

**Assignment 1:**

# **Image Edge Detection and Filtering**

Computer Vision  
National Taiwan University

Spring 2021

# Outline

## Part 1: Image Edge Detection

- Implement Harris corner detector

## Part 2: Image Filtering

- Implement bilateral filter
- Advanced color-to-gray conversion

**Part 1:**

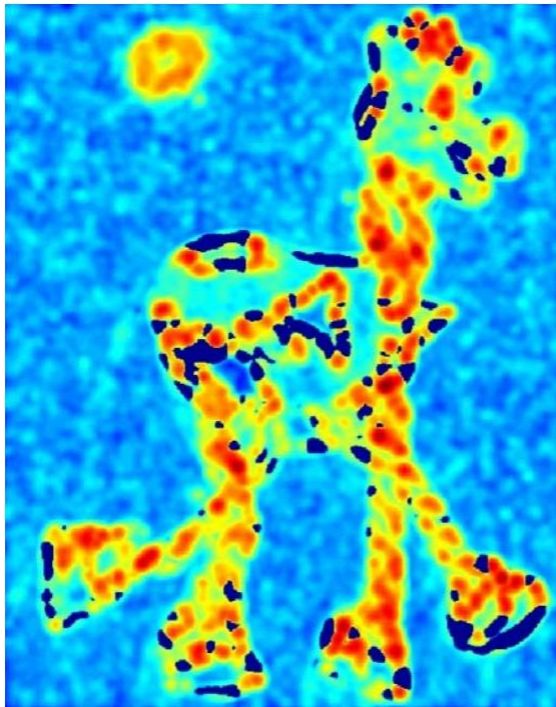
# Image Edge Detection

# Harris Corner Detector

## A COMBINED CORNER AND EDGE DETECTOR

Chris Harris & Mike Stephens

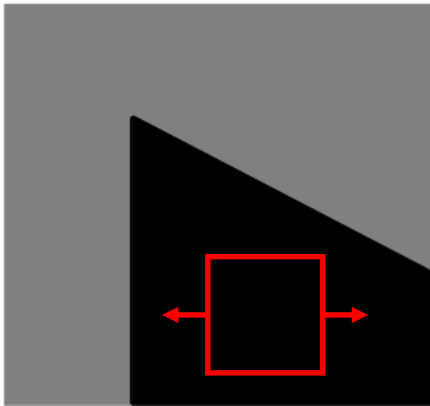
Plessey Research Roke Manor, United Kingdom  
© The Plessey Company plc. 1988



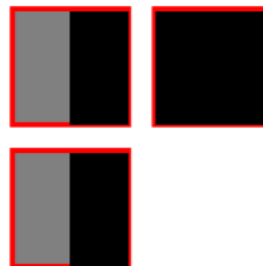
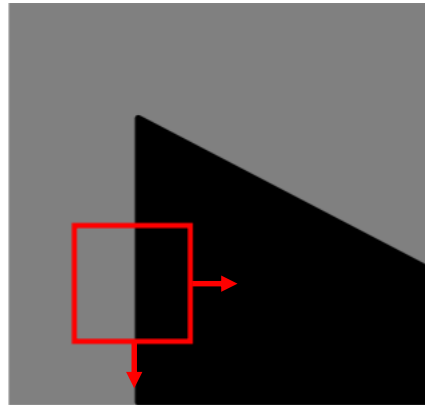
# Moravec Corner Detector

- For a corner, shifting a window **in any direction** should **give a large change in intensity**

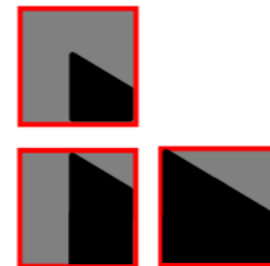
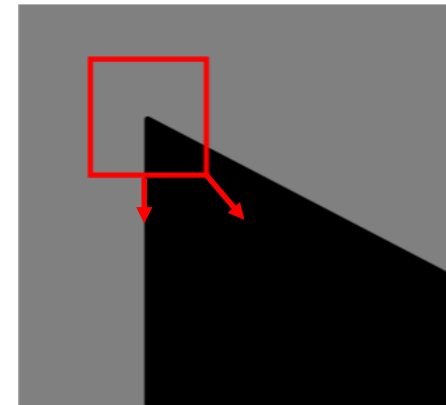
Flat



Edge

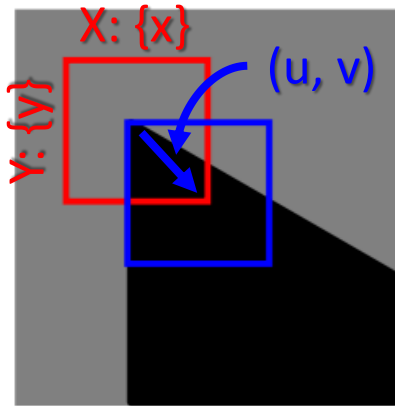


Corner



# Moravec Corner Detector

- For a given patch  $(x, y)$  and displacement  $(u, v)$ , the difference function can be written as



$$E(u, v) = \sum_{x,y} \underbrace{w(x, y)}_{\text{window function}} \underbrace{[I(x + u, y + v) - I(x, y)]}_{\text{shifted intensity}} \underbrace{^2}_{\text{intensity}}$$

- Corner response for the center pixel is defined as

$$R = \min_{(u,v)} E(u, v)$$

$(u, v) = \{(1,0), (1,1), (0,1), (-1, 1)\}$   
for Moravec corner detector

# Harris Corner Detector

- Moravec model only considers a set of shifts at every 45 degree, while Harris model considers all small shifts by using Taylor's expansion.

