

Dynamic programming (DP) in computer vision

Petar Ivanov

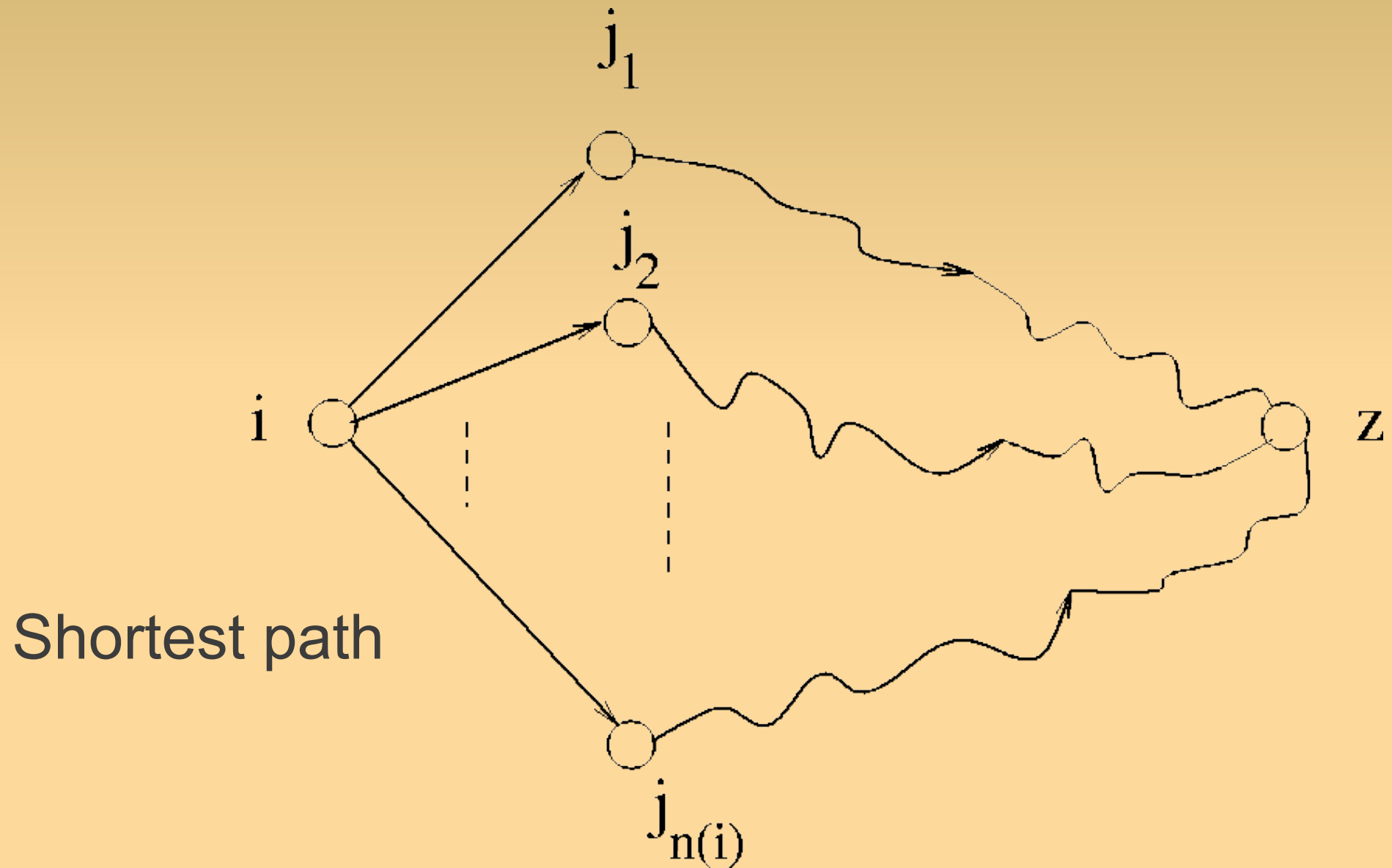
Moscow State University

Graphics and Media Lab

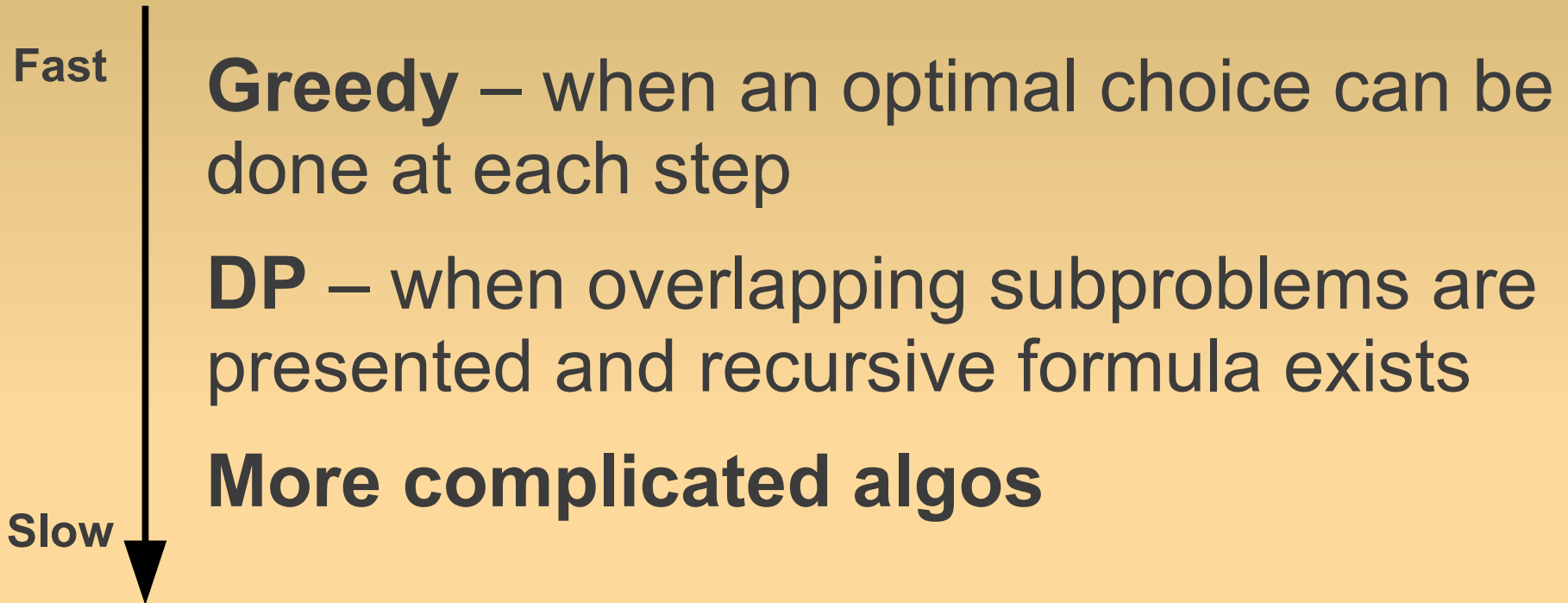
Presented: 15 Feb 2012

Last modified: 15 Feb 2012

What is DP?



DP compared to other methods



Divide and conquer algorithms

Fibonacci numbers

Topologically sorted:

- $\text{Fib}(1), \text{Fib}(2), \dots$
- $\text{Fib}(n) = \text{function}(\text{Fib}(k)), k < n$

Overlapping subproblems:

- $\text{Fib}(n) = \text{Fib}(n-1) + \textbf{Fib}(n-2)$
- $\text{Fib}(n-1) = \textbf{Fib}(n-2) + \text{Fib}(n-3)$
- \dots

Examples of DP in CV

- **Active contours**
- Seam carving
- Cell analysis
- Stereo Correspondence
- Trajectory approximation
- Inpainting and quilting

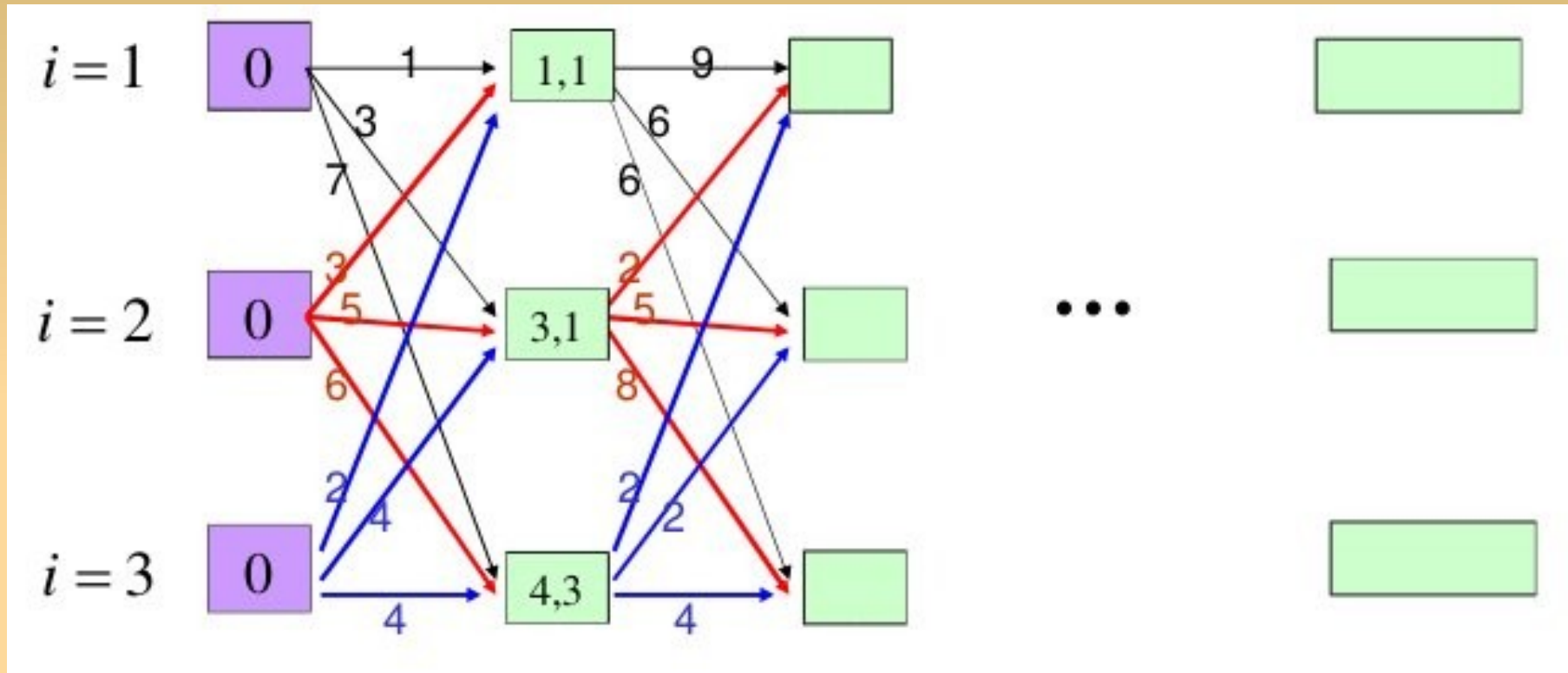
Active contours using DP



(Felzenszwalb and Ramin Zabih)

