Visual Texture (in human and machine)

Somewhere in Cinque Terre, May 2005

CS194: Intro to Computer Vision and Comp. Photo

Alexei Efros, UC Berkeley, Fall 2021

What is Texture?

- Texture depicts spatially repeating patterns
- Many natural phenomena are textures

radishes

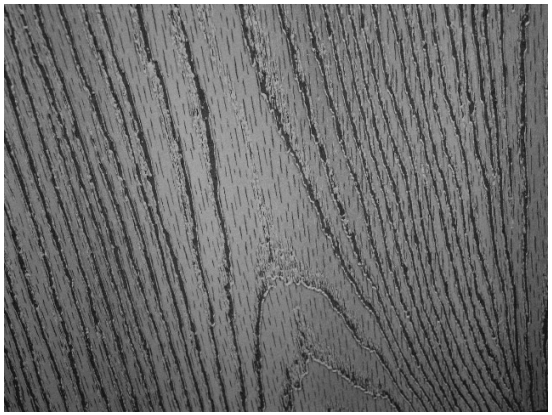
rocks

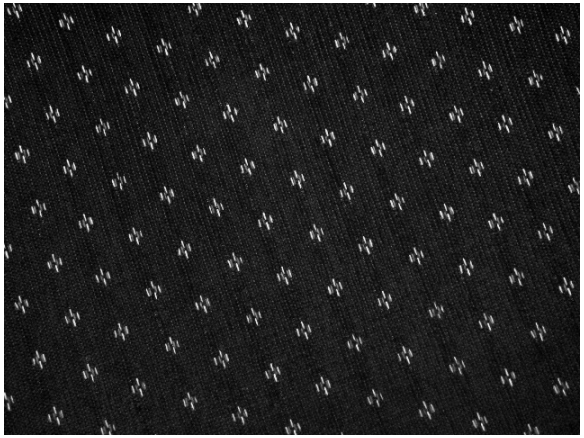
yogurt

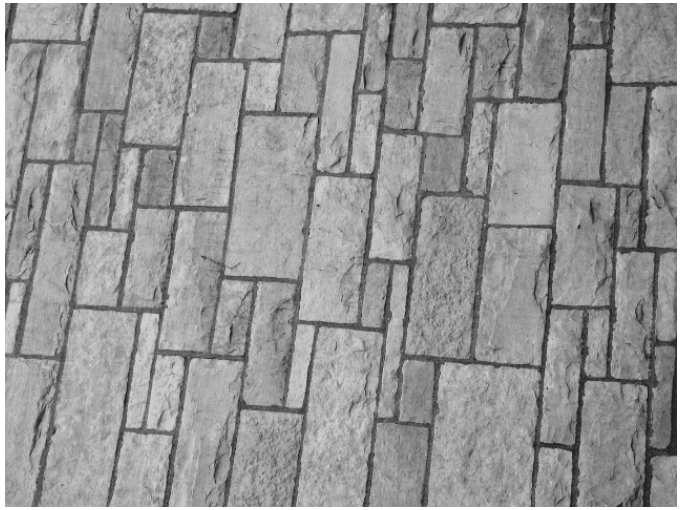
Texture as “stuff”

Source: Forsyth

Texture and Material

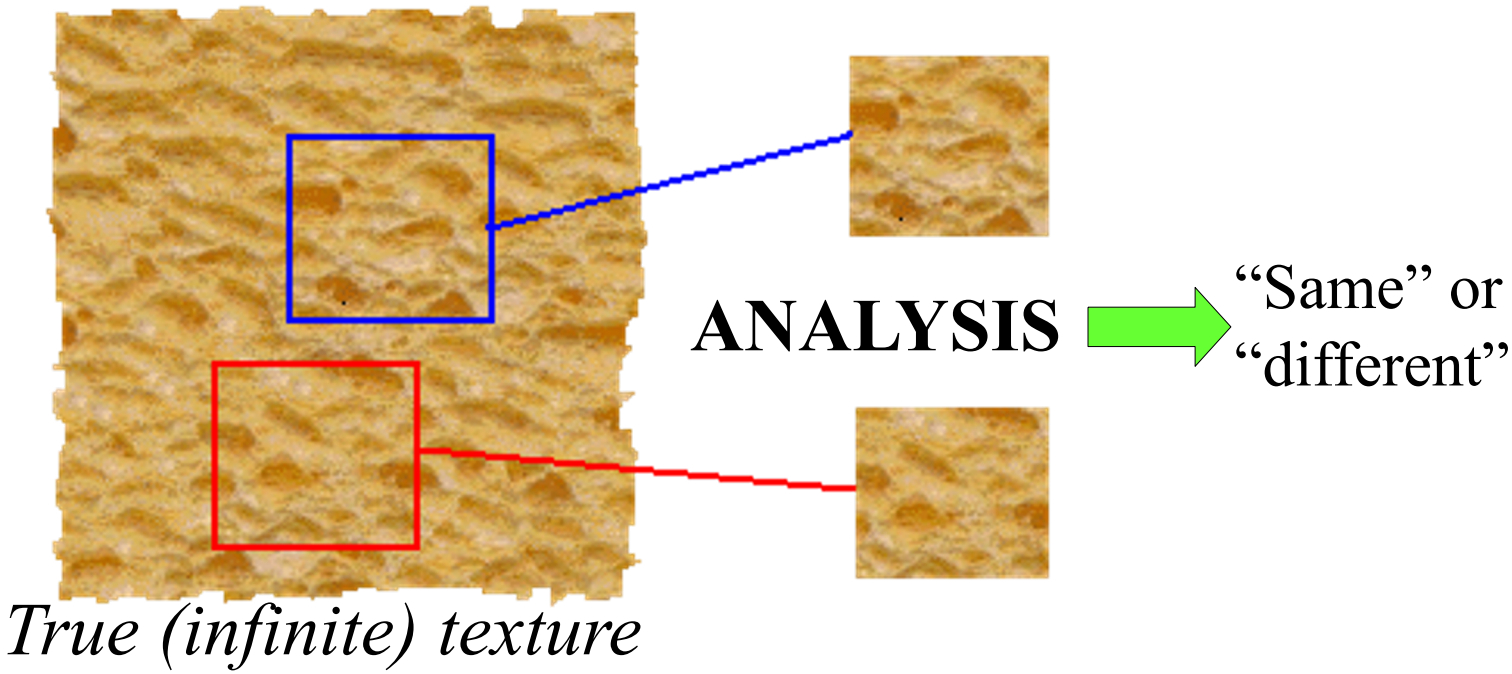






http://www-cvr.ai.uiuc.edu/ponce_grp/data/texture_database/samples/

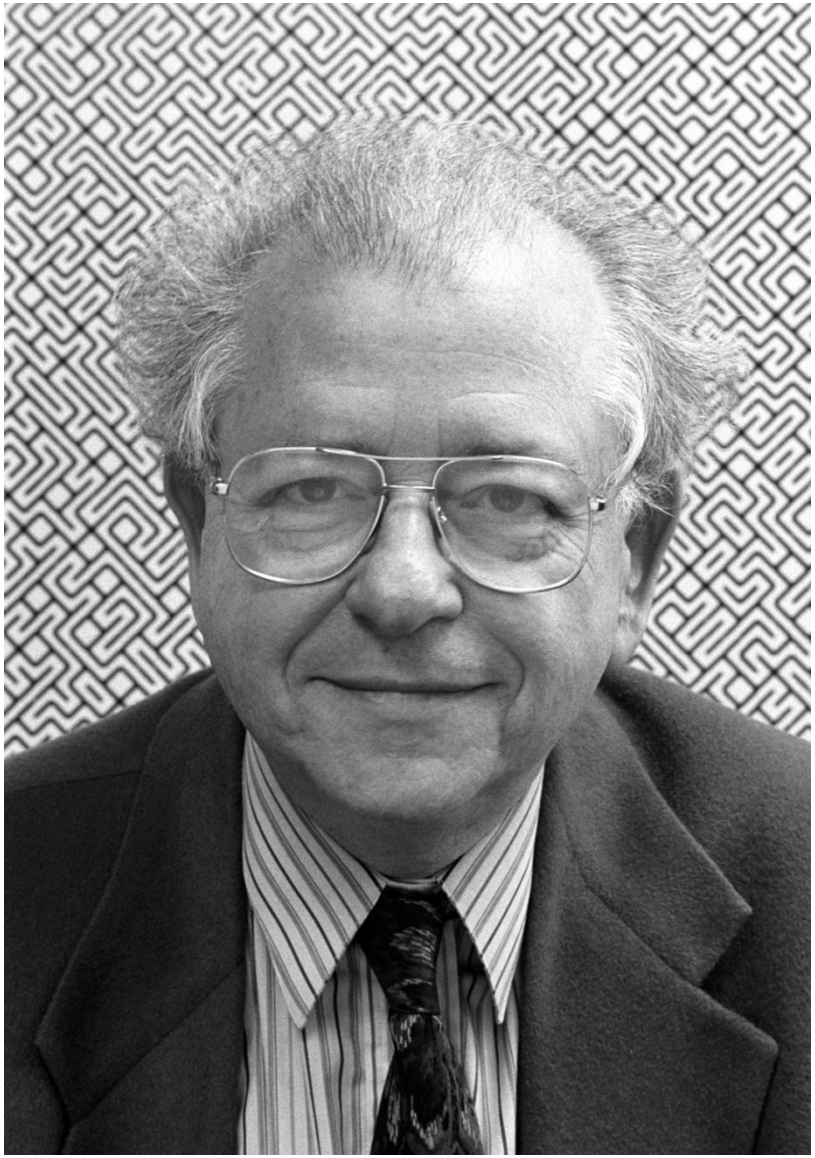
Texture Analysis



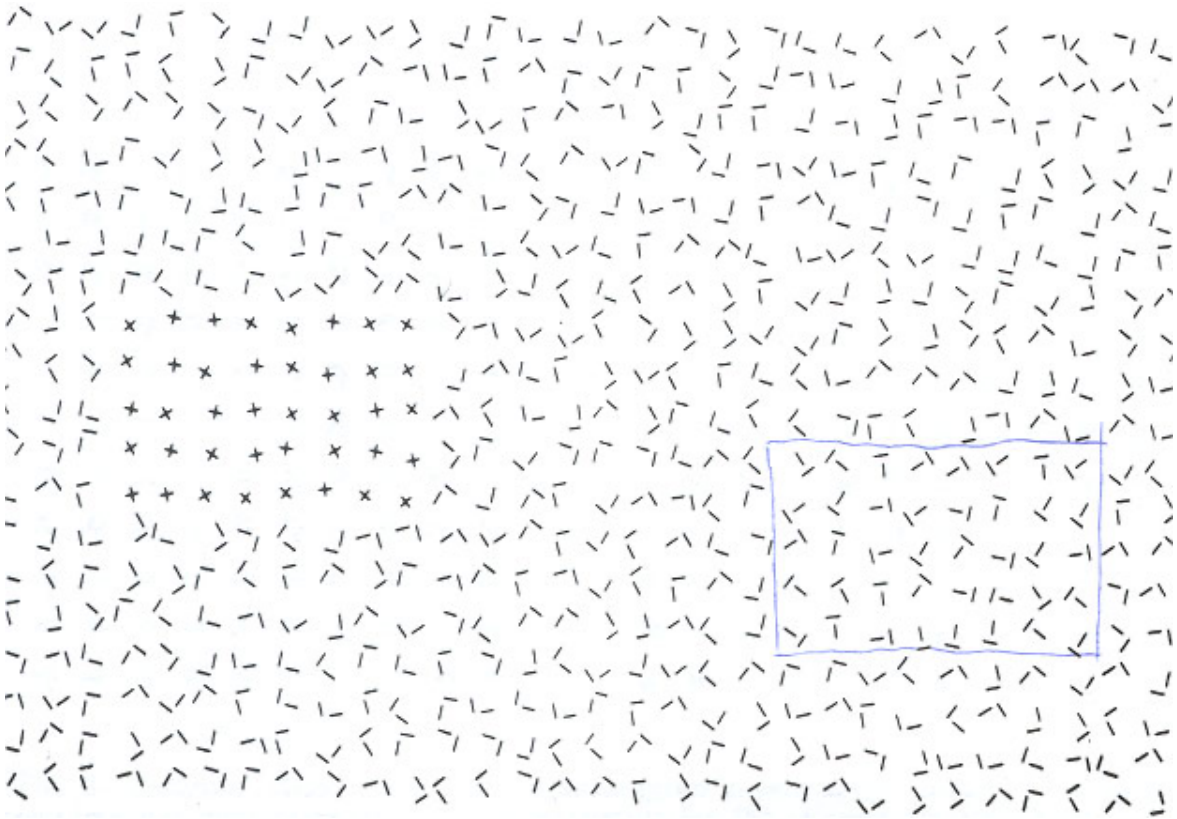
Compare textures and decide if they're made of the same "stuff".

When are two textures similar?

Béla Julesz, father of texture



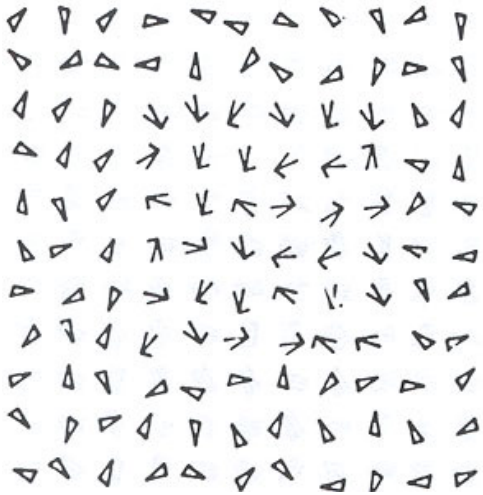
Texton Discrimination (Julesz)

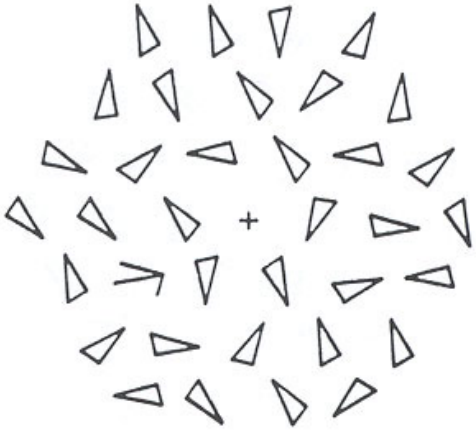


Human vision is sensitive to the difference of some types of elements and appears to be “numb” on other types of differences.

Search Experiment I

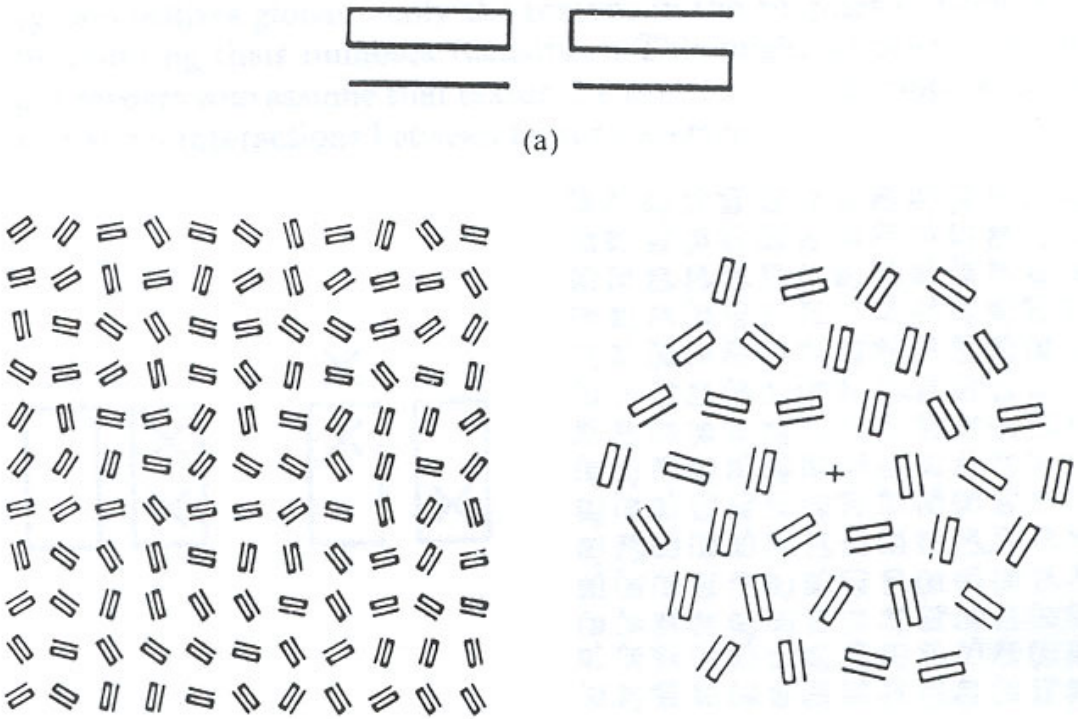
(a)





The subject is told to detect a target element in a number of background elements.
In this example, the detection time is independent of the number of background elements.

Search Experiment II



In this example, the detection time is proportional to the number of background elements, And thus suggests that the subject is doing element-by-element scrutiny.

Heuristic (Axiom) I

Julesz then conjectured the following axiom:

Human vision operates in two distinct modes:

1. Preattentive vision

   parallel, instantaneous *(~100--200ms)*, without scrutiny,
   independent of the number of patterns, covering a large visual field.

2. Attentive vision

   serial search by focal attention in 50ms steps limited to small aperture.

Examples

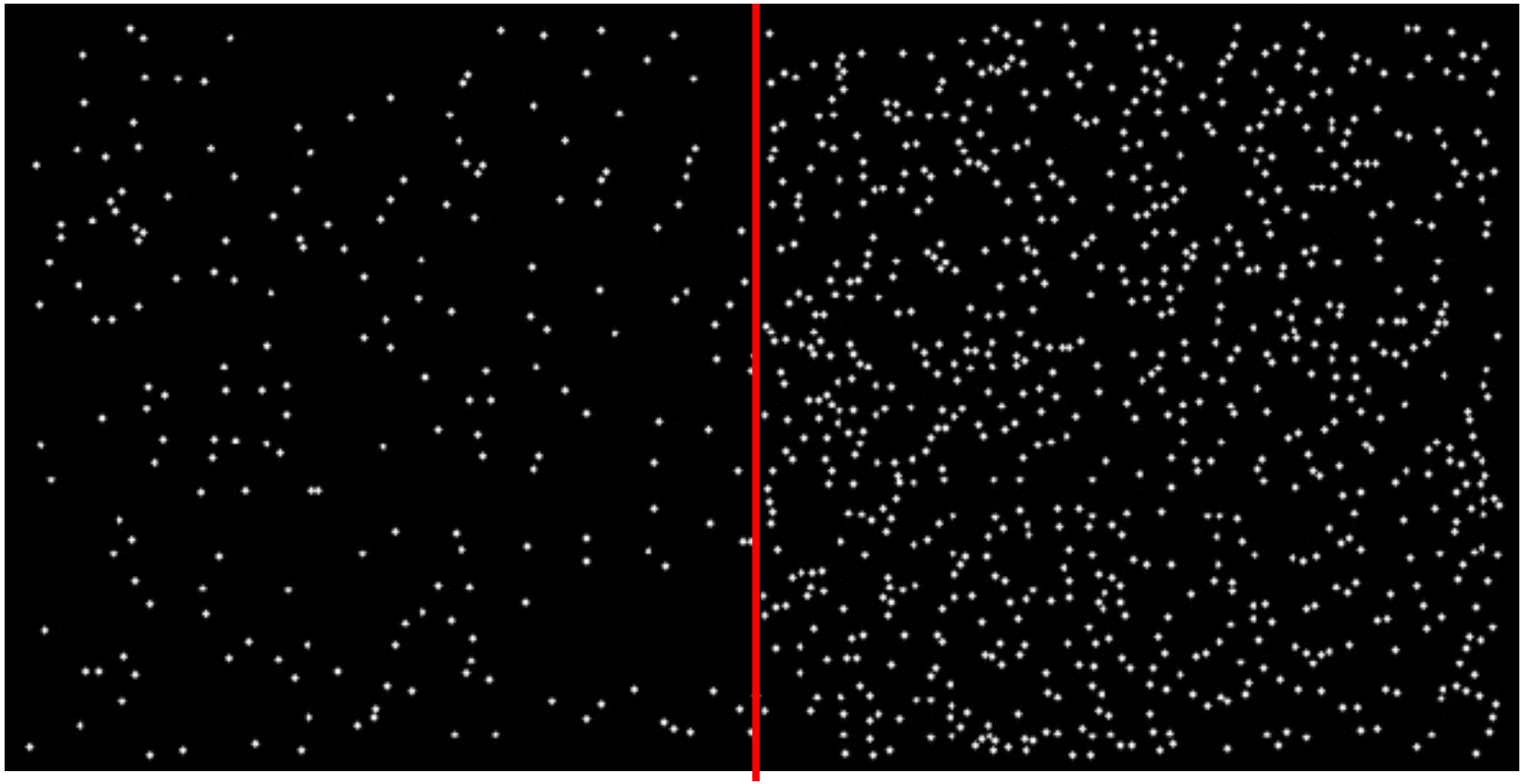
Pre-attentive vision is sensitive to size/width, orientation changes

Julesz Conjecture

Textures cannot be spontaneously discriminated if they have the same first-order and second-order statistics and differ only in their third-order or higher-order statistics.

(not *quite* true)

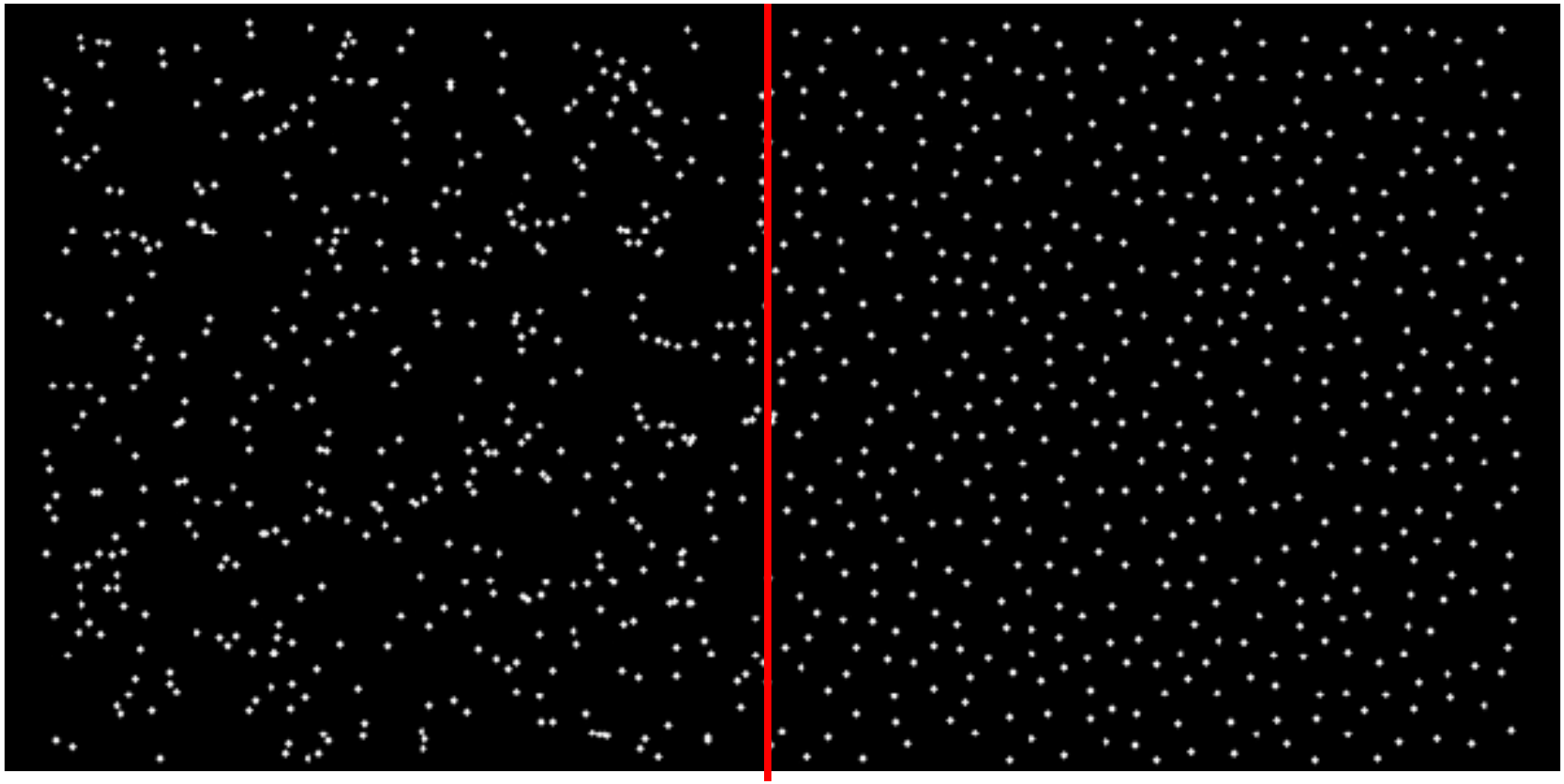
1st Order Statistics



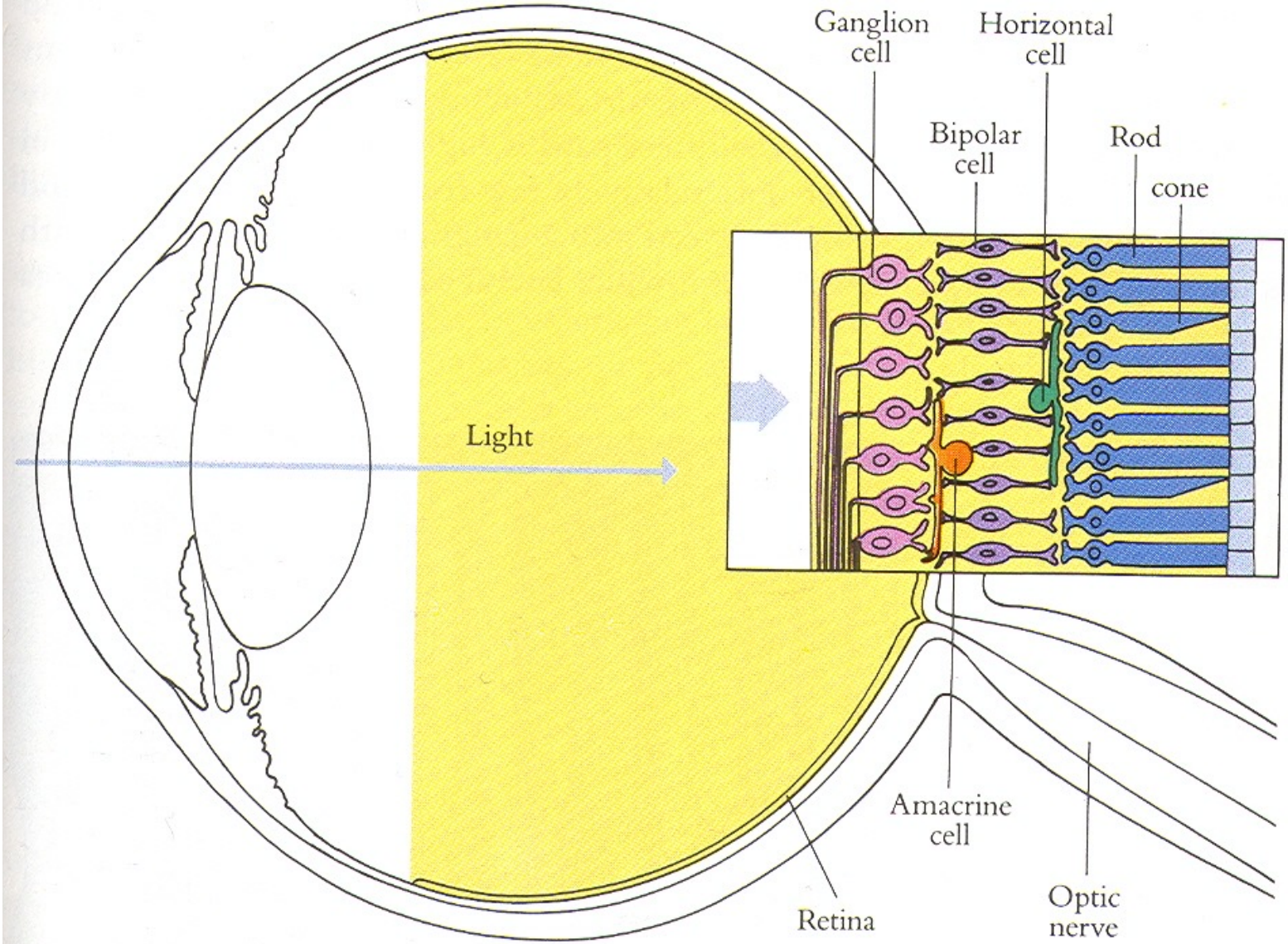
5% white

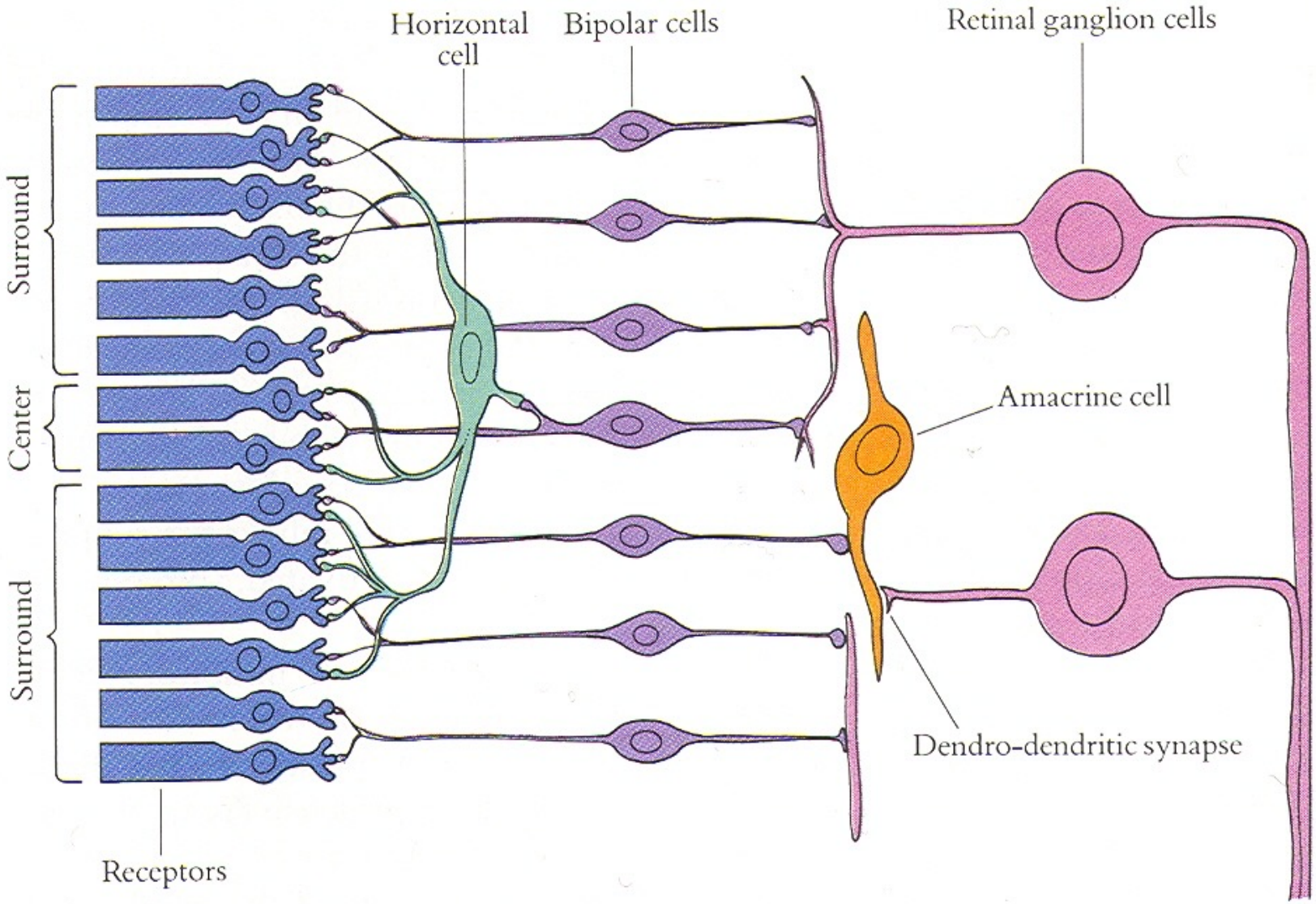
20% white

2nd Order Statistics



10% white

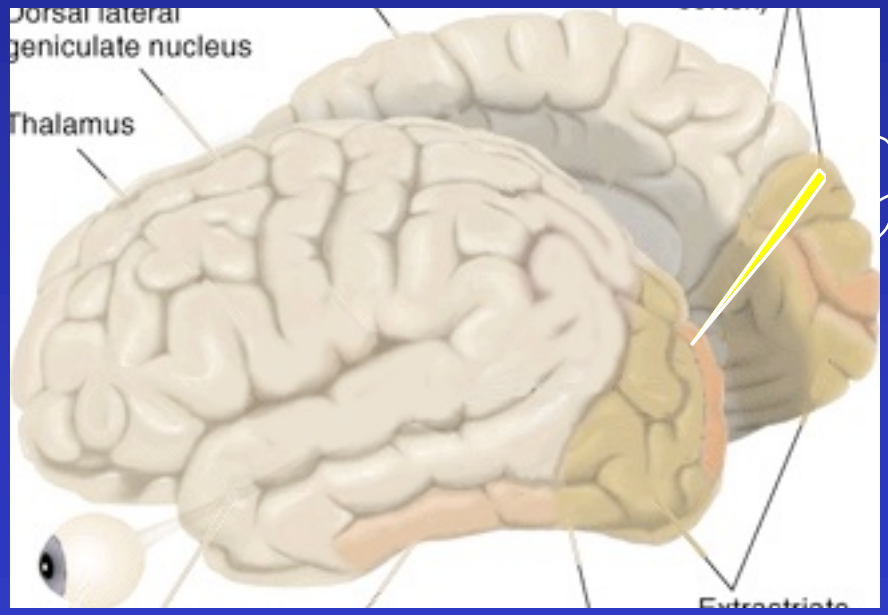

Ganglion cell
Horizontal cell
Bipolar cell
Rod
cone
Light
Amacrine cell
Retina
Optic nerve


