



The University of Texas at Austin
Electrical and Computer
Engineering
Cockrell School of Engineering

Spring 2022

INTRODUCTION TO COMPUTER VISION

Atlas Wang

Assistant Professor, The University of Texas at Austin

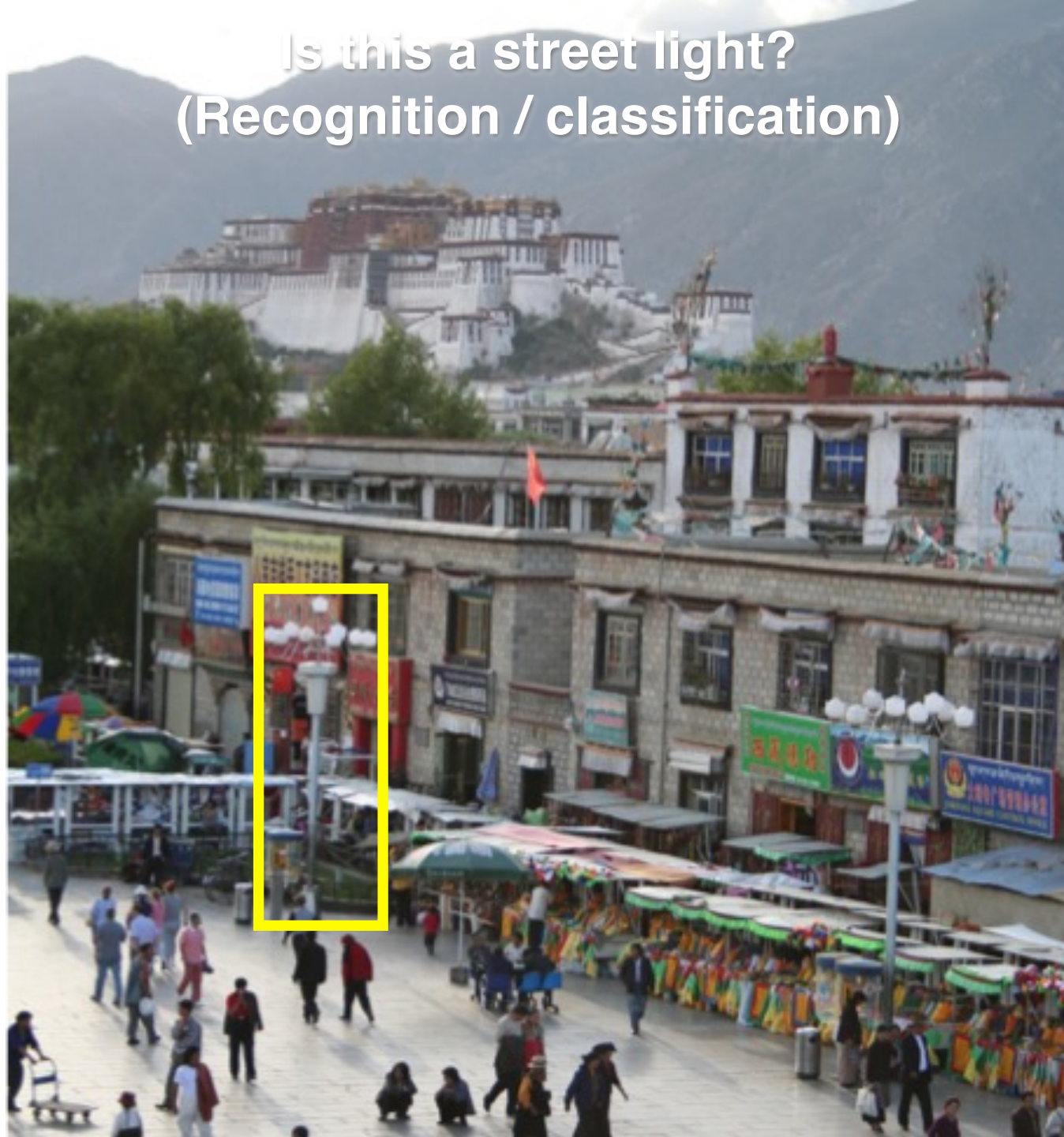
Visual Informatics Group@UT Austin

<https://vita-group.github.io/>

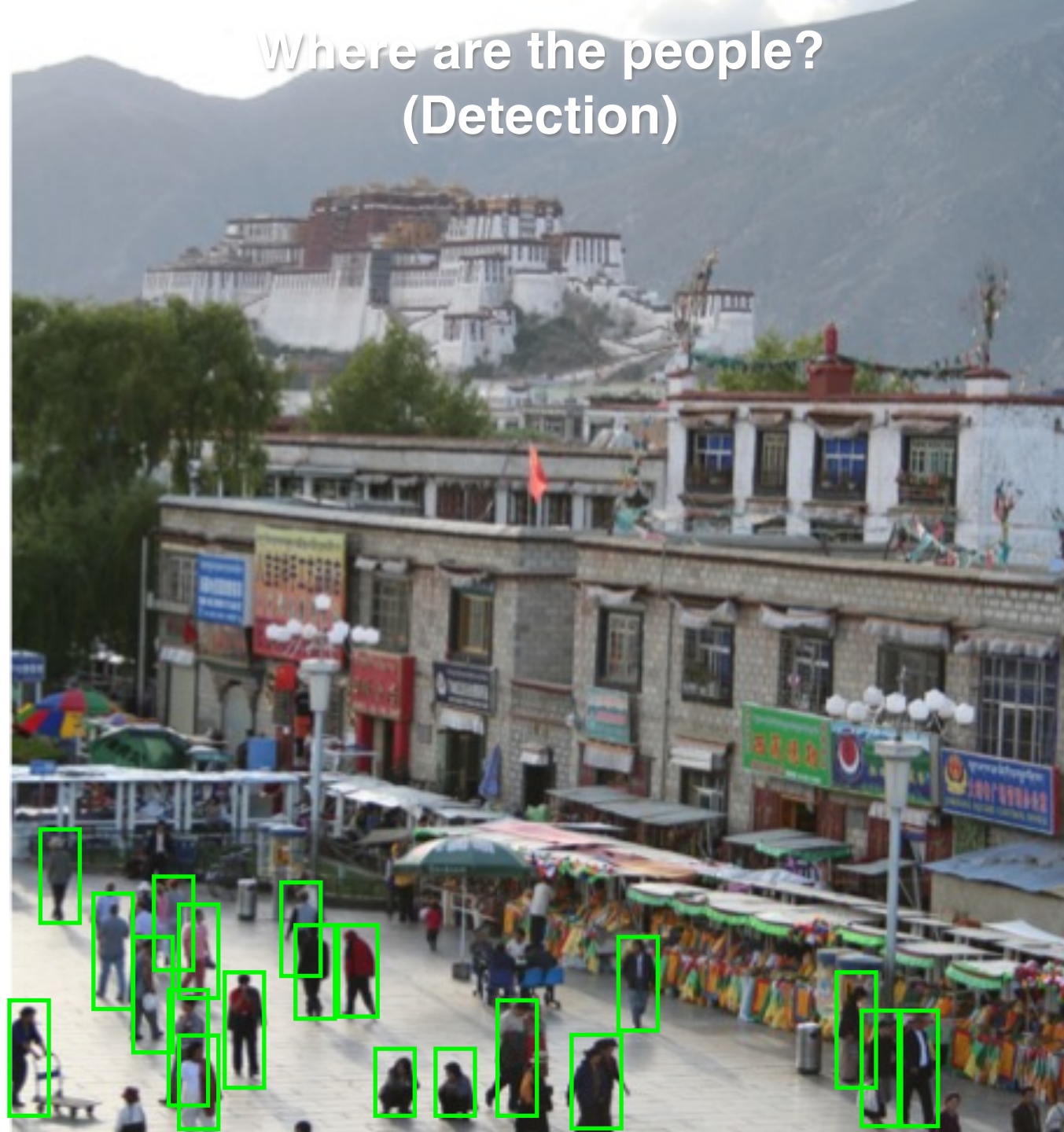
Many slides here were adapted from CMU 16-385

What do we mean by learning-based vision or “semantic vision”?

Is this a street light?
(Recognition / classification)



Where are the people?
(Detection)



Is that Potala palace?
(Identification/Query)



