Computer vision class 2014

Object Representation II

Oct. 28. 2014
Bo Zheng
(zheng@cvl.iis.u-tokyo.ac.jp)

Outline

- 2D representation (for RGB image)
  - basics
  - research in the state of arts
- Sparse representation
  - basics
  - research in the state of arts
- 3D representation
  - basics
  - research in the state of arts
- 3D vision: Beyond the “what is where”

Last Class (2D representation, Sparse representation)

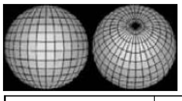
Today (3D representation, 3D vision)

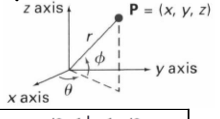
Basic techniques on 3D representation

Types

Continuity / Form		Discrete	Continuous
Parametric		Point cloud in polar coordinate…	Splines (piecewise polynomial),…
Nonparametric	Explicit	3D volumetric images, Polygon mesh,…	Explicit Polynomial…
	implicit	Signed Distance Field (SDF),…	Implicit Radial Basis Function & Algebraic surface…

Example: sphere representation





Parametric		$x = r\cos\phi\cos\theta, \quad -\pi/2 \le \phi \le \pi/2$ $y = r\cos\phi\sin\theta, \quad -\pi \le \theta \le \pi$ $z = r\sin\phi$
Nonparametric	Explicit	$z = f(x,y) = \pm\sqrt{r^2 - x^2 - y^2}$
	implicit	$f(x,y,z) = x^2 + y^2 + z^2 - r^2 = 0$

Examples of

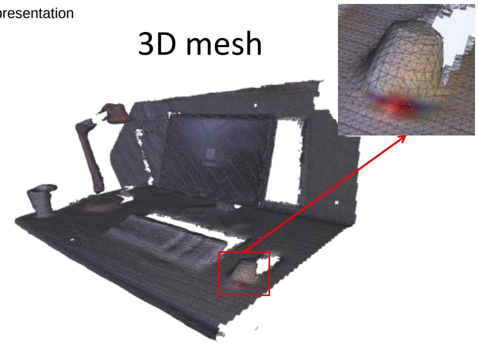
- Explicit representation
- Implicit representation
- Parametric representation

Explicit representation

3D mesh

Explicit representation

3D mesh

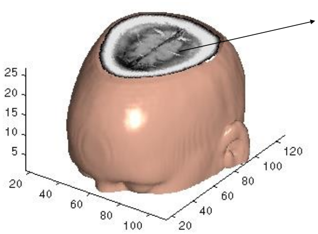


$G(V,E) \rightarrow V$: vertices, E: edges / triangles / polygons

400,000 vertices and 130,000 triangles

Explicit representation

3D Volumetric Image



$I(x,y,z) = \text{intensity}$

Volumetric image

Brain MR image

Examples of

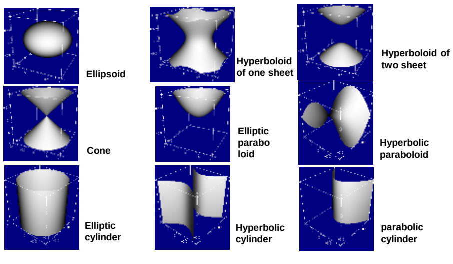
- Explicit representation
- Implicit representation
- Parametric representation

Implicit representation

Quadric Surface

- A polynomial of 2nd order

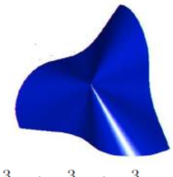
$ax^2 + by^2 + cz^2 + d + 2eyz + 2fzx + 2gxy + 2hx + 2iy + 2jz = 0$



Implicit Polynomial Surface with higher degree

formulation

$$f_n(x,y,z) = \sum_{i,j,k;i+j+k \le n} a_{ijk} x^i y^j z^k = 0$$

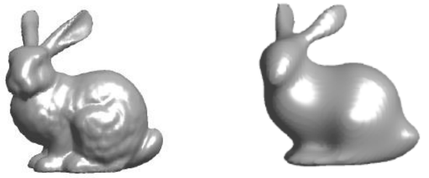


$x^3y + y^3z + z^3x = 0$

$x^4 + y^4 + z^4 - 200xyz = 0$

Explicit representation

3D 8-degree Polynomial



8-degree polynomial

Implicit Radial Basis Function (RBF)

$$f(\mathbf{x}) = v(\mathbf{x}) + \sum_{i=1}^{N} \lambda_i \phi(\|\mathbf{x} - \mathbf{x}_i\|) = 0$$

Low degree polynomial

Radial basis (xi: control point)

e.g., $v(\mathbf{x})$

$$v(\mathbf{x}) = c_0 + c_1 x + c_2 y + c_3 z$$

e.g., $\phi(\mathbf{x})$

- Gaussian

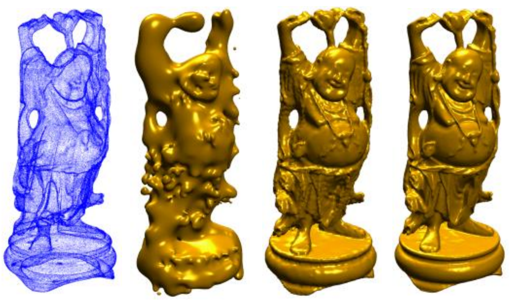
$$\phi(x) = e^{x^2/\sigma_i^2}$$

- Thin-plate radial basis

$$\phi(x) = x^2 \log(x)$$

Shape representation- using RBF basis

[Carr et al. (SIGGRAPH 01)]



544,000 point cloud

8000 control points

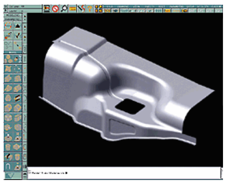
Examples of

- •Explicit representation
- •Implicit representation
- •Parametric representation

Parametric curve/surface

– Manufactural design
– font（TrueType Font）
– Bézier curve/surface

[Pierre Bézier in 1966 for car design]

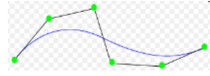


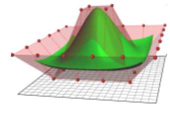
Non-uniform rational B-spline (NURBS)

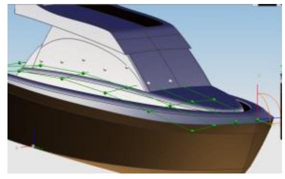
$$S(u,v) = \sum_i \sum_j B^{h}_{i,j} N_{i,k}(u) M_{i,l}(v)$$

Control points

Rational B-spline basis functions







computer-aided design (CAD)

A brief comparison

	Explicit	Parametric	Implicit
Data Interpolation	Difficult	Easy	Easiest
Smoothness	NO	Yes	Yes
Compact Representation	NO	Yes	Yes
Visualization	Easy	Easy	difficult
Surface Operations	Bad	Good	Very Good
Topology Preserving Deformation	Difficult	Easy	Easiest
Local Shape Control	Yes	Yes	No
Gradient Computation	Bad	Good	Good

A Brief Introduction on Implicit Polynomial (IP)

B. Zheng, J. Takamatsu and K. Ikeuchi (UT)
IEEE trans. on Pattern Recognition and Machine Intelligent (PAMI), 2010

Adaptively fitting implicit polynomials (IPs) to 2D/3D object shapes

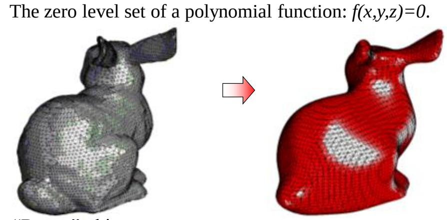
What is Implicit Polynomial (IP)?