$$E(u, v) = \sum_{x,y} w(x, y) [I(x + u, y + v) - I(x, y)]^2$$

Small motion assumption + Taylor Series expansion

\*See reference for more details

$$E(u, v) \approx [u \quad v] M \begin{bmatrix} u \\ v \end{bmatrix}$$

$$M = \sum_{x,y} w(x, y) \begin{bmatrix} I_x I_x & I_x I_y \\ I_x I_y & I_y I_y \end{bmatrix}$$

Derivative of intensity  
along x or y axis

Definition of  $I_x$  and  $I_y$  in this assignment:

62	75	38
26	54	97
57	27	5

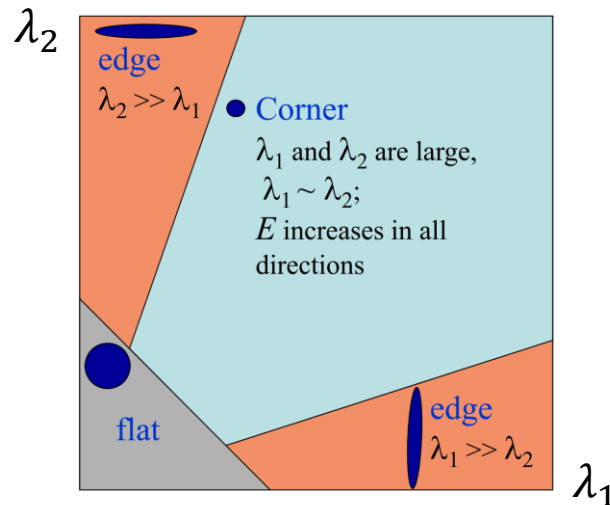
For the center pixel:

$$I_x = 1 \cdot 26 + (-1) \cdot 97 = -71$$

$$I_y = 1 \cdot 75 + (-1) \cdot 27 = 48$$

# Harris Corner Detector

- Important property of 2x2 matrix  $M$ 
  - let  $\lambda_1$  and  $\lambda_2$  as eigenvalues of  $M$



- $\lambda_1$  and  $\lambda_2$  are small, the region is flat
- $\lambda_1 \gg \lambda_2$  or vice versa, the region is edge
- $\lambda_1$  and  $\lambda_2$  are large and  $\lambda_1 \sim \lambda_2$ , the region is a corner



# Harris Corner Detector

Principle:

For any matrix  $M$  and its eigenvalues  $\lambda_i$

$$\text{trace}(M) = \sum \lambda_i$$

$$\det(M) = \prod \lambda_i$$

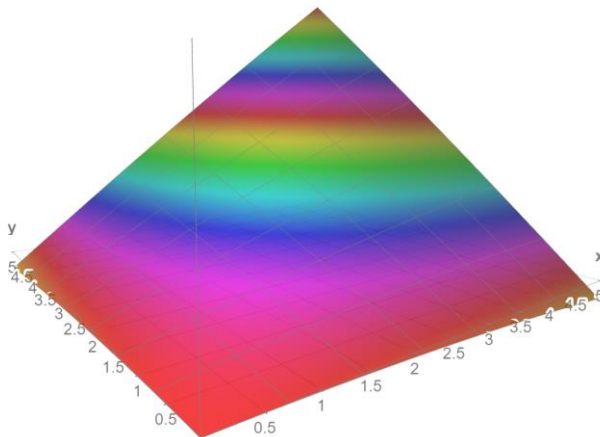
- Harris corner response equation

- $R = \lambda_1 \lambda_2 - k(\lambda_1 + \lambda_2)^2 = \det(M) - k \cdot \text{trace}(M)^2$

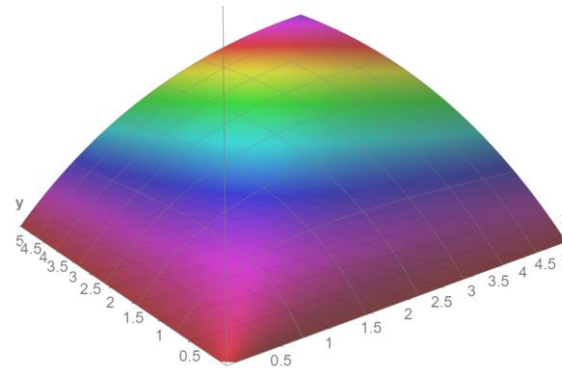
- $R = \lambda_1 \lambda_2 / (\lambda_1 + \lambda_2) = \det(M) / \text{trace}(M)$

← We use this response equation in this assignment

$$z = x \cdot y - 0.05 \cdot (x + y)^2$$



$$z = \frac{x \cdot y}{(x + y)}$$



# Harris Corner Detector

```
# Step 1: Smooth the image by Gaussian kernel
# - Function: cv2.GaussianBlur (kernel = 3, sigma = 1.5)
```

```
# Step 2: Calculate Ix, Iy (1st derivative of image along x and y axis)
# - Function: cv2.filter2D (kernel = [[1.,0.,-1.]] for Ix or [[1.],[0.],[-1.]] for Iy)
```

$$M = \sum_{x,y} w(x,y) \begin{bmatrix} I_x I_x & I_x I_y \\ I_x I_y & I_y I_y \end{bmatrix}$$

```
# Step 3: Compute Ixx, Ixy, Iyy (Ixx = Ix*Ix, ...)
```

$$M = \sum_{x,y} w(x,y) \begin{bmatrix} I_x I_x & I_x I_y \\ I_x I_y & I_y I_y \end{bmatrix}$$

```
# Step 4: Compute Sxx, Sxy, Syy (weighted summation of Ixx, Ixy, Iyy in neighbor pixels)
# - Function: cv2.GaussianBlur (kernel = 3, sigma = 1.)
```

$$M = \sum_{x,y} w(x,y) \begin{bmatrix} I_x I_x & I_x I_y \\ I_x I_y & I_y I_y \end{bmatrix} = \begin{bmatrix} S_{xx} & S_{xy} \\ S_{xy} & S_{yy} \end{bmatrix} \quad \text{trace對角線相乘}$$

```
# Step 5: Compute the det and trace of matrix M (M = [[Sxx, Sxy], [Sxy, Syy]])
```

