

# **EE655: Computer Vision & Deep Learning**

## Lecture 03

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Department of Electrical Engineering  
IIT Kanpur

# Lecture Outline

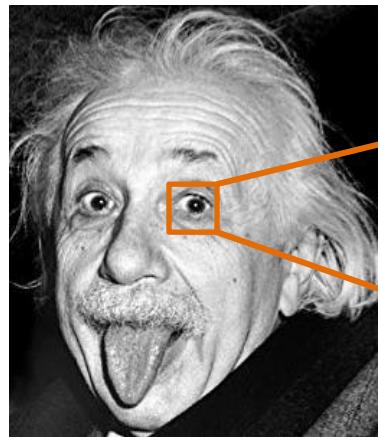
Convolution



Image Gradient

Edge

# IMAGE SPATIAL FILTERING ~ CORRELATION



2	1	4	4	7
1	2	2	3	6
3	3	5	8	9
5	2	2	6	7
8	3	2	1	3

$I$

Image

$\otimes$

$a$	$b$	$c$
$d$	$e$	$f$
$g$	$h$	$i$

$z$

Filter

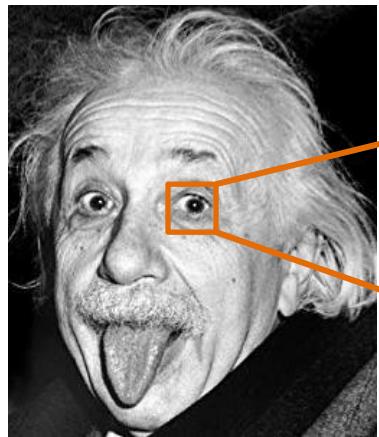
			$y$

$I_f$

Filtered image

$$y = 2a + b + 4c + d + 2e + 2f + 3g + 3h + 5i$$

# BOUNDARY



2	1	4	4	7
1	2	2	3	6
3	3	5	8	9
5	2	2	6	7
8	3	2	1	3

$I$

Image

$\otimes$

$a$	$b$	$c$
$d$	$e$	$f$
$g$	$h$	$i$

$z$

Filter

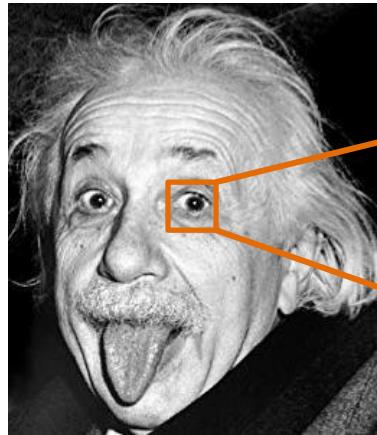
$y$			

$I_f$

Filtered image

$$y = ?$$

# BOUNDARY



0	0	0	0	0	0	0	0
0	2	1	4	4	7	0	0
0	1	2	2	3	6	0	0
0	3	3	5	8	9	0	0
0	5	2	2	6	7	0	0
0	8	3	2	1	3	0	0
0	0	0	0	0	0	0	0

$I$   
Image

Zero padding



$a$	$b$	$c$
$d$	$e$	$f$
$g$	$h$	$i$

$z$   
Filter

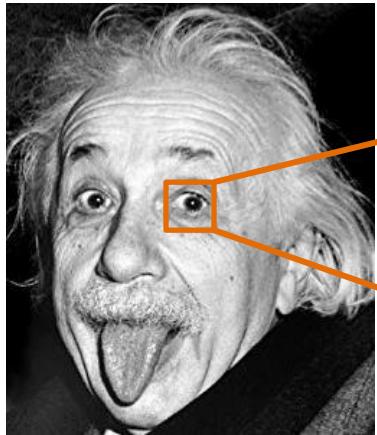
$y$				

$I_f$

Filtered image

$$y = 2e + f + h + 2i$$

# *BOUNDARY*



# I Image

## Zero padding

$$y = 8a + 9b + 6d + 7e + g + 3h$$

<i>a</i>	<i>b</i>	<i>c</i>
<i>d</i>	<i>e</i>	<i>f</i>
<i>g</i>	<i>h</i>	<i>i</i>

Z

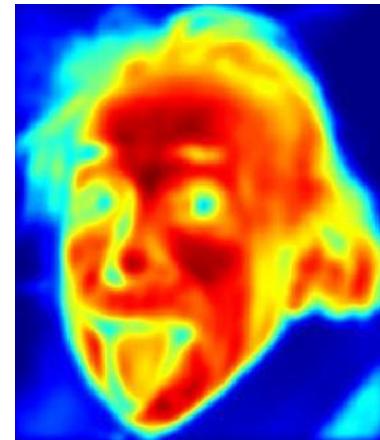
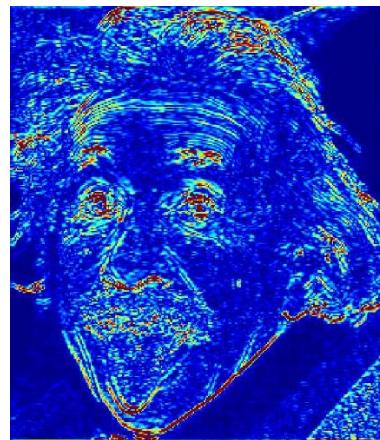
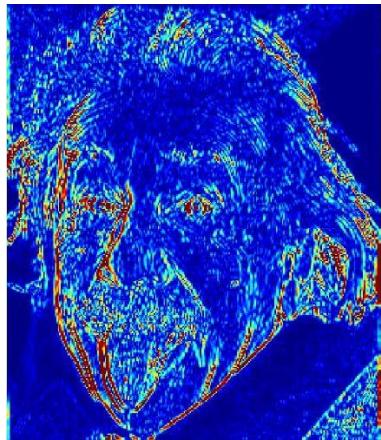
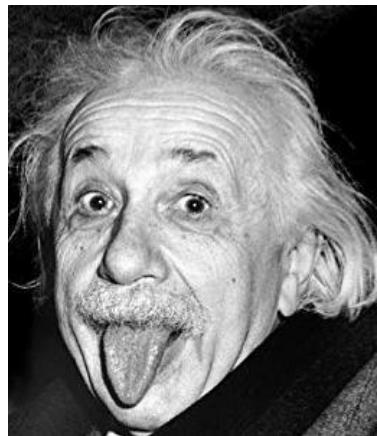
—

y

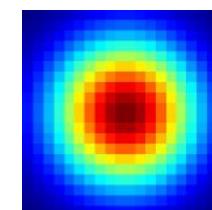
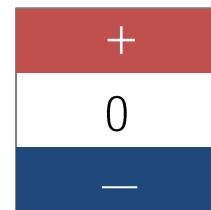
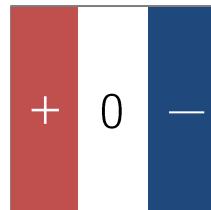
I<sub>f</sub>

## Filtered image

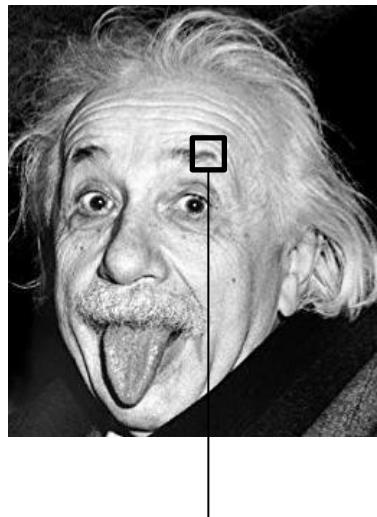
# FILTERING AS FEATURE EXTRACTION



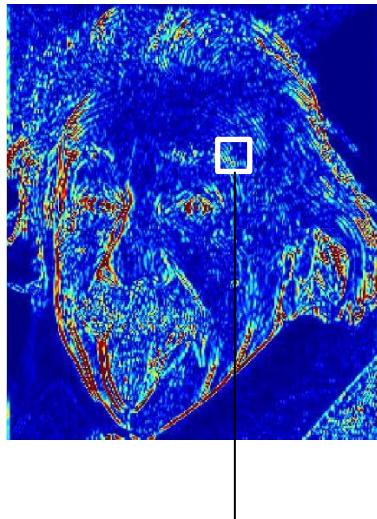
...



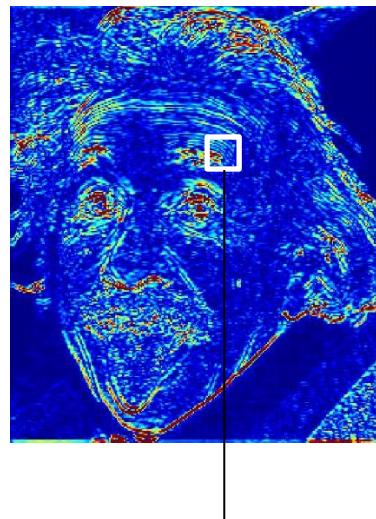
# FILTERING AS FEATURE EXTRACTION



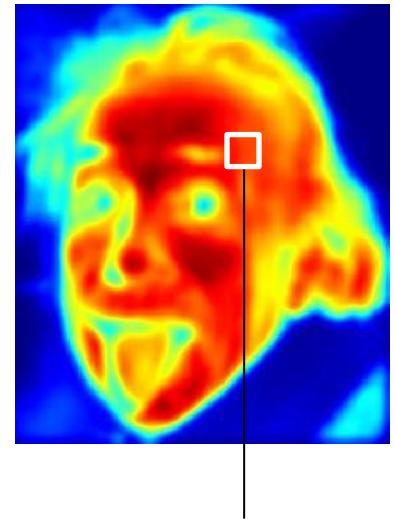
$$I(x) = 221$$



$$f_1(x) = \\ 0.3$$



$$f_2(x) = -0.1$$



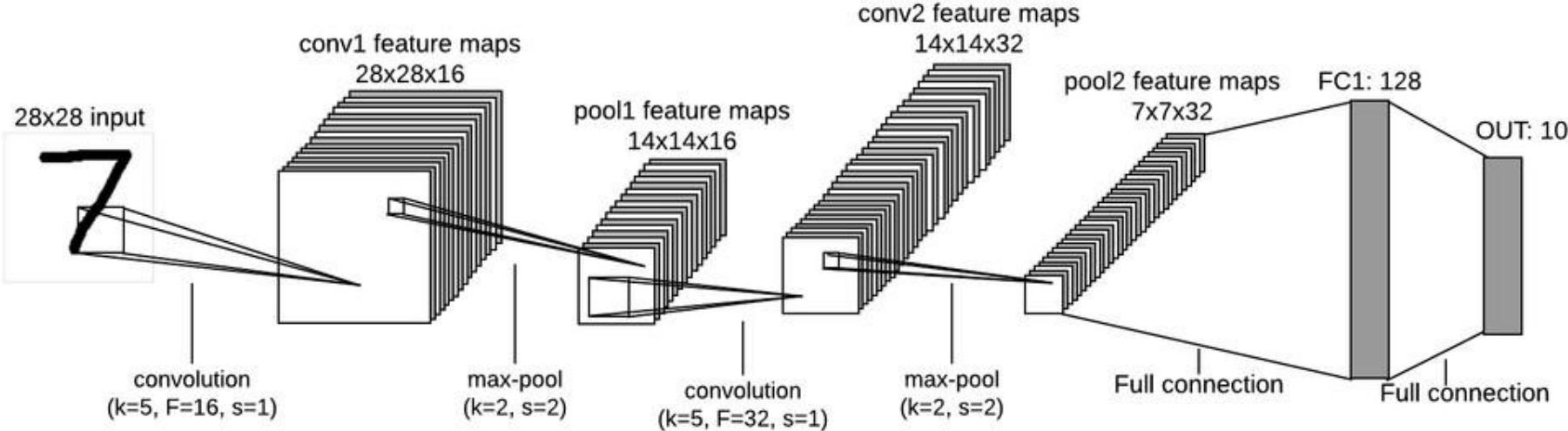
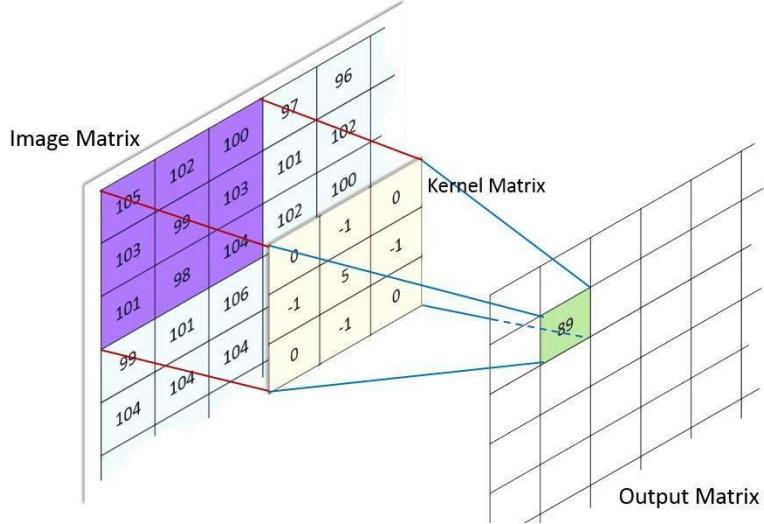
$$f_3(x) = \\ 0.9$$

Pixel-level features

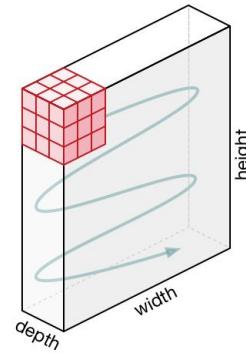
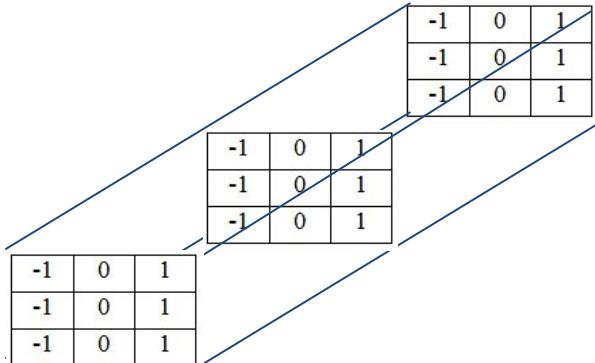
...

...

# **CONVOLUTIONAL NEURAL NETWORK**



*For color images,  
we use 3-D Filters*



# *CORRELATION VS. CONVOLUTION*

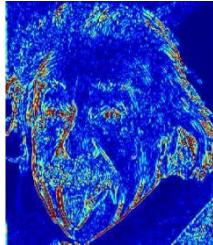
Image correlation:

$$I \otimes z = I$$

$$\sum_{k,l} I(i+k, j+l)z(k, l) = I_f(i, j)$$

2	1	4	4	7
1	2	2	3	6
3	3	5	8	9
5	2	2	6	7
8	3	2	1	3

$$\otimes \quad \boxed{\mathbf{F}} \quad =$$



# CORRELATION VS. CONVOLUTION

Image correlation:

$$I \otimes z = I_f$$

$$\sum_{k,l} I(i+k, j+l)z(k, l) = I_f(i, j)$$

2	1	4	4	7
1	2	2	3	6
3	3	5	8	9
5	2	2	6	7
8	3	2	1	3

$$\otimes \quad \boxed{\mathbf{F}} \quad = \quad \text{Brain Image}$$

Image convolution:

$$I * z = J$$

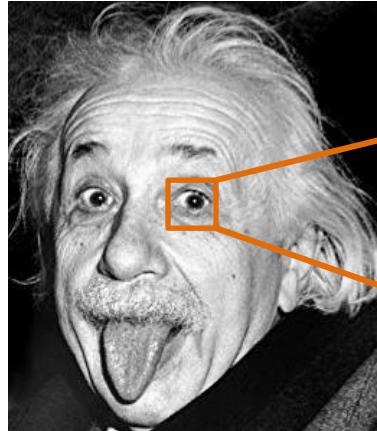
$$\sum_{k,l} I(i-k, j-l)z(k, l) = J(i, j)$$

2	1	4	4	7
1	2	2	3	6
3	3	5	8	9
5	2	2	6	7
8	3	2	1	3

$$\otimes \quad \boxed{\mathbf{F}} \quad = \quad \text{Brain Image}$$

Flip the filter in both dimension (bottom to top, right to left)

# CORRELATION VS. CONVOLUTION



Correlation

2	1	4	4	7
1	2	2	3	6
3	3	5	8	9
5	2	2	6	7
8	3	2	1	3

⊗

a	b	c
d	e	f
g	h	i

=

				y

$$y = 2a + b + 4c + d + 2e + 2f + 3g + 3h + 5i$$

Convolution

2	1	4	4	7
1	2	2	3	6
3	3	5	8	9
5	2	2	6	7
8	3	2	1	3

⊗

Flipped Filter

i	h	g
f	e	d
c	b	a

=

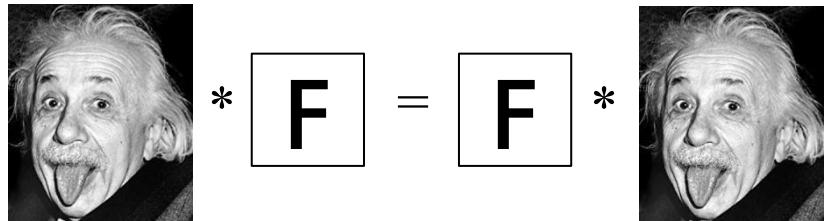
				z

$$z = 2i + h + 4g + f + 2e + 2d + 3c + 3b + 5a$$

# *PROPERTIES OF CONVOLUTION*

Commutative:

$$f * g = g * f$$



A filter can be filtered by an image.

