

# **Object Detection**

## **Lecture 10.1 - Descriptor-based detection**

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# Recognition

**Scene analysis and object recognition are still among the most challenging tasks in computer vision:**

- Difficult to accurately name all possible objects in an image
- Objects may appear in different poses
- Cluttered scenes and occlusions
- Intrinsic variability within a class
- Non-rigid objects (people, animals)

## **Approaches:**

- Object detection (trying to find objects of a specific type, i.e. faces, pedestrians, dogs etc.)
- Instance recognition (trying to find a specific object or individual, i.e. faces, rigid objects)
- Class recognition (Lecture 9.3)

# Object detection

## Possible approach:

- Apply a recognition algorithm to every possible sub-window in the image (template matching)
- Generally slow and unreliable.

## Better approach:

- Use special purpose detectors to rapidly find likely regions with objects of interest.

## Topics:

- Face detection (Lecture 10.2)
- Pedestrian detection.



(from Szeliski)

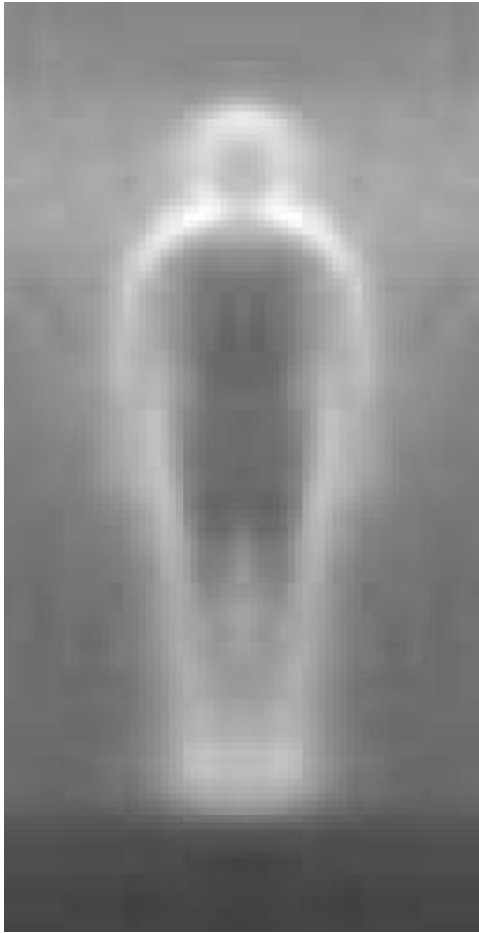
# Pedestrian detection (example: Dalal-Triggs, 2005)

Navneet Dalal and Bill Triggs, Histograms of Oriented Gradients for Human Detection, CVPR05:

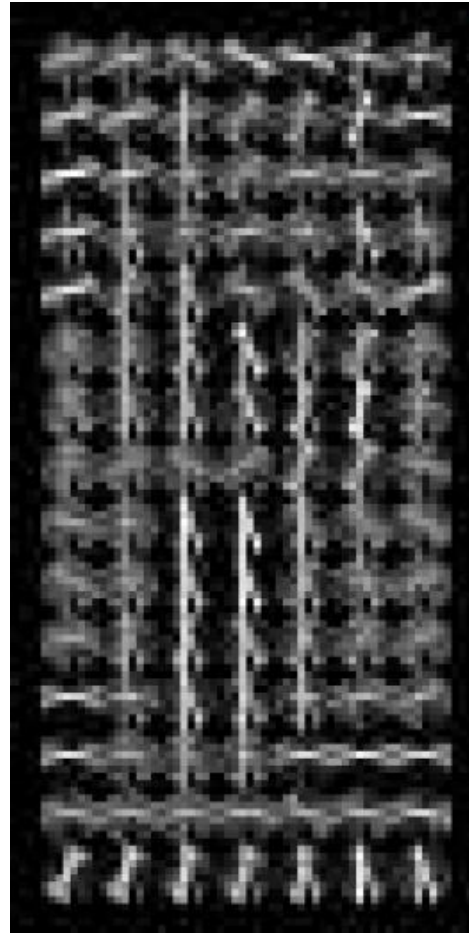
1. Extract windows of fixed size (64 x 128) at each position and scale
2. Compute histogram of gradient (HoG) features within each window
3. Compute a score for the window with a linear Support Vector Machine (SVM) classifier
4. Perform non-maximum suppression to remove overlapping detections with lower scores.



