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SHANGHAI JIAO TONG UNIVERSITY



Incremental Sparse Saliency Detection

Yin Li, *Yue Zhou*, Lei Xu, Xiaochao Yang, Jie Yang
Institute of Image Processing & Pattern Recognition
Shanghai Jiao Tong University, China



- ① Introduction
- ② Related Work
- ③ Our Proposed Method
- ④ Experiments and Analysis
- ⑤ Conclusion and Future Work



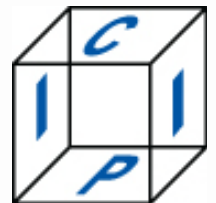


Motivation

Everyone knows what **attention** is...

—*William James*

- A computational approach to visual attention
- Fast selection for objects of interest in scenes





Difficulties



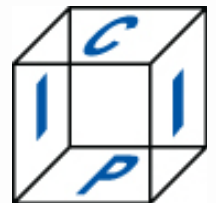
“Black box” problem

- Covert & overt attention
- Biological plausible



Difficulty in evaluation

- Quantitative analysis
- The data set





Overview

Original Image



Saliency Map

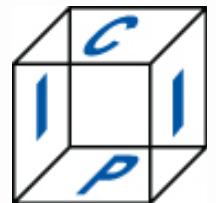
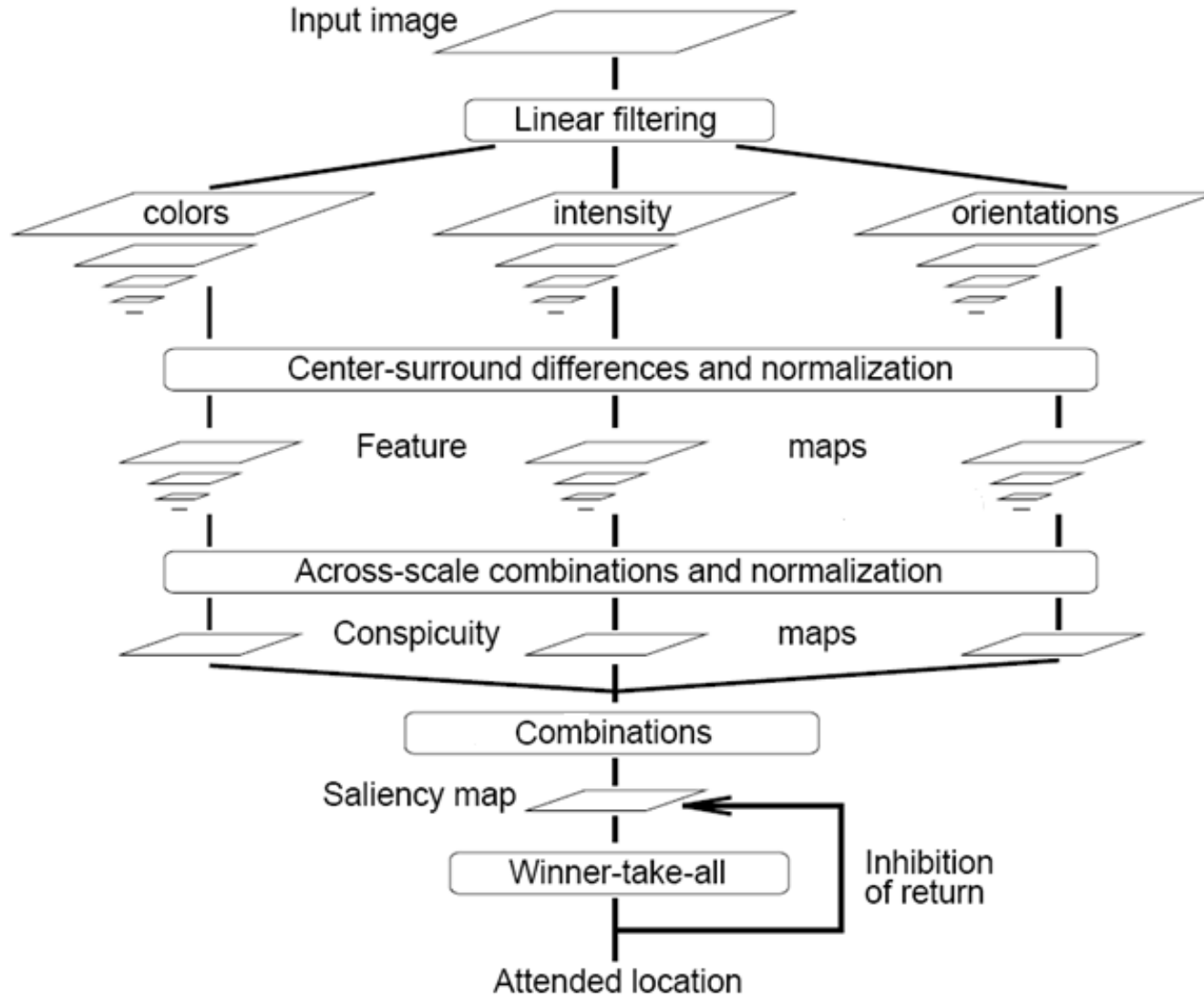


