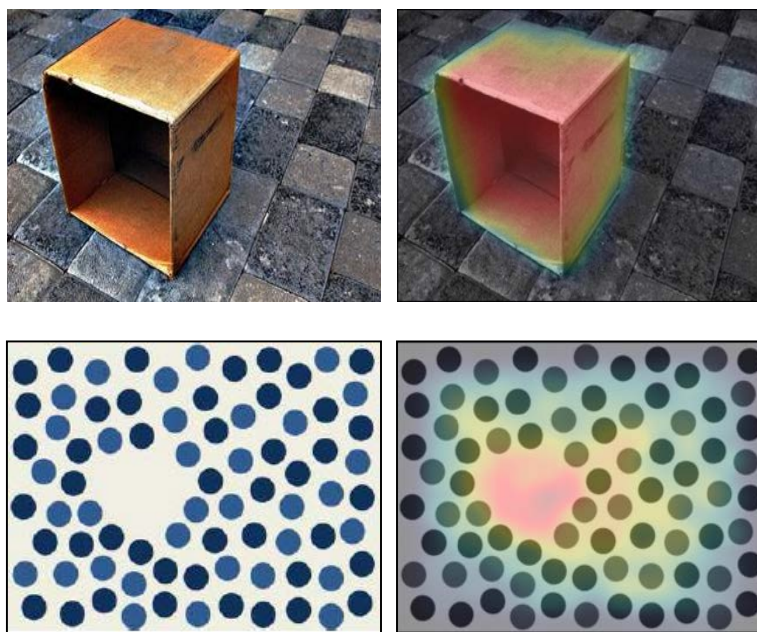


A Closer Look at Context: From Coxels to the Contextual Emergence of Object Saliency



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Visual Context

“Any and all information that might influence the way a scene and the objects within it are perceived.”

[T. M. Strat. Employing contextual information in computer vision, 1993.]



Saliency:

The degree to which a constituent in a visual scene demands our attention.

Visual context of a constituent:

The set of visual units that are used to measure its saliency.

Context in previous methods:

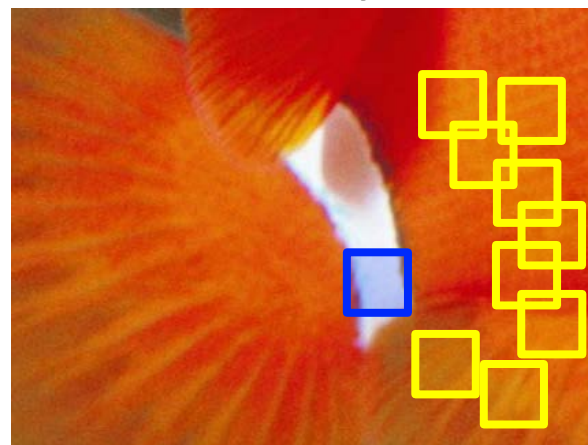
Contrast



Context = the surround in some center-surround (C-S) structure.

Wang et al. 2008, Liu et al. 2011, ...

Rarity



Context = a set of patches derived from global image statistics.

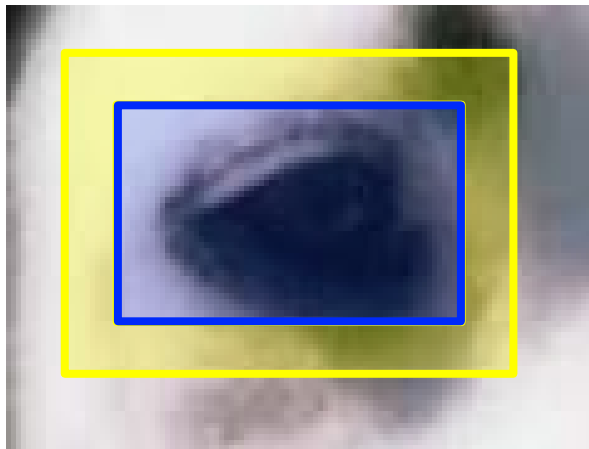
Achanta et al. 2009, Margolin et al. 2013, ...

Visual context of a constituent:

The set of visual units that are used to measure its saliency.

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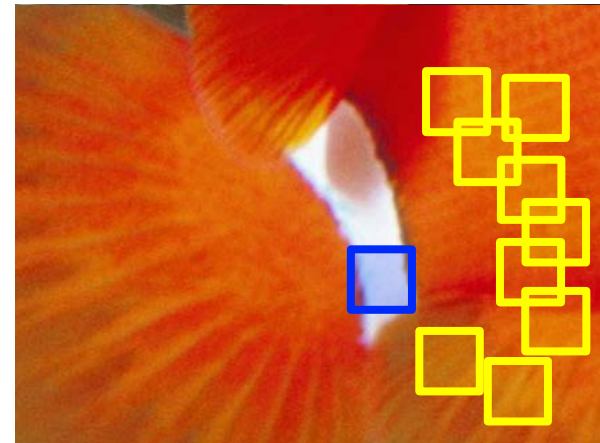
Contrast



Context = the surround in some center-surround (C-S) structure.

Wang et al. 2008, Liu et al. 2011, ...

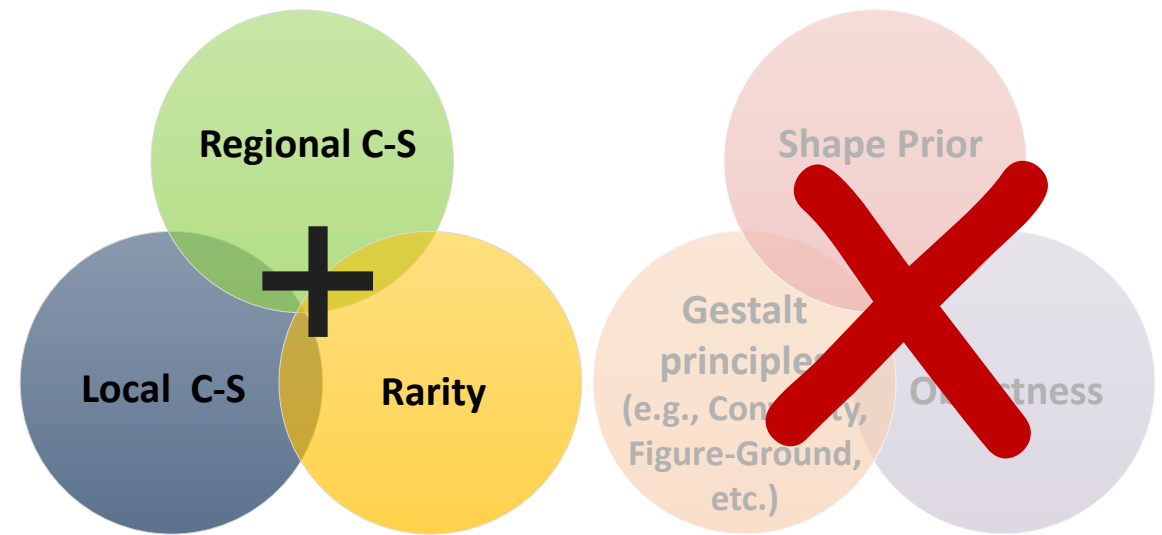
Rarity



Context = a set of patches derived from global image statistics.

