

Lecture 10 Discriminative models

- ## Overview of section
- Object detection with classifiers
 - Boosting
 - Gentle boosting
 - Weak detectors
 - Object model
 - Object detection
 - Nearest-Neighbor methods
 - Multiclass object detection
 - Context

Discriminative methods

Object detection and recognition is formulated as a classification problem.
The image is partitioned into a set of overlapping windows
... and a decision is taken at each window about if it contains a target object or not.

Where are the screens?

Bag of image patches In some feature space

Discriminative vs. generative

- Generative model
(The artist)
- Discriminative model
(The lousy painter)
- Classification function

Discriminative methods

<p>Nearest neighbor</p> <p>Shakhnarovich, Viola, Darrell 2003 Berg, Berg, Malik 2005 ...</p>	<p>Neural networks</p> <p>LeCun, Bottou, Bengio, Haffner 1998 Rowley, Baluja, Kanade 1998 ...</p>
<p>Support Vector Machines and Kernels</p> <p>Guyon, Vapnik Heisele, Serre, Poggio, 2001 ...</p>	<p>Conditional Random Fields</p> <p>McCallum, Freitag, Pereira 2000 Kumar, Hebert 2003 ...</p>

Formulation

- Formulation: binary classification

					
Features $x =$	X_1	X_2	X_3	\dots	X_N	X_{N+1}	X_{N+2}	\dots	X_{N+M}	X_{N+M}
Labels $y =$	-1	+1	-1	-1	?	?	?	?	?	?

Training data: each image patch is labeled as containing the object or background Test data
- Classification function

$$\hat{y} = F(x) \quad \text{Where } F(x) \text{ belongs to some family of functions}$$
- Minimize misclassification error
(Not that simple: we need some guarantees that there will be generalization)

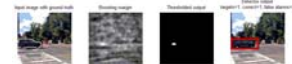
Overview of section

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- **Boosting**
 - Gentle boosting
 - Weak detectors
 - Object model
 - Object detection
- Nearest-Neighbor methods
- Multiclass object detection
- Context

A simple object detector with Boosting



- Download
- Toolbox for manipulating dataset
 - Code and dataset
- Matlab code
- Gentle boosting
 - Object detector using a part based model
- Dataset with cars and computer monitors



<http://people.csail.mit.edu/torralba/iccv2005/>

Why boosting?

- A simple algorithm for learning robust classifiers
 - Freund & Shapire, 1995
 - Friedman, Hastie, Tibshirani, 1998
- Provides efficient algorithm for sparse visual feature selection
 - Tieu & Viola, 2000
 - Viola & Jones, 2003
- Easy to implement, not requires external optimization tools.

Boosting

- Defines a classifier using an additive model:

$$F(x) = \alpha_1 f_1(x) + \alpha_2 f_2(x) + \alpha_3 f_3(x) + \dots$$

Diagram showing the additive model equation. Arrows point from 'Features vector' to x , from 'Weight' to α_i , and from 'Weak classifier' to $f_i(x)$. The final result $F(x)$ is labeled as a 'Strong classifier'.

Boosting

- Defines a classifier using an additive model:

$$F(x) = \alpha_1 f_1(x) + \alpha_2 f_2(x) + \alpha_3 f_3(x) + \dots$$

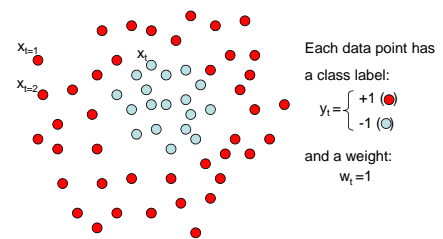
Diagram showing the additive model equation. Arrows point from 'Features vector' to x , from 'Weight' to α_i , and from 'Weak classifier' to $f_i(x)$. The final result $F(x)$ is labeled as a 'Strong classifier'.

- We need to define a family of weak classifiers

$f_k(x)$ from a family of weak classifiers

Boosting

- It is a sequential procedure:



Toy example

Weak learners from the family of lines

Each data point has a class label:
 $y_i = \begin{cases} +1 & (\bullet) \\ -1 & (\circ) \end{cases}$
 and a weight:
 $w_i = 1$

$h \Rightarrow p(\text{error}) = 0.5$ it is at chance

Toy example

Each data point has a class label:
 $y_i = \begin{cases} +1 & (\bullet) \\ -1 & (\circ) \end{cases}$
 and a weight:
 $w_i = 1$

This one seems to be the best
 This is a '**weak classifier**': It performs slightly better than chance.

