



## Lecture 4. Edge Detection

# Image gradients

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CS131 Computer Vision: Foundations and Applications

# What will we learn today?

- Review: derivatives in 1D
- Discrete derivatives in 2D
- 2D discrete derivative filters



# Derivatives in 1D

$$\frac{df}{dx} = \lim_{\Delta x \rightarrow 0} \frac{f(x) - f(x - \Delta x)}{\Delta x} = f'(x) = f_x$$



## Derivatives in 1D - example

$$y = x^2 + x^4$$

$$\frac{dy}{dx} = 2x + 4x^3$$



## Derivatives in 1D - example

$$y = x^2 + x^4$$

$$\frac{dy}{dx} = 2x + 4x^3$$

$$y = \sin x + e^{-x}$$

$$\frac{dy}{dx} = \cos x + (-1)e^{-x}$$



## Discrete Derivative in 1D

$$\frac{df}{dx} = \lim_{\Delta x \rightarrow 0} \frac{f(x) - f(x - \Delta x)}{\Delta x} = f'(x)$$

$$\frac{df}{dx} = \frac{f(x) - f(x - 1)}{1} = f'(x)$$

$$\frac{df}{dx} = f(x) - f(x - 1) = f'(x)$$



## Types of Discrete derivative in 1D

Backward  $\frac{df}{dx} = f(x) - f(x-1) = f'(x)$

Forward  $\frac{df}{dx} = f(x) - f(x+1) = f'(x)$

Central  $\frac{df}{dx} = f(x+1) - f(x-1) = f'(x)$



# 1D discrete derivate filters

- Backward filter:  $[0 \quad 1 \quad -1]$

$$f(x) - f(x-1) = f'(x)$$







## 1D discrete derivate filters

- Backward filter:  $[0 \quad 1 \quad -1]$

$$f(x) - f(x-1) = f'(x)$$

- Forward:  $[-1 \quad 1 \quad 0]$

$$f(x) - f(x+1) = f'(x)$$

## 1D discrete derivate filters

- Backward filter:  $[0 \quad 1 \quad -1]$

$$f(x) - f(x-1) = f'(x)$$

- Forward:  $[-1 \quad 1 \quad 0]$

$$f(x) - f(x+1) = f'(x)$$

- Central:  $[1 \quad 0 \quad -1]$

$$f(x+1) - f(x-1) = f'(x)$$





## 1D discrete derivate example

$$f(x) = 10 \quad 15 \quad 10 \quad 10 \quad 25 \quad 20 \quad 20 \quad 20$$

$$f'(x) = 10 \quad 5 \quad -5 \quad 0 \quad 15 \quad -5 \quad 0 \quad 0$$

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# Discrete derivate in 2D

Given function

$$f(x, y)$$



# Discrete derivate in 2D

Given function

$$f(x, y)$$

Gradient vector

$$\nabla f(x, y) = \begin{bmatrix} \frac{\partial f(x, y)}{\partial x} \\ \frac{\partial f(x, y)}{\partial y} \end{bmatrix} = \begin{bmatrix} f_x \\ f_y \end{bmatrix}$$



# Discrete derivate in 2D

Given function

$$f(x, y)$$

Gradient vector

$$\nabla f(x, y) = \begin{bmatrix} \frac{\partial f(x, y)}{\partial x} \\ \frac{\partial f(x, y)}{\partial y} \end{bmatrix} = \begin{bmatrix} f_x \\ f_y \end{bmatrix}$$

Gradient magnitude

$$|\nabla f(x, y)| = \sqrt{f_x^2 + f_y^2}$$

Gradient direction

$$\theta = \tan^{-1} \left( \frac{\partial f}{\partial y} / \frac{\partial f}{\partial x} \right)$$



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## 2D discrete derivative filters

What does this filter do?

$$\frac{1}{3} \begin{bmatrix} 1 & 0 & -1 \\ 1 & 0 & -1 \\ 1 & 0 & -1 \end{bmatrix}$$





## 2D discrete derivative filters

What about this filter?

$$\frac{1}{3} \begin{bmatrix} 1 & 0 & -1 \\ 1 & 0 & -1 \\ 1 & 0 & -1 \end{bmatrix}$$

$$\frac{1}{3} \begin{bmatrix} 1 & 1 & 1 \\ 0 & 0 & 0 \\ -1 & -1 & -1 \end{bmatrix}$$

- Convention: in what direction do  $x$  and  $y$  increase?

## 2D discrete derivative - example

$$I = \begin{bmatrix} 10 & 10 & 20 & 20 & 20 \\ 10 & 10 & 20 & 20 & 20 \\ 10 & 10 & 20 & 20 & 20 \\ 10 & 10 & 20 & 20 & 20 \\ 10 & 10 & 20 & 20 & 20 \end{bmatrix}$$





## 2D discrete derivative - example

What happens when we apply  
this filter?

$$I = \begin{bmatrix} 10 & 10 & 20 & 20 & 20 \\ 10 & 10 & 20 & 20 & 20 \\ 10 & 10 & 20 & 20 & 20 \\ 10 & 10 & 20 & 20 & 20 \\ 10 & 10 & 20 & 20 & 20 \end{bmatrix}$$

$$\frac{1}{3} \begin{bmatrix} 1 & 1 & 1 \\ 0 & 0 & 0 \\ -1 & -1 & -1 \end{bmatrix}$$