Horizontal cell
Bipolar cells
Retinal ganglion cells
Surround
Center
Surround
Amacrine cell
Dendro-dendritic synapse
Receptors

Single Cell Recording

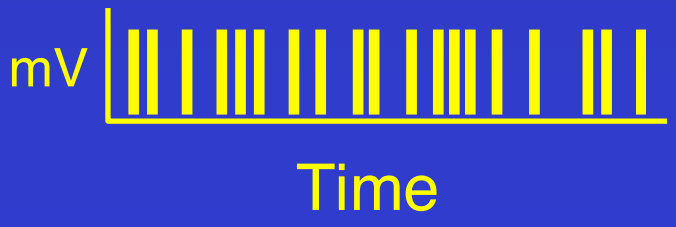
Single Cell Recording

Microelectrode



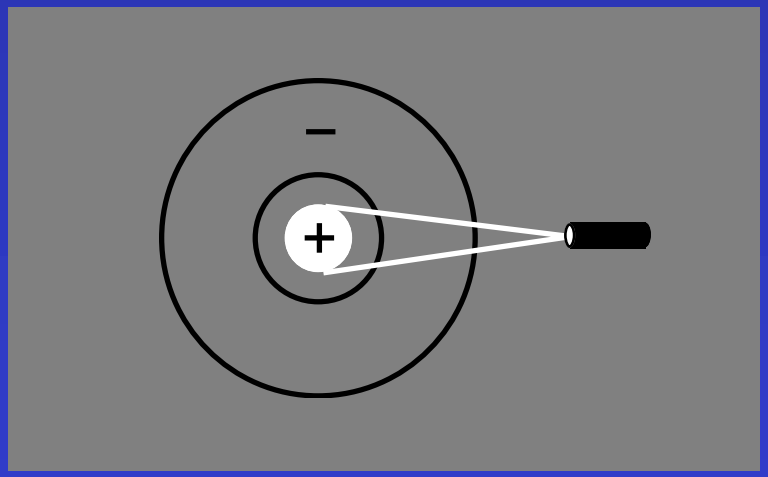
Amplifier

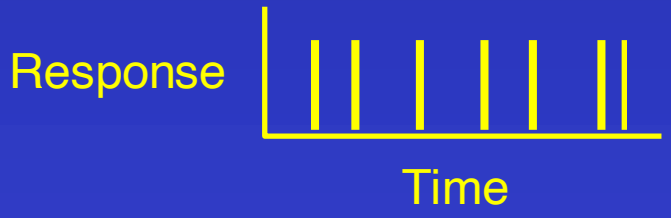
Electrical response
(action potentials)



Retinal Receptive Fields

Receptive field structure in ganglion cells:
On-center Off-surround



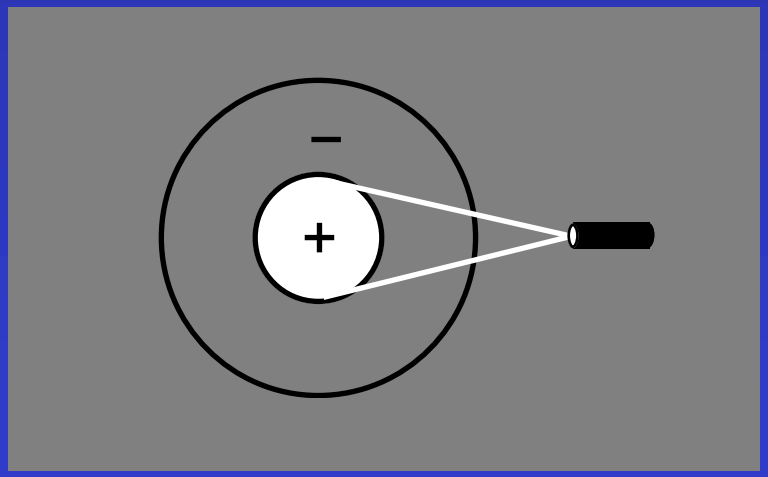


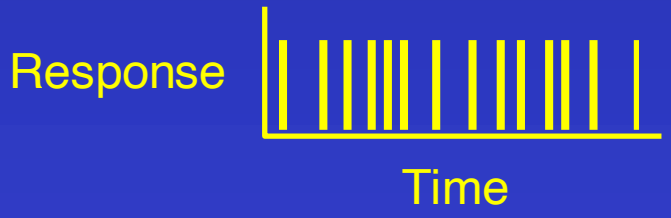
Stimulus condition

Electrical response

Retinal Receptive Fields

Receptive field structure in ganglion cells:
On-center Off-surround



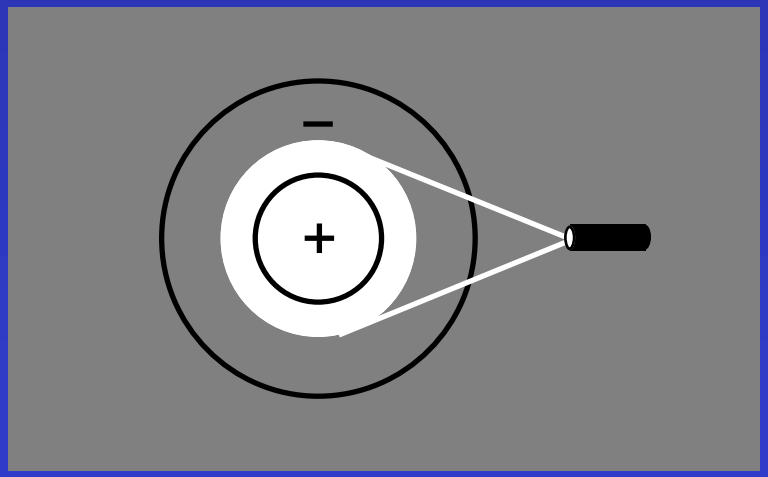


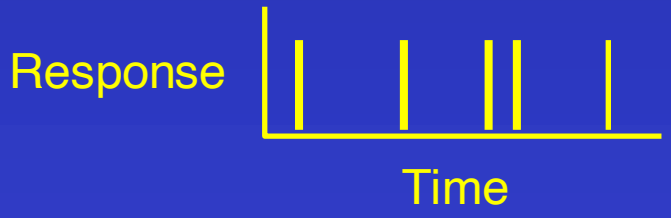
Stimulus condition

Electrical response

Retinal Receptive Fields

Receptive field structure in ganglion cells:
On-center Off-surround





Stimulus condition

Electrical response

Retinal Receptive Fields

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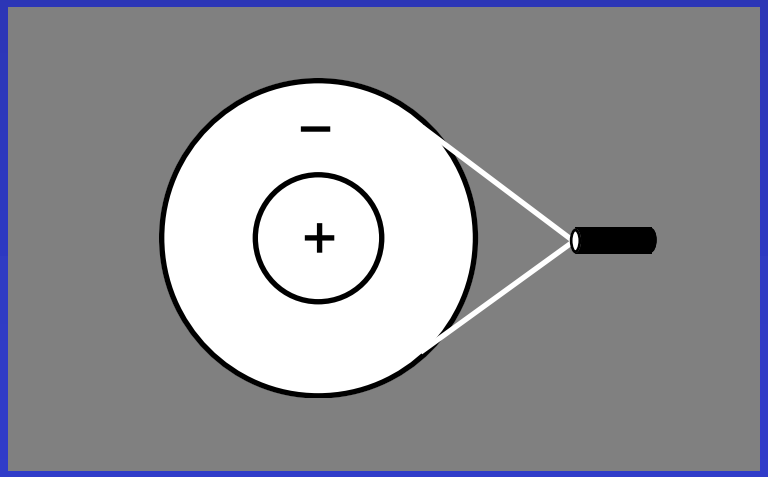
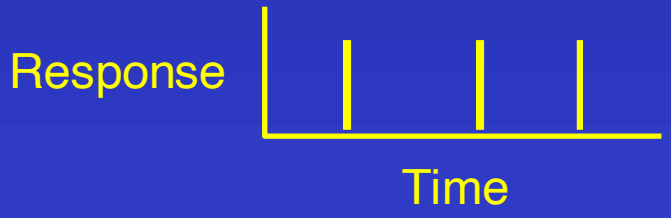


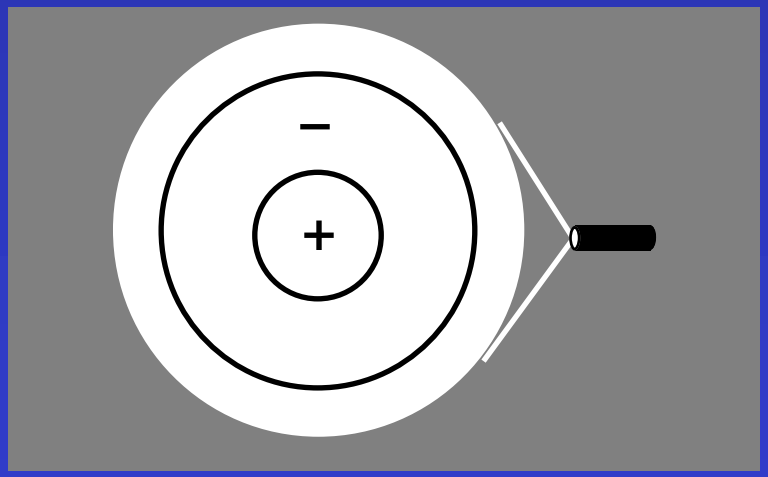


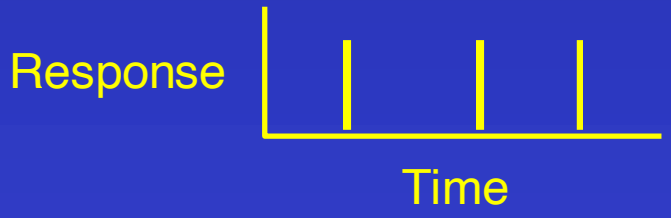
Stimulus condition

Electrical response

Retinal Receptive Fields

Receptive field structure in ganglion cells:
On-center Off-surround



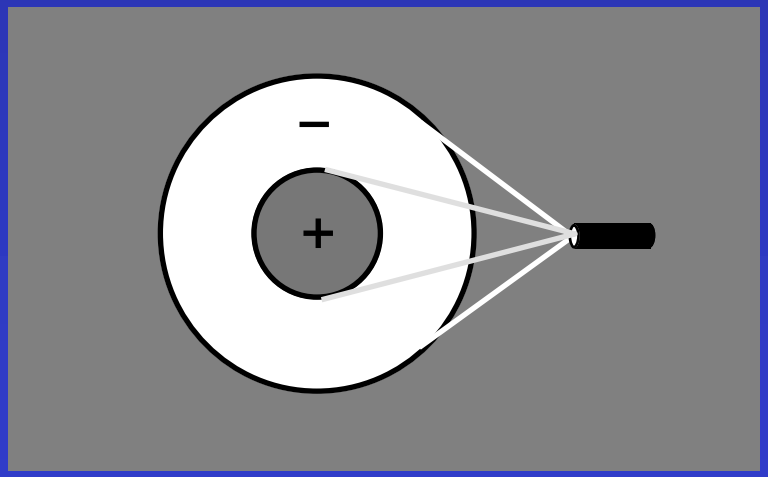


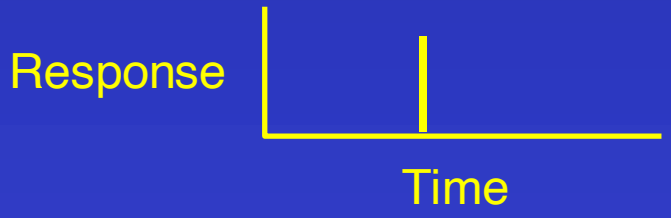
Stimulus condition

Electrical response

Retinal Receptive Fields

Receptive field structure in ganglion cells:
On-center Off-surround



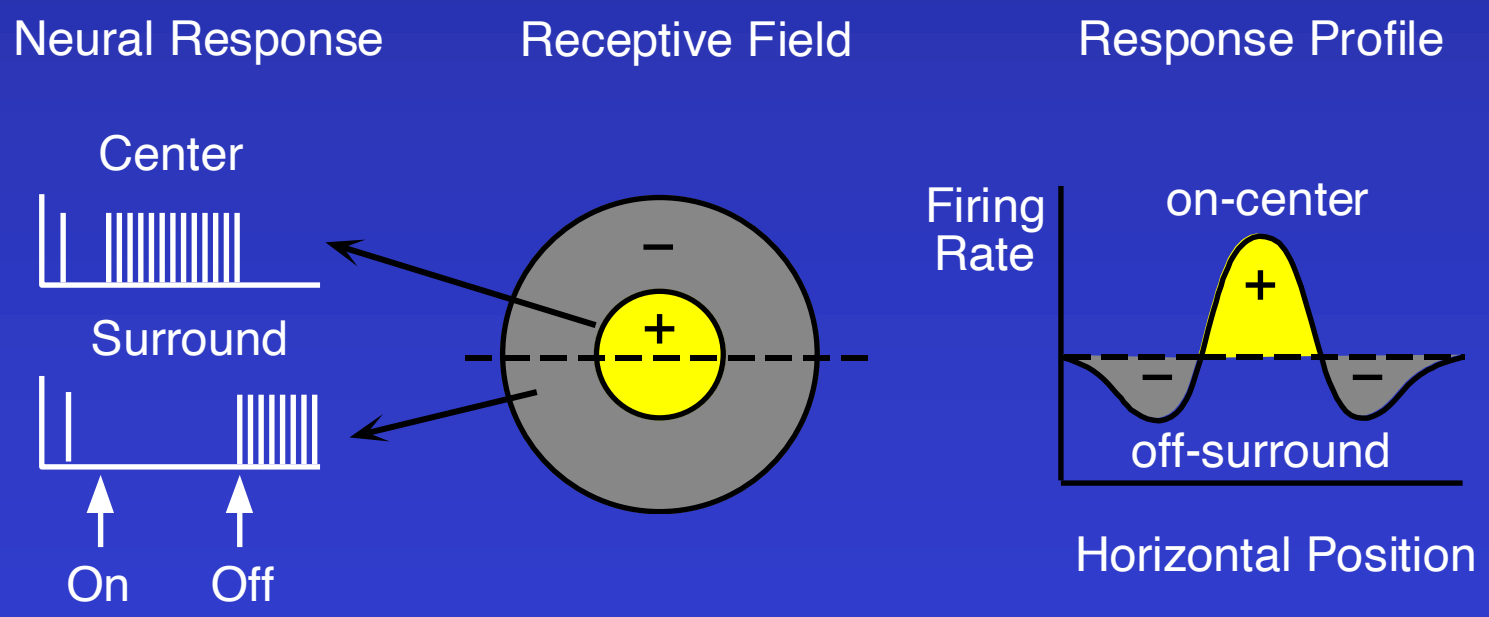


Stimulus condition

Electrical response

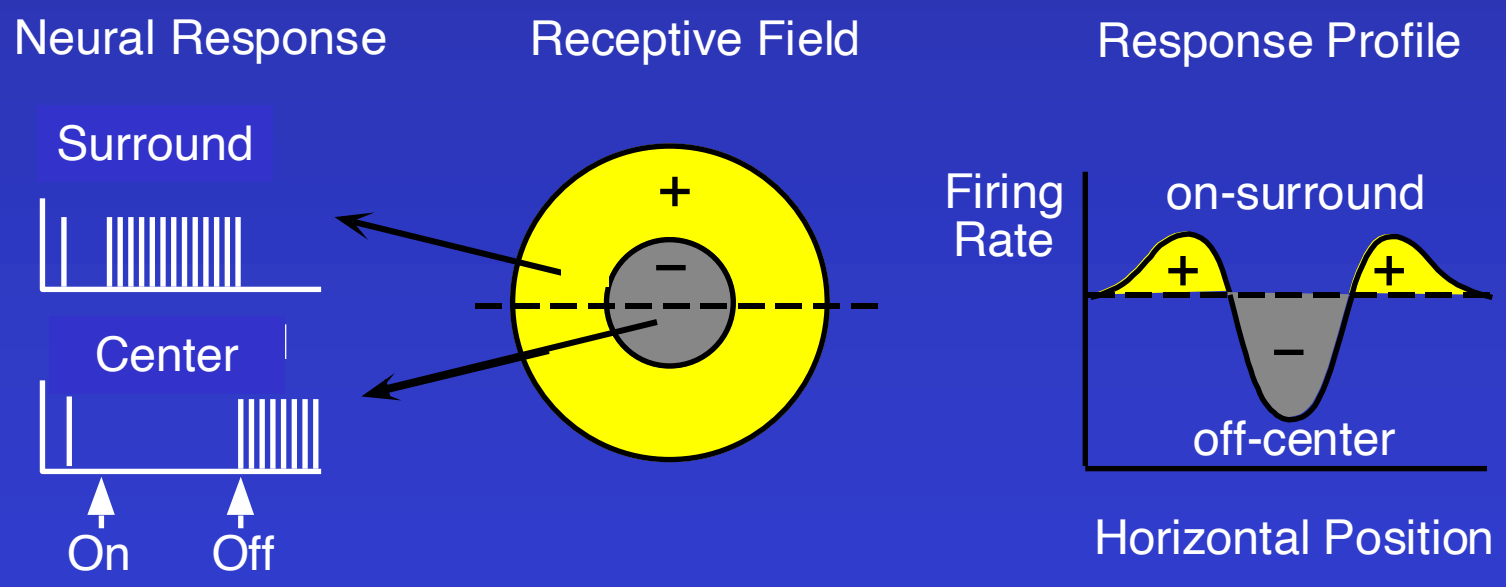
Retinal Receptive Fields

RF of On-center Off-surround cells

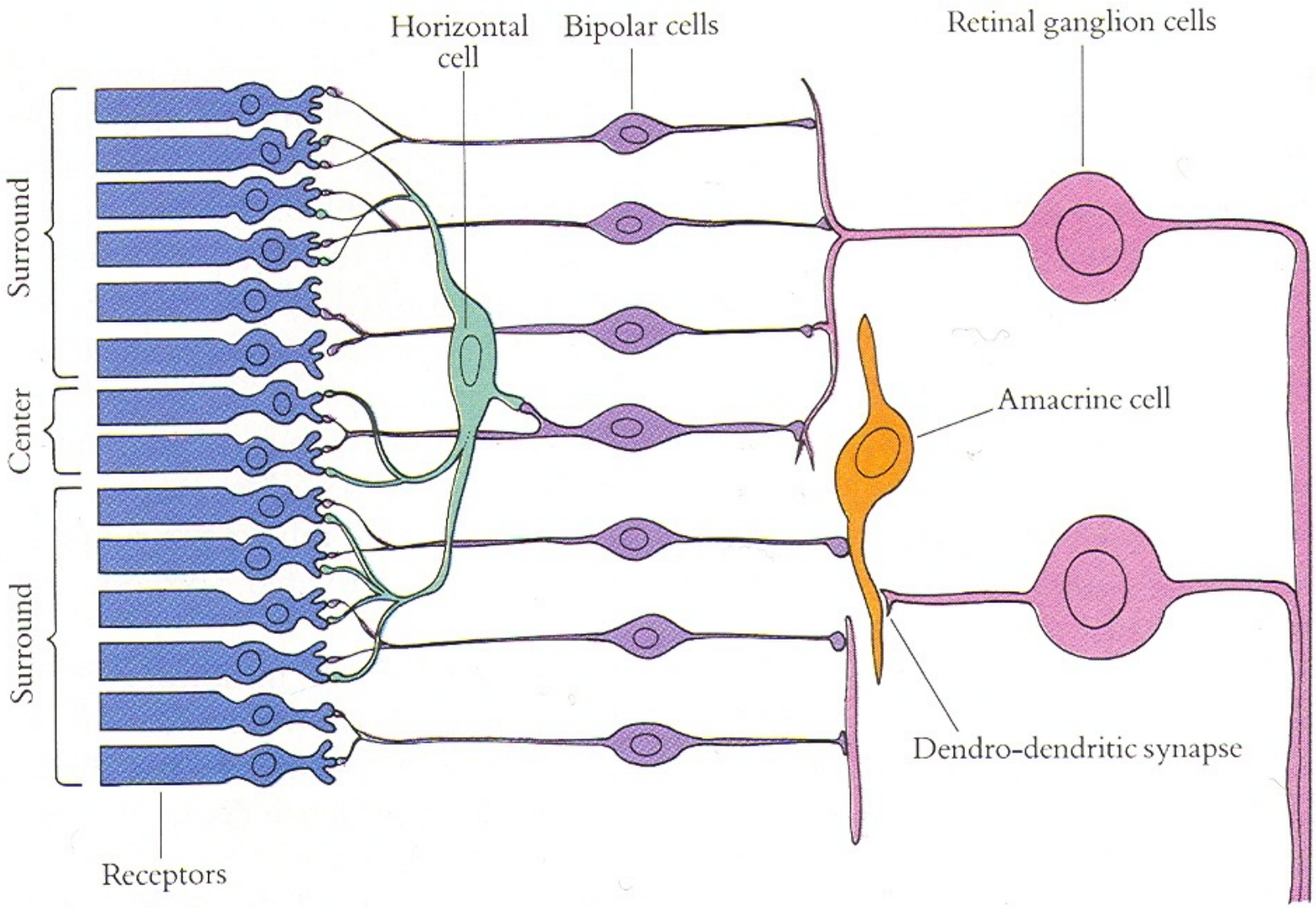


Retinal Receptive Fields

RF of Off-center On-surround cells

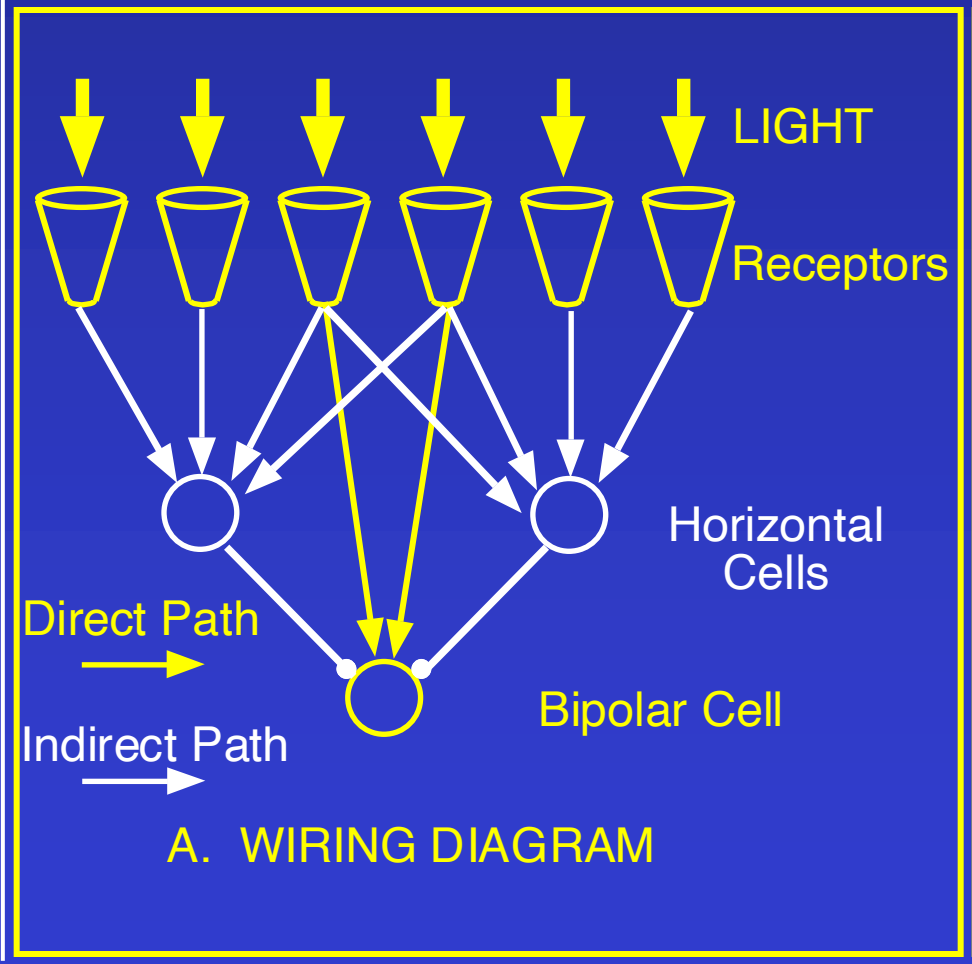


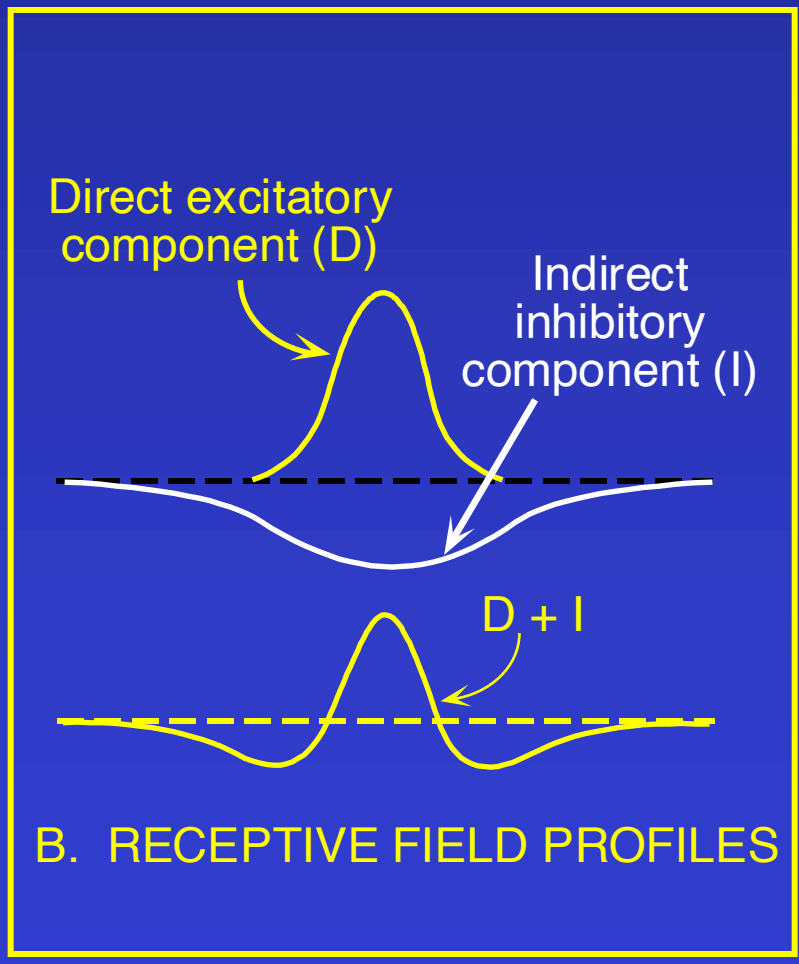
Retinal Receptive Fields



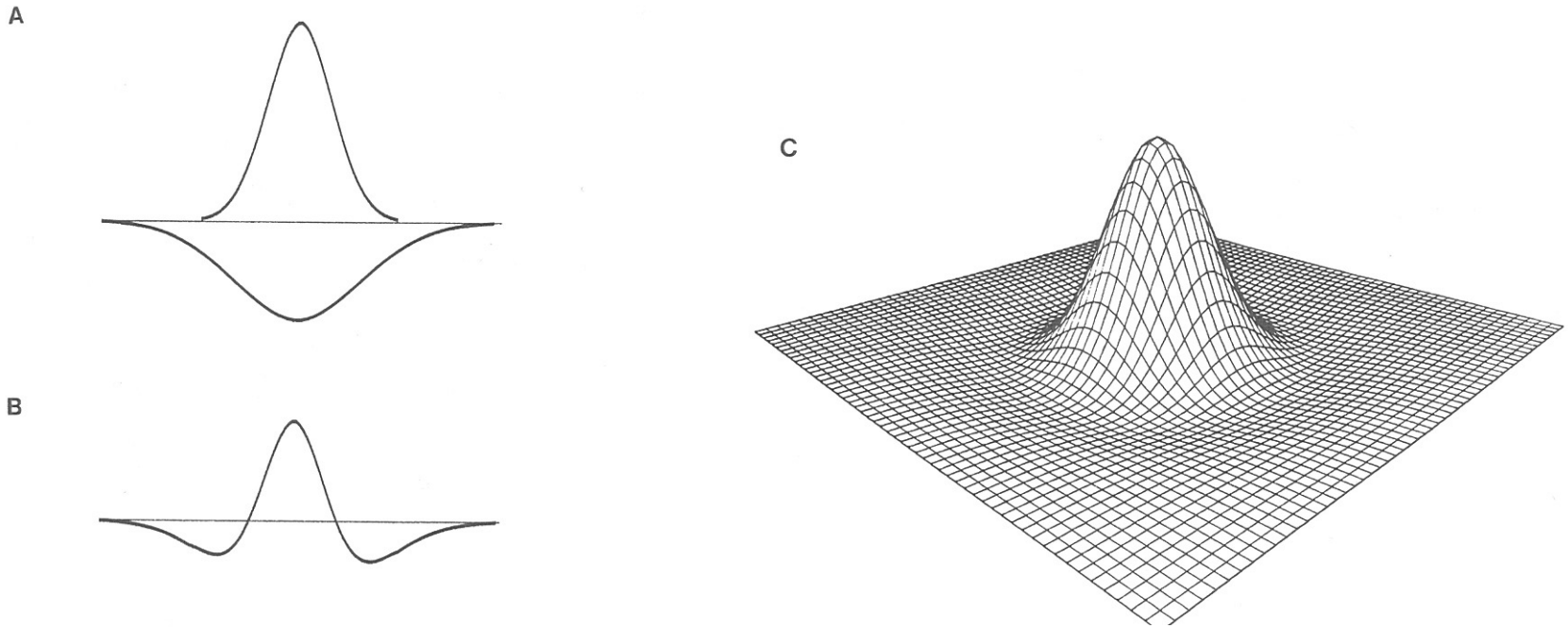
Retinal Receptive Fields

Receptive field structure in bipolar cells





The receptive field of a retinal ganglion cell can be modeled as a “Difference of Gaussians”



