

# 9.913 Pattern Recognition for Vision

## Class 8-2 – An Application of Clustering

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# Overview

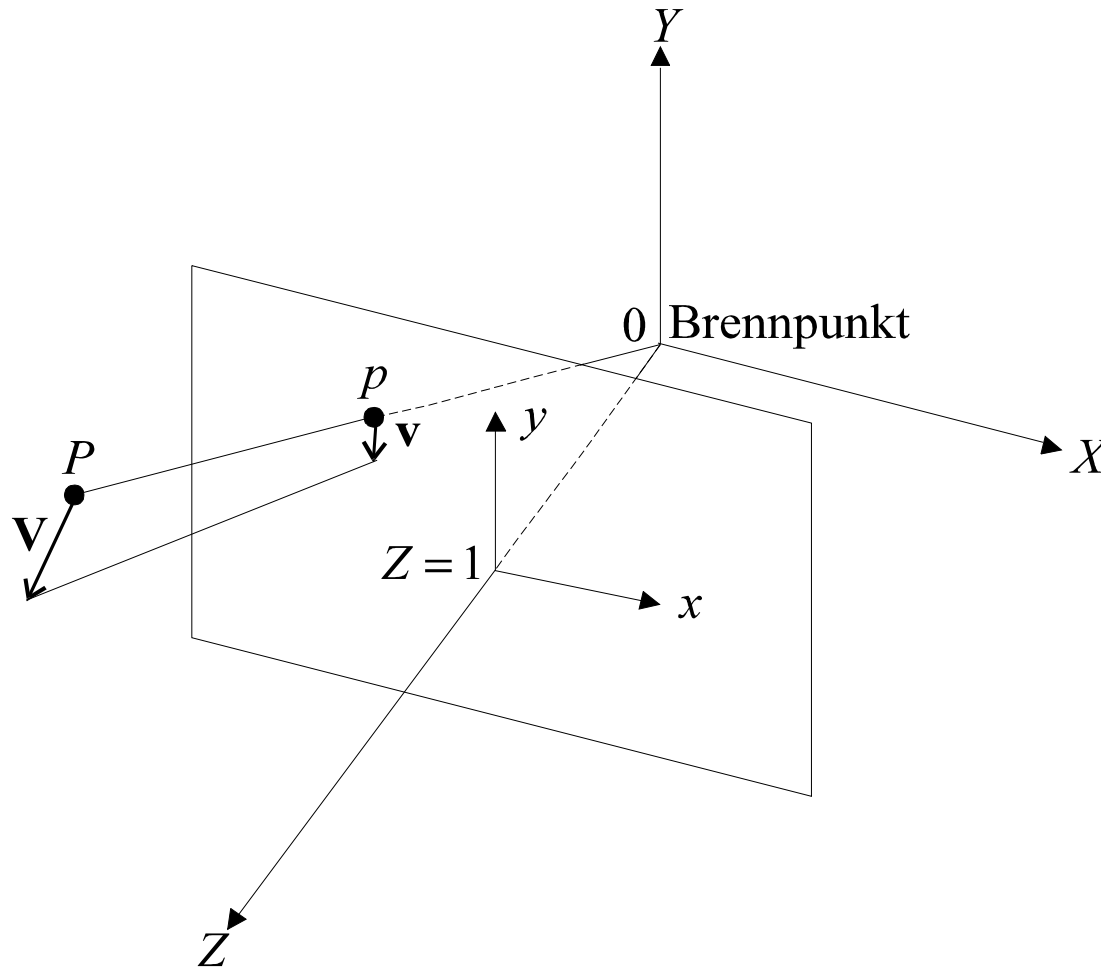
- Problem
- Background
- Clustering for Tracking
- Examples
- Literature
- Homework

# Problem



Detect objects on the road:  
Cars, trucks, motorbikes, pedestrians.

# Image Motion



Determine the image motion (vector field)

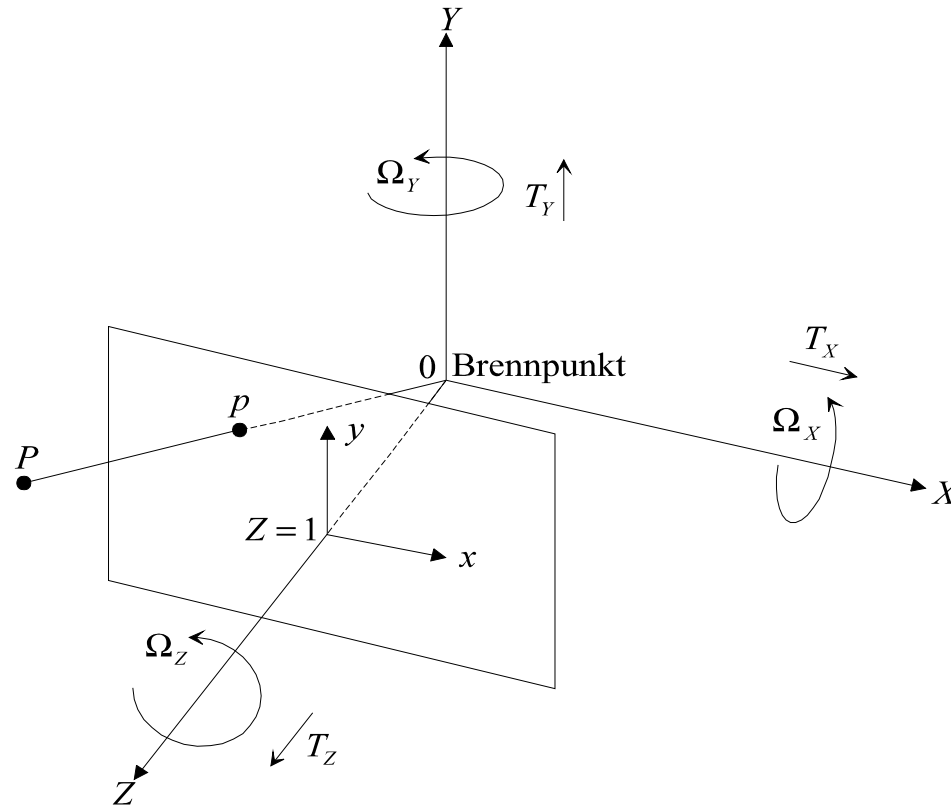
$$\mathbf{v}(x, y) = (u(x, y), v(x, y))^T .$$

