

# Computer Vision - Lecture 15

## Indexing and Visual Vocabularies

18.12.2014

Bastian Leibe

RWTH Aachen

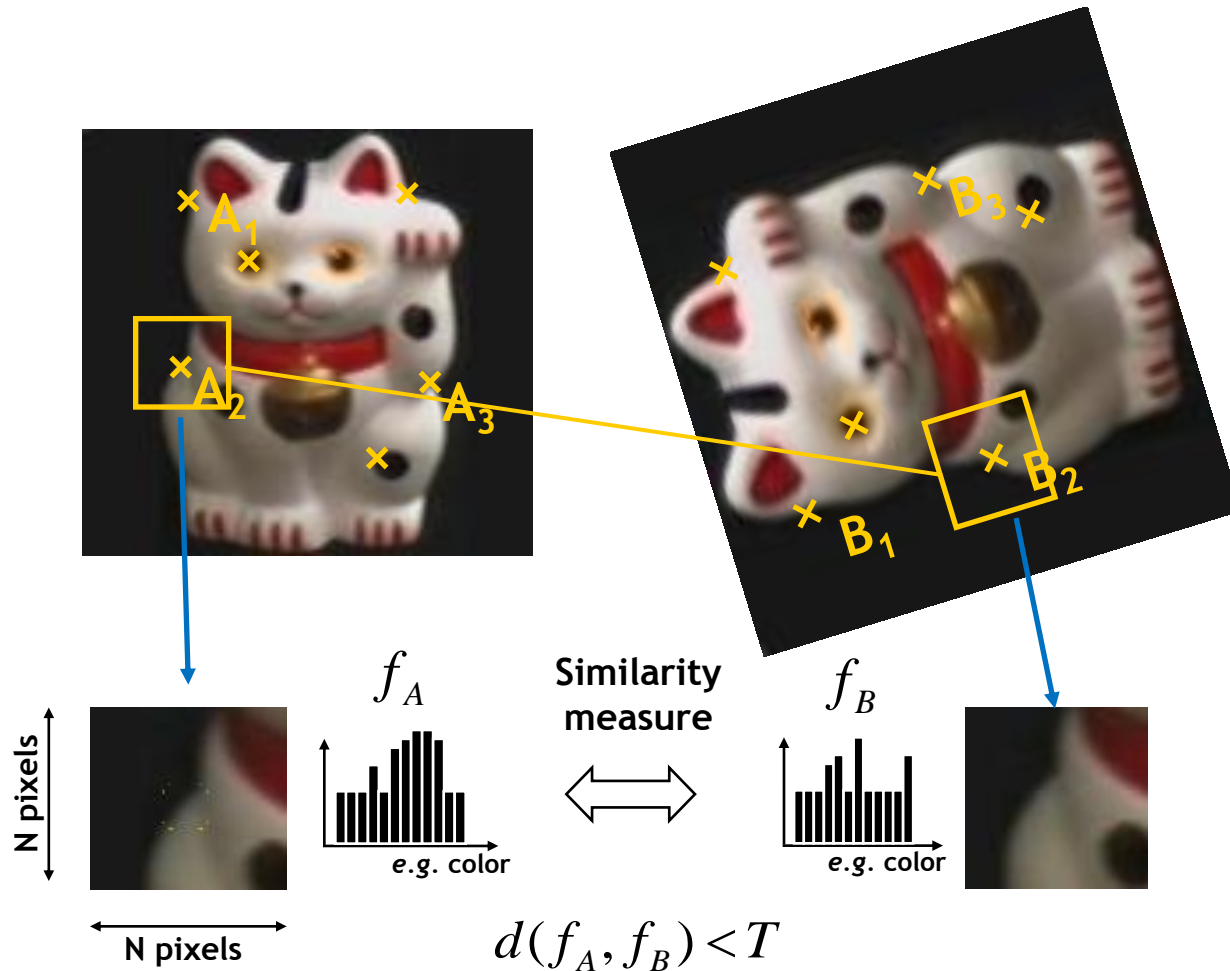
<http://www.vision.rwth-aachen.de>

[leibe@vision.rwth-aachen.de](mailto:leibe@vision.rwth-aachen.de)

# Course Outline

- Image Processing Basics
- Segmentation & Grouping
- Object Recognition
- Object Categorization I
  - Sliding Window based Object Detection
- Local Features & Matching
  - Local Features - Detection and Description
  - Recognition with Local Features
  - Indexing & Visual Vocabularies
- Object Categorization II
  - Bag-of-Words Approaches & Part-based Approaches
- 3D Reconstruction

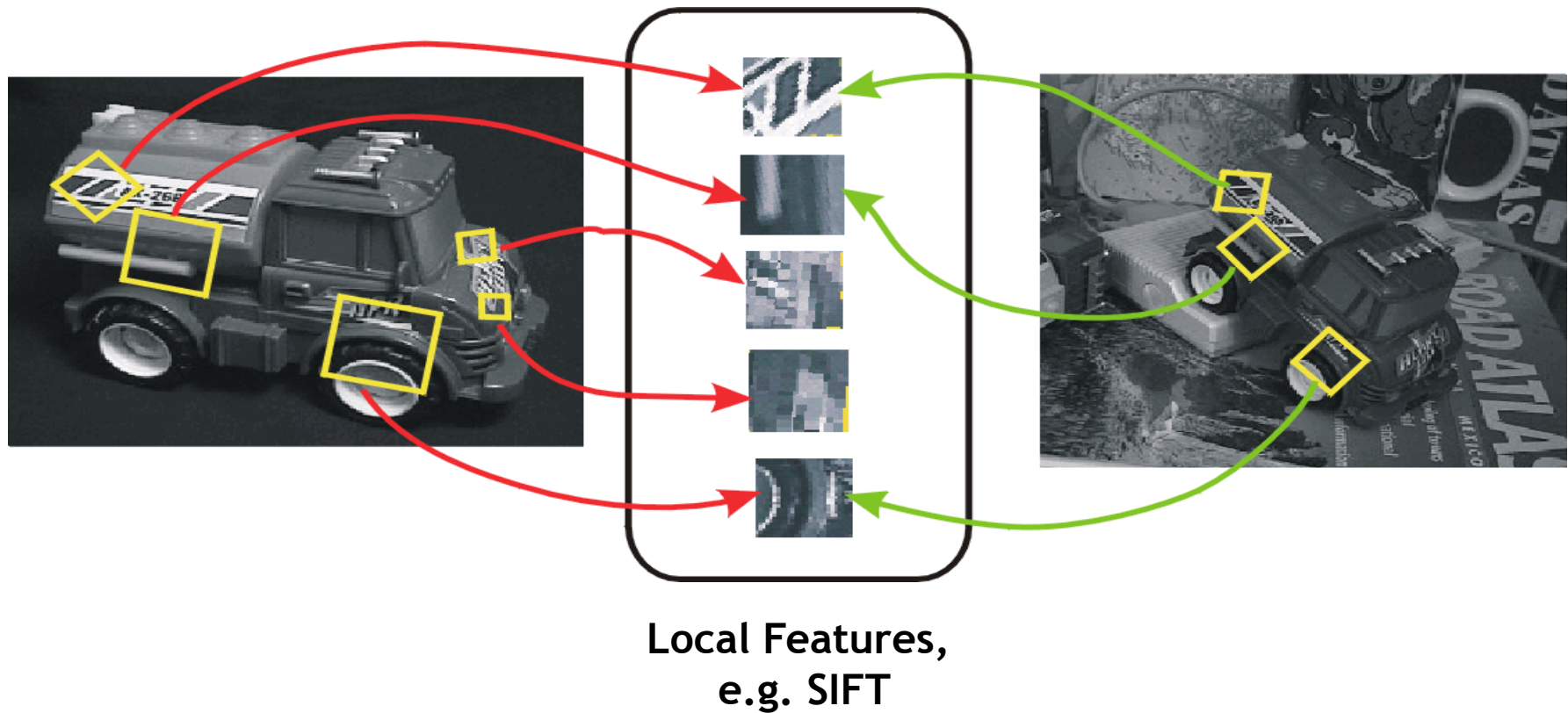
# Recap: Local Feature Matching Outline



1. Find a set of distinctive keypoints
2. Define a region around each keypoint
3. Extract and normalize the region content
4. Compute a local descriptor from the normalized region
5. Match local descriptors

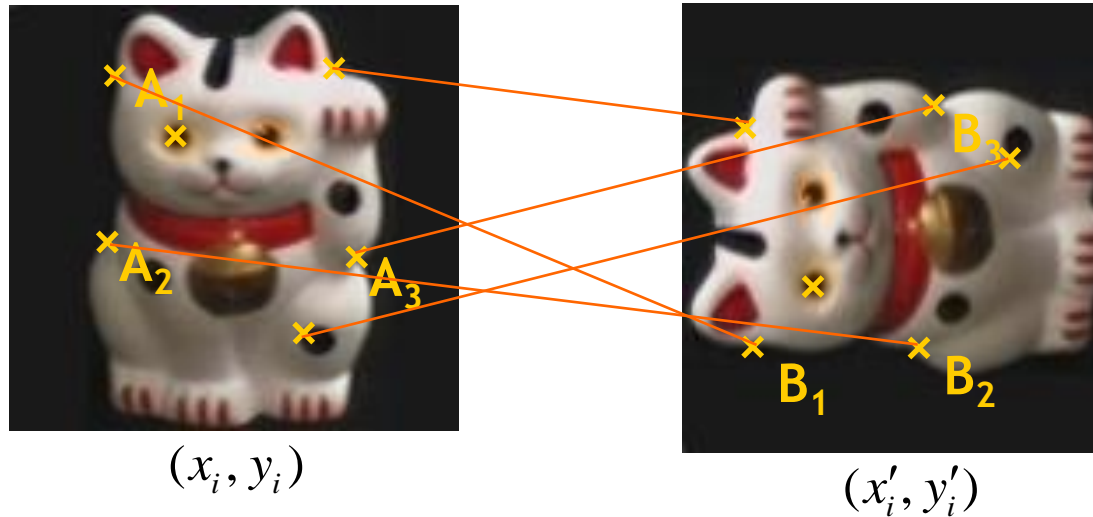
# Recap: Recognition with Local Features

- Image content is transformed into local features that are invariant to translation, rotation, and scale
- Goal: Verify if they belong to a consistent configuration



# Recap: Fitting an Affine Transformation

- Assuming we know the correspondences, how do we get the transformation?

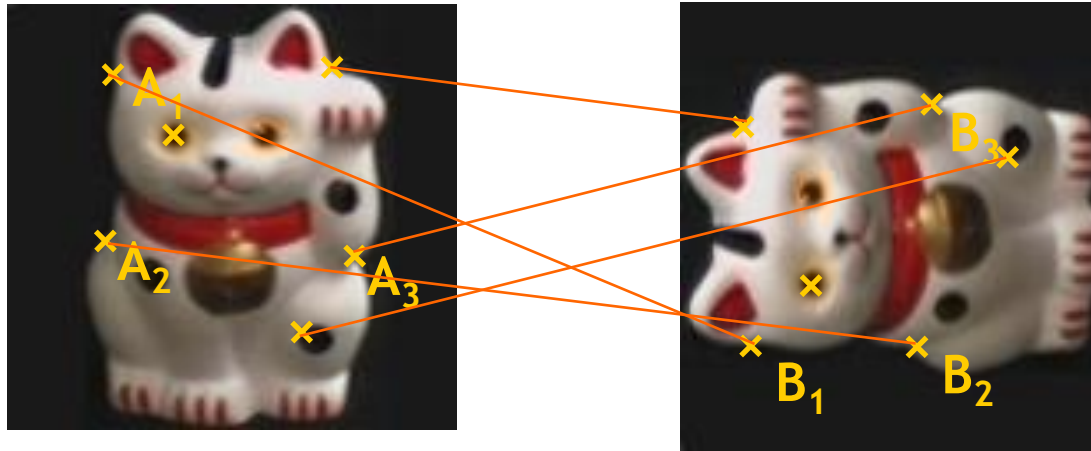


$$\begin{bmatrix} x'_i \\ y'_i \end{bmatrix} = \begin{bmatrix} m_1 & m_2 \\ m_3 & m_4 \end{bmatrix} \begin{bmatrix} x_i \\ y_i \end{bmatrix} + \begin{bmatrix} t_1 \\ t_2 \end{bmatrix}$$

$$\begin{bmatrix} \dots & \dots & \dots & \dots & \dots & \dots \\ x_i & y_i & 0 & 0 & 1 & 0 \\ 0 & 0 & x_i & y_i & 0 & 1 \\ \dots & \dots & \dots & \dots & \dots & \dots \end{bmatrix} \begin{bmatrix} m_1 \\ m_2 \\ m_3 \\ m_4 \\ t_1 \\ t_2 \end{bmatrix} = \begin{bmatrix} \dots \\ x'_i \\ y'_i \\ \dots \end{bmatrix}$$

# Recap: Fitting a Homography

- Estimating the transformation



Homogenous coordinates

Image coordinates

$$\begin{aligned} \mathbf{x}_{A_1} &\leftrightarrow \mathbf{x}_{B_1} \\ \mathbf{x}_{A_2} &\leftrightarrow \mathbf{x}_{B_2} \\ \mathbf{x}_{A_3} &\leftrightarrow \mathbf{x}_{B_3} \\ &\vdots \end{aligned}$$

$$\begin{bmatrix} x' \\ y' \\ z' \end{bmatrix} = \begin{bmatrix} h_{11} & h_{12} & h_{13} \\ h_{21} & h_{22} & h_{23} \\ h_{31} & h_{32} & 1 \end{bmatrix} \cdot \begin{bmatrix} x \\ y \\ 1 \end{bmatrix}$$

$$\begin{bmatrix} x'' \\ y'' \\ 1 \end{bmatrix} = \begin{bmatrix} x' \\ \frac{1}{z'} y' \\ z' \end{bmatrix}$$

Matrix notation

$$x' = Hx$$

$$x'' = \frac{1}{z'} x'$$

$$x_{A_1} = \frac{h_{11} x_{B_1} + h_{12} y_{B_1} + h_{13}}{h_{31} x_{B_1} + h_{32} y_{B_1} + 1}$$

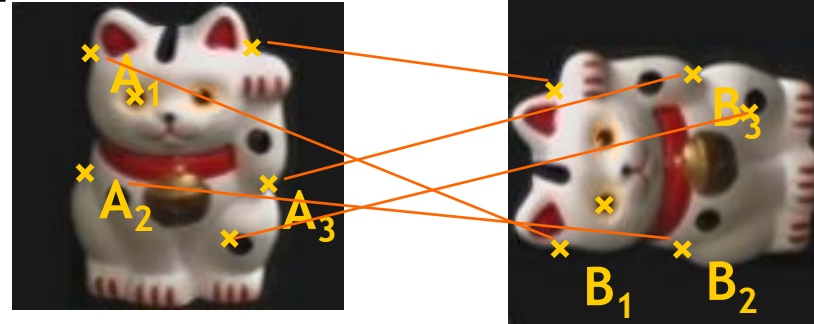
$$y_{A_1} = \frac{h_{21} x_{B_1} + h_{22} y_{B_1} + h_{23}}{h_{31} x_{B_1} + h_{32} y_{B_1} + 1}$$

B. Leibe

# Recap: Fitting a Homography

- Estimating the transformation

$$\begin{aligned}
 h_{11} x_{B_1} + h_{12} y_{B_1} + h_{13} - x_{A_1} h_{31} x_{B_1} - x_{A_1} h_{32} y_{B_1} - x_{A_1} &= 0 \\
 h_{21} x_{B_1} + h_{22} y_{B_1} + h_{23} - y_{A_1} h_{31} x_{B_1} - y_{A_1} h_{32} y_{B_1} - y_{A_1} &= 0
 \end{aligned}$$

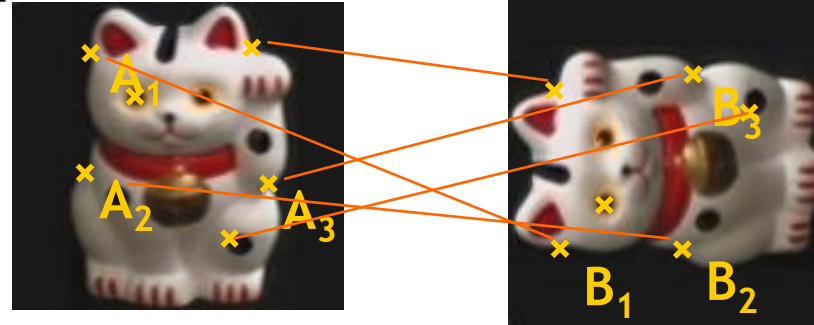


$$\begin{aligned}
 \mathbf{x}_{A_1} &\leftrightarrow \mathbf{x}_{B_1} \\
 \mathbf{x}_{A_2} &\leftrightarrow \mathbf{x}_{B_2} \\
 \mathbf{x}_{A_3} &\leftrightarrow \mathbf{x}_{B_3} \\
 &\vdots \\
 &\vdots
 \end{aligned}
 \quad
 \begin{bmatrix}
 x_{B_1} & y_{B_1} & 1 & 0 & 0 & 0 & -x_{A_1} x_{B_1} & -x_{A_1} y_{B_1} & -x_{A_1} \\
 0 & 0 & 0 & x_{B_1} & y_{B_1} & 1 & -y_{A_1} x_{B_1} & -y_{A_1} y_{B_1} & -y_{A_1} \\
 \cdot & \cdot & \cdot & \cdot & \cdot & \cdot & \cdot & \cdot & \cdot \\
 \cdot & \cdot & \cdot & \cdot & \cdot & \cdot & \cdot & \cdot & \cdot \\
 \cdot & \cdot & \cdot & \cdot & \cdot & \cdot & \cdot & \cdot & \cdot
 \end{bmatrix}
 \cdot
 \begin{bmatrix}
 h_{11} \\
 h_{12} \\
 h_{13} \\
 h_{21} \\
 h_{22} \\
 h_{23} \\
 h_{31} \\
 h_{32} \\
 1
 \end{bmatrix}
 =
 \begin{bmatrix}
 0 \\
 0 \\
 \cdot \\
 \cdot \\
 \cdot \\
 \cdot \\
 \cdot
 \end{bmatrix}$$

$$Ah = 0$$

# Recap: Fitting a Homography

- Estimating the transformation
- Solution:
  - Null-space vector of A
  - Corresponds to smallest eigenvector



$$\begin{aligned} \mathbf{x}_{A_1} &\leftrightarrow \mathbf{x}_{B_1} \\ \mathbf{x}_{A_2} &\leftrightarrow \mathbf{x}_{B_2} \\ \mathbf{x}_{A_3} &\leftrightarrow \mathbf{x}_{B_3} \\ &\vdots \end{aligned}$$

$$\begin{aligned} &\text{SVD} \\ &\downarrow \\ \mathbf{A} &= \mathbf{U}\mathbf{D}\mathbf{V}^T = \mathbf{U} \begin{bmatrix} d_{11} & \cdots & d_{19} \\ \vdots & \ddots & \vdots \\ d_{91} & \cdots & d_{99} \end{bmatrix} \begin{bmatrix} v_{11} & \cdots & v_{19} \\ \vdots & \ddots & \vdots \\ v_{91} & \cdots & v_{99} \end{bmatrix}^T \end{aligned}$$

$$Ah = 0$$

$$\mathbf{h} = \frac{[v_{19}, \dots, v_{99}]}{v_{99}}$$

Minimizes least square error



# Recap: Object Recognition by Alignment

- Assumption
  - Known object, rigid transformation compared to model image
  - ⇒ *If we can find evidence for such a transformation, we have recognized the object.*

