

3D Rotation-Invariant Description from Tensor Operation on Spherical HOG Field

Kun Liu^{1,3} Henrik Skibbe^{1,3} Thorsten Schmidt^{1,3}
Thomas Blein^{2,3} Klaus Palme^{2,3} Olaf Ronneberger^{1,3}

Department of Computer Science, Univ. of Freiburg¹
Institute of Biology II - Botany, Univ. of Freiburg²
BIOS Centre for Biological Signalling Studies, Univ. of Freiburg³
Freiburg, Germany

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BMVC 2011



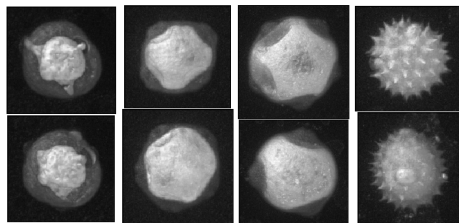
ALBERT-LUDWIGS-
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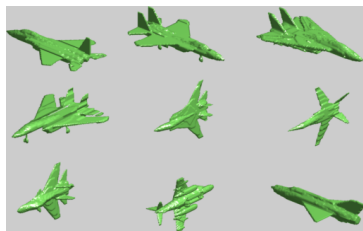
- 1 Motivations and Proposal
- 2 HOG as Continuous Angular Signal
- 3 Regional Description
- 4 Experiment and Application
- 5 Conclusion

Motivations

- Rotational-invariance is important for many applications with **3D volumetric data**.

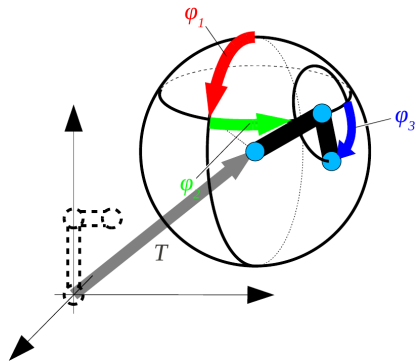
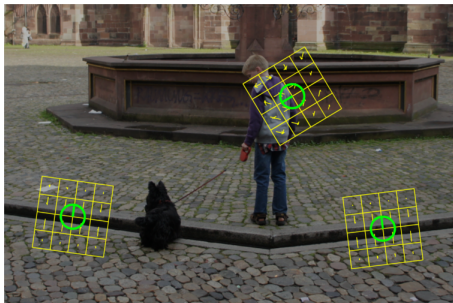


3D microscopic images of pollen



3D shape models

Rotation-invariance from pose normalization



Pose normalization in 2D SIFT

- 2D \rightarrow 3D: 2 more angles to be determined
- Pose normalization becomes more complicated and less reliable

3D pose is more complicated

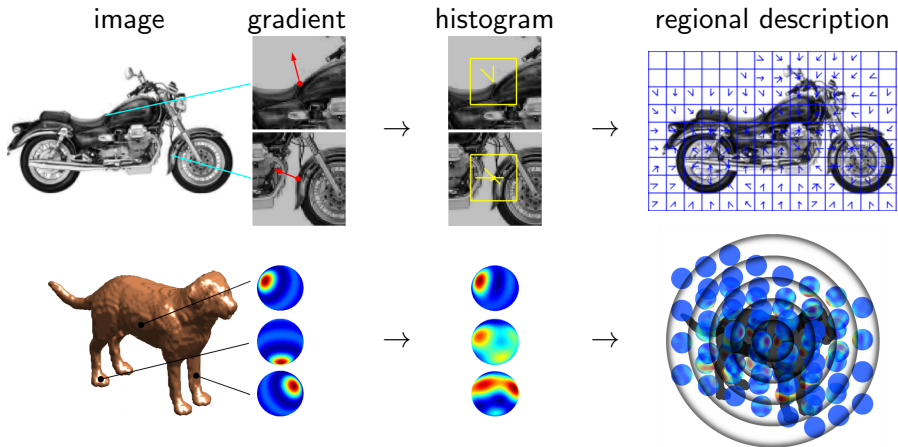
Rotation-invariance from Fourier analysis

- Spherical Harmonics \rightarrow Analytical rotational-invariance

[Q. Wang, *et al*, Rotational Invariance based on Fourier Analysis in Polar and Spherical Coordinates. IEEE Transactions on PAMI, 2009]

- Our contribution:
HOG + Spherical Harmonics \rightarrow robust 3D rotation-invariant descriptions