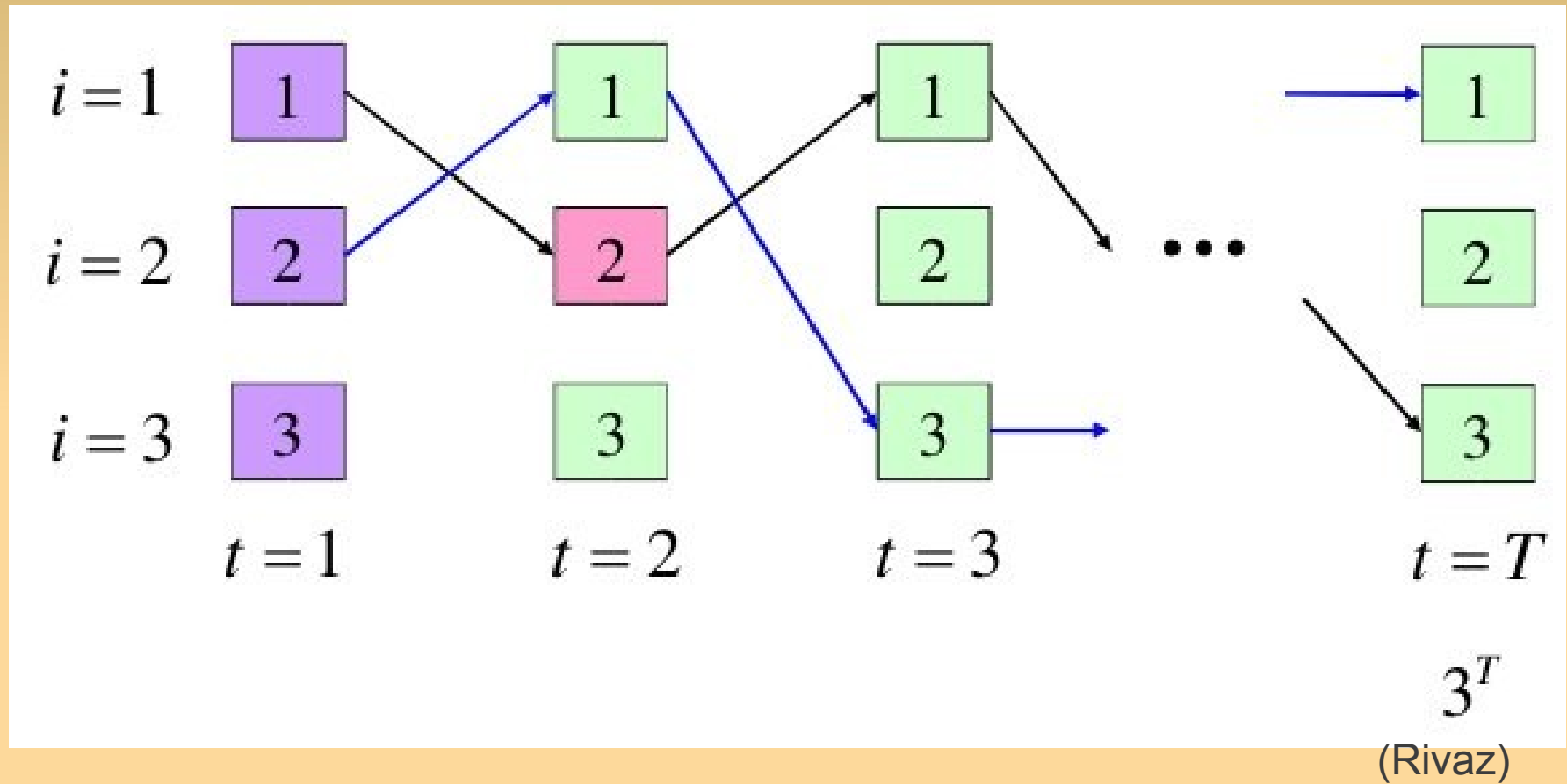
Choose control points and get the contours

Active contours

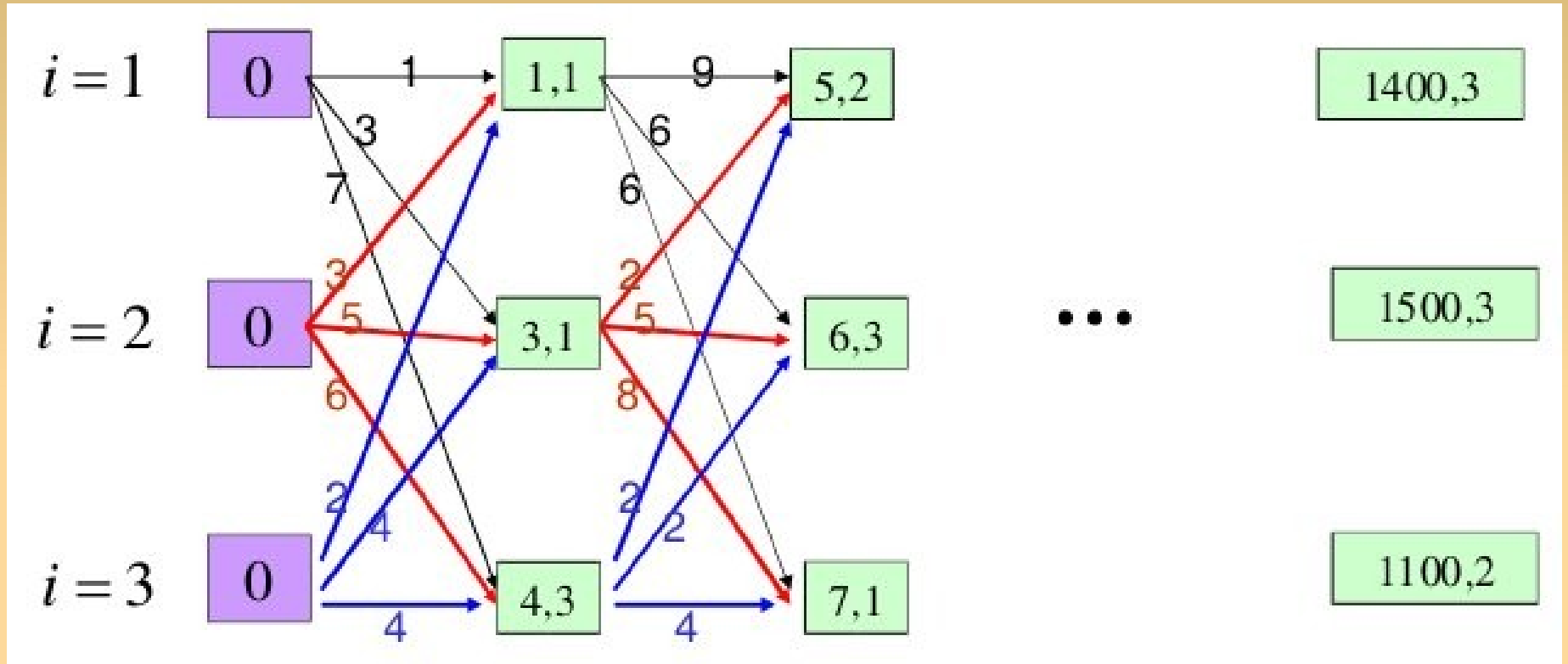


(Rivaz)

Active contours

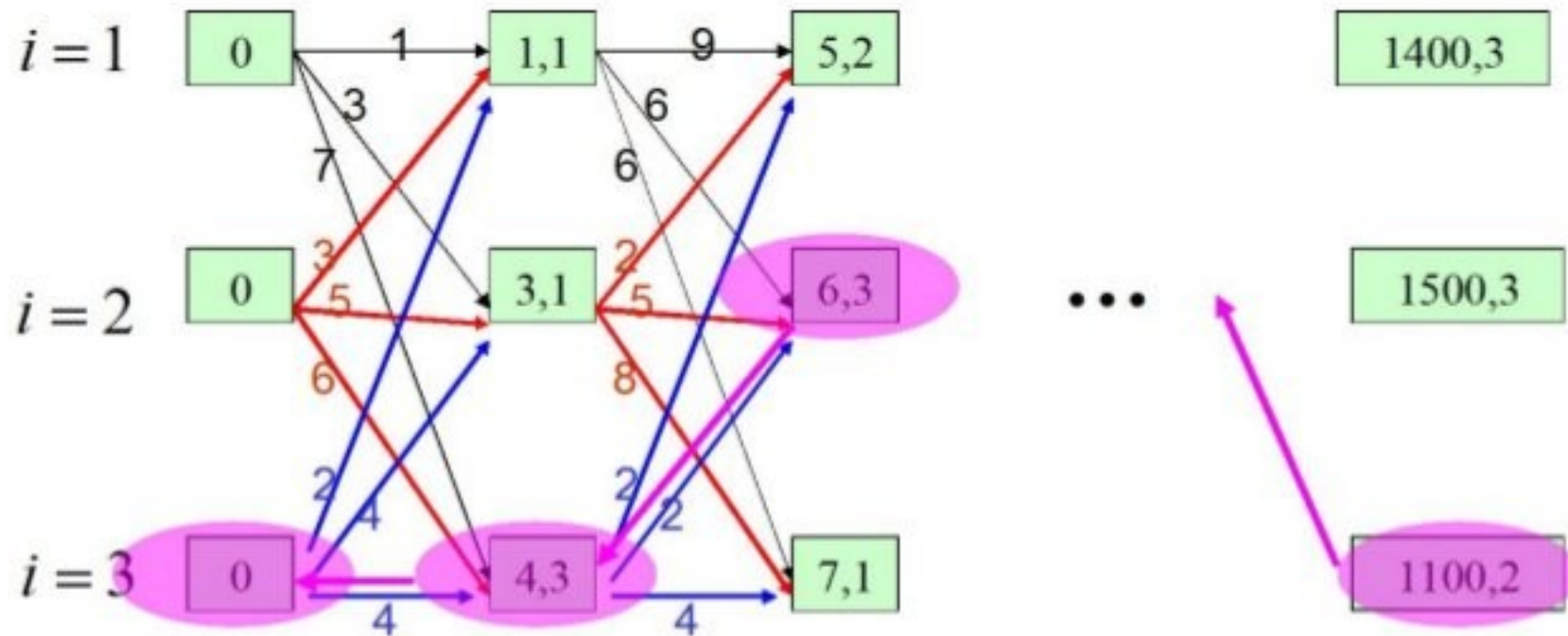


Active contours



(Rivaz)