Proto Objects



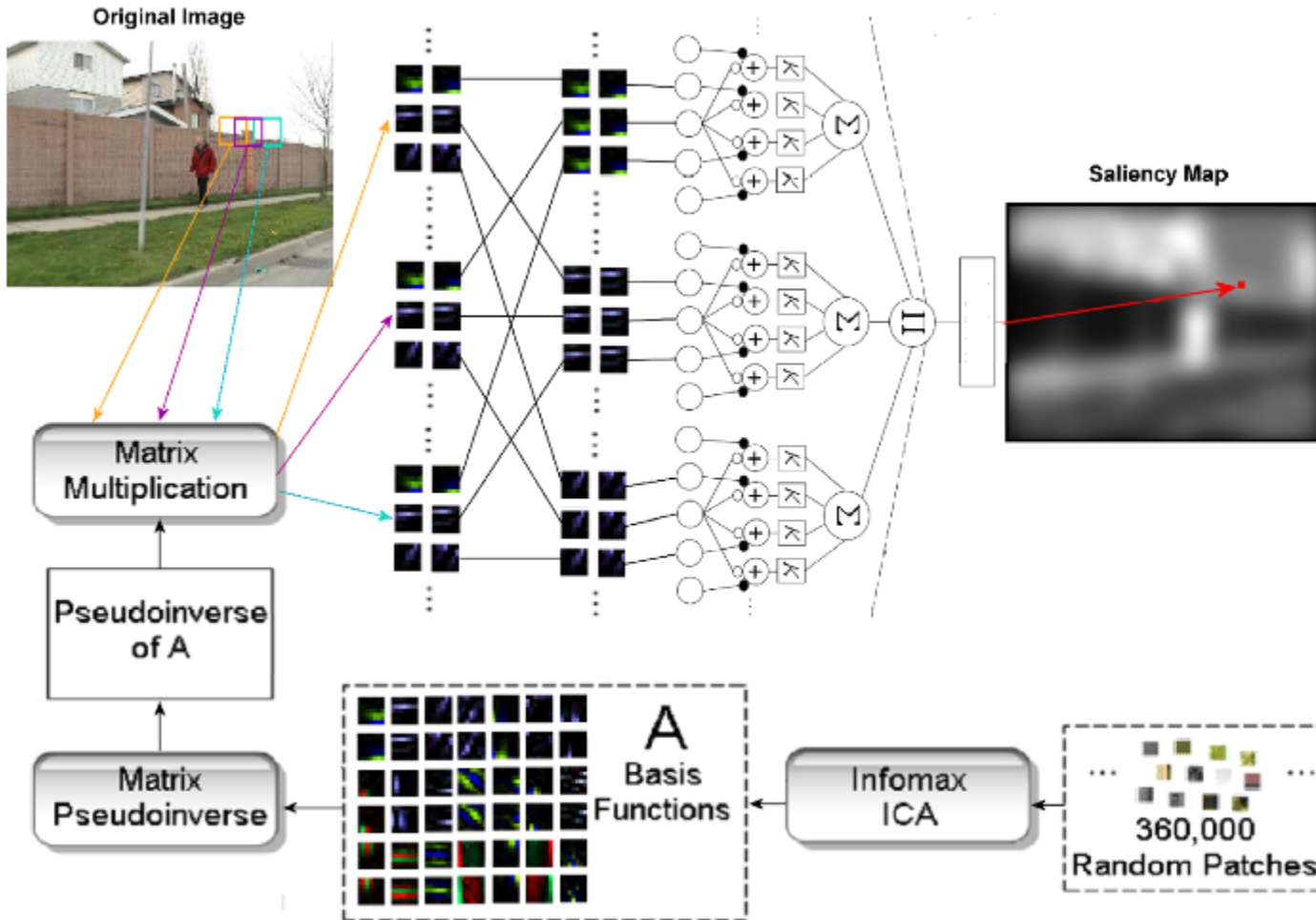


Feature Integration: Itti1998, Itti2000, Itti2005, Gao2008...





