#### Online Video SEEDS



SEEDS

Superpixels

Extracted via

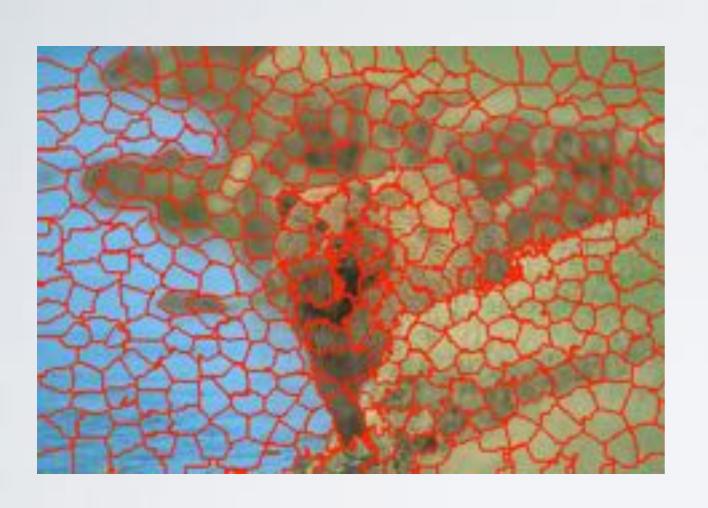
Energy-

Driven

Sampling

ECCV 2012

### What are superpixels?



- grouping pixels based on similarity (color)
- speeds up segmentation
- objects are made up of a small number of superpixels

### Existing superpixel methods



gradual addition of cuts

- high accuracy
- very slow (contradictory)
- e.g. Entropy Rate Superpixels (Liu et al.)

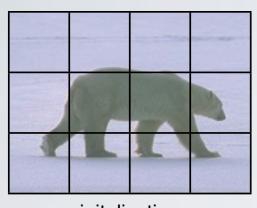
### Existing superpixel methods



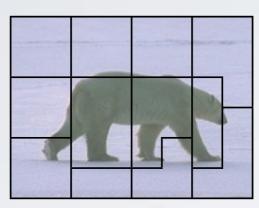
growing from centers

- faster
- reduced accuracy (local minima + stray labels)
- still not fast enough
- e.g. SLIC Superpixels (Achanta et al.)

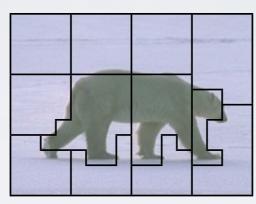
## new approach: SEEDS Superpixels



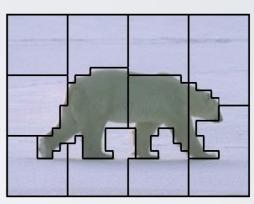




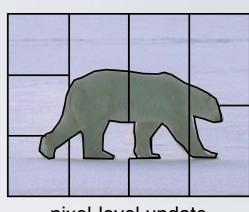
largest block update



medium block update

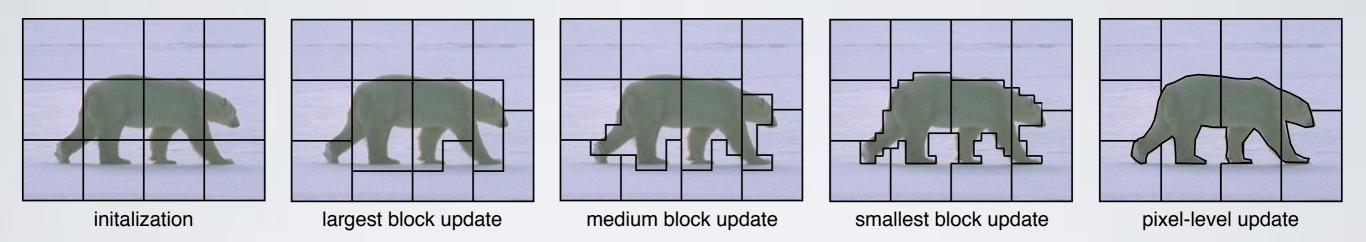


smallest block update

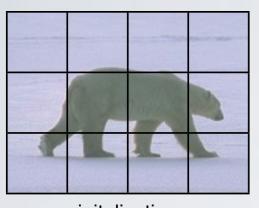


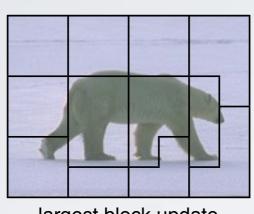
pixel-level update

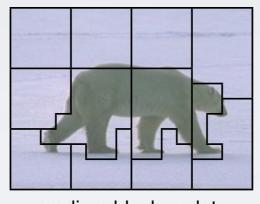
- initialize with rectangular boundaries
- gradually refine boundaries
- SEEDS: Superpixels Extracted via Energy-driven Sampling - ECCV 2012