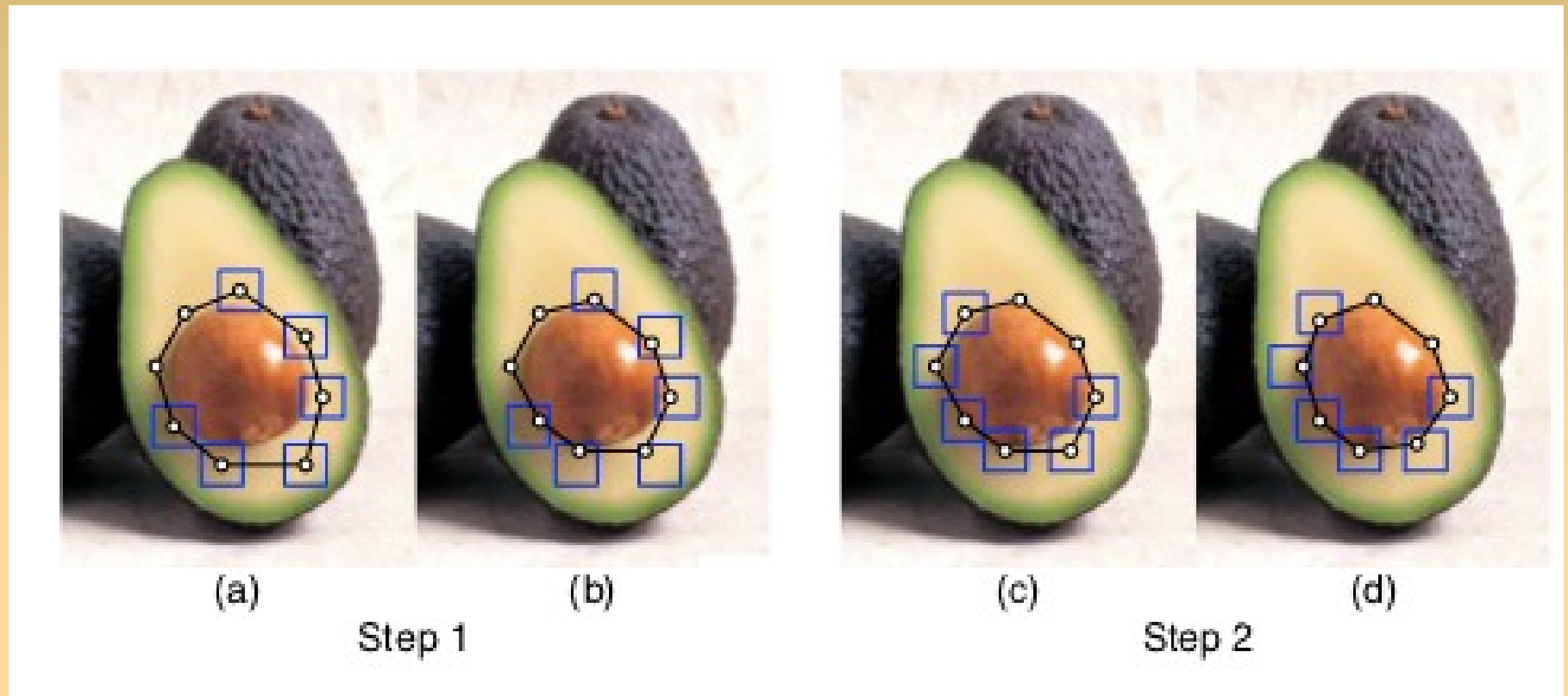
Active contours



(Rivaz)

Time complexity: $O(NK^3)$

Active contours: Iterations



(Felzenszwalb and Ramin Zabih)

Choose K near candidate positions for each control point. Iterate DP steps with the new candidate positions until convergence.

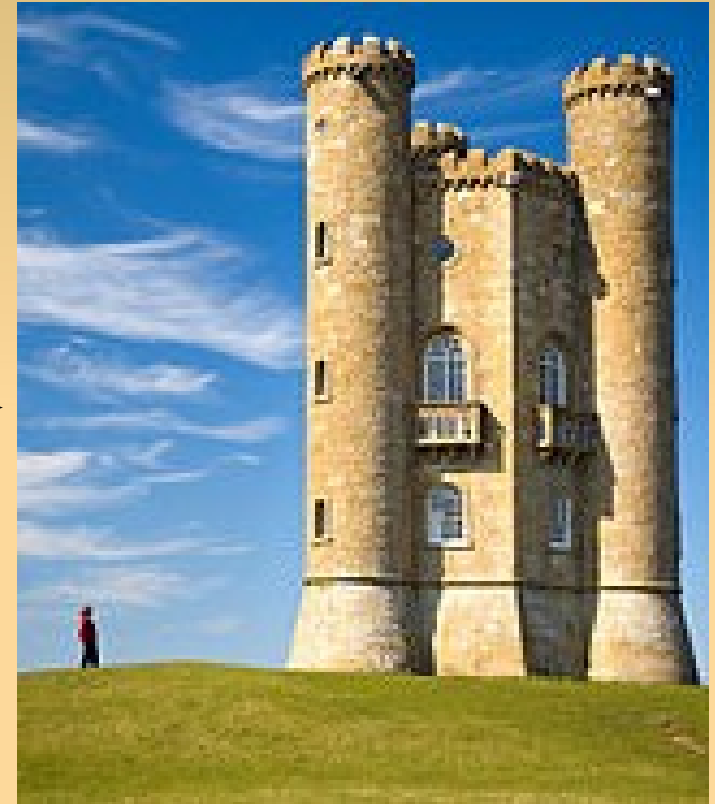
Examples of DP in CV

- Active contours
- **Seam carving**
- Cell analysis
- Stereo Correspondence
- Trajectory approximation
- Inpainting and quilting

