

TRIPLET MARKOV FIELD DESIGNED FOR SUPERVISED CLASSIFICATION OF TEXTURE IMAGES.



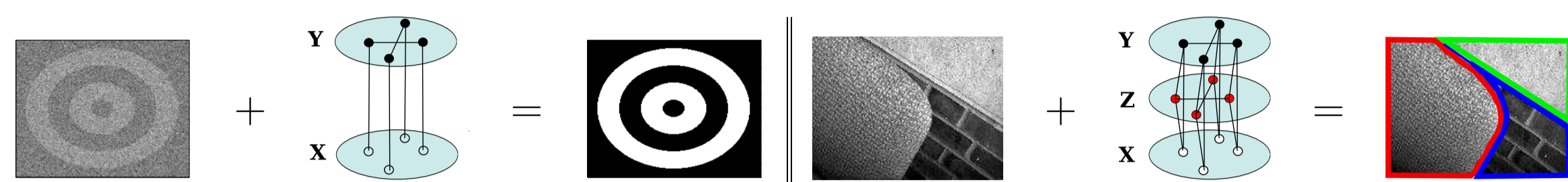
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1. The problem and his modelization

- New probabilistic framework for supervised texture recognition in images.
- Statistical parametric model which takes into account both the **spatial dependencies** between observations and the **non homogeneity** of textures.



Observation \mathbf{X}
Hidden class (homogen) \mathbf{Y}

Observation \mathbf{X}
Hidden texture (unhomogen) \mathbf{Y}
+ Auxiliary variable \mathbf{Z} (\sim subclasses)

(\mathbf{X}, \mathbf{Y}) HMF-IN
(Hidden Markov Field Independent Noise)

$(\mathbf{X}, (\mathbf{Y}, \mathbf{Z}))$ HMF-IN [recognizing step]
and $(\mathbf{X}, \mathbf{Z}|\mathbf{y})$ HMF-IN [learning step]

2. The corresponding distributions

- $\forall i \in S$, observation $x_i \in \mathbb{R}^p$, hidden texture $y_i \in [1, L]$, auxiliary variable $z_i \in [1, K]$.

$$P(\mathbf{Y} = \mathbf{y}) = \frac{1}{W} \exp\left(\beta \sum_{i \sim j} 1_{y_i=y_j} \right)$$

a texture is a block

$$P(\mathbf{Z} = \mathbf{z} | \mathbf{Y} = \mathbf{y}) = \frac{1}{W(\mathbf{y})} \exp\left(\sum_{i \sim j} B_{y_i y_j}(z_i, z_j) \right)$$

correlation term between subclasses

$$P(\mathbf{x} | \mathbf{y}, \mathbf{z}) = \prod_{i \in S} P(x_i | y_i, z_i) = \prod_{i \in S} f_{\theta_{y_i z_i}}(x_i)$$

Independent Noise

- \mathbf{Y} and $\mathbf{Z}|\mathbf{y}$ are markovians, so that (\mathbf{Y}, \mathbf{Z}) is markovian
- $(\mathbf{X}, \mathbf{Z}|\mathbf{y})$ is an HMF-IN
- $(\mathbf{X}, \mathbf{Y}, \mathbf{Z})$ is a TMF-IN (Triplet Markov Field with Independent Noise) [5]
- BUT (\mathbf{X}, \mathbf{Y}) is **not necessarily** an HMF-IN

3. Learning Step

- We dispose of learning data labelled with the corresponding texture \mathbf{y} .
- We estimate parameters $\{B_{ll'}\}$ and $\{\theta_{lk}\}$ of the HMF-IN $(\mathbf{X}, \mathbf{Z}|\mathbf{y} = \mathbf{y})$.
- For Hidden Markov Fields, due to the dependence structure, the exact Expectation-Maximisation (EM) algorithm [2] is untractable.
- We use the Mean Field (MF) approximation [3] to derive a factorized model:

$$P_G(\mathbf{z}|\mathbf{y}) \simeq \prod_{i=1}^n P(z_i | \mathbf{y}, \tilde{z}_j, j \in N_i), \quad \tilde{\mathbf{z}} \text{ constant field}$$

Iterative algorithm MF-EM [4] which, at each iteration, repeats the two steps:

- create the new constant field $\tilde{\mathbf{z}} = (\tilde{z}_i)_{i \in S}$,
- apply the EM algorithm for the factorized model to get new estimators of parameters $\{B_{ll'}\}$ and $\{\theta_{lk}\}$.