3D Polynomial:

$$f_n(x,y,z) = \sum_{i,j,k;i+j+k\le n} a_{ijk} x^i y^j z^k = \mathbf{a}^{\mathrm{T}} \mathbf{m}_n(\mathbf{x})$$

IP surface:

The zero level set of a polynomial function: *f(x,y,z)=0*.

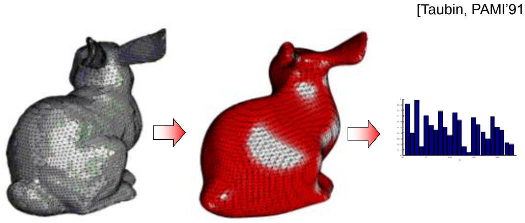


"Bunny" object

IP surface

Advantage1: Algebraic Invariants

[Taubin, PAMI'91]



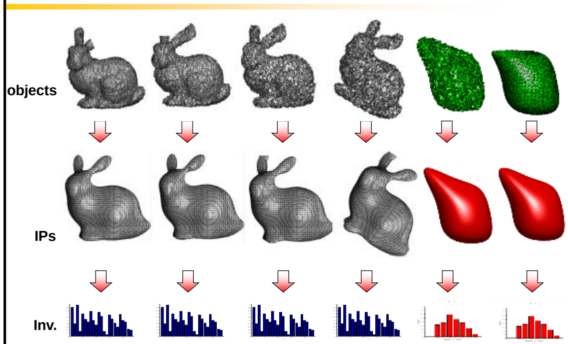
Given Object: "Bunny"

IP representation

Invariants

functions of the polynomial coefficients that do not change after the shape Euclidean transformed (rotated or translated).

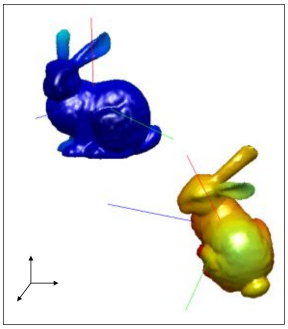
Then what can we do?



Classify these objects

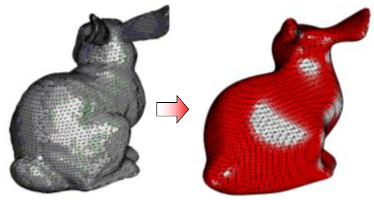
Advantage2: Pose estimation

[Taubin, PAMI'91]



Orientation (pose) of an object can be easily extracted.

How?



IP fitting method

[Blane, PAMI'00]

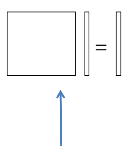
$$f_n(\boldsymbol{x}_1, a) = b_1$$
$$f_n(\boldsymbol{x}_2, a) = b_2$$
$$\vdots$$
$$f_n(\boldsymbol{x}_N, a) = b_N$$

Given a polynomial for each point

Linear LS Method

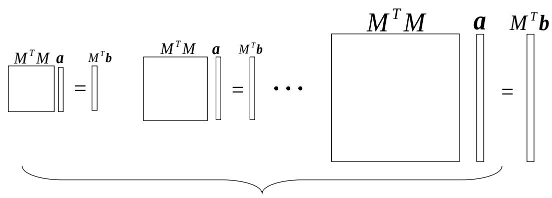
$$\min_{\boldsymbol{a}} \sum (\boldsymbol{m}(x_i)^T \boldsymbol{a} - b_i)^2$$

$$M^T M\boldsymbol{a} = M^T \boldsymbol{b}$$



Obtain the coefficients $\boldsymbol{a}$ through solving this linear equations

A naive method for finding the moderate degree of IP

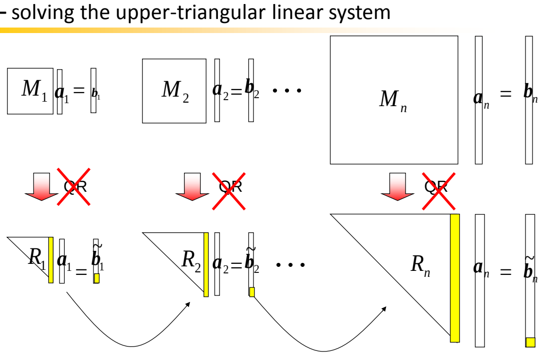


Finding the best coefficients without under-fitting nor over-fitting.

too time-consuming!