Toy example

Each data point has a class label:
 $y_i = \begin{cases} +1 & (\bullet) \\ -1 & (\circ) \end{cases}$
We update the weights:
 $w_i \leftarrow w_i \exp\{-y_i H_i\}$

We set a new problem for which the previous weak classifier performs at chance again

Toy example

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Toy example

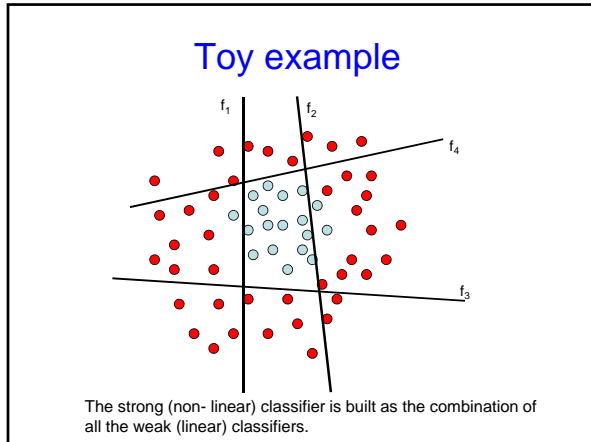
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Boosting

- Different cost functions and minimization algorithms result in various flavors of Boosting
- In this demo, I will use gentleBoosting: it is simple to implement and numerically stable.

Overview of section

- Boosting
 - Gentle boosting
 - Weak detectors
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 - Object detection

Boosting

Boosting fits the additive model

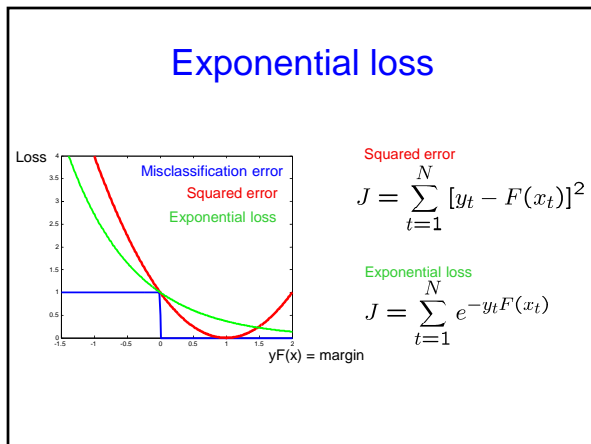
$$F(x) = f_1(x) + f_2(x) + f_3(x) + \dots$$

by minimizing the exponential loss

$$J(F) = \sum_{t=1}^N e^{-y_t F(x_t)}$$

↑ Training samples
↑ Training samples

The exponential loss is a differentiable upper bound to the misclassification error.



Boosting

Sequential procedure. At each step we add

$$F(x) \leftarrow F(x) + f_m(x)$$

to minimize the residual loss

$$(\phi_m) = \arg \min_{\phi} \sum_{t=1}^N J(y_t, F(x_t) + f(x_t; \phi))$$

↑ Parameters weak classifier
↑ Desired output
↑ input

For more details: Friedman, Hastie, Tibshirani. "Additive Logistic Regression: a Statistical View of Boosting" (1998)

gentleBoosting

- At each iteration:

We chose $f_m(x)$ that minimizes the cost:

$$J(F + f_m) = \sum_{t=1}^N e^{-y_t(F(x_t) + f_m(x_t))}$$

Instead of doing exact optimization, gentle Boosting minimizes a Taylor approximation of the error:

$$J(F) \propto \sum_{t=1}^N e^{-y_t F(x_t)} (y_t - f_m(x_t))^2$$

↑
Weights at this iteration

At each iterations we just need to solve a weighted least squares problem

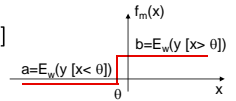
For more details: Friedman, Hastie, Tibshirani. "Additive Logistic Regression: a Statistical View of Boosting" (1998)

Weak classifiers

- The input is a set of weighted training samples (x,y,w)
- Regression stumps: simple but commonly used in object detection.

$$f_m(x) = a[x_k < \theta] + b[x_k \geq \theta]$$

Four parameters: $[a, b, \theta, k]$



fitRegressionStump.m

gentleBoosting.m

```
function classifier = gentleBoost(x, y, Nrounds)
...
for m = 1:Nrounds
    fm = selectBestWeakClassifier(x, y, w);
    w = w .* exp(- y .* fm);
    % store parameters of fm in classifier
end
```

Initialize weights $w = 1$

Solve weighted least-squares

Re-weight training samples

Demo gentleBoosting

Demo using Gentle boost and stumps with hand selected 2D data:
> demoGentleBoost.m



Flavors of boosting

- AdaBoost (Freund and Shapire, 1995)
- Real AdaBoost (Friedman et al, 1998)
- LogitBoost (Friedman et al, 1998)
- Gentle AdaBoost (Friedman et al, 1998)
- BrownBoosting (Freund, 2000)
- FloatBoost (Li et al, 2002)
- ...

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- Boosting
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From images to features: Weak detectors

We will now define a family of visual features that can be used as weak classifiers ("weak detectors")

Takes image as input and the output is binary response. The output is a weak detector.

