

# Histogram of Oriented Gradients

# What are gradients?

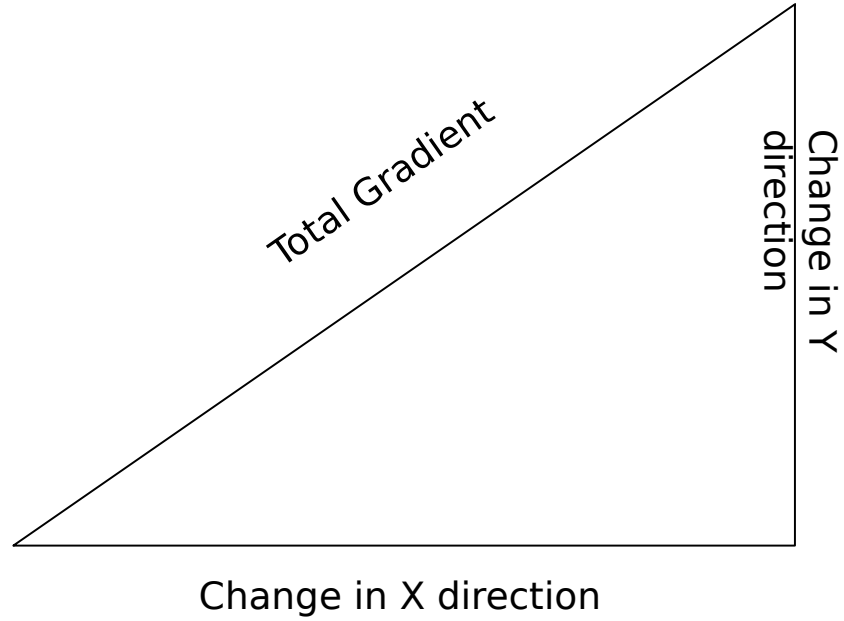
121	10	78	96	125
48	152	68	125	111
145	78	85	89	65
154	214	56	200	66
214	87	45	102	45

- Change in X direction( $G_x$ ) =  $89 - 78 = 11$
- Change in Y direction( $G_y$ ) =  $68 - 56 = 8$

# What is orientation?

Orientation refers to the direction of the gradient at a pixel location.

$$\Theta = \text{atan}\left(\frac{G_y}{G_x}\right)$$



# Gradient Orientation

121	10	78	96	125
48	152	68	125	111
145	78	85	89	65
154	214	56	200	66
214	87	45	102	45

$$\Theta = \text{atan} \left( \frac{8}{11} \right)$$

# Gradient Orientation

121	10	78	96	125
48	152	68	125	111
145	78	85	89	65
154	214	56	200	66
214	87	45	102	45

$$\Theta = \text{atan} \left( \frac{8}{11} \right)$$

$$\Theta = 36$$

# What is Magnitude?

121	10	78	96	125
48	152	68	125	111
145	78	85	89	65
154	214	56	200	66
214	87	45	102	45

- Change in X direction =  $89 - 78 = 11$

- Change in Y direction =  $68 - 56 = 12$

$$8 \sqrt{(11)^2 + (12)^2}$$

- Total Gradient Magnitude

# Orientation and Magnitude

121	10	78	96	125
48	152	68	125	111
145	78	85	89	65
154	214	56	200	66
214	87	45	102	45

- Gradient Magnitude =  $\sqrt{11^2 + 8^2}$   
= 13.6
- Gradient Orientation = 36



# Method 1: Features using Orientation

121	10	78	96	125
48	152	68	125	111
145	78	85	89	65
154	214	56	200	66
214	87	45	102	45

# Method 1: Features using Orientation

121	10	78	96	125
48	152	68	125	111
145	78	85	89	65
154	214	56	200	66
214	87	45	102	45

Frequency																
Angle	1	2	3	4 ...	35	36	37	38	39....		175	176	177	178	179	180

# Method 1: Features using Orientation

121	10	78	96	125
48	152	68	125	111
145	78	85	89	65
154	214	56	200	66
214	87	45	102	45

Frequency						1										
Angle	1	2	3	4 ...	35	36	37	38	39....		175	176	177	178	179	180

# Method 1: Features using Orientation

121	10	78	96	125
48	152	68	125	111
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Frequency						1										
Angle	1	2	3	4 ...	35	36	37	38	39....		175	176	177	178	179	180

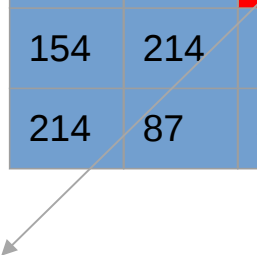
# Method 1: Features using Orientation

121	10	78	96	125
48	152	68	125	111
145	78	85	89	65
154	214	56	200	66
214	87	45	102	45

