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SIC Saarland Informatics Campus

High Level Computer Vision - Introduction @ April 22, 2024

Bernt Schiele

https://cms.sic.saarland/hlcvss24/

Max Planck Institute for Informatics & Saarland University,
Saarland Informatics Campus Saarbrücken

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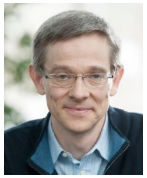
SIC Saarland Informatics Campus

Computer Vision and Machine Learning Group @ Max-Planck-Institute for Informatics



Bernt Schiele
Computer Vision &
Machine Learning

Jonas Fischer
Explainable Machine Learning

Jan Eric Lenssen
Geometric Representation Learning

Margret Keuper
Robust Visual Learning
U Siegen

Gerard Pons-Moll
Real Virtual Humans
U Tübingen

High Level Computer Vision

- Lecturer:
  - Bernt Schiele (schiele@mpi-inf.mpg.de)

- Assistants:
  - Sukurt Rao (sukrut.rao@mpi-inf.mpg.de)
  - Haoran Wang (hawang@mpi-inf.mpg.de)
  - Amin Parchami-Aragi (mparcham@mpi-inf.mpg.de)

- Language:
  - English

- mailing list for announcements etc.
  - register online: https://cms.sic.saarland/hlcvss24/

Lecture & Tutorial

- Officially: 2V (lecture) + 2Ü (exercise/tutorial)
  - Lecture: Wed: 10:15am - 12pm
  - Tutorial: Mon: 10:15am - 12pm

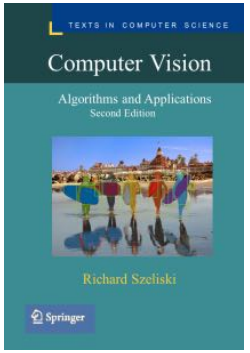
- typically 1 exercise sheet every 1-2 weeks
  - part of the final grade - working in **groups of 2-3 students**
  - some pencil and paper, mostly practical including a larger project
  - larger project: we/you propose projects, mentoring, final presentation

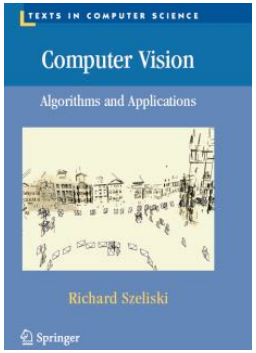
- 1. tutorial is Python tutorial (Mon, April 29th)

- Exam
  - written exam (grading 50% exam and 50% exercises)

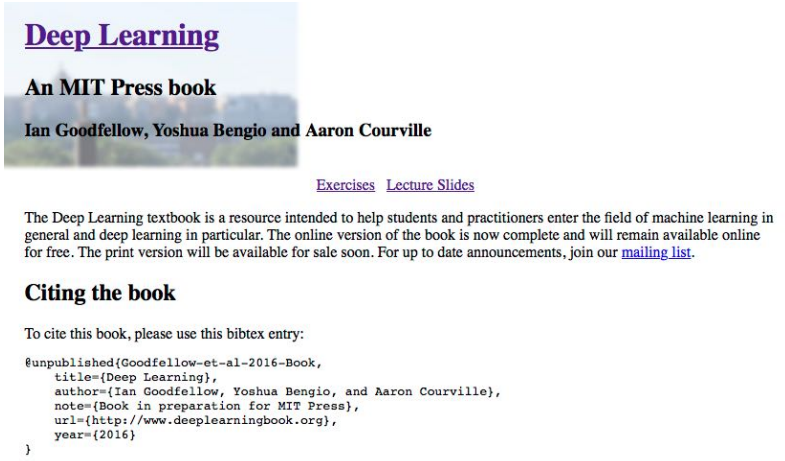
Material

- For "non-deep-learning" parts of the lecture:
  - available online http://szeliski.org/Book





- Background on deep learning: Deep Learning Book
  - available online http://deeplearningbook.org



Deep Learning

An MIT Press book

Ian Goodfellow, Yoshua Bengio and Aaron Courville

Exercises Lecture Slides

The Deep Learning textbook is a resource intended to help students and practitioners enter the field of machine learning in general and deep learning in particular. The online version of the book is now complete and will remain available online for free. The print version will be available for sale soon. For up to date announcements, join our mailing list.

Citing the book

To cite this book, please use this bibtex entry:

```
@unpublished{Goodfellow-et-al-2016-Book,
    title={Deep Learning},
    author={Ian Goodfellow, Yoshua Bengio, and Aaron Courville},
    note={Book in preparation for MIT Press},
    url={http://www.deeplearningbook.org},
    year={2016}
}
```

Overview Lecture (preliminary)

- Convolutional Neural Networks (CNNs) for High-Level Computer Vision Tasks:
  - Image Classification, Object Detection (Recognition, 2D Localization), Semantic Segmentation
  - Data preprocessing & Batch normalization, CNN architectures
- Transformer Architectures for High-Level Vision Tasks
  - Vision Transformers for image classification,
  - DETR for object detection, Semantic Segmentation
- Generative Models
  - Generative Adversarial Networks (GANs), Variational Auto-Encoders (VAEs), (Stable) Diffusion, …
- Self-Supervised Learning
  - How to learn with less or even no supervision
- Foundational Models
  - Vision-Language Models, Segment Anything Model (SAM), …
- Recent Trends and Works
  - B-Cos Networks (inherently interpretable), Flamingo, ConvNeXt, …

Goals of today's lecture

- First intuitions about
  - What is computer vision?
  - What does it mean to see and how do we (as humans) do it?
  - How can we make this computational?

- Applications & Appetizers

- Role of Deep Learning
  - with several slides taken from Fei-Fei Li, Justin Johnson, Serena Yeung @ Stanford

- Case Study
  - Object Recognition — intuition from human vision...

Why Study Computer Vision

- Science — How do Humans “See”
  - Foundations of perception. How do WE as humans see?
  - computer vision to explore “computational model of human vision”

- Engineering — How can We Make Machines “See”
  - How do we build systems that perceive the world
  - computer vision to solve real-world problems
    (e.g. self-driving cars to detect pedestrians)

- Applications
  - medical imaging (computer vision to support medical diagnosis, visualization)
  - car-industry (lane-keeping, pre-crash intervention, …)
  - security & surveillance (to follow/track people at the airport, train-station, ...)
  - entertainment (vision-based interfaces for games)
  - graphics (image-based rendering, vision to support realistic graphics)
  - …

Some Applications

- License Plate Recognition
  - London Congestion Charge
  - http://en.wikipedia.org/wiki/London_congestion_charge
- Security & Surveillance
  - Face Recognition
  - Airport Security (People Tracking)
- Medical Imaging
  - (Semi-)automatic segmentation and measurements
- Autonomous Driving & Robotics
  - Waymo, Chrysler, etc.

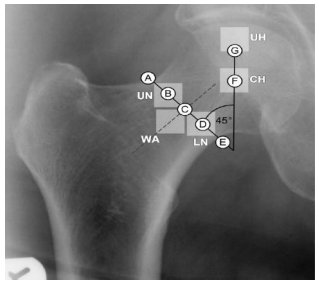
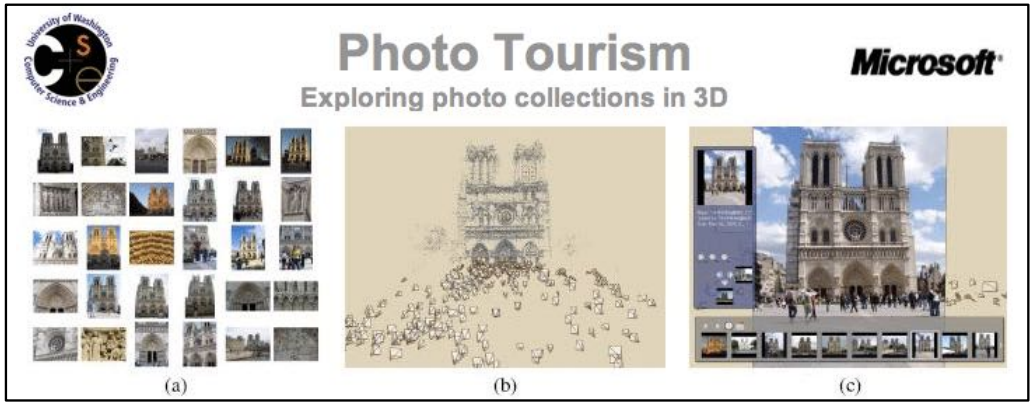


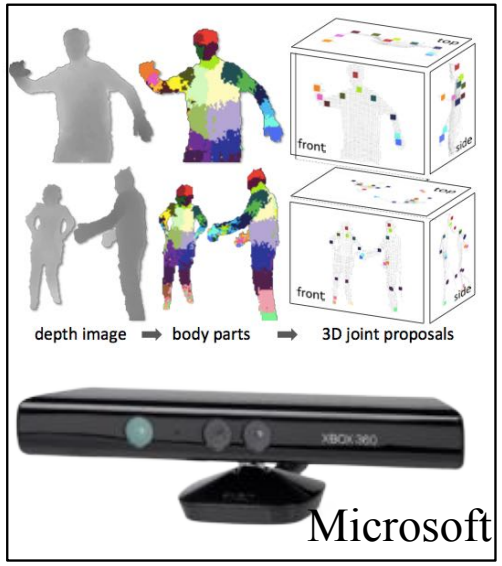
image: digital trends

More Applications

- Vision on Cellphones:
  - e.g. Google Lens, …
- Vision for Interfaces:
  - e.g. Microsoft Kinect
- Reconstruction

Google Lens



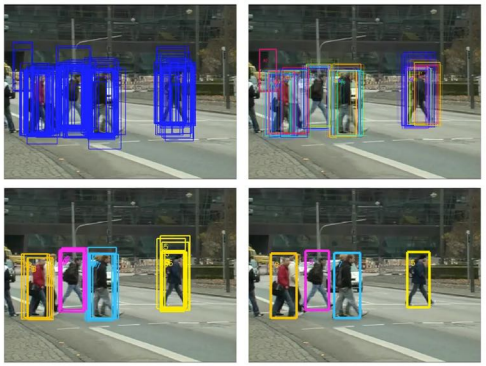


Applications & Appetizers

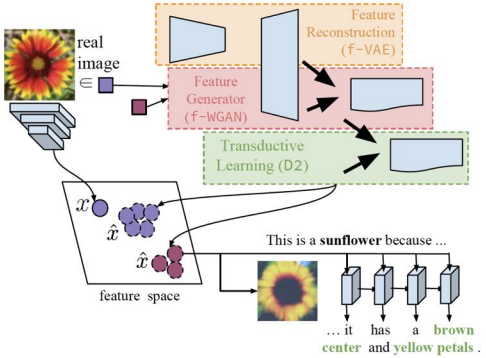
... work from our group

Some Research Highlights from the Past

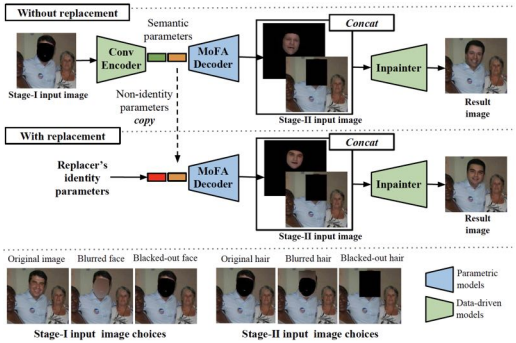
Multi-Person Tracking



Zero- and Few-Shot Learning



Visual Privacy



Multi-Person Human Pose Estimation & Tracking

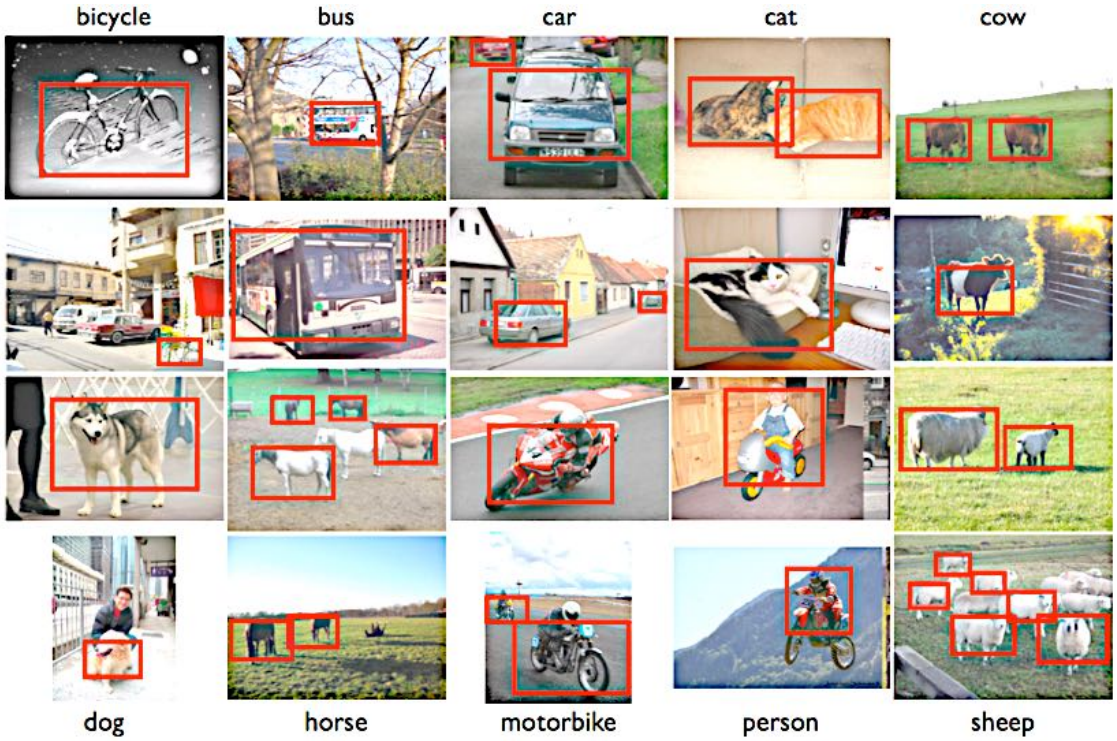
Video Segmentation

Datasets…

Caltech Pedestrians

CITYSCAPES DATASET

Detection & Recognition of Visual Categories

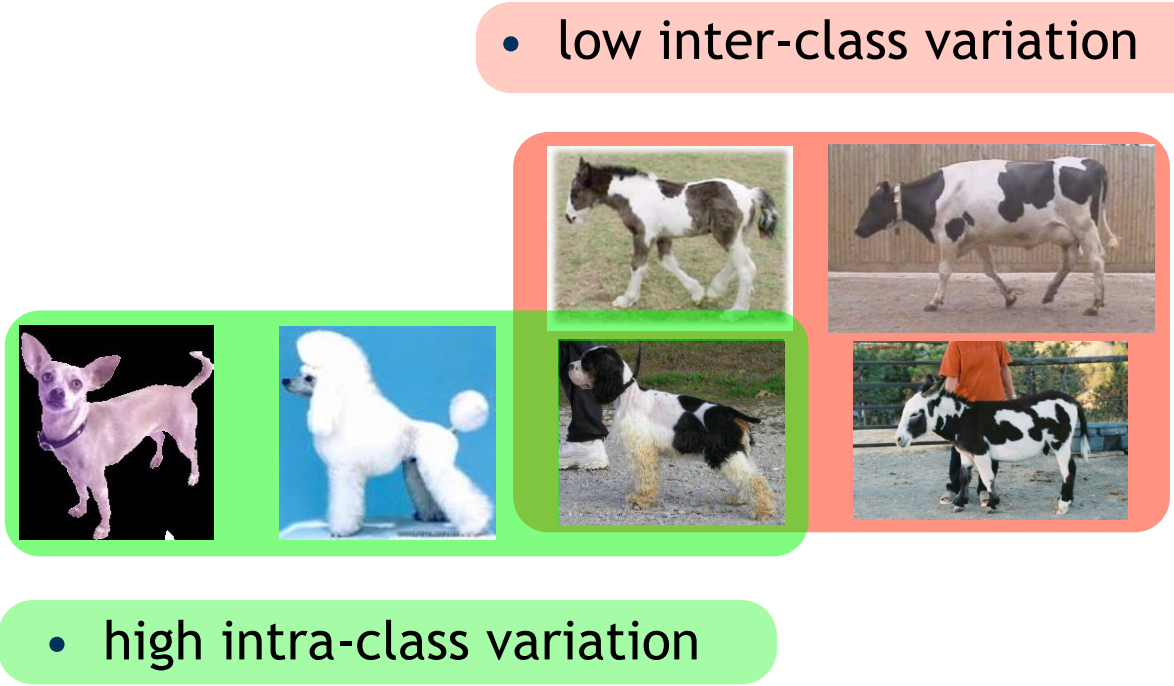


Challenges:

