

Multimedia Technology

Lecture 8: Feature Matching and Aggregation

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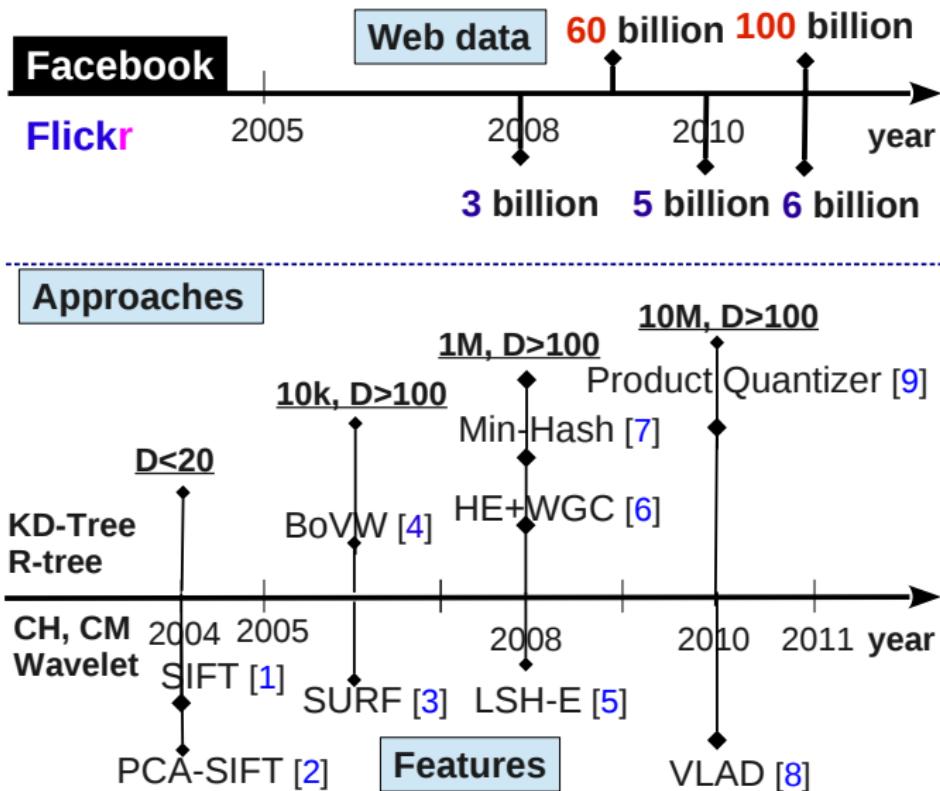
Outline

- 1 Overview about Similar Image Retrieval & Detection
- 2 Point-to-Point matching approach
- 3 Bag-of visual Word Encoding
- 4 Min-Hash Approach
- 5 Vector of Locally Aggregated Descriptor
- 6 References

Introduction: opening discussion

- Image features
 - Detector: Harris-Laplacian, Hessian and Fast Hessian
 - Descriptor: SIFT and SURF
 - Deep local Features
- We are now ready to compare images by their features

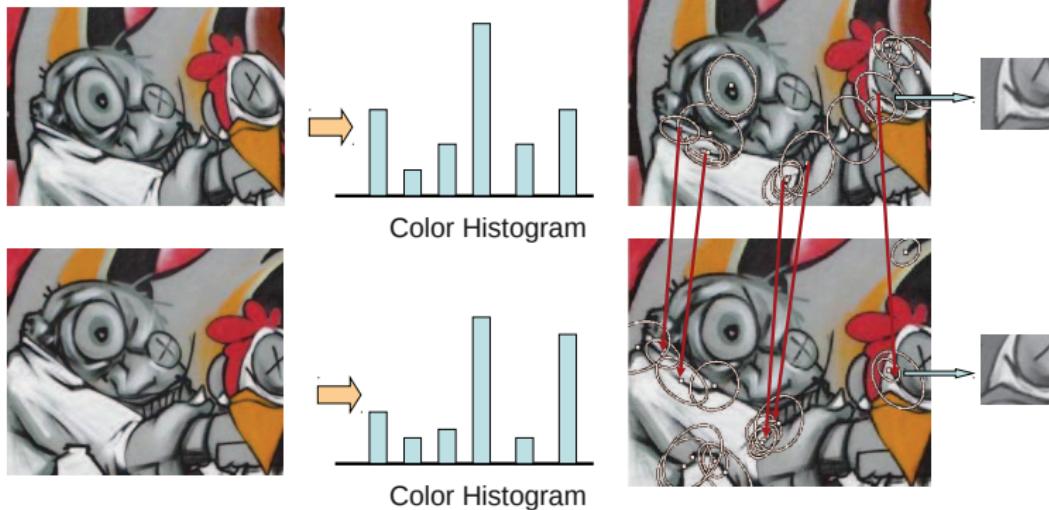
Related Works: Image near-duplicate Retrieval/Detection



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Global Feature vs Local Interest Point Feature



(a) Two paradigms for evaluating similarity between two images: global feature against local feature

Local Interest Point Feature: detector

- *Harris-Affine* points with their covariance regions¹



(a) point with its affine region

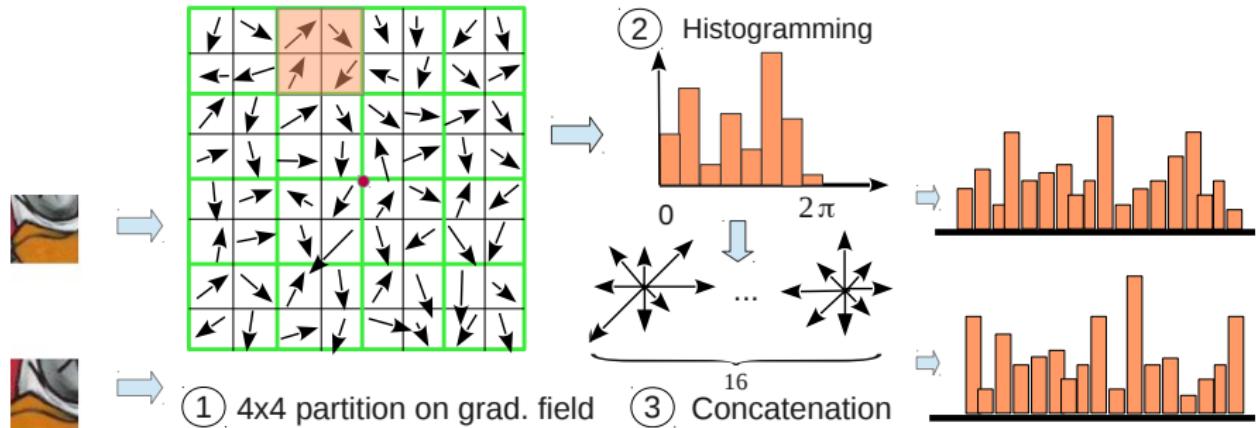


(b) normalized

- Salient regions in one image
- Detected in image gradient field (usual case)
- Represented by surrounding local patch

