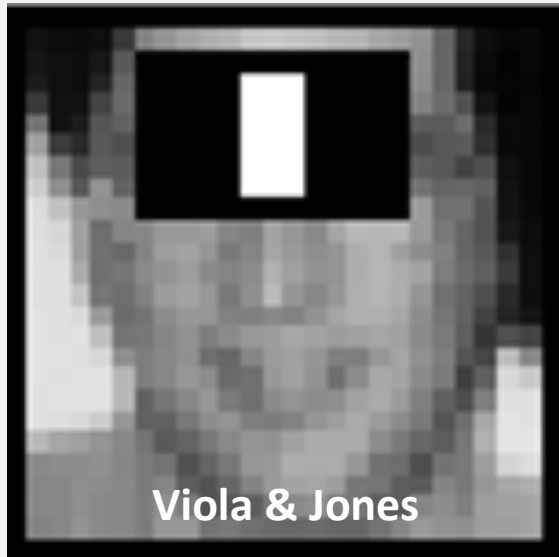


## COMS30030 Image Processing and Computer Vision

Lecture 11



# Basics of Classical Object Detection

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

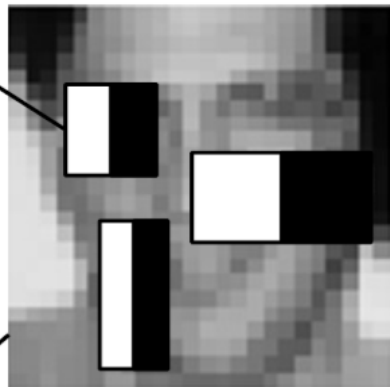


instance  
response

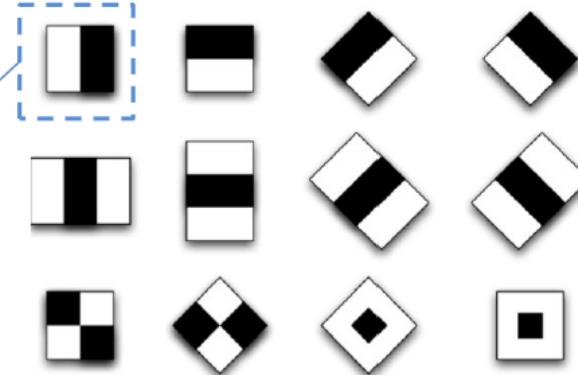
$h_j(x_i)$

sample  
image

$x_i$



Examples of Instances of  
1 Feature Type

