

Computer vision meets high-performance computing



David Crandall

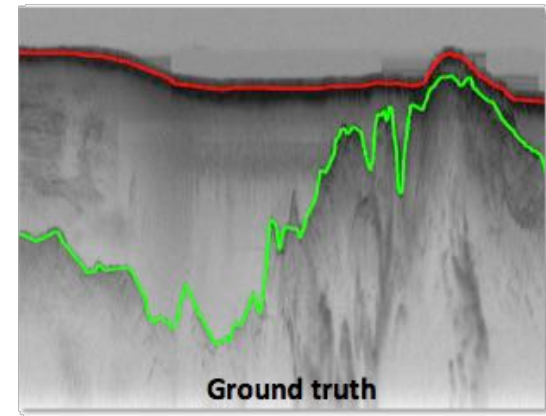
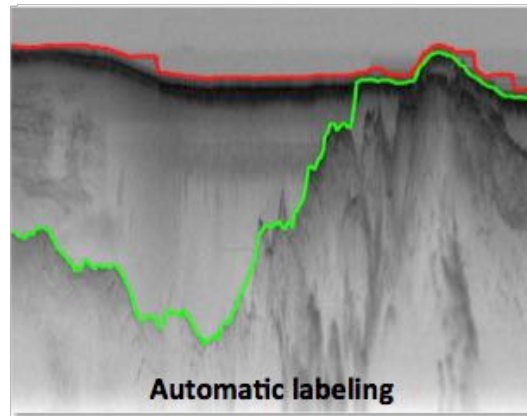
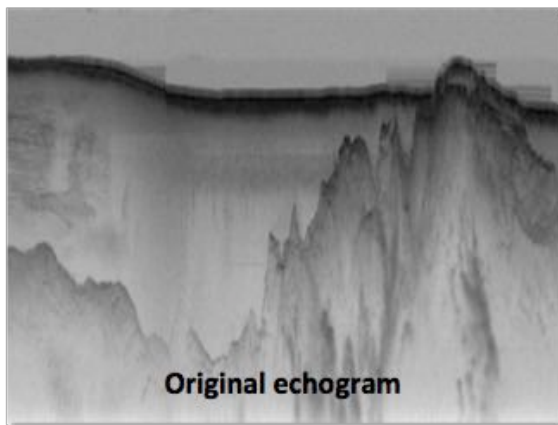
School of Informatics and Computing

Indiana University

Bloomington, Indiana

SPIDAL work

- Radar informatics (with CRESIS)



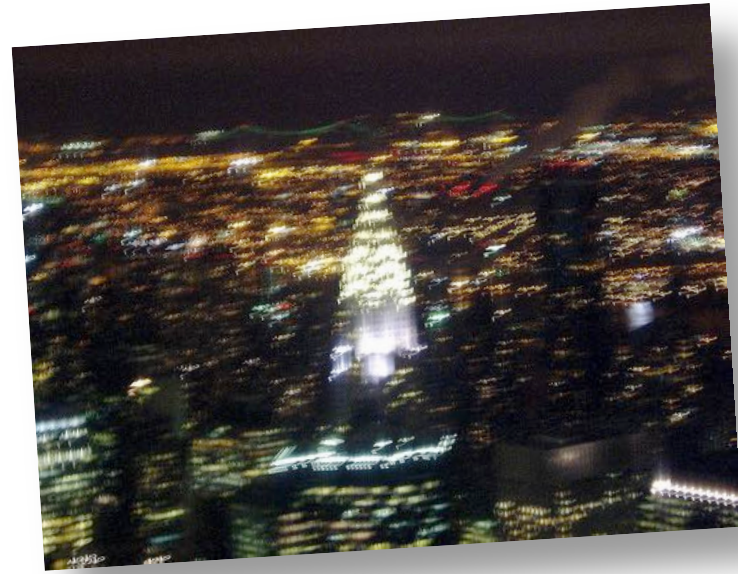
- High-performance abstractions for large-scale image analysis and computer vision
 - Find connections between computer vision on consumer photos, with medical imaging, GIS, etc.

