

Feature detection and matching

- Points and patches

Objectives

- Learn about keypoint features or interest points
- Learn how to handle patches of pixels surrounding the point location
- The techniques is used in Feature detectors
- The techniques is used in Feature descriptors
- The techniques is used in Feature matching
- The techniques is used in Feature tracking

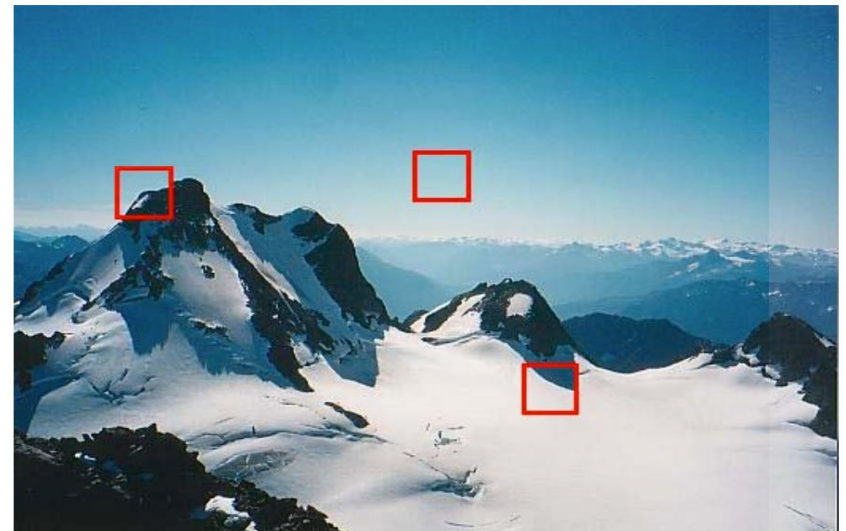
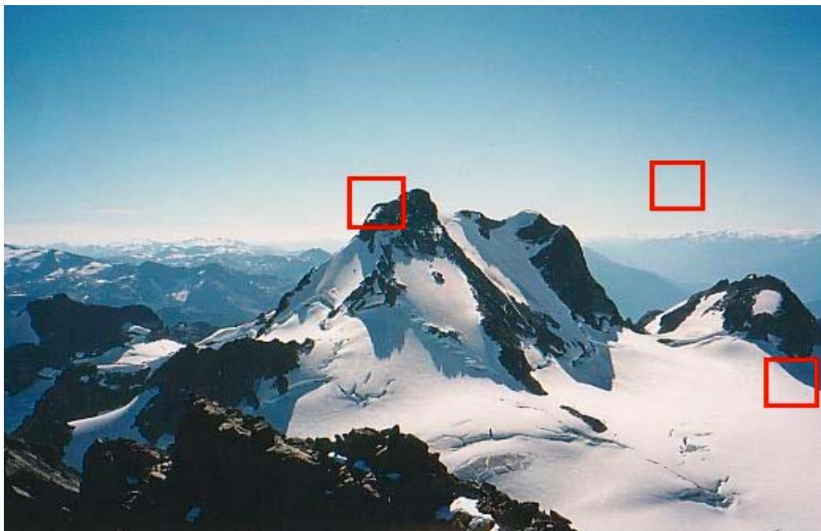
How to determine matched images?



- Image patch as the name suggests is a group of pixels in an image(correspondence points)
- Feature is a piece of information about the content of an image.
- Features may be specific structures in the image such as points, edges, or objects.
- Point features can be used to find a sparse set of corresponding locations in different images
- Feature extraction involves reducing the number of resources required to describe a large set of data

Feature detectors

- How can we find image locations where we can reliably find correspondences with other images?
- What are good features to track?



- Matching criterion for comparing two image patches:

$$E_{\text{WSSD}}(\mathbf{u}) = \sum_i w(\mathbf{x}_i) [I_1(\mathbf{x}_i + \mathbf{u}) - I_0(\mathbf{x}_i)]^2$$

– where I_0 and I_1 are the two images being compared, $\mathbf{u} = (u, v)$ is the displacement vector, $w(\mathbf{x})$ is a spatially varying weighting function, and the summation i is over all the pixels in the patch.

