

Computer vision: models, learning and inference

Chapter 6

Learning and Inference in Vision

Structure

- Computer vision models
 - Two types of model
- Worked example 1: Regression
- Worked example 2: Classification
- Which type should we choose?
- Applications

Computer vision models

- Observe **measured data**, \mathbf{x}
- Draw inferences from it about **state of world**, \mathbf{w}

Examples:

- Observe adjacent frames in video sequence
- Infer camera motion

- Observe image of face
- Infer identity

- Observe images from two displaced cameras
- Infer 3d structure of scene

Regression vs. Classification

- Observe measured data, \mathbf{x}
- Draw inferences from it about world, \mathbf{w}

When the world state \mathbf{w} is **continuous** we'll call this **regression**

When the world state \mathbf{w} is **discrete** we call this **classification**

Ambiguity of visual world

- Unfortunately visual measurements may be compatible with more than one world state \mathbf{w}
 - Measurement process is noisy
 - Inherent ambiguity in visual data
- Conclusion: the best we can do is compute a probability distribution $\Pr(\mathbf{w} | \mathbf{x})$ over possible states of world

Refined goal of computer vision

- Take observations \mathbf{x}
- Return probability distribution $\Pr(\mathbf{w} | \mathbf{x})$ over possible worlds compatible with data

(not always tractable – might have to settle for an approximation to this distribution, samples from it, or the best (MAP) solution for \mathbf{w})

Components of solution

We need

- A **model** that mathematically relates the visual data \mathbf{x} to the world state \mathbf{w} . Model specifies family of relationships, particular relationship depends on parameters θ
- A **learning algorithm**: fits parameters θ from paired training examples $\mathbf{x}_i, \mathbf{w}_i$
- An **inference algorithm**: uses model to return $\Pr(\mathbf{w} | \mathbf{x})$ given new observed data \mathbf{x} .

Types of Model

The **model** mathematically relates the visual data \mathbf{x} to the world state \mathbf{w} . Two main categories of model

1. Model contingency of the world on the data $\Pr(\mathbf{w}|\mathbf{x})$
2. Model contingency of data on world $\Pr(\mathbf{x}|\mathbf{w})$

Generative vs. Discriminative

1. Model contingency of the world on the data

$$\Pr(\mathbf{w} | \mathbf{x})$$

(DISCRIMINATIVE MODEL)

2. Model contingency of data on world $\Pr(\mathbf{x} | \mathbf{w})$

(GENERATIVE MODELS)

Generative as probability model over data and so when we draw samples from model, we GENERATE new data

Type 1: Model $\Pr(\mathbf{w} | \mathbf{x})$ - Discriminative

How to model $\Pr(\mathbf{w} | \mathbf{x})$?

1. Choose an appropriate form for $\Pr(\mathbf{w})$
2. Make parameters a function of \mathbf{x}
3. Function takes parameters θ that define its shape

Learning algorithm: learn parameters θ from training data \mathbf{x}, \mathbf{w}

Inference algorithm: just evaluate $\Pr(\mathbf{w} | \mathbf{x})$

Type 2: $\Pr(\mathbf{x} | \mathbf{w})$ - Generative

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Inference algorithm: Define prior $\Pr(\mathbf{w})$ and then compute $\Pr(\mathbf{w} | \mathbf{x})$ using Bayes' rule

$$\Pr(\mathbf{w} | \mathbf{x}) = \frac{\Pr(\mathbf{x} | \mathbf{w}) \Pr(\mathbf{w})}{\int \Pr(\mathbf{x} | \mathbf{w}) \Pr(\mathbf{w}) d\mathbf{w}}$$

Summary

Two different types of model depend on the quantity of interest:

1. $\Pr(\mathbf{w} | \mathbf{x})$ Discriminative
2. $\Pr(\mathbf{w} | \mathbf{x})$ Generative

Inference in discriminative models easy as we directly model posterior $\Pr(\mathbf{w} | \mathbf{x})$. Generative models require more complex inference process using Bayes' rule

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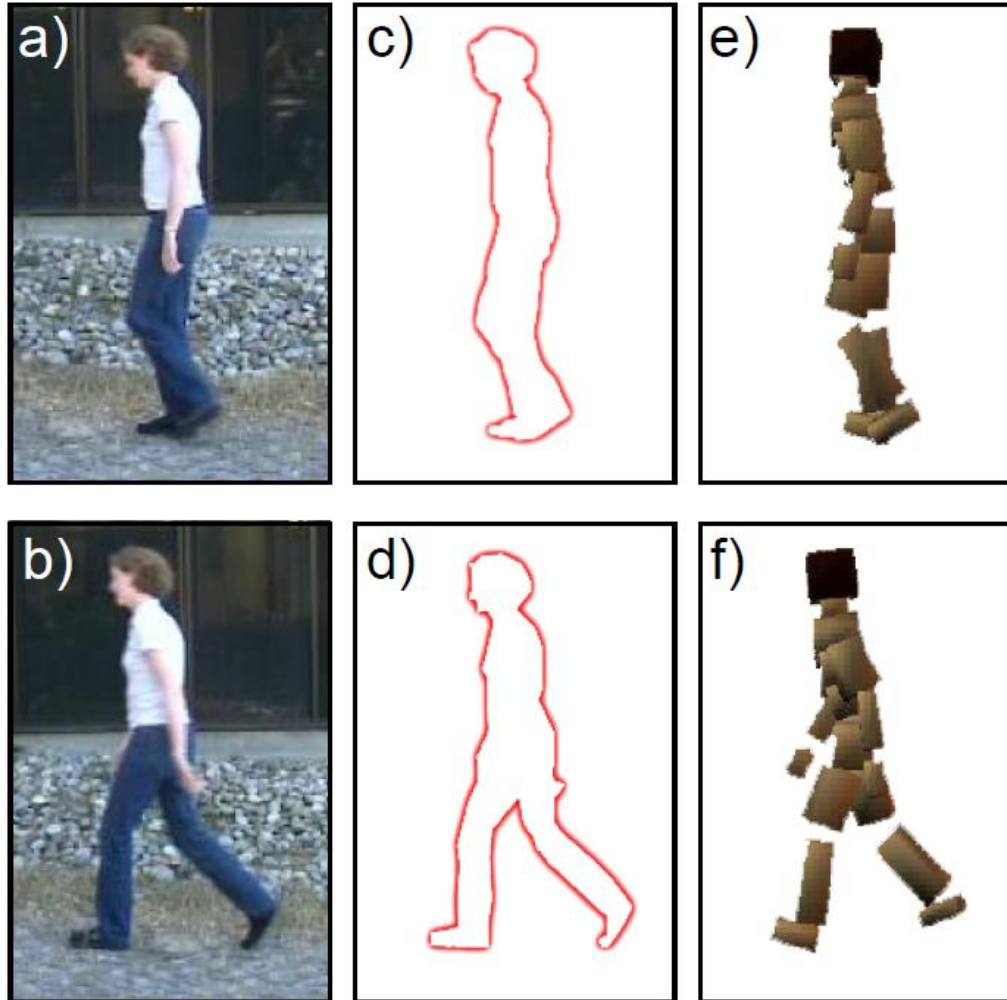
Worked example 1: Regression

Consider simple case where

- we make a univariate continuous measurement \mathbf{x}
- use this to predict a univariate continuous state \mathbf{w}

(regression as world state is continuous)

