

The background of the image shows the ruins of an ancient Greek temple, likely the Temple of Concordia in Agrigento, Italy. The structure is composed of several rows of tall, fluted Doric columns supporting a heavy entablature. The stone is weathered and shows signs of significant age. The sky is a clear, bright blue, and the foreground consists of dry, yellowish grass. The overall scene is well-lit, suggesting a sunny day.

BAG-OF-WORDS

HYUN SOO PARK

CHALLENGES OF VISUAL RECOGNITION

- **Appearance**

- DOF: texture, illumination, material, shading, ...

- **Shape**

- DOF: object category, geometric pose, viewpoint, ...



IMAGE CLASSIFICATION

corr



,



? corr



,

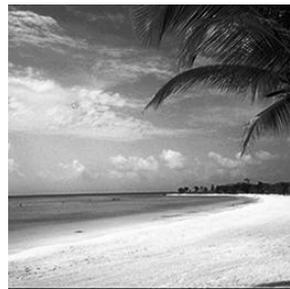


IMAGE CLASSIFICATION

Bedroom



Coast





office



kitchen



living room



bedroom



store



industrial



tall building*



inside city*



street*



highway*



coast*



open country*



mountain*

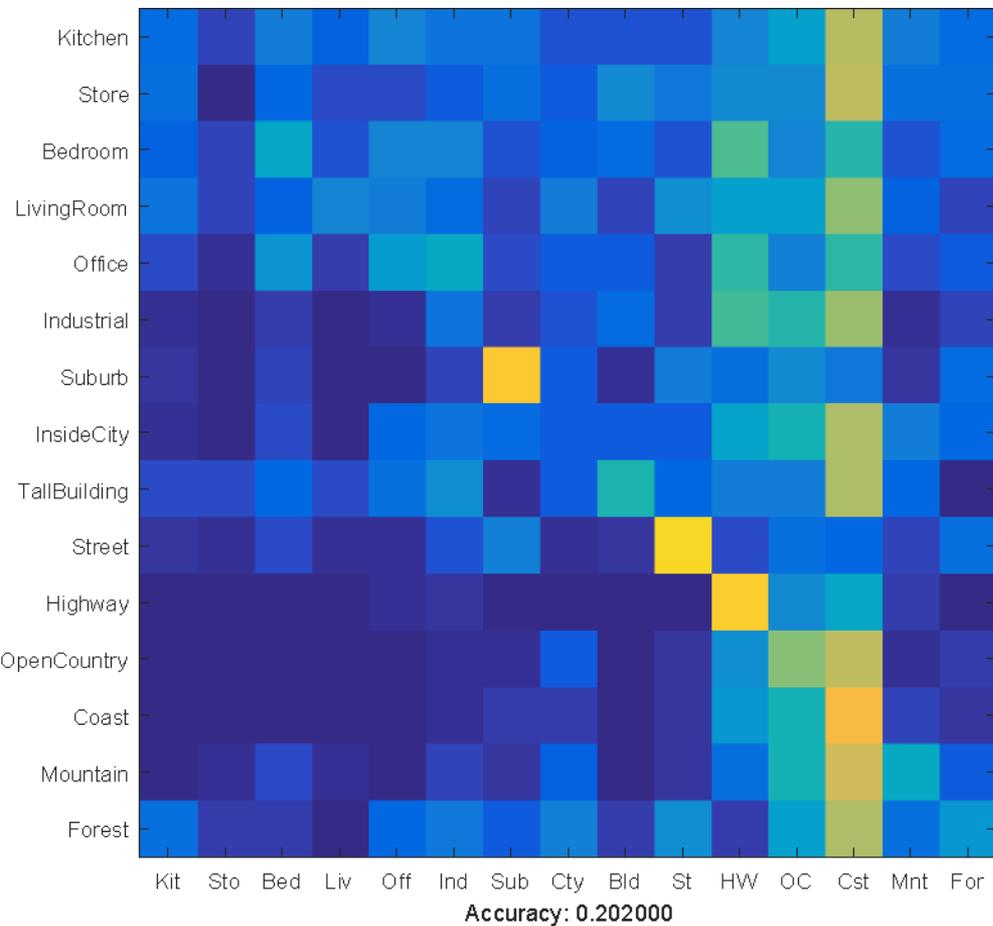


forest*



suburb

TINY IMAGE



Tiny image representation + NN



ACCURACY MEASURE

	Prediction	
	Bedroom	Beach
Bedroom	0.7	0.3
Beach		

Ground truth label
Confusion matrix

$$\frac{\text{\# of correct prediction on Bedroom data}}{\text{\# of Bedroom data}}$$

$$\frac{\text{\# of incorrect prediction on Bedroom data}}{\text{\# of Bedroom data}}$$

ACCURACY MEASURE

	Prediction	
	Bedroom	Beach
Bedroom	0.7	0.3
Beach	0.2	0.8

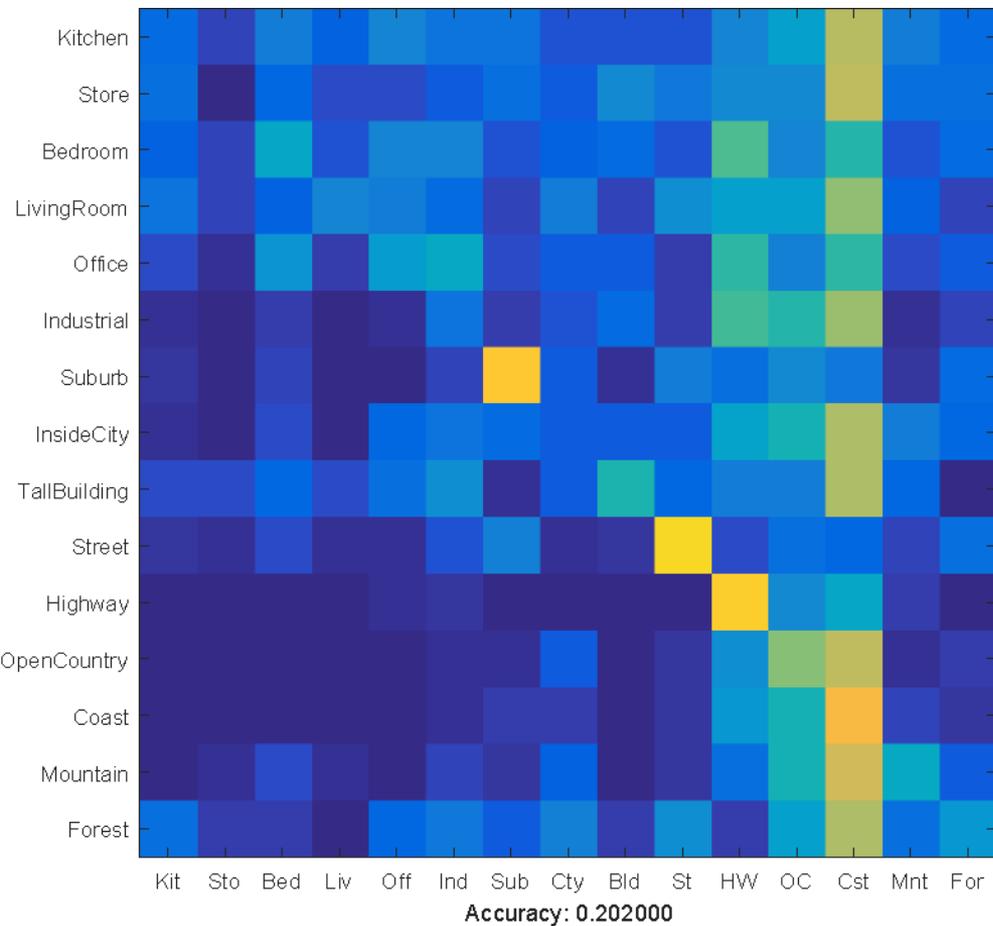
Ground truth label
Confusion matrix

$$\frac{\text{\# of correct prediction on Bedroom data}}{\text{\# of Bedroom data}}$$

$$\frac{\text{\# of incorrect prediction on Bedroom data}}{\text{\# of Bedroom data}}$$

Accuracy: mean of correct predictions
 $(0.7+0.8)/2 = 0.75$

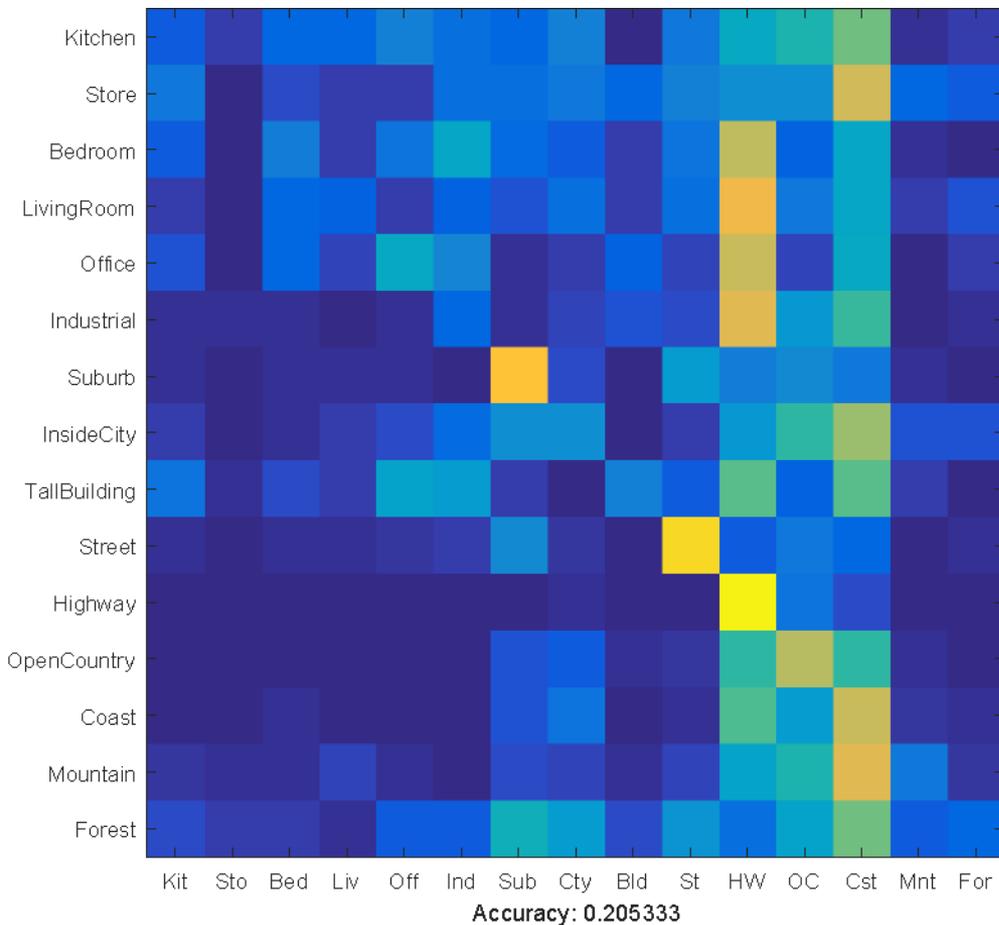
TINY IMAGE



Tiny image representation + NN



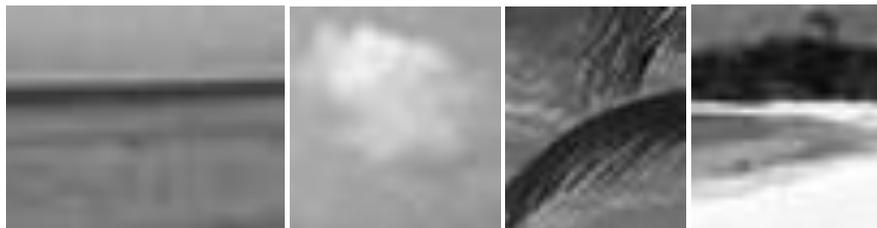
TINY IMAGE



Tiny image representation + KNN (10)



