Can we do something cool with gradients already?

S. Avidan and A. Shamir Seam Carving for Content-Aware Image Resizing SIGGRAPH 2007

Paper: http://www.win.tue.nl/~wstahw/edu/2IV05/seamcarving.pdf

Simple Application: Seam Carving

• Imagine we want to rescale this by factor 2 in only one direction



Simple Application: Seam Carving

• Content-aware resizing



- Find path from top to bottom row with minimum gradient energy
- Remove (or replicate) those pixels

Simple Application: Seam Carving



Seam Carving

- A vertical seam **s** is a list of column indices, one for each row, where each subsequent column differs by no more than one slot.
- Let G denote the image gradient magnitude. Optimal 8-connected path:

$$\mathbf{s}^* = \operatorname{argmin}_{\mathbf{s}} E(\mathbf{s}) = \operatorname{argmin}_{\mathbf{s}} \sum_{i=1}^n G(s_i)$$

- Can be computed via dynamic programming
- Compute the cumulative minimum energy for all possible connected seams at each entry (*i*, *j*):

$$M(i,j) = G(i,j) + \min(M(i-1,j-1), M(i-1,j), M(i-1,j+1))$$

• Backtrack from min value in last row of M to pull out optimal seam path.

Seam Carving – Examples



Edge Detection State of The Art

P. Dollar and C. Zitnick Structured Forests for Fast Edge Detection ICCV 2013

> Code: http://research.microsoft.com/en-us/downloads/ 389109f6-b4e8-404c-84bf-239f7cbf4e3d/default.aspx

- Let's take this image
- Our goal (a few lectures from now) is to detect objects (cows here)







image gradients + NMS

Canny's edges





Canny's edges









image gradients + NMS

Canny's edges

- Lots of "distractor" and missing edges
- Can we do better?

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- ... and someone has:

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- ... and someone has:

The Berkeley Segmentation Dataset and Benchmark

by D. Martin and C. Fowlkes and D. Tal and J. Malik



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... and do Machine Learning

- How can we make use of such data to improve our edge detector?
- We can use Machine Learning techniques to:

Train classifiers!

- Please learn what a classifier /classification is
- In particular, learn what a **Support Vector Machine** (SVM) is (some links to tutorials are on the class webpage)
- With each week it's going to be more important to know about this
- You don't need to learn all the details / math, but to understand the concept enough to know what's going on

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- We are ready for math

- Each data point **x** lives in a *n*-dimensional space, $x \in \mathbb{R}^n$
- We have many data points x_i, and for each we have a label, y_i
- A label y_i can be either 1 (positive example correct edge in our case), or -1 (negative example wrong edge in our case)



Let's think a bit:

• Problem: I want to predict whether it will snow tomorrow. What should I do?

Let's think a bit:

• Problem: I want to predict whether some kid will grow over 2 meters when he grows up



• We define a **model**, for example a linear function:

$$f(\mathbf{x};\mathbf{w}) = \mathbf{w}^T \mathbf{x} + b$$



At **training** time:

Finding weights w so that positive and negative examples are optimally separated

Training:

• We typically have an objective or **loss function** that measures how well our model fits the data:

$$loss({\mathbf{x}, y}_i; \mathbf{w})$$

• A very simple loss function is:

$$\operatorname{loss}(\{\mathbf{x}, y\}_i; \mathbf{w}) = \sum_{i=1}^N (f(\mathbf{x}_i; \mathbf{w}) - y_i)^2$$

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• We are trying to find:

$$\min_{\mathbf{w}} \ \log(\{\mathbf{x}, y\}_i; \mathbf{w})$$



• How should we do this?

• How should we do this?



mal and

image

annotation

• We extract lots of image patches





We call each such crop an **image patch**

- We extract lots of image patches
- These are our training data



$$\left.\begin{array}{c} \longrightarrow \ \mathrm{edge} \\ \hline \end{array}\right\} \quad \mathrm{our \ training \ data} \\ \hline \end{array}$$

- We extract lots of image patches
- These are our training data
- We need to do something with each of our data samples (image patches P) to represent each one with a vector (representing measurements about the patch) x. The simplest possibility in our case would be to just vectorize an image patch. Any problems with this?



$$\rightarrow$$
 $\mathbf{x} = \mathbf{P}(:)$

matrix \mathbf{P}

- We extract lots of image patches
- These are our training data
- This works better: Extract meaningful **image features** such as gradients, a color histogram, etc, representing each patch



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compute gradients



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- Image features are mappings from images (or patches) to other (vector) meaningful representations.



matrix \mathbf{P}

 $\stackrel{\rm compute \ gradients}{\rightarrow}$



matrix \mathbf{G}

 $\mathbf{x} = \mathbf{G}(:)$

 $\stackrel{\text{compute color}}{\rightarrow}$

• Once trained, how can we use our new edge detector?





• We extract all image patches





- We extract all image patches
- Extract features and use our trained classifier









$$\begin{array}{l} \text{classify} \\ \rightarrow \end{array} \quad \text{e.g. score} = \mathbf{w}^T \mathbf{x} + b$$

- We extract all image patches
- Extract features and use our trained classifier
- Place the predicted value (score) in the output matrix





image gradients

 $\mathsf{gradients} + \mathsf{NMS}$





image gradients

gradients + NMS



image gradient







image

image gradients





"edgeness" score

 $\mathsf{score} + \mathsf{NMS}$



image

image gradients

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"edgeness" score

score + NMS



image



image gradient



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score + NMS

• You can use more fancy classifiers (e.g., Neural Networks)



[Kivien, Williams, Hees. Visual Boundary Prediction: A Deep Neural Prediction Network and Quality Dissection. AISTATS'2014]



Figure: green=correct, blue=wrong, red=missing, green+blue=output edges

- Recall: How many of all annotated edges we got correct (best is 1)
- Precision How many of all output edges we got correct (best is 1)

$$\mathbf{Recall} = \frac{\# \text{ of green (correct edges)}}{\# \text{ of all edges in ground-truth (second picture)}}$$



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- Precision How many of all output edges we got correct (best is 1)

$$Precision = \frac{\# \text{ of green (correct edges)}}{\# \text{ of all edges in output (second picture)}}$$



- Recall: How many of all annotated edges we got correct (best is 1)
- **Precision** How many of all **output** edges we got correct (best is 1)



- **Trained detectors** (typically) perform better (true for all applications)
- In this case, the method seems to work better for finding object boundaries (edges) than finding text boundaries. Any idea **why**?
- What would you do if you wanted to detect text (e.g., licence plates)?
- Think about your problem, don't just use code as a black box

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- In this case, the method seems to work better for finding object boundaries (edges) than finding text boundaries. Any idea **why**?
- What would you do if you wanted to detect text (e.g., licence plates)?
- Think about your problem, don't just use code as a black box
- Great news: This type of approach can also be used to detect objects (cars, cows, people, etc)! More about it later in class