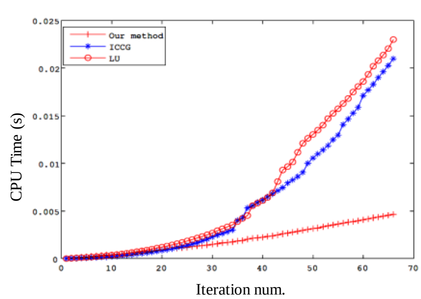
Incremental fitting

– solving the upper-triangular linear system

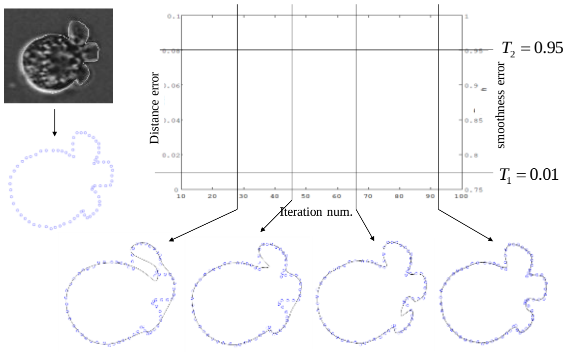


Computationally efficient

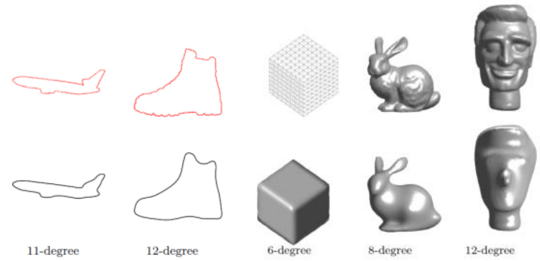
Computational efficiency



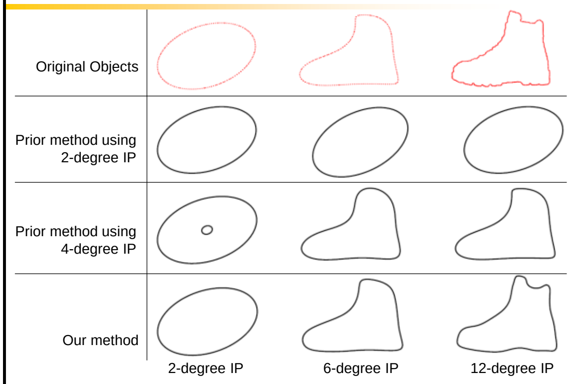
Example



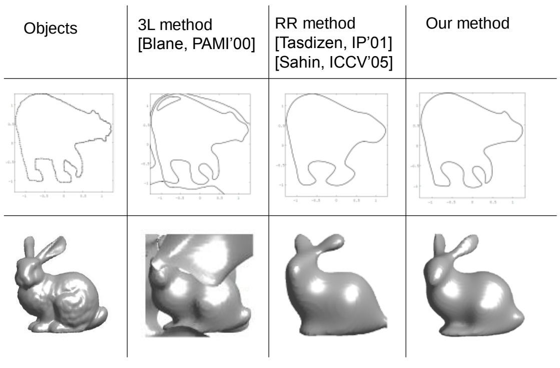
2D & 3D examples



Comparison to degree-fixed method



Comparison to prior methods



Conclusion

- Adaptive IP fitting without under fitting nor over fitting.
- More globally stable and locally accurate

Source code:
http://www.cvl.iis.u-tokyo.ac.jp/~zheng

Outline

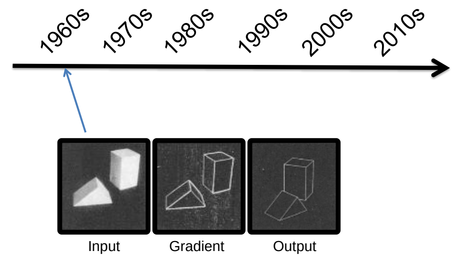
- 2D representation (for RGB image)
  - basics
  - research in the state of arts
- Sparse representation
  - basics
  - research in the state of arts

Last Class (Nov. 7)

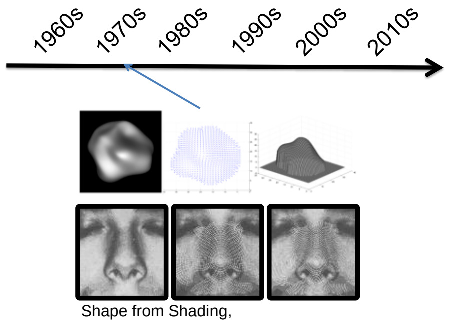
- 3D representation
  - basics
  - research in the state of arts
- 3D vision: brief introduction

Today

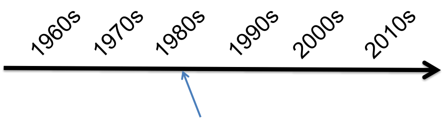
Past & future of 3D vision



Machine Perception of Three-Dimensional Solids,
Larry Roberts, PhD Thesis, MIT, 1963.



Shape from Shading,
Ikeuchi & Horn, MIT AI Memos 232, 1970.



Essential Matrix

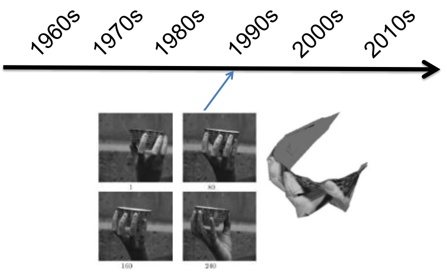
$$X'_{\mu} Q_{\mu\nu} X_{\nu} = 0 \quad (11)$$

Dividing equation (11) by $X'_3 X_3$ we arrive at the desired relationship between the image coordinates:

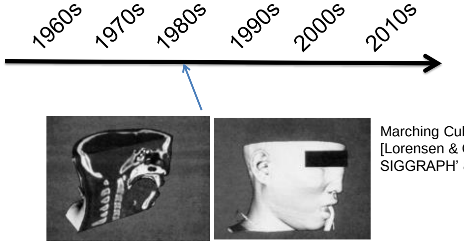
$$x'_{\mu} Q_{\mu\nu} x_{\nu} = 0 \quad (12)$$

3x3 Matrix mapping points to epipolar lines
- corresponding points x, x' satisfy x' Q x = 0
- camera matrices can be computed from Q

A computer algorithm for reconstructing a scene from two projections,
Longuet-Higgins, *Nature*, 1981.

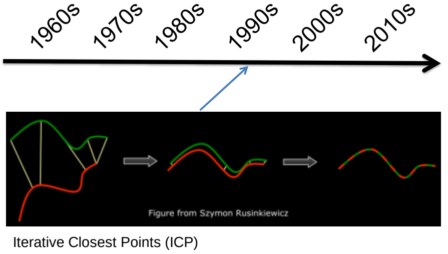


Structure-from-motion by factorization [Tomasi & Kanade, ICCV90]



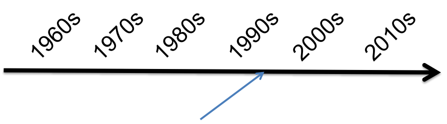
Marching Cubes
[Lorensen & Cline,
SIGGRAPH' 87]

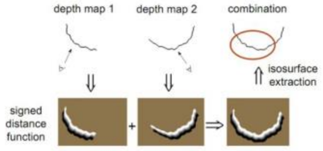
From Volume to Surface mesh
- Start at voxel containing surface
- Add polygon(s) based on configuration table
- earlier: 1970's Hummel & Zucker, 3D edge finding
- March to next voxel



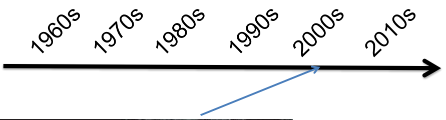
Iterative Closest Points (ICP)

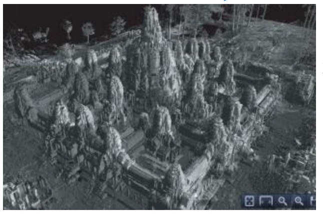
- Besl, McKay, "A Method for Registration of 3-D Shapes," PAMI 1992
- Chen, Medioni, "Object Modelling by Registration of Multiple Range Images," International Journal of Image and Vision Computing, 1992.
- Z. Zhang, Iterative point matching for registration of free-form curves, Research Report 1658, INRIA Sophia-Antipolis.
- T. Oishi, 3DIM 05



