



# ECE 470: Introduction to Robotics

## Lecture 24

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# Overview of Robot Vision

## O. Introduction to Robot Vision

- What is Robot Vision?

## I. Image Formation

- The science behind machine vision (+ represent as a form of signal)

## II. Image Processing

- **Common techniques to manipulate, enhance & analyse images**

## III. Robot Vision Applications

- 3D Vision; Photogrammetry; Vision-based techniques in robotics- visual servo, pose estimation, localization, mapping, navigation

# Image Processing

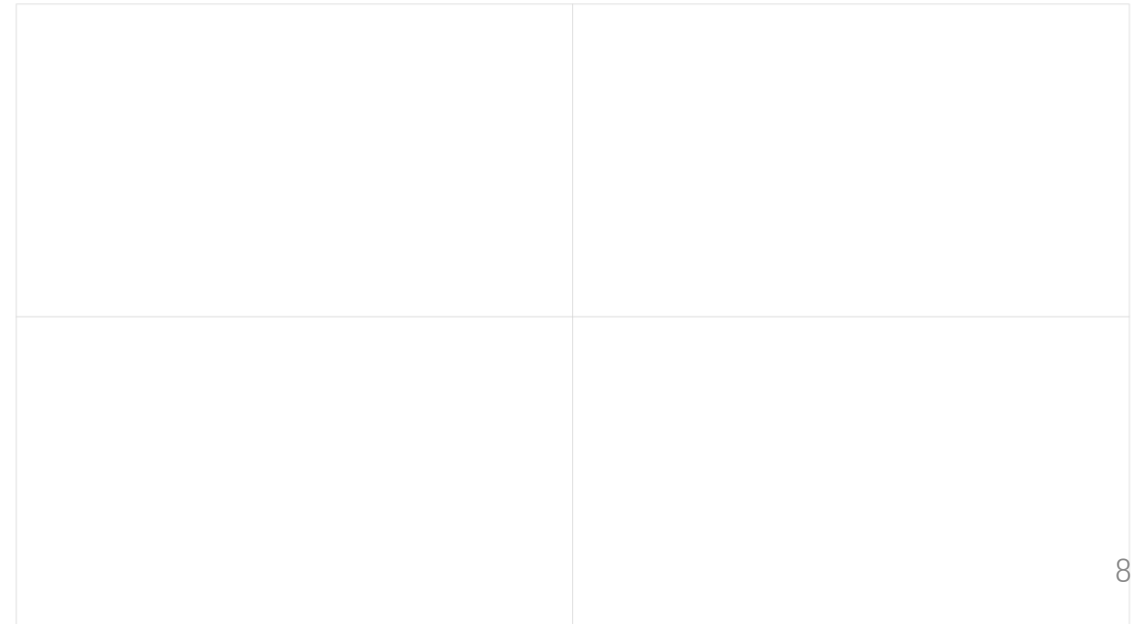
- Thresholding & Histogram Processing
- Filtering
- Feature Detect & Extract
  - Edges & Corners
  - Lines, shapes, interest points

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Draft



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# Image Processing

- Thresholding & Histogram Processing
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## Edge Detection

- Edges are locations with high image gradient or derivative
- A simple edge detection:
  - Compute gradient magnitude at each pixel
  - If the gradient magnitude exceeds a threshold, report a edge point
- The derivative of each pixel can be estimated using finite difference method:

$$\begin{aligned} \frac{\partial I}{\partial x} &= \frac{I(x+1,y) - I(x-1,y)}{2} \\ \frac{\partial I}{\partial y} &= \frac{I(x,y+1) - I(x,y-1)}{2} \end{aligned}$$