LOCAL PATCHES



LOCAL PATCHES

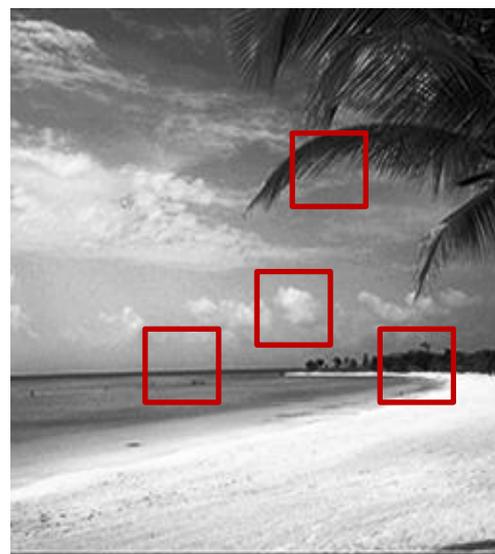
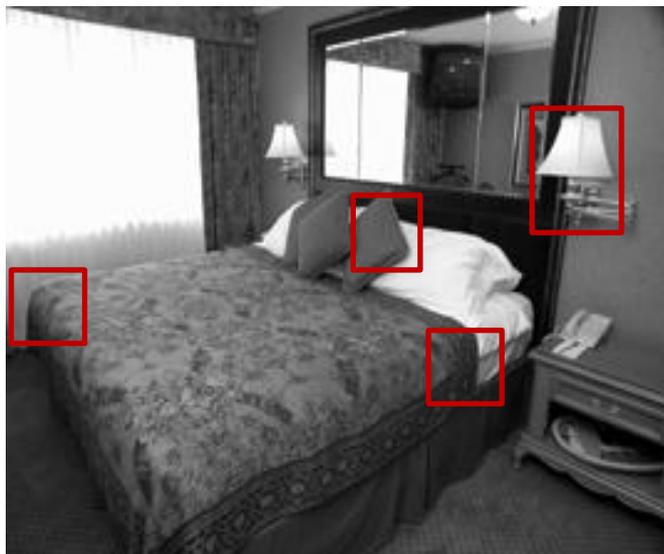
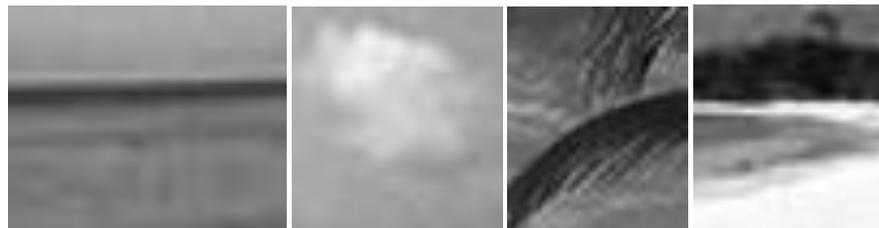
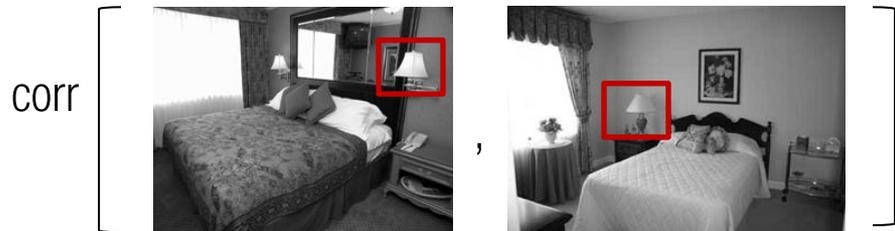


IMAGE CLASSIFICATION





WIKIPEDIA
The Free Encyclopedia

Main page
Contents
Featured content
Current events
Random article
Donate to Wikipedia
Wikipedia store

Interaction

Help
About Wikipedia
Community portal
Recent changes
Contact page

Tools
What links here

BAG OF WORDS

Not logged in Talk Contributions Create account Log in

Article Talk

Read Edit View history

Search Wikipedia

Computer vision

From Wikipedia, the free encyclopedia

Computer vision is an *interdisciplinary scientific field* that deals with how computers can be made to gain high-level understanding from *digital images* or *videos*. From the perspective of *engineering*, it seeks to automate tasks that the *human visual system* can do.^{[1][2][3]}

Computer vision tasks include methods for *acquiring*, *processing*, *analyzing* and understanding digital images, and extraction of *high-dimensional* data from the real world in order to produce numerical or symbolic information, *e.g.*, in the forms of decisions.^{[4][5][6][7]} Understanding in this context means the transformation of visual images (the input of the retina) into descriptions of the world that can interface with other thought processes and elicit appropriate action. This image understanding can be seen as the disentangling of symbolic information from image data using models constructed with the aid of geometry, physics, statistics, and learning theory.^[8]

As a *scientific discipline*, computer vision is concerned with the theory behind artificial systems that extract information from images. The image data can take many forms, such as video sequences, views from multiple cameras, or multi-dimensional data from a medical scanner. As a technological discipline, computer vision seeks to apply its theories and models for the construction of computer vision systems.

Sub-domains of computer vision include *scene reconstruction*, event detection, *video tracking*, *object recognition*, *3D pose estimation*, learning, indexing, *motion estimation*, and *image restoration*.^[6]

Contents [hide]

- Definition
- History
- Related fields
 - Artificial Intelligence
 - Information Engineering



WIKIPEDIA
The Free Encyclopedia

[Main page](#)
[Contents](#)
[Featured content](#)
[Current events](#)
[Random article](#)
[Donate to Wikipedia](#)
[Wikipedia store](#)

Interaction

[Help](#)
[About Wikipedia](#)
[Community portal](#)
[Recent changes](#)
[Contact page](#)

[Tools](#)
[What links here](#)



WIKIPEDIA
The Free Encyclopedia

[Main page](#)
[Contents](#)
[Featured content](#)
[Current events](#)
[Random article](#)
[Donate to Wikipedia](#)
[Wikipedia store](#)

Interaction

[Help](#)
[About Wikipedia](#)
[Community portal](#)
[Recent changes](#)

BAG OF WORDS

Not logged in Talk Contributions Create account Log in

Article [Talk](#)

[Read](#) [Edit](#) [View history](#)

Computer vision

From Wikipedia, the free encyclopedia

Computer vision is an *interdisciplinary scientific field* that deals with how computers can be made to gain high-level understanding from *digital images* or *videos*. From the perspective of *engineering*, it seeks to automate tasks that the *human visual system* can do.^{[1][2][3]}

Computer vision tasks include methods for *acquiring*, *processing*, *analyzing* and understanding digital images, and extraction of *high-dimensional* data from the real world in order to produce numerical or symbolic information, e.g., in the forms of decisions.^{[4][5][6][7]}

Understanding in this context means the transformation of visual images (the input of the retina) into descriptions of the world that can interface with other thought processes and elicit appropriate action. This image understanding can be seen as the disentangling of symbolic information from image data using models constructed with the aid of geometry, physics, statistics, and learning theory.^[8]

As a *scientific discipline*, computer vision is concerned with the theory behind artificial systems that extract information from images. The image data can take many forms, such as video sequences, views from multiple cameras, or multi-dimensional data from a medical scanner. As a technological discipline, computer vision seeks to apply its theories and models for the construction of computer vision systems.

Sub-domains of computer vision include *scene reconstruction*, event detection, *video tracking*, *object recognition*, *3D pose estimation*, learning, indexing, *motion estimation*, and *image restoration*.^[6]

Contents [hide]

- [Definition](#)
- [History](#)
- [Related fields](#)
 - [3.1 Artificial Intelligence](#)
 - [3.2 Information Engineering](#)

Article [Talk](#)

[Read](#) [Edit](#) [View history](#)

Minnesota

From Wikipedia, the free encyclopedia

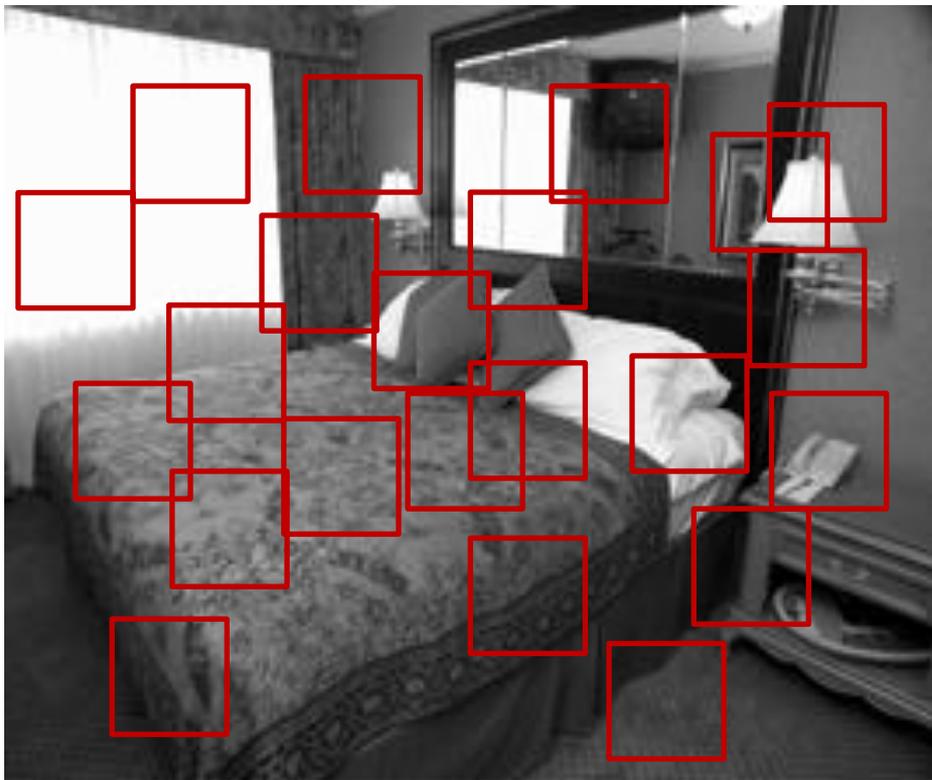
This article is about the U.S. state of Minnesota. For other uses, see [Minnesota \(disambiguation\)](#).

Minnesota (/ˌmɪnɪˈsoʊtə/ ((house) listen)) is a *state* in the *Upper Midwest* and *northern* regions of the *United States*. Minnesota was admitted as the 32nd U.S. state on May 11, 1858, created from the eastern half of the *Minnesota Territory*. The state has a large number of lakes, and is known by the slogan the "Land of 10,000 Lakes". Its official motto is *L'Étoile du Nord* (*French: Star of the North*).

Minnesota is the **12th largest in area** and the **22nd most populous** of the U.S. states; nearly 60% of its residents live in the *Minneapolis–Saint Paul* metropolitan area (known as the "Twin Cities"), the center of transportation, business, industry, education, and government, and home to an internationally known arts community. The remainder of the state consists of western *prairies* now given over to intensive agriculture; *deciduous* forests in the southeast, now partially cleared, farmed, and settled; and the less populated *North Woods*, used for mining, forestry, and recreation.

