

# Category-level localization

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# Recognition

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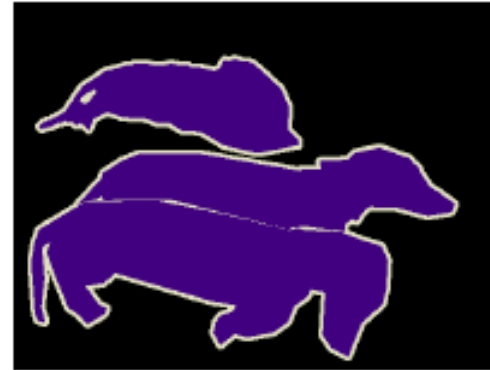
- Classification
  - Object present/absent in an image
  - Often presence of a significant amount of background clutter

- Localization / Detection
  - Localize object within the frame
  - Bounding box or pixel-level segmentation



# Pixel-level object classification

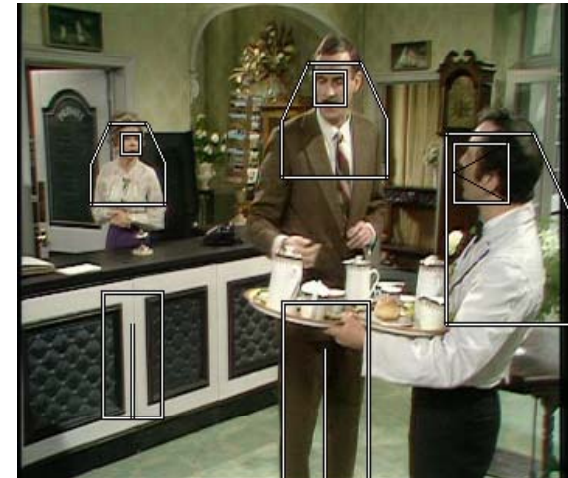
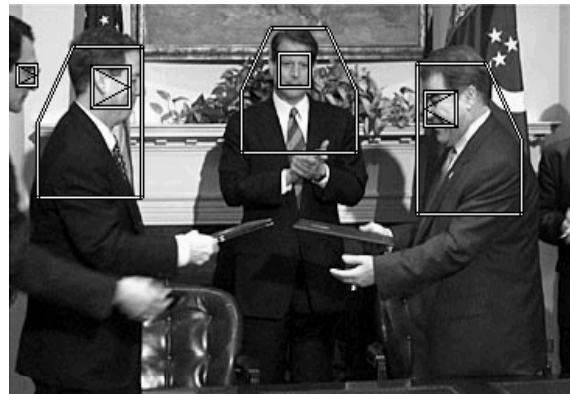
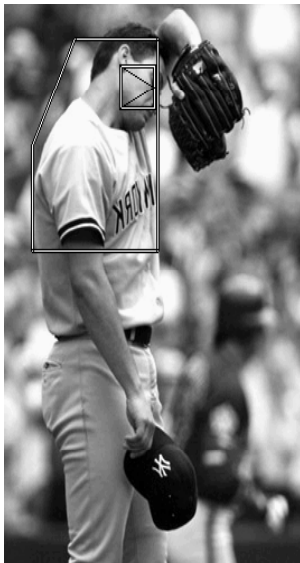
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# Difficulties

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- Intra-class variations



- Scale and viewpoint change
- Multiple aspects of categories

# Approaches

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- Intra-class variation  
=> Modeling of the variations, mainly by learning from a large dataset, for example by SVMs
- Scale + limited viewpoints changes  
=> multi-scale approach or invariant local features
- Multiple aspects of categories  
=> separate detectors for each aspect, front/profile face, build an approximate 3D “category” model