Weak detectors

Textures of textures

Tieu and Viola, CVPR 2000

$$g_{i,j,k} = \sum_{pixels} |f_1 \cdot f_2 + f_3 \cdot f_4 - f_5 - f_6|$$

Input image

Input image

Every combination of three filters generates a different feature

This gives thousands of features. Boosting selects a sparse subset, so computations on test time are very efficient. Boosting also avoids overfitting to some extent.

Weak detectors

Haar filters and integral image

Viola and Jones, ICCV 2001

A	B	
	4	2
C		

The average intensity in the block is computed with four sums independently of the block size.

Edge fragments

Opelt, Pinz, Zisserman, ECCV 2006

Weak detector = k edge fragments and threshold. Chamfer distance uses 8 orientation planes

Weak detectors

Other weak detectors:

- Carmichael, Hebert 2004
- Yuille, Snow, Nitzbert, 1998
- Amit, Geman 1998
- Papageorgiou, Poggio, 2000
- Heisele, Serre, Poggio, 2001
- Agarwal, Awan, Roth, 2004
- Schneiderman, Kanade 2004
- ...

Weak detectors

Part based: similar to part-based generative models. We create weak detectors by using parts and voting for the object center location

Car model

Screen model

These features are used for the detector on the course web site.

Weak detectors

First we collect a set of part templates from a set of training objects.

Vidal-Naquet, Ullman (2003)

Weak detectors

We now define a family of "weak detectors" as:

$$h_i(I, x, y) = [I \otimes P_i] * g_i$$

$h_i(I, x, y) > \theta$

Better than chance

Weak detectors

We can do a better job using filtered images

$$h_i(I, x, y) = [I * f_i] \otimes P_i * g_i$$

$h_i(I, x, y) > \theta$

Still a weak detector but better than before

Training

First we evaluate all the N features on all the training images.

Feature 1 $\left[\left([I * f_1] \otimes P_1 \right) * g_1 \right]$

...

Feature N $\left[\left([I * f_N] \otimes P_N \right) * g_N \right]$

Then, we sample the feature outputs on the object center and at random locations in the background:

Positive Training Vector	$\begin{bmatrix} 1 \\ 2 \\ 3 \\ \vdots \\ N-1 \\ N \end{bmatrix}$	\times	Negative Training Vectors	$\begin{bmatrix} 0 & 0 & \dots \\ 1 & 1 & \dots \\ 2 & 2 & \dots \\ 3 & 3 & \dots \\ \vdots & \vdots & \vdots \\ N-1 & N-1 & \dots \\ N & N & \dots \end{bmatrix}$
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Representation and object model

Selected features for the screen detector

1 2 3 4 ... 10 ... 100

Lousy painter

Representation and object model

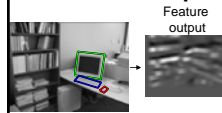
Selected features for the car detector

1 2 3 4 ... 10 ... 100

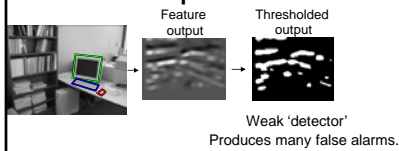
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 - **Object detection**