Regression application 1: Pose from Silhouette



Regression application 2: Head pose estimation



-76°



-11°



2°



8°



43°



79°

Worked example 1: Regression

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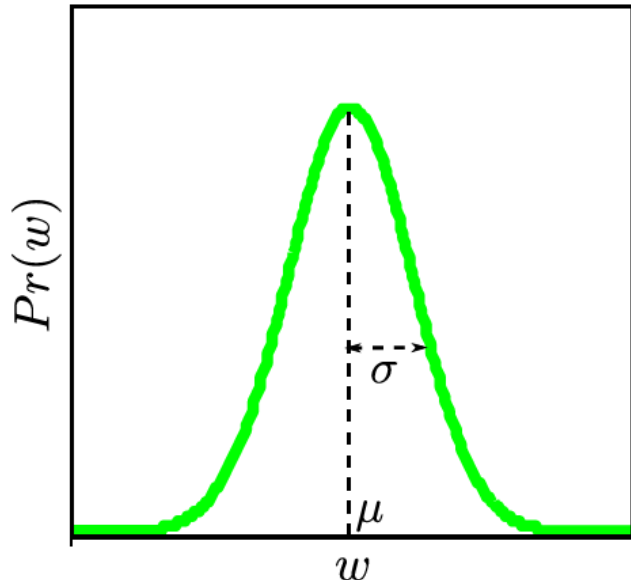
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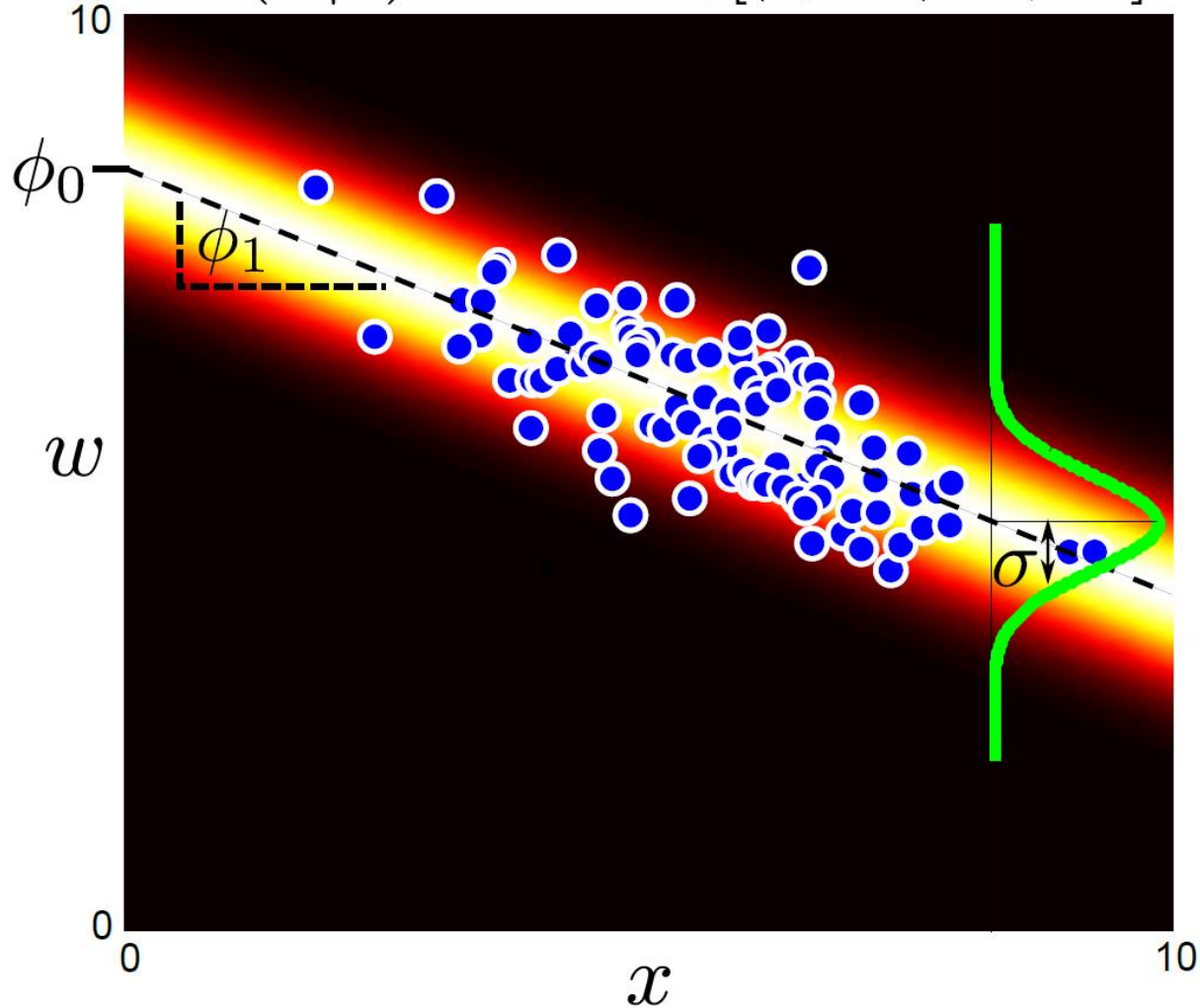
1. Choose normal distribution over w
2. Make mean μ linear function of x (variance constant)

$$\Pr(w|x, \theta) = \text{Norm}_w [\phi_0 + \phi_1 x, \sigma^2]$$

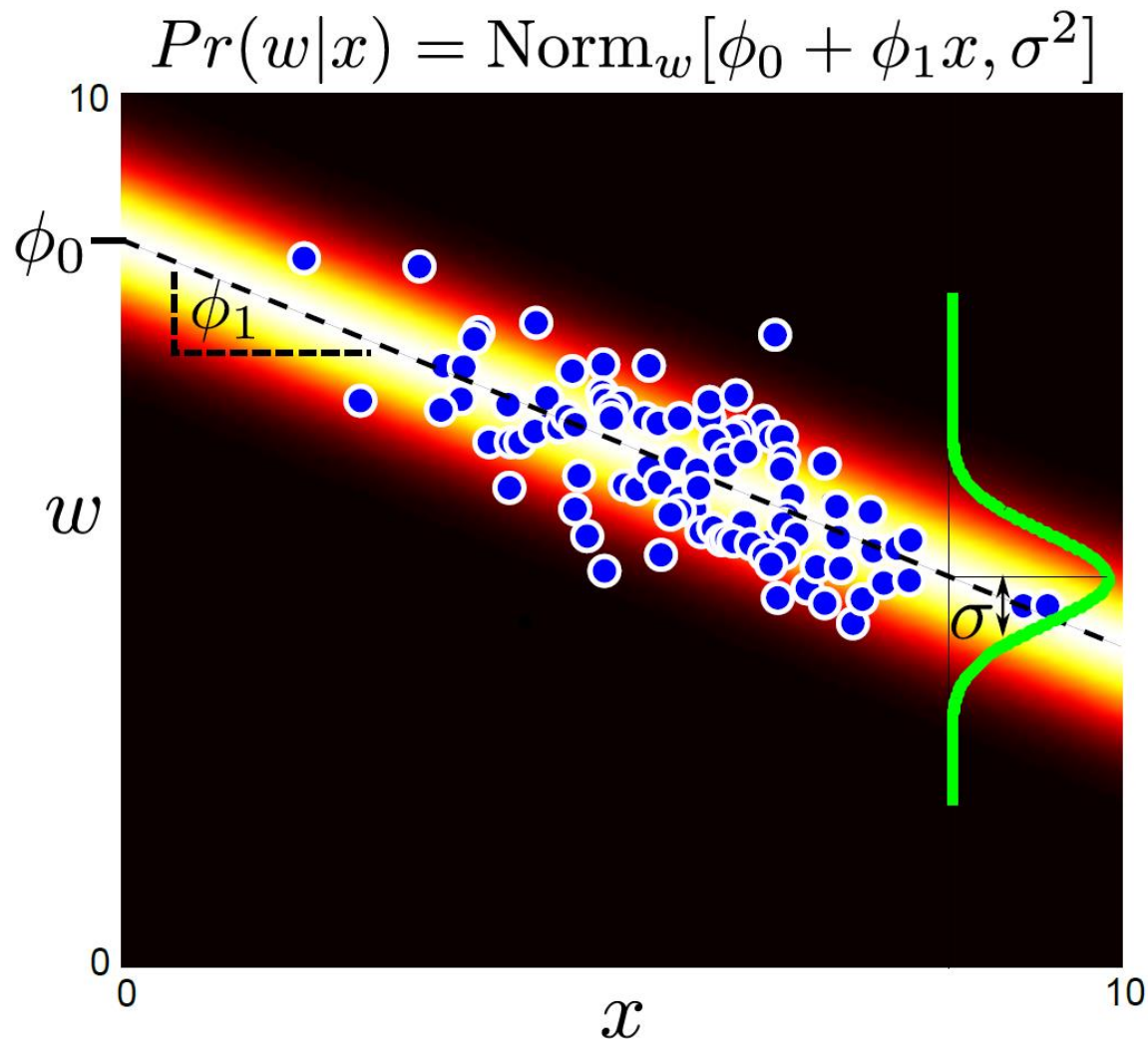
3. Parameters are ϕ_0, ϕ_1, σ^2 .

This model is called *linear regression*.