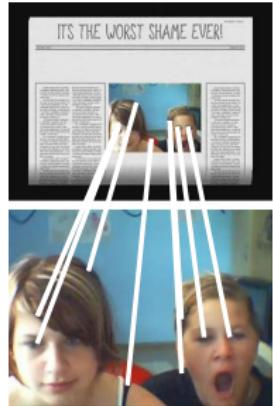
¹generated by lip-vireo

Local Interest Point Feature: descriptor

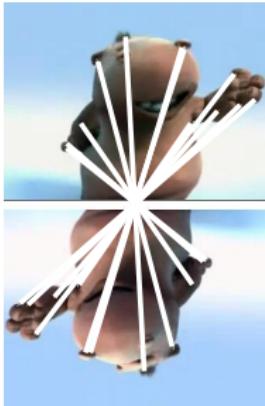


- ① Calculate gradient field for each local patch
 - ② Extract SIFT from the field
 - ③ Compare two feats by ℓ_2 or Cosine

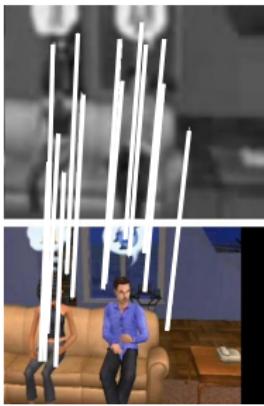
Advantages of image local feature



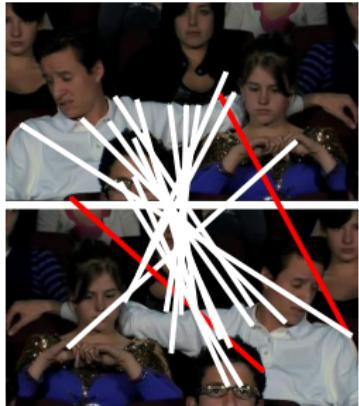
(a) scaling



(b) rotation



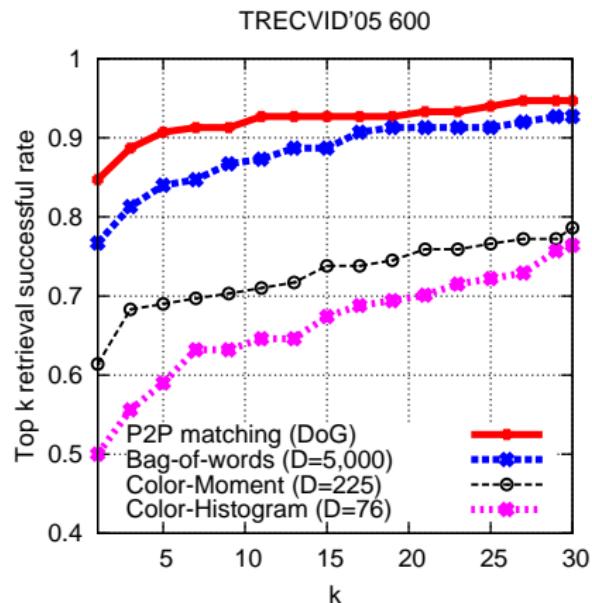
(c) blur+scaling



(d) flip

- Robust to transformations such as scaling, rotation, cropping and etc.
- Invariant to flipping
- One-to-one region correspondence between sub-regions is established

Global vs Local: experiments



- Near-duplicate retrieval on a dataset of **600** images with **150** queries
- Methods (Point-to-Point matching and Bag-of-words) with local features outperform methods with global features

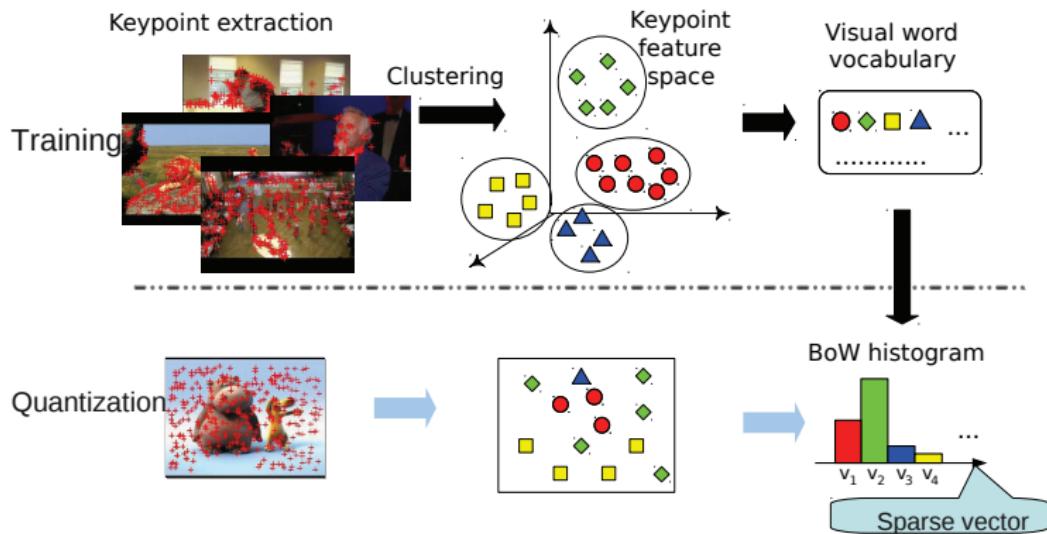
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Why BoW is preferred over point-to-point matching

