

Visual Classification of Images by Learning Geometric Appearances through Boosting

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August 30, 2006

Introduction

Classification of images through boosting

- Feature types and preprocessing steps

- LPBoost

- Weak learner

Multiclass image classification

- Weight optimization method

Evaluation and results

- Xerox dataset

- PASCAL Visual object classes challenge 2006

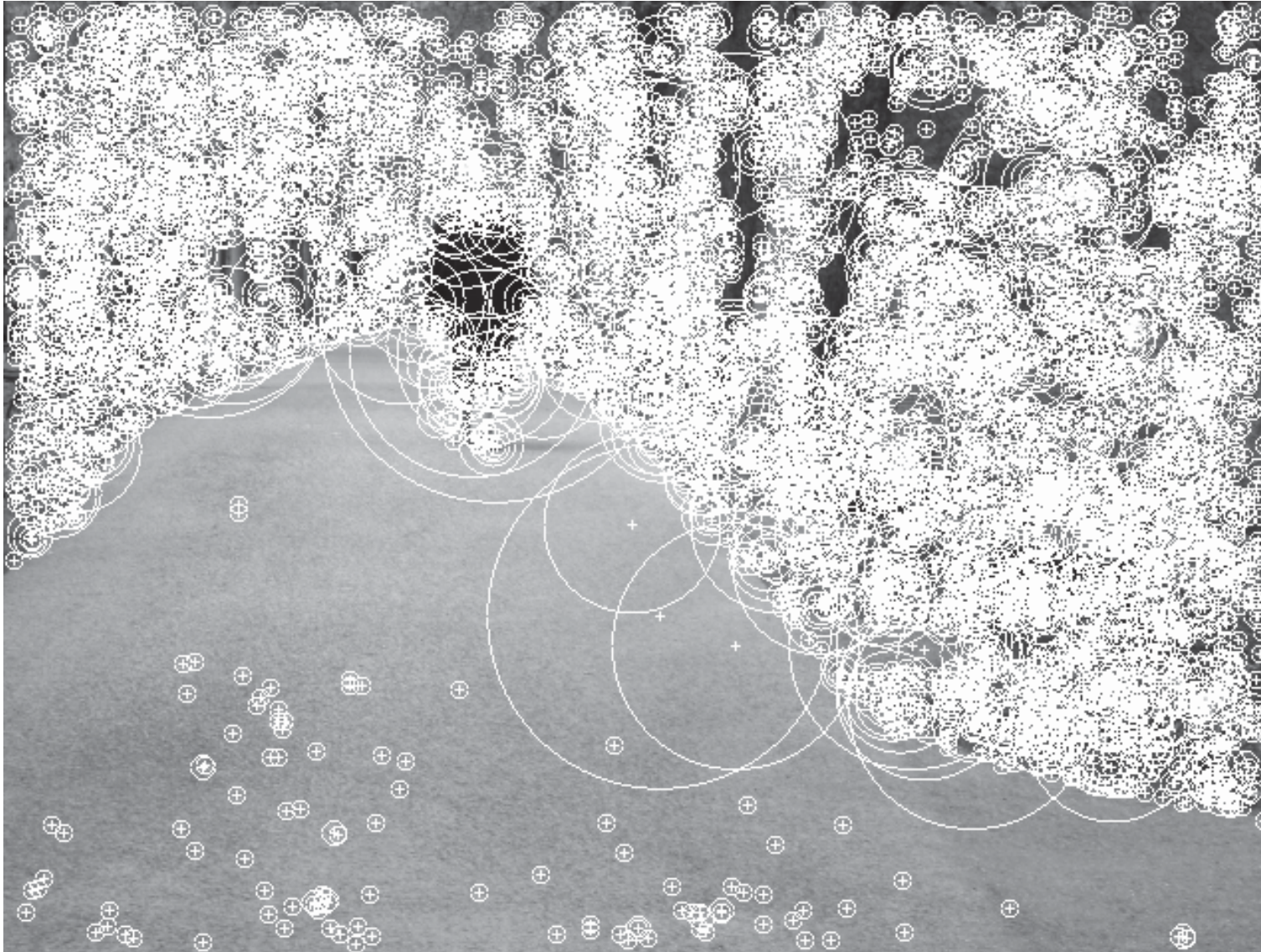
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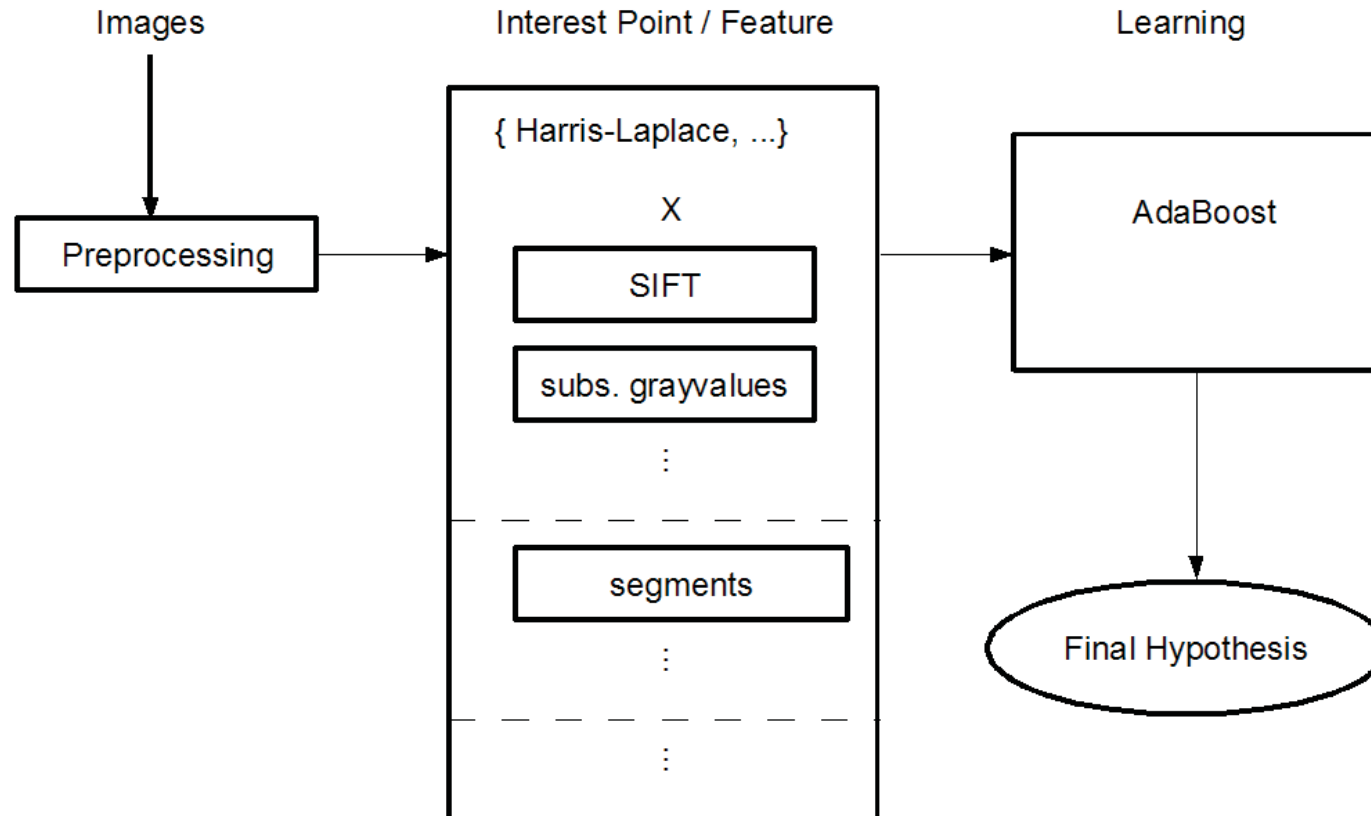
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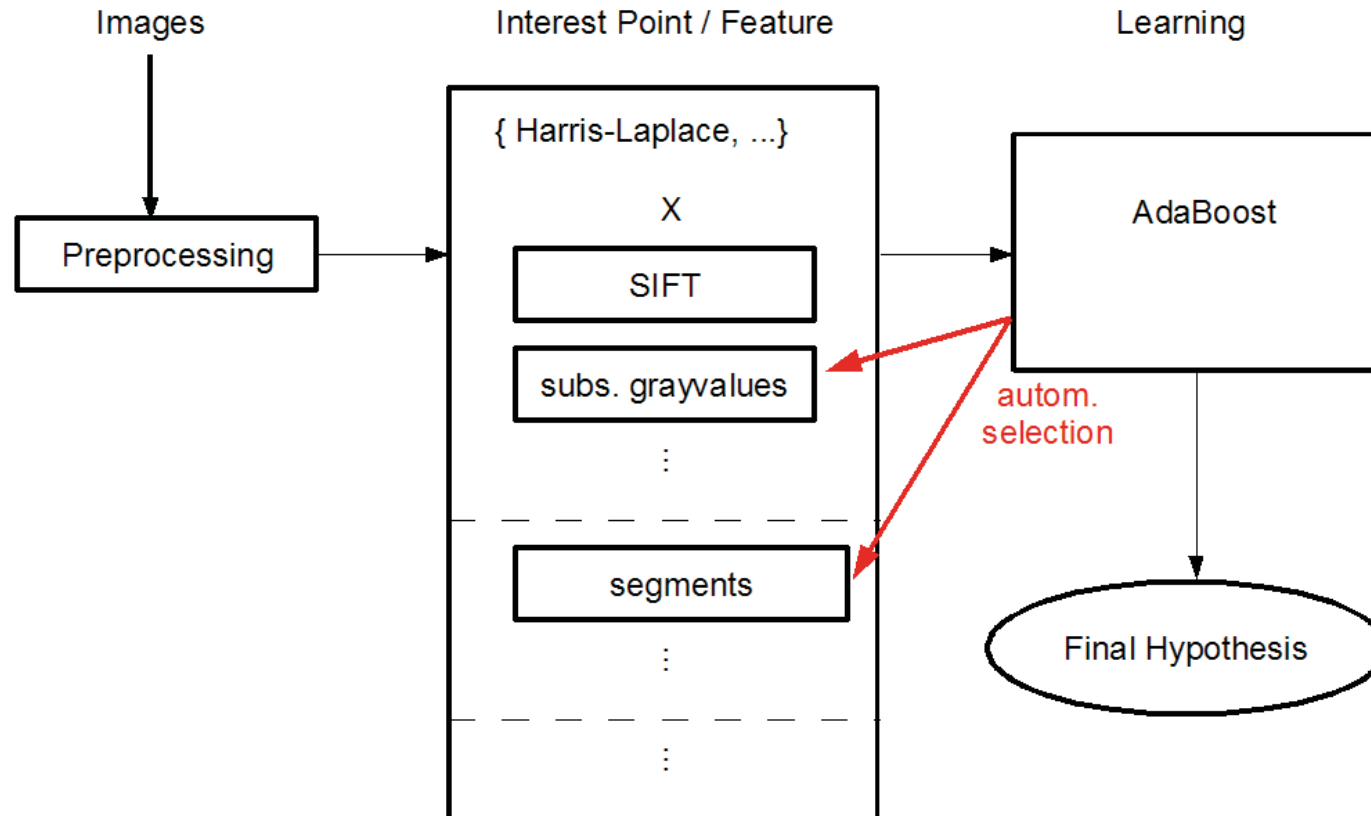
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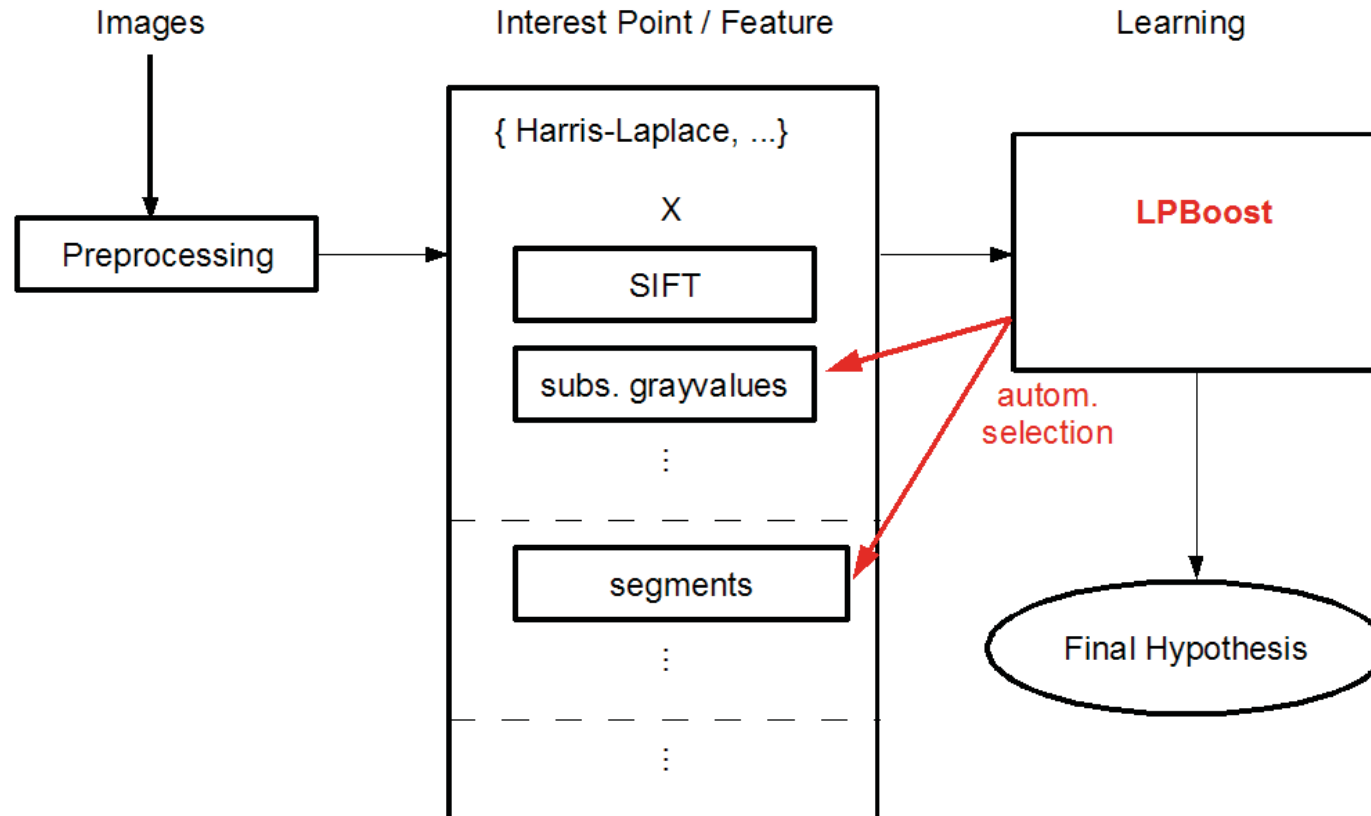
Framework



