

# Interest Point Detectors and Descriptors



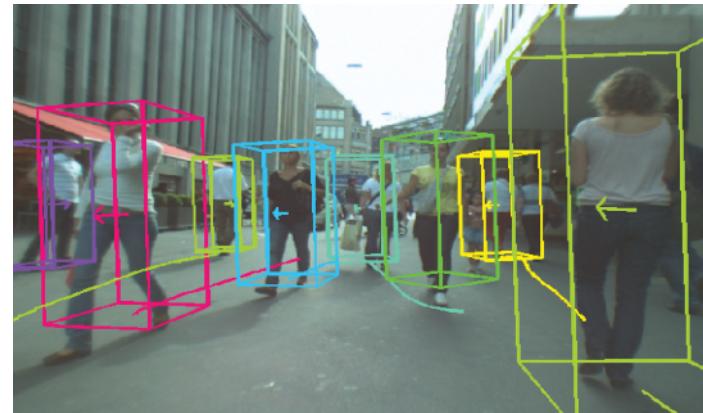
IPAM - UCLA  
July 24, 2013

Iasonas Kokkinos  
Center for Visual Computing  
Ecole Centrale Paris / INRIA Saclay

Image processing  
Image to Image

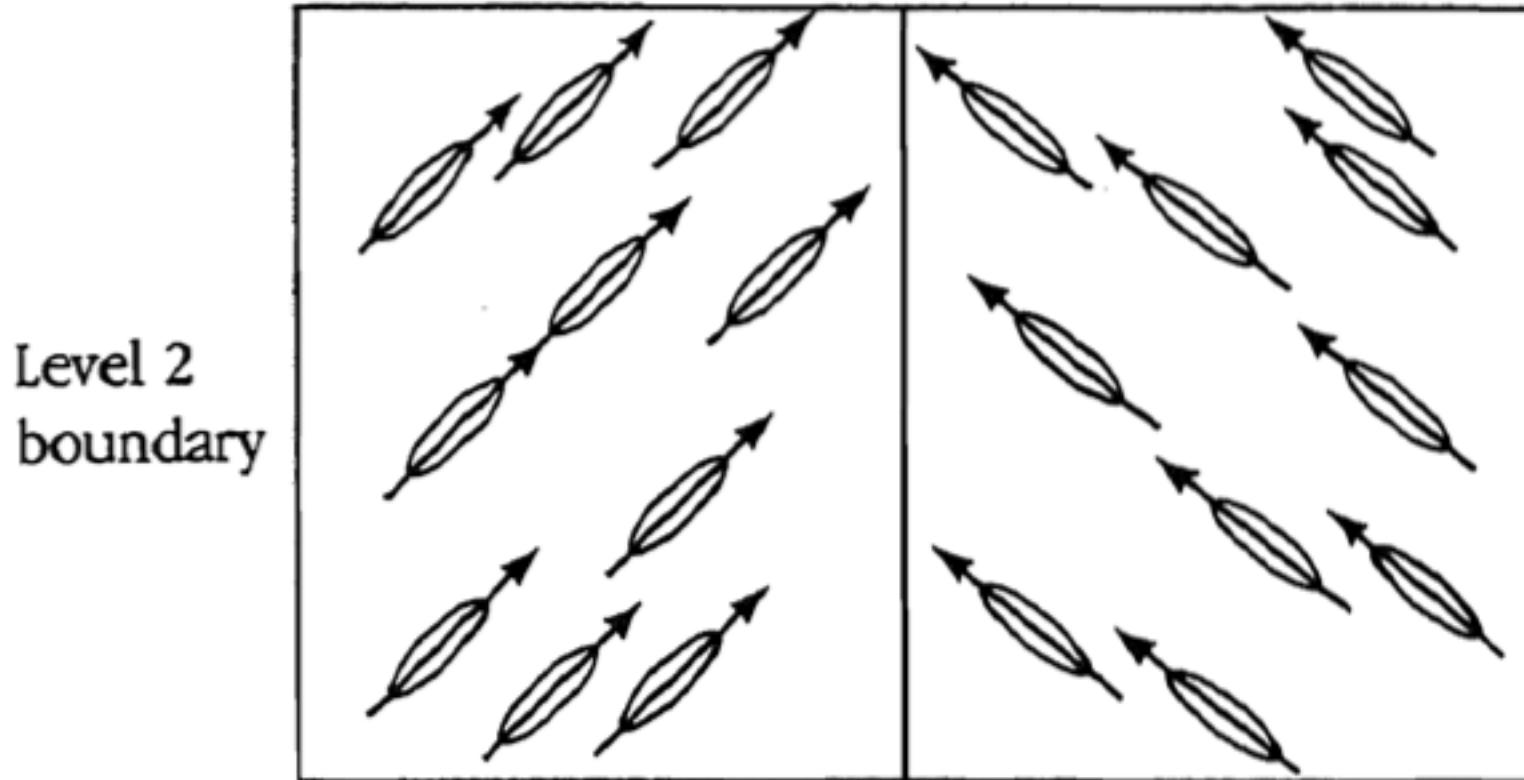


Computer Vision  
Image to Symbols



# Low-level symbolic representations

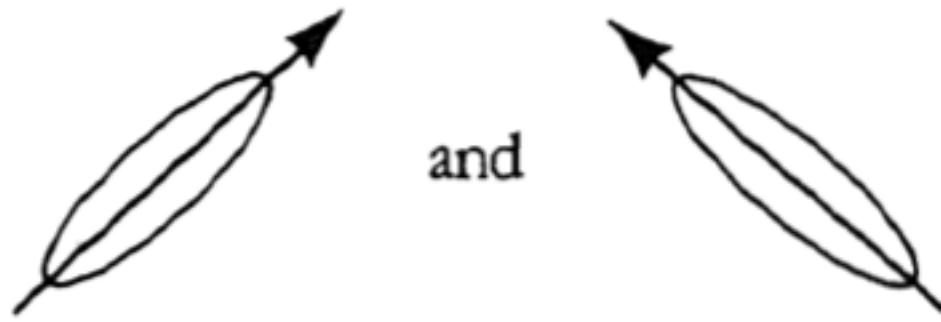
- Primal sketch



# Low-level symbolic representations

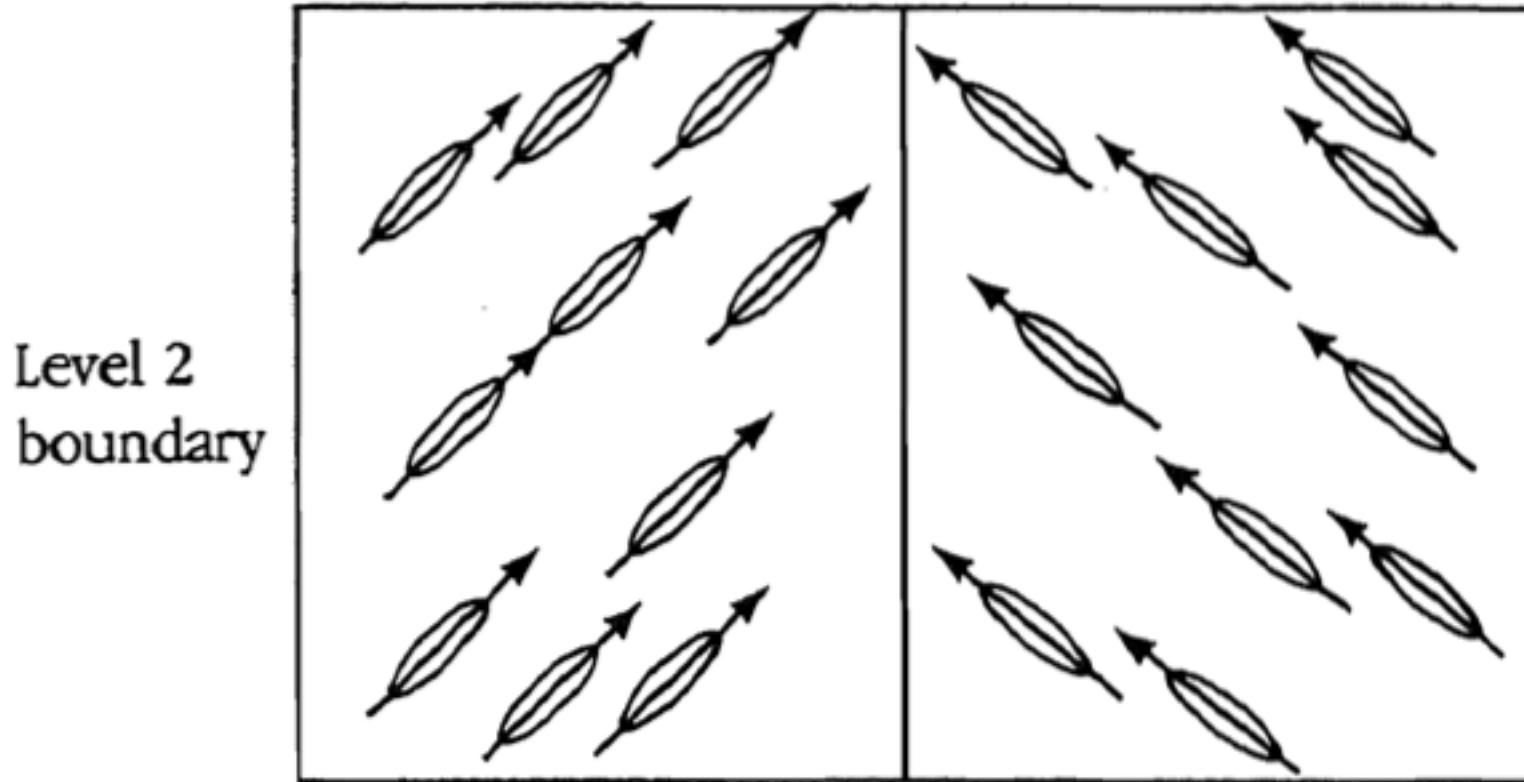
- Primal sketch

Level 1  
tokens



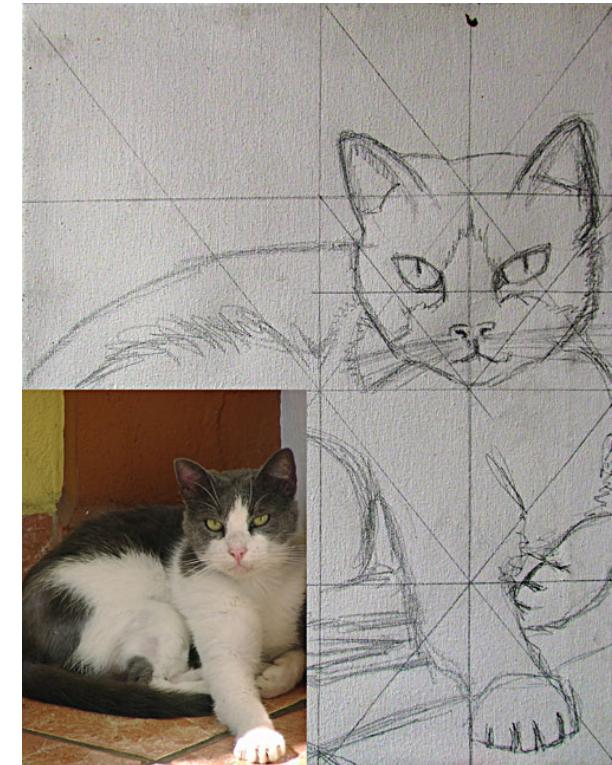
# Low-level symbolic representations

- Primal sketch



# Goals for a low-level representation

- Compact
  - Reduce the number of processed image locations  
0000000111110000011111111000  
= 0000000**1**11111**0**0000**1**1111111**1**000  
= 7x0      5x1      5x0      7x1      3x0
- Sufficient
  - No need to look back into the image



# Boundaries

Object/Surface Boundaries



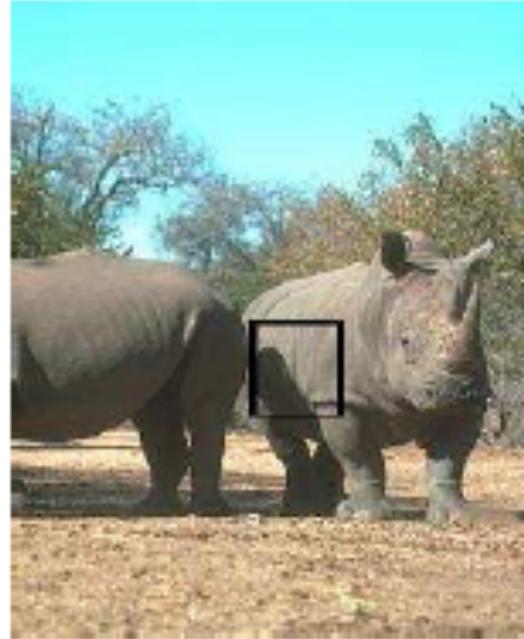
# A brief analogy with text

- What matters is what happens on word boundaries
- Compare with this mess  
(compare with this mess)
- Evidence of our visual system employing boundary detection

# Signal-level challenges



Poor contrast

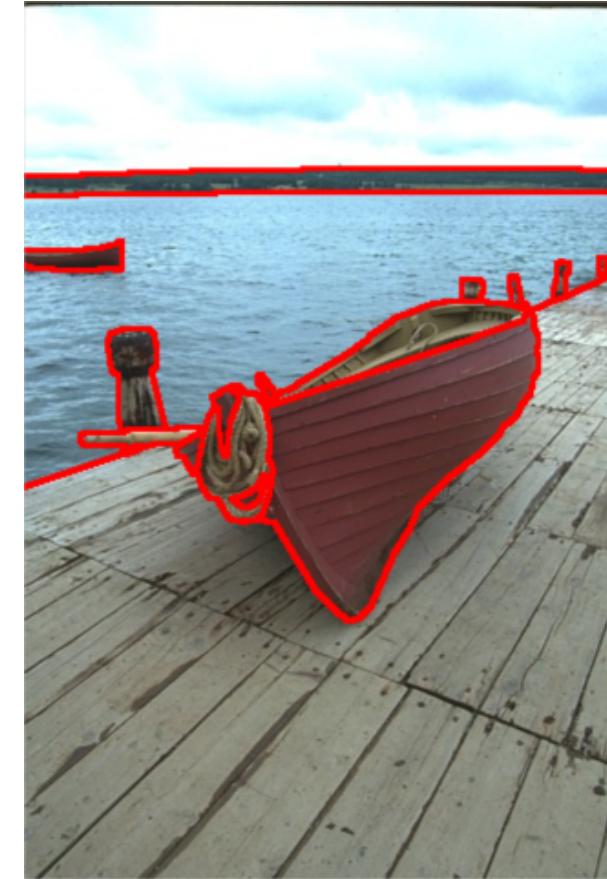


Shadows

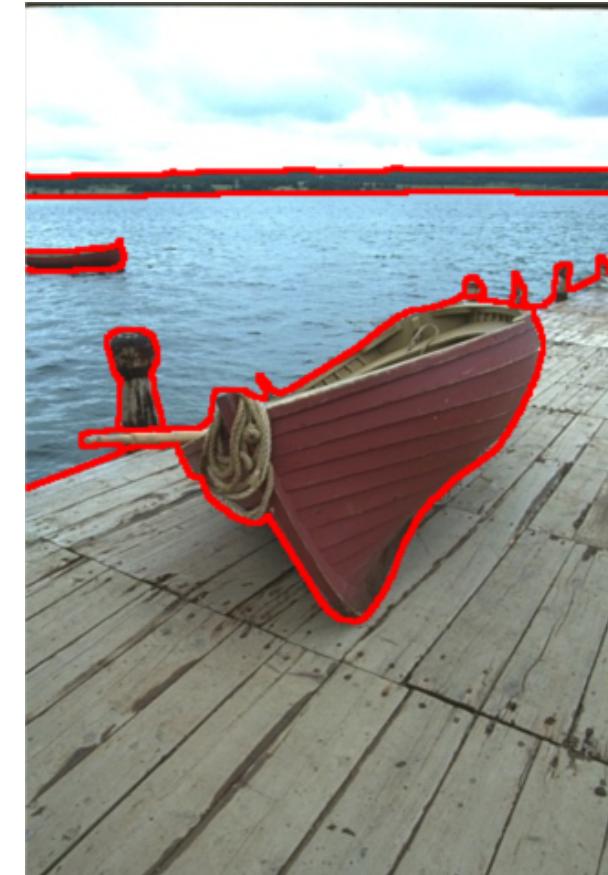
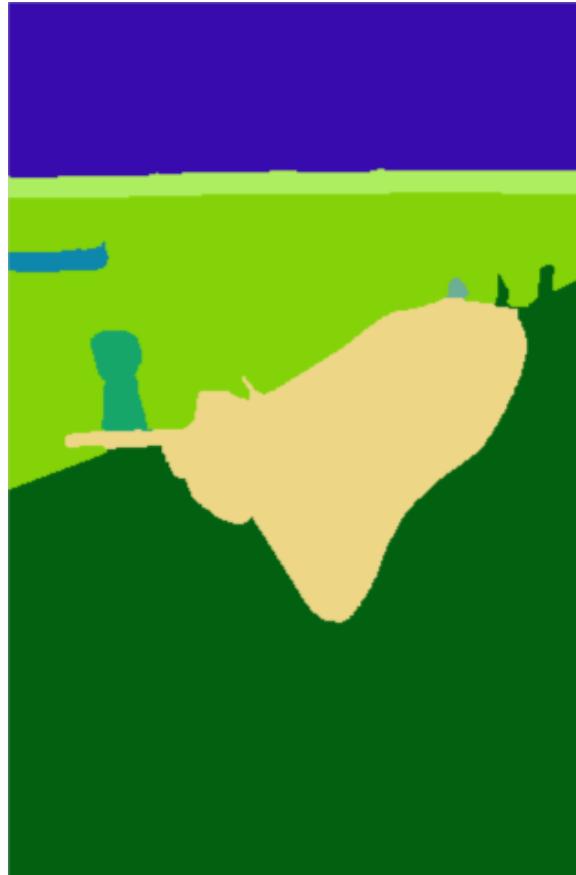


Texture

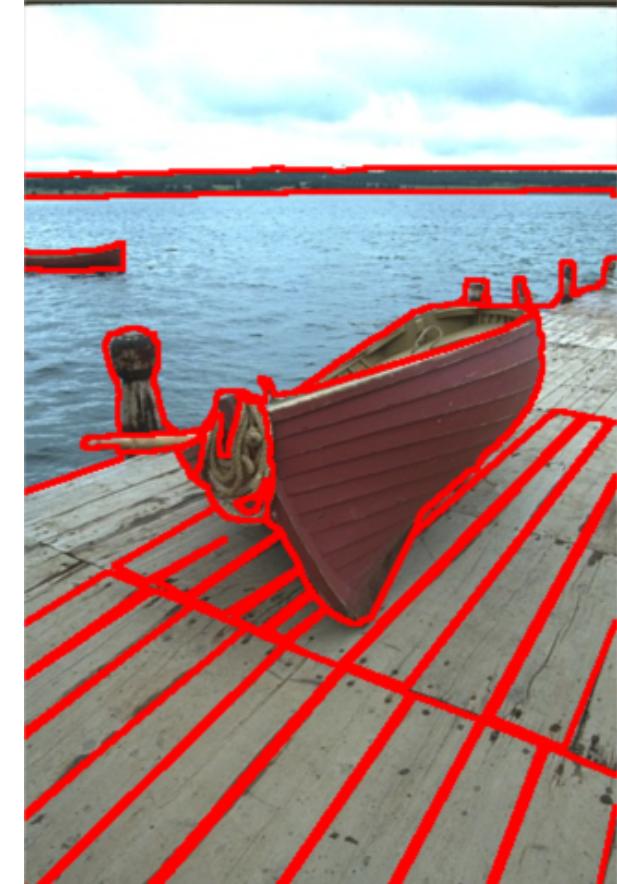
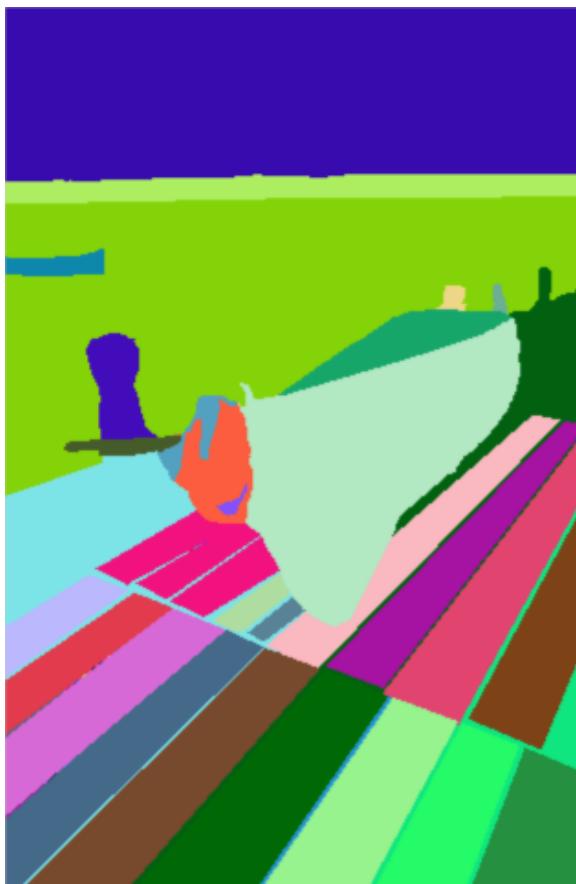
## Fundamental challenges: can humans do it?



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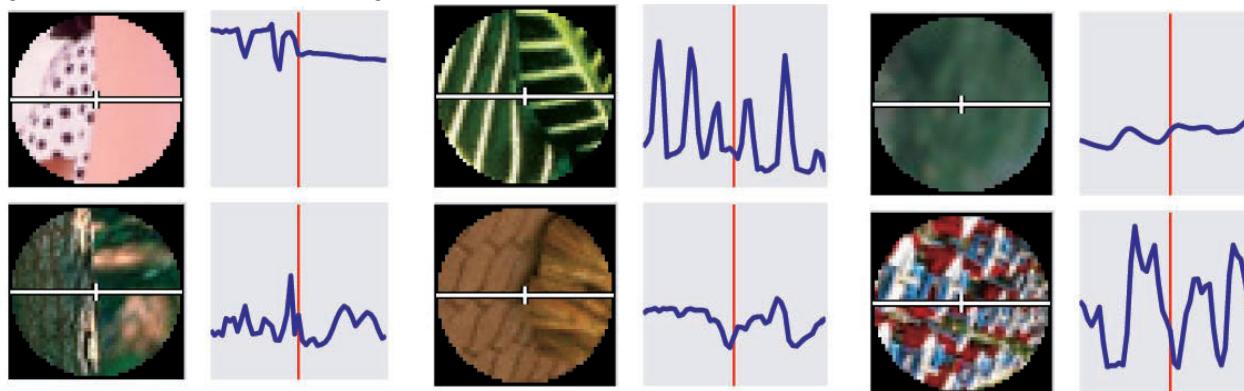


# Fundamental challenges: can humans do it?

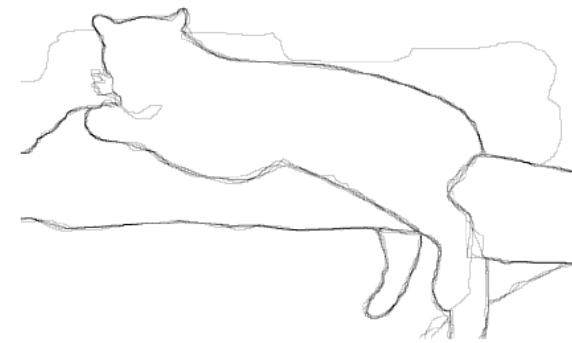


# Learning-based approaches

Boundary or non-boundary?



Use human-annotated segmentations



Use any visual cue as input to the decision function.

Use decision trees/logistic regression/boosting/... and *learn* to combine the individual inputs.

S. Konishi, A.Yuille, J. Coughlan, S.C. Zhu, "Statistical Edge Detection: Learning and Evaluating Edge Cues", IEEE PAMI, 2003

D. Martin, C. Fowlkes, J. Malik. "Learning to Detect Natural Image Boundaries Using Local Brightness, Color and Texture Cues", IEEE PAMI, 2004

# Boundaries or edges?



- F. Attneave, "Some informational aspects of visual perception," *Psychological Review*, vol. 61, pp. 183–193, 1954
- S. C. Zhu and A. Yuille, "FORMS: A Flexible Object Recognition and Modeling System," *IJCV*, 96

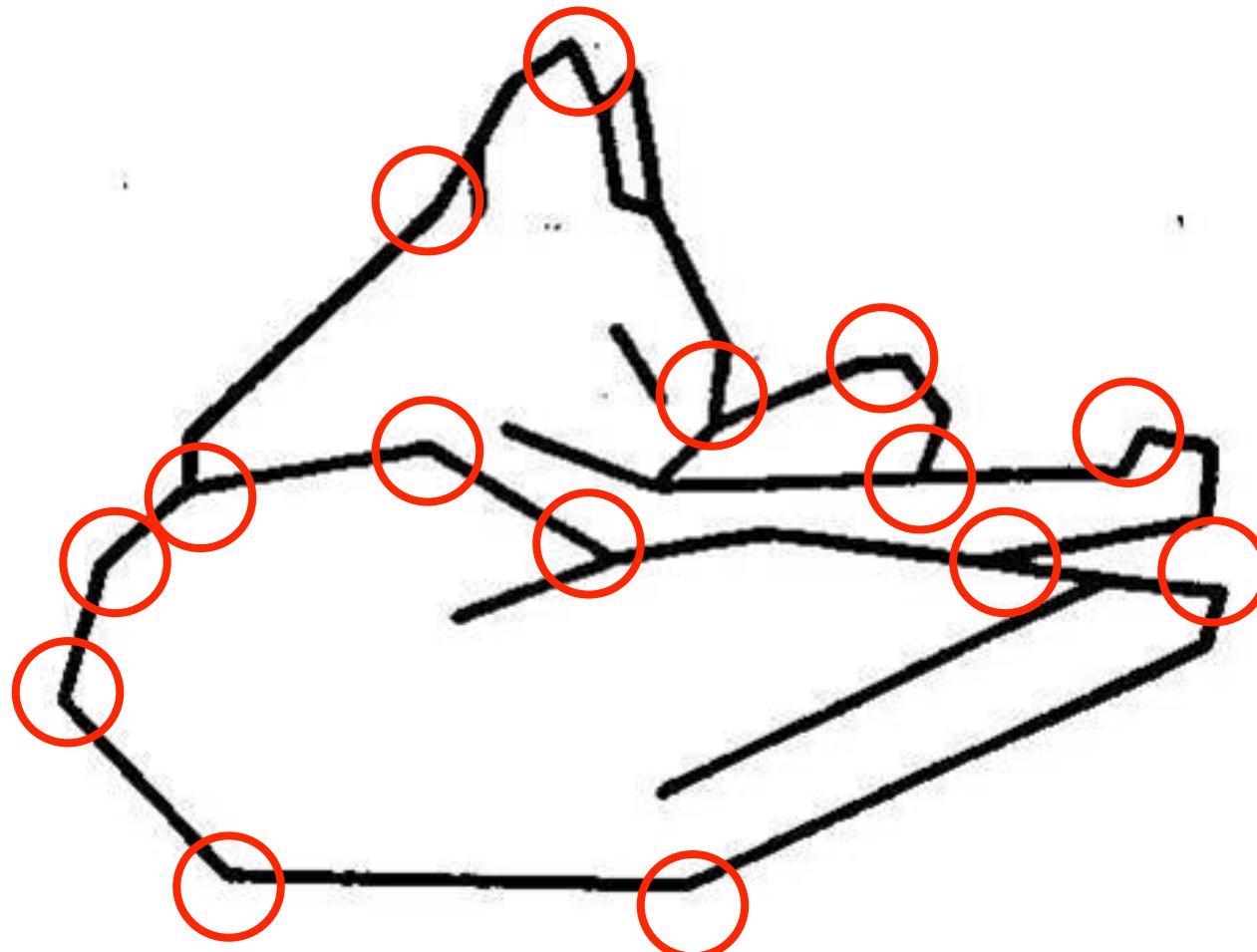
# Boundaries or edges?