# Object Segmentation using Image Motion



Motion-based segmentation

# Image Motion—Equations for Rigid Motion



$$u = -\Omega_x xy + \Omega_y(1 + x^2) - \Omega_z y + (V_x - V_z x) / Z$$

$$v = -\Omega_x(1 + y^2) + \Omega_y xy + \Omega_z x + (V_y - V_z y) / Z$$

# Image Motion—Estimation Optical Flow

Image intensity over time is  $f(x, y, t)$

The intensity of a point over time is given by:

$g(t) = f(x(t), y(t), t)$ , where  $x(t), y(t)$  is the trajectory of the point in the image plane.

Assume the intensity of the point does not change over time:

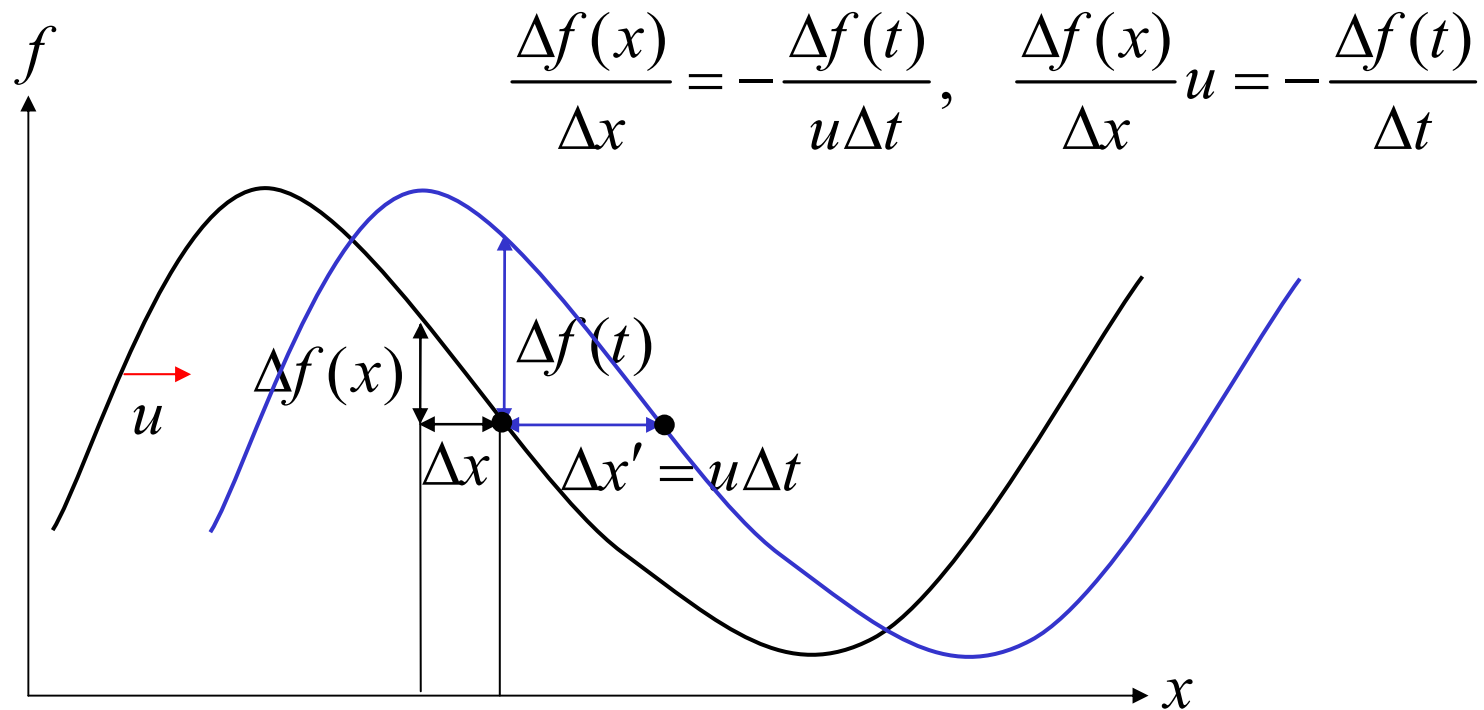
$$\frac{dg(t)}{dt} = 0 \Rightarrow \frac{\partial f}{\partial x} \frac{\partial x}{\partial t} + \frac{\partial f}{\partial y} \frac{\partial y}{\partial t} + \frac{\partial f}{\partial t} = 0$$

$$\left( \frac{\partial x}{\partial t}, \frac{\partial y}{\partial t} \right) = (u, v), \quad (u, v) \nabla f + f_t = 0$$

# Image Motion—Estimation Optical Flow

Gradient equation of optical flow:

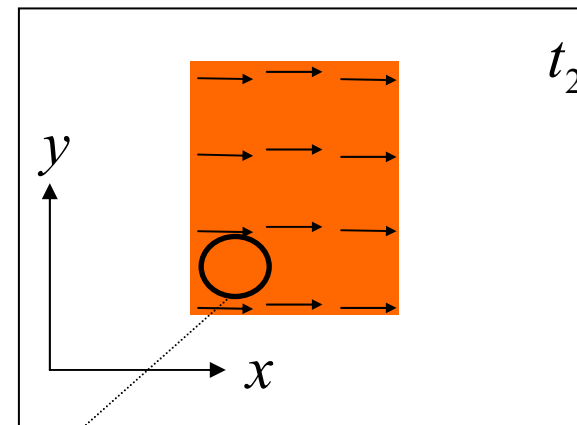
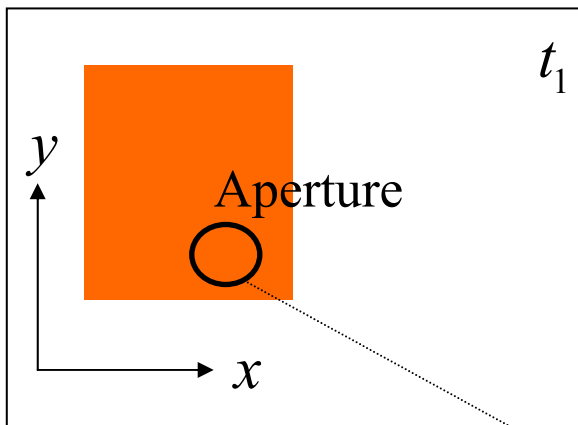
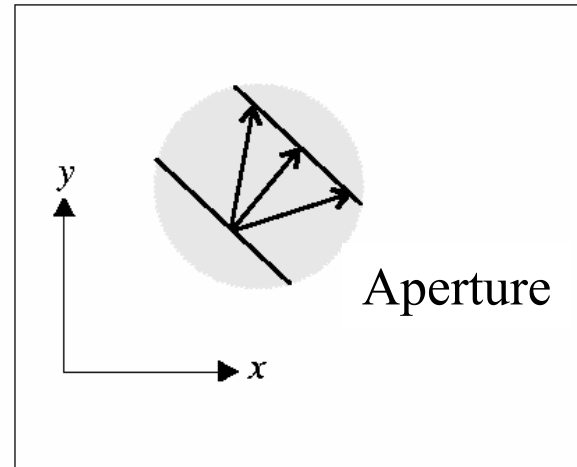
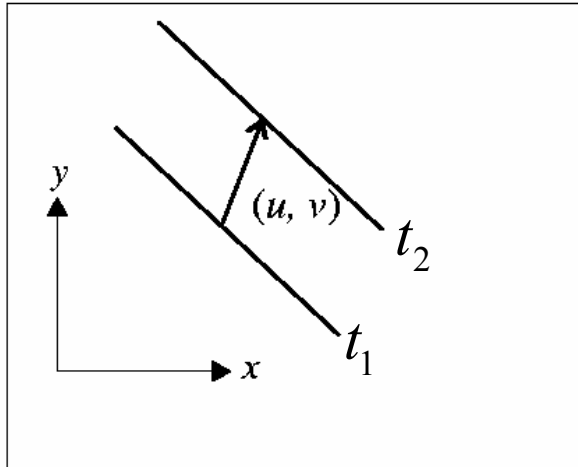
$$\frac{\partial f}{\partial x} u + \frac{\partial f}{\partial y} v + \frac{\partial f}{\partial t} = 0$$





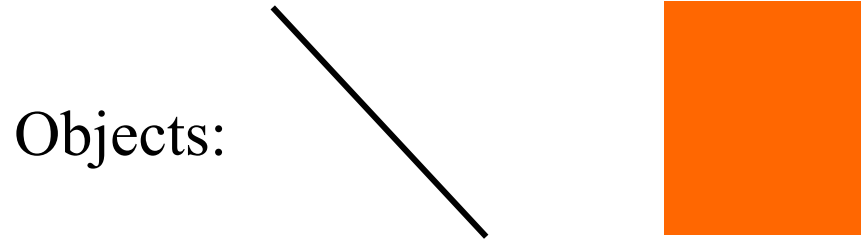
# Image Motion—Estimation problems

## Aperture Problem



No change over time, optical flow=?

# Object Segmentation Problem



To determine the image motion we have to know what the objects are, i.e. which points belong together.

However, we can't extract objects without motion.

# An Idea

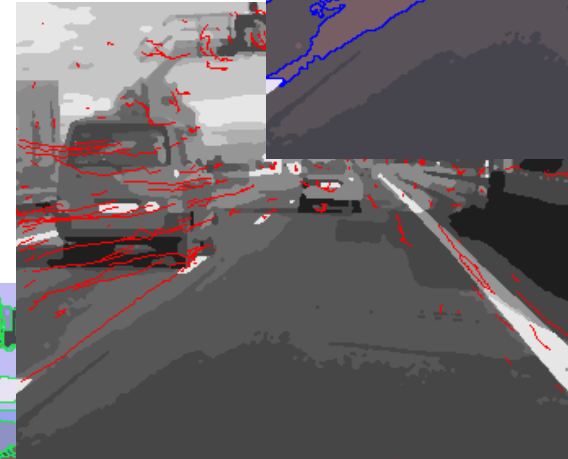
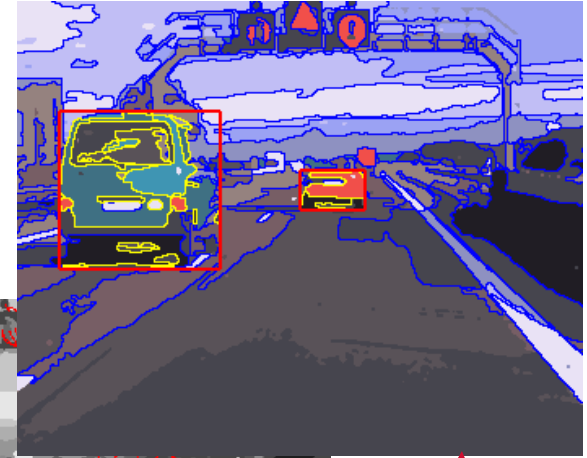
Are there methods that help us to determine the image motion (avoid the aperture problem)?

