



University of Cyprus – MSc Artificial Intelligence

MAI644 – COMPUTER VISION

Lecture 7: Features – Corners

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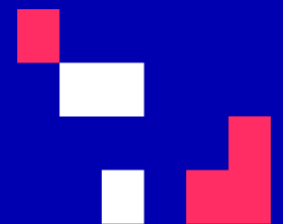
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Last time

- What can we do with convolutions
- What is an edge – image derivatives
- Sobel filters
- Laplacian filters
- Difference of Gaussian filters
- Canny edge detection

Today's Agenda

- Features
- Self-difference
- Harris corner detection

[material based on Joseph Redmon's course]

Today's Agenda

- Features
- Self-difference
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What else is there?

So what can we do with these convolutions anyway?

- Blurring
- Sharpening
- Edges
- Features
- Derivatives
- Super-resolution
- Classification
- Detection
- Image captioning
- ...

Features!

- Highly descriptive local regions
- Ways to describe those regions
- Useful for:
 - Matching
 - Recognition
 - Detection

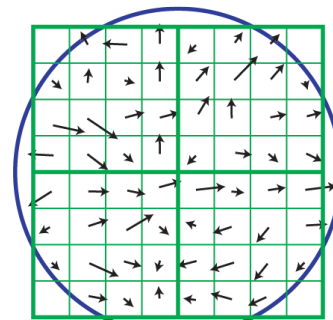
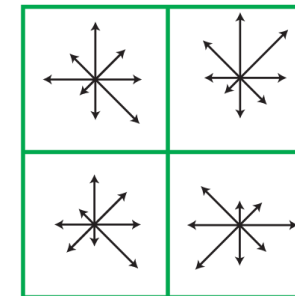
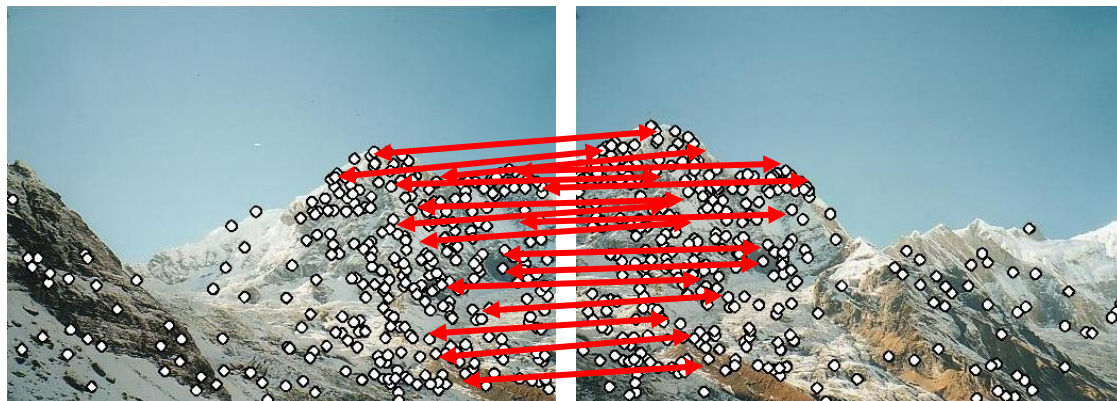
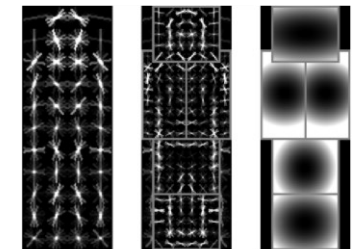
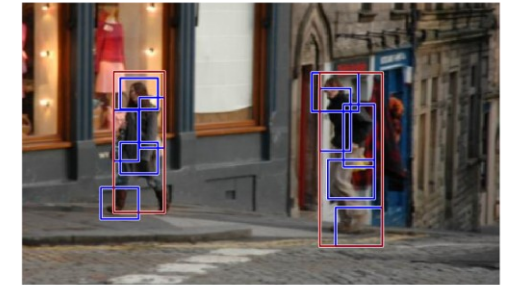


Image gradients



Keypoint descriptor



What makes a good feature?

- Want to find patches in image that are useful or have some meaning
- For objects, want a patch that is common to that object but not in general
- For panorama stitching, want patches that we can find easily in another image of same place
- Good features are unique!
 - Can find the “same” feature easily
 - Not mistaken for “different” features

Application - How to create a panorama

- Say we are stitching images to create a panorama
- Want patches in one image to match to patches in another image
- Hopefully only match one spot



How close are two patches?

- (weighted) Summed squared difference
- Images I, J
- $\sum_{x,y} w(x,y) (I(x,y) - J(x,y))^2$

How can we find unique patches?

