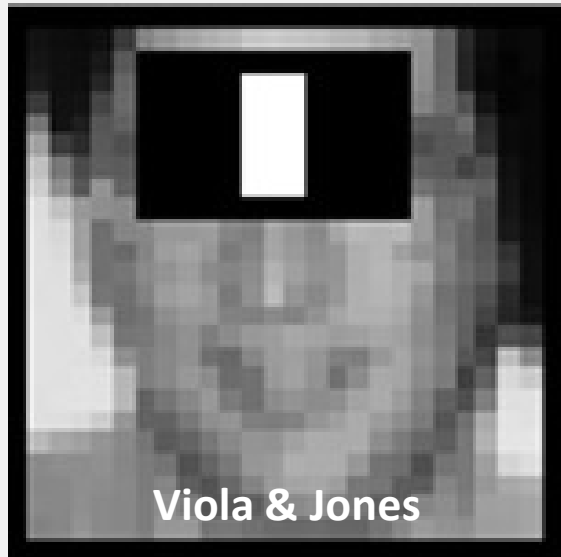


Department of Computer Science
University of Bristol

COMS30121/COMSM0020 Image Processing and Computer Vision



Lecture 06

Basics of Classical Object Detection

16 Slides





What is 'Object Detection'?

- Object Detection aims at bridging the 'semantic gap' between...
 - given pixel values, *and*
 - meaningful objects (grouping of pixels + classification of groups)

→ **image regions need to be found and assigned with semantic labels from a space of object classes**

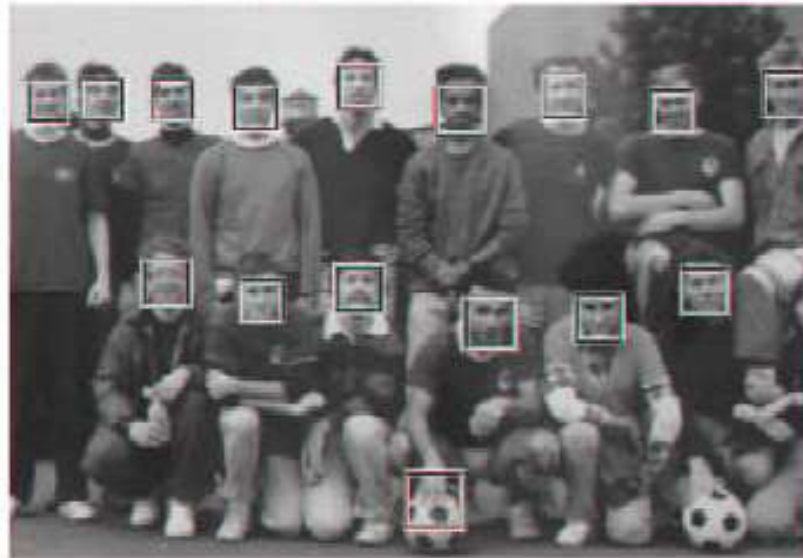
- Why do classical shape detection and segmentation on their own rarely work for real-world object detection?

- high intra-class, low inter-class variance
- classes are rarely well defined
- change of illumination, scale, pose + deformation, occlusion...

Variable visual appearance



→ **object recognition is a difficult task**



First Real-time Detection Method: Viola & Jones' (2001)
(base line standard for off-the-shelf method for almost a decade)

Example Algorithm: Viola & Jones' Real-time Method (2001)

Our Agenda:

- Viola Jones technique overview
- Sliding Window Detectors
- Haar-like Features
- Feature Extraction and Integral Images
- Weak Classifiers
- Boosting and Classifier Evaluation
- Cascades of Boosted Classifiers