Sky

**What's in the scene?
(semantic segmentation)**

Mountain

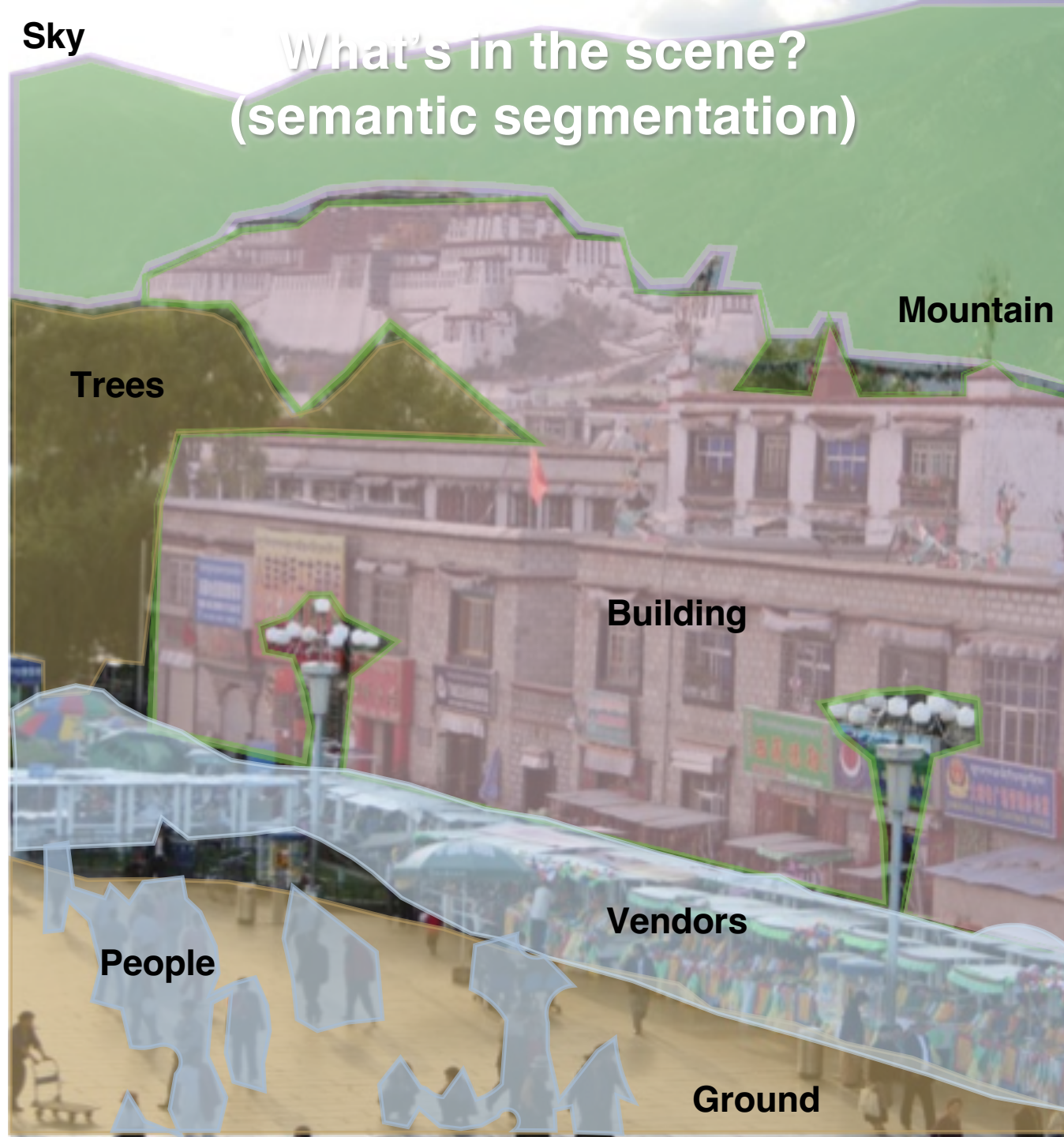
Trees

Building

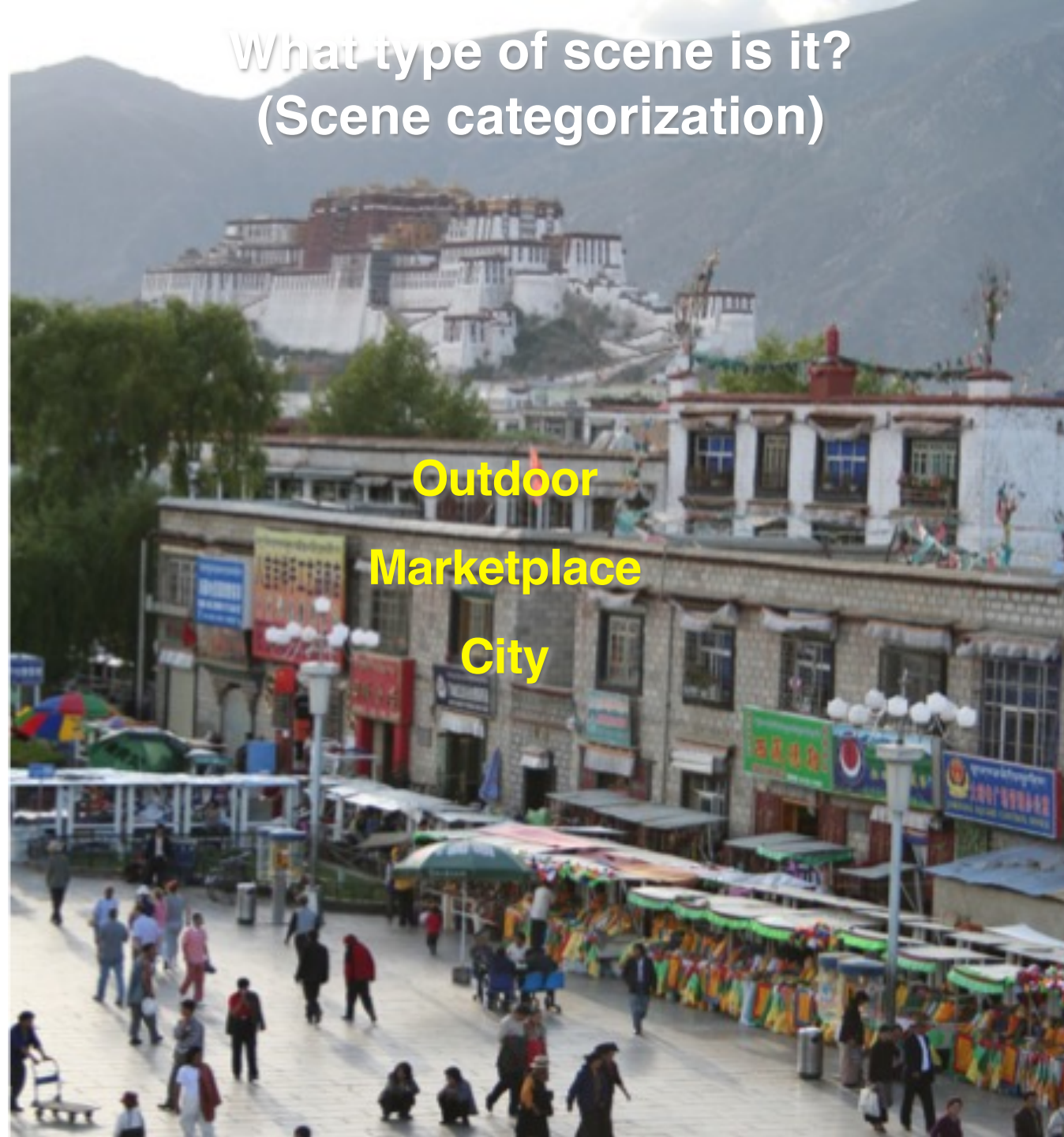
Vendors

People

Ground



What type of scene is it?
(Scene categorization)



Outdoor
Marketplace
City

Activity / Event Recognition



Object recognition

Is it really so hard?

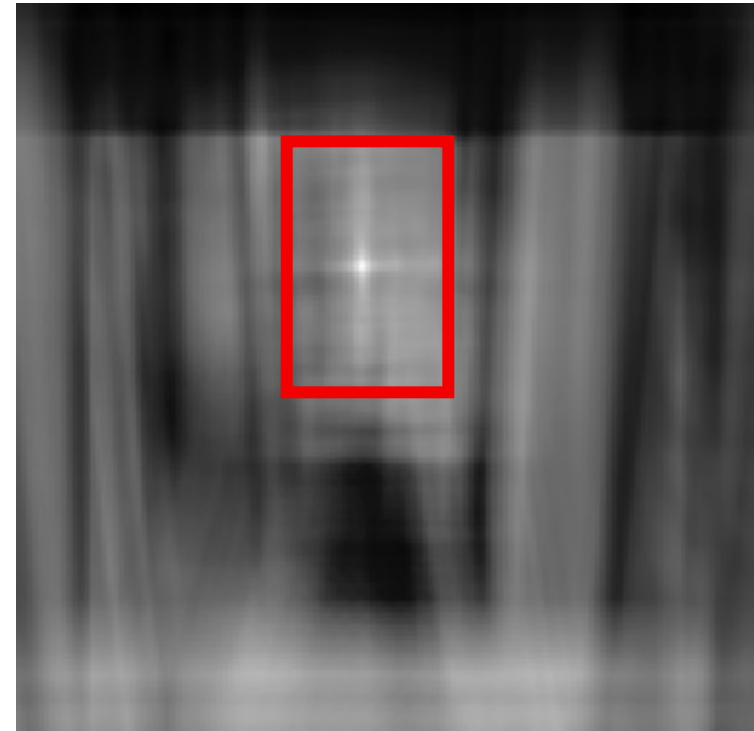
This is a chair



Find the chair in this image



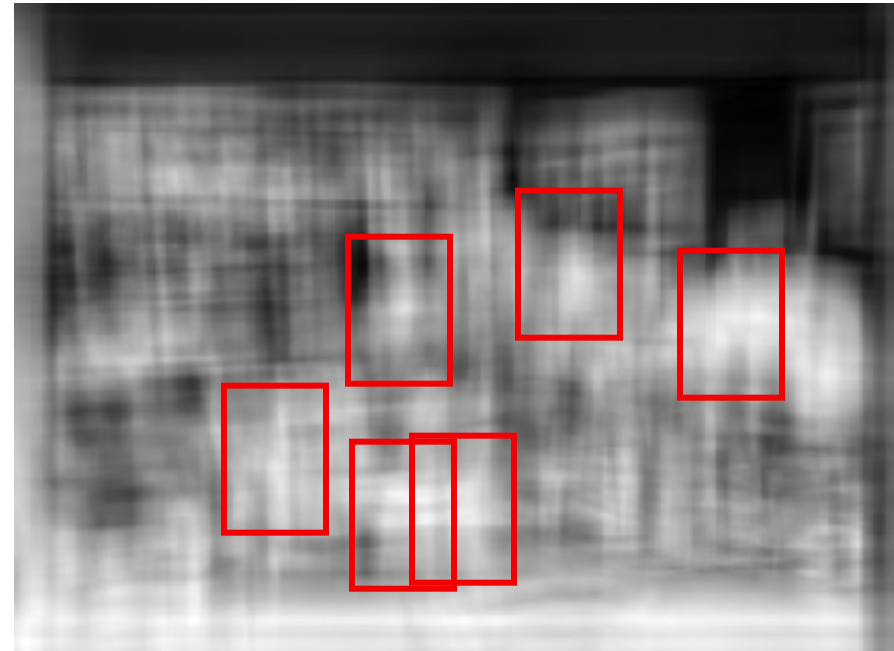
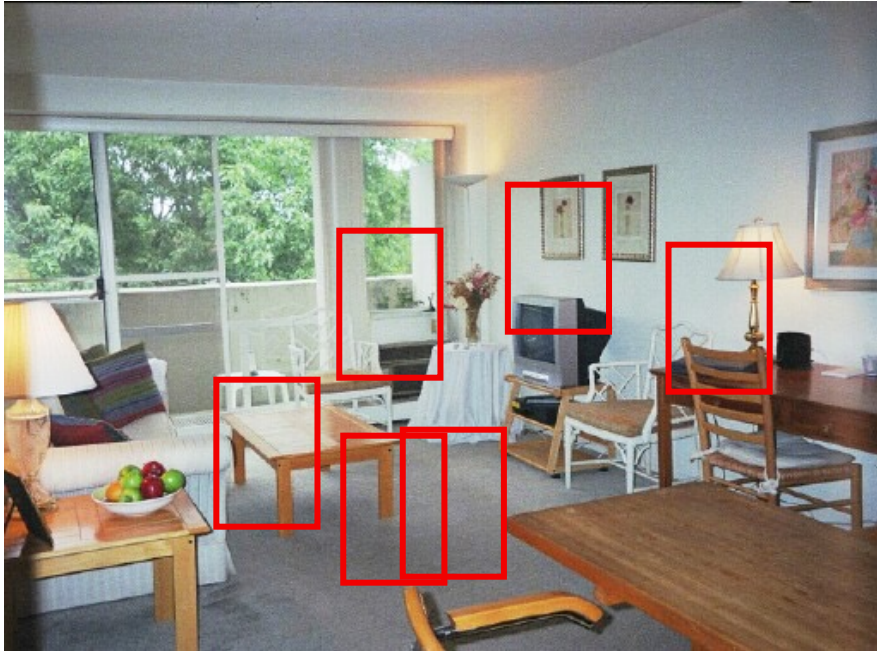
Output of normalized correlation



Object recognition

Is it really so hard?

Find the chair in this image

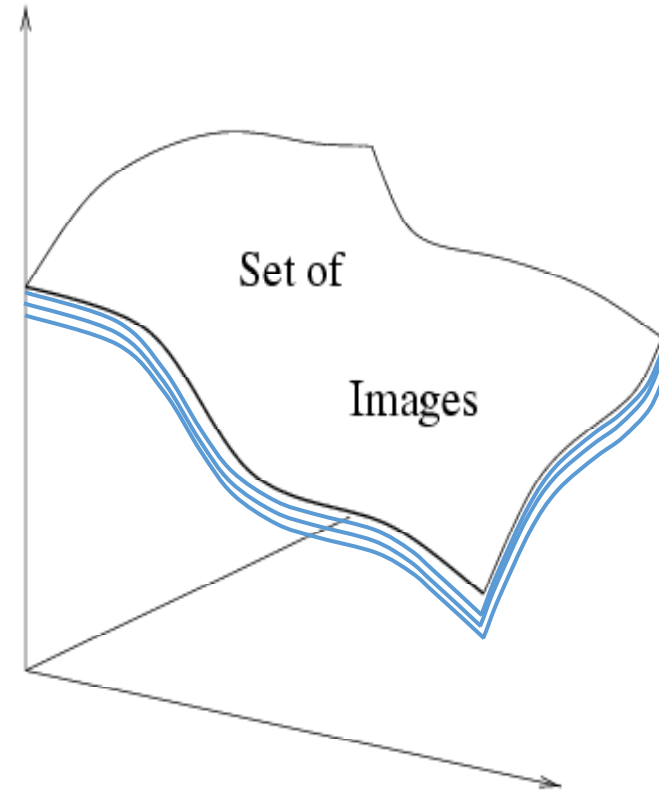
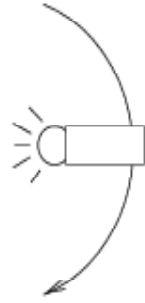


Pretty much garbage

Simple template matching is not going to make it

A “popular method is that of template matching, by point to point correlation of a model pattern with the image pattern. These techniques are inadequate for three-dimensional scene analysis for many reasons, such as occlusion, changes in viewing angle, and articulation of parts.” Nivatia & Binford, 1977.