Seam carving

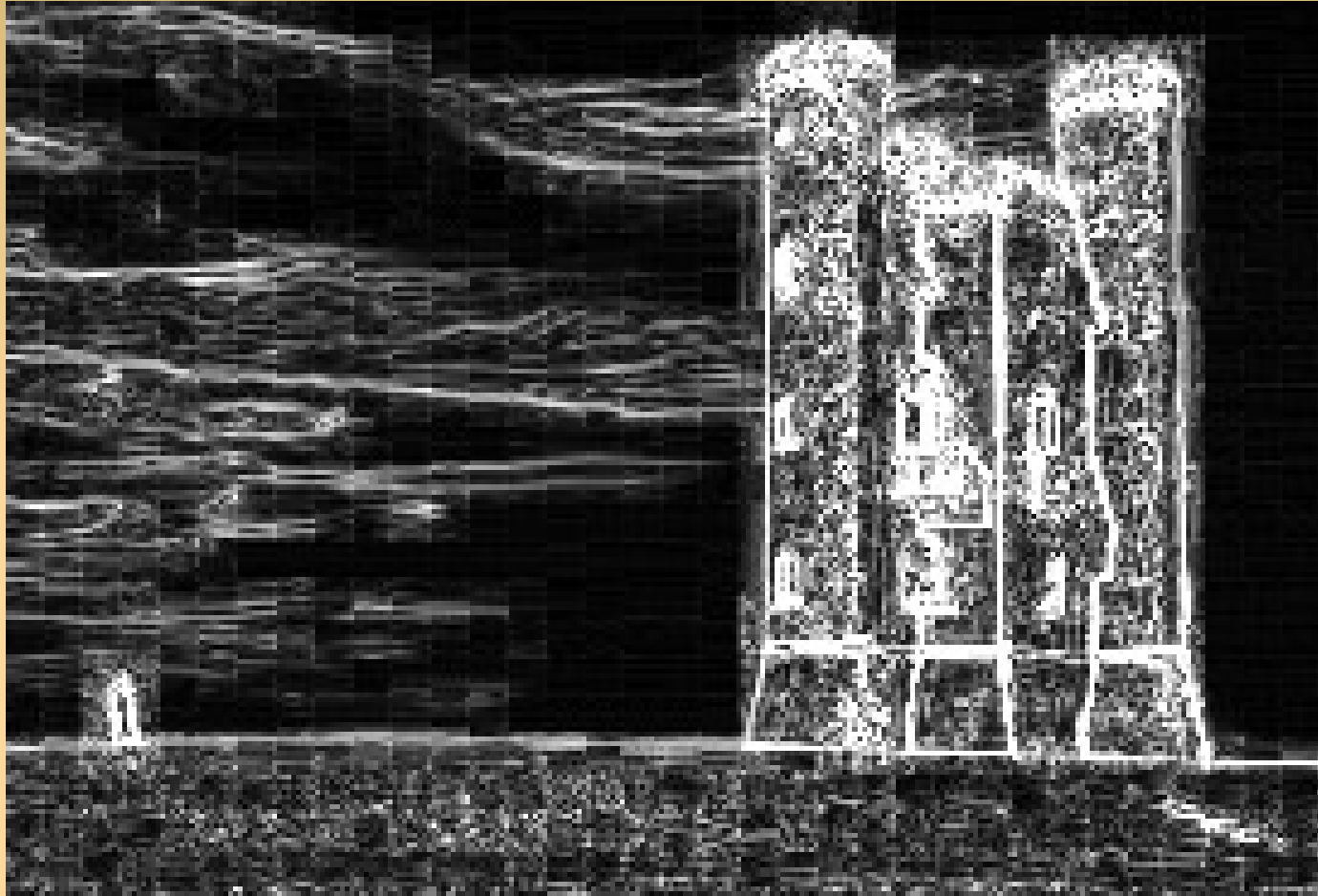


Original image



Least important
horizontal features removed

Seam carving: Feature estimation

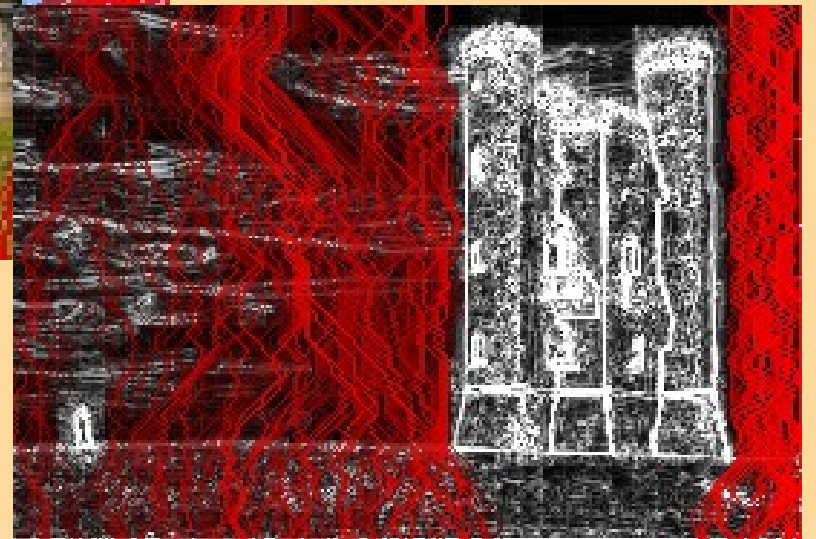


Calculate some energy (gradient, entropy, etc.)
for each pixel

Seam carving



Calculate the seams
with lowest energy



Seam carving: DP

Algorithm
Direction



1 1	4 4	3 3	5 5	2 2
3 + 1 = 4	2 + 1 = 3	5 + 3 = 8	2 + 2 = 4	3 + 2 = 5
5	2	4	2	1

Seam carving: DP

Algorithm
Direction



1 1	4 4	3 3	5 5	2 2
3 4	2 3	5 8	2 4	3 5
5 8	2 5	4 7	2 6	1 5

Seam carving: DP

Algorithm
Direction



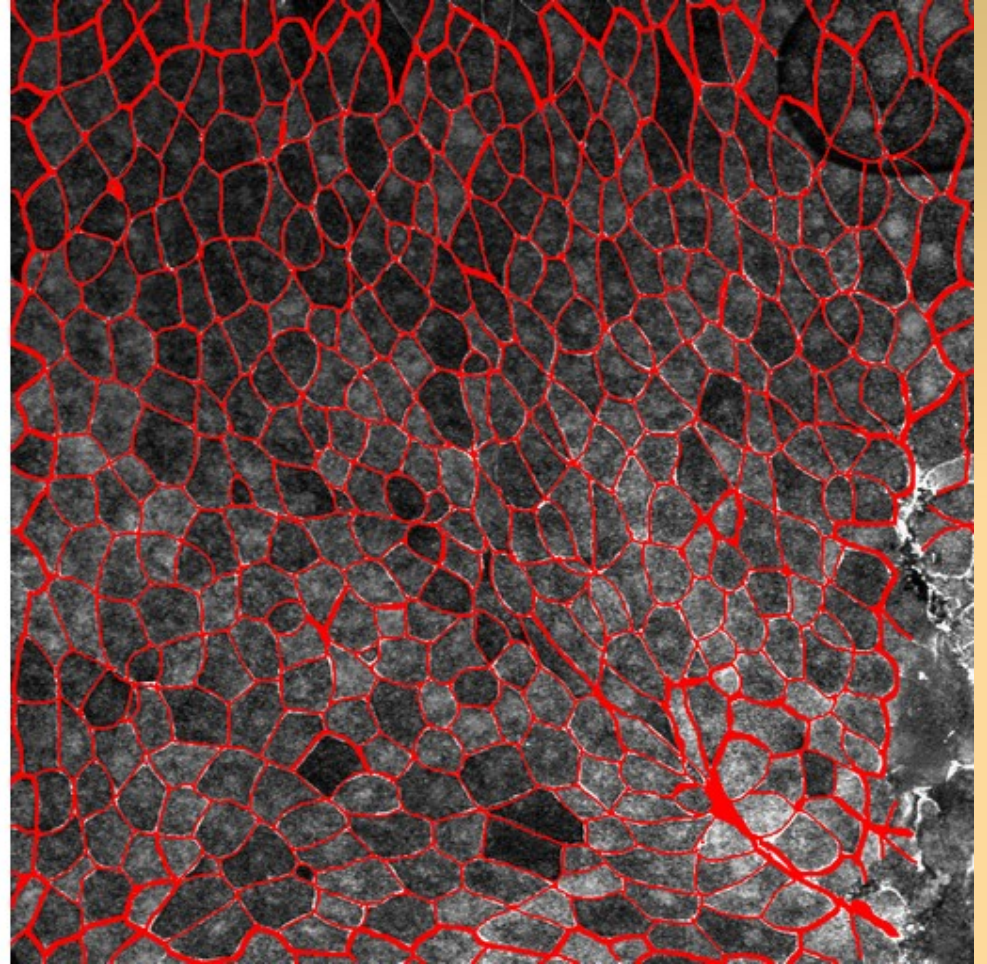
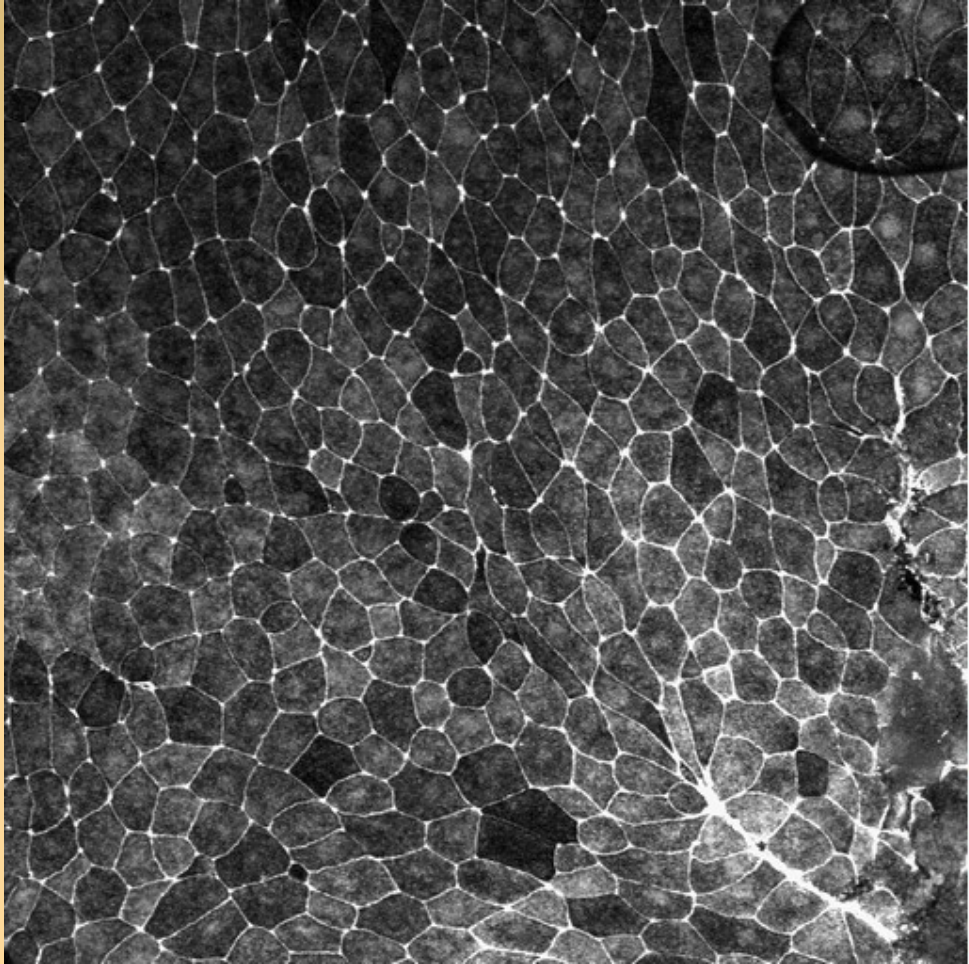
Seam carving: Result



Examples of DP in CV

- Active contours
- Seam carving
- **Cell analysis**
- Stereo Correspondence
- Trajectory approximation
- Inpainting and quilting

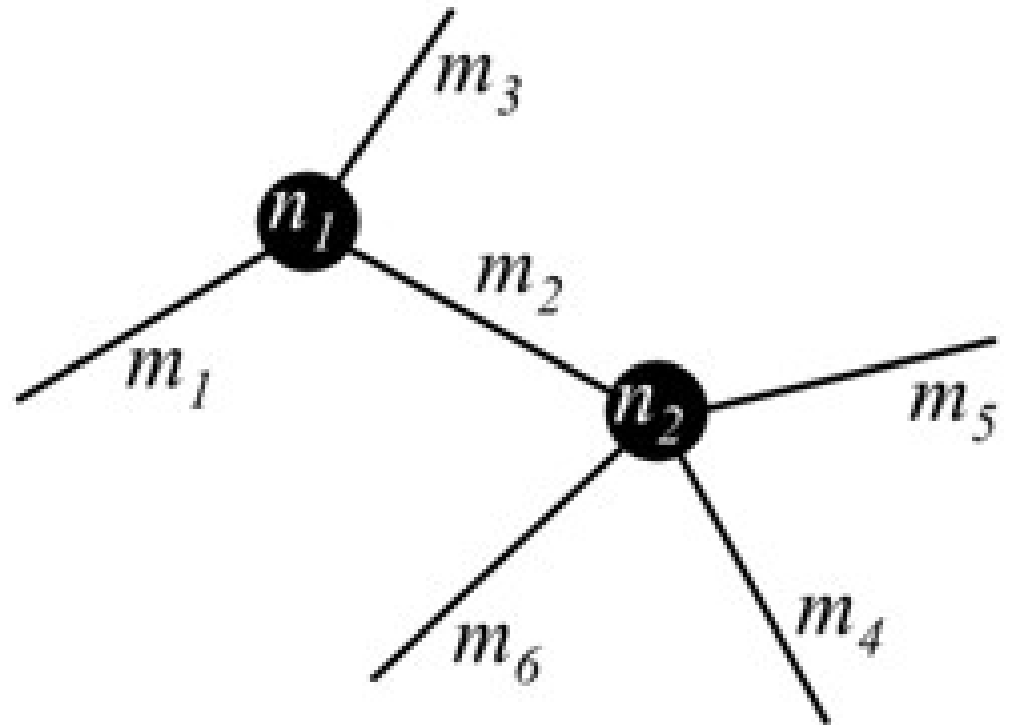
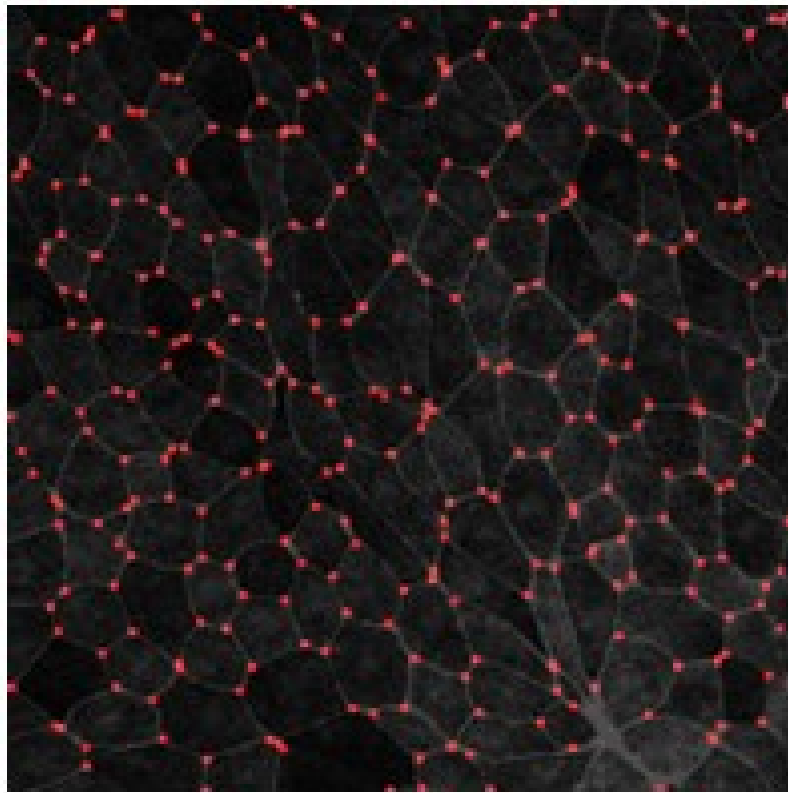
Cell analysis: The aim



Given a tissue picture.
The cells have to be segmented

(Nekrasov K., Laptev D., Vetrov D.)