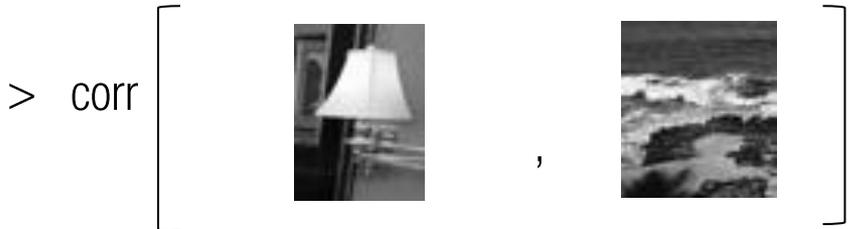
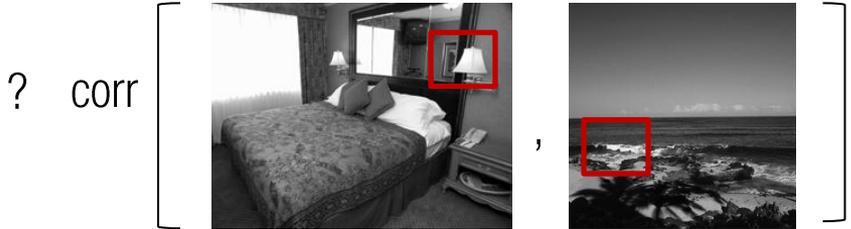
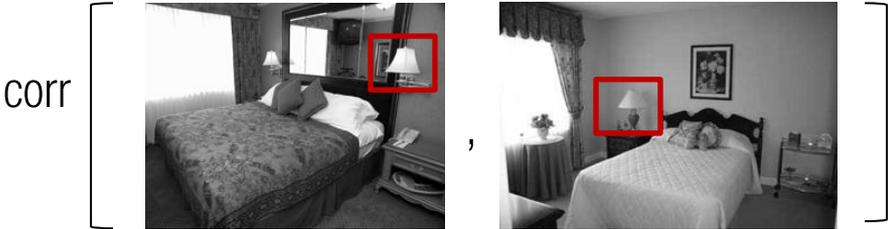
Minnesota was inhabited by various indigenous peoples for thousands of years prior to the arrival of Europeans. French explorers, missionaries, and fur traders began exploring the region in the 17th century, encountering the *Dakota* and *Ojibwe/Anishinaabe* tribes. Much of what is today Minnesota was part of the *vast French holding of Louisiana*, which was *purchased by the United States* in 1803. Following several territorial reorganizations, Minnesota in its current form was admitted as the country's 32nd state on May 11, 1858. Like many Midwestern states, it remained sparsely populated and centered on lumber and agriculture. During the 19th and early 20th centuries, a large number of European immigrants, mainly from *Scandinavia* and *Germany*, began to settle the state, which remains a center of *Scandinavian American* and *German American* culture.

POSSIBLE PATCHES



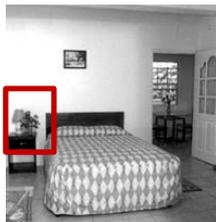
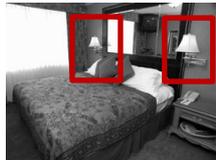
Millions of patch location and sizes

SEARCH SPACE

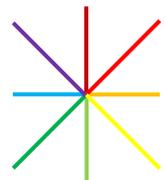
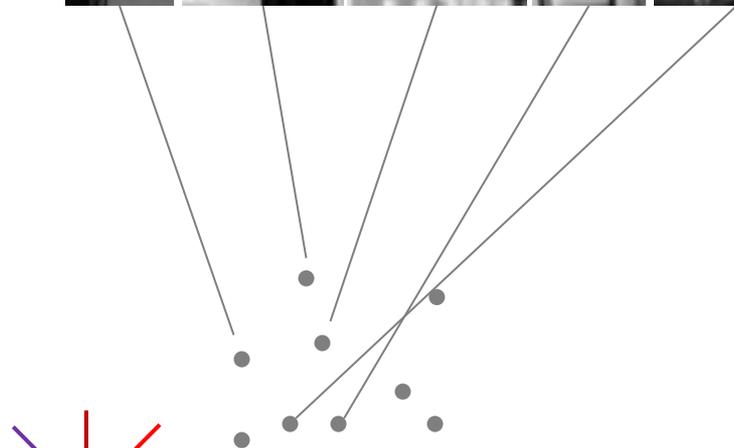


Search space: 1e+12

HOW TO CONSTRUCT VISUAL DICTIONARY



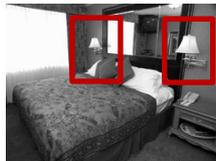
Lamp



\mathbb{R}^d

Visual word descriptor

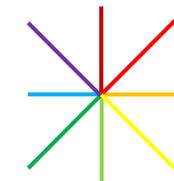
HOW TO CONSTRUCT VISUAL DICTIONARY



Lamp



Mean lamp



\mathbb{R}^d

Visual word descriptor

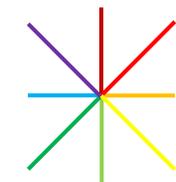
HOW TO CONSTRUCT VISUAL DICTIONARY



Lamp

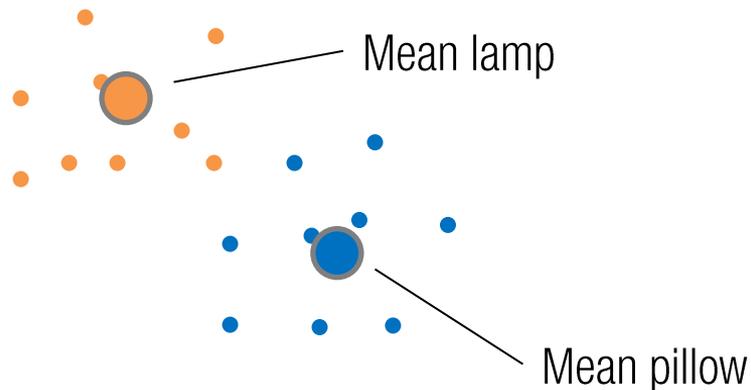


Pillow

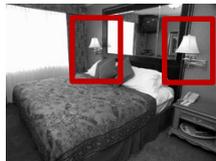


\mathbb{R}^d

Visual word descriptor



FEATURE REPRESENTATION OF LOCAL PATCH



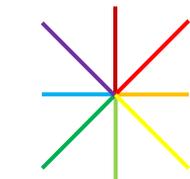
Lamp



Pillow

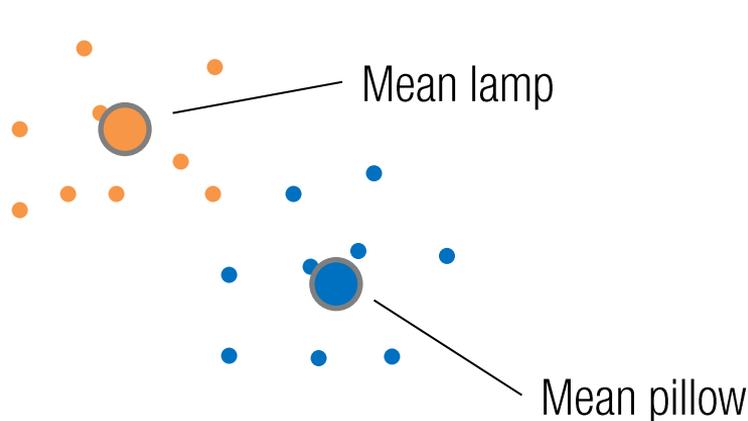


SIFT()