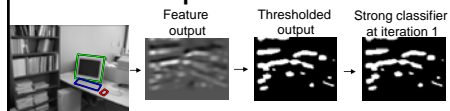
Example: screen detection



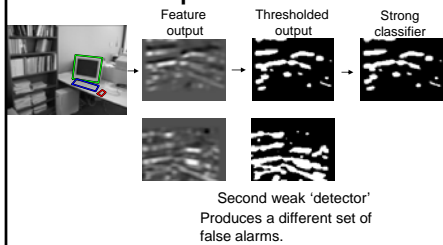
Example: screen detection



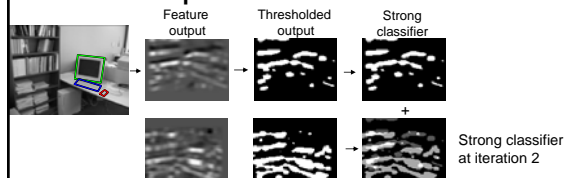
Example: screen detection

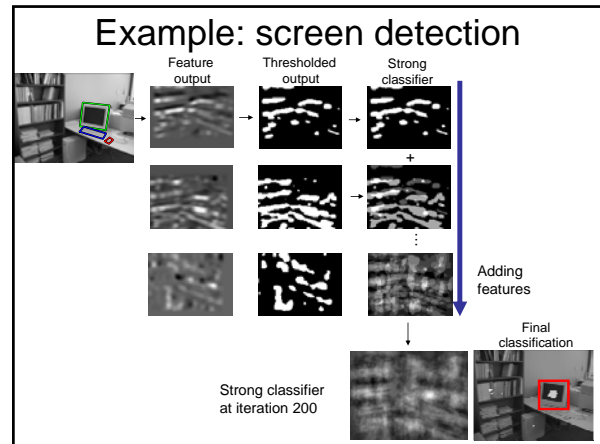
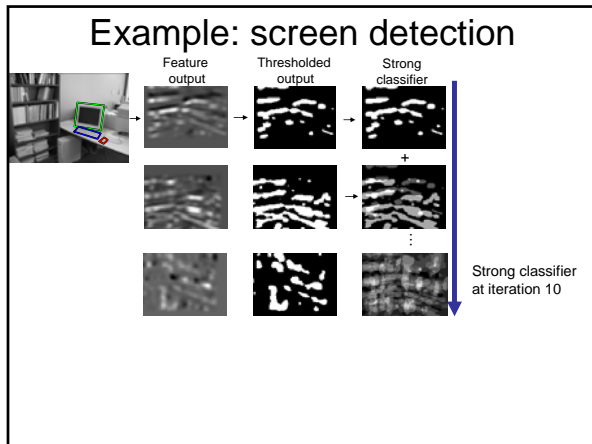


Example: screen detection



Example: screen detection





Demo

Demo of screen and car detectors using parts, Gentle boost, and stumps:
 > runDetector.m

Probabilistic interpretation

- Generative model
 $p(\text{features}, \text{object class})$
- Discriminative (Boosting) model.
 Boosting is fitting an additive logistic regression model:

$$p(\text{object class} | \text{features}) = \frac{1}{1 + e^{-\sum h_i(I,x,y)}}$$

↑
It can be a set of arbitrary functions of the image

This provides a great flexibility, difficult to beat by current generative models. But also there is the danger of not understanding what are they really doing.

Weak detectors

- Generative model
 $p(\text{features}, \text{object class})$
- Discriminative (Boosting) model.
 Boosting is fitting an additive logistic regression model:

$$p(\text{object class} | \text{features}) = \frac{1}{1 + e^{-\sum h_i(I,x,y)}}$$

$$h_i(I, x, y) = [(I * f_i) \otimes P_i] * g_i$$

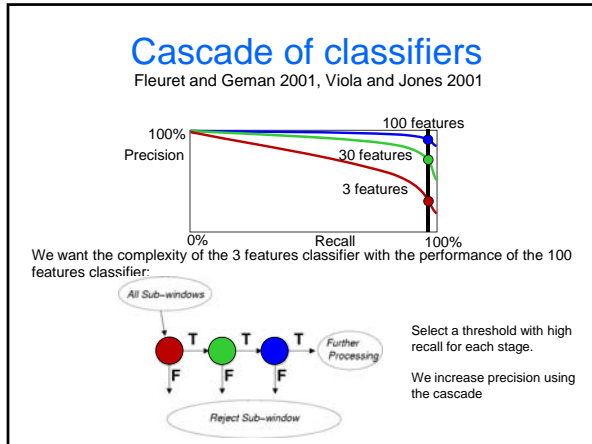
Image → Feature → Part template → Relative position wrt object center

Object models

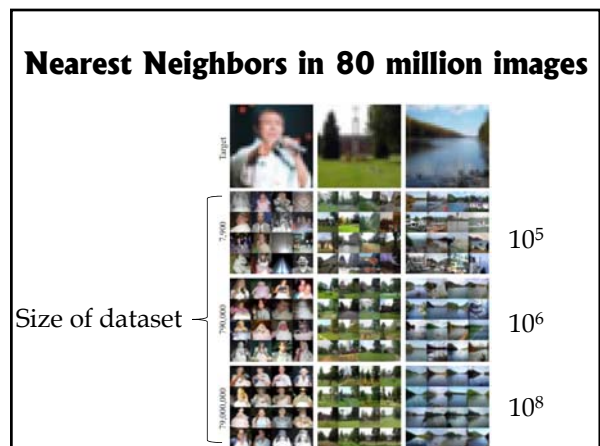
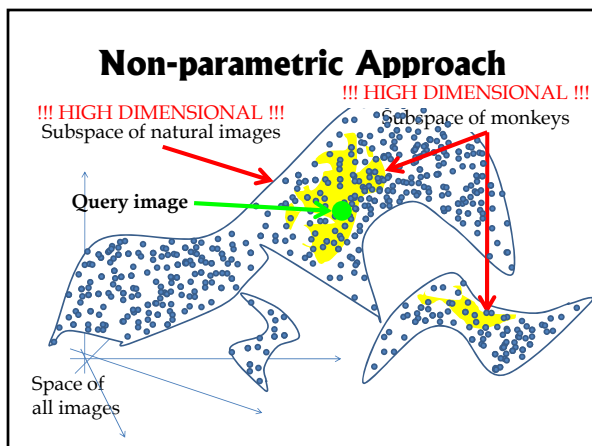
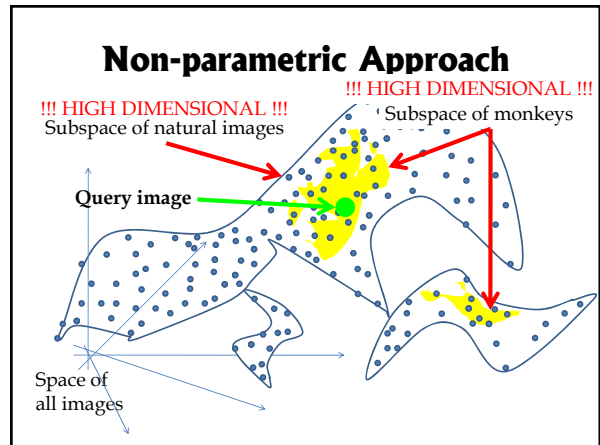
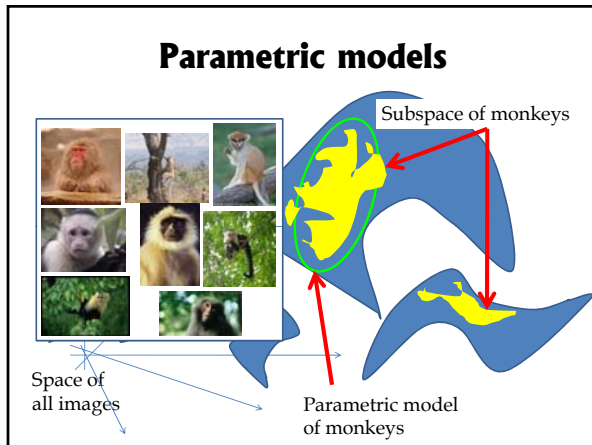
- Invariance: search strategy
- Part based

