# Models for Joint Labeling of Objects and Scenes





#### **Bernt Schiele**

Department of Computer Science TU Darmstadt

#### thanks to my collaborators



Julia Vogel



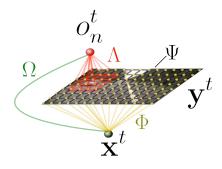
Christian Wojek

### **Overview**

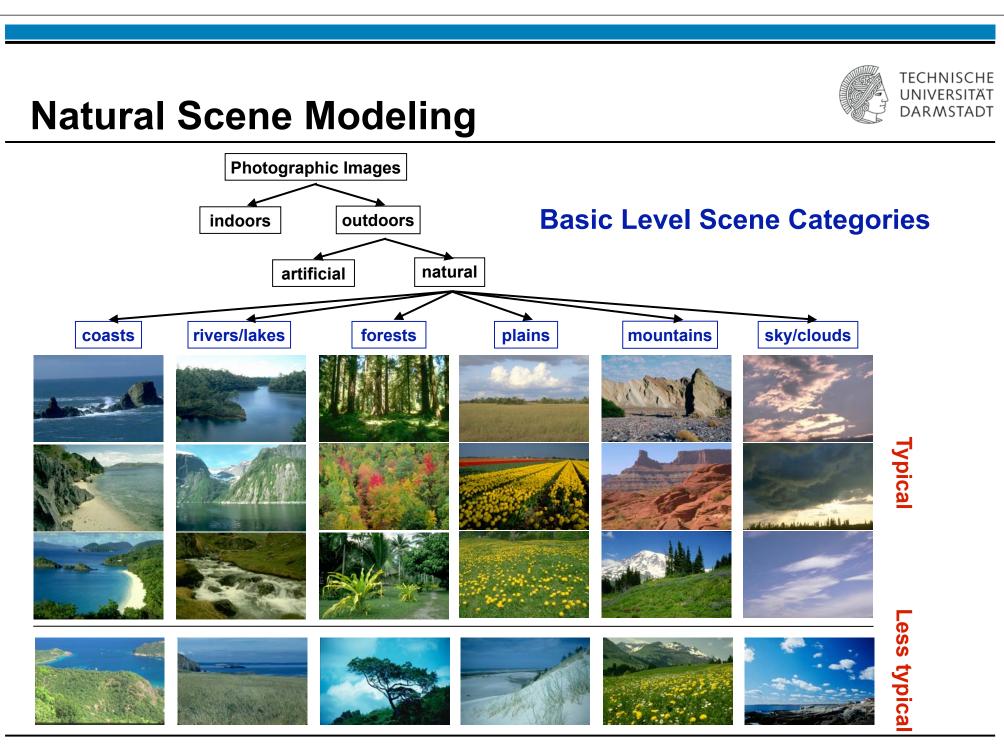
- Semantic Scene Modeling [ijcv07,tap'06]
  - natural scene categorization is not enough
  - aim for typicality ranking instead !
  - joint work with Julia Vogel

- Joint Labeling of Objects and Scenes [eccv08]
  - dynamical conditional random field model
  - joint work with Christian Wojek





