HW1 : Low-level Feature Extraction
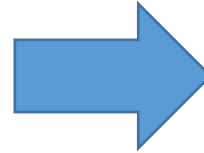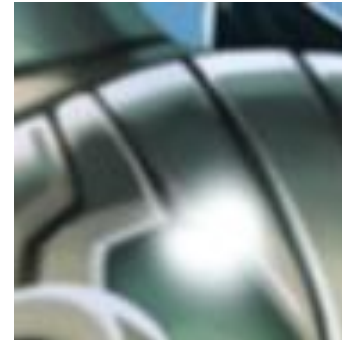
Part 1 – Gaussian smooth
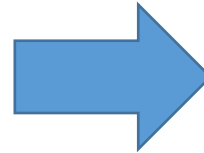
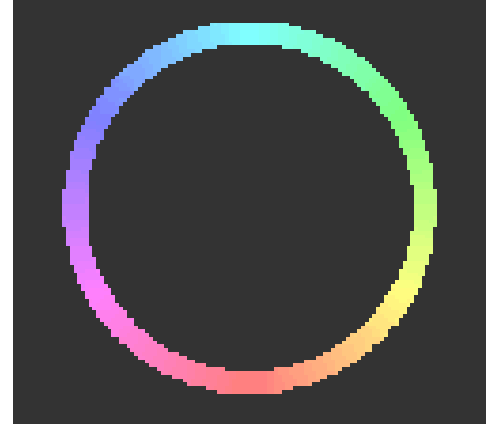# Part 1 – Gradient
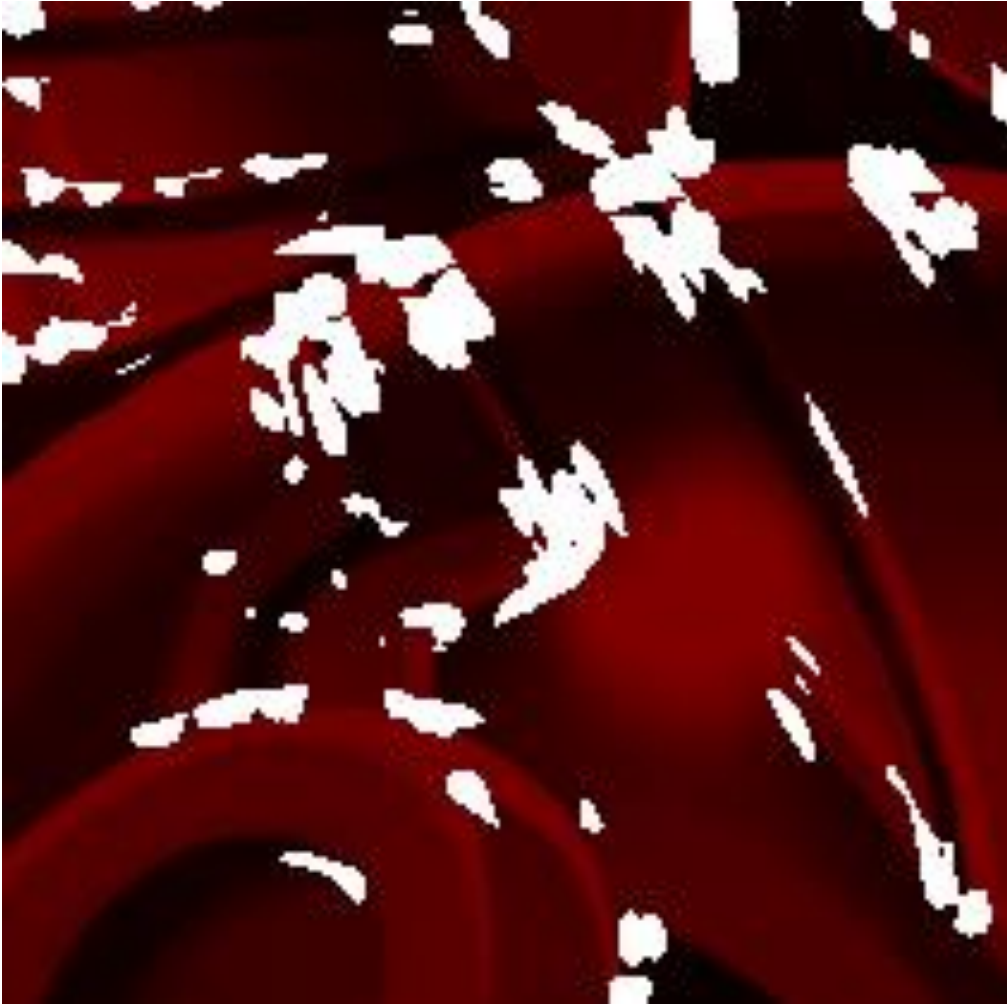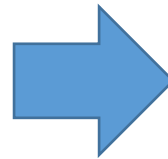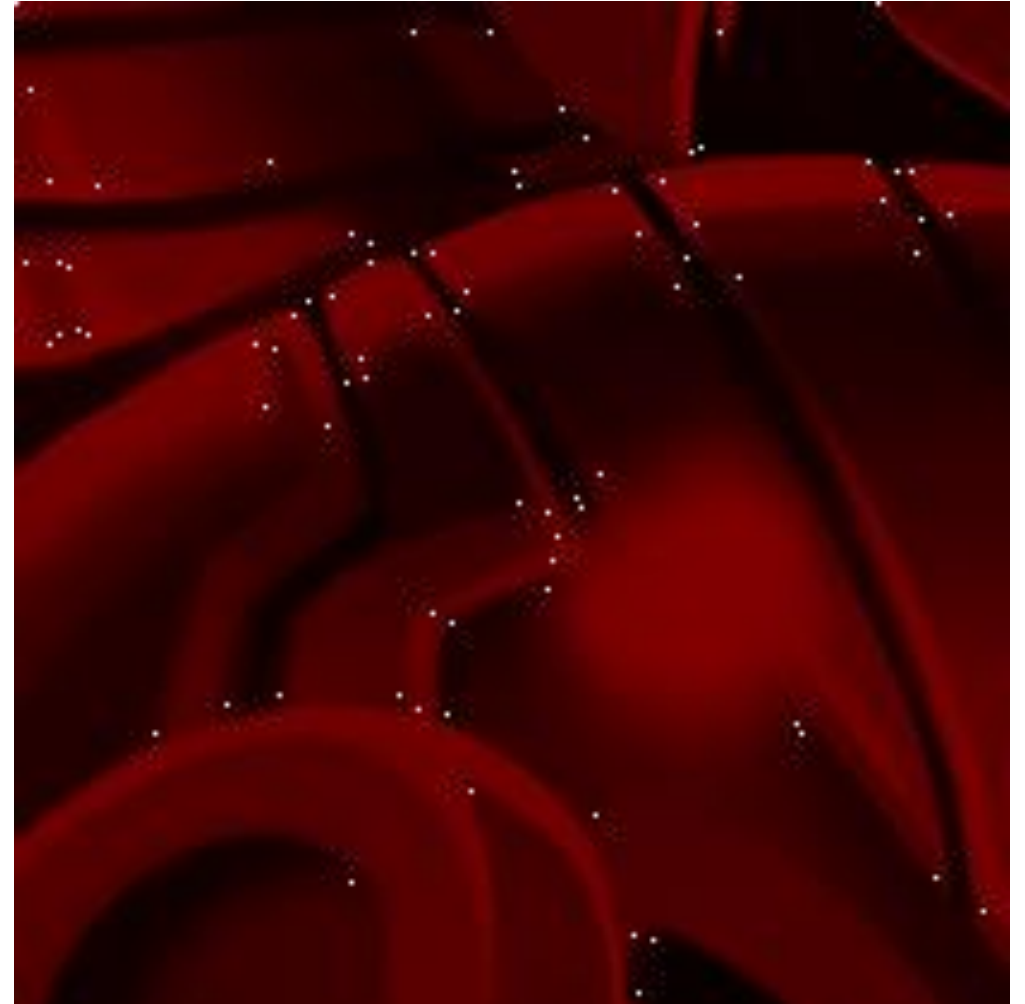
Part 1 – Non-Maximum Suppression