# Approaches

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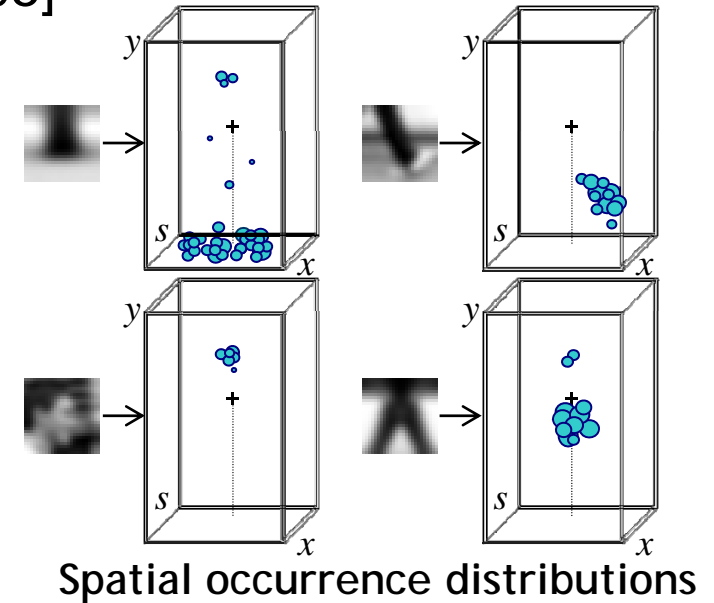
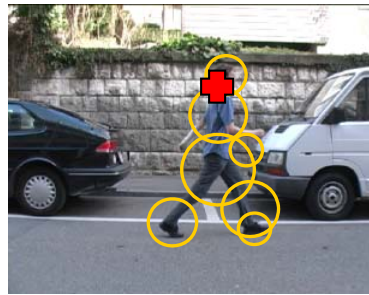
- Localization (bounding box)
  - Hough transform
  - Sliding window approach
- Localization (segmentation)
  - Shape based
  - Pixel-based +MRF
  - Segmented regions + classification

# Hough voting

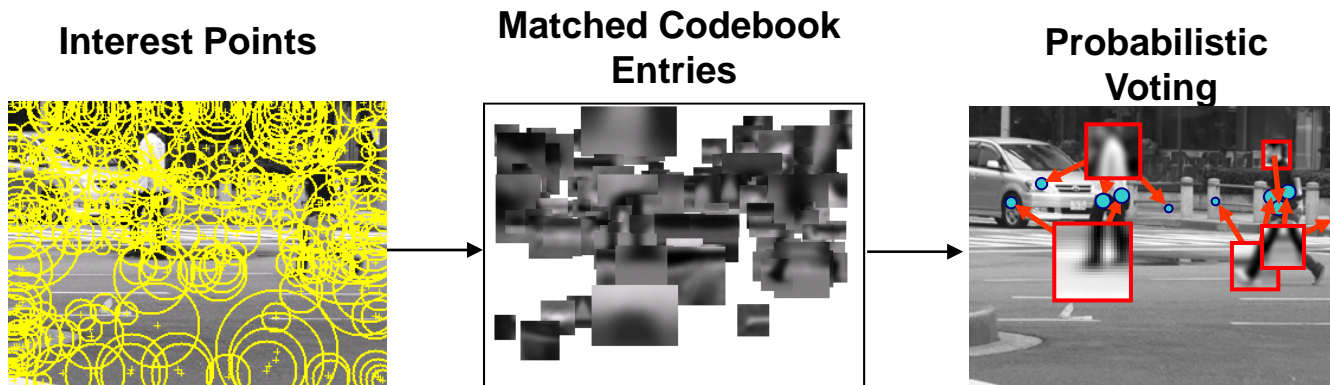
- Use Hough space voting to find objects of a class
- Implicit shape model [Leibe and Schiele '03,'05]