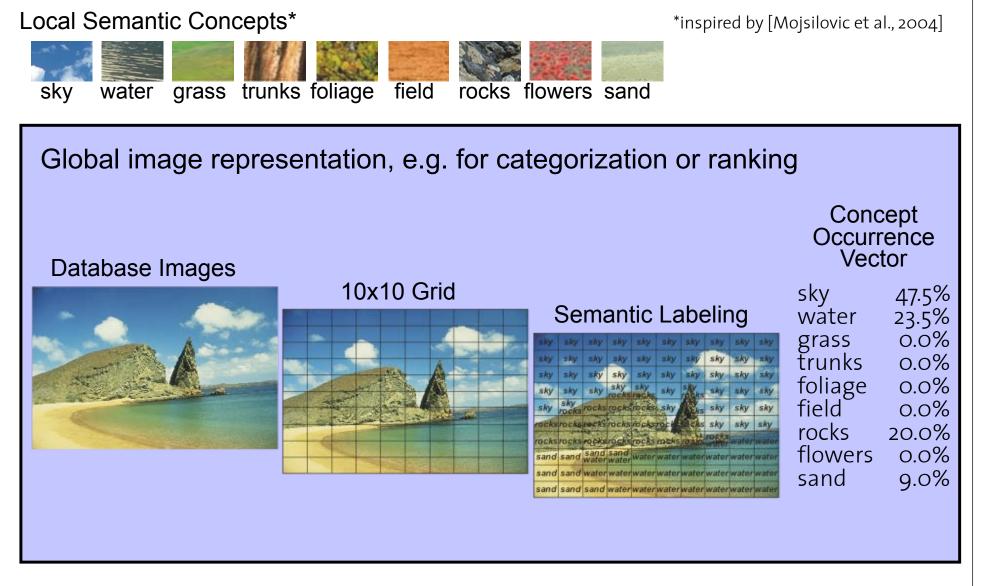




# Semantic Modeling

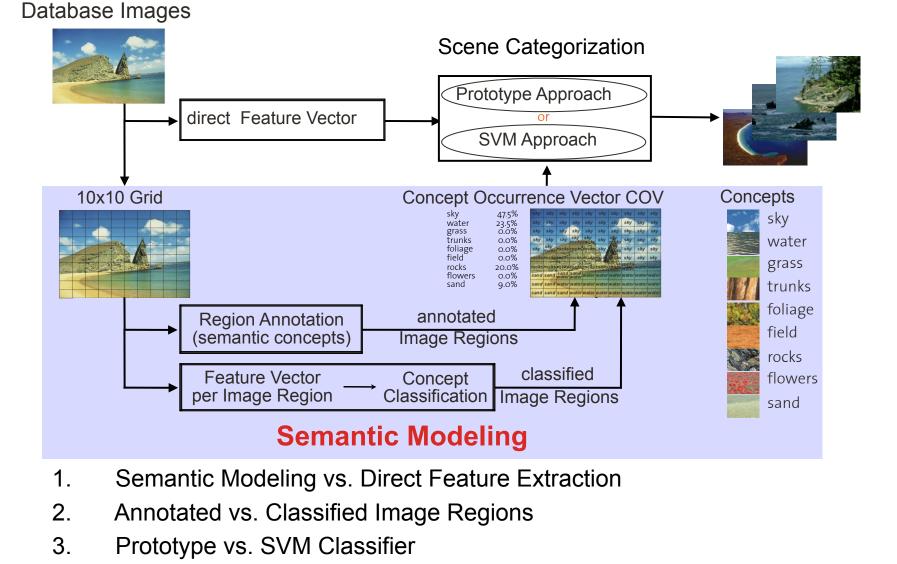


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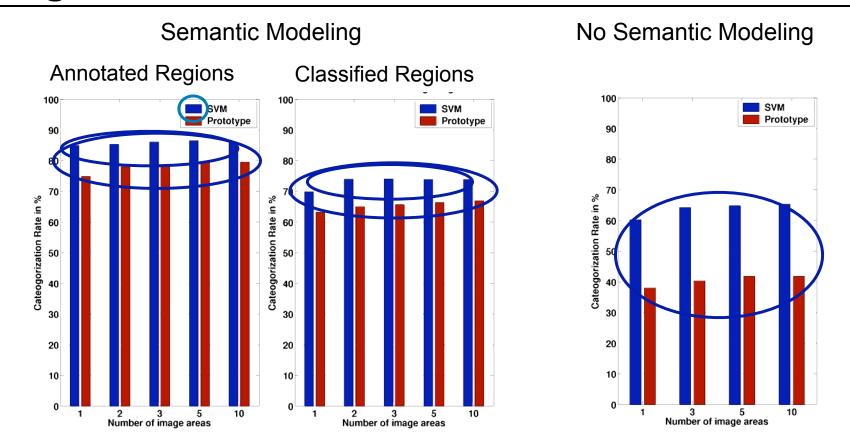


# **Categorization Experiments**





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- 1. Support-Vector Machines outperform Prototypes.
- 2. Semantic Modeling improves results considerably.
- 3. Fully automatic categorization at 74% categorization rate

