

Objects and scenes:

Recognizing Multiple Object Classes

Josef Sivic and Ivan Laptev

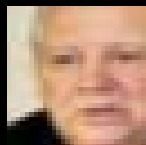
<http://www.di.ens.fr/~josef>

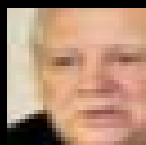
INRIA, WILLOW, ENS/INRIA/CNRS UMR 8548

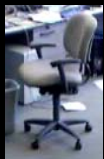
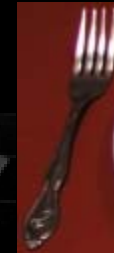
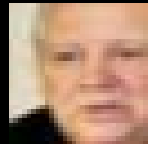
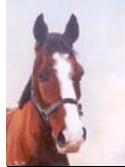
Laboratoire d'Informatique, Ecole Normale Supérieure, Paris

With slides from: A. Torralba, D. Hoiem, D. Ramanan and others.

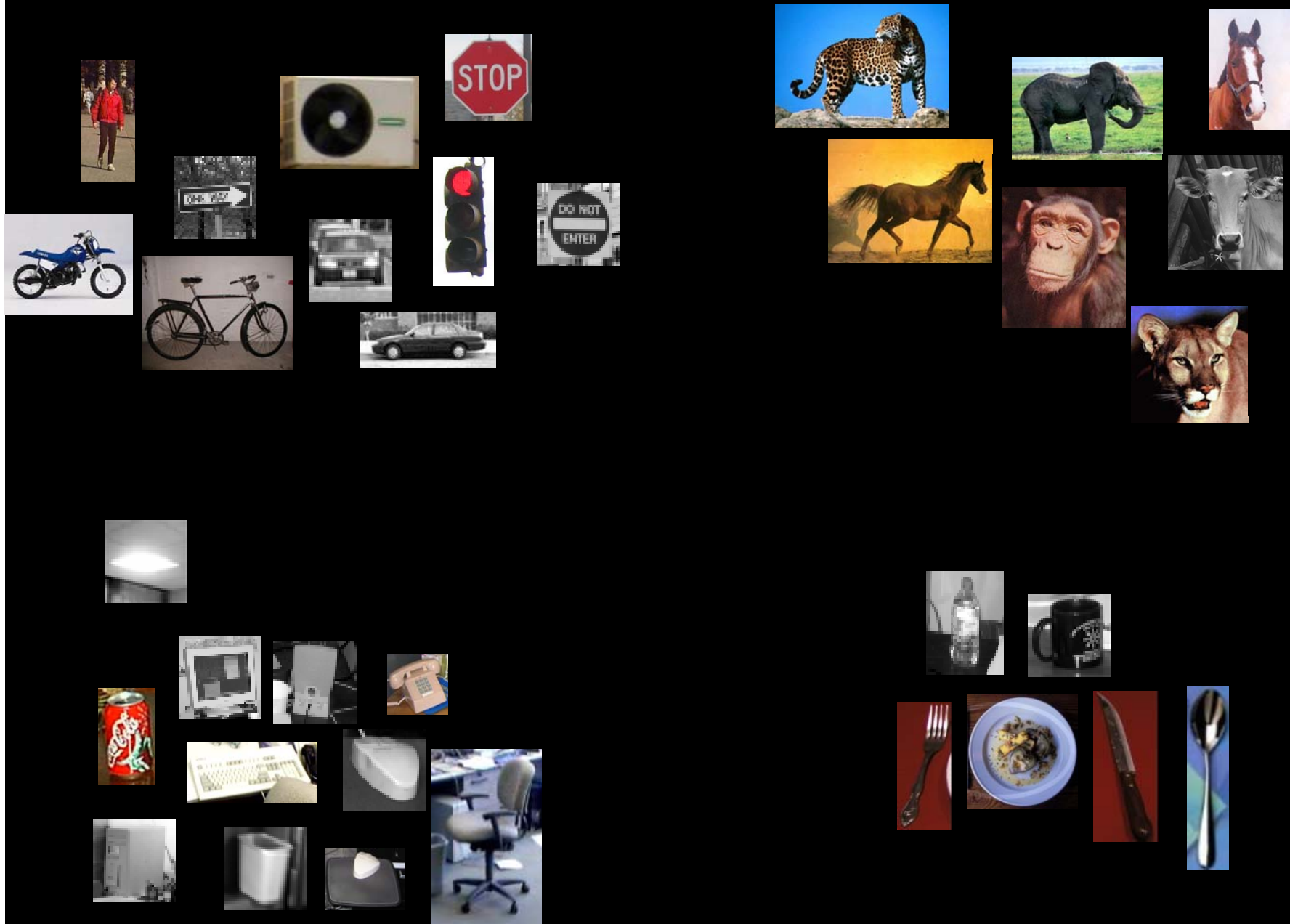
Multiclass object detection



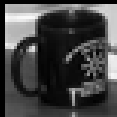
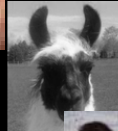
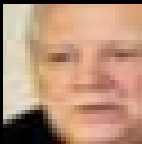




Context: objects appear in configurations



Generalization: objects share parts



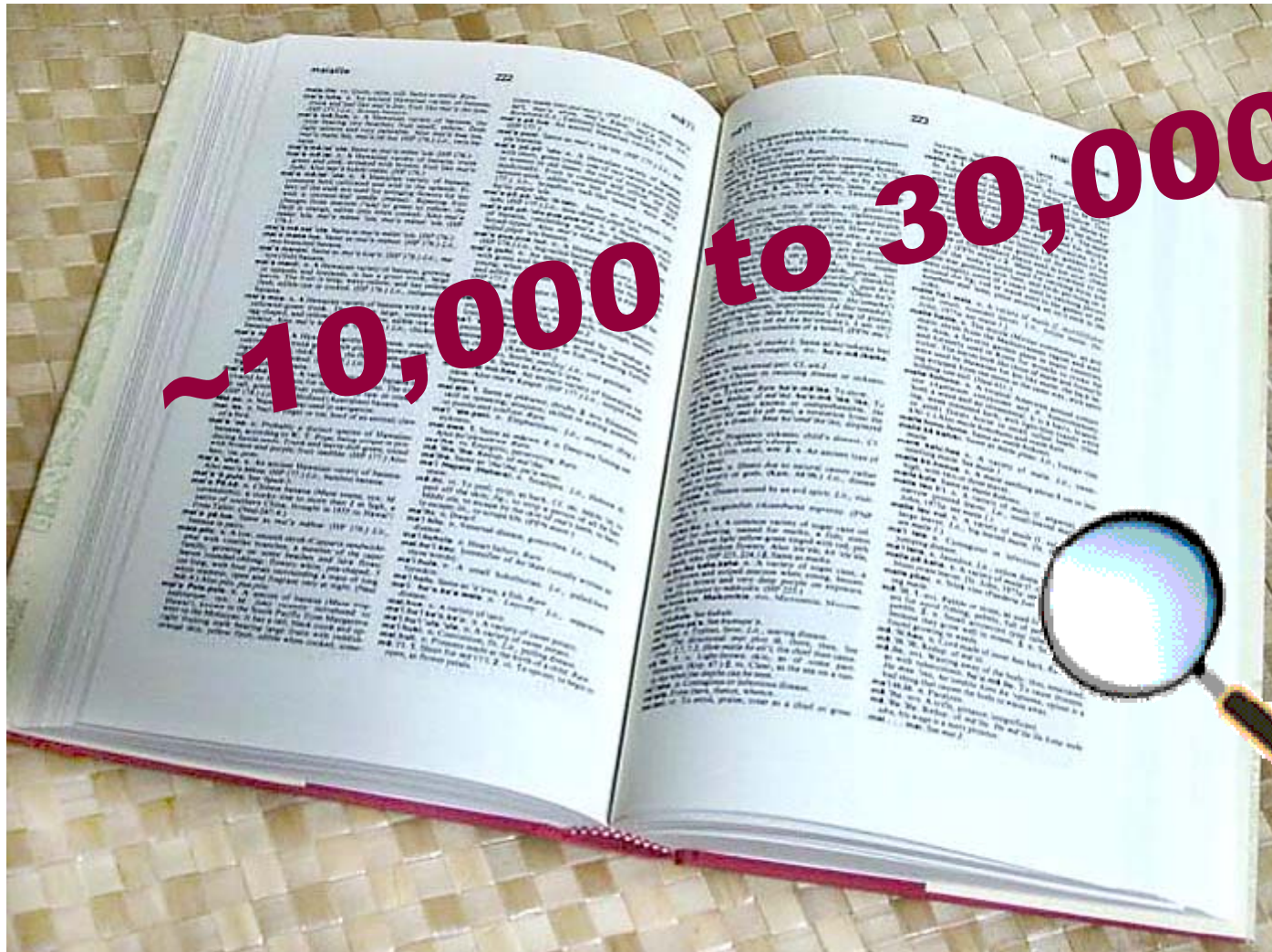
How many categories?

How many categories?



Slide by Aude Oliva

How many object categories are there?



Biederman 1987

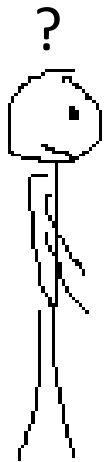
How many categories?

- Probably this question is not even specific enough to have an answer

Which level of categorization is the right one?

Car is an object composed of:

a few doors, four wheels (not all visible at all times), a roof,
front lights, windshield



If you are thinking in buying a car, you might want to be a bit more specific about your categorization level.

Entry-level categories

(Jolicoeur, Gluck, Kosslyn 1984)

- Typical member of a basic-level category are categorized at the expected level
- Atypical members tend to be classified at a subordinate level.



A bird



An ostrich

We do not need to recognize the exact category

A new class can borrow information from similar categories



So, where is computer vision?

Well...

Multiclass object detection

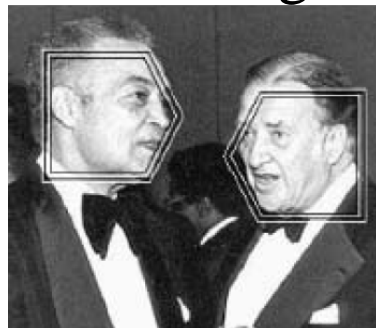
the not so early days

Multiclass object detection

the not so early days

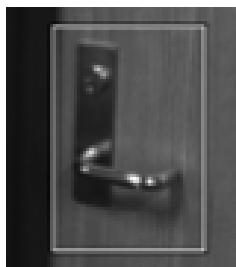
Using a set of independent binary classifiers was a common strategy:

- Viola-Jones extension for dealing with rotations



- two cascades for each view

- Schneiderman-Kanade multiclass object detection



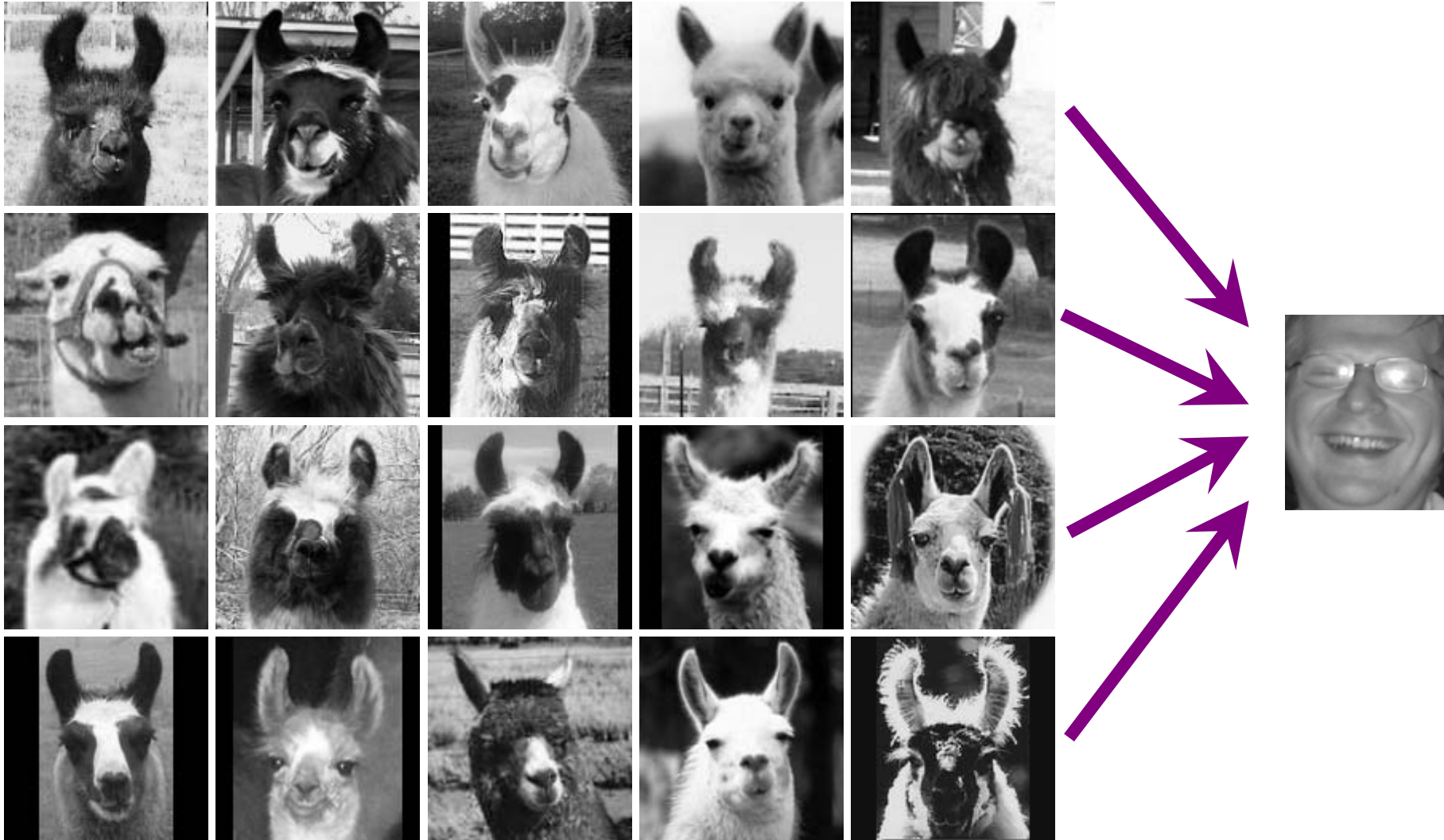
(a) One detector for each class



(b) For cars, classifiers are trained on 8 viewpoints

There is nothing wrong with this approach if you have access to lots of training data and you do not care about efficiency.

Generalizing Across Categories



Can we transfer knowledge from one object category to another?

Slide by Erik Sudderth

Shared features

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



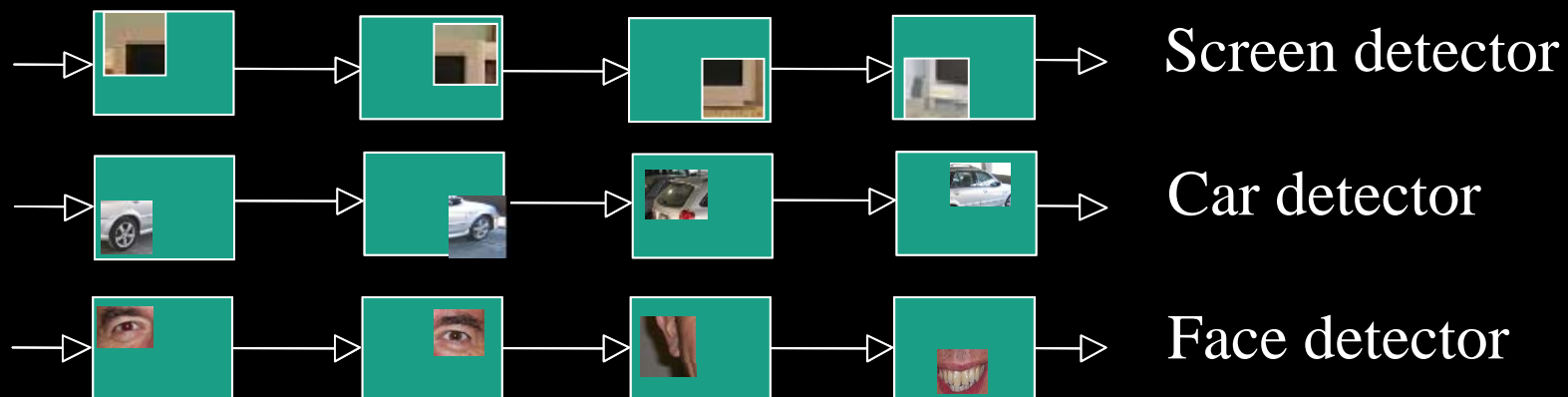
...



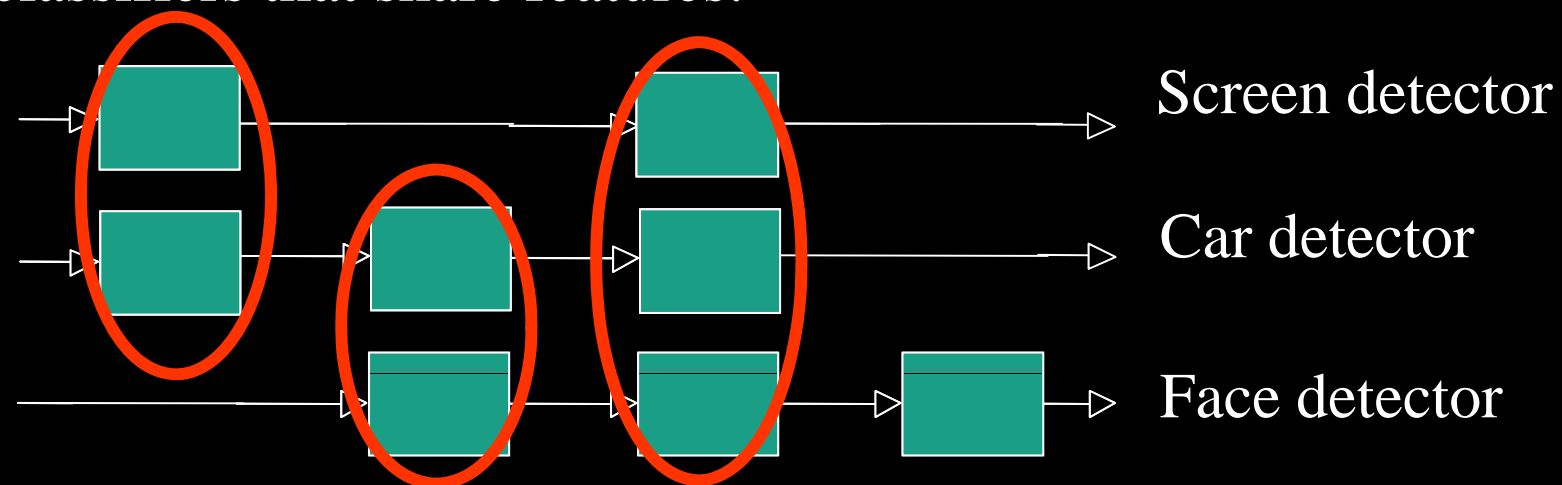
- Can we transfer knowledge from one object to another?
- Are the shared properties interesting by themselves?

Additive models and boosting

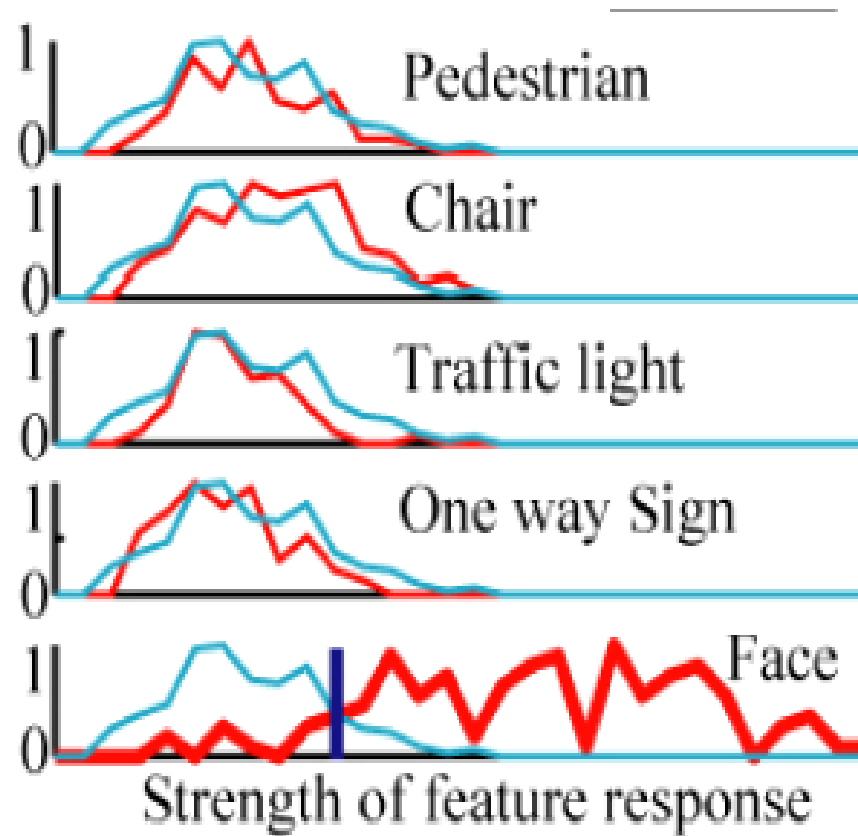
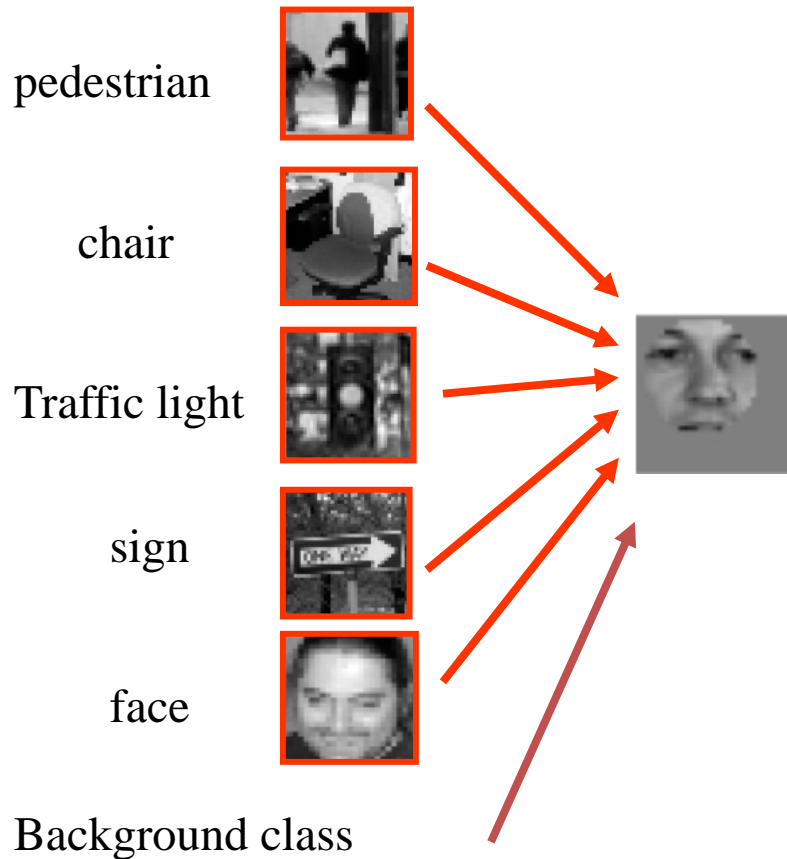
- Independent binary classifiers:



- Binary classifiers that share features:

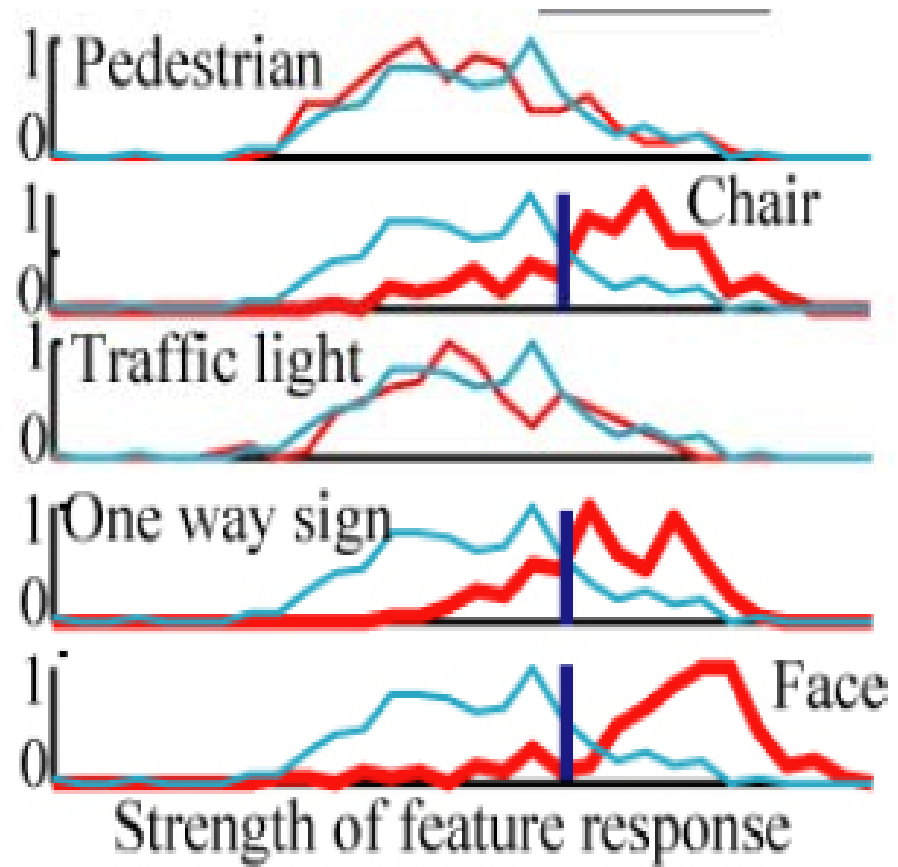
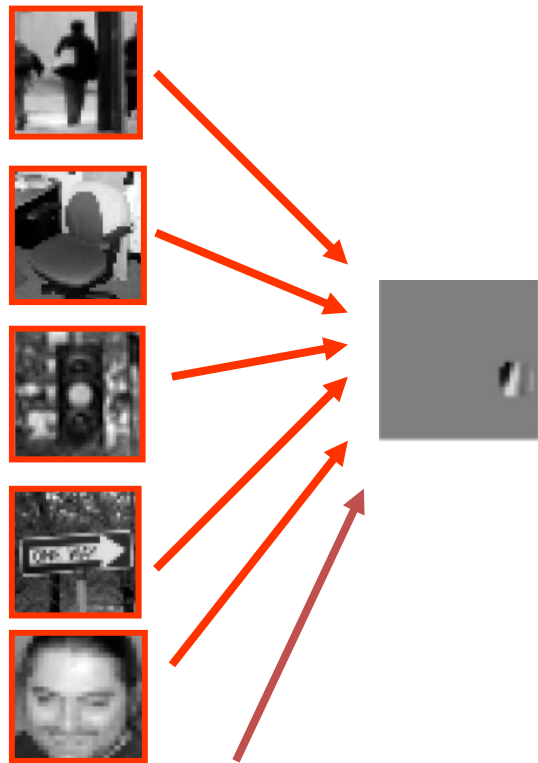


Specific feature



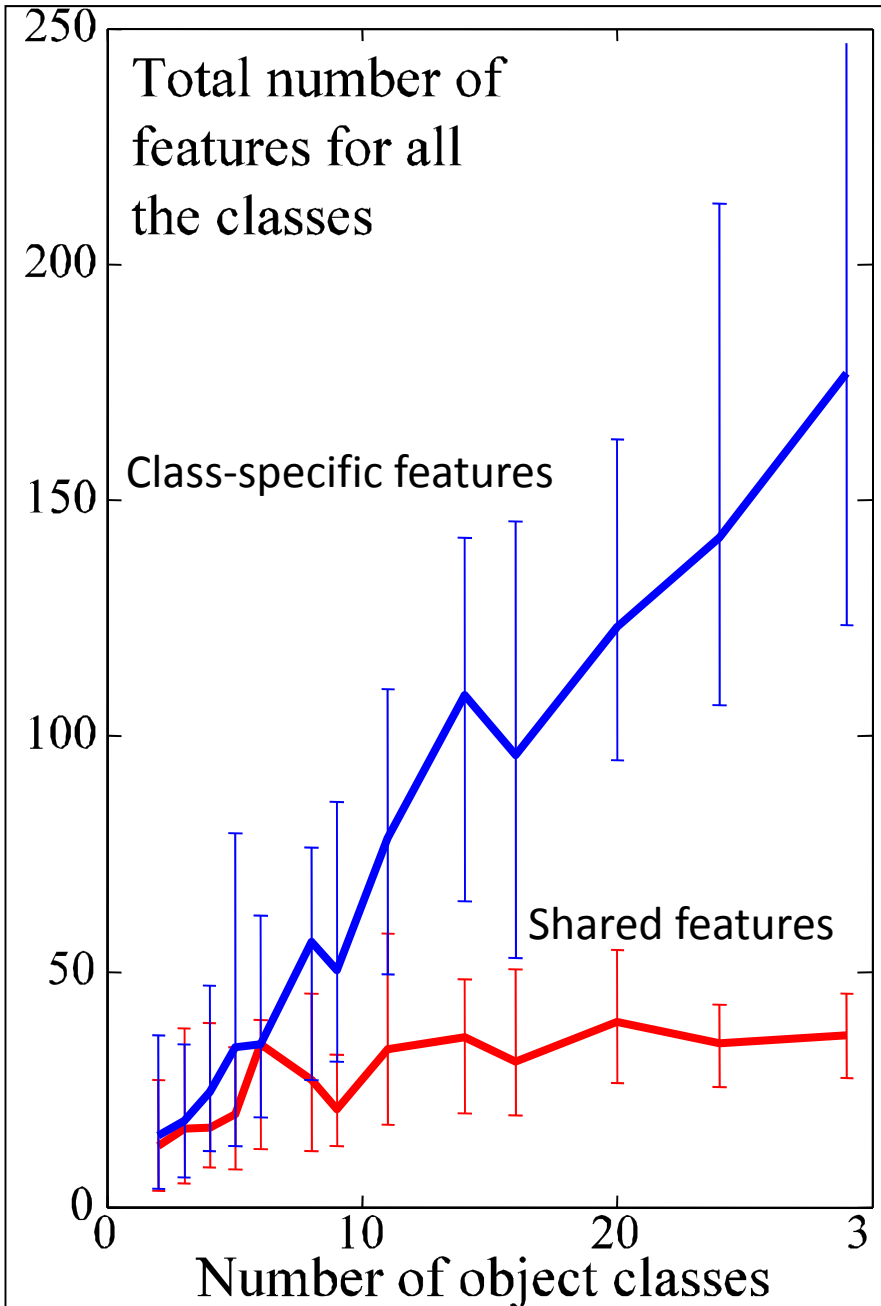
Non-shared feature: this feature is too specific to faces.

Shared feature



shared feature





50 training samples/class

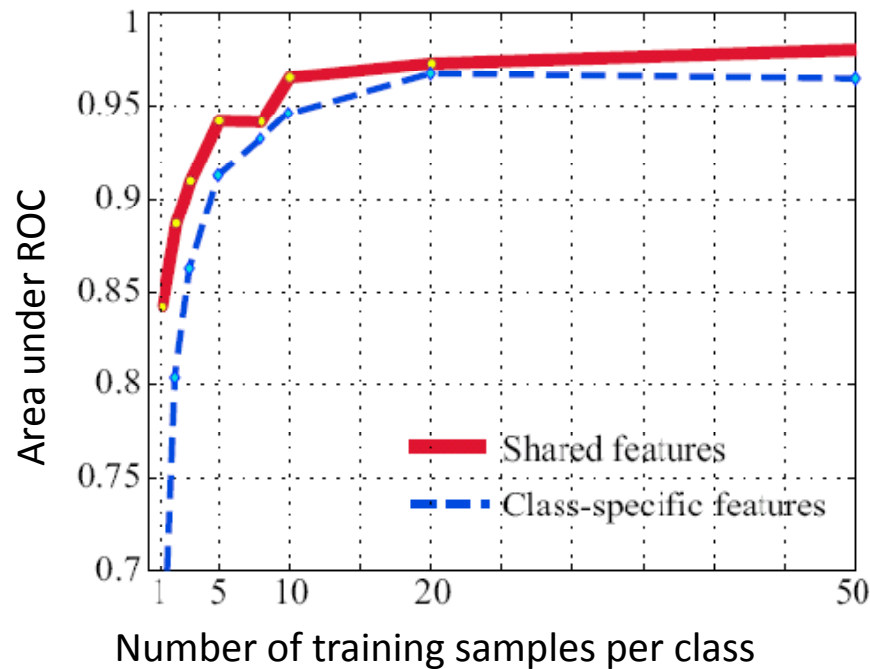
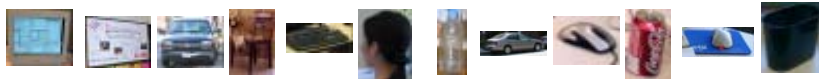
29 object classes

2000 entries in the dictionary

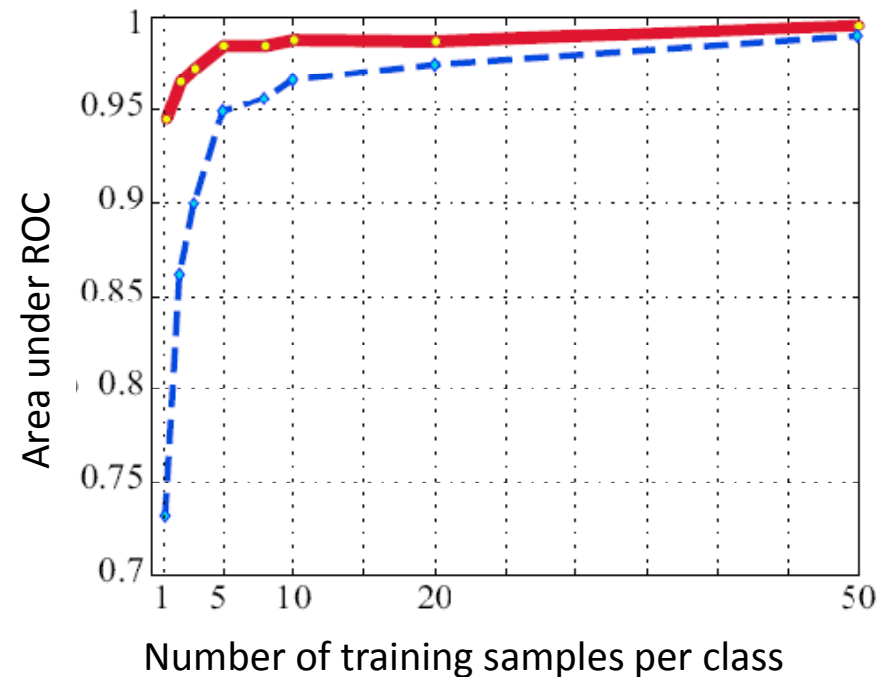
Results averaged on 20 runs

Generalization as a function of object similarities

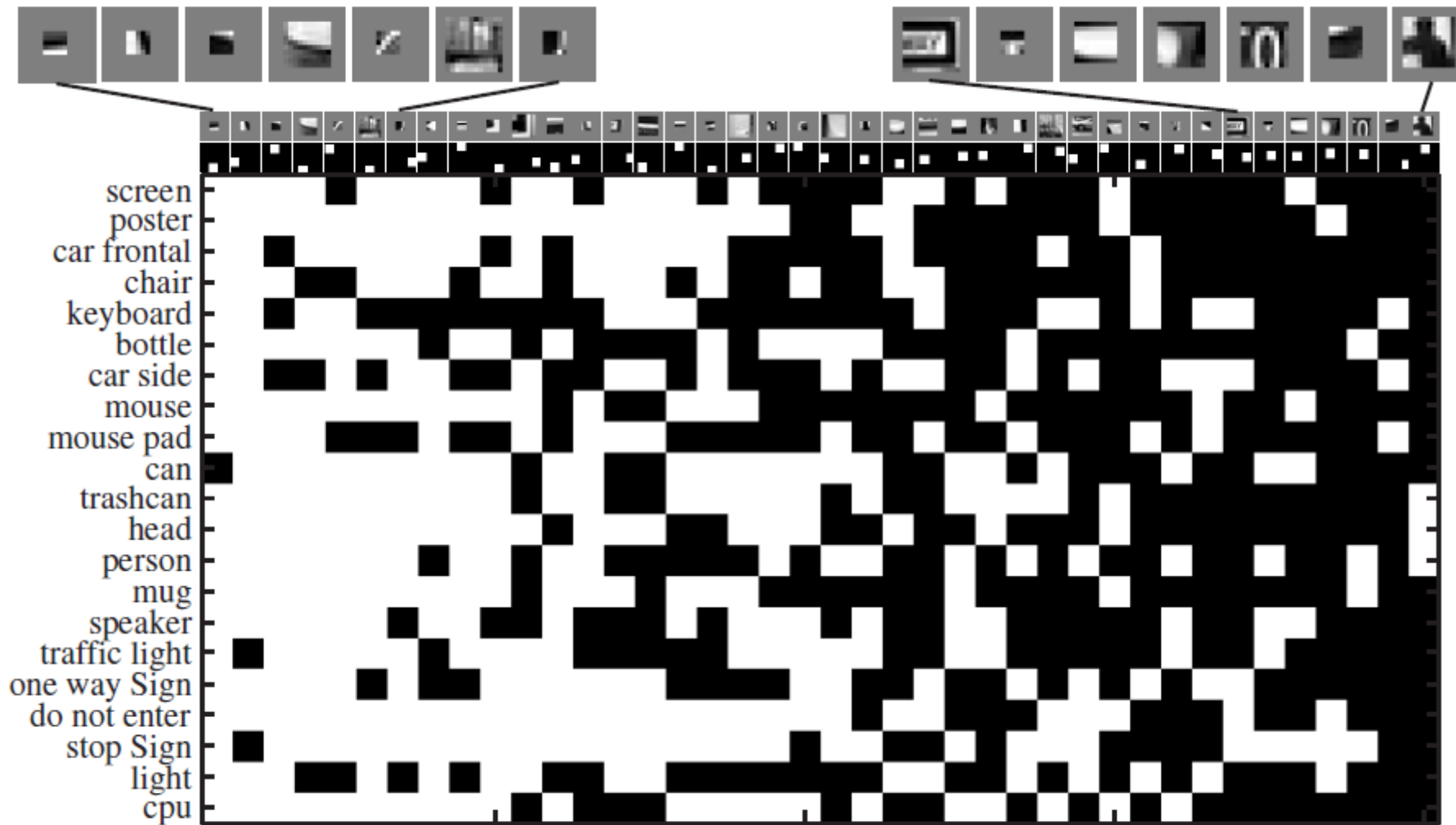
12 unrelated object classes



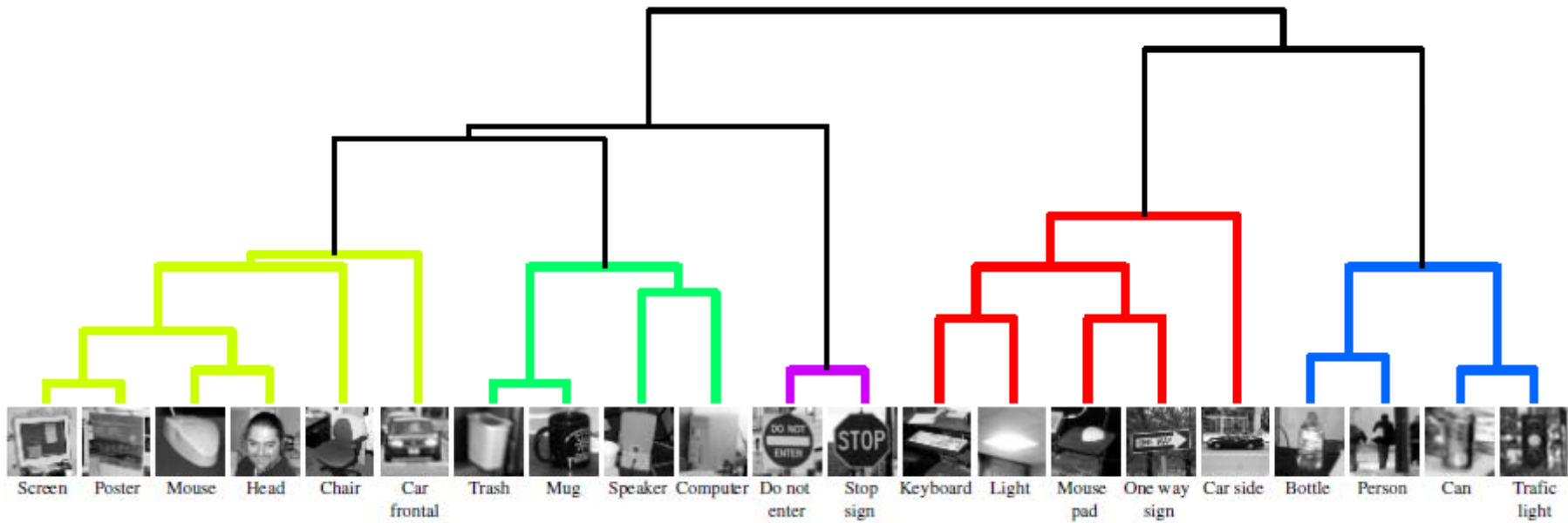
12 viewpoints



Generic vs. specific features



Object clustering according to shared features



Another multi-class problem: Face recognition



We do not want to learn recognition of each person from scratch!

Are these images of the same person?



Prior approaches



RGB
HOG
LBP
SIFT
...



RGB
HOG
LBP
SIFT
...



Different

Approach: attributes

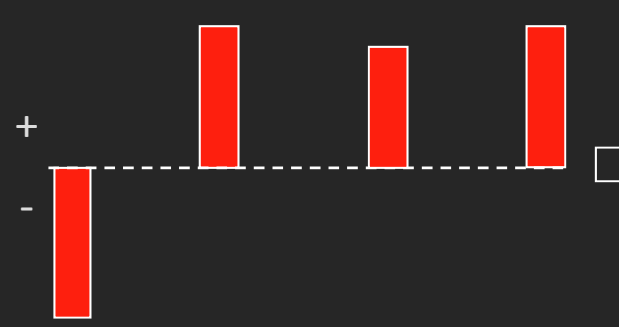
Images \Rightarrow Low-level features \Rightarrow **Attributes** \Rightarrow Verification



RGB
HOG
LBP \Rightarrow
SIFT
...



RGB
HOG
LBP \Rightarrow
SIFT
...