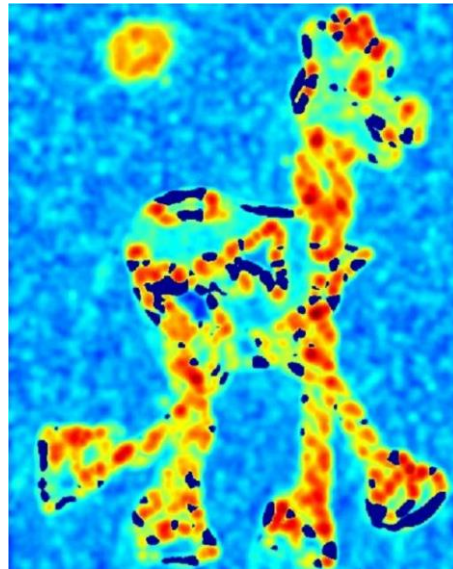
```
# Step 6: Compute the response of the detector by det/(trace+1e-12)
```

# Harris Corner Detector

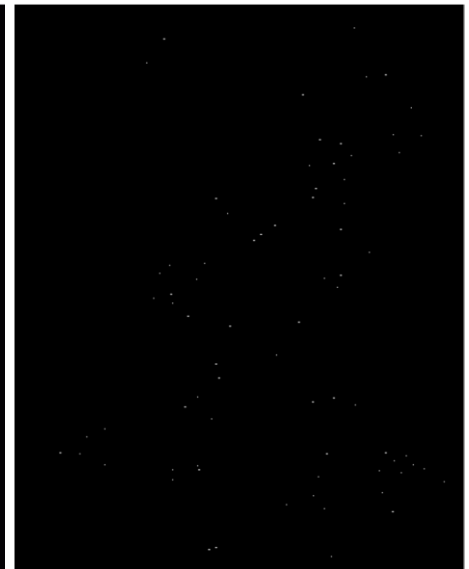
- Post Processing



Original Image



Response



Thresholding

Non-maximum  
Suppression

Post Processing

# Harris Corner Detector

- Threshold
  - The pixels whose responses  $>$  threshold would be selected as candidates
- Non-maximum Suppression
  - The candidates whose responses  $>$  all its **5x5 neighbors** (24 pixels totally) are recognized as final corner
    - Need zero padding (width of) 2 to maintain the output size

# Assignment Description

- part1/main.py
  - Read image, execute Harris corner detector, visualize results, ... etc.
- part1/HCD.py

```
class Harris_corner_detector(object):  
    def __init__(self, threshold):  
        self.threshold = threshold  
  
    def detect_harris_corners(self, img):  
        ### TODO ###
```

- Implement Harris corner detector, including two functions
- detect\_harris\_corners: compute the corner response for input grayscale image
- post\_processing: detect the corner for the giving response map

# Assignment Description

- part1/eval.py (**DO NOT EDIT this file**)
  - Evaluate the correctness of the output of Harris corner detector

```
def main():
    parser = argparse.ArgumentParser(description='evaluation function of Harris corner detector')
    parser.add_argument('--threshold', default=100., type=float, help='threshold value to determine corner')
    parser.add_argument('--image_path', default='./testdata/ex.png', help='path to input image')
    parser.add_argument('--gt_path', default='./testdata/ex_gt.pkl', help='path to ground truth pickle file')
    args = parser.parse_args()

    img = cv2.imread(args.image_path)
    img_gray = cv2.cvtColor(img, cv2.COLOR_BGR2GRAY).astype(np.float64)

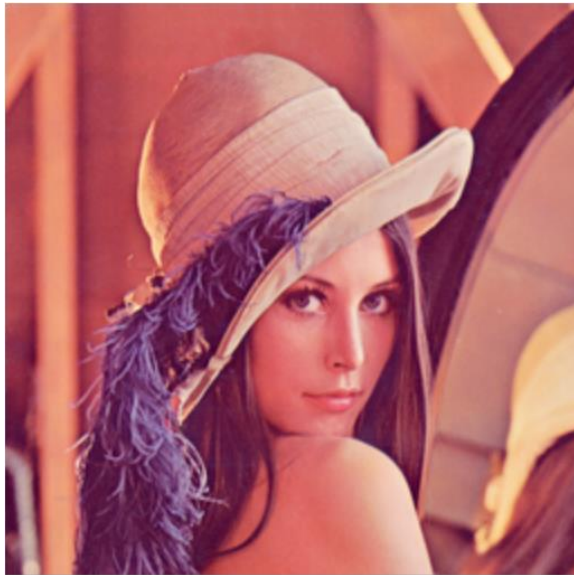
    # create HCD class
    HCD = Harris_corner_detector(args.threshold)

    response = HCD.detect_harris_corners(img_gray)
    result = HCD.post_processing(response)
```

- TAs will run this file to score upload code.
- When testing your code, we will assign different arguments, like threshold, and corresponding ground truth file.

