

# Representation in Low-Level Visual Learning

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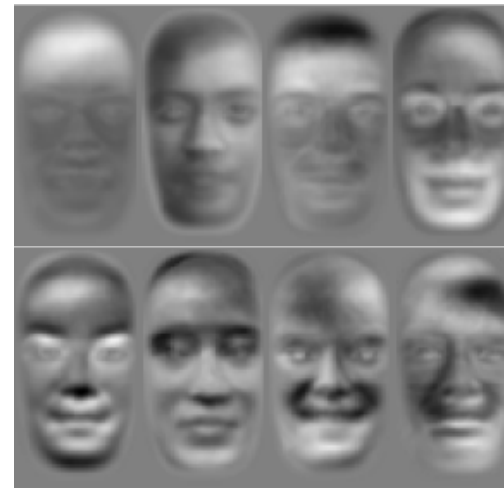
# Generative Models: A Caricature

*Turk & Pentland 1991, Moghaddam & Pentland 1995*

Training Faces



$$\approx \begin{array}{c} \text{Mean} \\ \text{Face} \end{array} + w \times$$

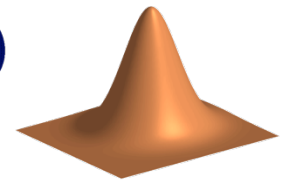


Eigenfaces

$$x_i = \mu + Bw_i$$

$$w_i \sim \mathcal{N}(0, I)$$

Gaussian Prior  
"Knowledge"



Most visual learning has used *overly simplified* models

# What about Eigenbikes?

## Representation Matters





# The Traditional Solution: Dataset Selection



*Caltech 101*



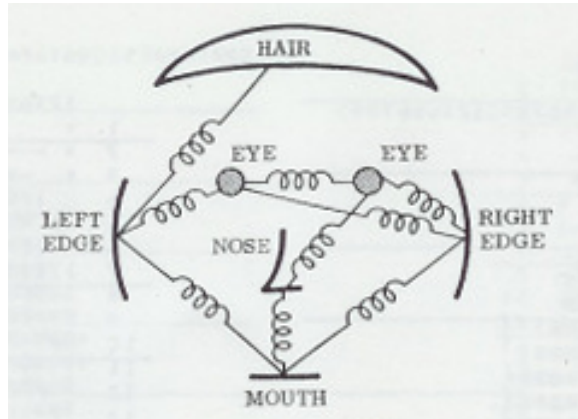
*LabelMe Excerpt, Sudderth et al., 2005*



*Natural Scenes, Olive & Torralba, 2001*

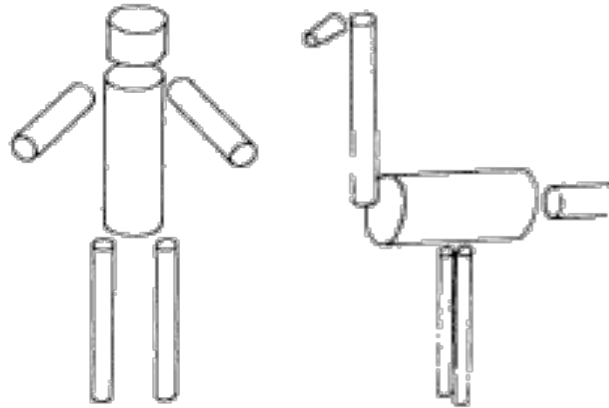


# A Success: Part-Based Models



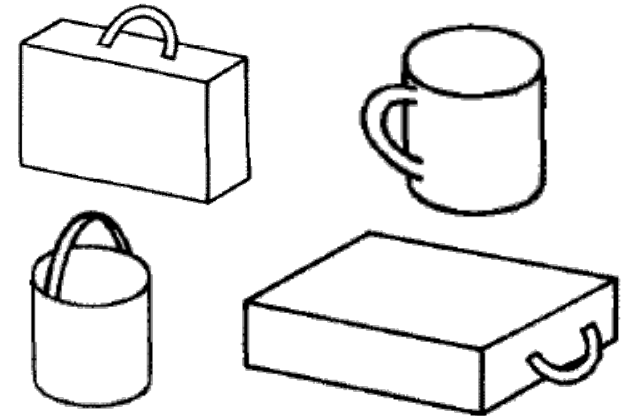
## Pictorial Structures

*Fischler & Elschlager, 1973*



## Generalized Cylinders

*Marr & Nishihara, 1978*



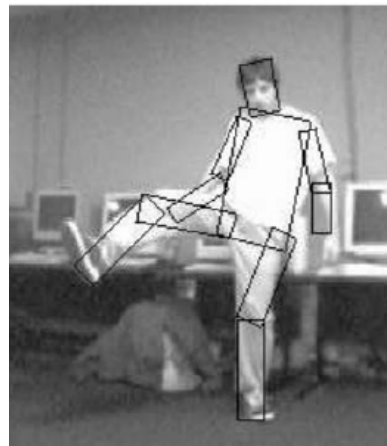
## Recognition by Components

*Biederman, 1987*



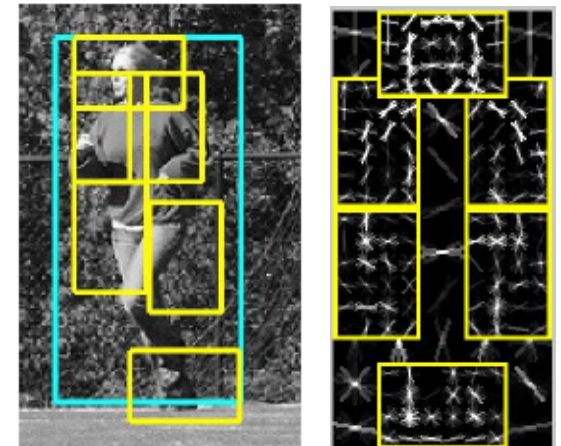
## Constellation Model

*Perona, Weber, Welling,  
Fergus, Fei-Fei, 2000 to ...*



## Efficient Matching

*Felzenszwalb & Huttenlocher, 2005*



## Discriminative Parts

*Felzenszwalb, McAllester,  
Ramanan, 2008 to ...*

# Low-Level Vision: Discrete MRFs

## Ising and Potts Markov Random Fields

$$p(z) = \frac{1}{Z(\beta)} \prod_{(s,t) \in E} \psi_{st}(z_s, z_t)$$

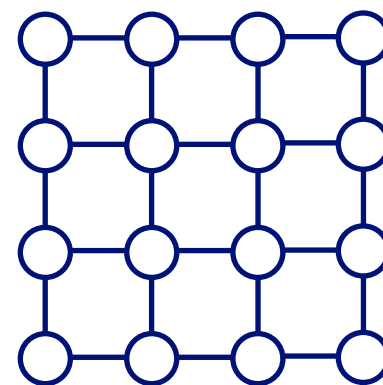
$$\log \psi_{st}(z_s, z_t) = \begin{cases} \beta_{st} > 0 & z_s = z_t \\ 0 & \text{otherwise} \end{cases}$$