#### But: Benchmark (annotated regions) at only 86.4% categorization rate.

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**Categorization Results** 

### **Semantic Analysis**

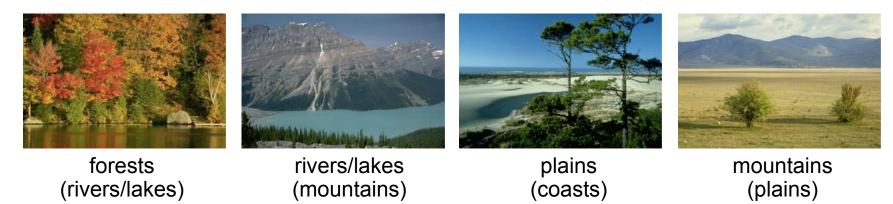
Benchmark at only 86.4% categorization rate

- Classification problem? Inherent problem?
- Analyze semantically!

Three points for semantic analysis:

✓ 1. Visual inspection of mis-categorizations

#### "Correct" category in parentheses





### **Semantic Analysis**



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Benchmark at only 86.4% categorization rate

- Classification problem? Inherent problem?
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Three points for semantic analysis:

- ✓ 1. Visual inspection of mis-categorizations
  - 2. Confusions of benchmark: Make sense semantically?



	coasts	rivers	forests	mount	plains	sky
coasts	80.3	14.1	0.7	3.5	0.7	0.7
rivers/lakes	18.0	73.0	3.6	0.9	3.6	0.9
forests	0.0	1.9	95.1	1.9	1.0	0.0
mountains	0.8	0.0	0.8	91.6	5.3	1.5
plains	0.6	2.2	0.6	6.7	89.4	0.6
sky/clouds	0.0	0.0	0.0	5.9	0.0	94.1

#### Confusion matrix

### **Semantic Analysis**



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- Classification problem? Inherent problem?
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Three points for semantic analysis:

- ✓ 1. Visual inspection of mis-categorizations
  - 2. Confusions of benchmark: Make sense semantically?
  - 3. Rank Statistics: Rankings meaningful?

- Contraction
- M- M
STATISTICS OF STATISTICS

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#### Confusion matrix

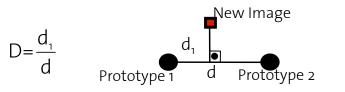
1	2	3	4	5	6
80.3	97.1	99.3	99.3	100.0	100.0
73.0	95.5	96.4	99.1	100.0	100.0
95.1	98.1	99.0	100.0	100.0	100.0
91.6	98.5	98.5	100.0	100.0	100.0
89.4	98.3	98.9	100.0	100.0	100.0
94.1	100.0	100.0	100.0	100.0	100.0
86.4	97.7	98.6	99.7	100.0	100.0

#### **Rank Statistics**

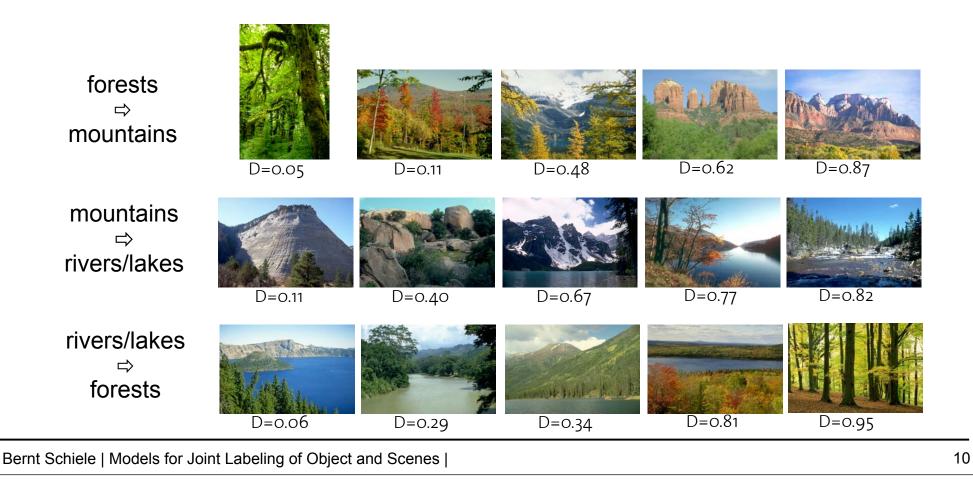
## **Typicality Transitions**



Use normalized Euclidean distance D between two categories for ranking.