– Auto-correlation matrix

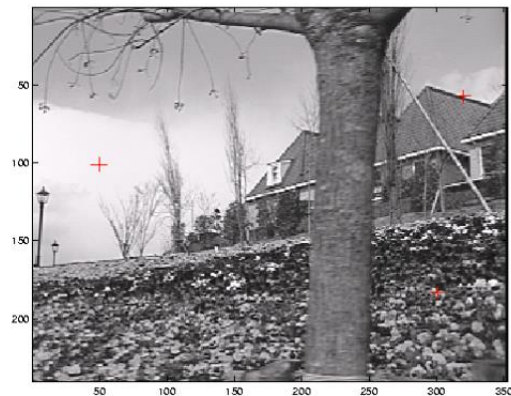
- Auto-correlation function

$$\begin{aligned} E_{\text{AC}}(\Delta \mathbf{u}) &= \sum_i w(\mathbf{x}_i) [I_0(\mathbf{x}_i + \Delta \mathbf{u}) - I_0(\mathbf{x}_i)]^2 \\ &\approx \sum_i w(\mathbf{x}_i) [I_0(\mathbf{x}_i) + \nabla I_0(\mathbf{x}_i) \cdot \Delta \mathbf{u} - I_0(\mathbf{x}_i)]^2 \\ &= \sum_i w(\mathbf{x}_i) [\nabla I_0(\mathbf{x}_i) \cdot \Delta \mathbf{u}]^2 \\ &= \Delta \mathbf{u}^T \mathbf{A} \Delta \mathbf{u}, \end{aligned}$$

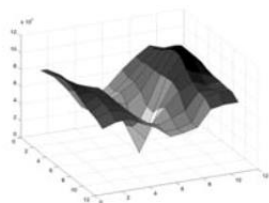
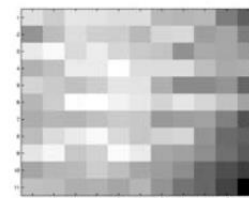
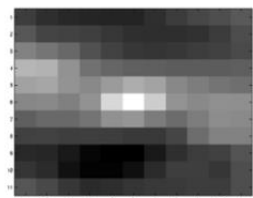
$$\mathbf{A} = w * \begin{bmatrix} I_x^2 & I_x I_y \\ I_x I_y & I_y^2 \end{bmatrix}$$

$$\nabla I_0(\mathbf{x}_i) = \left(\frac{\partial I_0}{\partial x}, \frac{\partial I_0}{\partial y} \right)(\mathbf{x}_i)$$

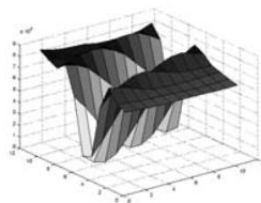
Feature detectors



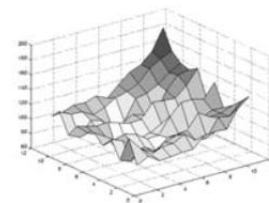
(a)



(b)



(c)



(d)

- The basic auto-correlation-based keypoint detector algorithm
 - Compute the horizontal and vertical derivatives of the image I_x and I_y by convolving the original image with derivatives of Gaussians
 - Compute the three images corresponding to the outer products of these gradients
 - Convolve each of these images with a larger Gaussian.
 - Compute a scalar interest measure using one of the formulas discussed above
 - Find local maxima above a certain threshold and report them as detected feature point locations.

- It basically finds the difference in intensity for a displacement of (u,v) in all directions
 - We have to maximize this function $E(u,v)$ for corner detection

$$E(u, v) = \sum_{x,y} \underbrace{w(x, y)}_{\text{window function}} \underbrace{[I(x + u, y + v) - I(x, y)]}_{\text{shifted intensity} - \text{intensity}}^2$$

