A Hierarchical Markov Random Field Model for Figure-ground Segregation

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Goal: depth segregation given contours





Markov Random Fields



Pixel and line sites

Neighbourhood systems:

Probability of a configuration:

$$P(\omega) = \frac{e^{-U(\omega)}}{Z}$$

$$Z = \sum_{\omega \in \Omega} e^{-U(\omega)}$$





Encoding local decision rules

$$V_{c}(\omega) = \sum_{t} \beta_{t} \cdot \gamma (\text{depth map pattern}) \cdot \chi (\text{edge map pattern})$$
$$U_{k}(\omega) = x(\omega, k) \cdot \beta$$



 \checkmark Depth continuity within surfaces and discontinuity across edges

- ✓ Depth continuity along contours
- ✓ Depth discontinuity at T-junctions
- ✓ Depth interaction between surface and contours: border ownerships



Multi-scale Hierarchy





Configurations at a higher level depend on both the edge map and depth instantiation at a lower level.



Topology depends on depth polarity



Preservation of topology for overlapping shapes.

Reduction of topology for abutting shapes.



Parameter estimation by LP

$$\ln \frac{P(\omega_k = i \mid \omega_{\eta_k})}{P(\omega_k = j \mid \omega_{\eta_k})} = U_k(\omega') - U_k(\omega) = [x(\omega', k) - x(\omega, k)] \cdot \beta$$

$$[x(\omega',k) - x(\omega,k)] \cdot \beta < 0, \quad P(\omega_k = i \mid \omega_{\eta_k}) > P(\omega_k = j \mid \omega_{\eta_k})$$

LP:
$$\beta = \arg \min 1^{T} \delta$$

subject to: $A \cdot \beta - \delta < 0, \quad \delta \ge 0, \quad \beta \ge 1$



Learning by rehearsals

- Step 1: Collect constraints by choosing intermediate configurations
- Step 2: Find beta by solving the LP
- Step 3: Examine the goodness of chosen configurations by the margin of the constraints
- Step 4: If the margins are acceptable, stop; otherwise, change the choice of intermediate configurations
- Step 5: Go to Step 1



Results with β from 2-object training sets



