

# Computer Vision and Machine Learning

Erik Sudderth

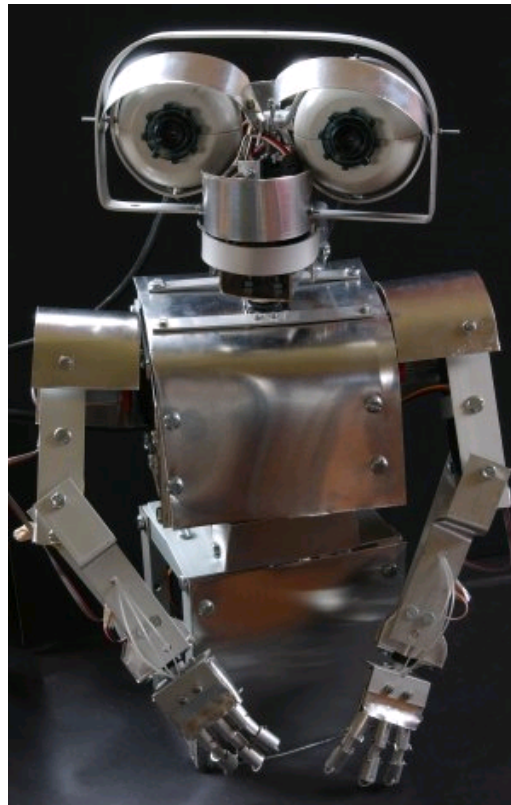
Dept. of Computer Science

*(slides courtesy Charless Fowlkes)*

# Computer Vision

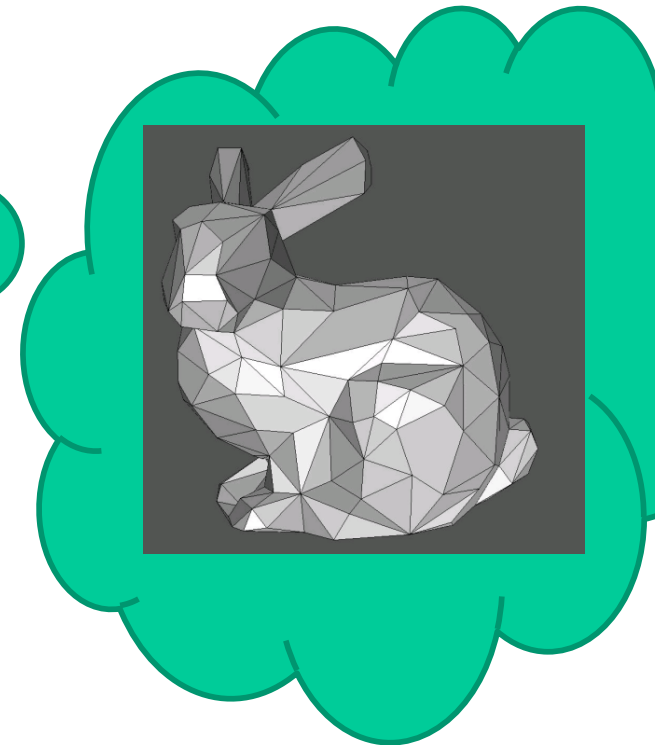
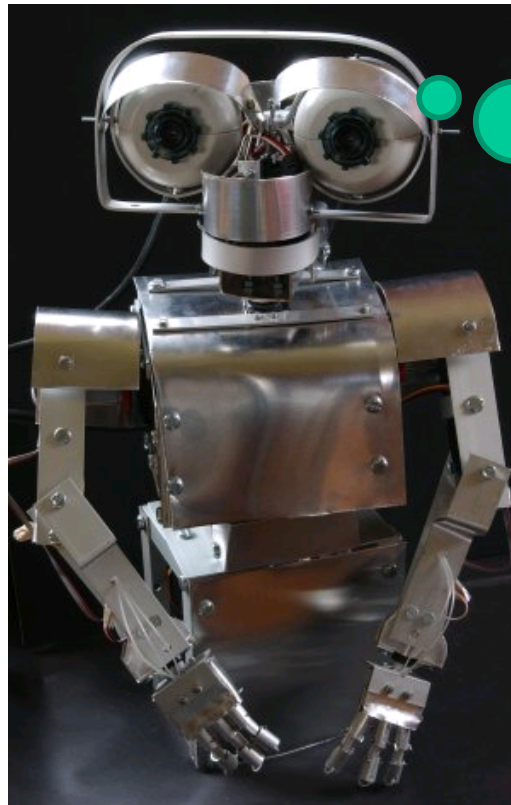
---

How can we build artificial systems that can “make sense” of what is in an image?



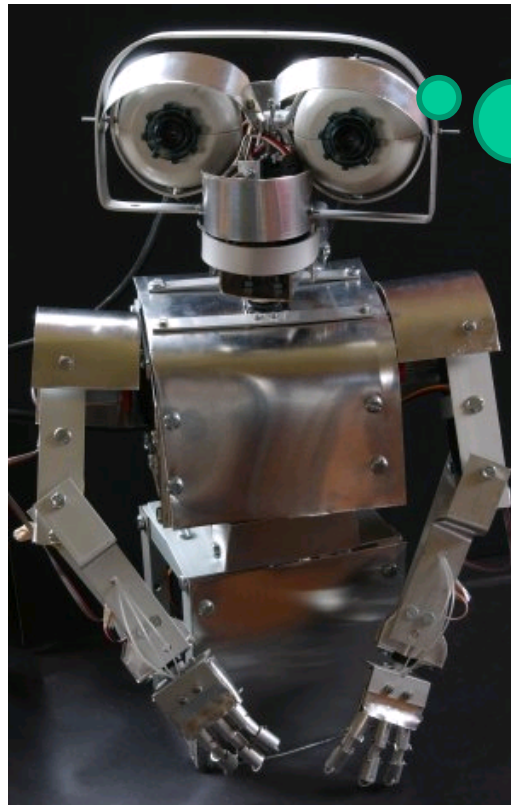
# Computer Vision

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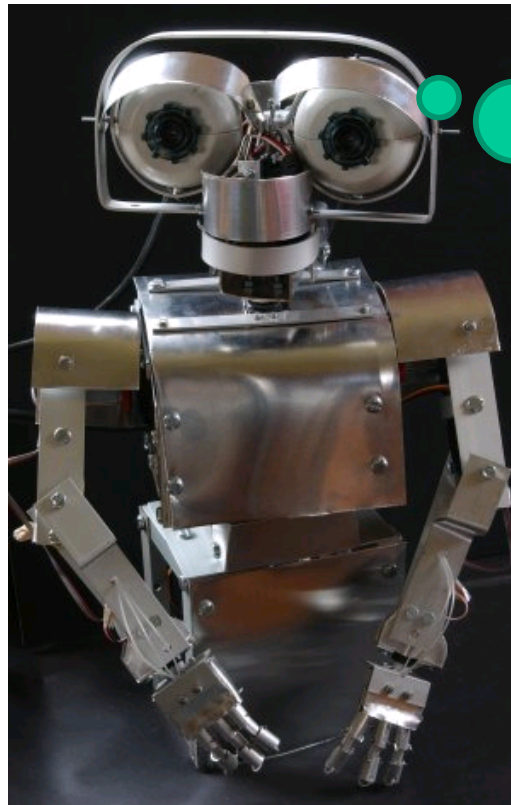


three  
bunnies



# Computer Vision

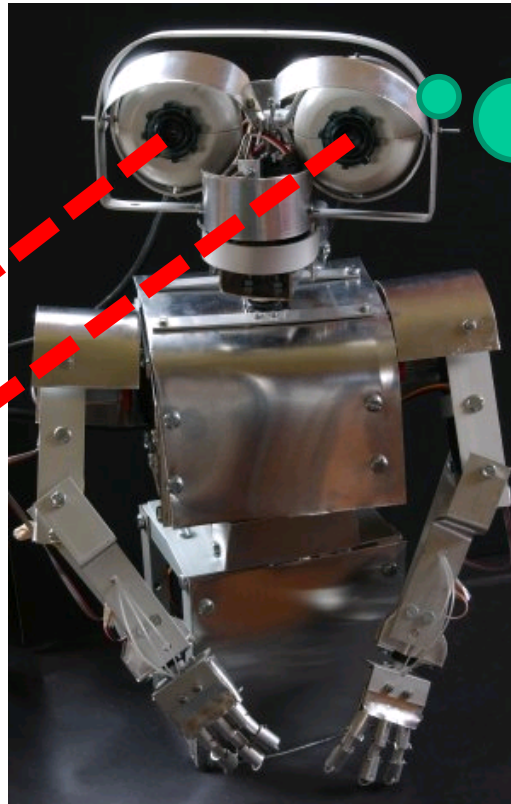
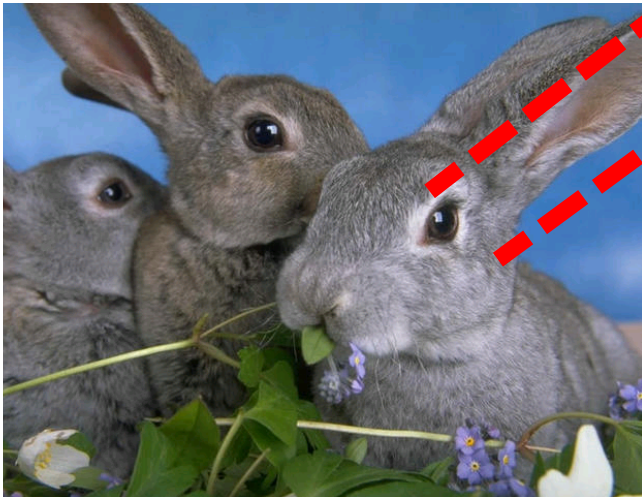
How can we build artificial systems that can “make sense” of what is in an image?



fuzzy!

# Computer Vision

How can we build artificial systems that can “make sense” of what is in an image?



destroy!

# Every picture tells a story

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# Can computers match (or beat) human vision?

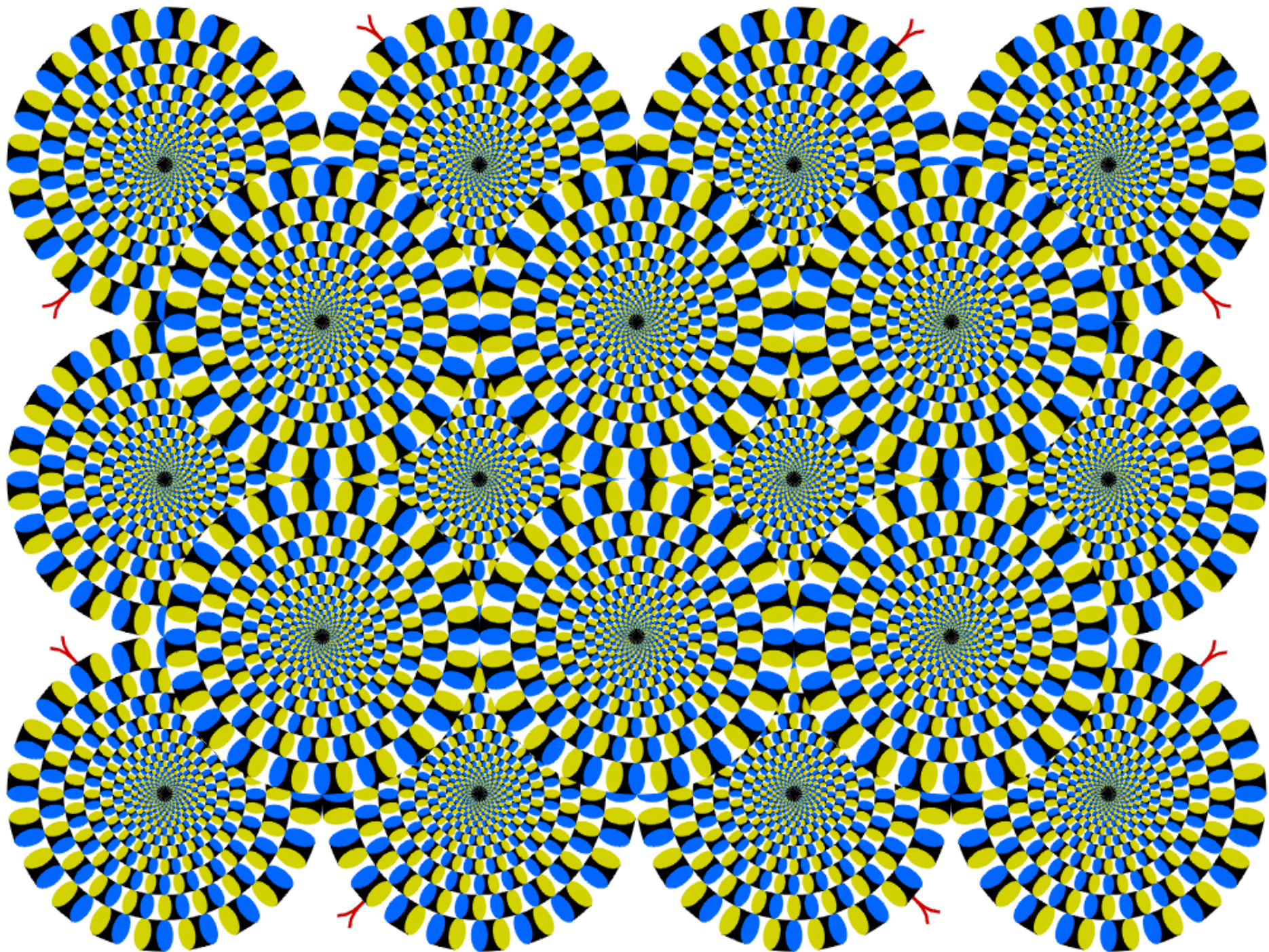
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Yes and no (but mostly no!)