4. Recognizing Step

- We dispose of estimators $\hat{\theta}_{lk}$ of the $L \times K$ distributions $f_{\theta_{lk}}$ and estimators $\hat{B}_{ll'}$ of the $L \times L$ symmetric correlation matrices.
- Spatial parameter β of the MRF \mathbf{Y} remains to be unknown.
- Goal: to classify each unlabelled data from a new image in one of the L textures.
- We run the MF-EM algorithm over the HMF-IN $(\mathbf{X}, (\mathbf{Y}, \mathbf{Z}))$ with fixed parameters $\hat{\theta}_{lk}$ and $\hat{B}_{ll'}$ to get new estimator $\hat{\beta}$ of β .
- Final classification is then obtained by applying the Most Probable Marginals (MPM) [1] rule according which the site i is classified in texture \hat{l}_i so that:

$$\hat{l}_i = \arg \max_{l \in [1, L]} P(Y_i = l | \mathbf{x}) = \sum_{k=1}^K P(Y_i = l, Z_i = k | \mathbf{x}).$$

5. Experimental results

- $L=7$ different textures.
- Learning base: $7 \times 10 = 70$ single texture images.

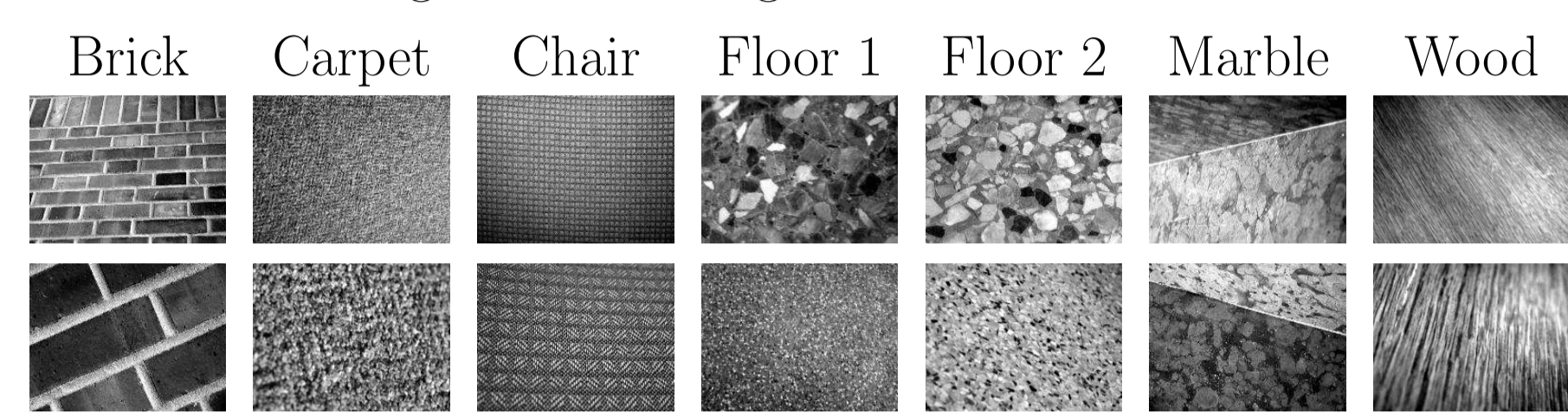


FIGURE 1: Sample of the learning base (7 textures).

- Recognition base: 70 single texture images and 68 multi-texture images.
- Observations are high-dimensional image descriptors (of dimension $p = 128$) irregularly located.
- The neighborhood system is the Delaunay graph.

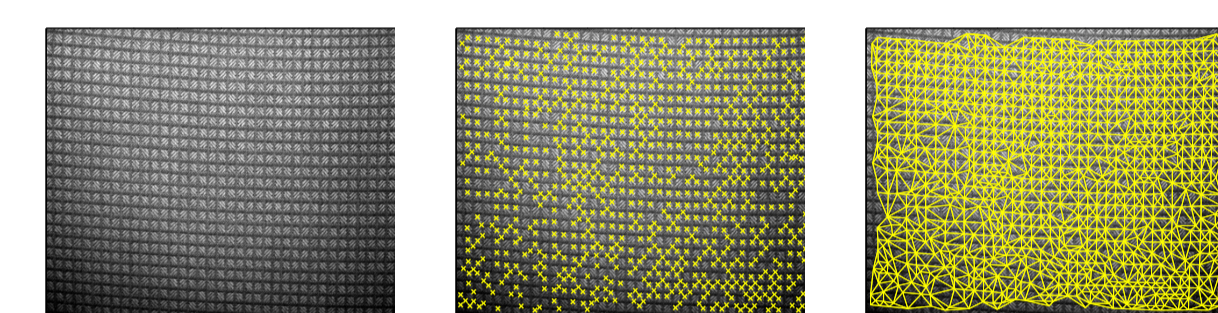


FIGURE 2: Original image, extracted descriptors and Delaunay neighborhood graph.

- Distributions $f_{\theta_{lk}}, l \in [1, L], k \in [1, K]$ ($L = 7, K = 10$) are supposed to be Gaussian, with diagonal covariance matrix (Σ^{diag}) or parametrized (Σ^{hdim}) [5] in order to cope with the dependencies between the 128 variables of a data.
- Independent Mixture model or Triplet Markov Field modelisation.

