By Suren Manvelyan, http://www.surenmanvelyan.com/gallery/7116

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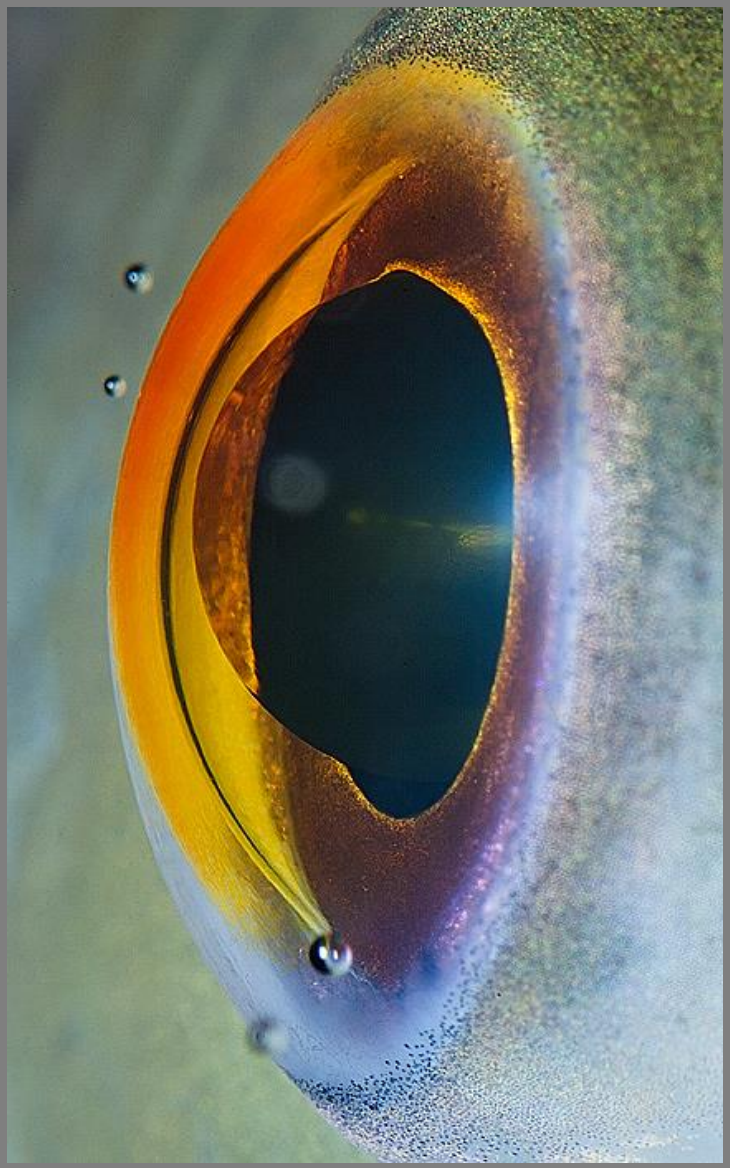

By Suren Manvelyan, http://www.surenmanvelyan.com/gallery/7116

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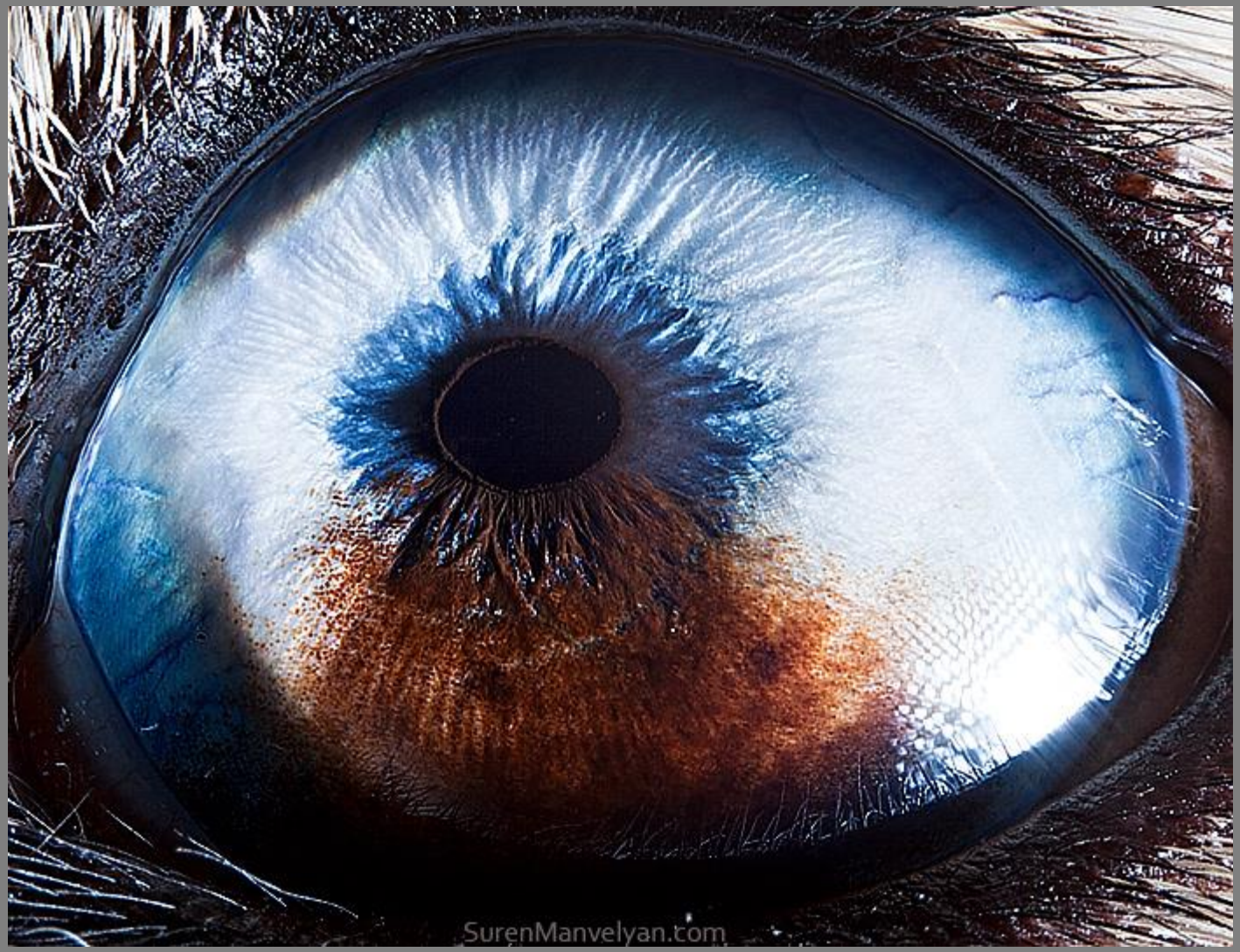


By Suren Manvelyan, http://www.surenmanvelyan.com/gallery/7116

Indy

Indy

Heterochromia iridum

From Wikipedia, the free encyclopedia

Not to be confused with Heterochromatin or Dichromatic (disambiguation).

In anatomy, **heterochromia** (ancient Greek: ἕτερος, *héteros*, different + χρώμα, *chróma*, color[1]) is a difference in coloration, usually of the iris but also of hair or skin. Heterochromia is a result of the relative excess or lack of melanin (a pigment). It may be inherited, or caused by genetic mosaicism, chimerism, disease, or injury.[2]

Heterochromia of the eye (***heterochromia iridis*** or ***heterochromia iridum***) is of three kinds. In *complete heterochromia*, one iris is a different color from the other. In *sectoral heterochromia*, part of one iris is a different color from its remainder and finally in "central heterochromia" there are spikes of different colours radiating from the pupil.

Heterochromia

Complete heterochromia in human eyes: one brown and one green/hazel

Classification and external resources

Specialty	ophthalmology
ICD-10	Q13.2, H20.8, L67.1
ICD-9-CM	364.53
OMIM	142500
DiseasesDB	31289

Image Categorization

Training

Training Images

Training Labels

Image Features

Classifier Training

Trained Classifier

Testing

Test Image

Image Features

Trained Classifier

Prediction

Outdoor

History of ideas in recognition

- 1960s – early 1990s: the geometric era
- 1990s: appearance-based models
- Mid-1990s: sliding window approaches
- Late 1990s: local features
- Early 2000s: parts-and-shape models
- Mid-2000s: bags of features

Bag-of-features models

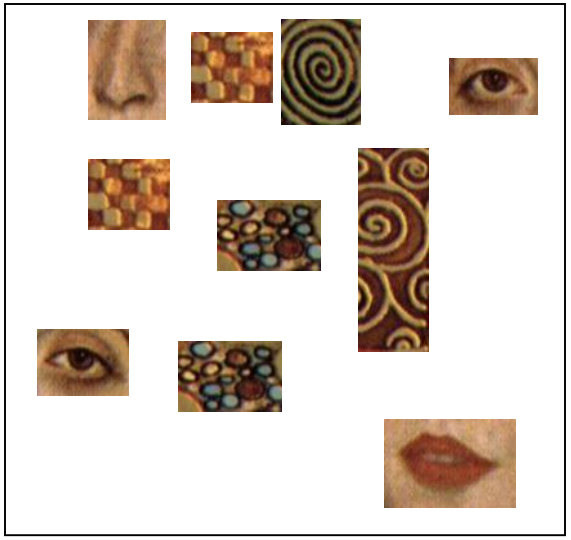
Bag-of-features models

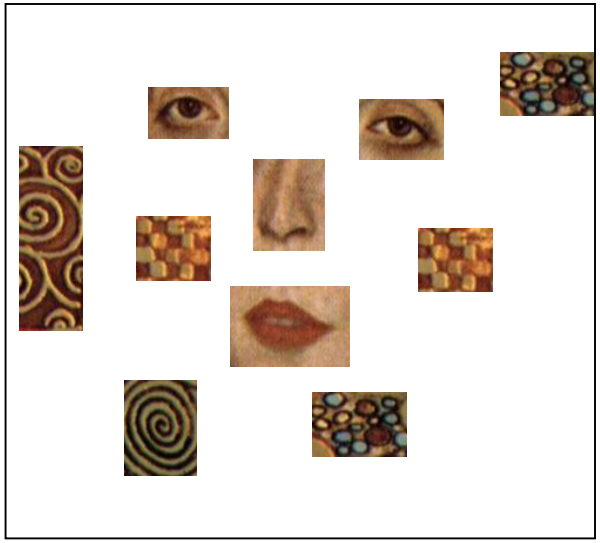
Object → **Bag of ‘words’**

Svetlana Lazebnik

Objects as texture

- All of these are treated as being the same

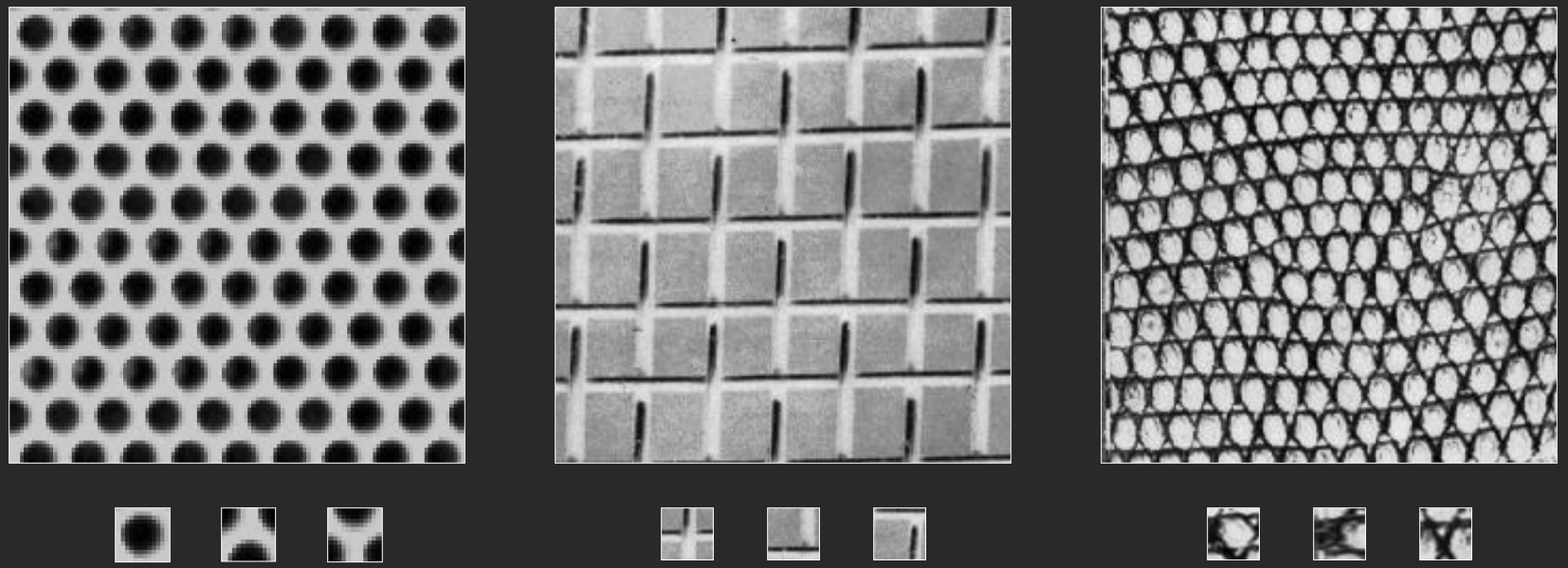




- No distinction between foreground and background: scene recognition?