## Pedestrian detection (2)



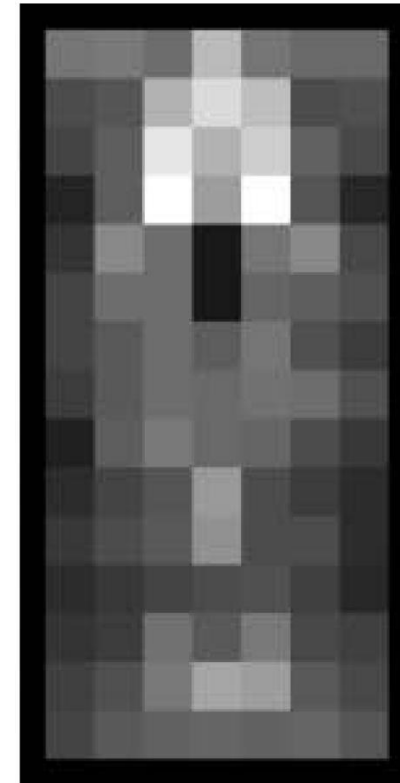
Gradient image



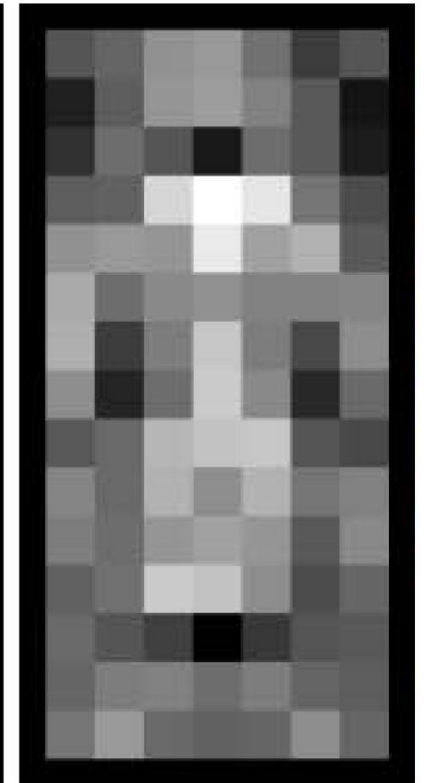
HoG (weighted and interpolated)



