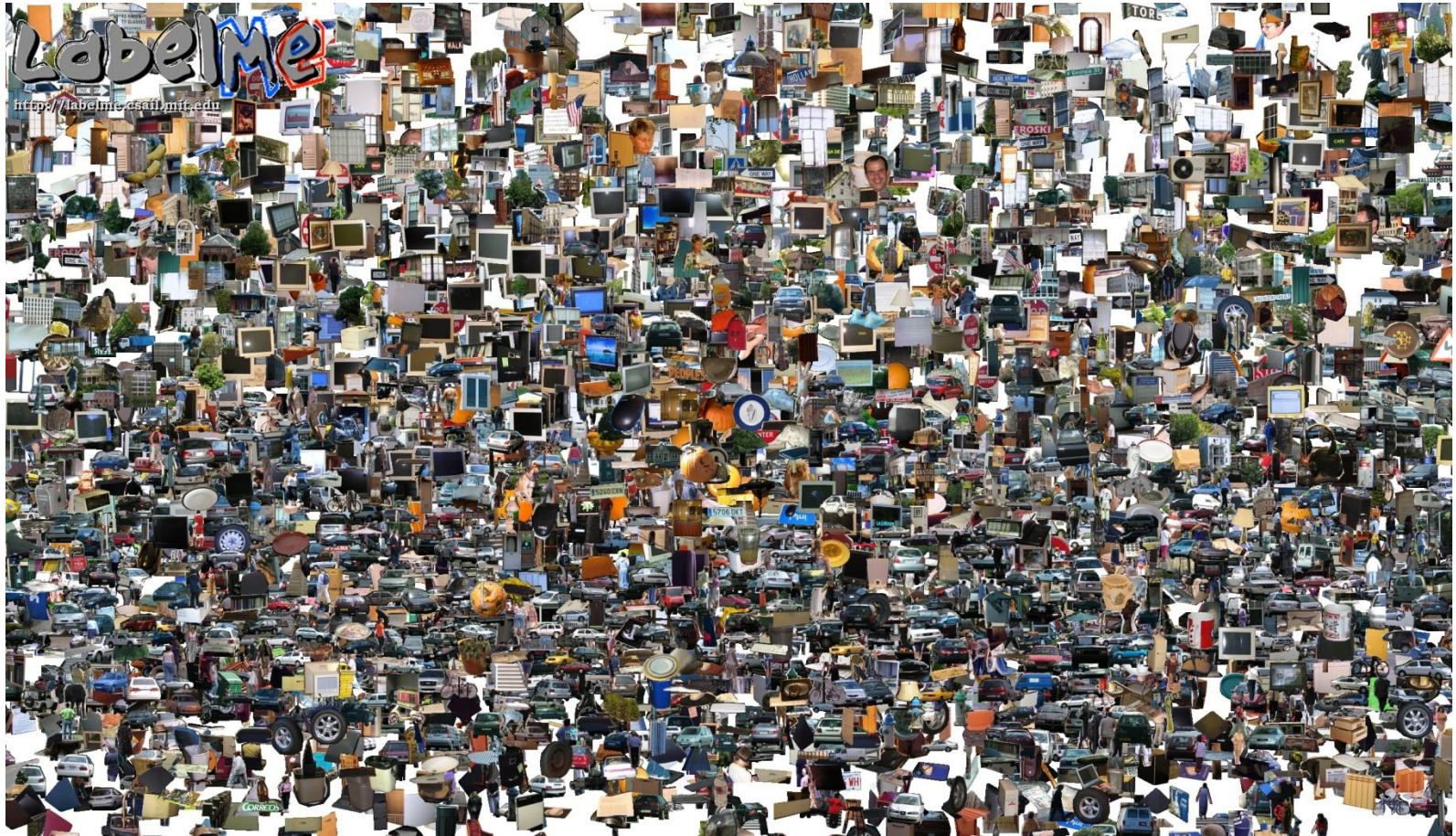


# Opportunities of Scale, Part 2



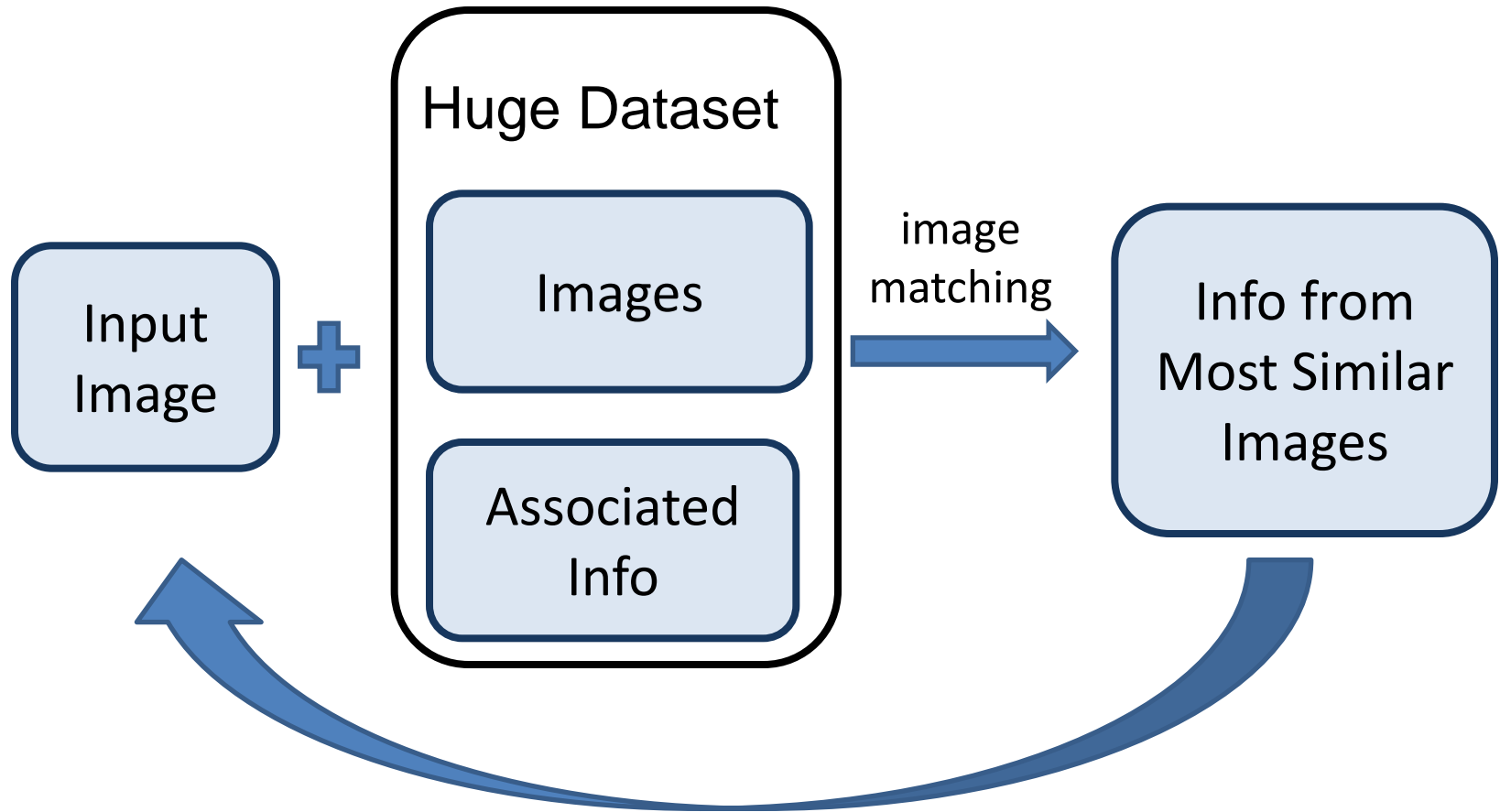
Computer Vision  
James Hays, Brown

