

Intro to

# Computer Vision



## Edge detection

# A Computational Approach to Edge Detection

JOHN CANNY, MEMBER, IEEE

*Abstract*—This paper describes a computational approach to edge detection. The success of the approach depends on the definition of a comprehensive set of goals for the computation of edge points. These goals must be precise enough to delimit the desired behavior of the detector while making minimal assumptions about the form of the solution. We define detection and localization criteria for a class of edges, and present mathematical forms for these criteria as functionals on the

detector as input to a program which could isolate simple geometric solids. More recently the model-based vision system ACRONYM [3] used an edge detector as the front end to a sophisticated recognition program. Shape from motion [29], [13] can be used to infer the structure of three-dimensional objects from the motion of edge con-

36 Thousand  
citations

# 4

major steps

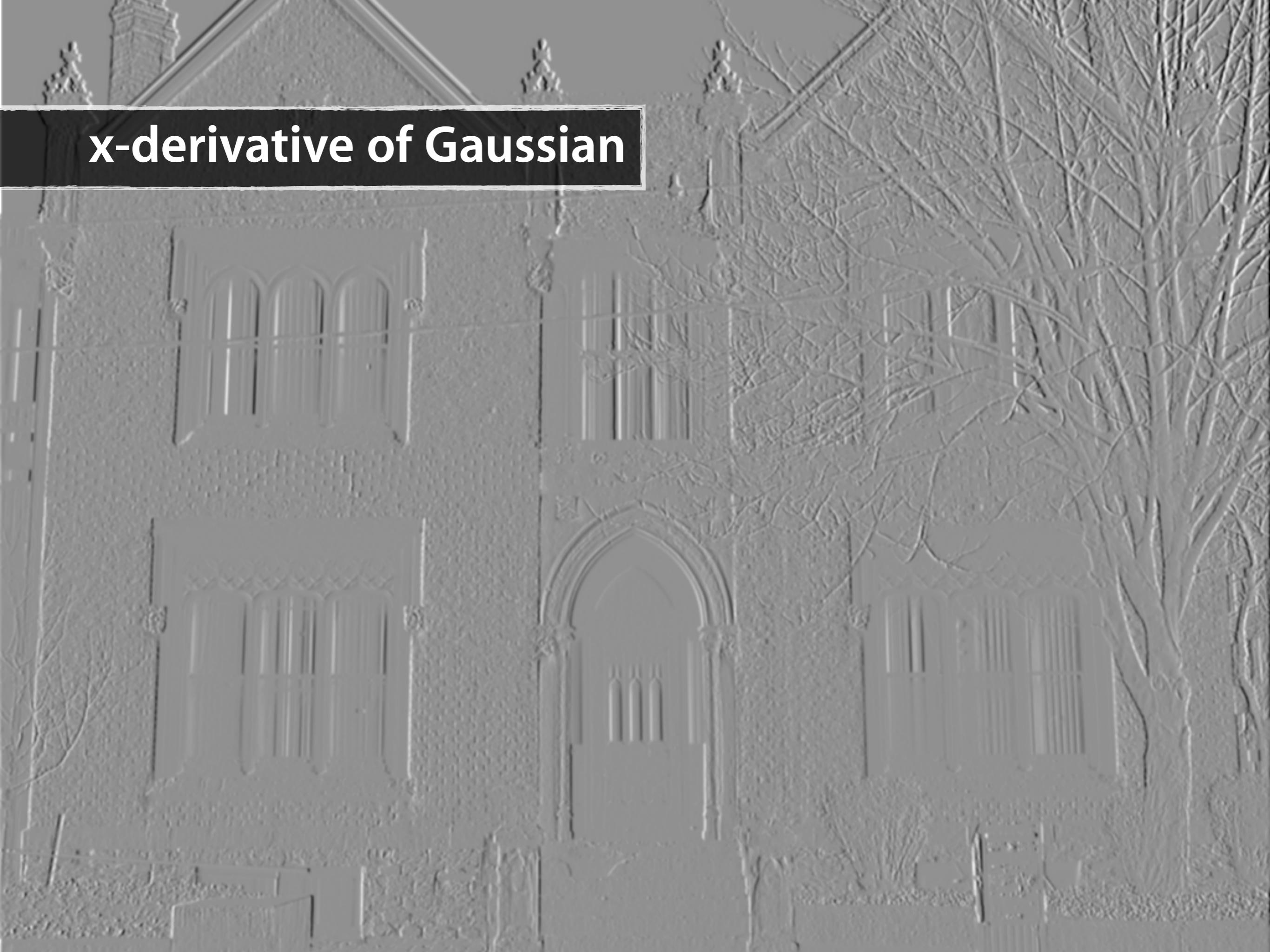
# Step 1

**Filter image with x and y derivative of Gaussian**

input image



# x-derivative of Gaussian



# y-derivative of Gaussian

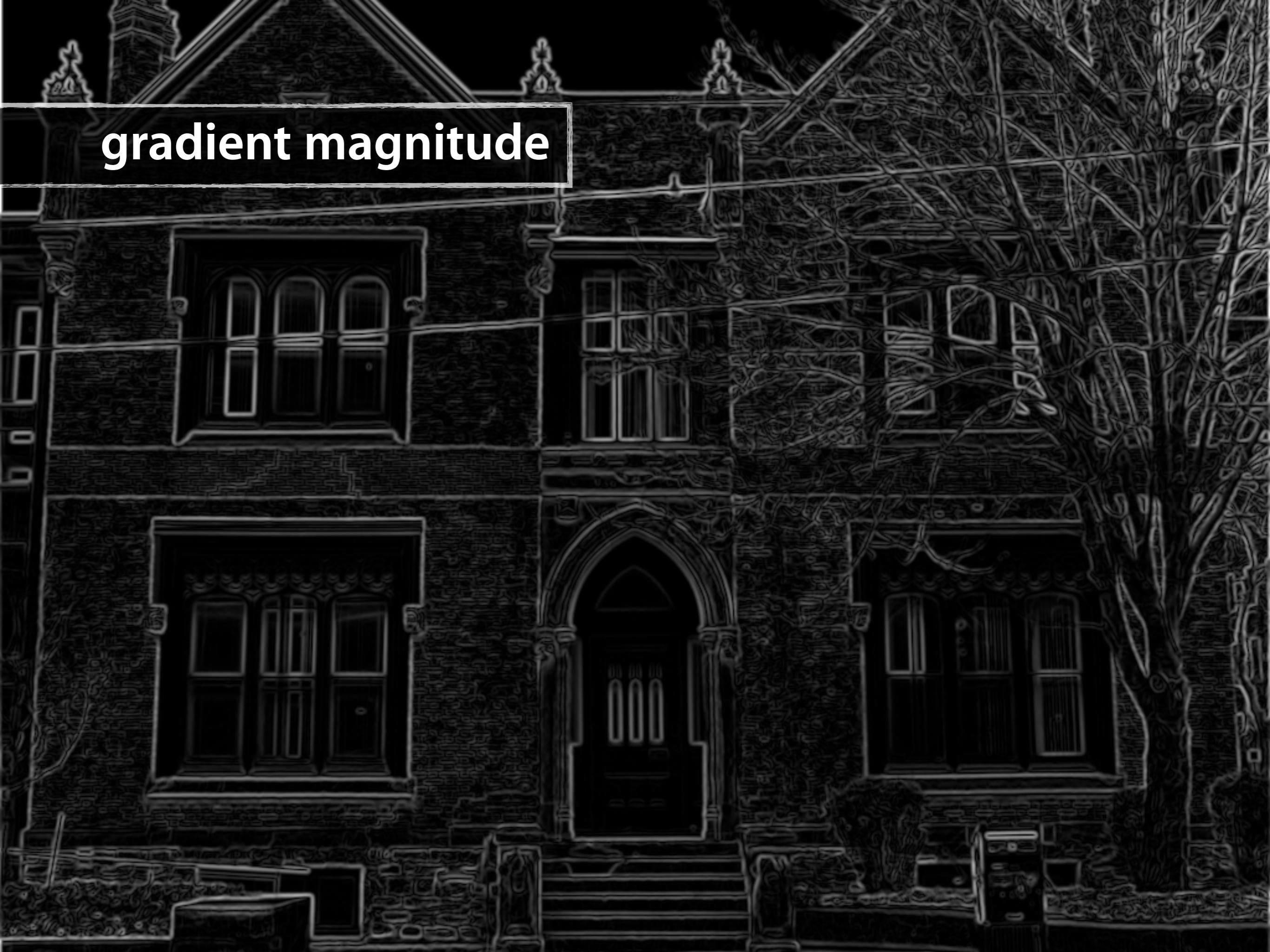


# Step 2

Find magnitude and direction of gradient

input image

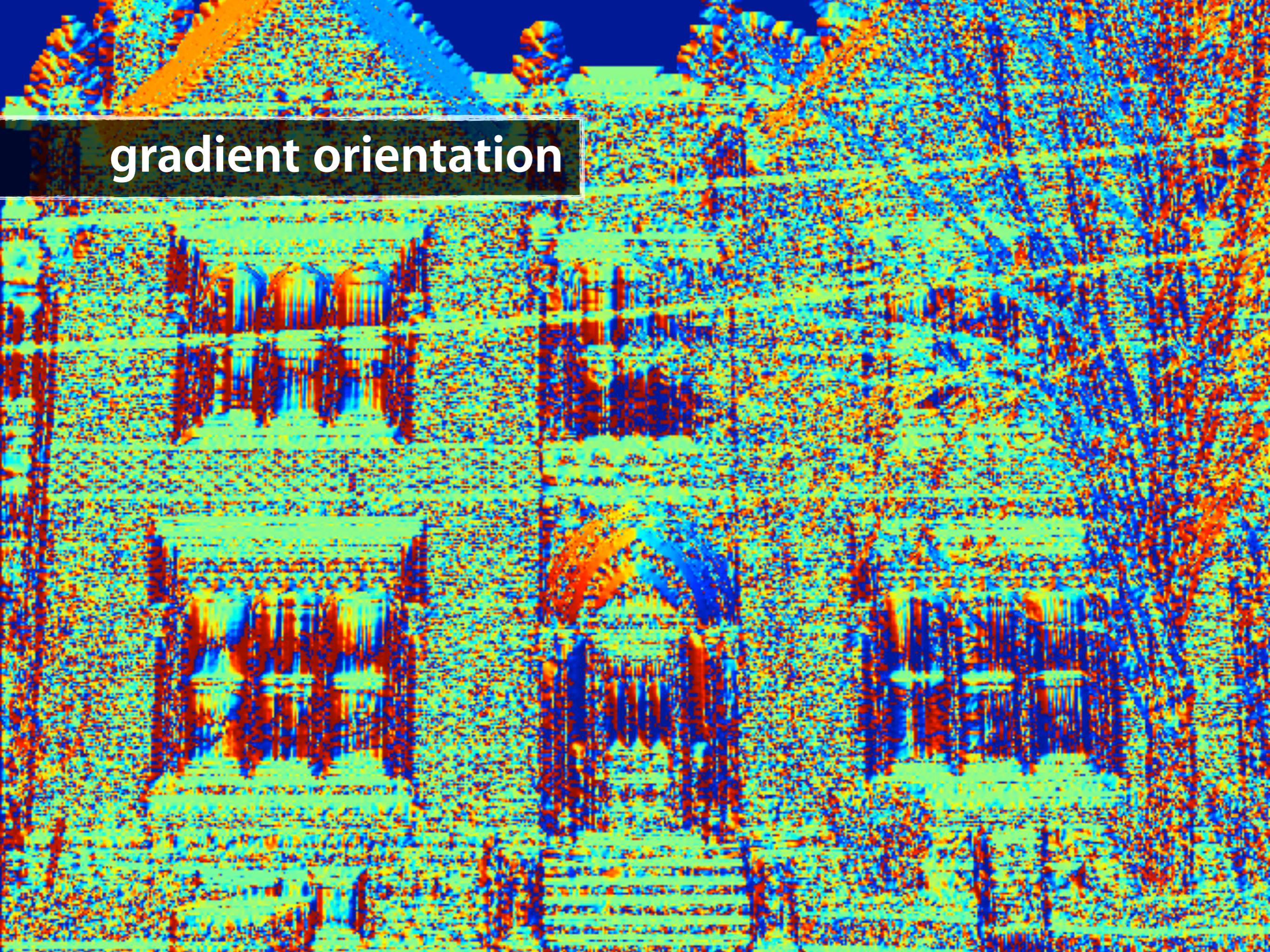




gradient magnitude

# gradient magnitude

```
img_grad_mag = sqrt(img_dx.^2 + img_dy.^2);
```



A color-coded gradient orientation map of a building facade. The colors represent the direction of the surface gradient, with red indicating vertical up and blue indicating vertical down. The map shows a clear vertical pattern of alternating red and blue regions across the entire facade, suggesting a regular vertical texture or pattern on the building's surface.

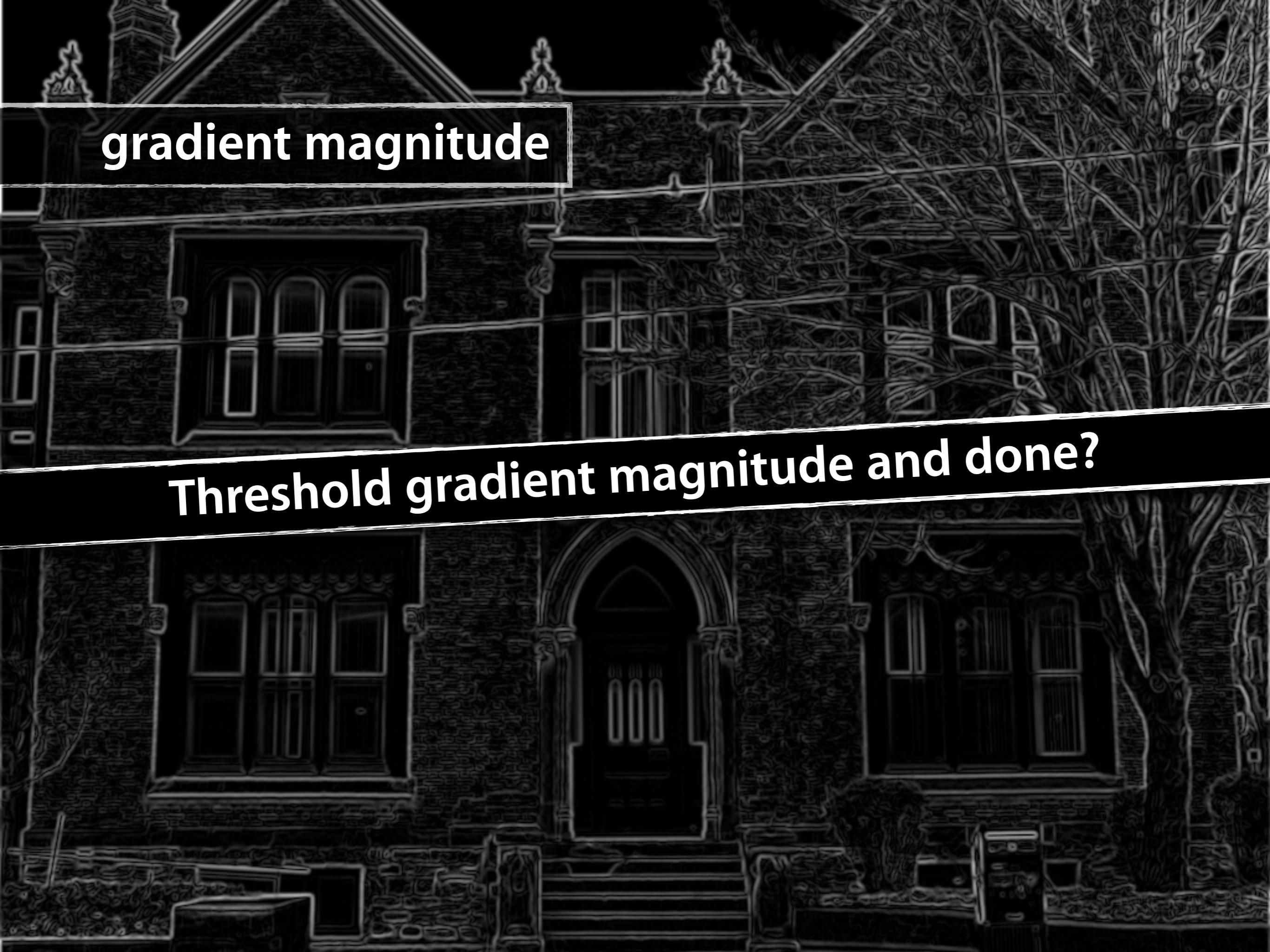
gradient orientation

# gradient orientation

```
img_grad_or = atan2(img_dy, img_dx);
```



gradient magnitude



gradient magnitude

Threshold gradient magnitude and done?

## gradient magnitude

Threshold gradient magnitude and done?

```
>> img_thresh = im_grad_mag > 15;
```

# gradient magnitude threshold

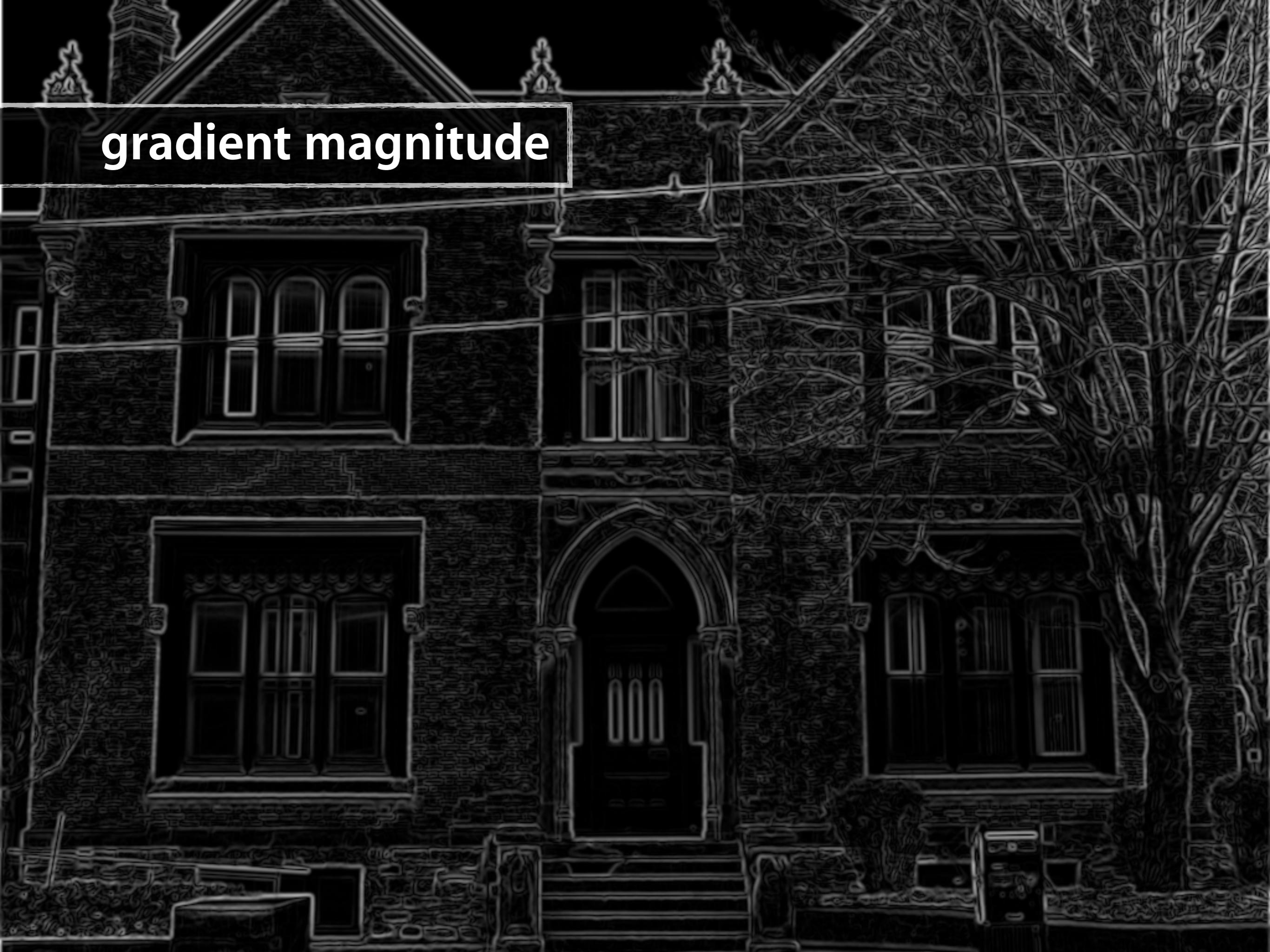


# gradient magnitude threshold

**PROBLEM:** End up with thick edges

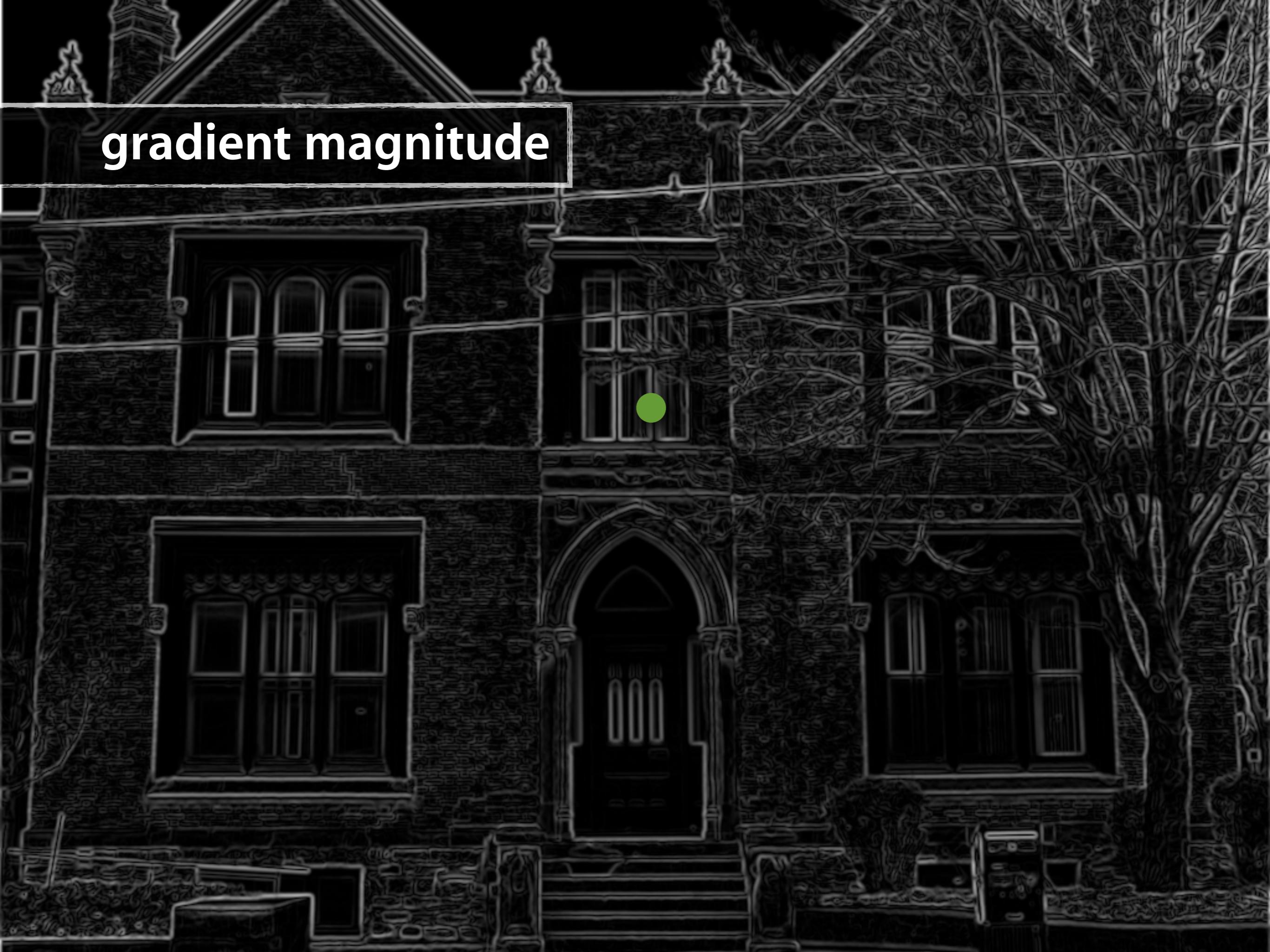
# Step 3

**Perform non-maximum suppression**

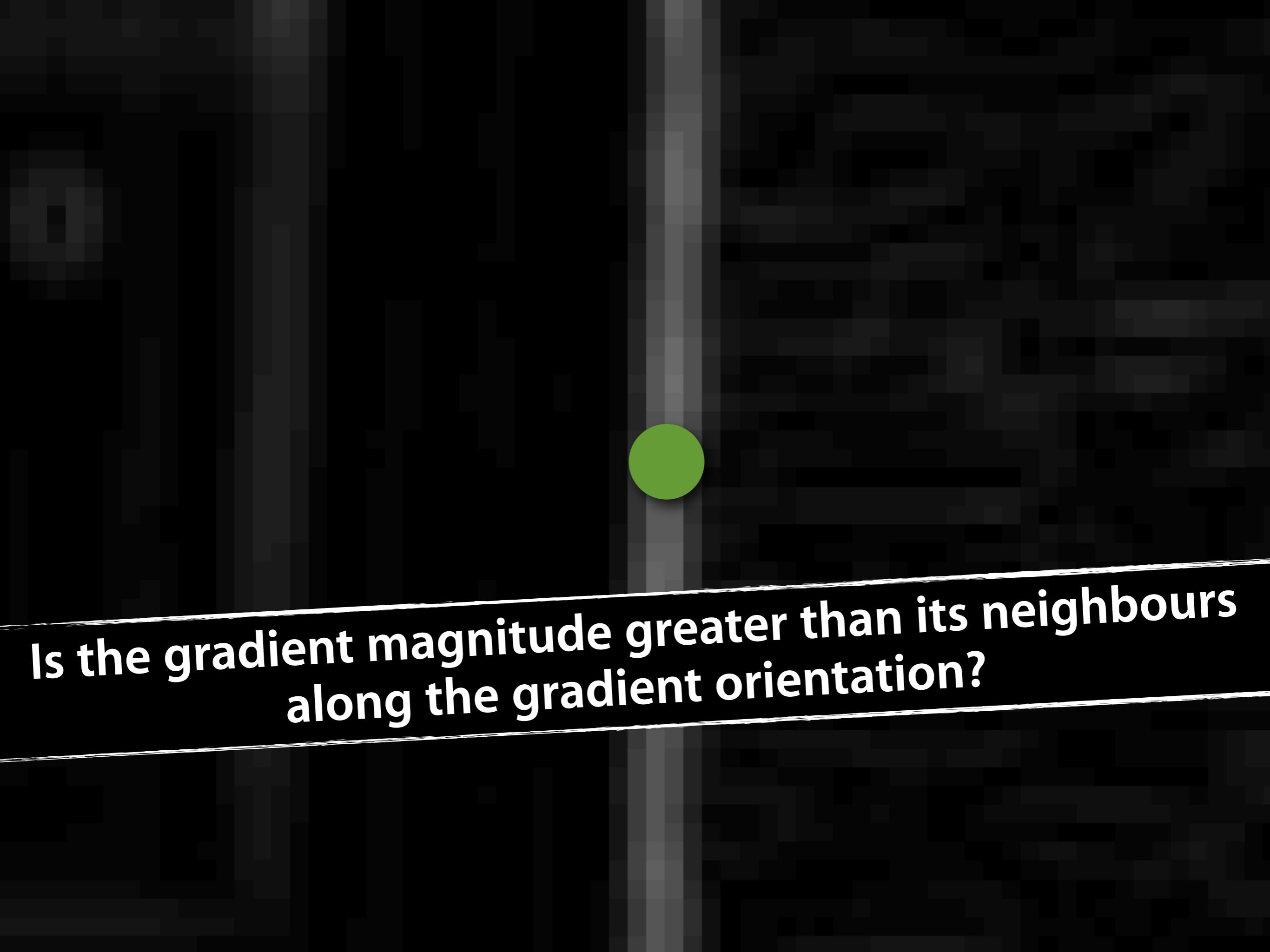


gradient magnitude

gradient magnitude







**Is the gradient magnitude greater than its neighbours  
along the gradient orientation?**



**Is the gradient magnitude greater than its neighbours  
along the gradient orientation?**

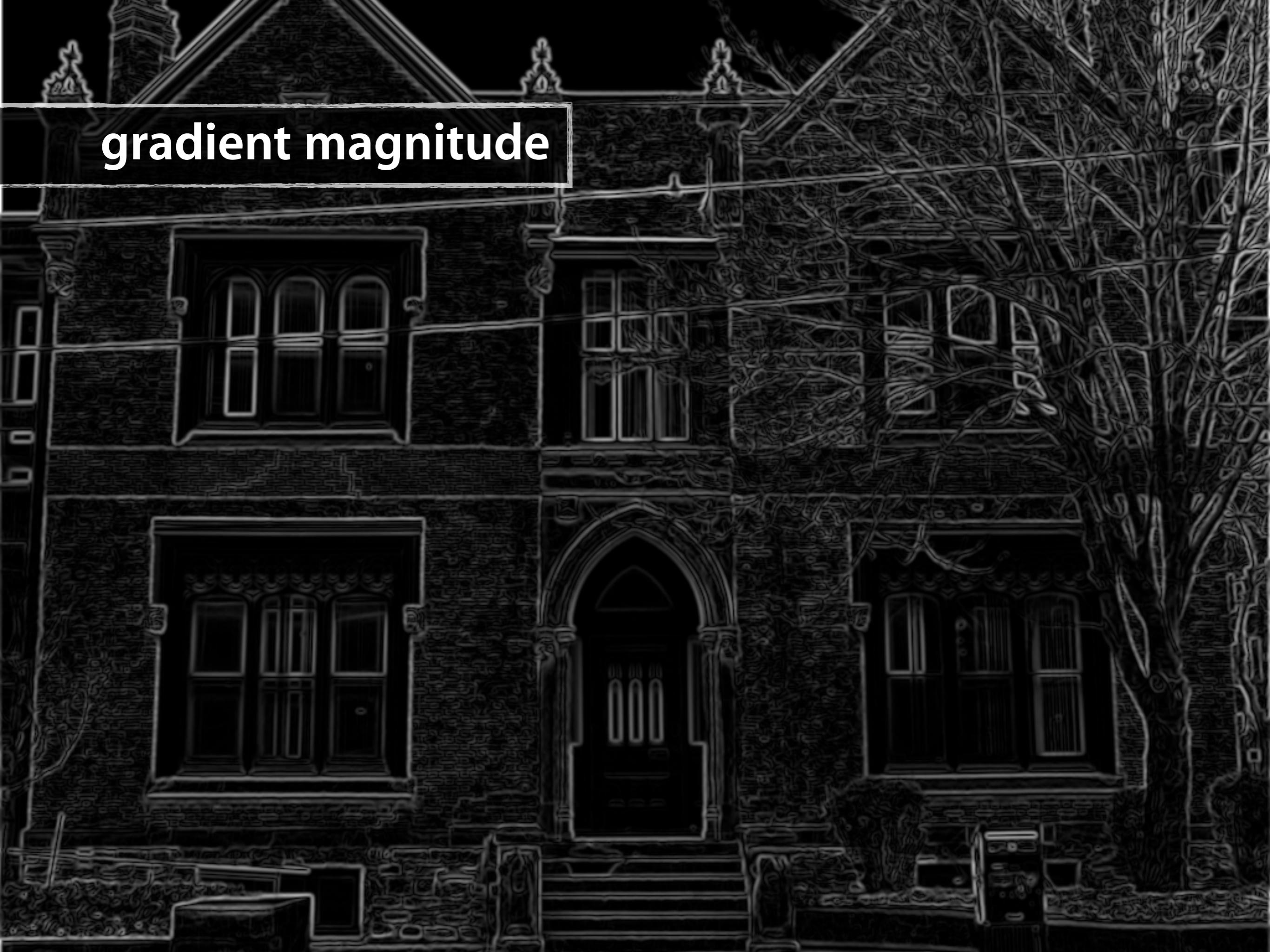


Is the gradient magnitude greater than its neighbours  
along the gradient orientation?



Is the gradient magnitude greater than its neighbours  
along the gradient orientation?

If yes, keep, otherwise suppress.



