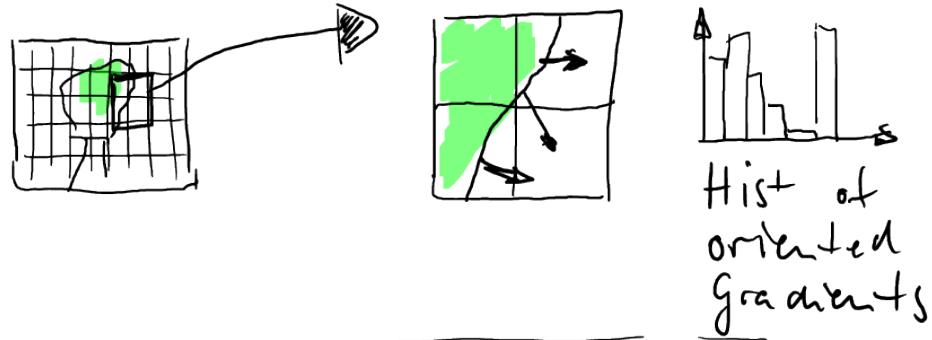


Learning from Images

Recap and Outlook
Content-Based / Sketch-based
Image / Shape Retrieval

Master DataScience
Prof. Dr. Kristian Hildebrand
khildebrand@beuth-hochschule.de

Understanding Images / Features + Markers

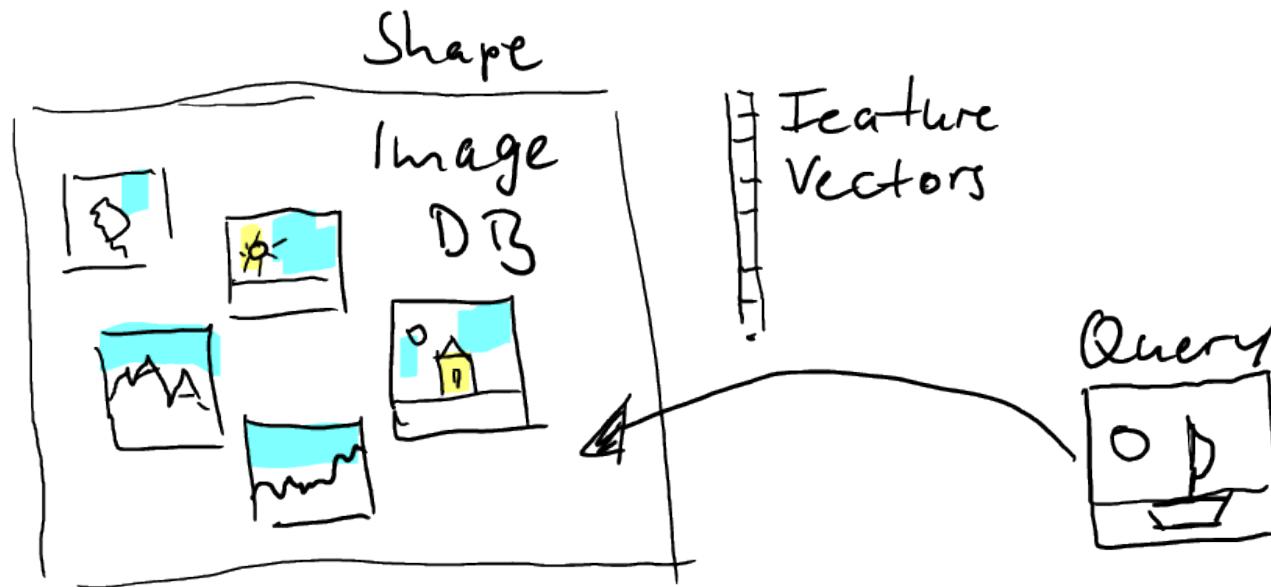


2 D Image
understanding
(Features)



Feature
matching

Understanding Images / Image Retrieval

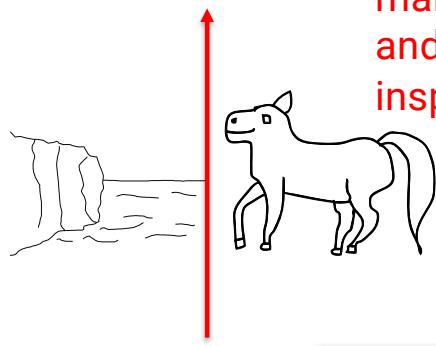


Feature Transforms: **SIFT, SURF, BRIEF, ORB, HOG ...**

Image Retrieval

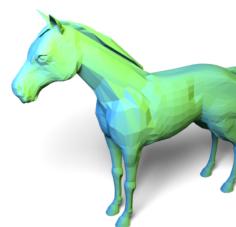
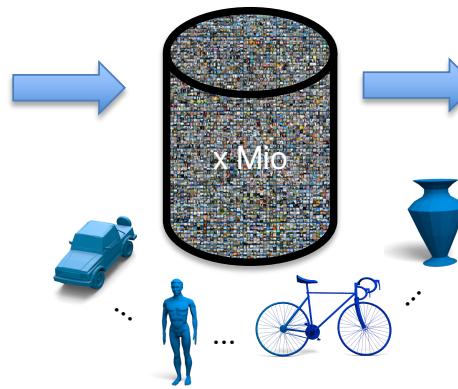
Overview

strong connection to text retrieval / many solutions, data structure and algorithms inspired by text retrieval research



~~Text~~

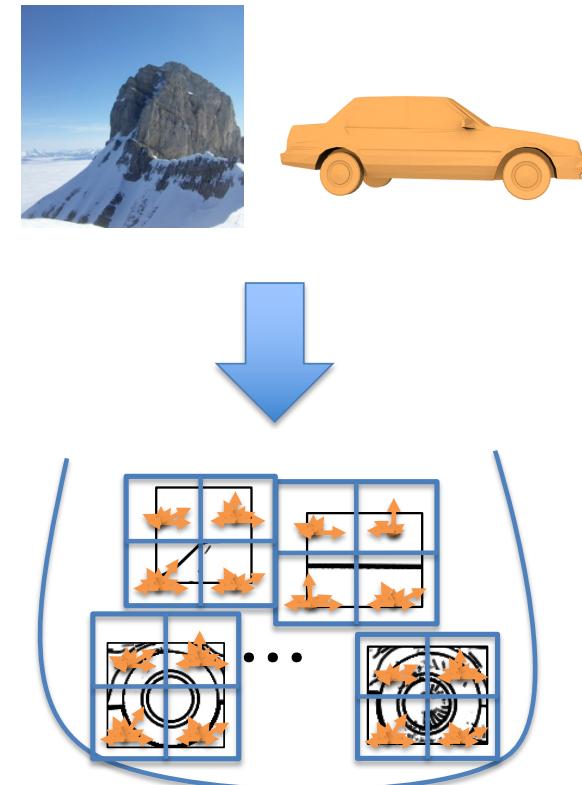
[Search](#)



Bag of features

Bag of features

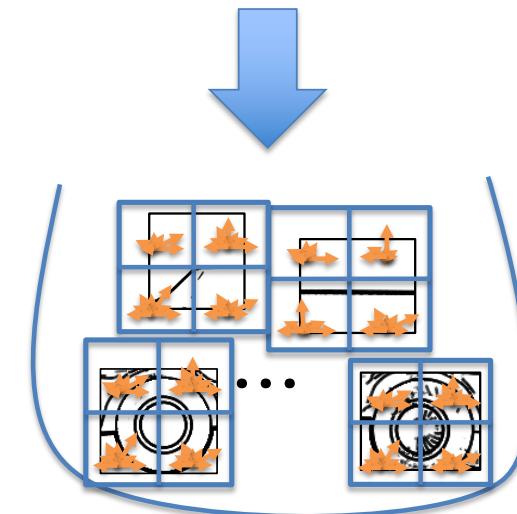
- Orderless document representation:
frequencies of words from a
dictionary



Bag-of-features [Sivic'03]

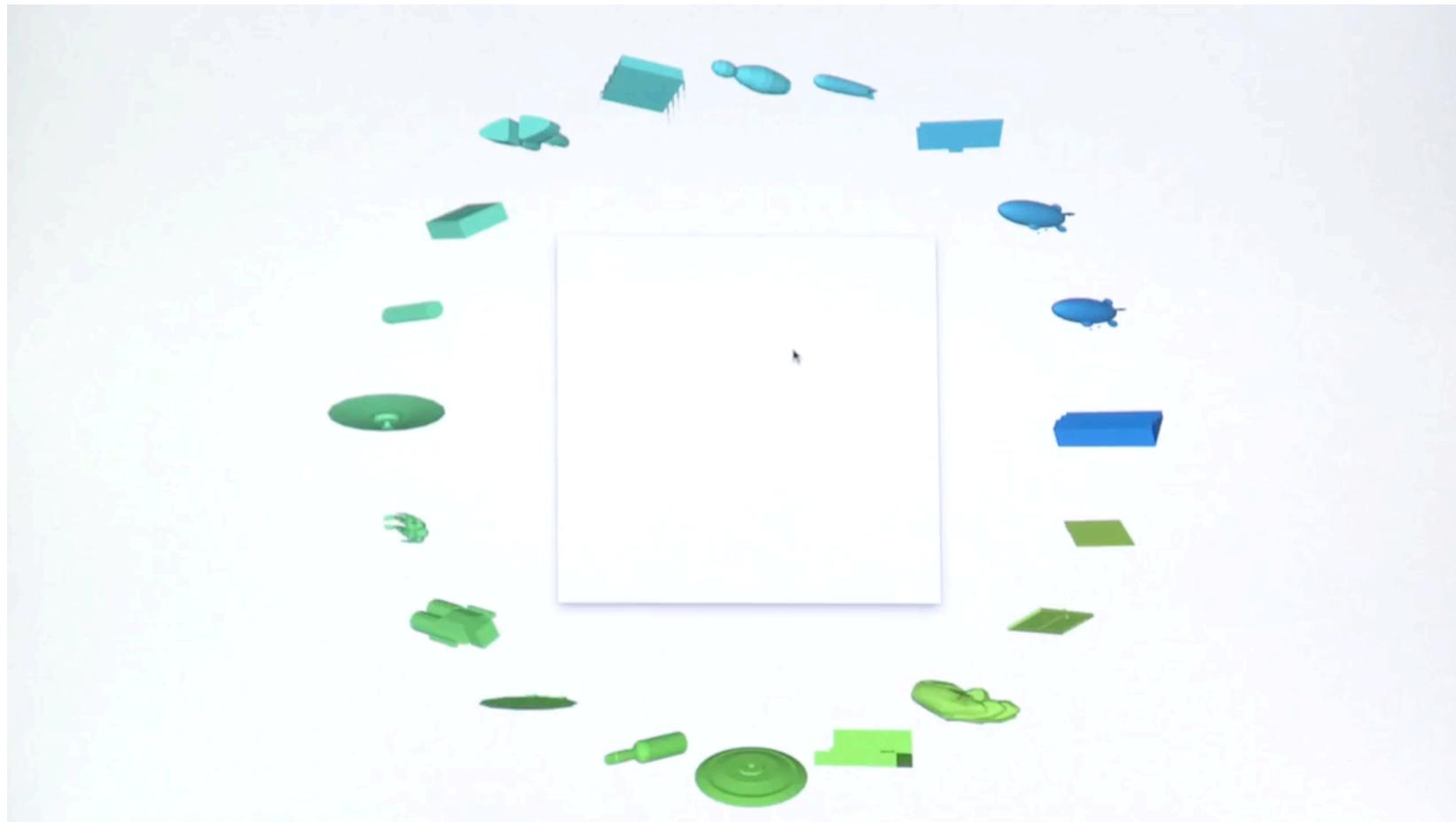
Bag of features

1. Extract features
2. Learn “visual vocabulary”
3. Quantize features using visual vocabulary
4. Represent images by frequencies of “visual words”



Sketch-based Shape Retrieval

Sketch-based Shape Retrieval. ACM Transactions on Graphics, Proc. SIGGRAPH 2012.
Eitz, Mathias, Richter, Ronald, Boubekeur, Tamy, Hildebrand, Kristian and Alexa, Marc.