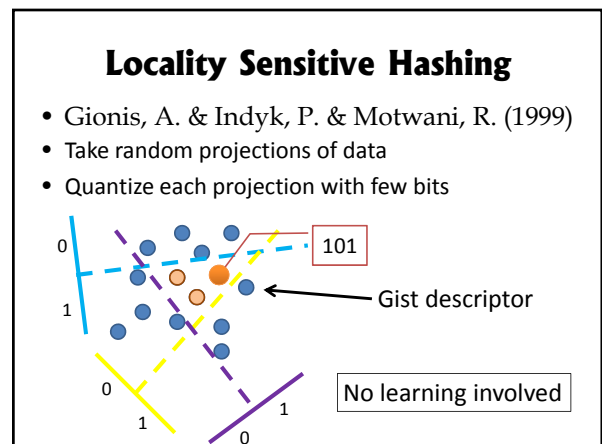
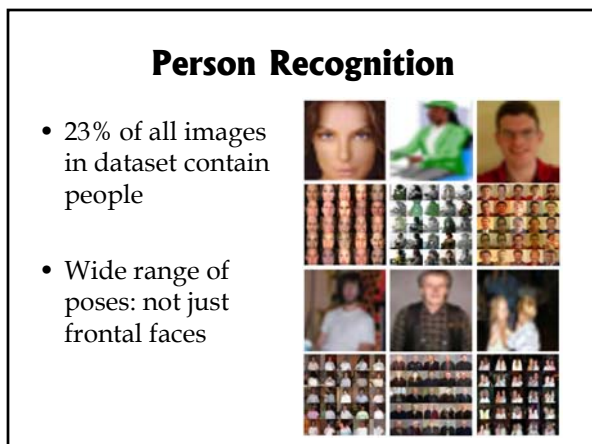
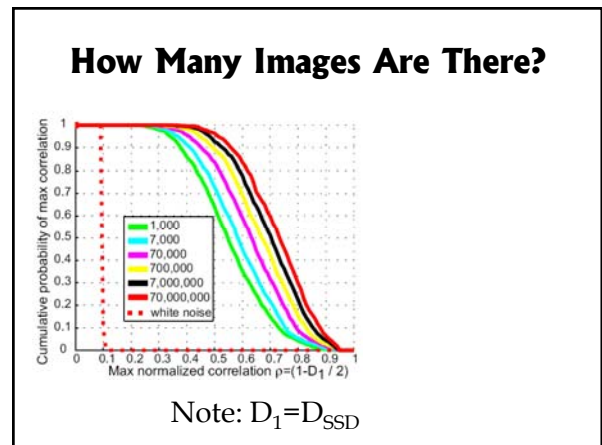
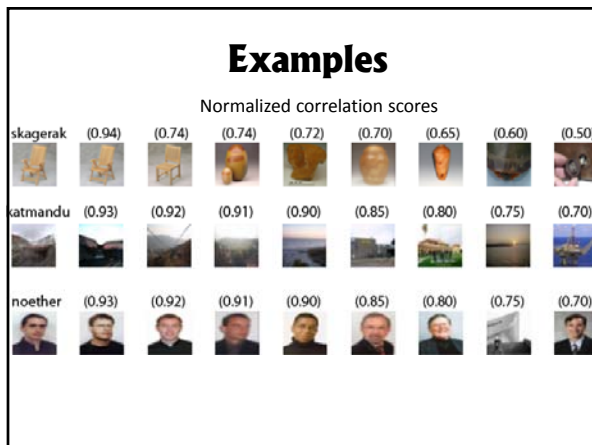
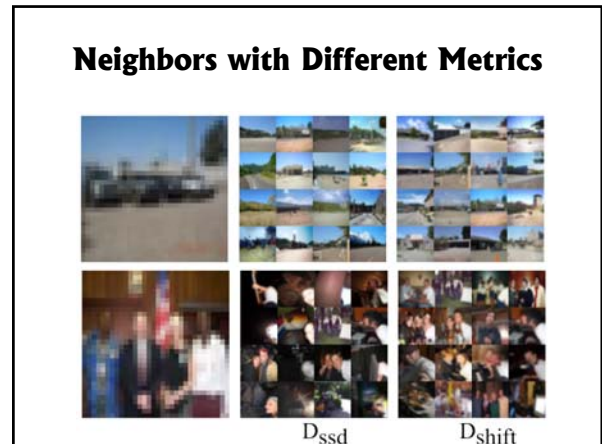
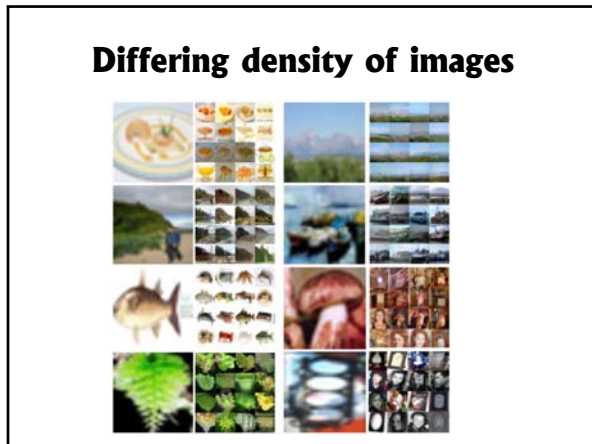
Here, invariance in translation and scale is achieved by the search strategy: the classifier is evaluated at all locations (by translating the image) and at all scales (by scaling the image in small steps).