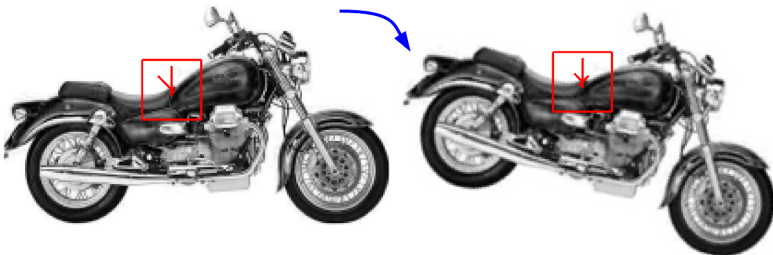
Proposal: Spherical HOG Feature + Regional Description



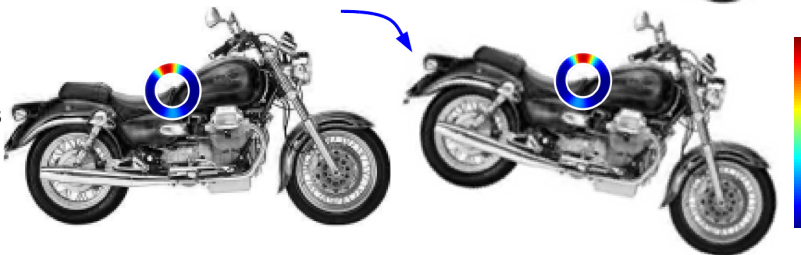
using Spherical Harmonics for features in the spherical coordinates

2D HOG as continuous circular signals

Discrete
Histogram



Continuous
Histogram

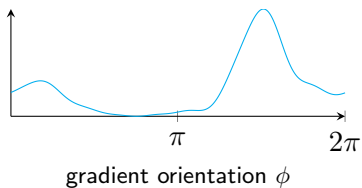


- Rotation can be easily addressed in Fourier space.

The continuous histogram in Fourier space



:



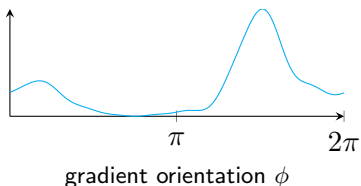
Fourier basis $e^{in\phi}$
Fourier coefficients

$$c_n = \frac{1}{2\pi} \int_0^{2\pi} f(\phi) e^{-in\phi} d\phi$$

The continuous histogram in Fourier space



:



Fourier basis $e^{in\phi}$
 Fourier coefficients

$$c_n = \frac{1}{2\pi} \int_0^{2\pi} f(\phi) e^{-in\phi} d\phi$$

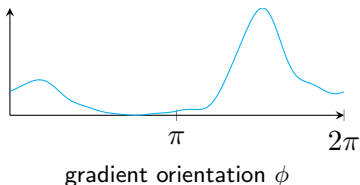
$$= c_0 + c_1 e^{i\phi} + c_2 e^{i2\phi} + \dots$$

$$\text{Fourier}(\text{circular histogram}) = [c_0, c_1, c_2 \dots]$$

The continuous histogram in Fourier space



:



Fourier basis $e^{in\phi}$

Fourier coefficients

$$c_n = \frac{1}{2\pi} \int_0^{2\pi} f(\phi) e^{-in\phi} d\phi$$

$$= c_0 + c_1 e^{i\phi} + c_2 e^{i2\phi} + \dots$$

$$\text{Fourier}(\text{img}) = [c_0, c_1, c_2 \dots]$$

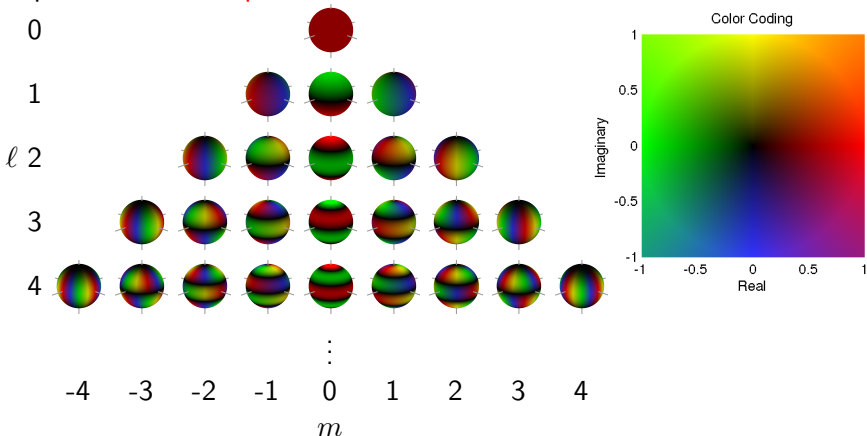
Under a rotation (of angle θ), \rightarrow

$$\text{Fourier}(\text{img}) = [c'_0, c'_1, c'_2 \dots]$$

$$c'_n = e^{-in\theta} c_n$$

Circles \rightarrow Spheres, Fourier basis \rightarrow Spherical Harmonics

Analogously to the Fourier basis $e^{in\phi}$, the wave functions on a sphere are called **spherical harmonics**