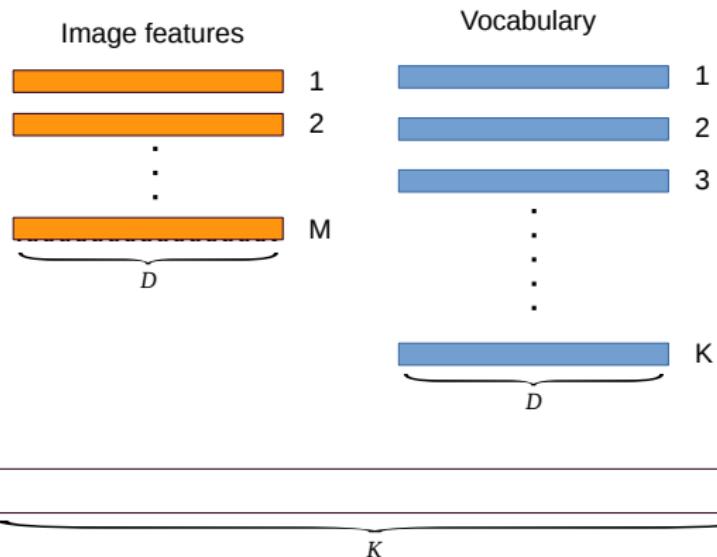
- Challenges
 - Speed efficiency: 1 day for cross-matching within 600 images
 - Memory efficiency: the size of feature > the size of image
 - For **1,000** hours web-videos, more than **600,000** images are extracted, computation costs are counted in **CPU years**
- Opportunities
 - Video is composed by image sequence with certain temporal order and rate (e.g., 25fps)
 - Approach for ND image retrieval/detection is extensible to ND video retrieval/detection
 - Bag-of visual words (BoW) framework [4]

Bag-of visual words (BoW) Framework



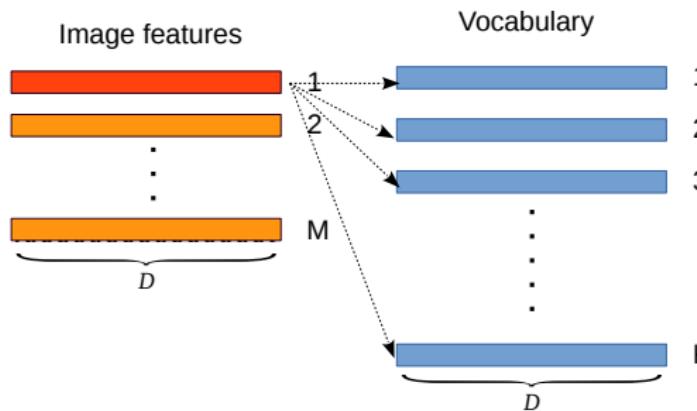
- Advantages: inverted file can be leveraged, matching becomes highly efficient
 - Only 0.62s for 1 query against 1M images, while OOS takes 139 hours
- Disadvantages: introduces many false matches, loss of correct matches

BoW Offline Quantization: explained (1)



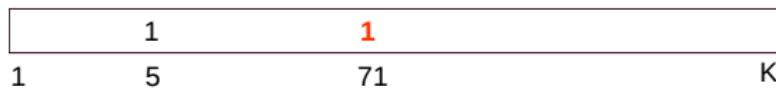
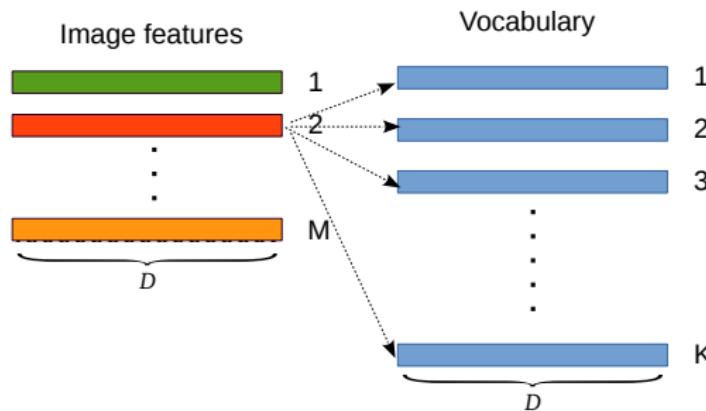
- Given image features (say SIFTs)
- Given vocabulary trained by K-means
- Quantization searches nearest neighbor for each feature in the vocabulary

BoW Offline Quantization: explained (2)



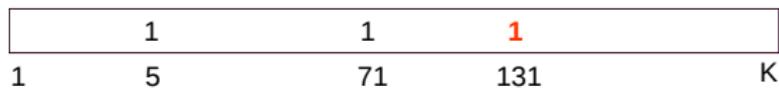
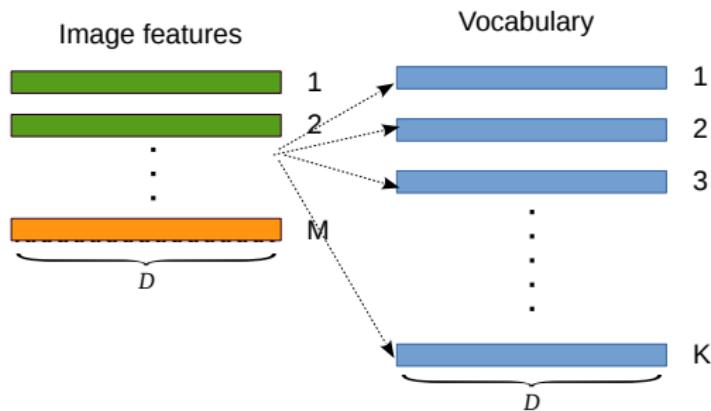
- Given image features (say SIFTs)
- Given vocabulary trained by K-means
- We count the term frequency (TF) that each word appears in the image

BoW Offline Quantization: explained (3)



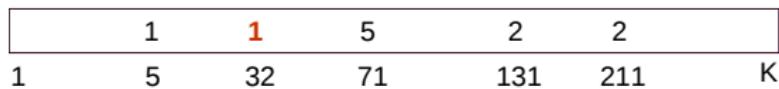
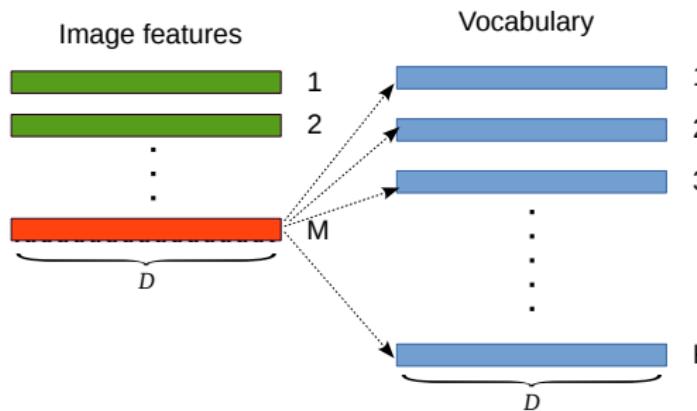
- Given image features (say SIFTs)
- Given vocabulary trained by K-means
- We count the term frequency (TF) that each word appears in the image

BoW Offline Quantization: explained (4)



- Given image features (say SIFTs)
- Given vocabulary trained by K-means
- We count the term frequency (TF) that each word appears in the image

BoW Offline Quantization: explained (5)

