

Contents

The Visual Field: Simultaneous Order in Immediate Visual Awareness	1
<i>Jan Koenderink, Andrea van Doorn, Whitman Richards</i>	
1 Introduction	1
2 Local Sign	2
3 The Fuzzy Line	3
4 The Fuzzy Plane	6
5 Atlas Structure: The Self-Similar Fuzzy Line and Plane	7
5.1 The Self-similar Fuzzy Plane as a Sampling Structure in Physiology	11
5.2 The Self-similar Fuzzy Plane as a Model of the Microgenesis of Visual Presentations	12
6 Metameric Images in the Fuzzy Self-Similar Plane	13
7 The Pointless Order	14
7.1 Awareness and Hallucination	19
8 Conclusions	20
References	24
A Primer for Colour Computer Vision	29
<i>Graham D. Finlayson</i>	
1 Colour Image Formation	29
1.1 Colour Correction	30
2 Colour Constancy and Illuminant Estimation	33
2.1 Estimating the Illuminant	35
2.2 The Maloney Wandell Algorithm	36
2.3 Statistical Illuminant Estimation	38
2.4 Evaluating Illuminant Estimation Algorithms	38
3 Illuminant Invariants	39
3.1 Intensity Invariance	39
3.2 Colour Invariance	41
3.3 Comprehensive Normalisation	41

3.4	Colour Constancy at a Pixel	41
4	Computer Vision and Colour Perception	43
4.1	Colour Difference Formulae and Computer Vision (a Cautionary Remark)	45
5	Conclusion	46
	References	46
Descriptor Learning for Omnidirectional Image Matching		49
<i>Jonathan Masci, Davide Migliore, Michael M. Bronstein, Jürgen Schmidhuber</i>		
1	Introduction	49
2	Background	50
3	Similarity Preserving Hashing	51
3.1	Similarity-Sensitive Hashing (SSH)	52
3.2	Covariance Difference Hashing (Diff-Hash)	53
3.3	LDAHash	54
4	Neural Network Hashing (NNhash)	54
5	Results	55
5.1	Data	55
5.2	Methods	56
5.3	Performance Degradation in Time	56
5.4	Generalization	60
6	Discussion, Conclusions, and Future Work	60
	References	60
Visual Correspondence, the Lambert-Ambient Shape Space and the Systematic Design of Feature Descriptors		63
<i>Stefano Soatto, Jingming Dong</i>		
1	Visual Correspondence	63
2	Nuisance Groups, Orbits and Shape Spaces	66
2.1	Extension to Infinite-Dimensional Shape Spaces	73
3	The Geometry of the Lambert-Ambient Model	75
3.1	Occlusions	79
4	Co-variant Detectors, Invariant Descriptors	81
5	Aggregating Residual Variability	88
6	Conclusion	91
	References	92
Classes: A Compact Image Descriptor for Efficient Novel-Class Recognition and Search		95
<i>Lorenzo Torresani, Martin Szummer, Andrew Fitzgibbon</i>		
1	Introduction	95
2	Background	97
3	Method Overview	100
3.1	Classeme Learning	100
3.2	Using the Classes	100

4	Further Details	101
4.1	Selecting Category Labels	101
4.2	Gathering Category Training Data	101
4.3	Learning Classifiers ϕ_c	102
4.4	Feature Selection	103
4.5	Claseme Quantization	103
5	Experiments	103
5.1	Experiment 1: Multiclass Classification	104
5.2	Experiment 2: Retrieval	106
6	Discussion	109
	References	109
	The Enhanced Flock of Trackers	113
	<i>Tomáš Vojtř, Jiří Matas</i>	
1	Introduction	113
2	Related Work	117
3	Tracker Reliability Prediction Methods	118
3.1	The NCC Reliability Predictor P_ρ	118
3.2	The Forward-Backward Reliability Predictor P_{FB}	119
3.3	The Neighbourhood Consistency Predictor P_N	120
3.4	The Markov Reliability Predictor P_M	122
4	Methods for Combining Tracker Reliability Predictions	124
4.1	The $\mathcal{P}_\Theta$ Combination Method	124
4.2	The $\mathcal{P}_\Lambda$ Combination Method	124
5	RANSAC	125
6	Performance Evaluation	125
6.1	The Test Data	125
6.2	The Experimental Set-Up	125
6.3	Comparison of $\mathcal{P}_\Lambda$ Combination vs. $\mathcal{P}_\Theta$ Combination	127
6.4	Comparison of the Reliability Prediction Methods	128
6.5	Comparison the Speed of the Reliability Prediction Methods	129
6.6	Robustness to Bounding Box Initialization	134
7	Conclusions	135
	References	136
	Registration and Segmentation in Medical Imaging	137
	<i>Daniel Rueckert, Julia A. Schnabel</i>	
1	Introduction	137
2	Registration	138
3	Segmentation	147
4	Patch-Based Segmentation	150
5	Summary and Conclusions	152
	References	153

