

Machine Visions and Digital Image Analysis

Scale Invariant Feature Transform

developed by David Lowe
University of British Columbia
Initial paper ICCV 1999
Newer journal paper IJCV 2004



Hani M. A. Fahmi

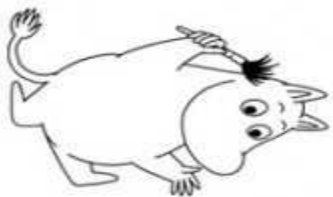
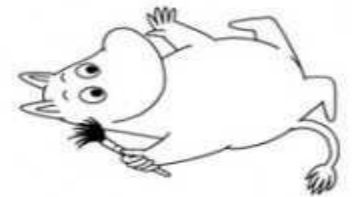
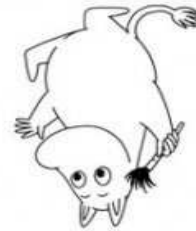
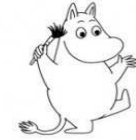
November 16 2011

1/26

Scale-Invariant Feature Transform (SIFT) [1][2]

- by David G. Lowe, 1999,2004
- Feature detection algorithm
- Feature usefull for : Image matching, object or scene recognition, solving for 3D structure from multiple images, stereo correspondence and motion tracking,...
- Features properties (invariance) :
 - ♦ Scale
 - ♦ Rotation
 - ♦ Affine transform
 - ♦ 3D viewpoint
 - ♦ Illumination changes
 - ♦ Occlusion

Features invariance



Images source : wikipedia.org

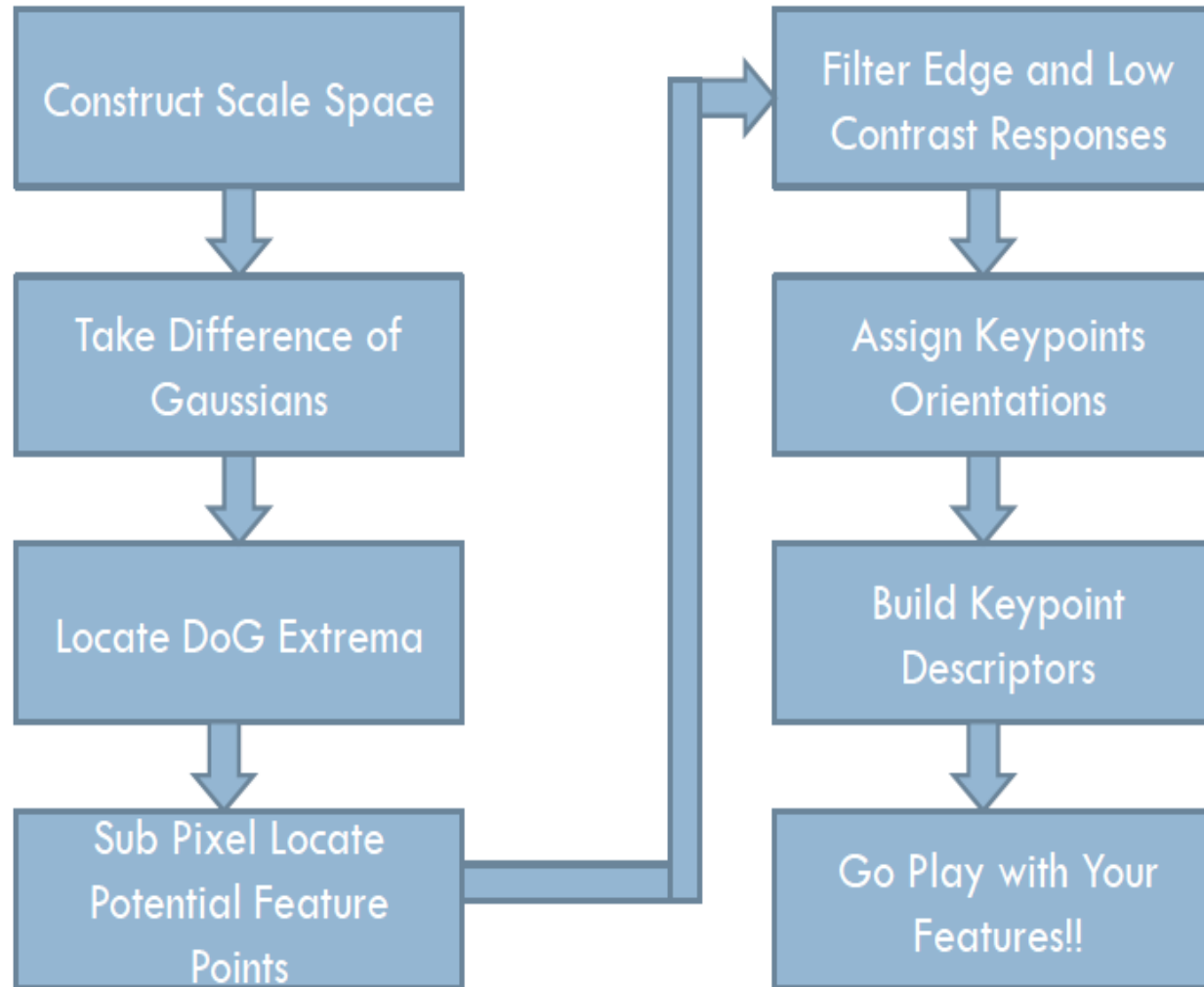
Sift Method Steps ^[1]

SIFT algorithm:

1. Scale-space extrema detection
2. Keypoint localization.
3. Orientation assignment.
4. Keypoint descriptor.

Output : feature descriptors

Sift Algorithm overview [1][4]



Images source : Jason Clemons presentation [4]