## Learning

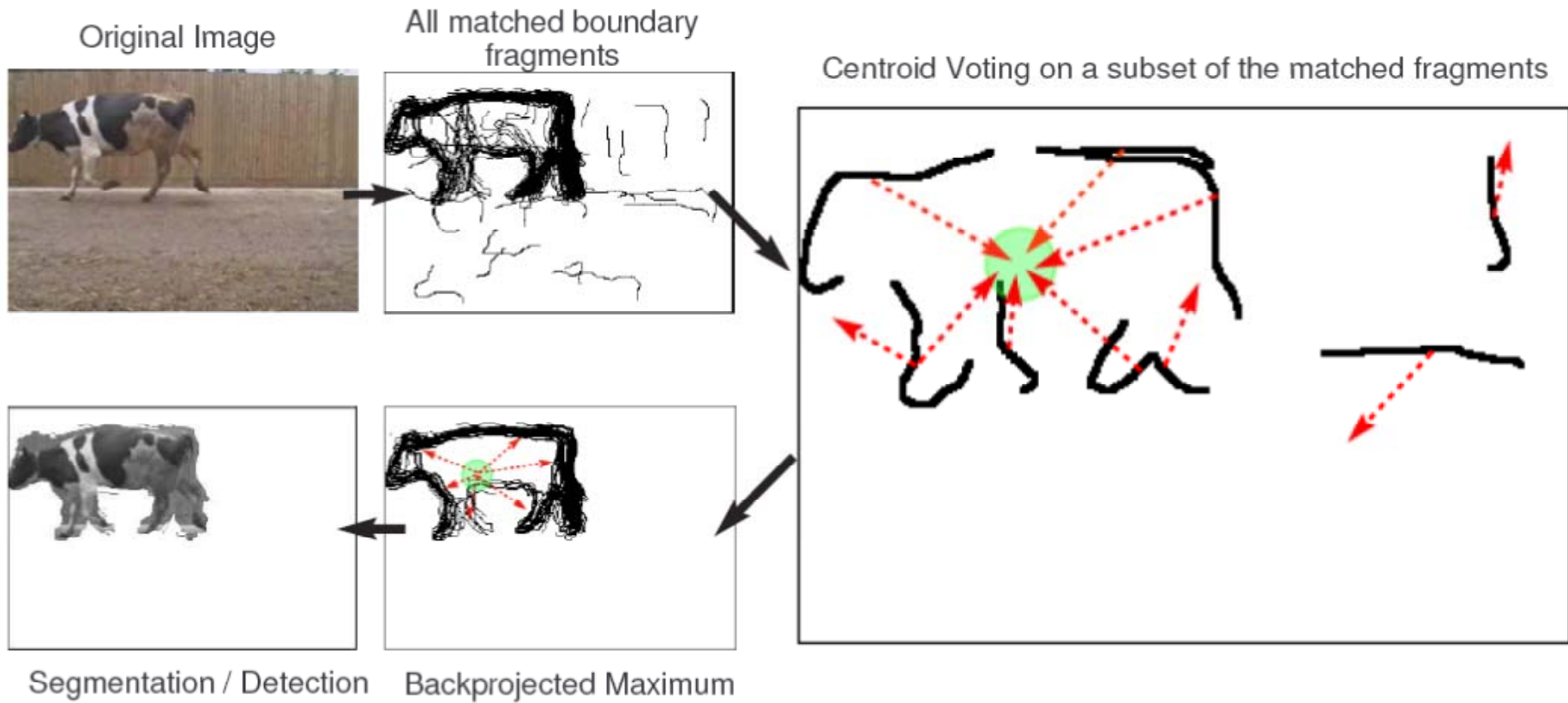
- Learn appearance codebook
  - Cluster over interest points on training images
- Learn spatial distributions
  - Match codebook to training images
  - Record matching positions on object
  - Centroid + scale is given



## Recognition



# Hough voting



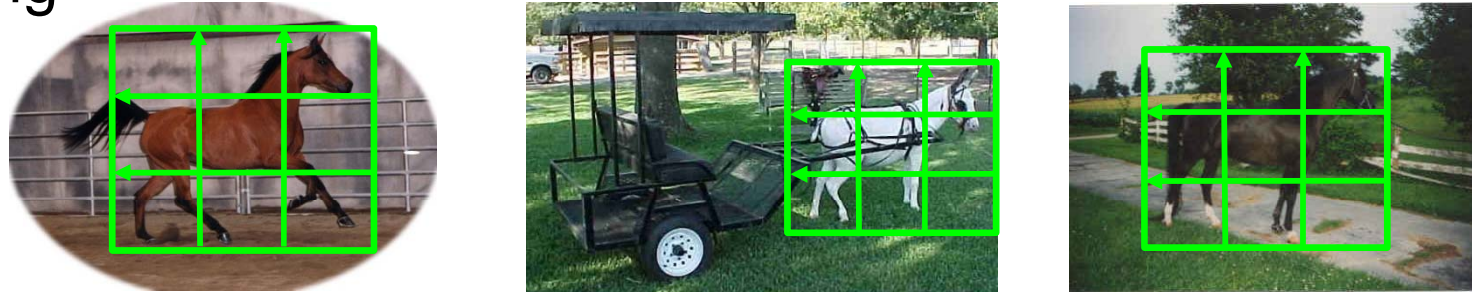
[Opelt, Pinz, Zisserman, ECCV 2006]