Neighbored pixels of similar color belong to the same object  $\Rightarrow$  color segmentation.

Objects usually consist of several regions of different color  $\Rightarrow$  color segmentation alone does not solve the problem, we still need motion.



# Color Segmentation & Motion

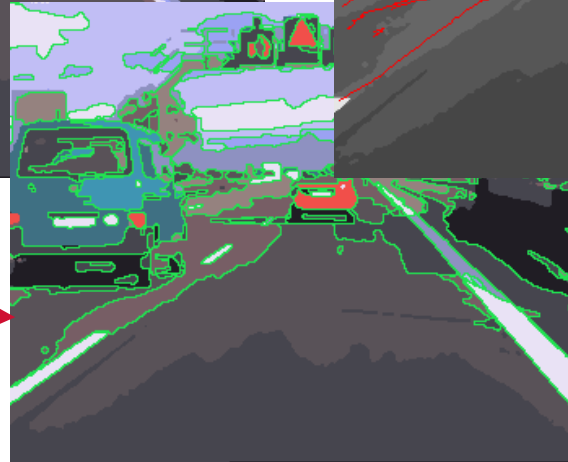


Color segmentation of single images

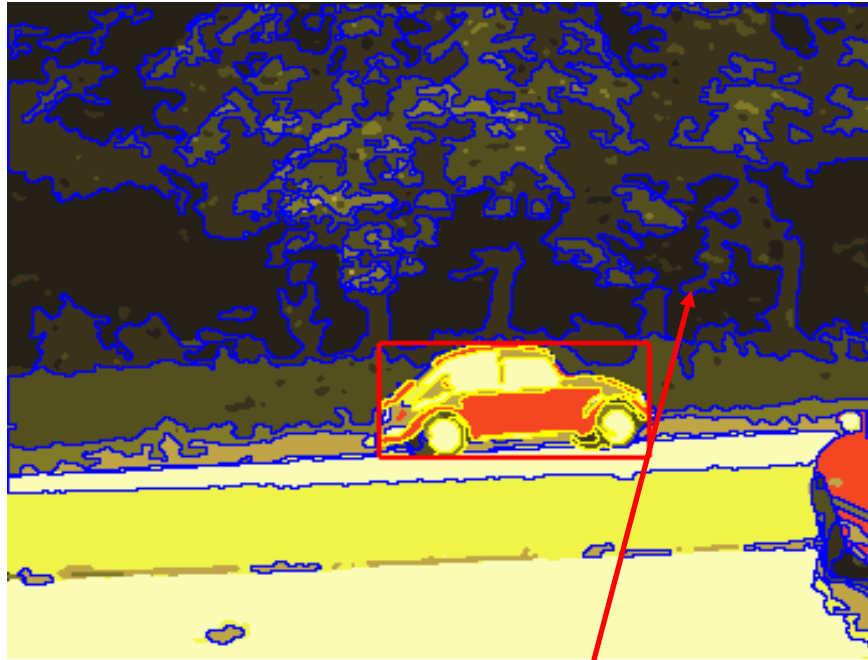
Motion-based segmentation: Objects

Find regions (connected component Analysis)

Track regions



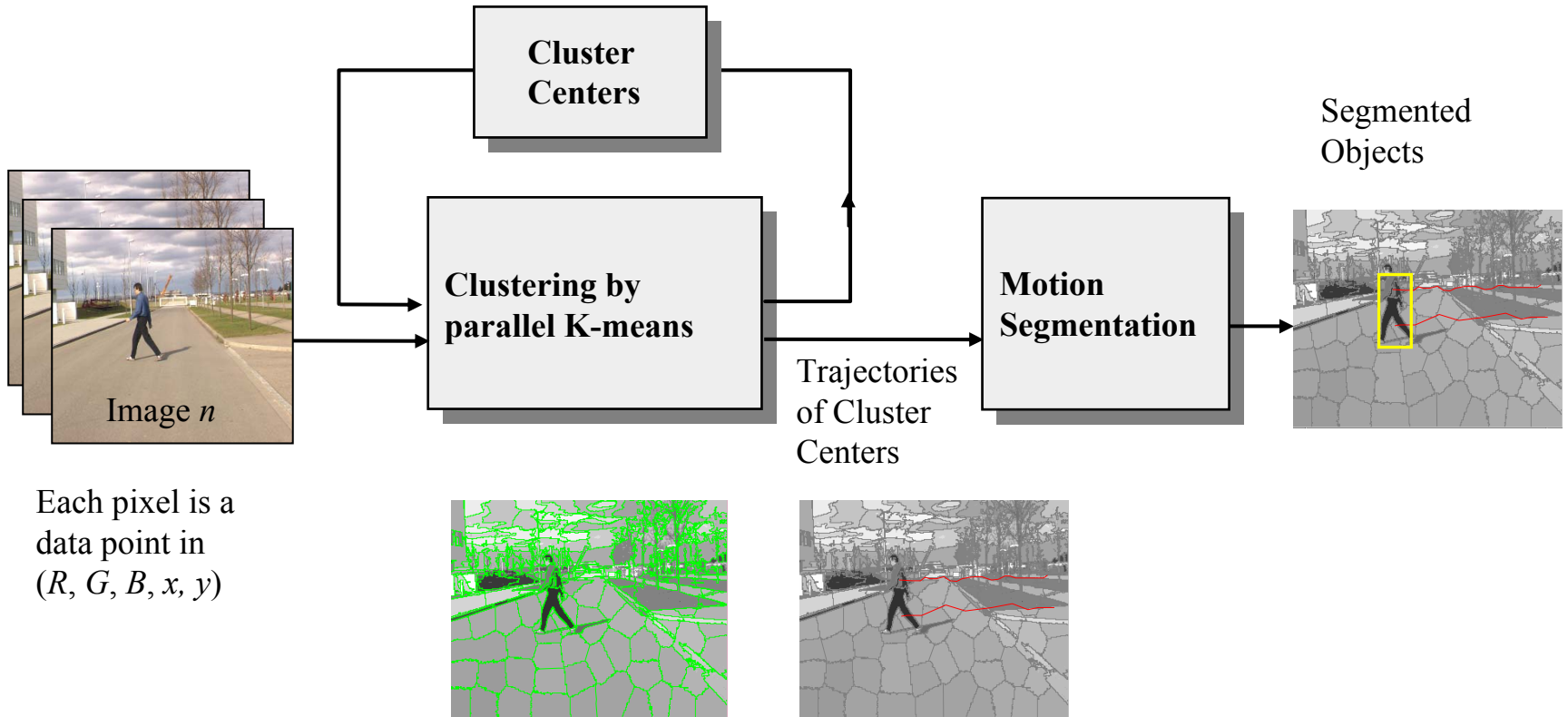
# Color Segmentation & Motion, why it did not work



