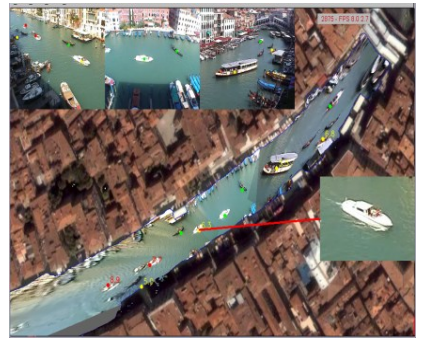
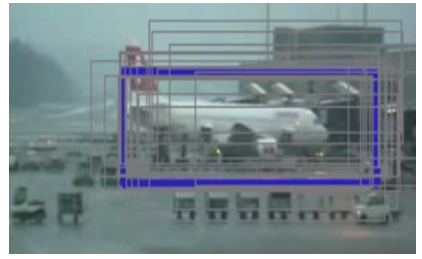
UNIVERSITÀ DEGLI STUDI DELLA BASILICATA

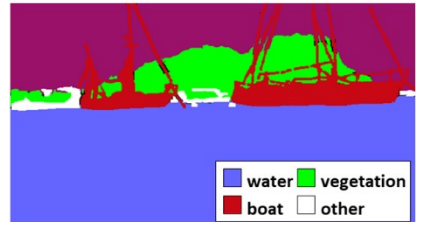


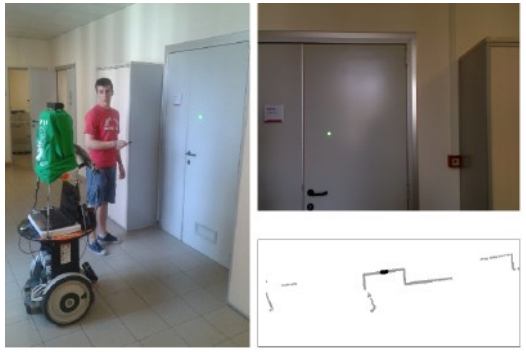
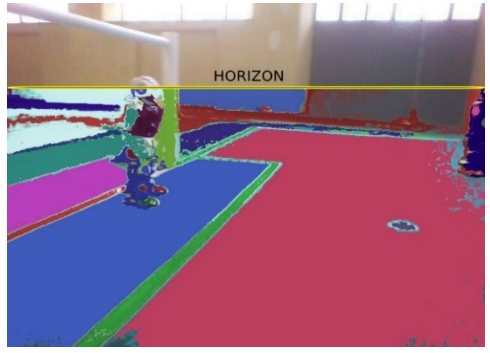
Corso di Sistemi Informativi
A.A. 2018/19

Docente
Domenico Daniele Bloisi

Features




Aprile 2019

Riferimenti

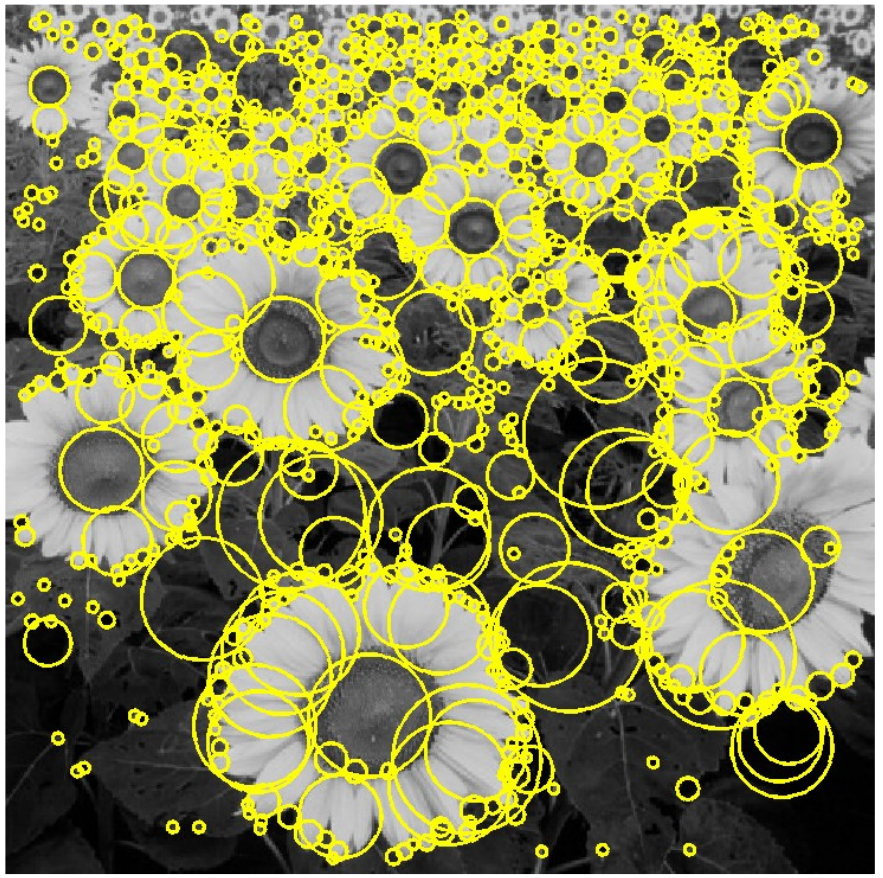
- Queste slide sono adattate da
  Noah Snavely - CS5670: Computer Vision
  "Lecture 4: Intro to local features and Harris corner detection"

- I contenuti fanno riferimento al capitolo 4 del libro
  "Computer Vision: Algorithms and Applications"
  di Richard Szeliski, disponibile al seguente indirizzo
  http://szeliski.org/Book/