# Assignment Description

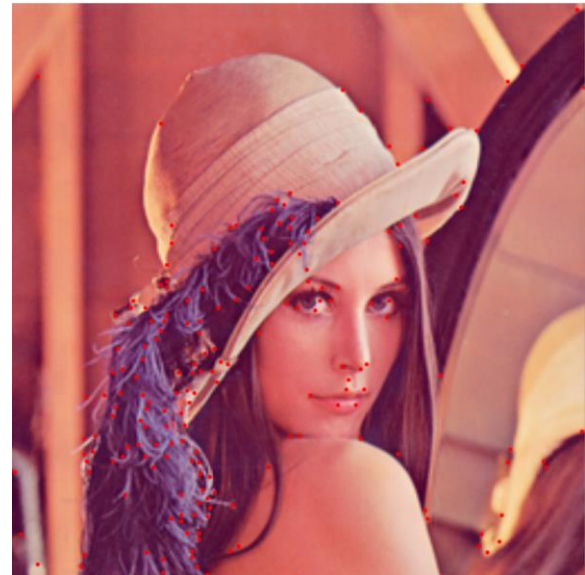
- part1/testdata/
  - Include 1 example image (w/ ground truth) + other 3 images (w/o gt)



Example Image

	Y	X
[	2	252]
[	27	227]
[	32	11]
[	34	221]
[	37	255]
[	38	147]
[	42	185]
[	47	155]
[	53	66]
[	55	195]
[	56	207]
[	63	168]
[	64	183]
[	71	172]
[	79	201]
[	84	124]

Ground truth  
(pickle file)



Example visualization results

# Assignment Description

- Recommended steps

- Implement Harris corner detector in HCD.py
- Use eval.py to evaluate your HCD.py
  - By

```
python3 eval.py --image_path 'testdata/ex.png' --gt_path 'testdata/ex_gt.pkl'
```

- The Result and Ground truth unmatched should be **both 0**, as

```
[Error] Result unmatched: 0  
[Error] Ground truth unmatched: 0
```

- Finish remaining code in main.py if needed



# Reference

- Harris, Christopher G., and Mike Stephens. "A combined corner and edge detector", 1988.
- NTU VFX course slide
  - [https://www.csie.ntu.edu.tw/~cyy/courses/vfx/19spring/lectures/handouts/lec06\\_feature.pdf](https://www.csie.ntu.edu.tw/~cyy/courses/vfx/19spring/lectures/handouts/lec06_feature.pdf)
- OpenCV-Python Tutorial: Harris Corner Detection
  - [https://docs.opencv.org/master/dc/d0d/tutorial\\_py\\_features\\_harris.html](https://docs.opencv.org/master/dc/d0d/tutorial_py_features_harris.html)
- Wikipedia: Corner detection
  - [https://en.wikipedia.org/wiki/Corner\\_detection](https://en.wikipedia.org/wiki/Corner_detection)

**Supplementary:**

# **Advanced Color-to-Gray Conversion**

# Color Conversion

- RGB2YUV
  - Read <https://en.wikipedia.org/wiki/YUV> for more details

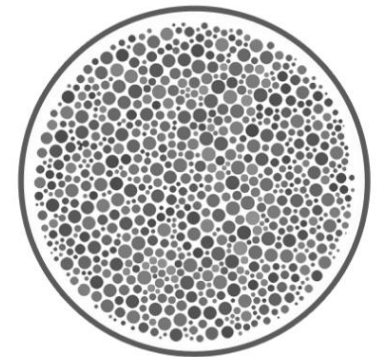
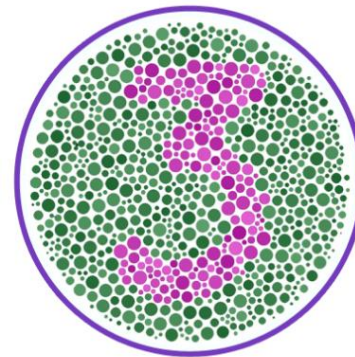
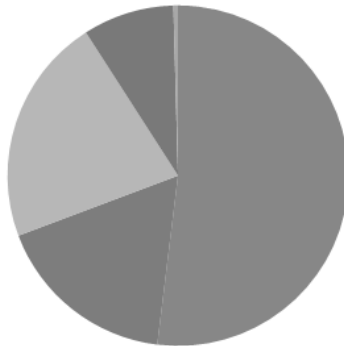
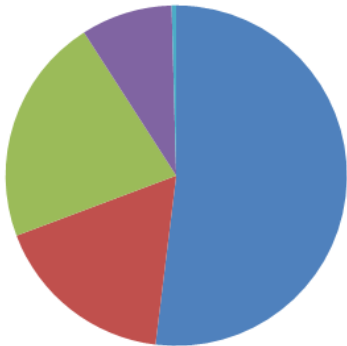
$$\begin{bmatrix} Y' \\ U \\ V \end{bmatrix} = \begin{bmatrix} 0.299 & 0.587 & 0.114 \\ -0.14713 & -0.28886 & 0.436 \\ 0.615 & -0.51499 & -0.10001 \end{bmatrix} \begin{bmatrix} R \\ G \\ B \end{bmatrix},$$
$$\begin{bmatrix} R \\ G \\ B \end{bmatrix} = \begin{bmatrix} 1 & 0 & 1.13983 \\ 1 & -0.39465 & -0.58060 \\ 1 & 2.03211 & 0 \end{bmatrix} \begin{bmatrix} Y' \\ U \\ V \end{bmatrix}.$$