Different

Attributes can define categories

Female Caucasian Middle-aged
 Eyeglasses Dark hair



Some attributes may be irrelevant

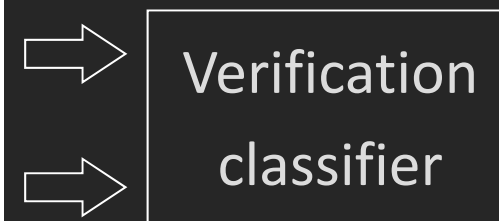
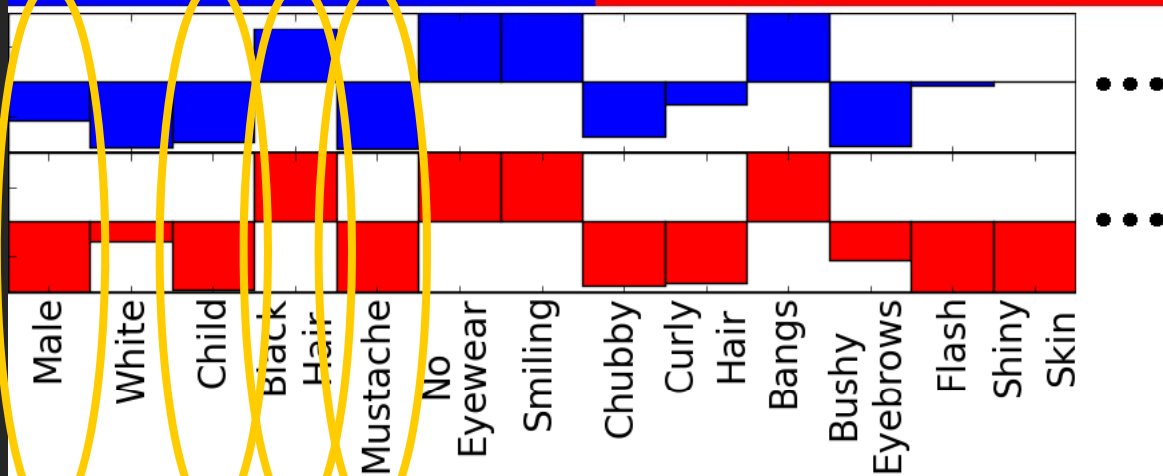
Teeth showing

Tilted head

Outside



Using attributes to perform verification



Attributes are intuitive

Female

Young

Attractive

White



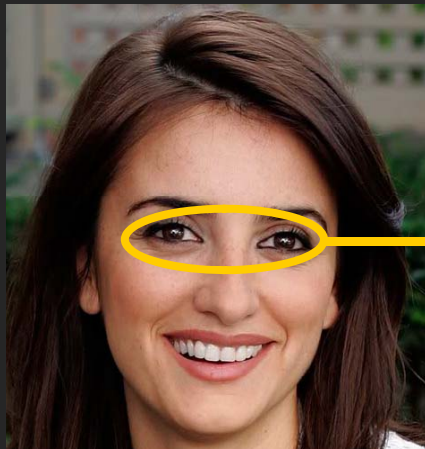
Black hair

Frontal pose

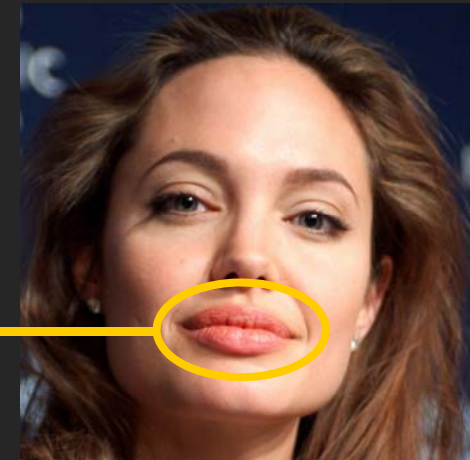
Mouth closed

Eyes open

Describe faces using similes

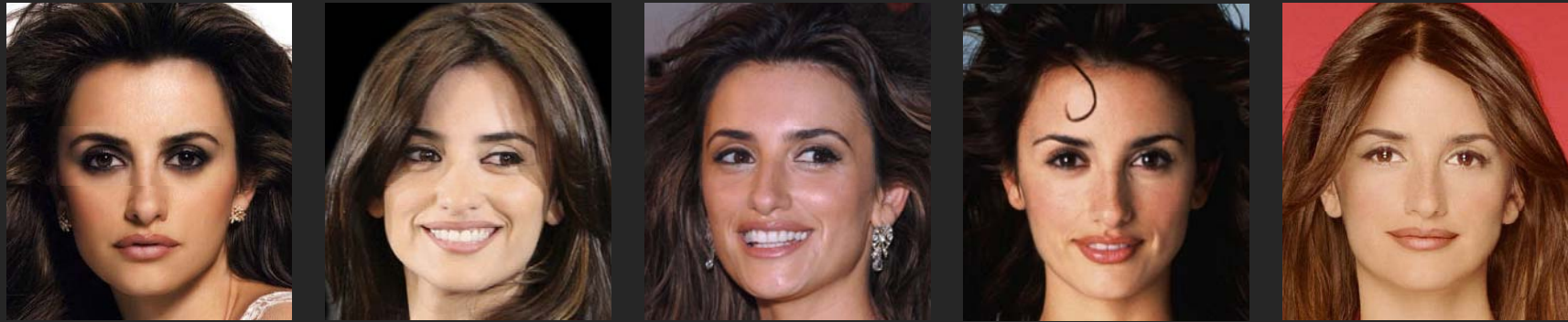


Penelope Cruz



Angelina Jolie

Training simile classifiers

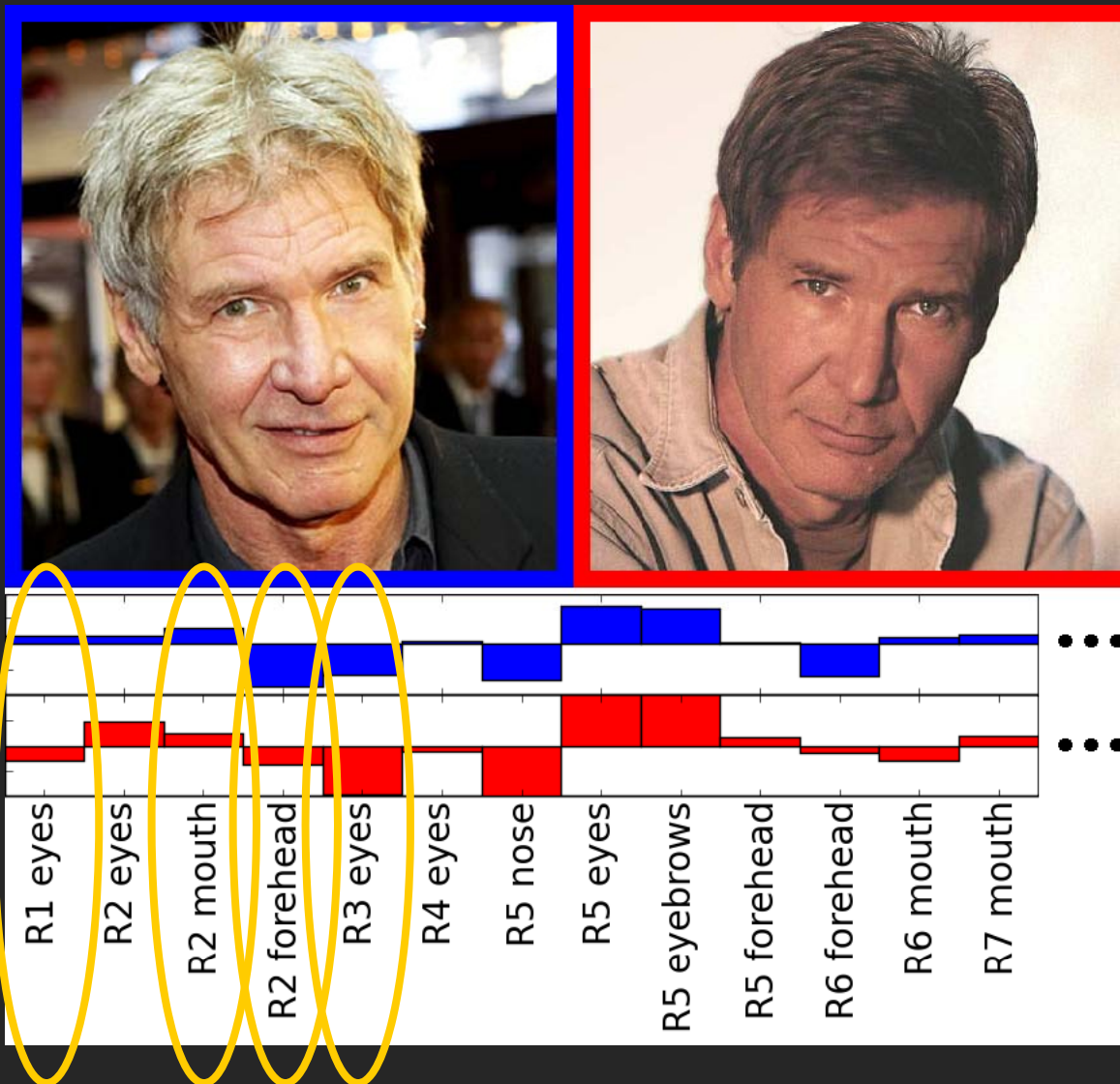


Images of Penelope Cruz 's eyes



Images of other people 's eyes

Using simile classifiers for verification




Verification classifier

Experimental evaluation

LFW Image-Restricted Benchmark:

- 6,000 face pairs (3,000 same, 3,000 different)
- 10-fold cross-validation

Labeled Faces in the Wild




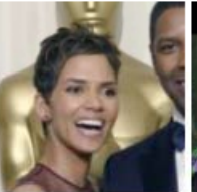
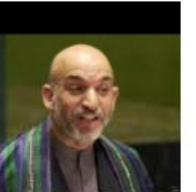







Menu

- LFW Home
- UMass Vision

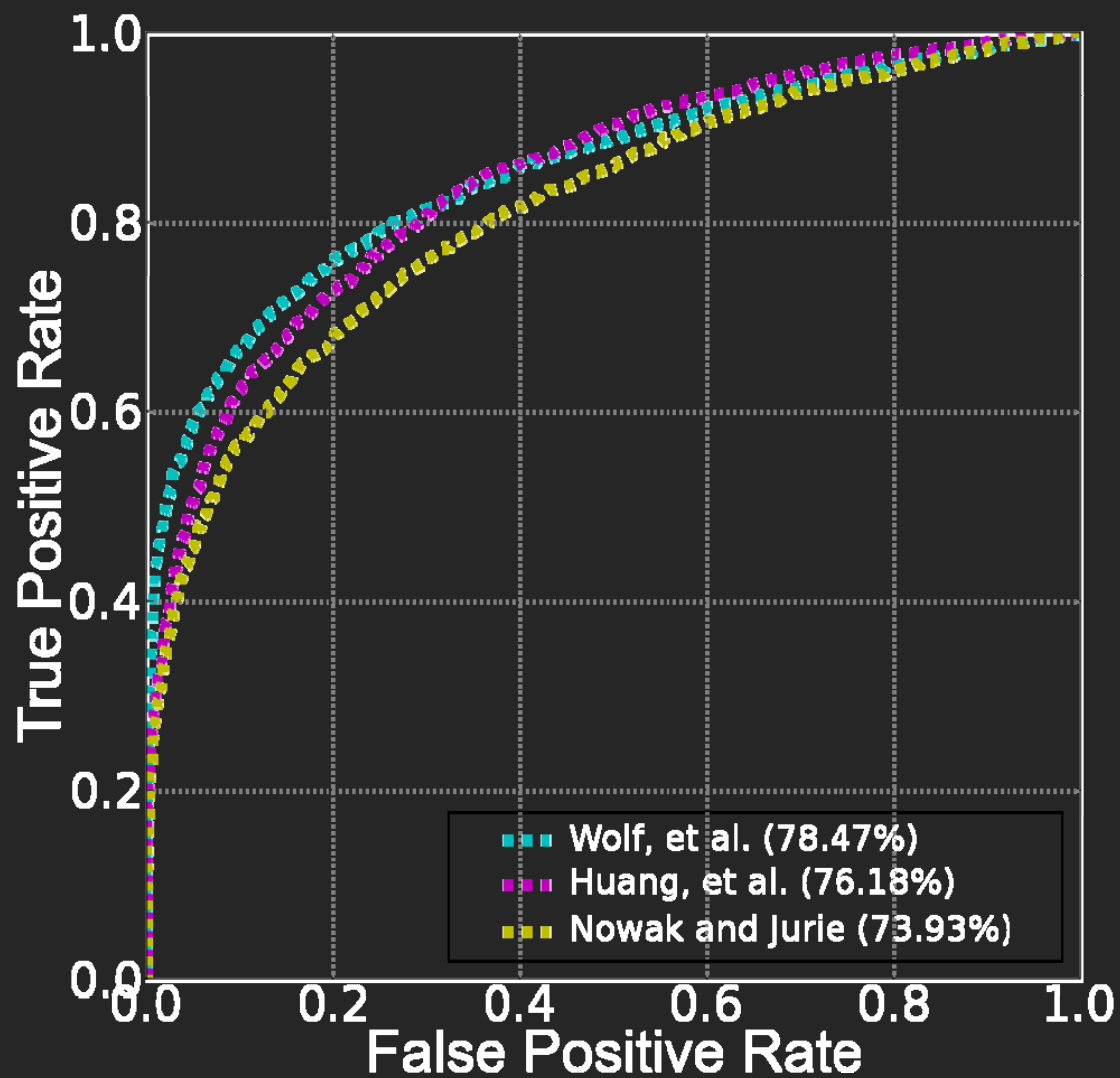
Database by name, non-singleton

[A][B][C][D][E][F][G][H][I][J][K][L][M][N][O][P][Q][R][S][T][U][V][W][X][Y][Z]

 Habib Rizieq (5)	 Hal Gehman (5)	 Hal Sutton (2)	 Halle Berry (16)	 Hamid Karzai (22)
 Hamzah Haz (2)	 Hanan Ashrawi (2)	 Hannah Stockbauer (2)	 Hans Blix (39)	 Hans Eichel (3)

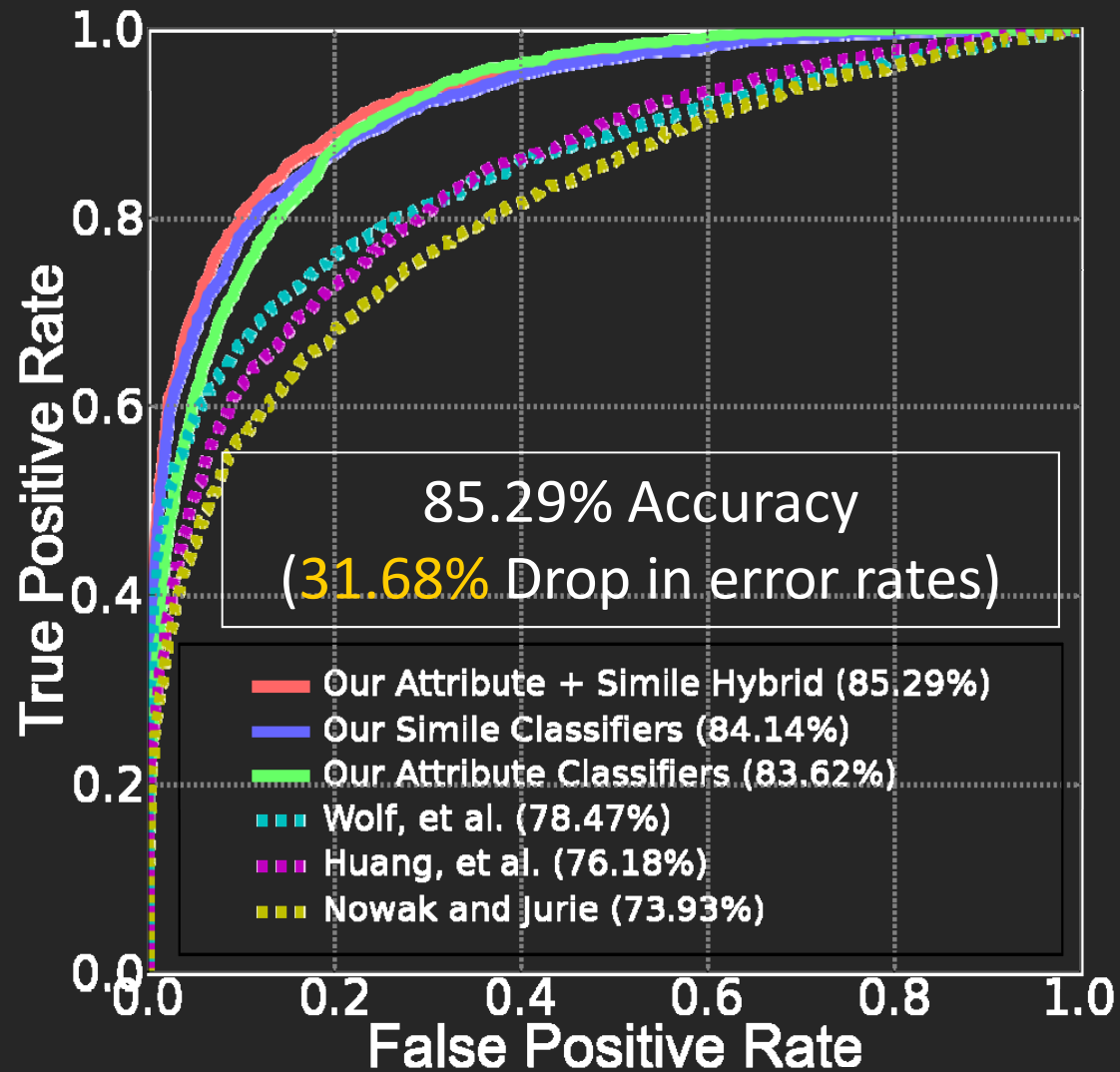
<http://vis-www.cs.umass.edu/lfw>

Previous state-of-the-art on LFW



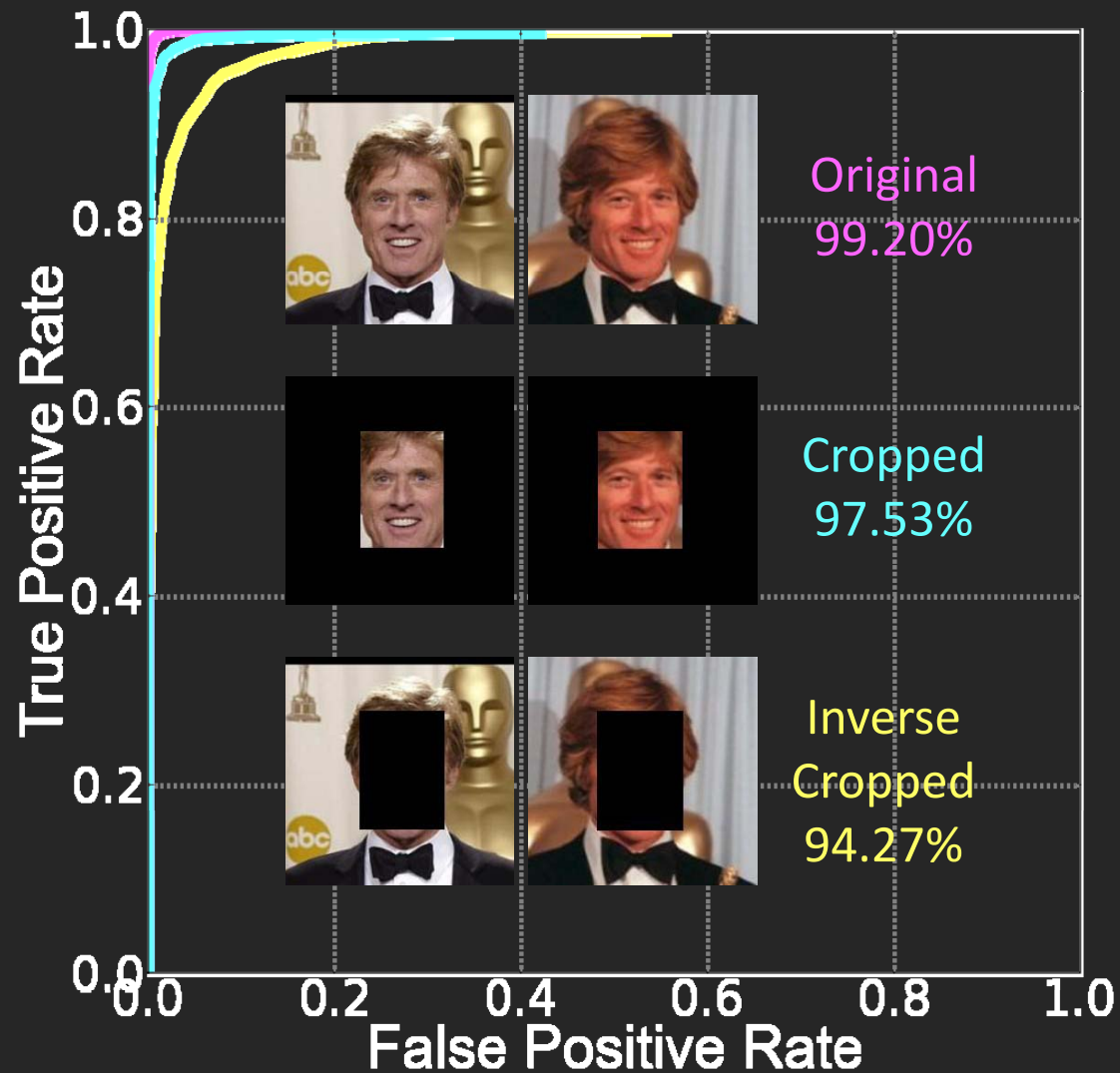
as of May 2009

Kumar et al. 2009 on LFW

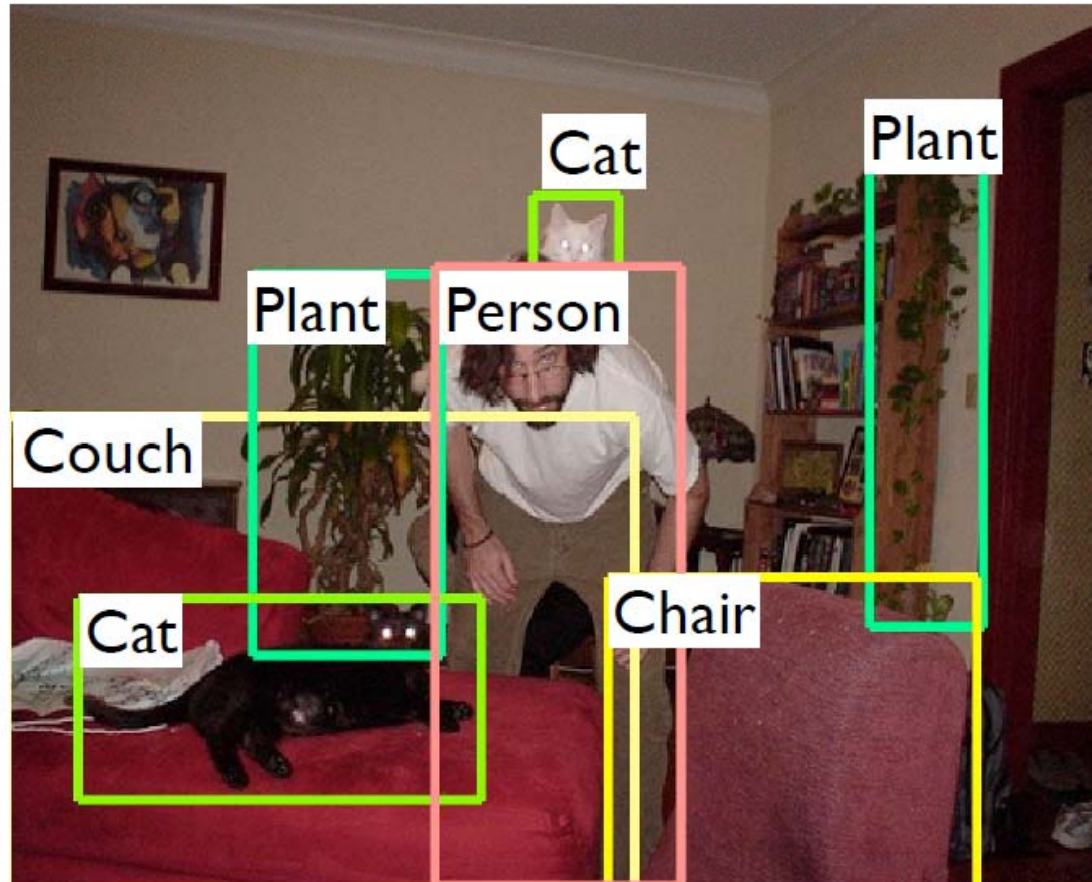


as of May 2009

Human face verification performance

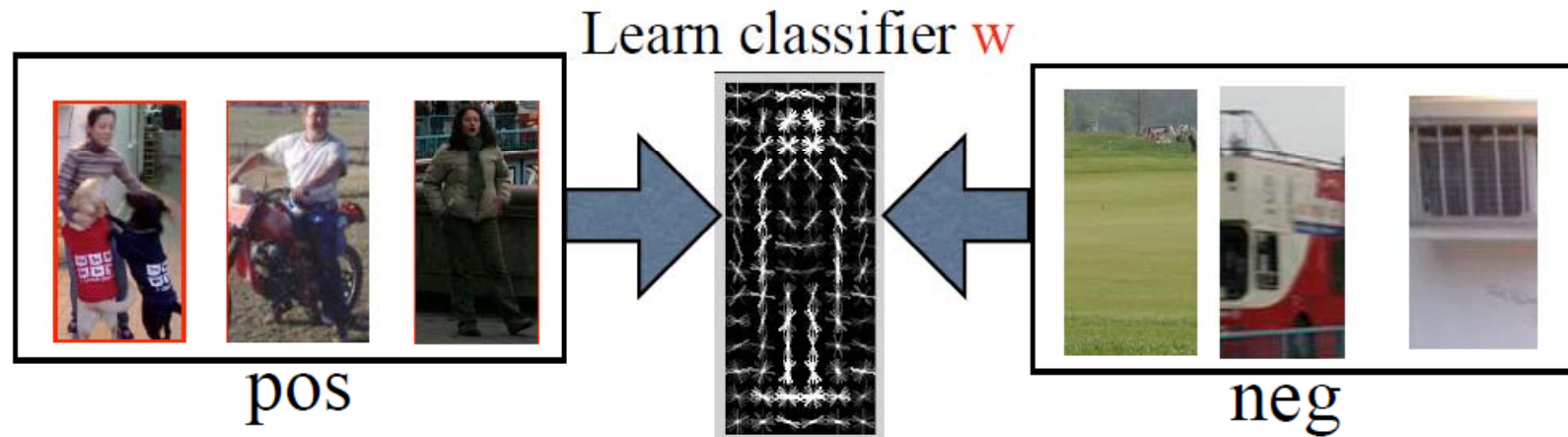


What about multiple objects in the same image?



