# Symmetric Parts and Their Role in Object Recognition

Sven J. Dickinson

Department of Computer Science

University of Toronto

CVPR 2011 Workshop on Symmetry Detection from Real-World Images

### **Perceptual Grouping**



## The Rise and Fall of Perceptual Grouping





Perceptual grouping papers at ICCV, CVPR, ECCV, and ICPR, as tracked by the USC computer vision bibliography.

#### Deatesicial Clared el rization Model



### The Need for Mid-Level Shape Priors

- A detector provides a strong shape prior, precluding the need for perceptual grouping.
- But recognition as detection won't scale to large databases.
- An informative shape index requires domain-independent intermediate shape priors: perceptual grouping!

### Symmetry: A Powerful Mid-Level Shape Prior

- Many objects in our world can be modeled as configurations of symmetric parts, e.g., humans, animals, plants, and a vast array of man-made objects.
- This regularity has shaped the evolution of the human visual system, which can quickly detect symmetry as a non-accidental feature.
- How do we computationally model symmetric parts, and how do we recover (and group) them from real images?

### Multiscale Symmetric Part Detection and Grouping



Levinshtein, Sminchisescu, and Dickinson (ICCV 2009)

### Key Idea: Superpixels as Deformable Maximal Discs



#### **Multiscale Superpixel Segmentation**



### Back to Our Input Image



### Superpixel Affinity



#### **Multiscale Part Detection**



### Part Affinity



### Final Part Groups

















#### Conclusions

- Scaling categorization from detection to recognition from large databases will require domain-independent perceptual grouping – object-level shape priors must give way to mid-level shape priors.
- •Local symmetry provides a natural, powerful basis for part decomposition that supports object categorization.
- Symmetry-based contour grouping is necessary but not sufficient, for we need to abstract the groups before they can be used to query a large database.

#### **Challenges/Open Questions**

- •What are the appropriate parameters of a symmetric part? (e.g., bending, tapering, pinching, etc.?)
- •What are the appropriate attachment relations between parts?
- Should recovered symmetric parts (and their attachments) be 2D or 3D?
- How do we recover abstract symmetric parts and their attachment relations from real images of real objects?