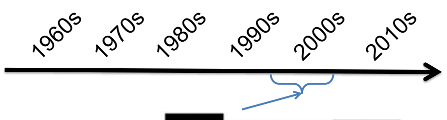


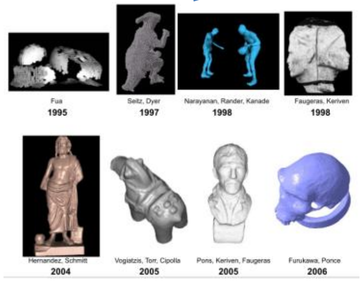
Range scan merging [Curless, SIGGRAPH96; Hilton, ECCV96]

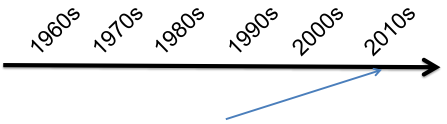




Bayon Digital Archival Project: IKEUCHI Lab, 2003







City-scale SfM
- ~200K images, one day of processing
- 3 cities: Rome, Venice, Dubrovnik

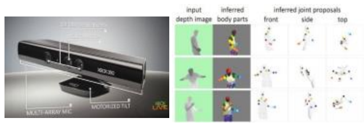
Sameer Agarwal, Yasutaka Furukawa, Noah Snavely, Ian Simon, Brian Curless, Steven M. Seitz and Richard Szeliski, "Building Rome in a Day," Communications of the ACM, Vol. 54, No. 10, Pages 105-112, October 2011.

Colosseum in Roma (2,106 images, 819,242 points)

Dubrovnik (4,619 images, 3,485,717 points)

1960s 1970s 1980s 1990s 2000s 2010s

2011: Kinect- Body pose from single depth image
• Fastest selling
Shotton, Fitzgibbon, Cook, Sharp, Finocchio, Moore, Kipman, Blake,
Real-Time Human Pose Recognition in Parts from a Single Depth Image, CVPR



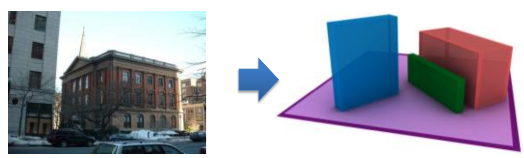
1960s 1970s 1980s 1990s 2000s 2010s

Kinect Fusion: Microsoft research'2011
Richard A. Newcombe, Shahram Izadi, Otmar Hilliges, David Molyneaux, David Kim, Andrew J. Davison, Pushmeet Kohli, Jamie Shotton, Steve Hodges, and Andrew Fitzgibbon, *KinectFusion: Real-Time Dense Surface Mapping and Tracking*, in *IEEE ISMAR*, IEEE, October 2011

1960s 1970s 1980s 1990s 2000s 2010s

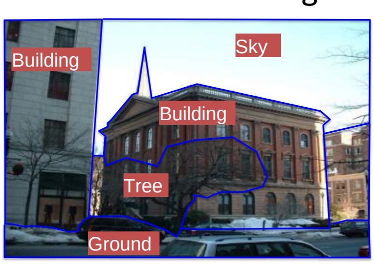
Blocks World Revisited:
[ECCV10 best paper awarded]
Abhinav Gupta, Alexei A. Efros and Martial Hebert, Blocks World Revisited: Image Understanding Using Qualitative Geometry and Mechanics, *European Conference on Computer Vision*, 2010.

Blocks World Revisited:
Image Understanding Using Qualitative Geometry and Mechanics



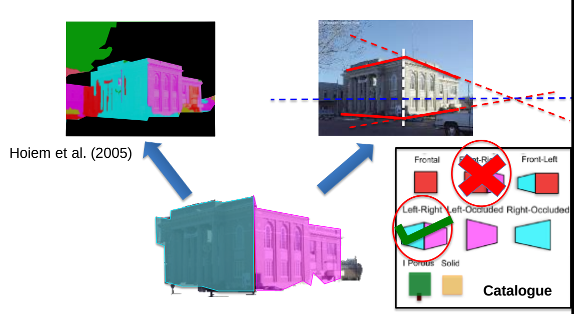
Abhinav Gupta, Alexei A. Efros, and Martial Hebert
Carnegie Mellon University

Scene Understanding



No information about the structure of the scene
• Geometric Layout (Occlusion/Depth Relationships)
• Free Space

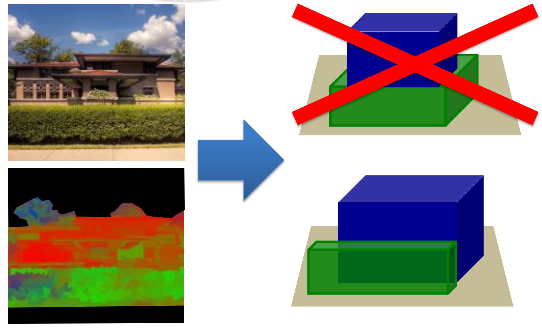
$$\mathcal{C}(\mathcal{B},\mathcal{S}) = \mathcal{F}_{geometry}() + \mathcal{F}_{contacts}() + \mathcal{F}_{intra}() + \mathcal{F}_{stability}() + \mathcal{F}_{depth}(),$$



$$\mathcal{C}(\mathcal{B},\mathcal{S}) = \mathcal{F}_{geometry}() + \mathcal{F}_{contacts}() + \mathcal{F}_{intra}() + \mathcal{F}_{stability}() + \mathcal{F}_{depth}(),$$

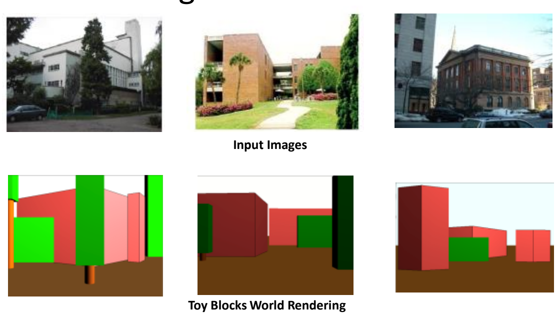
Static and Physically Stable World

$$\mathcal{C}(\mathcal{B},\mathcal{S}) = \mathcal{F}_{geometry}() + \mathcal{F}_{contacts}() + \mathcal{F}_{intra}() + \mathcal{F}_{stability}() + \mathcal{F}_{depth}(),$$