- Sky: bad
 - Very little variation
 - Could match any other sky



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 - Variation in one direction
 - Could match other patches along same edge



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- Sky: bad
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 - Could match any other sky
- Edge: ok
 - Variation in one direction
 - Could match other patches along same edge
- Corners: good!
 - Only one alignment matches



Today's Agenda

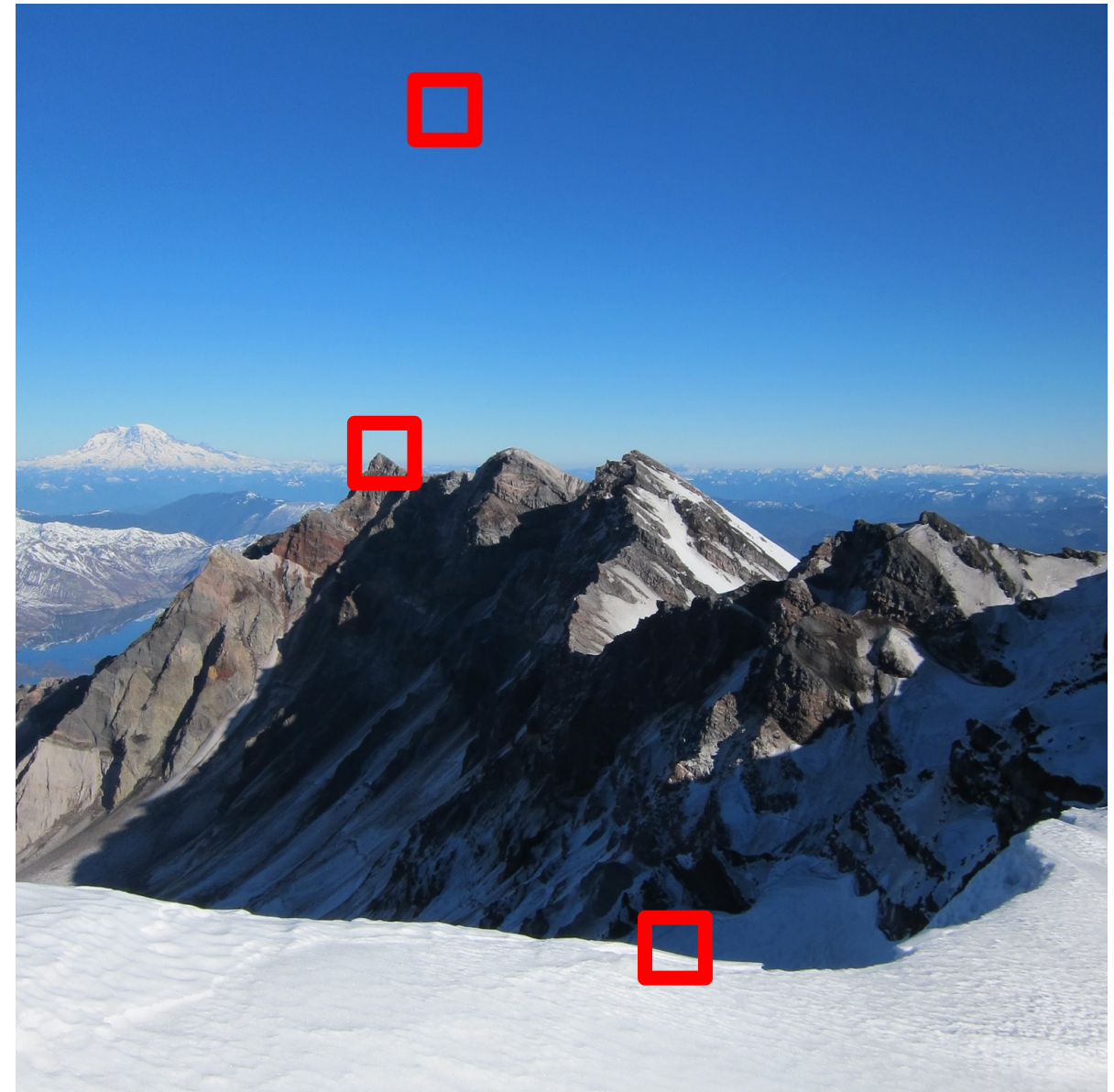
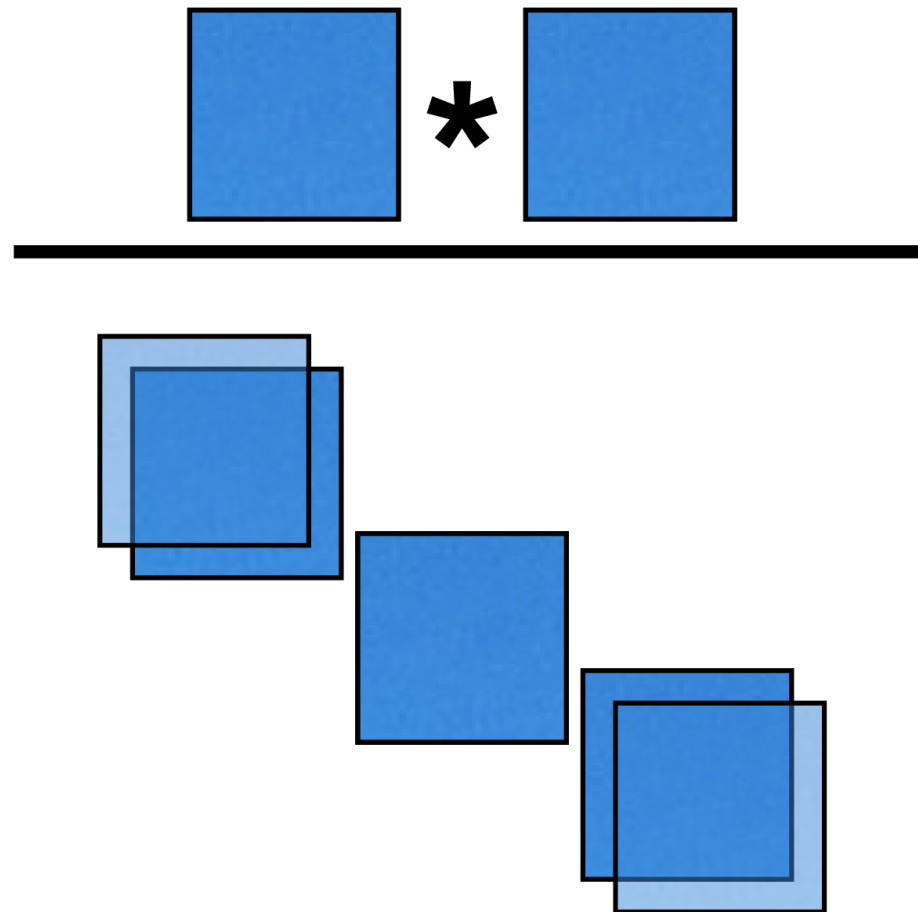
- Features
- Self-difference
- Harris corner detection

