

Marked Point Process Models in Image Processing: Application to Remote Sensing

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Bayesian Approach

$$P(X | Y) = \frac{P(X)P(Y | X)}{P(Y)} \propto P(X)P(Y | X)$$

Y : observed data

X : unknown variable (objects, features, ...)

$P(Y | X)$: likelihood

$P(X)$: prior

$P(X | Y)$: posterior

$$\text{Estimated } X : X^* = \arg \max_X P(X | Y)$$

Medium Resolution Data: Markov Random Fields

Prior: Markov Random Field on pixel values

Likelihood: conditional independence assumption

$$P(Y | X) = \prod_{s \in S} P(y_s | x_s)$$

No contextual information in the likelihood:

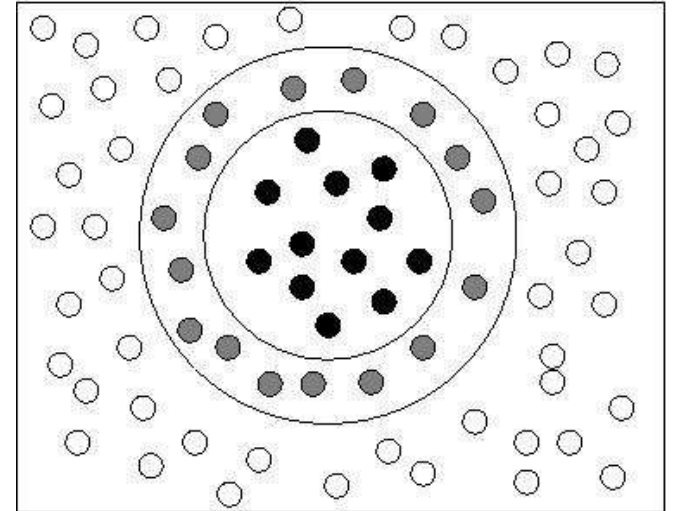
1 - uncorrelated noise

2 - no texture

Markov Random Fields

$$P(x_s | x_t, t \neq s) = P(x_s | x_t, t \in v_s)$$

v_s being the neighborhood of s



- Contextual Information Modeling
- Link with Statistical Physics: Gibbs Fields

From Context to Geometry



SPOT image © CNES



IKONOS image © Satellite imaging Corporation



IKONOS image © Satellite image Corporation⁵

From Context to Geometry

How to extract structural information from HR images?



SPOT image © CNES



aerial image © IGN

High Resolution Data: From Pixels to Objects

- **Goal:** To model the **observed scene** as a **configuration of objects** (roads, rivers, buildings, trees):
 - To take into account data at a **macroscopic scale**.
 - To take into account the **geometry of objects**.
 - To take into account **relations between objects** (macro-texture).
 - **Unknown number** of objects (MRF on graph impossible).

Solution: Marked point processes

- **Stochastic modeling:** Set of objects in the scene \equiv realization of a **marked point process**, X . [Lieshout-00], [Descombes and Zerubia-02]
- **Optimization algorithm:** **Monte Carlo** sampler (e.g. **RJMCMC**) + **simulated annealing**.

Marked Point Processes

- A **marked point process** X on $\chi = \mathcal{P} \times \mathcal{M}$ is a point process on χ for which the point location is in \mathcal{P} and the marks in \mathcal{M} .
- We define X by its **probability density** f w.r.t. the law $\pi_\nu(\cdot)$ of a Poisson process known as the reference process ($\nu(\cdot)$ is the **intensity measure**)

Sampling: Birth and Death Algorithm (Geyer/Moller-94)

- **Birth:** with probability $\frac{1}{2}$, randomly propose a new point u in χ to be added to the current configuration x . Let $y = x \cup \{u\}$. Compute the **acceptance ratio**:

$$R_1(x, y) = \frac{f(y) \nu(\chi)}{f(x) n(y)}$$

- **Death:** with probability $\frac{1}{2}$, randomly propose a point v to be removed from x . Let $y = x \setminus \{v\}$. Compute the **acceptance ratio**:

$$R_2(x, y) = \frac{f(y) n(x)}{f(x) \nu(\chi)}$$

- With probability $\alpha_i = \min\{1, R_i\}$, accept the proposition $x_{t+1} = y$, otherwise accept the proposition $x_{t+1} = x$.

Sampling: RJMCMC (Green-95)

- Generalization of Geyer/Moller-94
- Mixture of several proposition kernels:

$$Q(x, \cdot) = \sum_m p_m(x) q_m(x, \cdot)$$

- Convergence condition exists.

Sampling: RJMCMC

- **Algorithm:**

At time t :

- 1) *Select randomly a kernel q_m using the discrete law $(p_m(\mathbf{x}))$*
- 2) *Generate a new configuration y with respect to the selected kernel:
 $y \sim q_m(\mathbf{x}, \cdot)$*
- 3) *Compute the acceptance ratio: $R_m(\mathbf{x}, y)$*
- 4) *Compute the acceptance rate α : $\alpha = \min(1, R_m(\mathbf{x}, y))$*
- 5) *With probability*
 - α *set: $\mathbf{X}_{t+1} = y$*
 - $(1-\alpha)$ *set: $\mathbf{X}_{t+1} = \mathbf{x}$*

Optimization Algorithm

- **Goal:** To estimate a configuration maximizing $f(\cdot)$
- **Simulated annealing:**

Successive simulations of $\mathbf{f}_t(\mathbf{x}) \mathbf{n}(\mathbf{d}\mathbf{x})$ using a RJMCMC algorithm with:

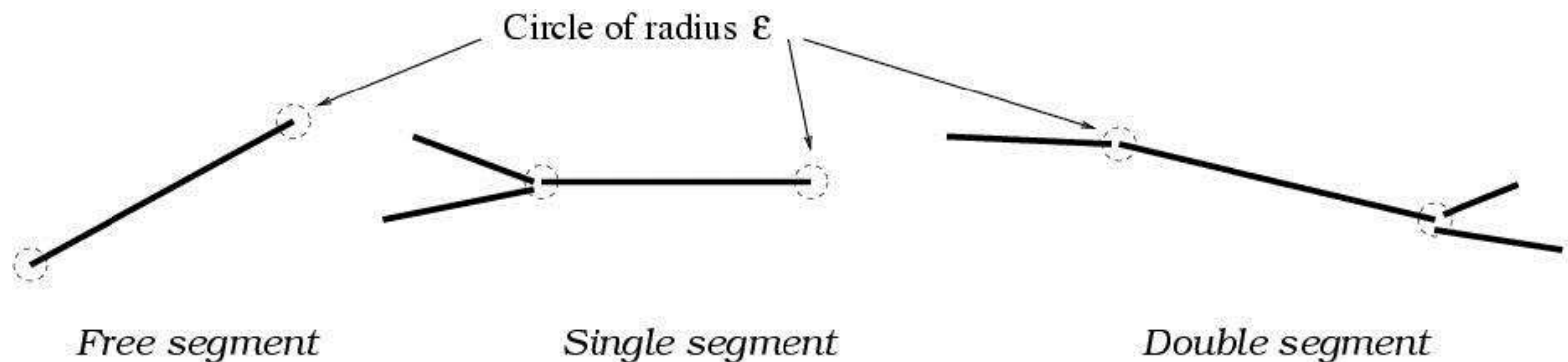
$$\mathbf{f}_t(\mathbf{x}) = \mathbf{f}(\mathbf{x})^{\frac{1}{T_t}}$$

where (T_t) (\equiv temperature) decreases towards zero.

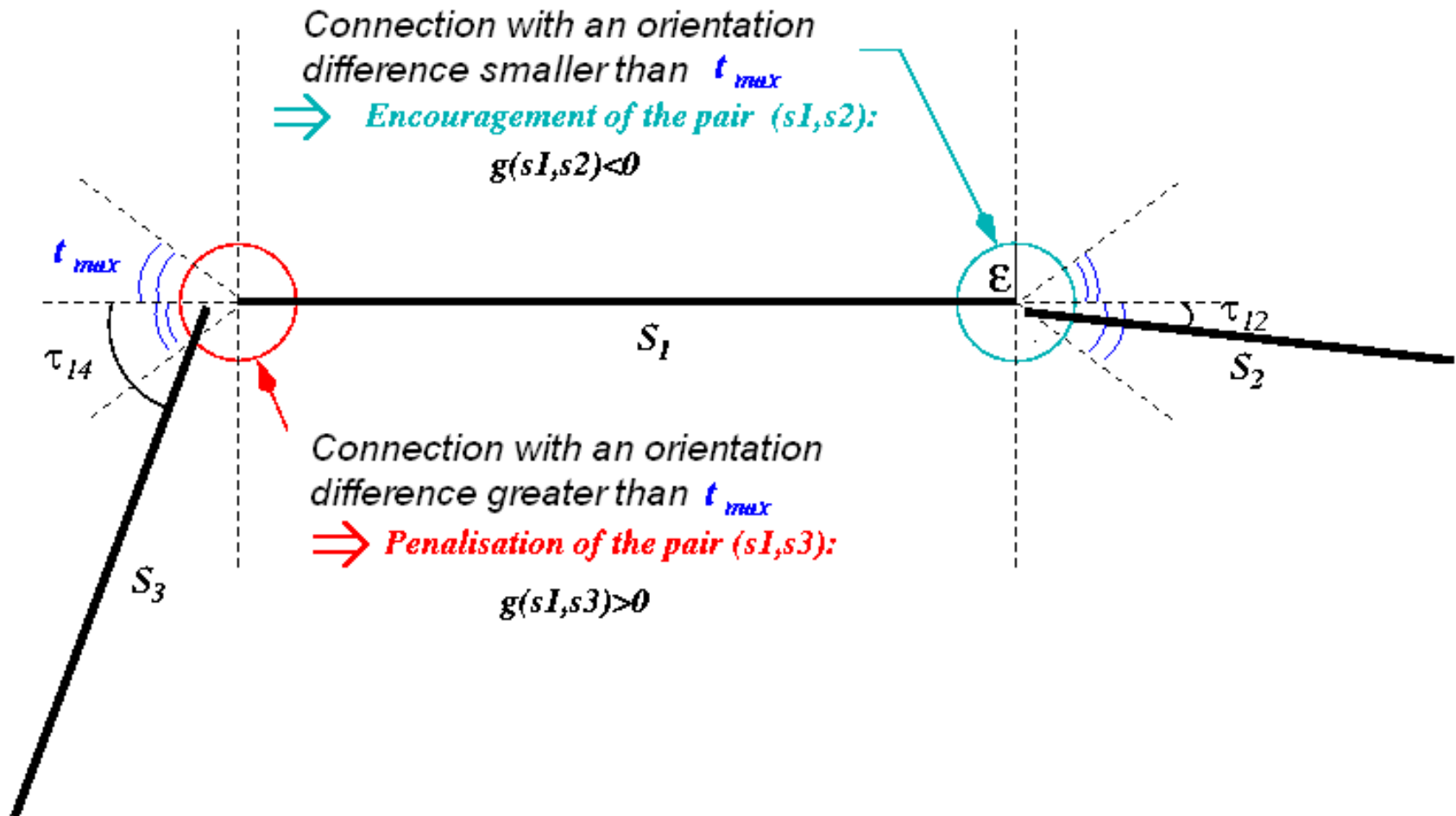
- Logarithmic decrease \Rightarrow global maximum.
- **In practice:** geometric decrease.
At each step, $T_{t+1} = T_t \times \mathbf{c}$, where \mathbf{c} is a constant close to 1.
($\mathbf{c}=0.99999$ or $\mathbf{c}=0.999999$ depending on the difficulty of the detection)

First example: Quality Candy Model for road network extraction

- Objects: **segments** [Stoica et al. - 04, Lacoste et al. - 05]
- Prior: models the connectivity and the curvature
- Data term

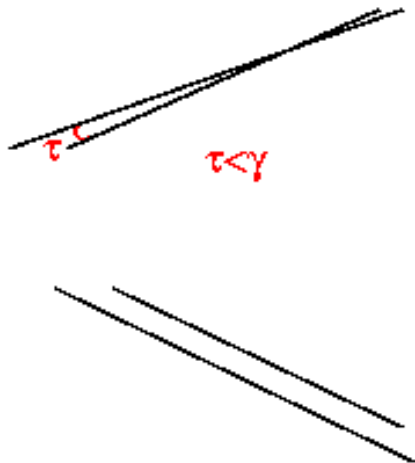


First example: Quality Candy Model for road network extraction



First example: Quality Candy Model for road network extraction

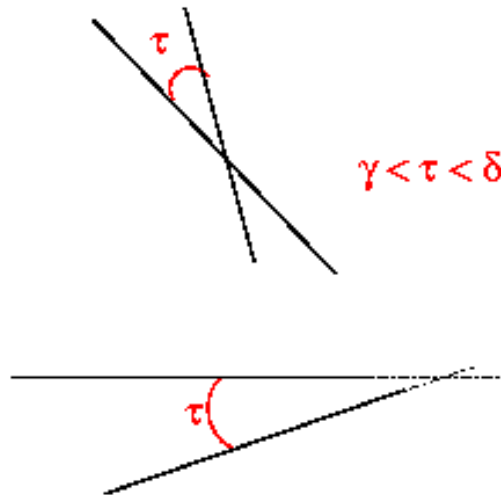
Very slight difference of orientation



⇒ Clique forbidden

$$g(u, v) = \infty$$

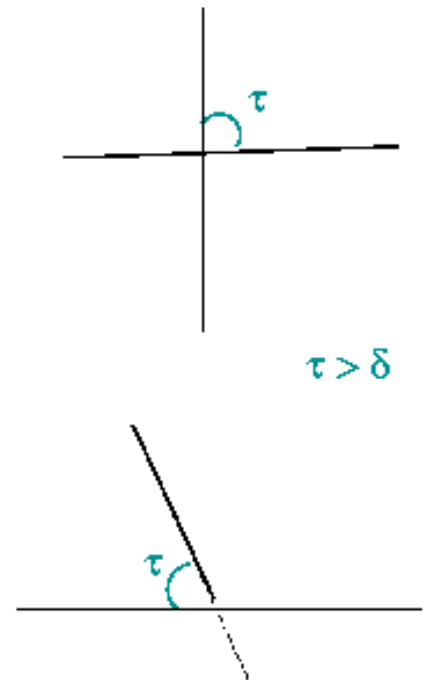
Slight difference of orientation



⇒ Clique penalised

$$g(u, v) > 0$$

Difference of orientation close to a right angle

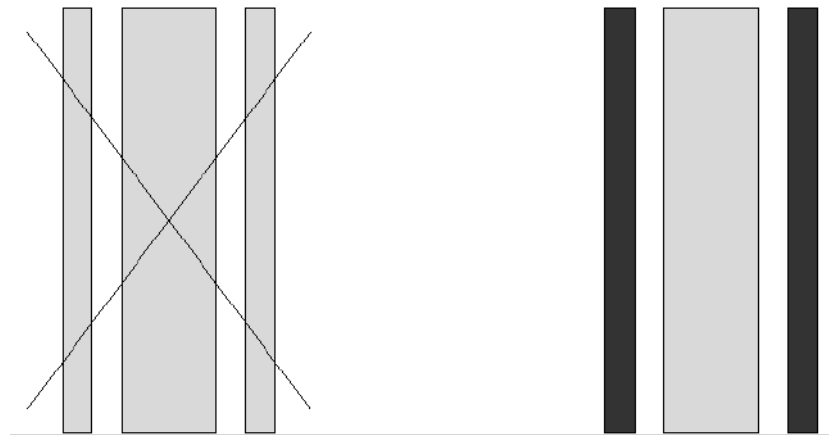


⇒ Clique not penalised

$$g(u, v) = 0$$

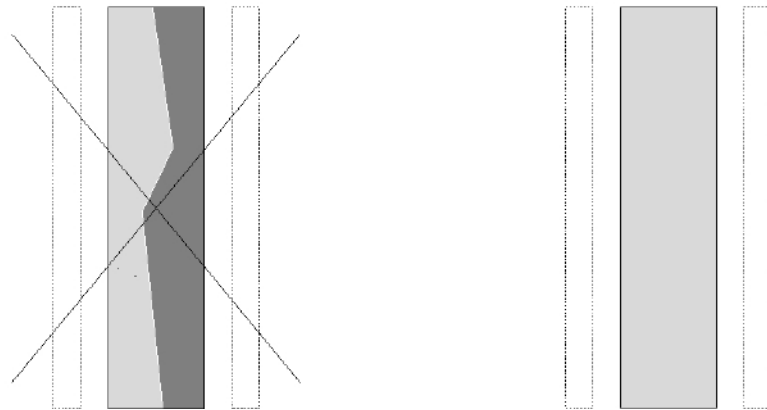
First example: Quality Candy Model for road network extraction

- Objects: Segments
- Prior: models the connectivity and the curvature
- First data term: t-test



First example: Quality Candy Model for road network extraction

- Objects: Segments
- Prior: models the connectivity and the curvature
- Second data term: t-test



Kernels of the RJMCMC algorithm

- Uniform birth and death
- Birth and death in a neighborhood
- Extension/contraction of a segment
- Translation of a segment
- Rotation of a segment

Results



Results



Results



Results



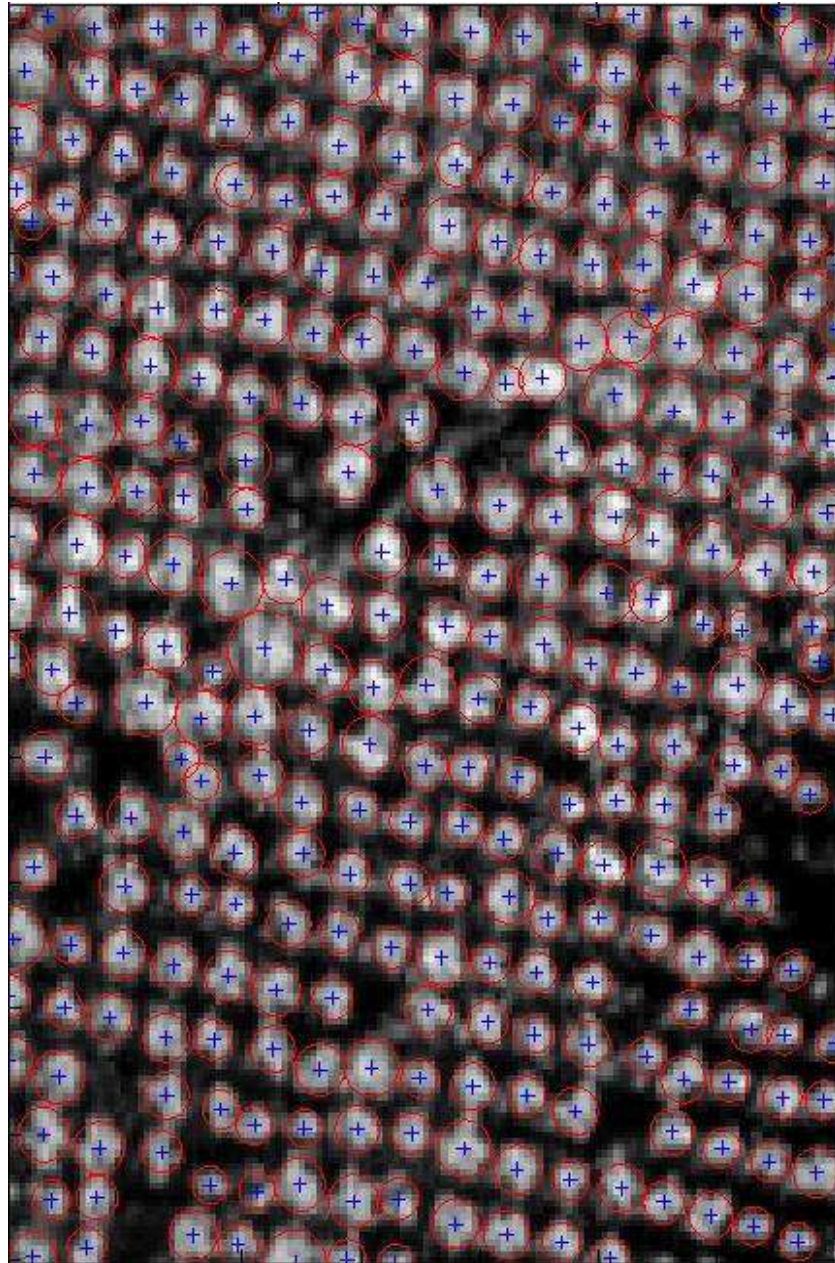
Second example: tree crown extraction

First method

- Object: **disc**
- Prior: **non-overlapping** trees
- Data: **Gaussian** likelihood

$$A_y(S(x)) = \prod_{p \in S(x)} P_{tree}(y_p) \prod_{p \notin S(x)} P_{notree}(y_p)$$