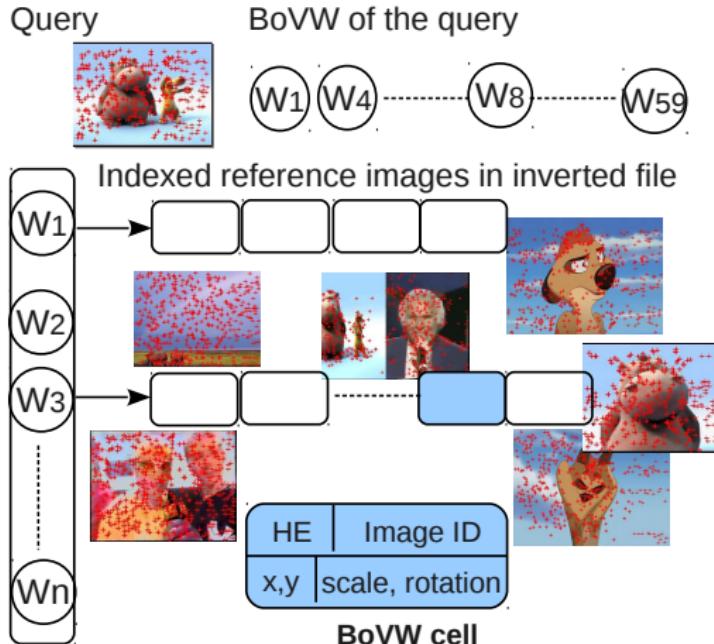


- Given image features (say SIFTs)
- Given vocabulary trained by K-means
- We count the term frequency (TF) that each word appears in the image

BoW Offline Quantization: comments

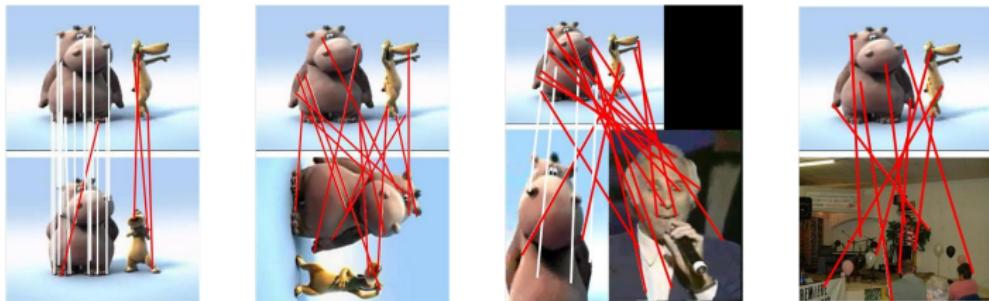
- BoW quantization is a typical vector quantization
- It maps a D-dimensional vector into an integer
- Good news:
if the vocabulary is large enough, the resulting vector is very sparse
- Bad news: because of quantization, many details get lost

Online Retrieval with BoW: explained



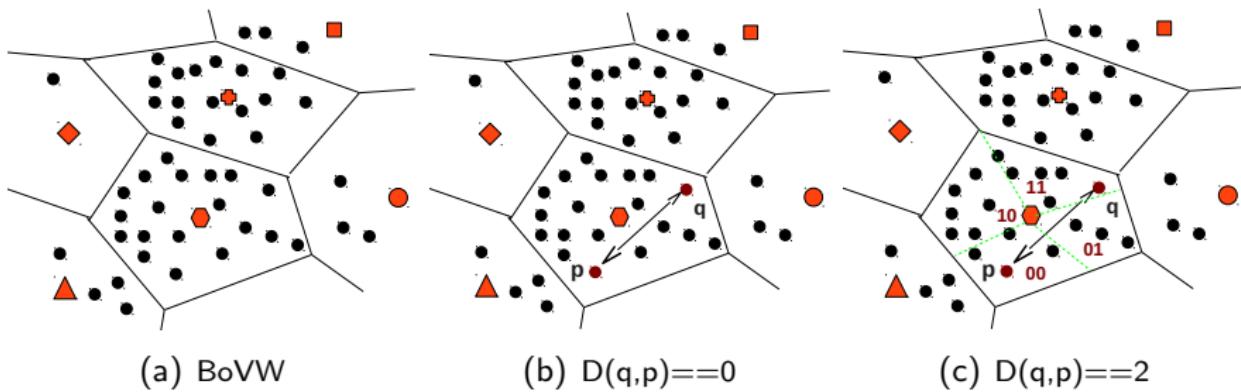
- Local features of an image are represented by TF/IDF of visual words

Noisy feature matches from BoW matching



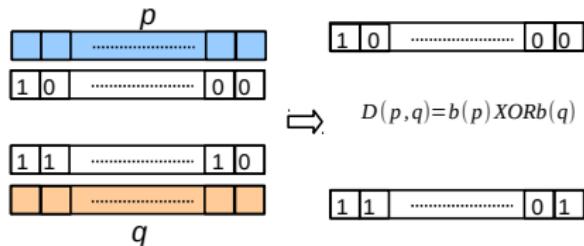
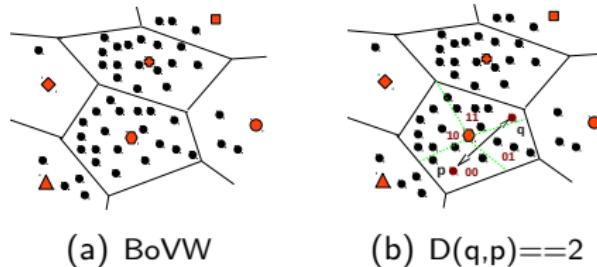
- How to remove the false matches as many as possible?
- Principle
 - ① Integratable with BoW framework
 - ② As efficient as possible
- Current solution
 - Hamming embedding [6] (visual verification)
 - Weak Geometric Constraint [6] (geometric verification)

Hamming Embedding: the idea



- BoVW is modeled as Voronoi diagram in feature space
- Feature points in one cell are with zero distances to each other
- Hamming Embedding helps to estimate the intra-distance efficiently

Hamming Embedding: explained



- Hamming Embedding helps to estimate the intra-distance efficiently
- This Hamming signature is used to prune noisy matches
- A simple idea is to prune matches hold Hamming distance larger than a threshold

Hamming Embedding: offline training

- Step 1. Produce projection matrix
 - ① Draw a $D \times D$ white Gaussian noise matrix \mathbf{M}
 - ② Perform QR decomposition on \mathbf{M}
 - ③ Select first K vector from Q to form projection matrix \mathbf{P}
- Step 2. Train median for each visual word
 - ① Foreach training SIFT f_i do
 - ② Quantize f_i into visual word w_j
 - ③ Project f_i by $p_i = f_i^T P$
 - ④ Join p_i to U_j
 - ⑤ endFor
 - ⑥ Find median m_j for each U_j