$$Pr(w|x) = \text{Norm}_w[\phi_0 + \phi_1 x, \sigma^2]$$

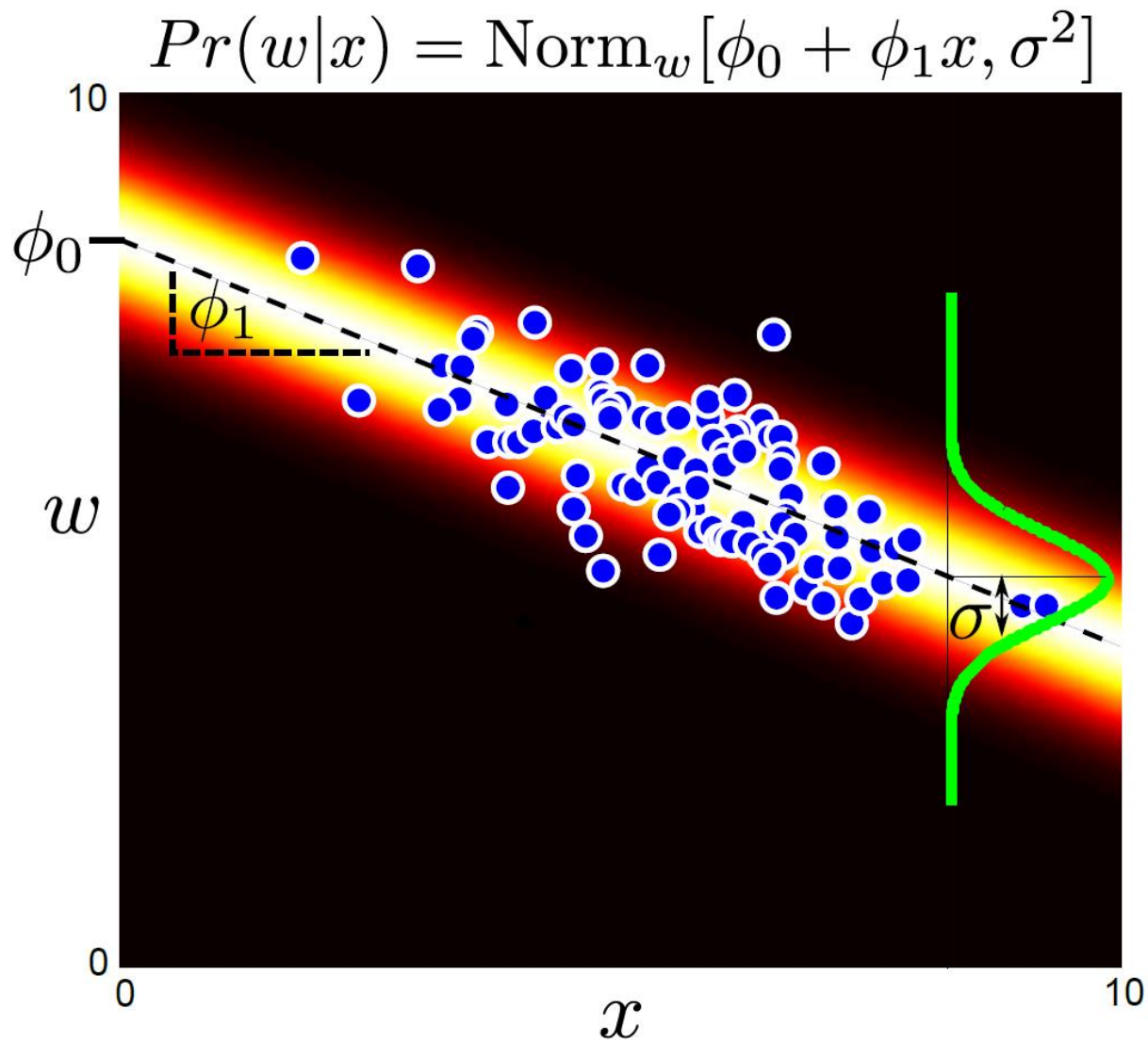


Parameters $\theta = \{\phi_0, \phi_1, \sigma^2\}$ are y-offset, slope and variance



Learning algorithm: learn θ from training data \mathbf{x}, \mathbf{y} . E.g. MAP

$$\begin{aligned} \hat{\theta} &= \arg \max_{\theta} Pr(\theta | w_{1...I}, x_{1...I}) \\ &= \arg \max_{\theta} Pr(w_{1...I} | x_{1...I}, \theta) Pr(\theta) &= \arg \max_{\theta} \prod_{i=1}^I Pr(w_i | x_i, \theta) Pr(\theta), \end{aligned}$$



Inference algorithm: just evaluate $Pr(\mathbf{w} | \mathbf{x})$ for new data \mathbf{x}

Type 2: $\Pr(\mathbf{x} | \mathbf{w})$ - Generative

How to model $\Pr(\mathbf{x} | \mathbf{w})$?

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Learning algorithm: learn parameters θ from training data \mathbf{x}, \mathbf{w}

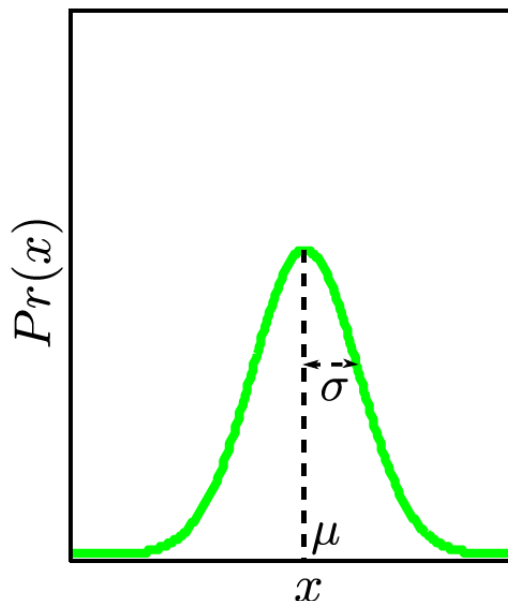
Inference algorithm: Define prior $\Pr(\mathbf{w})$ and then compute $\Pr(\mathbf{w} | \mathbf{x})$ using Bayes' rule

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How to model $\Pr(\mathbf{x} | \mathbf{w})$?

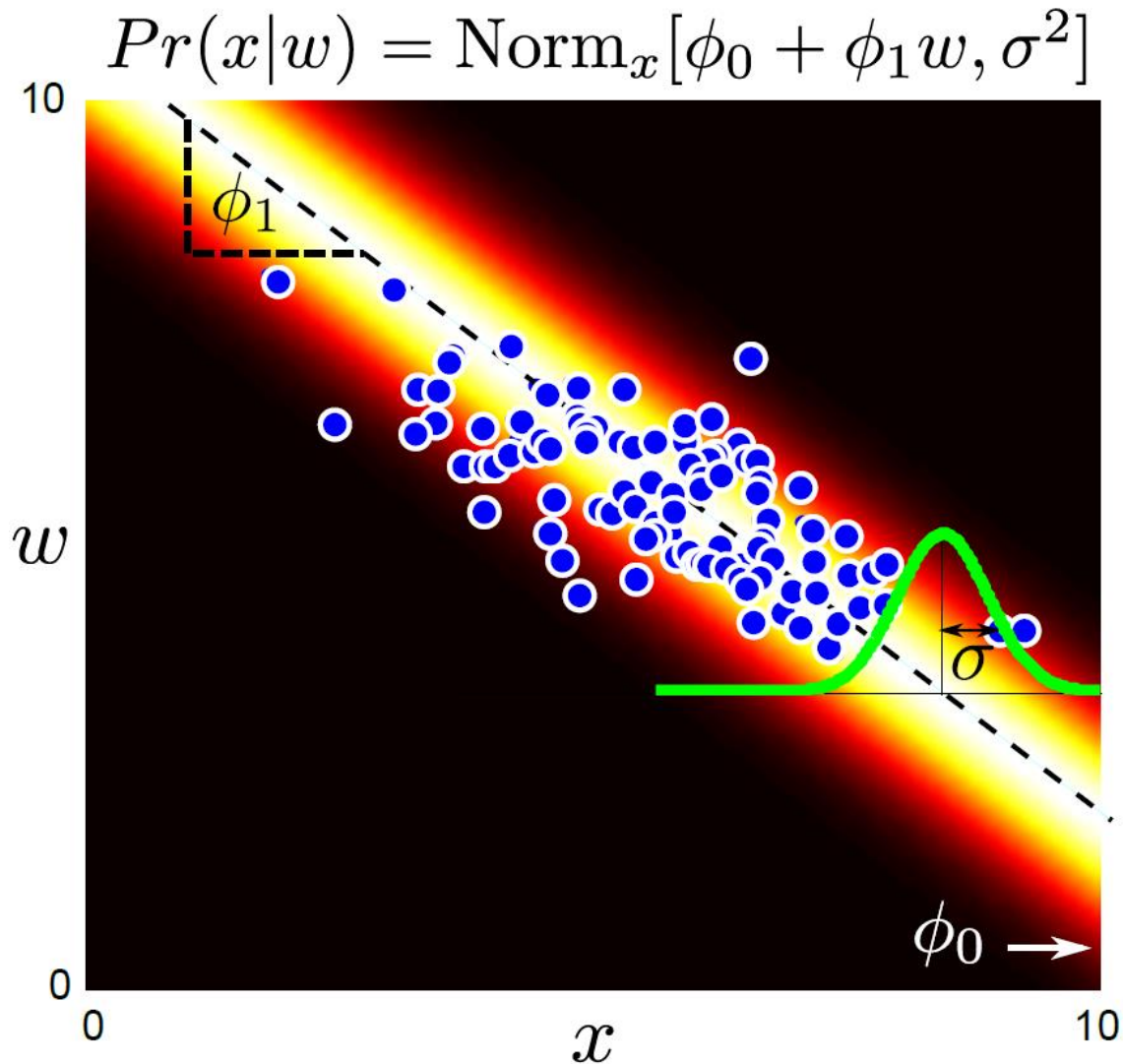
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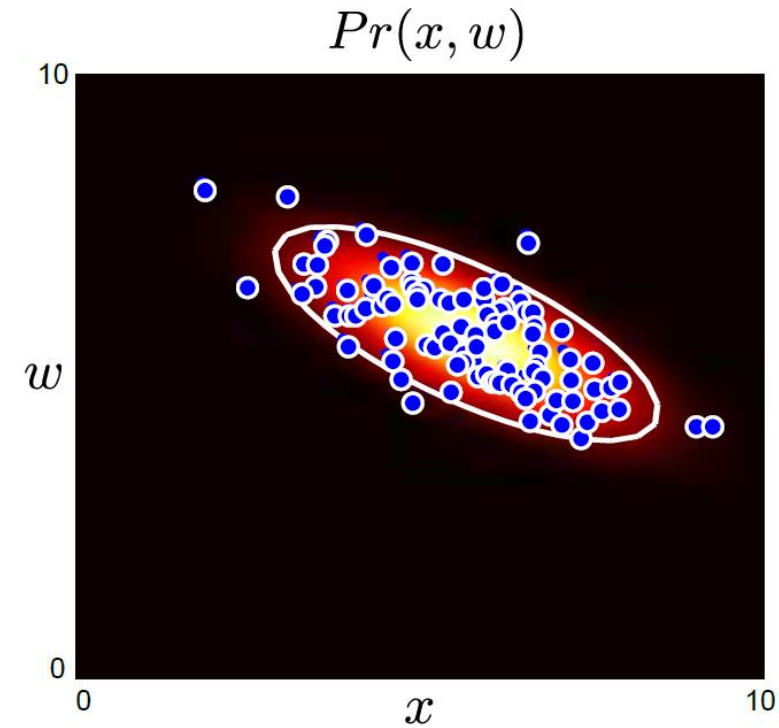
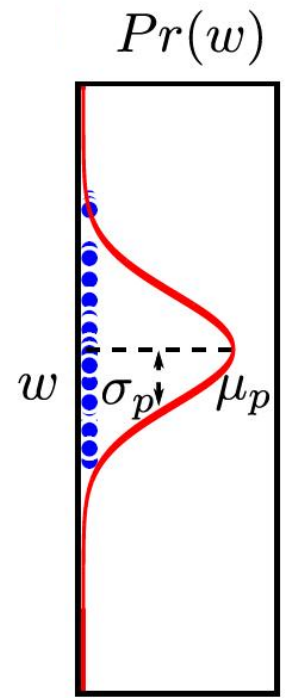
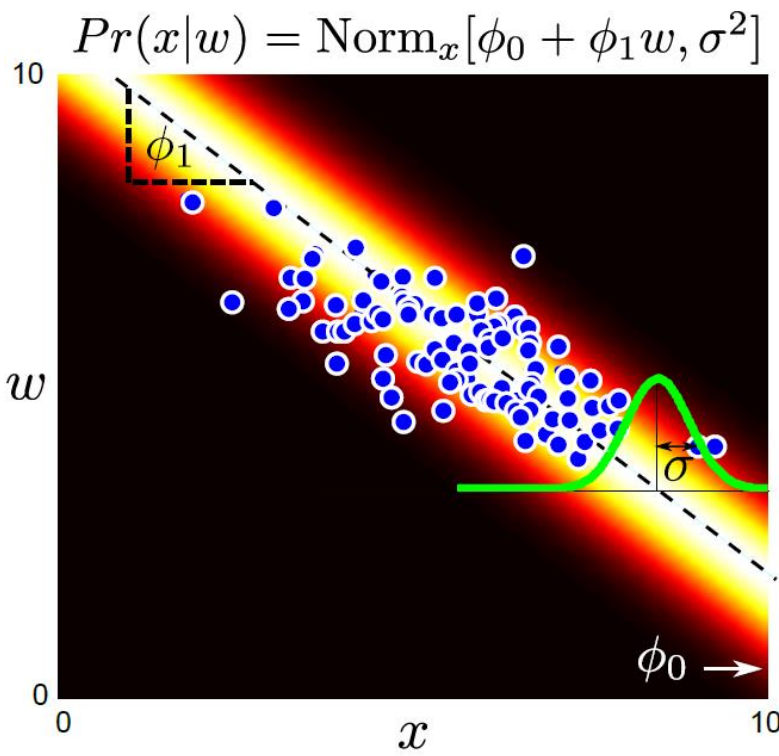
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3. Parameter are ϕ_0, ϕ_1, σ^2 .