Achanta et al. 2009, Margolin et al. 2013, ...

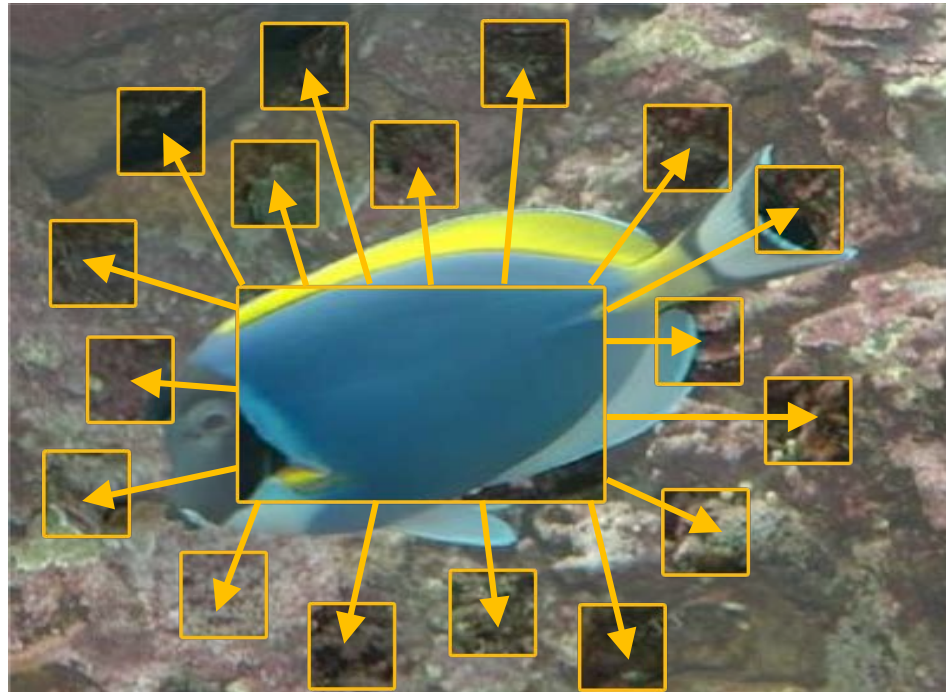
Context in previous methods ~~vs~~ Additional information



Not fully effective in measuring the saliency of whole visual objects. (Huang et al. 2004, Chang et al. 2011, Chang et al. 2011, Wang et al. 2011, ...)

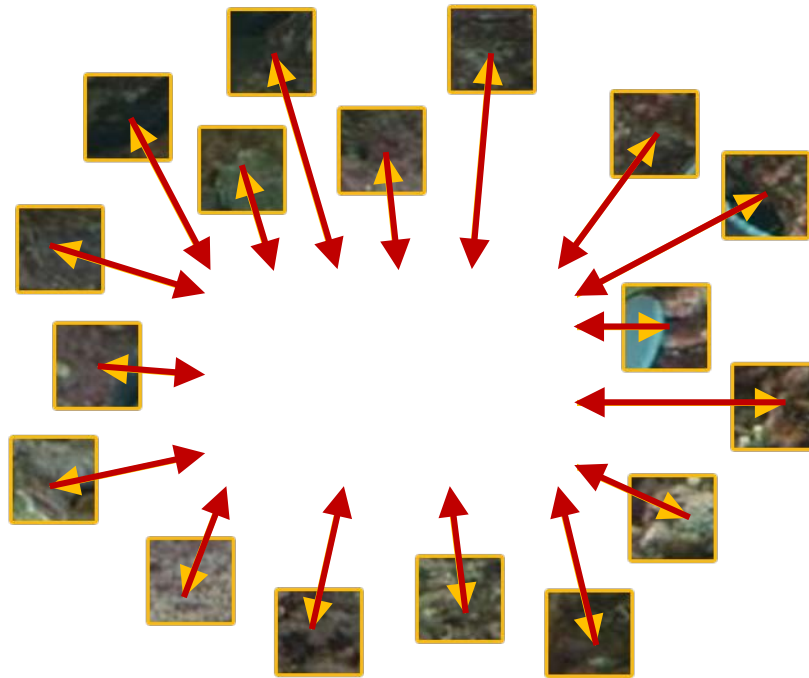
Our approach: Improve performance by better modelling context instead of objects.

“To what extent does a visual **constituent** stand out from its **context**?”



- Implies a certain constituent is at hand when its saliency is measured.
- When the **constituent** is intended to be an **object**, performance is limited.

“What are the properties of **visual context** that render the **visual information it embeds** as salient?”



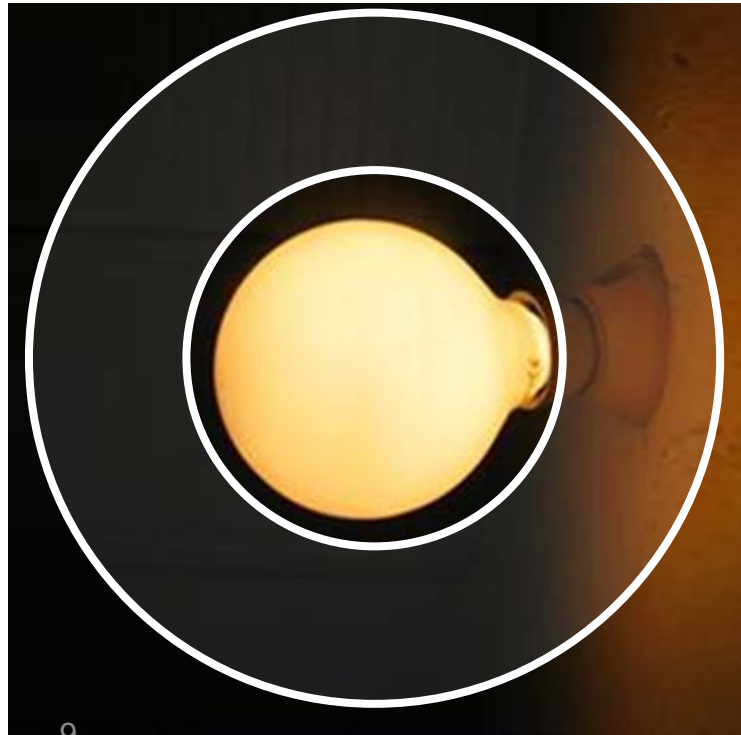
- Modelling visual context instead of the object
- No need to consider object shape/size/complexity
- 8 ○ "Non-contextual" information is indicated as salient.

