CS 534: Computer Vision
Segmentation and Perceptual Grouping

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Where are we ?

Image Formation
- Human vision
- Cameras
- Geometric Camera models
- Camera Calibration
- Radiometry
- Color

Early Vision (one image)
- Linear Filters
- Edge Detection
- Texture
- Motion

Early Vision (Multiple images)
- Geometry of Multiple images
- Stereo

Mid-Level Vision:
- Segmentation
  - By clustering
  - By model fitting
  - Probabilistic
- Tracking

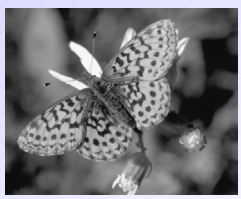
High-Level Vision:
- Model-based vision
- Appearance-based vision

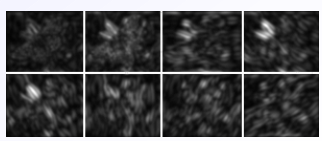
Outlines

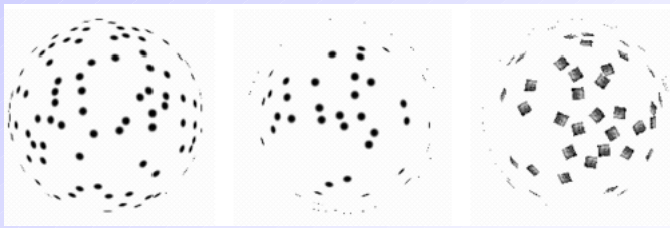
- Mid-level vision
- What is segmentation
- Perceptual Grouping
- Segmentation by clustering

Mid-level vision

- Vision as an inference problem:
  - Some observation/measurements (images)
  - A model
  - Objective: what caused this measurement ?
- What distinguishes vision from other inference problems ?
  - A lot of data.
  - We don't know which of these data may be useful to solve the inference problem and which may not.
    - Which pixels are useful and which are not ?
    - Which edges are useful and which are not ?
    - Which texture features are useful and which are not ?





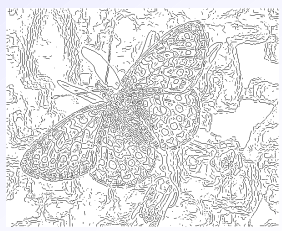


Why do these tokens belong together?

Segmentation

- Can we achieve a compact and suggestive representation of the interesting image data that emphasizes the properties that make it interesting
  - Segmentation
  - Grouping
  - Perceptual organization
  - Fitting
- What is interesting and what is not depends on the application

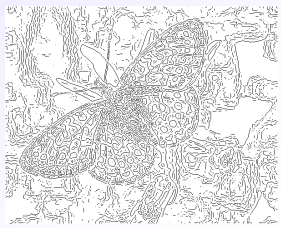




General ideas

- tokens
  - whatever we need to group (pixels, points, surface elements, etc., etc.)
- top down segmentation
  - tokens belong together because they lie on the same object
- bottom up segmentation
  - tokens belong together because they are locally coherent

- Grouping (or clustering)
  - collect together tokens that "belong together"
- Fitting
  - associate a model with tokens
  - issues
    - which model?
    - which token goes to which element?
    - how many elements in the model?



Segmentation

Different problems – same problem: segmentation

- Summarizing a video: segment a video into shots, find coherent segments in the video, find key frames…
- Finding machine parts: finding lines, circles,…
- Finding people: find body segments, find human motion patterns
- Finding buildings from aerial imagery: find polygonal regions, line segments…
- Searching a collection of images: find coherent color, texture regions, shape…
- …

Segmentation

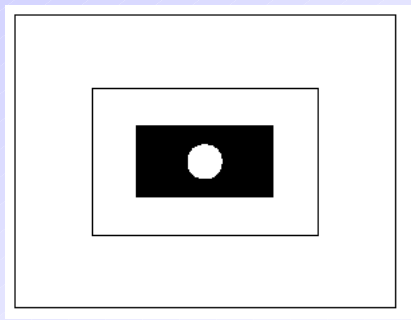
- Segmentation is a big topic

We will look into:

- Segmentation by clustering: Forming image segments:
  - How to decompose the image into "superpixels" image regions that are *coherent* in color and texture
  - Shape of the region is not that important while segmenting
- Segmentation by model fitting:
  - Fitting lines and curves to edge points:
  - Which points belong to which line, how many lines ?
  - What about more complicated models, e.g. fitting a deformable contour!