# Recap

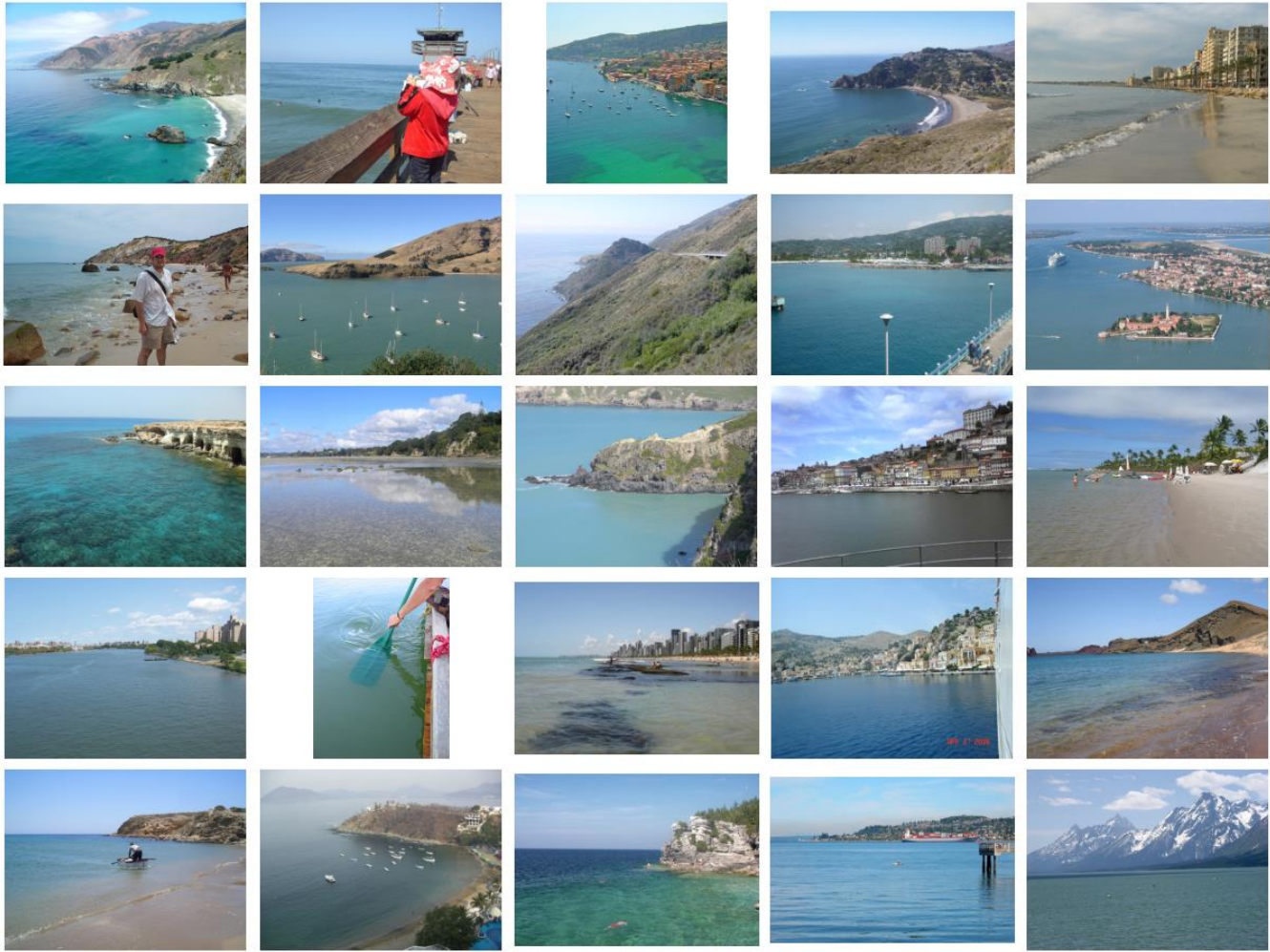
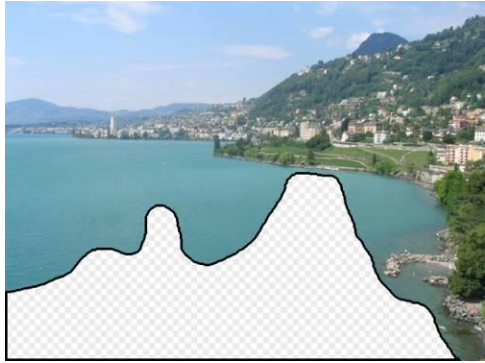
## Opportunities of Scale: Data-driven methods

