



# **COMPUTER VISION Describing Interesting Points**

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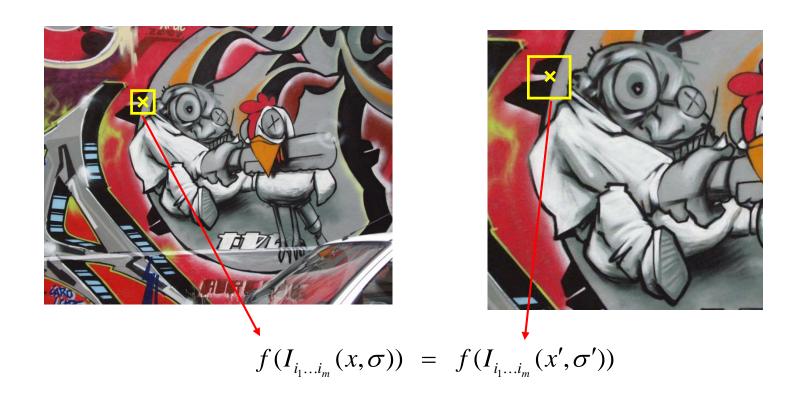




- -Scale and Rotation selection
- SIFT descriptor
- Texture descriptor

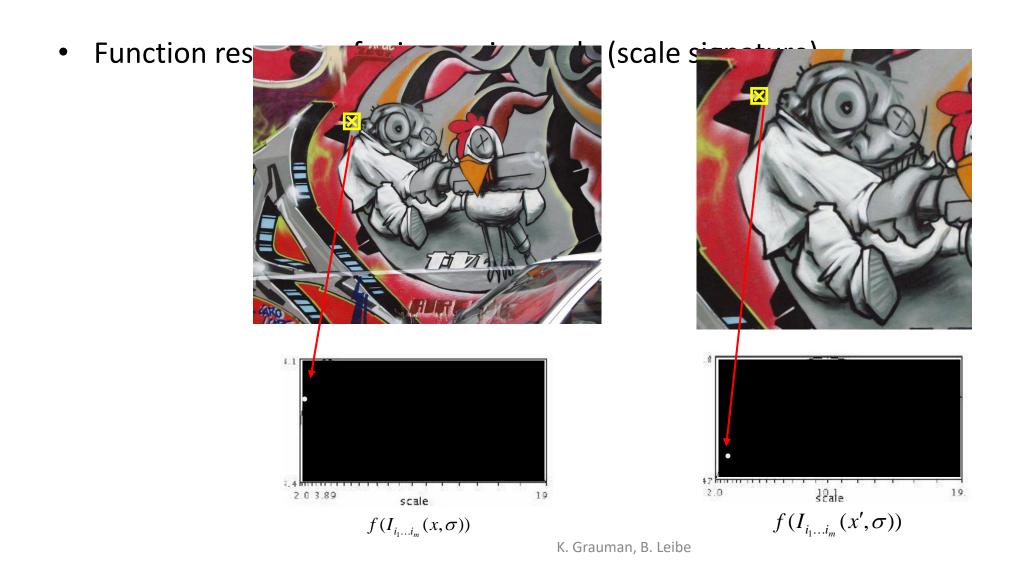
#### **THIS CLASS**



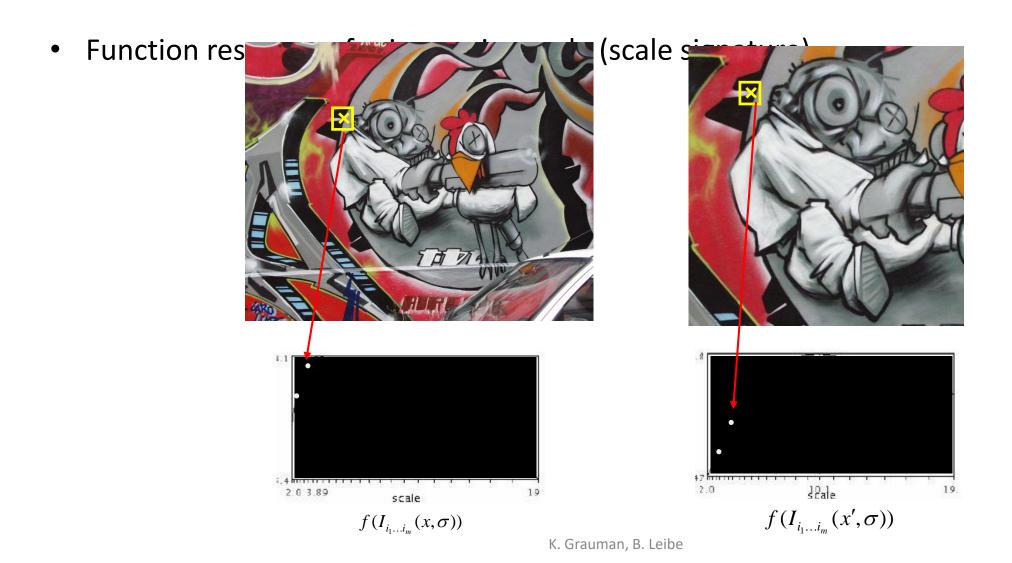


How to find corresponding patch sizes?