gradient magnitude

# non-max suppression



# **Step 4**

**Threshold and link**

# Step 4

Threshold and link

Hysteresis thresholding

# non-max suppression





**low threshold**

**low threshold**



```
>> img_thresh = img_grad_mag > 5;
```



**high threshold**

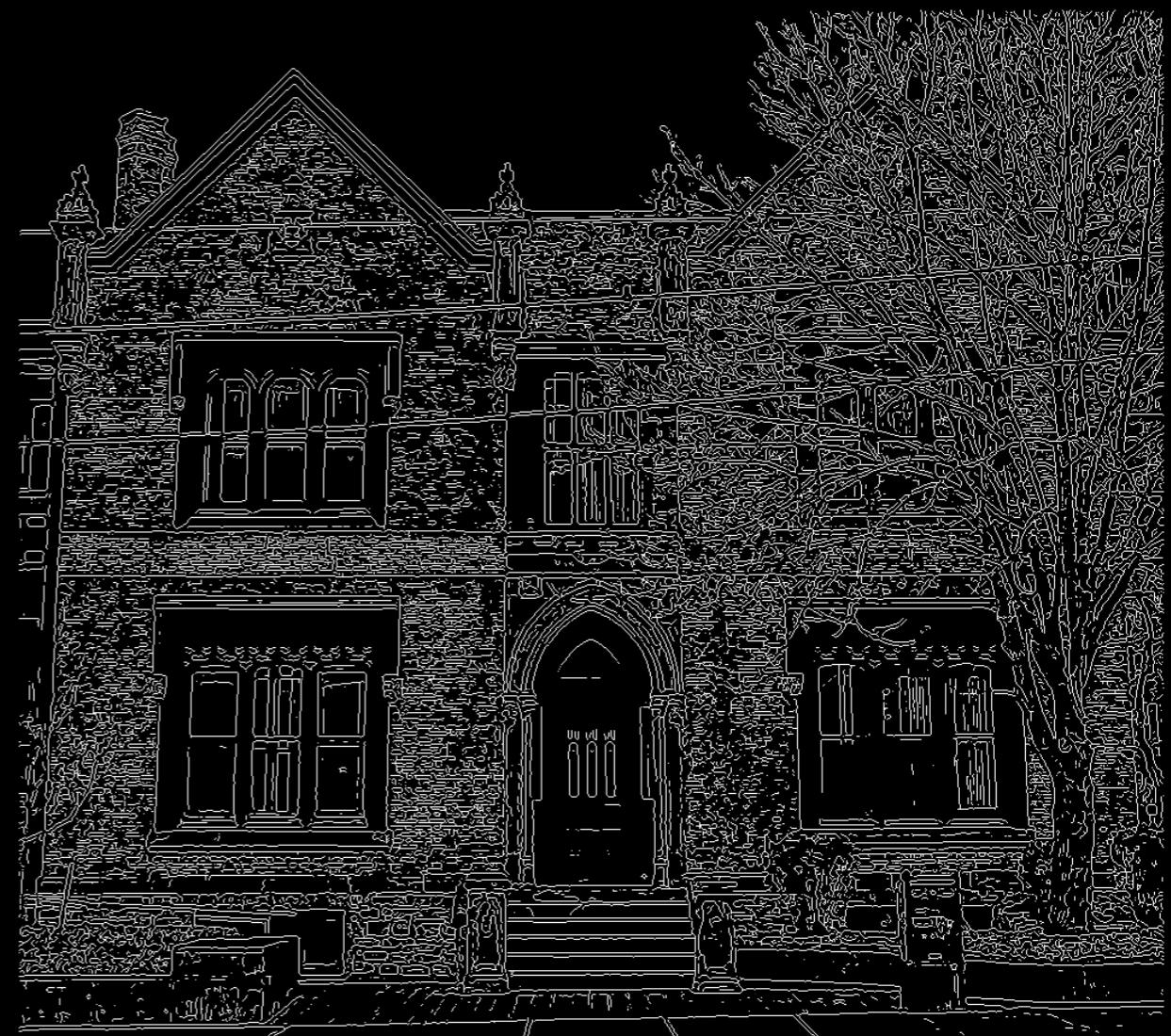


**high threshold**

```
>> img_thresh = img_grad_mag > 30;
```



**high threshold**



**low threshold**

# non-max suppression



# non-max suppression

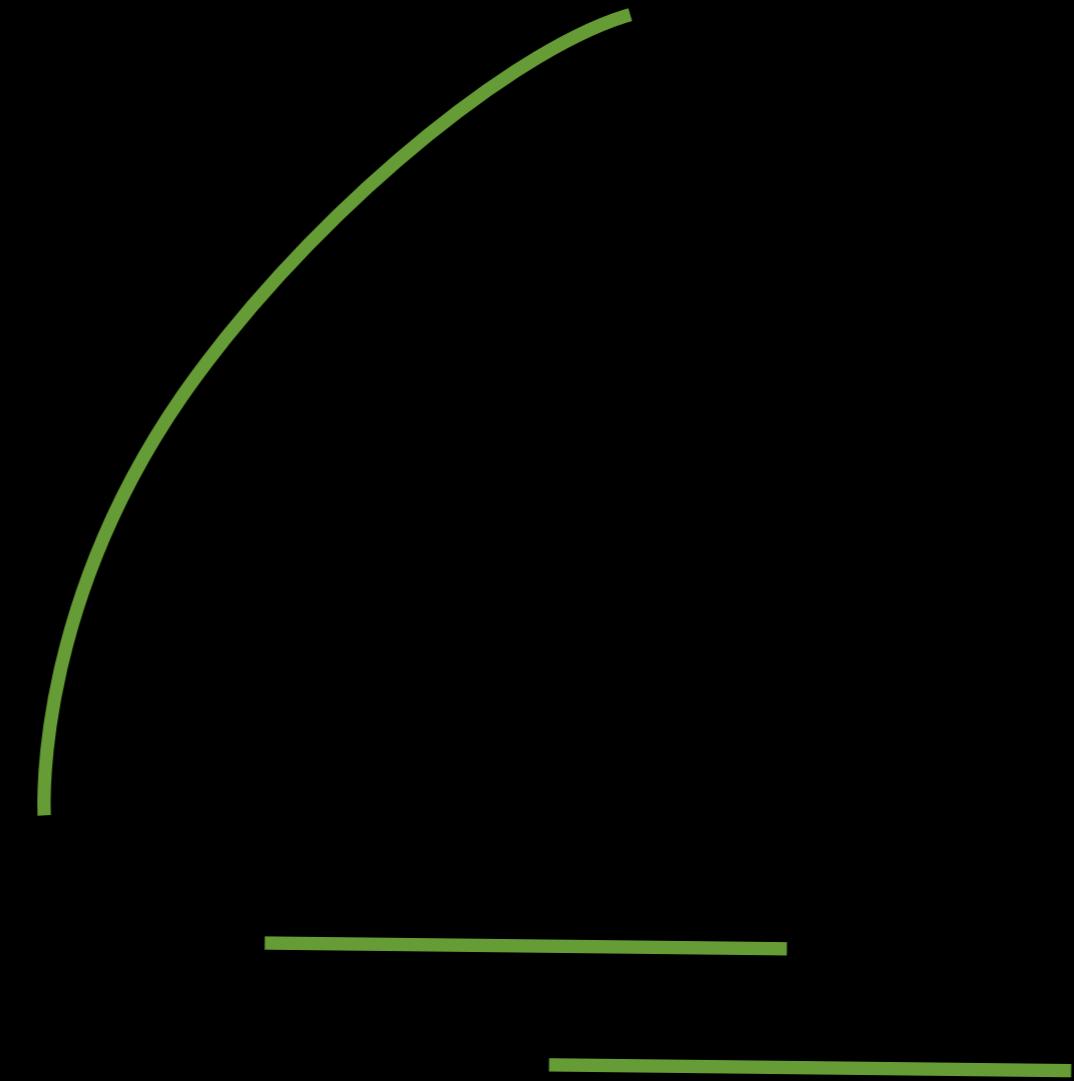


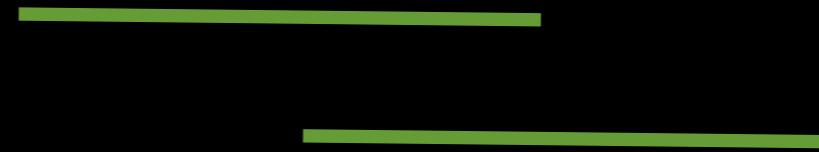
# non-max suppression



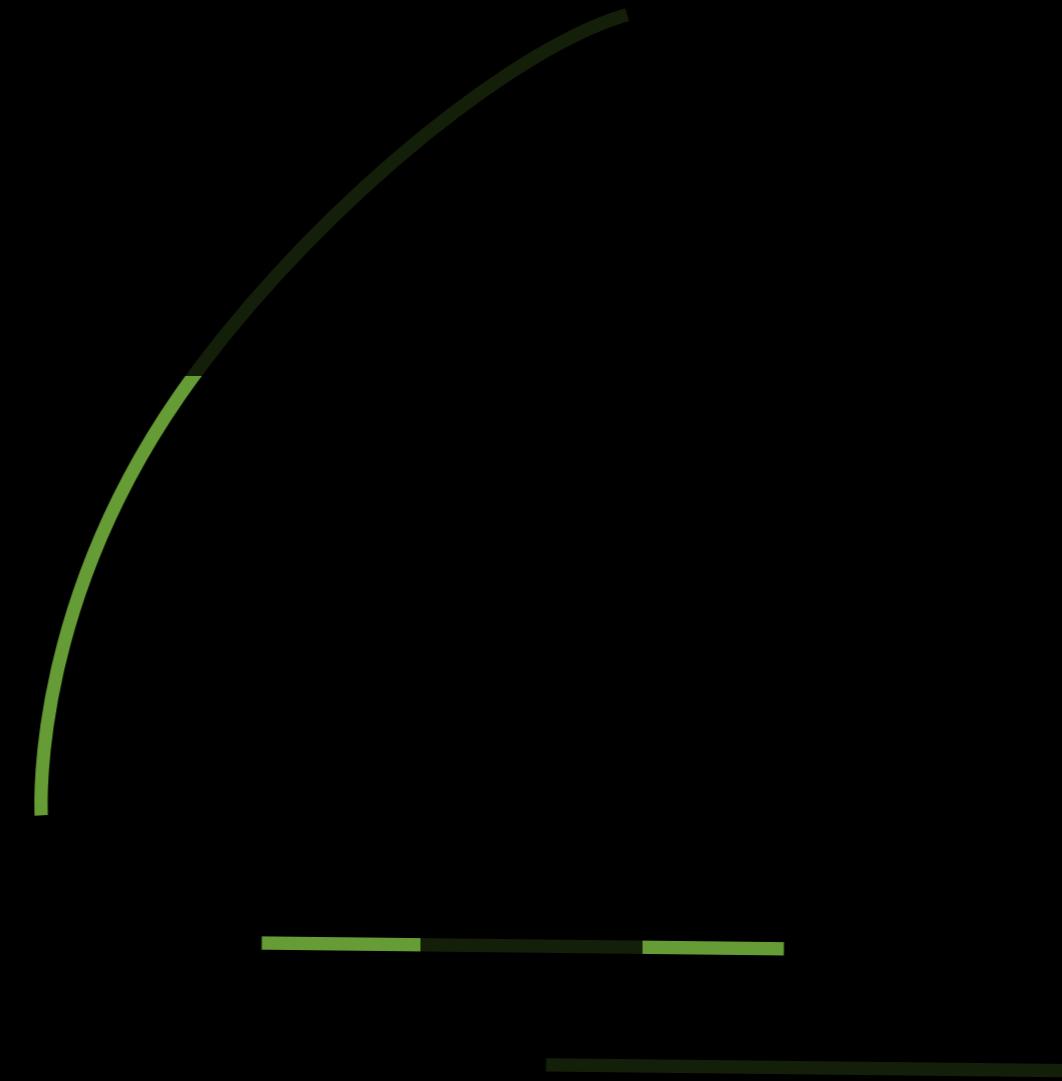
# non-max suppression



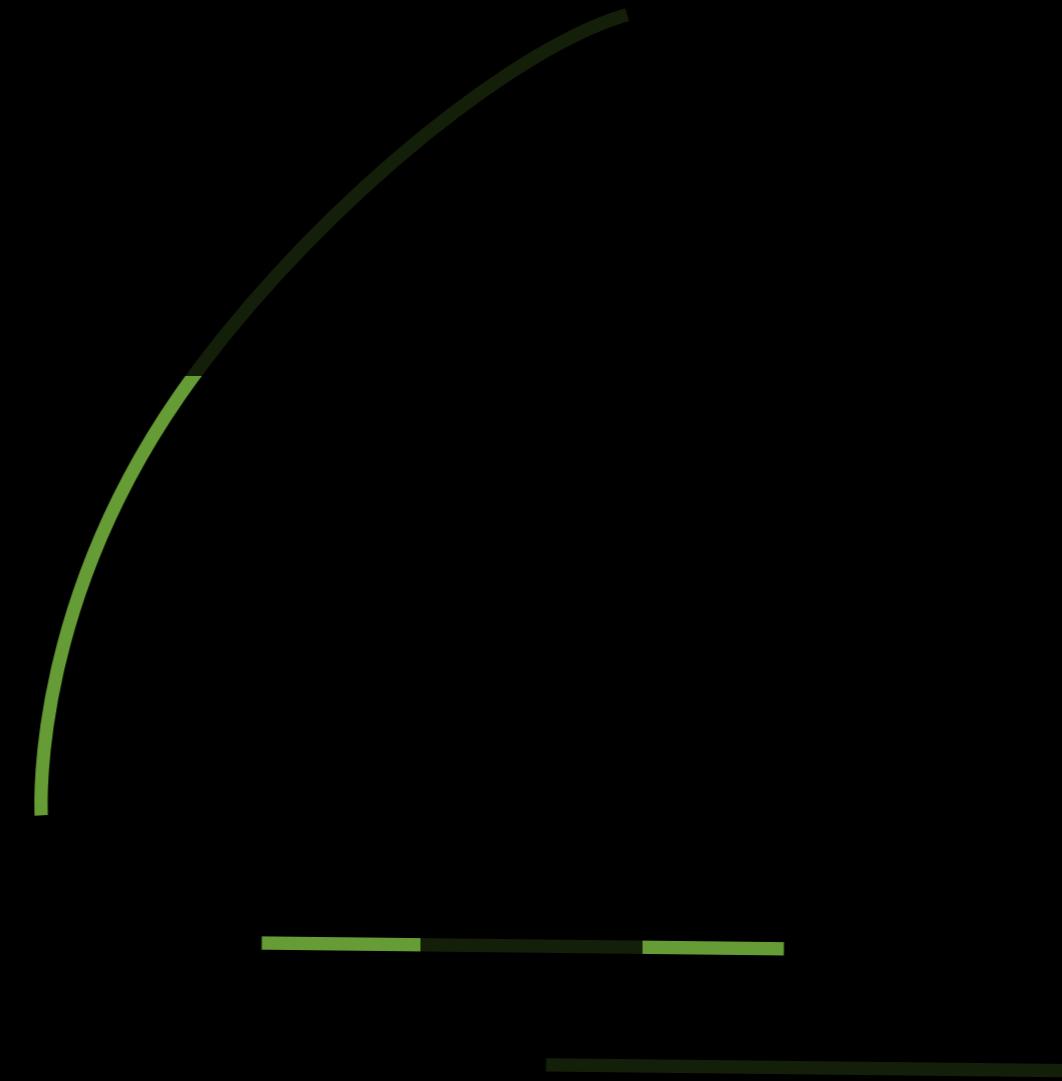




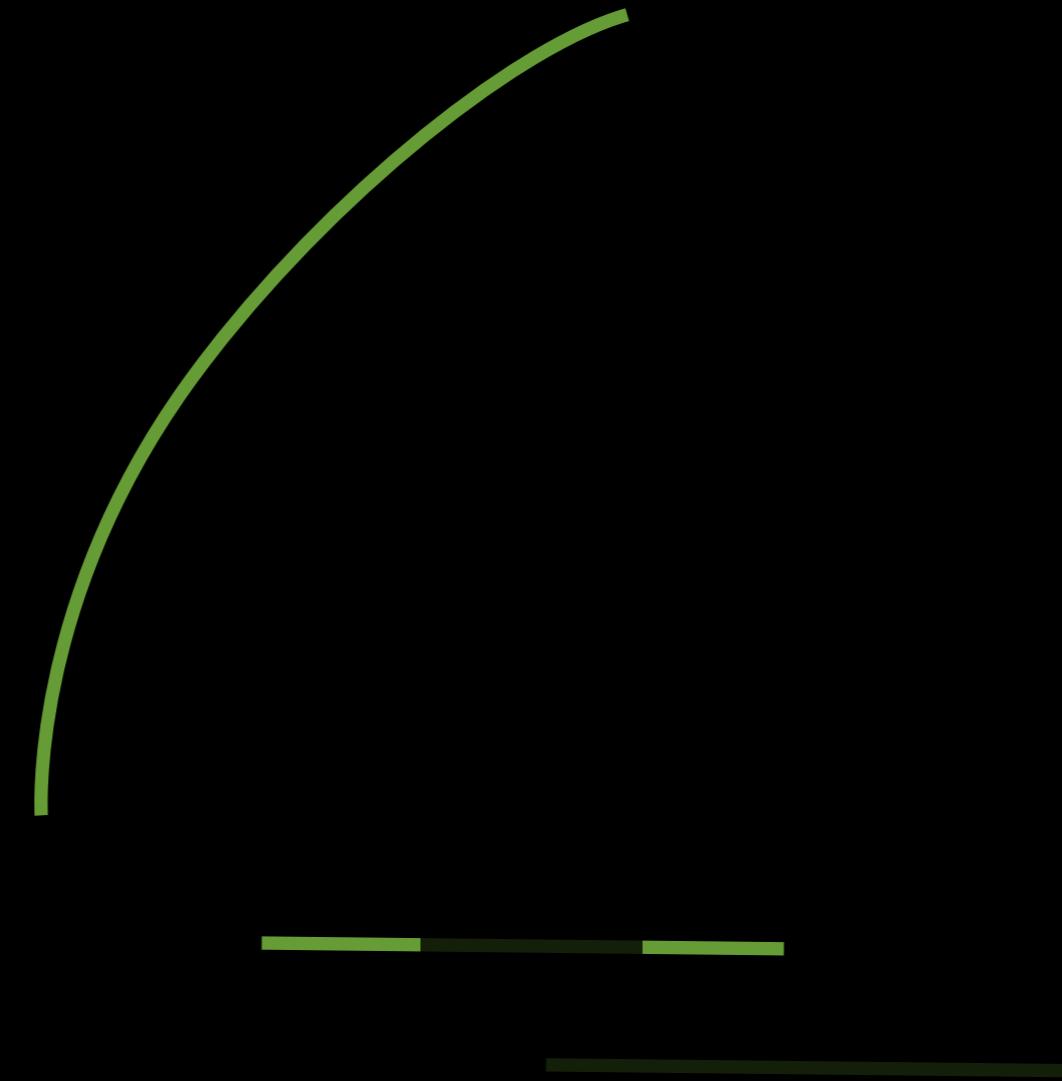
Define two thresholds, low and high



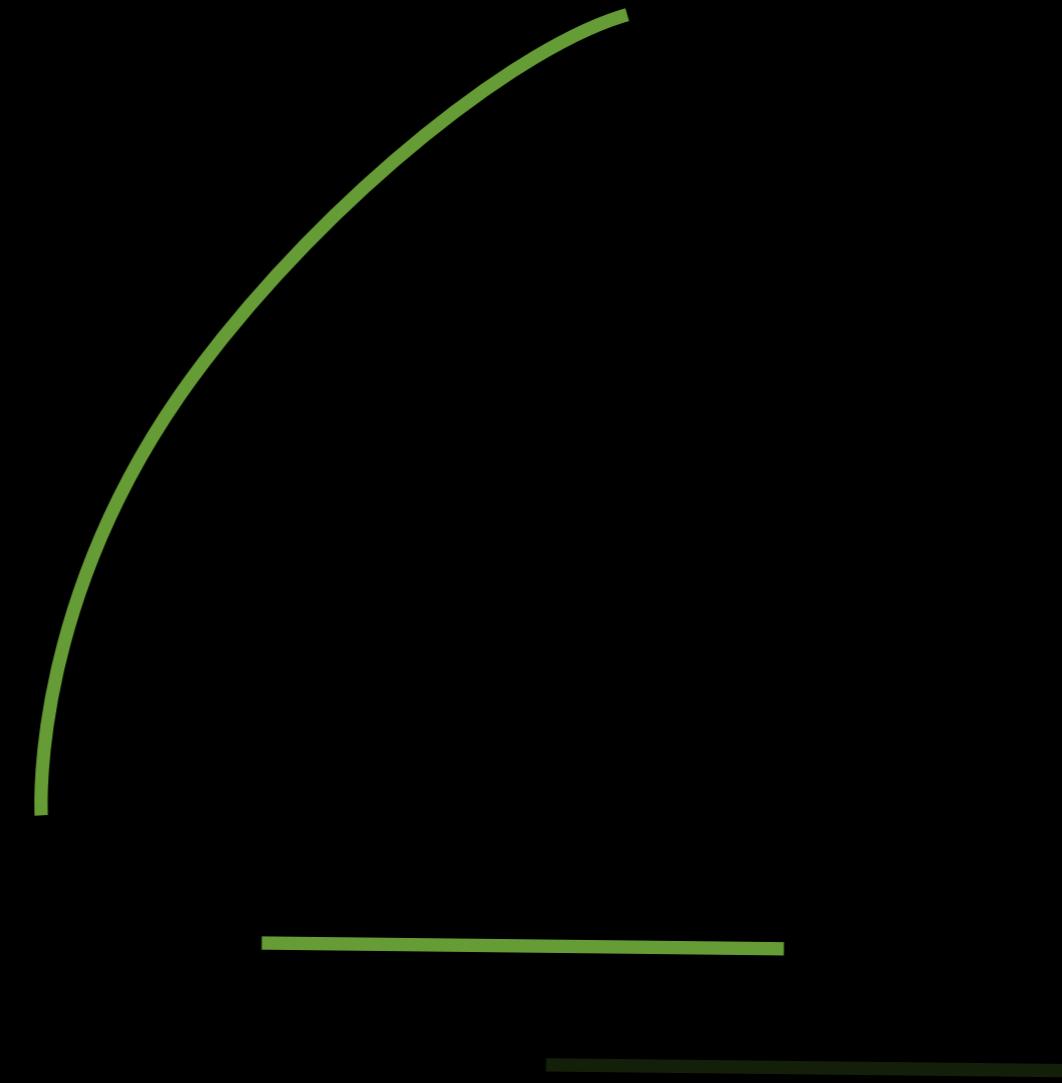
**Define two thresholds, low and high**



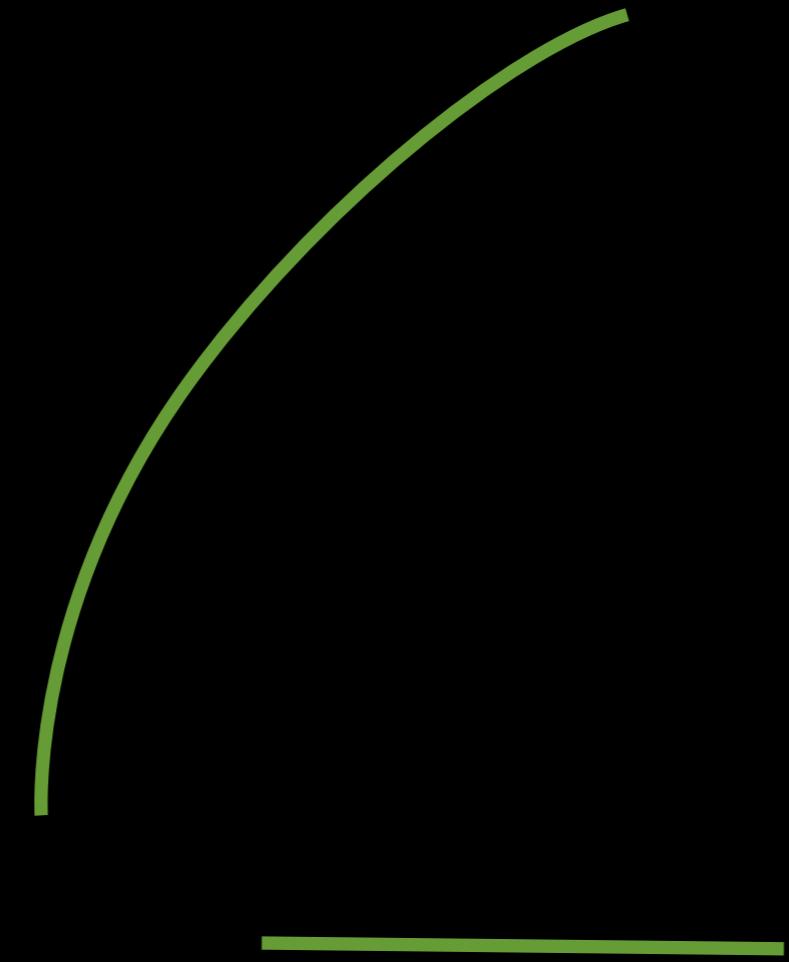
**Starting from a pixel passing a high threshold, keep only pixels on the path that pass the low threshold**



**Starting from a pixel passing a high threshold, keep only pixels on the path that pass the low threshold**



**Starting from a pixel passing a high threshold, keep only pixels on the path that pass the low threshold**



**Starting from a pixel passing a high threshold, keep only pixels on the path that pass the low threshold**

# non-max suppression



# hysteresis thresholding



too long; didn't listen

tidy

Canny Detector  
tl;dl

Canny Detector  
tl;dl

# 1. Filter image with x and y derivative of Gaussian

Canny Detector  
tl;dl

1. Filter image with x and y derivative of Gaussian
2. Find magnitude and direction of gradient

Canny Detector  
tl;dl

1. Filter image with x and y derivative of Gaussian
2. Find magnitude and direction of gradient
3. Perform non-maximum suppression

Canny Detector  
tl;dl

1. Filter image with x and y derivative of Gaussian
2. Find magnitude and direction of gradient
3. Perform non-maximum suppression
4. Threshold and link

A close-up photograph of a white ceramic mug filled with coffee, positioned on the left side of the frame. The mug is steaming, with visible vapor rising from the top. To the right of the mug, a dark, shallow pile of whole coffee beans is scattered across the surface. The background is a soft, out-of-focus greenish-blue.

# MATLAB break

Scale?



input



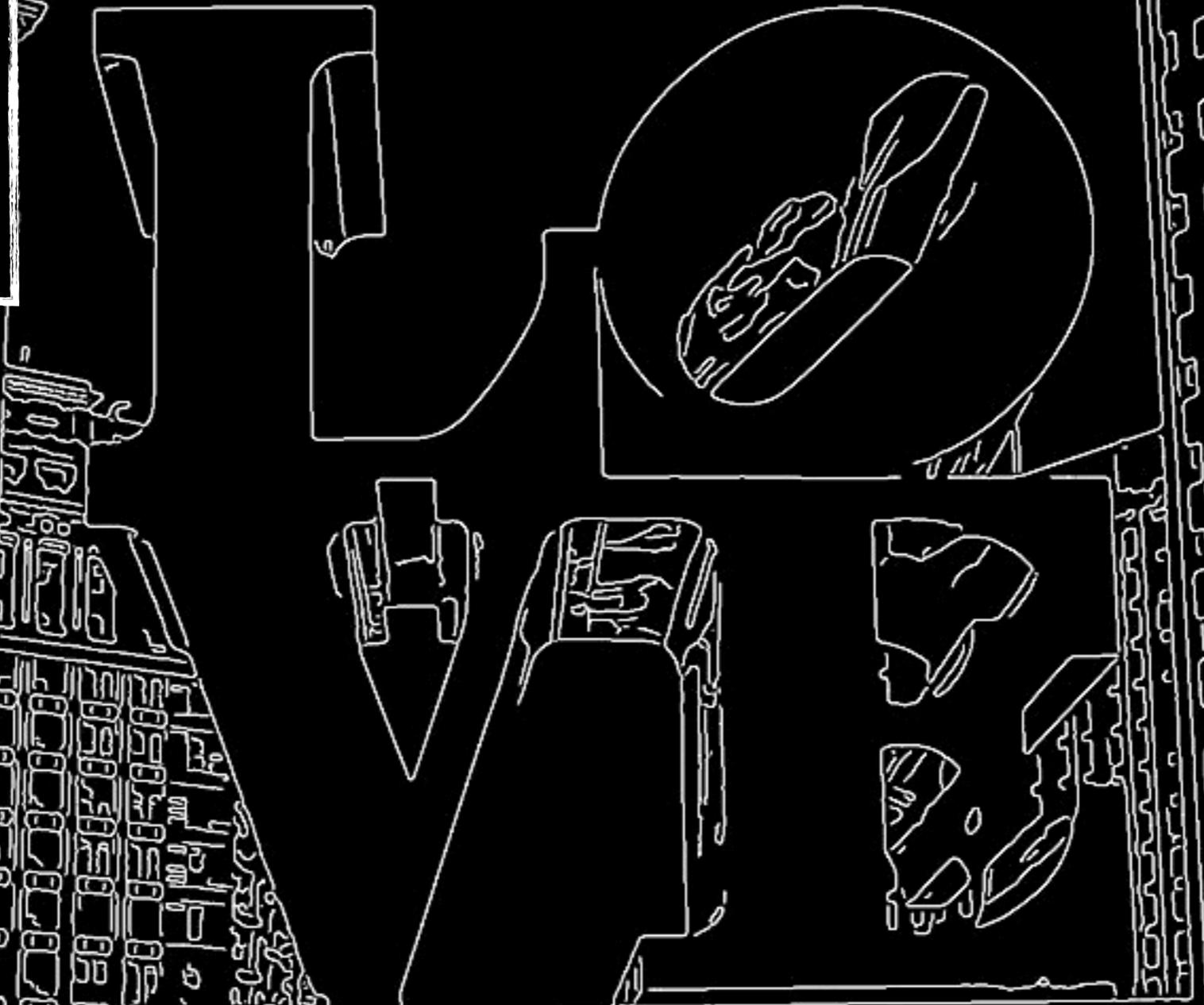
# Canny

$$\sigma = 1$$



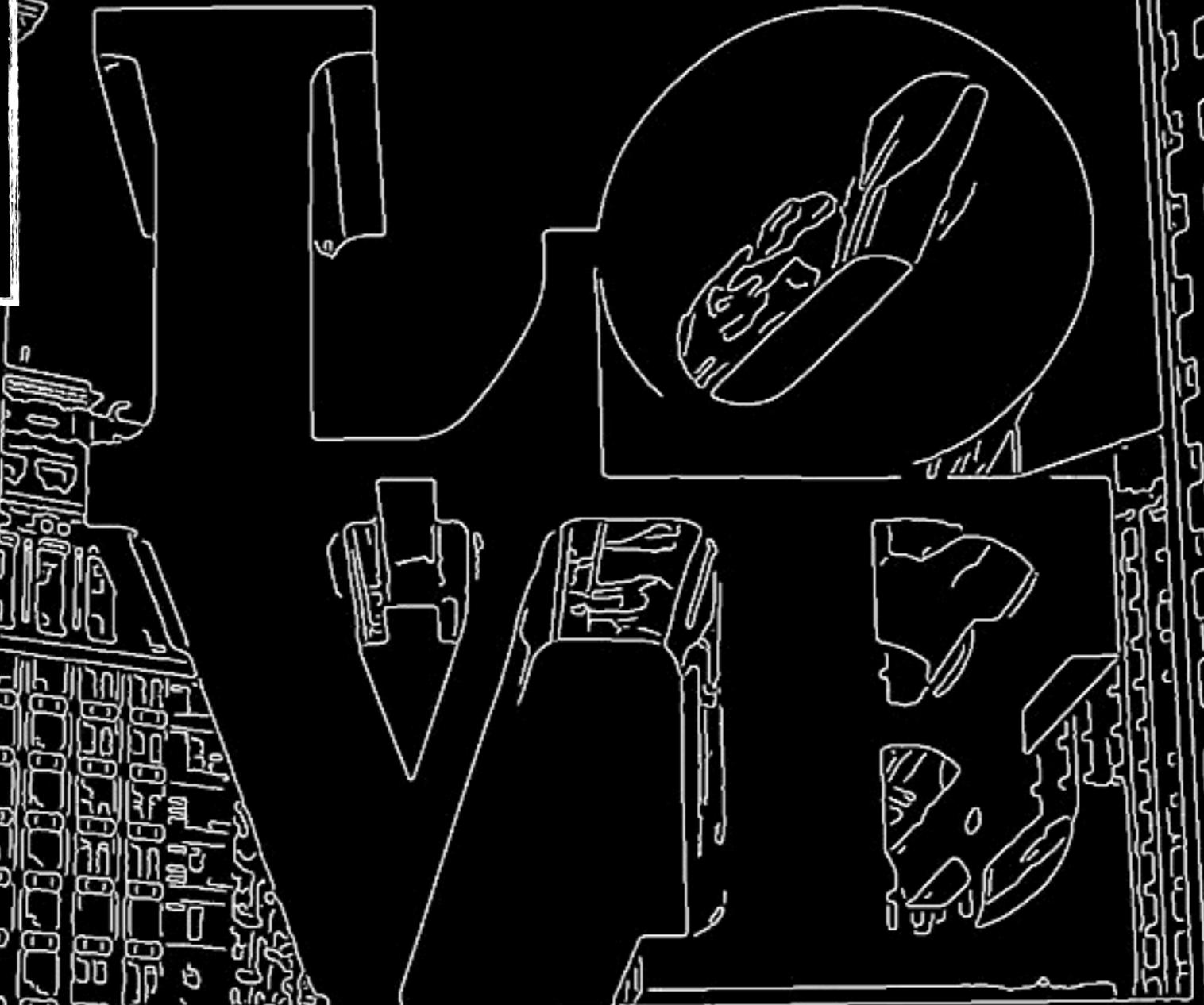
# Canny

$\sigma = 5$

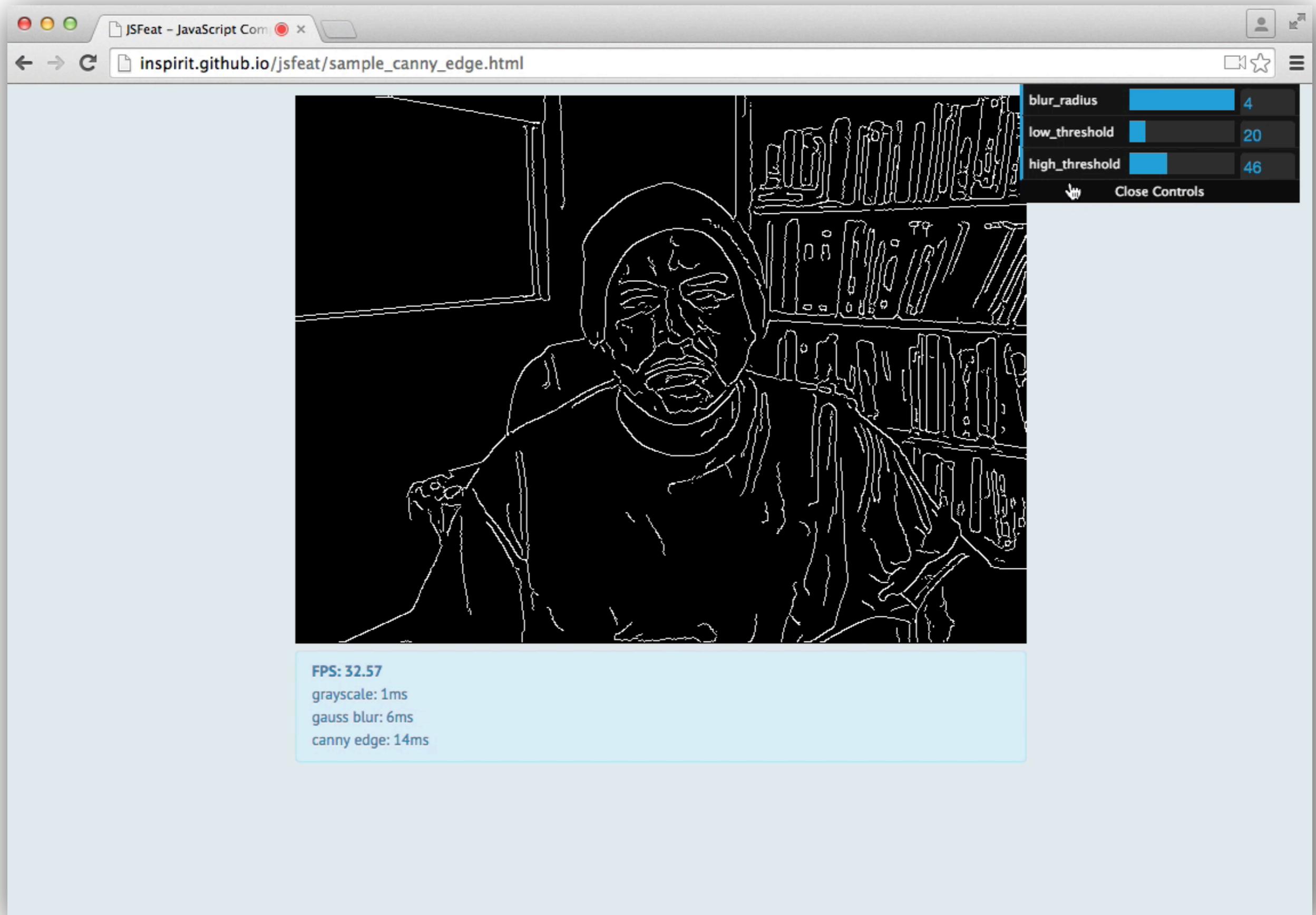


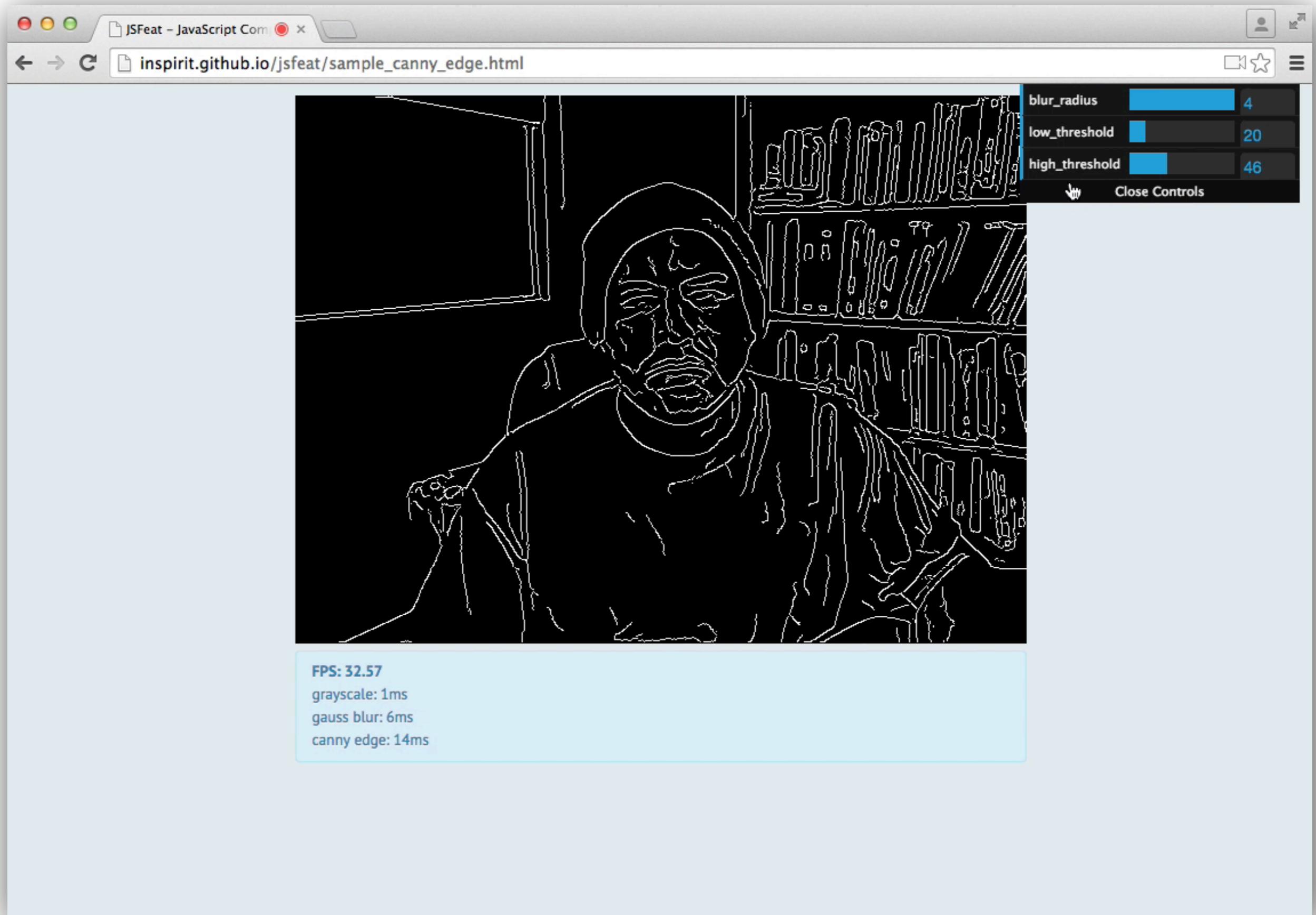
# Canny

$\sigma = 5$











**One more thing...**



Detect changes in colour?



**Detect changes in texture?**

**How can we combine cues to detect object contours?**

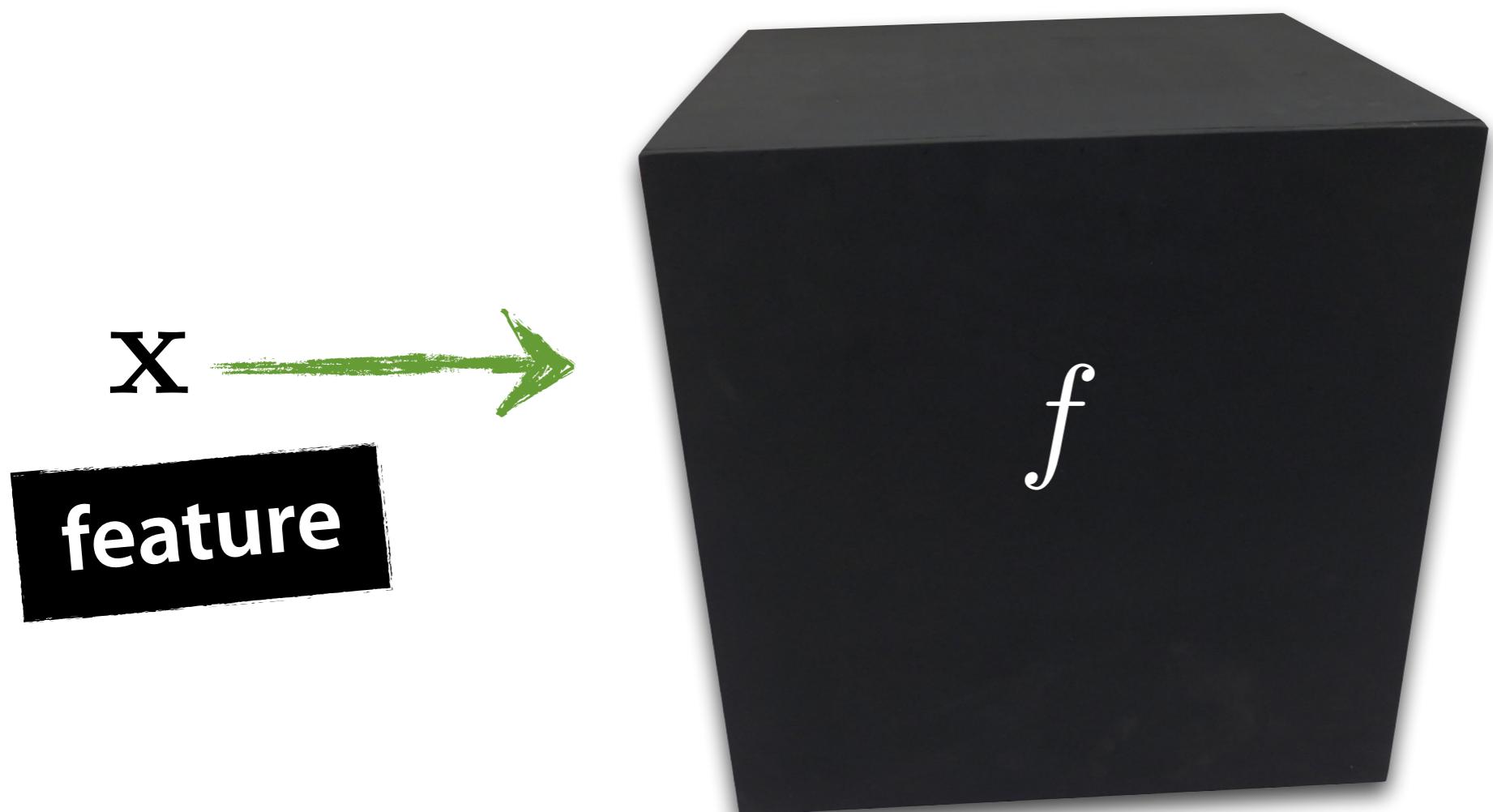
# Machine learning



supervised learning

$f$

# supervised learning



# supervised learning



$x$

$f$

$y$

feature

class label

Given training data, estimate the function  $f$

$x$

feature

$f$

$y$

class label

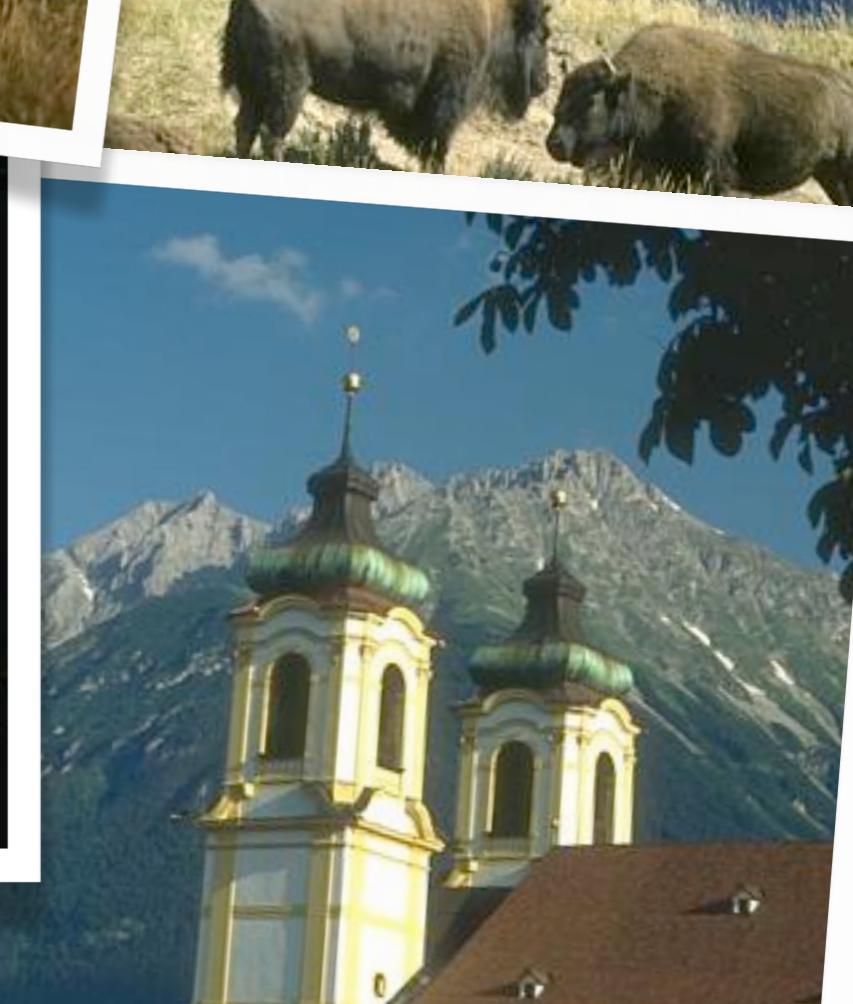
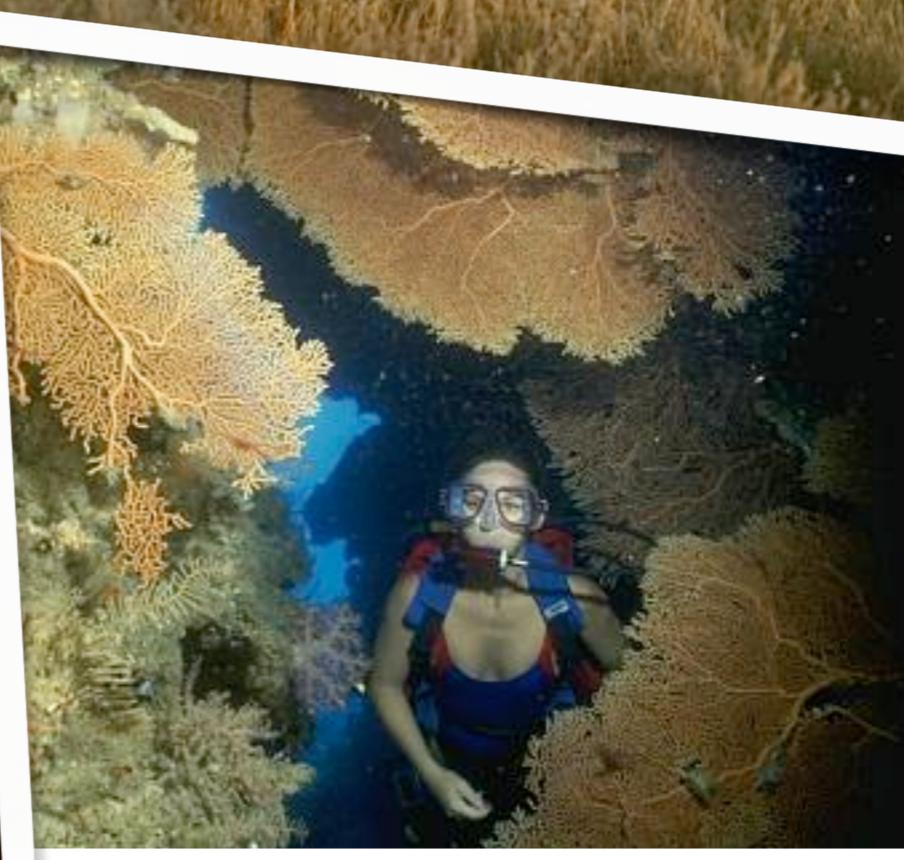
Given training data, estimate the function  $f$

$$\{(x_i, y_i)\}$$

$x$  $\hat{f}$ **feature** $y$ **class label**

Given training data, estimate the function  $f$

$$\{(x_i, y_i)\}$$





# Learning to Detect Natural Image Boundaries Using Local Brightness, Color, and Texture Cues

David R. Martin, *Member, IEEE*, Charless C. Fowlkes, and Jitendra Malik, *Member, IEEE*