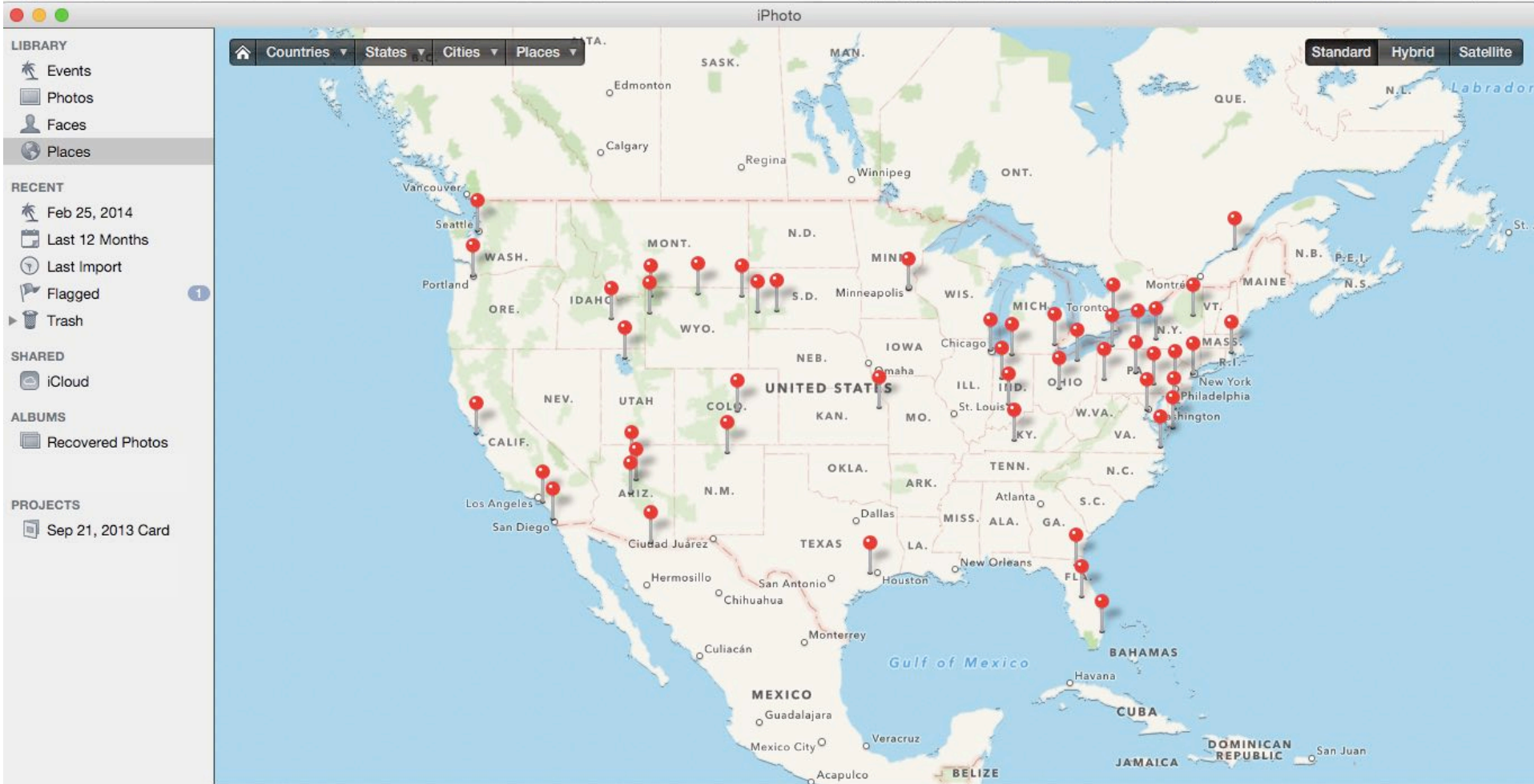


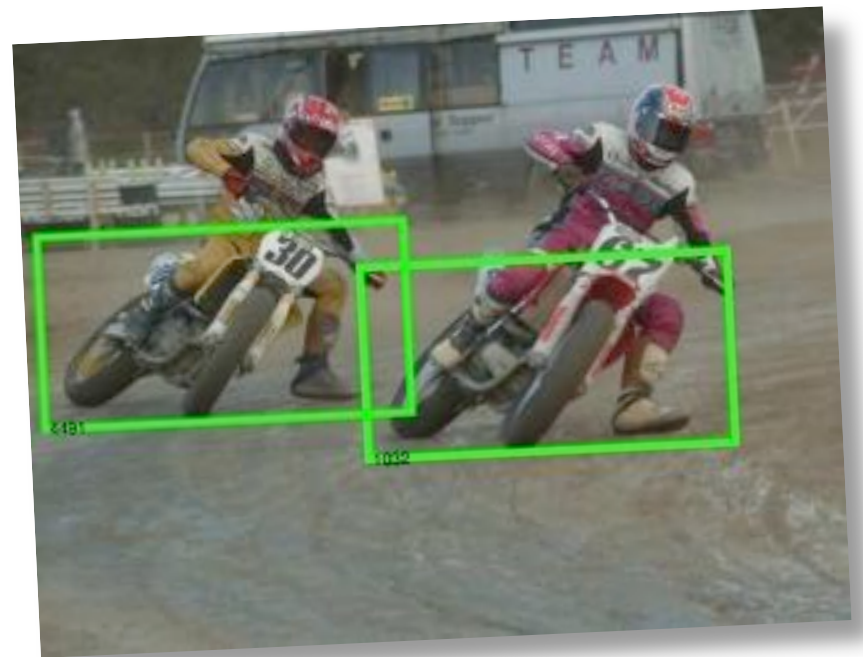
Computational patterns in vision

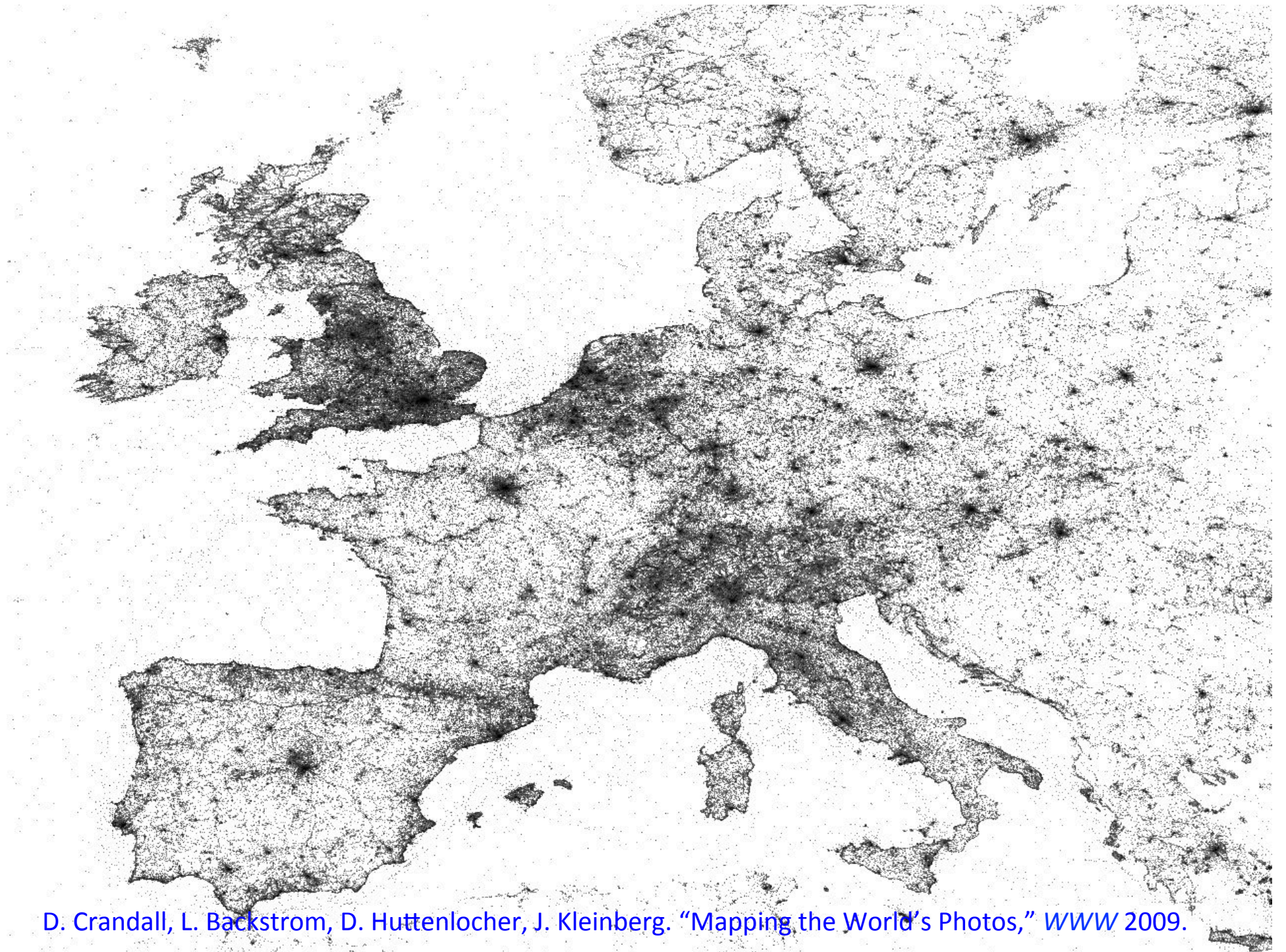
1. Single image tasks (e.g. feature extraction)
 - # of images may be large, but easily parallelizable
2. Image matching (e.g. recognition, clustering)
 - Evaluating distances between many high-dimensional vectors
3. Iterative algorithms (e.g. learning)
 - Few, but long-running iterations (e.g. k-means)
 - Lightweight, but many iterations (e.g. neural net backprop)
4. Inference on graphs (e.g. reconstruction, learning)
 - Small graphs with huge label spaces (e.g. pose detection)
 - Large graphs with small label spaces (e.g. resolving stereo)
 - Large graphs with large label spaces (e.g. reconstruction)

Visual geolocation: where was the photo taken?

