

# Feature descriptors

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# Today

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- ▶ **Local descriptors**
  - ▶ Selecting invariant regions
  - ▶ Feature descriptors:
    - ▶ SIFT and others

# Today

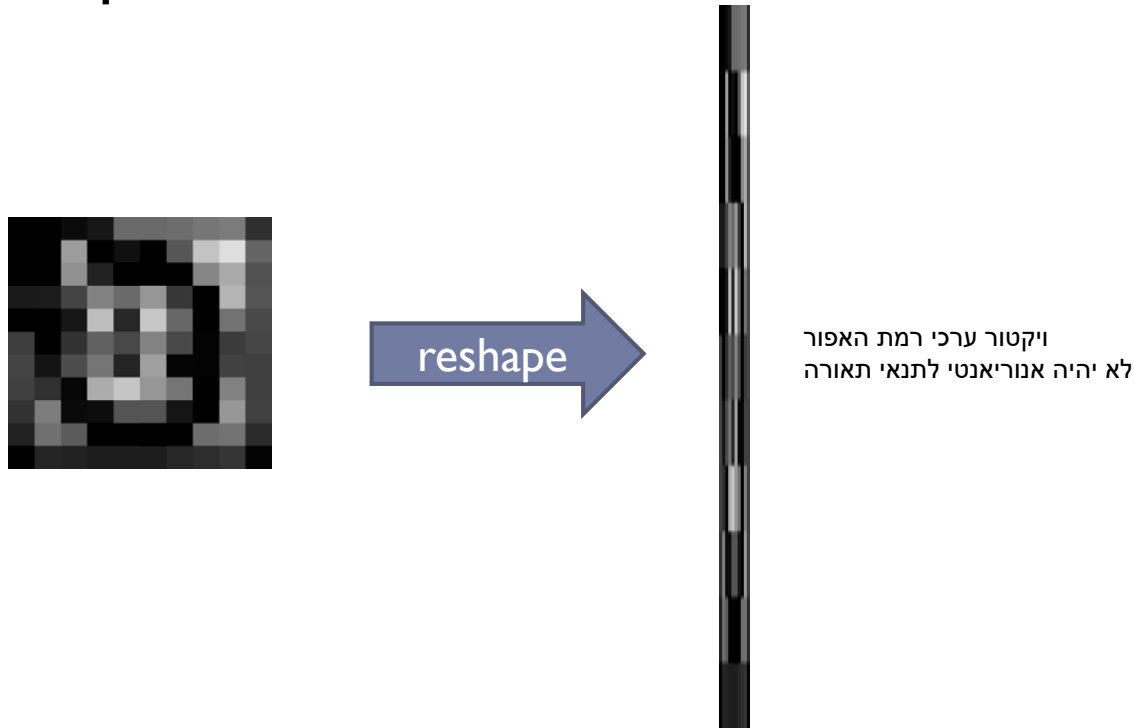
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- ▶ Local descriptors
  - ▶ Selecting invariant regions
  - ▶ Feature descriptors:
    - ▶ SIFT and others

# The naïve descriptor – intensities vector

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- ▶ The Simplest descriptor is a vector of the intensities within the patch.



What is this going to be invariant to?

# The naïve descriptor – intensities vector

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## ► Disadvantage of the intensities vector

1. Changes significantly with illumination
2. Changes significantly with small shifts in position

# Another naïve descriptor

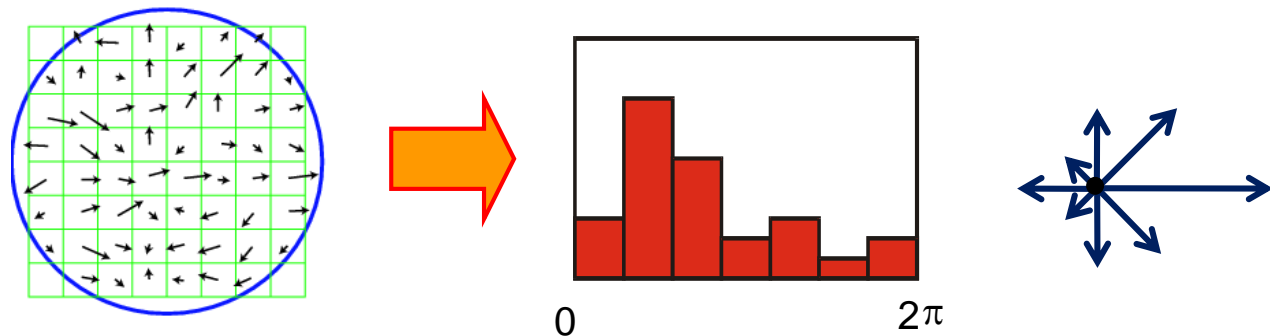
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## ► Disadvantage of the intensities vector