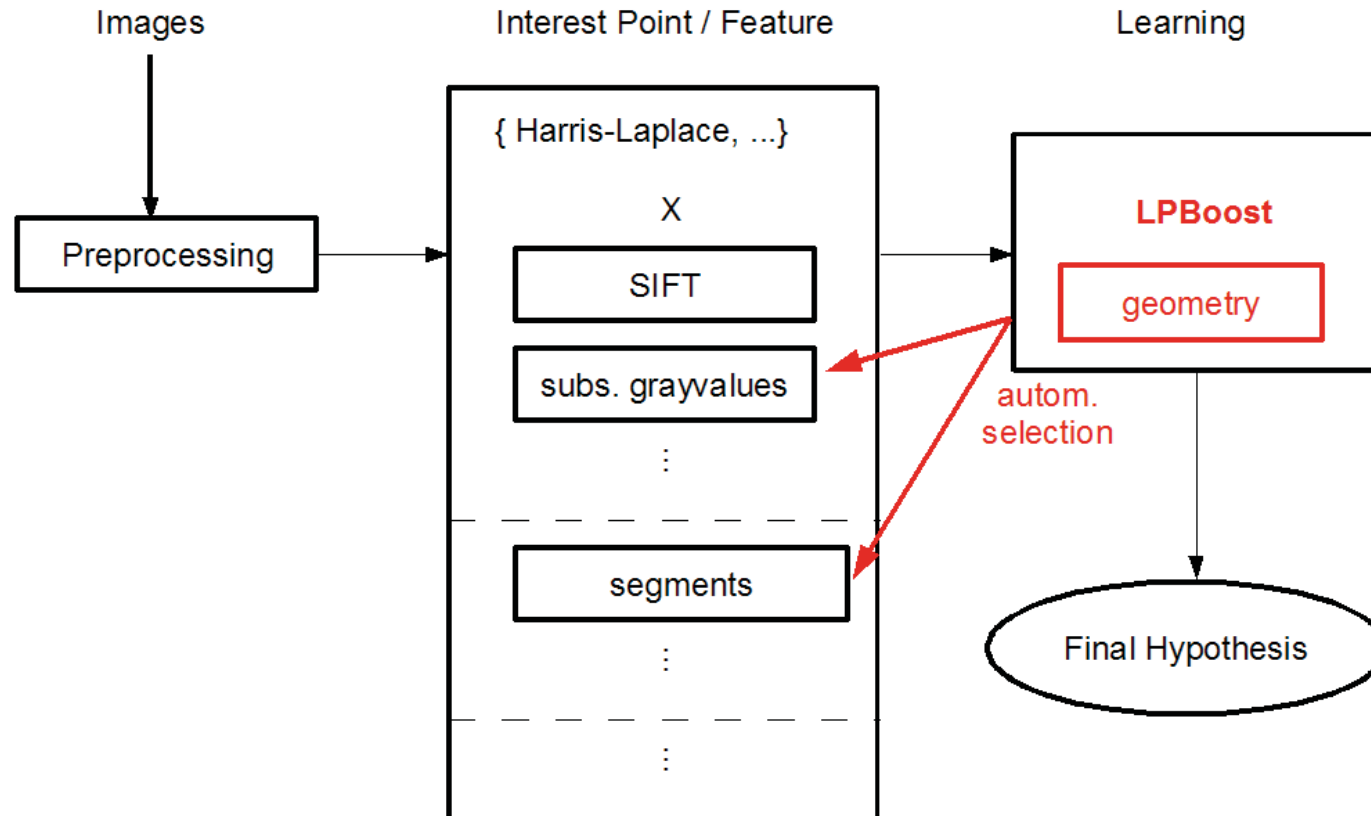
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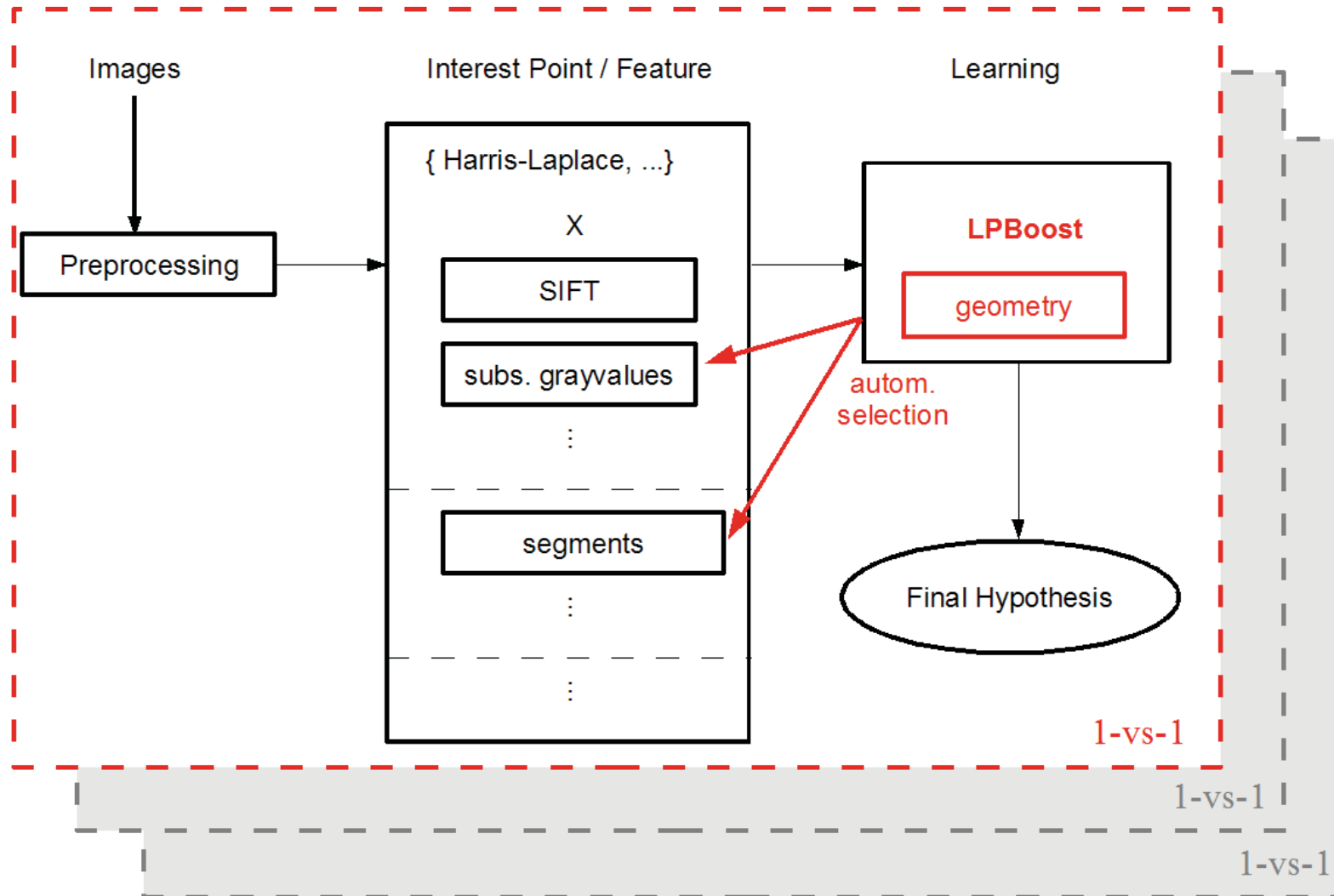
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ϕ	feature type	int. norm.	whitening	$k_\phi = \lfloor 2\sqrt{m_\phi} \rfloor$
1	subsampled grayval.		x	1 848
2		x	x	1 848
3	basic moments		x	1 846
4		x	x	1 848
5	moment invariants [3]		x	1 848
6		x	x	1 848
7	SIFTS [4]		x	1 798
8			PCA 40	1 798
9	segments [2]		x	1 661