- humans are still much better at high-level image understanding







# Current state of the art

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What can current vision systems do?

- recognize and detect (some) categories of objects
- recover (some) aspects of 3D scene geometry from multiple images

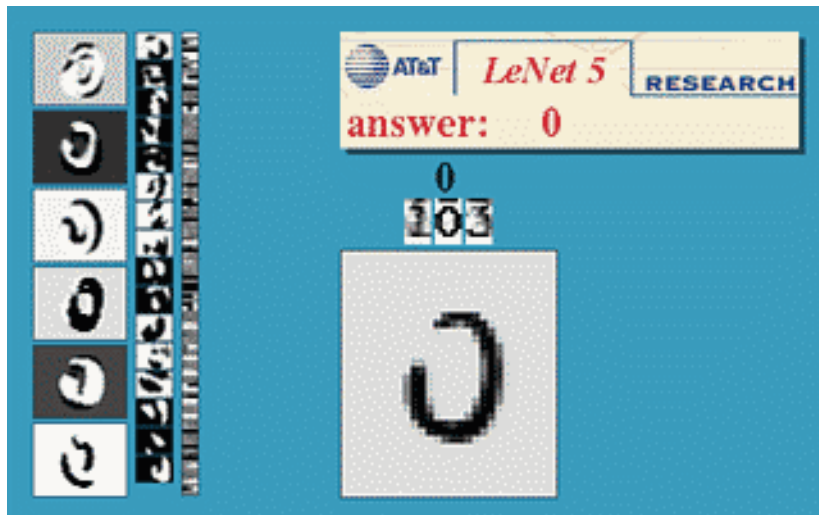
Some examples of working computer vision systems...

# Optical character recognition (OCR)

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Technology to convert scanned docs to text

- If you have a scanner, it probably came with OCR software



Digit recognition, AT&T labs

<http://www.research.att.com/~yann/>



License plate readers

[http://en.wikipedia.org/wiki/Automatic\\_number\\_plate\\_recognition](http://en.wikipedia.org/wiki/Automatic_number_plate_recognition)

# Face detection

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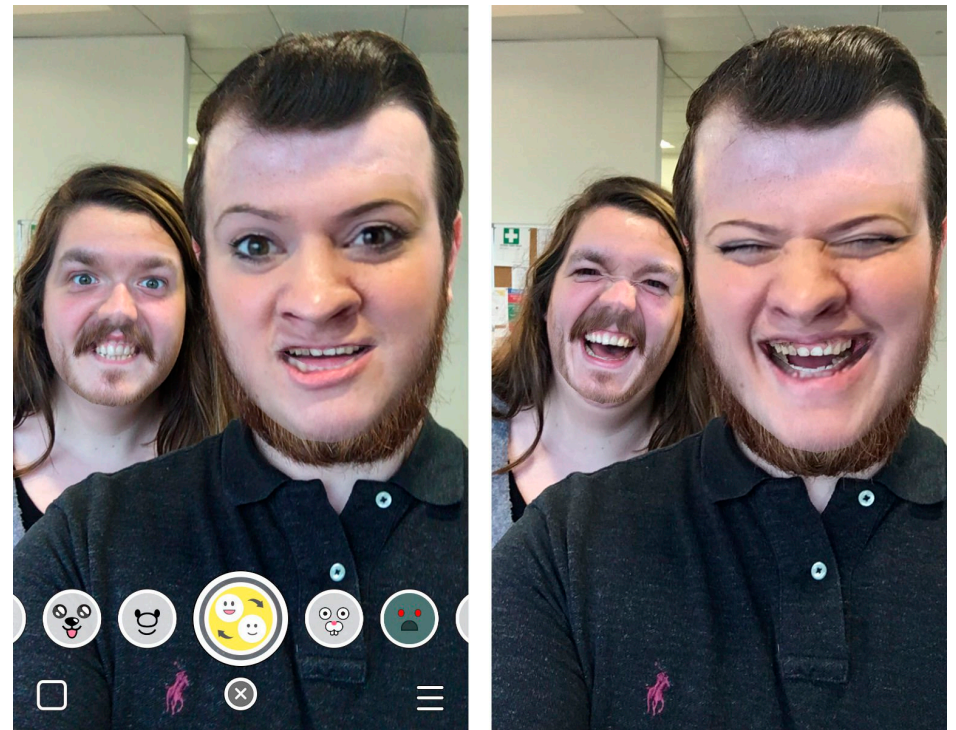
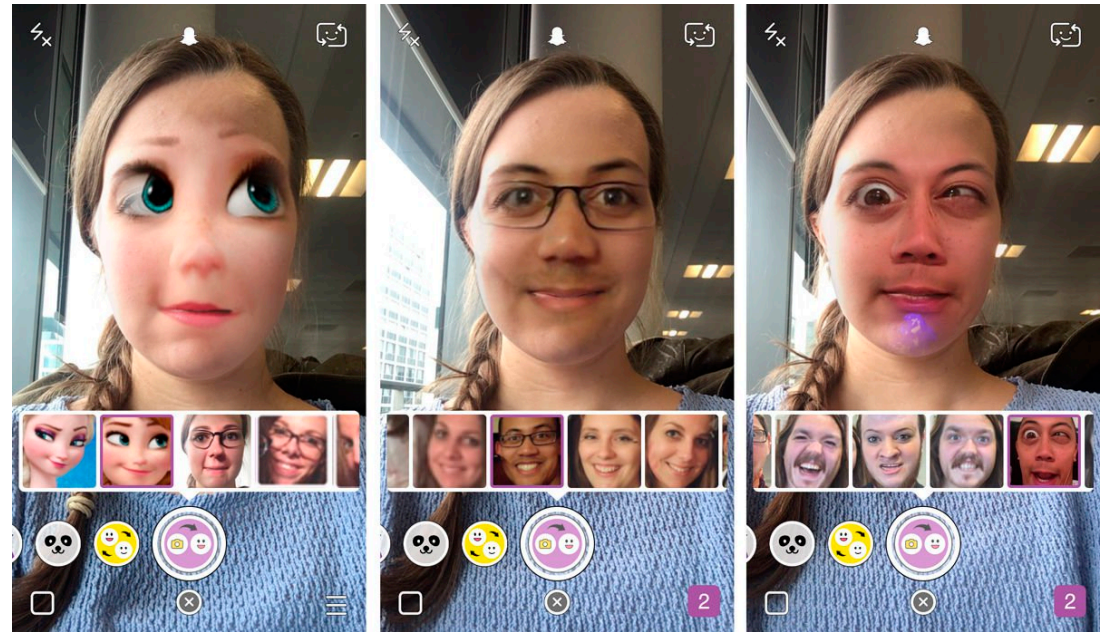
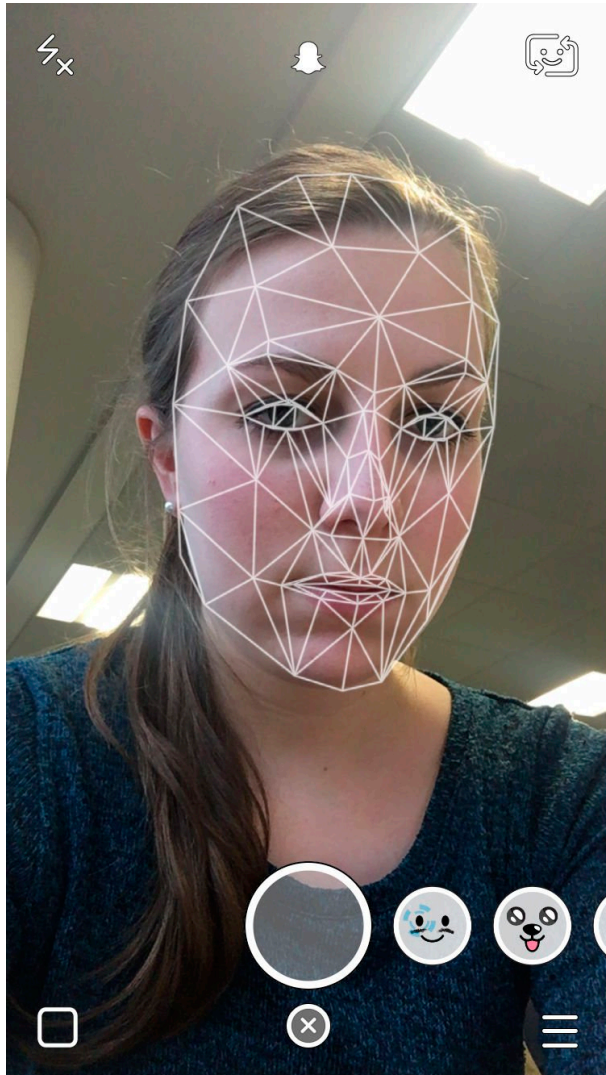
Many digital cameras now detect faces

- Canon, Sony, Fuji, ...

Online photo organization (Google, Facebook, etc.)



# SnapChat Face Swap

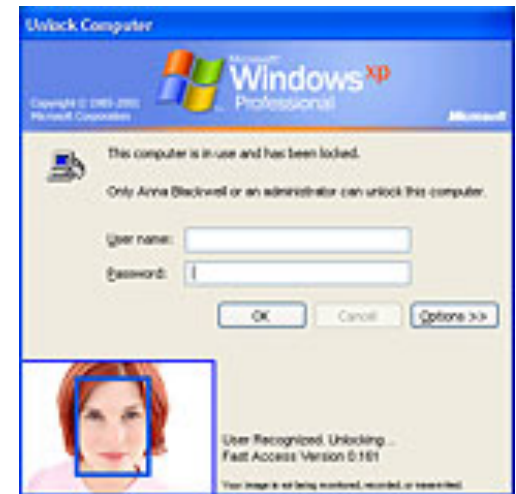
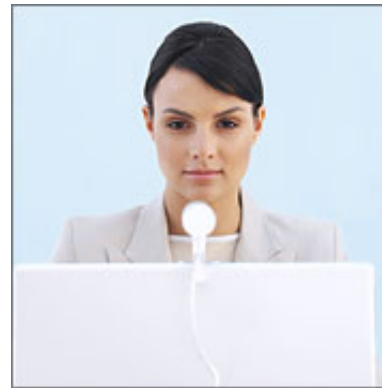


# Login without a password...

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Fingerprint scanners on many new laptops, other devices



Face recognition systems now beginning to appear more widely  
<http://www.sensiblevision.com/>



# Object recognition (in mobile phones)

## Google Goggles in Action

Click the icons below to see the different ways Google Goggles can be used.