*Maximum Entropy model with these (intuitive) features.*

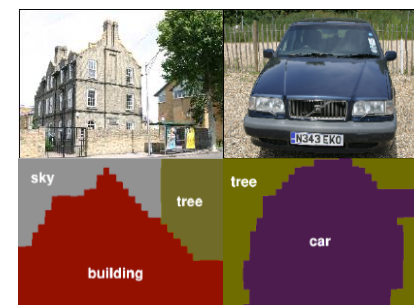
## Previous Applications

- Interactive foreground segmentation
- Supervised training for known categories

*...but very little success at segmentation of unconstrained natural scenes.*



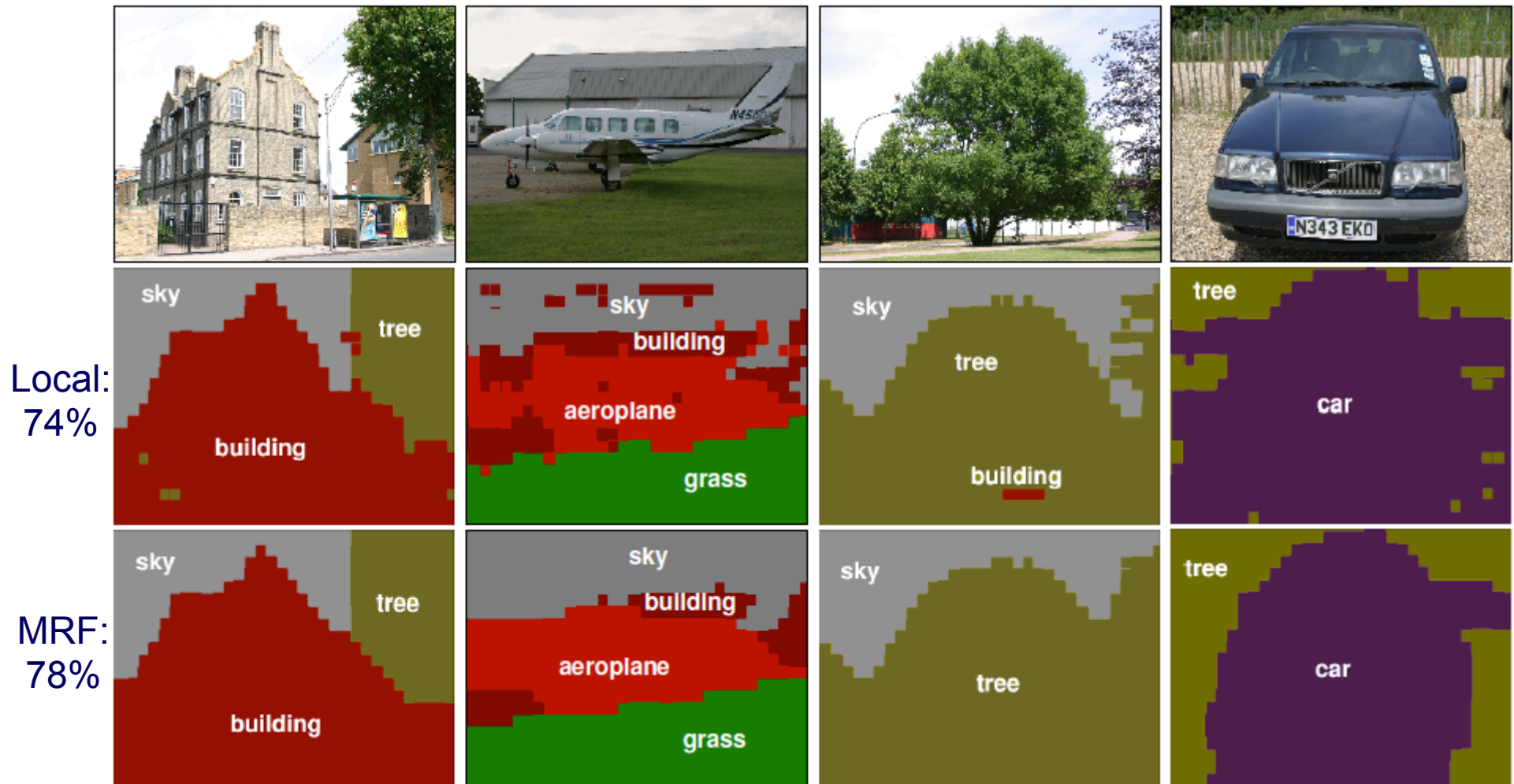
*GrabCut: Rother, Kolmogorov, & Blake 2004*