- Monday
  - Scene completion
  - Im2gps
- Today
  - Recognition via Tiny Images
  - More recognition by association

# General Principal



Hopefully, If you have enough images, the dataset will contain very similar images that you can find with simple matching methods.



... 200 total



Graph cut + Poisson blending

# im2gps (Hays & Efros, CVPR 2008)



6 million geo-tagged Flickr images

<http://graphics.cs.cmu.edu/projects/im2gps/>

# Tiny Images



80 million tiny images: a large dataset for non-parametric object and scene recognition  
Antonio Torralba, Rob Fergus and William T. Freeman. PAMI 2008.

<http://groups.csail.mit.edu/vision/TinyImages/>

256x256





256x256



32x32

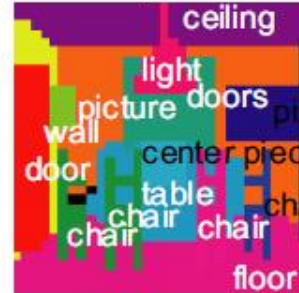
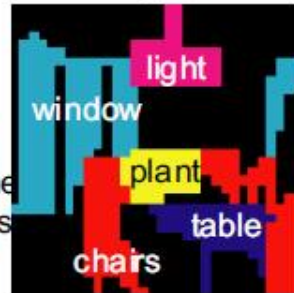
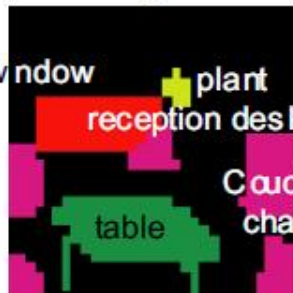
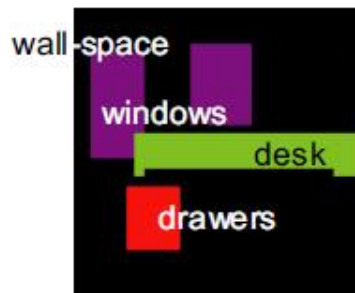