\mathbb{R}^{128}

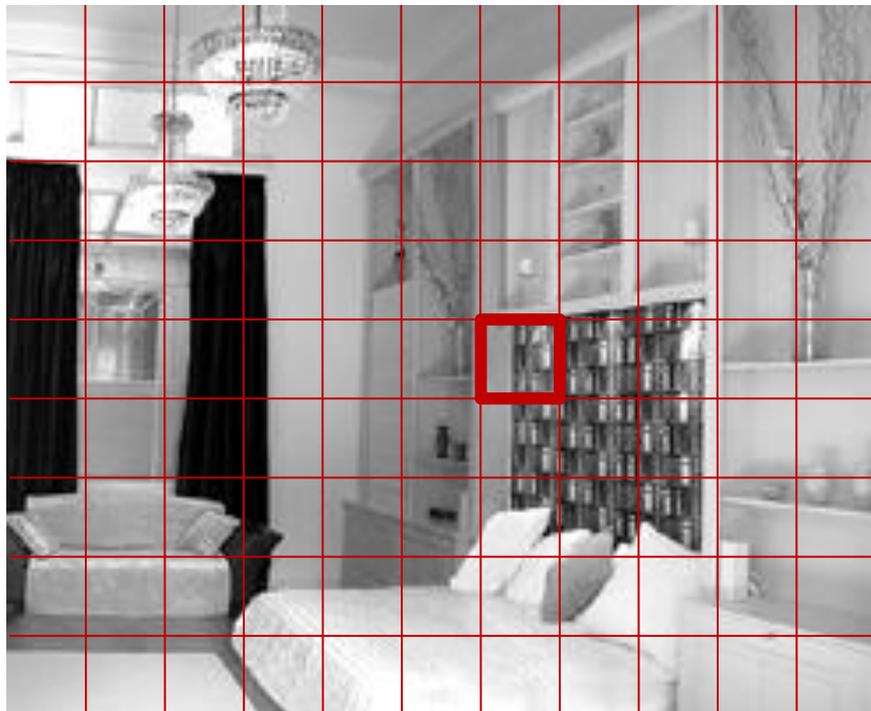
Visual word descriptor



Mean lamp

Mean pillow

DICTIONARY CONSTRUCTION FROM TRAINING DATA

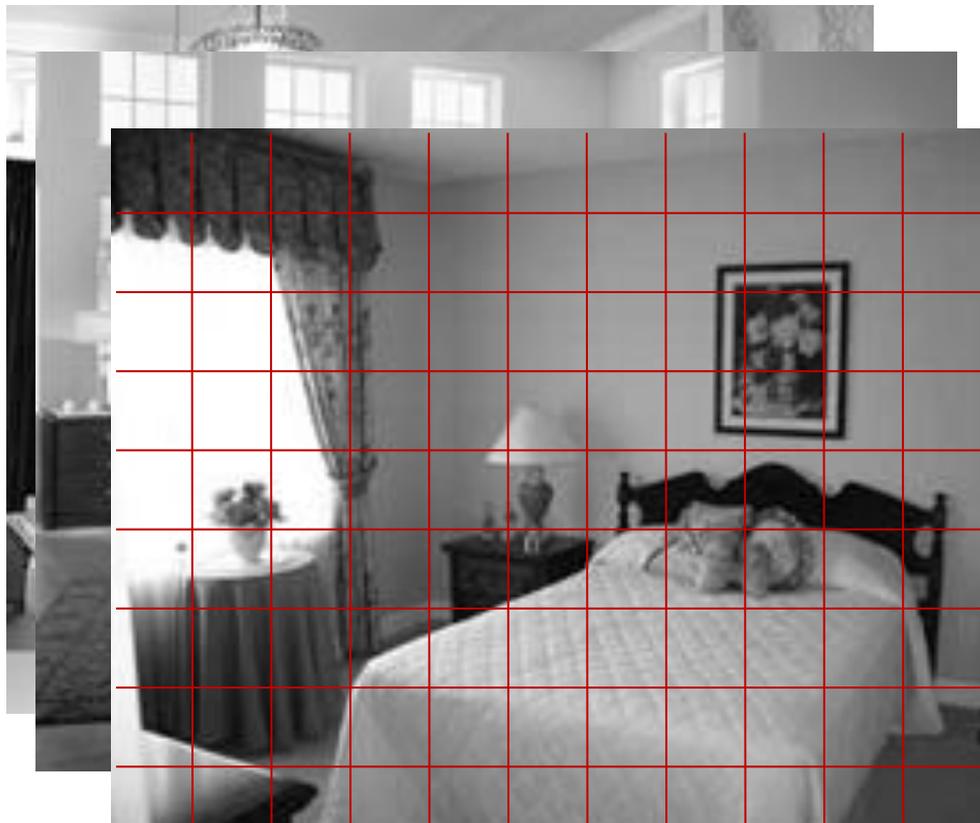


SIFT descriptor



$$x_i \in \mathbb{R}^{128}$$

DICTIONARY CONSTRUCTION FROM TRAINING DATA



SIFT descriptor



$$x_i \in \mathbb{R}^{128}$$

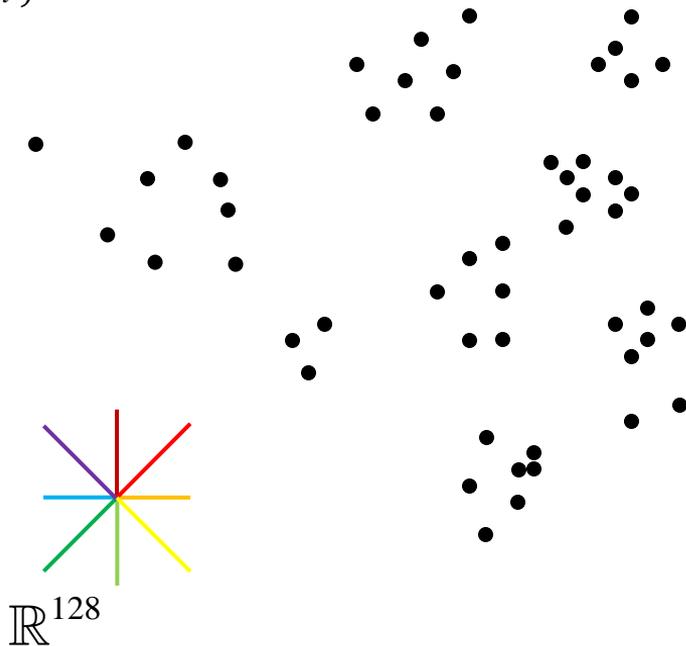
Pool of SIFT descriptors

$$X = \{x_1 \quad \cdots \quad x_n\}$$

DICTIONARY CONSTRUCTION FROM TRAINING DATA

Pool of SIFT descriptors

$$X = \{x_1 \quad \cdots \quad x_n\}$$

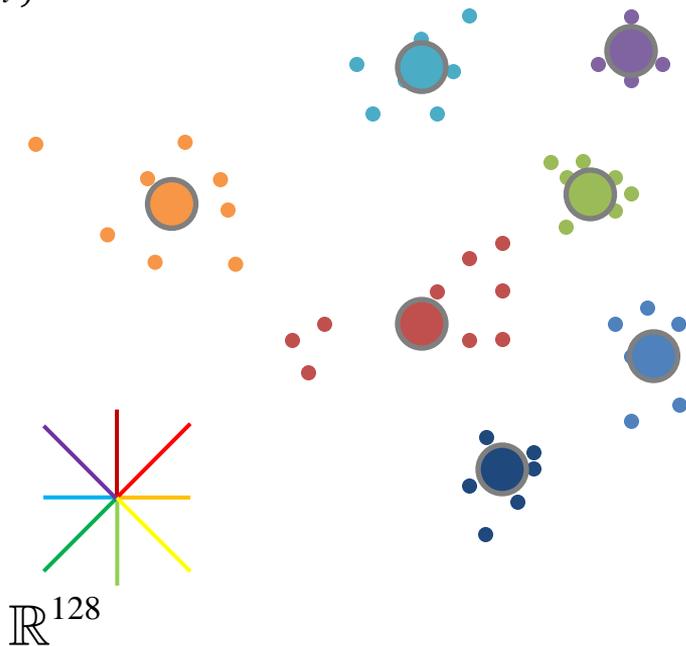


DICTIONARY CONSTRUCTION FROM TRAINING DATA

Pool of SIFT descriptors

$$X = \{x_1 \quad \cdots \quad x_n\}$$

K-means clustering



DICTIONARY CONSTRUCTION FROM TRAINING DATA

Pool of SIFT descriptors

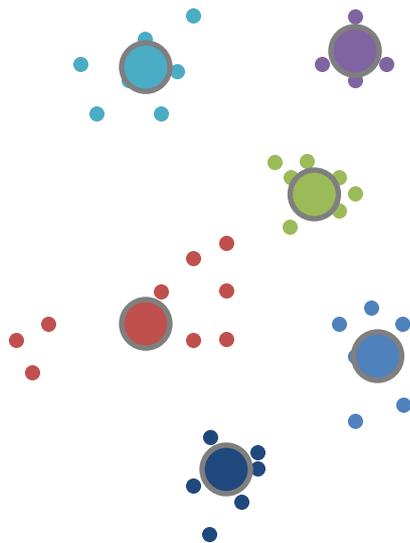
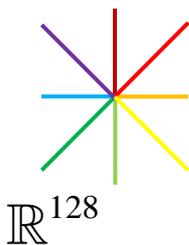
$$X = \{x_1 \quad \cdots \quad x_n\}$$

K-means clustering

Dictionary~centroids

$$Y = \{y_1 \quad \cdots \quad y_k\}$$

y_i





office



kitchen



living room



bedroom



store



industrial



tall building*



inside city*



street*



highway*



coast*



open country*



mountain*



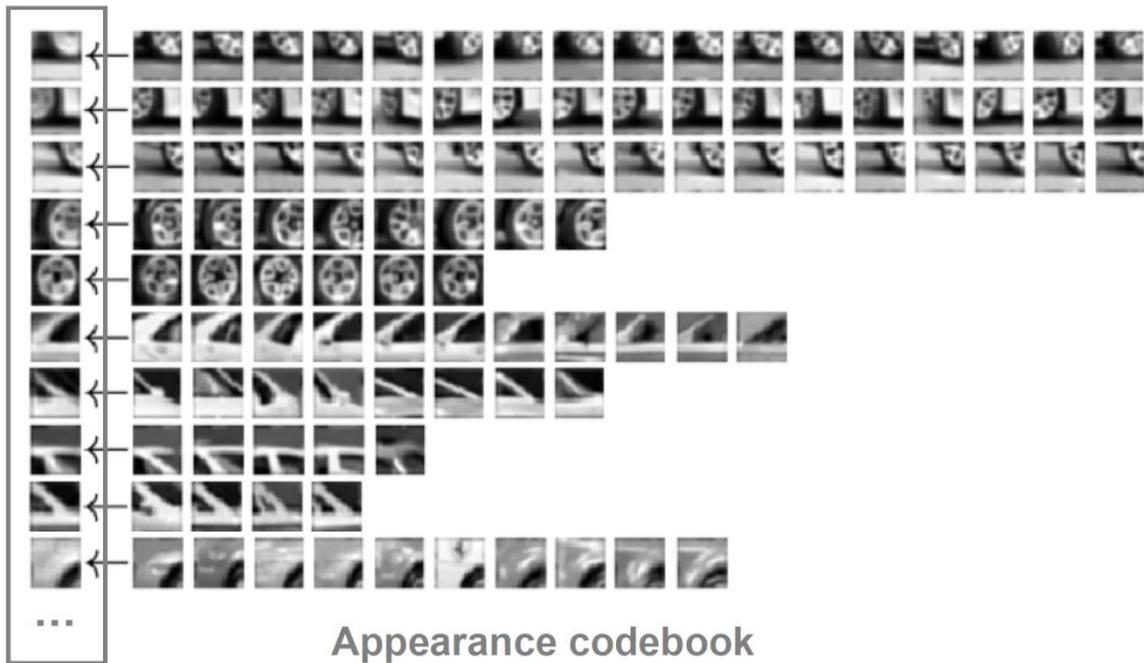
forest*

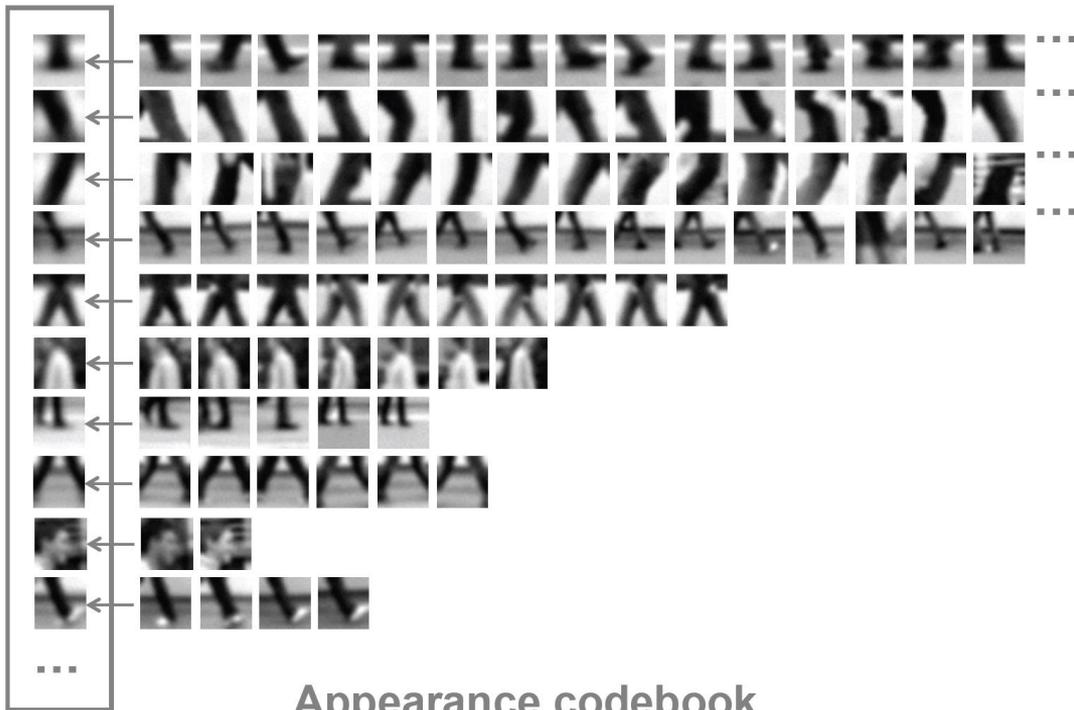
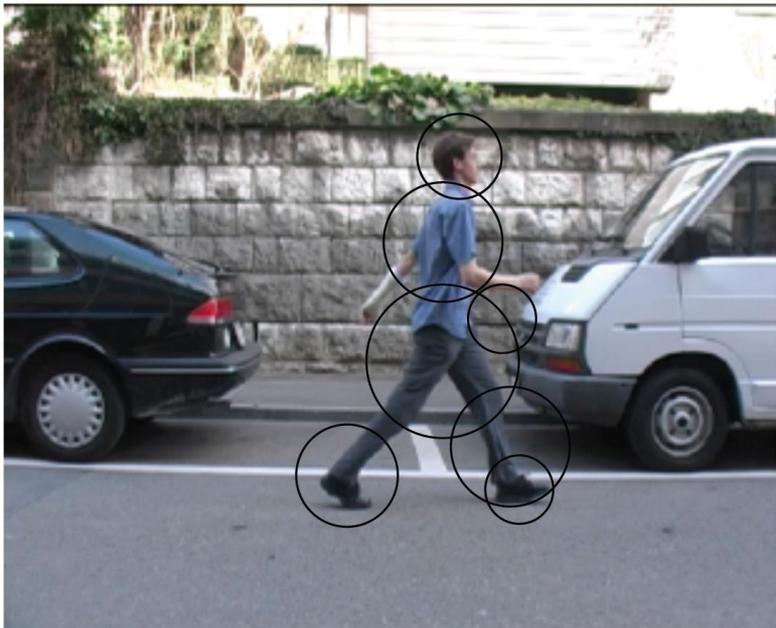