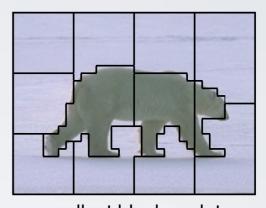


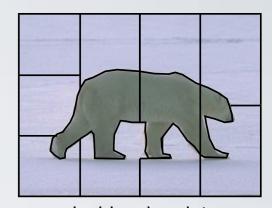
- faster than growing centers
  - only needs to evaluate at the boundaries
  - highly efficient evaluation using color histograms (I memory lookup)











initalization largest block update

medium block update

smallest block update

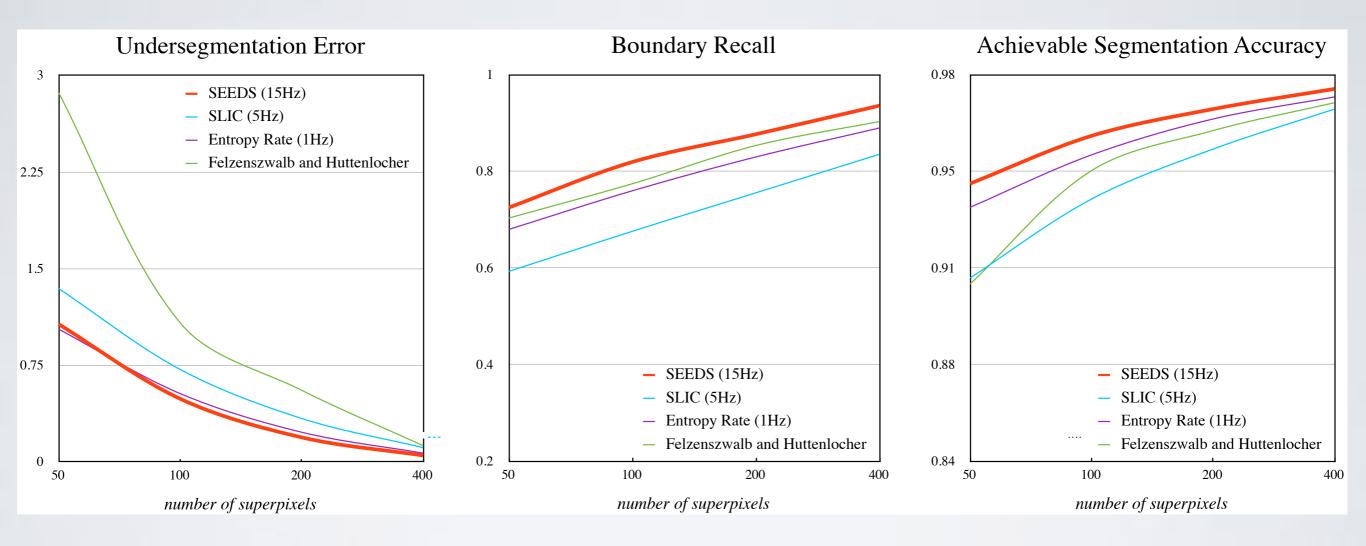
pixel-level update

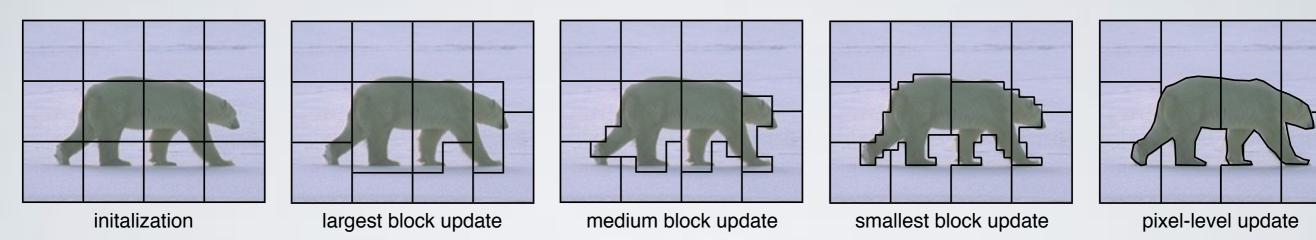
- faster than growing centers
  - only needs to evaluate at the boundaries
  - highly efficient evaluation using color histograms

sdav. September 18. 12

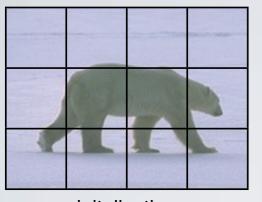
- accuracy matches or exceeds state-of-the-art
  - avoids local minima
  - optimization only evaluates valid partitionings

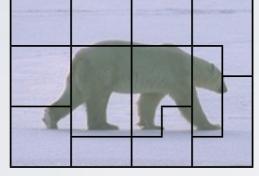
ASA	50	100	200	400
SEEDS (15Hz)	0.9406	0.9579	0.9676	0.9749
SLIC (5Hz)	0.9064	0.935	0.9531	0.9676
ERS (1Hz)	0.932	0.951	0.964	0.972
FH	0.9042	0.9453	0.9598	0.9699

