Object Recognition General Overview

Several approaches to classification/recognition. Choose the same class as objects with:

- **Properties** similar properties
- Appearance similar pixel values
- **Geometric** similar structures in similar places with similar parameters
- Graph similar part relationships
- **Bag of Words** enough similar descriptions

Object recognition key points

- Classification by comparing the relative probability of a shape belonging to different classes.
- Use Bayes rule to calculate the class probabilities.
- Class model is multivariate Gaussian distribution.
- Estimate the distribution parameters from the data.

The story so far...

Preprocessing:

- 1. Capture image
- 2. Threshold to isolate object
- 3. Locate binary region
- 4. Measure properties

 $\vec{x} = (compactness, ci_1, ci_2, ci_3, ci_4, ci_5, ci_6)'$

Probabilistic Object Recognition

p(c|d) is the probability that c was the class given that we observed evidence d

We select most probable class c (*i.e.* p(c|d) is the highest) or perhaps none if the probability for all classes is too low.

Computing prob(c|d)? Bayes Classifier

p(c) is the $a\ priori$ (before any observations) probability of observing class c

p(d|c) is the probability that evidence d would have been observed if c was the class

Bayes rule:

$$p(c|d) = \frac{p(d|c)p(c)}{p(d)} = \frac{p(d|c)p(c)}{\sum_{k} p(d|k)p(k)}$$

Advantage: we learn p(c) and p(d|c) from examples

prob(d|c)? Gaussian Distribution

Data d is feature vector $\vec{x} = (f_1, f_2, \dots, f_n)'$.

Expect some variation in property values, perhaps not independent between variables.

Commonly joint probability distribution of d is Multivariate Normal/Gaussian Distribution





Multivariate Normal/Gaussian Distribution

For each class c need:

- Mean vector \vec{m}_c of dimension n the average value of the n properties for class c
- Covariance matrix \mathcal{A}_c the $n \times n$ matrix of joint variation between each pair of components of the vector.

Then, the probability of observing feature vector \vec{x} is:

$$p(\vec{x}|c) = \frac{1}{(2\pi)^{\frac{n}{2}}} \frac{1}{\det(\mathcal{A}_c)^{\frac{1}{2}}} e^{-\frac{1}{2}[(\vec{x}-\vec{m}_c)'\mathcal{A}_c^{-1}(\vec{x}-\vec{m}_c)]}$$

Estimating the Distribution Parameters - the Class Model

Given k > n known instances of class c with properties $\{\vec{x}_i\}$.

Estimated Mean vector: $\vec{m}_c = \frac{1}{k} \sum_i \vec{x}_i$

Estimated Covariance matrix:

$$\mathcal{A}_{c} = \frac{1}{k-1} \sum_{i} (\vec{x}_{i} - \vec{m}_{c}) (\vec{x}_{i} - \vec{m}_{c})'$$

Estimate p(c) from the distribution of known samples

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Similarly,

$$p(\vec{x}|2) = \frac{1}{2\pi} \frac{1}{\sqrt{5}} e^{-\frac{23}{10}} = 7.15 \times 10^{-3}$$
So, class 1 if

$$0.6 \times p(\vec{x}|1) > 0.4 \times p(\vec{x}|2)$$

$$2.87 \times 10^{-3} > 2.85 \times 10^{-3}$$
Thus most likely (barely) to be class 1.

Midlecture Problem

The data has a probability of 0.1 for class 1 and a probability of 0.2 for class 2. But, class 1 is 3 times as likely to be observed *a priori* as class 2.

Based on the two pieces of information, which is the most likely class to explain the observations?

```
Matlab code for probability calculation
```

```
wgt = sqrt(det(Invcor));
```

```
dist = diff*Invcor*diff';
```

```
prob = apriori * ( 1 / (2*pi)^(n/2)) ...
```

```
* wgt * exp(-0.5*dist);
```

Training

```
Calculating classifier parameters p(c), \vec{m}_c, \mathcal{A}_c
Should split data into:
```

- Training set used to estimate parameters (eg. 50% of data)
- Validation set used to tell when to stop training (eg. 25% of data)
- Test set used to test performance (eg. 25% of data)

Must have more samples than properties!

Training Example

For the batch-mode training used here, can merge Training and Validation sets.

In the example below, since we have only 4 samples of each class, we'll be naughty and use all 4 samples for both the Training and Test sets.

Can use at most 3 properties.