- You learned methods for
  - Fitting an *affine transformation* from  $\geq 3$  correspondences
  - Fitting a *homography* from  $\geq 4$  correspondences

Affine: solve a system

$$At = b$$

Homography: solve a system

$$Ah = 0$$

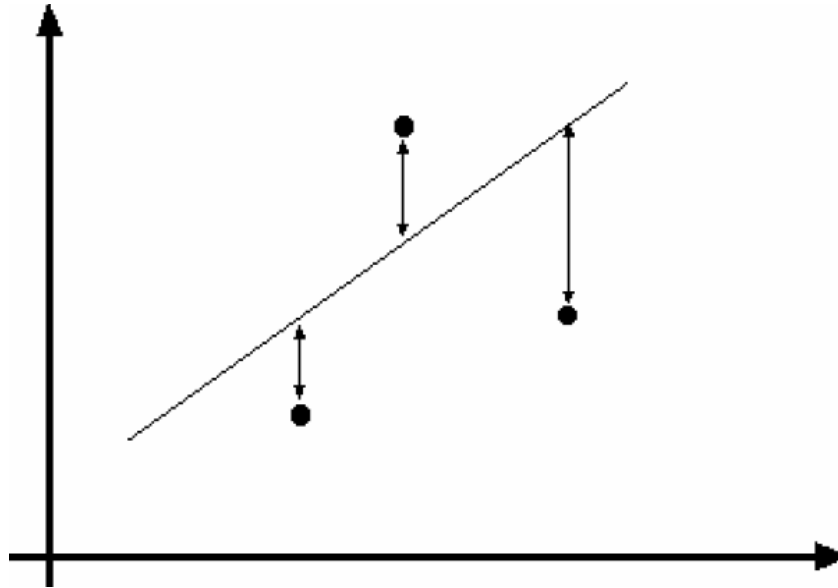
- Correspondences may be noisy and may contain outliers
  - ⇒ Need to use robust methods that can filter out outliers

# Topics of This Lecture

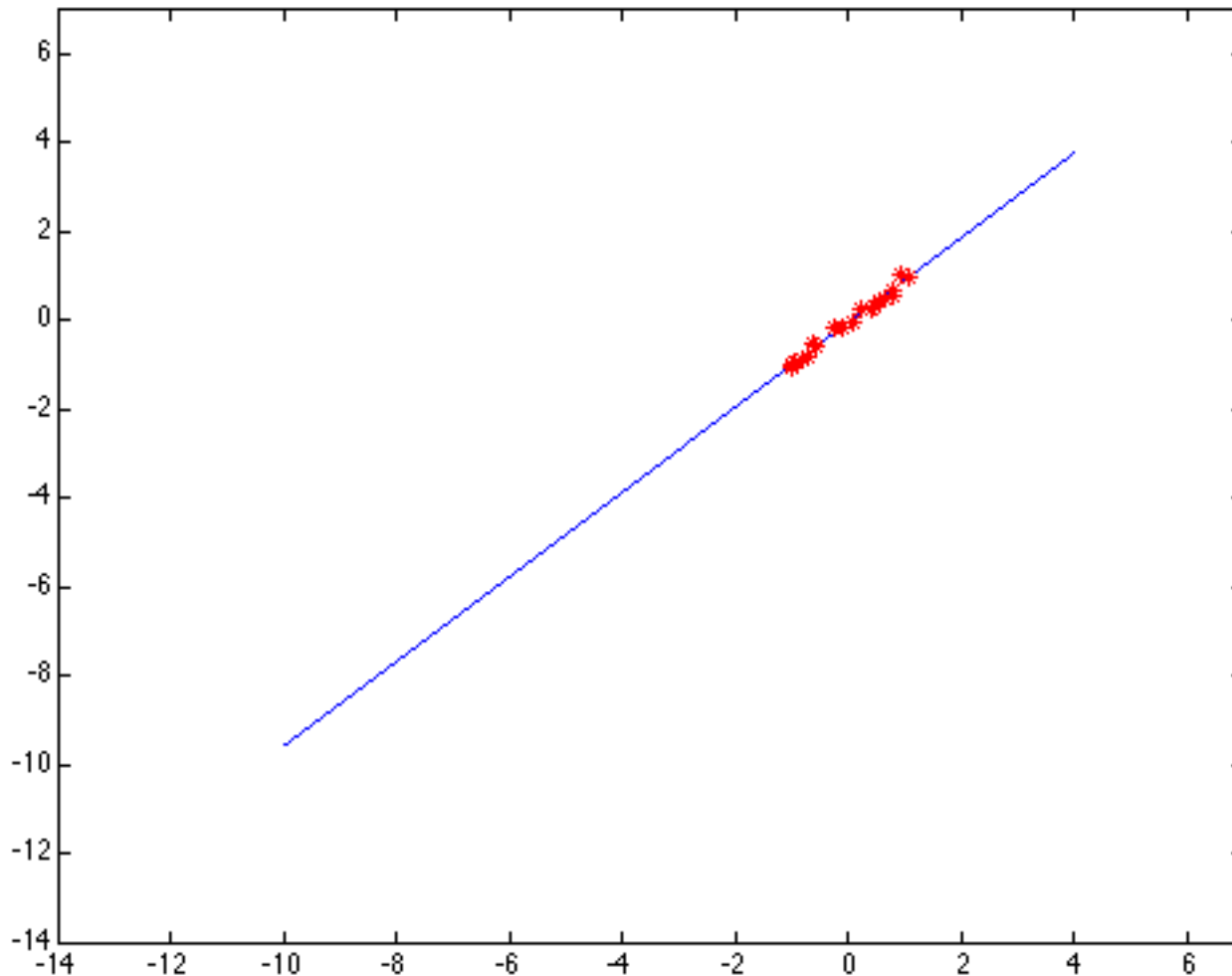
- **Dealing with Outliers**
  - RANSAC
  - Generalized Hough Transform
- **Indexing with Local Features**
  - Inverted file index
  - Visual Vocabularies
- **Bag-of-Words Model**
  - Use for image classification

# Example: Least-Squares Line Fitting

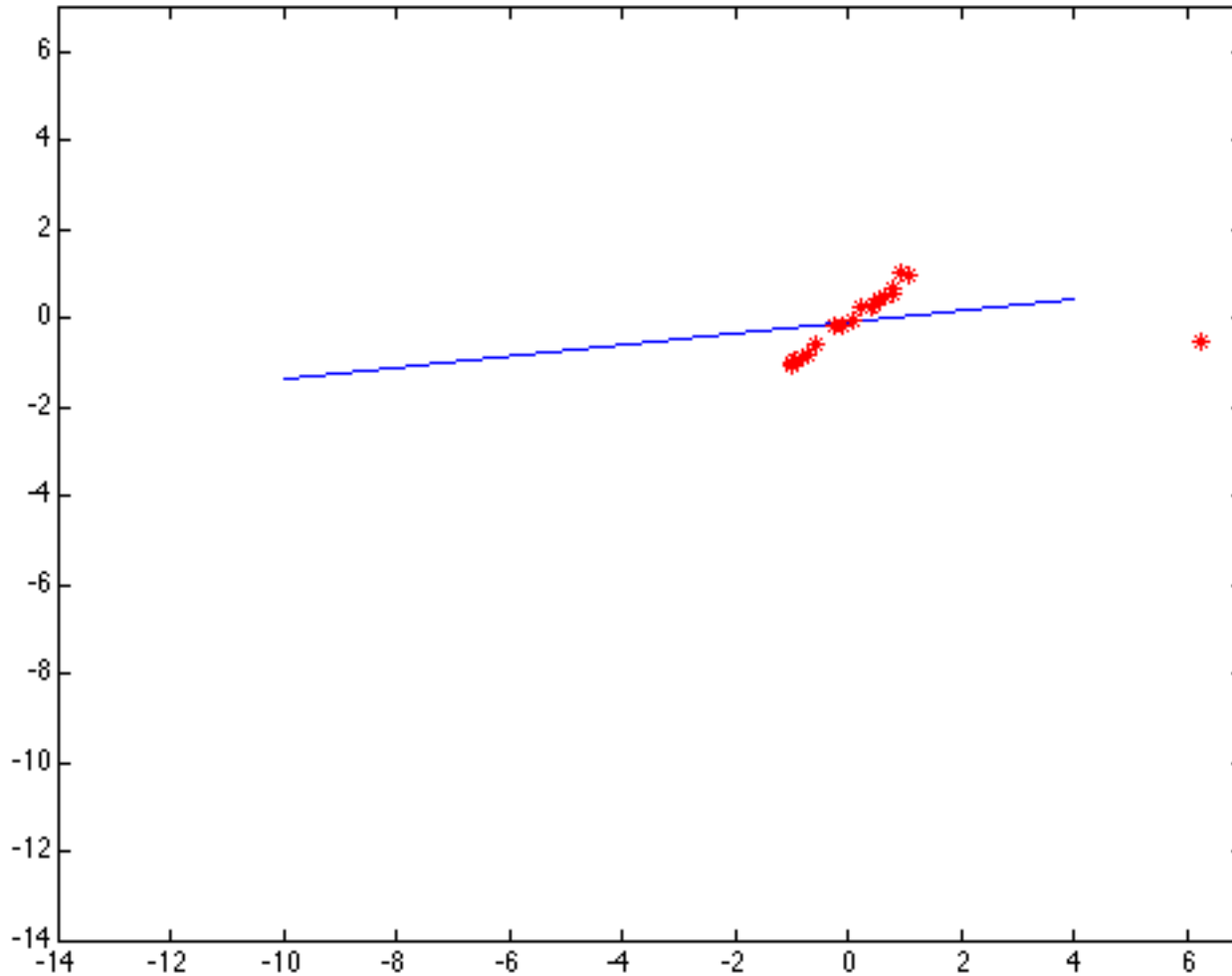
- Assuming all the points that belong to a particular line are known



# Outliers Affect Least-Squares Fit



# Outliers Affect Least-Squares Fit



# Strategy 1: RANSAC [Fischler81]

- **RAN**dom **SA**mple **C**onsensus
- **Approach:** we want to avoid the impact of outliers, so let's look for “inliers”, and use only those.
- **Intuition:** if an outlier is chosen to compute the current fit, then the resulting line won't have much support from rest of the points.

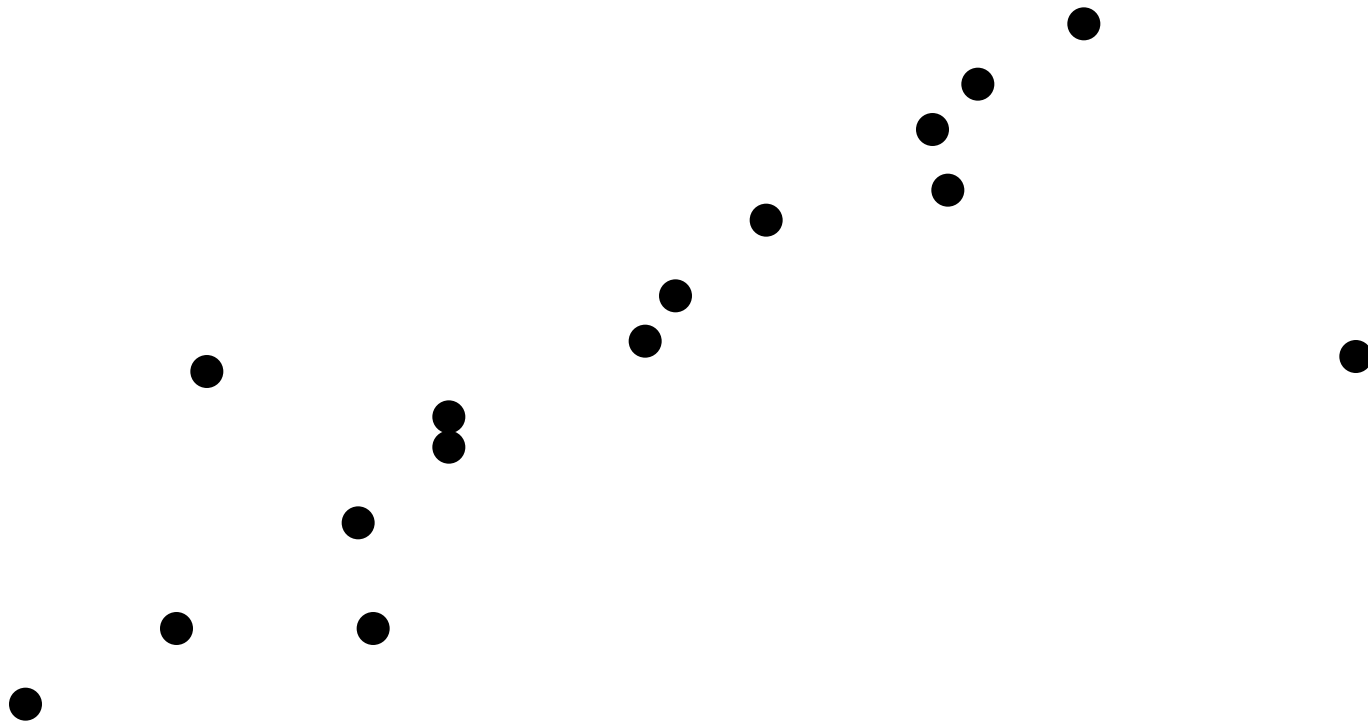
# RANSAC

## RANSAC loop:

1. Randomly select a *seed group* of points on which to base transformation estimate (e.g., a group of matches)
2. Compute transformation from seed group
3. Find *inliers* to this transformation
4. If the number of inliers is sufficiently large, re-compute least-squares estimate of transformation on all of the inliers
  - Keep the transformation with the largest number of inliers

# RANSAC Line Fitting Example

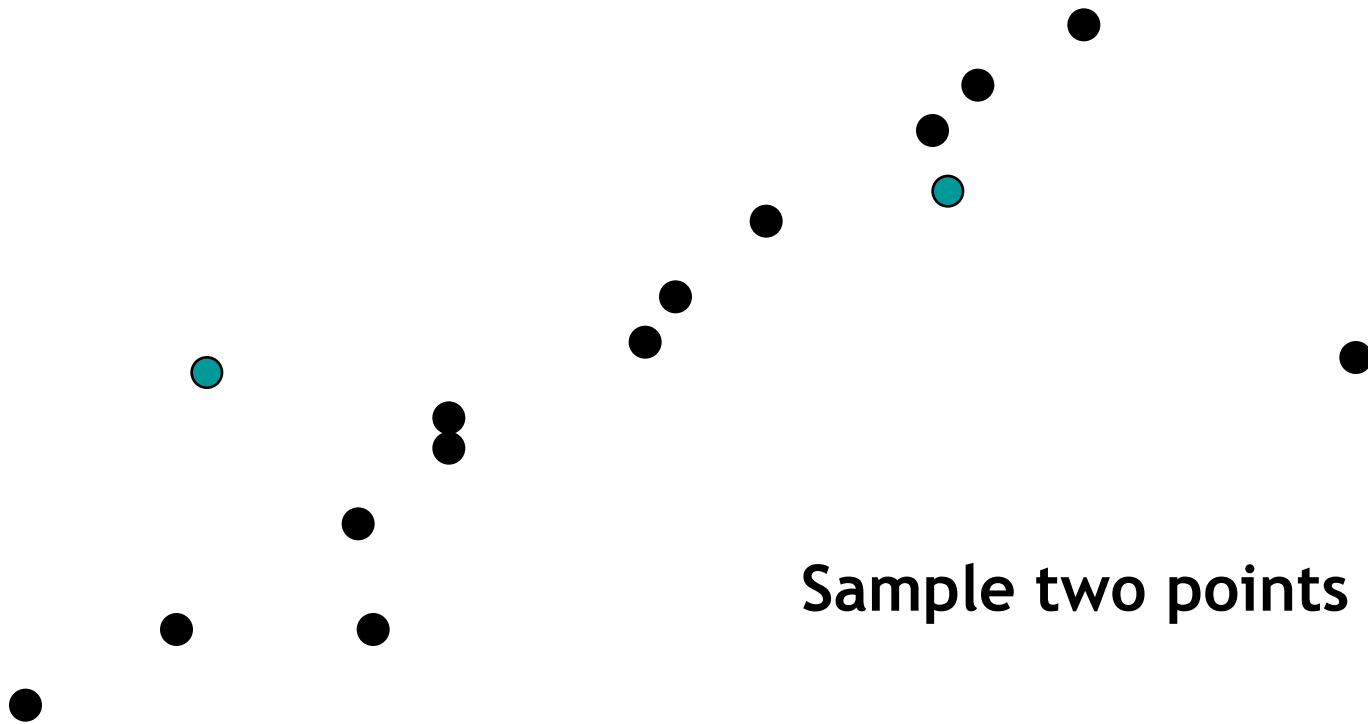
- Task: Estimate the best line
  - *How many points do we need to estimate the line?*