**Abstract**—The goal of this work is to accurately detect and localize boundaries in natural scenes using local image measurements. We formulate features that respond to characteristic changes in brightness, color, and texture associated with natural boundaries. In

# Structured Forests for Fast Edge Detection

Piotr Dollár  
Microsoft Research

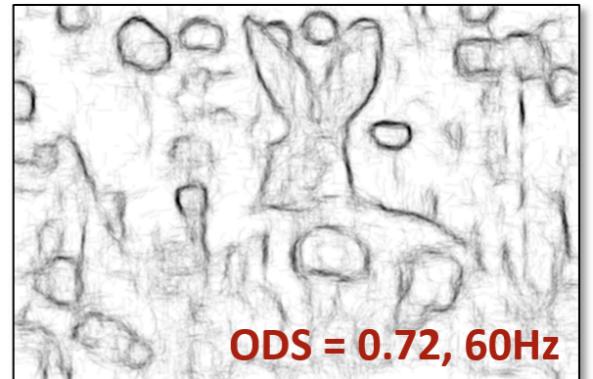
[pdollar@microsoft.com](mailto:pdollar@microsoft.com)

C. Lawrence Zitnick  
Microsoft Research

[larryz@microsoft.com](mailto:larryz@microsoft.com)

## Abstract

*Edge detection is a critical component of many vision systems, including object detectors and image segmentation algorithms. Patches of edges exhibit well-known forms of local structure, such as straight lines or T-junctions. In this paper we take advantage of the structure present in local*

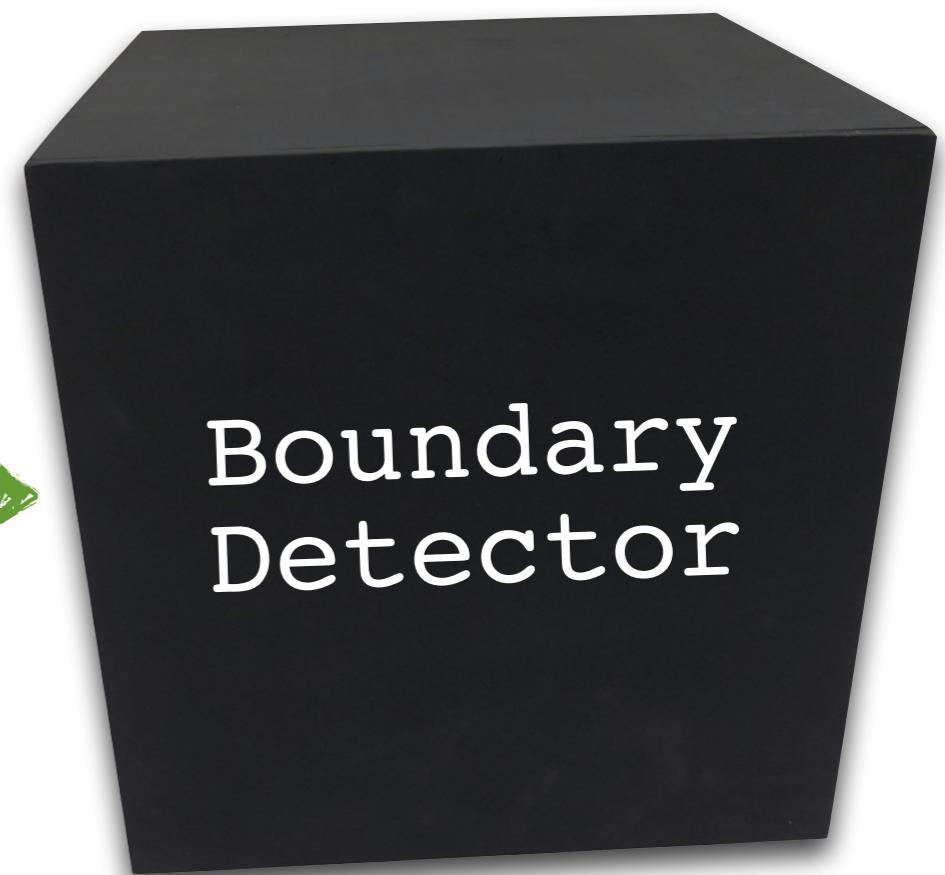
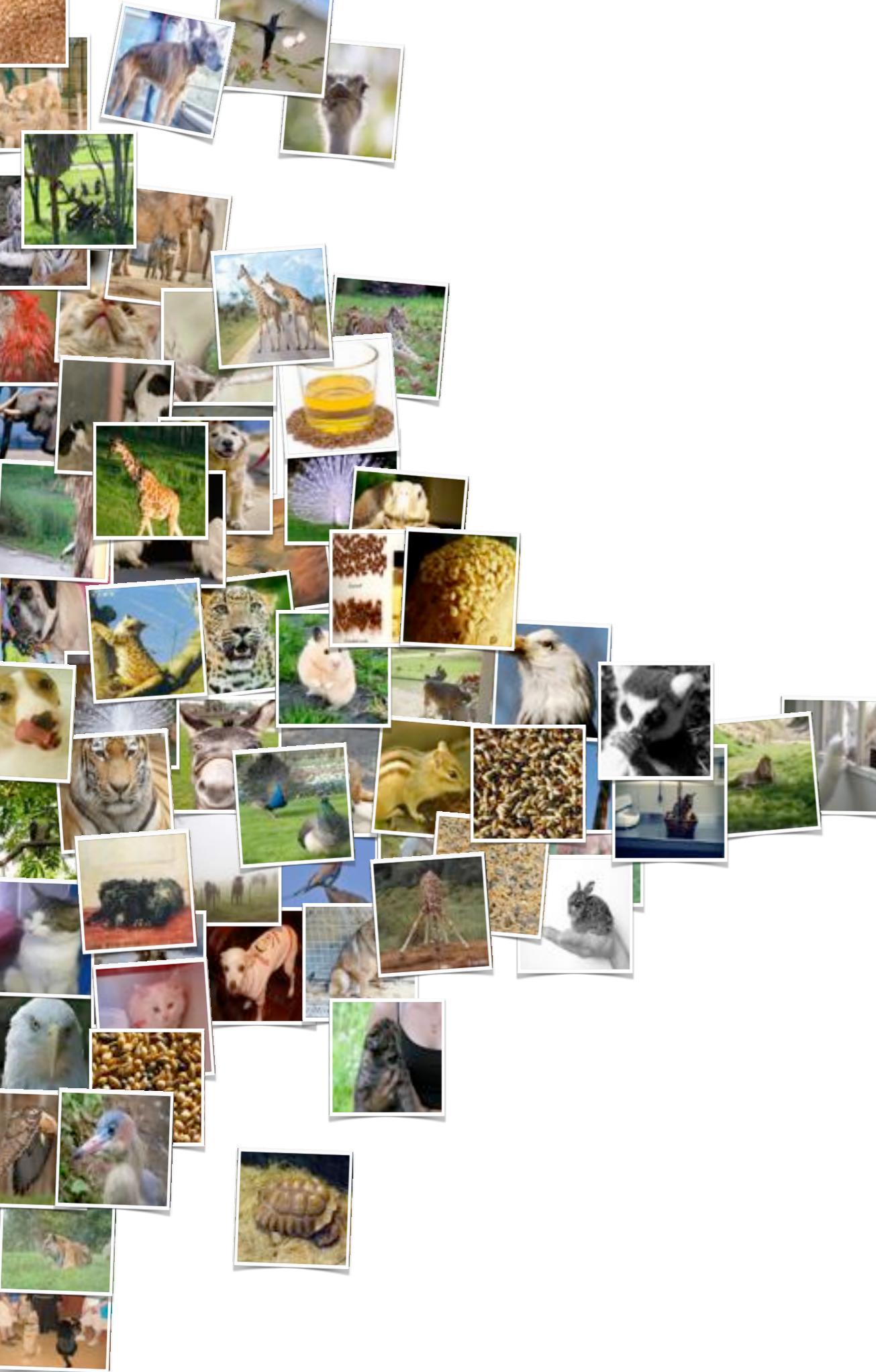


**ODS = 0.72, 60Hz**



handcrafted features

**DEEP**  
learning



# PUSHING THE BOUNDARIES OF BOUNDARY DETECTION USING DEEP LEARNING

**Iasonas Kokkinos**

Center for Visual Computing

CentraleSupélec and INRIA

Chatenay-Malabry, 92095, France

{iasonas.kokkinos}@ecp.fr

## ABSTRACT

In this work we show that adapting Deep Convolutional Neural Network training to the task of boundary detection can result in substantial improvements over the current state-of-the-art in boundary detection.

# PUSHING THE BOUNDARIES OF BOUNDARY DETECTION USING DEEP LEARNING

**Iasonas Kokkinos**

Center for Visual Computing

CentraleSupélec and INRIA

Chatenay-Malabry, 92095, France

{iasonas.kokkinos}@ecp.fr

## ABSTRACT

In this work we show that adapting Deep Convolutional Neural Network training

for boundary detection can result in substantial improvements over the

**Surpasses human accuracy on challenging benchmark!**

Intro to

# Computer Vision

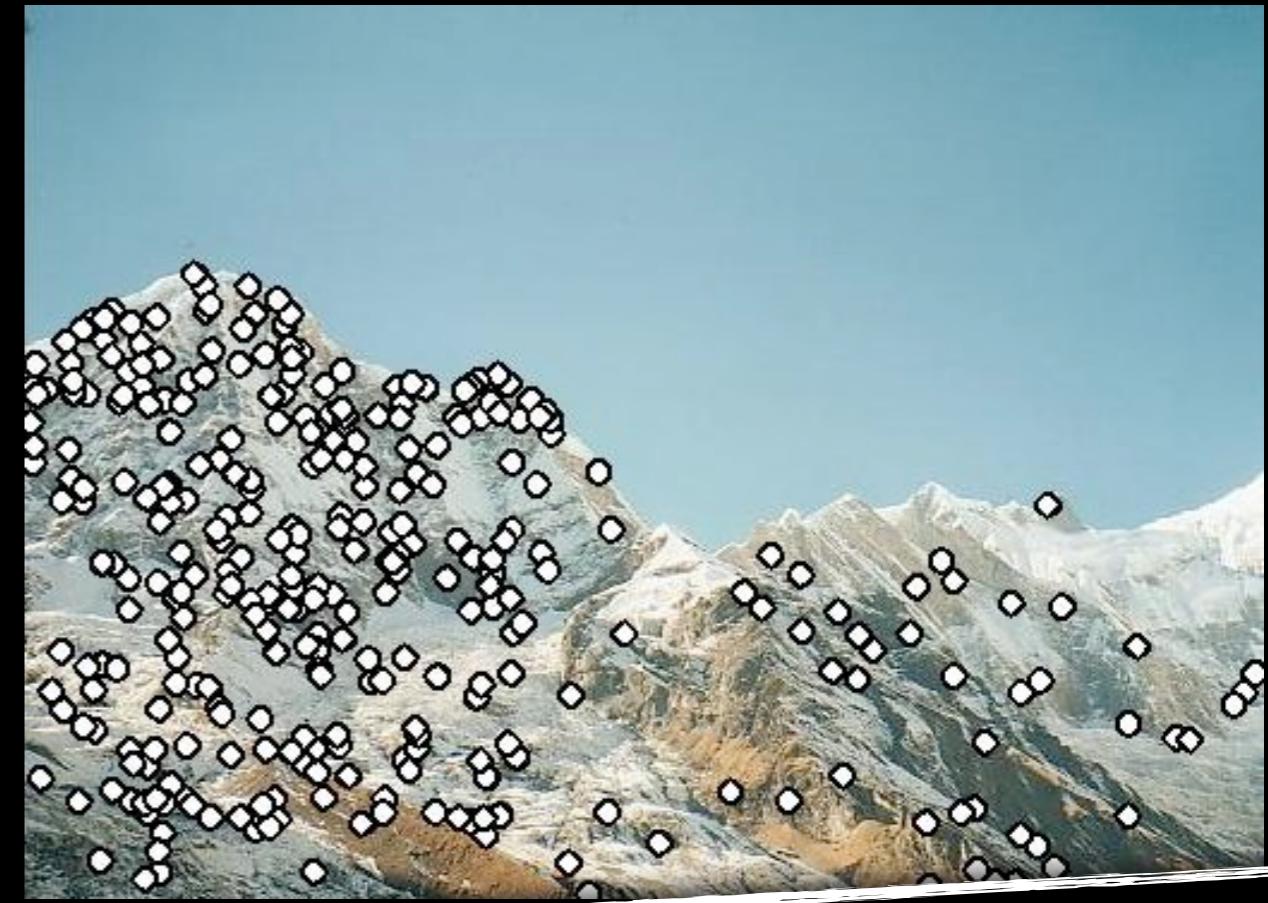
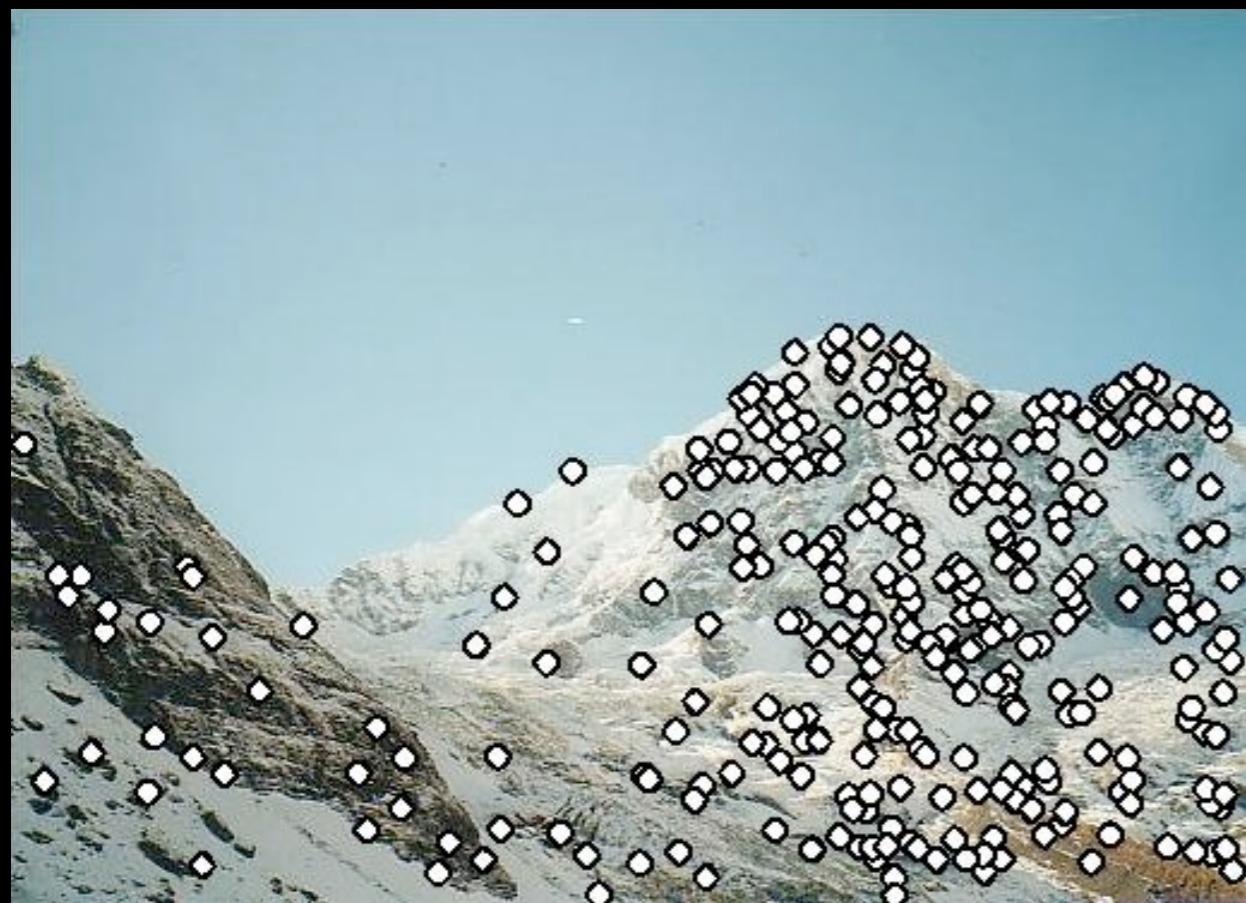
## Feature detection



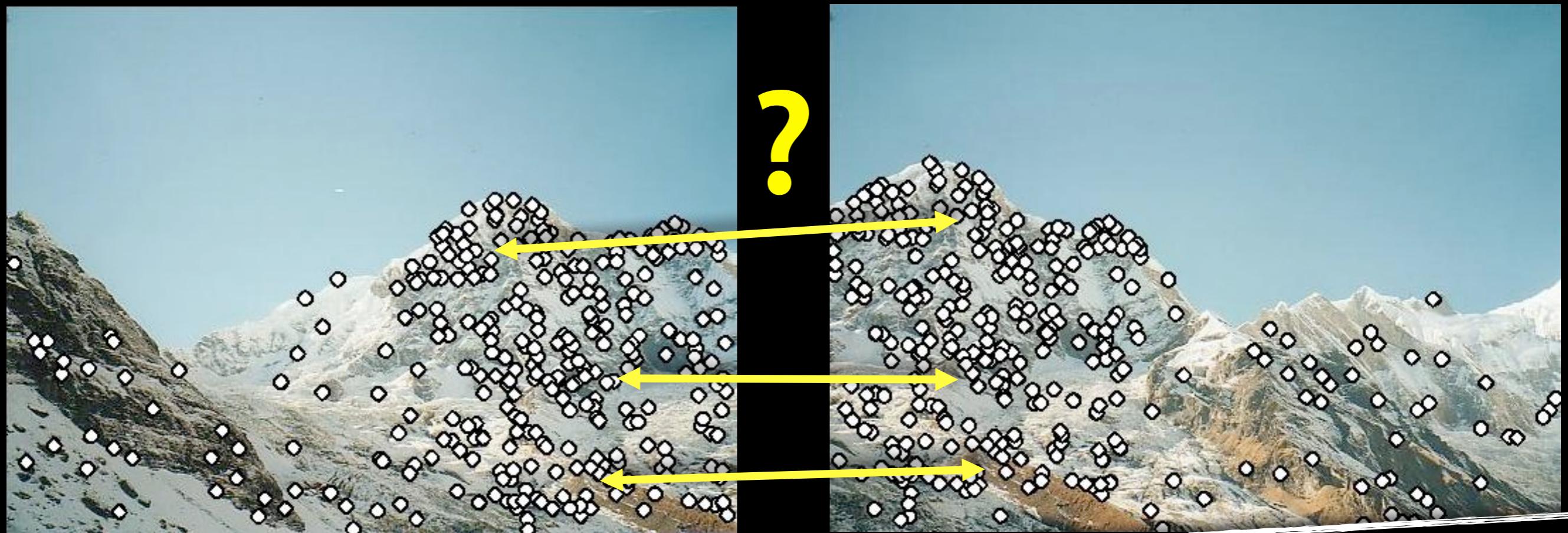




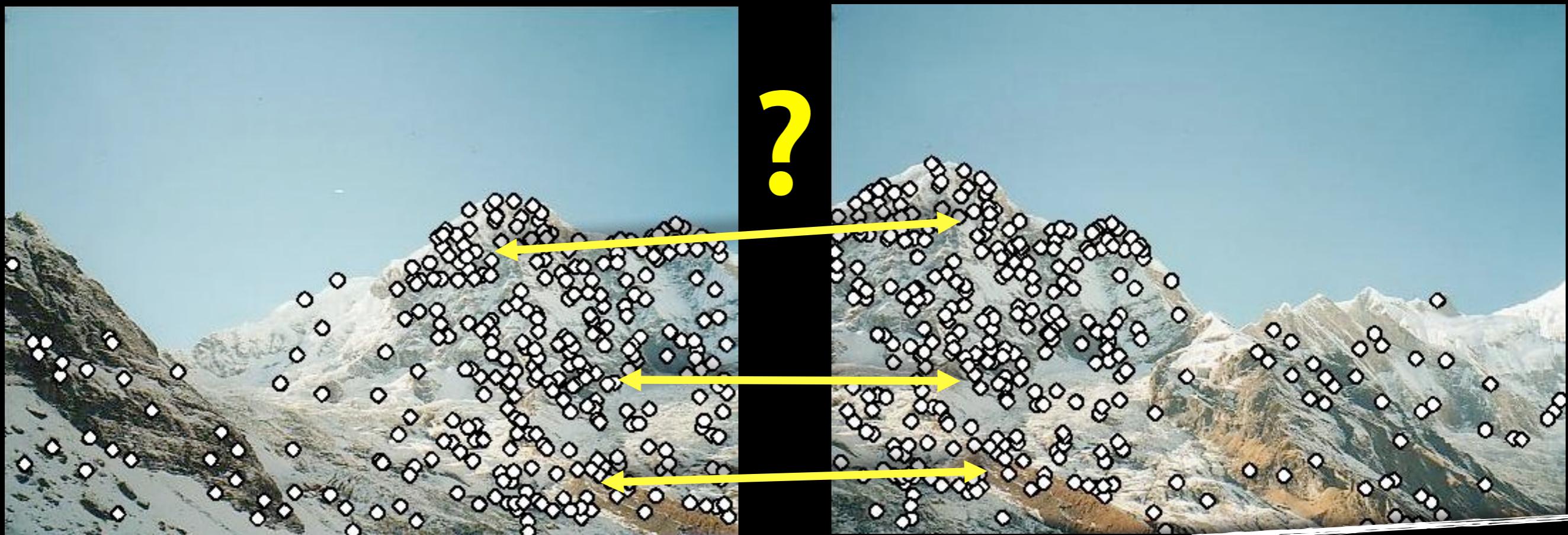
**What stuff in an image matches with stuff in another?**



**What stuff in an image matches with stuff in another?**

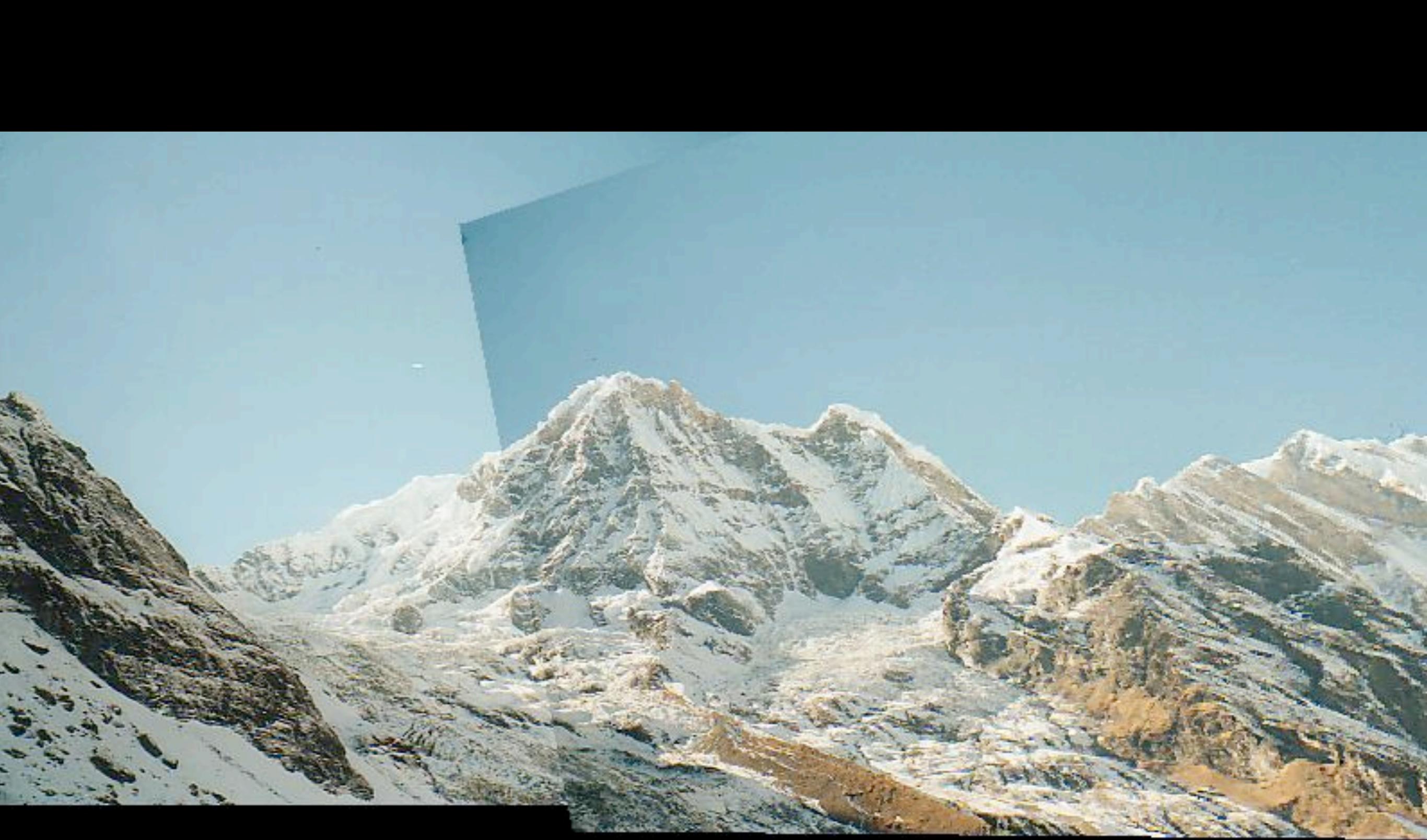


What stuff in an image matches with stuff in another?



What stuff in an image matches with stuff in another?

Find matching pairs and align





# What makes a “good” feature?

## REPEATABILITY

Same feature can be found in other images despite geometric/photometric remappings



input image



# photometric transformation

$$I_{\text{new}}(x, y) = \alpha I(x, y) + \beta$$

input image



# geometric transformation



## REPEATABILITY

Same feature can be found in other images despite geometric/photometric remappings



## **REPEATABILITY**

Same feature can be found in other images despite geometric/photometric remappings

## **SALIENCY**

Each feature is distinctive

## **REPEATABILITY**

Same feature can be found in other images despite geometric/photometric remappings

## **SALIENCY**

Each feature is distinctive

## **COMPACTNESS AND EFFICIENCY**

Many fewer features than image pixels

## **REPEATABILITY**

Same feature can be found in other images despite geometric/photometric remappings

## **SALIENCY**

Each feature is distinctive

## **COMPACTNESS AND EFFICIENCY**

Many fewer features than image pixels

## **LOCALITY**

Feature occupies a relatively small area of the image

## REPEATABILITY

Same feature can be found in other images despite geometric/photometric remappings

## SALIENCY

Each feature is distinctive

## COMPACTNESS AND EFFICIENCY

Many fewer features than image pixels

## LOCALITY

Feature occupies a relatively small area of the image

Why is locality important?



Hessian

FAST

Salient Regions

Moravec

Harris-/Hessian-Affine

Harris/Forstner Corners

EBR and IBR

Laplacian

DoG

MSER

Harris-/Hessian-Laplace

Hessian

FAST

Salient Regions

Moravec

Harris-/Hessian-Affine

# Harris/Forstner Corners

EBR and IBR

Laplacian

DoG

MSER

Harris-/Hessian-Laplace

Hessian

FAST

Salient Regions

Moravec

Harris-/Hessian-Affine

Harris/Forstner Corners

EBR and IBR

Laplacian      DoG

MSER

Harris-/Hessian-Laplace

**What is a Corner?**

# What is a Corner?

locations where two distinct  
oriented structures in the image are present







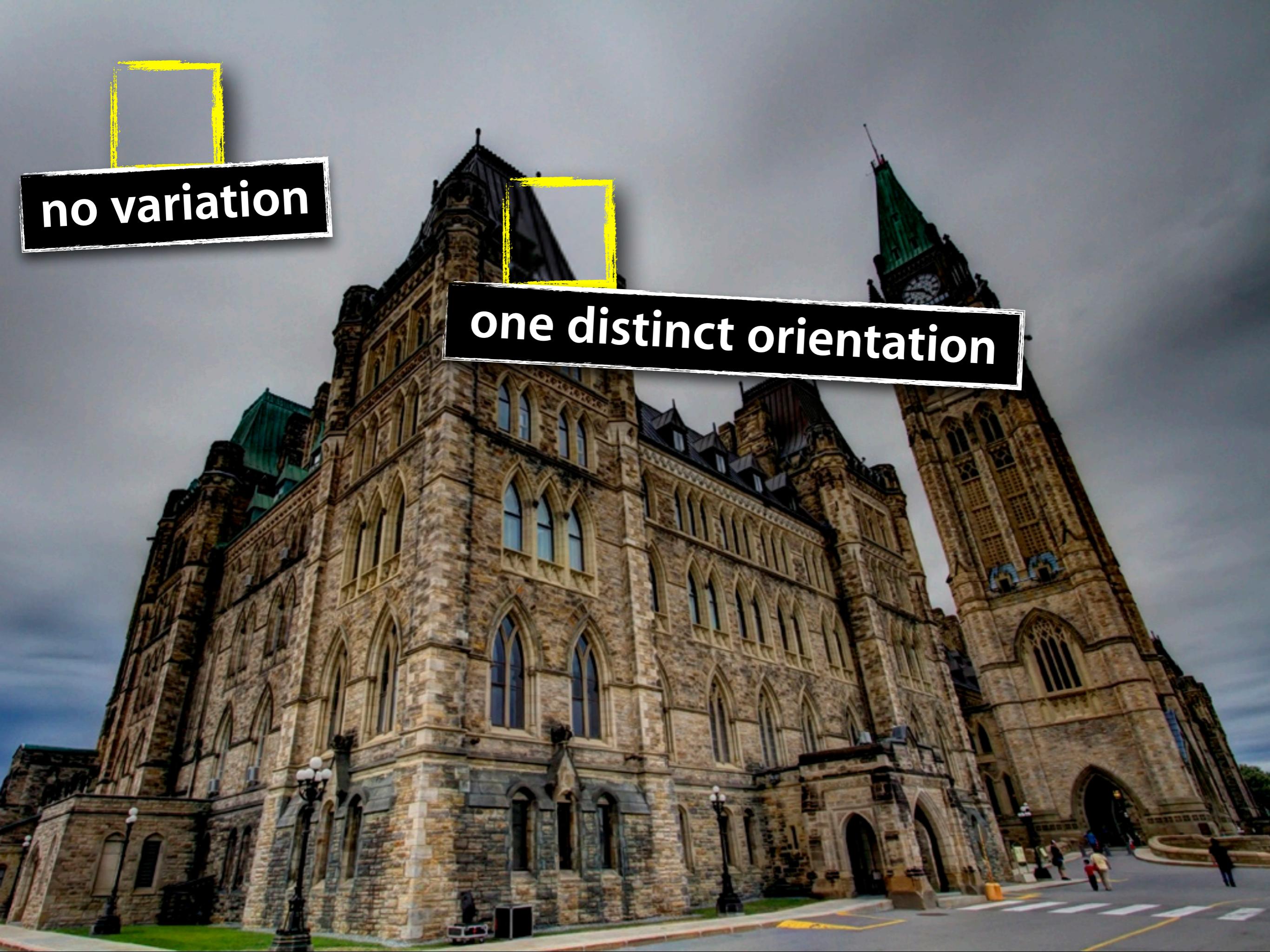
**no variation**





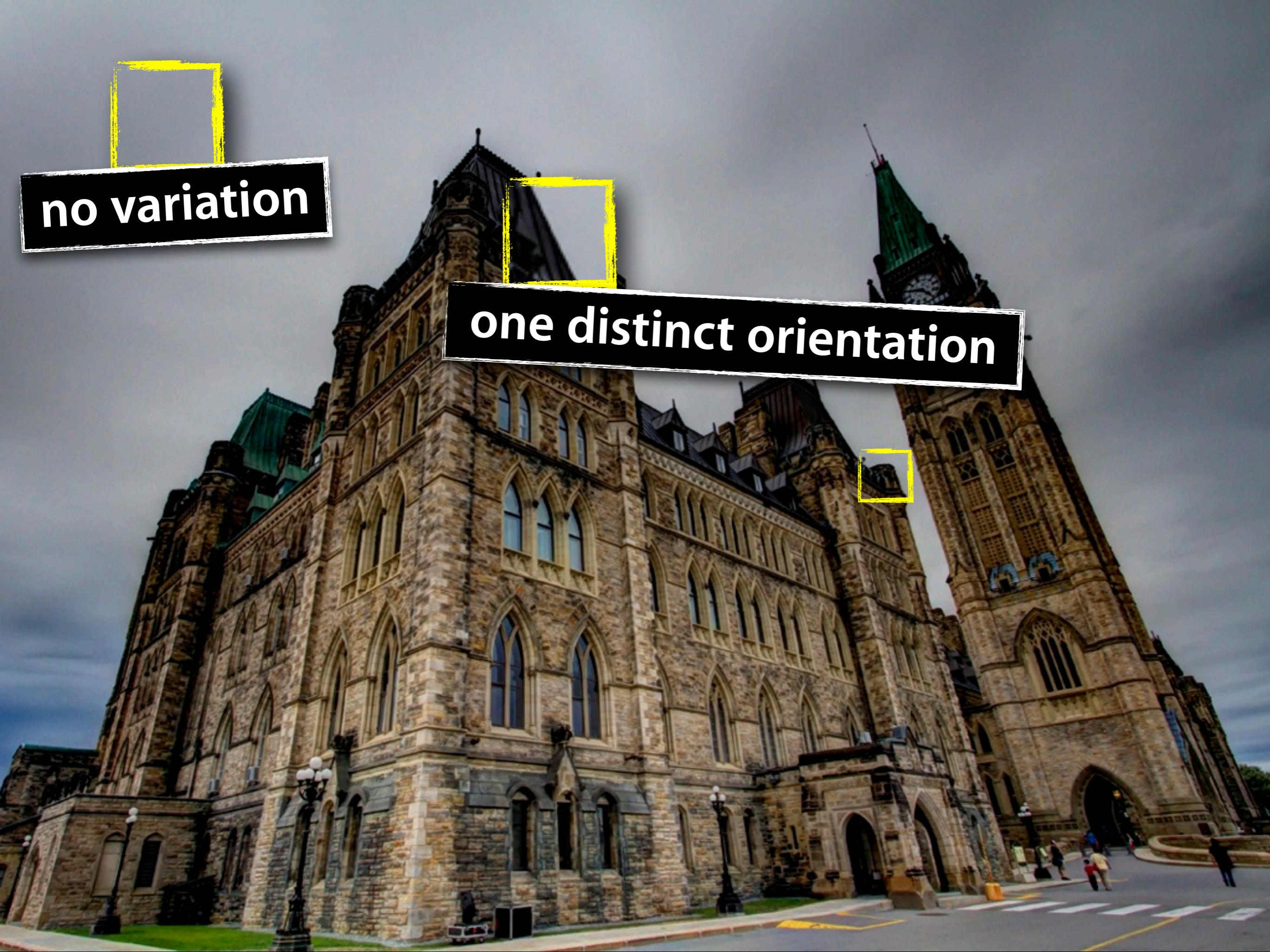
**no variation**





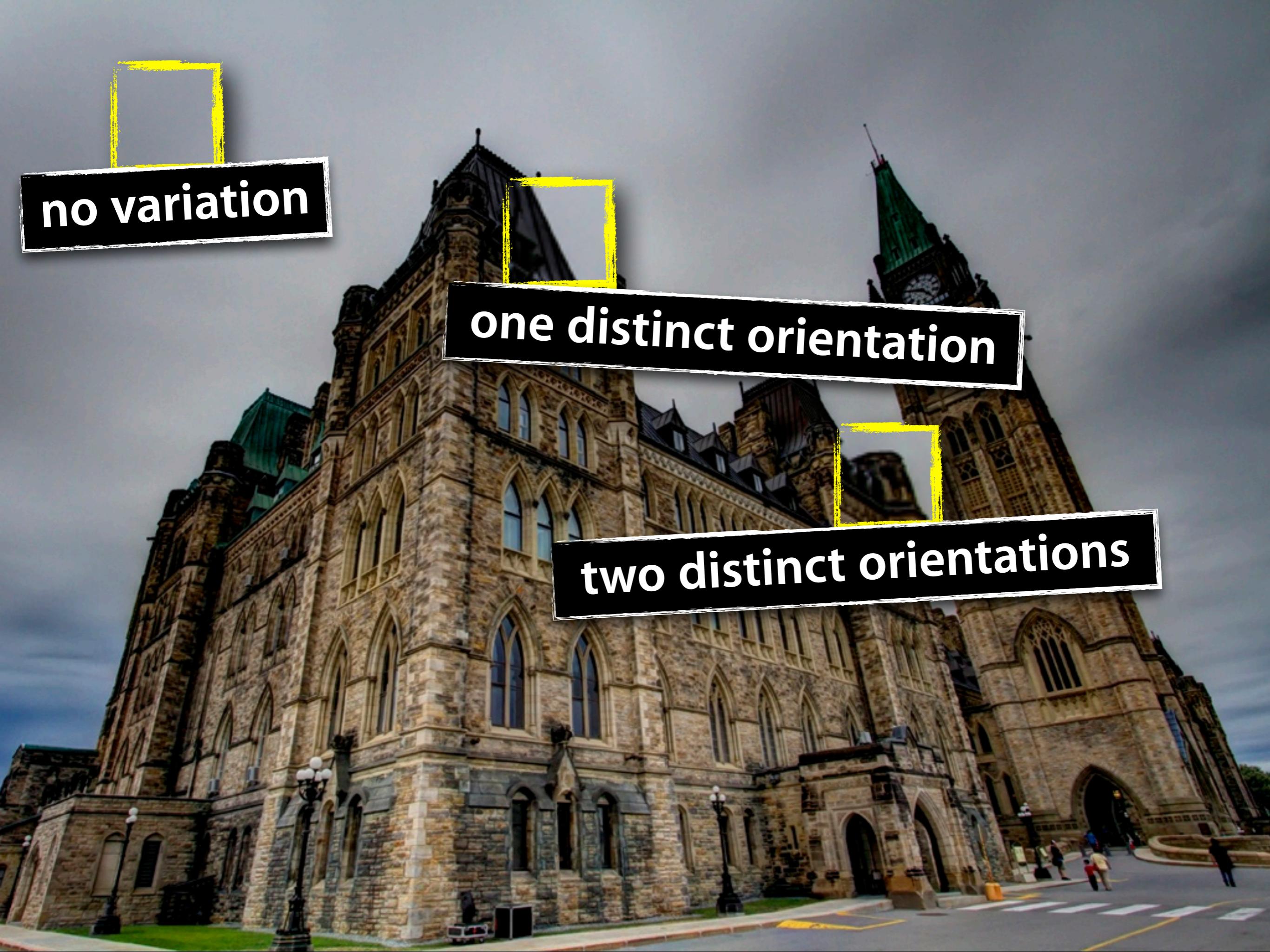
**no variation**

**one distinct orientation**



no variation

one distinct orientation



**no variation**

**one distinct orientation**

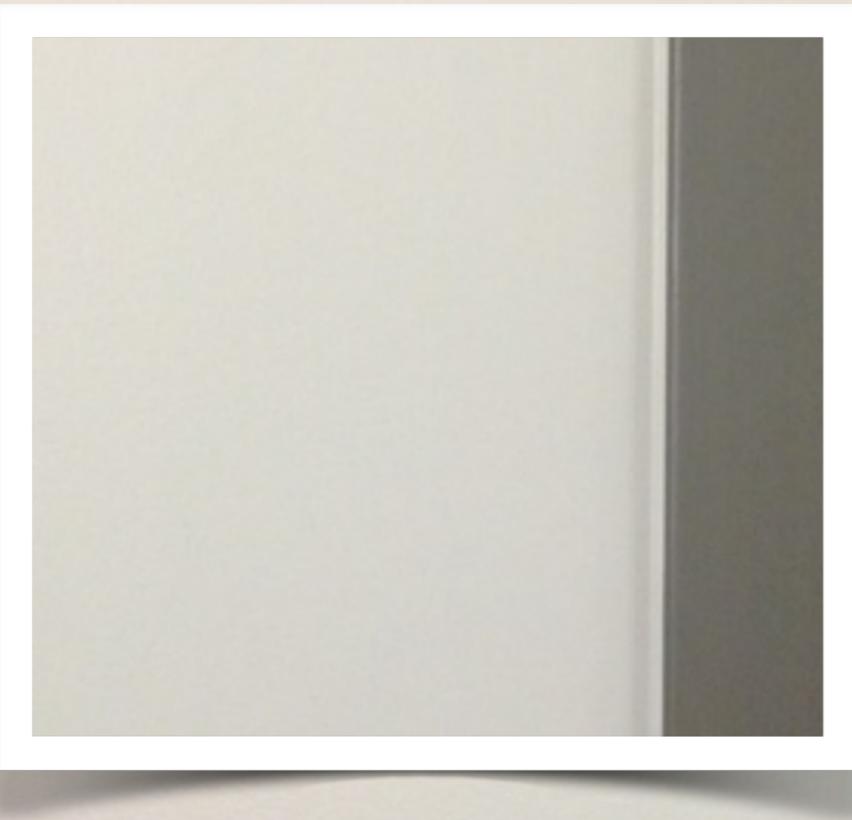
**two distinct orientations**

**Why bother with corners?**

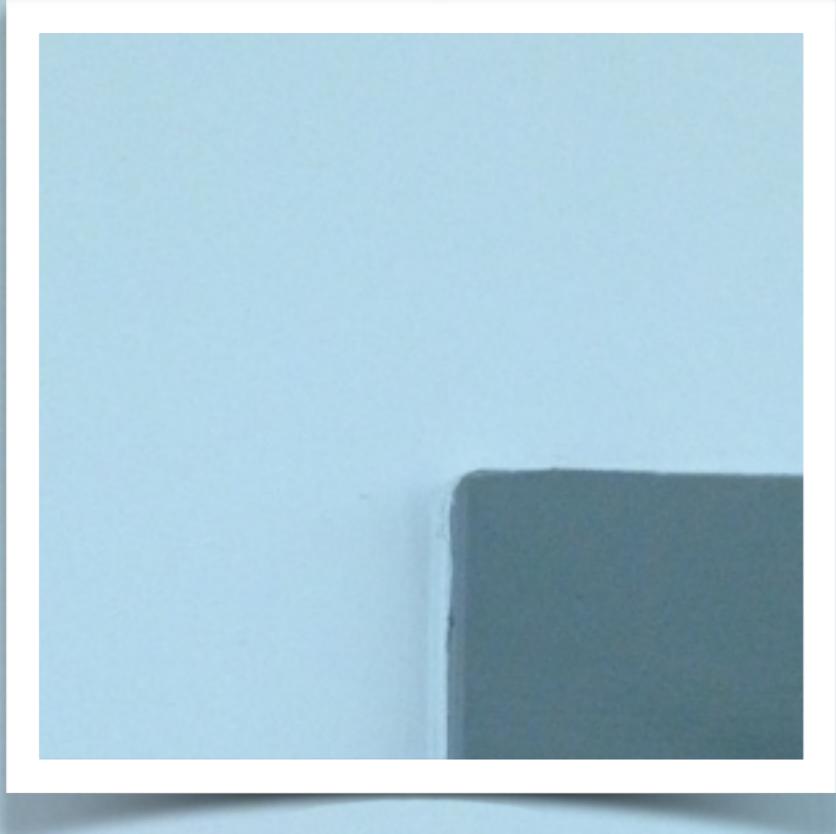
# Why bother with corners?