Why Sketch-Based?

3D warehouse



- Problems:
 - vehicle, jeep, truck, pickup, ...
 - no keyword attached to model

Why Sketch-Based?

- Easy to sketch, difficult to describe

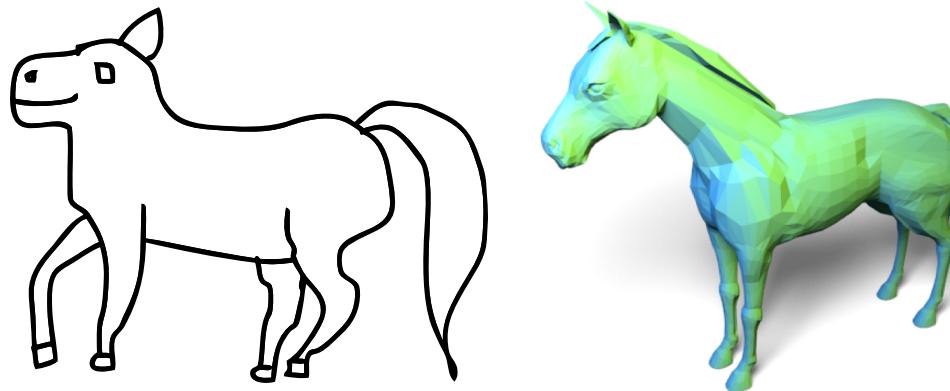


Why Sketch-Based?

- Easy to sketch, difficult to describe



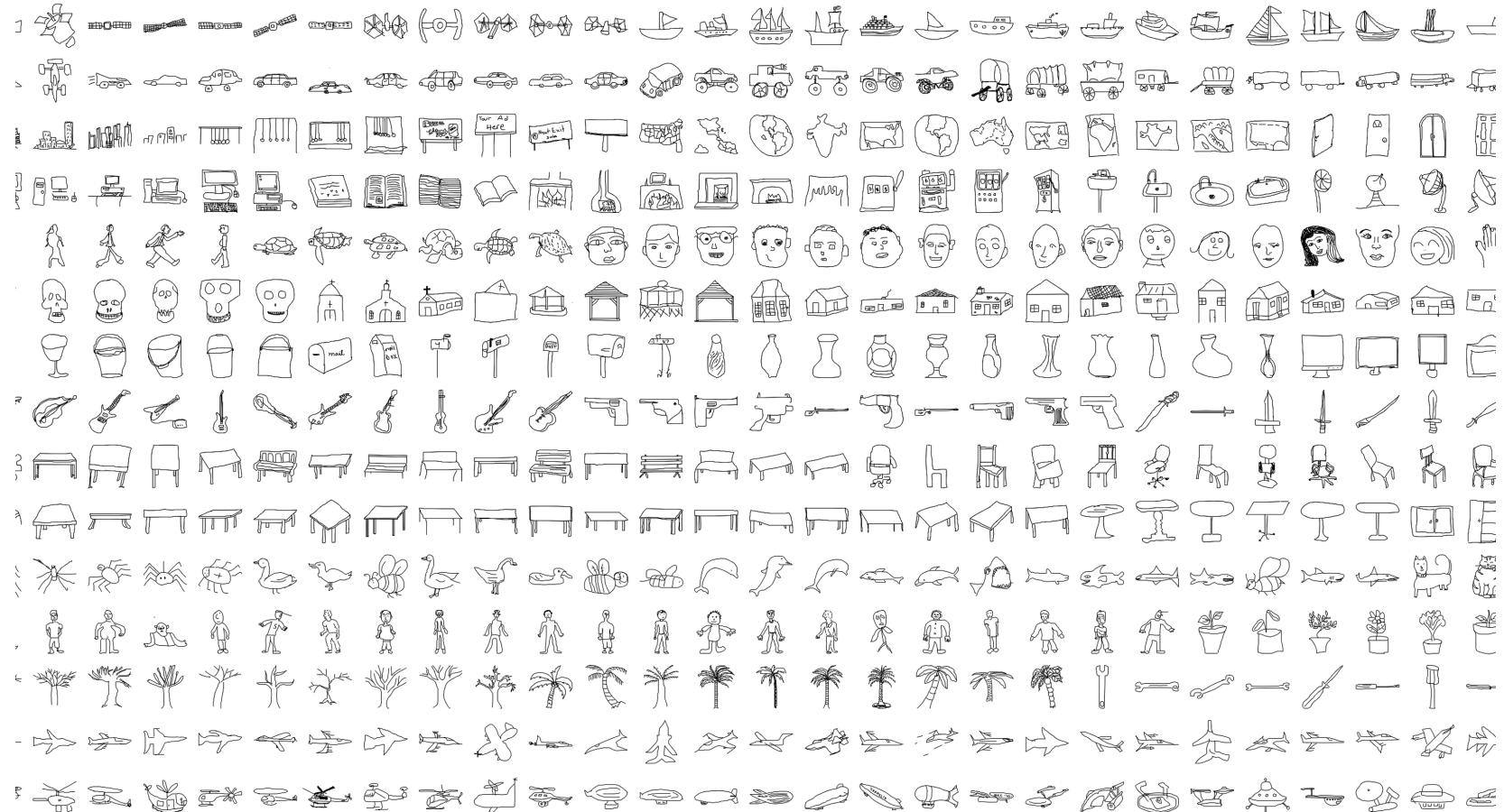
Challenges



- What to match the sketch lines against?
- Sketch is a projection, information lost
- Need to support all possible viewing directions
- Handle extreme abstraction/exaggeration

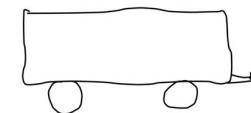
How Do Humans Sketch for Shape Retrieval?

- Questions:
 - Type of lines humans draw, are outlines enough? [Chen 2003]
 - Consistent quality?
 - Realistic/abstract?
- User study on Amazon Mechanical Turk
 - Interactive drawing tool
 - Asked for a total of ~2,000 sketches in 90 categories
 - Categories from Princeton Shape Benchmark [Shilane 2003]



How Do Humans Sketch for Shape Retrieval?

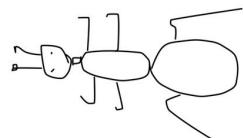
- Large variety of sketching styles:



outlines



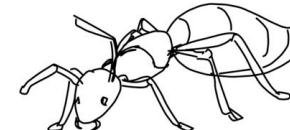
interior lines



abstract



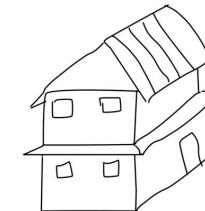
realistic



no perspective

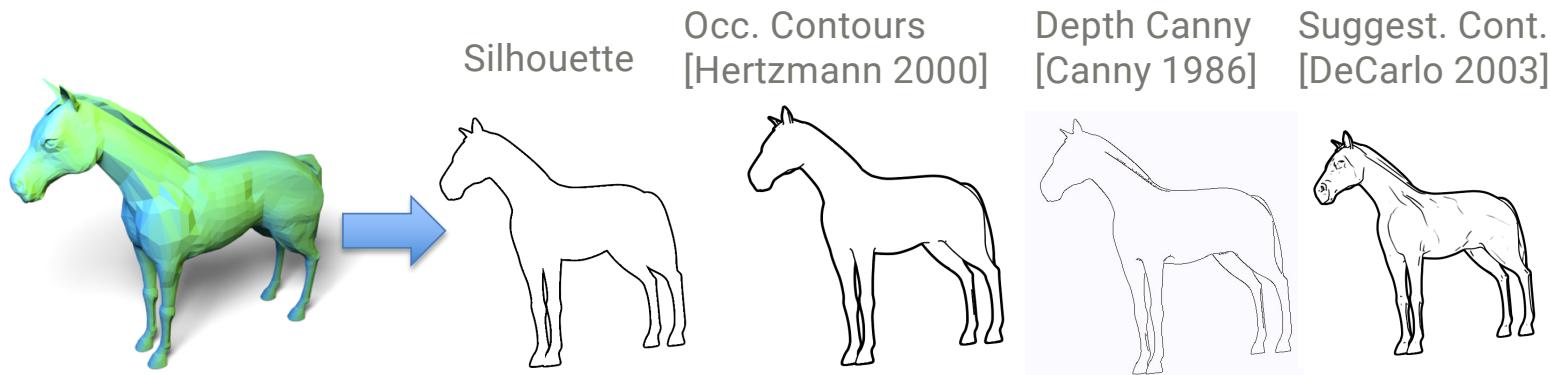
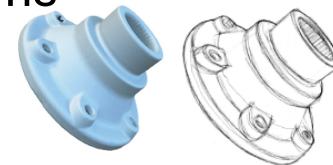