Segmentation as Clustering

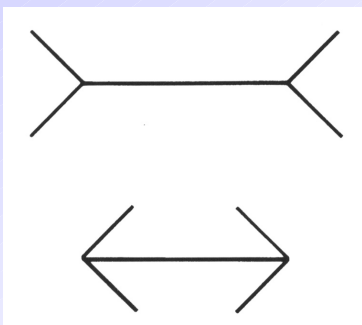
- Objective: Which components of a data set naturally belong together
- This is a clustering problem which can be done in two ways:
- Partitioning – Decomposition:
  - Starting from a large data set how to partition it into pieces given some notion of association between data items
    - Decompose an image into regions that have coherent color and texture
    - Decompose a video sequence into shots
- Grouping
  - Collect sets of data item that make sense together given our notion of association
    - Collect together edge segments that seems to belong to a line
- Question: what is our notion of association ?



Grouping and Gestalt

- Gestalt: German for form, whole, group
- Laws of Organization in Perceptual Forms (Gestalt school of psychology) Max Wertheimer 1912-1923

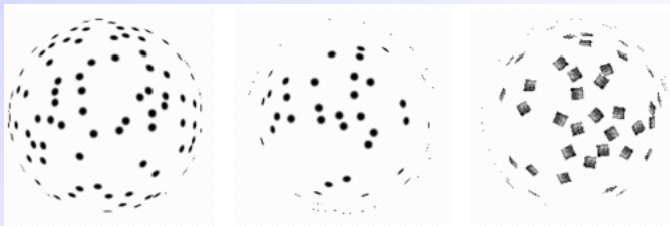
  "*there are contexts in which what is happening in the whole cannot be deduced from the characteristics of the separate pieces, but conversely; what happens to a part of the whole is, in clearcut cases, determined by the laws of the inner structure of its whole*"

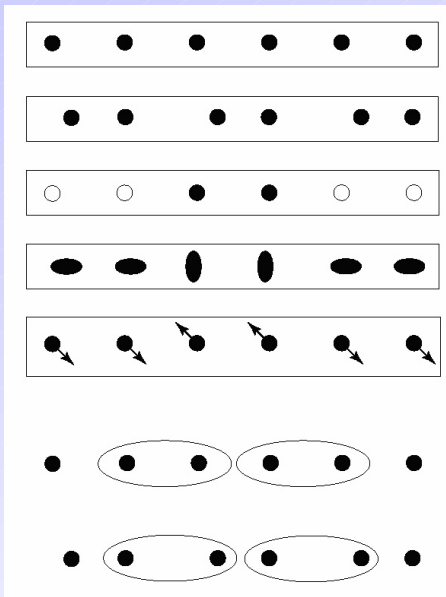


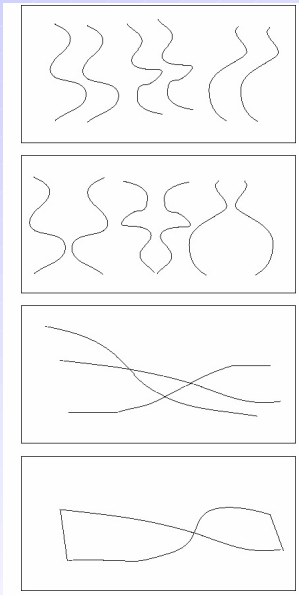
Muller-Layer effect:
This effect arises from some property of the relationships that form the whole rather than from the properties of each separate segment.