*Verbeek & Triggs, 2007*

# Region Classification with Markov Field Aspect Models

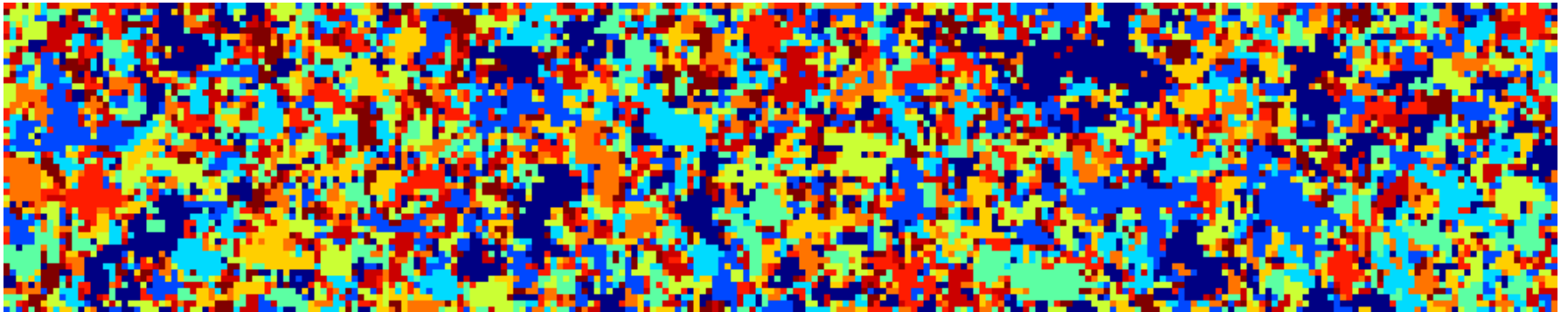
*Verbeek & Triggs, CVPR 2007*



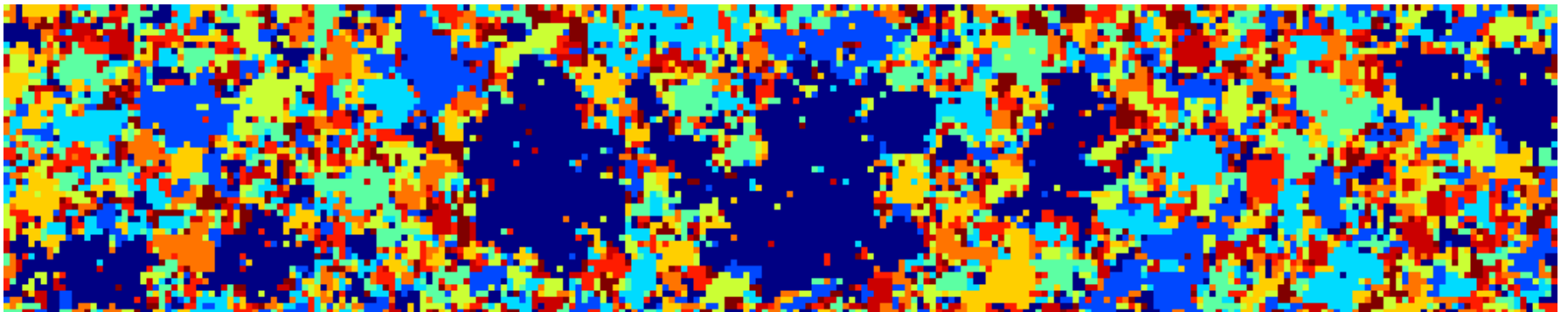


# 10-State Potts Samples

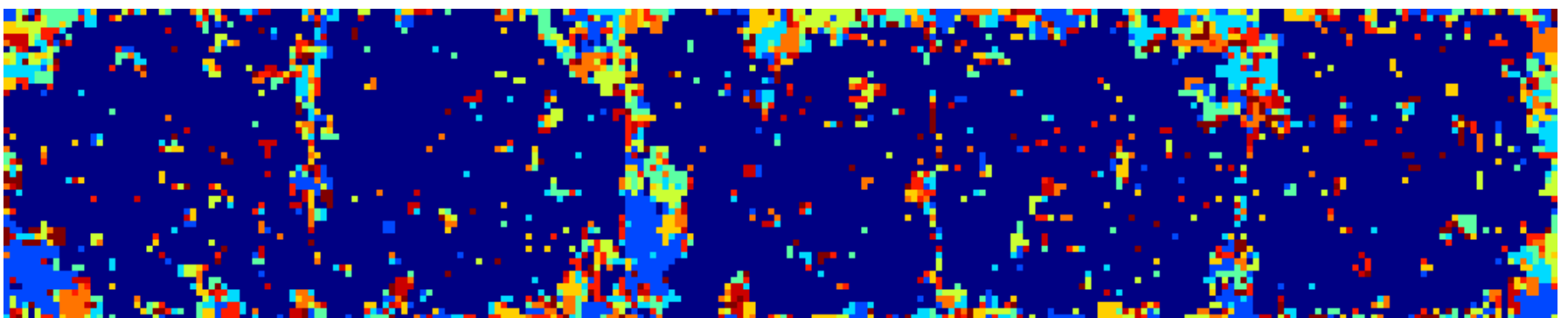
$\beta = 1.42$



$\beta = 1.44$



$\beta = 1.46$



*States sorted by size: largest in blue, smallest in red*

# 1996 IEEE DSP Workshop

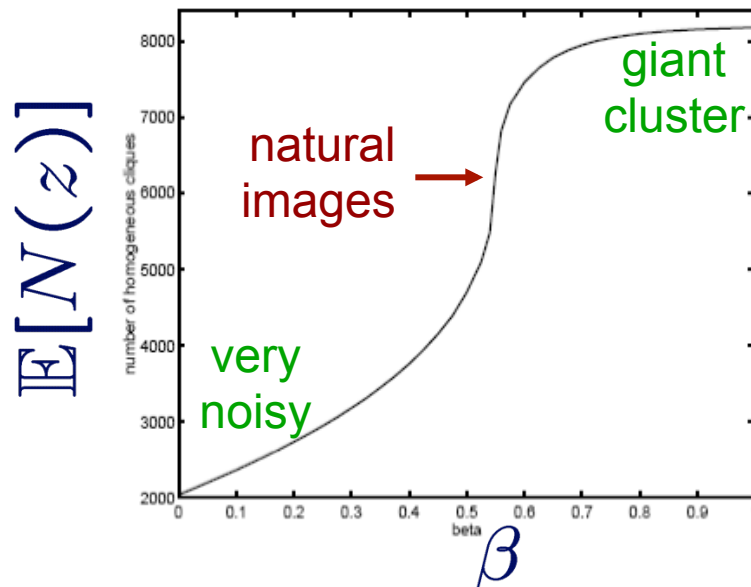
The Ising/Potts model is not well suited to segmentation tasks

*R.D. Morris*

*X. Descombes*

*J. Zerubia*

*INRIA, 2004, route des Lucioles, BP93, Sophia Antipolis Cedex, France.*

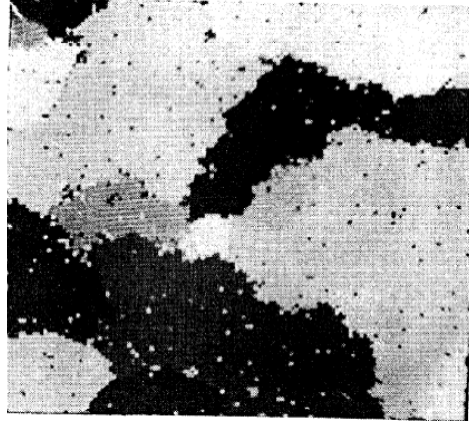


$N(z) \rightarrow$  number of edges on which states take same value  
 $\beta \rightarrow$  edge strength

Even within the *phase transition* region, samples lack the *size distribution* and *spatial coherence* of real image segments

Figure 1.  $\langle N(x) \rangle$  vs  $\beta$  for  $64 \times 64 \times 4$ -state Potts model

# Geman & Geman, 1984



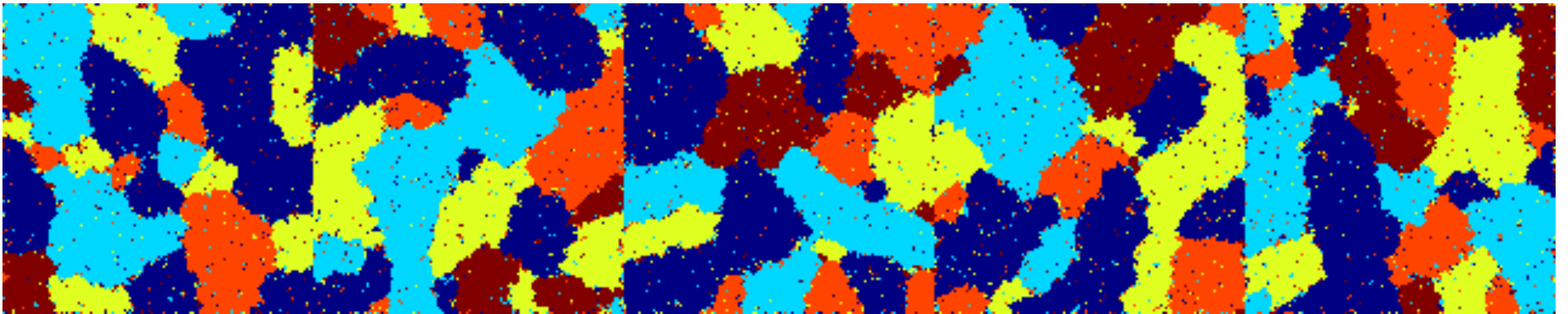
128 x128 grid

8 nearest neighbor edges

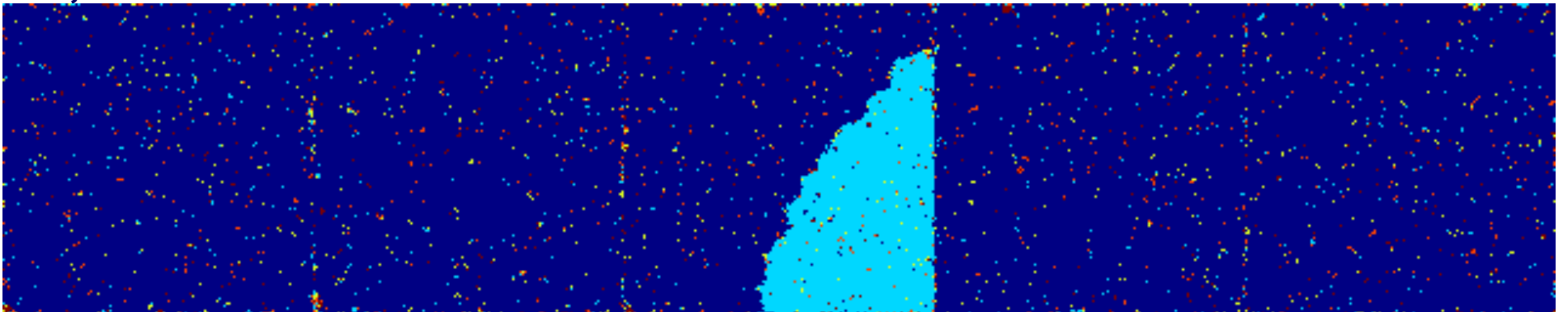
K = 5 states

Potts potentials:  $\beta = 2/3$

200 Iterations



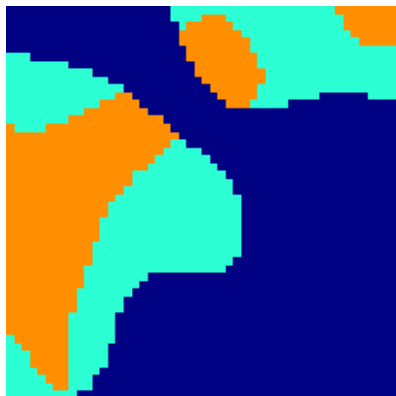
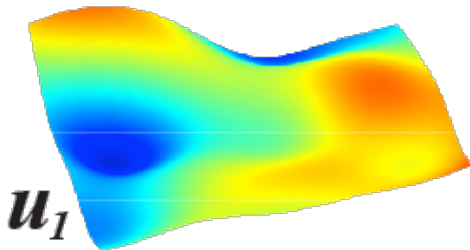
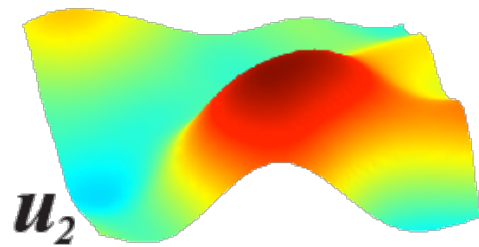
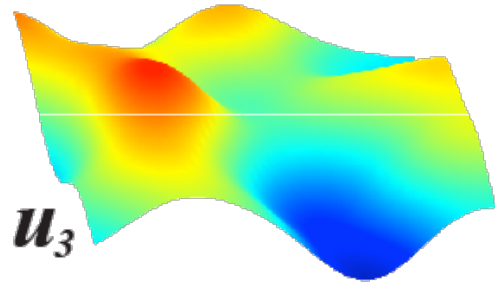
10,000 Iterations