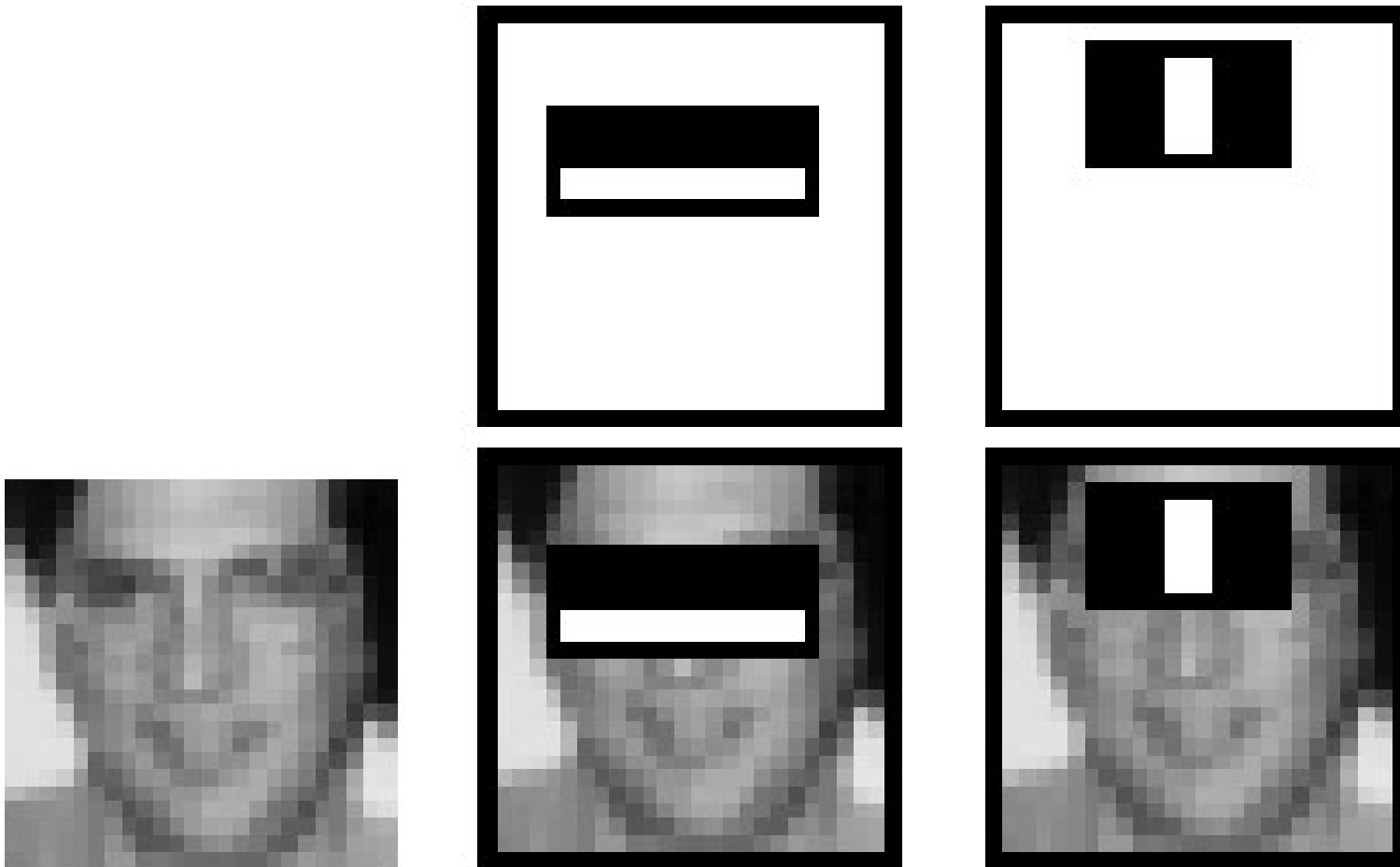
Best description of full details available in consolidated paper by
Viola and Jones, International Journal of Computer Vision, 2004

Shift and Scale Invariance: Sliding Window Detectors

- image is tested for object presence window-by-window
- the window is 'slided' and 'scaled' throughout the image
- each resulting window is judged w.r.t. an object model giving a response indicating object presence or absence