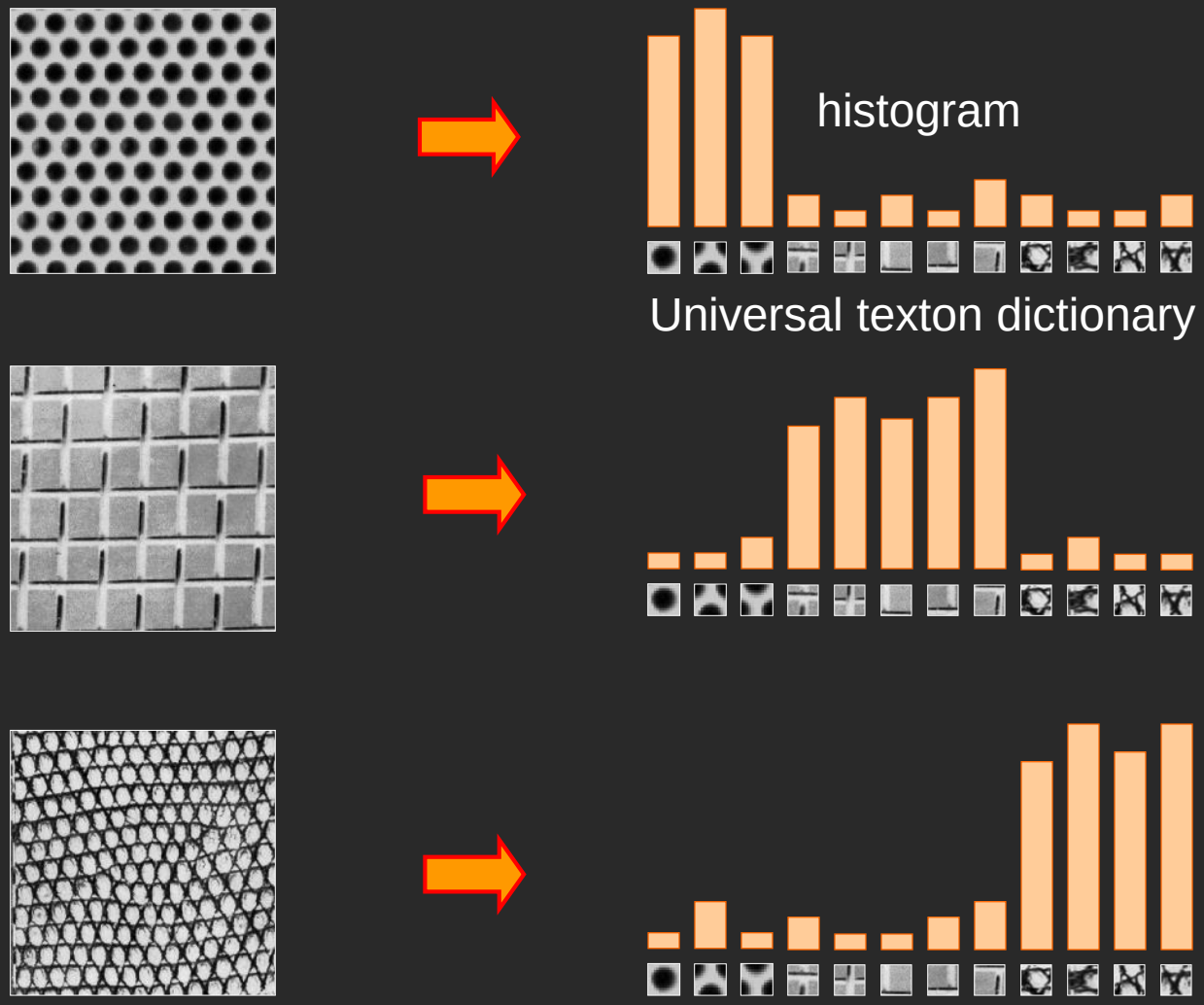
Origin 1: Texture recognition

- Texture is characterized by the repetition of basic elements or *textons*
- For stochastic textures, it is the identity of the textons, not their spatial arrangement, that matters



Julesz, 1981; Cula & Dana, 2001; Leung & Malik 2001; Mori, Belongie & Malik, 2001; Schmid 2001; Varma & Zisserman, 2002, 2003; Lazebnik, Schmid & Ponce, 2003

Origin 1: Texture recognition



Julesz, 1981; Cula & Dana, 2001; Leung & Malik 2001; Mori, Belongie & Malik, 2001; Schmid 2001; Varma & Zisserman, 2002, 2003; Lazebnik, Schmid & Ponce, 2003

Origin 2: Bag-of-words models

- Orderless document representation: frequencies of words from a dictionary Salton & McGill (1983)

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US Presidential Speeches Tag Cloud
http://chir.ag/phernalia/preztags/

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US Presidential Speeches Tag Cloud
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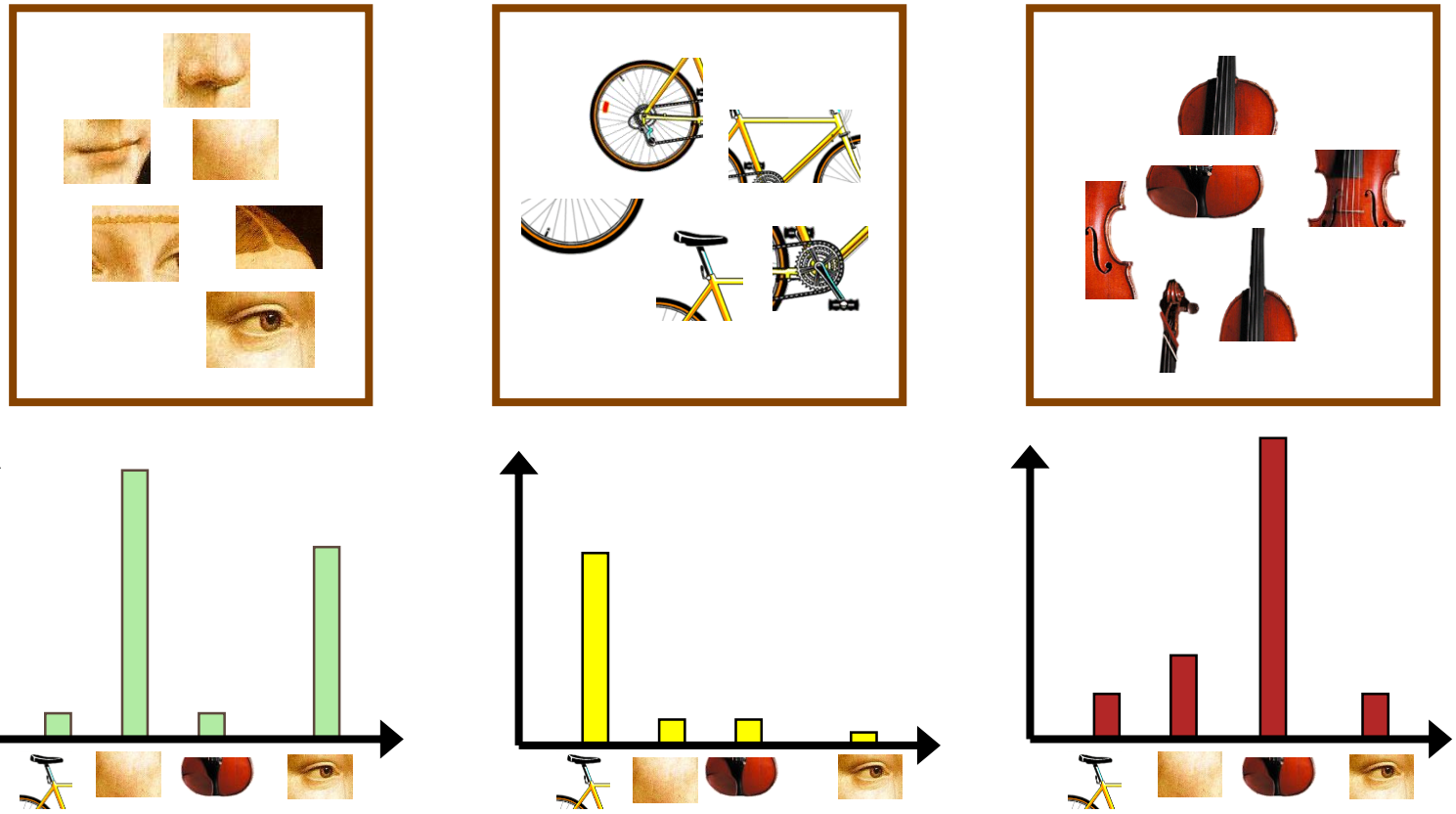
- Orderless document representation: frequencies of words from a dictionary Salton & McGill (1983)

US Presidential Speeches Tag Cloud
http://chir.ag/phernalia/preztags/

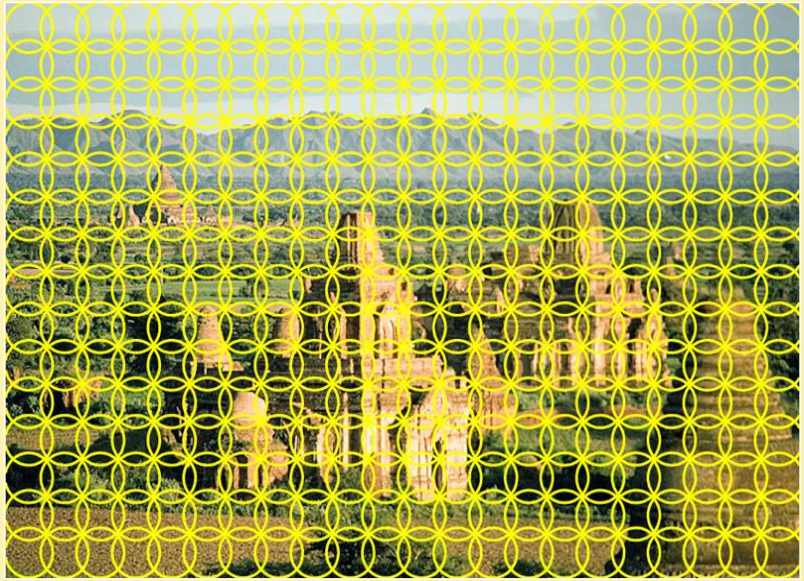
Bag-of-features steps

1. Extract features
2. Learn “visual vocabulary”
3. Quantize features using visual vocabulary
4. Represent images by frequencies of “visual words”