suburb

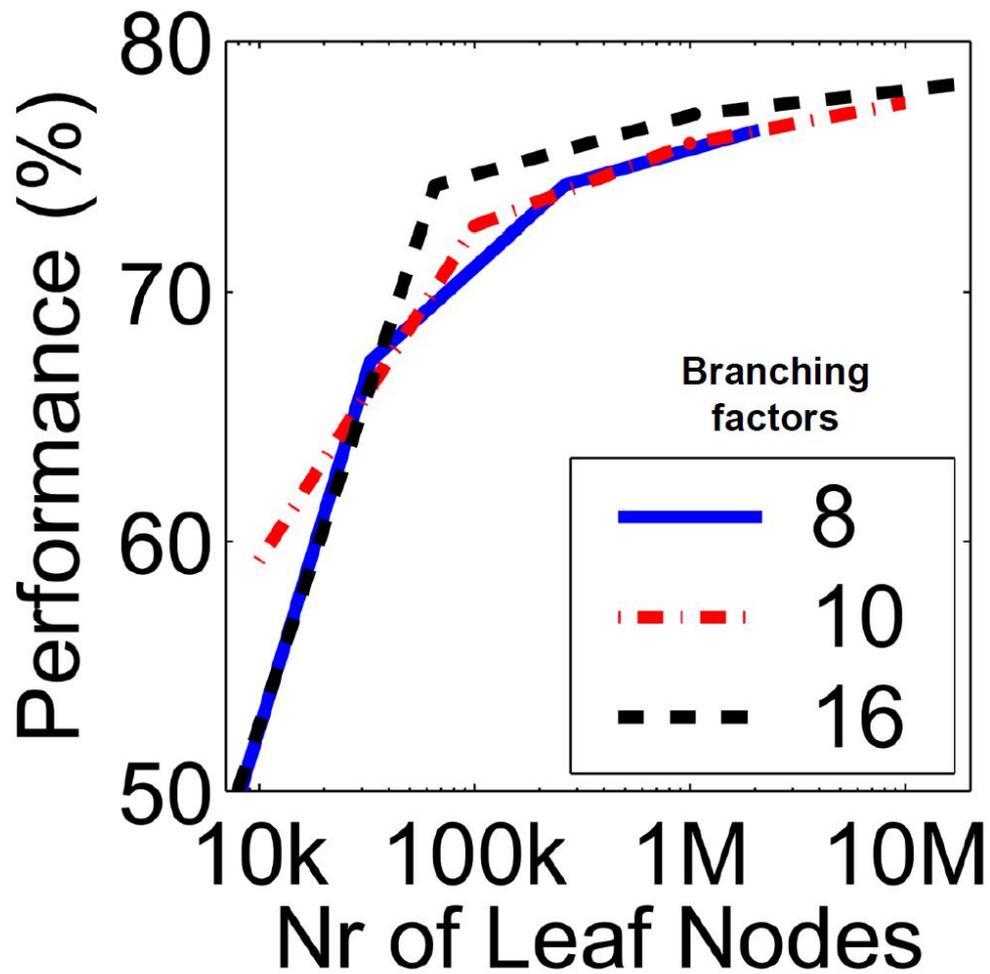
CLUSTERED VISUAL PATCHES USING K-MEANS



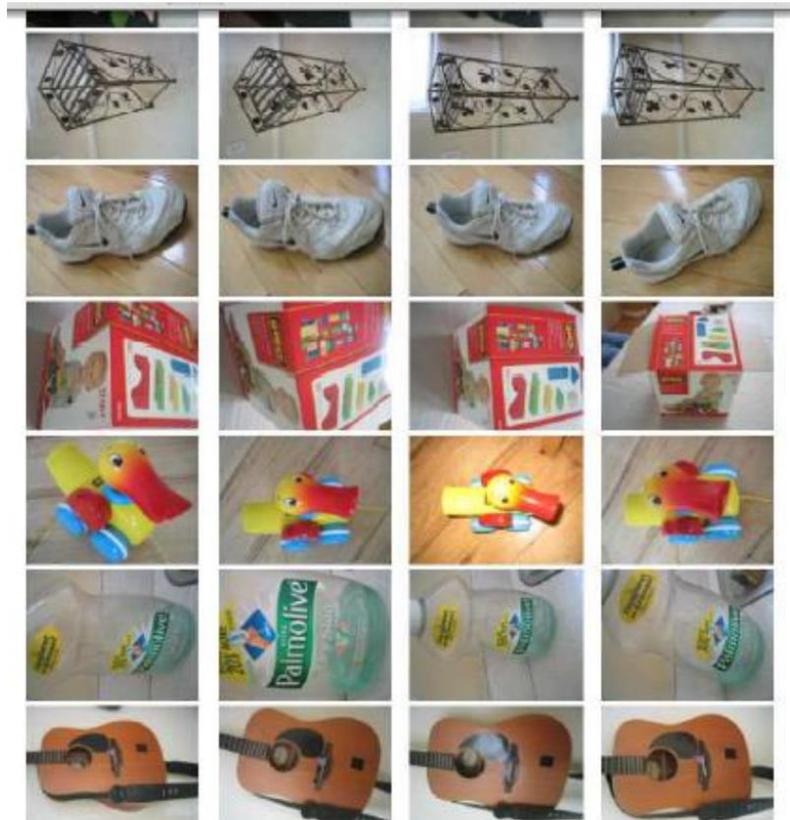




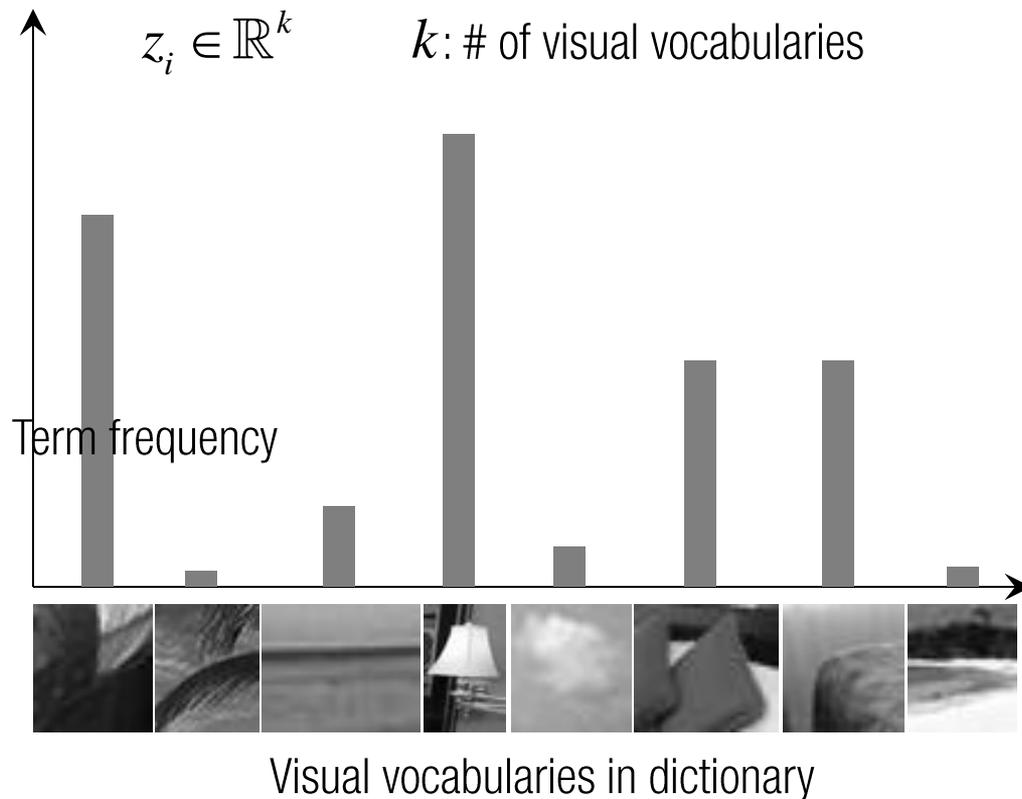
Appearance codebook



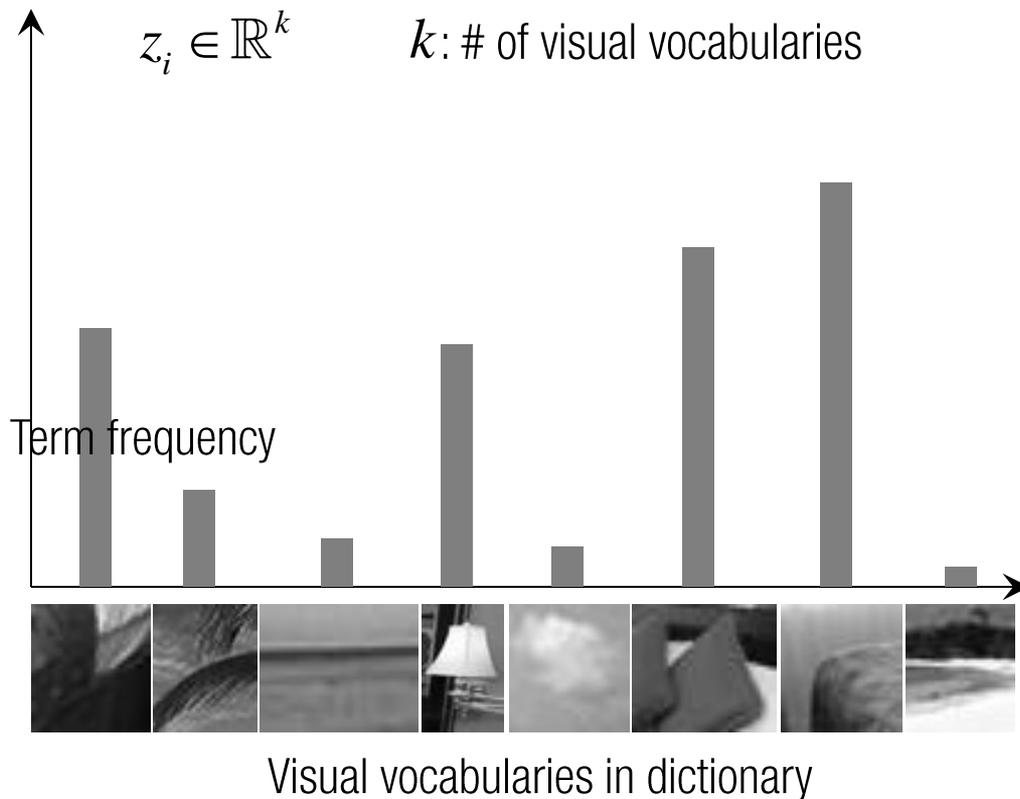
Results for recognition task with 6347 images