Scale Space Construction [1][4][15]

- Gaussian kernel used to create scale space
- Only possible scale space kernel (Lindberg, 94)

$$L(x, y, \sigma) = G(x, y, \sigma) * I(x, y),$$

$$G(x, y, \sigma) = \frac{1}{2\pi\sigma^2} e^{-(x^2+y^2)/2\sigma^2}.$$

Scale Space representation [1][15]



Scale-space representation $L(x,y;t)$ at scale $t = 0$, corresponding to the original image f



Scale-space representation $L(x,y;t)$ at scale $t = 1$



Scale-space representation $L(x,y;t)$ at scale $t = 4$



Scale-space representation $L(x,y;t)$ at scale $t = 16$



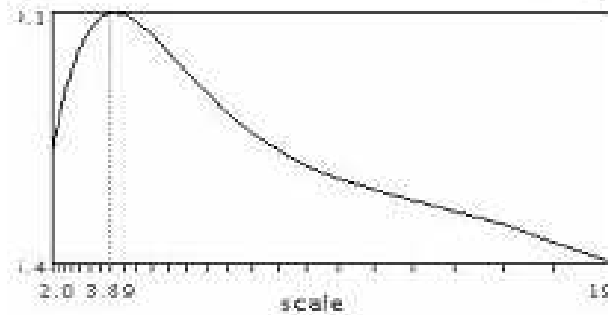
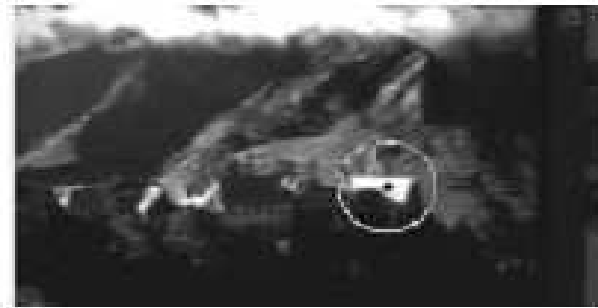
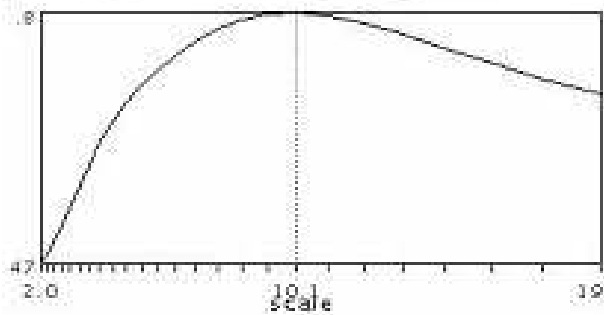
Scale-space representation $L(x,y;t)$ at scale $t = 64$



Scale-space representation $L(x,y;t)$ at scale $t = 256$

Scale Space extrema [1][3][12][15]

Mikolajczyk (2002): Experimentally, extrema of LoG gives best notion of scale



Scale Space extrema localization

[1][4]

► Approximation of Laplacian of Gaussians

$$\frac{\partial G}{\partial \sigma} = \sigma \nabla^2 G.$$

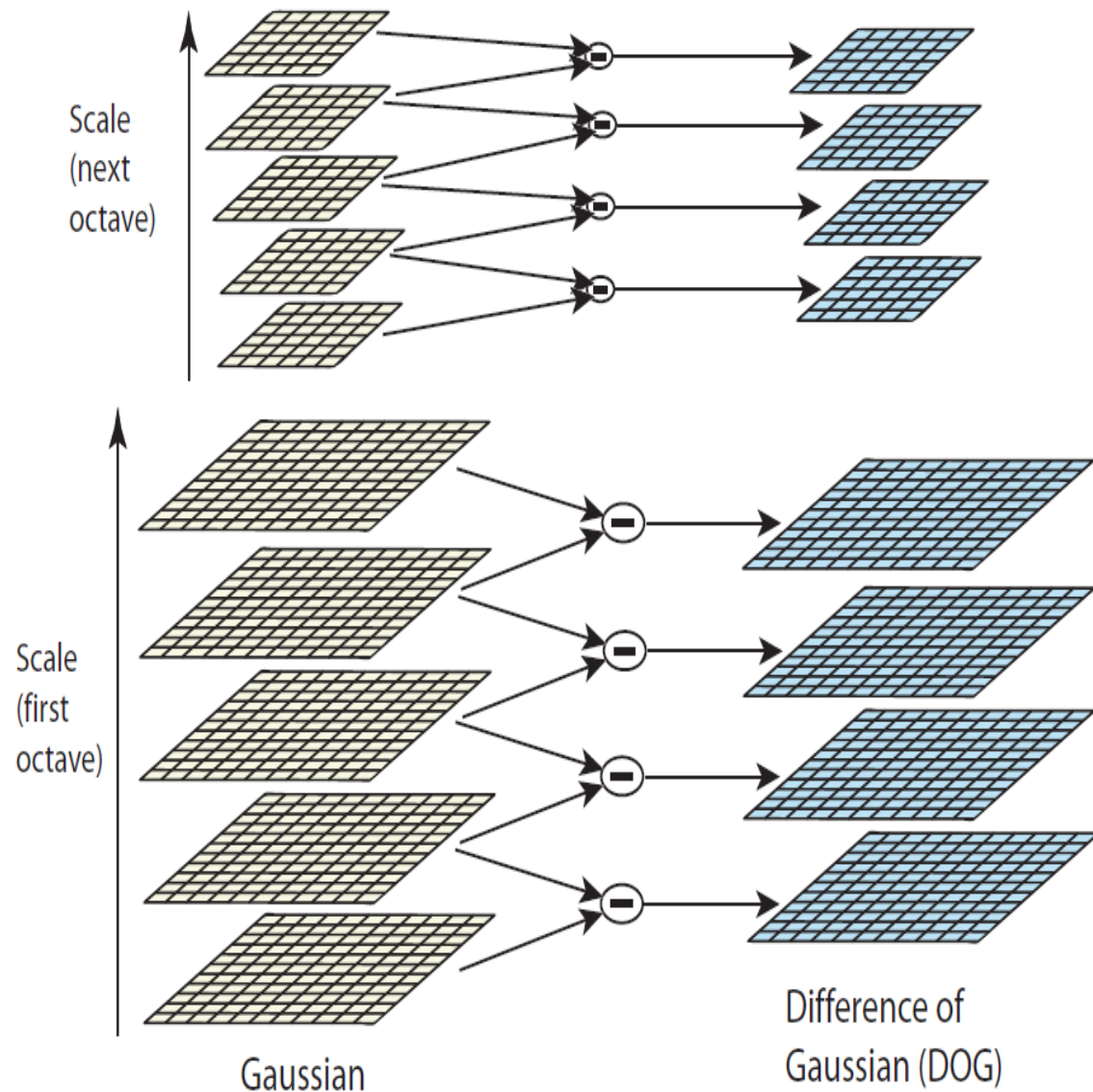
$$\sigma \nabla^2 G = \frac{\partial G}{\partial \sigma} \approx \frac{G(x, y, k\sigma) - G(x, y, \sigma)}{k\sigma - \sigma}$$