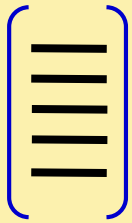


1. Feature extraction

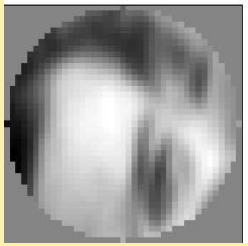
- Regular grid or interest regions



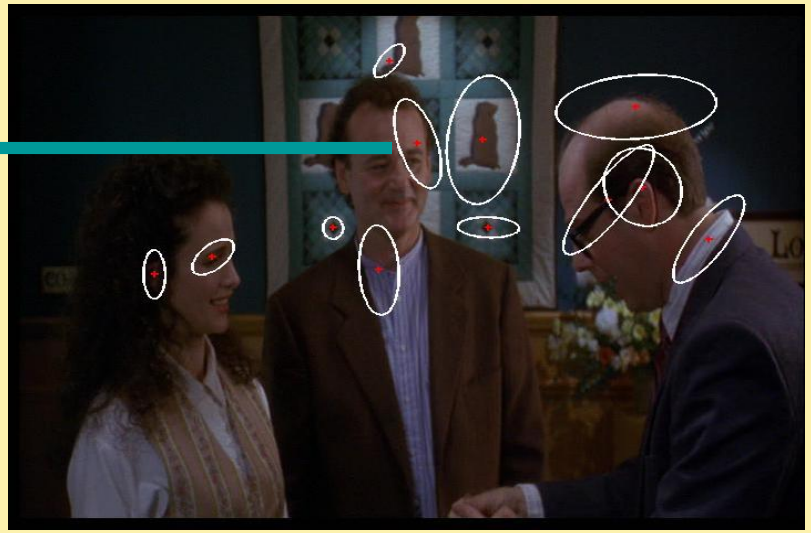
1. Feature extraction



Compute descriptor



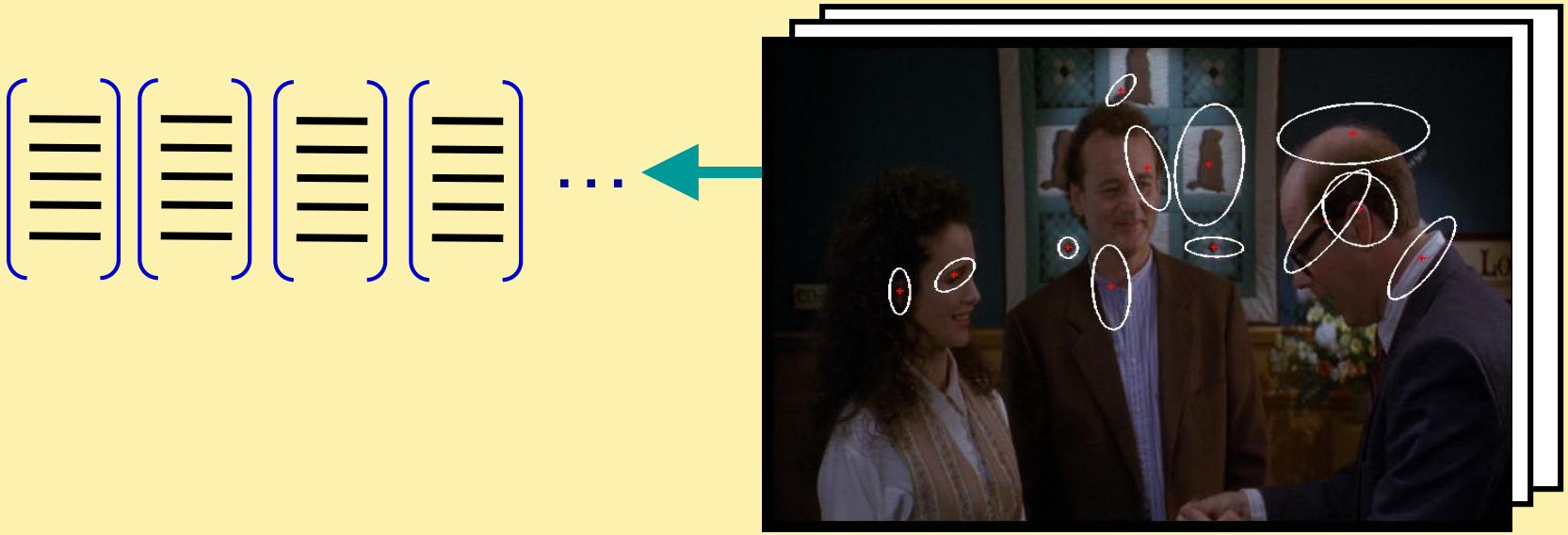
Normalize patch



Detect patches

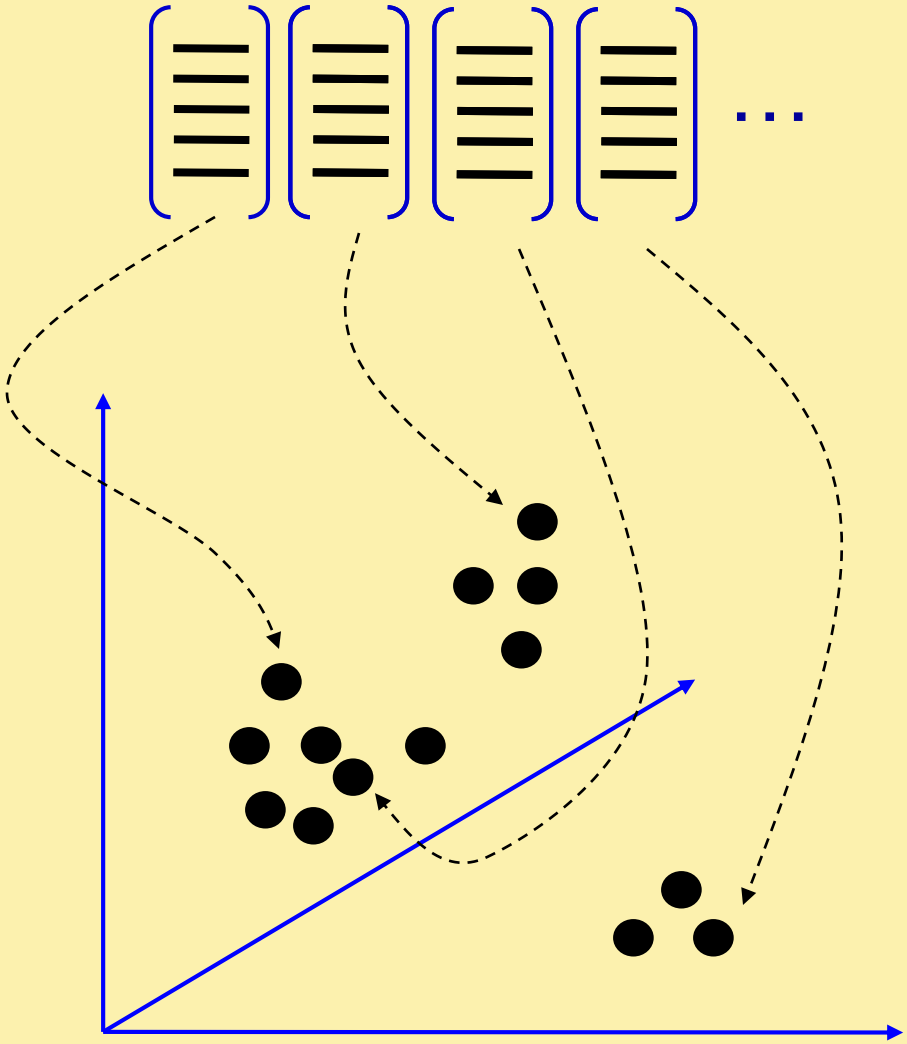
Slide credit: Josef Sivic

1. Feature extraction



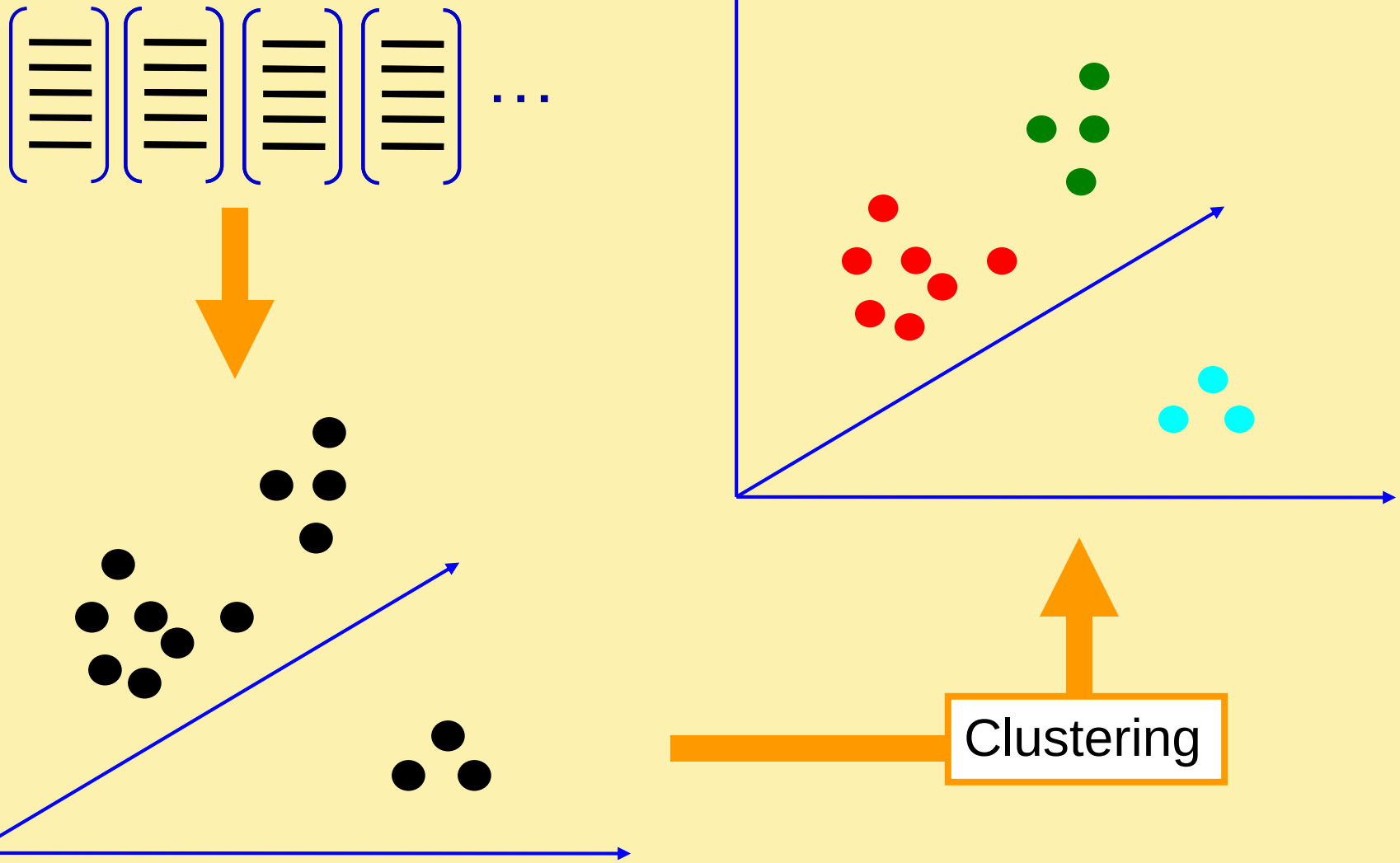
Slide credit: Josef Sivic

2. Learning the visual vocabulary



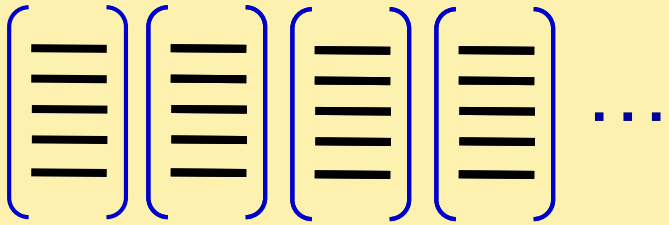
Slide credit: Josef Sivic

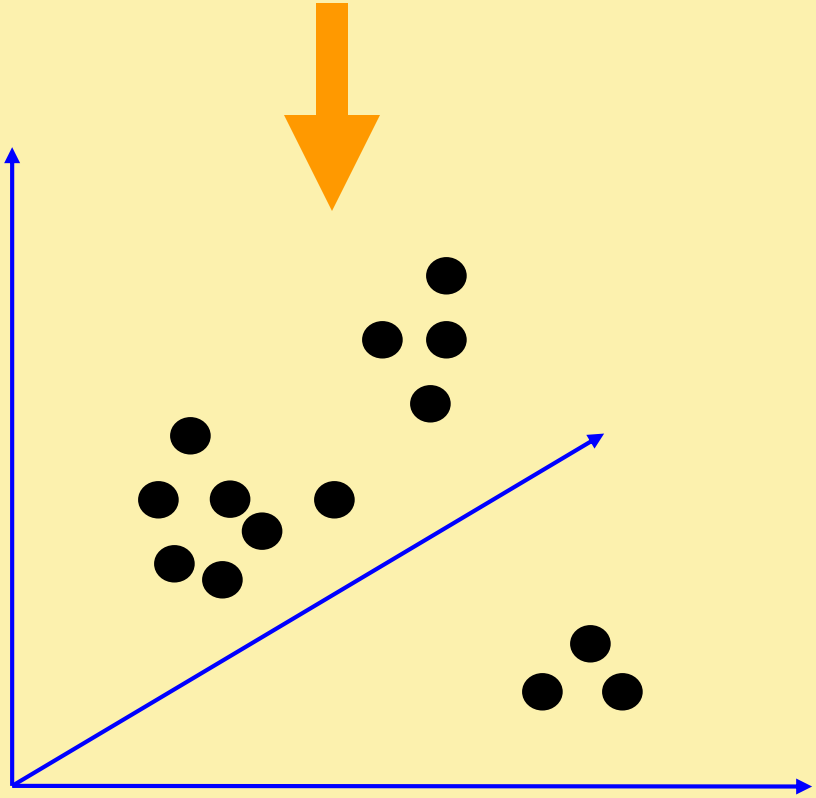
2. Learning the visual vocabulary

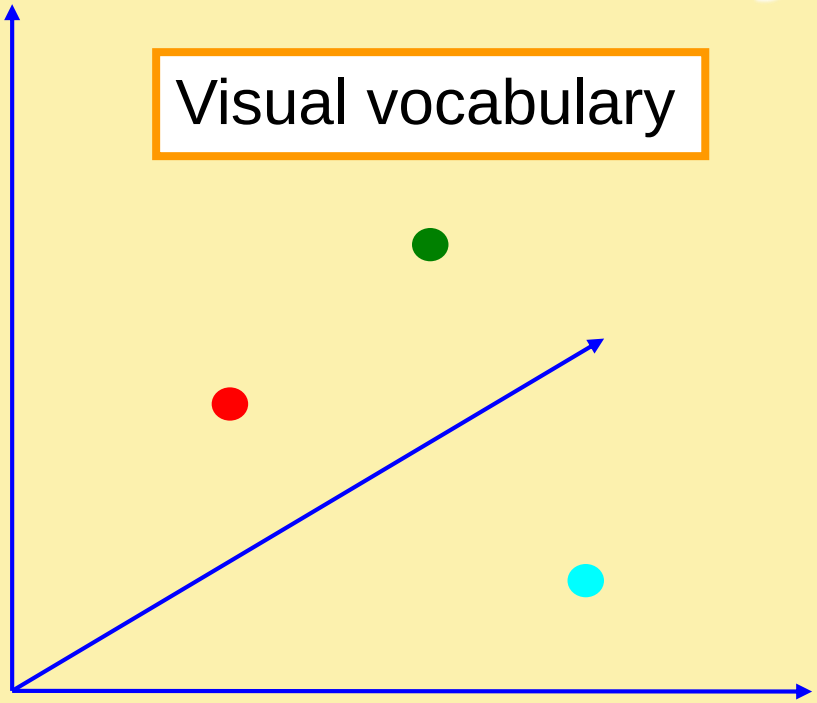


Slide credit: Josef Sivic

2. Learning the visual vocabulary







Slide credit: Josef Sivic

K-means clustering

- Want to minimize sum of squared Euclidean distances between points x_i and their nearest cluster centers m_k

$$D(X, M) = \sum_{\text{cluster } k} \sum_{\substack{\text{point } i \text{ in} \\ \text{cluster } k}} (x_i - m_k)^2$$

Algorithm:

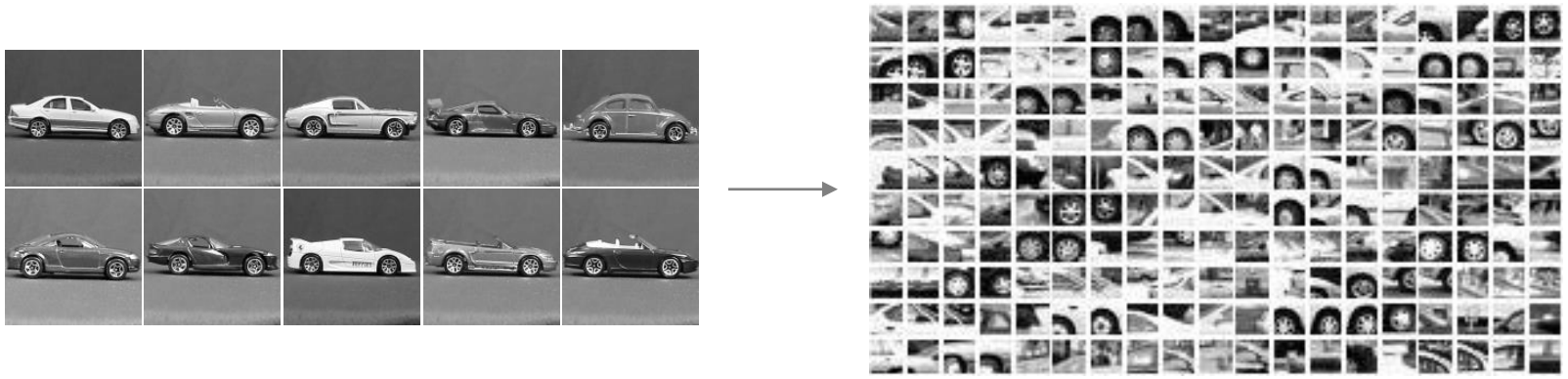
- Randomly initialize K cluster centers
- Iterate until convergence:
  - Assign each data point to the nearest center
  - Recompute each cluster center as the mean of all points assigned to it