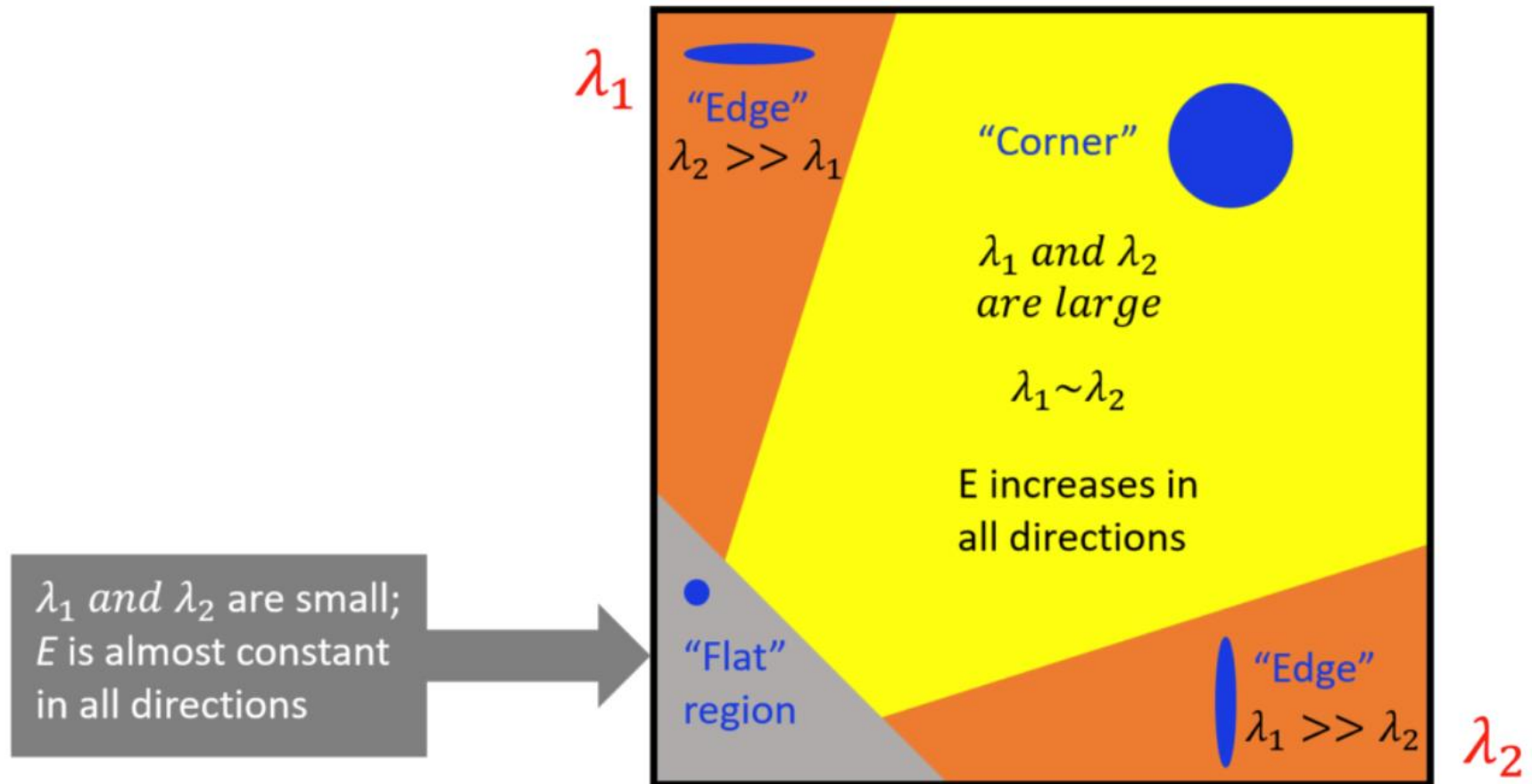
- Where $E(u, v) \approx \begin{bmatrix} u & v \end{bmatrix} M \begin{bmatrix} u \\ v \end{bmatrix}$ and I_x and I_y are image derivatives in x and y directions respectively.
- Compute score which determines if a window can contain a corner or not.

$$M = \sum_{x,y} w(x, y) \begin{bmatrix} I_x I_x & I_x I_y \\ I_x I_y & I_y I_y \end{bmatrix} \quad R = \det(M) - k(\text{trace}(M))^2$$

- Where $\det(M) = \lambda_1 \lambda_2$, $\text{trace}(M) = \lambda_1 + \lambda_2$, λ_1 and λ_2 are the eigenvalues of M

- The magnitudes of these eigenvalues decide whether a region is a corner, an edge, or flat
 - When $|R|$ is small, which happens when λ_1 and λ_2 are small, the region is flat.
 - When $R < 0$, which happens when $\lambda_1 \gg \lambda_2$ or vice versa, the region is edge.
 - When R is large, which happens when λ_1 and λ_2 are large and $\lambda_1 \sim \lambda_2$, the region is a corner.