Hamming Embedding: online quantization (1)

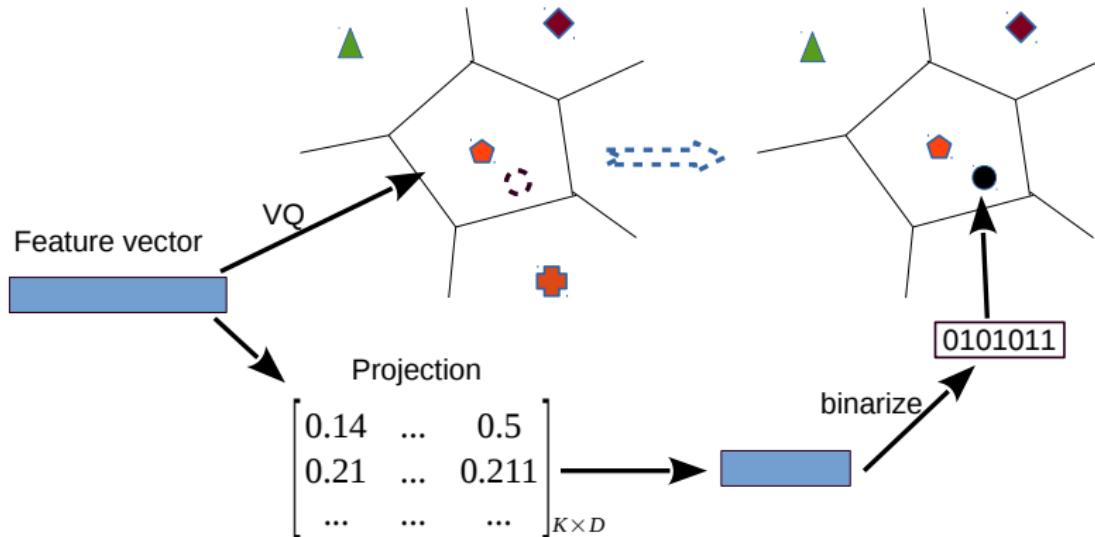
- Online quantization for one image

- ① Foreach SIFT f_i in one image
- ② Quantize f_i into visual word w_j
- ③ Project f_i by $p_i = f_i^T P$
- ④ Binarize p_i based on m_j
- ⑤ endFor

$$b(p_{ik}) = \begin{cases} 1 & p_{ik} > m_{jk} \\ 0 & p_{ik} \leq m_{jk} \end{cases}$$

- Above procedure quantizes SIFT features in one image
- A binary signature with **K** bits is generated for each SIFT feature
- This signature is used for verification

Hamming Embedding: online quantization (2)



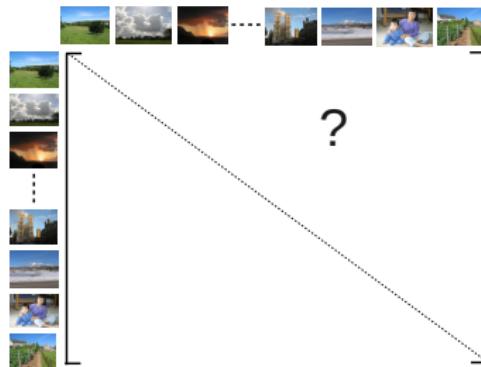
- A binary signature is attached to each quantized feature
- It is later used to verify the visual word match
- It introduces extra memory cost

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Background: image-linking within big collection

- Build hyper-links between images in the web
- Find near-duplicate shots in video collections



- Compute a matrix with $N \times N$ entries
- Requires huge memory and computationally intensive!!
- Called as **image-linking** problem

Motivation: min-Hash

$$X = \{A, B, C\}$$

$$Y = \{B, C, E\}$$

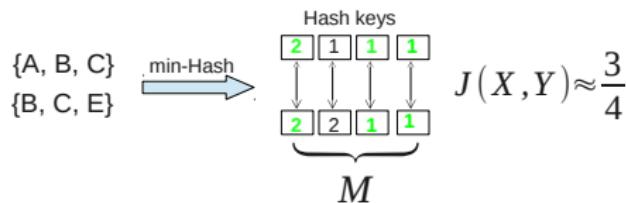
$$J(X, Y) = \frac{|X \cap Y|}{|X \cup Y|}$$

$\pi_j(\cdot)$	A	B	C	D	E
$\pi_1(\cdot)$	3	5	2	1	4
$\pi_2(\cdot)$	1	2	5	3	4
$\pi_3(\cdot)$	2	1	4	5	3
$\pi_4(\cdot)$	5	1	3	4	2

Min-Hash

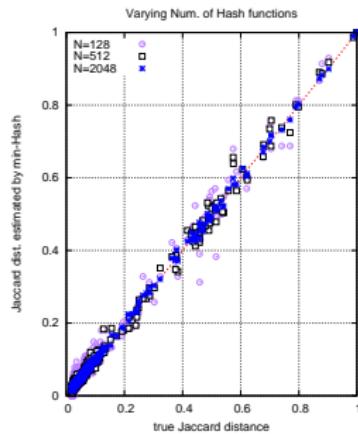
σ_j	ABC	BCE
$\min \pi_1(\cdot)$	2	2
$\min \pi_2(\cdot)$	1	2
$\min \pi_3(\cdot)$	1	1
$\min \pi_4(\cdot)$	1	1

$$\approx \frac{1}{M} \sum_{j=1}^M \delta(\sigma_j(X) = \sigma_j(Y))$$



- The probability of key collision (equal key value) equals to J
- The complexity of computing $J(X, Y)$ is $O(n \log(n))$
- Only $O(M)$ if min-Hash is adopted!!

How well min-Hash is??