localizes spatial patterns in the image

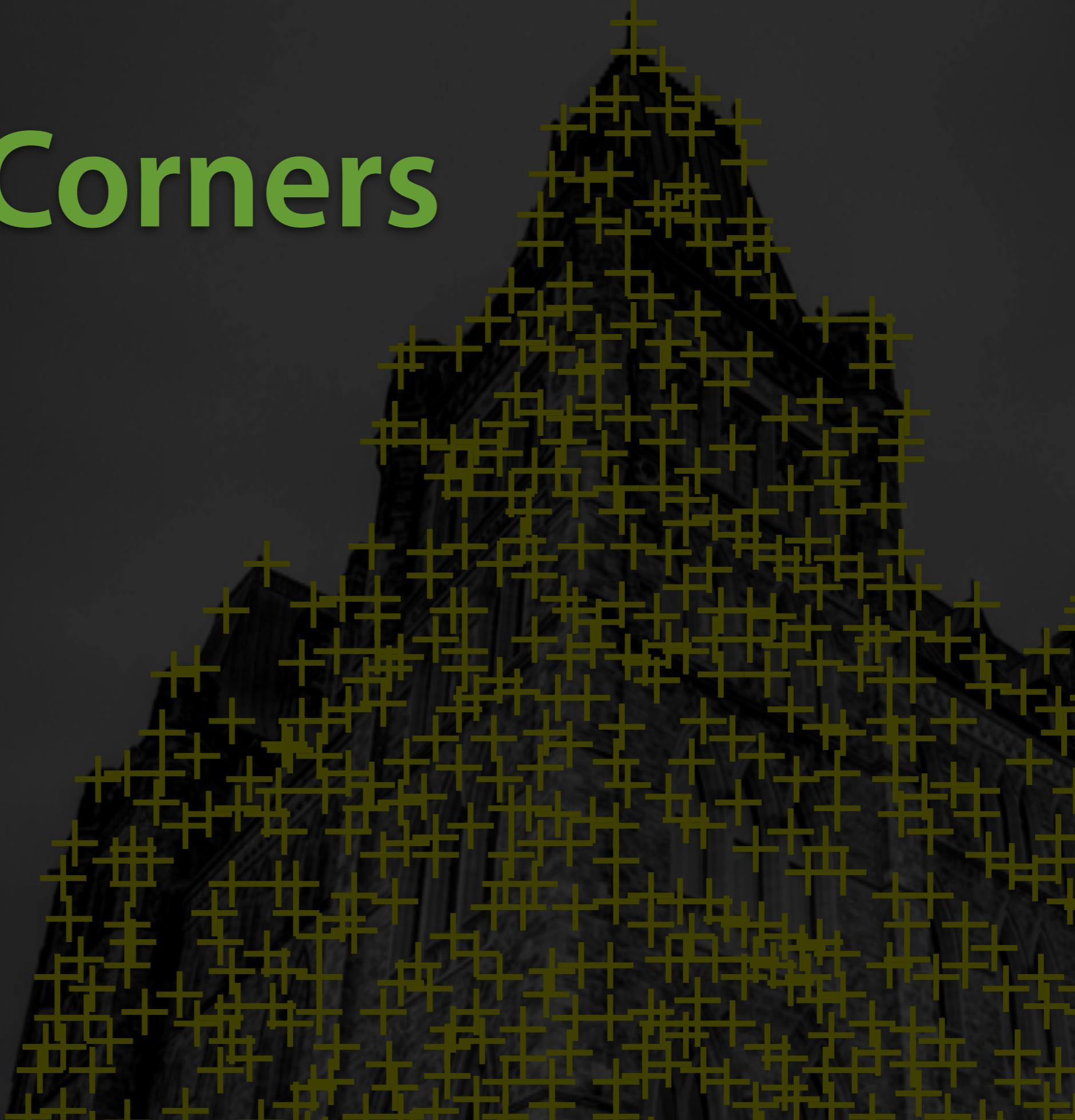








# Harris Corners



# A COMBINED CORNER AND EDGE DETECTOR

Chris Harris & Mike Stephens

Plessey Research Roke Manor, United Kingdom  
© The Plessey Company plc. 1988

---

*Consistency of image edge filtering is of prime importance for 3D interpretation of image sequences using feature tracking algorithms. To cater for image regions containing texture and isolated features, a combined corner and edge detector based on the local auto-correlation function is utilised, and it is shown to perform with good consistency on natural imagery.*

they are discrete, reliable and meaningful<sup>2</sup>. However, the lack of connectivity of feature-points is a major limitation in our obtaining higher level descriptions, such as surfaces and objects. We need the richer information that is available from edges<sup>3</sup>.

THE  
**Alvey Vision Conference 1988**

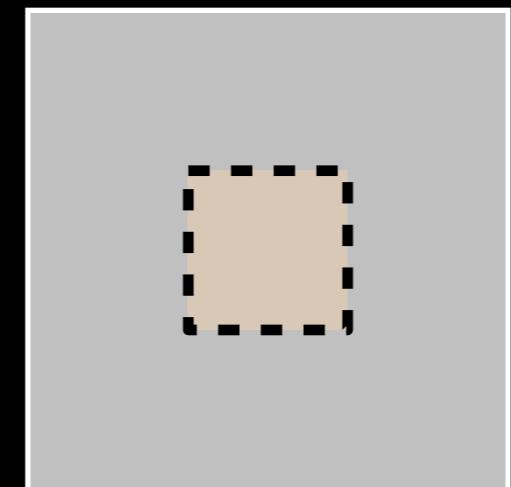
*Intuition*

# Analyze the local variation of signal



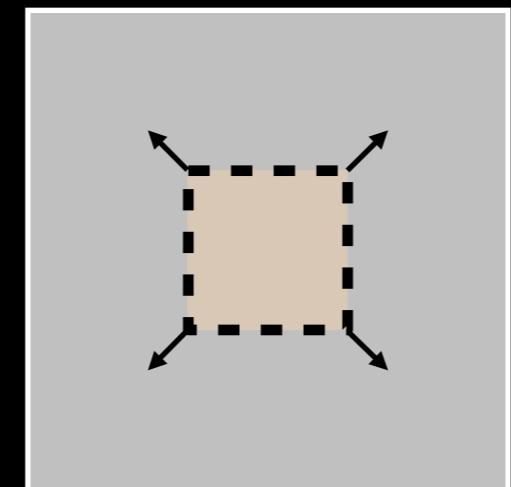
*Intuition*

# Analyze the local variation of signal



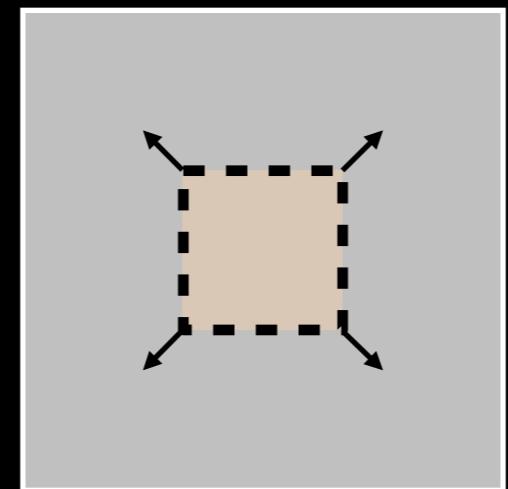
*Intuition*

# Analyze the local variation of signal



*Intuition*

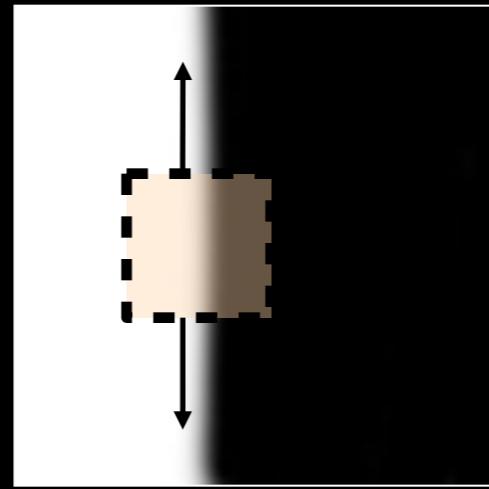
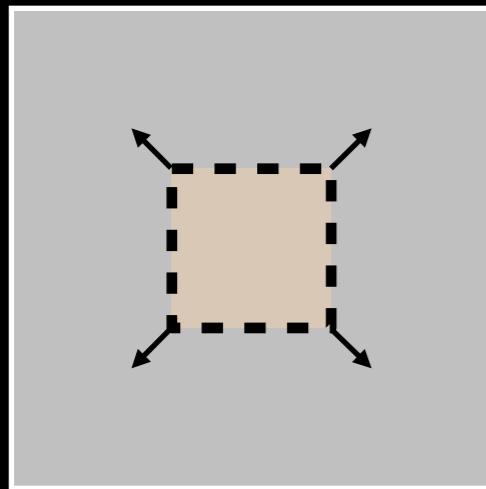
## Analyze the local variation of signal



**“flat” region**  
no change in  
all directions

*Intuition*

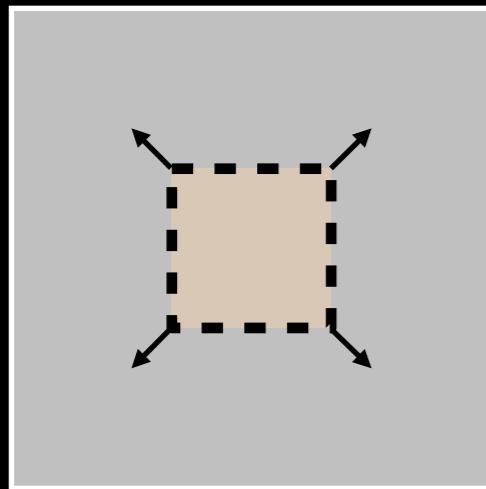
## Analyze the local variation of signal



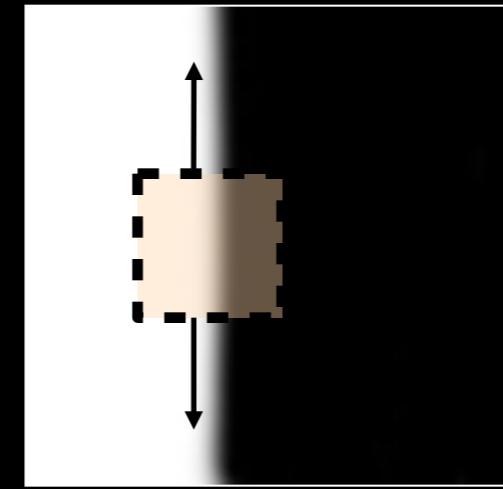
**“flat” region**  
no change in  
all directions

*Intuition*

## Analyze the local variation of signal



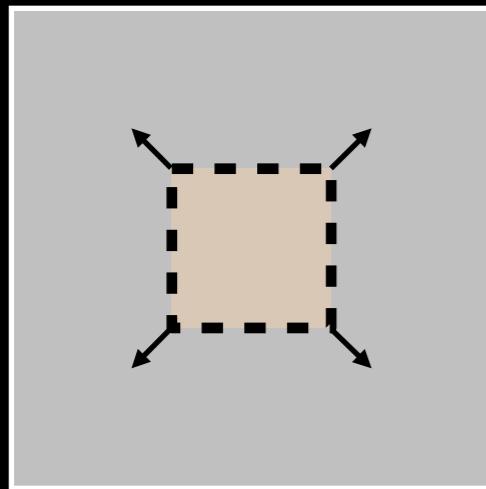
**“flat” region**  
no change in  
all directions



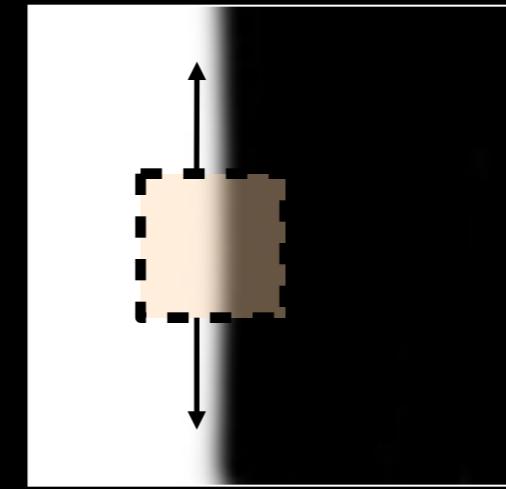
**“edge”**  
no change  
along the  
edge direction

*Intuition*

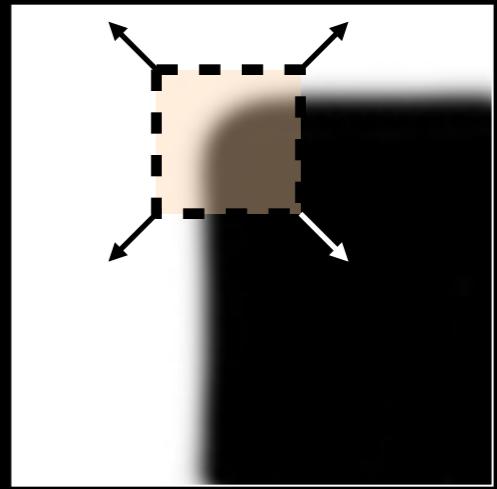
## Analyze the local variation of signal



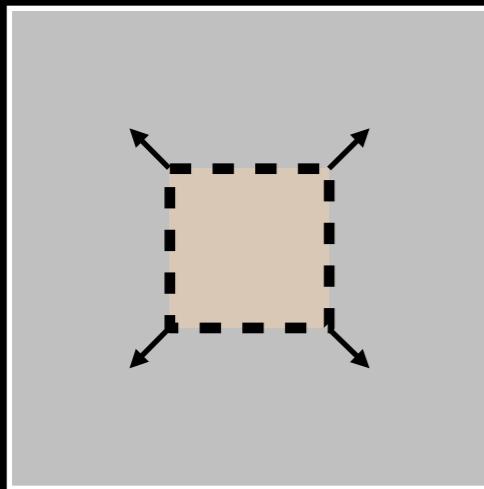
**“flat” region**  
no change in  
all directions



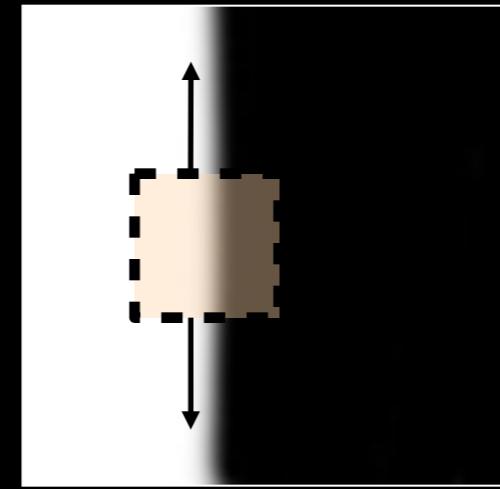
**“edge”**  
no change  
along the  
edge direction



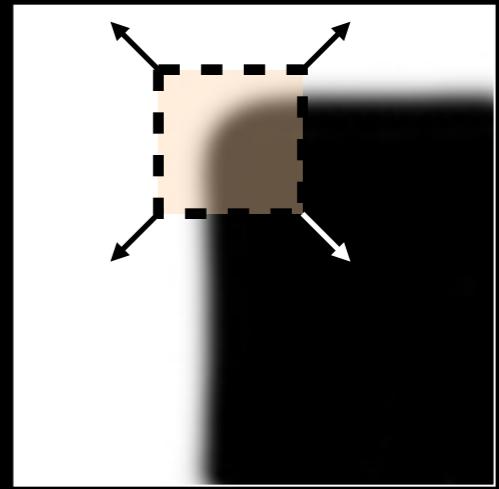
## Analyze the local variation of signal



**“flat” region**  
no change in  
all directions



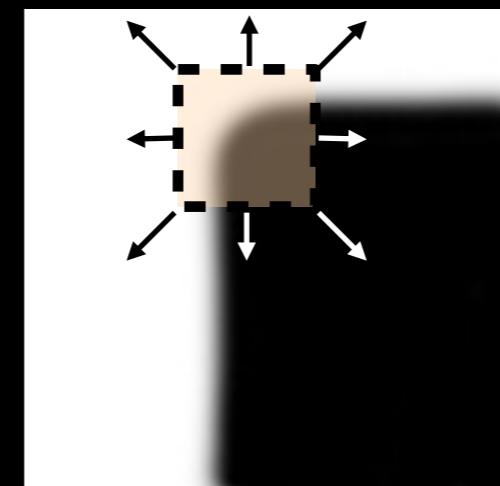
**“edge”**  
no change  
along the  
edge direction



**“corner”**  
significant  
change in all  
directions

Derivation

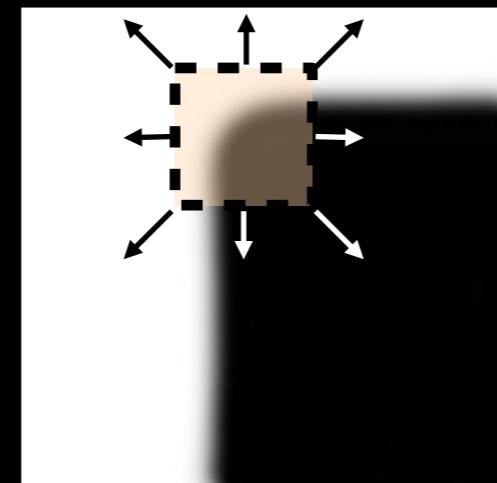
## Variation of intensity for the shift $(\Delta x, \Delta y)$



Derivation

## Variation of intensity for the shift $(\Delta x, \Delta y)$

$$E(\Delta x, \Delta y) = \sum_{x,y} w(x, y)[I(x, y) - I(x + \Delta x, y + \Delta y)]^2$$

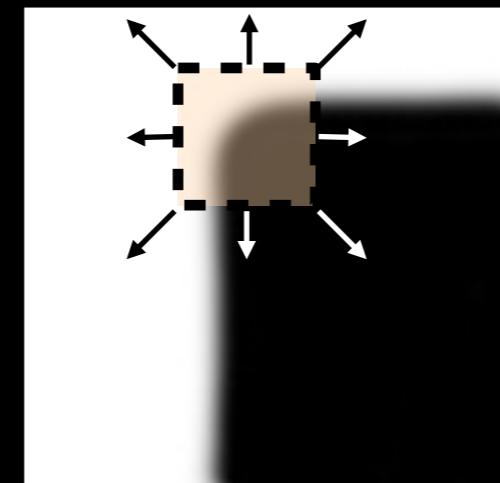


Derivation

## Variation of intensity for the shift $(\Delta x, \Delta y)$

$$E(\Delta x, \Delta y) = \sum_{x,y} w(x, y) [I(x, y) - I(x + \Delta x, y + \Delta y)]^2$$

image

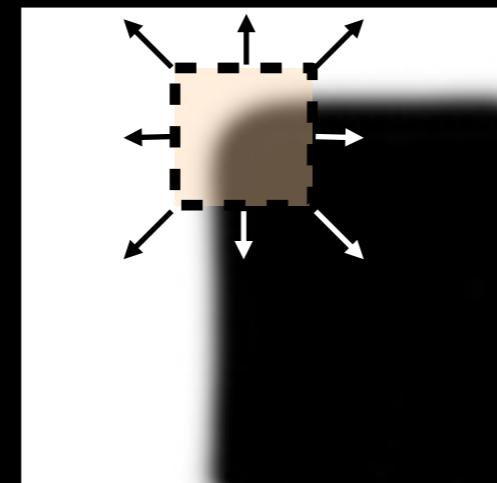


Derivation

## Variation of intensity for the shift $(\Delta x, \Delta y)$

$$E(\Delta x, \Delta y) = \sum_{x,y} w(x, y)[I(x, y) - I(x + \Delta x, y + \Delta y)]^2$$

shifted image

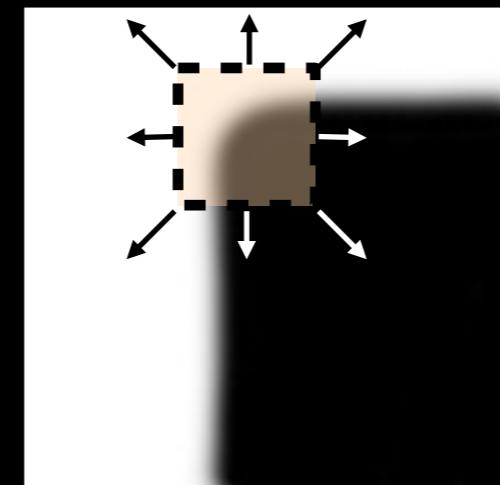


Derivation

## Variation of intensity for the shift $(\Delta x, \Delta y)$

$$E(\Delta x, \Delta y) = \sum_{x,y} w(x, y) [I(x, y) - I(x + \Delta x, y + \Delta y)]^2$$

**window**

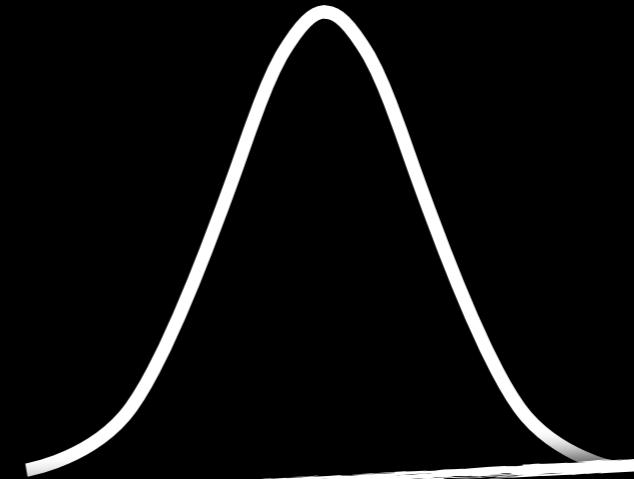


Derivation

## Variation of intensity for the shift $(\Delta x, \Delta y)$

$$E(\Delta x, \Delta y) = \sum_{x,y} w(x, y) [I(x, y) - I(x + \Delta x, y + \Delta y)]^2$$

window

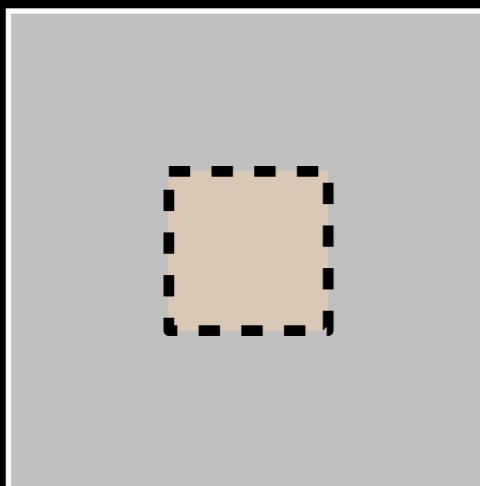


Possible windowing functions

Derivation

## Variation of intensity for the shift $(\Delta x, \Delta y)$

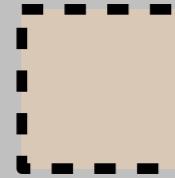
$$E(\Delta x, \Delta y) = \sum_{x,y} w(x, y)[I(x, y) - I(x + \Delta x, y + \Delta y)]^2$$



Derivation

## Variation of intensity for the shift $(\Delta x, \Delta y)$

$$E(\Delta x, \Delta y) = \sum_{x,y} w(x, y)[I(x, y) - I(x + \Delta x, y + \Delta y)]^2$$

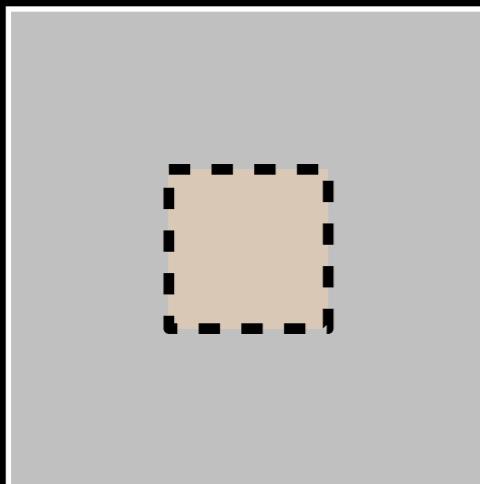


What is the response output?

Derivation

## Variation of intensity for the shift $(\Delta x, \Delta y)$

$$E(\Delta x, \Delta y) = \sum_{x,y} w(x, y)[I(x, y) - I(x + \Delta x, y + \Delta y)]^2$$



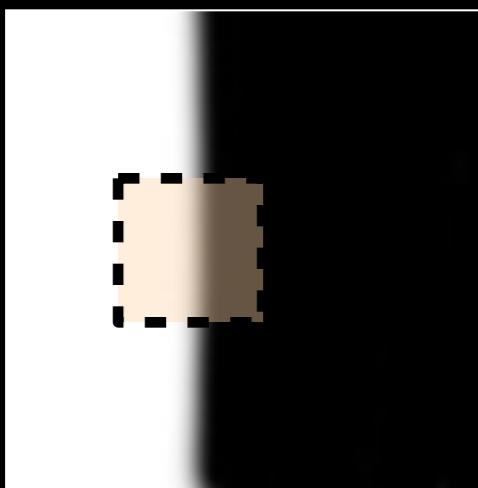
Nearly constant patches

$$E(\Delta x, \Delta y) \approx 0$$

Derivation

## Variation of intensity for the shift $(\Delta x, \Delta y)$

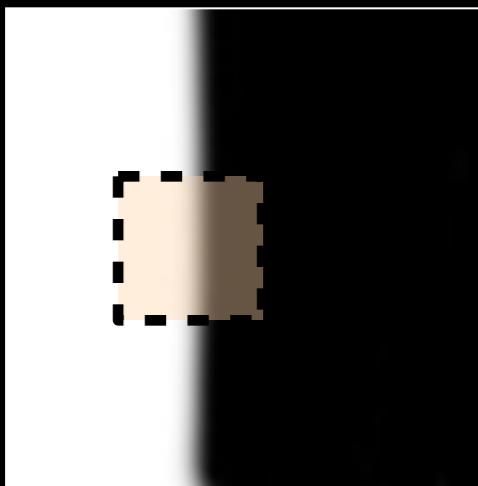
$$E(\Delta x, \Delta y) = \sum_{x,y} w(x, y)[I(x, y) - I(x + \Delta x, y + \Delta y)]^2$$



Derivation

## Variation of intensity for the shift $(\Delta x, \Delta y)$

$$E(\Delta x, \Delta y) = \sum_{x,y} w(x, y)[I(x, y) - I(x + \Delta x, y + \Delta y)]^2$$

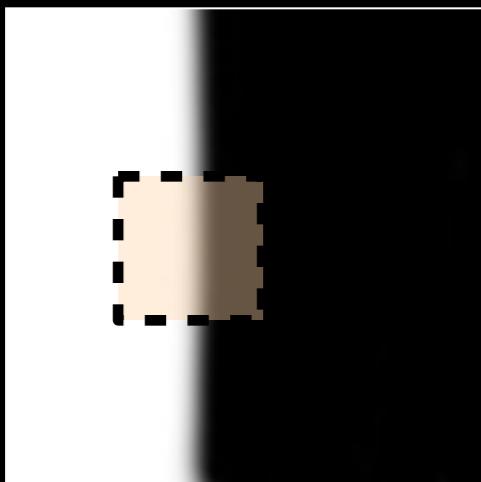


What is the response output?

*Derivation*

## Variation of intensity for the shift $(\Delta x, \Delta y)$

$$E(\Delta x, \Delta y) = \sum_{x,y} w(x, y)[I(x, y) - I(x + \Delta x, y + \Delta y)]^2$$



“edge” patches

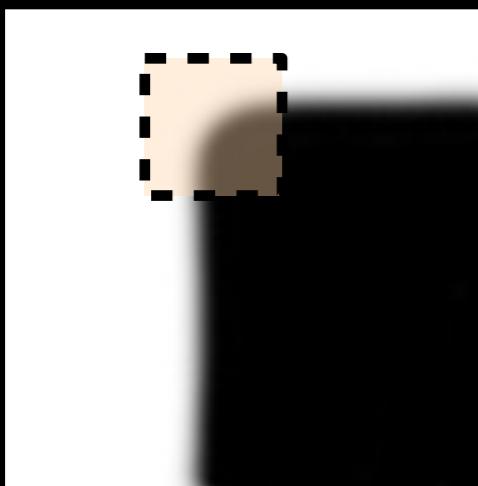
$$E(\Delta x, \Delta y)$$

large variation along one orientation

Derivation

## Variation of intensity for the shift $(\Delta x, \Delta y)$

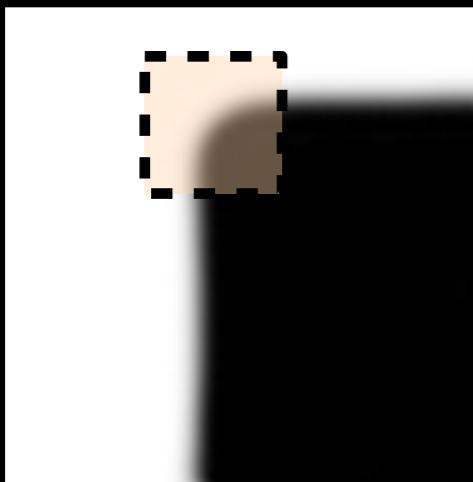
$$E(\Delta x, \Delta y) = \sum_{x,y} w(x, y)[I(x, y) - I(x + \Delta x, y + \Delta y)]^2$$



Derivation

## Variation of intensity for the shift $(\Delta x, \Delta y)$

$$E(\Delta x, \Delta y) = \sum_{x,y} w(x, y)[I(x, y) - I(x + \Delta x, y + \Delta y)]^2$$

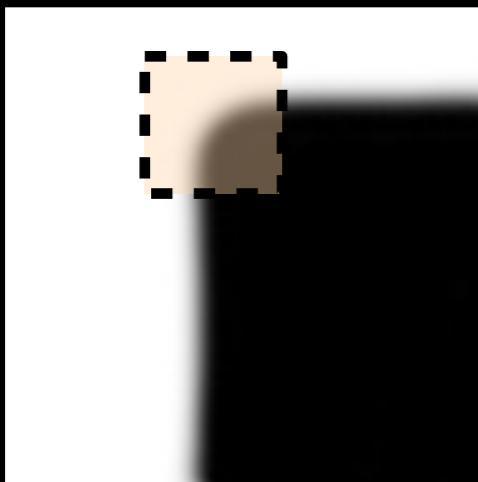


What is the response output?