Training Code

```
Dim = 3; % number of feature properties
modelfilename =
```

```
N = input('Number of training images (int)\n?');
for imagenum = 1 : N
```

```
currentimagergb = imread([trainfilestem,
```

```
int2str(imagenum),'.jpg'],'jpg');
```

currentimage = rgb2gray(currentimagergb);

```
vec(imagenum,:) =
          extractprops(currentimage,0,0,0,0,0);
  trueclasses(imagenum) = input(['Train image ',
        int2str(imagenum),' true class (1..',
        int2str(maxclasses),')\n?']);
end
[Means, Invcors, Aprioris] = buildmodel(Dim, vec, N,
                        maxclasses,trueclasses);
eval(['save ',modelfilename,' maxclasses ...
                     Means Invcors Aprioris'])
```

Building statistical model

```
function [Means, Invcors, Aprioris] = ...
      buildmodel(Dim,Vecs,N,Numclass,Classes)
  for i = 1 : Numclass
    samples = find(Classes == i); % locate cls i
    M = length(samples); % num in class
    classvecs = Vecs(samples,:); % get members
    mn = mean(classvecs);
    Means(i,:) = mn;
    diffs = classvecs - ones(M,1)*mn;
    Invcors(i,:,:) = inv(diffs'*diffs/(M-1));
    Aprioris(i) = M/N;
  end
```

```
Training Log
```

```
doall(2)
Model file name (filename)
?blocks
Number of classes (int)
?3
Training image file stem (filestem)
?TESTDATA1/f
Number of training images (int)
?12
Train image 1 true class (1..3)
?1
***
```

Test Code

```
eval(['load ',modelfilename,...
        ' maxclasses Means Invcors Aprioris'])
imagestem = input('Test image file stem ...
                    (filestem) n?', 's');
run=1;
imagenum=0;
while (run == 0)
  imagenum = imagenum + 1;
  currentimagergb = imread([imagestem, ...
            int2str(imagenum),'.jpg'],'jpg');
  currentimage = rgb2gray(currentimagergb);
  vec = extractprops(currentimage,0,0,0,0,0);
```

end



Discussion

- Simple process but well founded
- Works well because reliable feature extraction and features easily discriminate
- Choosing good features usually hardest part.

What We Have Learned

- 1. Bayes classifier
- 2. Multi-variate Gaussian distributions
- 3. Property-based recognition

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Projective Geometry II

 $3D \rightarrow 3D, 1D \rightarrow 1D$ also possible Accounts for rotation, translation, scale, shear. To do properly, use homogeneous coordinates Augment point positions (x, y)' to (x, y, 1)'

$$\left(\begin{array}{c} x\\ y\end{array}\right) \rightarrow \left(\begin{array}{c} x\\ y\\ 1\end{array}\right)$$

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Use homogeneous coordinates $\mathbf{P}_1: \pi_2 \to \pi_1$ (ie. copy scene plane into image plane) $\mathbf{P}_2: \pi_2 \to \pi_3$ (ie. copy scene plane into new plane) Therefore $\mathbf{P}_3 = \mathbf{P}_2 \ (\mathbf{P}_1)^{-1} \colon \pi_1 \to \pi_3$

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Projection matrix \mathbf{P}_i :

$$\mathbf{P} = \begin{bmatrix} p_{11} & p_{12} & p_{13} \\ p_{21} & p_{22} & p_{23} \\ p_{31} & p_{32} & p_{33} \end{bmatrix}$$

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Remapping Algorithm

Input image I(x, y)Remapped image R(u, v)

If projective relation **P** between planes known, then can map (u, v) onto (x, y) using:

$$\begin{pmatrix} \lambda x \\ \lambda y \\ \lambda \end{pmatrix} = \mathbf{P} \begin{pmatrix} u \\ v \\ 1 \end{pmatrix}$$

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for each
$$(u, v)$$

get (x, y) from projection divided by λ
 $R(u, v) = I(x, y)$

See remap.m

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Estimating
$$\mathbf{P}:(u,v) \to (x,y)$$

Direct Linear Transform Method

$$N \ge 4$$
 matched points: $\{((x_i, y_i), (u_i, v_i))\}_{i=1}^N$

Let
$$\vec{p'} = (p_{11}, p_{12}, p_{13}, p_{21}, p_{22}, p_{23}, p_{31}, p_{32}, p_{33})'$$

Let $\mathbf{A}_i =$

$$\begin{bmatrix} 0 & 0 & 0 & -u_i & -v_i & -1 & y_i u_i & y_i v_i & y_i \\ u_i & v_i & 1 & 0 & 0 & 0 & -x_i u_i & -x_i v_i & -x_i \end{bmatrix}$$

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