Corner Response Function

NMS

Part 1 – Comparison
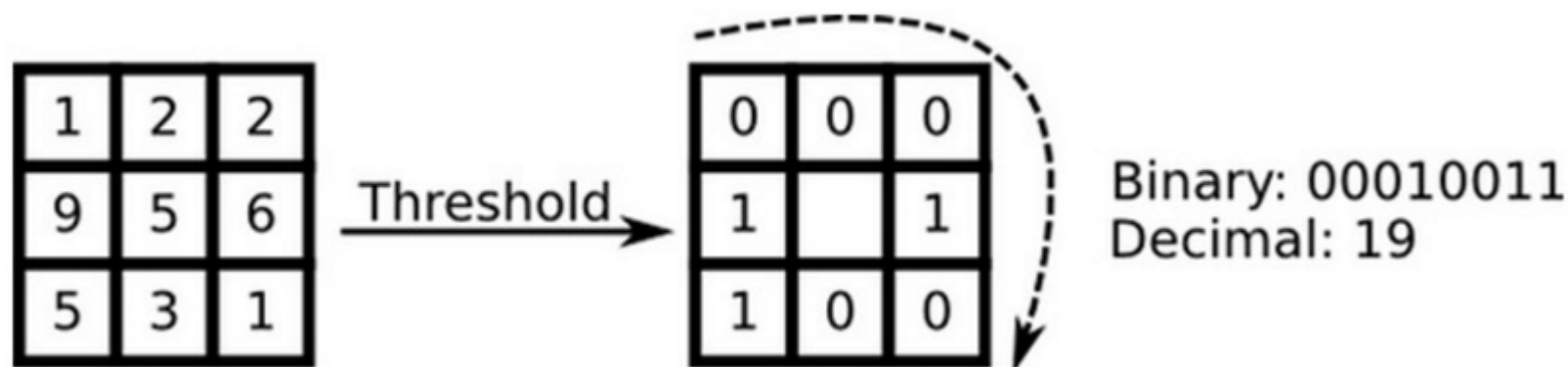

Origin

Rotate
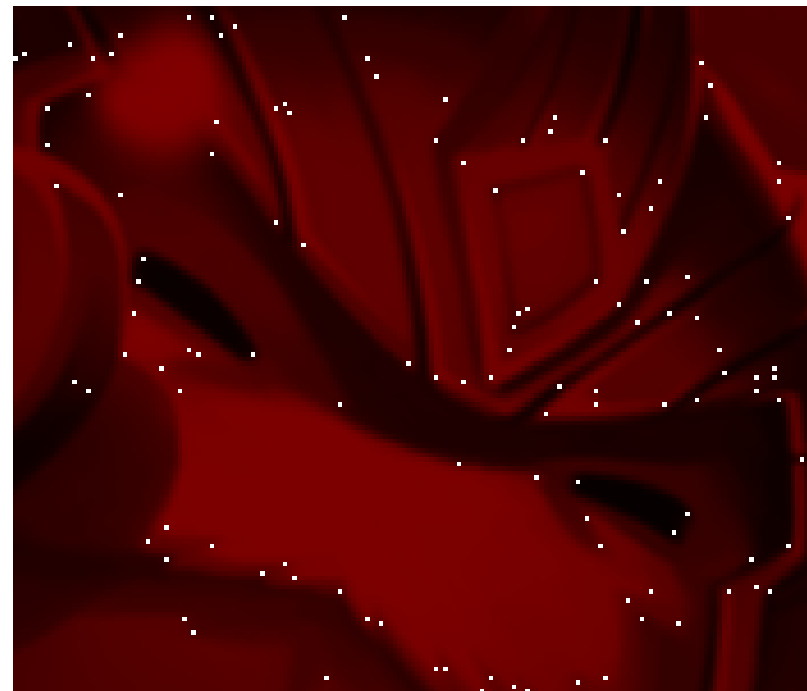
Scale

Part 1 – Comparison

Part 2 – LBP & Uniform LBP

LBP (dim = 256)

