

Object Detection

Lecture 10.1 - Descriptor-based detection

Idar Dyrdal

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:

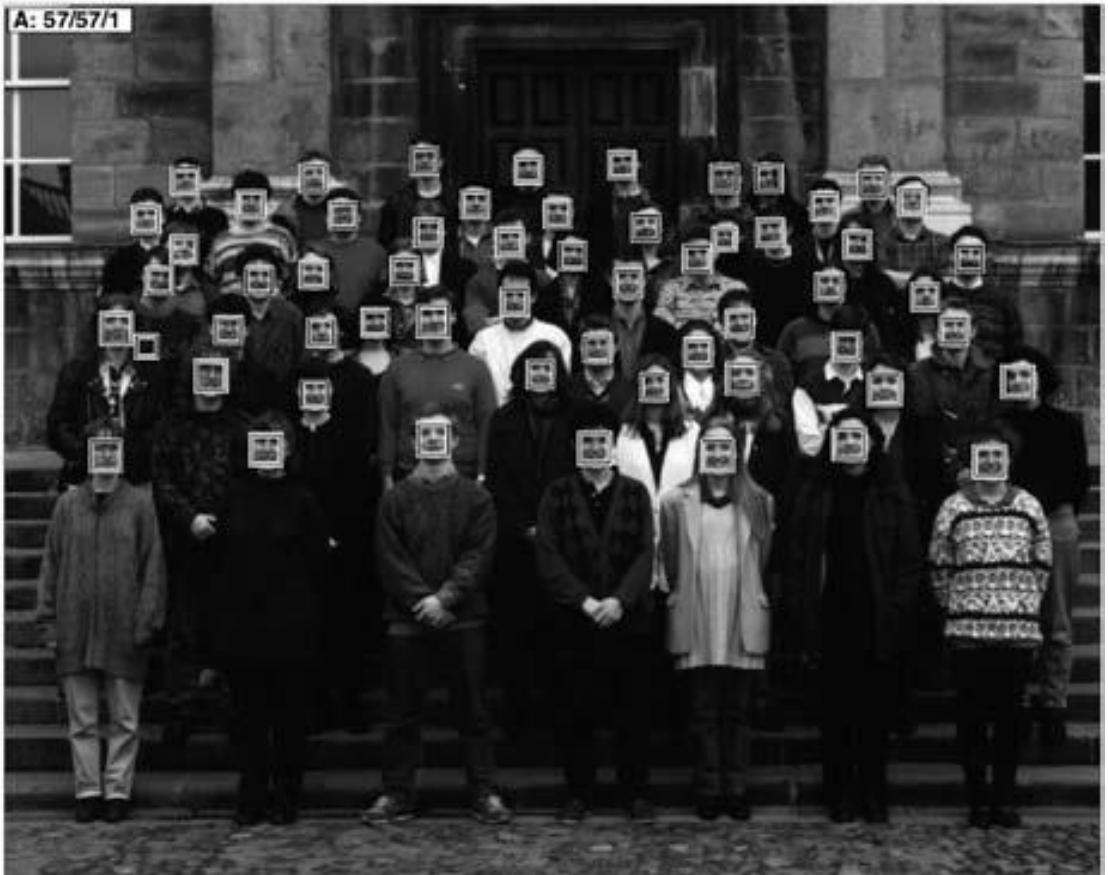
- Apply a recognition algorithm to every possible sub-window in the image (template matching)
- Generally slow and unreliable.

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)