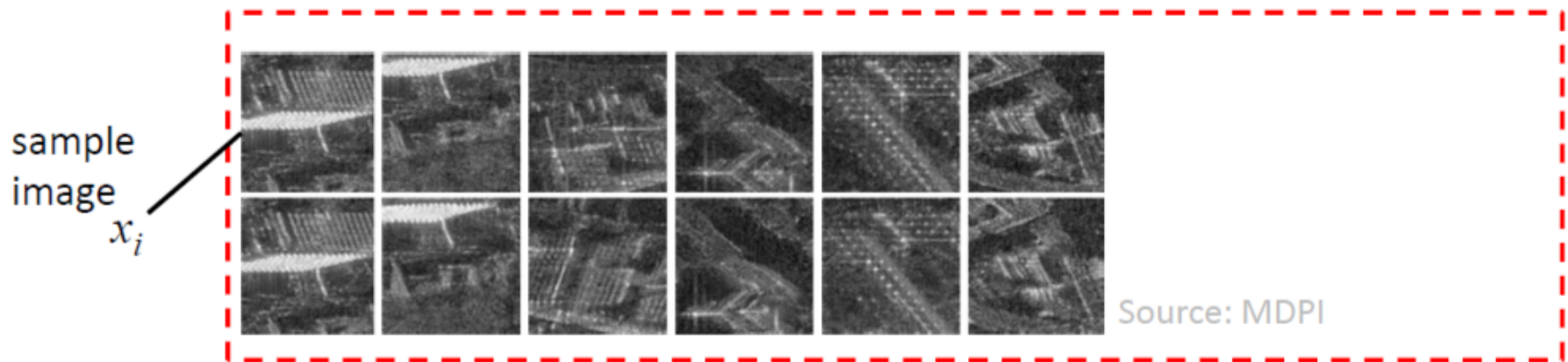


Haar-like Feature Types

# Training Data



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

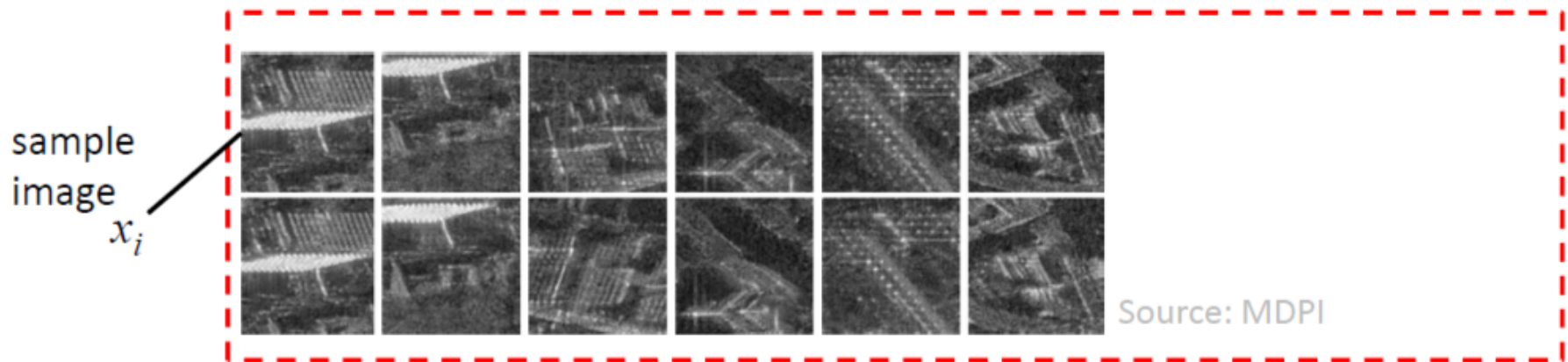


Negative Samples (e.g. NO-FACE) ...  $(x_i, y_i = 0), w_i = 1$

# Training Data

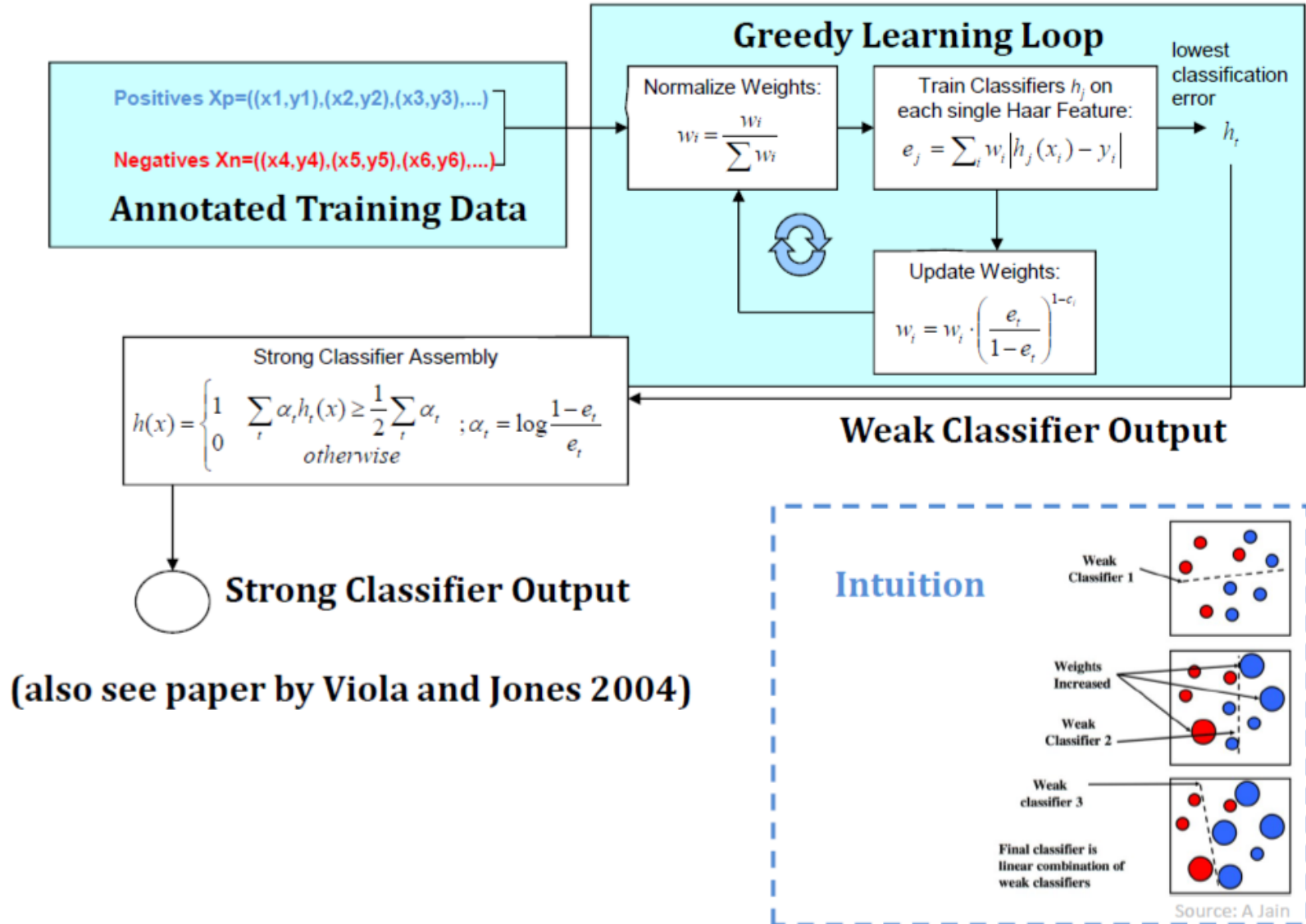


Positive Samples (e.g. FACE) ...  $(x_i, y_i = 1), w_i = 1$



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  $\epsilon_t$ .