Why is this hard?



Variability: Camera position
Illumination
Shape parameters

How many object categories are there?

~10,000 to 30,000

~10,000 to 30,000



Challenge: variable viewpoint



Michelangelo 1475-1564

Challenge: variable illumination

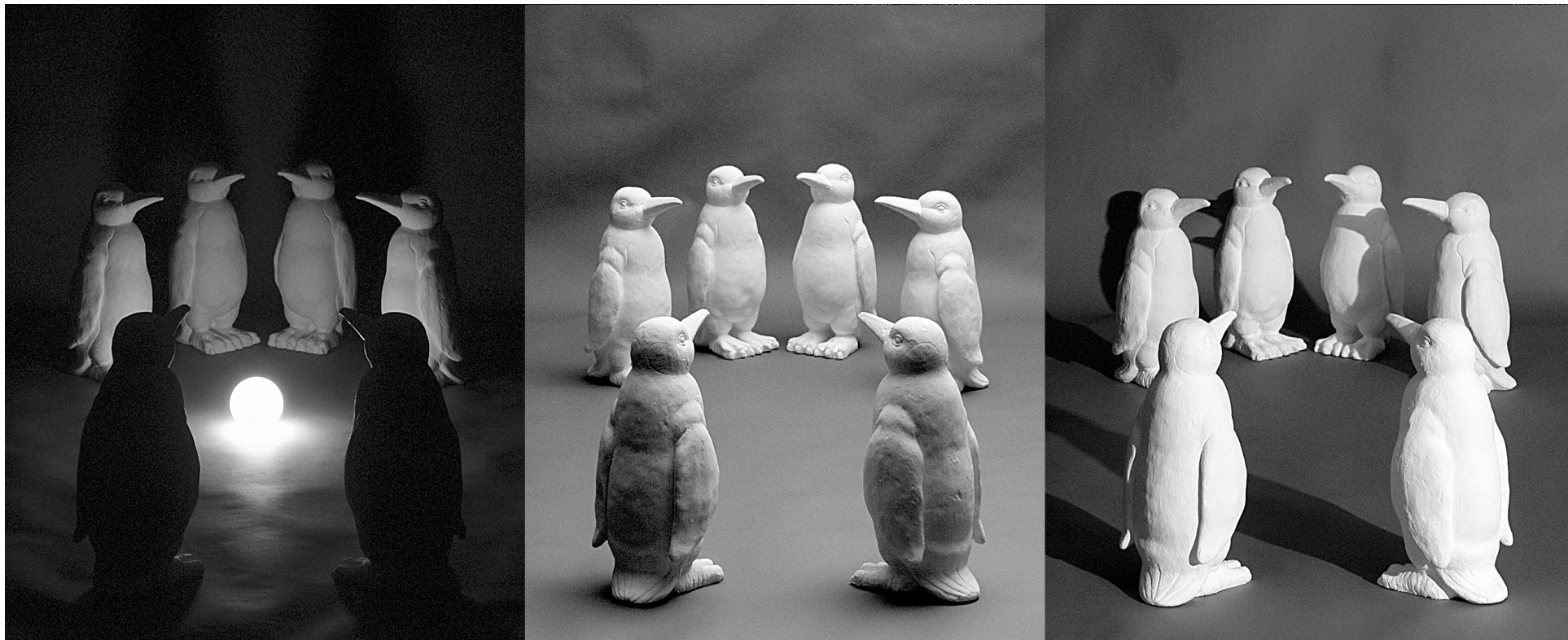


image credit: J. Koenderink

and small things

from Apple.

(Actual size)



Challenge: scale

Challenge: deformation

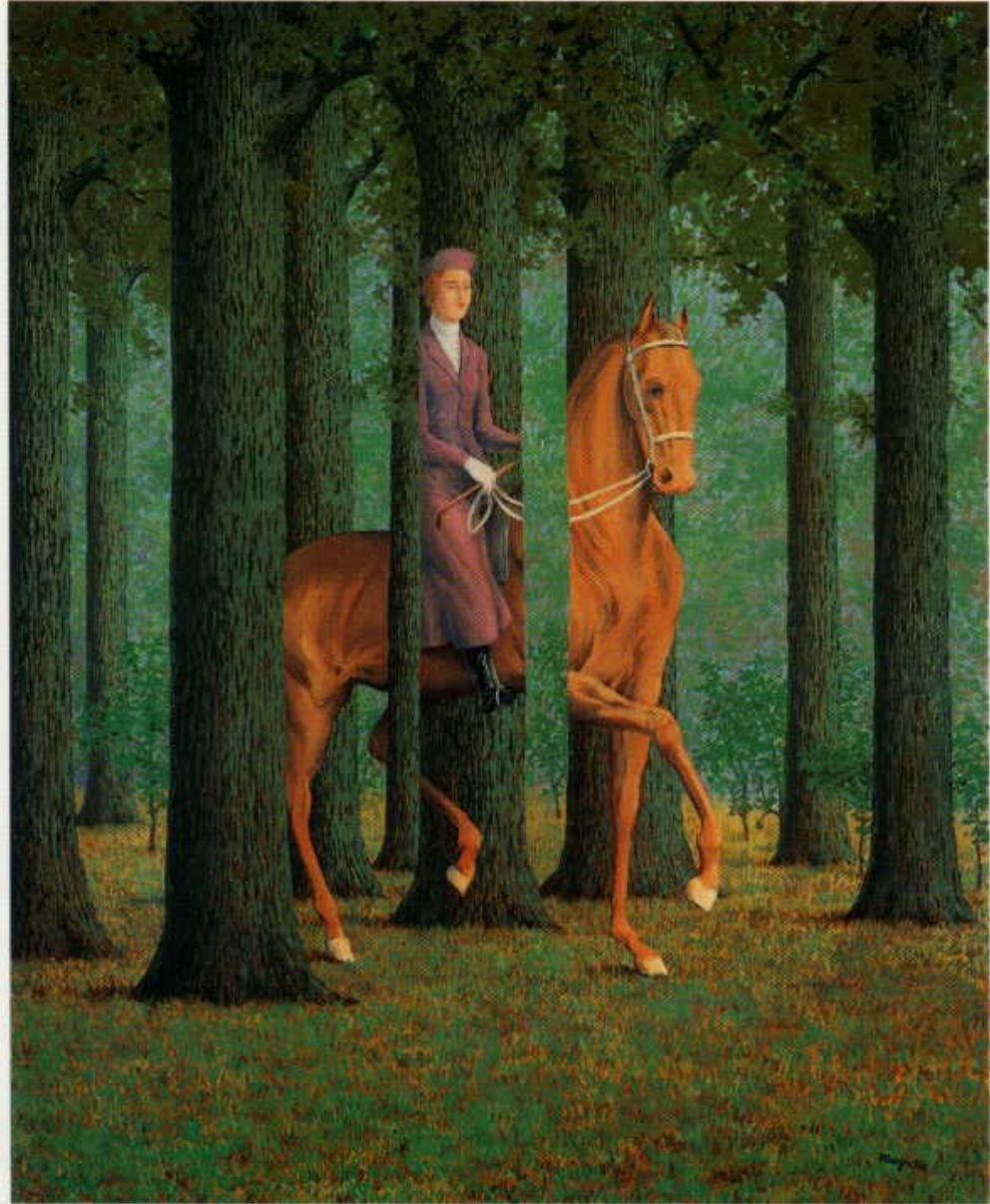




Deformation

Challenge: Occlusion

Magritte, 1957



Challenge: background clutter



Challenge: intra-class variations



Image Classification

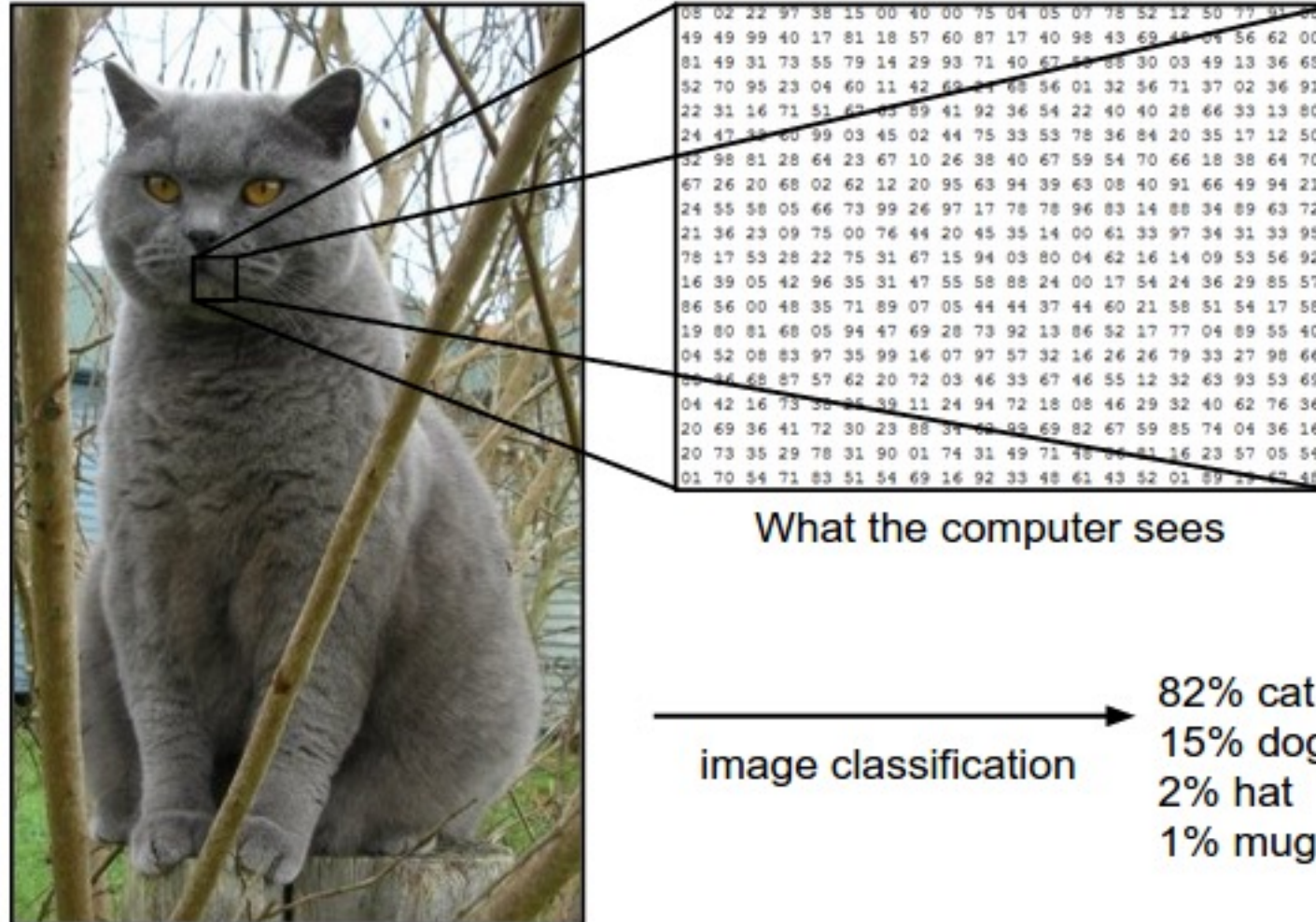


(assume given set of discrete labels)
{dog, cat, truck, plane, ...}



cat

Image Classification: Problem



Data-driven approach

- Collect a database of images with labels
- Use ML to train an image classifier
- Evaluate the classifier on test images