Uniform LBP (dim = 59)

Uniform :
 00000000 (0 transitions), 01110000 (2 transitions) and 11001111 (2 transitions)
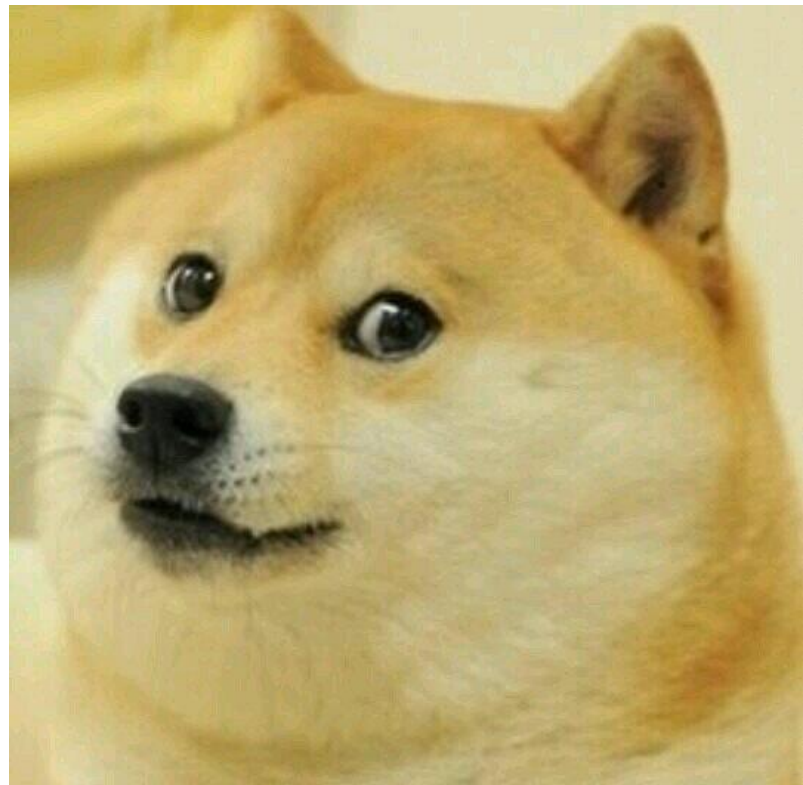
Non-uniform :
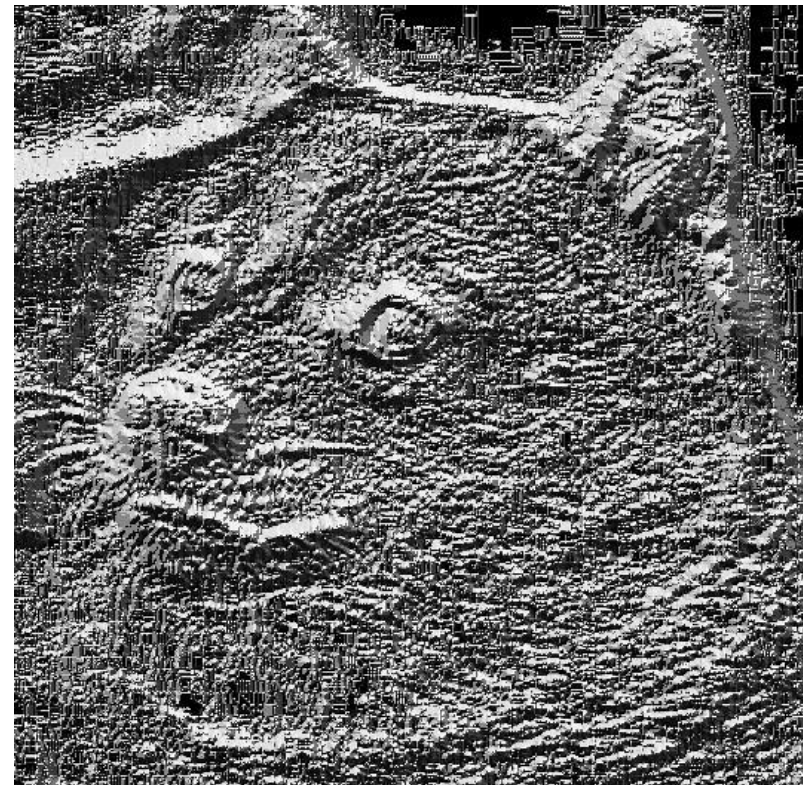