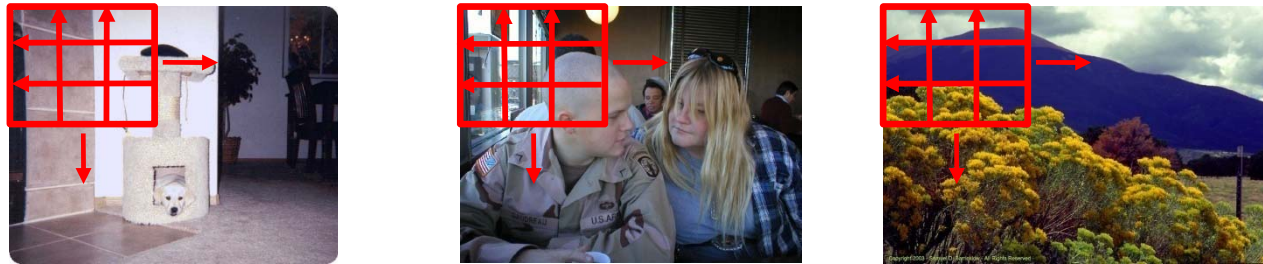
# Localization with sliding window

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Training



Positive examples

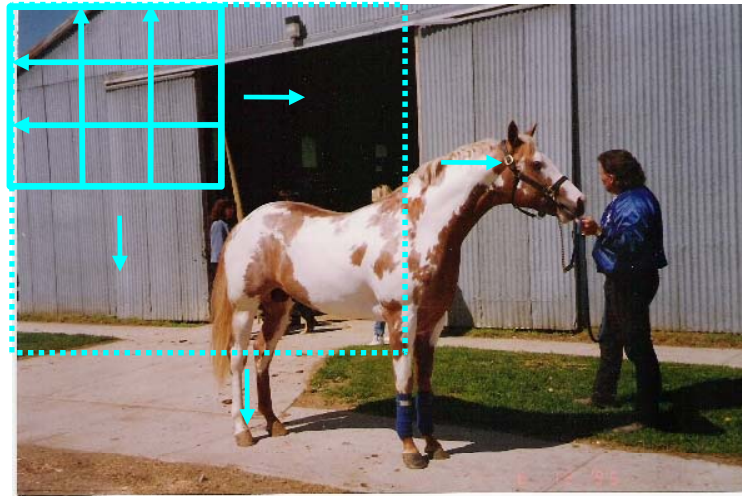


Negative examples

Description + Learn a classifier

# Localization with sliding window

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Testing at multiple locations and scales