Feature detectors - Harris Corner Detector

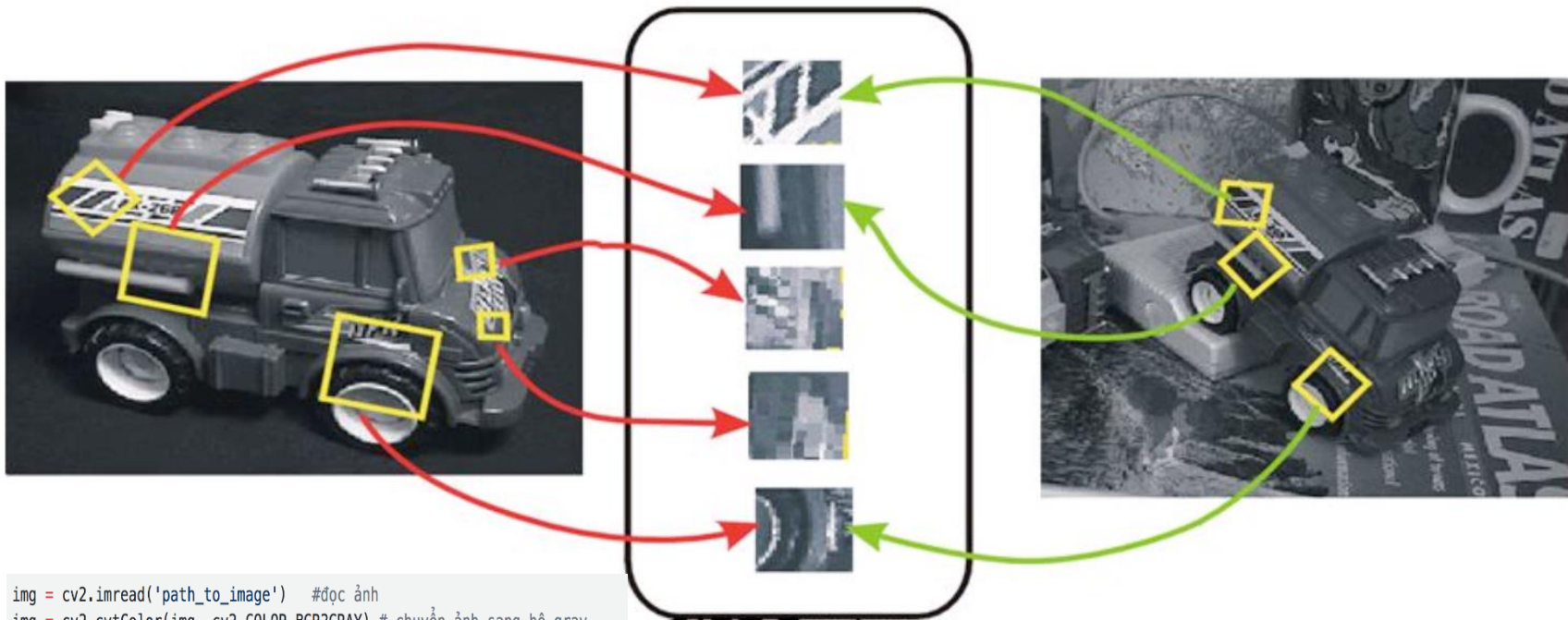


Feature detectors - Harris Corner Detector



- It is a feature detection algorithm in computer vision to detect and describe local features in images
- SIFT Algorithm :
 - Scale-space peak selection: Potential location for finding features.
 - Keypoint Localization: Accurately locating the feature keypoints.
 - Orientation Assignment: Assigning orientation to keypoints.
 - Keypoint descriptor: Describing the keypoints as a high dimensional vector.
 - Keypoint Matching