Positive weights



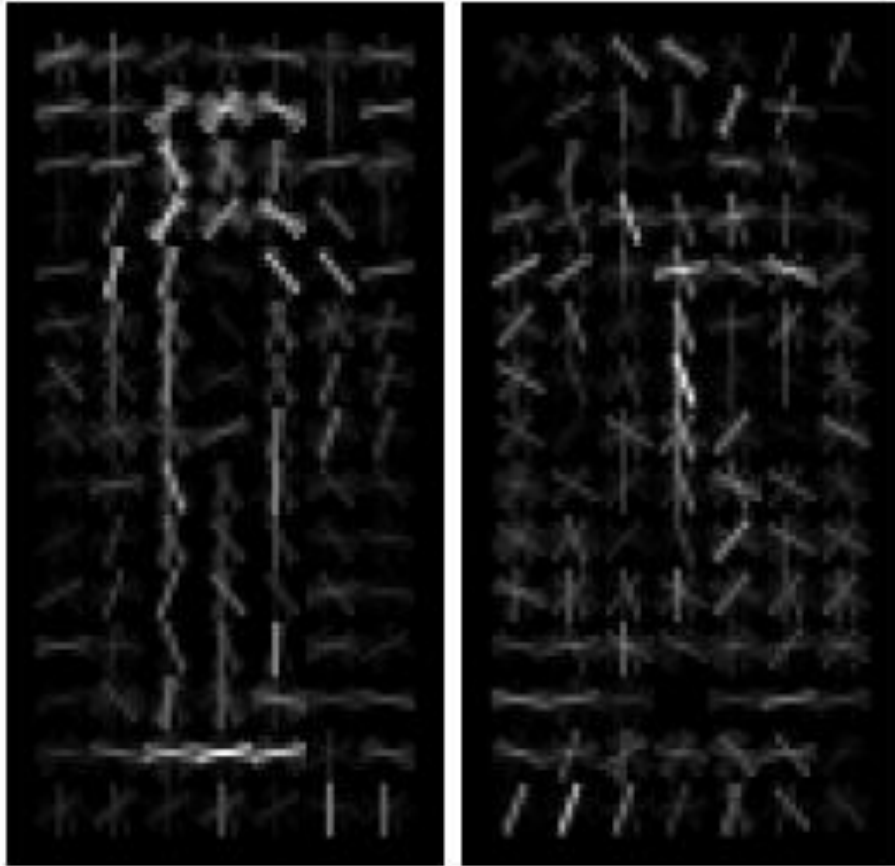
Negative weights



SVM weights

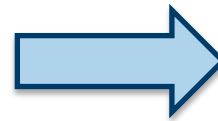
## Pedestrian detection (3)

