

# Multi-Dimensional Contour Vectors for Category Representations

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## When we see a novel image...

Rosch et al 75



Basic-Level  
Assignment



Chair

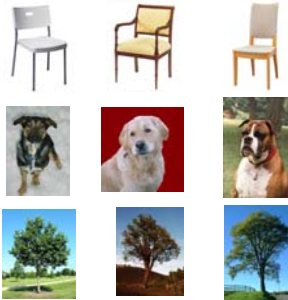
Dog

Tree

...occurs within 150ms!

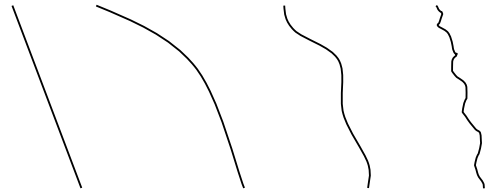
## Structural Variability

Witkin & Tenenbaum 83, Draper et al 96, Palmer 99, Rasche 05, Basri & Jacobs 97



→ still unsolved

## Geometric Aspects of Contours



orientation,  
length

curvature  
(‘bendness’)

‘wiggliness’

edginess

- involves more preprocessing than any other approach
- counter-intuitive given speed: plausible?

## Parallel Pop-Out Phenomena

Treisman & Gormican 1988

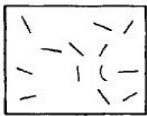


Fig 5

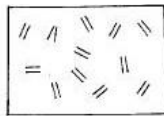


Fig 10

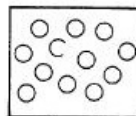
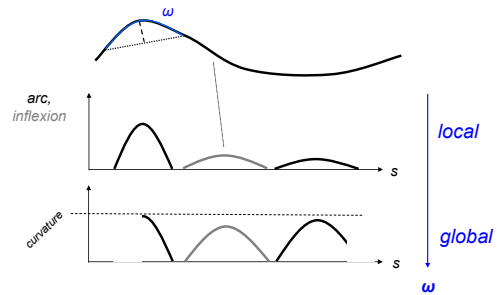