$\underbrace{\sum}_{\text{"reference features"}} 16\ 343$

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- ▶ combines weak hypotheses to a strong hypothesis:

$$f(x_i) = \text{sign} \left(\sum_{t=1}^T \alpha_t h_t(x_i) \right) \in \{+1, -1\}$$

- ▶ Primal:

$$\begin{aligned} \max_{\rho, \alpha, \xi} \quad & \rho - D \sum_{i=1}^m \xi_i \\ \text{s.t.} \quad & y_i \sum_{t=1}^T \alpha_t h_t(x_i) + \xi_i \geq \rho \quad i = 1, \dots, m \\ & \sum_{t=1}^T \alpha_t = 1 \quad \alpha_t \geq 0 \\ & \xi_i \geq 0 \quad i = 1, \dots, m \end{aligned}$$

- ▶ Dual:

$$\begin{aligned} \min_{\beta, w} \quad & \beta \\ \text{s.t.} \quad & \sum_{i=1}^m y_i w_i h_t(x_i) \leq \beta \quad t = 1, \dots, T \\ & \sum_{i=1}^m w_i = 1 \quad 0 \leq w_i \leq D \end{aligned}$$

- + has a well-defined stopping criterion
- + is a soft-margin classifier

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- ▶ in every boosting round $t = 1, \dots, T$ the weak learner selects $h^* \in \mathcal{H}$:

$$\max_{h \in \mathcal{H}} \left(\sum_{i=1}^m h(x_i) y_i w_i \right) = \sum_{i=1}^m h^*(x_i) y_i w_i. \quad (1)$$

- ▶ kinds of weak learners:

- relation 'none' selects reference feature of type ϕ and an optimal threshold to it w.r.t. current w
- relation 'A' uses geometric primitives 'up', 'down', 'left', 'right', relating to up to three (*) reference features.
- relation 'B' ... same, but uses eight sections.

(*) if an object category needs more than three features, our search algorithms builds hierarchies modelled as trees

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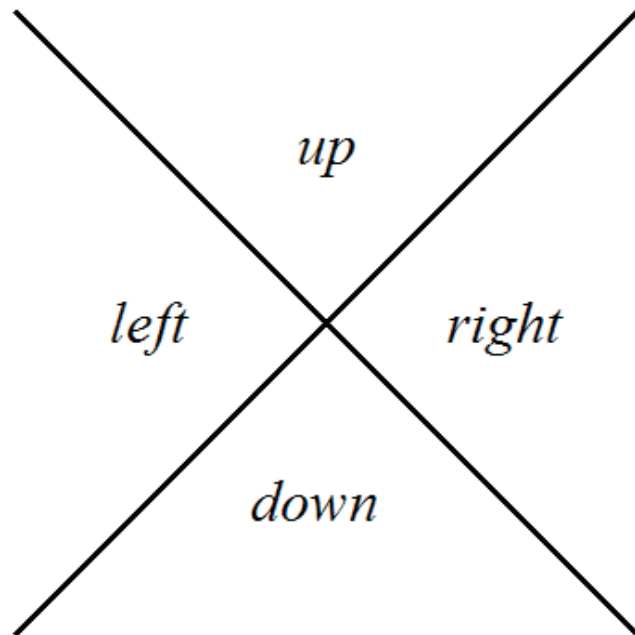
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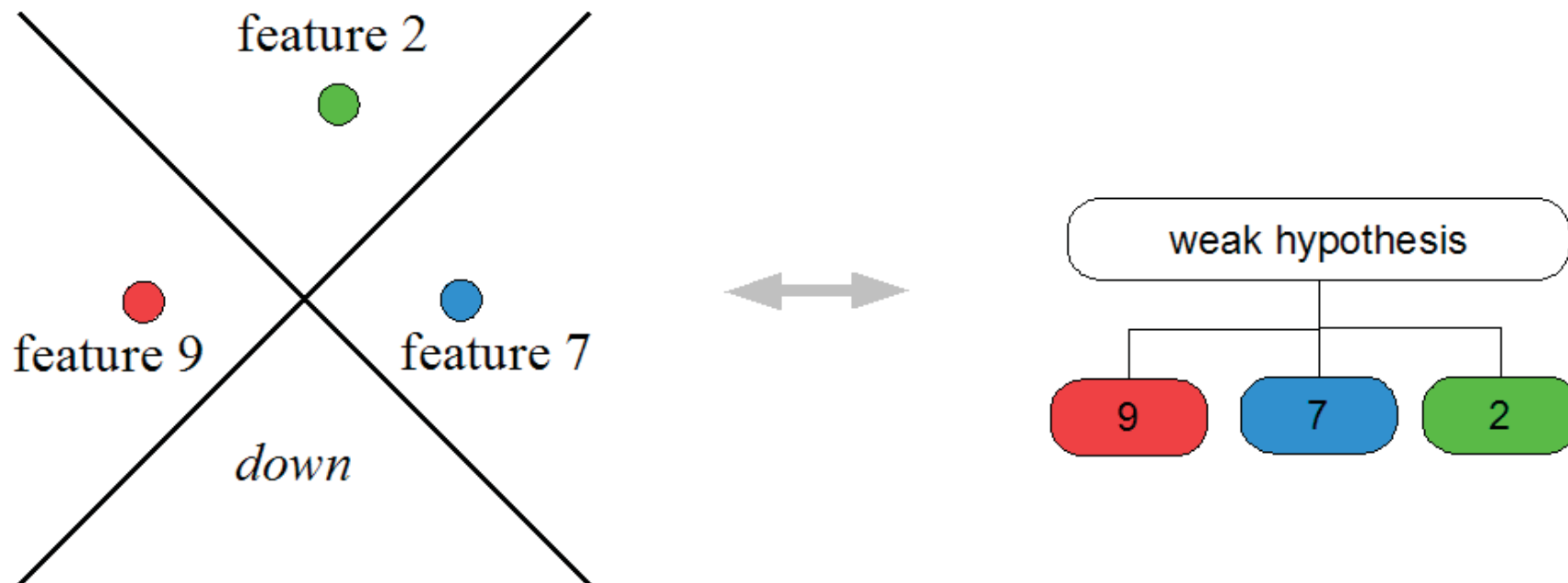
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Example for a geometric hypothesis