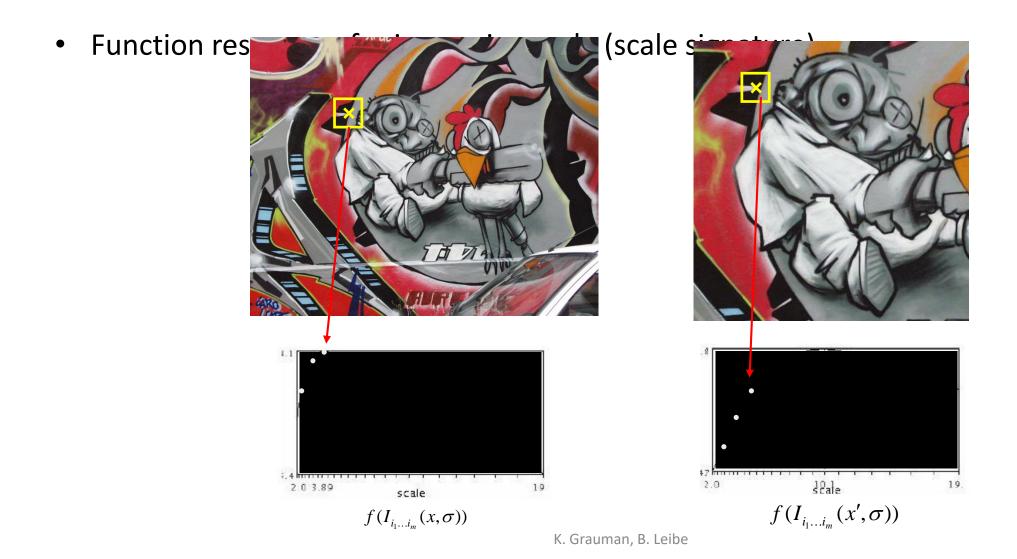




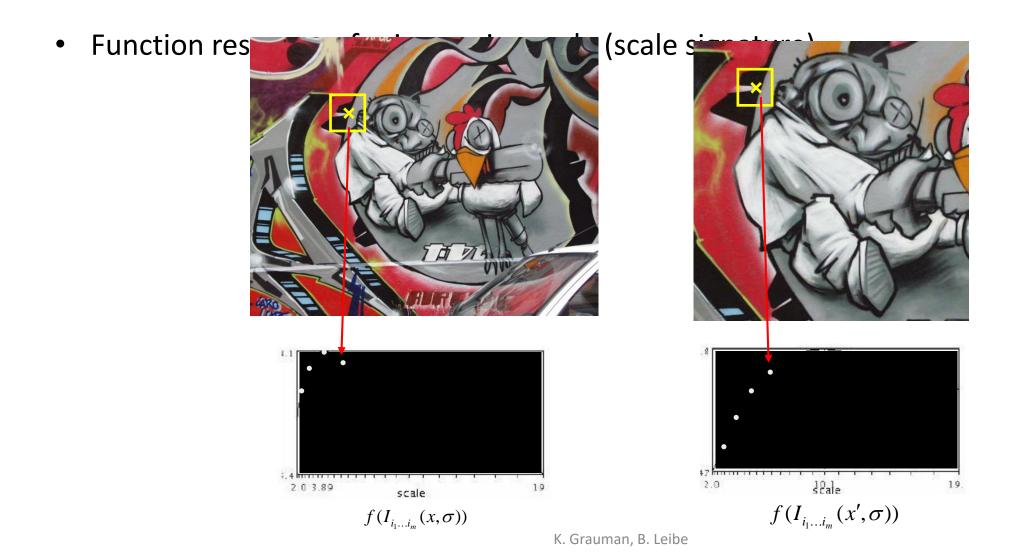




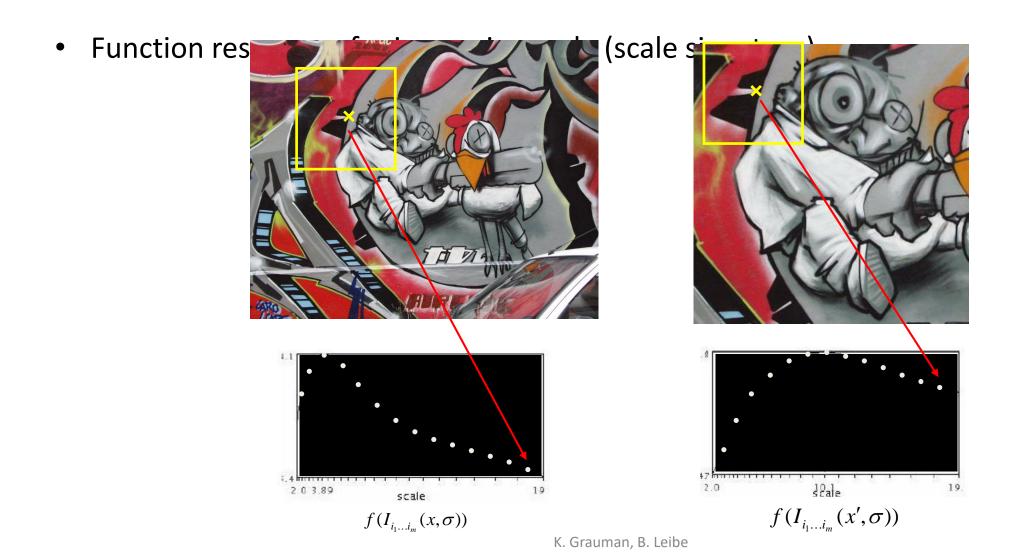




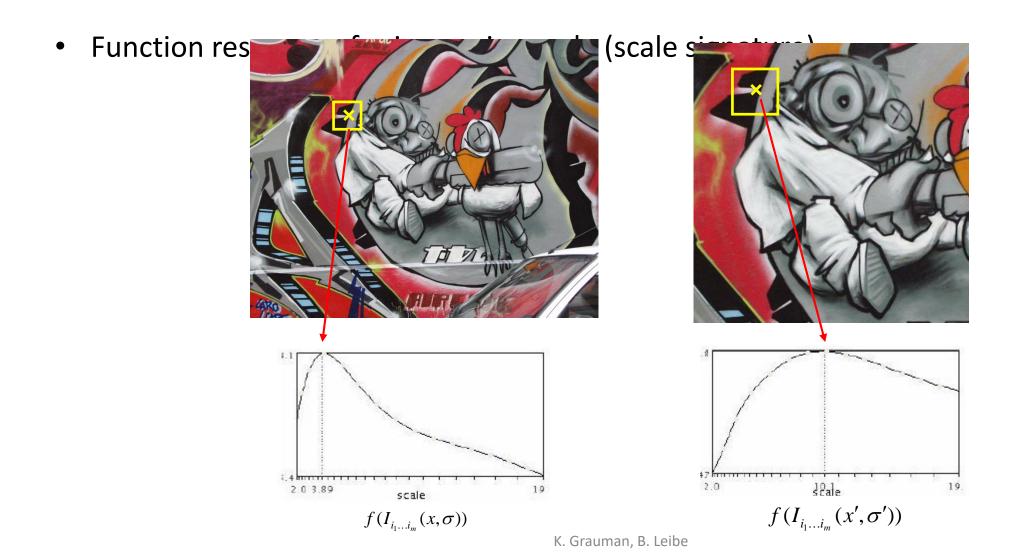






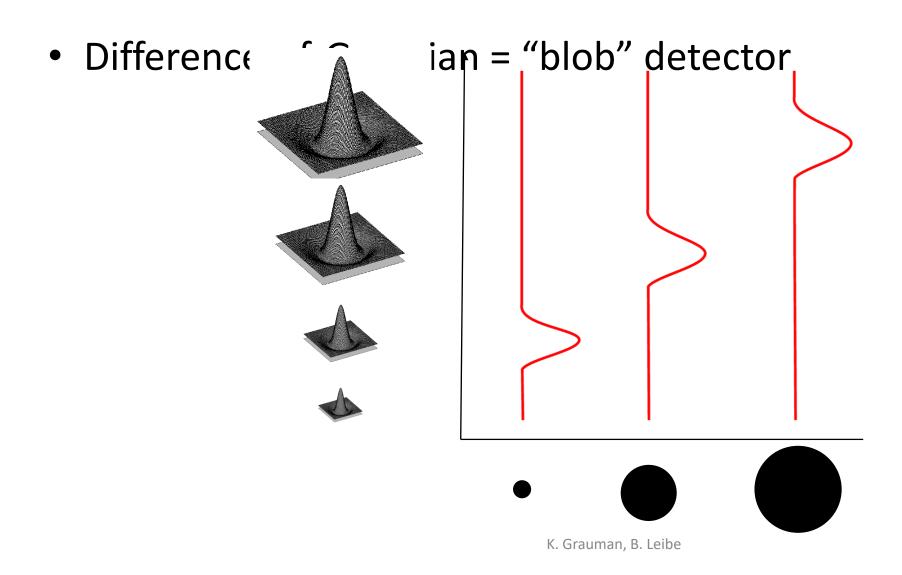






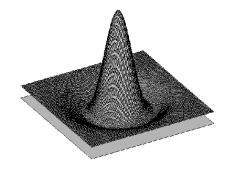


#### What Is A Useful Signature Function?





# Difference-of-Gaussian (DoG)





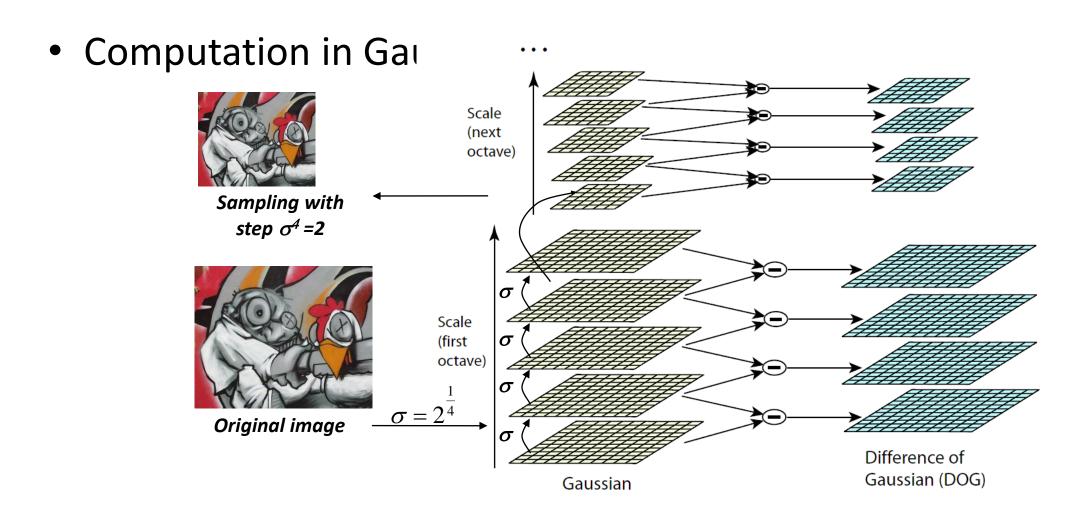




K. Grauman, B. Leibe

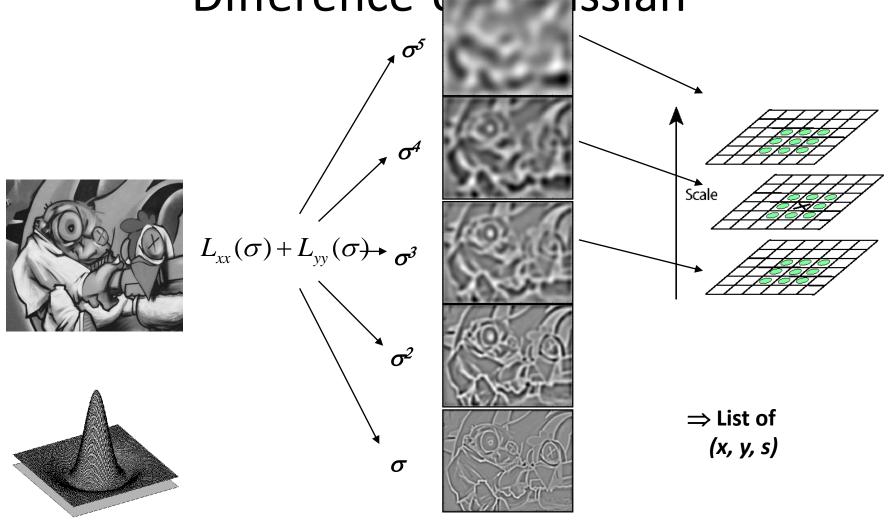


# DoG – Efficient Computation



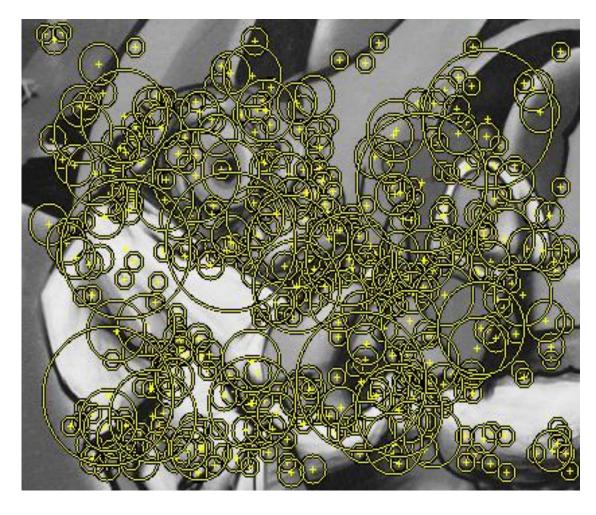


Find local maxima in position-scale space of Difference-of-Caussian





#### Results: Difference-of-Gaussian

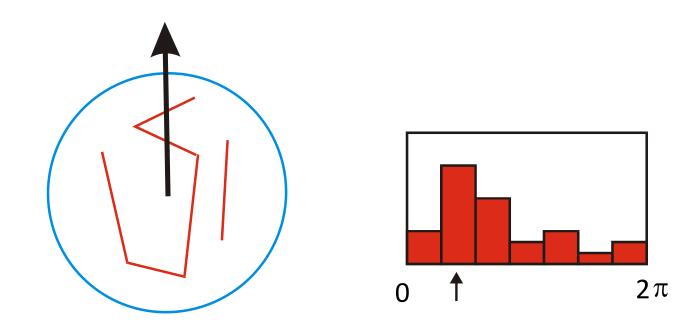