Fig 11

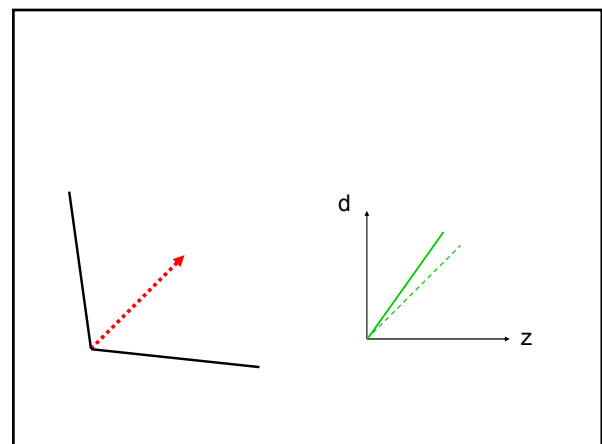
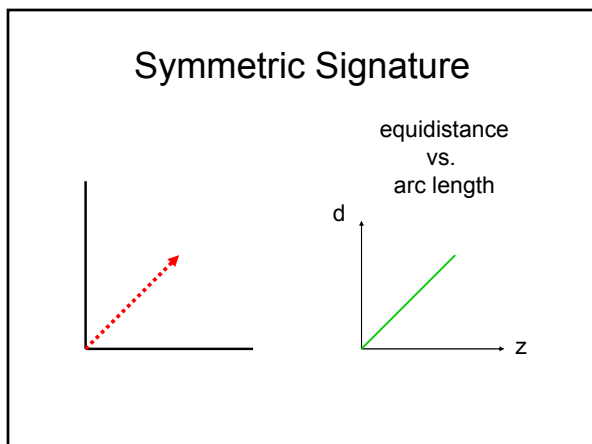
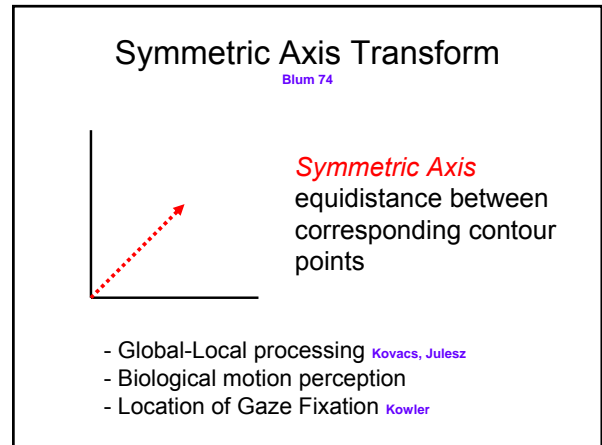
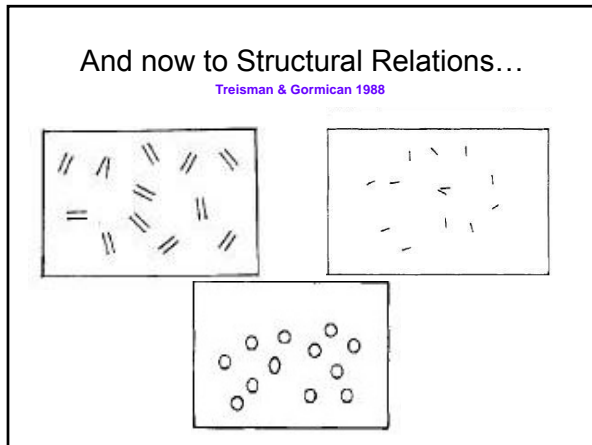
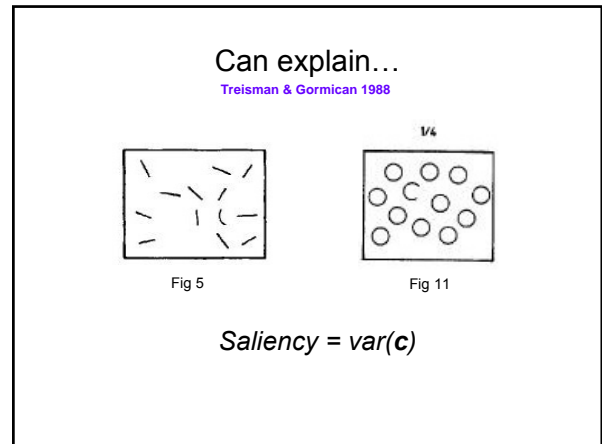
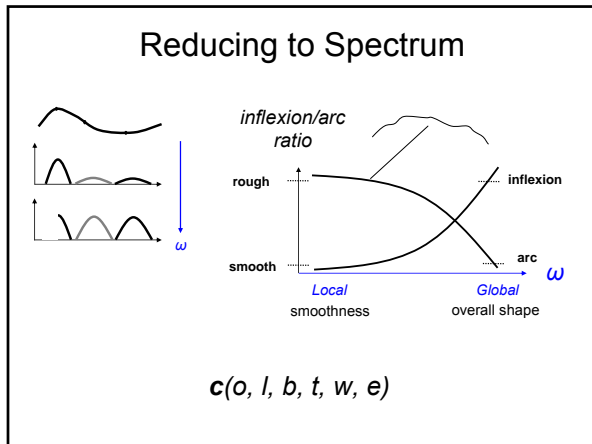
Traditional: saliency  
Alternative: a decomposition of structure  
into multi-dimensional space