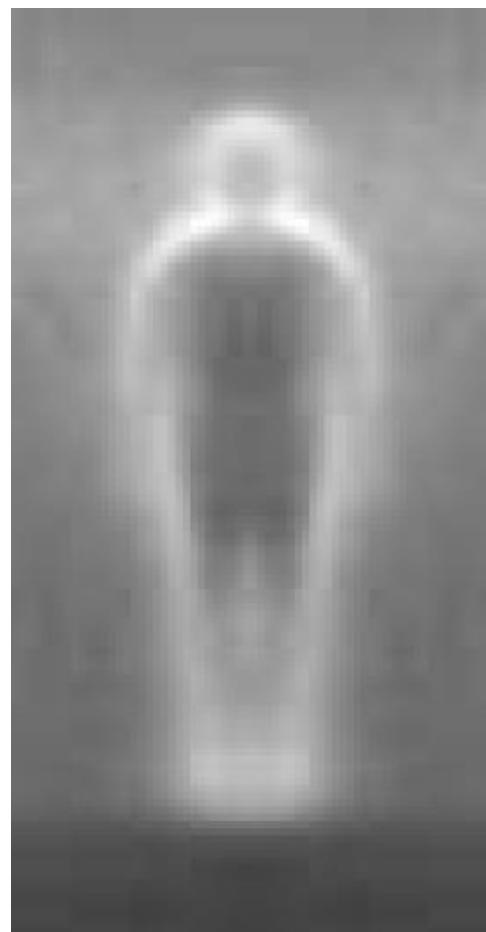
Pedestrian detection (example: Dalal-Triggs, 2005)

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

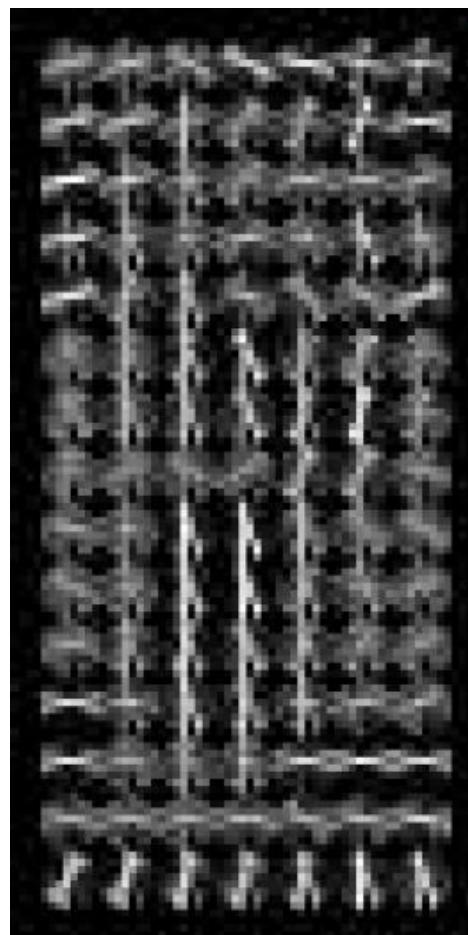
1. Extract windows of fixed size (64×128) at each position and scale
2. Compute histogram of gradient (HoG) features within each window
3. Compute a score for the window with a linear Support Vector Machine (SVM) classifier
4. Perform non-maximum suppression to remove overlapping detections with lower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



Pedestrian detection (2)