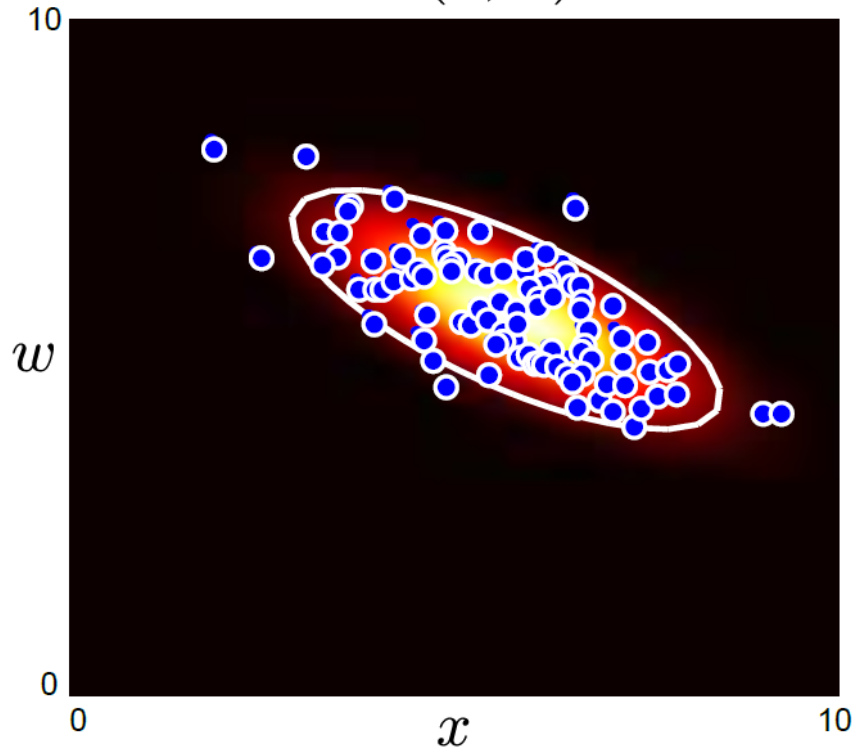
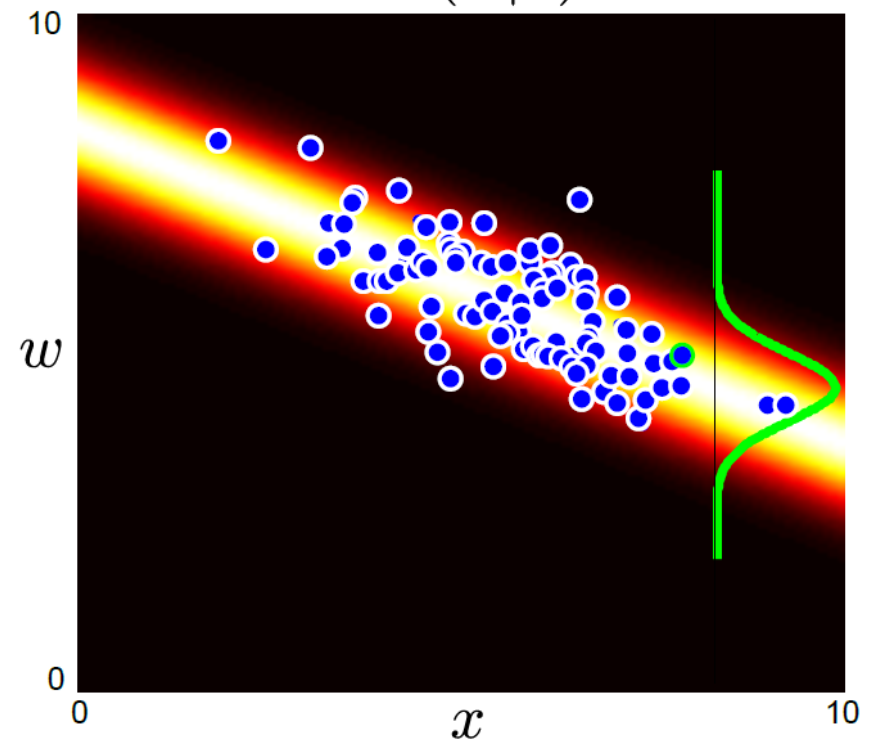


Learning algorithm: learn θ from training data \mathbf{x}, \mathbf{w} . e.g. MAP



$Pr(x|w) \quad x \quad Pr(w) \quad = \quad Pr(x, w)$

Can get back to joint probability $Pr(x, y)$

$Pr(x, w)$  $Pr(w|x)$ 

Inference algorithm: compute $Pr(\mathbf{w}|\mathbf{x})$ using Bayes rule

$$Pr(\mathbf{w}|\mathbf{x}) = \frac{Pr(\mathbf{x}|\mathbf{w})Pr(\mathbf{w})}{\int Pr(\mathbf{x}|\mathbf{w})Pr(\mathbf{w})d\mathbf{w}}$$

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Worked example 2: Classification