Multiclass object detection

Scanning-window pattern classification



$$w^T x > 0 ?$$

Face detection

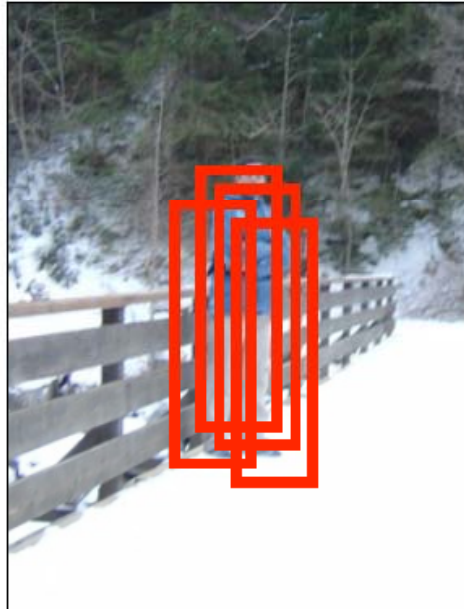
Rowley, Baluja, & Kanade. CVPR 96
Viola & Jones IJCV 01



Pedestrian detection
(and other objects)

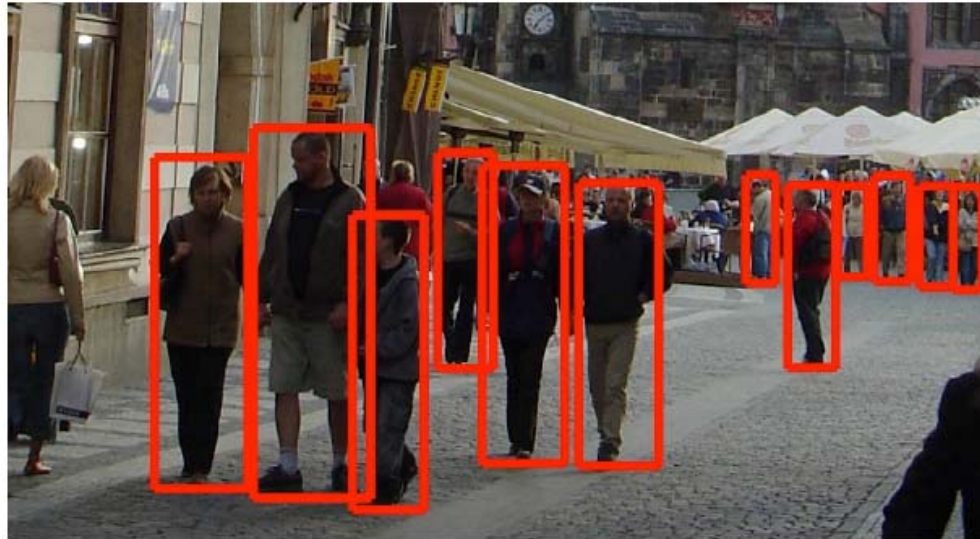
Oren et al. CVPR 97
Dalal & Triggs CVPR 05
Felzenswalb et al. PAMI 09

Non-maxima suppression (NMS)



We need to suppress overlapping detections
Many heuristics (mode finding, greedy selection)

NMS in cluttered scenes

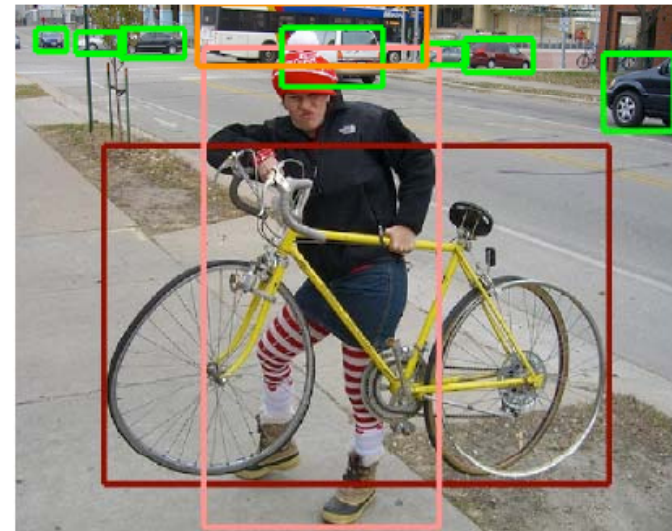
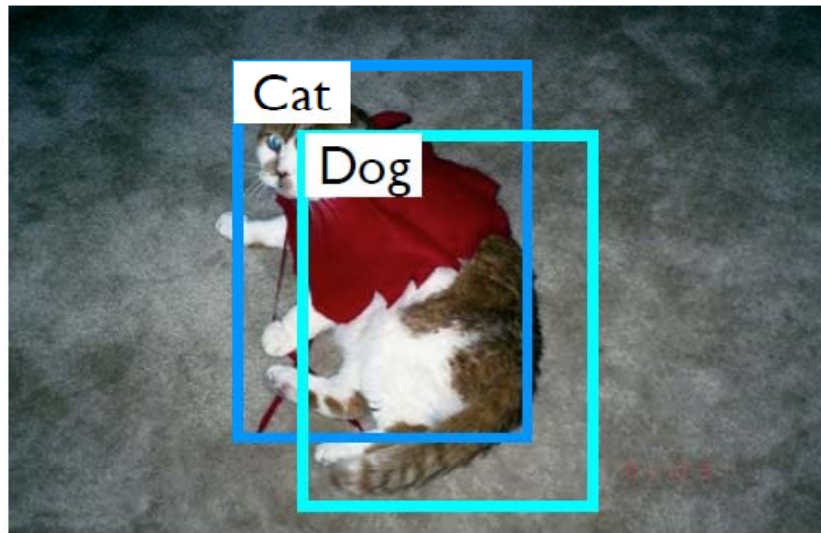


NMS should exploit spatial statistics of objects in real scenes

Is there a principled way to **learn** how to perform NMS?

Inter-class NMS

Mutual exclusion: two objects cannot occupy the same 3D volume



May not be a strict constraint due to porous or transparent objects

Taxonomy of spatial interactions

	within-class	between-class
negative	NMS	mutual exclusion
positive	textures of objects	spatial cueing

Most past work focuses on positive interactions, heuristically performing NMS & mutual exclusion.

Our contribution: a model for **all** of the above

Our inspiration: Torralba, Murphy, & Freeman NIPS 04

Kumar & Hebert ICCV 05

He, Zemel, & Carreira-Perpinan CVPR 05

Galleguillos, Rabinovich & Belongie CVPR 08

Hoeim, Efros, & Hebert IJCV 08

Object detection as

Classification



$x = \text{image window}$
 $y \in \{0,1\}$

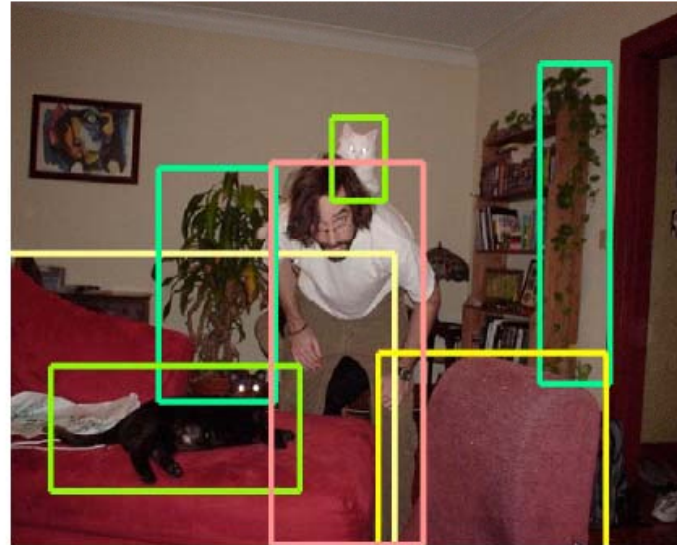
Object detection as a structured labeling task

Classification



$x = \text{image window}$
 $y \in \{0,1\}$

Structured, sparse label



$X = \text{entire image}$
 $Y = [...4...3...2.7..1..]$

Global scoring function

$$S_w(X, Y)$$



$$X = \{x_i\} \quad Y = \{y_i\}$$

x_i = feature vector extracted from i^{th} window (e.g. HOG)

y_i = class label (0..K) for i^{th} window

Global scoring function

$$S_w(X, Y) =$$

$$X = \{x_i\} \quad Y = \{y_i\}$$

x_i = feature vector
extracted from i^{th}
window (e.g. HOG)

y_i = class label (0..K)

$$\sum_i w_{y_i}^T x_i$$

w_{y_i} = template for class y_i

$$w_{car}$$
$$w_{bus}$$
$$\vdots$$

sum of per-window classifier scores

Global scoring function

$$S_w(X, Y) =$$

$$X = \{x_i\} \quad Y = \{y_i\}$$

x_i = feature vector
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w_{y_i} = template for class y_i

w_{car}

w_{bus}

\vdots

sum of per-window classifier scores

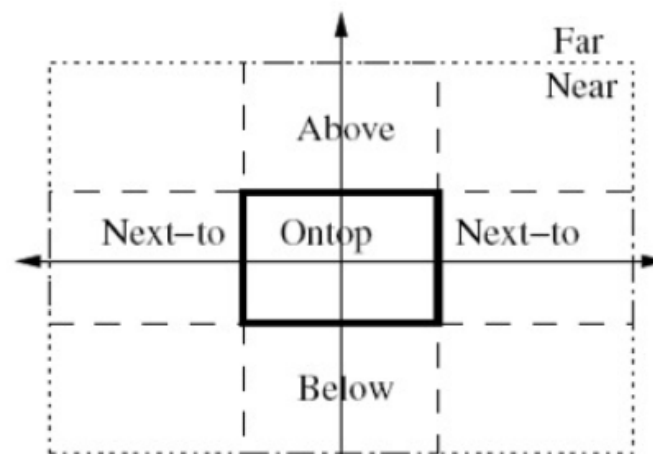
+

$$\sum_{i,j} w_{y_i,y_j}^T d_{ij}$$

d_{ij} = spatial context
descriptor for
window i and j

w_{y_i,y_j} = spatial interaction
model for
class y_i & y_j

sum of pairwise window-label interactions



Inference

$$S_w(X, Y) = \sum_i w_{y_i}^T x_i + \sum_{i,j} w_{y_i, y_j}^T d_{ij}$$

$$L(X) = \operatorname{argmax}_Y S_w(X, Y)$$

Looks like an MRF - can we use standard inference techniques?

Our model is not sub-modular

Sub-modular interactions: neighboring labels should be similar

NMS interactions: neighboring labels should be **different**

Greedy inference

$$L(X) = \operatorname{argmax}_Y S(X, Y) \quad S(X, Y) = \sum_i w_{y_i}^T x_i + \sum_{i,j} w_{y_i, y_j}^T d_{ij}$$

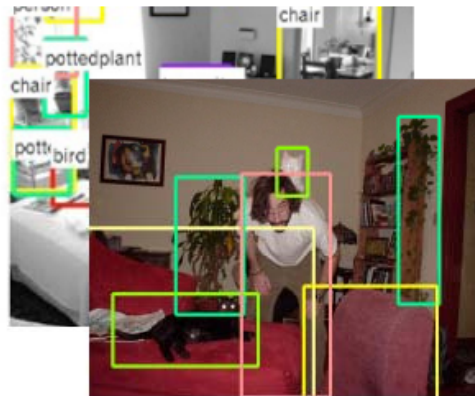
Analogous to common NMS schemes

- (1) Initialize all labels to bg
Initialize per-window scores with local template
- ↩ (2) Select highest scoring un-instanced window
- (3) Instance it and add pairwise contribution to remaining windows
- (4) Stop when remaining windows score < 0

Effectiveness: Greedy solution close to optimal in practice
(See Numhauser et al. 78 for theoretical arguments)

Learning

Training data consists of pairs of $\{X_n, Y_n\}$



$$S_w(X, Y) = \sum_i w_{y_i}^T x_i + \sum_{i,j} w_{y_i, y_j}^T d_{ij}$$

$$S_w(X, Y) = w^T \Psi(X, Y)$$

Learning with SVMs

$$\begin{aligned} & \underset{w}{\operatorname{argmin}} \quad \frac{1}{2} w^T w \\ \text{s.t.} \quad & \forall n, H_n \neq Y_n \quad w^T \Psi(X_n, Y_n) - w^T \Psi(X_n, H_n) \geq 1 \end{aligned}$$

“Find a small w such that for each image, score of true label Y_n dominates all other hypothesized labels H_n by at least 1 unit”



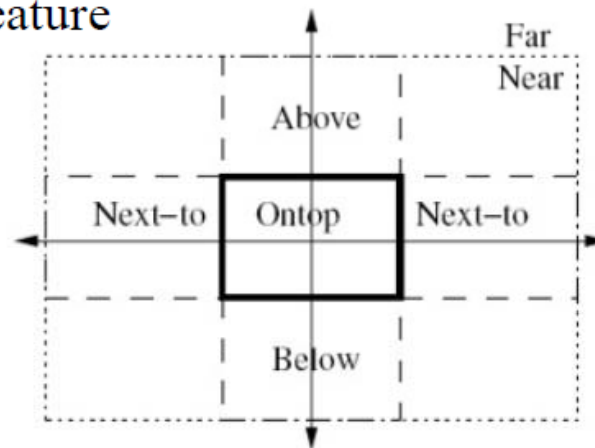
Only a tiny fraction of exponential number of constraints are necessary
(i.e., support vectors)

Structured Prediction

Tsochantaridis et al. ICML 04

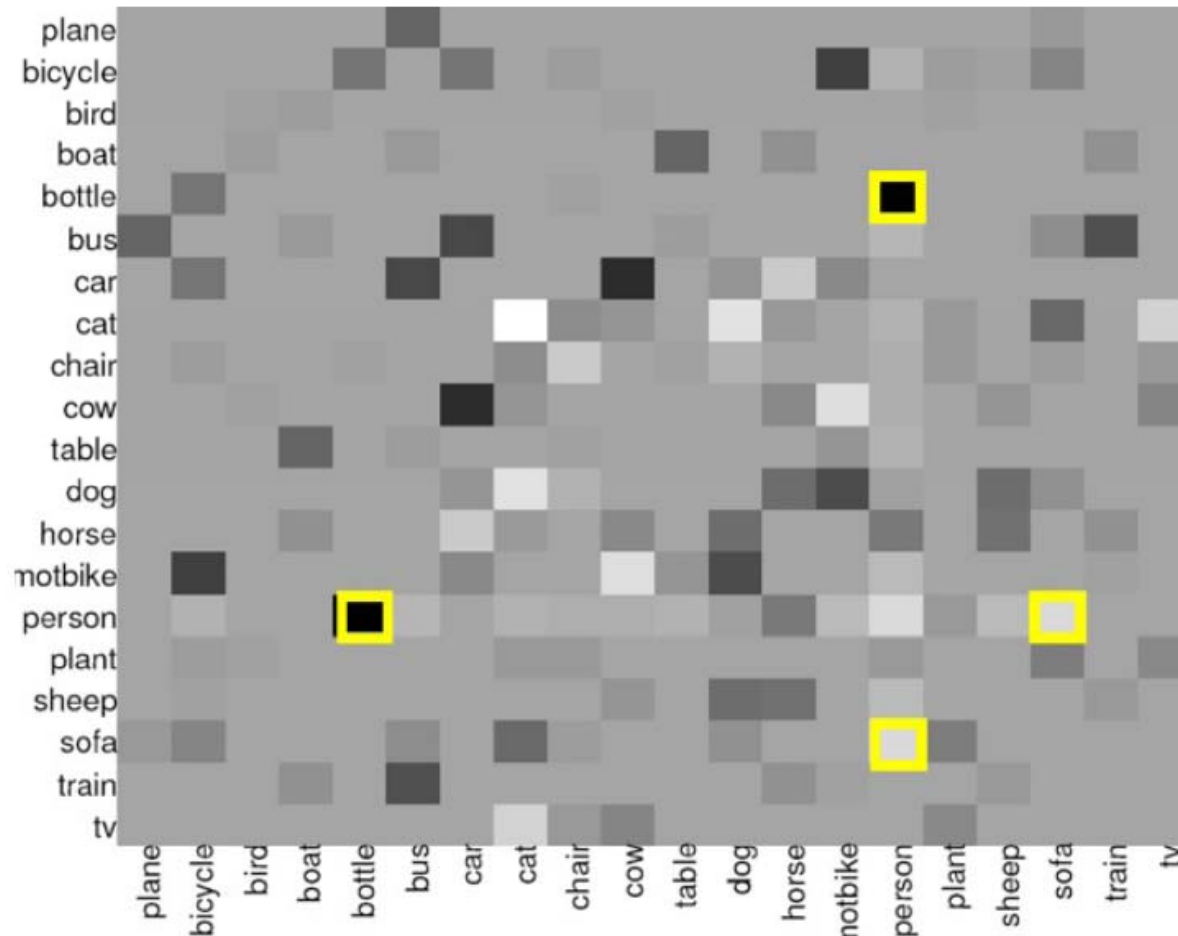
Experiments

- 1) We use PASCAL 2007 training and test data
20 classes, 5000 training images, 5000 test images
- 2) Baseline: Felzenswalb et al. PAMI 09 (with default NMS)
- 3) Local feature = [score of baseline detector 1]
(We learn bias and offset for each local detector)
- 4) Pairwise feature



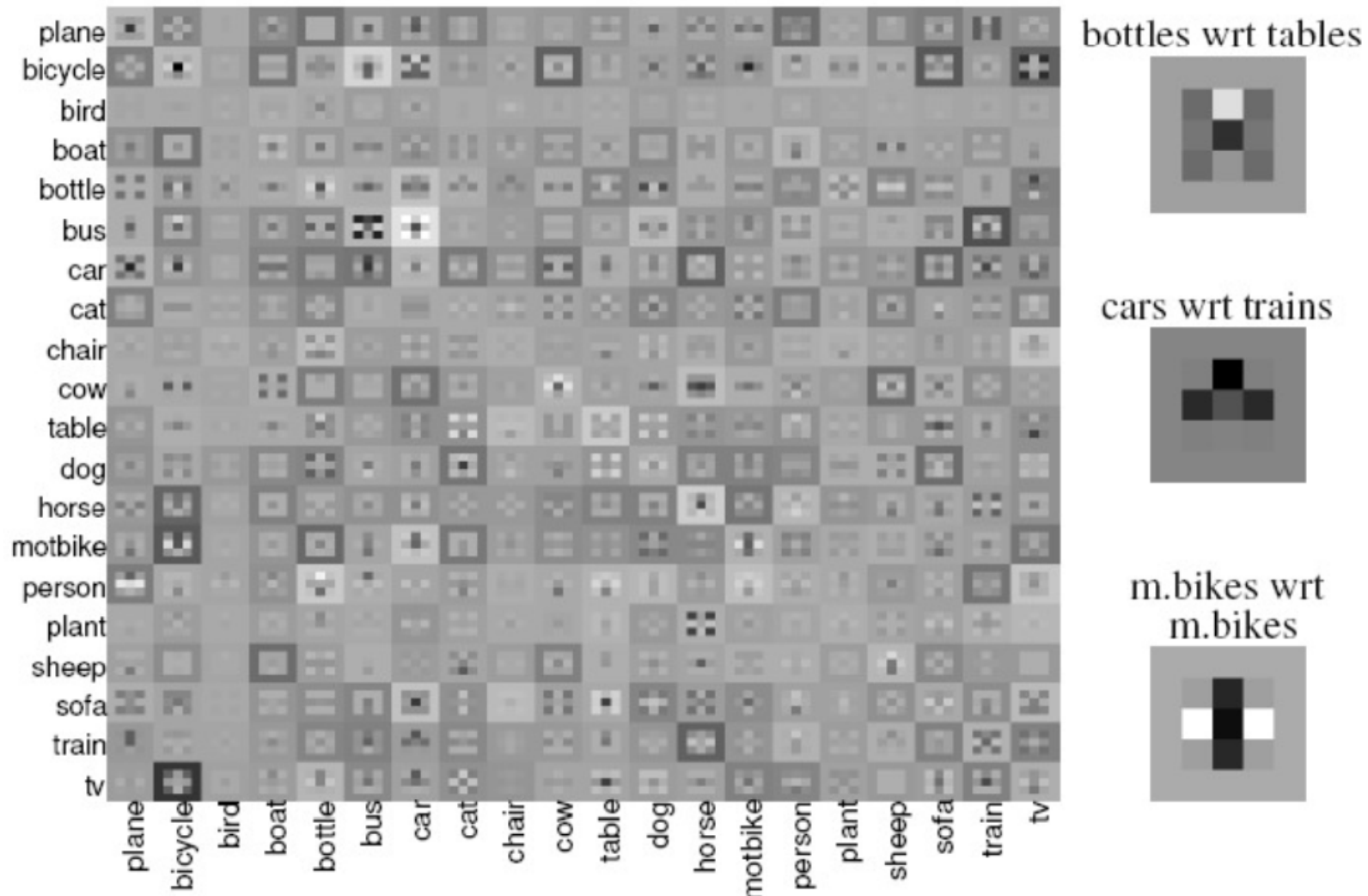
+ 50% overlap feature

Overlap feature in pairwise potential



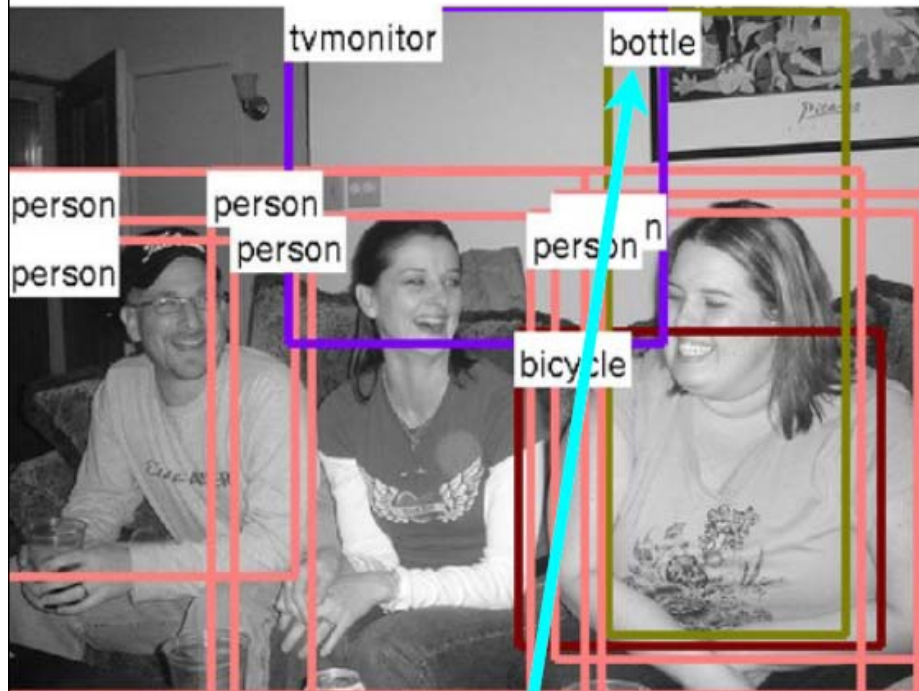
Mutual exclusion can be subtle
Parameters are trained with knowledge of local detectors