F. Attneave, "Some informational aspects of visual perception," *Psychological Review*, vol. 61, pp. 183–193, 1954

S. C. Zhu and A. Yuille, "FORMS: A Flexible Object Recognition and Modeling System," *IJCV*, 96

# Contours or points?

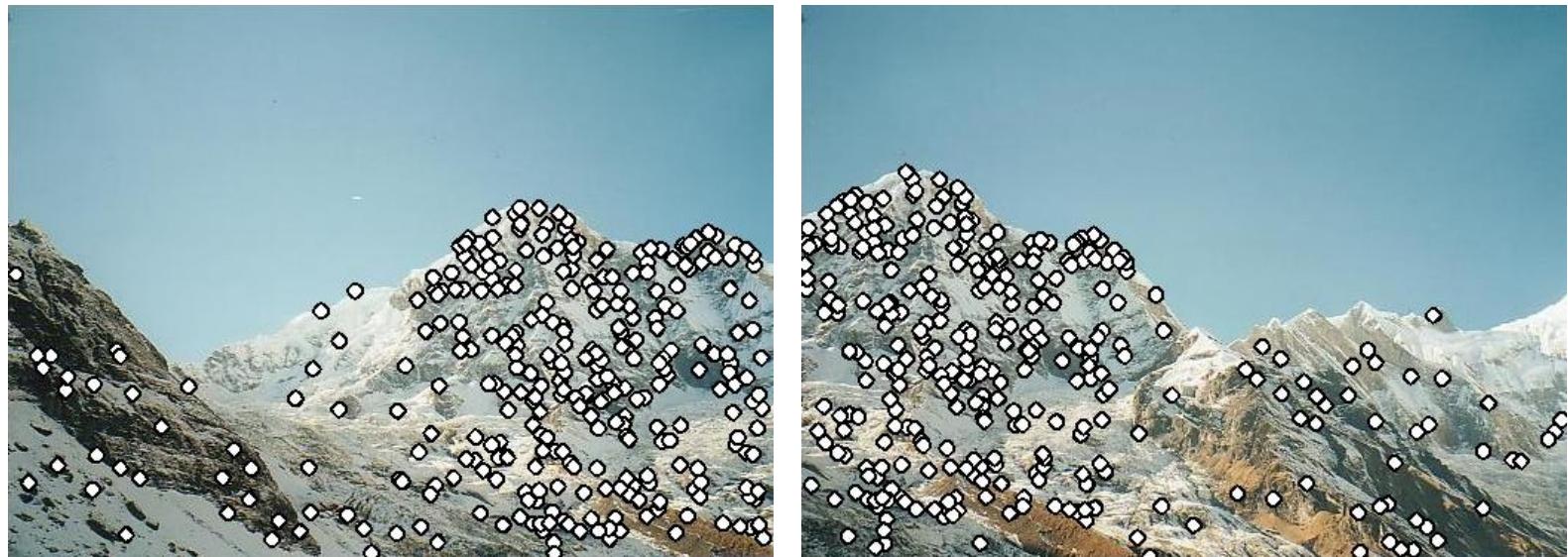


F. Attneave, "Some informational aspects of visual perception," *Psychological Review*, vol. 61, pp. 183–193, 1954

# Application: Image Stitching

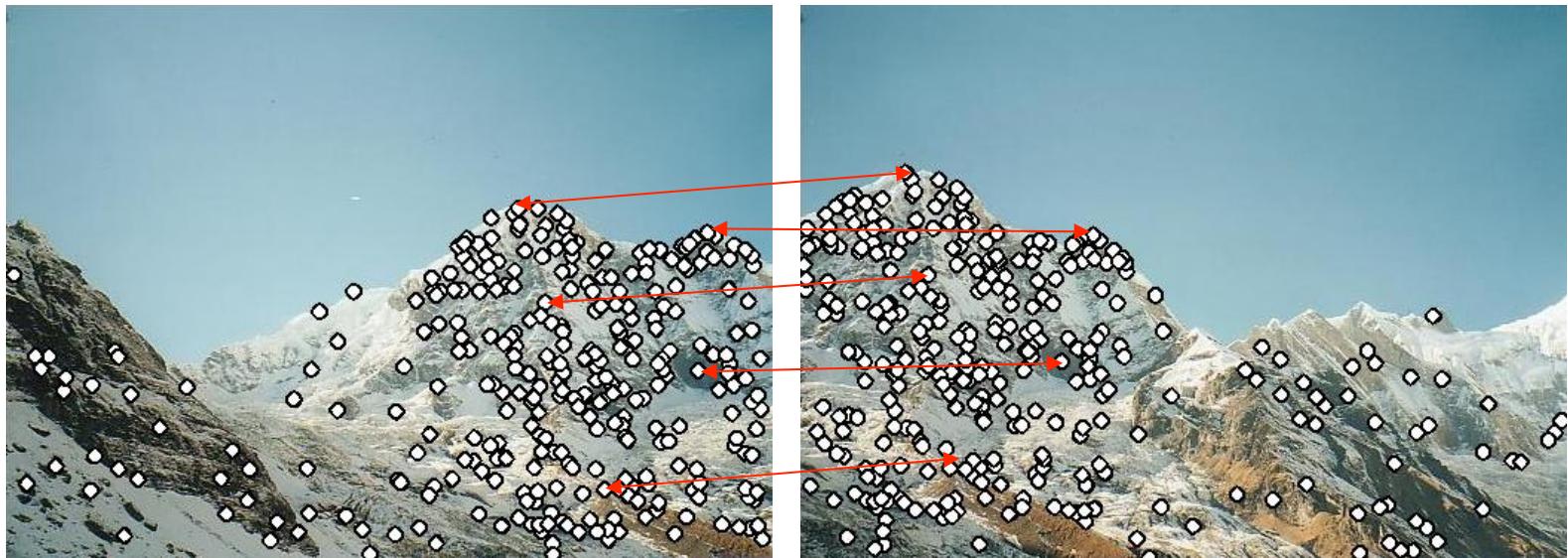


# Application: Image Stitching



- Procedure:
  - Detect feature points in both images

# Application: Image Stitching



- Procedure:
  - Detect feature points in both images
  - Find corresponding pairs

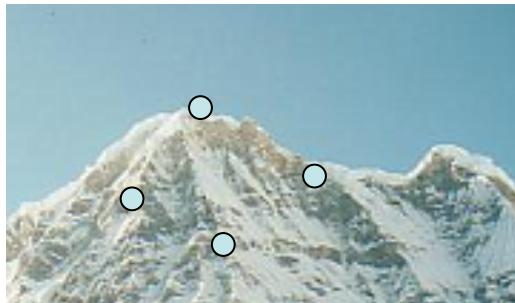
# Application: Image Stitching



- Procedure:
  - Detect feature points in both images
  - Find corresponding pairs
  - Use these pairs to align the images

# Common Requirements

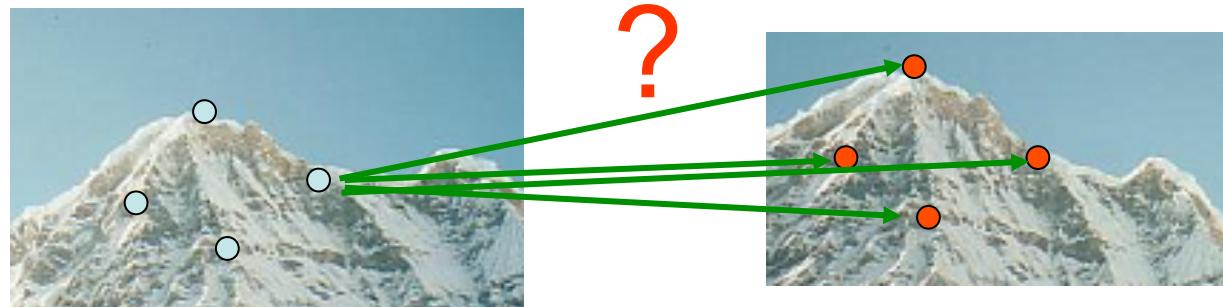
- Problem 1:
  - Detect the same point *independently* in both images



No chance to match!

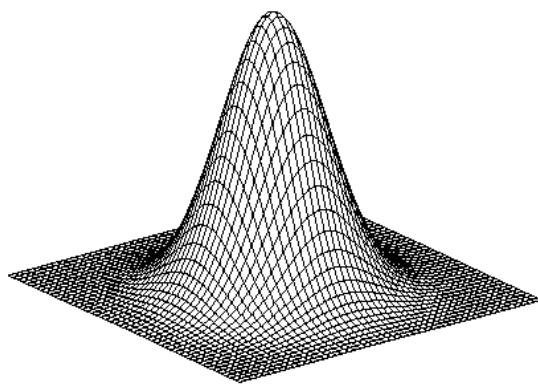
# Common Requirements

- Problem 1:
  - Detect the same point *independently* in both images
- Problem 2:
  - For each point correctly recognize the corresponding one

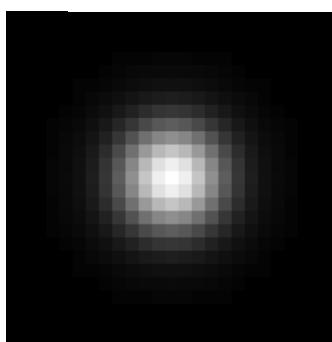


# Laplacian-of-Gaussian

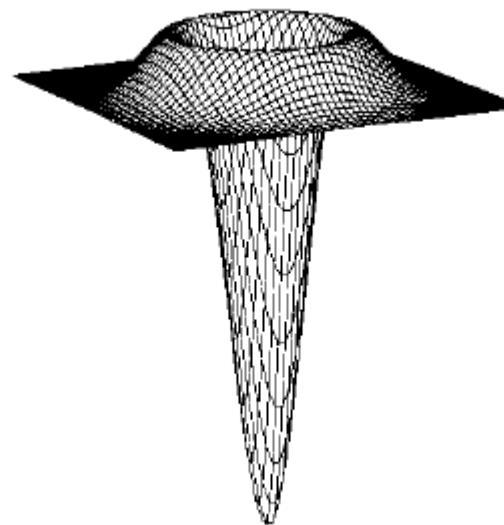
Gaussian



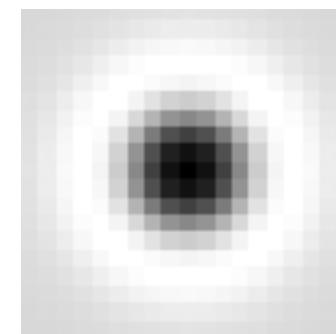
$$g_\sigma(x, y)$$



Laplacian of Gaussian

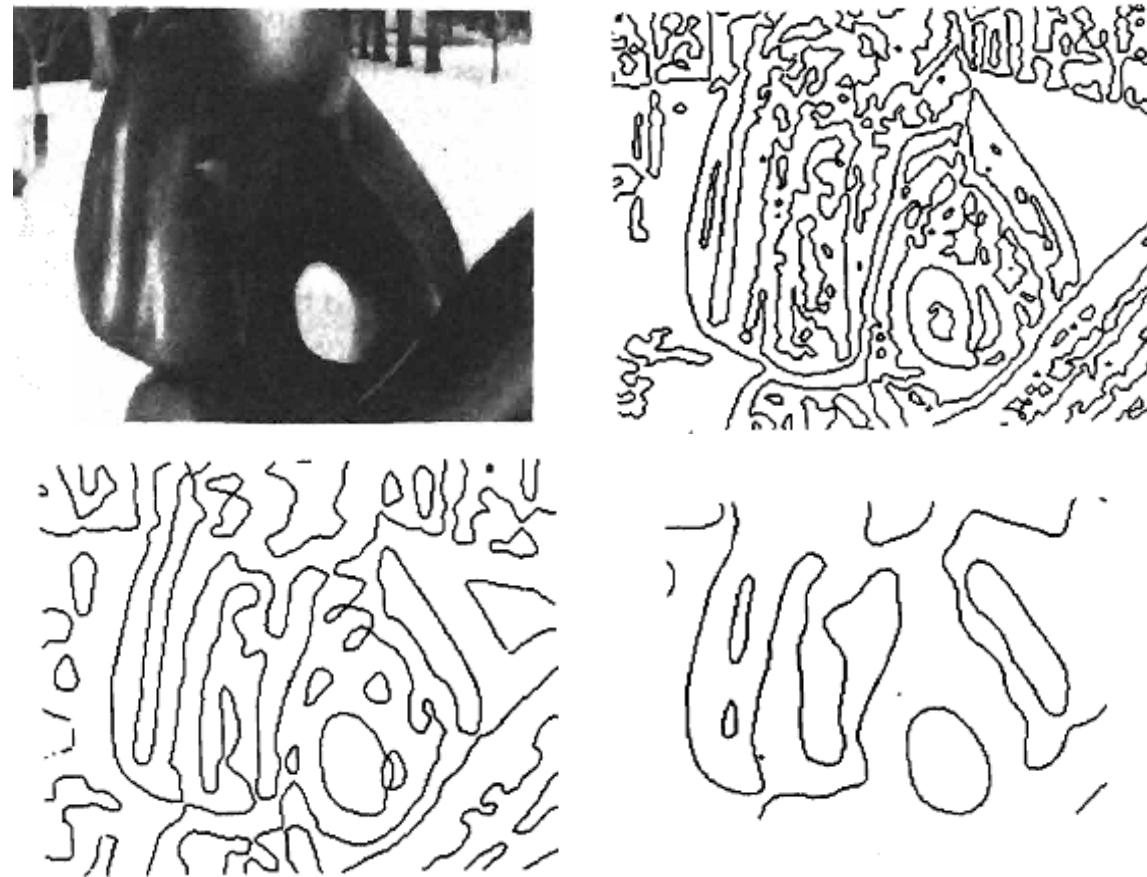


$$\nabla^2 g_\sigma(x, y) = \frac{\partial^2 g_\sigma(x, y)}{\partial x^2} + \frac{\partial^2 g_\sigma(x, y)}{\partial y^2}$$



# Early edge detection research

- Zero-crossings of LoG operator at increasing scales

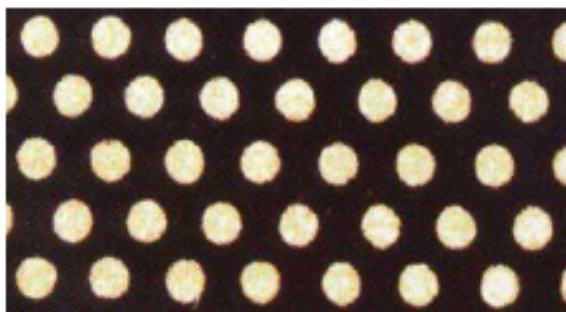


- Different take: go for the maxima/minima

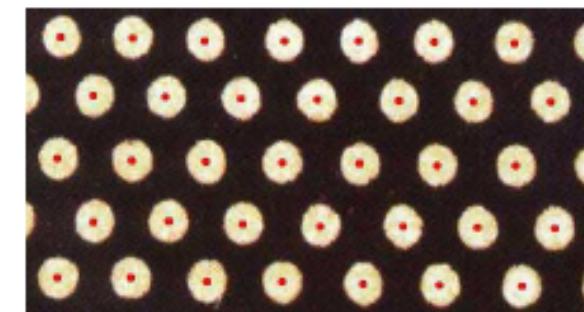
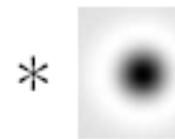
# Finding blobs

Filtering = inner product between image patch and filter: template matching

$$\begin{aligned}|I - f|^2 &= \langle I - f, I - f \rangle \\&= \langle I, I \rangle + \langle f, f \rangle - 2\langle f, I \rangle \\&= C - 2\langle I, f \rangle\end{aligned}$$



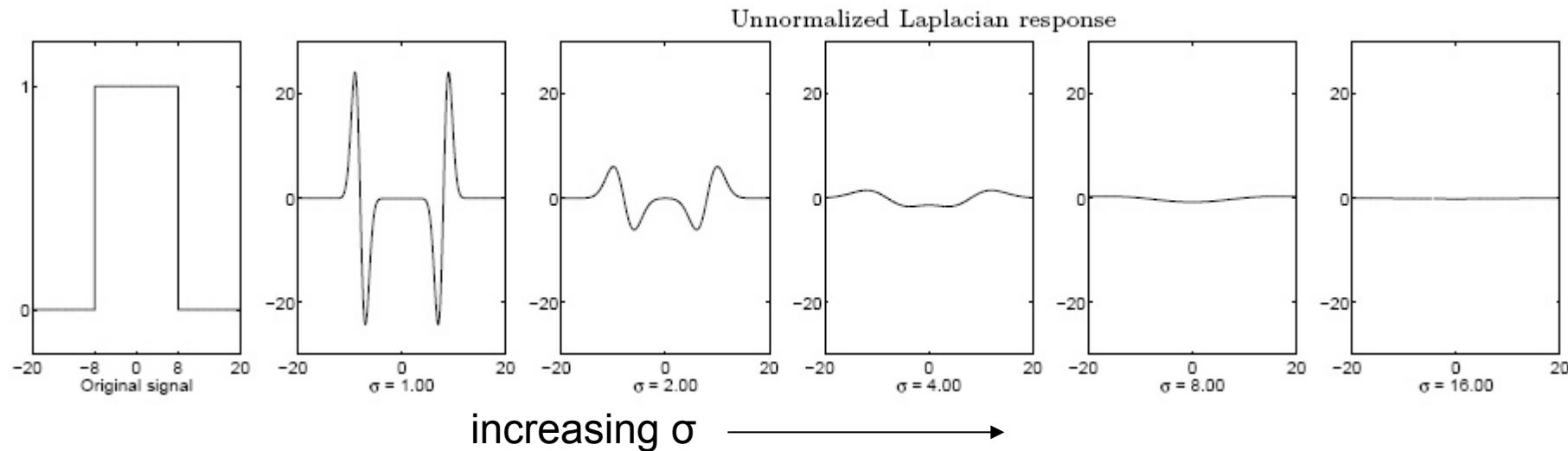
Polka Dots



Detected Blobs

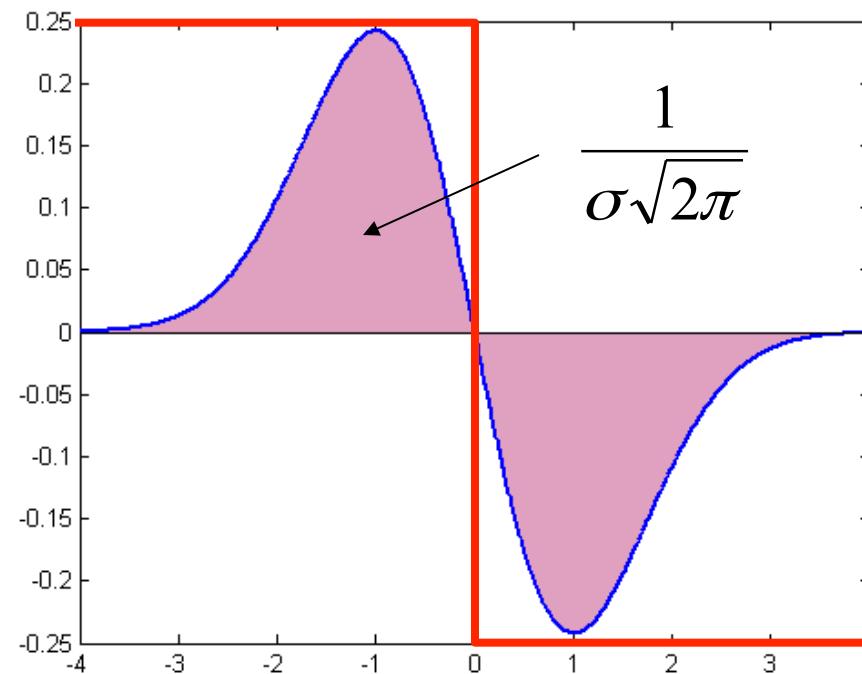
# Scale selection

- First idea: convolve with Laplacians at several scales and find maximum in scale
- Observation: Laplacian decays as scale increases:



# Scale normalization

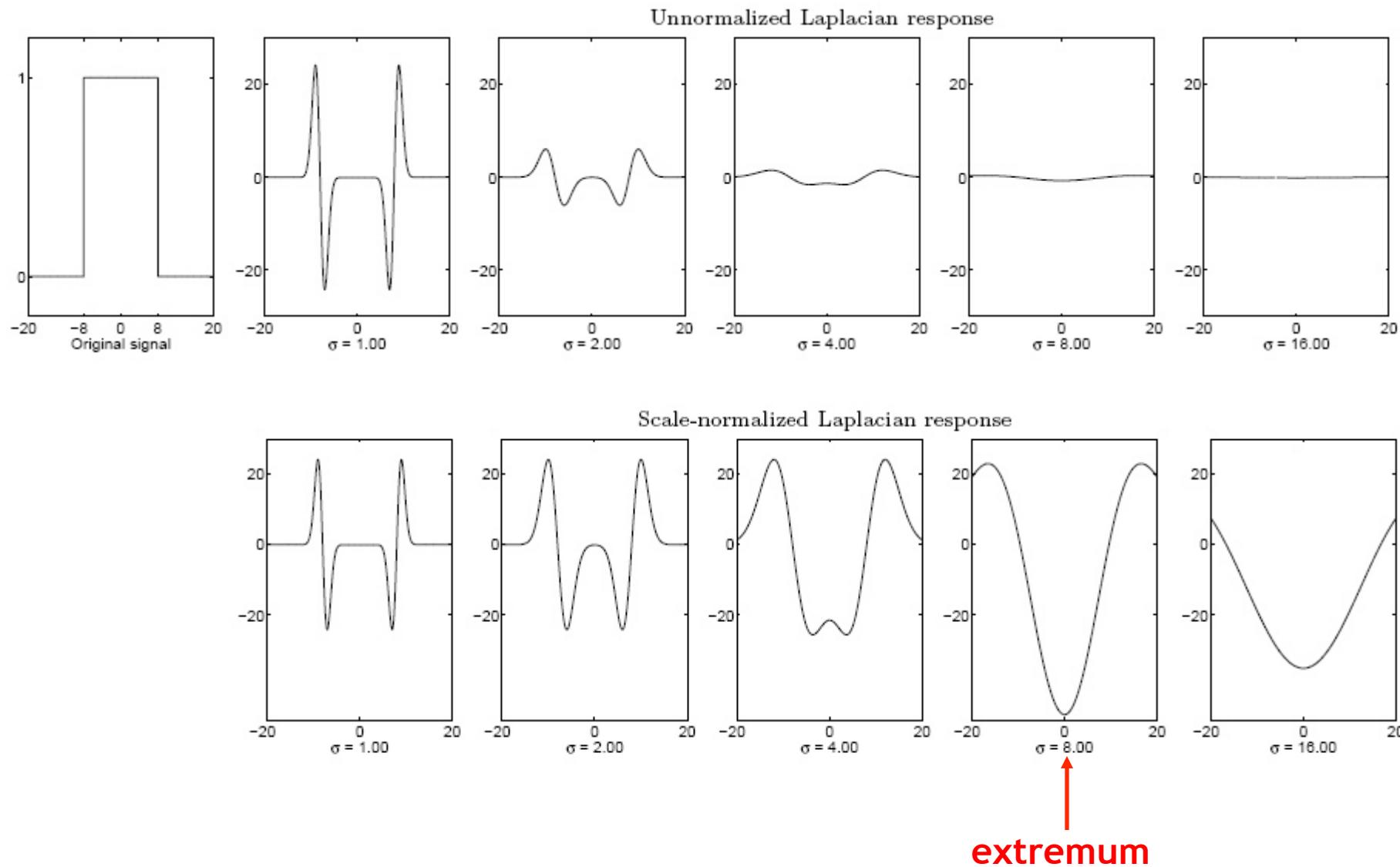
- The response of a derivative of Gaussian filter to a perfect step edge decreases as  $\sigma$  increases



# Scale normalization

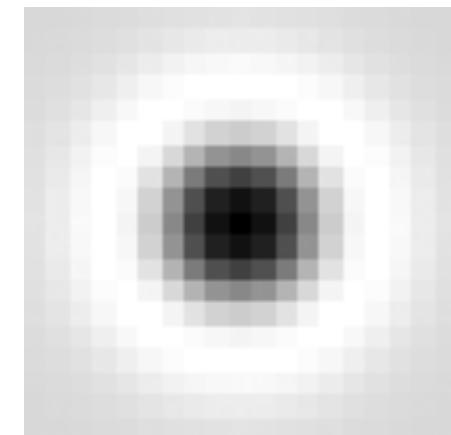
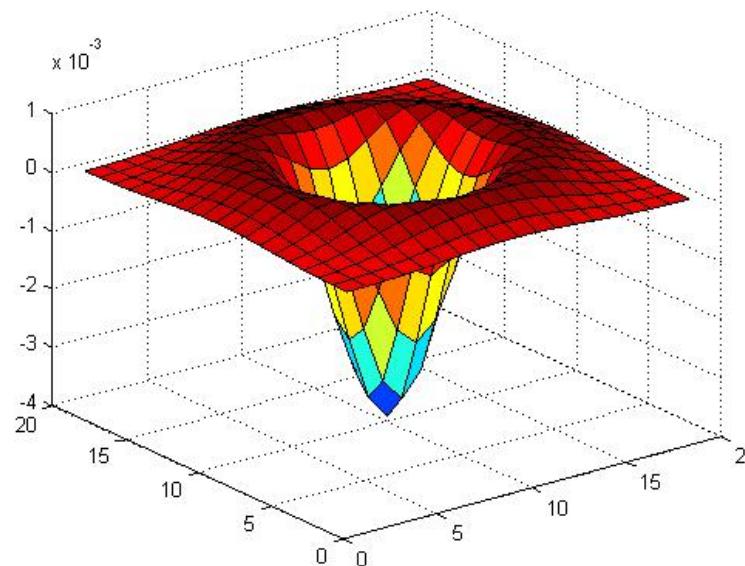
- The response of a derivative of Gaussian filter to a perfect step edge decreases as  $\sigma$  increases
- To keep response the same (scale-invariant), must multiply Gaussian derivative by  $\sigma$
- Laplacian is the second Gaussian derivative, so it must be multiplied by  $\sigma^2$

# Effect of scale normalization



# Blob detection in 2D

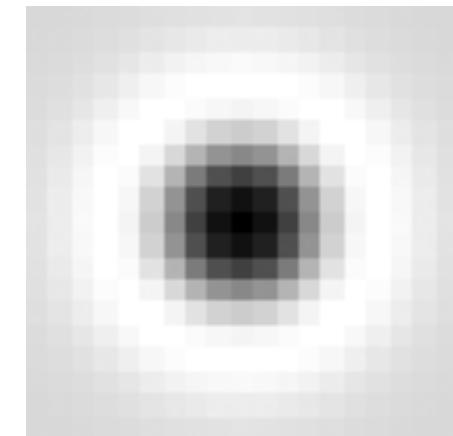
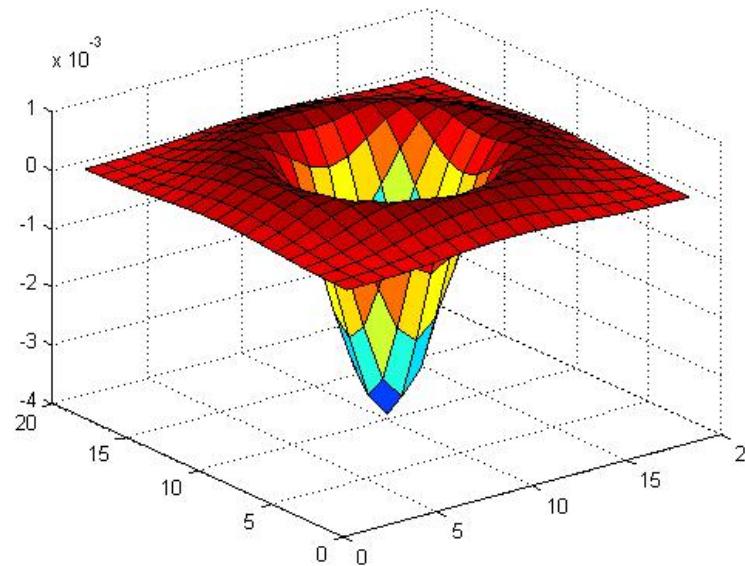
Laplacian of Gaussian: Circularly symmetric operator for blob detection in 2D



$$\nabla^2 g = \frac{\partial^2 g}{\partial x^2} + \frac{\partial^2 g}{\partial y^2}$$