Clustering Games	157
<i>Marcello Pelillo, Samuel Rota Bulò</i>	
1 Introduction	157
2 Notions from Evolutionary Game Theory	160
3 Clustering as a Non-cooperative Game	162
3.1 Internal Coherency	164
3.2 External Incoherency	165
4 Evolution Towards a Cluster	166
5 Experiments	169
5.1 Line Clustering	170
5.2 Model-Based 3D Point-Pattern Matching	173
5.3 Object Detection	175
5.4 Illuminant-Invariant Face Clustering	179
6 Conclusions	181
References	183
About 3D Faces	187
<i>Stefano Berretti, Alberto Del Bimbo, Pietro Pala</i>	
1 Introduction	187
2 3D Face Acquisition and Preprocessing	192
2.1 Laser Scanners	192
2.2 Structured Light Scanning	193
2.3 Preprocessing	195
3 3D Face Datasets and Performance Evaluation	199
3.1 3D Face Datasets	200
3.2 Performance Indicators	204
4 3D Face Recognition	205
4.1 Cooperative 3D Face Recognition	205
4.2 Semi-cooperative 3D Face Recognition	211
4.3 Very Large Pose Variations	215
5 Discussion	216
References	217
Socially-Driven Computer Vision for Group Behavior Analysis	223
<i>Marco Cristani, Vittorio Murino</i>	
1 Analysis of Social Interactions Using F-formations	224
1.1 Group Interaction Discovery: State of the Art	225
1.2 A Socially-driven Method for Detecting Group Interactions	227
1.3 Experiments	229
1.4 Synthetic Data	230
1.5 Real Scenarios	231
1.6 Remarks	233
2 Inferring Social Relations from Interpersonal Distances	233
2.1 Fundamentals of Proxemics	235
2.2 Computational Proxemics: State-of-the-Art	237

2.3	Detecting a Flexible Set of Socially Meaningful Distances	238
2.4	Testing the Flexible Distances	239
2.5	Remarks	244
3	Voice Activity Detection Using Visual Cues in Groups	245
3.1	Experiments on the Visual VAD	247
4	Remarks	251
5	Conclusions	252
	References	252
	Mobile Computational Photography with FCam	257
	<i>Kari Pulli, Alejandro Troccoli</i>	
1	Frankencamera: An Experimental Platform for Computational Photography	257
1.1	Computational Photography	257
1.2	FCam Architecture and API	258
2	Capture Control	259
2.1	Shots and Frames	260
2.2	Image Bursts	261
3	External Devices and Synchronization	261
3.1	Devices and Actions	262
3.2	Tags	265
3.3	Application: Second-curtain Flash Synchronization	266
4	Automating Capture Parameter Setting	266
4.1	Auto Exposure	267
4.2	Auto Focus	269
4.3	Auto White Balance	270
4.4	Building your Own Camera Application	271
5	FCam Platforms	272
5.1	The FCam Runtime	273
5.2	Porting FCam	274
6	Image Processing for FCam Applications	275
6.1	OpenCV	275
6.2	OpenGL ES 2.0	276
6.3	NEON Intrinsics	277
6.4	How Should you Choose Which Solution to Use?	277
7	FCam in Teaching	277
7.1	A Borrowed Flash	278
7.2	Non-Photorealistic Viewfinder	279
8	Conclusions	279
	References	280
	Author Index	283