Frequency						1					1					
Angle	1	2	3	4 ...	35	36	37	38	39....		175	176	177	178	179	180

## Method 2: Features using Orientation

121	10	78	96	125
48	152	68	125	111
145	78	85	89	65
154	214	56	200	66
214	87	45	102	45



Magnitude		1							
Bin	0	20	40	60	80	100	120	140	160

# Method 3: Features using Orientation and Magnitude

Magnitude =

13.6

Orientation = 36

Magnitude									
Bin	0	20	40	60	80	100	120	140	160

# Method 3: Features using Orientation and Magnitude

Magnitude =  
13.6

Orientation = 36



Magnitude		13.6							
Bin	0	20	40	60	80	100	120	140	160



# Method 4: Features using Orientation and Magnitude

Magnitude =  
13.6

Orientation = 36

$$(20 - 36 - 20) / 20$$

$$(20 - 36 - 40) / 20$$

Magnitude									
Bin	0	20	40	60	80	100	120	140	160

# Method 4: Features using Orientation and Magnitude

Magnitude =  
13.6

Orientation = 36

$$(20-36 - 20)/20$$

$$(20-36 - 40)/20$$

Magnitude		$(4/20)*13.6$	$(16/20)*13.6$						
Bin	0	20	40	60	80	100	120	140	160

# Method 4: Features using Orientation and Magnitude

Magnitude =  
13.6

Orientation = 36

$$(20 - 36 - 20) / 20$$

$$(20 - 36 - 40) / 20$$

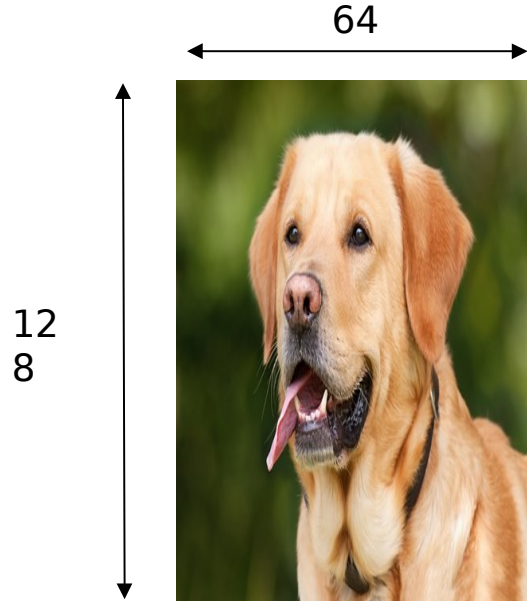
Magnitude		2.72	10.88						
Bin	0	20	40	60	80	100	120	140	160

# Histogram of Oriented Gradients

- Step 1: Preprocess the Data (64 x 128)

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# Histogram of Oriented Gradients

- Step 1: Preprocess the Data (64 x 128)
- Step 2: Calculate Gradients in direction x and y
- Step 3: Calculate the magnitude and Orientation

$$\text{Magnitude} = \sqrt{G_y^2 + G_x^2}$$

$$\Theta = \text{atan}\left(\frac{G_y}{G_x}\right)$$



# Histogram of Oriented Gradients

- Step 1: Preprocess the Data (64 x 128)
- Step 2: Calculate Gradients in direction x and y
- Step 3: Calculate the magnitude and Orientation
- Step 4: Calculate histogram of gradients for 8x8 patches



# Histogram of Oriented Gradients

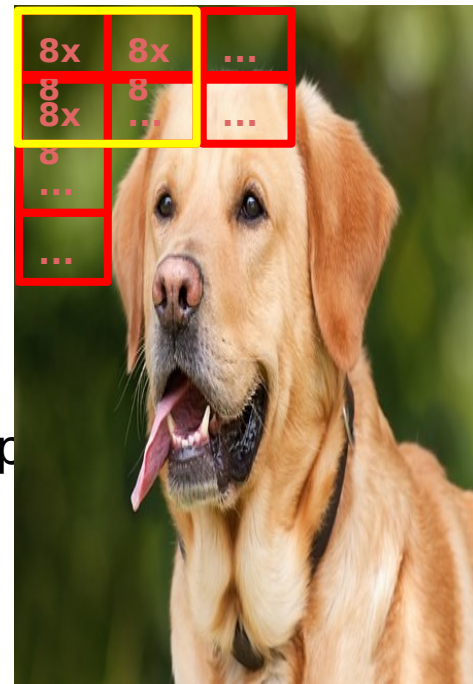
- Step 1: Preprocess the Data (64 x 128)
- Step 2: Calculate Gradients in direction x and y
- Step 3: Calculate the magnitude and Orientation
- Step 4: Calculate histogram of gradients for 8x8 patches