# Blob detection in 2D

Laplacian of Gaussian: Circularly symmetric operator for blob detection in 2D

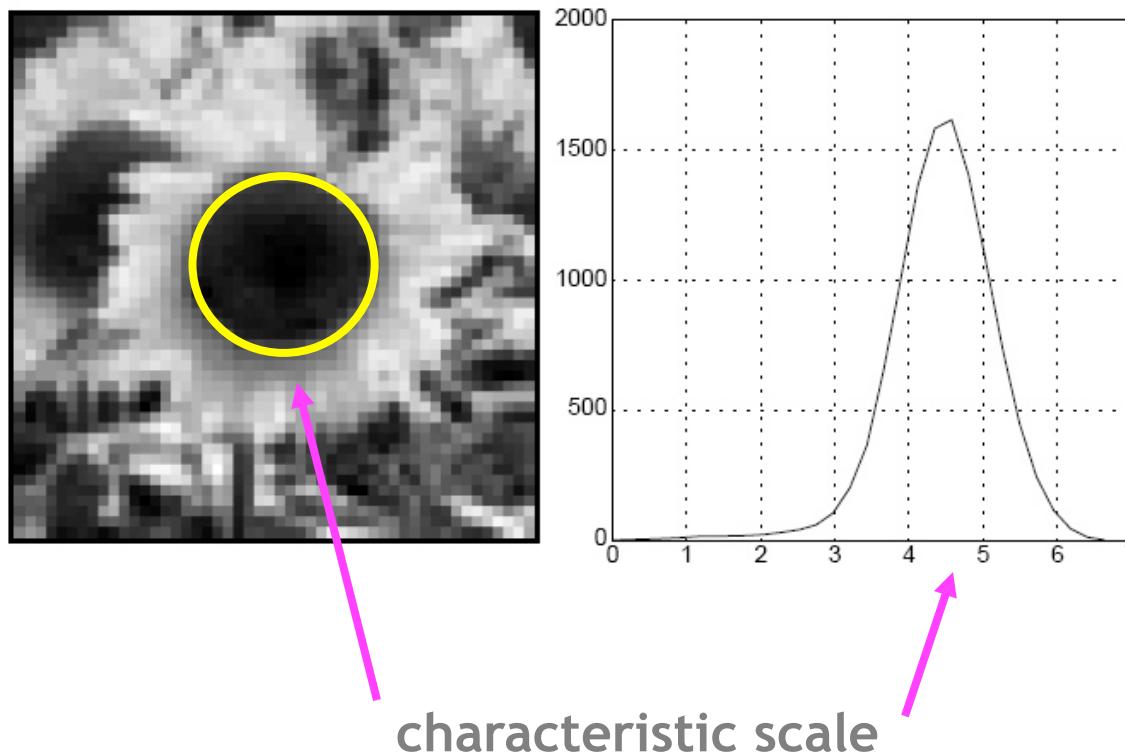


Scale-normalized:

$$\nabla_{\text{norm}}^2 g = \sigma^2 \left( \frac{\partial^2 g}{\partial x^2} + \frac{\partial^2 g}{\partial y^2} \right)$$

# Scale selection

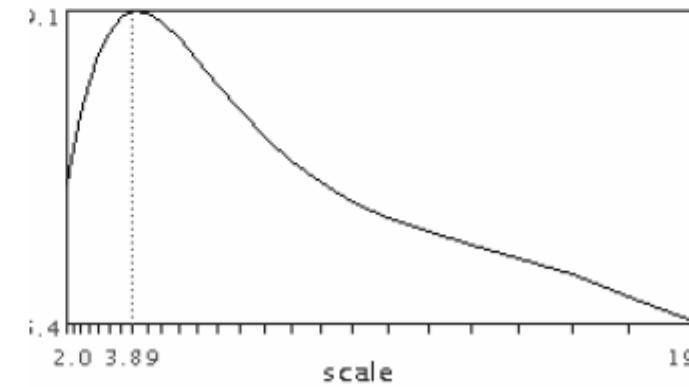
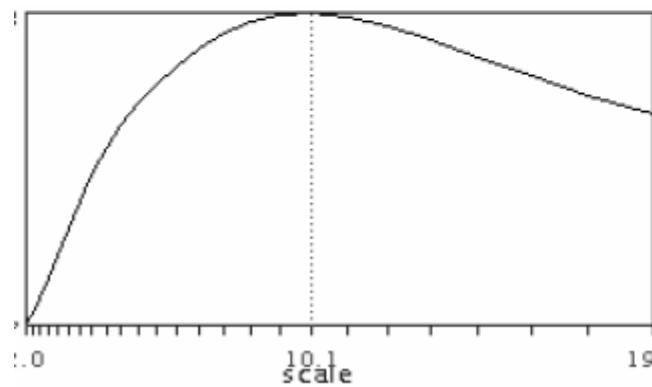
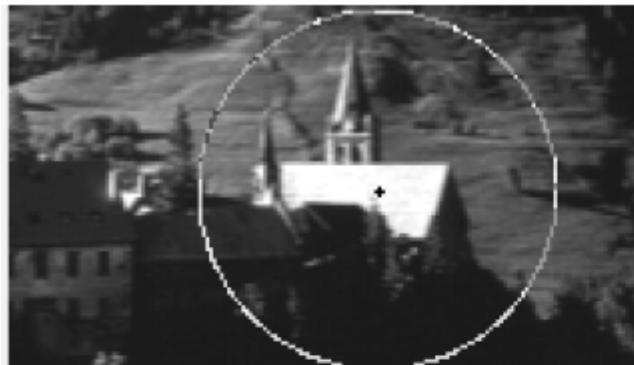
- Characteristic scale: peak of normalized Laplacian response



Tony Lindeberg: Feature Detection with Automatic Scale Selection. International Journal of Computer Vision 30(2): 79-116 (1998)

Tony Lindeberg: Edge Detection and Ridge Detection with Automatic Scale Selection. International Journal of Computer Vision 30(2): 117-156 (1998)

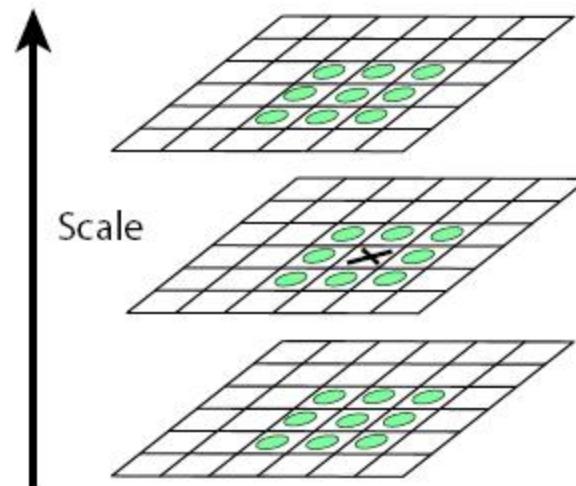
# Scale invariance using scale selection



Laplacian

# Scale-space blob detector

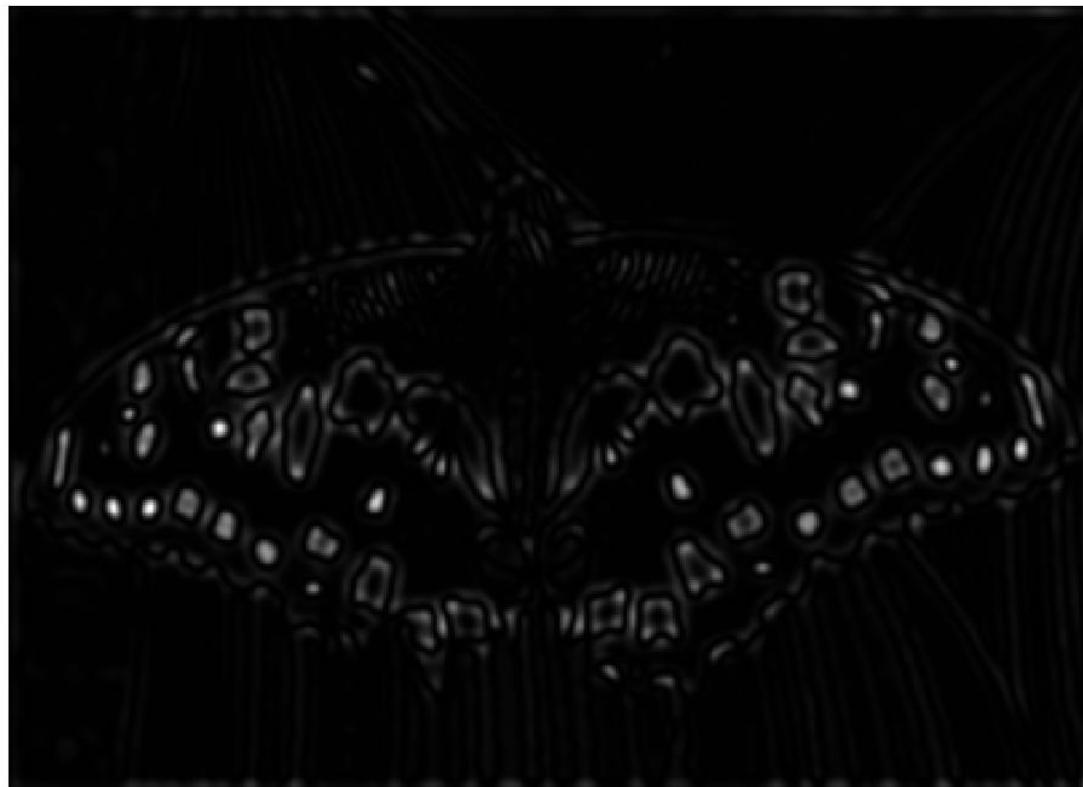
1. Convolve image with scale-normalized Laplacian at several scales
2. Find maxima of squared Laplacian response in scale-space



# Scale-space blob detector: Example

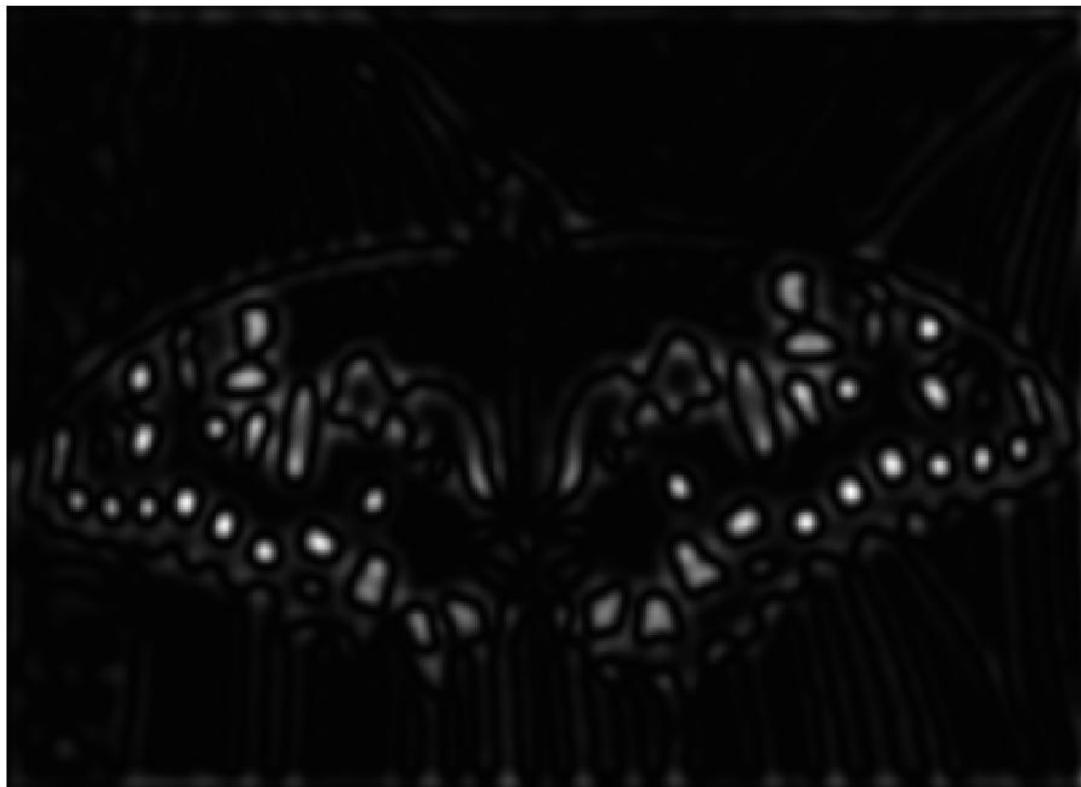


# Scale-space blob detector: Example



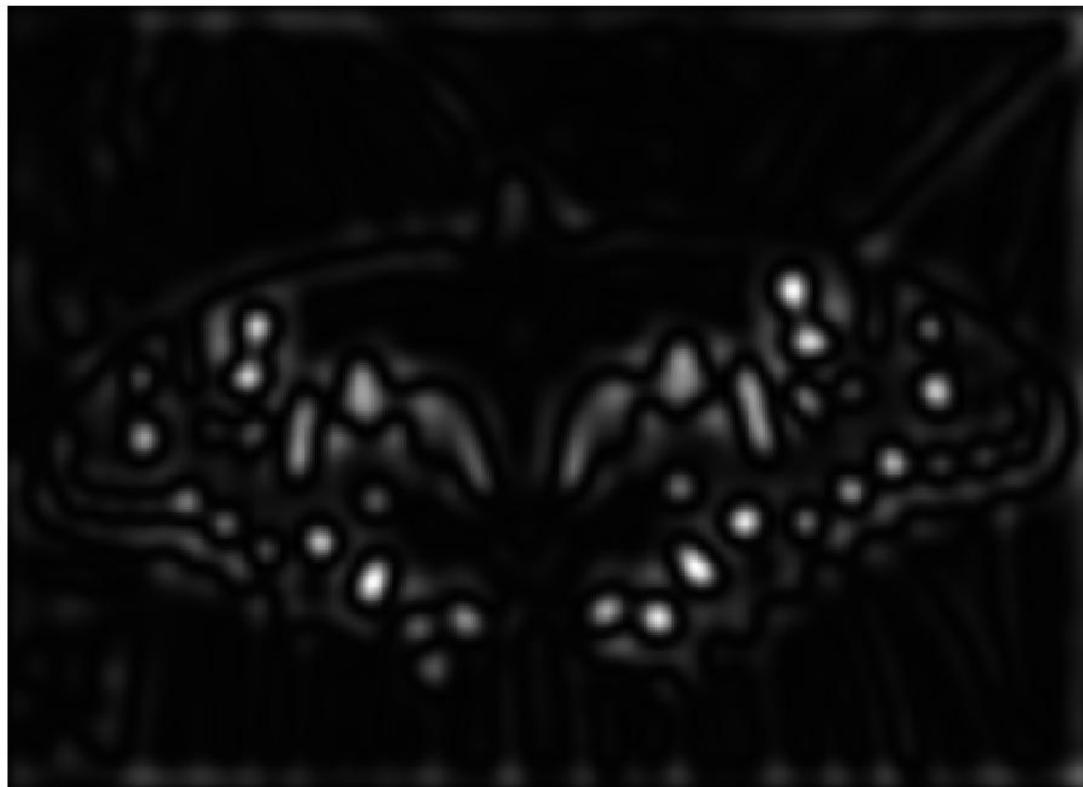
$\sigma = 3.1296$

# Scale-space blob detector: Example



$\sigma = 4.8972$

# Scale-space blob detector: Example



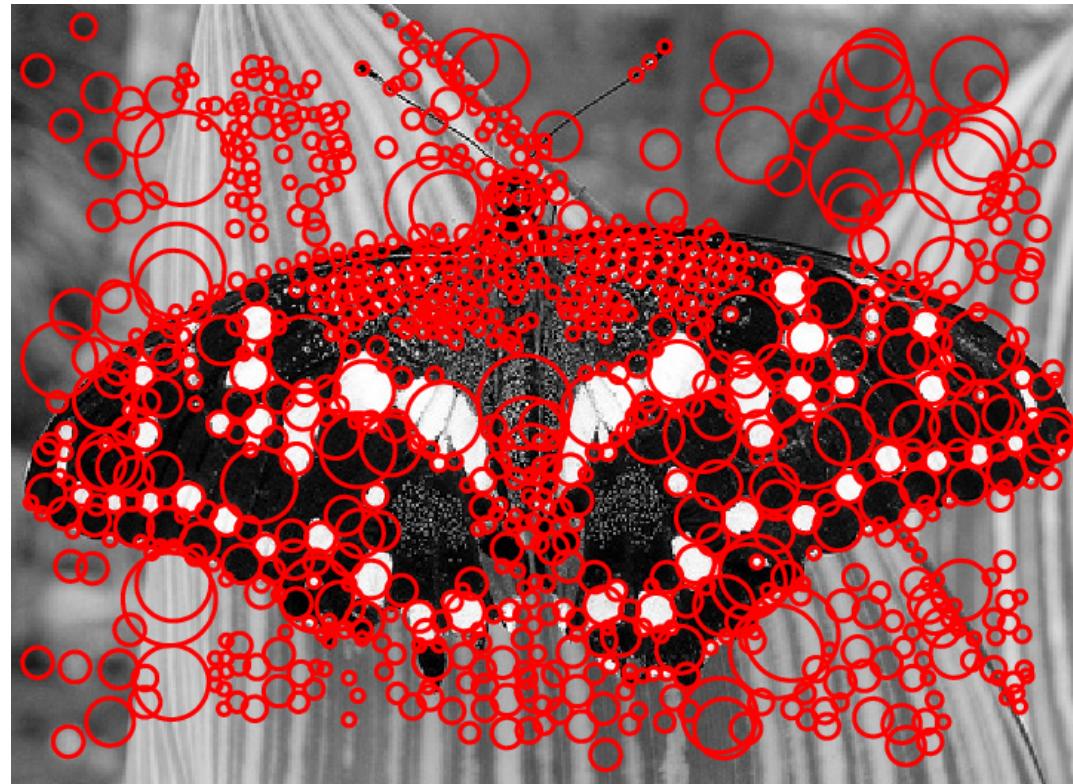
$\sigma = 7.6631$

# Scale-space blob detector: Example



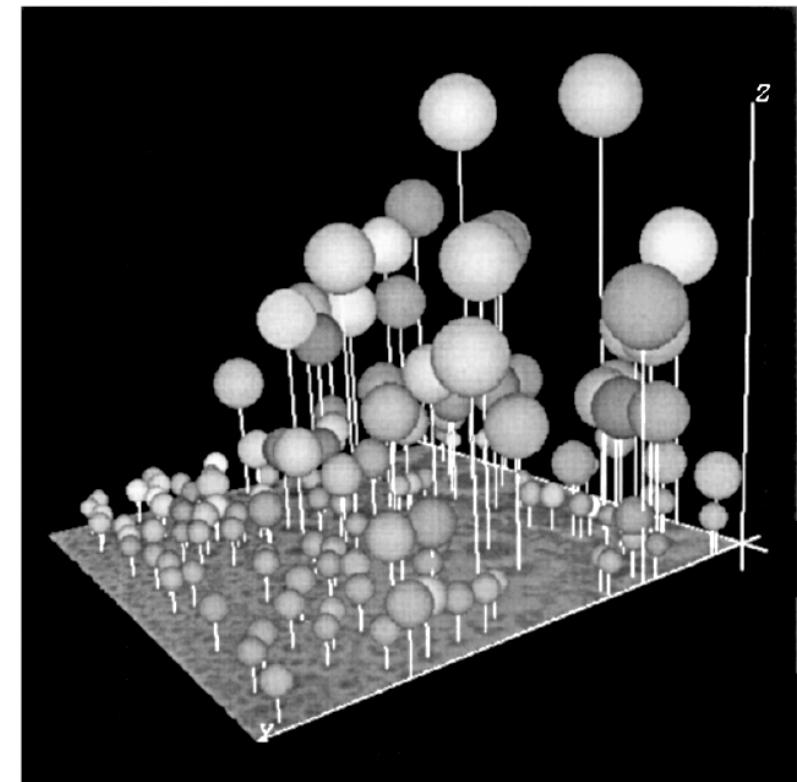
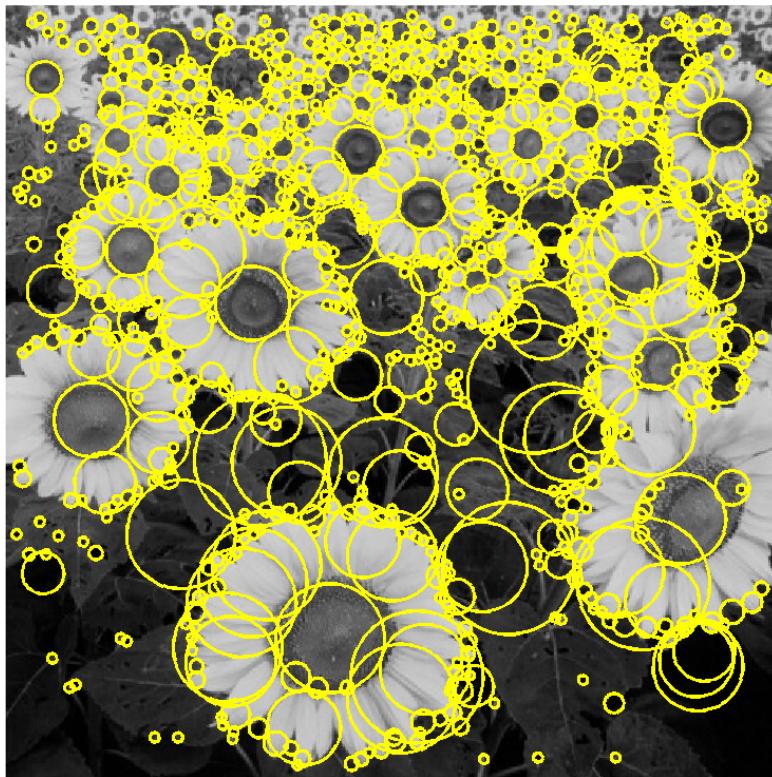
sigma = 11.9912

# Scale-space blob detector: Example



Tony Lindeberg: Feature Detection with Automatic Scale Selection. International Journal of Computer Vision 30(2): 79-116 (1998)

# Blob coordinates: (x,y,scale)



Tony Lindeberg: Feature Detection with Automatic Scale Selection. International Journal of Computer Vision 30(2): 79-116 (1998)

# Laplacian of Gaussian ~= Difference of Gaussian

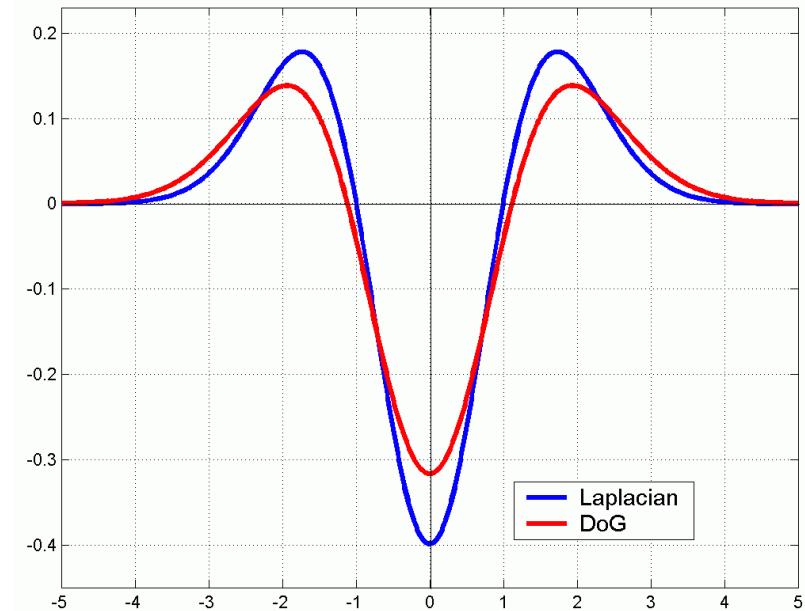
- We can efficiently approximate the Laplacian with a difference of Gaussians:

$$L = \sigma^2 \left( G_{xx}(x, y, \sigma) + G_{yy}(x, y, \sigma) \right)$$

(Laplacian)

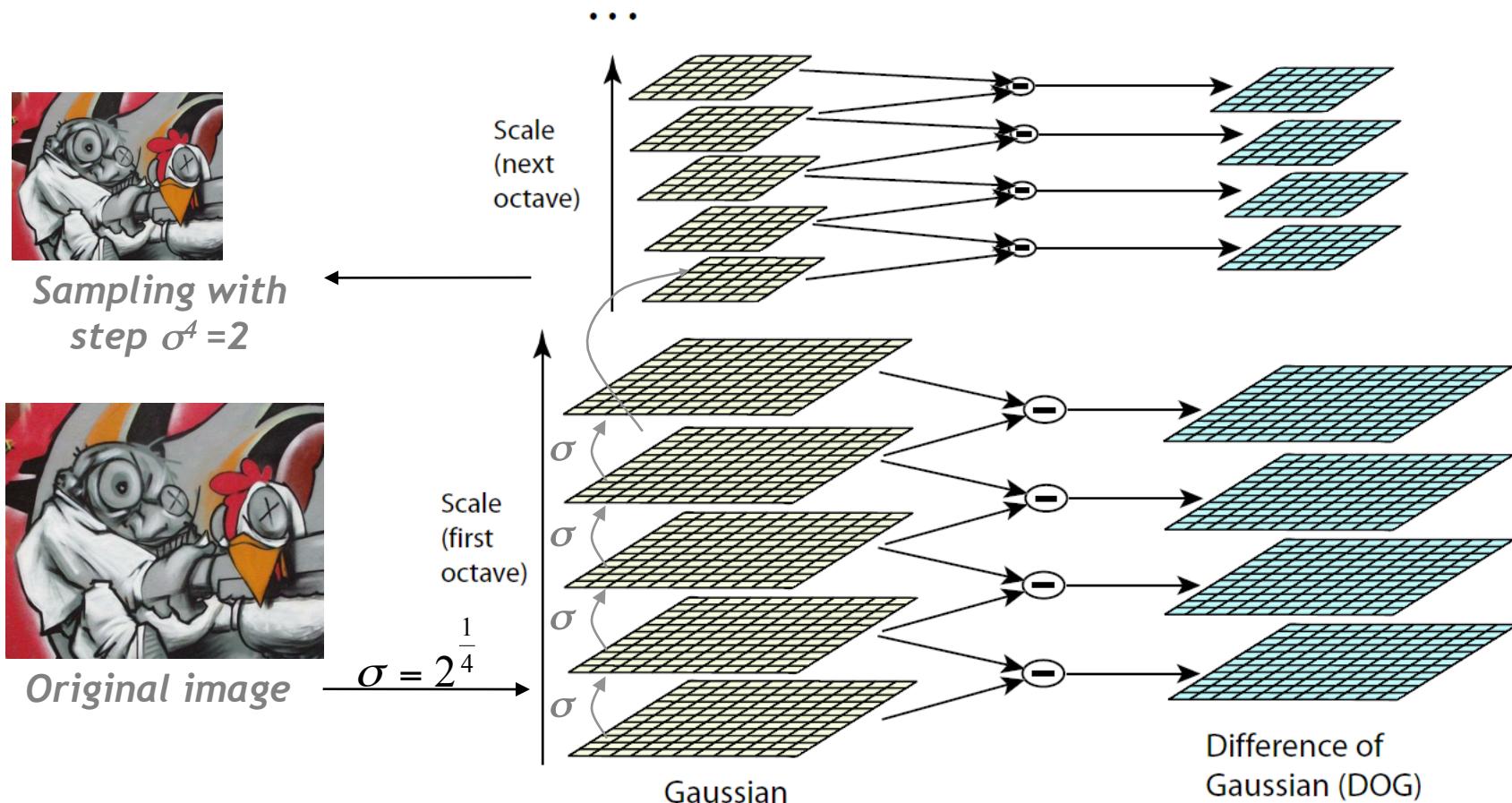
$$DoG = G(x, y, k\sigma) - G(x, y, \sigma)$$

(Difference of Gaussians)



# Efficient Computation (SIFT)

- Computation in Gaussian scale pyramid



David G. Lowe: Distinctive Image Features from Scale-Invariant Keypoints.  
International Journal of Computer Vision 60(2): 91-110 (2004)

# Keypoint Detection (SIFT)



(a)



(b)



(c)



(d)

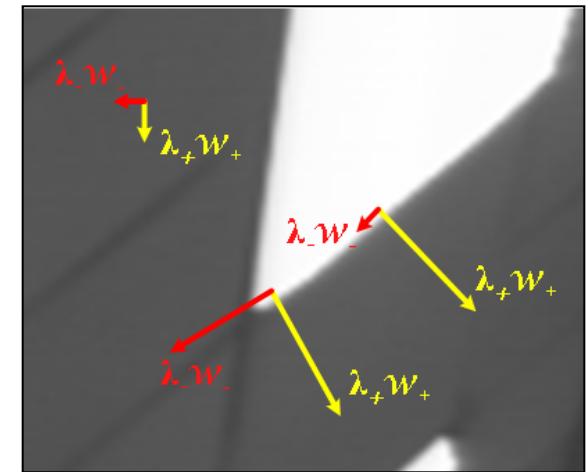
- (a) 233x189 image
- (b) 832 DoG extrema
- (c) 729 left after peak value threshold
- (d) 536 left after testing ratio of principle curvatures (removing edge responses)