# RANSAC Line Fitting Example

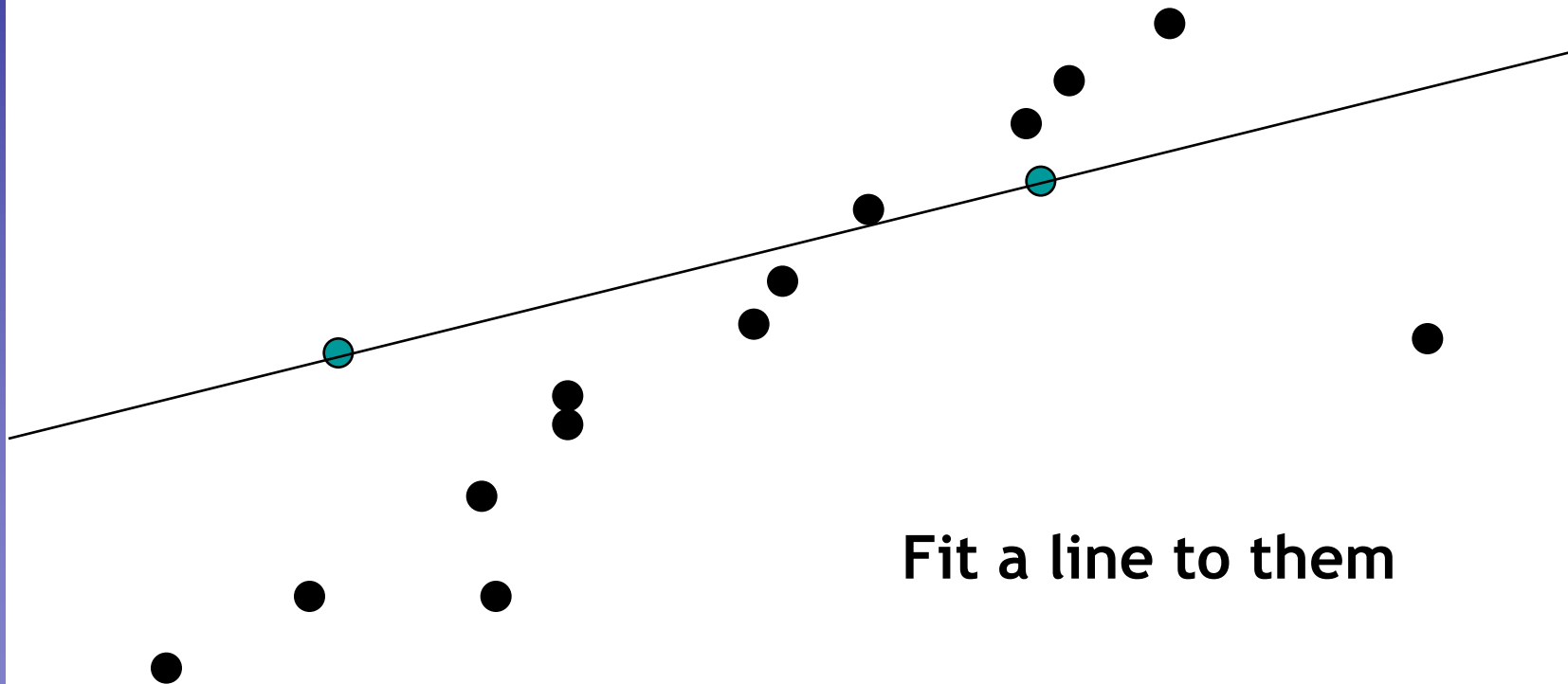
- Task: Estimate the best line



Sample two points

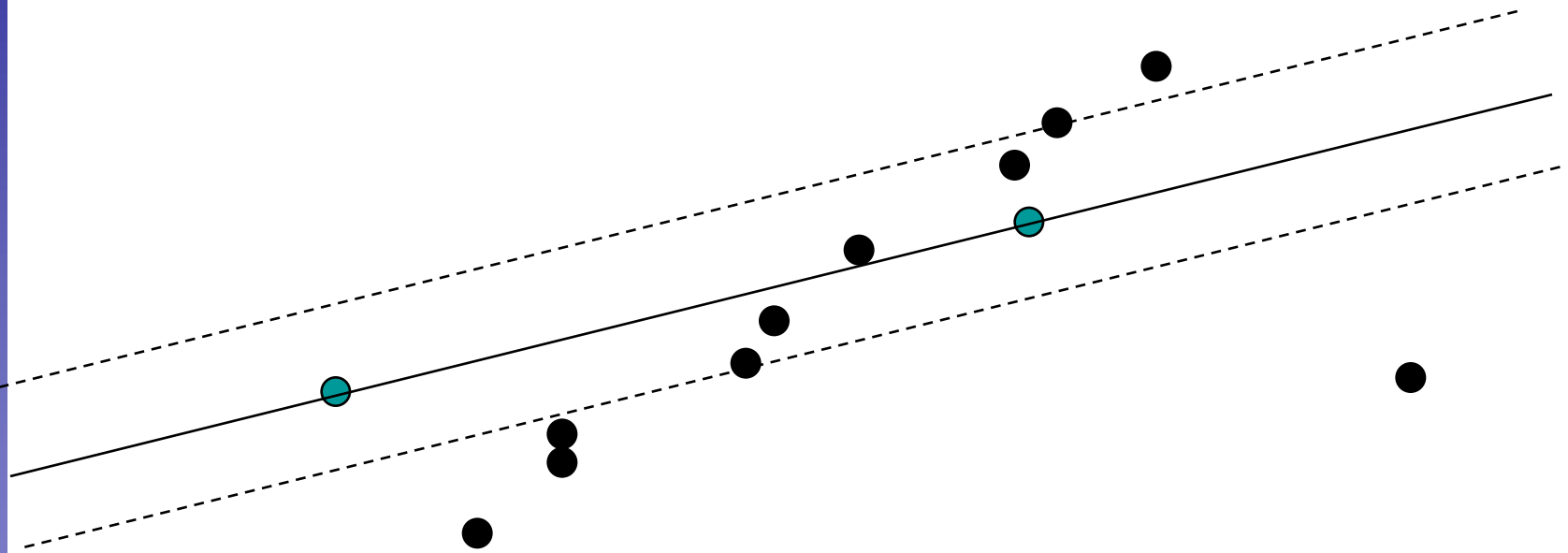
# RANSAC Line Fitting Example

- Task: Estimate the best line



# RANSAC Line Fitting Example

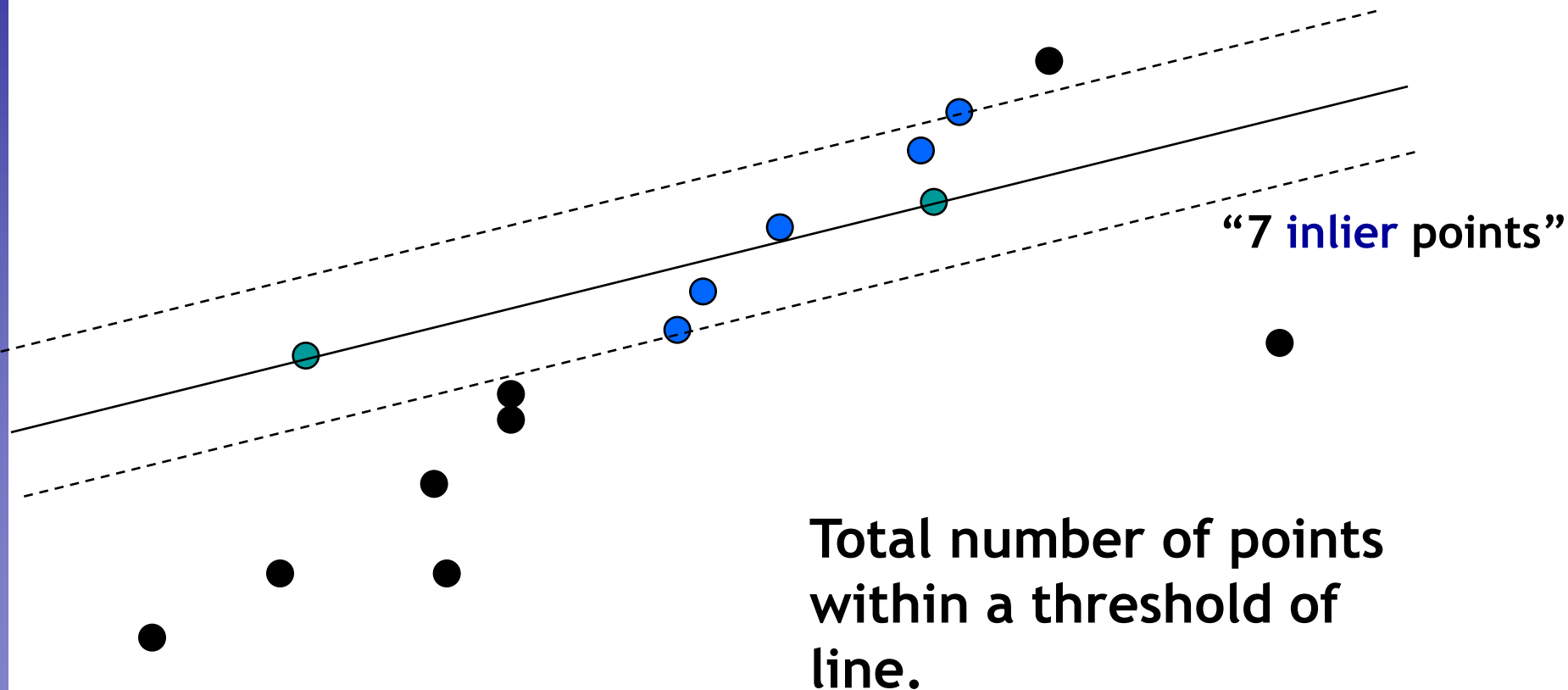
- Task: Estimate the best line



Total number of points  
within a threshold of  
line.

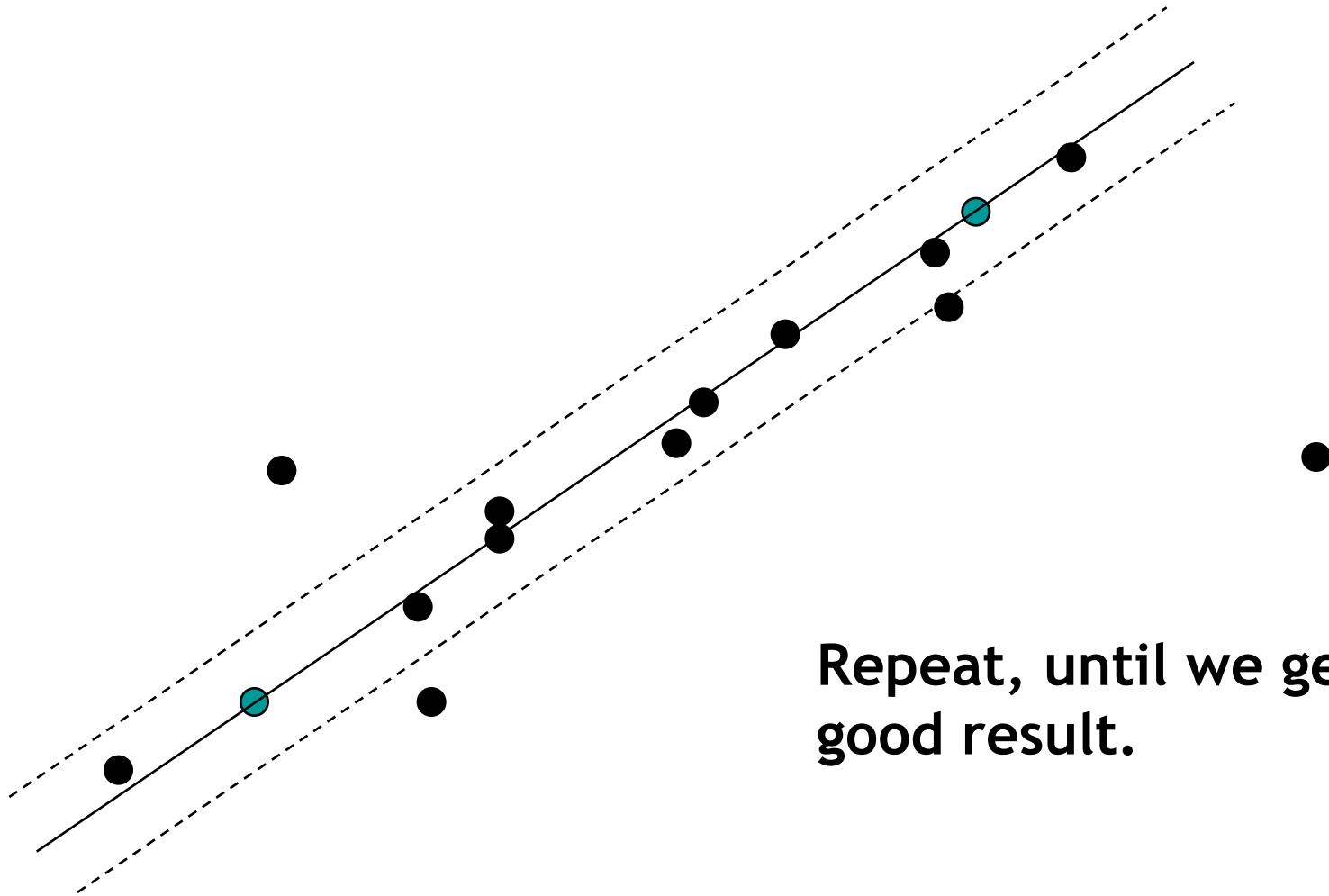
# RANSAC Line Fitting Example

- Task: Estimate the best line



# RANSAC Line Fitting Example

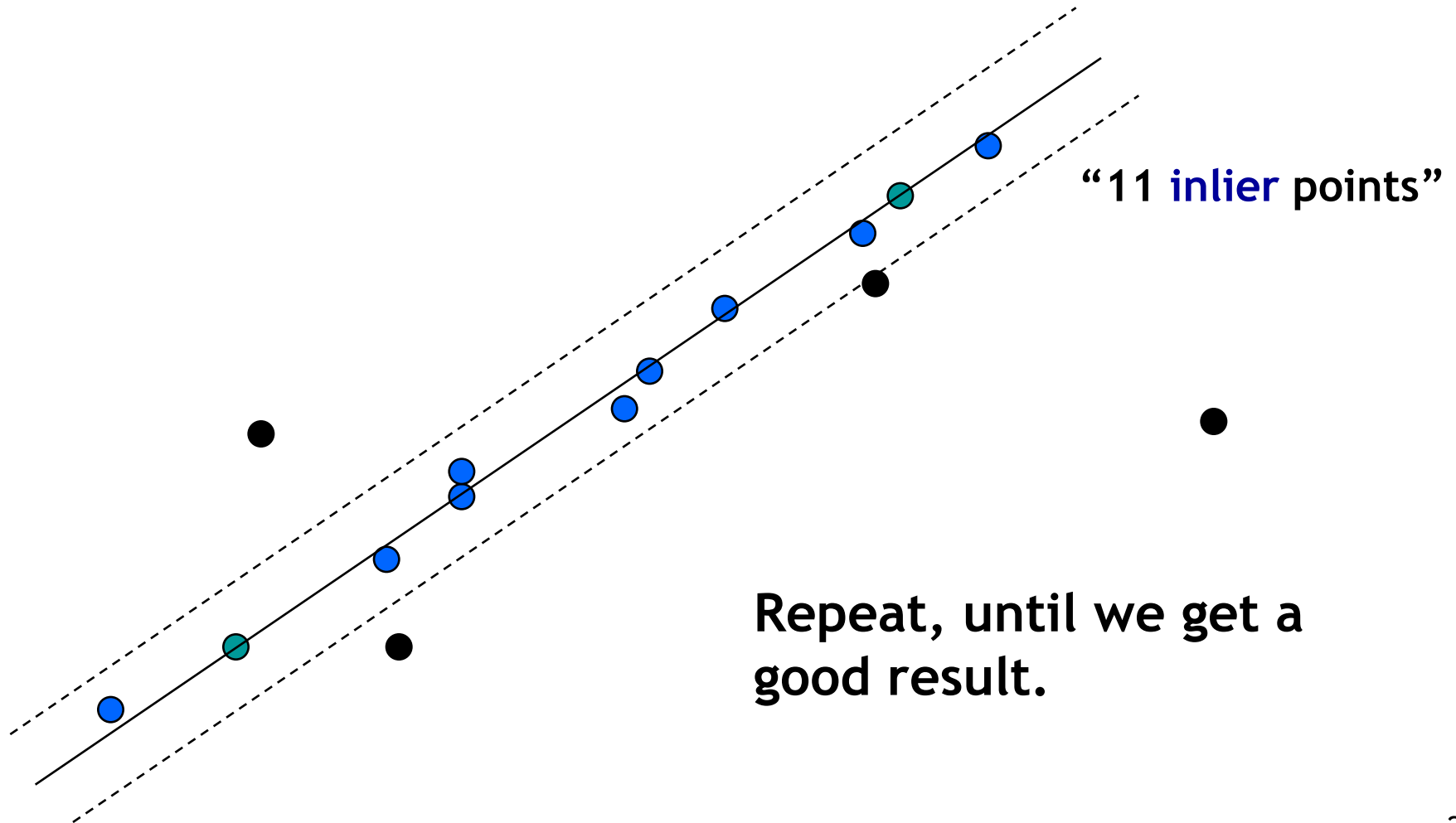
- Task: Estimate the best line



Repeat, until we get a good result.

# RANSAC Line Fitting Example

- Task: Estimate the best line



# RANSAC: How many samples?

- How many samples are needed?
    - Suppose  $w$  is fraction of inliers (points from line).
    - $n$  points needed to define hypothesis (2 for lines)
    - $k$  samples chosen.
  - Prob. that a single sample of  $n$  points is correct:  $w^n$
  - Prob. that all  $k$  samples fail is:  $(1 - w^n)^k$
- ⇒ Choose  $k$  high enough to keep this below desired failure rate.