The search cost can be reduced using a cascade.



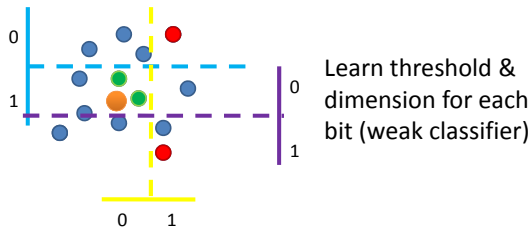
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Learn Hash Codes using Boosting

- Modified form of BoostSSC [Shaknarovich, Viola & Darrell, 2003]
- **Positive** examples are pairs of similar images
- **Negative** examples are pairs of unrelated images



Fast Example-Based Pose Estimation

Shaknarovich, Viola & Darrell, 2003

Input:



Desired output:



Positive



Negative



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Single category object detection
and the
“Head in the coffee beans problem”

“Head in the coffee beans problem”

Can you find the head in this image?



Multiclass object detection


Studying the multiclass problem, we can build detectors that are:

- more efficient,
- that generalize better, and
- more robust


Multiclass object detection benefits from:

- Contextual relationships between objects
- Transfer between classes by sharing features

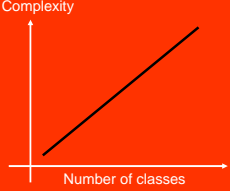
Multiclass object detection



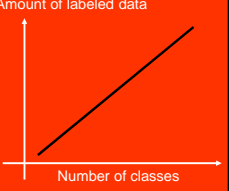
Multiclass object detection



Complexity






Amount of labeled data



Shared features

- Is learning the object class 1000 easier than learning the first?



...



- Can we transfer knowledge from one object to another?
- Are the shared properties interesting by themselves?

Sharing invariances

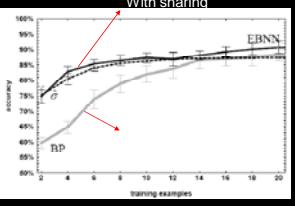
S. Thrun. Is Learning the n-th Thing Any Easier Than Learning The First? NIPS 1996

"Knowledge is transferred between tasks via a learned model of the invariances of the domain: object recognition is invariant to rotation, translation, scaling, lighting, ... These invariances are common to all object recognition tasks".