perspective

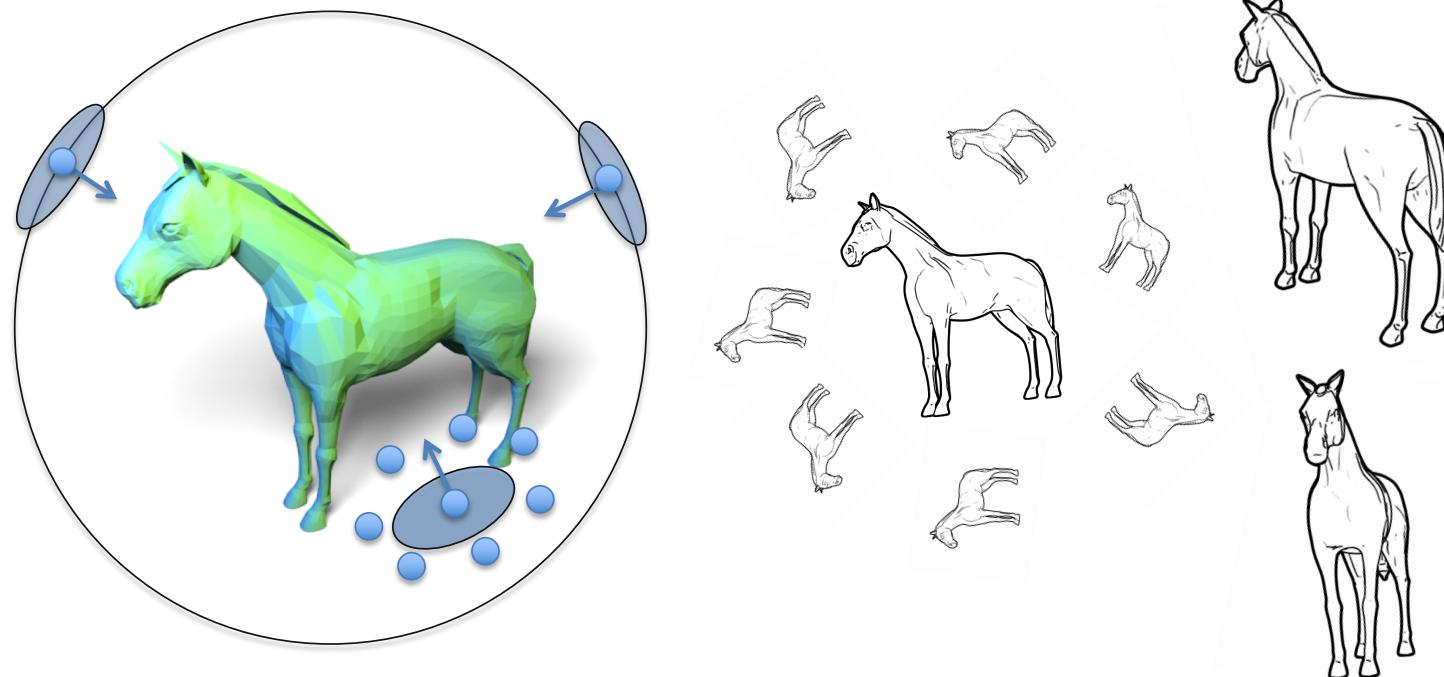


View-Based Approach

- View-based instead of direct matching to 3D shape
 - [Bülthoff'92]: humans represent shapes using 2D views
 - [Cole'07]: 90% of lines explained by NPR algorithms



View Generation

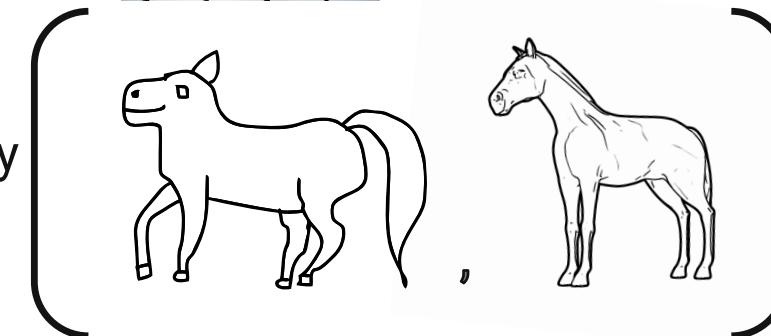


Similarity Measure

Image-based retrieval



similarity



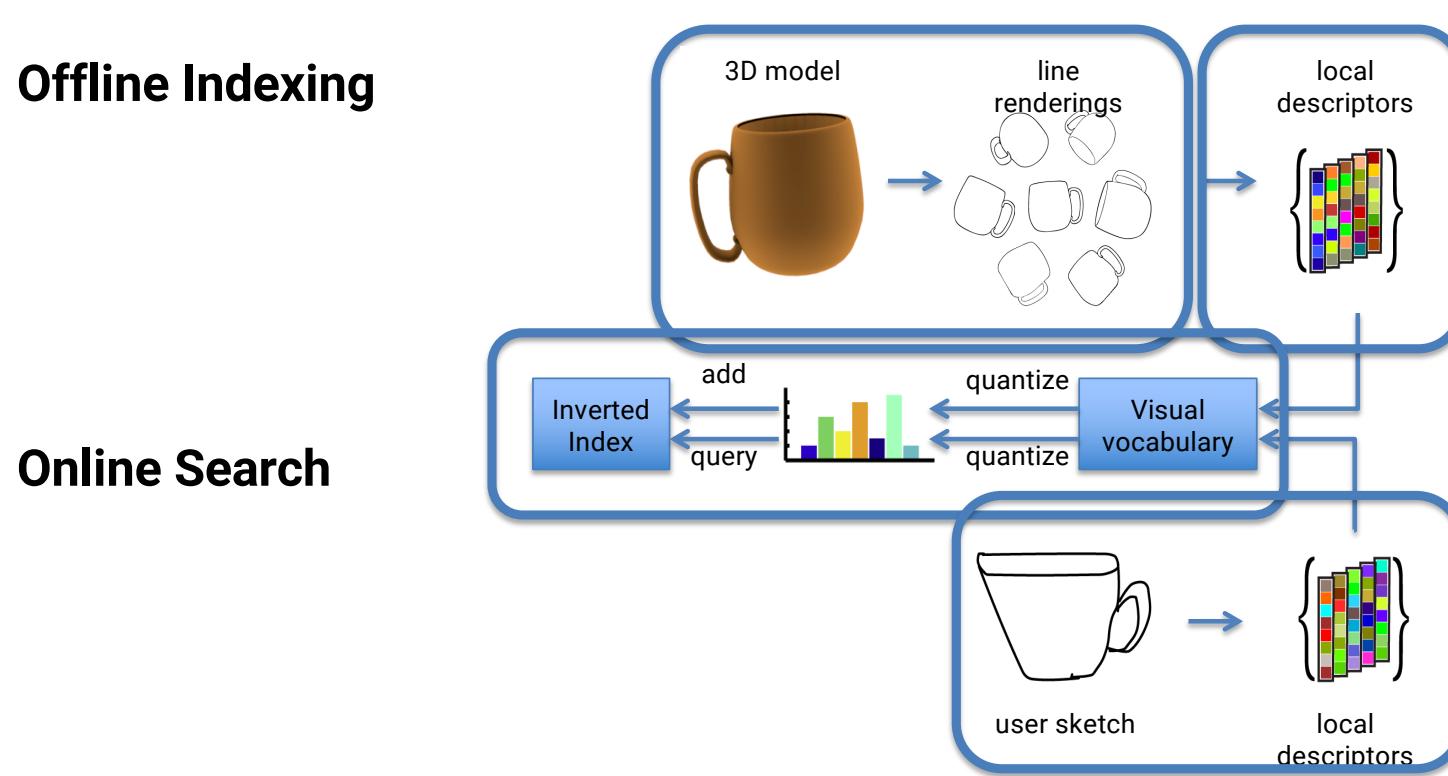
Requirements:

- Tolerate local and global deformations
- Support partial matching
- Fast and efficient



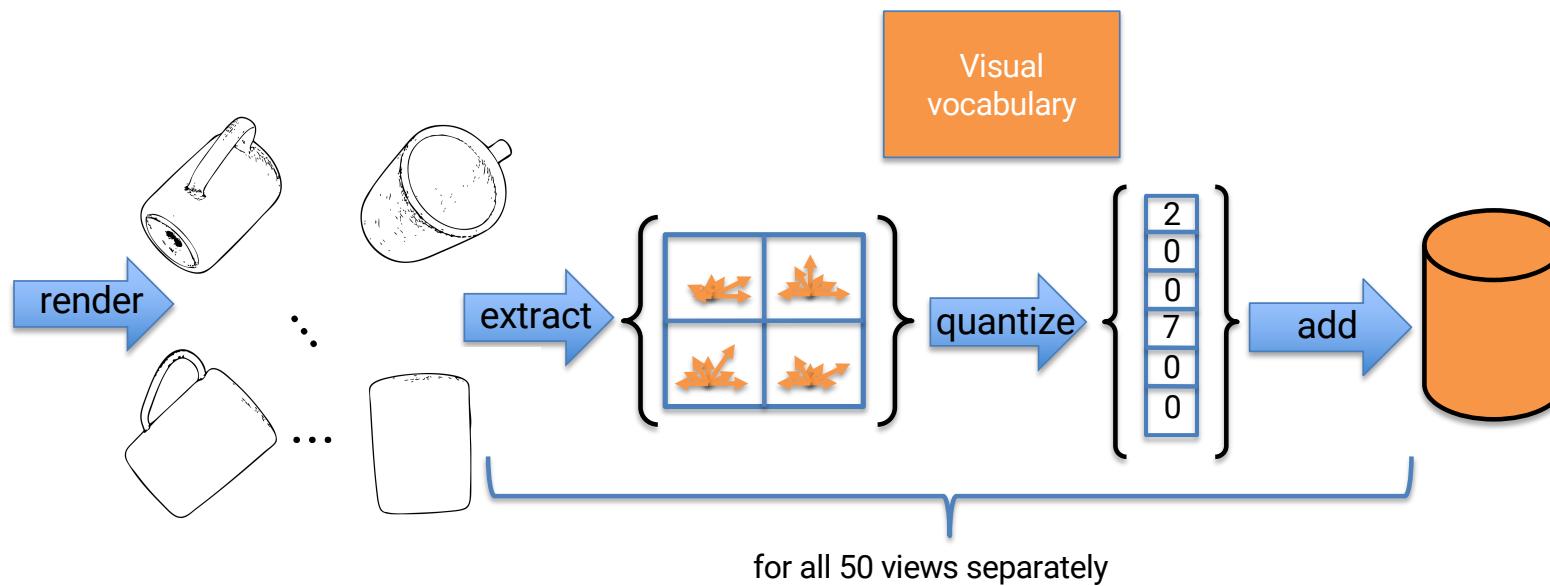
Need appropriate feature transform (descriptor)