- Many vision systems only take the Y channel (luminance) as input to reduce computations

# RGB to Gray



# Problems

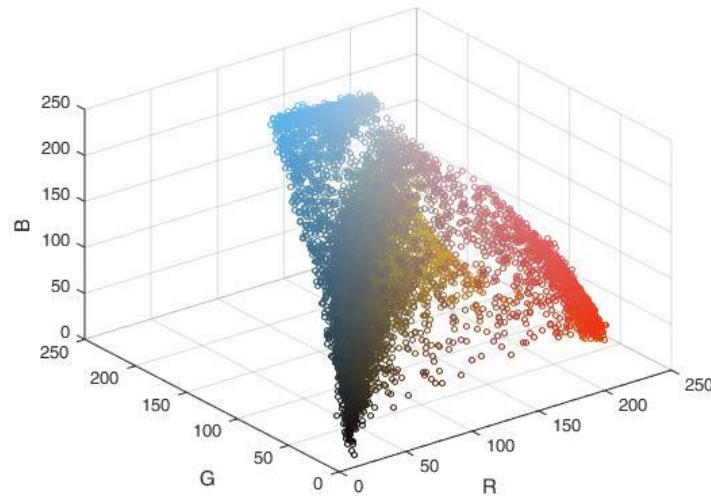
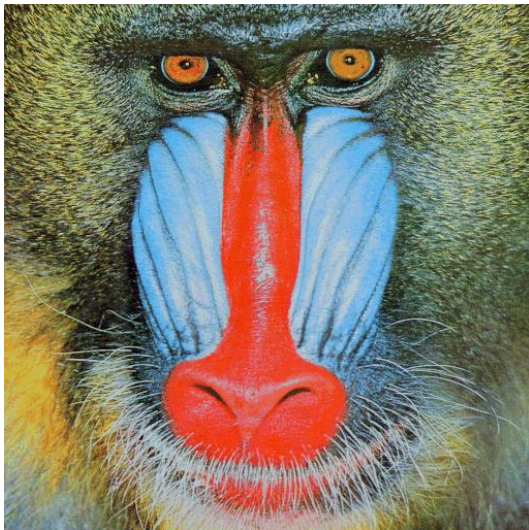


# What happened?

- Dimensionality reduction

$$Y = 0.299R + 0.587G + 0.114B$$

- Another view:
  - The conversion is actually a **plane equation!** All colors on the same plane are converted to the same grayscale value.



# Finding a better conversion

- The general form of linear conversion:

$$Y = w_r \cdot R + w_g \cdot G + w_b \cdot B$$

$$w_r, w_g, w_b \geq 0$$

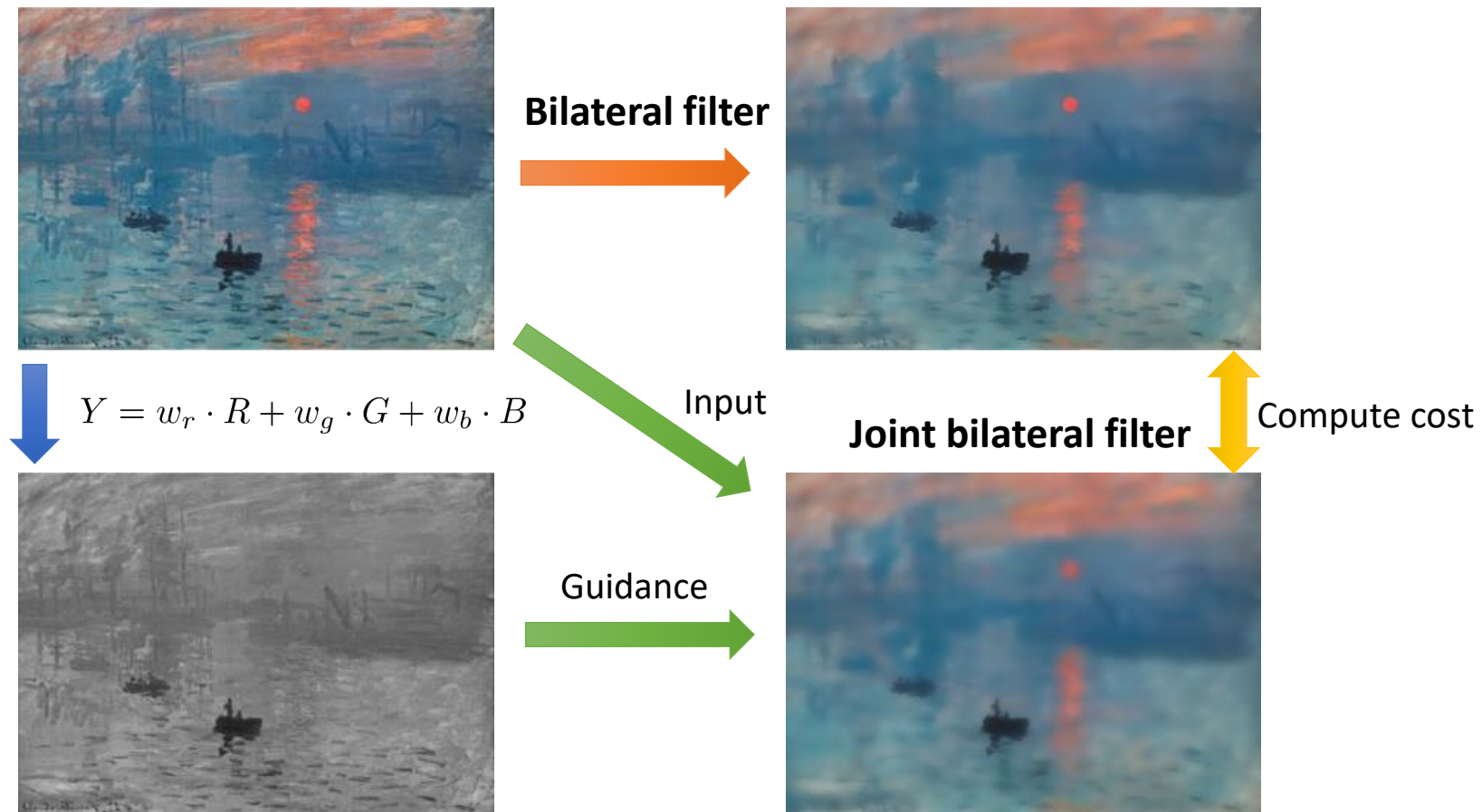
$$w_r + w_g + w_b = 1$$

- Let's consider the quantized weight space  $w \in \{0, 0.1, 0.2, \dots, 1\}$ 
  - For example:  $(w_r, w_g, w_b) = (0, 0, 1)$   
 $(w_r, w_g, w_b) = (0, 0.1, 0.9)$
  - Given a color image, a set of weight combination corresponds to a grayscale image candidate.
  - We are going to identify which candidate is better!



# Measuring the perceptual similarity

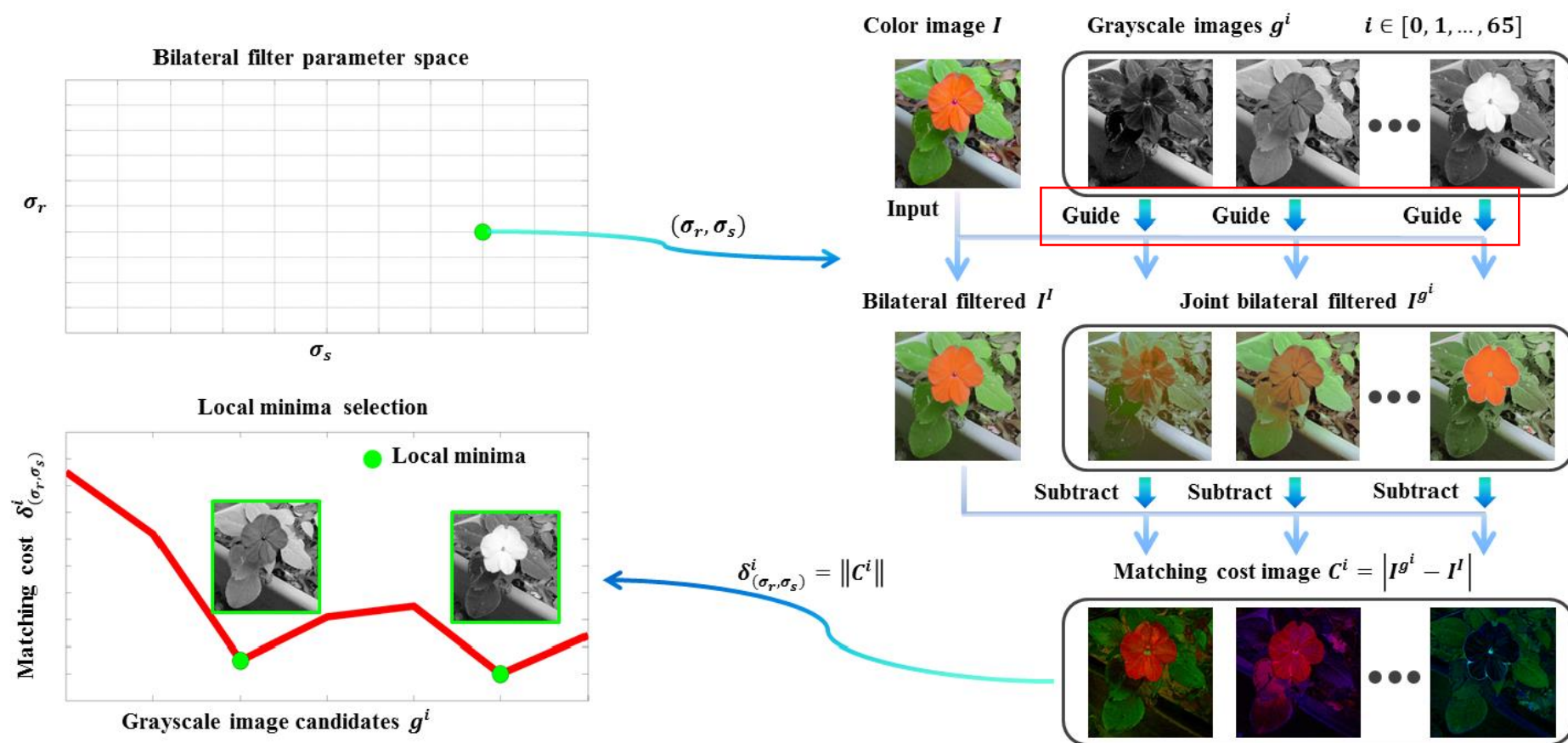
- Joint bilateral filter (JBF) as the similarity measurement