Toy world



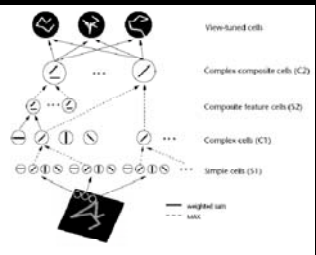
With sharing



Models of object recognition

I. Biederman, "Recognition-by-components: A theory of human image understanding," *Psychological Review*, 1987.

M. Riesenhuber and T. Poggio, "Hierarchical models of object recognition in cortex," *Nature Neuroscience* 1999.



View-tuned cells

Complex composite cells (C2)

Composite feature cells (C2)

Complex cells (C1)

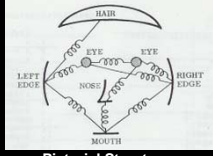
Simple cells (S1)

— weighted cells

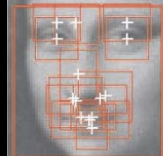
--- bias

T. Serre, L. Wolf and T. Poggio, "Object recognition with features inspired by visual cortex," CVPR 2005.


Sharing in constellation models




Pictorial Structures
Fischler & Elschlager, *IEEE Trans. Comp.* 1973



SVM Detectors
Heisele, Poggio, et al., NIPS 2001



Constellation Model
Burl, Liung, Perona, 1996; Weber, Welling, Perona, 2000
Fergus, Perona, & Zisserman, CVPR 2003



Model-Guided Segmentation
Moni, Ren, Efros, & Malik, CVPR 2004

Variational EM

Fei-Fei, Fergus, & Perona, ICCV 2003

new θ 's

Random initialization

E-Step

M-Step

new estimate of $p(\theta|train)$

prior knowledge of $p(\theta)$

(Atlas, Hinton, Beal, etc.)

Slide from Fei Fei Li

Reusable Parts

Krempf, Geman, & Amit "Sequential Learning of Reusable Parts for Object Detection". TR 2002

Goal: Look for a vocabulary of edges that reduces the number of features.

Examples of reused parts

Number of features

Number of classes

Sharing patches

- Bart and Ullman, 2004

For a new class, use only features similar to features that were good for other classes:

Proposed Dog features

Figure 1. Feature adaptation. (a) Top row: features extracted from multiple images of cows (first three) and horses (last three), as described in section 3.1. Bottom row: features adapted to the dogs class by the proposed cross-generalization algorithm (section 3.2), using a single dog image.

Multiclass boosting

- Adaboost.MH (Shapire & Singer, 2000)
- Error correcting output codes (Dietterich & Bakiri, 1995; ...)
- Lk-TreeBoost (Friedman, 2001)
- ...

Shared features

- Independent binary classifiers:
 - Screen detector
 - Car detector
 - Face detector
- Binary classifiers that share features:
 - Screen detector
 - Car detector
 - Face detector

Torralba, Murphy, Freeman. CVPR 2004. PAMI 2007

Total number of features for all the classes

Class-specific features

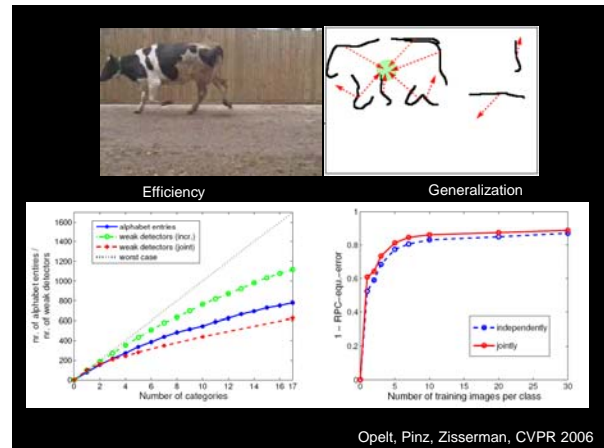
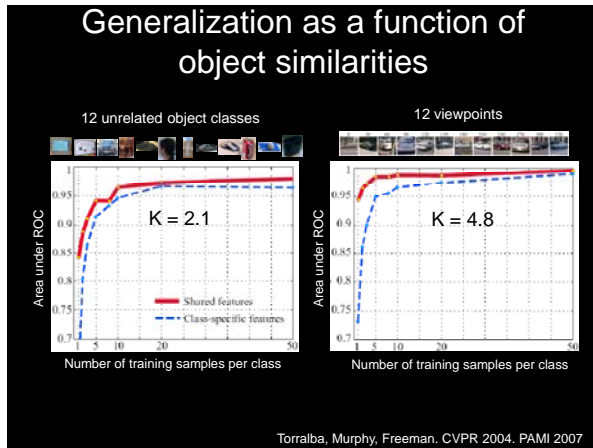
Shared features