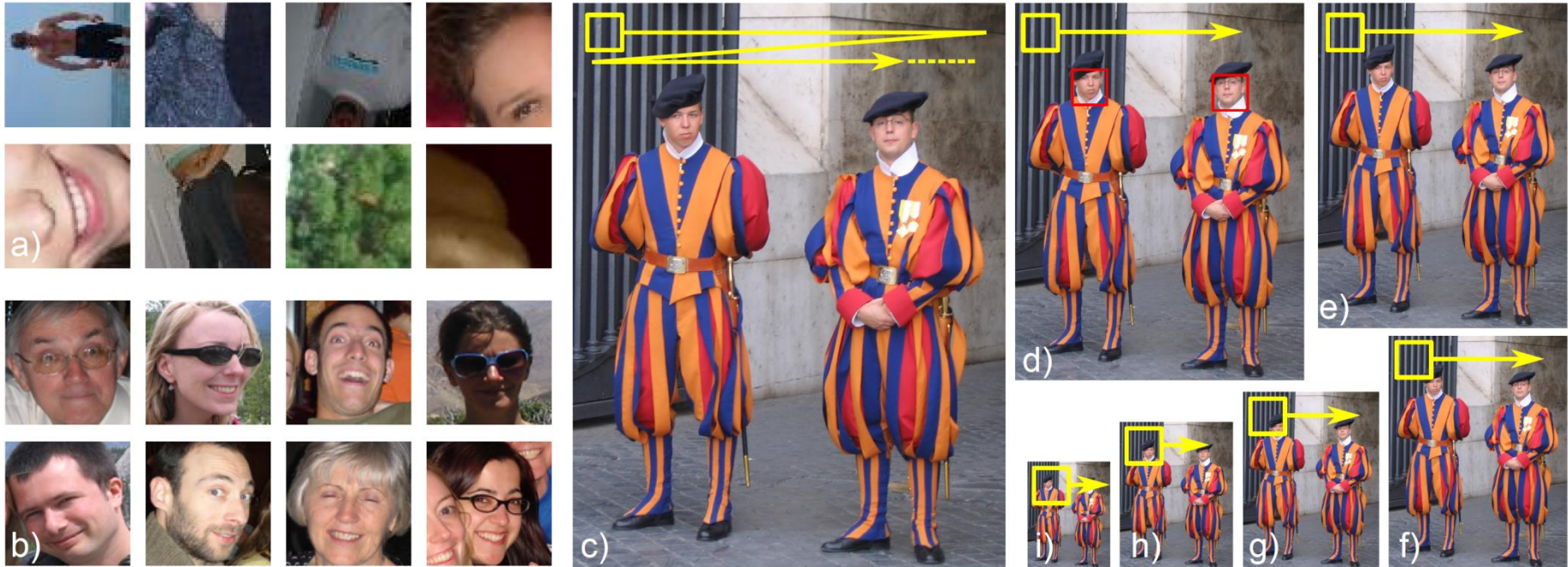
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- we make a univariate continuous measurement x
- use this to predict a discrete binary world

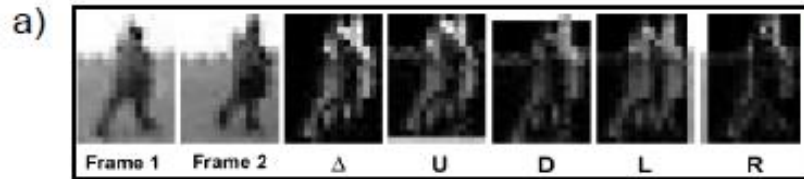
$$w \in \{0, 1\}$$

(classification as world state is discrete)

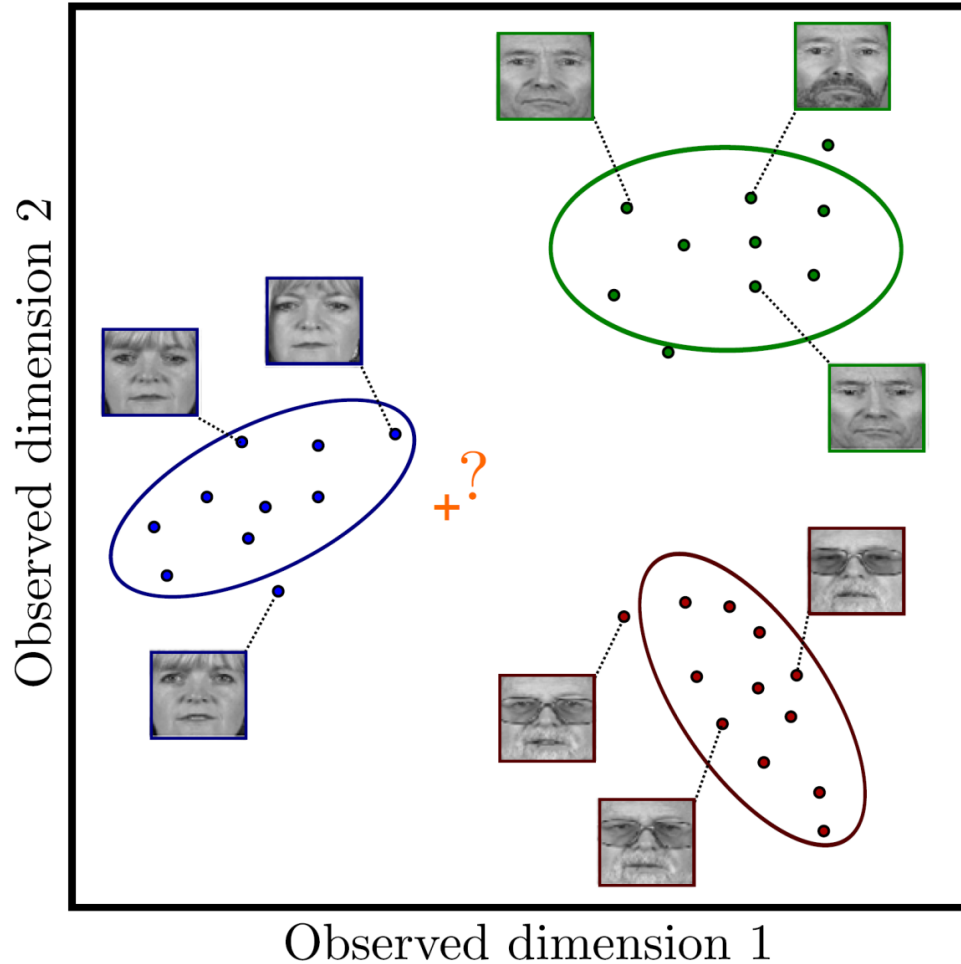
Classification Example 1: Face Detection



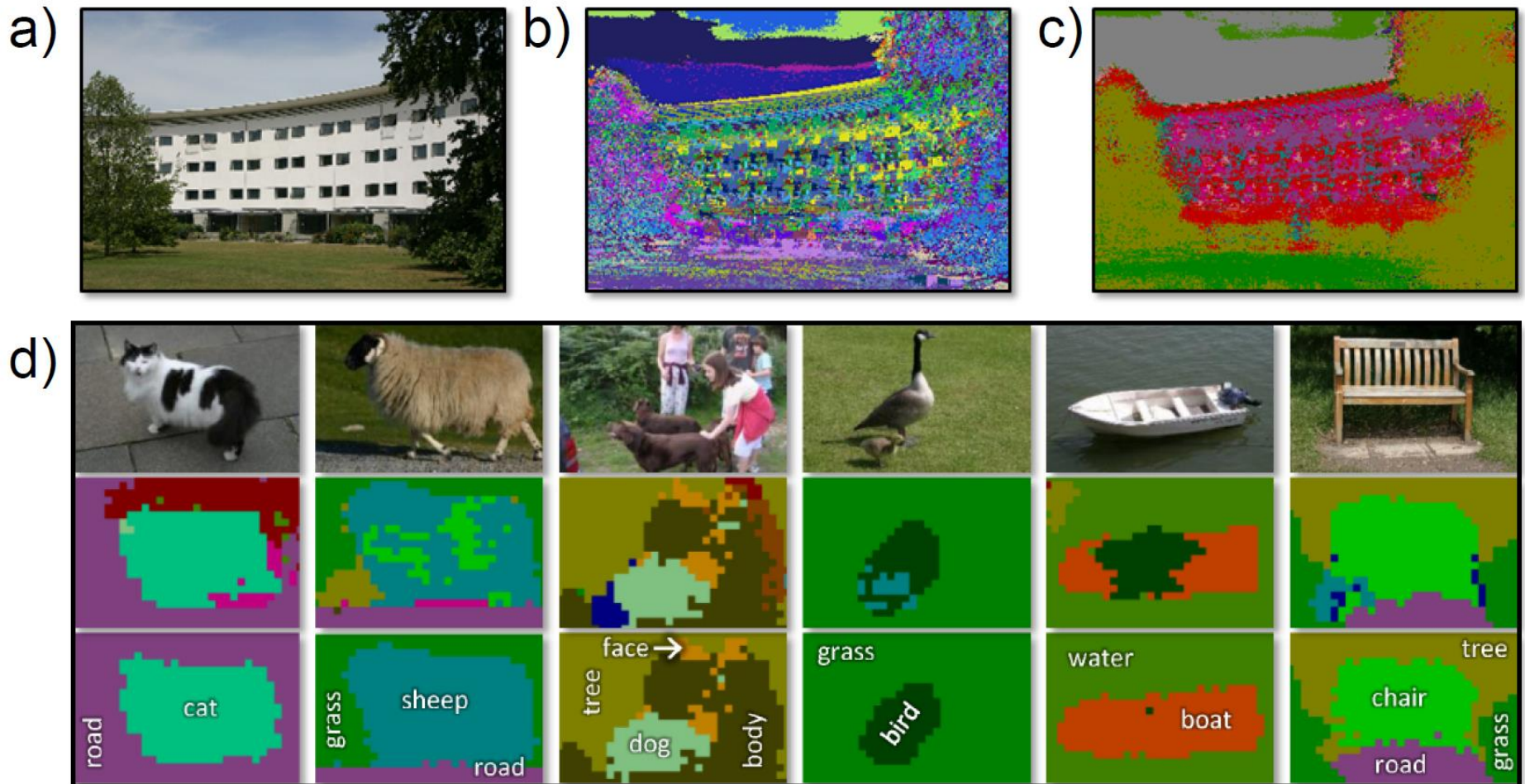
Classification Example 2: Pedestrian Detection