#### **Orientation Normalization**

[Lowe, SIFT, 1999]

- Compute orientation histogram
- Select dominant orientation
- Normalize: rotate to fixed orientation





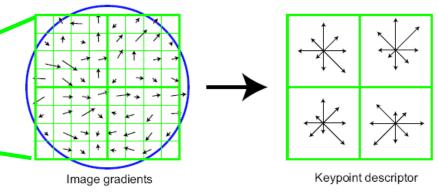
# **Local Descriptors**

- The ideal descriptor should be
  - Robust
  - Distinctive
  - Compact
  - Efficient
- Most available descriptors focus on edge/gradient information
  - Capture texture information
  - Color rarely used



# Local Descriptors: SIFT Descriptor





# Histogram of oriented gradients

- Captures important texture information
- Robust to small translations / affine deformations

[Lowe, ICCV 1999]



# Details of Lowe's SIFT algorithm

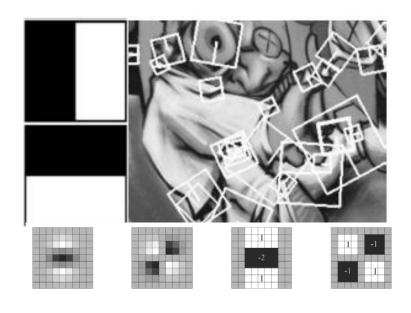