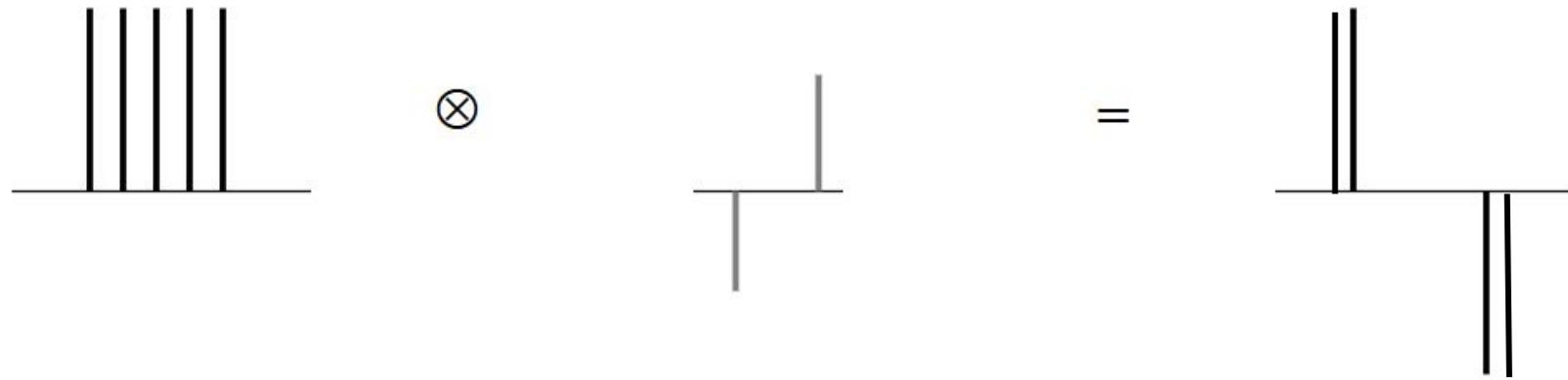
Associative:

$$(f * g) * h = f * (g * h)$$

$$\begin{aligned} & \left[ \begin{array}{c} \text{Albert Einstein} \\ \text{sticking tongue out} \end{array} * \boxed{\mathbf{F}} \right] * \boxed{\mathbf{G}} \\ &= \begin{array}{c} \text{Albert Einstein} \\ \text{sticking tongue out} \end{array} * \left[ \boxed{\mathbf{F}} * \boxed{\mathbf{G}} \right] \end{aligned}$$

A composition of convolutions can be pre-computed.

# DIFFERENTIATION

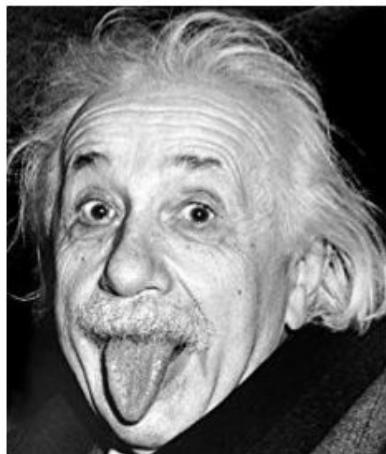


$$\frac{df}{du} = \lim_{h \rightarrow 0} \frac{f(u+h) - f(u-h)}{2h} \longrightarrow I \otimes z = \frac{\partial I}{\partial u}$$

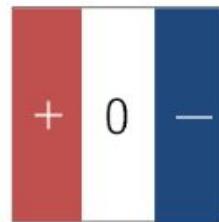
In discrete domain such as an image,  
 $h=1$  (the smallest change)

So,  $0.5*f(u+1)+0*f(u)+(-0.5)*f(u-1)$ .  
The filter turns out to be  $[-0.5, 0, 0.5]$ , which  
can be scaled to  $[-1, 0, 1]$

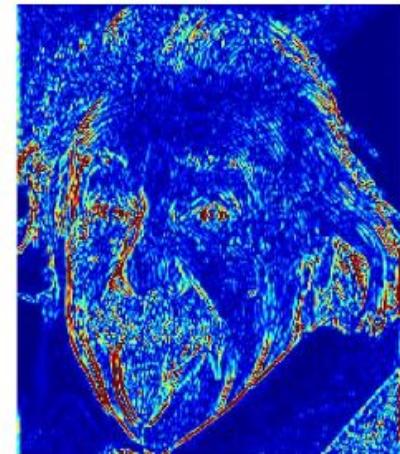
# IMAGE DIFFERENTIATION



$\otimes$



=

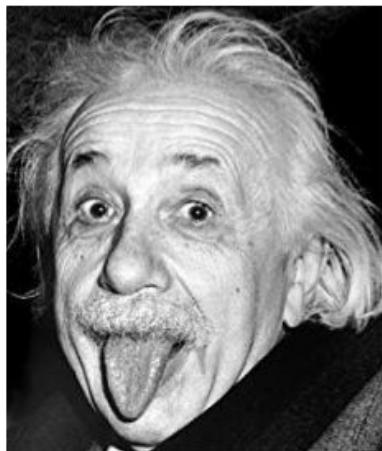


Differentiation

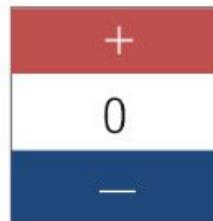
$$\begin{matrix} +1 & 0 & -1 \\ +1 & 0 & -1 \\ +1 & 0 & -1 \end{matrix}$$

Prewitt Filter

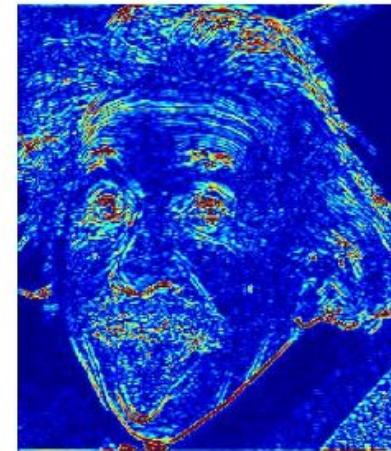
# IMAGE DIFFERENTIATION



$\otimes$



=



Differentiation

$$\begin{matrix} +1 & +1 & +1 \\ 0 & 0 & 0 \\ -1 & -1 & -1 \end{matrix}$$

Prewitt Filter

# *RECALL: EDGE RESPONSE*

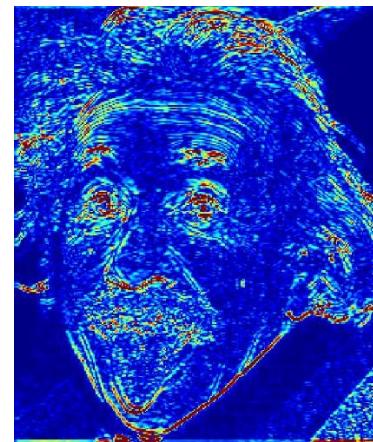
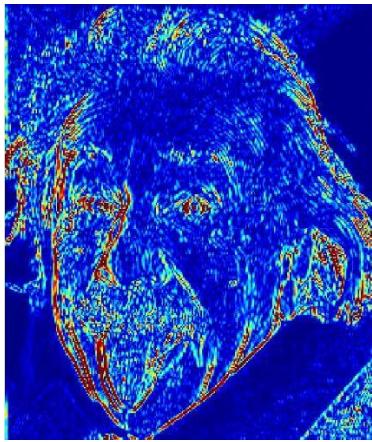
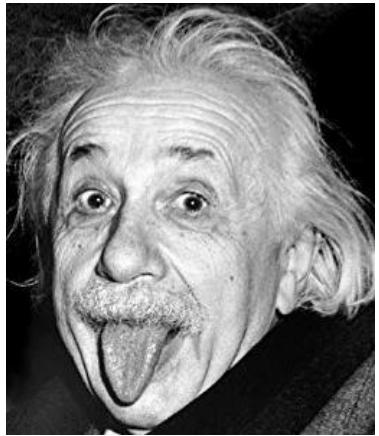
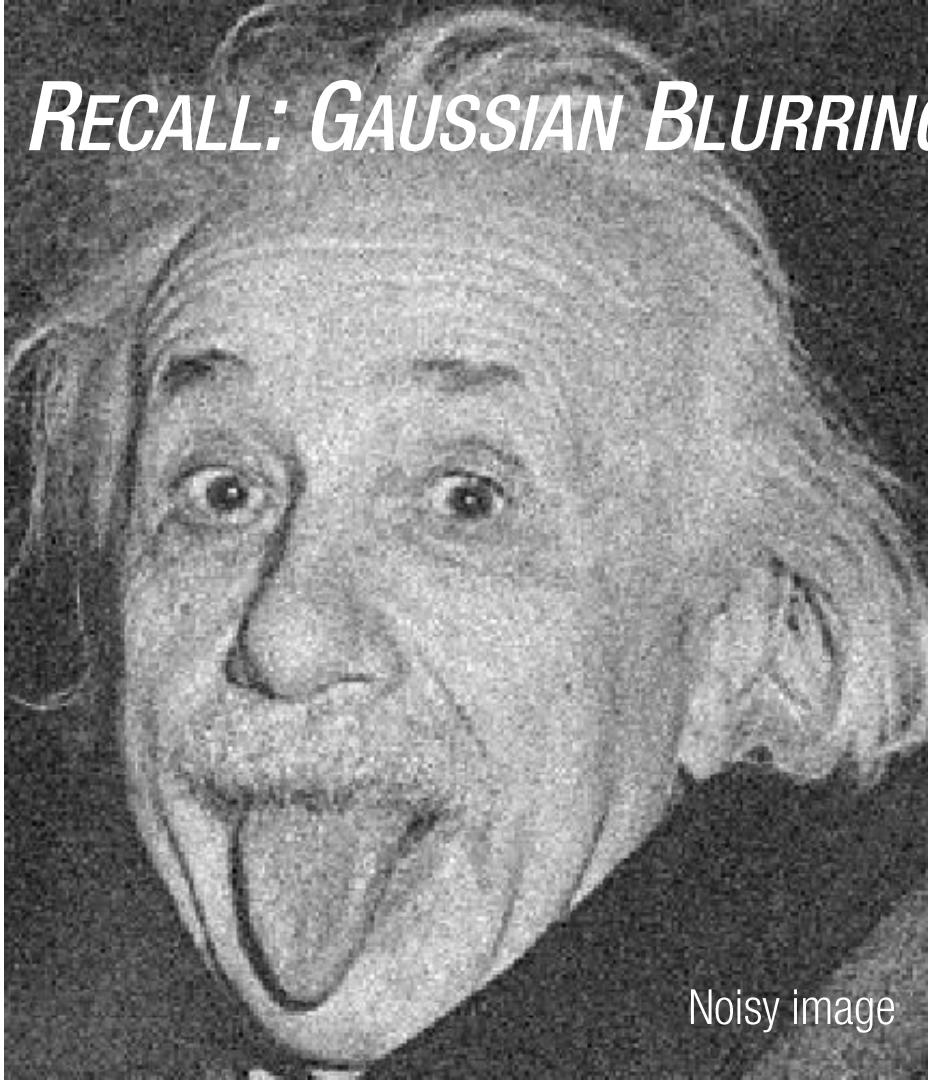
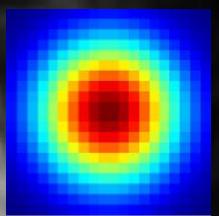


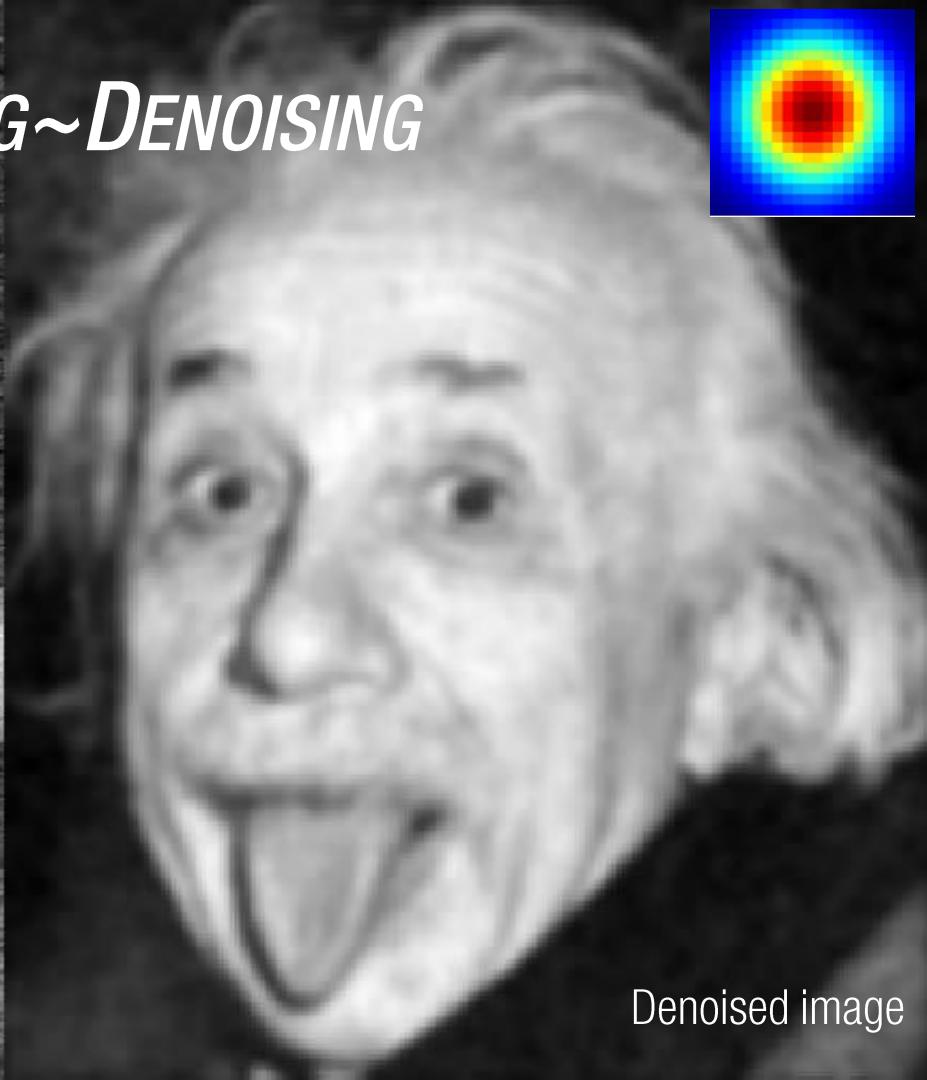
Image differentiation can be used for edge detection  
but it is VERY noisy.