Remaining pairwise potentials



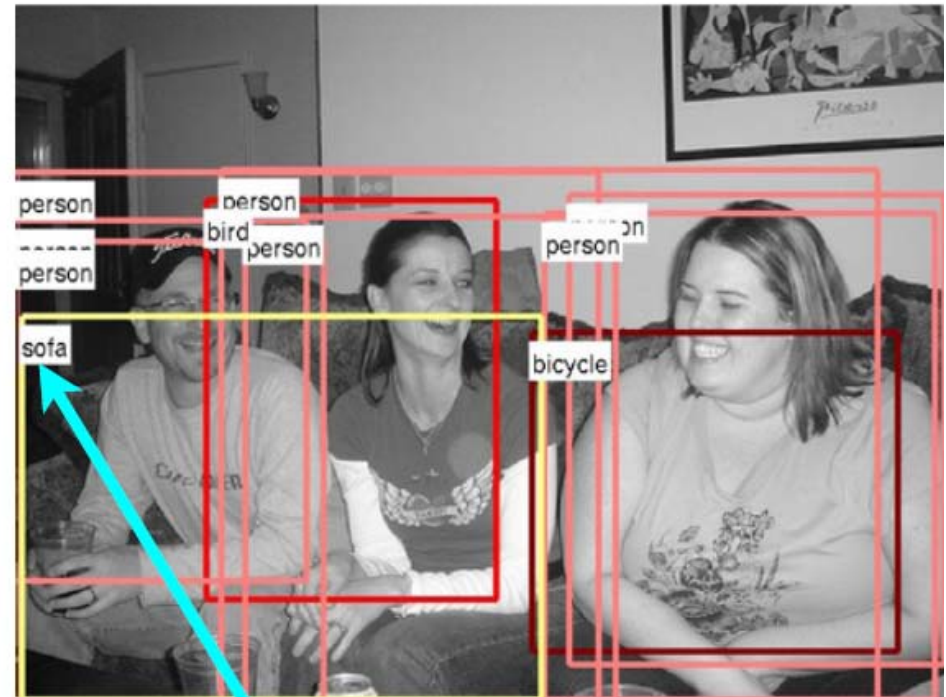
Results

Top 10 detections for baseline



Inhibit
overlapping people & bottles
because local detectors confuse them

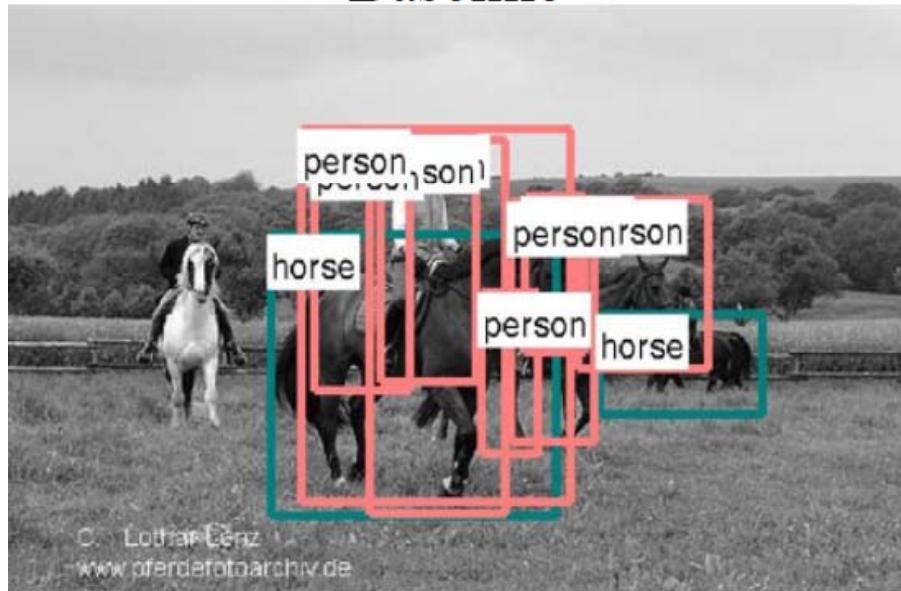
Our top 10 detections



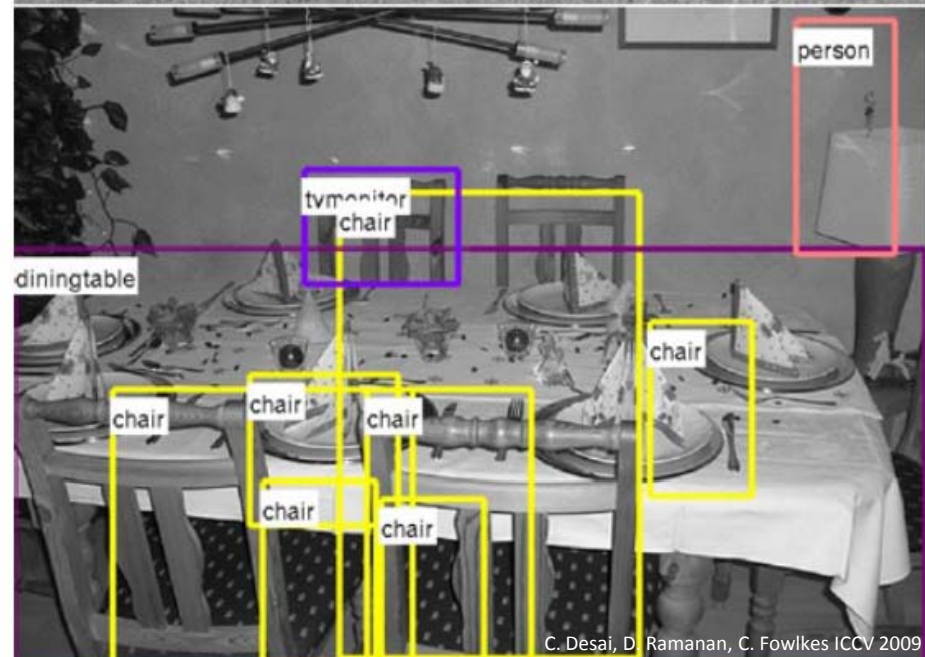
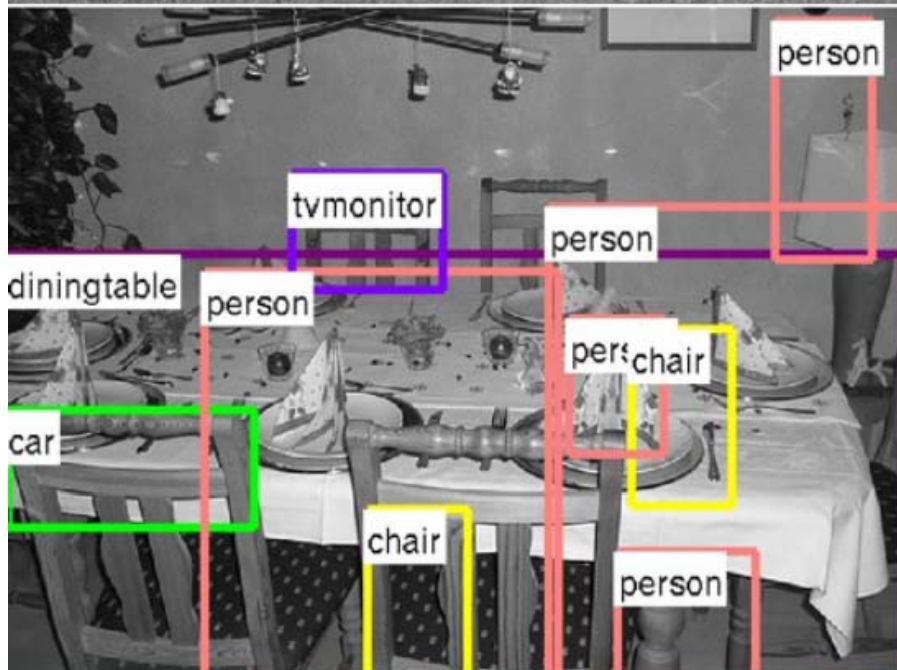
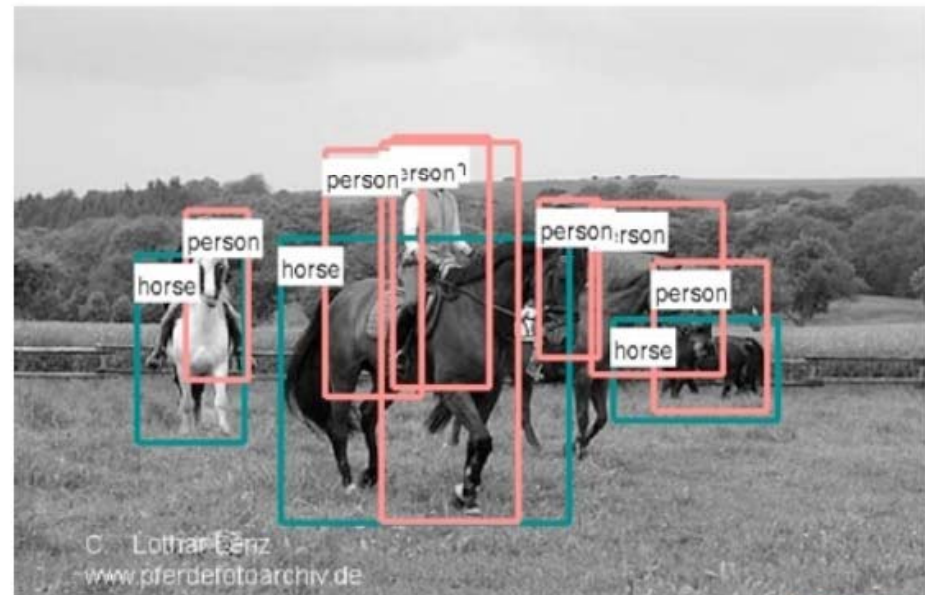
Favor
overlapping people & sofas
because people sit on sofas

Results

Baseline



Our model



Default NMS heuristics

Default heuristics don't work for Mutual Exclusion

Winning PASCAL07 score
Felzenszwalb et al. PAMI 09 code

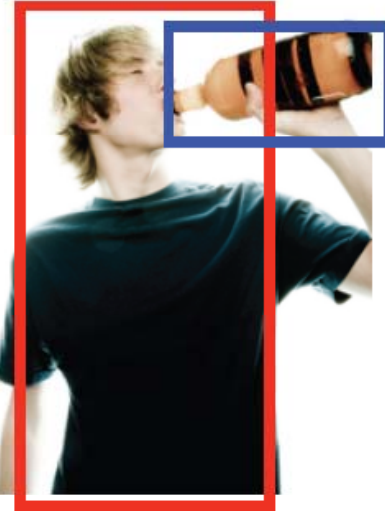
Mutual Exclusion

Our model

	Winning PASCAL07 score	Felzenszwalb et al. PAMI 09 code	Mutual Exclusion	Our model
plane	.262	0.278	0.270	0.288
bike	.409	0.559	0.444	0.562
bird	.098	0.014	0.015	0.032
boat	.094	0.146	0.125	0.142
bottle	.214	0.257	0.185	0.294
bus	.393	0.381	0.299	0.387
car	.432	0.470	0.466	0.487
cat	.240	0.151	0.133	0.124
chair	.128	0.163	0.145	0.160
cow	.140	0.167	0.109	0.177
table	.098	0.228	0.191	0.240
dog	.162	0.111	0.091	0.117
horse	.335	0.438	0.371	0.450
motbike	.375	0.373	0.325	0.394
person	.221	0.352	0.342	0.355
plant	.120	0.140	0.091	0.152
sheep	.175	0.169	0.091	0.161
sofa	.147	0.193	0.188	0.201
train	.334	0.319	0.318	0.342
TV	.289	0.373	0.359	0.354

Our model outperforms Felzenszwalb et al.'s baseline for most classes

Alternate scores for multiclass detection



Building a ‘drinking detector’ requires finding people and bottles **simultaneously**

Per-class AP’s don’t score this

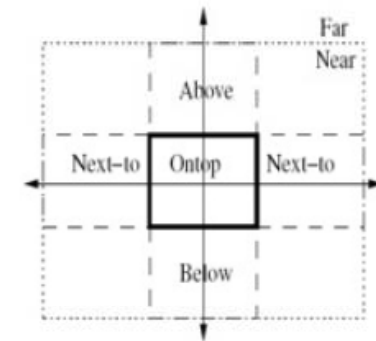
Under more appropriate scoring criteria, our model does significantly better (see paper)

A look back

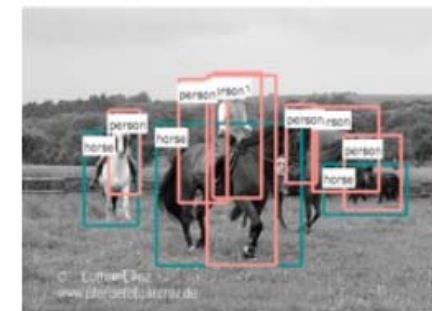
1) Object detection = sparse, structured labeling task



2) Modeling spatial layouts of objects helps



3) Structured prediction provides machinery for such models



$$\operatorname{argmax}_Y w^T \Psi(X, Y)$$



What to do about The Object That Cannot Be Named?



Photo by Daniel J. Cox

Slides by Derek Hoiem
Computer Science Department
University of Illinois at Urbana- Champaign

A. Farhadi, I. Endres, and D. Hoiem 2010



A failure/success story



Dealing with inevitable failure

Failure in categorization should not mean failure in recognition

What to do about the Object That Cannot Be Named?



Example

Assisted Driving



Example

Security



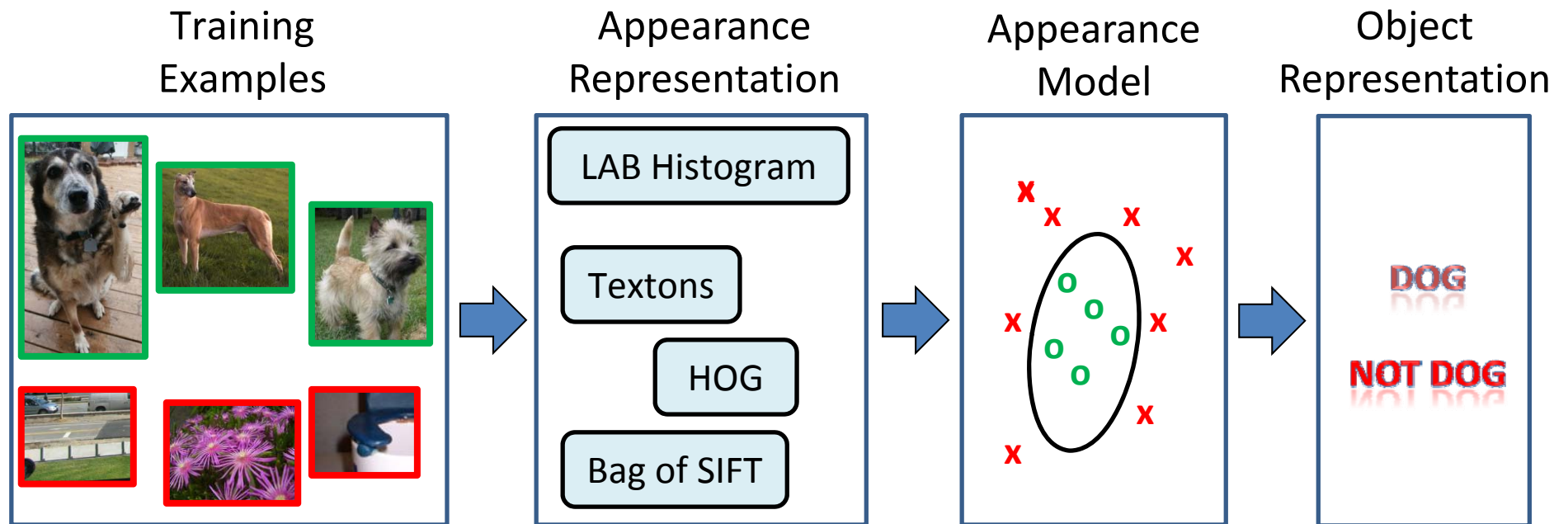
Key steps

1. We need richer, more interconnected object representations

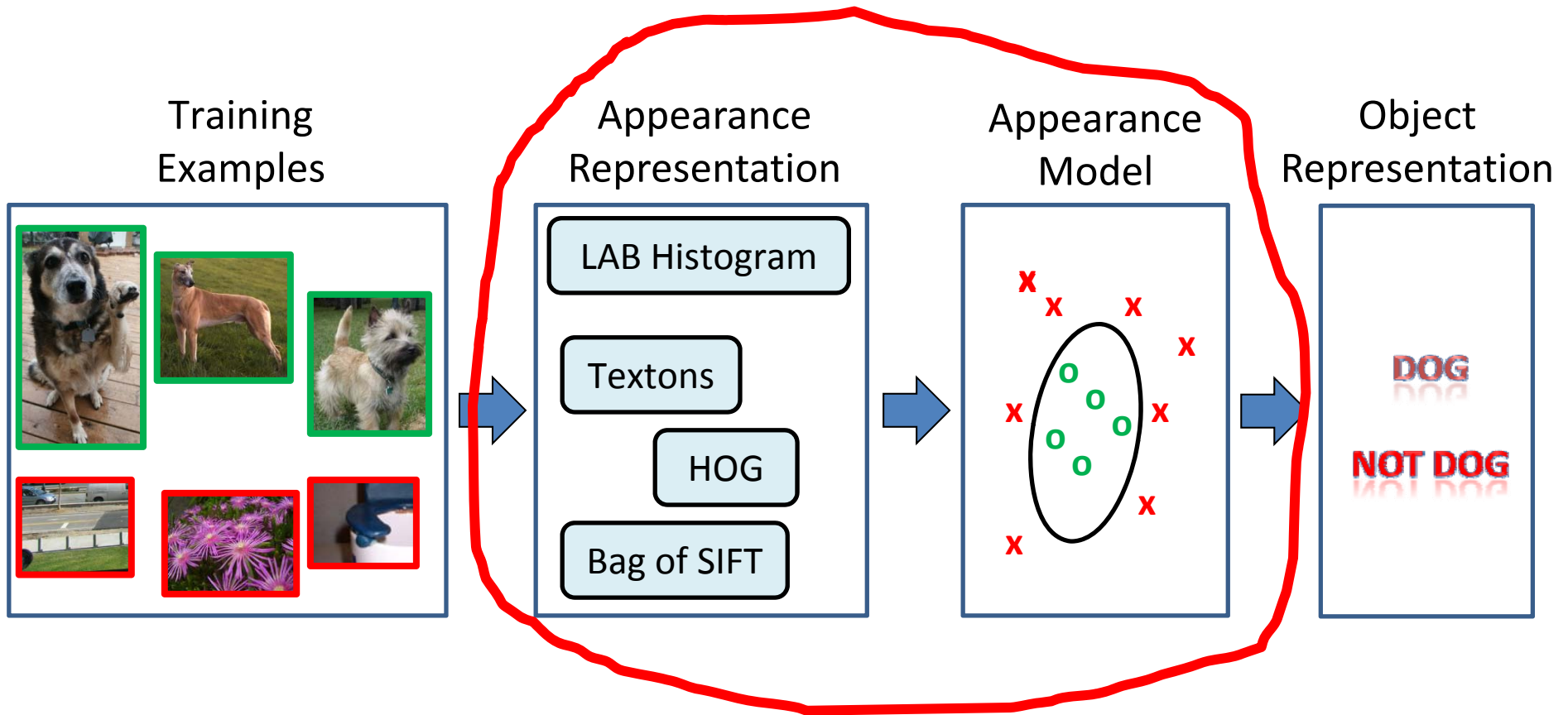
What makes a good object representation?

