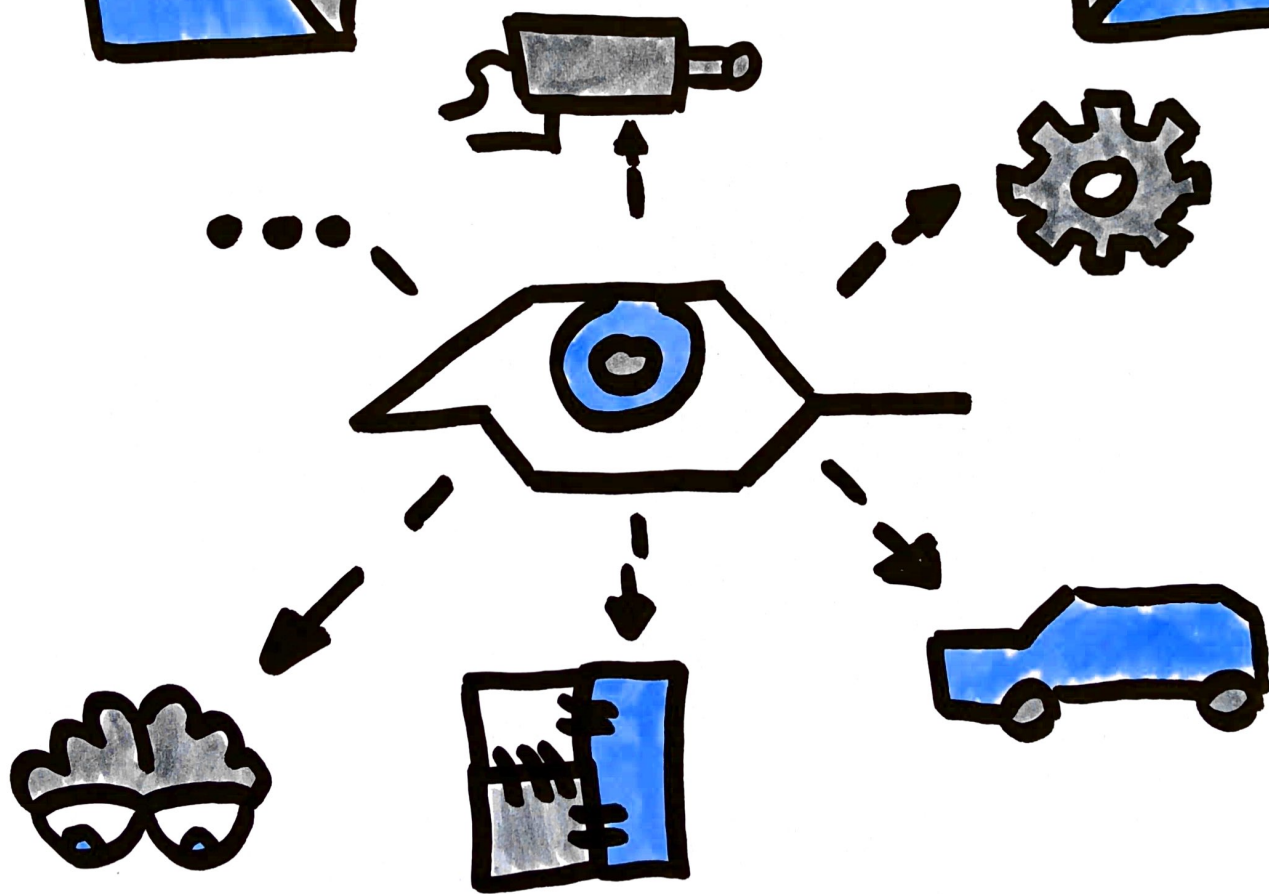
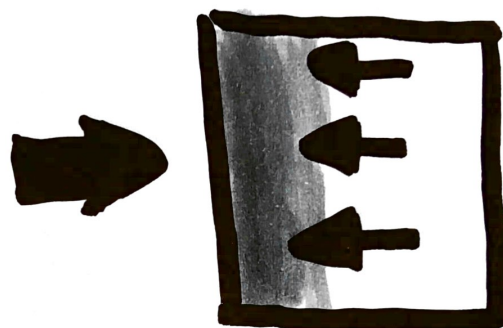