**How to detect edge reliably?**

# *RECALL: GAUSSIAN BLURRING~DENOISING*



Noisy image

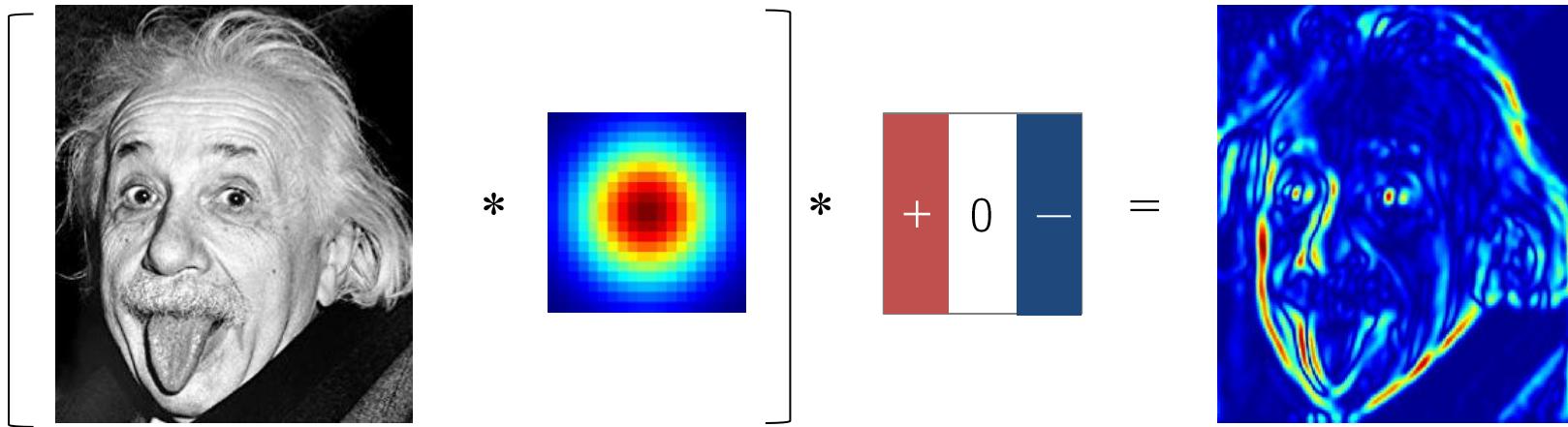


Denoised image

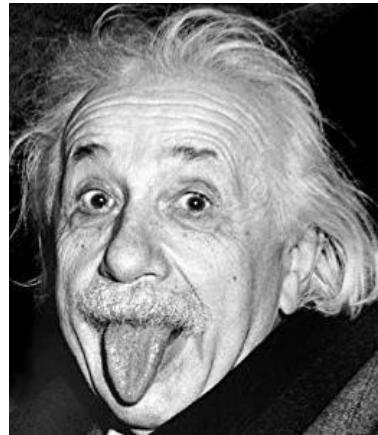
# *STRATEGY: DENOISE AND DIFFERENTIATE*

$$\left[ \begin{array}{c} \text{Albert Einstein sticking out tongue} \end{array} \right] * \left[ \begin{array}{c} \text{Blurry heatmap} \end{array} \right] * \left[ \begin{array}{c} + \\ 0 \\ - \end{array} \right] =$$

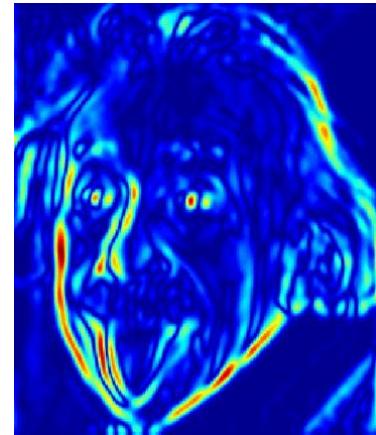
# *STRATEGY: DENOISE AND DIFFERENTIATE*



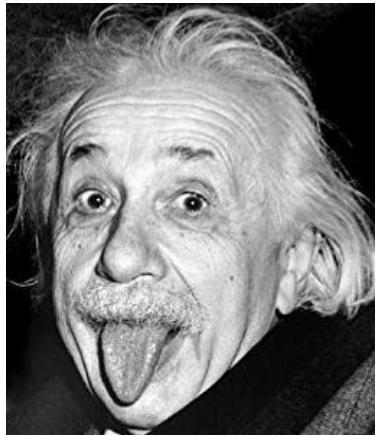
# ASSOCIATIVITY



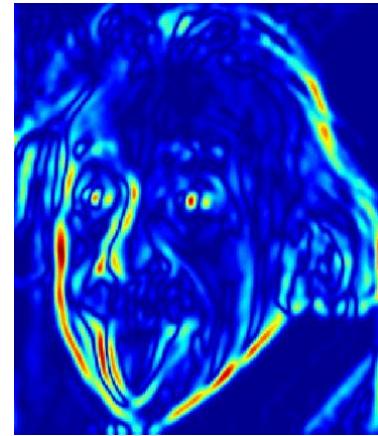
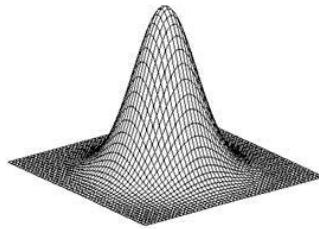
$$\begin{aligned} & * \left[ \begin{array}{c|c|c} \text{Heatmap} & * & \begin{array}{c|c|c} + & 0 & - \end{array} \end{array} \right] = \\ & \frac{1}{2\pi\sigma^2} e^{-\frac{k^2+l^2}{2\sigma^2}} \quad \frac{\partial}{\partial u} \end{aligned}$$



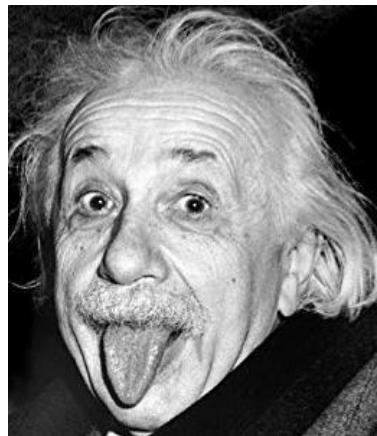
# COMMUTATIVITY



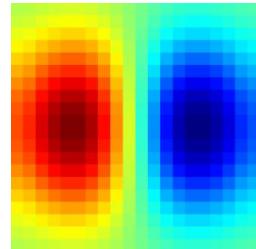
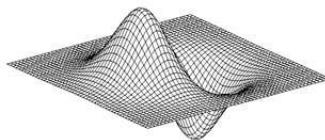
$$\begin{aligned} & * \left[ \begin{array}{c|cc} + & 0 & - \\ \hline & & \end{array} \right] * \quad = \\ & \frac{\partial}{\partial u} \quad \frac{1}{2\pi\sigma^2} e^{-\frac{k^2+l^2}{2\sigma^2}} \end{aligned}$$



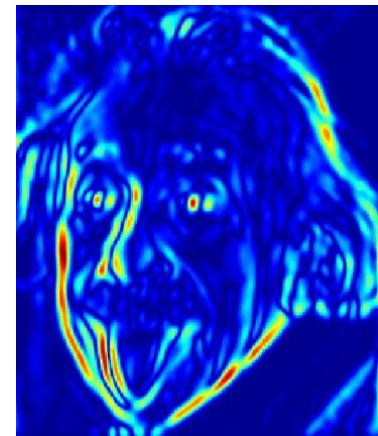
# *Sobel Filter*



\*



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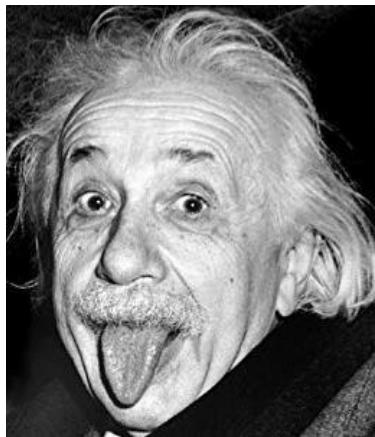


$$\frac{\partial}{\partial u} \frac{1}{2\pi\sigma^2} e^{-\frac{k^2+l^2}{2\sigma^2}}$$

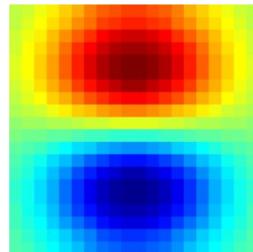
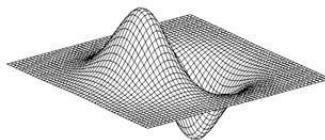
**Sobel filter:** derivative of Gaussian filter, e.g.,

$$\begin{array}{ccc} +1 & 0 & -1 \\ +2 & 0 & -2 \\ +1 & 0 & -1 \end{array}$$

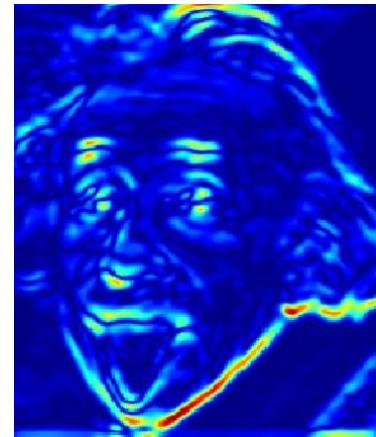
# *Sobel Filter*



\*



=

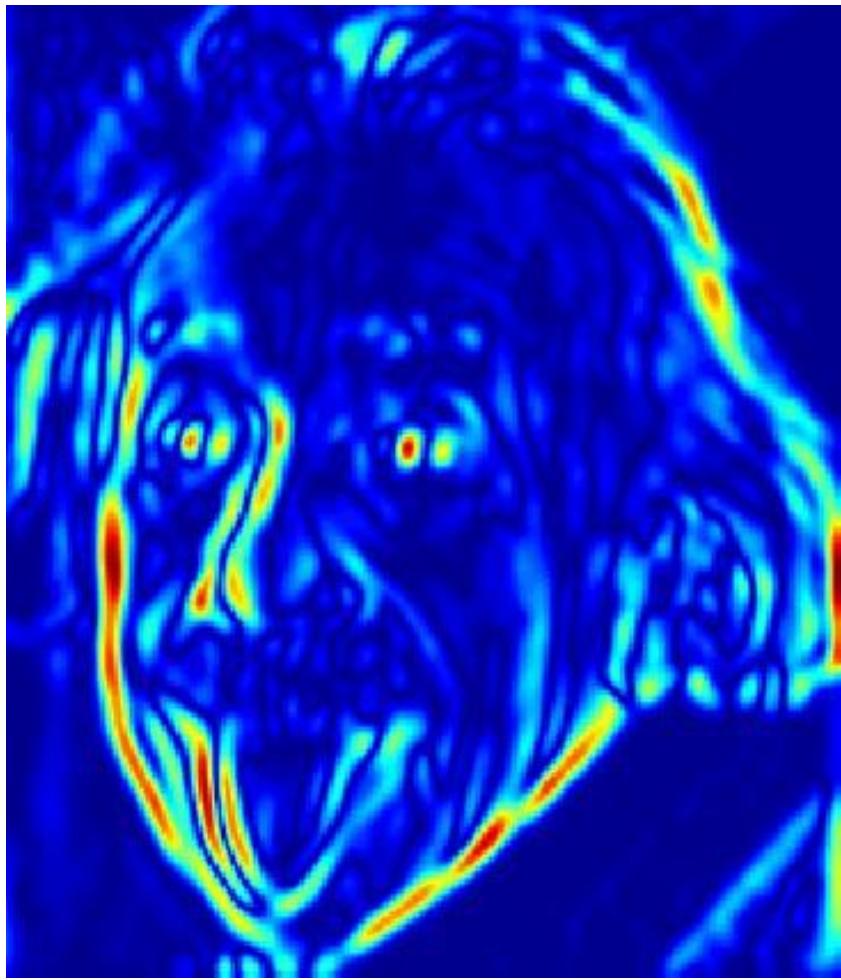
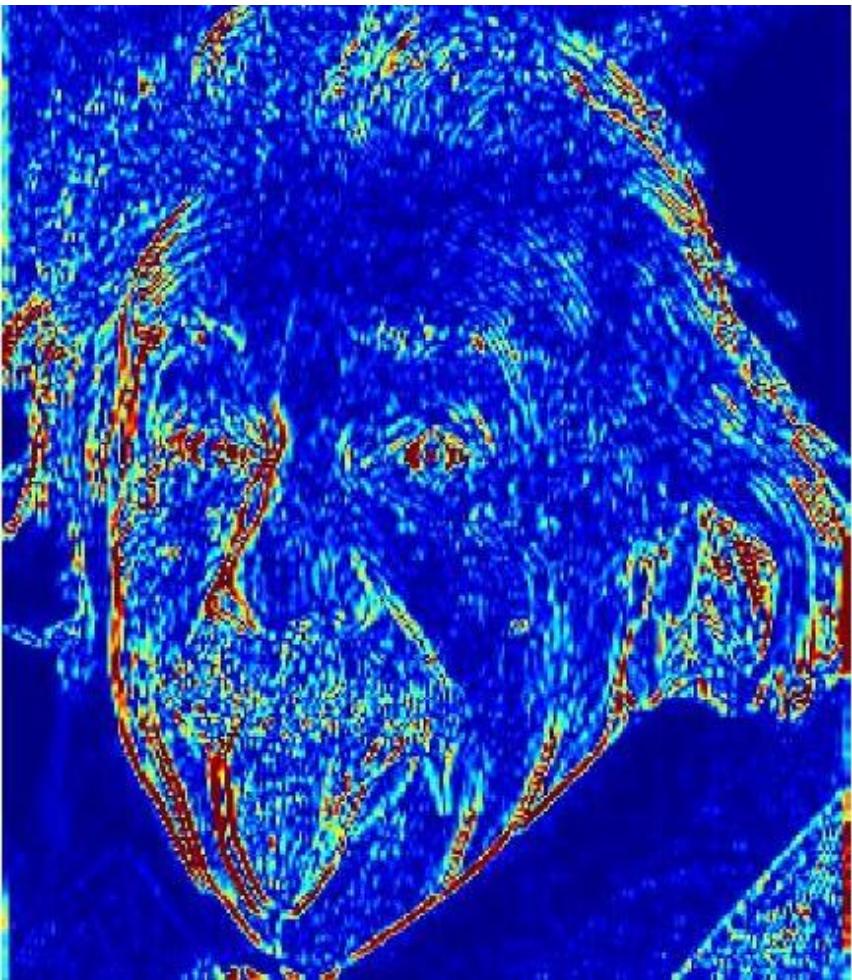


$$\frac{\partial}{\partial v} \frac{1}{2\pi\sigma^2} e^{-\frac{k^2+l^2}{2\sigma^2}}$$

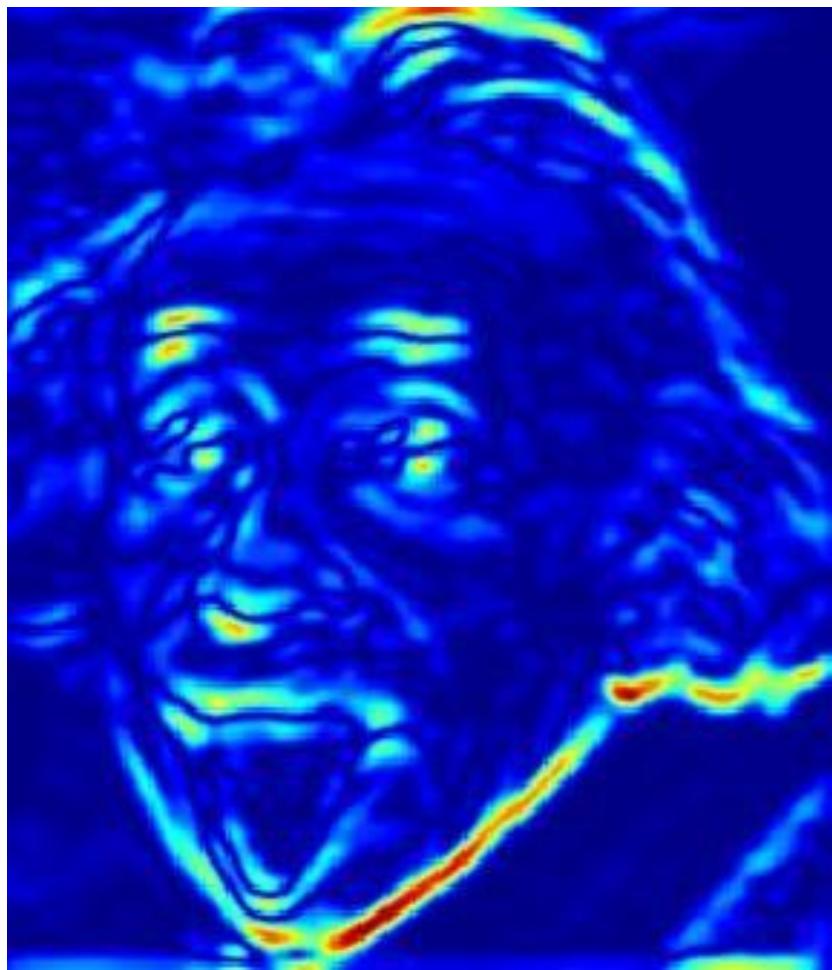
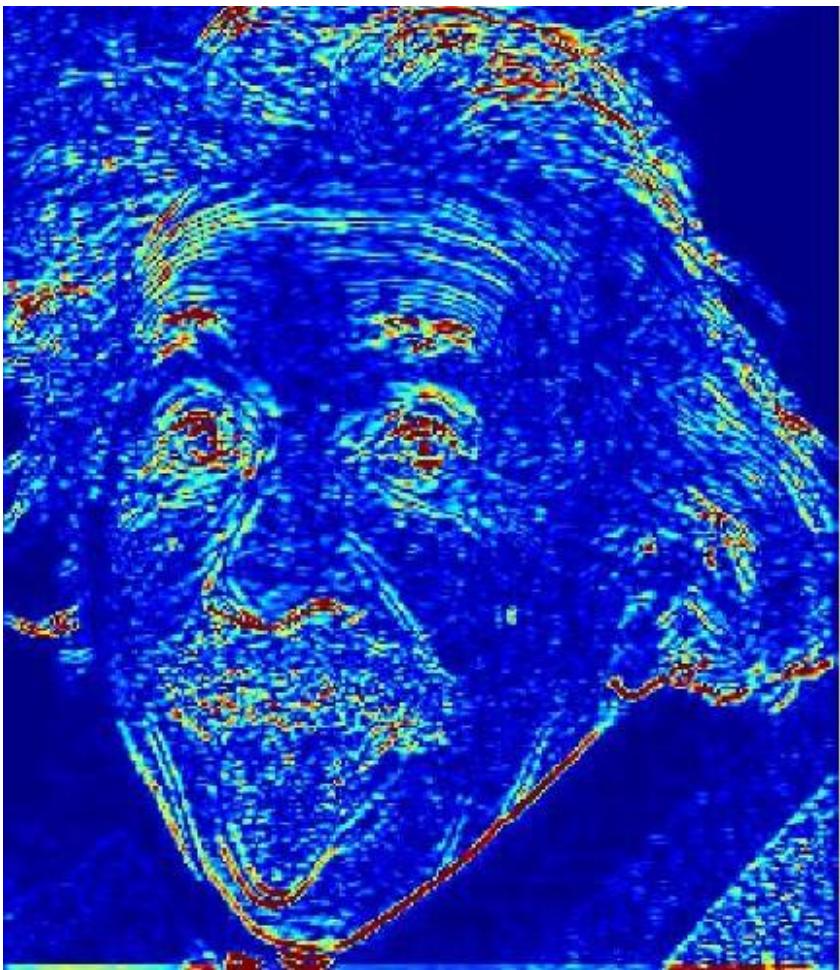
**Sobel filter:** derivative of Gaussian filter, e.g.,