$$G(x, y, k\sigma) - G(x, y, \sigma) \approx (k - 1)\sigma^2 \nabla^2 G.$$

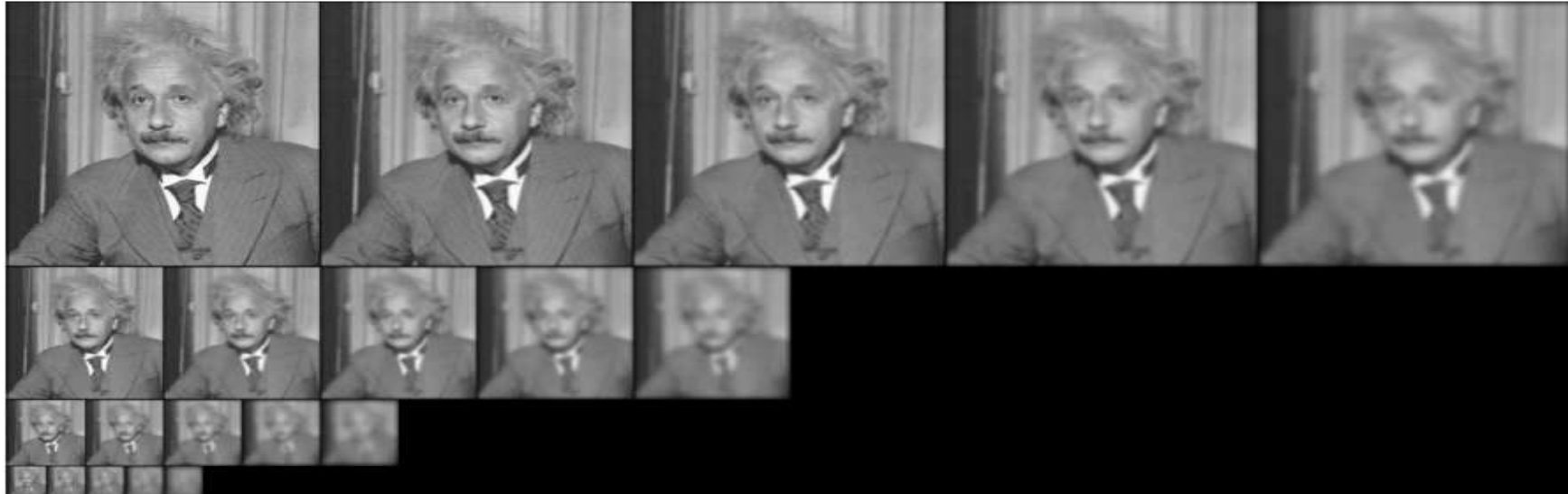
$$\begin{aligned} D(x, y, \sigma) &= (G(x, y, k\sigma) - G(x, y, \sigma)) * I(x, y) \\ &= L(x, y, k\sigma) - L(x, y, \sigma). \end{aligned}$$

$$s = 3 \text{ and } k = 2^{1/s}.$$

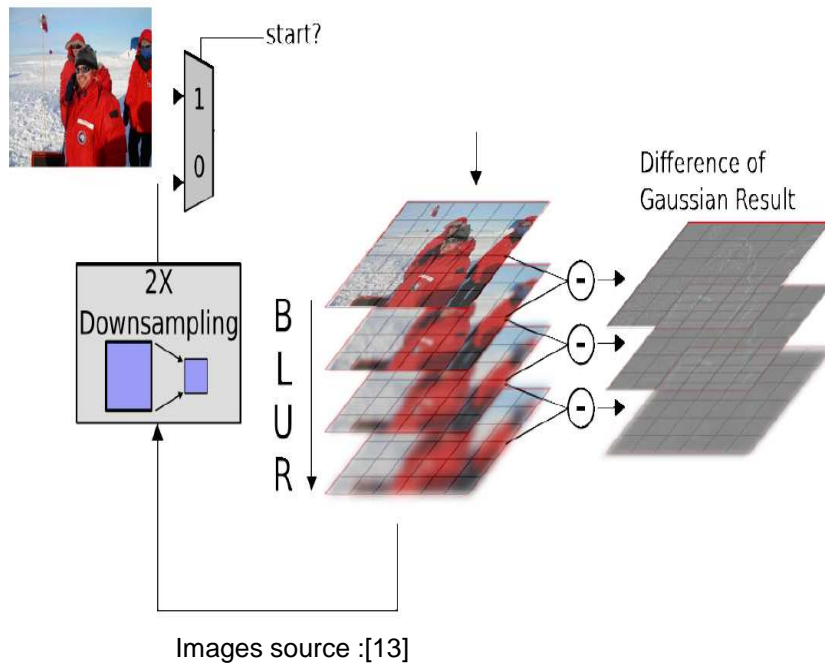
Scale Space extrema localization (keypoint) overview [1]