- **Prediction**
 - Where will it go, what will it do, how could I use it?
- **Description**
 - What is it, what is it doing, what does it look like?
- **Generalization**
 - Applicable beyond the immediate task
- **Composition**
 - New, related objects and tasks are easier to learn

Current View of Recognition

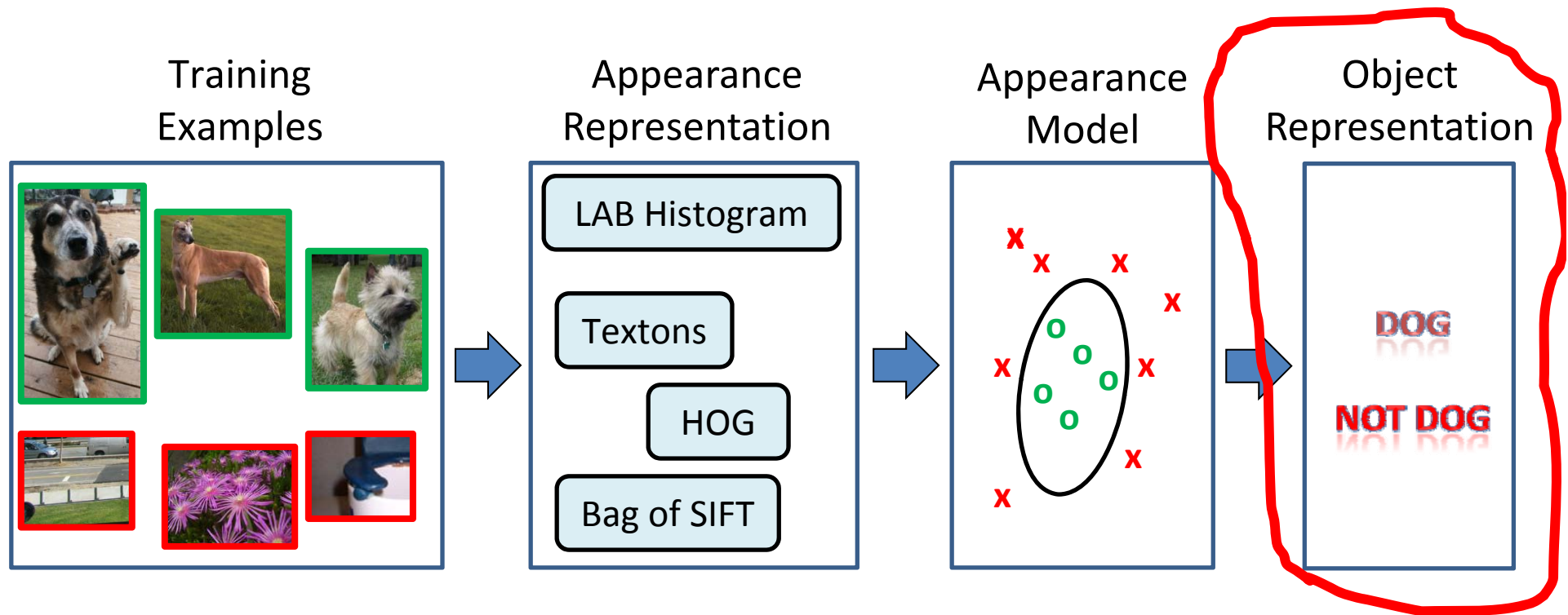


Current View of Recognition



Lots of effort – fancy stuff

Current View of Recognition



Not much changed

Value of basic categories



DOG →

Has head
Is animal
Is furry
Is small
Can be pet
Eats meat

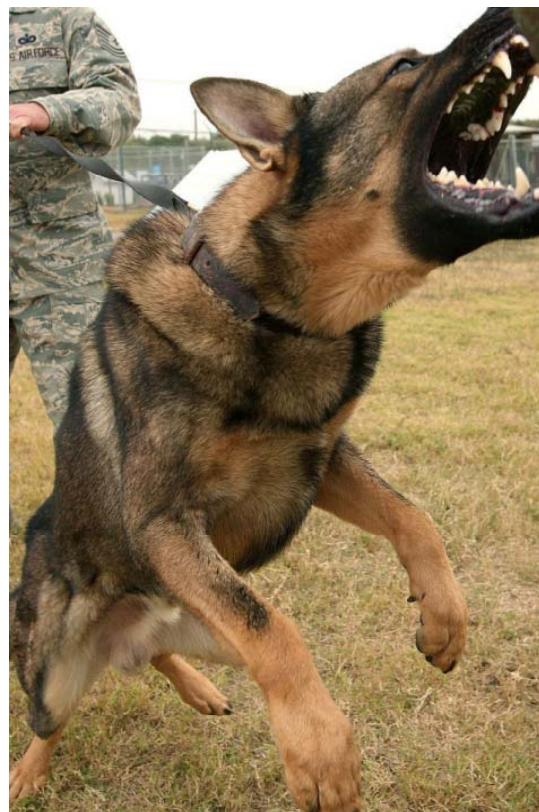
Limitations of basic categories

They provide limited prediction and description

DOG



DOG



Limitations of basic categories

They do not apply to objects from novel categories

Familiar Objects



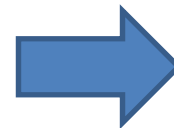
Cat



Horse



Dog



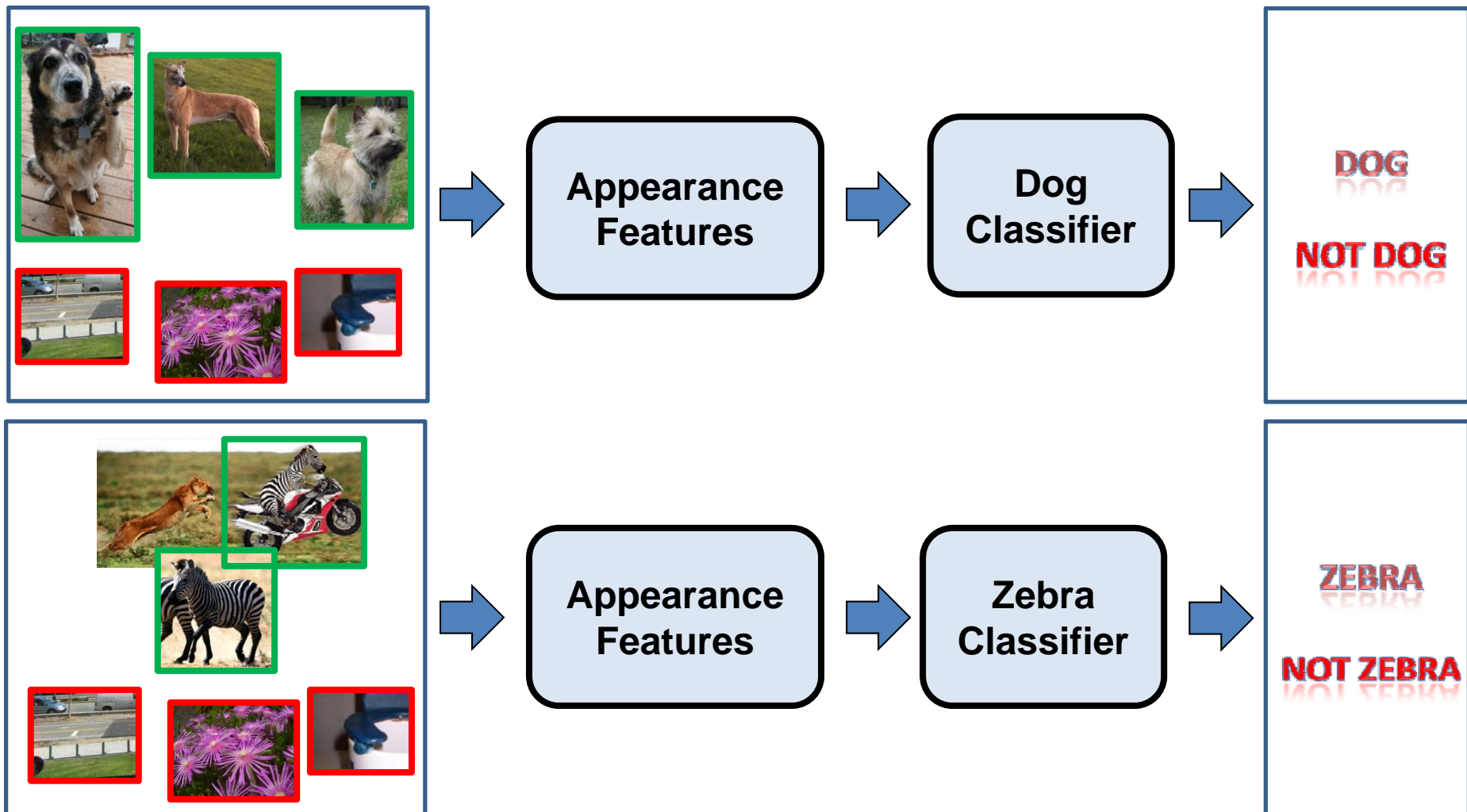
New Object



???

Limitations of basic categories

They do not make it easier to learn new categories



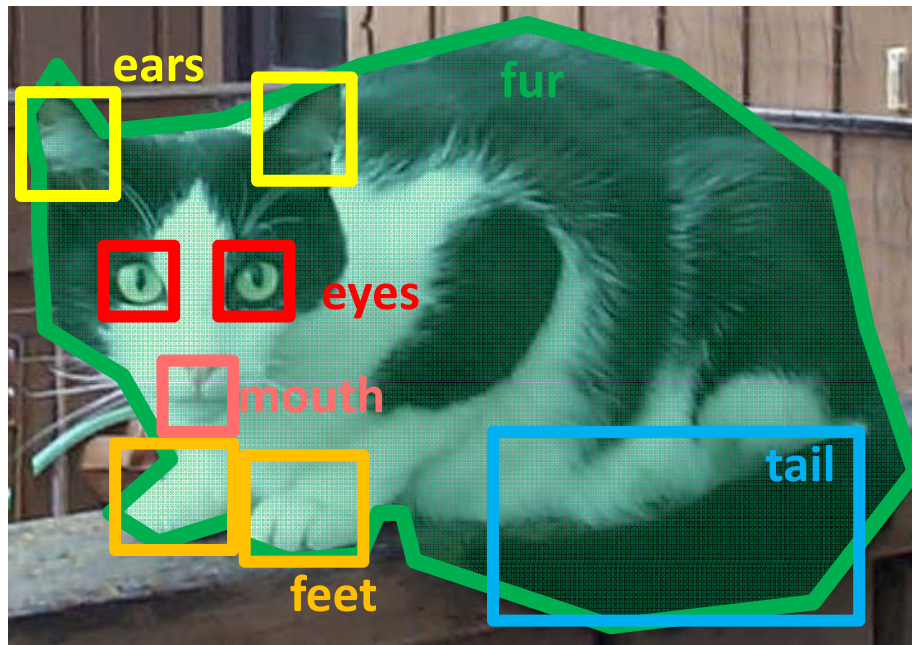
Category-based representation

- Limited description and prediction
- No generalization to objects outside of learned categories
- Provides little guidance for learning

So what would make a better representation?

Attribute-based Representation

Learn intermediate structure with object categories



Multiple Categories

animal, land animal, ..., cat

Viewpoint/pose

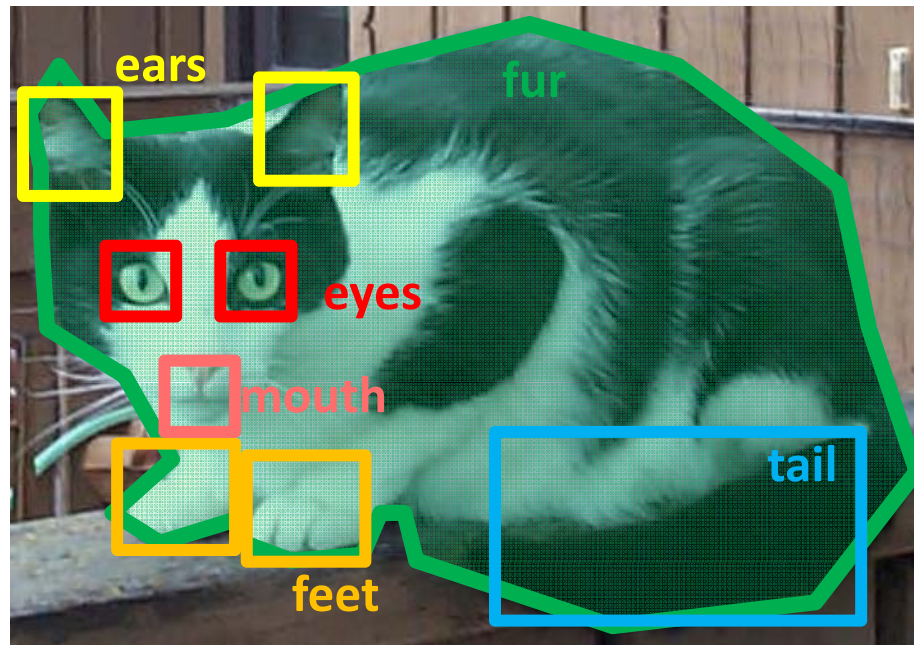
lying down, left side, facing camera

Function

fast runner, climb trees, eat small animals, jump high, household pet, scratch

What we mean by attributes

- Properties that we want to describe or predict
- Shared across basic categories
- Made explicit through supervision



Multiple Categories

animal, land animal, ..., cat

Viewpoint/pose

lying down, left side, facing camera

Function

fast runner, climb trees, eat small animals, jump high, household pet, scratch

What do these attributes get us?

Image Level

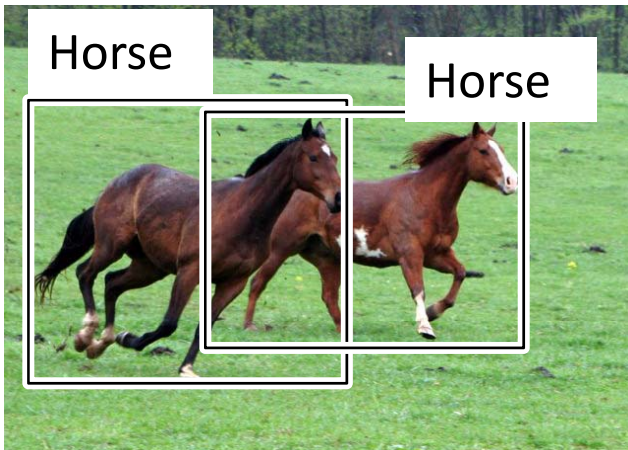
Contains donkey



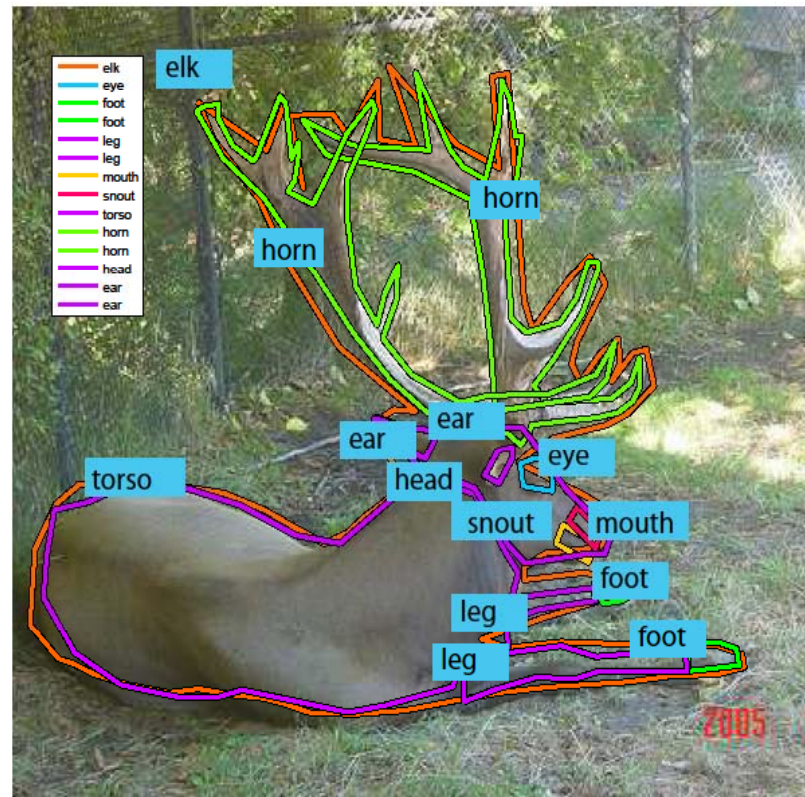
Object Level

Horse

Horse



Detailed Attributes Level



Categories

Animal
Land animal
Mammal
Four legged animal
Elk

Pose

Lying down = 1
Back = 1
...

Functional

Can see
Can walk
Herbivorous
...

Material

Pixel segmentations

Advantages of supervised attributes

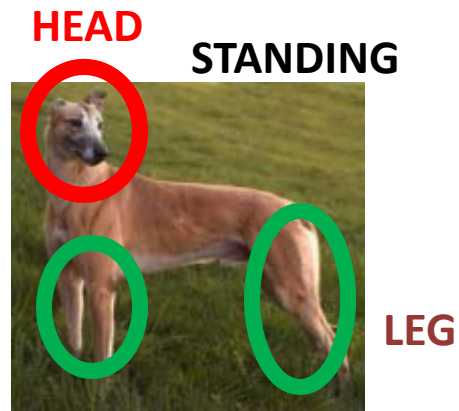
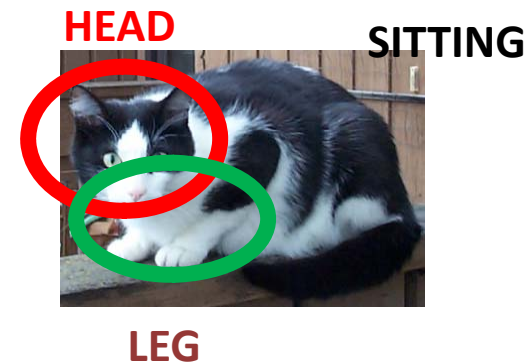
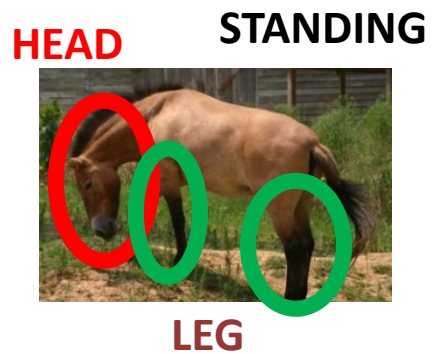
- Enables verbal description of objects and images



Large angry dog with
pointy teeth

Advantages of supervised attributes

- Provides correspondence for objects from different categories

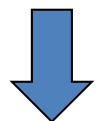


Domain-based Recognition

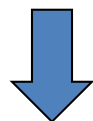
Basic-Level
Categories



...

