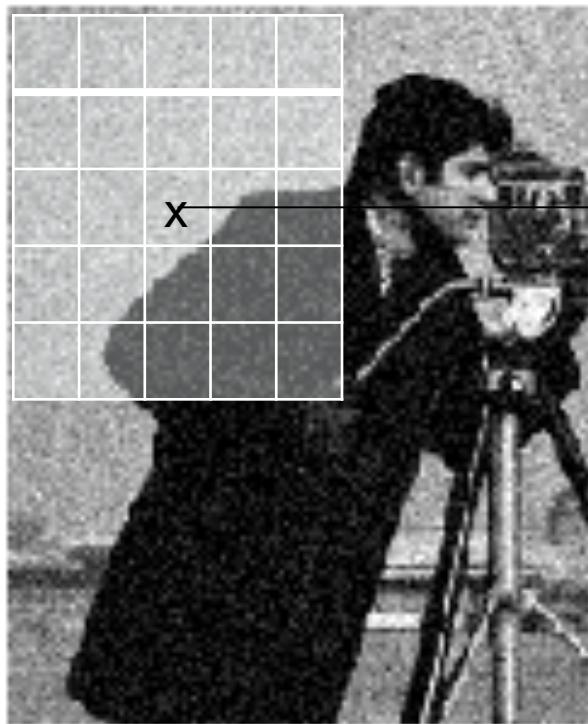


$$\frac{1}{273}$$

1	4	7	4	1
4	16	26	16	4
7	26	41	26	7
4	16	26	16	4
1	4	7	4	1

Gaussian Template

# Multiplication of a Template



# Convolution Operator on Image

## 2-D convolution

17	24	2	9	4
23	5	7	5	3
4	6	14	1	8
10	12	19	21	3
11	18	25	2	9

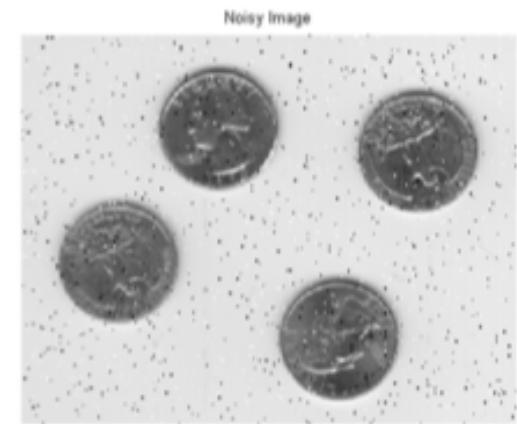


$$\begin{aligned} & 1 \times 2 + 8 \times 9 + 15 \times 4 + 7 \times 7 + 14 \times 5 \\ & + 16 \times 3 + 13 \times 6 + 20 \times 1 + 22 \times 8 \\ & = 575 \end{aligned}$$