$$G_\sigma(x,y) = \frac{1}{2\pi\sigma^2} e^{-\frac{r^2}{2\sigma^2}}$$

Receptive Fields

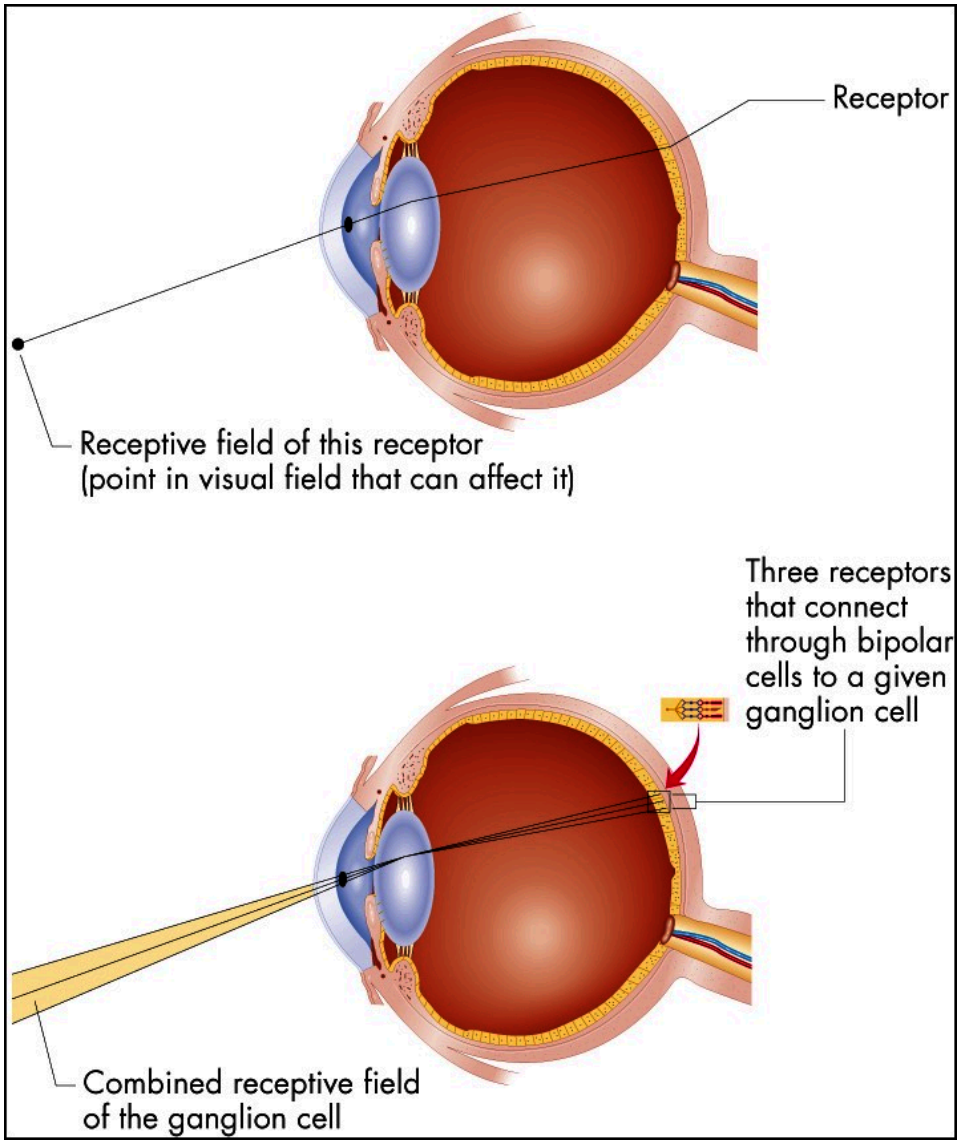
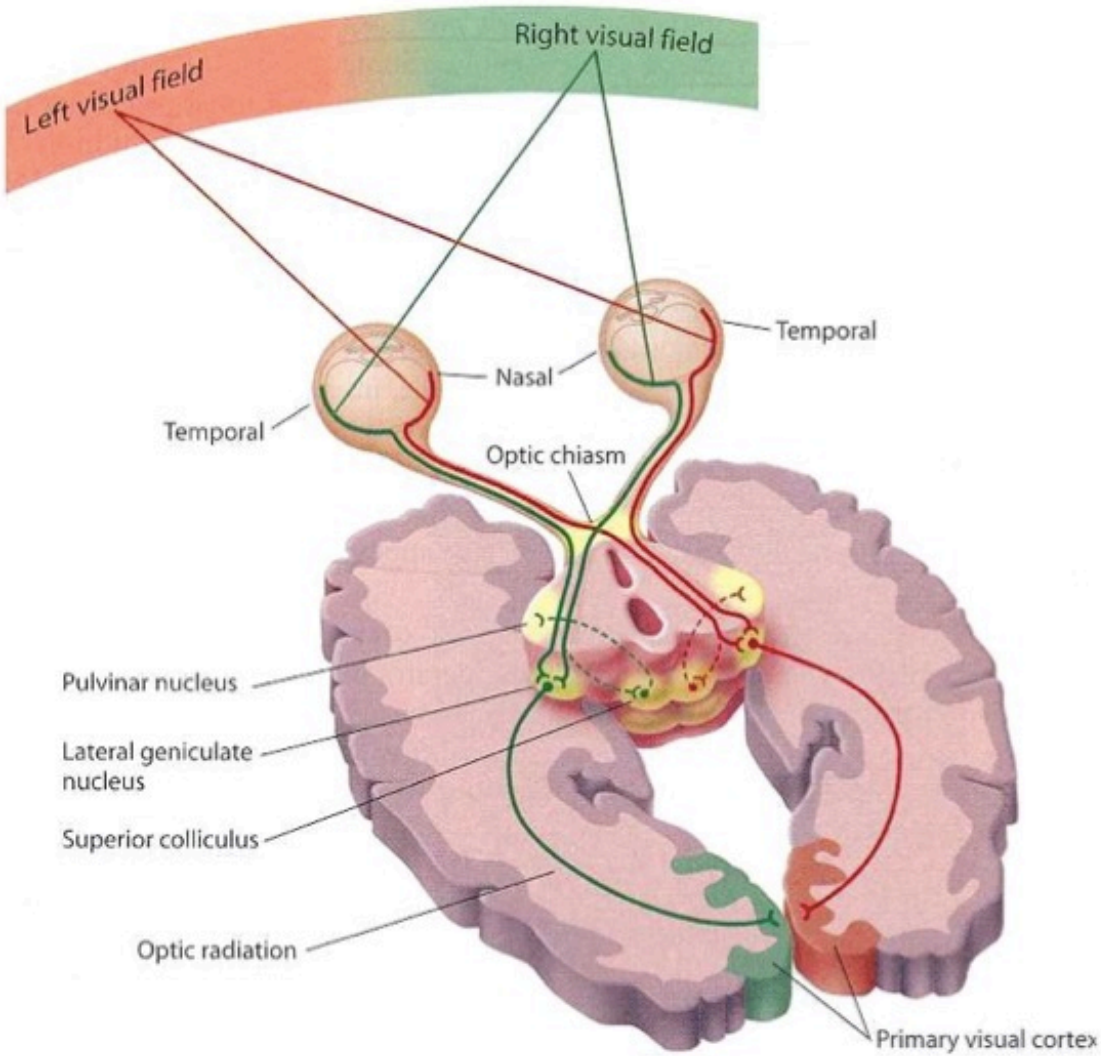


Figure 6.16 Receptive fields
The receptive field of a receptor is simply the area of the visual field from which light strikes that receptor. For any other cell in the visual system, the receptive field is determined by which receptors connect to the cell in question.

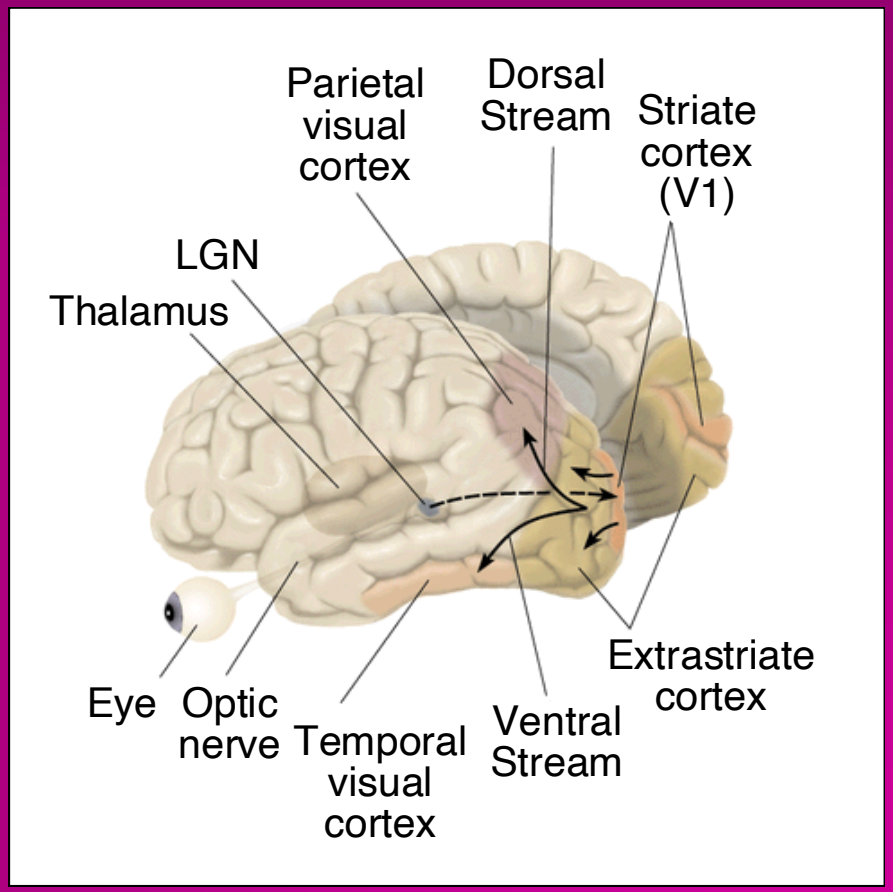
Anatomy of Pathway to Visual Cortex



Visual Cortex

Cortical Area V1

aka:
Primary visual cortex
Striate cortex
Brodman's area 17



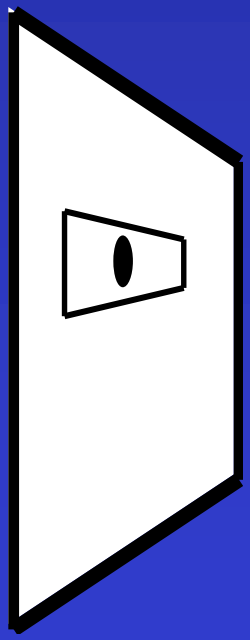
Cortical Receptive Fields

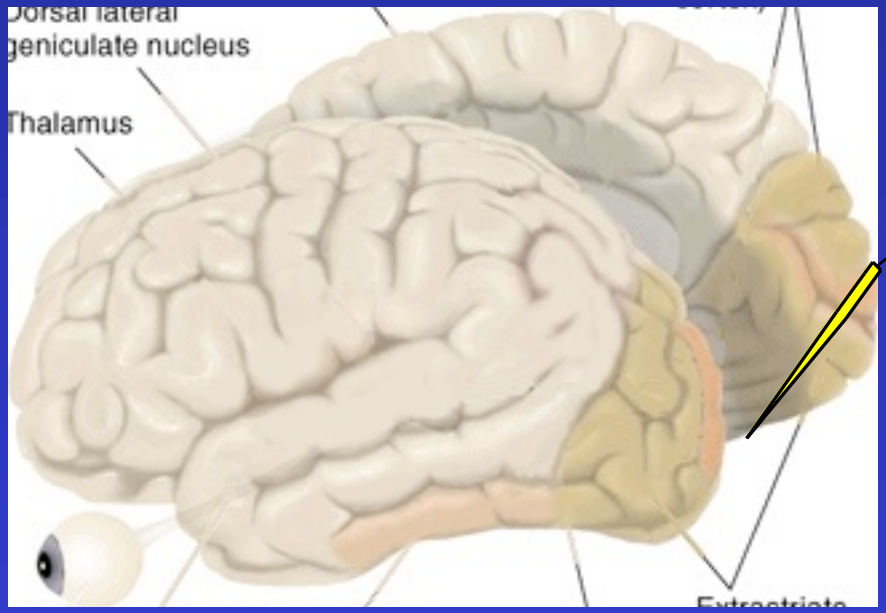
Single-cell recording from visual cortex

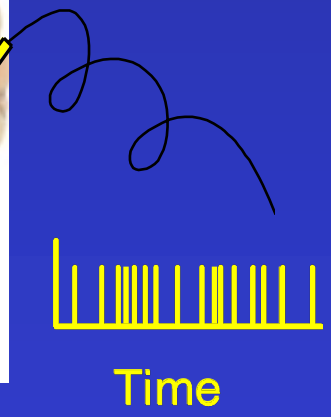
David Hubel & Thorston Wiesel

Cortical Receptive Fields

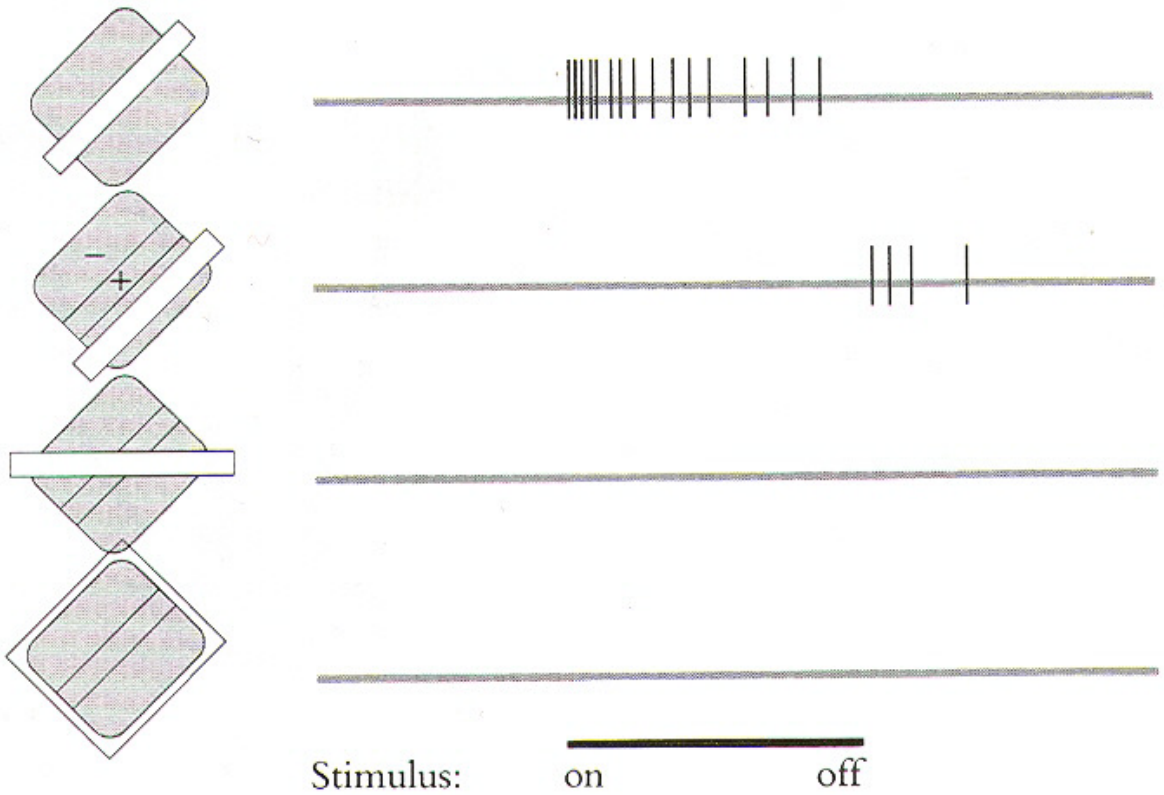
Single-cell recording from visual cortex







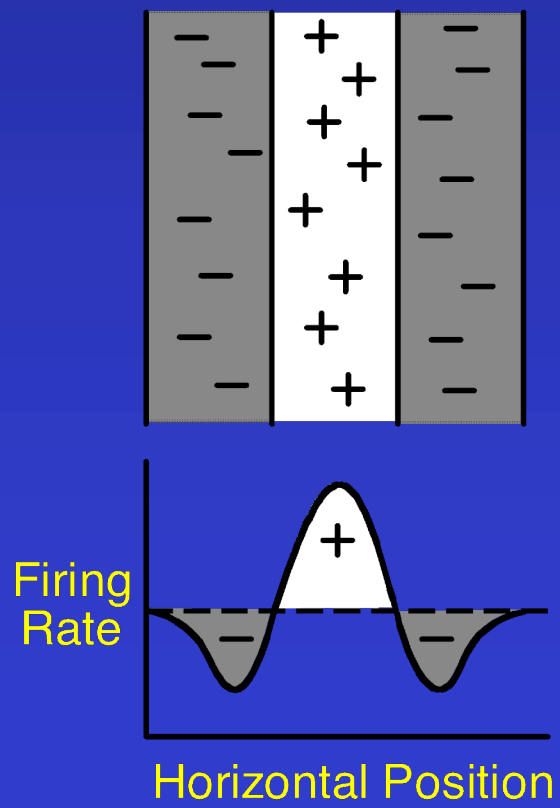
https://www.youtube.com/watch?v=IOHayh06LJ4


−
+
Stimulus:
on
off

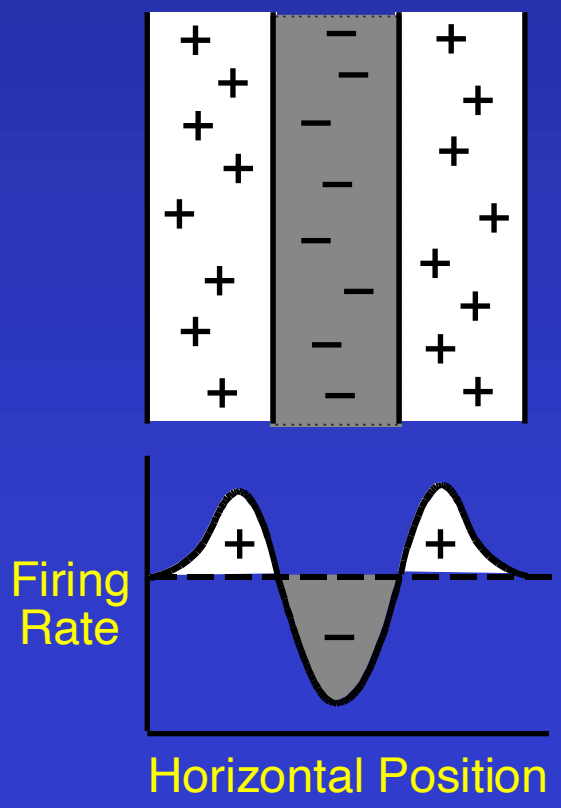
Cortical Receptive Fields

Simple Cells: “Line Detectors”

A. Light Line Detector



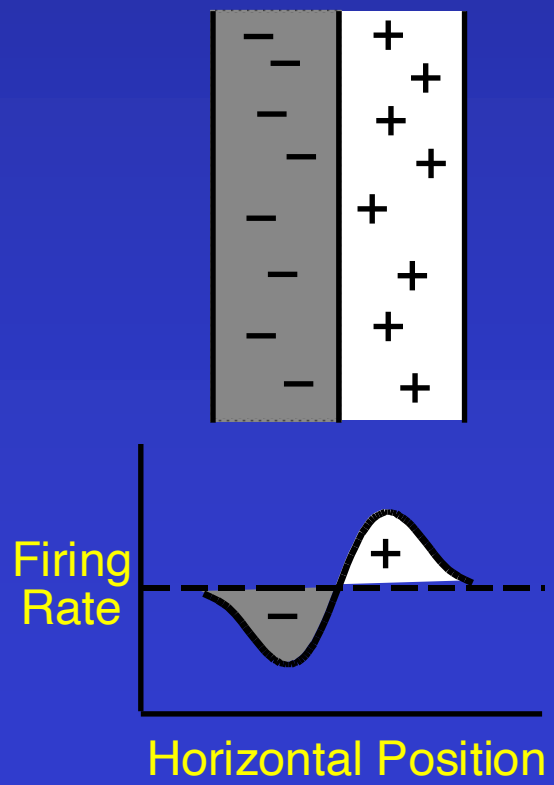
B. Dark Line Detector



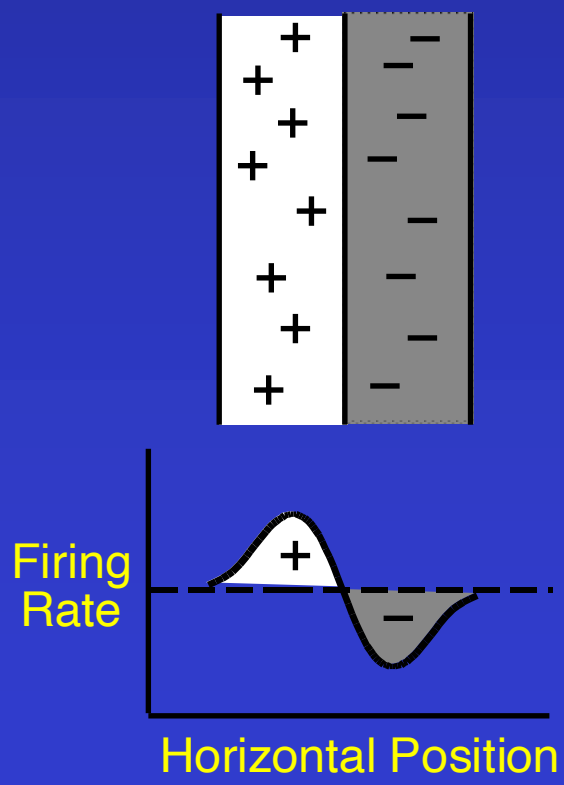
Cortical Receptive Fields

Simple Cells: “Edge Detectors”

C. Dark-to-light Edge Detector

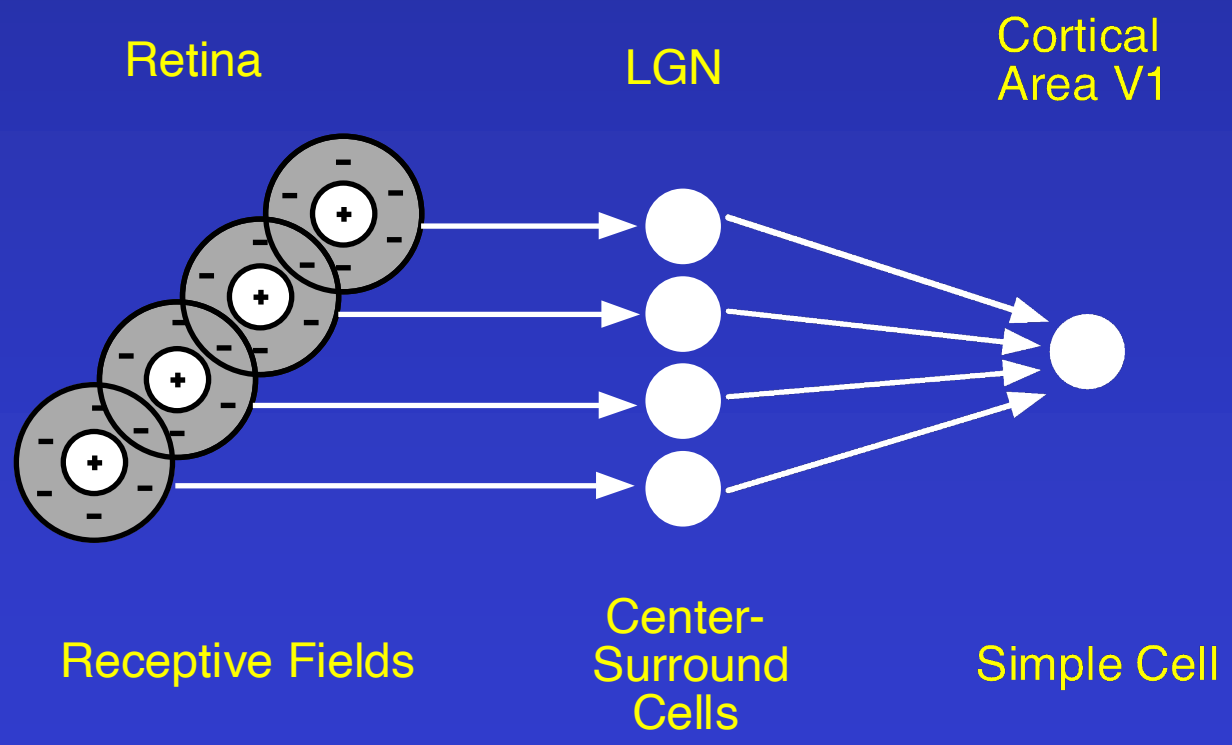


D. Light-to-dark Edge Detector

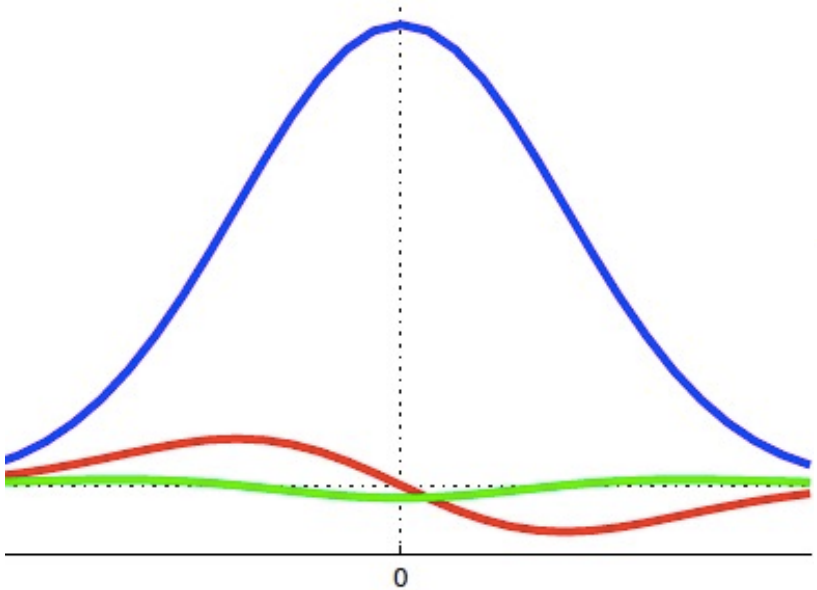


Cortical Receptive Fields

Constructing a line detector



The 1D Gaussian and its derivatives



$$G_\sigma(x) = \frac{1}{\sqrt{2\pi}\sigma} e^{-\frac{x^2}{2\sigma^2}}$$

$$G'_\sigma(x) = \frac{d}{dx} G_\sigma(x) = -\frac{1}{\sigma}\left(\frac{x}{\sigma}\right) G_\sigma(x)$$

$$G''_\sigma(x) = \frac{d^2}{dx^2} G_\sigma(x) = \frac{1}{\sigma^2}\left(\frac{x^2}{\sigma^2} - 1\right) G_\sigma(x)$$

$G'_\sigma(x)$'s maxima/minima occur at $G''_\sigma(x)$'s zeros. And, we can see that $G'_\sigma(x)$ is an odd symmetric function and $G''_\sigma(x)$ is an even symmetric function.

Oriented Gaussian Derivatives in 2D

$$f_1(x,y) = G'_{\sigma_1}(x)G_{\sigma_2}(y) \tag{10.4}$$
$$f_2(x,y) = G''_{\sigma_1}(x)G_{\sigma_2}(y) \tag{10.5}$$

We also consider rotated versions of these Gaussian derivative functions.

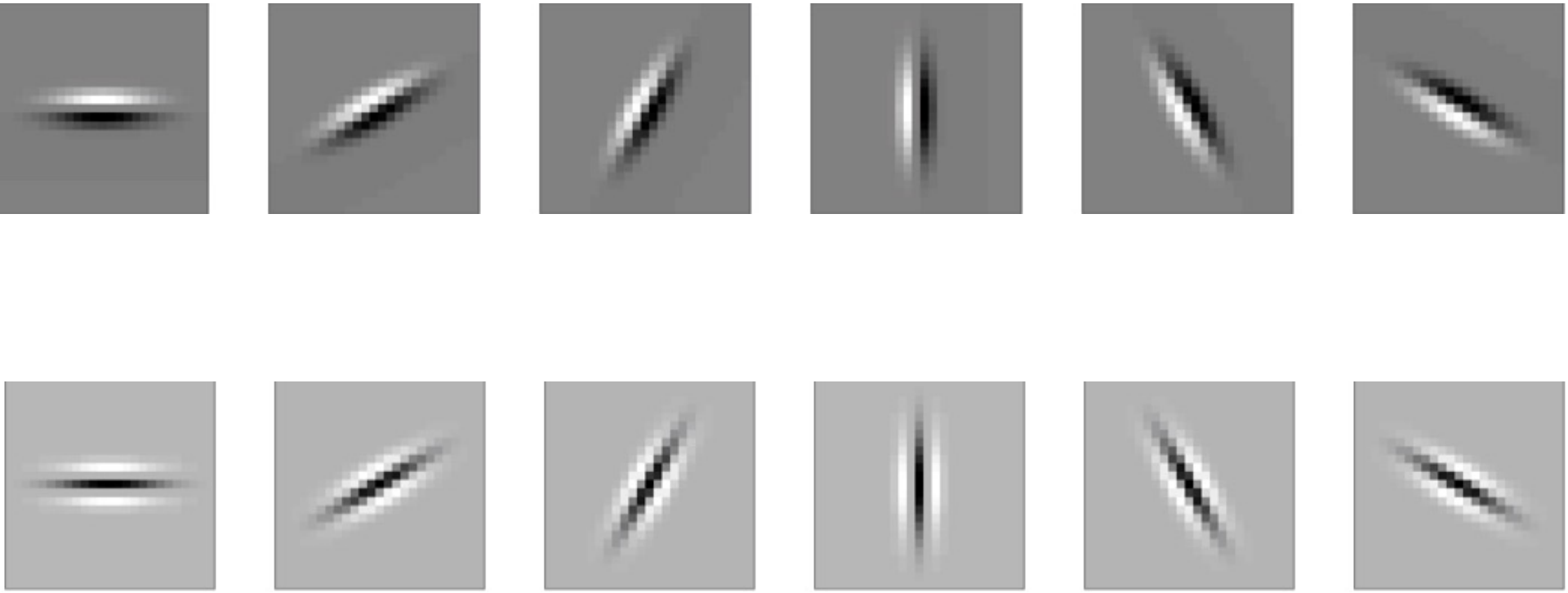
$$Rot_\theta f_1 = G'_{\sigma_1}(u)G_{\sigma_2}(v) \tag{10.6}$$
$$Rot_\theta f_2 = G''_{\sigma_1}(u)G_{\sigma_2}(v) \tag{10.7}$$

where we set

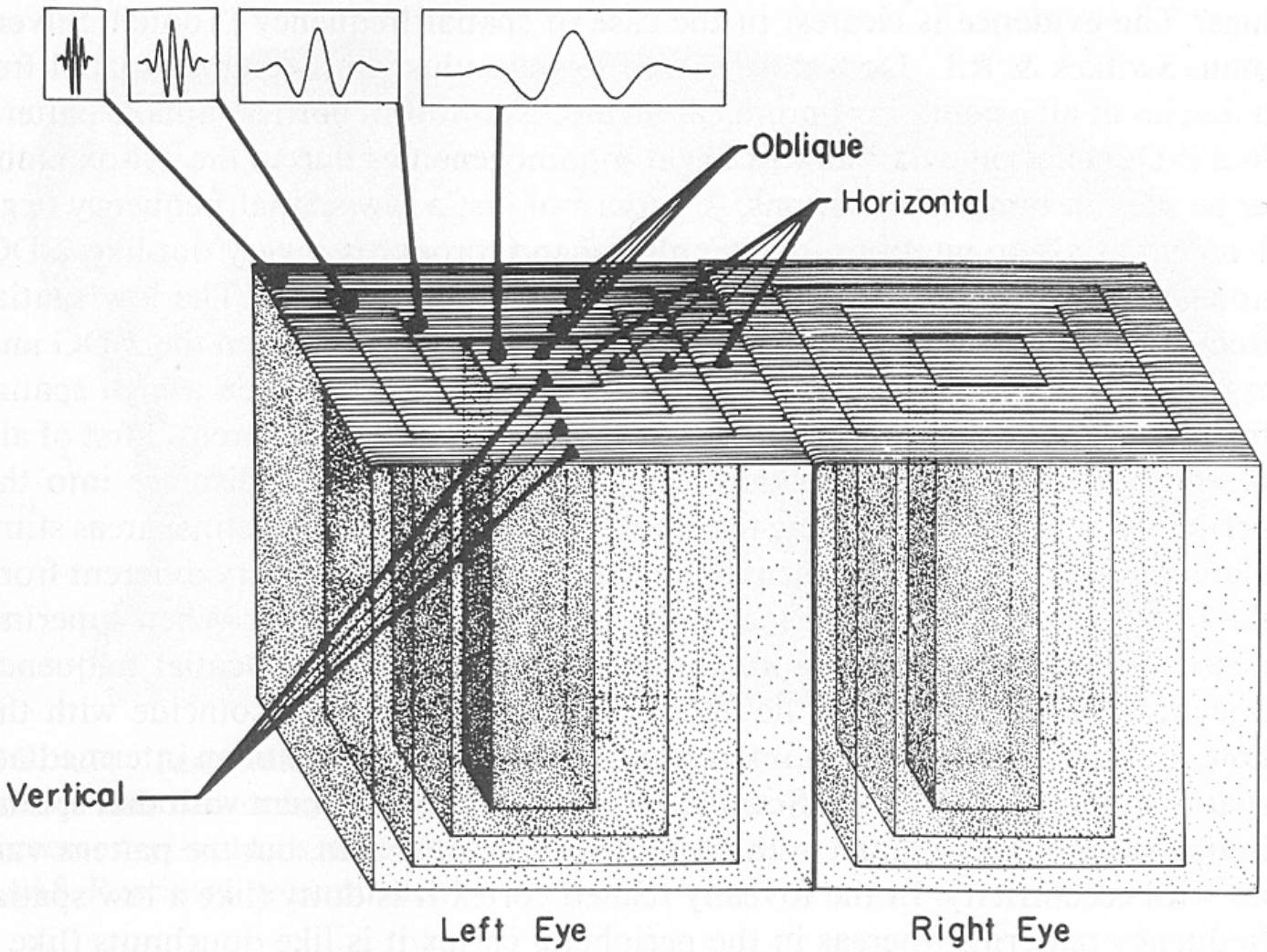
$$\begin{pmatrix} u \\ v \end{pmatrix} = \begin{pmatrix} \cos\theta & -\sin\theta \\ \sin\theta & \cos\theta \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix}$$

These are useful when we convolve with 2D images, e.g. to detect edges at different orientations.