Feature extraction

corners

blobs



Automatic panoramas

Credit: Matt Brown

Automatic panoramas

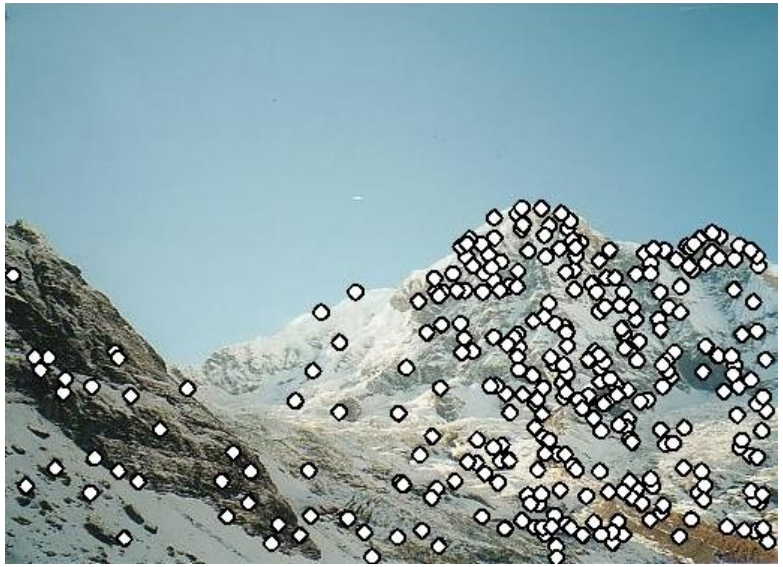
http://gigapan.com

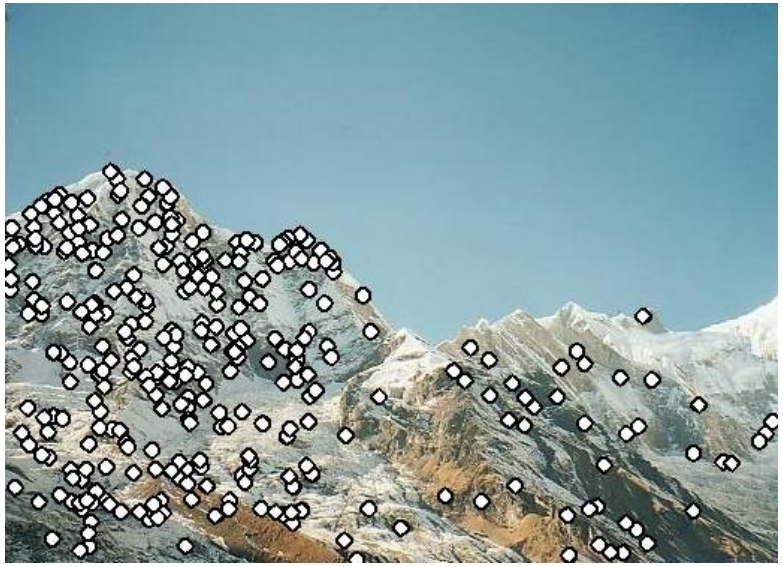
Feature matching

We have two images, how do we combine them?