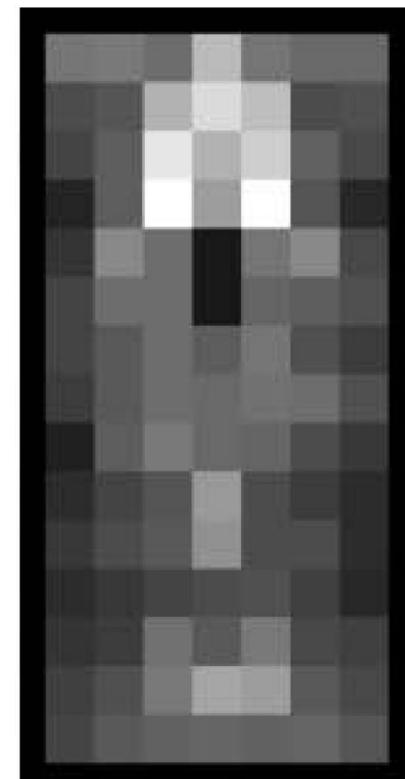
Gradient image



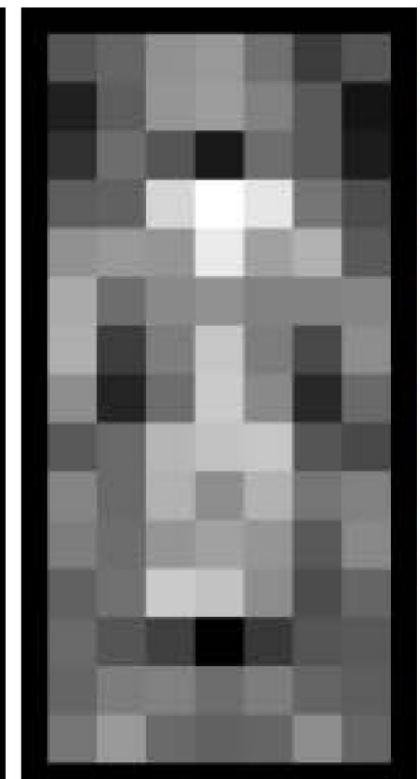
HoG (weighted and interpolated)



Positive weights



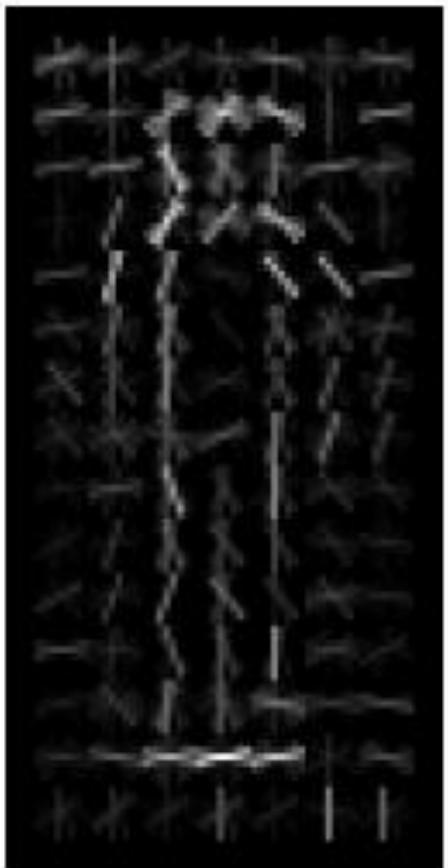
Negative weights



SVM weights

Pedestrian detection (3)