Context Element (coxel): A region in the image with the following properties:

Smoothness: Proximate parts composing the coxel are expected to be similar.

Apathy to contiguity:

Enclosure:



Context Element (coxel): A region in the image with the following properties:

Smoothness

Apathy to contiguity: A coxel may constitute several distinct connected components.

Enclosure:



Context Element (coxel): A region in the image with the following properties:

Smoothness

Apathy to contiguity

Enclosure: The spatial layout of a coxel should “enclose” some visual information.



Context Element (coxel): Smoothness, Apathy to contiguity, Enclosure.

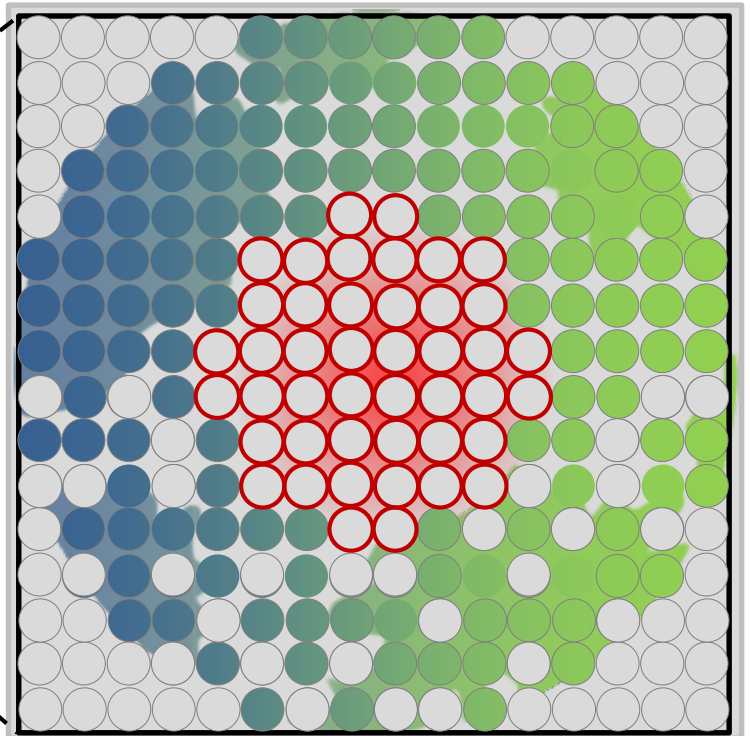
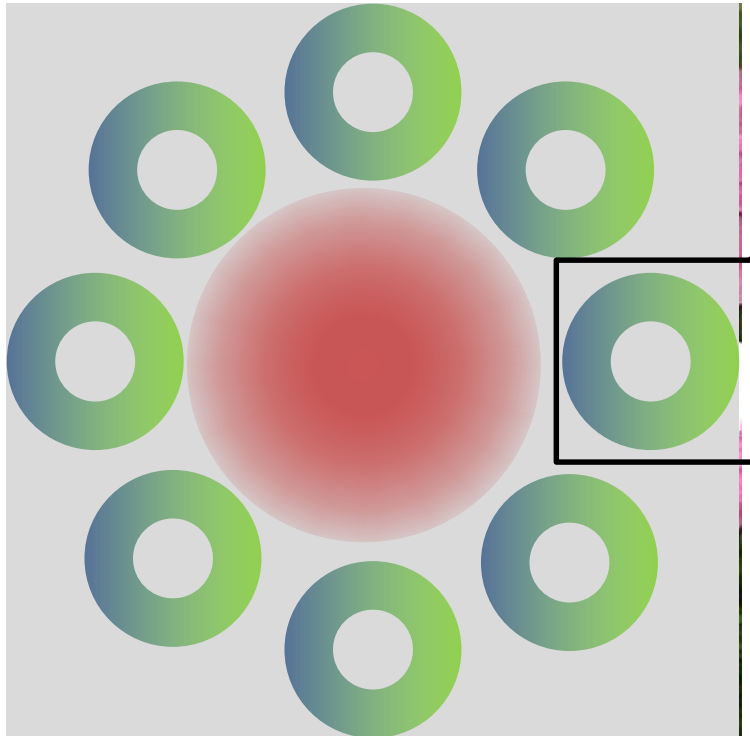
Smoothness

❖ $V = \{v_1 \dots v_n\}$: the set of all patches in the input image.

Apathy to contiguity

❖ $G = (V, E)$: a *weighted complete graph* on V .

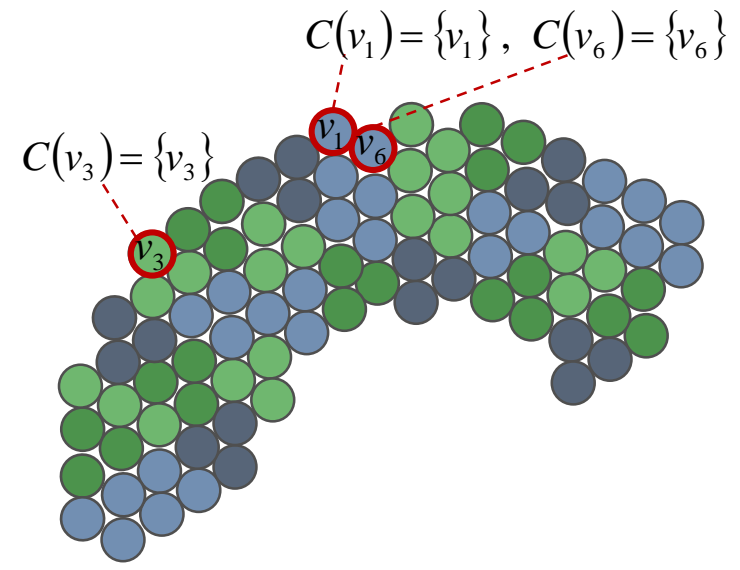
Enclosure:



SLIC superpixels, Achanta et al, 2010

Context Element (coxel): Smoothness, Apathy to contiguity, Enclosure.

❖ $C(v_i)$ denotes “the coxel of patch v_i ”. Initially, $\forall v_i \ C(v_i) = \{v_i\}$.



Context Element (coxel): Smoothness, Apathy to contiguity, Enclosure.