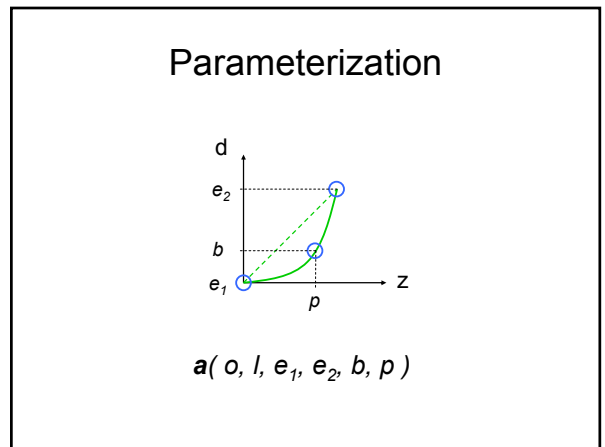
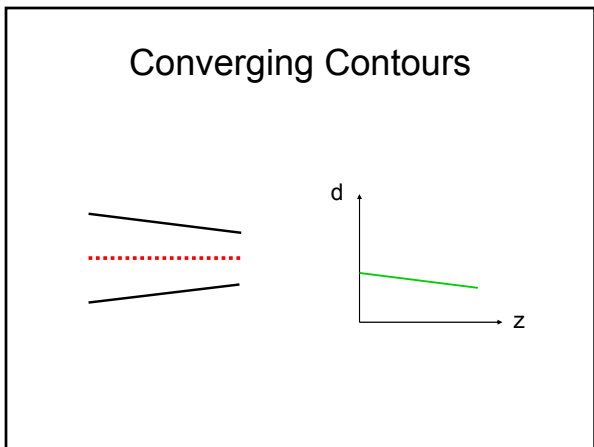
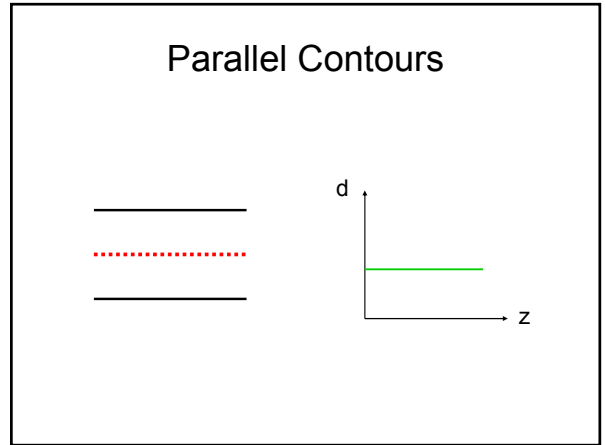
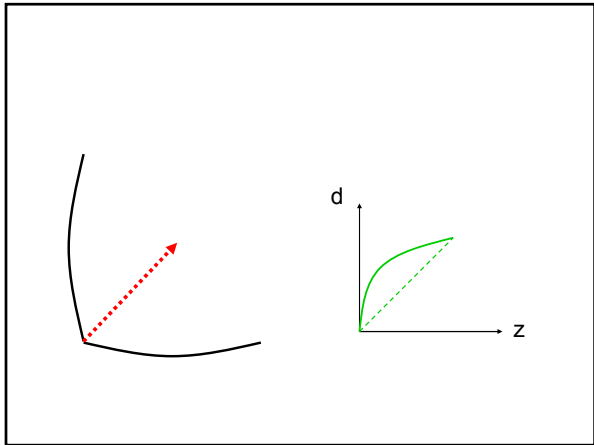
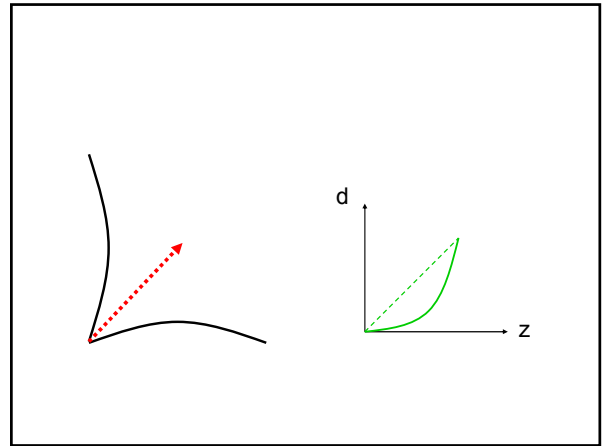
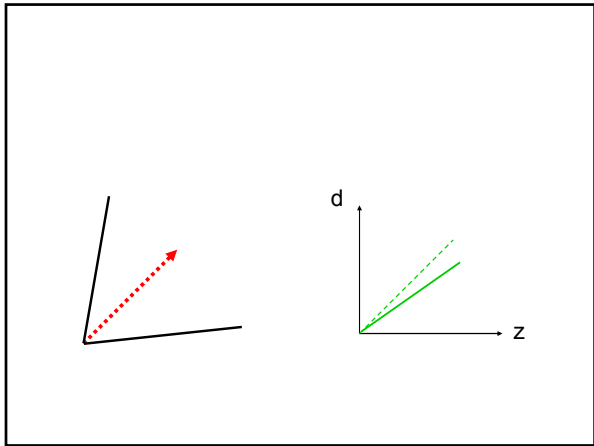
## Arc-Inflexion Discrimination Filter