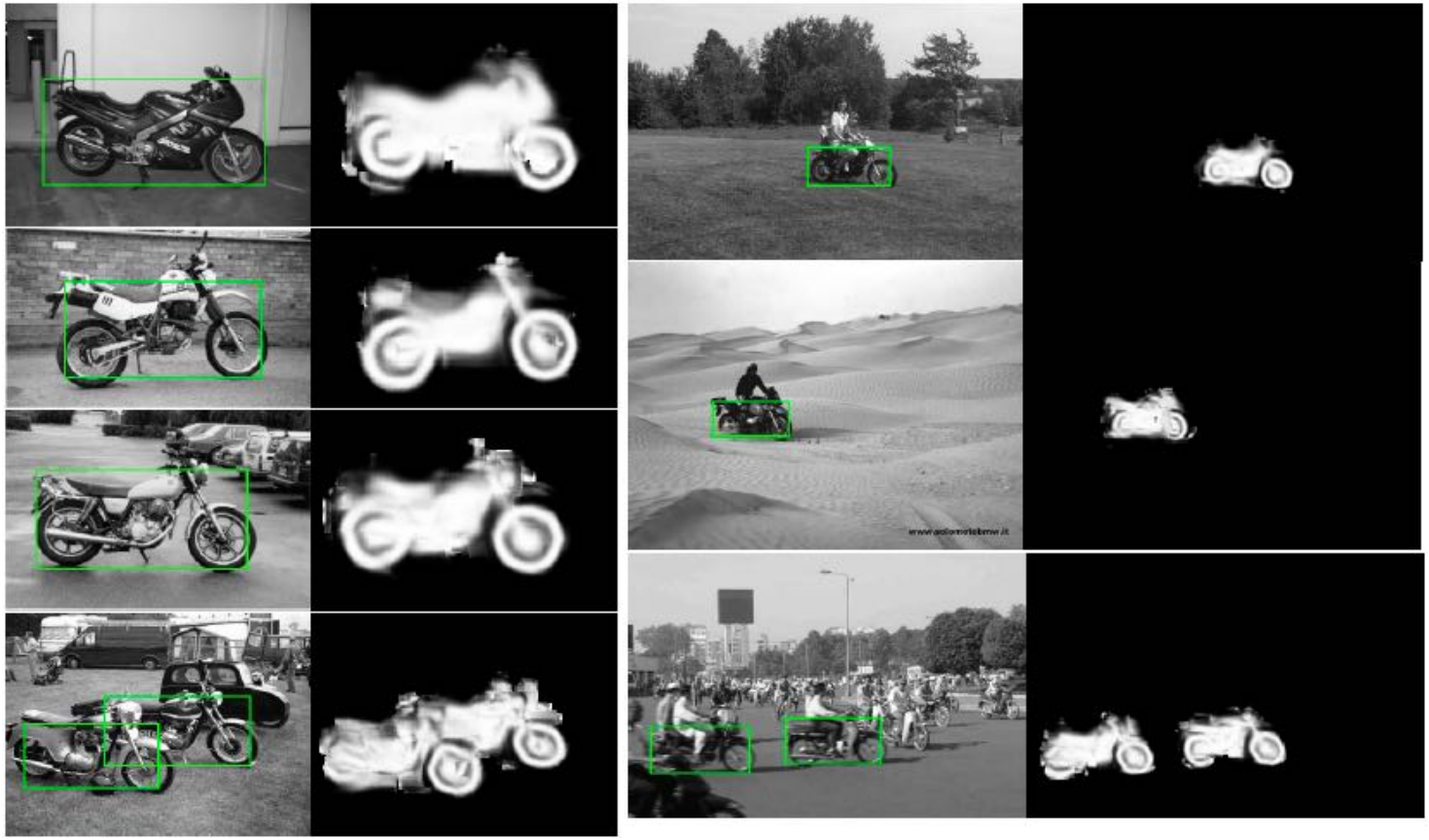
- multi-scale
- multi-view
- multi-class
- varying illumination
- occlusion
- cluttered background
- articulation
- high intraclass variance
- low interclass variance

Challenges of Visual Categorization

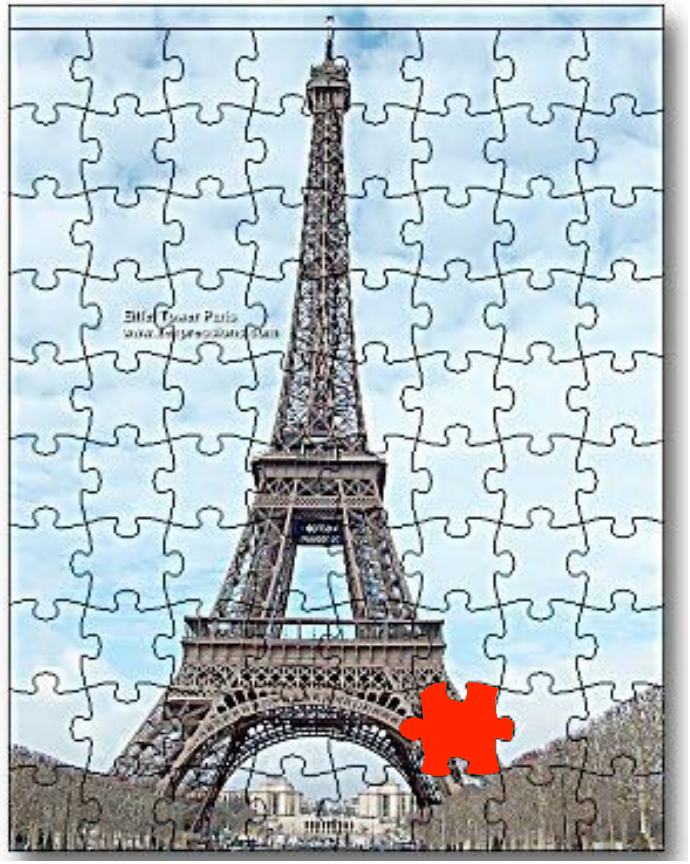
- high intra-class variation

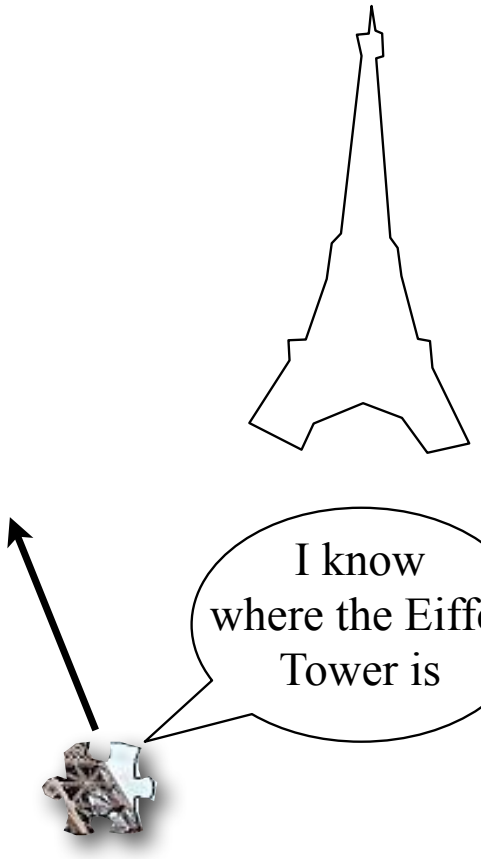


Sample Category: Motorbikes



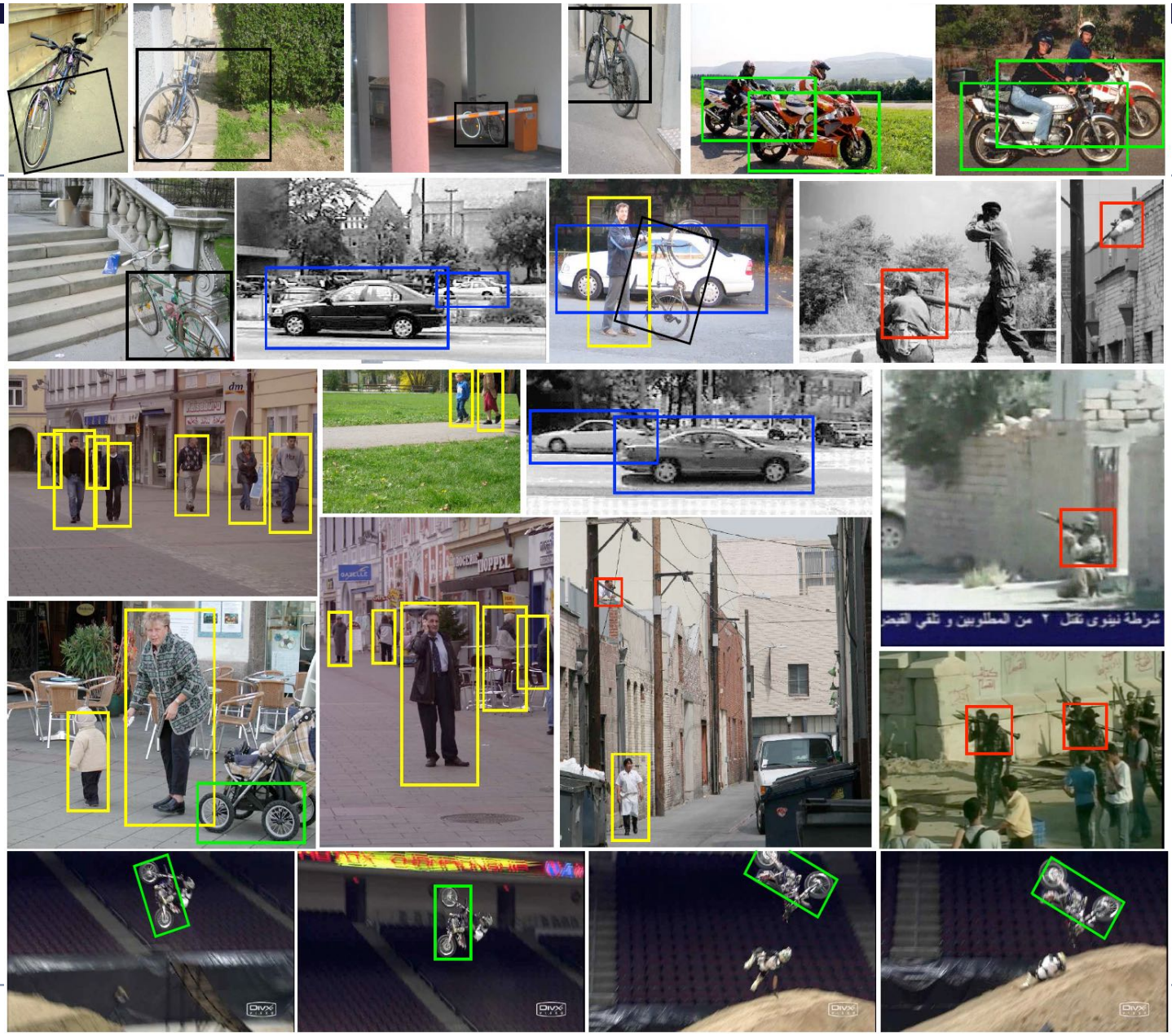
Basic Idea





global

local



Computer Vision & Machine Learning: Some Research Themes

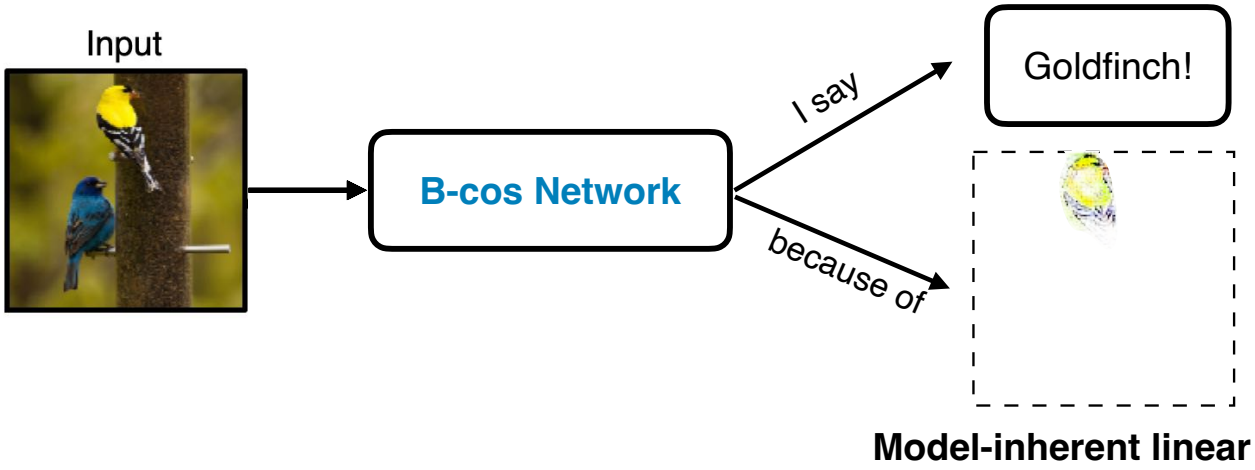
- **Interpretability, Robustness** and **Security** of Deep Learning in Computer Vision
  - **Inherently Interpretable** Deep Neural networks — CVPR'21, CVPR'22, PAMI'23, PAMI'24
  - **Robustness** of Deep Models:
    Bright and **Dark** Side of **Scene Context —** NeurIPS'18, CVPR'19, ECCV'20
  - **Security** of Deep Models
    Reverse Engineering and **Stealing** of Deep Models — ICLR'18, CVPR'19, ICLR'20