1. Changes significantly with illumination
2. Changes significantly with small shifts in position

## ► Solutions

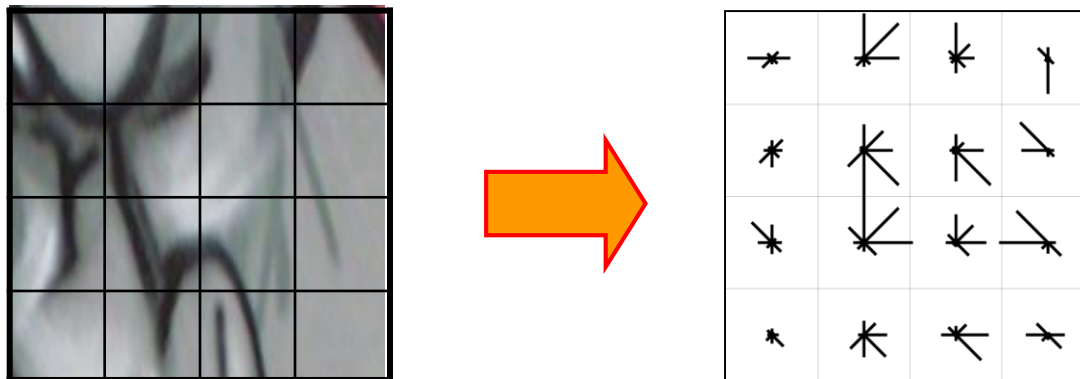
1. Use gradients instead of intensities
2. Histograms





# A good feature descriptor: SIFT

- ▶ **Scale Invariant Feature Transform**
- ▶ **Descriptor computation:**
  - ▶ Divide patch into 4x4 sub-patches: 16 cells
  - ▶ Compute histogram of gradient orientations (8 reference angles) for all pixels inside each sub-patch
  - ▶ Resulting descriptor:  $4 \times 4 \times 8 = 128$  dimensions

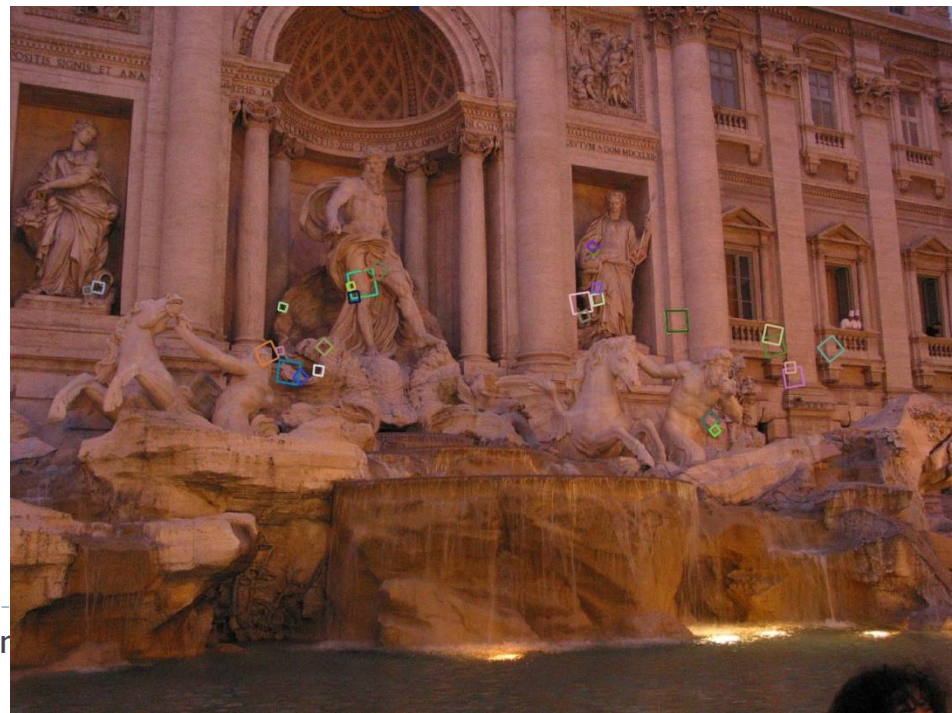


David G. Lowe. "[Distinctive image features from scale-invariant keypoints.](#)" *IJCV* 2004.