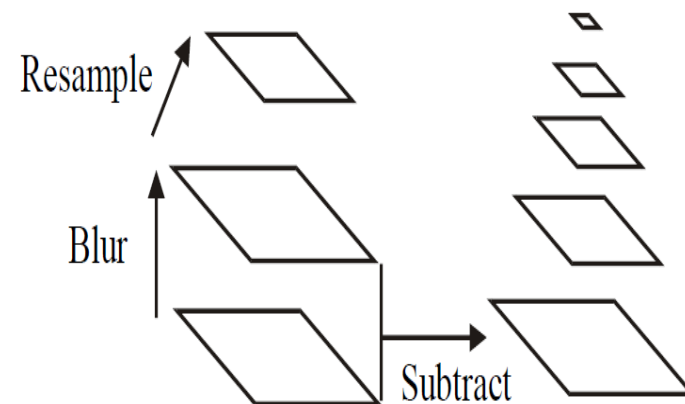
Example of DOG 1/2 [1][8][13]



Images source :Allan Jepson [8]

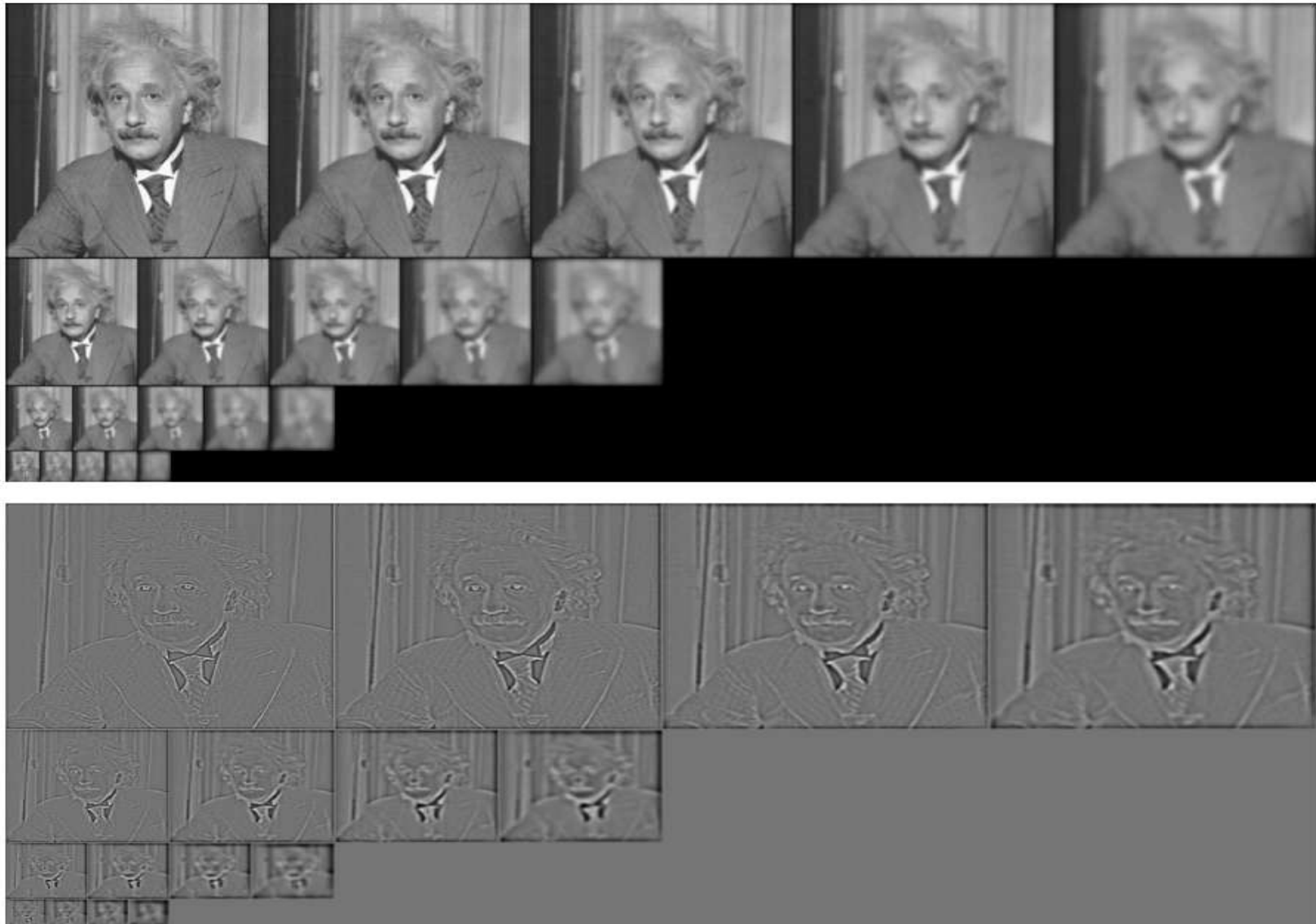


DOG pyramid (Burt & Adelson, 1983)