Feature detectors - Scale-Invariant Feature Transform



```
img = cv2.imread('path_to_image') #đọc ảnh
img = cv2.cvtColor(img, cv2.COLOR_BGR2GRAY) # chuyển ảnh sang hệ gray

sift = cv2.xfeatures2d.SIFT_create() #khởi tạo đối tượng sift

kp, des = sift.detectAndCompute(img, None) #Đối tượng này có phương thức
print(des.shape)

img=cv2.drawKeypoints(gray,kp,img)
cv2.imwrite('path_to_image',img) #lưu ảnh
```

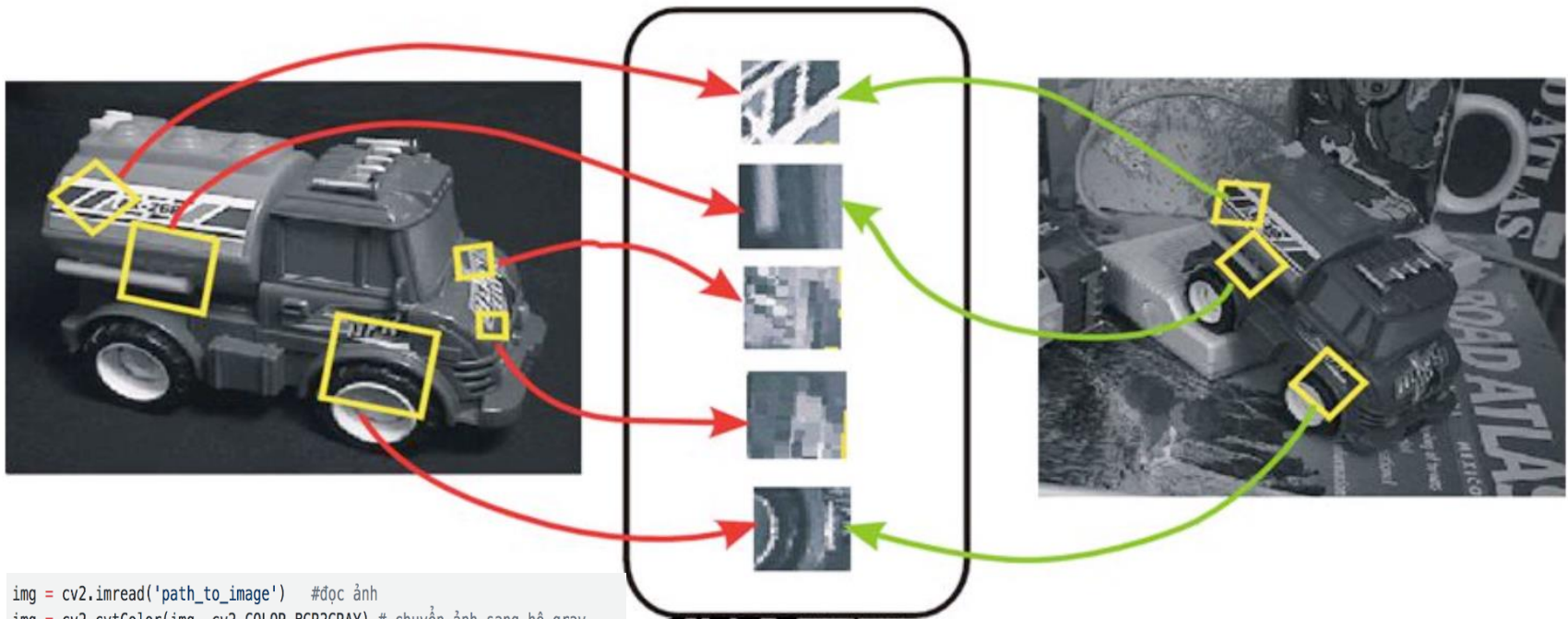
- Speeded-Up Robust Features (SURF) — This is a faster version of SIFT as the name says.
- Features from Accelerated Segment Test (FAST) — This is a much more faster corner detection technique compared to SURF.
- Binary Robust Independent Elementary Features (BRIEF) — This technique reduces the memory usage by converting descriptors in floating point numbers to binary strings.
- Oriented FAST and Rotated BRIEF (ORB) — uses FAST keypoint detector and BRIEF descriptor.