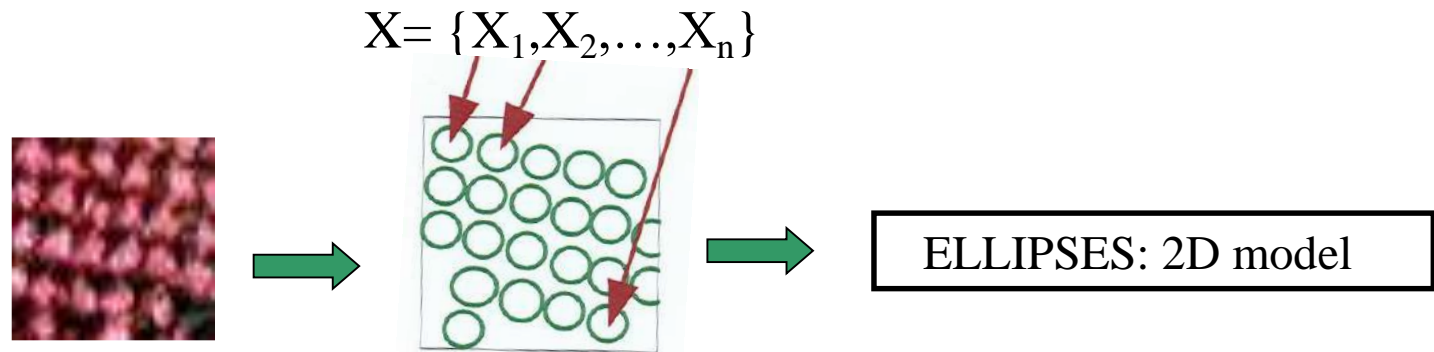
Result



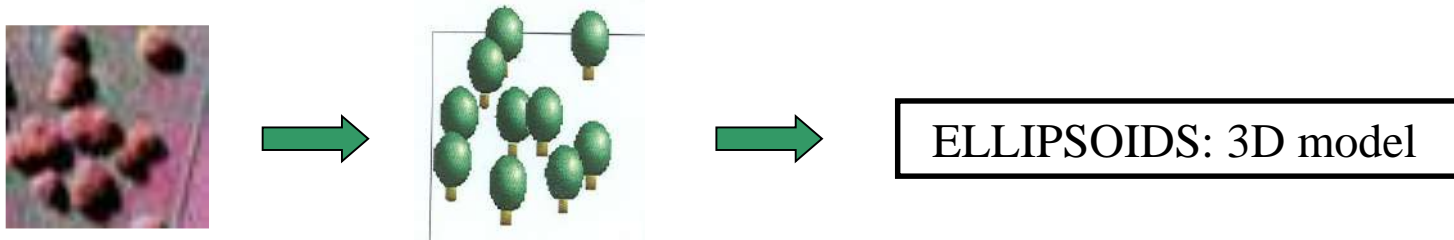
Second example: tree crown extraction

Second method

- Marks: **ellipses** or **ellipsoids**. [Perrin et al. - 05, Eriksson et al. - 06]



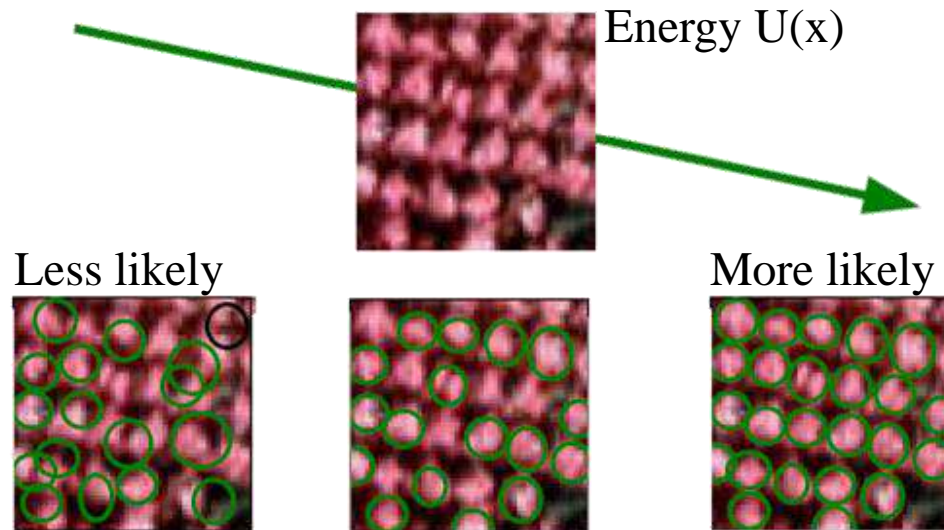
Dense area: plantation (merged shadows)



Sparse vegetation (drop shadows)

Density of the process

- Goal: design the density of the MPP in order to make tree configurations be the most likely configurations.
- Minimize the energy: $U(x) : f(x) = \frac{1}{Z} \exp(-U(x))$
- Mathematical tools: RJMCMC algorithms + simulated annealing.



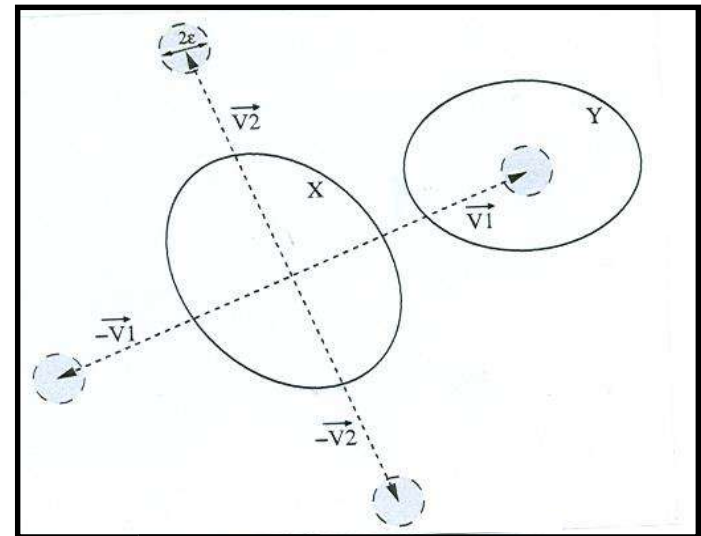
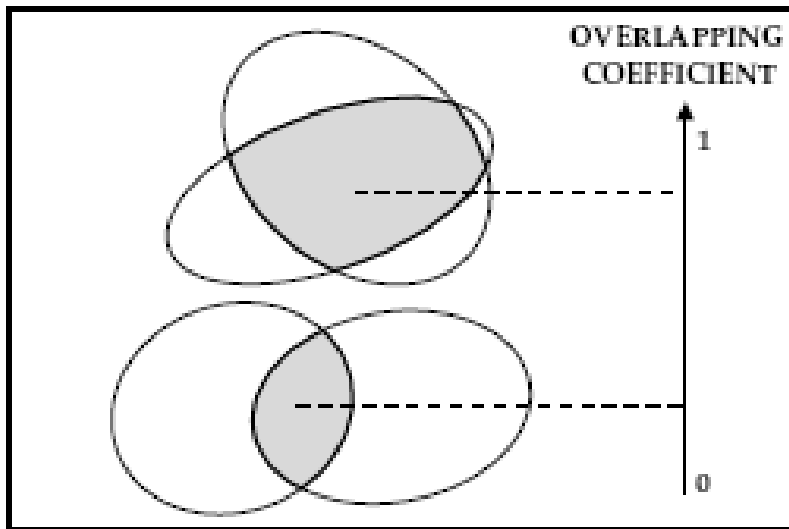
Poplars to be extracted with ellipses

Energy of the model

- Regularizing term + data term:

$$U(x) = U_r(x) + U_d(x)$$

- $U_r(x)$: prior term = interactions between objects.

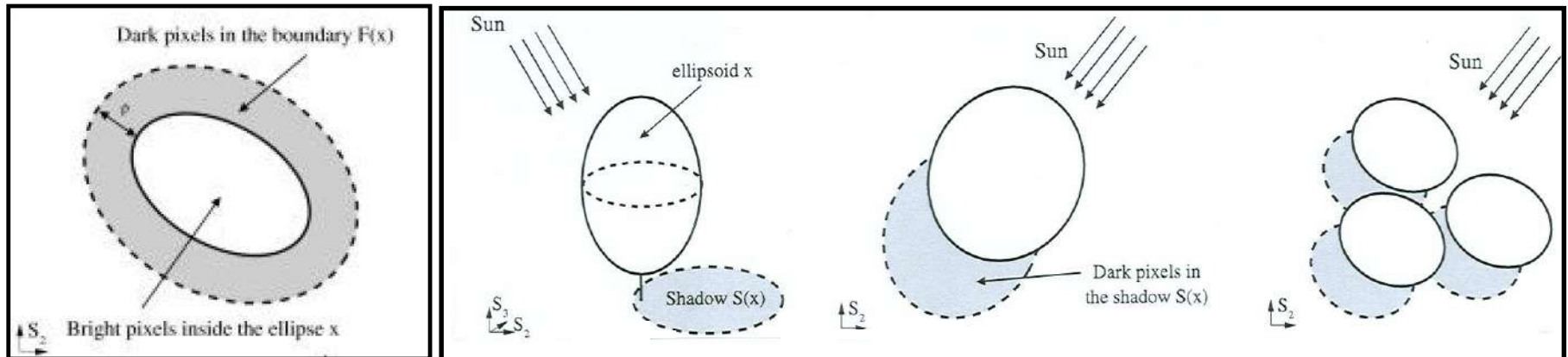


- $U_d(x)$: data term = fitting the object into the image.

$$U_d(x) = \gamma_d \sum_{x_i \in x} U_d(x_i)$$

Data energy term $U_d(x)$

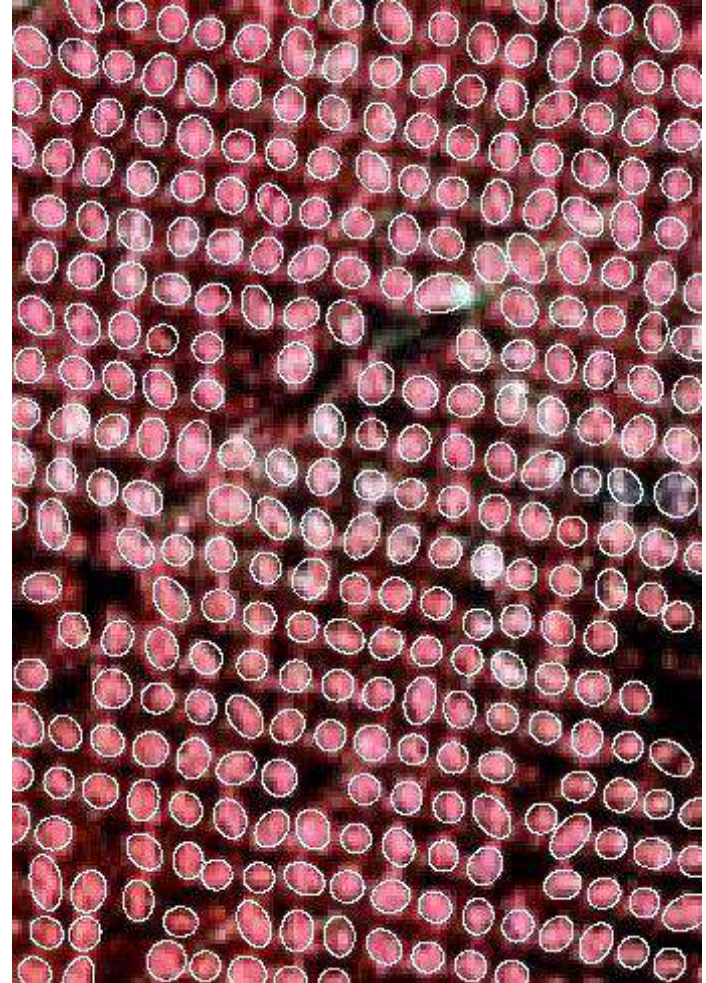
- What is typical of the presence of a tree ?
 - high reflectance in the **near infrared**.
 - shadow.
 - neighborhood.
- In **dense vegetation**: merged shadows, shadow area = **all around the tree**.
- In **sparse vegetation**: drop shadows, shadow area = **in the direction of the sunlight**.



Results with the 2D model (1)

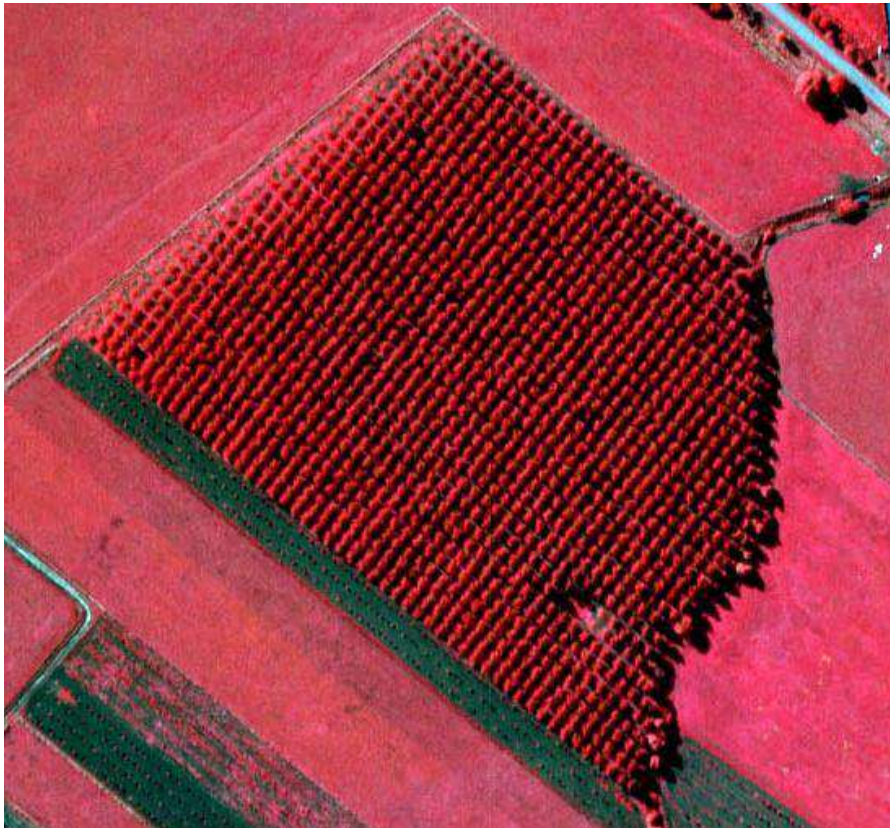


Poplar plantation. 1 ha ©IFN.

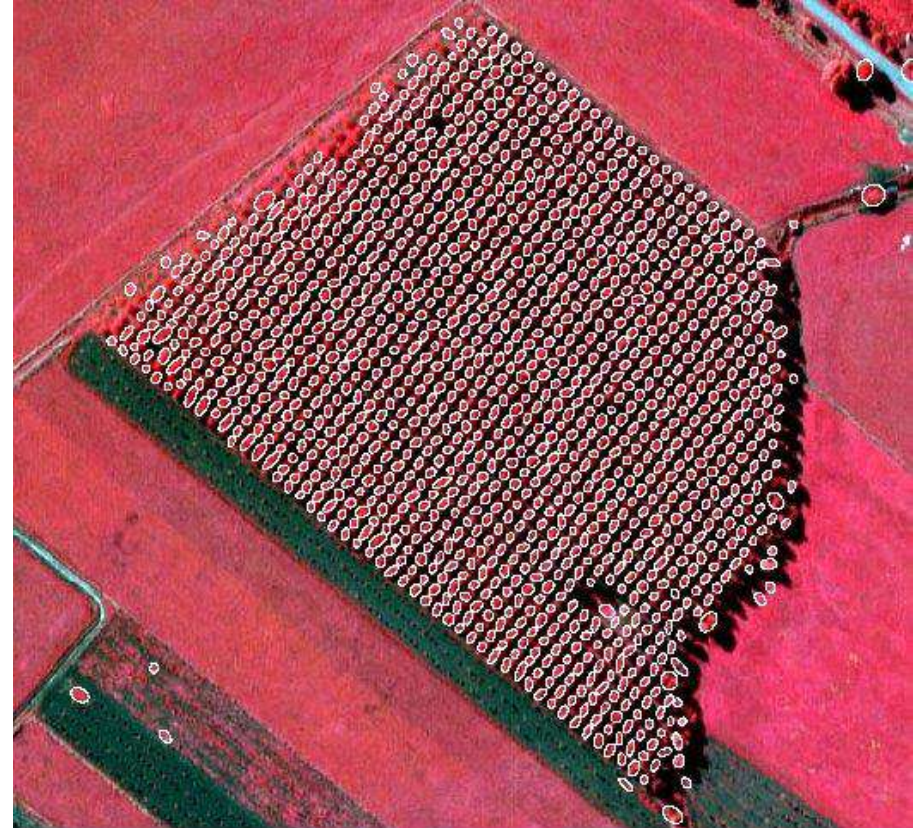


2D model extraction. © Ariana / INRIA

Results with the 2D model (2)



Poplar plantation. 7 ha ©IFN



2D model: more than 1300 objects. © Ariana / INRIA

Results with the 3D model (1)

- Application: **sparse vegetation**, trees on the borders of plantations, **mixed height stands**.
- Hypotheses: the position of the Sun is given, trees close to the nadir and at ground level (no deformation).
- Results: position, crown diameter, **approximate height** of the tree.