How can we find unique patches?

- Want a patch that is unique in the image
- Can calculate distance between patch and every other patch, a lot of computation
- Instead, we could think about auto-correlation:
 - How well does image match shifted version of itself?
- Autocorrelation: $\sum_{\mathbf{d}} \sum_{x,y} w(x,y) (I(x+\mathbf{d}_x, y+\mathbf{d}_y) - I(x,y))^2$
- Measure of self-difference (how much am I not myself?)

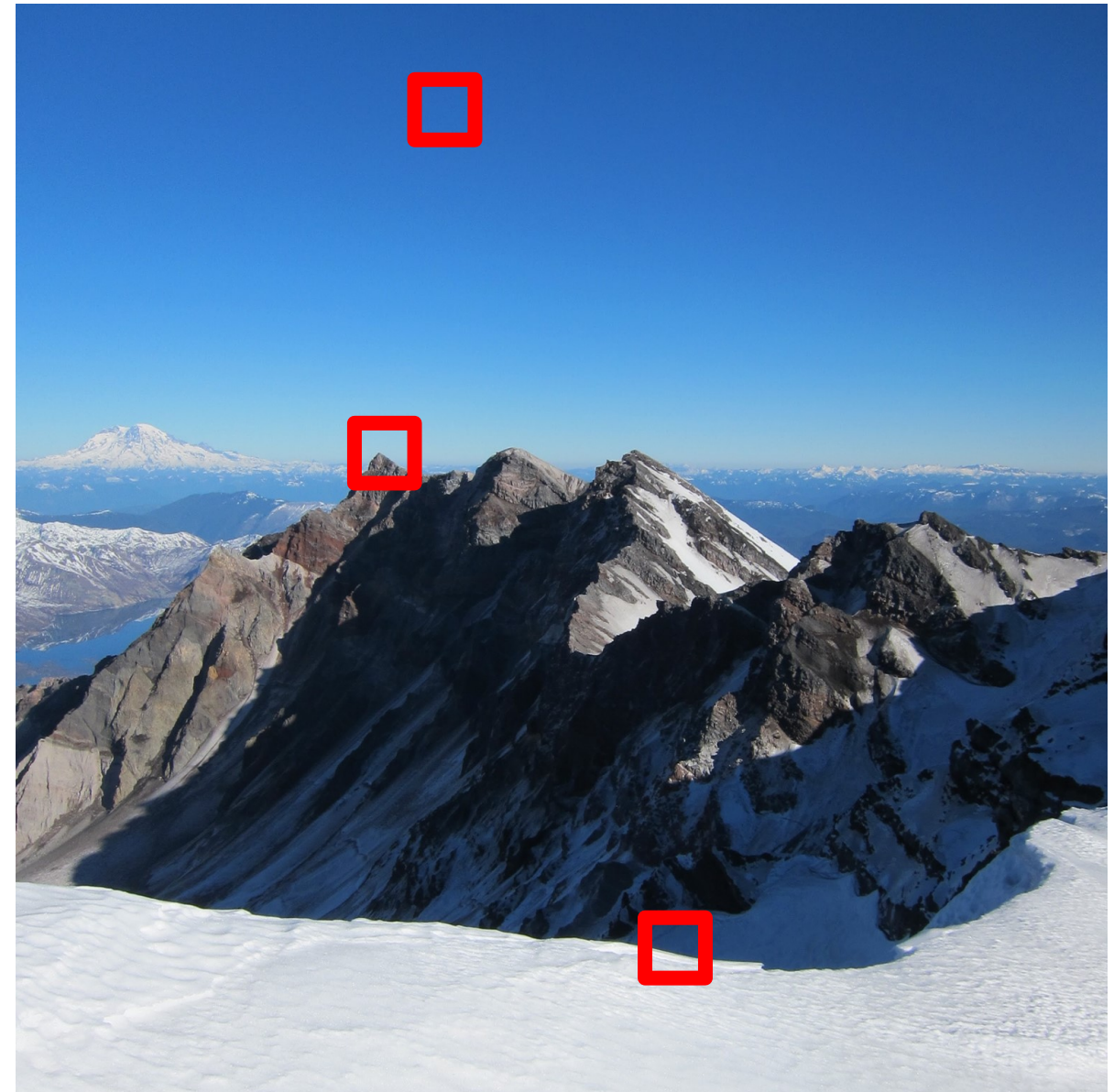
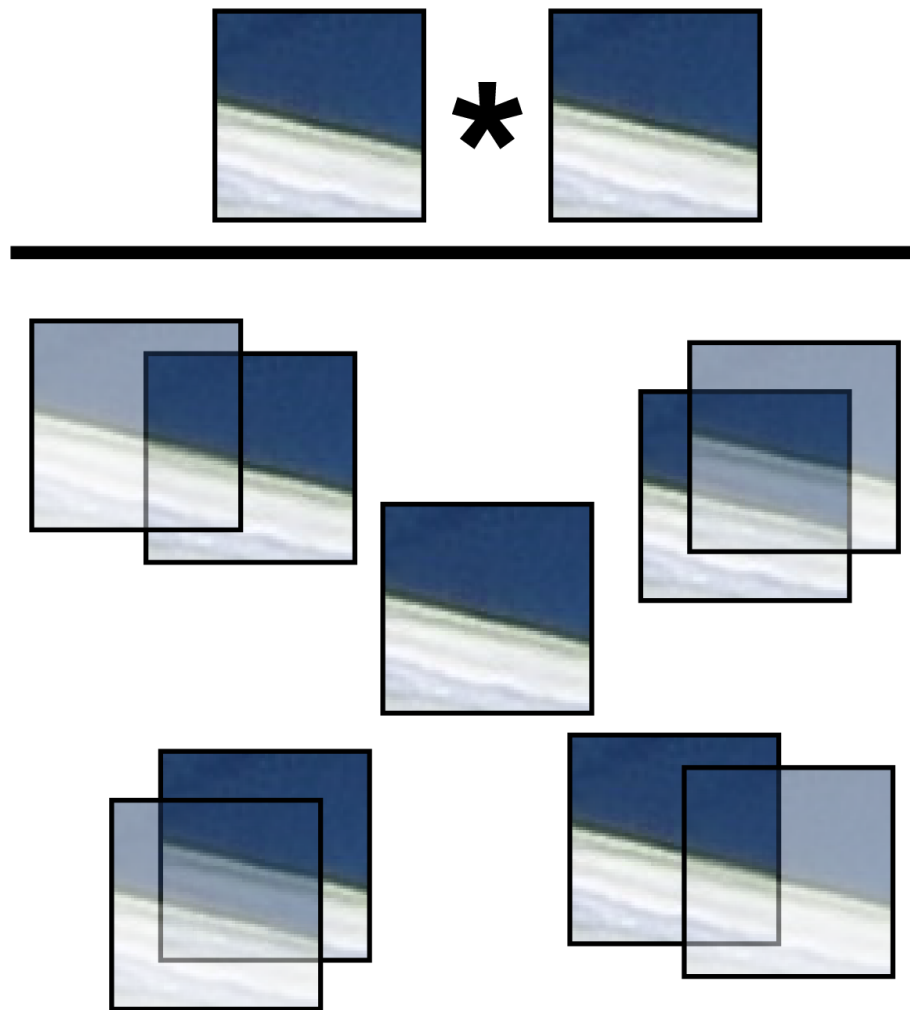
Self-difference