Expansion on spheres \rightarrow Spherical Harmonic Coefficients

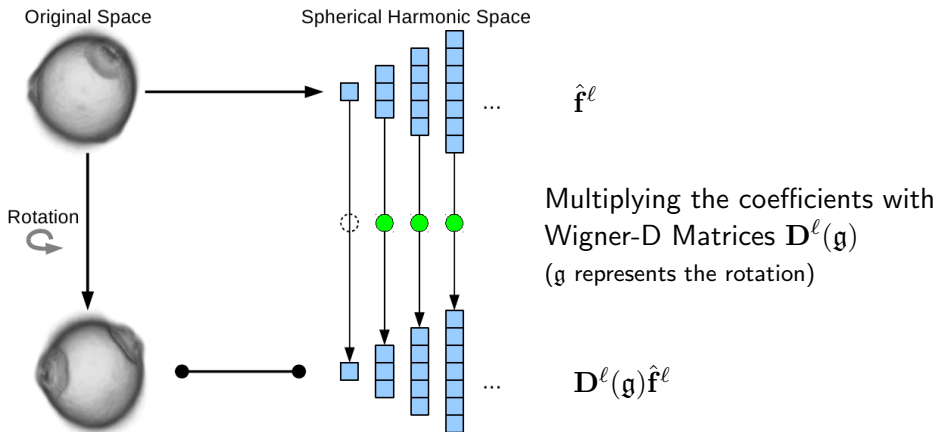
$$f = \hat{f}_0^0 \cdot \text{red sphere} + \hat{f}_{-1}^1 \cdot \text{blue/red sphere} + \hat{f}_0^1 \cdot \text{green/red sphere} + \hat{f}_1^1 \cdot \text{blue/green sphere} + \dots$$

\hat{f}_m^ℓ are complex-valued coefficients:

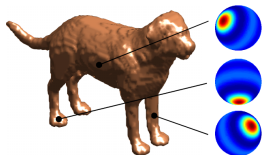
$$\underbrace{\hat{f}_0^0}_{\text{band 0: } \hat{\mathbf{f}}^0}, \quad \underbrace{\hat{f}_{-1}^1, \hat{f}_0^1, \hat{f}_1^1}_{\text{band 1: } \hat{\mathbf{f}}^1}, \quad \underbrace{\hat{f}_{-2}^2, \hat{f}_{-1}^2, \hat{f}_0^2, \hat{f}_1^2, \hat{f}_2^2}_{\text{band 2: } \hat{\mathbf{f}}^2}, \quad \dots$$

The coefficients in the same band transform together under rotations.

Rotation in Spherical Harmonic Space

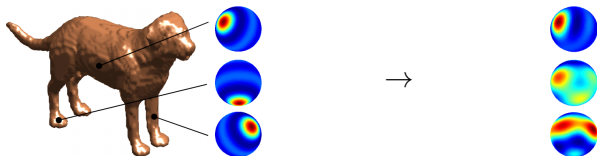


3D HOG represented in Spherical Harmonic space



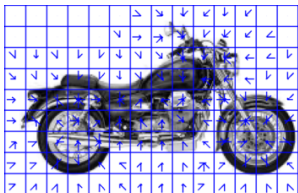
- Take an individual gradient as a Dirac function on sphere
- Project it onto Spherical Harmonics

3D HOG represented in Spherical Harmonic space

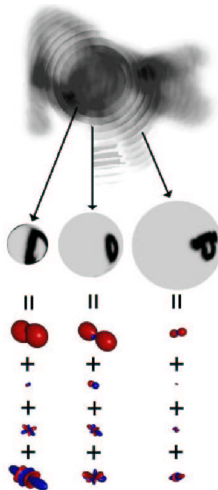


- Take an individual gradient as a Dirac function on sphere
- Project it onto Spherical Harmonics
- Spatial aggregation \rightarrow spatial smoothing on spherical harmonic coefficients

Regional description of HOG arrangement



grid sampling

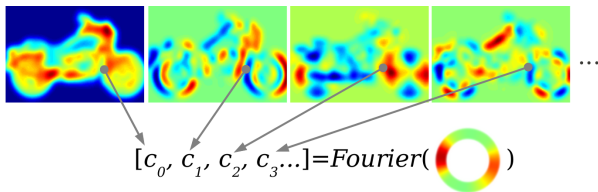


shell sampling + expansion

M. Kazhdan, *et al*, Rotation invariant spherical harmonic

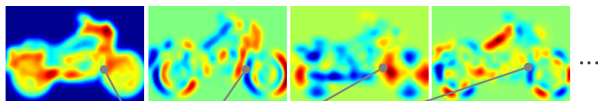
representation of 3D shape descriptors, 2003.