David G. Lowe: Distinctive Image Features from Scale-Invariant Keypoints.  
International Journal of Computer Vision 60(2): 91-110 (2004)

# Second Moment Matrix

$$J = G_\rho * \left[ (\nabla G_\sigma * u)^T (\nabla G_\sigma * u) \right]$$

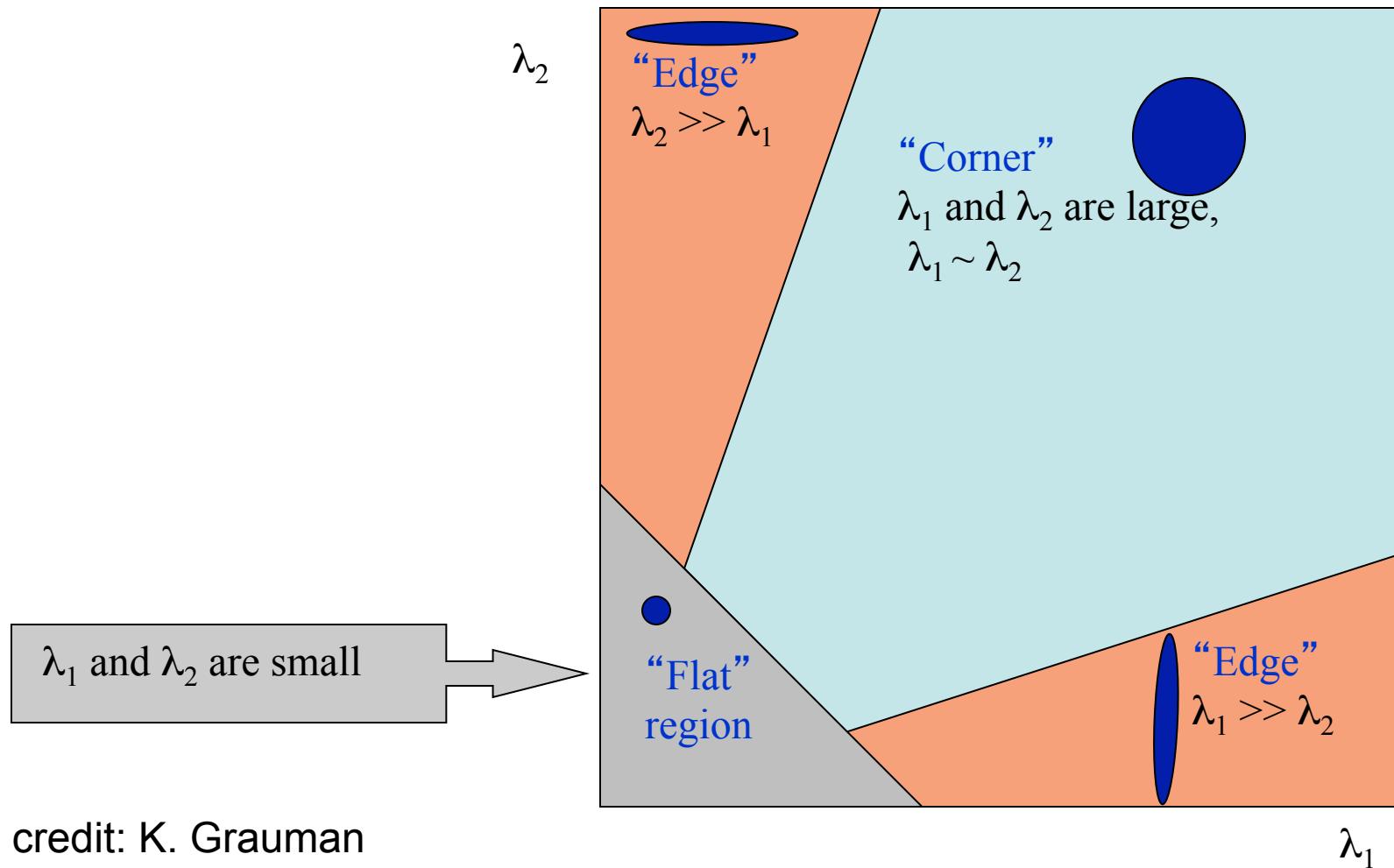
- Eigenvectors  $w_+, w_-$  : directions of maximal and minimal variation of  $u$
- Eigenvalues: amounts of minimal and maximal variation  $\lambda$



C.Harris and M.Stephens. "[A Combined Corner and Edge Detector.](#)"  
*Proceedings of the 4th Alvey Vision Conference*, 1988.

# Interpreting the eigenvalues

Classification of image points using eigenvalues of the second moment matrix:

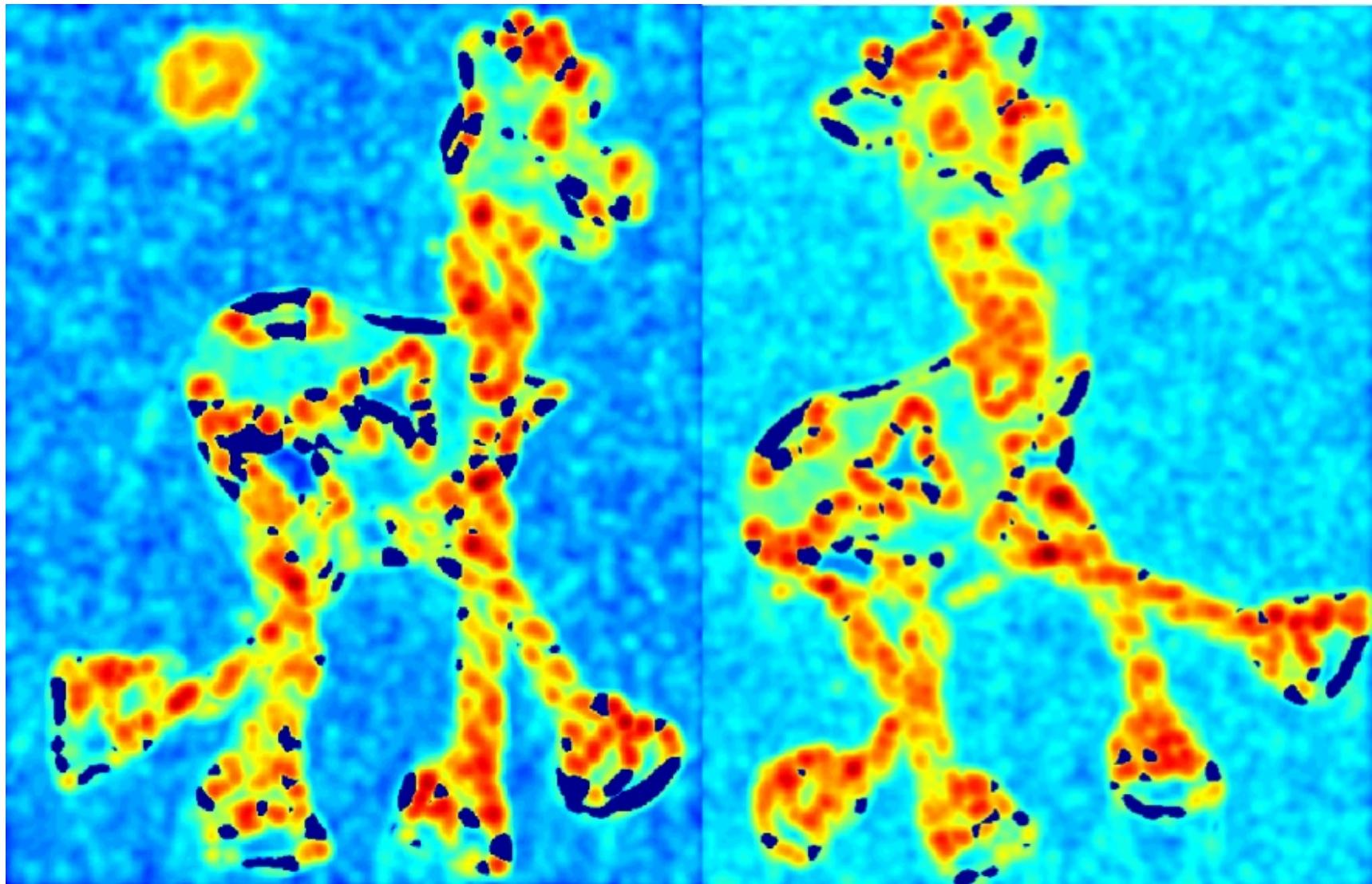


# Harris Detector: Steps



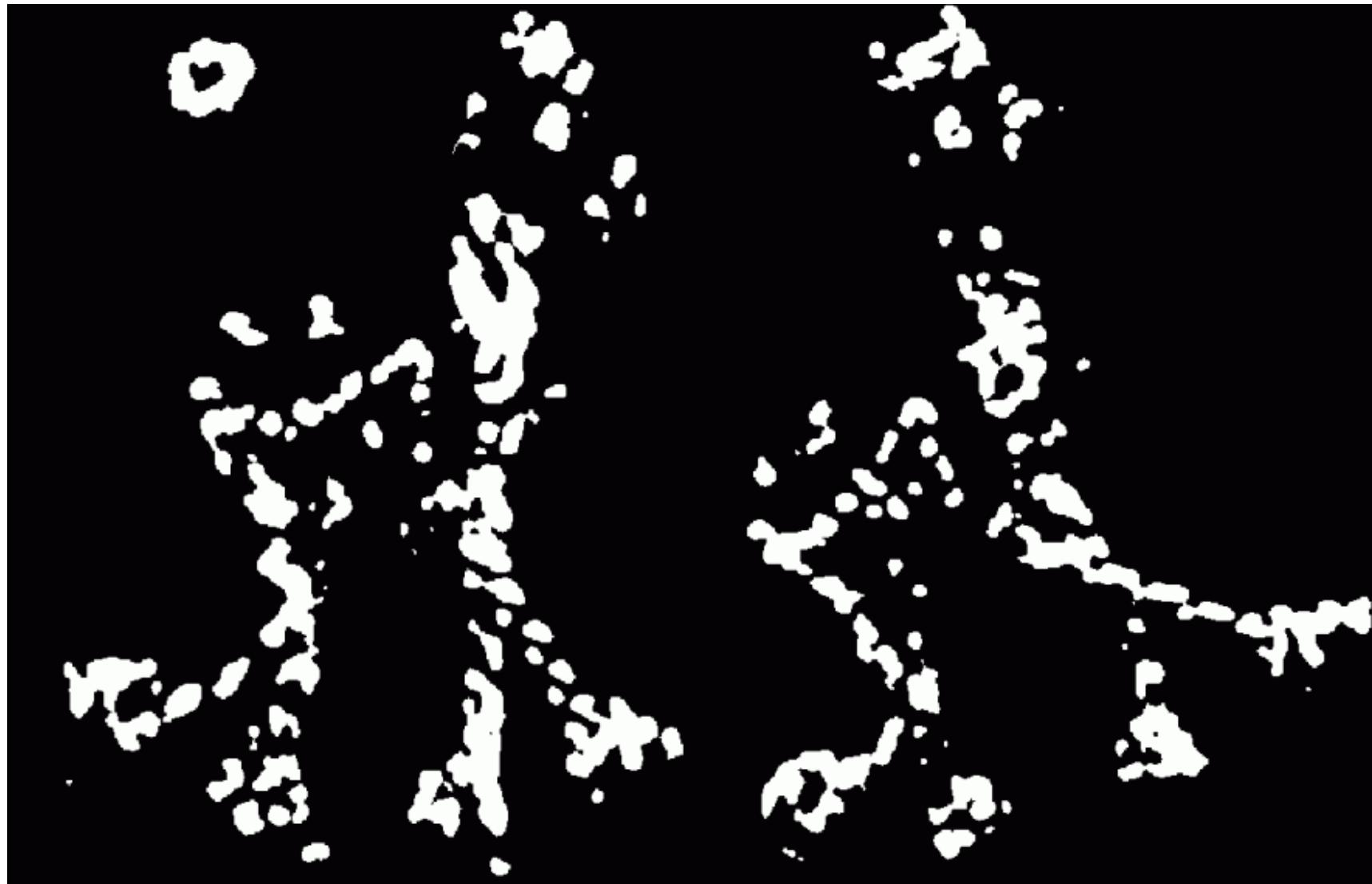
# Harris Detector: Steps

Compute corner response  $R$



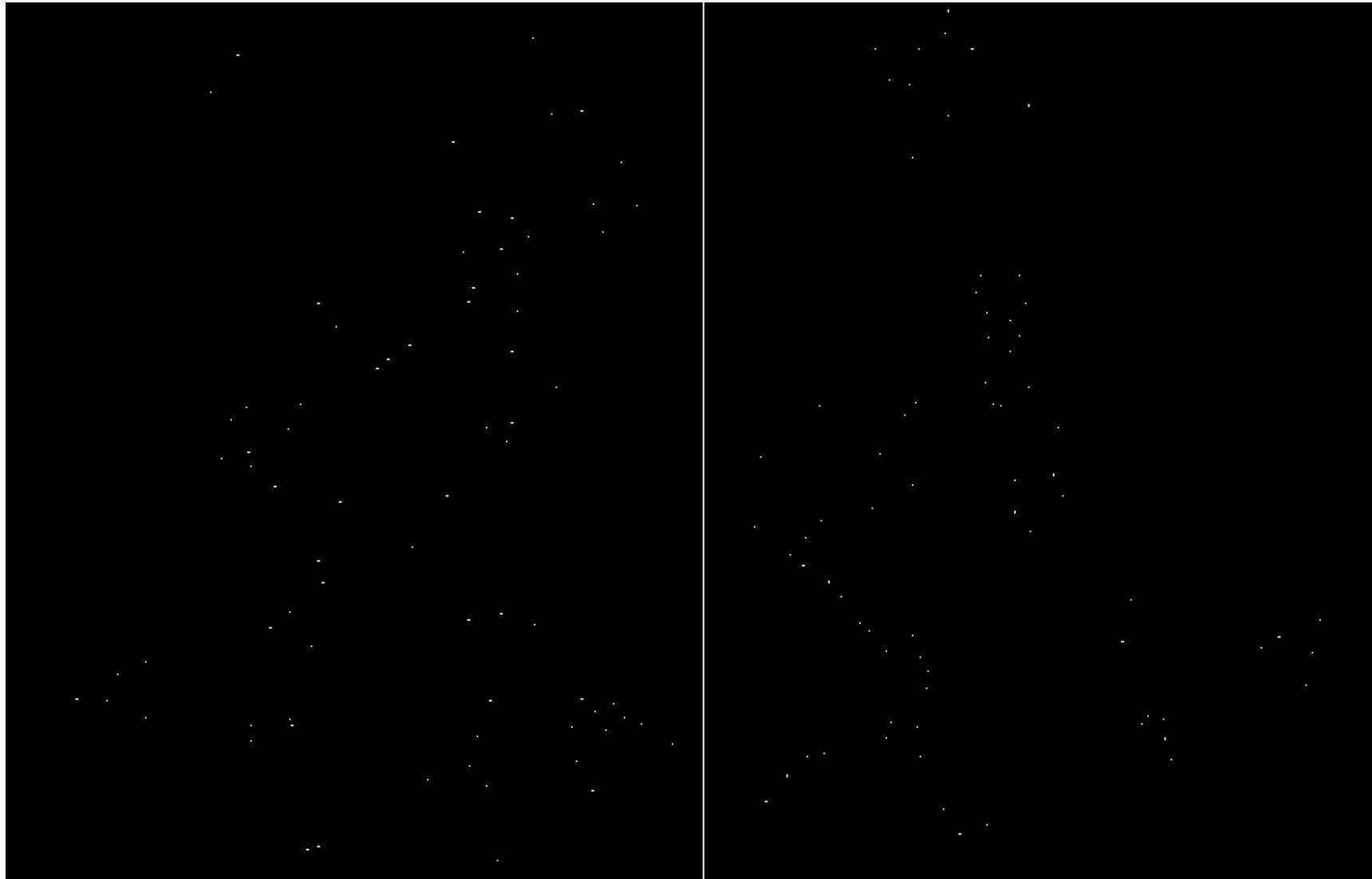
# Harris Detector: Steps

Find points with large corner response:  $R > \text{threshold}$



# Harris Detector: Steps

Take only the points of local maxima of  $R$

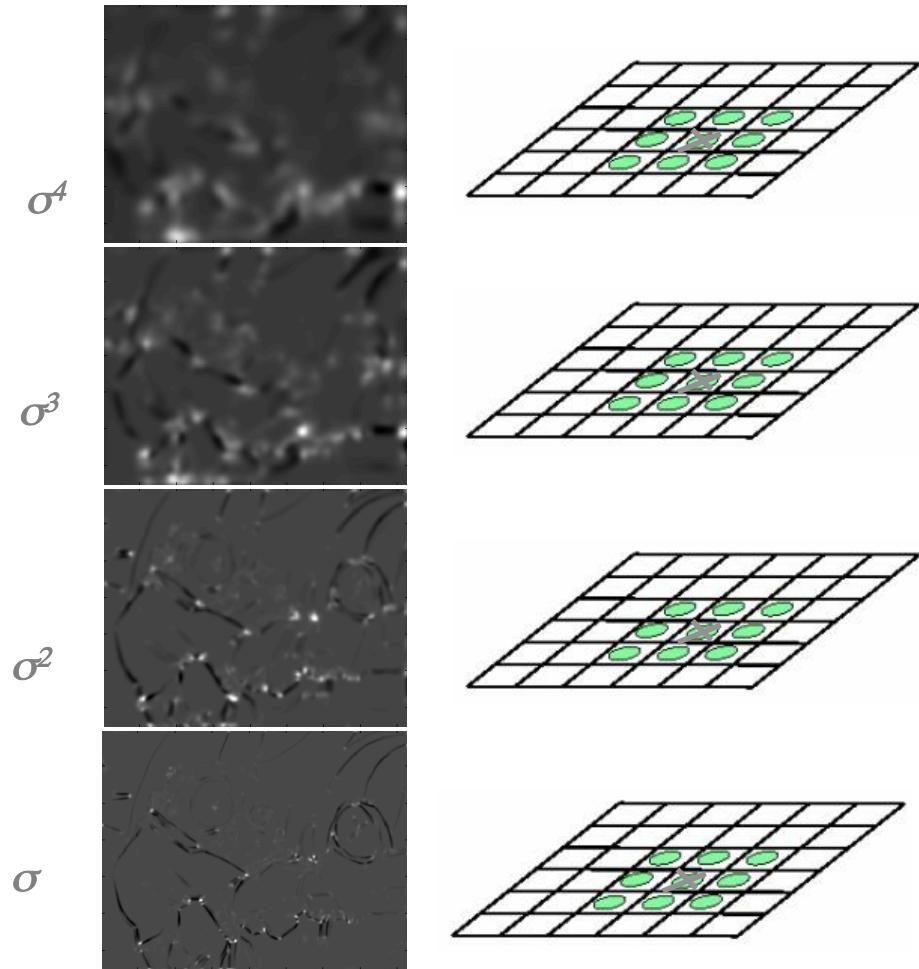


# Harris Detector: Steps



# Harris-Laplace [Mikolajczyk '01]

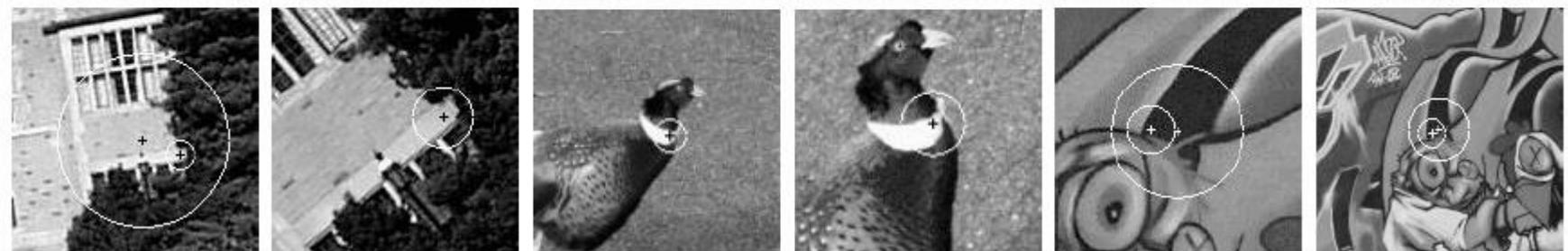
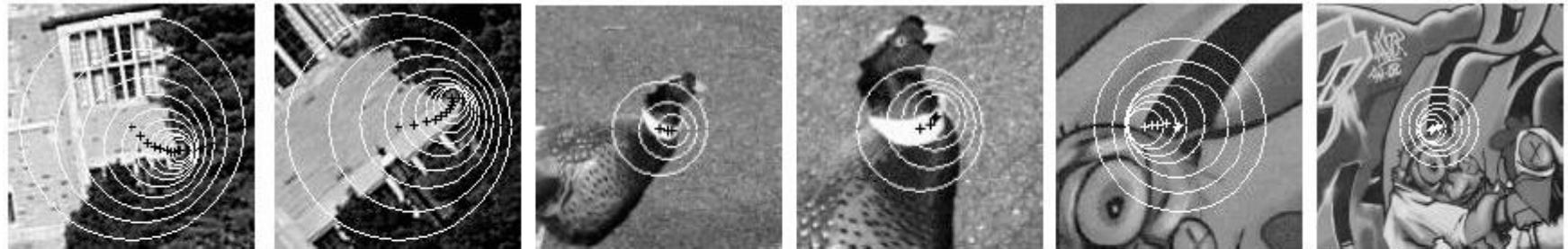
## 1. Initialization: Multiscale Harris corner detection



# Harris-Laplace [Mikolajczyk '01]

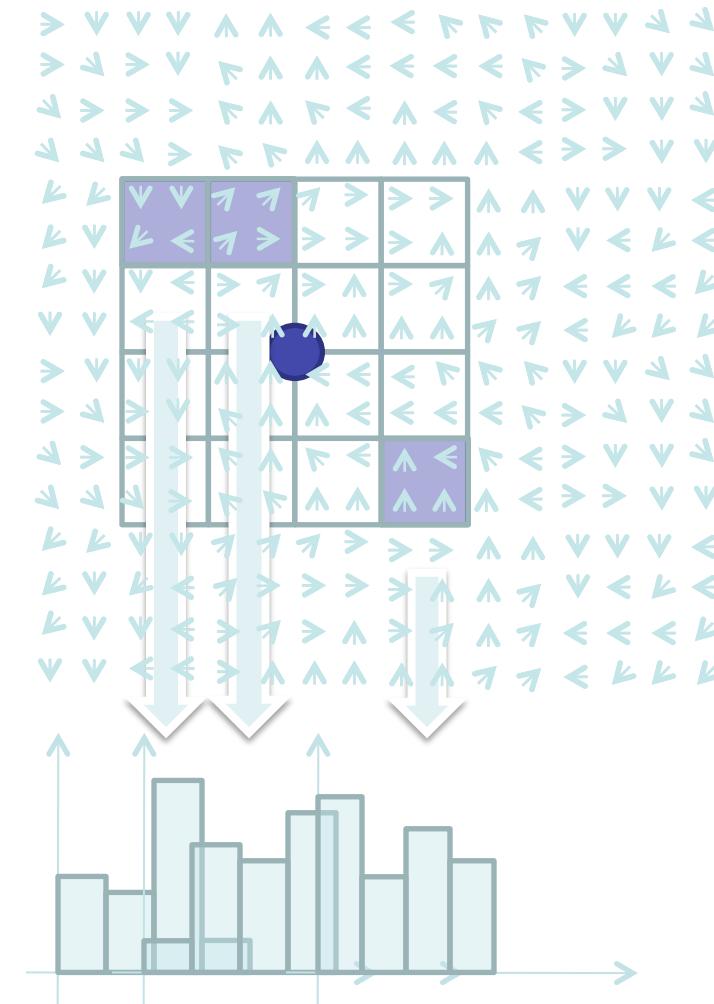
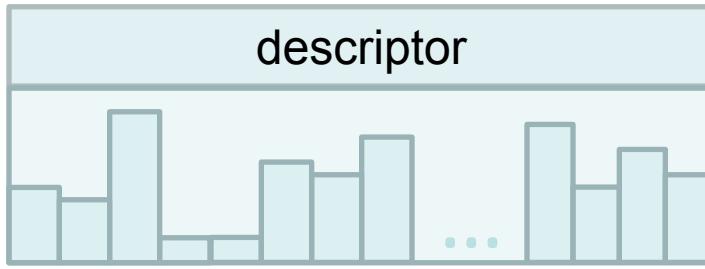
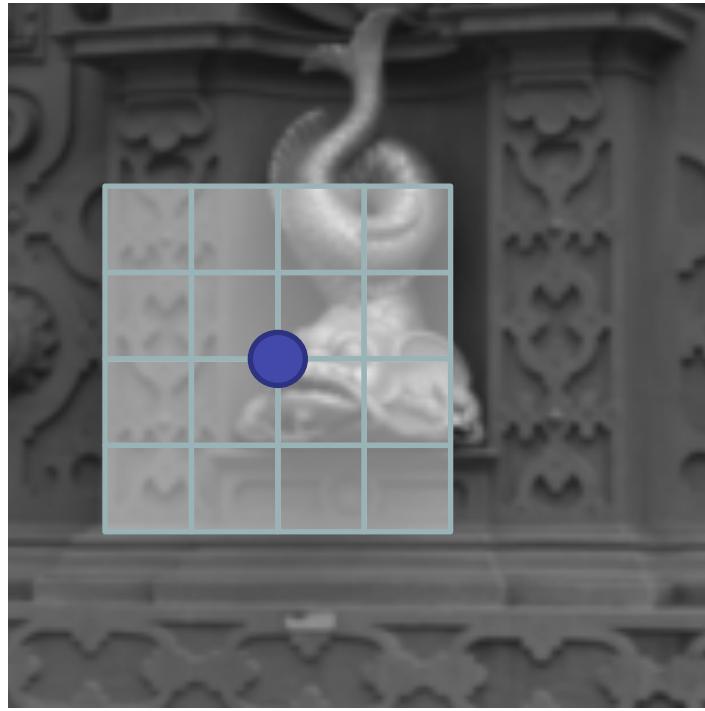
1. Initialization: Multiscale Harris corner detection
2. Scale selection based on Laplacian  
(same procedure with Hessian  $\Rightarrow$  Hessian-Laplace)

Harris points

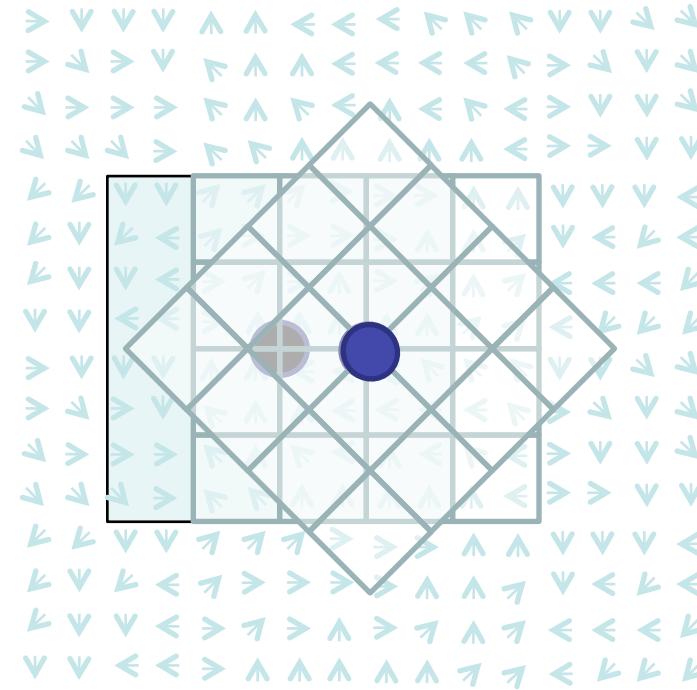
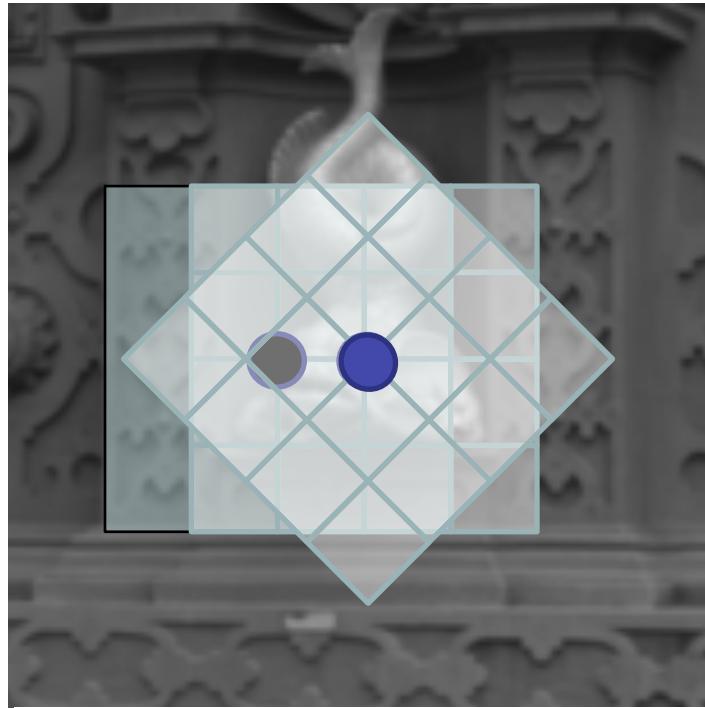