Sky: low everywhere



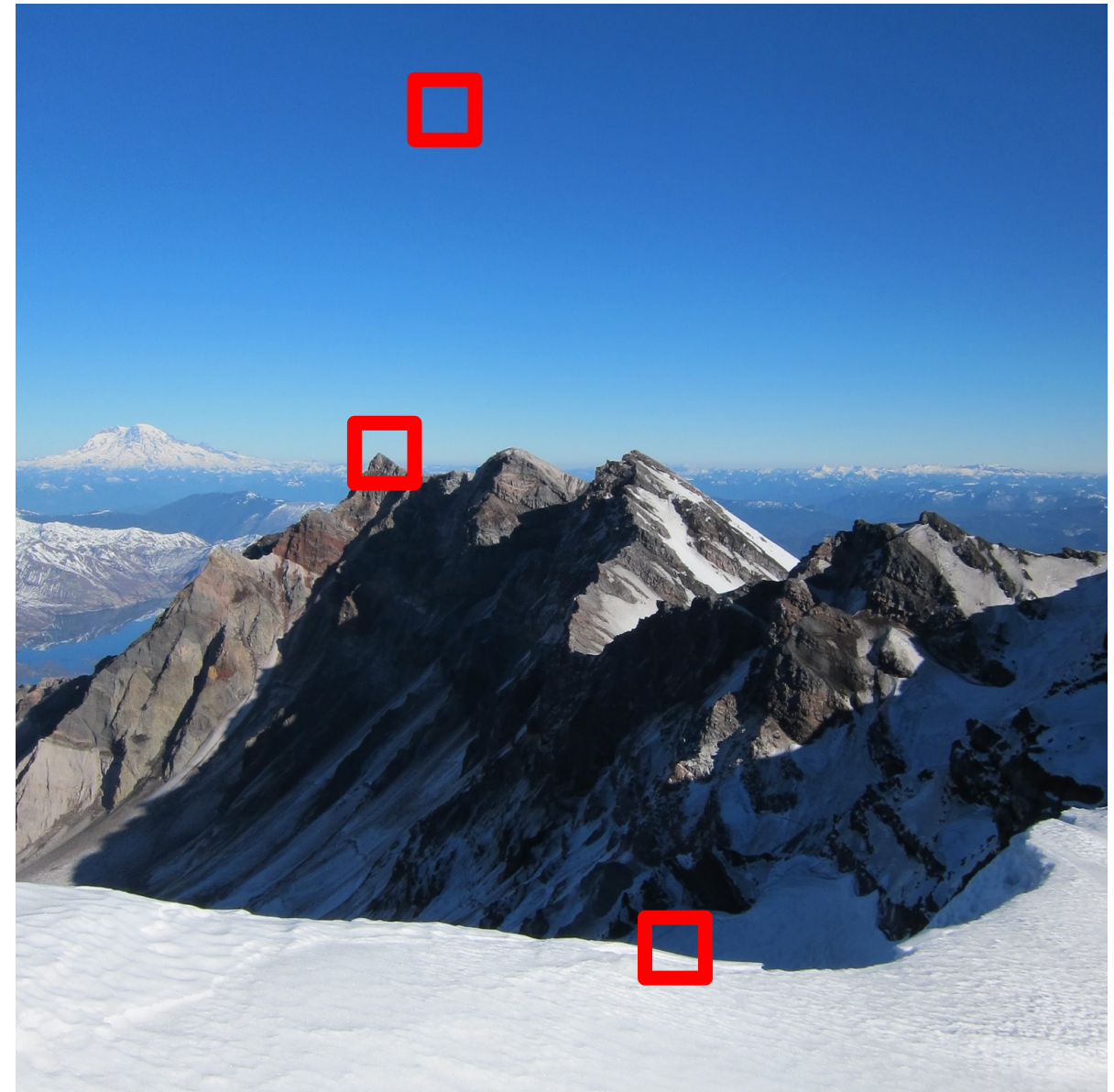
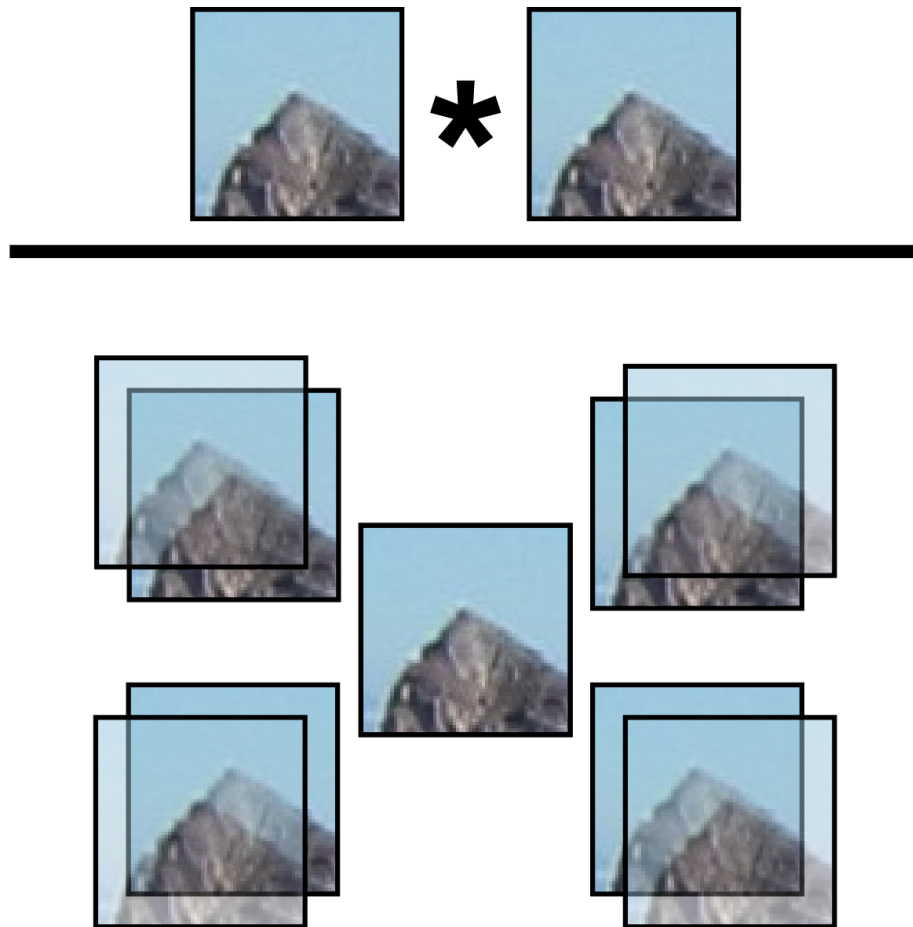
Self-difference