office

waiting area

dining room

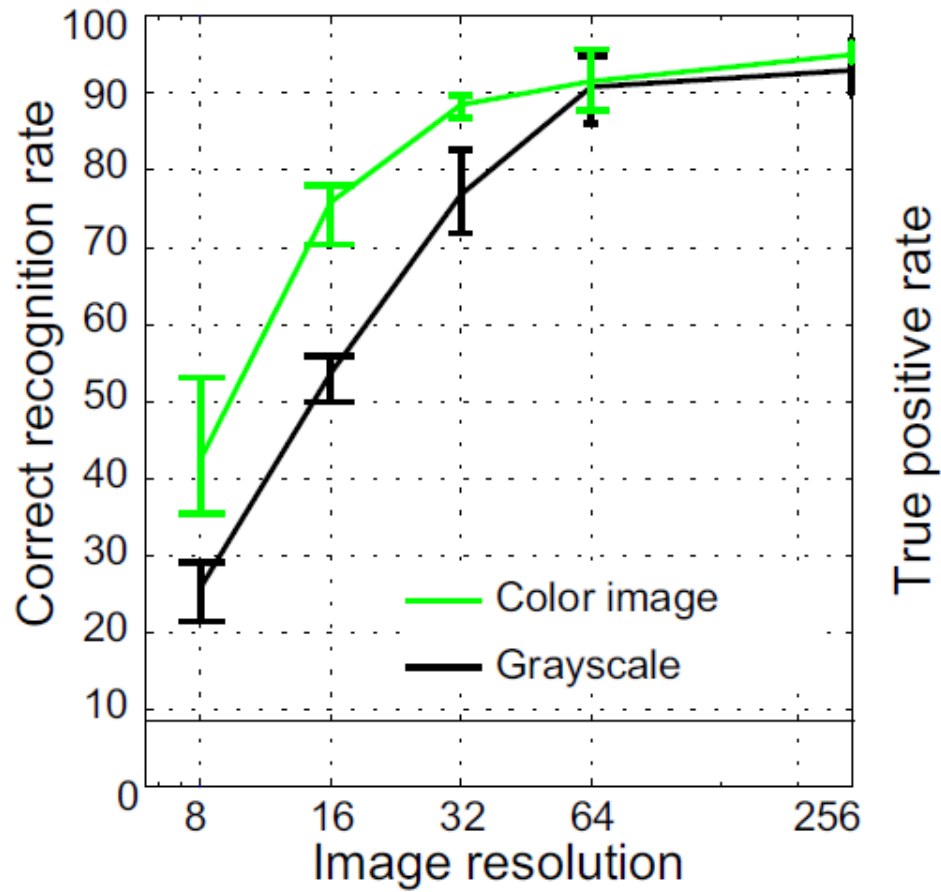
dining room



### c) Segmentation of 32x32 images



# Human Scene Recognition

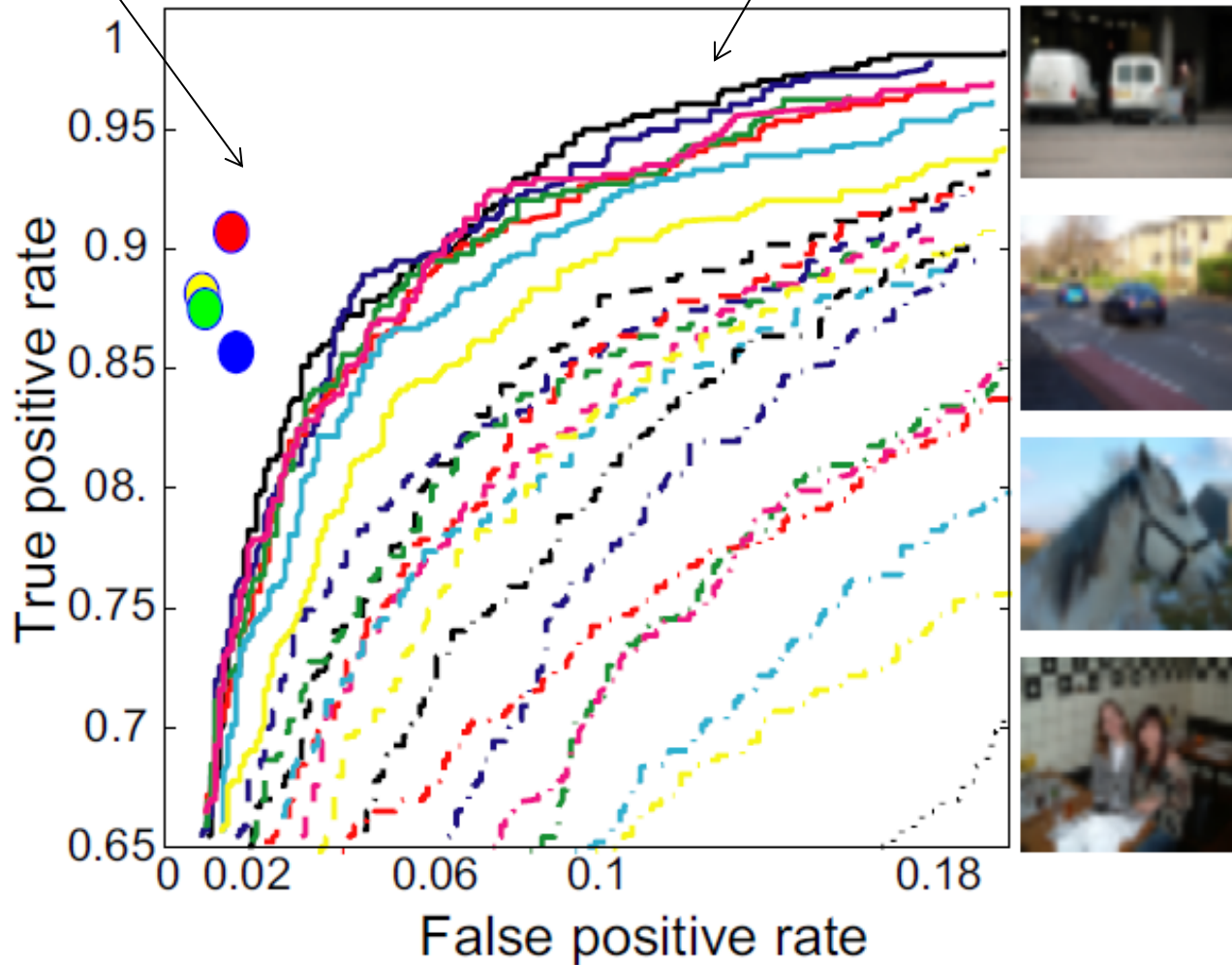


a) Scene recognition

# Humans vs. Computers: Car-Image Classification

Humans for 32 pixel tall images

Various computer vision algorithms for full resolution images



# Powers of 10

Number of images on my hard drive:

$10^4$



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:

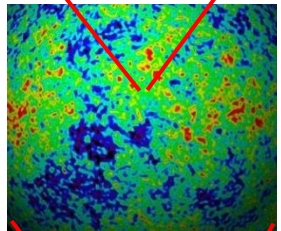
106,456,367,669 humans<sup>1</sup> \* 60 years \* 3 images/second \* 60 \* 60 \* 16 \* 365 =  
1 from <http://www.prb.org/Articles/2002/HowManyPeopleHaveEverLivedonEarth.aspx>

$10^{20}$



Number of photons in the universe:

$10^{88}$



Number of all 32x32 images:

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

$10^{7373}$



# Scenes are unique



# But not all scenes are so original



# Lots Of Images

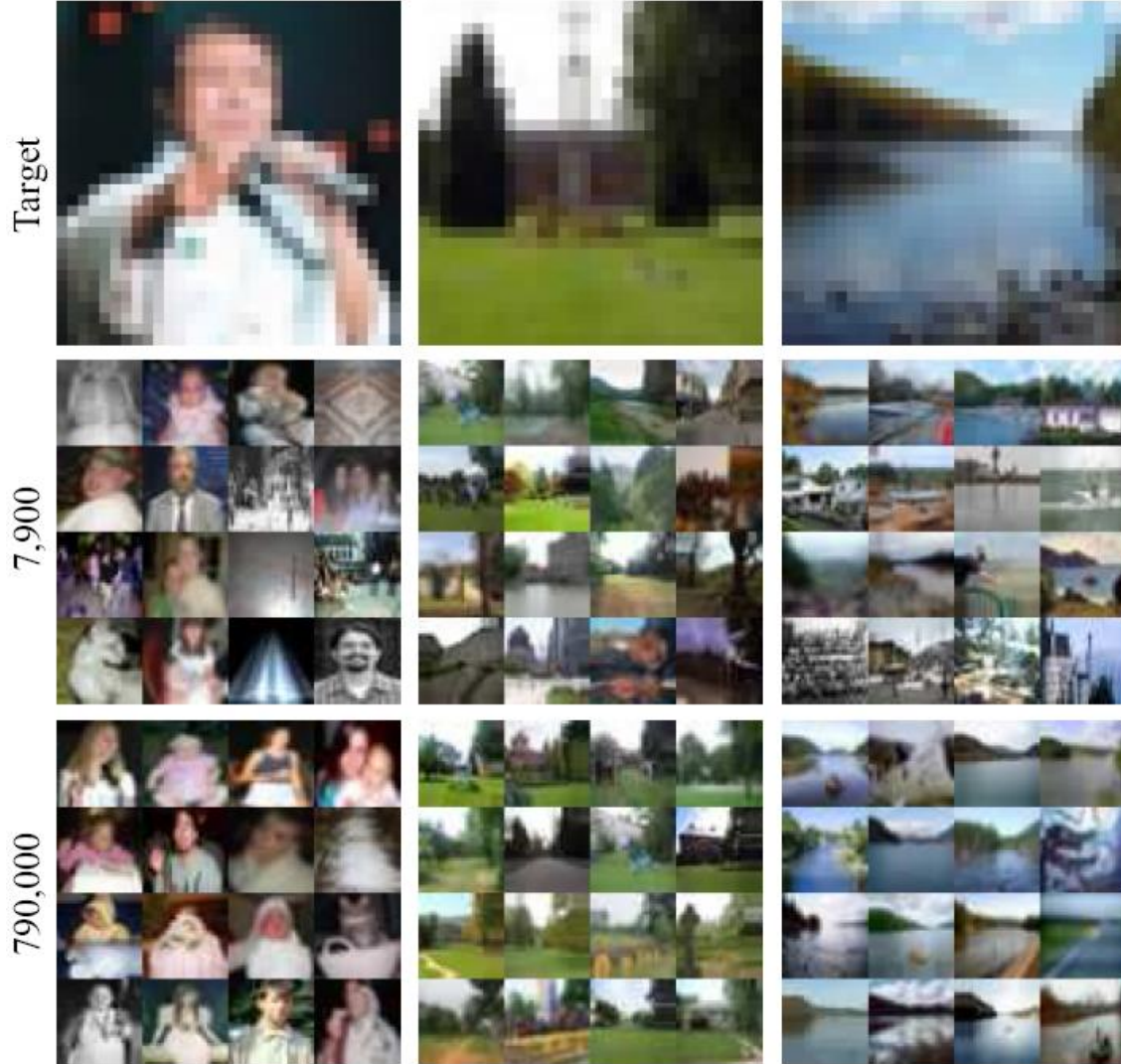
Target



7,900



# Lots Of Images





# Lots Of Images

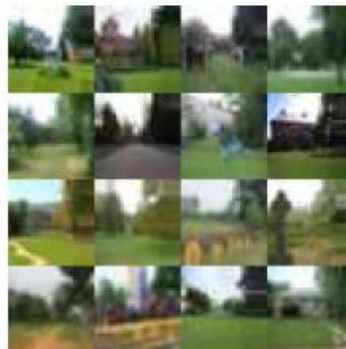
Target



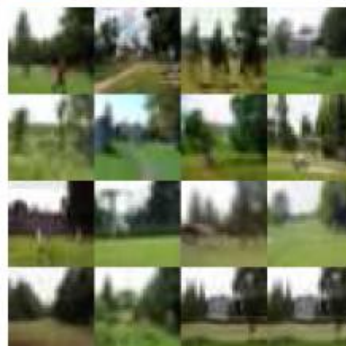
7,900



790,000



79,000,000



# Application: Automatic Colorization



Input



Color Transfer



Color Transfer



Matches (gray)



Matches (w/ color)



Avg Color of Match

# Application: Automatic Colorization



Input



Color Transfer



Color Transfer



Matches (gray)



Matches (w/ color)



Avg Color of Match

# Recognition by Association

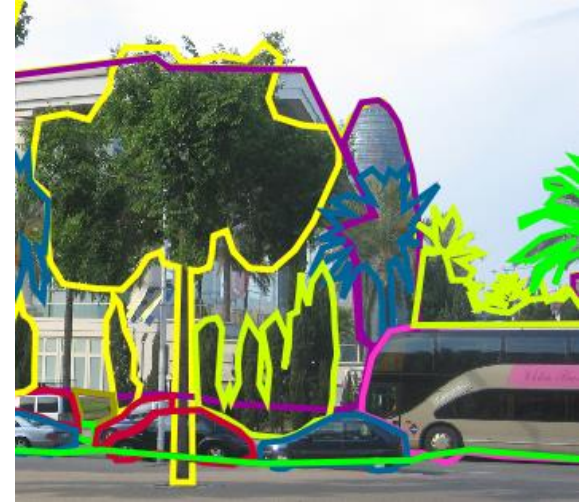


Rather than categorizing objects, associate them with stored examples of objects and transfer the associated labels.

Malisiewicz and Efros (CVPR 2008)

# Training procedure

- Learn a region similarity measure from hand-segmented objects in LabelMe
- Similarity features
  - Shape: region mask, pixel area, bounding box size
  - Texture: normalized textron histogram
  - Color: mean RGB, std RGB, color histogram
  - Position: coarse 8x8 image mask, coords of top/bottom pixels



# Training procedure

- Learn a distance/similarity measure *for each region*
  - Minimize distance to K most similar examples from same category
  - Maximize distance to examples from other categories

$$\{\mathbf{w}^*, \boldsymbol{\alpha}^*\} = \underset{\mathbf{w}, \boldsymbol{\alpha}}{\operatorname{argmin}} f(\mathbf{w}, \boldsymbol{\alpha})$$

distance weights

$$f(\mathbf{w}, \boldsymbol{\alpha}) = \sum_{i \in C} \alpha_i L(-\mathbf{w} \cdot \mathbf{d}_i) + \sum_{i \notin C} L(\mathbf{w} \cdot \mathbf{d}_i)$$