Classification Example 3: Face Recognition



Classification Example 4: Semantic Segmentation



Worked example 2: Classification

Consider simple case where

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$$w \in \{0, 1\}$$

(classification as world state is discrete)

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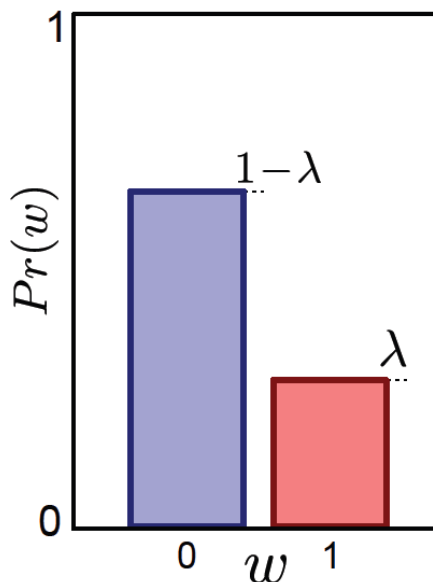
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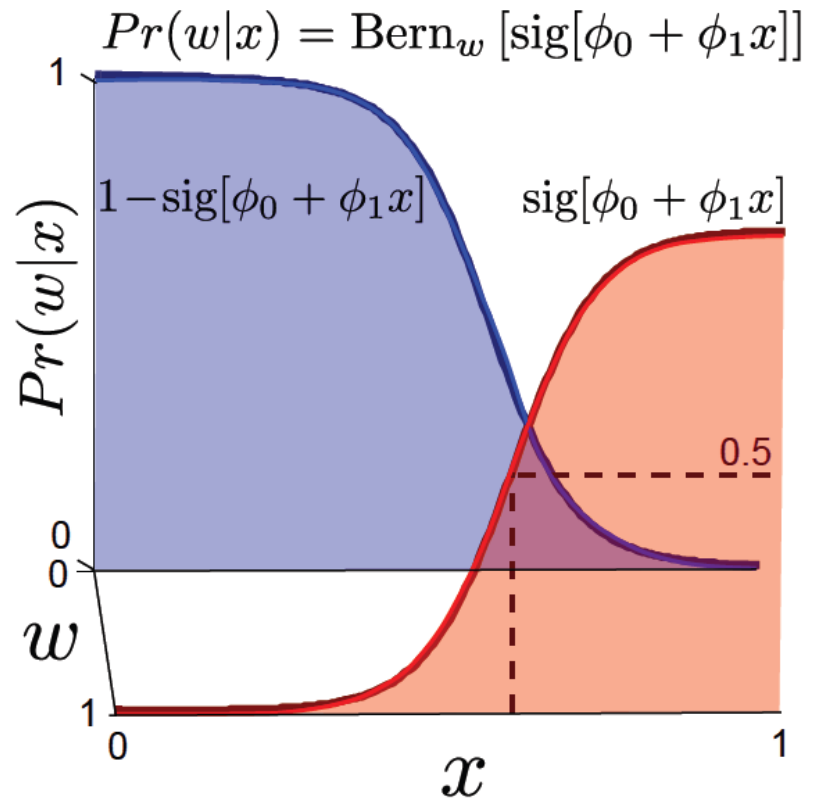
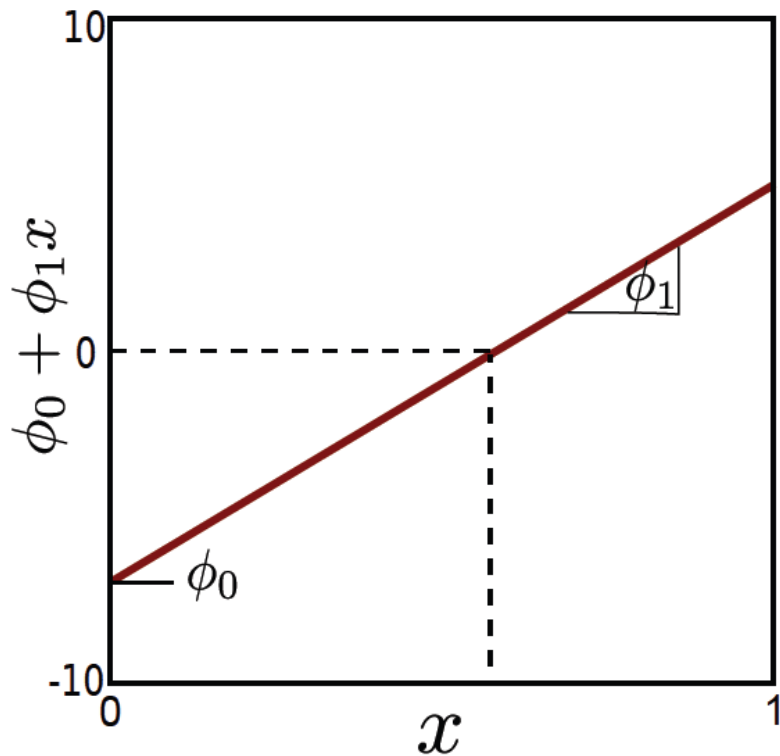
1. Choose an appropriate form for $\Pr(\mathbf{w})$
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1. Choose Bernoulli dist. for $\Pr(\mathbf{w})$
2. Make parameters a function of \mathbf{x}

$$\begin{aligned} \Pr(w|x) &= \text{Bern}_w [\text{sig}[\phi_0 + \phi_1 x]] \\ &= \text{Bern}_w \left[\frac{1}{1 + \exp[-\phi_0 - \phi_1 x]} \right] \end{aligned}$$

3. Function takes parameters ϕ_0 and ϕ_1
This model is called *logistic regression*.



Two parameters

$$\theta = \{\phi_0, \phi_1\}$$

Learning by standard methods (ML, MAP, Bayesian)

Inference: Just evaluate $Pr(w|x)$

Type 2: $\Pr(\mathbf{x}|\mathbf{w})$ - Generative

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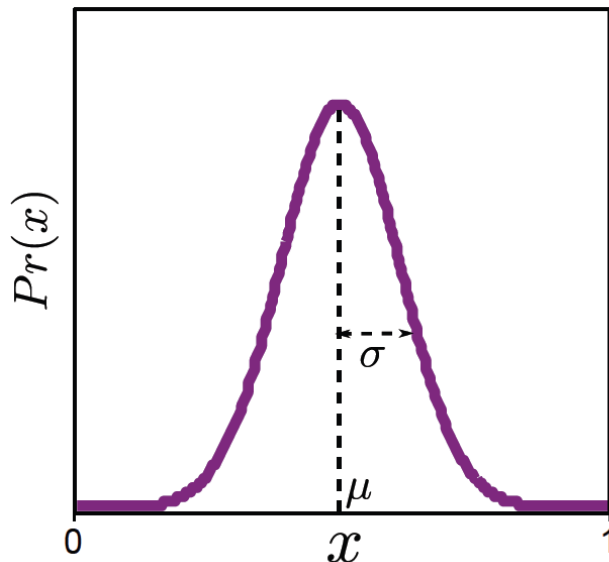
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Type 2: $\Pr(\mathbf{x} | \mathbf{w})$ - Generative