Example for a geometric hypothesis



Greedy search strategy

1. Select h^* (eq. 1)
2. For all previously generated hypotheses $h_p, p = 1, \dots, t - 1$ do:
 - 2.1 Create a hypothesis with a logical AND:
 $h_{and} = h^* \text{ AND } h_p.$
 - 2.2 Search geometric relations:
The two sub hypotheses from h_{and} are applied on every image yielding two point sets. We seek a common geometric relation between these sets, yielding a geometric hypothesis h_{geom} .
3. Compare performance (eq. 1) of h^* and h_{geom} , output the better.

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Example for a hierarchy

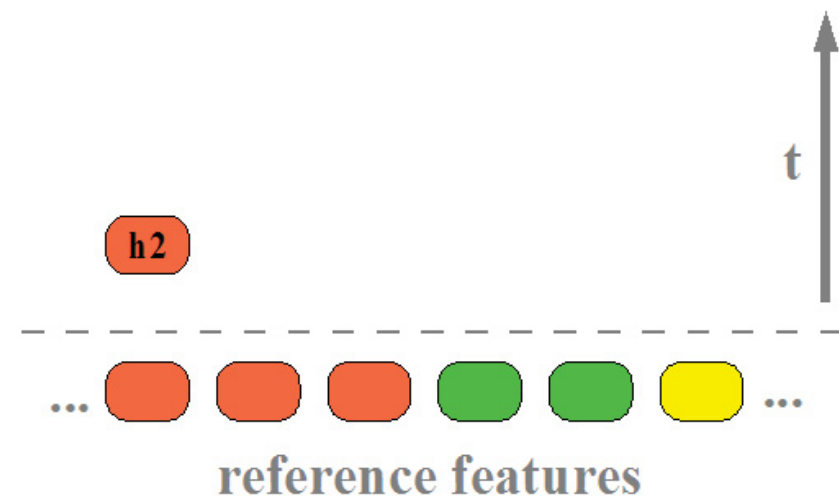


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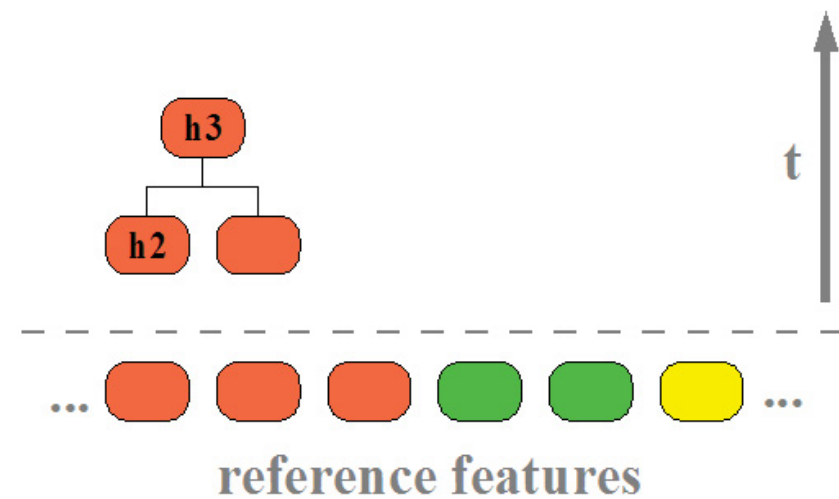