# SIFT overview

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- ▶ Extraordinarily robust matching technique
  - ▶ Can handle changes in viewpoint up to about 60 degree out of plane rotation
  - ▶ Can handle significant changes in illumination
    - ▶ Sometimes even day vs. night (below)
  - ▶ Fast and efficient—can run in real time
  - ▶ Lots of code available
    - ▶ [http://people.csail.mit.edu/albert/ladypack/wiki/index.php/Known\\_implementations\\_of\\_SIFT](http://people.csail.mit.edu/albert/ladypack/wiki/index.php/Known_implementations_of_SIFT)





# Working with SIFT descriptors

## ► One image yields:

16 \* 8

- $n$  128-dimensional descriptors: each one is a histogram of the gradient orientations within a patch
  - $[n \times 128 \text{ matrix}]$
- $n$  scale parameters specifying the size of each patch
  - $[n \times 1 \text{ vector}]$
- $n$  orientation parameters specifying the angle of the patch
  - $[n \times 1 \text{ vector}]$
- $n$  2d points giving positions of the patches
  - $[n \times 2 \text{ matrix}]$

$(x_1, y_1)$   
 $\rightarrow y_2$   
 $\downarrow$



# SURF descriptor

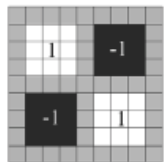
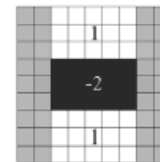
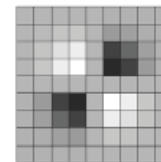
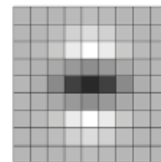
- ▶ Fast approximation of SIFT
  - ▶ Efficient computation by 2D box filters & integral images  
➔ 6 times faster than SIFT
  - ▶ Equivalent quality for object identification



## GPU implementation available

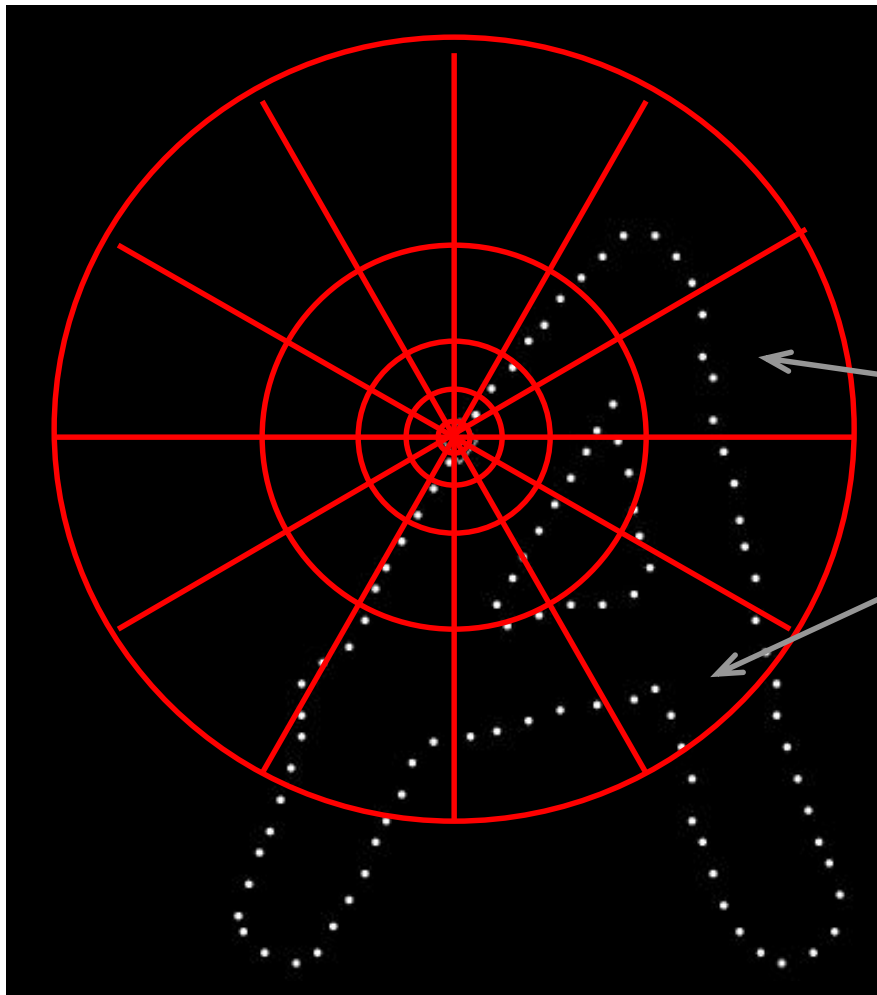
Feature extraction @ 200Hz  
(detector + descriptor, 640×480 img)