HoG weighted with SVM-weights



Positive weights

Negative weights

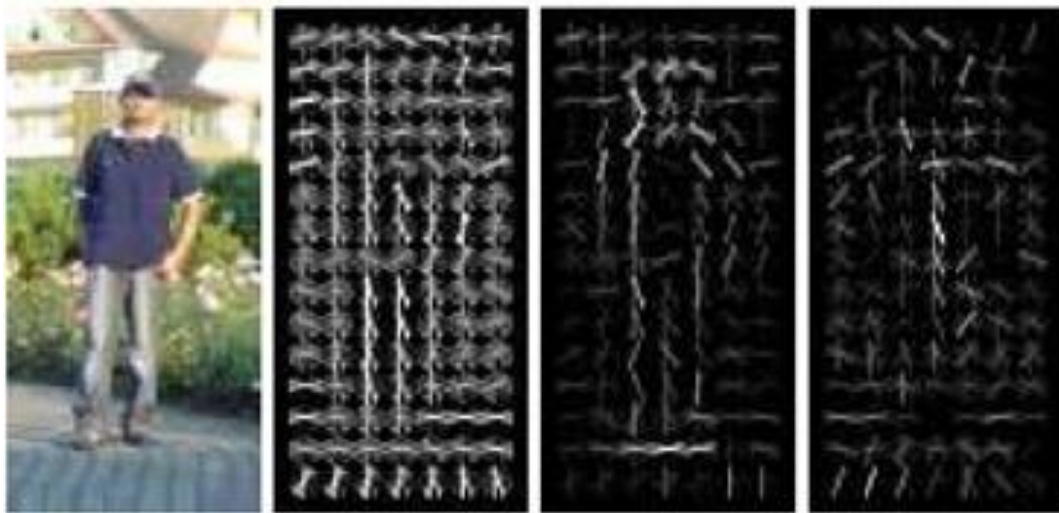


$$w^t x - b$$

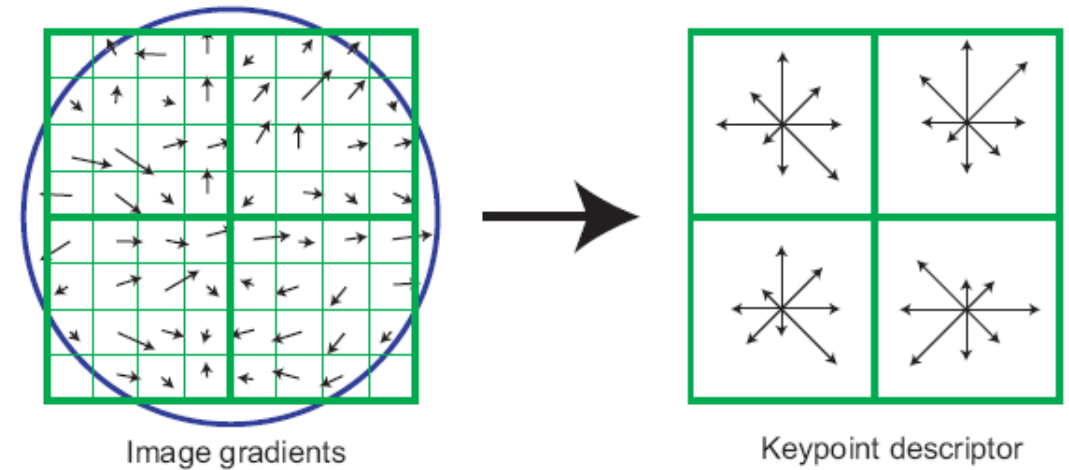


Score = 0.16 > 0 => «Pedestrian»

# Feature descriptors



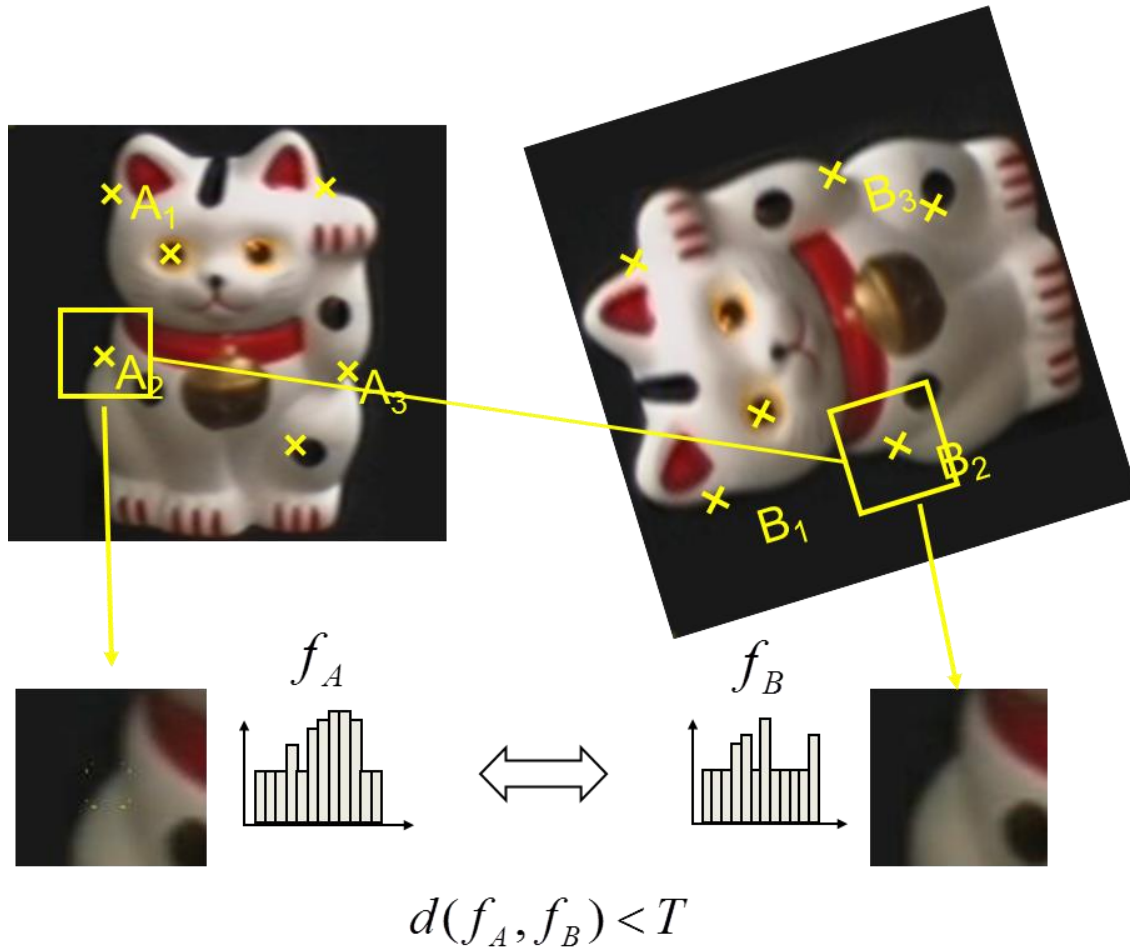
HOG (Histogram of Gradients)