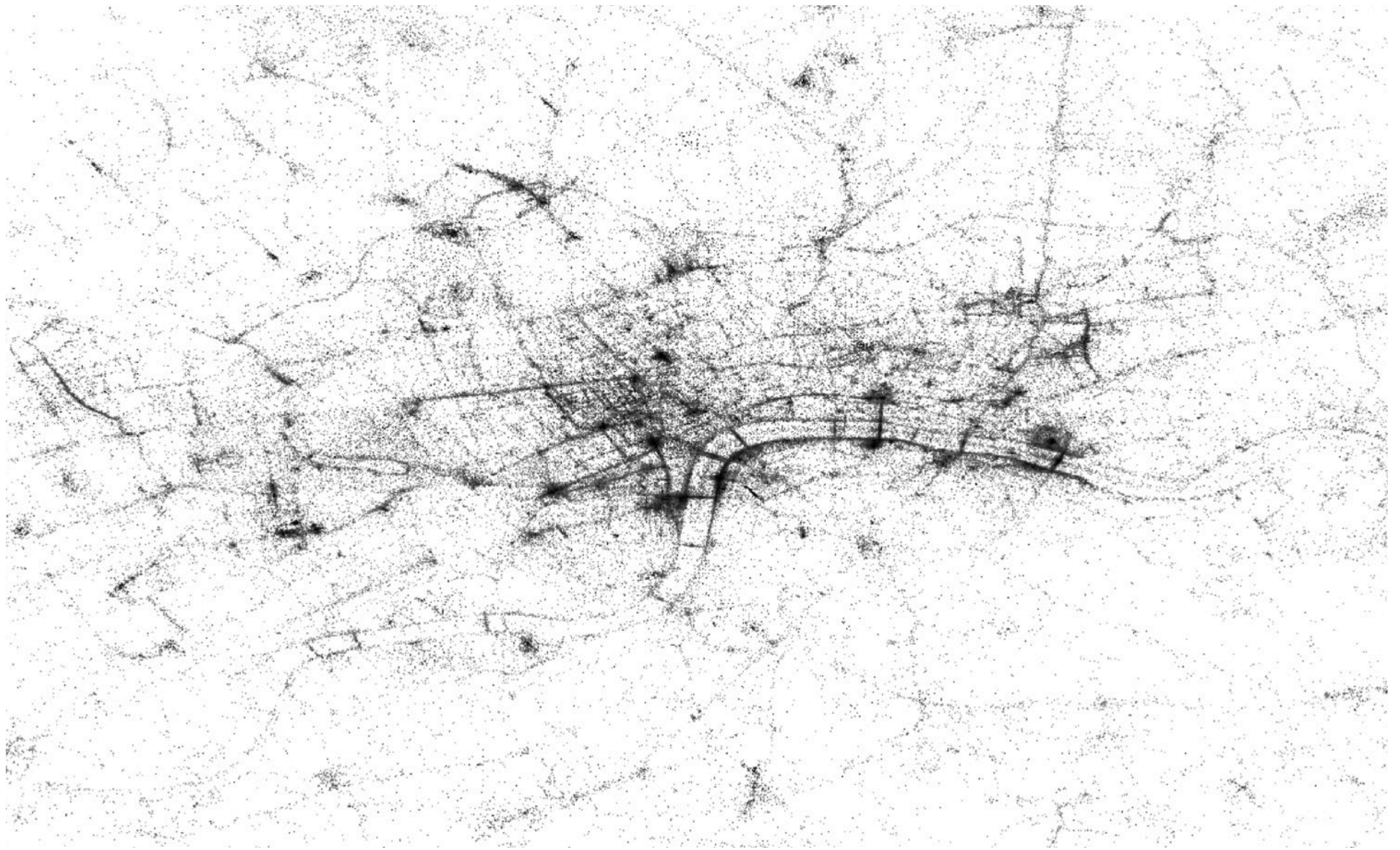






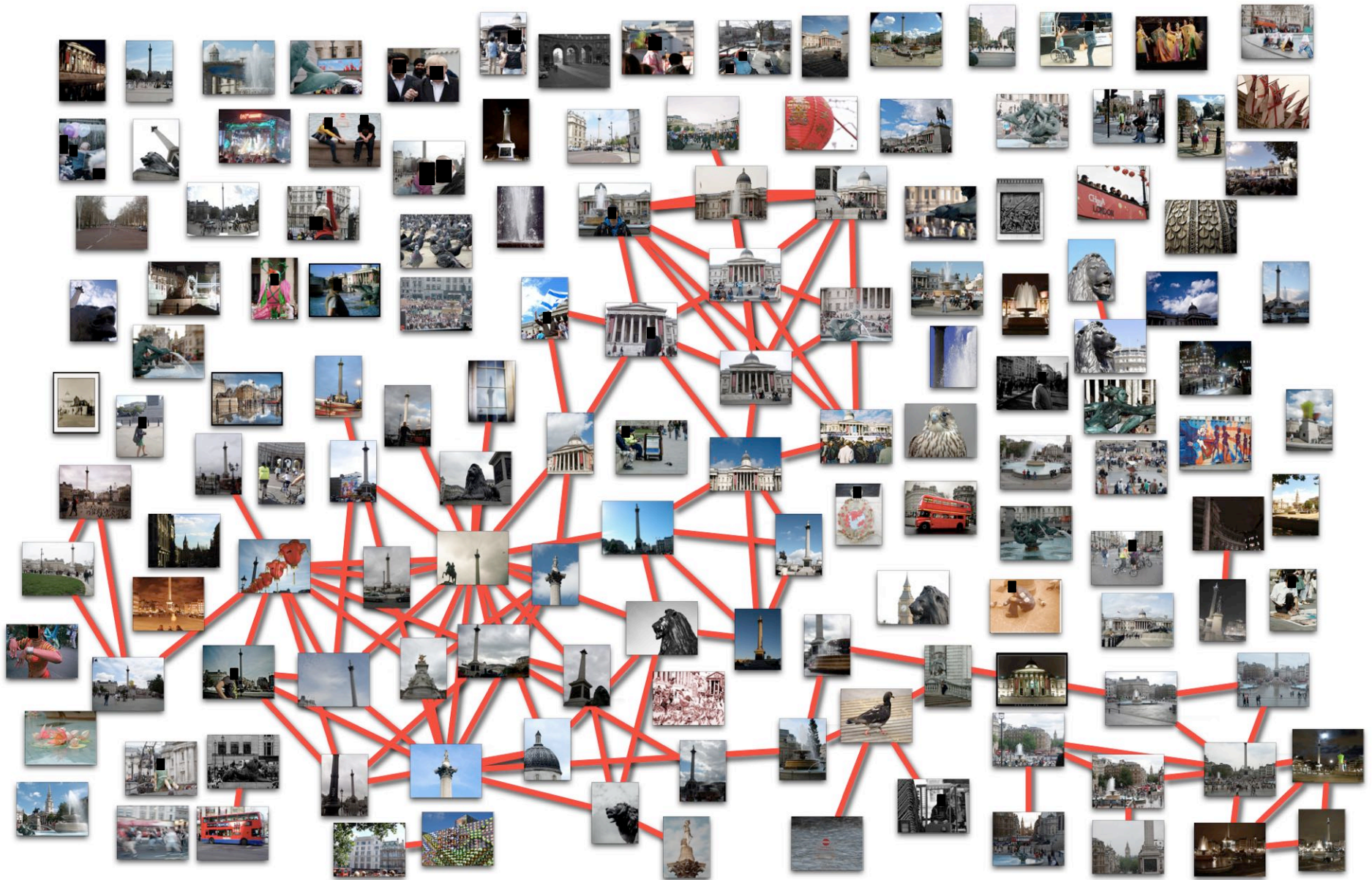


D. Crandall, L. Backstrom, D. Huttenlocher, J. Kleinberg. "Mapping the World's Photos," WWW 2009.



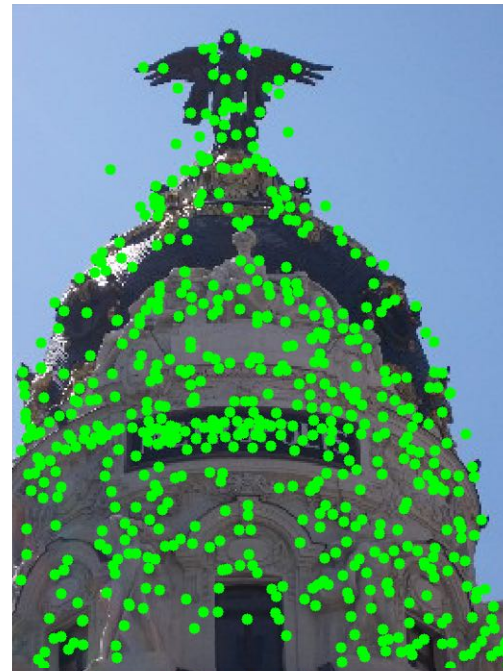
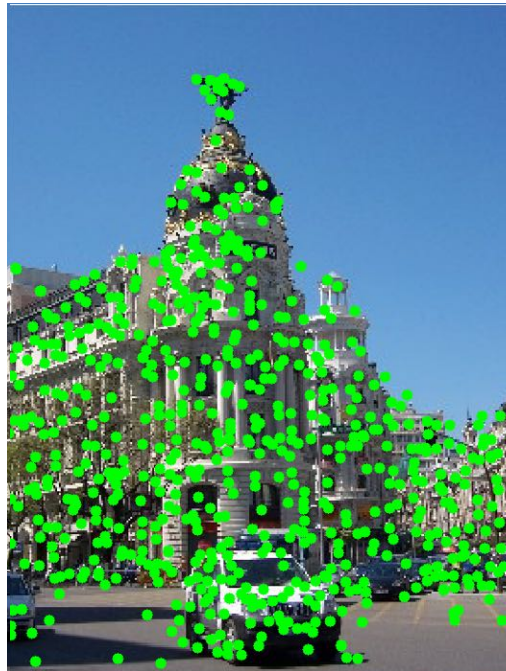
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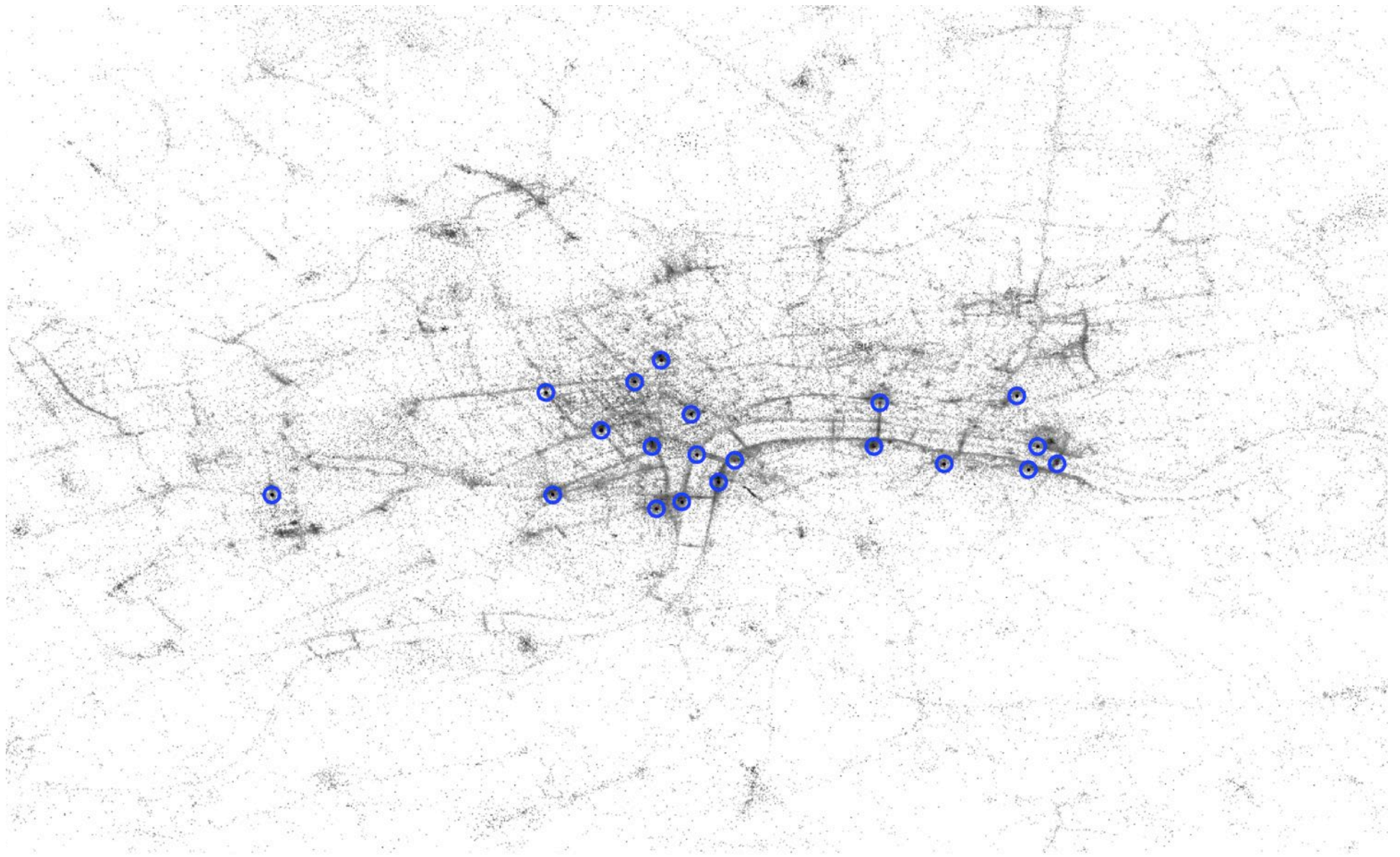
Image similarity graphs



Measuring image similarity

- We use SIFT to extract interest point descriptors [Lowe04]
 - Compute an invariant descriptor for each interest point
 - ~1000 interest points per image, 128-dimensional descriptors
 - To compare 2 images, count number of “matching” descriptors

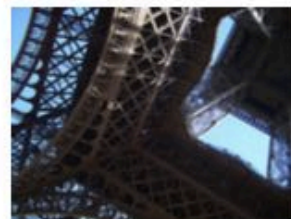
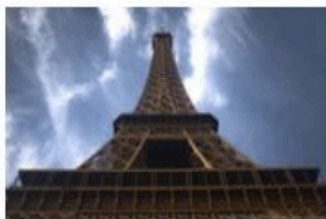