Find local maxima, non-maxima suppression

# Sliding Window Detectors

## Detection Phase

**Scan image(s) at all scales and locations**

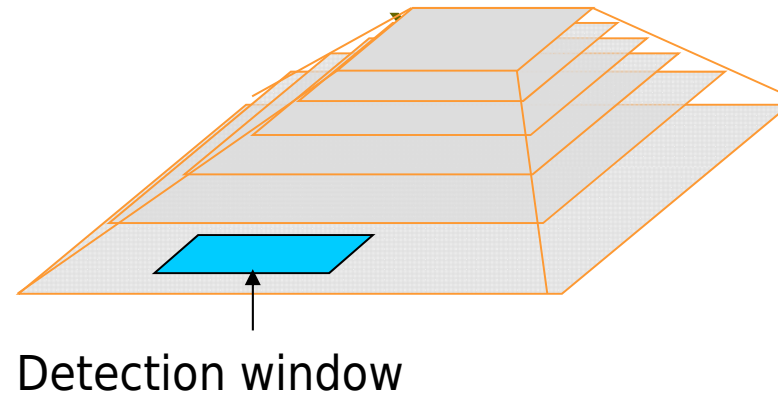
**Extract features over windows**

**Run window classifier at all locations**

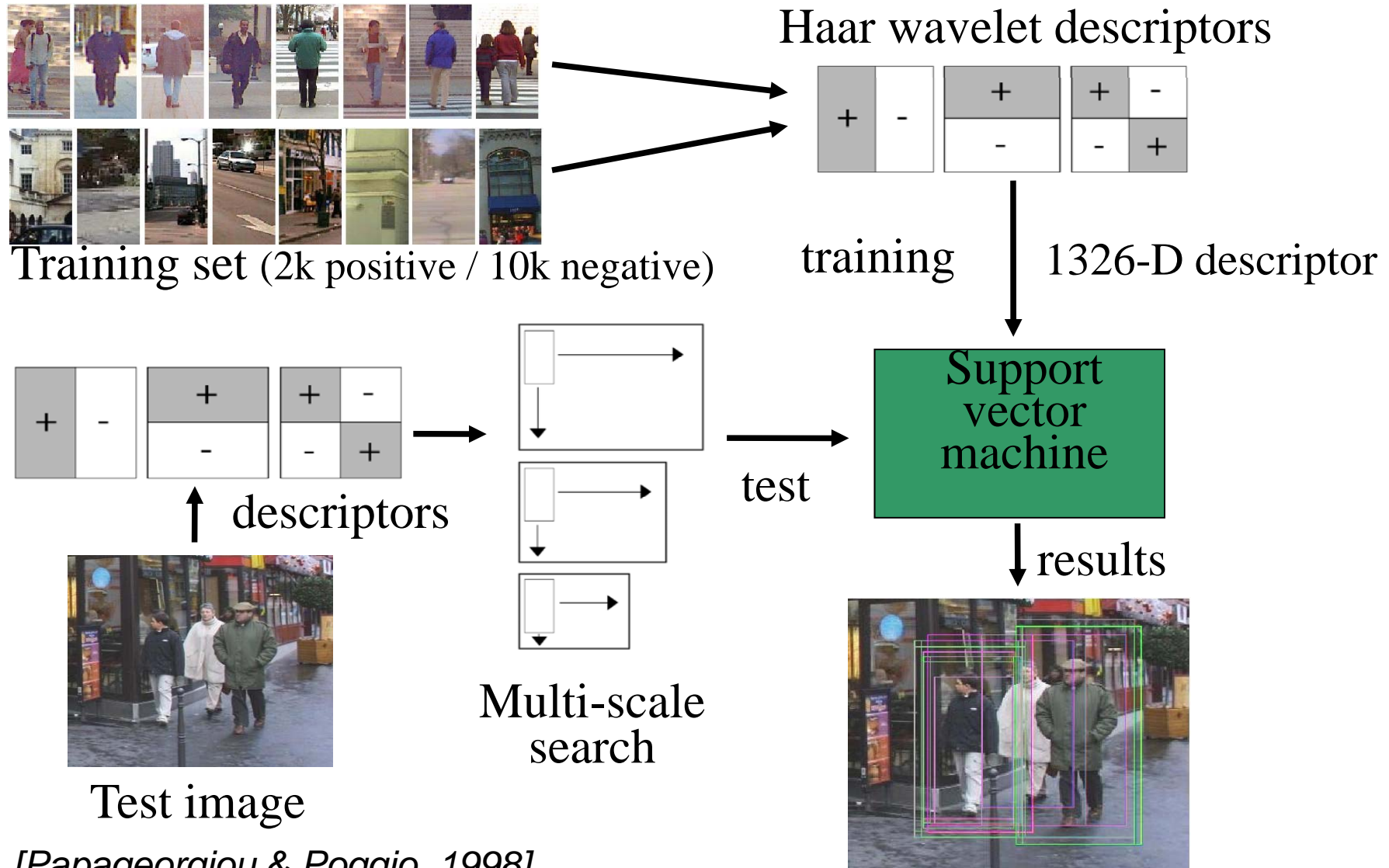
**Fuse multiple detections in 3-D position & scale space**