[Landmark](#)



[Book](#)



[Contact Info.](#)



[Artwork](#)



[Places](#)



[Wine](#)



[Logo](#)



# Smart cars

[▶▶ manufacturer products](#) [consumer products ◀◀](#)

## Our Vision. Your Safety.



rear looking camera

forward looking camera

side looking camera

▶ **EyeQ** Vision on a Chip



[▶ read more](#)

▶ **Vision Applications**



Road, Vehicle, Pedestrian Protection and more

[▶ read more](#)

▶ **AWS** Advance Warning System



[▶ read more](#)

### News

- ▶ [Mobileye Advanced Technologies Power Volvo Cars World First Collision Warning With Auto Brake System](#)
- ▶ [Volvo: New Collision Warning with Auto Brake Helps Prevent Rear-end](#)

[▶ all news](#)



### Events

- ▶ [Mobileye at Equip Auto, Paris, France](#)
- ▶ [Mobileye at SEMA, Las Vegas, NV](#)

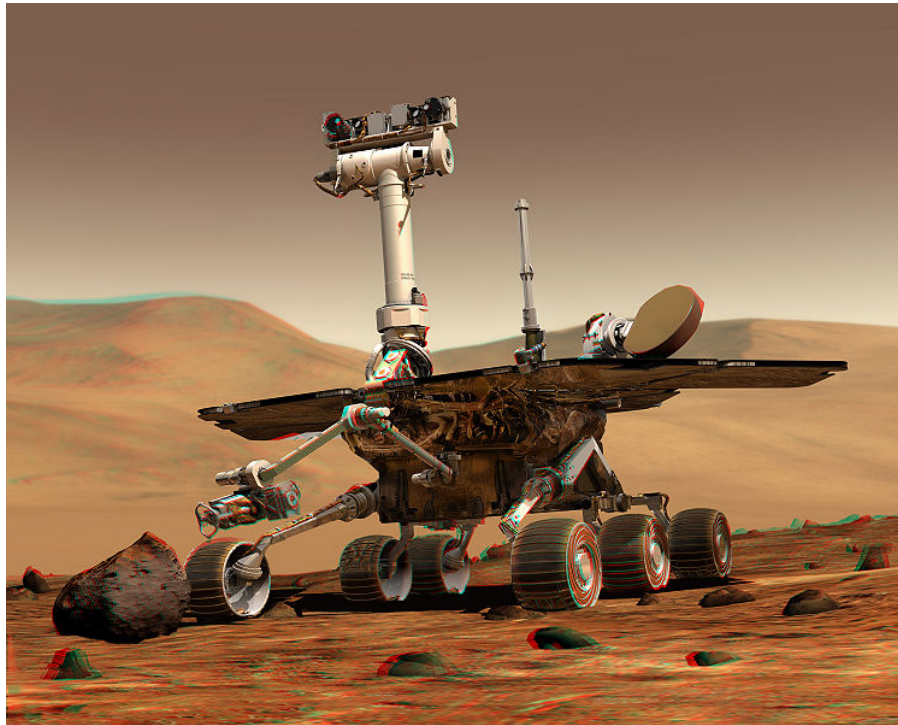
[▶ read more](#)

## Mobileye

- Vision systems currently in high-end BMW, GM, Volvo models
- Early warning of collisions, pedestrians, lane changes etc.

# Robotics

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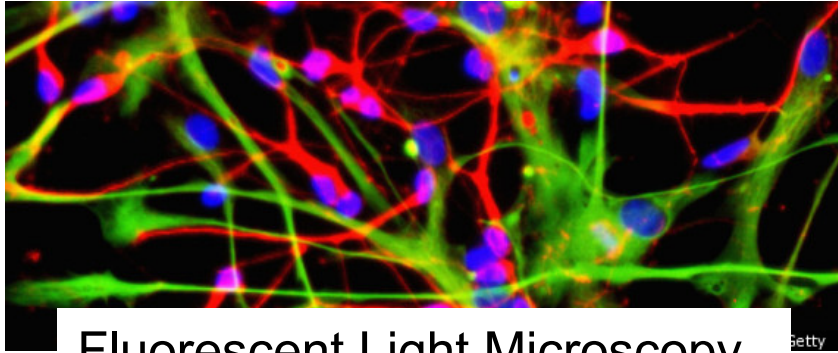
NASA's Mars Spirit Rover

[http://en.wikipedia.org/wiki/Spirit\\_rover](http://en.wikipedia.org/wiki/Spirit_rover)

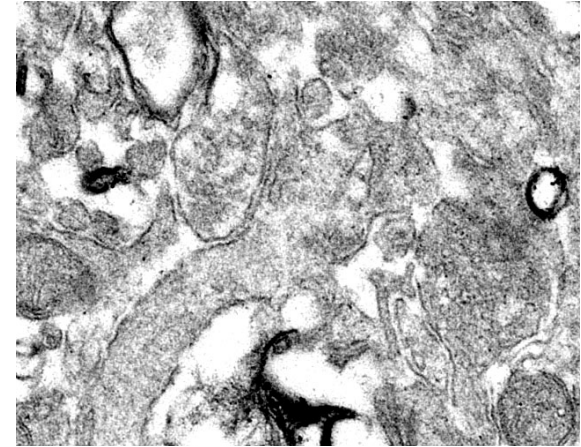


# Biological Image Analysis

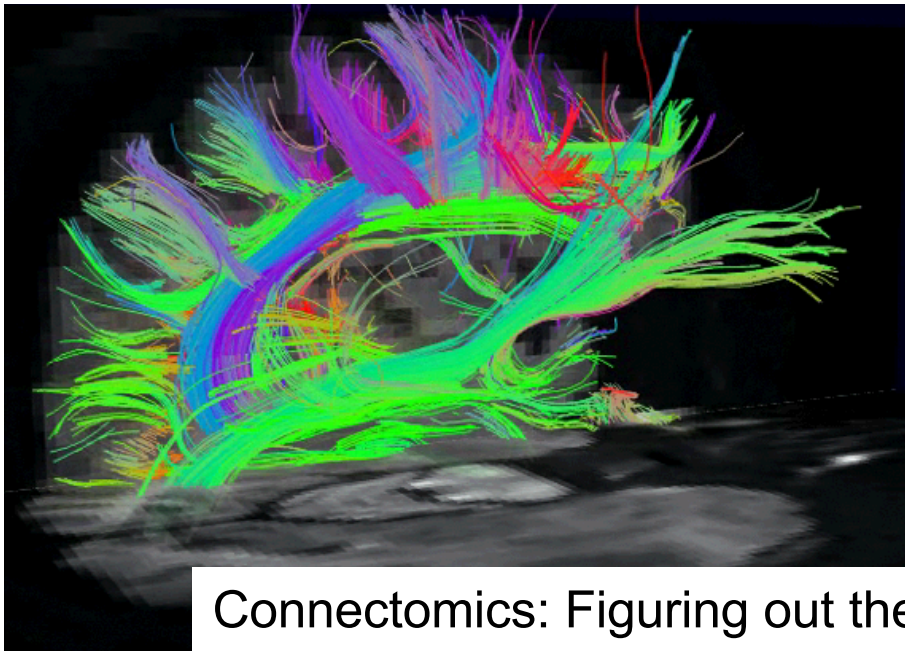
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Fluorescent Light Microscopy



Scanning Electron Microscopy



Connectomics: Figuring out the wiring diagram of the brain



# Overview

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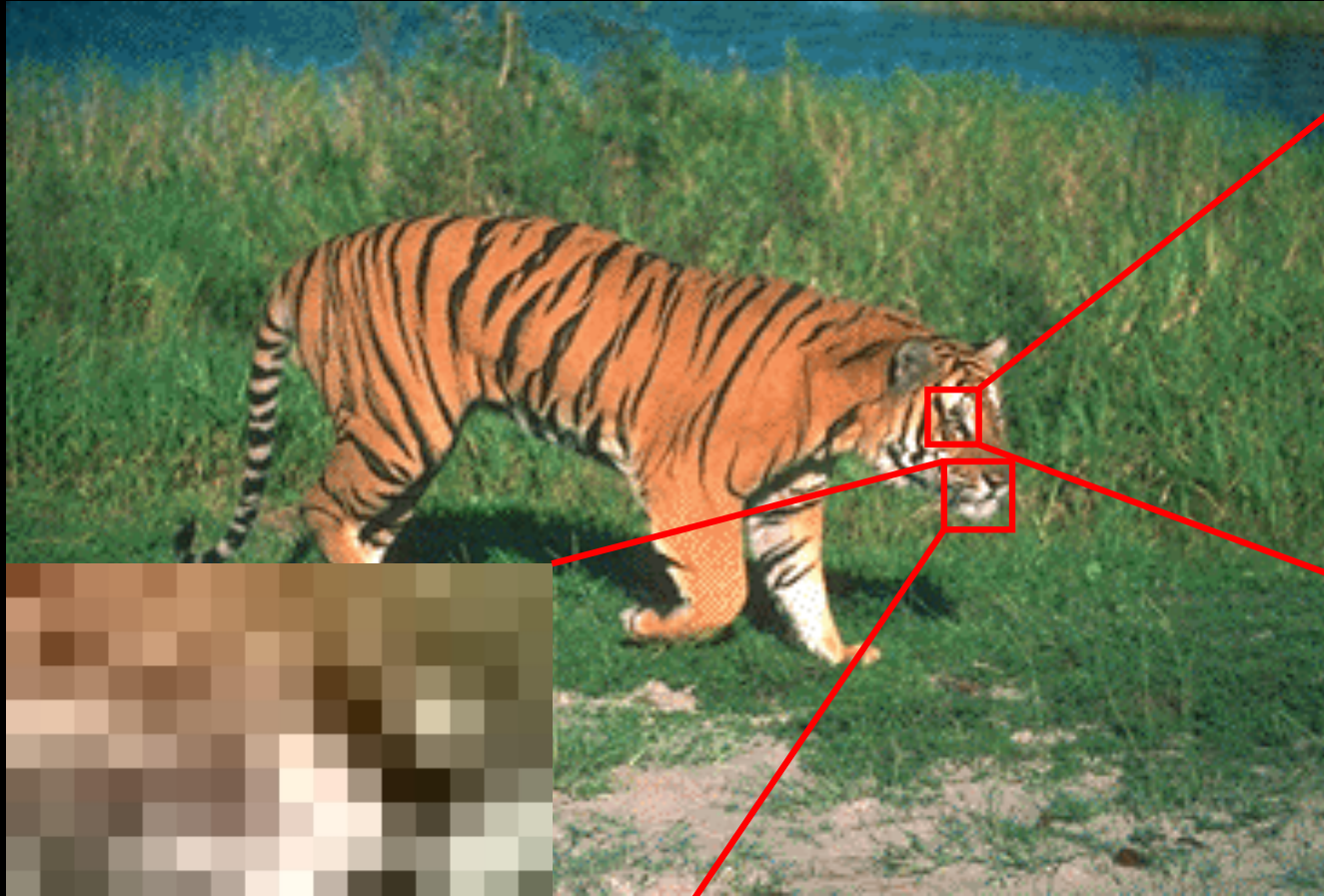
Introduction

Understanding what is in an image

Learning to see by modeling data



# What is in an image?



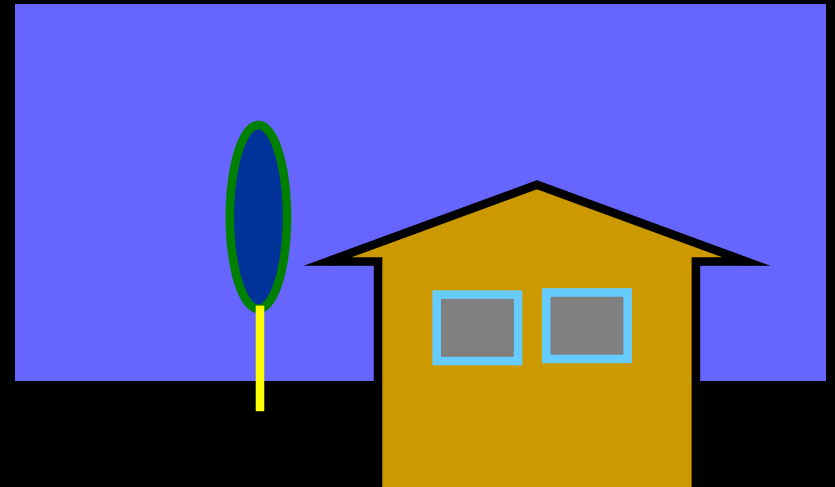
The input is just an array of brightness values; humans perceive structure in it.