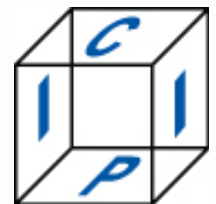
Related Work



Bruce2004,

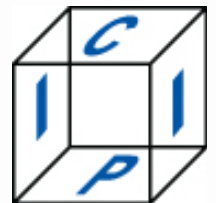
Hou2008,

...





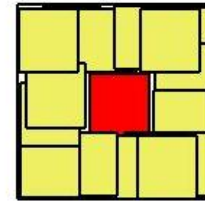
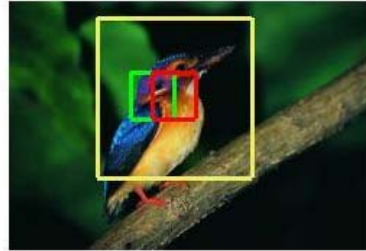
- Other Method:
 - Spectral Residual [Hou2007]
 - Contextual Guidance [Oliva2006]
 - Learning to Detect A Salient Object [Liu2007]
 - ...





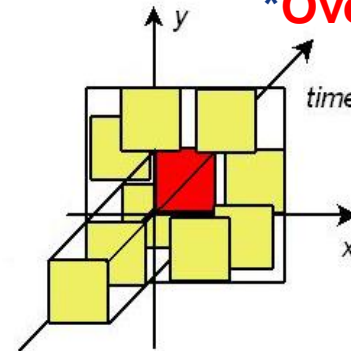
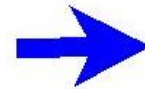
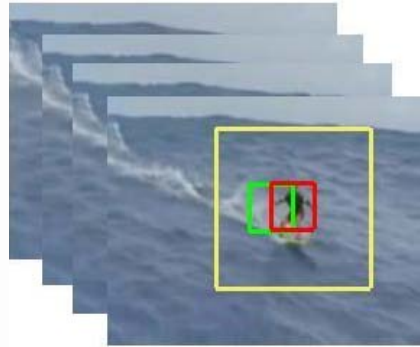
Center-Surround Architecture

Image



*Overlapping allowed

Video



Center



Surround

Feature

$$x = Fc \in R^n$$

$$S = [Fs_1, Fs_2, \dots, Fs_N] \in R^{n \times N}$$



① Saliency as Incremental Coding Length (ICL)

① For certain lossy coding scheme $L_\varepsilon(\cdot)$

① ε — distortion tolerance

① Saliency of the center is defined as ICL:

$$\delta L_\varepsilon(x) = L_\varepsilon(S \cup x) - L_\varepsilon(S) = L_\varepsilon(x | S)$$

$$Sa(x) = \delta L_\varepsilon(x)$$

① $x | S$ — encode x with S

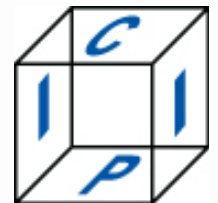
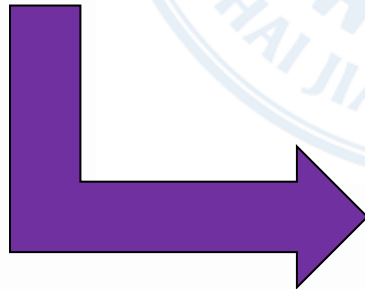
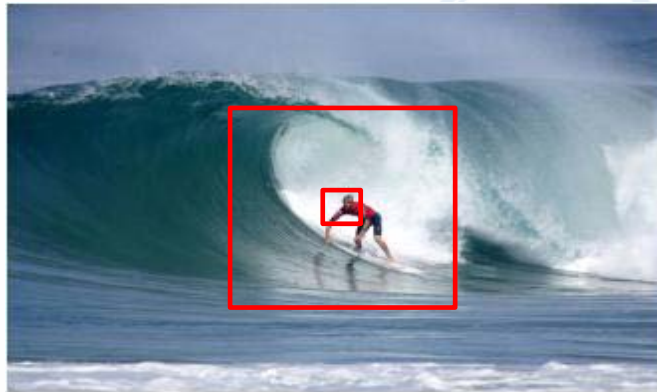
① **Optimum** coding scheme required