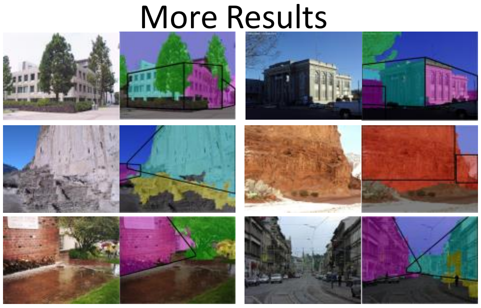


Fitting Cuboids

Building 3D Blocks World

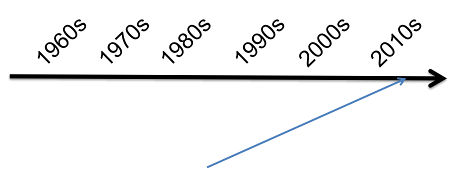


More Results



All results and preliminary version of code (Coming Soon):
http://www.cs.cmu.edu/~abhinavg/blocksworld

Past & future of 3D vision



Reconstructing the Museums:
[ECCV12 Best Student Paper Award]
Jianxiong Xiao and Yasutaka Furukawa
Reconstructing the World's Museums

The Goal

- Global texture-mapped 3D model
- Optimize for aerial viewing
- Enable effective indoor navigation

System Pipeline

1. Take pictures inside the rooms
2. Reconstruct the 3D shape
3. Render from aerial viewpoints

System Pipeline

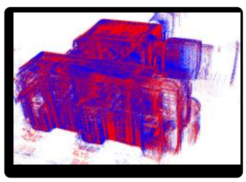
1. Take pictures inside the rooms
2. Reconstruct the 3D shape
3. Render from aerial viewpoints

Art Project

www.GoogleArtProject.com

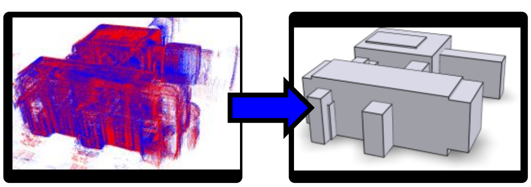
System Pipeline

1. Take pictures inside the rooms
2. Reconstruct the 3D shape
3. Render from aerial viewpoints



System Pipeline

1. Take pictures inside the rooms
2. Reconstruct the 3D shape
3. Render from aerial viewpoints



System Pipeline

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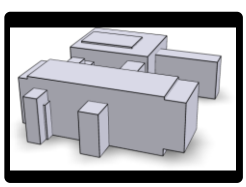

System Pipeline

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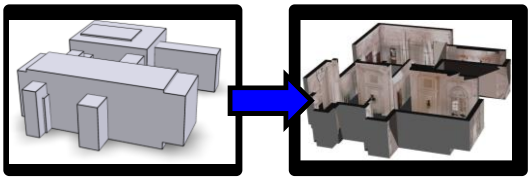
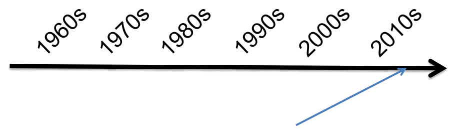
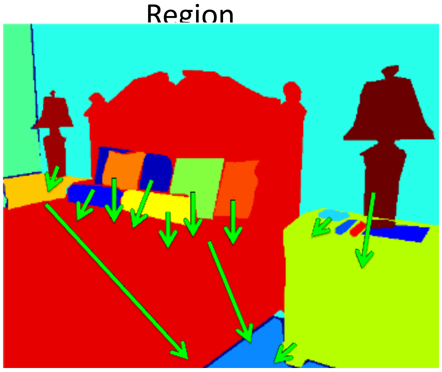


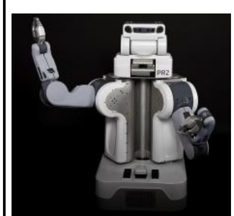


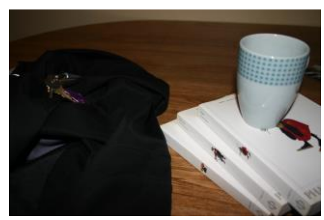
Physical relation:
[ECCV12 oral paper]
Nathan Silberman, Derek Hoiem, Pushmeet Kohli, Rob Fergus, "Indoor Segmentation and Support Inference from RGBD Images", ECCV 2012

Goal: Infer Support for Every Region



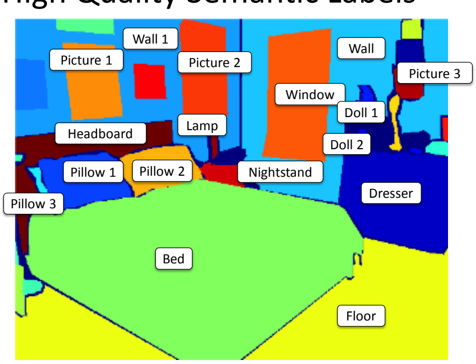
Why infer physical support?



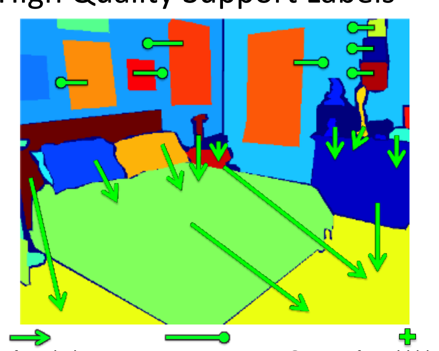


Interacting with objects may have physical consequences!