Oriented Gaussian First and Second Derivatives



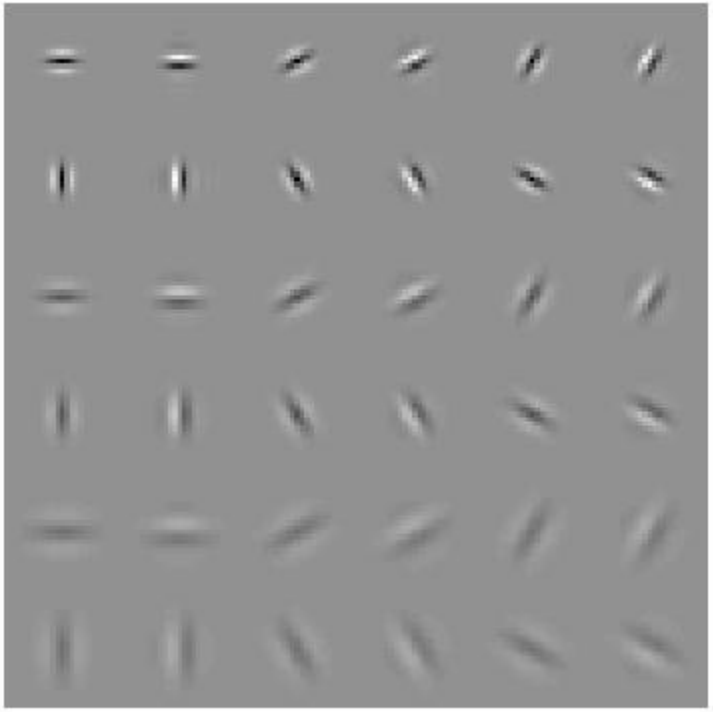
Hypercolumns in visual cortex



Model of Striate Module in Monkeys

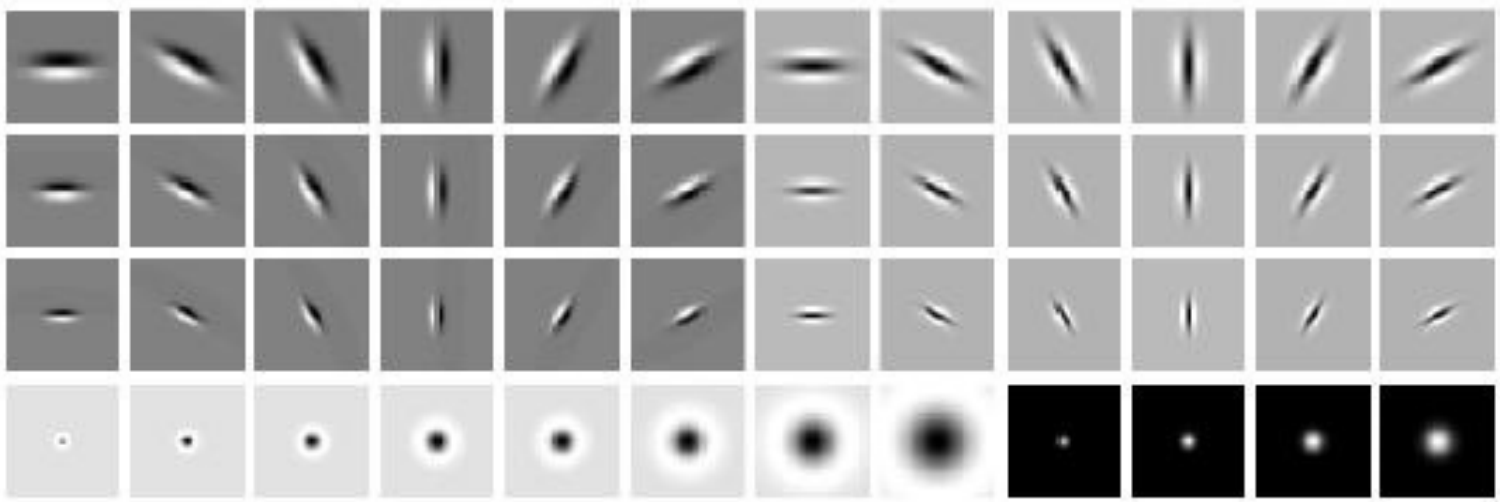
Modeling hypercolumns

- Elongated directional Gaussian derivatives
- Gabor filters could be used instead
- Multiple orientations, scales



Overcomplete representation: filter banks

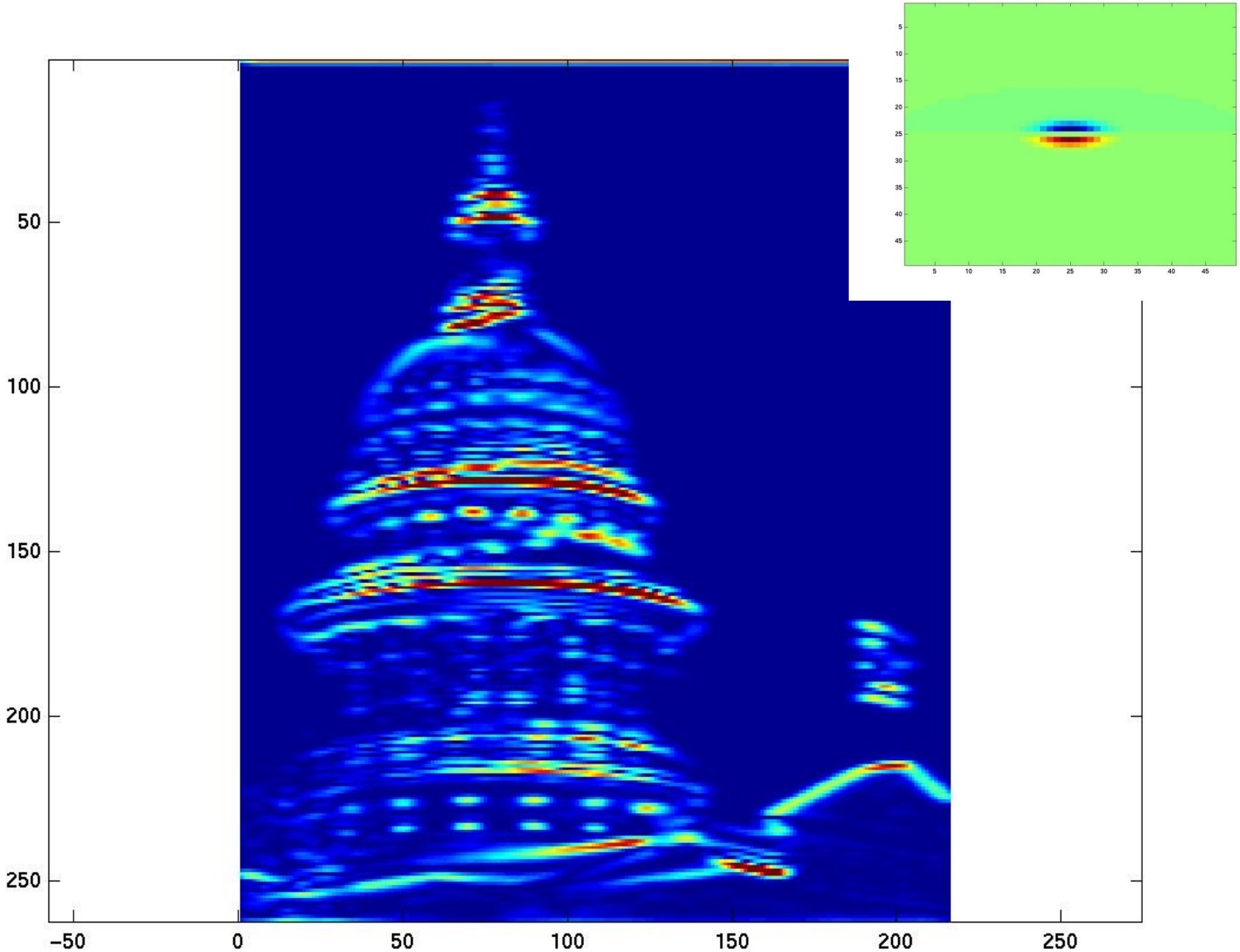
LM Filter Bank



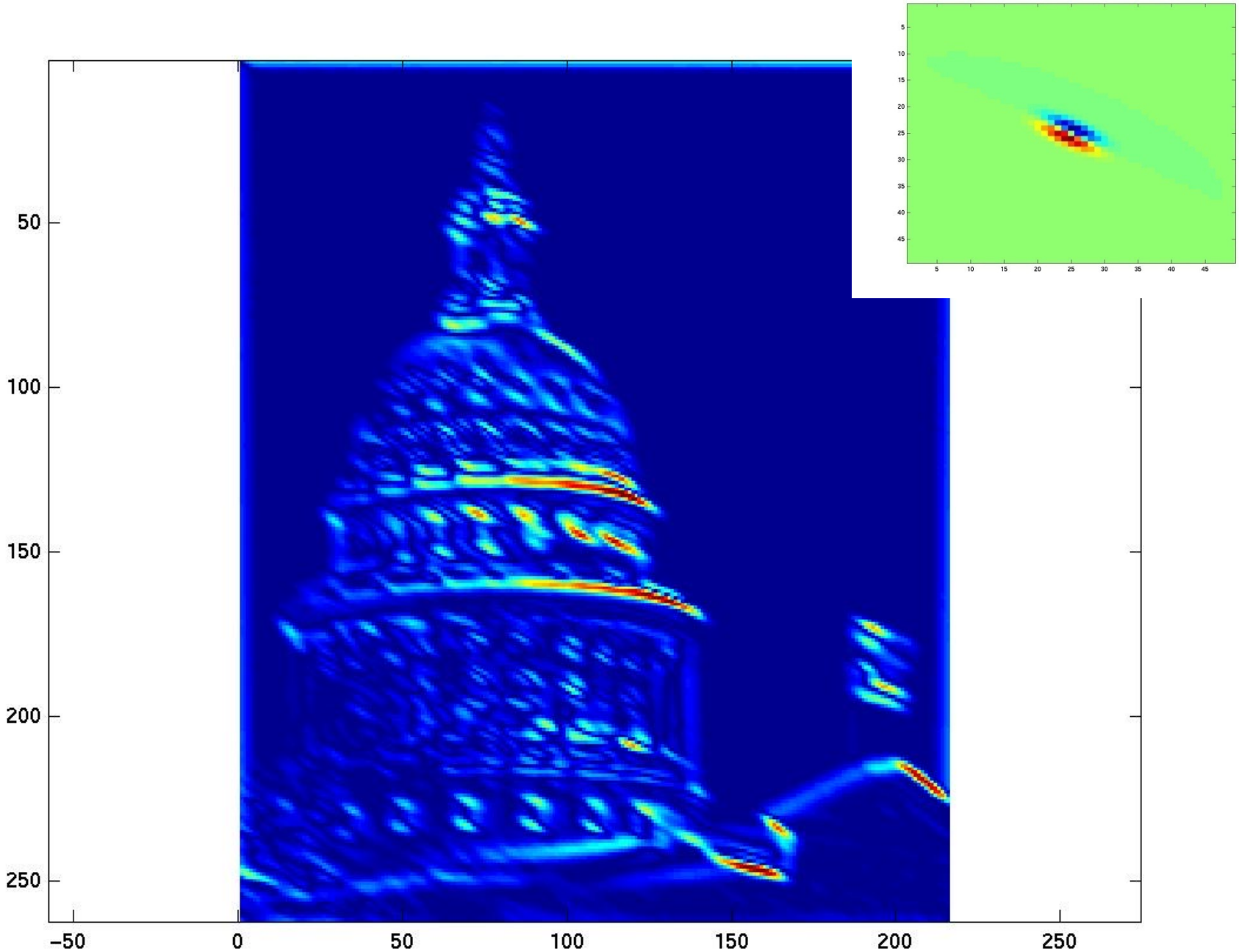
Code for filter banks: *www.robots.ox.ac.uk/~vgg/research/texclass/filters.html*