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  $\alpha_t = \log \frac{1}{\beta_t}$



# Adaboost Algorithm (from Viola & Jones 2001)

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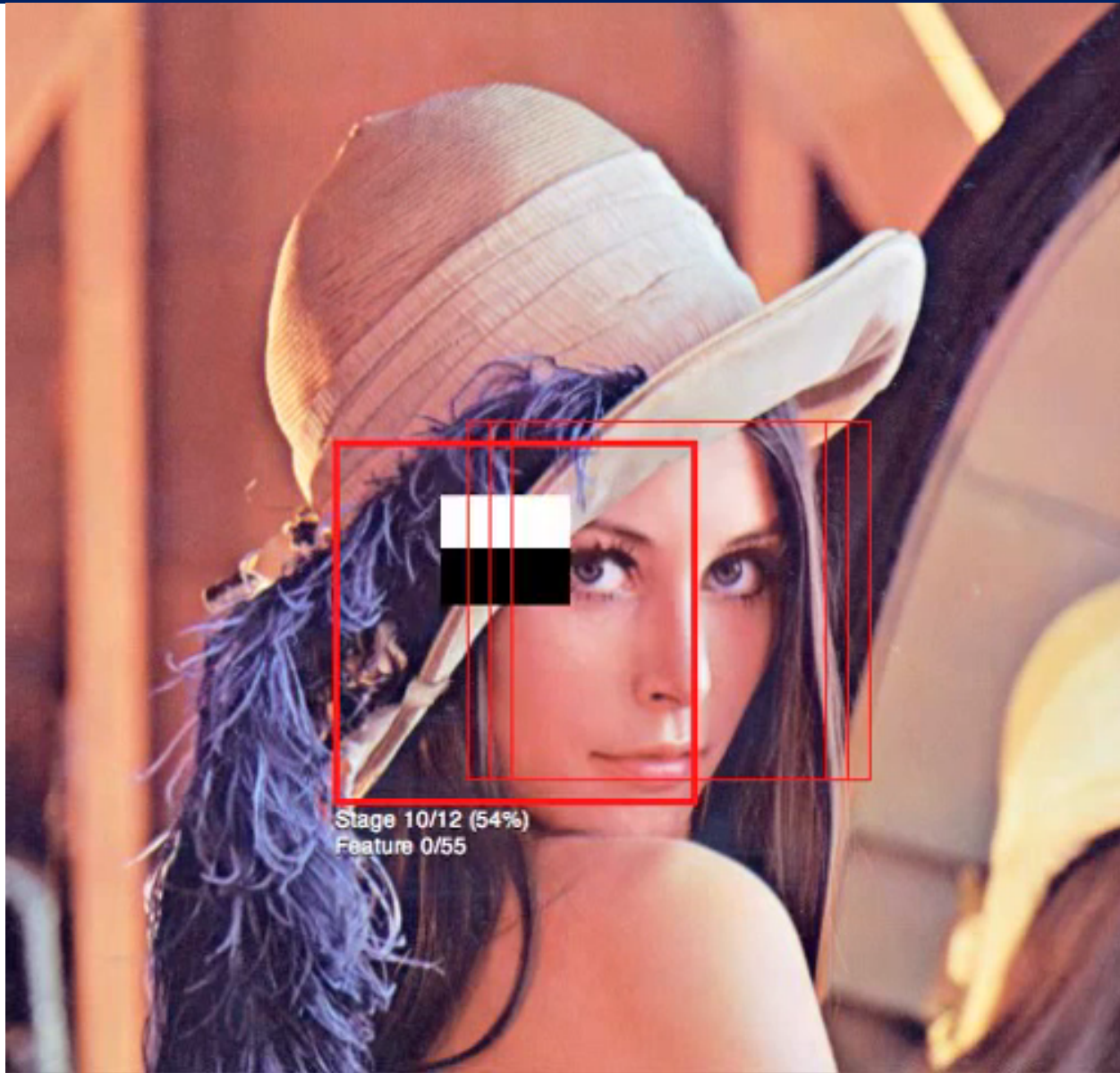
where  $e_i = 0$  if example  $x_i$  is classified correctly,  $e_i = 1$  otherwise, and  $\beta_t = \frac{\epsilon_t}{1-\epsilon_t}$ .