High Quality Semantic Labels



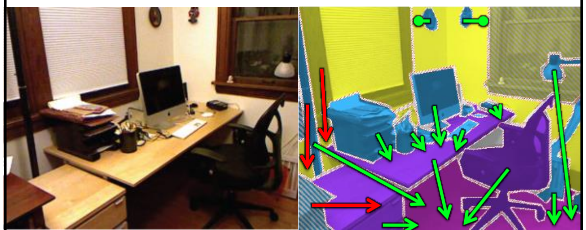
High Quality Support Labels



Experiments

Results

Ground Truth Regions



Correct Prediction

Incorrect Prediction

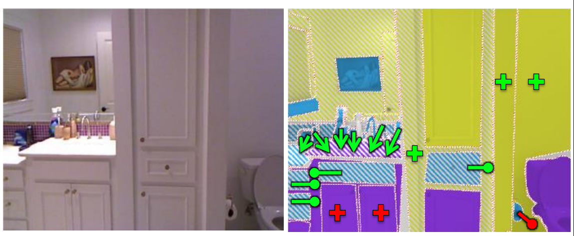
Support from below

Support from behind

Support from hidden region

Results

Ground Truth Regions



Correct Prediction

Incorrect Prediction

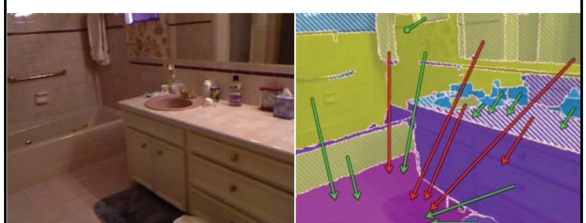
Support from below

Support from behind

Support from hidden region

Results

Automatically Segmented Regions



Correct Prediction

Incorrect Prediction

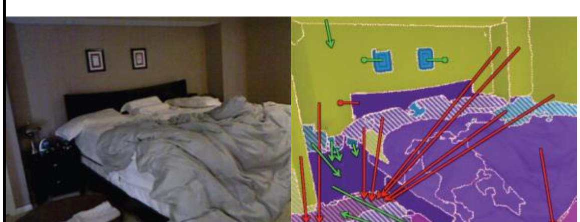
Support from below

Support from behind

Support from hidden region

Results

Automatically Segmented Regions



Correct Prediction

Incorrect Prediction

Support from below

Support from behind

Support from hidden region

Conclusion

- Algorithm for inferring Physical Support
- Novel Integer Program Formulation
- 3D Cues for segmentation

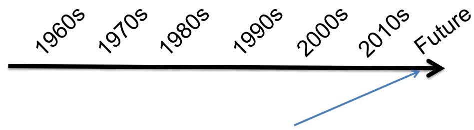
Dataset:

– http://cs.nyu.edu/~silberman/datasets/nyu_depth_v2.html

Code:

– http://cs.nyu.edu/~silberman/projects/indoor_scene_seg_sup.html

Past & future of 3D vision



CVPR workshop on Vision meets Cognition (FPIC2014): Beyond the "what is where"

Y.-B. Zhao (UCLA), Craig Yu (MIT), B. Zheng (U. Tokyo), Tao (MIT), Peter (MIT)

Beyond "what is where"

CVPR2013

Beyond Point Clouds: Scene Understanding by Reasoning Geometry and Physics

B. Zheng[1)], Y. Zhao[2)], Joey. C. Yu[2)], K. Ikeuchi[1)], & S. –C. Zhu[2)]

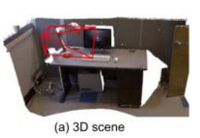
Two observations

- The world can be represented by voxels (volumetric pixels).
- Mechanics is an important cue for reasoning the objects in a static scene.

Gravity

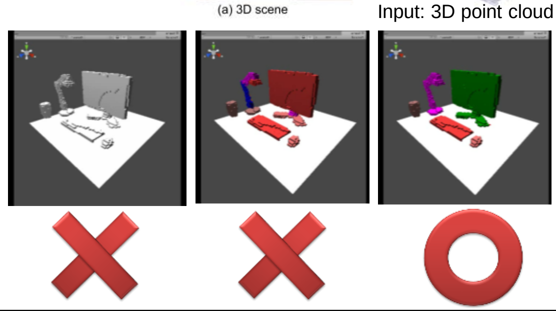
- The useful information for scene understanding.

Our goal



(a) 3D scene

Input: 3D point cloud



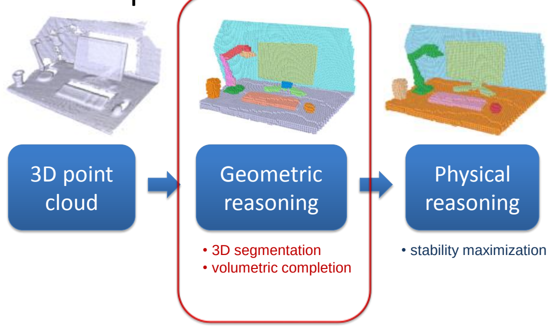
Related work

- Geometric methods
  - 3D segmentation [Attene, VC06]
  - Manhattan assumption [Furukawa, CVPR09]
- Physics reasoning
  - "Block world revisit" [Gupta, ECCV10]
  - Support relations inference [Silberman, ECC12]
- Cognitive science
  - Probabilistic representation [Hamrick, CogSc11]
- Physics engine?

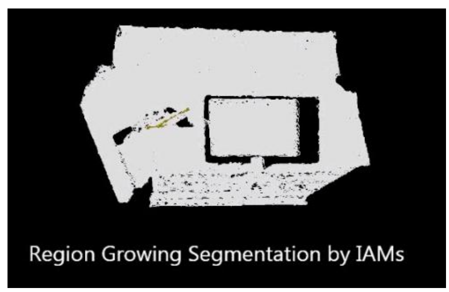
Our contribution

- Geometric reasoning
  - Segmentation + volumetric completion
    (2.5D -> volumetric)
- Physical reasoning
  - novel model of intuitive physical stability
  - A novel stability optimization

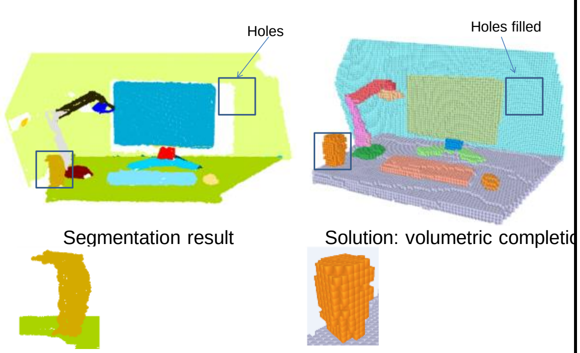
Pipeline of our method



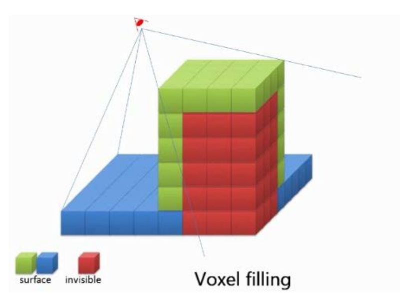
Region growing segmentation & convex connection merging