Overview Computing Pipeline



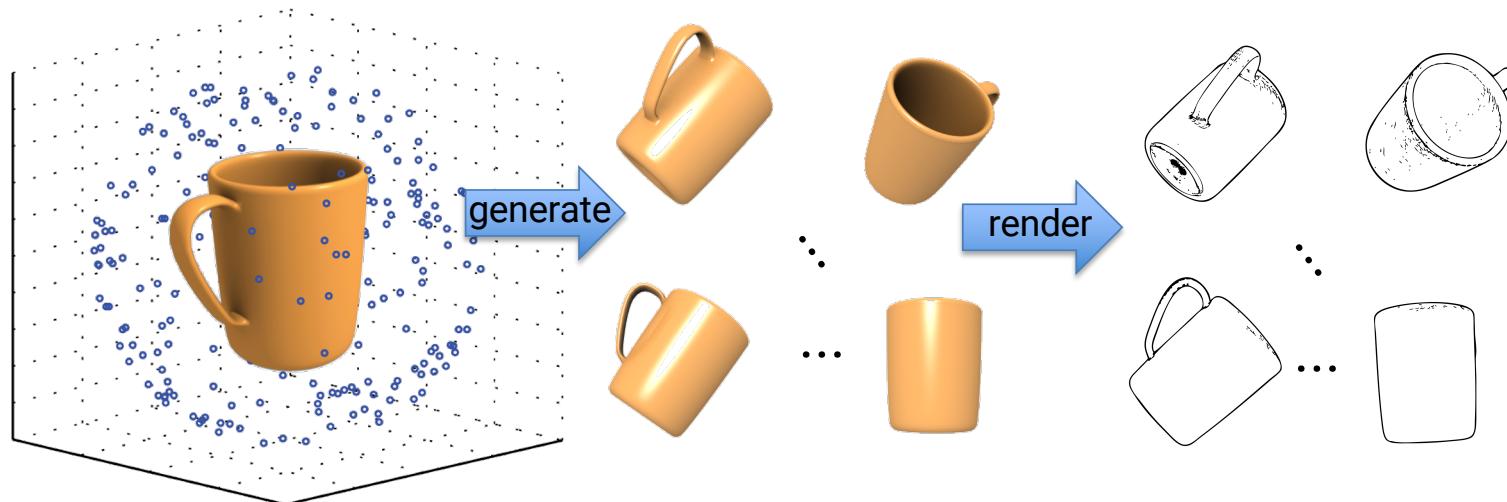
Offline Indexing

Offline indexing



Offline indexing

- Uniformly sample bounding sphere: 50 samples



Feature Transform

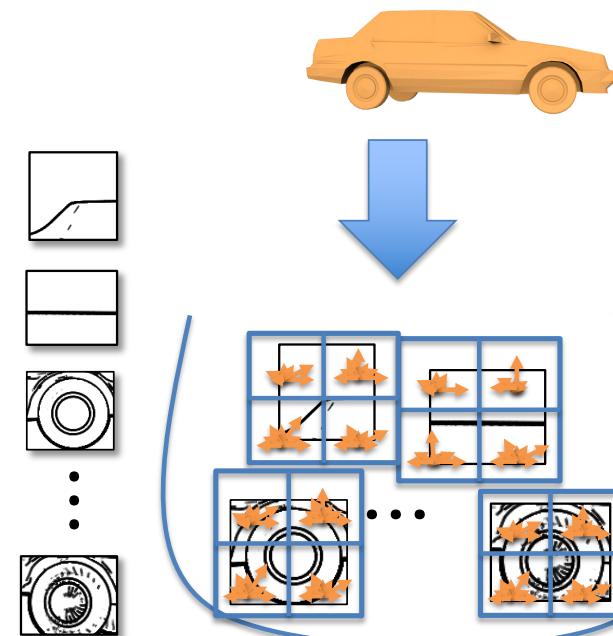
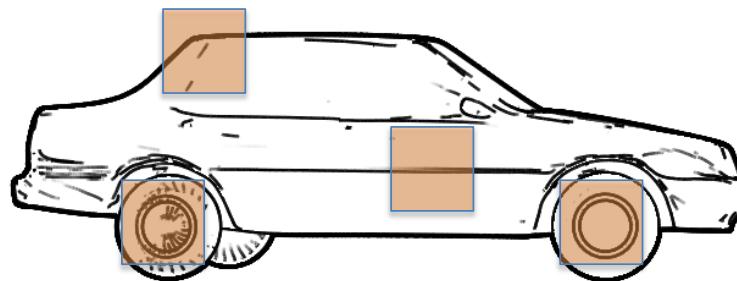
Which feature transforms do we know already?

What are their properties?

Where do we extract them?

Local features over all images

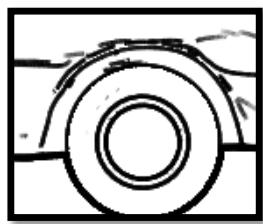
- Independent local features allow for:
 - translation invariance
 - partial matching
 - standard search data structures



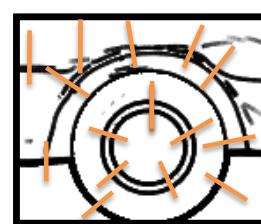
Bag-of-features [Sivic'03]

Offline indexing: features

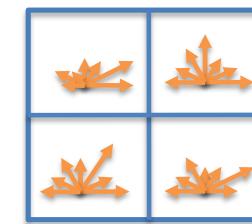
(1) Extract local region



(2) estimate orientations



(3) distribution of orientations

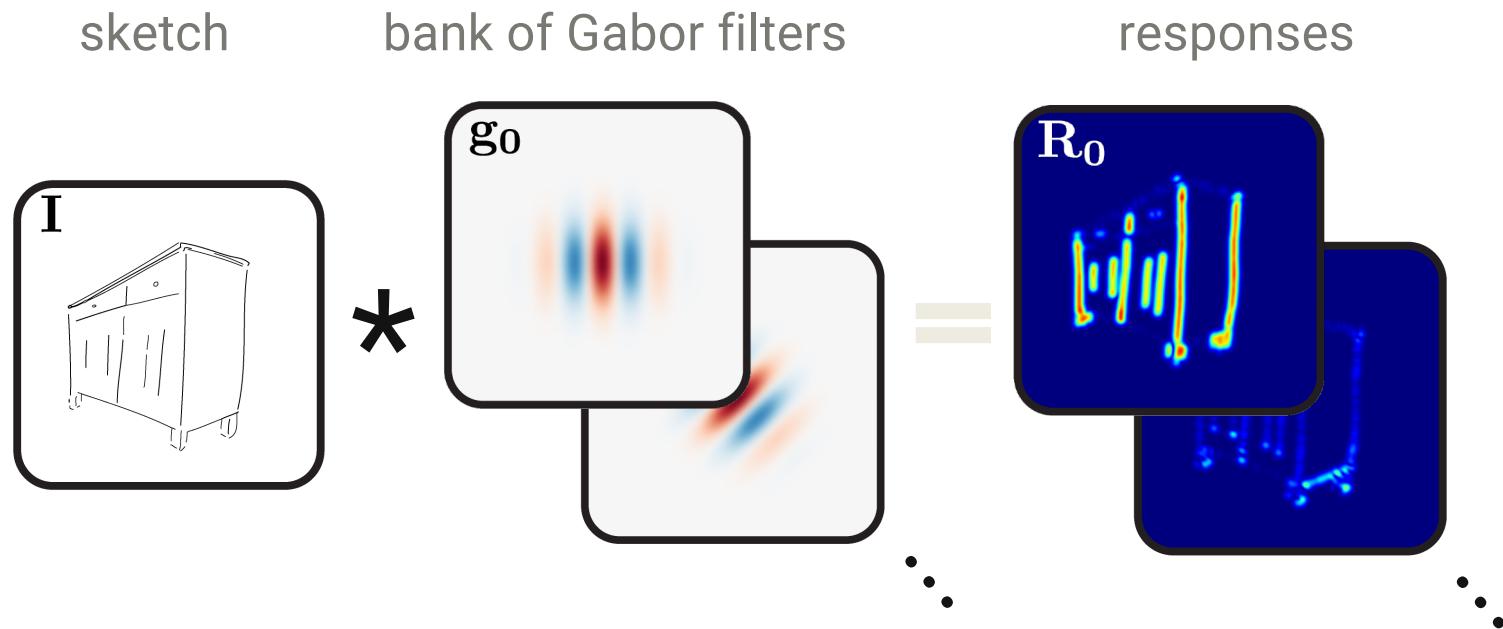


4x4 spatial, 8 radial bins

- No directionality information in gradients
- Binned distribution invariant to small deformations

Feature Transform for Sketches

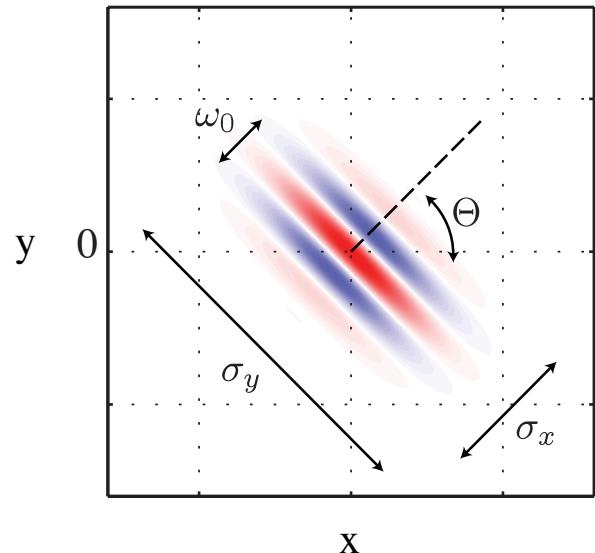
Yet another local Feature Extraction



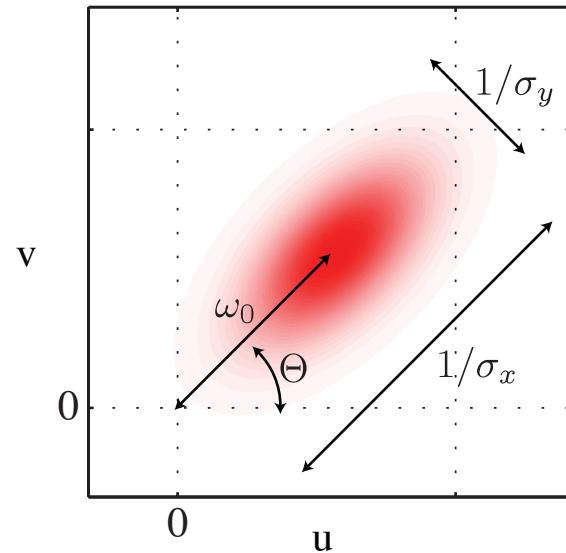
Sketch-based Shape Retrieval. ACM Transactions on Graphics, Proc. SIGGRAPH 2012.
Eitz, Mathias, Richter, Ronald, Boubekeur, Tamy, Hildebrand, Kristian and Alexa, Marc.

