# Predicting Visual Saliency of Building using Top down Approach

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# Outline

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- Our Approach
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  - Itti and Koch A saliency-based search mechanism for overt and covert shifts of visual attention, 2000
- Object Detection
  - A simple object detector with boosting- by Antonio Torralba
  - Haartraining: Detect objects using Haar-like features
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## Motivation

- What landmarks (buildings) does human choose for describing a route.
- Applications in robotics.
- Less work done in top down approach of visual saliency

## Previous Work

- L. Itti, C. Koch, & E. Niebur (1998)- A Model of Saliency-Based Visual Attention for Rapid Scene Analysis
  - Uses low level features
  - Not able to predict correctly where humans actually look ,upto 28.4 % [3]
- Tilke judd, Krista Ehinger , Fredo Durand, Antonia torralba(2009)-Learning to Predict where humans look
  - A learning based model
  - Uses high level features also
  - State of the art in visual saliency prediction

#### **Our Approach**



# **Saliency Models**

- Based on neuro biologically linear filters
- Take into account low level features like intensity, contrast, illumination and color.
- Apart from these low level ,Some mid and high level features .
- All use bottom approach

#### Itti and Koch Model,[1998]



Figure taken from [1]

#### Algorithm



Taken from [6]







OrientationsCM



IntensitiesCM









## **Object Detection**

- OpenCV Haartraining: Detect objects using Haar-like features
- Take multiple "positive" samples, i.e., objects of interest, and "negative" samples, i.e., images that do not contain objects.
- Different features are extracted from samples and distinctive features are "compressed" into the statistical model parameters.
- A classifier after training period is obtained for object detection of that class.

## Haar-like Features







3. Center-surround features

(a



 Haar like feature's value is computed as the difference between the sum of the pixels within white and black rectangular regions for that feature.

$$f_{i} = \operatorname{Sum}(\mathbf{r}_{i, \text{ white}}) - \operatorname{Sum}(\mathbf{r}_{i, \text{ black}})$$

$$h_{i}(x) = \begin{cases} 1 & \text{if } f_{i} > \text{threshold} \\ -1 & \text{if } f_{i} < \text{threshold} \end{cases}$$

#### Adaboost Learning

$$F = sign(w_1h_1 + w_2h_2 + \dots + w_nh_n)$$
  
where,  $h_i(x) = \begin{cases} 1 & \text{if } f_i > \theta_i \\ -1 & \text{if } f_i < \theta_i \end{cases}$ 

Weak classfiers ( h<sub>i</sub> (x) ) with less error rate ,gets larger weight Hence ,contributes in strong classifier.

# **Object Detection in OpenCV**

- 1. Generating the database of positive and negative samples.
- 2. Make the bounding box for the object by objectmarker.exe
- 3. Generate the vec file out of positive samples using createsamples.exe
- 4. For generating classifier run the haartraining.exe
- 5. Run haarconv.exe to convert classifier to .xml file

# Where Do People Look

- Faces
- Text
- People
- Body parts
- animals







## Problem faced

Unconventional buildings attract attention against low level features used by us



## Contd...

• Text ,faces etc on buildings attract more attention.



Input image

## Work done

• Saliency Detection completed



#### thresholding



After applying itti koch algo



# Work done

• Our Label me[4] database consisting 150 annotated images























































#### Resources

- Saliency Tool box
  - Contains functions for implementing visual saliency based on itti and koch model
- Cascade Classifier Training in opency
- J. Harel, A Saliency Implementation in MATLAB: http://www.klab.caltech.edu/~harel/share/gbvs. php
- Training images from Imagenet