Object detections with bounding boxes

Scale-space pyramid



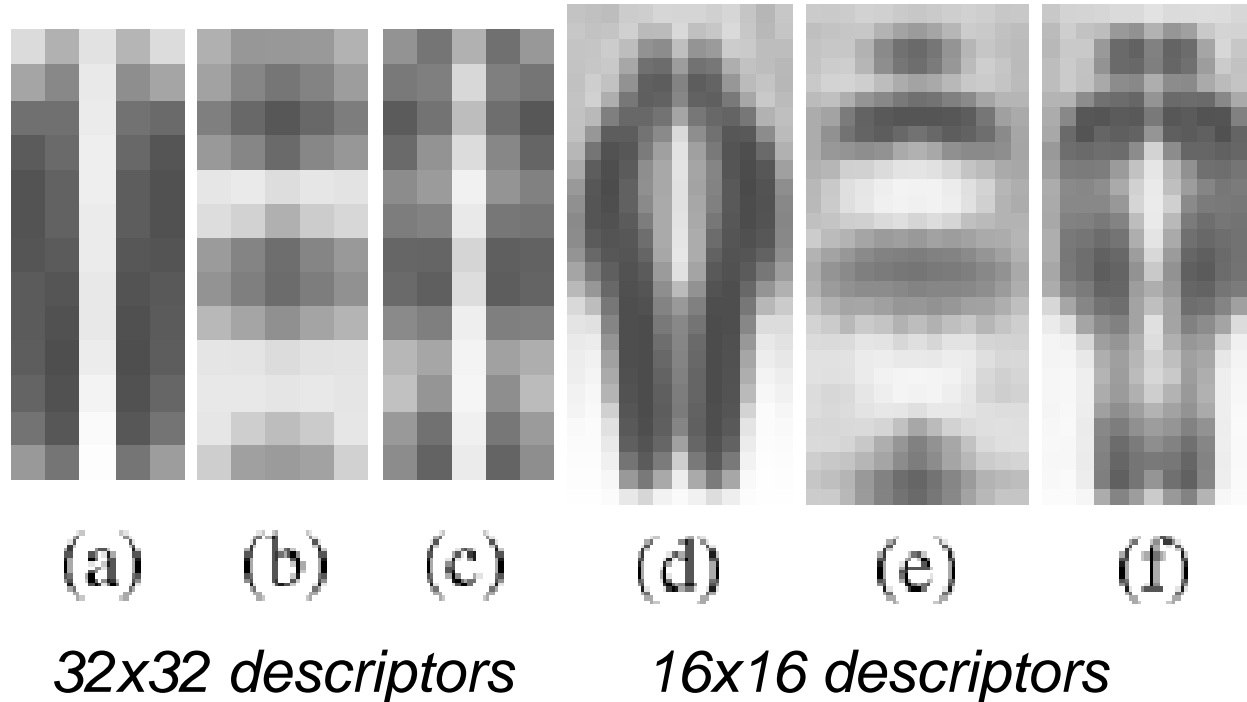
# Haar Wavelet / SVM Human Detector



[Papageorgiou & Poggio, 1998]