Local Feature Extraction: Gabor Filter

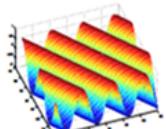
spatial domain



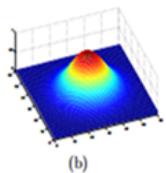
frequency domain



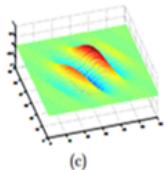
Gabor Filter Details



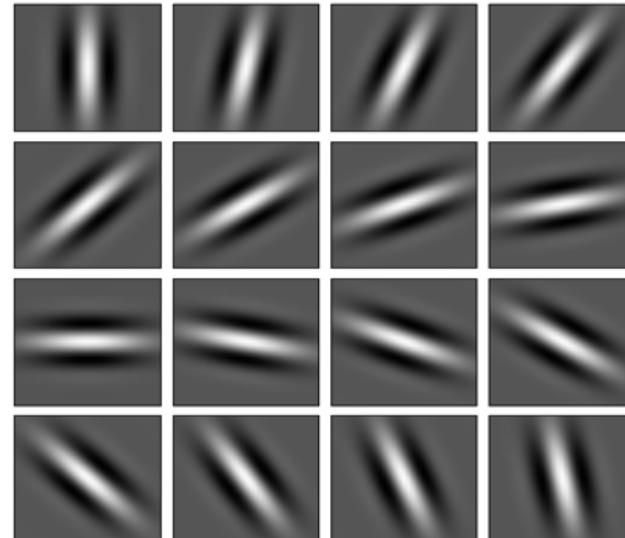
A Sinusoid oriented 30° with X-axis



A 2-D Gaussian



The corresponding 2-D Gabor filter



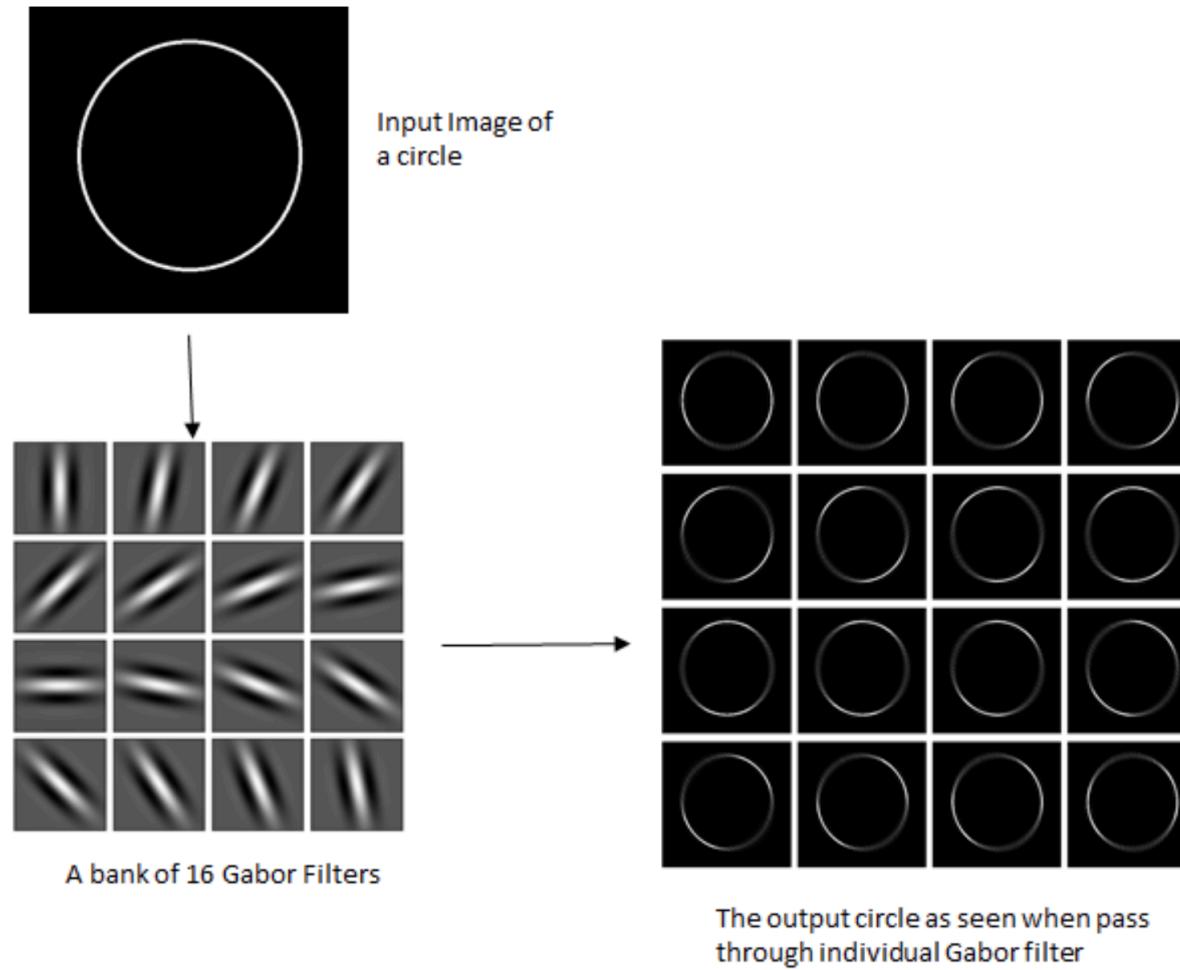
a



b

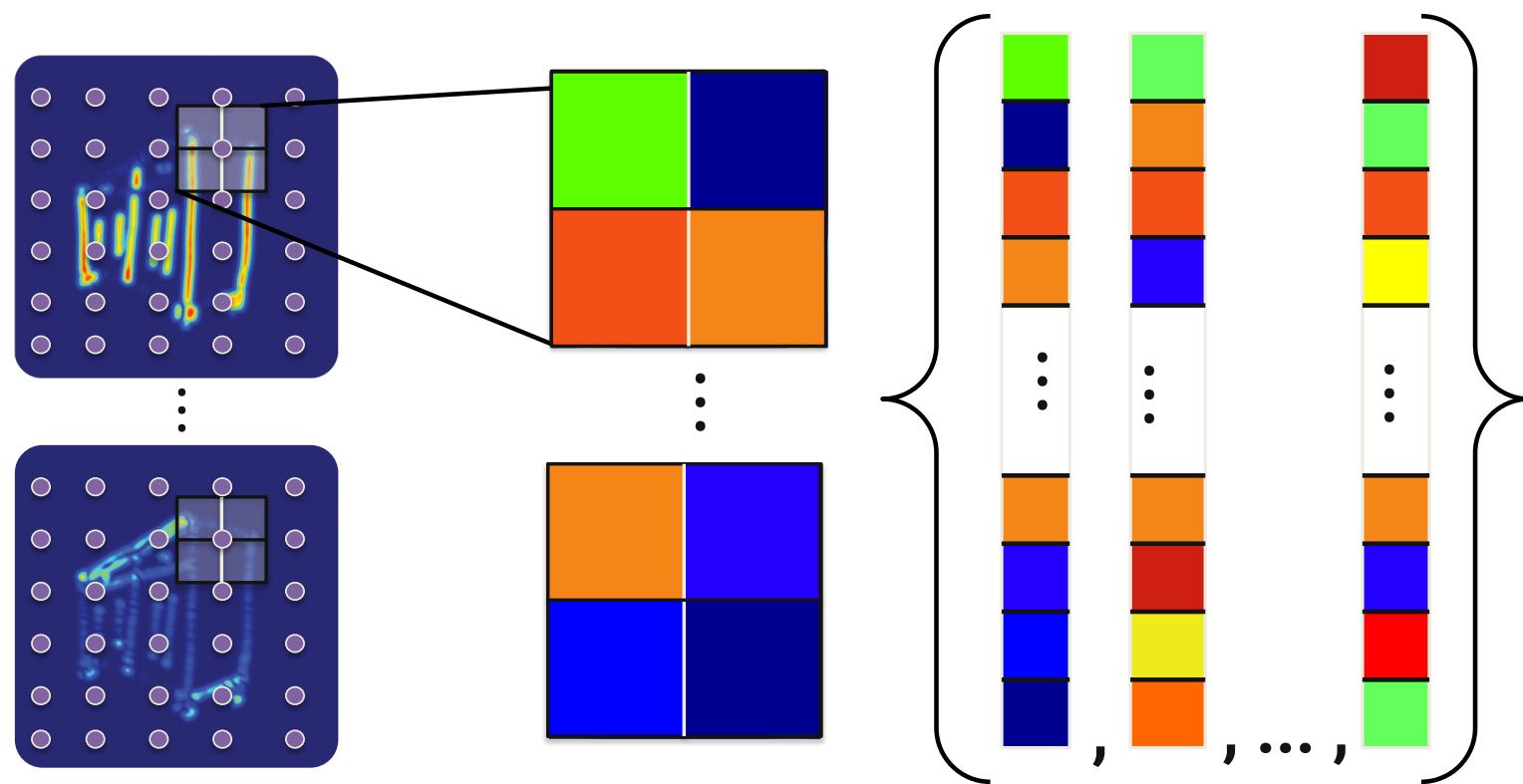
https://medium.com/@anuj_shah/through-the-eyes-of-gabor-filter-17d1fdb3ac97

Gabor Filter Details



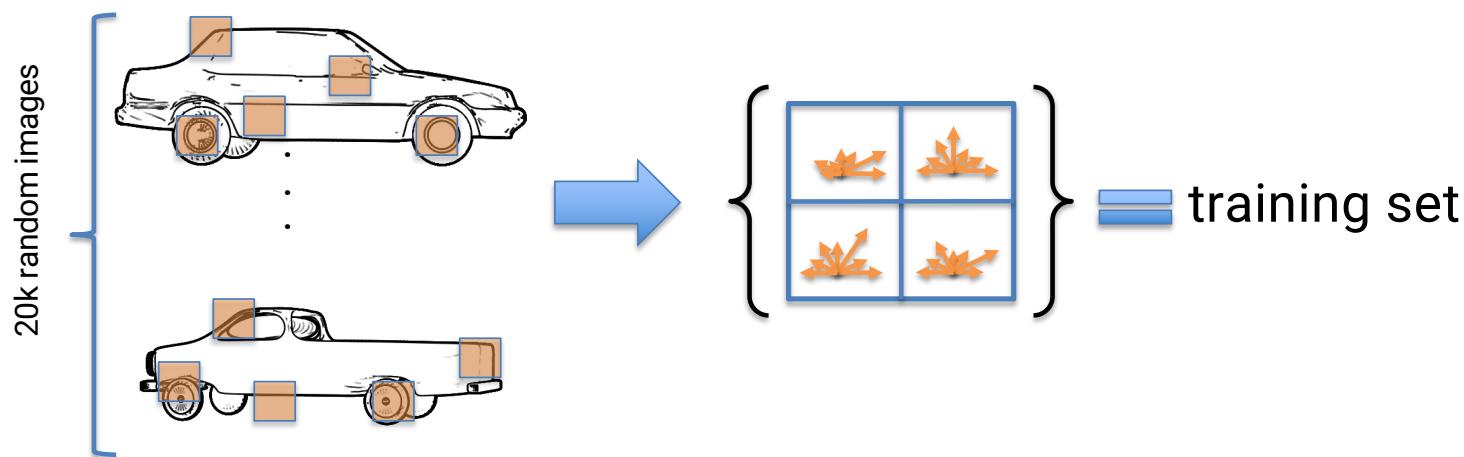
https://medium.com/@anuj_shah/through-the-eyes-of-gabor-filter-17d1fdb3ac97

Local Feature Extraction (uniform keypoints)