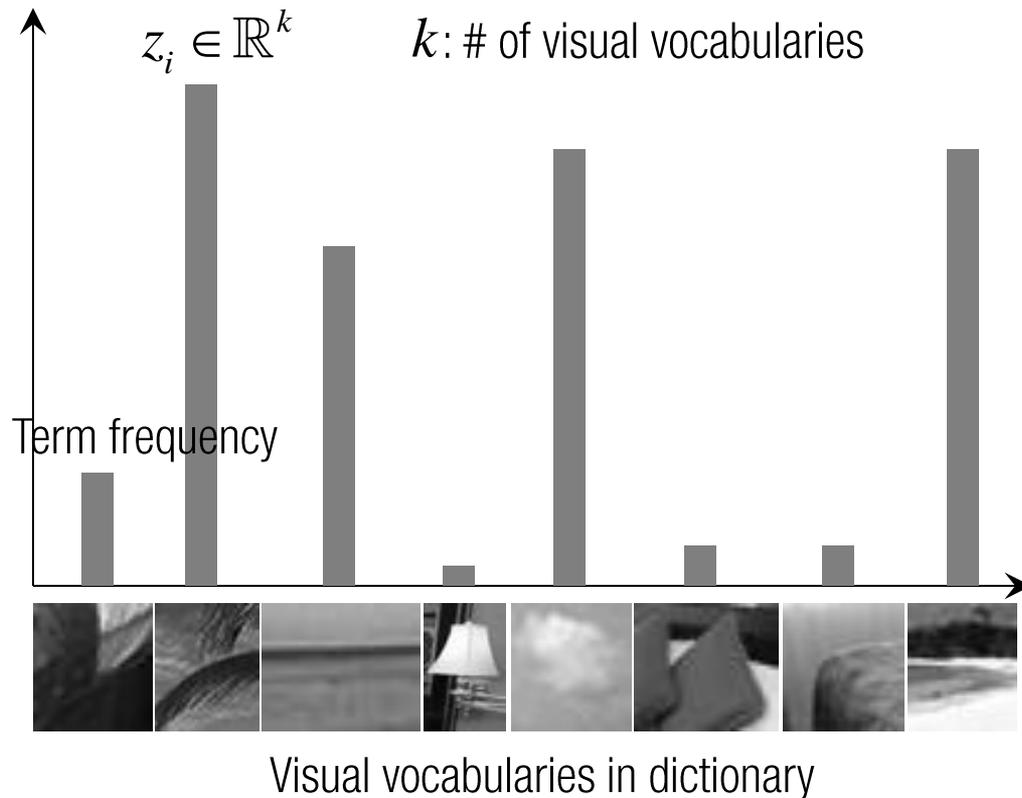
VISUAL BAG-OF-WORD REPRESENTATION



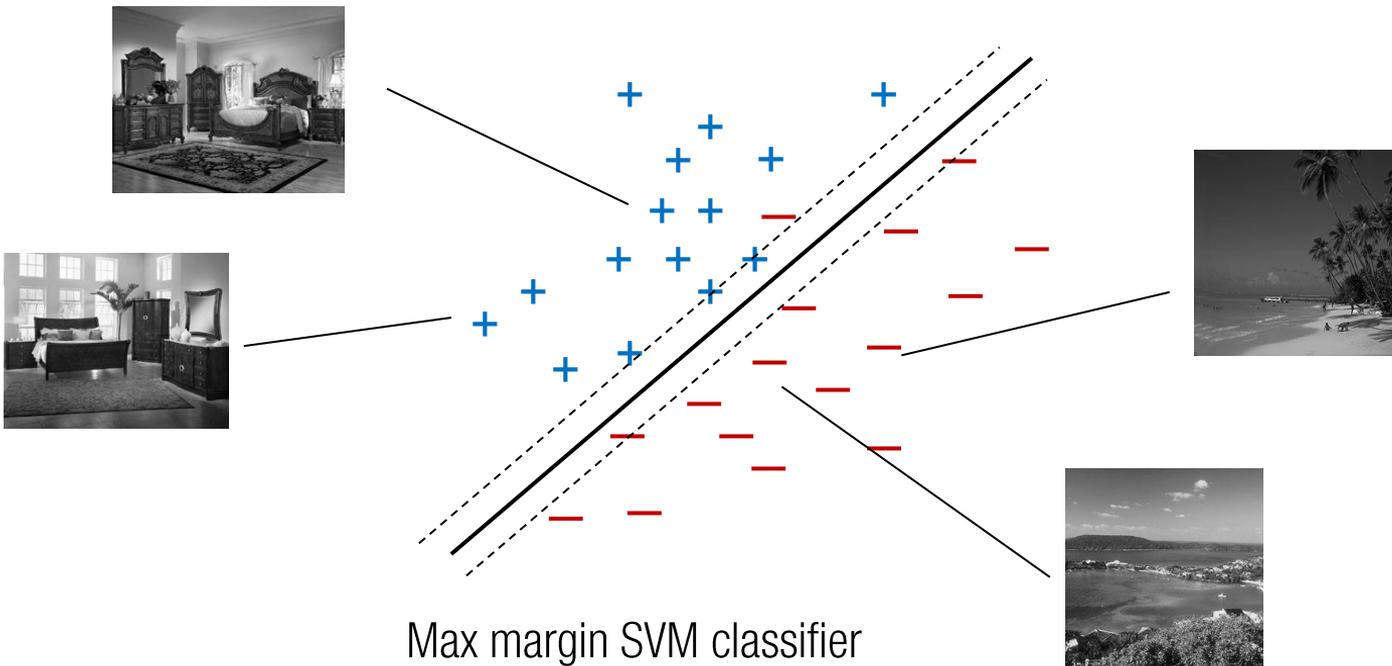
VISUAL BAG-OF-WORD REPRESENTATION



VISUAL BAG-OF-WORD REPRESENTATION



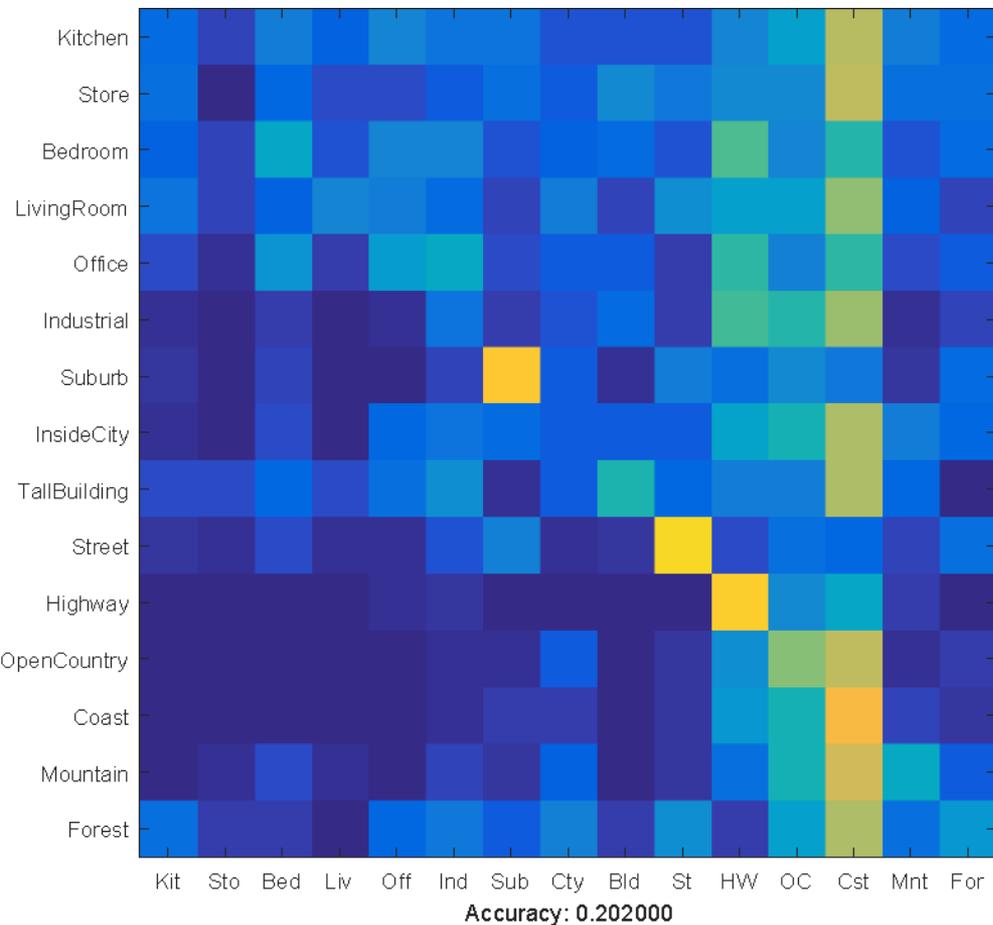
CLASSIFICATION



$$z \cdot w + b > 0 \quad \text{Positive D.}$$

$$z \cdot w + b < 0 \quad \text{Negative D.}$$

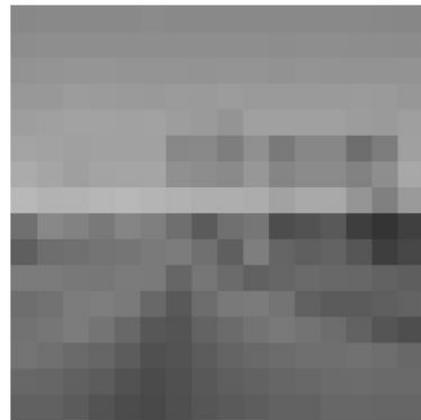
COMPARISON



Tiny image representation + NN

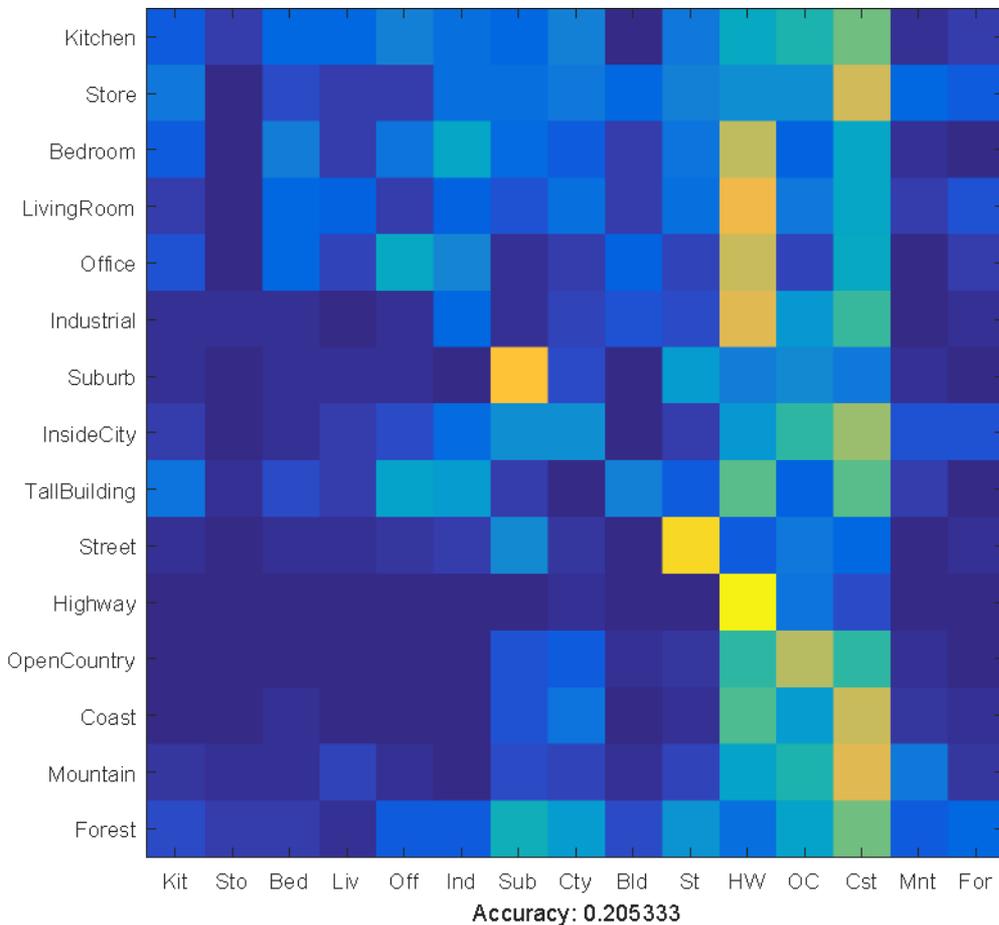