© IFN



© IFN



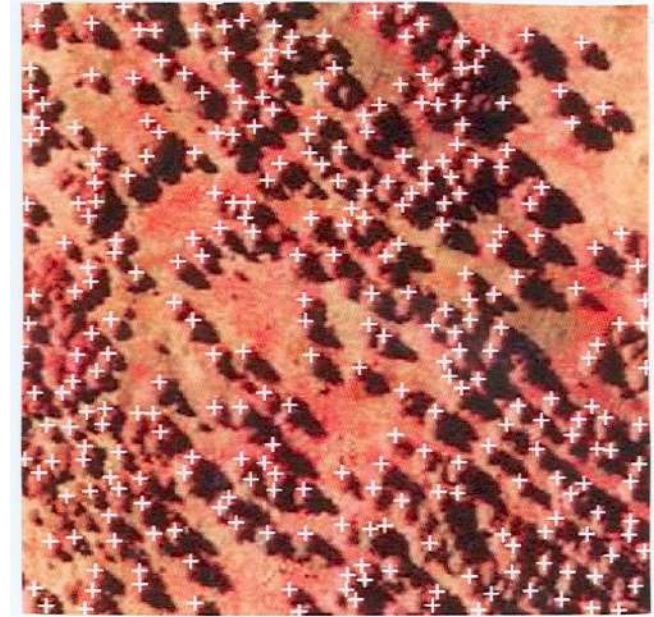
© IFN

Results with the 3D model (2)

- 3D model extraction in **sparse vegetation**.



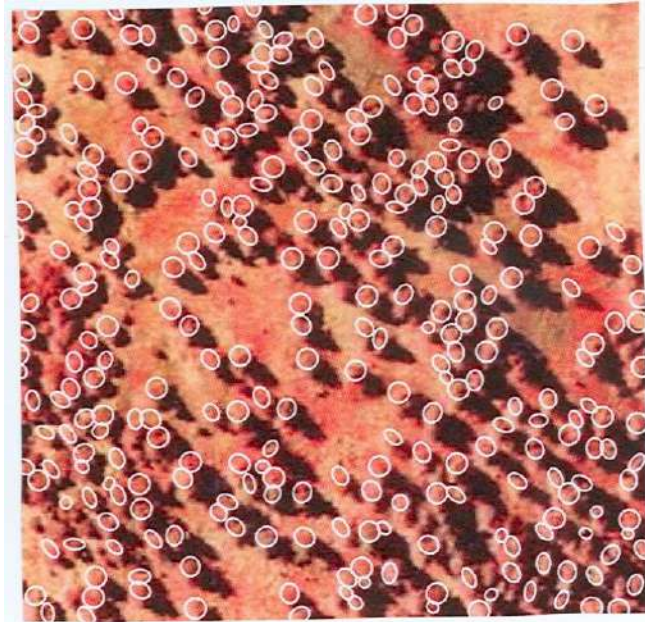
2.5 ha (Alpes Maritimes) © IFN.



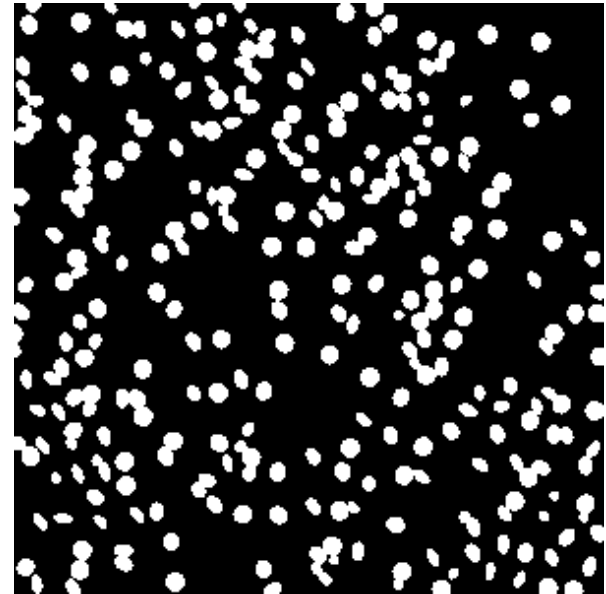
3D model extraction © Ariana / INRIA

Results with the 3D model (3)

- Application: density of the sparse vegetation $\approx 19\%$.



3D model extraction. © Ariana / INRIA



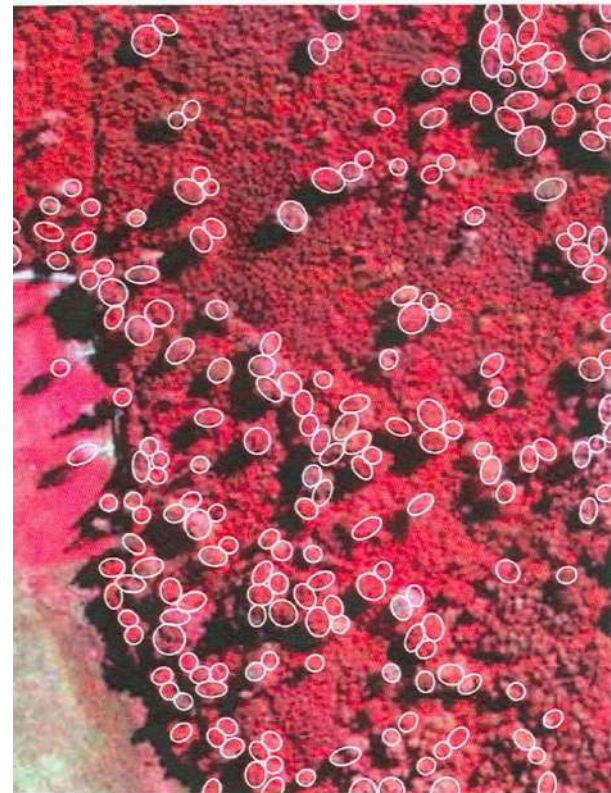
Binary image of the vegetation.

Results with the 3D model (4)

- Many objects.
- Information on the timber forest density $\approx 15\%$.



Mixed height stand (3 ha) © IFN.

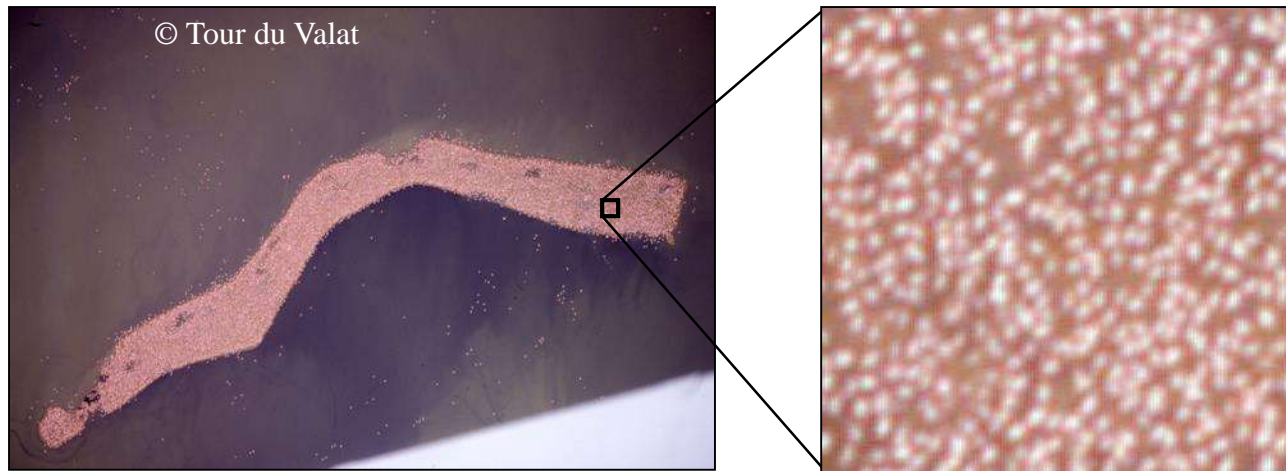


3D model extraction © Ariana / INRIA

Third example: Flamingo counting

Previous counting techniques of Flamingos :

- ✓ **Manually**, by sampling, counting then **extrapolating**
- ✓ Tricky because of the low quality of the aerial images
 - ✓ **Time consuming** and finally **not precise**

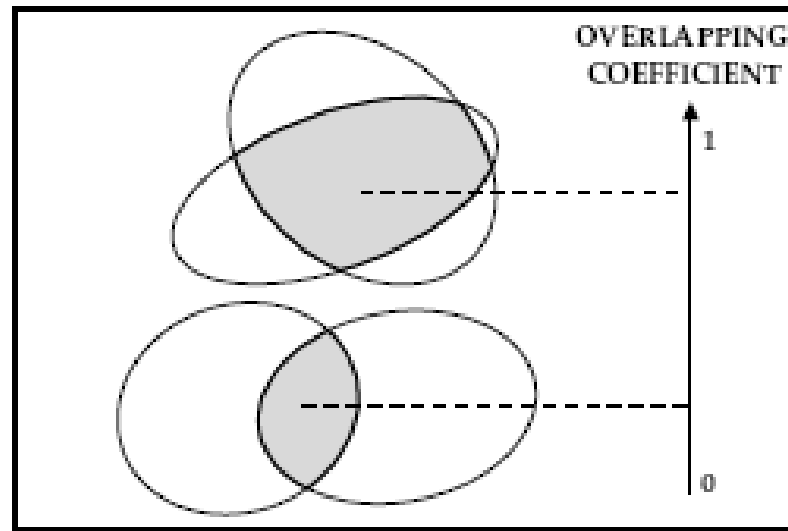


➡ **Need to develop a method to count flamingos automatically**

Model for the extraction of Flamingos

A priori model : Interaction between objects [G.Perrin et al., 06]

➔ Penalization of overlapped objects



Top: high energy, Bottom: low energy

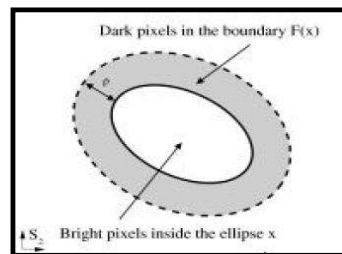
Model for the extraction of Flamingos

Data model : to adapt objects to flamingos

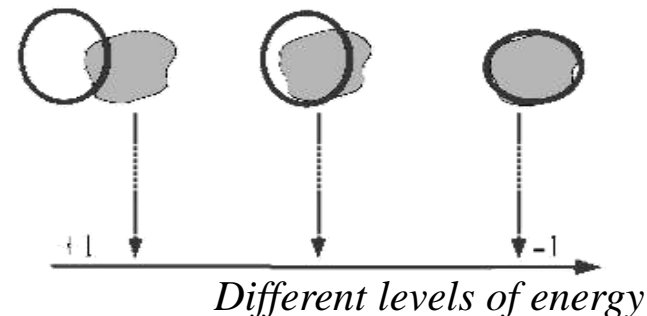
Flamingos considered as **bright ellipses** making a **contrast** with their crowns [Descamps et al., 08]

- ✓ **Modified Bhattacharya distance** computation from the pixel distributions in the ellipse and in its crown [G.Perrin et al., 06].
- ✓ Comparison of the center of the ellipse with the mean value of a flamingo in the image.

We **favor good objects**, we **penalize bad ones**:



Ellipse and its crown



Simulation and optimization

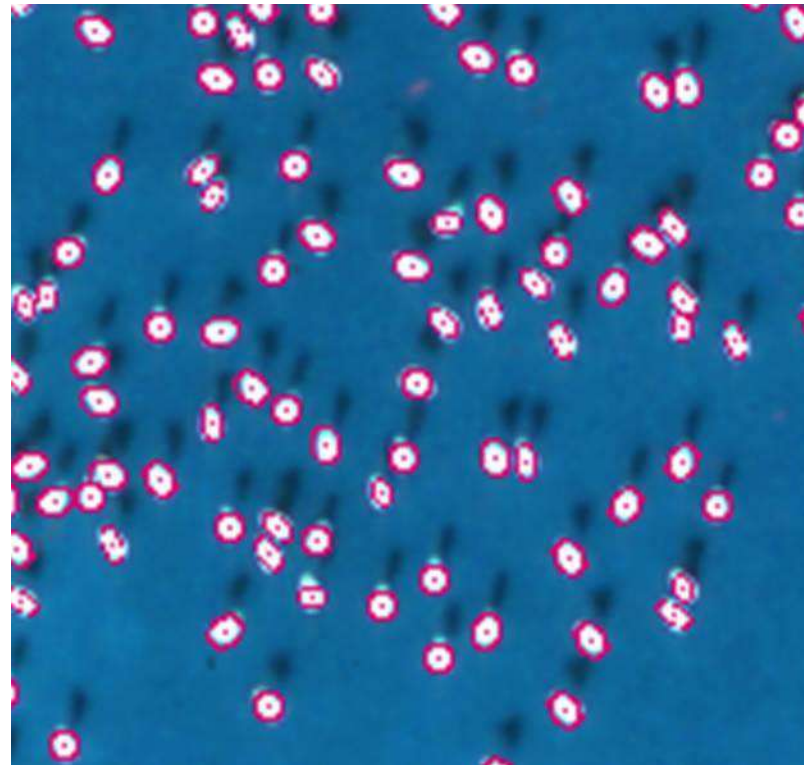
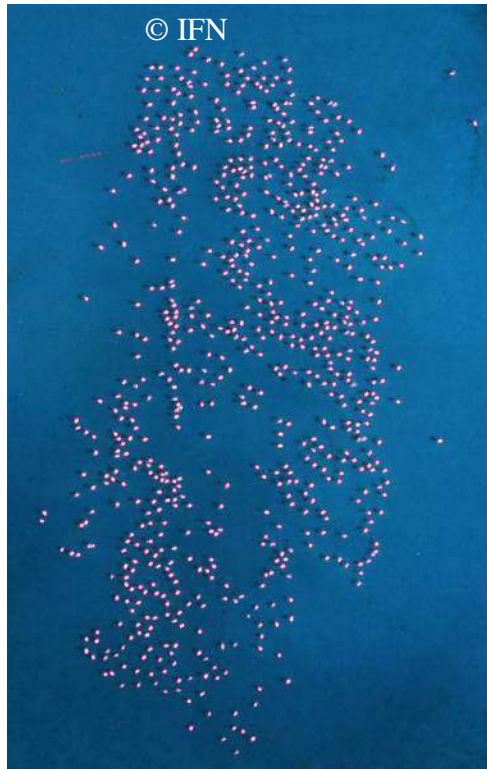
Aim: Simulate configurations to reach the minimum of the energy $U(\mathbf{x})$ with the most likely configuration

Method: Multiple birth and death dynamics [X. Descombes et al. 09]

Results

Size estimation of a colony in Camargue, France:

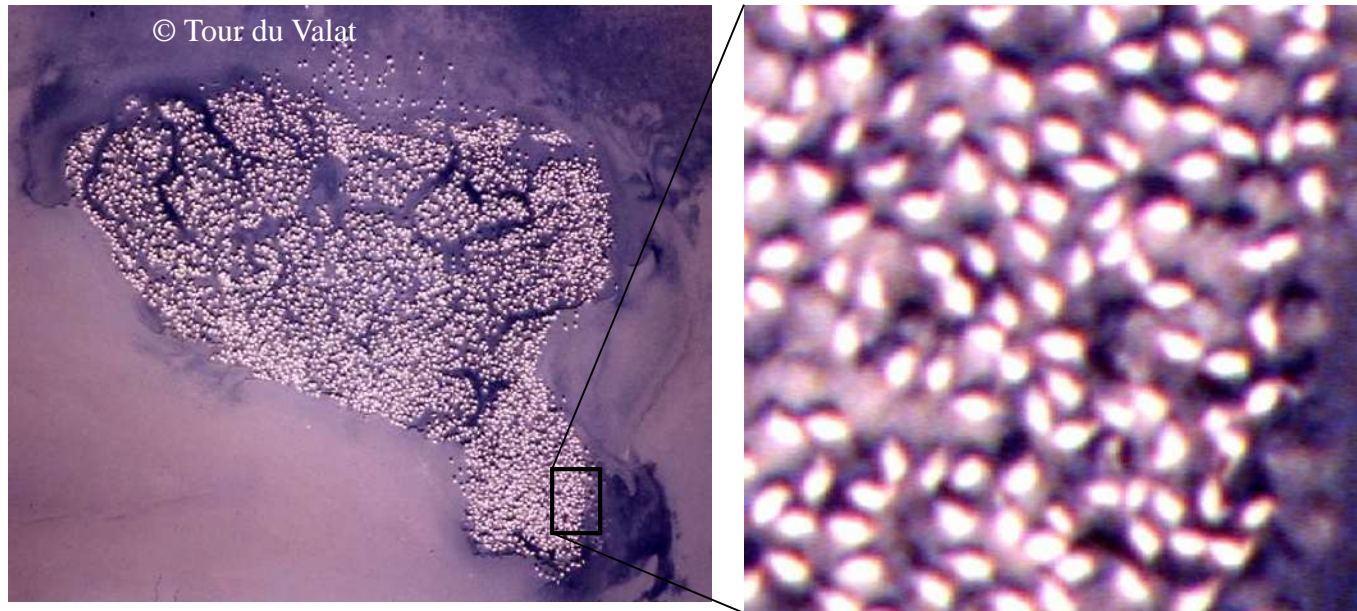
✓ 557 flamingos detected



Results

Size estimation of a colony in Turkey (2005):

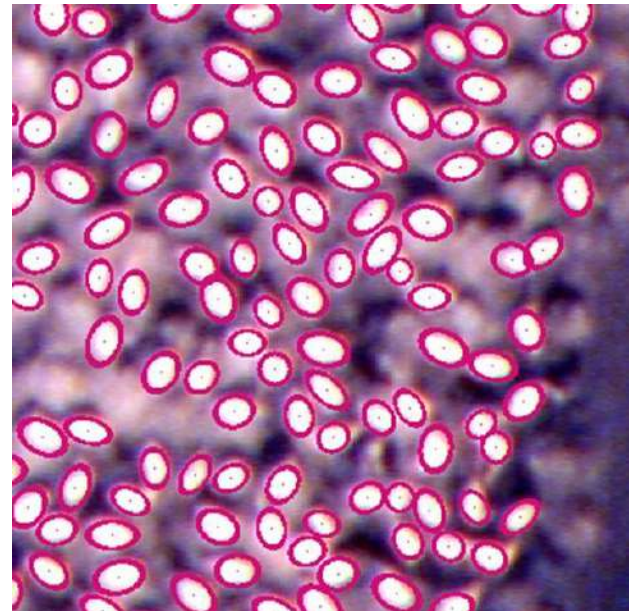
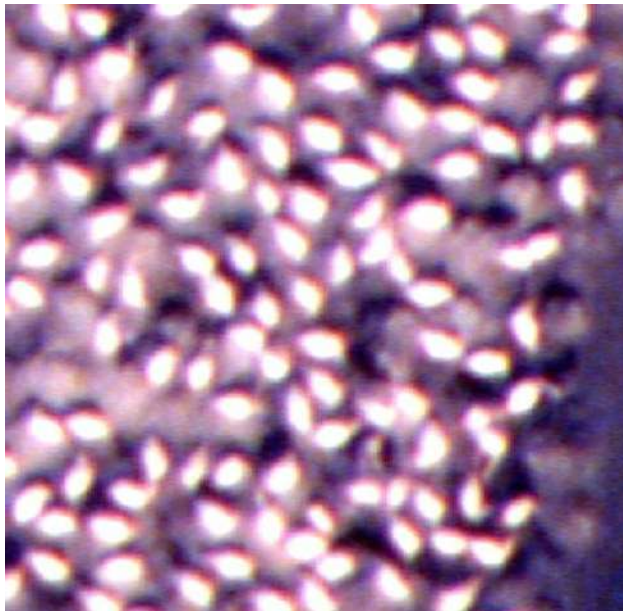
✓ Low density