# Spatial Pitman-Yor Processes

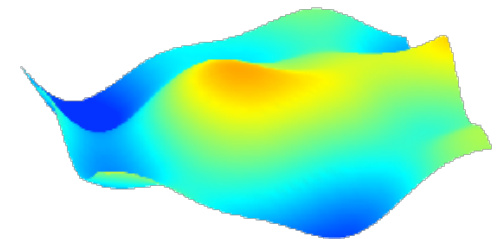
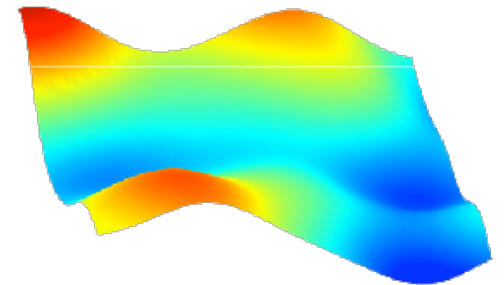
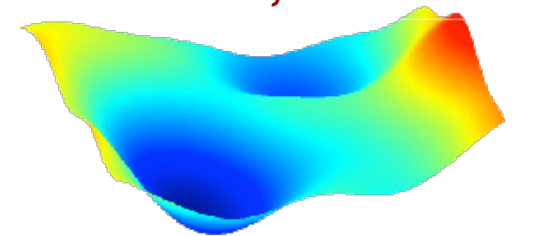
Sudderth & Jordan, NIPS 2008



- Cut random *surfaces* (Gaussian processes) with *thresholds*
- Surfaces define *layers* that occlude regions farther from the camera

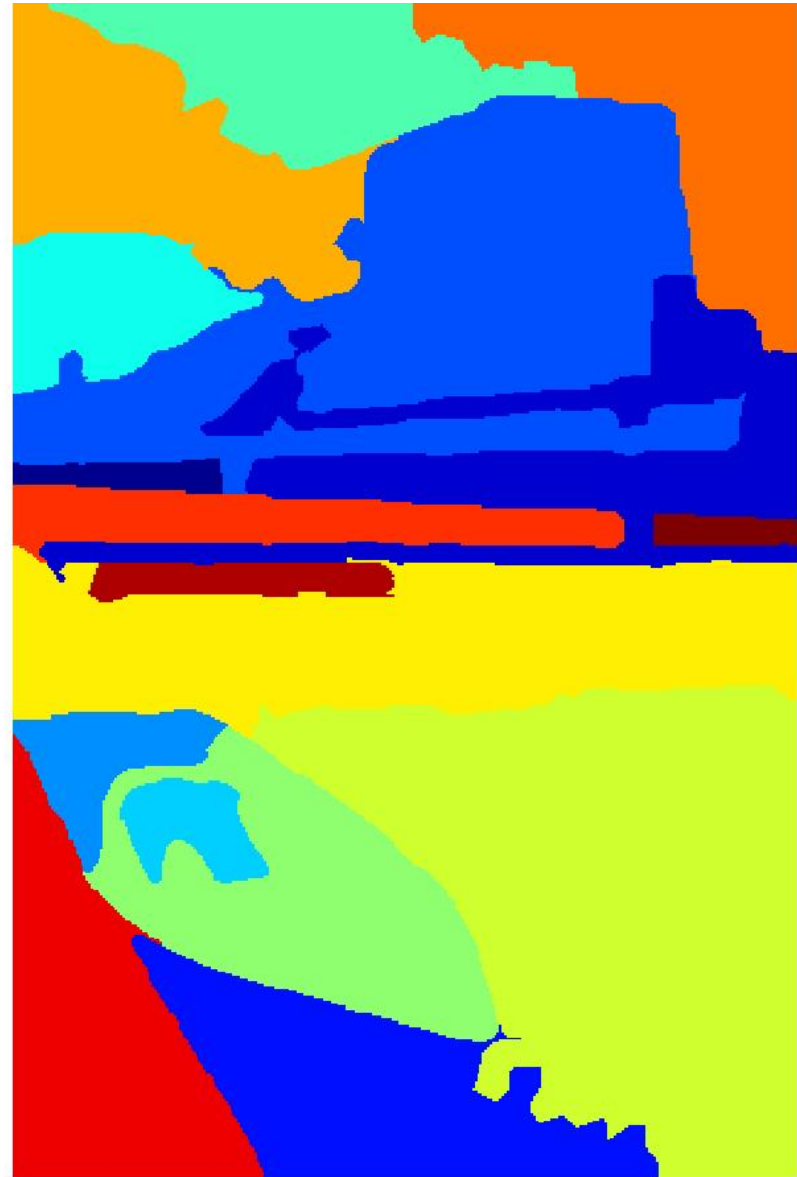
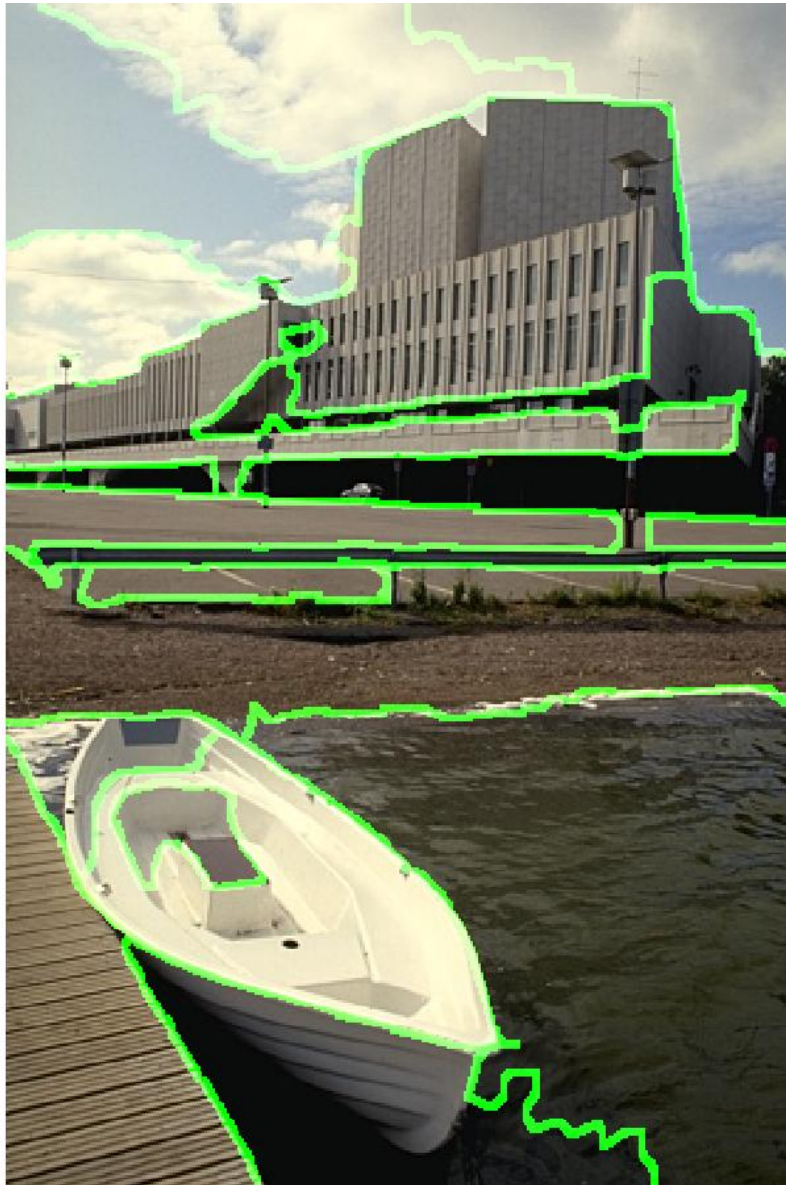
## Technical Challenges

- Learn statistical *biases that are consistent* with human segments
- *Inference problem*: find the latent segments underlying an image