(a) Image

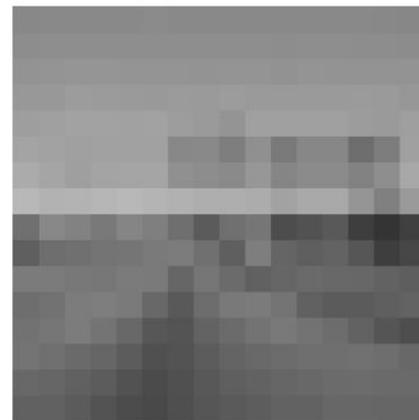


(b) Tiny Image

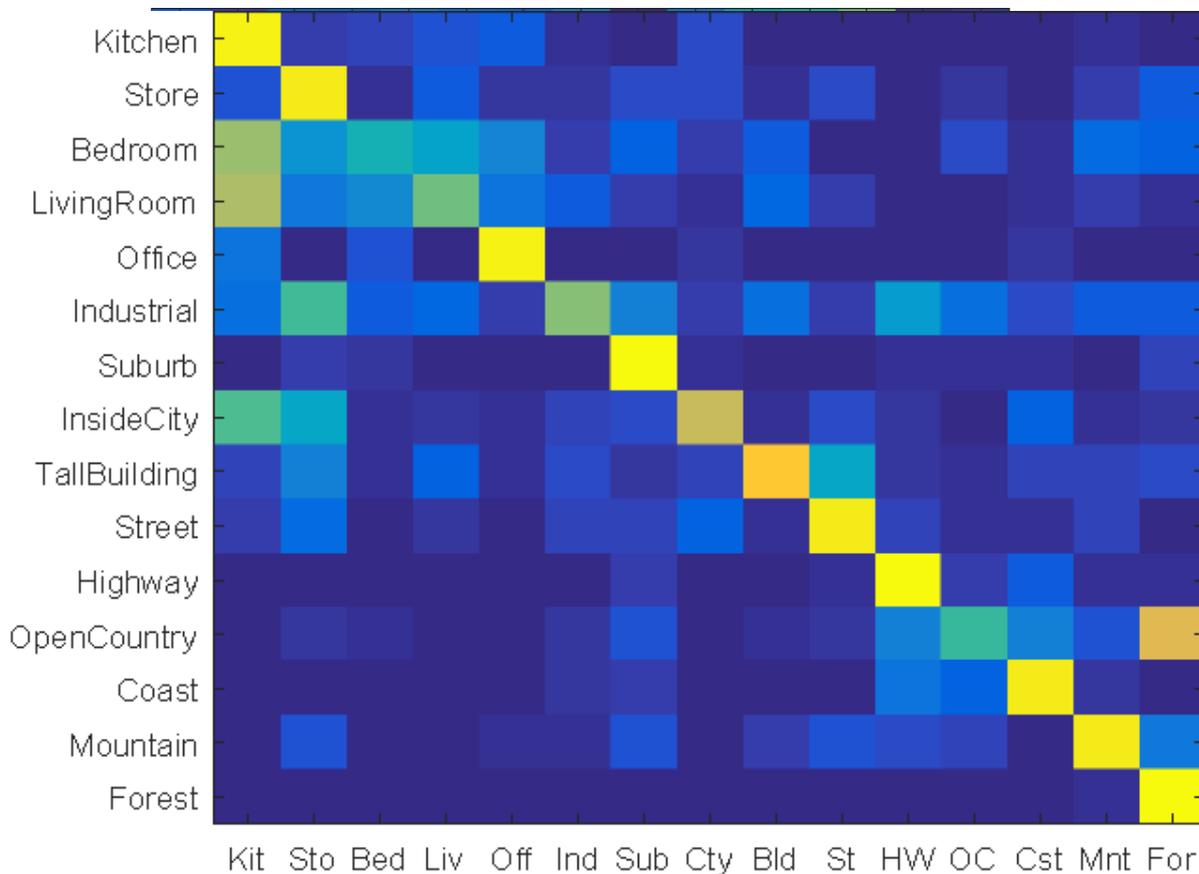
COMPARISON



Tiny image representation + KNN (10)



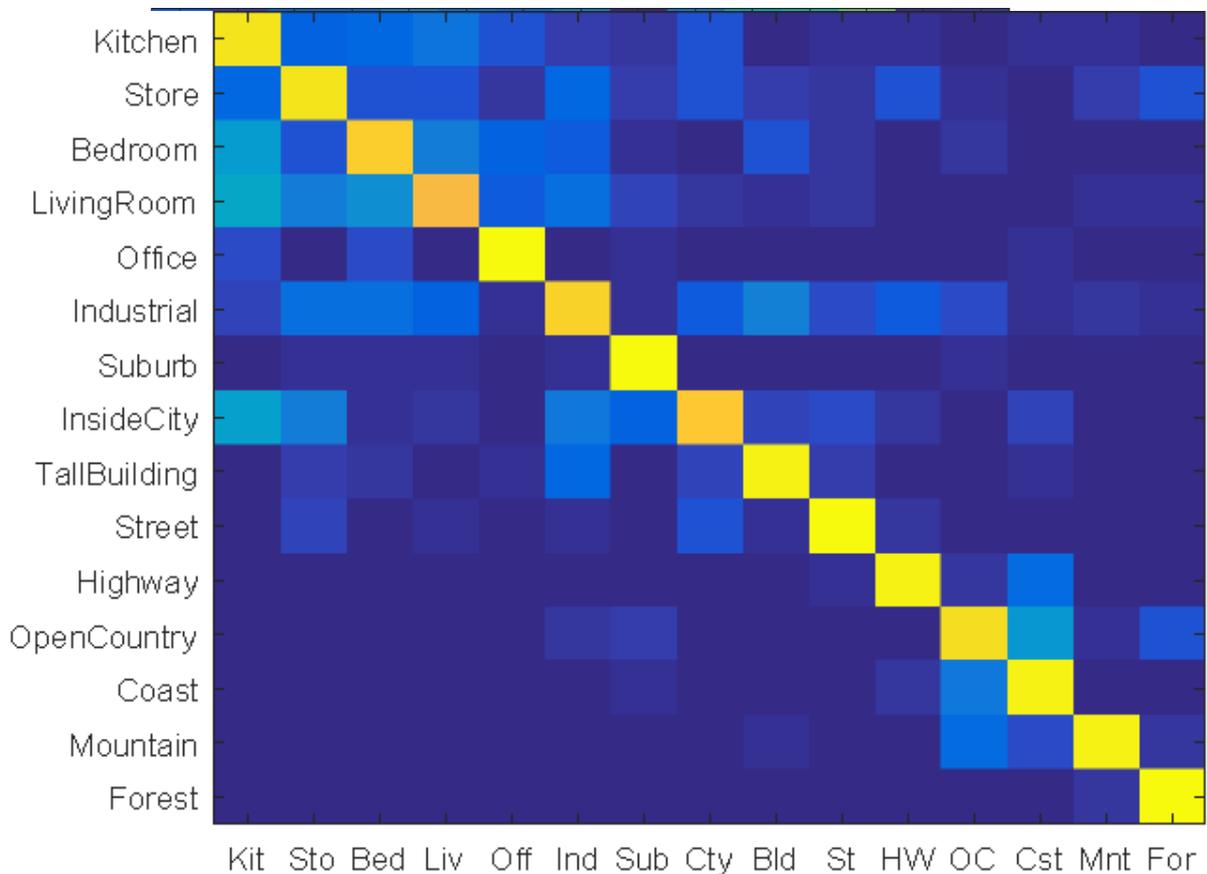
COMPARISON



BoW + KNN (10)

Accuracy: 0.512667

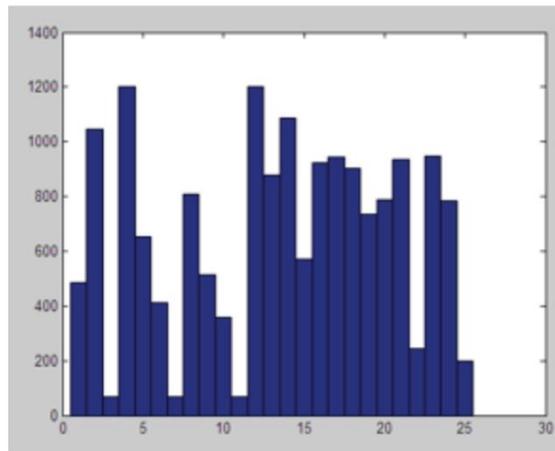
COMPARISON



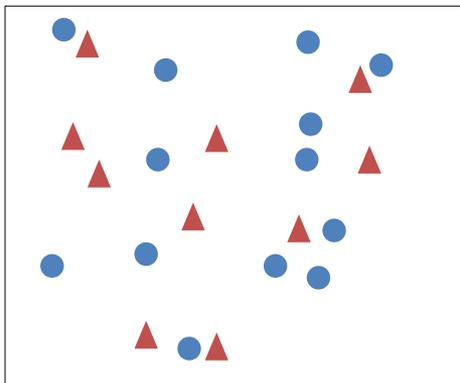
BoW + SVM

Accuracy: 0.629333

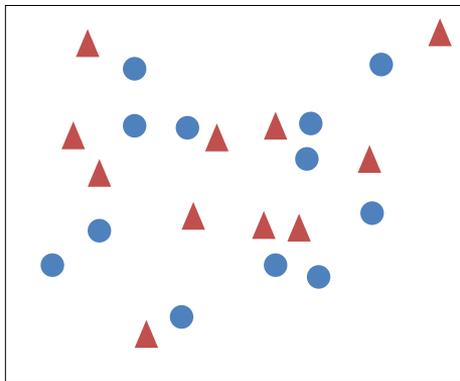
https://www.youtube.com/watch?v=Y6J6C_-mgRw