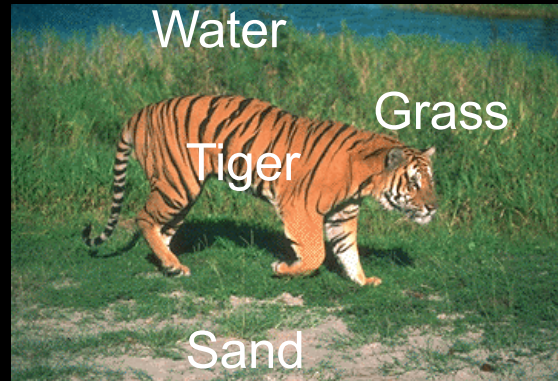
“ I stand at the window and see a house, trees, sky. Theoretically I might say there were 327 brightnesses and nuances of color. Do I *have* 327? No. I have sky, house, and trees.”

**Laws of Organization in Perceptual Forms**  
**Max Wertheimer (1923)**

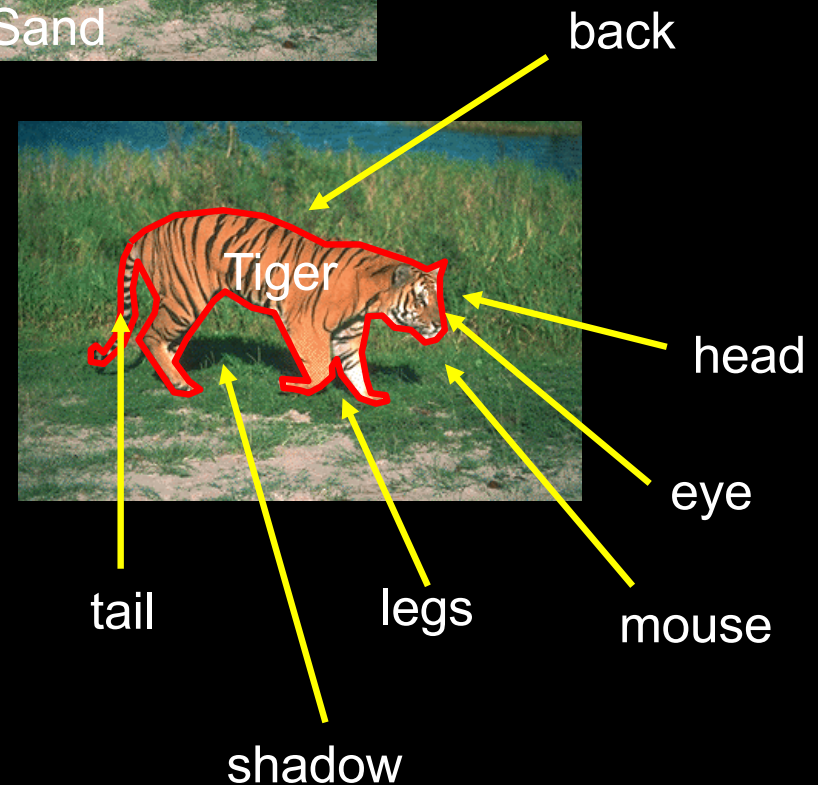
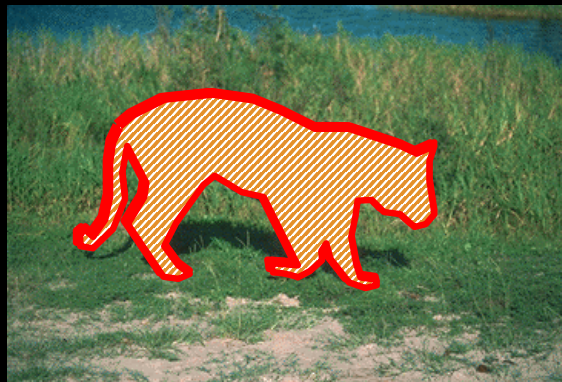
010011010....



# From Pixels to Perception



outdoor  
wildlife



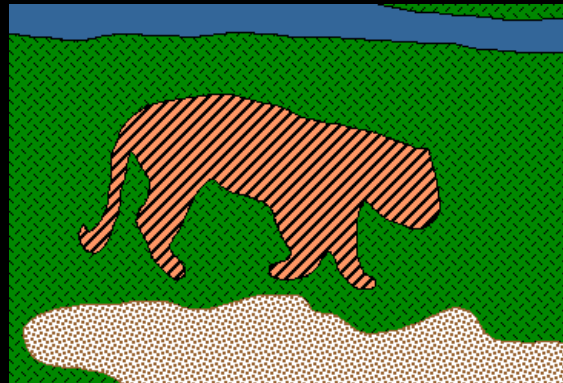


# Feed-forward processing

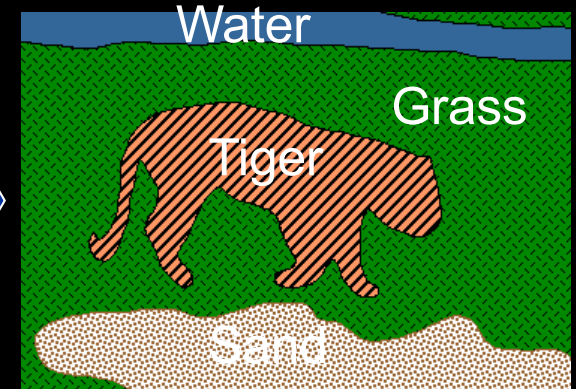
Pixels  
Local Neighborhoods



Contours  
Surfaces



Objects  
Scenes



Low-level



Mid-level



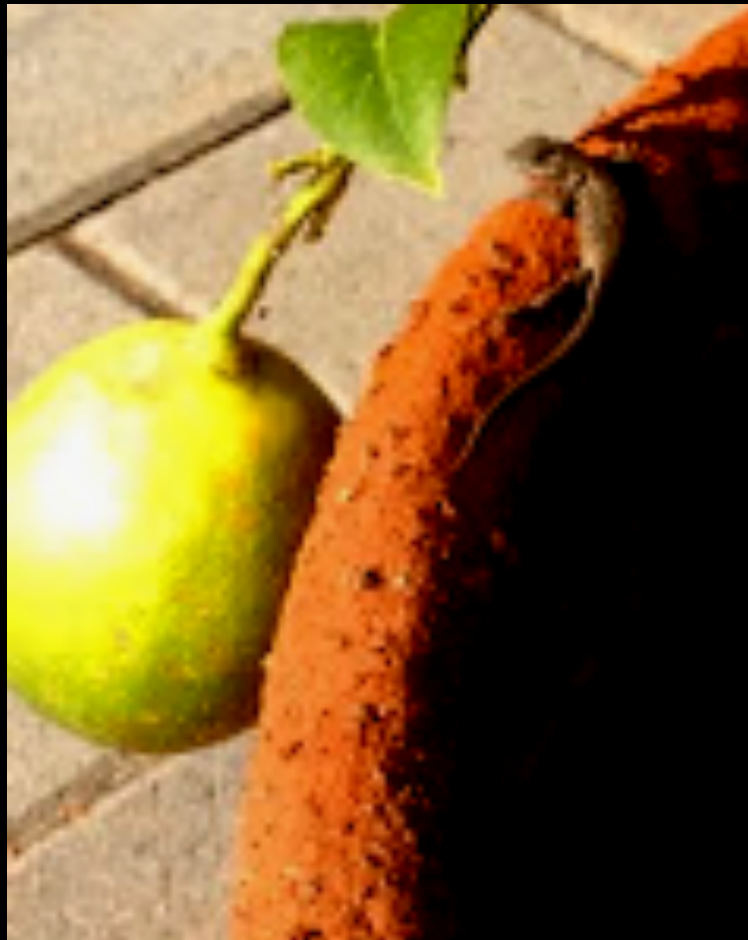
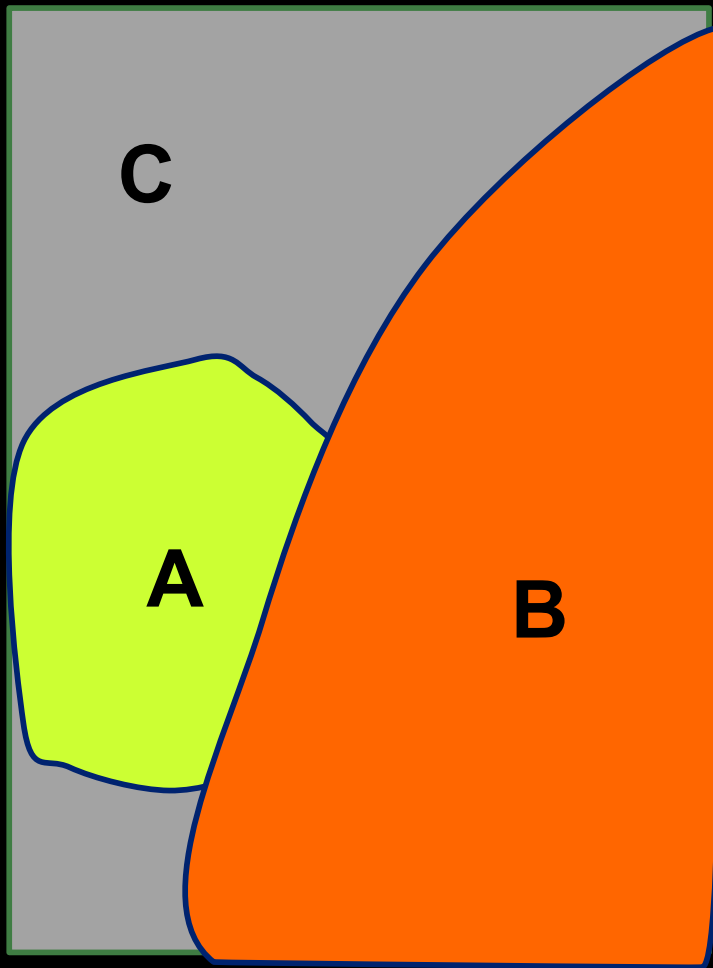
High-level

Boundaries are often defined by discontinuities in image brightness, color and/or texture

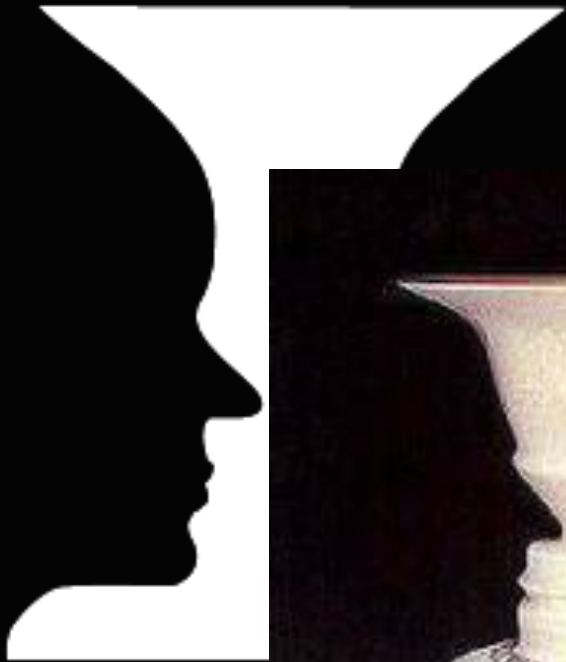




# Humans assign a depth ordering to surfaces across a contour



B is in front of A.    A is in front of C.    B is in front of C



Face-Vase Illusion

[turnyourhead.com](http://turnyourhead.com)

# Figure/Ground Organization

- A contour belongs to one of the two (but not both) abutting regions.