reference features

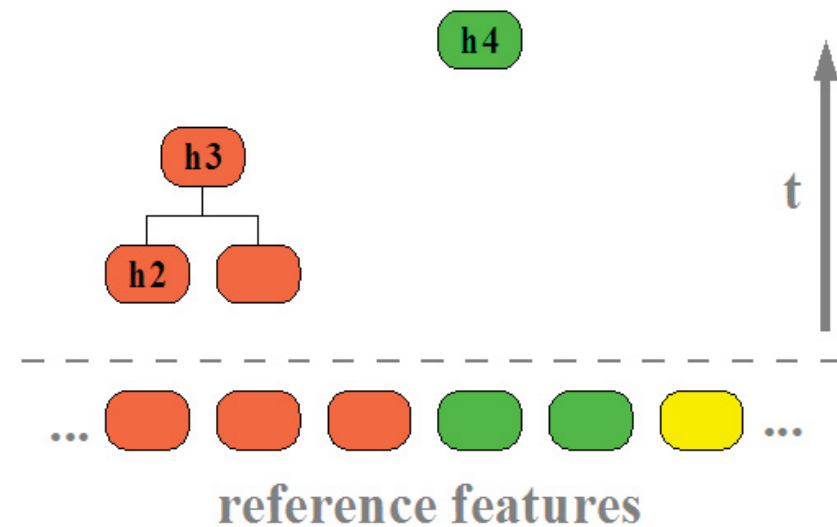
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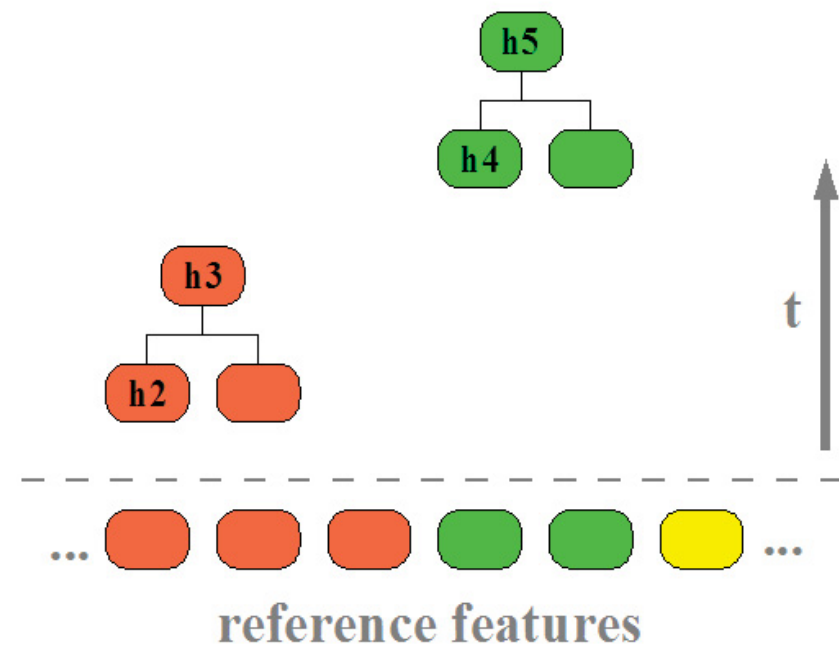
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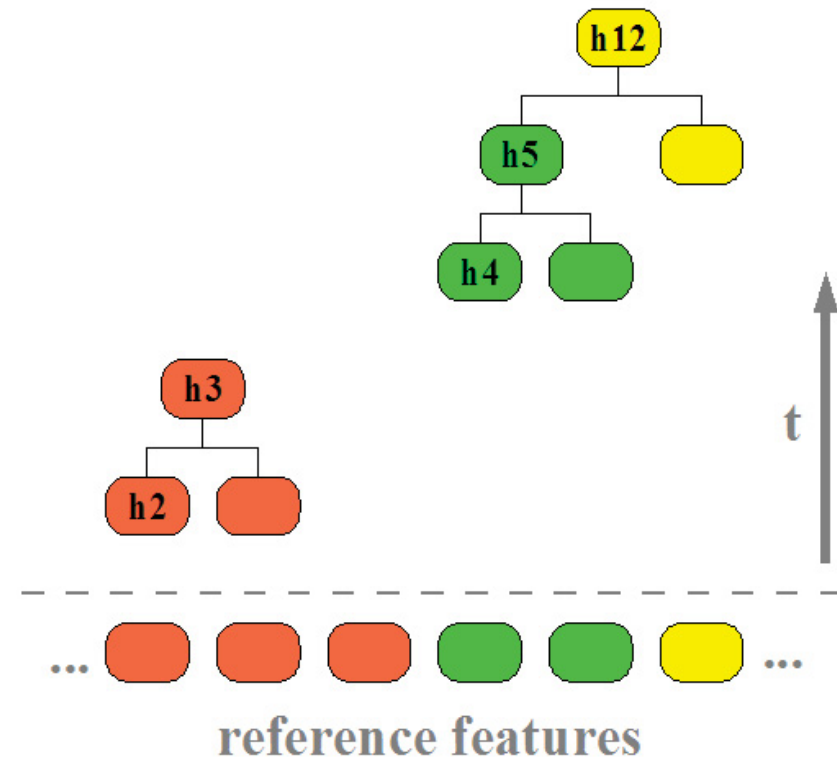
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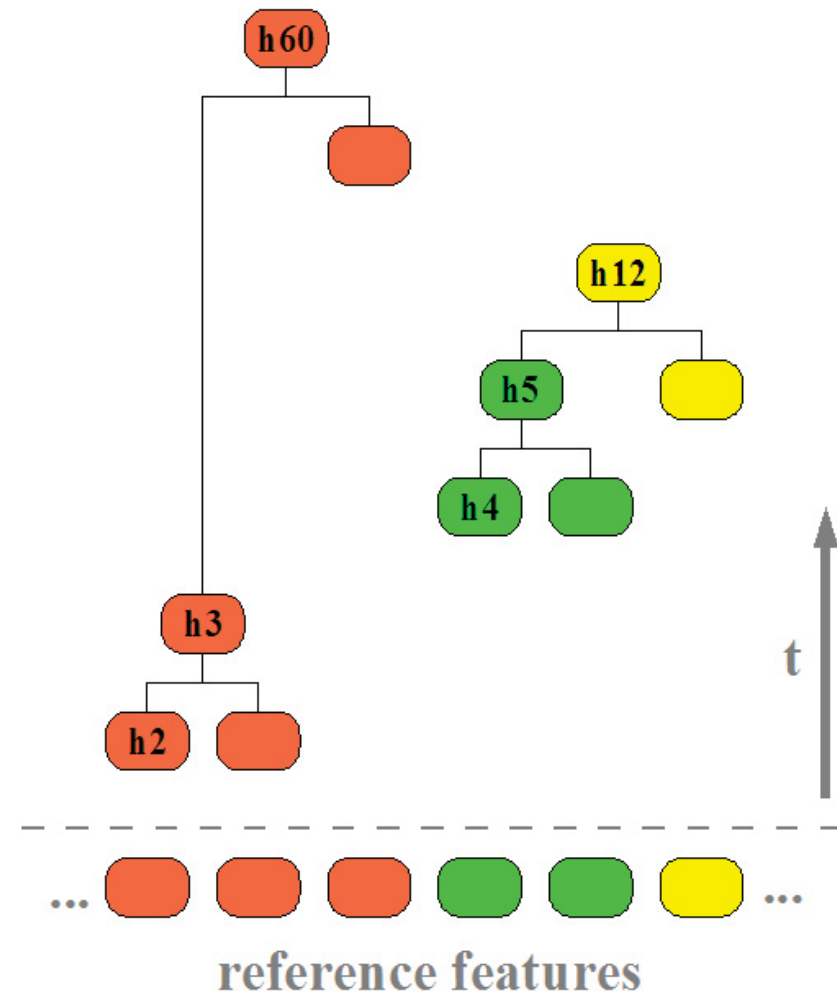
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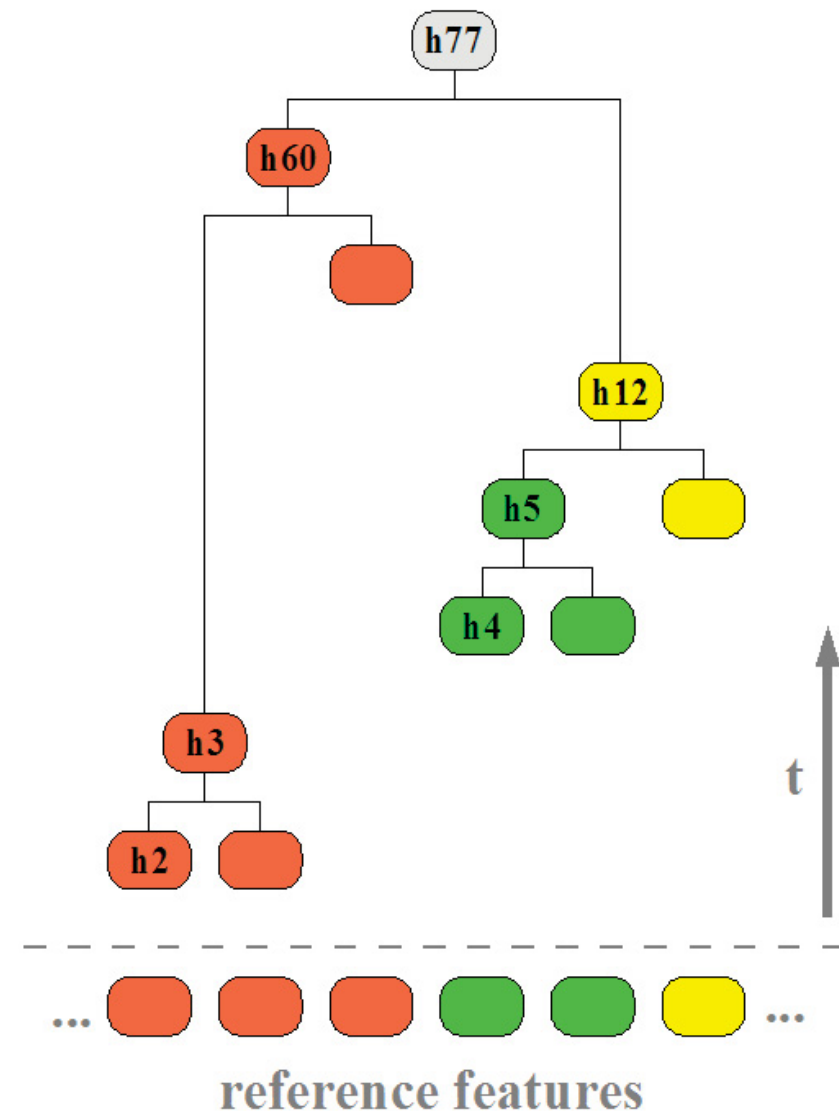
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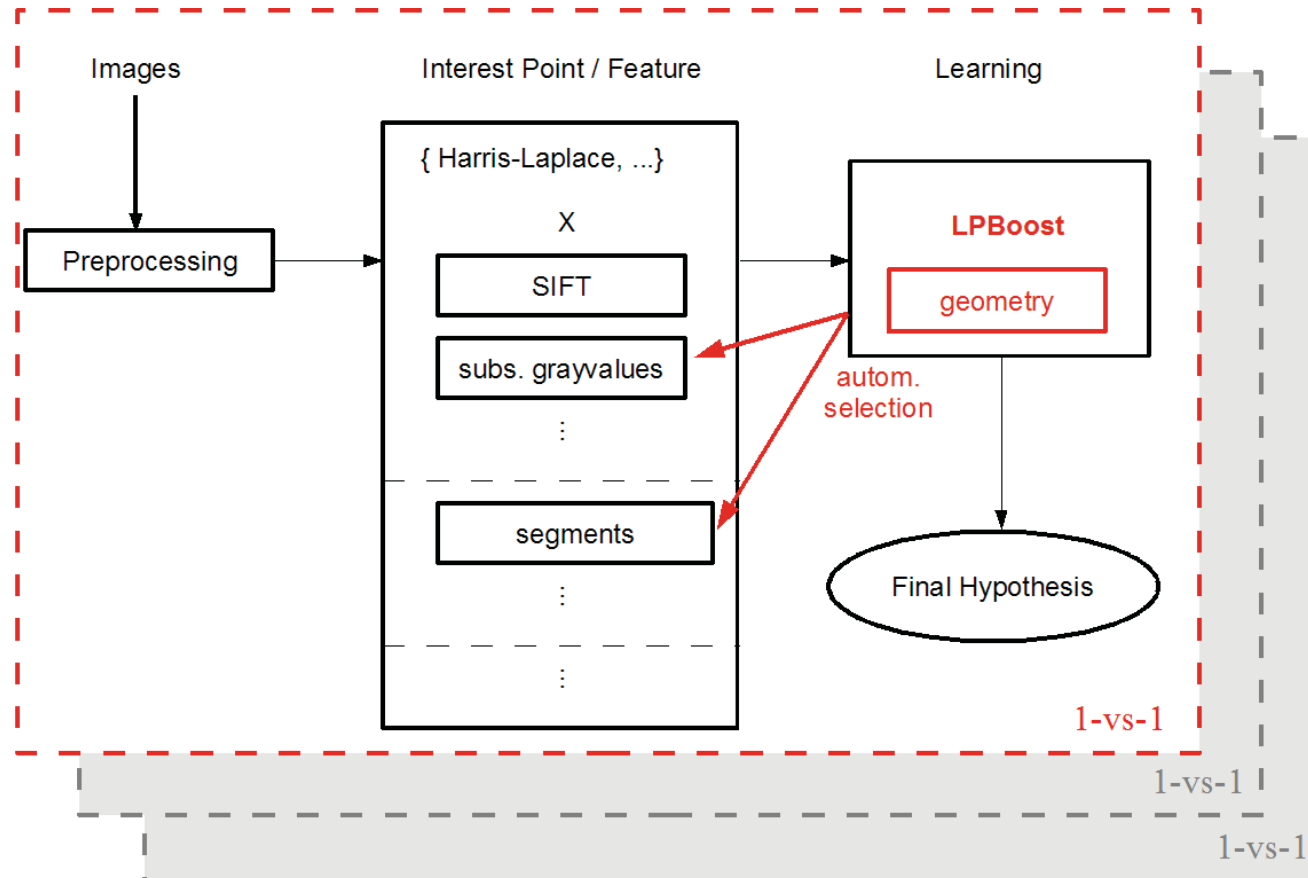
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Framework