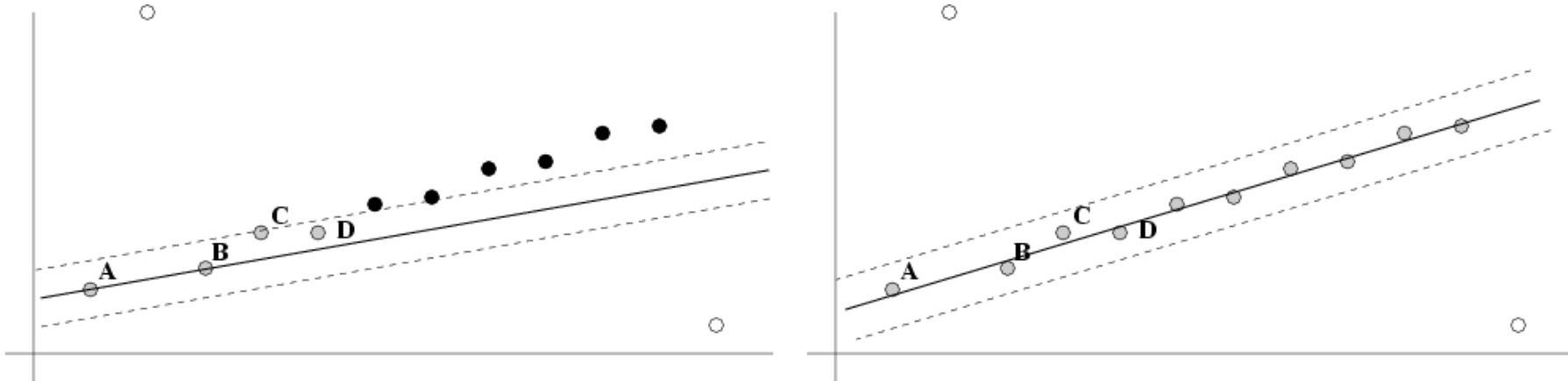
# RANSAC: Computed k (p=0.99)

| Sample size<br>n | Proportion of outliers |     |     |     |     |     |      |
|------------------|------------------------|-----|-----|-----|-----|-----|------|
|                  | 5%                     | 10% | 20% | 25% | 30% | 40% | 50%  |
| 2                | 2                      | 3   | 5   | 6   | 7   | 11  | 17   |
| 3                | 3                      | 4   | 7   | 9   | 11  | 19  | 35   |
| 4                | 3                      | 5   | 9   | 13  | 17  | 34  | 72   |
| 5                | 4                      | 6   | 12  | 17  | 26  | 57  | 146  |
| 6                | 4                      | 7   | 16  | 24  | 37  | 97  | 293  |
| 7                | 4                      | 8   | 20  | 33  | 54  | 163 | 588  |
| 8                | 5                      | 9   | 26  | 44  | 78  | 272 | 1177 |



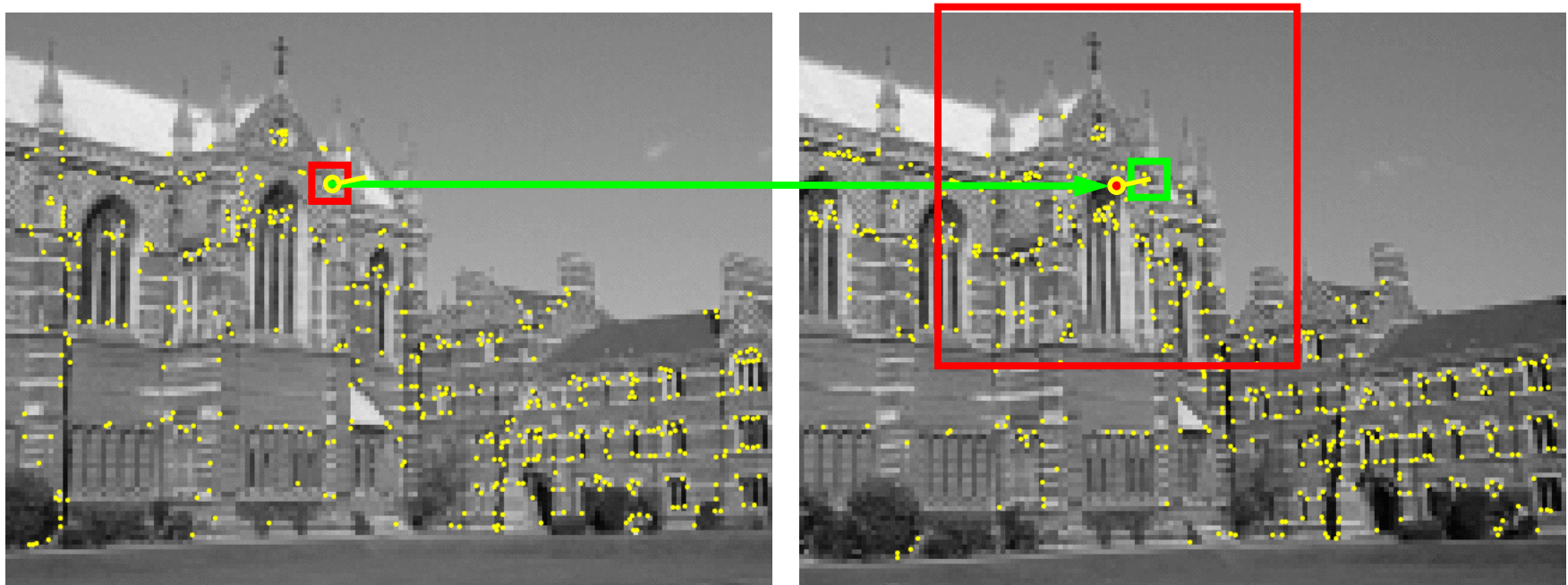
# After RANSAC

- RANSAC divides data into inliers and outliers and yields estimate computed from minimal set of inliers.
- Improve this initial estimate with estimation over all inliers (e.g. with standard least-squares minimization).
- But this may change inliers, so alternate fitting with re-classification as inlier/outlier.



# Example: Finding Feature Matches

- Find best stereo match within a square search window (here  $300 \text{ pixels}^2$ )
- Global transformation model: epipolar geometry



Images from Hartley & Zisserman

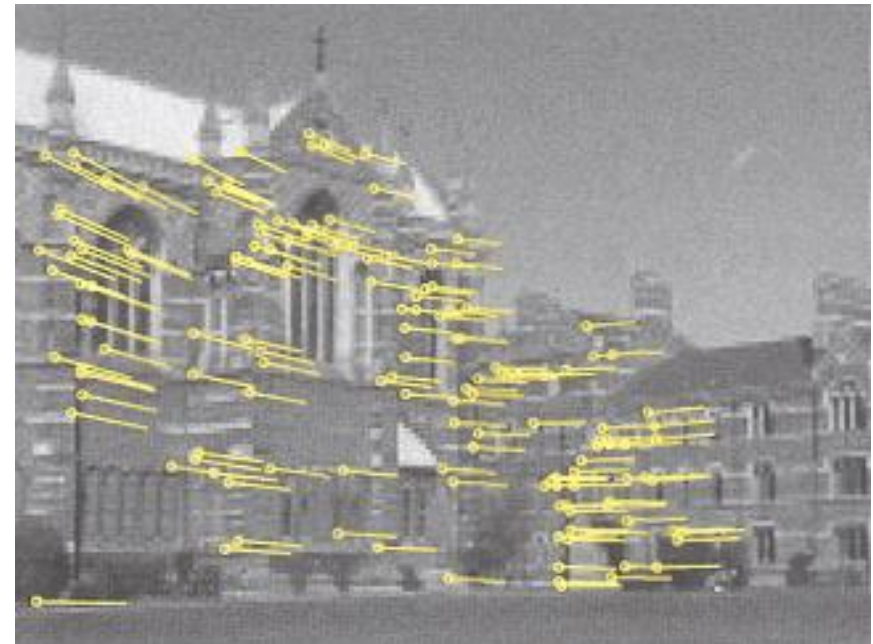
# Example: Finding Feature Matches

- Find best stereo match within a square search window (here  $300 \text{ pixels}^2$ )
- Global transformation model: epipolar geometry

before RANSAC



after RANSAC



Images from Hartley & Zisserman

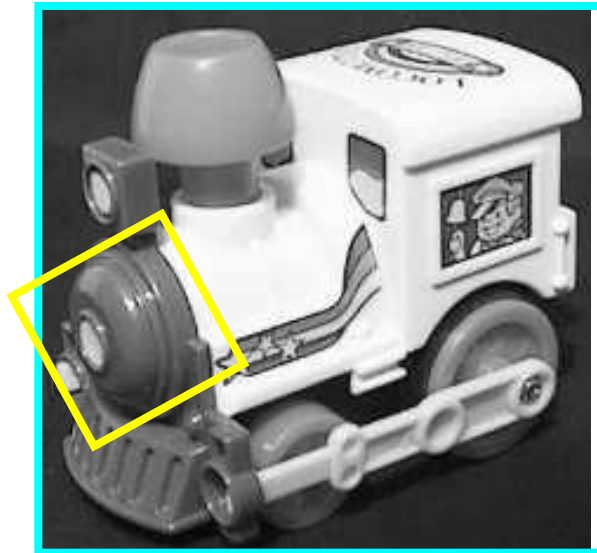
# Problem with RANSAC

- In many practical situations, the percentage of outliers (incorrect putative matches) is often very high (90% or above).
- Alternative strategy: Generalized Hough Transform

# Strategy 2: Generalized Hough Transform

- Suppose our features are scale- and rotation-invariant
  - Then a single feature match provides an alignment hypothesis (translation, scale, orientation).

model

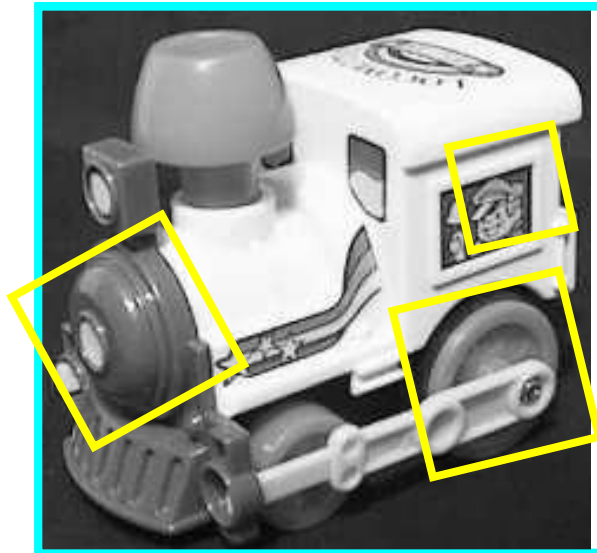




# Strategy 2: Generalized Hough Transform

- Suppose our features are scale- and rotation-invariant
  - Then a single feature match provides an alignment hypothesis (translation, scale, orientation).
  - Of course, a hypothesis from a single match is unreliable.
  - Solution: let each match vote for its hypothesis in a Hough space with very coarse bins.

model



# Pose Clustering and Verification with SIFT

- To detect instances of objects from a model base:



## 1. Index descriptors

- Distinctive features narrow down possible matches



# Pose Clustering and Verification with SIFT

- To detect instances of objects from a model base:



## 1. Index descriptors

- Distinctive features narrow down possible matches

## 2. Generalized Hough transform to vote for poses

- Keypoints have record of parameters relative to model coordinate system

## 3. Affine fit to check for agreement between model and image features

- Fit and verify using features from Hough bins with 3+ votes



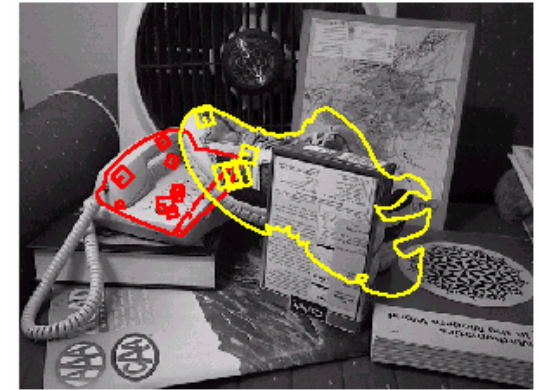
# Object Recognition Results



**Background subtract for  
model boundaries**



**Objects recognized**

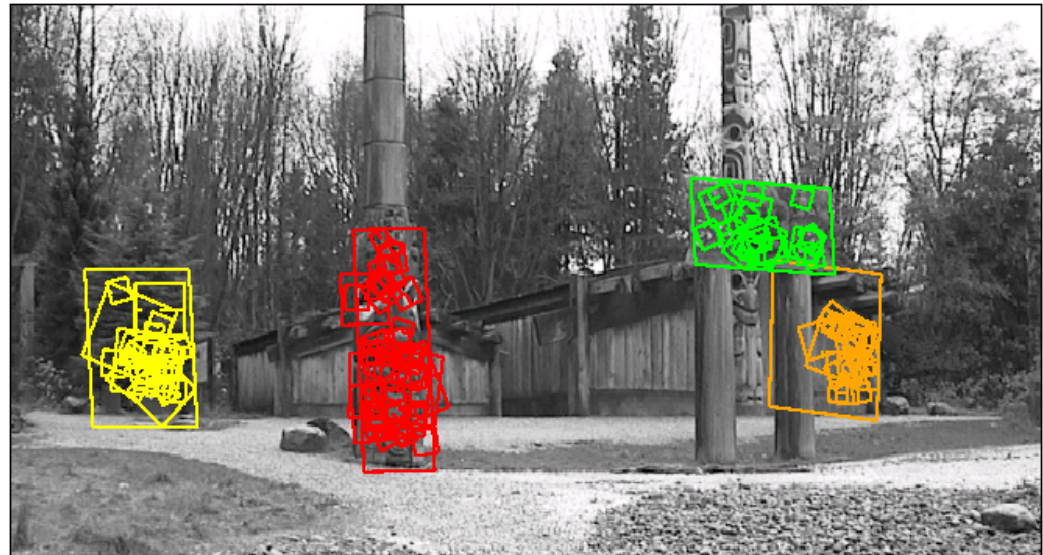


**Recognition in spite  
of occlusion**

# Location Recognition



Training



[Lowe, IJCV'04]

Slide credit: David Lowe

# Topics of This Lecture

- Dealing with Outliers
  - RANSAC
  - Generalized Hough Transform
- **Indexing with Local Features**
  - **Inverted file index**
  - **Visual Vocabularies**
- Bag-of-Words Model
  - Use for image classification



# Application: Mobile Visual Search



## Google Goggles in Action

Click the icons below to see the different ways Google Goggles can be used.



- Take photos of objects as queries for visual search

# Large-Scale Image Matching Problem

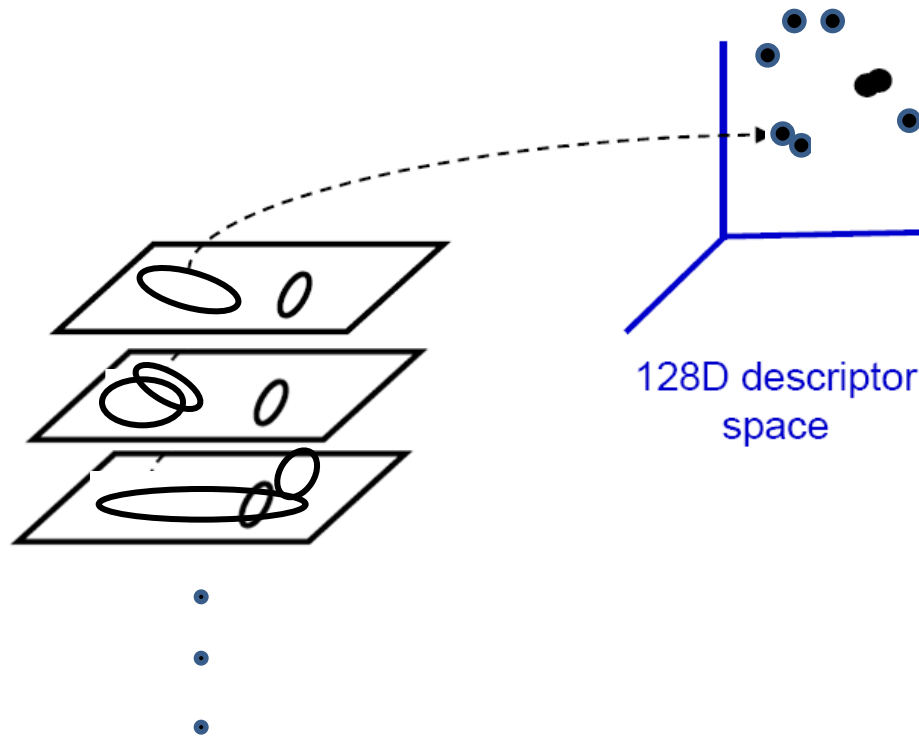


Database with thousands (millions) of images

- How can we perform this matching step efficiently?

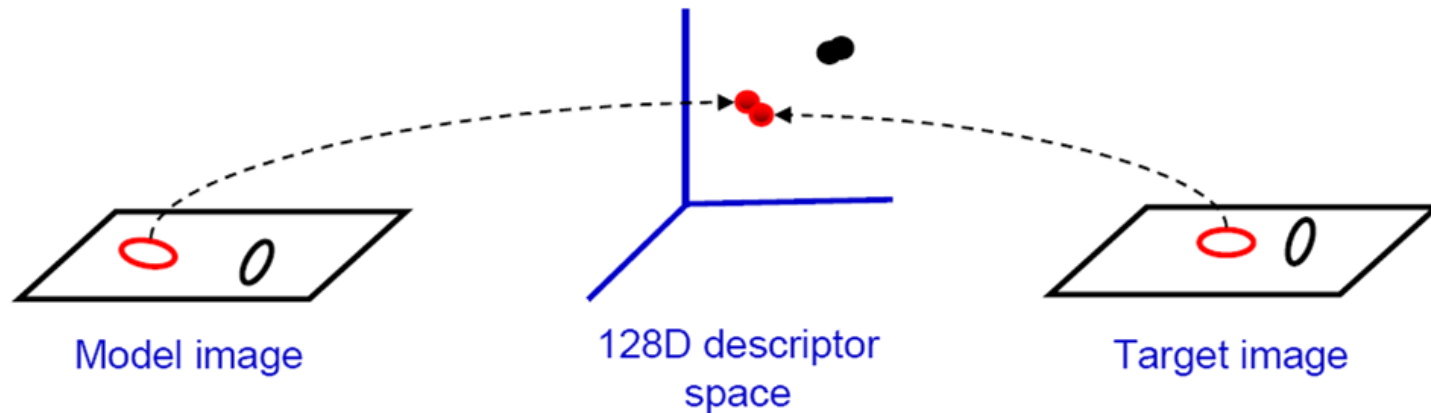
# Indexing Local Features

- Each patch / region has a descriptor, which is a point in some high-dimensional feature space (e.g., SIFT)



# Indexing Local Features

- When we see close points in feature space, we have similar descriptors, which indicates similar local content.



- This is of interest for many applications
  - E.g. Image matching,
  - E.g. Retrieving images of similar objects,
  - E.g. Object recognition, categorization, 3d Reconstruction,...