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## Gradient Vector

$$\begin{aligned} \frac{\partial I(x,y)}{\partial x} &= \frac{I(x+1,y) - I(x-1,y)}{2} \\ \frac{\partial I(x,y)}{\partial y} &= \frac{I(x,y+1) - I(x,y-1)}{2} \end{aligned}$$

$$\text{Gradient Vector: } \nabla I(x,y) = \left[ \frac{\partial I(x,y)}{\partial x}, \frac{\partial I(x,y)}{\partial y} \right]^T$$

$$|\nabla I(x,y)| = \sqrt{\left( \frac{\partial I(x,y)}{\partial x} \right)^2 + \left( \frac{\partial I(x,y)}{\partial y} \right)^2}$$

$$\theta(x,y) = \tan^{-1} \left( \frac{\partial I(x,y)}{\partial y} / \frac{\partial I(x,y)}{\partial x} \right)$$



Edge normal 11

## Sobel operator

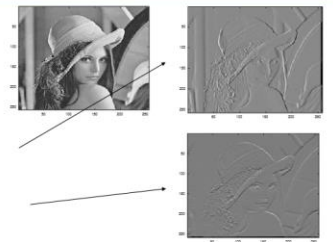
$$\begin{aligned} \frac{\partial I(x,y)}{\partial x} &= \frac{I(x+1,y) - I(x-1,y)}{2} \\ \frac{\partial I(x,y)}{\partial y} &= \frac{I(x,y+1) - I(x,y-1)}{2} \end{aligned}$$

- Sobel Operator:

$$\frac{\partial I(x,y)}{\partial x} = \begin{bmatrix} -1 & 0 & 1 \\ -2 & 0 & 2 \\ -1 & 0 & 1 \end{bmatrix} * A$$

$$\frac{\partial I(x,y)}{\partial y} = \begin{bmatrix} -1 & -2 & -1 \\ 0 & 0 & 0 \\ 1 & 2 & 1 \end{bmatrix} * A$$

- where A is the source image and \* denotes the 2-dimensional convolution operation



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# Canny Edge Detection (····· Last Lecture)

- Canny edge detection is probably the most used and taught edge detection algorithm
- Involves 5 steps:
  1. Apply Gaussian filter to smoothen the image in order to remove the noise
  2. Find the intensity gradients of the image
  3. Apply non-maximum suppression to get rid of spurious response to edge detection
  4. Apply edge detection using two threshold value
  5. Finalize edge detection by hysteresis
- J. Canny, "A Computational Approach to Edge Detection," *IEEE Transactions on Pattern Analysis and Machine Intelligence*, vol. 8, no. 6, 1986.

# Canny Edge Detection

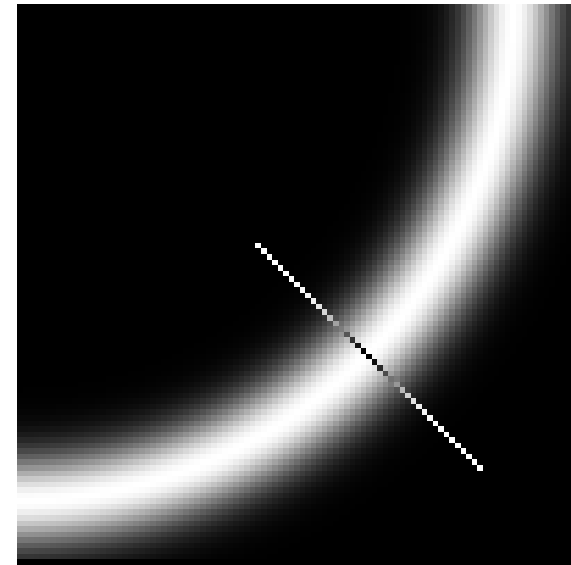
- Step (1): Apply Gaussian filter to smooth the image in order to remove the noise

# Canny Edge Detection

- Step (2): Find the intensity gradients of the image

# Canny Edge Detection

- How do we precisely localize the edge?