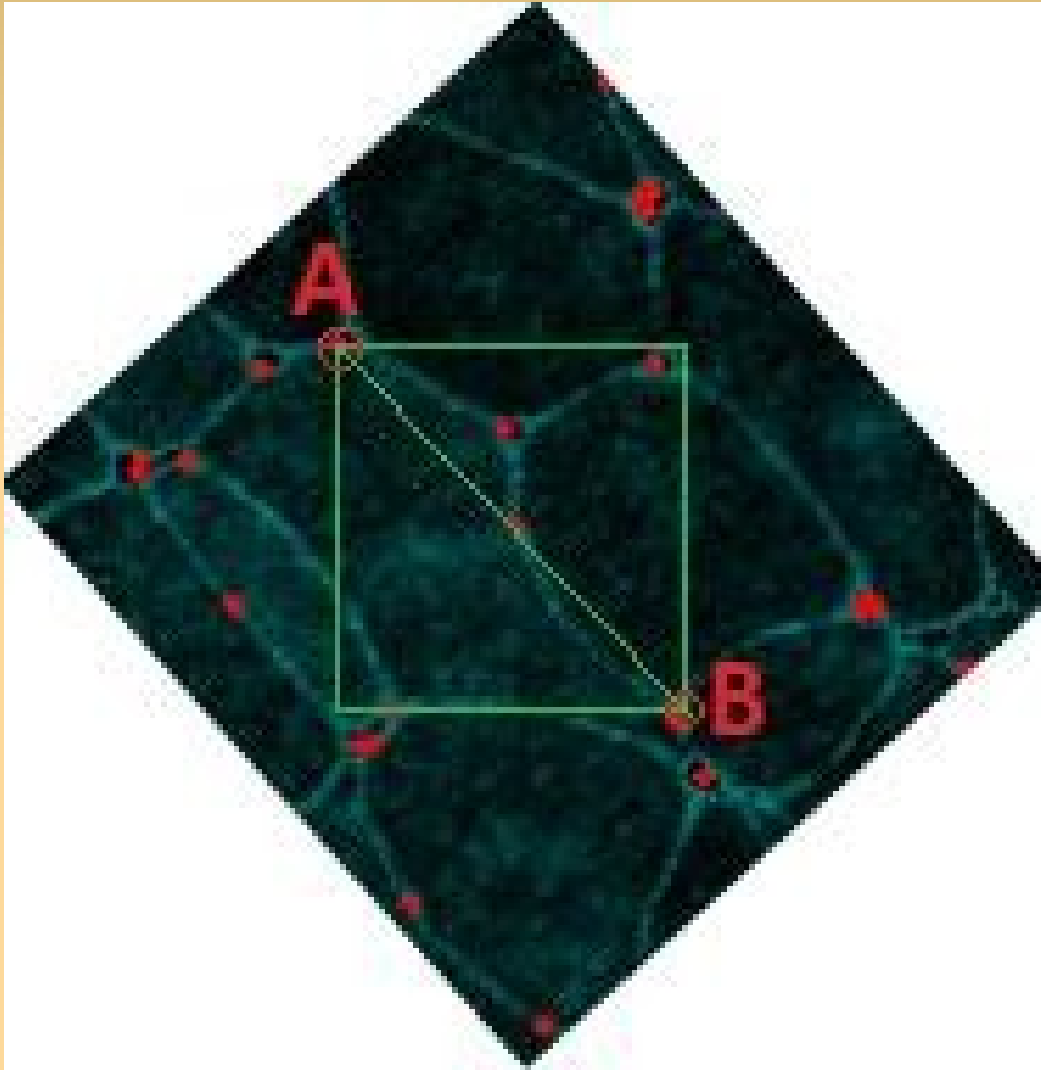
Cell analysis: The approach



(Nekrasov K., Laptev D., Vetrov D.)

Enough bright corner points of the cells are thresholded
but the connections between them are unclear

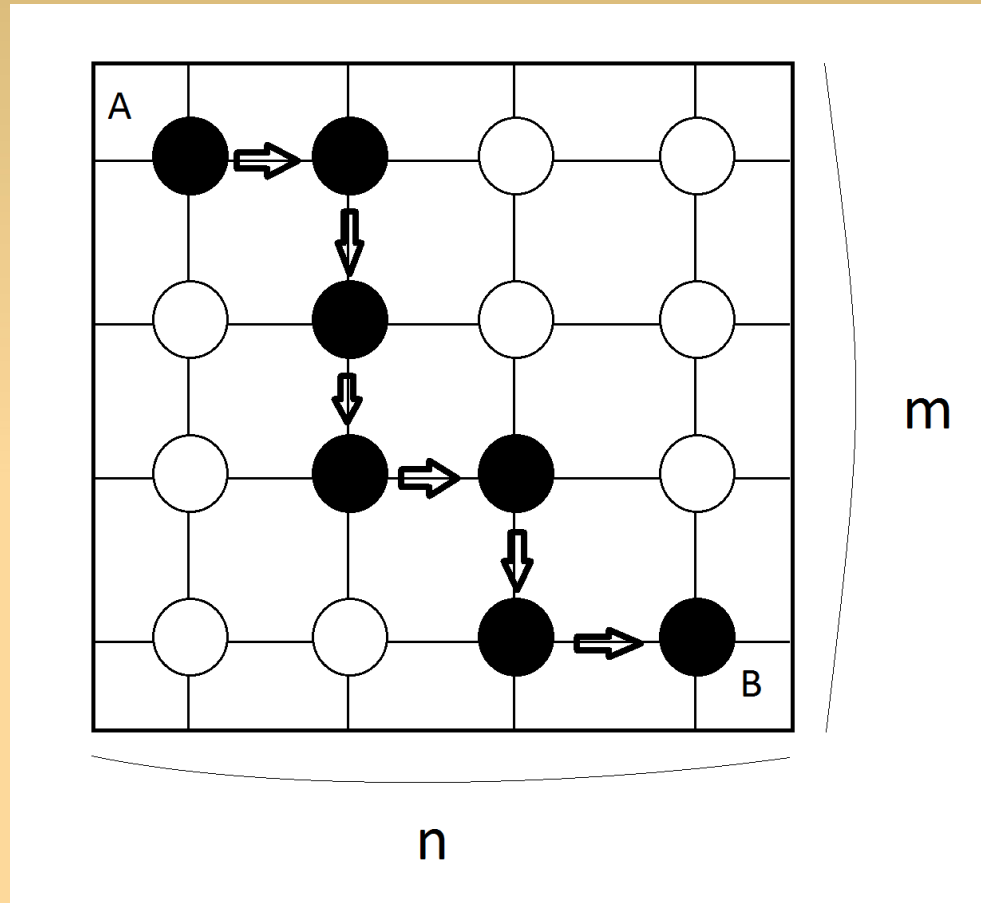
Cell analysis: The approach



Try to find a path for each
pair of near points

(Nekrasov K., Laptev D., Vetrov D.)

Cell analysis: South-Eastern movement



$$F(x, y) = \max\{F(x, y - 1), F(x - 1, y)\} + I(x, y)$$

Examples of DP in CV

- Active contours
- Seam carving
- Cell analysis
- **Stereo Correspondence**
- Trajectory approximation
- Inpainting and quilting

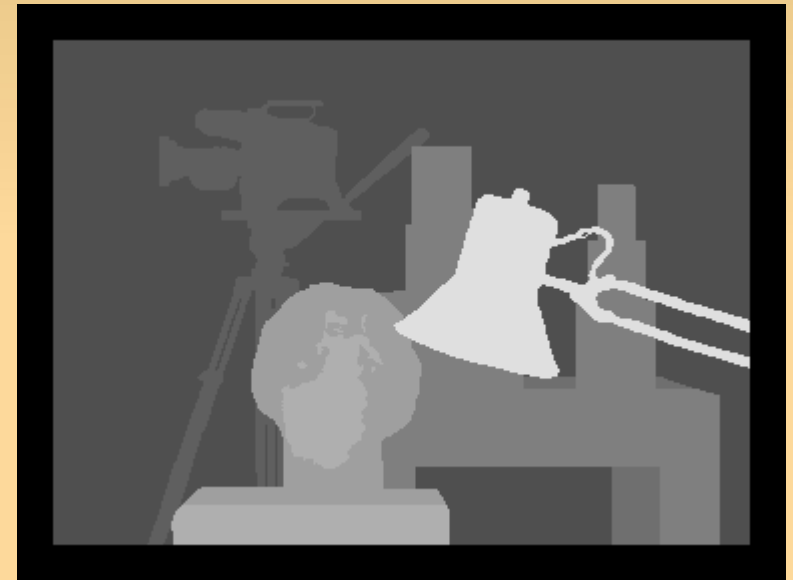
Stereo Correspondence



Left image

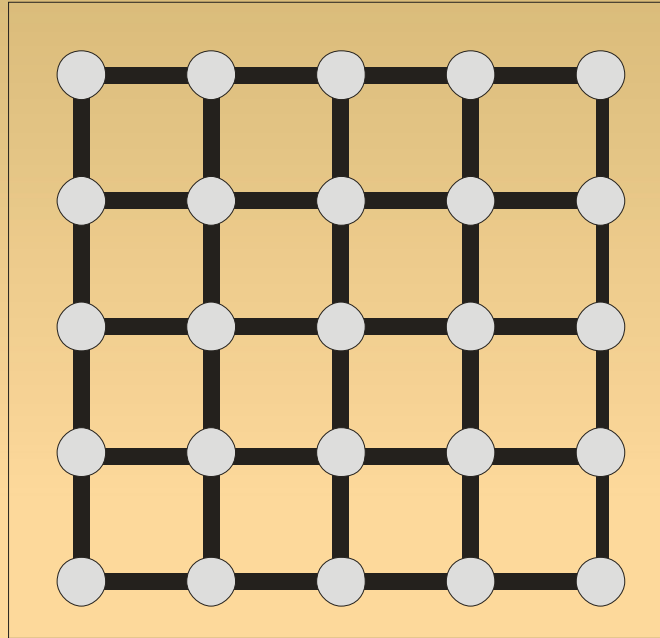


Right image



Depth map

Stereo Correspondence

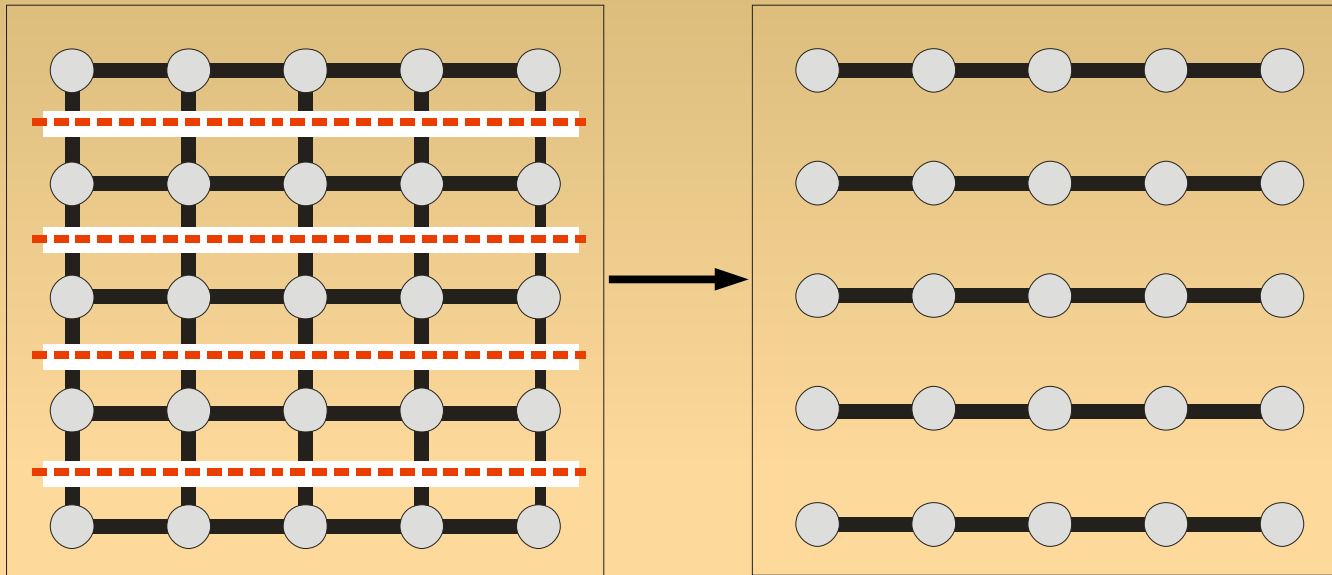


$$E(D) = E_{data}(D) + E_{smooth}(D)$$

Unary potential
(color similarity)