Motivation: we aim for Inherent Interpretability

Want → Explanation

Requirements

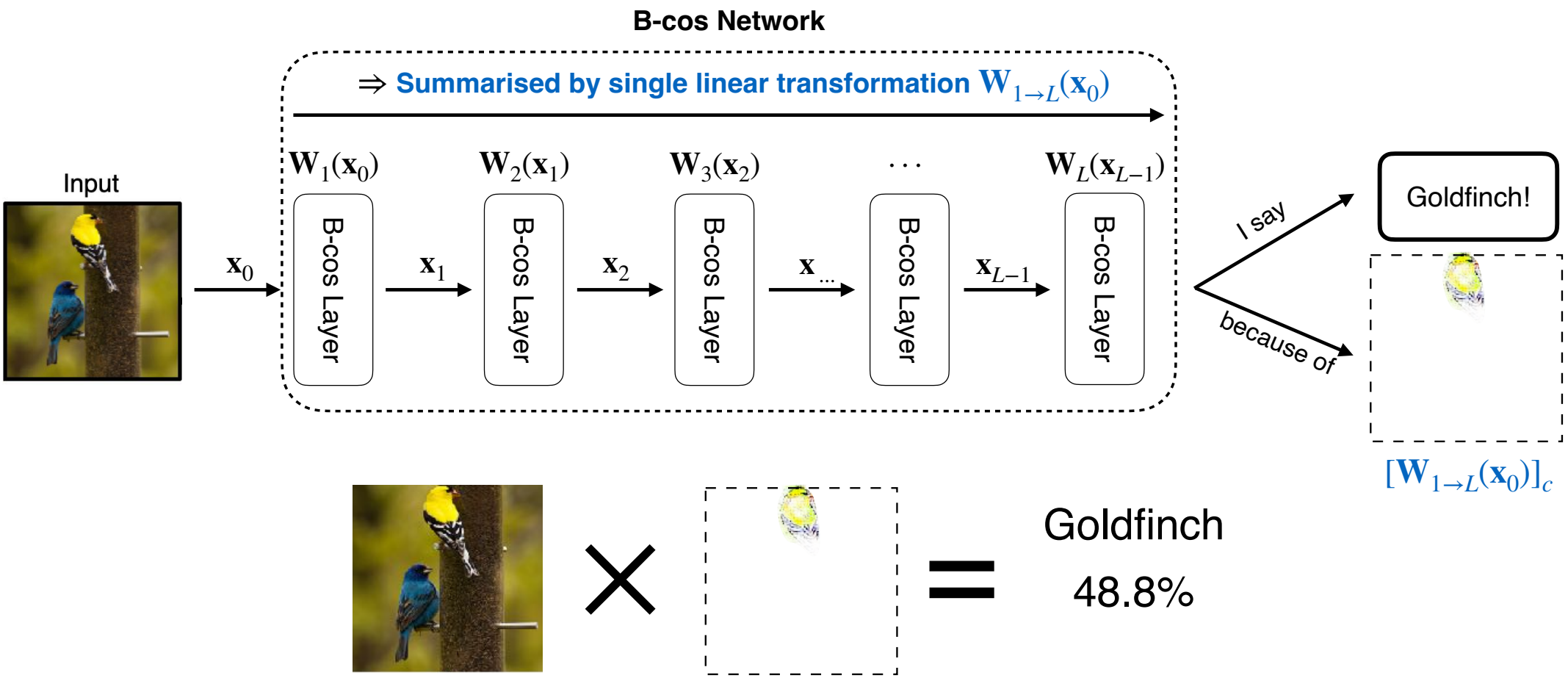
- Faithful ✓ → **Dynamic linearity**
- Interpretable ✓ → **Alignment pressure**



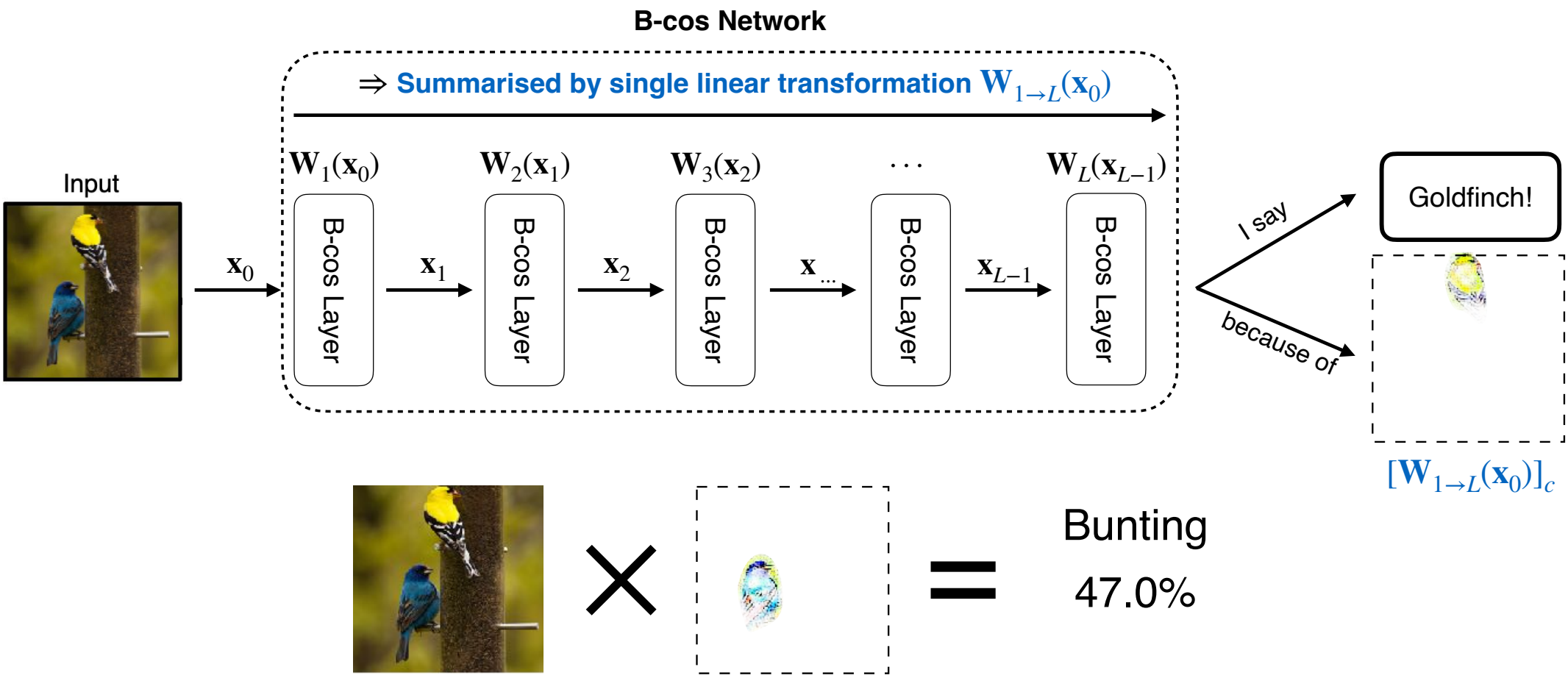
Model-inherent linear map

References: 'Requirements' (Gilpin et al., 2018), VGG-11 (Simonyan et al., 2014), Grad (Baehrens et al., 2010), Guided Backpropagation (Springenberg et al., 2014), Sanity check (Adebayo et al., 2018)

Dynamic linearity



Dynamic linearity



slide credit: Moritz Böhle

Visualisations of $\mathbf{W}_{1\to L}(\mathbf{x})$

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Recognition: the Role of Context

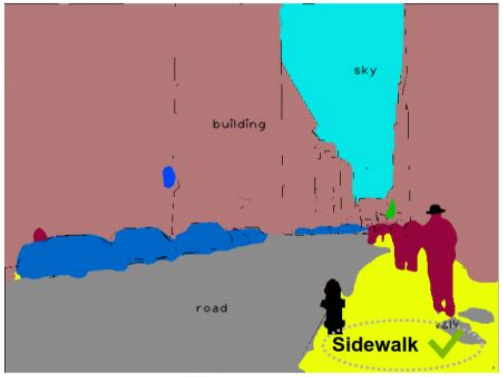
- Antonio Torralba

[Shetty, Fritz, Schiele; NeurIPS19, ECCV20]

The Bright and the Dark Side of Scene Context

- Current models heavily rely on scene context:
  - Original image with cars on the left side:

original ($\mathcal{I}$)



Upernet

  - Same image without those cars:

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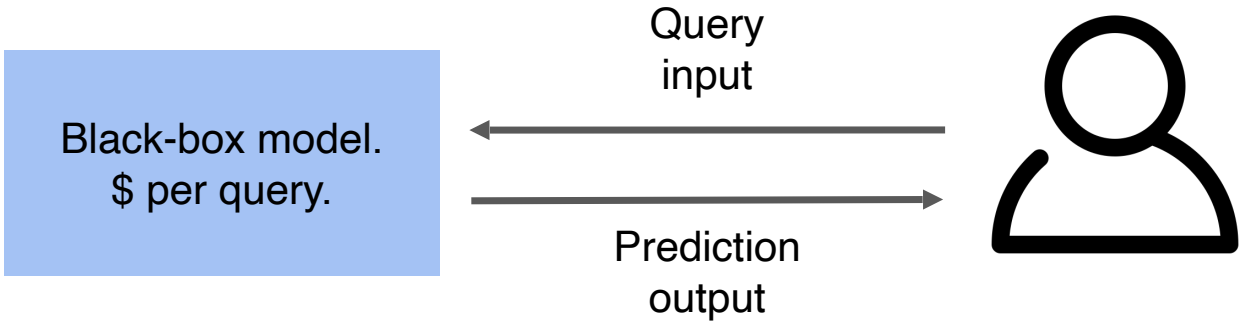
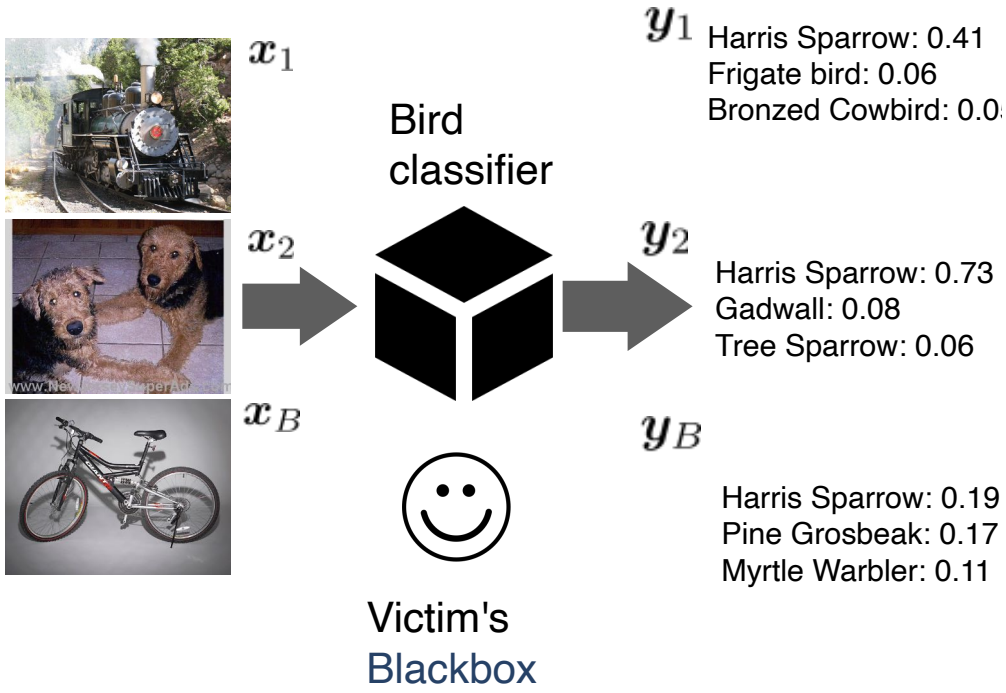
Providing ML Models is a Business Model

- **Input in, prediction out**. Ask $ per query.
  - ML models are **black boxes** !
  - not shared: **architecture**, **parameters**, **hyperparameter** details (IPs)

- **Research question**:
  - can an adversary **steal the functionality of the model** ?

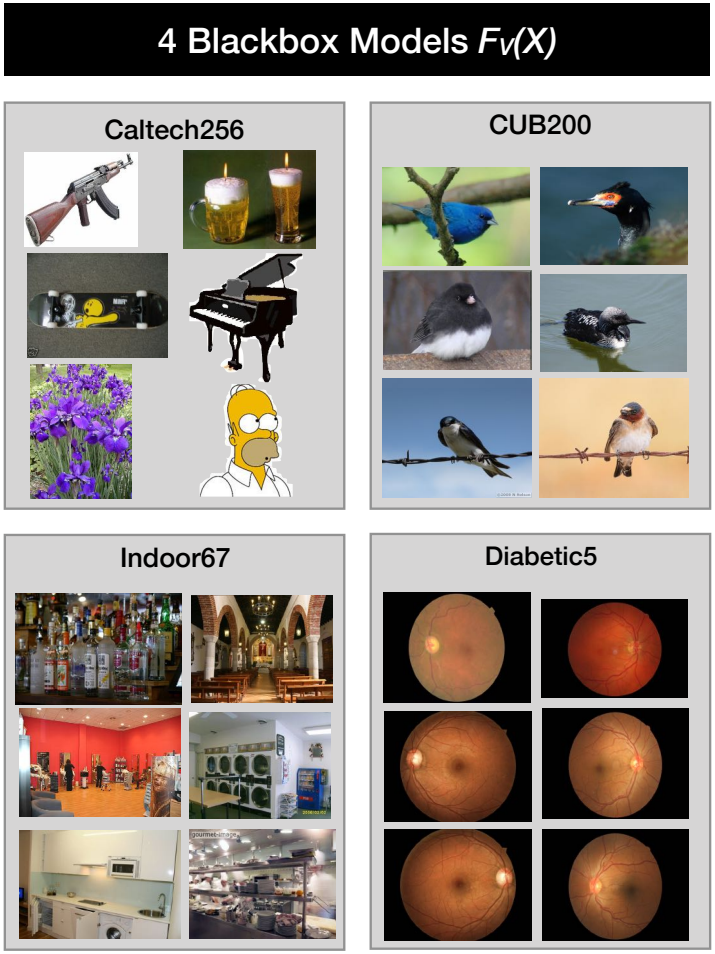


Functionality Stealing: Knock-Off Nets



Transfer Set Construction: $x_i \overset{\pi}{\sim} P_A(X)$

- Simple method: π = random
  - sample images randomly (without replacement)
  - prone to querying irrelevant images



Can we Learn with π = Random? Yes!

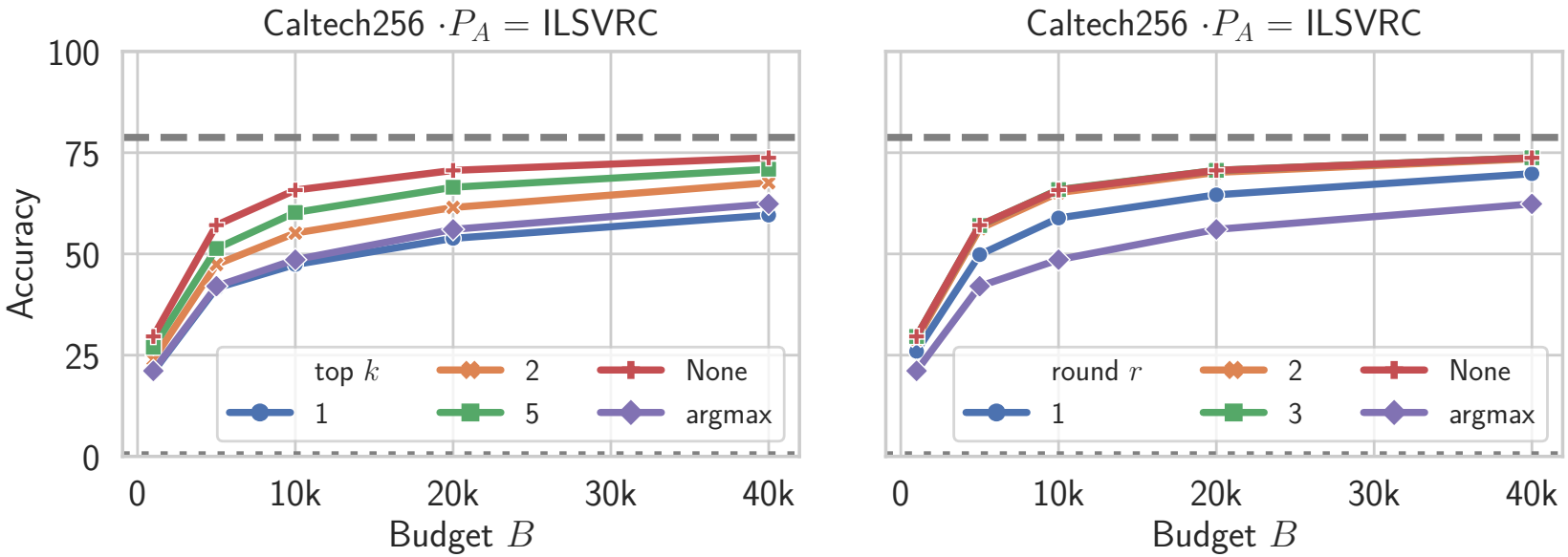
		random			
	P_A	Caltech256	CUBS200	Indoor67	Diabetic5
	P_V (F_V)	78.8 (1×)	76.5 (1×)	74.9 (1×)	58.1 (1×)
	P_V (KD)	82.6 (1.05×)	70.3 (0.92×)	74.4 (0.99×)	54.3 (0.93×)
Closed	D^2	76.6 (0.97×)	68.3 (0.89×)	68.3 (0.91×)	48.9 (0.84×)
Open	ILSVRC	75.4 (0.96×)	68.0 (0.89×)	66.5 (0.89×)	47.7 (0.82×)
Open	OpenImg	73.6 (0.93×)	65.6 (0.86×)	69.9 (0.93×)	47.0 (0.81×)

accuracy(victim blackbox)

accuracy(knockoff)

$\Rightarrow$ > 0.81× accuracy of blackbox recovered

Learning with Less Information? Yes!