Core Idea:

Saliency = Non-redundancy = Hard to encode





① Sparse Coding Scheme

- ① Center as the **sparse** linear representation of its surroundings

$$x \doteq \sum_{i=1}^N w_i F s_i = S w \quad w \in R^N$$

- ① Traditional approach

$$w = \min_w \| x - S w \|_2^2$$





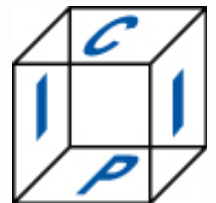
● Sparse Coding Scheme

● Our approach

$$\min \|w\|_0 \quad s.t. \quad \|x - Sw\|_2^2 \leq \varepsilon$$

● **Optimum** coding length under distortion ε

● Computational intractable — NP hard





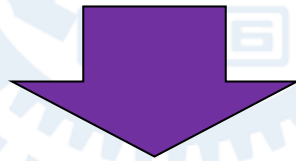
⊙ Sparse Coding Scheme

⊙ Our approach (NP-hard)

$$\min \|w\|_0 \quad s.t. \quad \|x - Sw\|_2^2 \leq \varepsilon$$

⊙ Sparse assumption

$$\|w\|_0 \ll N \quad \text{given} \quad n \ll N$$



***Feature** invariance
(**F** is not important)

Solution (Polynomial)

