## 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
- $\bullet$   ${\bf Bag}$  of Words enough similar descriptions

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## The story so far...

#### Preprocessing:

- 1. Capture image
- 2. Threshold to isolate object
- 3. Locate binary region
- 4. Measure properties  $\vec{x} = (compactness, ci_1, ci_2, ci_3, ci_4, ci_5, ci_6)'$

#### 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.

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## 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.

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# 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:

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

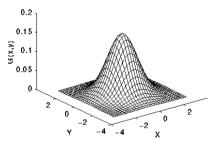
Advantage: we learn p(c) and p(d|c) from examples

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#### 2D Gaussian Distribution



Characterised by mean  $(m_1, m_2)'$  and covariance matrix

$$(\sigma_1)^2 \quad \rho_{ij}\sigma_1\sigma_2$$
 $\rho_{ij}\sigma_1\sigma_2 \quad (\sigma_2)^2$ 

 $\sigma_i$  - standard deviation of  $i^{th}$  property

 $\rho_{ij}$  - cross correlation coefficient between i and j

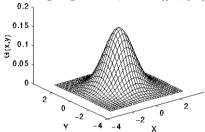
## prob(d|c)? Gaussian Distribution

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

For 2 properties,  $\vec{x} = (f_1, f_2)'$  we have:



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# 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:

$$A_c = \frac{1}{k-1} \sum_{i} (\vec{x}_i - \vec{m}_c)(\vec{x}_i - \vec{m}_c)'$$

Estimate p(c) from the distribution of known samples

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## Example continued

Class 1 if  $p(1|\vec{x}) > p(2|\vec{x})$ 

Bayes rule:

$$p(1|\vec{x}) = \frac{p(\vec{x}|1)p(1)}{p(\vec{x})} > \frac{p(\vec{x}|2)p(2)}{p(\vec{x})} = p(2|\vec{x})$$

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

$$p(\vec{x}|1) = \frac{1}{2\pi} \frac{1}{\det(\mathcal{A}_1)^{\frac{1}{2}}} e^{-\frac{1}{2}[(\vec{x}-\vec{m}_1)'\mathcal{A}_1^{-1}(\vec{x}-\vec{m}_1)]}$$

## **Probability Example**

n = 2 classes.  $a \ priori$  probabilities p(1) = 0.6, p(2) = 0.4Cls 1:  $\vec{m}_1 = \begin{bmatrix} 2 \\ 6 \end{bmatrix} \mathcal{A}_1 = \begin{bmatrix} 2 & 1 \\ 1 & 3 \end{bmatrix} \mathcal{A}_1^{-1} = \frac{1}{5} \begin{bmatrix} 3 & -1 \\ -1 & 2 \end{bmatrix}$ 

Cls 2: 
$$\vec{m}_2 = \begin{bmatrix} 4 \\ 13 \end{bmatrix} \mathcal{A}_2 = \begin{bmatrix} 3 & 1 \\ 1 & 2 \end{bmatrix} \mathcal{A}_2^{-1} = \frac{1}{5} \begin{bmatrix} 2 & -1 \\ -1 & 3 \end{bmatrix}$$

$$det(\mathcal{A}_1) = det(\mathcal{A}_2) = 5$$

$$\text{Data } \vec{x} = \begin{bmatrix} area \\ perimeter \end{bmatrix} = \begin{bmatrix} 3 \\ 10 \end{bmatrix}$$

Which is the most probable class

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$$= \frac{1}{2\pi} \frac{1}{5^{\frac{1}{2}}} e^{-\frac{1}{2}[\left(\begin{bmatrix} 3\\10\end{bmatrix} - \begin{bmatrix} 2\\6\end{bmatrix}\right)' \mathcal{A}_{1}^{-1}(\begin{bmatrix} 3\\10\end{bmatrix} - \begin{bmatrix} 2\\6\end{bmatrix})]}$$

$$= \frac{1}{2\pi} \frac{1}{\sqrt{5}} e^{-\frac{1}{2}\left(\begin{bmatrix} 1\\4 \end{bmatrix}^{\prime} \frac{1}{5} \begin{bmatrix} 3 & -1\\-1 & 2 \end{bmatrix} \begin{bmatrix} 1\\4 \end{bmatrix}\right)}$$

$$p(\vec{x}|1) = \frac{1}{2\pi} \frac{1}{\sqrt{5}} e^{-\frac{27}{10}} = 4.78 \times 10^{-3}$$

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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.

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# Matlab code for probability calculation

#### 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?

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## **Training**

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

- $\bullet$  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!

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#### 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.

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#### **Training Code**

## Test Objects







4 instances of each

a priori probability = 0.33

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#### 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
```

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#### Test Code

```
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
***
```

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## Recognition Performance

Confusion matrix:

Computed Class

True Class

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#### What We Have Learned

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

#### Discussion

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

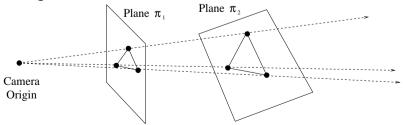
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## Projective Geometry I

**Projection:** Any non-singular (ie. invertable) linear transformation **P** that maps points from one position to another



Plane  $\pi_2$  shapes observed in a 3D position project onto image plane  $\pi_1$  (2D  $\rightarrow$  2D)

 $\mathbf{P}: \pi_2 \to \pi_1$ 

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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)'

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

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Use homogeneous coordinates

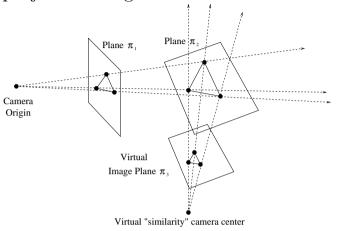
 $\mathbf{P}_1$ :  $\pi_2 \to \pi_1$  (ie. copy scene plane into image plane)

 $\mathbf{P}_2$ :  $\pi_2 \to \pi_3$  (ie. copy scene plane into new plane)

Therefore  $\mathbf{P}_3 = \mathbf{P}_2 (\mathbf{P}_1)^{-1}$ :  $\pi_1 \to \pi_3$ 

## Projective Transfer

Can use projective transfer to map observed projective image to another view



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Projection matrix  $P_i$ :

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

## 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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## Estimating $P:(u,v) \to (x,y)$

#### 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  $\mathbf{A}_i =$ 

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

for each (u, v)get (x, y) from projection divided by  $\lambda$ R(u, v) = I(x, y)

See remap.m

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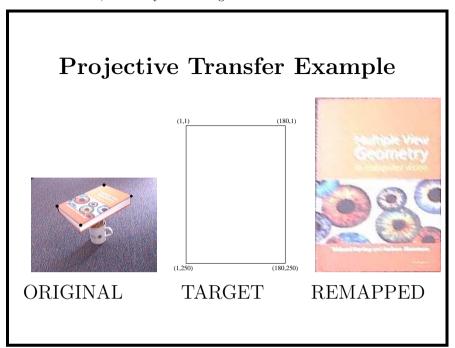
#### Estimating P cont.

Construct 
$$\mathbf{A} = \begin{bmatrix} A_1 \\ A_2 \\ \dots \\ A_N \end{bmatrix}$$

Compute  $SVD(\mathbf{A}) = \mathbf{UDV'}$  $\vec{p}$  is last column of  $\mathbf{V}$  (eigenvector of smallest eigenvalue of  $\mathbf{A}$ ) Repack  $\vec{p}$  back into matrix  $\mathbf{P}$ See esthomog.m

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