Computer Vision I

Jannik Irmai, Jannik Presberger, Bjoern Andres

Machine Learning for Computer Vision TU Dresden



https://mlcv.cs.tu-dresden.de/courses/24-winter/cv1/

Winter Term 2024/2025

So far, we have studied

- pixel classification, a problem whose feasible solutions define decisions at the pixels of an image
- image decomposition, a problem whose feasible solutions decide whether pairs of pixels are assigned to the same or distinct components of the image.

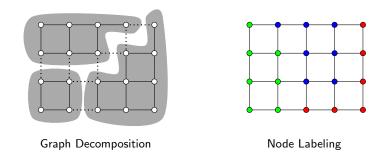
Applications exists for which both problems are too restrictive:

- In pixel classification, there is no way of assigning neighboring pixels of the same class to distinct components of the image.
- In image decomposition, there is no way of expressing that a unique decision shall be made for pixels that belong to the same component of the image.

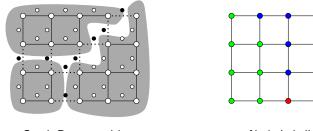


M. Cordts, M. Omran, S. Ramos, T. Rehfeld, M. Enzweiler, R. Benenson, U. Franke, S. Roth, and B. Schiele. The Cityscapes Dataset for Semantic Urban Scene Understanding. CVPR 2016. See also: https://www.cityscapes-dataset.com/

- One application where a joint generalization of pixel classification and image decomposition is useful is called semantic segmentation.
- In the above image, thin boundaries are left between pixels of the same class (e.g. pedestrian) that belong to different instances of the class (e.g. distinct pedestrians).
- Next, we are going to introduce a strict generalization of both, pixel classification and image decomposition that does not require these boundaries.



We state an optimization problem whose feasible solutions define both, a **decomposition** of a graph G = (V, E) and a **labeling** $l: V \to L$ of its nodes.

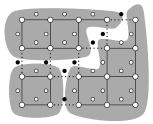


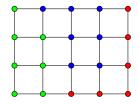
Graph Decomposition



We encode feasible decompositions by multicuts:

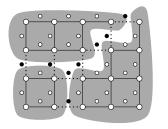
$$Y_G := \left\{ y: E \to \{0,1\} \, \middle| \, \forall C \in \mathsf{cycles}(G) \, \forall e \in C \colon \, y_e \leq \sum_{f \in C \setminus \{e\}} y_f \right\}$$



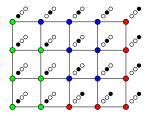


Graph Decomposition

Node Labeling



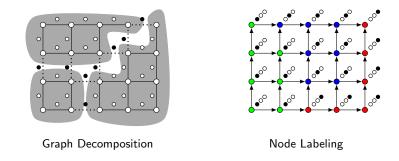
Graph Decomposition



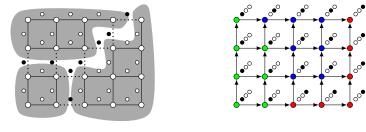
Node Labeling

We encode feasible node labelings by binary vectors:

$$Z_{VL} := \left\{ z: V \times L \to \{0,1\} \, \middle| \, \forall v \in V : \, \sum_{l \in L} z_{vl} = 1 \right\}$$



We choose an arbitrary orientation (V, A) of the edges E, i.e., for each $v, w \in V$, we have $\{v, w\} \in E$ if and only if either $(v, w) \in A$ or $(w, v) \in A$.



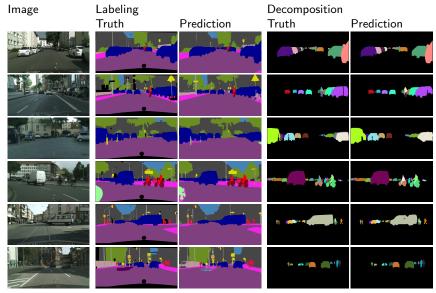
Graph Decomposition



W.r.t. the orientation (V, A) of the graph G = (V, E), the set L of labels, any (costs) $c: V \times L \to \mathbb{R}$ and any (costs) $c', c'': A \times L^2 \to \mathbb{R}$, the instance of the joint graph decomposition and node labeling problem has the form

$$\min_{(y,z)\in Y_G \times Z_{VL}} \sum_{v \in V} \sum_{l \in L} c_{vl} z_{vl} + \sum_{(v,w)\in A} \sum_{(l,l')\in L^2} c'_{vwll'} z_{vl} z_{wl'} y_{\{v,w\}}$$

$$+ \sum_{(v,w)\in A} \sum_{(l,l')\in L^2} c''_{vwll'} z_{vl} z_{wl'} (1 - y_{\{v,w\}})$$



Kirillov et al. 2017. doi:10.1109/CVPR.2017.774