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



[Bay, ECCV'06], [Cornelis, CVGPU'08]

# Local Descriptors: Shape Context



**Count the number of points  
inside each bin, e.g.:**

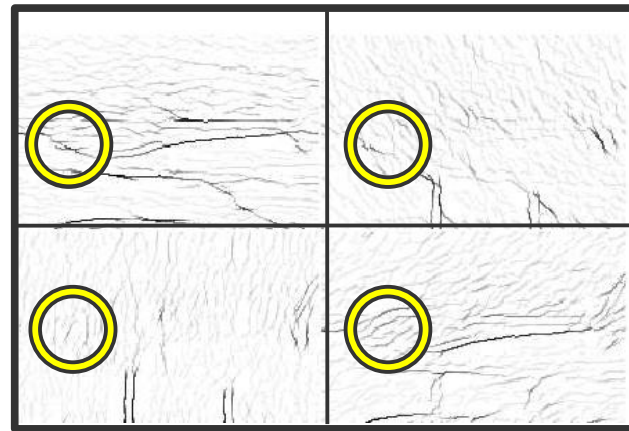
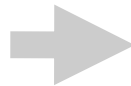
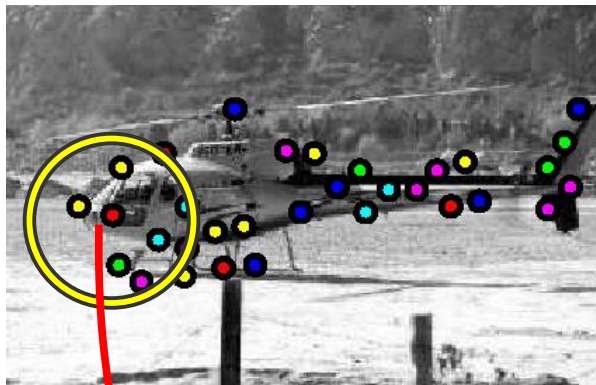
**Count = 4**

**⋮**

**Count = 10**

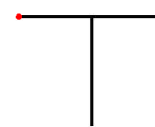
**Log-polar binning: more  
precision for nearby points,  
more flexibility for farther  
points.**

# Local Descriptors: Geometric Blur



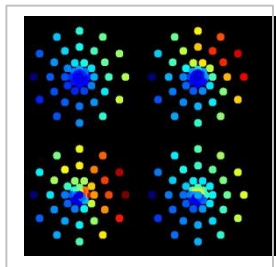
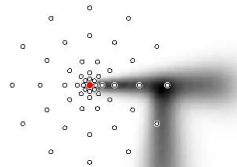
Compute edges  
at four  
orientations

Extract a patch  
in each channel



**Apply spatially varying  
blur and sub-sample**

(Idealized signal)