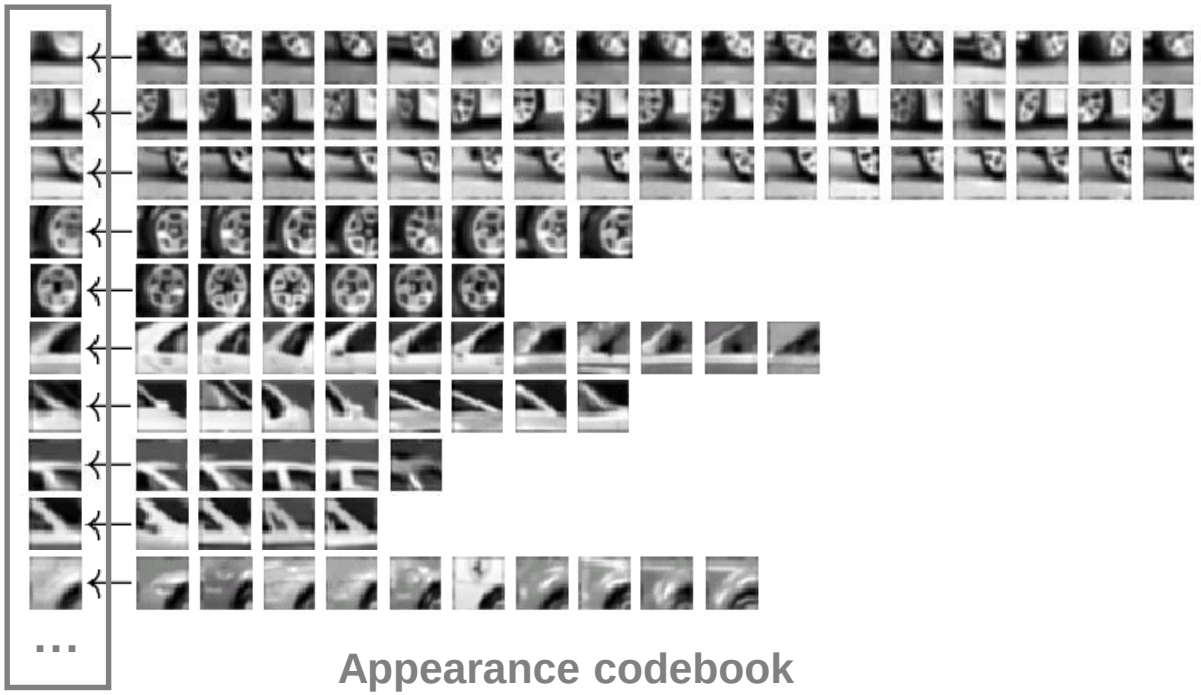
Clustering and vector quantization

- Clustering is a common method for learning a visual vocabulary or codebook
  - Unsupervised learning process
  - Each cluster center produced by k-means becomes a codevector
  - Codebook can be learned on separate training set
  - Provided the training set is sufficiently representative, the codebook will be “universal”

- The codebook is used for quantizing features
  - A *vector quantizer* takes a feature vector and maps it to the index of the nearest codevector in a codebook
  - Codebook = visual vocabulary
  - Codevector = visual word

Example codebook



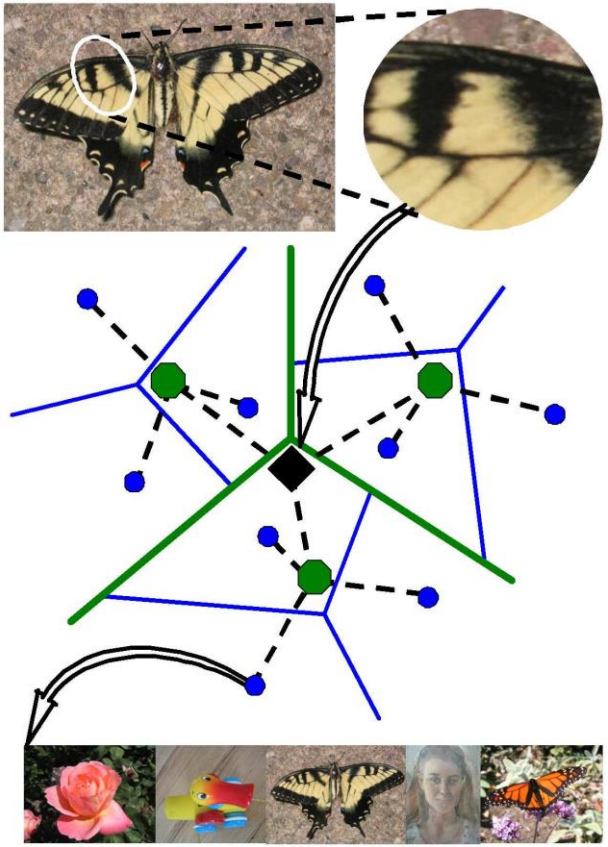


Appearance codebook

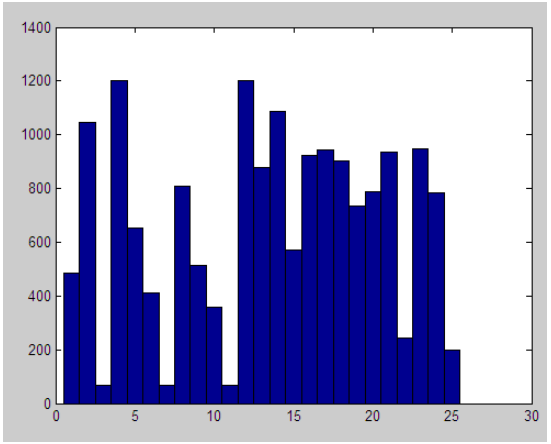
Source: B. Leibe

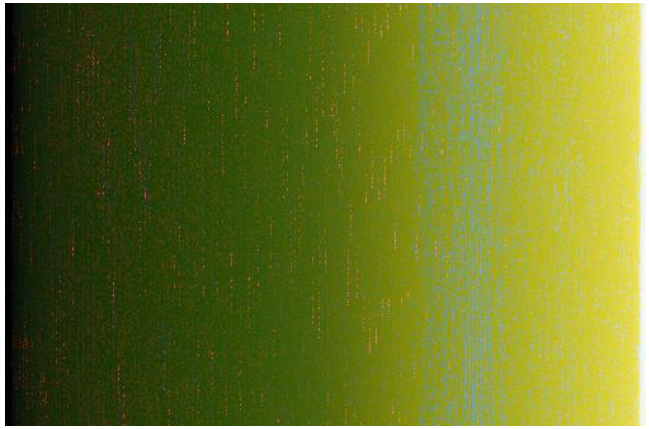
Visual vocabularies: Issues

- How to choose vocabulary size?
  - Too small: visual words not representative of all patches
  - Too large: quantization artifacts, overfitting
- Computational efficiency
  - Vocabulary trees
    (Nister & Stewenius, 2006)



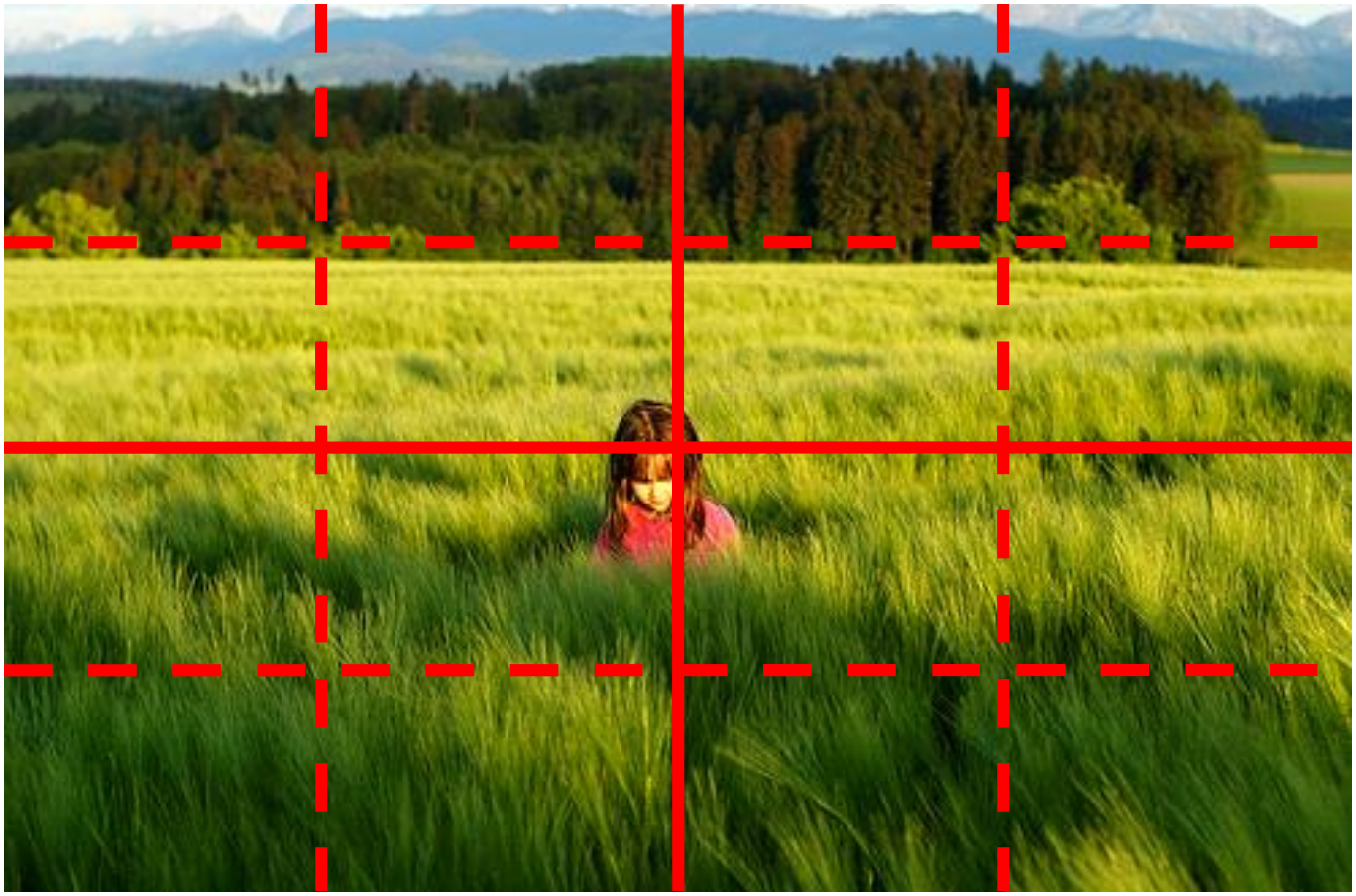
But what about layout?





All of these images have the same color histogram

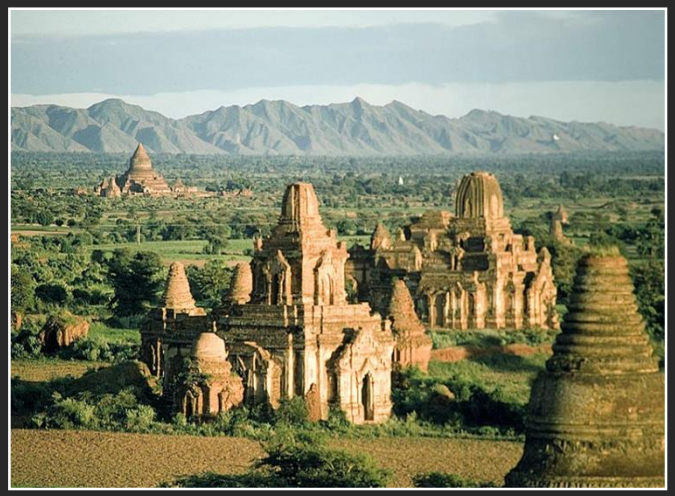
Spatial pyramid

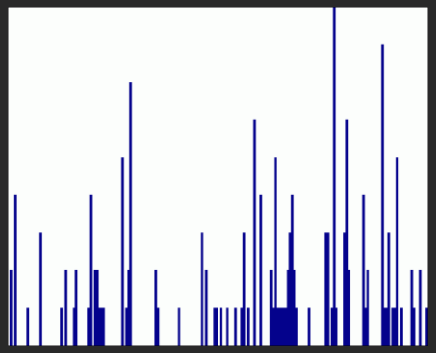


Compute histogram in each spatial bin

Spatial pyramid representation

- Extension of a bag of features
- Locally orderless representation at several levels of resolution



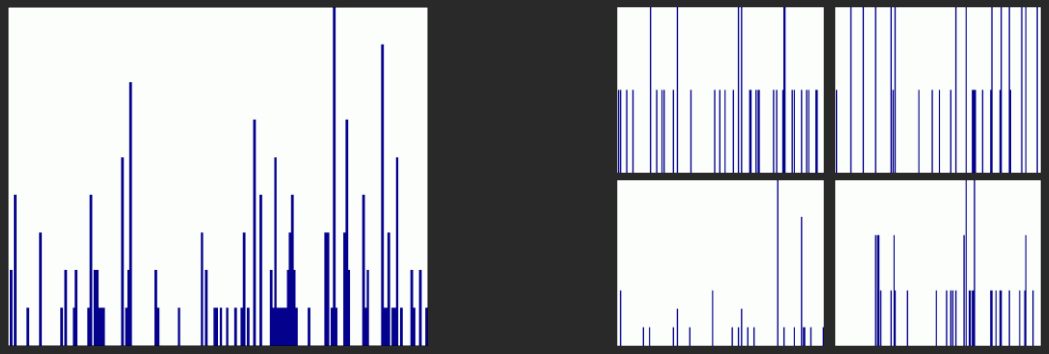


level 0

Lazebnik, Schmid & Ponce (CVPR 2006)