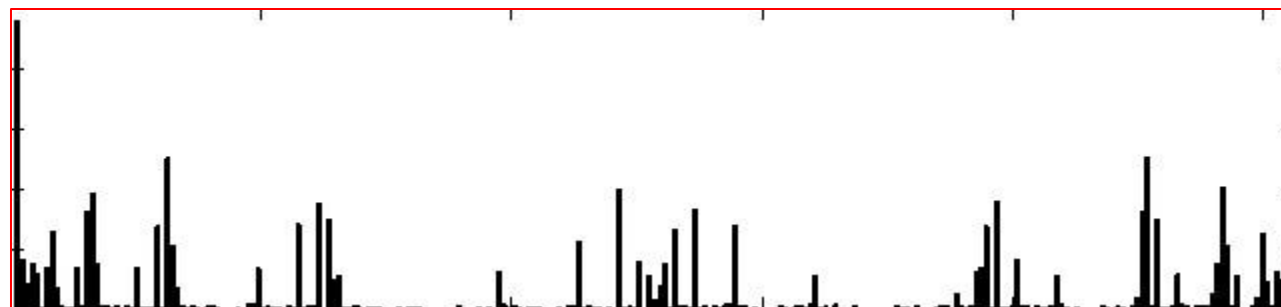11001001 (4 transitions) and 01010010 (6 transitions)
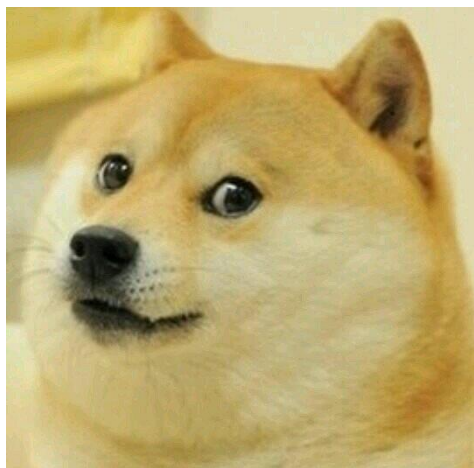
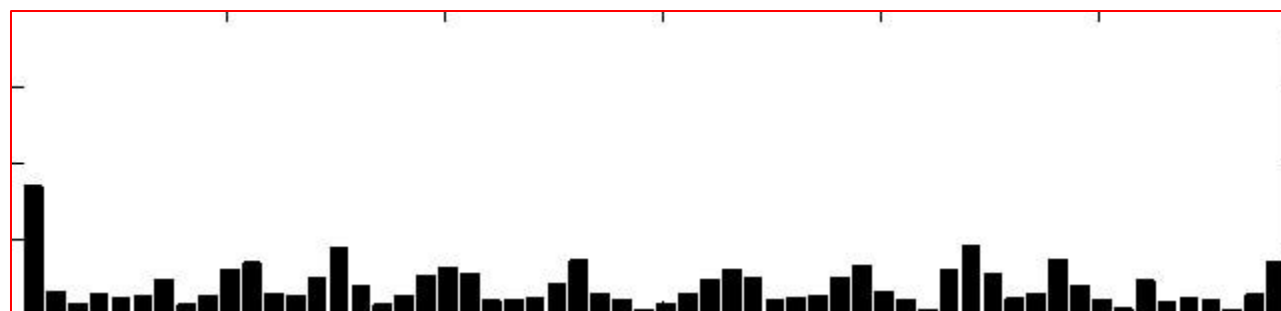# Part 2 – LBP & Uniform LBP