Feature matching

Step 1: extract features

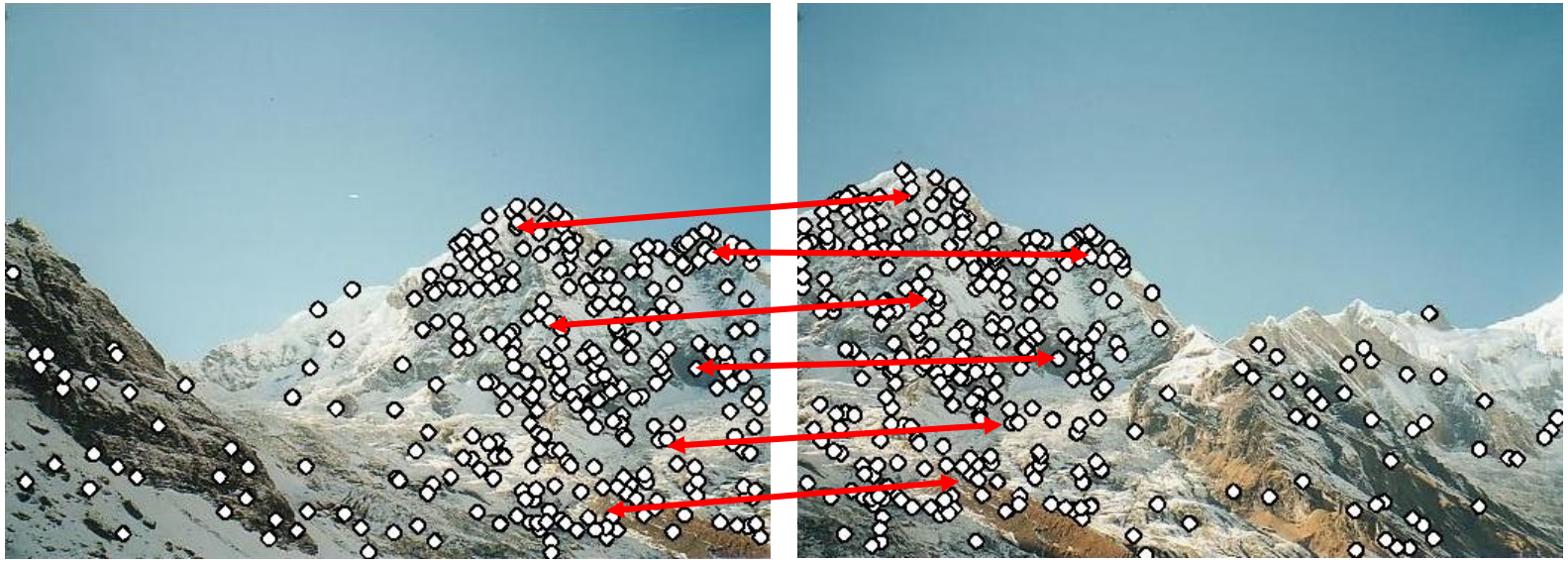




Feature matching

Step 1: extract features

Step 2: match features



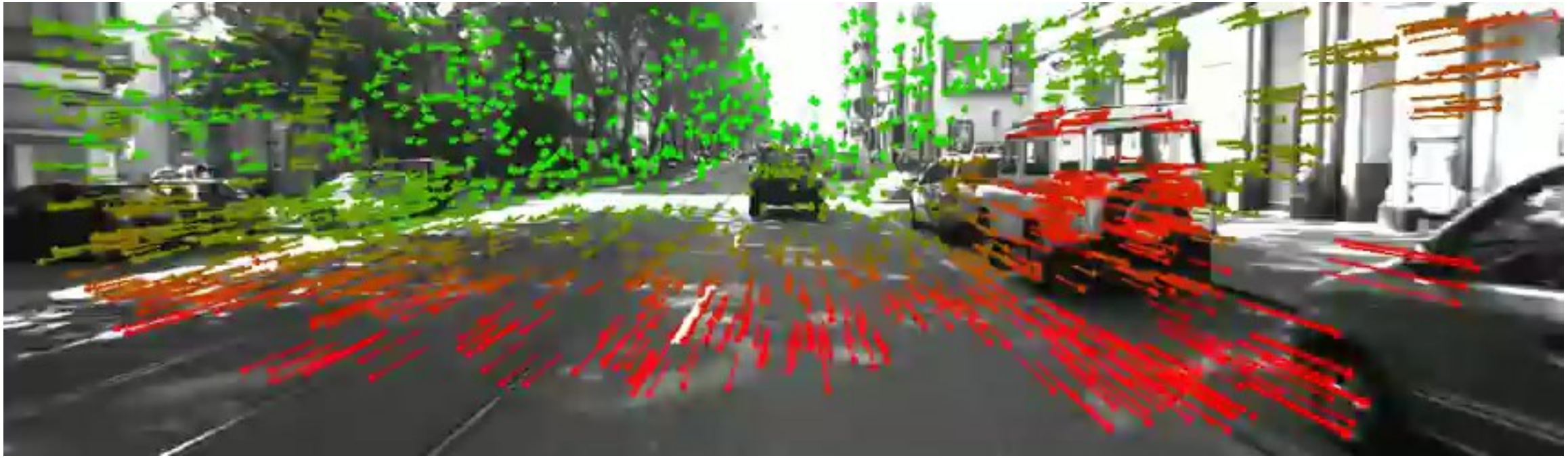
Feature matching

Step 1: extract features

Step 2: match features