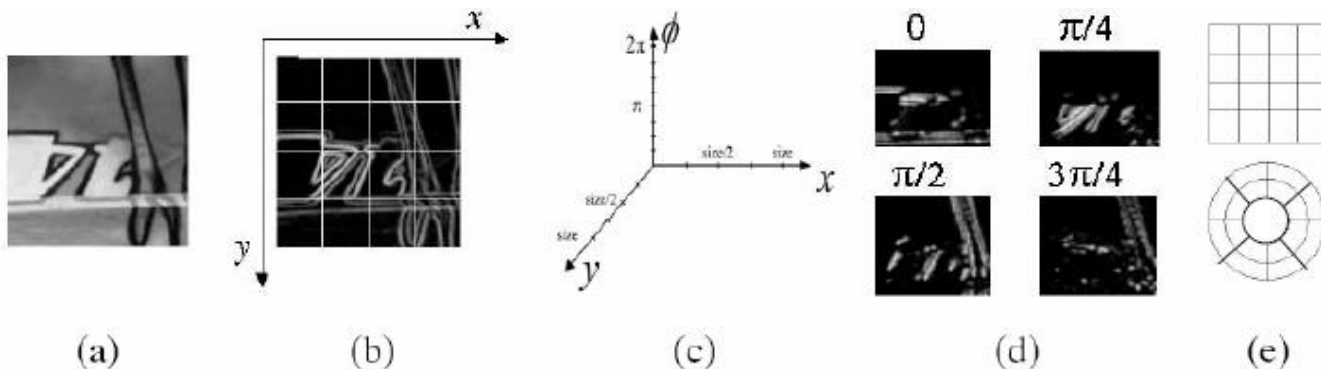


Example descriptor

# GLOH

## ► Gradient Location and Orientation Histogram

- Very similar to SIFT
- Log-polar location grid
  - 3 bins in radial direction
  - 8 bins in angular direction
  - Gradient orientation quantized to 16 bins
- Total dimension
  - $(2 \times 8 + 1) \times 16 = 272$  bins  $\rightarrow$  PCA for dimension reduction



# More on feature detection/description



## Affine Covariant Regions

### Publications

#### Region detectors

- *Harris-Affine & Hessian Affine*: [K. Mikolajczyk](#) and [C. Schmid](#), Scale and Affine invariant interest point detectors. In IJCV 1(60):63-86, 2004. [PDF](#)
- *MSER*: [J. Matas](#), [O. Chum](#), [M. Urban](#), and [T. Pajdla](#), Robust wide baseline stereo from maximally stable extremal regions. In BMVC p. 384-393, 2002. [PDF](#)
- *IBR & EBR*: [T. Tuytelaars](#) and [L. Van Gool](#), Matching widely separated views based on affine invariant regions. In IJCV 1(59):61-85, 2004. [PDF](#)
- *Salient regions*: [T. Kadir](#), [A. Zisserman](#), and [M. Brady](#), An affine invariant salient region detector. In ECCV p. 404-416, 2004. [PDF](#)

#### Region descriptors

- *SIFT*: [D. Lowe](#), Distinctive image features from scale invariant keypoints. In IJCV 2(60):91-110, 2004. [PDF](#)

#### Performance evaluation

- [K. Mikolajczyk](#), [T. Tuytelaars](#), [C. Schmid](#), [A. Zisserman](#), [J. Matas](#), [F. Schaffalitzky](#), [T. Kadir](#) and [L. Van Gool](#), A comparison of affine region detectors. Technical Report, accepted to IJCV. [PDF](#)
- [K. Mikolajczyk](#), [C. Schmid](#), A performance evaluation of local descriptors. Technical Report, accepted to PAMI. [PDF](#)