Edge: low along edge



Self-difference

Corner: mostly high

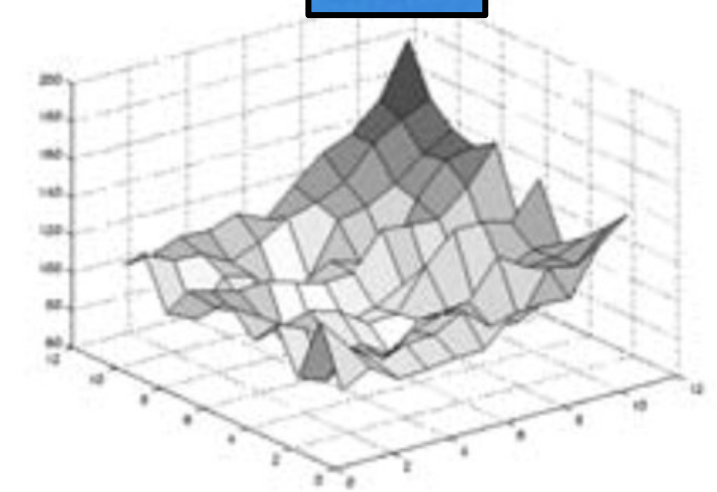
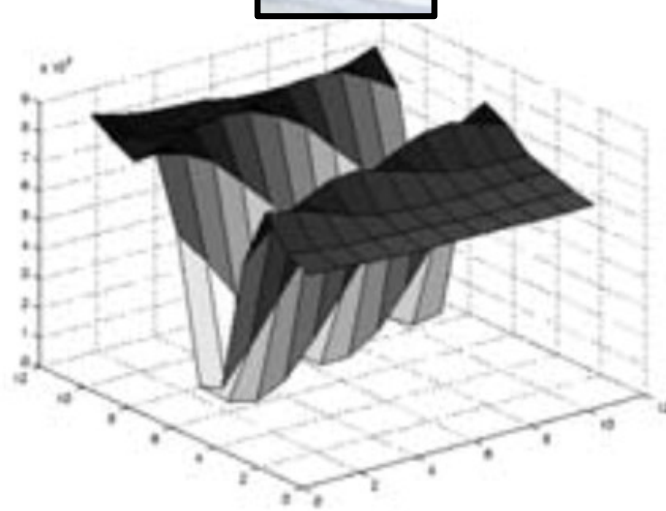
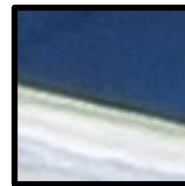
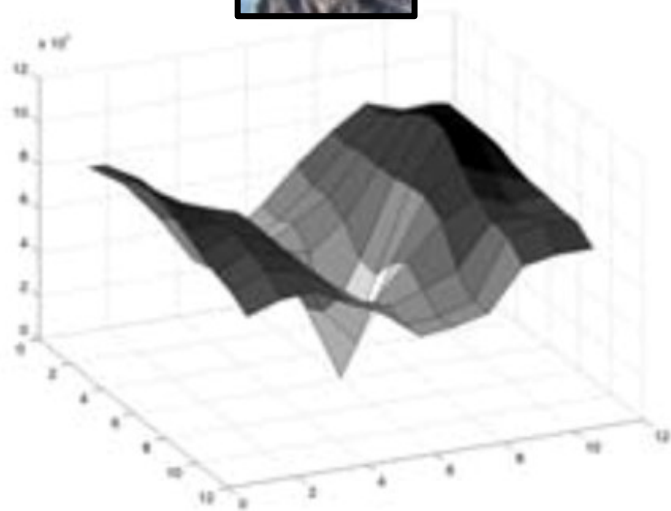


Self-difference

Sky: low everywhere

Edge: low along edge

Corner: mostly high



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Self-difference is still expensive

- $\sum_{\mathbf{d}} \sum_{x,y} w(x,y) (I(x+\mathbf{d}_x, y+\mathbf{d}_y) - I(x,y))^2$
- Lots of summing
- Need an approximation
 - Use Taylor Series expansion of the image function (see Szeliski book Section 7.1.1)
 - $I(x+\mathbf{d}_x, y+\mathbf{d}_y) \approx I(x,y) + \mathbf{d}_x I_x(x,y) + \mathbf{d}_y I_y(x,y)$

Approximate self-difference

- Look at nearby gradients I_x and I_y
- If gradients are mostly zero, not a lot going on
 - Low self-difference
- If gradients are mostly in one direction, edge
 - Still low self-difference
- If gradients are in two(ish) directions, corner!
 - High self-difference, good patch!