SIFT (Scale Invariant Feature Transform)



## Feature descriptors (2)



- HoG descriptors
- SIFT
- SURF
- Binary descriptors



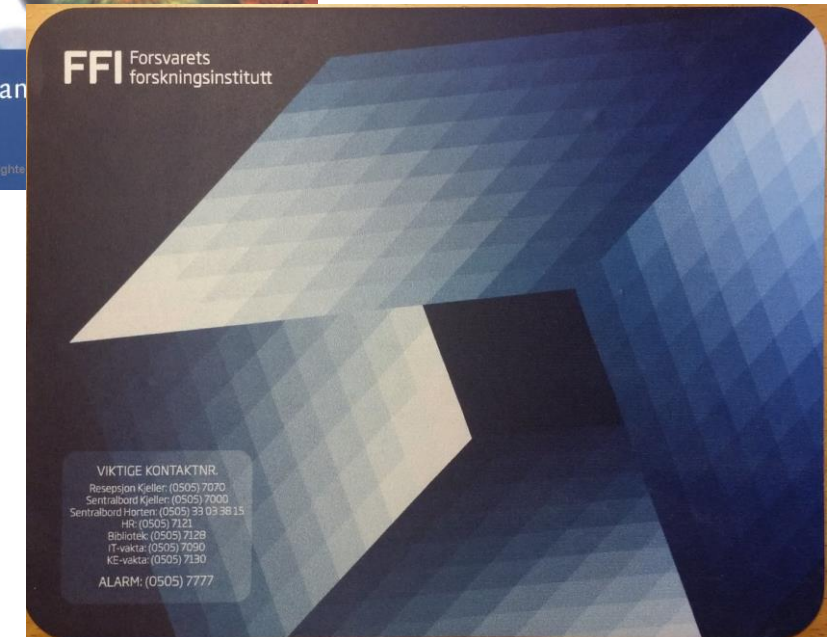
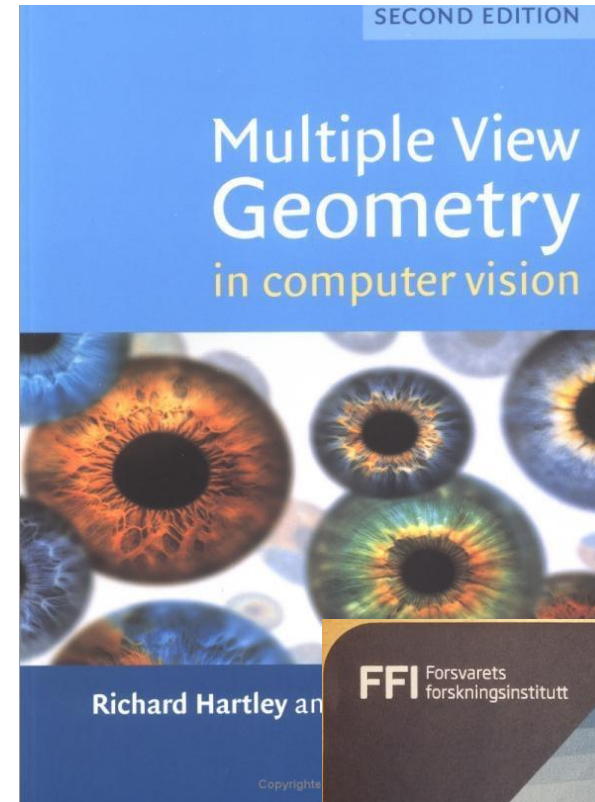
# Instance Recognition

## Problem:

- Re-recognition of known objects (2D or 3D)
- Rigid objects viewed from novel viewpoints
- Cluttered background
- Partial occlusions.