Color regions are not stable over time, they merge & break apart which makes tracking extremely difficult.

Need consistent color segmentation over time!

# Color Cluster Flow



# Color/Position Clustering

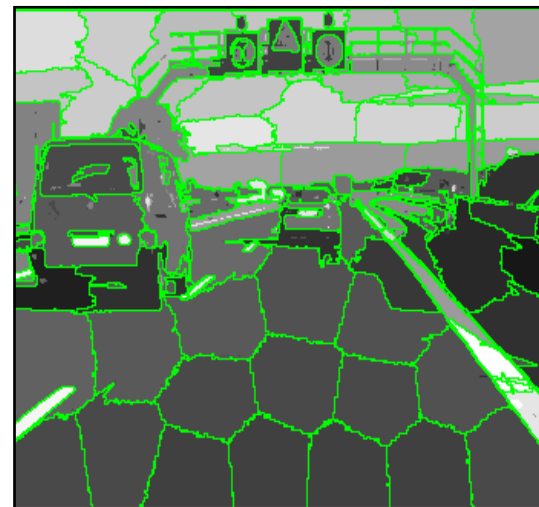
Original  
Image



Clustered  
Image



Boundaries of  
Clusters



Each pixel is represented by a its color/positoin features  $(R, G, B, wx, wy)$ , where  $w$  is a constant. Clustering is applied to group pixels with similar color and position.

# Color versus Position



$w = 10$



$w = 1$



$w = 2$



$w = 0.1$

Clustering in  $(R, G, B, wx, wy)$

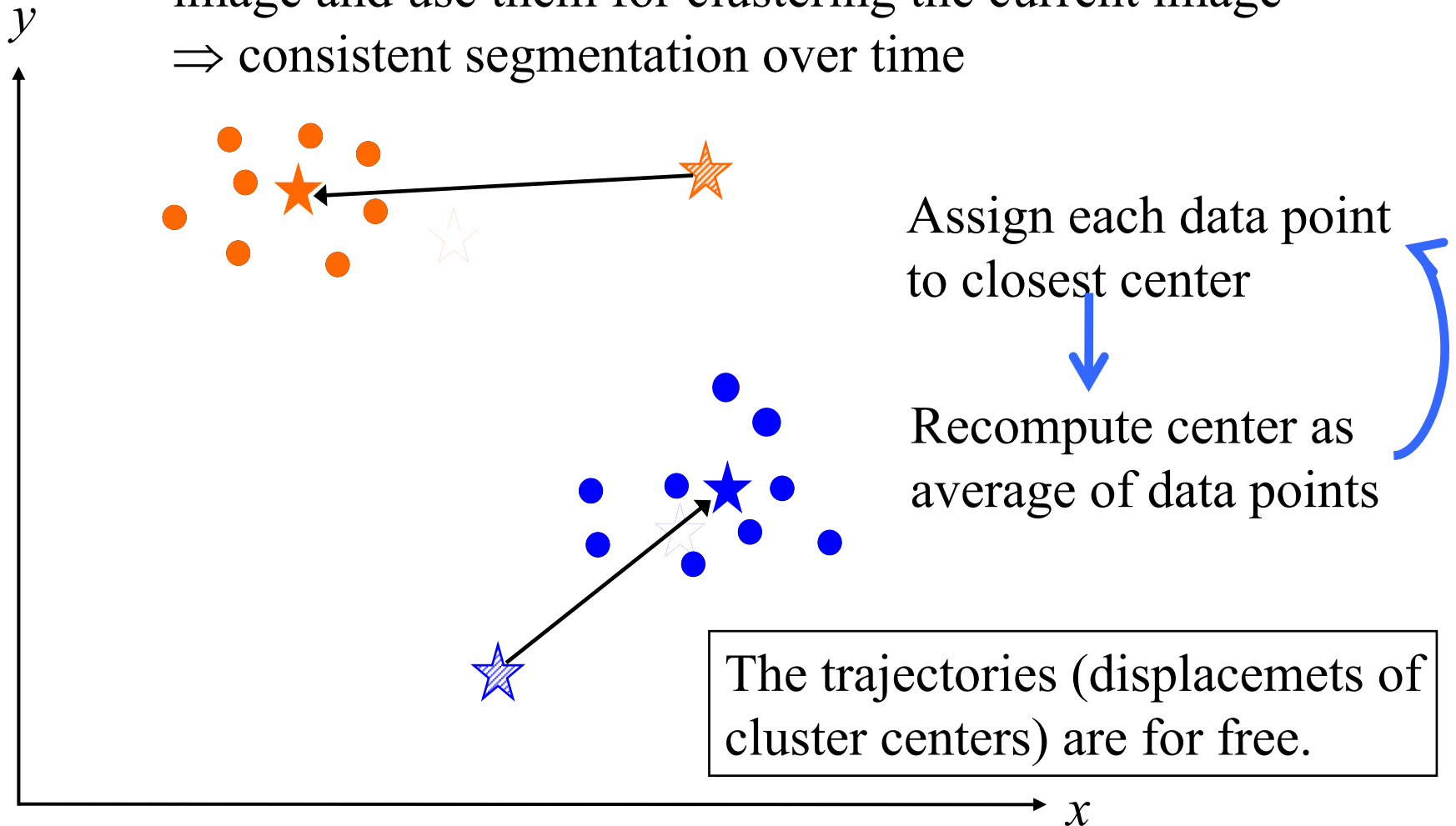
For large  $w$  the clusters are compact (Voronoi tessellation).