Results

Size estimation of a colony in Turkey (2005):

✓ 3682 flamingos detected for the whole colony (*Tour du Valat* = 3684 flamingos)



Results

Size estimation of a colony in Mauritania (2004):

- ✓ High density



Results

Size estimation of a colony in Mauritania (2004):

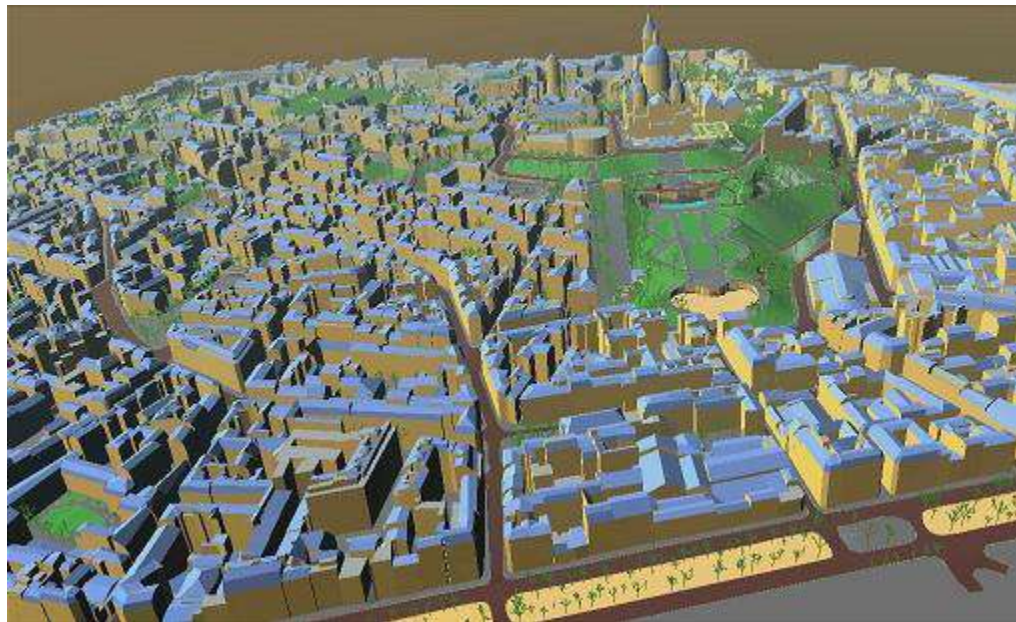
✓ 14595 flamingos detected for the whole colony (*Tour du Valat: 13650 flamingos*)



Fourth example: building extraction

Goal: Creation of 3D urban databases

- public (urban planning, disaster recovery ...)
- private (wireless telephony, movies ...)
- military (operation training, missile guidance ...)



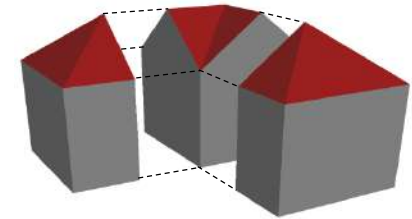
Fourth example: building extraction

Context

- spatial data (PLEIADES simulations, then real data)
- single type of data: a DEM
- automatic (without cadastral maps, without focalisation process)
- dense urban areas

Towards structural modeling

- adapted to data (object approach)
- good compromise generality / robustness
- modular



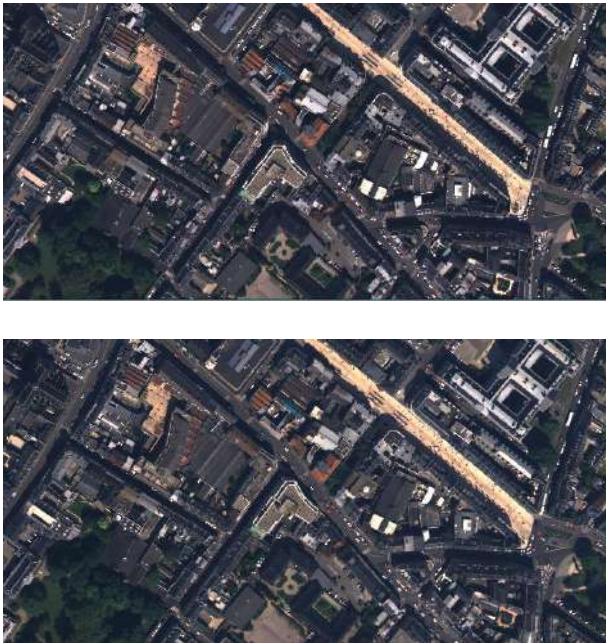
A building = an assembly of simple urban structures

2 stages: 2D extraction, then 3D reconstruction

- computation is greatly reduced

Stereoscopy

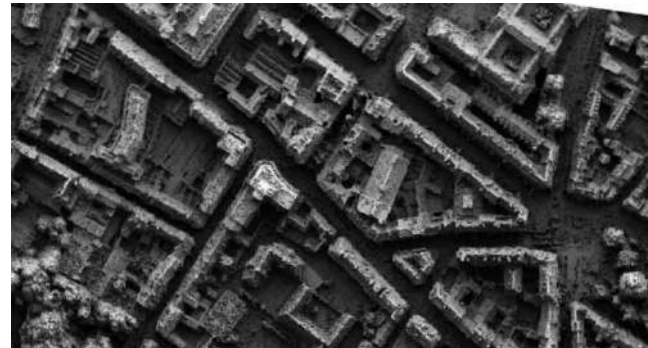
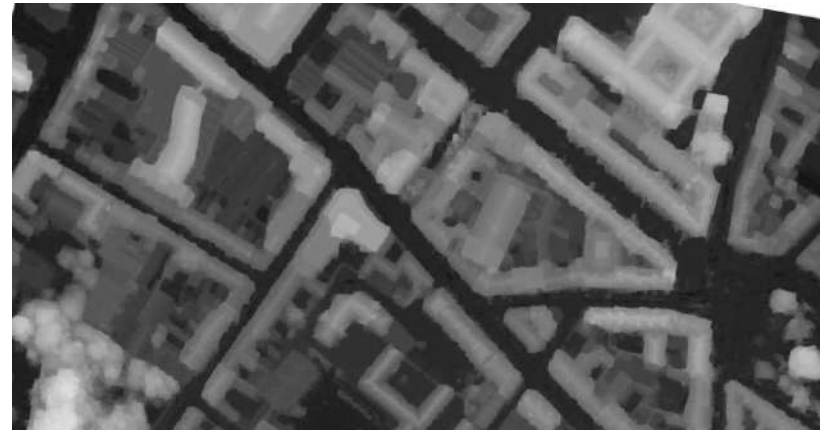
Pair of stereoscopic images



©IGN

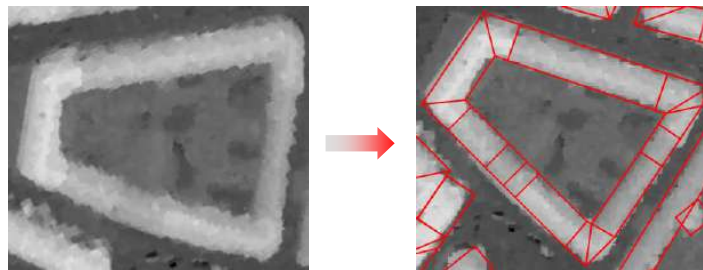


3D Information
example: Digital Elevation Model (DEM)
by [Pierrot-Deseilligny et al.,06]



©IGN

Stage 1: 2D extraction of buildings



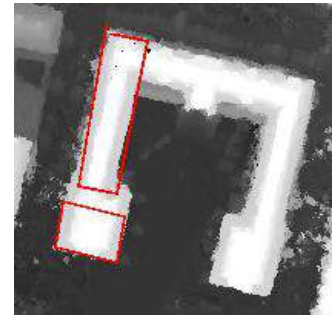
2D extraction of buildings

Outlines of buildings by marked point processes [Ortner et al. - 04]

• Energy minimization: $U = \rho U_{ext} + U_{int}$

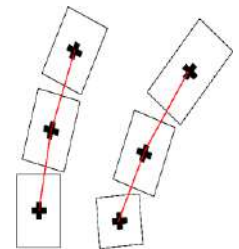
▶ U_{ext} : data term

⊕ coherence between the location of a rectangle and discontinuities in the DEM



▶ U_{int} : regularizing term

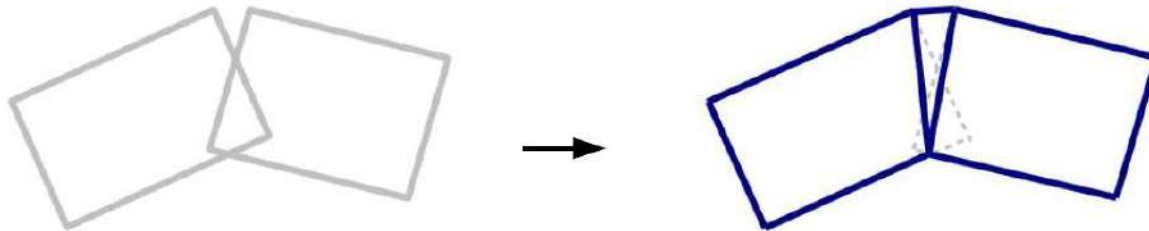
⊕ introduction of prior knowledge about the object layout (alignment, paving, completion)



2D extraction of buildings

Transformation of rectangles into **structural supports**
[Lafarge et al. - 07]

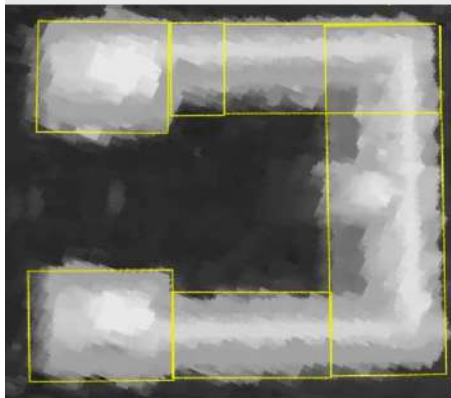
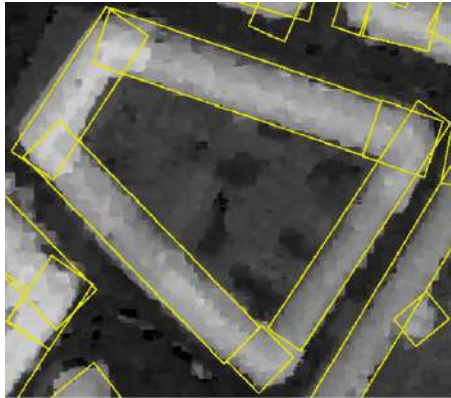
- transformation of rectangles into unspecified quadrilaterals which are ideally connected (without overlapping, with a common edge)



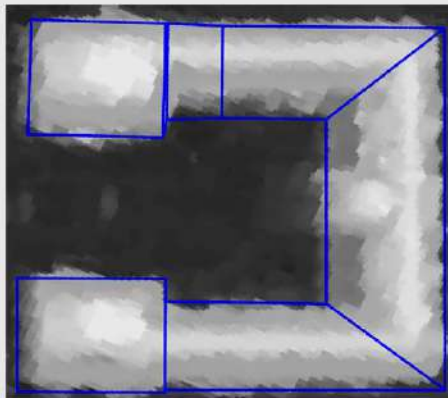
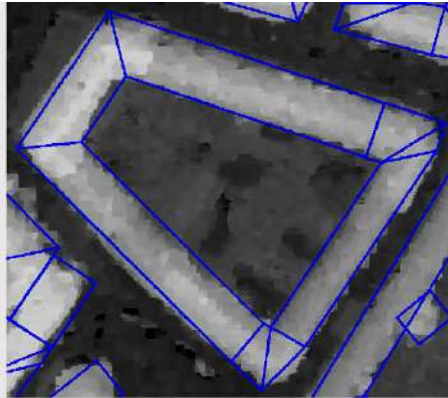
- partitioning of rectangles which represent different urban structures

2D extraction of buildings

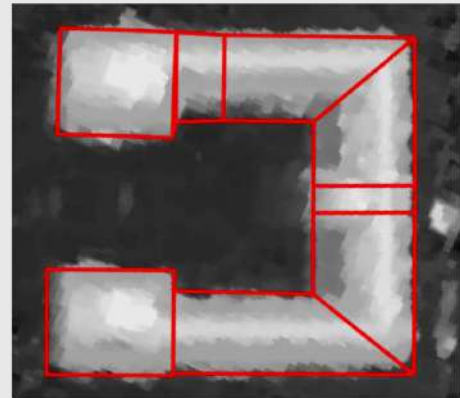
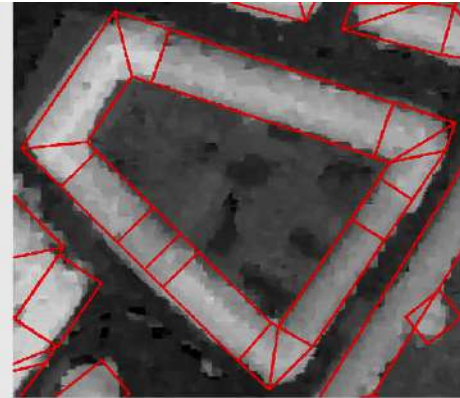
Examples © Ariana / INRIA



rectangular supports
by [Ortner04]

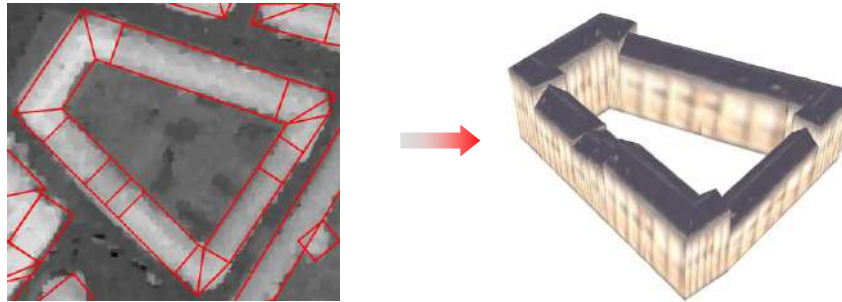


"connected" supports
by [Lafarge07]



structural supports
by [Lafarge07]

Stage 2: 3D reconstruction of buildings

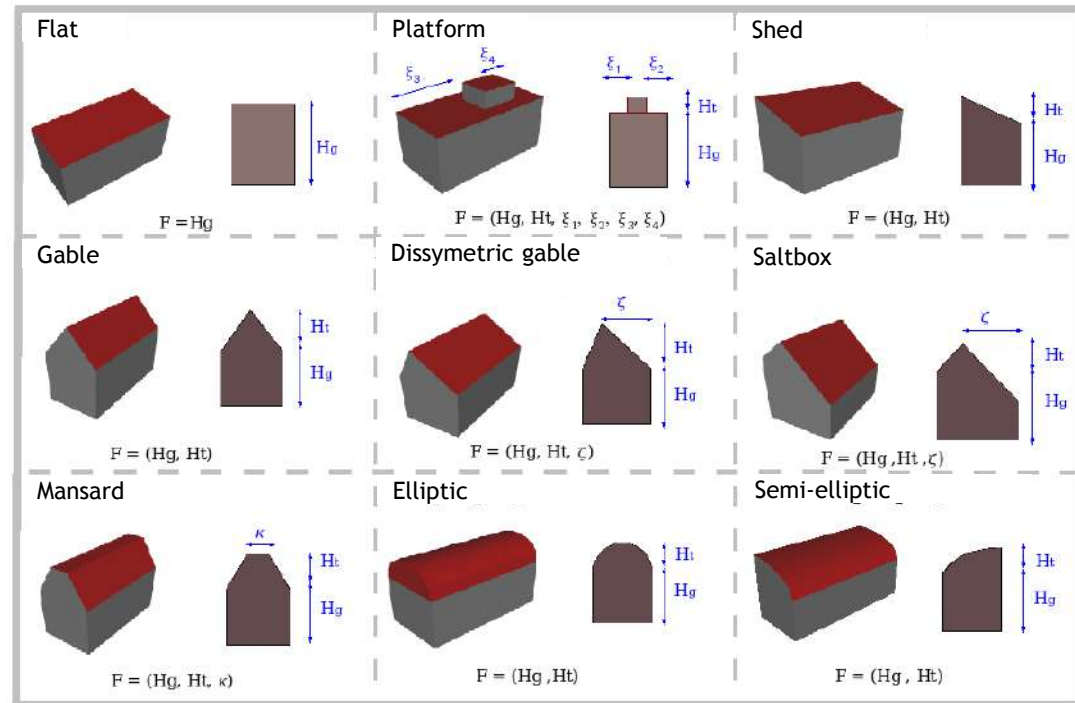


3D reconstruction of buildings

Library of 3D models
[Lafarge et al. -10]

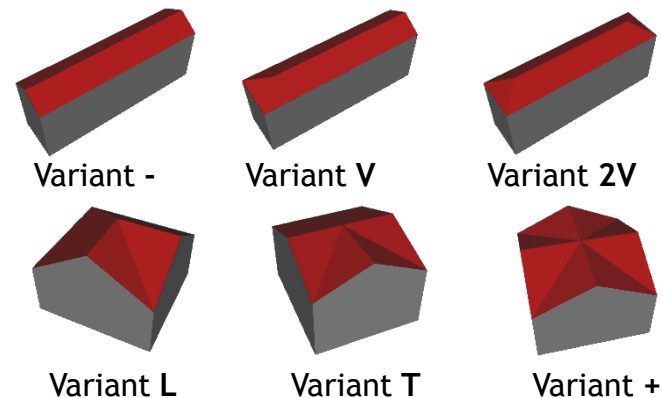
The roof shapes:

- 9 forms
- 1 to 6 parameters
- includes curved roofs



The variants:

- ends and junctions
- orientation of the object



Inverse problem

Notations

- \mathcal{Q} , a configuration of structural supports associated with the DEM Λ
- \mathcal{Y} , the data such that $\mathcal{Y} = (\mathcal{Y}_i)_{i \in \mathcal{Q}}$ with $\mathcal{Y}_i = \{\Lambda(s) \in I / s \in S_i\}$
- \mathcal{X} , a configuration of 3D objects $x = (x_i)_{i \in \mathcal{Q}}$ where $x_i = (m_i, \theta_i)$ is an object specified by a model m_i of the library and a parameter set θ_i
- \mathcal{C} , the set of 3D object configurations