# Canny Edge Detection

- Step (4): Apply edge detection using two threshold value  $K_H$  and  $K_L$

$$\bullet \text{ Edge}(x, y) = \begin{cases} E_{strong} & \text{if } |\nabla I(x, y)| > K_H \\ E_{average} & \text{if } K_L \leq |\nabla I(x, y)| \leq K_H \\ E_{weak} & \text{if } |\nabla I(x, y)| < K_L \end{cases}$$

# Canny Edge Detection

- Step (5): Finalize edge detection by hysteresis thresholding
  - Small  $K$  means more details
  - High  $K$  includes more noise
  - Hysteresis Thresholding allows us to apply both
    - Keep both high threshold  $K_H$  and low threshold  $K_L$
    - Any edges with magnitude  $< K_L$  are discarded
    - Any edges with magnitude  $> K_H$  are kept
    - An edge with magnitude between the two threshold values is kept if there is a path of edges with magnitude  $> K_L$  connecting the edge to another edge with magnitude  $> K_H$

# Edge Detection

Original

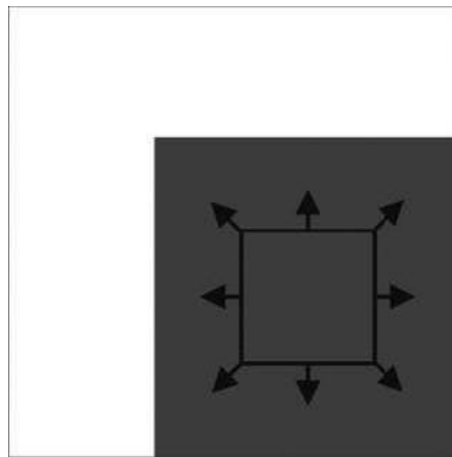


# Image Processing

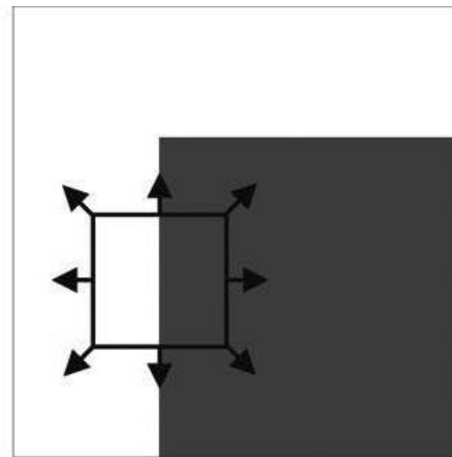
- Thresholding & Histogram Processing
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# Corner Detection

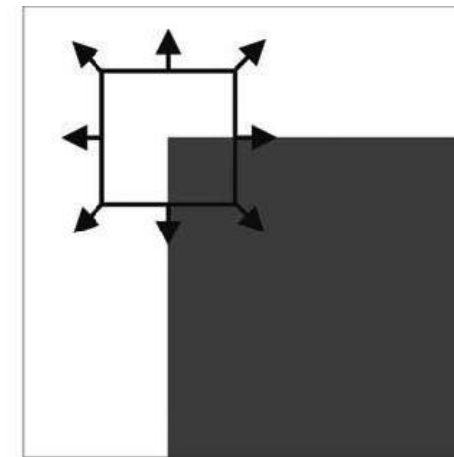
- Corner detection are used for many image feature extraction
  - Because corners are features with high repeatability