Approximate self-difference

- How do we tell what's going on with gradients?
- Eigenvectors/values!
- Need structure matrix for patch, just a weighted sum of nearby gradient information

$$\begin{array}{|c|c|} \hline \Sigma_i w_i l_x(i) l_x(i) & \Sigma_i w_i l_x(i) l_y(i) \\ \hline \Sigma_i w_i l_x(i) l_y(i) & \Sigma_i w_i l_y(i) l_y(i) \\ \hline \end{array}$$

- Not as complex as it looks, weighted sum of gradients near pixel

https://en.wikipedia.org/wiki/Structure_tensor

Structure matrix

- Weighted sum of gradient information

$$\begin{vmatrix} \sum_i w_i l_x(i) l_x(i) & \sum_i w_i l_x(i) l_y(i) \\ \sum_i w_i l_x(i) l_y(i) & \sum_i w_i l_y(i) l_y(i) \end{vmatrix}$$

- Can use Gaussian weighting
- Eigenvectors/values of this matrix summarize the distribution of the gradients nearby
- λ_1 and λ_2 are eigenvalues
 - λ_1 and λ_2 both small: no gradient
 - $\lambda_1 \gg \lambda_2$ or $\lambda_1 \ll \lambda_2$: gradient in one direction
 - λ_1 and λ_2 both large: multiple gradient directions, corner

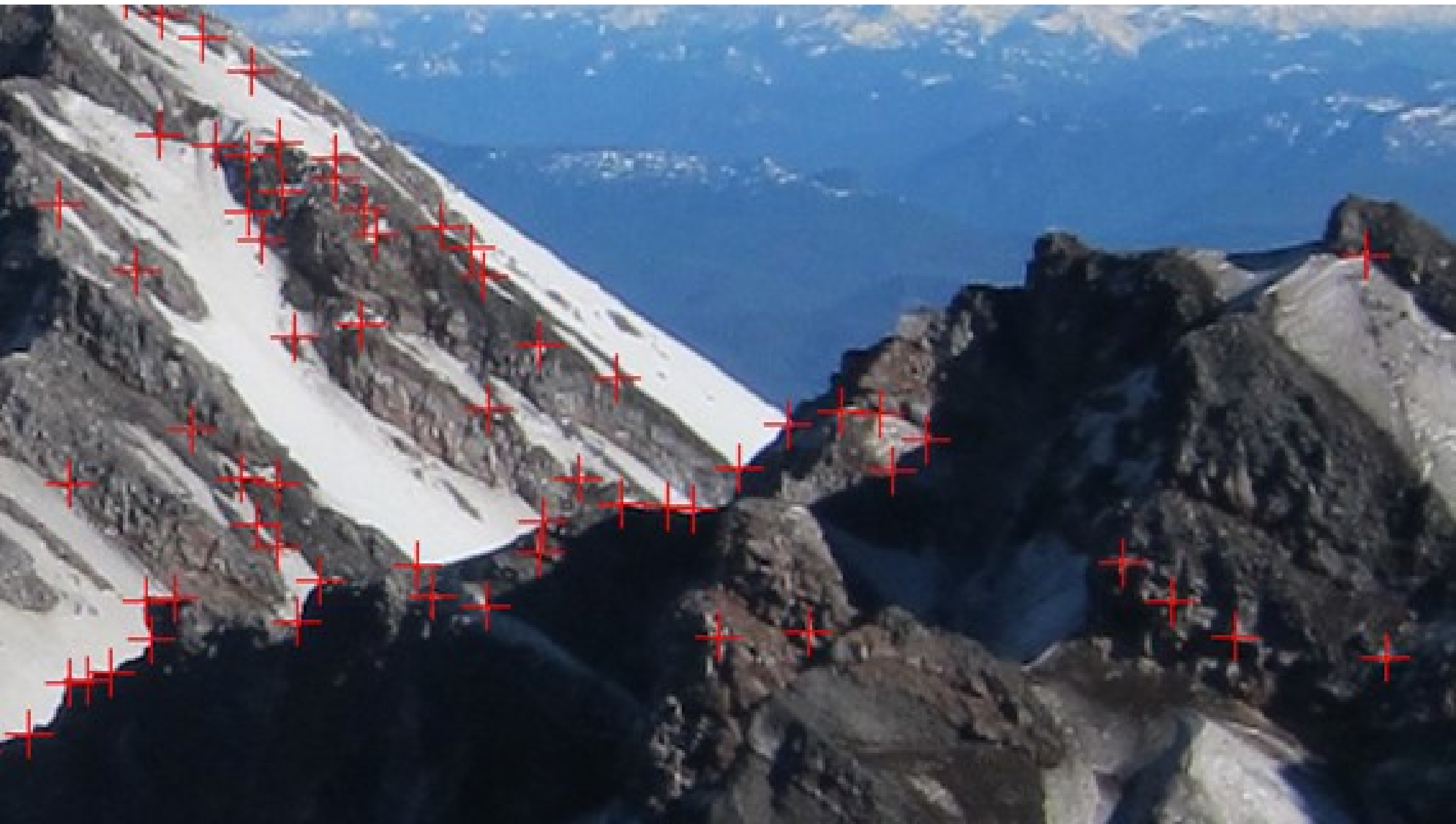
Estimating eigenvalues

- Use determinant and trace:
 - $\det(S) = \lambda_1 * \lambda_2$
 - $\text{trace}(S) = \lambda_1 + \lambda_2$
- Response function (R score): $\det(S) - \kappa \text{trace}(S)^2 = \lambda_1 \lambda_2 - \kappa(\lambda_1 + \lambda_2)^2$
- If this score is large, both λ_1 and λ_2 are large