## 2D discrete derivative - example

What happens when we apply this filter?

$$I = \begin{bmatrix} 10 & 10 & 20 & 20 & 20 \\ 10 & 10 & 20 & 20 & 20 \\ 10 & 10 & 20 & 20 & 20 \\ 10 & 10 & 20 & 20 & 20 \\ 10 & 10 & 20 & 20 & 20 \end{bmatrix}$$

$$\frac{1}{3} \begin{bmatrix} 1 & 1 & 1 \\ 0 & 0 & 0 \\ -1 & -1 & -1 \end{bmatrix}$$

$$I_y = \begin{bmatrix} 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 \end{bmatrix}$$



## 2D discrete derivative - example

Now let's try the other filter!

$$I = \begin{bmatrix} 10 & 10 & 20 & 20 & 20 \\ 10 & 10 & 20 & 20 & 20 \\ 10 & 10 & 20 & 20 & 20 \\ 10 & 10 & 20 & 20 & 20 \\ 10 & 10 & 20 & 20 & 20 \end{bmatrix}$$

$$\frac{1}{3} \begin{bmatrix} 1 & 0 & -1 \\ 1 & 0 & -1 \\ 1 & 0 & -1 \end{bmatrix}$$



## 2D discrete derivative - example

What happens when we apply this filter?

$$I = \begin{bmatrix} 10 & 10 & 20 & 20 & 20 \\ 10 & 10 & 20 & 20 & 20 \\ 10 & 10 & 20 & 20 & 20 \\ 10 & 10 & 20 & 20 & 20 \\ 10 & 10 & 20 & 20 & 20 \end{bmatrix}$$

$$\frac{1}{3} \begin{bmatrix} 1 & 0 & -1 \\ 1 & 0 & -1 \\ 1 & 0 & -1 \end{bmatrix}$$

$$I_x = \begin{bmatrix} 0 & 0 & 0 & 0 & 0 \\ 0 & 10 & 10 & 0 & 0 \\ 0 & 10 & 10 & 0 & 0 \\ 0 & 10 & 10 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 \end{bmatrix}$$

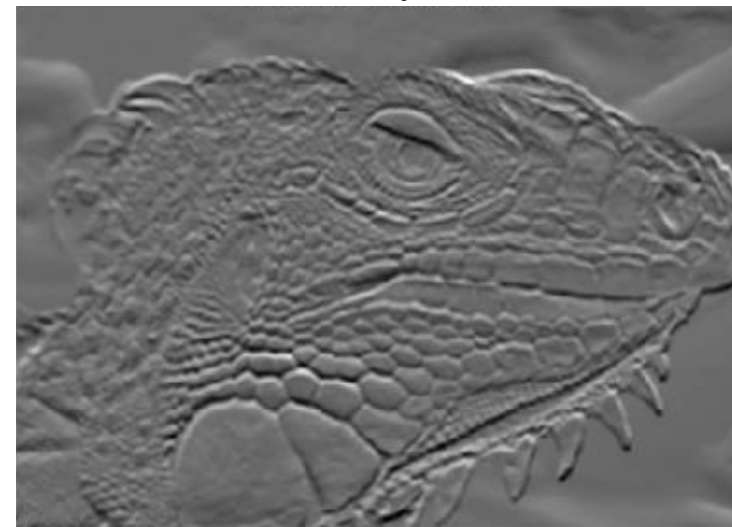
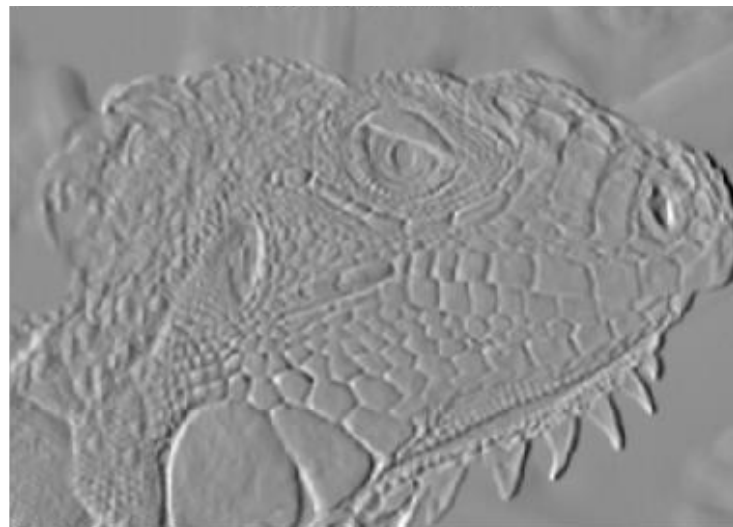
# 3x3 image gradient filters

$$\frac{1}{3} \begin{bmatrix} 1 & 0 & -1 \\ 1 & 0 & -1 \\ 1 & 0 & -1 \end{bmatrix}$$

$$\frac{1}{3} \begin{bmatrix} 1 & 1 & 1 \\ 0 & 0 & 0 \\ -1 & -1 & -1 \end{bmatrix}$$

Derivative in x direction

Derivative in y direction





# Summary

- Review: derivatives in 1D
- Discrete derivatives in 2D
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