Images source :
[13]

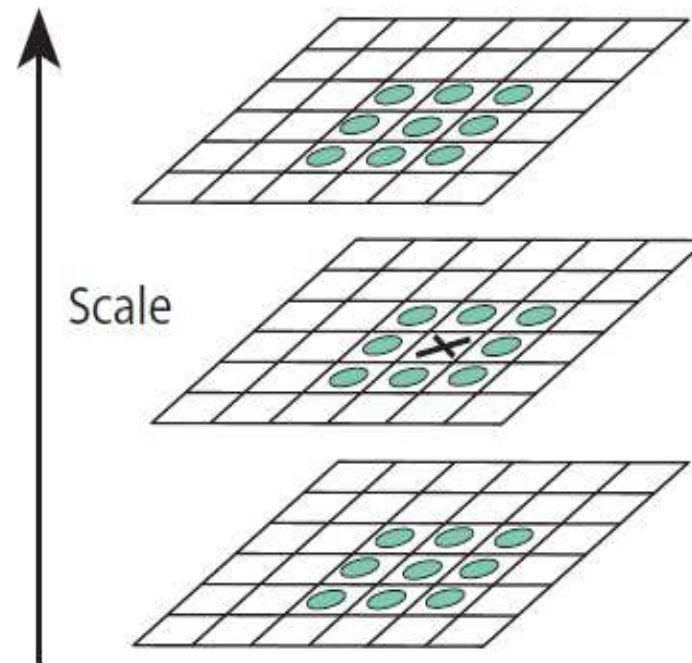
Example of DOG 2/2 [1][8]



Range: [-0.11, 0.131]
Dims: [959, 2044]

DOG extrema localization [1][4]

- ✓Scan each DOG image
 - ✓Look at all neighboring points (including scale)
 - ✓Identify Min and Max
- 26 Comparisons



Slide credit : Jason clemons [4]

Images source :Lowe 2004 [1]

Extra keypoints elimination 1/2 [1]

[4]

3D Curve Fitting for localization :
Taylor Series Expansion +
differentiation

$$D(\mathbf{x}) = D + \frac{\partial D^T}{\partial \mathbf{x}} \mathbf{x} + \frac{1}{2} \mathbf{x}^T \frac{\partial^2 D}{\partial \mathbf{x}^2} \mathbf{x}$$

$$\hat{\mathbf{x}} = -\frac{\partial^2 D^{-1}}{\partial \mathbf{x}^2} \frac{\partial D}{\partial \mathbf{x}}.$$

Low Contrast Points Filter

$$D(\hat{\mathbf{x}}) = D + \frac{1}{2} \frac{\partial D^T}{\partial \mathbf{x}} \hat{\mathbf{x}}.$$

Extra keypoints elimination 2/2 [1]

[4]

Edge Response Elimination :

- ✓Hessian
- ✓Eigenvalues Proportional to principle
- ✓Curvatures Trace and Determinant

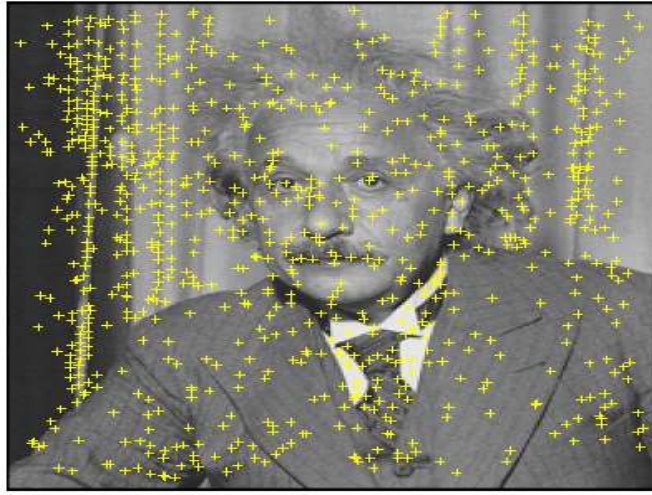
$$H = \begin{bmatrix} D_{xx} & D_{xy} \\ D_{xy} & D_{yy} \end{bmatrix}$$