Step 3: align images

Visual SLAM



https://www.youtube.com/watch?v=DPLh6MoxPAk

Image matching

by Diva Sian

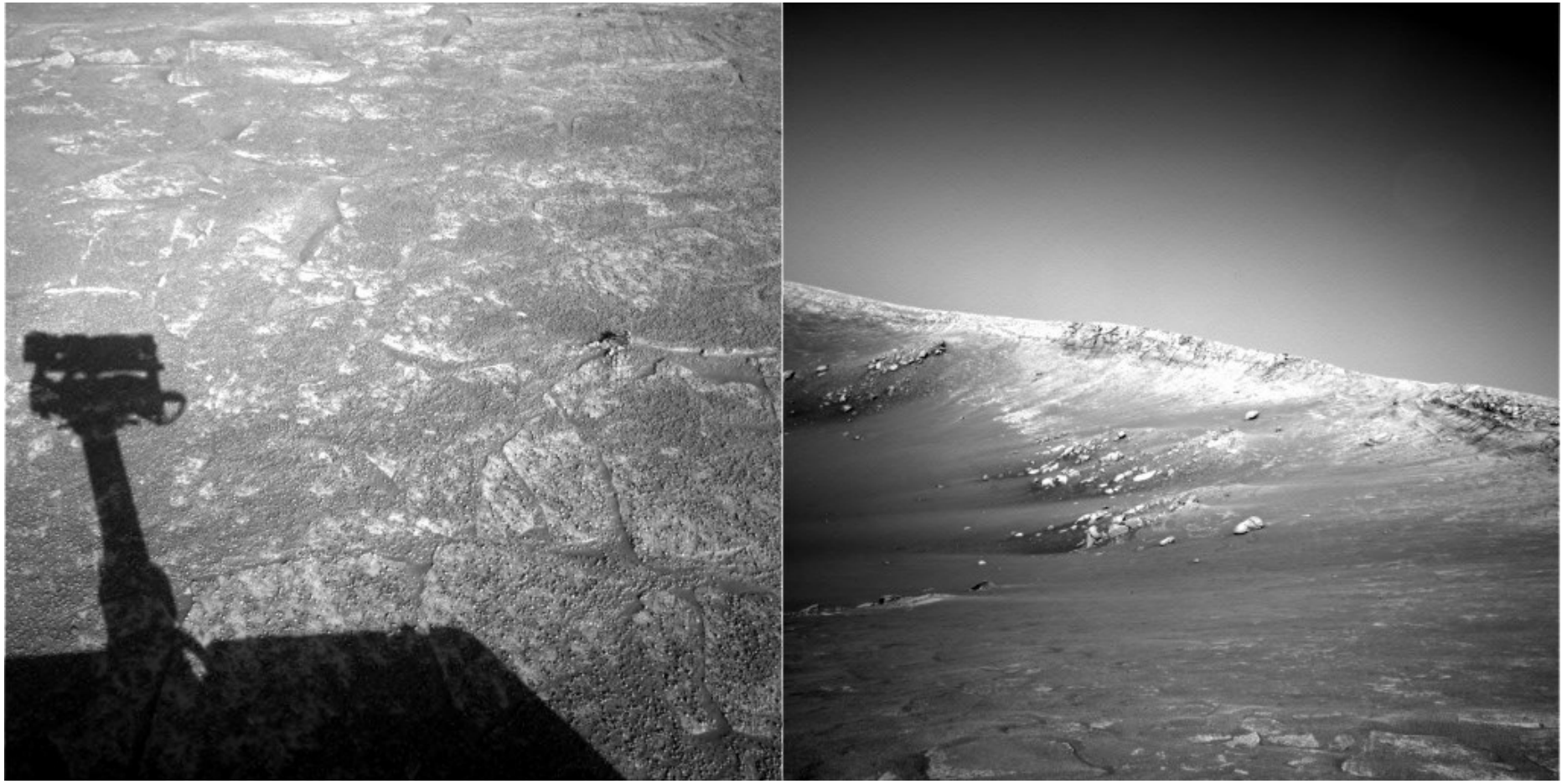
by swashford

Harder case

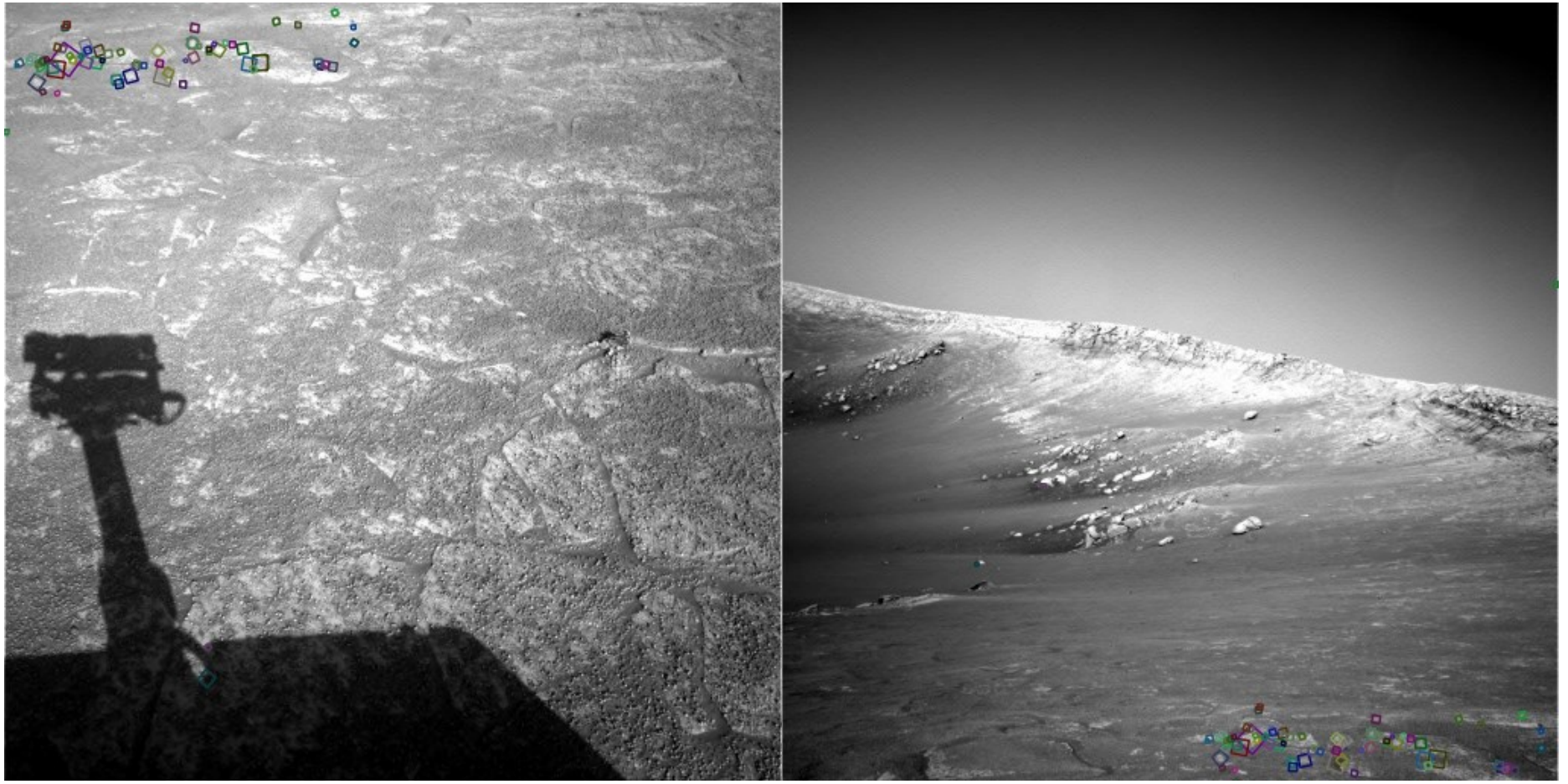
by Diva Sian

by scgbt

Harder still?