D. Crandall, L. Backstrom, D. Huttenlocher, J. Kleinberg. "Mapping the World's Photos," WWW 2009.

1. eiffeltower

random tags: eiffel, city, travel, night, street



2. trafalgarsquare

random tags: london, summer, july, trafalgar, londra



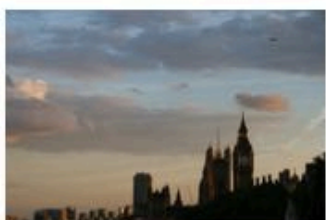
3. bigben

random tags: westminster, london, ben, night, unitedkingdom



4. londoneye

random tags: stone, cross, london, day2, building



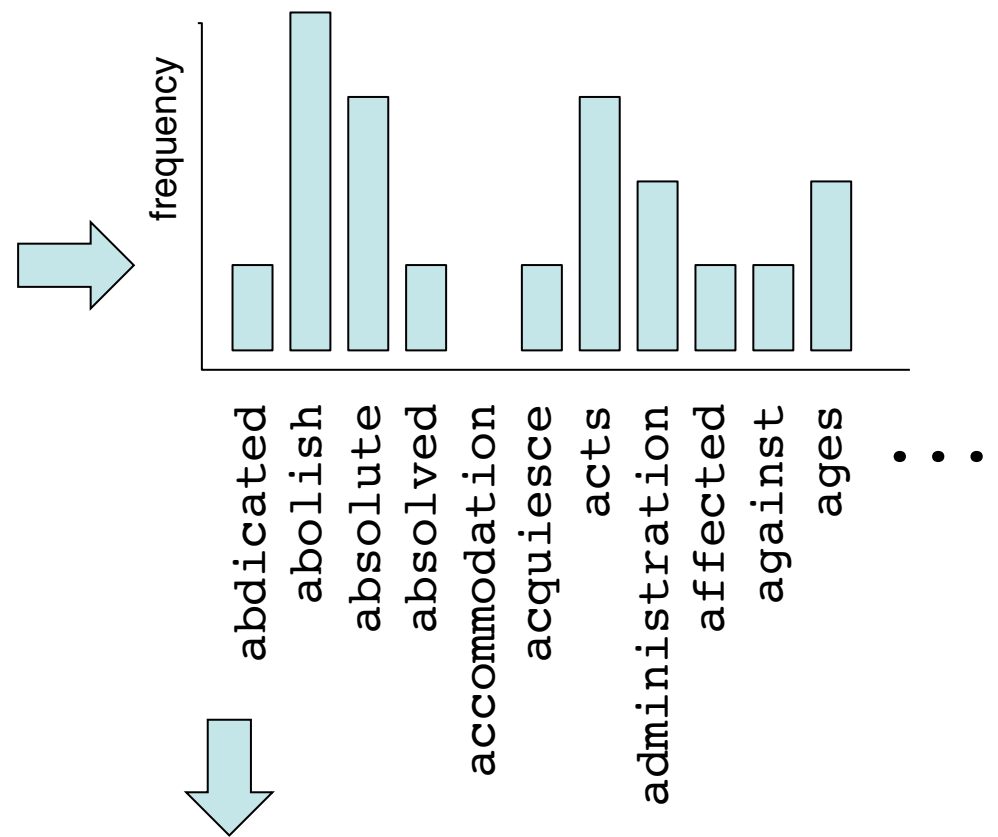
Landmark classification

- Our task: given a photo known to be taken at one of n landmarks, identify the correct landmark
 - Define classes based on data-driven “hotspots” of photo activity
- For training, use ~100 million geo-tagged Flickr photos
 - Geo-tags give us (noisy) ground truth labels
- For testing, use separate set of millions of Flickr photos
- Approach based on “bag of visual words” models

Vector space model

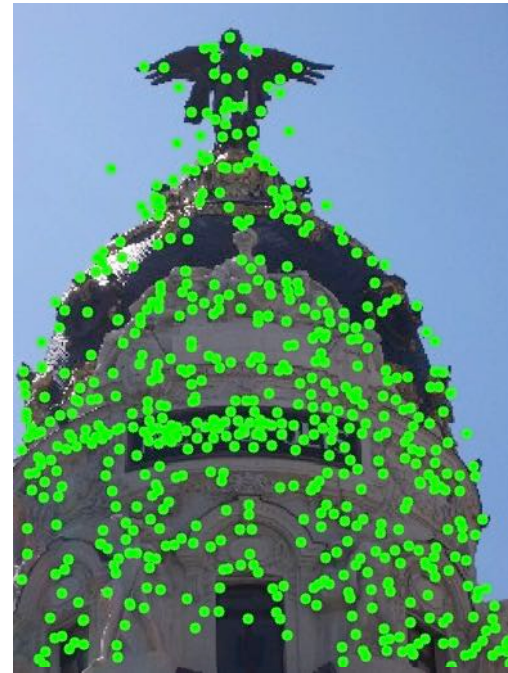
- Represent a document as a histogram over word frequency

When in the Course of human events, it becomes necessary for one people to dissolve the political bands which have connected them with another, and to assume among the powers of the earth, the separate and equal station to which the Laws of Nature and of Nature's God entitle them, a decent respect to the...

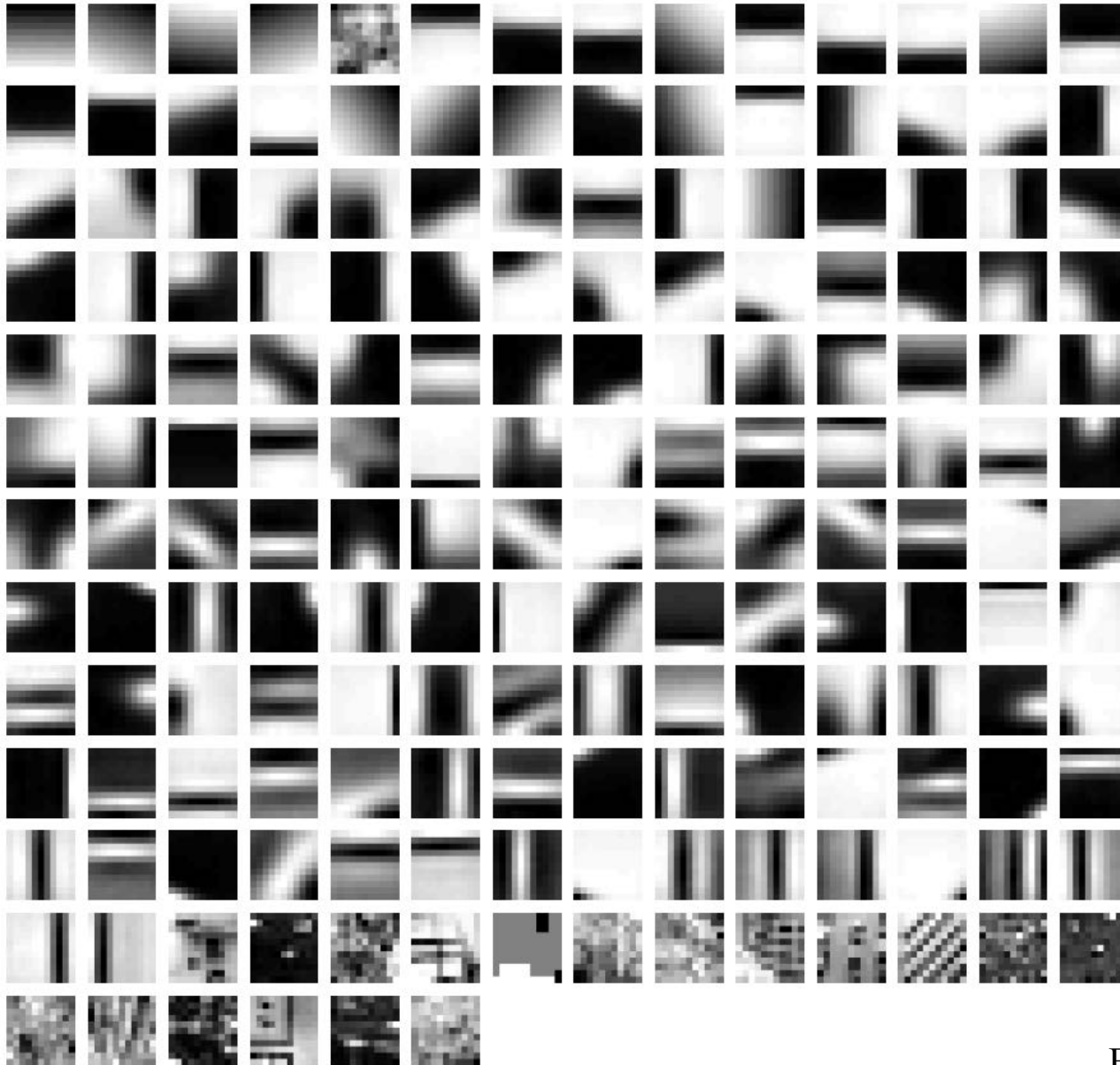


Encode mathematically as a vector: (1, 4, 3, 1, 0, 1, 3, 2, 1, 1, 2 ...)

Find “interest points”

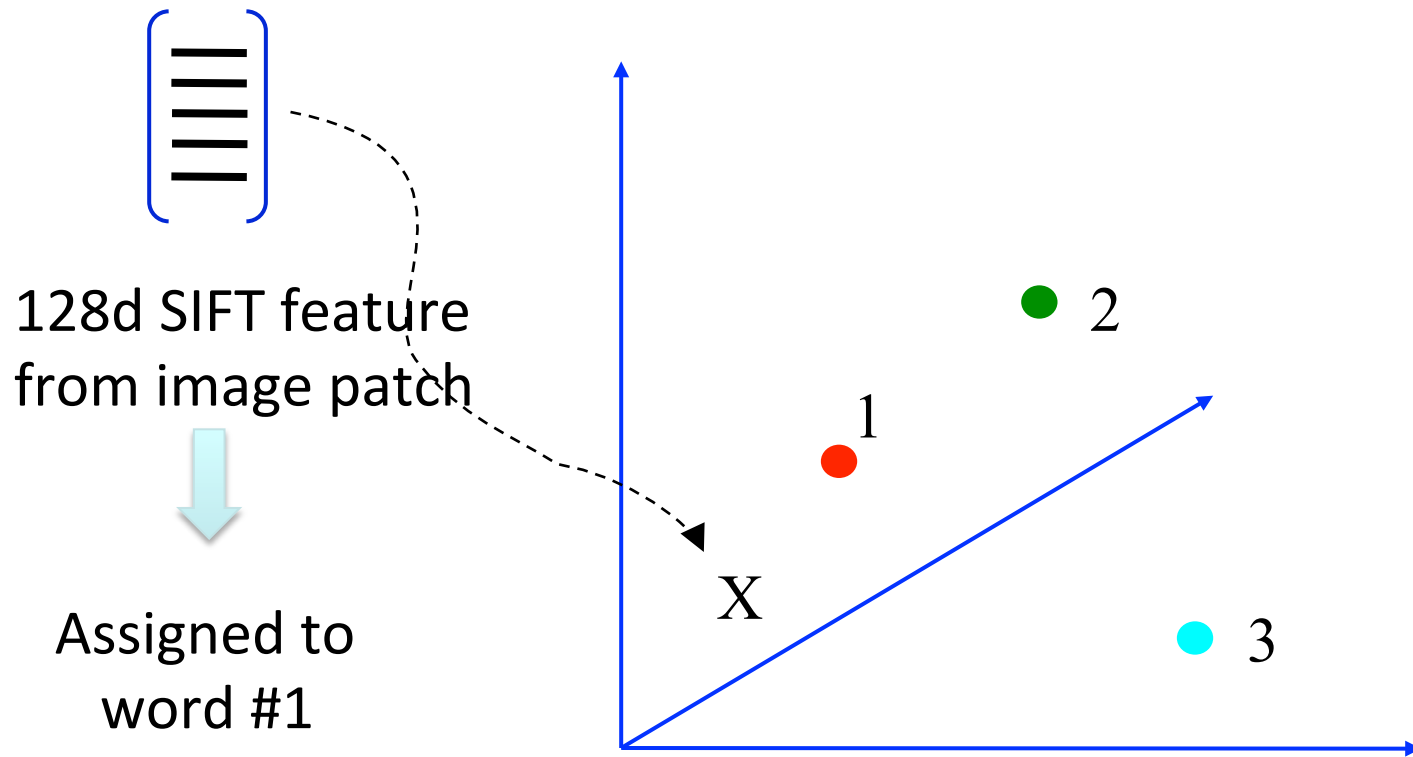


Build a "visual vocabulary"