- The more hash functions we use, the better approximation we get
- However the higher the cost it takes

min-Hash sketches

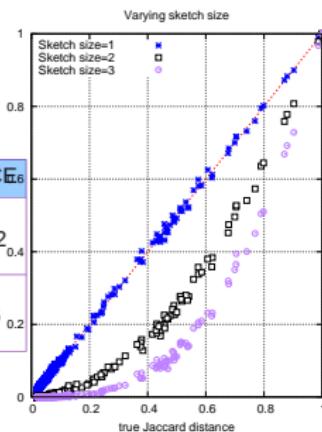
- Combine keys into sketch

σ_j	ABC	BCE
$\min \pi_1(\cdot)$	2	2
$\min \pi_2(\cdot)$	1	2
$\min \pi_3(\cdot)$	1	1
$\min \pi_4(\cdot)$	1	1

Sketch size=1

$\sigma_j * N + \sigma_{j+1}$	ABC	BCE ₆
K ₁	11	12
K ₂	6	6

Sketch size=2



- Reduce the complexity further
- Equivalent to a co-occurrence constraint
- Degraded estimation (potential matches have been missed)
- The sketch size is set to 2 in our experiments

Sim-min-Hash: the motivation

Random permutation						Min-Hash		
$\pi_j(\cdot)$	A	B	C	D	E	σ_j	ABC	BCE
$\pi_1(\cdot)$	3	5	2	1	4	$\min \pi_1(\cdot)$	2	2
$\pi_2(\cdot)$	1	2	5	3	4	$\min \pi_2(\cdot)$	1	2
$\pi_3(\cdot)$	2	1	4	5	3	$\min \pi_3(\cdot)$	1	1
$\pi_4(\cdot)$	5	1	3	4	2	$\min \pi_4(\cdot)$	1	1

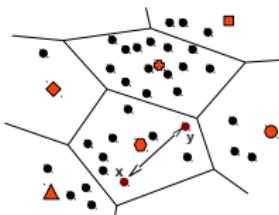
$\approx \frac{1}{M} \sum_{j=1}^M \delta(\sigma_j(X) = \sigma_j(Y))$

$$\begin{array}{c} \text{min-Hash} \\ \left\{ \begin{array}{ll} \delta(\cdot) = 0 & \sigma_j(X) \neq \sigma_j(Y) \\ \delta(\cdot) = 1 & \sigma_j(X) = \sigma_j(Y) \end{array} \right. \\ \downarrow \\ \text{Sim-min-Hash} \\ \left\{ \begin{array}{ll} \delta(\cdot) = 0 & \sigma_j(X) \neq \sigma_j(Y) \\ \delta(\cdot) = \Omega(x, y) & \sigma_j(X) = \sigma_j(Y) \end{array} \right. \end{array}$$

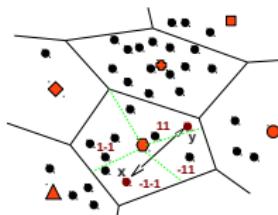
- Similarity between objects x and y is considered

Measure $\Omega(x, y)$ by Hamming embedding (HE)

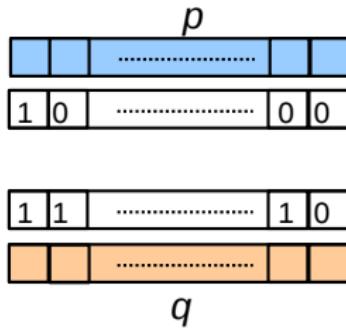
- Given we are under the context of BoVW



(a) BoVW



(b) HE



$$\Rightarrow D(p, q) = b(p) \text{XOR} b(q)$$

1	1	0	1
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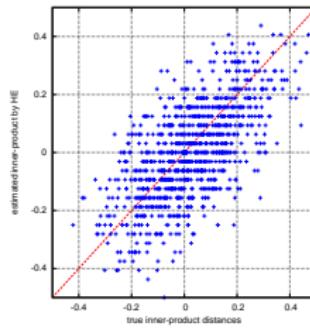
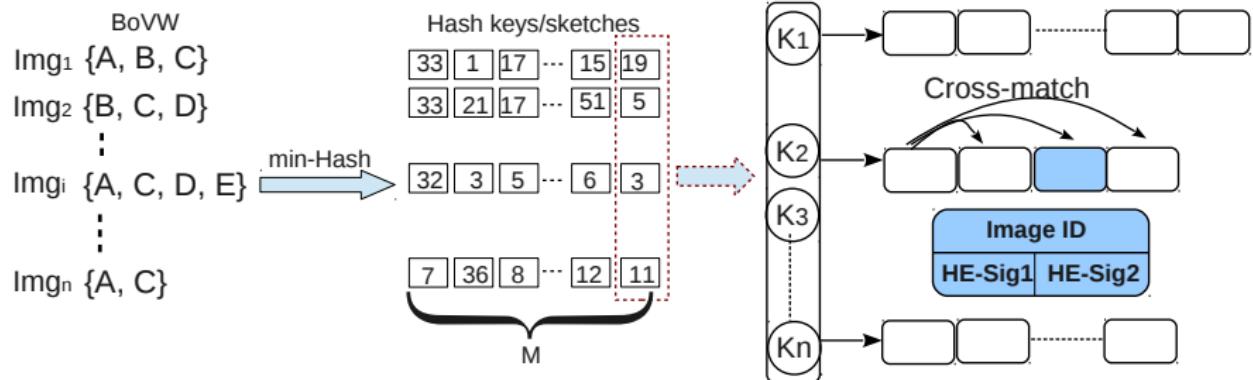
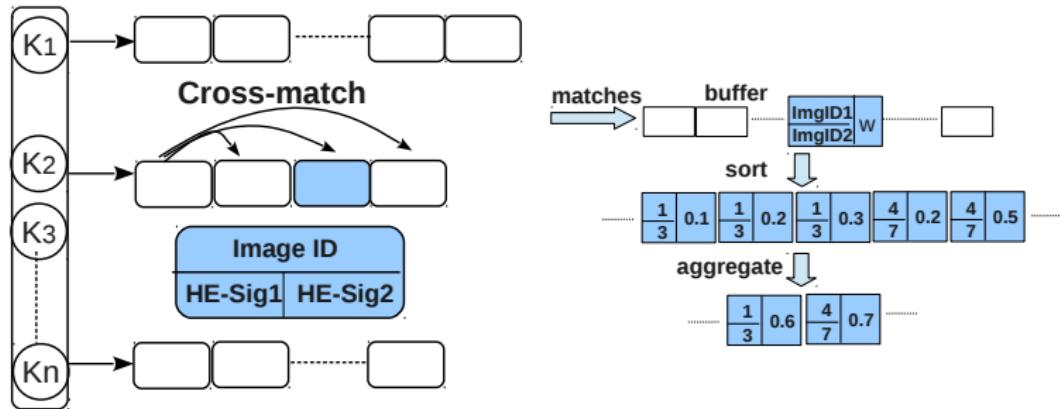


Image-linking with Sim-min-Hash



- ① Load one column of sketches into one inverted file
- ② Perform cross-matching on each inverted list

Image-linking with Sim-min-Hash



- ① Only the matches whose $\Omega(x, y) > \tau$ are kept
- ② Matches are sorted by Image IDs after matching
- ③ Matches belonging to the same image pair are aggregated