Spatial pyramid representation

- Extension of a bag of features
- Locally orderless representation at several levels of resolution



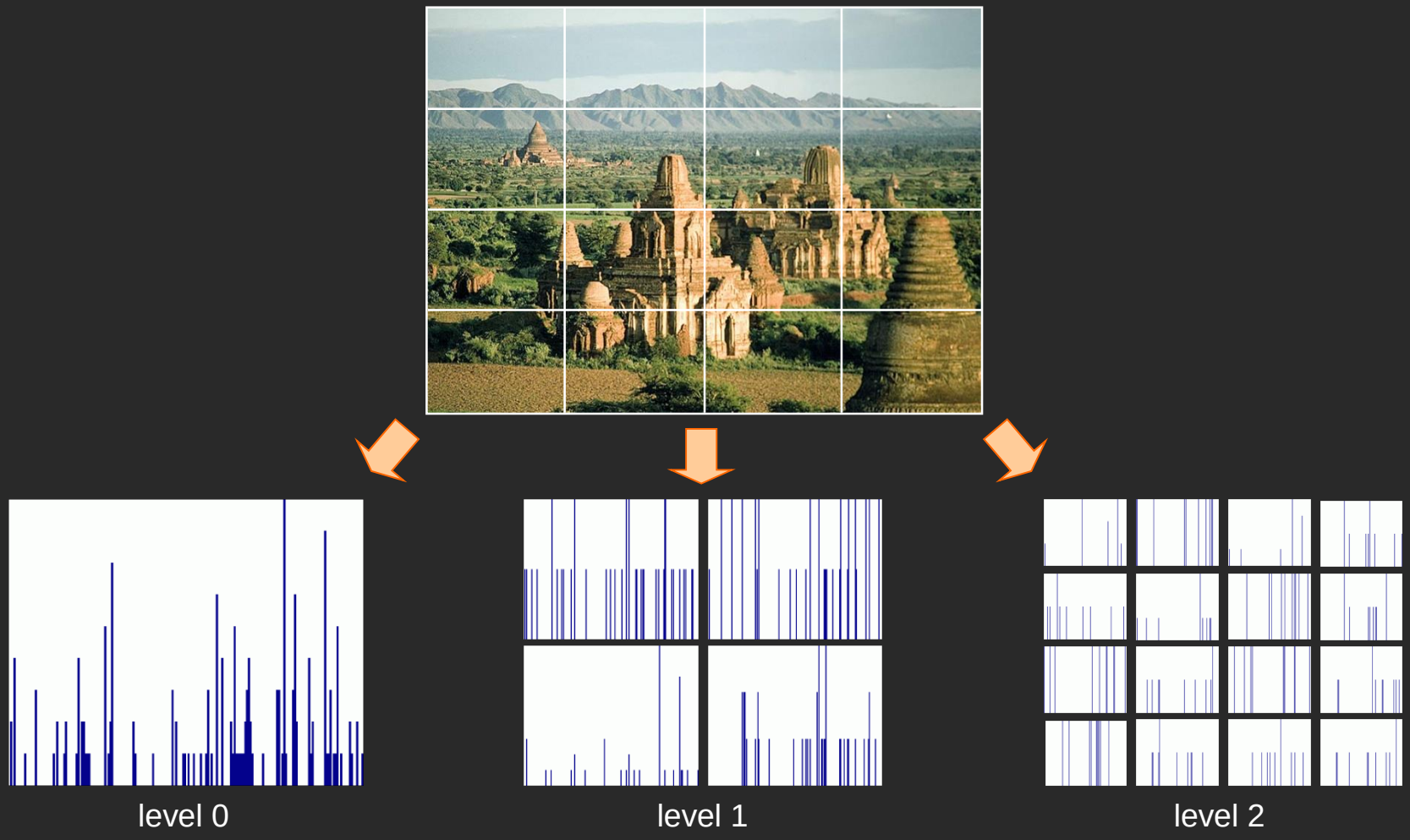
level 0

level 1

Lazebnik, Schmid & Ponce (CVPR 2006)

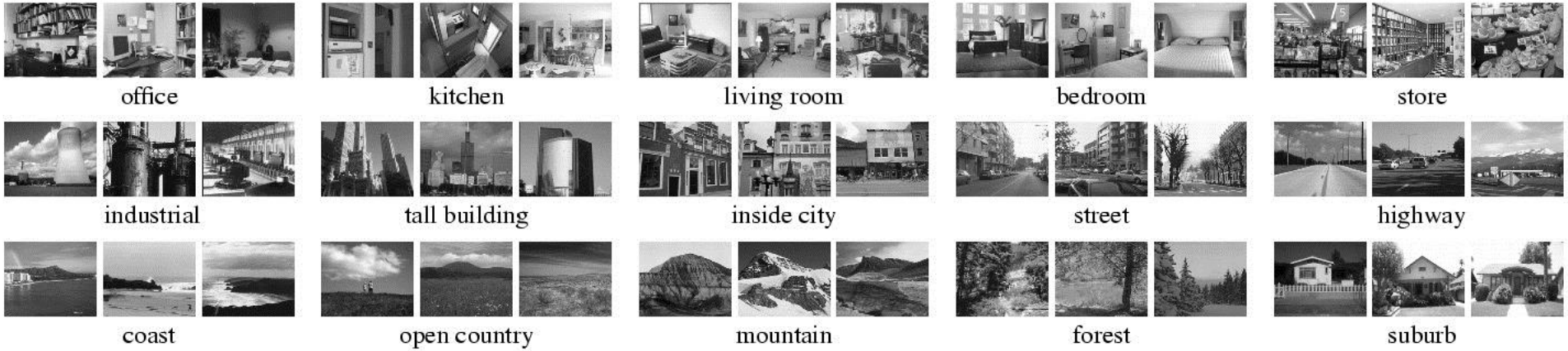
Spatial pyramid representation

- Extension of a bag of features
- Locally orderless representation at several levels of resolution



Lazebnik, Schmid & Ponce (CVPR 2006)

Scene category dataset

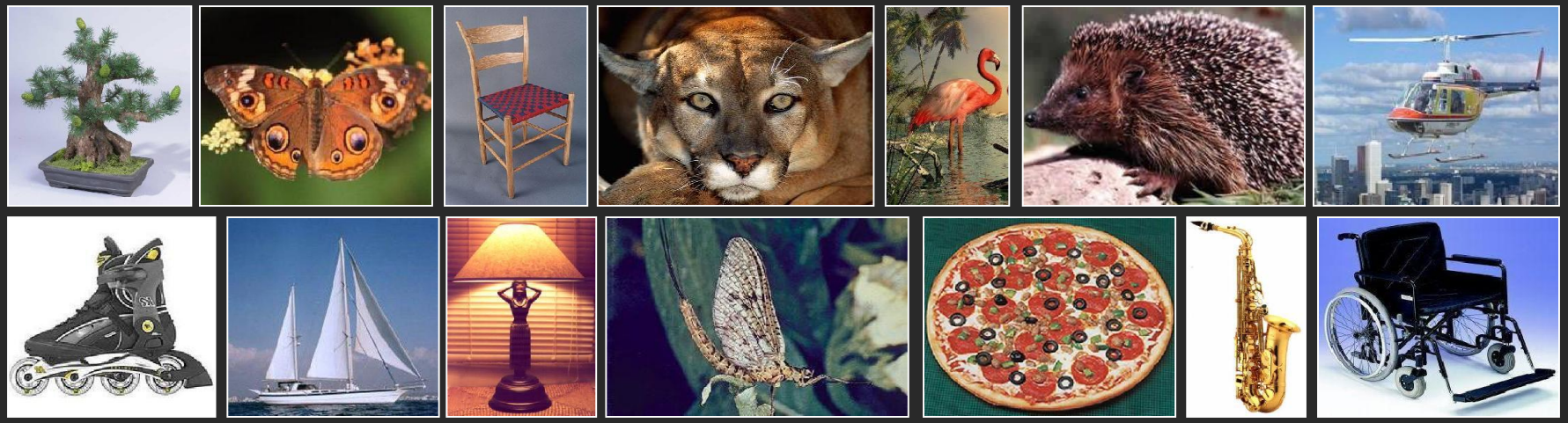


Multi-class classification results
(100 training images per class)

	Weak features (vocabulary size: 16)		Strong features (vocabulary size: 200)	
Level	Single-level	Pyramid	Single-level	Pyramid
0 (1 × 1)	45.3 ±0.5		72.2 ±0.6	
1 (2 × 2)	53.6 ±0.3	56.2 ±0.6	77.9 ±0.6	79.0 ±0.5
2 (4 × 4)	61.7 ±0.6	64.7 ±0.7	79.4 ±0.3	**81.1** ±0.3
3 (8 × 8)	63.3 ±0.8	**66.8** ±0.6	77.2 ±0.4	80.7 ±0.3

Caltech101 dataset

http://www.vision.caltech.edu/Image_Datasets/Caltech101/Caltech101.html

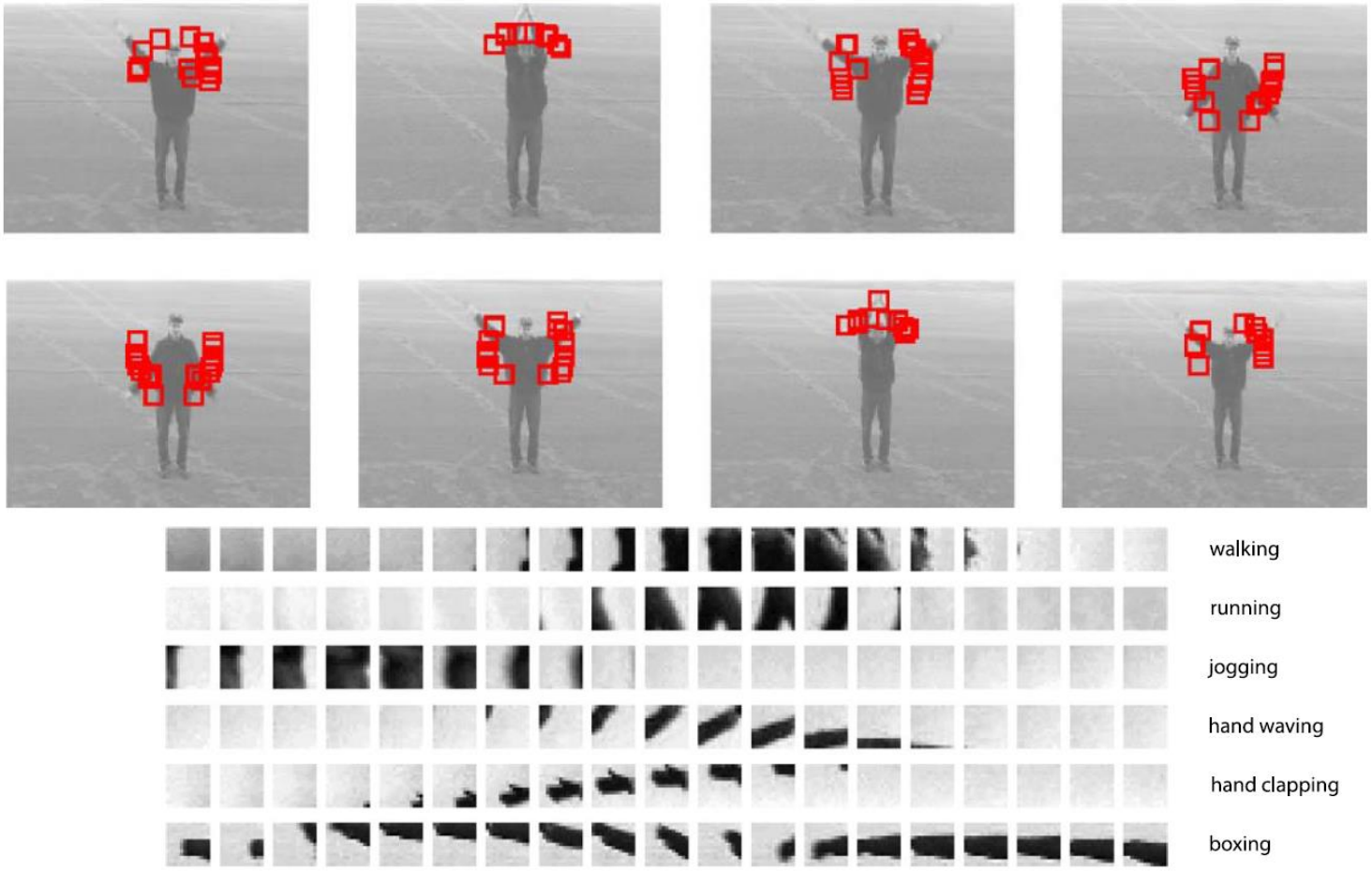


Multi-class classification results (30 training images per class)

	Weak features (16)		Strong features (200)	
Level	Single-level	Pyramid	Single-level	Pyramid
0	15.5 ±0.9		41.2 ±1.2	
1	31.4 ±1.2	32.8 ±1.3	55.9 ±0.9	57.0 ±0.8
2	47.2 ±1.1	49.3 ±1.4	63.6 ±0.9	**64.6** ±0.8
3	52.2 ±0.8	**54.0** ±1.1	60.3 ±0.9	64.6 ±0.7

Bags of features for action recognition

Space-time interest points



Juan Carlos Niebles, Hongcheng Wang and Li Fei-Fei, **Unsupervised Learning of Human Action Categories Using Spatial-Temporal Words**, IJCV 2008.