Example training set



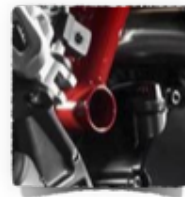
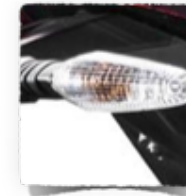
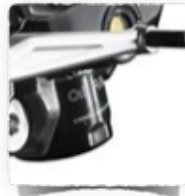
History of Image Classification

- 1960s –early 1990s: the geometric era
 - Recognition as an alignment problem: the simple “toy block” world ...
- 1990s: appearance-based models
 - PCA (eigenface), color histogram ...
- Mid-1990s: sliding window/template approaches
- Late 1990s: local features
- Early 2000s: parts-and-shape models
- Mid-2000s: bags of features (**Today**)
- *Present trends: deep learning (we will get there)*

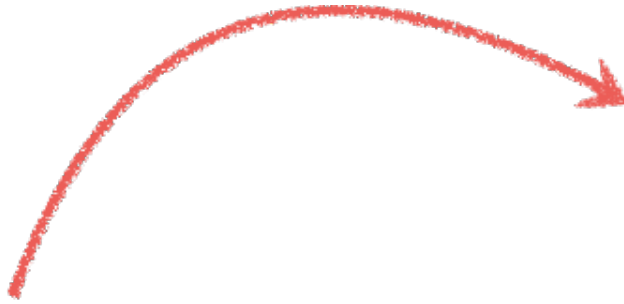
A photograph of two reusable shopping bags filled with fresh produce. In the foreground, a light-colored bag is overflowing with green leafy vegetables. Behind it, a darker bag contains oranges and lemons, with a sprig of rosemary visible. The bags are on a tiled floor with a 'WELCOME' doormat. A wooden door is in the background. The text 'Bag of words' is overlaid in white.

Bag of words

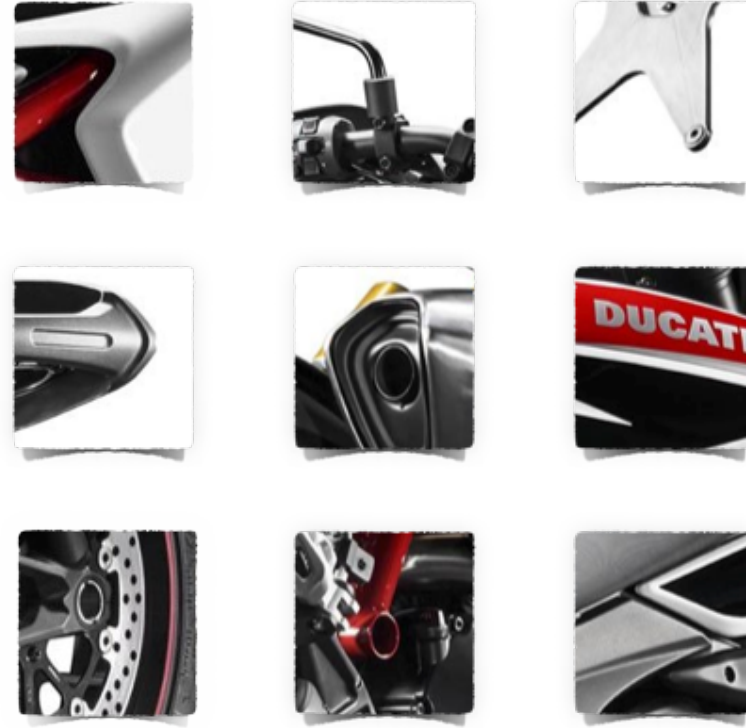
What object do these parts belong to?



Some local feature are
very informative



An object as



a collection of local features
(bag-of-features)

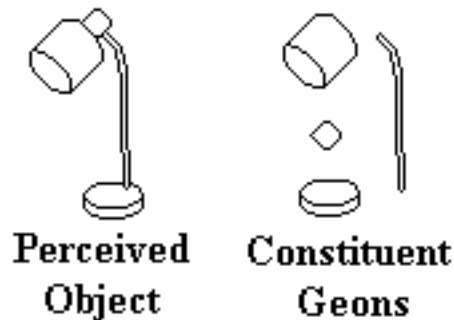
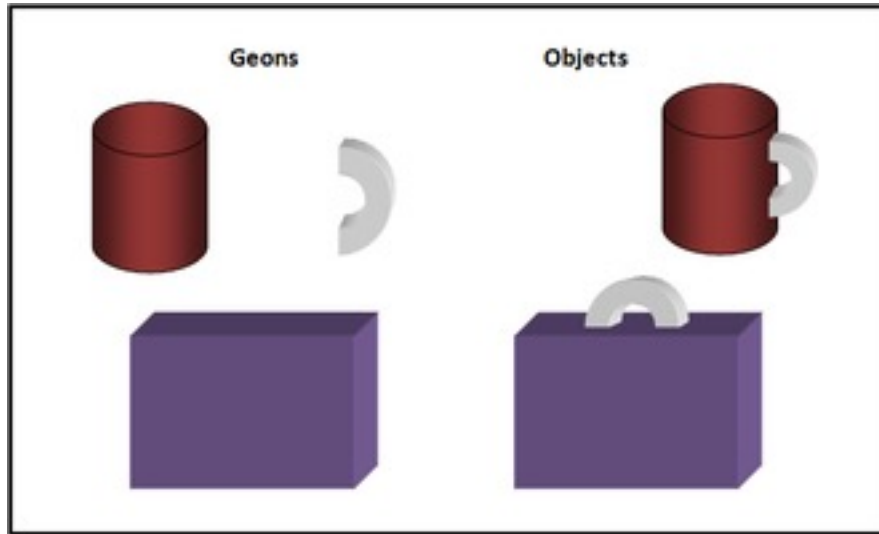
- deals well with occlusion
- scale invariant
- rotation invariant

(not so) crazy assumption



spatial information of local features
can be ignored for object recognition (i.e., verification)

Recognition-by-Components (RBC) Theory (1987)



- A human learning theory to explain object recognition
- According to RBC theory, we are able to recognize objects by separating them into **geons** (the object's main component parts).
- Geons are based on basic 3-dimensional shapes (cylinders, cones, etc.) that can be assembled in various arrangements to form a virtually unlimited number of objects.
- **Very impactful for computer vision recognition!**

Bag-of-features

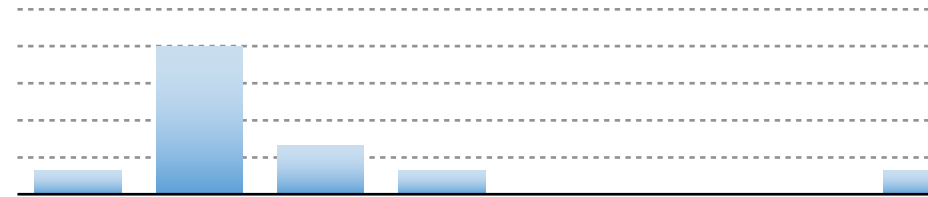
represent a data item (document, texture, image)
as a histogram over features

an old idea

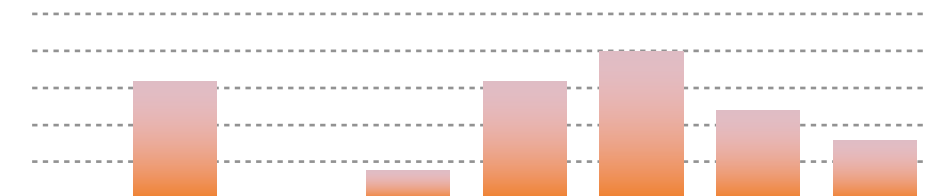
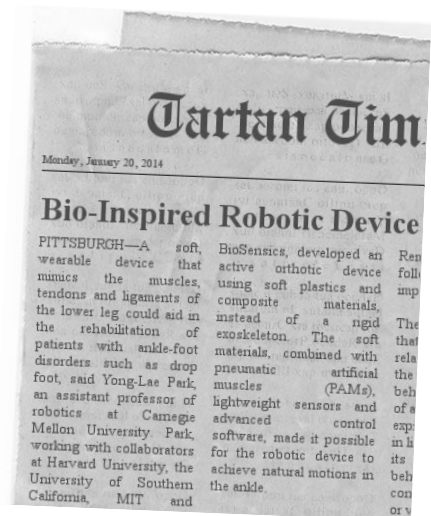
(e.g., texture recognition and information retrieval)

Vector Space Model

G. Salton. 'Mathematics and Information Retrieval' Journal of Documentation, 1979



1	6	2	1	0	0	0	1
Tartan	robot	CHIMP	CMU	bio	soft	ankle	sensor



0	4	0	1	4	5	3	2
Tartan	robot	CHIMP	CMU	bio	soft	ankle	sensor

A document (datapoint) is a vector of counts over each word (feature)

$$\mathbf{v}_d = [n(w_{1,d}) \quad n(w_{2,d}) \quad \cdots \quad n(w_{T,d})]$$

$n(\cdot)$ counts the number of occurrences

just a histogram over words

What is the similarity between two documents?