⇒ Robust to various **passive** defense mechanisms:

e.g. argmax, top-k, rounding, …

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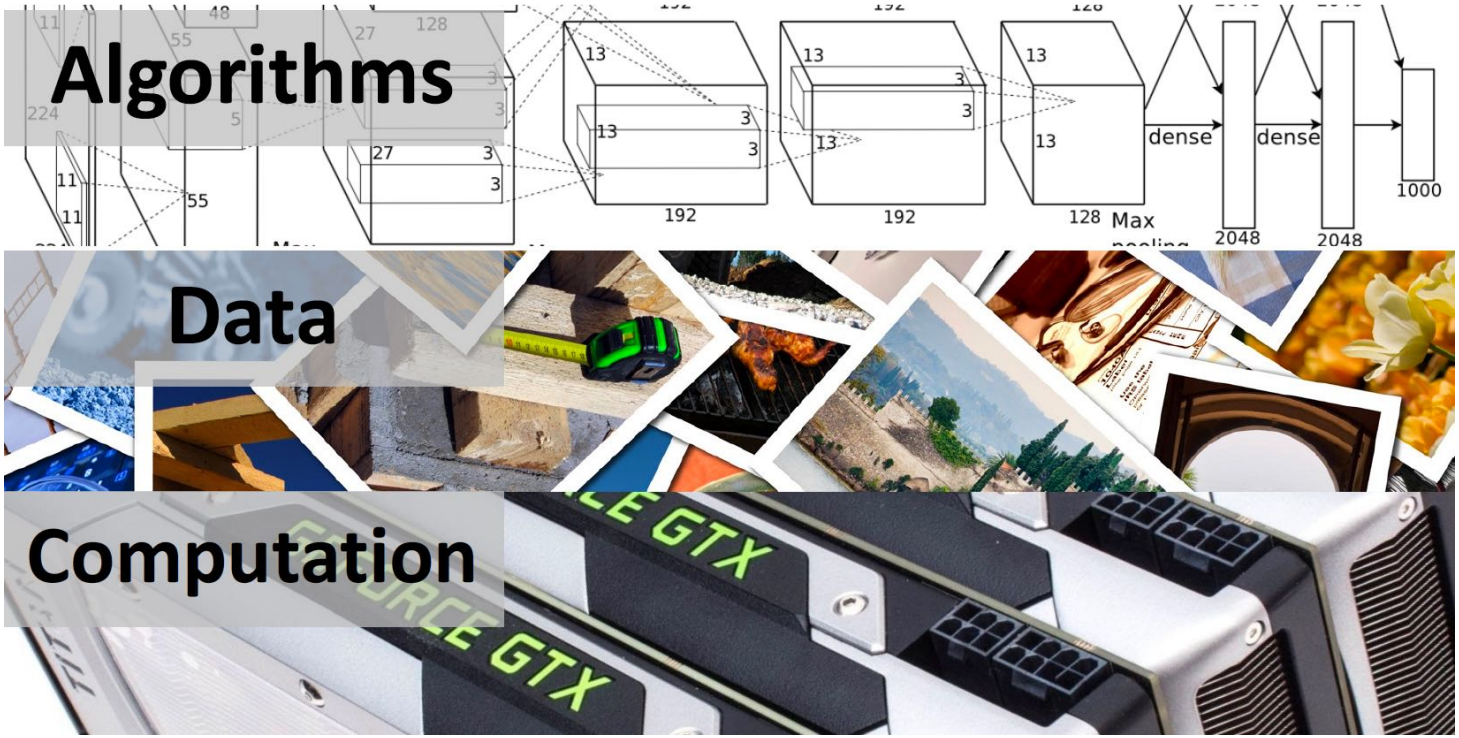
Deep Learning
has become an important tool
for essentially all computer vision tasks

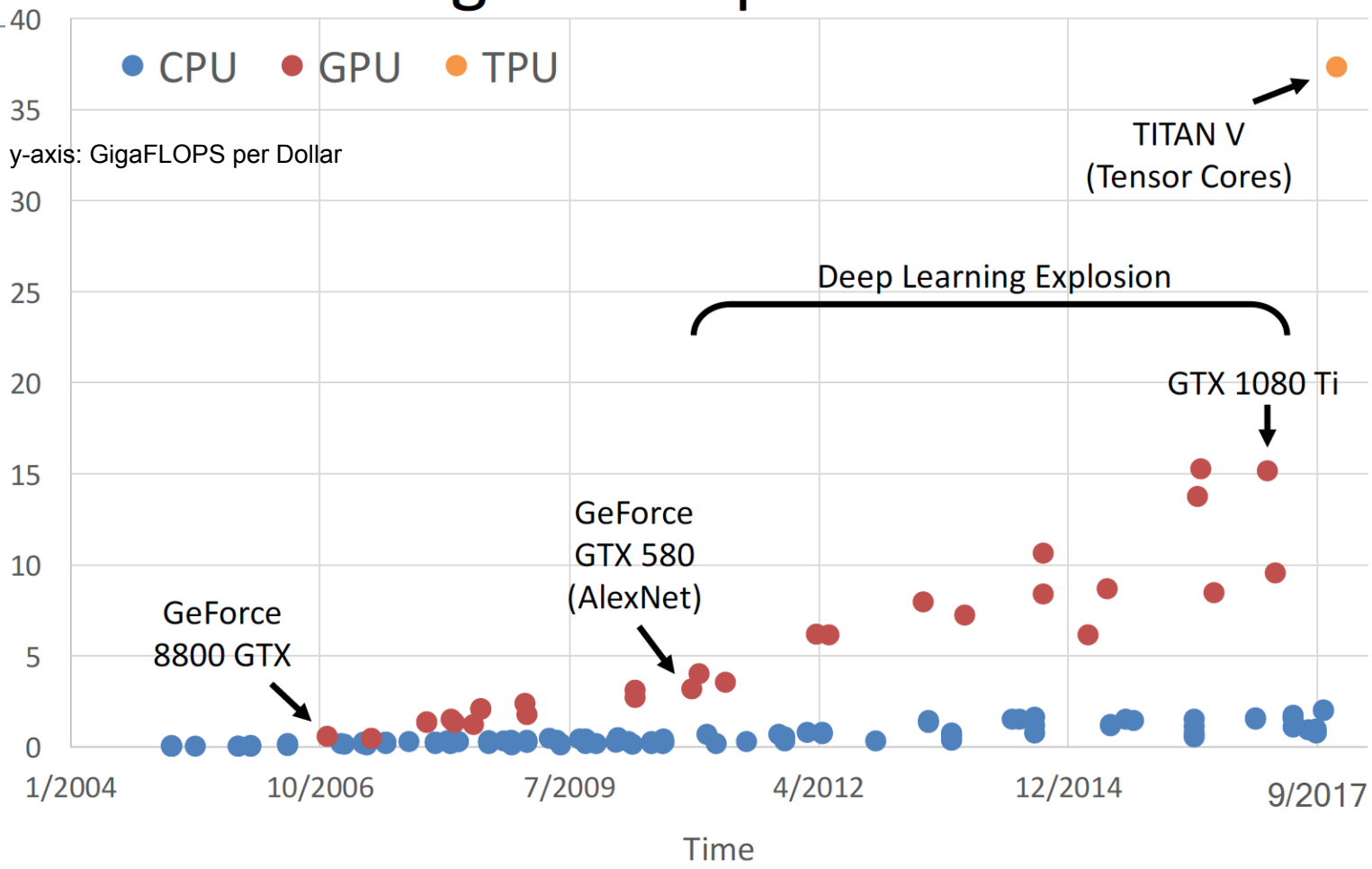
Let's briefly discuss CNNs
(Convolutional Neural Networks)

Ingredients for Deep Learning



slide credit: Fei-Fei, Justin Johnson, Serena Yeung

GigaFLOPs per Dollar



slide credit: Fei-Fei, Justin Johnson, Serena Yeung

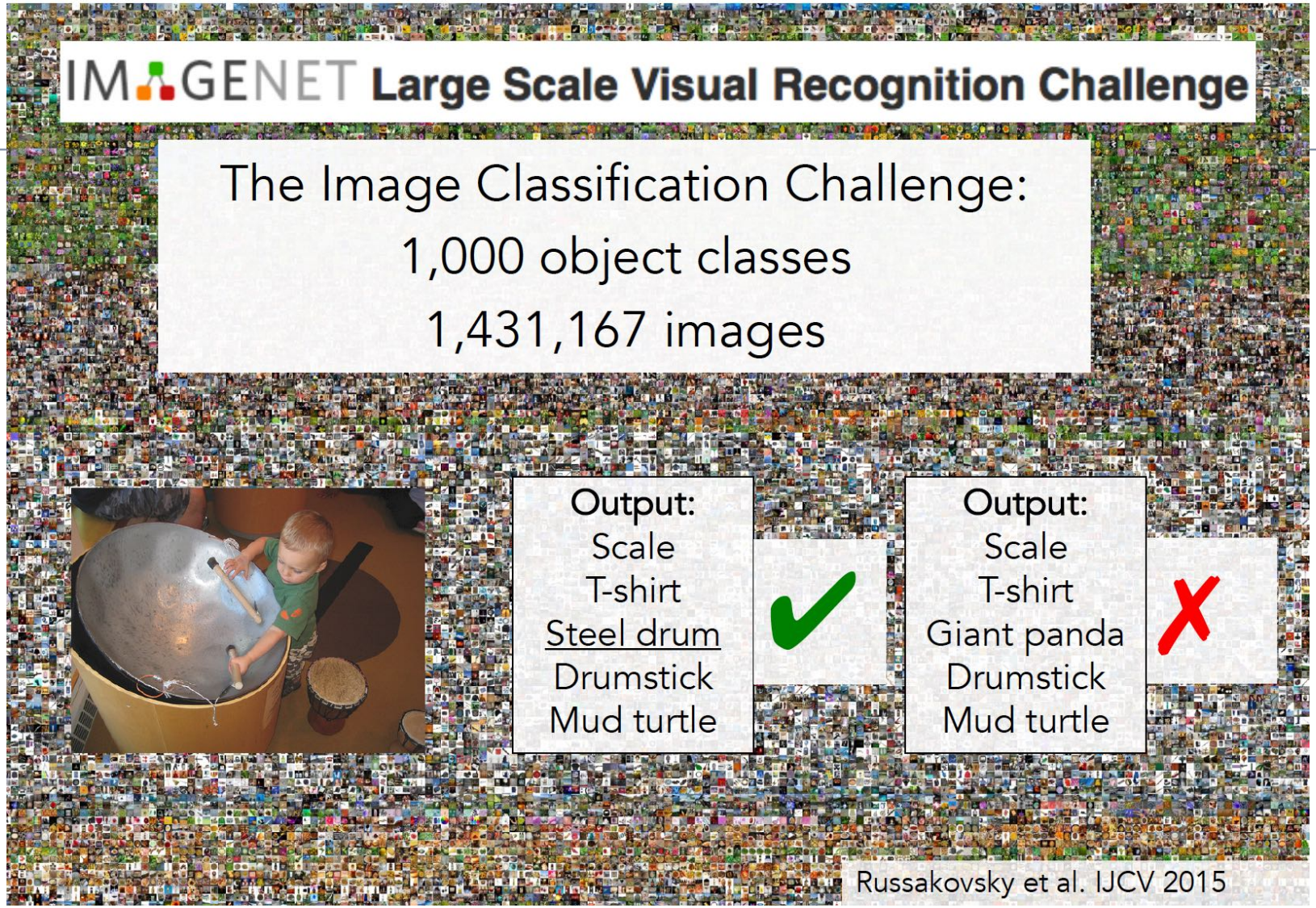
IMAGENET

www.image-net.org

22K categories and **14M** images

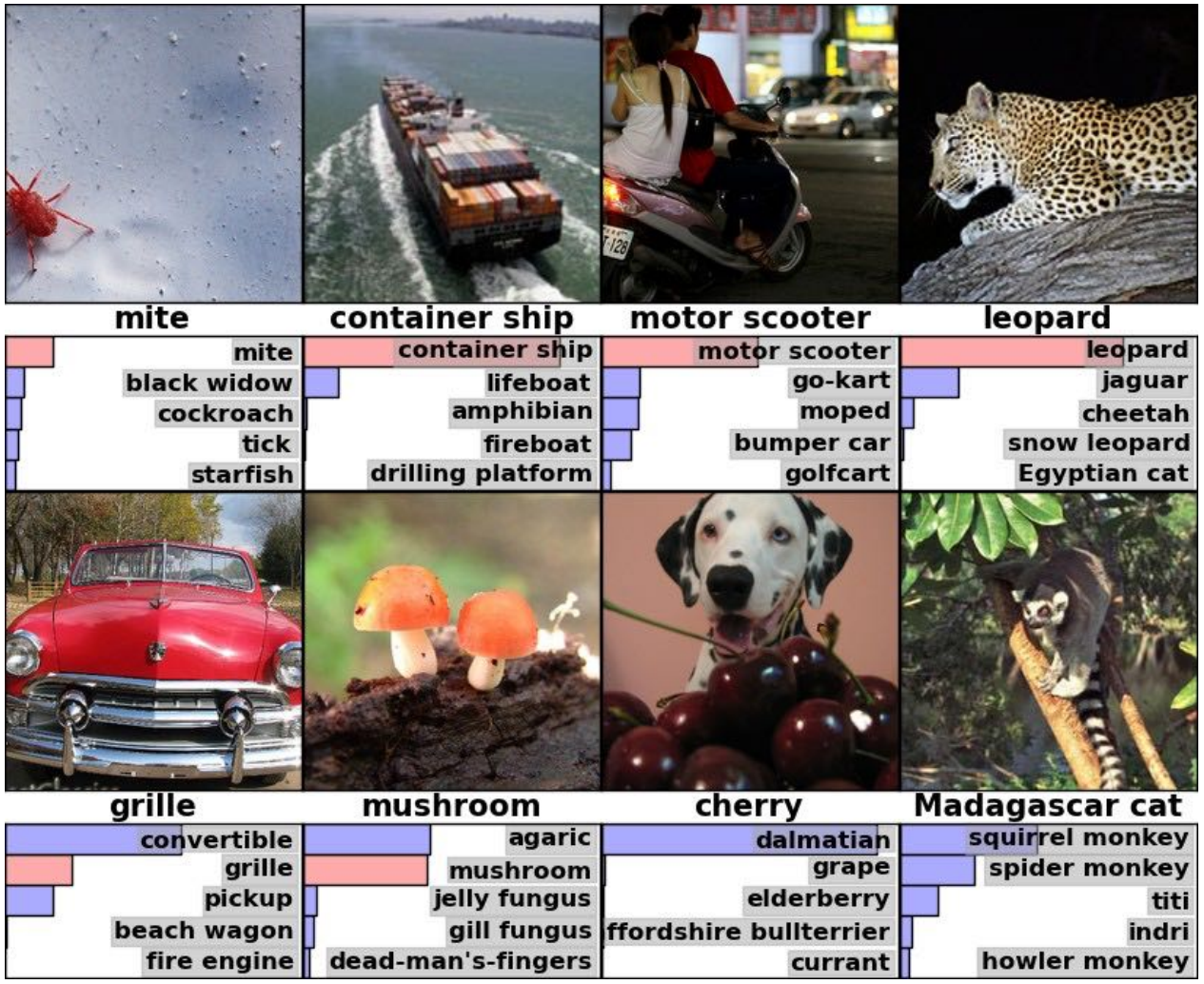
- Animals
  - Bird
  - Fish
  - Mammal
  - Invertebrate
- Plants
  - Tree
  - Flower
- Food
- Materials
- Structures
- Artifact
  - Tools
  - Appliances
  - Structures
- Person
- Scenes
  - Indoor
  - Geological Formations
- Sport Activities