$$\begin{matrix} +1 & +2 & +1 \\ 0 & 0 & 0 \\ -1 & -2 & -1 \end{matrix}$$

Prewitt vs Sobel



Prewitt vs Sobel



# Lecture Outline

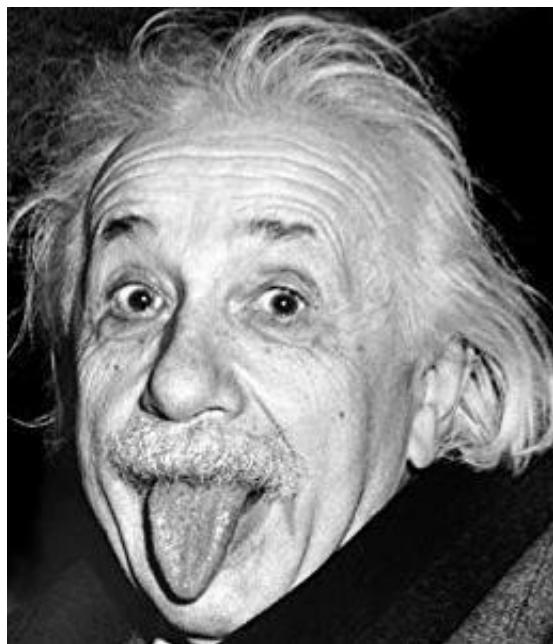
Convolution

Image Gradient

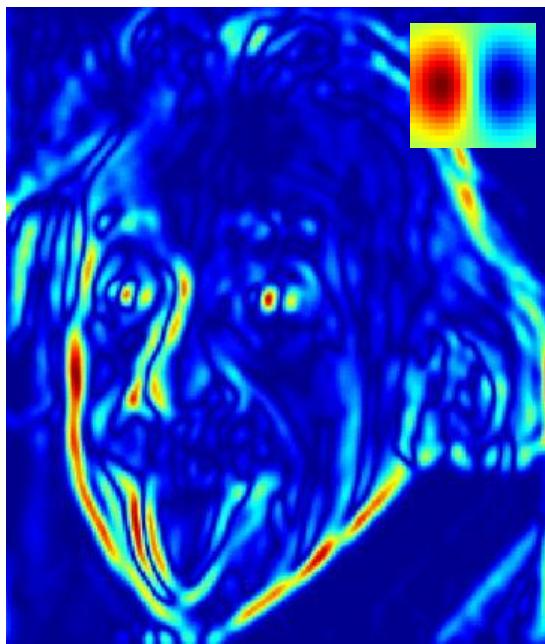


Edge

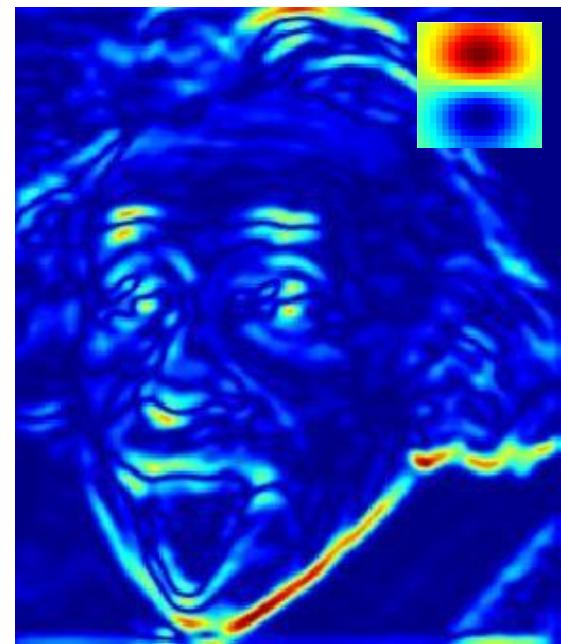
# IMAGE PARTIAL DIFFERENTIAL



*I*

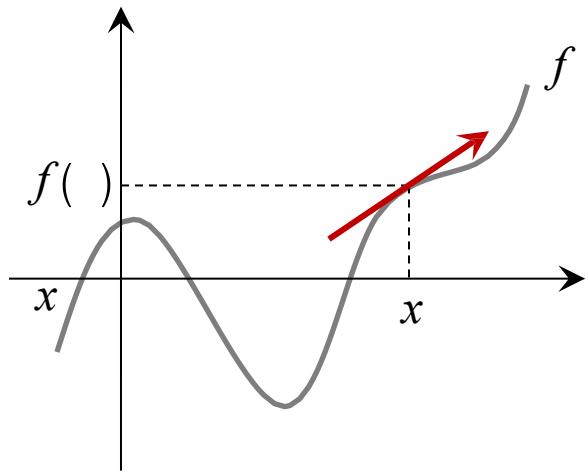


$$\frac{\partial}{\partial} u$$

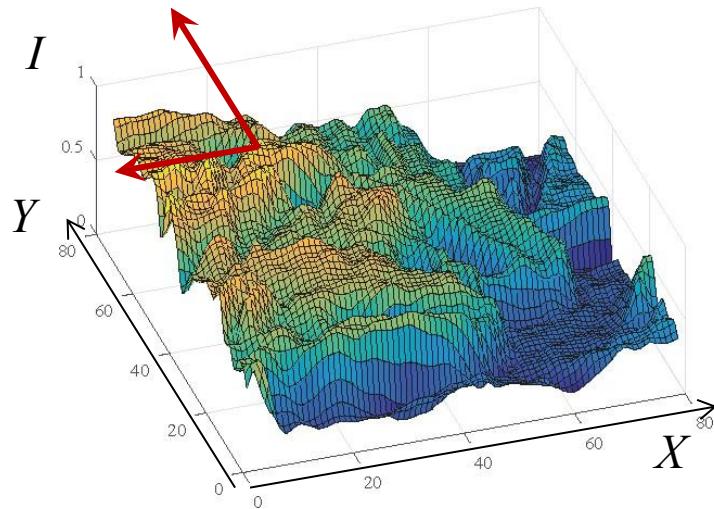


$$\frac{\partial}{\partial} v$$

# IMAGE GRADIENT



$$\frac{df(x)}{dx}$$



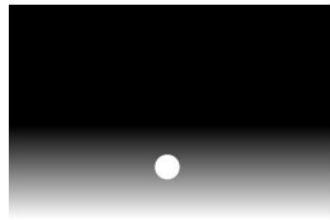
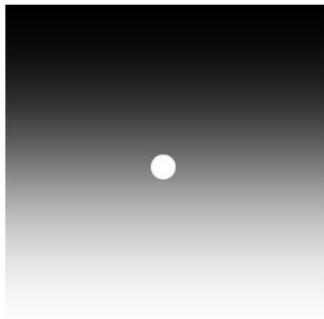
$$\nabla I = \frac{\partial I(x, y)}{\partial x} \mathbf{i} + \frac{\partial I(x, y)}{\partial y} \mathbf{j}$$

**Gradient**

def) a multivariate generalization of the derivative.

# IMAGE GRADIENT

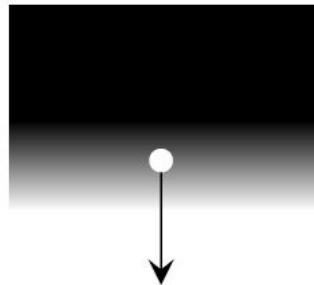
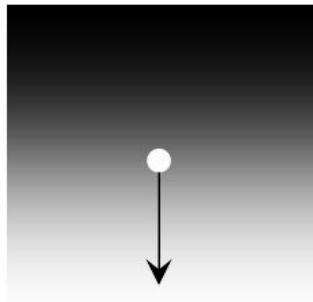
$$\nabla I = \frac{\partial I(x, y)}{\partial x} \mathbf{i} + \frac{\partial I(x, y)}{\partial y} \mathbf{j}$$



# IMAGE GRADIENT

$$\nabla I = \frac{\partial I(x,y)}{\partial x} \mathbf{i} + \frac{\partial I(x,y)}{\partial y} \mathbf{j}$$

Magnitude of gradient is proportional to the greatest rate of change



$$c_1 < c_2$$

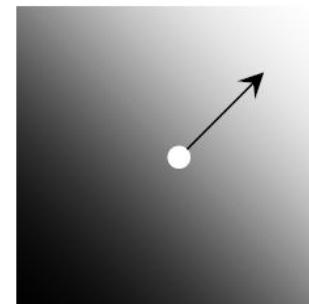
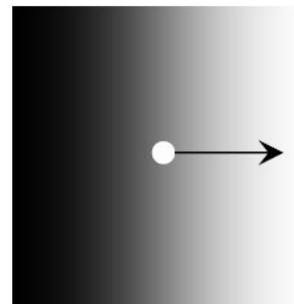
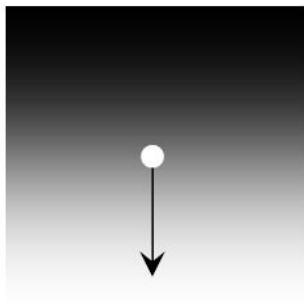
$$\frac{\partial I}{\partial u} = 0 \quad \frac{\partial I}{\partial v} = c_1$$

$$\frac{\partial I}{\partial u} = 0 \quad \frac{\partial I}{\partial v} = c_2$$

# IMAGE GRADIENT

$$\nabla I = \frac{\partial I(x,y)}{\partial x} \mathbf{i} + \frac{\partial I(x,y)}{\partial y} \mathbf{j}$$

Direction of the gradient is towards the greatest rate of change (increase)

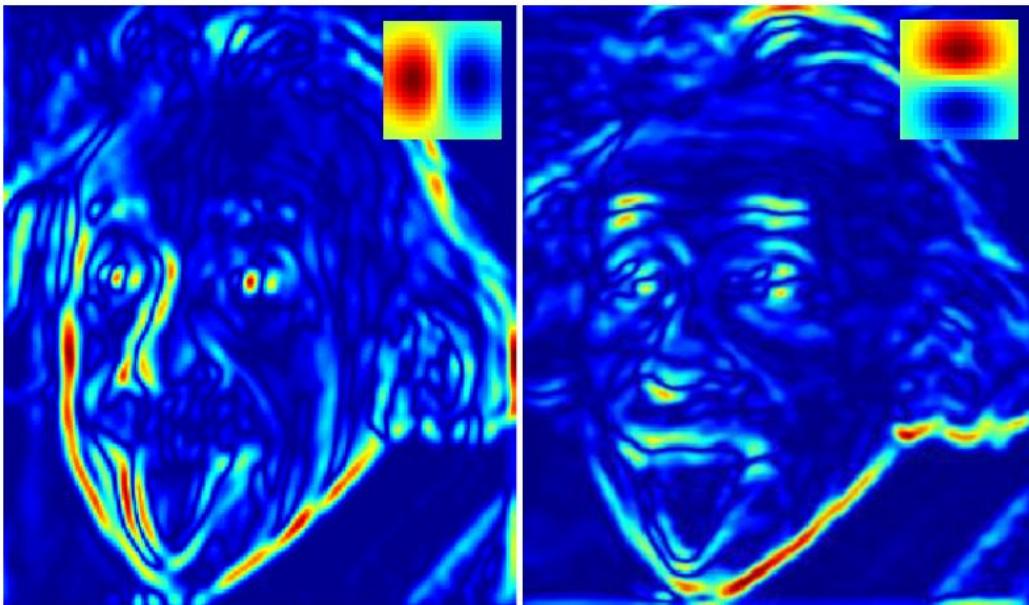


$$\frac{\partial I}{\partial u} = 0 \quad \frac{\partial I}{\partial v} = c_1$$

$$\frac{\partial I}{\partial u} = c_2 \quad \frac{\partial I}{\partial v} = 0$$

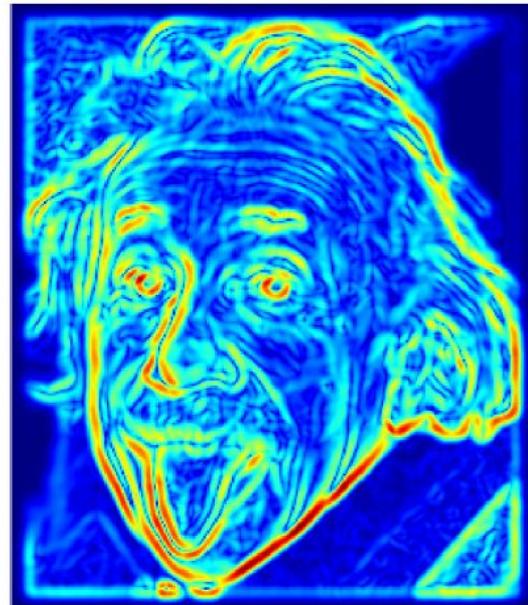
$$\frac{\partial I}{\partial u} = c_3 \quad \frac{\partial I}{\partial v} = c_4$$

# *IMAGE GRADIENT MAGNITUDE*



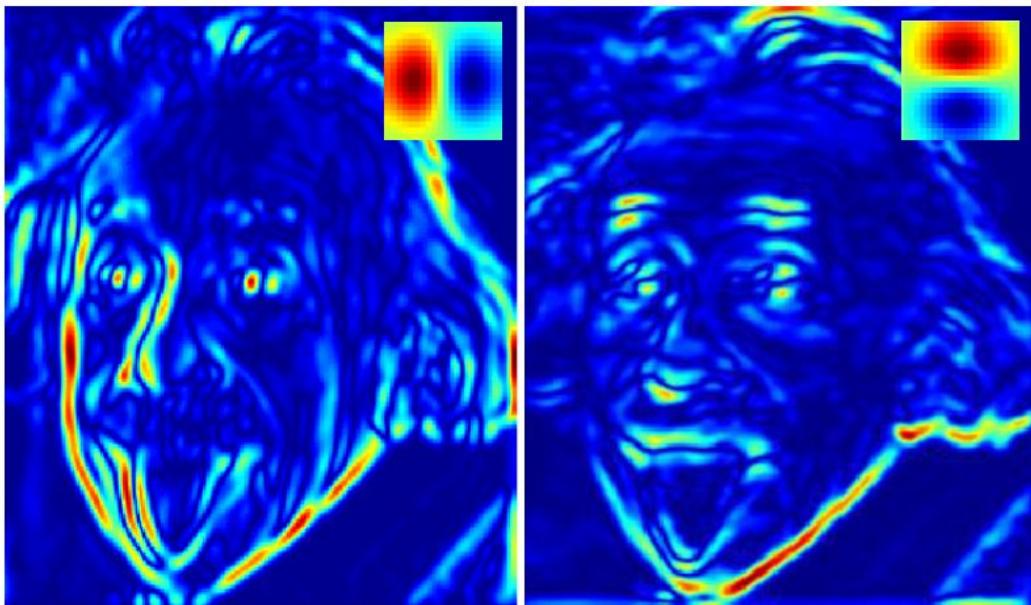
$$\frac{\partial I}{\partial u}$$

$$\frac{\partial I}{\partial v}$$



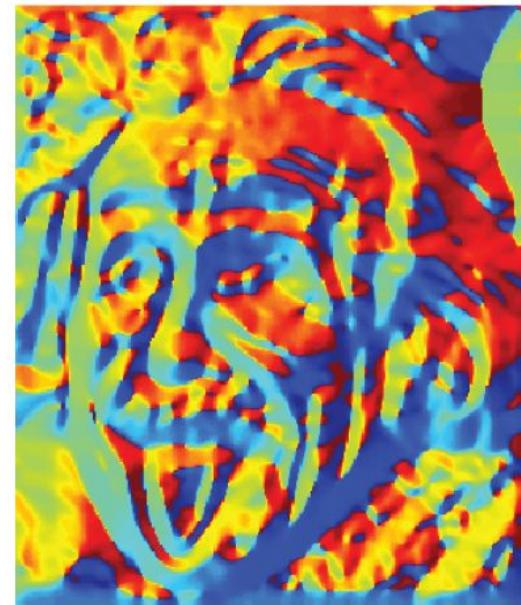
$$\|\nabla I\| = \sqrt{\left(\frac{\partial I}{\partial u}\right)^2 + \left(\frac{\partial I}{\partial v}\right)^2}$$