Model	Covariance	Brick	Carpet	Chair	Floor 1	Floor 2	Marble	Wood
Ind. Mixture	Σ^{diag}	77.58	31.60	58.26	28.26	58.79	33.87	58.56
Ind. Mixture	Σ^{hdim}	81.18	56.94	62.48	35.64	67.43	37.05	65.02
Triplet MF	Σ^{diag}	96.59	80.70	83.60	82.69	83.90	46.05	95.18
Triplet MF	Σ^{hdim}	99.33	98.61	99.28	97.36	99.57	56.24	99.28

FIGURE 3: Percent of data of each texture correctly classified.

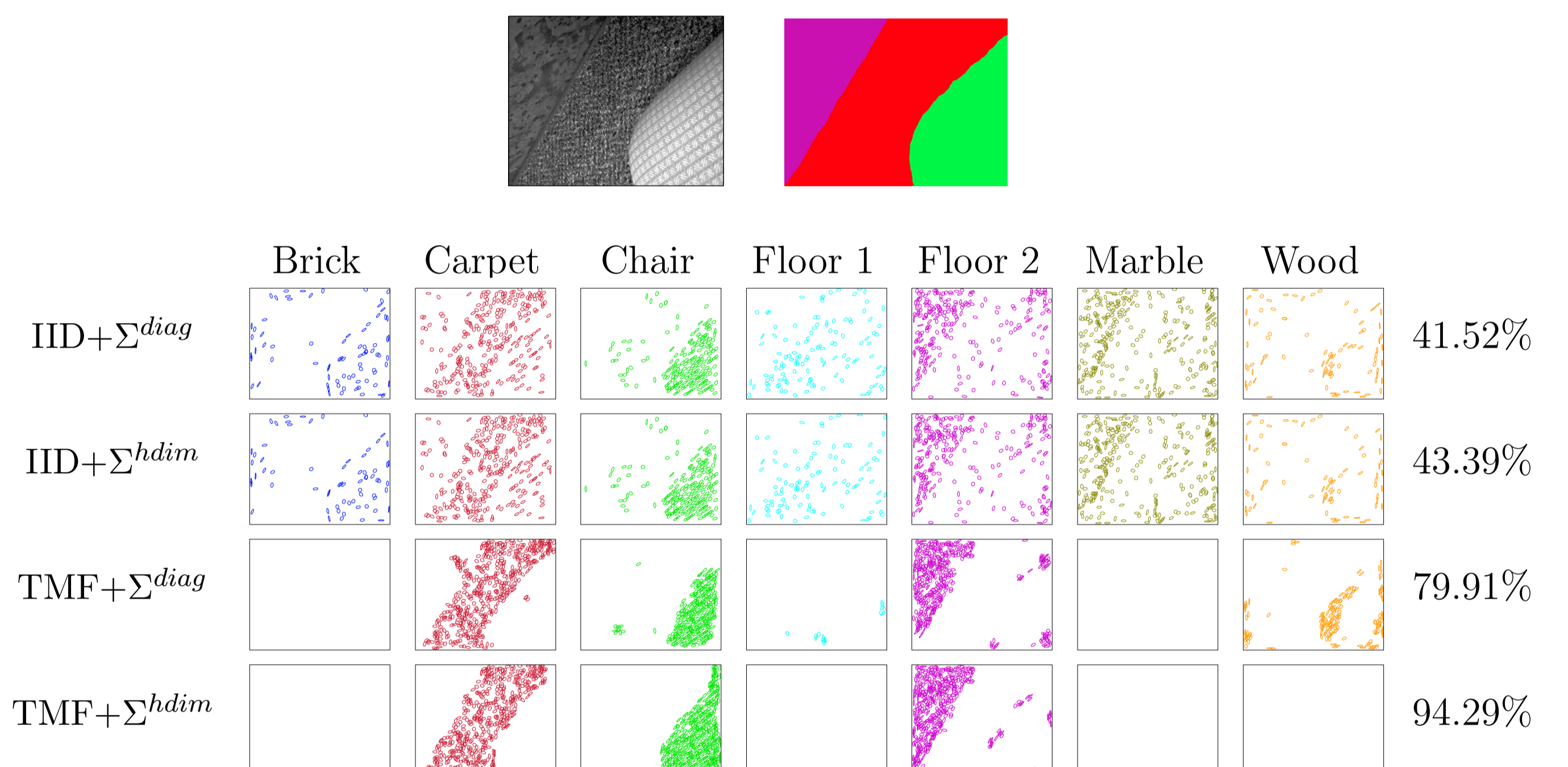


FIGURE 4: Classification of an image composed of 3 different textures (carpet, chair and floor 2) with, from top to bottom: independent mixture and Σ^{diag} , independent mixture and Σ^{hdim} , Triplet Markov Field and Σ^{diag} , Triplet Markov Field and Σ^{hdim} .

Conclusion

- We have proposed a modelization designed for supervised classification of texture images based on Triplet Markov Field.
- Learning and classification steps are performed applying an EM-like algorithm with mean field approximation.
- Results obtained on real texture images are very satisfying.

Bibliography

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