MATCHING

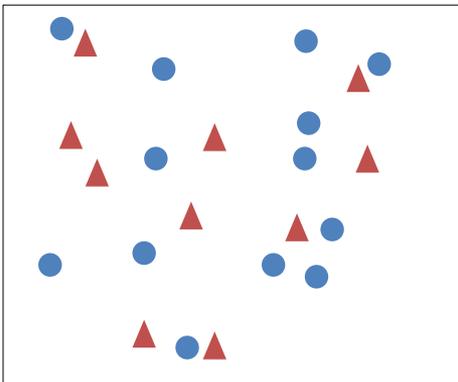


Feature



Feature

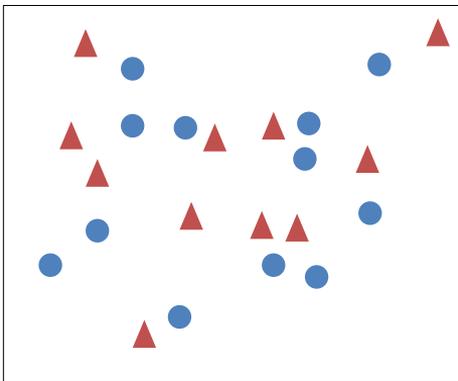
MATCHING



Feature



Histogram

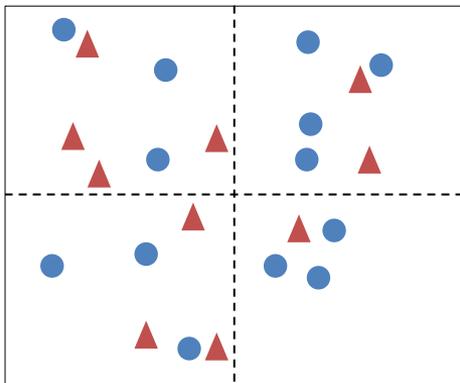


Feature



Histogram

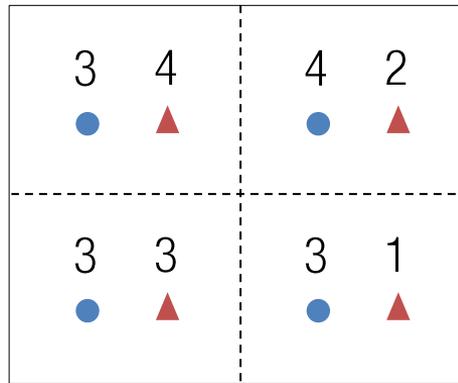
MATCHING



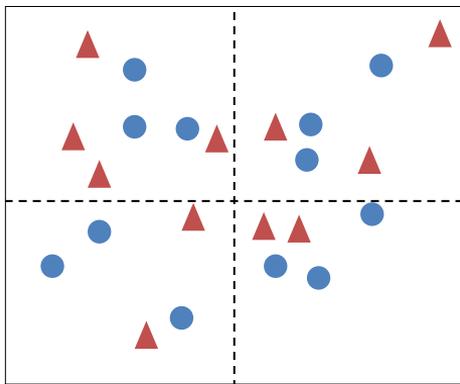
Feature



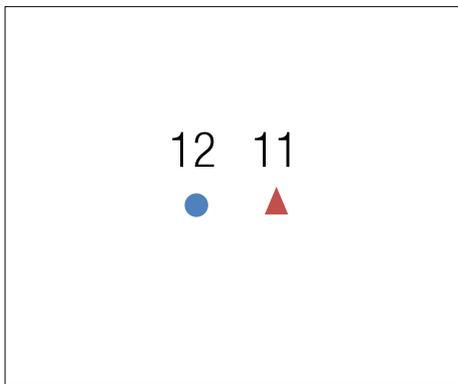
Histogram



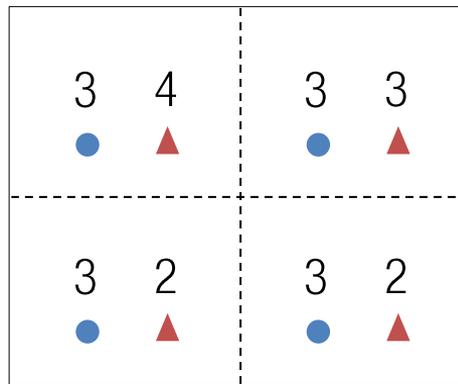
Histogram



Feature

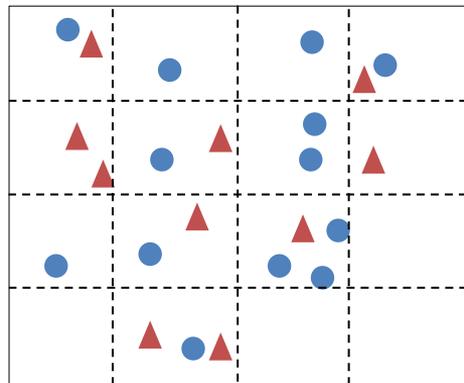


Histogram



Histogram

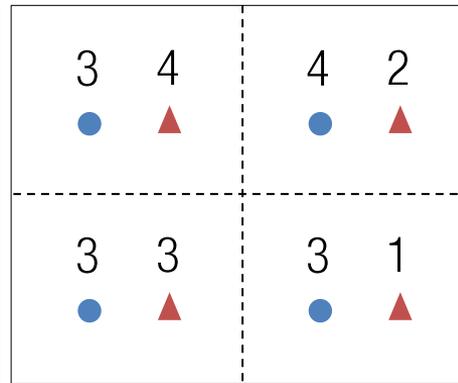
MATCHING



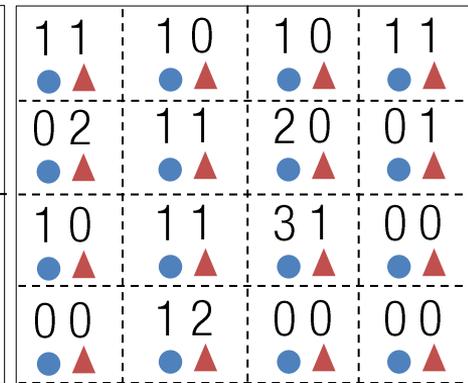
Feature



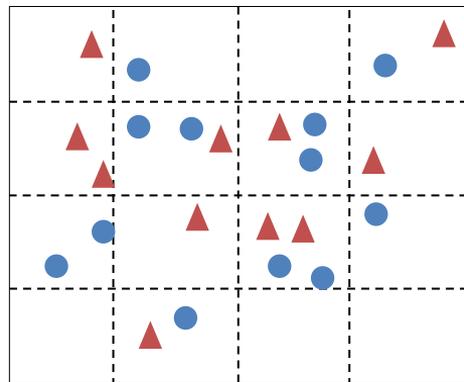
Histogram



Histogram



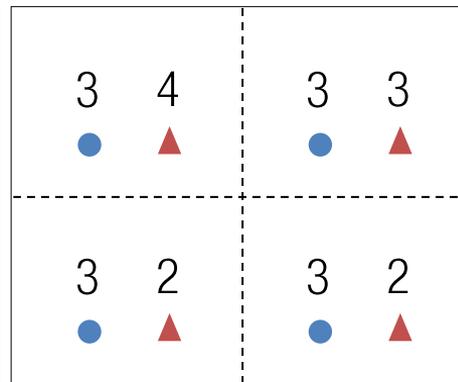
Histogram



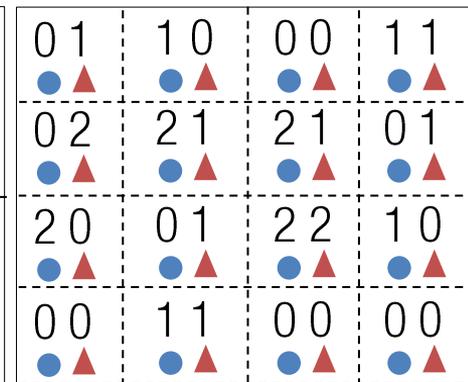
Feature



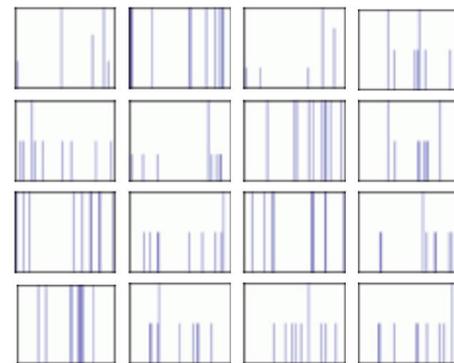
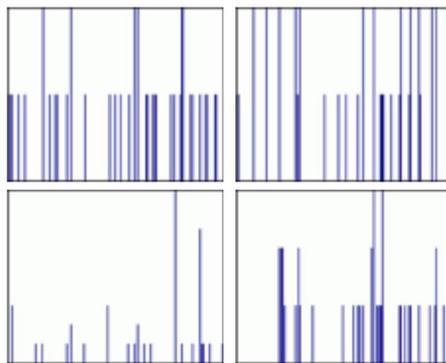
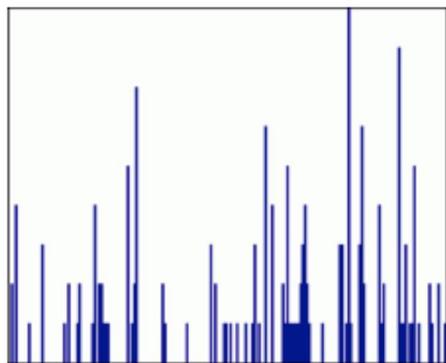
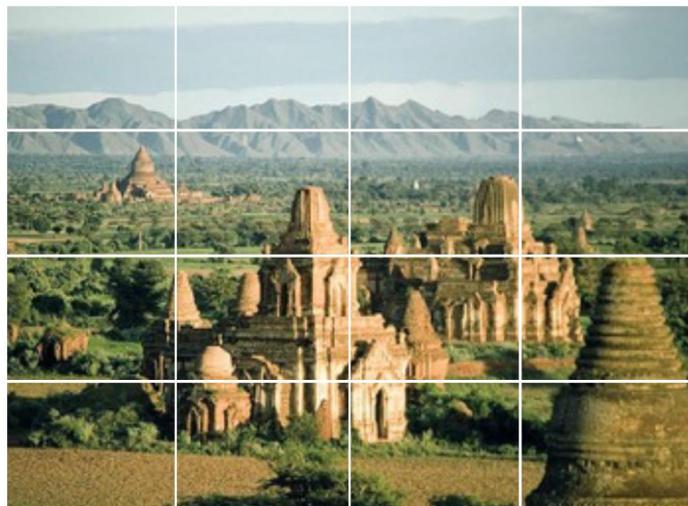
Histogram



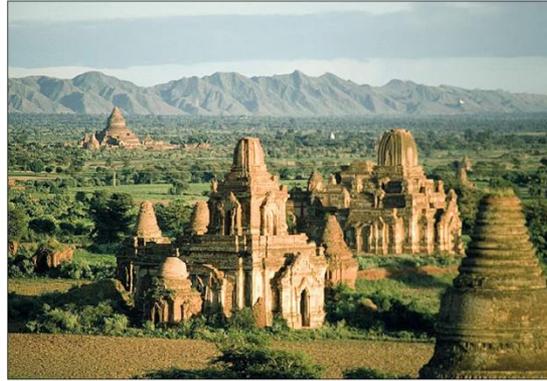
Histogram



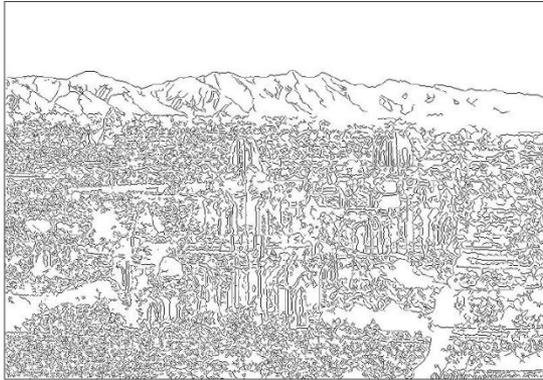
Histogram



Feature extraction

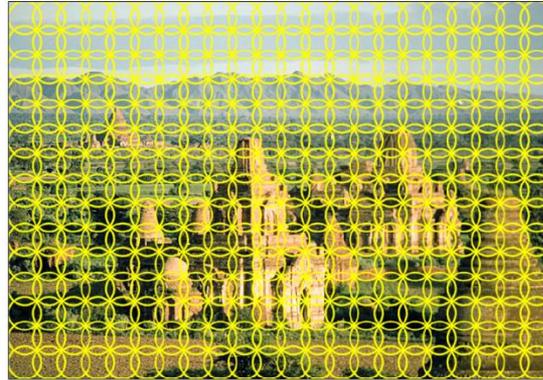


Weak features



Edge points at 2 scales and 8 orientations
(vocabulary size 16)

Strong features



SIFT descriptors of 16x16 patches sampled
on a regular grid, quantized to form visual
vocabulary (size 200, 400)

Caltech101 dataset

Fei-Fei et al. (2004)

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 \pm 0.9		41.2 \pm 1.2	
1	31.4 \pm 1.2	32.8 \pm 1.3	55.9 \pm 0.9	57.0 \pm 0.8
2	47.2 \pm 1.1	49.3 \pm 1.4	63.6 \pm 0.9	64.6 \pm 0.8
3	52.2 \pm 0.8	54.0 \pm 1.1	60.3 \pm 0.9	64.6 \pm 0.7