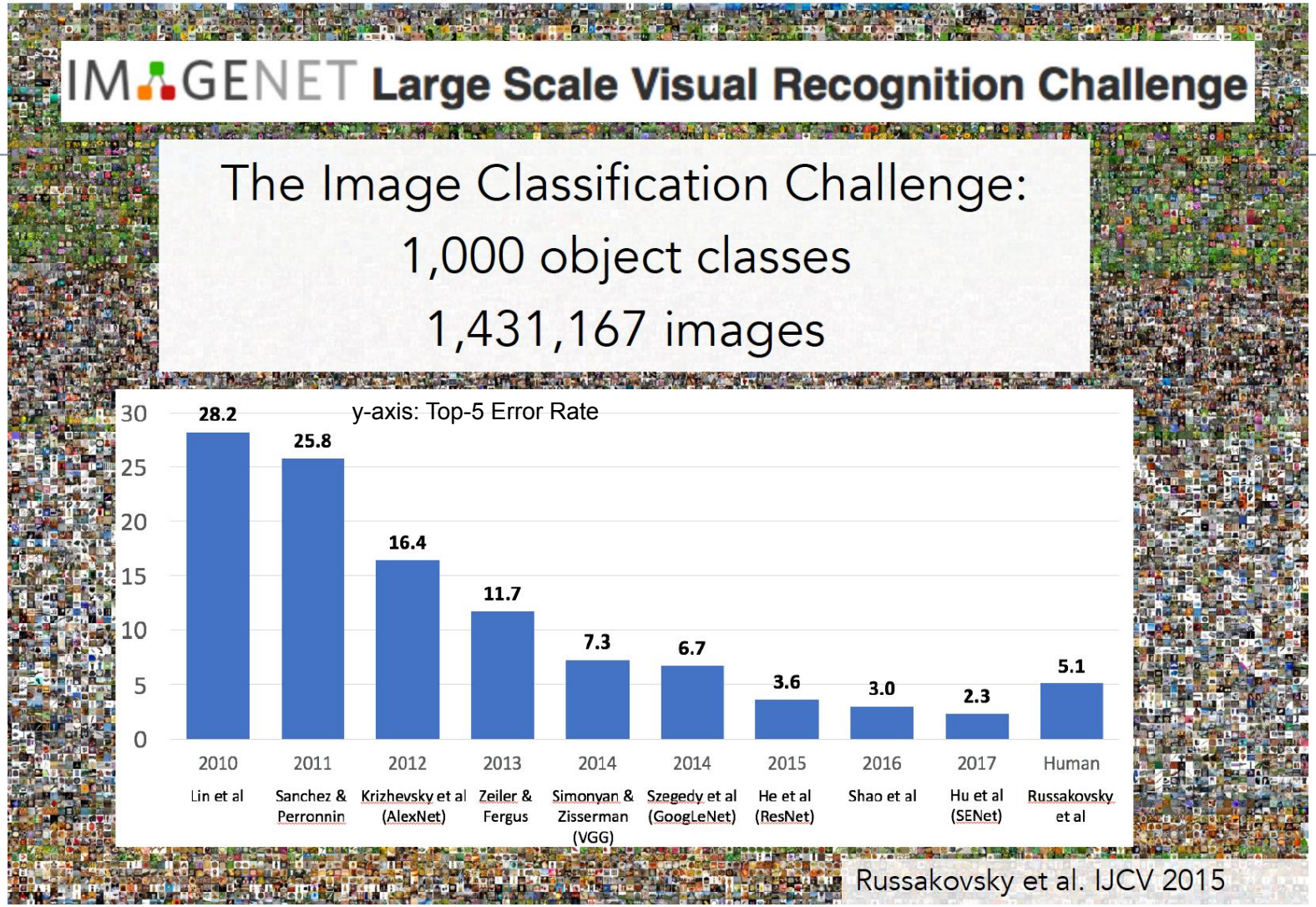
slide credit: Fei-Fei, Justin Johnson, Serena Yeung



slide credit: Fei-Fei, Justin Johnson, Serena Yeung

Validation classification





slide credit: Fei-Fei, Justin Johnson, Serena Yeung

IMAGENET Large Scale Visual Recognition Challenge

Year 2010

NEC-UIUC

Dense descriptor grid: HOG, LBP

Coding: local coordinate, super-vector

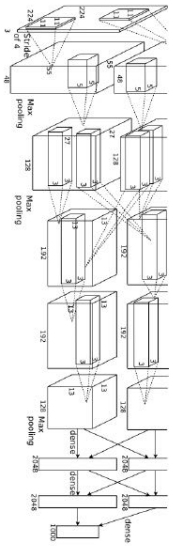
Pooling, SPM

Linear SVM

[Lin CVPR 2011]

Year 2012

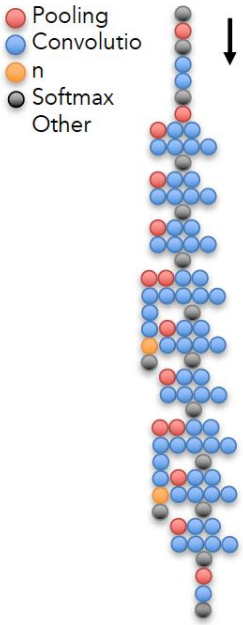
SuperVision



[Krizhevsky NIPS 2012]

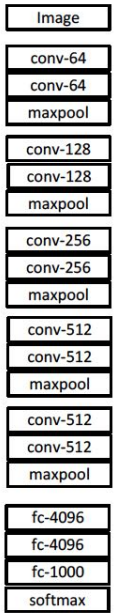
Year 2014

GoogLeNet



[Szegedy arxiv 2014]

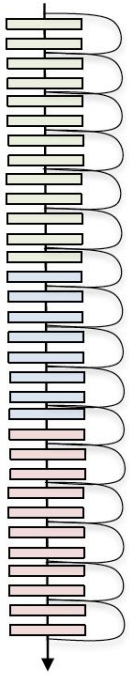
VGG



[Simonyan arxiv 2014]

Year 2015

MSRA



[He ICCV 2015]

slide credit: Fei-Fei, Justin Johnson, Serena Yeung

How deep is enough?

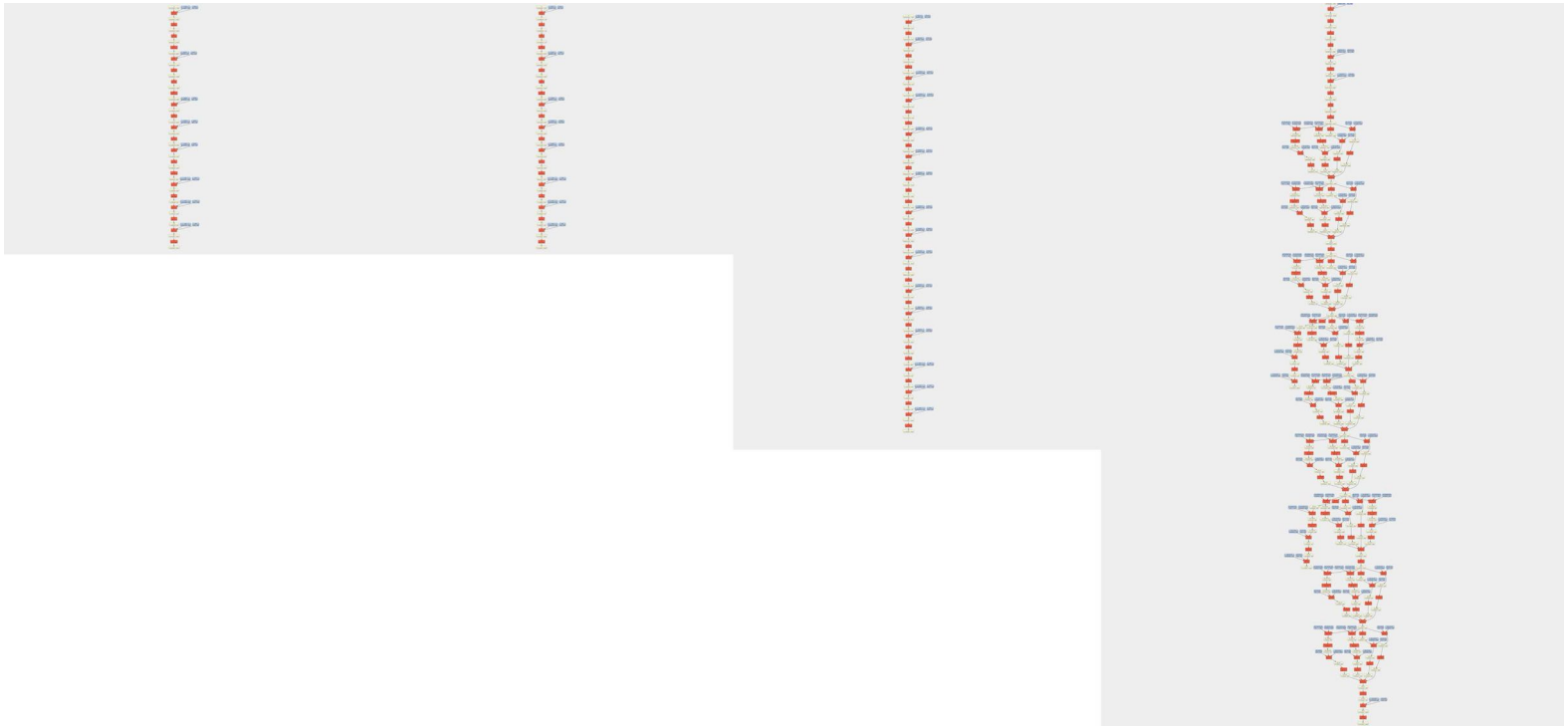
AlexNet (2012)

5 convolutional layers

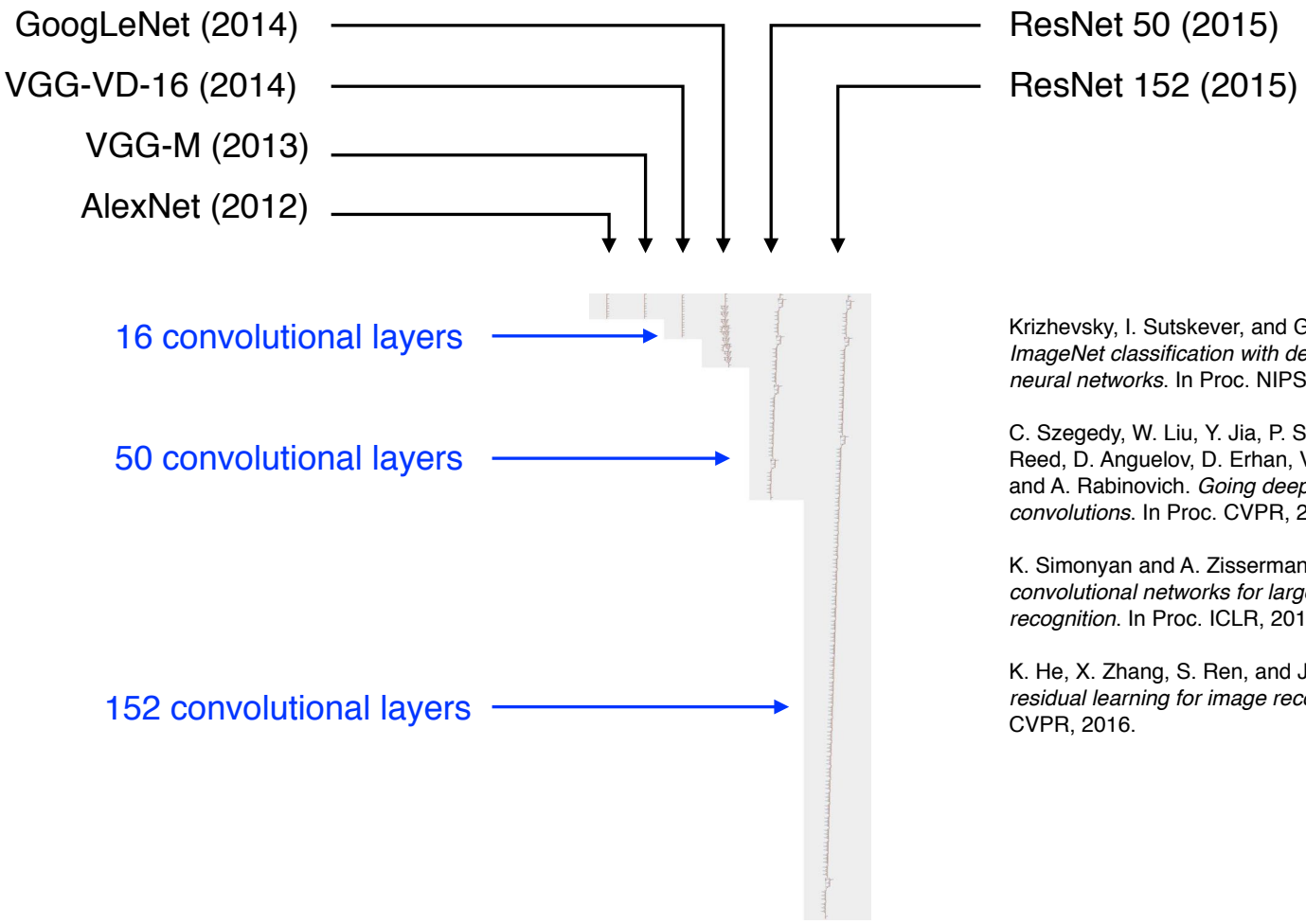
3 fully-connected layers

How deep is enough?

AlexNet (2012) VGG-M (2013) VGG-VD-16 (2014) GoogLeNet (2014)



How deep is enough?



Krizhevsky, I. Sutskever, and G. E. Hinton. *ImageNet classification with deep convolutional neural networks*. In Proc. NIPS, 2012.

C. Szegedy, W. Liu, Y. Jia, P. Sermanet, S. Reed, D. Anguelov, D. Erhan, V. Vanhoucke, and A. Rabinovich. *Going deeper with convolutions*. In Proc. CVPR, 2015.

K. Simonyan and A. Zisserman. *Very deep convolutional networks for large-scale image recognition*. In Proc. ICLR, 2015.

K. He, X. Zhang, S. Ren, and J. Sun. *Deep residual learning for image recognition*. In Proc. CVPR, 2016.

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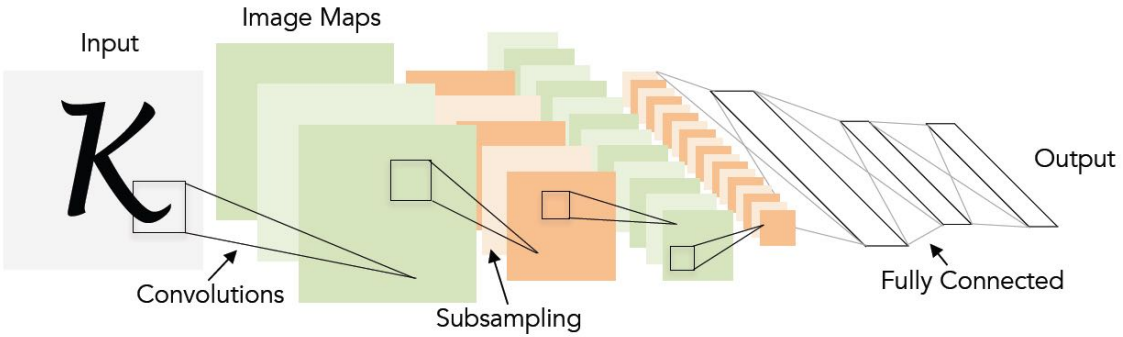
Convolutional Neural Networks (CNNs) were not invented overnight...

1998

LeCun et al.