HoG weighted with SVM-weights



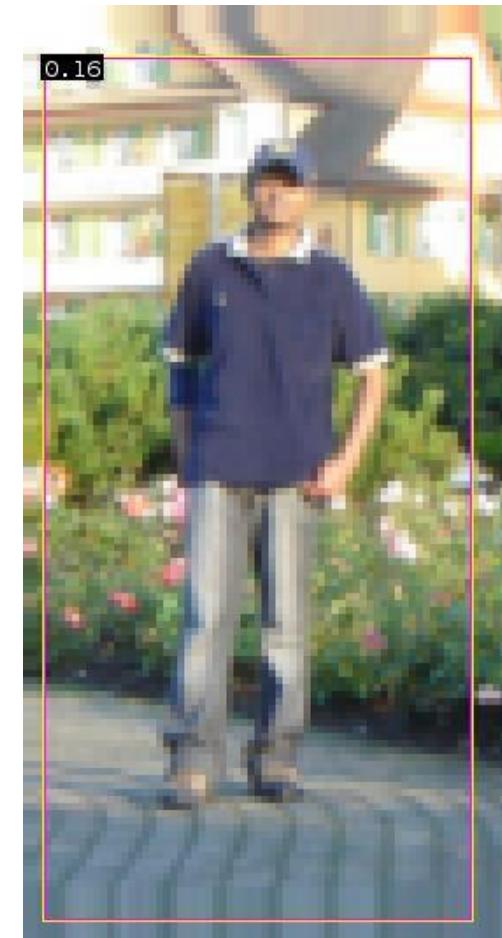
Positive weights



Negative weights

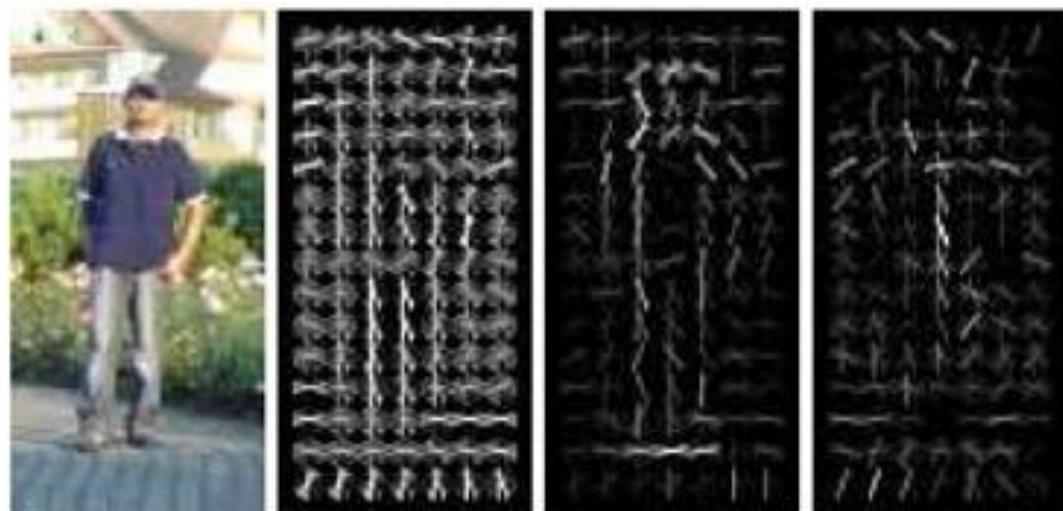


$$w^t x - b$$

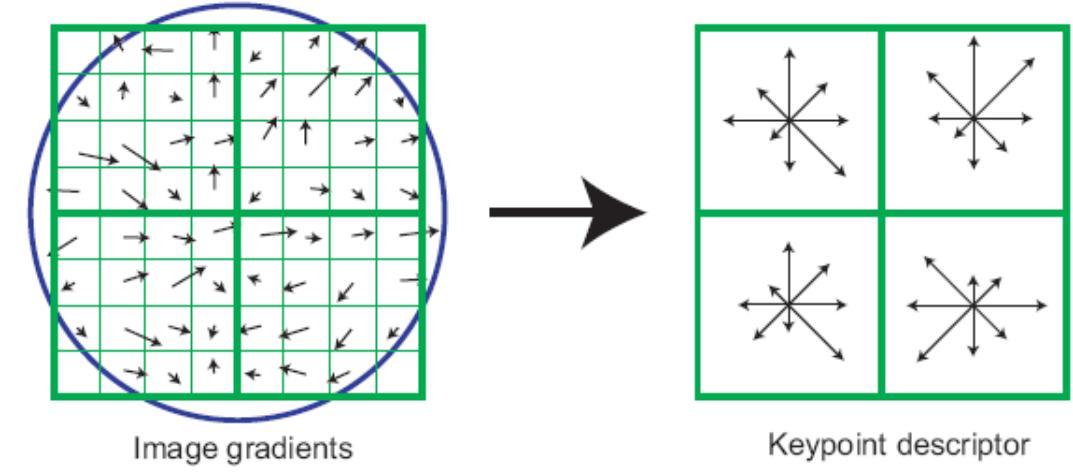


Score = 0.16 > 0 => «Pedestrian»