Inverse problem

- to find the optimal configuration x from the observations \mathcal{Y}
- a posteriori density: $h(x) = h(x/\mathcal{Y}) \propto h_p(x) \mathcal{L}(\mathcal{Y}/x)$

Likelihood

Likelihood $\mathcal{L}(\mathcal{Y}/x)$

- to measure the coherence of the observations \mathcal{Y} with an object configuration x

- hypothesis of conditional independence of data:

$$\mathcal{L}(\mathcal{Y}/x) = \prod_{i \in Q} \mathcal{L}(\mathcal{Y}_i/x_i)$$

- use of an altimetric distance between object and DEM:

$$\mathcal{L}(\mathcal{Y}_i/x_i) \propto \exp -\Gamma(\mathcal{S}_{x_i}, \mathcal{Y}_i)$$

where \mathcal{S}_{x_i} corresponds to the roof altitude of object x_i
 Γ is the distance (Lp norm)

A priori

A priori $h_p(x)$

- to introduce knowledge w.r.t. the assembling of the objects
 - ▶ to compensate for the lack of information contained in the DEM
 - ▶ to have realistic buildings
 - must be simple (avoid too many tuning parameters)
- ➔ Solution: a unique type of binary interactions
- ▶ Neighboring relationship \boxtimes between 2 supports (common edge)
 - ▶ assembling relation \sim_a between 2 objects
 - ▶ use of a Gibbs energy: $h_p(x) = \exp -U_p(x)$

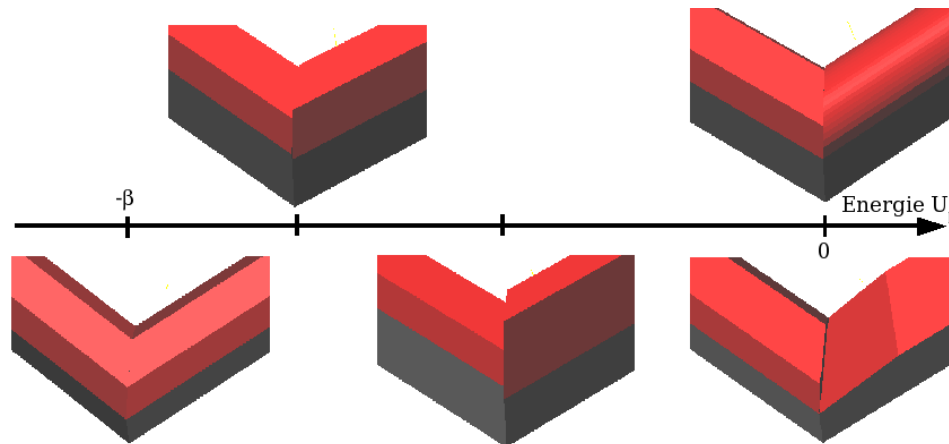
A priori

- the **assembling relation** \sim_a between 2 objects is true if:
 - ▶ two objects have the same roof form
 - ▶ rooftop orientations are compatible
 - ▶ the common edge is not a roof height discontinuity

- A priori expression:
$$U_p(x) = \beta \sum_{i \bowtie j} \mathbf{1}_{\{x_i \sim_a x_j\}} g(x_i, x_j)$$

where $\beta \in \mathbb{R}^+$ is a tuning parameter

g measures the distance between parameters of the objects



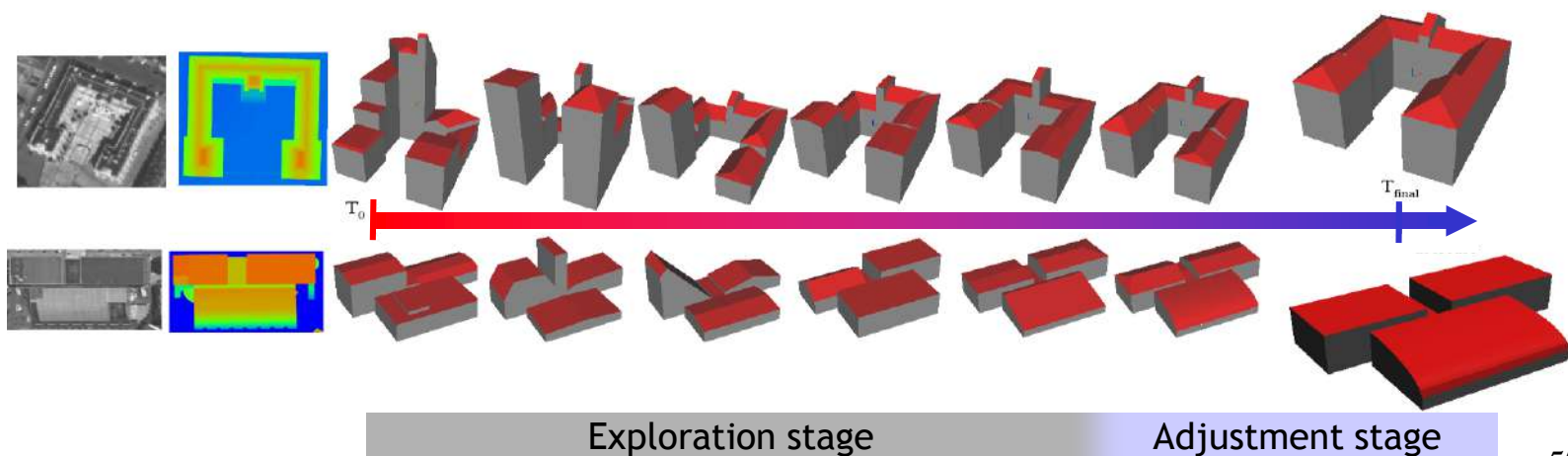
Optimization

MAP estimator: $x_{MAP} = \arg \max_{x \in \mathcal{C}} h(x)$

- non convex optimization problem in a large state space
- \mathcal{C} is a union of spaces of different dimensions

RJMCMC sampler[Green-95]

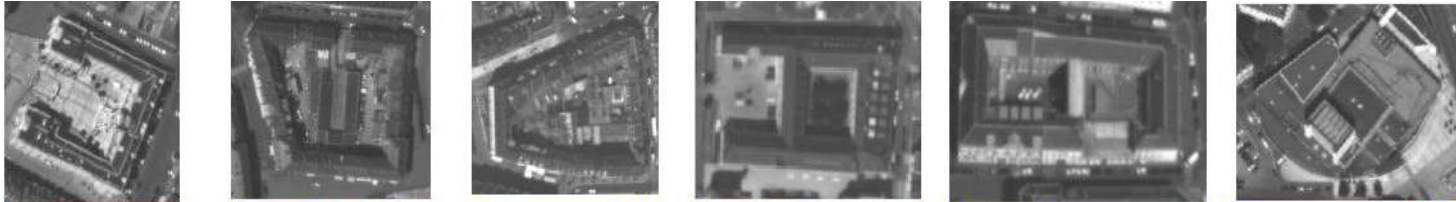
- consists in simulating a Markov chain $(X_t)_{t \in \mathbb{N}}$ on \mathcal{C} which converges toward a target measure π specified by h



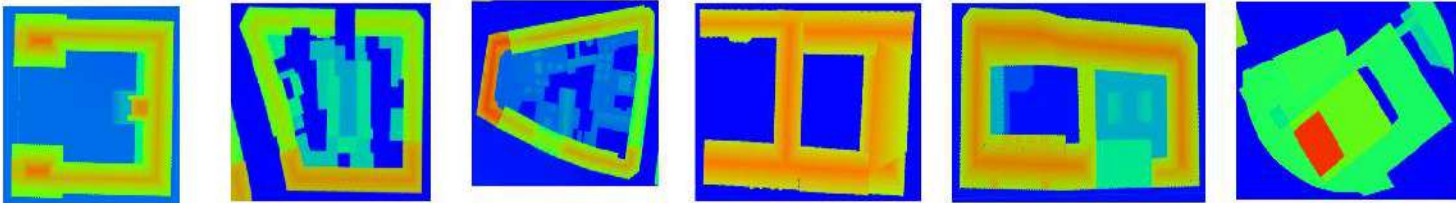
Results

Reconstruction with automatic support extraction

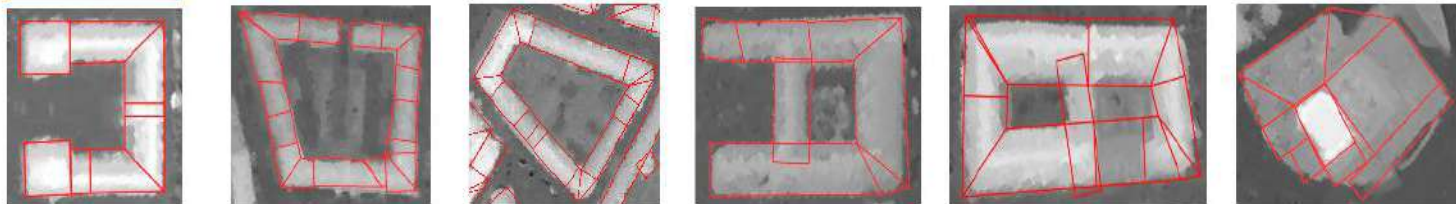
PLEIADES
simulations
©CNES



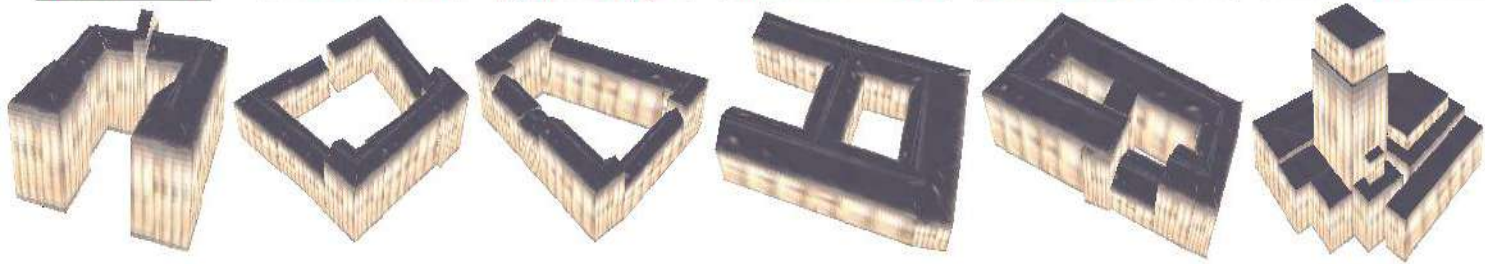
Ground truth
©IGN



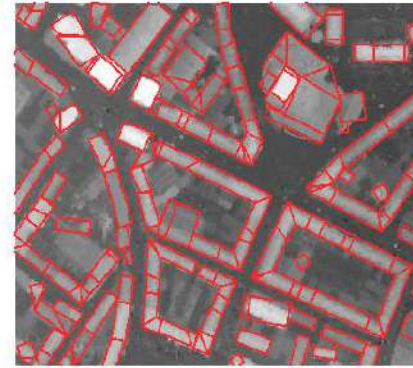
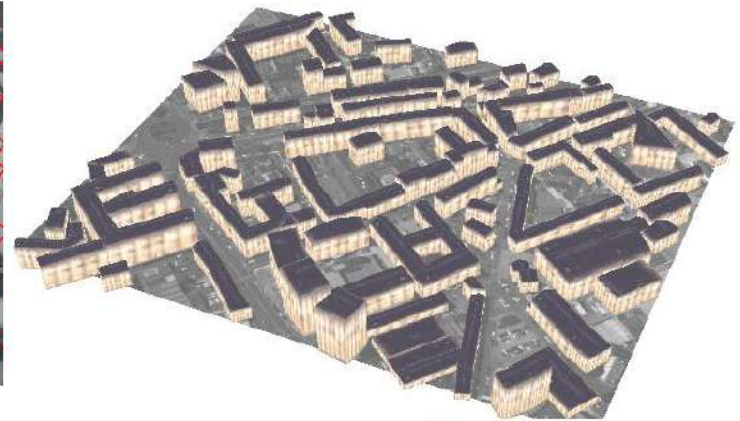
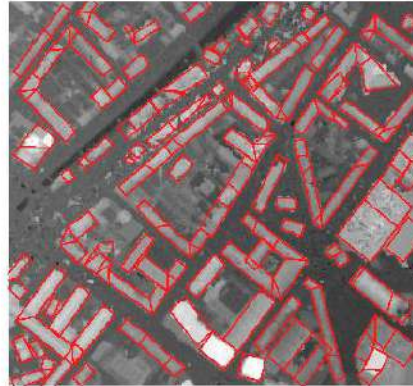
Buiding
Extraction
©Ariana/INRIA



3D
Reconstruction
©IGN/CNES



Results



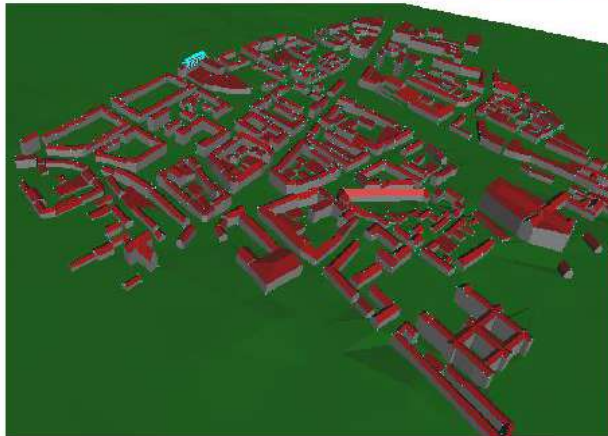
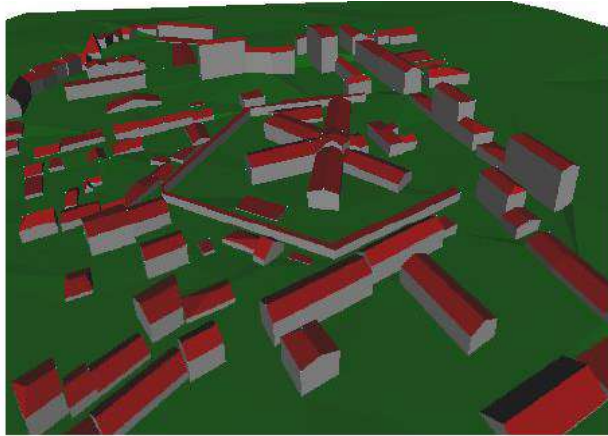
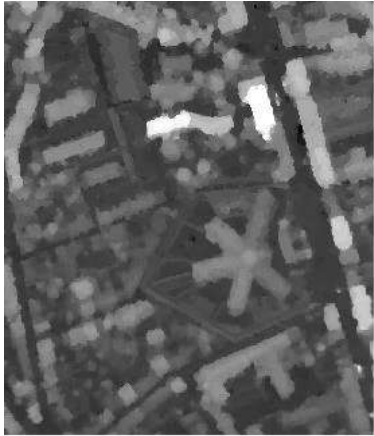
PLEIADES simulations
© CNES

Building Extraction
© Ariana / INRIA

3D Reconstruction
© IGN / CNES

Results

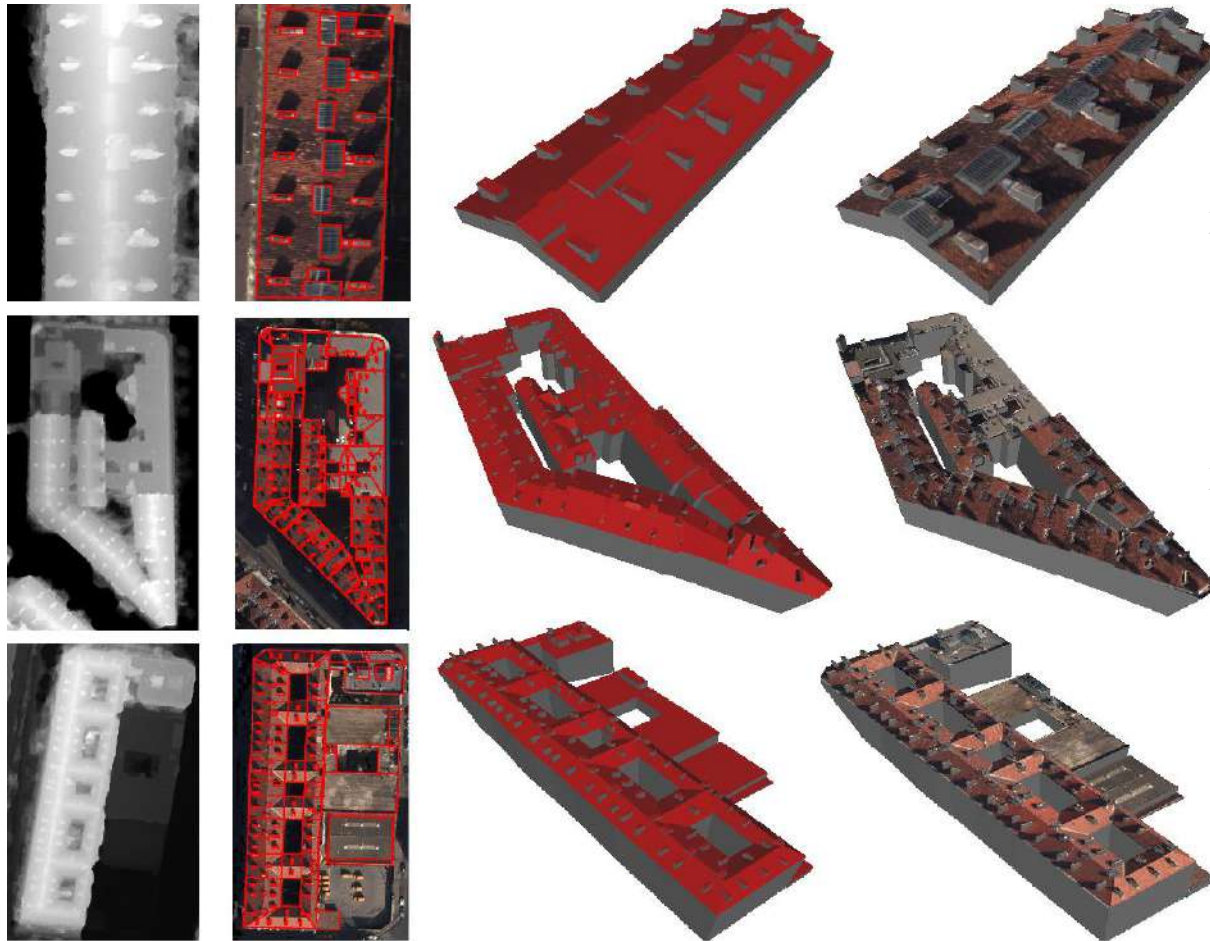
Reconstruction with **interactive** support extraction



Reconstruction of urban areas (Amiens downtown and St Michel prison in Toulouse) © IGN/CNES

Results

Reconstruction with **interactive** support extraction



Better reconstruction of superstructures: chimneys, dormer windows, glass roofs...