Number of object classes

50 training samples/class
29 object classes
2000 entries in the dictionary

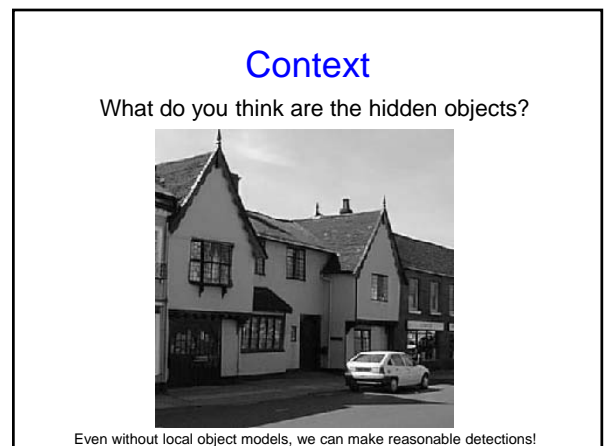
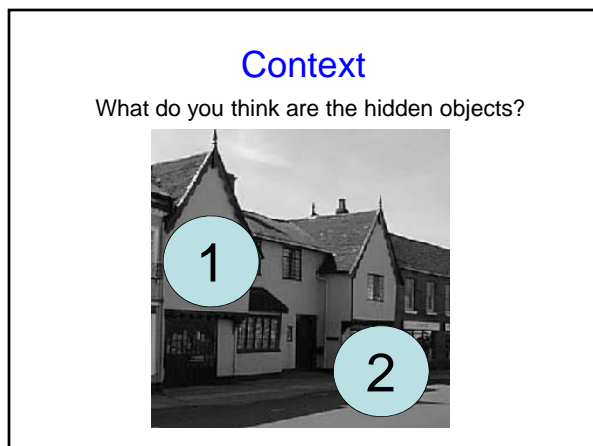
Results averaged on 20 runs
Error bars = 80% interval

Krempf, Geman, & Amit, 2002
Torralba, Murphy, Freeman. CVPR 2004



- ### Some references on multiclass
- Caruana 1997
 - Schapire, Singer, 2000
 - Thrun, Pratt 1997
 - Krempp, Geman, Amit, 2002
 - E.L.Miller, Matsakis, Viola, 2000
 - Mahamud, Hebert, Lafferty, 2001
 - Fink 2004
 - LeCun, Huang, Bottou, 2004
 - Holub, Welling, Perona, 2005
 - ...

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Global scene representations

Bag of words

Sivic, Russell, Freeman, Zisserman, ICCV 2005
 Fei-Fei and Perona, CVPR 2005
 Bosch, Zisserman, Munoz, ECCV 2006

Spatially organized textures

M. Gorkani, R. Picard, ICPR 1994
 A. Oliva, A. Torralba, IJCV 2001

Non localized textons

Walker, Malik, Vision Research 2004

Spatial structure is important in order to provide context for object localization

Context: relationships between objects

Detect first simple objects (reliable detectors) that provide strong contextual constraints to the target (screen -> keyboard -> mouse)

Context

- Murphy, Torralba & Freeman (NIPS 03)

Use global context to predict presence and location of objects

Context

- Fink & Perona (NIPS 03)

Use output of boosting from other objects at previous iterations as input into boosting for this iteration

A. eye feature from raw image

B. face feature from raw image

C. face feature from face detection image

D. eye feature from eye detection image

E. mouth feature from eye detection image

F. face feature from mouth detection image

Figure 5: A-E. Emerging features of eyes, mouths and faces (presented on windows of raw images for legibility). The windows' scale is defined by the detected object size and by the map mode (local or contextual). C. Faces are detected using face detection maps H^{face} , exploiting the fact that faces tend to be horizontally aligned.

Context

- Hoiem, Efros, Hebert (ICCV 05)

Boosting used for combining local and contextual features:

(a) Local Features Only

(b) Geometric Labels

(c) With Context

3d Scene Context

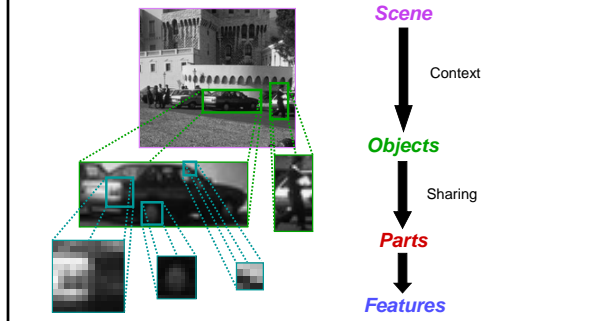
Image

World

[Hoiem, Efros, Hebert ICCV 2005]

Context (generative model)

- Sudderth, Torralba, Freeman, Willsky (ICCV 2005).



Some references on context

With a mixture of generative and discriminative approaches

- Strat & Fischler (PAMI 91)
- Torralba & Sinha (ICCV 01),
- Torralba (IJCV 03)
- Fink & Perona (NIPS 03)
- Murphy, Torralba & Freeman (NIPS 03)
- Kumar and M. Hebert (NIPS 04)
- Carbonetto, Freitas & Barnard (ECCV 04)
- He, Zemel & Carreira-Perpinan (CVPR 04)
- Sudderth, Torralba, Freeman, Willsky (ICCV 05)
- Hoiem, Efron, Hebert (ICCV 05)
- ...

A car out of context ...