## Approach:

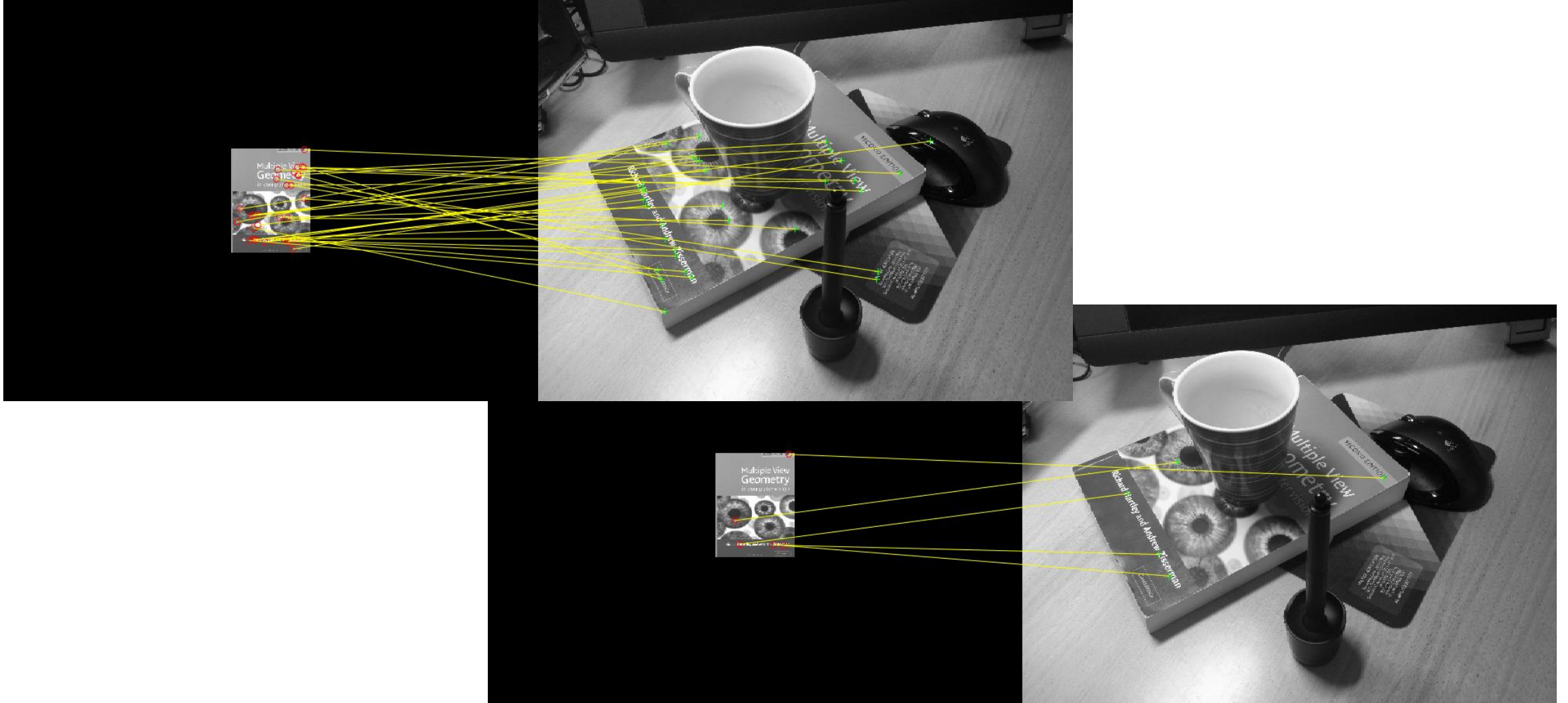
- Extract informative 2D features from new images and match to corresponding features (descriptors) for objects in the database
- Find geometric transformation aligning the two sets of features.



