

LECTURE 3 : IMAGE FEATURES

#1

Motivation : We have seen in Viola-Jones' face detection, one important components is image features : Haar-like features.



Image features are important, because original pixel intensity values are not reliable (= not consistent enough). They are easily affected by changes in light, occlusions, viewing points, etc.

There are two other important features : HoG & SIFT.

[1] Histogram of Oriented Gradients (HoG)

Q : What is gradient?

A : Image gradient is basically image derivative, which is expressed as follows.

Derivative :

$$(1) \frac{\partial I(x,y)}{\partial x} = I(x+1,y) - I(x,y)$$

$$(2) \frac{\partial I(x,y)}{\partial y} = I(x,y+1) - I(x,y)$$

Convolution :

$$\begin{array}{|c|c|} \hline \blacksquare & \square \\ \hline \end{array} = \begin{array}{|c|c|} \hline -1 & +1 \\ \hline \end{array}$$

$$\begin{array}{|c|} \hline \blacksquare \\ \hline \square \\ \hline \end{array} = \begin{array}{|c|} \hline -1 \\ \hline +1 \\ \hline \end{array}$$

Q : What is oriented gradient?

A : One pixel has two gradient values : $\frac{\partial I(x,y)}{\partial x}$ & $\frac{\partial I(x,y)}{\partial y}$.

Thus, a pixel gradient is a vector, and a vector has orientation and magnitude.

$$\text{Orientation : } \tan \theta = \frac{\partial I / \partial y}{\partial I / \partial x} = \frac{I_y}{I_x} ; \quad \theta = \tan^{-1} \left(\frac{I_y}{I_x} \right)$$

$$\text{Magnitude : } m = \sqrt{I_y^2 + I_x^2}$$

Notes on the orientation (θ):

#2

1. θ will be the same when $(I_y=1, I_x=1)$ and $(I_y=-1, I_x=-1)$.

Hence, dealing with this, we define:

$$\theta = \tan^{-1} \left(\frac{|I_y|}{|I_x|} \right) ; \text{ and keep the signs of } I_x \text{ \& } I_y.$$

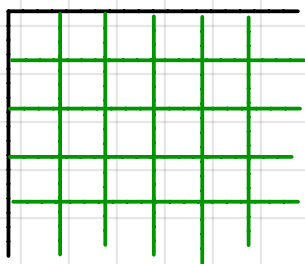
If both are positive, then we consider θ in quadrant 1, and otherwise depending on the signs, it can be all other quadrants.

2. Hence, $0^\circ \leq \theta \leq 360^\circ$.

Q: How can we obtain the histogram of the oriented gradients?

A: Two important concepts: ① Block operation, ② Histogram.

① Block Operation: Divide the input image into blocks:



Each block can be 4×4 or 16×16 pixels

(The choice depends on the image size & applications)

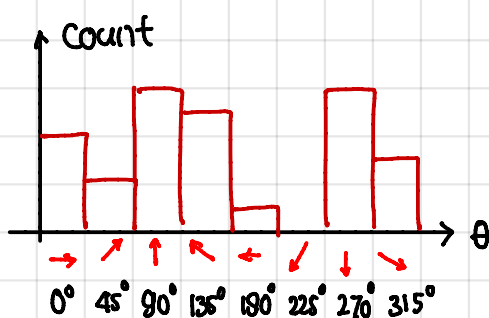


For each pixel in the block we will have one set of oriented gradient information: (θ_i, m_i)

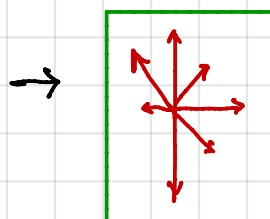
If we have 4×4 pixels (= 16 pixels), then we have 16 sets of (θ_i, m_i) , where some of them might have the same/similar values.

② Histogram of Oriented Gradients

1. For each block (cell), we can group the gradients (16 of them) using a histogram with 8 bins (= 8 groups of orientations)



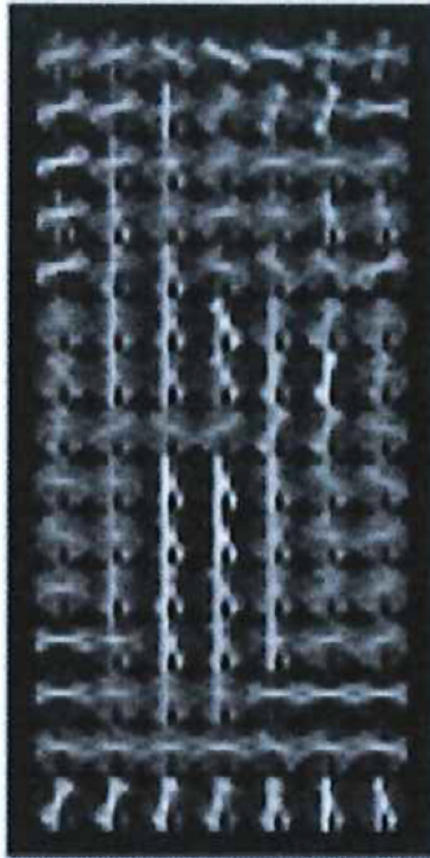
The magnitude influences the height of each bin.



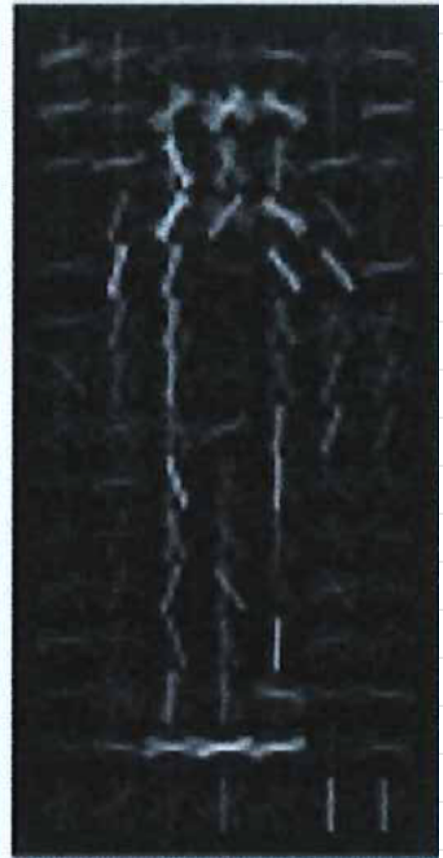
A HoG descriptor:
concatenates the histograms
of all blocks (or cells) in
one long vector!



Input image



HoG



Dominant HoG