© IGN/CNES

Reconstruction of buildings with superstructures (Marseille) from 0.1 meter resolution aerial DEM

Fifth example: automatic object detection and tracking

- Context
 - Small object size
 - Large number of objects
 - Shadows
 - Independent camera / object motion
 - Time requirements



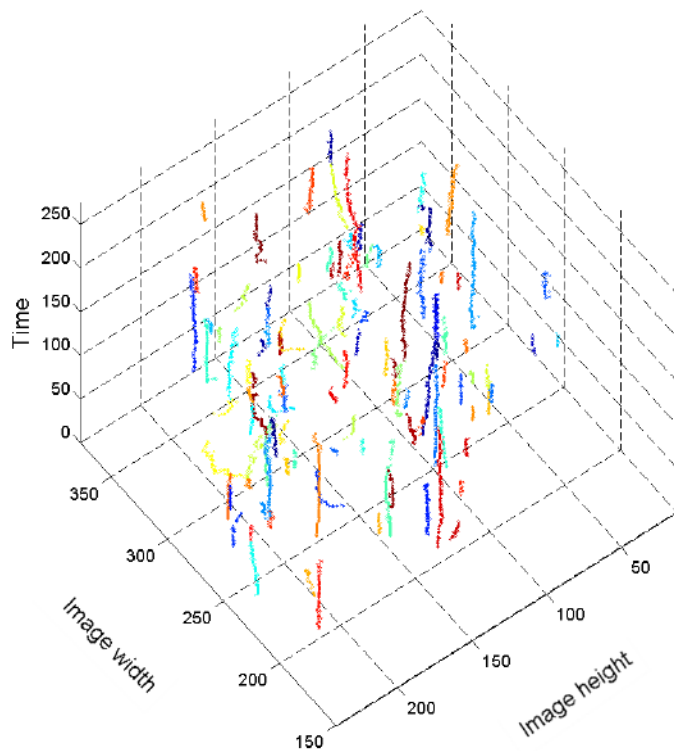
Optical airborne and spaceborne systems

- UAVs (unmanned aerial vehicles)
 - Sub-meter ground sampling resolution imagery
 - Unstable platform
- Low-orbit satellites
 - Sub-meter ground sampling resolution imagery
 - Stable platform
 - High-definition video of up to 90 seconds at 30 frames / second
- Geostationary satellites
 - 1km ground sampling resolution imagery
 - Low temporal frequency ...

Multiple Object Tracking (MOT)

- **Goal:** Extract object trajectories throughout a video
- Two sub-problems
 - **Where are the possible targets?** - Detection of targets
 - **Which detection corresponds to each target?** - Solve the data association problem
- Two data-handling approaches
 - **Sequential** – iteratively analyze frames in temporal order
 - **Batch processing** – analyze the entire video at once
- Two main problem solving approaches
 - **Tracking by detection**
 - **Track before detect**

Patterns and stochastic geometry



- Object tracking as a spatio-temporal marked point process
- How to model and simulate such a spatio-temporal point process?

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Marked point process of ellipses

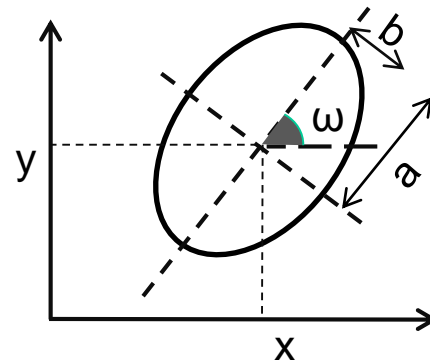
- Center of the ellipse is a point in the point process
- Marks:
 - **Geometric marks:** semi-major axis, semi-minor axis, orientation
 - **Additional mark:** label

$$W = K \times M$$

$$K = [0, I_{h_{max}}] \times [0, I_{w_{max}}] \times \{1, \dots, T\}$$

$$M = [a_m, a_M] \times [b_m, b_M] \times \left(-\frac{\pi}{2}, \frac{\pi}{2}\right] \times [0, L]$$

$$u = (x_u, y_u, t, a, b, \omega, l)$$



Marked Point Process for Multiple Object Tracking

- ▶ Multiple object tracking problem [Craciun et al. - 15]
 - Searching for the most likely configuration \mathbf{X} that fits the given image sequence \mathbf{Y}

- ▶ Solution

- \mathbf{X} is a realization of the Gibbs process given by:

$$f_{\theta}(X = \mathbf{X}|\mathbf{Y}) = \frac{1}{c(\theta|\mathbf{Y})} \exp^{-U_{\theta}(\mathbf{X}, \mathbf{Y})}$$

- The most likely configuration is given by:

$$X \in \arg \max_{\mathbf{X} \in \Omega} f_{\theta}(X = \mathbf{X}|\mathbf{Y}) = \arg \min_{\mathbf{X} \in \Omega} [U_{\theta}(\mathbf{X}, \mathbf{Y})].$$

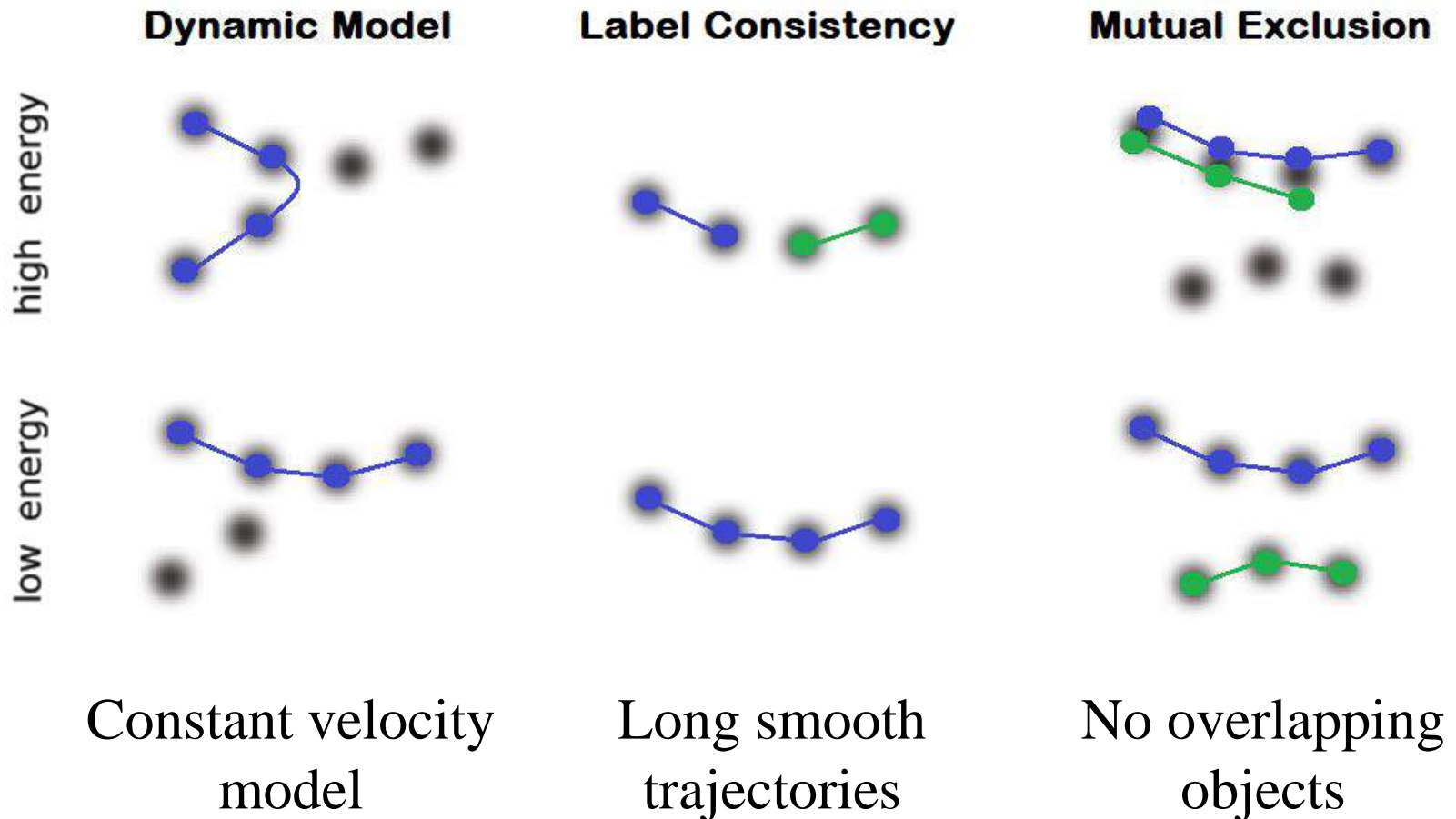
- The process energy is composed of two energy terms:

$$U_{\theta}(\mathbf{X}, \mathbf{Y}) = U_{\theta_{ext}}^{ext}(\mathbf{X}, \mathbf{Y}) + U_{\theta_{int}}^{int}(\mathbf{X}).$$

External energy

Internal energy

Internal energy

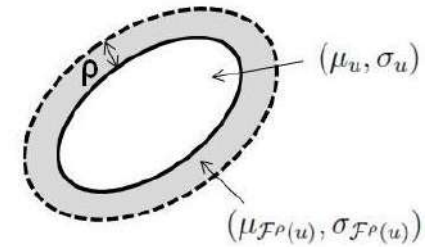


External energy

Quality model

- Object evidence through **frame differencing**
- **Contrast distance measure** between interior and exterior of ellipse

$$U_{\theta_{ext}}^{ext}(\mathbf{X}|\mathbf{Y}) = \gamma_{ev}\mathcal{E}(u|\mathbf{Y}) + \gamma_{cnt} \sum_{u \in \mathbf{X}} \left(\mathcal{Q} \left(\frac{d_B(u, \mathcal{F}^\rho(u))}{d_0(\mathbf{Y})} \right) \right)$$



Statistical model

- Sliding window
- **Two hypotheses:**
 - H_0 : The window covers only the background without any target being present
 - H_1 : The window is placed in the center of a target
- **Neyman-Pearson decision rule**

$$U_{\theta_{ext}}^{ext}(\mathbf{X}|\mathbf{Y}) = \gamma_{stat} U_{stat}^{ext}(\mathbf{X}|\mathbf{Y})$$

Total energy

Quality model

$$U_{\theta}(\mathbf{X}, \mathbf{Y}) = \underbrace{\gamma_{ev}\mathcal{E}(u|\mathbf{Y}) + \gamma_{cnt} \sum_{u \in \mathbf{X}} \left(\mathcal{Q}\left(\frac{d_B(u, \mathcal{F}^{\rho}(u))}{d_0(\mathbf{Y})}\right) \right)}_{\text{External energy}} + \underbrace{\gamma_{dyn}U_{dyn}^{int}(\mathbf{X}) + \gamma_{label}U_{label}^{int}(\mathbf{X}) + \gamma_oU_{overlap}^{int}(\mathbf{X})}_{\text{Internal energy}}$$

Statistical model

$$U_{\theta}(\mathbf{X}, \mathbf{Y}) = \underbrace{\gamma_{stat}U_{stat}^{ext}(\mathbf{X}|\mathbf{Y})}_{\text{External energy}} + \underbrace{\gamma_{dyn}U_{dyn}^{int}(\mathbf{X}) + \gamma_{label}U_{label}^{int}(\mathbf{X}) + \gamma_oU_{overlap}^{int}(\mathbf{X})}_{\text{Internal energy}}$$

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Linear programming

- A linear program has the following form

(1) Maximize: $\mathbf{a}^T \mathbf{C}$

(2) Subject to: $A^T \mathbf{C} \leq \mathbf{b}, \quad \mathbf{C} \geq 0$

Where:

- \mathbf{a}^T – vector of coefficients
- \mathbf{C} – parameter vector
- $A^T \mathbf{C} \leq \mathbf{b}$ – constraints

Objective function

- Quality model energy formulation

$$U_{\theta}(\mathbf{X}, \mathbf{Y}) = \gamma_{ev} \mathcal{E}(u|\mathbf{Y}) + \gamma_{cnt} \sum_{u \in \mathbf{X}} \left(\mathcal{Q} \left(\frac{d_B(u, \mathcal{F}^{\rho}(u))}{d_0(\mathbf{Y})} \right) \right) + \\ \gamma_{dyn} U_{dyn}^{int}(\mathbf{X}) + \gamma_{label} U_{label}^{int}(\mathbf{X}) + \gamma_o U_{overlap}^{int}(\mathbf{X})$$

- Objective function

$$\mathbf{a} = \begin{bmatrix} 1 \\ 1 \\ 1 \\ 1 \\ 1 \end{bmatrix}$$

$$\mathbf{c} = \begin{bmatrix} \gamma_{ev} \\ \gamma_{cnt} \\ \gamma_{dyn} \\ \gamma_{label} \\ \gamma_o \end{bmatrix}$$

Gathering constraints

- Only the ratio $\pi(\mathbf{X}')/\pi(\mathbf{X})$ is needed to be computed
- We can create inequalities of the form [Yu 2009]

$$\pi(\mathbf{X}')/\pi(\mathbf{X}) \geq 1$$

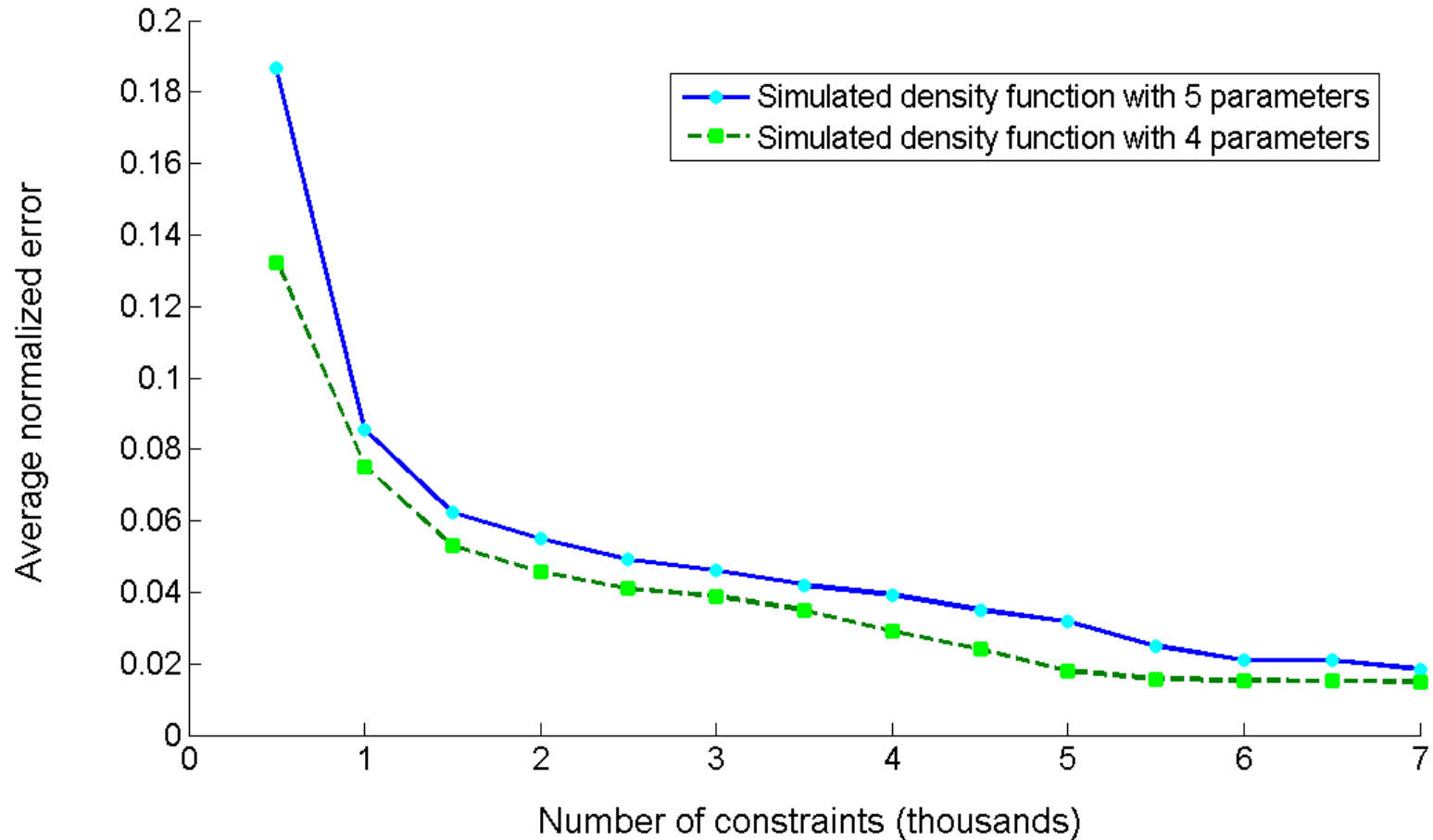
- If we have ground truth information

$$\frac{\pi(\mathbf{X}^*)}{\pi(\mathbf{X}_i)} \geq 1$$

- Or more specifically the constraints can be written as

$$f(\mathbf{C}|\mathbf{X}^*) - f(\mathbf{C}|\mathbf{X}_i) \geq 0$$

How many constraints?