# Denoising Operator

- Uniform averaging

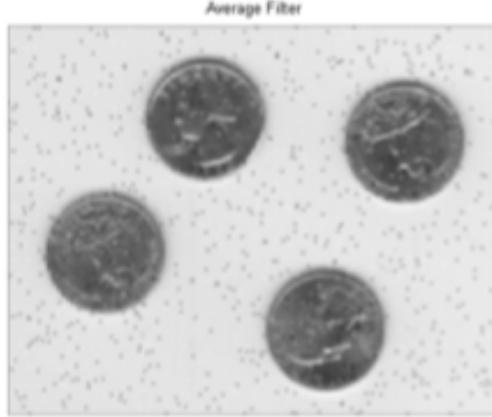
1/9	1/9	1/9
1/9	1/9	1/9
1/9	1/9	1/9



- Median filter

20	5	43
78	3	22
115	189	200

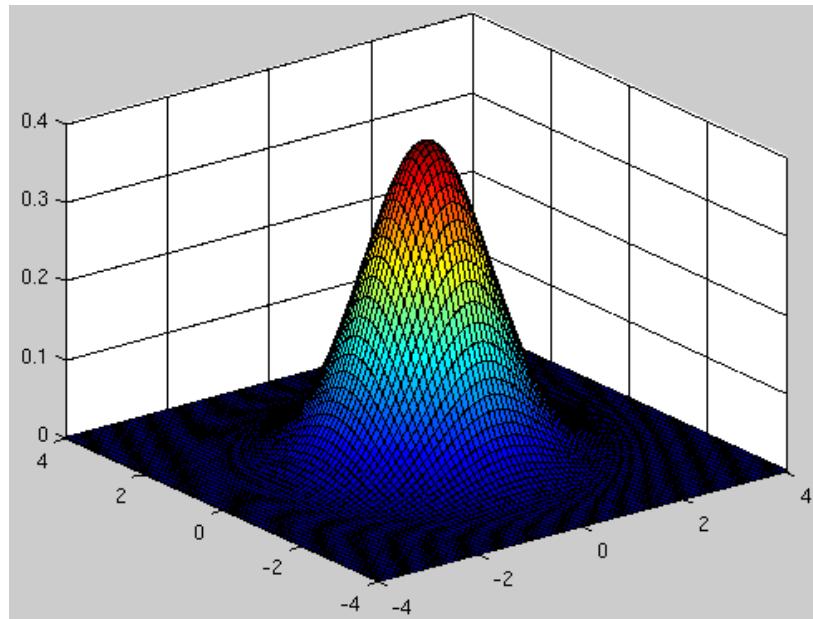
43



# Gaussian Operator

Math:

$$G(x, y) = \frac{1}{\sqrt{2\pi\sigma^2}} \exp^{-\frac{(x^2+y^2)}{2\sigma^2}}$$



Gaussian with  $\sigma = 1$

# Gaussian Template

0.003	0.0133	0.0219	0.0133	0.003
0.0133	0.0596	0.0983	0.0596	0.0133
0.0219	0.0983	0.1621	0.0983	0.0219
0.0133	0.0596	0.0983	0.0596	0.0133
0.003	0.0133	0.0219	0.0133	0.003

Gaussian with  $\sigma = 1$

# Convolution steps

$K_{11}$	$K_{12}$	$K_{13}$			
$K_{21}$	$I_{11}$ $K_{22}$	$I_{12}$ $K_{23}$	$I_{13}$	$I_{14}$	$I_{15}$
$K_{31}$	$I_{12}$ $K_{32}$	$I_{22}$ $K_{33}$	$I_{23}$	$I_{24}$	$I_{25}$
	$I_{31}$	$I_{32}$	$I_{33}$	$I_{34}$	$I_{35}$
	$I_{41}$	$I_{42}$	$I_{43}$	$I_{44}$	$I_{45}$
	$I_{51}$	$I_{52}$	$I_{53}$	$I_{54}$	$I_{55}$
	$I_{61}$	$I_{62}$	$I_{63}$	$I_{64}$	$I_{65}$
Pixel (1, 1)					



			$K_{11}$	$K_{12}$	$K_{13}$
$I_{11}$	$I_{12}$	$I_{13}$	$I_{14}$	$I_{15}$	$I_{16}$
$I_{12}$	$I_{22}$	$I_{23}$	$I_{24}$	$I_{25}$	$I_{26}$
$I_{31}$	$I_{32}$	$I_{33}$	$I_{34}$	$I_{35}$	$I_{36}$
$I_{41}$	$I_{42}$	$I_{43}$	$I_{44}$	$I_{45}$	$I_{46}$
$I_{51}$	$I_{52}$	$I_{53}$	$I_{54}$	$I_{55}$	$I_{56}$
$I_{61}$	$I_{62}$	$I_{63}$	$I_{64}$	$I_{65}$	$I_{66}$
Pixel (1, 5)					

$I_{11}$	$I_{12}$	$I_{13}$	$I_{14}$	$I_{15}$	$I_{16}$
$I_{12}$	$I_{22}$	$I_{23}$	$I_{24}$	$I_{25}$	$I_{26}$
$I_{31}$	$I_{32}$	$I_{33}$	$I_{34}$	$I_{35}$	$I_{36}$
$I_{41}$	$I_{42}$	$I_{43}$	$I_{44}$	$I_{45}$	$I_{46}$
$I_{51}$	$I_{52}$	$I_{53}$	$I_{54}$	$K_{11}$ $I_{55}$	$K_{12}$ $I_{56}$
$I_{61}$	$I_{62}$	$I_{63}$	$I_{64}$	$K_{21}$ $I_{65}$	$K_{22}$ $I_{66}$
Pixel (6, 6)					
			$K_{31}$	$K_{32}$	$K_{33}$



$I_{11}$	$I_{12}$	$I_{13}$	$I_{14}$	$I_{15}$	$I_{16}$
$I_{12}$	$I_{22}$	$I_{23}$	$I_{24}$	$I_{25}$	$I_{26}$
$I_{31}$	$I_{32}$	$I_{33}$	$I_{34}$	$I_{35}$	$I_{36}$
$I_{41}$	$I_{42}$	$I_{43}$	$I_{44}$	$I_{45}$	$I_{46}$
$I_{51}$	$I_{52}$	$I_{53}$	$I_{54}$	$K_{11}$ $I_{55}$	$K_{12}$ $I_{56}$
$I_{61}$	$I_{62}$	$I_{63}$	$I_{64}$	$K_{21}$ $I_{65}$	$K_{22}$ $I_{66}$
Pixel (4, 4)					