Feature descriptors

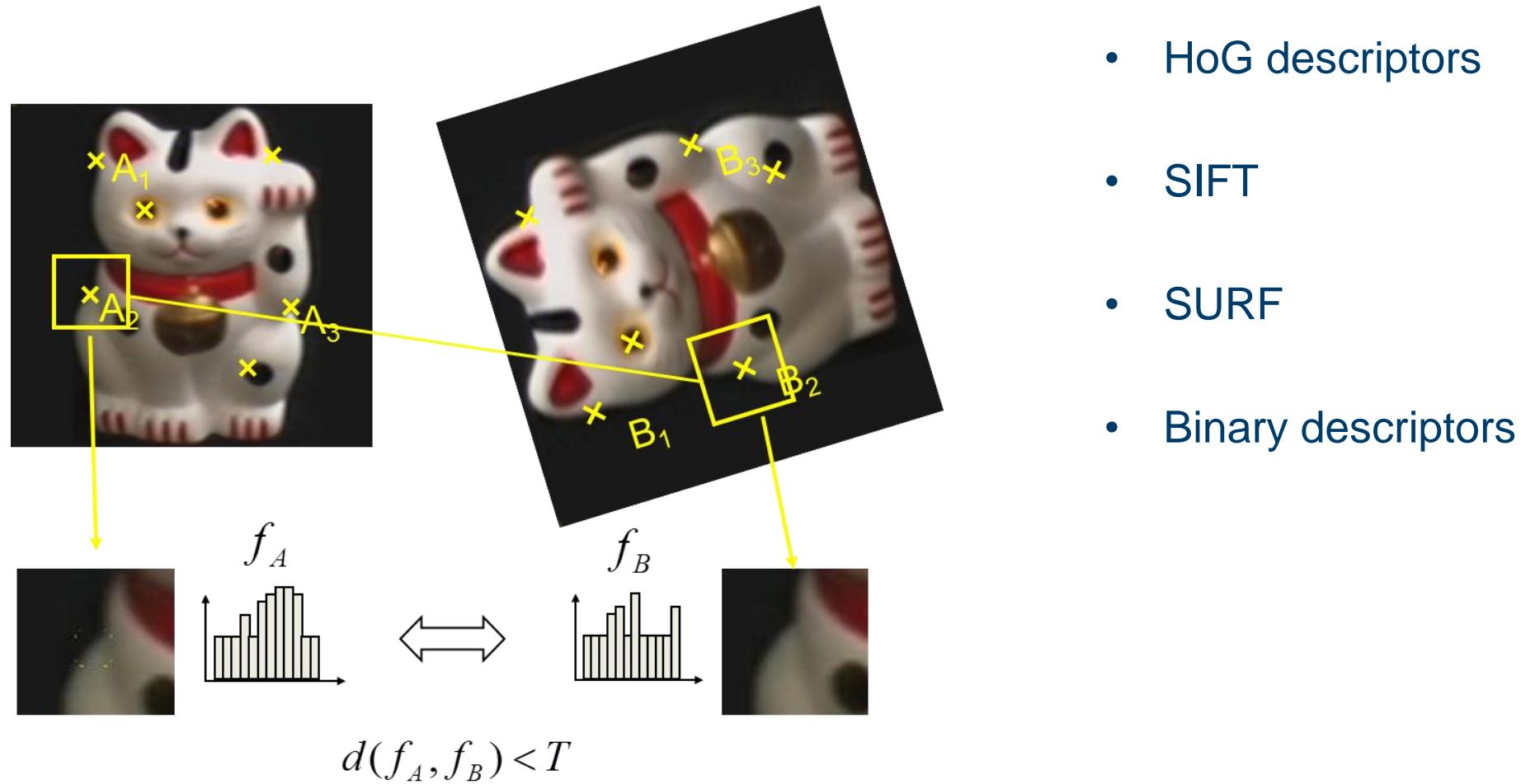


HOG (Histogram of Gradients)



SIFT (Scale Invariant Feature Transform)

Feature descriptors (2)