<http://www.robots.ox.ac.uk/~vgg/research/affine/detectors.html#binaries>

# Self-similarity descriptor

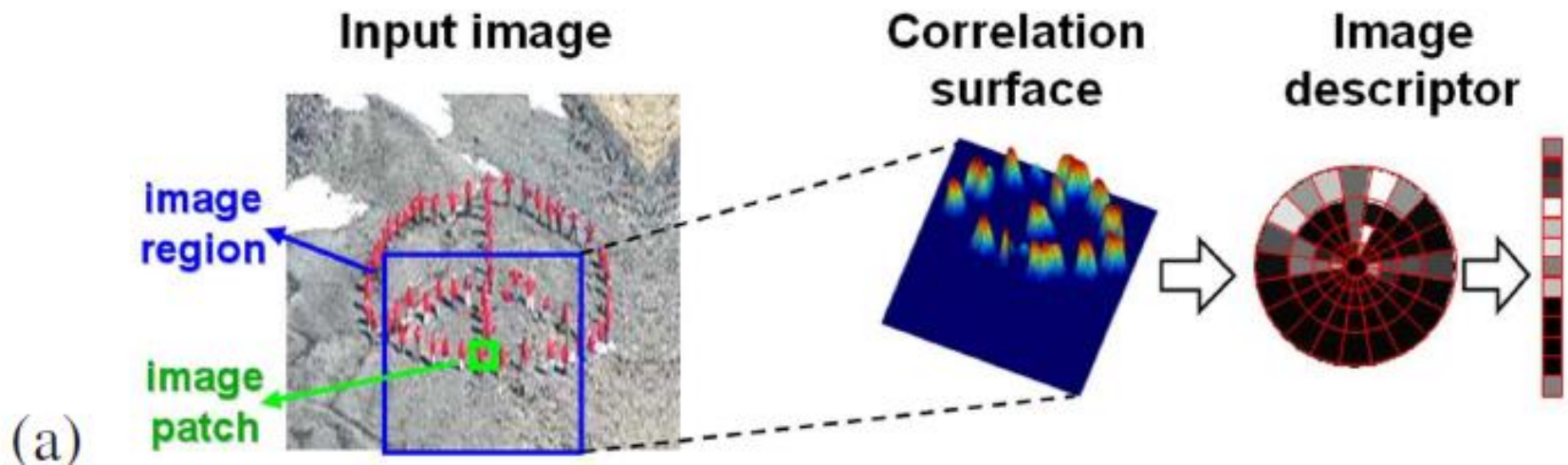
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- ▶ All the descriptors so far captured same appearance
- ▶ What can we do if the objects have the **same shape** but **different appearance**?



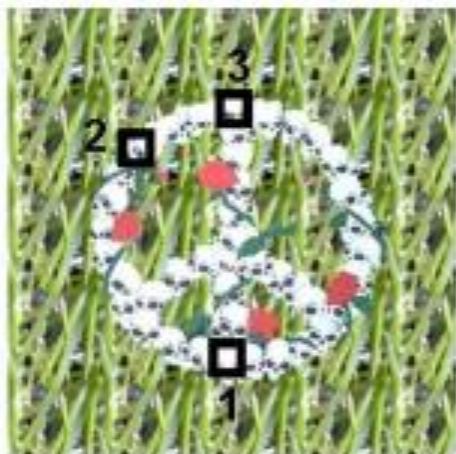
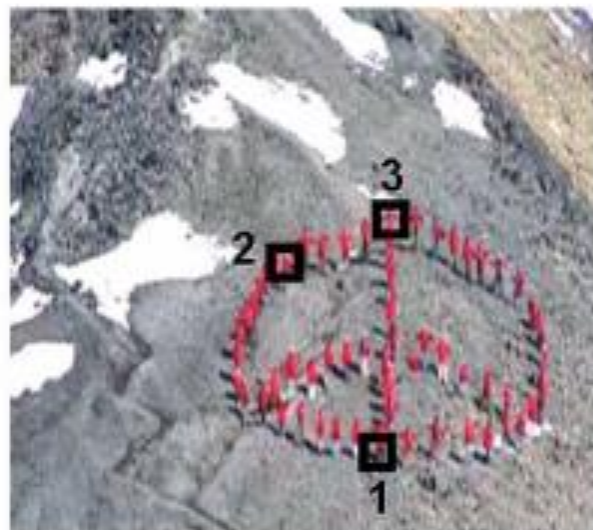
# Self-similarity descriptor

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# Self-similarity descriptor



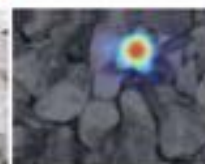
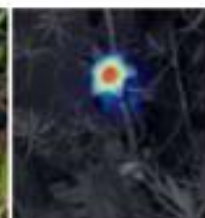
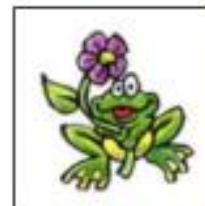
# Self-similarity descriptor