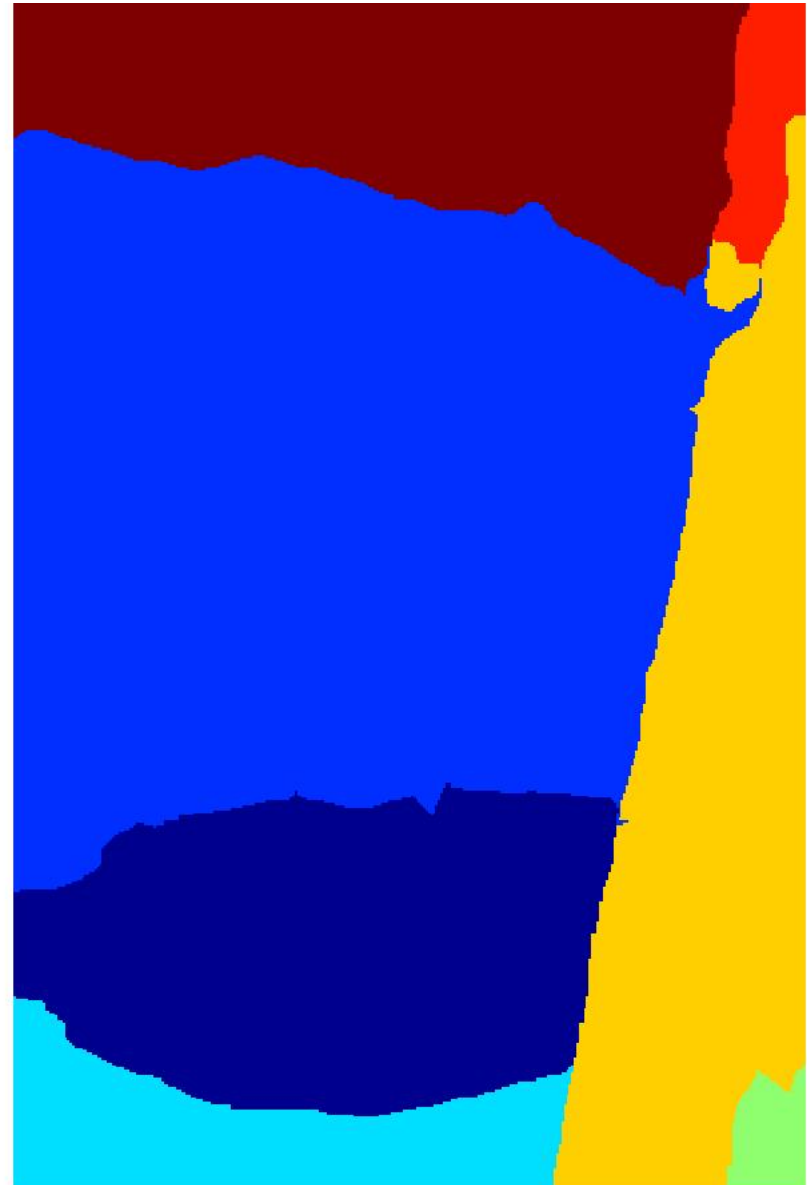
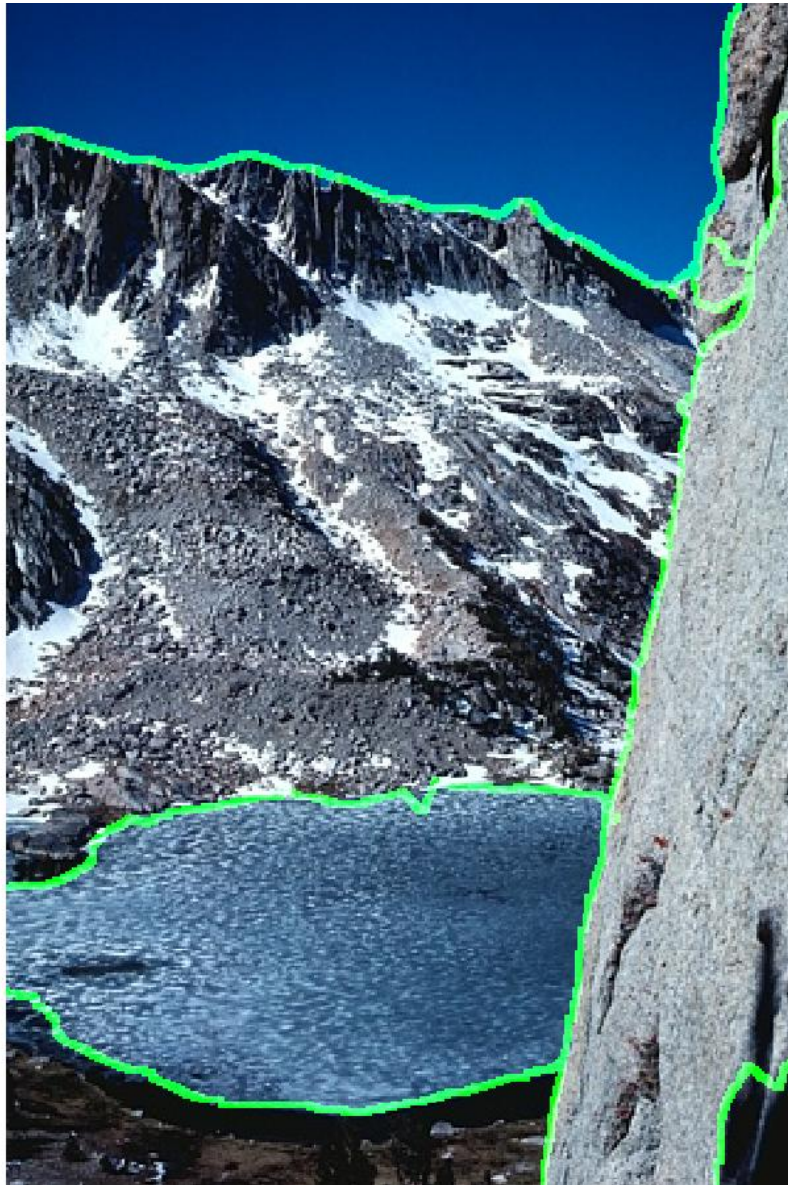
# Improved Learning & Inference

*Ghosh & Sudderth, in preparation, 2011 (image from Berkeley Dataset)*



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*Ghosh & Sudderth, in preparation, 2011 (image from Berkeley Dataset)*










# Improved Learning & Inference

*Ghosh & Sudderth, in preparation, 2011 (image from Berkeley Dataset)*



*Showing only most likely mode, but model provides posterior distribution over (non-nested) segmentations of varying resolution and complexity.*