- HoG descriptors
- SIFT
- SURF
- Binary descriptors

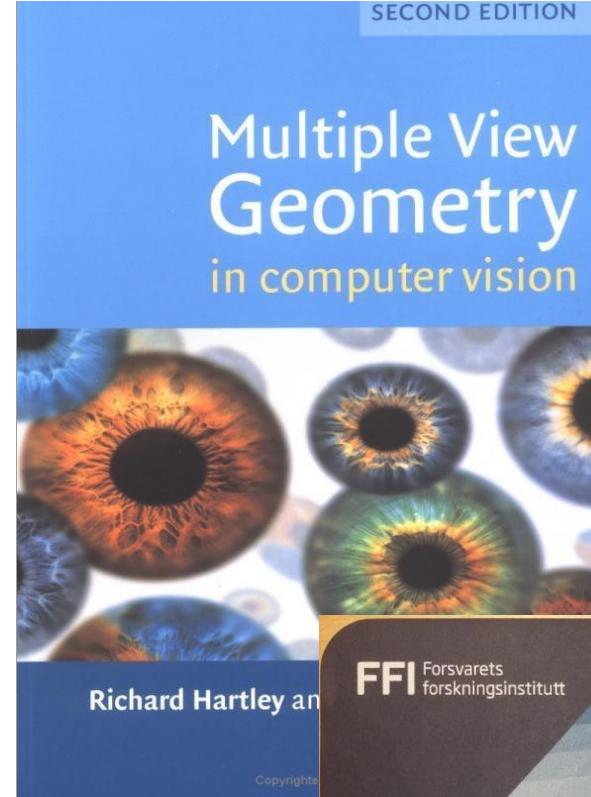
Instance Recognition

Problem:

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

Approach:

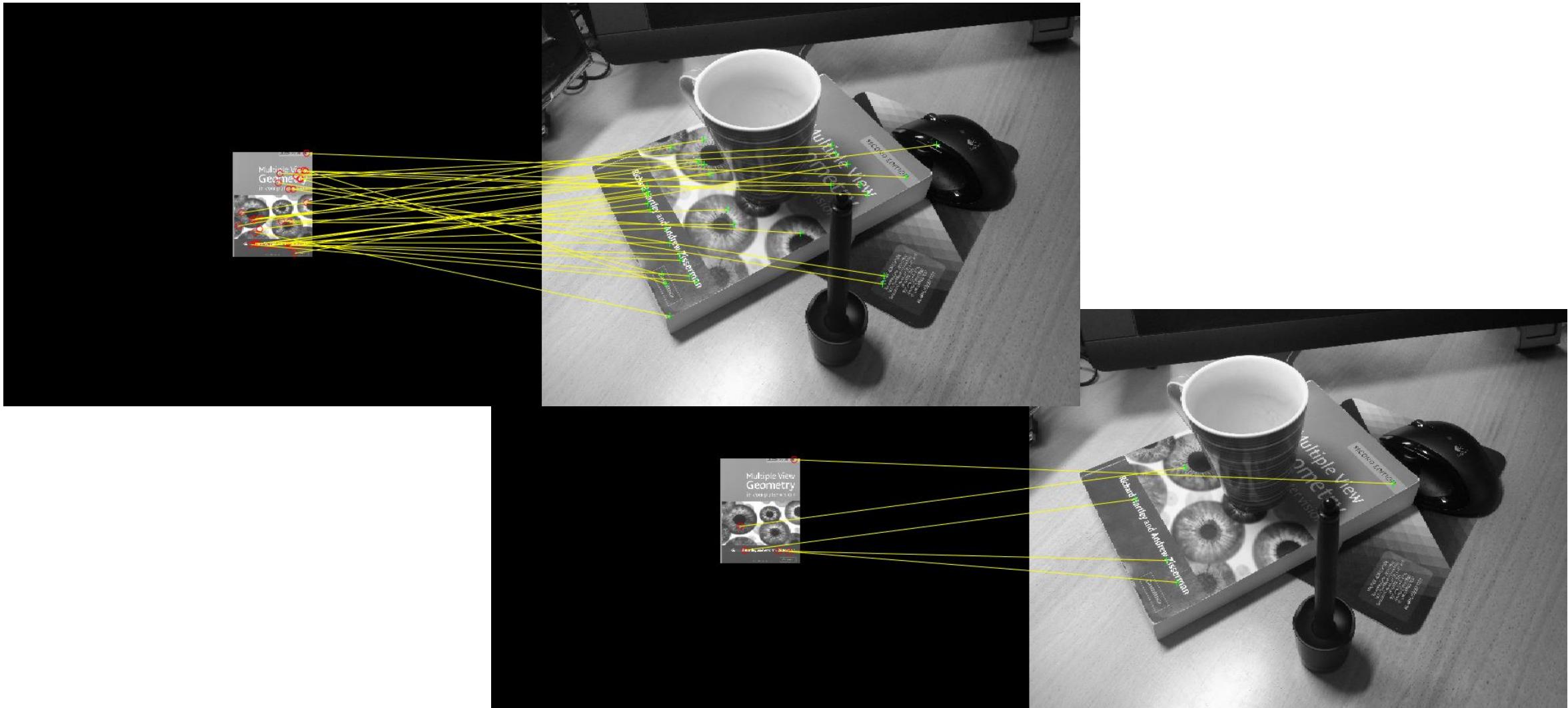
- Extract informative 2D features from new images and match to corresponding features (descriptors) for objects in the database
- Find geometric transformation aligning the two sets of features.