Grouping and Gestalt

- Can we write down a series of rules by which image elements would be associated together and interpreted as a group ?
- What are the factors that makes a set of elements to be grouped
- Human vision uses these factors in some way





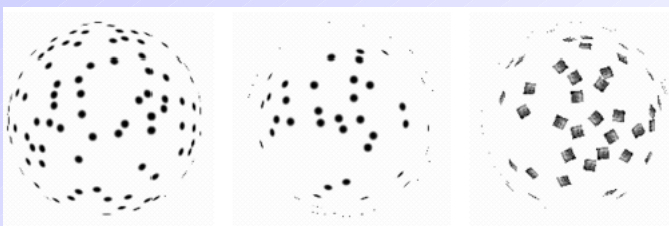


Parallelism

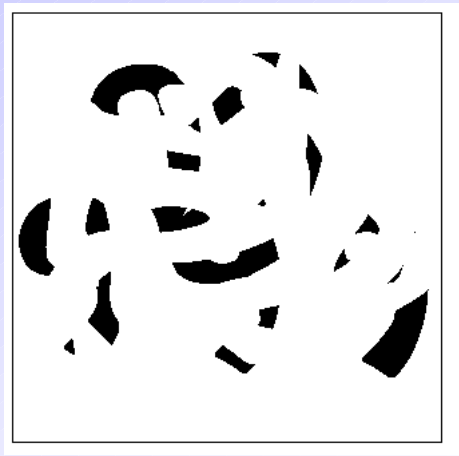
Symmetry

Continuity

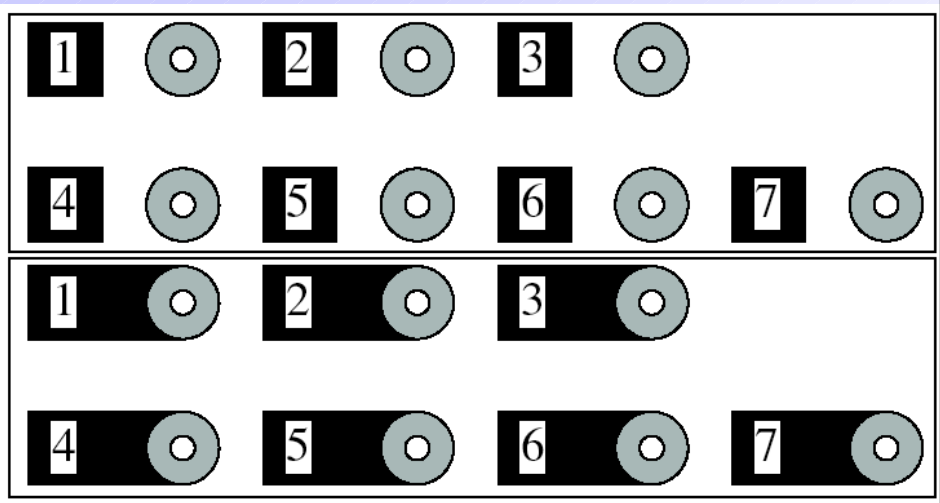
Closure



Familiar configuration: tokens that, when grouped, lead to a familiar object tend to be grouped



Occlusion appears to be important cue in grouping

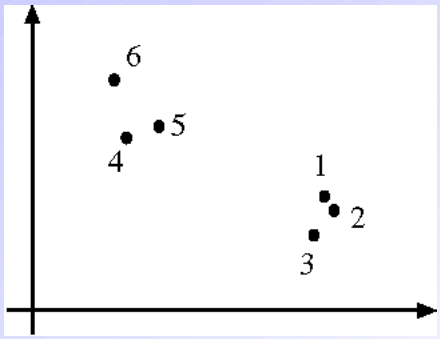


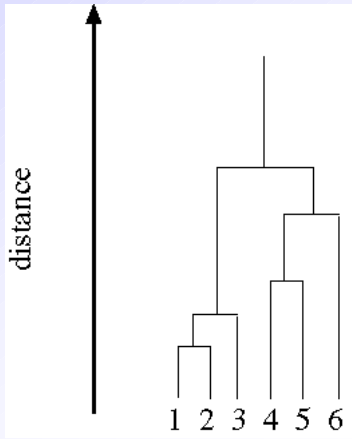
Illusory contours: tokens are grouped together because they provide a cue to the presence of an occluding object

- These rules function as explanation only
- Very hard to form algorithms
- When one rule applied and when another ?