#### How do humans rank these images?



# **Psychophysical Experiments**



Experiments in collaboration with Schwaninger/Hofer, University of Zurich How do humans perceive natural scenes?

Setup:

- Dimly lit room, chin rest
- >250 images: coasts, rivers/lakes, forests, plains, mountains

#### **Experiment 1: Categorization**

- Assign image as quickly as possible to one of the five categories.
- 20 participants

#### **Experiment 2: Typicality Rating**

- How typical is image relative to each of the categories?
- 10 participants



# **Results of Human Studies**

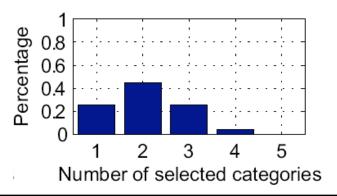


- 1. Participants very consistent in their decisions (Cronbach's  $\alpha > 0.9$ )
- 2. Typicality ranking consistent over participants (Spearman's rank correlation  $r_s > 0.6$ )

	Study I	Study 2		
	Cronbach's $lpha$	Cronbach's $lpha$	Rank Correlation $\rm r_s$	
coasts	0.98	0.98	0.69	- Inter-rater reliabilities
rivers/lakes	0.97	0.98	0.78	
forests	0.99	0.97	0.81	
plains	0.99	0.97	0.68	
mountains	0.98	0.94	0.65	

3. Many images are (at least partially) semantically ambiguous !

Response Distribution Study 1: Categorization



### **Results of Human Studies (2)**



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#### Unanimously













45% forests 55% plains

45% plains



45% plains 60% coasts 55% mountains 40% rivers/lakes

Distributed over three categories



25% forests 40% plains 35% mountains

10% rivers/lakes 55% forests 35% mountains



75% rivers/lakes 10% coasts 15% mountains

#### **Conclusion:** Aim for automatic typicality ranking.

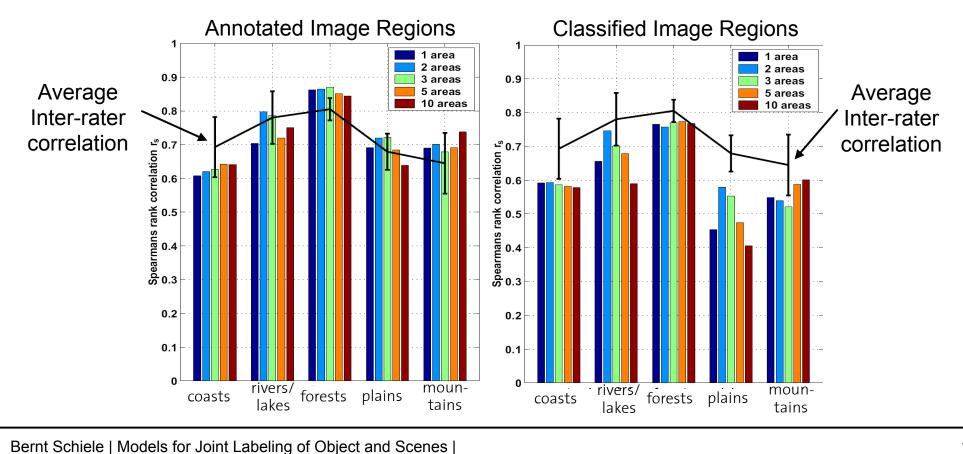
# **Automatic Typicality Ranking: PPD**



Prototype Approach + Perceptually Plausible Distance

$$d_{PPD}^{c} = \sum_{j=1}^{N} w_{j}^{c} (COV_{j} - p_{j}^{c})^{2} \qquad \text{where } \mathbf{p}^{c} = \text{Prototype of category c}, \\ \mathbf{w}^{c} = \text{concept weights of category c}.$$

Concept weights  $w_i^c$  learned from human data



# **Automatic Typicality Ranking**



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Qualitative Comparison: 50 images of all five categories

10 top-ranked images relative to mountains

Automatically obtained ranking: Classified image regions



Human ranking



Quantitative comparison:

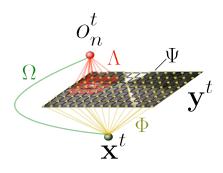
Spearman's rank correlation between human and computational ranking.

