BIL 717 **Image Processing**

Semantic Segmentation

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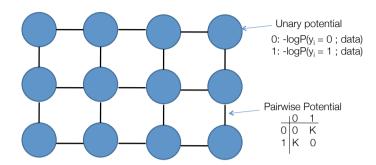
Review - Solving MRFs with graph cuts

Main idea:

- Construct a graph such that every st-cut corresponds to a joint assignment to the variables v
- The cost of the cut should be equal to the energy of the assignment, E(y; data)*.
- The minimum-cut then corresponds to the minimum energy assignment, $\mathbf{y}^* = \operatorname{argmin}_{\mathbf{v}} \mathsf{E}(\mathbf{y}; \operatorname{data}).$

S. Gould

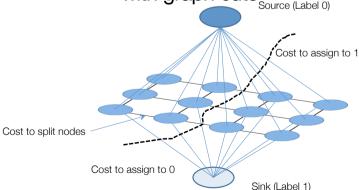
Review - Markov Random Fields



• Example: "label smoothing" grid

$$Energy(\mathbf{y}; \theta, data) = \sum_{i} \psi_{1}(y_{i}; \theta, data) + \sum_{i, j \in edges} \psi_{2}(y_{i}, y_{j}; \theta, data)$$

Review - Solving MRFs with graph cuts Source (Label 0)

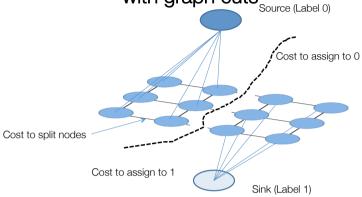


$$Energy(\mathbf{y}; \theta, data) = \sum_{i} \psi_{1}(y_{i}; \theta, data) + \sum_{i, j \in edges} \psi_{2}(y_{i}, y_{j}; \theta, data)$$

D. Hoiem

^{*} Requires non-negative energies

Review - Solving MRFs with graph cuts Source (Label 0)



$$Energy(\mathbf{y}; \theta, data) = \sum_{i} \psi_{1}(y_{i}; \theta, data) + \sum_{i, j \in edges} \psi_{2}(y_{i}, y_{j}; \theta, data)$$
D. Hoiem

Code for Image Segmentation

$$E(x) = \sum_{i} c_{i} x_{i} + \sum_{i,j} d_{ij} |x_{i} - x_{j}|$$

$$E: \{0,1\}^{n} \rightarrow R$$

$$0 \rightarrow fg$$

$$1 \rightarrow bg$$

$$n = number of pixels$$



 $x^{\cdot} = \underset{X}{\text{arg min }} \mathsf{E}(x)$

How to minimize E(x)?

Global Minimum (x*)

P. Kohli

Review - How does the code look like?

```
Graph *g;
For all pixels p
                                                               Source (0)
    /* Add a node to the graph */
    nodeID(p) = g->add_node();
    /* Set cost of terminal edges */
    set_weights(nodeID(p),fgCost(p),
               bgCost(p));
end
for all adjacent pixels p,q
    add_weights(nodeID(p),nodeID(q),
               cost(p,q));
                                                                 Sink (1)
g->compute_maxflow();
label_p = g->is_connected_to_source(nodeID(p));
// is the label of pixel p (0 or 1)
```

P. Kohli

Review - How does the code look like?

```
Graph *g;
For all pixels p
                                                                        Source (0)
    /* Add a node to the graph */
    nodeID(p) = g->add_node();
                                                                             bgCost(a<sub>2</sub>)
                                                  bgCost(a<sub>1</sub>
    /* Set cost of terminal edges */
    set_weights(nodeID(p),fgCost(p),
                  bgCost(p));
                                                                                   a_2
                                                    a<sub>1</sub>
for all adjacent pixels p,q
     add_weights(nodeID(p),nodeID(q),
                                                  fgCost(a<sub>1</sub>
                                                                             fgCost(a<sub>2</sub>)
                   cost(p,q));
                                                                          Sink (1)
g->compute_maxflow();
label_p = g->is_connected_to_source(nodeID(p));
// is the label of pixel p (0 or 1)
```