- After detecting features (keypoints), you must determine which features come from corresponding locations in different images.
- A feature descriptor is an algorithm that takes an image and outputs feature descriptors/feature vectors.
- Feature descriptors encode interesting information into a series of numbers and act as a sort of numerical "fingerprint" that can be used to differentiate one feature from another.
- Ideally, this information would be invariant under image transformation, so we can find the feature again even if the image is transformed in some way

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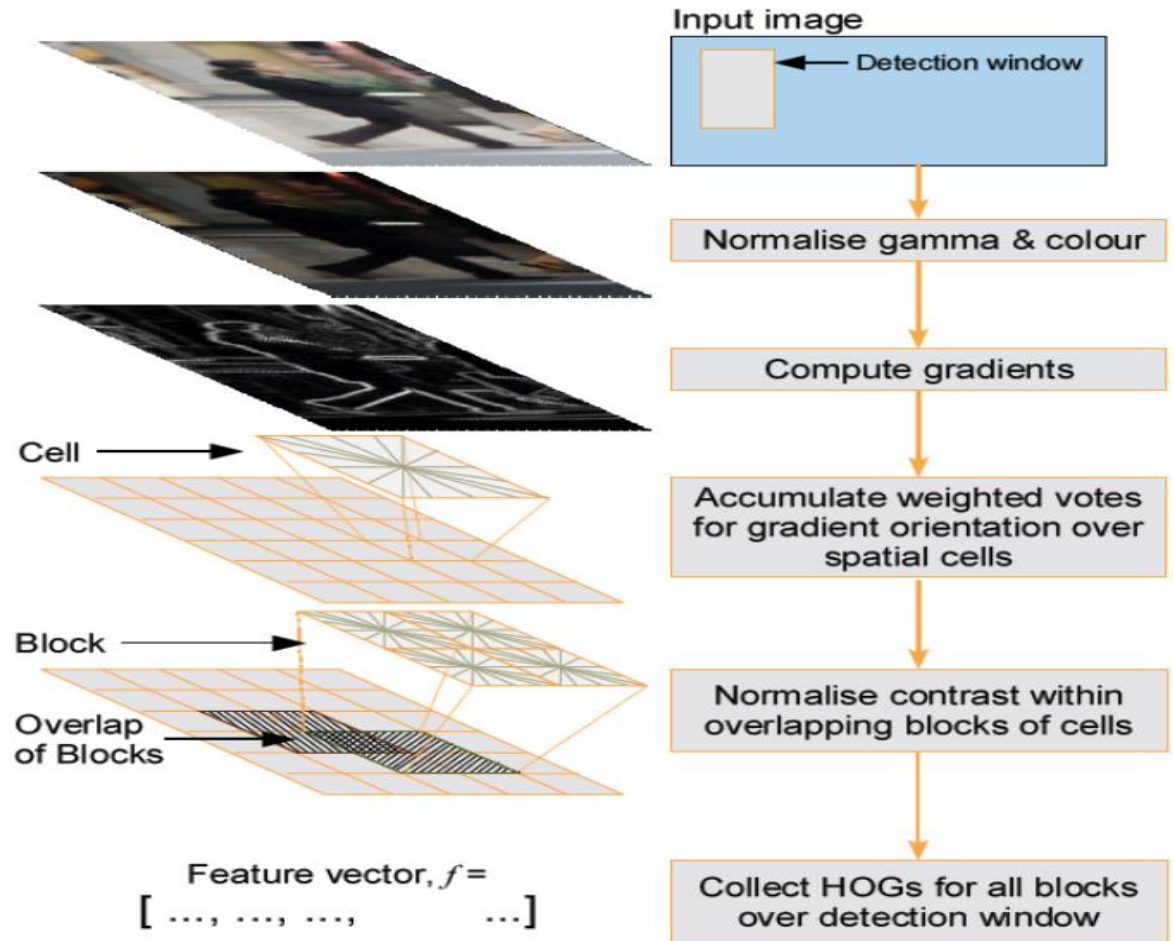
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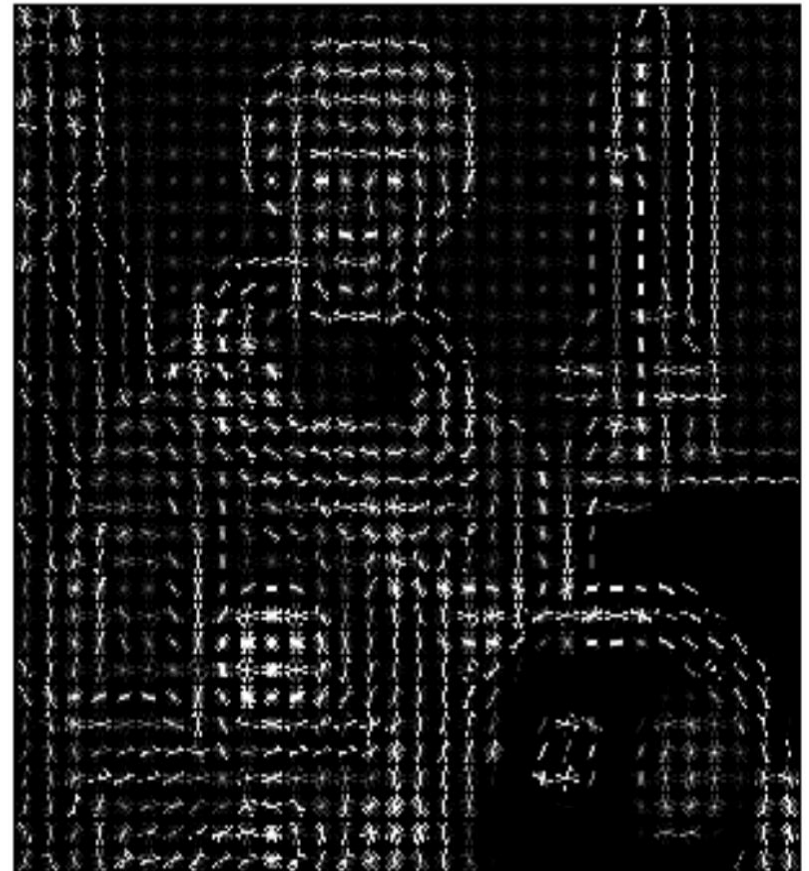
Feature descriptors