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template

results



# Self-similarity descriptor

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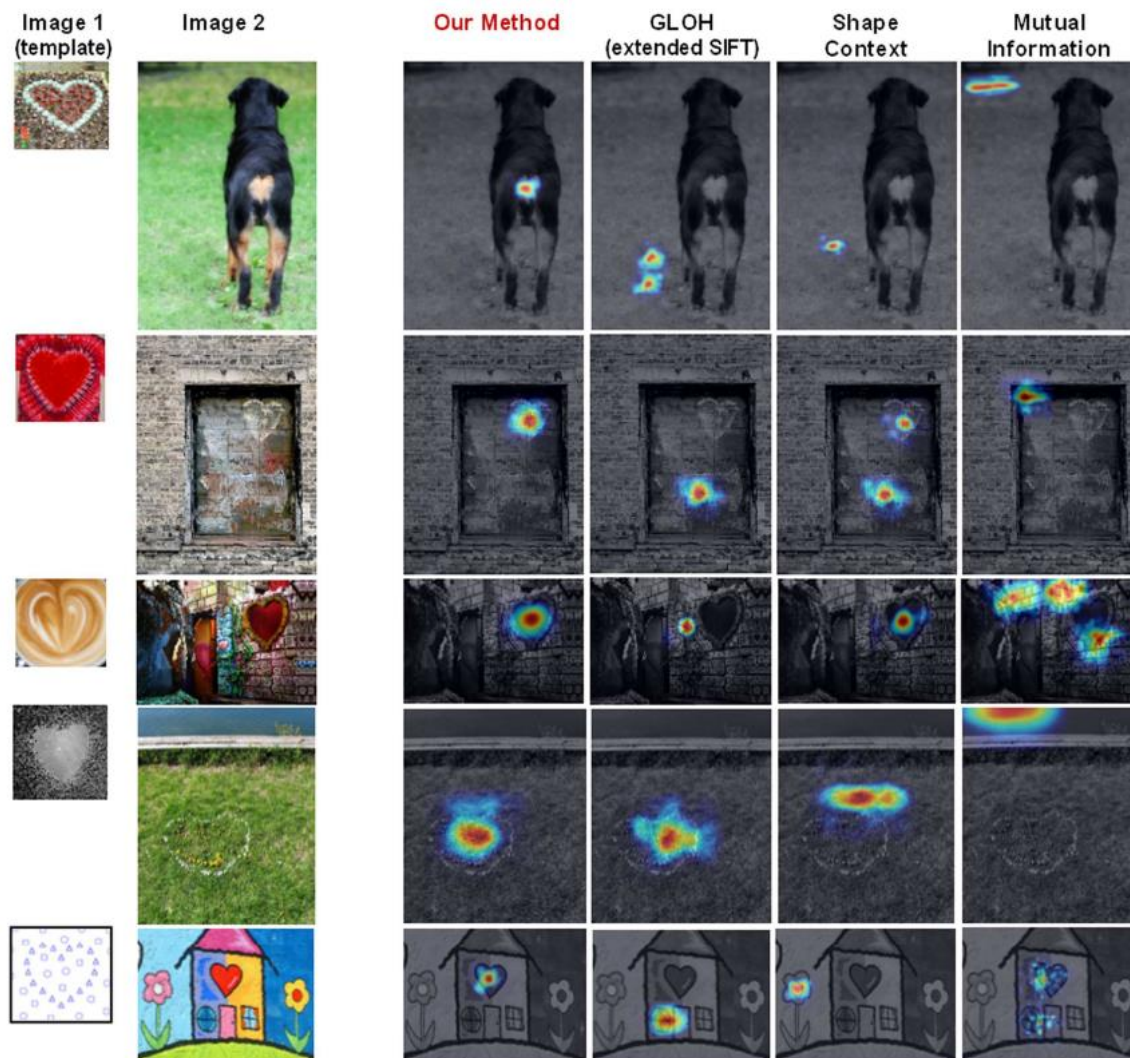
template

results





# Self-similarity descriptor



# Advantages of local features

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## ▶ Useful

- ▶ It is critical to find distinctive and repeatable local regions for multi-view matching

## ▶ Complexity reduction

- ▶ Selection of distinctive points reduces number of regions to process

## ▶ Compact description

- ▶ Describe images, objects, parts without requiring segmentation;

## ▶ Robustness

- ▶ To clutter & occlusion
- ▶ Similar descriptors in spite of moderate view changes, noise, blur, etc.

# End – Feature descriptors

Now you know how it works