Pair potential
(smooth edges)

Stereo Correspondence

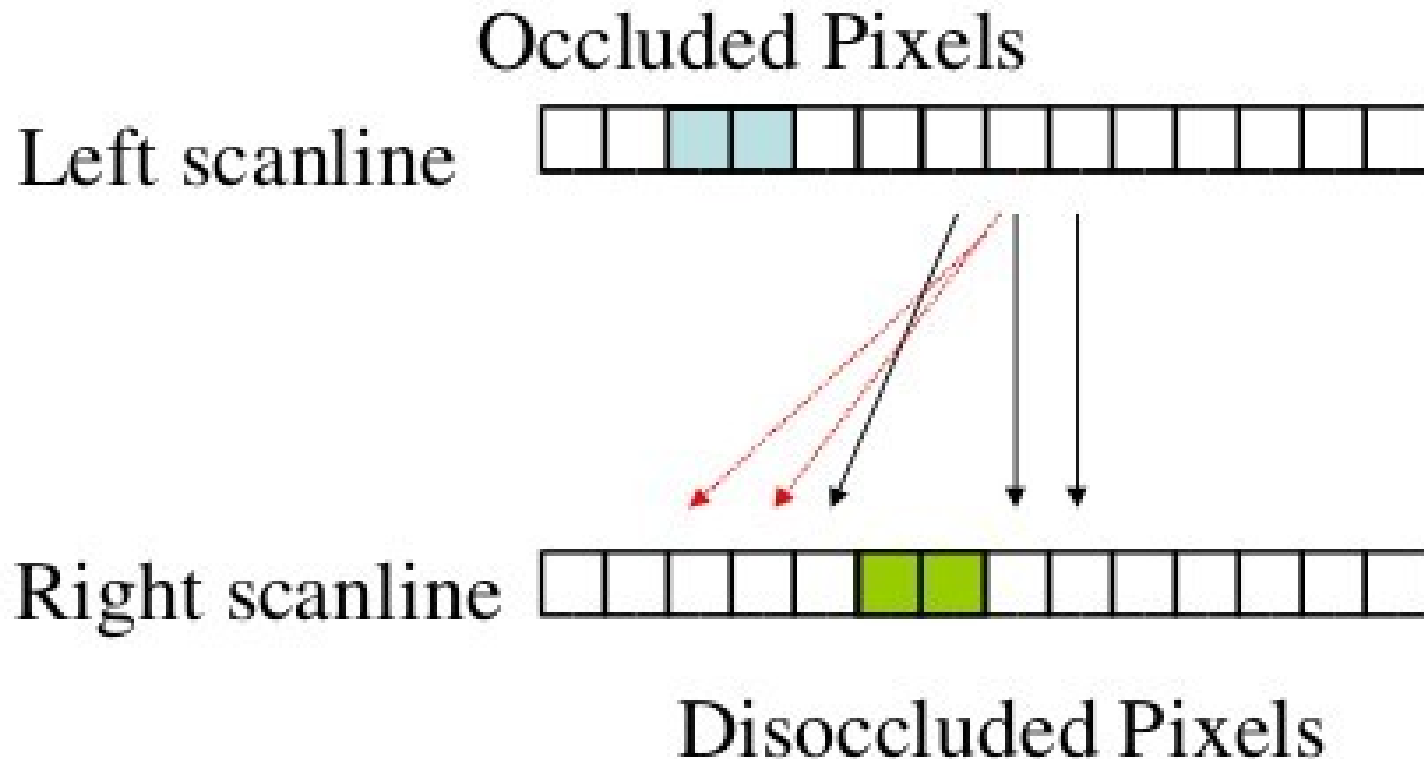


$$E(D) = E_{data}(D) + E_{smooth}(D)$$

Unary potential
(color similarity)

Pair potential
(smooth edges)

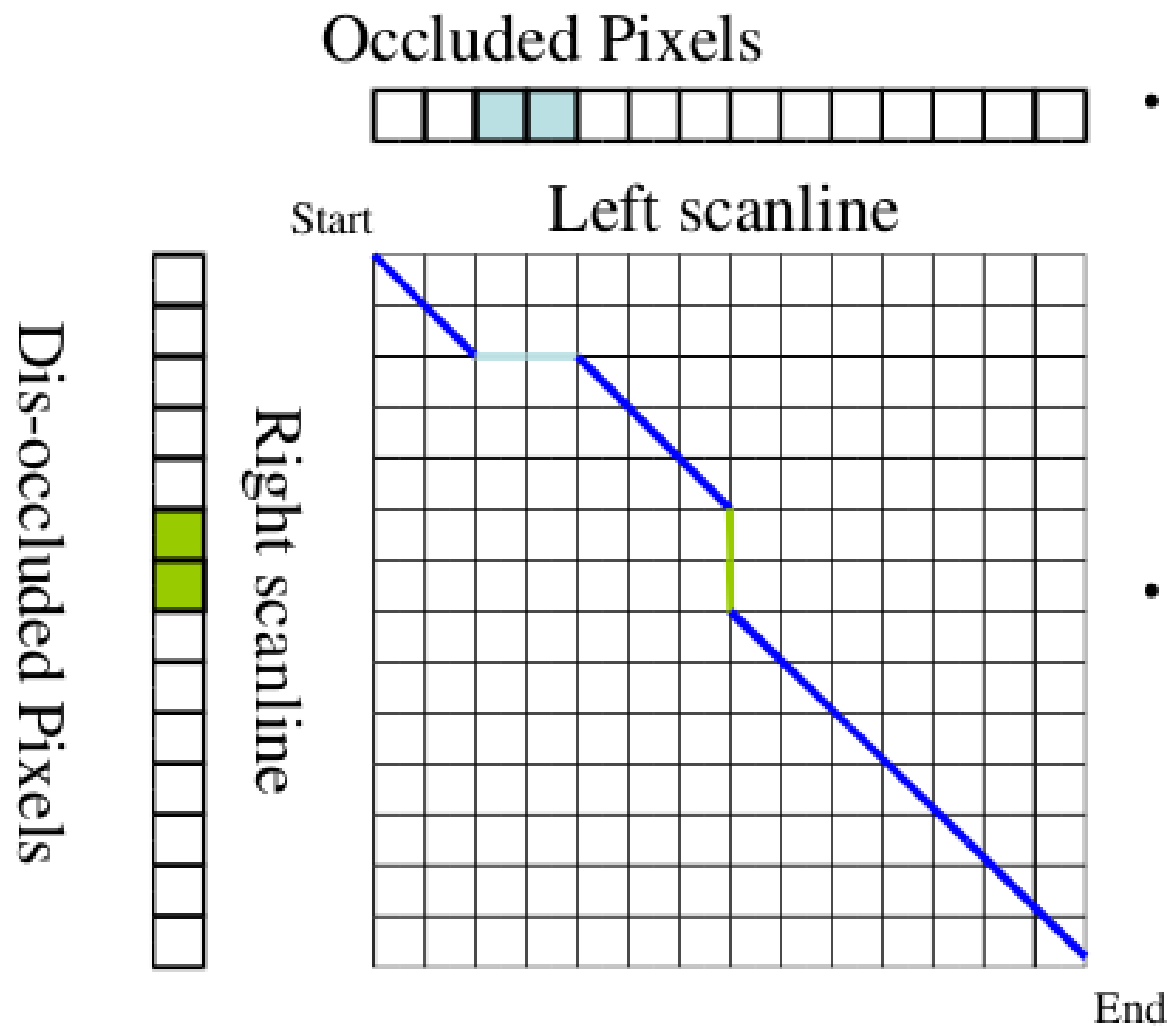
Stereo Correspondence



(Rehg)

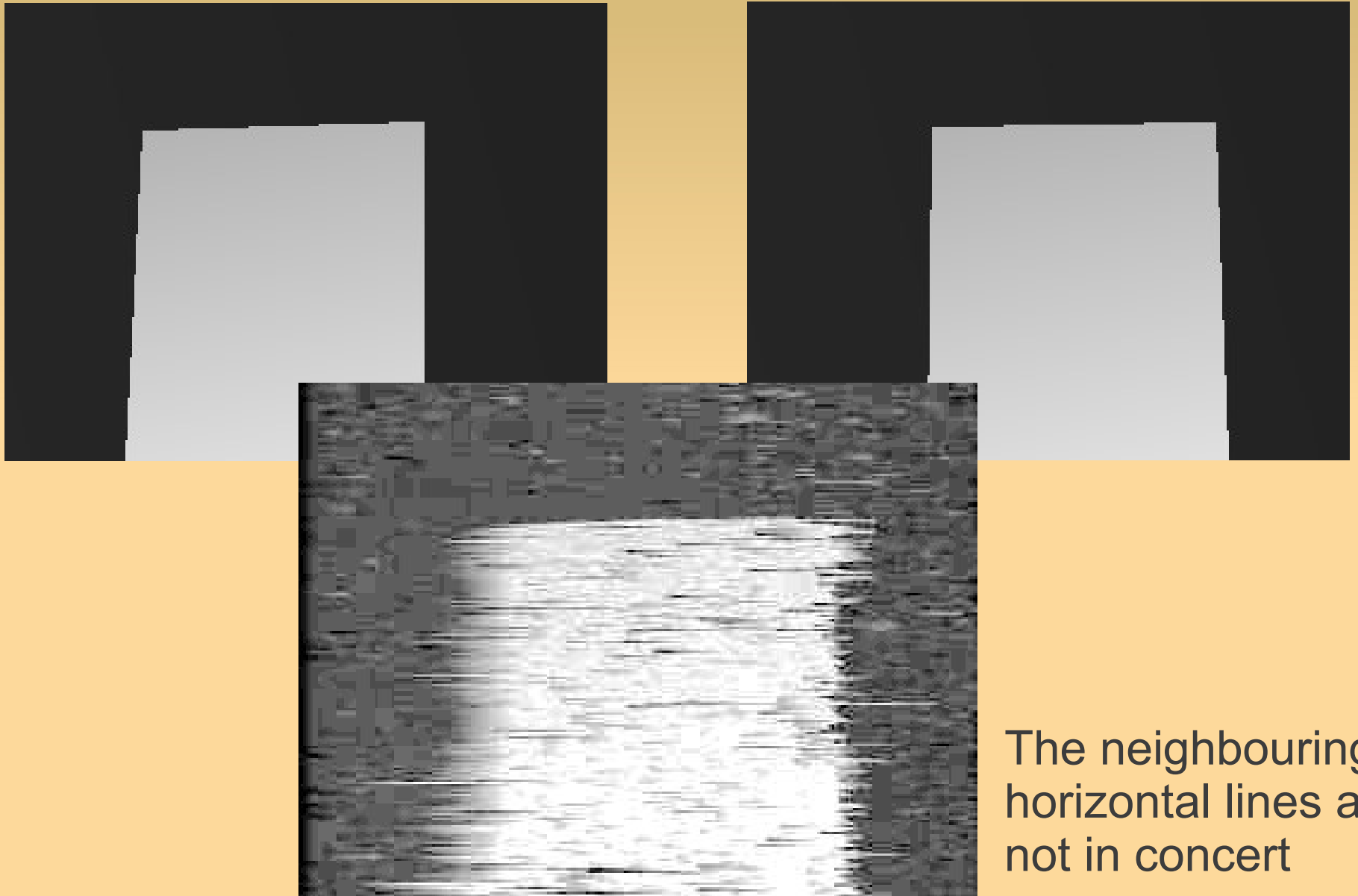
Extract each pair of horizontal lines and
Search for the corresponding pixels