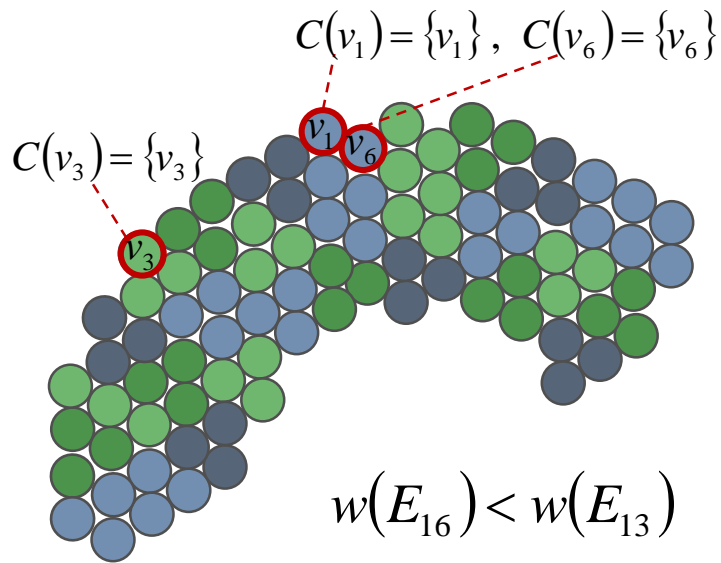
❖ The contextual gap between patch patches v_i and v_j : Initially, $\forall v_i C(v_i) = \{v_i\}$.

$$w(E_{ij}) = 1 - \left(\frac{1 - \alpha \cdot D_{ij}}{1 + \beta \cdot S_{ij}} \right) \in [0, 1]$$

Distance, Similarity

Lower values for closer and more similar pairs of patches. Higher otherwise.

$$0 = w_1 < \dots < w_q < \dots < w_r < \dots < w_s < \dots < w_m = 1$$



$$w(E_{16}) < w(E_{13})$$

Context Element (coxel): **Smoothness**, Apathy to contiguity, Enclosure.

Step 1: Gradual Extension of Coxels

❖ **Extensive contextual gap** between

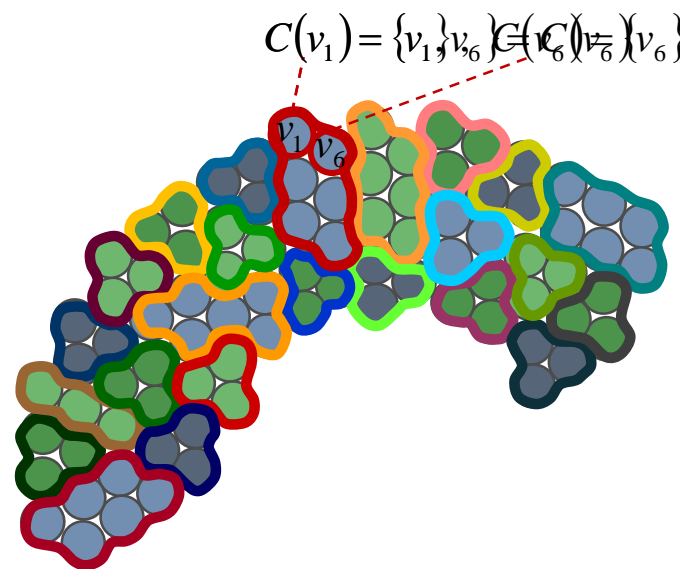
patches v_i and v_j :
 If $w(E_{ij}) \leq w_l$ and $C(v_i) \neq C(v_j)$,

$$w(E_{ij}) = \frac{1 - \alpha \cdot D_{ij}}{1 + \beta \cdot S_{ij}} \in [0, 1]$$

Distance, Similarity

Lower values for closer and more similar pairs of patches. Higher otherwise.

$$0 = w_1 < \dots < w_q < \dots < w_r < \dots < w_s < \dots < w_m = 1$$



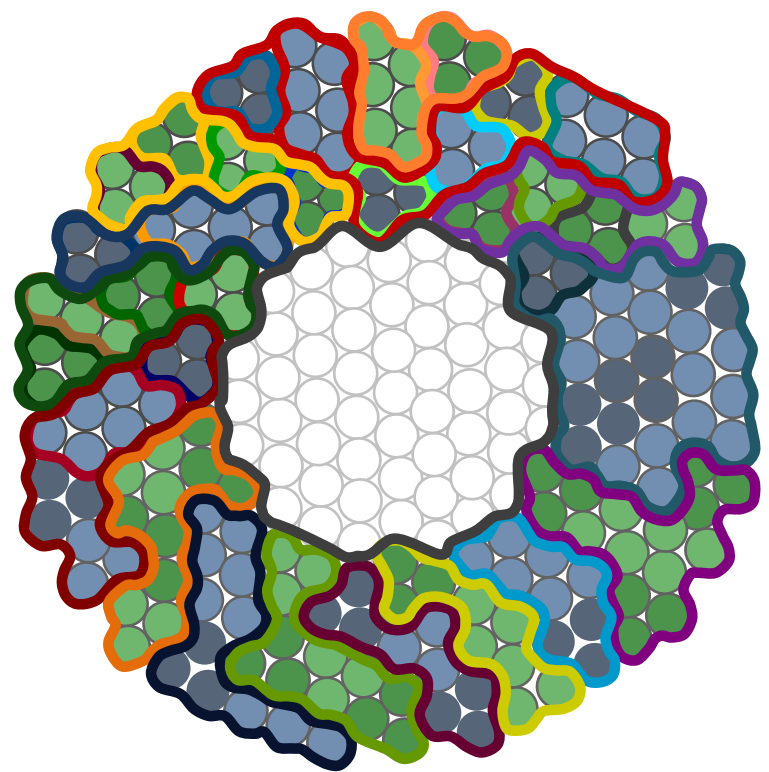
Context Element (coxel): **Smoothness**, Apathy to contiguity, Enclosure.

Step 1: Gradual Extension of Coxels

❖ Extension rule:

*If $w(E_{ij}) \leq w_l$ and $C(v_i) \neq C(v_j)$,
then $C(v_i) = C(v_i) \cup C(v_j)$*

$$0 = w_1 < \dots < w_q < \dots < w_r < \dots < w_s < \dots < w_m = 1$$



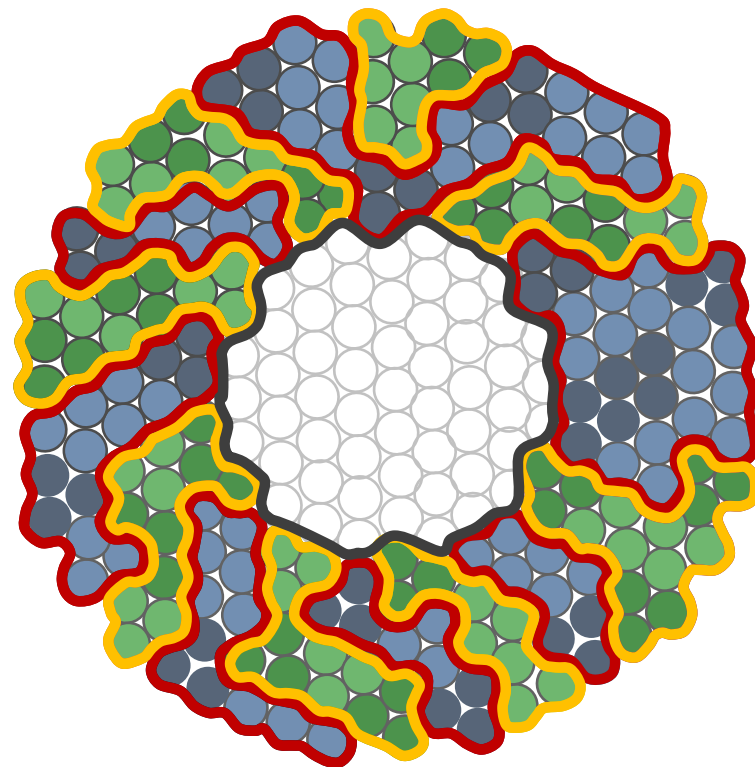
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$$0 = w_1 < \dots < \underbrace{w_q}_{\text{red}} < \dots < \underbrace{w_r}_{\text{red}} < \dots < w_s < \dots < w_m = 1$$