Image from http://www.texasexplorer.com/austincap2.jpg

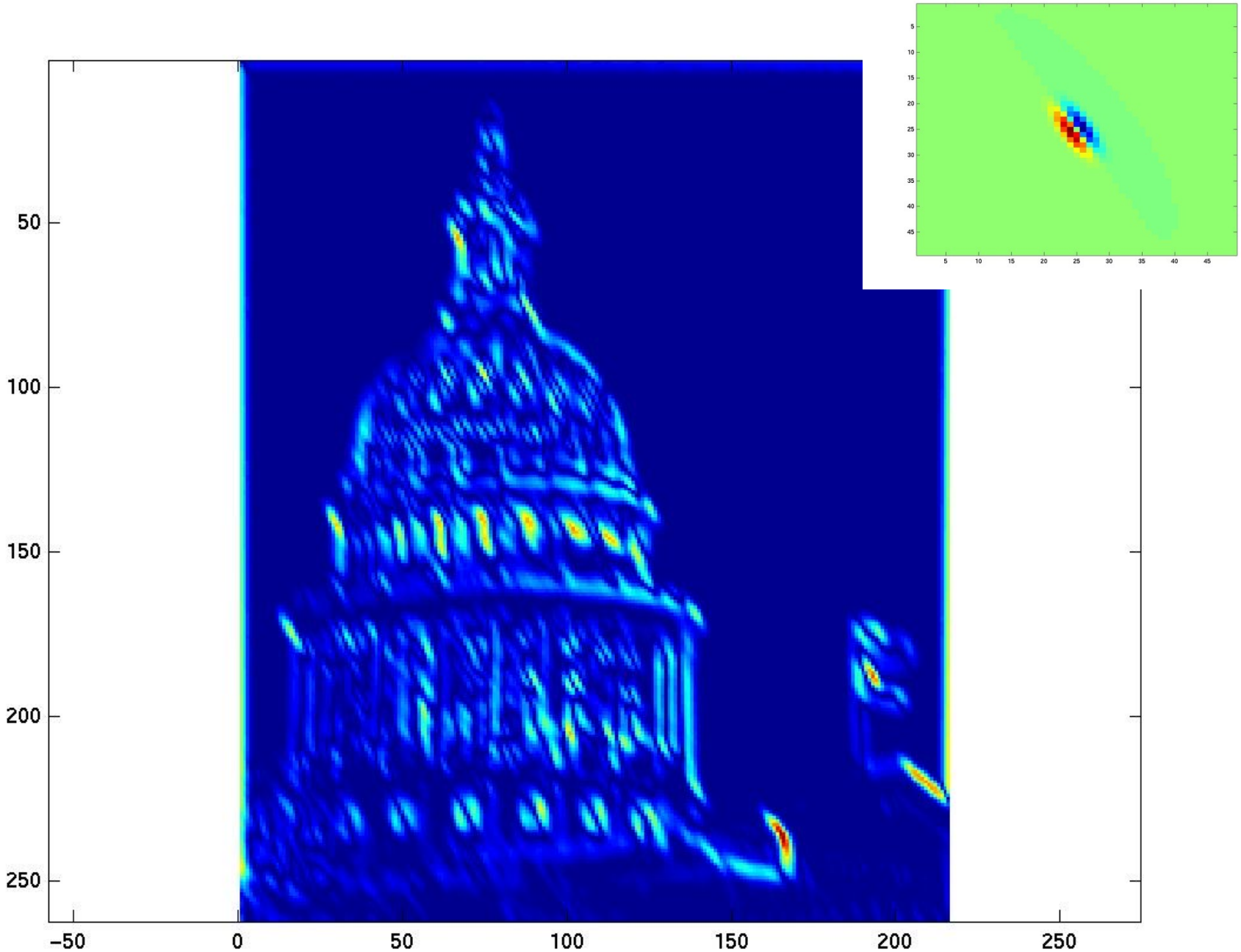
Kristen Grauman



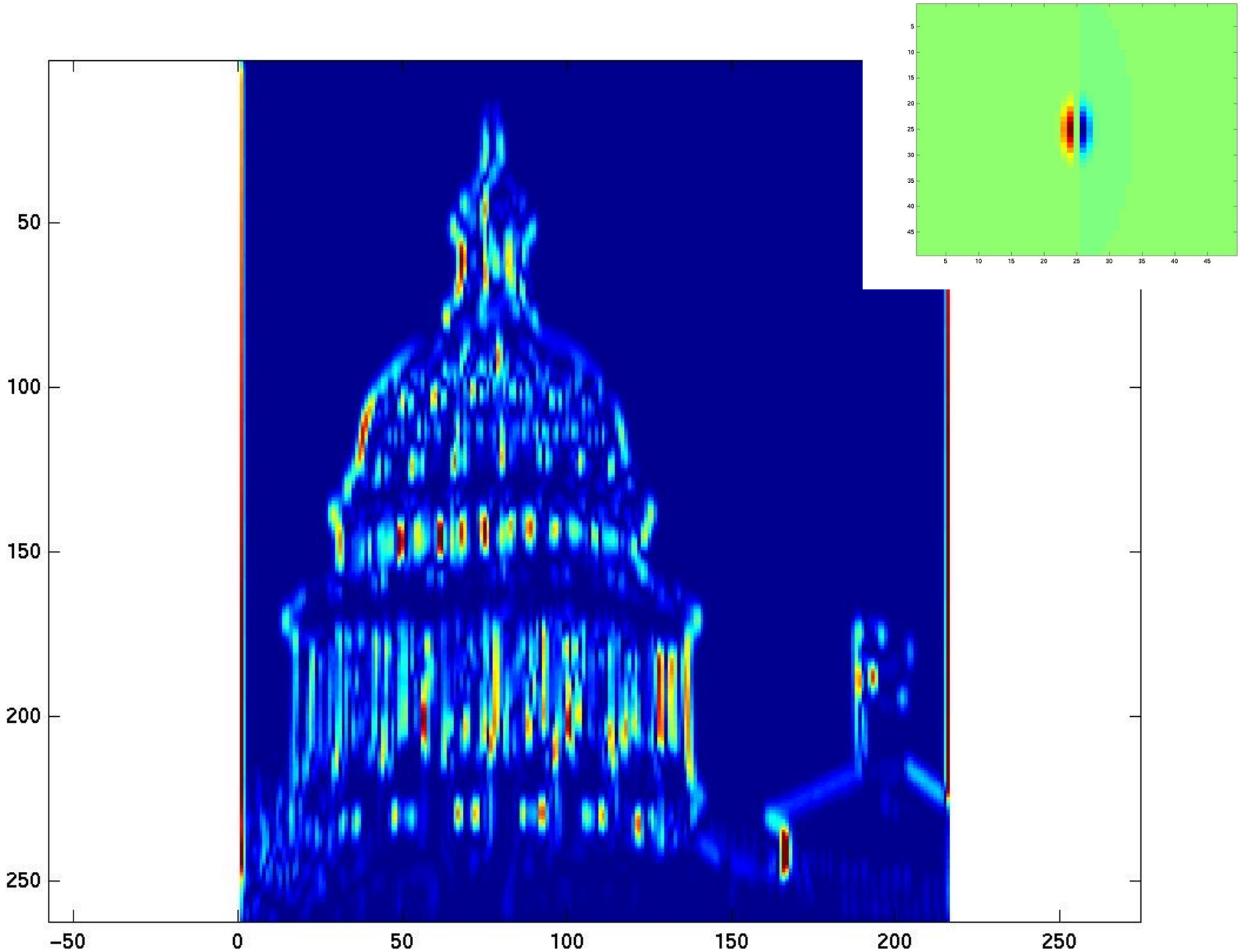
Kristen Grauman



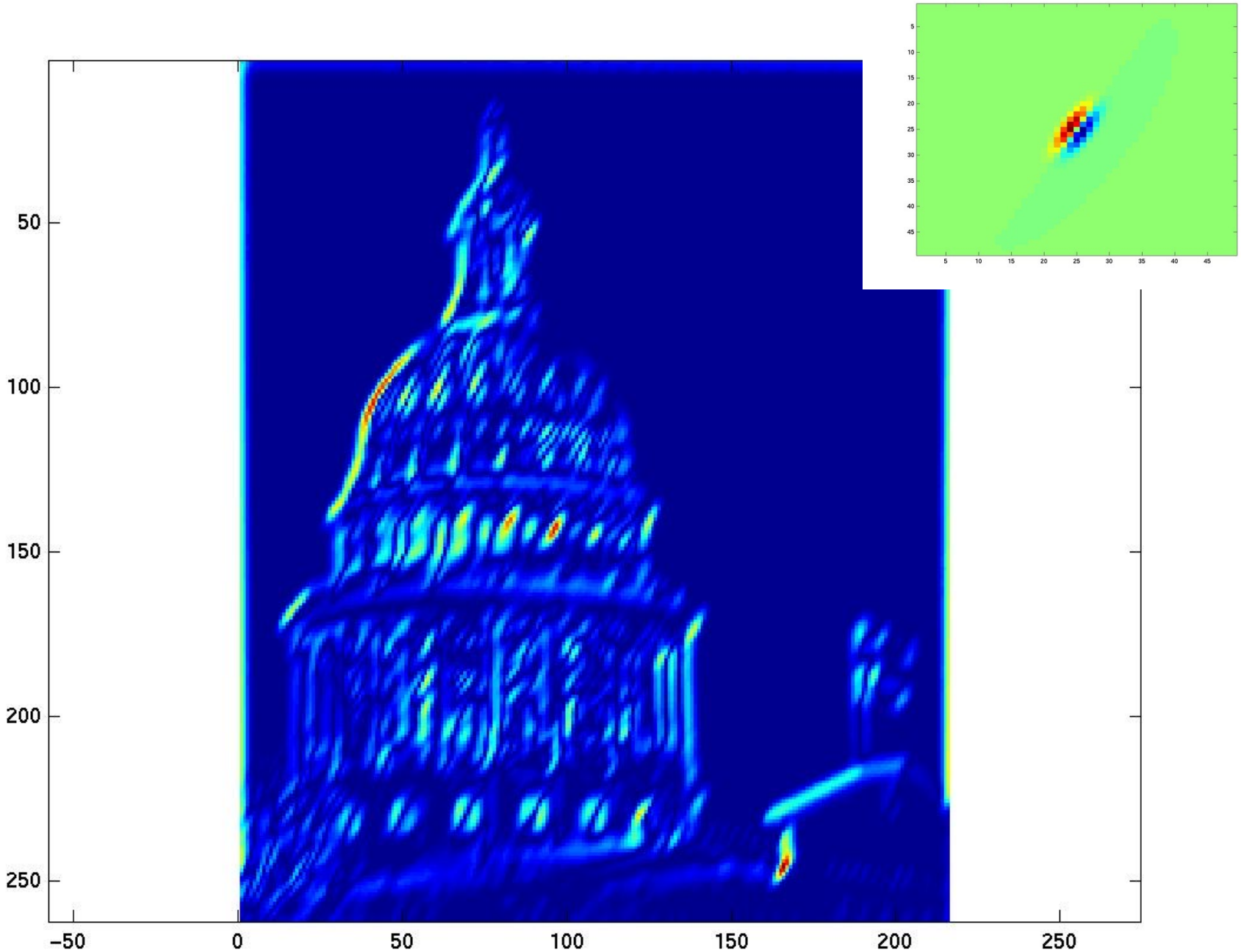
Kristen Grauman



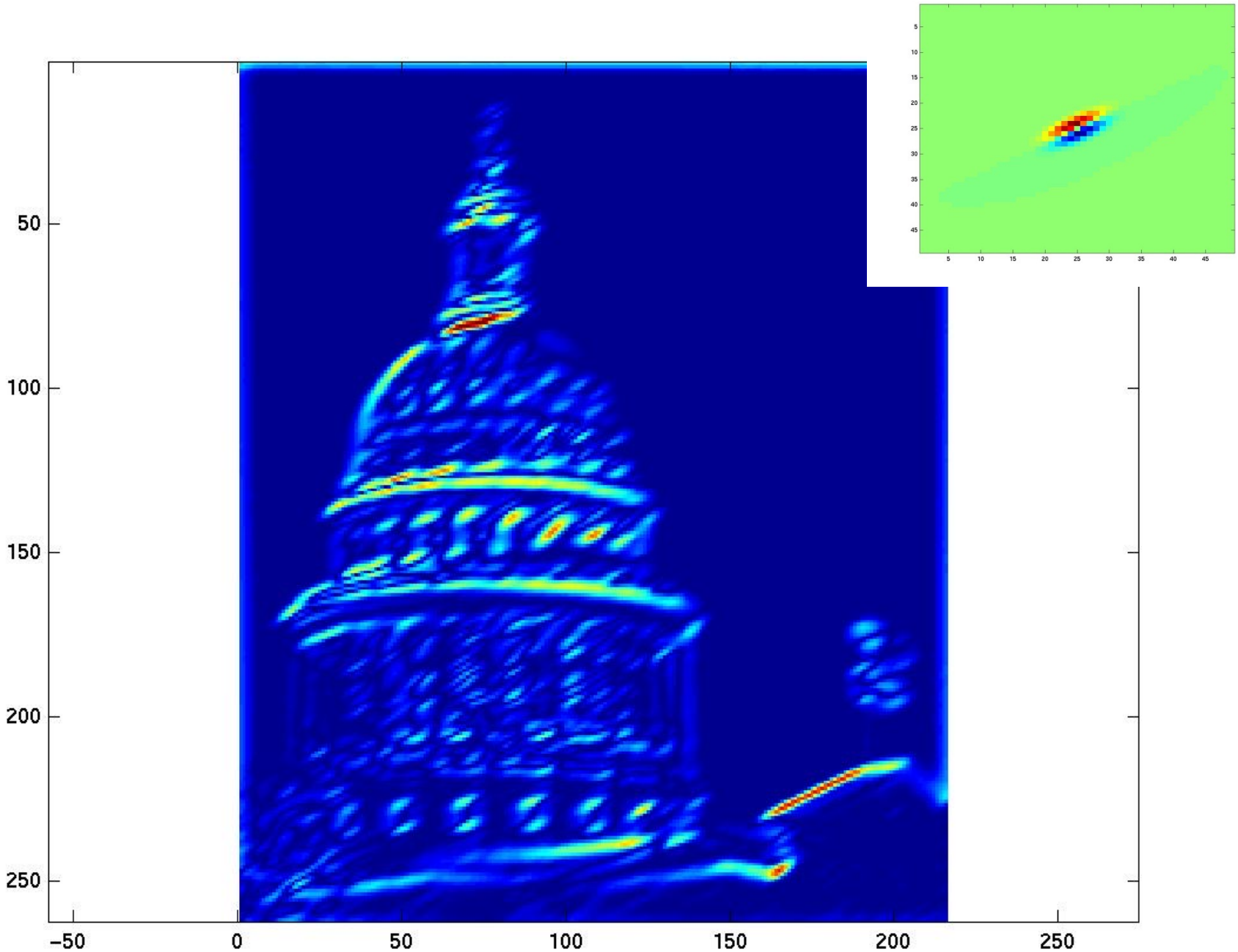
Kristen Grauman



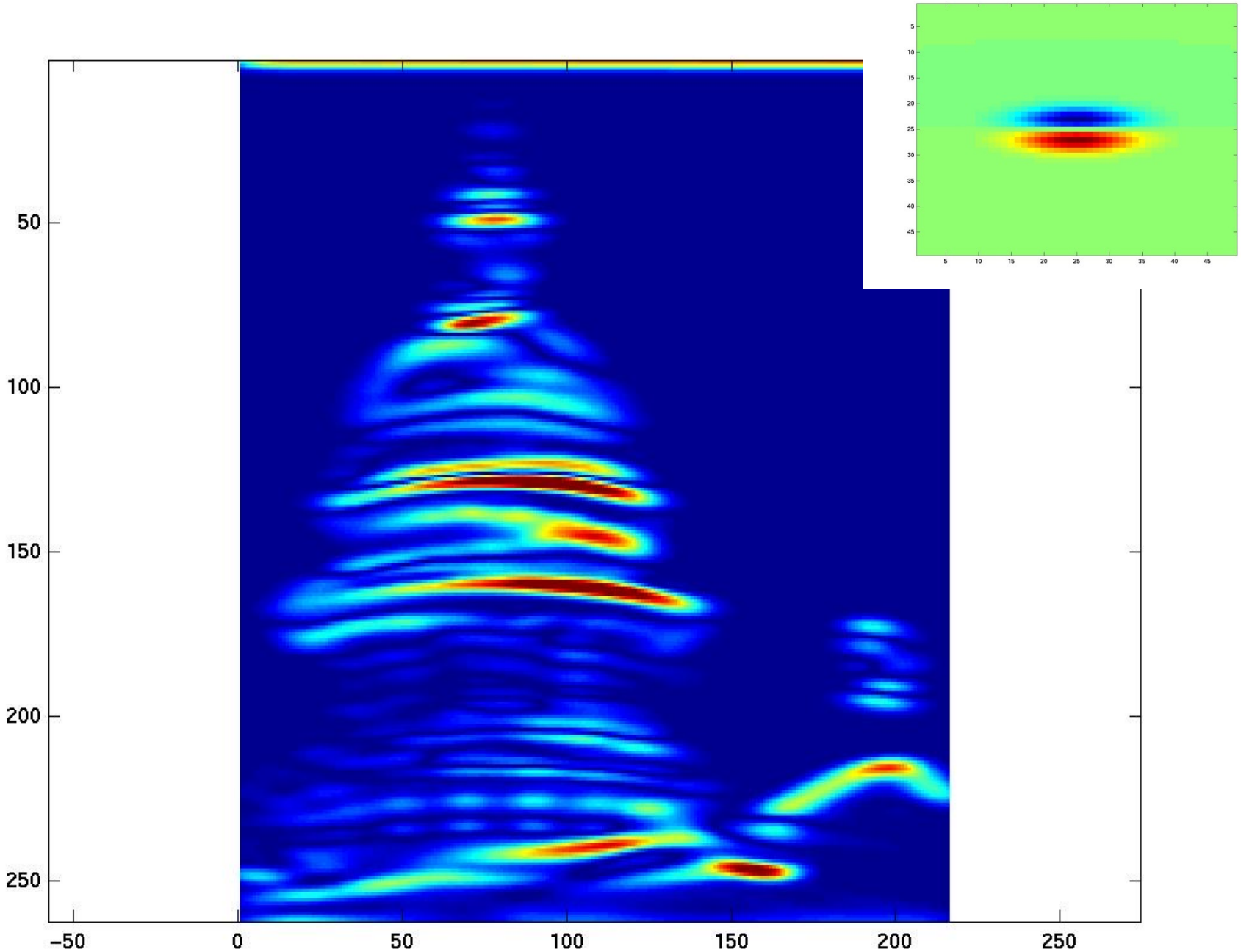
Kristen Grauman



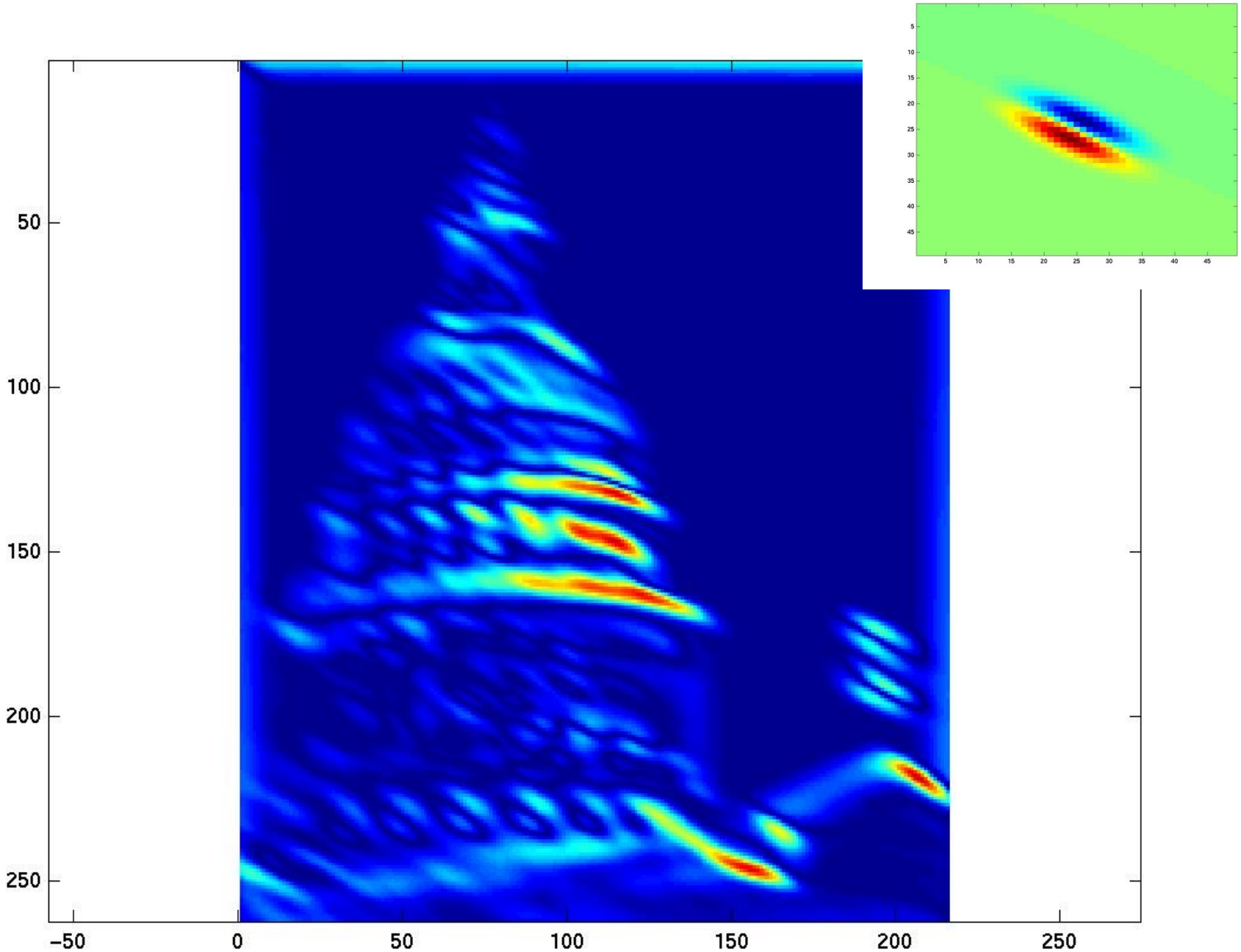
Kristen Grauman



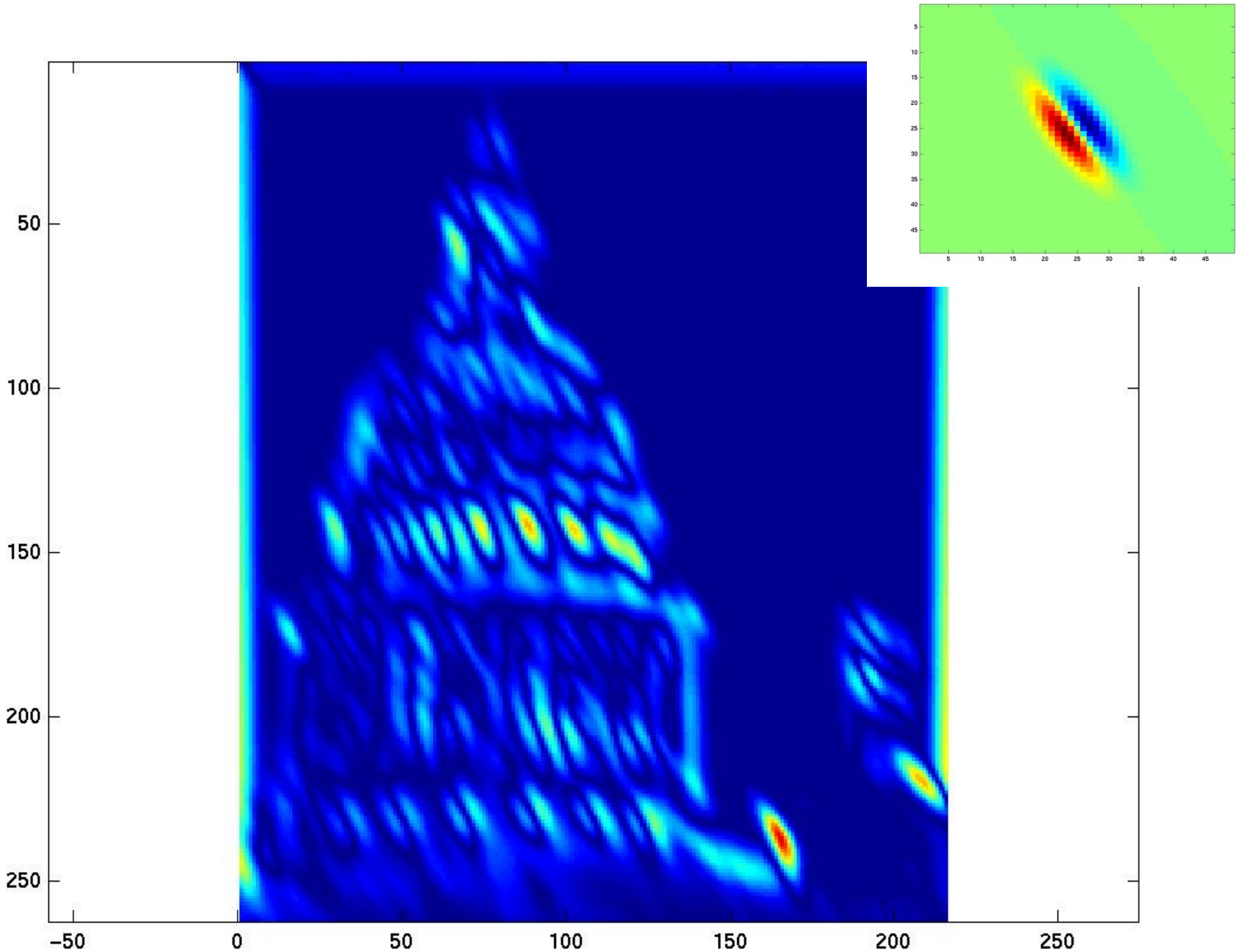
Kristen Grauman



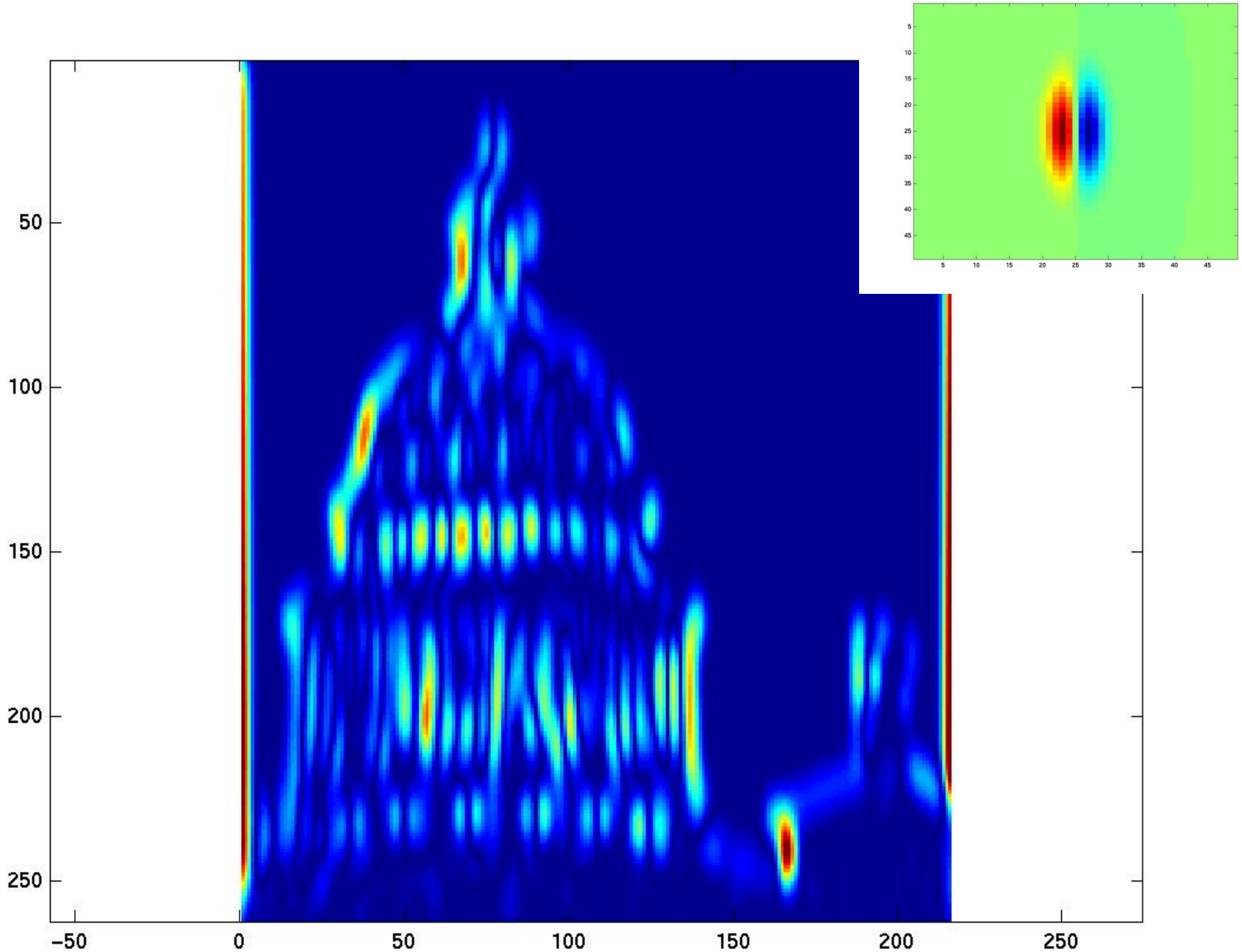
Kristen Grauman



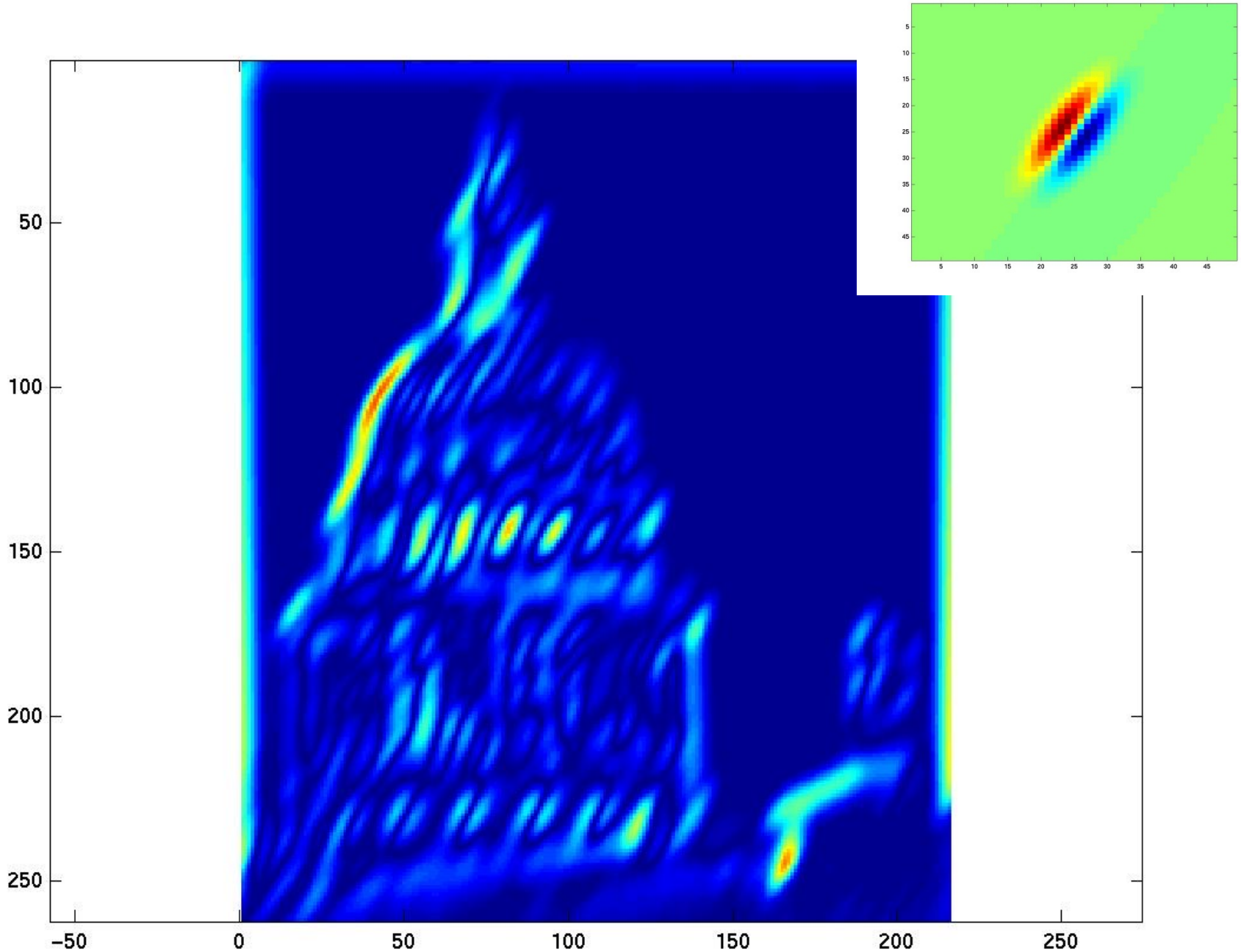
Kristen Grauman



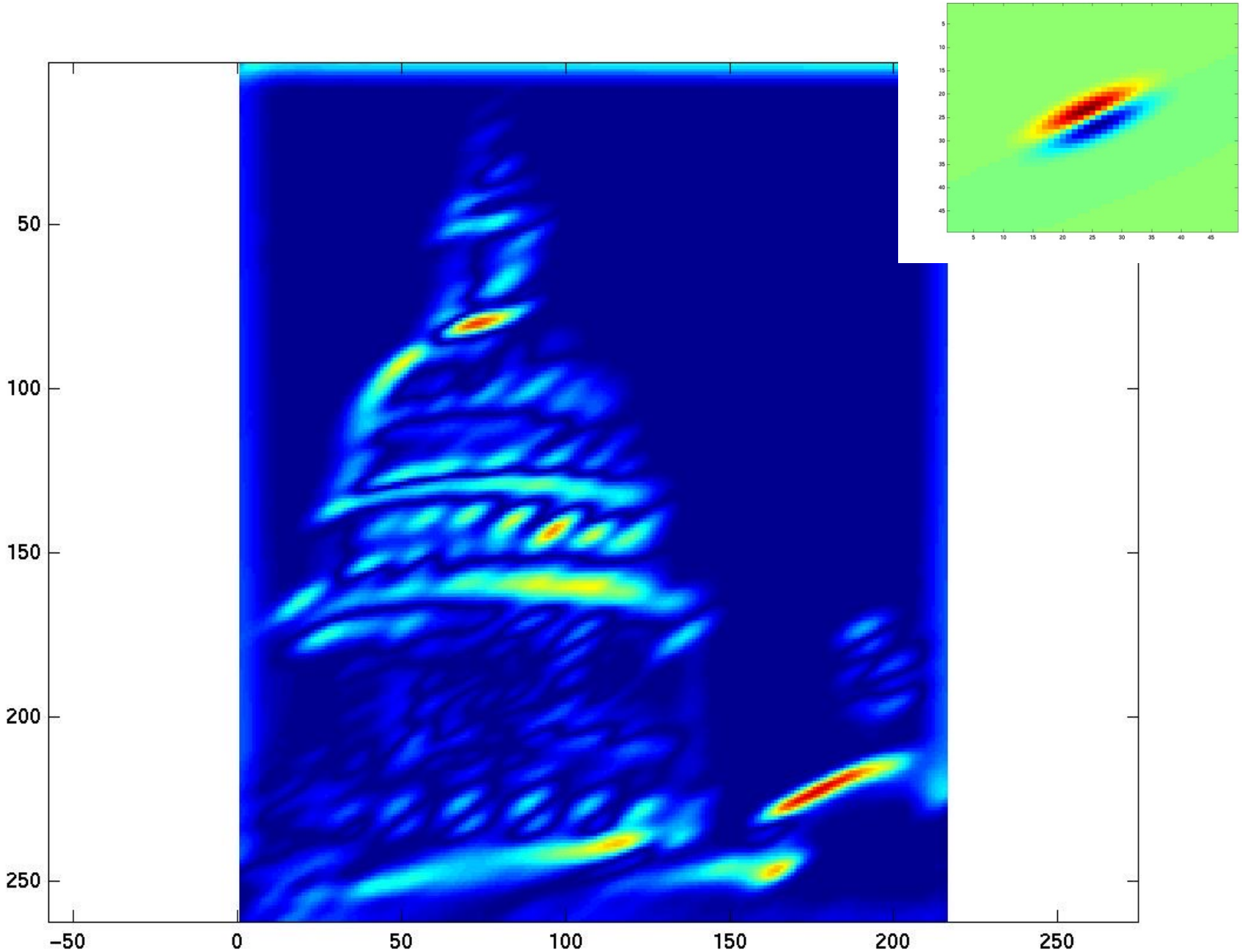
Kristen Grauman



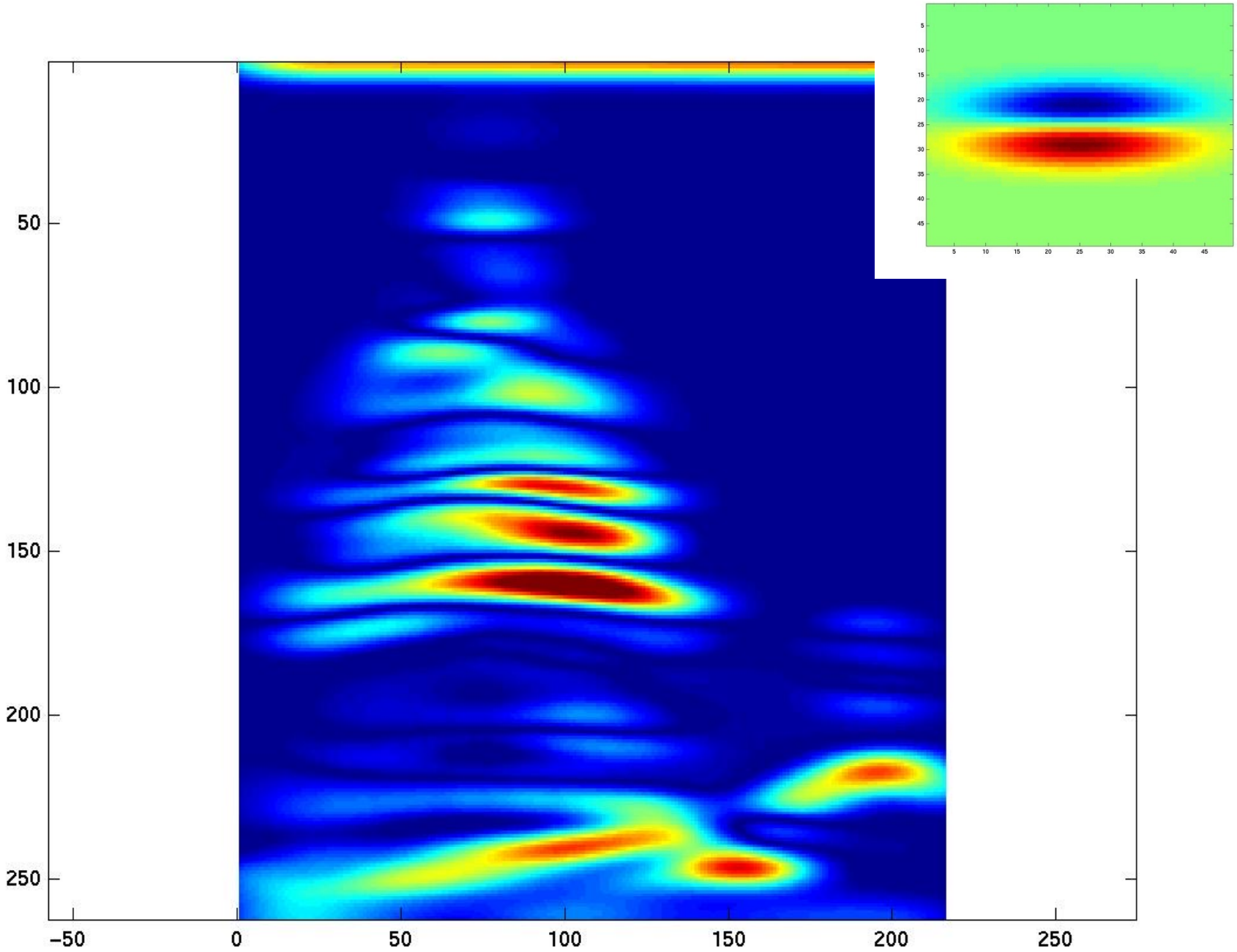
Kristen Grauman



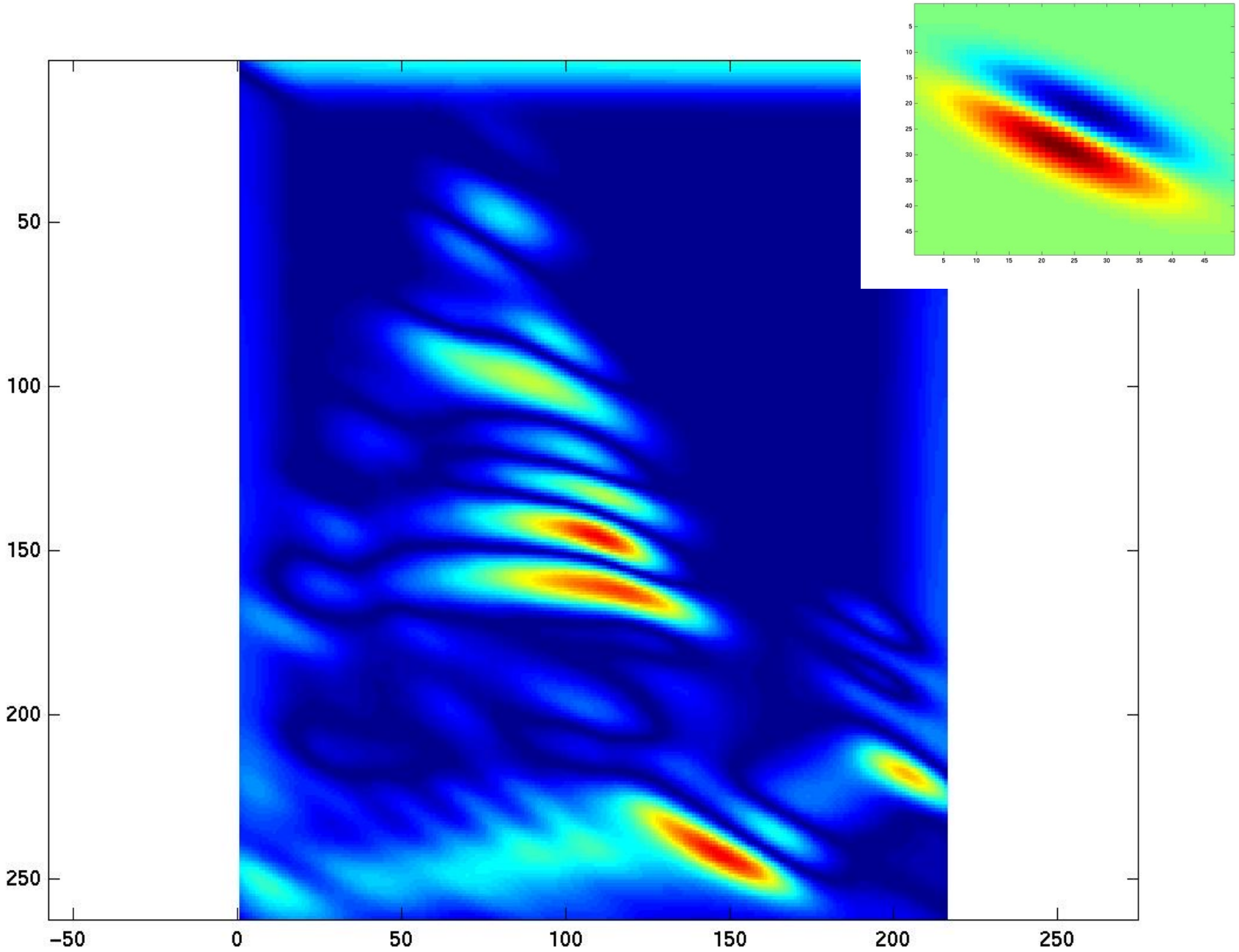
Kristen Grauman



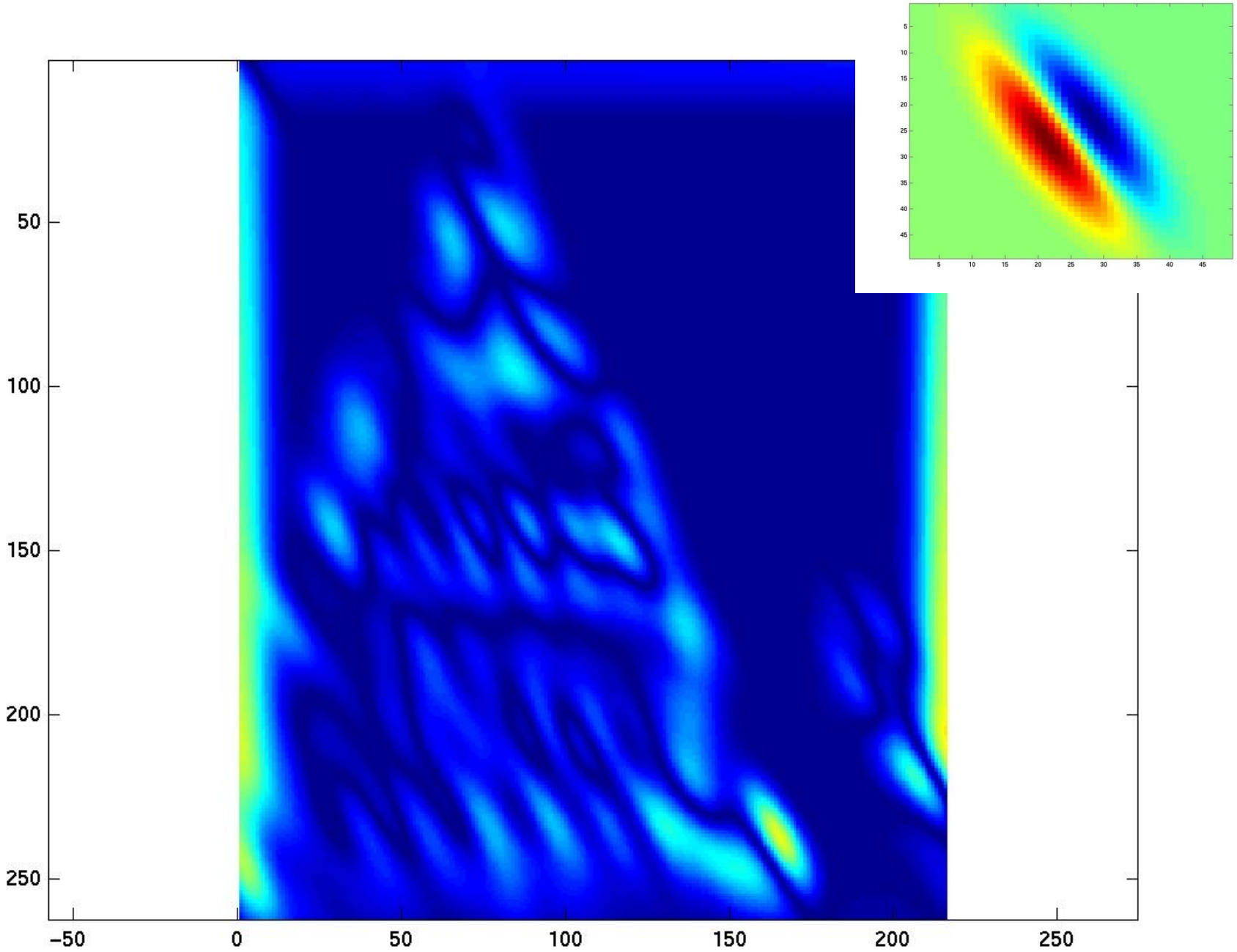
Kristen Grauman



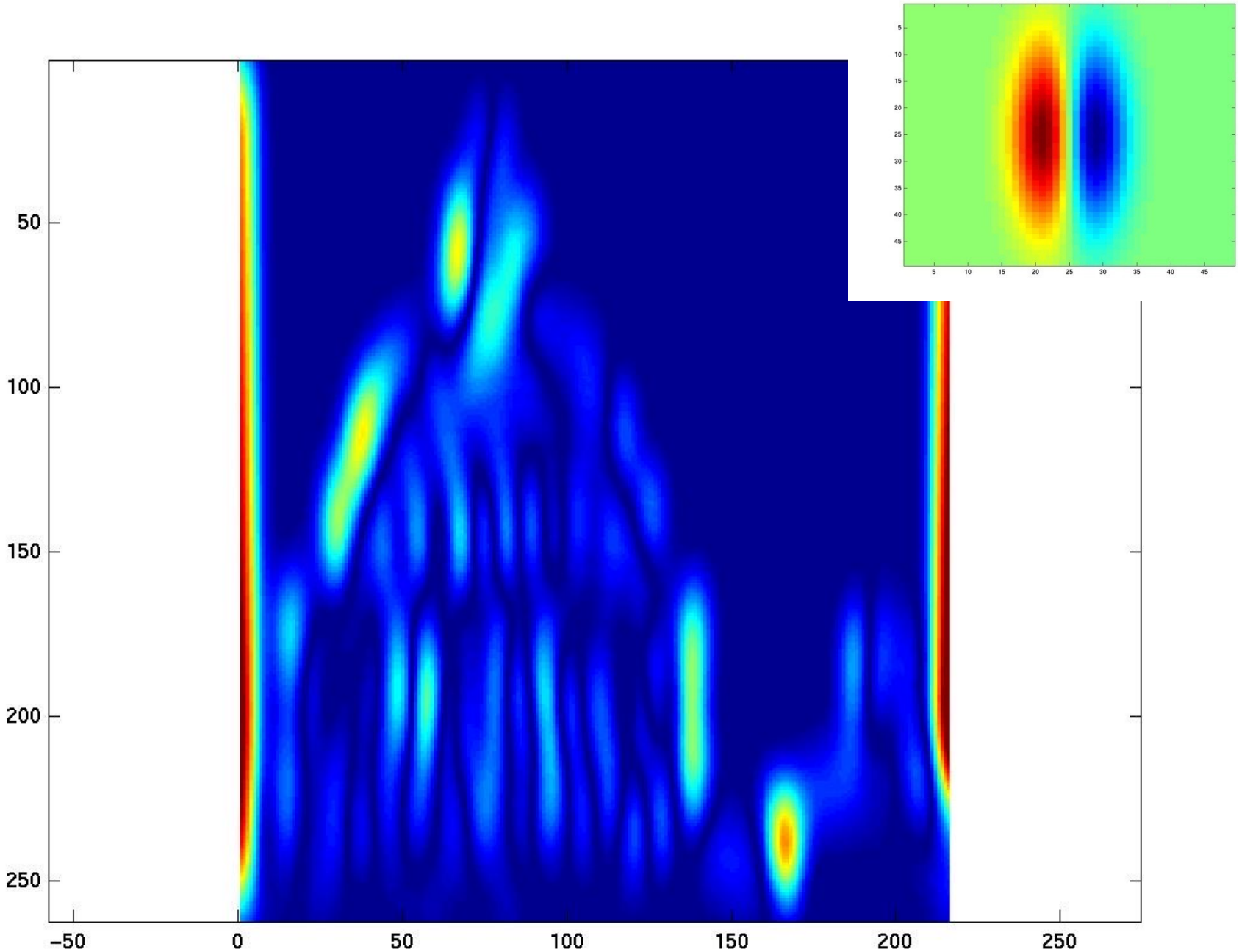
Kristen Grauman



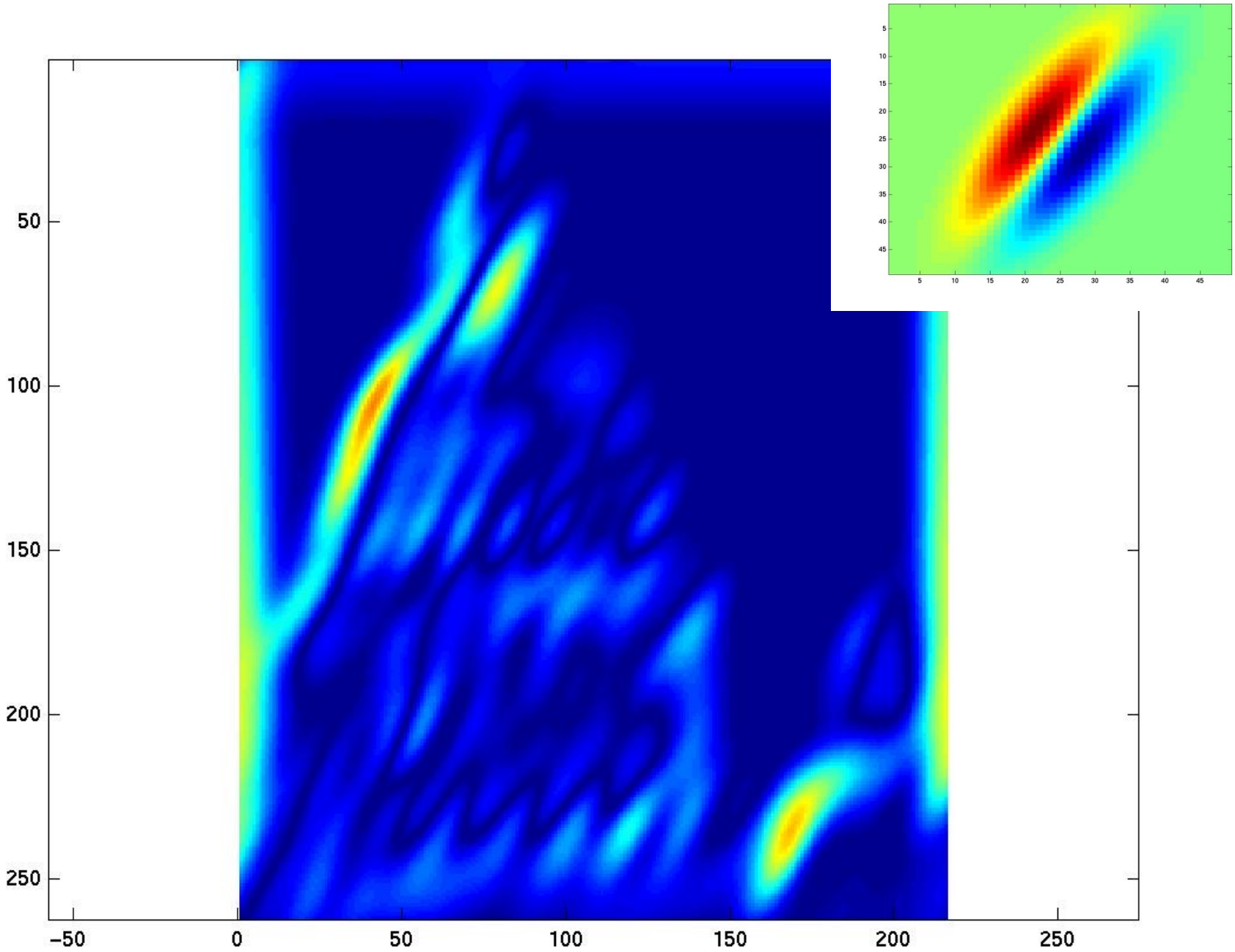
Kristen Grauman



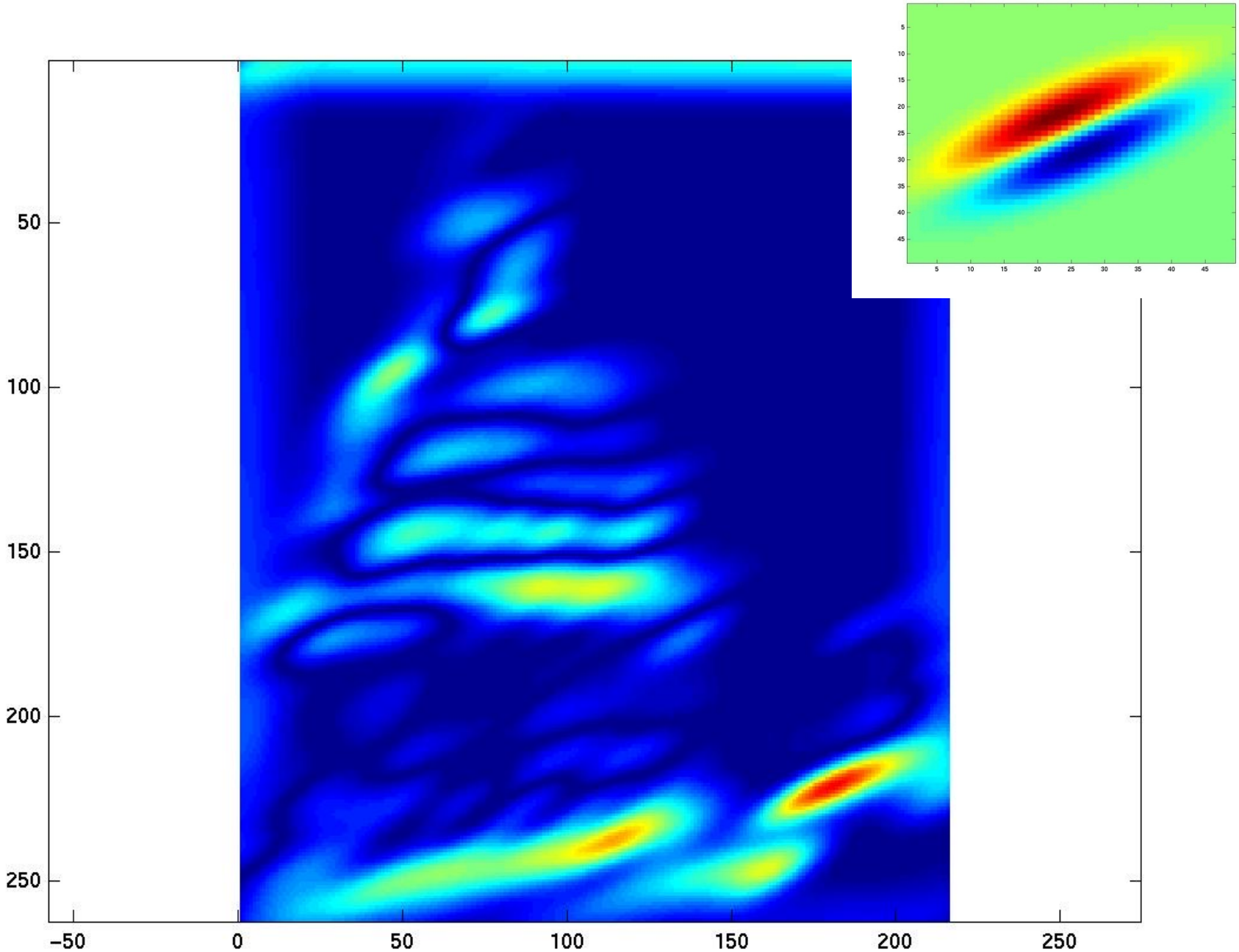
Kristen Grauman



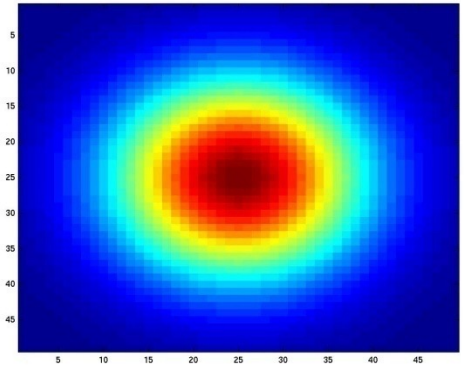
Kristen Grauman



Kristen Grauman



Kristen Grauman



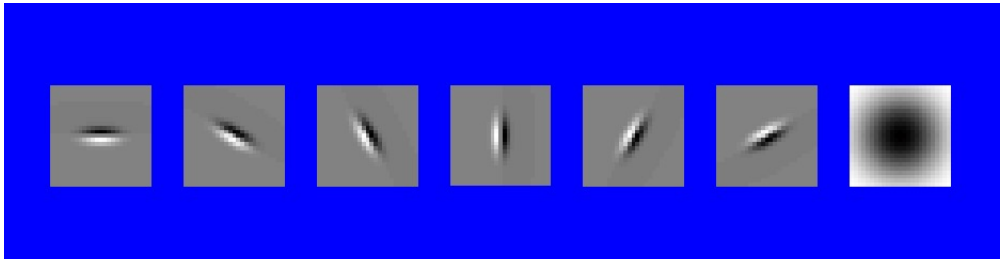
Kristen Grauman

How can we represent texture?

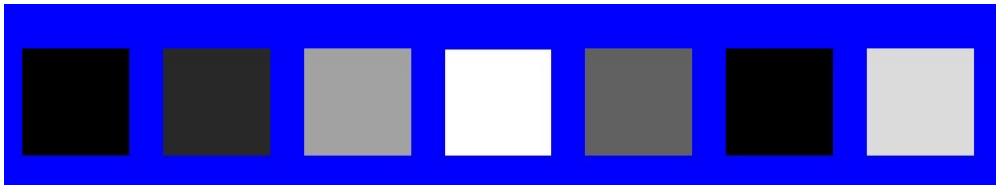
- Idea 1: Record simple statistics (e.g., mean, std.) of absolute filter responses

Can you match the texture to the response?

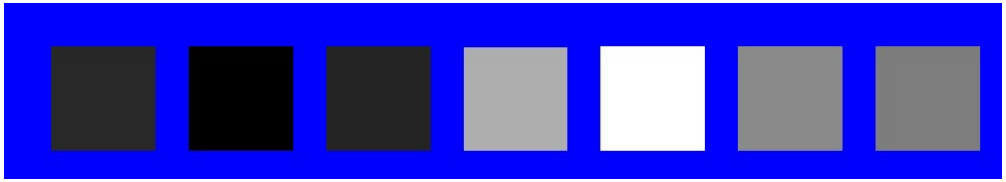
Filters



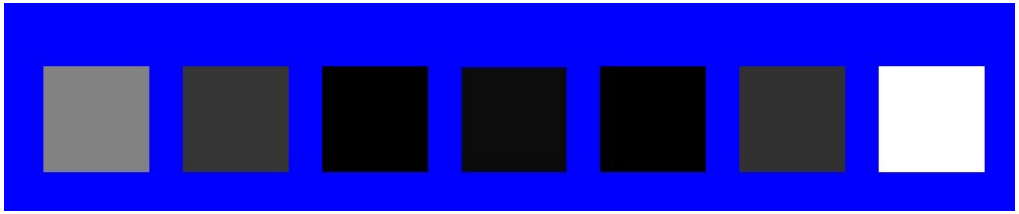
1



2