Stereo Correspondence



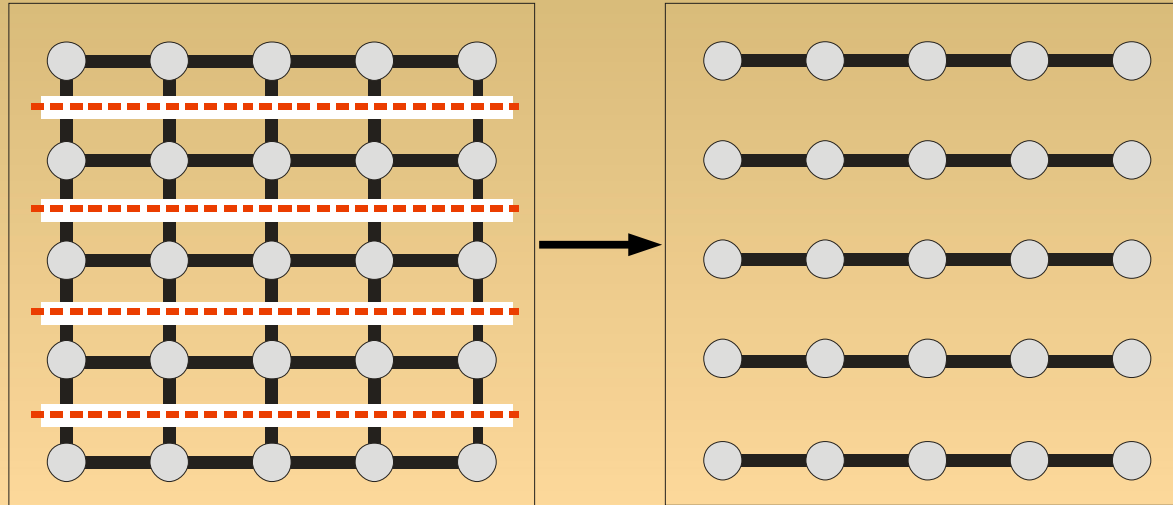
- Key idea: The lowest cost path for the rest of any sequence can only depend on what state you start from and not how you got to that state.
- Objective: Find the optimal path through grid. This is the best set of matches that satisfy the ordering constraint

Stereo Correspondence



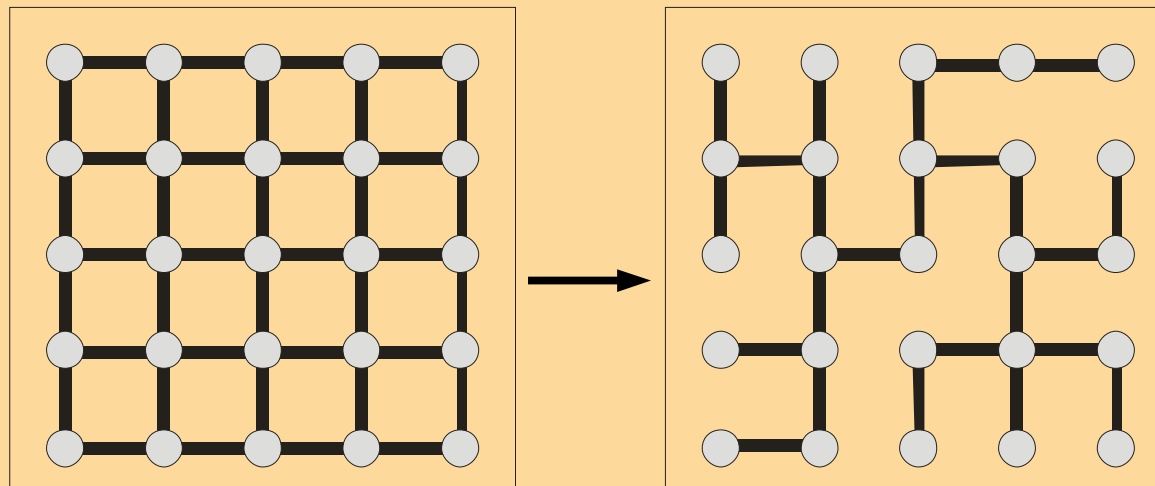
The neighbouring horizontal lines are not in concert

Stereo Correspondence



Line by line

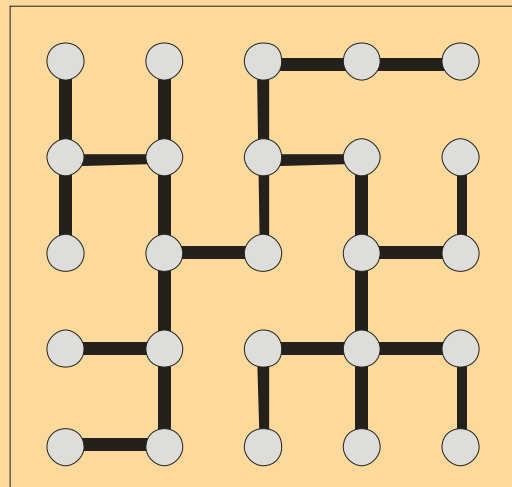
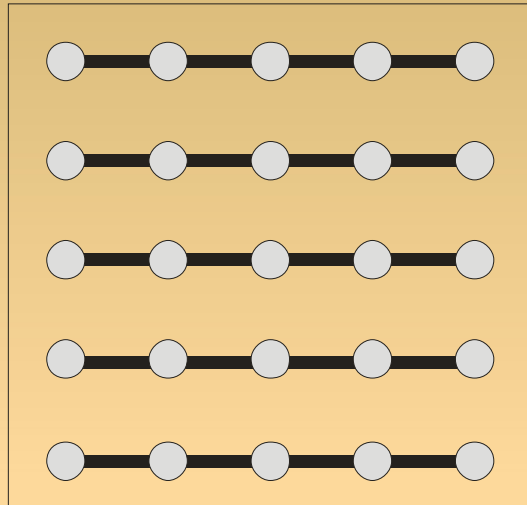
Different ways



Minimum
Spanning
Tree

(M. Bleyer)