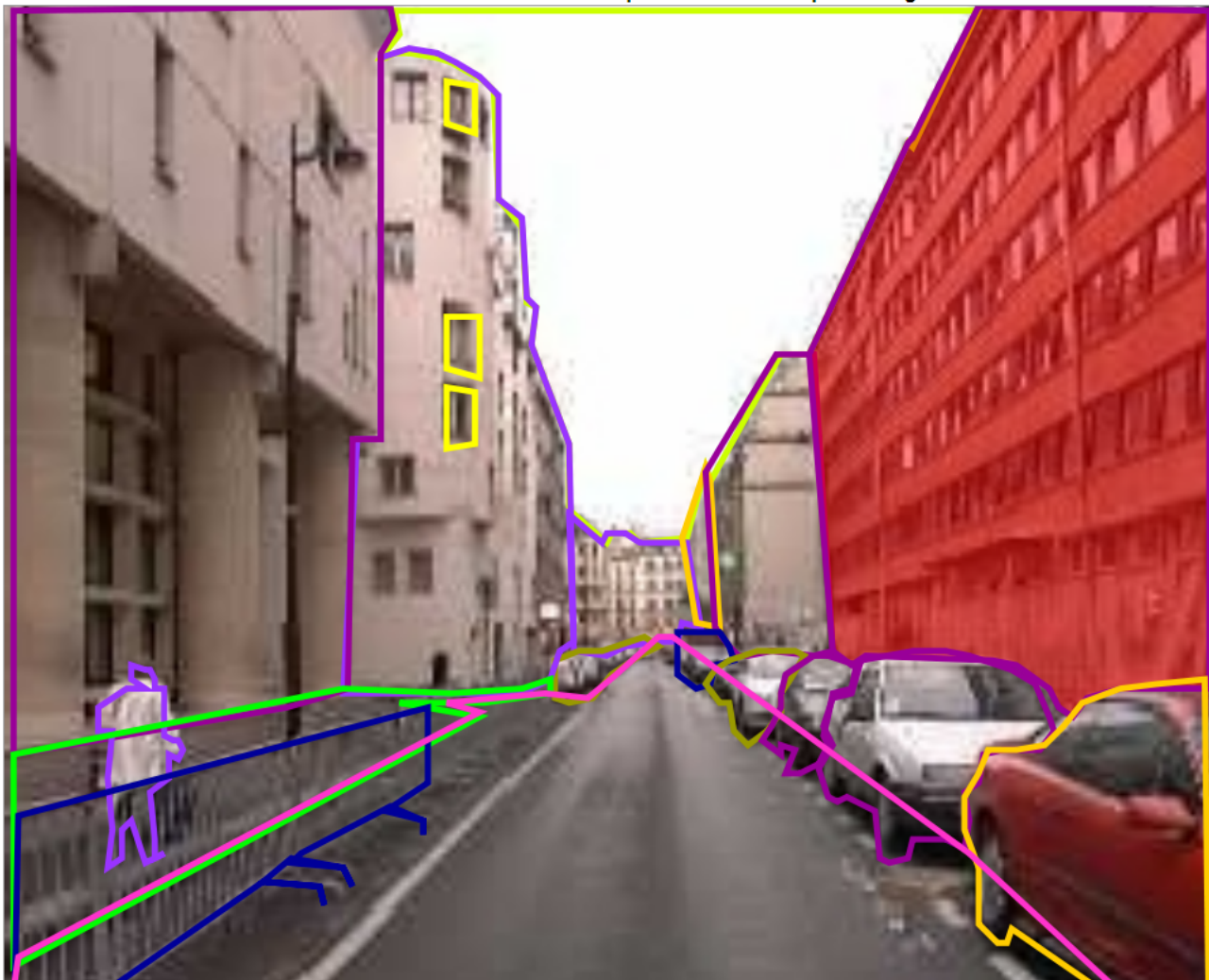
# Human Image Segmentations

LabelMe  Zoom  Erase  Help  Make 3D  Upload image  Show me another image [Sign in \(why?\)](#)

There are **299506** labelled objects

**Polygons in this image** ([IMG](#), [XML](#))

- [sky](#)
- [buildings](#)
- [building occluded](#)
- [building](#)
- [building](#)
- [cars side](#)
- [van side occluded](#)
- [cars side](#)
- [car side occluded](#)
- [car side occluded](#)
- [car side crop](#)
- [buildings](#)
- [building](#)
- [person walking occluded](#)
- [sidewalk](#)
- [fence](#)
- [road](#)
- [window](#)
- [window](#)
- [window](#)

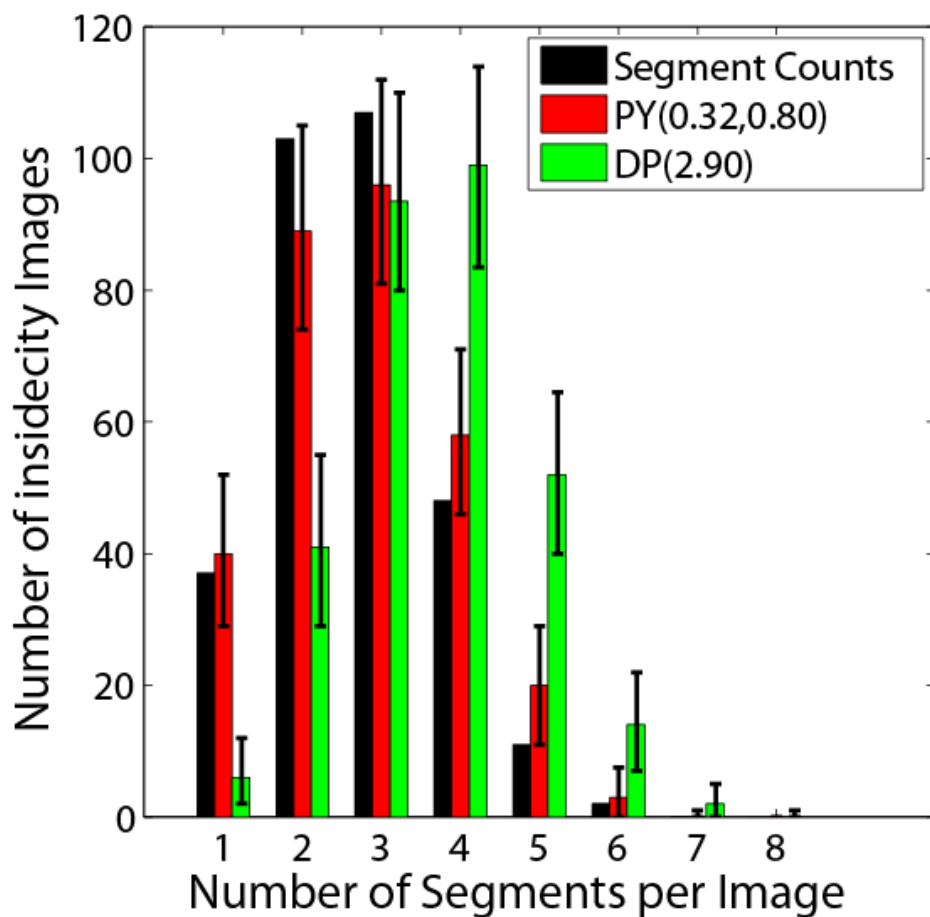


Done

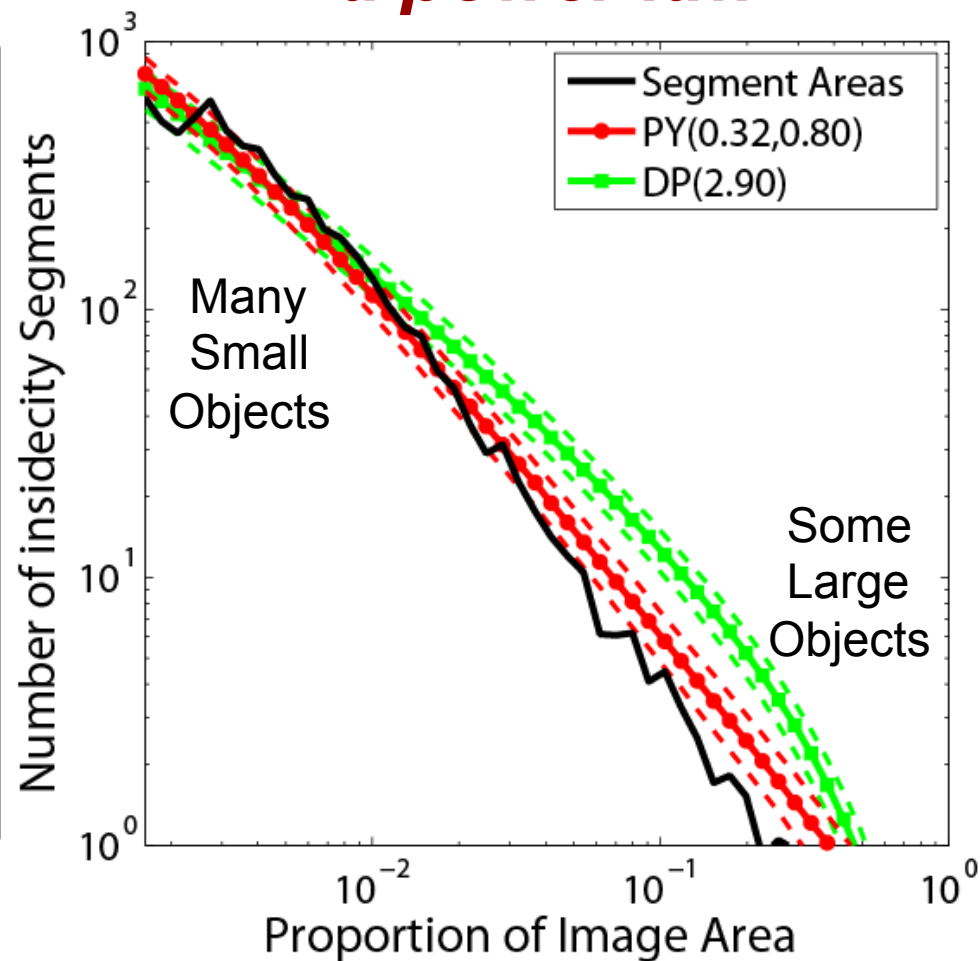
*Labels for more than 29,000 segments in 2,688 images of natural scenes*