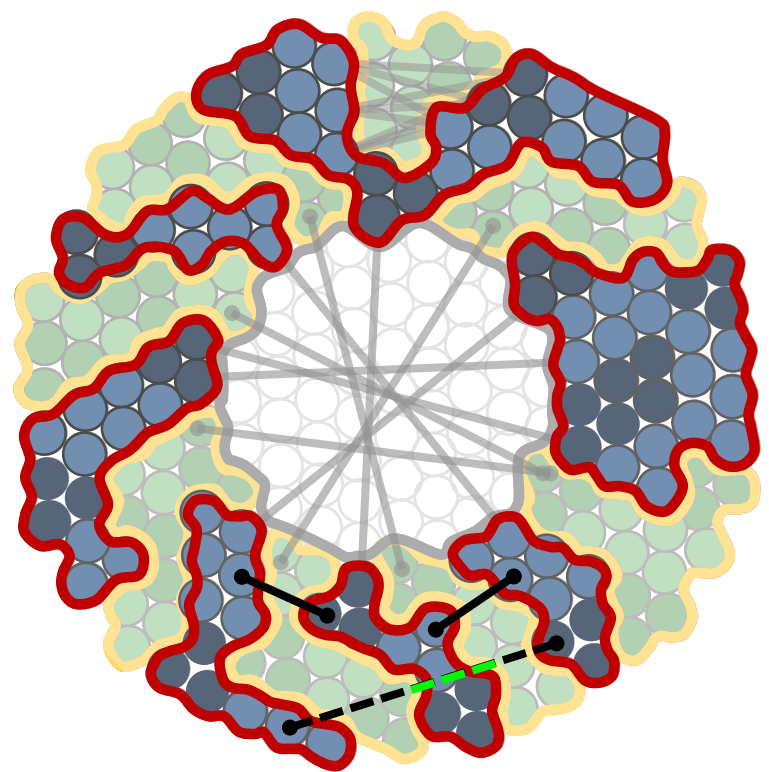


Context Element (coxel): **Smoothness**, **Apathy to contiguity**, **Enclosure**.

Step 2: Accumulate Saliency Votes

❖ **Saliency bridge:** An edge between patches of the same coxel, that doesn't traverse another patch from that coxel.

$$0 = w_1 < \dots < w_q < \dots < \color{red}{w_r} < \dots < w_s < \dots < w_m = 1$$

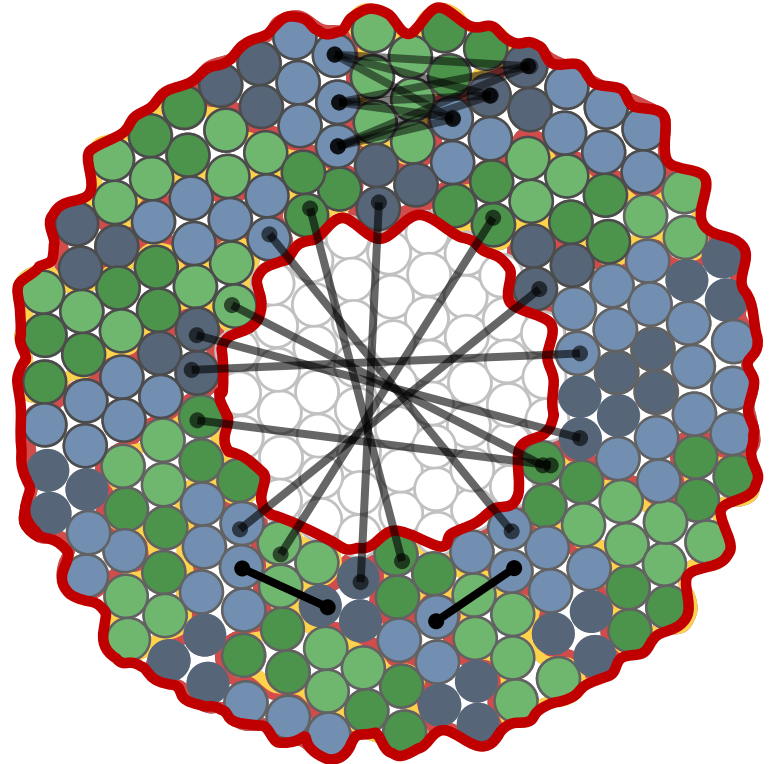


Context Element (coxel): **Smoothness**, **Apathy to contiguity**, **Enclosure**.

Step 2: Accumulate Saliency Votes

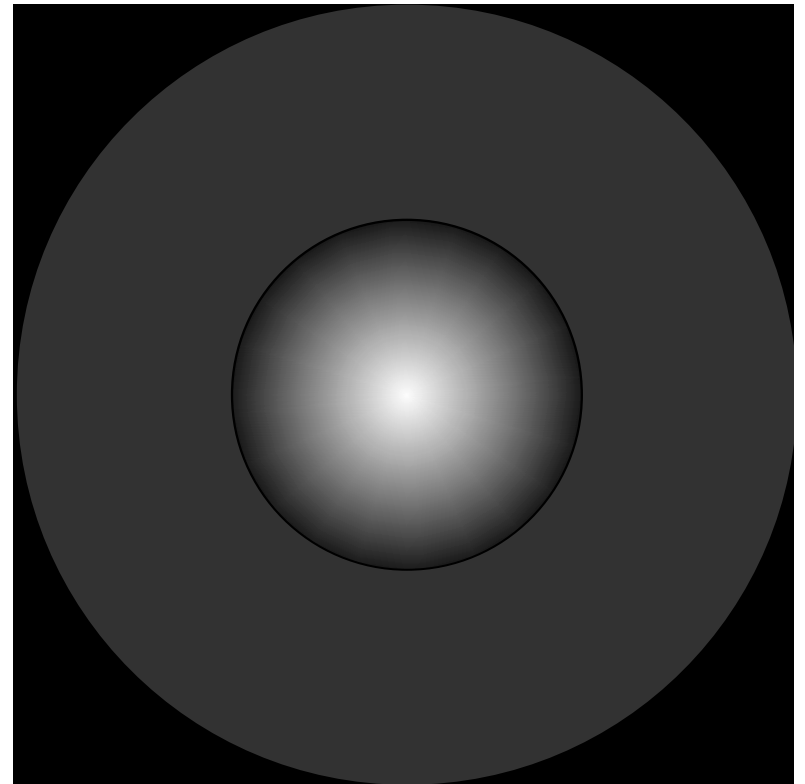
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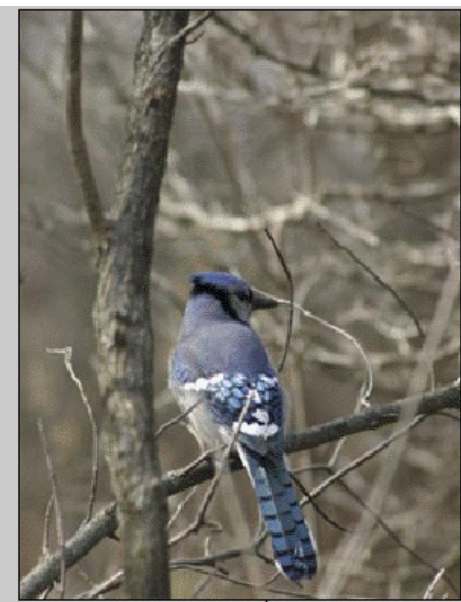