2D example: radial sampling + Fourier expansion



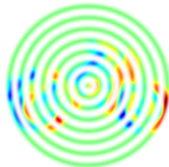
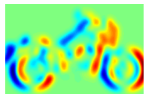
pixel-wise HOG
in Fourier space

2D example: radial sampling + Fourier expansion



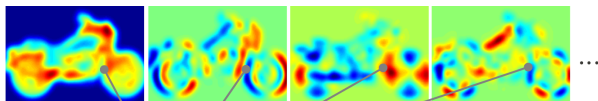
pixel-wise HOG
in Fourier space

$$[c_0, c_1, c_2, c_3 \dots] = \text{Fourier}(\text{circle})$$



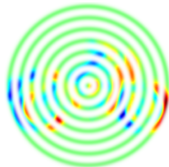
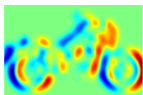
radial sampling
(in each channel)

2D example: radial sampling + Fourier expansion



pixel-wise HOG
in Fourier space

$$[c_0, c_1, c_2, c_3 \dots] = \text{Fourier}(\text{O})$$



radial sampling
(in each channel)



$$\text{Fourier}(\text{O}) = [cc_0, cc_1, cc_2 \dots]$$

$\{cc_n\}$ has simple rotation behaviour

Fourier expansion
(at each sampled radius)

How to create rotation-invariance

image	f	$f' = \text{rotate } f \text{ by angle } \theta$
feature	a	$a' = e^{-im\theta} a$
another feature	b	$b' = e^{-in\theta} b$

How to create rotation-invariance

image	f	$f' = \text{rotate } f \text{ by angle } \theta$
feature	a	$a' = e^{-im\theta} a$
another feature	b	$b' = e^{-in\theta} b$
energy	$\ a\ ^2 = \bar{a}a$	$\ a'\ ^2 = \bar{a}e^{im\theta} e^{-im\theta} a = \ a\ ^2$
coupled value	$\bar{a}b$	$\bar{a}'b' = e^{i(m-n)\theta} \bar{a}b$

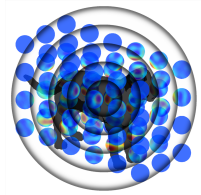
Energy is rotation-invariant.

$\bar{a}b$ is rotation-invariant if $m = n$.

Solution for the 3D HOG Field



Dense HOG feature
in SH space



shell sampling



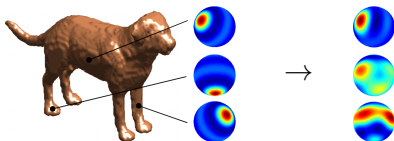
Spherical
Tensorial
Expansion

- The dense HOG features in Spherical Harmonics space need **the Spherical Tensorial expansion**.

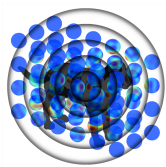
[M. Reisert and H. Burkhardt. Spherical tensor calculus for local adaptive filtering, 2009]

- Rotation-invariance: **coupling two expansion coefficients which transform with the same Wigner-D matrices.**

Summary of approach



- Representing HOG in Spherical Harmonics space

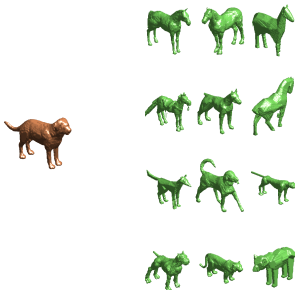


- Describing local region by shell-sampling + expansion
- Coupling the output of the same rotation behaviour

Evaluation on Princeton Shape Benchmark

Method	Nearest Neighbour(%)	First Tier(%)	Second Tier(%)	E-measure(%)	DCG(%)
HOG-ST	67.4	37.4	47.6	28.0	63.8
SH	56.0	28.4	37.6	22.3	56.0
StrT-ST	61.7	30.7	39.6	23.2	58.2
BoF _{SHcorr}	62.4	/	/	/	/
HOG _{align}	58	27	35	21	55