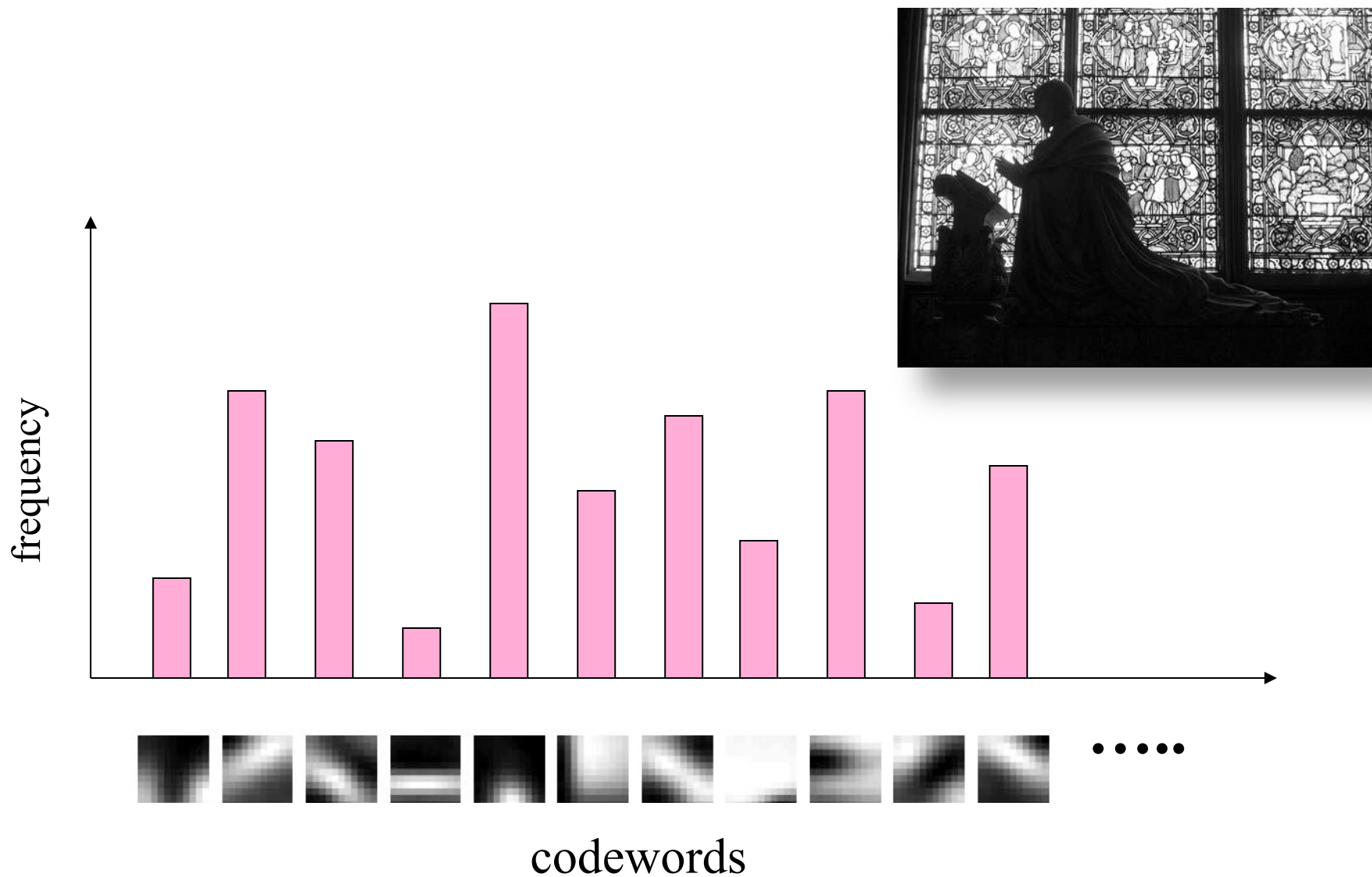
Map features to words

- Given a feature in a new image, assign it to the closest visual word in the clustered “vocabulary”



Adapted from slide by J. Sivic

Compute visual word histogram for each image



Apply machine learning

- Given feature vectors from many labeled images, learn a model of a landmark
 - E.g. using a Support Vector Machine (SVM)

Landmark classification results

Categories	Random baseline	Images - BoW		
		visual	text	vis+text
Top 10 landmarks	10.00	57.55	69.25	80.91
Landmark 200-209	10.00	51.39	79.47	86.53
Landmark 400-409	10.00	41.97	78.37	82.78
Human baseline	10.00	68.00	—	76.40
Top 20 landmarks	5.00	48.51	57.36	70.47
Landmark 200-219	5.00	40.48	71.13	78.34
Landmark 400-419	5.00	29.43	71.56	75.71
Top 50 landmarks	2.00	39.71	52.65	64.82
Landmark 200-249	2.00	27.45	65.62	72.63
Landmark 400-449	2.00	21.70	64.91	69.77
Top 100 landmarks	1.00	29.35	50.44	61.41
Top 200 landmarks	0.50	18.48	47.02	55.12
Top 500 landmarks	0.20	9.55	40.58	45.13

Y. Li, D. Crandall, D. Huttenlocher. "Landmark recognition in large-scale image collections," *ICCV* 2009.

Classifying photo streams



3:35pm

**Alcatraz, SF bay?
Ellis Island, NYC?**



8:03pm

**Piazza San Marco, Venice?
Sather Tower, Berkeley?**



9:27pm

**Bay Bridge, SF bay?
Geo Wash Bridge, NYC?**

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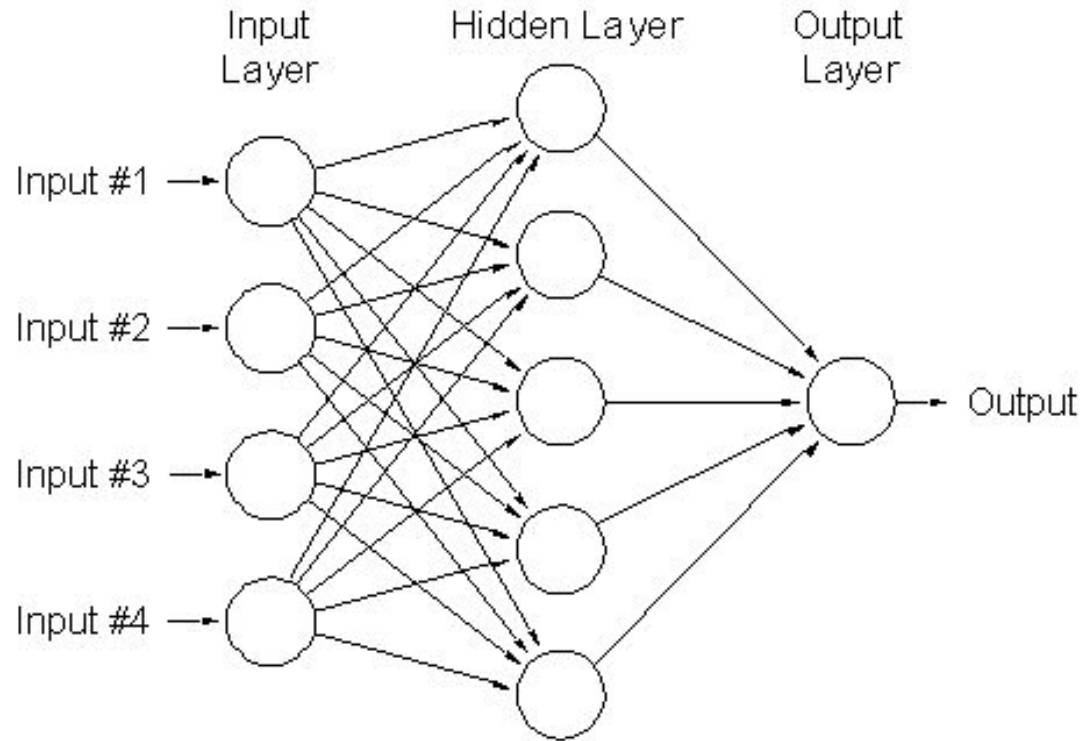
- Model as a Hidden Markov Model, learn parameters via Structured SVMs, do fast inference with Viterbi algorithm

Landmark classification results

Categories	Random baseline	Images - BoW			Photo streams		
		visual	text	vis+text	visual	text	vis+text
Top 10 landmarks	10.00	57.55	69.25	80.91	68.82	70.67	82.54
Landmark 200-209	10.00	51.39	79.47	86.53	60.83	79.49	87.60
Landmark 400-409	10.00	41.97	78.37	82.78	50.28	78.68	82.83
Human baseline	10.00	68.00	—	76.40	—	—	—
Top 20 landmarks	5.00	48.51	57.36	70.47	62.22	58.84	72.91
Landmark 200-219	5.00	40.48	71.13	78.34	52.59	72.10	79.59
Landmark 400-419	5.00	29.43	71.56	75.71	38.73	72.70	75.87
Top 50 landmarks	2.00	39.71	52.65	64.82	54.34	53.77	65.60
Landmark 200-249	2.00	27.45	65.62	72.63	37.22	67.26	74.09
Landmark 400-449	2.00	21.70	64.91	69.77	29.65	66.90	71.62
Top 100 landmarks	1.00	29.35	50.44	61.41	41.28	51.32	62.93
Top 200 landmarks	0.50	18.48	47.02	55.12	25.81	47.73	55.67
Top 500 landmarks	0.20	9.55	40.58	45.13	13.87	41.02	45.34