# *IMAGE GRADIENT DIRECTION*



$$\frac{\partial I}{\partial u}$$

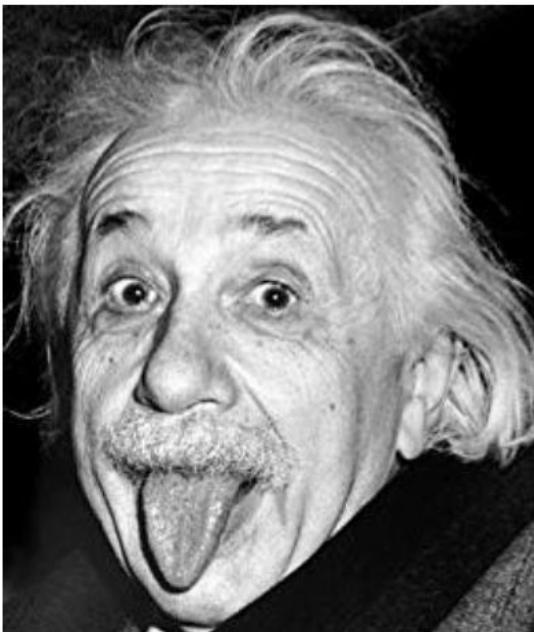
$$\frac{\partial I}{\partial v}$$



$$\angle \nabla I = \text{atan2}\left(\frac{\partial I}{\partial v}, \frac{\partial I}{\partial u}\right)$$

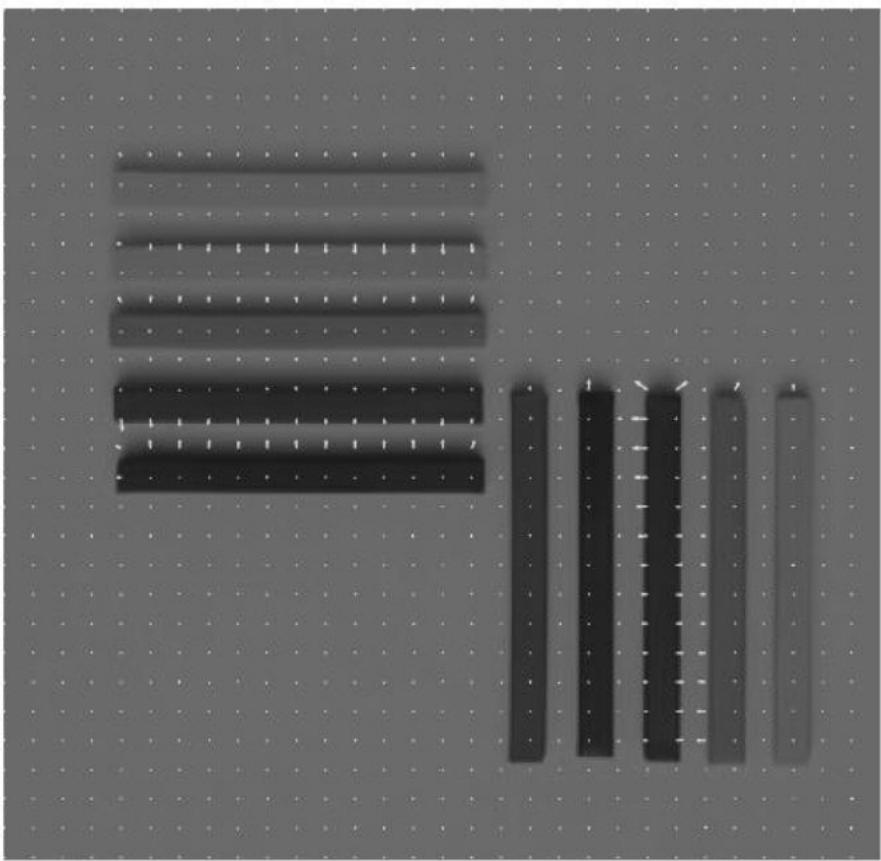
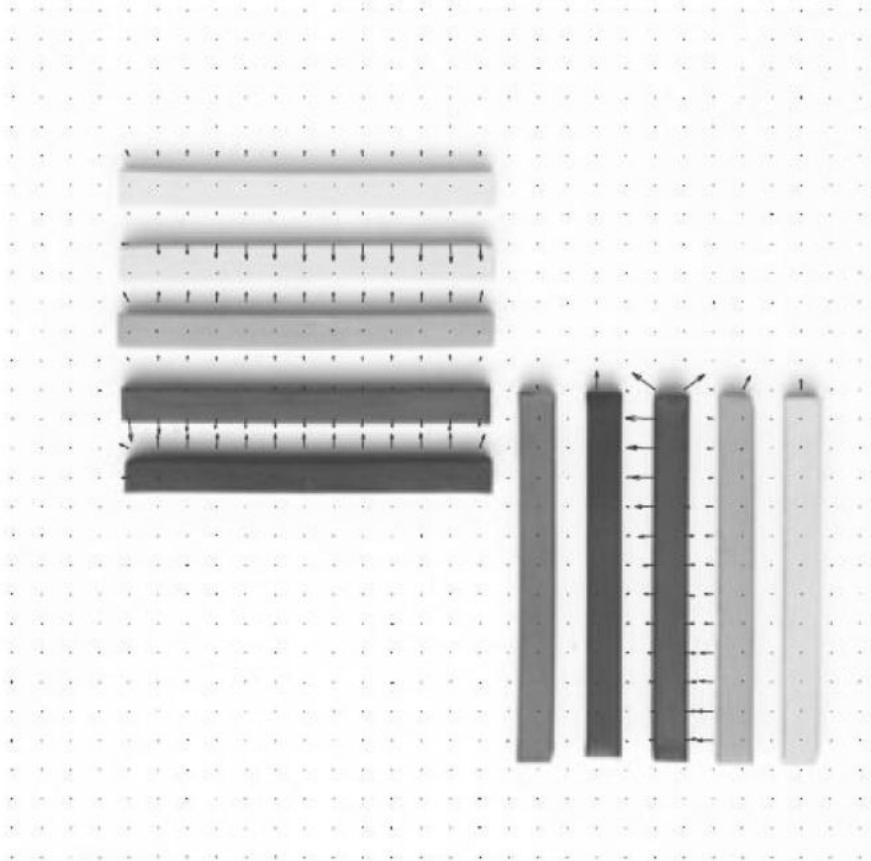
MATLAB

# *IMAGE GRADIENT DIRECTION*



Angle with gradient magnitude  
thresholding

# *ILLUMINATION INVARIANT GRADIENT*



# Lecture Outline

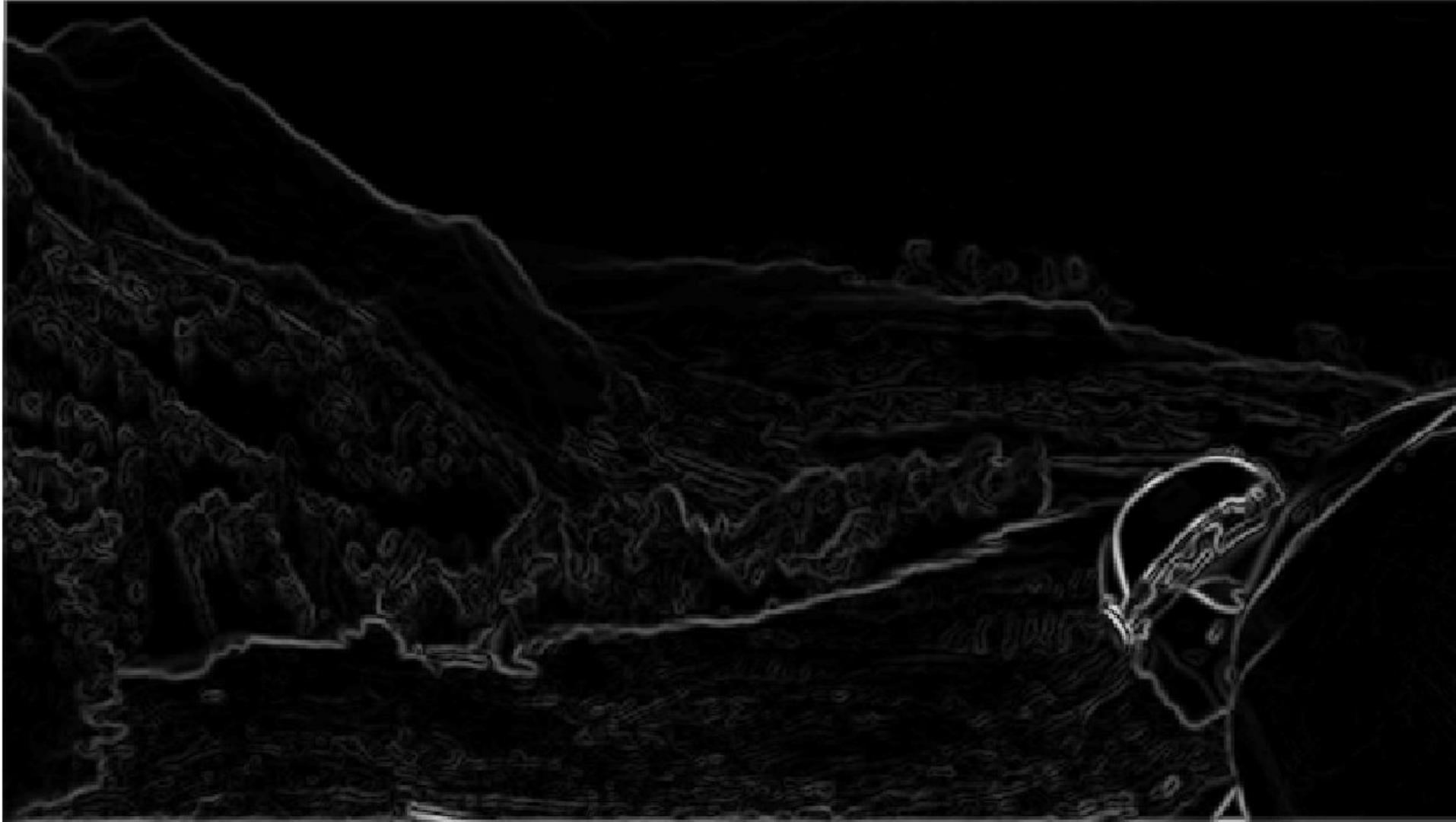
Convolution

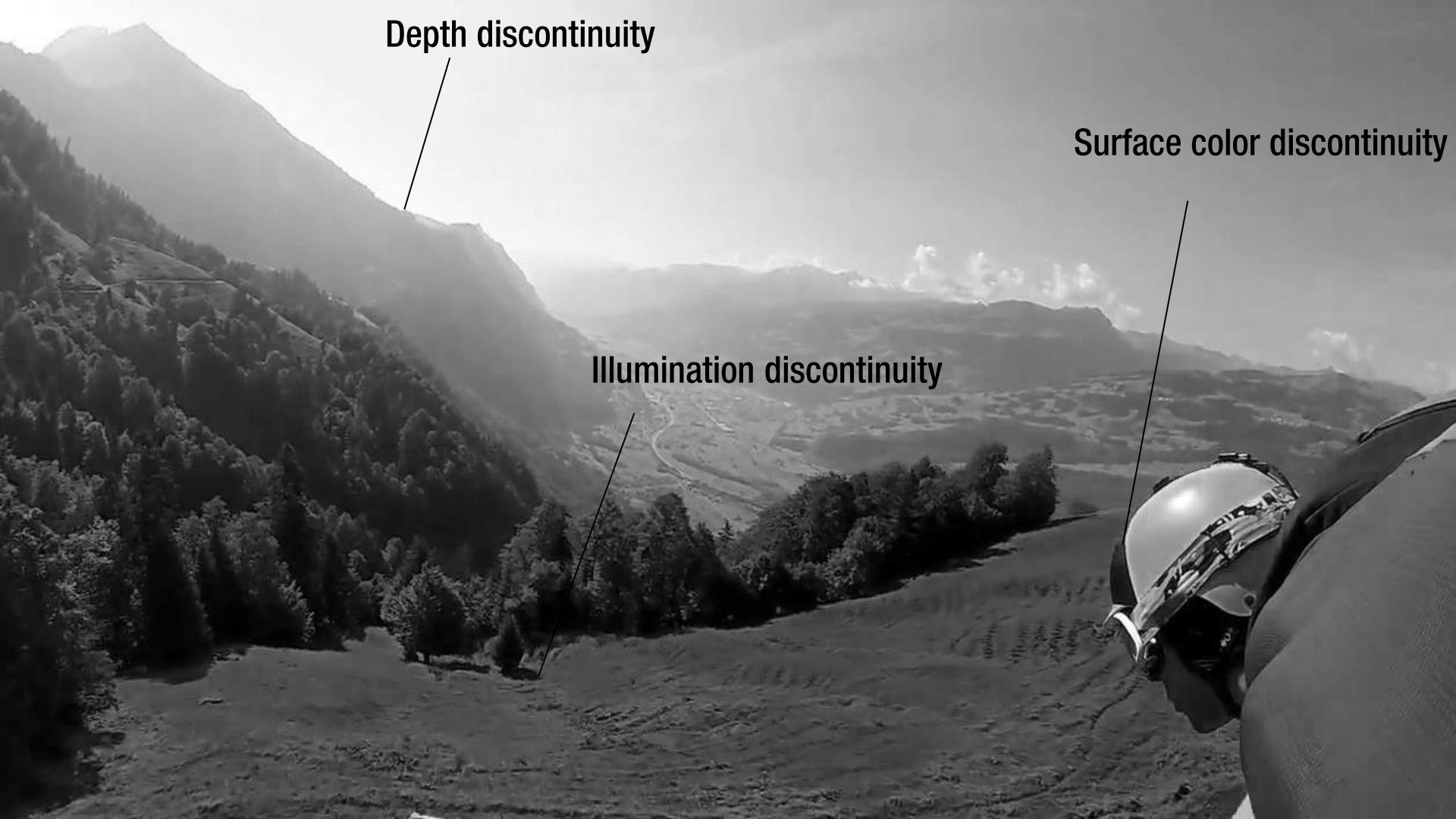
Image Gradient

Edge







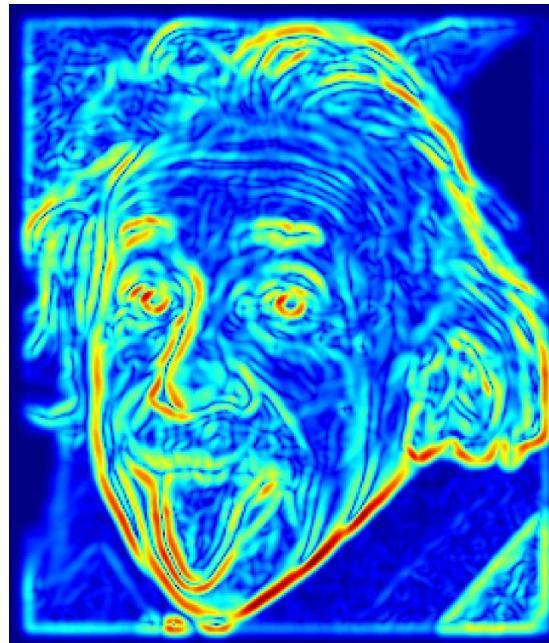
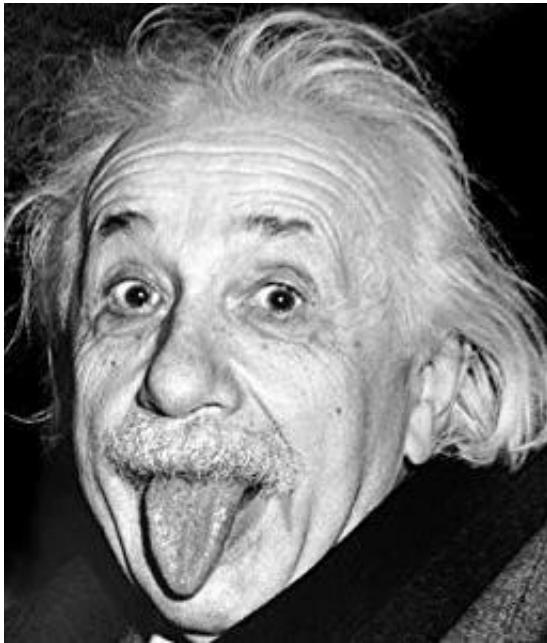
A black and white photograph of a mountainous landscape. In the foreground, the side of a person's head and shoulder are visible, wearing a dark cap and a light-colored jacket. The background features a valley with a winding road, surrounded by forested mountains under a cloudy sky.