- Run DoG detector
  - Find maxima in location/scale space
  - Remove edge points
- Find all major orientations
  - Bin orientations into 36 bin histogram
    - Weight by gradient magnitude
    - Weight by distance to center (Gaussian-weighted mean)
  - Return orientations within 0.8 of peak
    - Use parabola for better orientation fit
- For each (x,y,scale,orientation), create descriptor:
  - Sample 16x16 gradient mag. and rel. orientation
  - Bin 4x4 samples into 4x4 histograms
  - Threshold values to max of 0.2, divide by L2 norm
  - Final descriptor: 4x4x8 normalized histograms

$$\mathbf{H} = \left[ \begin{array}{cc} D_{xx} & D_{xy} \\ D_{xy} & D_{yy} \end{array} \right]$$

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



## Local Descriptors: SURF



#### Fast approximation of SIFT idea

Efficient computation by 2D box filters & integral images

 $\Rightarrow$  6 times faster than SIFT

**Equivalent quality for object identification** 

#### **GPU** implementation available

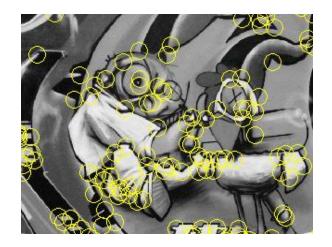
Feature extraction @ 200Hz (detector + descriptor, 640×480 img)

http://www.vision.ee.ethz.ch/~surf



## Things to remember

- Keypoint detection: repeatable and distinctive
  - Corners, blobs, stable regions
  - Harris, DoG



- Descriptors: robust and selective
  - spatial histograms of orientation
  - SIFT