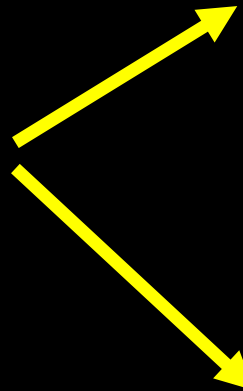
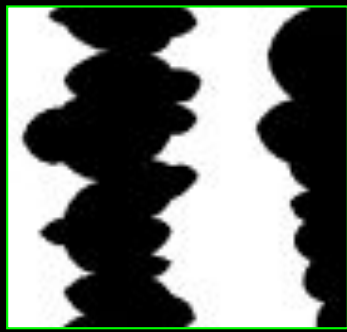


Figure  
(face)

Ground  
(shapeless)



Ground  
(shapeless)

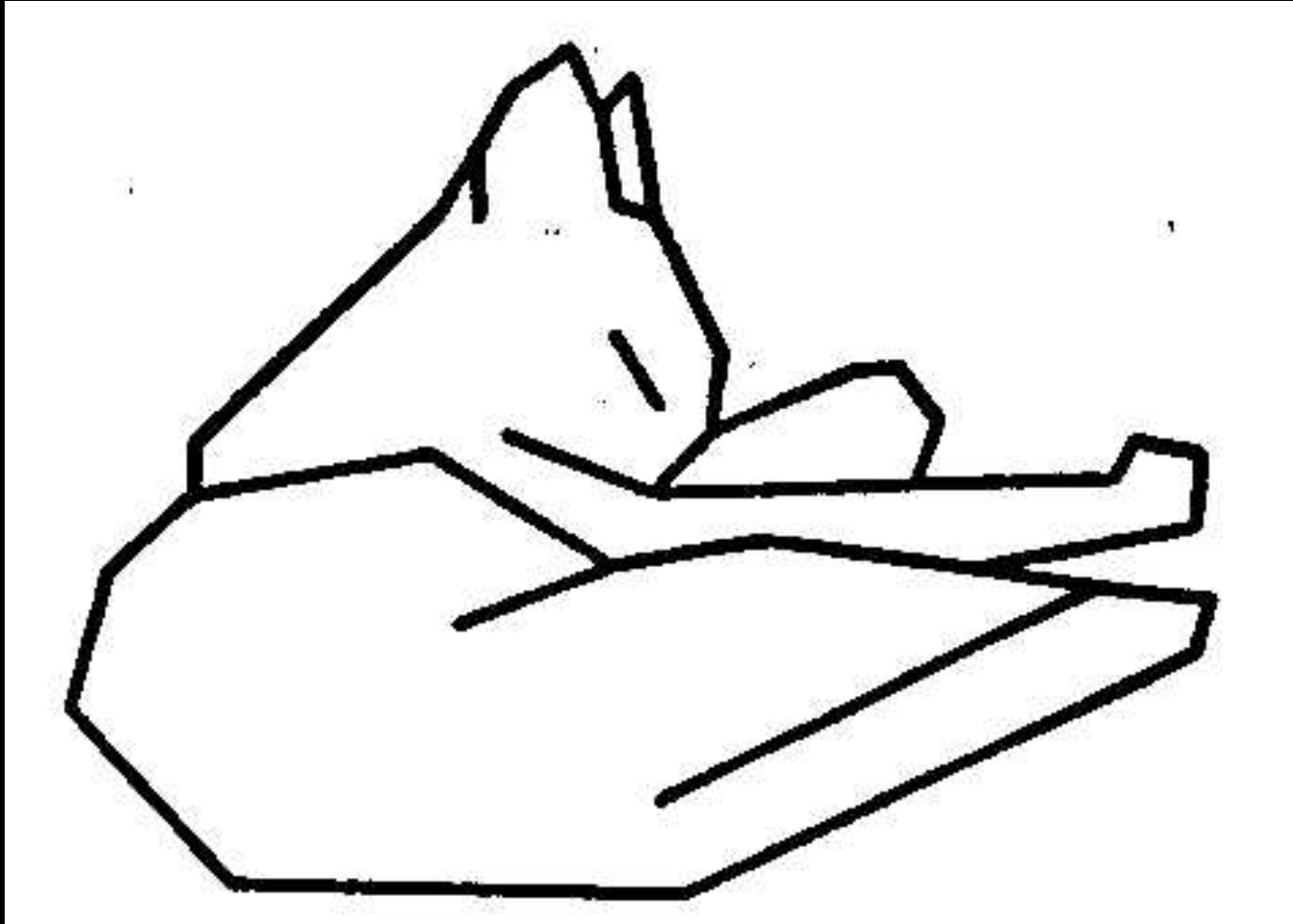
Figure  
(vase)



Important for the perception of shape



Line drawings convey lots of information about shape, identity, etc.



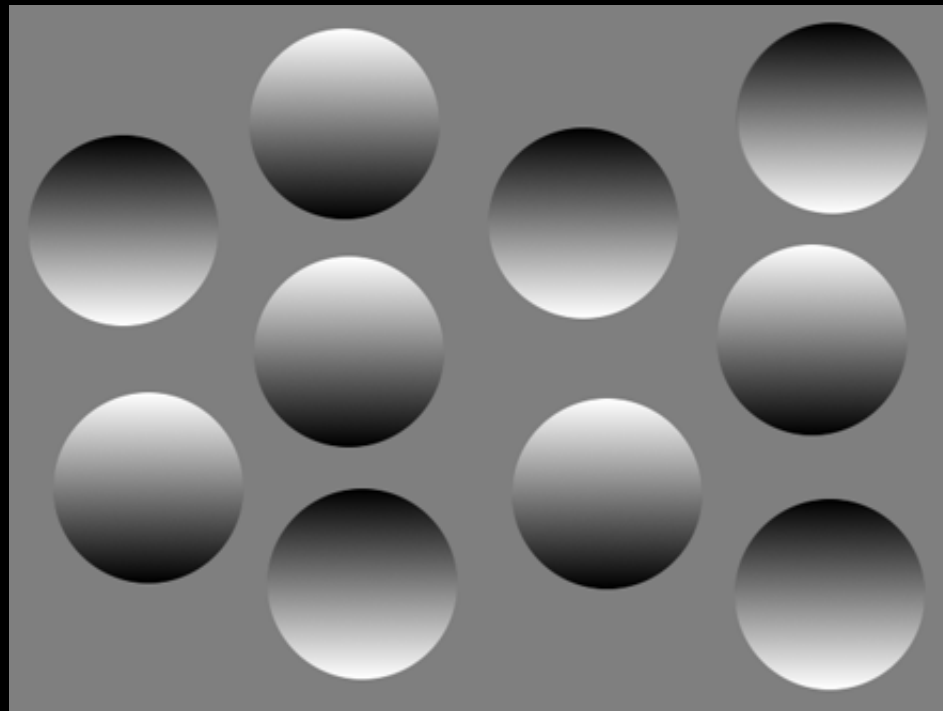
Attneave's Cat (1954)







# Shading



# What do we see here?





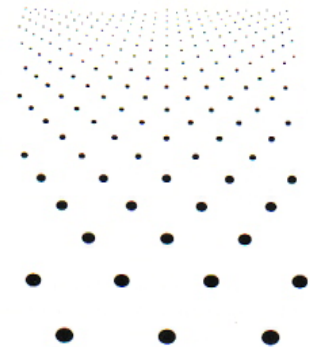
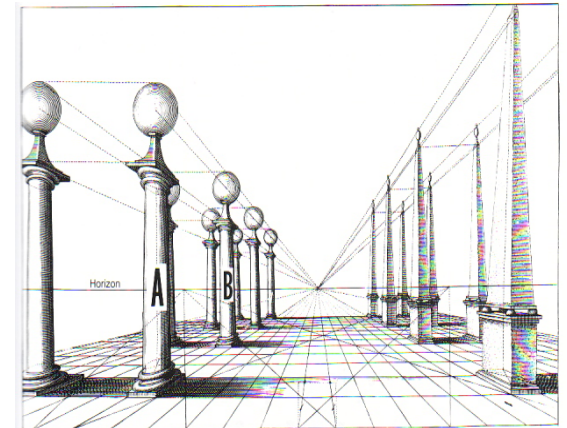
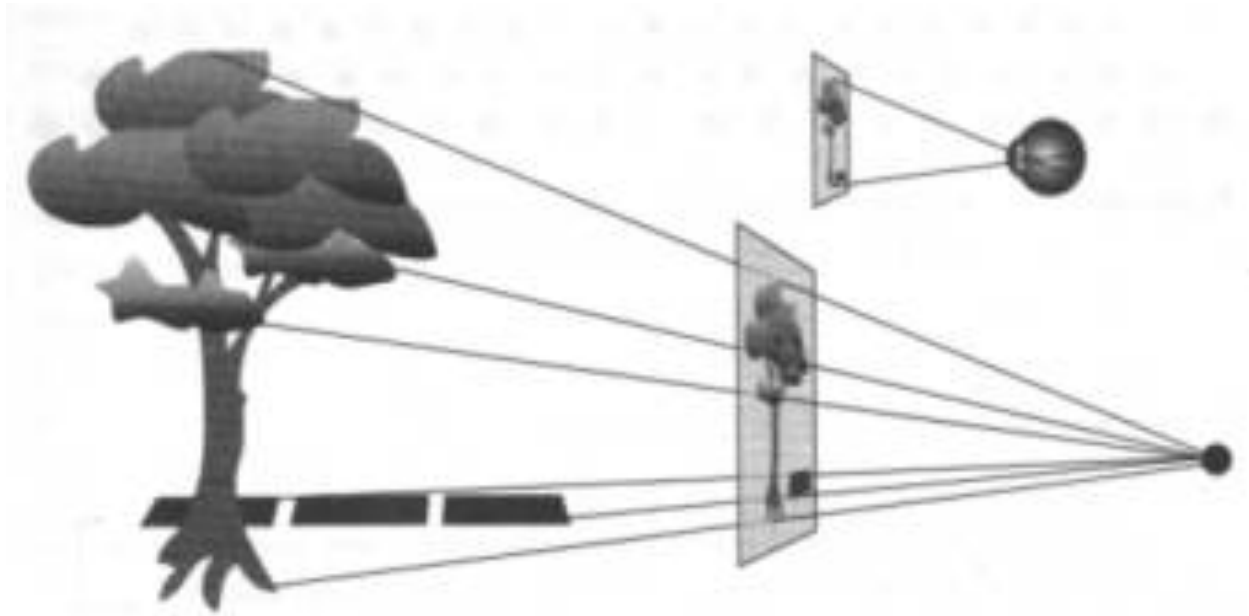
And here?





# Perspective Cues

- Parallel lines converge
- Distant objects appear smaller
- Textured Elements become smaller with distance



# Size Constancy





# Size Constancy



Why doesn't it bother you that one person is 3x smaller than another?