# Indexing Local Features

- With potentially thousands of features per image, and hundreds to millions of images to search, how to efficiently find those that are relevant to a new image?
- Low-dimensional descriptors (e.g. through PCA):
  - Can use standard efficient data structures for nearest neighbor search
- High-dimensional descriptors
  - Approximate nearest neighbor search methods more practical
- Inverted file indexing schemes



# Indexing Local Features: Inverted File Index

| Index   |                                   |
|---|-----------------------------------|
| "Along I-75," From Detroit to Florida; <i>inside back cover</i> | Butterfly Center, McGuire; 134    |
| "Drive I-95," From Boston to Florida; <i>inside back cover</i>  | CAA (see AAA)                     |
| 1929 Spanish Trail Roadway; 101-102,104                         | CCC, The; 111,113,115,135,142     |
| 511 Traffic Information; 83                                     | Ca d'Zan; 147                     |
| A1A (Barrier Isl) - I-95 Access; 86                             | Caloosahatchee River; 152         |
| AAA (and CAA); 83   | Name; 150                         |
| AAA National Office; 88   | Canaveral Natnl Seashore; 173     |
| Abbreviations,  | Cannon Creek Airpark; 130         |
| Colored 25 mile Maps; cover                                     | Canopy Road; 106,169              |
| Exit Services; 196  | Cape Canaveral; 174               |
| Travelogue; 85  | Castillo San Marcos; 169          |
| Africa; 177   | Cave Diving; 131                  |
| Agricultural Inspection Stns; 126                               | Cayo Costa, Name; 150             |
| Ah-Tah-Thi-Ki Museum; 160                                       | Celebration; 93                   |
| Air Conditioning, First; 112                                    | Charlotte County; 149             |
| Alabama; 124  | Charlotte Harbor; 150             |
| Alachua; 132  | Chautauqua; 116                   |
| County; 131   | Chiplay; 114                      |
| Alafia River; 143   | Name; 115                         |
| Alapaha, Name; 126  | Choctawatchee, Name; 115          |
| Alfred B Maclay Gardens; 106                                    | Circus Museum, Ringling; 147      |
| Alligator Alley; 154-155  | Citrus; 88,97,130,136,140,180     |
| Alligator Farm, St Augustine; 169                               | CityPlace, W Palm Beach; 180      |
| Alligator Hole (definition); 157                                | City Maps,                        |
| Alligator, Buddy; 155   | Ft Lauderdale Expwys; 194-195     |
| Alligators; 100,135,138,147,156                                 | Jacksonville; 163                 |
| Anastasia Island; 170   | Kissimmee Expwys; 192-193         |
| Anhaica; 109-109,146  | Miami Expressways; 194-195        |
| Apalachicola River; 112   | Orlando Expressways; 192-193      |
| Appleton Mus of Art; 136  | Pensacola; 26                     |
| Aquifer; 102  | Tallahassee; 191                  |
| Arabian Nights; 94  | Tampa-St. Petersburg; 63          |
| Art Museum, Ringling; 147                                       | St. Augustine; 191                |
| Aruba Beach Cafe; 183   | Civil War; 100,108,127,138,141    |
| Aucilla River Project; 106                                      | Clearwater Marine Aquarium; 187   |
| Babcock-Web WMA; 151  | Collier County; 154               |
| Bahia Mar Marina; 184   | Collier, Barron; 152              |
| Baker County; 99  | Colonial Spanish Quarters; 168    |
| Barefoot Mailmen; 182   | Columbia County; 101,128          |
| Barge Canal; 137  | Coquina Building Material; 165    |
| Bee Line Expy; 80   | Corkscrew Swamp, Name; 154        |
| Belz Outlet Mall; 89  | Cowboys; 95                       |
| Bernard Castro; 136   | Crab Trap II; 144                 |
| Big "I"; 165  | Cracker, Florida; 88,95,132       |
| Big Cypress; 155,158  | Crosstown Expy; 11,35,98,143      |
| Big Foot Monster; 105   | Cuban Bread; 184                  |
| Billie Swamp Safari; 160  | Dade Battlefield; 140             |
| Blackwater River SP; 117  | Dade, Maj. Francis; 139-140,161   |
| Blue Angels   | Dania Beach Hurricane; 184        |
|   | Daniel Boone, Florida Walk; 117   |
|   | Daytona Beach; 172-173            |
|   | De Land; 87                       |
|   | Driving Lanes; 85                 |
|   | Duval County; 163                 |
|   | Eau Gallie; 175                   |
|   | Edison, Thomas; 152               |
|   | Eglin AFB; 116-118                |
|   | Eight Reale; 176                  |
|   | Ellenton; 144-145                 |
|   | Emanuel Point Wreck; 120          |
|   | Emergency Callboxes; 83           |
|   | Epiphytes; 142,148,157,159        |
|   | Escambia Bay; 119                 |
|   | Bridge (I-10); 119                |
|   | County; 120                       |
|   | Estero; 153                       |
|   | Everglade,90,95,139-140,154-160   |
|   | Draining of; 156,181              |
|   | Wildlife MA; 160                  |
|   | Wonder Gardens; 154               |
|   | Falling Waters SP; 115            |
|   | Fantasy of Flight; 95             |
|   | Fayer Dykes SP; 171               |
|   | Fires, Forest; 166                |
|   | Fires, Prescribed ; 148           |
|   | Fisherman's Village; 151          |
|   | Flagler County; 171               |
|   | Flagler, Henry; 97,165,167,171    |
|   | Florida Aquarium; 186             |
|   | Florida,                          |
|   | 12,000 years ago; 187             |
|   | Cavern SP; 114                    |
|   | Map of all Expressways; 2-3       |
|   | Mus of Natural History; 134       |
|   | National Cemetery ; 141           |
|   | Part of Africa; 177               |
|   | Platform; 187                     |
|   | Sheriff's Boys Camp; 126          |
|   | Sports Hall of Fame; 130          |
|   | Sun 'n Fun Museum; 97             |
|   | Supreme Court; 107                |
|   | Florida's Turnpike (FTP), 178,189 |
|   | 25 mile Strip Maps; 66            |
|   | Administration; 189               |
|   | Coin System; 190                  |
|   | Exit Services; 189                |
|   | HEFT; 76,161,190                  |
|   | History; 189                      |
|   | Names; 189                        |
|   | Service Plazas; 190               |
|   | Spur SR91; 76                     |
|   | Ticket System; 190                |
|   | Toll Plazas; 190                  |
|   | Ford, Henry; 152                  |

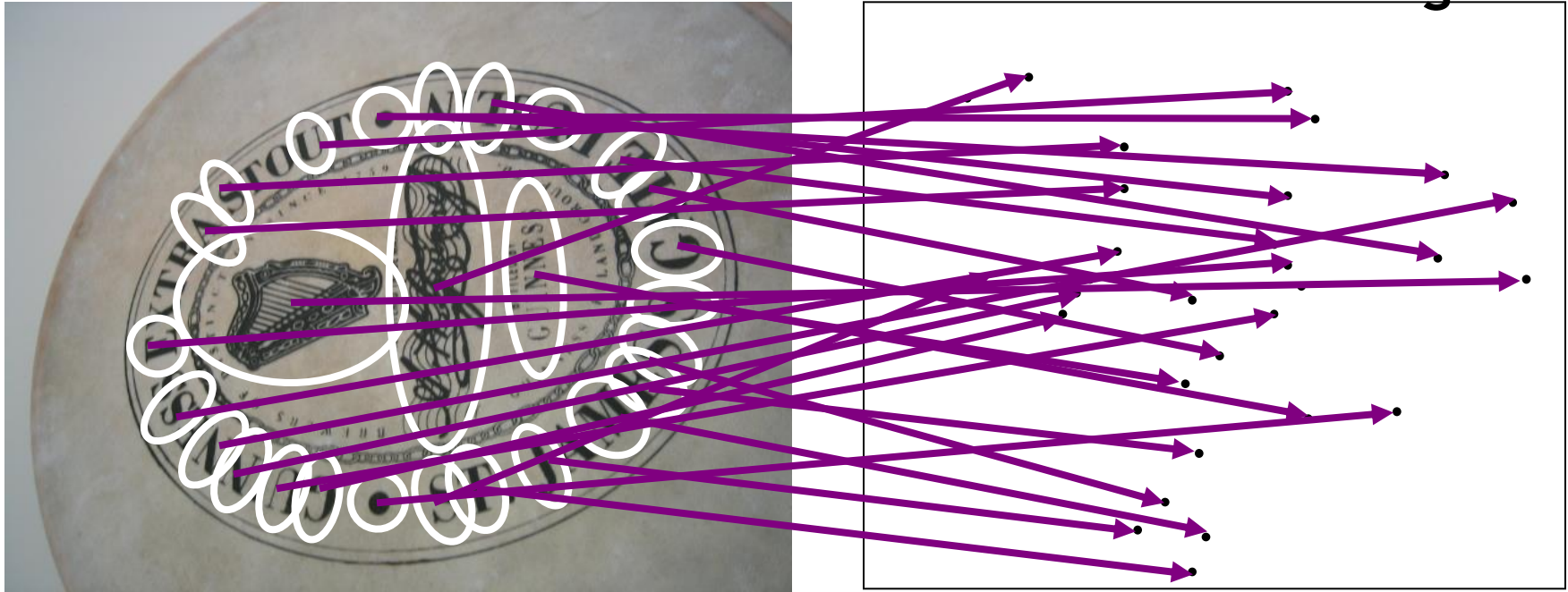
- For text documents, an efficient way to find all *pages* on which a *word* occurs is to use an index...
- We want to find all *images* in which a *feature* occurs.
- To use this idea, we'll need to map our features to "visual words".

# Text Retrieval vs. Image Search

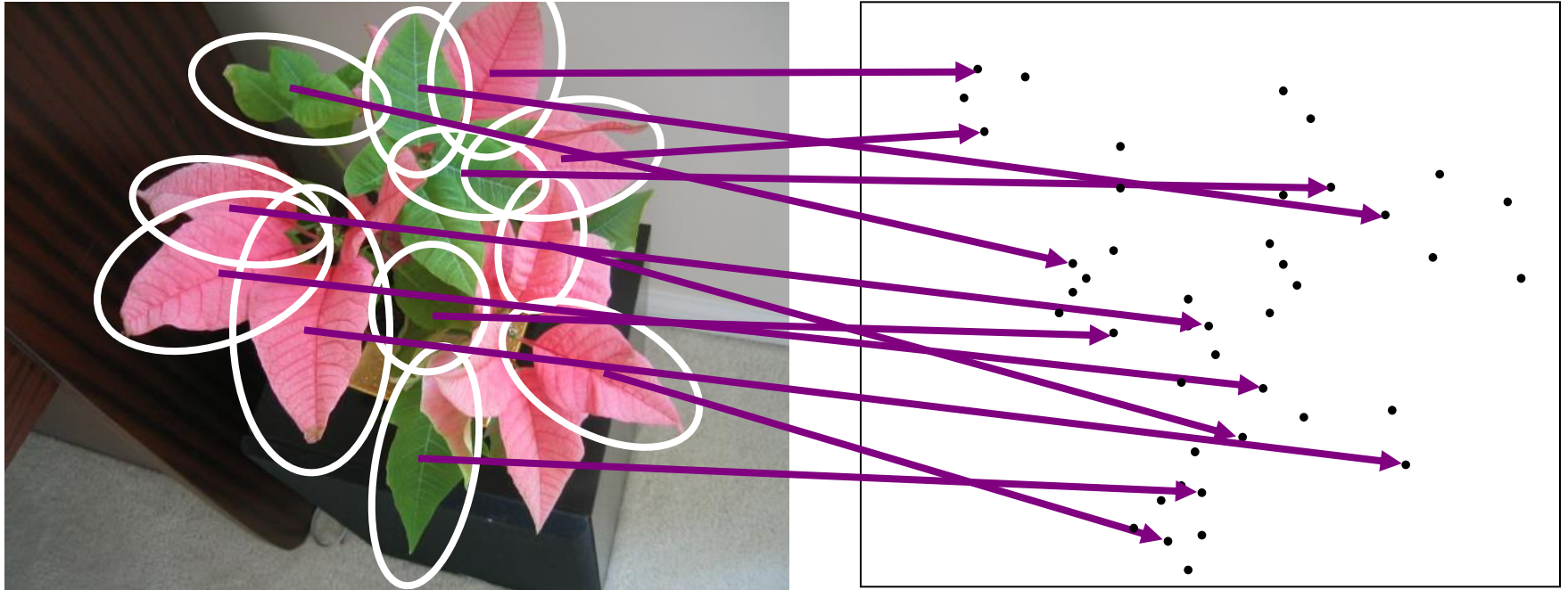
- What makes the problems similar, different?

# Visual Words: Main Idea

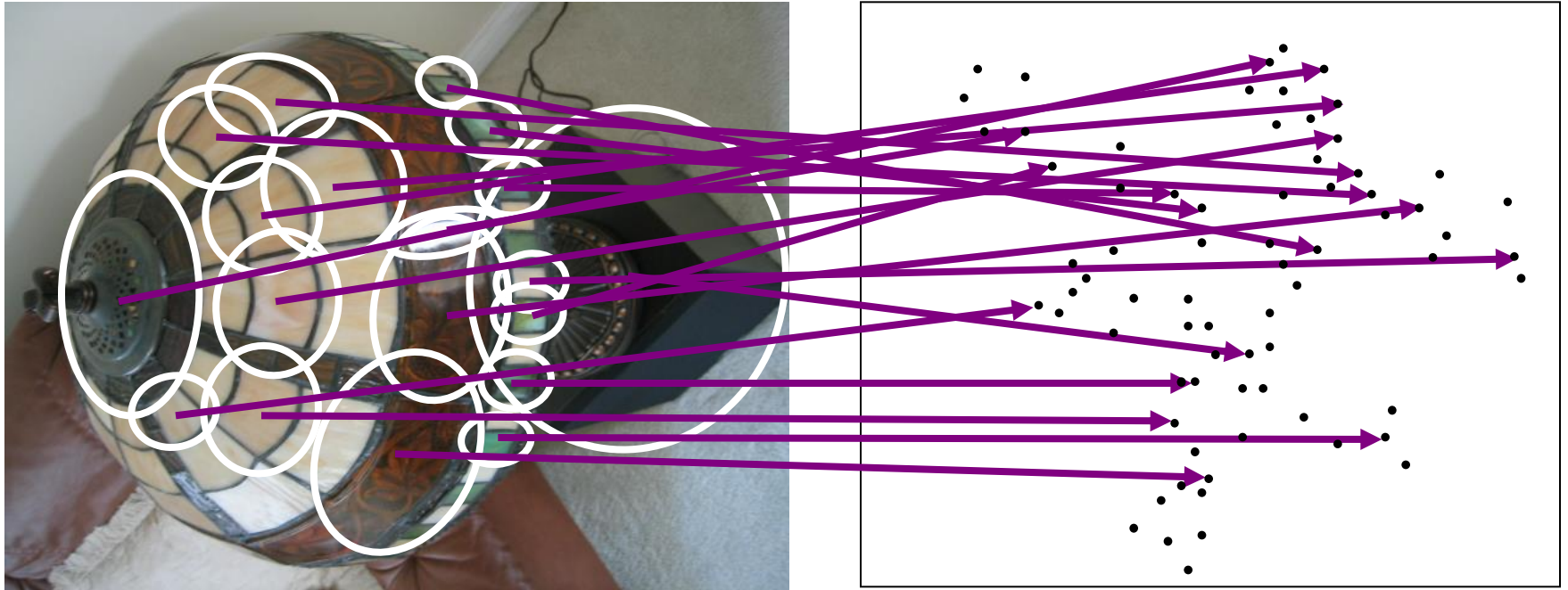
- Extract some local features from a number of images ...