Harris-Laplace points

# SIFT computation

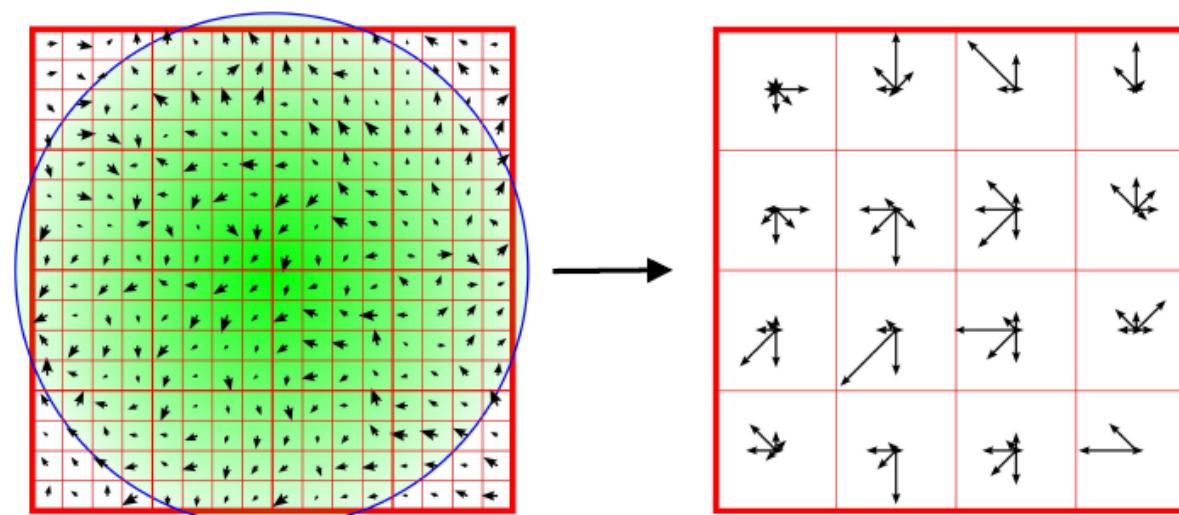


# SIFT computation



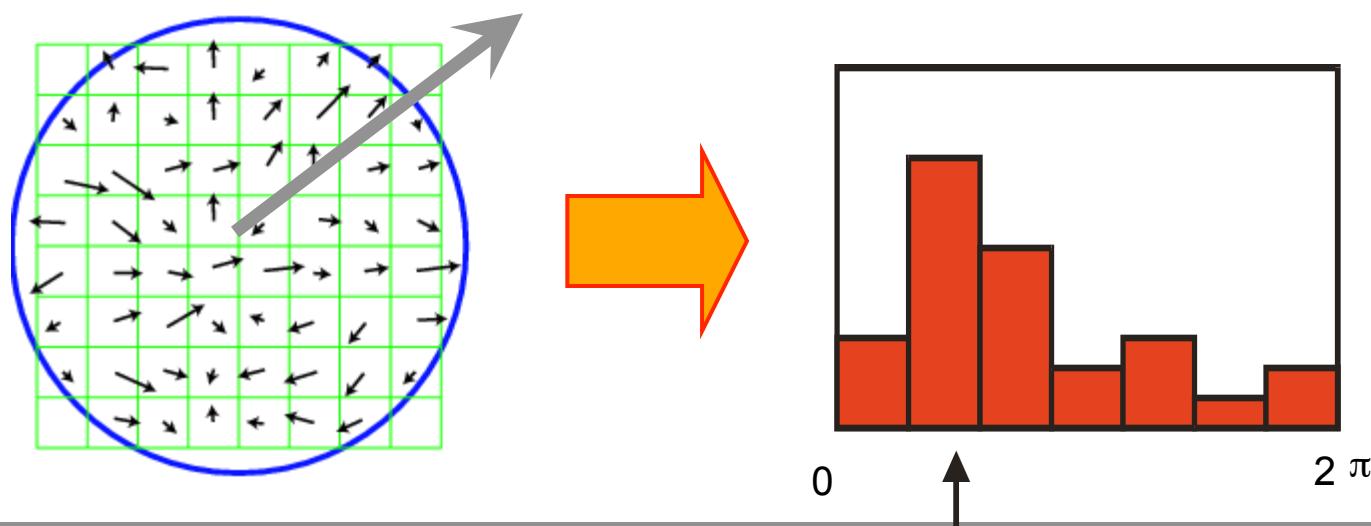
# Orientation Histogram

- 4x4 spatial bins (16 bins total)
- 8-bin orientation histogram per bin
- $8 \times 16 = 128$  dimensions total
- Normalized to unit norm



# SIFT descriptor

- Image patch descriptor
  - Location and characteristic scale: Blob/Corner detector
  - Find orientation from orientation histogram



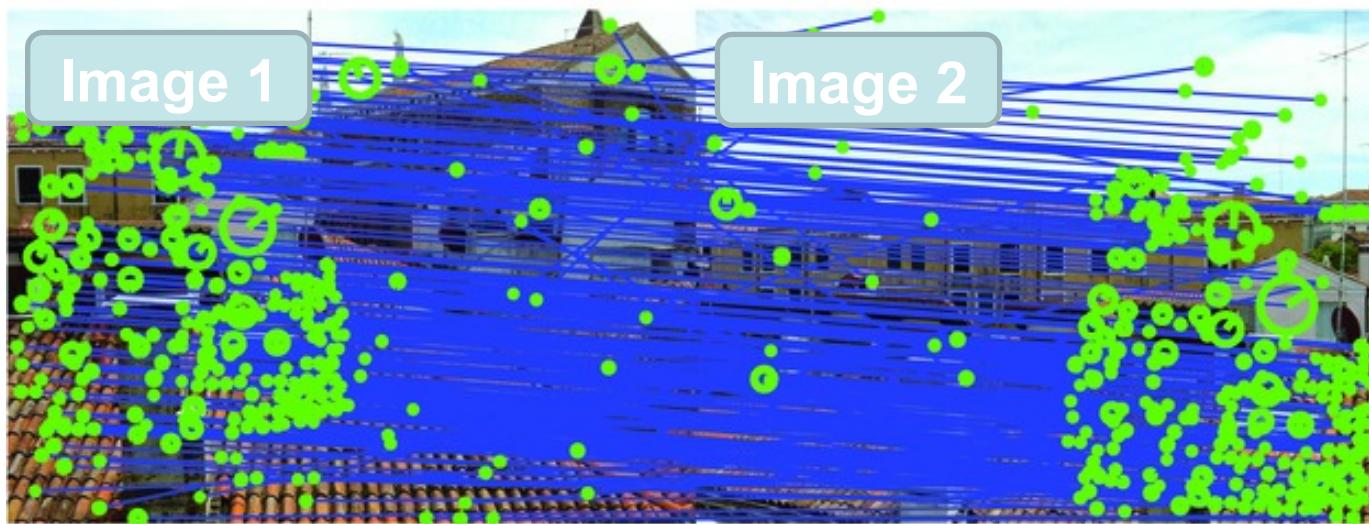
# SIFT invariances

- Spatial binning: tolerance to small shifts in location
- Orientation normalization
- Photometric normalization by making all vectors unit norm
- Orientation histogram: robustness to small local deformations

# Application: Image Matching

Assumption: images undergo global deformations with a few degrees-of-freedom (e.g. scaling, rotation)

Correspondences of a few points suffice  
(found e.g. with SIFT)



Richard Szeliski's talk, tomorrow

# Open source implementation: [www.vlfeat.org](http://www.vlfeat.org)

The screenshot shows a Google Chrome browser window with the title bar "VLFeat - Tutorials". The address bar contains the URL "www.vlfeat.org/overview/tut.html". The page content is a tutorial section for VLFeat, featuring a sidebar with navigation links and three main sections: Features, Clustering, and Other.

**Navigation Sidebar:**

- Home
- Download
- Documentation
- Tutorials**
  - Covdet
  - HOG
  - SIFT
  - DSIFT/PHOW
  - MSER
  - IKM
  - HIKM
  - AIB
  - Quick shift
  - SLIC
  - kd-tree
  - Distance transf.
  - Utils
  - Pegasos
  - Plots: rank
- Applications

**Main Content:**

This section features a number of tutorials illustrating some of the main algorithms implemented in VLFeat. The tutorials can be categorized into two classes of algorithms. The first class of algorithms detect and describe image regions ([features](#)). The second class of algorithms ([cluster](#)) performs clustering on image regions.

## Features

- [Covariant detectors](#). An introduction to computing co-variance features like Harris-Affine.
- [Histogram of Oriented Gradients \(HOG\)](#). Getting started with this ubiquitous representation for object recognition.
- [Scale Invariant Feature Transform \(SIFT\)](#). Getting started with this popular feature detector / descriptor.
- [Dense SIFT \(DSIFT\) and PHOW](#). A state-of-the-art descriptor for image categorization.
- [Maximally Stable Extremal Regions \(MSER\)](#). Extracting MSERs from an image.
- [Image distance transform](#). Compute the image distance transform for fast part models and edge matching.

## Clustering

- [Integer optimized k-means \(IKM\)](#). A quick overview of VLFeat fast  $k$ -means implementation.
- [Hierarchical k-means \(HIKM\)](#). Create a fast  $k$ -means tree for integer data.
- [Agglomerative Information Bottleneck \(AIB\)](#). Cluster discrete data based on the mutual information between the data and cluster centers.
- [Quick shift](#). An introduction which shows how to create superpixels using this quick mode seeking method.
- [SLIC](#). An introduction to SLIC superpixels.

## Other

- [Pegasos SVM](#). Learn a binary classifier and check its convergence plotting the energy value.
- [Forests of kd-trees](#). Approximate nearest neighbor queries in high dimensions using an optimized forest of kd-trees.
- [Plotting functions for rank evaluation](#). Learn how to plot ROC, DET, and precision-recall curves.
- [MATLAB Utilities](#). A list of useful MATLAB functions bundled with VLFeat.

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# Further reading (literature ‘seeds’)

- **Compact Codes & Large-scale Retrieval**
  - J. Sivic and A. Zisserman. Video Google: A text retrieval approach to object matching in videos. ICCV, 2003.
  - Nister, D., Stewenius, H.: Scalable recognition with a vocabulary tree. CVPR. (2006)
  - M. Perdoch, O. Chum, and J. Matas. Efficient representation of local geometry for large scale object retrieval. In Proc. CVPR, 2009
  - H. Jegou, M. Douze, C. Schmid, and P. Perez. Aggregating local descriptors into a compact image representation. CVPR, 10
  - A. Babenko and V. Lempitsky, The Inverted Multi-Index, CVPR 12
  - R. Arandjelović, A. Zisserman, All about VLAD, CVPR 2013
- **Fast/Compact Descriptors**
  - M. Calonder, V. Lepetit, C. Strecha, and P. Fua, BRIEF: Binary Robust Independent Elementary Features, (ECCV), 2010.
  - T. Trzcinski, M. Christoudias, P. Fua, and V. Lepetit, Boosting Binary Keypoint Descriptors. (CVPR), 2013.
  - SURF, FAST, ORB, FREAK,...

# Further reading (literature ‘seeds’)

- **Feature encoding**
  - Improving the fisher kernel for large-scale image classification, F. Perronnin, J. Sánchez, and T. Mensink. In Proc. ECCV, 2010.
  - The devil is in the details: an evaluation of recent feature encoding methods, K. Chatfield, V. Lempitsky, A. Vedaldi, and A. Zisserman, BMVC, 2011
  - Sparse Kernel Approximations for Efficient Classification and Detection, A. Vedaldi and A. Zisserman, in Proceedings of the IEEE Conf. on Computer Vision and Pattern Recognition (CVPR), 2012
- **Descriptor Learning**
  - Simon A. J. Winder, Matthew Brown: Learning Local Image Descriptors. CVPR 2007
  - S. Winder, G. Hua, and M. Brown. Picking the best daisy. In Proc. CVPR, 2009.
  - Descriptor Learning for Efficient Retrieval, J. Philbin, M. Isard, J. Sivic, A. Zisserman, ECCV 10
  - K. Simonyan, A. Vedaldi, and A. Zisserman. Descriptor learning using convex optimisation. In Proc. ECCV, 2012

# Dense descriptors

- Interest point detection revisited



D. Lowe, Perceptual Organization and Visual Recognition, 1985

F. Jurie, B. Triggs, Sampling strategies for bag-of-work classification, 2005

# Dense descriptors

- Interest point detection revisited: there is nothing special about corners

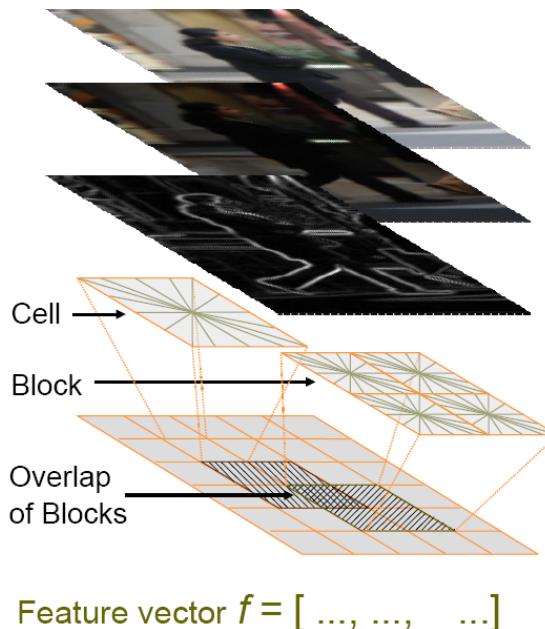


D. Lowe, Perceptual Organization and Visual Recognition, 1985

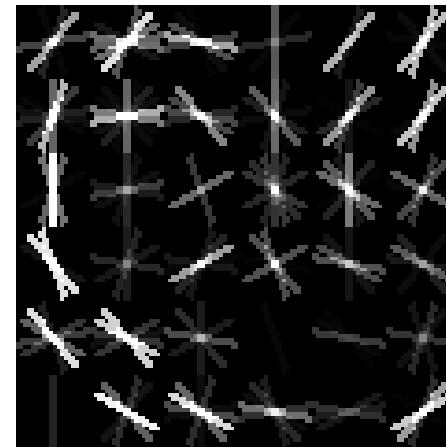
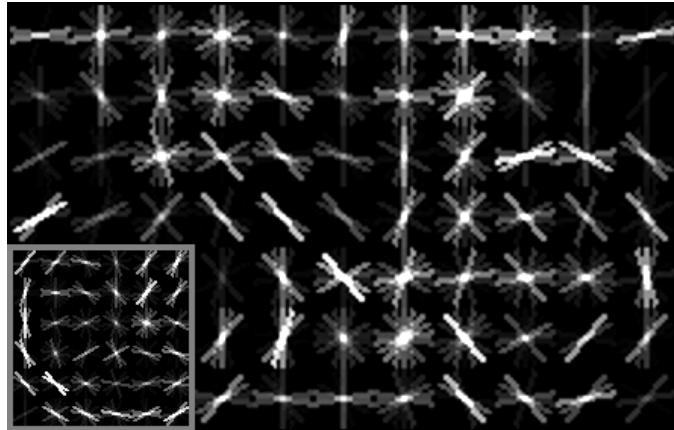
F. Jurie, B. Triggs, Sampling strategies for bag-of-work classification, 2005

# Histogram of Orientated Gradients (HOG) descriptor

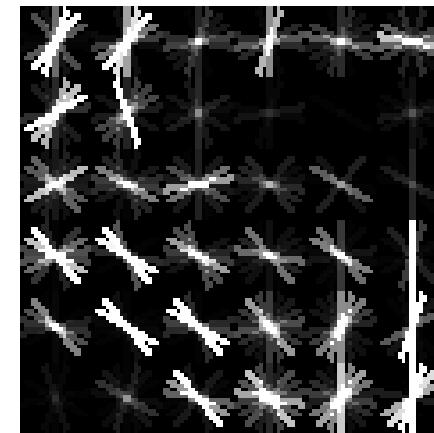
- Dalal and Triggs, ICCV 2005
  - Like SIFT descriptor, but for arbitrary box aspect ratio, and computed over all image locations and scales
  - Highly accurate detection using linear classifier



# Part score computation



$$\mathbf{w}[y]$$

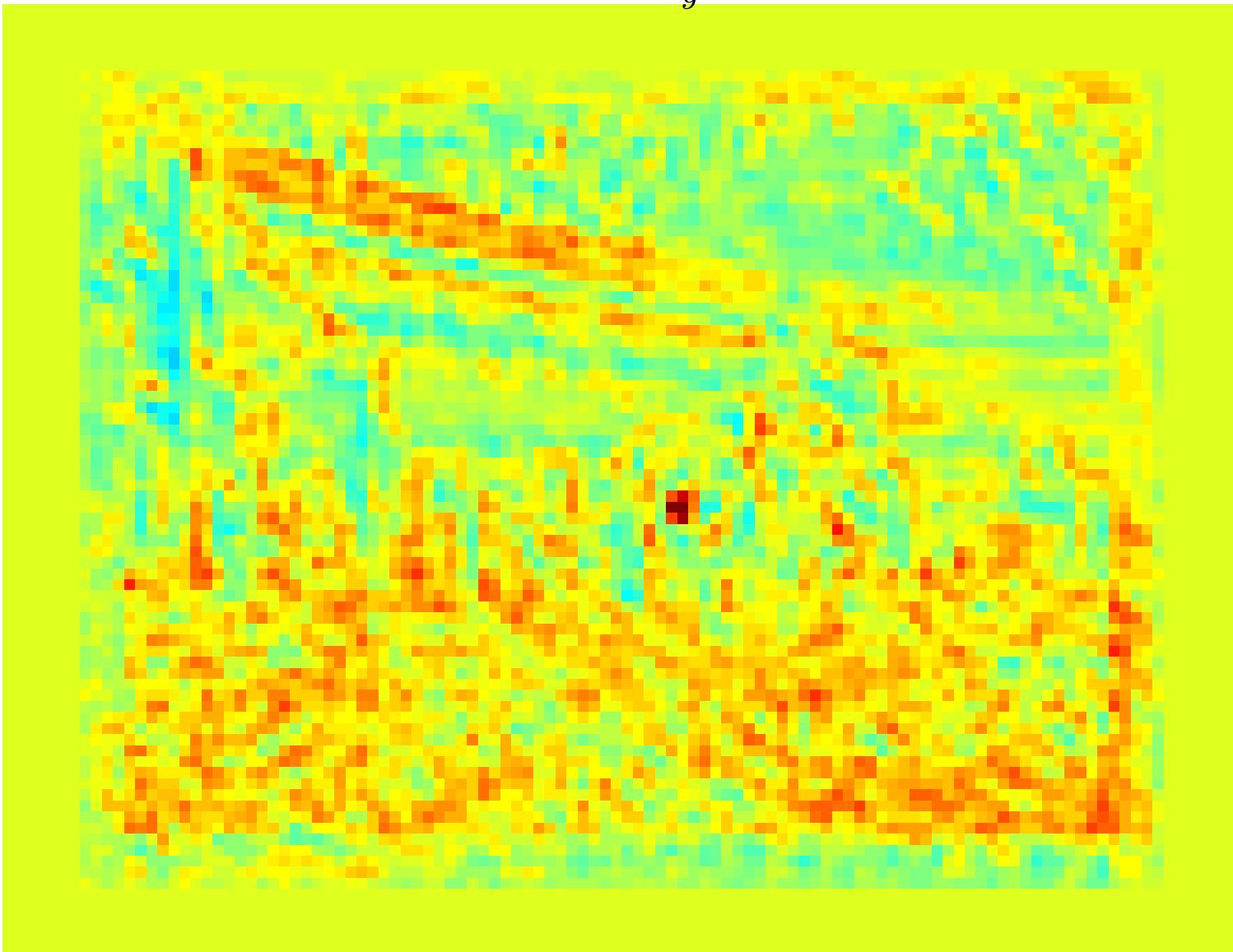


$$\mathbf{h}[x + y]$$

$$s[x] = \sum_y \langle \mathbf{h}[x + y], \mathbf{w}[y] \rangle$$

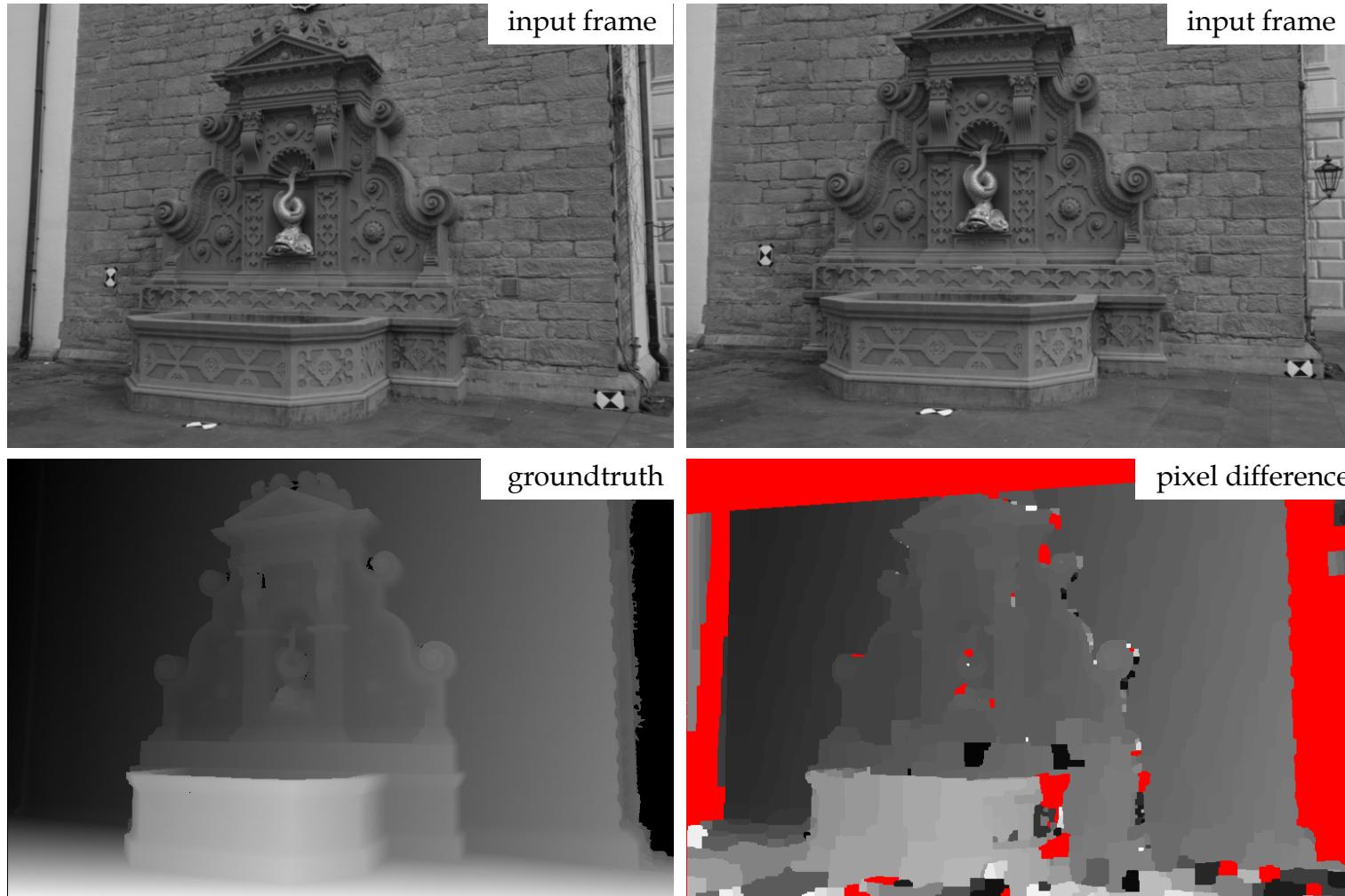
**Part score**

$$\mathbf{h}[x] \quad s[x] = \sum_y \langle \mathbf{h}[x + y], \mathbf{w}[y] \rangle$$



# Dense descriptors: motivation

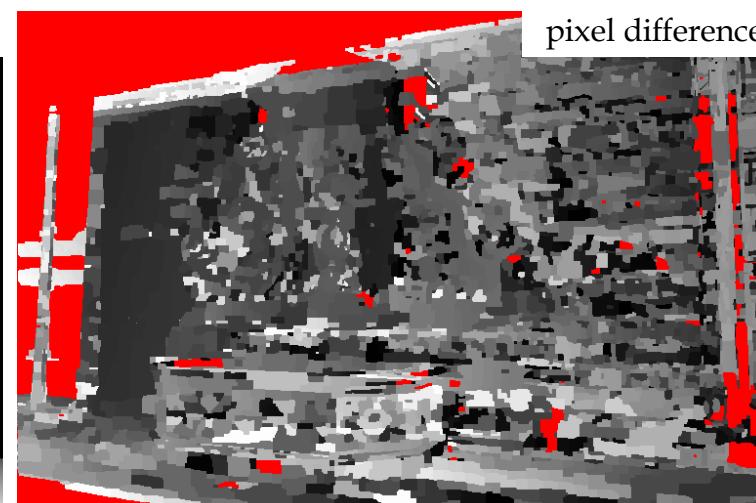
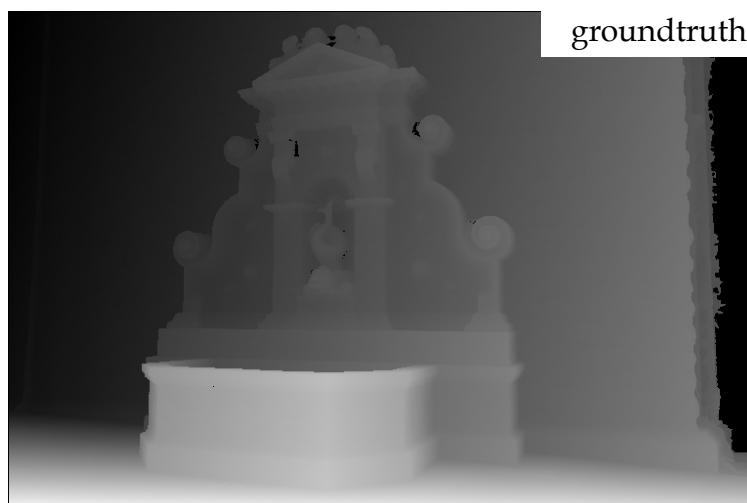
Narrow baseline : Pixel Difference + Graph Cuts