Convolved Image

$I_{11}^*$	$I_{12}^*$	$I_{13}^*$	$I_{14}^*$	$I_{15}^*$	$I_{16}^*$
$I_{21}^*$	$I_{22}^*$	$I_{23}^*$	$I_{24}^*$	$I_{25}^*$	$I_{26}^*$
$I_{31}^*$	$I_{32}^*$	$I_{33}^*$	$I_{34}^*$	$I_{35}^*$	$I_{36}^*$
$I_{41}^*$	$I_{42}^*$	$I_{43}^*$	$I_{44}^*$	$I_{45}^*$	$I_{46}^*$
$I_{51}^*$	$I_{52}^*$	$I_{53}^*$	$I_{54}^*$	$I_{55}^*$	$I_{56}^*$
$I_{61}^*$	$I_{62}^*$	$I_{63}^*$	$I_{64}^*$	$I_{65}^*$	$I_{66}^*$

# Examples of Gaussian Averaging



(a)  $3 \times 3$



(a)  $5 \times 5$



(a)  $7 \times 7$

- The noise is reduced by convolving the intensity image with a gaussian kernel (linear filtering)
- The amount of filtering can be controlled by changing the coefficients of the convolution mask



Filtering



Noisy image (Gaussian noise  $\sigma = 0.01$ )

Filtered image (5x5 Gaussian filter  $\sigma = 1$ )

# Edge Detector

Edge detection includes a variety of mathematical methods that aim at identifying points in a digital image at which the image brightness changes sharply or, more formally, has discontinuities.



Src: Wikipedia

# Prewitt Operator

$$\mathbf{G}_x = \begin{bmatrix} +1 & 0 & -1 \\ +1 & 0 & -1 \\ +1 & 0 & -1 \end{bmatrix} * \mathbf{A} \quad \text{and} \quad \mathbf{G}_y = \begin{bmatrix} +1 & +1 & +1 \\ 0 & 0 & 0 \\ -1 & -1 & -1 \end{bmatrix} * \mathbf{A}$$

where  $*$  here denotes the 1-dimensional convolution operation.

# Result



Grayscale image of a brick wall & a bike rack



Gradient with Prewitt operator of grayscale image of a brick wall & a bike rack



# Sobel Operator

$$\mathbf{G}_x = \begin{bmatrix} -1 & 0 & +1 \\ -2 & 0 & +2 \\ -1 & 0 & +1 \end{bmatrix} * \mathbf{A} \quad \text{and} \quad \mathbf{G}_y = \begin{bmatrix} -1 & -2 & -1 \\ 0 & 0 & 0 \\ +1 & +2 & +1 \end{bmatrix} * \mathbf{A}$$

where  $*$  here denotes the 2-dimensional signal processing **convolution** operation.

# Result



Grayscale test image of brick  
wall and bike rack



Normalized gradient magnitude  
from Sobel–Feldman operator

# Many More ...

- Laplace operator
- Roberts Cross
- Gabor filter

# Filter Bank

- Gaussian pyramid: A multi-resolution representation of an image formed by several images, each one a subsampled and Gaussian smoothed version of the original one at increasing standard deviation.