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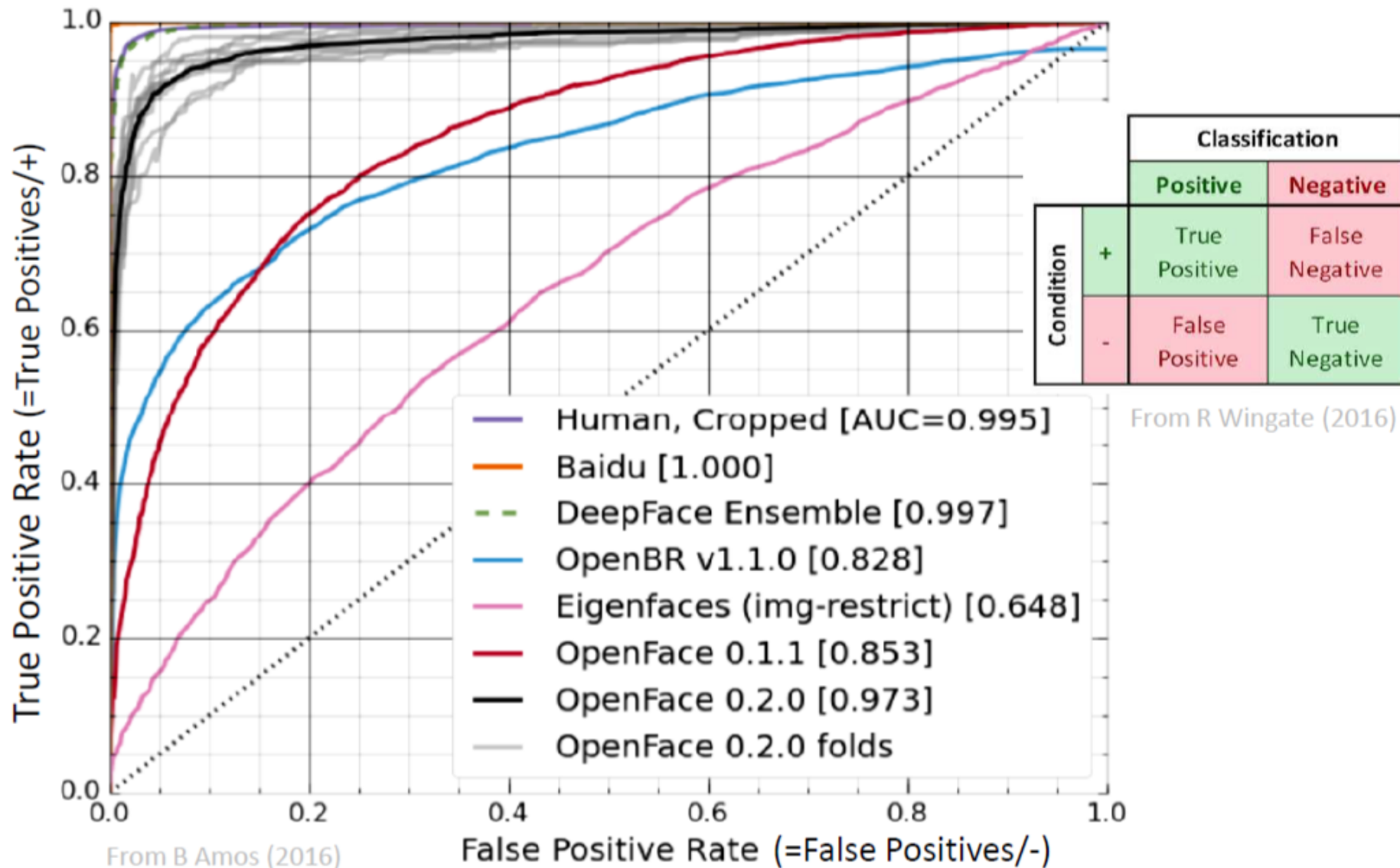
where  $\alpha_t = \log \frac{1}{\beta_t}$