# of transistors

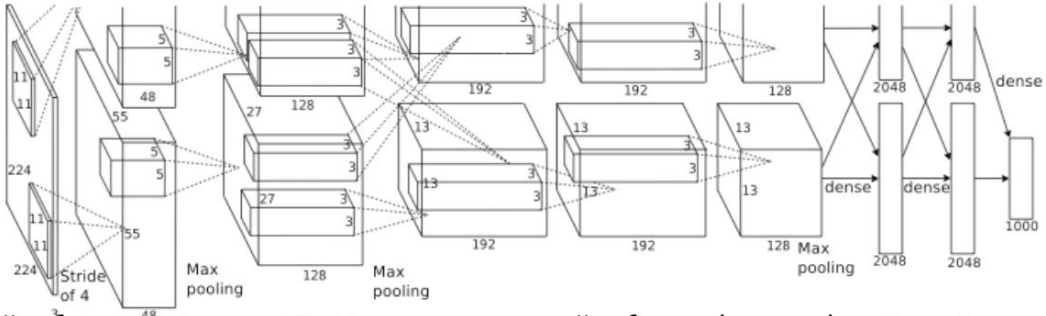
10^6

# of pixels used in training

10^7 NIST

2012

Krizhevsky et al.



# of transistors

10^9

GPUs

# of pixels used in training

10^{14} IMAGENET

Figure copyright Alex Krizhevsky, Ilya Sutskever, and Geoffrey Hinton, 2012. Reproduced with permission.

slide credit: Fei-Fei, Justin Johnson, Serena Yeung

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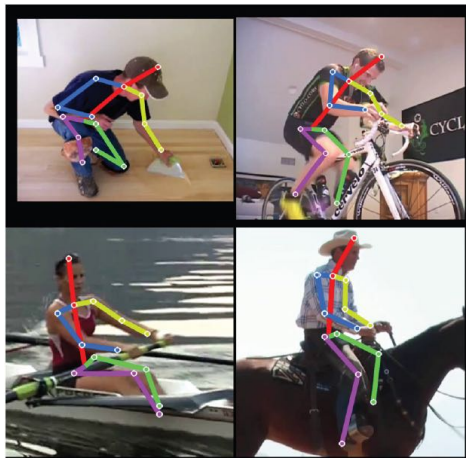
Deep Learning
have become an important tool
for object recognition / image classification

but there exist many other computer vision tasks
where Deep Learning is also an essential ingredient

a few examples...

Human Pose Estimation

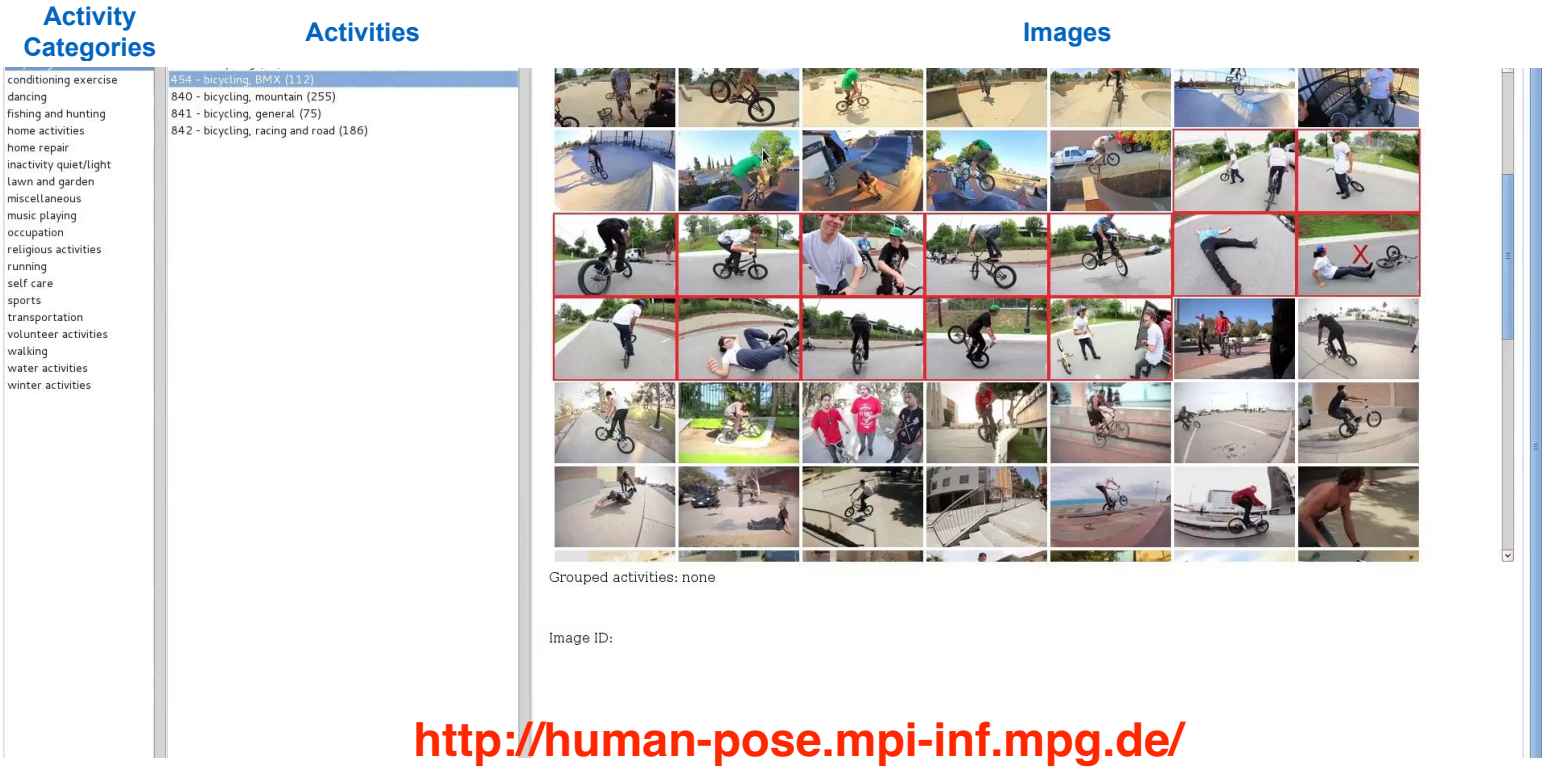
- **Single Person Pose Estimation** - two “phases”
  - **Phase 1**: **pictorial structures models** e.g. [Felzenszwalb&Huttenlocher@ijcv05], [Andriluka&al@ijcv11], [Yang&Ramanan@pami13], [Pishchulin&al@iccv13], …
  - **Phase 2**: using **deep learning** e.g. [Thoshev,Szegedy@cvpr14], [Thompson&al@nips14], [Chen&Yuille@nips14], [Carreira&al@cvpr16], [Hu&Ramanan@cvpr16], [Wei&al@cvpr16], [Newell&al@cvpr16], …



[Andriluka,Pishchulin,Gehler,Schiele@CVPR'14]

MPII Human Pose Dataset: Dataset demo

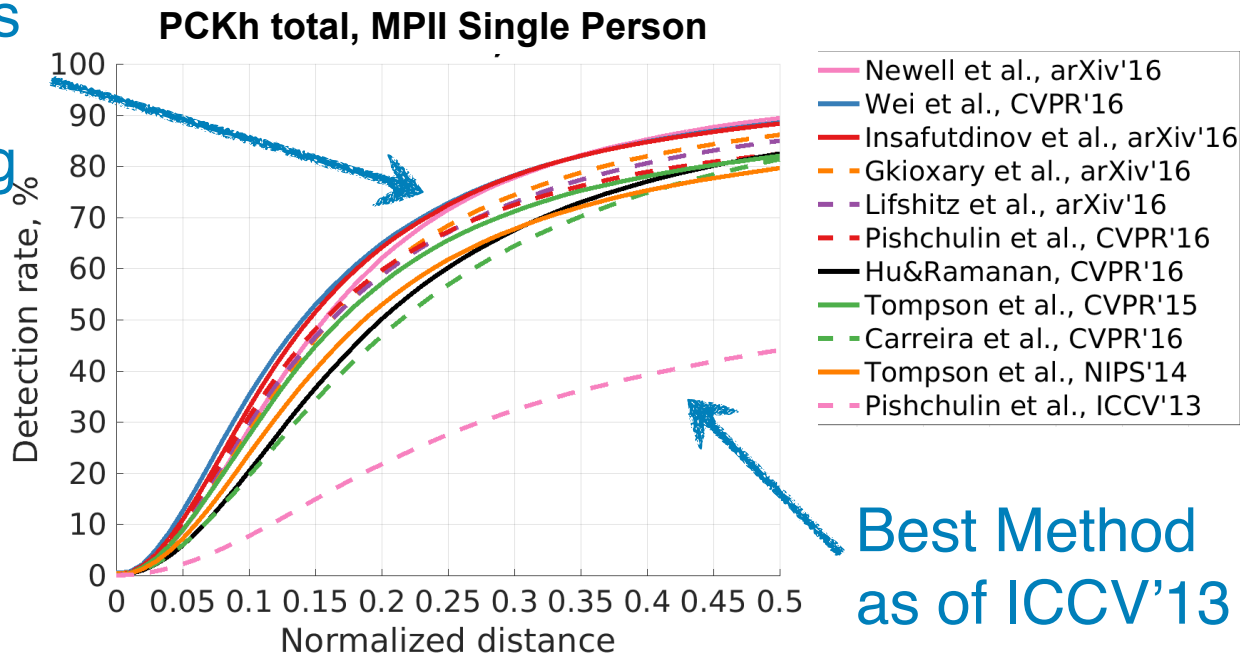
- 410 human activities (after merging similar activities)
- over 40,000 annotated poses
- over 1



http://human-pose.mpi-inf.mpg.de/

Analysis - overall performance

Best Methods today: deep learning "takes" over



Best Method as of ICCV'13

- ✓ since CVPR'14, dataset has become **de-facto standard benchmark**
- ✓ **large training set** facilitated development of **deep learning methods**

[Cordts,Omran,Ramos,Rehfeld,Enzweiler,Benenson,Franke,Roth,Schiele@cvpr16]

Cityscapes: Large-Scale Datasets for Semantic Labeling of Street Scenes

- Joint effort of:

DAIMLER

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TECHNISCHE UNIVERSITÄT DARMSTADT

Classes

Class	Group	Class	Group	Class	Group
road	ground	building		person[1]	human
sidewalk		wall		rider[1]	
car[1]		fence		tree	nature
truck[1]		traffic sign	infra-structure	terrain	
bus[1]		traffic light		ground	void
on rails[1]	vehicle	pole		dynamic	
motorcycle[1]		bridge[2]		static	
bicycle[1]		tunnel[2]			
license plate[2]		sky	sky		

[1]Single instance annotation available
[2]Not included in fine label set challenges


S U
BUS

Image Description

A female tennis player in action on the court.

A group of young men playing a game of soccer.

A man riding a wave on top of a surf-board.

Image Description

Ours: a person on skis jumping over a ramp

Ours: a skier is making a turn on a course

Ours: a cross country skier makes his way through the snow

Ours: a skier is headed down a steep slope

Baseline: a man riding skis down a snow covered slope

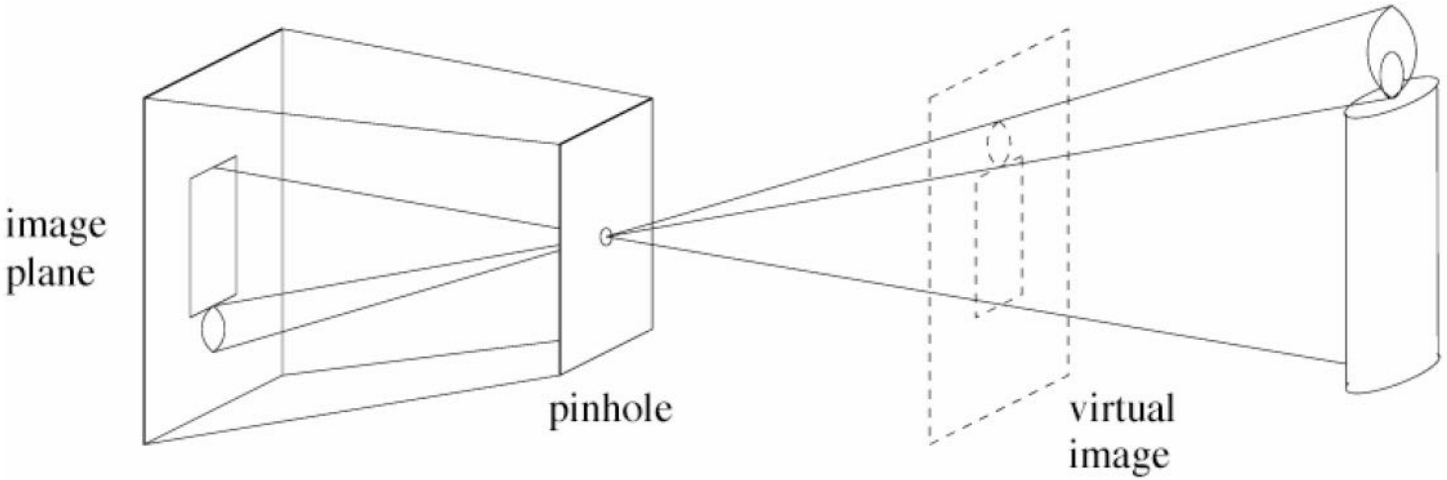
[Rakshith'17]

Basic Concepts and Terminology

Computer Vision vs. Computer Graphics

Pinhole Camera (Model)

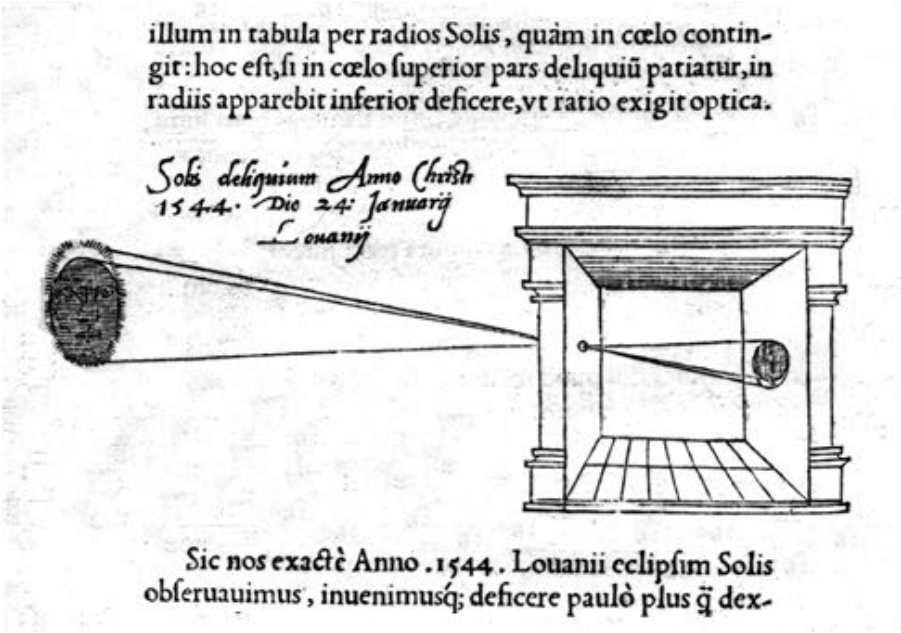
- (simple) standard and abstract model today
  - box with a small hole in it