Flat region



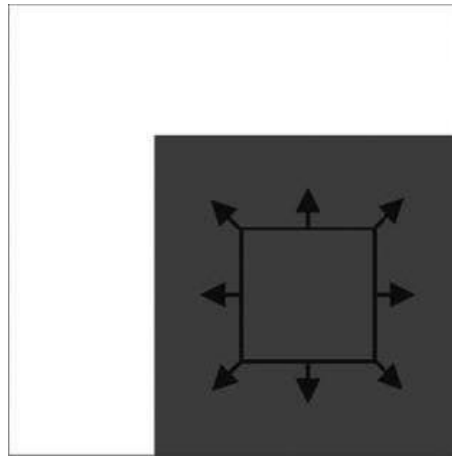
Edge



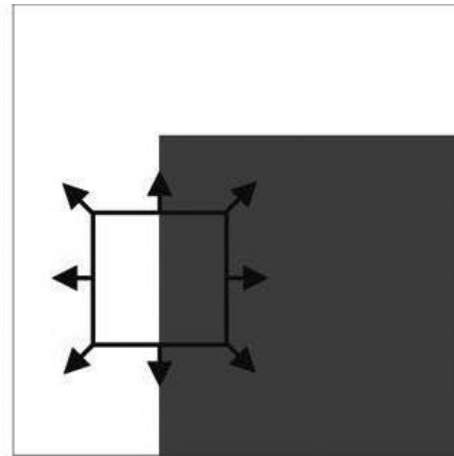
Corner

# Corner Detection

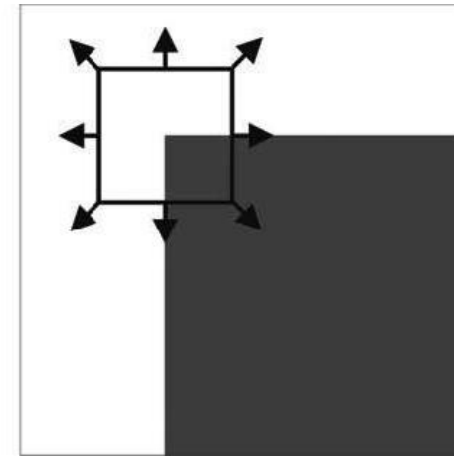
- Basic idea of corner detection: large change in appearance
  - Flat region: no change
  - Edge: no change along edge
  - Corner: significant change in all direction



Flat region



Edge



Corner

# Harris Corner Detector

- Consider taking an image patched centered on  $(u, v)$  and shifting it by  $(x, y)$ , the sum of square differences SSD between these two patches is:

$$SSD(x, y) = \sum_u \sum_v [I(u, v) - I(u + x, v + y)]^2$$

- Using first-order Taylor expansion,

$$I(u + x, v + y) \approx I(u, v) + I_x(u, v)x + I_y(u, v)y$$

- Hence, SSD becomes

$$\begin{aligned} SSD(x, y) &\approx \sum_u \sum_v [I_x(u, v)x + I_y(u, v)y]^2 \\ &= \sum_u \sum_v [I_x^2 x^2 + 2xyI_xI_y + I_y^2 y^2] \end{aligned}$$

# Harris Corner Detector

$$\begin{aligned} SSD(x, y) &= \sum_u \sum_v [I_x^2 x^2 + 2xyI_xI_y + I_y^2 y^2]^2 \\ &= \sum_u \sum_v [x \quad y] \begin{bmatrix} I_x^2 & I_xI_y \\ I_xI_y & I_y^2 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} \\ &= [x \quad y] \sum_u \sum_v \begin{bmatrix} I_x^2 & I_xI_y \\ I_xI_y & I_y^2 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} \end{aligned}$$

- $SSD(x, y) = [x \quad y]M \begin{bmatrix} x \\ y \end{bmatrix}$
- Since  $M$  is symmetric, we can rewrite the matrix as:

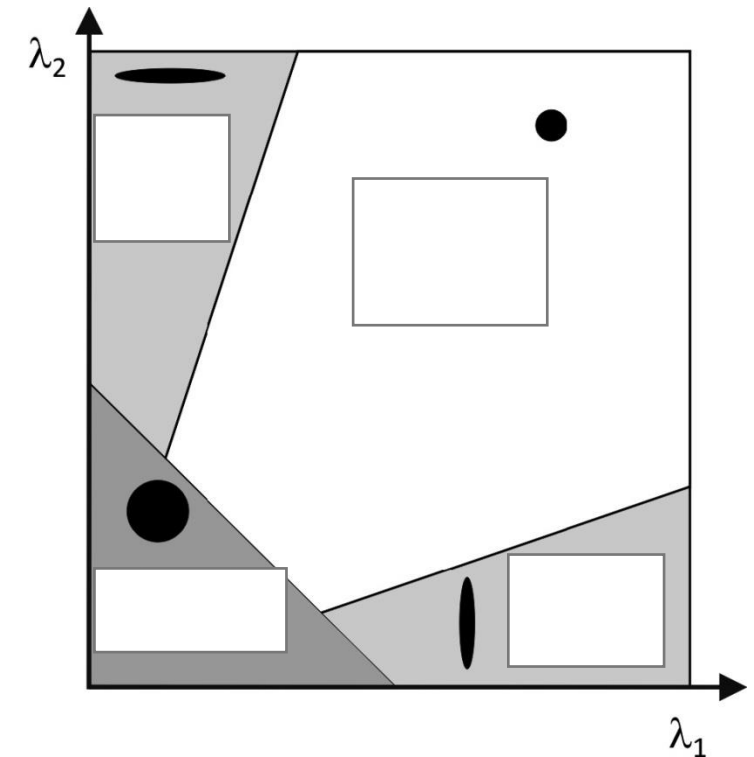
$$M = A^{-1} \begin{bmatrix} \lambda_1 & 0 \\ 0 & \lambda_2 \end{bmatrix} A$$

- where  $\lambda_1$  and  $\lambda_2$  are the eigenvalues of  $M$



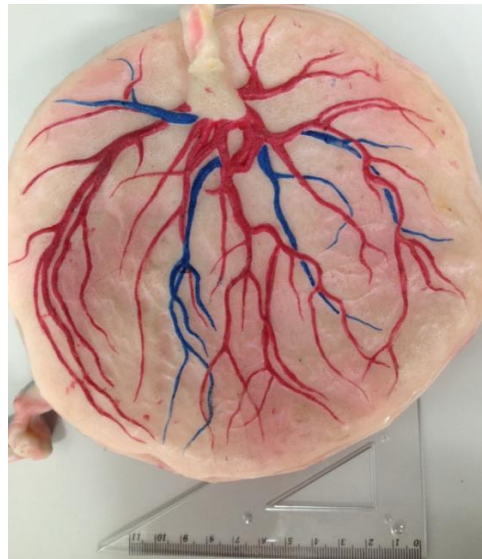
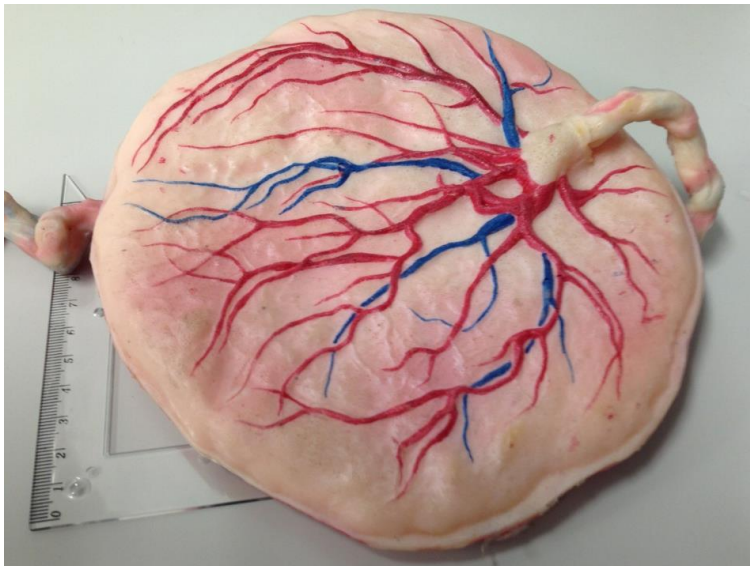
# Harris Corner Detector

- As mentioned, a corner is characterized by a large variation of SSD in all direction, the larger the variation in that direction
- Both  $\lambda$  are small means flat region
- One strong and one weak  $\lambda$  means edge
- Two strong  $\lambda$  means corner