Magnitude									
Bin	0	20	40	60	80	100	120	140	160

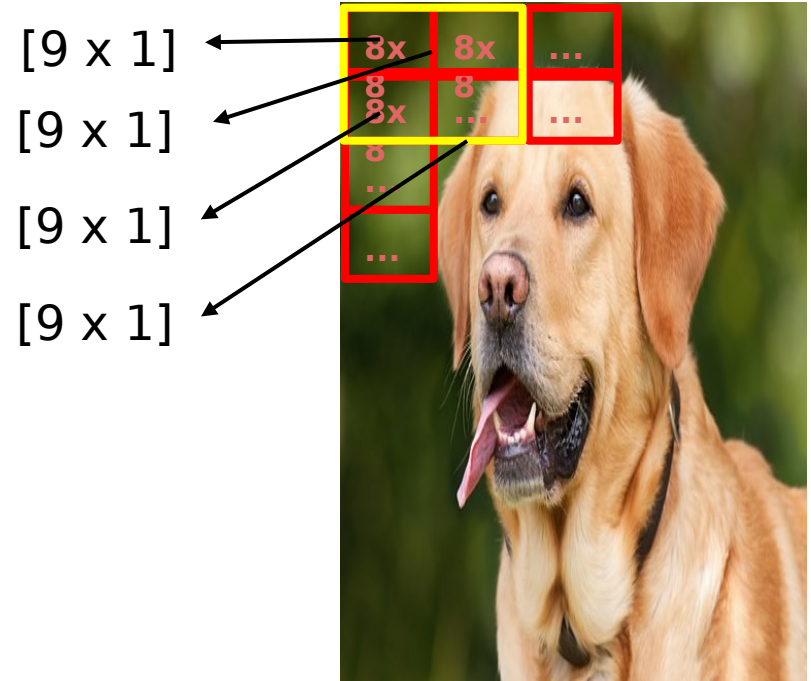


# Histogram of Oriented Gradients

- Step 1: Preprocess the Data (64 x 128)
- Step 2: Calculate Gradients in direction x and y
- Step 3: Calculate the magnitude and Orientation
- Step 4: Calculate histogram of gradients for 8x8 pixels
- Step 5: Normalize gradients for 16 x 16 pixels