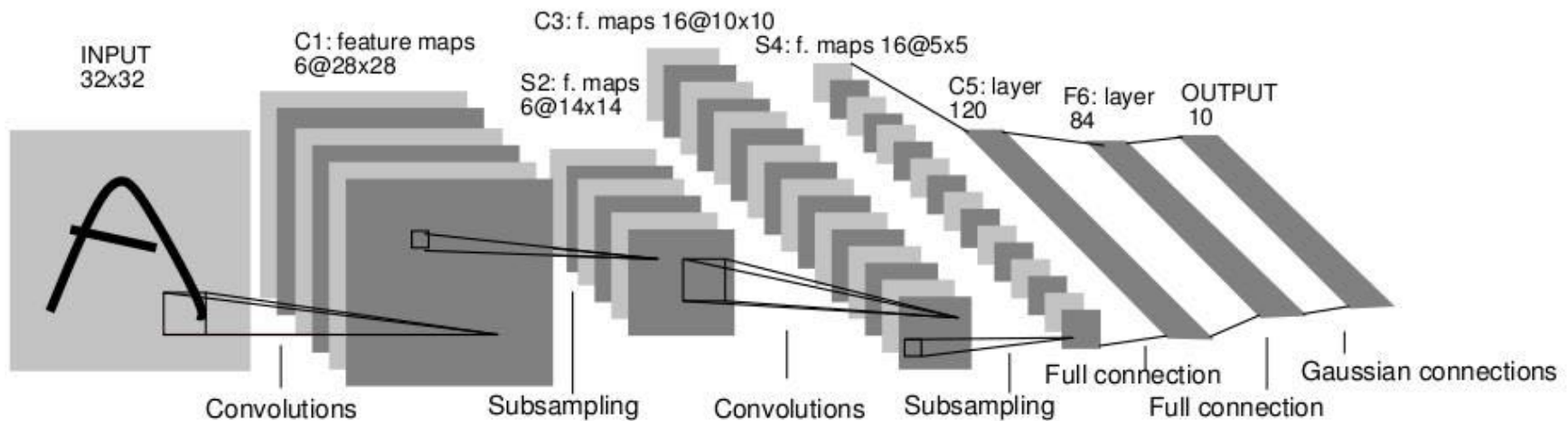
Y. Li, D. Crandall, D. Huttenlocher. "Landmark recognition in large-scale image collections," *ICCV* 2009.

Background: Multi-Layer Neural Networks



- Each neuron calculates a non-linear function of the dot product of its inputs with a weight vector

Convolutional Neural Network

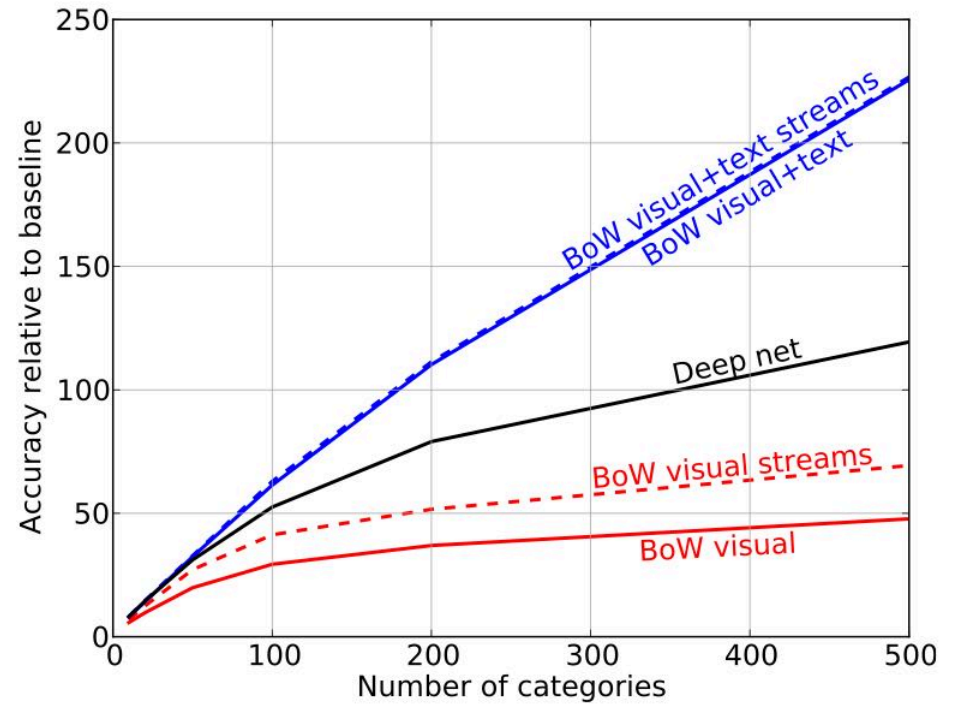
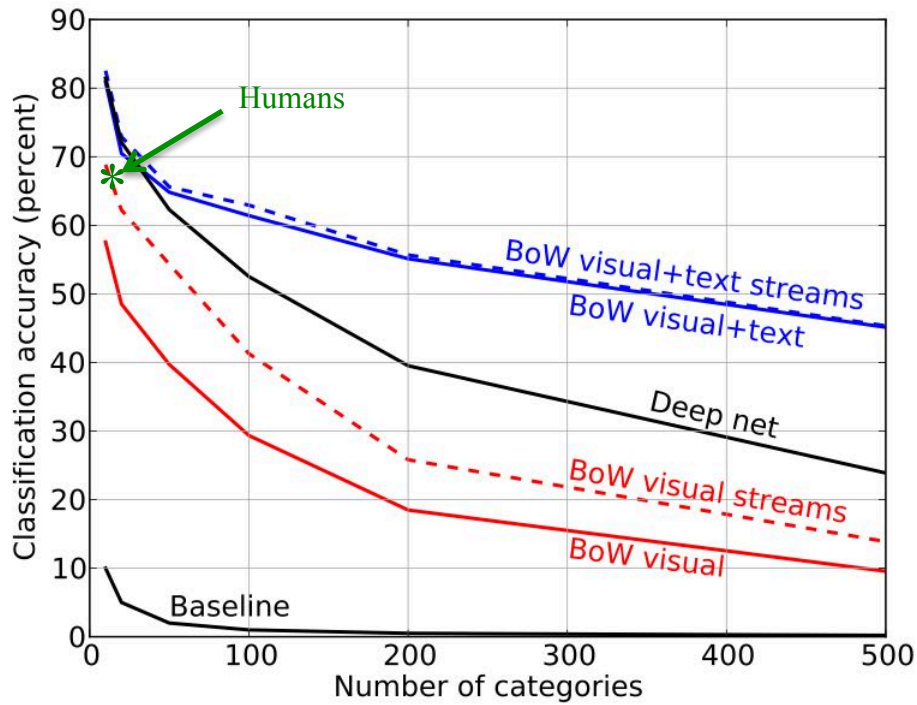


Y. LeCun, L. Bottou, Y. Bengio, and P. Haffner, Gradient-based learning applied to document recognition, Proceedings of the IEEE 86(11): 2278–2324, 1998.

Landmark classification results

Categories	Random baseline	Images - BoW			Photo streams			Images - deep
		visual	text	vis+text	visual	text	vis+text	visual
Top 10 landmarks	10.00	57.55	69.25	80.91	68.82	70.67	82.54	81.43
Landmark 200-209	10.00	51.39	79.47	86.53	60.83	79.49	87.60	—
Landmark 400-409	10.00	41.97	78.37	82.78	50.28	78.68	82.83	—
Human baseline	10.00	68.00	—	76.40	—	—	—	68.00
Top 20 landmarks	5.00	48.51	57.36	70.47	62.22	58.84	72.91	72.10
Landmark 200-219	5.00	40.48	71.13	78.34	52.59	72.10	79.59	—
Landmark 400-419	5.00	29.43	71.56	75.71	38.73	72.70	75.87	—
Top 50 landmarks	2.00	39.71	52.65	64.82	54.34	53.77	65.60	62.28
Landmark 200-249	2.00	27.45	65.62	72.63	37.22	67.26	74.09	—
Landmark 400-449	2.00	21.70	64.91	69.77	29.65	66.90	71.62	—
Top 100 landmarks	1.00	29.35	50.44	61.41	41.28	51.32	62.93	52.52
Top 200 landmarks	0.50	18.48	47.02	55.12	25.81	47.73	55.67	39.52
Top 500 landmarks	0.20	9.55	40.58	45.13	13.87	41.02	45.34	23.88

Landmark classification results



Some random failures



Correct:
Predicted:

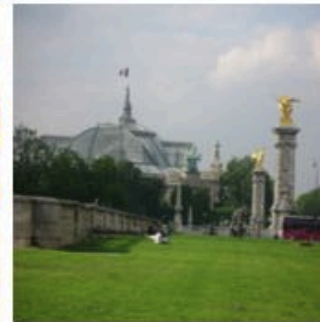
Trafalgar Square
Colesseum
(a)



London Eye
Eiffel Tower
(b)



Trafalgar Square
Piazza San Marco
(c)



Notre Dame
Eiffel Tower
(d)



Trafalgar Square
Empire State Building
(e)



Correct:
Predicted:

Tate Modern
Louvre
(f)



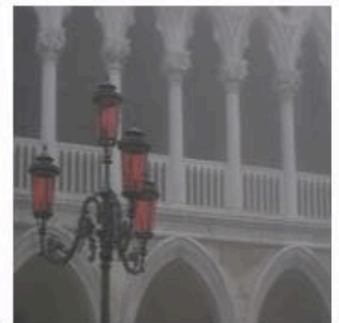
Big Ben
Piazza San Marco
(g)