distance measures

Set to 1 for K nearest examples

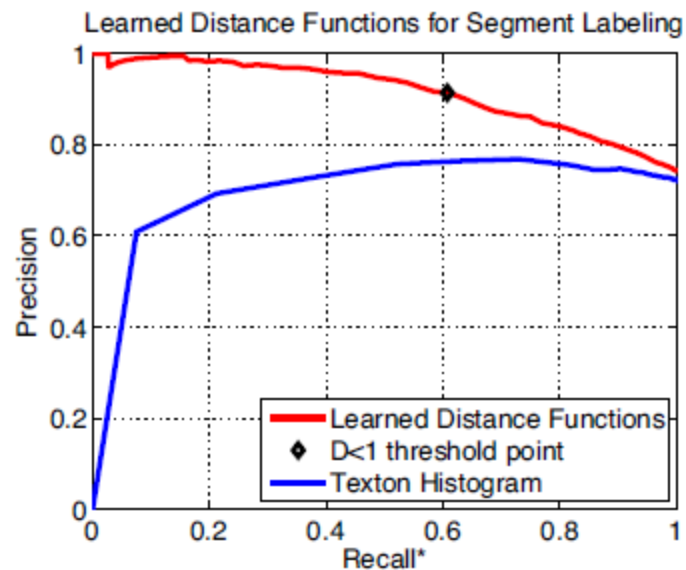
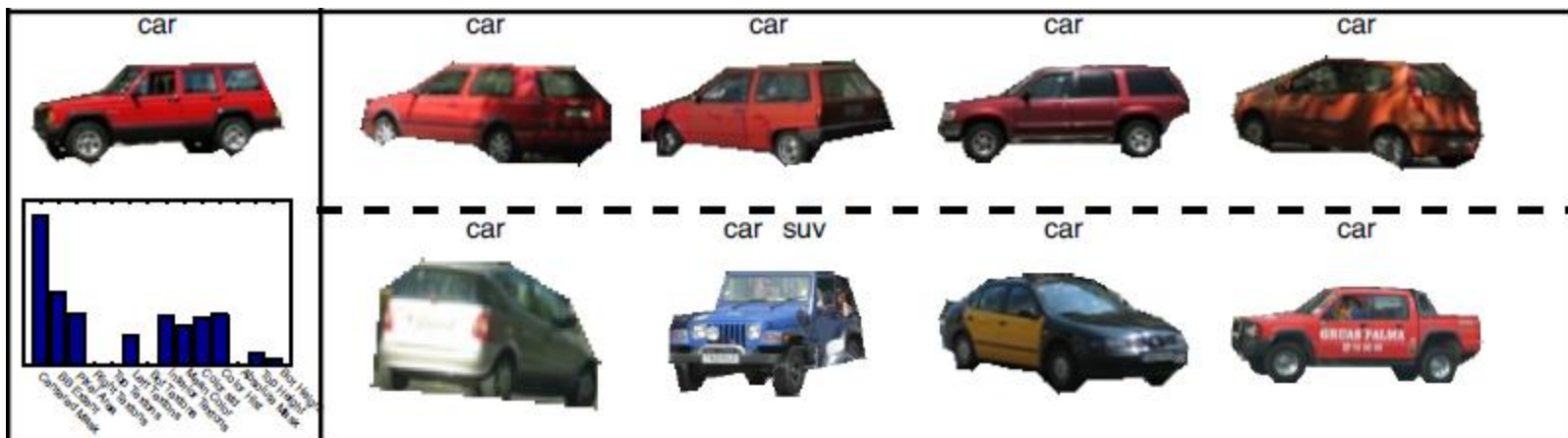
Hinge Loss