# Gaussian image pyramid

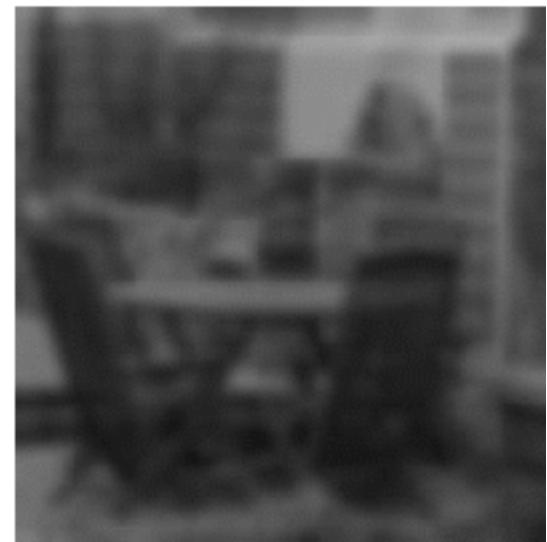
Original Image



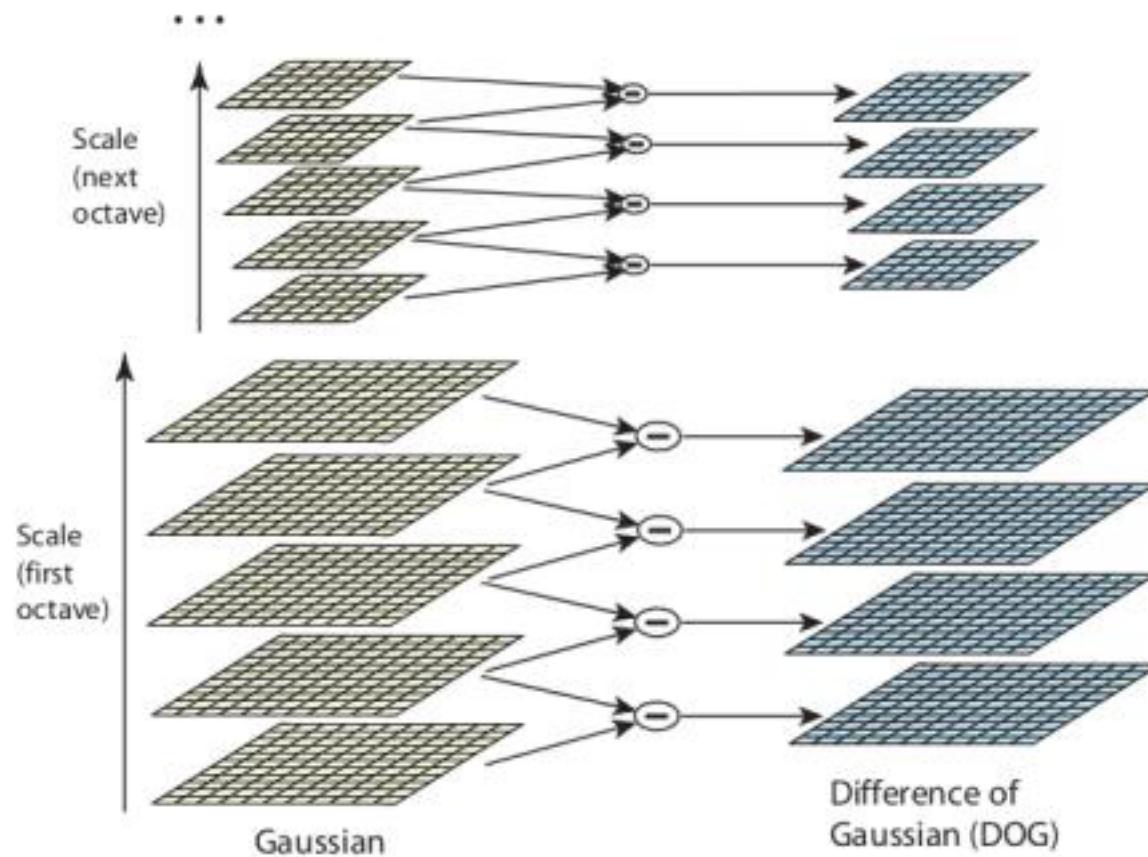
Gaussian Smoothed Images  
 $\sigma = 1.0$