History of ideas in recognition

- 1960s – early 1990s: the geometric era
- 1990s: appearance-based models
- Mid-1990s: sliding window approaches
- Late 1990s: local features
- Early 2000s: parts-and-shape models
- Mid-2000s: bags of features
- Present trends: combination of local and global methods, context, *deep learning*

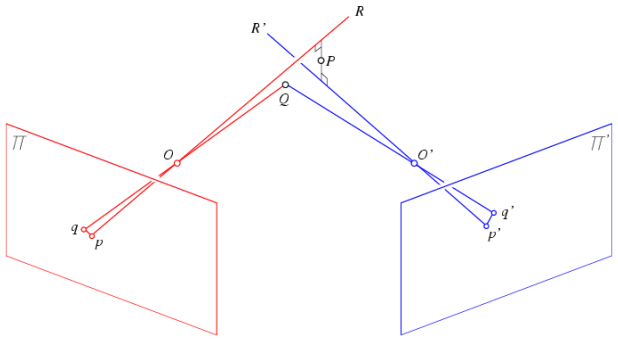
Large-scale Instance Retrieval

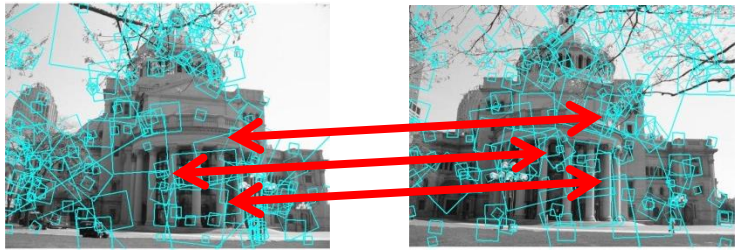
Computer Vision

James Hays

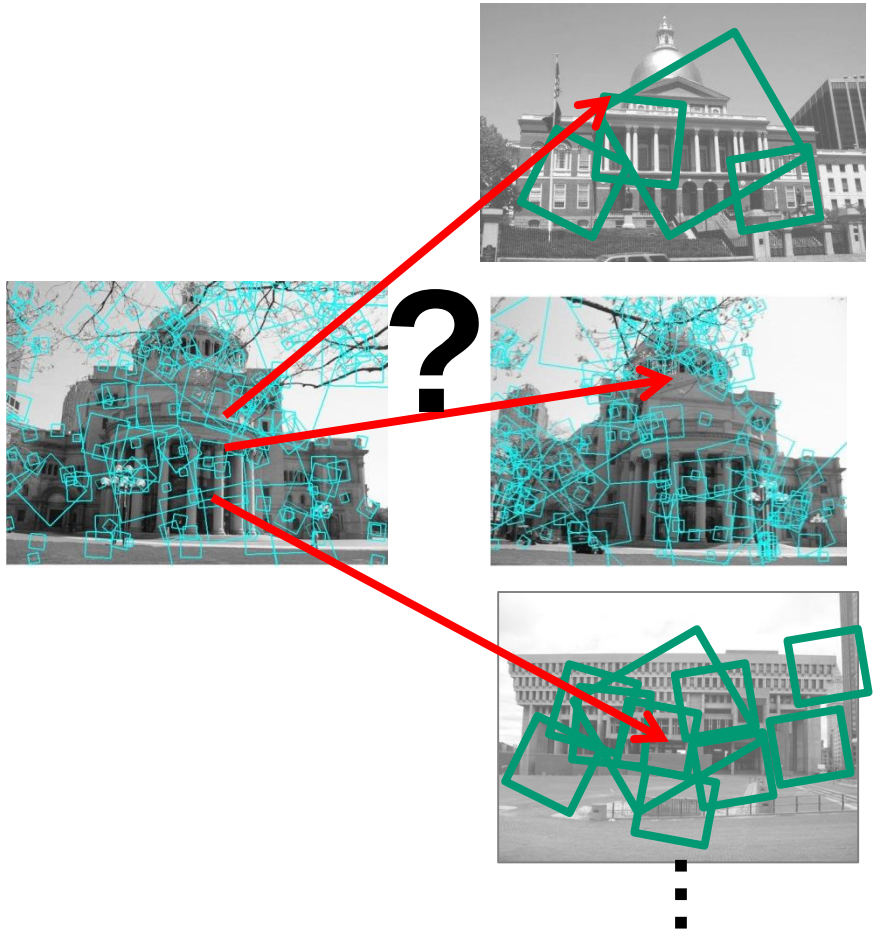
Many slides from Derek Hoiem and Kristen Grauman

Multi-view matching





vs



Matching two given views for depth

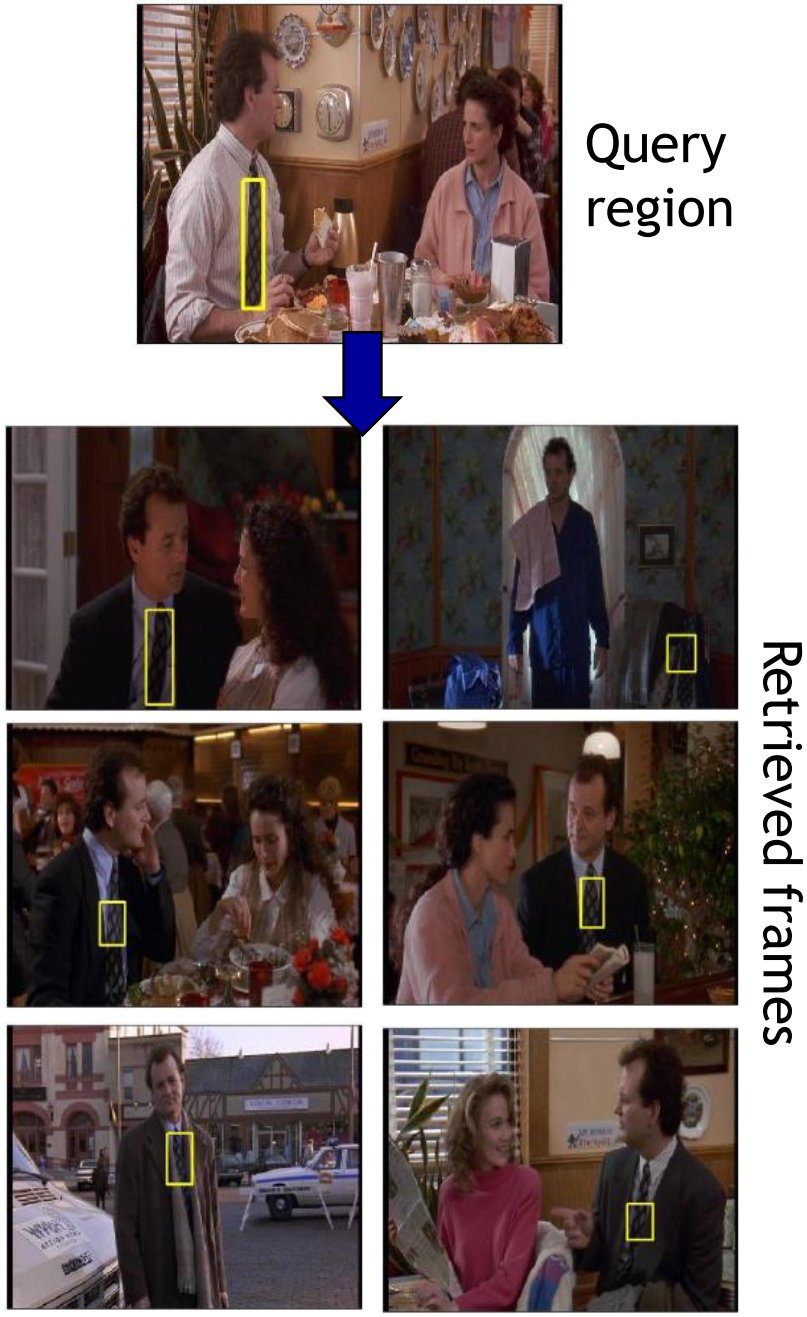
Search for a matching view for recognition

Video Google System

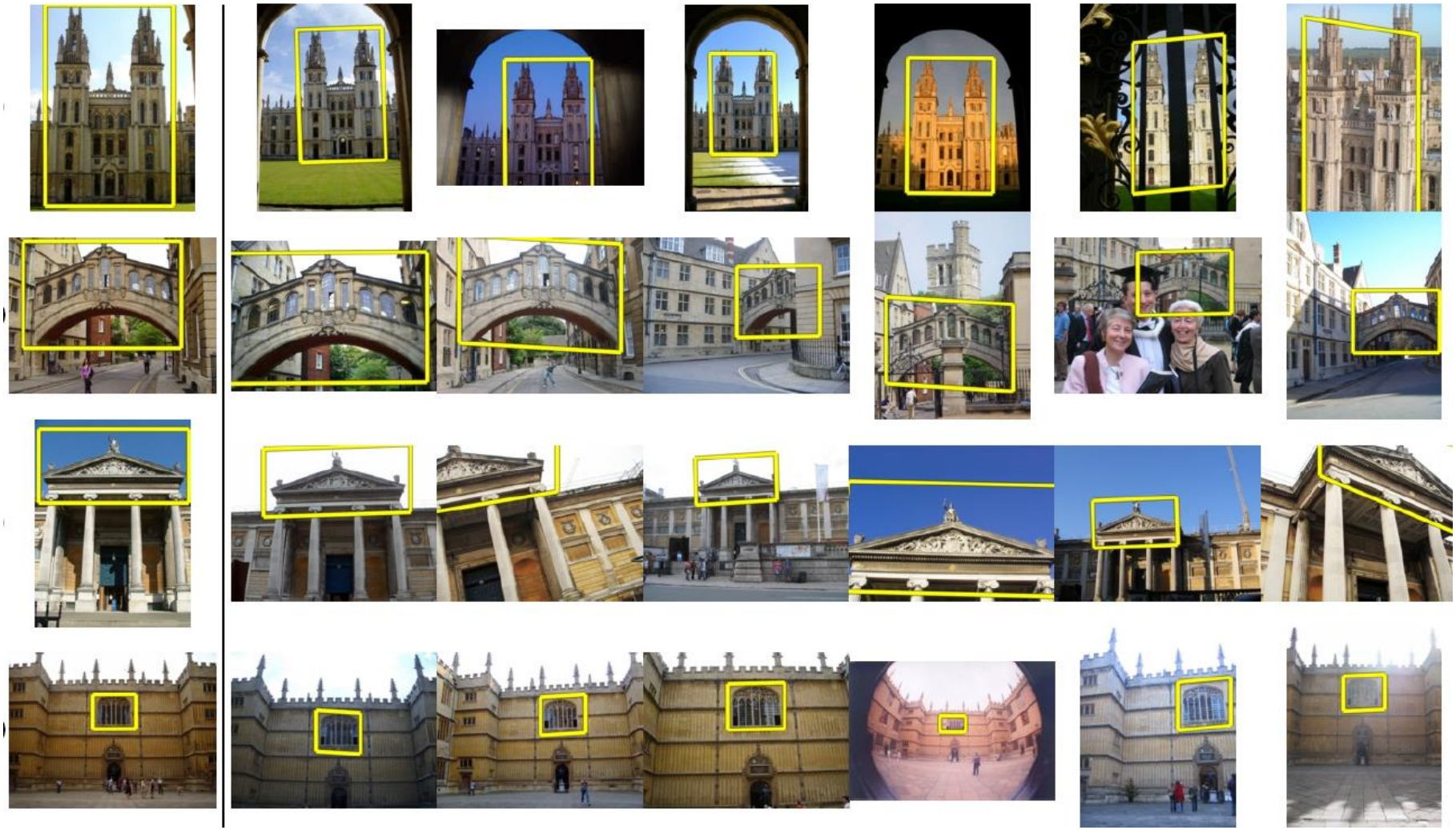
1. Collect all words within query region
2. Inverted file index to find relevant frames
3. Compare word counts
4. Spatial verification

Sivic & Zisserman, ICCV 2003

- Demo online at : http://www.robots.ox.ac.uk/~vgg/research/vgoogle/index.html



Application: Large-Scale Retrieval



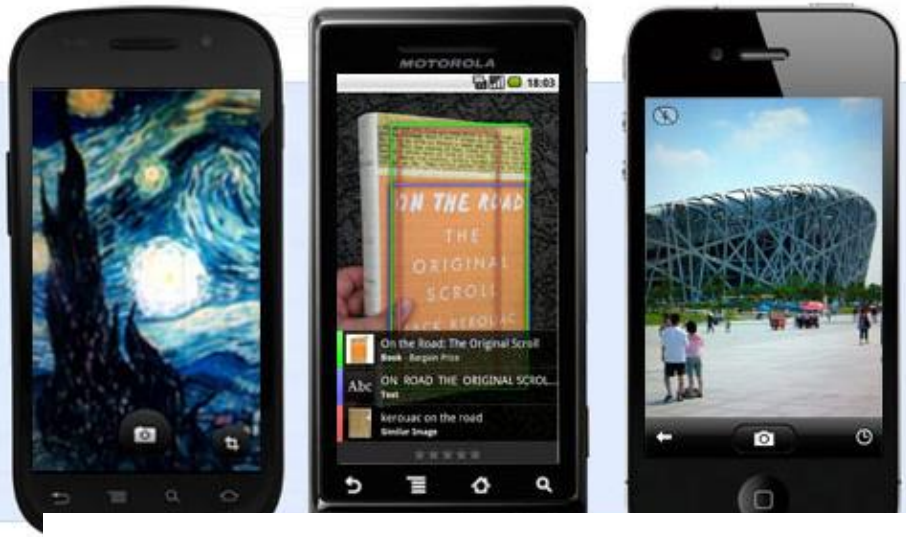
Query

Results from 5k Flickr images (demo available for 100k set)

[Philbin CVPR'07]

Google Goggles

Use pictures to search the web. ▷ Watch a video



Get Google Goggles

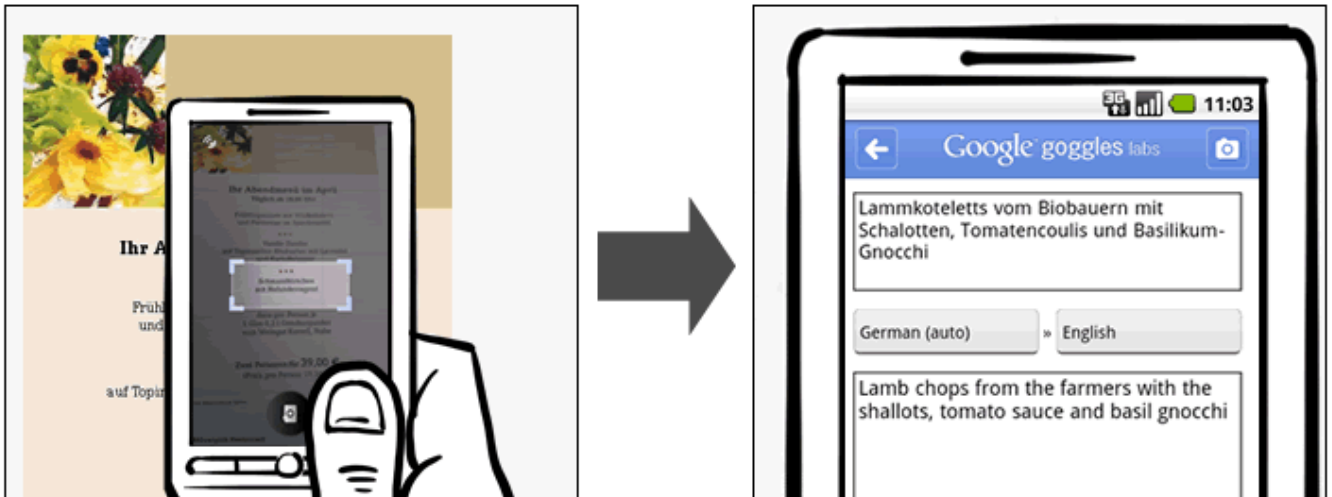
Android (1.6+ required)
Download from Android Market.