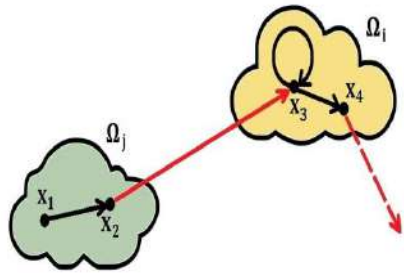


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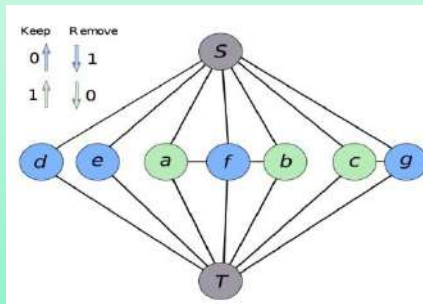
Related samplers

RJMCMC



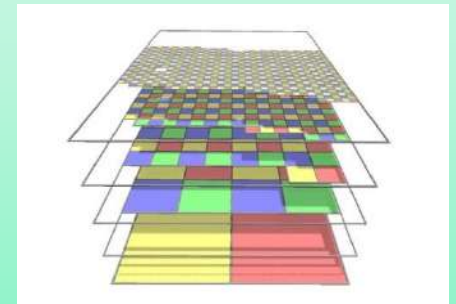
[Green1995]

MBD and MBC



[Descombes2009]
[Gamal2011]

P-RJMCMC



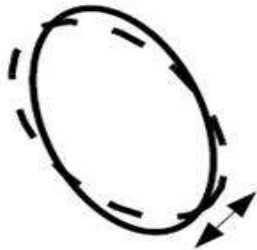
[Verdie2013]

Classic RJMCMC

Standard perturbation kernels

- **Birth and Death**
 - Birth:
 - Add a new object to the configuration
 - Death:
 - Remove one object from the configuration
- **Local transformations**

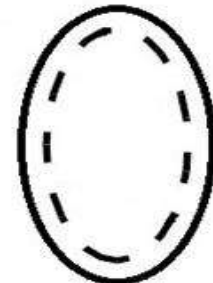
Rotation



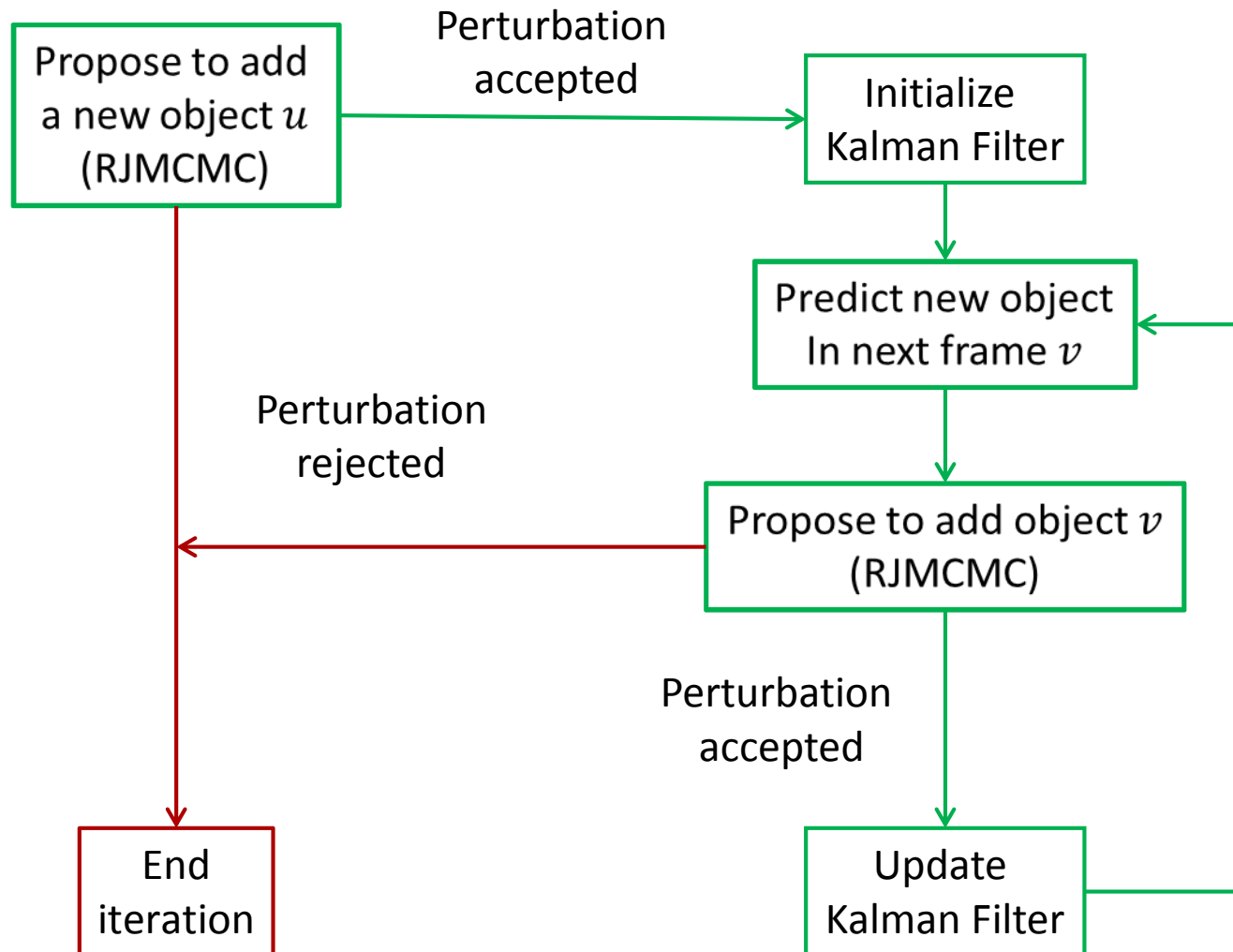
Translation



Scale

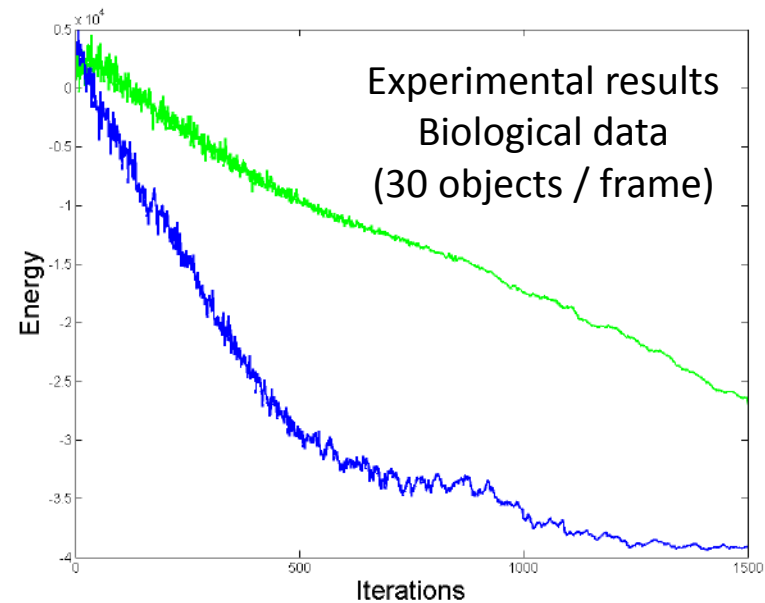
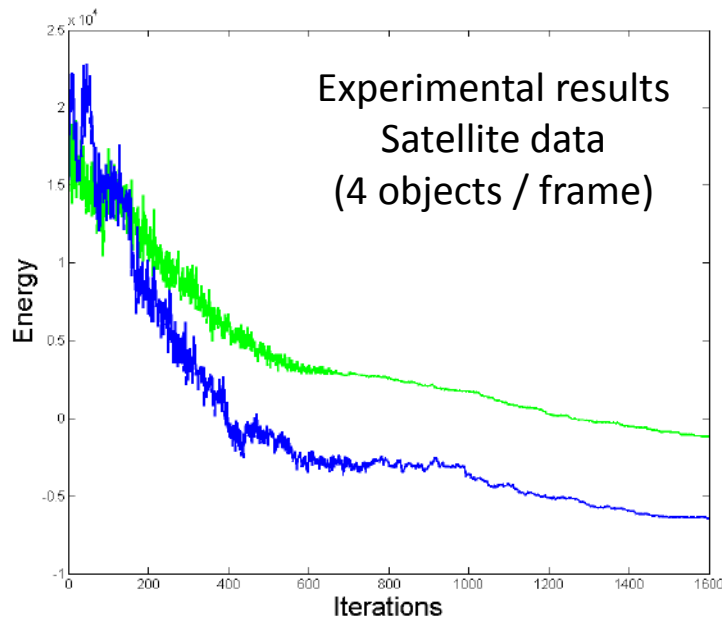


Adding Kalman-inspired births



Did time efficiency increase?

RJMCMC with Kalman like moves [Craciun et al. - 15]
converges much faster compared to the
standard RJMCMC



Kalman-inspired births reduce computation times!

Parallel implementation of RJMCMC [Verdie2013]

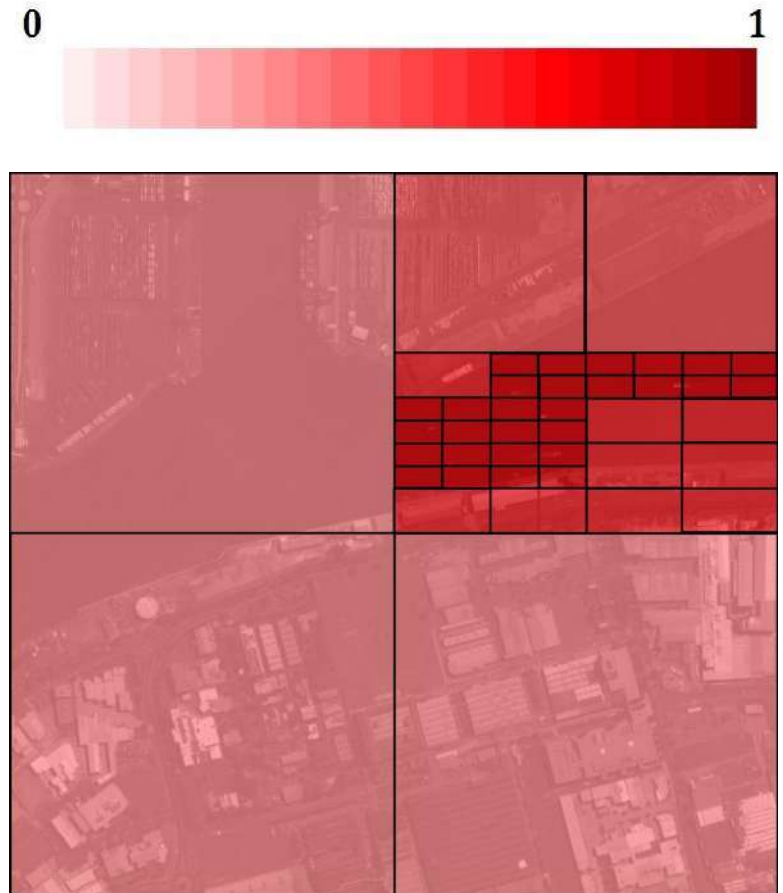
- Data-driven space partitioning
- Locally conditional independent perturbations



Image with boats © Airbus D&S

Parallel implementation of RJMCMC

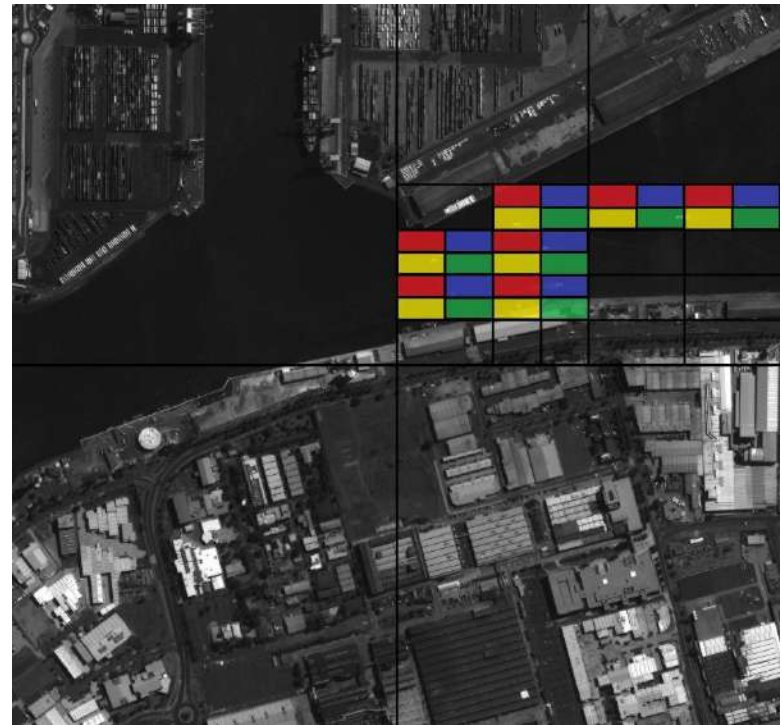
- Data-driven space partitioning
- Locally conditional independent perturbations



Probability that objects exist in each part of the image

Parallel implementation of RJMCMC

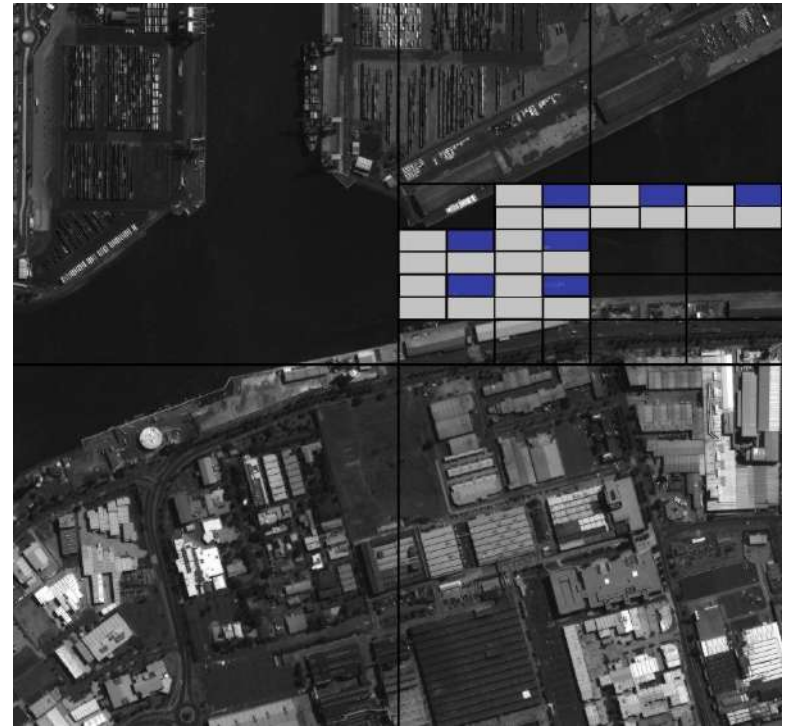
- Data-driven space partitioning
- **Locally conditional independent perturbations**



Color coding of quad-tree leafs

Parallel perturbations [Verdie2013]

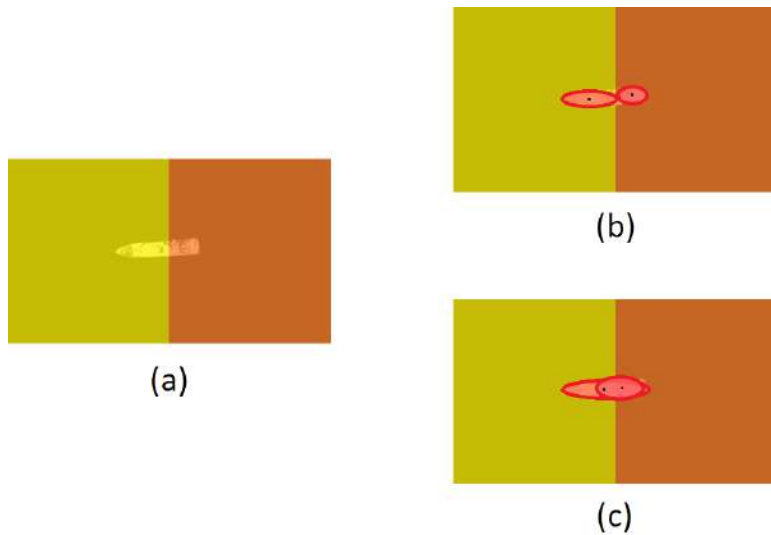
- A color is randomly chosen
- Perturbations are performed in all cells of the chosen color in parallel



Color blue is randomly chosen

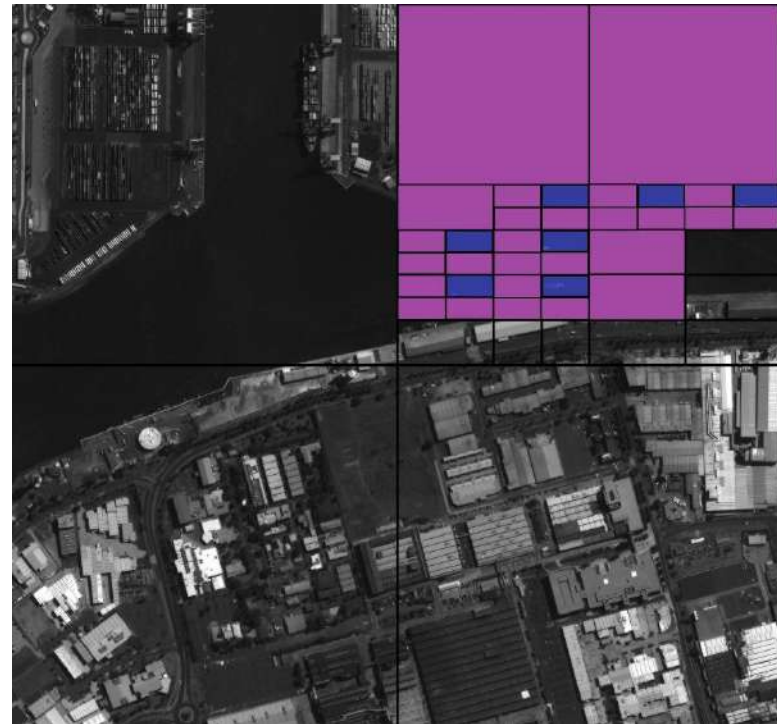
Our improvement to the parallel sampler

Problem



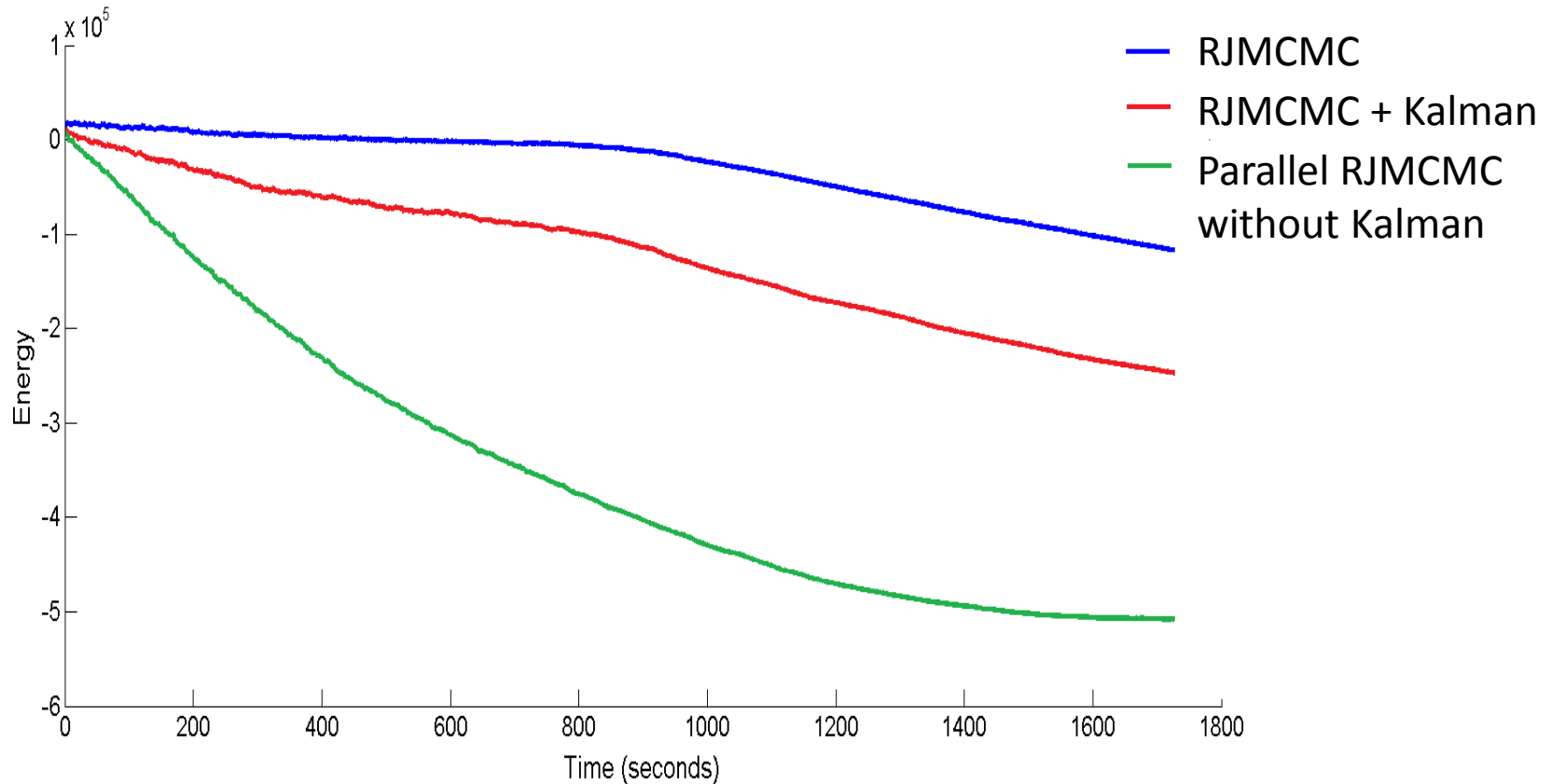
Large boat is split between two neighboring cells

Solution



Take the configurations in⁸⁶ the neighboring cells into consideration

Did time efficiency increase?