For small  $w$  the color dominates and the clusters lose their spatial connectivity.



# Clustering of Consecutive Images with $k$ -means

We know the cluster centers of the previous image and use them for clustering the current image  
 $\Rightarrow$  consistent segmentation over time



# Parallel $k$ -means Clustering

1. Partitioning step in iteration  $k$  :

$$C_q(k) = \left\{ \mathbf{s}_n \mid \left\| \mathbf{s}_n - \mathbf{r}_q(k-1) \right\|^2 \leq \left\| \mathbf{s}_n - \mathbf{r}_i(k-1) \right\|^2 \quad \forall i \neq q \right\}$$

$C_q$ : cluster  $q$ ,  $\mathbf{s}_n$ : data point  $n$ ,  $\mathbf{r}_q$ : prototype of cluster  $q$

2. Computing prototypes in iteration  $k$  :

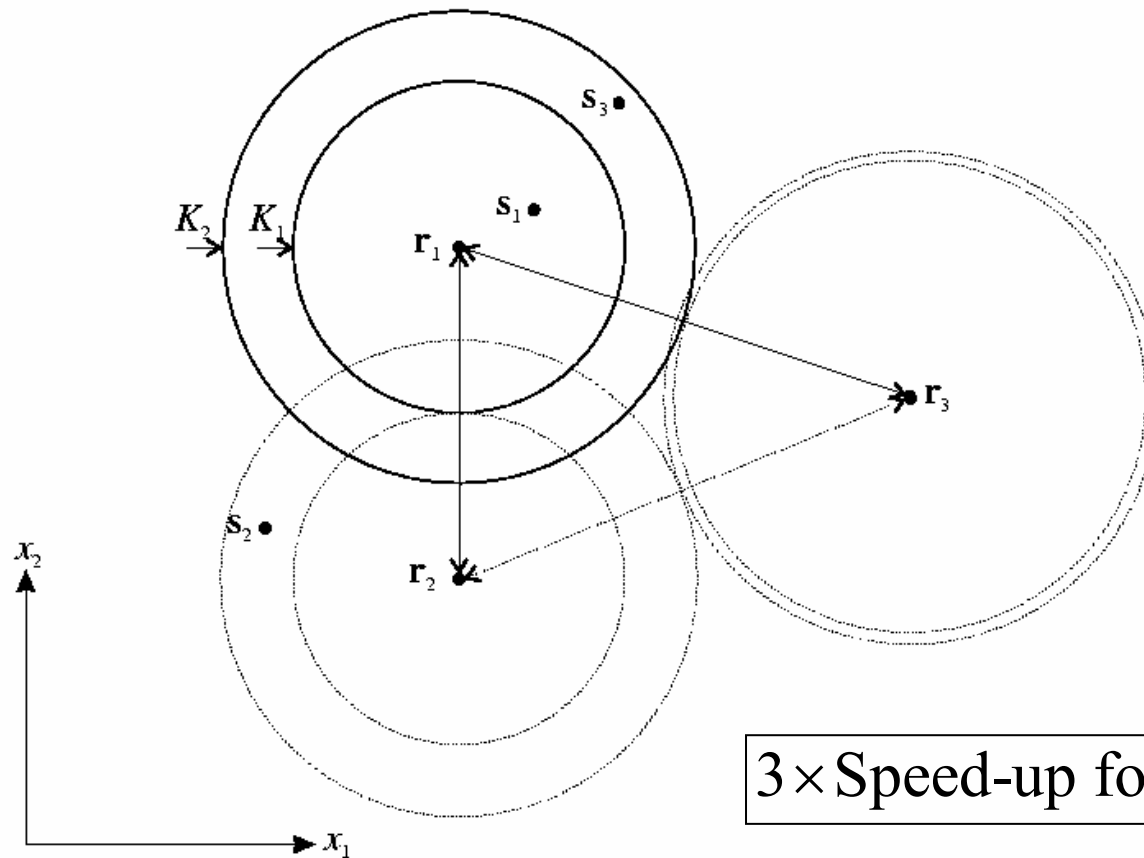
$$\mathbf{r}_q(k) = \frac{1}{S_q(k)} \sum_{\mathbf{s}_i \in C_q(k)} \mathbf{s}_i \quad S_q: \text{data points in cluster } q$$

$k$ -means leads to a local minimum of the quantization error

$$mse = \frac{1}{N} \sum_{i=1}^N \left\| \mathbf{s}_i - \mathbf{r}_{q(i)} \right\|^2, \quad \mathbf{r}_{q(i)} = \arg \min_{1 \leq n \leq Q} \left\| \mathbf{s}_i - \mathbf{r}_n \right\|^2$$

# Fast parallel $k$ -means Clustering

$Q-1$  circles around each  $\mathbf{r}_m$  with diameters  $d_n = \|\mathbf{r}_m - \mathbf{r}_n\|$   
check if  $s_i$  are inside the circles.