Results by examples

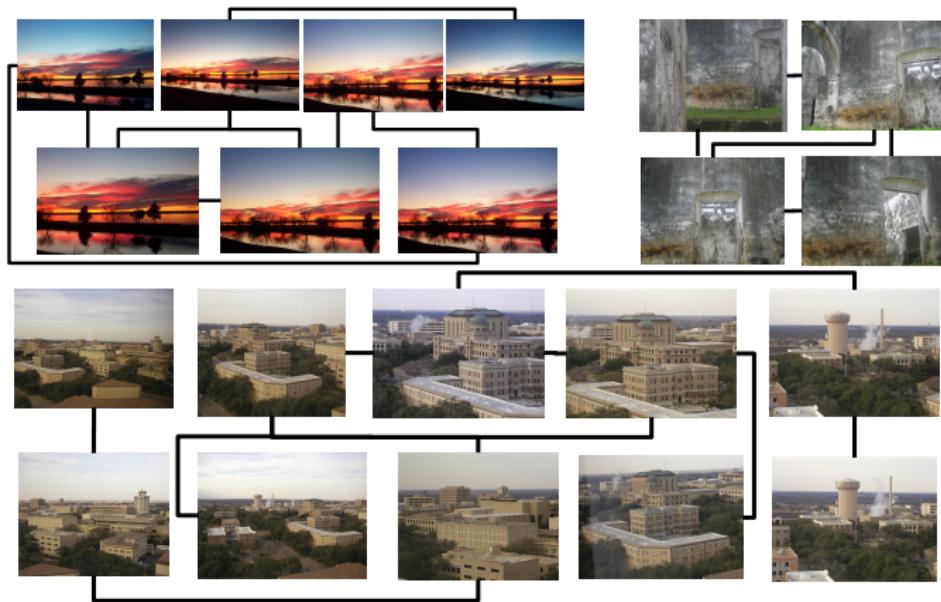


Figure: Only the links whose confidence score above 2.0 are shown.

Summary over Sim-min-Hash

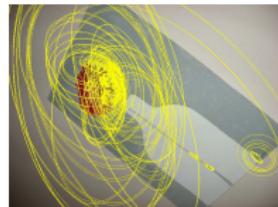
- Achieves much better trade-off between speed and quality
- Can be scaled up to 100 million level image collections
- Promising for web-scale data

Outline

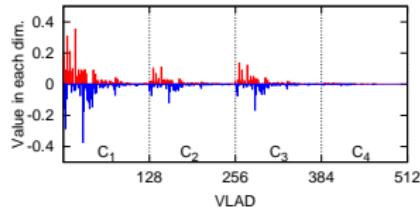
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VLAD: framework

- Given vocabulary $\mathcal{W}(C_i \in \mathcal{W})$ and features $P(x_i \in P)$ in one image

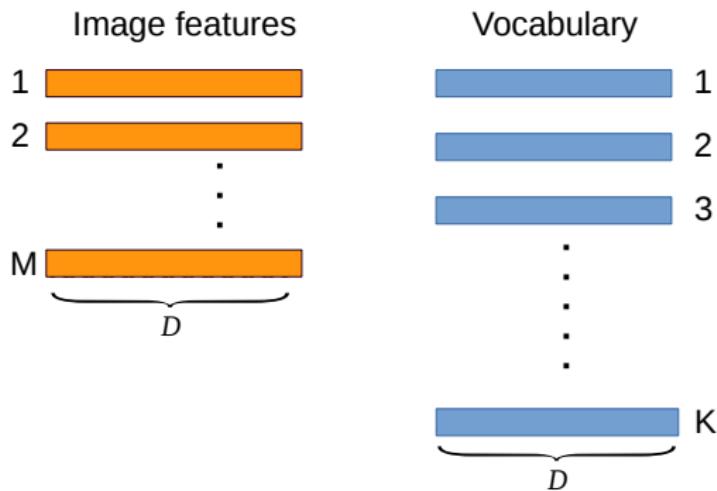


$$V_{i,j} = \sum_{x \in \chi : q(x) = C_i} x_j - C_{i,j}$$



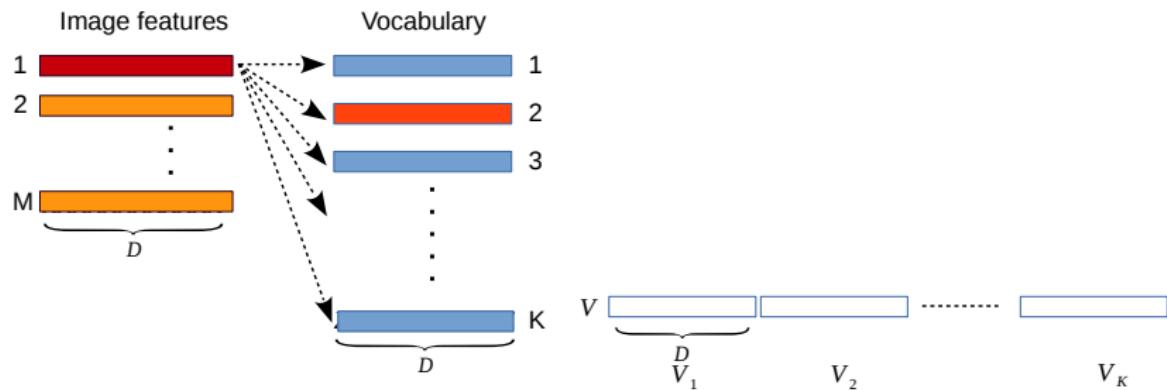
- General procedure
 - Foreach SIFT feature x_i do
 - Find the nearest neighbor k in \mathcal{W} for x_i
 - Subtract x_i with C_k
 - Aggregate this residue to V_k
 - endFor
- This results in a long dense vector representation for one image

VLAD: explained (1)



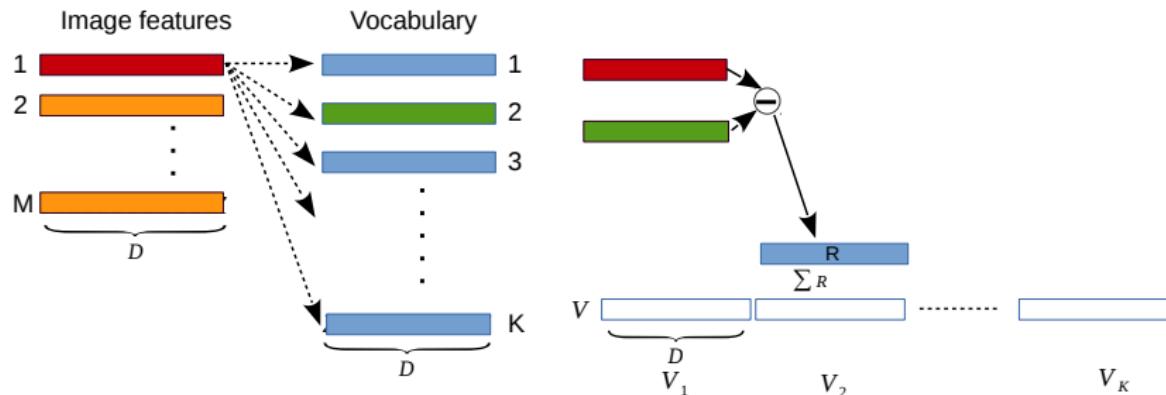
- Given image features $\{x_i\}$ and vocabulary $\mathcal{W}\{w_j\}$