Depth discontinuity

Surface color discontinuity

Illumination discontinuity

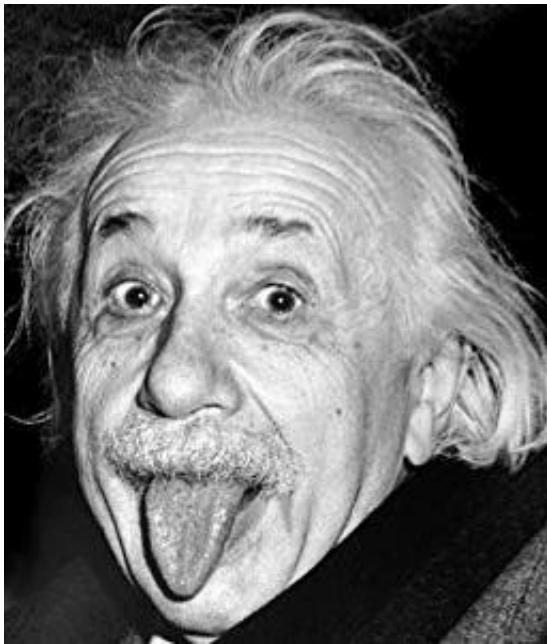
# *EDGE DETECTION: WOULD MAGNITUDE THRESHOLDING WORK?*



*I*

$$\|\nabla I\| > \varepsilon$$

# *EDGE DETECTION: WOULD MAGNITUDE THRESHOLDING WORK?*

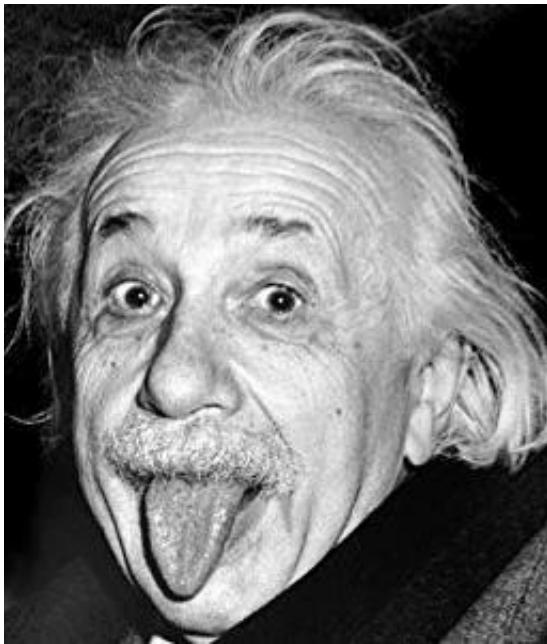


*I*



$$\|\nabla I\| > \varepsilon$$

# EDGE DETECTION: WOULD MAGNITUDE THRESHOLDING WORK?

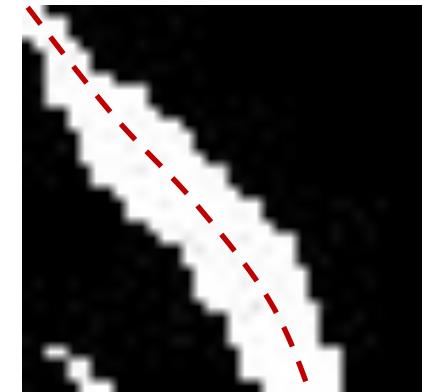


$I$

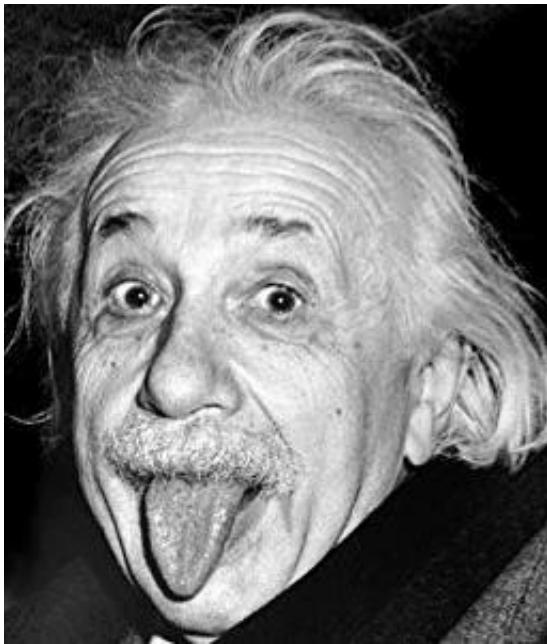


$$\|\nabla I\| > \varepsilon$$

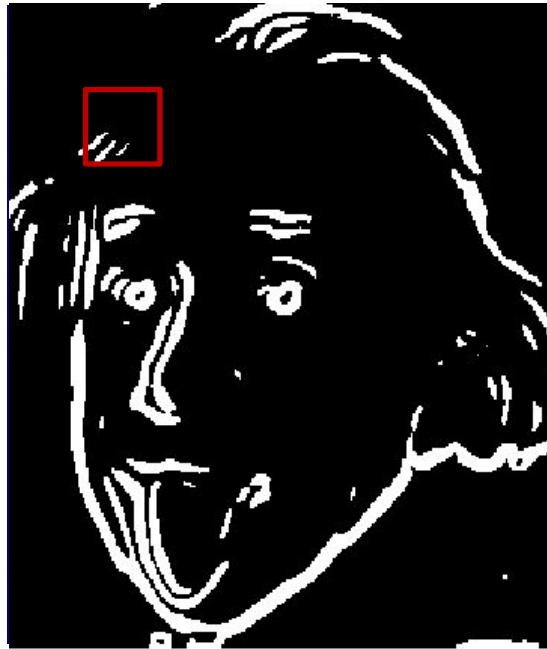
Non-locality



# EDGE DETECTION: WOULD MAGNITUDE THRESHOLDING WORK?

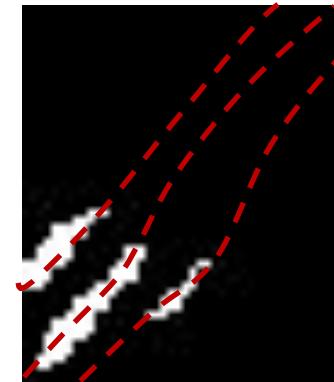


$I$

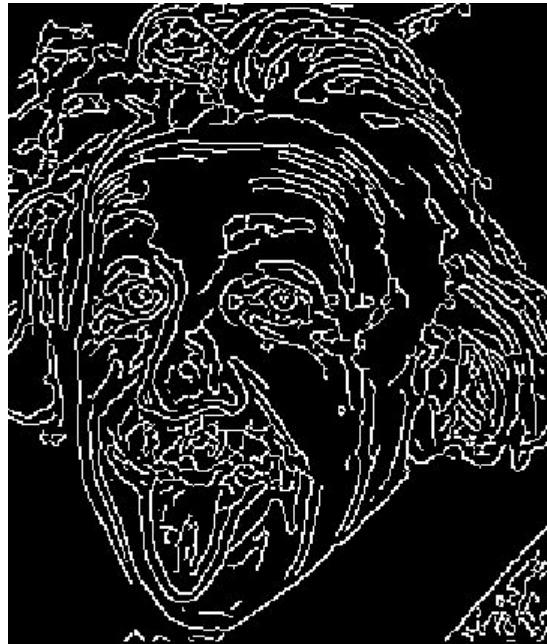
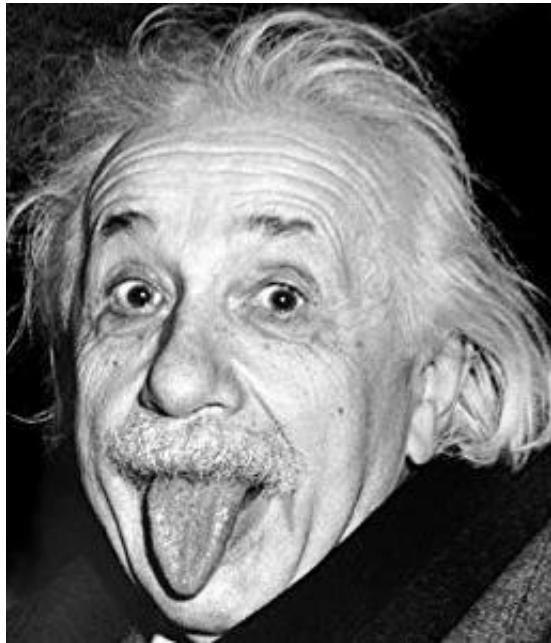


$$\|\nabla I\| > \varepsilon$$

Non-locality  
Discontinuity



# CANNY EDGE DETECTOR

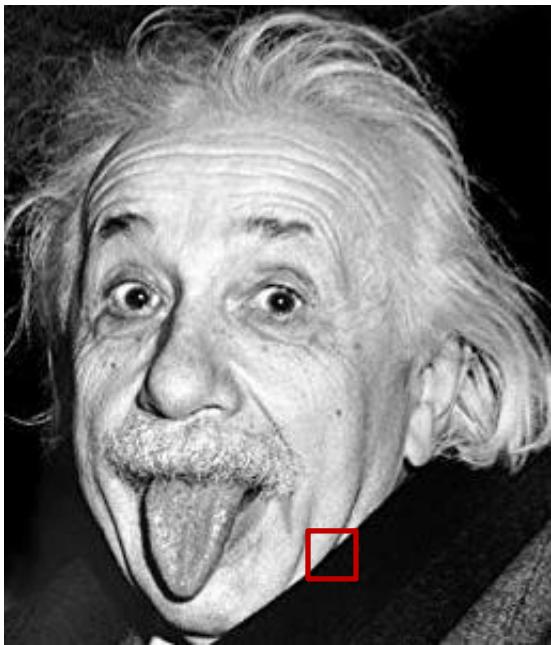


John F. Canny, UC Berkely

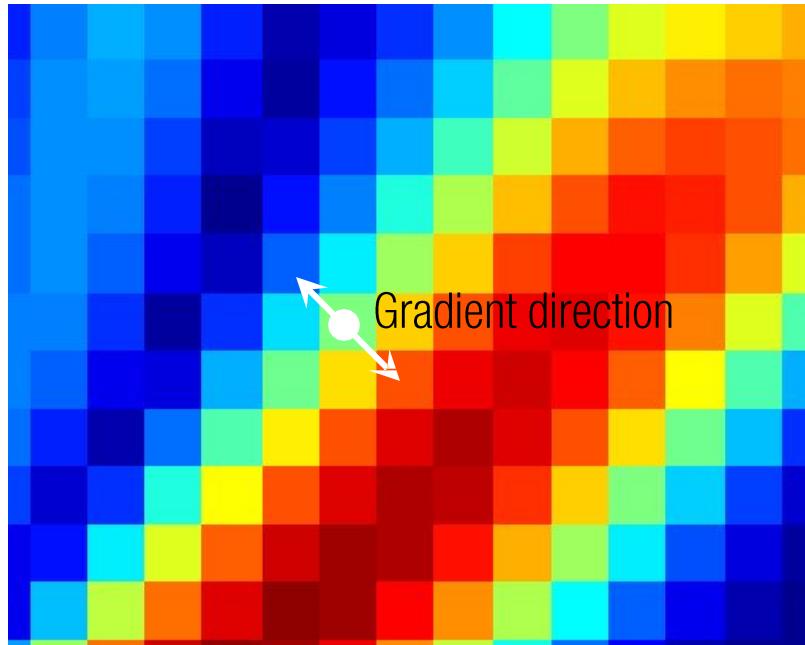
$I$

Canny, *A Computational Approach to Edge Detection*, TPAMI (1986)