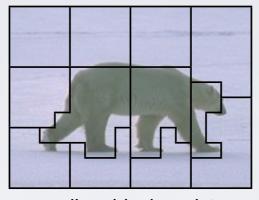


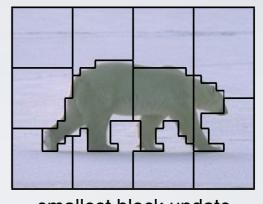


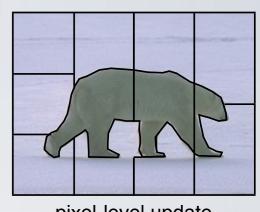
- faster than state-of-the-art
- accuracy matches or exceeds state-of-the-art











initalization

largest block update

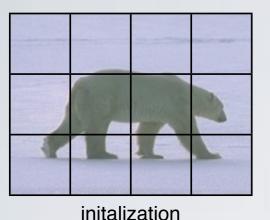
medium block update

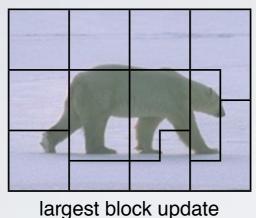
smallest block update

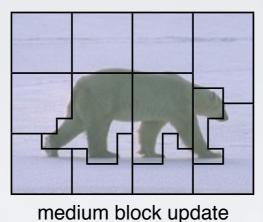
pixel-level update

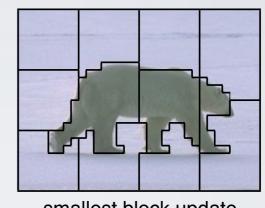
- faster than state-of-the-art
- accuracy matches or exceeds state-of-the-art

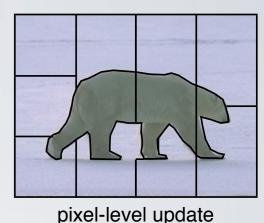
- control over run-time
  - whenever the algorithm is stopped, a valid partitioning is available
  - state-of-the-art accuracy at 30 Hz (single core)