$$\frac{Tr(H)^2}{Det(H)} < \frac{(r+1)^2}{r}$$

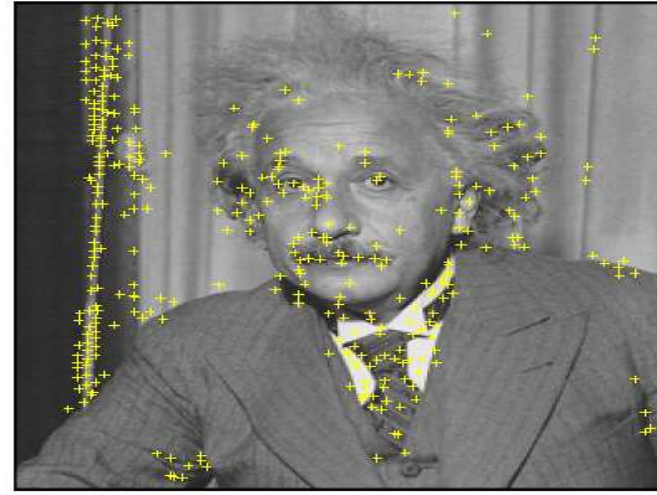
$$Tr(H) = D_{xx} + D_{yy}$$

$$Det(H) = D_{xx}D_{yy} - (D_{xy})^2$$

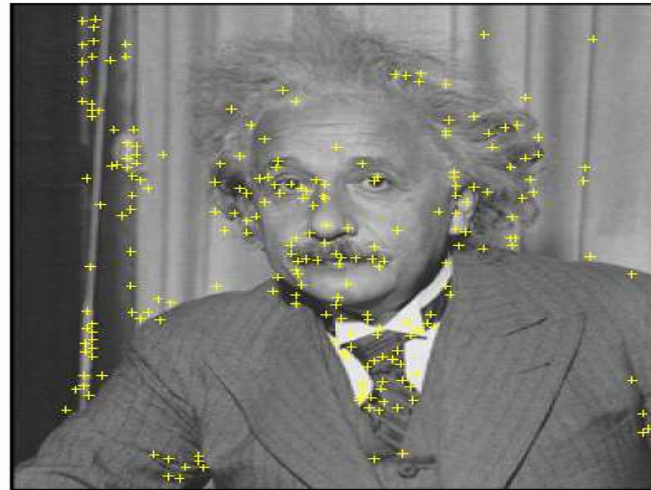
Extra keypoints elimination example [8]



a)



b)



c)

Orientation and feature descriptor [1][4][6]

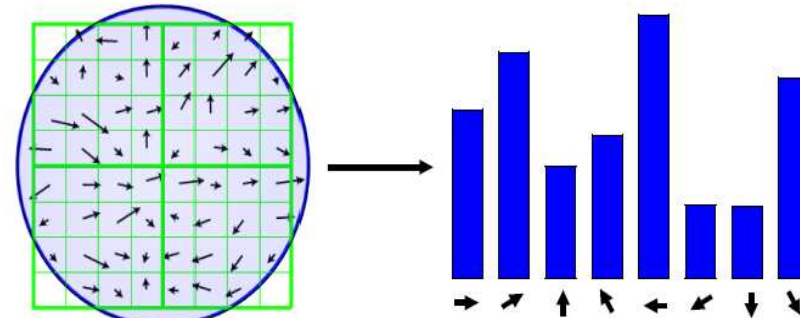
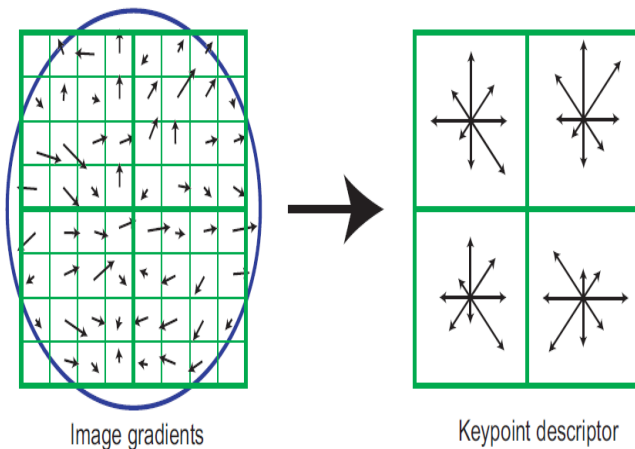
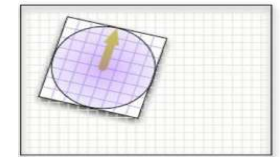
Compute Gradient for each blurred image