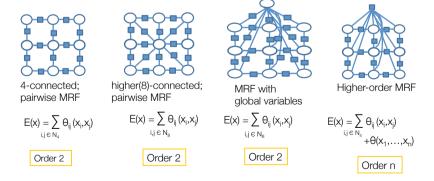
P. Kohli

Review - How does the code look like?

```
Graph *g;
For all pixels p
                                                                     Source (0)
     /* Add a node to the graph */
    nodeID(p) = g->add node();
                                                bqCost(a<sub>1</sub>)
                                                                         bgCost(a<sub>2</sub>)
     /* Set cost of terminal edges */
    set_weights(nodeID(p),fgCost(p),
                                                             cost(p,q)
                 bgCost(p));
end
for all adjacent pixels p,q
    add_weights(nodeID(p),nodeID(q),
                                                fgCost(a,
                                                                          fgCost(a<sub>2</sub>)
                  cost(p,q));
                                                                       Sink (1)
g->compute_maxflow();
label_p = g->is_connected_to_source(nodeID(p));
// is the label of pixel p (0 or 1)
```

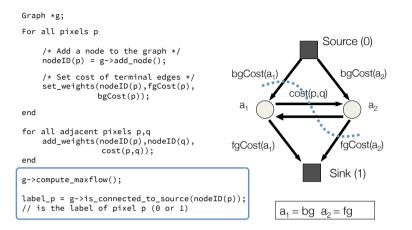
P. Kohli

Review - Random Fields in Vision



C. Rother

Review - How does the code look like?



P. Kohli

Review - MRF with global potential

GrabCut model [Rother et. al. '04]

$$E(x, \theta^F, \theta^B) = \sum_i F_i(\theta^F) x_i + B_i(\theta^B) (1 - x_i) + \sum_{i,j \in N} |x_i - x_j|$$

$$F_i = -\log \Pr(z_i | \theta^F) \quad B_i = -\log \Pr(z_i | \theta^B)$$





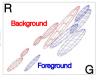


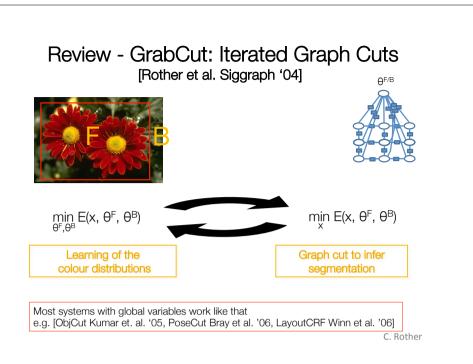
Image z

Output x

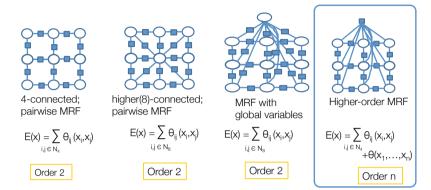
θ^{F/B} Gaussian Mixture models

Problem: for unknown x, θ^F, θ^B the optimization is NP-hard! [Vicente et al. '09]

C. Rother



Review - Random Fields in Vision



C. Rother

Review - Why Higher-order Functions?