Final saliency map

- ❖ Votes are accumulated in the image pixels saliency bridges traverse.
- ❖ A kernel density estimation is applied to obtain a dense map.



Computational process demonstrated:



Input



Saliency heat map

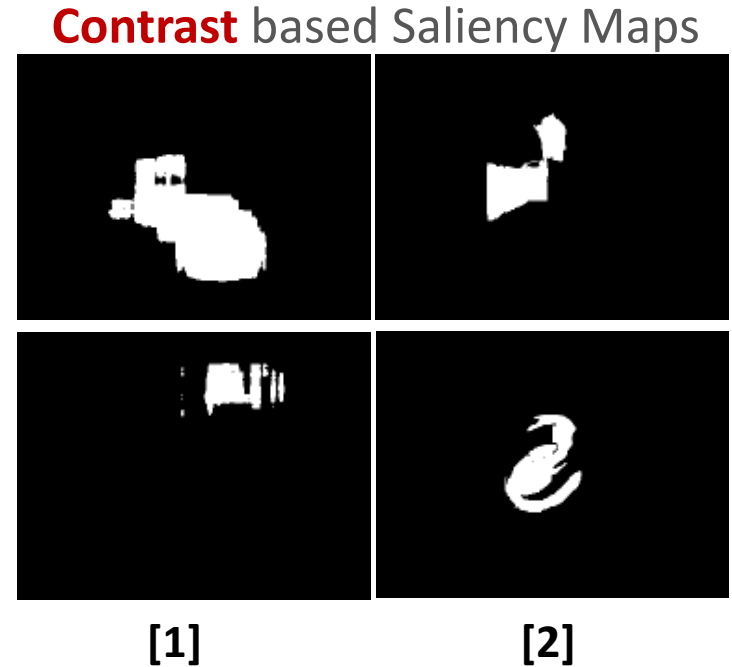
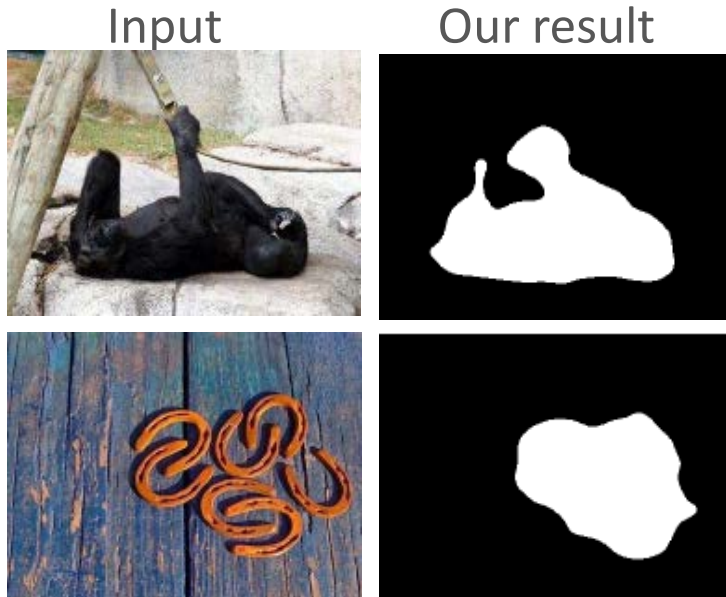


Final saliency map



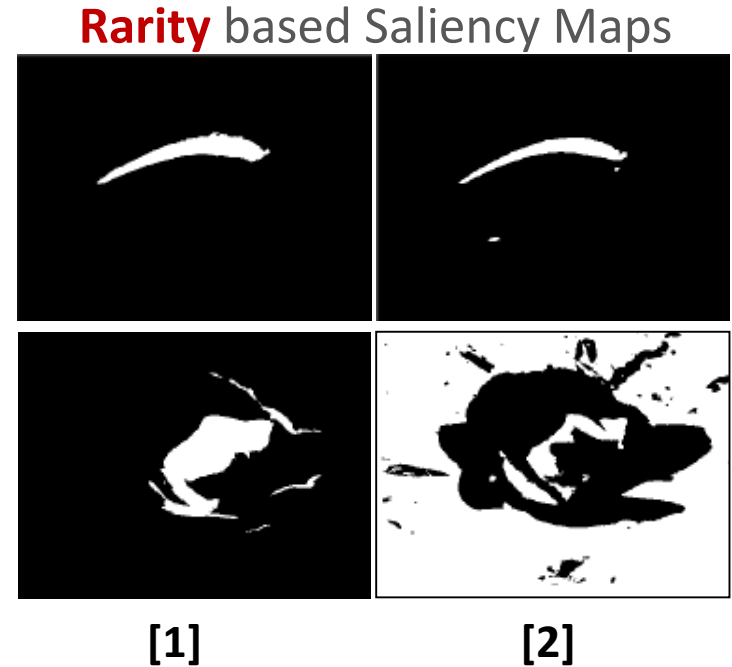
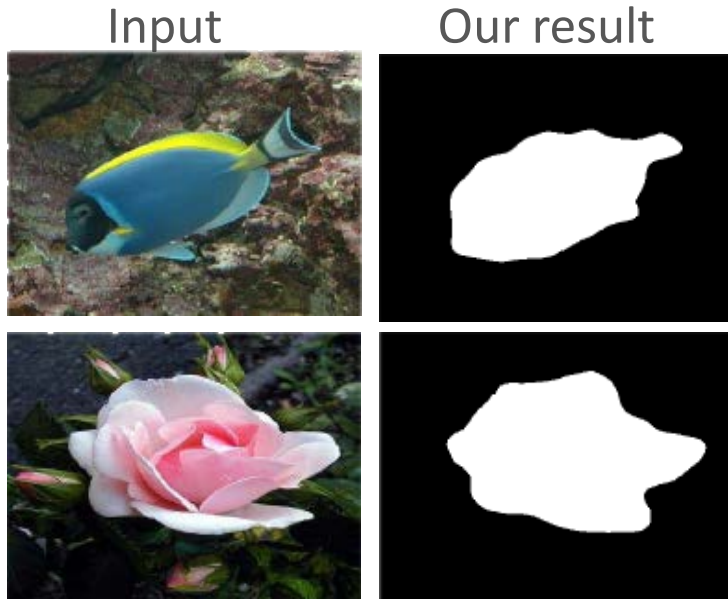
Accumulated votes