# Which Descriptors are Important?

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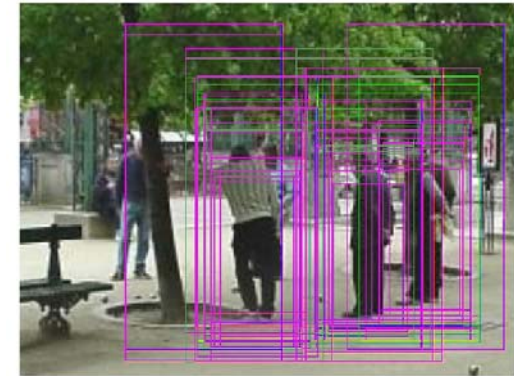
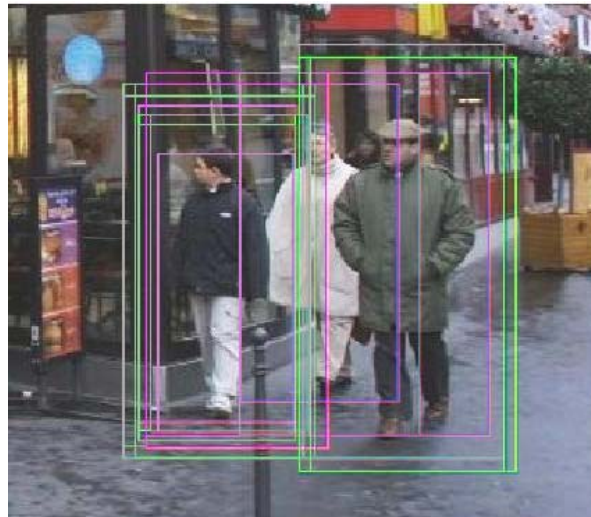
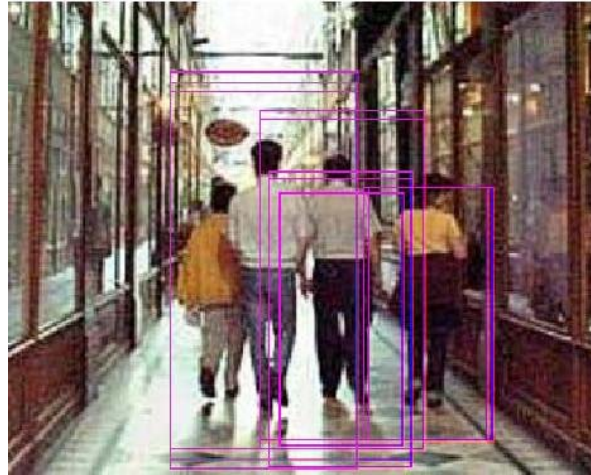
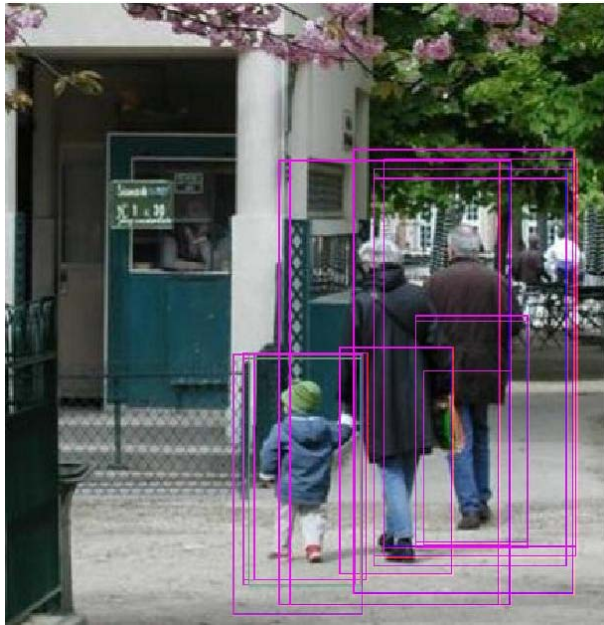


Mean response difference between positive & negative training examples

Essentially just a coarse-scale human silhouette template!

# Some Detection Results

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# PASCAL VOC dataset - localization

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- 20 object classes (aeroplane, bicycle, bird, etc.)
- Bounding box annotations for training and evaluation
- Viewpoint information : front, rear, left, right, unspecified
- Other information : truncated, occluded, difficult