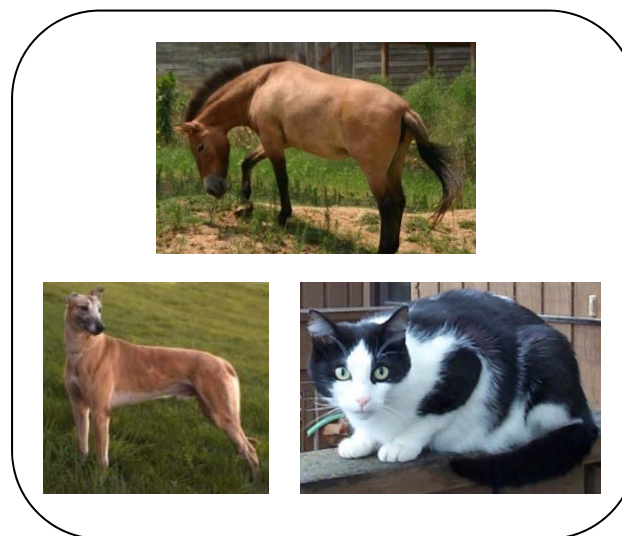


**Cat
Detector**



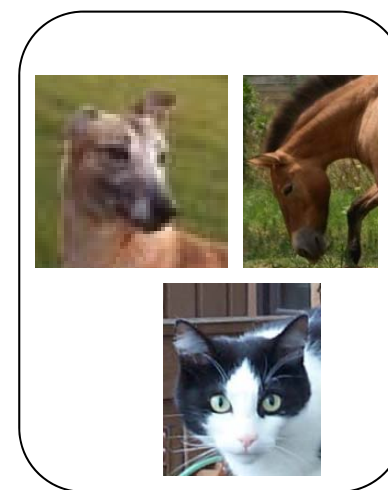
**Dog
Detector**

Superordinate
Categories



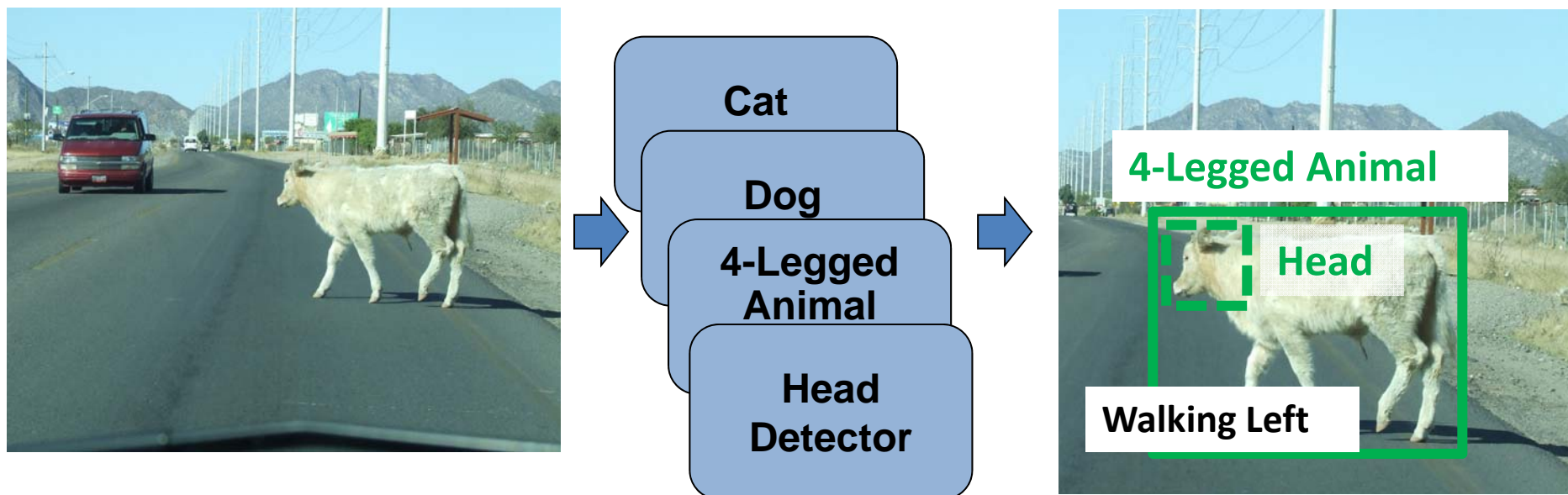
**4-Legged
Animal
Detector**

Parts

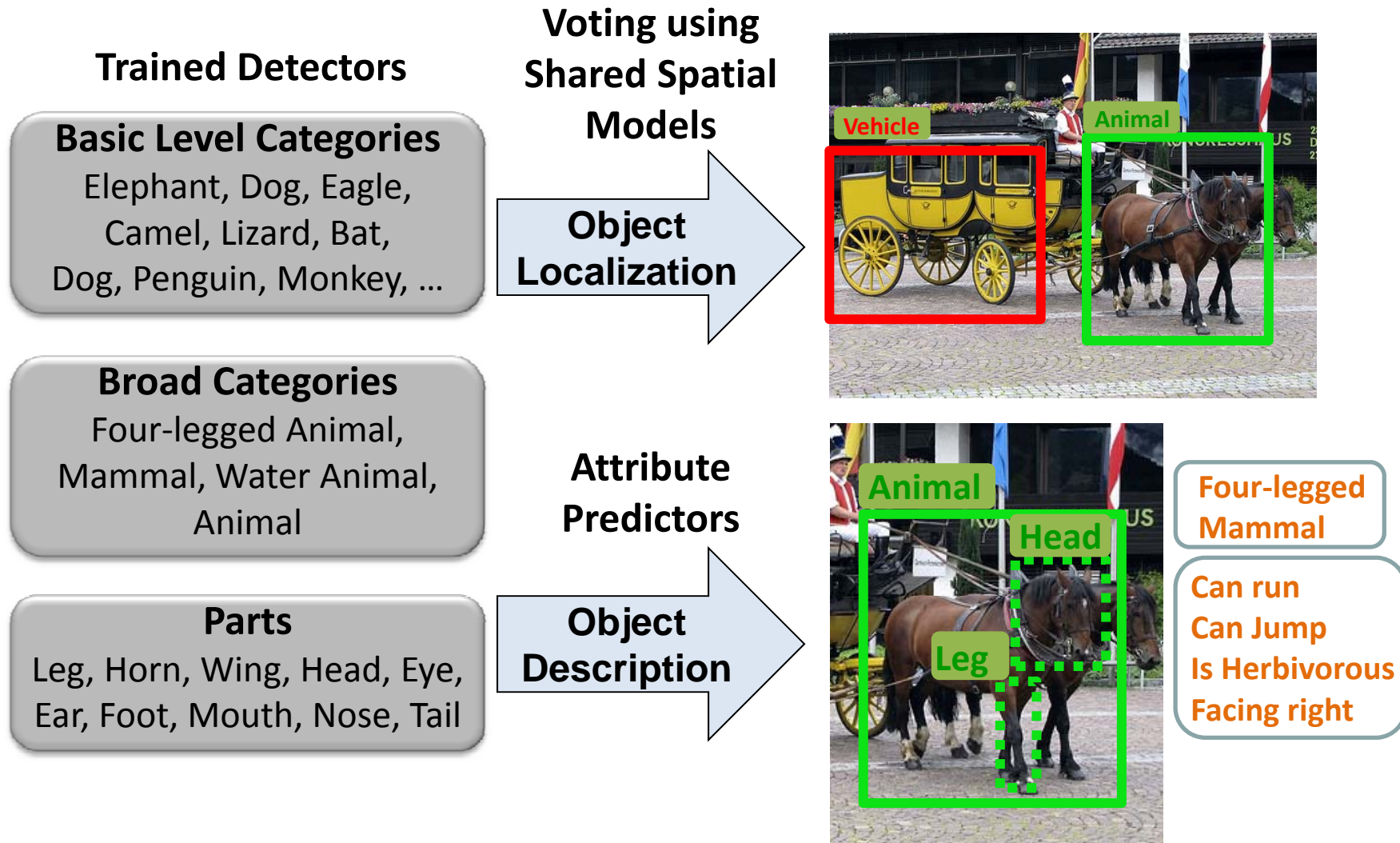


**Head
Detector**

Domain-based Recognition



Domain-based recognition: overview



CORE Dataset

Cross-category **O**bject **RE**cognition

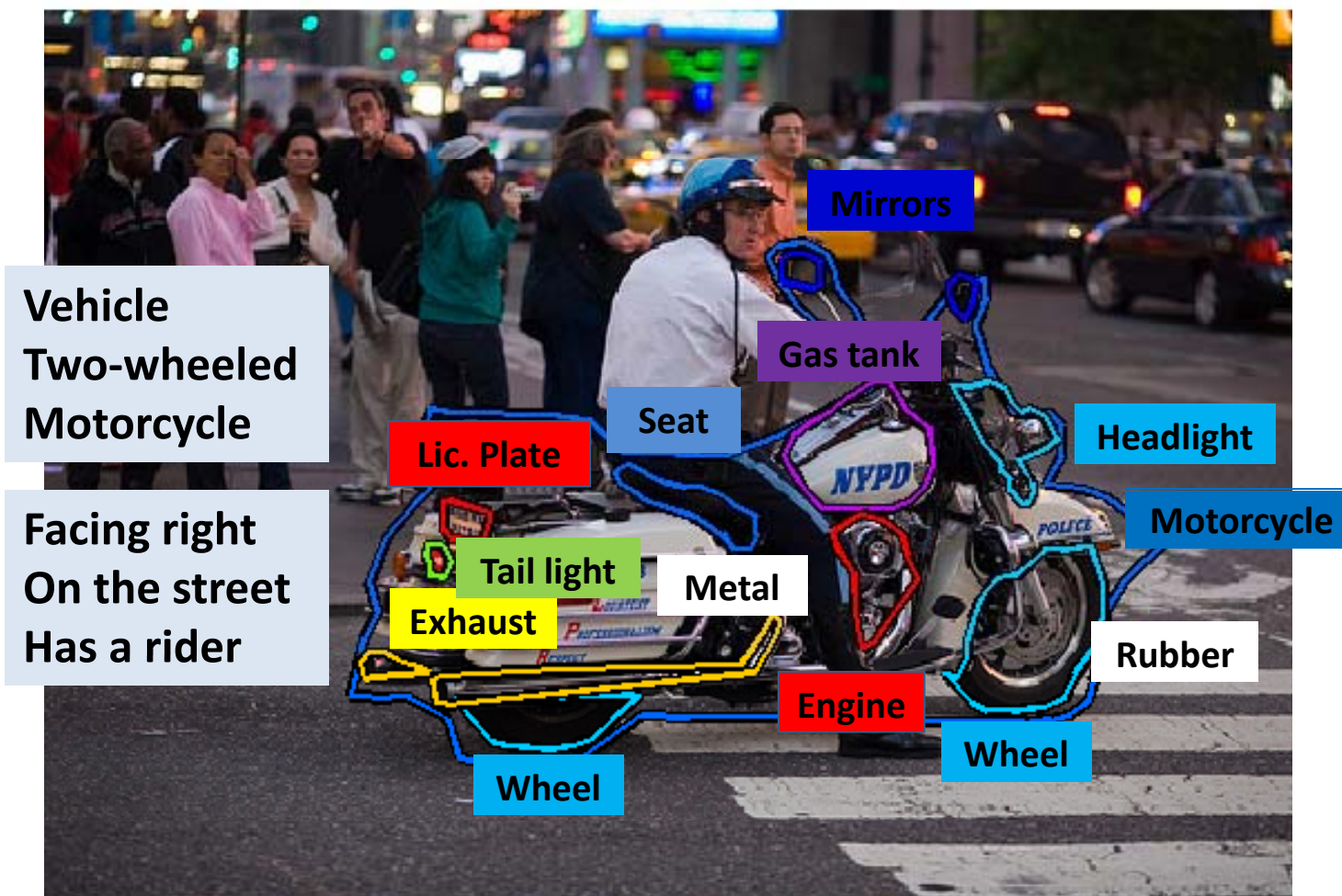
- 2780 Images – from ImageNet
- 3192 Objects – 28 Categories
- 26695 Parts – 71 types
- 30046 Attributes – 34 types
- 1052 Material Images – 10 types

Download or browse online:

<http://vision.cs.uiuc.edu/CORE>

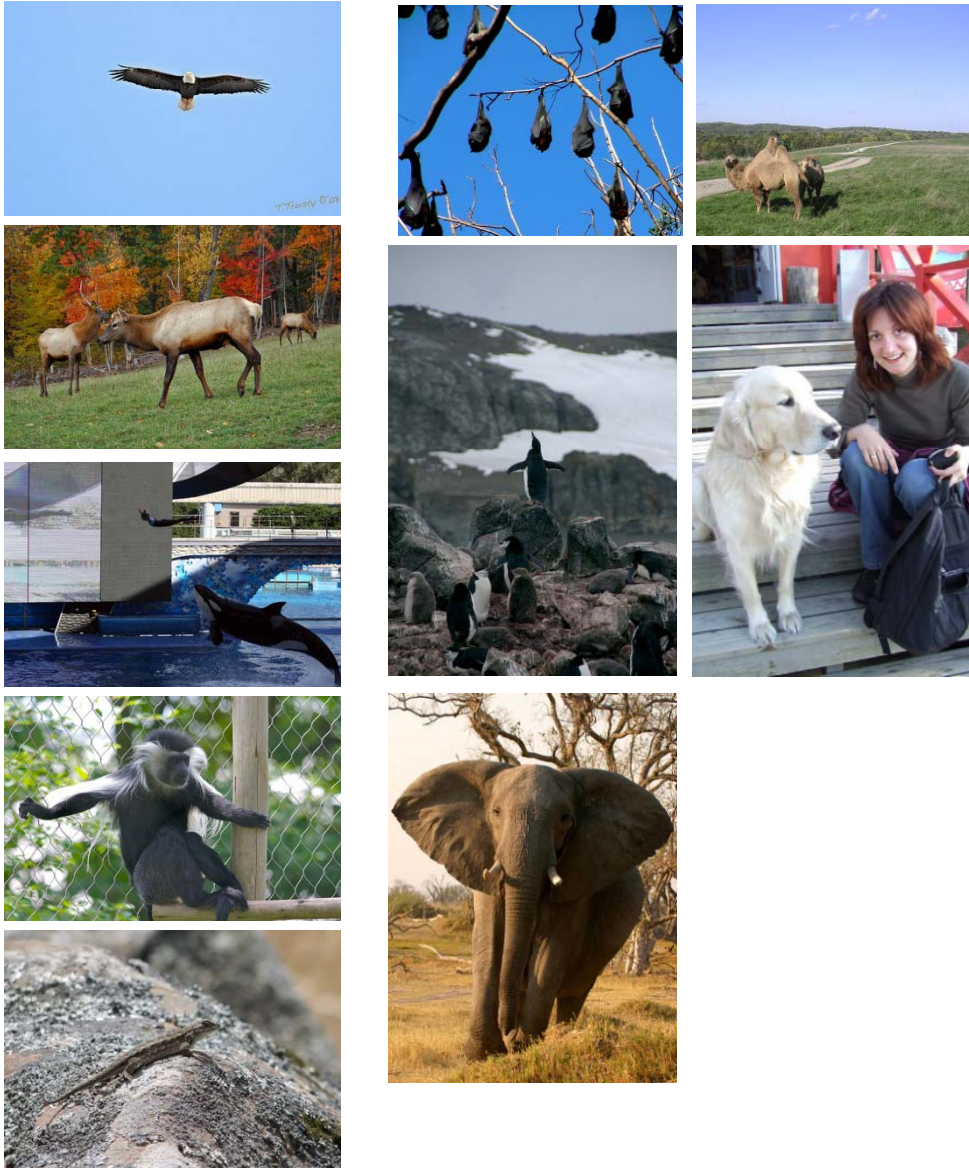
CORE Dataset

Annotation Example



Dataset examples: animals

Categories Seen During Training and Testing



Categories Seen Only During Testing



Dataset examples: vehicles

Categories Seen During Training and Testing

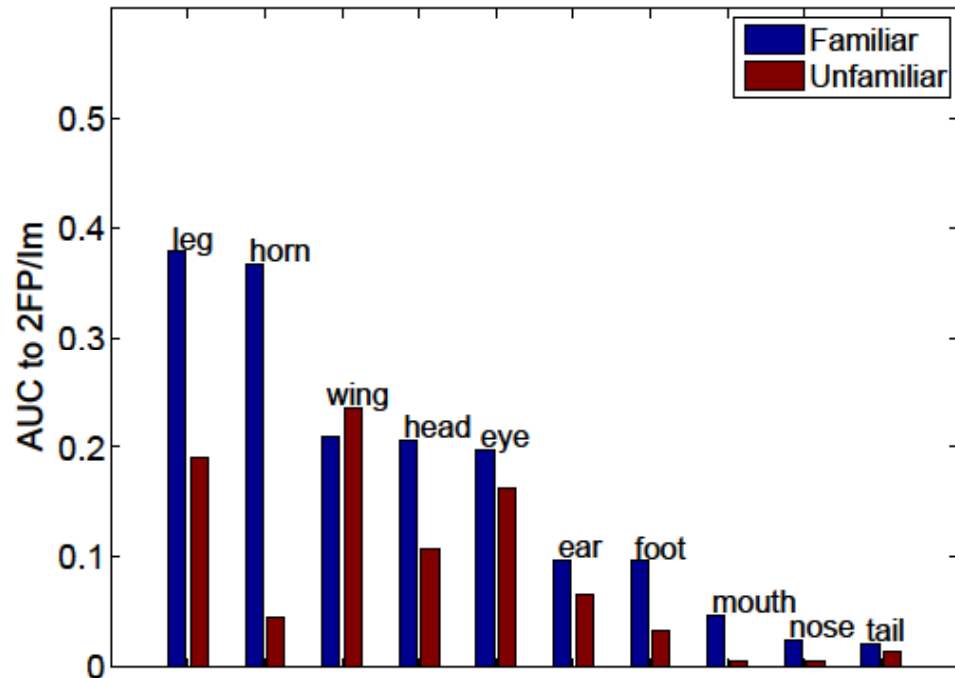


Categories Seen Only
During Testing

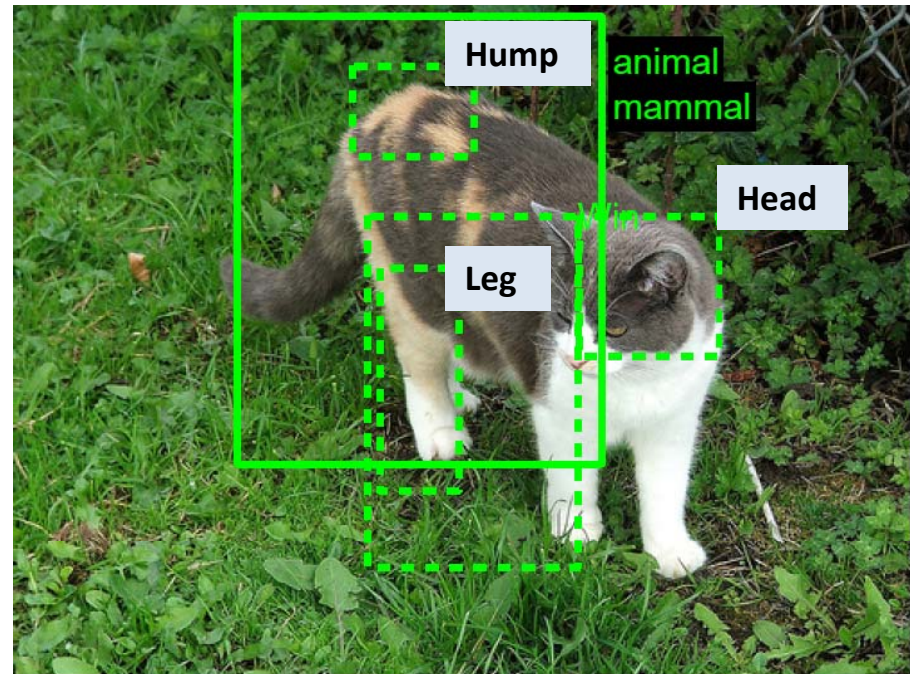


Result: Part detectors can generalize across categories

Animal Parts

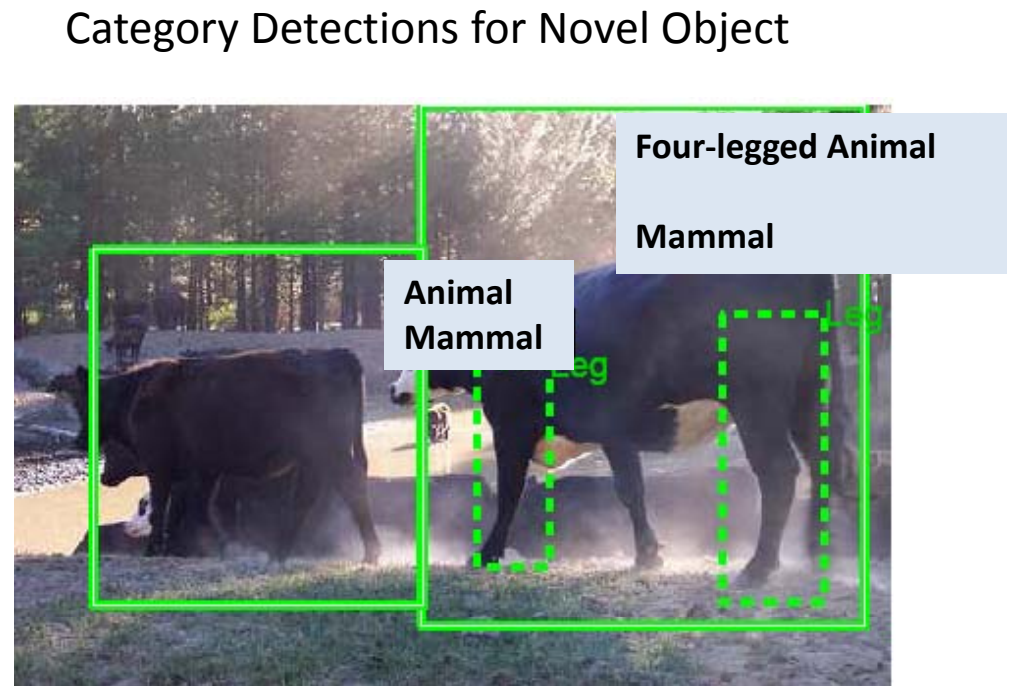
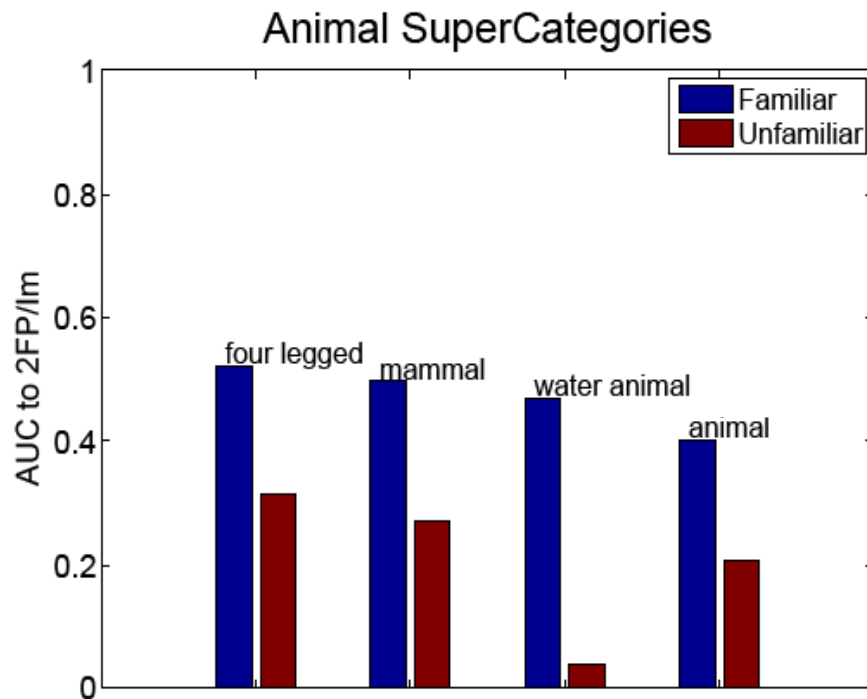


Part Detections for Novel Object



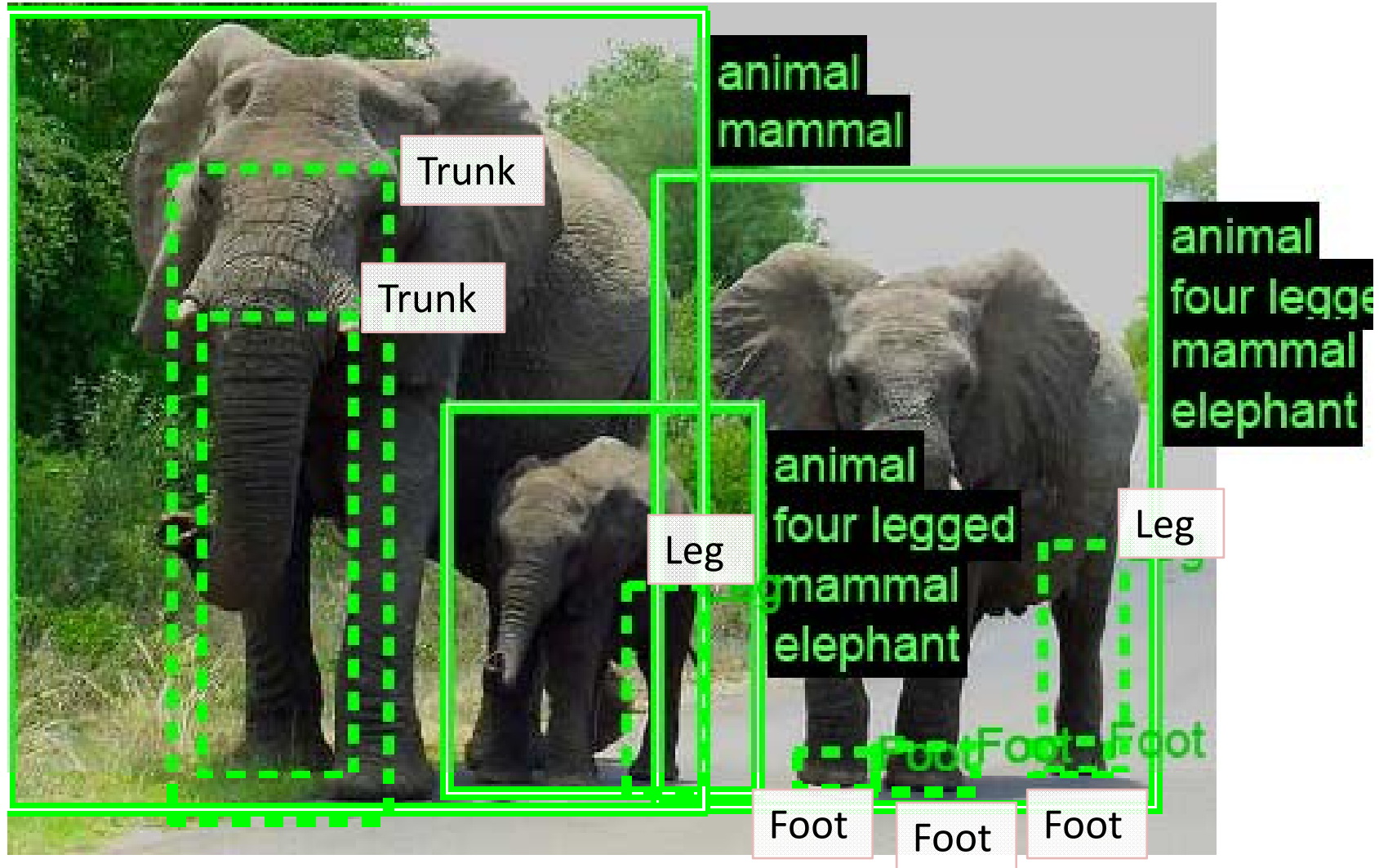
Detectors trained using (Felzenszwalb Girshik McAllester Ramanan 2009) method