A document (datapoint) is a vector of counts over each word (feature)

$$\mathbf{v}_d = [n(w_{1,d}) \quad n(w_{2,d}) \quad \cdots \quad n(w_{T,d})]$$

$n(\cdot)$ counts the number of occurrences

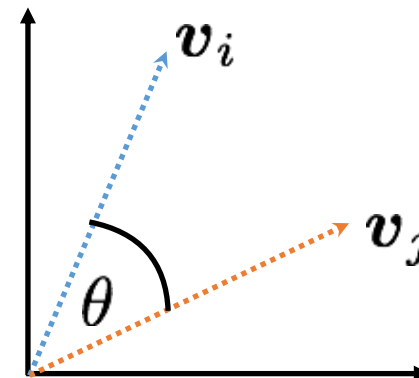
just a histogram over words

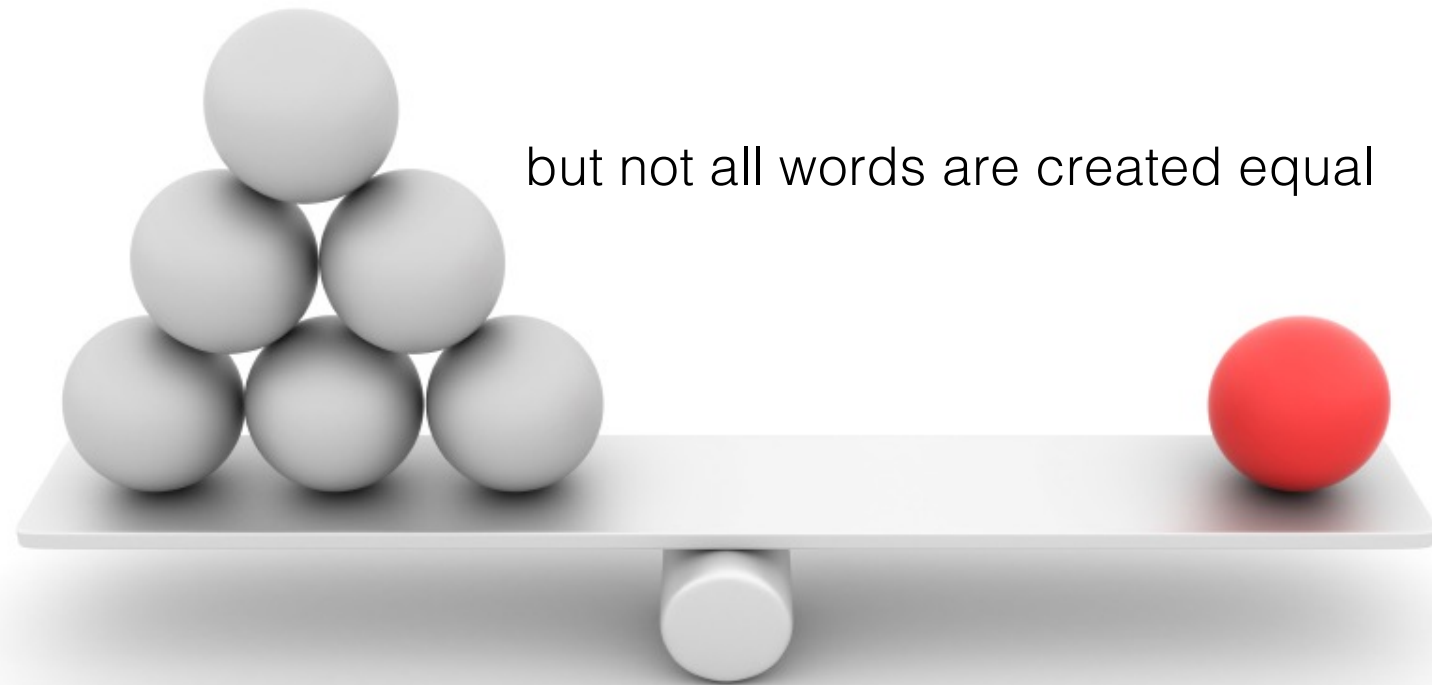
What is the similarity between two documents?



Use any distance you want but the cosine distance is fast.

$$\begin{aligned} d(\mathbf{v}_i, \mathbf{v}_j) &= \cos \theta \\ &= \frac{\mathbf{v}_i \cdot \mathbf{v}_j}{\|\mathbf{v}_i\| \|\mathbf{v}_j\|} \end{aligned}$$





but not all words are created equal

TF-IDF

Term **F**requency Inverse **D**ocument **F**requency

$$\mathbf{v}_d = [n(w_{1,d}) \quad n(w_{2,d}) \quad \cdots \quad n(w_{T,d})]$$

weigh each word by a heuristic

$$\mathbf{v}_d = [n(w_{1,d})\alpha_1 \quad n(w_{2,d})\alpha_2 \quad \cdots \quad n(w_{T,d})\alpha_T]$$

$$n(w_{i,d})\alpha_i = \overset{\text{term frequency}}{n(w_{i,d})} \log \left\{ \overset{\text{inverse document frequency}}{\frac{D}{\sum_{d'} \mathbf{1}[w_i \in d']}} \right\}$$

(down-weights **common** terms)

Standard BOW pipeline

(for image classification)

Dictionary Learning:

Learn Visual Words using clustering

Encode:

build Bags-of-Words (BOW) vectors
for each image

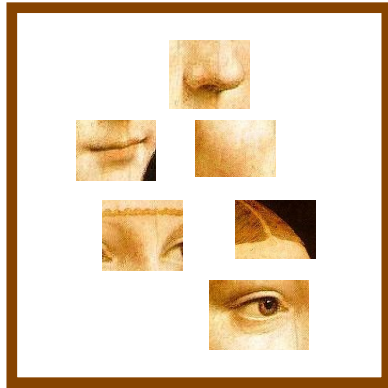
Classify:

Train and test data using BOWs

Dictionary Learning:

Learn Visual Words using clustering

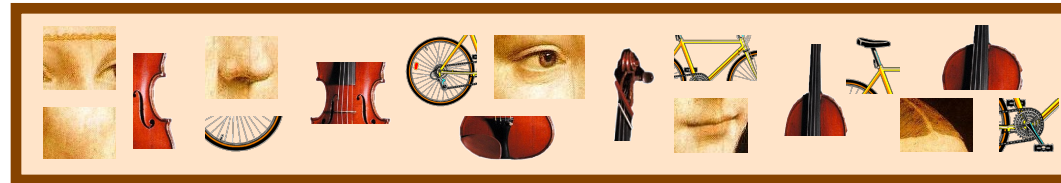
1. extract features (e.g., SIFT) from images



Dictionary Learning:

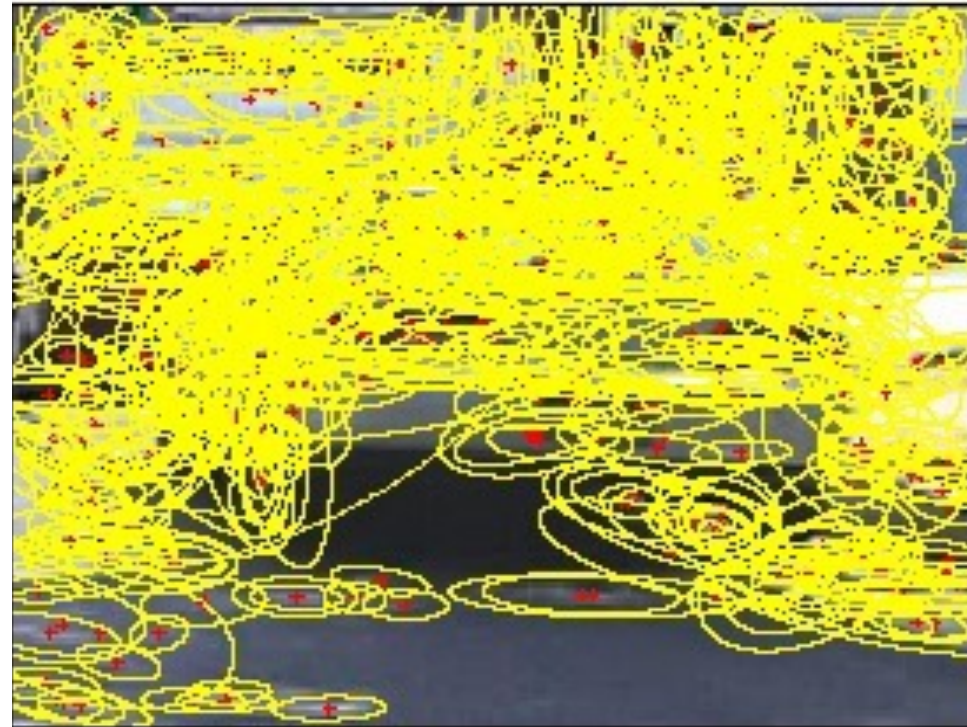
Learn Visual Words using clustering

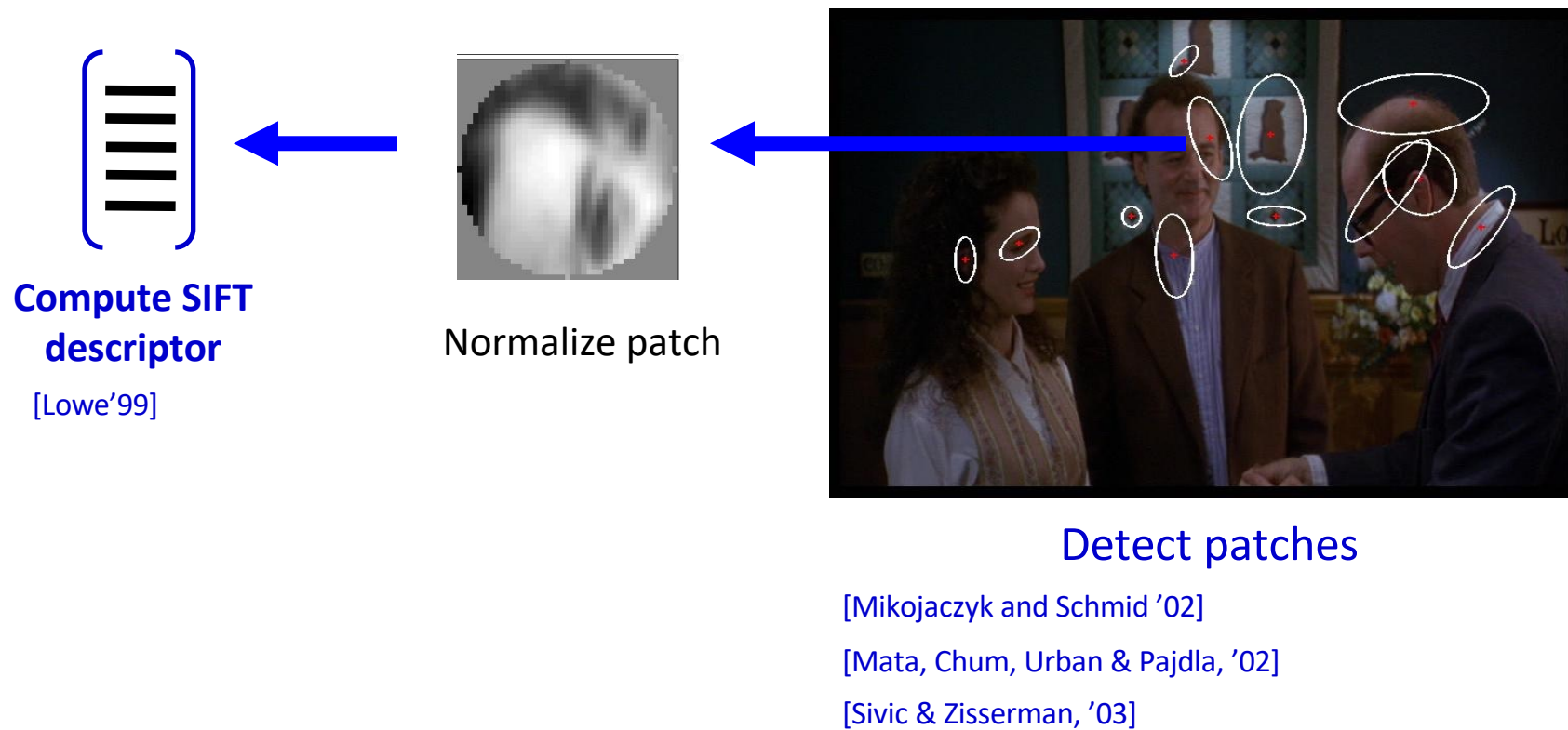
2. Learn visual dictionary (e.g., K-means clustering)

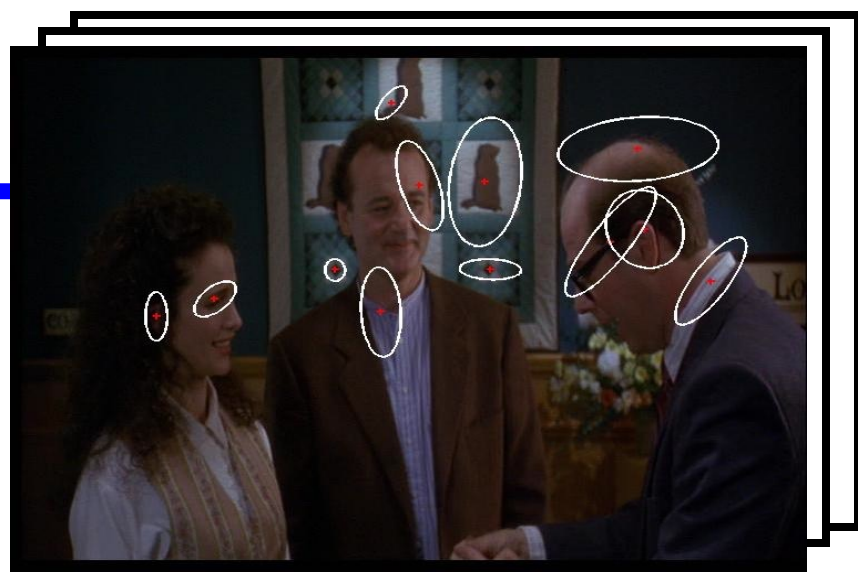
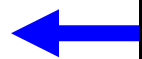
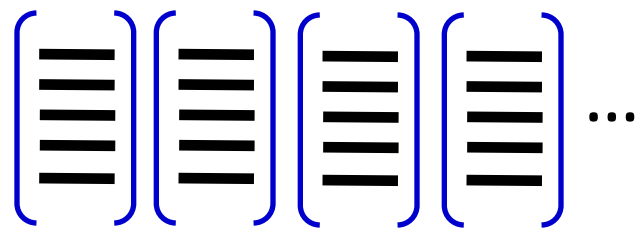


What kinds of features can we extract?