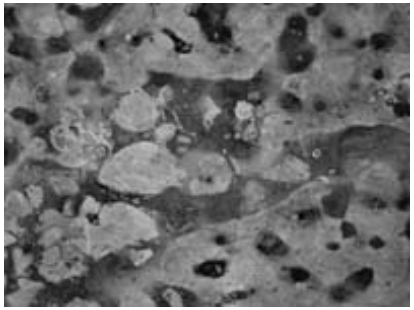


3



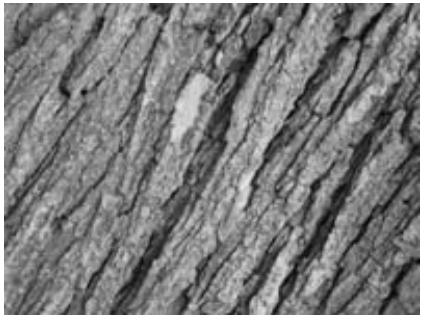
Mean abs responses

A



B

C



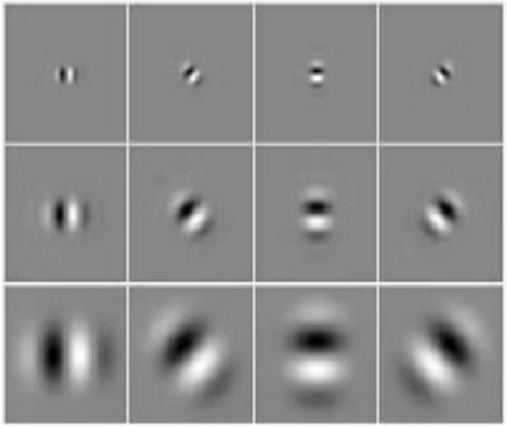
How can we represent texture?

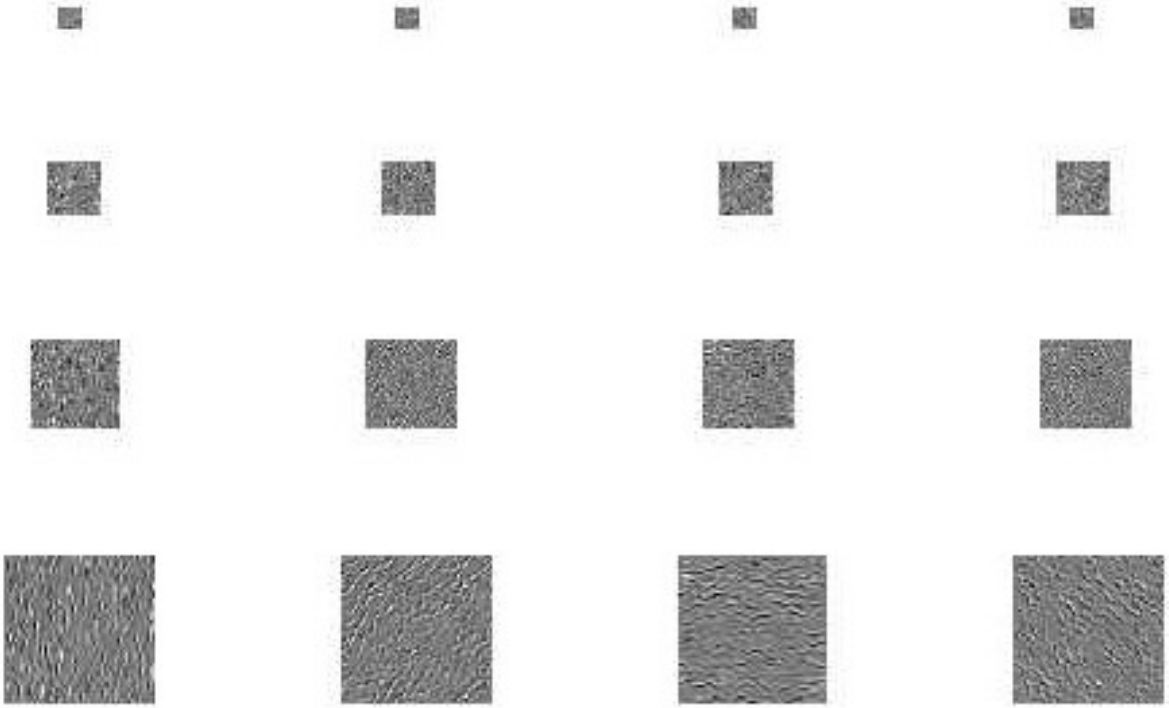
- Can be thought of as an single "orientation histogram"

- <u>Idea 2</u>: Marginal histograms of filter responses
  - one histogram per filter

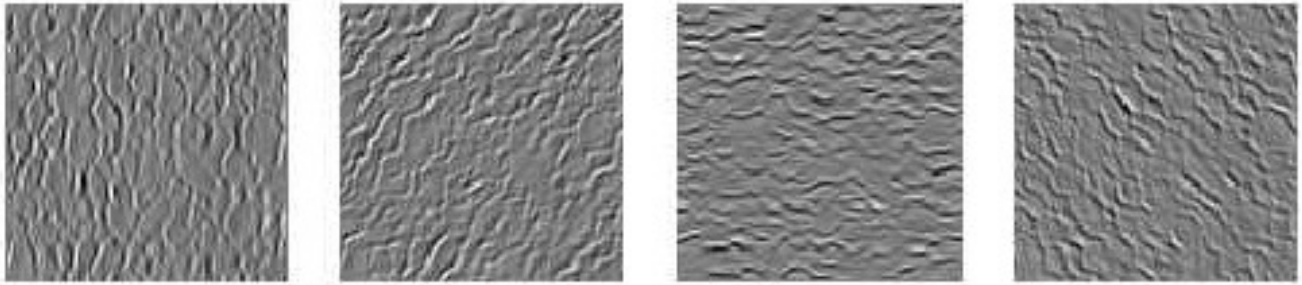
Multi-scale filter decomposition

Filter bank

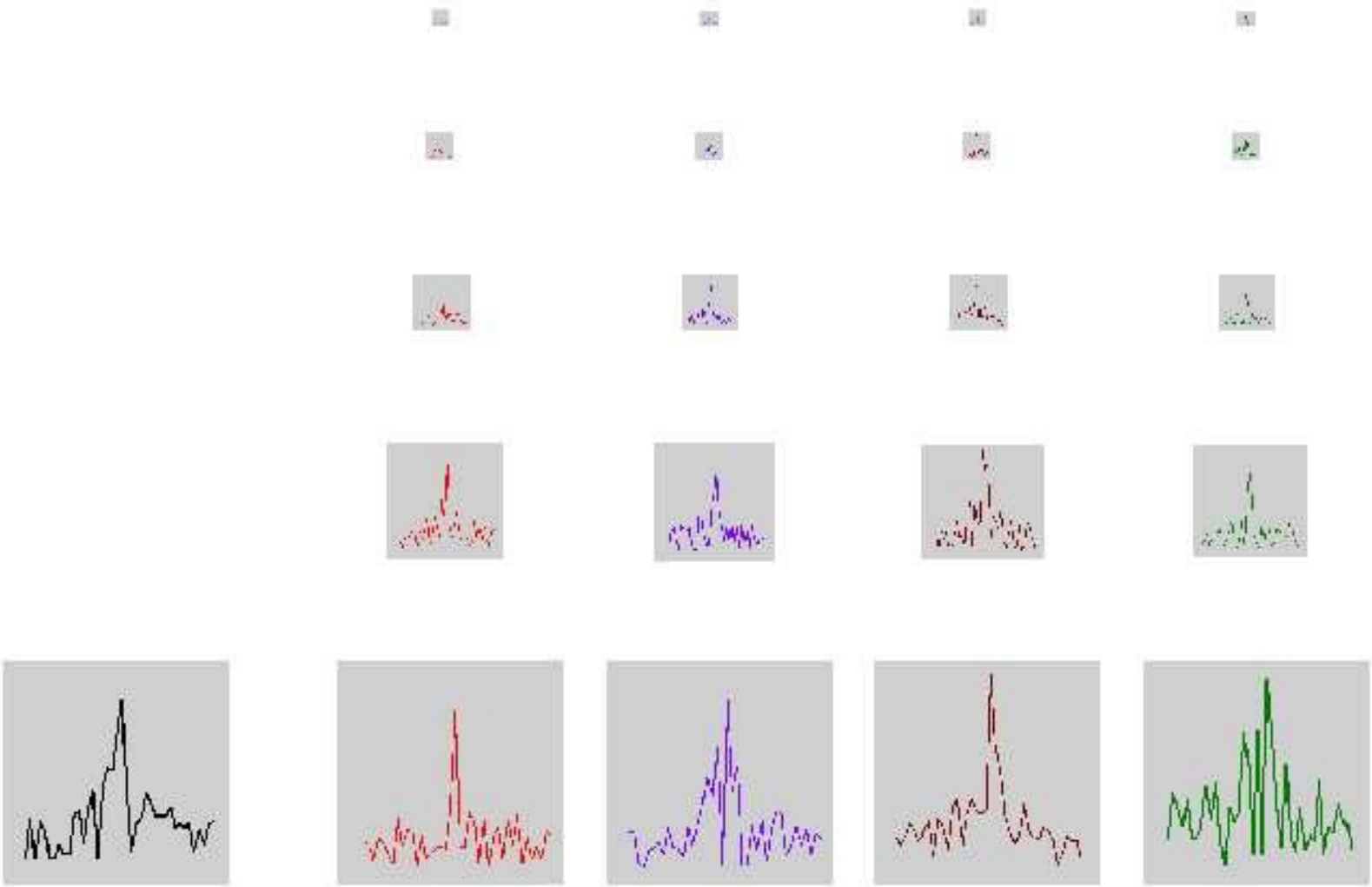




Input image



Filter response histograms

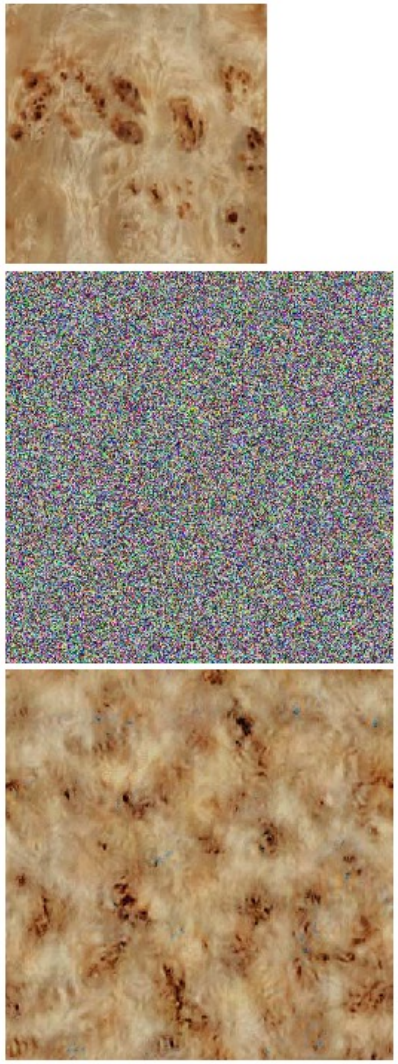


Heeger & Bergen, SIGGRAPH‘95

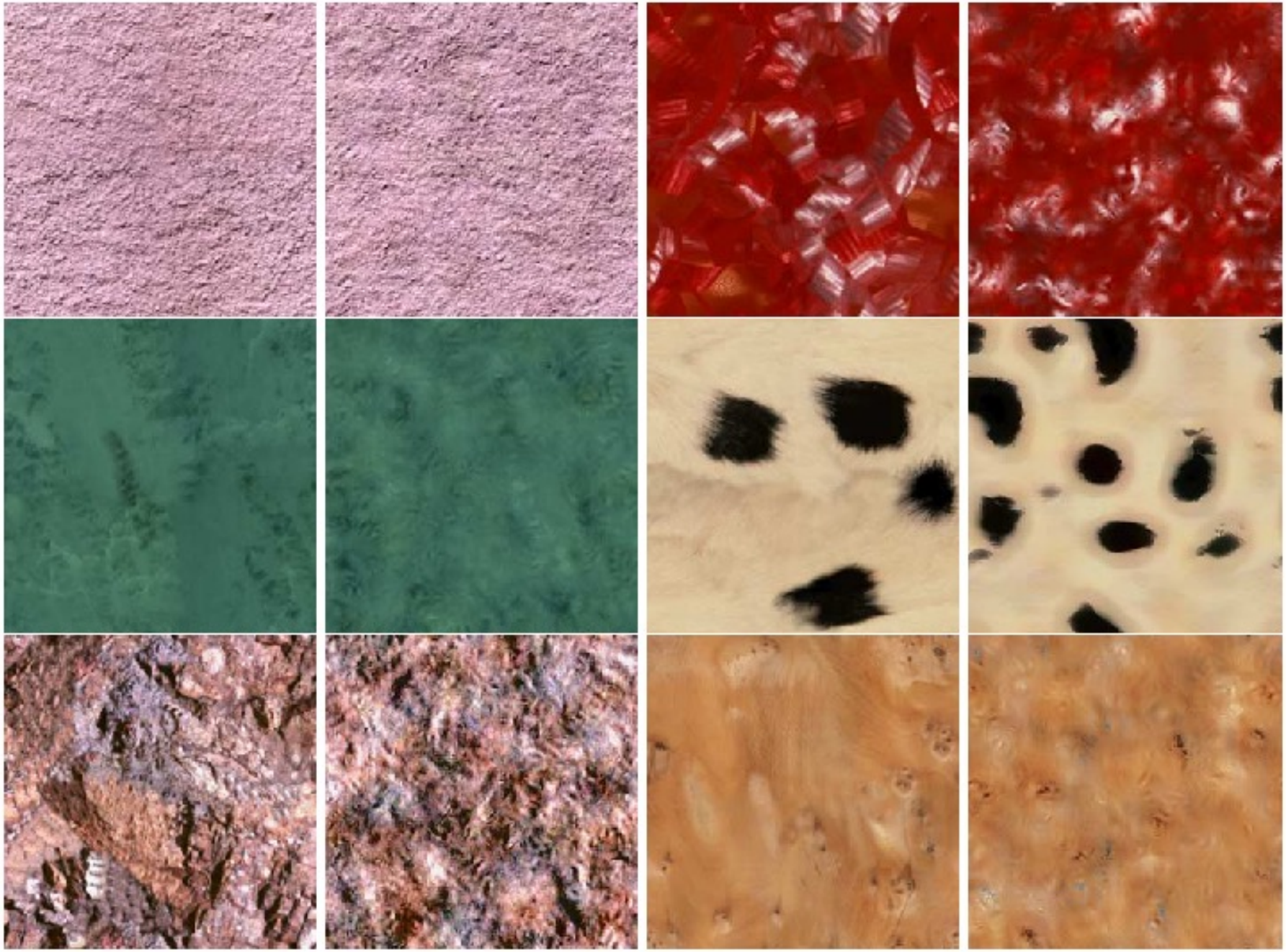
Start with a noise image as output

Main loop:

- Match pixel histogram of output image to input
- Decompose input and output images using multi-scale filter bank (Steerable Pyramid)
- Match subband histograms of input and output pyramids
- Reconstruct input and output images (collapse the pyramids)



Heeger, Bergen, Pyramid-based texture analysis/synthesis, SIGGRAPH 1995



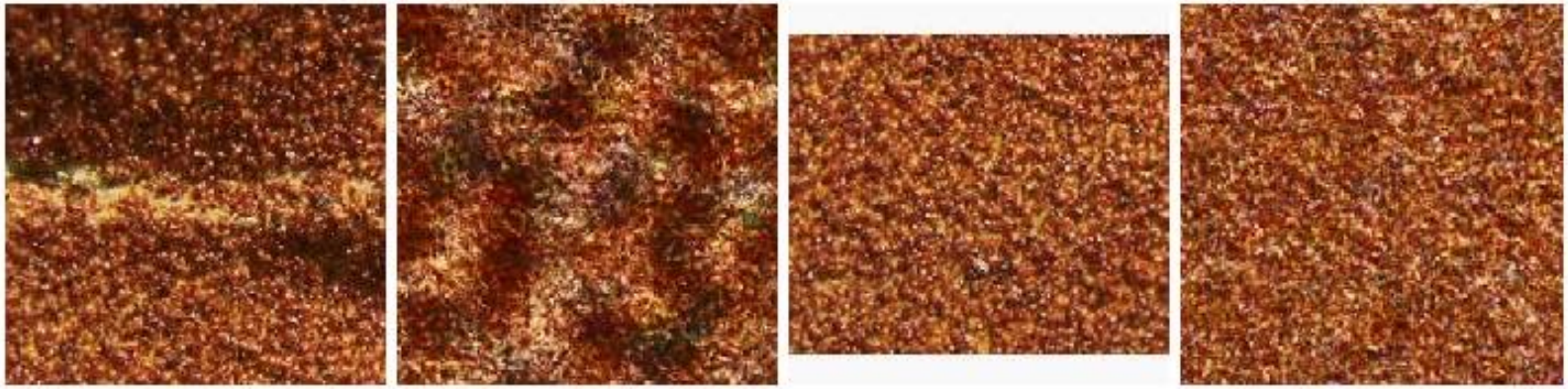


Figure 7: (Left pair) Inhomogeneous input texture produces blotchy synthetic texture. (Right pair) Homogenous input.

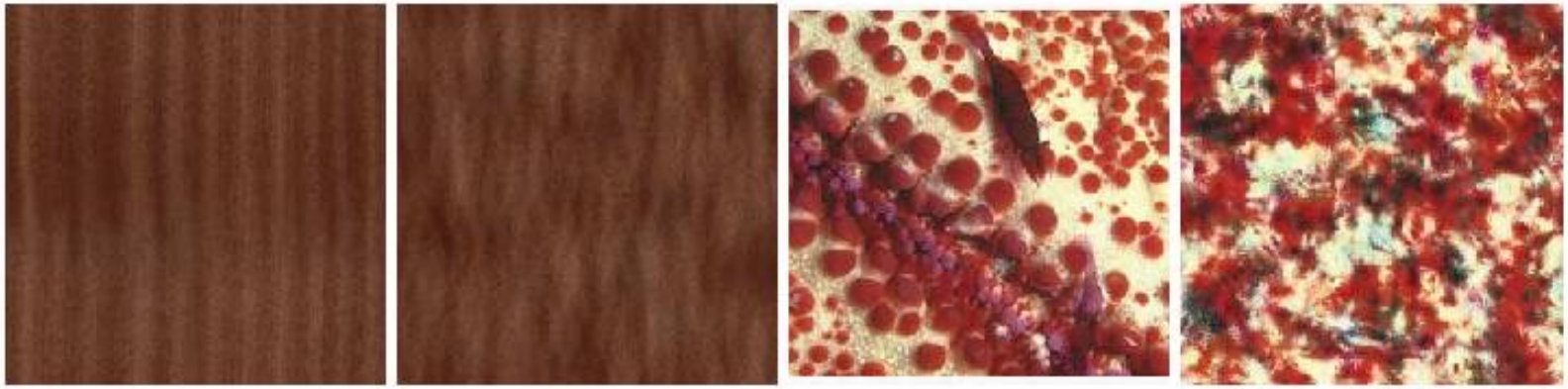


Figure 8: Examples of failures: wood grain and red coral.

Figure 9: More failures: hay and marble.

Simoncelli & Portilla ’98+

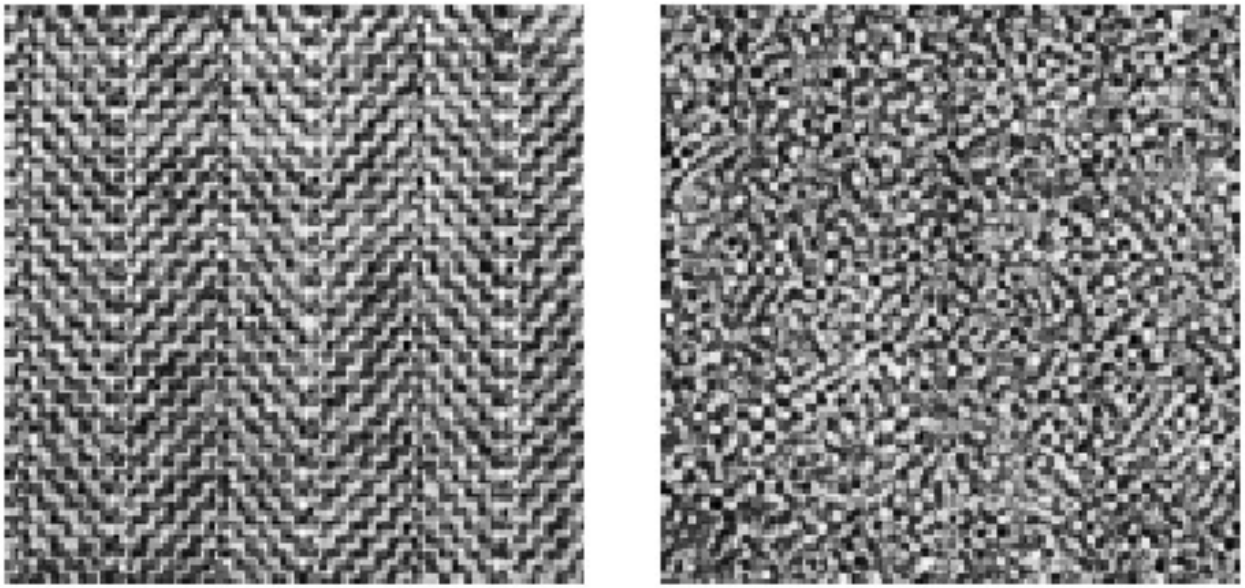


Figure 1. Textures with matching marginal statistics.