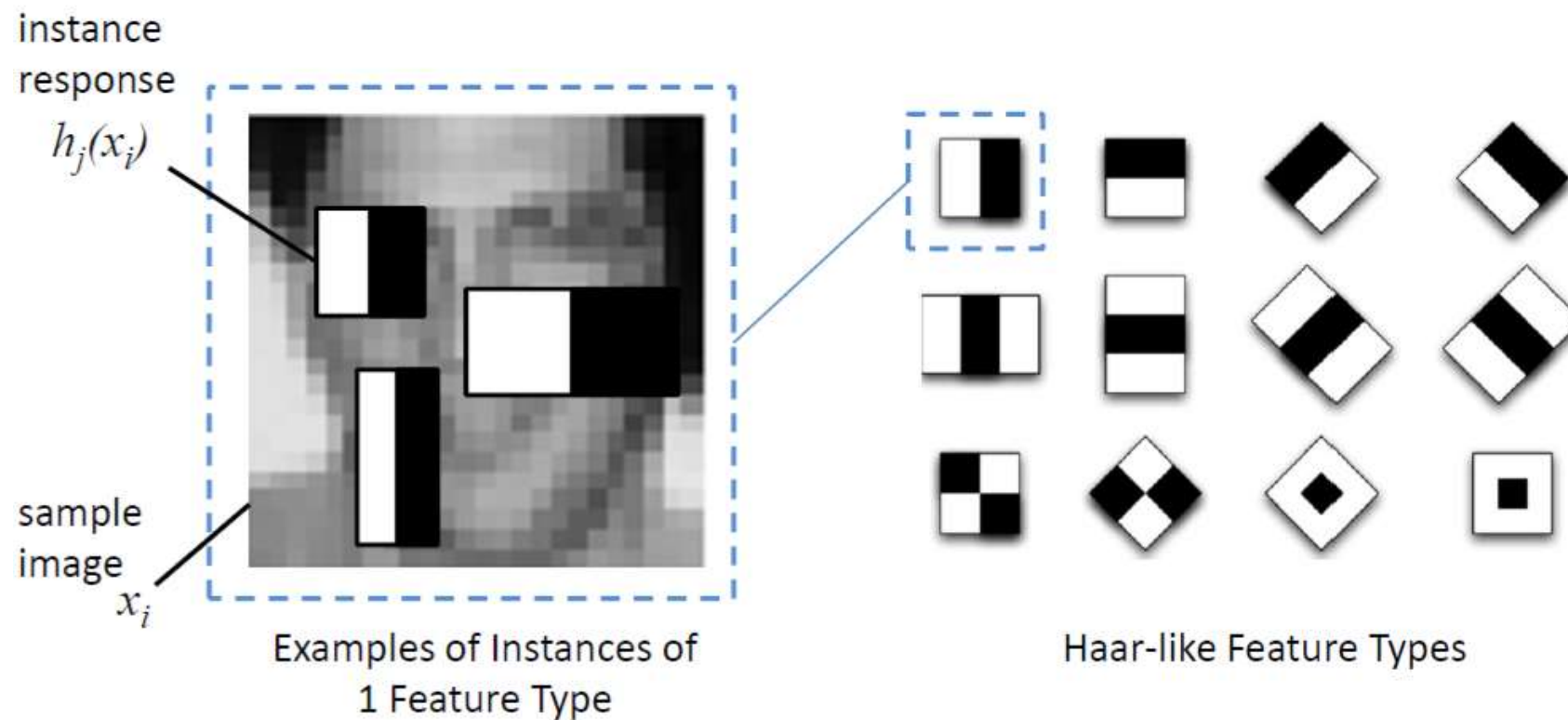


Basic Object Model Idea: *Characteristic Set of Block Features*



Viola & Jones' (2001)

Haar-like Features as Weak Classifiers



Integral Images & Integration Rule

(INTEGRATION RULE OF CONVOLUTION)

$$(\mathbf{S}_k * \mathbf{I})^{[n]} = \mathbf{S}_k^{[q]} * \mathbf{I}^{[p]} \quad \text{given} \quad n = p + q$$

I

	0	1	2	3	4	5	6	7
0	1	1	1	2	3	1	2	1
1	1	2	0	0	0	3	1	1
2	1	1	1	1	1	2	3	1
3	1	1	1	0	0	0	0	0
4	0	0	0	0	0	0	0	0
5	0	0	0	0	0	0	1	1