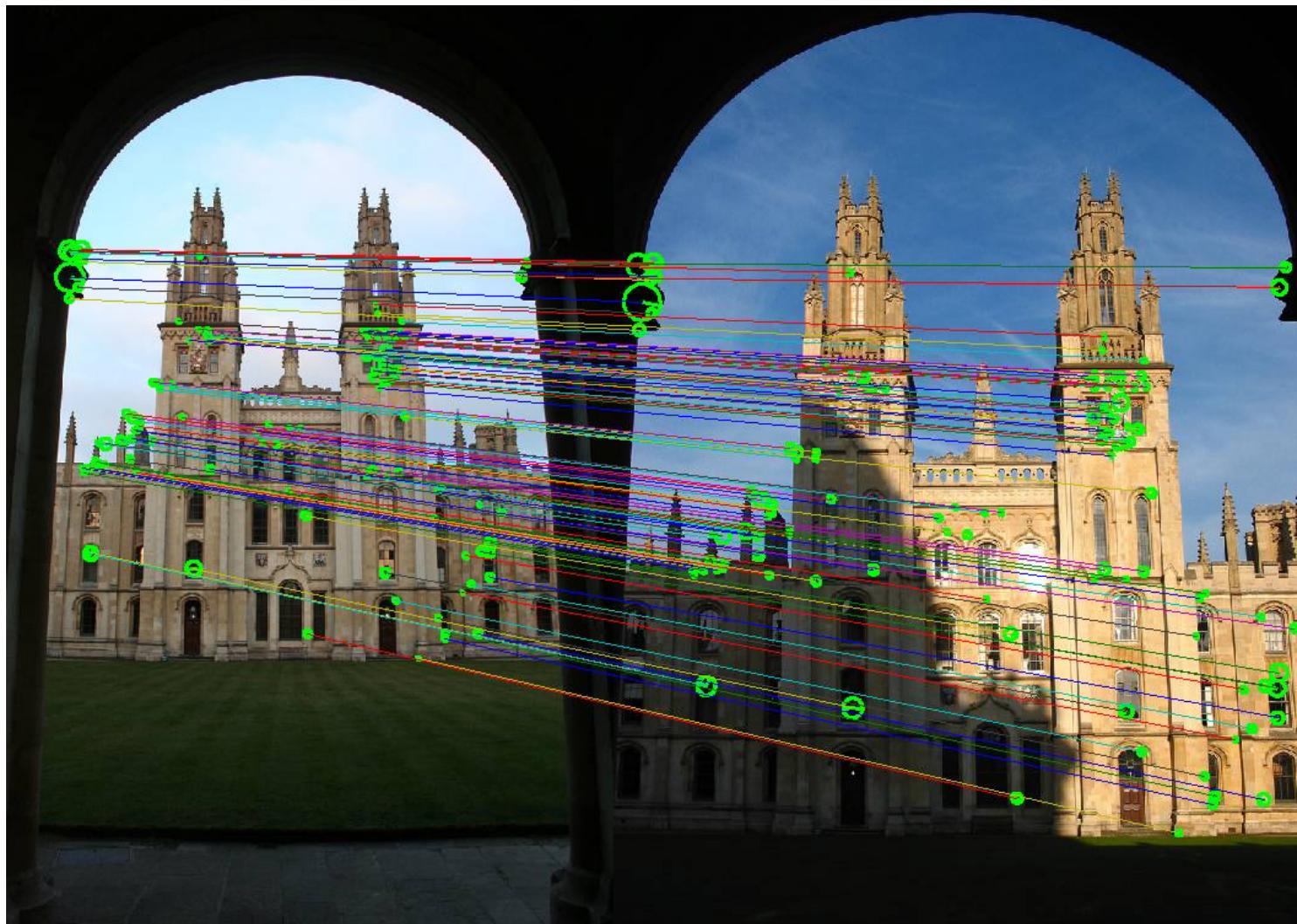
$\sigma = 3.0$



# Scale-invariant Feature



# Image Matching



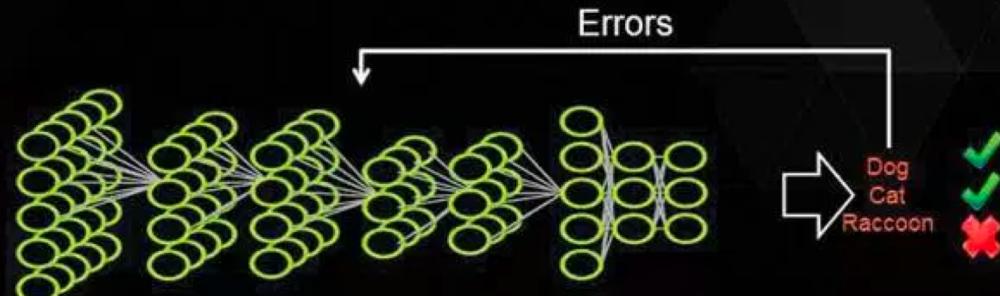
Src: [Link](#)

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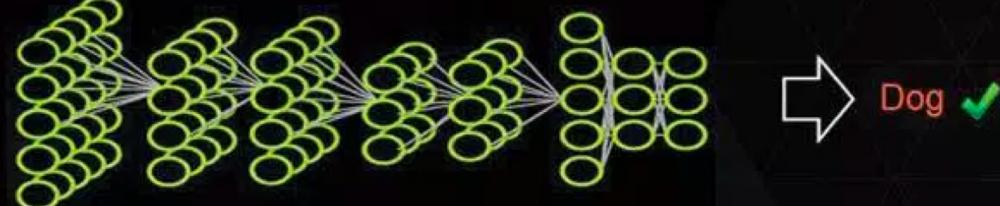
# Learned Operators