### **Overview**

- Semantic Scene Modeling [ijcv07,tap'06]
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## Joint Object and Scene Labeling: Motivation and Task Description



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Input image



- Motivation:
  - Scene Labeling (=Context) supports object detection
  - Object detection supports scene labeling

Desired Output (Hand-labeled ground truth)



- Approach:
  - 1. CRF for Scene Labeling
  - Object-CRF to also include object detections
  - 3. Dynamic-Object-CRF to leverage temporal consistency



Texture classification

(unary potentials)

# "Standard" Conditional Random Fields

- Conditional Random Field Models (CRFs) allow to model neighborhood relations
  - Unary Potentials
    - to label image regions locally (= nodes)
  - Edge potentials to model neighborhood relations
    - here: modeled with a logistic regression function
    - Parameters are learned via gradient descent in maximum likelihood setting
    - Loopy Belief Propagation used for inference

$$\log(P_{pCRF}(\mathbf{y}^t | \mathbf{x}^t, N_1, \Theta)) = \sum_i \Phi(y_i^t, \mathbf{x}^t; \Theta_{\varPhi}) + \sum_{(i,j) \in N_1} \Psi(y_i^t, y_j^t, \mathbf{x}^t; \Theta_{\varPhi}) - \log(Z^t)$$

Neighborhood relations

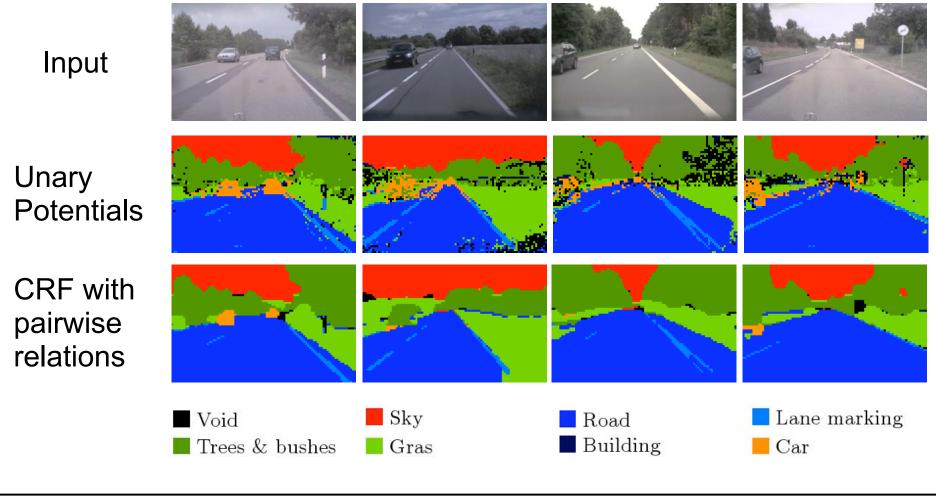
(pairwise cliques)

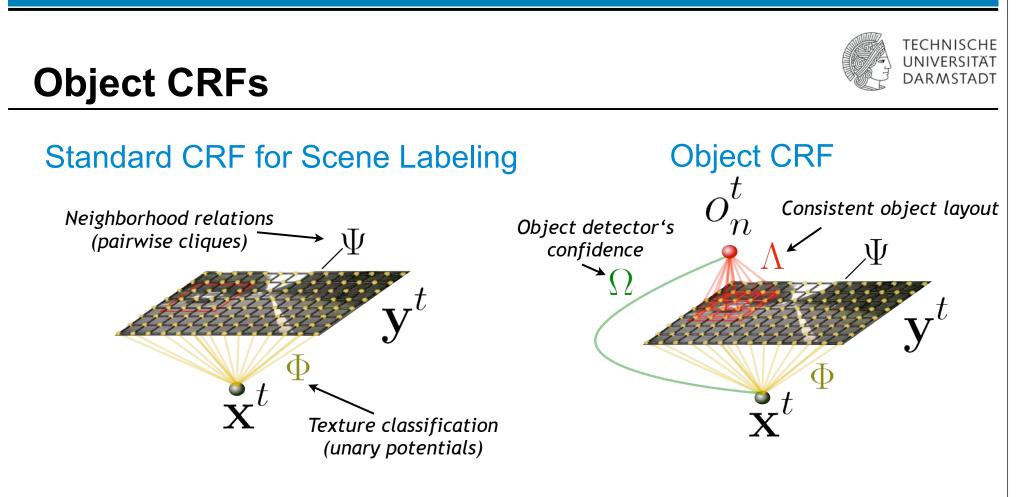
### **CRF for Scene Labeling**



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• Sample scene segmentations