Camera Obscura

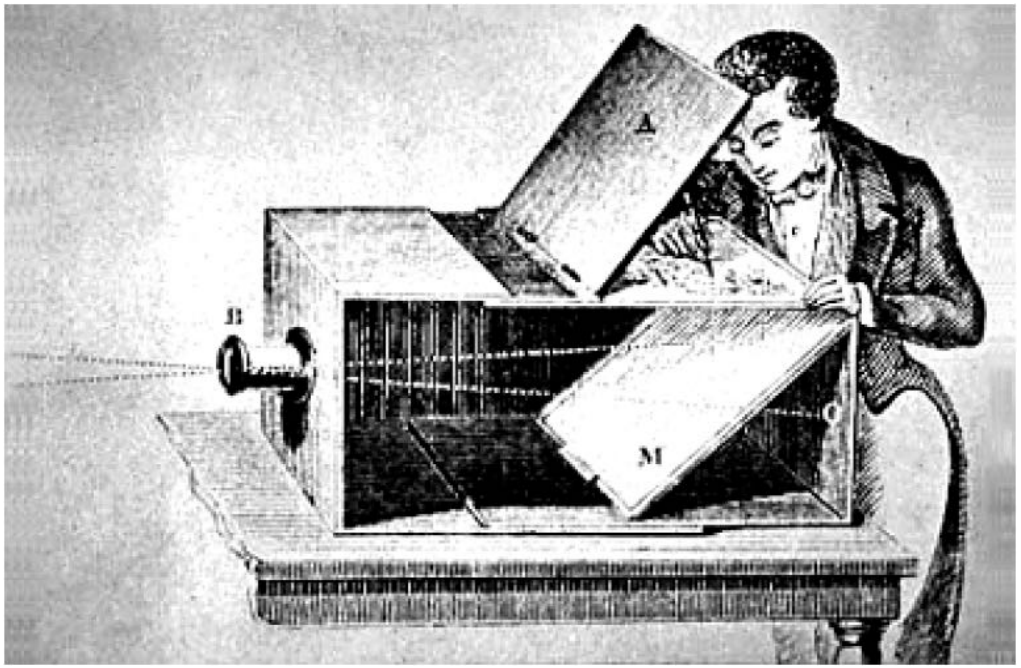
- around 1519, Leonardo da Vinci (1452 - 1519)
  - http://www.acmi.net.au/AIC/CAMERA_OBSCURA.html

  - "when images of illuminated objects … penetrate through a small hole into a very dark room … you will see [on the opposite wall] these objects in their proper form and color, reduced in size … in a reversed position owing to the intersection of the rays"



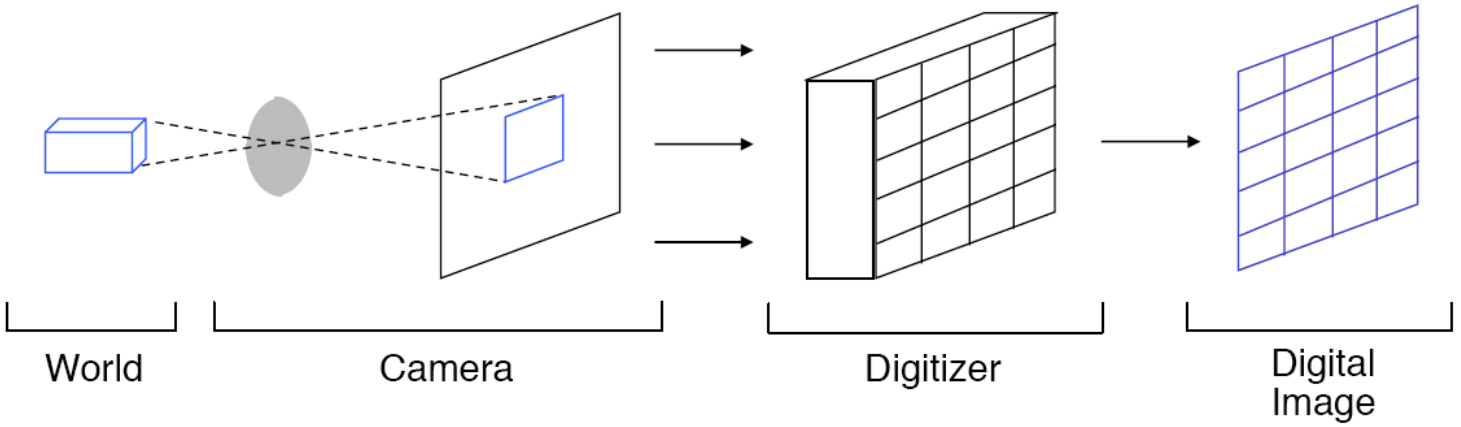
Principle of pinhole....

- ...used by artists
  - (e.g. Vermeer 17th century, dutch)
- and scientists



Digital Images

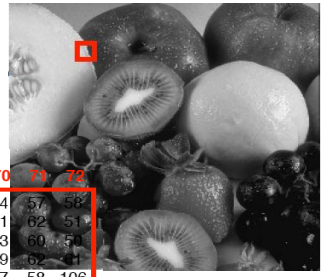
- Imaging Process:
  - (pinhole) camera model
  - digitizer to obtain digital image



(Grayscale) Image

- ‘Goals’ of Computer Vision
  - how can we recognize fruits from an array of (gray-scale) numbers?
  - how can we perceive depth from an array of (gray-scale) numbers?
  - …
- computer vision = the problem of ‘inverse graphics’ …?

- ‘Goals’ of Graphics
  - how can we generate an array of (gray-scale) numbers that looks like fruits?
  - how can we generate an array of (gray-scale) numbers so that the human observer perceives depth?
  - …



y =	x = 58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
41	210	209	204	202	197	247	143	71	64	80	84	54	54	57	58
42	206	196	203	197	195	210	207	56	63	58	53	53	61	62	51
43	201	207	192	201	198	213	156	69	65	57	55	52	53	60	58
44	216	206	211	193	202	207	208	57	69	60	55	77	49	62	61
45	221	206	211	194	196	197	220	56	63	60	55	46	97	58	106
46	209	214	224	199	194	193	204	173	64	60	59	51	62	56	48
47	204	212	213	208	191	190	191	214	60	62	66	76	51	49	55
48	214	215	215	207	208	180	172	188	69	72	55	49	56	52	56
49	209	205	214	205	204	196	187	196	86	62	66	87	57	60	48
50	208	209	205	203	202	186	174	185	149	71	63	55	55	45	56
51	207	210	211	199	217	194	183	177	209	90	62	64	52	93	52
52	208	205	209	209	197	194	183	187	187	239	58	68	61	51	56
53	204	206	203	209	195	203	188	185	183	221	75	61	58	60	60
54	200	203	199	236	188	197	183	190	183	196	122	63	58	64	66
55	205	210	202	203	199	197	196	181	173	186	105	62	57	64	63

Case Study

... object recognition

Case Study:
Computer Vision & Object Recognition

- how do you recognize
  - the banana?
  - the glas?
  - the towel?

- how can we make computers to do this?

- ill posed problem:
  - missing data
  - ambiguities
  - multiple possible explanations

Image Edges:
What are edges? Where do they come from?

- Edges are changes in pixel brightness

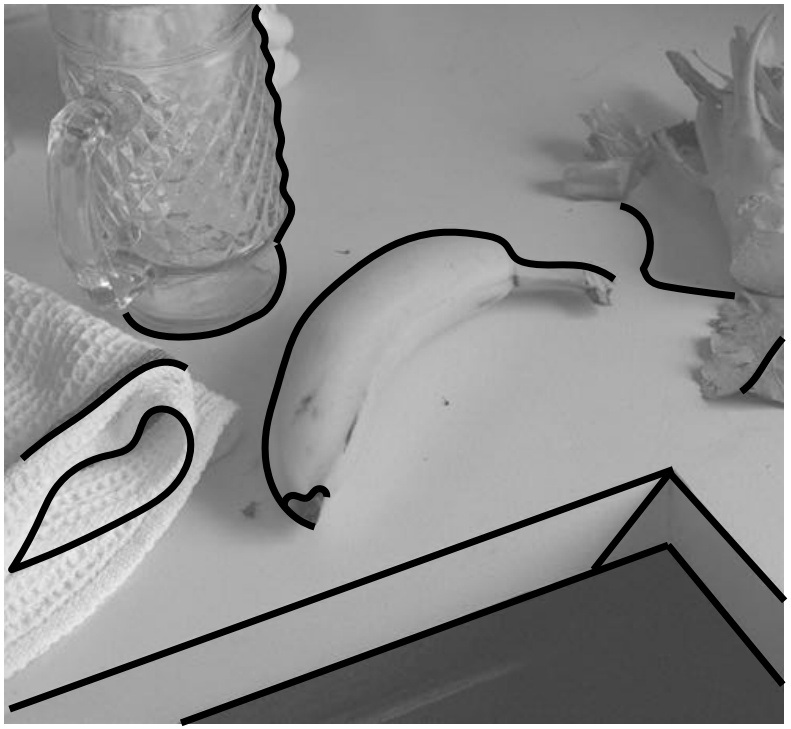
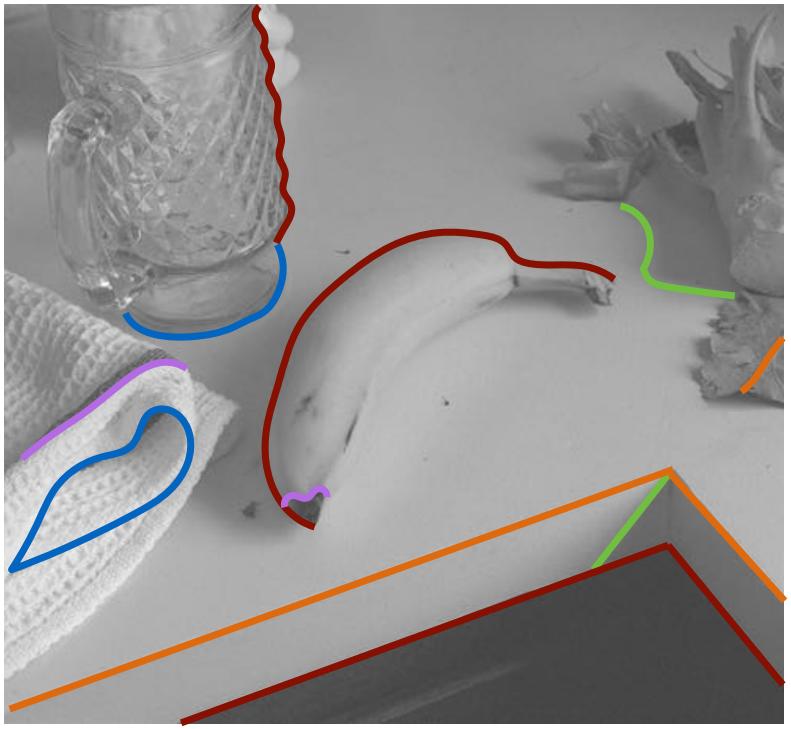


Image Edges:
What are edges? Where do they come from?



- Edges are changes in pixel brightness
  - **Foreground/Background Boundaries**
  - **Object-Object-Boundaries**
  - **Shadow Edges**
  - **Changes in Albedo or Texture**
  - **Changes in Surface Normals**

Line Drawings:
Good Starting Point for Recognition?

MASSACHUSETTS INSTITUTE OF TECHNOLOGY

PROJECT MAC

Artificial Intelligence Group — July 7, 1966
Vision Memo. No. 100.

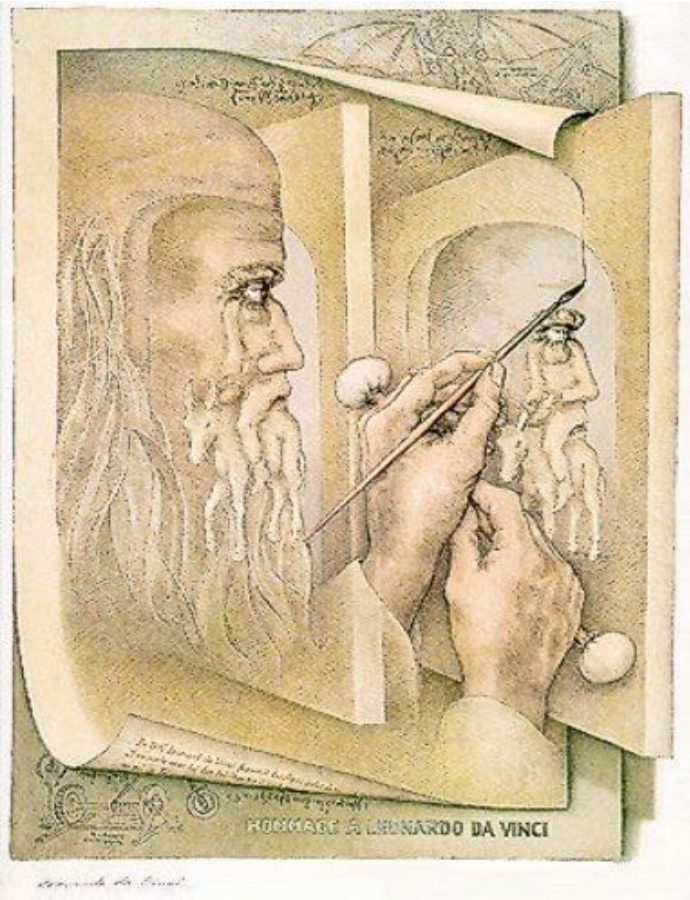
THE SUMMER VISION PROJECT

Seymour Papert

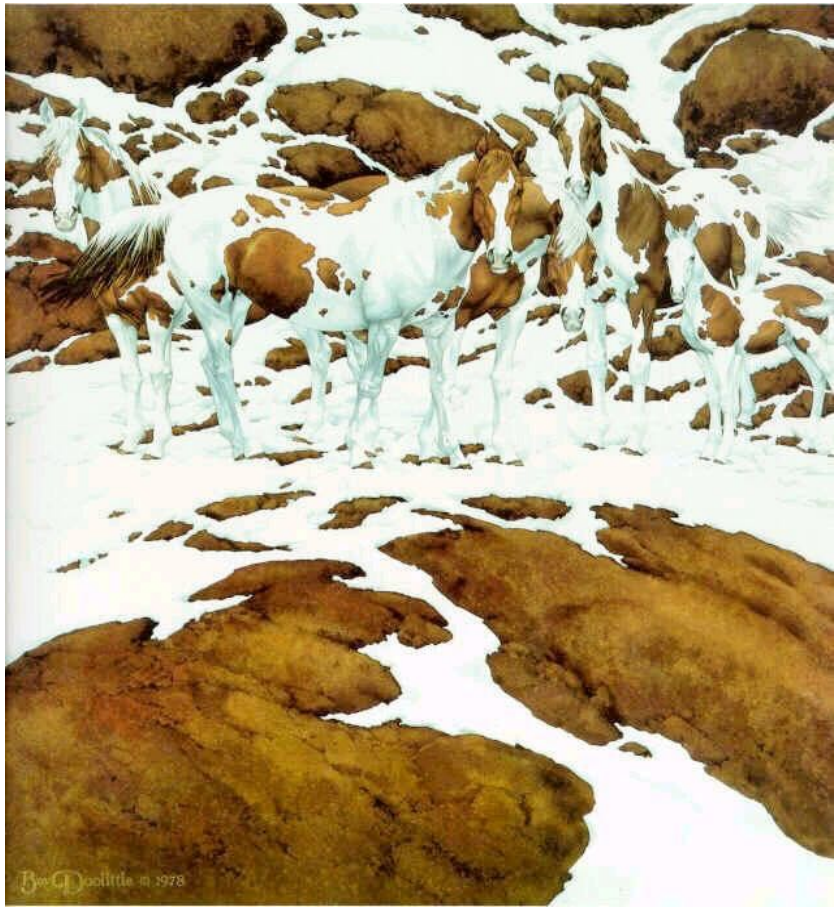
The summer vision project is an attempt to use our summer workers effectively in the construction of a significant part of a visual system. The particular task was chosen partly because it can be segmented into sub-problems which will allow individuals to work independently and yet participate in the construction of a system complex enough to be a real landmark in the development of "pattern recognition".