Comparison with contrast/rarity based saliency maps:



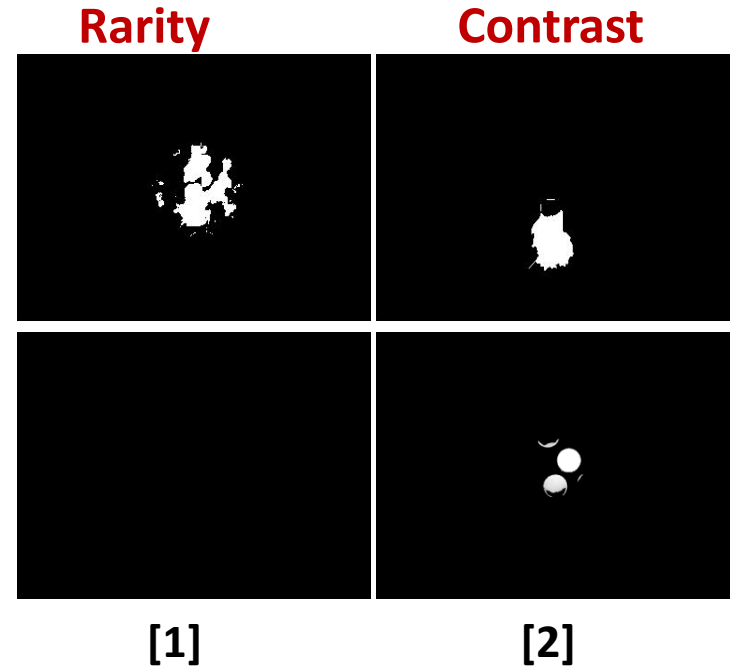
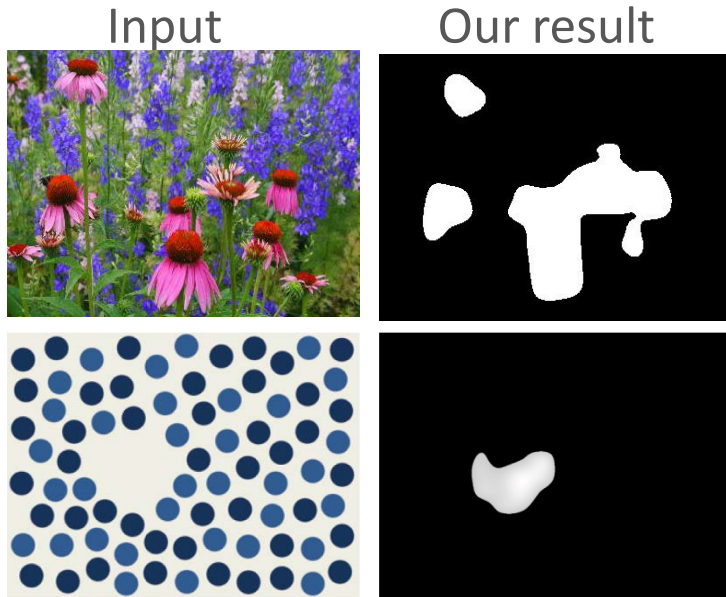
1. Liu et al., Learning to detect a salient object, PAMI 2011
2. Jiang et al., Automatic salient object segmentation based on context and shape prior, BMVC 2011

Comparison with contrast/rarity based saliency maps:



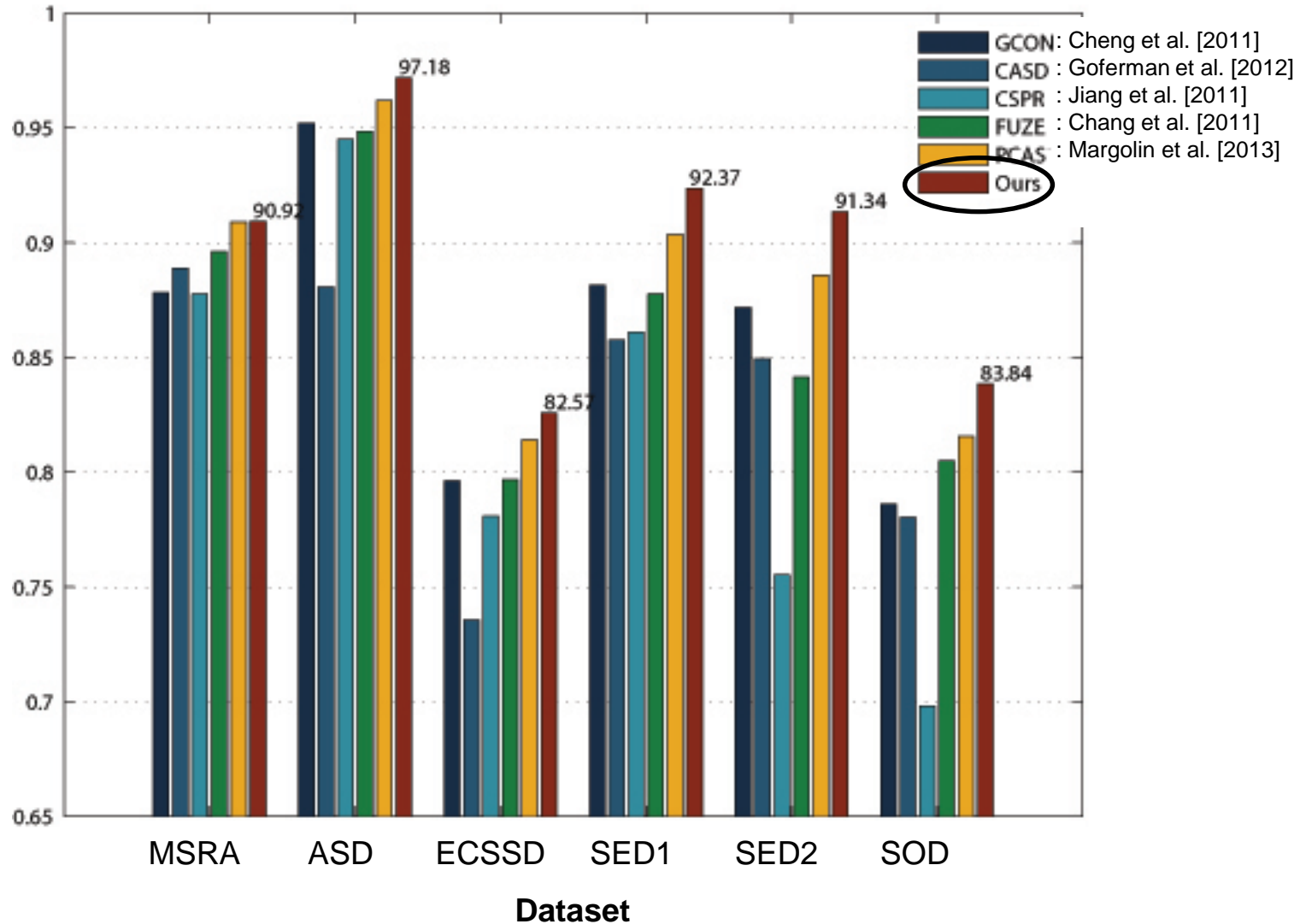
1. Margolin et al., What makes a patch distinct?, CVPR 2013
2. Cheng et al., Global contrast based salient region detection, CVPR 2011