$$\mathbf{w} \geq 0, \alpha_j \in \{0, 1\}$$
$$\sum_j \alpha_j = K$$

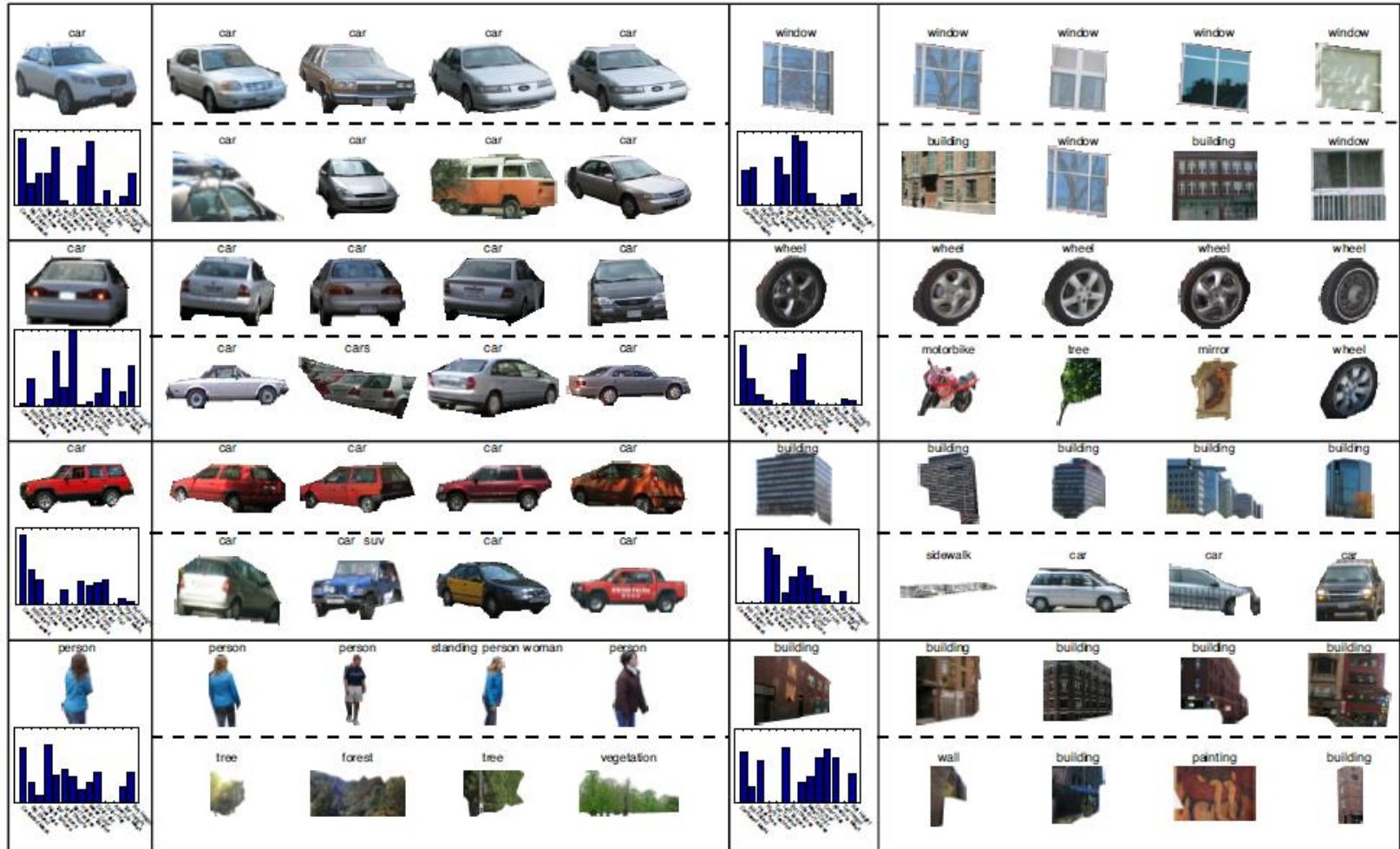
# Learned Similarity Measure

Learned Distance

Texton Distance



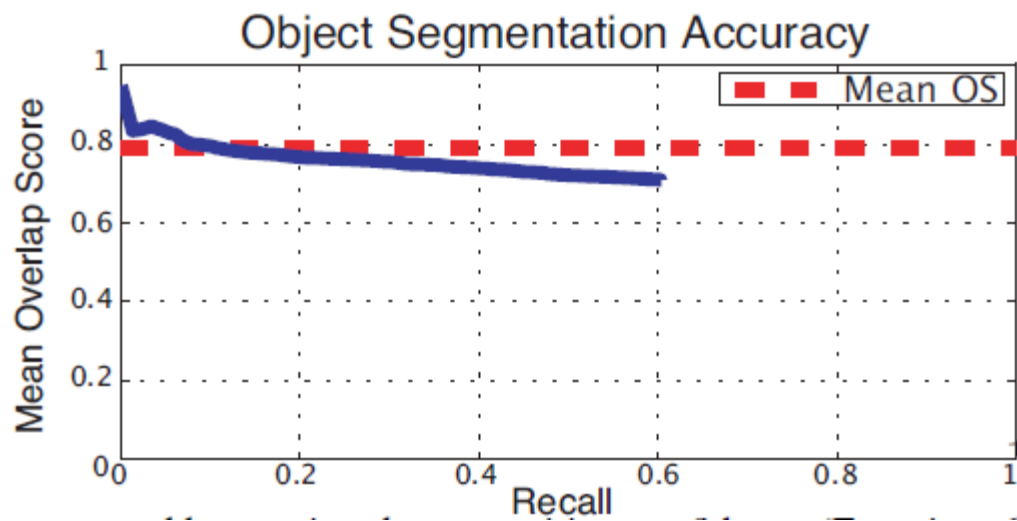
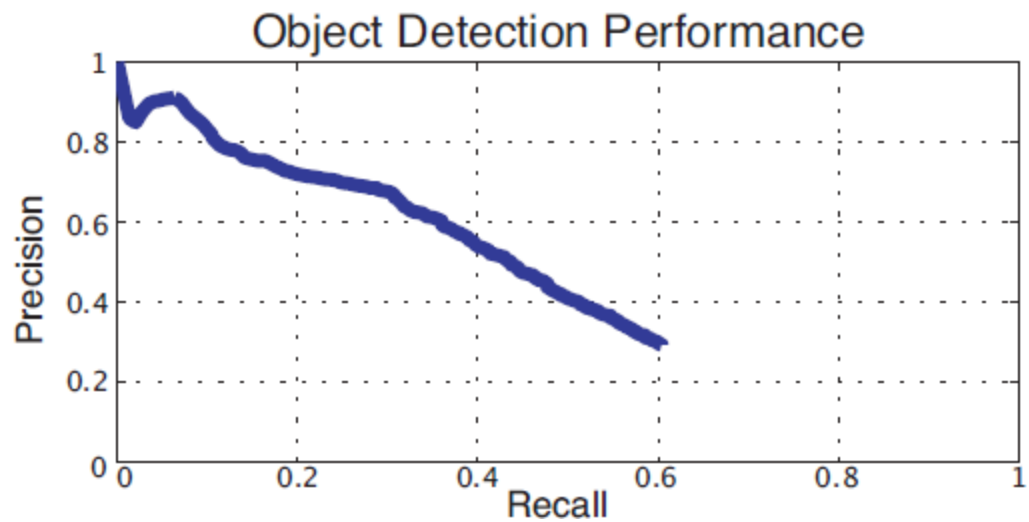
# Learned Similarity Measure





# Testing procedure

- Create multiple segmentations (MeanShift + Ncuts)
- Find similar object regions in training set; each votes for the object label
- What about bad segments?
  - Most of the time, they don't match any objects in the training set
  - Consider only associations with distance  $< 1$



# Automatic Parses



# Summary

- With billions of images on the web, it's often possible to find a close nearest neighbor
- In such cases, we can shortcut hard problems by “looking up” the answer, stealing the labels from our nearest neighbor
- For example, simple (or learned) associations can be used to synthesize background regions, colorize, or recognize objects