Harris Corner Detector

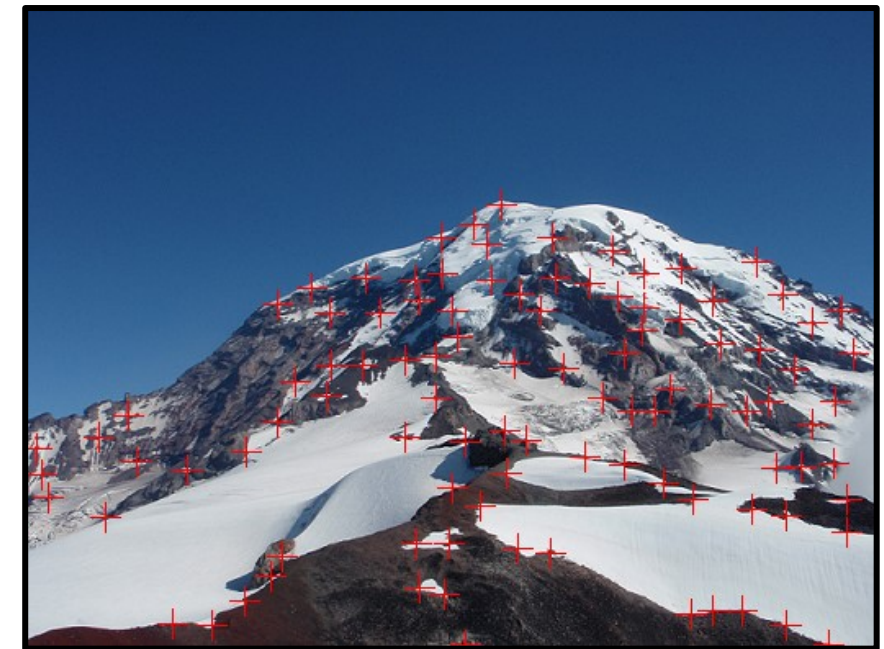
- Calculate derivatives I_x and I_y
- Calculate 3 measures $I_x I_x$, $I_y I_y$, $I_x I_y$
- Calculate weighted sums
 - Want a (weighted) sum of nearby pixels, guess what this is?
 - Gaussian – or weights could just be ones
- Estimate response based on R score
- Non-max suppression in a neighborhood





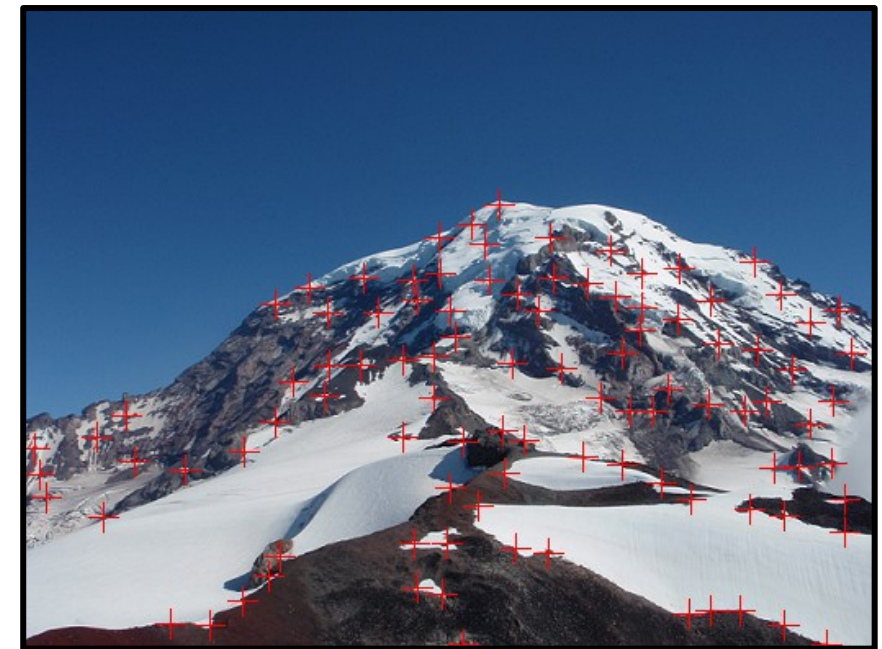
Ok, we found corners, now what?

- Need to match image patches to each other
- Need to figure out transform between images



Ok, we found corners, now what?

- Need to match image patches to each other
 - What is a patch? How do we look for matches? Pixels?
- Need to figure out transform between images
 - How can we transform images?
 - How do we solve for this transformation given matches?



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Thank you.