## DEEP LEARNING APPROACH

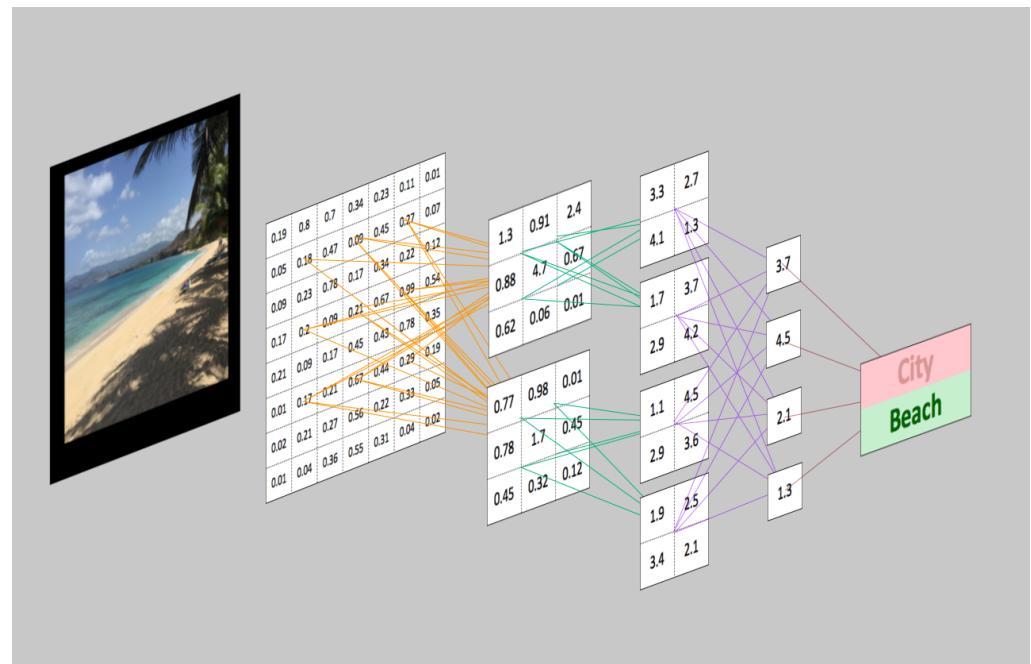
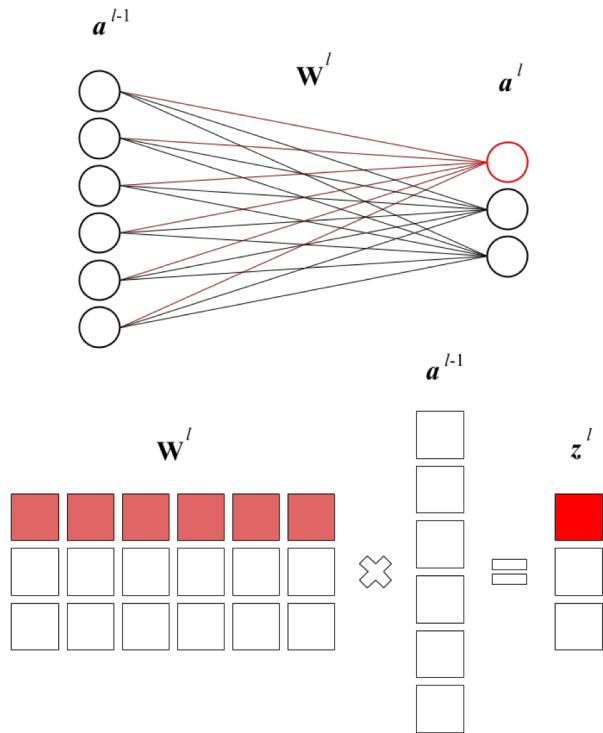
Train:



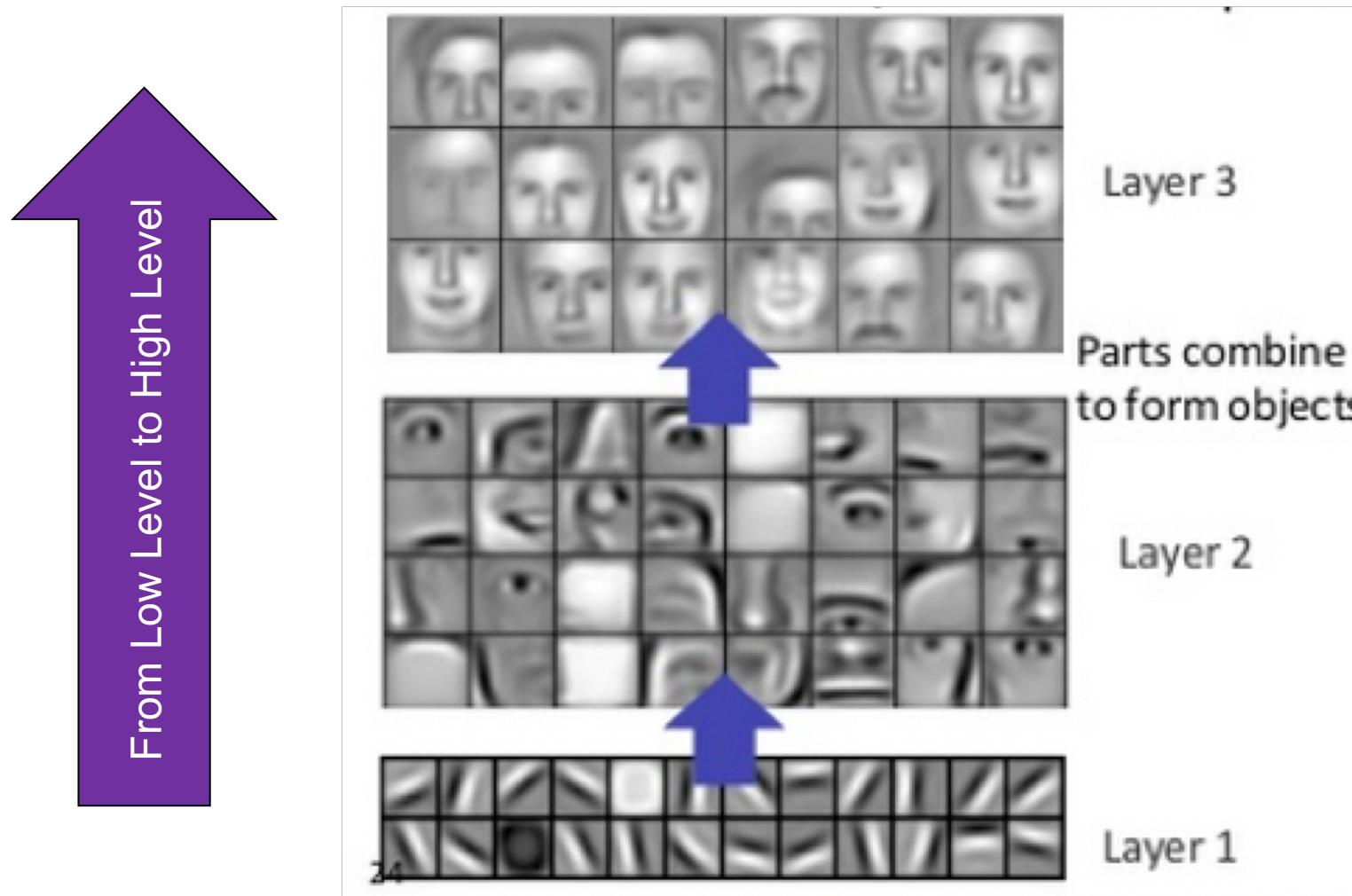
Deploy:

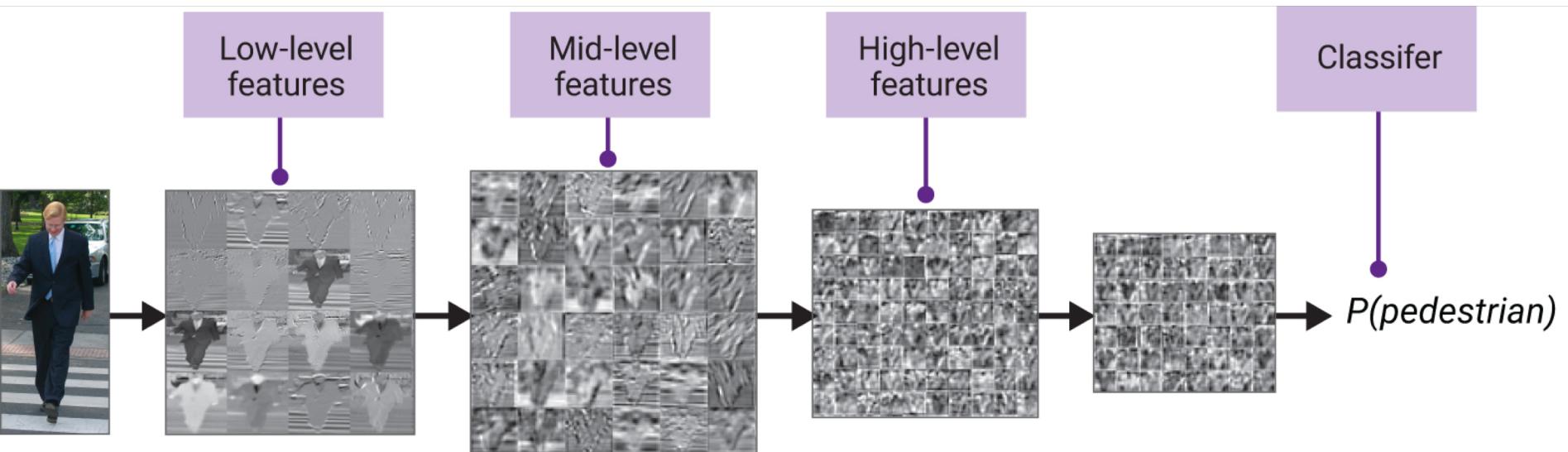


# Learned Operators



Src: <https://www.oreilly.com/library/view/deep-learning/9781491924570/ch04.html>  
<https://medium.com/@erikhallstrm/backpropagation-from-the-beginning-77356edf427d>

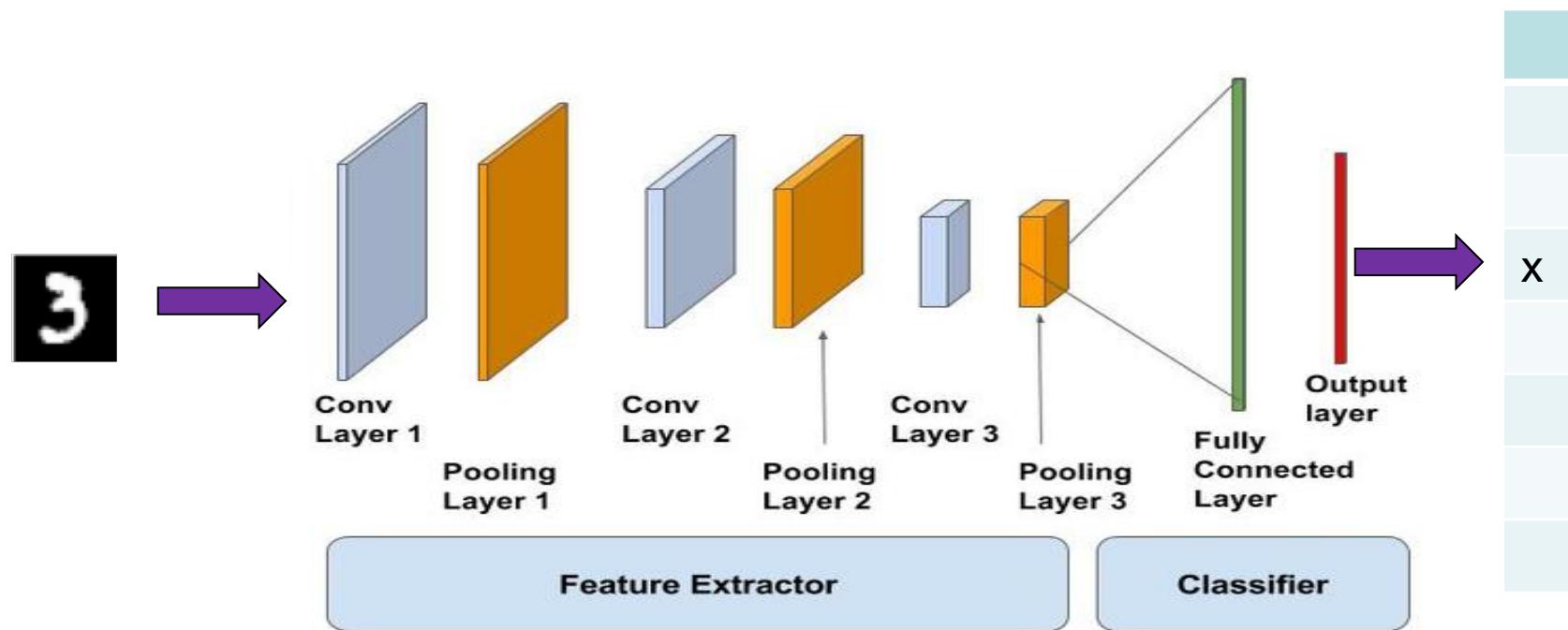




# MNIST Dataset Classification



# Network Structure



# Example

Soybean Leaves	Disease Names and Labels	Bacterial Blight (Class 0)	Septoria Brown Spot (Class 1)	Frogeye Leaf Spot (Class 2)	Healthy (Class 3)	Herbicide Injury (Class 4)	Iron Deficiency Chlorosis (Class 5)	Potassium Deficiency (Class 6)	Bacterial Pustule (Class 7)	Sudden Death Syndrome (Class 8)
	Original Image									
	Prediction Explanation Output									
	Rater marked Image									