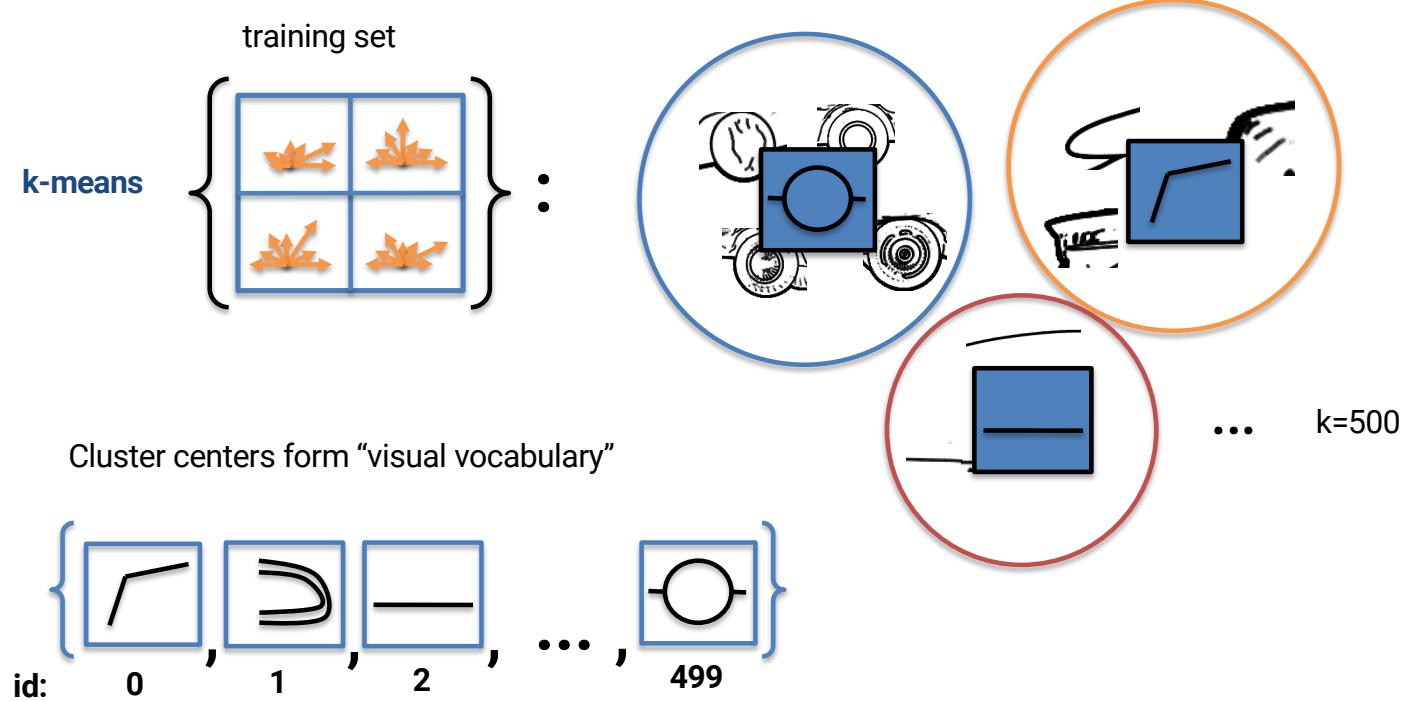


Offline indexing: visual vocabulary

- 20k images (sampled from 50 views each of 2k models)
- 500 local features each
 - Training set size: 10 million local features

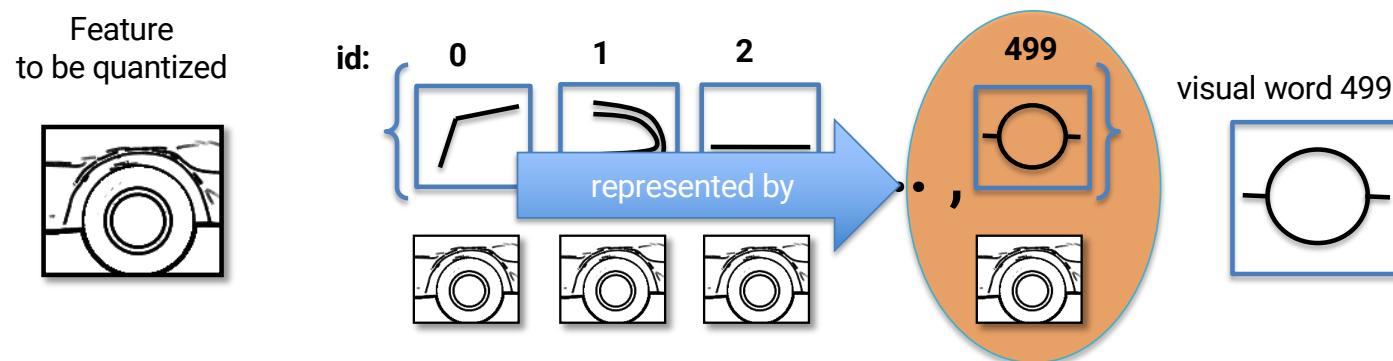


Offline indexing: visual vocabulary

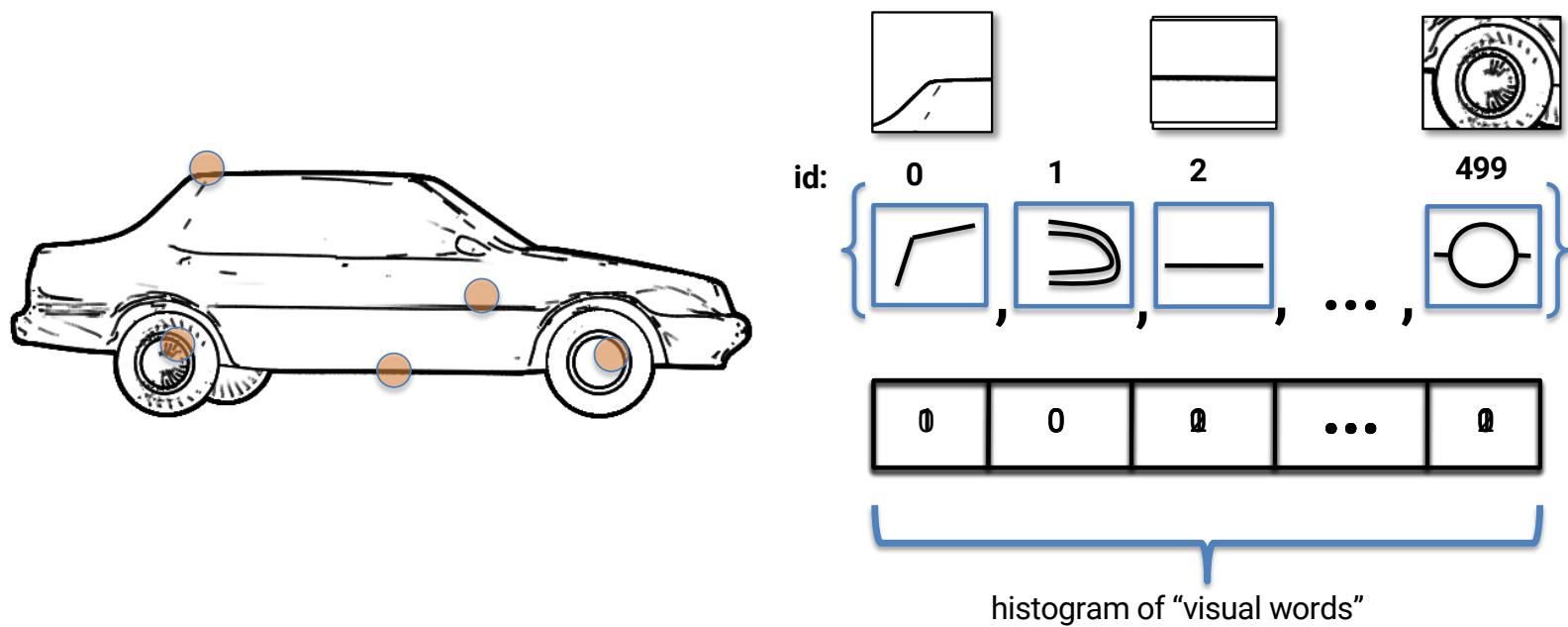


Offline indexing: quantization

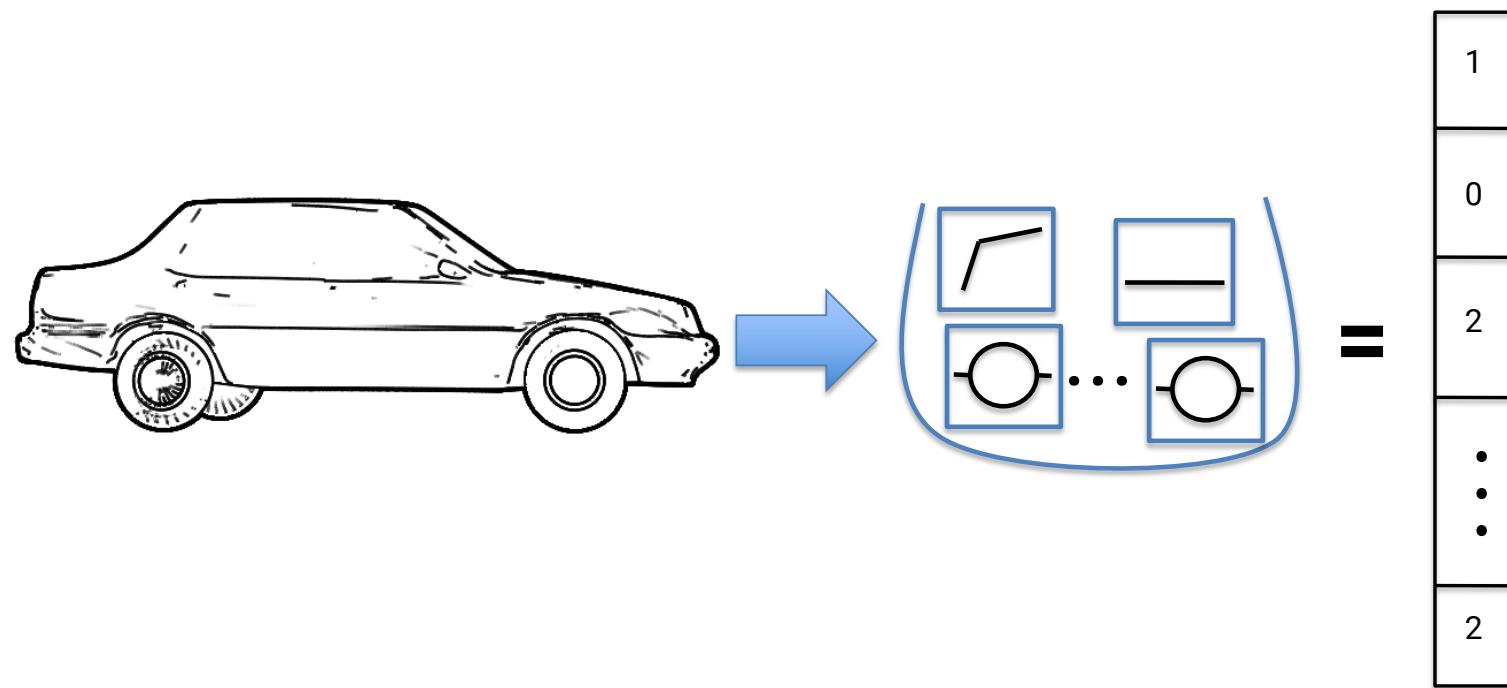
- Quantization allows for
 - More compact representation
 - Grouping of perceptually similar features



Offline indexing: representation



Offline indexing: representation



Inverted Index

Inverted Index – Information Retrieval DS

- Data structure for search engine algorithms
- **Goal:**
 - optimize speed of the query
 - find ‘documents’ (image) where word (descriptor vector) ‘foobar’ occurs
- **Forward index**
 - stores a list of words for each document