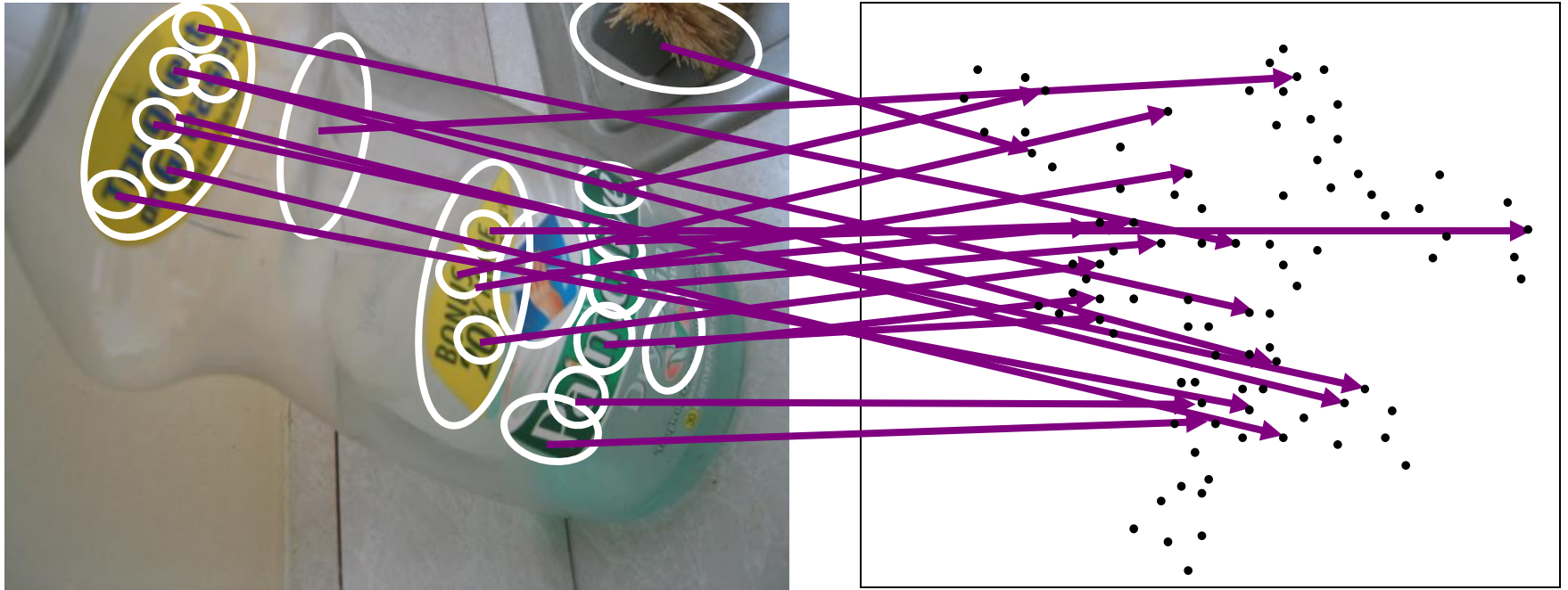
# Visual Words: Main Idea



# Visual Words: Main Idea

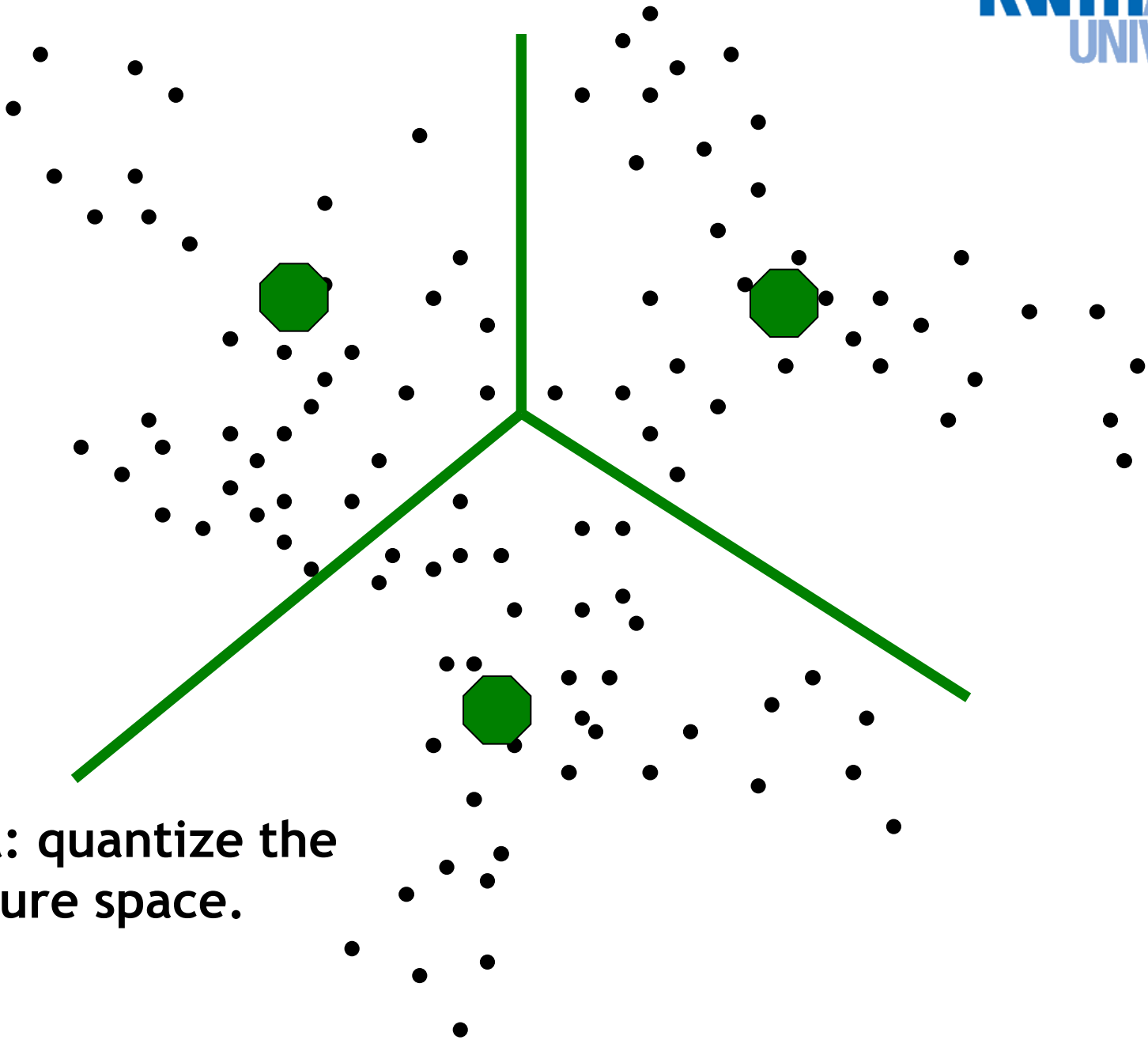


# Visual Words: Main Idea





Each point is a  
local descriptor,  
e.g. SIFT vector.

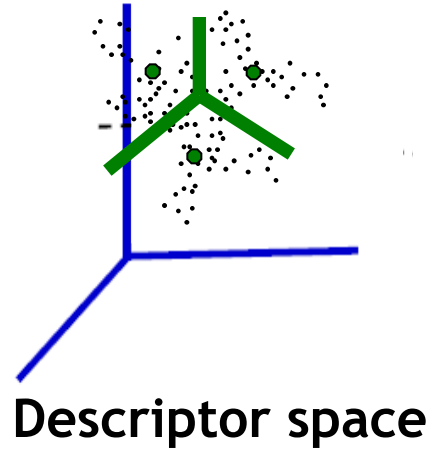
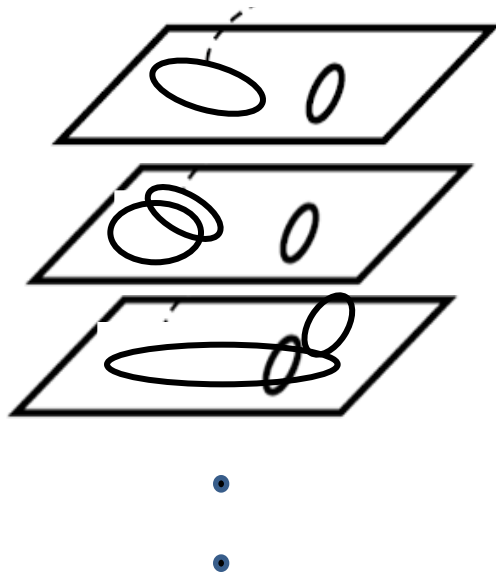


Idea: quantize the  
feature space.



# Indexing with Visual Words

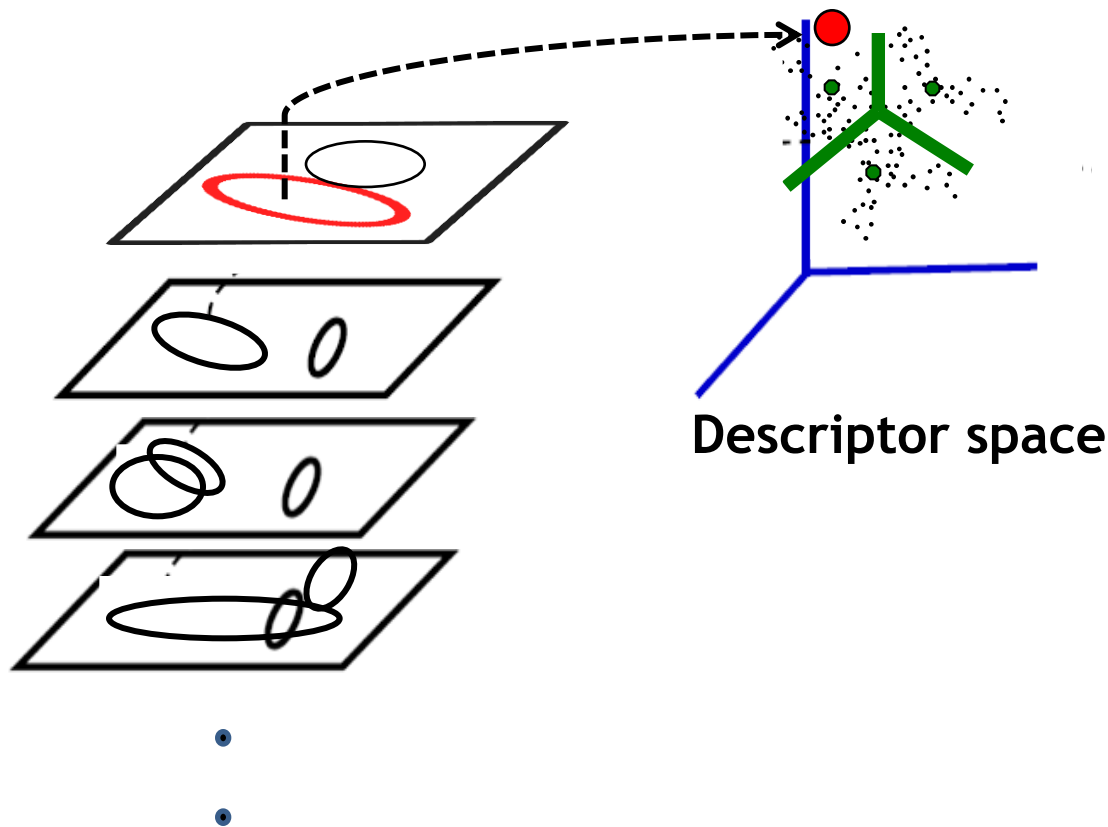
Map high-dimensional descriptors to tokens/words by quantizing the feature space



- Quantize via clustering, let cluster centers be the prototype “words”

# Indexing with Visual Words

Map high-dimensional descriptors to tokens/words by quantizing the feature space



- Determine which word to assign to each new image region by finding the closest cluster center.

# Visual Words

- Example: each group of visual words

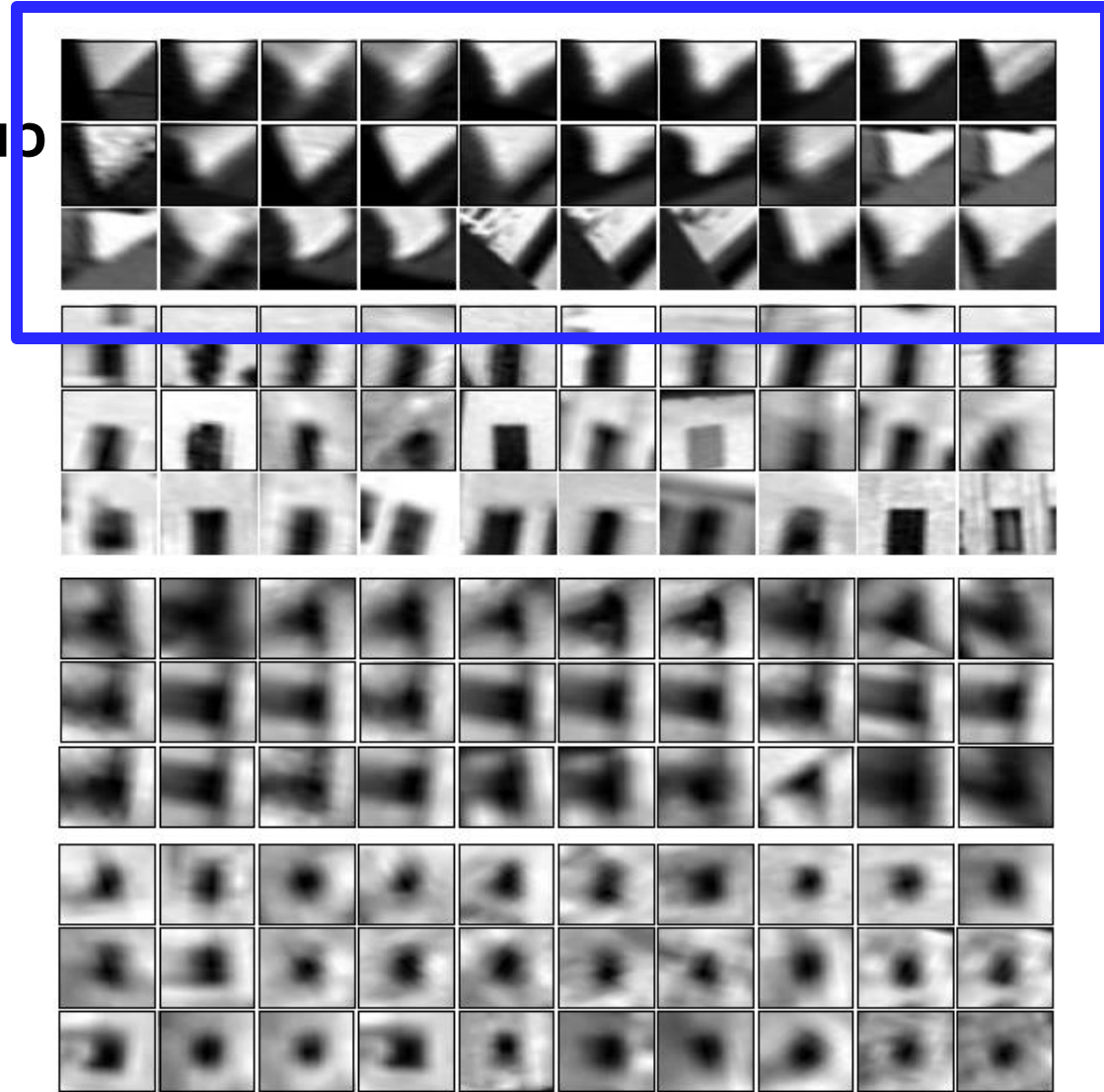
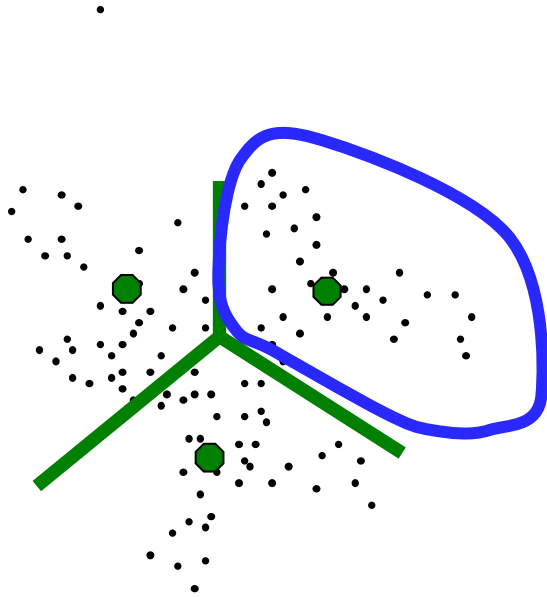
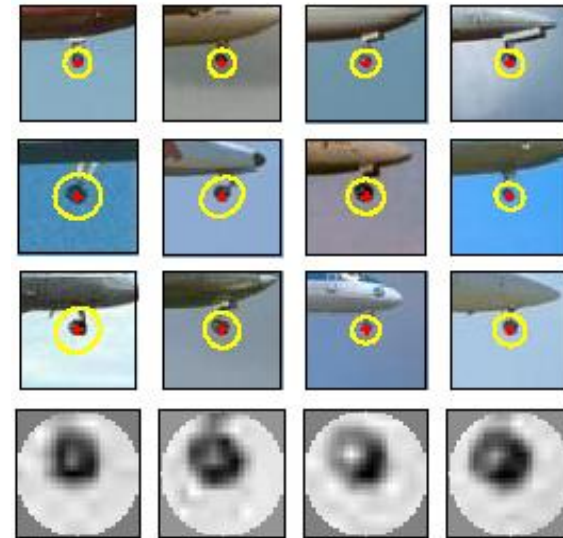


Figure from Sivic & Zisserman, ICCV 2003

# Visual Words

- Often used for describing scenes and objects for the sake of indexing or classification.



Sivic & Zisserman 2003;  
Csurka, Bray, Dance, & Fan  
2004; many others.

# Inverted File for Images of Visual Words



frame #5



frame #10

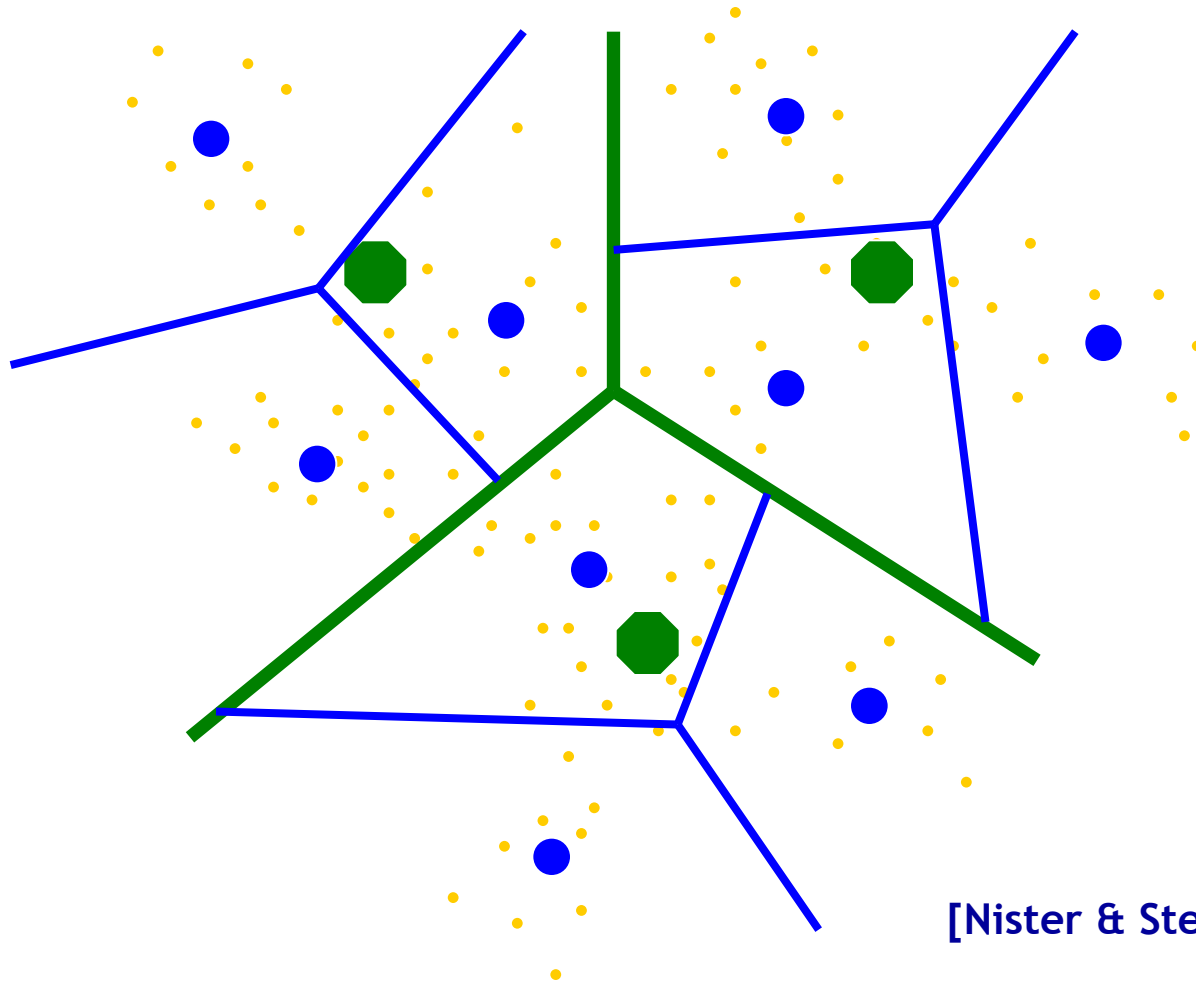
Word number    List of image numbers

|     |   |            |
|-----|---|------------|
| 1   | → | 5, 10, ... |
| 2   | → | 10, ...    |
| ... |   | ...        |