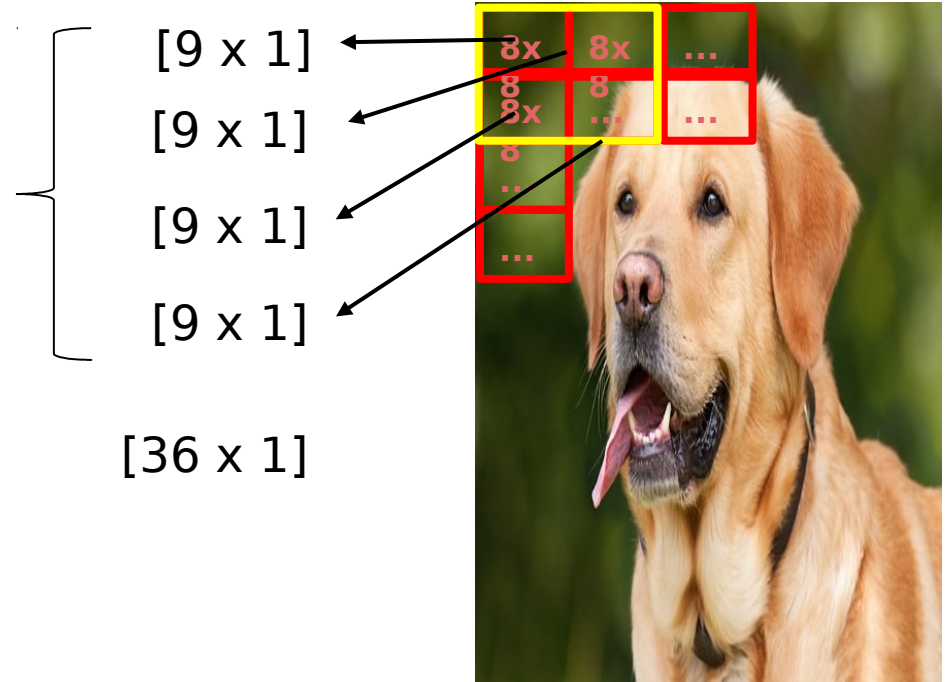


# Normalizing



# Normalizing

Vector =  $[a_1, a_2, a_3, \dots, a_{36}]$

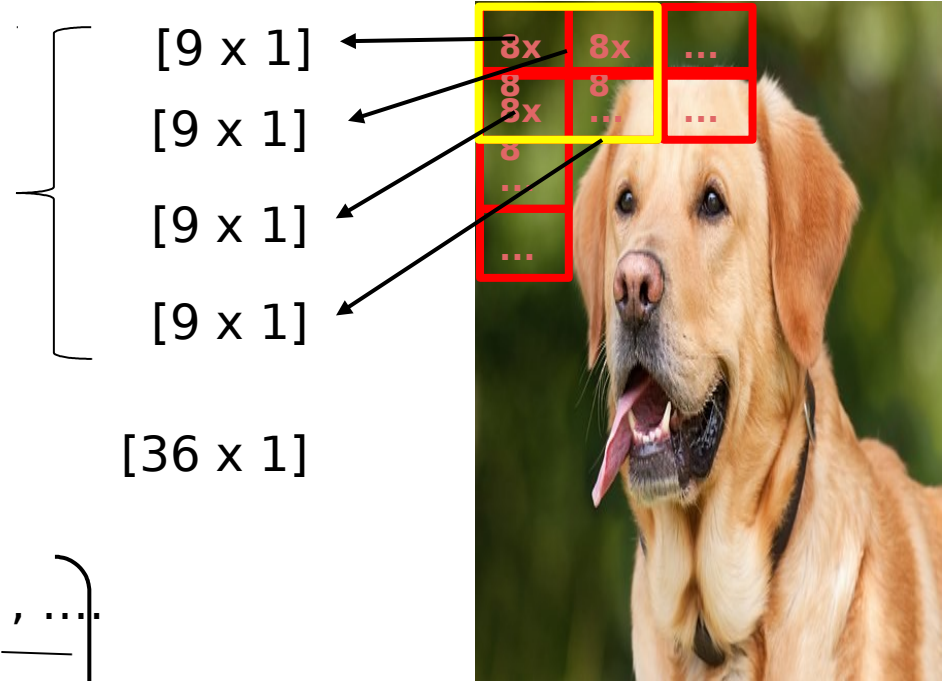


# Normalizing

$$\text{Vector} = [a_1, a_2, a_3, \dots, a_{36}]$$

$$k = \sqrt{(a_1)^2 + (a_2)^2 + (a_3)^2 + \dots + (a_{36})^2}$$

$$\text{Normalised Vector} = \begin{pmatrix} \frac{a_1}{k} & \frac{a_2}{k} & \frac{a_3}{k} & \dots & \frac{a_{36}}{k} \end{pmatrix}$$



# Histogram of Oriented Gradients

- Step 1: Preprocess the Data (64 x 128)
- Step 2: Calculate Gradients in direction x and y
- Step 3: Calculate the magnitude and Orientation
- Step 4: Calculate histogram of gradients in 8x8 cells (9x1)
- Step 5: Normalize gradients in 16x16 cell (36x1)
- Step 6: Features for the complete image

# Histogram of Oriented Gradients

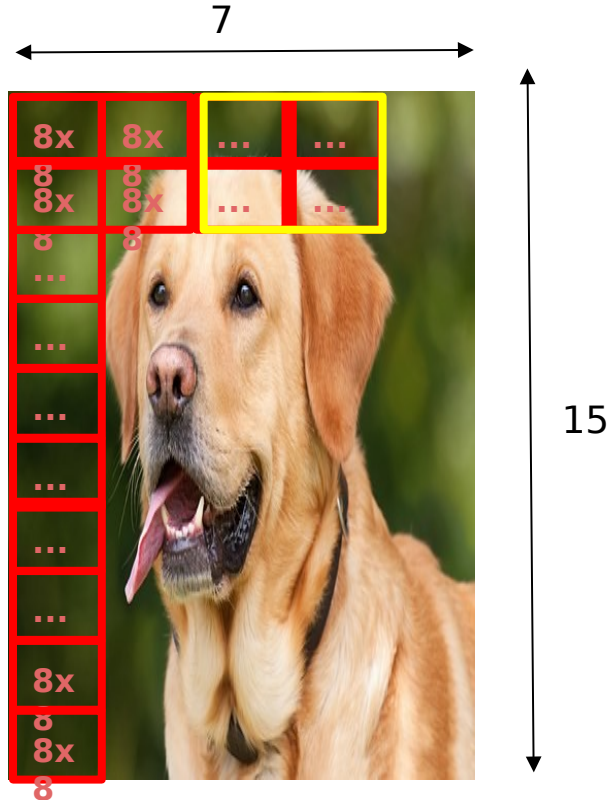




# Histogram of Oriented Gradients



# Histogram of Oriented Gradients



$7 \times 15 = 105$  vectors

$105 \times [36 \times 1] = 3780$   
features

Thank You!