Document	Words
doc0	cat, the, world
doc1	cat, has, answer
doc2	cat, world, has

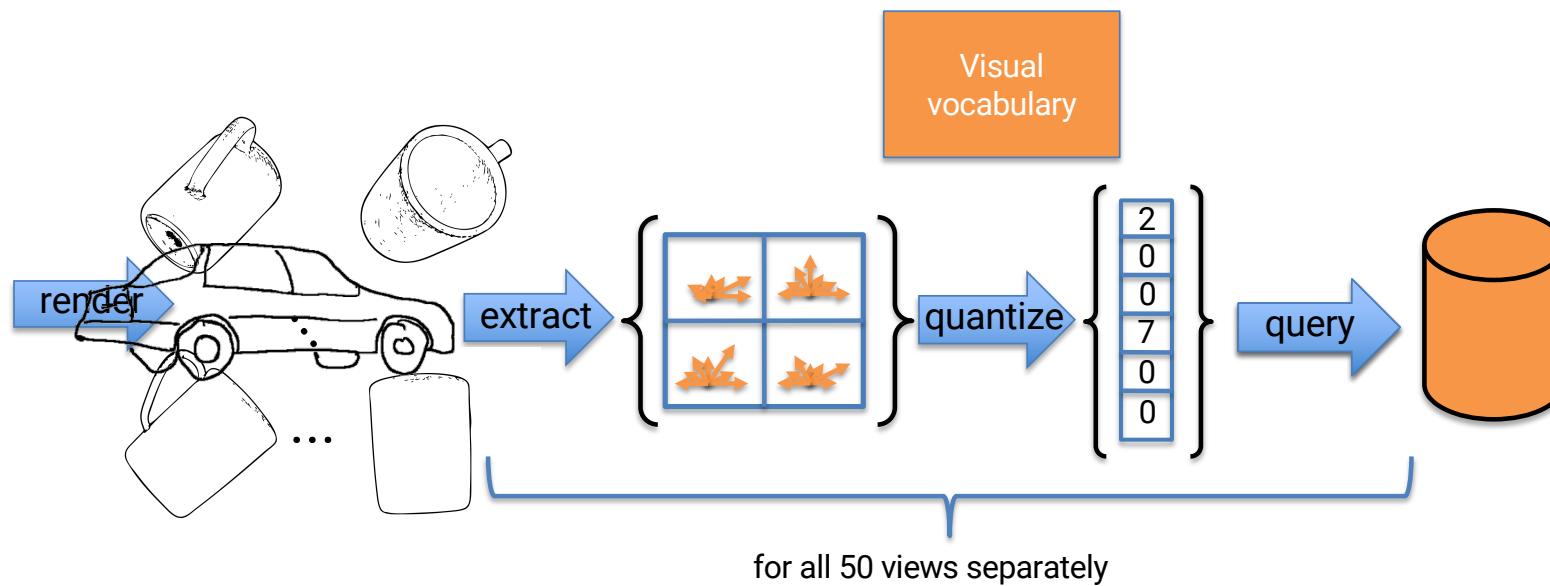
Inverted Index – Information Retrieval DS

- **Querying forward index requires linear search** through all documents + their words (billions)
- Inverted index lists the documents per word

Words	Documents
cat	doc0, doc1, doc2
the	doc0
world	doc0, doc2
has	doc1, doc2
answer	doc1
...	

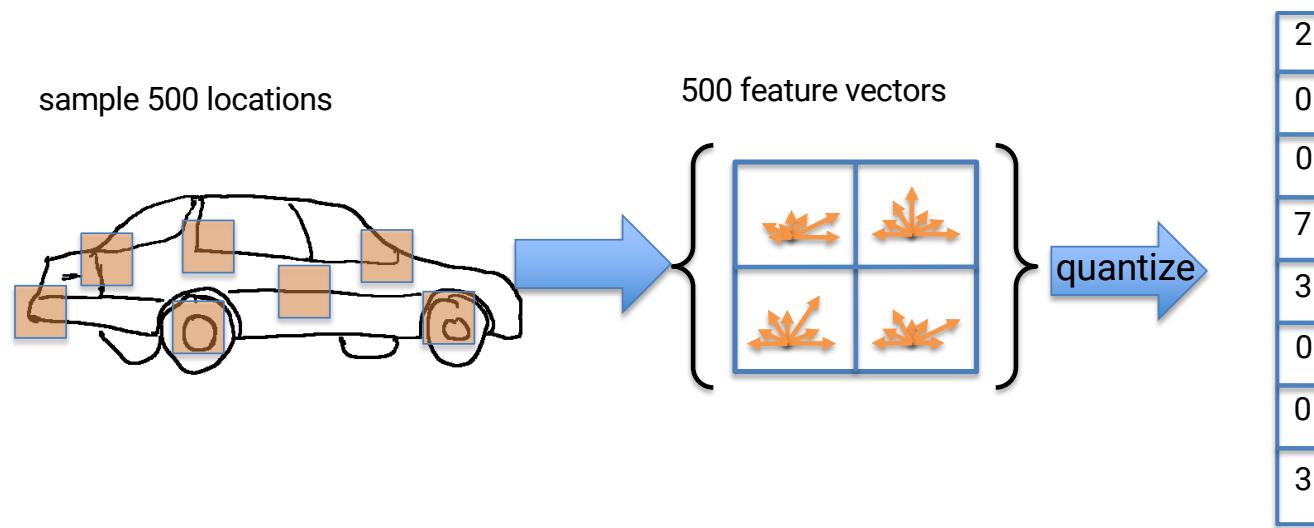
- With the inverted index the query can now be resolved by jumping to the word ID

Online search



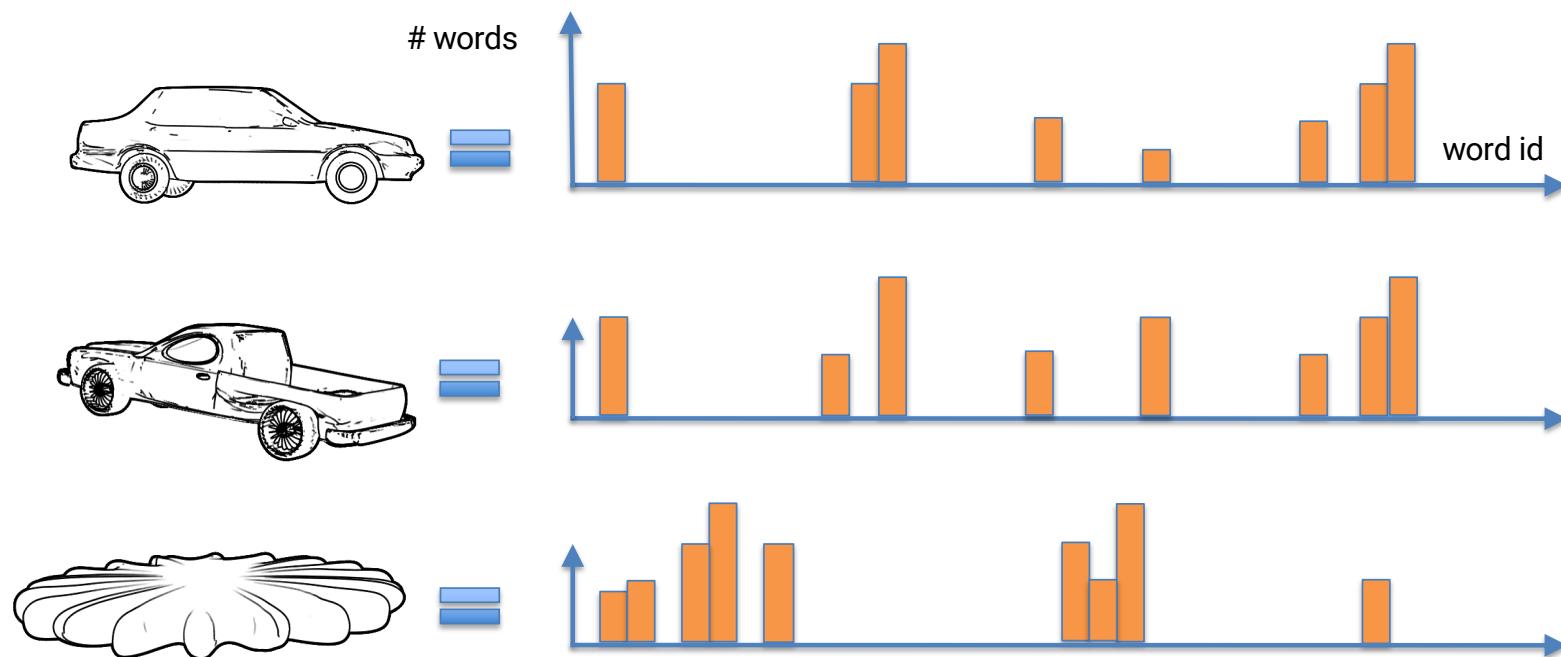
Online Search

Online Search



Online search

- Images as (sparse) histograms of visual words



Tf-idf

- each document is represented by a vector of word frequencies
- usual to apply a weighting to the components of this vector
- standard weighting is known as term frequency-inverse document frequency (tf-idf)

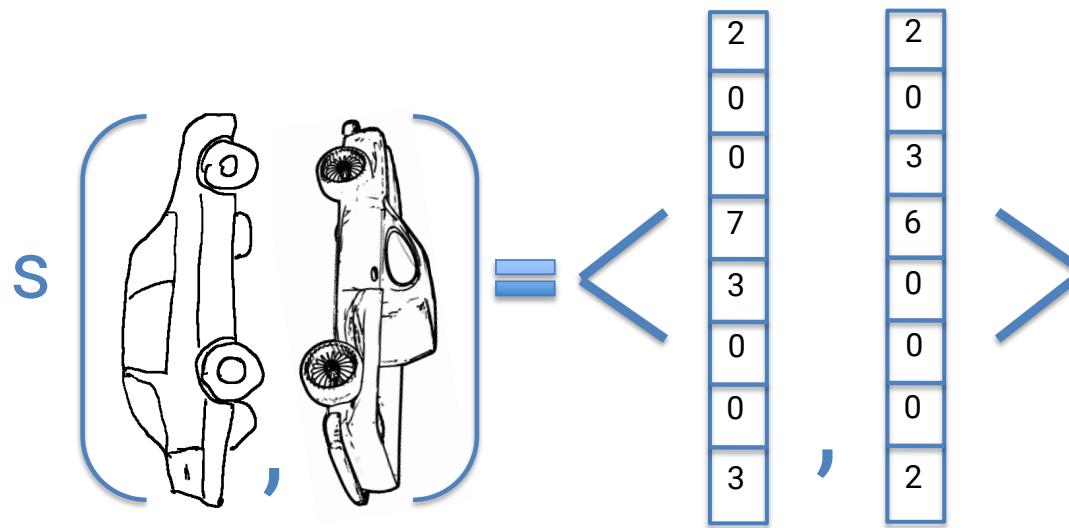
$$t_i = \frac{\text{number of occurrences of word } i \text{ in document } d}{\text{total number of words in document } d} \log \frac{\text{number of documents in database}}{\frac{\text{number of occurrences of term } i \text{ in the whole database}}{N}}$$

n_{id} — number of occurrences of word i in document d
 n_d — total number of words in document d
 N — number of documents in database
 n_i — number of occurrences of term i in the whole database