# EDGE LOCALIZATION: NON-MAXIMUM SUPPRESSION



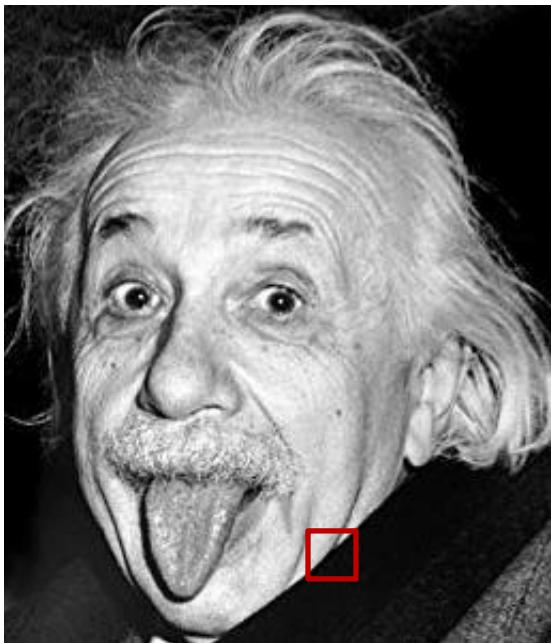
$I$



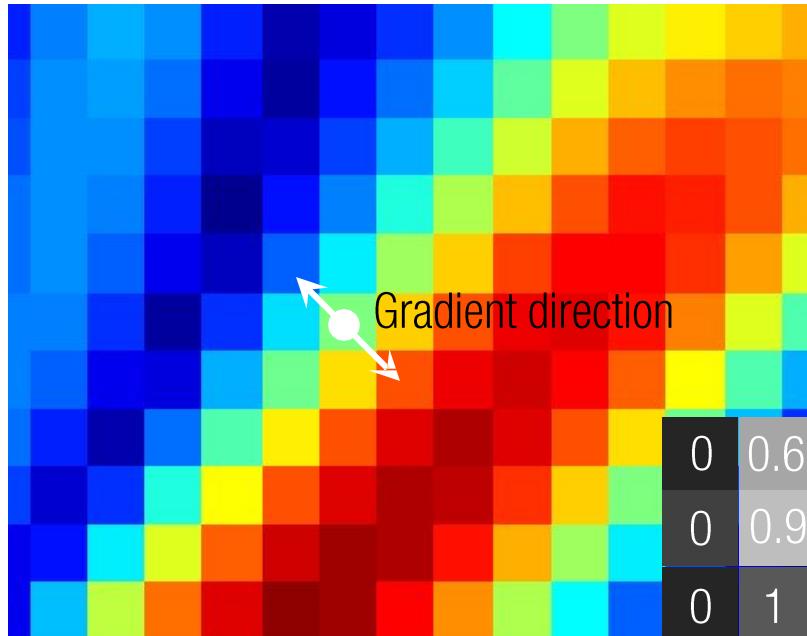
Edge response

Check if the pixel is  
local maximum along  
the gradient direction

# EDGE LOCALIZATION: NON-MAXIMUM SUPPRESSION

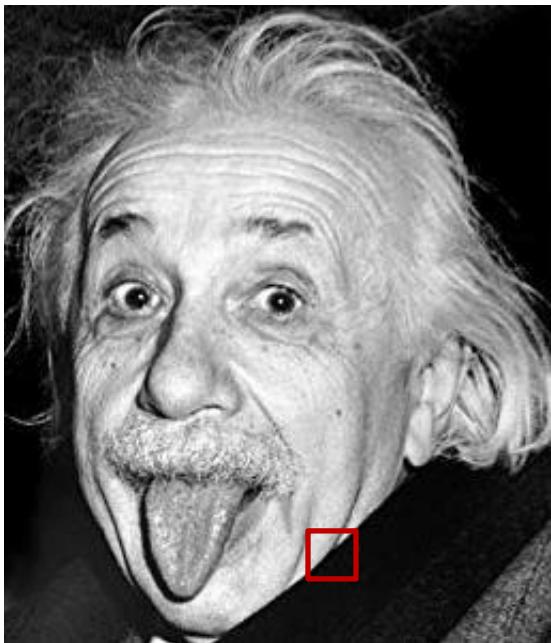


$I$

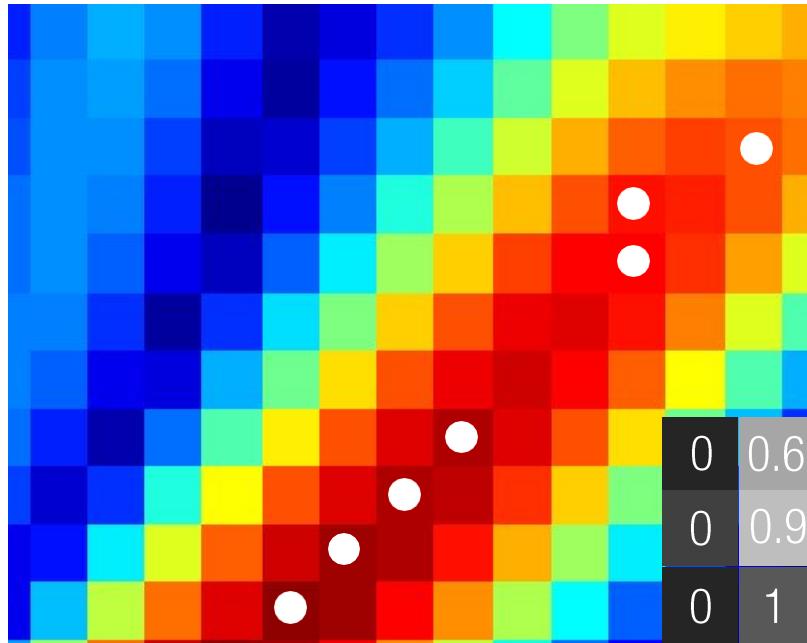


Check if the pixel is  
local maximum along  
the gradient direction

# EDGE LOCALIZATION: NON-MAXIMUM SUPPRESSION



$I$



Edge response

Check if the pixel is  
local maximum along  
the gradient direction

NMS

0	0.6	0.8
0	0.9	0.7
0	1	0

0	0	0.8
0	0.9	0
0	1	0

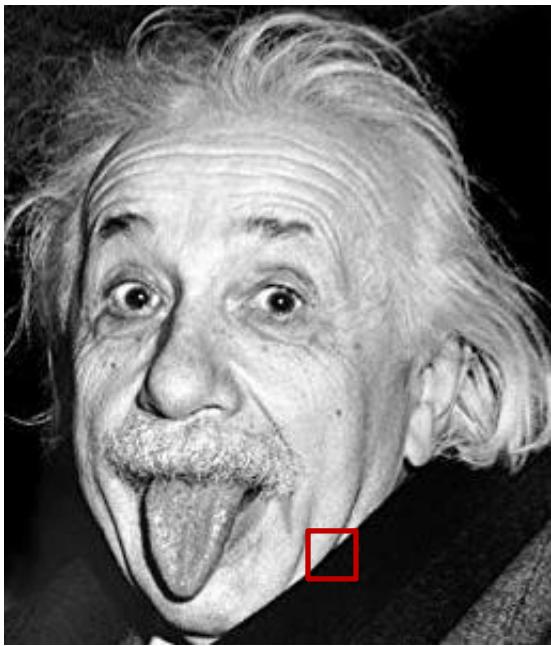


Thresholding

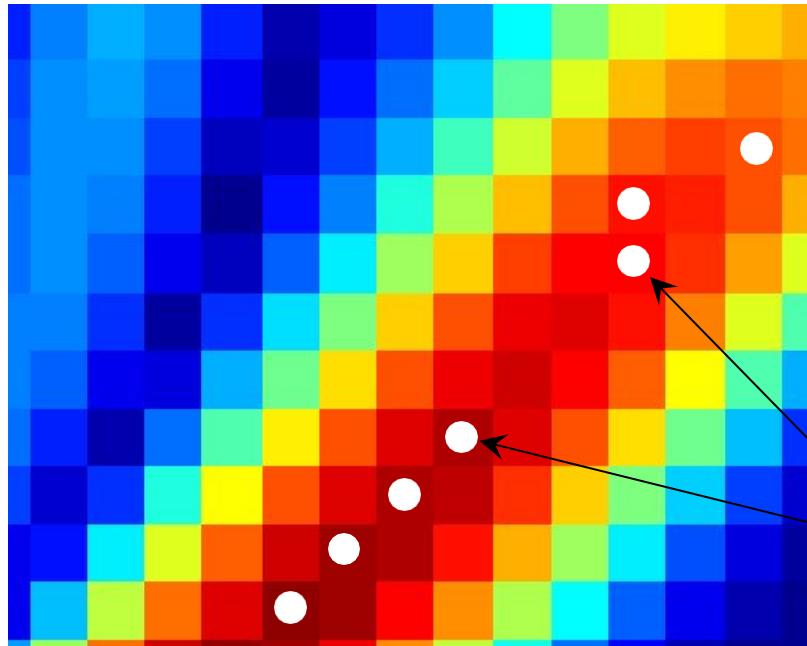


Localized edge

# EDGE LINKING



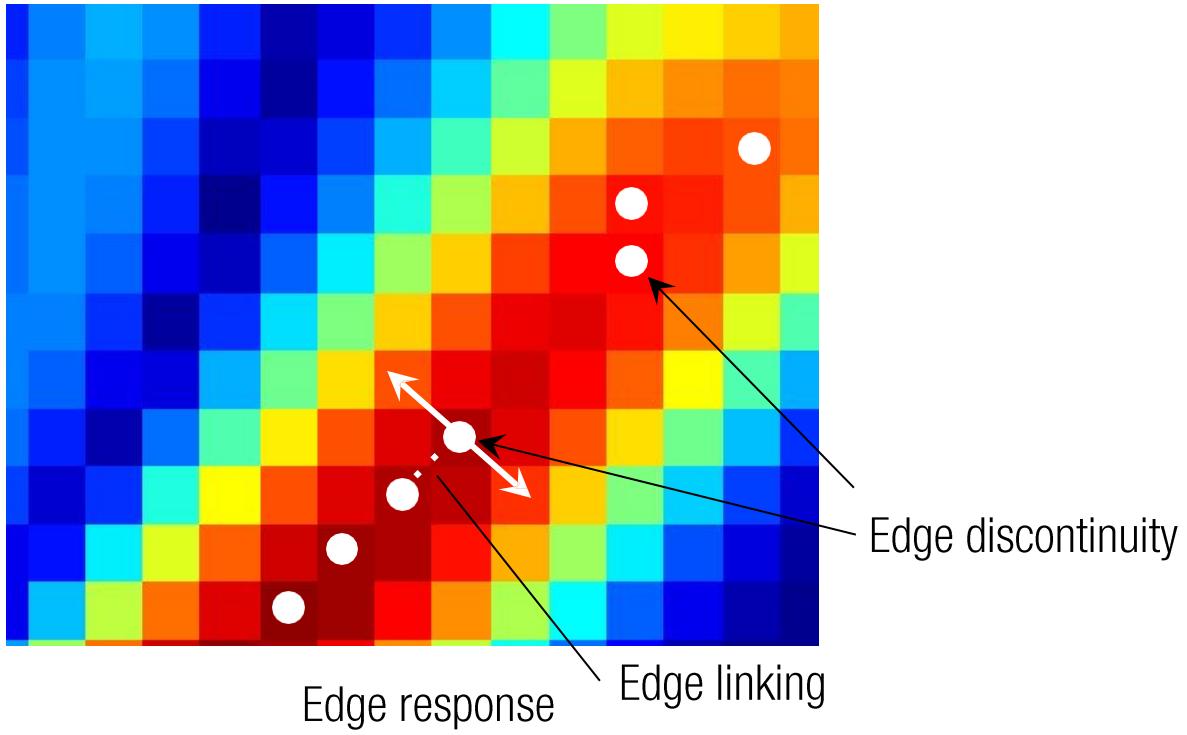
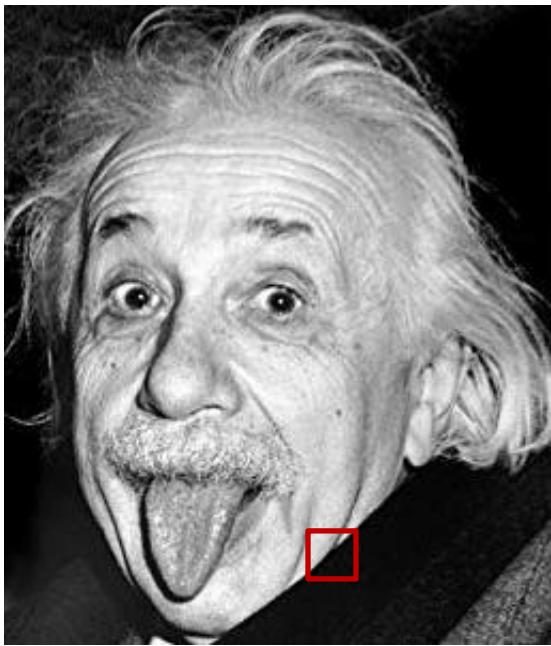
$I$



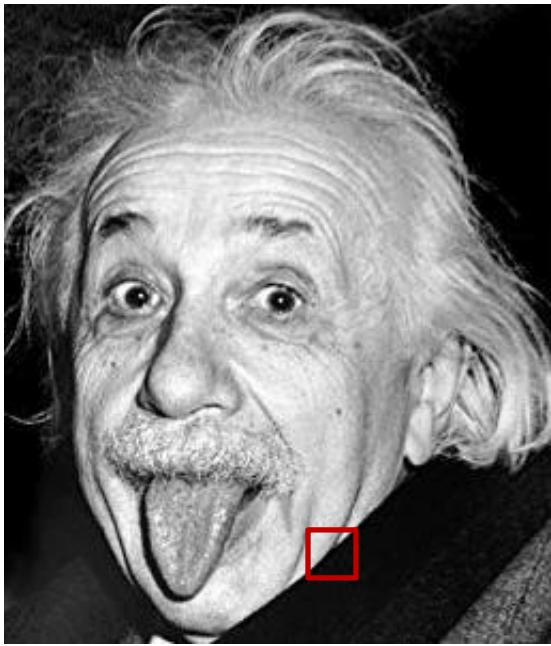
Edge response

Edge discontinuity

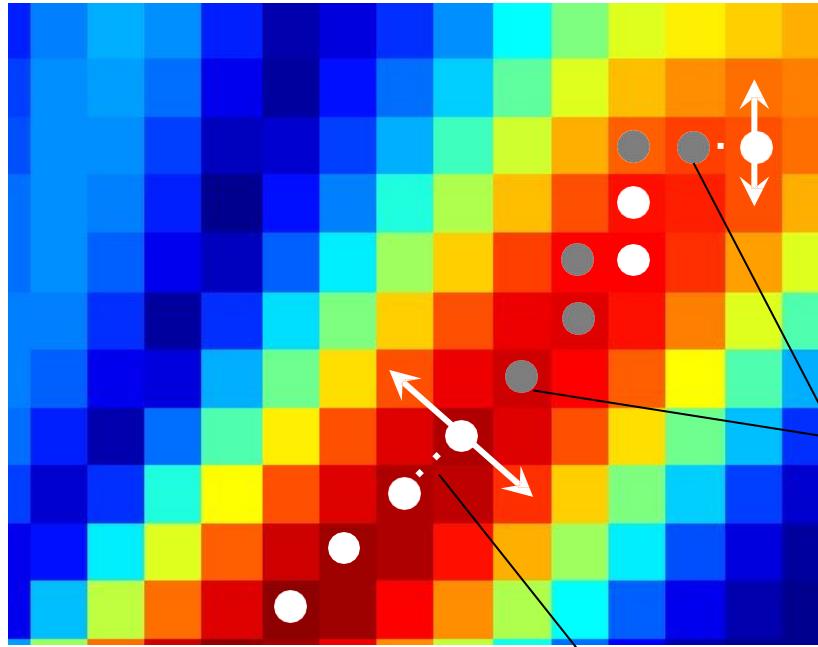
# EDGE LINKING



# EDGE PREDICTION



$I$

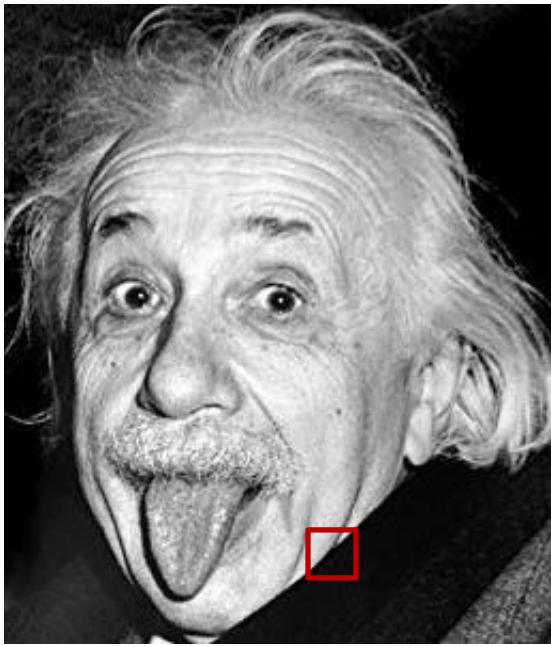


Edge response

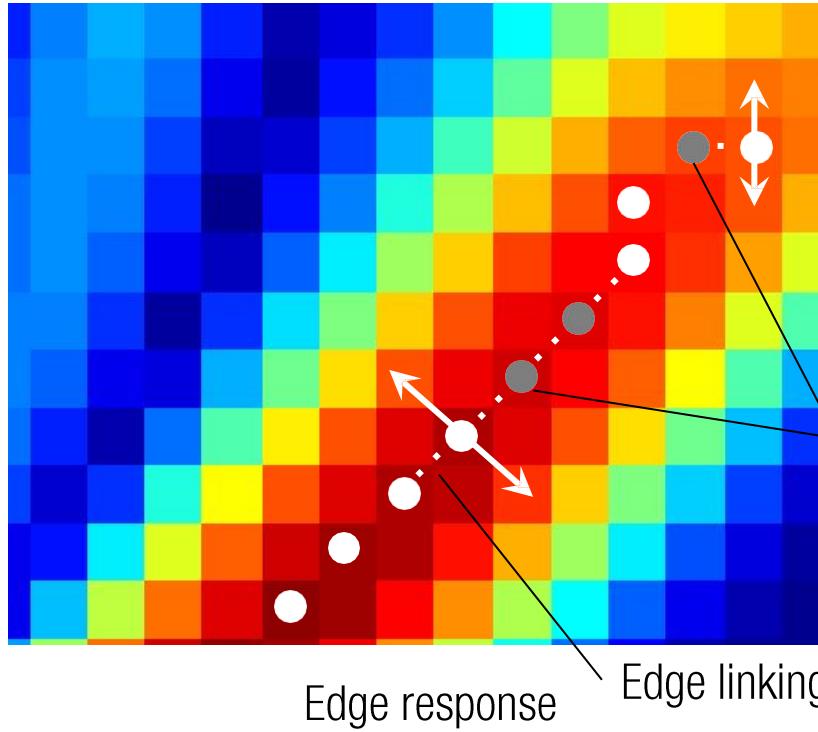
Edge linking

Next edge pixel prediction  
□ Tangent to the edge

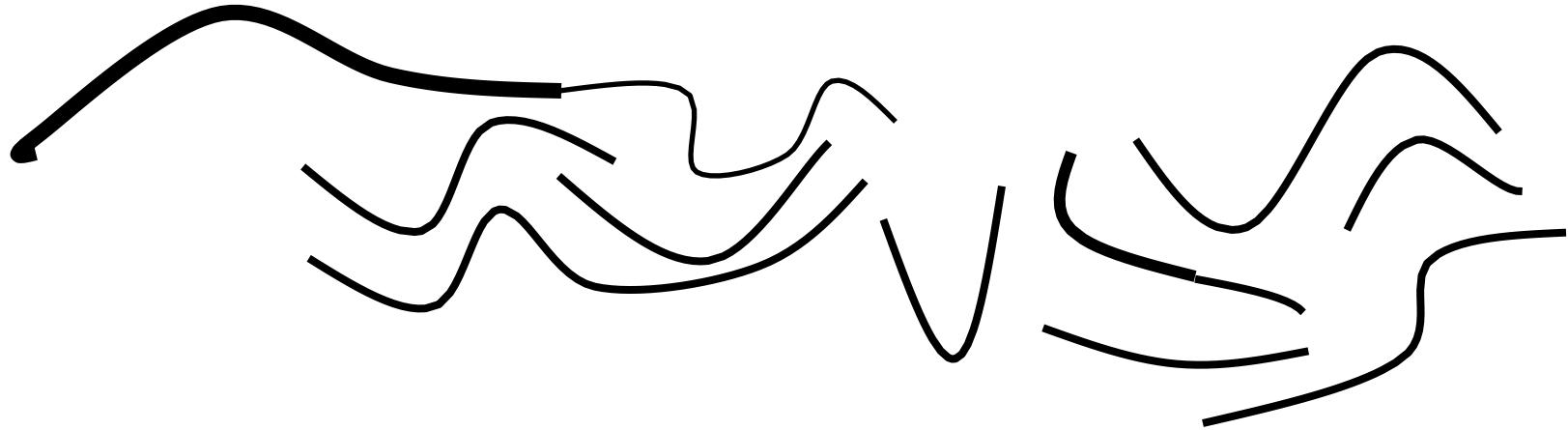
# *EDGE PREDICTION: HYSTERESIS*



*I*



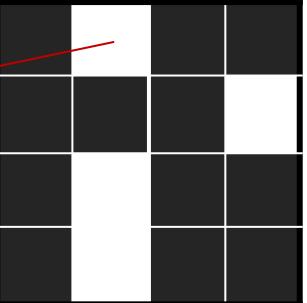
# *EDGE LINKING: HYSTERESIS*



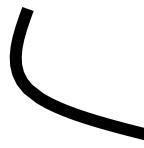
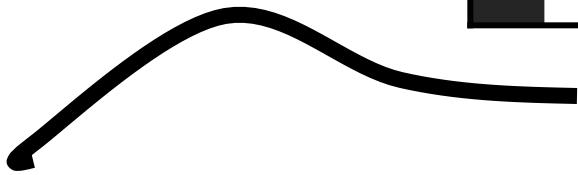
# *EDGE LINKING: HYSTERESIS*