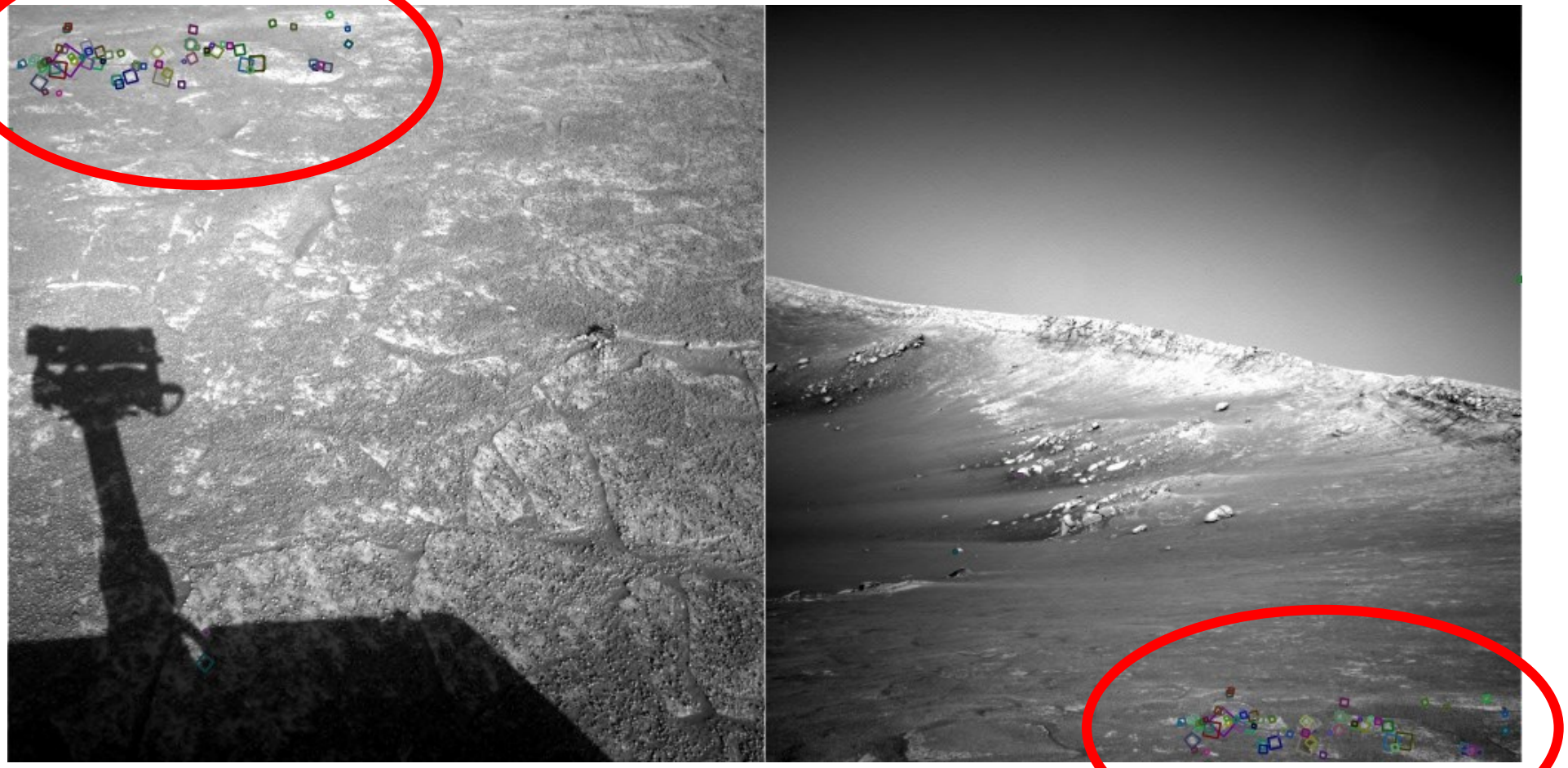


Harder still?



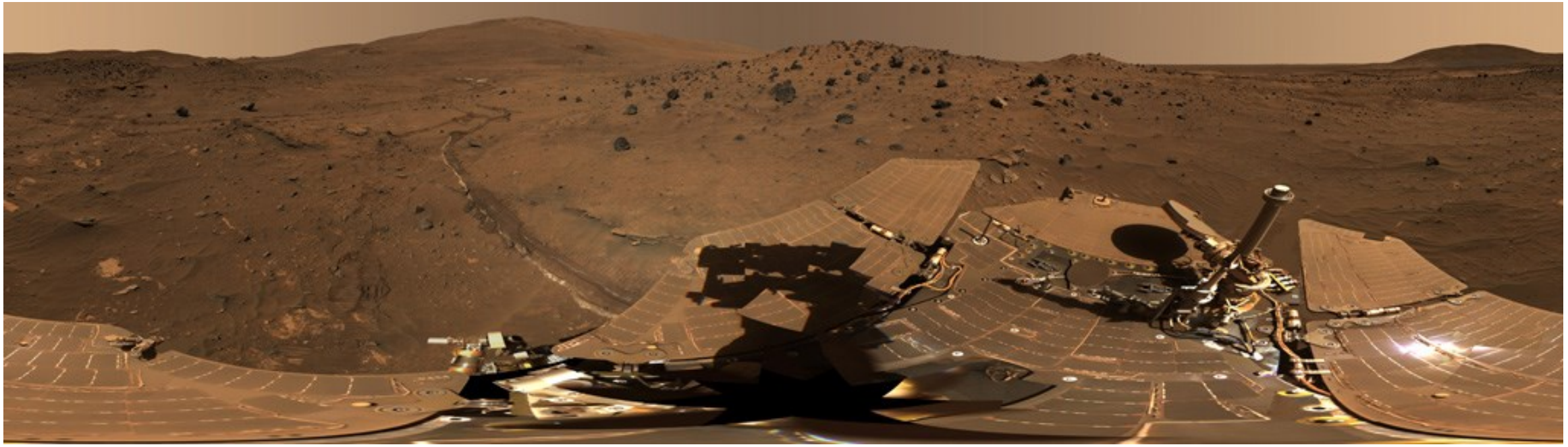
NASA Mars Rover images
with SIFT feature matches

Harder still?