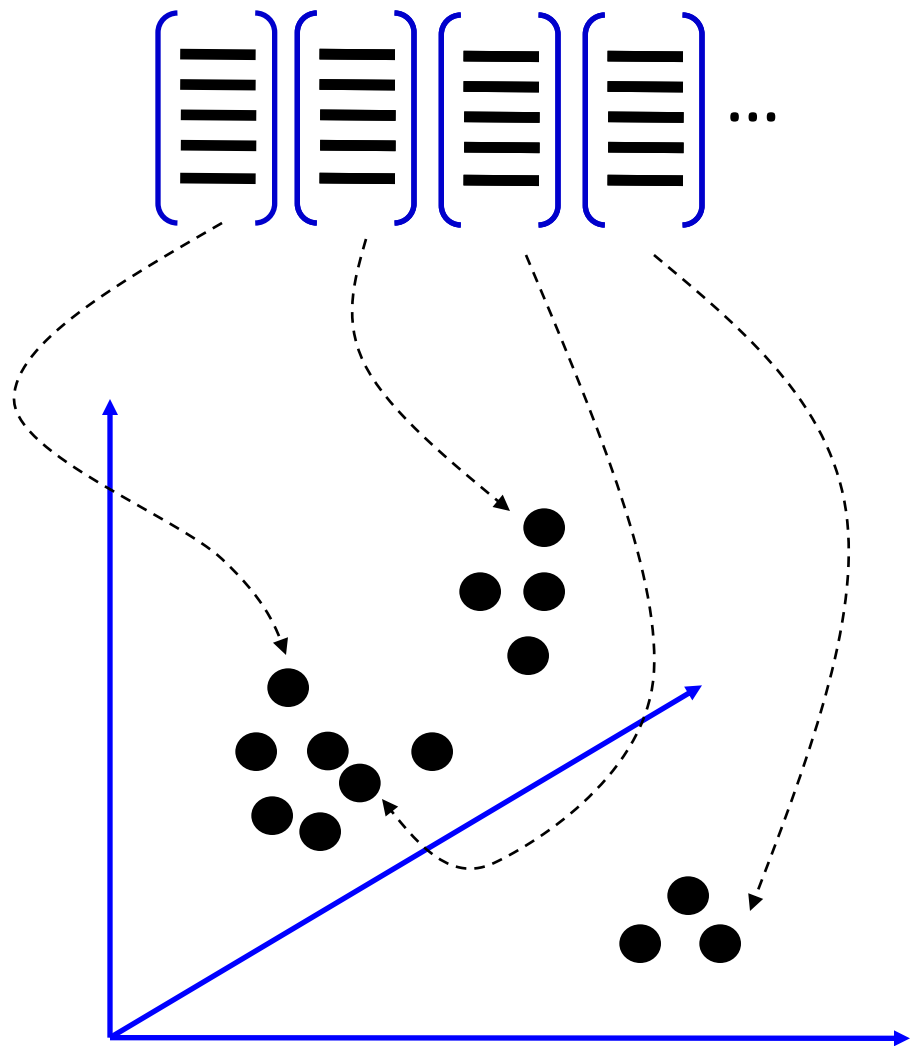
- Regular grid
 - Vogel & Schiele, 2003
 - Fei-Fei & Perona, 2005
- Interest point detector
 - Csurka et al. 2004
 - Fei-Fei & Perona, 2005
 - Sivic et al. 2005
- Other methods
 - Random sampling (Vidal-Naqet & Ullman, 2002)
 - Segmentation-based patches (Barnard et al. 2003)

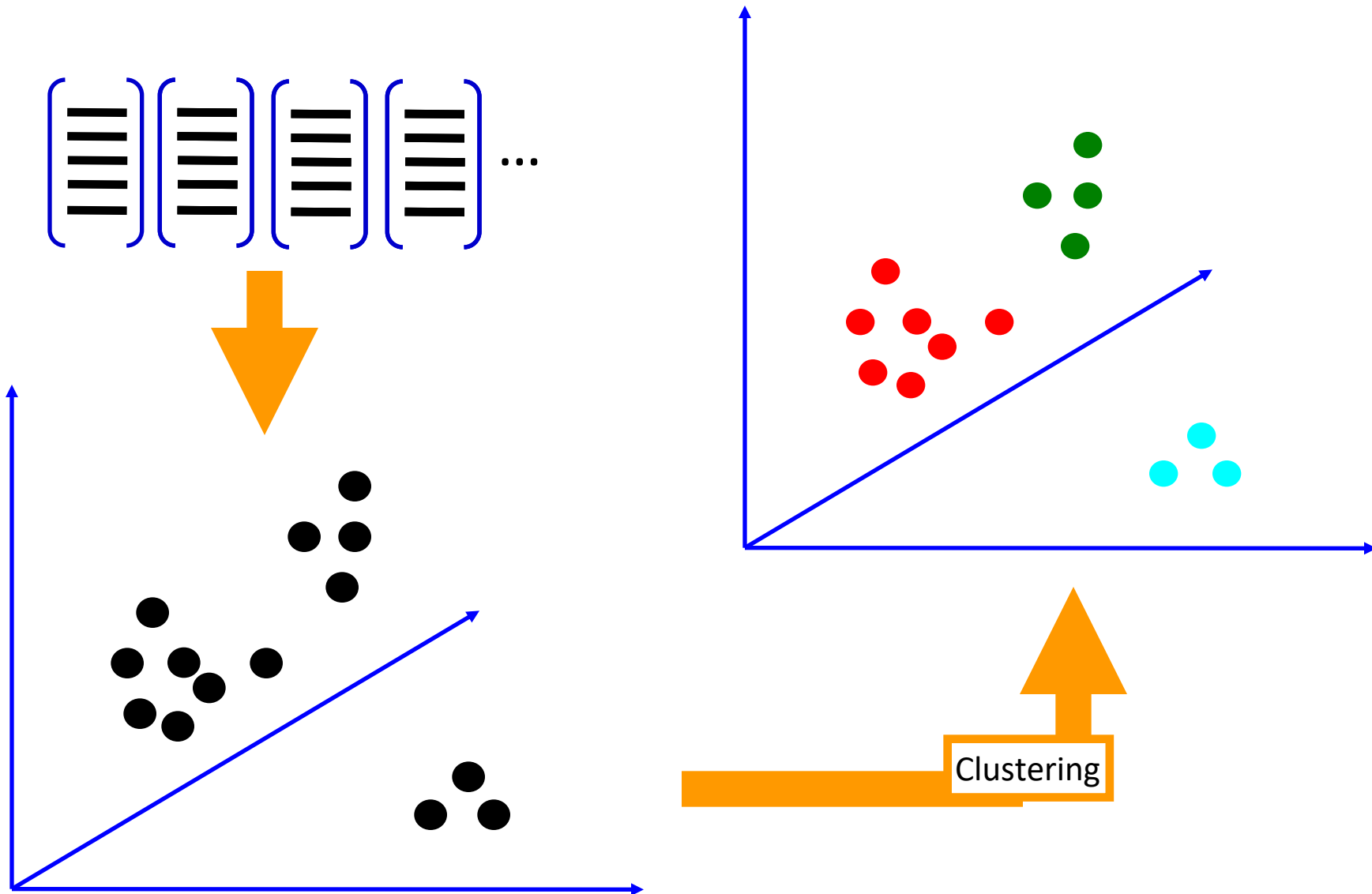


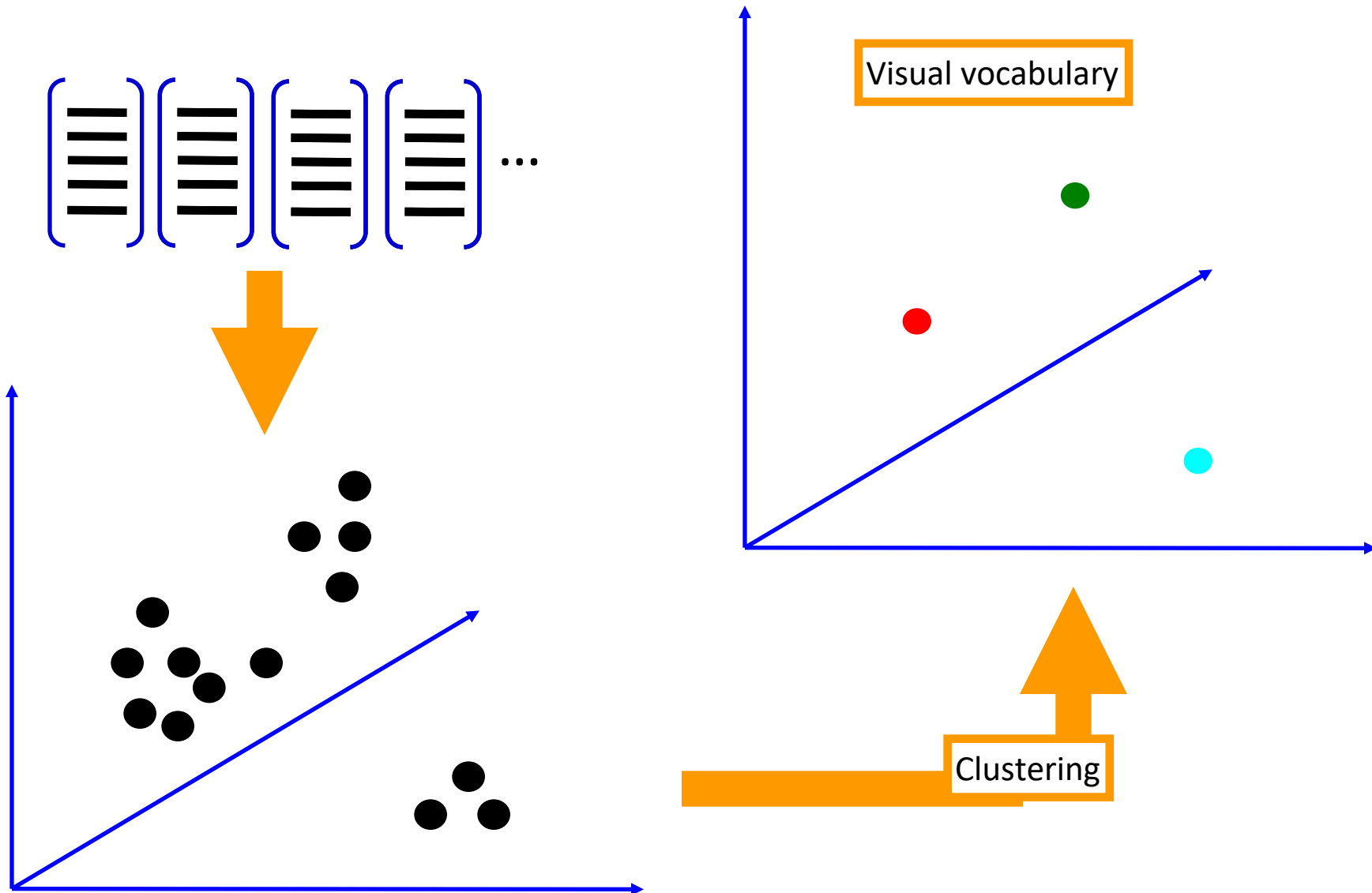




How do we learn the dictionary?