Segmentation as clustering

- Cluster together (pixels, tokens, etc.) that belong together
- Agglomerative clustering – clustering by merging – bottom-up
  - attach closest to cluster it is closest to
  - repeat
- Divisive clustering – clustering by splitting – top-down
  - split cluster along best boundary
  - repeat
- Point-Cluster distance
  - single-link clustering
  - complete-link clustering
  - group-average clustering
- Dendrograms
  - yield a picture of output as clustering process continues





K-Means

- Choose a fixed number of clusters K
- Each cluster has a center (mean) μ_i
- Choose
  - cluster centers and
  - point-cluster allocations

  to minimize error

- can't do this by search, because there are too many possible allocations.

- Algorithm:

  Repeat until centers are unchanged:
  - fix cluster centers; allocate points to closest cluster
  - fix allocation; compute cluster centers

- x could be any set of features for which we can compute a distance (careful about scaling)

$$\sum_{i \in \text{clusters}} \left\{ \sum_{j \in \text{elements of i'th cluster}} \|x_j - \mu_i\|^2 \right\}$$

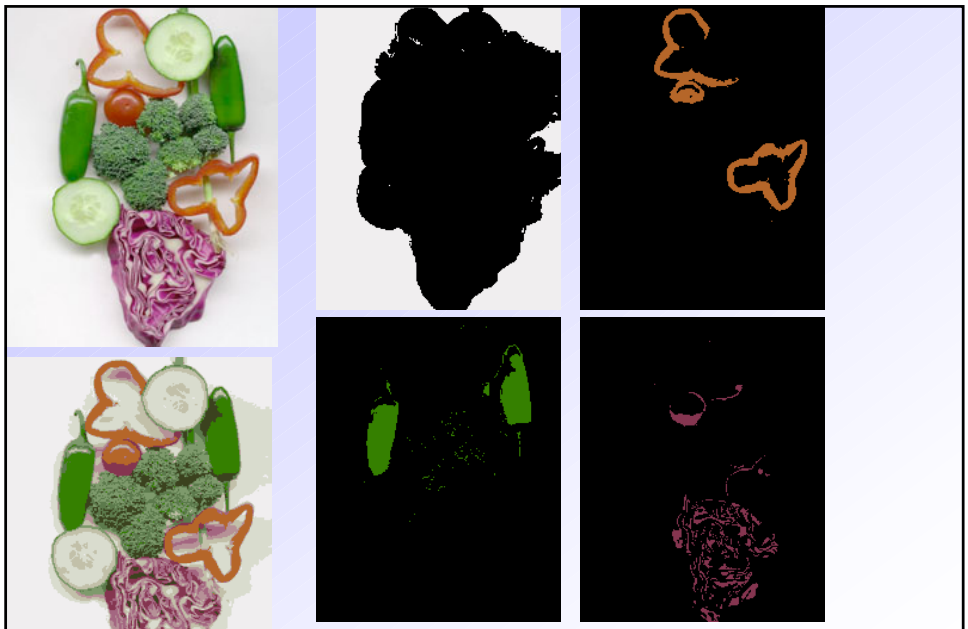
Image | Clusters on intensity | Clusters on color



K-means clustering using intensity alone and color alone
K=5 segmented image is labeled with cluster means


Image | Clusters on color

K-means using color alone, 11 segments



K-means using color alone, 11 segments.