# Match two images

- Are these objects the same?
  - Pixel to pixel comparison might not work



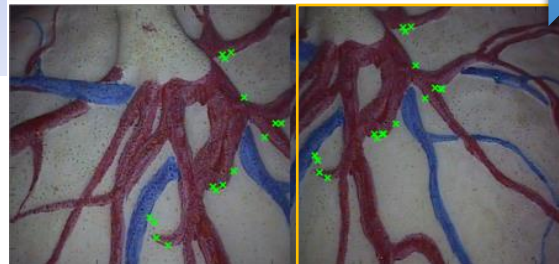
# Match two images

- Feature matching
- Detect; Describe; Match; Transform (for image mapping)

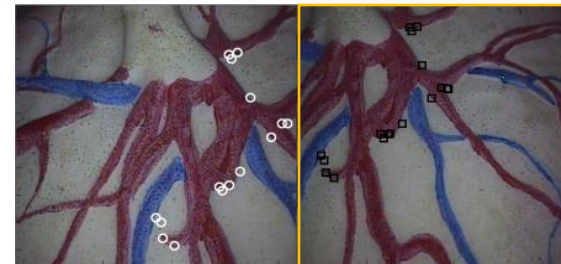
Feature Detection, Description,  
& Matching

Feature Matches

Detect



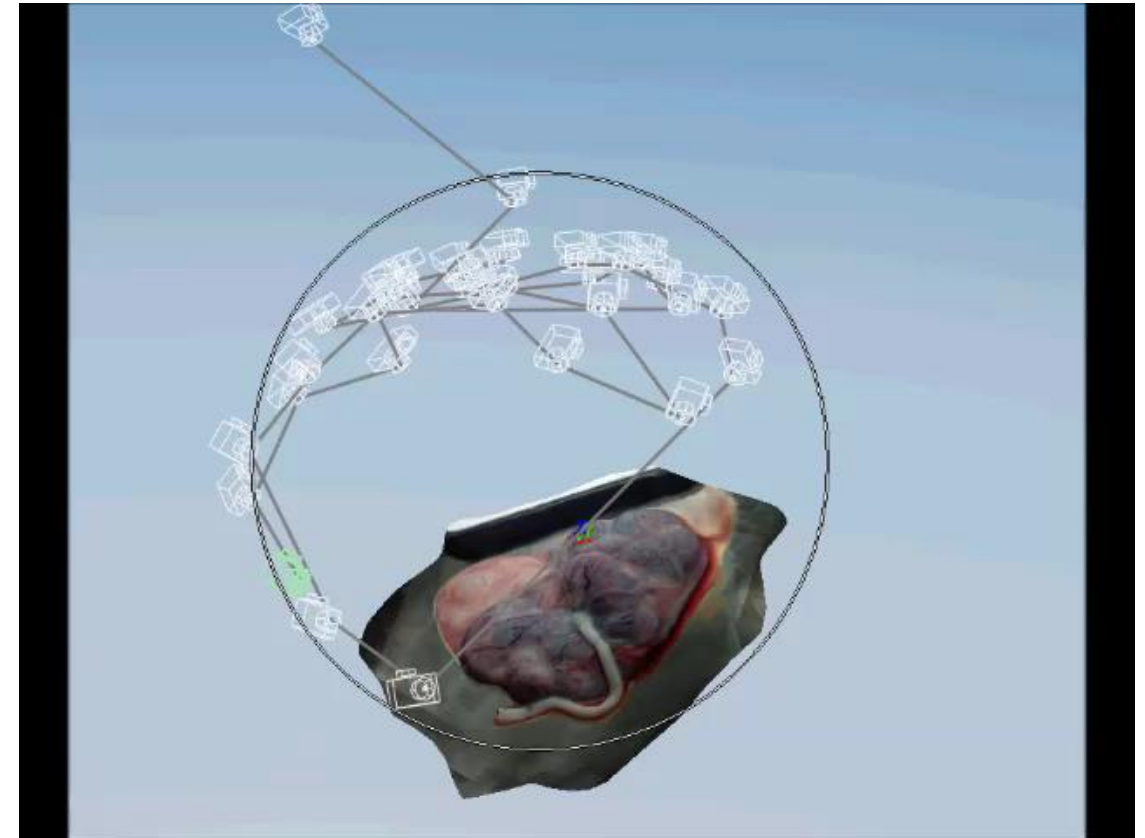
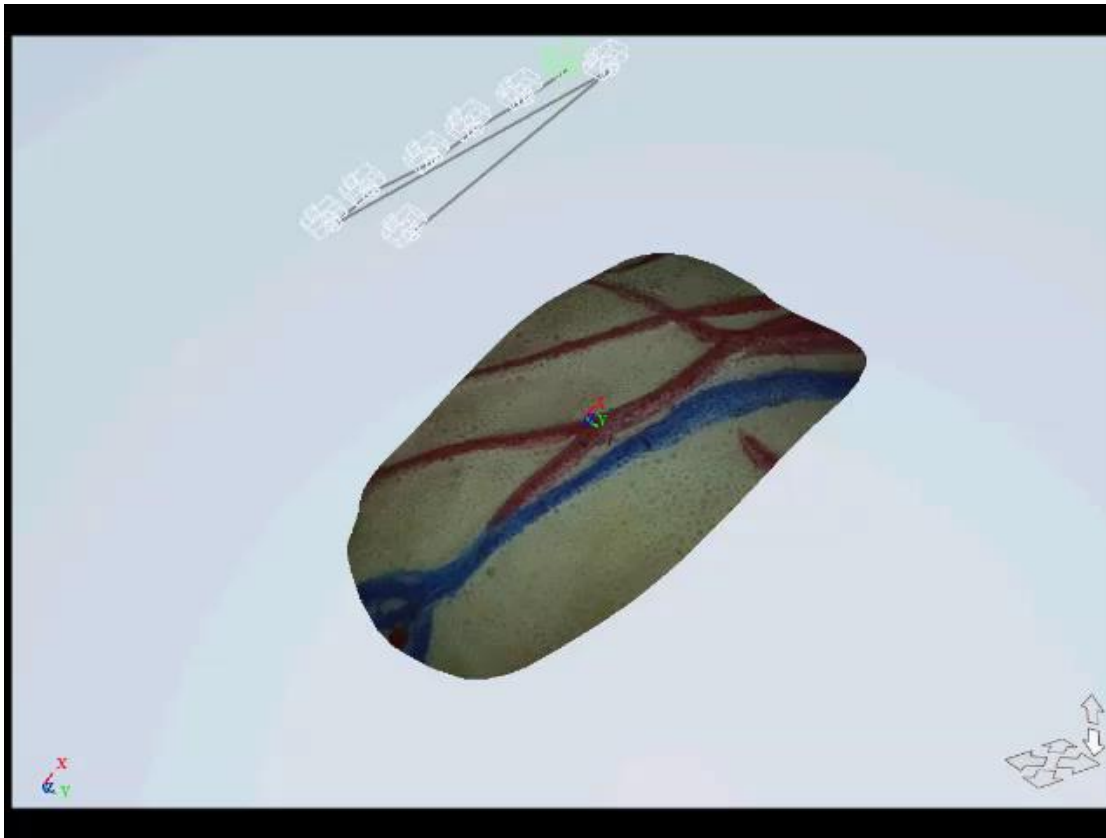
Describe