Comparison with contrast/rarity based saliency maps:

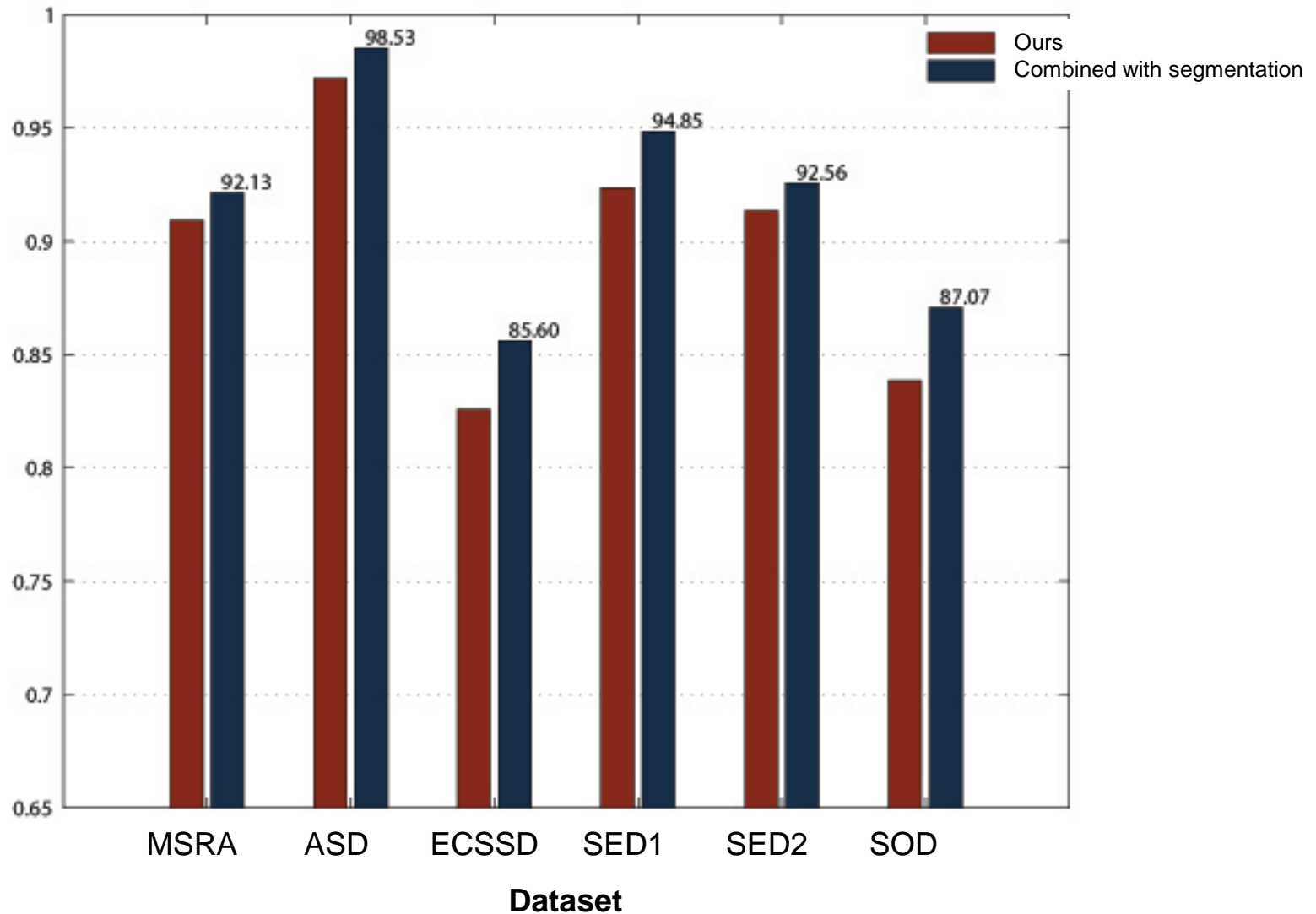


1. Margolin et al., What makes a patch distinct?, CVPR 2013
2. Jiang et al., Automatic salient object segmentation based on context and shape prior, BMVC 2011

Quantitative Evaluation:

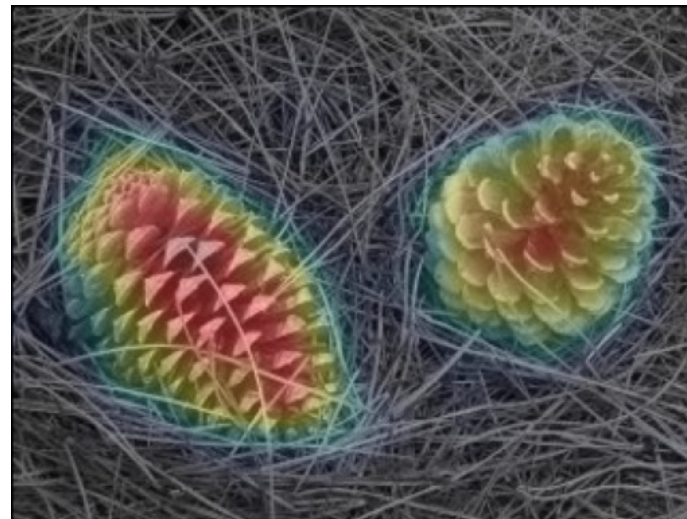


Quantitative Evaluation: Further improvement with segmentation



Summary:

- ❖ Modeling visual context may bypass the complexities (both geometrical and appearance) associated with the concept of object.
- ❖ Introduced the notion of coxels and their hierarchical construction.
- ❖ Suggested an explicit way for how saliency emerges from coxels.
- ❖ Improved state-of-the-art even before using object-related information.
- ❖ Allows to capture the saliency of complex, multiple, and abstract objects.



Thank you



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