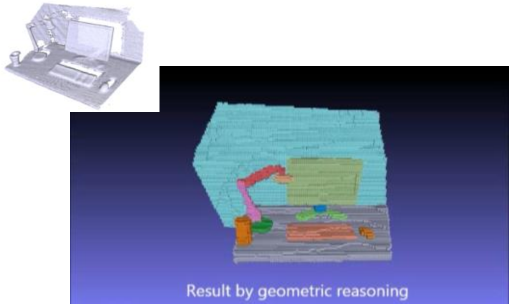
Current issue



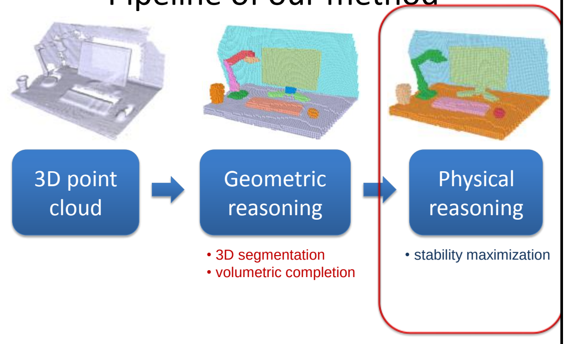
Volumetric completion



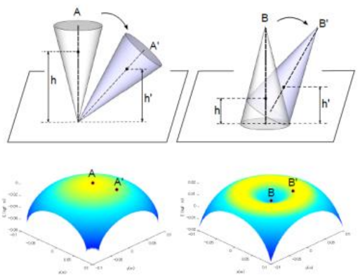
Result of volumetric completion



Pipeline of our method

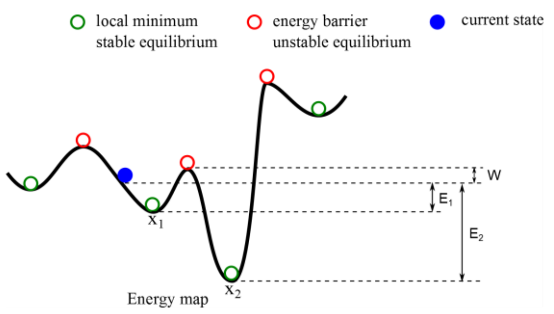


Object Stability



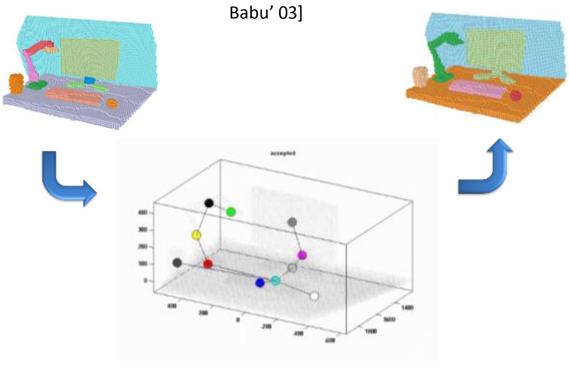
"unstable" "stable" – local minimum

Definition of stability



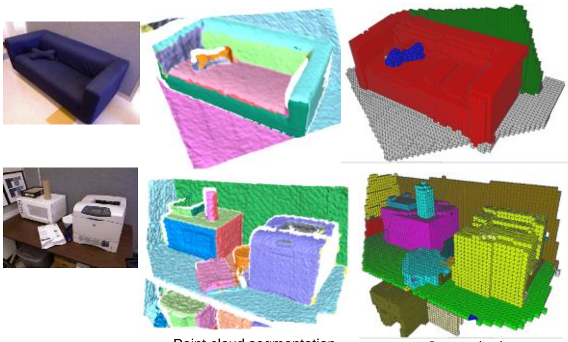
Given small energy, The less energy released, the stab

Swendsen-wang cut (SWC) [A. Babu' 03]



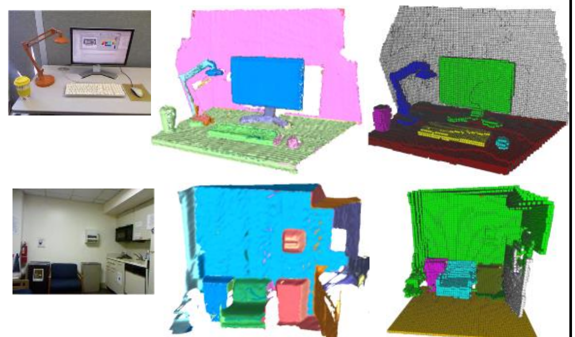
Experimental result

Results of single depth image



Point cloud segmentation Our method

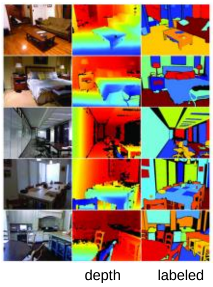
Results of single depth image



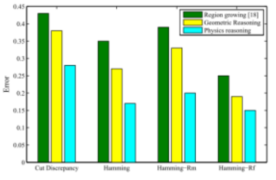
Point cloud segmentation Our method

Segmentation comparison

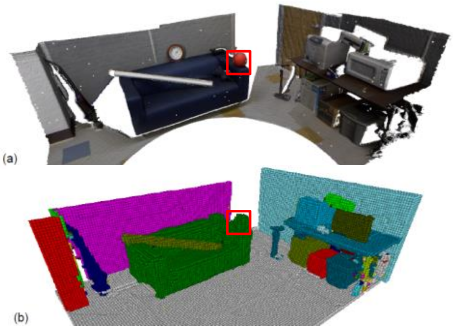
- NYU dataset v2 (1449 labeled depth images)



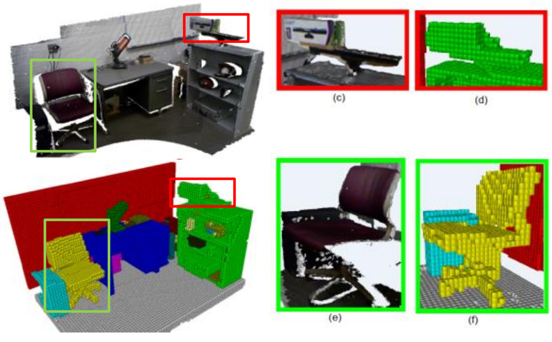
depth labeled



Large scale indoor scene



Large scale indoor scene



Precision of physical relation inference

- Dataset (15 labeled indoor scene data)

relations	Discriminative	Greedy	SWC
fixed joint	20.5%	66%	**81.8%**
support	42.2%	60.3%	**78.1%**

Summary

- Geometric reasoning
  - Segmentation + volumetric completion
    (2.5D -> volumetric)
- Physical reasoning
  - novel model of intuitive physical stability
  - A novel stability optimization

Scene Understanding:

Potential Falling Risk for Objects by Inferring Human Action and Natural Disturbance

Goal-understand the potential falling objects

Motivations

- safety surveillance robot,
- children, elders and people with disabilities
- Robotics -rescue

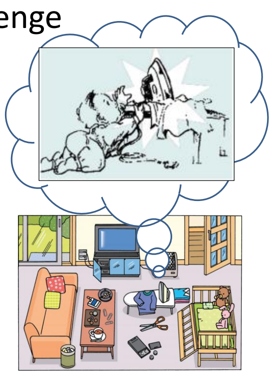


DARPA robotics

Challenge

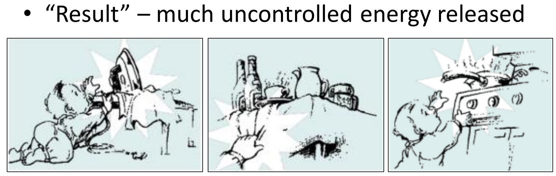
- Human can imagine but machine cannot.
- Doing the serious physical simulation?
  - various collisions
  - large number of objects
  - huge variation in size, shape, material

Time consuming!