Parallel implementation **significantly**
reduces computation times!

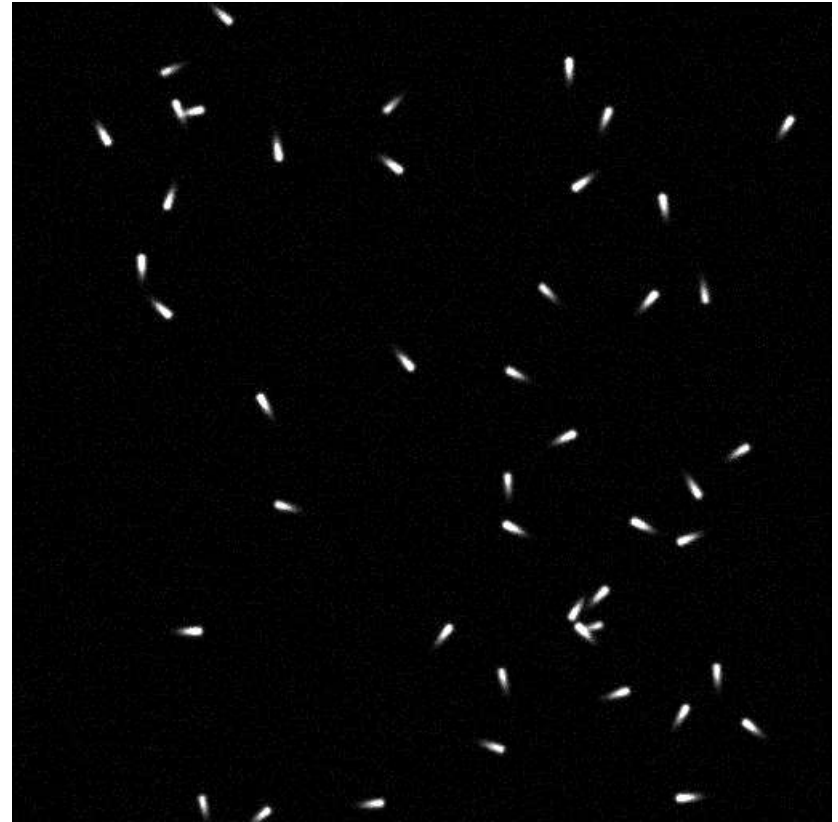
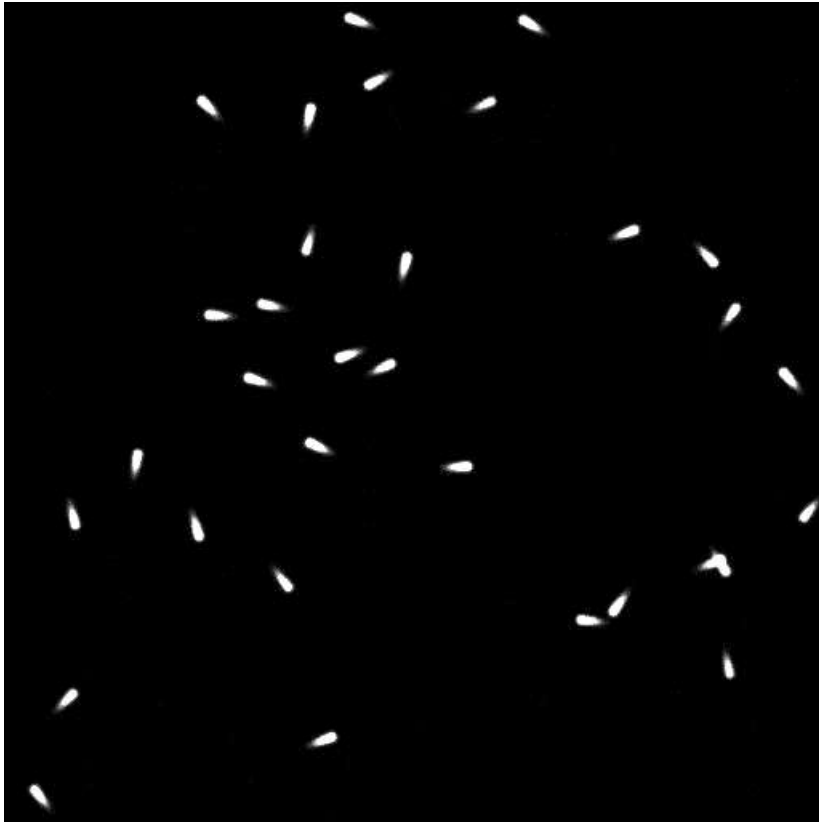
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Data sets

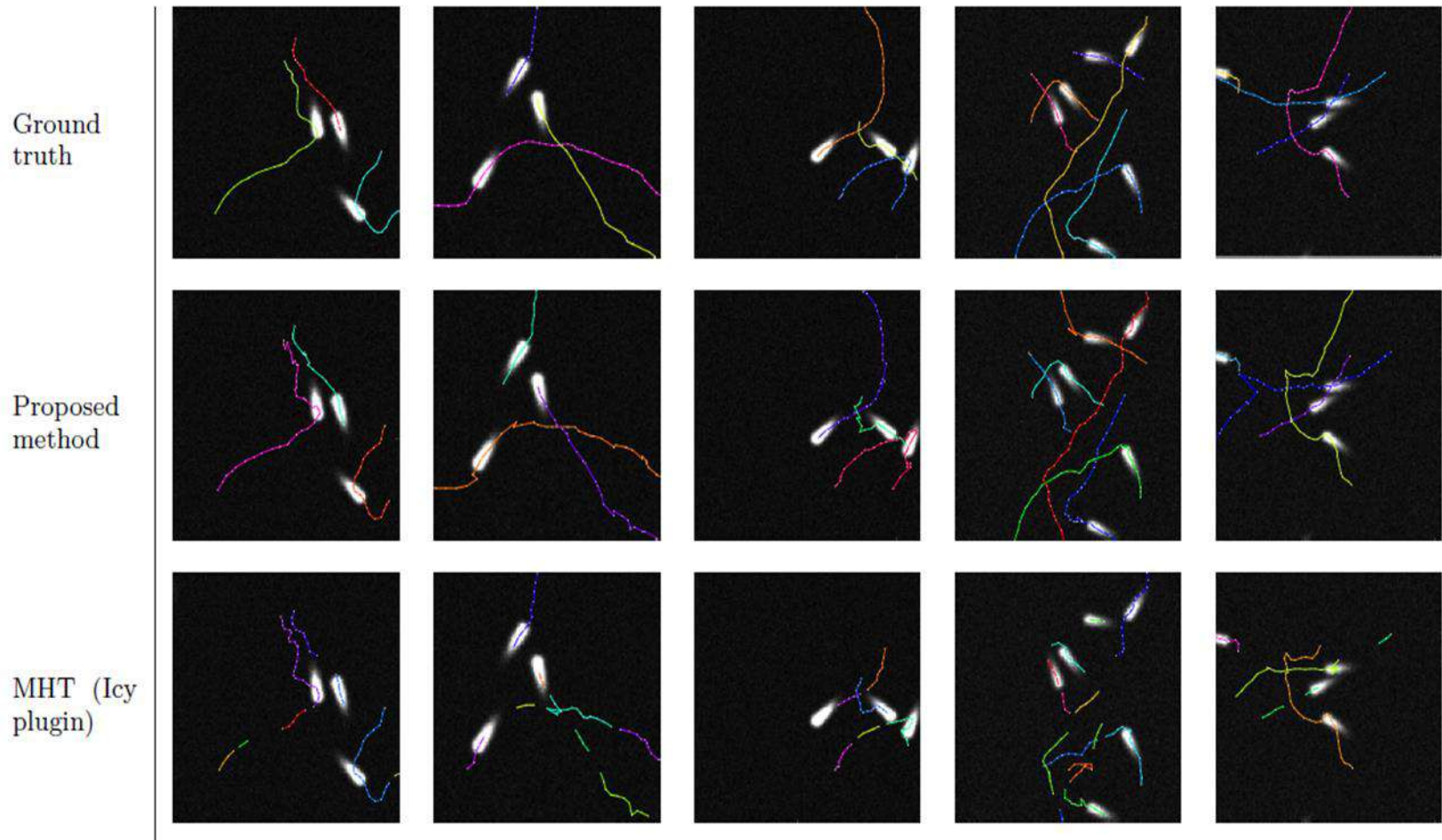
- 4 different data sets [Craciun – 15]:
 - **Synthetic biological benchmarks** (Pasteur Institute)
 - 100 frames / sequence
 - Different levels of noise
 - **UAV (unmanned aerial vehicle) data** (Public available data set)
 - **Satellite data** (Airbus Defense and Space)
 - Low temporal frequency ($\sim 1-2\text{Hz}$)
 - High temporal frequency (30Hz)

Synthetic biological benchmarks



*Generated using the publicly available software ICY courtesy of the Quantitative Analysis Unit at the Pasteur Institute and J.-C. Olivo-Marin, see [Craciun 2016]

Synthetic biological benchmarks



*Generated using the publicly available software ICY courtesy of the Quantitative Analysis Unit at the Pasteur Institute and J.-C. Olivo-Marin [Craciun 2016]

UAV data – low temporal frequency



**COLUMBUS LARGE IMAGE
FORMAT (CLIF) 2006 data set**

Provided by:
The Sensor Data Management
System, U.S. AirForce
<https://www.sdms.afrl.af.mil>

Satellite data – low temporal frequency

Tracking results © INRIA / AYIN



Average computation time: 12 sec / frame on a cluster with 512 cores

Image size: 1600 x 900 pixels

Satellite data – high temporal frequency



Tracking
results

© INRIA
/ AYIN

Average computation time: 8 sec / frame on a cluster with 512 cores
Image size: 1600 x 900 pixels

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Critical analysis

Advantages

- Detection of weakly contrasted objects
- Consistent trajectories
- Object interactions modeling
- Robustness to noise and data quality
- Good results on different data sets

Drawbacks

- Real-time processing only in exceptional cases
- Simple shape modeling

Conclusions

- Novel spatio-temporal marked point process model for the detection and tracking of moving objects
- Automatic or semi-automatic parameter estimation using linear programming
- Efficient parallel implementation of the RJMCMC sampler
- Good results on different types of data

Future work

- Detection and tracking of objects with **various shapes**
- **Non-constant velocity** model
- Comparison to/combination with **Deep Learning** techniques (CNN) [Li et al. - 19]
- **Large scale sparse optimization** for object detection [Boisbunon et al. - 14] and tracking
- **On board implementation** (mini satellite)

General conclusion

- The **marked point process** framework **extends the application domain** of Markov Random Field approaches:
 - Data taken into account at the object level
 - Geometrical information taken into account
- **Markov random fields** are **still an efficient tool** (depending on the image **resolution**)

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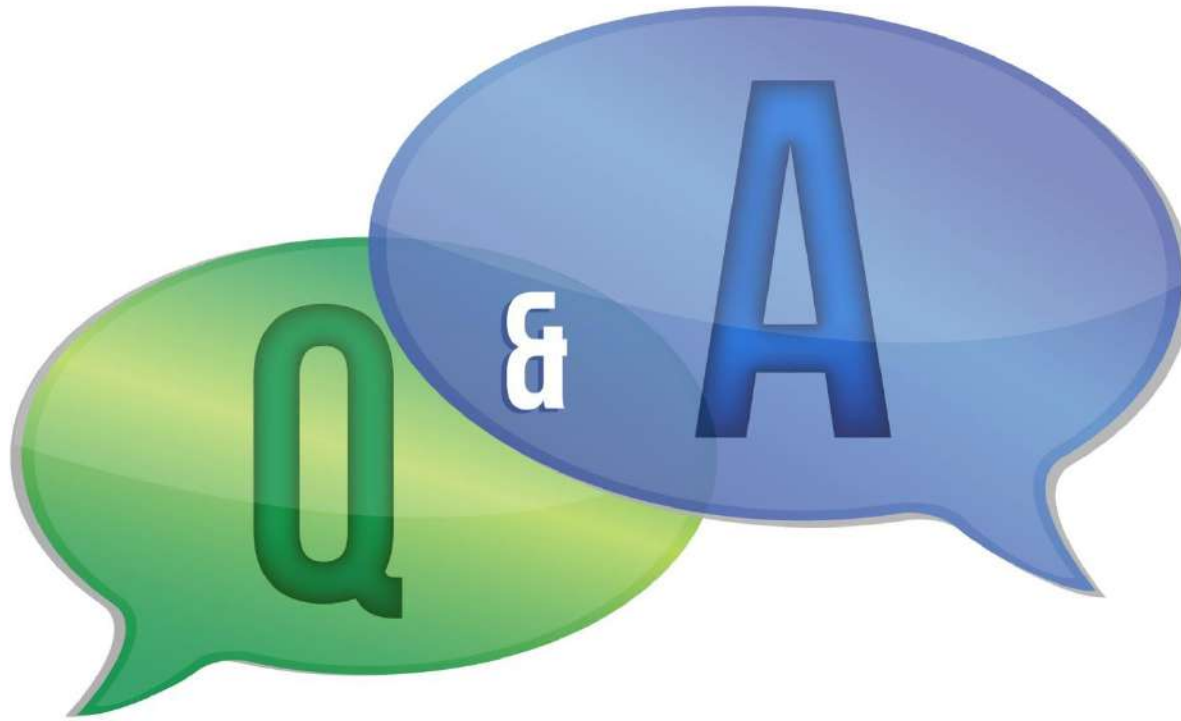
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Hammersley-Clifford Theorem

A MRF verifying a positivity constraint can be written as a Gibbs field:

$$P(X) = \frac{1}{Z} \exp - \left[\sum_{c \in C} V_c(x_s, s \in S) \right]$$

S = all the pixels

C = all the cliques associated to the neighborhood v

Markov process

- A point process density $f : N^f \rightarrow [0, \infty[$ is Markovian under the neighborhood relation \sim if and only if there exists a measurable function $\phi : N^f \rightarrow [0, \infty[$ such that:

$$f(\mathbf{x}) = \alpha \prod_{\text{cliques } \mathbf{y} \subseteq \mathbf{x}} \phi(\mathbf{y})$$

for all $\mathbf{x} \in N^f$

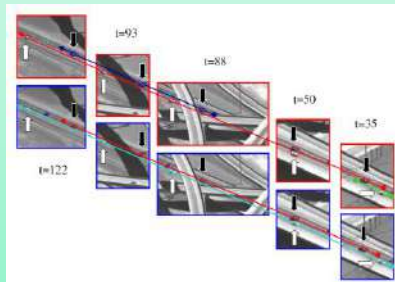
Stability

- Condition required for proving the convergence of Markov Chain Monte Carlo sampling methods.
- A point process defined by its $f(\cdot)$ w.r.t. a reference measure $\pi_\nu(\cdot)$ is locally stable if there exists a real number M such that:

$$f(\mathbf{x} \cup \{\mathbf{u}\}) \leq Mf(\mathbf{x}), \forall \mathbf{x} \in N^f, \forall \mathbf{u} \in \chi$$

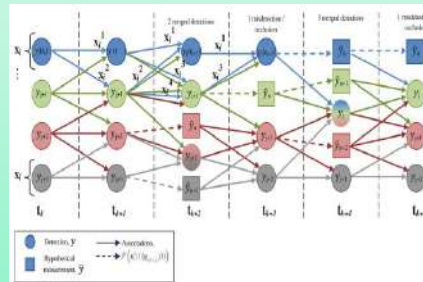
Data-association based methods

NN-app



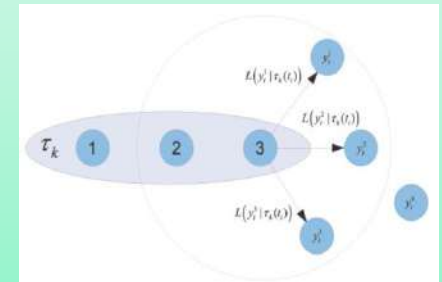
[Perera2006]

DD-MCMCDA



[Yu2008]

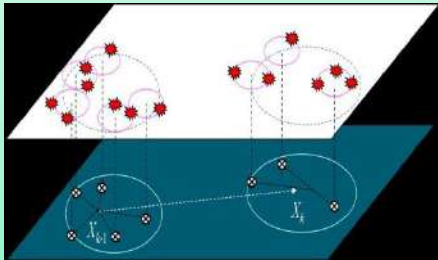
MHT



[Saleemi2013]

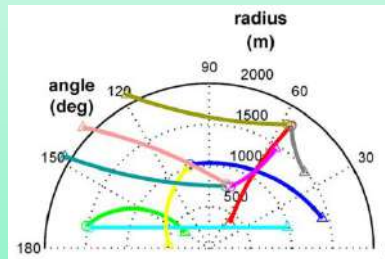
RFS-based methods

RFS



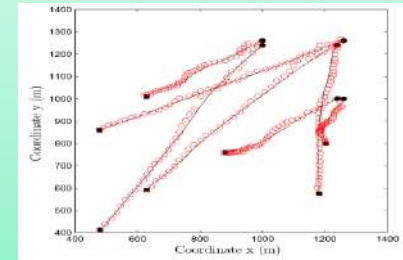
[Mahler2003]

PHD



[Vo2005]
[Vo2006]
[Pace2011]

L-RFS / GLMB



[Vo2013]
[Vo2014]
[Papi2015]