- Using the evaluation tools from the benchmark



Evaluation on Princeton Shape Benchmark

Method	Nearest Neighbour(%)	First Tier(%)	Second Tier(%)	E-measure(%)	DCG(%)
HOG-ST	67.4	37.4	47.6	28.0	63.8
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BoF _{SHcorr}	62.4	/	/	/	/
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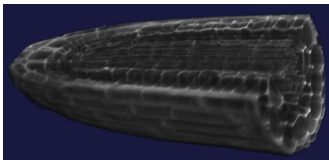
- **HOG-ST: Spherical HOG + shell-wise tensorial expansion.**
- SH: Spherical Harmonics Descriptor. [P. Shilane, *et al*, 2004.]
- StrT-ST: Structure Tensor + shell-wise tensorial expansion. [H. Skibbe, *et al*, 2009.]
- BoF_{SHcorr}: Bag-of-features approach with Spherical Correlation for feature comparison. [J. Fehr, *et al*, 2009.]
- HOG_{align}: HOG features on pose-normalized 3D shapes. [M. Scherer, *et al*, 2010.]

SHREC 2009 Generic Shape Benchmark

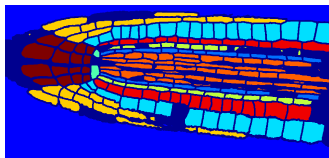
Method	Nearest Neighbour(%)	First Tier(%)	Second Tier(%)	E-measure(%)	DCG(%)
HOG-ST	90.0	50.6	62.0	43.4	80.2
StrT-ST	81.2	39.0	49.3	34.1	71.2
HOG _{align}	75	41	52	35	71

- **HOG-ST: Spherical HOG + shell-wise tensorial expansion.**
- StrT-ST: Structure Tensor + shell-wise tensorial expansion. [H. Skibbe, *et al*, 2009.]
- HOG_{align}: HOG features on pose-normalized 3D shapes. [M. Scherer, *et al*, 2010.]

Application on Biological data



Raw data



One slice of labelled data

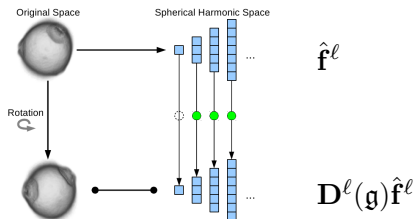
- Data: confocal microscopic imaging of plant roots
- Target: assign voxels into different classes (background / cell-wall / 6 layers...)
- Voxel-wise **rotation-invariant** descriptions + SVM

Fast computation for voxel-wise descriptions

- Shell-wise expansion is not efficient for dense description.
- Spherical Gaussian Derivative (*SGD*) is an efficient alternative.

[M. Reisert and H. Burkhardt. Spherical tensor calculus for local adaptive filtering, 2009]

- It keeps the simple rotation behaviour.



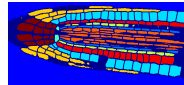
Multi-scale SGD Filtering on HOG fields



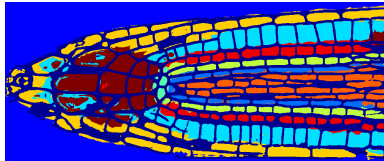
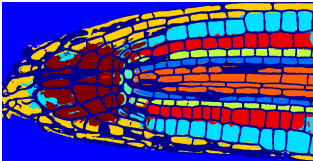
14 out of 240 energy features

Experiment result

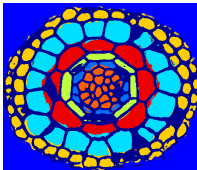
Train SVMs with the ground-truth labels



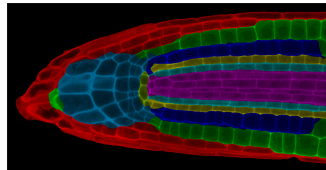
Apply to other roots:



classification result



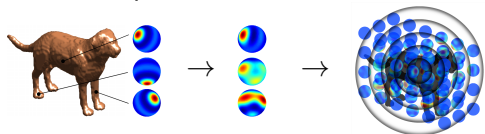
a cross-section



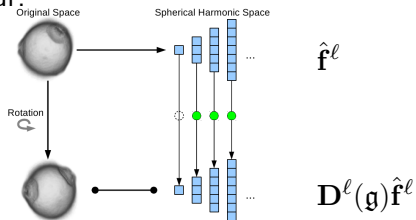
refined region segmentation
(by energy minimization)

Conclusion

- A robust 3D rotation-invariant description is proposed, based on HOG and Spherical Harmonics.



- Relating features and operations to Fourier basis (2D) and Spherical Harmonics (3D) can lead to simple rotation behaviour.



Thank you!