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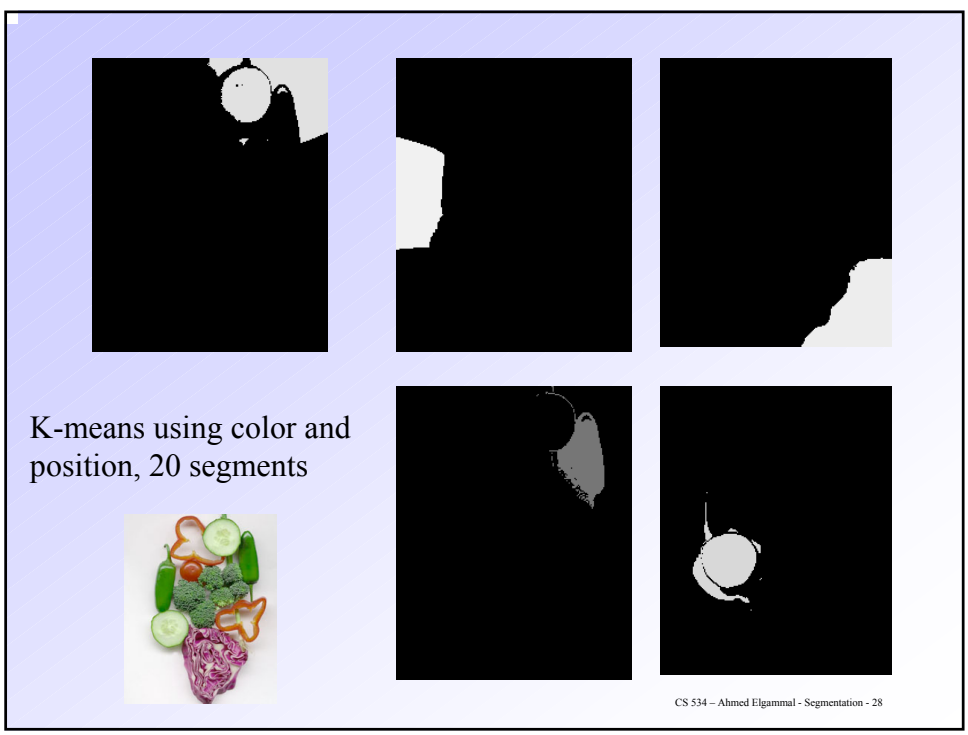

K-means using color and position, 20 segments

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Segmentation in image sequences

- Find coherent spatiotemporal regions
- Simple examples:
  - Shot boundary detection.
  - Background subtraction.

Technique: Shot Boundary Detection

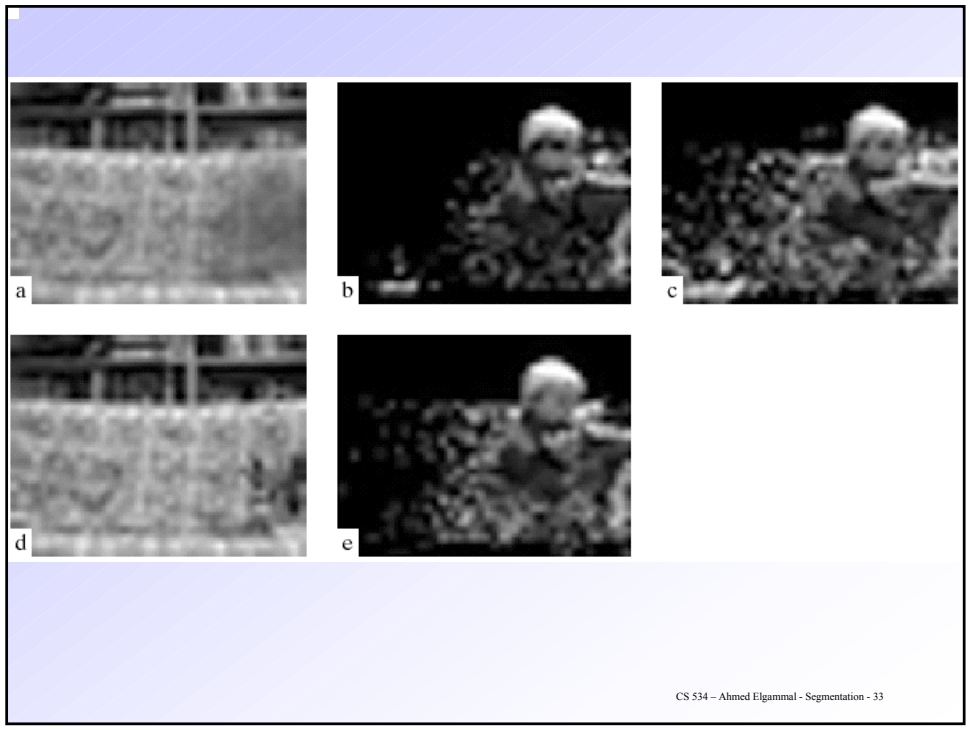
- Find the shots in a sequence of video
  - shot boundaries usually result in big differences between succeeding frames
- Strategy:
  - compute interframe distances
  - declare a boundary where these are big
- Possible distances
  - frame differences
  - histogram differences
  - block comparisons
  - edge differences
- Applications:
  - representation for movies, or video sequences
    - find shot boundaries
    - obtain "most representative" frame
  - supports search