## Dense descriptors: motivation

USE A  
DESCRIPTOR

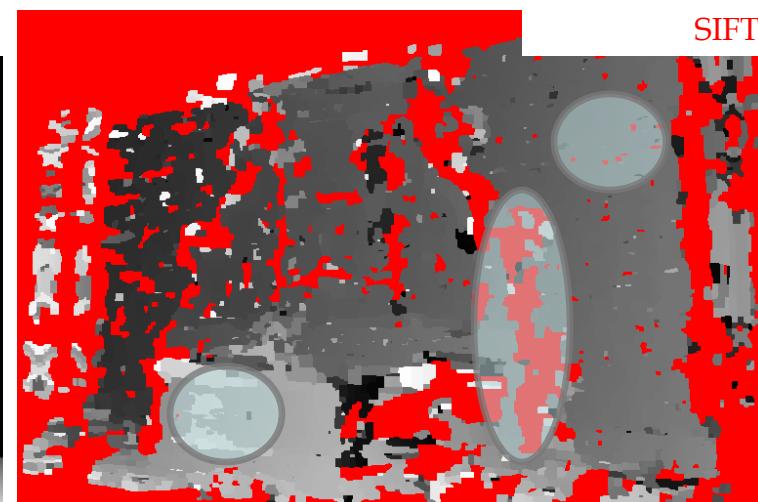
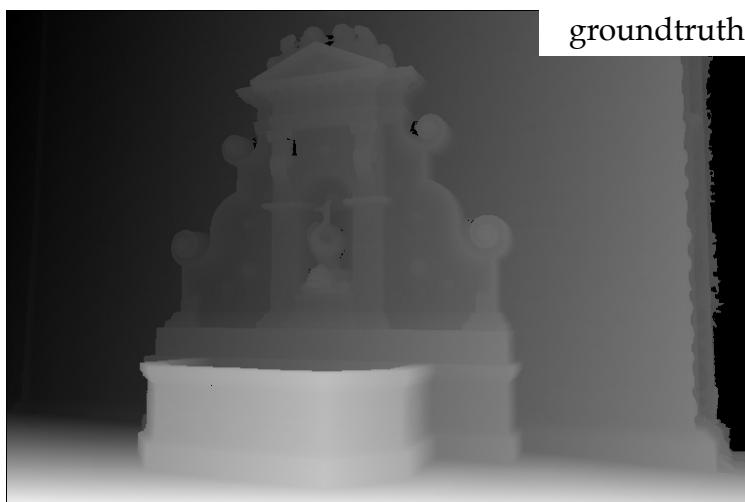
Wide baseline : Pixel Difference + Graph Cuts



# Dense descriptors

250 Seconds

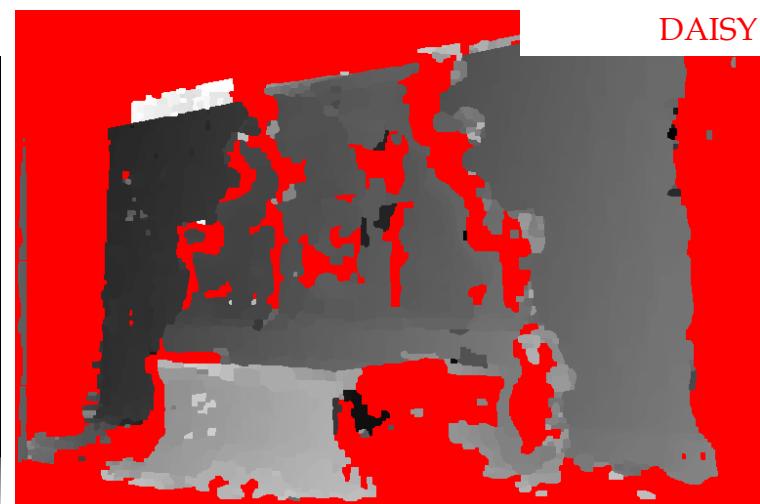
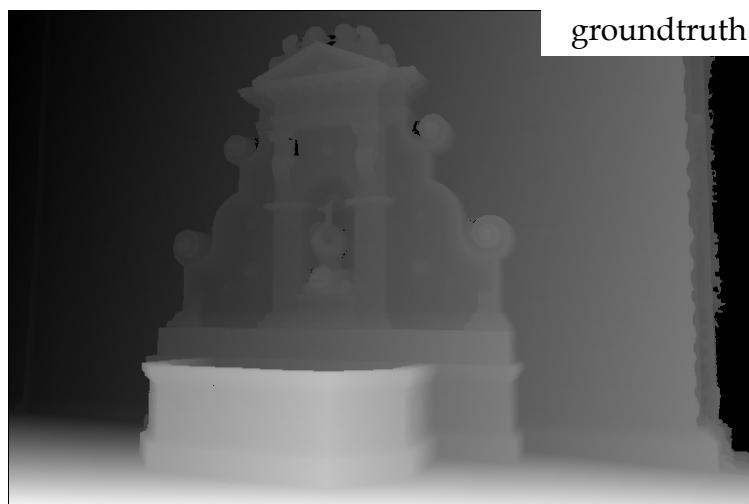
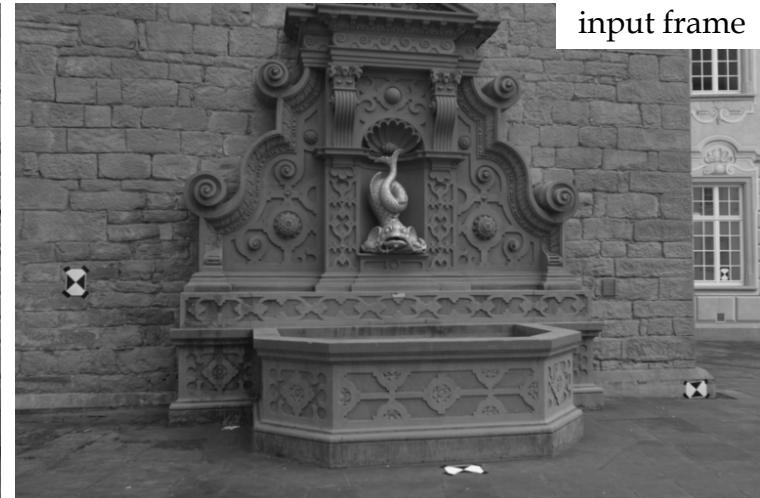
Wide baseline : SIFT Descriptor\*+ Graph Cuts



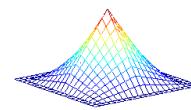
# Fast dense descriptors

5 Seconds

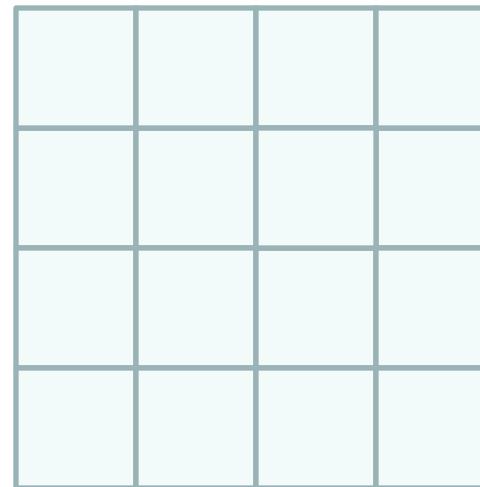
Wide baseline : DAISY Descriptor+ Graph Cuts



# SIFT-> DAISY

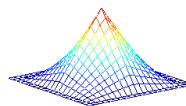


SIFT

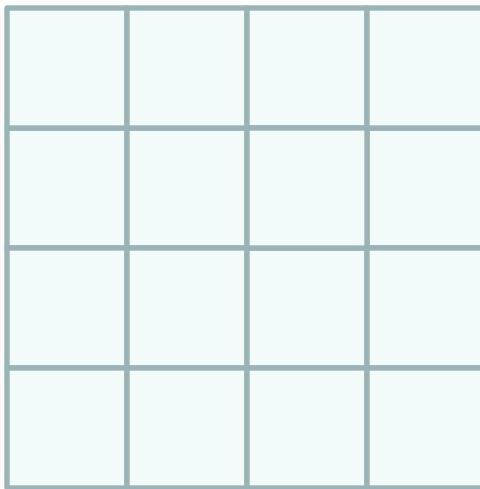


- + Good Performance
- Not suitable for dense computation

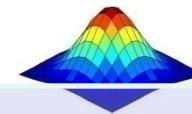
# SIFT-> DAISY



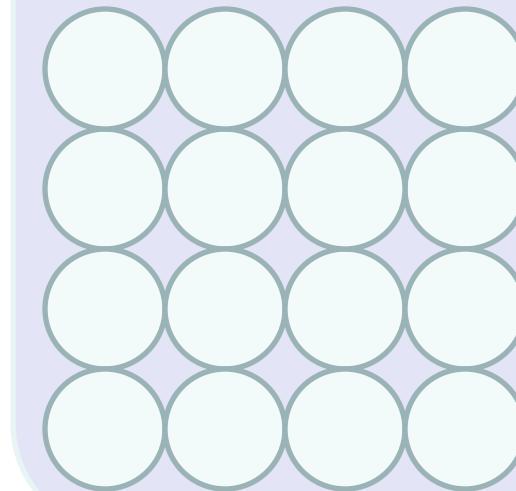
SIFT



- + Good Performance
- Not suitable for dense computation

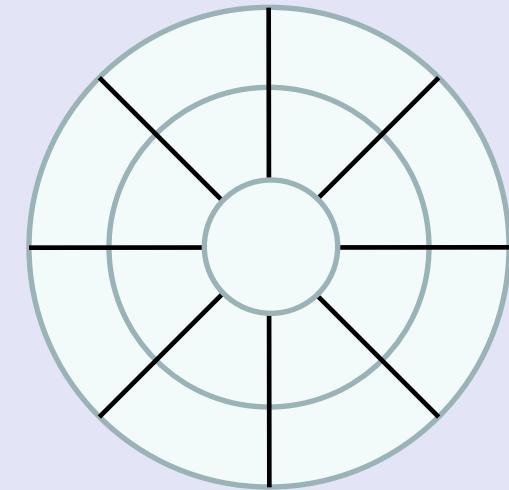


Sym.SIFT



- + Gaussian Kernels : Suitable for Dense Computation

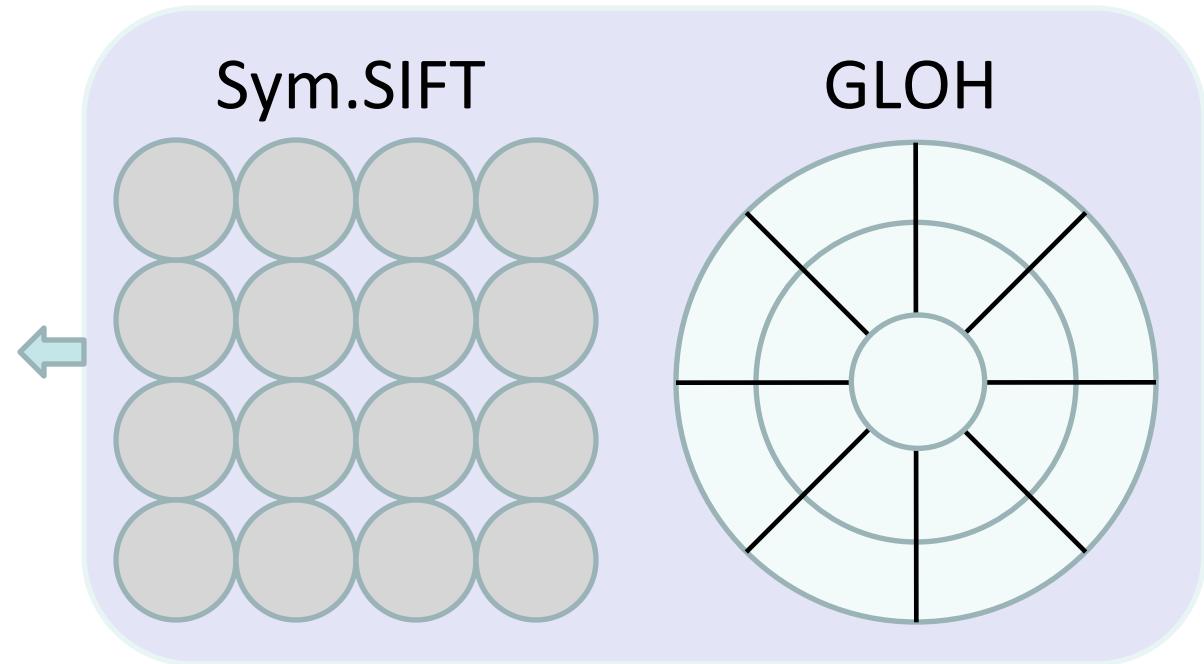
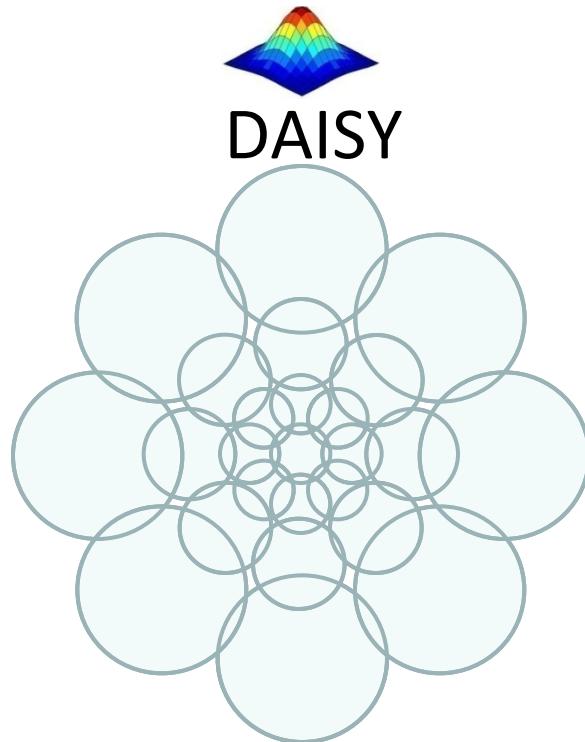
GLOH\*



- + Good Performance
- + Better Localization
- Not suitable for dense computation

\* K. Mikolajczyk and C. Schmid. A Performance Evaluation of Local Descriptors. PAMI'04.

# SIFT-> DAISY

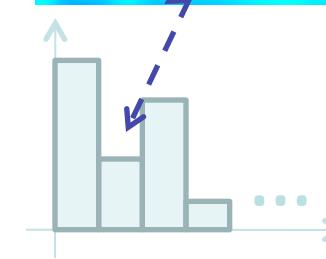
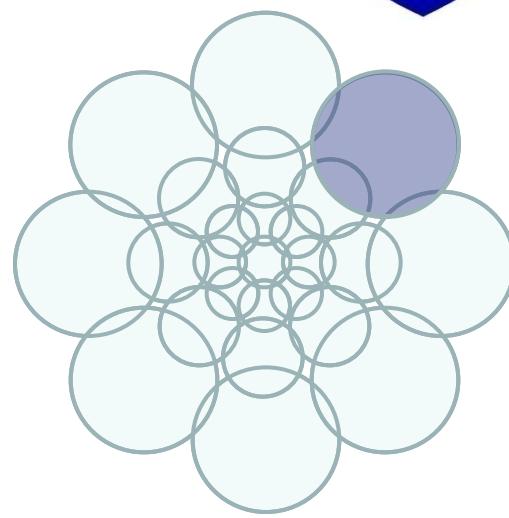
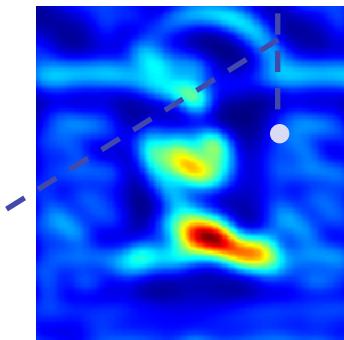
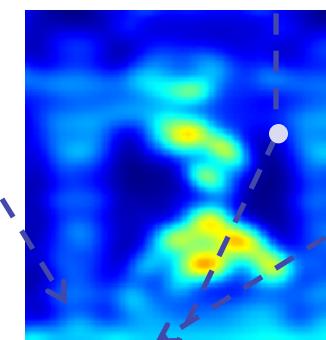
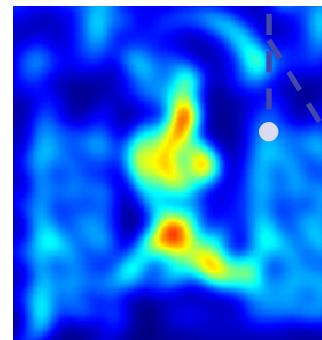
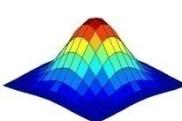
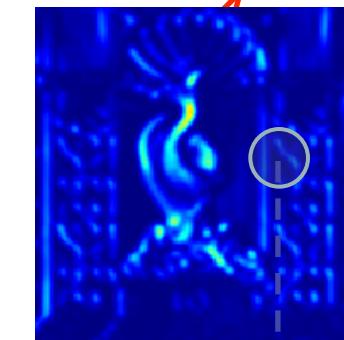
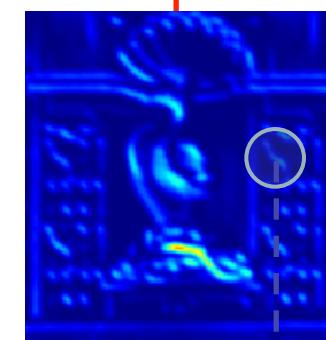
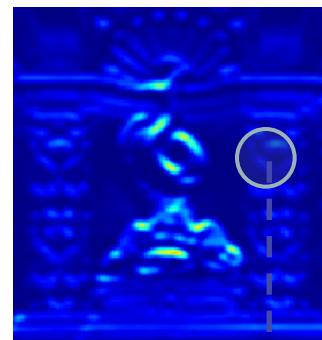
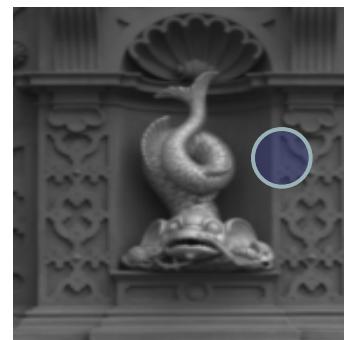


- + Suitable for dense computation
- + Improved performance:
  - + Precise localization
  - + Rotational Robustness

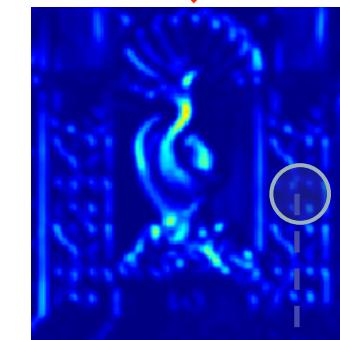
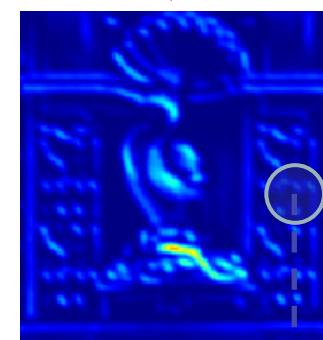
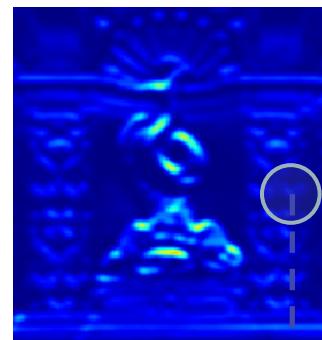
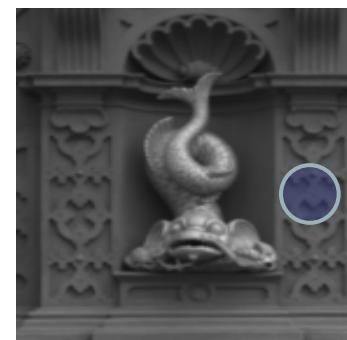
- + Suitable for Dense Computation

- + Good Performance
- + Better Localization
- Not suitable for dense computation

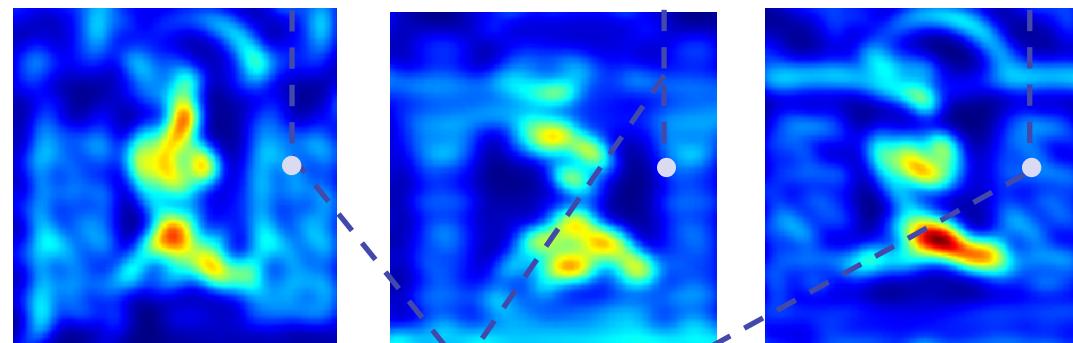
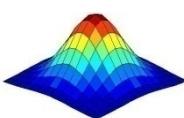
# Daisy computation →



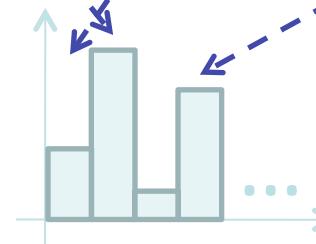
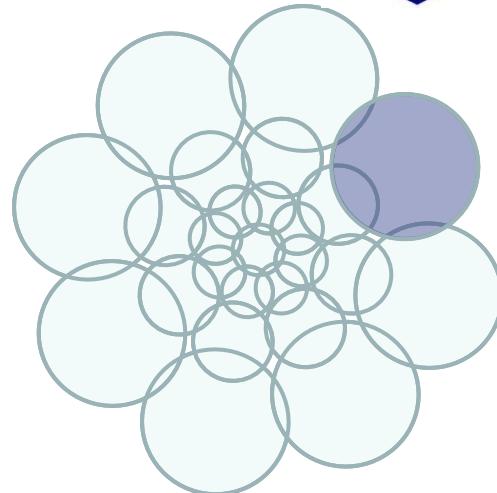
# Daisy computation →



...

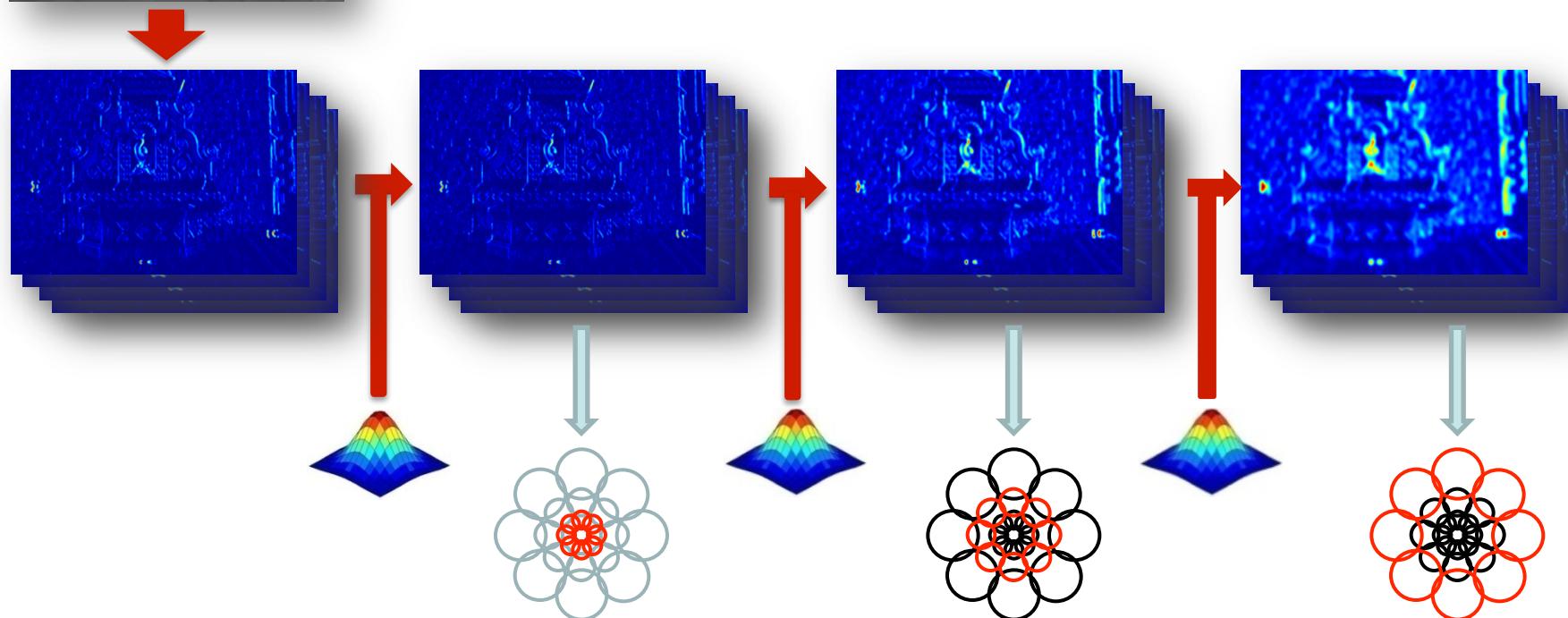


...



# Daisy computation

DAISY : 5s  
SIFT : 250s



- Rotating the descriptor only involves reordering the histograms.
- The computation mostly involves 1D convolutions, which is fast.

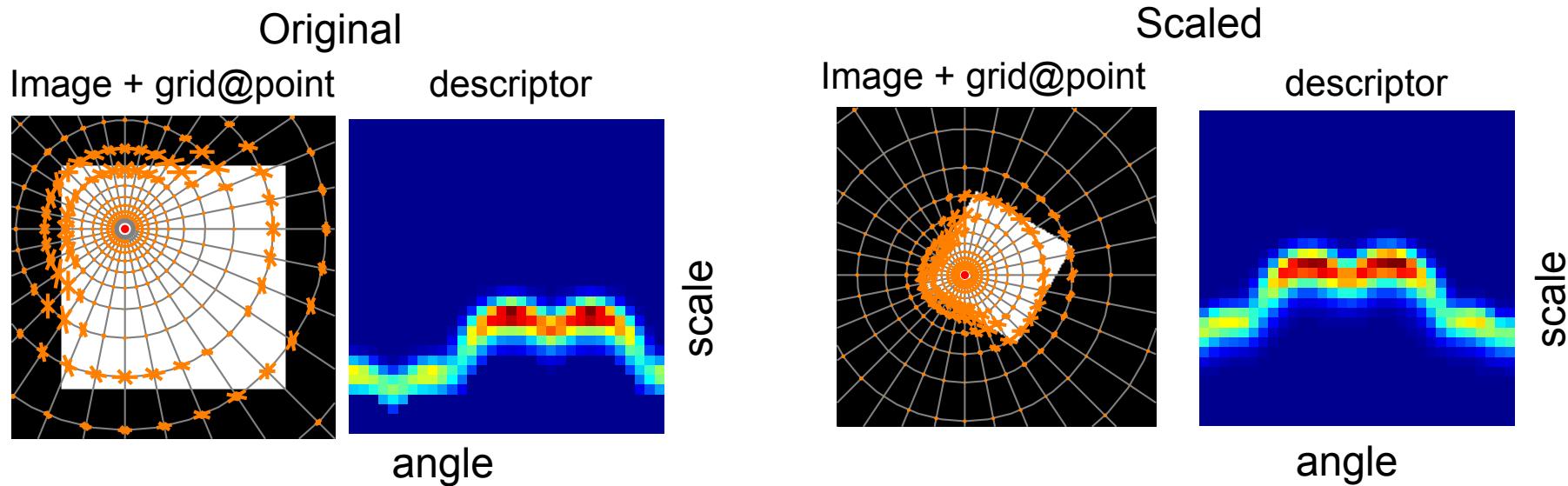
# Scale- and rotation- invariance through Fourier Transforms

Lecture 1: Modulation property:  $f(x) \leftrightarrow F(\omega)$      $f(x)e^{j\omega_c x} \leftrightarrow F(\omega - \omega_c)$

Fact 1: Fourier shifting property:     $f[i - n_i, j - n_j] \xrightarrow{\mathcal{F}} F \exp\left(-j\left(n_i \frac{2\pi}{N} + n_j \frac{2\pi}{K}\right)\right) \xrightarrow{| \cdot |} |F|$

*Signal translation does not affect the signal's Fourier Transform Magnitude*

Fact 2: the log-polar sampling turns image scaling and rotation to translation:



Fact 1+2: the *Fourier Transform Modulus of log-polar descriptors is invariant*

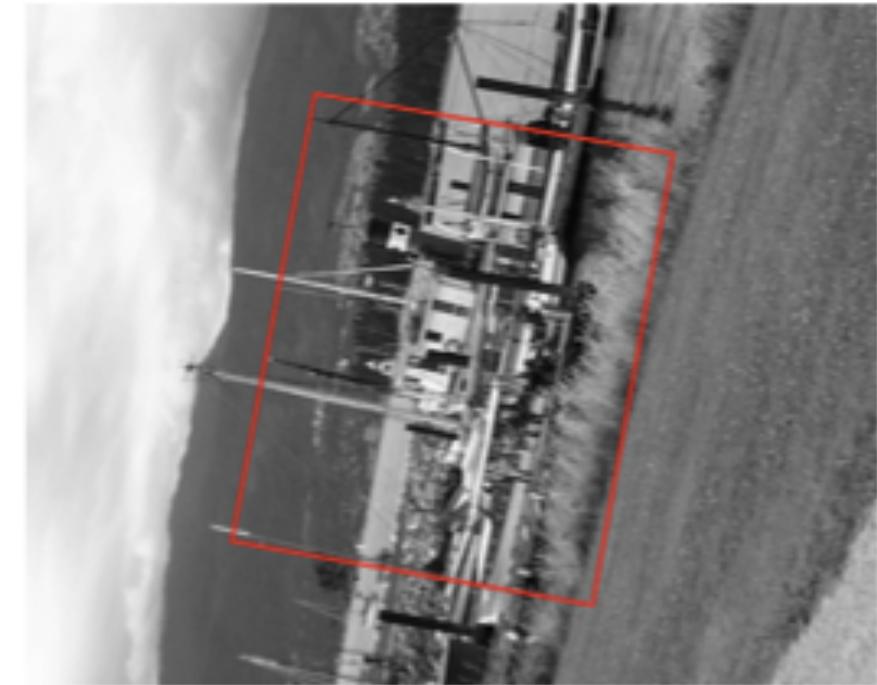
I. Kokkinos and A. Yuille, Scale Invariance without Scale Selection, CVPR, 2008.