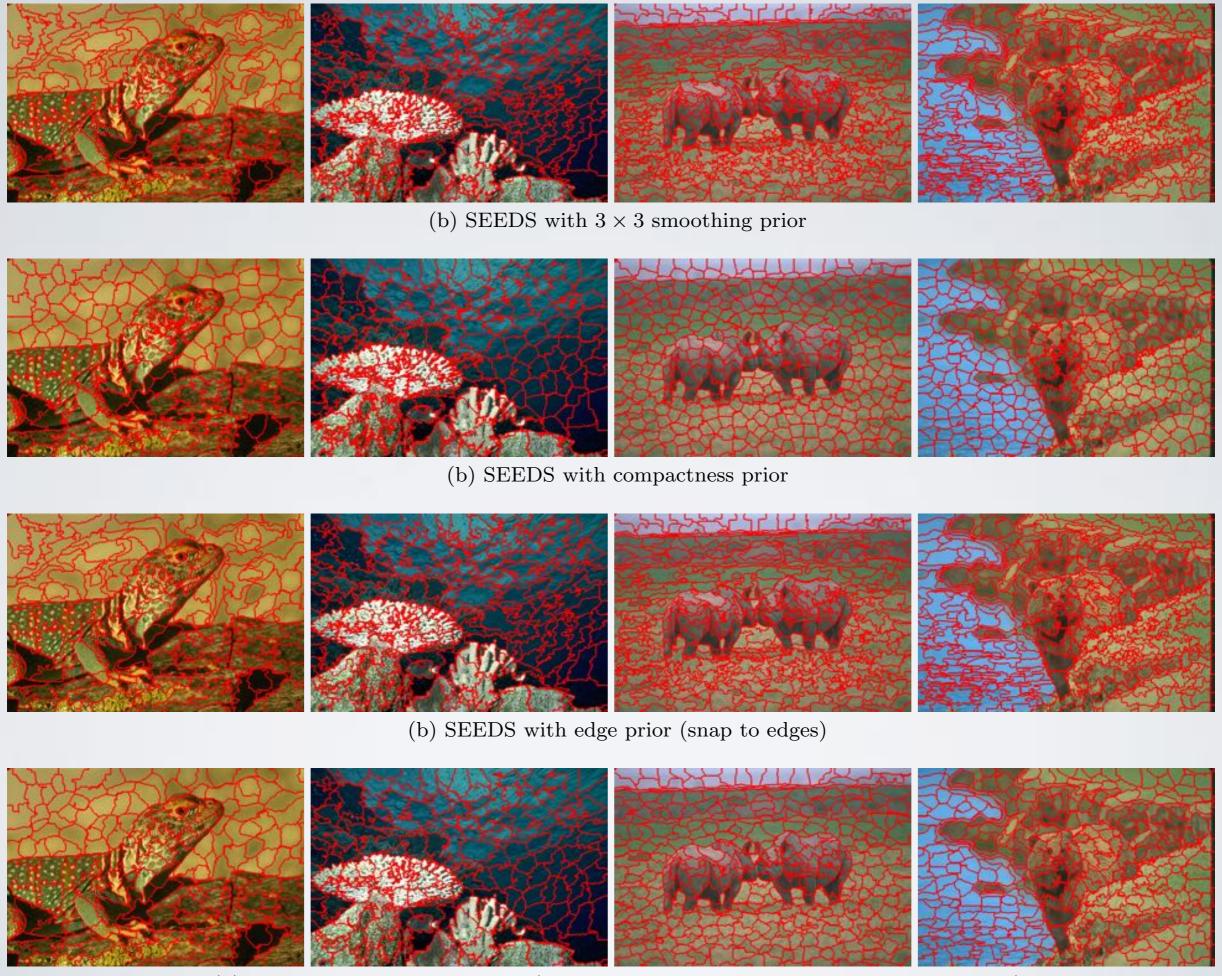




smallest block update pixel-leve

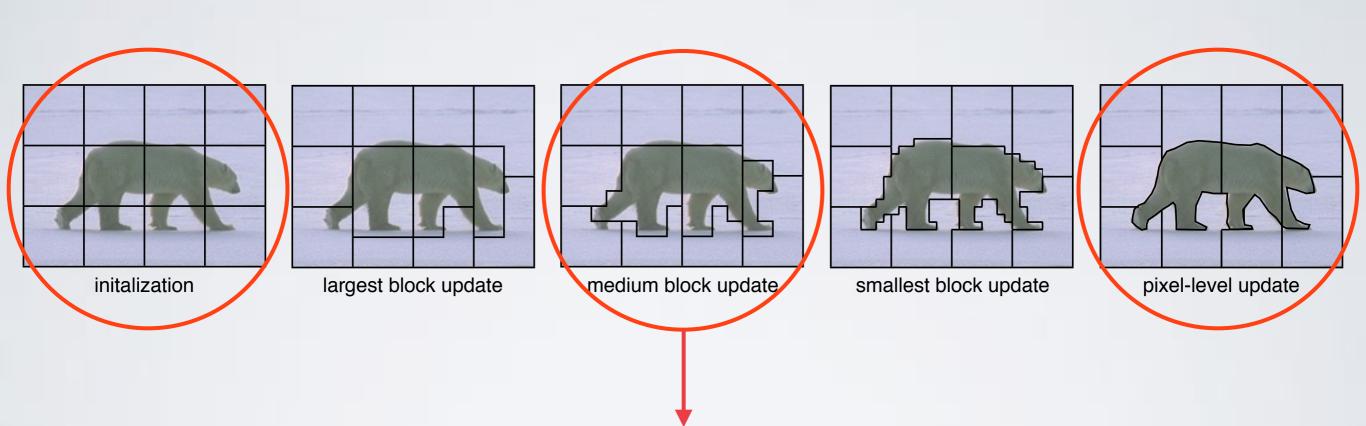
- faster than state-of-the-art
- accuracy matches or exceeds state-of-the-art

- control over run-time
  - whenever the algorithm is stopped, a valid partitioning is available
  - state-of-the-art accuracy at 30 Hz (single core)
- control over superpixel shape
  - one or more priors can be applied during boundary updating