Technique: Background Subtraction

- If we know what the background looks like, it is easy to identify "interesting bits"
- Applications
  - Person in an office
  - Tracking cars on a road
  - surveillance
- Approach:
  - use a moving average to estimate background image
  - subtract from current frame
  - large absolute values are interesting pixels
    - trick: use morphological operations to clean up pixels

$$B^{n+1} = \alpha F + (1-\alpha) B^{n}$$

$$B^{n+1} = \alpha F + \sum_i w_i B^{n-i}$$


a
b
c
d
e
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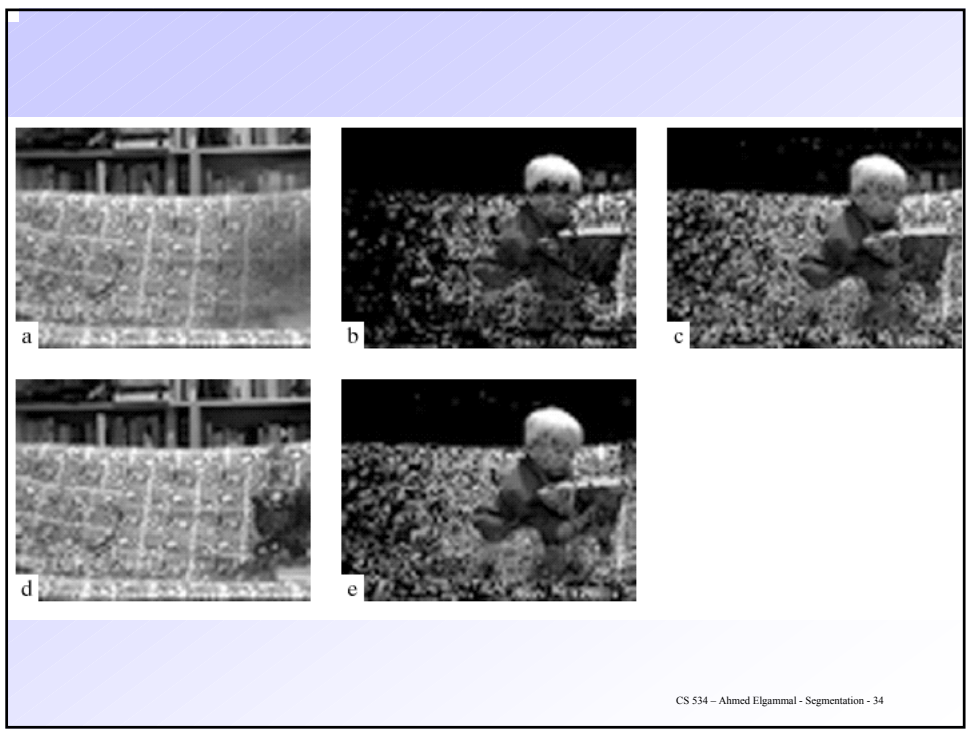
a
b
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d
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Sources

- Forsyth and Ponce, Computer Vision a Modern approach: chapter 14.
- Slides by
  - D. Forsyth @ Berkeley