$$\min \|w\|_1 \quad s.t. \quad \|x - Sw\|_2^2 \leq \varepsilon$$

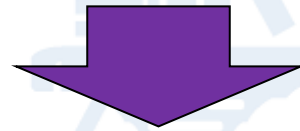




① Sparse Coding Scheme

② Our solution

$$\min \|w\|_1 \quad s.t. \quad \|x - Sw\|_2^2 \leq \varepsilon$$



$$\min \lambda \|w\|_1 + \frac{1}{2} \|x - Sw\|_2^2 \quad \lambda > 0$$

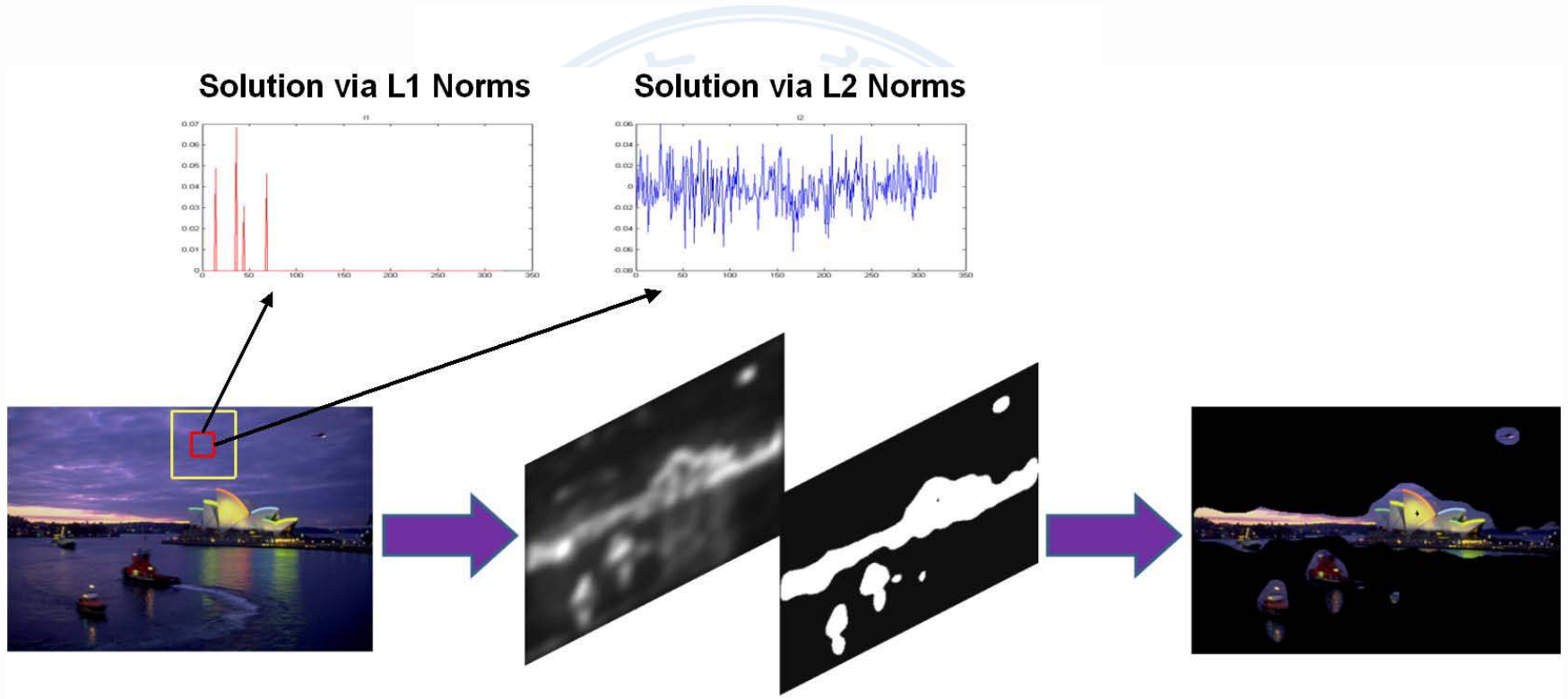
③ Final saliency map by coding length

$$Sa(c) = \delta L_\varepsilon(c) = \|w\|_0$$





Sparse Coding Scheme

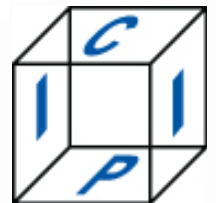




Summary

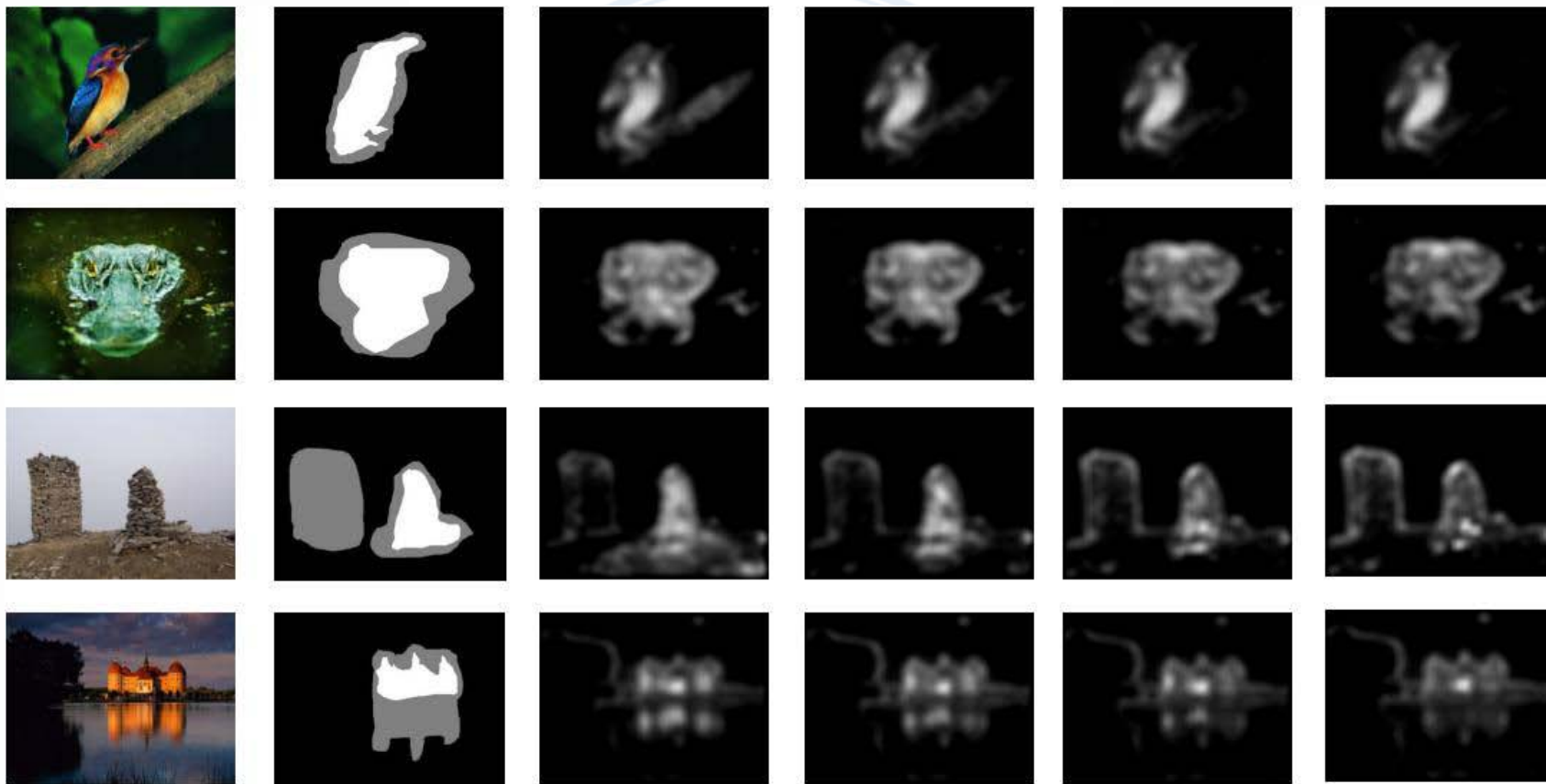
Algorithm1 (Incremental Sparse Saliency)