*When will this give us a significant gain in efficiency?*

# Example: Recognition with Vocabulary Tree

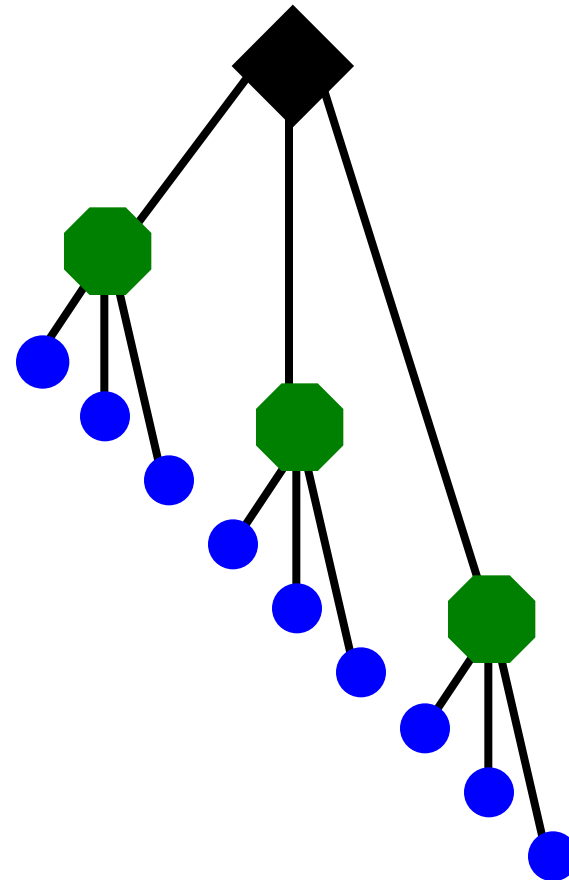
- Tree construction:



[Nister & Stewenius, CVPR'06]

# Vocabulary Tree

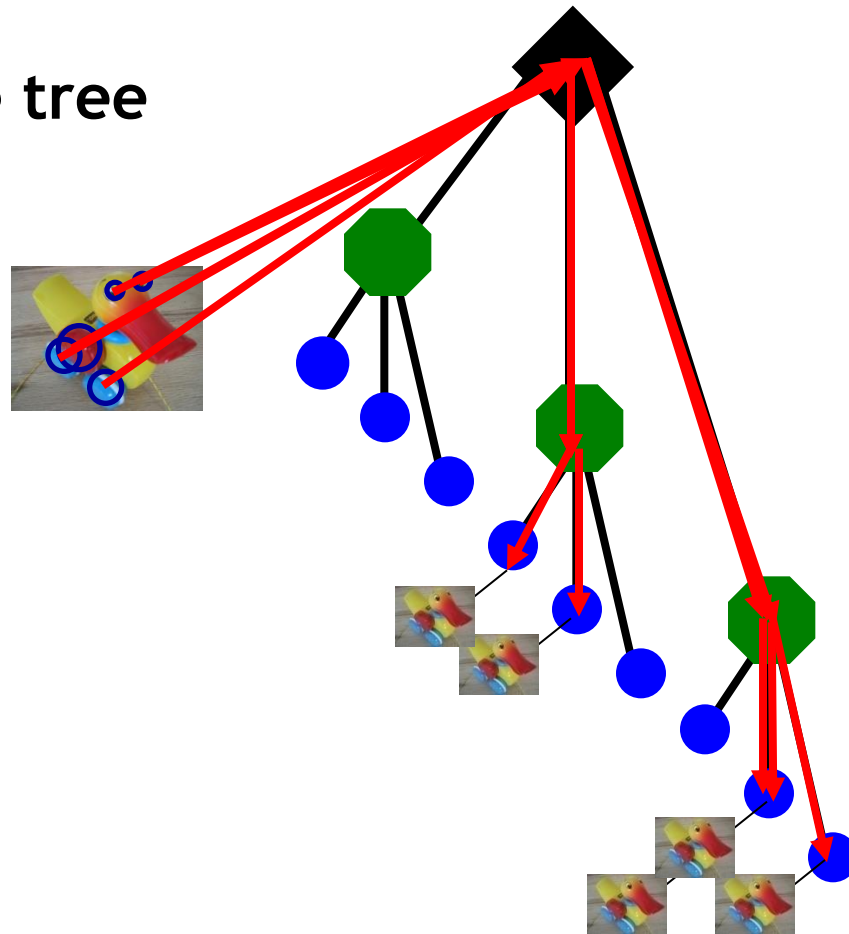
- Training: Filling the tree



[Nister & Stewenius, CVPR'06]

# Vocabulary Tree

- Training: Filling the tree

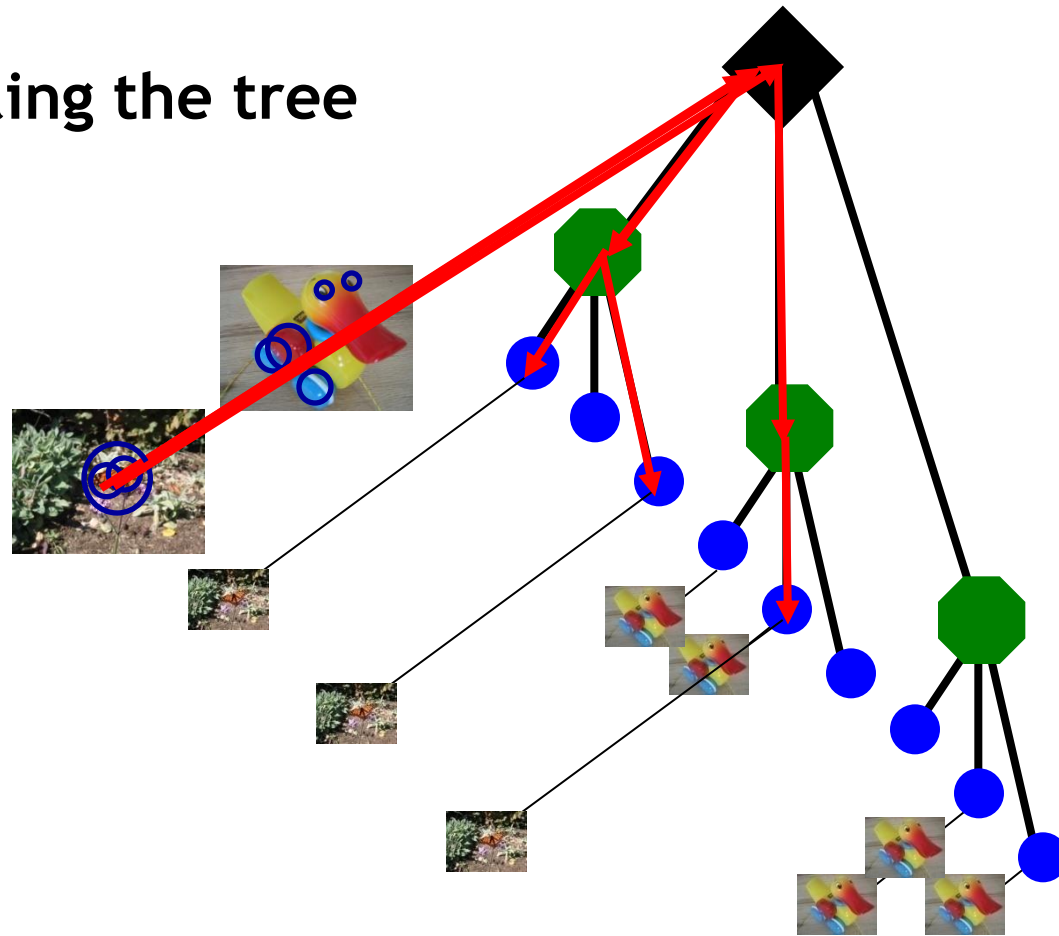


[Nister & Stewenius, CVPR'06]



# Vocabulary Tree

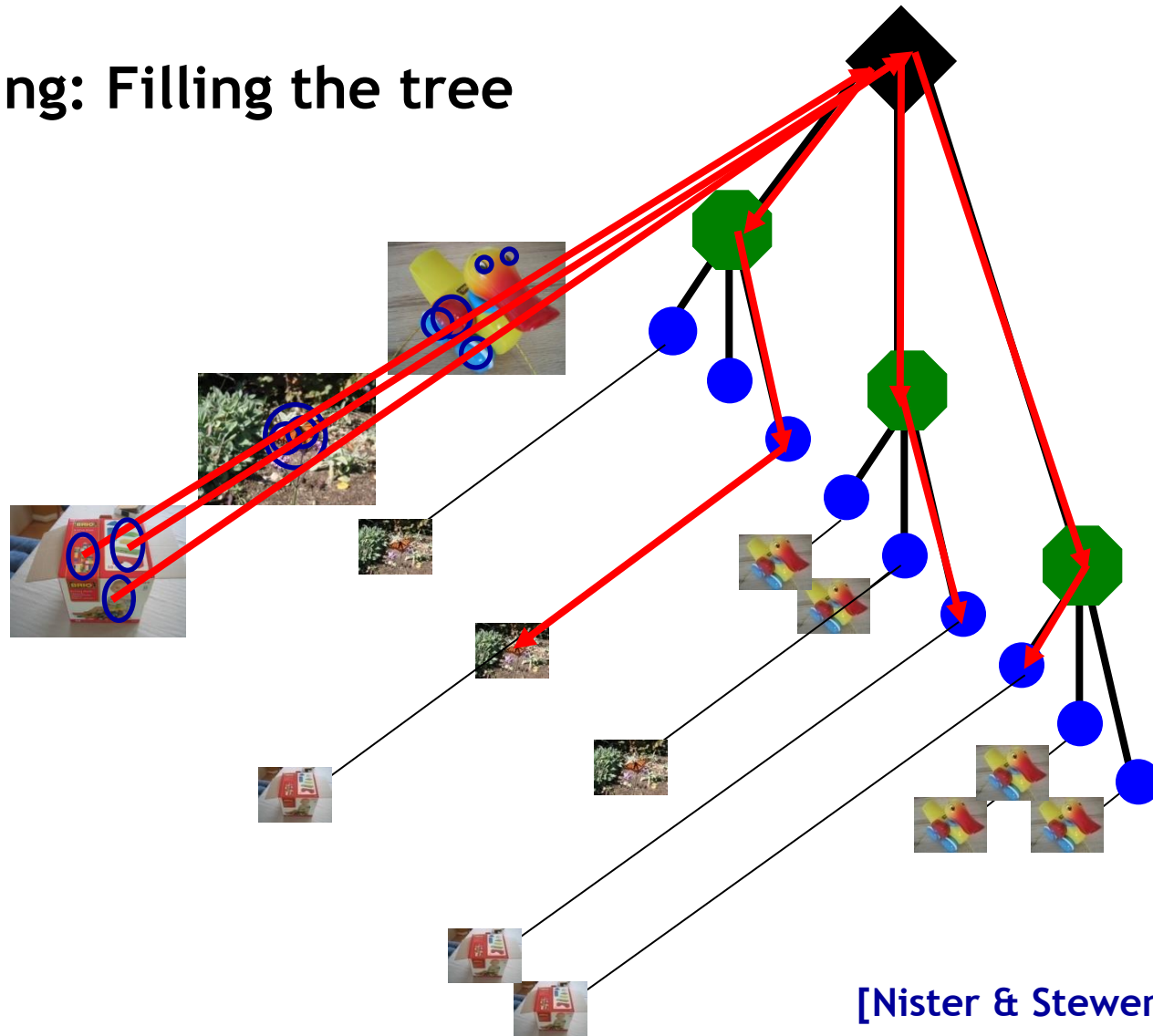
- Training: Filling the tree



[Nister & Stewenius, CVPR'06]

# Vocabulary Tree

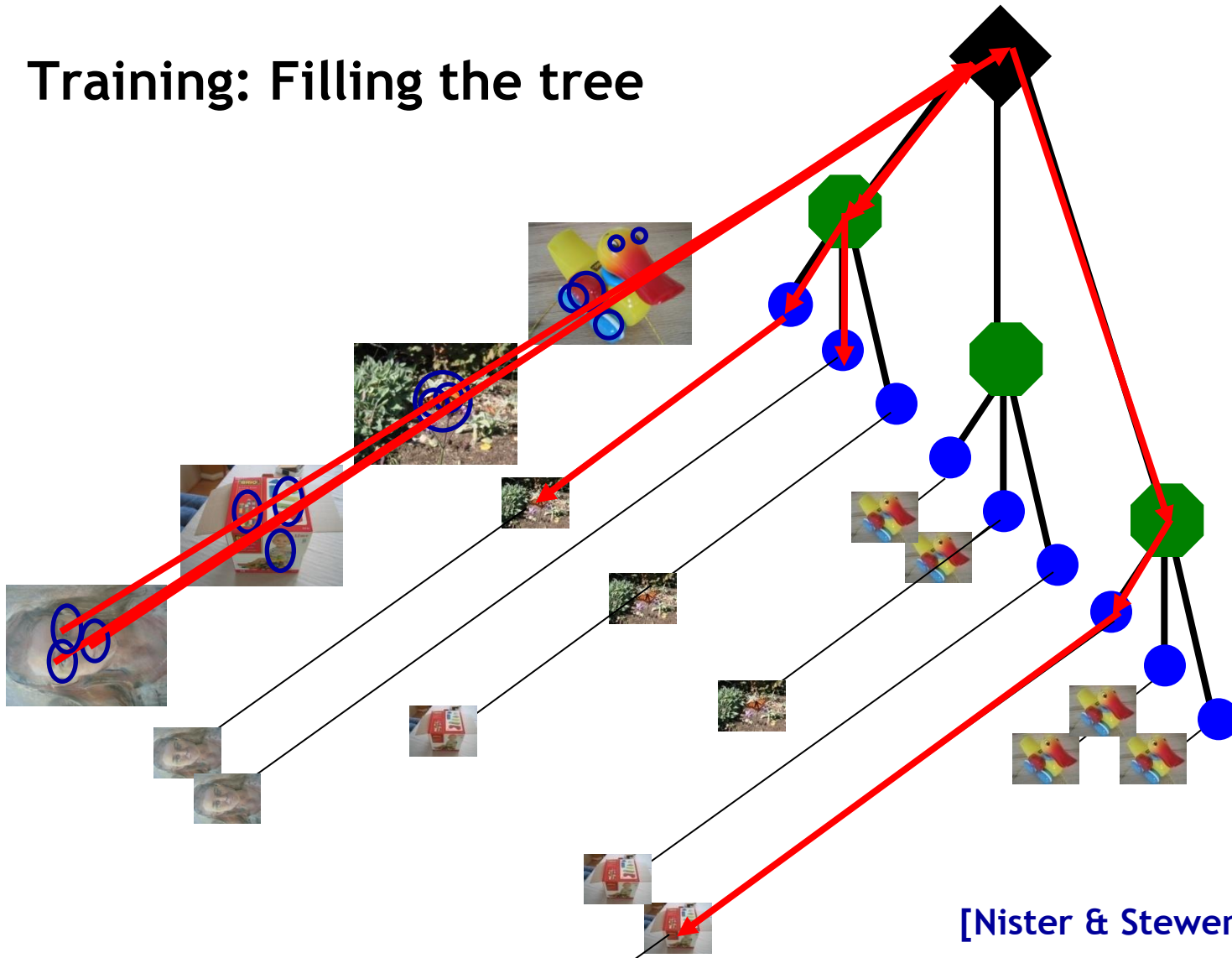
- Training: Filling the tree



[Nister & Stewenius, CVPR'06]

# Vocabulary Tree

- Training: Filling the tree

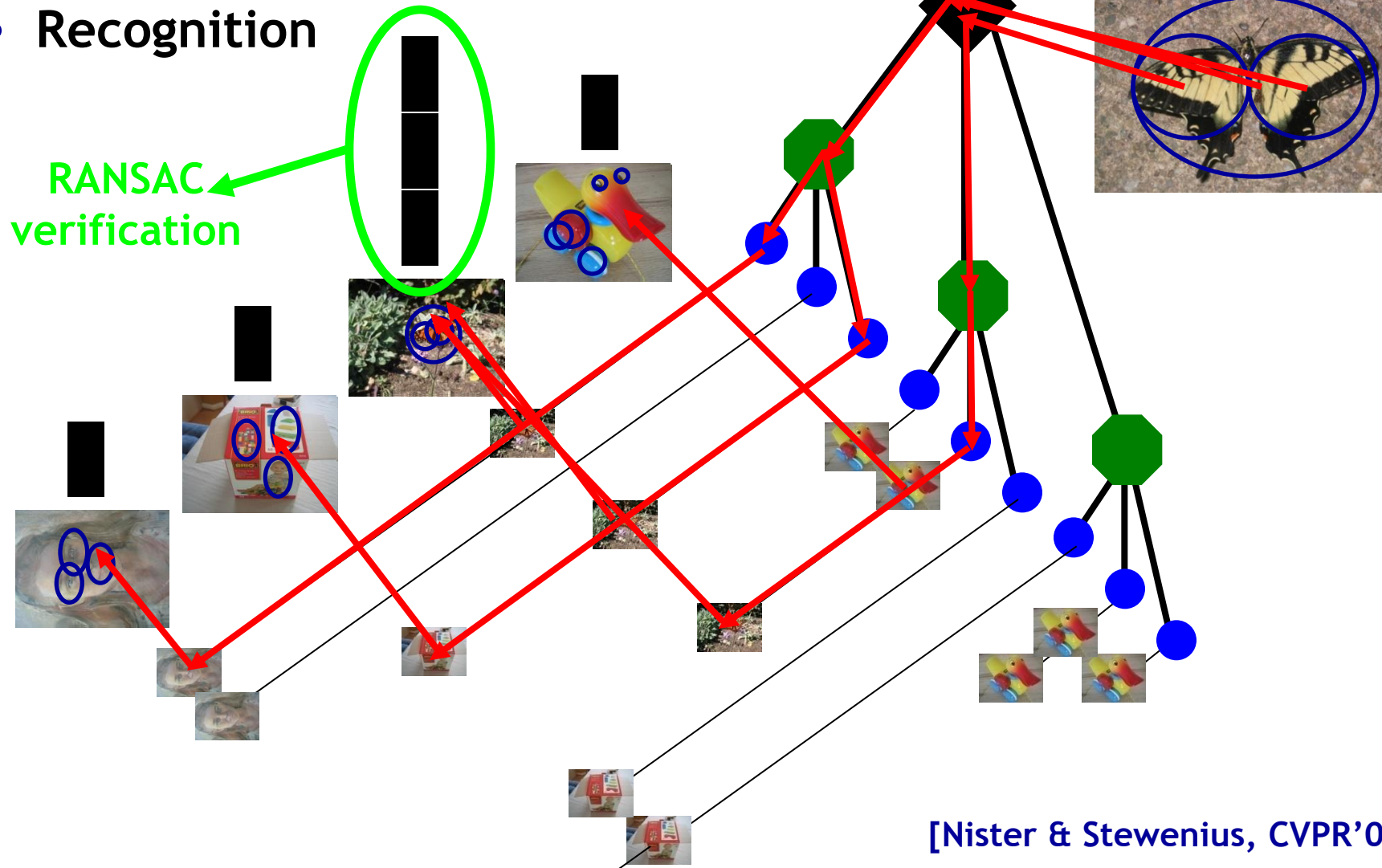


[Nister & Stewenius, CVPR'06]