Send Goggles to Android phone

New! **iPhone (iOS 4.0 required)**
Download from the App Store.

Send Goggles to iPhone

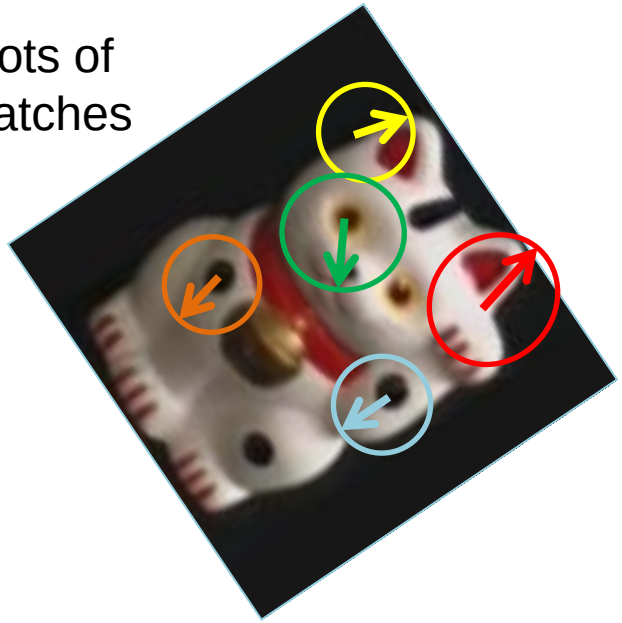
New!
Text | Landmarks | Books | Contact Info | Artwork | Wine | Logos



Simple idea

See how many keypoints are close to keypoints in each other image

Lots of Matches

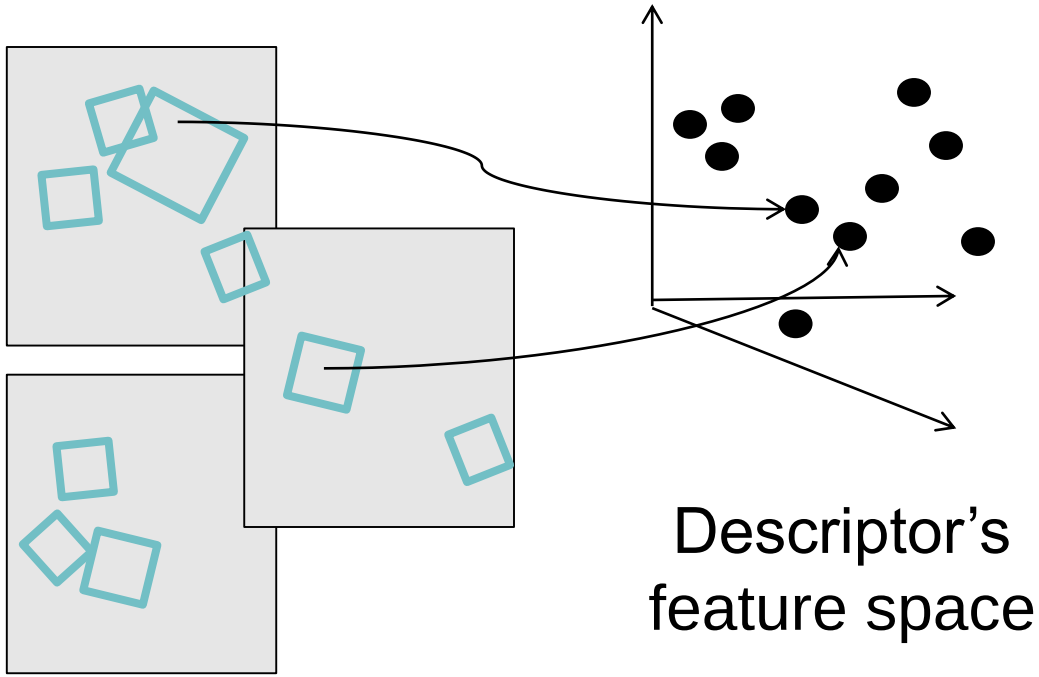


Few or No Matches

But this will be really, really slow!

Indexing local features

- Each patch / region has a descriptor, which is a point in some high-dimensional feature space (e.g., SIFT)



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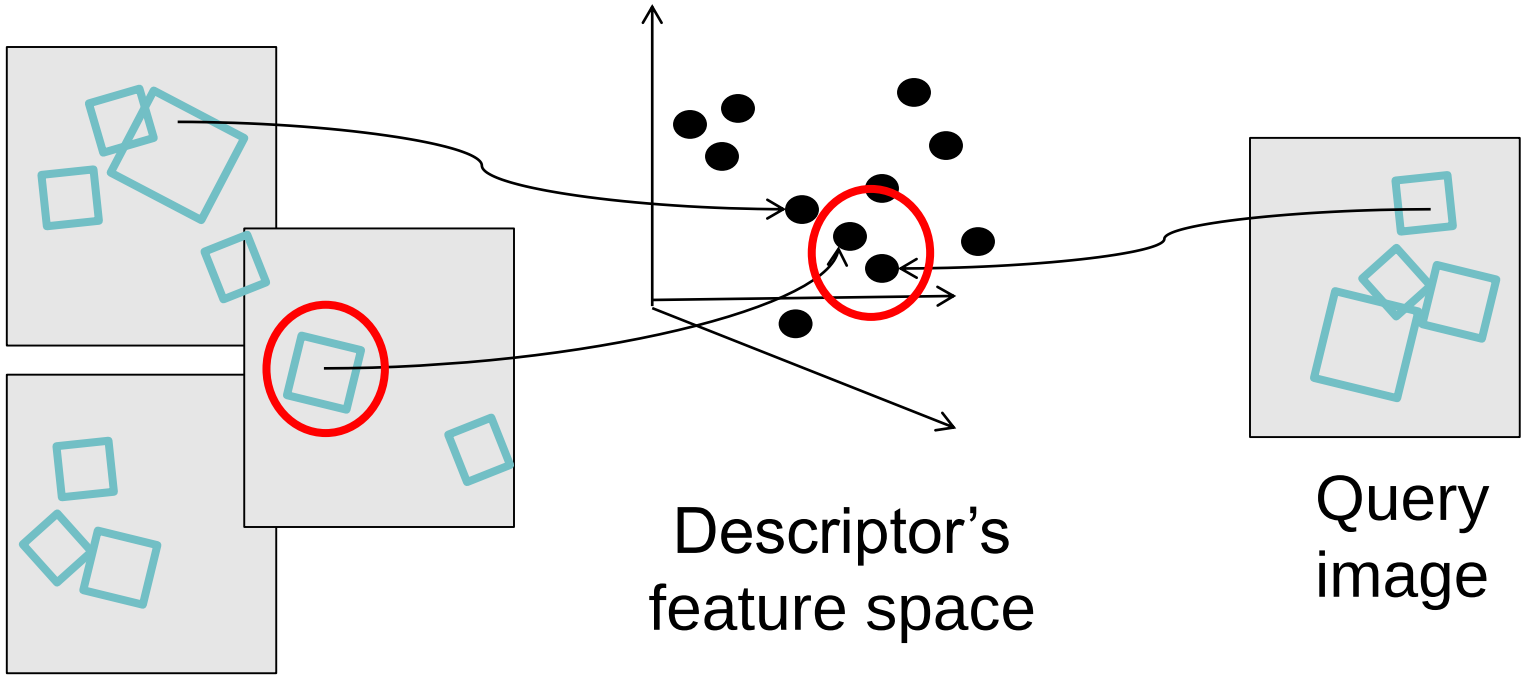
Indexing local features

- When we see close points in feature space, we have similar descriptors, which indicates similar local content.



Easily can have millions of features to search!

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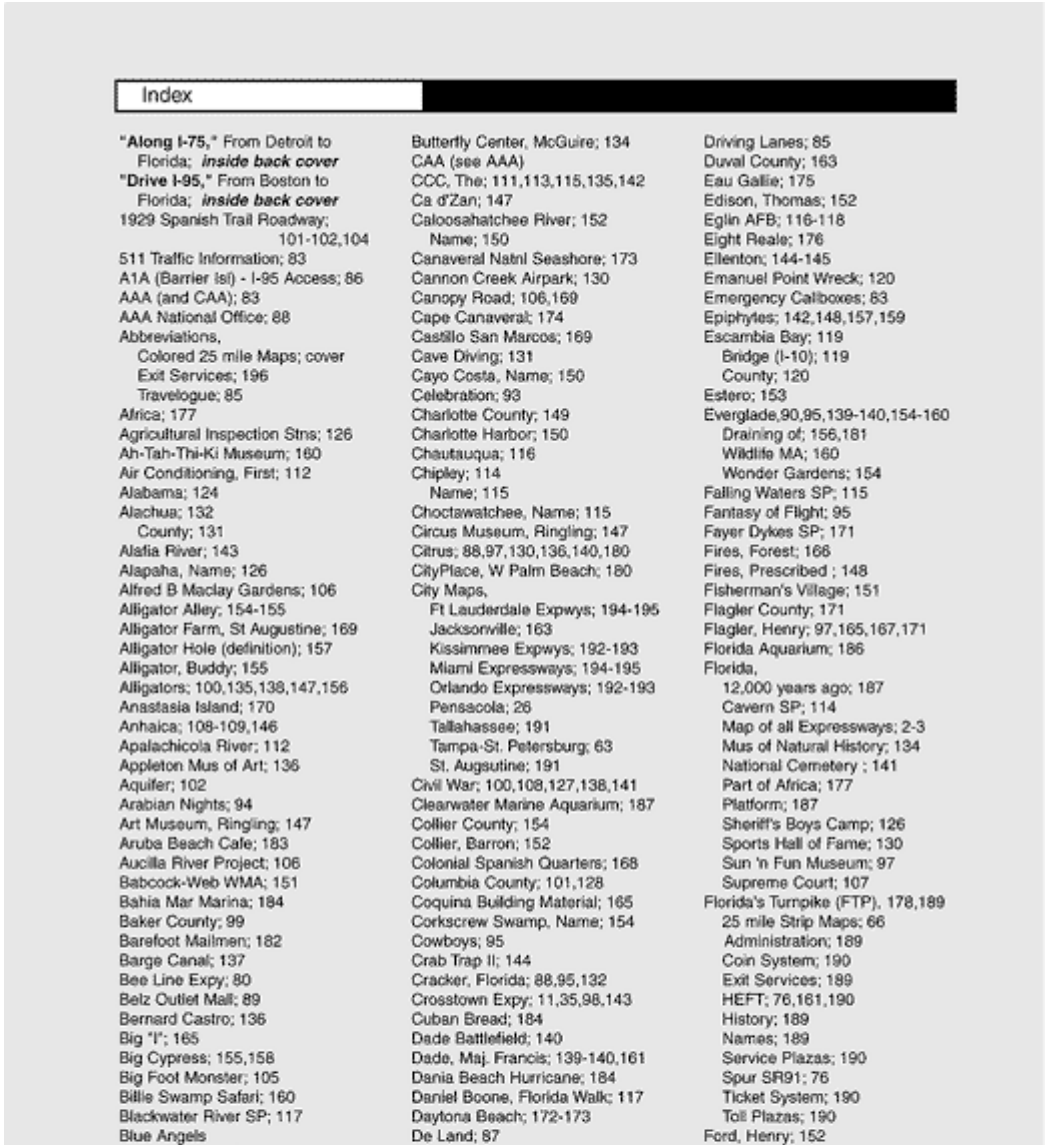
Indexing local features: inverted file index



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- For text documents, an efficient way to find all *pages* on which a *word* occurs is to use an index…
- We want to find all *images* in which a *feature* occurs.
- To use this idea, we'll need to map our features to "visual words".