→ local/global space

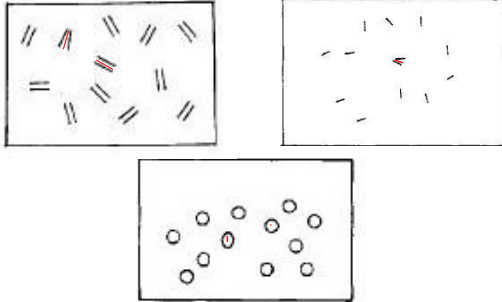
Fischler & Bolles, 1983





## Et voilà...

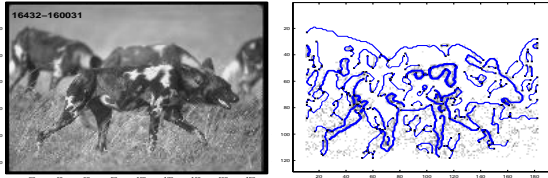
Treisman & Gormican 1988



## Evaluation using COREL collection

- 600 classes à 100 images each
- 357 classes correspond to basic-level categories (*car, coast, door, insect, bird,...*)
- Divided into 112 basic-level categories

## Adding Contextual Dimensions

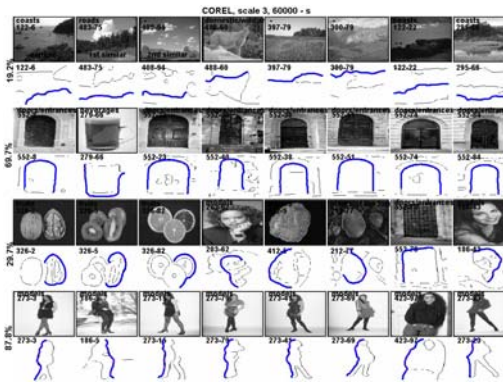


$c(o, l, b, t, w, e, r, c_m, c_s, f_m, f_s)$

$a(o, l, e_1, e_2, b, p, c_m, c_s, f_m, f_s)$

geometry

context

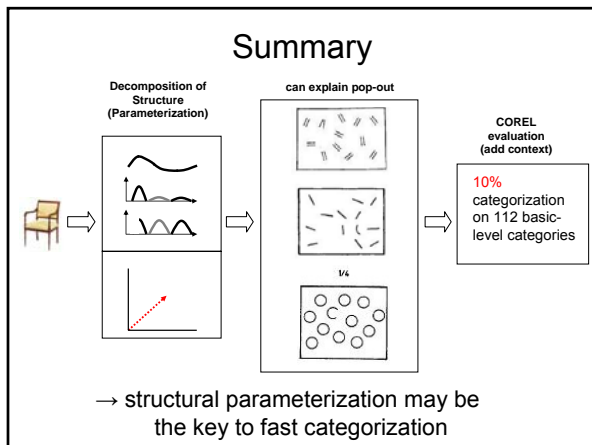
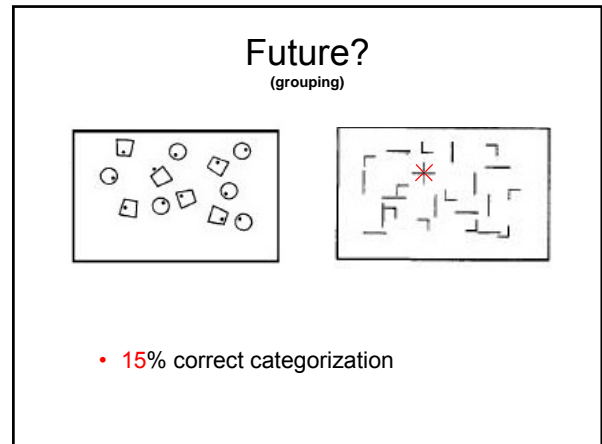
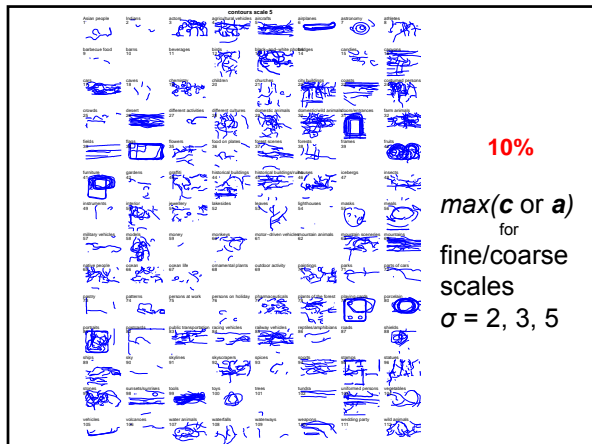


## Sym-Ax Vector





## Category-Specific Contours






### Acknowledgments

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- ### Comparison?
- Oliva & Torralba: scene characterization with Fourier T.
  - neural networks/classifiers: viewpoint independence of 1 category instance or classification of 2-5 categories
  - specialized systems in computer vision:
    - Faces, Characters (Identification!)