- Histogram of Oriented Gradients



Feature descriptors

- Histogram of Oriented Gradients



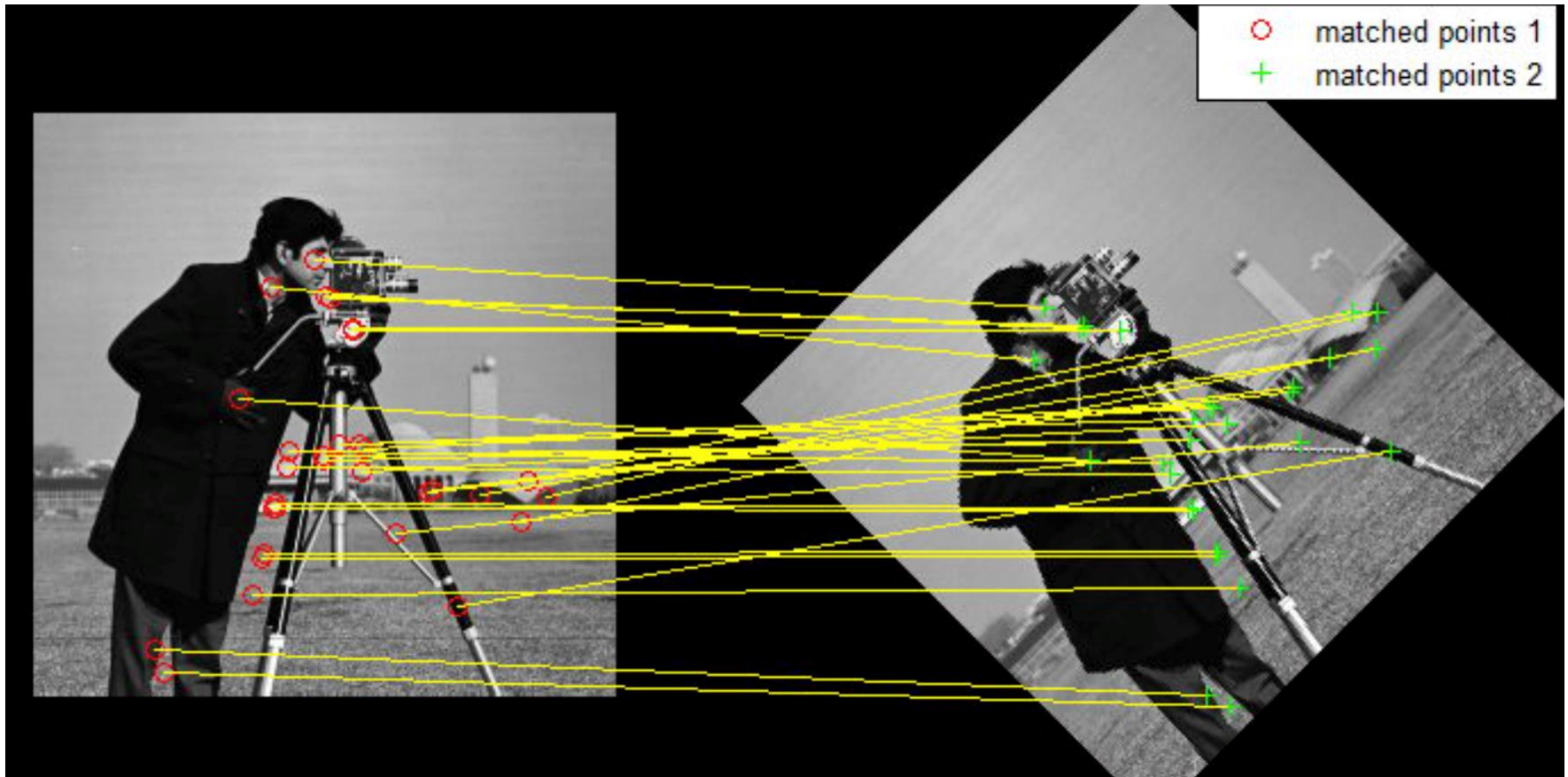
- Steerable filters: is an orientation-selective convolution kernel used for image enhancement and feature extraction that can be expressed via a linear combination of a small set of rotated versions of itself
- Shape context and geometric blur: Geometric blur is simply an average over geometric transformations of a signal. This turns out to be a useful operation for comparing two signals when some geometric distortion is expected.

- After extracted features and their descriptors from two or more images → establish some preliminary feature matches between these images.
- The algorithm is based on comparing and analyzing point correspondences between the reference image and the target image
- Feature matching steps:
 - Select a matching strategy, which determines which correspondences are passed on to the next stage for further processing.
 - Devise efficient data structures and algorithms to perform this matching as quickly as possible.

- Determining which feature matches are reasonable to process further depends on the context in which the matching is being performed.
 - Euclidean (vector magnitude) distances in feature space can be directly used for ranking potential matches.
 - The simplest matching strategy is to set a threshold (maximum distance) and to return all matches from other images within this threshold.
- Threshold too high results in too many false positives--> incorrect matches being returned.
- Threshold too low results in too many false negatives--> too many correct matches being missed

- Once we have decided on a matching strategy, you still need to search efficiently for potential candidates.
- The simplest way to find all corresponding feature points is to compare all features against all other features in each pair of potentially matching images
 - Multi-dimensional search tree: k-d trees,
 - Multi-dimensional hashing: Haar wavelets, Locality sensitive hashing

Feature matching



- The feature point tracking problem consists of detecting images of particles in a digital video sequence and linking these detections over time to follow the traces of individual particles.
- The feature tracking problem: considering two consecutive frames from a video sequence, visual features are extracted within the first frame. Then, it is tried to find the same features back in the next frame.
- The expected amount of motion and appearance deformation between adjacent frames is expected to be small.
- Searching for locations where the corresponding patch has low squared difference often works well enough.

Feature tracking



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