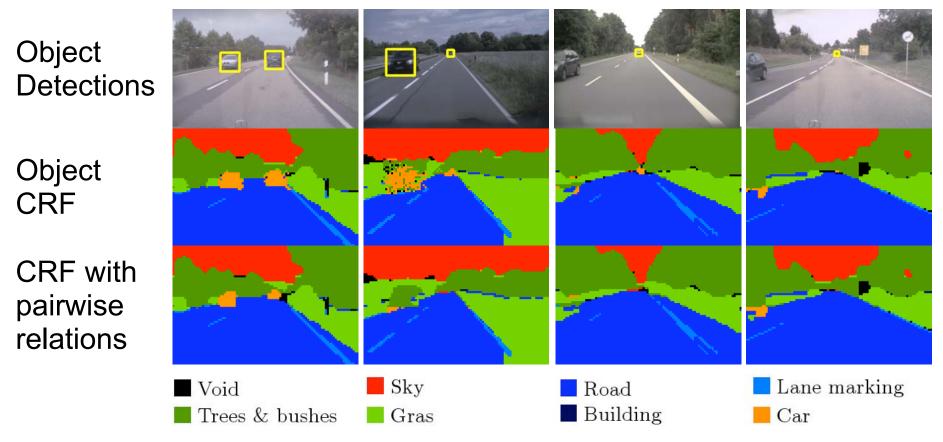




- Object CRF: Joint Labeling of Objects and Scene
  - Add additional nodes for each object hypothesis
    - Object detector's SVM margin is mapped to "pseudo probability" for the unary potential
    - Interaction weights model consistent object layout (Winn & Shotton CVPR'06)



### **Object CRFs - Results**

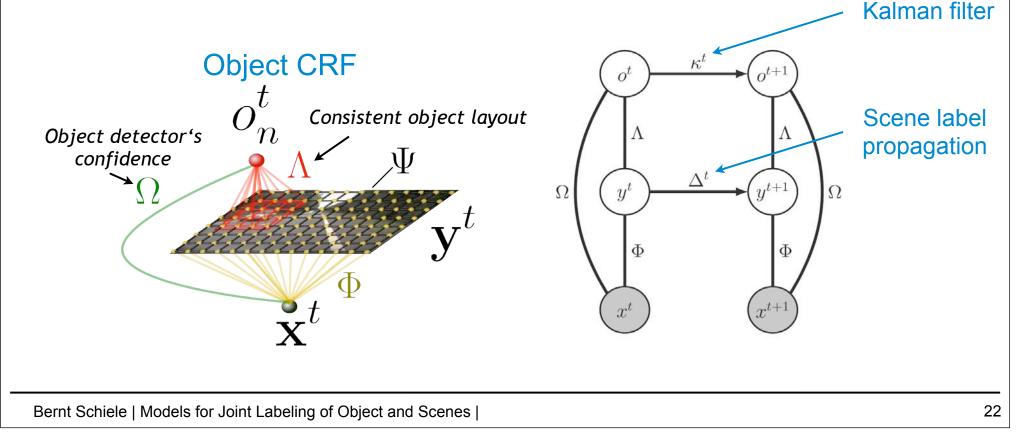


- Improvement for detected cars
- Small scale cars are segmented much better
- Segmentation on partially visible cars can still be improved