Ruhr.Py OpenCV

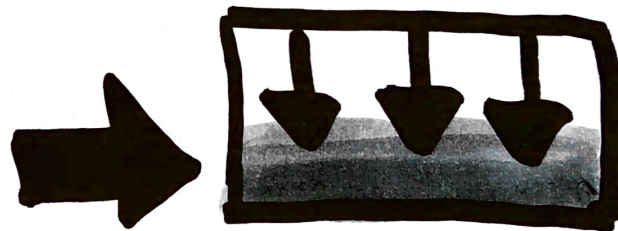


Gradients

① $\underbrace{[-1 \mid 0 \mid 1]}_{x\text{-Axis}}$



② $\left. \begin{bmatrix} -1 \\ 0 \\ 1 \end{bmatrix} \right\} y\text{-Axis}$

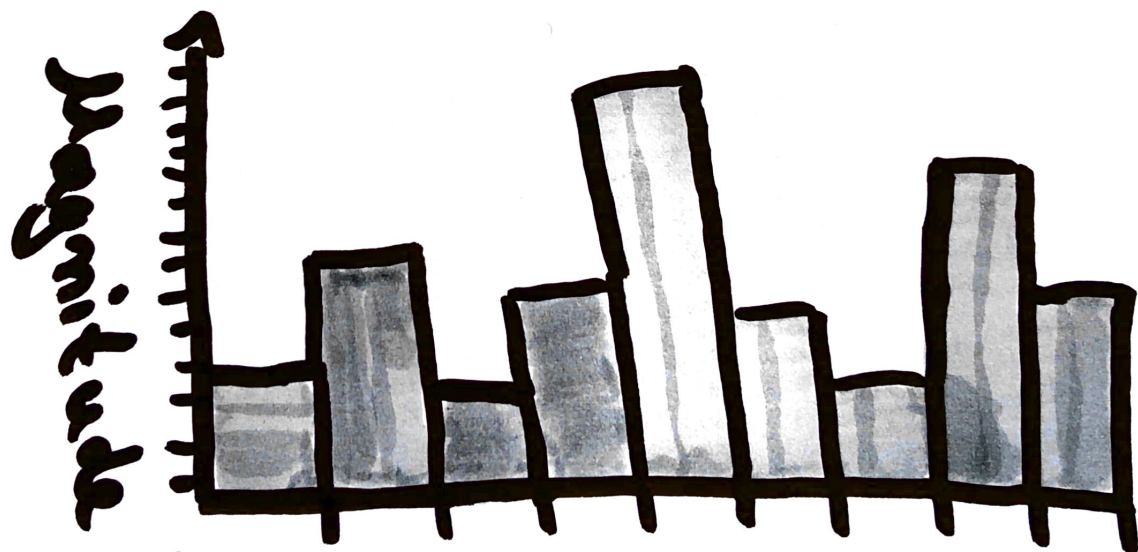
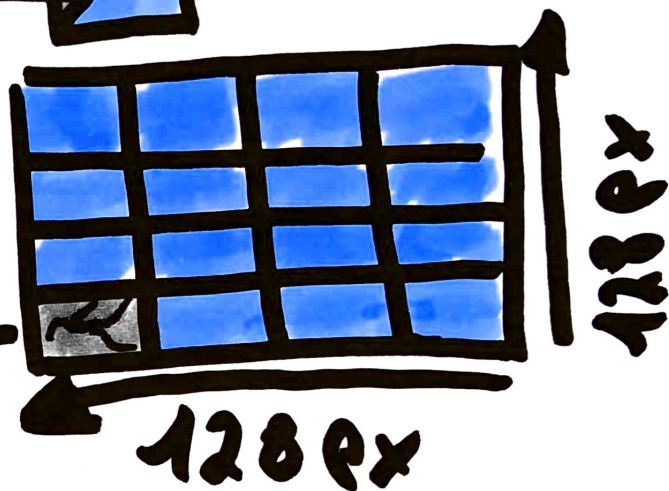


③ $\underbrace{\text{Magnitude}} + \underbrace{\text{Angle}}$

Hog

16 cells

$\Rightarrow 320x / \text{cell}$



3 Bins

20°

60°

100°

140°

180°

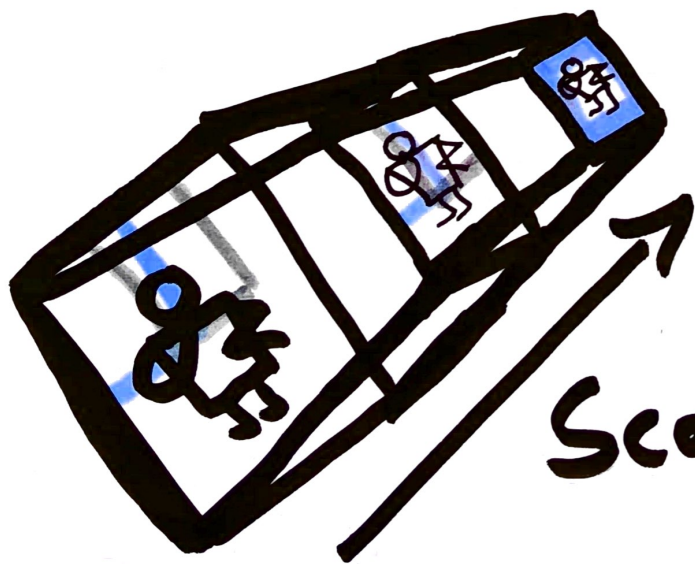
Angle

Detect People



Sliding Window

HOG based
on sliding
Window



Scaling Pyramid