## References

- [1]Itti and Koch A saliency-based search mechanism for overt and covert shifts of visual attention, 2000
- [2] Tilke judd, Krista Ehinger, Fredo Durand, Antonia torralba(2009)-Learning to Predict where humans look
- [3]A Benchmark of Computational Models of Saliency to Predict Human Fixations by Tilke Judd, Fredo Durand and Antonio Torralba.[2012].
- [4] LabelMe: online image annotation and applications A. Torralba, B. C. Russell, J. Yuen
- [5] Paul Viola, Michael Jones[2001]. Rapid Object Detection using a Boosted Cascade of Simple Features. Conference on Computer Vision and Pattern Recognition
- [6] http://www.klab.caltech.edu/~harel/pubs/gbvs\_nips\_poster.pdf

# Questions ???

• Architecture:



#### Center-surround Difference

• Achieve center-surround difference through across-scale difference



- Operated denoted by  $\Theta$ : Interpolation to finer scale and point-to-point subtraction
- One pyramid for each channel:  $I(\sigma), R(\sigma), G(\sigma), B(\sigma), Y(\sigma)$ where  $\sigma \in [0..8]$  is the scale

- Center-surround Difference
  - Intensity Feature Maps
- $I(c, s) = | I(c) \Theta I(s) |$
- *c* ∈ {2, 3, 4}
- $s = c + \delta$  where  $\delta \in \{3, 4\}$
- So  $I(2, 5) = | I(2) \Theta I(5) |$  $I(2, 6) = | I(2) \Theta I(6) |$  $I(3, 6) = | I(3) \Theta I(6) |$
- $\rightarrow$  6 Feature Maps



• Center-surround Difference • Color Feature Maps

**Red-Green and Yellow-Blue** 

•Center-surround Difference •Orientation Feature Maps

• 
$$O(c, s, \theta) = |O(c, \theta) - O(s, \theta)|$$

Same c and s as with intensity



- Normalization Operator
- Promotes maps with few strong peaks
- Surpresses maps with many comparable peaks
  - 1. Normalization of map to range [0...M]
  - 2. Compute average *m* of all local maxima
  - 3. Find the global maximum *M*
  - 4. Multiply the map by  $(M-m)^2$

# Example of Operation:



#### Inhibition of return

- Given example images  $(x_1, y_1), \ldots, (x_n, y_n)$  where  $y_i = 0, 1$  for negative and positive examples respectively.
- Initialize weights  $w_{1,i} = \frac{1}{2m}, \frac{1}{2l}$  for  $y_i = 0, 1$  respectively, where m and l are the number of negatives and positives respectively.
- For t = 1, ..., T:
  - 1. Normalize the weights,

$$w_{t,i} \leftarrow \frac{w_{t,i}}{\sum_{j=1}^n w_{t,j}}$$

so that  $w_t$  is a probability distribution.

- 2. For each feature, j, train a classifier  $h_j$  which is restricted to using a single feature. The error is evaluated with respect to  $w_t$ ,  $\epsilon_j = \sum_i w_i |h_j(x_i) - y_i|$ .
- 3. Choose the classifier,  $h_t$ , with the lowest error  $\epsilon_t$ .
- 4. Update the weights:

$$w_{t+1,i} = w_{t,i}\beta_t^{1-e}$$

where  $e_i = 0$  if example  $x_i$  is classified correctly,  $e_i = 1$  otherwise, and  $\beta_t = \frac{\epsilon_t}{1 - \epsilon_t}$ .

• The final strong classifier is:

$$h(x) = \begin{cases} 1 & \sum_{t=1}^{T} \alpha_t h_t(x) \ge \frac{1}{2} \sum_{t=1}^{T} \alpha_t \\ 0 & \text{otherwise} \end{cases}$$

where  $\alpha_t = \log \frac{1}{\beta_t}$ 

#### AdaBoost Algorithm

Start with uniform weights on training examples

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 $\{X_1, ..., X_n\}$ 

#### For T rounds

Evaluate
 weighted error
 for each feature,
 pick best.

Re-weight the examples:

Incorrectly classified -> more weight Correctly classified -> less weight

Final classifier is combination of the weak ones, weighted according to error they had.

Slide from K.Grauman

# Acknowledgement

• The slides 22-28 are based on the tutorial from http://disp.ee.ntu.edu.tw/class/saliencymap.