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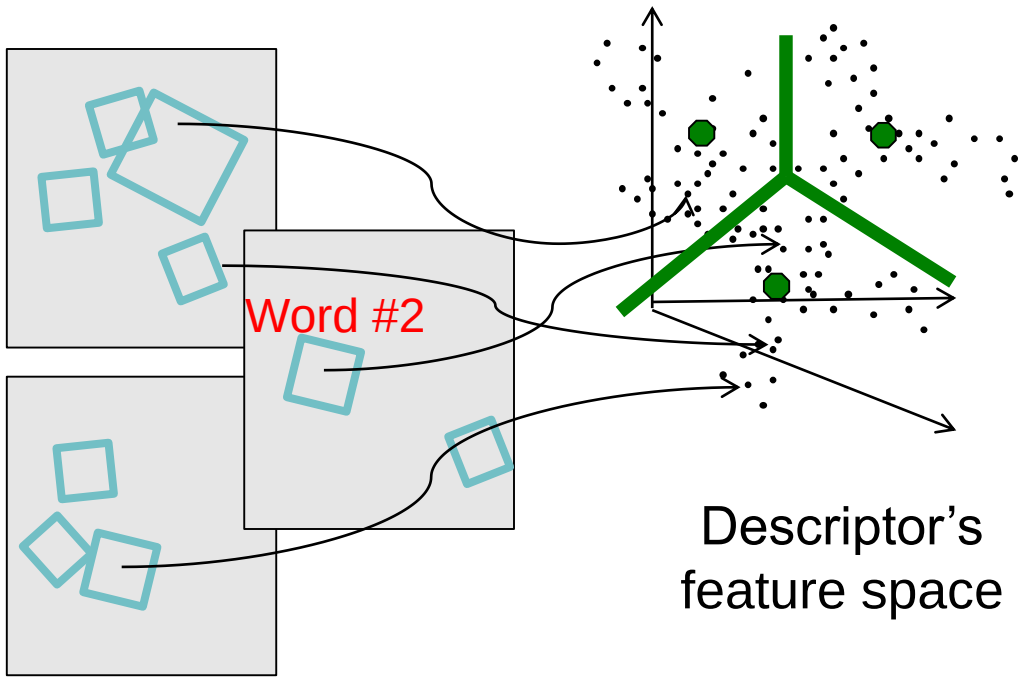
Visual words

- Map high-dimensional descriptors to tokens/words by quantizing the feature space



- Quantize via clustering, let cluster centers be the prototype "words"
- Determine which word to assign to each new image region by finding the closest cluster center.

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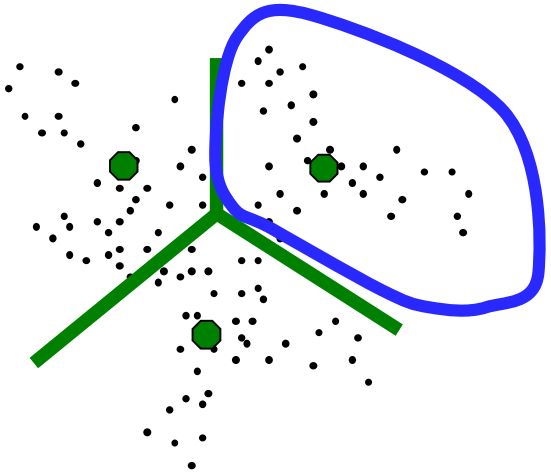
Visual words

- Example: each group of patches belongs to the same visual word



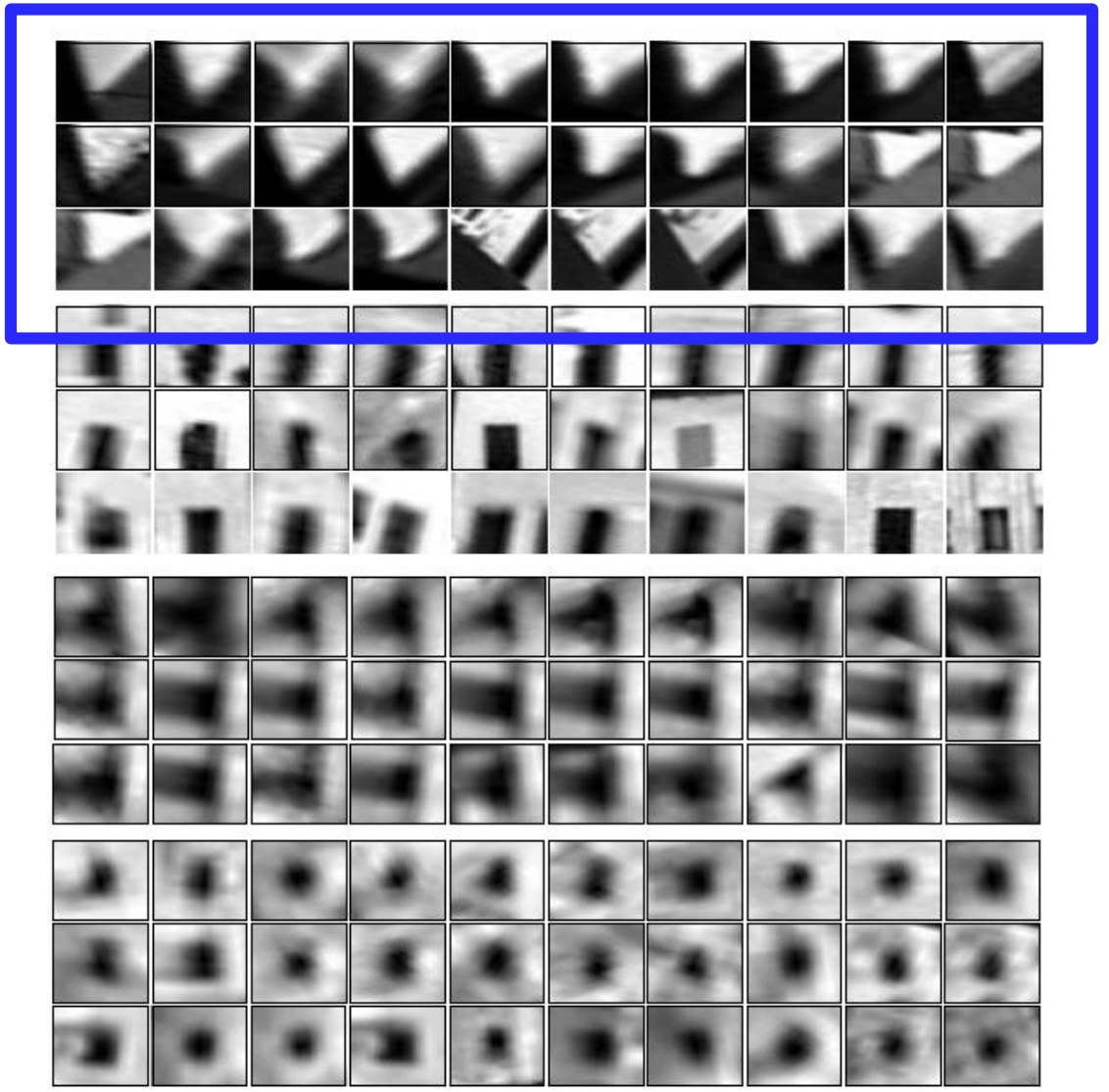


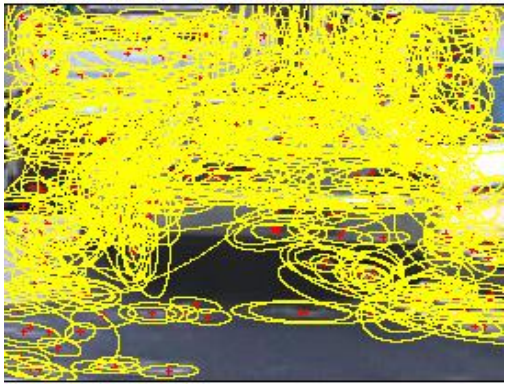
Figure from Sivic & Zisserman, ICCV 2003

Visual vocabulary formation

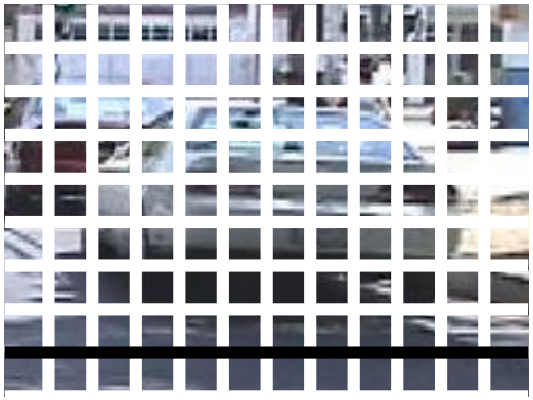
Issues:

- Vocabulary size, number of words
- Sampling strategy: where to extract features?
- Clustering / quantization algorithm
- Unsupervised vs. supervised
- What corpus provides features (universal vocabulary?)

Sampling strategies

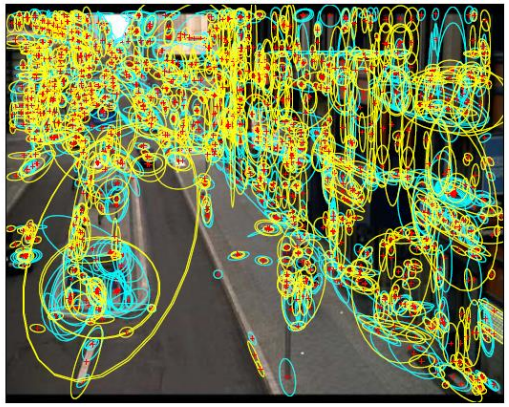


Sparse, at interest points



Dense, uniformly

Randomly



Multiple interest operators

- To find specific, textured objects, sparse sampling from interest points often more reliable.
- Multiple complementary interest operators offer more image coverage.
- For object categorization, dense sampling offers better coverage.

[See Nowak, Jurie & Triggs, ECCV 2006]

Image credits: F-F. Li, E. Nowak, J. Sivic

Inverted file index

Image #1

Image #2

Image #3

Word #	Image #
1	3
2 …	
7	1, 2
8	3
9	
10 …	
91	2

…

- Database images are loaded into the index mapping words to image numbers

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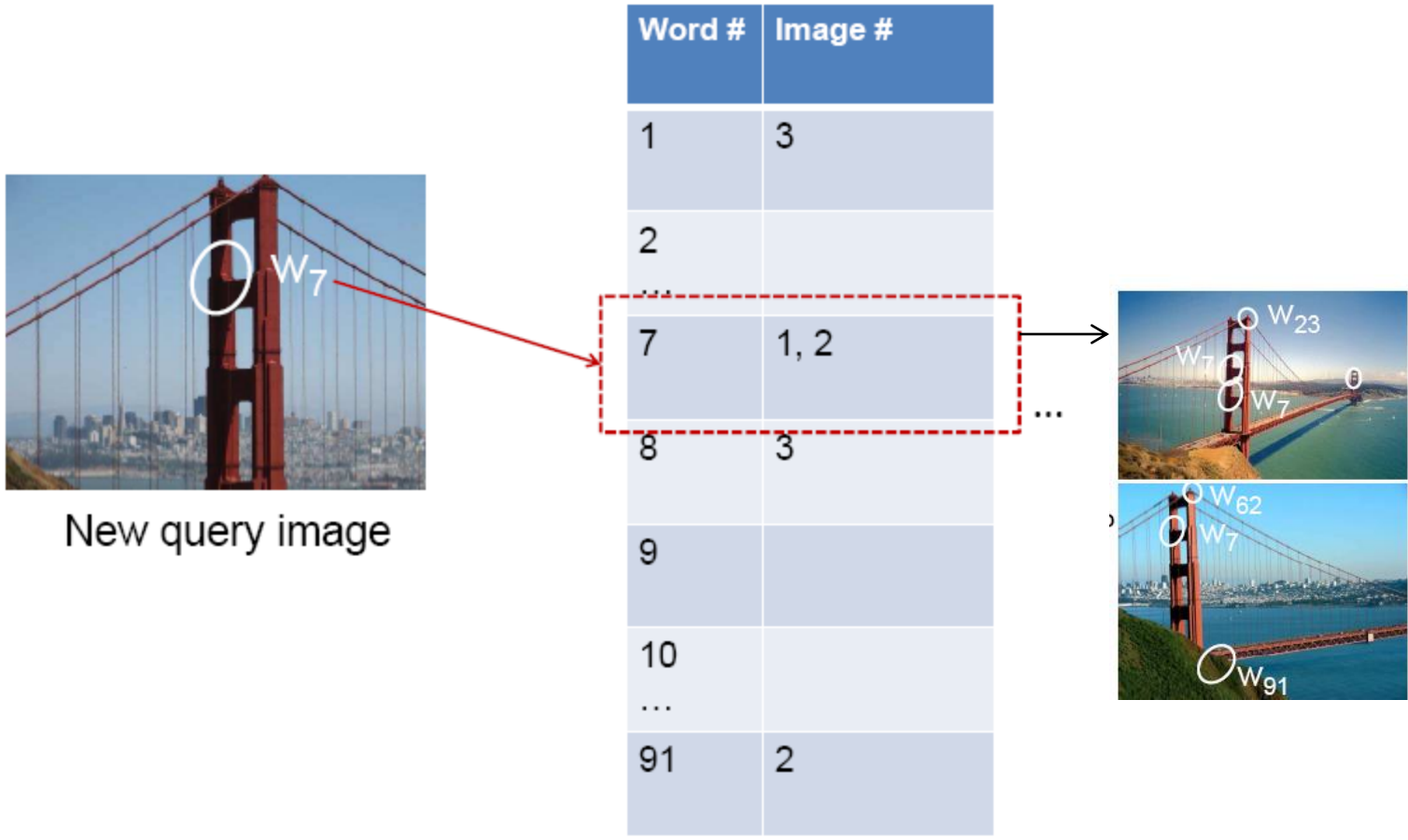
Inverted file index



- New query image is mapped to indices of database images that share a word.

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Inverted file index

- Key requirement for inverted file index to be efficient: sparsity
- If most pages/images contain most words then you're no better off than exhaustive search.
  - Exhaustive search would mean comparing the word distribution of a query versus every page.

Instance recognition: remaining issues

- How to summarize the content of an entire image? And gauge overall similarity?
- How large should the vocabulary be? How to perform quantization efficiently?
- Is having the same set of visual words enough to identify the object/scene? How to verify spatial agreement?
- How to score the retrieval results?