# Object Category Recognition





# Challenges in object recognition



Illumination



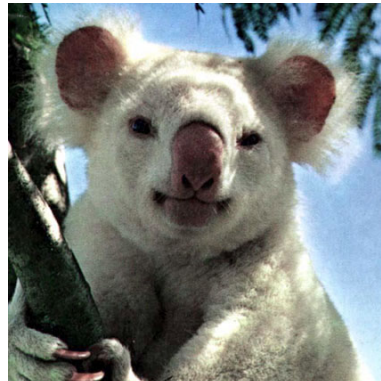
Object pose



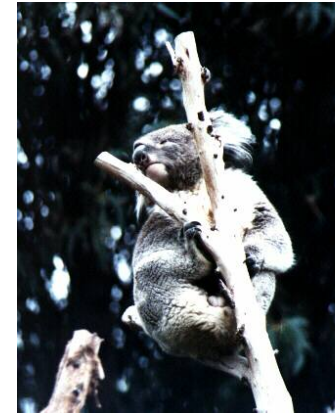
Clutter



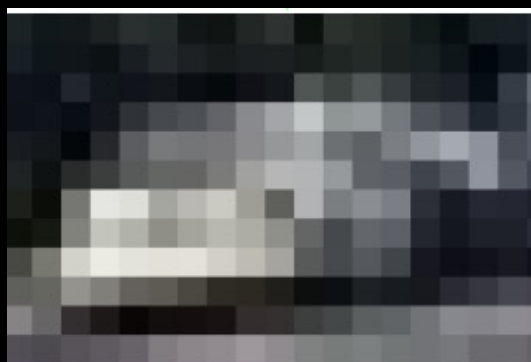
Occlusions



Intra-class  
appearance



Viewpoint



# Objects are in Scenes (context is powerful!)



From work of Torralba and Oliva, Hoeim, Efros and Hebert

# Overview

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Introduction

Understanding what is in an image

Learning to see by modeling data

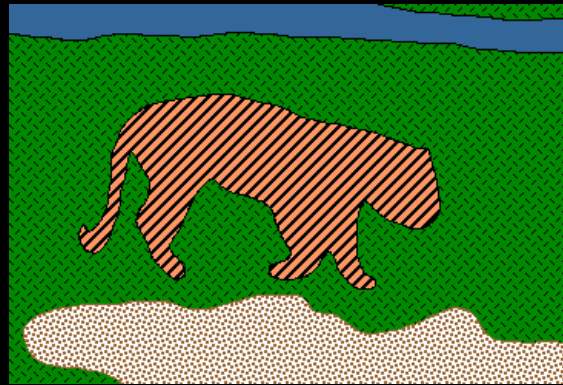


# Feed-forward processing

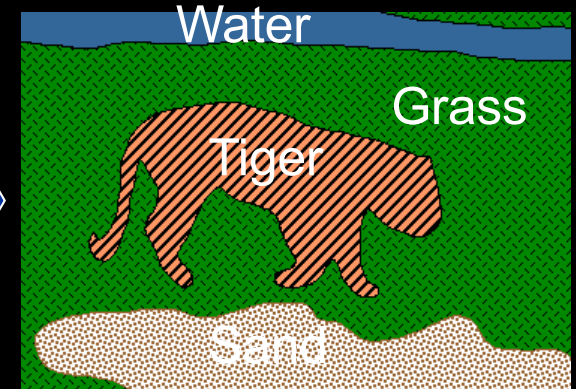
Pixels  
Local Neighborhoods



Contours  
Surfaces



Objects  
Scenes



Low-level



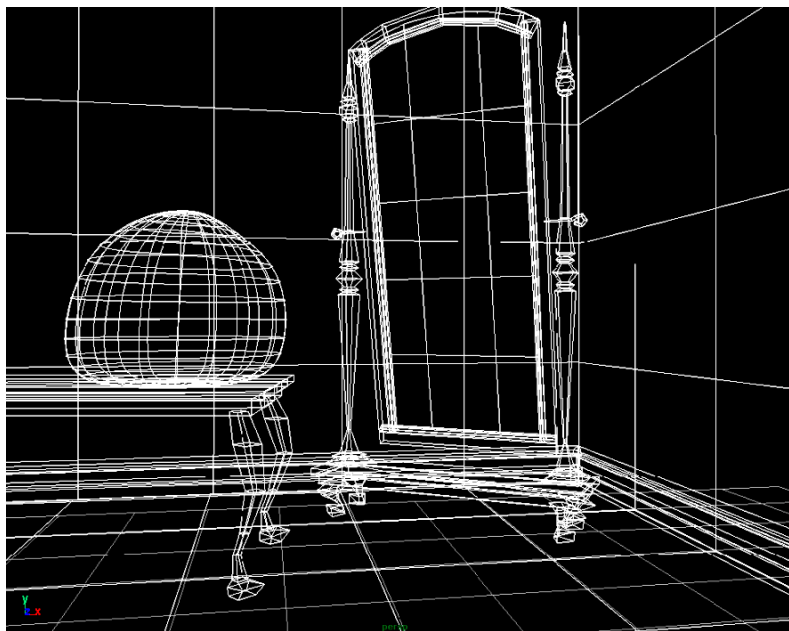
Mid-level



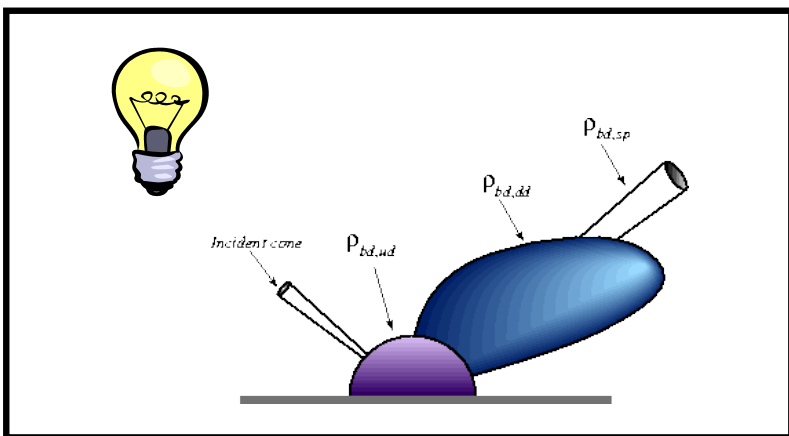
High-level

# Feed-forward processing, a naïve proposal?





3D geometry + materials



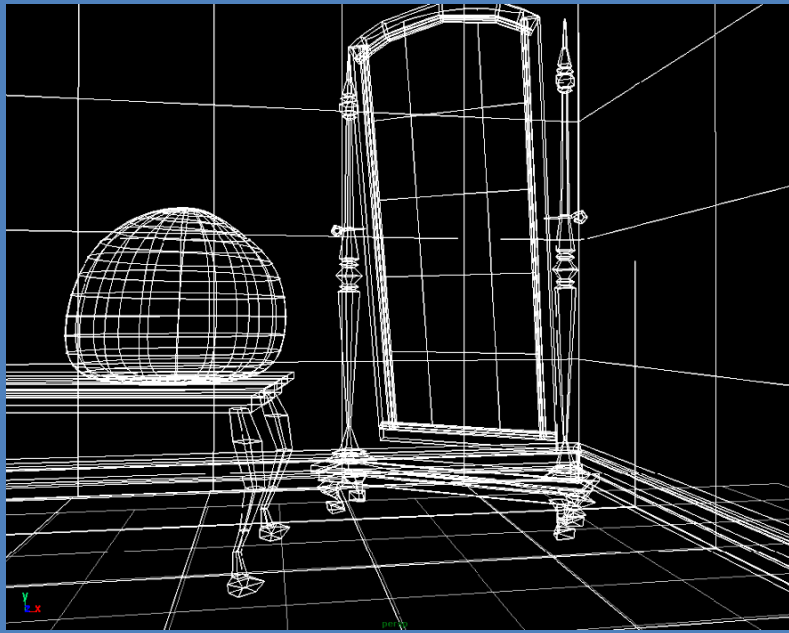
physics



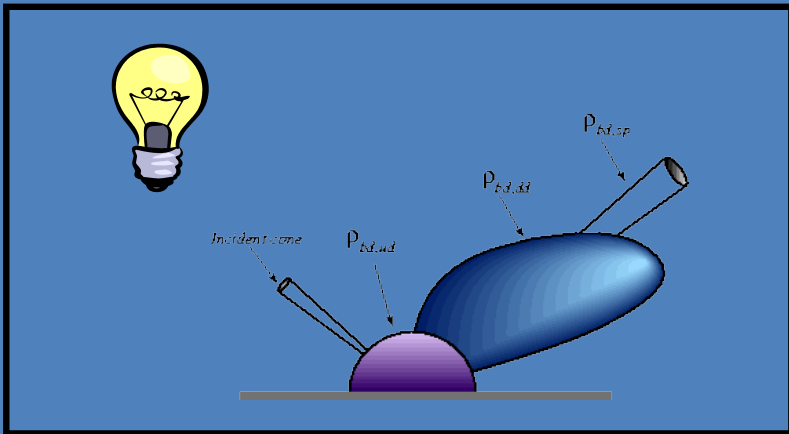
Simulation

GRAPHICS

# Computer vision as inverse computer graphics



3D geometry + materials



physics



Estimation

VISION!



The inverse problem is  
under-constrained!



# Perception as Inference



Herman von Helmholtz  
(1821-1894)



Thomas Bayes  
(1701-1761)

## “Unconscious Inference”

Measurements delivered by the eye are incomplete.  
They must be combined with some prior beliefs  
and assumptions to yield useful percepts

# Bayes' Rule



Herman von Helmholtz  
(1821-1894)



Thomas Bayes  
(1701-1761)

$W$  = state of the world,  $I$  = image observed

$$P(W | I) \propto P(I | W)P(W)$$

# Bayes' Rule



Herman von Helmholtz  
(1821-1894)



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$W$  = state of the world,  $I$  = image observed

$$P(W | I) \propto P(I | W)P(W)$$

image formation

prior belief



Where do we learn these  
statistics about images  
and scenes?

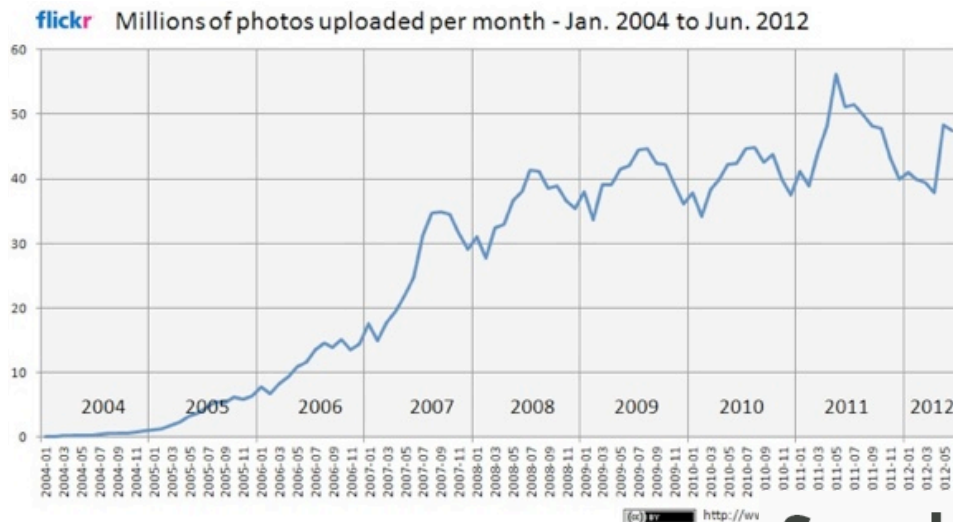
# Ecological statistics



Internalizing the statistics of natural scenes conveys survival advantage



# Internet statistics



100M photos updated  
*daily to Flickr in 2011.*  
3B public photos in  
2011

## People Upload an Average of 250 Million Photos Per Day to Facebook

That's 7.5 billion photos a month

BY STAN HORACZEK ON FEBRUARY 1, 2012 0

RELATED TAGS: NEWS, FACEBOOK, INTERNET, PHOTO SHARING

Like 85 Tweet 79 +1 15 Submit

facebook

Profile Pictures

By Stan Horacek (Albums) - Updated about a month ago



## Snapchat Sees More Daily Photos Than Facebook

Posted Nov 19, 2013 by Jordan Crook (@jordancrook)

66 Like 1k Tweet Share 175



Snapchat now shares 400 million snaps each day, according to CEO Evan Spiegel, who confirmed the number to TechCrunch today.

In September, [Evan Spiegel announced on the Disrupt stage](#) that the disappearing photo-sharing service was seeing 350 million snaps sent per day, up from 200 million in June. Clearly, growth on the hot new service is staggering.

Even more staggering, perhaps, is the fact that the 400 million/day figure surpasses the photo-sharing activity on both Instagram and Facebook.

Facebook reportedly sees 350 million photos uploaded each day from its worldwide audience of more than 1 billion users, and Instagram's 150 million users upload around 50 million photos each day.

### CrunchBase

#### Snapchat

FOUNDED	TOTAL FUNDING
May 2011	\$123M

#### OVERVIEW

Snapchat is the fastest way to share a moment with your friends. You control how long your friends have to view your message - simply set the timer up and send. They'll have that long to view and then it disappears forever. We'll let you take a screenshot! Build relationships, points, and view your best friends. Snapchat is instantly fun and insanely ...