Derivation

## Variation of intensity for the shift $(\Delta x, \Delta y)$

$$E(\Delta x, \Delta y) = \sum_{x,y} w(x, y)[I(x, y) - I(x + \Delta x, y + \Delta y)]^2$$



“corner” patches

$$E(\Delta x, \Delta y)$$

large variation along two orientations

Derivation

## Variation of intensity for the shift $(\Delta x, \Delta y)$

$$E(\Delta x, \Delta y) = \sum_{x,y} w(x, y)[I(x, y) - I(x + \Delta x, y + \Delta y)]^2$$

Derivation

## Variation of intensity for the shift $(\Delta x, \Delta y)$

$$E(\Delta x, \Delta y) = \sum_{x,y} w(x, y) [I(x, y) - I(x + \Delta x, y + \Delta y)]^2$$

# Review: Taylor series

ID case

$$f(x+u) = f(x) + f'(x)u + \frac{1}{2}f''(x)u^2 + \text{h.o.t.}$$

1D case

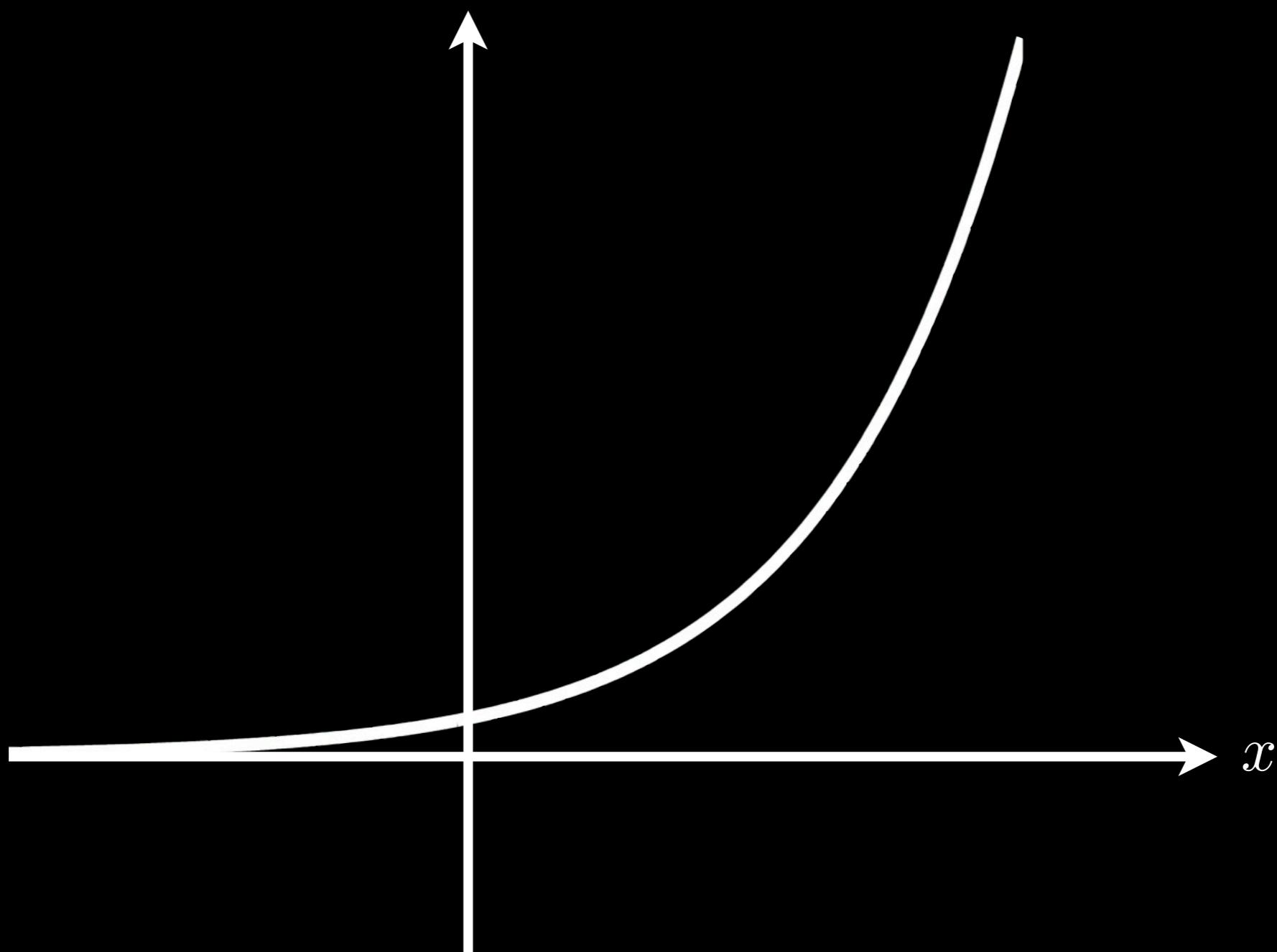
$$f(x+u) = f(x) + f'(x)u + \frac{1}{2}f''(x)u^2 + \text{h.o.t.}$$

1D case

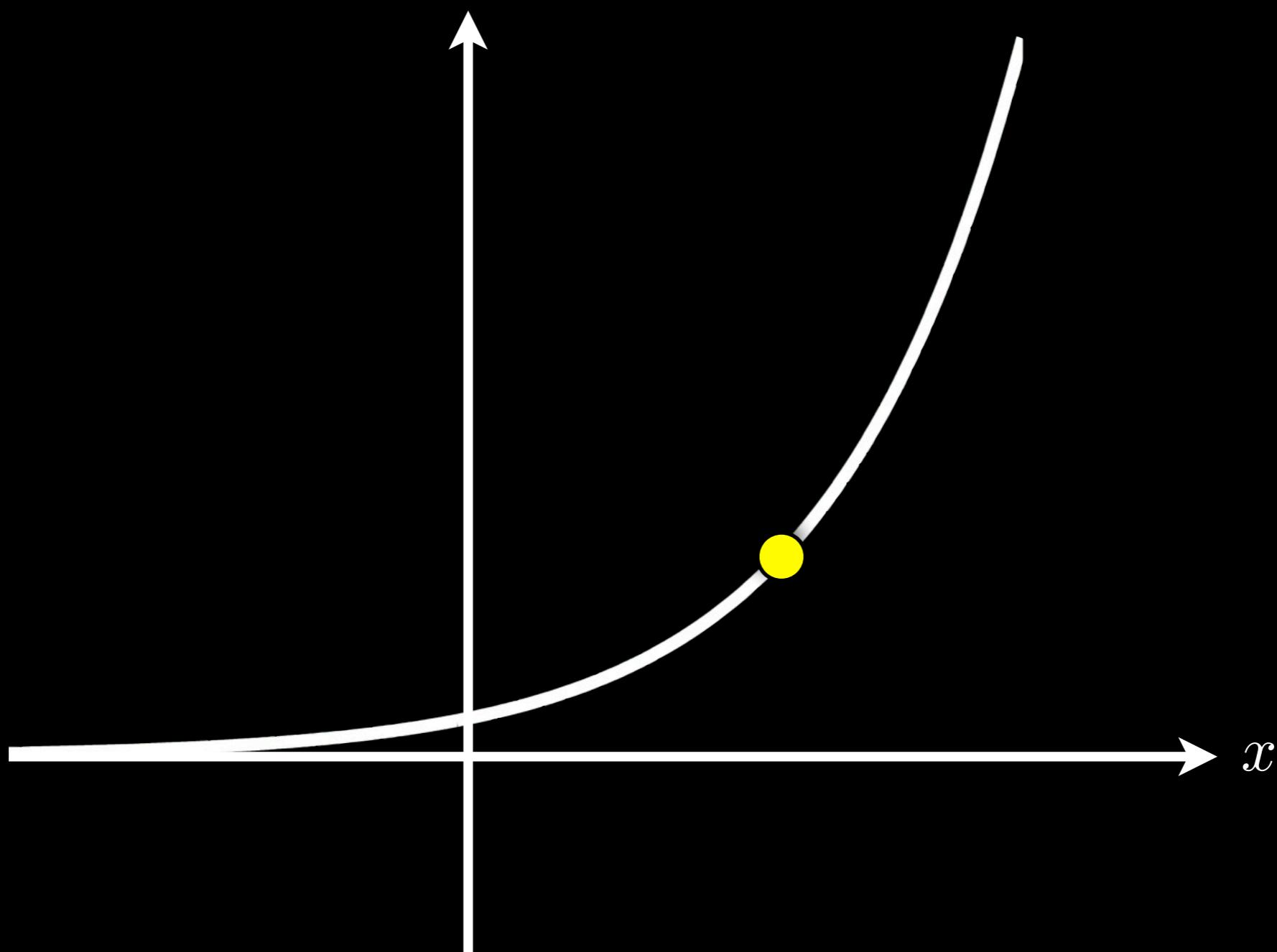
$$f(x + u) \approx f(x) + f'(x)u + \frac{1}{2}f''(x)u^2 + \text{h.o.t.}$$

first-order approximation

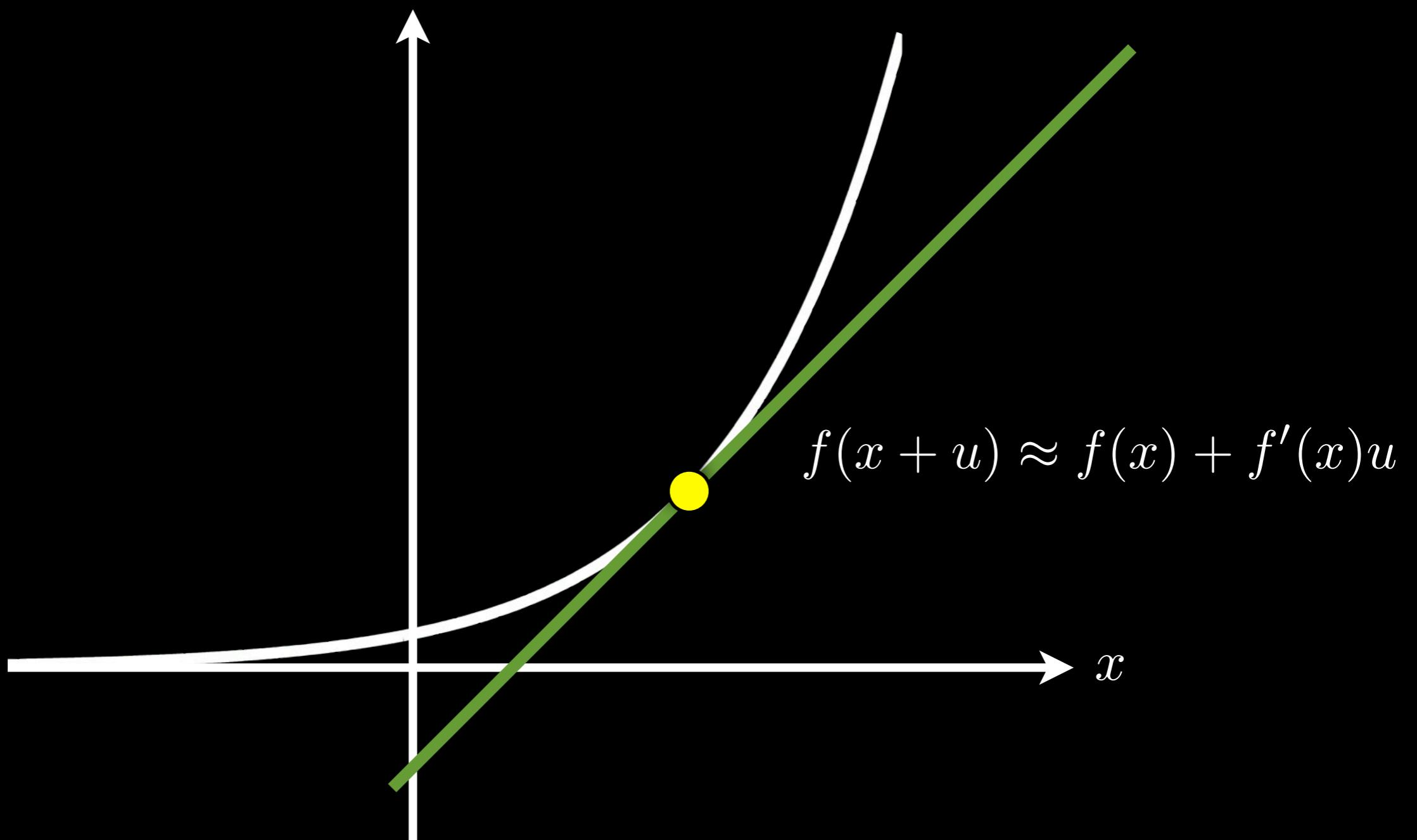
$$y = e^x$$



$$y = e^x$$



$$y = e^x$$



2D case

$$f(x+u, y+v) = f(x, y) + f_x(x, y)u + f_y(x, y)v$$

$$+ \frac{1}{2} [f_{xx}(x, y)u^2 + f_{xy}(x, y)uv + f_{yy}(x, y)v^2]$$

+ h.o.t.

2D case

$$f(x+u, y+v) = f(x, y) + f_x(x, y)u + f_y(x, y)v$$

$$\cancel{+ \frac{1}{2} [f_{xx}(x, y)u^2 + f_{xy}(x, y)uv + f_{yy}(x, y)v^2]}$$

~~+ h.o.t.~~

2D case

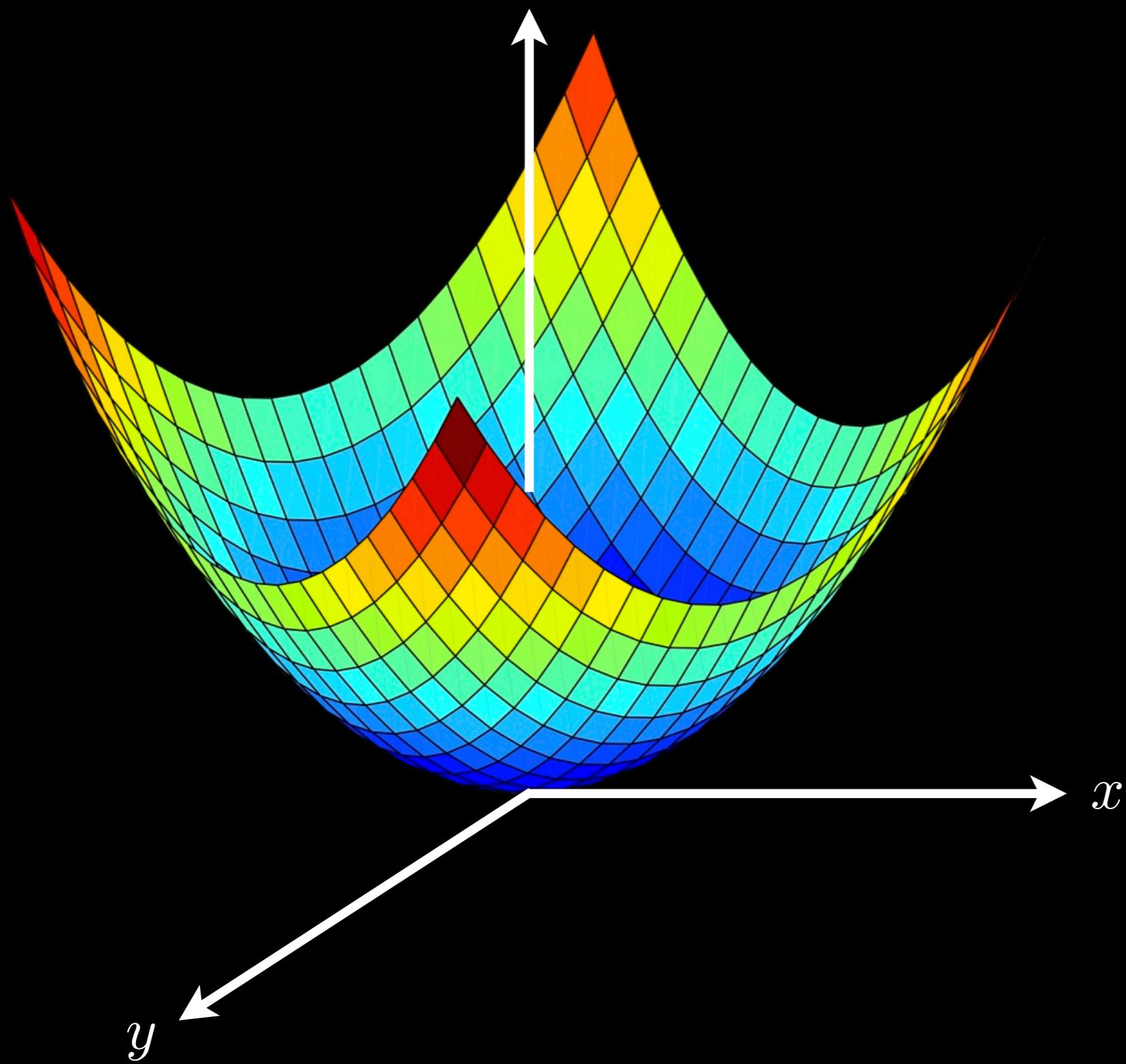
$$f(x + u, y + v) \approx f(x, y) + f_x(x, y)u + f_y(x, y)v$$

$$\cancel{+ \frac{1}{2} [f_{xx}(x, y)u^2 + f_{xy}(x, y)uv + f_{yy}(x, y)v^2]}$$

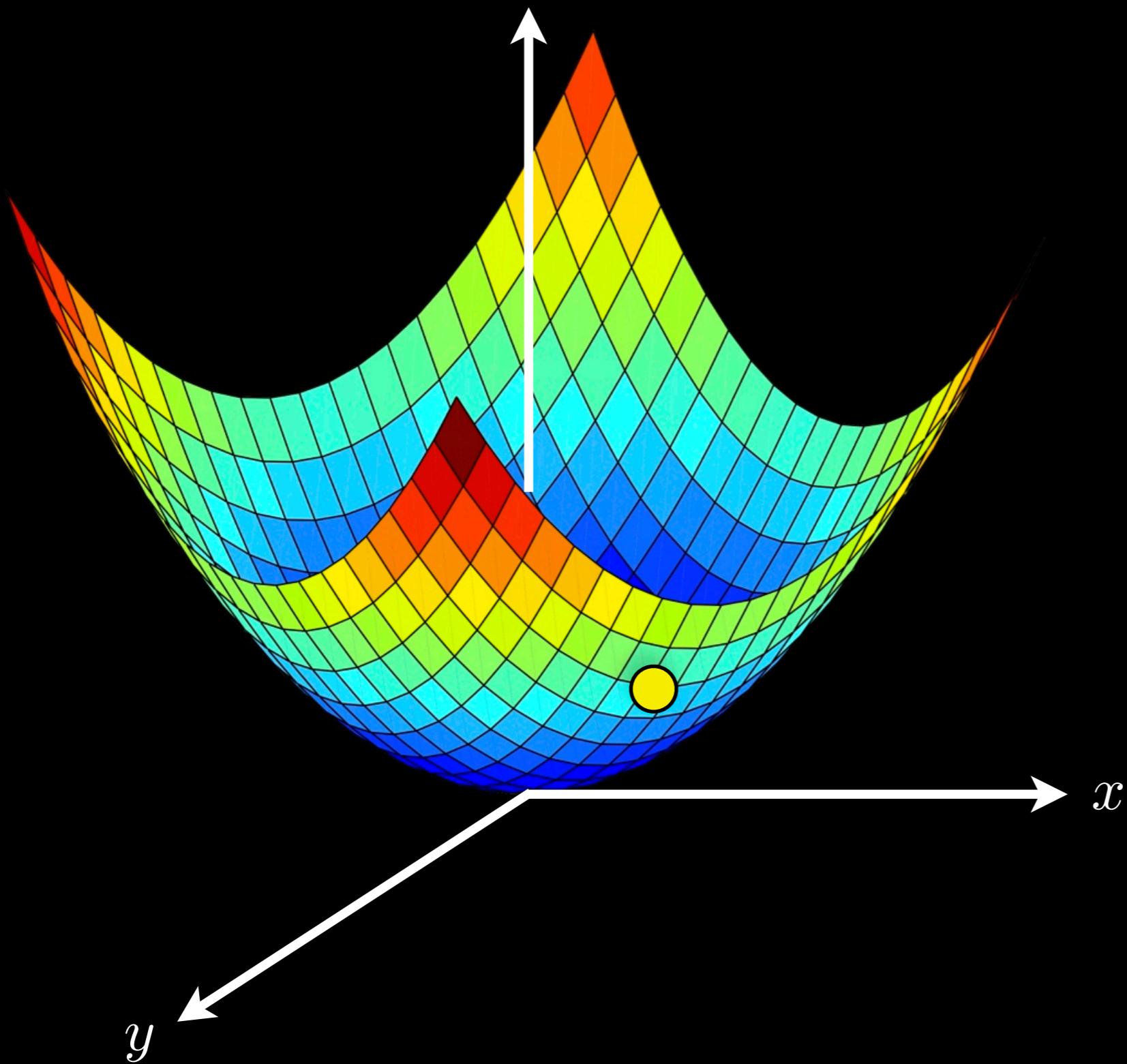
~~+ h.o.t.~~

first-order approximation

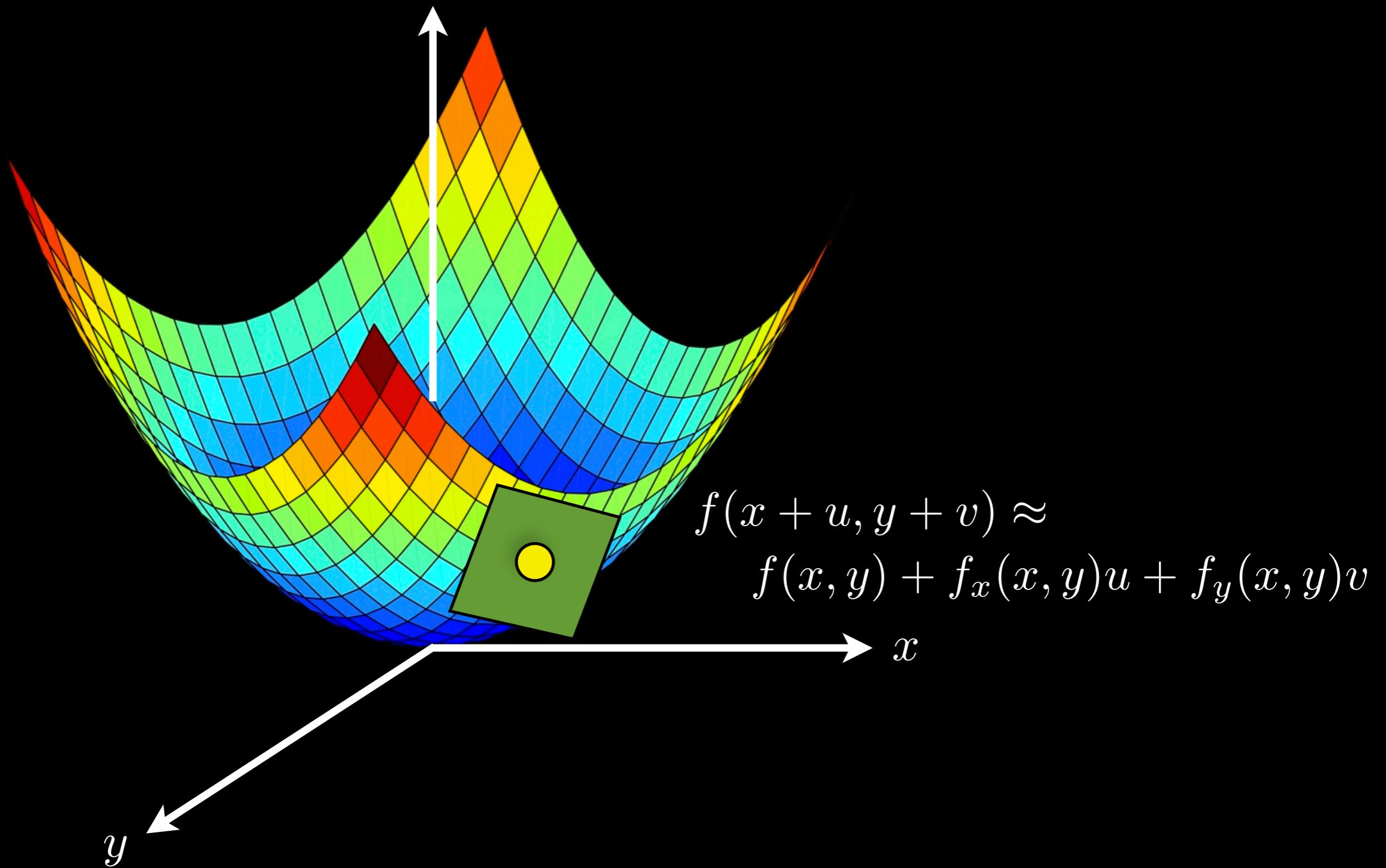
$$z = x^2 + y^2$$



$$z = x^2 + y^2$$



$$z = x^2 + y^2$$



# Review: Taylor series

over ✓

Derivation

## Variation of intensity for the shift $(\Delta x, \Delta y)$

$$E(\Delta x, \Delta y) = \sum_{x,y} w(x, y) [I(x, y) - I(x + \Delta x, y + \Delta y)]^2$$

Derivation

## Variation of intensity for the shift $(\Delta x, \Delta y)$

$$E(\Delta x, \Delta y) = \sum_{x,y} w(x, y) [I(x, y) - I(x + \Delta x, y + \Delta y)]^2$$

How can we expand this term?

Derivation

## Variation of intensity for the shift $(\Delta x, \Delta y)$

$$E(\Delta x, \Delta y) = \sum_{x,y} w(x, y) [I(x, y) - I(x + \Delta x, y + \Delta y)]^2$$

Taylor series expansion

Derivation

## Variation of intensity for the shift $(\Delta x, \Delta y)$

$$E(\Delta x, \Delta y) = \sum_{x,y} w(x, y) [I(x, y) - I(x + \Delta x, y + \Delta y)]^2$$

Taylor series expansion

$$\approx \sum_{x,y} [I(x, y) - I(x, y) - I_x(x, y)\Delta x - I_y(x, y)\Delta y]^2$$

Derivation

## Variation of intensity for the shift $(\Delta x, \Delta y)$

$$E(\Delta x, \Delta y) = \sum_{x,y} w(x, y) [I(x, y) - I(x + \Delta x, y + \Delta y)]^2$$

Taylor series expansion

$$\approx \sum_{x,y} [I(x, y) - I(x, y) - I_x(x, y)\Delta x - I_y(x, y)\Delta y]^2$$

# Derivation

## Variation of intensity for the shift $(\Delta x, \Delta y)$

$$E(\Delta x, \Delta y) = \sum_{x,y} w(x, y) [I(x, y) - I(x + \Delta x, y + \Delta y)]^2$$

Taylor series expansion

$$\approx \sum_{x,y} [I(x, y) - I(x, y) - I_x(x, y)\Delta x - I_y(x, y)\Delta y]^2$$

expand

Derivation

## Variation of intensity for the shift $(\Delta x, \Delta y)$

$$E(\Delta x, \Delta y) = \sum_{x,y} w(x, y) [I(x, y) - I(x + \Delta x, y + \Delta y)]^2$$

Taylor series expansion

$$\approx \sum_{x,y} [I(x, y) - I(x, y) - I_x(x, y)\Delta x - I_y(x, y)\Delta y]^2$$

expand

$$= \sum_{x,y} [I_x(x, y)^2 \Delta x^2 + 2I_x(x, y)I_y(x, y)\Delta x\Delta y + I_y(x, y)^2 \Delta y^2]$$

Derivation

## Variation of intensity for the shift $(\Delta x, \Delta y)$

$$E(\Delta x, \Delta y) = \sum_{x,y} w(x, y) [I(x, y) - I(x + \Delta x, y + \Delta y)]^2$$

Taylor series expansion

$$\approx \sum_{x,y} [I(x, y) - I(x, y) - I_x(x, y)\Delta x - I_y(x, y)\Delta y]^2$$

expand

$$= \sum_{x,y} [I_x(x, y)^2 \Delta x^2 + 2I_x(x, y)I_y(x, y)\Delta x\Delta y + I_y(x, y)^2 \Delta y^2]$$

rewrite as matrix

$$E(\Delta x, \Delta y) = \sum_{x,y} w(x, y) [I(x, y) - I(x + \Delta x, y + \Delta y)]^2$$

**Taylor series expansion**

$$\approx \sum_{x,y} [I(x, y) - I(x, y) - I_x(x, y)\Delta x - I_y(x, y)\Delta y]^2$$

**expand**

$$= \sum_{x,y} [I_x(x, y)^2 \Delta x^2 + 2I_x(x, y)I_y(x, y)\Delta x\Delta y + I_y(x, y)^2 \Delta y^2]$$

**rewrite as matrix**

$$E(\Delta x, \Delta y) = \sum_{x,y} w(x, y) [I(x, y) - I(x + \Delta x, y + \Delta y)]^2$$

**Taylor series expansion**

$$\approx \sum_{x,y} [I(x, y) - I(x, y) - I_x(x, y)\Delta x - I_y(x, y)\Delta y]^2$$

**expand**

$$= \sum_{x,y} [I_x(x, y)^2 \Delta x^2 + 2I_x(x, y)I_y(x, y)\Delta x\Delta y + I_y(x, y)^2 \Delta y^2]$$

**rewrite as matrix**

$$E(\Delta x, \Delta y) = (\Delta x \quad \Delta y) \mathbf{M} \begin{pmatrix} \Delta x \\ \Delta y \end{pmatrix}$$

where

$$\mathbf{M} = \sum_{x,y} w(x, y) \begin{pmatrix} I_x^2 & I_x I_y \\ I_x I_y & I_y^2 \end{pmatrix}$$

$$E(\Delta x, \Delta y) = (\Delta x \quad \Delta y) \mathbf{M} \begin{pmatrix} \Delta x \\ \Delta y \end{pmatrix}$$

where

$$\mathbf{M} = \sum_{x,y} w(x, y) \begin{pmatrix} I_x^2 & I_x I_y \\ I_x I_y & I_y^2 \end{pmatrix}$$

# Review: Linear Algebra

**Definition:** A  $d \times d$  matrix  $\mathbf{M}$  has *eigenvalue*  $\lambda$  if there is a  $d$ -dimensional vector  $\mathbf{u} \neq \mathbf{0}$  such that

**Definition:** A  $d \times d$  matrix  $\mathbf{M}$  has *eigenvalue*  $\lambda$  if there is a  $d$ -dimensional vector  $\mathbf{u} \neq \mathbf{0}$  such that

$$\mathbf{Mu} = \lambda \mathbf{u}$$

**Definition:** A  $d \times d$  matrix  $\mathbf{M}$  has *eigenvalue*  $\lambda$  if there is a  $d$ -dimensional vector  $\mathbf{u} \neq \mathbf{0}$  such that

$$\mathbf{M}\mathbf{u} = \lambda\mathbf{u}$$

This  $\mathbf{u}$  is the *eigenvector* corresponding to  $\lambda$ .

**Definition:** A matrix  $B$  is *symmetric* if  $B = B^\top$ .

**Definition:** A matrix  $B$  is *symmetric* if  $B = B^\top$ .

e.g.,

$$\begin{pmatrix} 1 & 7 & 3 \\ 7 & 4 & -5 \\ 3 & -5 & 6 \end{pmatrix}$$

# Spectral Decomposition

**Theorem:** Let  $\mathbf{M}$  be a *real symmetric*  $d \times d$  matrix with eigenvalues  $\lambda_1, \dots, \lambda_d$  and corresponding *orthonormal eigenvectors*

$\mathbf{u}_1, \dots, \mathbf{u}_d$ . Then:

# Spectral Decomposition

**Theorem:** Let  $\mathbf{M}$  be a *real symmetric*  $d \times d$  matrix with eigenvalues  $\lambda_1, \dots, \lambda_d$  and corresponding *orthonormal eigenvectors*

$\mathbf{u}_1, \dots, \mathbf{u}_d$ . Then:

$$\mathbf{M} = (\mathbf{u}_1 \quad \mathbf{u}_2 \quad \cdots \quad \mathbf{u}_d) \begin{pmatrix} \lambda_1 & & & \\ & \lambda_2 & & \\ & & \ddots & \\ & & & \lambda_d \end{pmatrix} \begin{pmatrix} \mathbf{u}_1^\top \\ \mathbf{u}_2^\top \\ \vdots \\ \mathbf{u}_d^\top \end{pmatrix}$$

**Theorem:** Let  $\mathbf{M}$  be a *real symmetric*  $d \times d$  matrix with eigenvalues  $\lambda_1, \dots, \lambda_d$  and corresponding *orthonormal eigenvectors*  $\mathbf{u}_1, \dots, \mathbf{u}_d$ . Then:

$$\mathbf{M} = (\mathbf{u}_1 \quad \mathbf{u}_2 \quad \cdots \quad \mathbf{u}_d) \begin{pmatrix} \lambda_1 & & & \\ & \lambda_2 & & \\ & & \ddots & \\ & & & \lambda_d \end{pmatrix} \begin{pmatrix} \mathbf{u}_1^\top \\ \mathbf{u}_2^\top \\ \vdots \\ \mathbf{u}_d^\top \end{pmatrix}$$

**Theorem:** Let  $\mathbf{M}$  be a *real symmetric*  $d \times d$  matrix with eigenvalues  $\lambda_1, \dots, \lambda_d$  and corresponding *orthonormal eigenvectors*  $\mathbf{u}_1, \dots, \mathbf{u}_d$ . Then:

$$\mathbf{M} = (\mathbf{u}_1 \quad \mathbf{u}_2 \quad \cdots \quad \mathbf{u}_d) \begin{pmatrix} \lambda_1 & & & \\ & \lambda_2 & & \\ & & \ddots & \\ & & & \lambda_d \end{pmatrix} \begin{pmatrix} \mathbf{u}_1^\top \\ \mathbf{u}_2^\top \\ \vdots \\ \mathbf{u}_d^\top \end{pmatrix}$$

$\mathbf{R}$

**Theorem:** Let  $\mathbf{M}$  be a *real symmetric*  $d \times d$  matrix with eigenvalues  $\lambda_1, \dots, \lambda_d$  and corresponding *orthonormal eigenvectors*  $\mathbf{u}_1, \dots, \mathbf{u}_d$ . Then:

$$\mathbf{M} = (\mathbf{u}_1 \quad \mathbf{u}_2 \quad \cdots \quad \mathbf{u}_d) \begin{pmatrix} \lambda_1 & & & \\ & \lambda_2 & & \\ & & \ddots & \\ & & & \lambda_d \end{pmatrix} \begin{pmatrix} \mathbf{u}_1^\top \\ \mathbf{u}_2^\top \\ \vdots \\ \mathbf{u}_d^\top \end{pmatrix}$$

$\mathbf{R}$

$\mathbf{R}^\top$

**Definition:** A real symmetric  $d \times d$  matrix  $\mathbf{M}$  is *positive semidefinite* if

**Definition:** A real symmetric  $d \times d$  matrix  $\mathbf{M}$  is *positive semidefinite* if

$$\mathbf{z}^\top \mathbf{M} \mathbf{z} \geq 0$$

for all  $\mathbf{z} \in \mathbb{R}^d$ .

**Definition:** A real symmetric  $d \times d$  matrix  $\mathbf{M}$  is *positive semidefinite* if

$$\mathbf{z}^\top \mathbf{M} \mathbf{z} \geq 0$$

for all  $\mathbf{z} \in \mathbb{R}^d$ .

All eigenvalues of  $\mathbf{M}$  are greater or equal to zero

# Review: Linear Algebra

over ✓

$$E(\Delta x, \Delta y) = (\Delta x \quad \Delta y) \mathbf{M} \begin{pmatrix} \Delta x \\ \Delta y \end{pmatrix}$$

where

$$\mathbf{M} = \sum_{x,y} w(x, y) \begin{pmatrix} I_x^2 & I_x I_y \\ I_x I_y & I_y^2 \end{pmatrix}$$

$$E(\Delta x, \Delta y) = (\Delta x \quad \Delta y) \mathbf{M} \begin{pmatrix} \Delta x \\ \Delta y \end{pmatrix}$$

where

$$\mathbf{M} = \sum_{x,y} w(x, y) \begin{pmatrix} I_x^2 & I_x I_y \\ I_x I_y & I_y^2 \end{pmatrix}$$

**M is a symmetric matrix**

$$E(\Delta x, \Delta y) = (\Delta x \quad \Delta y) \mathbf{M} \begin{pmatrix} \Delta x \\ \Delta y \end{pmatrix}$$

where

$$\mathbf{M} = \sum_{x,y} w(x, y) \begin{pmatrix} I_x^2 & I_x I_y \\ I_x I_y & I_y^2 \end{pmatrix}$$

**M is a symmetric matrix**

$$\mathbf{M} = \mathbf{R} \begin{pmatrix} \lambda_1 & 0 \\ 0 & \lambda_2 \end{pmatrix} \mathbf{R}^\top$$

$$E(\Delta x, \Delta y) = (\Delta x \quad \Delta y) \mathbf{M} \begin{pmatrix} \Delta x \\ \Delta y \end{pmatrix}$$

where

$$\mathbf{M} = \sum_{x,y} w(x, y) \begin{pmatrix} I_x^2 & I_x I_y \\ I_x I_y & I_y^2 \end{pmatrix}$$

**M is a symmetric matrix**

$$\mathbf{M} = \mathbf{R} \begin{pmatrix} \lambda_1 & 0 \\ 0 & \lambda_2 \end{pmatrix} \mathbf{R}^\top$$

$$E(\Delta x, \Delta y) = (\Delta x \quad \Delta y) \mathbf{M} \begin{pmatrix} \Delta x \\ \Delta y \end{pmatrix}$$

where

$$\mathbf{M} = \sum_{x,y} w(x, y) \begin{pmatrix} I_x^2 & I_x I_y \\ I_x I_y & I_y^2 \end{pmatrix}$$

**M is a symmetric matrix**

$$\mathbf{M} = \mathbf{R} \begin{pmatrix} \lambda_1 & 0 \\ 0 & \lambda_2 \end{pmatrix} \mathbf{R}^\top$$

**M is positive semidefinite**

$$E(\Delta x, \Delta y) = (\Delta x \quad \Delta y) \mathbf{M} \begin{pmatrix} \Delta x \\ \Delta y \end{pmatrix}$$

where

$$\mathbf{M} = \sum_{x,y} w(x, y) \begin{pmatrix} I_x^2 & I_x I_y \\ I_x I_y & I_y^2 \end{pmatrix}$$

**M is a symmetric matrix**

$$\mathbf{M} = \mathbf{R} \begin{pmatrix} \lambda_1 & 0 \\ 0 & \lambda_2 \end{pmatrix} \mathbf{R}^\top$$

**M is positive semidefinite**

$$E(\Delta x, \Delta y) = (\Delta x \quad \Delta y) \mathbf{M} \begin{pmatrix} \Delta x \\ \Delta y \end{pmatrix}$$

where

$$\mathbf{M} = \sum_{x,y} w(x, y) \begin{pmatrix} I_x^2 & I_x I_y \\ I_x I_y & I_y^2 \end{pmatrix}$$

**M is a symmetric matrix**

$$\mathbf{M} = \mathbf{R} \begin{pmatrix} \lambda_1 & 0 \\ 0 & \lambda_2 \end{pmatrix} \mathbf{R}^\top$$

**M is positive semidefinite**

**eigenvalues non-negative**

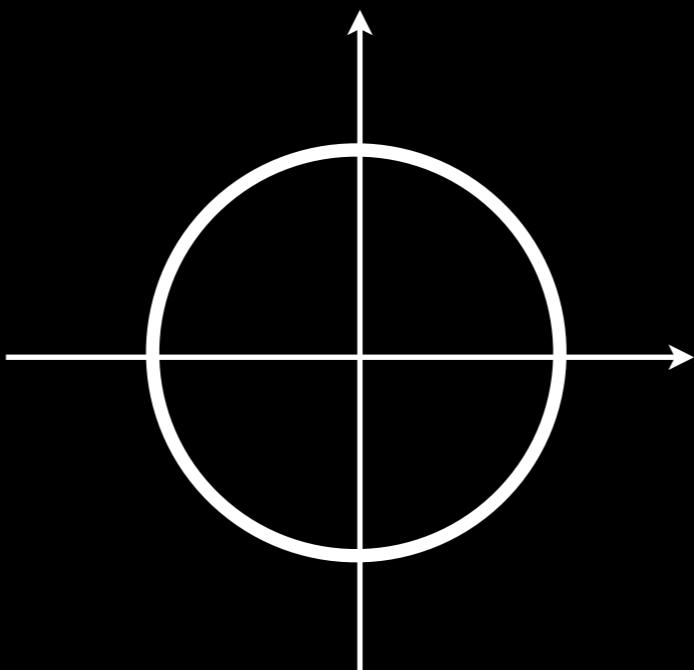
$$\mathbf{R} \begin{pmatrix} \lambda_1 & 0 \\ 0 & \lambda_2 \end{pmatrix} \mathbf{R}^\top$$

$$\mathbf{R} \quad \begin{pmatrix} \lambda_1 & 0 \\ 0 & \lambda_2 \end{pmatrix} \quad \mathbf{R}^\top$$

$$\mathbf{R} \begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \mathbf{R}^\top$$

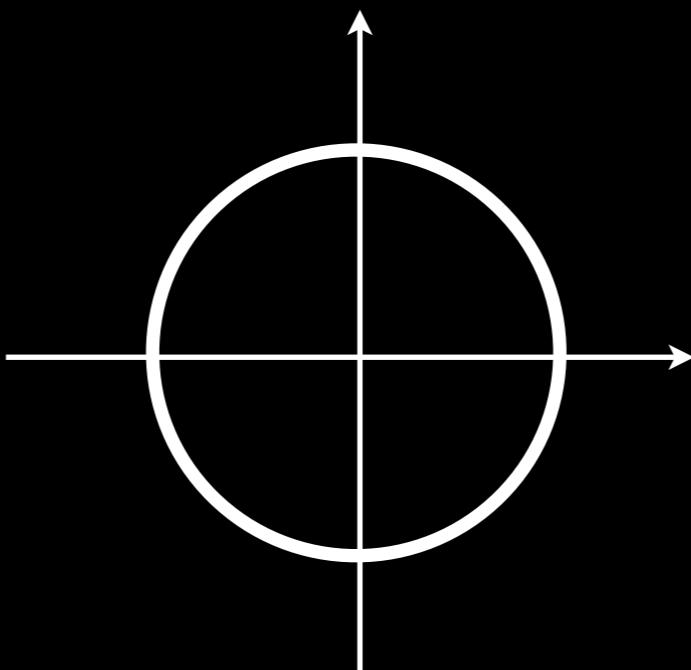
$$\mathbf{x}^\top \mathbf{R} \begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \mathbf{R}^\top \mathbf{x}$$

$$\mathbf{x}^\top \mathbf{R} \begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \mathbf{R}^\top \mathbf{x}$$



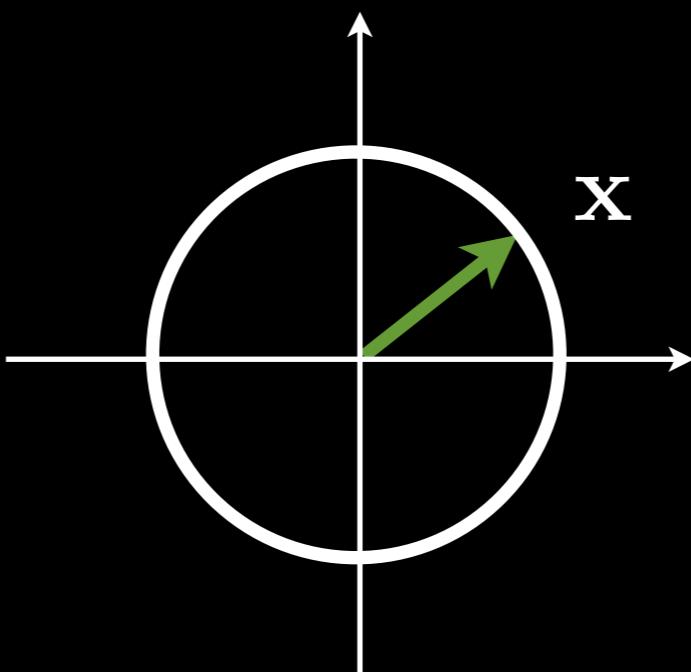
**unit circle**

$$\mathbf{x}^\top \mathbf{R} \begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \mathbf{R}^\top \mathbf{x}$$



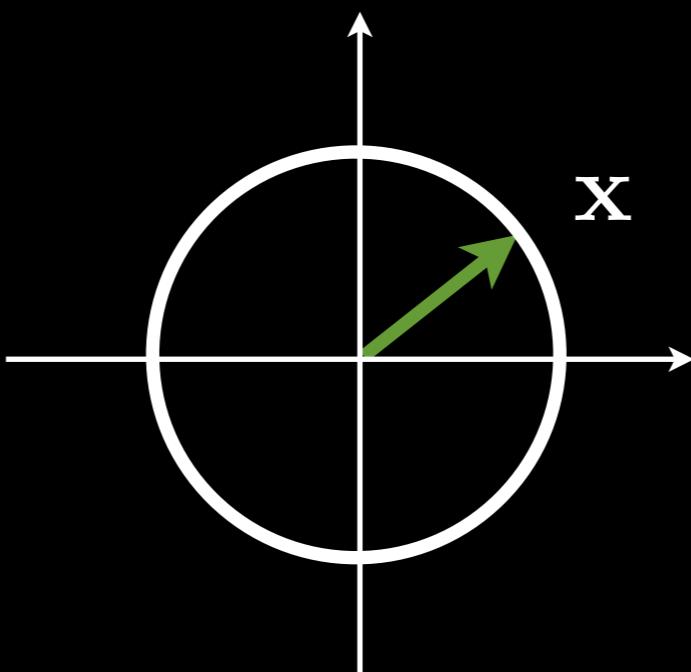
**unit circle**

$$\mathbf{x}^\top \mathbf{R} \begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \mathbf{R}^\top \mathbf{x}$$