Notre Dame
Big Ben
(h)



Louvre
Notre Dame
(i)



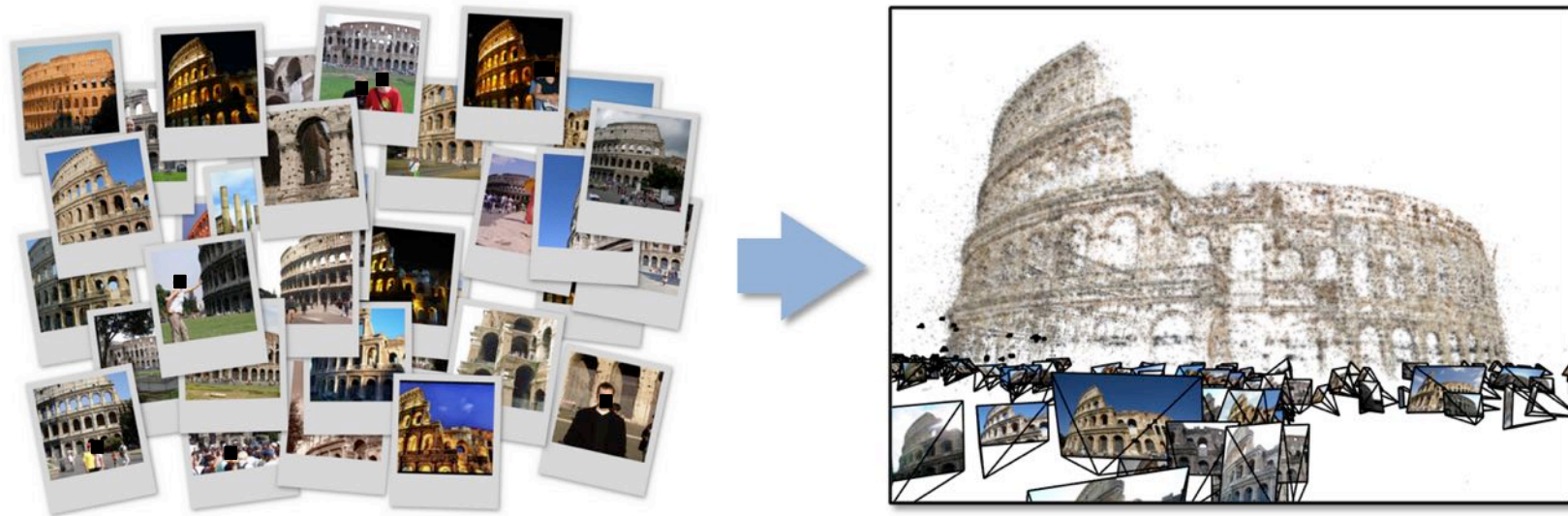
Piazza San Marco
London Eye
(j)

Building 3D reference models

If we had a 3D model, we could geo-locate images very precisely.

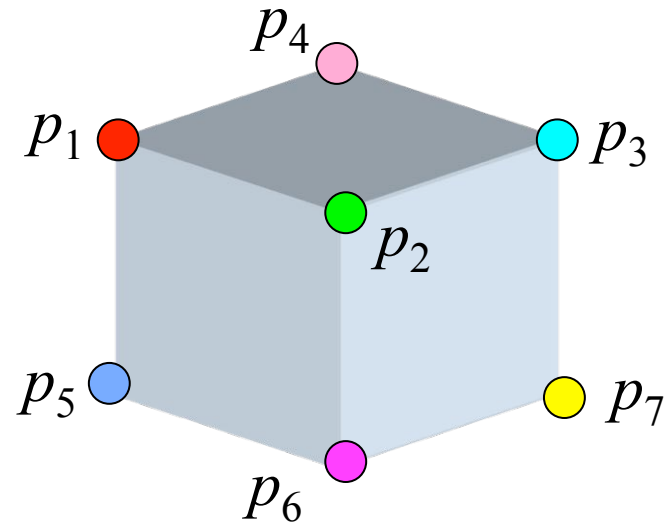
If we had precise geo-locations for photos, we could build a 3D model.

So we have to do both simultaneously...

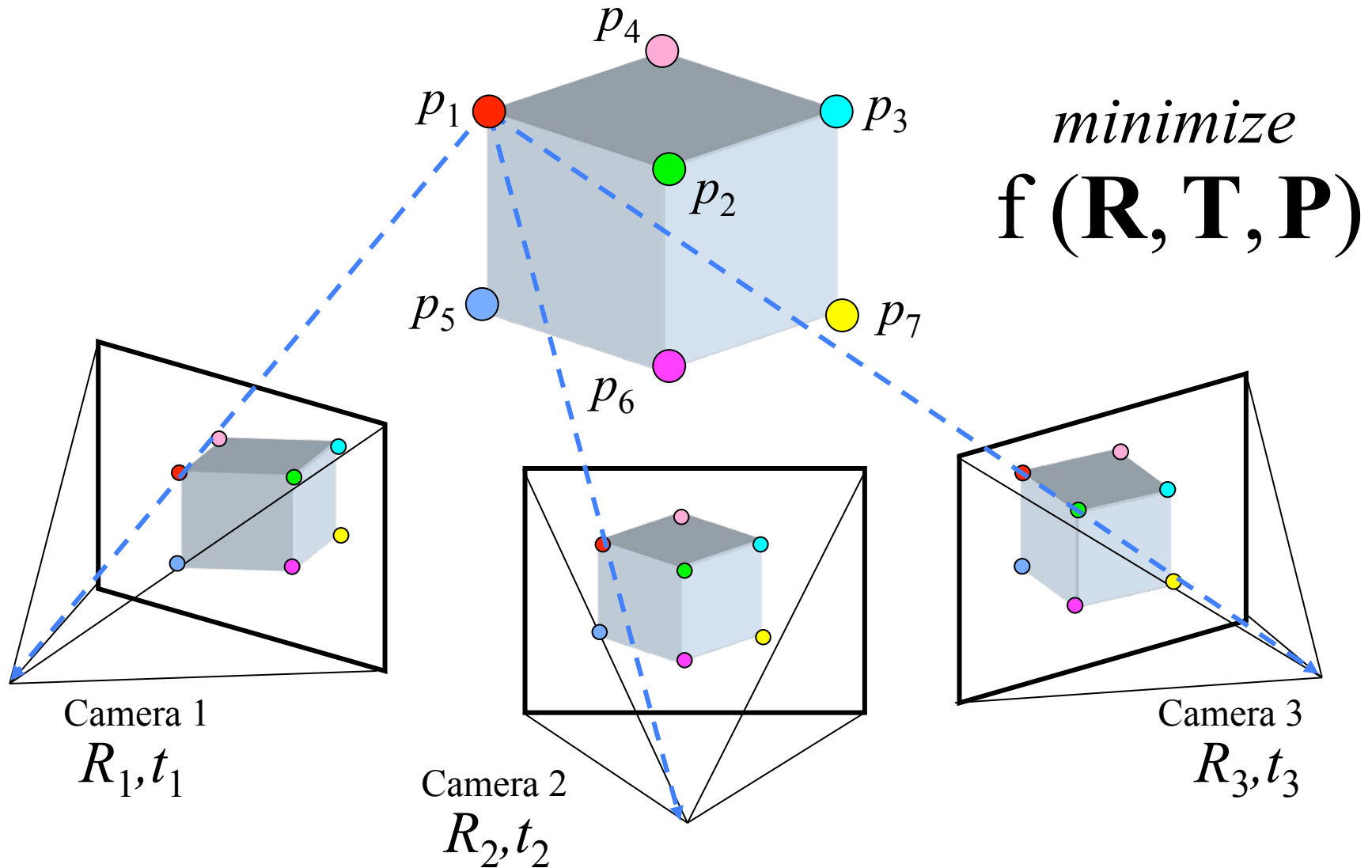


[Snavely06]

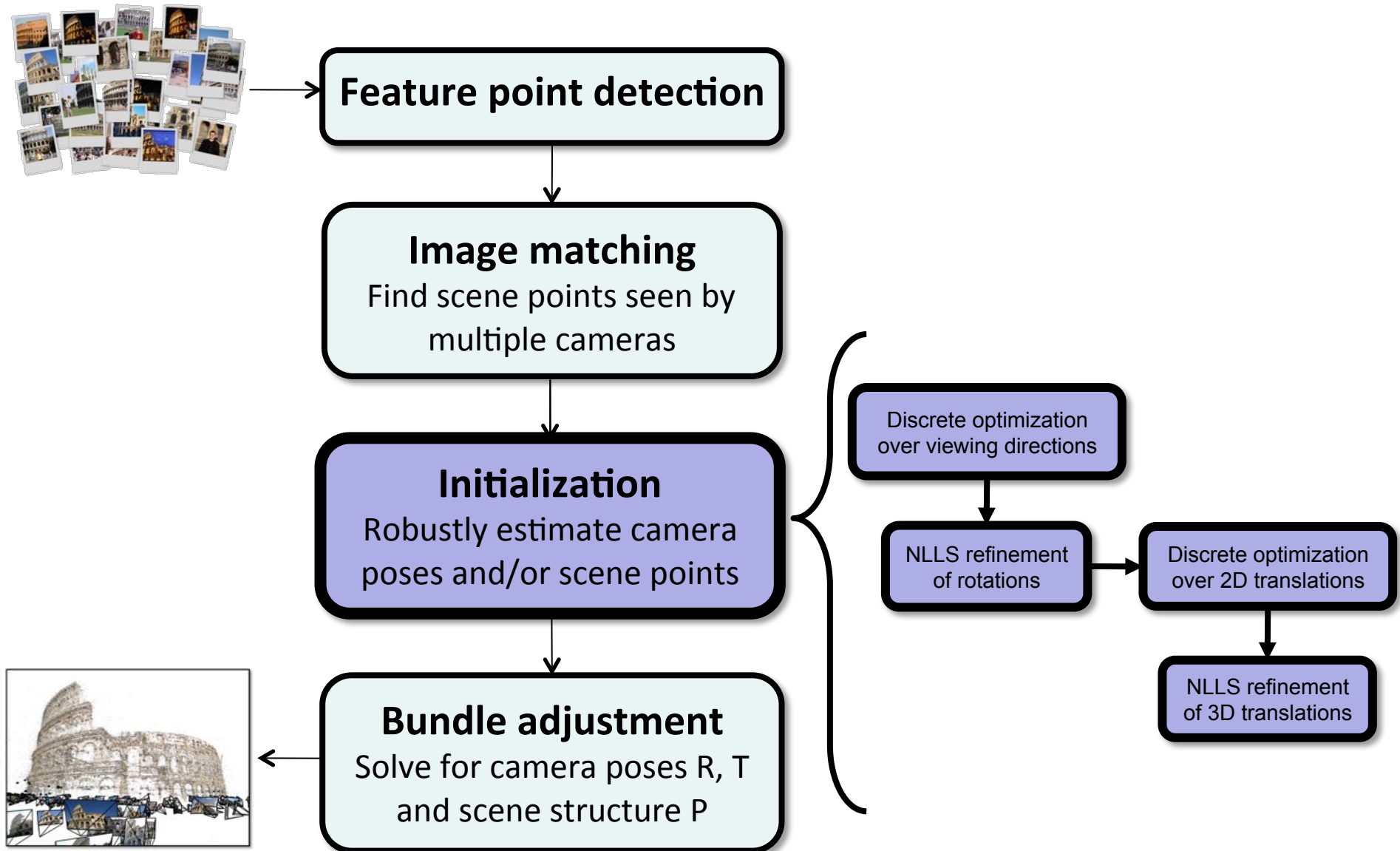
Solving for scene structure and camera poses