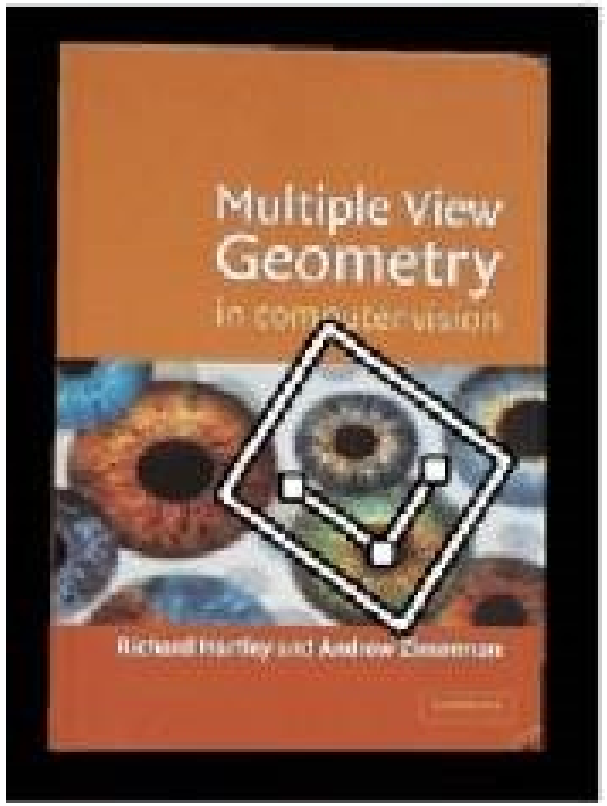
NASA Mars Rover images
with SIFT feature matches

Spirit Mars Rover Panorama



https://mars.nasa.gov/mer/multimedia/panoramas/spirit/

Feature Matching

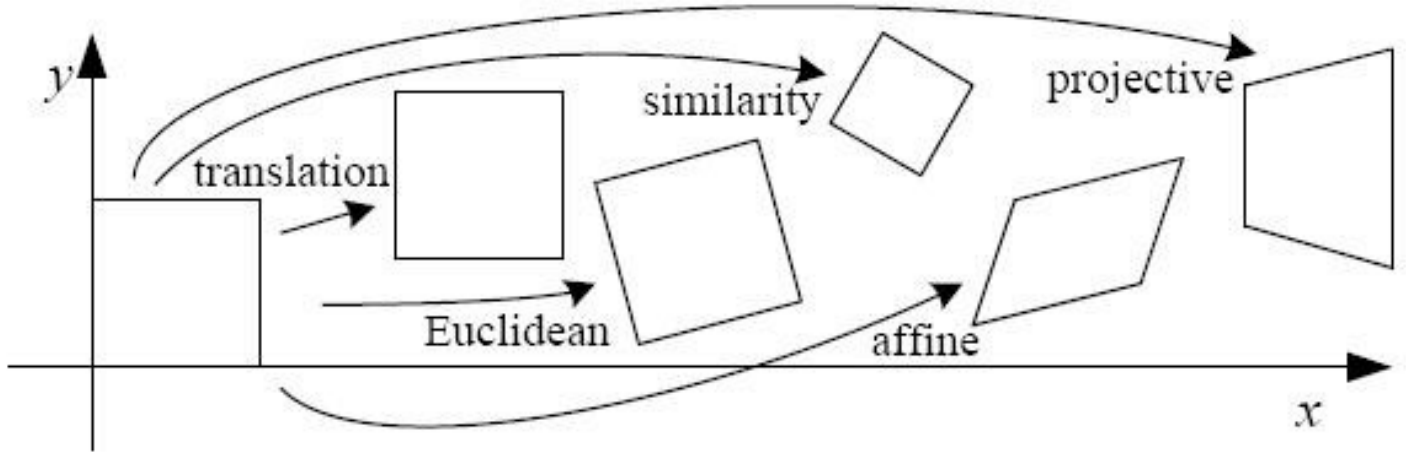


Feature Matching

Geometric transformations

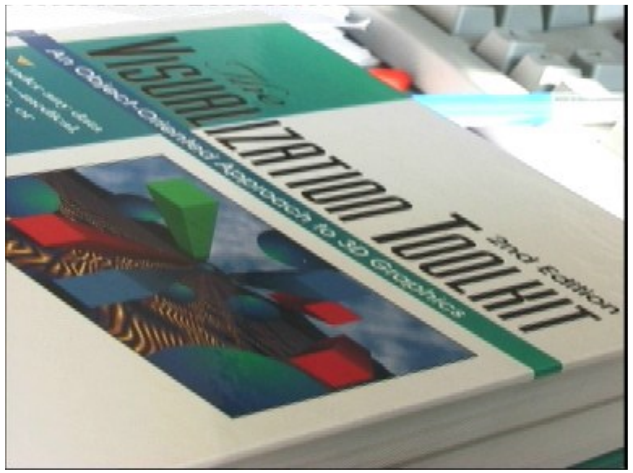
- Translation
- Euclidean (translation + rotation)
- Similarity (translation + rotation + scale)
- Affine transformations
- Projective transformations

