Relational Models for High-level Vision

Relational models describe objects (object classes) based on parts (components) and relations between the parts

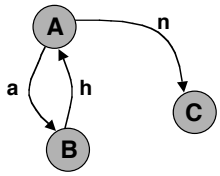
A relational model can be represented as a structure with nodes and edges:

Nodes: parts with properties

A	B	C
is-a person state running	is-a person state jumping	is-a ball colour black

Edges: relations between parts

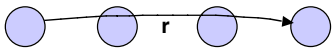
- approaches A B
- nearby A C
- holds B A



Representing N-ary Relations

Awkward graphical representation:

"hypergraph"



Reification:

(BETWEEN A B C) ⇒
(INSTANCE BETW1 BETWEEN)
(BETWEEN-ARG1 BETW1 A)
(BETWEEN-ARG2 BETW1 B)
(BETWEEN-ARG3 BETW1 C)

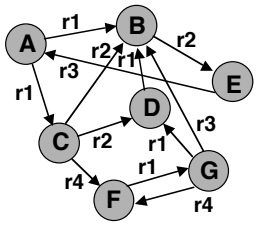
(OVERTAKE VEH1 VEH2 23 46) ⇒
(INSTANCE OT1 OVERTAKE)
(OVERTAKER OT1 VEH1)
(OVERTAKEE OT1 VEH2)
(TBEG OT1 23)
(TEND OT1 42)

Recognition by Relational Matching

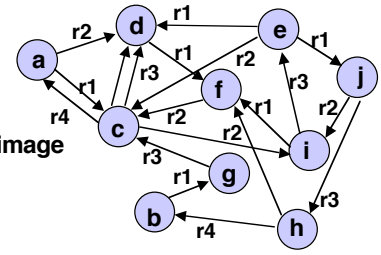
Principle:

- **construct relational model(s) for object class(es)**
- **construct relational image description**
- **compute morphism (best partial match) between image and model(s)**

model



image



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Compatibility of Relational Structures

Different from graphs, nodes and edges of relational structures may represent entities with rich distinctive descriptions.

Example: **nodes = image regions with diverse properties**
edges = spatial relations

1. Compatibility of nodes

An image node is compatible with a model node, if the properties of the nodes match.

2. Compatibility of edges

An image edge is compatible with a model edge, if the edge types match.

3. Compatibility of structures

A relational image description B is compatible with a relational model M, if there exists a bijective mapping of nodes of a partial structure B´of B onto nodes of a partial structure M´of M such that

- corresponding nodes and edges are compatible
- M is described by M´ with sufficient completeness

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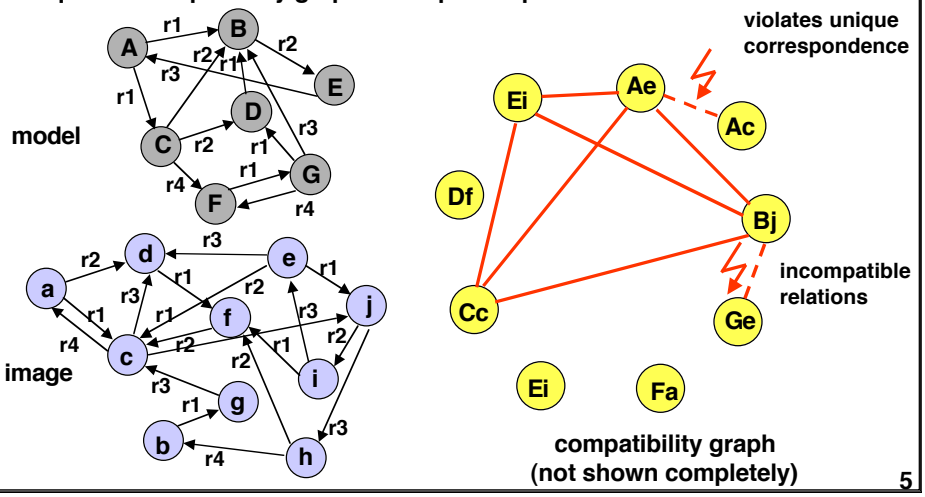
Relational Matching Using a Compatibility Graph

nodes of compatibility graph = pairs with compatible properties
edges of compatibility graph = compatible pairs
cliques in compatibility graph = compatible partial structures



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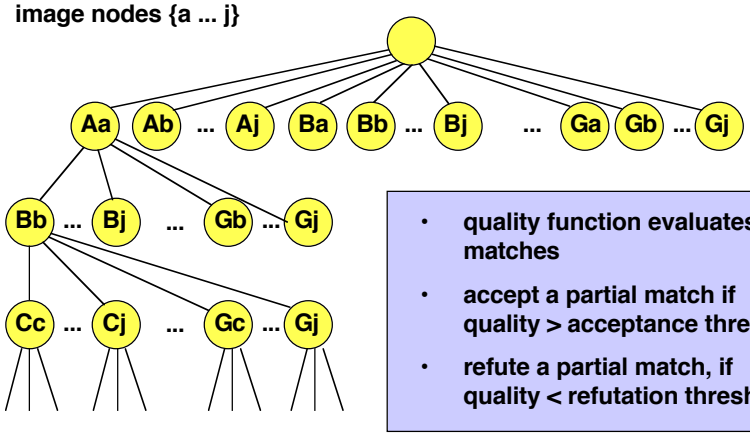
Relational Matching with Heuristic Search

Stepwise correspondence search between model nodes {A ... G} and image nodes {a ... j}



- quality function evaluates partial matches
- accept a partial match if quality > acceptance threshold
- refute a partial match, if quality < refutation threshold

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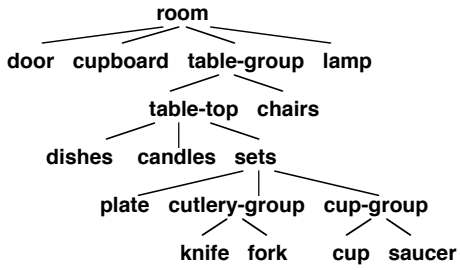
Shortcomings of Relational Matching for High-level Scene Interpretation (1)

Natural hierarchical structures and groupings are not well represented by flat relational structures

Example: Modelling dining room views



In a model, repeated identical structures should only be represented once

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Shortcomings of Relational Matching for High-level Scene Interpretation (2)

Node compatibility is not clearly defined

Edge compatibility is not clearly defined

Logical relations between different node descriptions and different edge labels must be clarified

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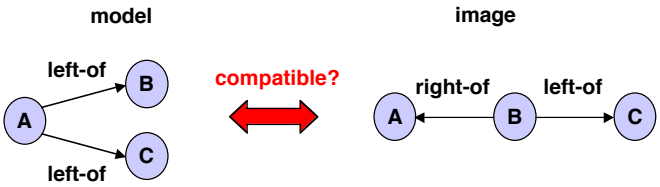
Shortcomings of Relational Matching for High-level Scene Interpretation (3)

Implicit information is not considered



Reasoning may be required to determine compatibility

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