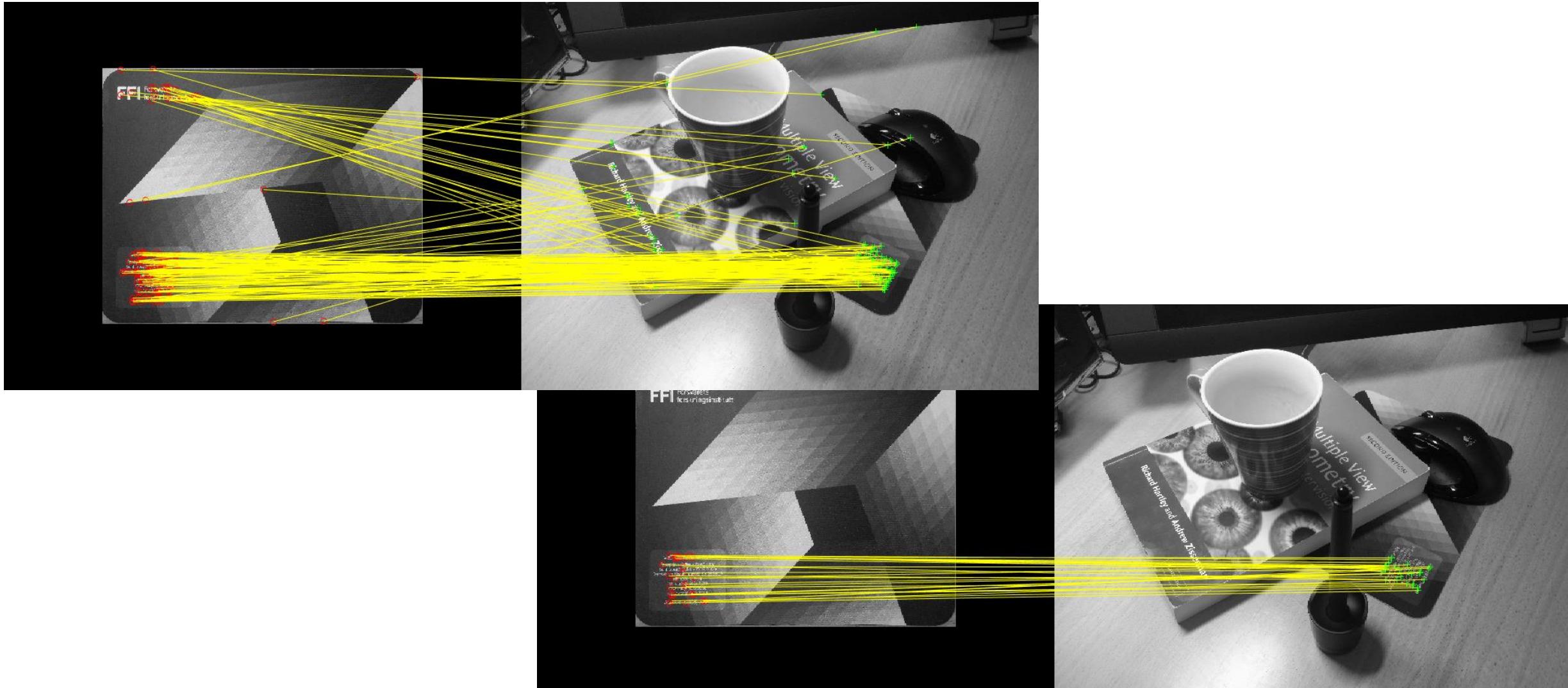
Scene with clutter and partial occlusions



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