Marginal statistics are not enough

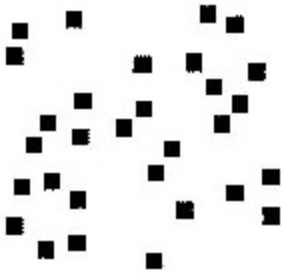
Neighboring filter responses are highly correlated

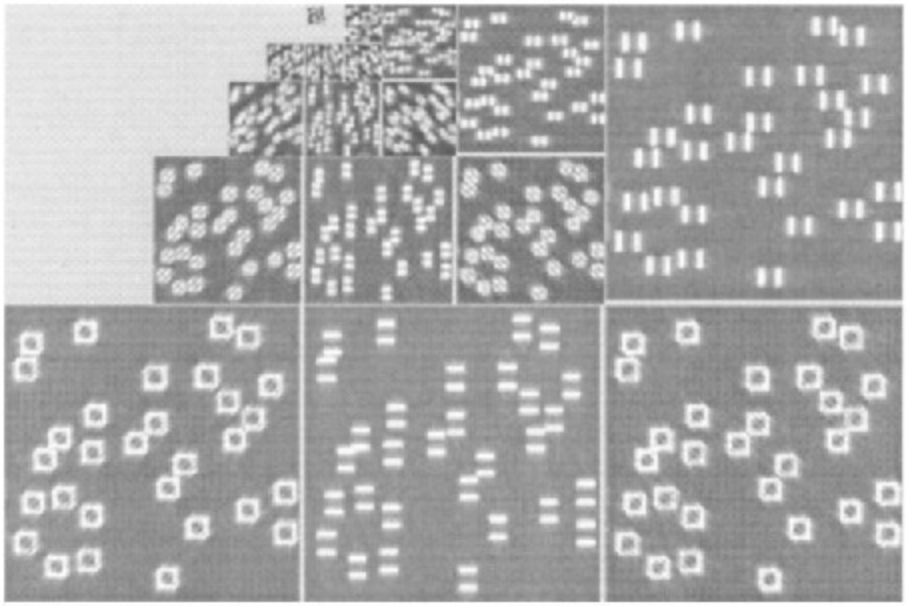
- an edge at low-res will cause an edge at high-res

Let’s match 2nd order statistics too!

J Portilla and E P Simoncelli. *A Parametric Texture Model based on Joint Statistics of Complex Wavelet Coefficients.* Int'l Journal of Computer Vision. 40(1):49-71, October, 2000.

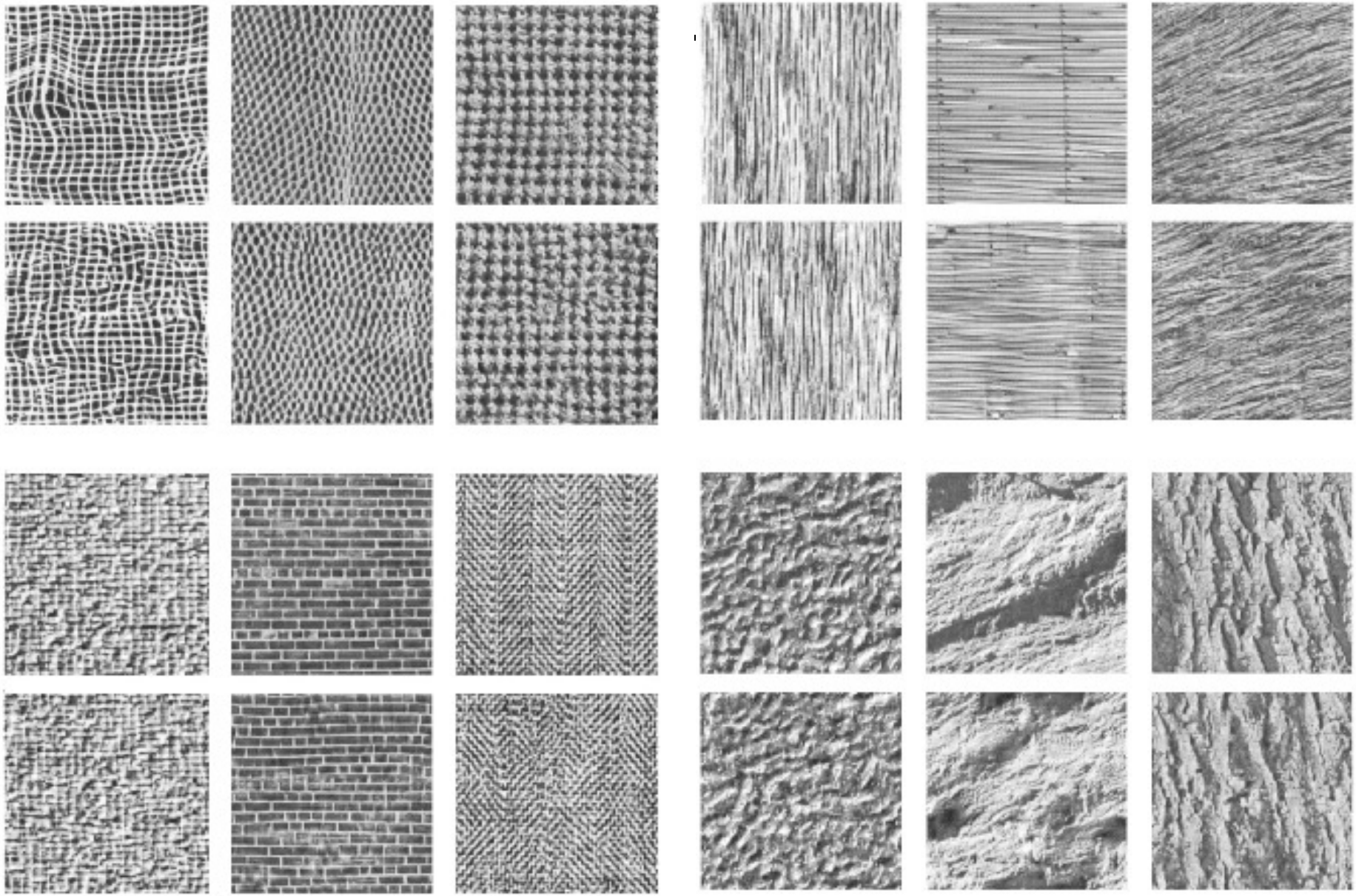
Simoncelli & Portilla ’98+





Match joint histograms of pairs of filter responses at adjacent spatial locations, orientations, and scales.

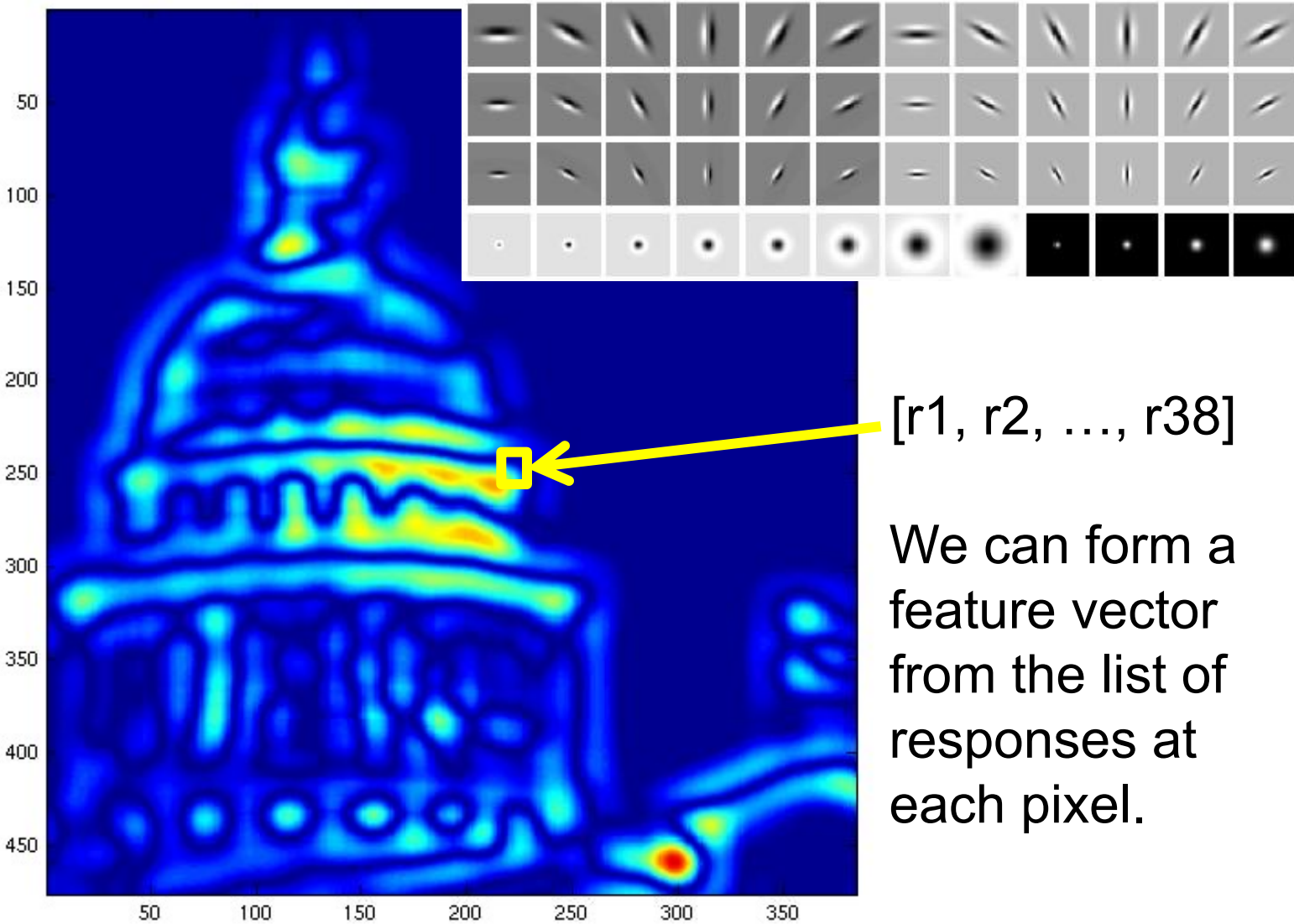
Optimize using repeated projections onto statistical constraint sufraces



How can we represent texture?

- Marginal filter response histograms don't talk to each other (in a direct way)
- <u>Idea 3</u>: Histograms of joint responses (textons)

Filter Response



[r1, r2, …, r38]

We can form a feature vector from the list of responses at each pixel.

Kristen Grauman

What does it capture?

v = F * Patch (where F is filter matrix)

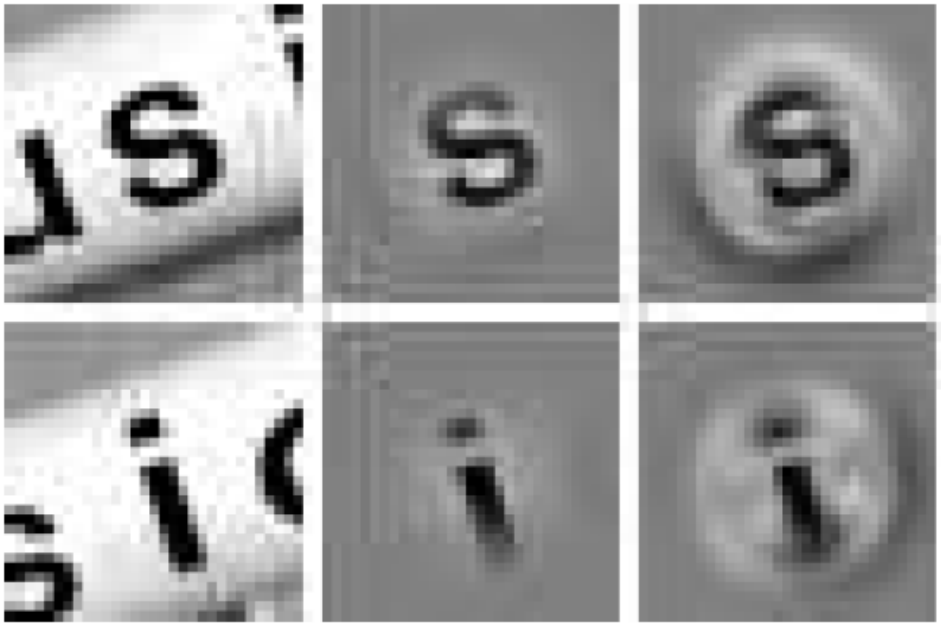
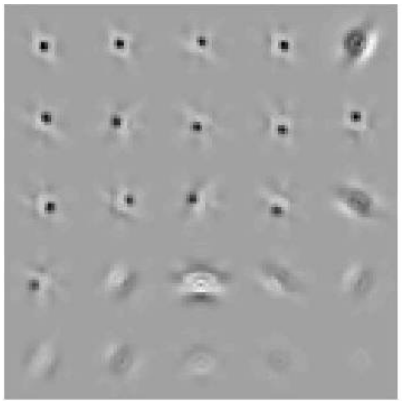
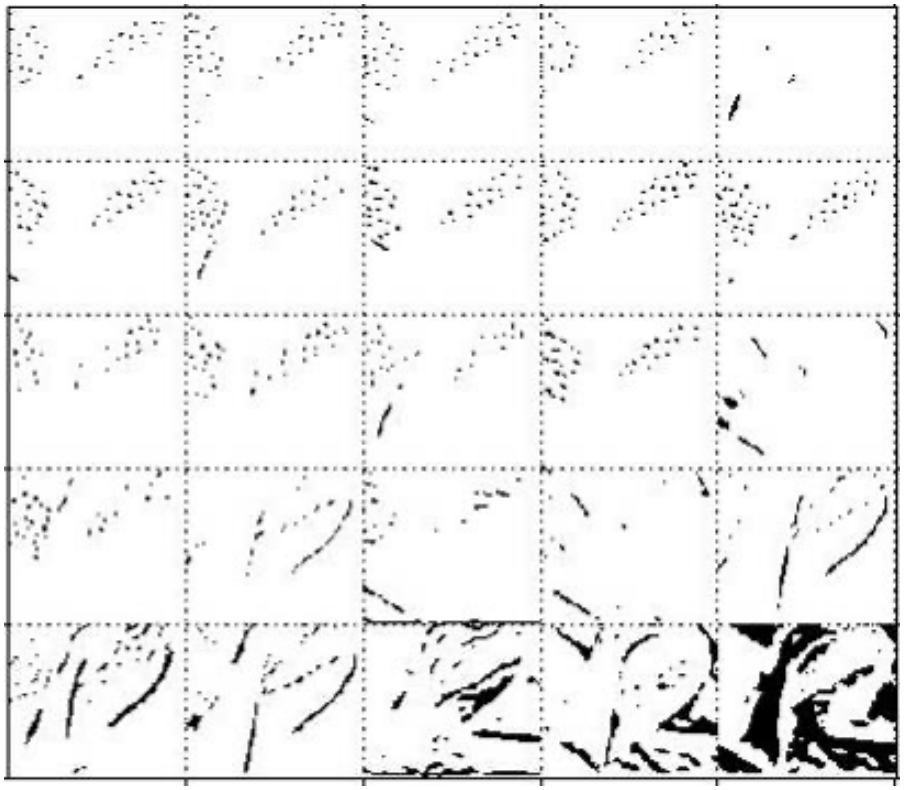


Fig. 3. Image reconstruction. Two example image patches (*left*), were reconstructed (*right*) from spatial filter responses at their center. Original image patches masked by a Gaussian (*middle*) are shown for comparison.

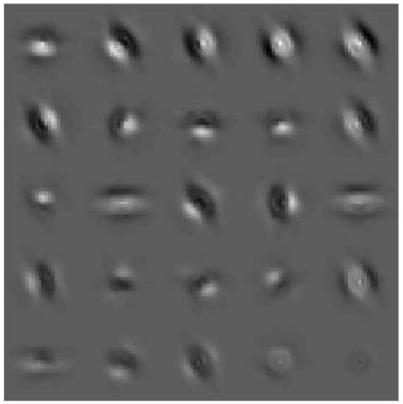
Textons (Malik et al, IJCV 2001)

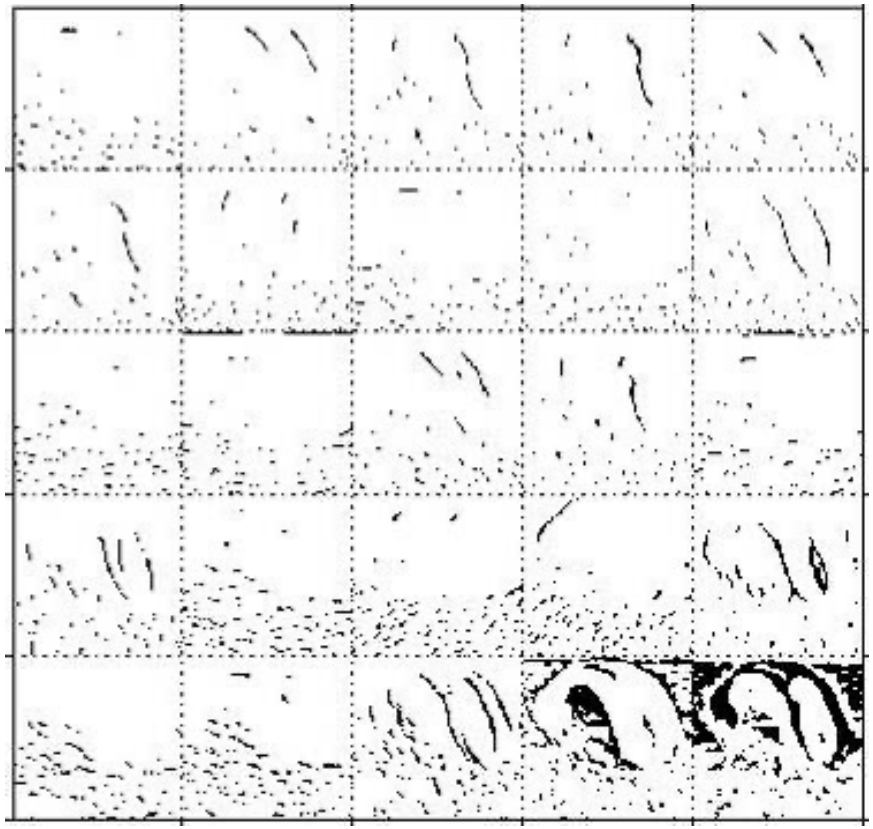
- Cluster vectors of filter responses





Textons (cont.)





Object → **Bag of 'words'**

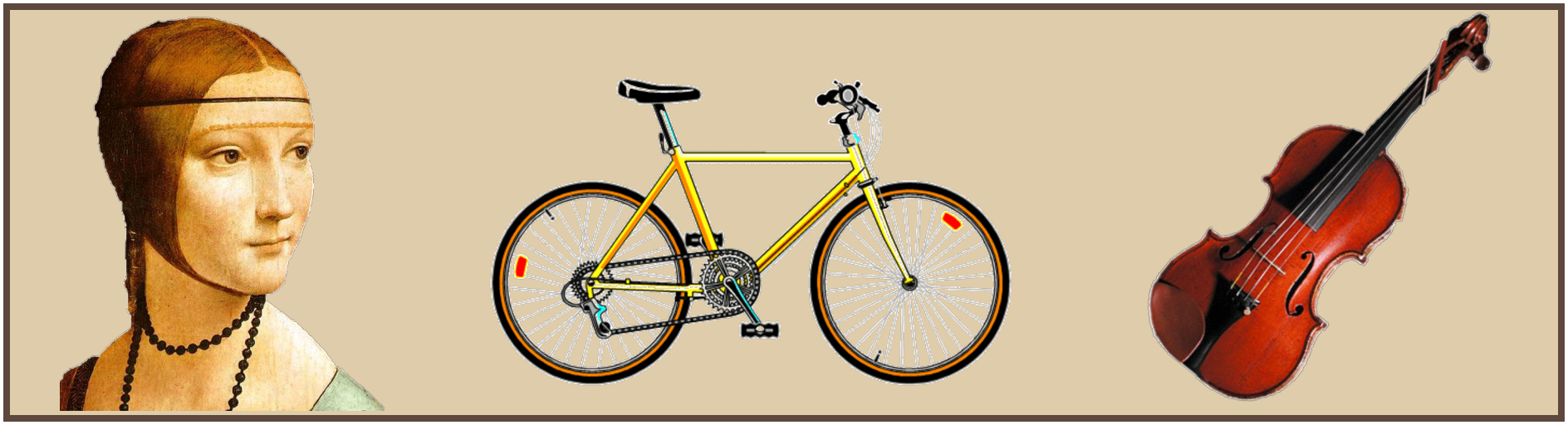
Analogy to documents

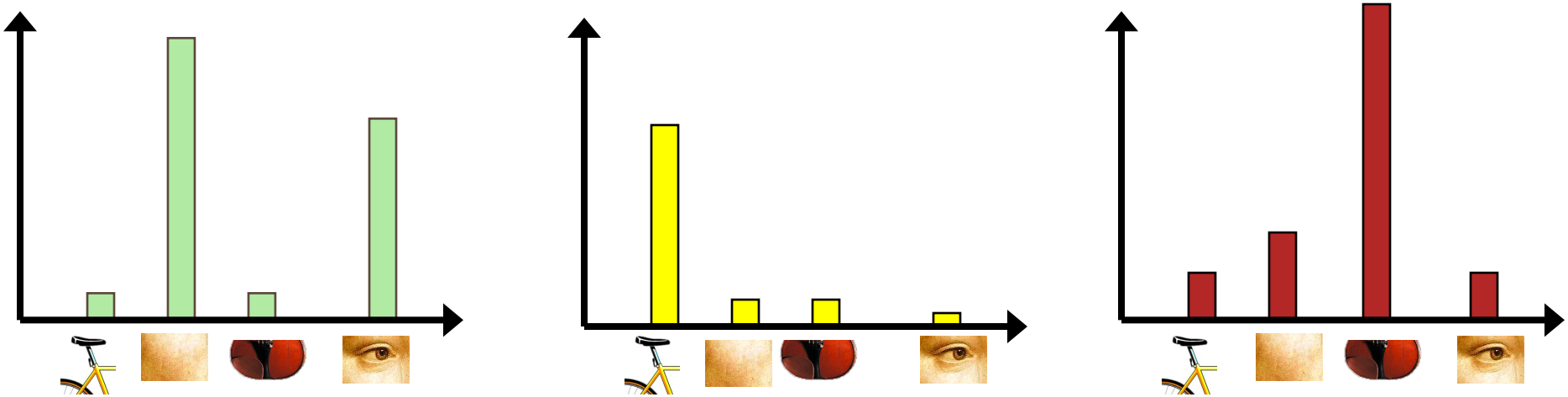
Of all the sensory impressions proceeding to the brain, the visual experiences are the dominant ones. Our perception of the world around us is based essentially on the messages that r our eyes. For a long ti retinal image wa isual centers i s a movie s image i discove know th perceptio y more comp following the ath to the various c ortex, Hubel and Wiesel ha demonstrate that the *message abou image falling on the retina undergoes -wise analysis in a system of nerve cell stored in columns. In this system each c has its specific function and is responsible a specific detail in the pattern of the retinal image.*

sensory, brain, visual, perception, retinal, cerebral cortex, eye, cell, optical nerve, image Hubel, Wiesel

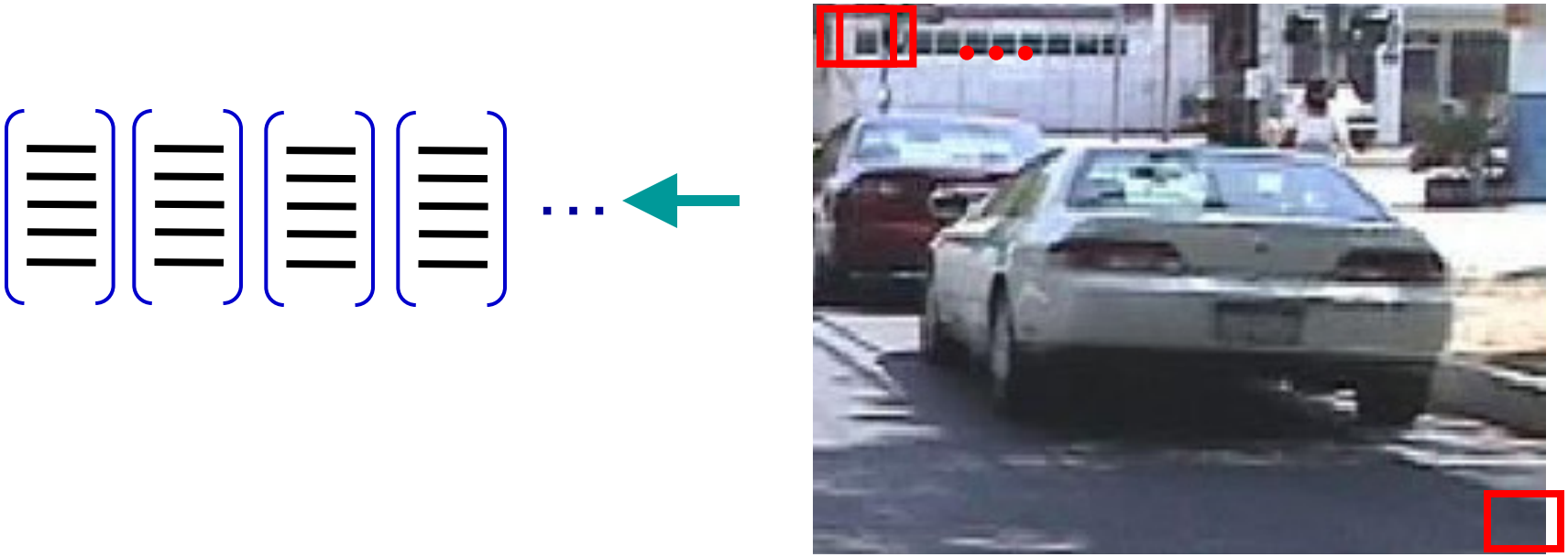
China is forecasting a trade surplus of $90bn (£51bn) to $100bn this year, a threefold increase on 2004's $32bn. The Commerce Ministry said the surplus would be created by a predicted 30% $750bn, compared w $660bn. T annoy th China's deliber agrees yuan is governo also need demand so country. China e yuan against the do nd permitted it to trade within a narrow but the US wants the yuan to be allowed e freely. However, Beijing has made it c t it will take its time and tread carefully be allowing the yuan to rise further in value.

China, trade, surplus, commerce, exports, imports, US, yuan, bank, domestic, foreign, increase, trade, value

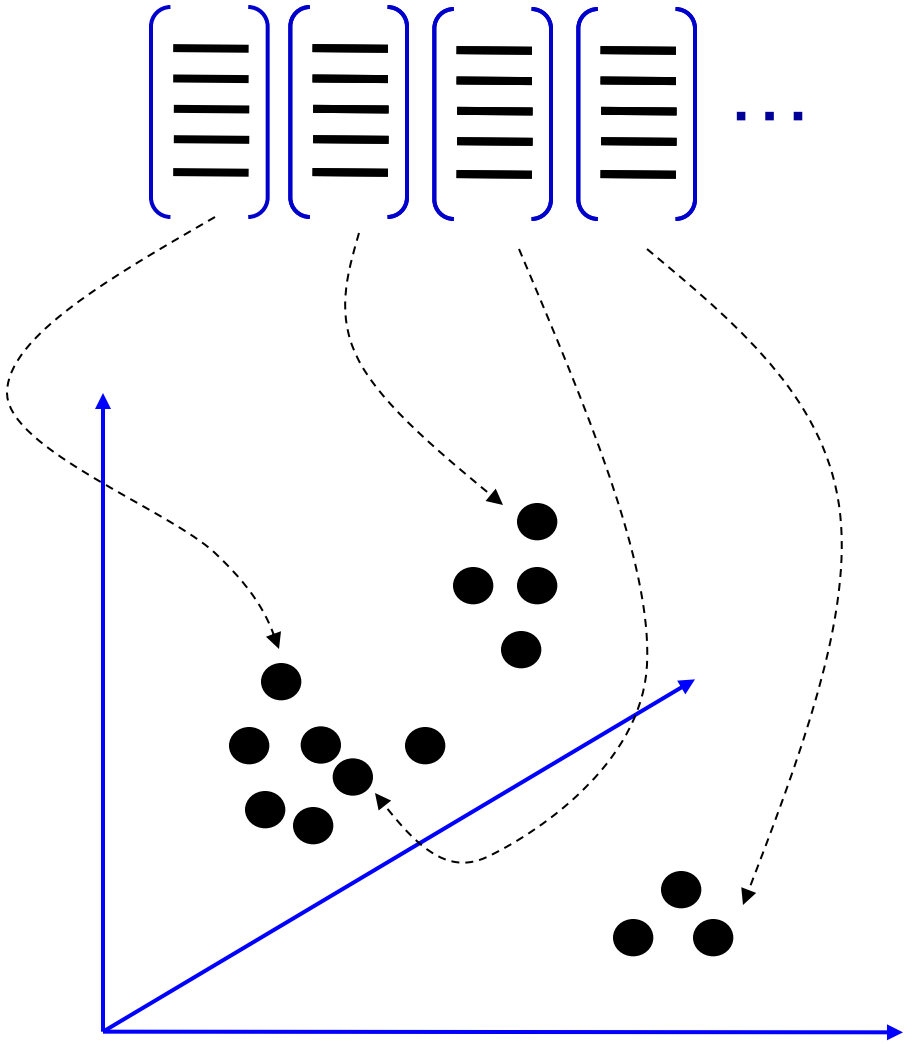




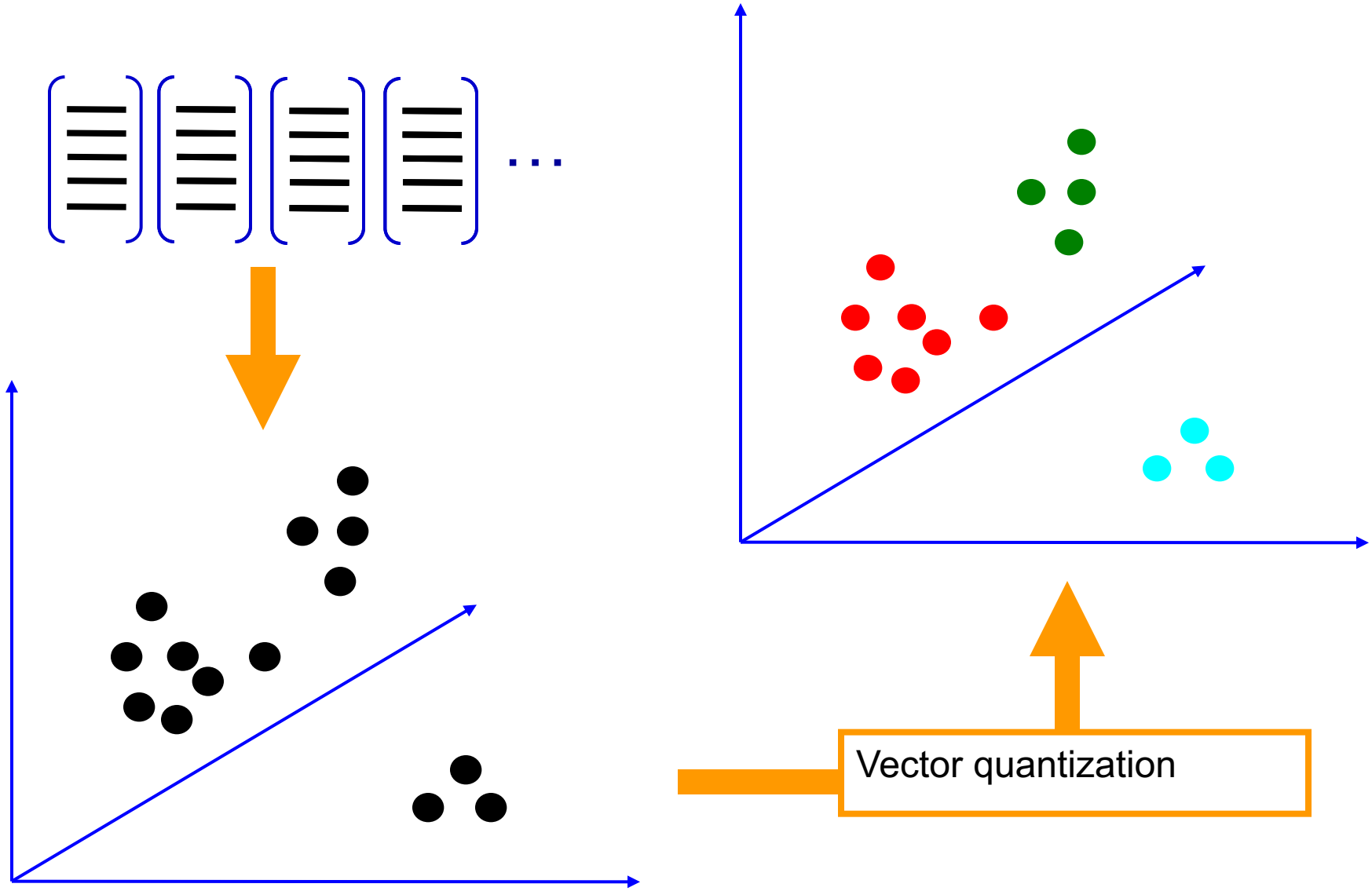
Patch Features



dictionary formation

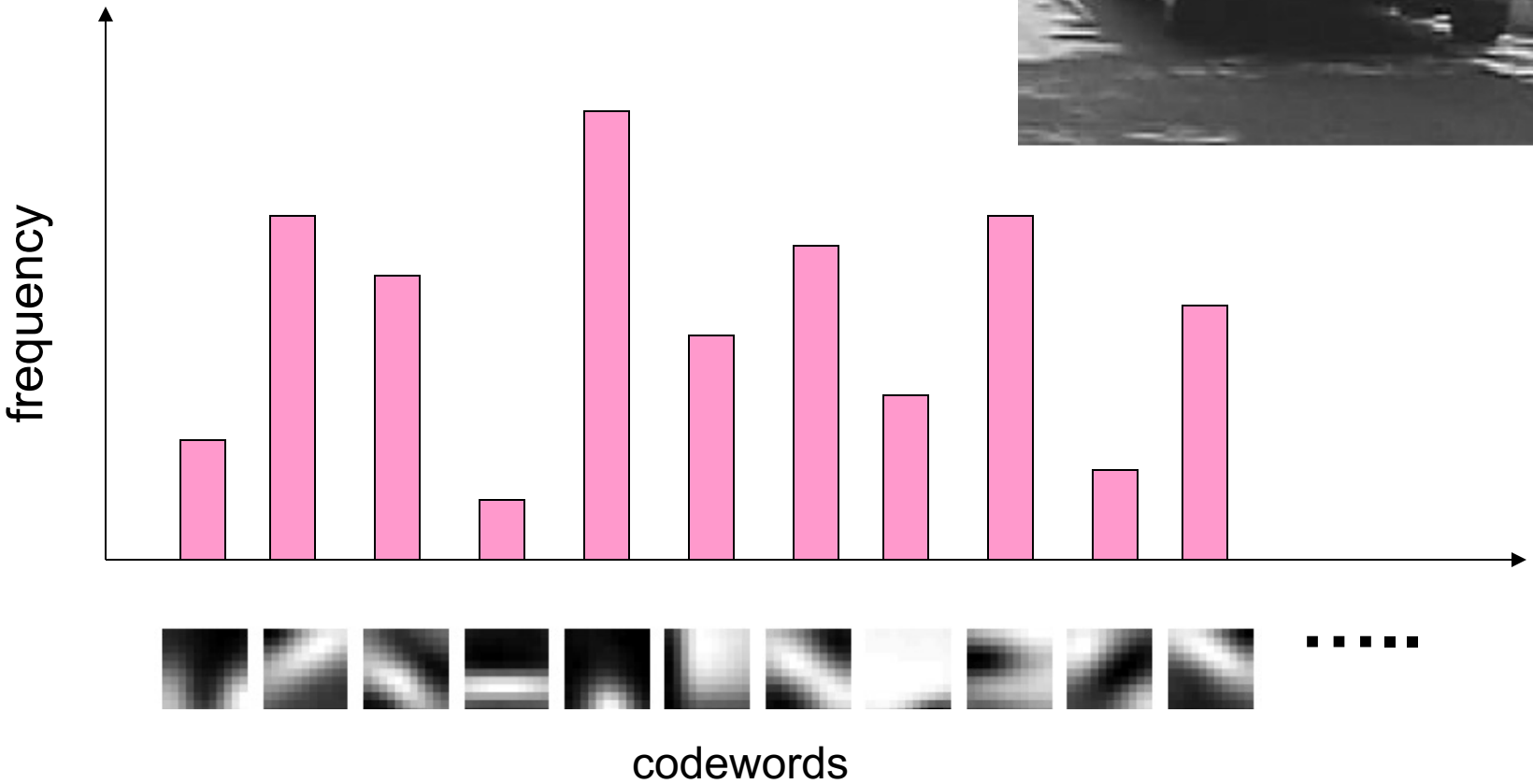


Clustering (usually k-means)