Σ

II

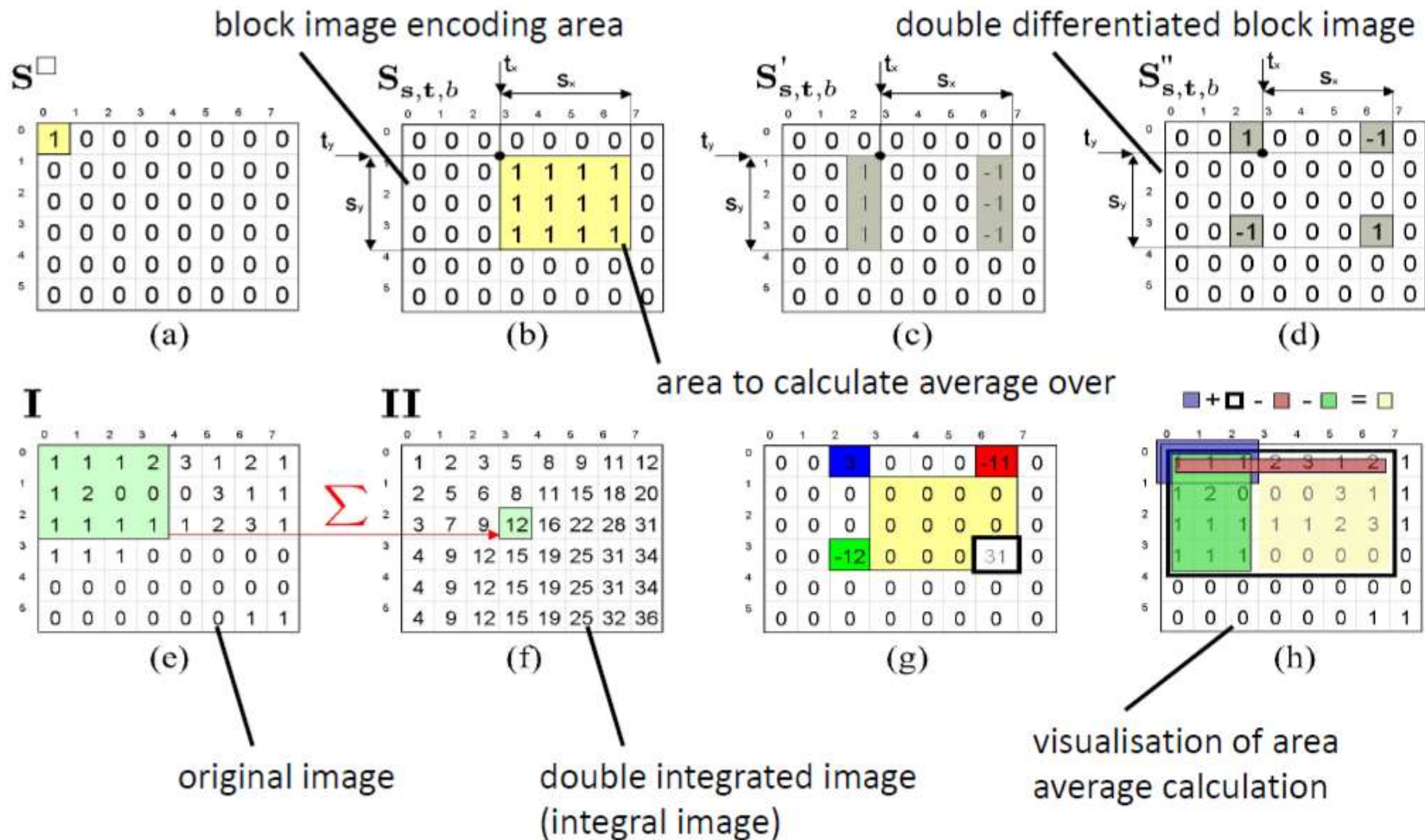
	0	1	2	3	4	5	6	7
0	1	2	3	5	8	9	11	12
1	2	5	6	8	11	15	18	20
2	3	7	9	12	16	22	28	31
3	4	9	12	15	19	25	31	34
4	4	9	12	15	19	25	31	34
5	4	9	12	15	19	25	32	36