$$L(x, y) = G(x, y, \sigma) * I(x, y)$$

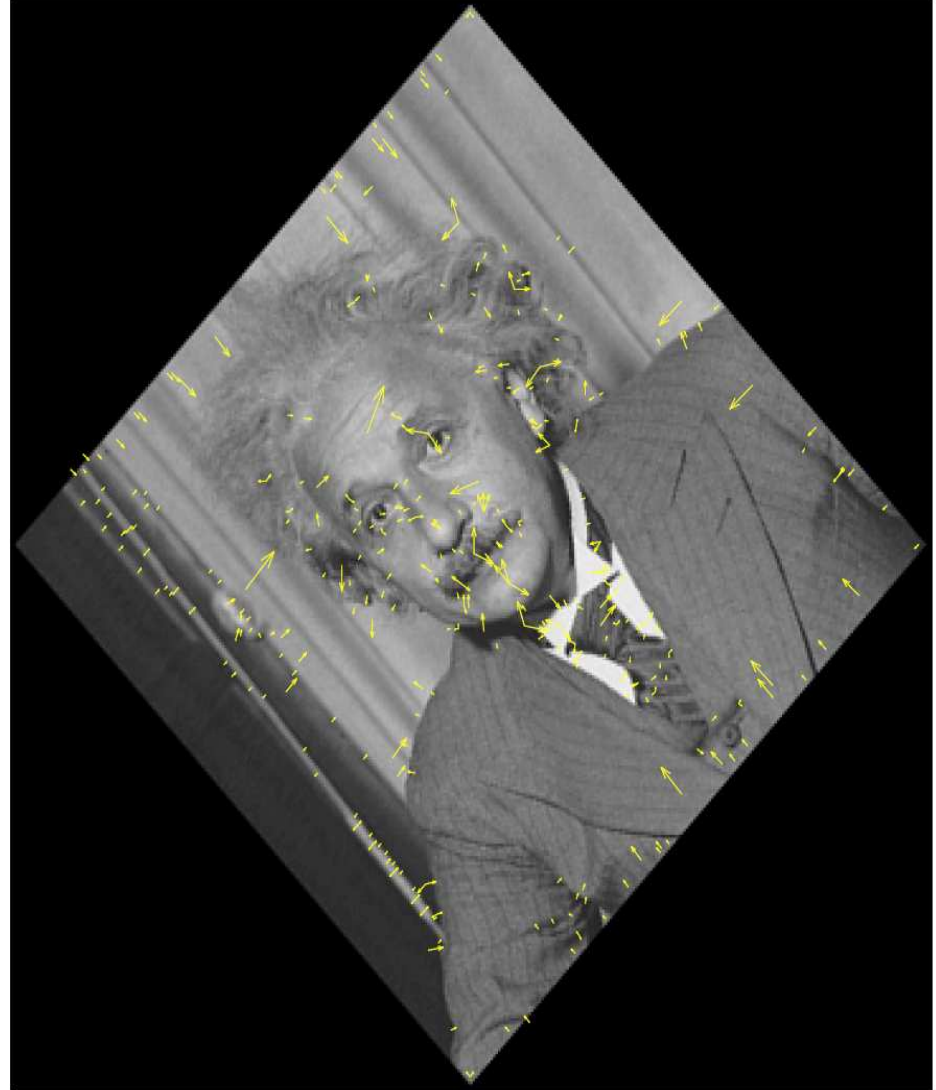
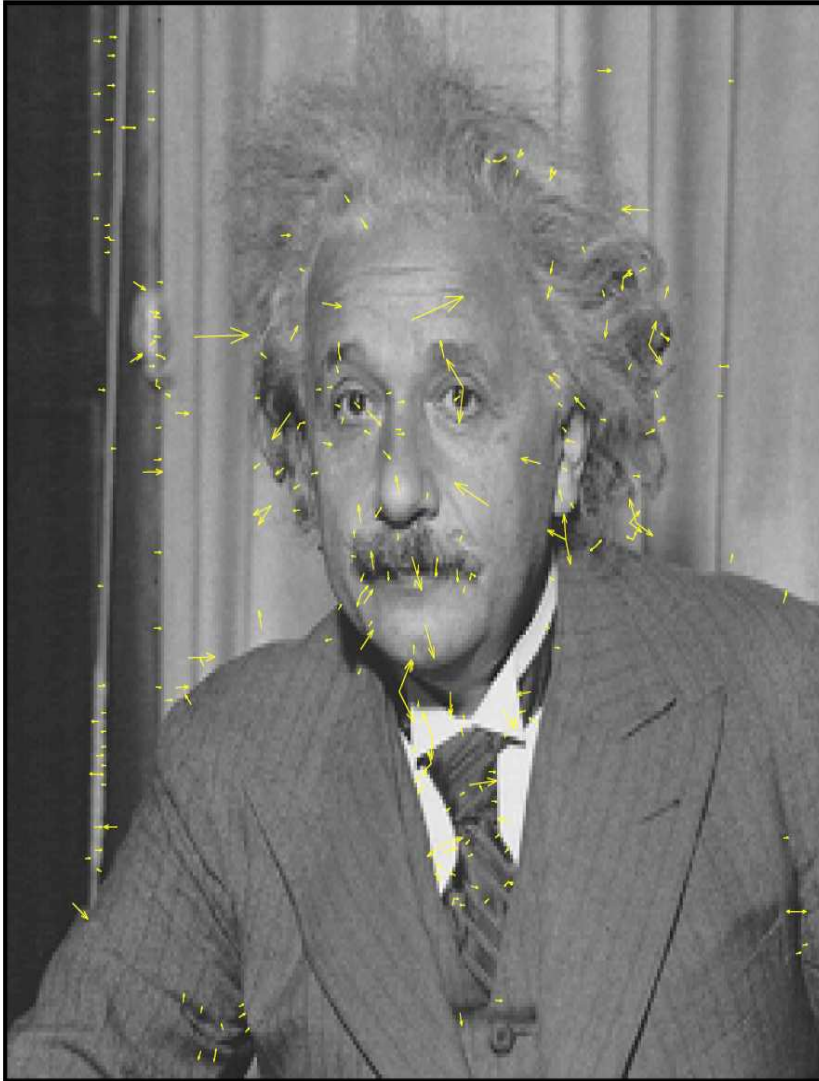
$$m(x, y) = \sqrt{(L(x+1, y) - L(x-1, y))^2 + (L(x, y+1) - L(x, y-1))^2}$$

$$\theta(x, y) = \tan^{-1} \left(\frac{L(x, y+1) - L(x, y-1)}{L(x+1, y) - L(x-1, y)} \right)$$

Implementation uses 4x4 descriptors
from 16x16 which leads to a 4x4x8=128 element vector

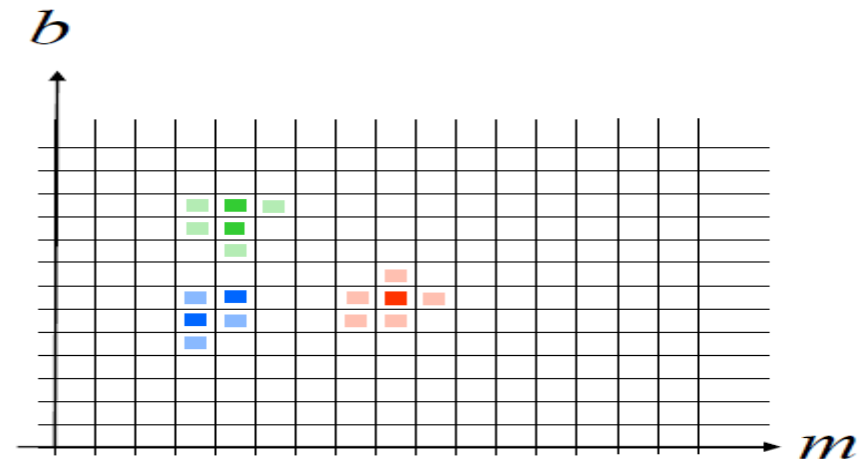
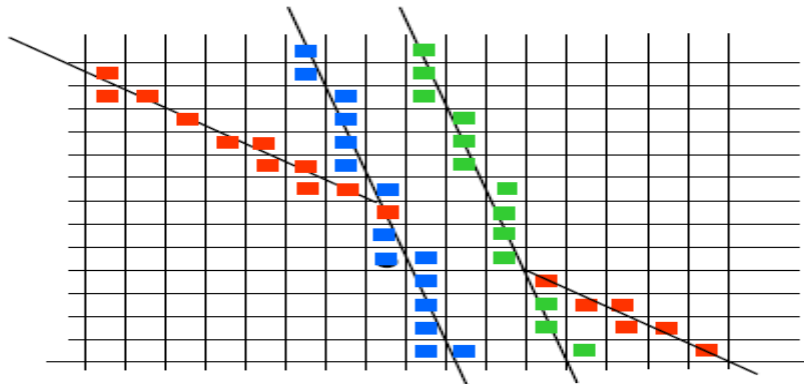