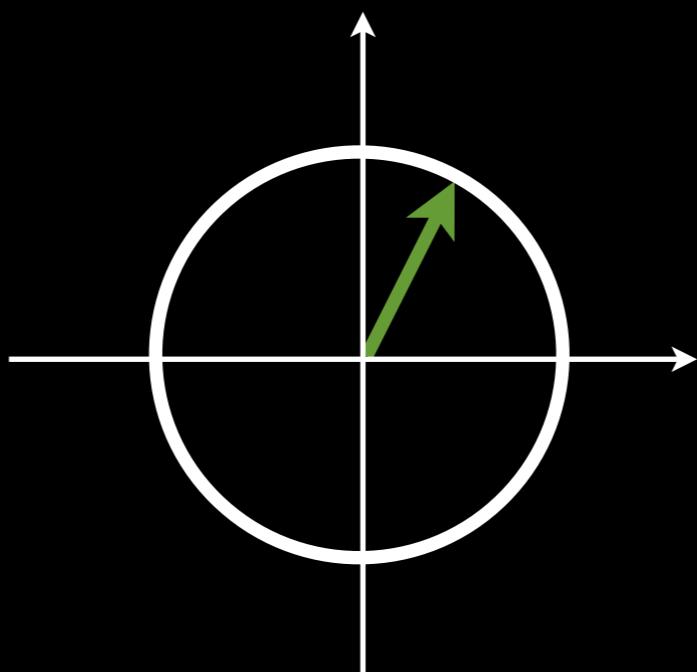
unit circle

$$\mathbf{x}^\top \mathbf{R} \begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \mathbf{R}^\top \mathbf{x}$$



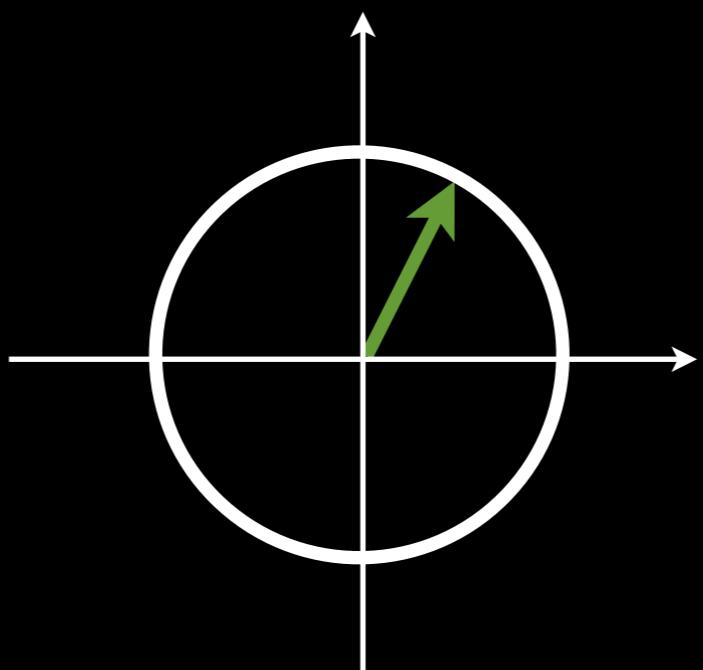
$$\mathbf{R}^\top \mathbf{x}$$

$$\mathbf{x}^\top \mathbf{R} \begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \mathbf{R}^\top \mathbf{x}$$

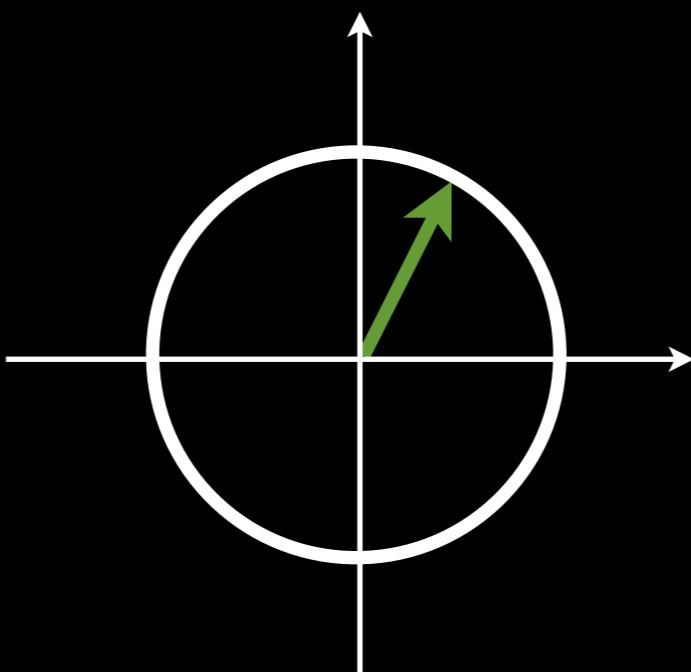


$$\mathbf{R}^\top \mathbf{x}$$

$$\mathbf{x}^\top \mathbf{R} \begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \mathbf{R}^\top \mathbf{x}$$

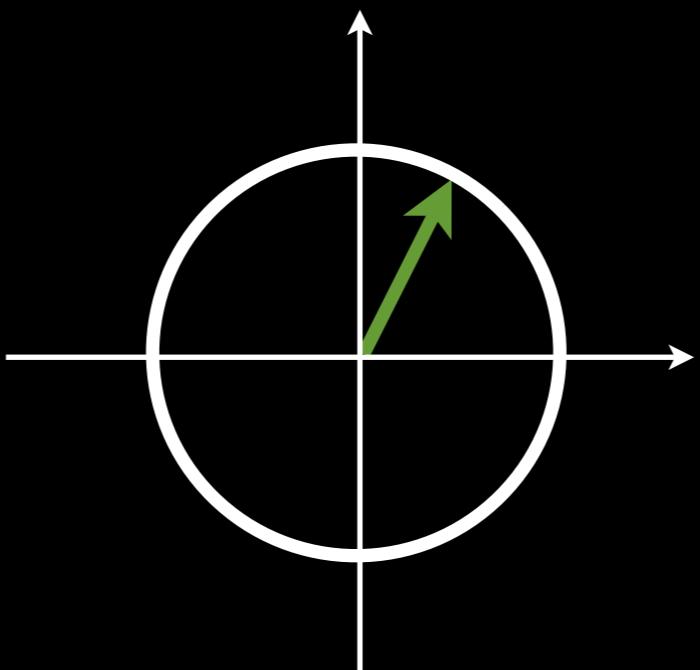


$$\mathbf{x}^\top \mathbf{R} \begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \mathbf{R}^\top \mathbf{x}$$



$$\begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \mathbf{R}^\top \mathbf{x}$$

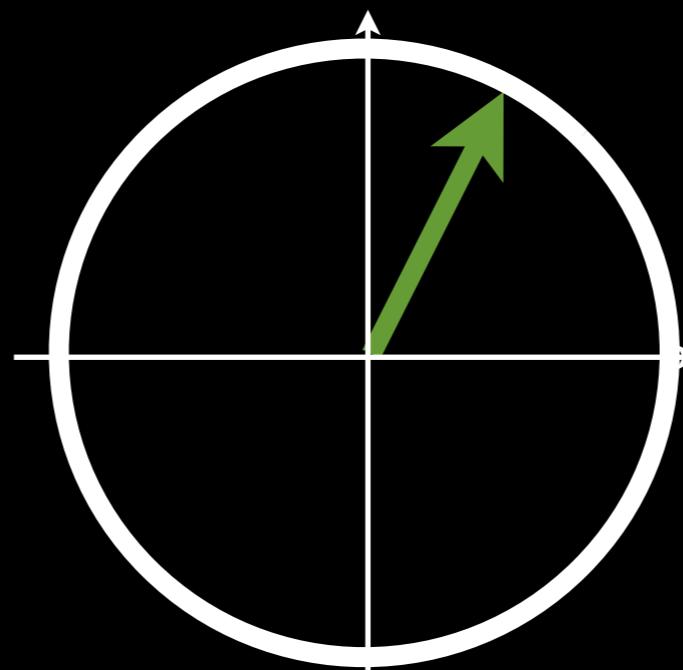
$$\mathbf{x}^\top \mathbf{R} \begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \mathbf{R}^\top \mathbf{x}$$



$$\begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \mathbf{R}^\top \mathbf{x}$$

if  $\lambda_1 = \lambda_2$  and large

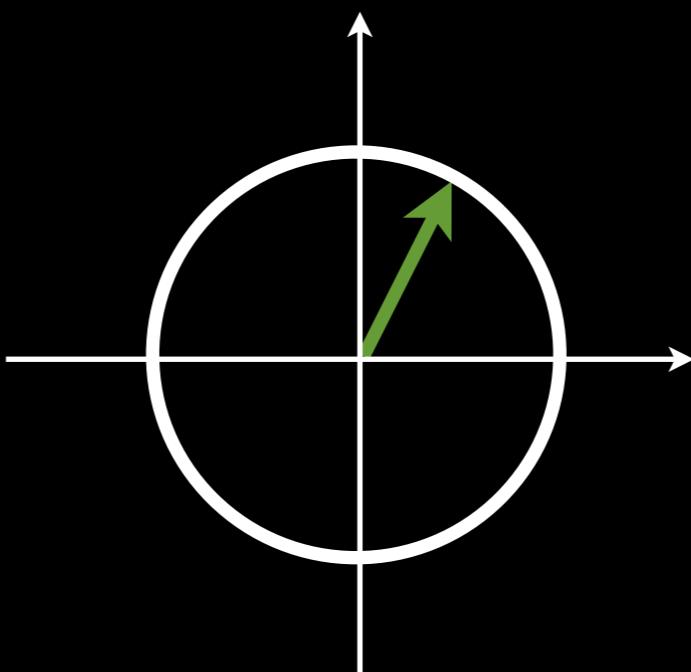
$$\mathbf{x}^\top \mathbf{R} \begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \mathbf{R}^\top \mathbf{x}$$



$$\begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \mathbf{R}^\top \mathbf{x}$$

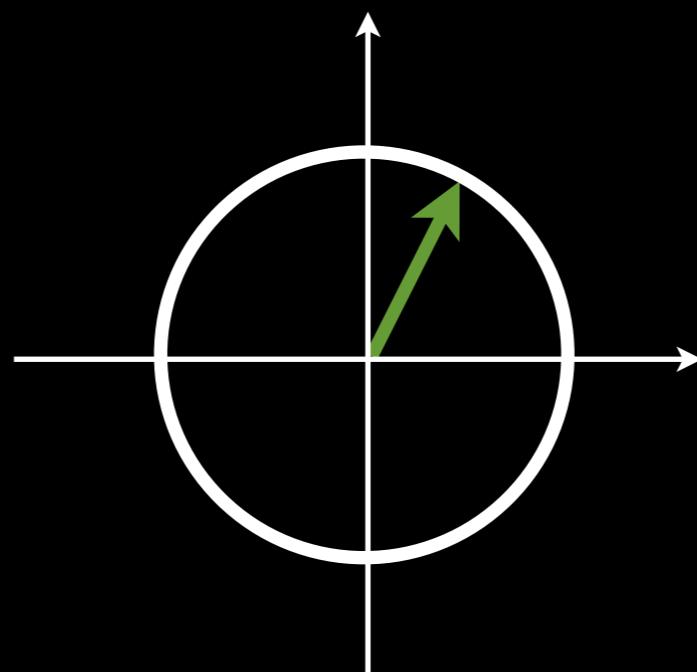
if  $\lambda_1 = \lambda_2$  and large

$$\mathbf{x}^\top \mathbf{R} \begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \mathbf{R}^\top \mathbf{x}$$



$$\begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \mathbf{R}^\top \mathbf{x}$$

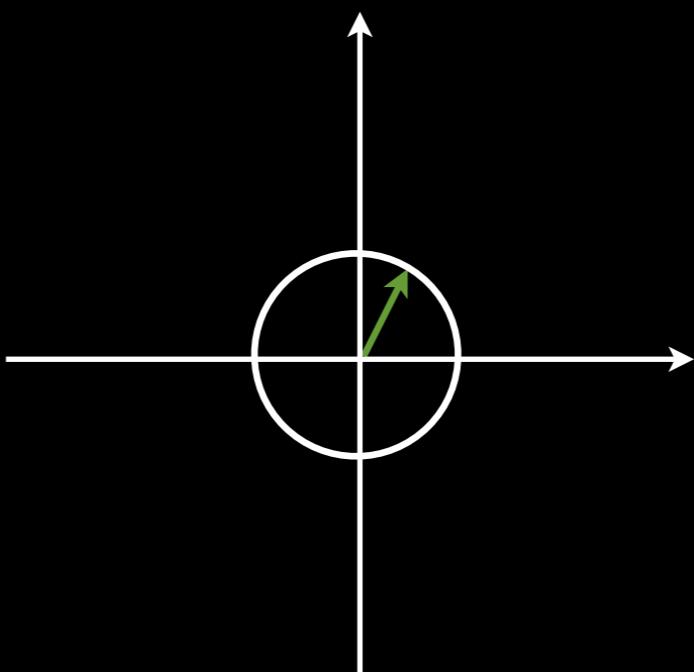
$$\mathbf{x}^\top \mathbf{R} \begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \mathbf{R}^\top \mathbf{x}$$



$$\begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \mathbf{R}^\top \mathbf{x}$$

**if  $\lambda_1 = \lambda_2$  and small**

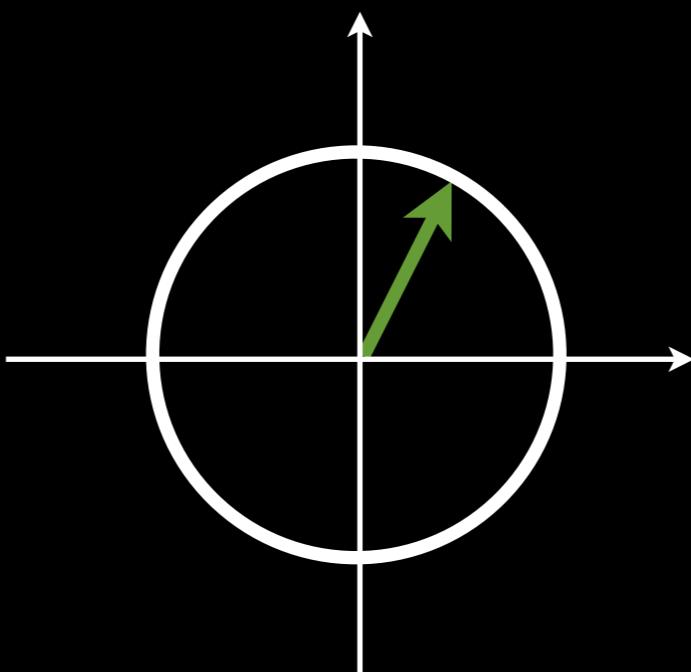
$$\mathbf{x}^\top \mathbf{R} \begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \mathbf{R}^\top \mathbf{x}$$



$$\begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \mathbf{R}^\top \mathbf{x}$$

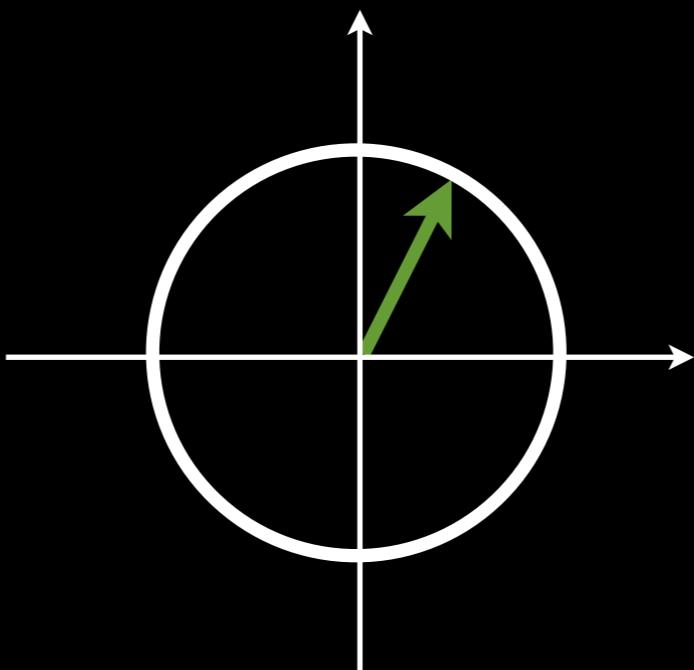
**if  $\lambda_1 = \lambda_2$  and small**

$$\mathbf{x}^\top \mathbf{R} \begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \mathbf{R}^\top \mathbf{x}$$



$$\begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \mathbf{R}^\top \mathbf{x}$$

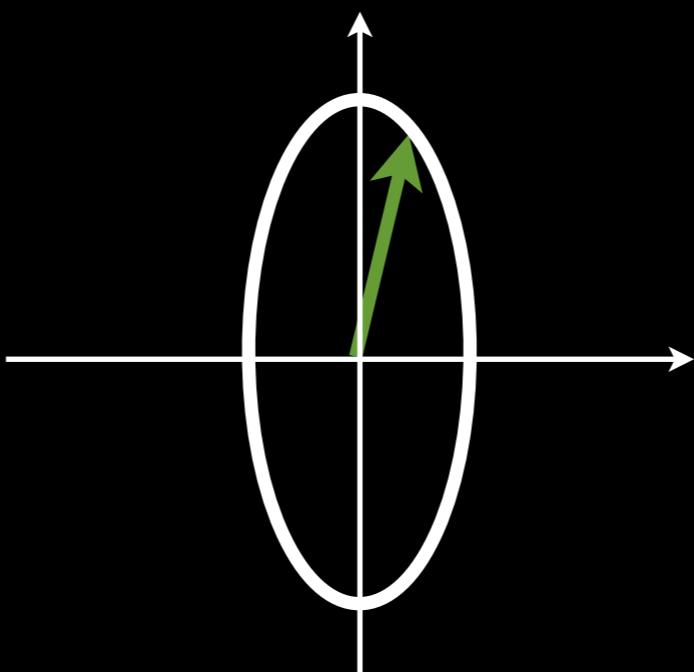
$$\mathbf{x}^\top \mathbf{R} \begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \mathbf{R}^\top \mathbf{x}$$



$$\begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \mathbf{R}^\top \mathbf{x}$$

if  $\lambda_2 \gg \lambda_1$  and large

$$\mathbf{x}^\top \mathbf{R} \begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \mathbf{R}^\top \mathbf{x}$$



$$\begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \mathbf{R}^\top \mathbf{x}$$

if  $\lambda_2 \gg \lambda_1$  and large

$$\mathbf{x}^\top \mathbf{R} \begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \mathbf{R}^\top \mathbf{x}$$

$$\mathbf{x}^\top \mathbf{R} \begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \mathbf{R}^\top \mathbf{x}$$

Have we seen this before?

$$\mathbf{x}^\top \mathbf{R} \begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \mathbf{R}^\top \mathbf{x}$$

Have we seen this before?

Transpose of right side

$$\mathbf{x}^\top \mathbf{R} \begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \mathbf{R}^\top \mathbf{x}$$

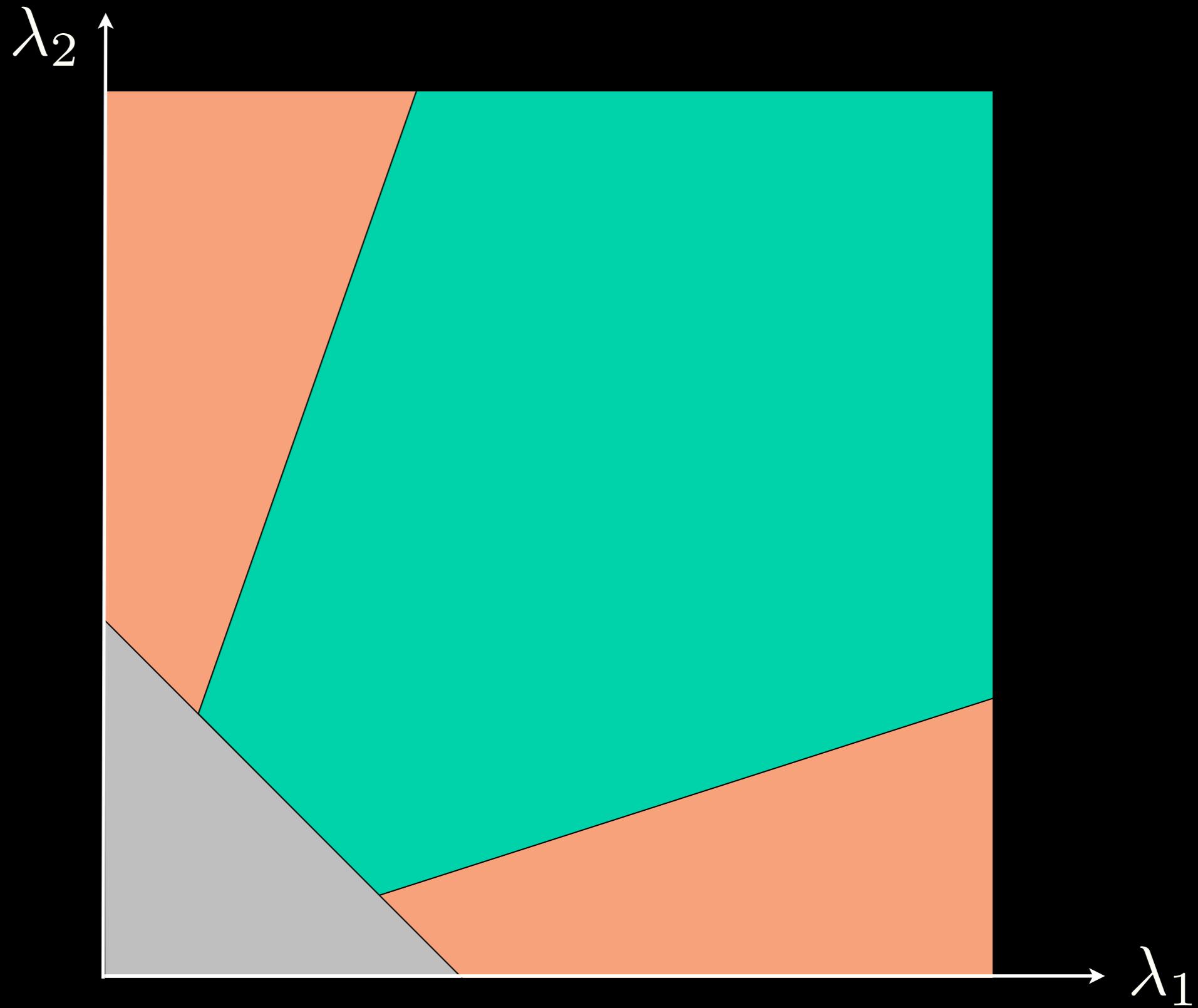
Inner product (distance squared)

$$\mathbf{x}^\top \mathbf{R} \begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \begin{pmatrix} \sqrt{\lambda_1} & 0 \\ 0 & \sqrt{\lambda_2} \end{pmatrix} \mathbf{R}^\top \mathbf{x}$$

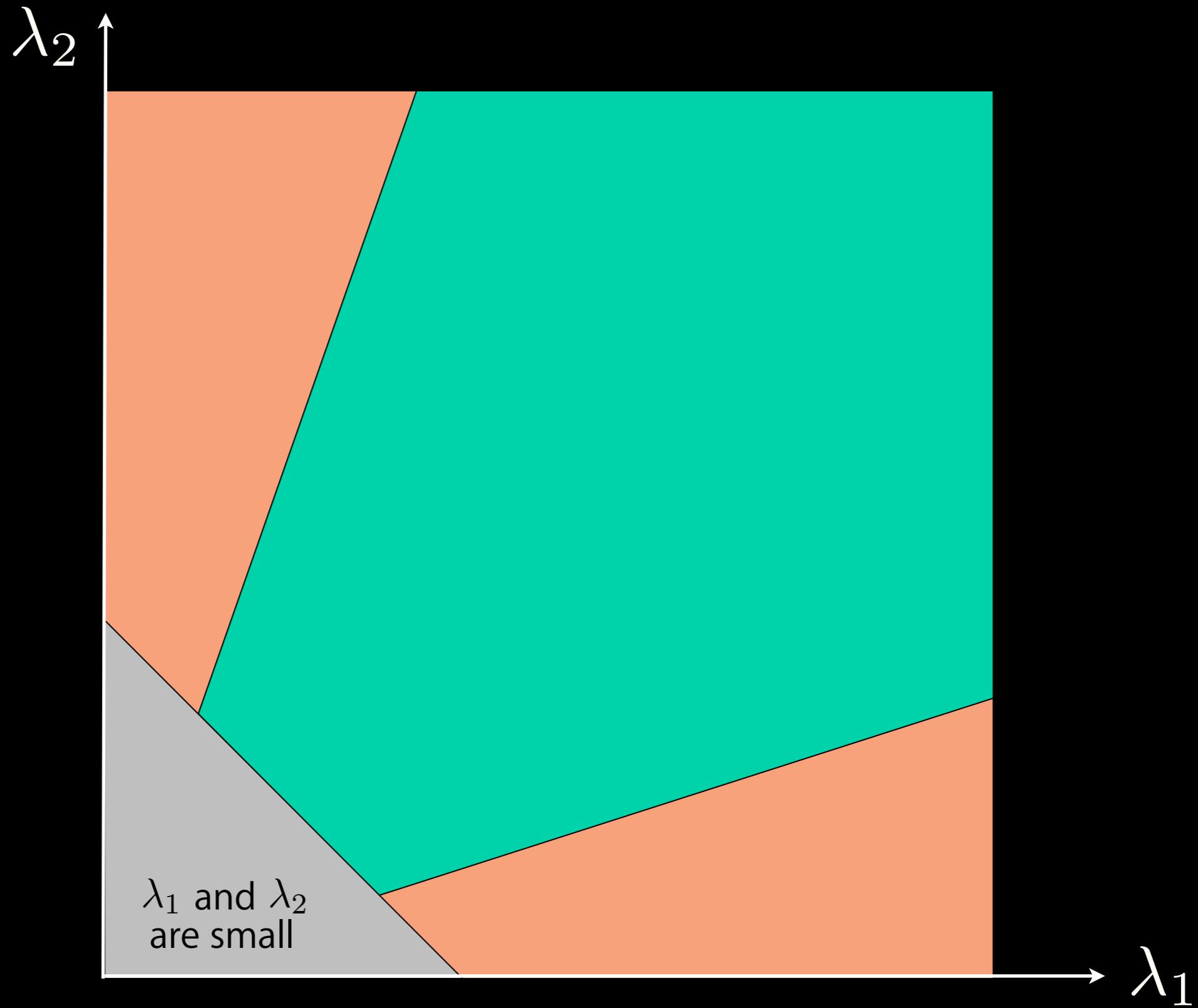
Inner product (distance squared)

Eigenvalues indicate whether a patch is a corner

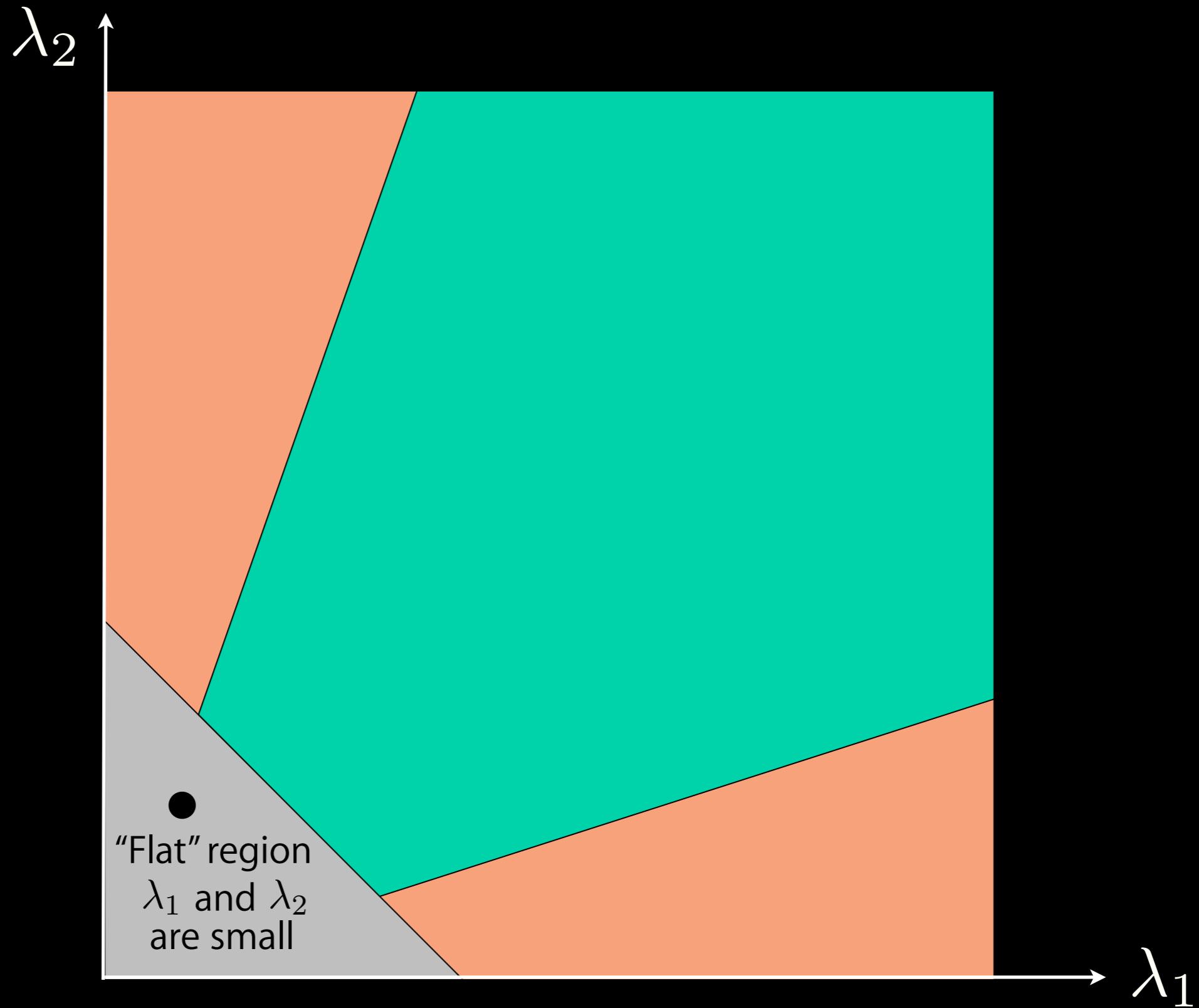
# Image point classification using eigenvalues of $M$



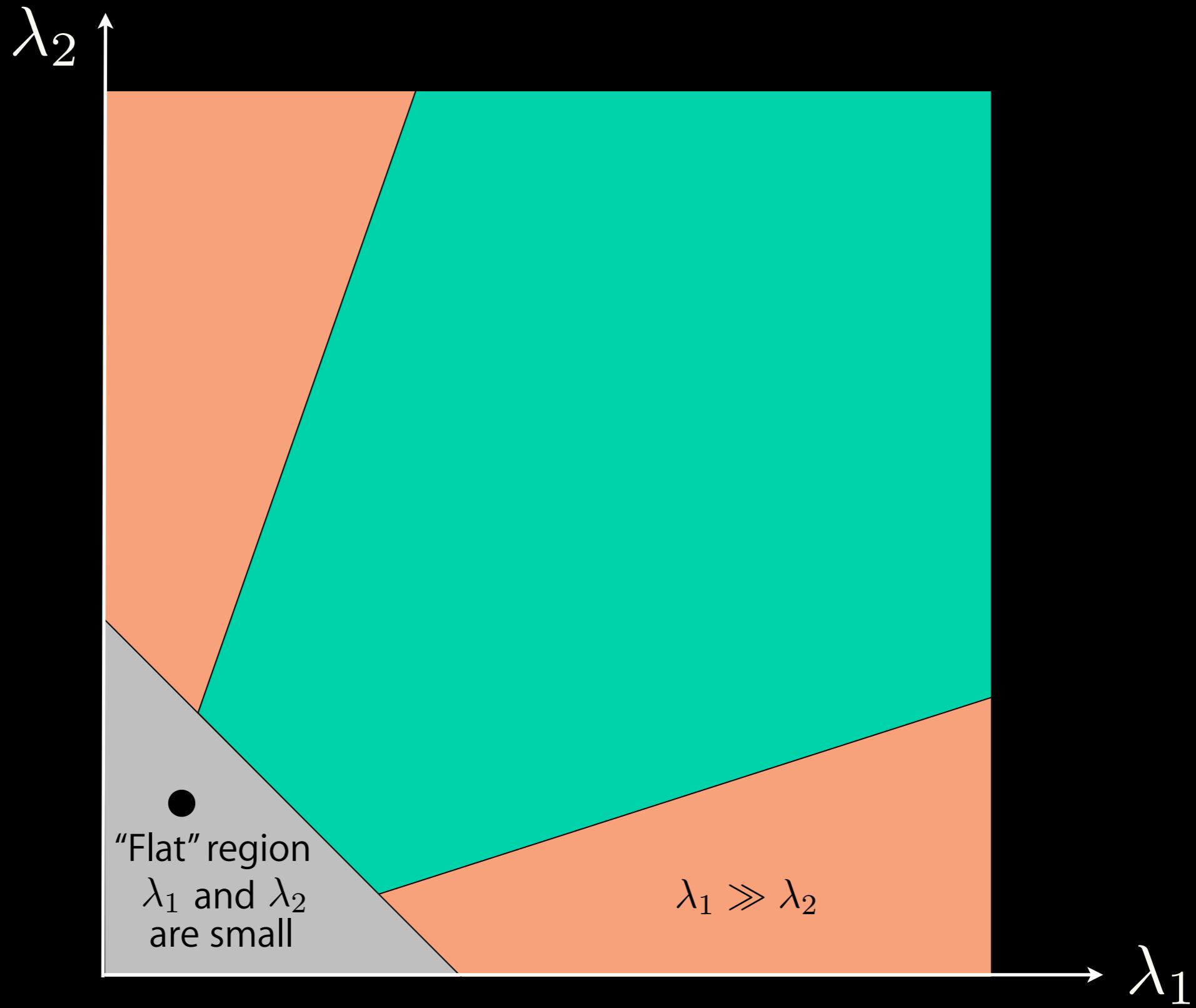
# Image point classification using eigenvalues of $M$



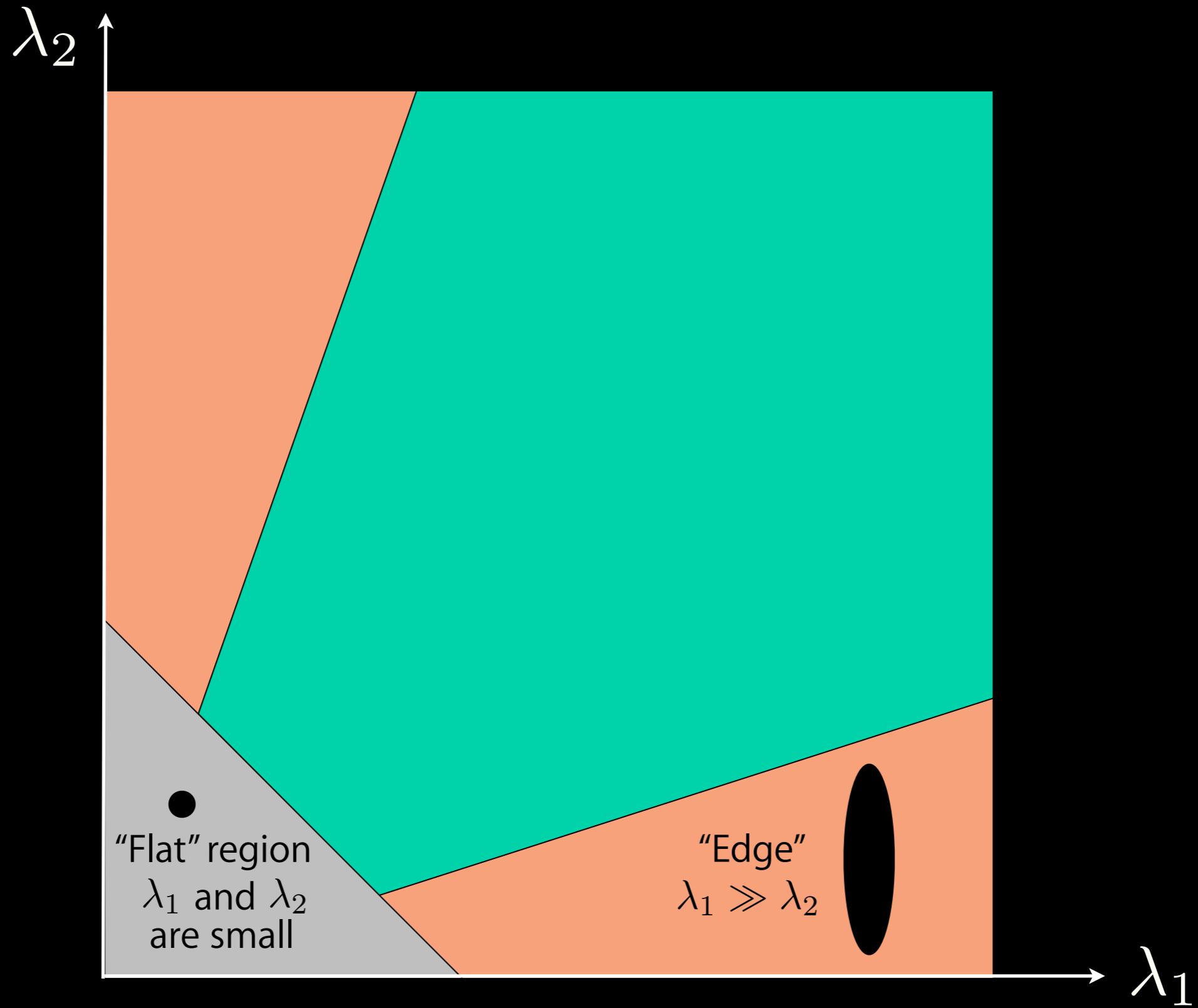
# Image point classification using eigenvalues of $M$



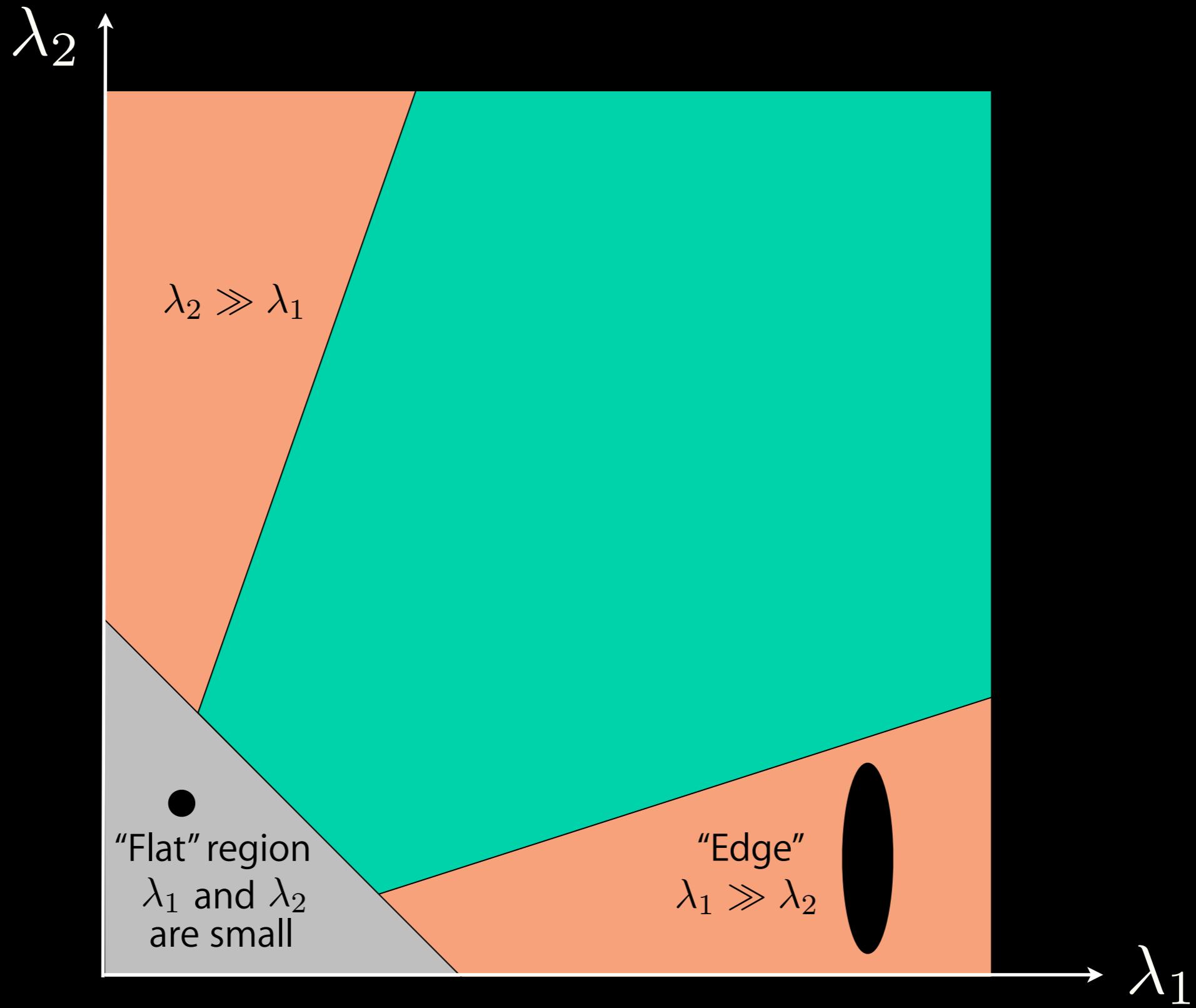
# Image point classification using eigenvalues of M