# PASCAL dataset

Aeroplane



Bicycle



Bird



Boat



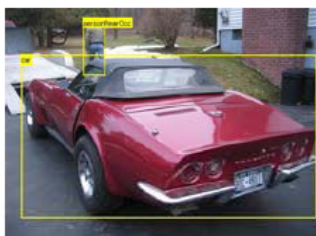
Bottle



Bus



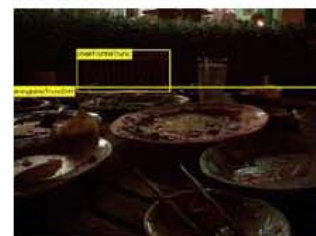
Car



Cat



Chair



Cow





# PASCAL dataset

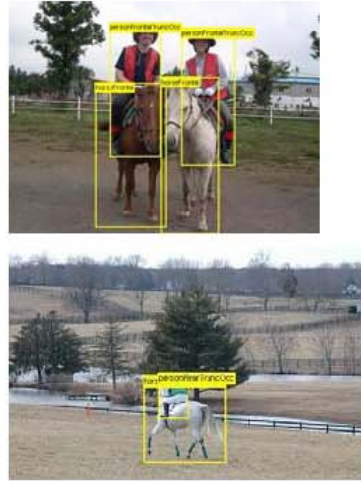
Dining Table



Dog



Horse



Motorbike



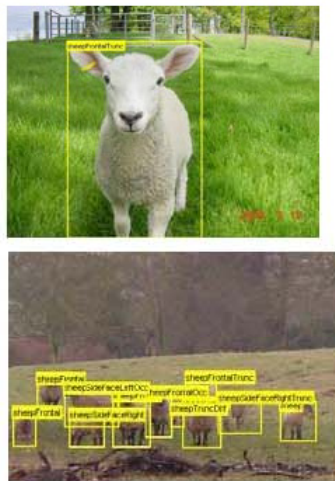
Person



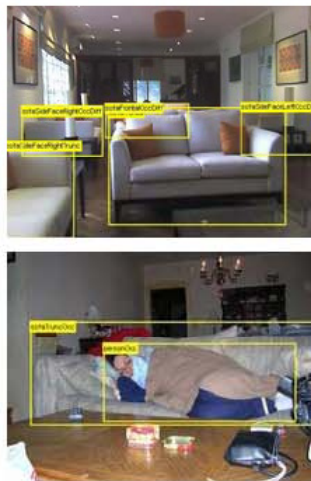
Potted Plant



Sheep



Sofa



Train



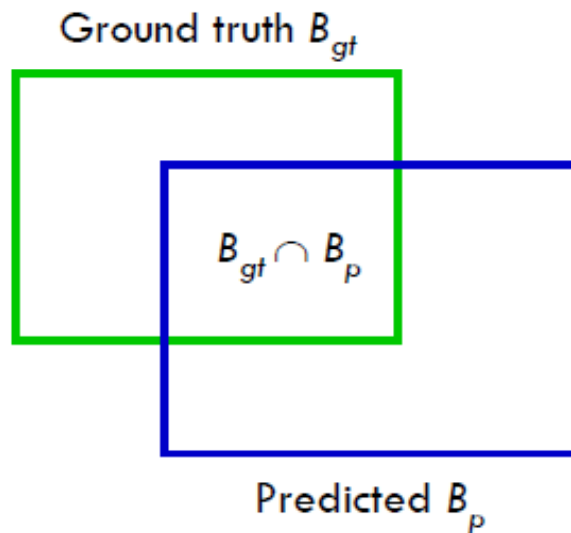
TV/Monitor



# Evaluating localization with bounding boxes

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- Area of Overlap (AO) Measure



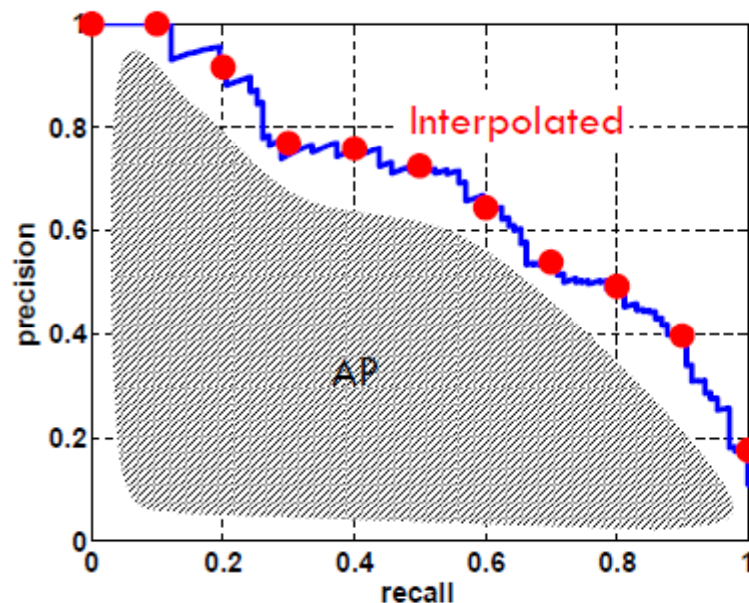
$$AO(B_{gt}, B_p) = \frac{|B_{gt} \cap B_p|}{|B_{gt} \cup B_p|}$$

- Need to define a threshold  $t$  such that  $AO(B_{gt}, B_p)$  implies a correct detection: 50%

# Evaluating localization with bounding boxes

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- **Average Precision [TREC]** averages precision over the entire range of recall
  - Curve interpolated to reduce influence of “outliers”



- A good score requires both high recall and high precision
- Application-independent
- Penalizes methods giving high precision but low recall