Orientation example [8]



Images source :Allan Jepson [8]

Hough transform : Global features [1][13]



Images source :[13]

SIFT example : Find the cellphone ?

[8]

Image



Range: [0, 1]
Dims: [480, 640]

Model



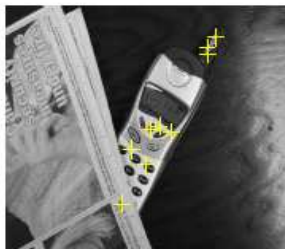
Range: [0, 1]
Dims: [480, 640]

Location



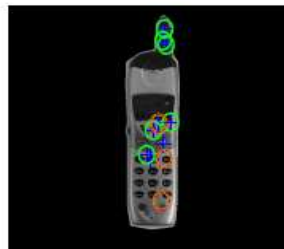
Range: [-0.986, 0.765]
Dims: [480, 640]

Image



Range: [0, 1]
Dims: [480, 640]

Model



Range: [0, 1]
Dims: [480, 640]

Location



Range: [-1.05, 0.866]
Dims: [480, 640]

Image



Range: [0, 1]
Dims: [480, 640]

Model



Range: [0, 1]
Dims: [480, 640]

Location



Range: [-1.07, 1.01]
Dims: [480, 640]

SIFT , Features database [13]

**Scale changes
& rotation**



Rotation



**Illumination
changes**



Database

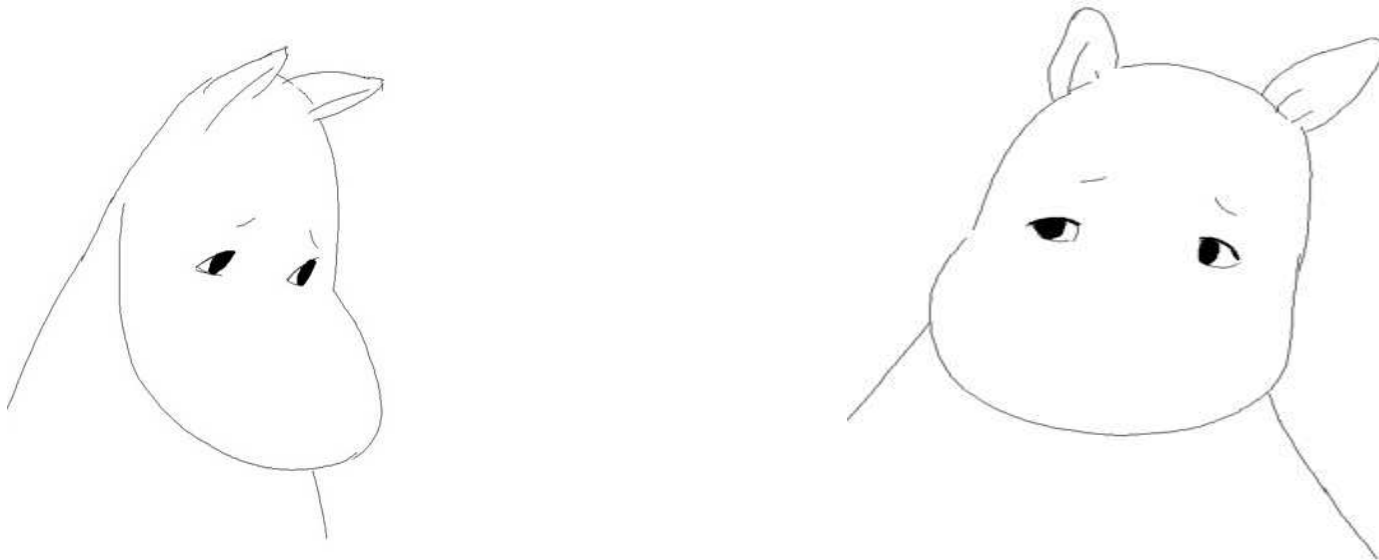


**Viewpoint
changes**



Large illumination change

Non rigid deformations



- Object recognition using SIFT features
- Robot localization and mapping
- Panorama stitching
- 3D scene modeling, recognition and tracking
- Others,(human action recognition)

<http://www.robots.ox.ac.uk/~vgg/research/oxbuildings/index.html>



Find these landmarks



...In these images

Images source :Visual. Geometry Group[7]

- In wide use both in academia and industry
- Many available implementations:
 - Binaries available at Lowe's website
 - C/C++ open source by A. Vedaldi (UCLA)
 - C# library by S. Nowozin (Tu-Berlin)
- Protected by a patent

References

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- [10] http://en.wikipedia.org/wiki/Feature_detection_%28computer_vision%29
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- [12] Ilan Shimshoni, University of Haifa, Slide presentation about SIFT from 048972 Course in Multiple View Geometry : http://mis.hevra.haifa.ac.il/~ishimshoni/MVG/SIFT_KA.ppt
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