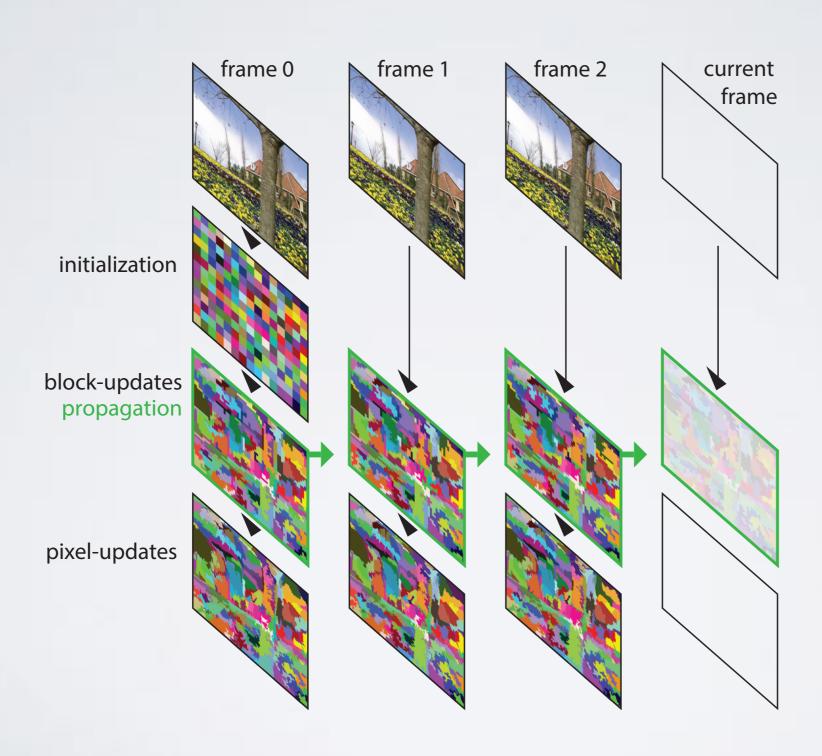


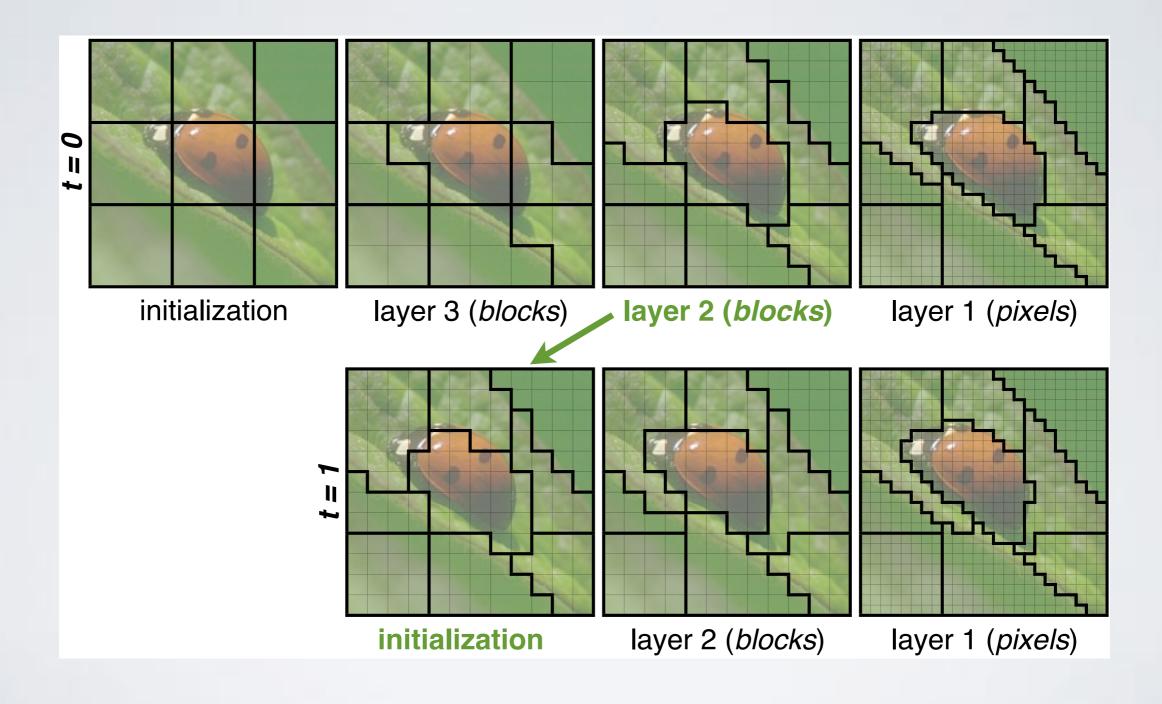
(b) SEEDS with combined prior  $(3 \times 3 \text{ smoothing} + \text{compactness} + \text{snap to edges})$ 

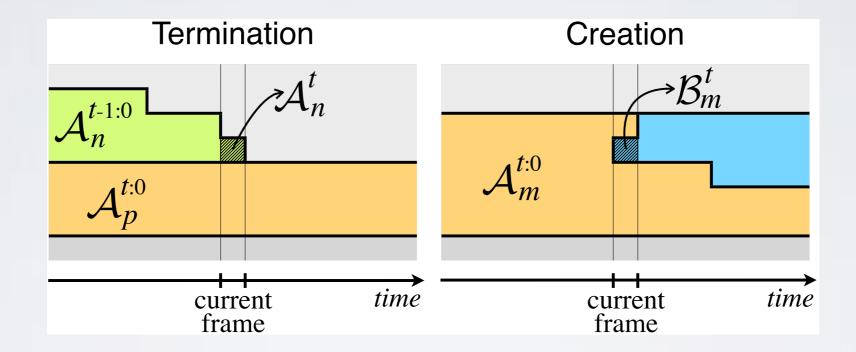
- faster
- more accurate
- control over run-time
- control over shape
- temporal