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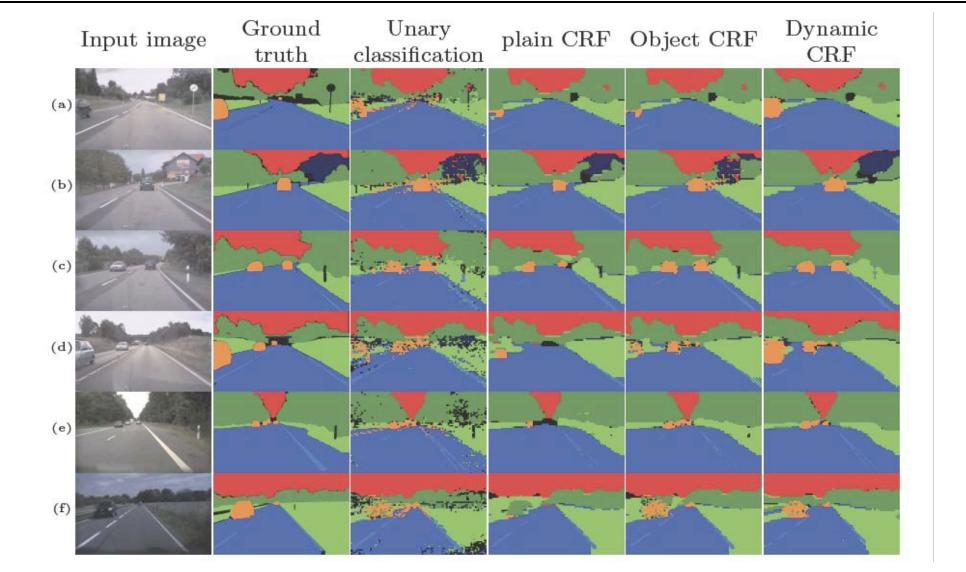
# **Dynamic CRFs**

- Temporal integration
- Scene and Objects have different dynamics
  - object dynamics: track objects with a Kalman filter
  - scene dynamics: propagate scene labeling using odometry data



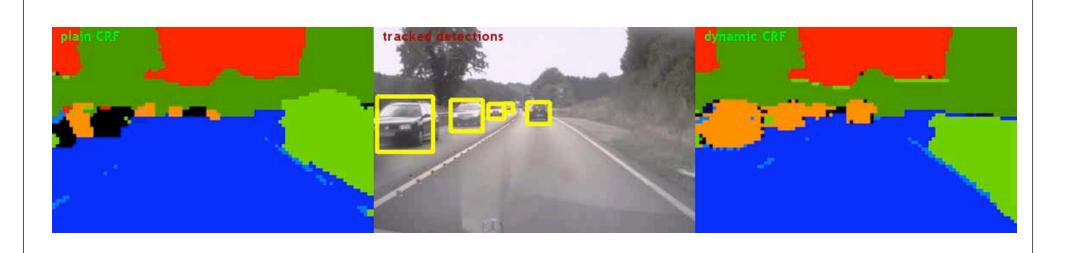


## **Results - Overview**





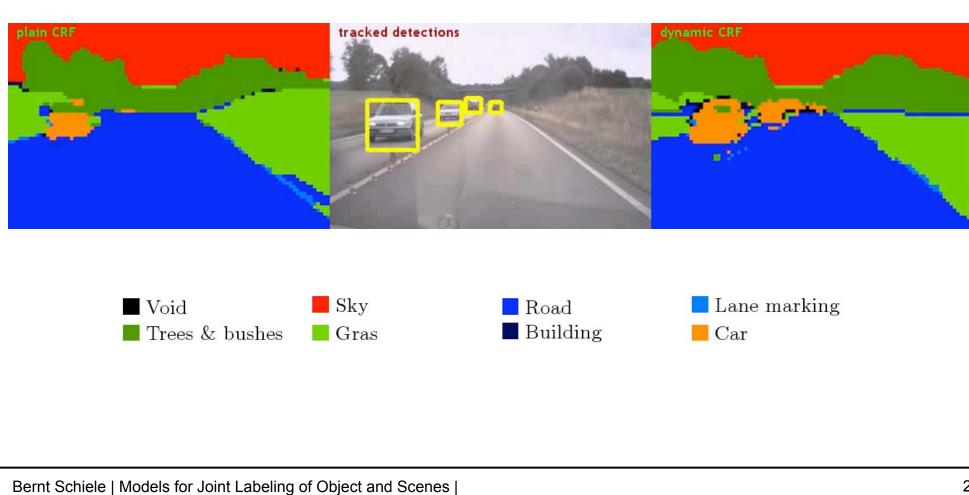
### **Results – Video 1**







### **Results – Video 2**



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