Doge

LBP image

Uniform LBP image
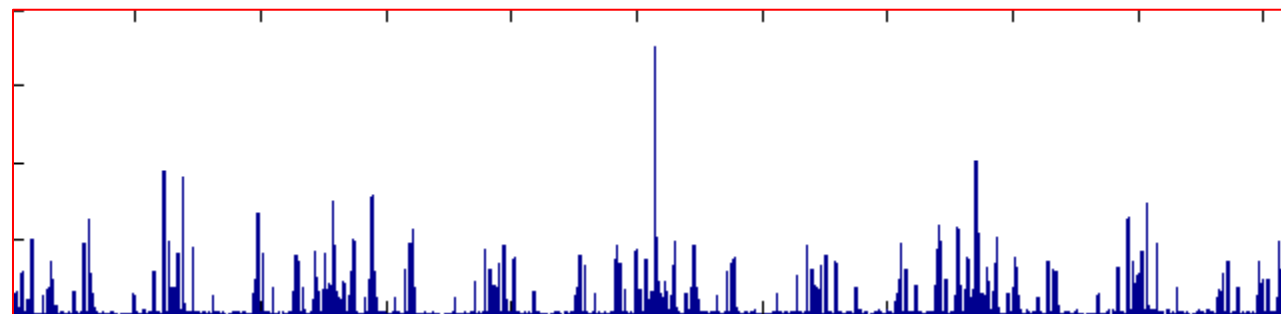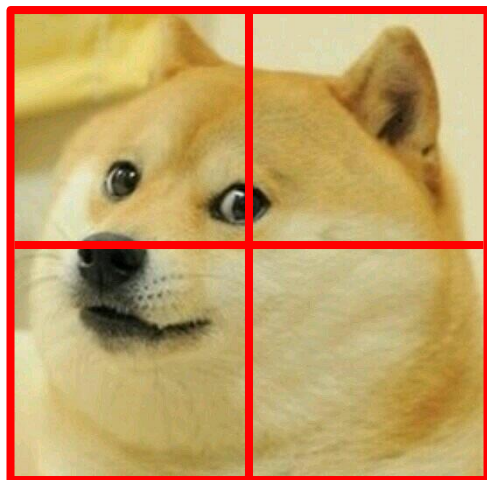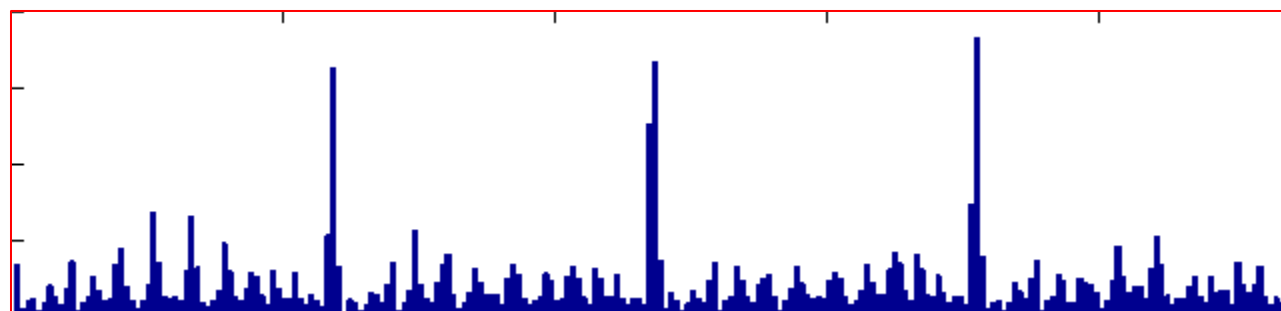
Part 2 – Histogram

Non-uniform (dim:256)

Uniform (dim:59)

Part 2 – Histogram of 2 x 2 cell

Non-uniform (dim:256 x 4)

Uniform (dim:59 x 4)