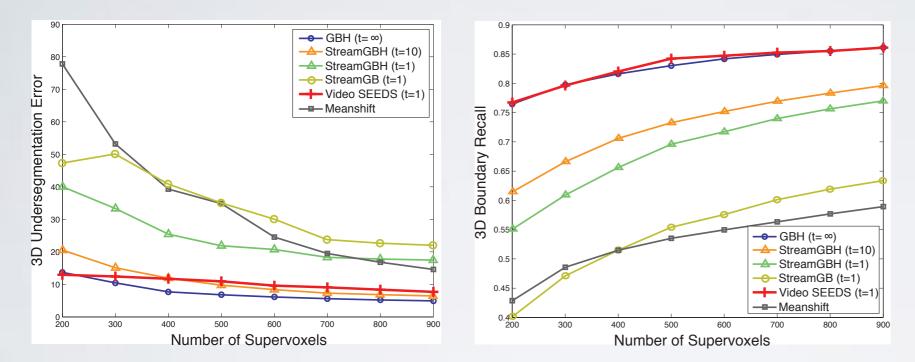
#### Online Video SEEDS

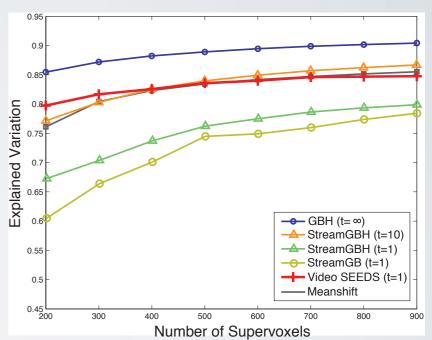






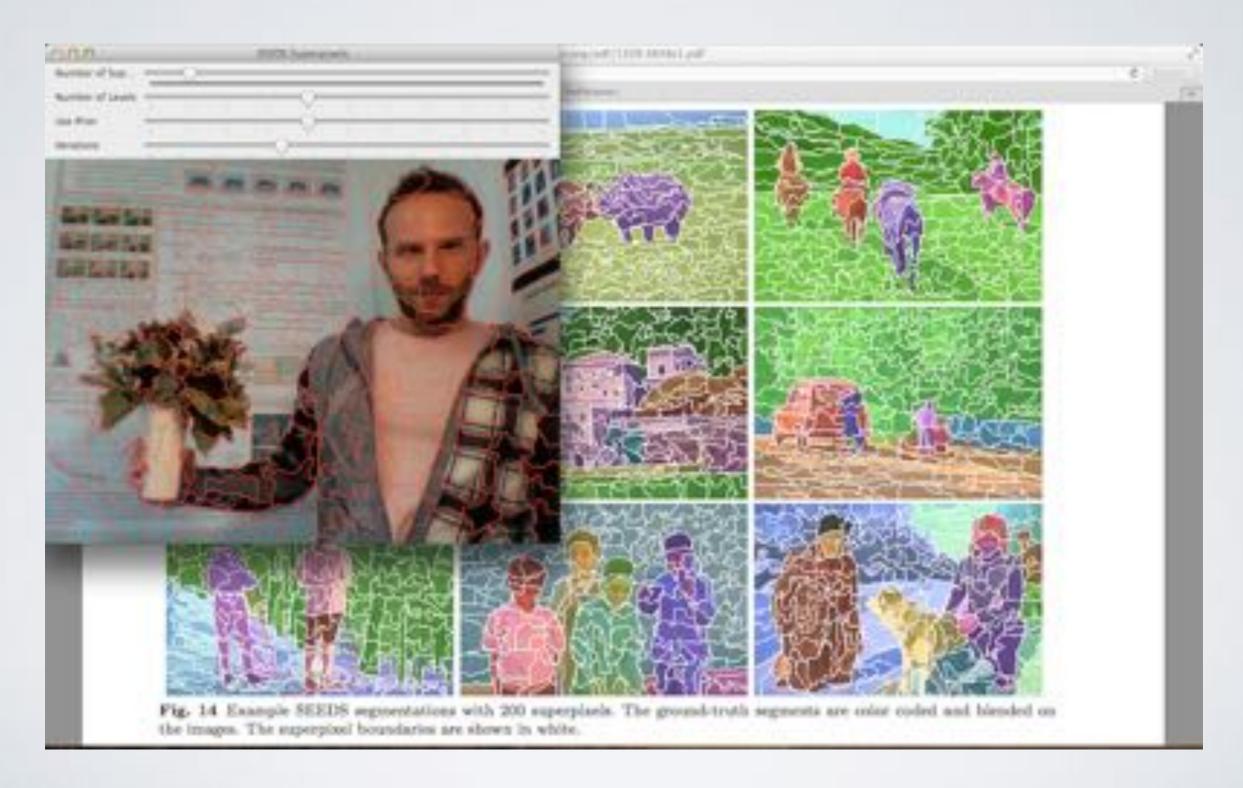
- superpixels per frame
- superpixel rate (time)