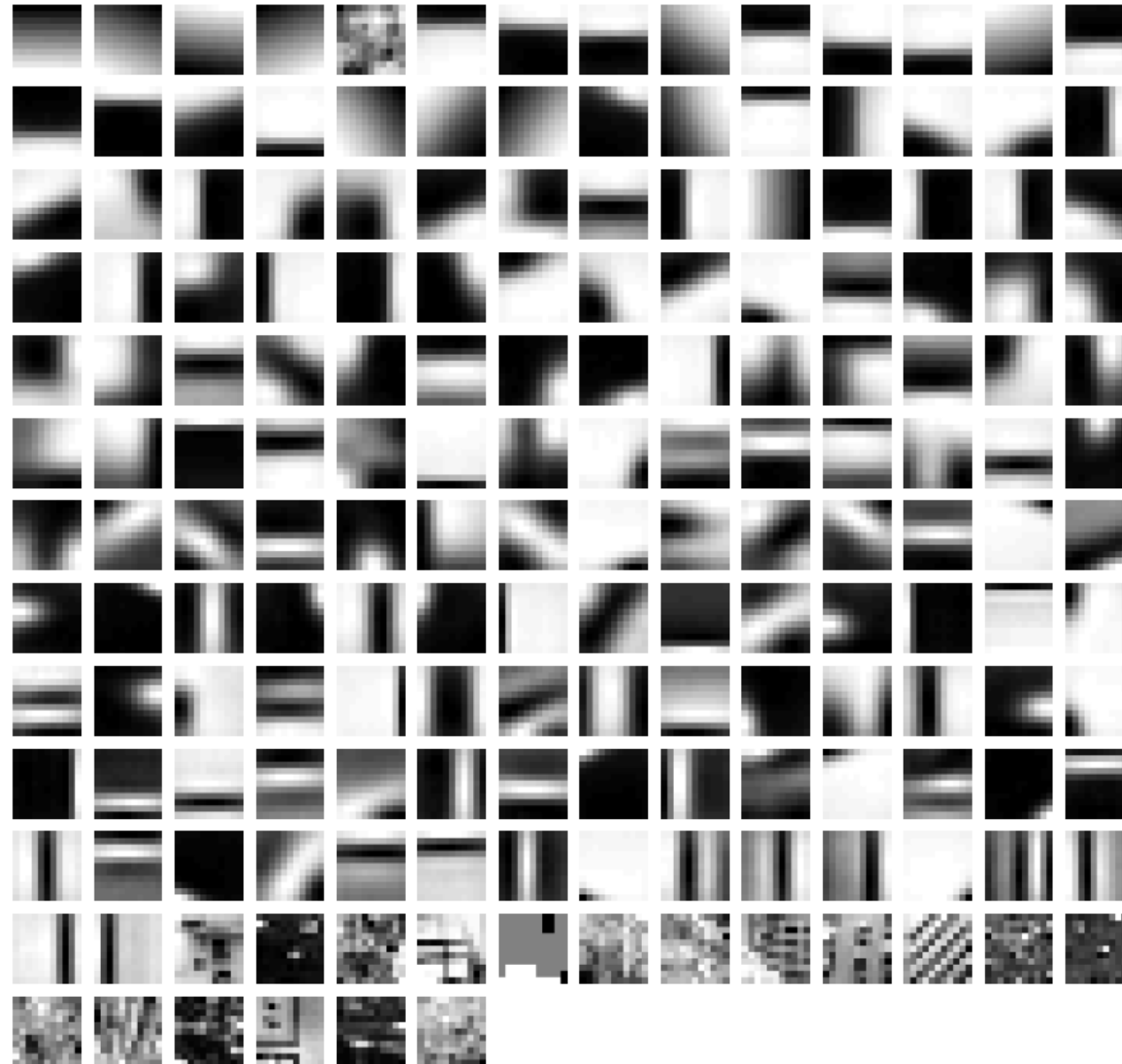




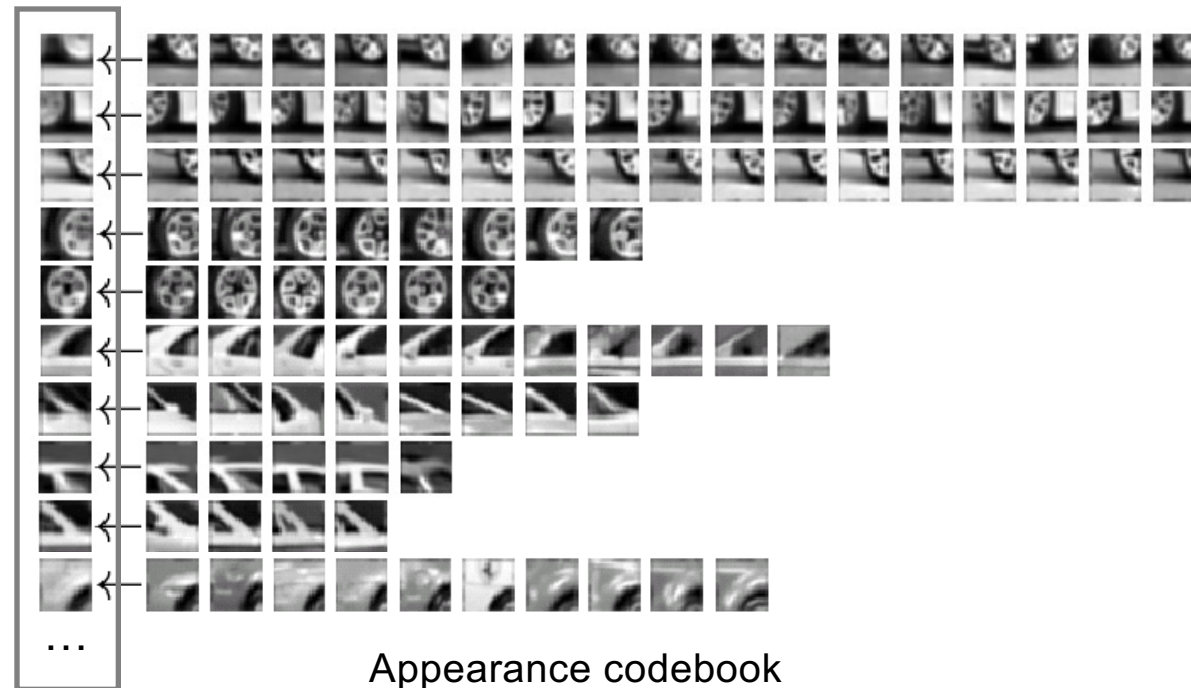
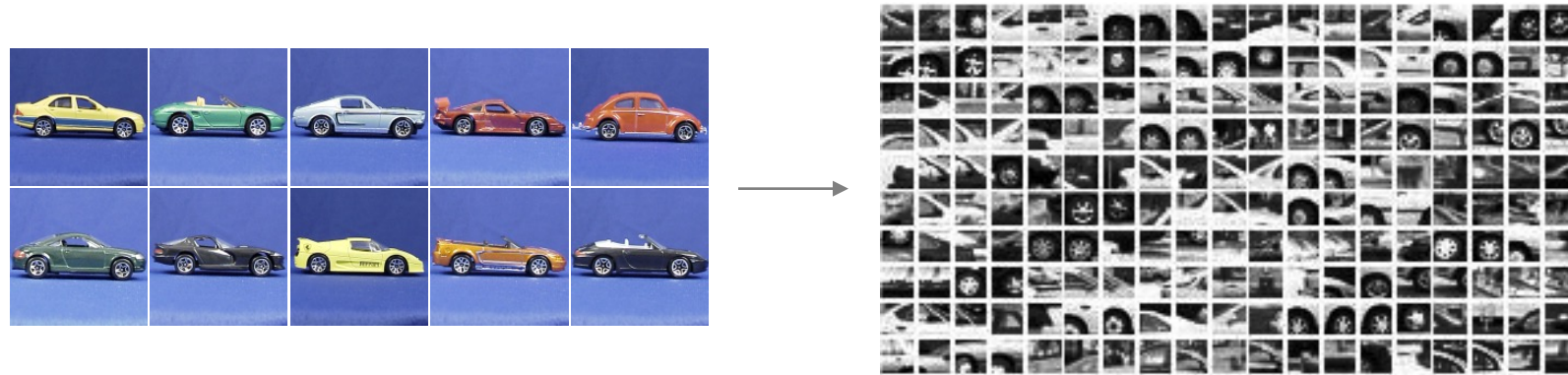
*From what **data** should I learn the dictionary?*

- Dictionary can be learned on separate training set
- Provided the training set is sufficiently representative, the dictionary will be “universal”