Slide credit: Josef Sivic

Image representation



Scene Classification (Renninger & Malik)

beach

mountain

forest

city

street

farm

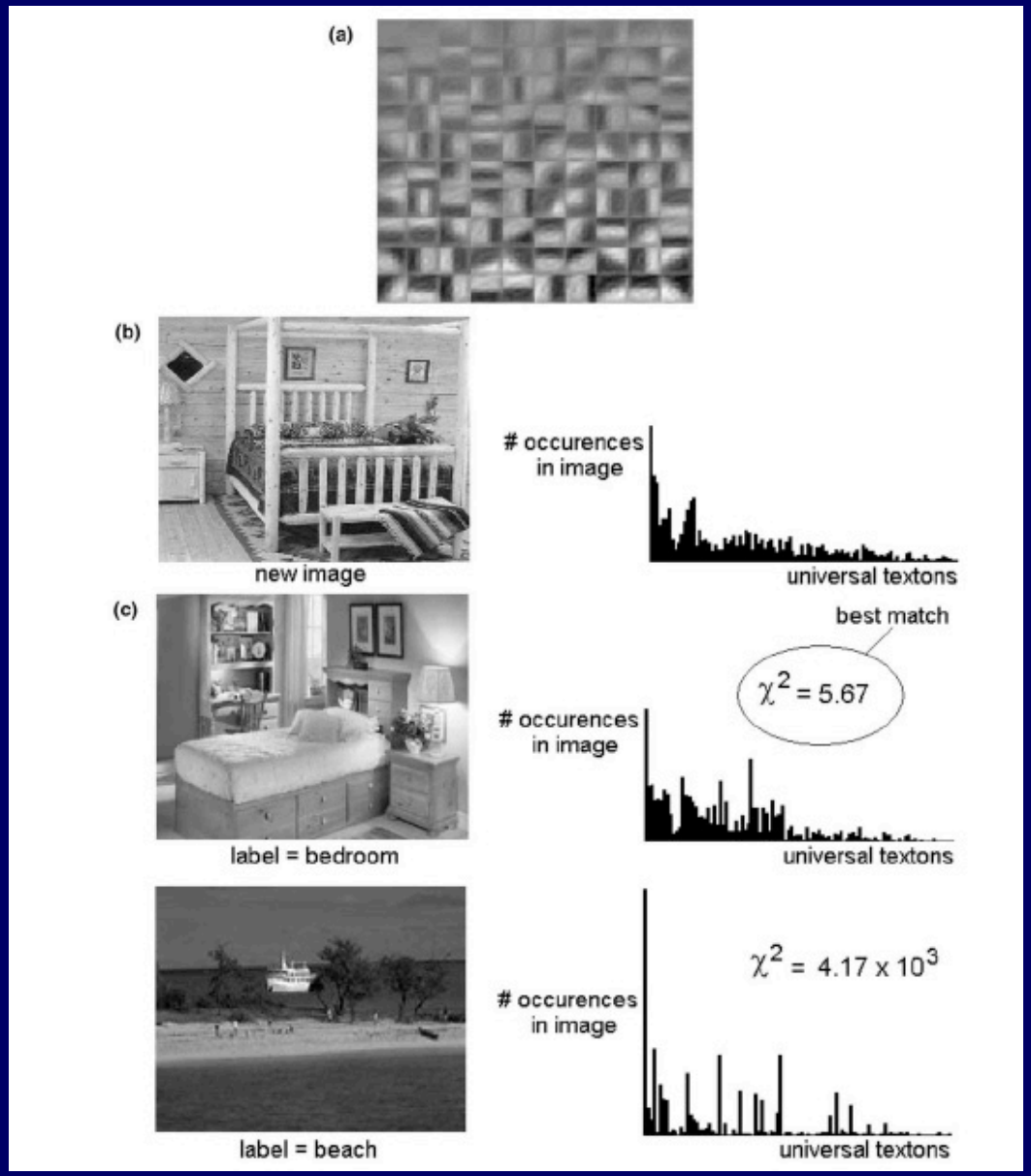
kitchen

livingroom

bedroom

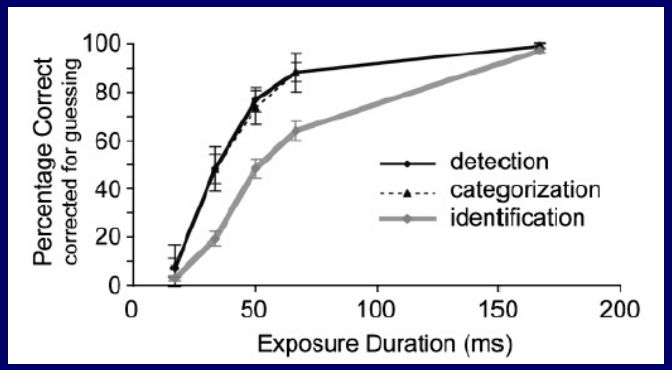
bathroom

Texton Histogram Matching

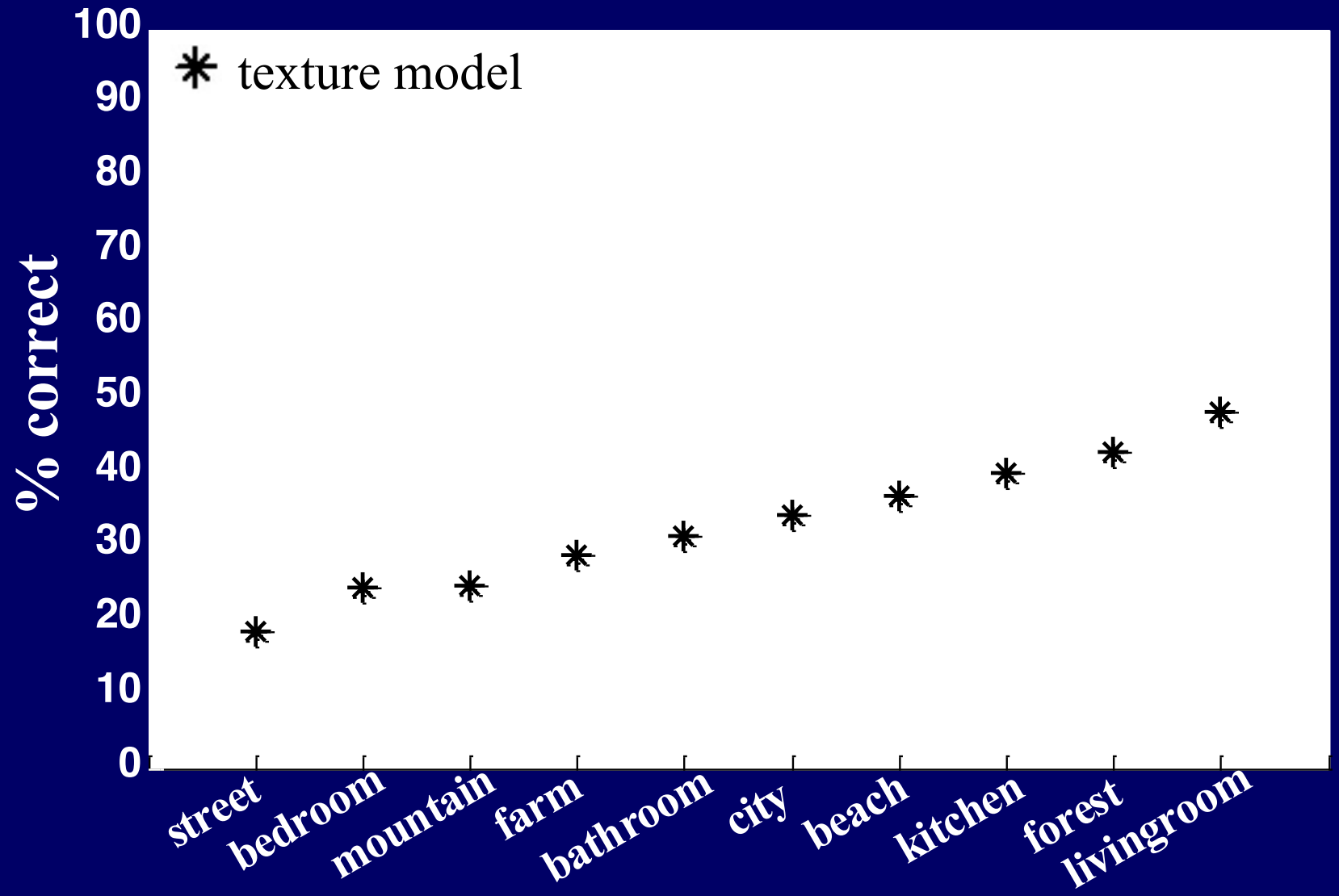


Object Detection can be very fast

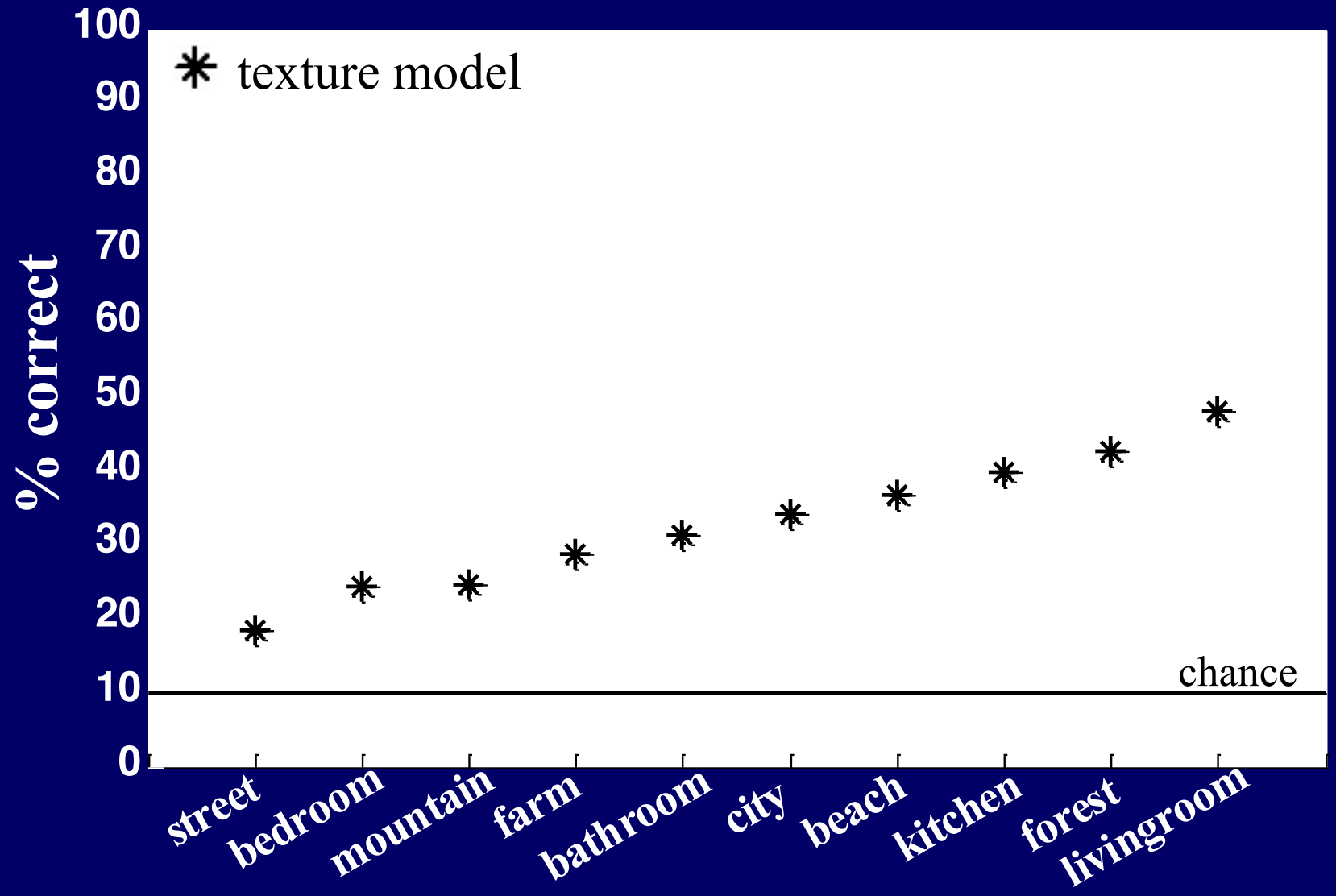
- On a task of judging animal vs no animal, humans can make mostly correct saccades in 150 ms (Kirchner & Thorpe, 2006)
  - Comparable to synaptic delay in the retina, LGN, V1, V2, V4, IT pathway.
  - Doesn't rule out feed back but shows feed forward only is very powerful
- Detection and categorization are practically simultaneous (Grill-Spector & Kanwisher, 2005)



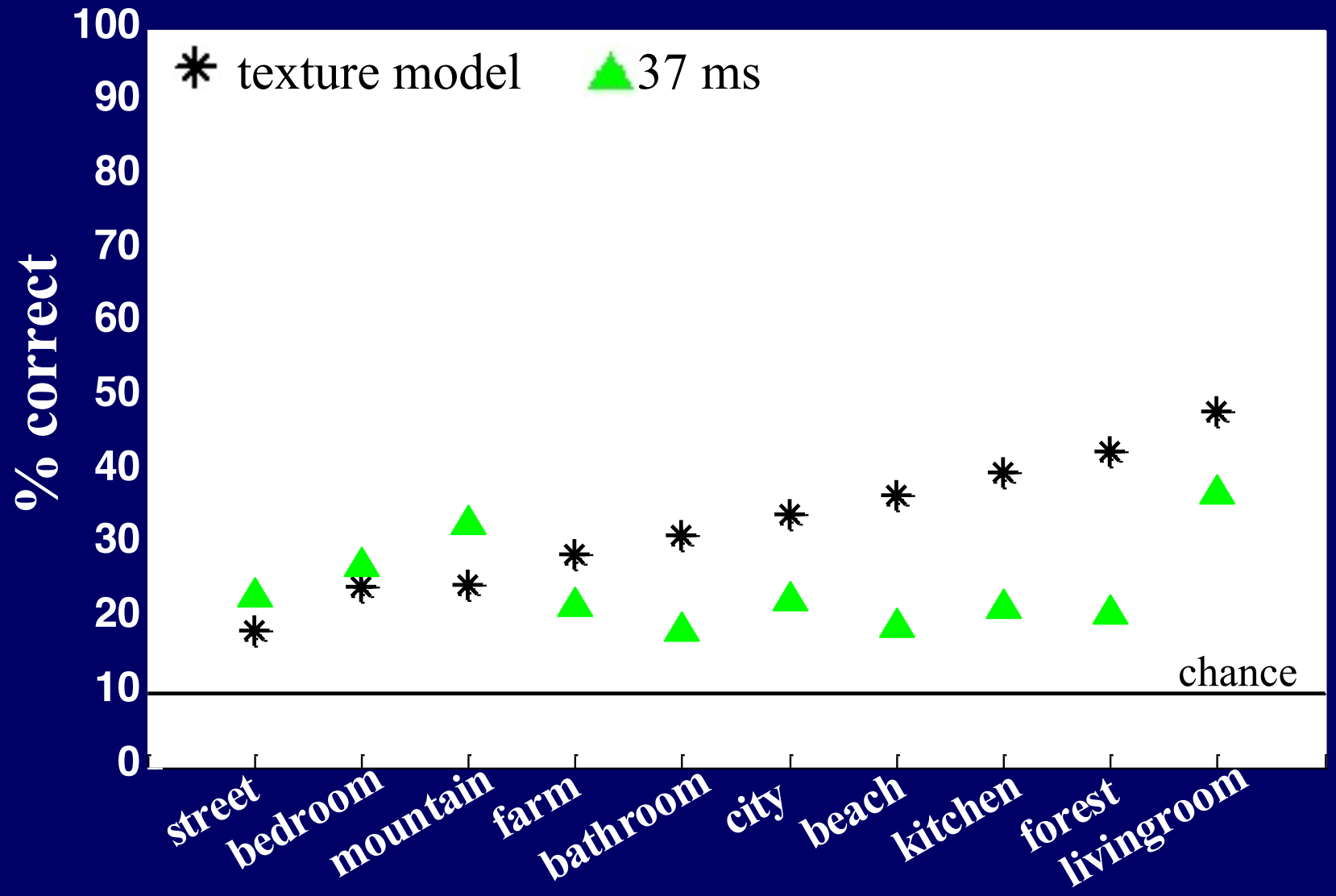
Discrimination of Basic Categories



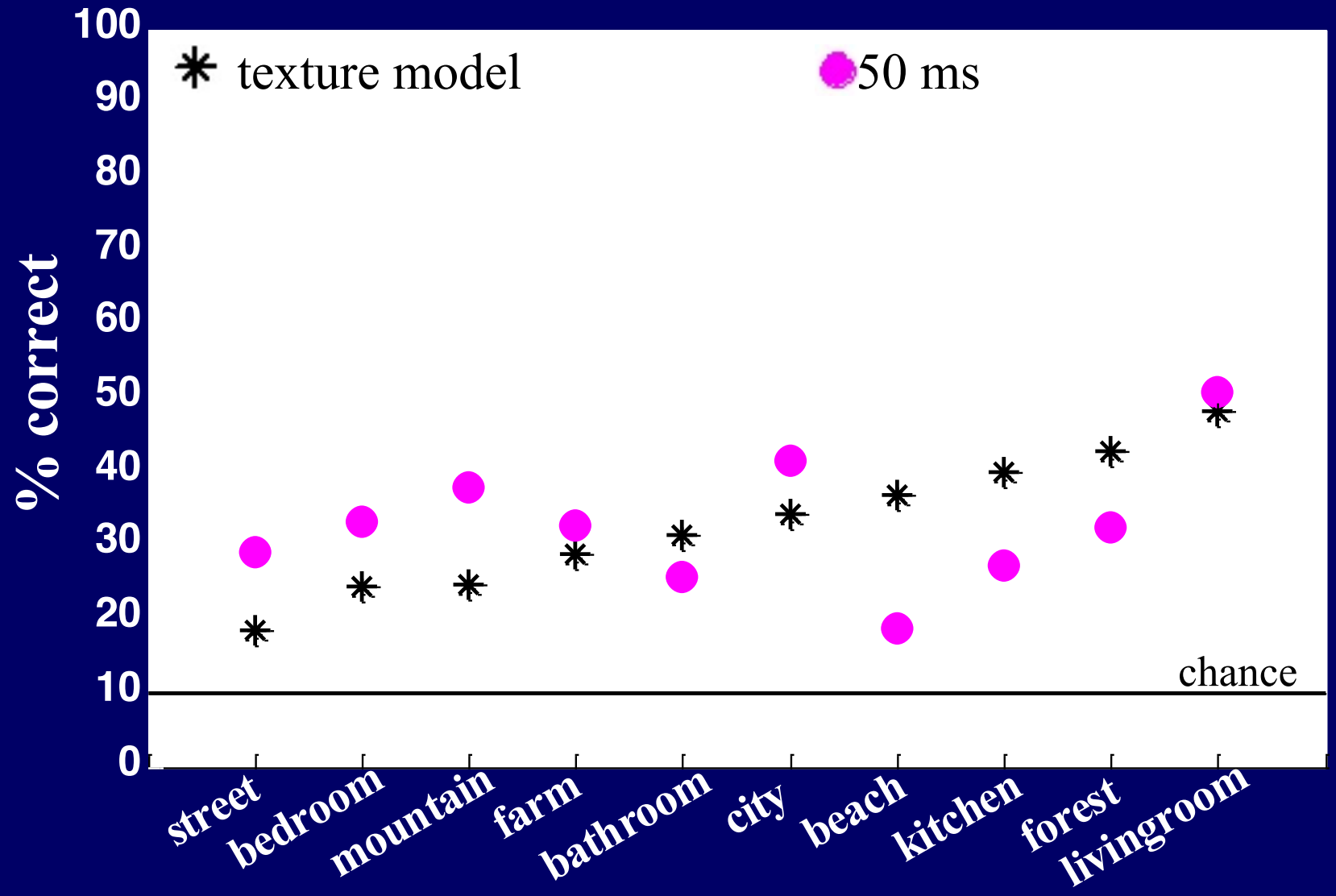
Discrimination of Basic Categories



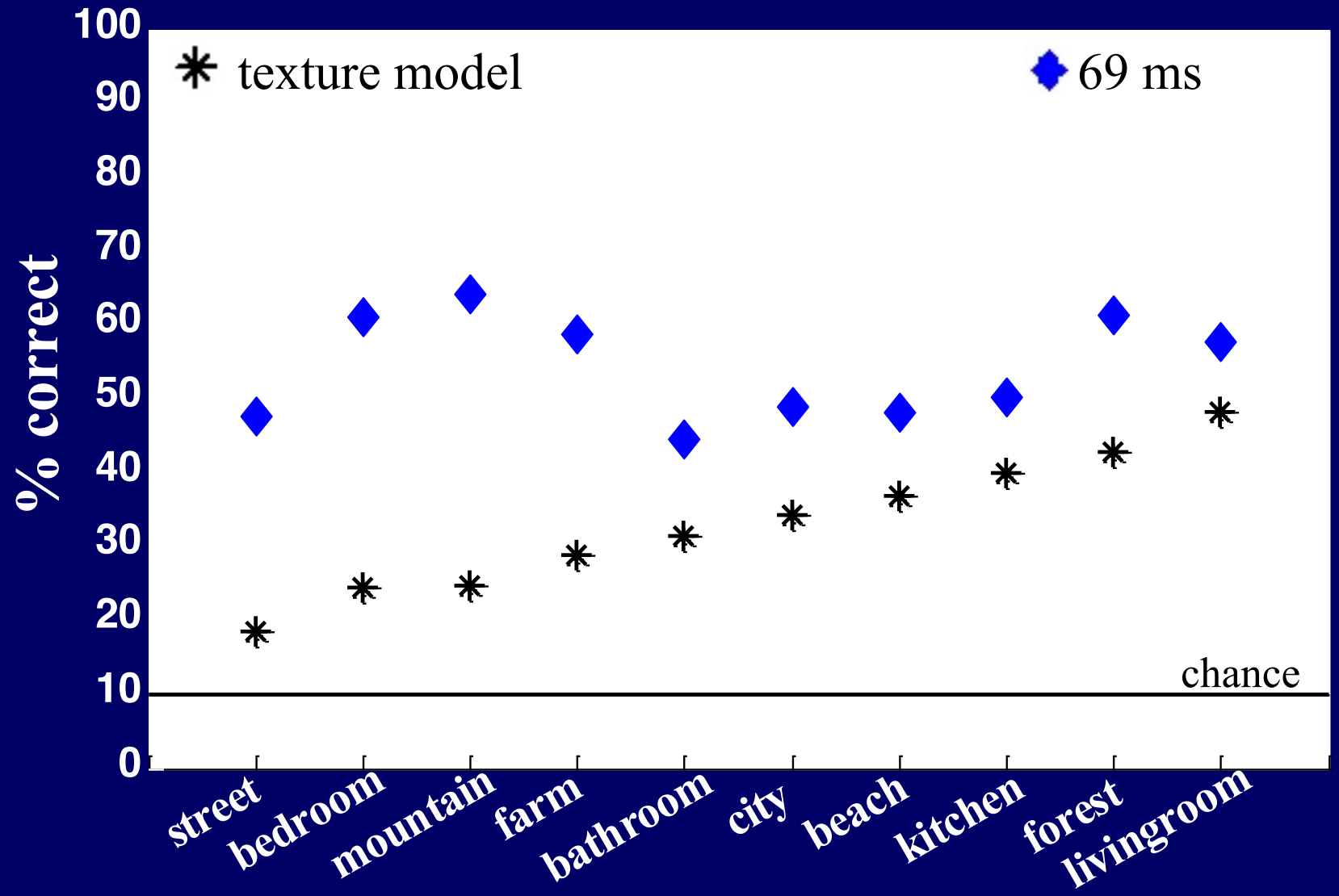
Discrimination of Basic Categories



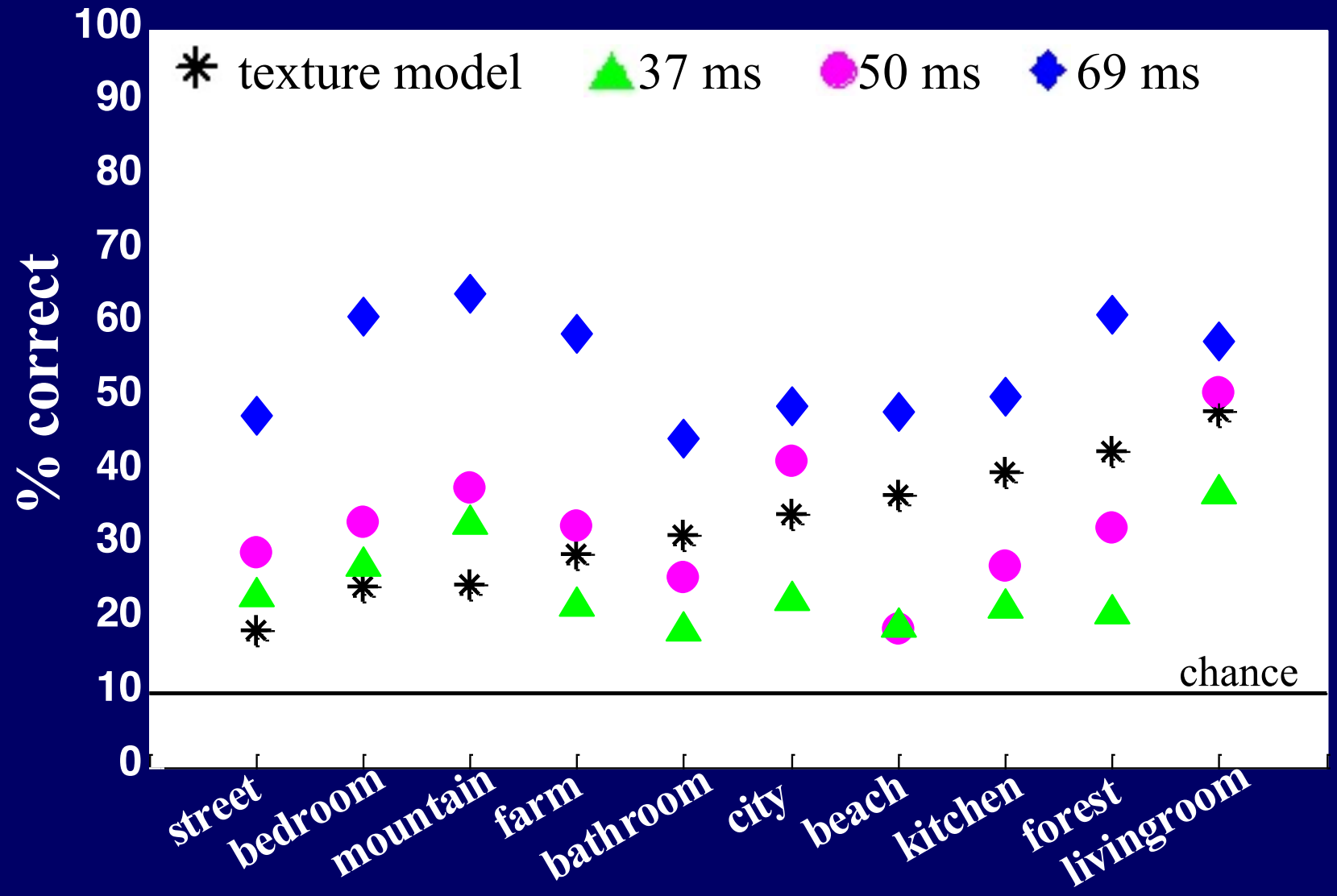
Discrimination of Basic Categories



Discrimination of Basic Categories



Discrimination of Basic Categories



Scene Recognition using Texture

Why these filters?

Wavelet-like receptive fields emerge from a network that learns sparse codes for natural images.

Bruno A. Olshausen[1] and David J. Field

$$E = -[\text{preserve information}] - \lambda[\text{sparseness of } a_i]\,, \tag{2}$$

where λ is a positive constant that determines the importance of the second term relative to the first. The first term measures how well the code describes the image, and we choose this to be the mean square of the error between the actual image and the reconstructed image:

$$[\text{preserve information}] = -\sum_{x,y}\left[I(x,y) - \sum_i a_i\,\phi_i(x,y)\right]^2 . \tag{3}$$

Learned filters

a.