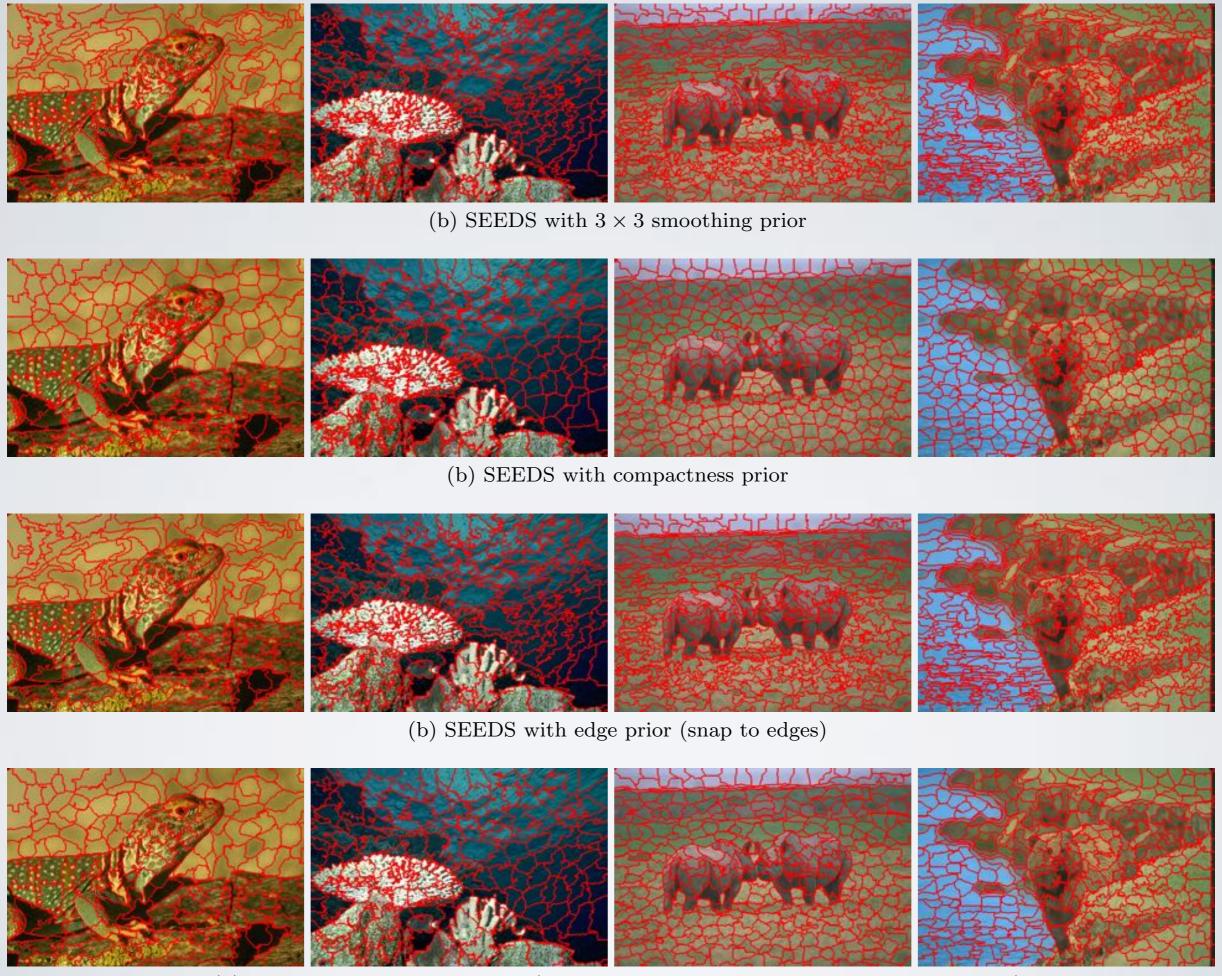


- Chen Xiph.org benchmark
- t=∞ means the entire video is analyzed
- t=1 means it is online (not streaming)
- we are at 30Hz, they are at 0.25 Hz

# SEEDS in OpenCV

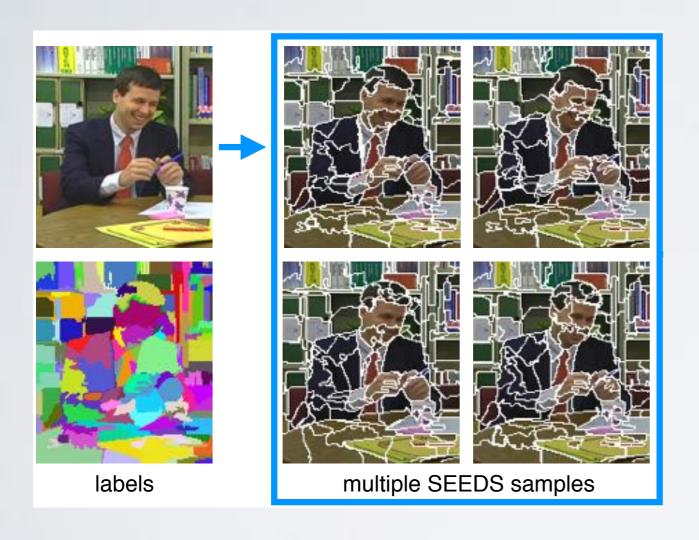


### Randomized SEEDS



(b) SEEDS with combined prior  $(3 \times 3 \text{ smoothing} + \text{compactness} + \text{snap to edges})$ 