# Initial Clustering

## Clustering of the first image of a sequence

$K$ -means is not a good choice for the first image because we don't know a good initialization of the cluster centers.

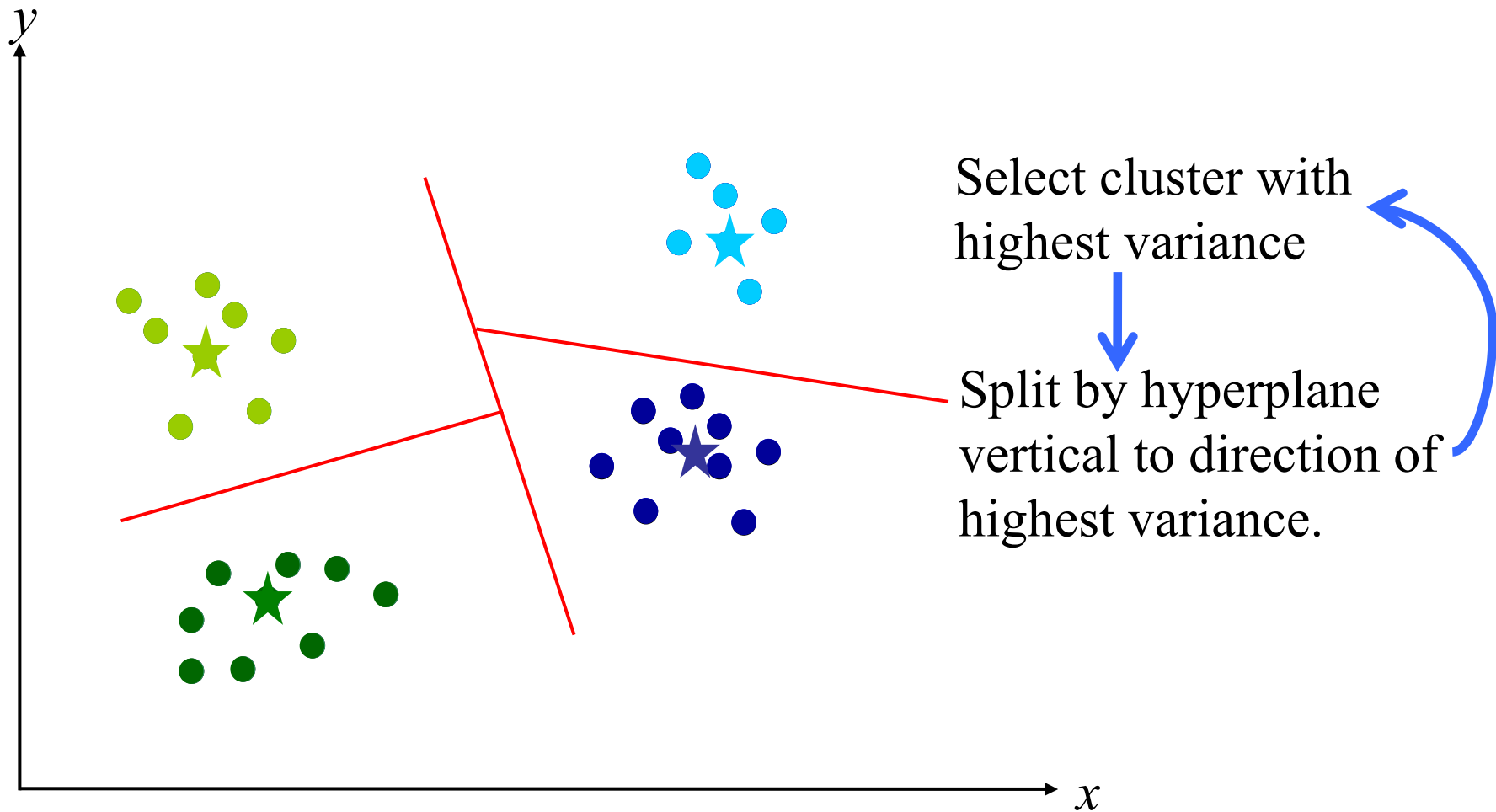
- many iterations required (slow)
- could lead to a 'bad' local minimum (large  $mse$ )

We need a fast algorithm which doesn't require initialization.

Divisive clustering (tree-based clustering)