High thresholding

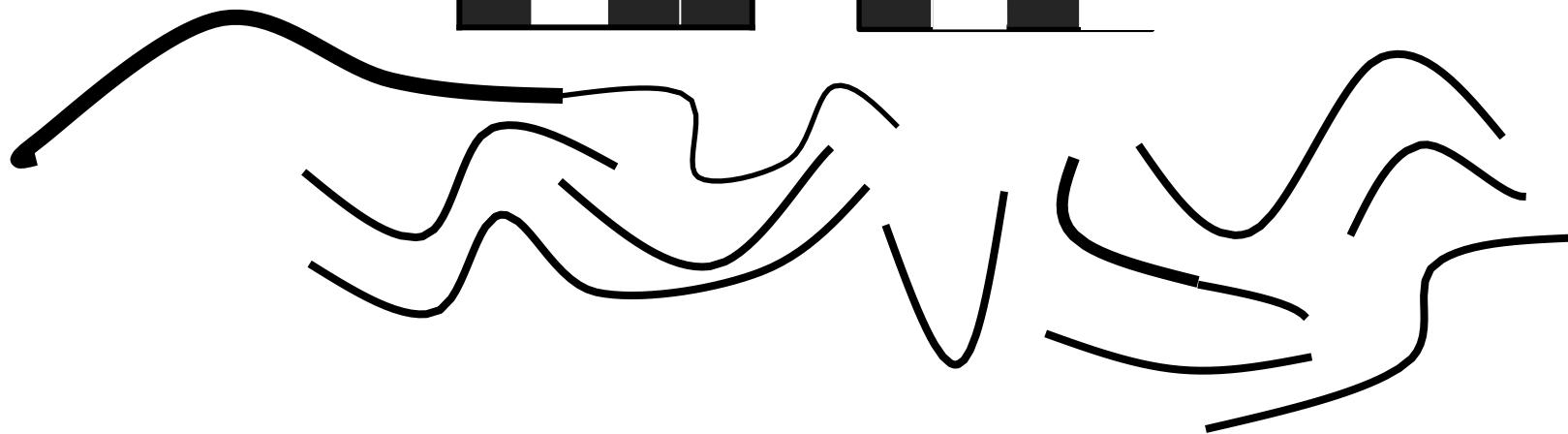
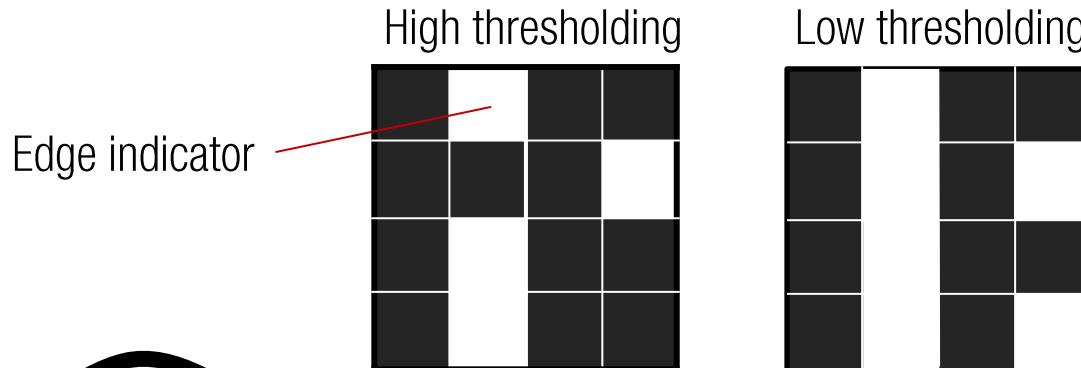
Edge indicator



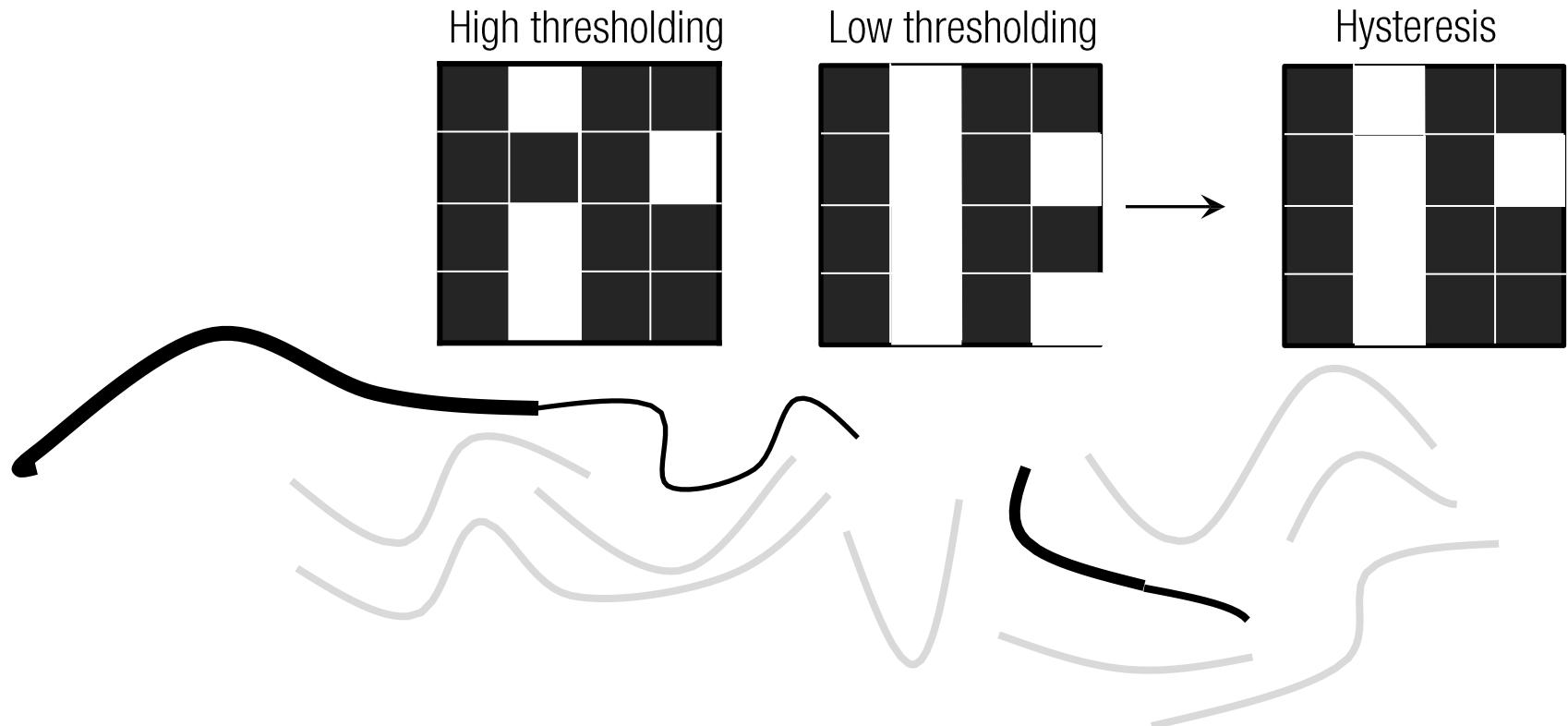
Black	White	Black	Black	Black
Black	White	Black	Black	Black
Black	White	Black	Black	Black
Black	White	Black	Black	Black
Black	White	Black	Black	Black



# *EDGE LINKING: HYSTERESIS*



# *EDGE LINKING: HYSTERESIS*



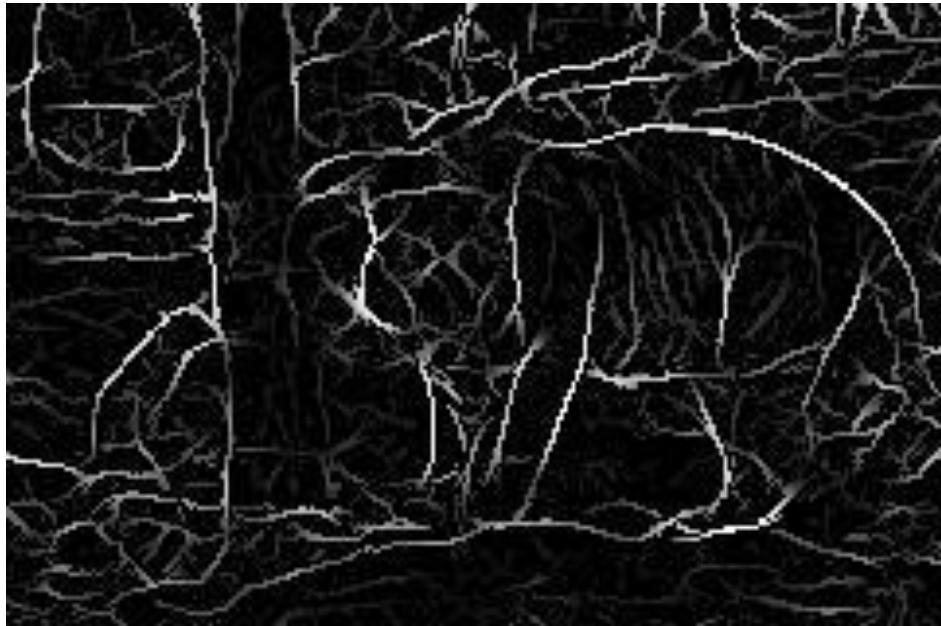


Localized edge



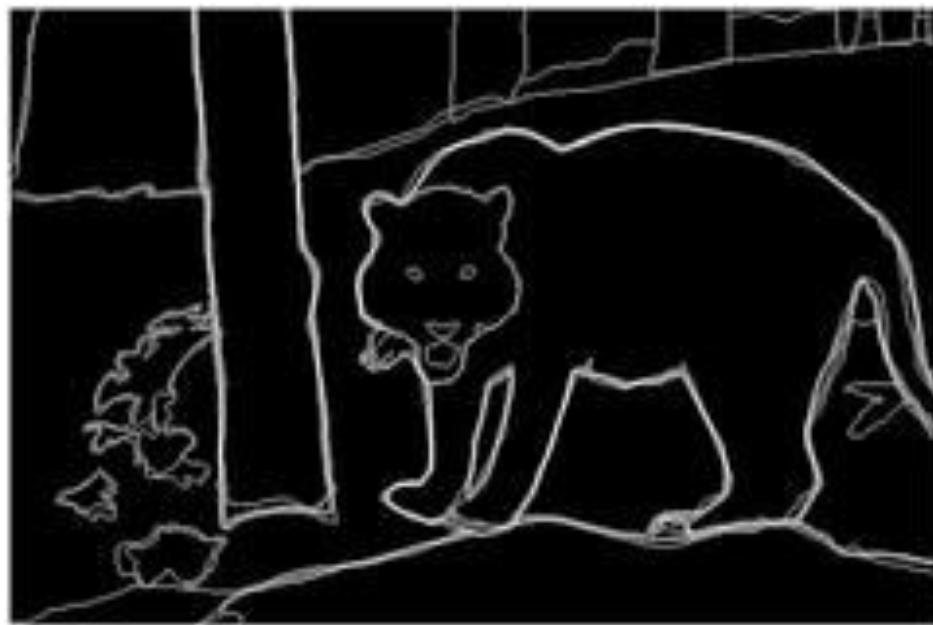
Edge linking

# *Is EDGE DETECTOR SOLVED?*



Canny edges

# *Is EDGE DETECTOR SOLVED?*

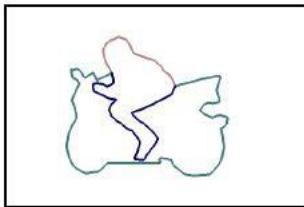


Human perceived edges

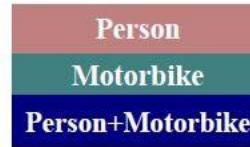
# *SEMANTIC EDGES*



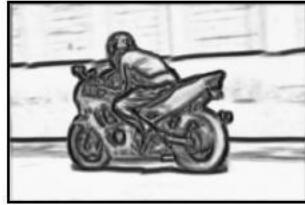
(a) original image



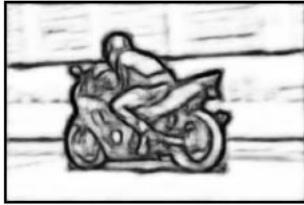
(b) ground truth



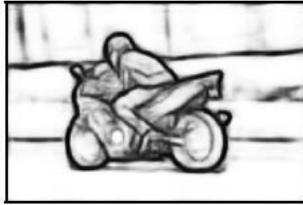
(c) color codes



(d) Side-1



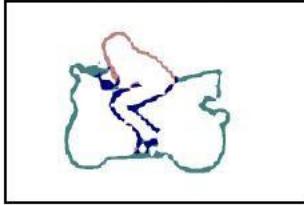
(e) Side-2



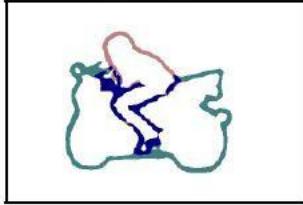
(f) Side-3



(g) Side-4



(h) Side-5



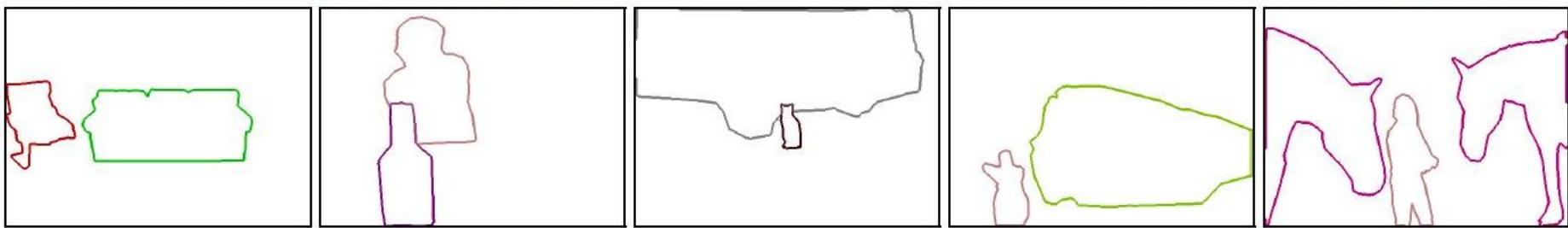
(i) DDS

aeroplane	bicycle	bird	boat	bottle	bus	car	cat	chair	cow
dining table	dog	horse	motorbike	person	potted plant	sheep	sofa	train	tv monitor

Original Images



Ground Truth



DDS-U