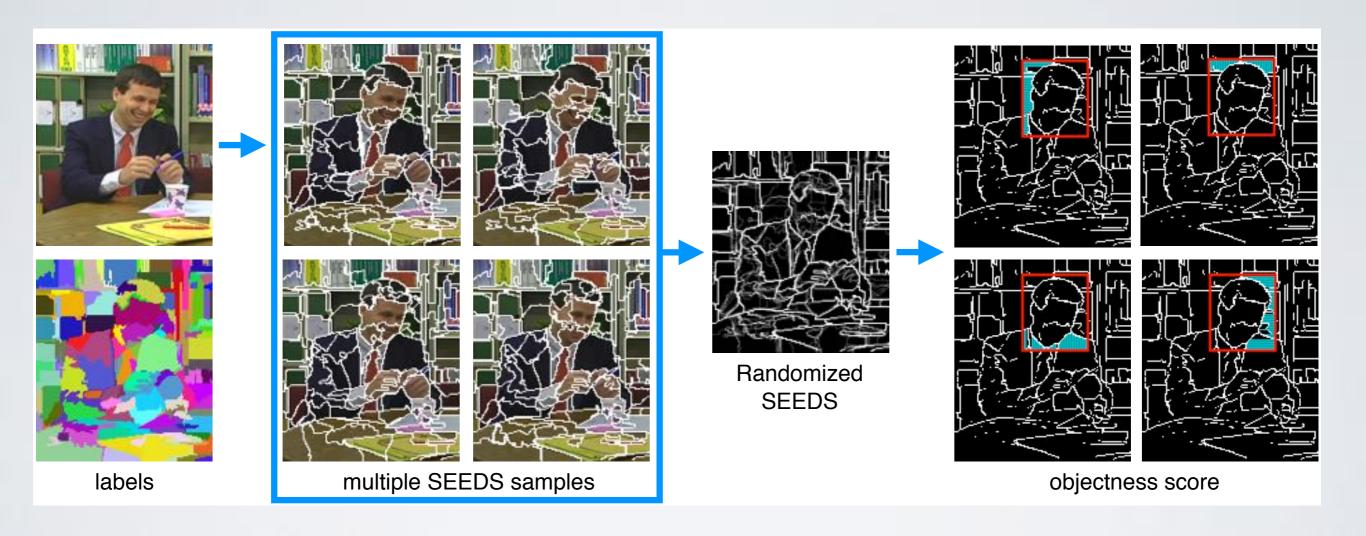
# Randomness Injection



### Randomized SEEDS

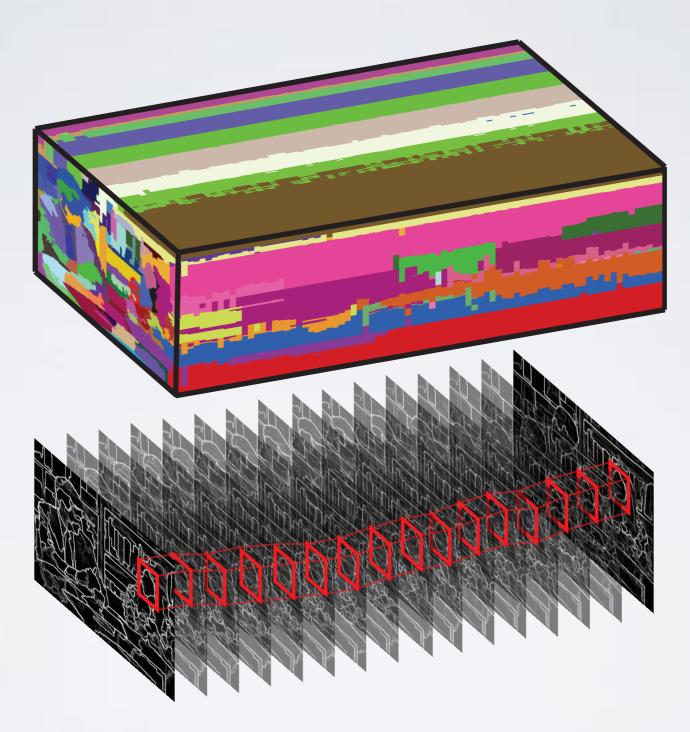


## Temporal Video Objectness



# Temporal Video Objectness

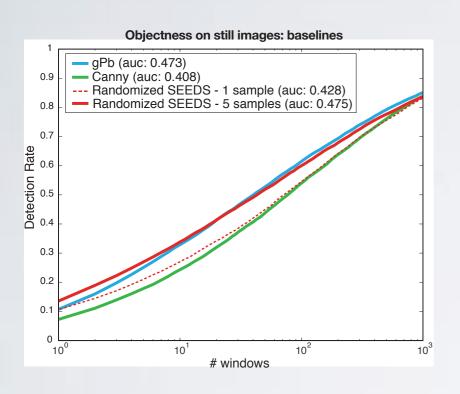
# Tubes of Bounding Boxes

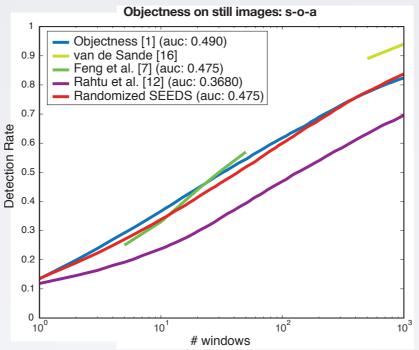


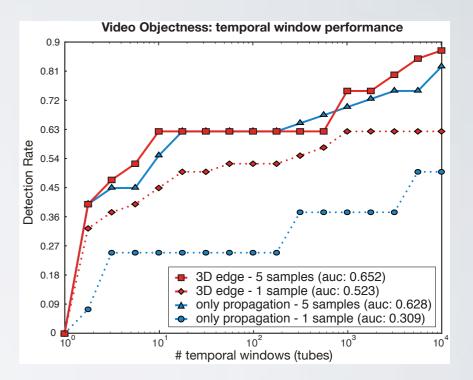
# Tubes of Bounding Boxes



## Temporal Video Objectness (SEEDS)







Thank You.