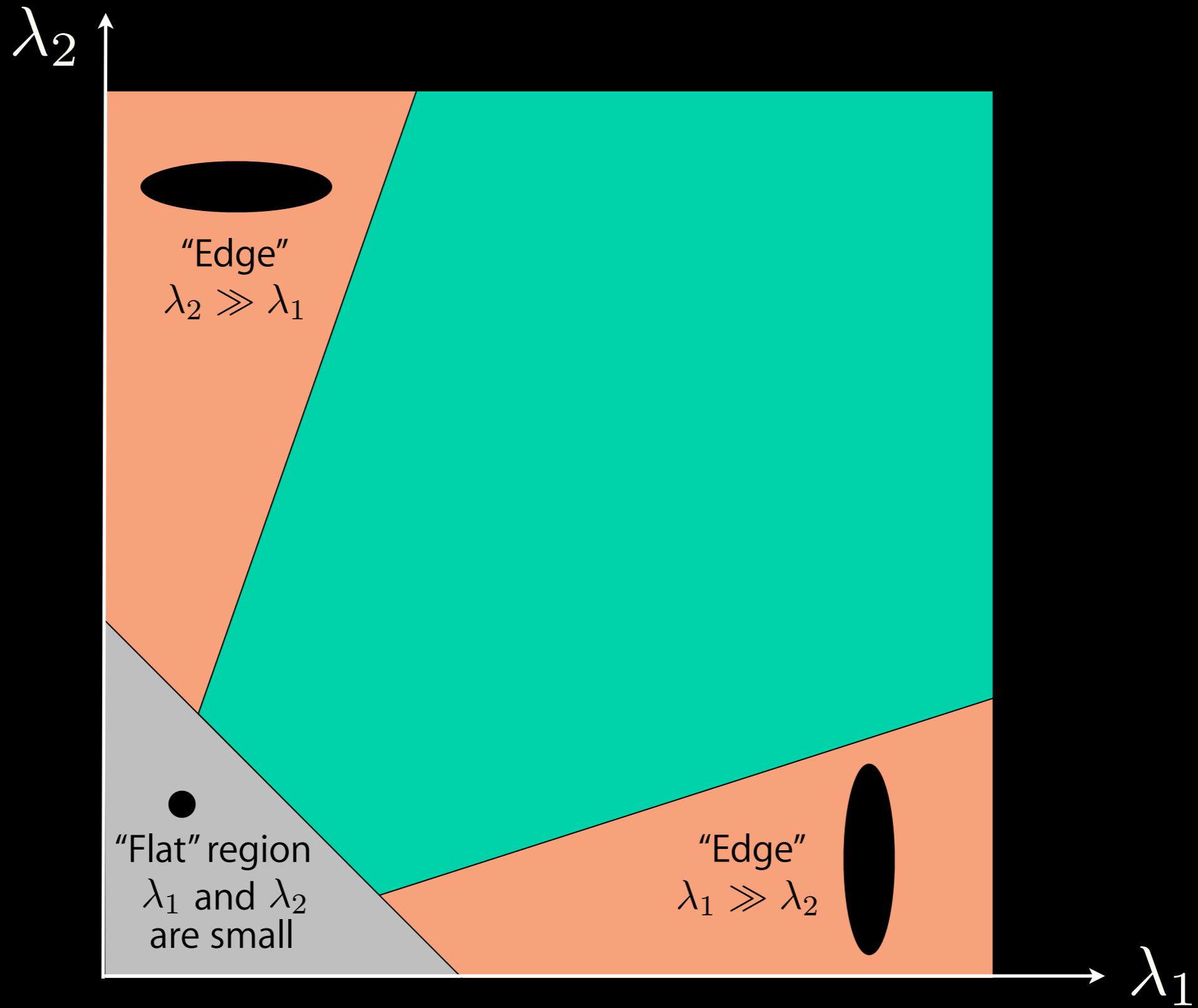
# Image point classification using eigenvalues of M



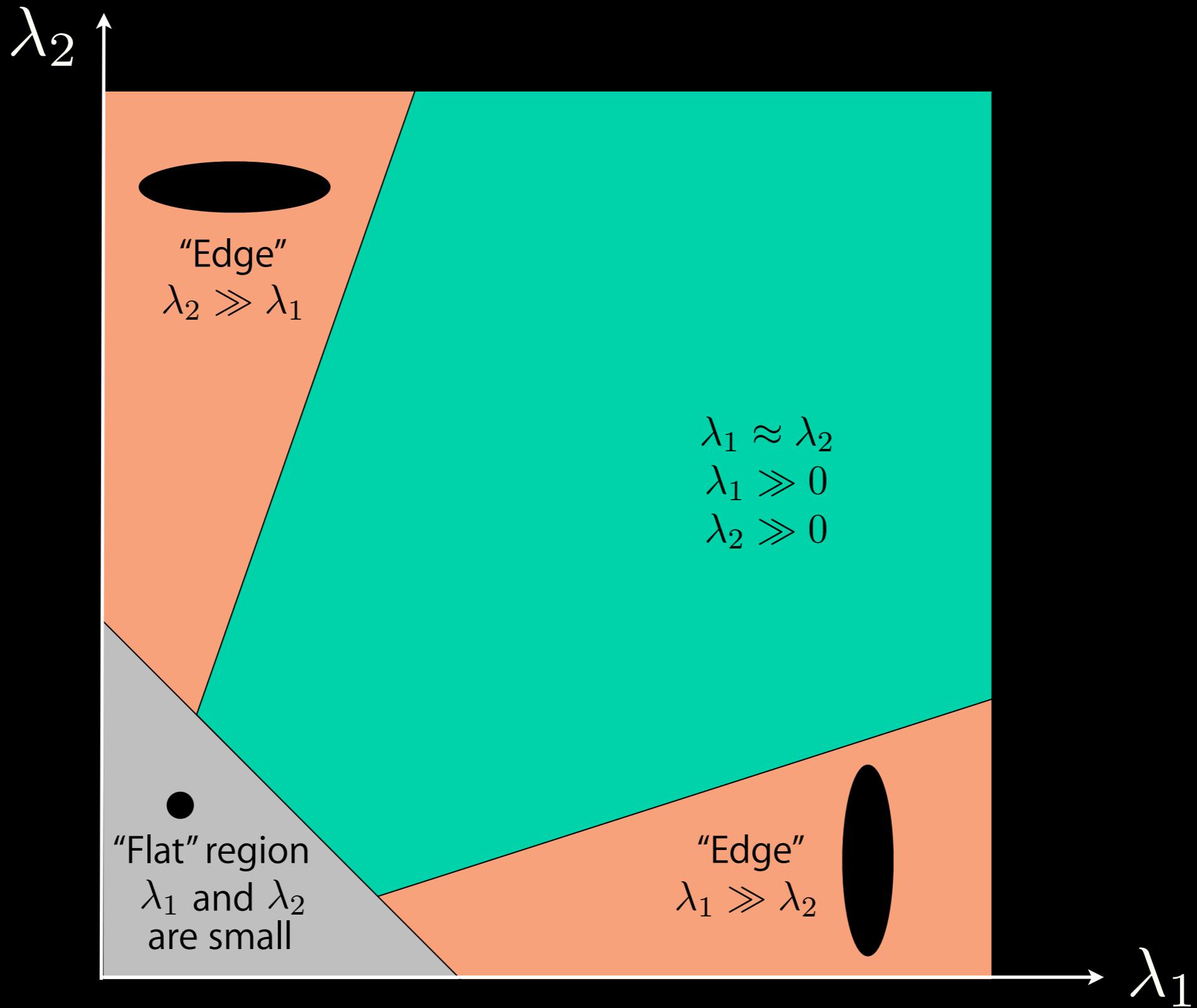
# Image point classification using eigenvalues of M



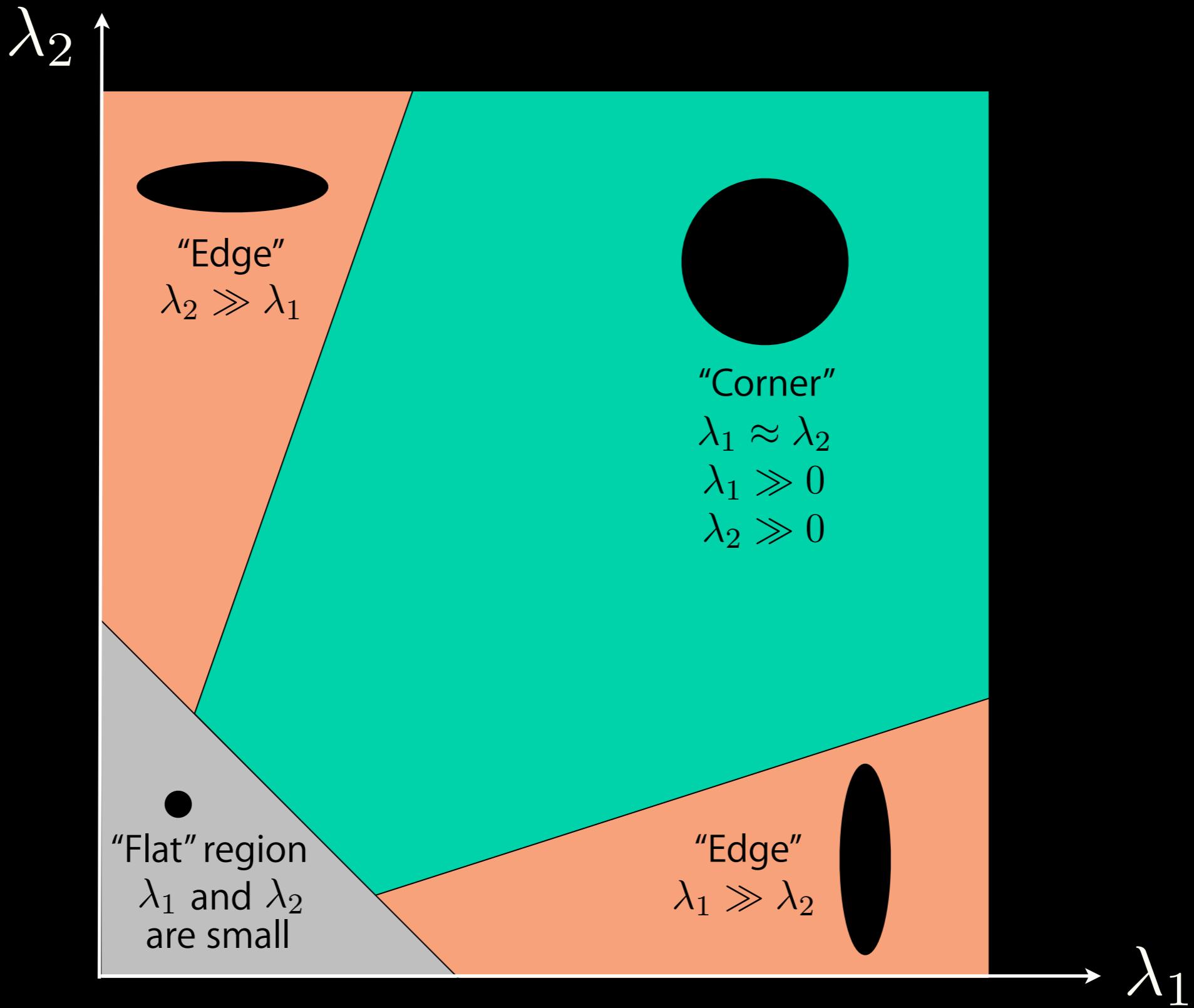
# Image point classification using eigenvalues of M



# Image point classification using eigenvalues of M



# Image point classification using eigenvalues of M



Computing the eigenvalues for each image point is **computationally expensive**

## Harris Corner Response Function

$$r = \det \mathbf{M} - k(\text{trace } \mathbf{M})^2$$

$k$  is empirically set constant: 0.04 - 0.06

## Harris Corner Response Function

$$r = \det \mathbf{M} - k(\text{trace } \mathbf{M})^2$$

$k$  is empirically set constant: 0.04 - 0.06

implicit way of using eigenvalues

## Harris Corner Response Function

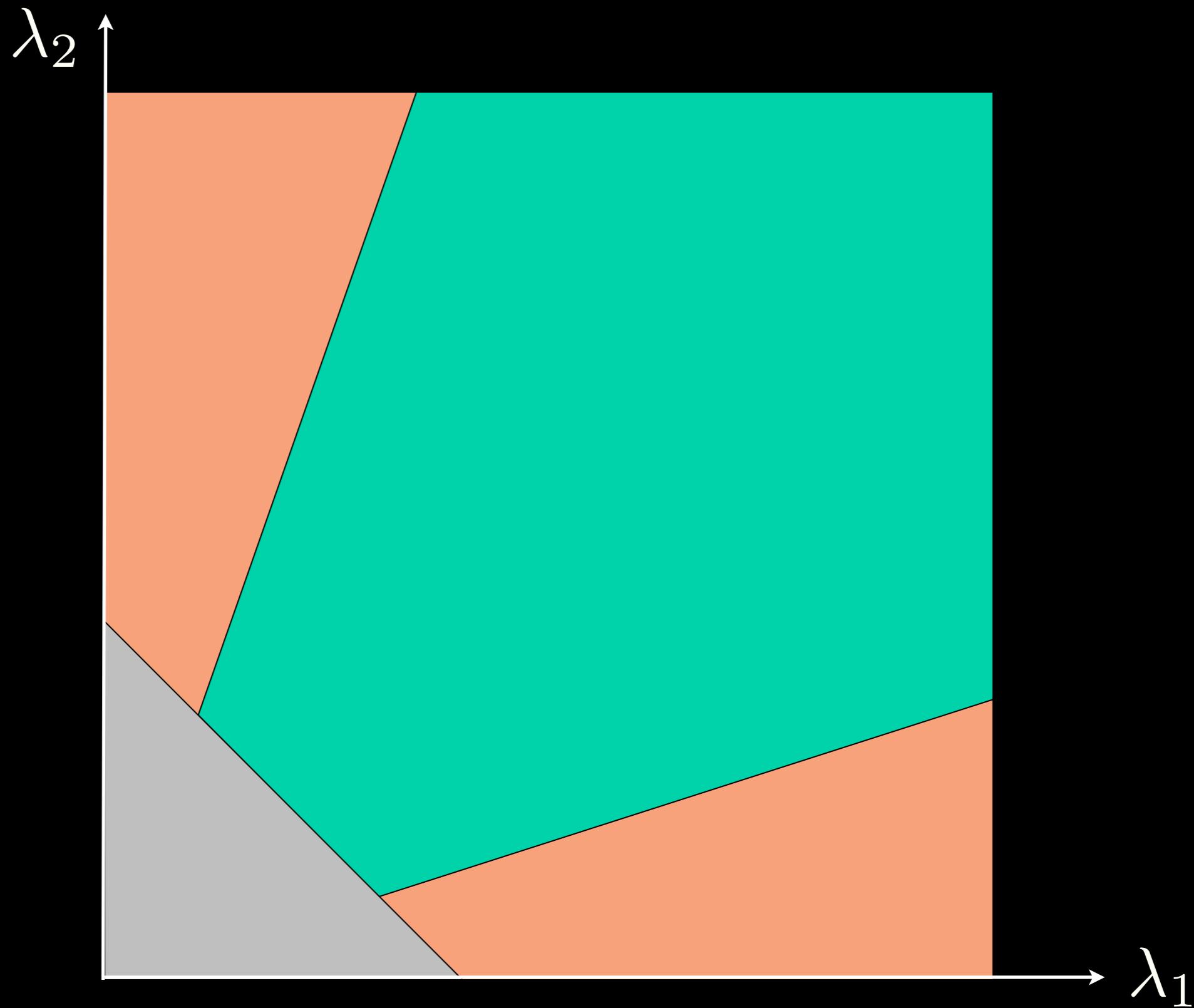
$$r = \det \mathbf{M} - k(\text{trace } \mathbf{M})^2$$

$k$  is empirically set constant: 0.04 - 0.06

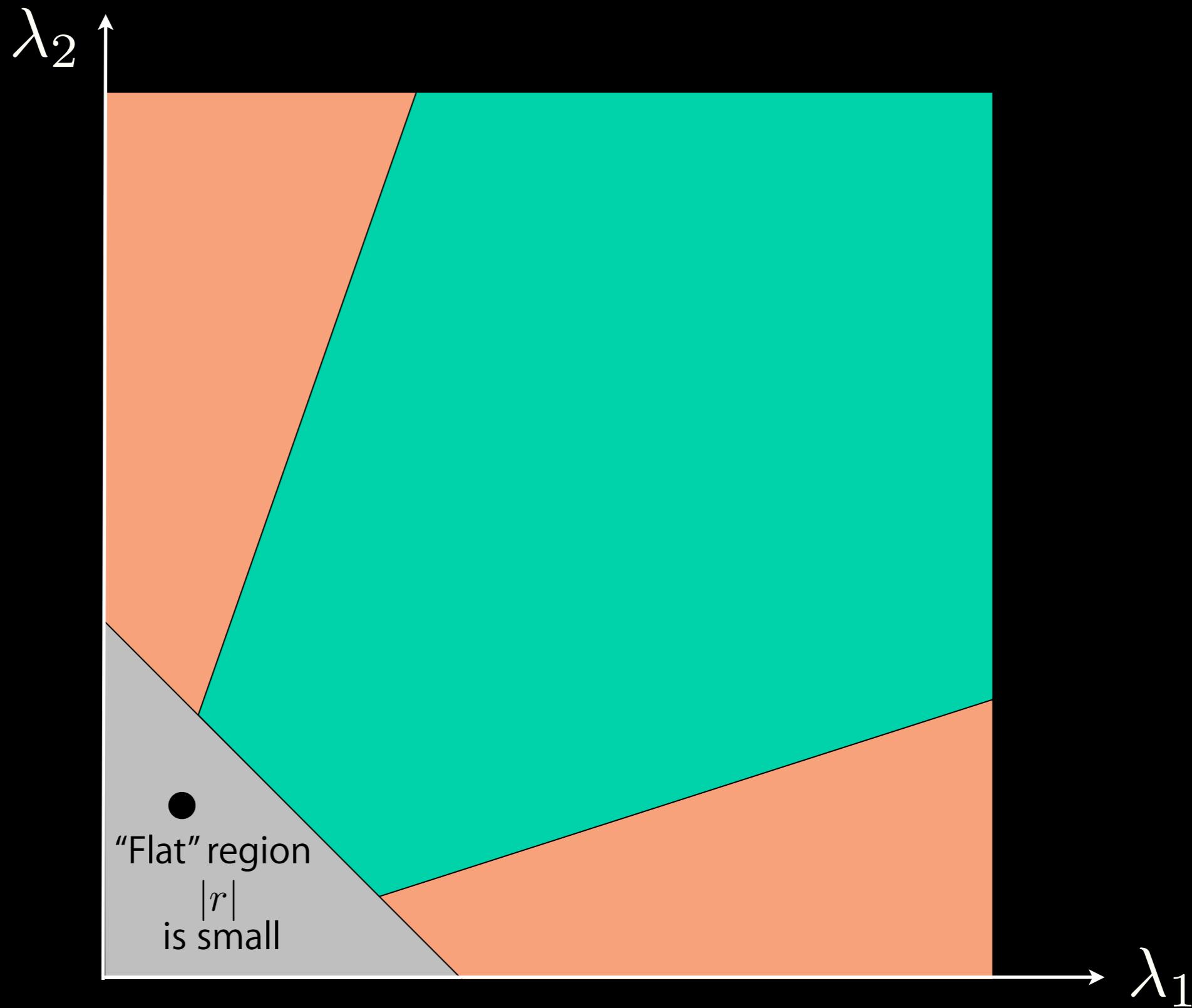
$$\det \mathbf{M} = \lambda_1 \lambda_2$$

$$\text{trace } \mathbf{M} = \lambda_1 + \lambda_2$$

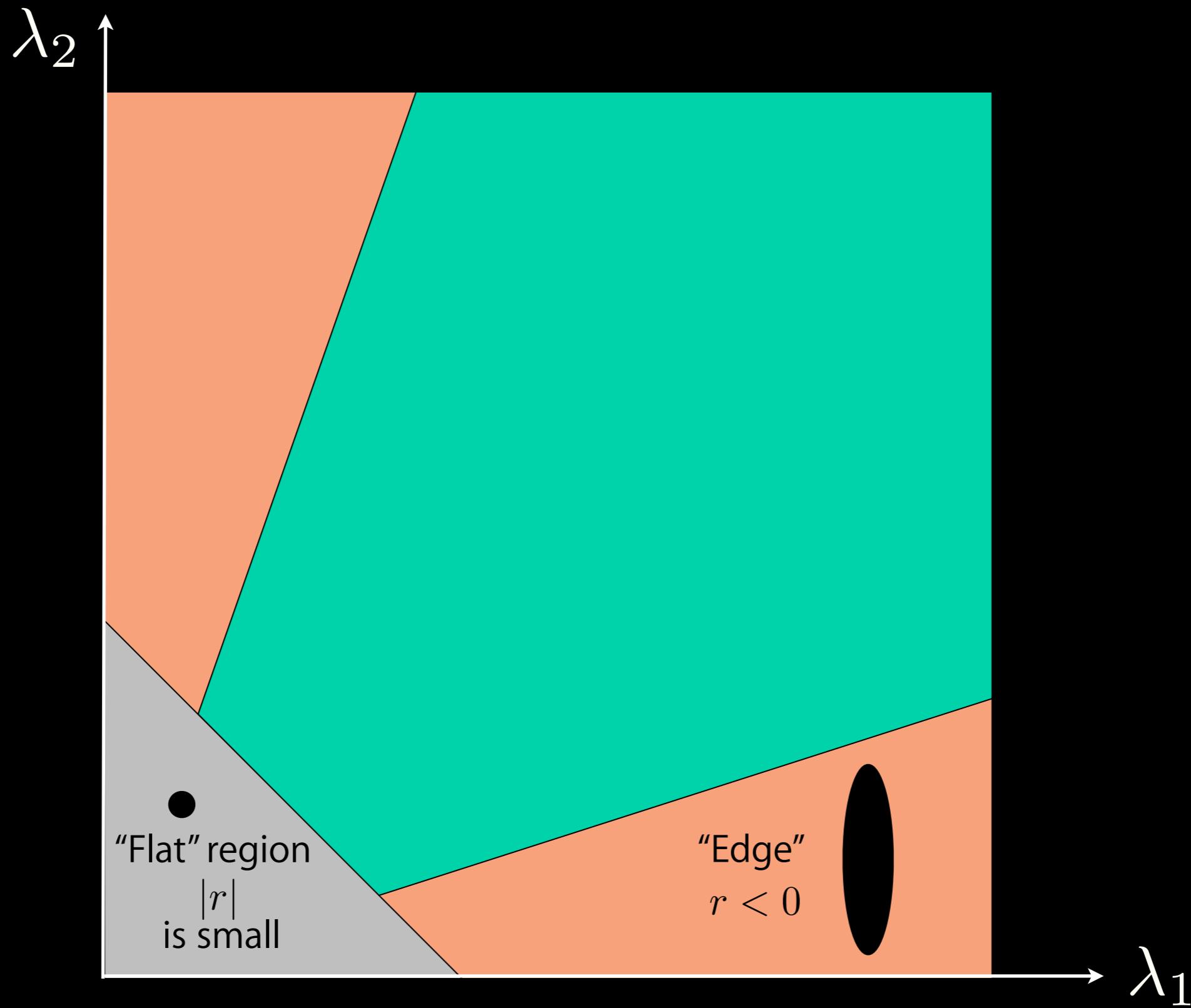
# Image point classification using $r$



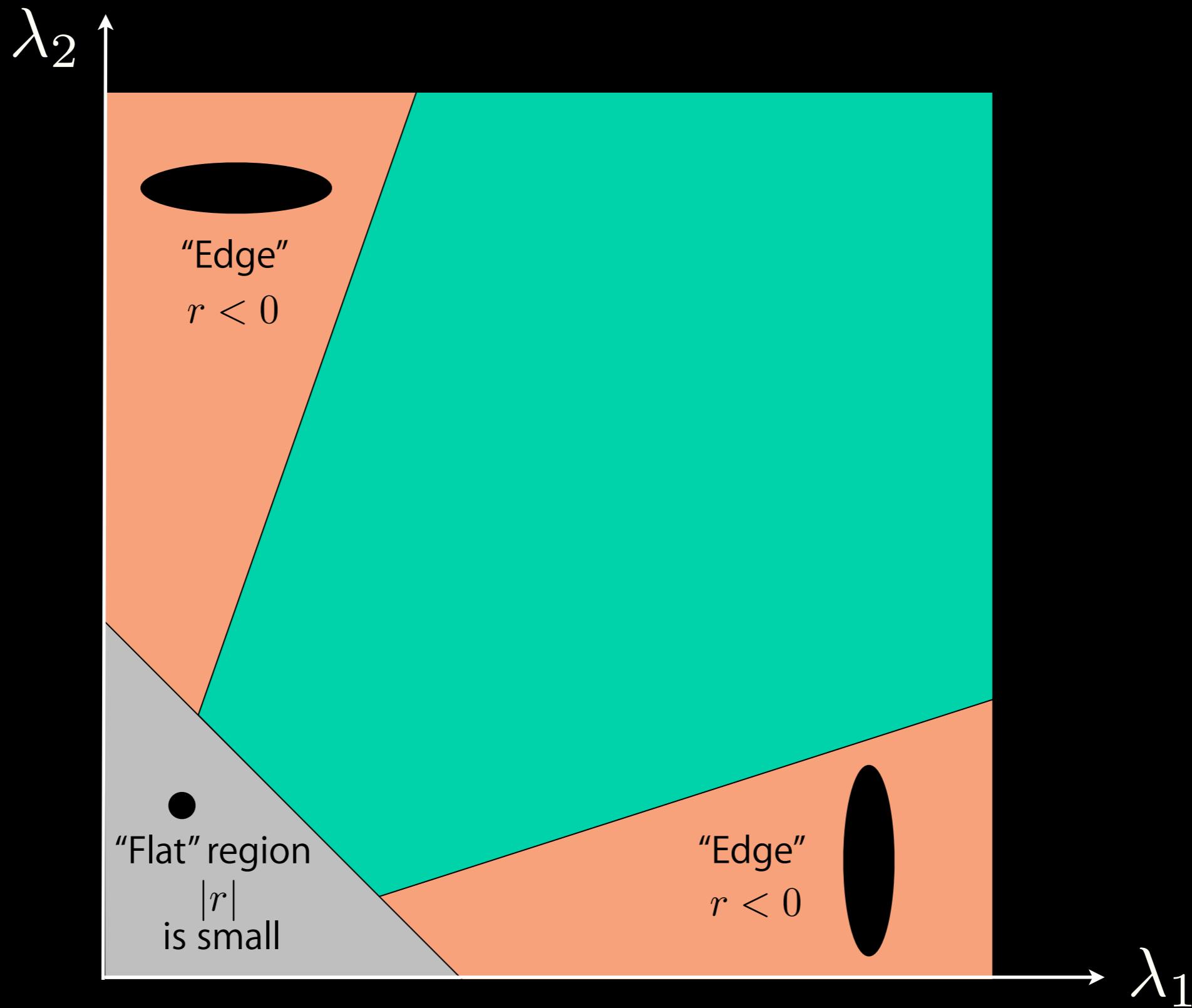
# Image point classification using $r$



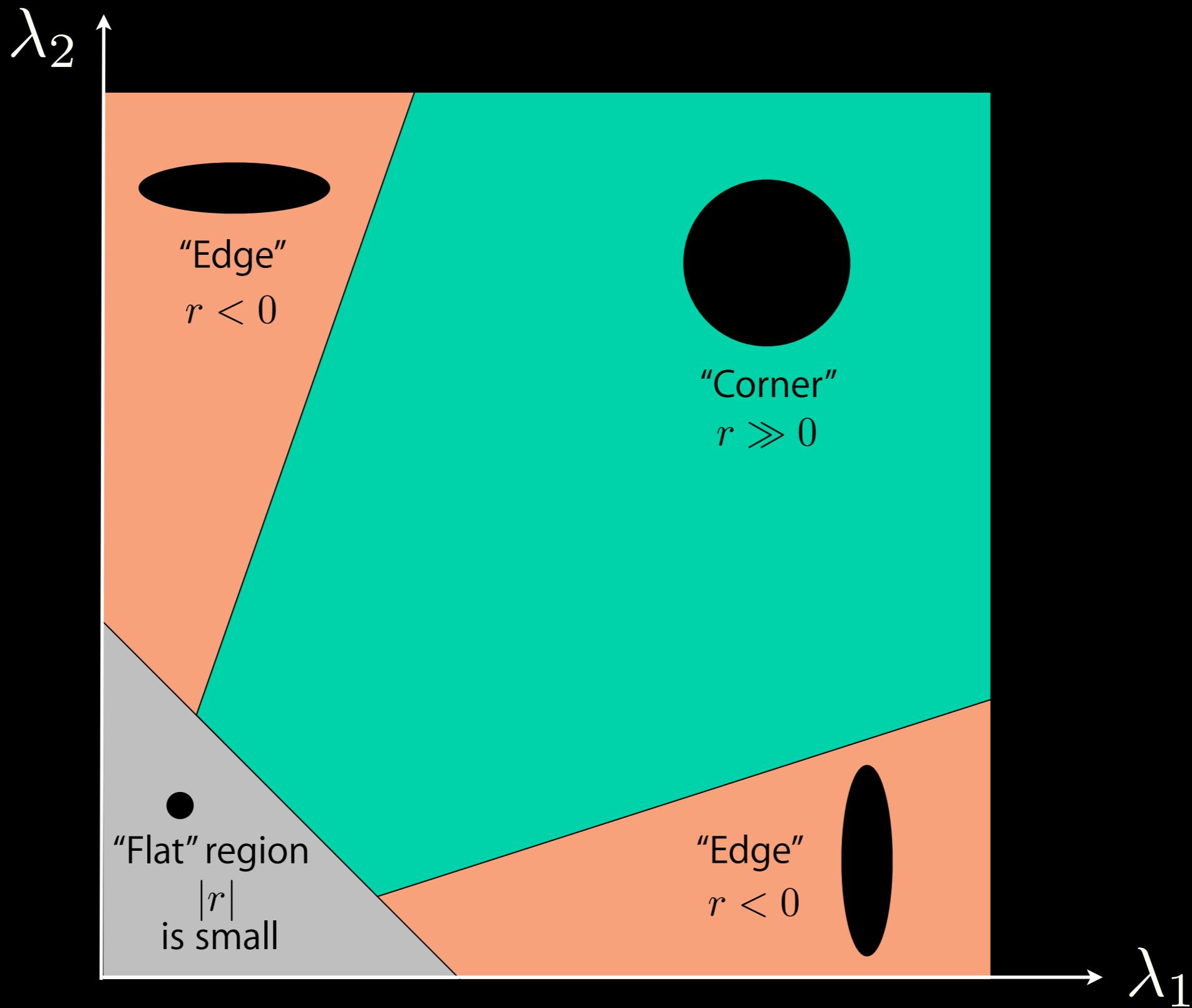
# Image point classification using $r$



# Image point classification using $r$



# Image point classification using $r$



Harris Corner  
Properties

Harris Corner  
Properties

## Rotation invariant

input image



# rotation transformation



rotation transformation

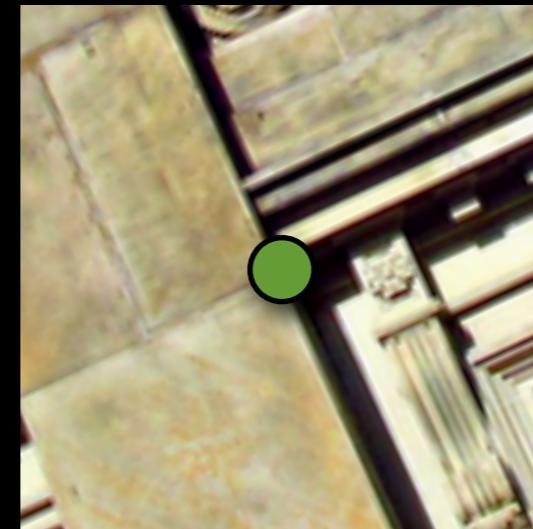
Corner response is invariant to rotation

rotation transformation

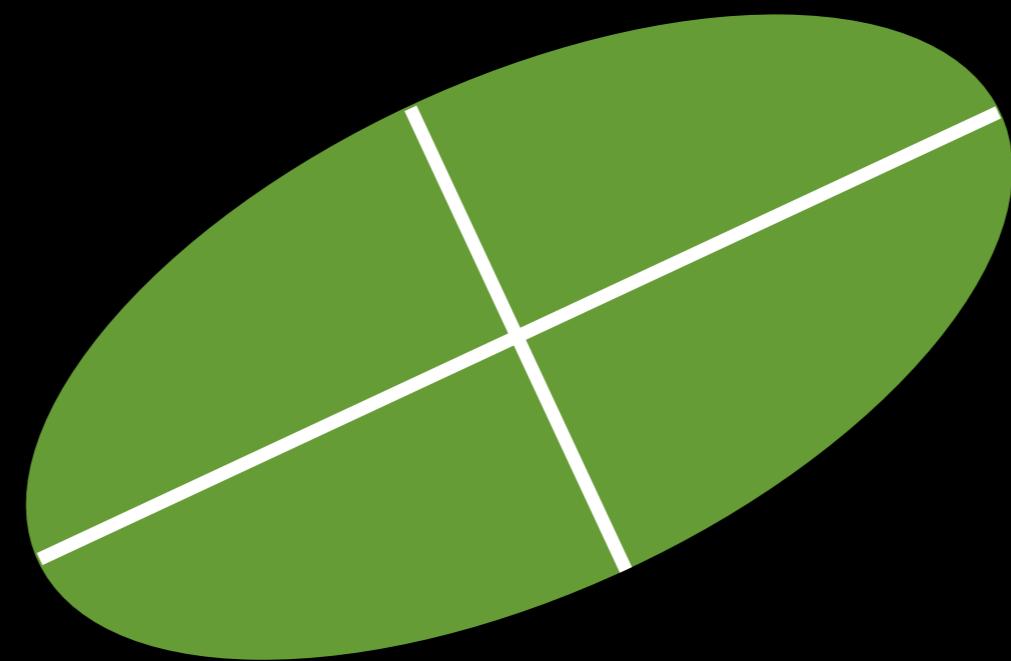
Corner response is invariant to rotation

rotation transformation

Corner response is invariant to rotation

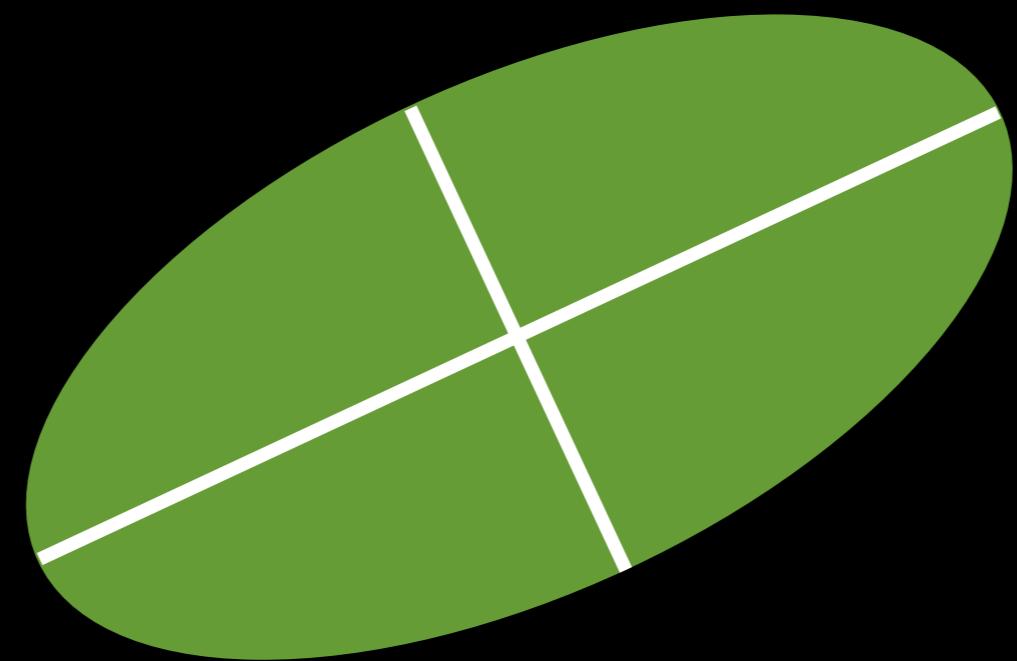


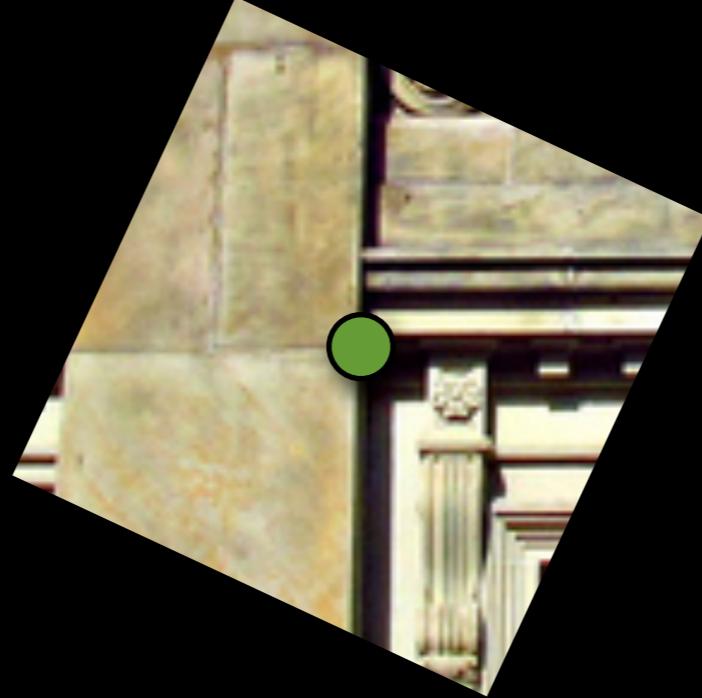
Rotation  
Invariant?



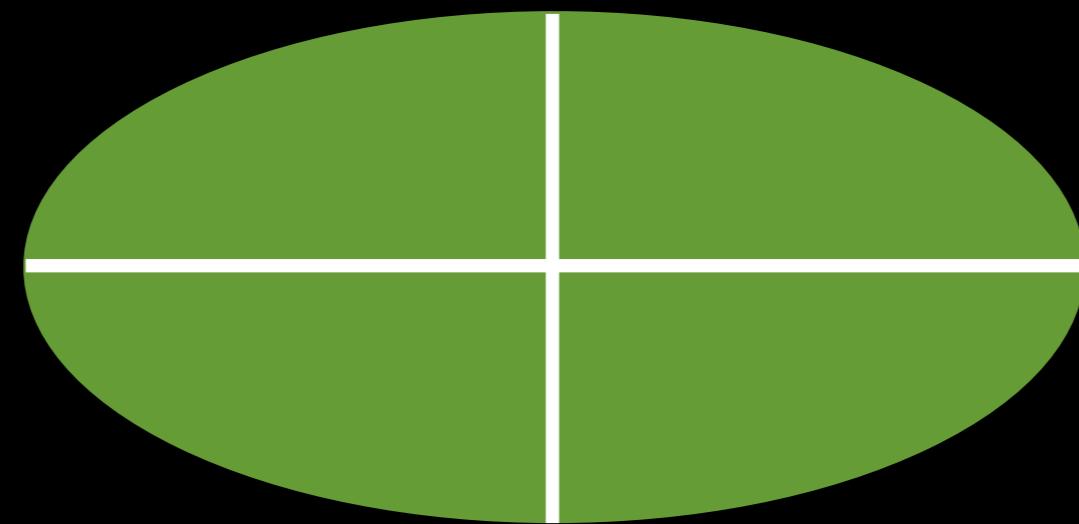


Rotation  
Invariant?