# Initial Clustering

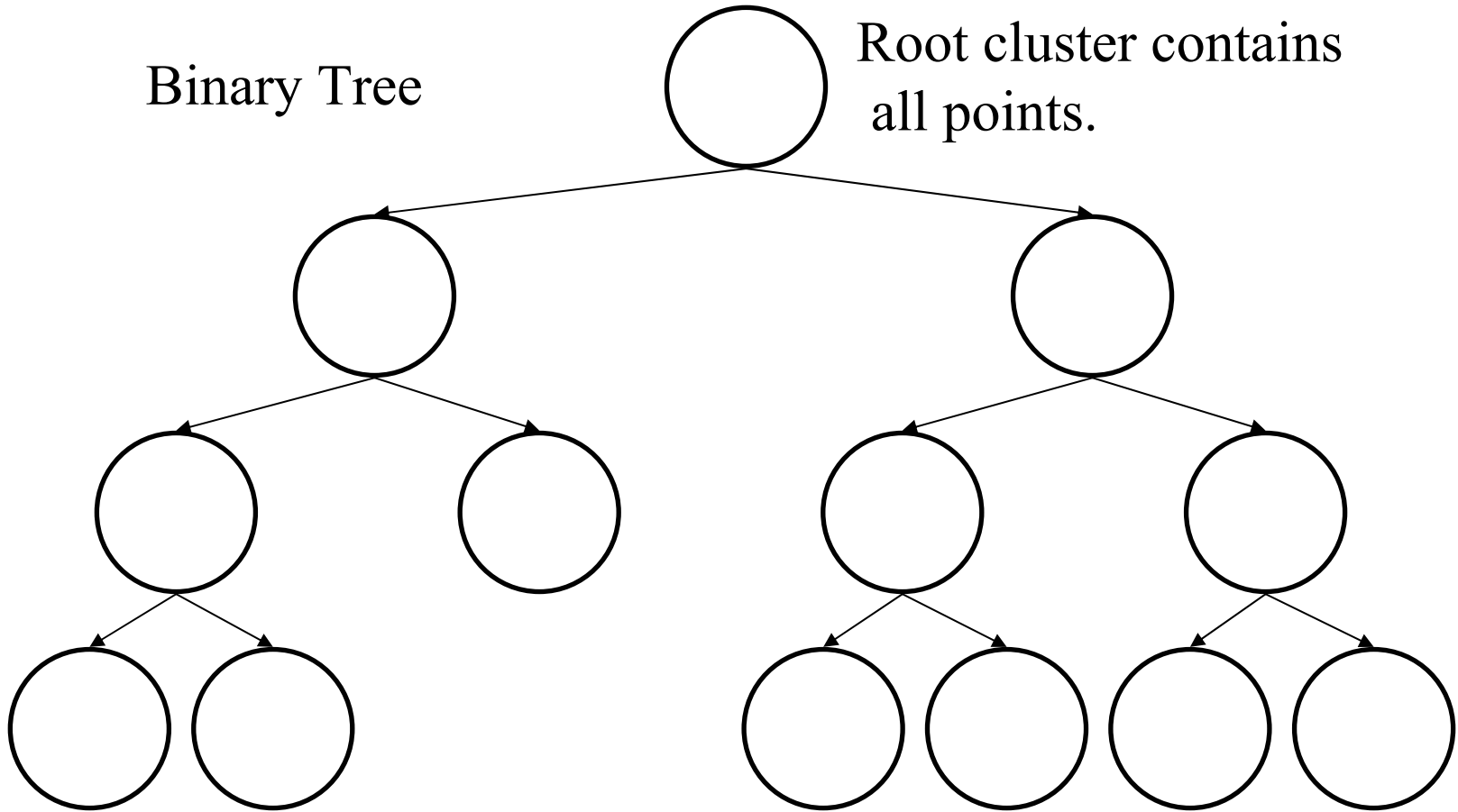
No prior knowledge about color clusters.



# Initial Clustering

Binary Tree

Root cluster contains  
all points.



- Use *mse* bound or max. number of clusters as stop criteria.
- The cluster centers of the leafs initialize *k*-means of the next image.

# Examples

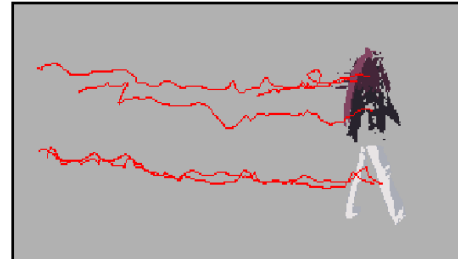
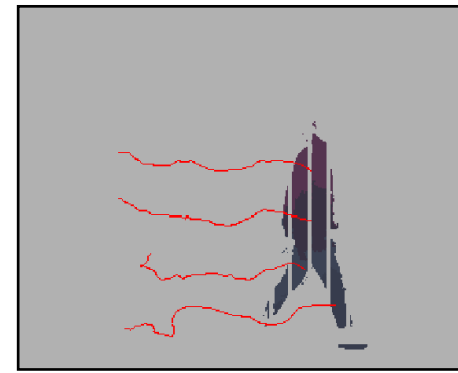
First Image of Sequence



Last Image of Sequence



Trajectories of Cluster Centroids

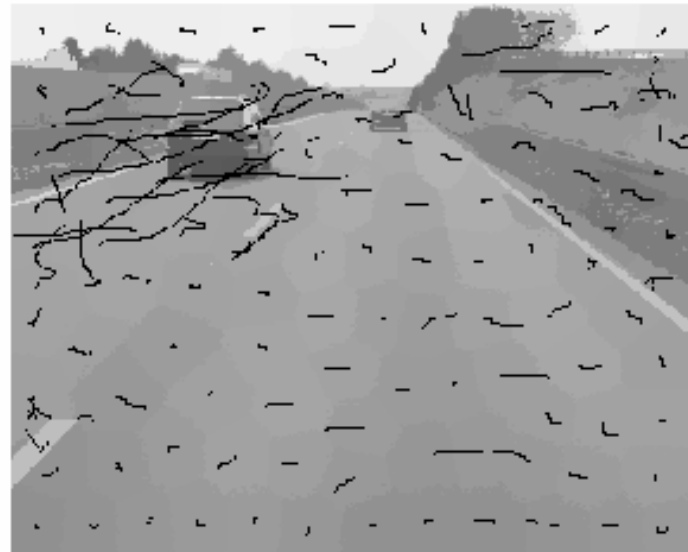


# Not Perfect

Clusters 'jump' when objects appear or leave the scene.  
(Number of clusters if fixed)



Over-segmentation and spurious motion in homogenous regions





## Literature

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J. MacQueen.

Some methods for classification and analysis of multivariate observations. Proc. 5<sup>th</sup> Berkeley Symp. Mathematics, Statistics and Probability, pp. 281-297, 1967.

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An algorithm for vector quantizer design.

IEEE Transactions on Communications, COM-28/1,  
pp. 84-95, 1980.

# Homework

No homework!