



Integral Channel Features



Piotr Dollár¹ Zhuowen Tu² Pietro Perona¹ Serge Belongie³

¹ Electrical Engineering,
California Institute of Technology
{pdollar,perona}@caltech.edu

² Lab of Neuro Imaging
University of California, Los Angeles
zhuowen.tu@loni.ucla.edu

³ Computer Science and Engineering
University of California, San Diego
sjb@cs.ucsd.edu

Integral Channel Features

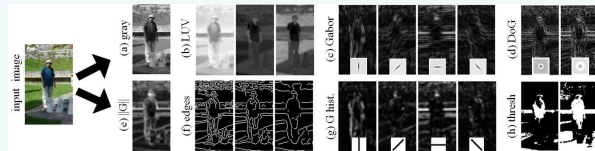
Idea: Generate and compute features efficiently using integral images over multiple registered image channels.

Key properties:

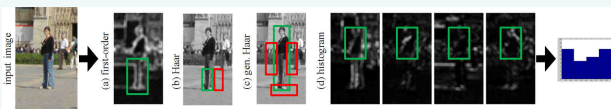
- Naturally integrate heterogeneous information
- Few parameters and insensitive to exact settings
- State of the art performance
- Fast to compute
- More accurate spatial localization

Channels and Feature Types:

- A channel C is a registered image map of I : $C = \Omega(I)$
- Restrict features to local rect. sums over C : $f(C) = \sum_x \sum_y C(x, y)$
- Require translation invariance of C : $f(\Omega(I)) = f(\Omega(I'))$

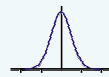


- Grayscale: original VJ framework ; Haar-like features [Viola04] ...
- Color and linear filters: RGB, LUV, DoG, Gabor [Tu05, Dollar06] ...
- Nonlinear transforms: Canny edges, thresholding, [Dollor06] ...
- Integral/Gradient Histograms: [Porikli05, Zhu06, Laptev06, Zhang08], ...
- Haar-like features [Viola04], generalized Haar features [Dollor07], ...
- Point-wise transforms: log, power; allow for local product, max ...



Scale:

- Pre-smoothing (local scale)
- Post-smoothing (integration scale)
- Binomial filtering \sim Gaussian with $\sigma = \sqrt{(2r+1)/4}$

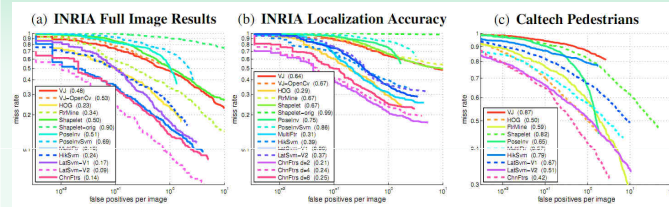


Computation time [320x240 image]:

- LUV color channels: 135 fps
- Gradient Magnitude: 60 fps
- Gradient histogram channels (6): 60 fps
- LUV + grad-mag + grad-hist + pre-smoothing: 30-34 fps



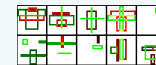
Effectiveness for Pedestrian Detection



Learning Framework

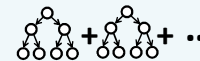
Random Features:

- Random combinations of weighted rectangles [can span multiple channels]
- Large pool of candidate features [$O(n^4)$ possibilities for k rectangles in $n \times n$ image]
- Random features work well in practice [Dollor07]



Boosting:

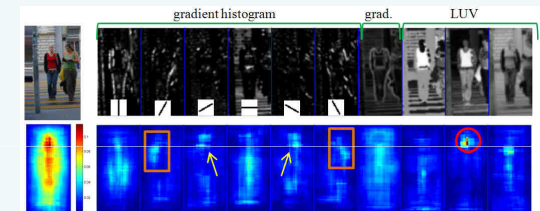
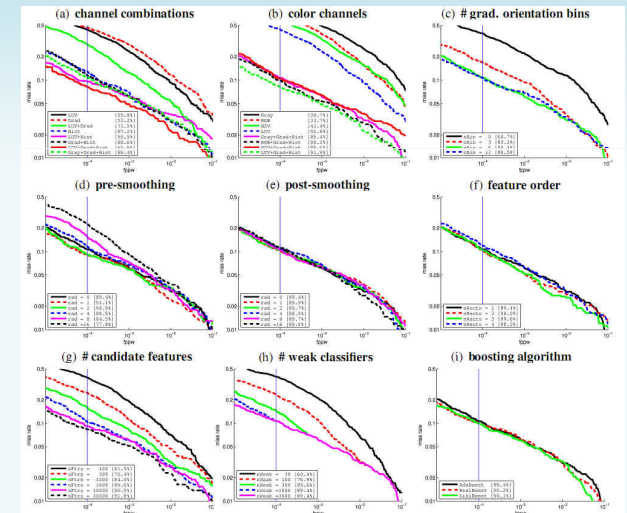
- Standard method: soft cascades [Zhang&Viola07]
- Fast : 20k examples x 5k features: 5-10m training
- Weak classifier: depth 2 decision tree



Details:

- Channels: LUV, grad-mag, grad-hist (6), pre-smoothing $r=1$
- Two rounds of bootstrapping [15k negatives + 5k positives total]
- Boosted 2000 weak classifiers from 30,000 random features
- Full-Image Detection: Spatial Stride: 4 pixels; Scale Stride: $2^{1/10}$
- Non-maximal Suppression: pairwise-max w thr=0.6

Framework Evaluation



Observations:

- Channels contain complementary information (gradients, color, etc.)
- Increasing num. features and weak classifiers improves performance
- Few other parameters, most settings irrelevant

Future Work

- Merge with more sophisticated learning method
 - Multiple Component Learning [Dollor08]
- Motion and other channels (e.g. [Wojek09])
- Automatic channel selection / discovery
- Demonstrate on other domains:
 - mouse tracking by detection, learned edge detection [Dollor06]