- ▶ r categories $\Rightarrow r \cdot (r - 1)$ classifiers

- signed distance to the decision boundary of a 1-vs-1 classifier

$$\delta(x_i) = \sum_{t=1}^T \alpha_t h_t(x_i)$$

- build $\mathbf{c}_i = (\delta_{1,2}(x_i), \delta_{2,1}(x_i), \dots, \delta_{r-1,r}(x_i), \delta_{r,r-1}(x_i))^T$

- search weights \mathbf{w}_l ($l = 1, \dots, r$) such that

$$\text{class}(x_i) = \underset{l}{\operatorname{argmax}} \mathbf{w}_l \cdot \mathbf{c}_i + b_l$$

⇒ e.g. formulate following SVM

$$\min \quad \|(\mathbf{w}_1, \dots, \mathbf{w}_r)\|^2 + C \cdot \sum_i \xi_i$$

$$\begin{aligned} \text{s.t.} \quad & \mathbf{w}_l \cdot \mathbf{c}_i + b_l \geq 1 - \xi_i, & l = \text{class}(x_i) \\ & -\mathbf{w}_l \cdot \mathbf{c}_i - b_l \geq 1 - \xi_i, & \forall l : l \neq \text{class}(x_i) \\ & \xi_i \geq 0 & i = 1, \dots, m, \\ & & l = 1, \dots, r \end{aligned}$$