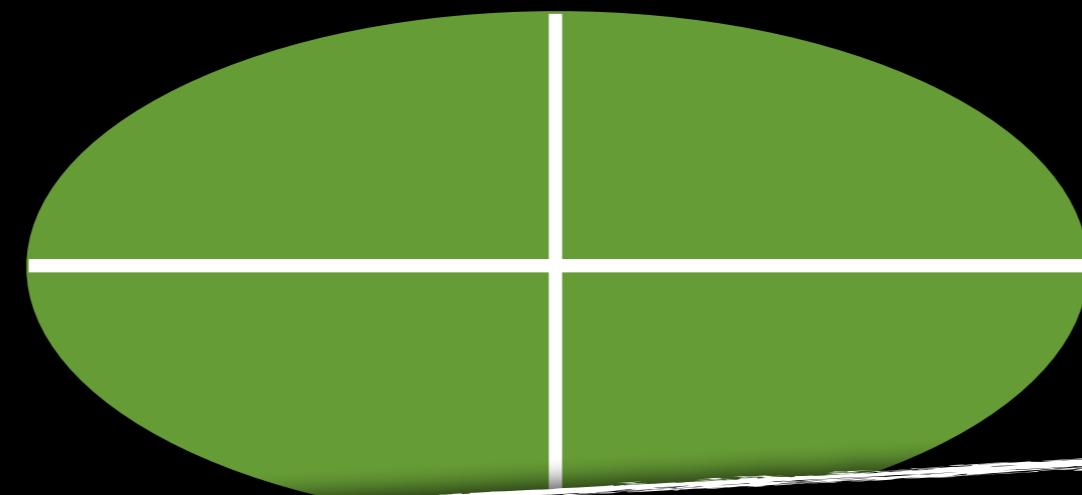
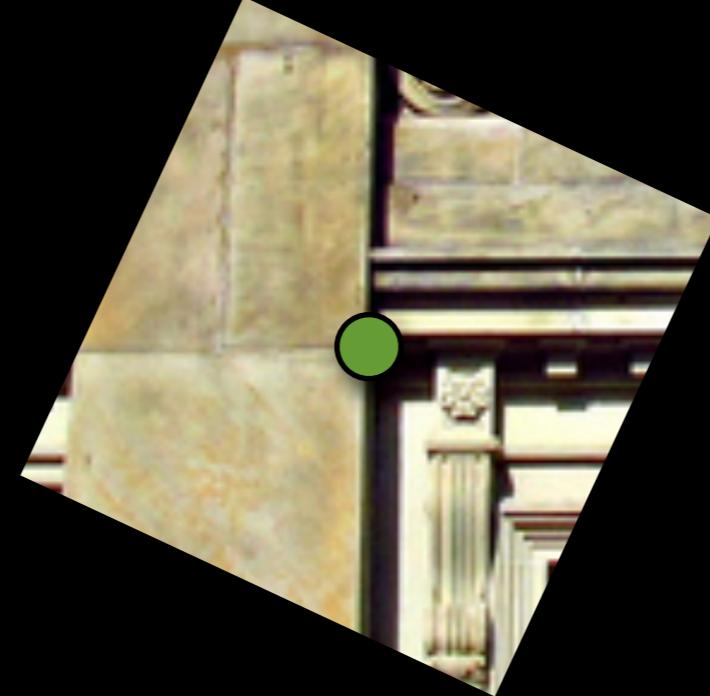




Rotation  
Invariant?

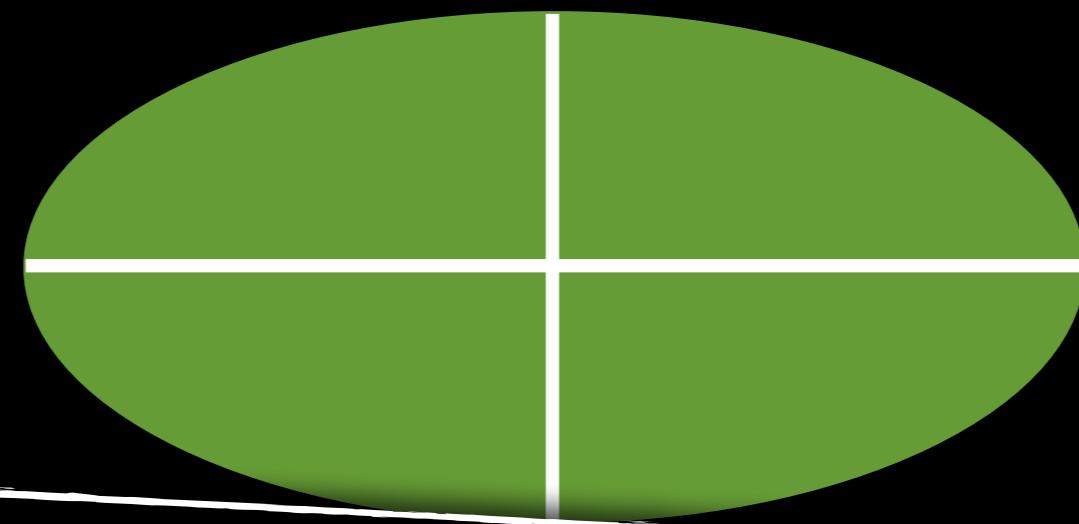
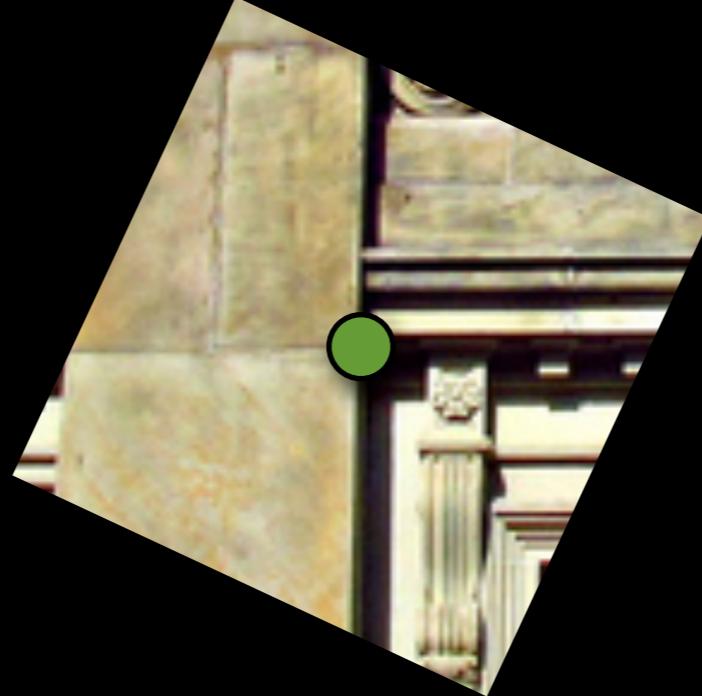


Rotation  
Invariant?



the shape remained the same

Rotation  
Invariant?



What else remained the same?

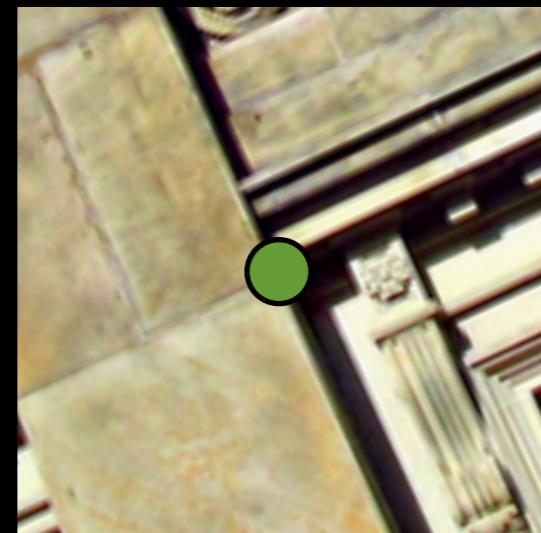
# Local Intensity Variation

$$E(\Delta x, \Delta y) = (\Delta x \quad \Delta y) \mathbf{M} \begin{pmatrix} \Delta x \\ \Delta y \end{pmatrix}$$

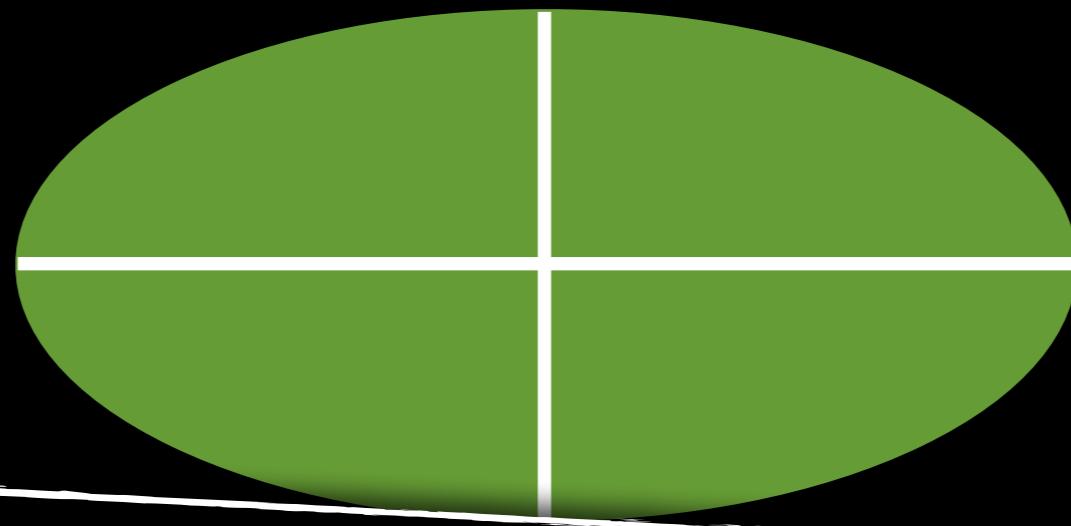
where

$$\mathbf{M} = \sum_{x,y} w(x,y) \begin{pmatrix} I_x^2 & I_x I_y \\ I_x I_y & I_y^2 \end{pmatrix}$$

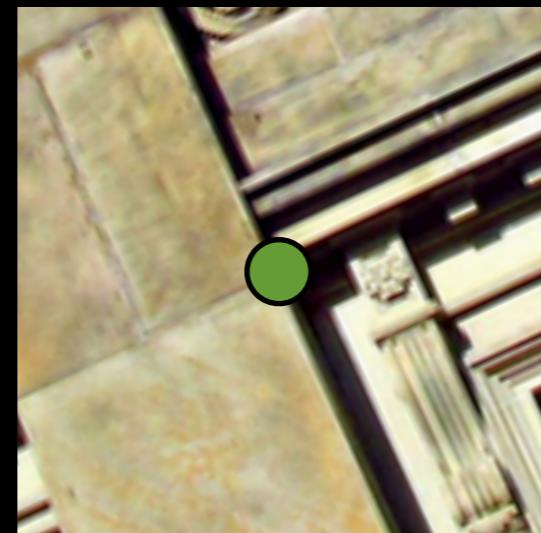
$$= \mathbf{R} \begin{pmatrix} \lambda_1 & 0 \\ 0 & \lambda_2 \end{pmatrix} \mathbf{R}^\top$$



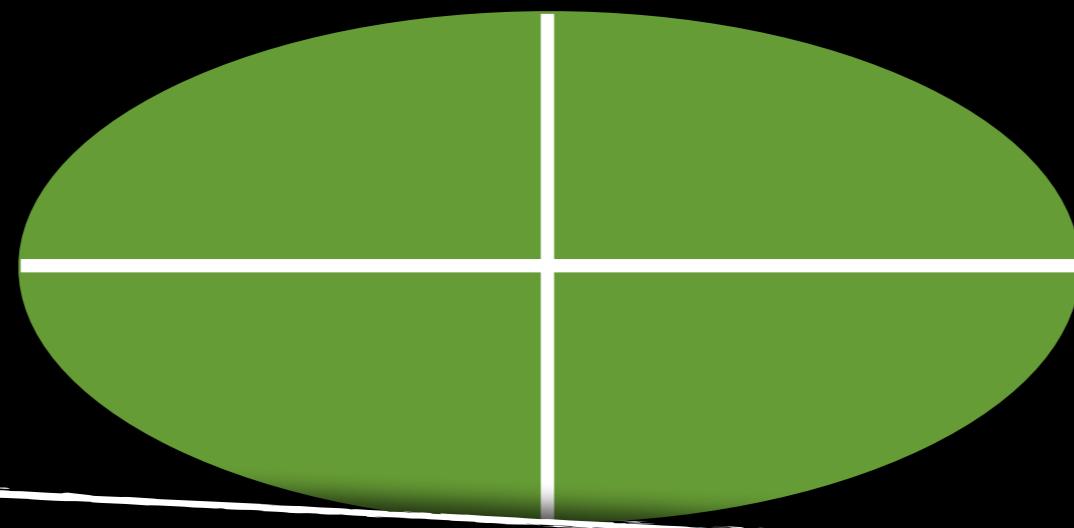
Rotation  
Invariant?



What else remained the same?

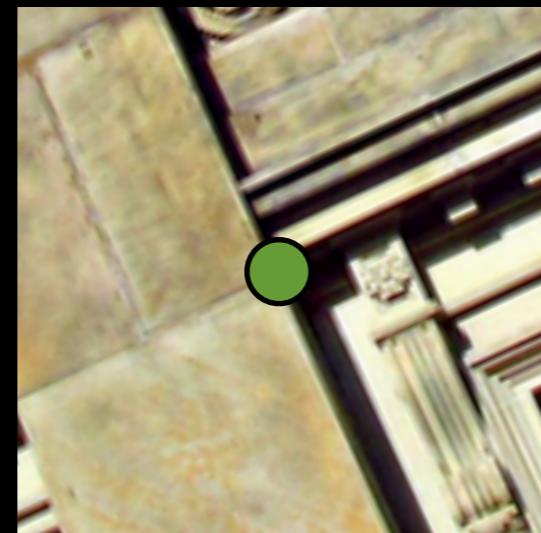


Rotation  
Invariant?

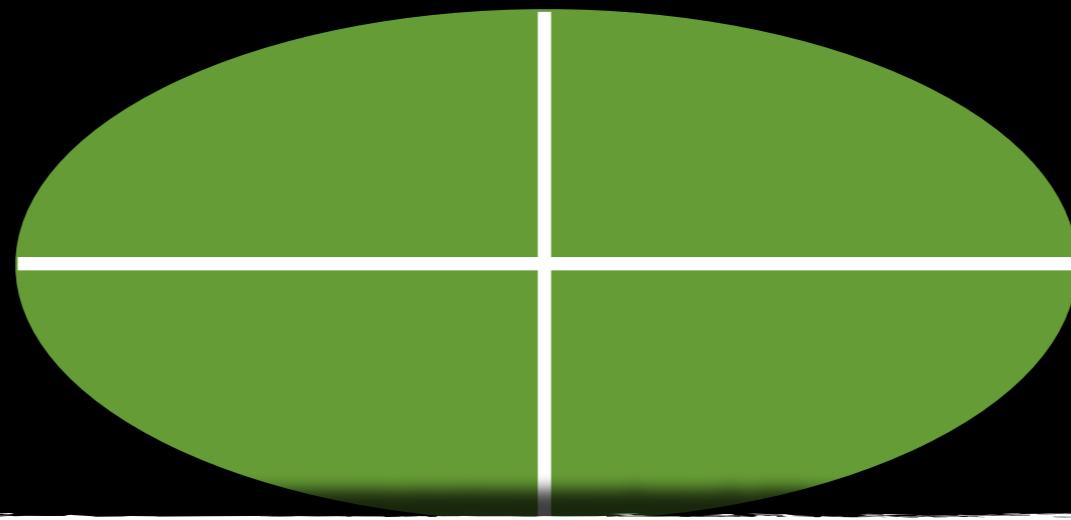


What else remained the same?

eigenvalues



Rotation  
Invariant?



Harris corner response is invariant to rotation

Harris Corner  
Properties

## Rotation invariant

Harris Corner  
Properties

Rotation invariant

Partially invariant to illumination variation

input image



# photometric transformation



$$I_{\text{new}}(x, y) = \alpha I(x, y) + \beta$$

$$I_{\text{new}}(x, y) = \alpha I(x, y) + \beta$$

Intensity  
Invariant?

$$I_{\text{new}}(x, y) = \alpha I(x, y) + \beta$$

**Corner response is a function of derivatives**

## Local Intensity Variation

$$E(\Delta x, \Delta y) = (\Delta x \quad \Delta y) \mathbf{M} \begin{pmatrix} \Delta x \\ \Delta y \end{pmatrix}$$

where

$$\mathbf{M} = \sum_{x,y} w(x, y) \begin{pmatrix} I_x^2 & I_x I_y \\ I_x I_y & I_y^2 \end{pmatrix}$$

## Local Intensity Variation

$$E(\Delta x, \Delta y) = (\Delta x \quad \Delta y) \mathbf{M} \begin{pmatrix} \Delta x \\ \Delta y \end{pmatrix}$$

where

$$\mathbf{M} = \sum_{x,y} w(x, y) \begin{pmatrix} I_x^2 & I_x I_y \\ I_x I_y & I_y^2 \end{pmatrix}$$

image derivatives

$$I_{\text{new}}(x, y) = \alpha I(x, y) + \beta$$

**Corner response is a function of derivatives**

$$I_{\text{new}}(x, y) = \alpha I(x, y) + \beta$$

**Corner response is a function of derivatives**

$$\frac{\partial I_{\text{new}}(x, y)}{\partial x} = \alpha \frac{\partial I(x, y)}{\partial x}$$

$$I_{\text{new}}(x, y) = \alpha I(x, y) + \beta$$

**Corner response is a function of derivatives**

$$\frac{\partial I_{\text{new}}(x, y)}{\partial x} = \alpha \frac{\partial I(x, y)}{\partial x}$$

$$\frac{\partial I_{\text{new}}(x, y)}{\partial y} = \alpha \frac{\partial I(x, y)}{\partial y}$$

intensity shift

$$I_{\text{new}}(x, y) = \alpha I(x, y) + \beta$$

Corner response is a function of derivatives

$$\frac{\partial I_{\text{new}}(x, y)}{\partial x} = \alpha \frac{\partial I(x, y)}{\partial x}$$

$$\frac{\partial I_{\text{new}}(x, y)}{\partial y} = \alpha \frac{\partial I(x, y)}{\partial y}$$

intensity shift

$$I_{\text{new}}(x, y) = \alpha I(x, y) + \beta$$

Corner response is a function of derivatives

$$\frac{\partial I_{\text{new}}(x, y)}{\partial x} = \alpha \frac{\partial I(x, y)}{\partial x}$$

$$\frac{\partial I_{\text{new}}(x, y)}{\partial y} = \alpha \frac{\partial I(x, y)}{\partial y}$$

Invariant to intensity shift?

intensity shift

$$I_{\text{new}}(x, y) = \alpha I(x, y) + \beta$$

Corner response is a function of derivatives

$$\frac{\partial I_{\text{new}}(x, y)}{\partial x} = \alpha \frac{\partial I(x, y)}{\partial x}$$

$$\frac{\partial I_{\text{new}}(x, y)}{\partial y} = \alpha \frac{\partial I(x, y)}{\partial y}$$

Invariant to intensity shift?

YES

intensity scale

$$I_{\text{new}}(x, y) = \alpha I(x, y) + \beta$$

Corner response is a function of derivatives

$$\frac{\partial I_{\text{new}}(x, y)}{\partial x} = \alpha \frac{\partial I(x, y)}{\partial x}$$

$$\frac{\partial I_{\text{new}}(x, y)}{\partial y} = \alpha \frac{\partial I(x, y)}{\partial y}$$

intensity scale

$$I_{\text{new}}(x, y) = \alpha I(x, y) + \beta$$

Corner response is a function of derivatives

$$\frac{\partial I_{\text{new}}(x, y)}{\partial x} = \alpha \frac{\partial I(x, y)}{\partial x}$$

$$\frac{\partial I_{\text{new}}(x, y)}{\partial y} = \alpha \frac{\partial I(x, y)}{\partial y}$$

Invariant to intensity scale?

intensity scale

$$I_{\text{new}}(x, y) = \alpha I(x, y) + \beta$$

Corner response is a function of derivatives

$$\frac{\partial I_{\text{new}}(x, y)}{\partial x} = \alpha \frac{\partial I(x, y)}{\partial x}$$

$$\frac{\partial I_{\text{new}}(x, y)}{\partial y} = \alpha \frac{\partial I(x, y)}{\partial y}$$

Invariant to intensity scale?

intensity scale

$$I_{\text{new}}(x, y) = \alpha I(x, y) + \beta$$

Corner response is a function of derivatives

$$\frac{\partial I_{\text{new}}(x, y)}{\partial x} = \alpha \frac{\partial I(x, y)}{\partial x}$$

$$\frac{\partial I_{\text{new}}(x, y)}{\partial y} = \alpha \frac{\partial I(x, y)}{\partial y}$$

Invariant to intensity scale?

intensity scale

$$I_{\text{new}}(x, y) = \alpha I(x, y) + \beta$$

Corner response is a function of derivatives

$$\frac{\partial I_{\text{new}}(x, y)}{\partial x} = \alpha \frac{\partial I(x, y)}{\partial x}$$

$$\frac{\partial I_{\text{new}}(x, y)}{\partial y} = \alpha \frac{\partial I(x, y)}{\partial y}$$

Invariant to intensity scale?

NO

intensity scale

$$I_{\text{new}}(x, y) = \alpha I(x, y) + \beta$$

Corner response is a function of derivatives

$$\frac{\partial I_{\text{new}}(x, y)}{\partial x} = \alpha \frac{\partial I(x, y)}{\partial x}$$

$$\frac{\partial I_{\text{new}}(x, y)}{\partial y} = \alpha \frac{\partial I(x, y)}{\partial y}$$

Invariant to intensity scale?

Adjust corner threshold

Harris Corner  
Properties

Rotation invariant

Partially invariant to illumination variation

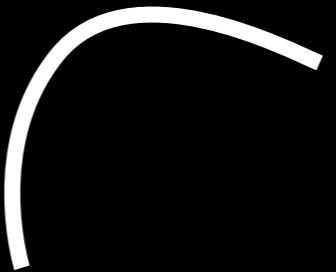
Harris Corner  
Properties

Rotation invariant

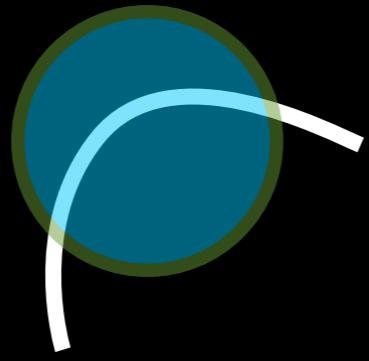
Partially invariant to illumination variation

**NOT scale invariant**

**NOT** scale invariant



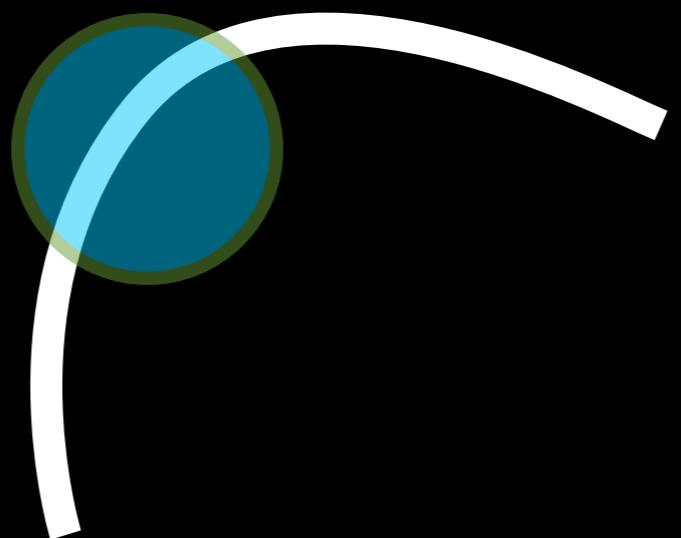
**NOT** scale invariant



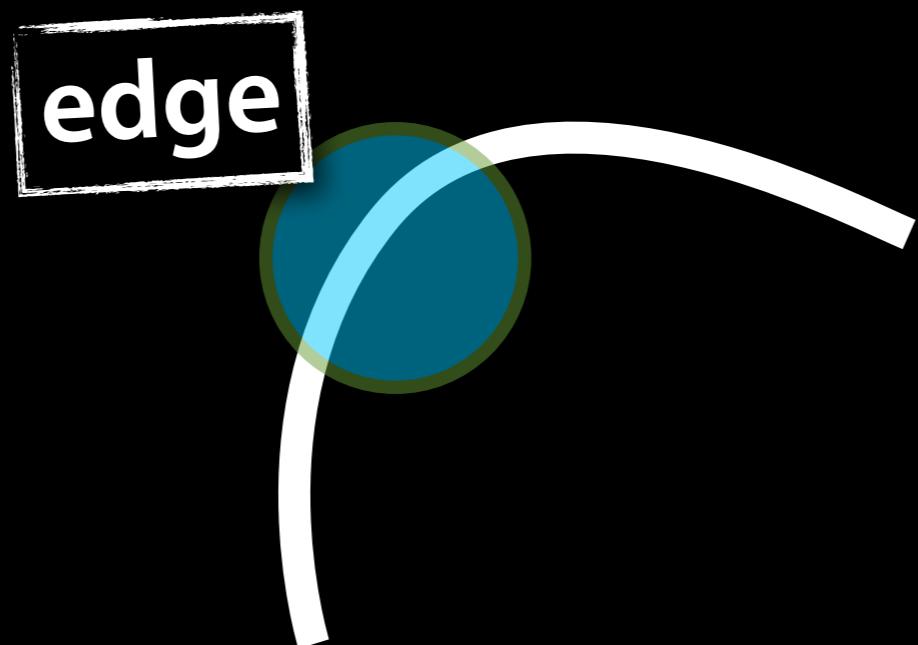
**NOT** scale invariant



**NOT** scale invariant



**NOT** scale invariant



Harris Corner  
Properties

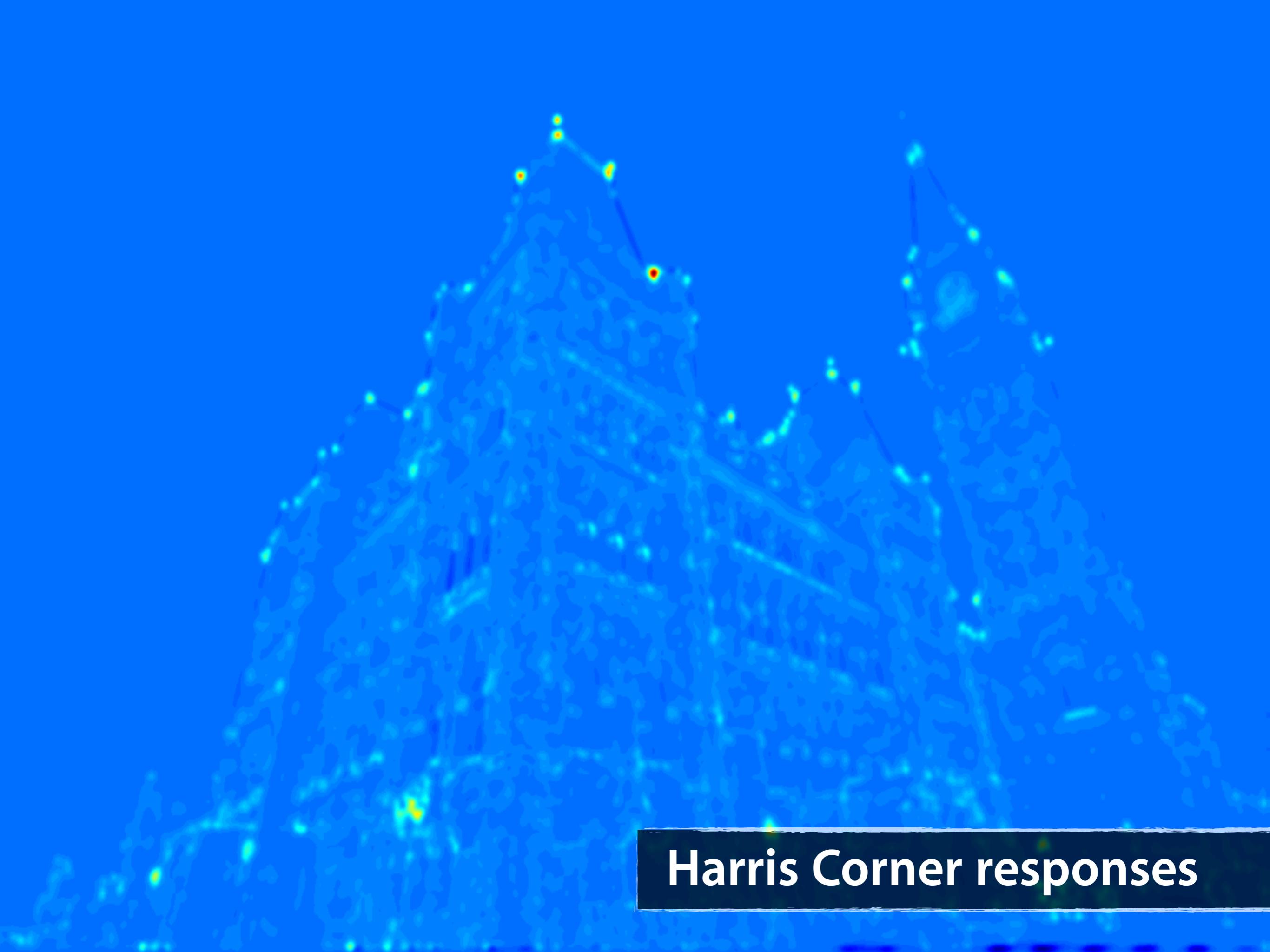
**Rotation invariant**

**Partially invariant to illumination variation**

**NOT scale invariant**

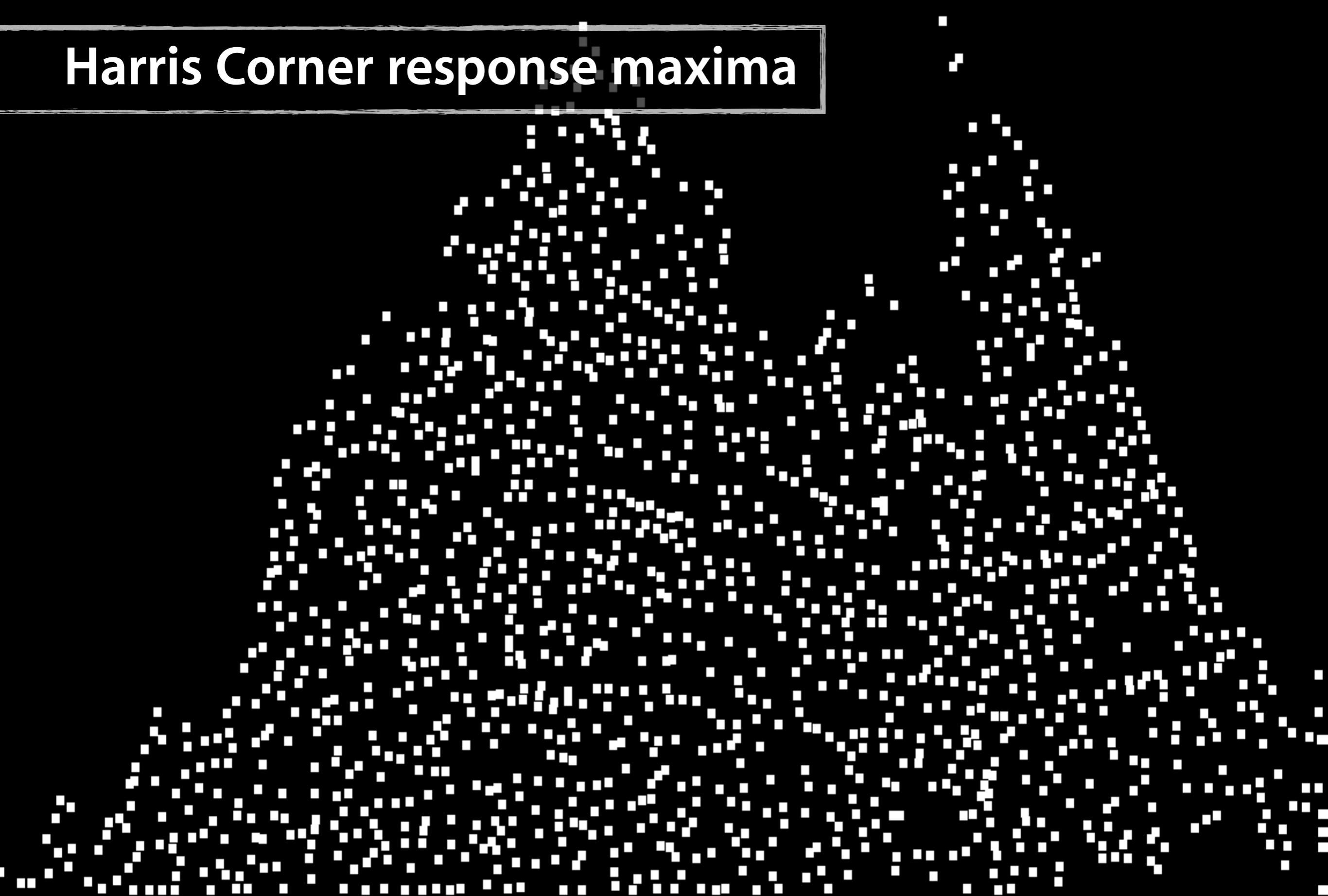
input image



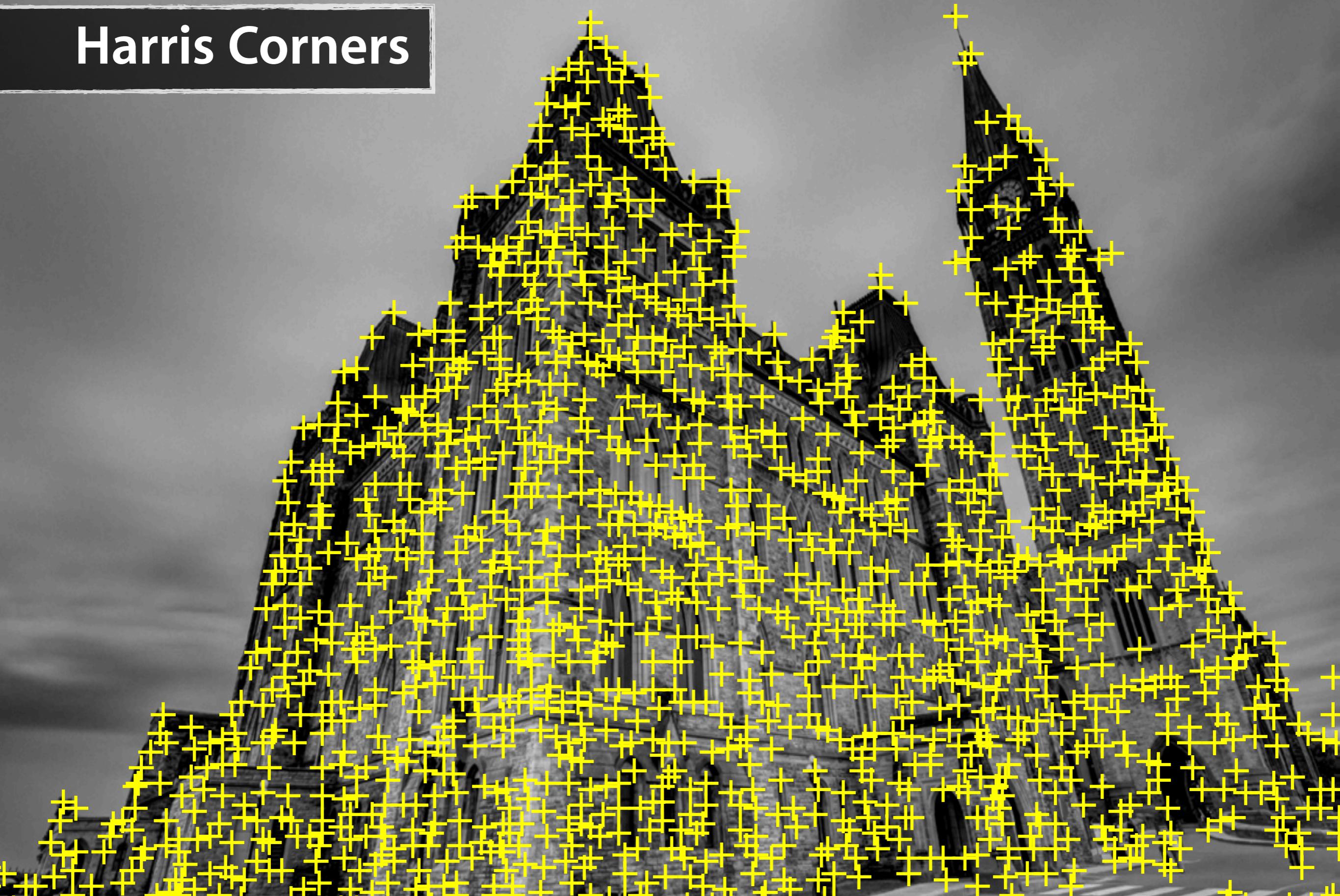


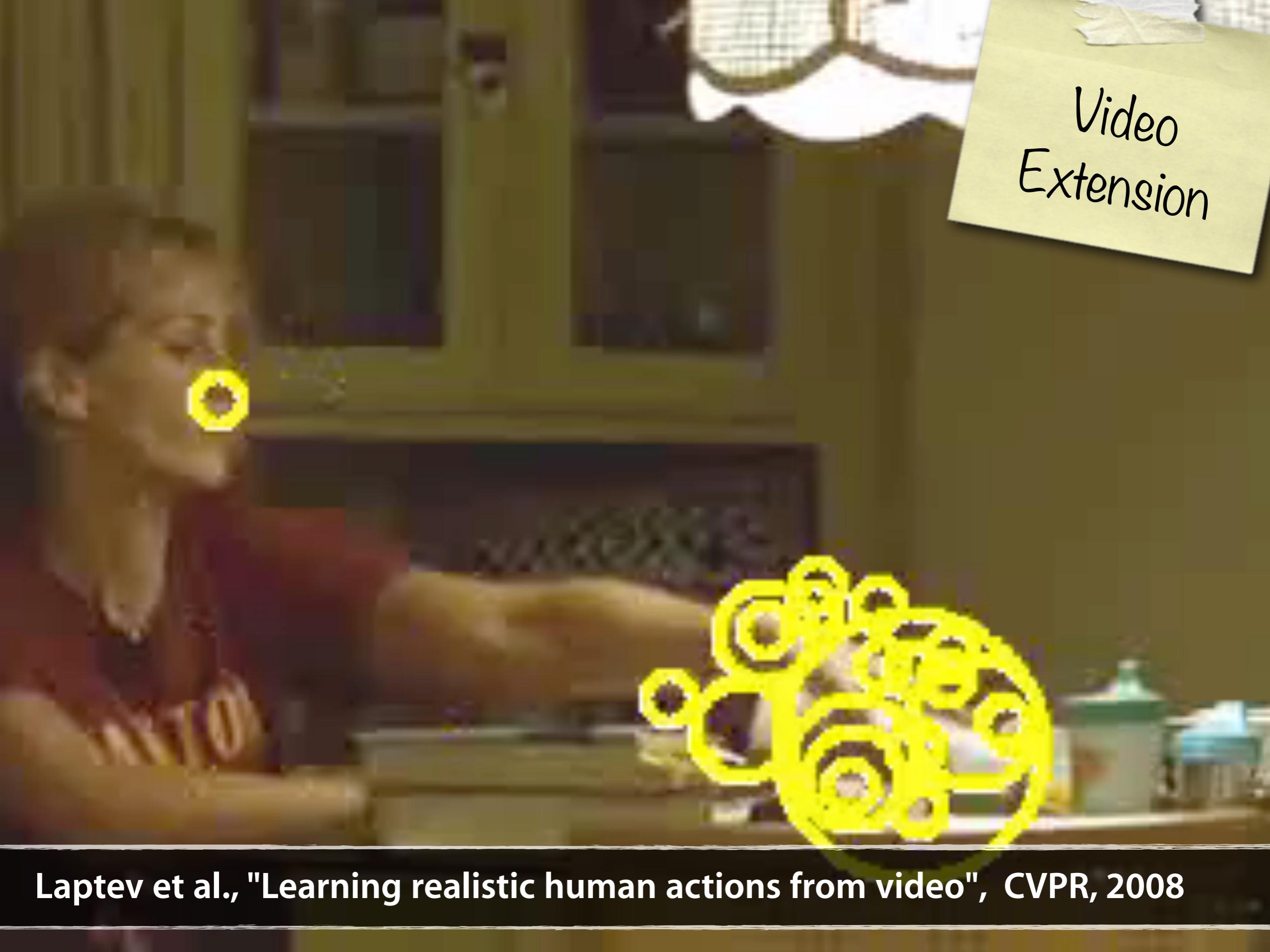
Harris Corner responses

# Harris Corner response maxima



# Harris Corners





Video  
Extension

Laptev et al., "Learning realistic human actions from video", CVPR, 2008



Video  
Extension

Laptev et al., "Learning realistic human actions from video", CVPR, 2008