# Statistics of Human Segments

*How many objects are in this image?*



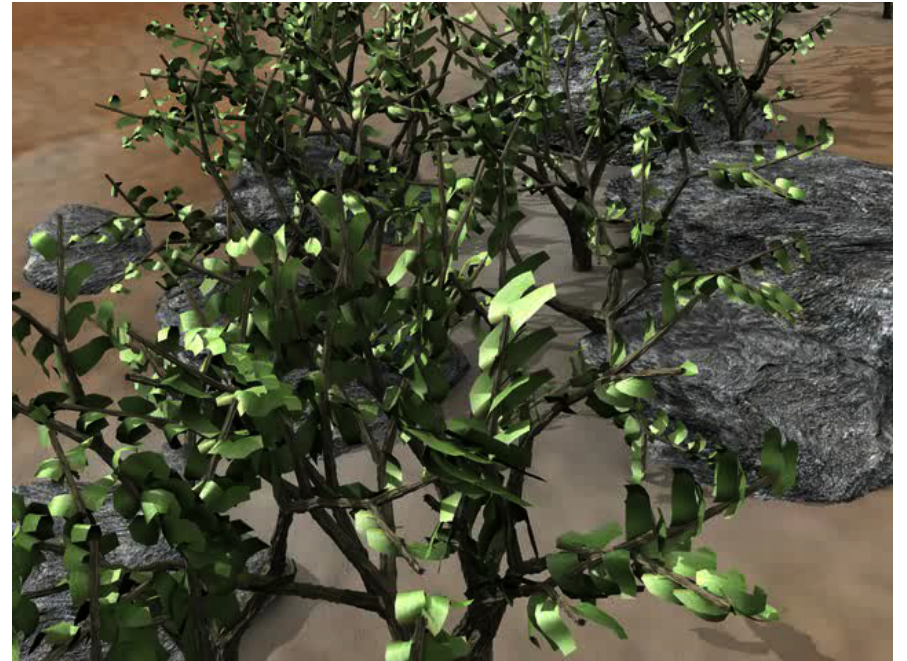
*Object sizes follow a power law*



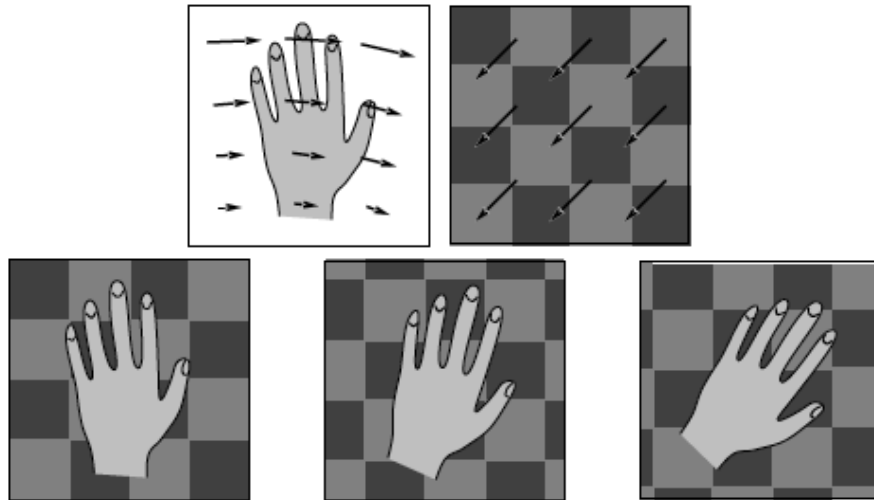
*Labels for more than 29,000 segments in 2,688 images of natural scenes*



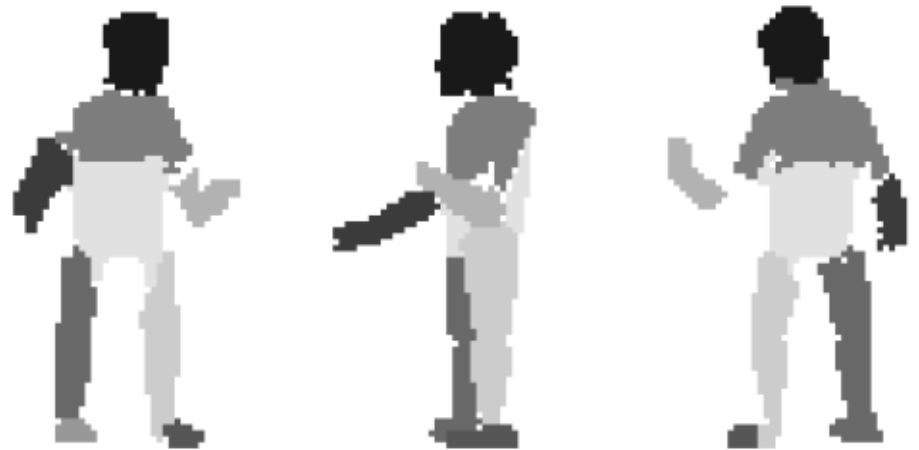
# Estimating Image Motion



# Motion in Layers



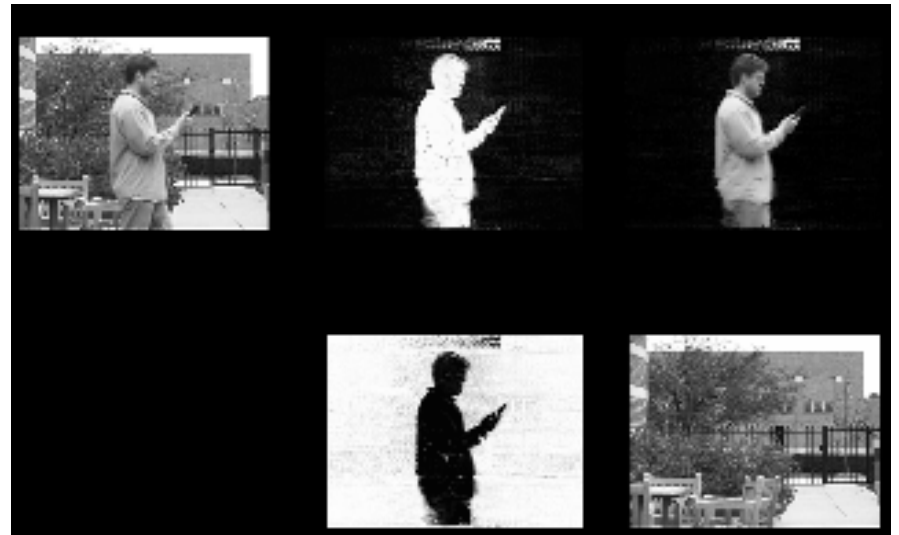
*Wang & Adelson, 1994*



*Darrell & Pentland, 1991, 1995*



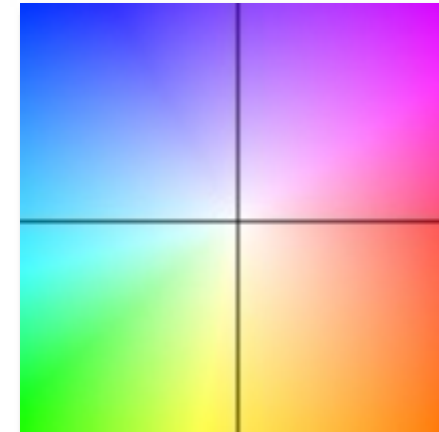
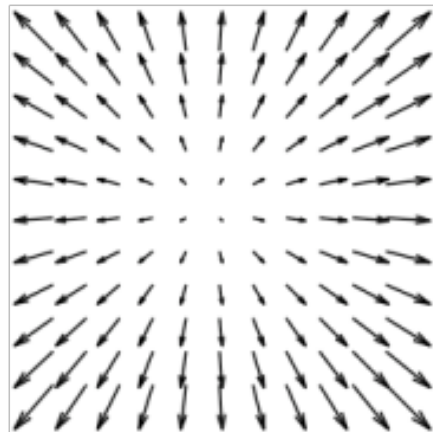
*Weiss 1997*