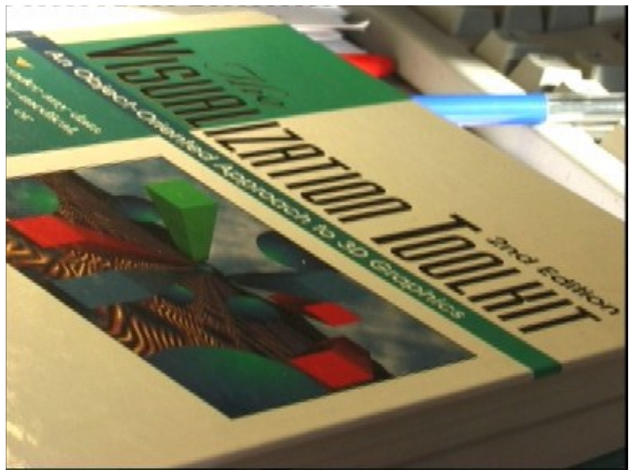
Only holds
for planar patches



http://homes.esat.kuleuven.be/~tuytelaa/tutorial-ECCV06.pdf

Photometric transformations



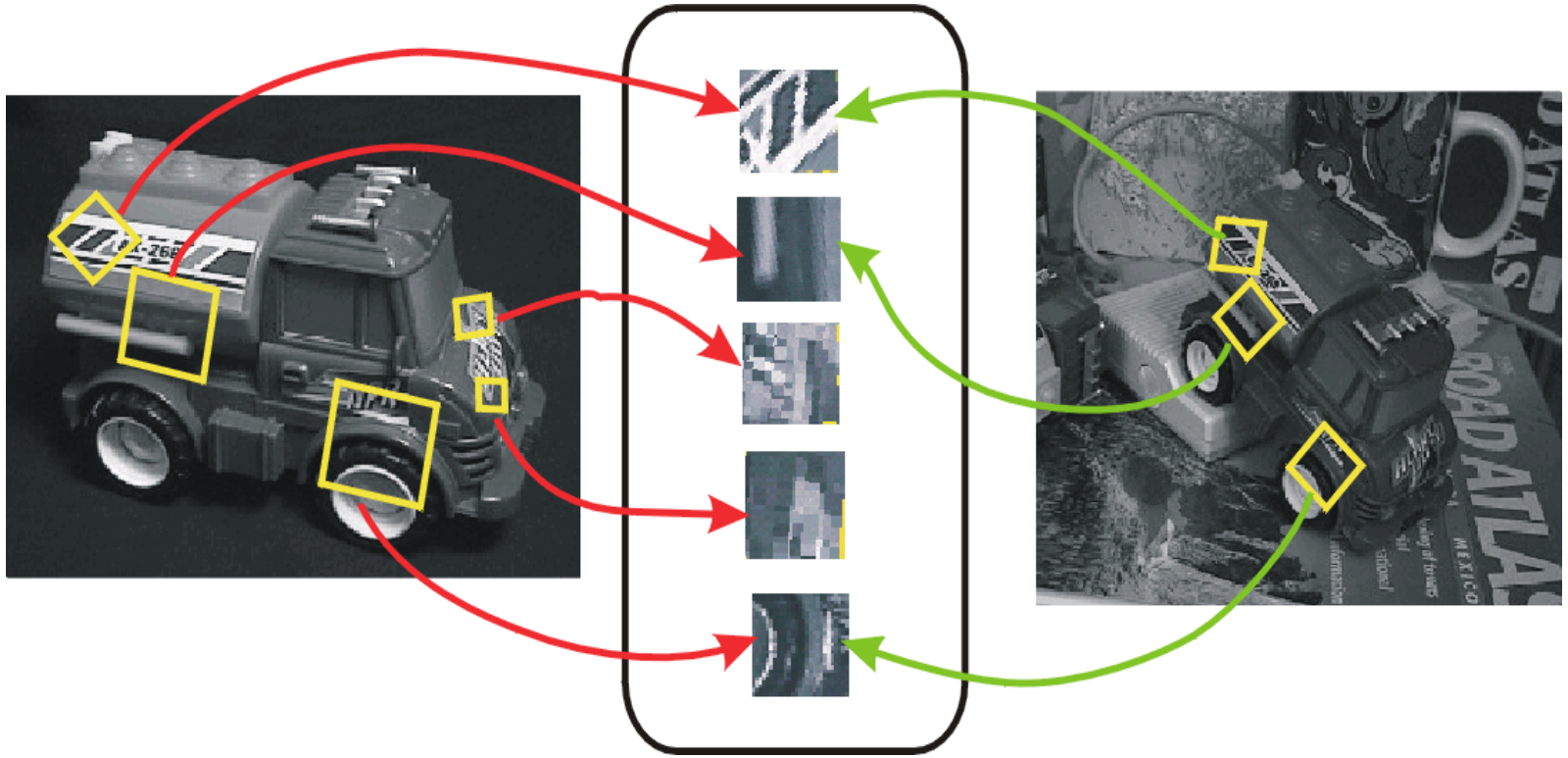


http://homes.esat.kuleuven.be/~tuytelaa/tutorial-ECCV06.pdf

Invariant Local Features

Find features that are invariant to transformations

- geometric invariance: translation, rotation, scale
- photometric invariance: brightness, exposure, …



Feature Descriptors

Advantages of local features

- **Locality**
  features are local, so robust to occlusion and clutter
- **Quantity**
  hundreds or thousands in a single image
- **Distinctiveness**
  can differentiate a large database of objects
- **Efficiency**
  real-time performance achievable

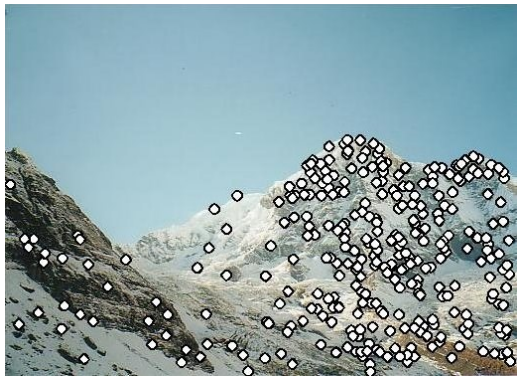
Approach

1. **Feature detection:** find it
2. **Feature descriptor:** represent it
3. **Feature matching:** match it