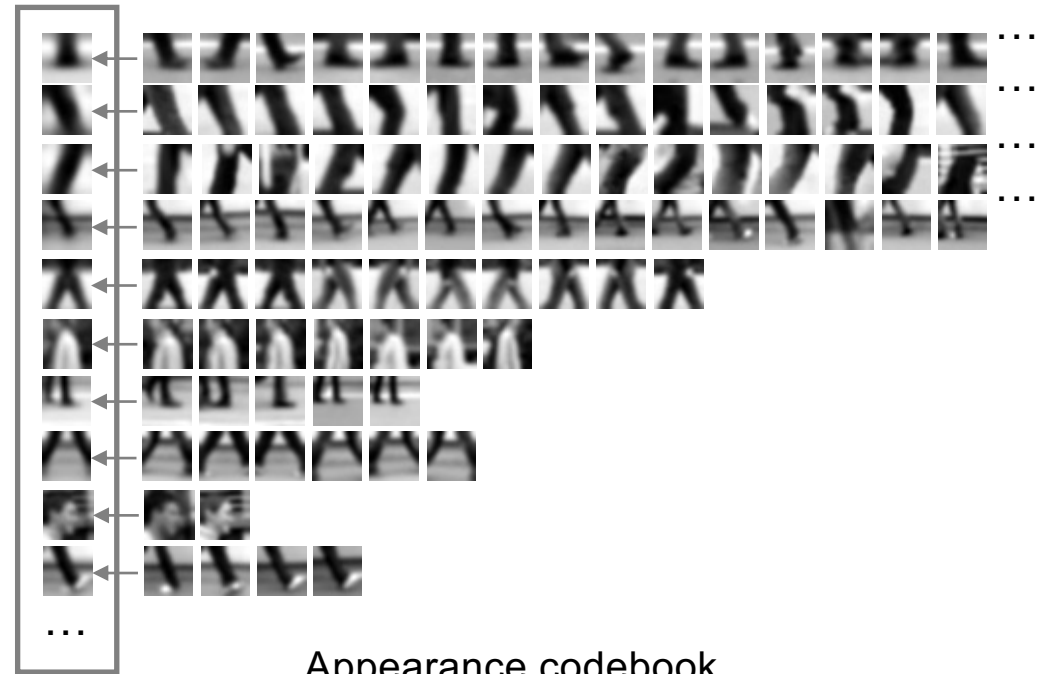
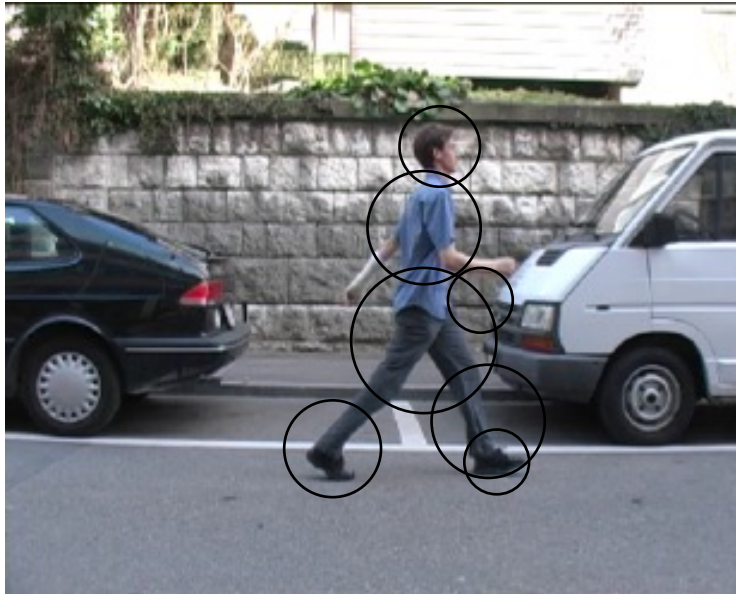
Example visual dictionary



Example dictionary



Another dictionary



Appearance codebook

Dictionary Learning:

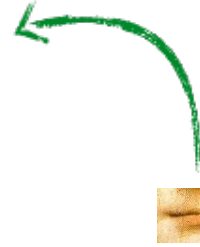
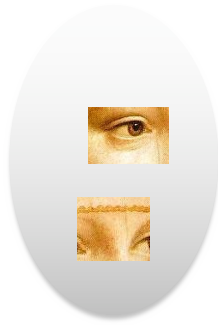
Learn Visual Words using clustering

Encode:

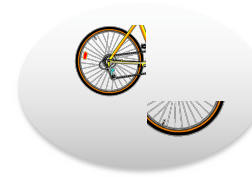
build Bags-of-Words (BOW) vectors
for each image

Classify:

Train and test data using BOWs

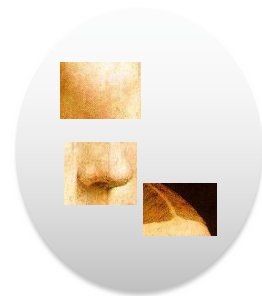


1. Quantization: image features gets associated to a visual word (nearest cluster center)



Encode:

build Bags-of-Words (BOW) vectors for each image

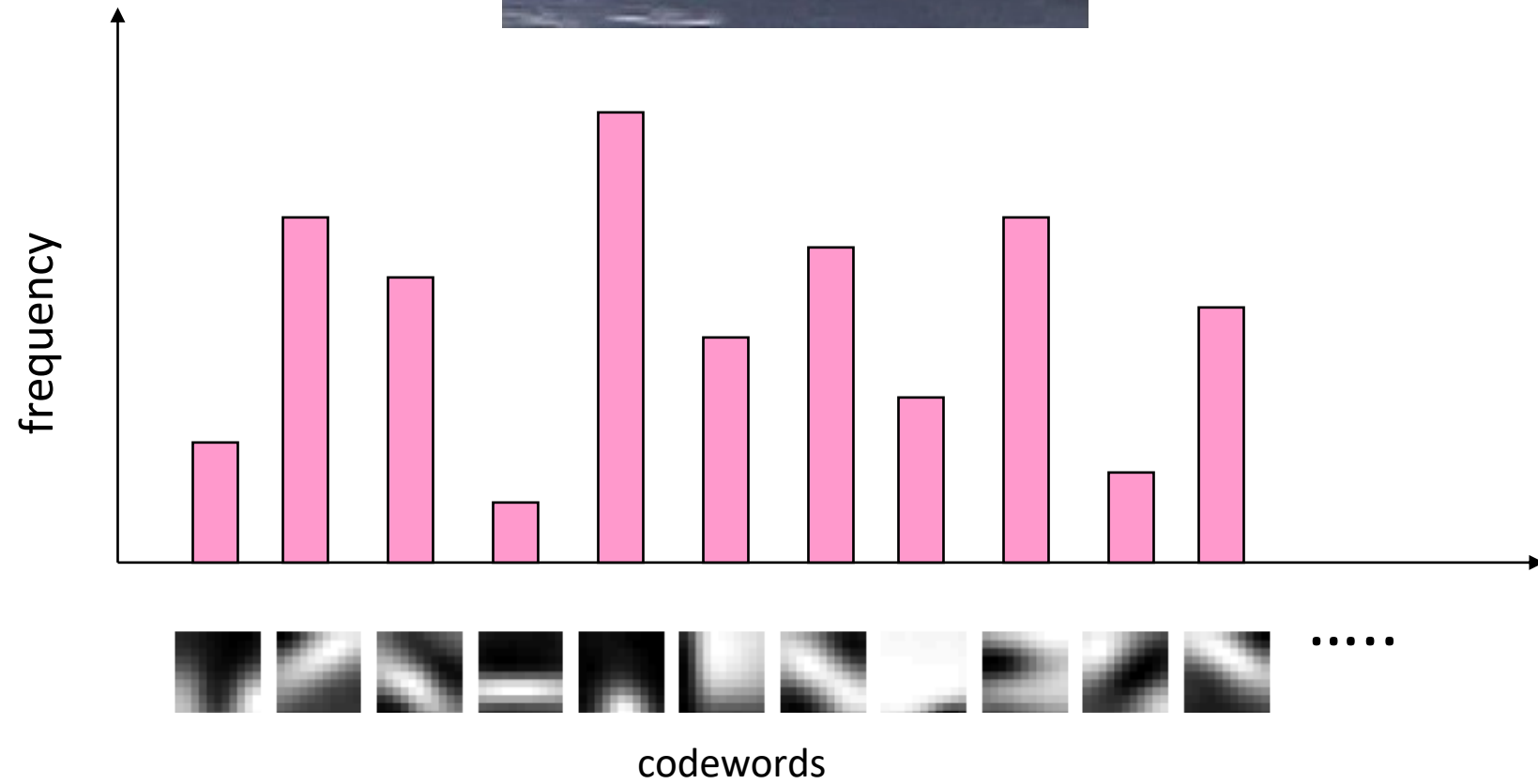


Encode:

build Bags-of-Words (BOW) vectors
for each image

2. Histogram: count the
number of visual word
occurrences





Dictionary Learning:

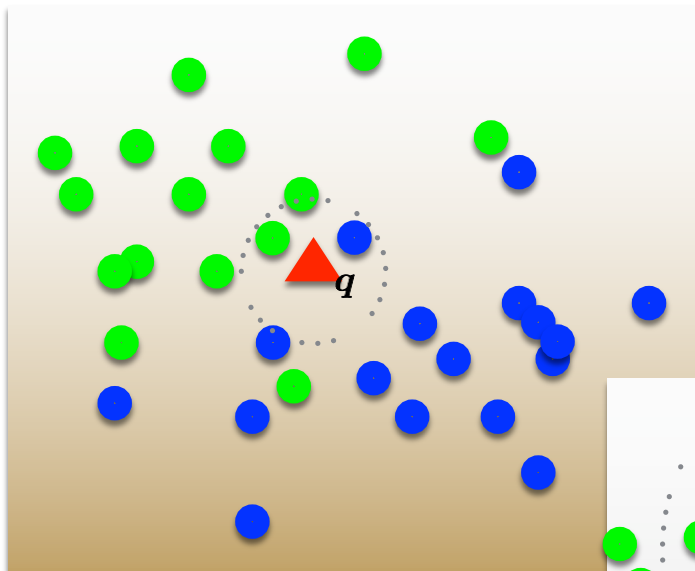
Learn Visual Words using clustering

Encode:

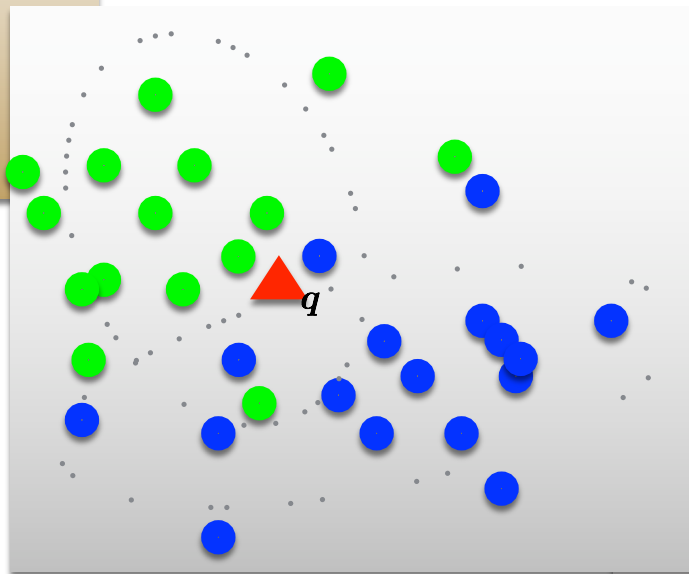
build Bags-of-Words (BOW) vectors
for each image

Classify:

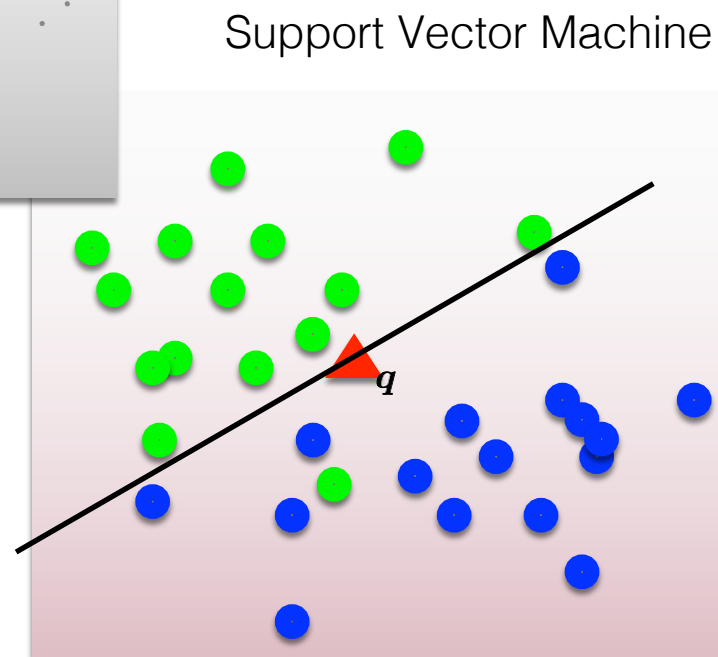
Train and test data using BOWs



K nearest neighbors



Naïve Bayes





The University of Texas at Austin
**Electrical and Computer
Engineering**
Cockrell School of Engineering