

A New Feasible Approach to Multi-dimensional Scale Saliency

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Outline

- 1 Introduction
- 2 Method
- 3 Experiments
- 4 Conclusions

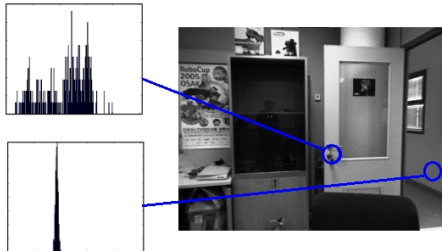
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Local feature detectors

- Feature extraction is a basic step in many computer vision tasks
- Kadir and Brady scale-saliency
 - Widely used (Newton *et al.* ICRA 2006, Fergus *et al.* CVPR 2003)
 - Salient features over a narrow range of scales
 - Curse of dimensionality
- Previous scale saliency generalizations are too specific and not suitable for higher dimensions
- We present a naturally scalable approach (we report results on 31 dimensional data)

Salient features



- $H_D(s, x) = - \sum_{d \in D} P_{d,s,x} \log_2 P_{d,s,x}$
- Kadir and Brady algorithm (2001): most salient features between scales s_{min} and s_{max}

Scale-saliency algorithm

Kadir and Brady scale-saliency algorithm (2001)

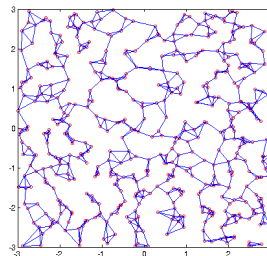
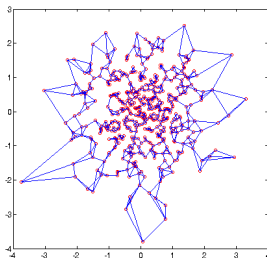
- For each pixel x
 - For each scale s between s_{min} and s_{max}
 - Calculate local entropy H_D from local PDF
 - Select the set of scales S where entropy is peaked
 - Weight the entropy values at S using the sum of absolute difference of PDFs
- Select the highest weighted entropy values

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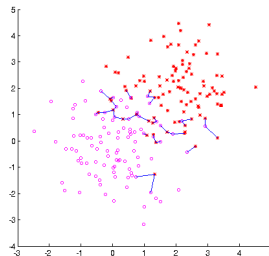
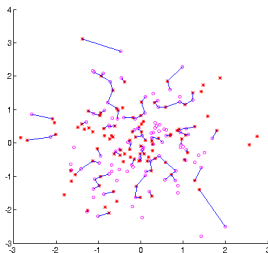
Multi-dimensional entropy estimation

- Non plug-in methods
- Our previous approach
 - Shannon's entropy estimation from entropic graphs (edge lengths)
 - Rényi α -entropy (from Minimal Spanning Trees or K-Nearest Neighbour Graphs)
 - Leonenko estimation (from K-Nearest Neighbour Graphs)



Multi-dimensional entropy estimation

- Our previous approach
 - Friedman and Rafsky's estimation of the Henze-Penrose divergence



KD-Partition entropy estimation

- Stowell *et al.* 2009
- Non plug-in method
 - Advantage: it does not require any distance computation
- Recursive and rectilinear data partition (KD-tree)

$$A = \{A_1, \dots, A_p\}$$

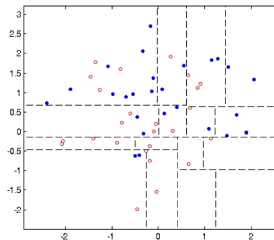
- Entropy estimated from the proportion of samples in each A_i

$$H = \sum_{i=1}^p \frac{n_i}{n} \log \left(\frac{n}{n_i} \mu(A_i) \right)$$

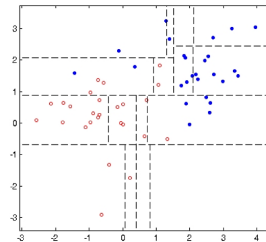
KD-Partition based divergence estimation

- Inspired by Friedman and Rafsky's test

$$D(X||O) = \sum_{i=1}^p \left| \frac{\frac{n_{x,i}}{N_x} - \frac{n_{o,i}}{N_o}}{2} \right|$$



$$D(X||O) = 0.3642$$



$$D(X||O) = 0.7692$$

The multidimensional scale-saliency algorithm

Input: A m -dimensional array I containing m features for each pixel of the image

Output: An array HW containing weighted entropy values for all pixels on image at each scale

foreach pixel x of image **do**

foreach scale s_i between s_{min} and s_{max} **do**

 (1) Create a m -dimensional sample set $X_i = \{x_i\}$ from the local neighborhood of pixel x at scale s_i in I ;