slide credit: Fei-Fei, Justin Johnson, Serena Yeung

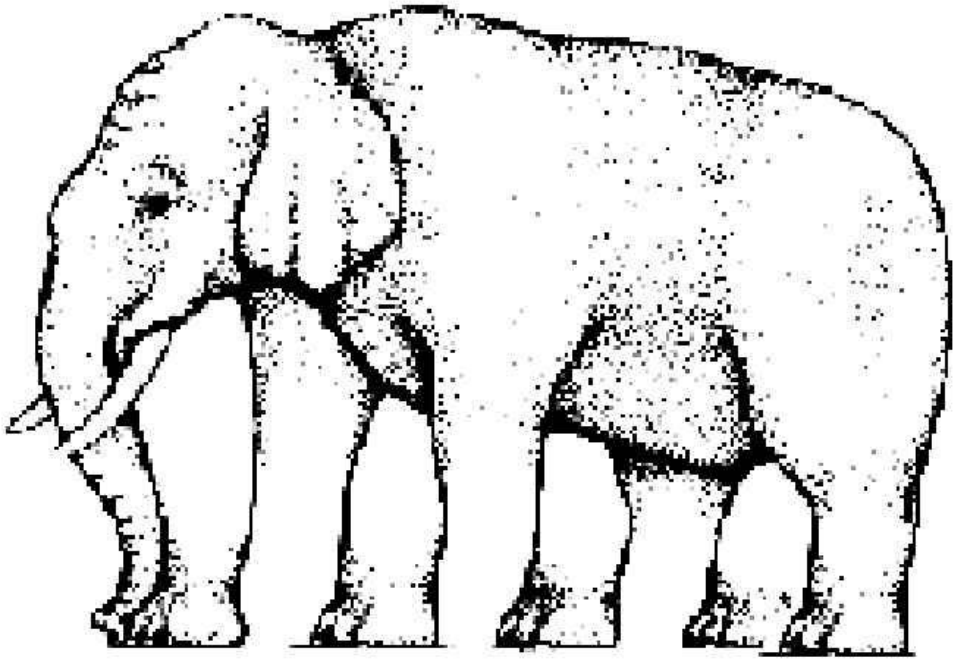
Complexity of Recognition



Complexity of Recognition



Complexity of Recognition



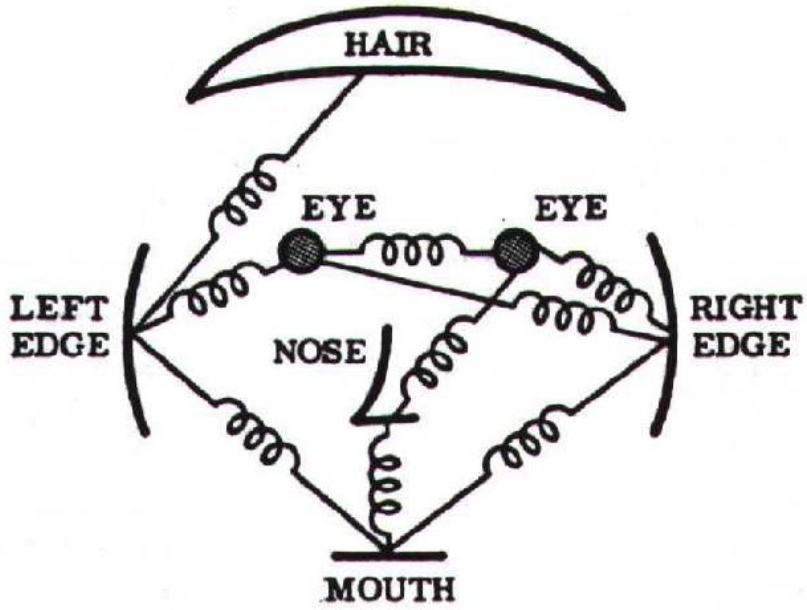
Recognition: the Role of Context

- Antonio Torralba

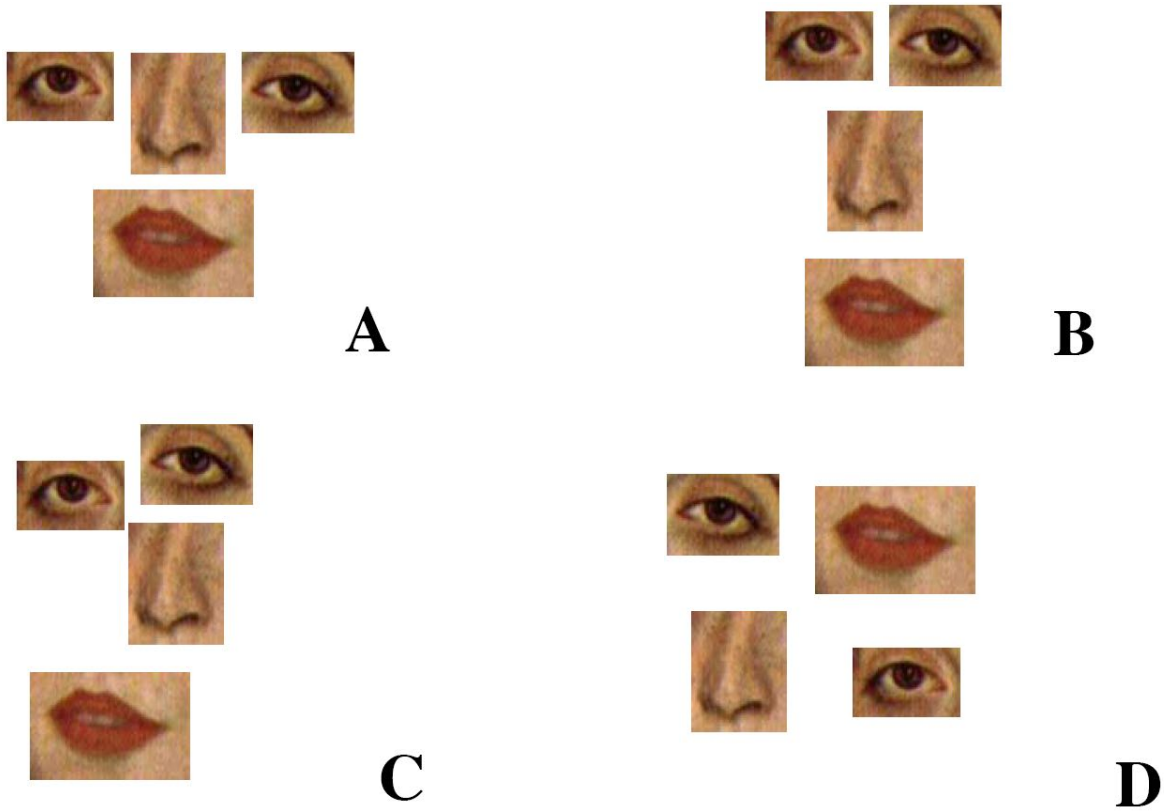
Complexity of Recognition

Class of Models: Pictorial Structure

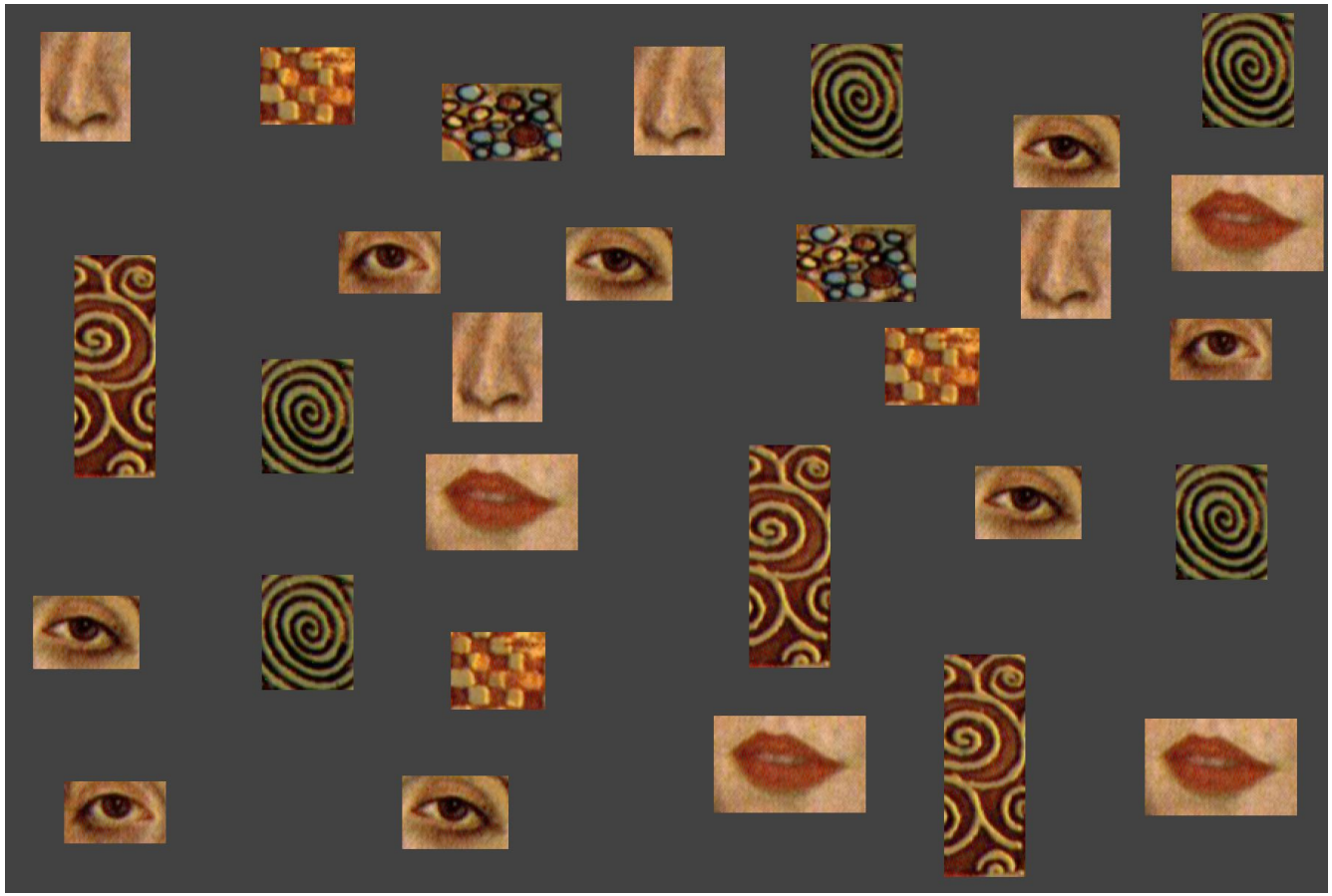
- Fischler & Elschlager 1973
- Model has two components
  - parts
    (2D image fragments)
  - structure
    (configuration of parts)



Deformations



Clutter



Example

Recognition, Localization, and Segmentation

a few terms

… let’s briefly define what we mean by that

Object Recognition:
First part of this Computer Vision class

- Different Types of Recognition Problems:
  - Object **Identification**
    - recognize your pencil, your dog, your car
  - Object **Classification**
    - recognize any pencil, any dog, any car
    - also called: generic object recognition, object categorization, …

- Recognition and
  - **Segmentation**: separate pixels belonging to the foreground (object) and the background
  - **Localization/Detection**: position of the object in the scene, pose estimate (orientation, size/scale, 3D position)

Object Recognition:
First part of this Computer Vision class

- Different Types of Recognition Problems:
  - Object **Identification**
    - recognize your apple, your cup, your dog
  - Object **Classification**
    - recognize any apple, any cup, any dog
    - also called: generic object recognition, object categorization, …
    - typical definition: ‘basic level category’

Which Level is right for Object Classes?

- Basic-Level Categories
  - the highest level at which category members have **similar perceived shape**
  - the highest level at which a **single mental image** can reflect the entire category
  - the highest level at which a person uses similar **motor actions** to interact with category members
  - the level at which human subjects are usually **fastest** at identifying category members
  - the first level named and understood by **children**

  - (while the definition of basic-level categories depends on culture there exist a remarkable consistency across cultures...)

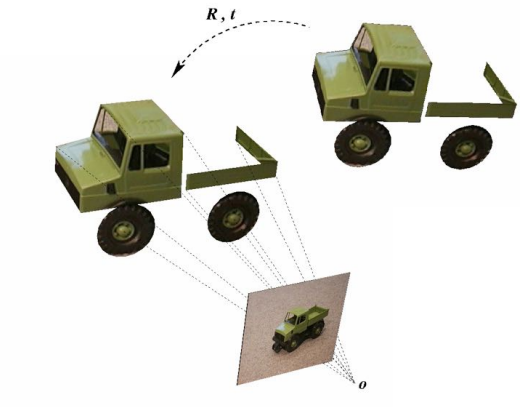
- Most recent work in object recognition has focused on this problem
  - we will discuss several of the most successful methods in the lecture :-)

Object Recognition & Segmentation

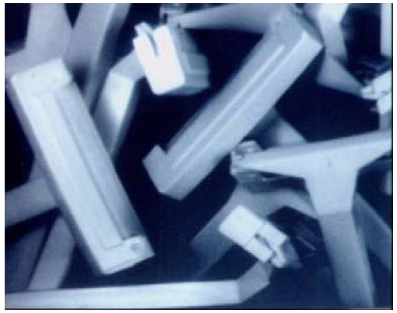
- Recognition and
  - **Segmentation**: separate pixels belonging to the foreground (object) and the background

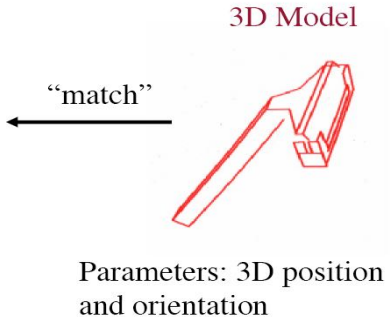
Object Recognition & Localization

- Recognition and
  - **Localization in 3D**: to position the object in the scene, estimate the object's pose (orientation, size/scale, 3D position)

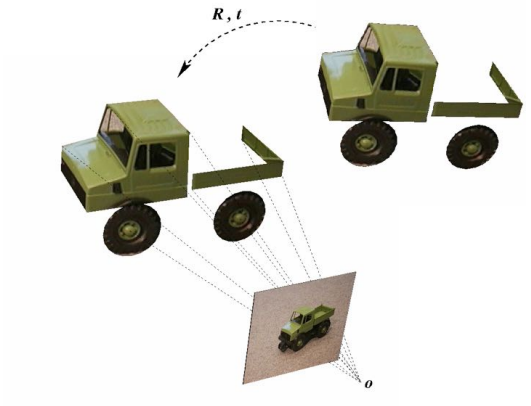


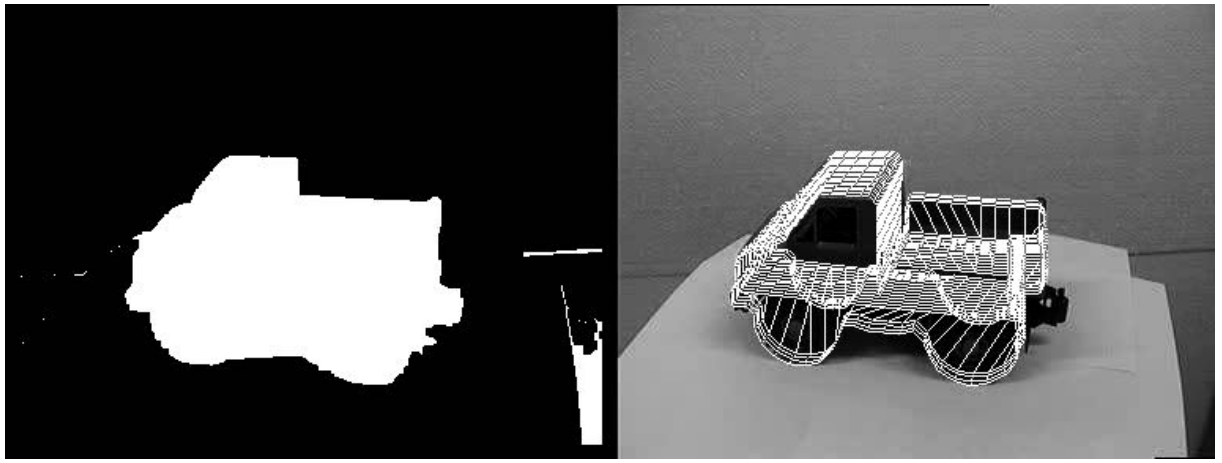
  - Example from David Lowe:





Localization: Example Video





Object Recognition

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- Recognition and
  - **Segmentation**: separate pixels belonging to the foreground (object) and the background
  - **Localization**: position the object in the scene, estimate pose of the object (orientation, size/scale, 3D position)

Goals of today's lecture

- First intuitions about
  - What is computer vision?
  - What does it mean to see and how do we (as humans) do it?
  - How can we make this computational?

- Applications & Appetizers

- Role of Deep Learning
  - with several slides taken from Fei-Fei Li, Justin Johnson, Serena Yeung @ Stanford

- Case Study
  - Object Recognition — intuition from human vision...