In general $\theta(x_1,x_2,x_3) \neq \theta(x_1,x_2) + \theta(x_1,x_3) + \theta(x_2,x_3)$

Reasons for higher-order RFs:

- 1. Even better image(texture) models:
 - Field-of Expert [FoE, Roth et al. '05]
 - Curvature [Woodford et al. '08]

2. Use global Priors:

- Connectivity [Vicente et al. '08, Nowozin et al. '09]
- Better encoding label statistics [Woodford et al. '09]
- Convert global variables to global factors [Vicente et al. '09]

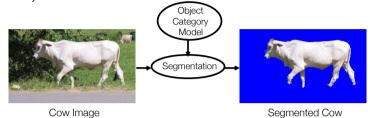
C. Rother

Semantic Segmentation

- Joint recognition & segmentation
 - segmenting all the objects in a given image and identifying their visual categories
- · aka scene parsing or image parsing
- Early studies aim at segmenting out a single object of a known category
 - Borenstein & Ullman, 2002, Liebe & Schiele, 2003,

Early Studies of Semantic Segmentation

Given an image and object category, to segment the object



- Segmentation should (ideally) be
 - shaped like the object e.g. cow-like
 - obtained efficiently in an unsupervised manner
 - able to handle self-occlusion

M. P. Kumar

Early Studies of Semantic Segmentation



R. Fergus

Early Studies of Semantic Segmentation



R. Fergus

Early Studies of Semantic Segmentation

Using Normalized Cuts, Shi & Malik, 1997

Input











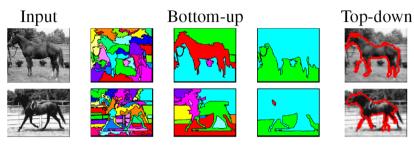




R. Fergus

Early Studies of Semantic Segmentation

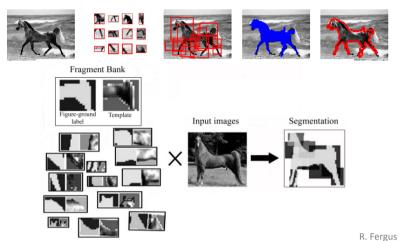
Using Normalized Cuts, Shi & Malik, 1997



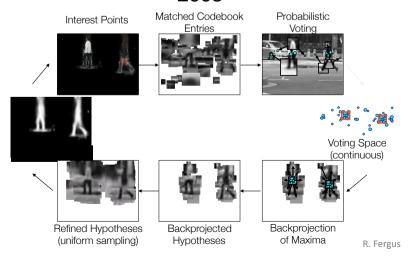
Borenstein and Ullman, ECCV 2002

R. Fergus

Jigsaw approach: Borenstein and Ullman, 2002



Implicit Shape Model - Liebe and Schiele, 2003



Random Fields for segmentation

// = Image pixels (observed)

h = foreground/background labels (hidden) - one label per pixel

 θ = Parameters

 $\underbrace{p(h | I, \theta)}_{\text{Posterior}}$

R. Fergus

Random Fields for segmentation

I = Image pixels (observed)

h = foreground/background labels (hidden) - one label per pixel

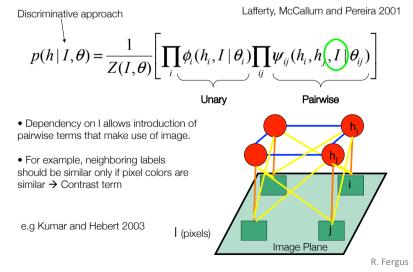
 θ = Parameters

$$\underbrace{p(h \mid I, \theta)}_{\text{Posterior}} \propto \underbrace{p(I, h \mid \theta)}_{\text{Joint}} = \underbrace{p(I \mid h, \theta)}_{\text{Likelihood}} \underbrace{p(h \mid \theta)}_{\text{Prior}}$$

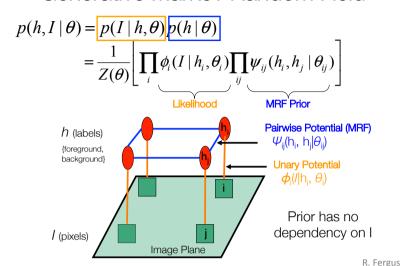
- 1. Generative approach models joint
 - → Markov random field (MRF)
- 2. Discriminative approach models posterior directly
 - → Conditional random field (CRF)