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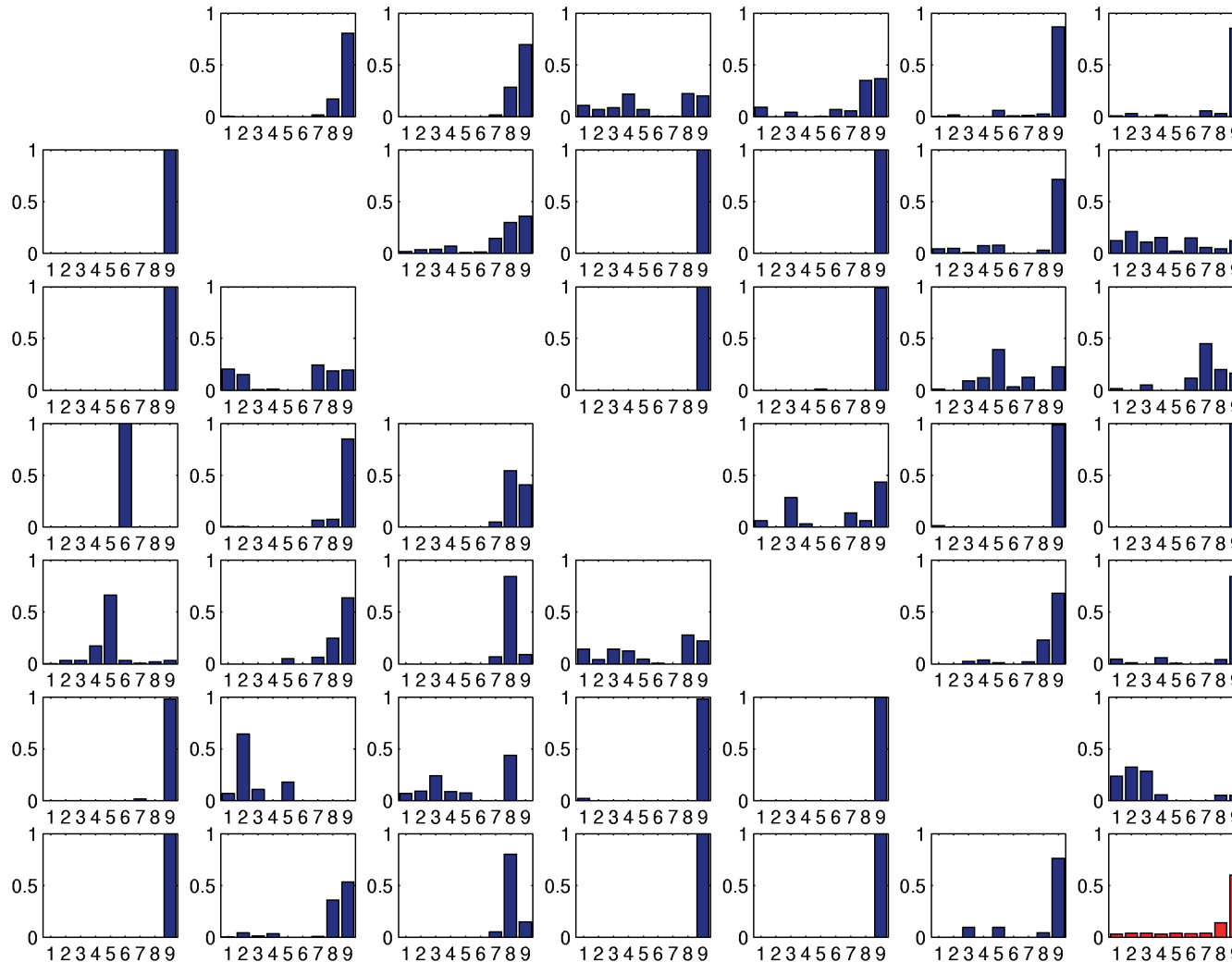
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PASCAL Visual object classes challenge 2006

- ▶ 1774 real-world images
 - ▶ $r = 7$ categories, uneven class distribution
 - ▶ faces
 - ▶ buildings
 - ▶ trees
 - ▶ cars
 - ▶ phones
 - ▶ bikes
 - ▶ books
1. preliminary 50-50-split of data
 2. optimize parameter D (LPBoost) and C (SVM) upon test-set
 3. fix parameters
 4. stratified 10-fold cross-validation

Selected feature types (50-50-split + 'none')



Weak hypotheses learned

- ▶ correct detections for buildings-vs-trees



(a)



(b)



(c)

- ▶ ... misclassified examples



(d)



(e)



(f)

Weak hypotheses learned (cont.)



(g)



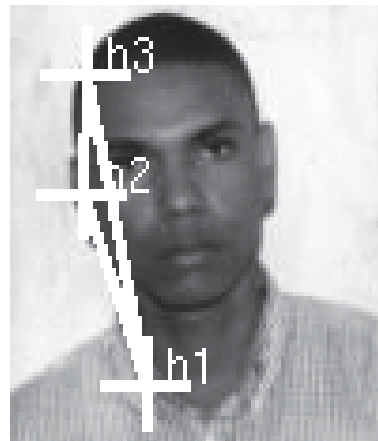
(h)



(i)



(j)



(k)



(l)



(m)

Accuracy upon 10CV

voting	geometry	parameter	mean	(std)
majority voting	none	—	64.25	(3.21)
majority voting	relations A	—	74.78	(2.92)
majority voting	relations B	—	75.08	(2.51)
[1]	—	—	85	n/a
SVM	none	$C = 0.2583$	90.60	(2.06)
SVM	relations A	$C = 0.7622$	90.90	(2.16)
SVM	relations B	$C = 0.1666$	91.28	(2.28)

Confusion matrix for 'relations B' upon 10CV

→	faces	bldgs	trees	cars	phones	bikes	books
faces	98.99	0.66	1.33	8.47	2.64	0	0.71
bldgs	0	70.66	8.00	0	0	2.84	8.92
trees	0	10.00	87.33	0	0	0.83	1.42
cars	0.50	0	0.66	84.09	9.41	0	0
phones	0.50	0	0	7.42	87.93	0	0
bikes	0	2.67	2.66	0	0	94.65	2.14
books	0	16.00	0	0	0	1.66	86.78

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- ▶ 5304 real-world images
- ▶ $r = 10$ categories, uneven class distribution
- ▶ additional new feature: color-based segments
- ▶ data split: 25% training, 25% validation, 50% test
 1. learning 1-vs-1 on training set
 2. optimize parameter D (LPBoost) and C (SVM) for validation set
 3. fix parameters
 4. eval on test set using area under ROC-curve (AUC)

AUC on test set

(†)	INRIA		QMUL		XRCE	MUL
	Marsz.	Moosm.	HSLs	LSPCH		1vs1
bicycle	0.929	0.903	0.944	0.948	0.943	0.864
bus	0.984	0.933	0.984	0.981	0.978	0.945
car	0.971	0.957	0.977	0.975	0.967	0.928
cat	0.922	0.883	0.936	0.937	0.933	0.826
cow	0.938	0.895	0.936	0.938	0.940	0.789
dog	0.856	0.825	0.874	0.876	0.866	0.764
horse	0.908	0.824	0.922	0.926	0.925	0.733
motorbike	0.964	-	0.966	0.969	0.957	0.906
person	0.845	0.780	0.845	0.855	0.863	0.718
sheep	0.944	0.930	0.946	0.956	0.951	0.872

(†) Selection of all participants having a top rank w.r.t. the AUC reported at the PASCAL VOC challenge workshop, ECCV 2006

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