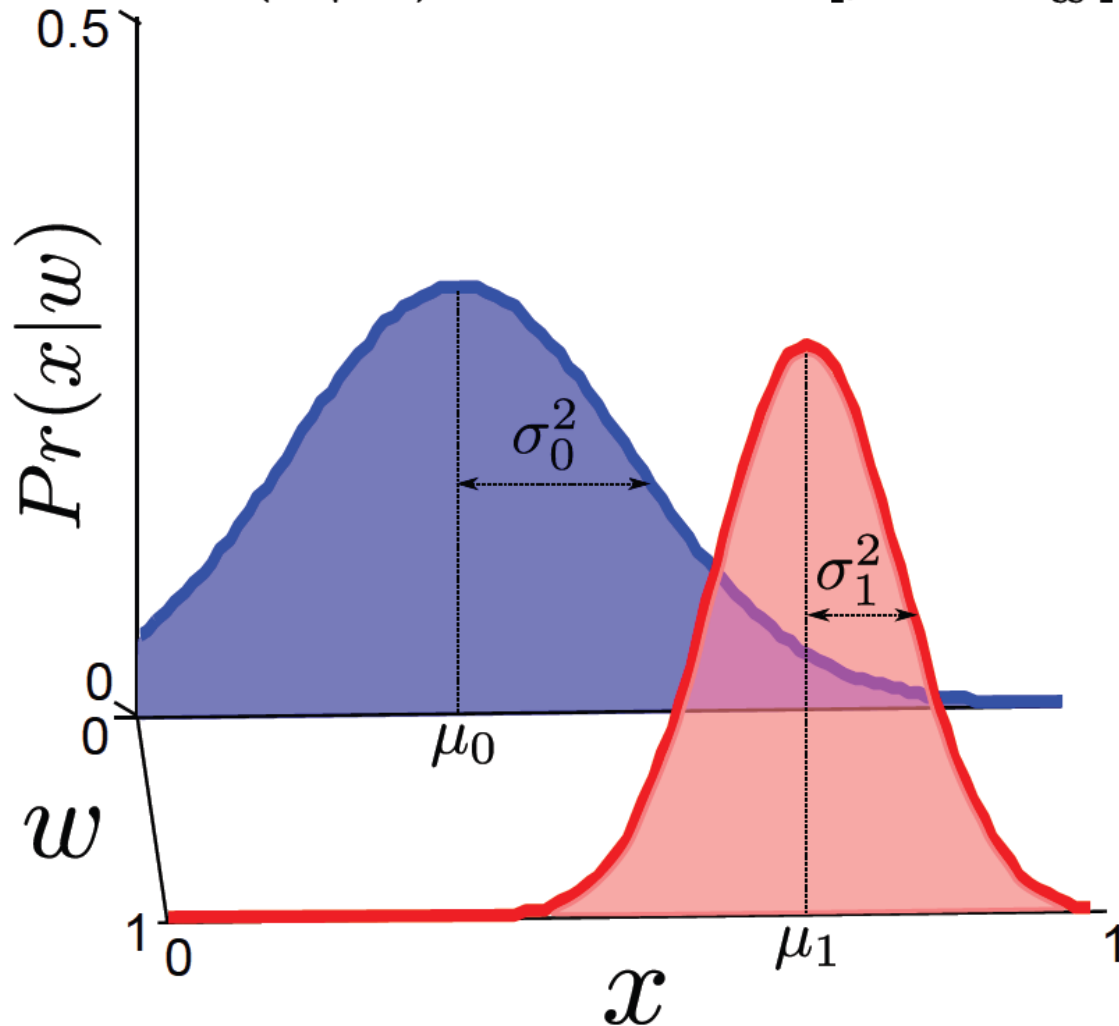
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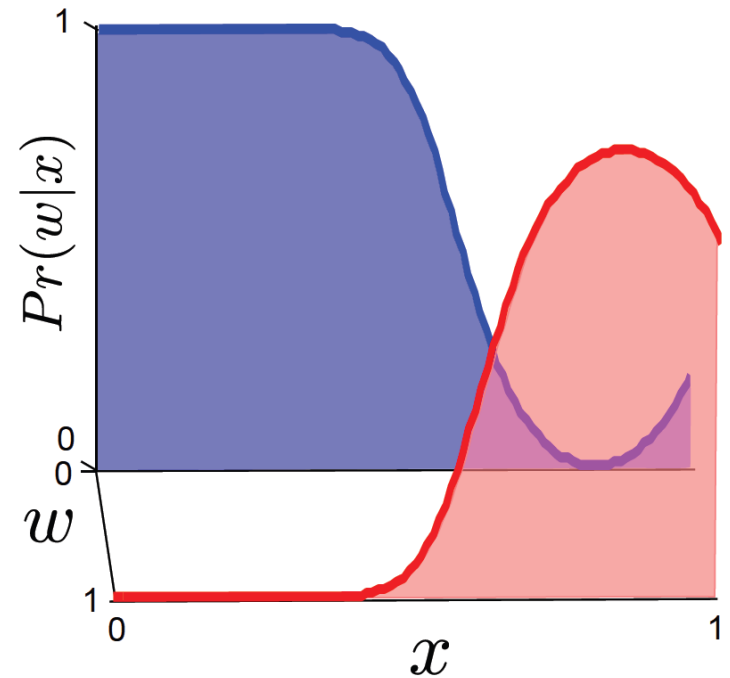
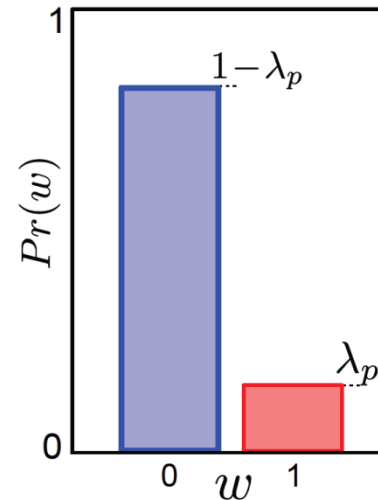
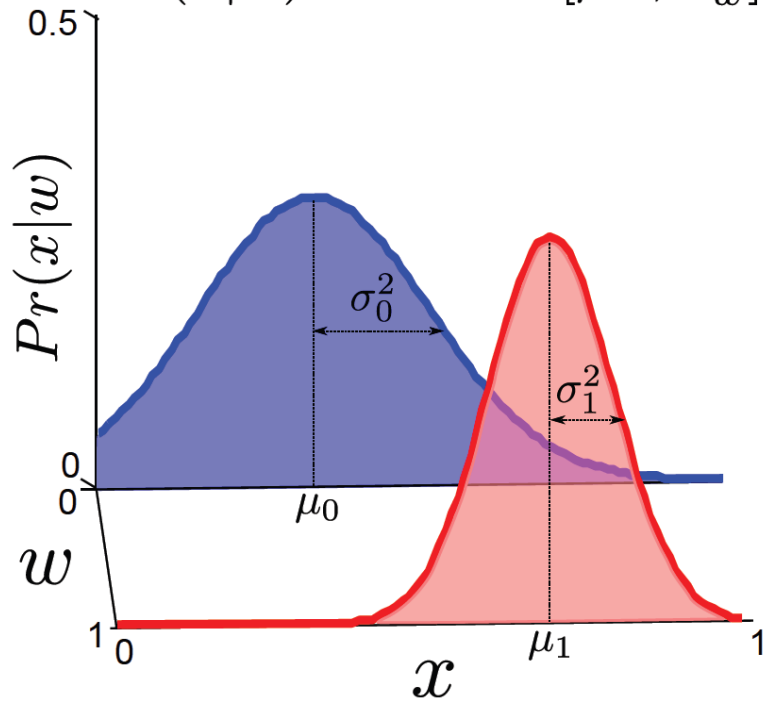
1. Choose a Gaussian distribution for $\Pr(\mathbf{x})$
2. Make parameters a function of discrete binary \mathbf{w}
$$\Pr(x|w) = \text{Norm}_x[\mu_w, \sigma_w^2]$$
3. Function takes parameters $\mu_0, \mu_1, \sigma_0^2, \sigma_1^2$ that define its shape

$$Pr(x|w) = \text{Norm}_x[\mu_w, \sigma_w^2]$$



Learn parameters $\mu_0, \mu_1, \sigma_0^2, \sigma_1^2$ that define its shape

$$Pr(x|w) = \text{Norm}_x[\mu_w, \sigma_w^2]$$



Inference algorithm: Define prior $Pr(\mathbf{w})$ and then compute $Pr(\mathbf{w}|\mathbf{x})$ using Bayes' rule

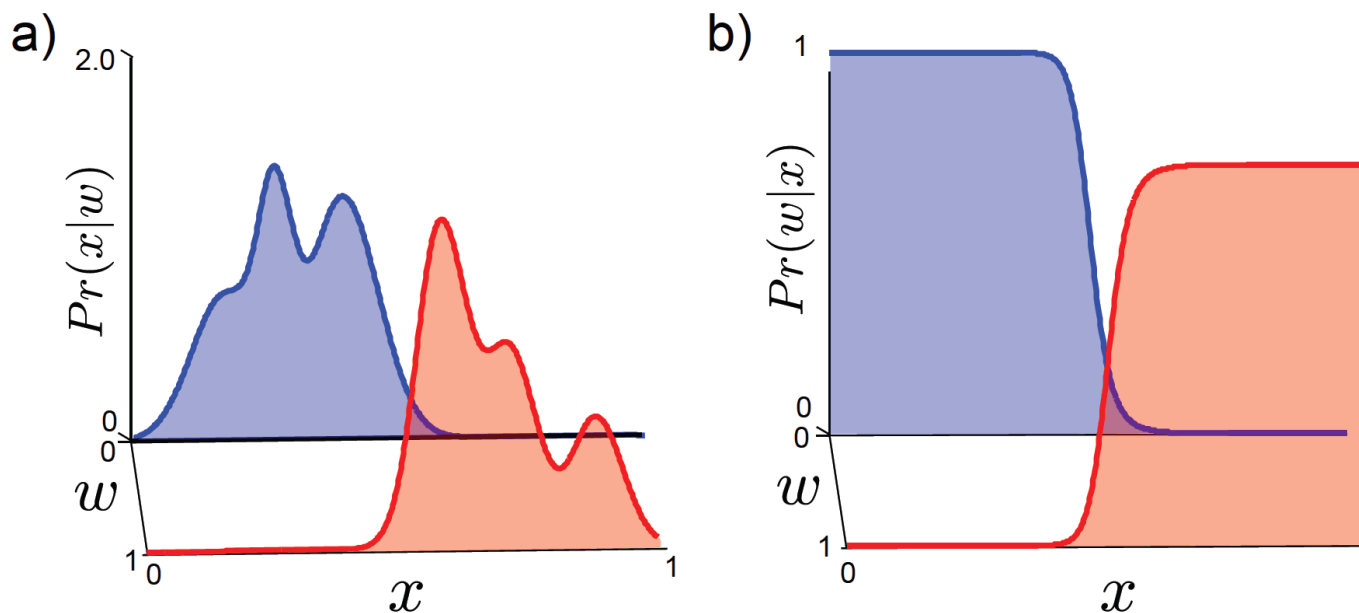
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Which type of model to use?

1. Generative methods model data – costly and many aspects of data may have no influence on world state



Which type of model to use?