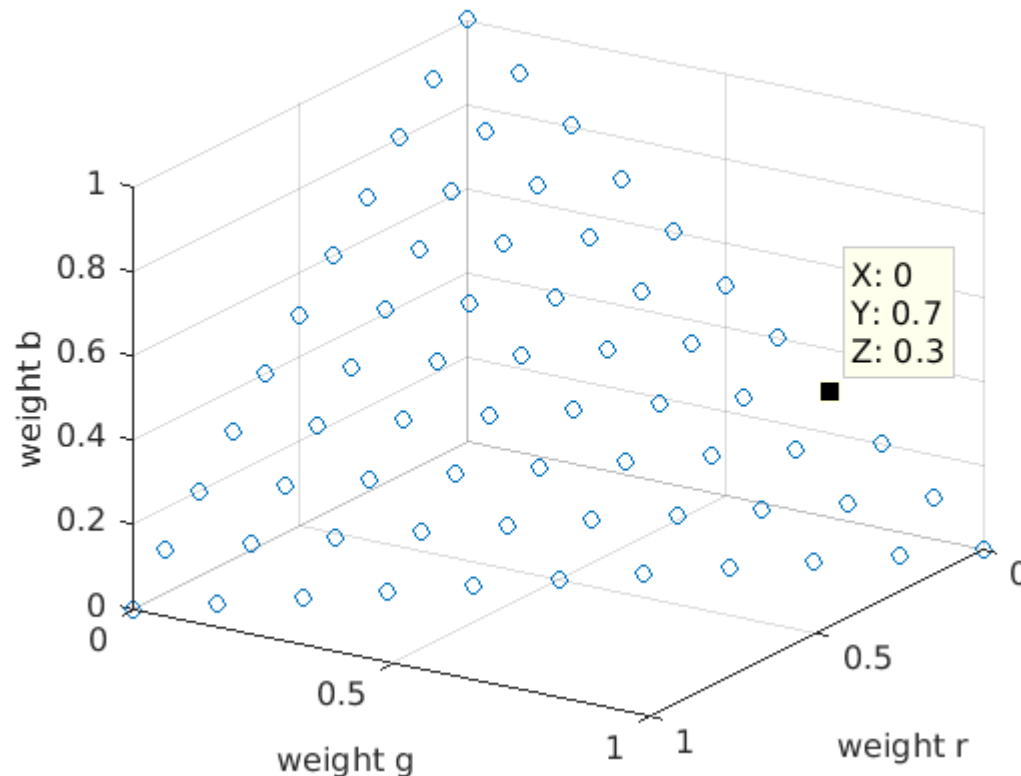
# Measuring the perceptual similarity

- Joint bilateral filter (JBF) as the similarity measurement



# Measuring the perceptual similarity

- Find local minimum
  - The actual weight space looks like this:



$$w_r, w_g, w_b \geq 0$$
$$w_r + w_g + w_b = 1$$

**Part 2:**

# **Image Filtering**

# Bilateral Filter

- Given input image  $T$  and guidance  $I$ , the bilateral filter is written as:

$$I'_p = \frac{\sum_{q \in \Omega_p} G_s(p, q) \cdot G_r(T_p, T_q) \cdot I_q}{\sum_{q \in \Omega_p} \underbrace{G_s(p, q) \cdot G_r(T_p, T_q)}_{\text{lookup table}}}_{\text{wgt}}$$

- $I_p$ : Intensity of pixel  $p$  of original image  $I$
- $I'_p$ : Intensity of pixel  $p$  of filtered image  $I'$
- $T_p$ : Intensity of pixel  $p$  of guidance image  $T$
- $\Omega_p$ : Window centered in pixel  $p$
- $G_s$ : Spatial kernel
- $G_r$ : Range kernel

# Bilateral Filter

- For the spatial kernel  $G_s$ :

$$G_s(p, q) = e^{-\frac{(x_p - x_q)^2 + (y_p - y_q)^2}{2\sigma_s^2}}$$

- For the range kernel  $G_r$ :

- If  $T$  is a single-channel image:

$$G_r(T_p, T_q) = e^{-\frac{(T_p - T_q)^2}{2\sigma_r^2}}$$

- If  $T$  is a color image:

$$G_r(T_p, T_q) = e^{-\frac{(T_p^r - T_q^r)^2 + (T_p^g - T_q^g)^2 + (T_p^b - T_q^b)^2}{2\sigma_r^2}}$$

- Pixel values should be normalized to  $[0, 1]$  to construct range kernel.

?

# Assignment Description

- part2/main.py
  - Read image, execute joint bilateral filter, read setting file, select the best grayscale conversion... etc.
- part2/JDF.py
  - Implement joint bilateral filter

```
class Joint_bilateral_filter(object):
    def __init__(self, sigma_s, sigma_r):
        self.sigma_r = sigma_r
        self.sigma_s = sigma_s
        self.wndw_size = 6*sigma_s+1
        self.pad_w = 3*sigma_s

    def joint_bilateral_filter(self, img, guidance):
        BORDER_TYPE = cv2.BORDER_REFLECT
        padded_img = cv2.copyMakeBorder(img, self.pad_w, self.pad_w, self.pad_w, self.pad_w, BORDER_TYPE)
        padded_guidance = cv2.copyMakeBorder(guidance, self.pad_w, self.pad_w, self.pad_w, self.pad_w, BORDER_TYPE)

        ### TODO ###

        return np.clip(output, 0, 255).astype(np.uint8)
```