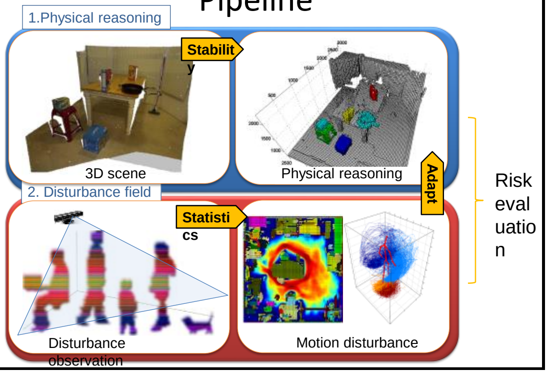


Observation – causality of the falling risk

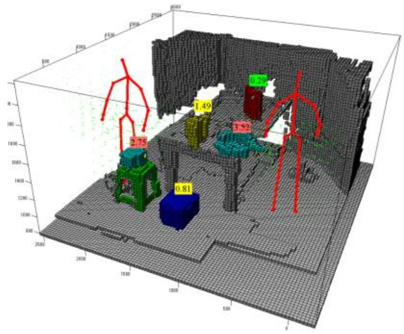
- "Cause" – the physical disturbance (energy absorbed)
- "Result" – much uncontrolled energy released



Pipeline

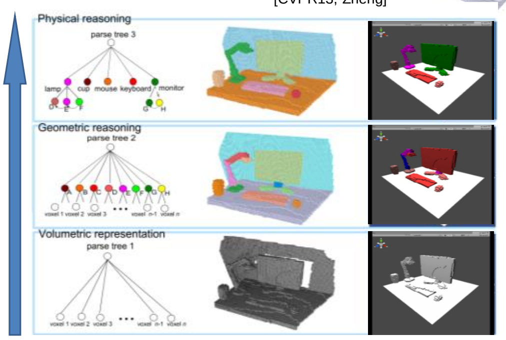


Risk evaluation

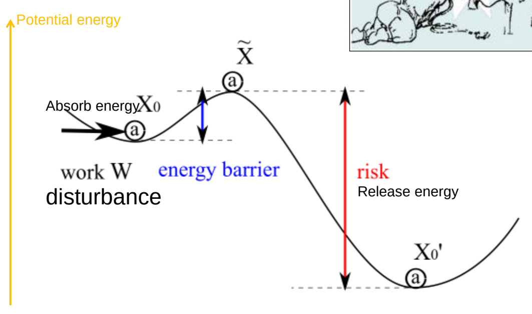


Physical reasoning

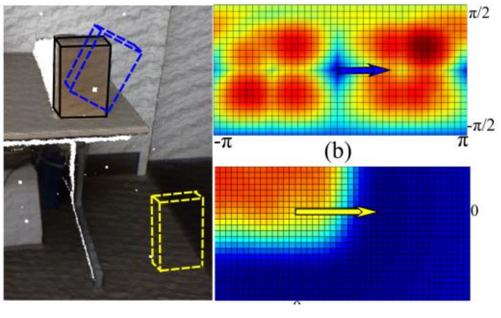
[CVPR13, Zheng]



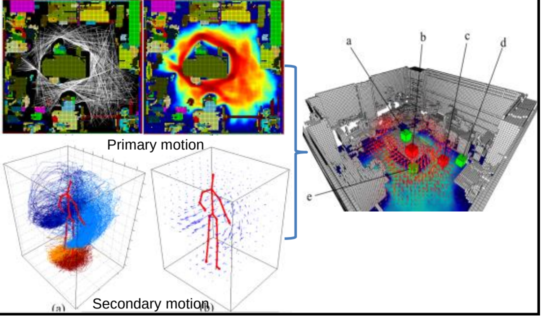
Physical risk defir



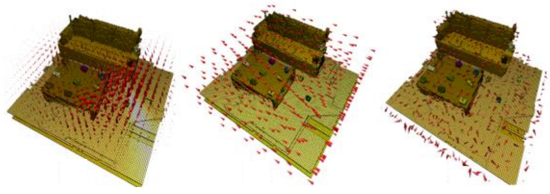
Example



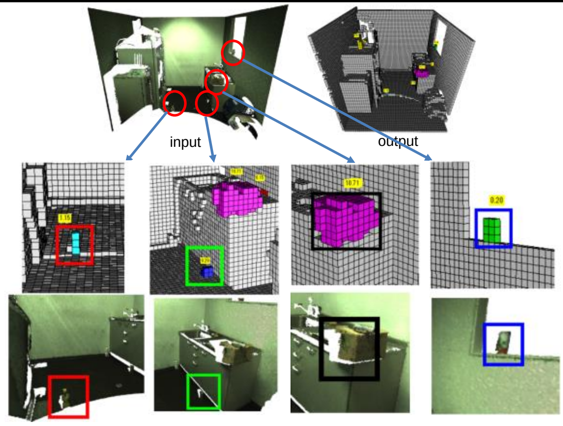
Disturbance field by human activities

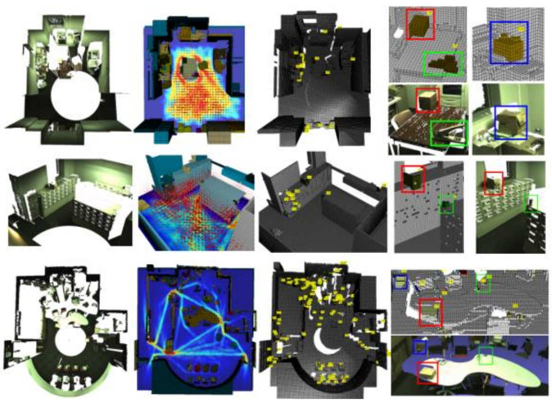


Other disturbances



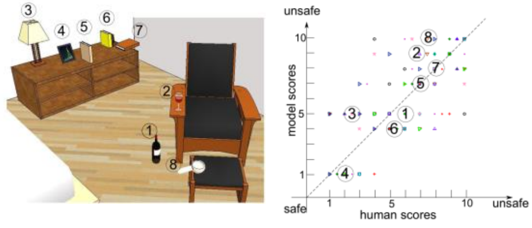
human activity — wind — earthquake





Discussion: Human v.s. Machine?

- There is no ground truth
- People have big variance on safety understanding



3D vision

Signals (raw data) processing	*e.g. Denoising*
past ↓	
Information	*e.g. Feature detection and description*
past ↓	
Knowledge	*e.g. Examplar-based recognition*
past ↓	
Cognition (in future)	*e.g. Reasoning by various knowledge*

Machine > Human in 2030s?