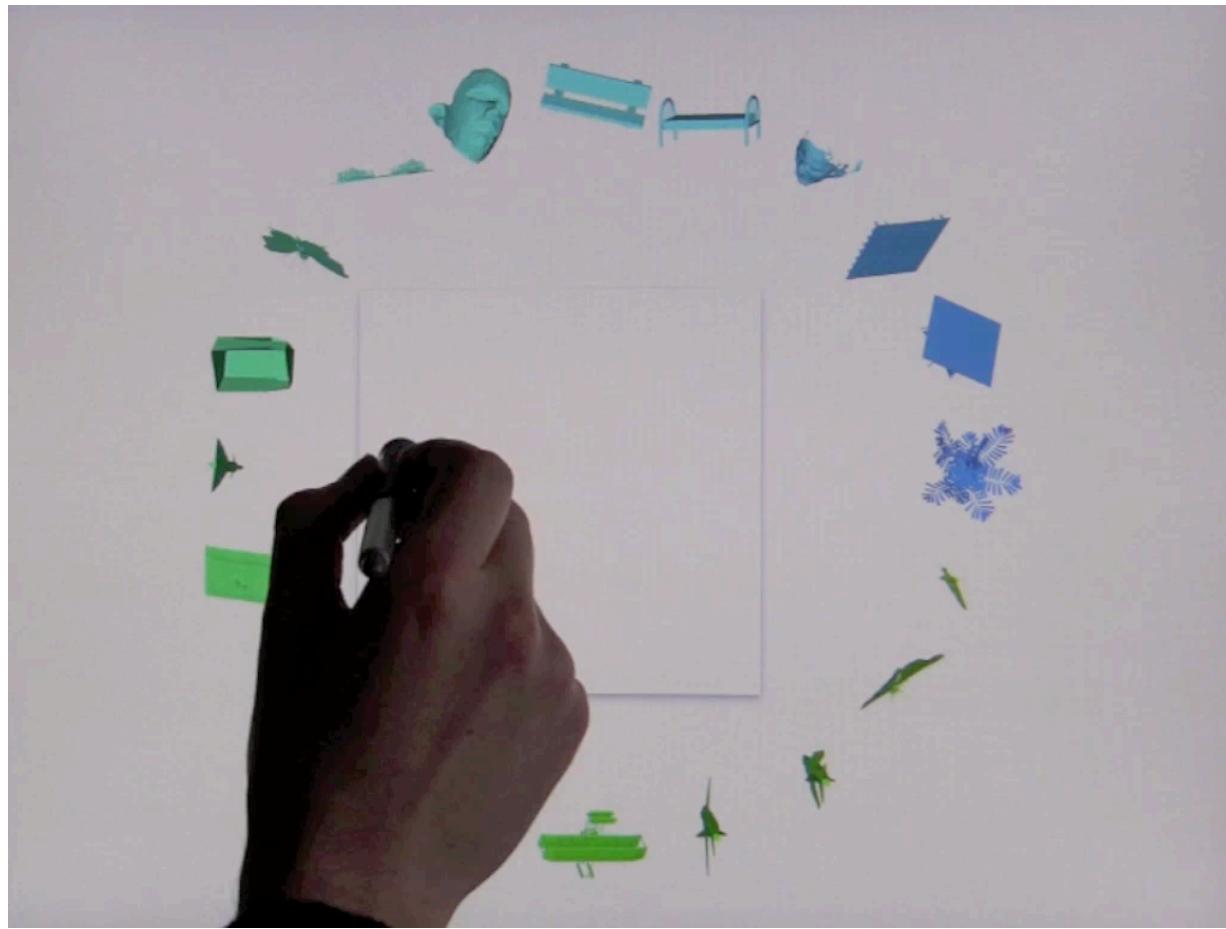
k — vector with k words

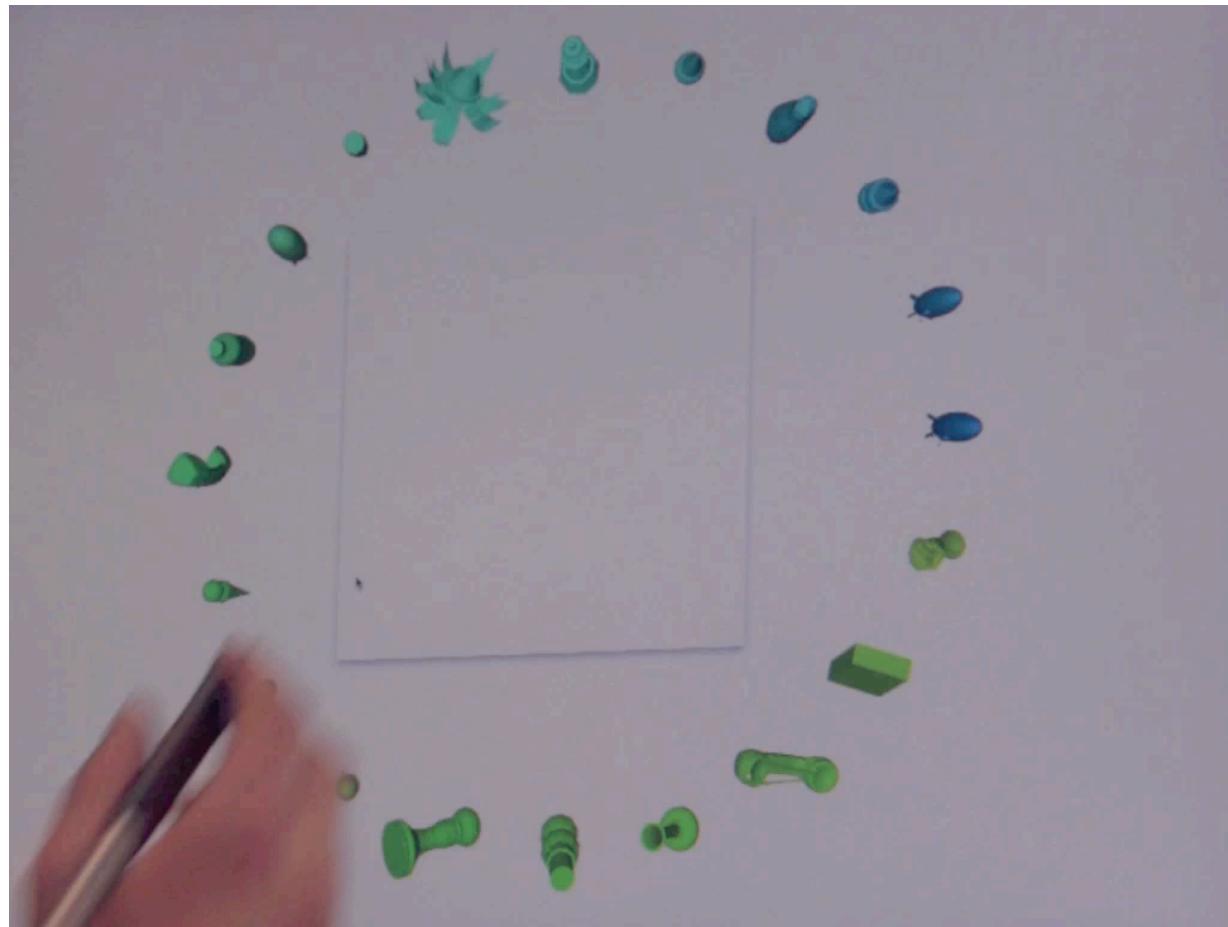
Other weighting schemes possible:
e.g. video google weighting

Online search

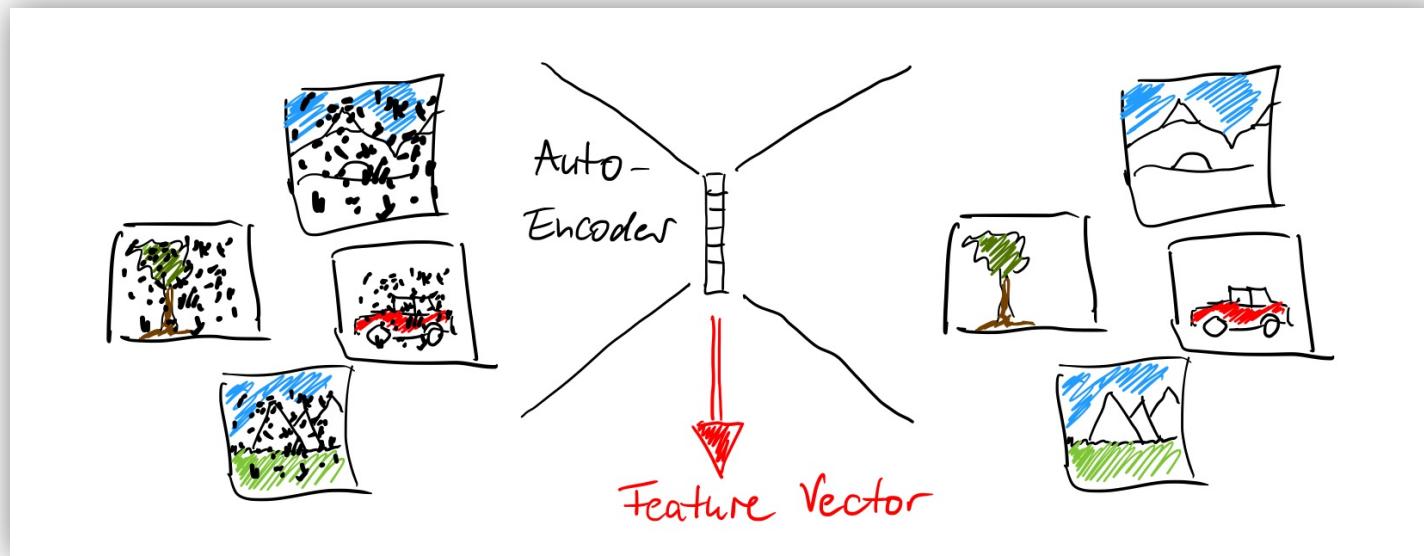
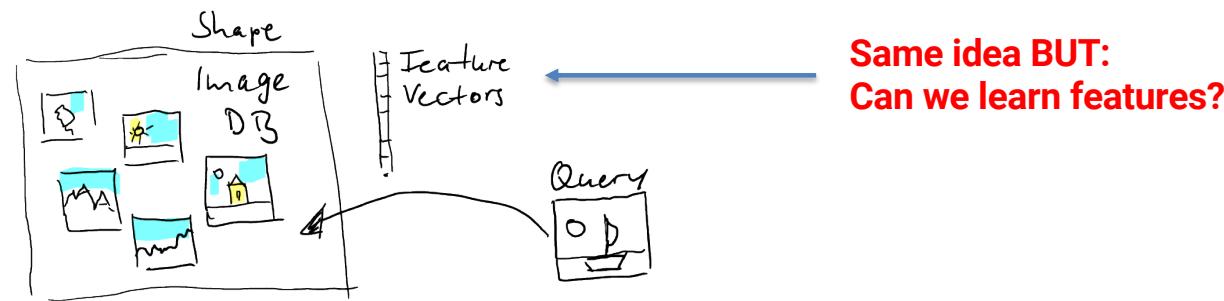


- Similarity as angle in high-dimensional space
- Vectors sparse: use inverted index





Content-based Image Retrieval using Convolutional Neural Networks



That's it for today