# Visualisation

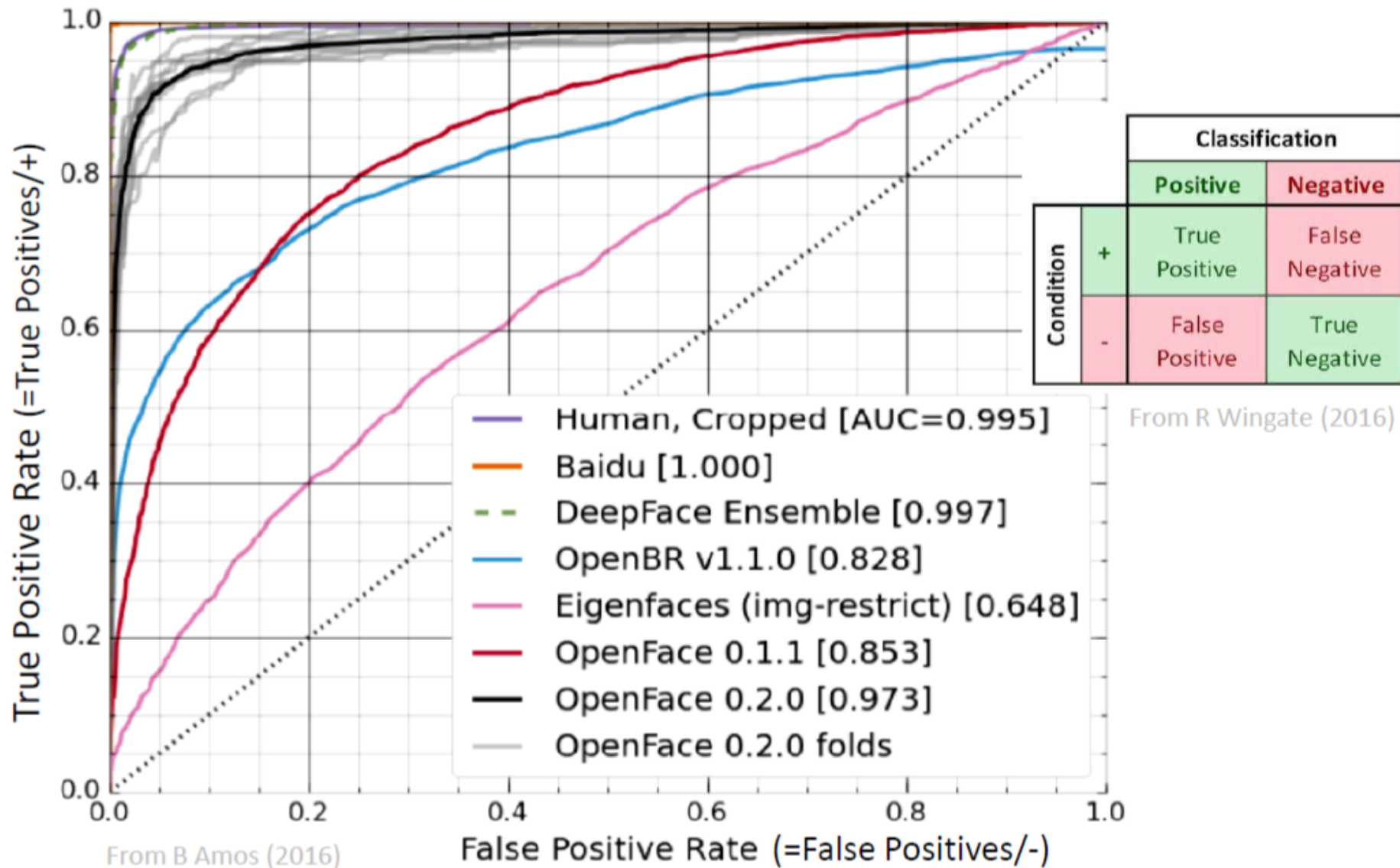




# Performance Considerations (Training or Testing)



# Performance Considerations (Training or Testing)



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

## Conclusion

- Object detection is hard
- Object detectors learn from lots of data
- The Viola-Jones method:
  1. Propose regions
  2. Calculate features
  3. Train a classifier