R. Fergus

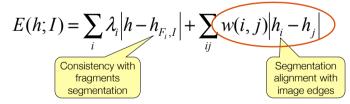
Conditional Random Field



Generative Markov Random Field



Levin & Weiss [ECCV 2006]









Resulting min-cut segmentation

R. Fergus

Semantic Segmentation Joint Object recognition & segmentation

Goal: Detect and segment test image:



Large set of example segmentation:











Up to 2.000.000 shape templates

 $E(x,w): \{0,1\}^n \times \{Exemplar\} \rightarrow R$

 $E(x,w) = \sum_{i} |T(w)_{i} - x_{i}| + \sum_{i} \theta_{ij} (x_{i},x_{j})$

"Hamming distance"

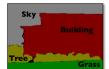
[Lempitsky et al. ECCV '08]

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Semantic Segmentation

Joint Object recognition & segmentation





$$E(x,\omega) = \sum_{\text{(color)}} \theta_i(\omega, x_i) + \sum_{\text{I (location)}} \theta_i(x_i) + \sum_{\text{I (class)}} \theta_i(x_i) + \sum_{\text{I (edge aware lsing prior)}} \theta_{ij}(x_i,x_j)$$

 $x_i \in \{1,...,K\}$ for K object classes

Location

[TextonBoost; Shotton et al, '06]

Class (boosted textons)











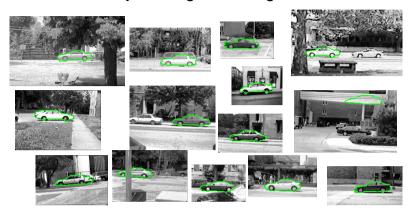






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Semantic Segmentation Joint Object recognition & segmentation

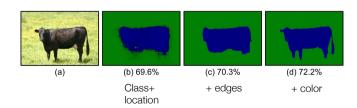


UIUC dataset; 98.8% accuracy

[Lempitsky et al. ECCV '08]

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Semantic Segmentation Joint Object recognition & segmentation

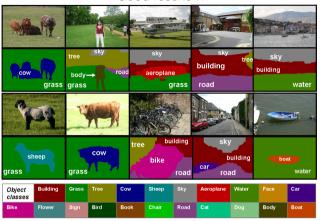


[TextonBoost; Shotton et al, '06]

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Semantic Segmentation Joint Object recognition & segmentation

Good results ...



[TextonBoost; Shotton et al, '06]

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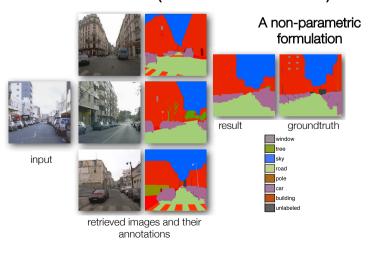
Semantic Segmentation Joint Object recognition & segmentation

Failure cases...



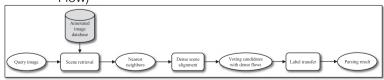
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Nonparametric Scene Parsing via Label Transfer (Liu et al. TPAMI'12)



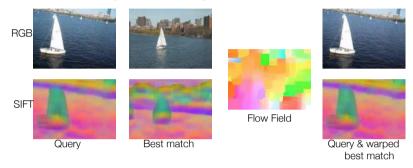
Nonparametric Scene Parsing via Label Transfer

- Framework consists of three main modules:
 - 1. <u>Scene retrieval:</u> finding nearest neighbors (k-NN approach)
 - 2. <u>Dense scene alignment:</u> dense scene matching (SIFT Flow)



Dense Scene Alignment via SIFT Flow

- SIFT Flow (Liu et al., ECCV 2008)
 - Finds semantically meaningful correspondences among two images by matching local SIFT descriptors