1. *Input* : given image I
2. *for* each patch c of the image I , calculate $x = Fc$ and take patches from its surroundings to form S
 - solve the optimization problem
$$\min \lambda \|w\|_1 + \frac{1}{2} \|x - Sw\|_2^2$$
 - given the sparse solution w , calculate the patch saliency $Sa(c)$ by $Sa(c) = \|w\|_0$, and accumulate the saliency by pixels
3. *end*
4. *Output* : the saliency map of I





One parameter: $\lambda > 0$



Image

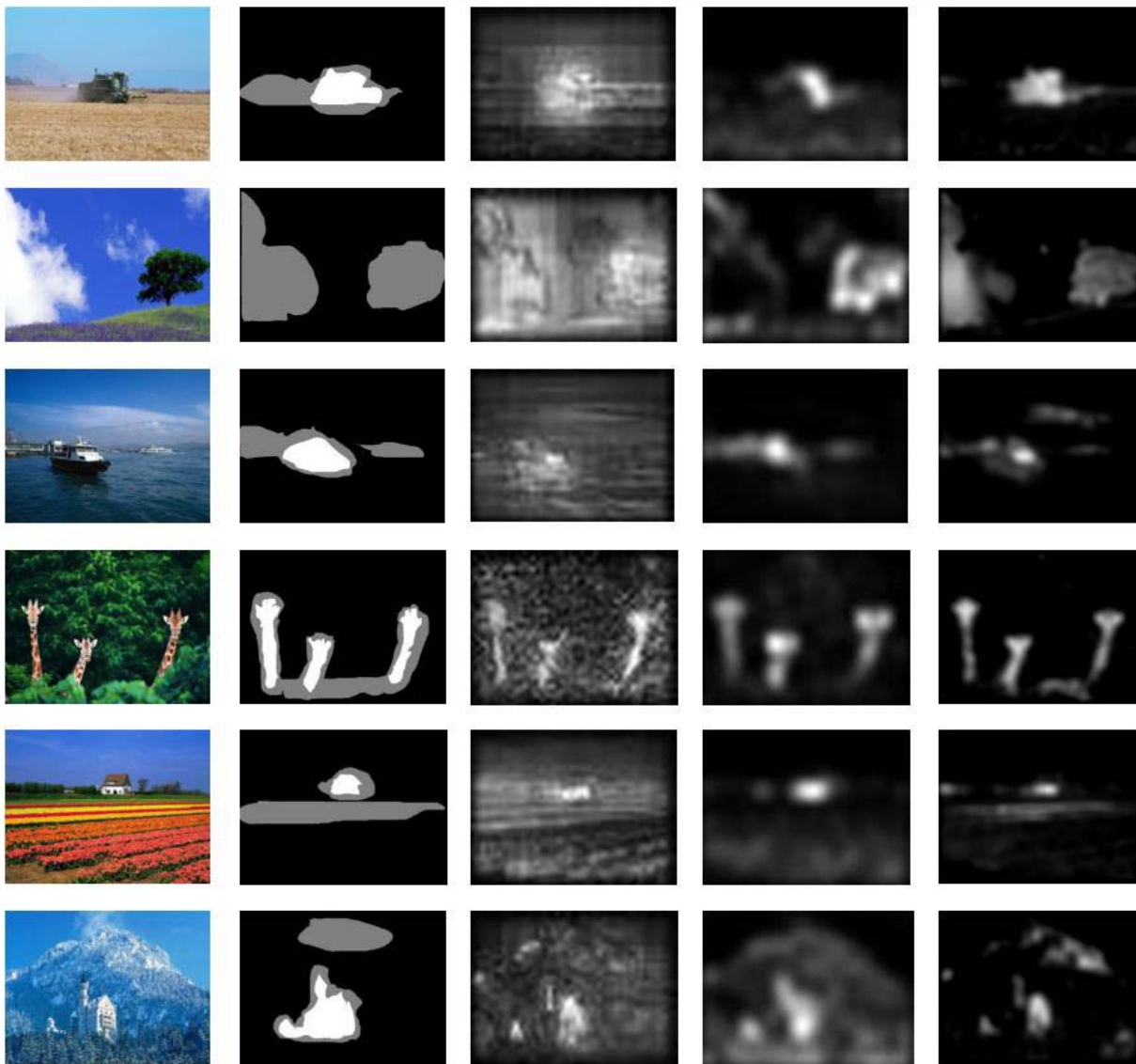
Human

$\lambda = 0.1$

$\lambda = 0.2$

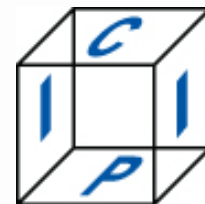
$\lambda = 0.3$

$\lambda = 0.4$



From left to right

- ⊕ Image
- ⊕ Hand labeled
- ⊕ Itti1998
- ⊕ Hou2007
- ⊕ Our Method

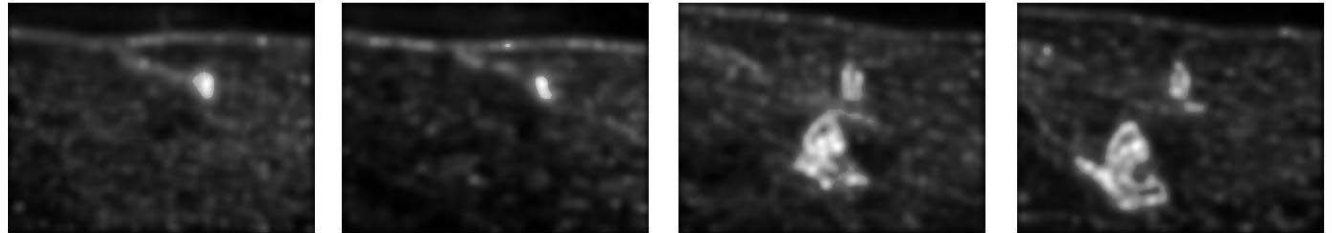




Video



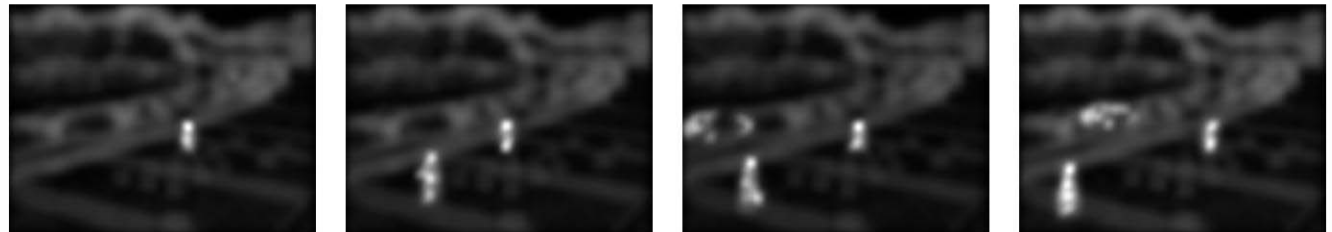
Saliency Map



Video

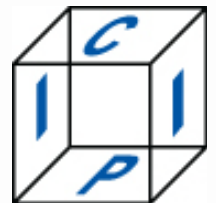


Saliency Map





- ① **Conclusion**
 - A visual saliency model by sparse coding
 - Feature invariance
 - Fairly good results
- ② **Future Work**
 - Quantitative evaluation of visual saliency
 - Application of visual saliency in scene understanding





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**Thanks for your
attention!**