#### WEBSITE

<http://www.snapchat.com>

[Full profile for Snapchat](#)

### CrunchDaily

# Category-level Examples

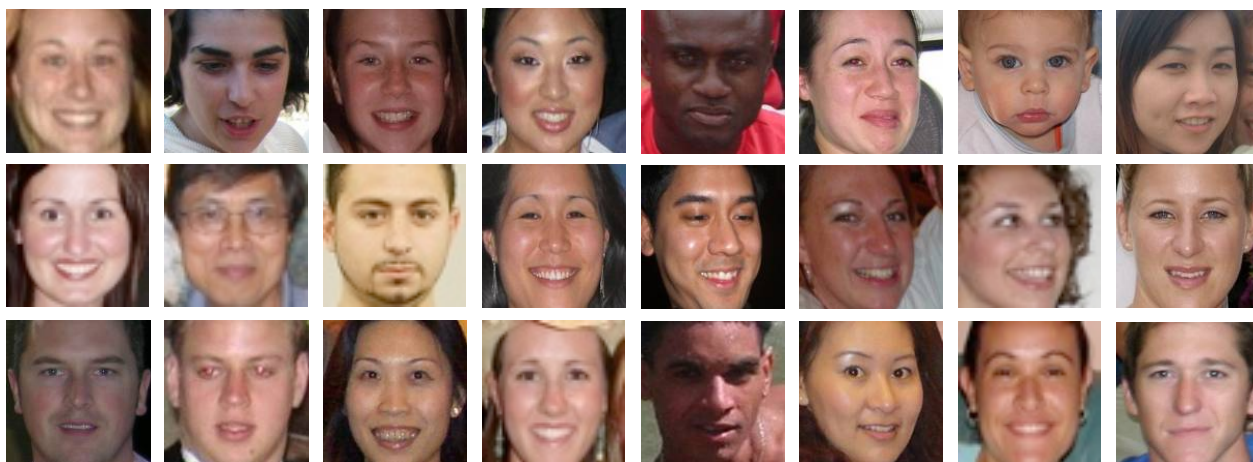
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street scenes



Food plates



faces



pedestrians



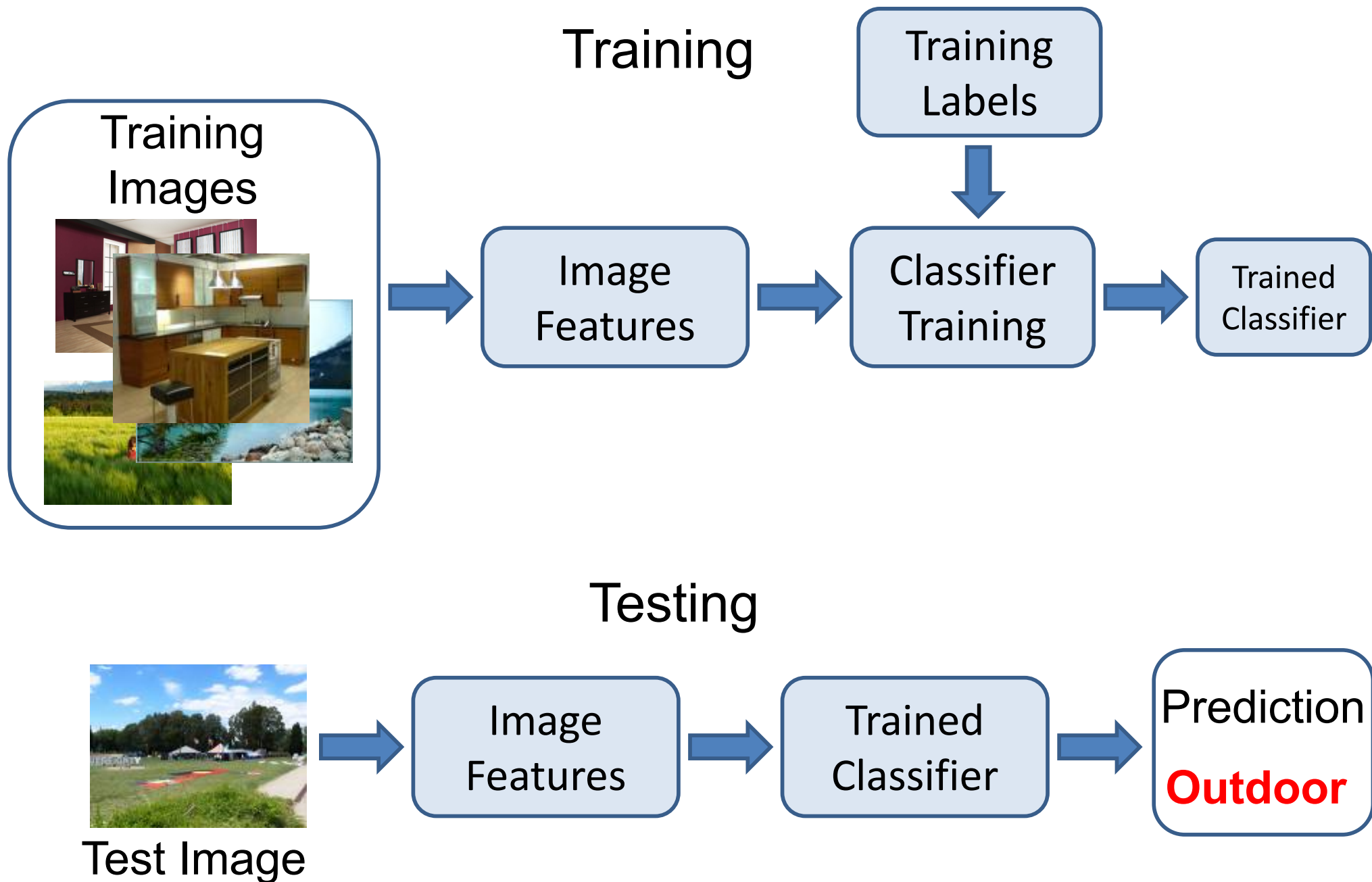
# Instance-specific Examples

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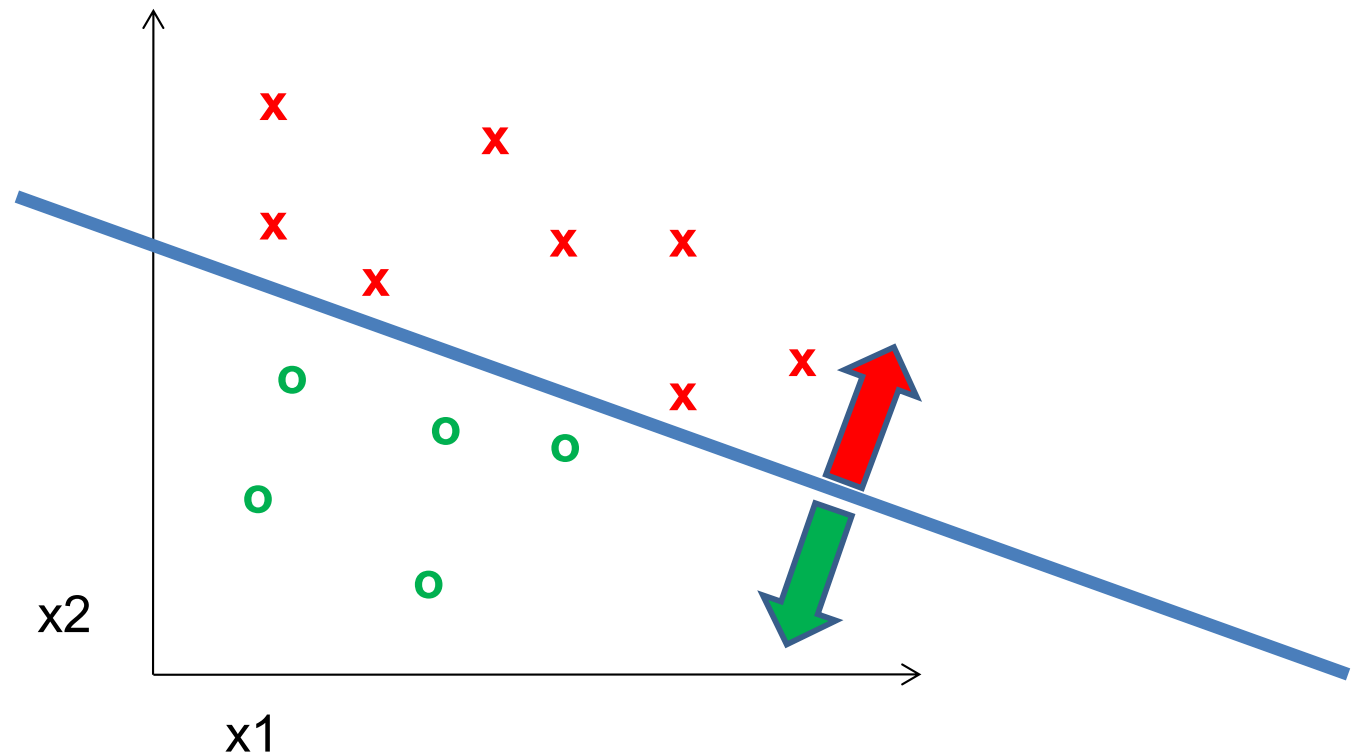
Portraits of Bill Clinton

# Image Categorization



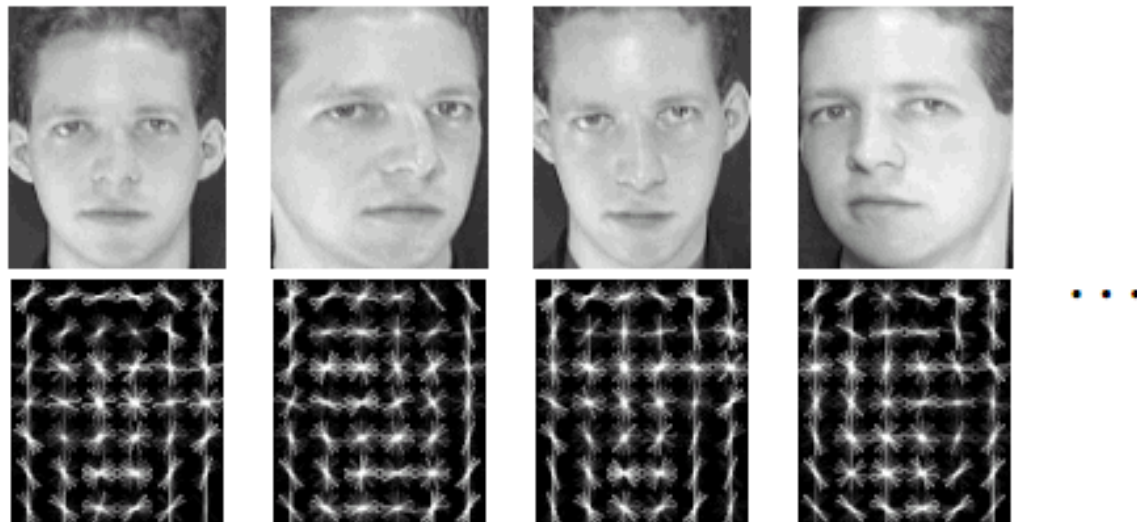
# Learning a classifier

Given some set of features with corresponding labels, learn a function to predict the labels from the features



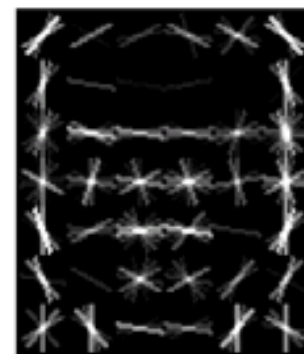
# Learning the appearance of faces

- Positive examples:



- Negative examples: random patches from images without faces

Learn a good discriminative template from training examples

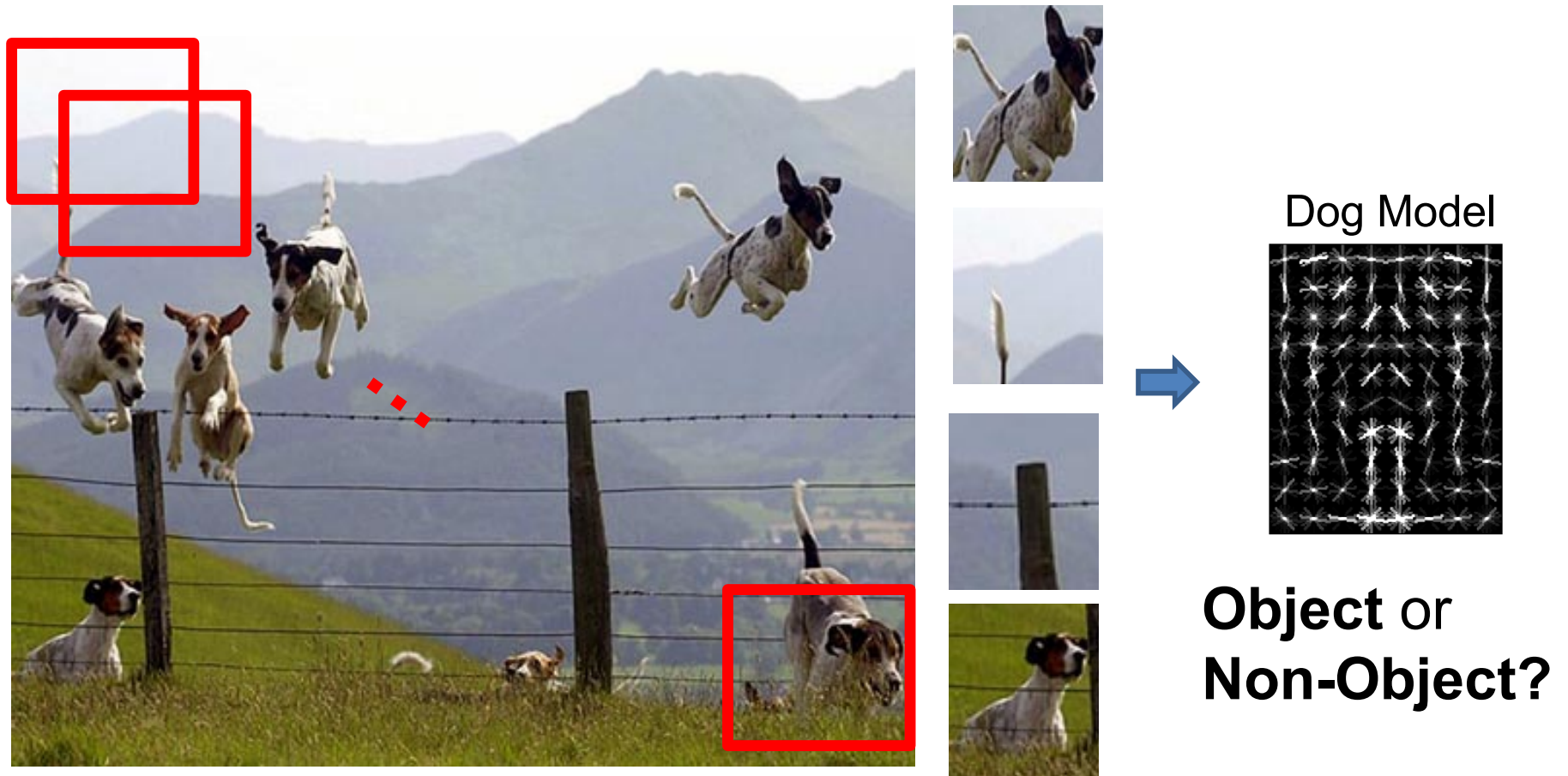


template



# Object Category Detection

- Focus on object search: “Where is it?”
- Build templates that quickly differentiate object patch from background patch



# Detection: perform classification on each possible window of an image

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# What the Detector Sees

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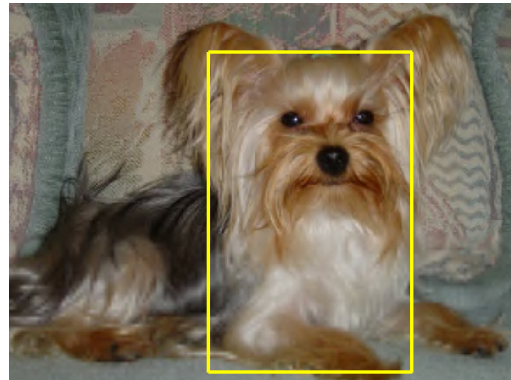


# Challenges in modeling the non-object class

True  
Detections



Bad  
Localization



Confused with  
Similar Object



Misc. Background



Confused with  
Dissimilar Objects





Where is this scene?

---



# im2gps (Hays & Efros, CVPR 2008)



6 million geo-tagged Flickr images





# Example Scene Matches



Madrid



england



France



Paris



Croatia



heidelberg



Macau



Malta



Cairo



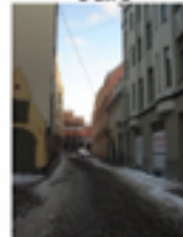
Italy



Italy



Italy



Latvia



europe

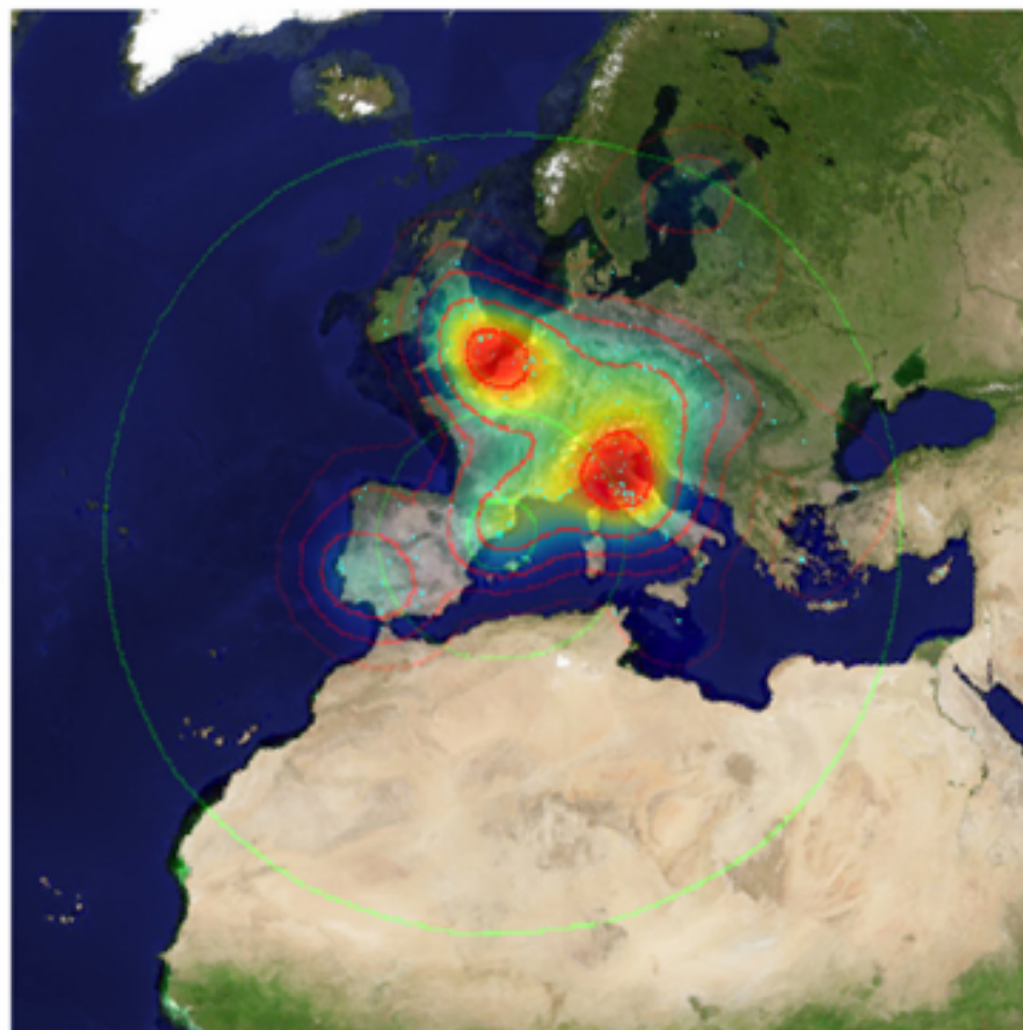


Barcelona



Austria







USA



Utah



Arizona



Utah



Utah



Utah



Tunisia



Kenya



Utah



LosAngeles



Burundi



NewMexico



Utah



Utah



Utah



Mendoza







California



Oklahoma



SouthAfrica



Zambia



Kenya



Hyderabad



Mongolia



SouthAfrica



Kenya



Kenya



Zambia



Ethiopia



Nevada



africa

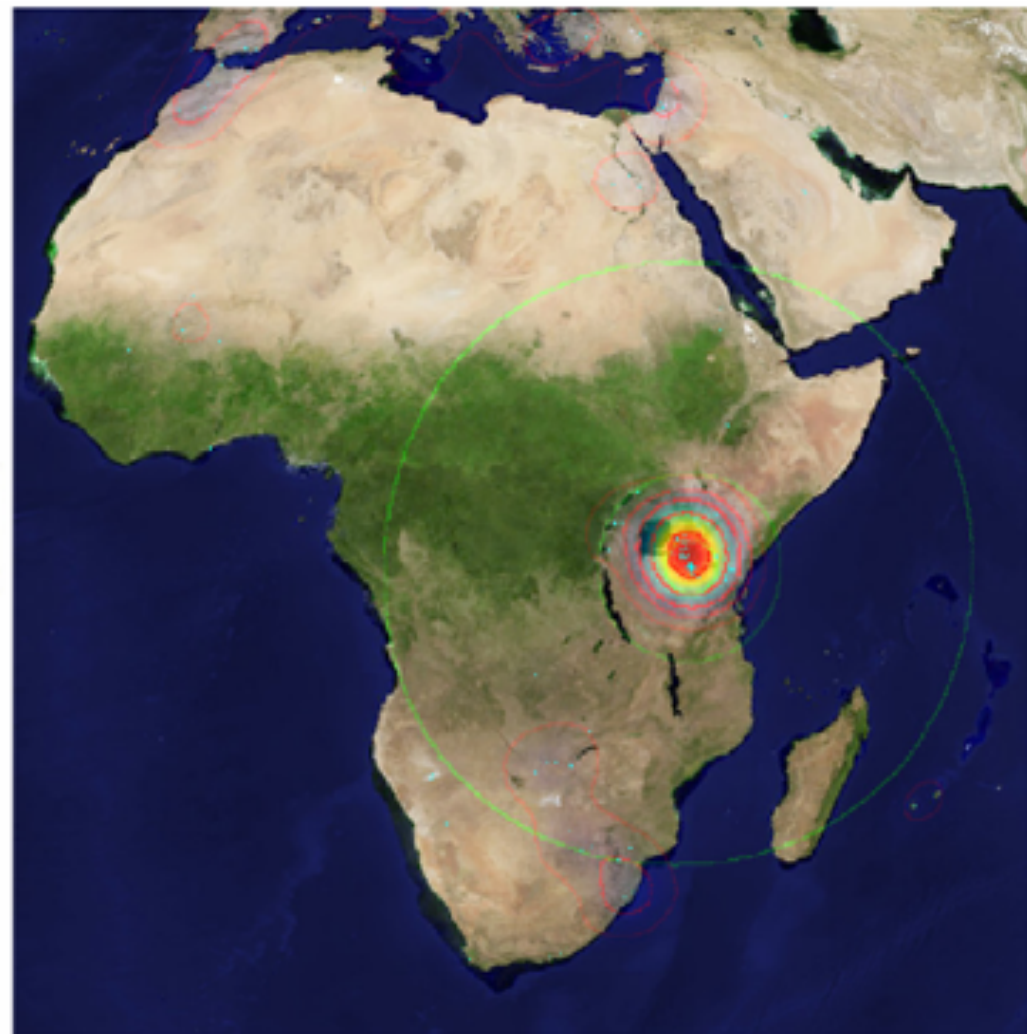


Morocco



Tennessee







Toronto



Florida



NewYork



Boston



Boston



Oregon



Oregon



Oregon



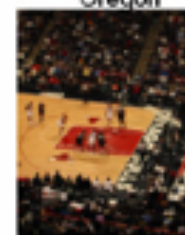
NewYork



Barcelona



Oregon



Chicago



Ohio



Philadelphia



NewYorkCity



Boston







# Have all the photos been taken?

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Number of images on my hard drive:

$10^5$



Number of images seen during my first 10 years:

(3 images/second \* 60 \* 60 \* 16 \* 365 \* 10 = 630720000)

$10^8$



Number of images seen by all humanity:

$106,456,367,669 \text{ humans}^1 * 60 \text{ years} * 3 \text{ images/second} * 60 * 60 * 16 * 365 =$

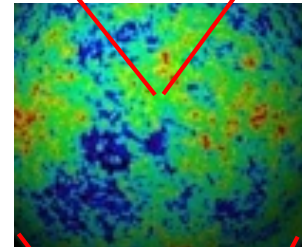
1 from <http://www.prb.org/Articles/2002/HowManyPeopleHaveEverLivedonEarth.aspx>

$10^{20}$



Number of photons in the universe:

$10^{88}$



Number of all 8-bits 32x32 images:

$256^{32*32*3} \sim 10^{7373}$

$10^{7373}$



# Images are unique





But not all images are that original...





# But not all images are that original...