Solving for scene structure and camera poses



Structure from motion on unstructured photo sets



D. Crandall, A. Owens, N. Snavely, D. Huttenlocher, "SfM with MRFs: Discrete-Continuous Optimization for Large-scale Structure from Motion," *PAMI*, December 2013.

Our approach

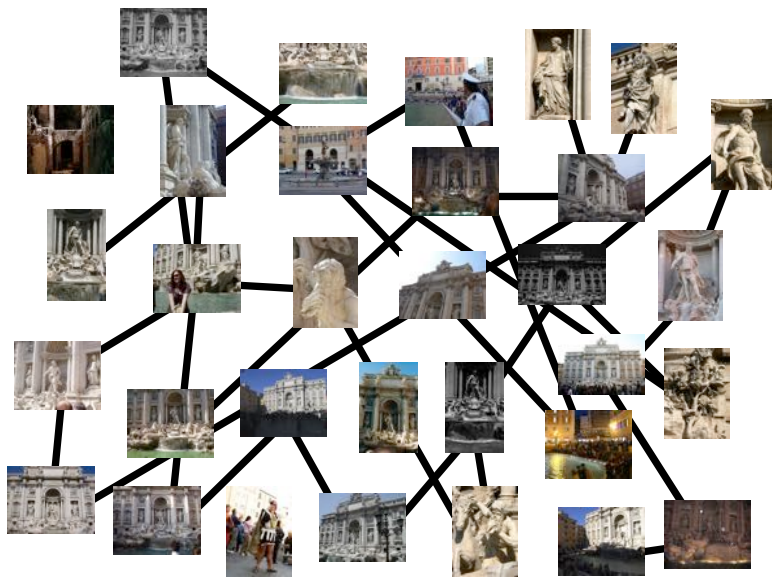
- View SfM as inference over a Markov random field, solving for all camera poses at once



- **Vertices** are cameras (or points)
- Both **pairwise** and **unary** constraints
- **Inference problem:** label each image with a camera pose, such that constraints are satisfied

Our approach

- View SfM as inference over a Markov random field, solving for all camera poses at once



- Combines **discrete** and **continuous** optimization:
 - **Discrete optimization** (loopy belief propagation) with robust energy functions used to find good initialization
 - **Continuous optimization** (bundle adjustment) used to refine

Reconstruction video

<http://www.cs.indiana.edu/~djcran/combined-movies.m4v>

Median geotag accuracy from **GPS: 15.5m**

Median geotag accuracy from **3D reconstruction: 1.16m**

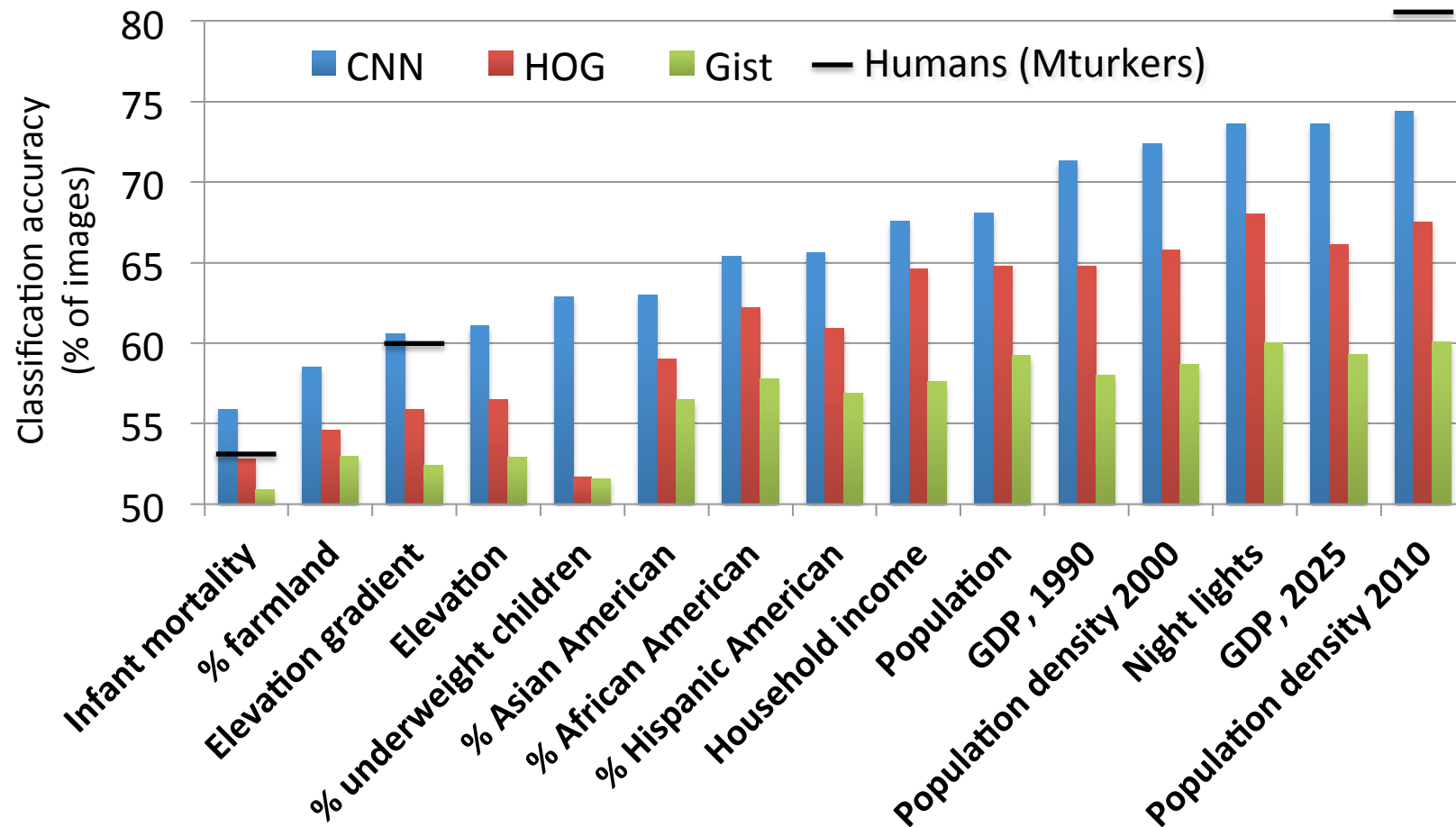


D. Crandall, A. Owens, N. Snavely, D. Huttenlocher, "SfM with MRFs: Discrete-Continuous Optimization for Large-scale Structure from Motion," *PAMI*, December 2013.

But what about the rest of the world?



Deep learning for geo-informative attribute detection



S. Lee, H. Zhang, D. Crandall. "Predicting geo-informative attributes in large-scale image collections using convolutional neural networks," WACV 2015.

Successes and failures

Population Density (2000)



High

Low



High



Low

Estimated GDP (2025)



High

Low

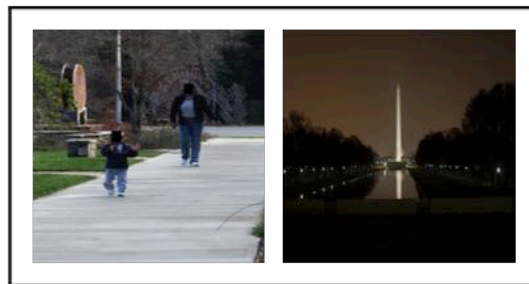


High



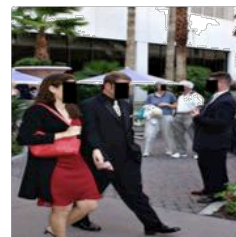
Low

Elevation



High

Low



High



Low

Computational patterns in vision

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 - # of images may be large, but easily parallelizable
2. Image matching (e.g. recognition, clustering)
 - Evaluating distances between many high-dimensional vectors
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 - Small graphs with huge label spaces (e.g. pose detection)
 - Large graphs with small label spaces (e.g. resolving stereo)
 - Large graphs with large label spaces (e.g. reconstruction)

For more information about these projects, please visit:

<http://vision.soic.indiana.edu/>

Thanks to:

- *Funders:* NSF CAREER, IARPA, Google
- *Collaborators:* Dan Huttenlocher, Apu Kapadia, Yunpeng Li, Noah Snavely
- *Students:* Sven Bambach, Mohammed Korayem, Stefan Lee, Andrew Owens, Rob Templeman, Jingya Wang, Haipeng Zhang

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