VLAD: explained (2)



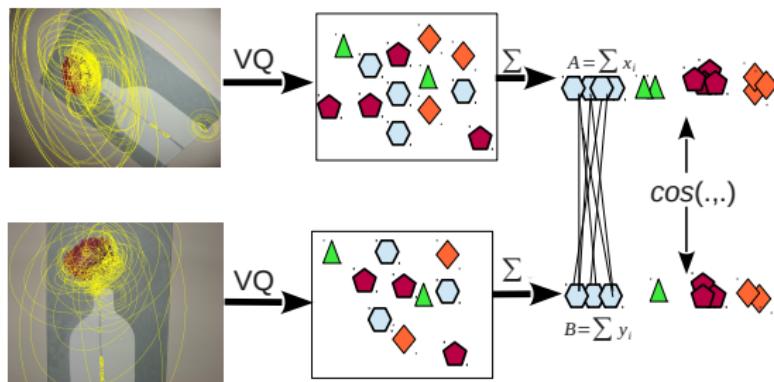
- Given image features $\{x_i\}$ and vocabulary $\mathcal{W}\{c_j\}$
- Find the nearest neighbor k in \mathcal{W} for each x_i

VLAD: explained (3)



- Given image features $\{x_i\}$ and vocabulary $\mathcal{W}\{c_j\}$
- Find the nearest neighbor k in $\mathcal{W}\{c_j\}$ for each x_i
- Subtract x_i with C_k : $R = x_i - C_k$
- Aggregate this residue R to V_k
- Output $V_1 V_2 \dots V_K$

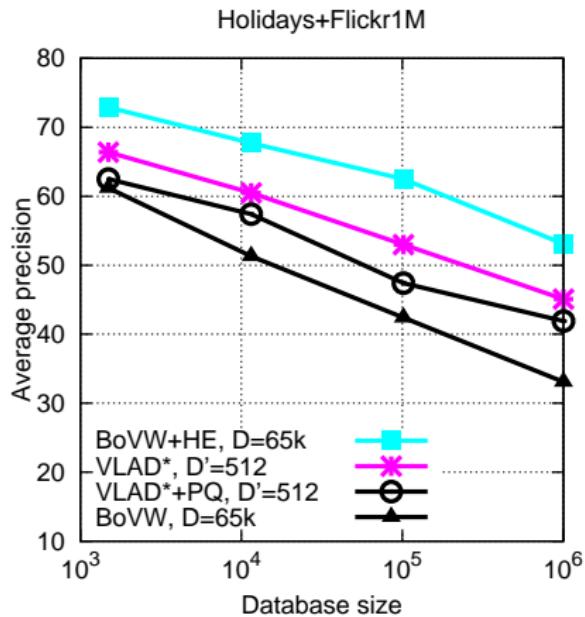
VLAD: equivalent to matching groups of features



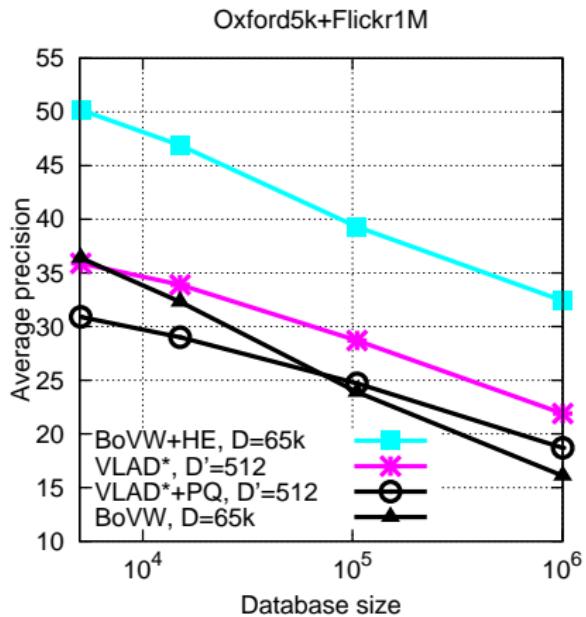
$$A^t \cdot B = \sum \begin{bmatrix} x_1 \\ .. \\ x_n \end{bmatrix}^t \cdot \begin{bmatrix} y_1 \\ .. \\ y_n \end{bmatrix} \quad (1)$$

- Many-to-Many feature matching
- Problem: matching via VLAD introduces too many noises

Results show: BoVW, BoVW+HE, VLAD and VLAD+PQ



(a) Holidays+1M



(b) Oxford5k+1M

- Measured by mean Average Precision
- VLAD performs pretty well with much lower memory complexity

References

- ① Distinctive Image Features from Scale-Invariant Keypoints, D. G. Lowe, *IJCV'10*
- ② Near-duplicate Image and Video Detection, Wan-Lei Zhao, Chong-Wah Ngo, *Wiley Encyclopedia of Electrical and Electronics Engineering*, 2015
- ③ SURF: Speeded Up Robust Features, H. Bay and et al., *ECCV'06*
- ④ Video Google: Efficient Visual Search of Videos, J. Sivic and et al., 2006
- ⑤ Efficiently Matching Sets of Features with Random Histograms, W. Dong and et al., *MM'08*
- ⑥ Embedding and Weak Geometry Constraint on Bag-of visual Keyword, H. Jegou and et al., *ECCV'08*
- ⑦ Near Duplicate Image Detection: min-Hash and tf-idf Weighting, O. Chum and et al., *BMVC'08*
- ⑧ Aggregating local descriptors into a compact image representation, H. Jegou and et al., *CVPR'10*
- ⑨ Product quantization for nearest neighbor search, H. Jegou and et al., *PAMI'11*
- ⑩ Sim-Min-Hash: An efficient matching technique for linking large image collections, Wan-Lei Zhao, Herve Jegou, Guillaume Gravier, *ACM MM'13*
- ⑪ Content-based copy detection using distortion-based probabilistic similarity search, A. Joly and et al., in *TMM'07*

Q & A

Thanks for your attention!