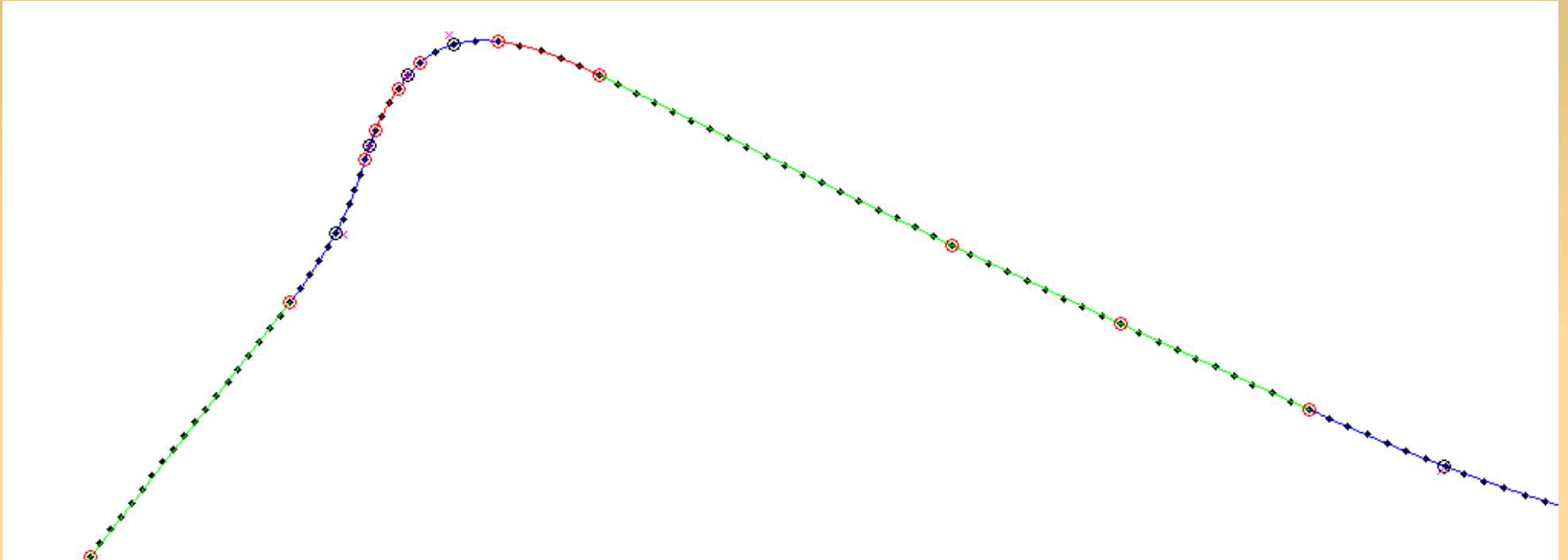
Stereo Correspondence



Examples of DP in CV

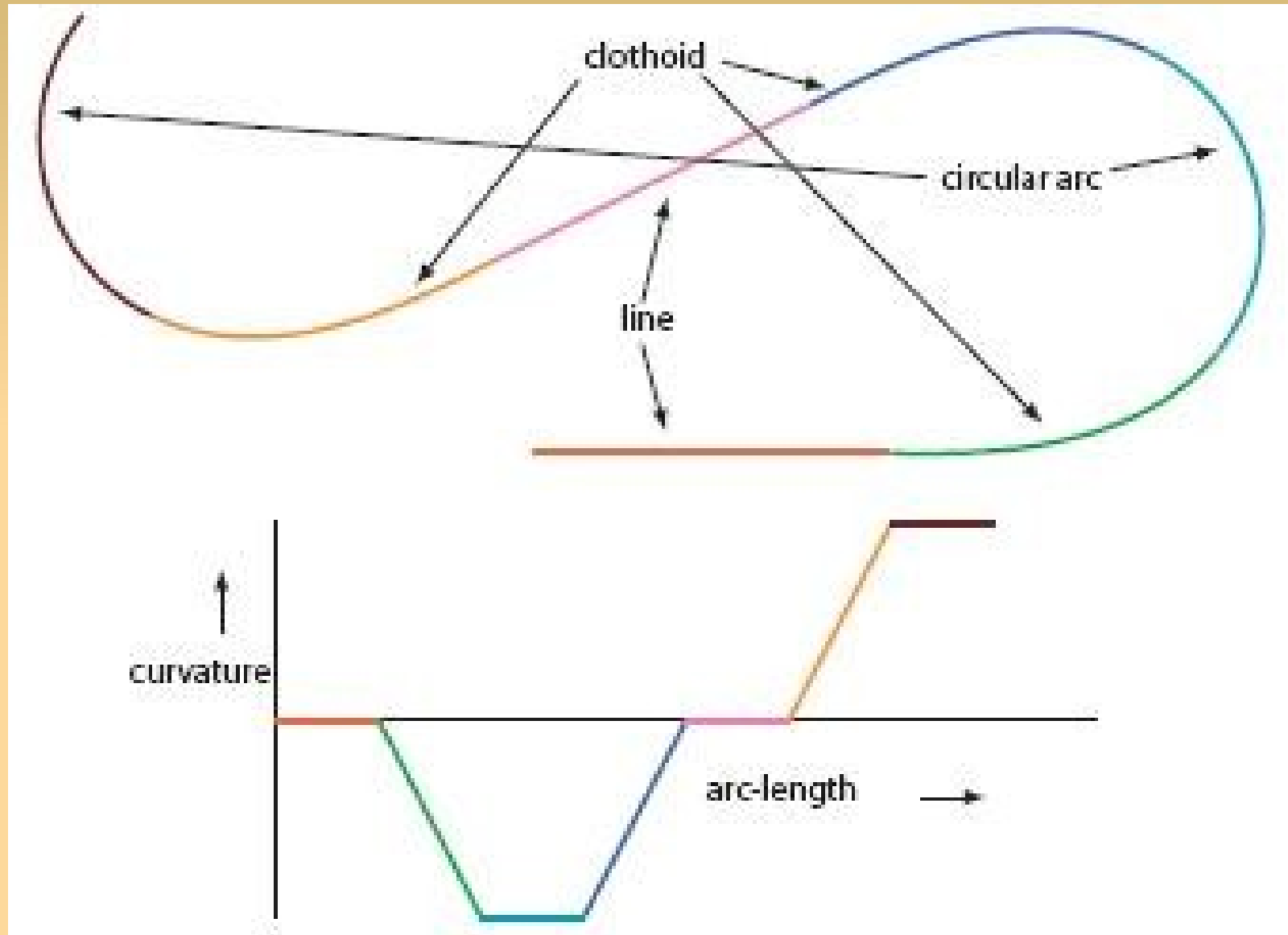
- Active contours
- Seam carving
- Cell analysis
- Stereo Correspondence
- **Trajectory approximation**
- Inpainting and quilting

Trajectory approximation



Given N points on the plane. Curve approximation using **segments**, **circles** and **clothoids** (kind of a spiral)

Trajectory approximation



Examples of DP in CV

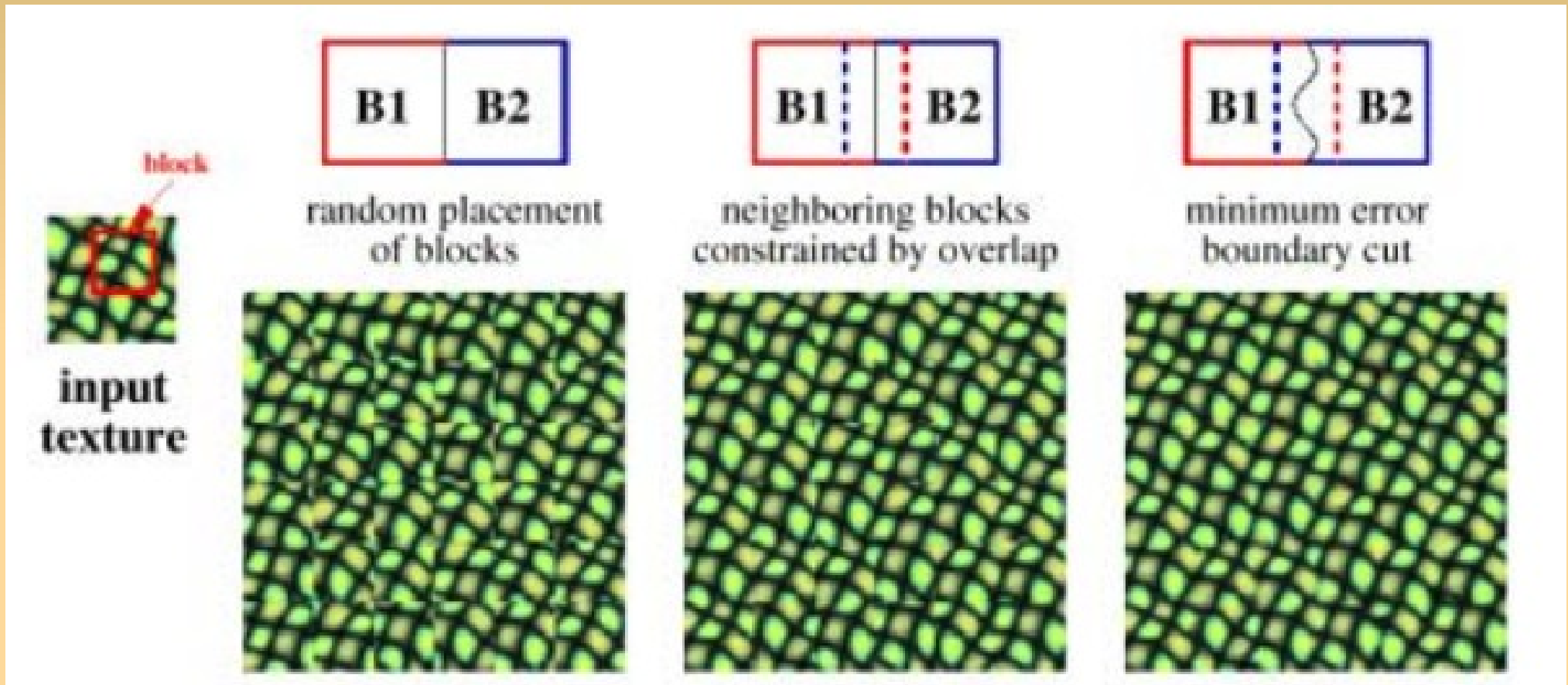
- Active contours
- Seam carving
- Cell analysis
- Stereo Correspondence
- Trajectory approximation
- **Inpainting and quilting**

Image inpainting



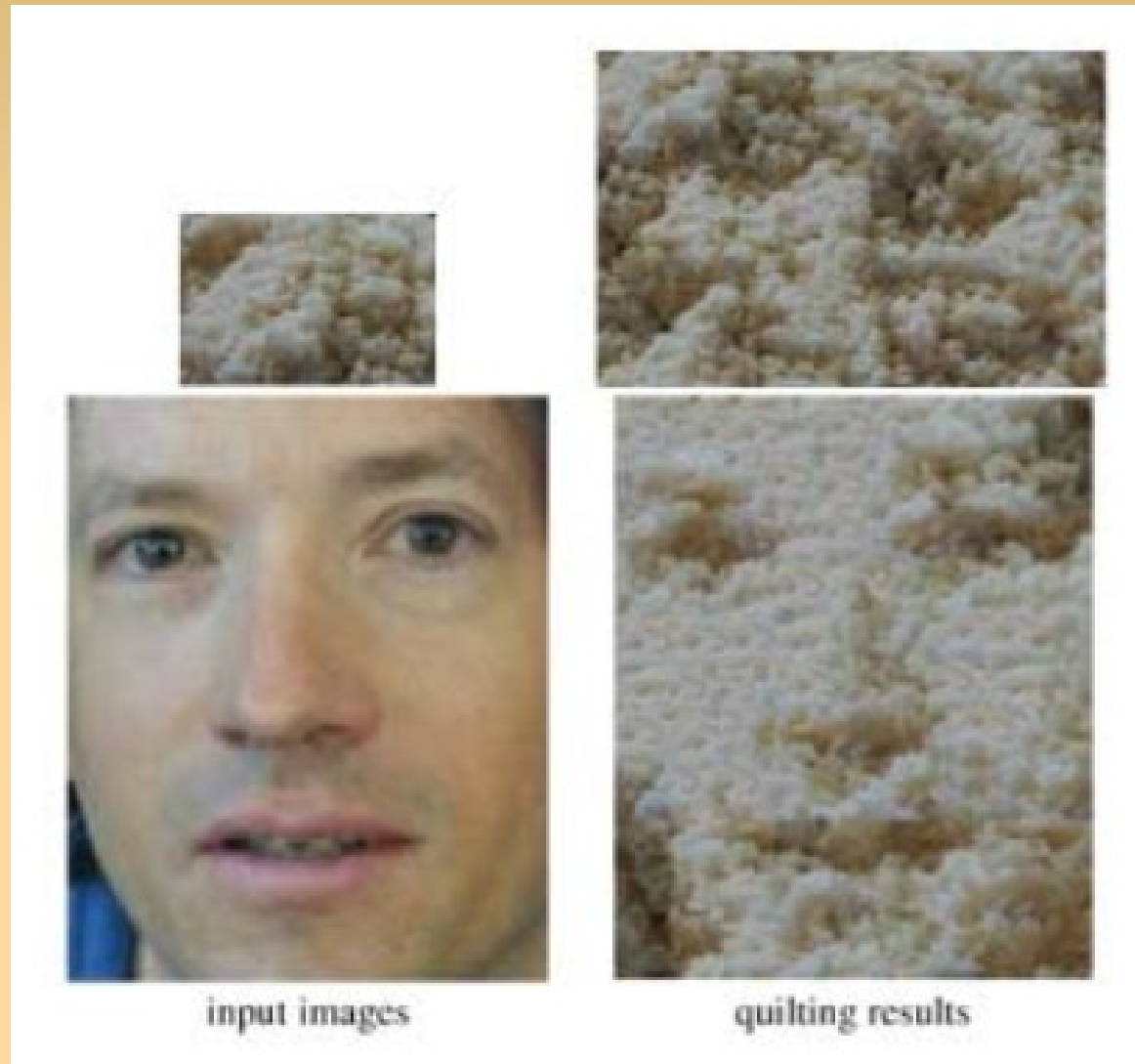
(Yury Gitman)

Image inpainting



(Efros)

Image quilting



(Efros)

Let the DP be with you

Presentation destination:
<http://pesho.me/share>