D. Casasent and D. Psaltis, Rotation and scale-invariant optical correlation, Applied Optics, 1976

# Dense Scale-Invariant Descriptors



Reference Image

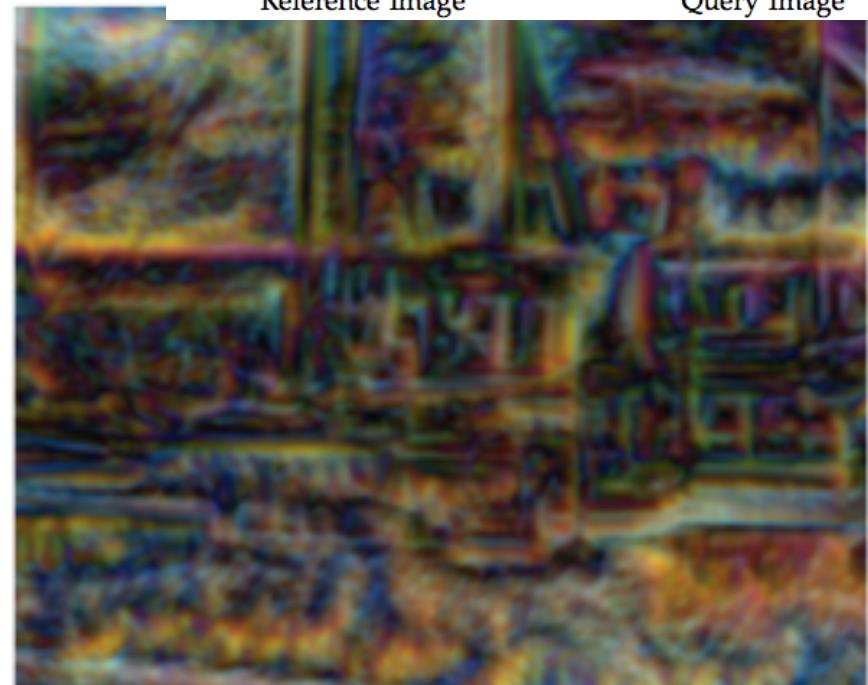
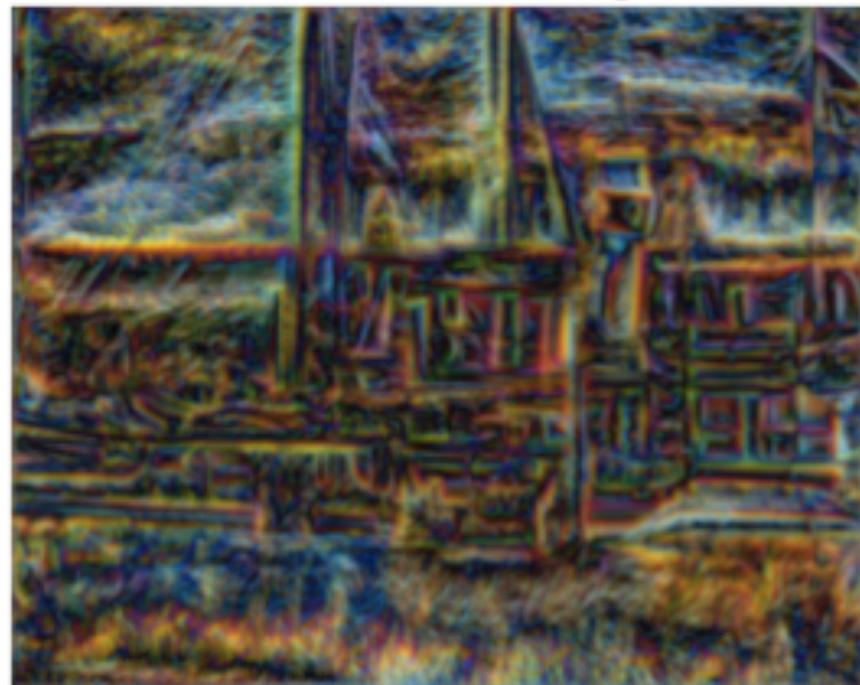


Query Image

I. Kokkinos and A. Yuille, Scale Invariance without Scale Selection, CVPR, 2008.

D. Casasent and D. Psaltis, Rotation and scale-invariant optical correlation, Applied Optics, 1976

# Dense Scale-Invariant Descriptors



Reference Image



Query Image

Dense Descriptors,  $\omega_n = 1, \omega_k = 1, d \in \{1, 2, 3\}$

I. Kokkinos and A. Yuille, Scale Invariance without Scale Selection, CVPR, 2008.

D. Casasent and D. Psaltis, Rotation and scale-invariant optical correlation, Applied Optics, 1976

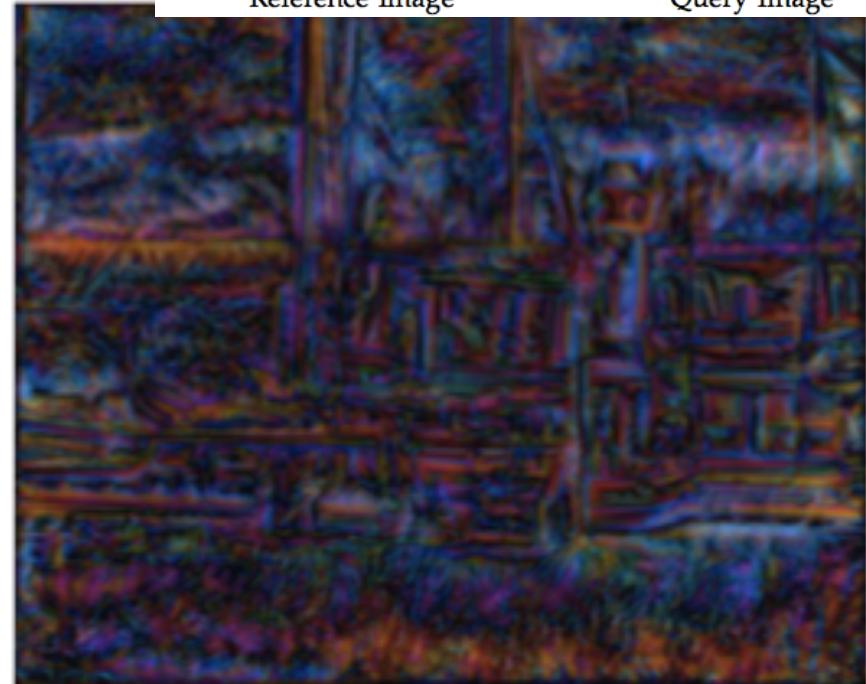
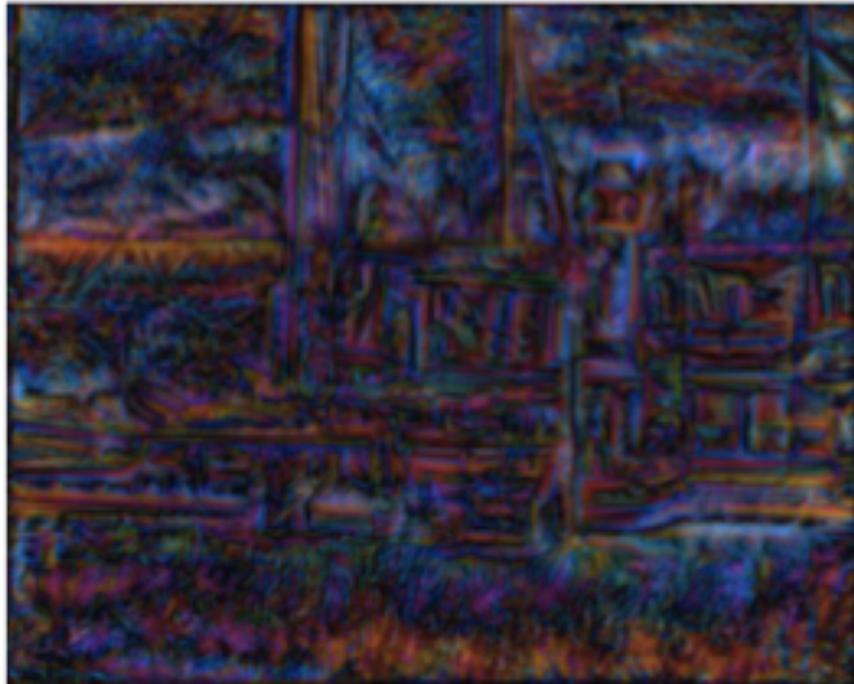
# Dense Scale-Invariant Descriptors



Reference Image



Query Image

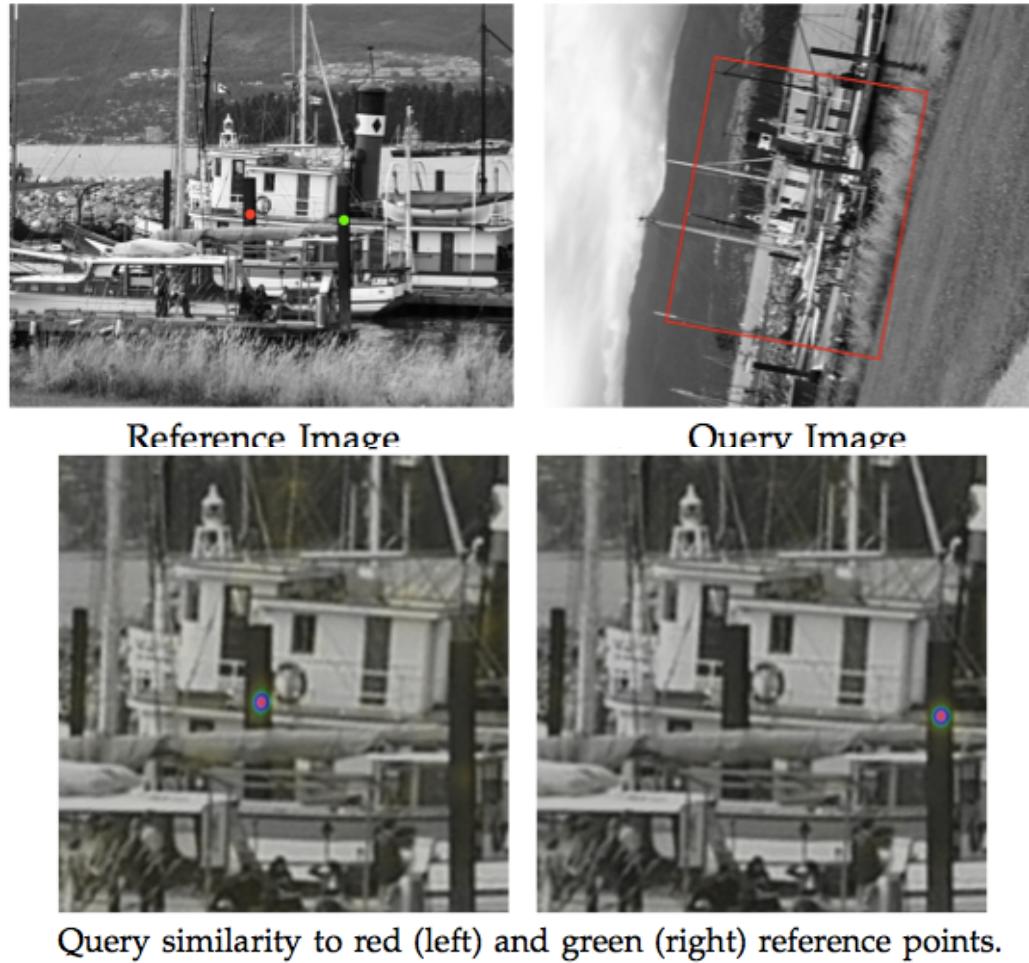


Dense Descriptors,  $\omega_n = 1, \omega_k = 2, d \in \{1, 2, 3\}$

I. Kokkinos and A. Yuille, Scale Invariance without Scale Selection, CVPR, 2008.

D. Casasent and D. Psaltis, Rotation and scale-invariant optical correlation, Applied Optics, 1976

# Dense Scale-Invariant Descriptors

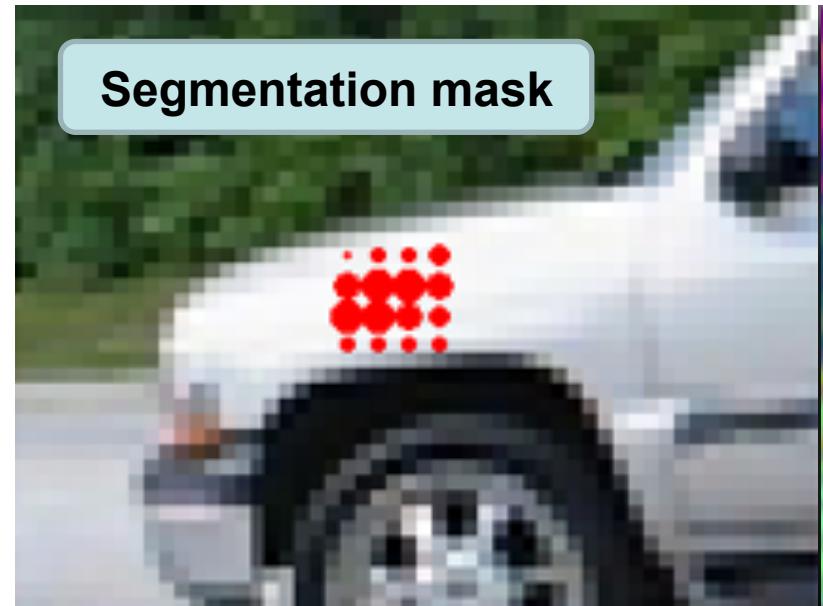
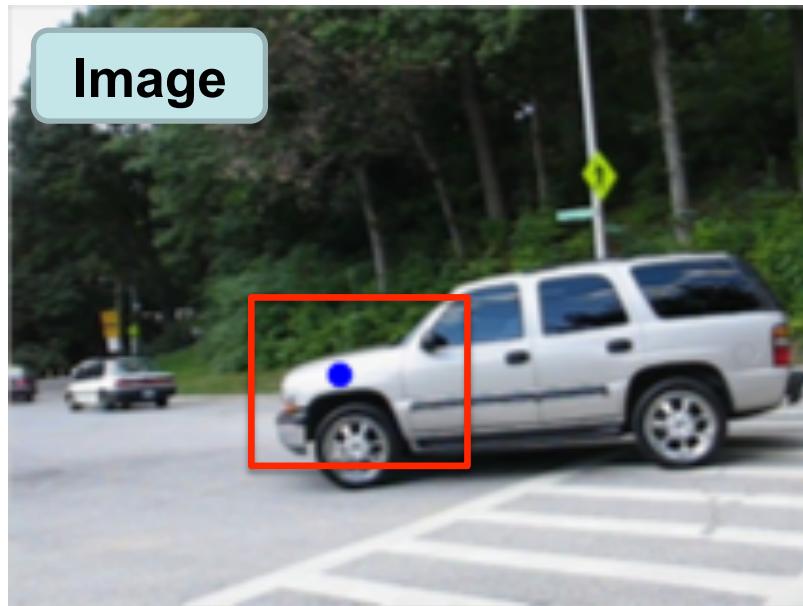


Query similarity to red (left) and green (right) reference points.

- I. Kokkinos, M. Bronstein and A. Yuille, Dense Scale-Invariant Descriptors for Images and Surfaces, Technical report 2012
- I. Kokkinos and A. Yuille, Scale Invariance without Scale Selection, CVPR, 2008.
- D. Casasent and D. Psaltis, Rotation and scale-invariant optical correlation, Applied Optics, 1976

# Segmentation-aware descriptors

- We improve **descriptors** by suppressing the **background** with **soft segmentation**



RGB representation (actually 8 layers)

Segmentation masks:  $\mathbf{w}^{[i]} = \exp \left( -\lambda \cdot d(\mathbf{x}, \mathbf{G}^{[i]}(\mathbf{x})) \right)$

- Simple, generic and fast.
- Scale- and rotation- invariant, if need be.

# Application-1: large displacement optical flow

SIFT-flow for optical flow estimation

JHU/MOSEG benchmark for evaluation

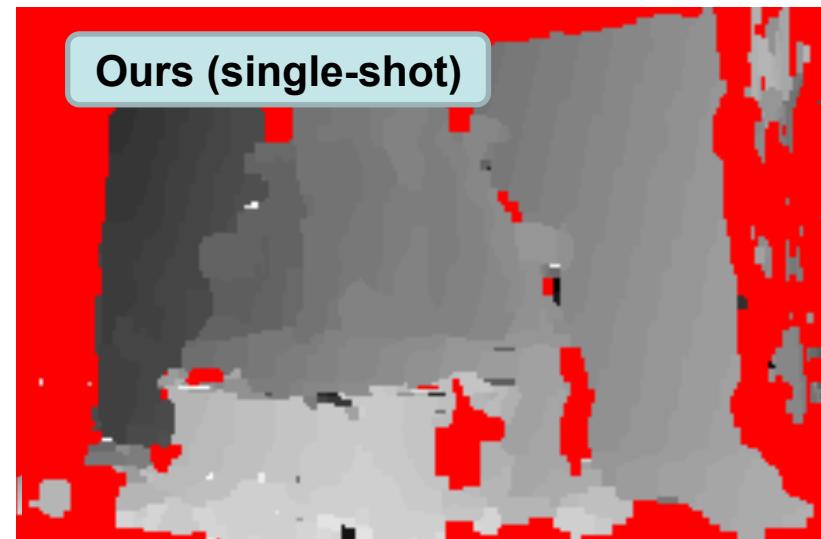


C. Liu, J. Yuen, and A. Torralba. Sift flow: dense correspondence across difference scenes. T.PAMI, 33(5), 2011.  
T. Brox and J. Malik. Object segmentation by long term analysis of point trajectories. In ECCV, 2010

E. Trulls et al. Dense segmentation-aware descriptors, (CVPR), 2013.

## Application 2: Wide-baseline stereo

Dense wide-baseline stereo reconstruction with Graph Cuts

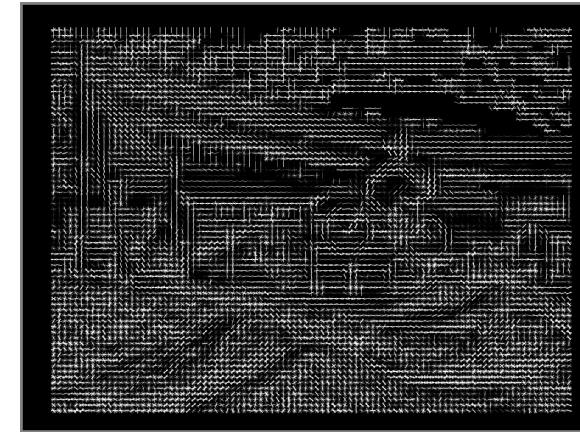


# Code

- <http://vision.mas.ecp.fr/Personnel/iasonas/descriptors.html>
- <http://www.iri.upc.edu/people/etrullls/#code>

# Features for 3D data

- Intensity data: Histogram of Gradients, SIFT etc.



- Depth/surface data?



Kinect



Kinect Fusion

# Dense invariant surface descriptors

- Recent advances in surface analysis
- Combination with computer vision techniques

Michael Bronstein



Alex Bronstein



Roee Litman



M. Bronstein, I. Kokkinos, Scale-Invariant Heat Kernel Signatures, CVPR 2010

I. Kokkinos, M. Bronstein, R. Litman, A. Bronstein, Intrinsic Shape Context, CVPR 2012

Slides from:

<http://www.cs.technion.ac.il/~mbron/teaching.html>

[http://tosca.cs.technion.ac.il/book/course\\_milano08.html](http://tosca.cs.technion.ac.il/book/course_milano08.html)

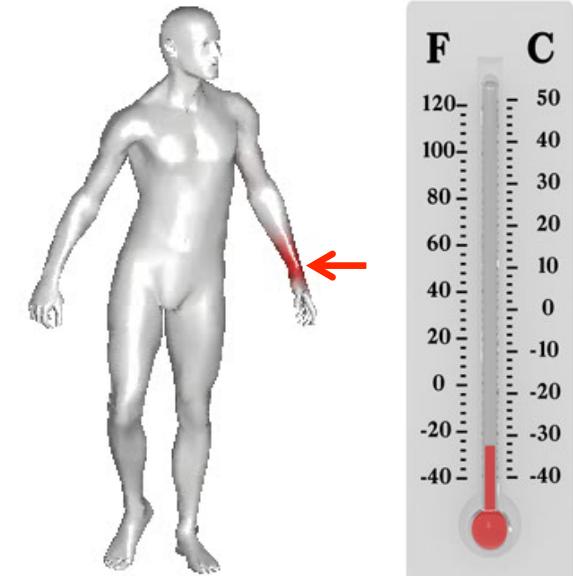
# Diffusion geometry

Heat equation  $\left( \Delta_S + \frac{\partial}{\partial t} \right) u(t, x) = 0$

where

$\Delta_S$  - Laplace-Beltrami operator

$u$  - heat distribution



**Fundamental solution:** solution for initial conditions  $u(x, 0) = \delta(x - y)$

Represented in the Laplace-Beltrami eigenbasis as

$$k_t(x, y) = \sum_{i=0}^{\infty} e^{-t\lambda_i} \phi_i(x) \phi_i(y)$$

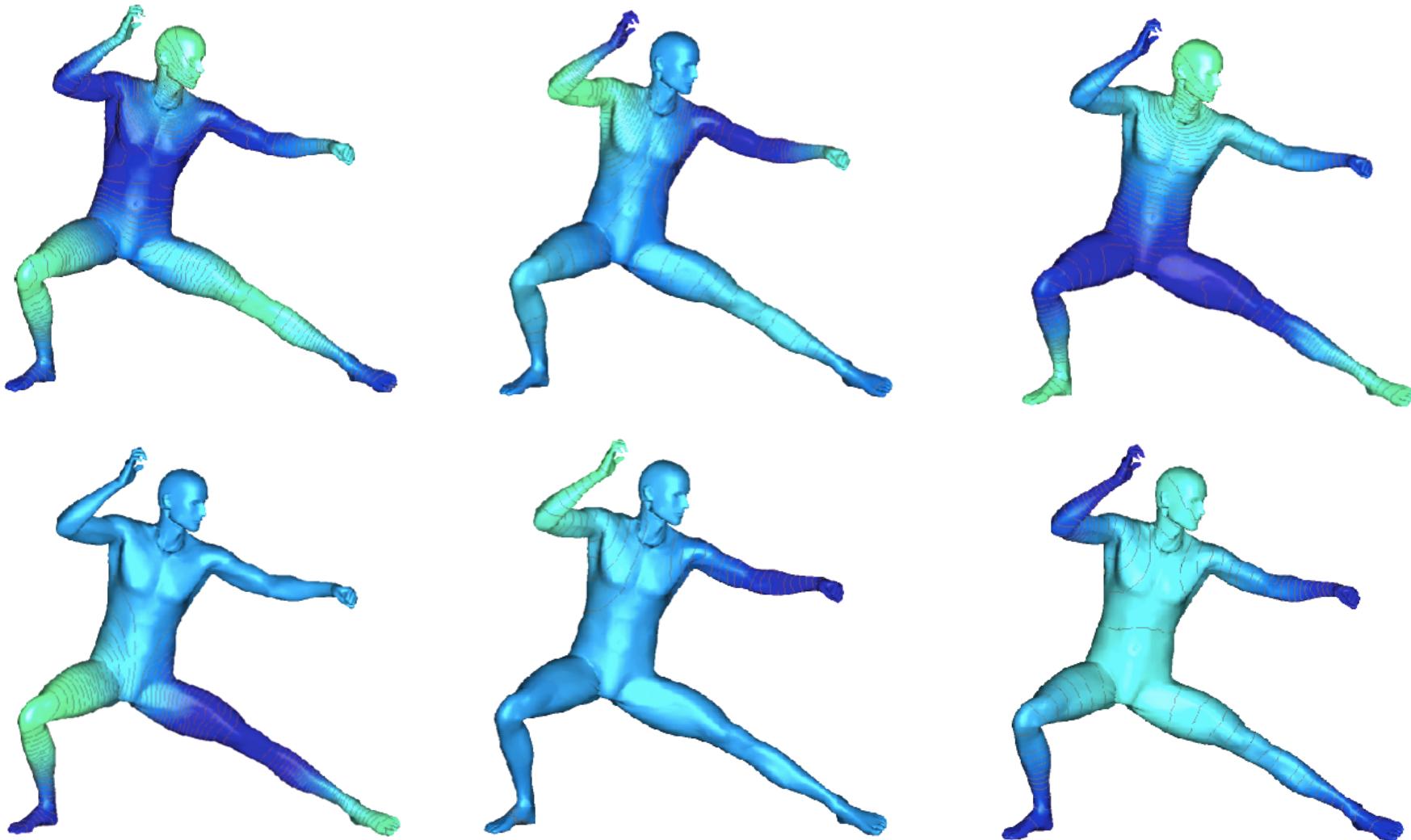
Coefficients decay fast: approximation by **truncated sum**