Define window size

Pad the input and guidance image

Output image should be in format of uint8

# Assignment Description

- part2/eval.py (**DO NOT EDIT this file**)
  - Evaluate the correctness of the output of joint bilateral filter

```
def main():
    parser = argparse.ArgumentParser(description='evaluation function of joint bilateral filter')
    parser.add_argument('--sigma_s', default=3, type=int, help='sigma of spatial kernel')
    parser.add_argument('--sigma_r', default=0.1, type=float, help='sigma of range kernel')
    parser.add_argument('--image_path', default='./testdata/ex.png', help='path to input image')
    parser.add_argument('--gt_bf_path', default='./testdata/ex_gt_bf.png', help='path to ground truth bf image')
    parser.add_argument('--gt_jbf_path', default='./testdata/ex_gt_jbf.png', help='path to ground truth jbf image')
    args = parser.parse_args()

    img = cv2.imread(args.image_path)
    img_rgb = cv2.cvtColor(img, cv2.COLOR_BGR2RGB)
    img_gray = cv2.cvtColor(img, cv2.COLOR_BGR2GRAY)

    # create JBF class
    JBF = Joint_bilateral_filter(args.sigma_s, args.sigma_r)

    bf_out = JBF.joint_bilateral_filter(img_rgb, img_rgb).astype(np.uint8)
    t0 = time.time()
    jbf_out = JBF.joint_bilateral_filter(img_rgb, img_gray).astype(np.uint8)
    print('[Time] %.4f sec'%(time.time()-t0))
```

We will test your inference duration of joint bilateral filter.

- TAs will run this file to score upload code.
- When testing your code, we will assign different arguments, like  $\sigma_s$  and  $\sigma_r$ , and corresponding ground truth file.

# Assignment Description

- part2/testdata/
  - One example image with bf and jbf ground truth
  - Two images with respective setting files



- Setting file gives  $\sigma_s$ ,  $\sigma_r$  and five kinds of gray conversion
- You need to use those five and also original cv2 gray conversions (six in total) as guidance to run joint bilateral filter and compute the perceptual similarity.
  - Please refer p24 and p25 for details (we use L1-norm as our cost function).



# Assignment Description

- Recommended steps

- Implement joint bilateral filter in JBF.py
- Use eval.py to evaluate your JBF.py

- By `python main.py --image_path "./testdata/2.png" --threshold 120`

```
python3 eval.py --image_path './testdata/ex.png' --gt_bf_path './testdata/ex_gt_bf.png' --gt_jbf_path './testdata/ex_gt_jbf.png'
```

- The error of bilateral and joint bilateral filter should be **both 0**

```
[Error] Bilateral: 0  
[Error] Joint bilateral: 0
```

- Finish remaining code in main.py if needed
- Improve the inference speed of joint bilateral filter

# Assignment Description

- About the speed test of JBF...
  - For fair comparison, you **CAN ONLY** use basic functions (e.g. cannot use `cv2.filter2D`, `cv2.GaussianBlur`) in `JBF.py`
  - Reference time of TA code
    - Intel Core i7-8700K CPU + 64GB RAM  $\Rightarrow$  1.41 sec
    - Intel Core i9-7900X CPU + 128GB RAM  $\Rightarrow$  1.04 sec
  - Some useful tips
    - Build look-up-table for both spatial and range gaussian kernels
    - Reduce the usage of for-loop to enhance parallel processing
      - We only use one for-loop (in `range(1, window_size**2)`) in entire bilateral filtering
      - Reference: “Unrolled Inner Product”

# Submission

- Code: part1/\*.py and part2/\*.py (Python 3.5+)
  - Package: Python standard library, numpy, cv2, matplotlib
  - <https://docs.python.org/3.5/library/>
- Report: report.pdf
- Do NOT copy homeworks (including code and report) from others
- Compress all above files in a zip file named **StudentID.zip**
  - e.g. **R07654321.zip**
  - After we run “unzip Student.zip”, it should generate one directory named “Student”
- Submit to **NTU COOL**
- Deadline: **4/1 11:59 pm**
  - Late policy: [http://media.ee.ntu.edu.tw/courses/cv/21S/hw/cv2021\\_delay\\_policy.pdf](http://media.ee.ntu.edu.tw/courses/cv/21S/hw/cv2021_delay_policy.pdf)

# Report

- Your student ID, name
- Part1: Harris corner detector
  - Visualize the detected corner for 1.png, 2.png, 3.png
  - Use three thresholds (25, 50, 100) on 2.png and describe the difference
- Part2: Joint bilateral filter
  - For 1.png and 2.png:
    - Report the cost for each filtered image (by using 6 grayscale images as guidance)
    - Show original RGB image / <sup>JBK output</sup> two filtered RGB images and two grayscale images with highest and lowest cost (five images in total for each input image)
    - Describe the difference between those two grayscale images
  - Describe how you speed up the implementation of bilateral filter

# Grading (Total 15%)

- Part 1 Code: 30%
  - 30%, no error (both result and GT unmatched = 0)
  - 0%, others
- Part 2 Code: 30%
  - 30%, runs within 5 mins and no error (both bf and jbf error = 0)
  - 0%, others
- Report : 30%
- Inference time: 10%
  - 10%, Top ~10%
  - 6%, Top ~50%
  - 3%, Top ~80%
  - 0%, others

# TA information

- Tsai-Shien Chen (陳在賢)  
E-mail: [tschen@media.ee.ntu.edu.tw](mailto:tschen@media.ee.ntu.edu.tw)  
TA time: Thu. 15:30 - 17:00  
Location: 博理 421
- Wen-Tsung Hsieh (謝汶璿)  
E-mail: [wthsieh@media.ee.ntu.edu.tw](mailto:wthsieh@media.ee.ntu.edu.tw)  
TA time: Tue. 13:30 - 15:00  
Location: 博理 421
- Chih-Ting Liu (劉致廷)  
E-mail: [jackieliu@media.ee.ntu.edu.tw](mailto:jackieliu@media.ee.ntu.edu.tw)  
TA time: Fri. 13:00 - 14:30  
Location: 博理 421