(IMAGE INTEGRATION)

$$\mathbf{II}(-1, y) = 0; \quad \mathbf{II}(x, y) = \mathbf{II}(x - 1, y) + A(x, y);$$

$$A(x, -1) = 0; \quad A(x, y) = A(x, y - 1) + \mathbf{I}(x, y).$$

Calculating the Avg Pixel Value of Large Block Fast



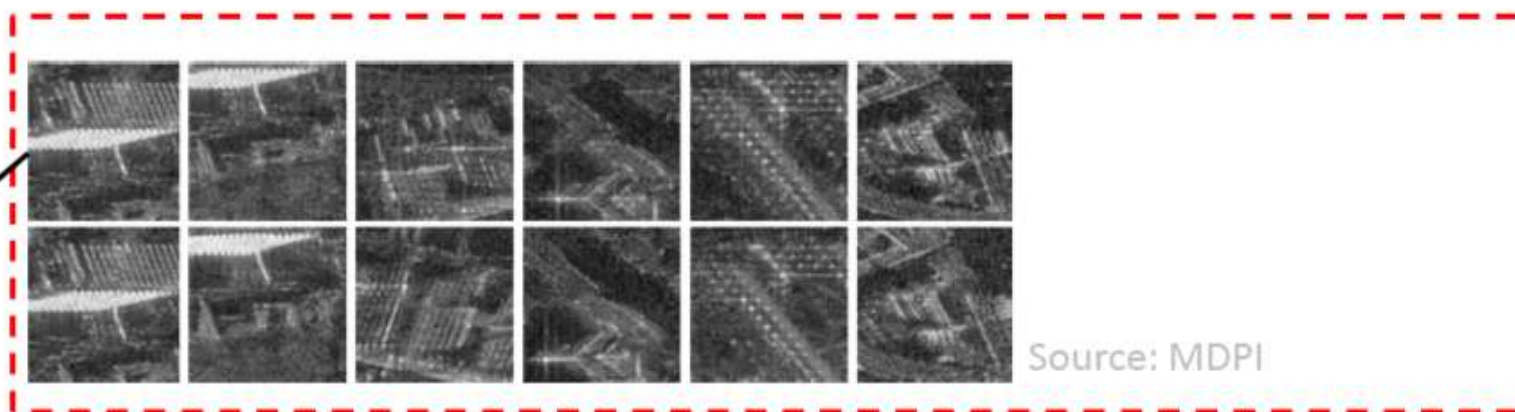
Training Data

sample
image
 x_i



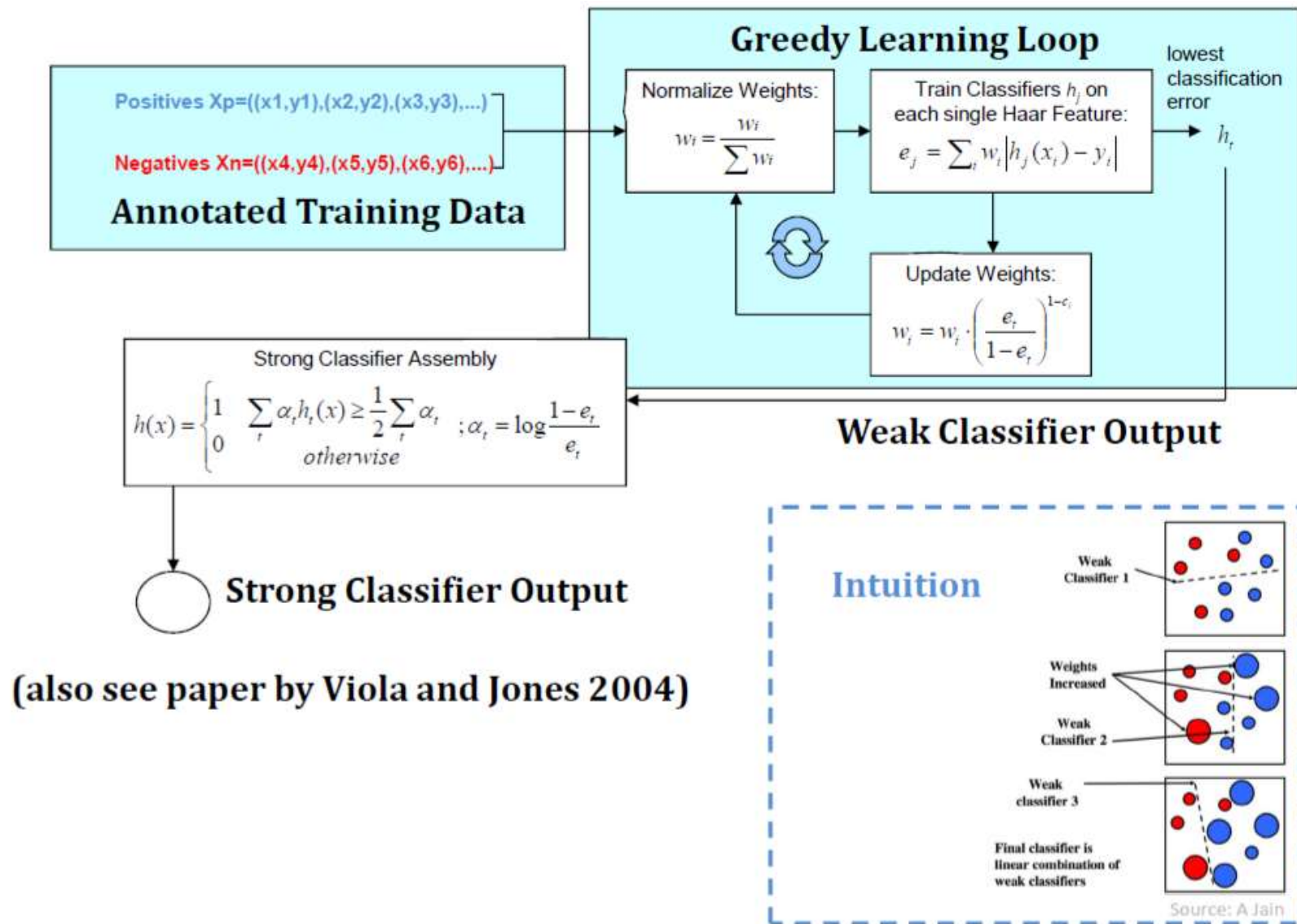
Positive Samples (e.g. FACE) ... $(x_i, y_i = 1), w_i = 1$

sample
image
 x_i



Negative Samples (e.g. NO-FACE) ... $(x_i, y_i = 0), w_i = 1$

Overview of Adaboost



Adaboost Algorithm (from Viola & Jones 2001)

- Given example images $(x_1, y_1), \dots, (x_n, y_n)$ where $y_i = 0, 1$ for negative and positive examples respectively.
- Initialize weights $w_{1,i} = \frac{1}{2m}, \frac{1}{2l}$ for $y_i = 0, 1$ respectively, where m and l are the number of negatives and positives respectively.
- For $t = 1, \dots, T$:

1. Normalize the weights,

$$w_{t,i} \leftarrow \frac{w_{t,i}}{\sum_{j=1}^n w_{t,j}}$$

so that w_t is a probability distribution.

2. For each feature, j , train a classifier h_j which is restricted to using a single feature. The error is evaluated with respect to w_t , $\epsilon_j = \sum_i w_i |h_j(x_i) - y_i|$.
3. Choose the classifier, h_t , with the lowest error ϵ_t .
4. Update the weights:

$$w_{t+1,i} = w_{t,i} \beta_t^{1-e_i}$$

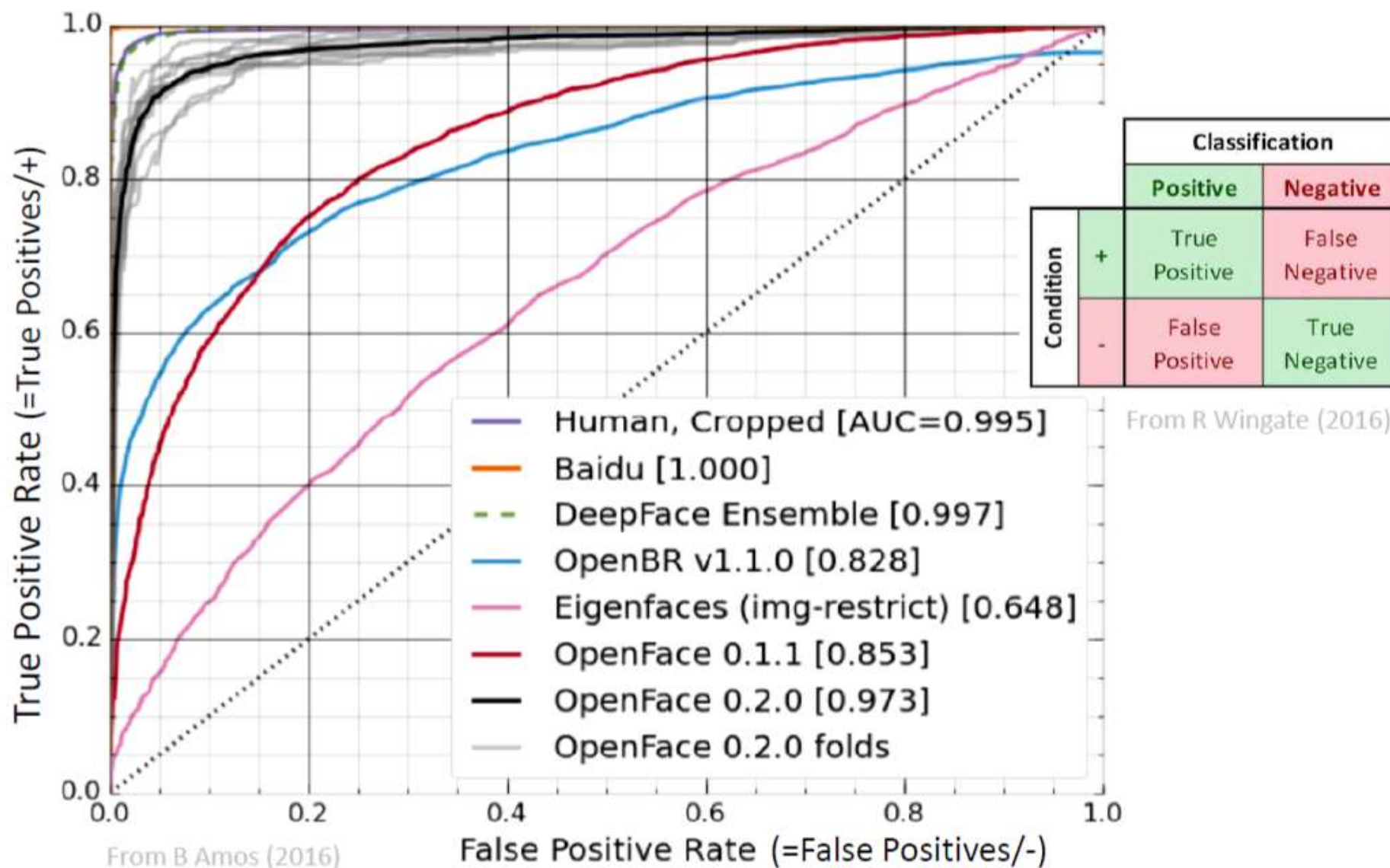
where $e_i = 0$ if example x_i is classified correctly, $e_i = 1$ otherwise, and $\beta_t = \frac{\epsilon_t}{1-\epsilon_t}$.

- The final strong classifier is:

$$h(x) = \begin{cases} 1 & \sum_{t=1}^T \alpha_t h_t(x) \geq \frac{1}{2} \sum_{t=1}^T \alpha_t \\ 0 & \text{otherwise} \end{cases}$$

where $\alpha_t = \log \frac{1}{\beta_t}$

Performance Considerations (Training or Testing)



On Window Resolution