$$k_t(x, y) \approx \sum_{i=0}^N e^{-t\lambda_i} \phi_i(x) \phi_i(y)$$

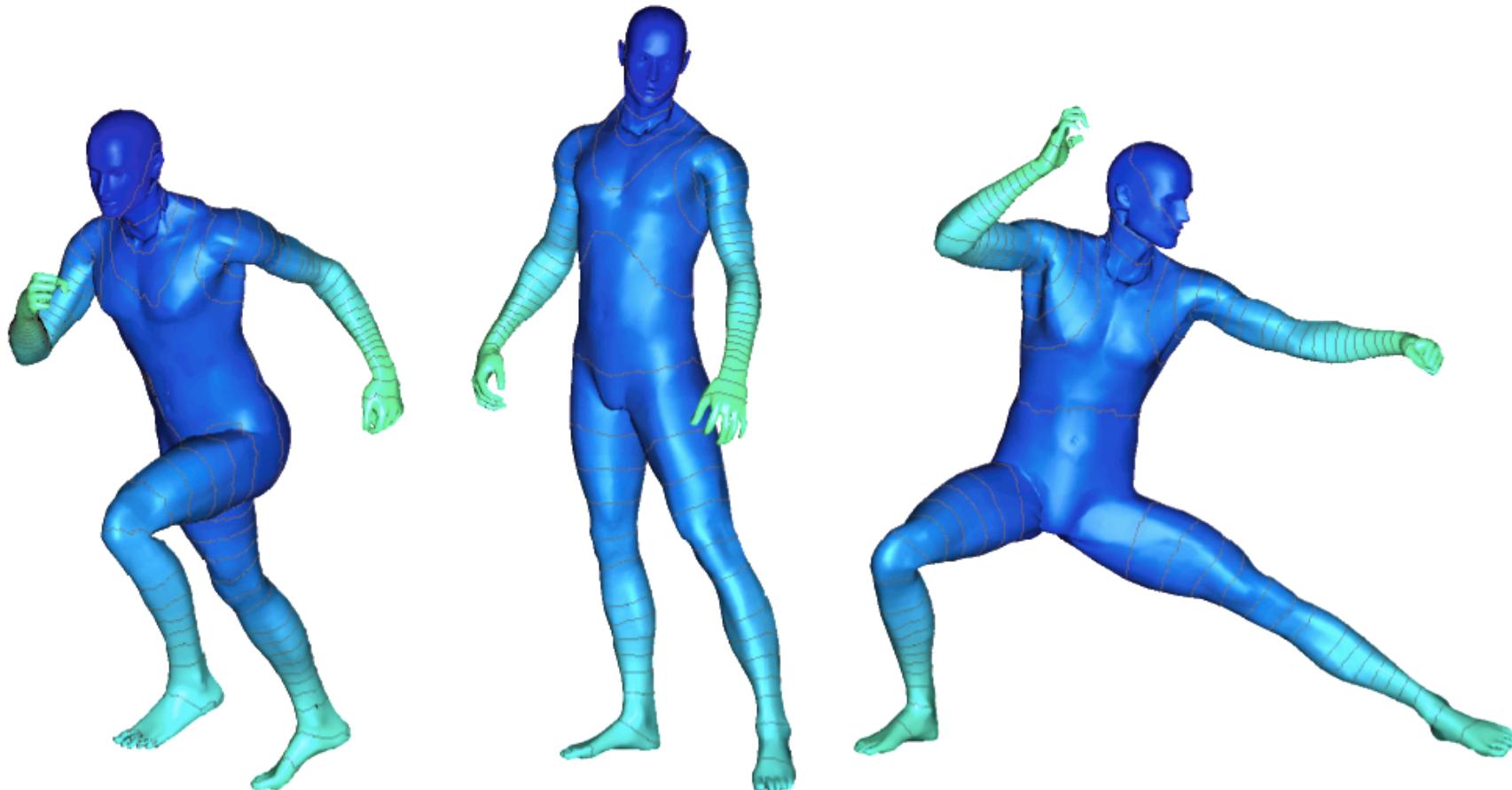
**Chladni's patterns**

**<http://www.youtube.com/watch?v=cT30XOfd1yI>**

## Laplace-Beltrami eigenfunctions



## Laplace-Beltrami eigenfunctions: invariance

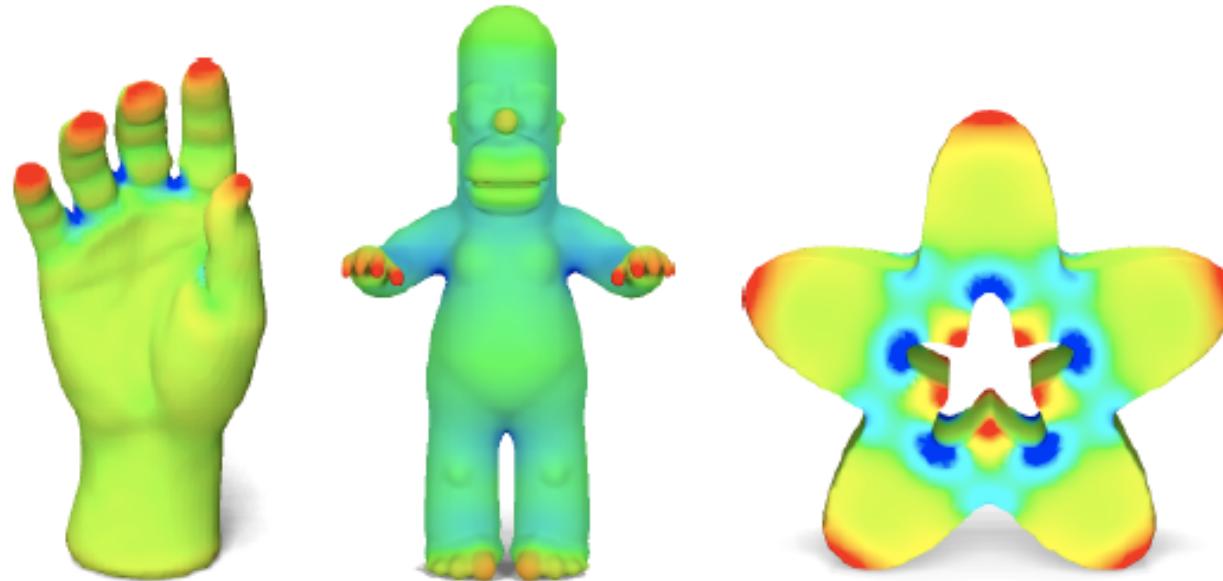


# From the heat kernel to heat kernel signature

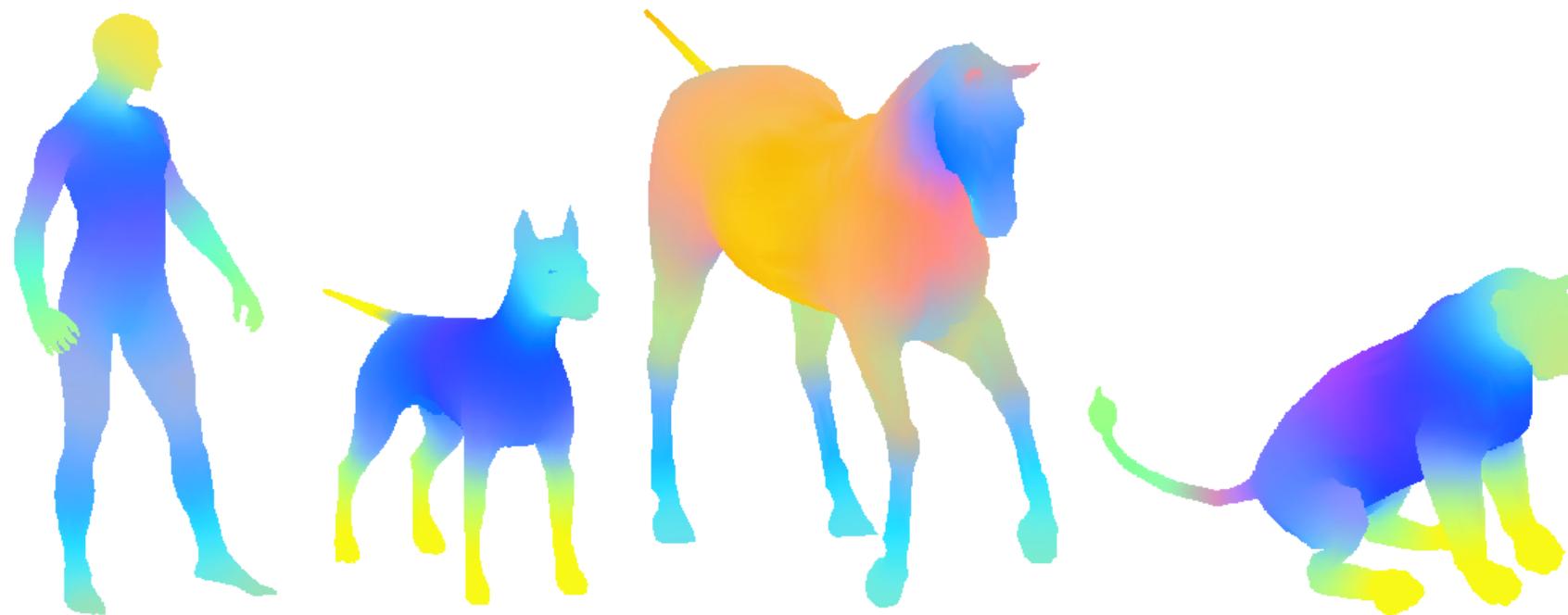
## Multiscale local shape descriptor

$$p(x) = (K_{t_1}(x, x), \dots, K_{t_n}(x, x))$$

Interpretation: multiscale gaussian curvature (time= scale)



# Heat kernel signature



Heat kernel signatures represented in RGB space

# Heat kernel descriptors



**Invariant to isometric deformations**

**Localized sensitivity  
to topological noise**

# Scale invariance?



**Original shape**

$$\lambda, \phi$$

$$\text{HKS} = K_t(x, x)$$



**Scaled by  $1/\alpha$**

$$\alpha^2 \lambda, \alpha \phi$$

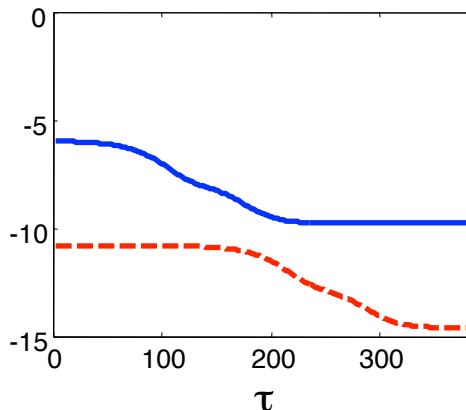
$$\text{HKS} = \alpha^2 K_{\alpha^2 t}(x, x)$$

**Not scale invariant!**

# Scale-invariant heat kernel signature

## Log scale-space

$$K_{\alpha^\tau} \rightarrow \alpha^2 K_{\alpha^{\tau+2}}$$

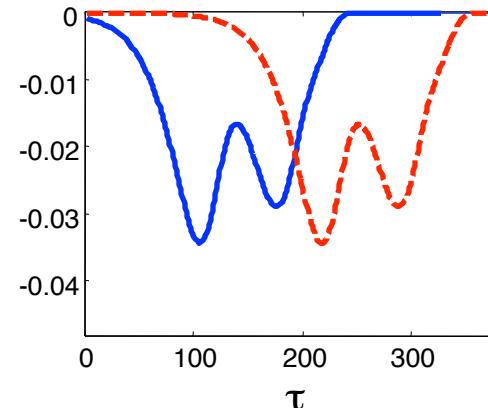


Scaling = shift and multiplicative constant in HKS

## $\log + d/d\tau$

$$\log \alpha^2 + \log K_{\alpha^{\tau+2}}$$

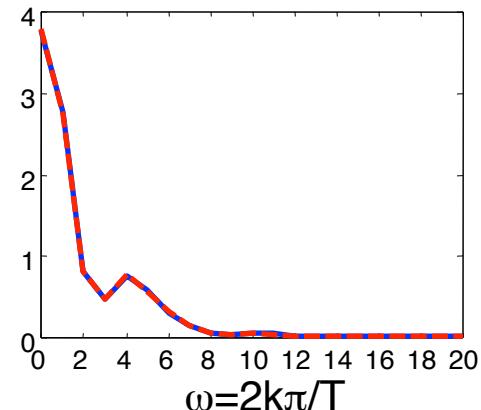
$$d/d\tau \log K_{\alpha^{\tau+2}}$$



Undo scaling

## Fourier transform magnitude

$$\mathcal{F}d/d\tau \log K_{\alpha^{\tau+2}} = e^{2i\omega\pi} \mathcal{F}d/d\tau \log K_{\alpha^\tau}$$



Undo shift

# Invariance



Rigid



Scale



Inelastic



Topology

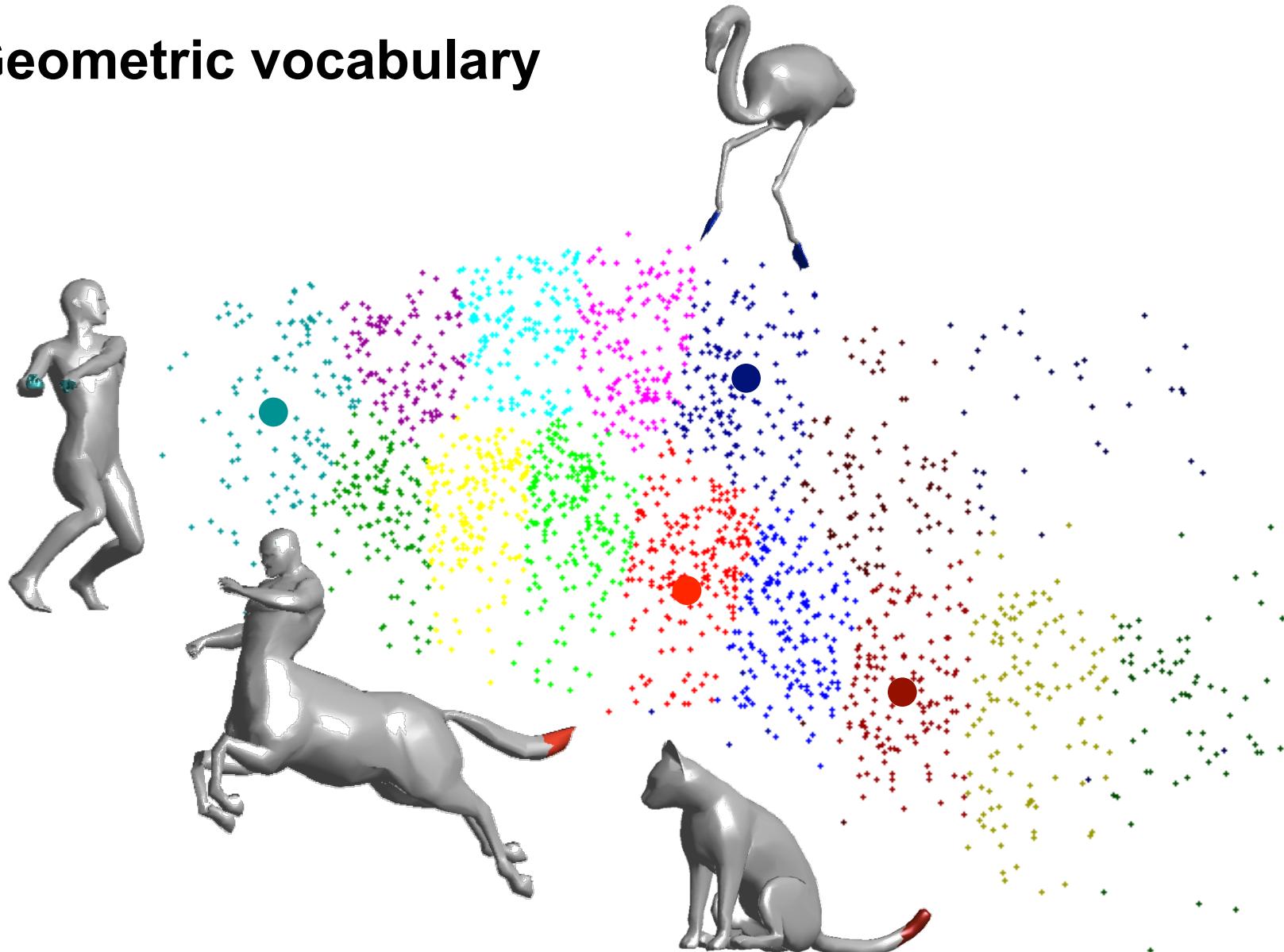
**Heat kernel  
signature (HKS)**



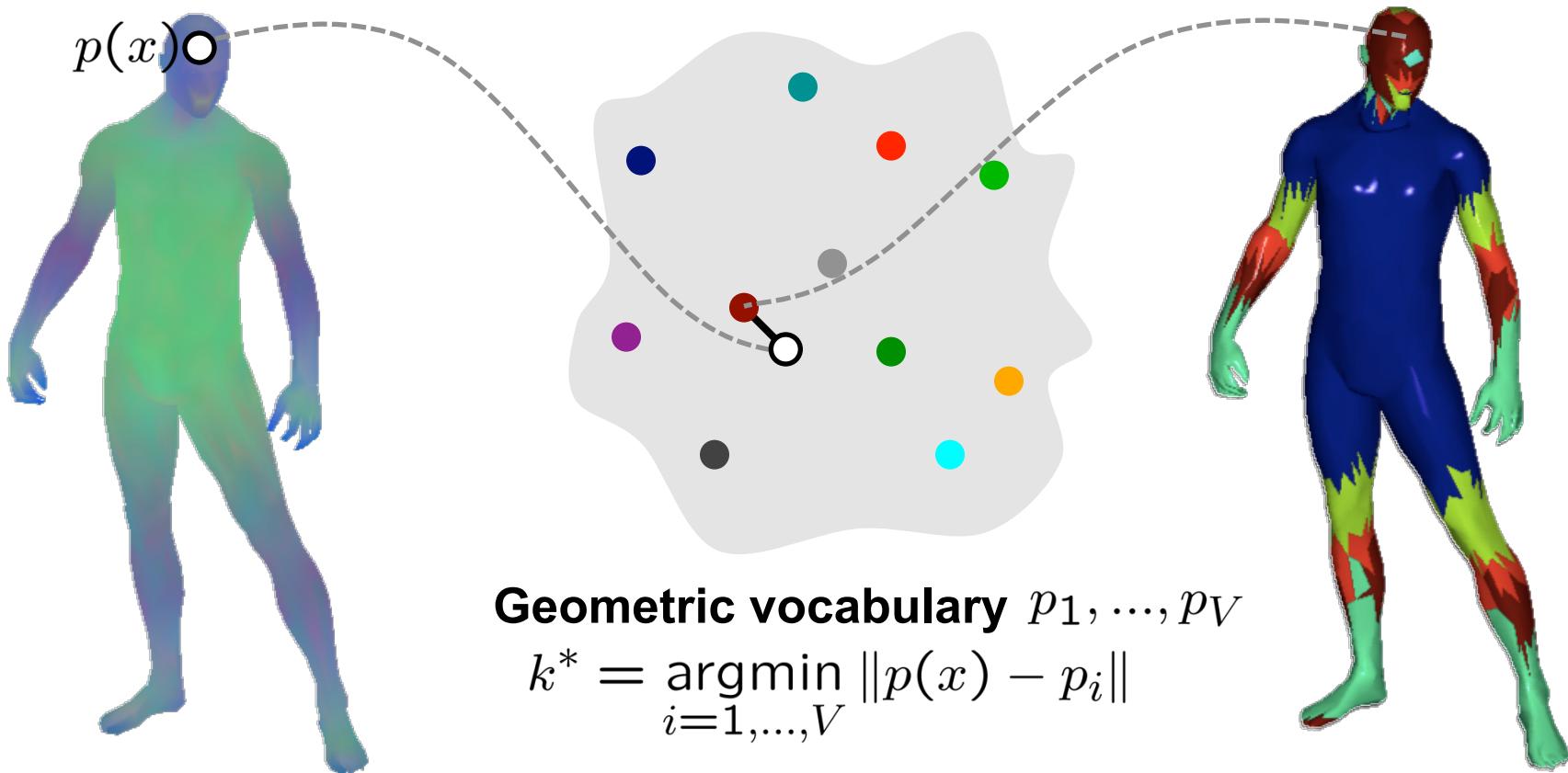
**Scale-invariant  
HKS (SI-HKS)**



# Geometric vocabulary



## Bags of features



**Geometric vocabulary**  $p_1, \dots, p_V$

$$k^* = \operatorname{argmin}_{i=1, \dots, V} \|p(x) - p_i\|$$

Nearest neighbor in the descriptor space

$$\theta_k(x) = \begin{cases} 1 & k = k^* \\ 0 & \text{else} \end{cases}$$

# Bags of features

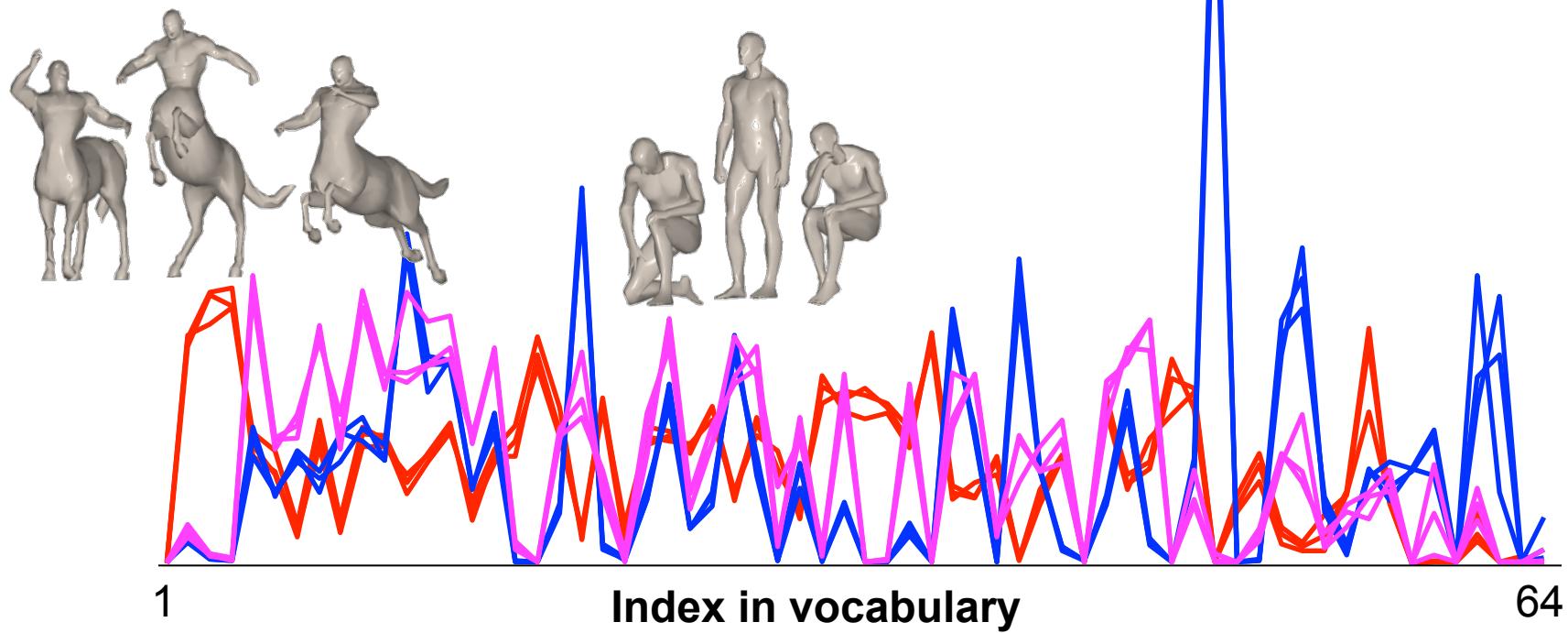
Statistics of different geometric words over the entire shape

$$f(X) = \int_X \theta(x) dx$$

**Shape distance** = distance between bags of features

$$d_{\text{BoF}}(X, Y) = \|f(X) - f(Y)\|$$

# Bags of features



<b>Transform.</b>	<b>Strength</b>				
	<b>1</b>	<b><math>\leq 2</math></b>	<b><math>\leq 3</math></b>	<b><math>\leq 4</math></b>	<b><math>\leq 5</math></b>
<i>Isometry</i>	100.00	100.00	100.00	100.00	100.00
<i>Topology</i>	100.00	98.08	97.44	96.79	96.41
<i>Holes</i>	100.00	100.00	97.44	95.19	90.13
<i>Micro holes</i>	100.00	100.00	100.00	100.00	100.00
<i>Scale</i>	0.98	40.68	43.31	33.72	27.42
<i>Local scale</i>	100.00	100.00	98.72	89.38	80.22
<i>Sampling</i>	100.00	100.00	100.00	100.00	99.23
<i>Noise</i>	100.00	100.00	100.00	100.00	100.00
<i>Shot noise</i>	100.00	100.00	100.00	100.00	100.00
<i>Partial</i>	7.54	5.70	4.51	3.58	2.95
<i>Mixed</i>	53.13	55.86	47.77	37.54	30.34
<b>Average</b>	<b>94.94</b>	<b>93.12</b>	<b>90.84</b>	<b>87.82</b>	<b>85.00</b>

**ShapeGoogle with HKS descriptor (mAP %)**

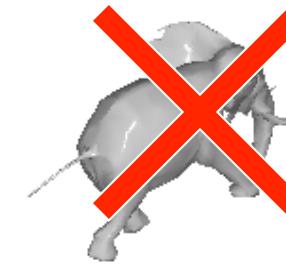
Transform.	Strength				
	1	$\leq 2$	$\leq 3$	$\leq 4$	$\leq 5$
<i>Isometry</i>	100.00	100.00	100.00	100.00	100.00
<i>Topology</i>	96.15	96.15	94.87	93.27	92.69
<i>Holes</i>	100.00	100.00	100.00	94.71	89.97
<i>Micro holes</i>	100.00	100.00	100.00	100.00	100.00
<i>Scale</i>	<u>91.03</u>	95.51	97.01	97.76	98.21
<i>Local scale</i>	100.00	100.00	97.44	89.38	82.08
<i>Sampling</i>	100.00	100.00	100.00	100.00	97.69
<i>Noise</i>	100.00	100.00	100.00	100.00	100.00
<i>Shot noise</i>	100.00	100.00	100.00	100.00	100.00
<i>Partial</i>	17.43	10.31	9.57	8.06	6.61
<i>Mixed</i>	<u>56.47</u>	<u>57.44</u>	<u>63.59</u>	<u>67.47</u>	<u>65.07</u>
<b>Average</b>	97.05	95.16	94.03	92.54	90.79

**ShapeGoogle with SI-HKS descriptor (mAP %)**

## Scale-invariant retrieval



Scale 1.3

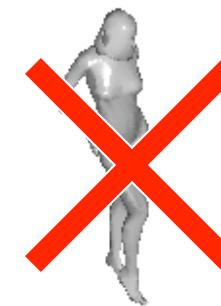


Heat Kernel Signature



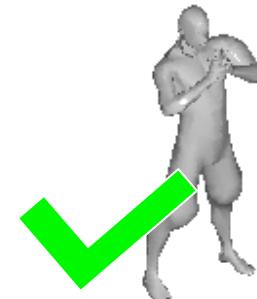
Scale-Invariant Heat Kernel Signature

## Scale-invariant retrieval



Local  
scale

Heat Kernel Signature



Scale-Invariant Heat Kernel Signature

# Intrinsic Shape Contexts

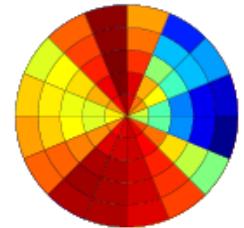
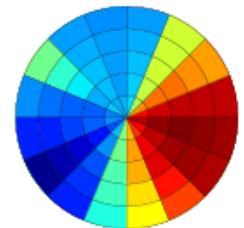
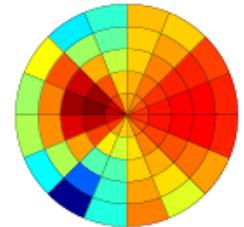
Goal: use context information for descriptor construction

Naïve: work at larger feature scale (more smoothing)

Better: stack together neighbors (meta-descriptor)

Surface processing: local surface charting

Intrinsic: invariant to isometric deformations



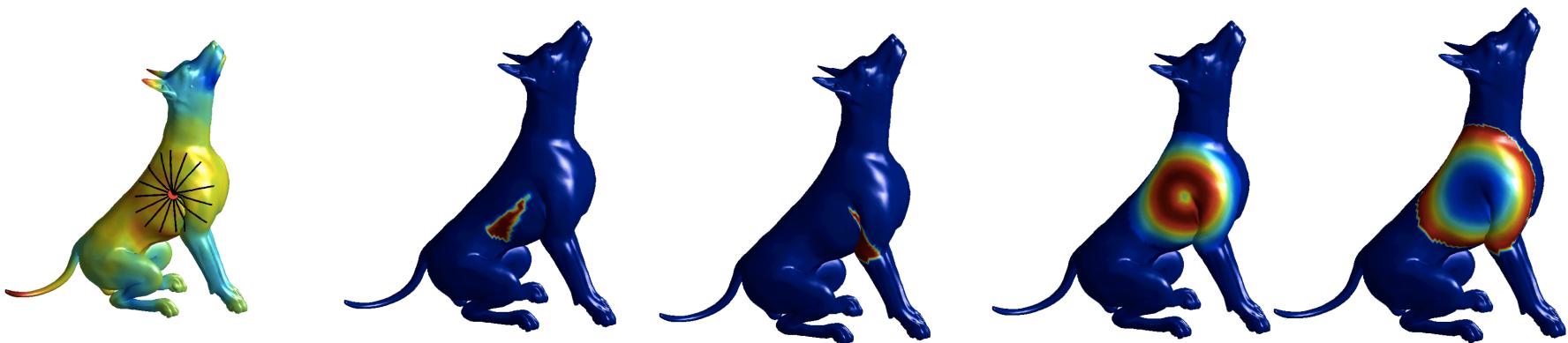
# Intrinsic Shape Context Construction

Uniformly sample directions on the tangent plane of a point

Shoot and track geodesics outwards from the point

Construct soft angular membership functions based on distance from geodesics

Construct soft radial membership functions based on distance from point



# Intrinsic Shape Contexts: higher discrimination