# Scene with clutter and partial occlusions

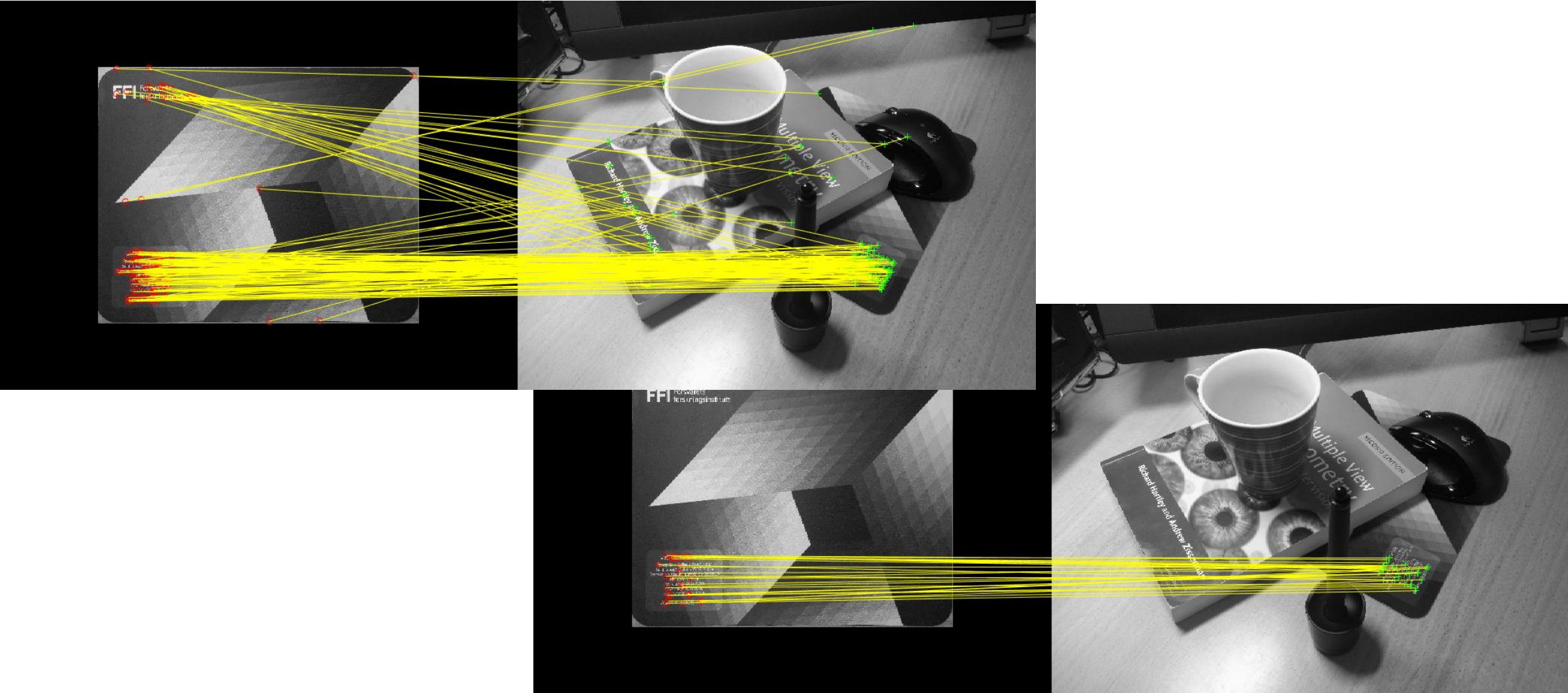


# Descriptor matching





# Descriptor matching (2)



# Geometric alignment



# Summary

## Descriptor-based detection:

- Feature Descriptors
- Object Detection
- Instance Recognition

**More information:** Szeliski 14.1 and 14.3