 (2) Apply KD-partition to X in order to estimate entropy $H(s_i)$

if $i > s_{min} + 1$ **then**

if $H(s_{i-2}) < H(s_{i-1}) > H(s_i)$ **then**

 (* Entropy peak *)

 (4) KD-partition divergence: $W = \frac{s^2}{2s-1} D(X_{i-1} || X_{i-2})$;

 (5) $HW(s_{i-1}, x) = H(s_{i-1}) \cdot W$;

end

else

 (6) $HW(s_{i-1}, x) = 0$;

end

end

end

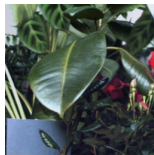
end

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Image databases

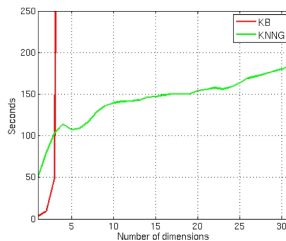
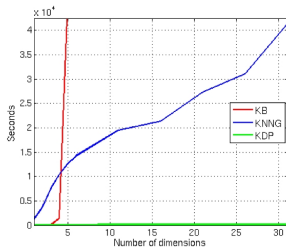
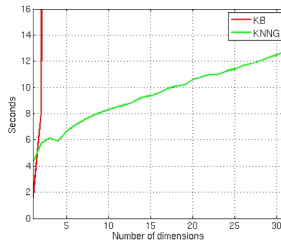
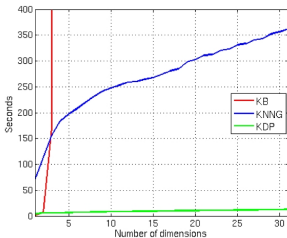
- Bristol hyperspectral image database
(<http://psy223.psy.bris.ac.uk/hyper/>)



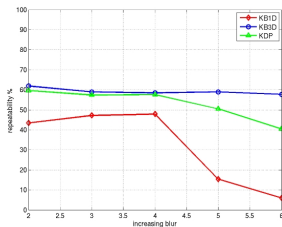
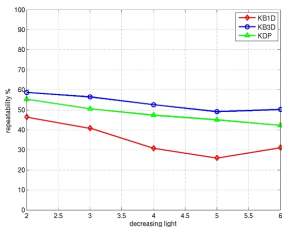
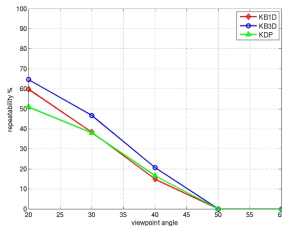
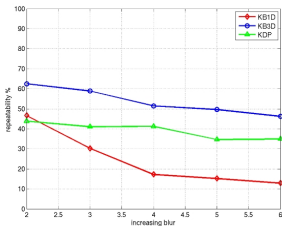
- Affine covariant regions dataset
(<http://www.robots.ox.ac.uk/~vgg/research/affine/>)



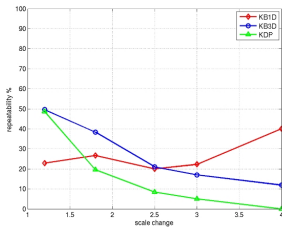
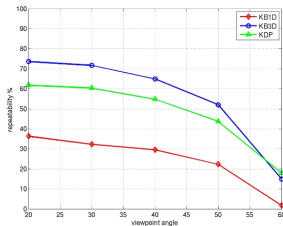
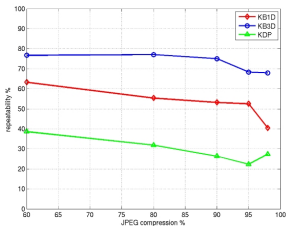
Execution time



Detector quality



Detector quality



Outline

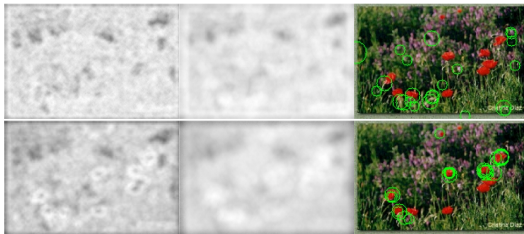
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Conclusions

- We presented a new and feasible multi-dimensional scale saliency algorithm
- Entropy estimation by means of KD-Partition algorithm
- Divergence measure based on KD-Partition and inspired by Friedman and Rafsky's test
- Remarkably decrease of execution time
- Detector quality is not strongly affected

Future work

- Impact of high-dimensional data on computer vision problems
 - Video analysis (A. Oikonomopoulos, I. Patras, M. Pantic: Spatiotemporal saliency for human action recognition. ICME 2005)
 - Texture categorization (S. Lazebnik, C. Schmid, J. Ponce: A sparse texture representation using local affine regions. PAMI 2005)



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