*Jojić & Frey, 2001*

# Optical Flow Estimation

*Middlebury Optical Flow Database (Baker et al., 2011)*

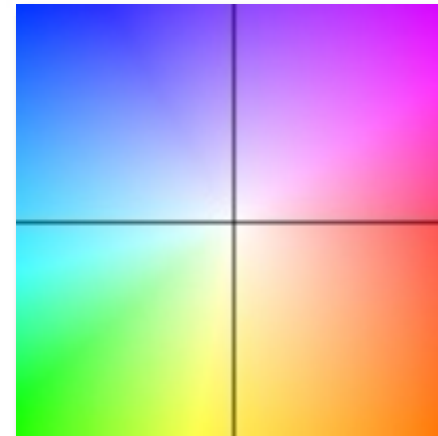
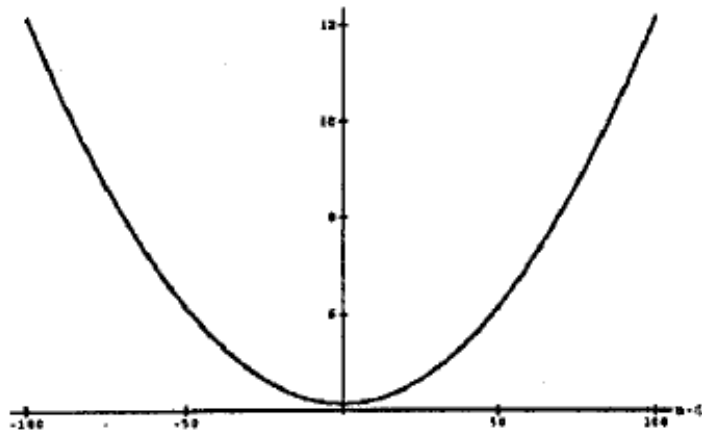


*Ground truth  
optical flow  
(occluded  
regions in black,  
error not  
measured)*



# Optical Flow: A Brief History

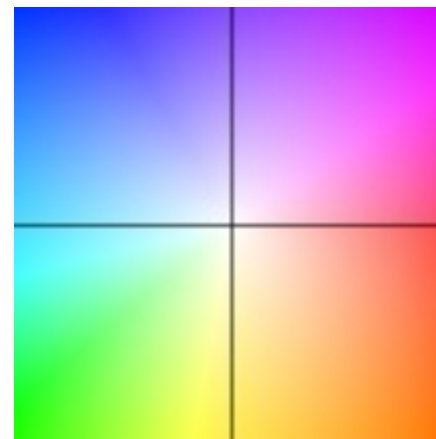
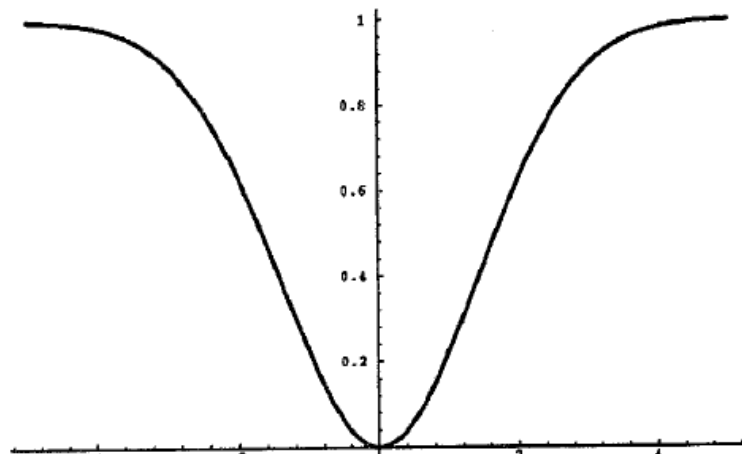
*Quadratic (Gaussian) MRF: Horn & Schunck, 1981*



*Their model  
with modern  
parameter  
tuning and  
inference  
algorithms*

# Optical Flow: A Brief History

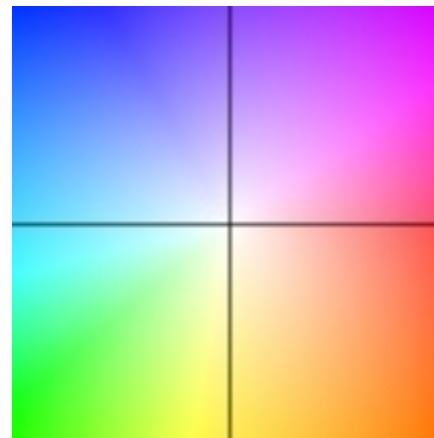
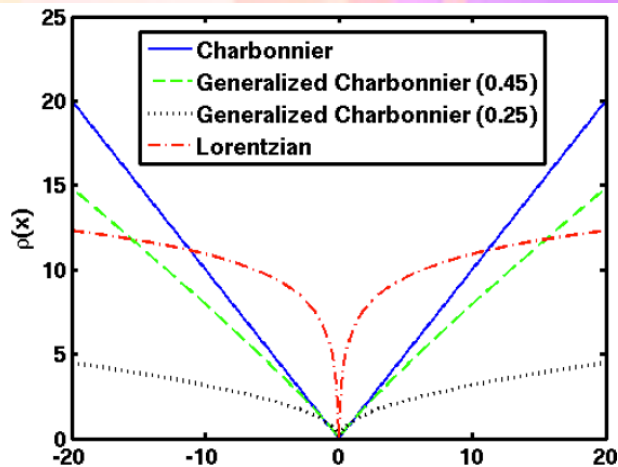
*Robust MRF: Black & Anandan, 1996; Black & Rangarajan, 1996*



*Their model  
with modern  
parameter  
tuning and  
inference  
algorithms*

# Optical Flow: A Brief History

*Refined Robust MRF: Sun, Roth, & Black, 2010*



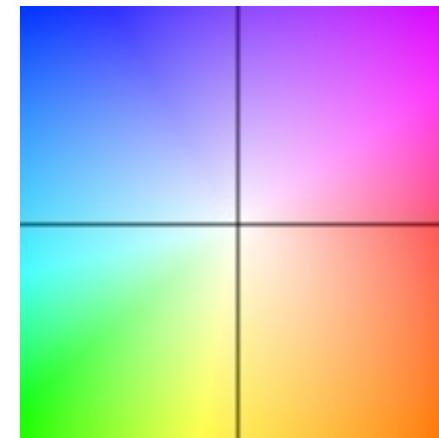
*Middlebury  
benchmark  
leader in  
mid-2010*

# Optical Flow in Layers

*Sun, Sudderth, & Black, NIPS 2010*



*Explicitly models occlusion via support of ordered layers, rather than treating as unmodeled outlier.*

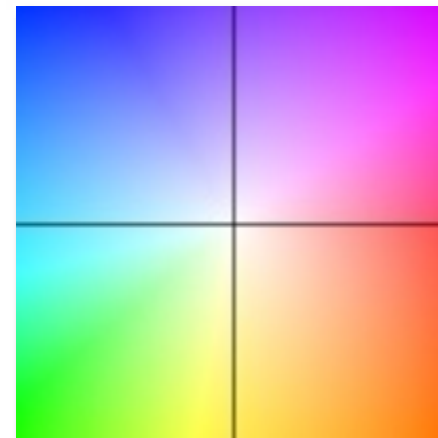


*Current lowest average error on Middlebury benchmark*



# Optical Flow Estimation

*Ground Truth: Middlebury Optical Flow Database*

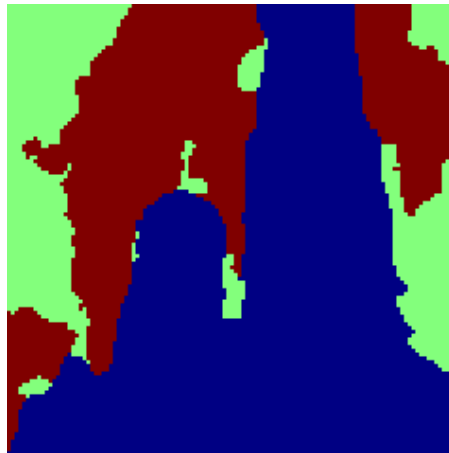


*Ground truth  
optical flow  
(occluded  
regions in black,  
error not  
measured)*

# Layers, Depth, & Occlusion



*Older layered models had unrealistically simple models of layer flow & shape, or did not explicitly capture depth order when modeling occlusions.*



**Questions?**