Result: Broad category detectors can generalize across basic categories



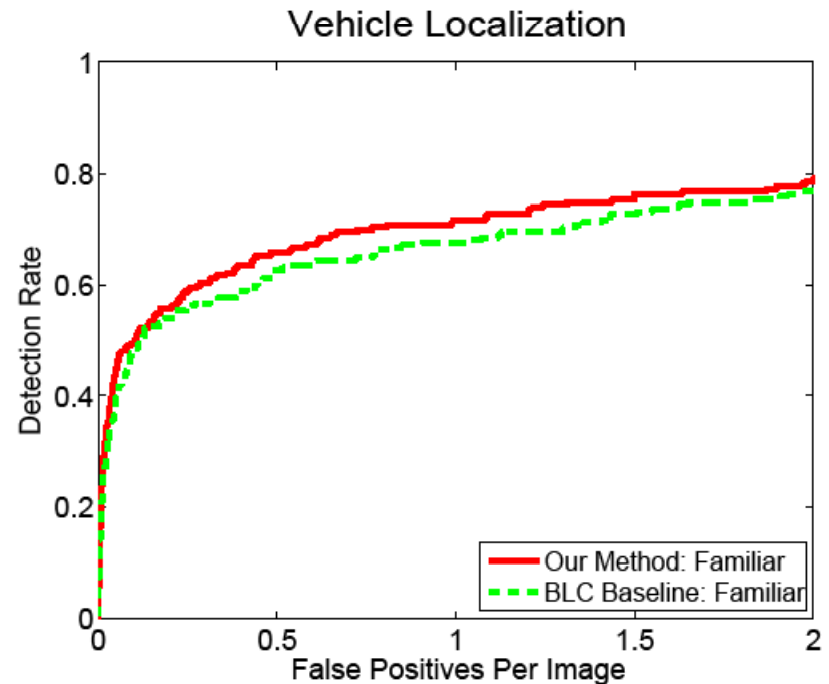
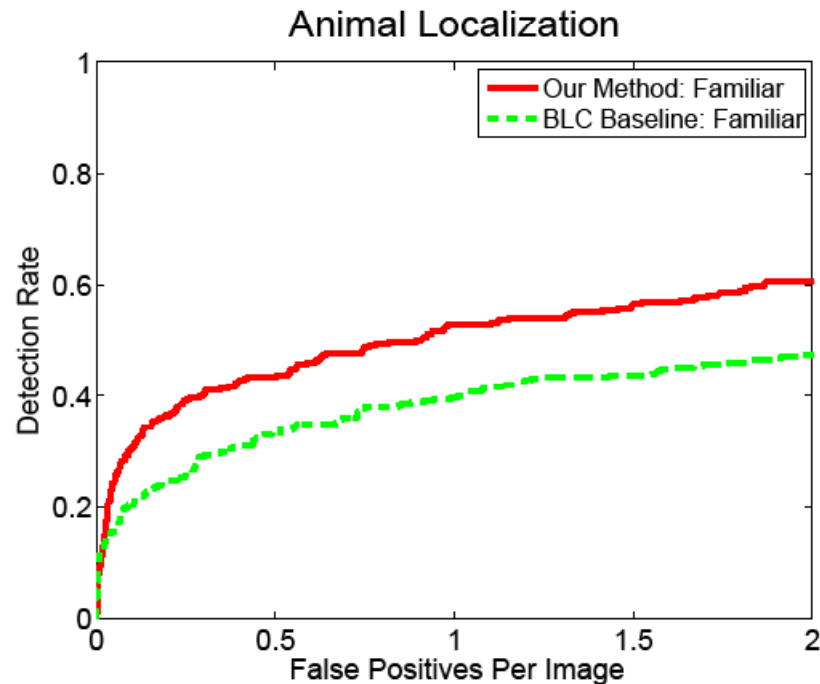
Detectors trained using (Felzenszwalb Girshik McAllester Ramanan 2009) method

describe objects from familiar categories



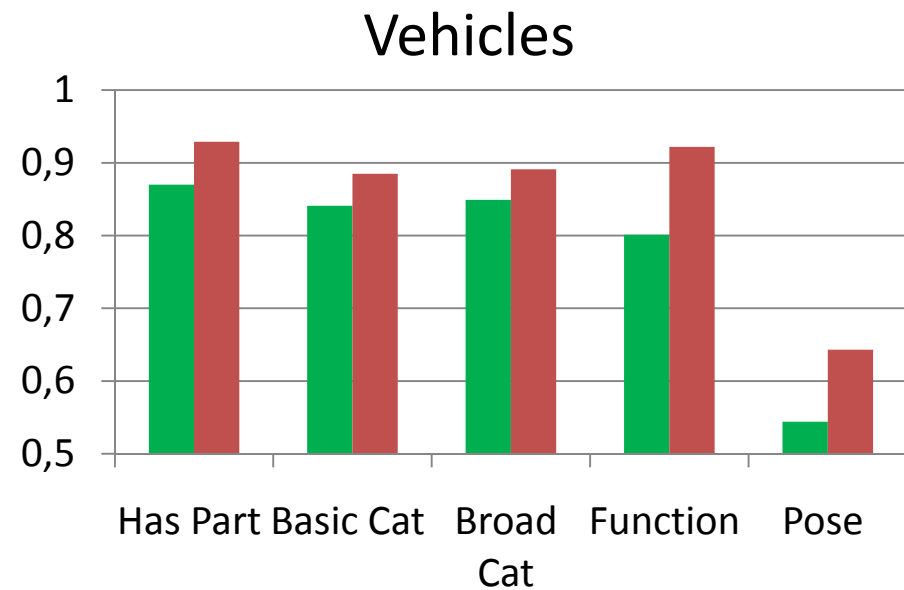
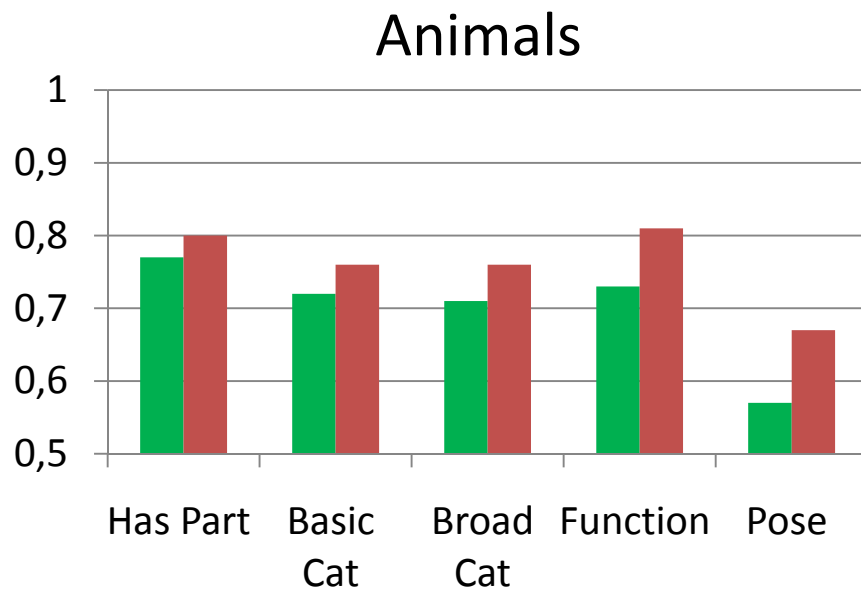
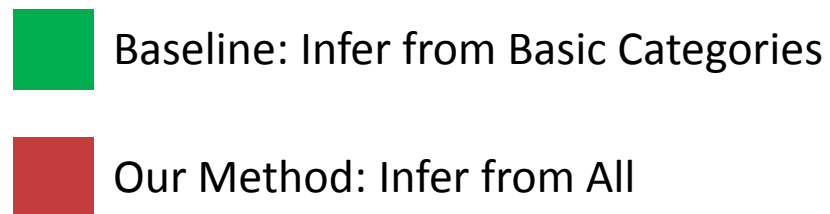
describe objects from familiar categories

ROC for Localization of Familiar Objects

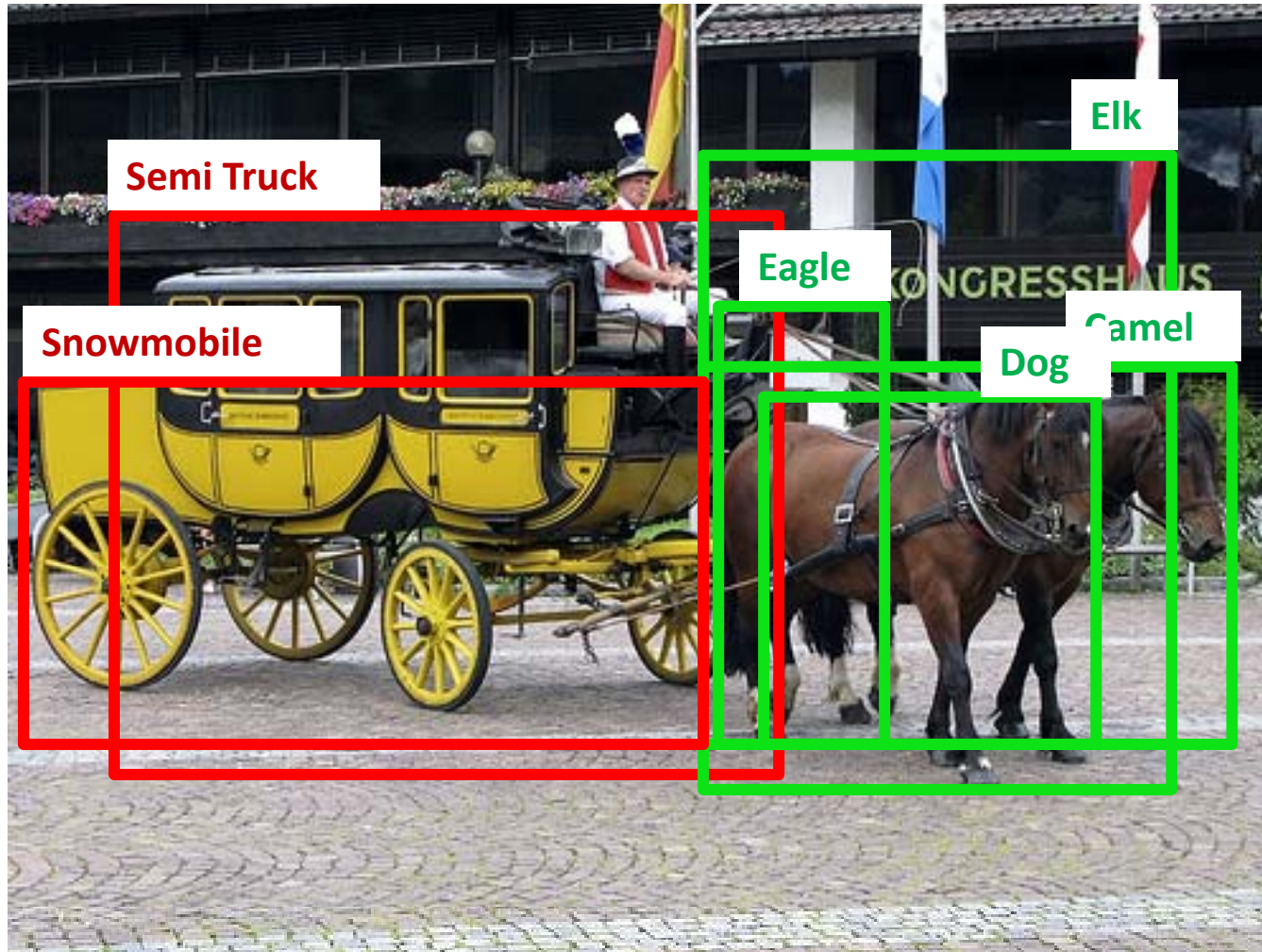


describe objects from familiar categories

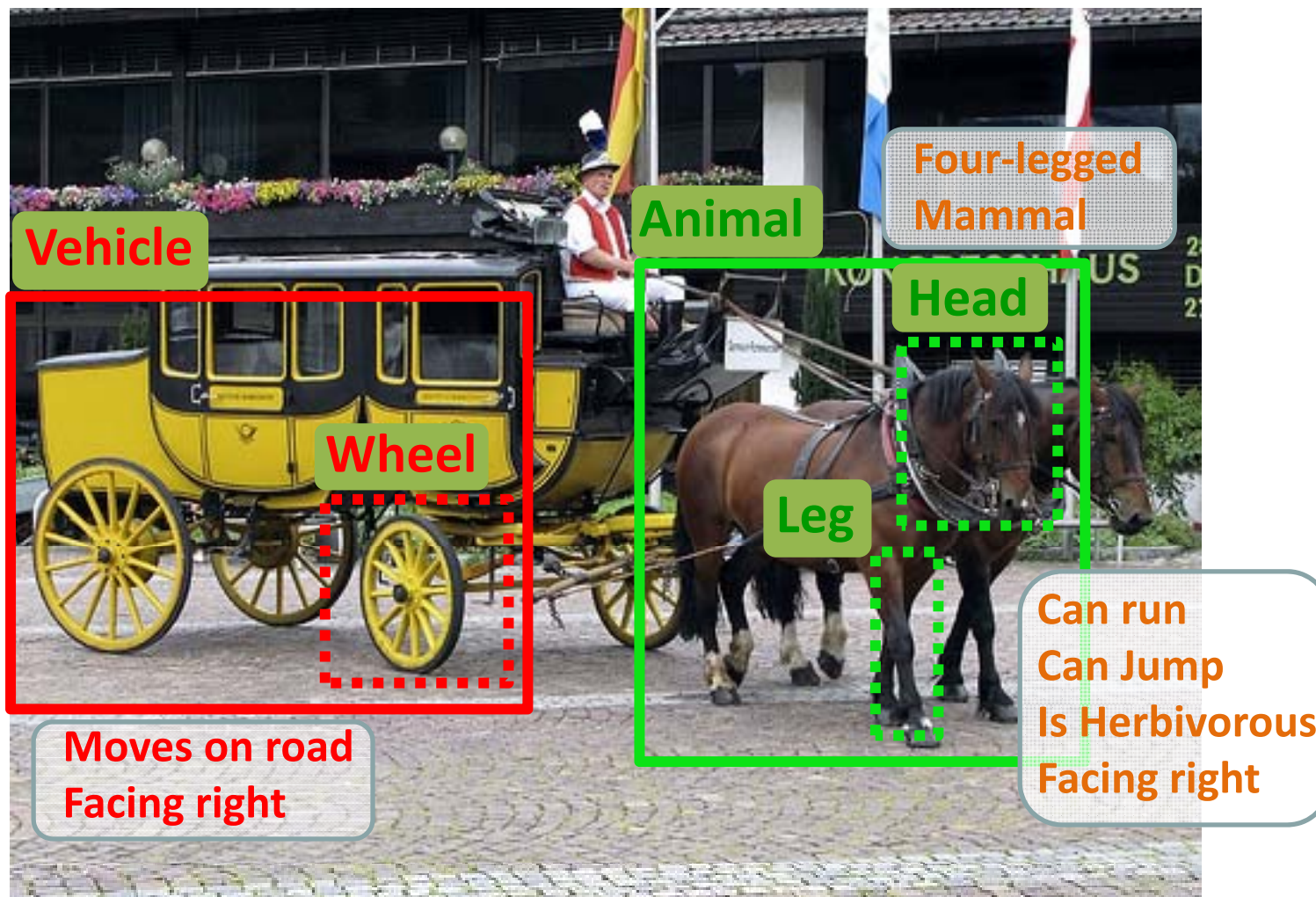
AUC for Attribute Prediction for Familiar Objects



Result using only basic categories

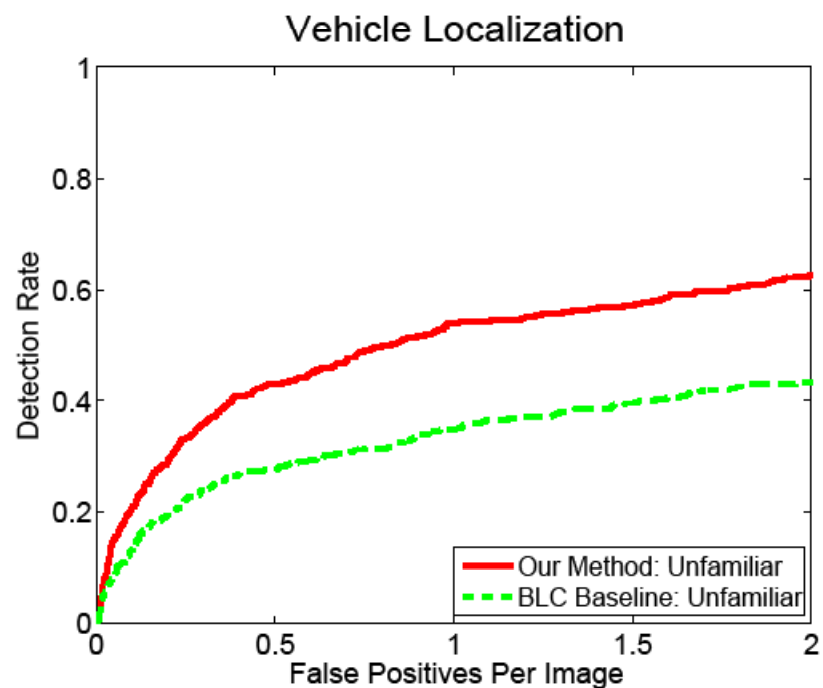
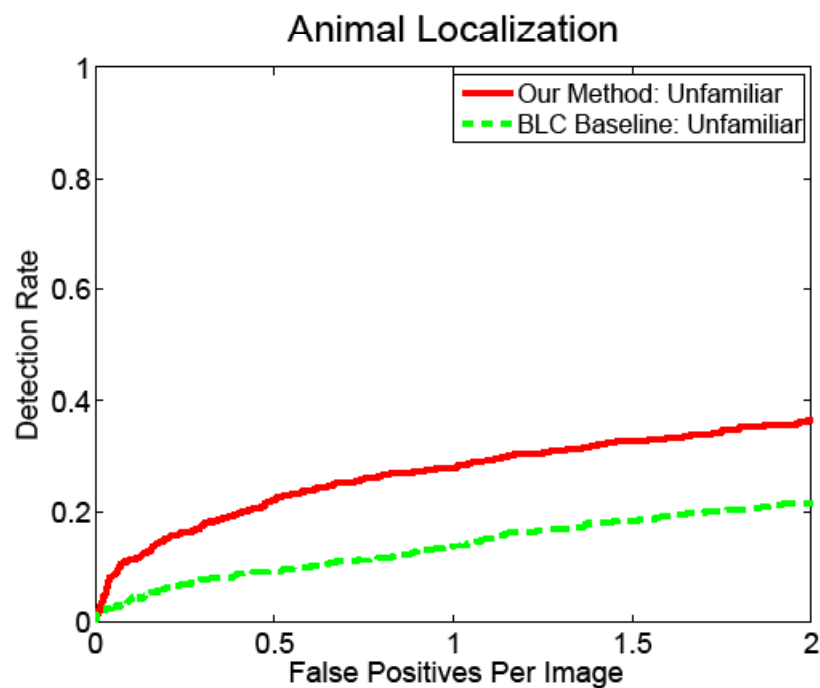


Result 3: We can find and describe objects from novel categories



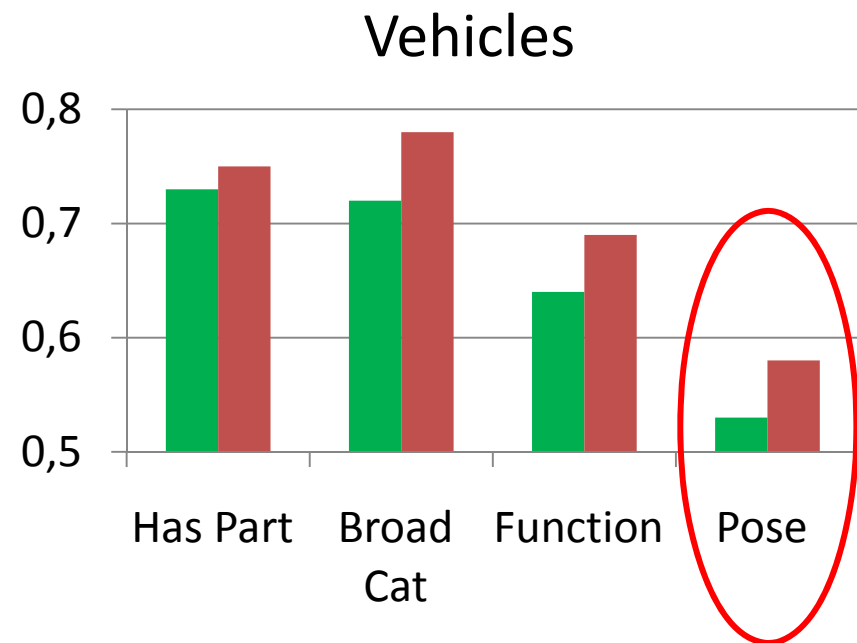
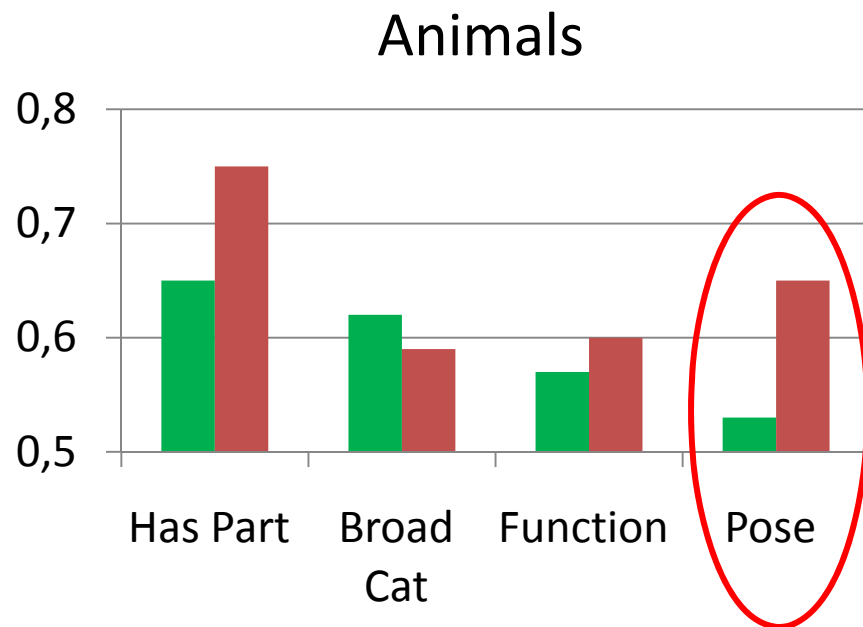
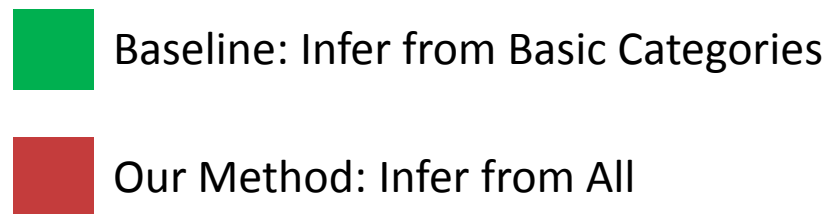
Result 3: We can find and describe objects from *novel categories*

ROC for Localization of Unfamiliar Objects



Result 3: We can find and describe objects from *novel categories*

AUC for Attribute Prediction for Unfamiliar Objects



Summary of Findings

- Current detectors are good enough to recognize general parts and broad categories
- Learning to recognize parts and broad categories improves both detection and description
- By going beyond categories, we can partially recognize novel objects