B. Leibe

# Vocabulary Tree

- Recognition



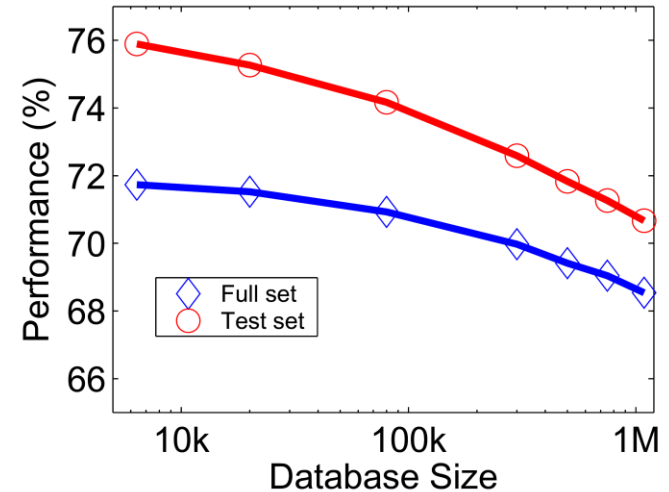
[Nister & Stewenius, CVPR'06]



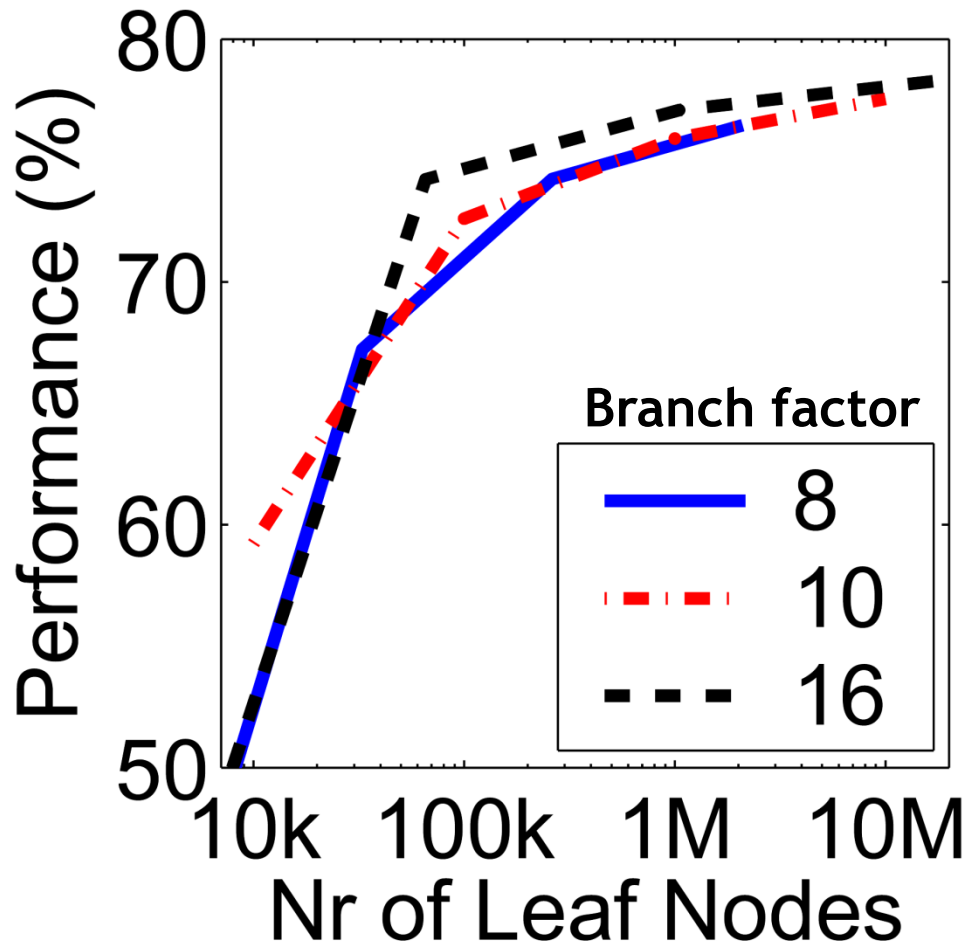
# Vocabulary Tree: Performance

- Evaluated on large databases
  - Indexing with up to 1M images
- Online recognition for database of 50,000 CD covers
  - Retrieval in ~1s (in 2006)
- Experimental finding that large vocabularies can be beneficial for recognition

[Nister & Stewenius, CVPR'06]



# Vocabulary Size



- Larger vocabularies can be advantageous...
- But what happens when the vocabulary gets too large?
  - Efficiency?
  - Robustness?

# tf-idf Weighting

- Term frequency - inverse document frequency
- Describe frame by frequency of each word within it, downweight words that appear often in the database
- (Standard weighting for text retrieval)

Number of occurrences of word  $i$  in document  $d$

Number of words in document  $d$

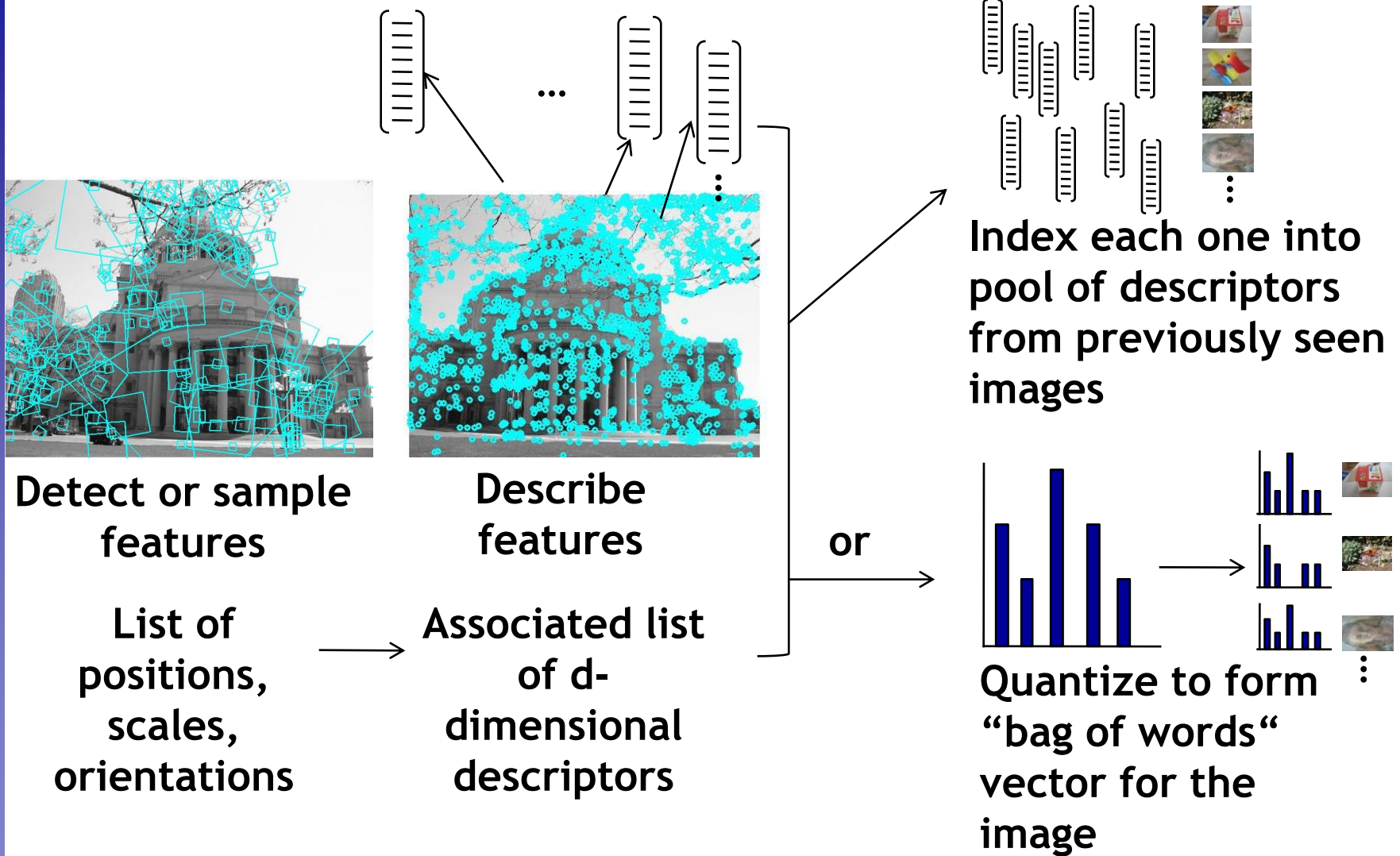
$$t_i = \frac{n_{id}}{n_d} \log \frac{N}{n_i}$$

Total number of documents in database

Number of occurrences of word  $i$  in whole database



# Summary: Indexing features



# Application for Content Based Img Retrieval

- What if query of interest is a portion of a frame?

Visually defined query

“Find this  
clock”



“Find this  
place”



“Groundhog Day” [Rammis, 1993]



# Video Google System

1. Collect all words within query region
2. Inverted file index to find relevant
3. Compare word counts
4. Spatial verification

Sivic & Zisserman, ICCV 2003

- Demo online at :  
<http://www.robots.ox.ac.uk/~vgg/rese>



Query  
region



Retrieved frames

# Collecting Words Within a Query Region

- Example: Friends



Query region:  
pull out only the SIFT  
descriptors whose  
positions are within the  
polygon



# Example Results



Query

raw nn 1sim=0.56697

raw nn 2sim=0.56163

raw nn 5sim=0.54917



# More Results



Query

raw nn 1sim=0.67818

raw nn 2sim=0.66144

raw nn 3sim=0.66023

raw nn 4sim=0.65774

raw nn 5sim=0.65463



Retrieved shots

# Applications: Specific Object Recognition

- Commercial services coming out:

kooaba

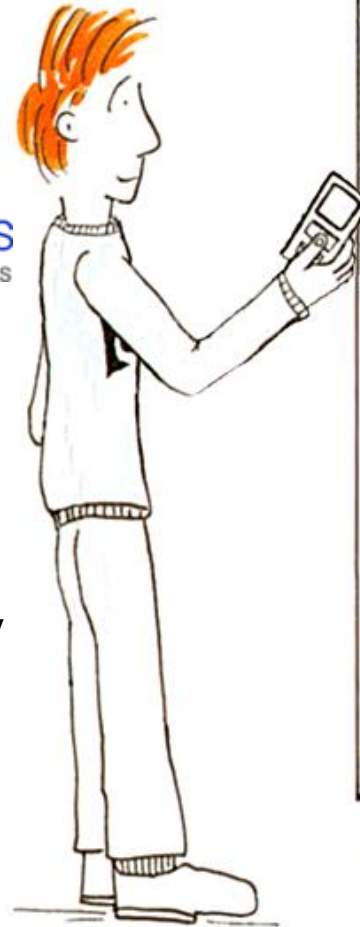
Google goggles  
labs



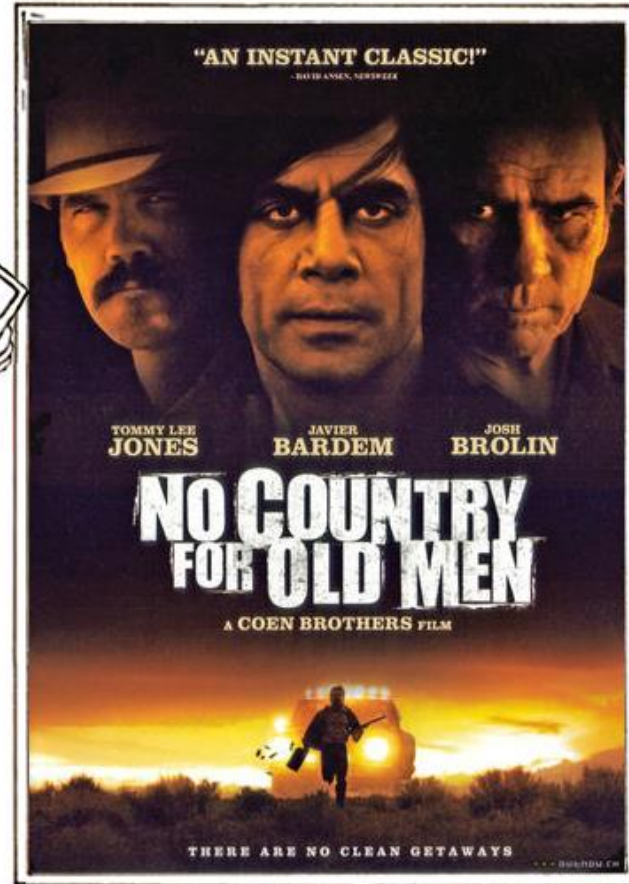
Works well for mostly planar objects:

- Movie posters,
- Book covers,
- CD/DVD covers,
- Video games,
- ...

MOBILE IMAGE RECOGNITION?  
TRY IT OUT NOW!!!



kooaba



Show another poster!

Movie data provided by:



1. **POINT**  
YOUR MOBILE  
PHONE CAMERA TO  
THE MOVIE  
POSTER.

2. **SNAP** A  
PICTURE AND SEND  
IT:

IN SWITZERLAND:  
MMS TO 5555 (OR  
079 394 57 00  
FOR ORANGE  
CUSTOMERS)

IN GERMANY:  
MMS TO 84000

EVERYWHERE:  
EMAIL TO  
M@KOOABA.COM

3. **FIND** ALL  
RELEVANT INFOR-  
MATION ABOUT THE  
MOVIE ON YOUR  
MOBILE PHONE

(~20M images indexed)

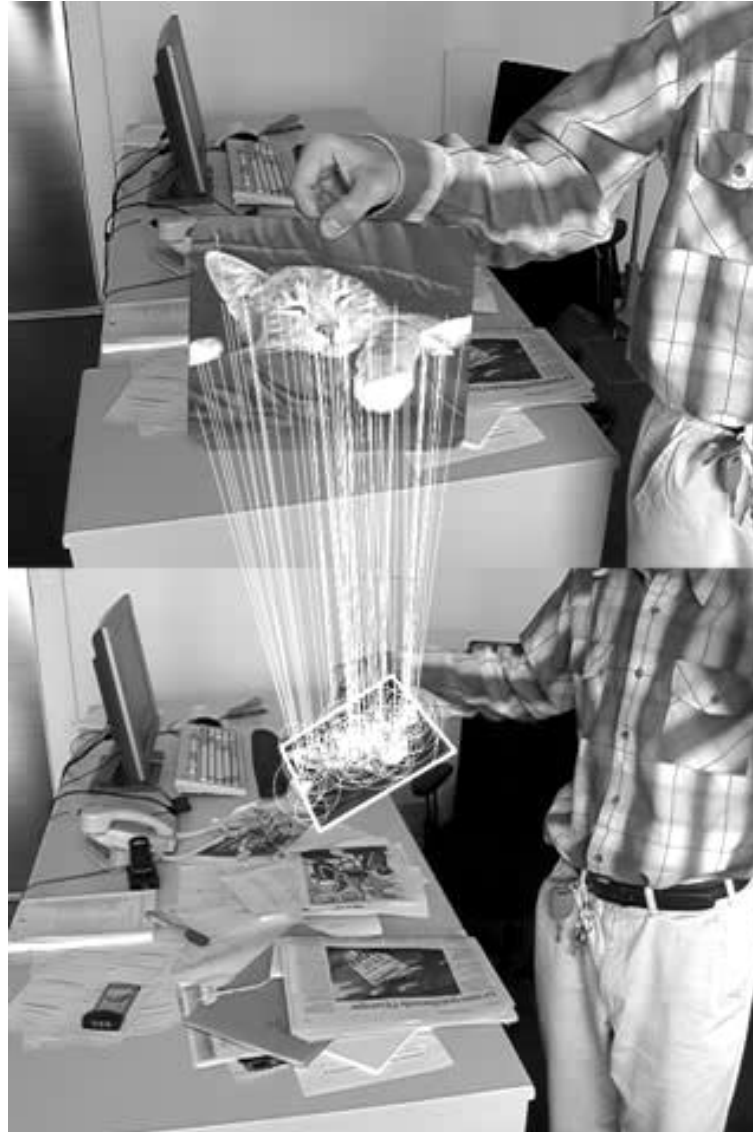


# Applications: Aachen Tourist Guide





# Applications: Fast Image Registration



# Applications: Mobile Augmented Reality

Mobile Phone  
Augmented Reality  
at  
30 Frames per Second  
using  
Natural Feature Tracking  
(all processing and rendering done in software)

D. Wagner, G. Reitmayr, A. Mulloni, T. Drummond, D. Schmalstieg,  
[Pose Tracking from Natural Features on Mobile Phones](#). In *ISMAR 2008*.

# References and Further Reading

- More details on RANSAC can be found in Chapter 4.7 of
  - R. Hartley, A. Zisserman  
Multiple View Geometry in Computer Vision  
2nd Ed., Cambridge Univ. Press, 2004
- Details about the Hough transform for object recognition can be found in
  - D. Lowe, [Distinctive image features from scale-invariant keypoints](#),  
*IJCV* 60(2), pp. 91-110, 2004
- Details about the Video Google system can be found in
  - *J. Sivic, A. Zisserman,*  
[Video Google: A Text Retrieval Approach to Object Matching in Videos](#), ICCV'03, 2003.