Match

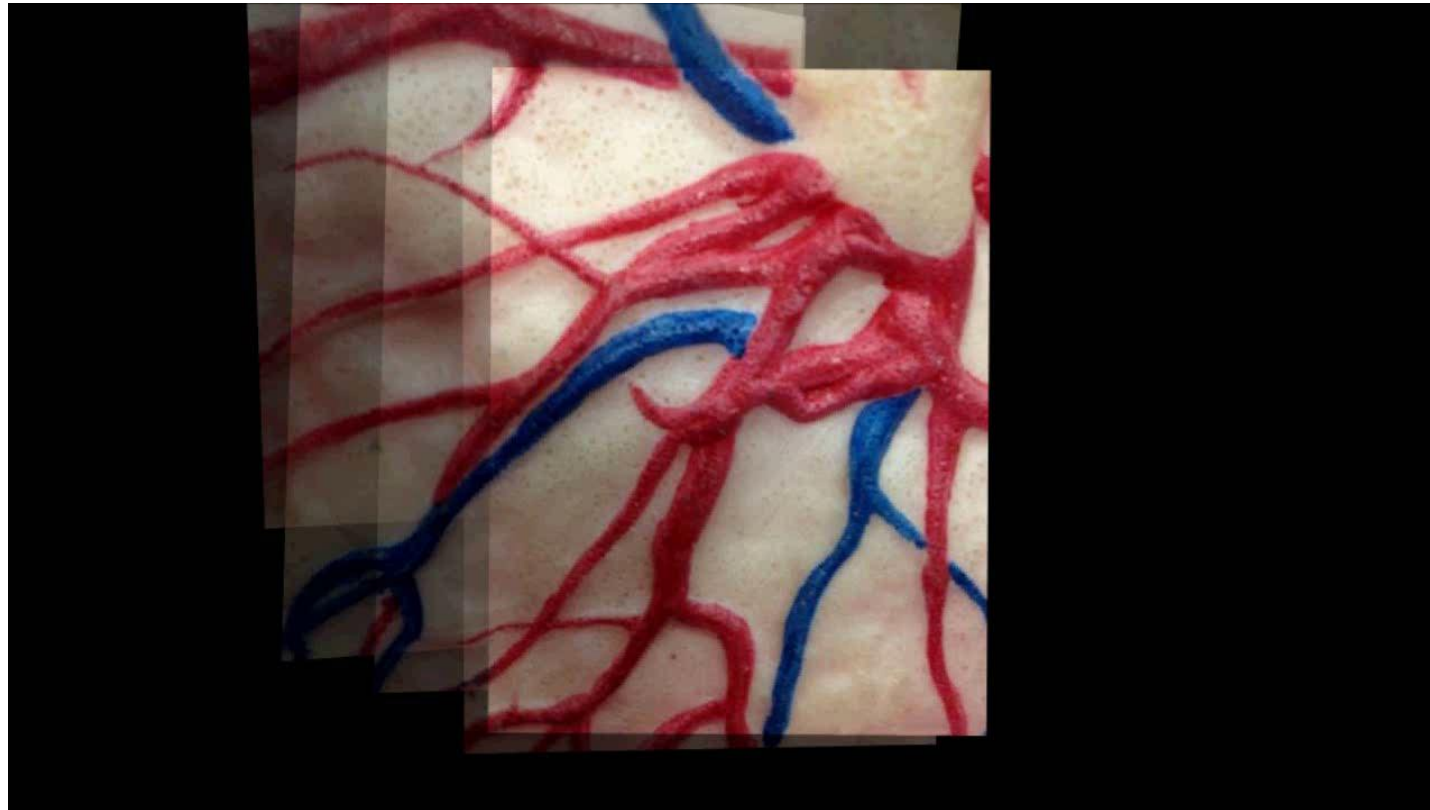


# Example of Applications in Corner Detection



# Example of Applications in Corner Detection

- Microsoft Photosynth





# Image Processing

- Image Enhancement
  - ☒ Thresholding & Histogram Processing
  - ☒ Filtering
- Image Analysis
  - ☒ Feature Detection
    - ☒ Edges
    - ☒ Interest points- Corners
    - Lines & Shapes
    - Target Tracking