2. Inference simple in discriminative models
3. Data really is generated from world – generative matches this
4. If missing data, then generative preferred
5. Generative allows imposition of prior knowledge specified by user

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Application: Skin Detection

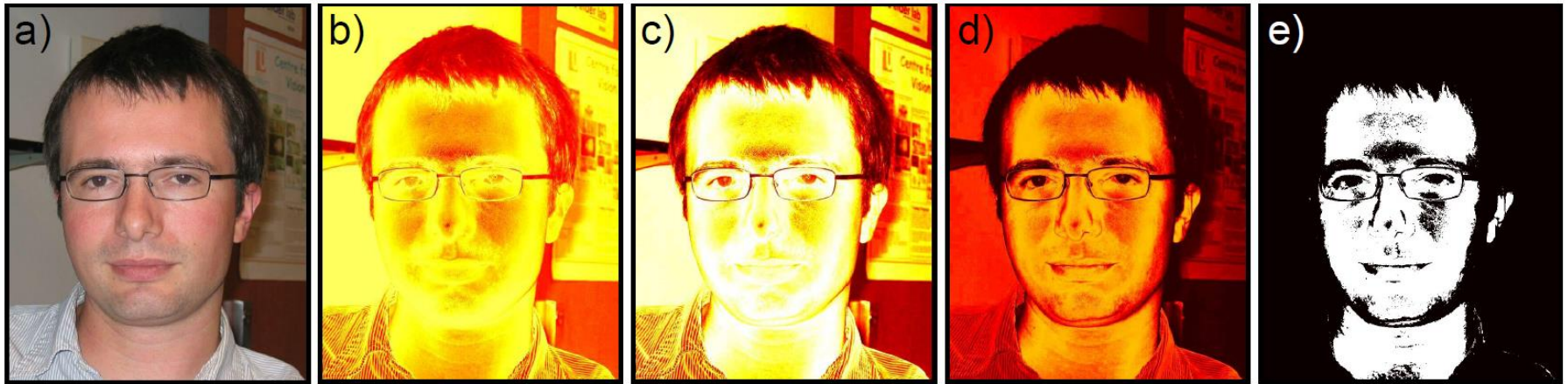
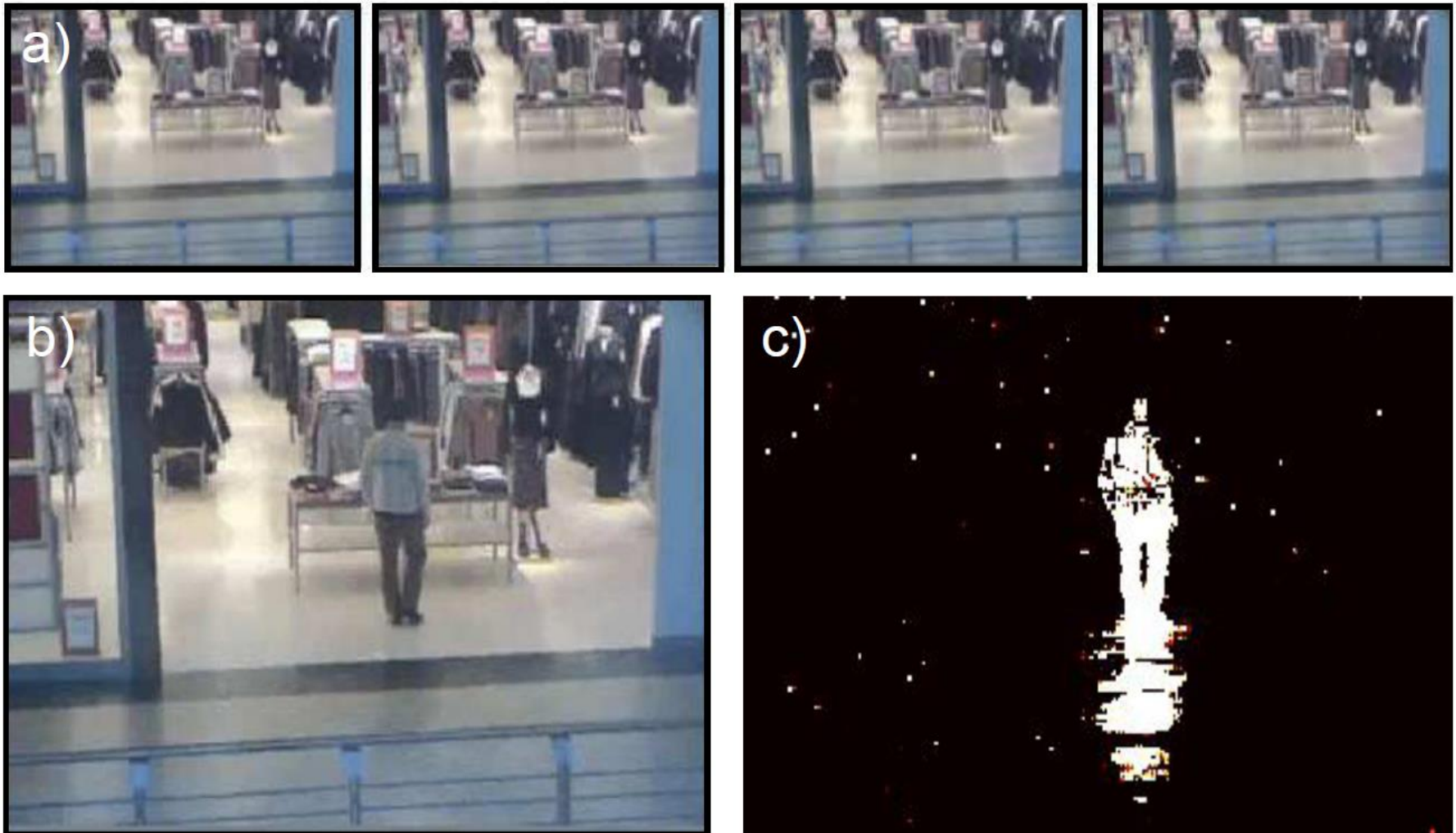
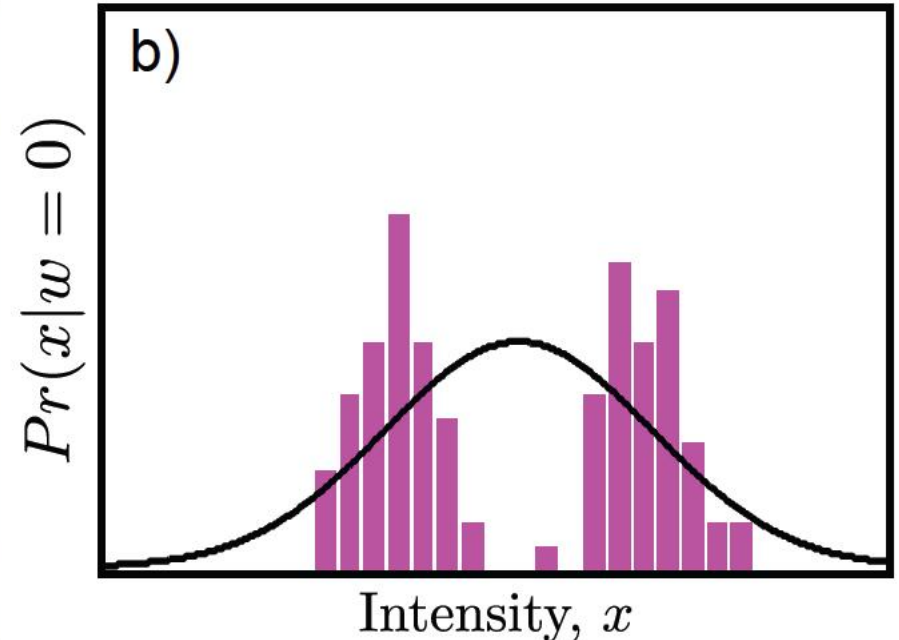


Figure 6.7 Skin detection. For each pixel we aim to infer a label $w \in \{0, 1\}$ denoting the absence or presence of skin based on the RGB triple \mathbf{x} . Here we modeled the class conditional density functions $Pr(\mathbf{x}|w)$ as normal distributions. a) Original image. b) Log likelihood (log of data assessed under class-conditional density function) for non-skin. c) Log likelihood for skin. d) Posterior probability of belonging to skin class. e) Thresholded posterior probability $Pr(w|\mathbf{x}) > 0.5$ gives estimate of w .

Application: Background subtraction



Application: Background subtraction



But consider this scene in which the foliage is blowing in the wind. A normal distribution is not good enough!
Need a way to make more complex distributions

Future Plan

- Seen two types of model

	Model $Pr(w x)$	Model $Pr(x w)$
Regression $x \in [-\infty, \infty], w \in [-\infty, \infty]$	Linear regression	Linear regression
Classification $x \in [-\infty, \infty], w \in \{0, 1\}$	Logistic regression	Probability density function

- Probability density function
 - Linear regression
 - Logistic regression
- Next three chapters concern these models

Conclusion

- To do computer vision we build a model relating the image data \mathbf{x} to the world state that we wish to estimate \mathbf{w}
- Three types of model
 - Model $\Pr(\mathbf{w} | \mathbf{x})$ -- discriminative
 - Model $\Pr(\mathbf{w} | \mathbf{x})$ – generative