Label Transfer

- A set of voting candidates $\{s_i, c_i, w_i\}_{i=1:M}$ is obtained from the retrieved images with s_i , c_i , and w_i denoting the SIFT image, annotation, and SIFT flow field of the *i*th voting candidate.
- A probabilistic MRF model is built to integrate
 - multiple category labels,
 - prior object (category) information
 - spatial smoothness of category labels

$$-\log P(c|I, s, \{s_i, c_i, \mathbf{w}_i\}) = \sum_{\mathbf{p}} \psi(c(\mathbf{p}); s, \{s_i'\})$$
$$+ \alpha \sum_{\mathbf{p}} \lambda(c(\mathbf{p})) + \beta \sum_{\{\mathbf{p}, \mathbf{q}\} \in \varepsilon} \phi(c(\mathbf{p}), c(\mathbf{q}); I) + \log Z$$

Dense Scene Alignment via SIFT Flow

- SIFT Flow (Liu et al., ECCV 2008)
 - Finds semantically meaningful correspondences among two images by matching local SIFT descriptors

$$\begin{split} E(\mathbf{w}) &= \sum_{\mathbf{p}} \min(\|s_1(\mathbf{p}) - s_2(\mathbf{p} + \mathbf{w}(\mathbf{p}))\|_1, t) + & \text{data term} \\ & \sum_{\mathbf{p}} \eta(|u(\mathbf{p})| + |v(\mathbf{p})|) + & \text{small displacement term} \\ & \sum_{(\mathbf{p}, \mathbf{q}) \in \varepsilon} \min(\lambda |u(\mathbf{p}) - u(\mathbf{q})|, d) + & \text{smoothness} \\ & \min(\lambda |v(\mathbf{p}) - v(\mathbf{q})|, d), & \text{term} \end{split}$$

 $w(\mathbf{p})=(u(\mathbf{p}), v(\mathbf{p}))$: flow vector at point \mathbf{p}

Label Transfer

Likelihood term:

$$\psi(c(\mathbf{p}) = l) = \begin{cases} \min_{i \in \Omega_{\mathbf{p},l}} ||s(\mathbf{p}) - s_i(\mathbf{p} + \mathbf{w}(\mathbf{p}))||, & \Omega_{\mathbf{p},l} \neq \emptyset, \\ \tau, & \Omega_{\mathbf{p},l} = \emptyset, \end{cases}$$

- $\Omega_{\mathbf{p},l} = \{i; c_i(\mathbf{p} + \mathbf{w}(\mathbf{p})) = l\}$ where l=1,...,L indicates the index set of the voting candidates whose label is l after being warped to pixel \mathbf{p} .
- τ is set to be the value of the maximum difference of SIFT feature: $\tau = \max_{s_1, s_2, \mathbf{p}} ||s_1(\mathbf{p}) s_2(\mathbf{p})||$

Label Transfer

• Prior term :

$$\lambda(c(\mathbf{p}) = l) = -\log \operatorname{hist}_l(\mathbf{p})$$

- The prior probability that the object category / appears at pixel p.
 - obtained by counting the occurrence of each object category at each location in the training set
 - Location prior

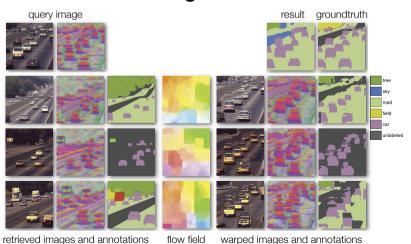
Label Transfer

• Spatial smoothness term:

$$\phi(c(\mathbf{p}), c(\mathbf{q})) = \delta[c(\mathbf{p}) \neq c(\mathbf{q})] \left(\frac{\xi + e^{-\gamma \|I(\mathbf{p}) - I(\mathbf{q})\|^2}}{\xi + 1} \right)$$

- The neighboring pixels into having the same label with the probability depending on the image edges:
 - Stronger the contrast, the more likely it is that the neighboring pixels may have different labels.

Parsing Results



retrieved images and annotations

flow field

warped images and annotations

Parsing Results