Feature tracking: track it, when motion

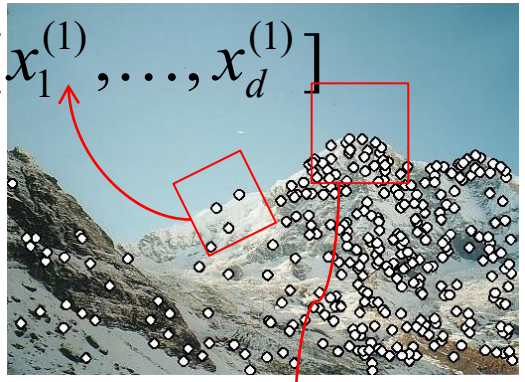
Local features: main components

1) Detection: Identify the interest points



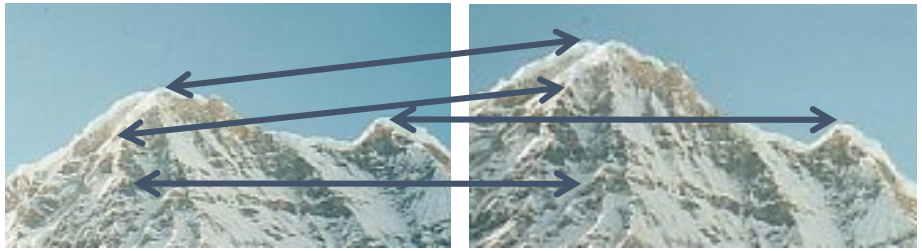
2) Description: Extract vector feature descriptor surrounding each interest point

$$\mathbf{x}_1 = [x_1^{(1)}, \ldots, x_d^{(1)}]$$



$$\mathbf{x}_2 = [x_1^{(2)}, \ldots, x_d^{(2)}]$$

3) Matching: Determine correspondence between descriptors in two views



What points to choose?

Source: Derek Hoiem

Low-texture region?

Gradients have small magnitude

Source: Derek Hoiem

Edge?

Gradients very large or very small

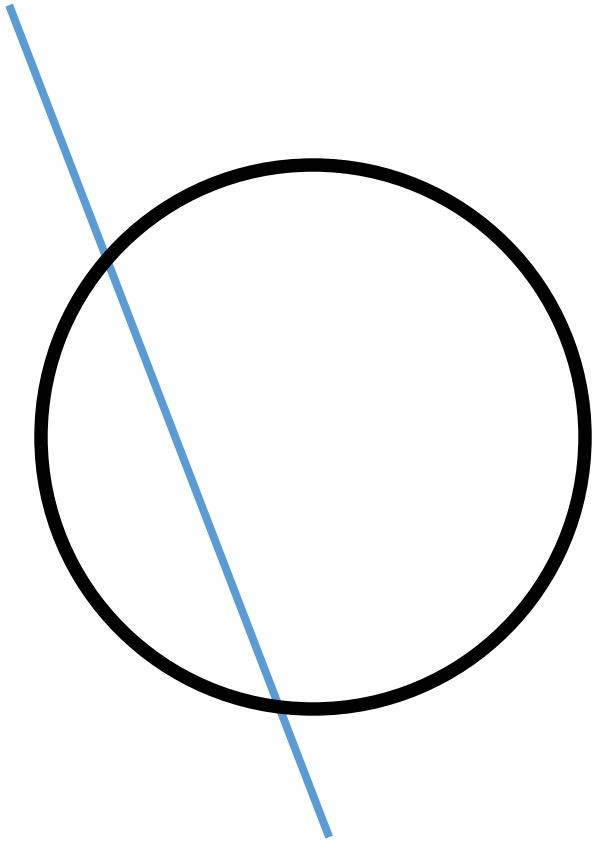
Source: Derek Hoiem

High-texture region?

Gradients are different, large magnitudes

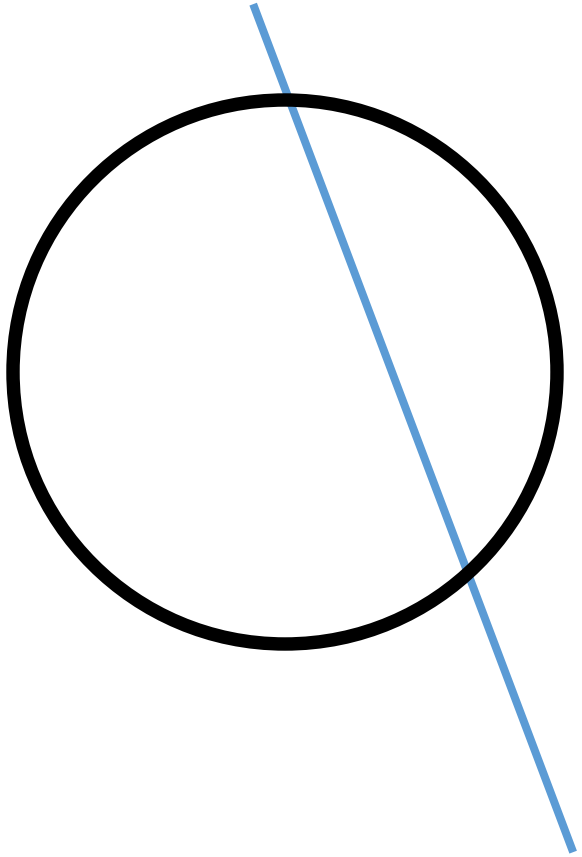
Source: Derek Hoiem

The aperture problem



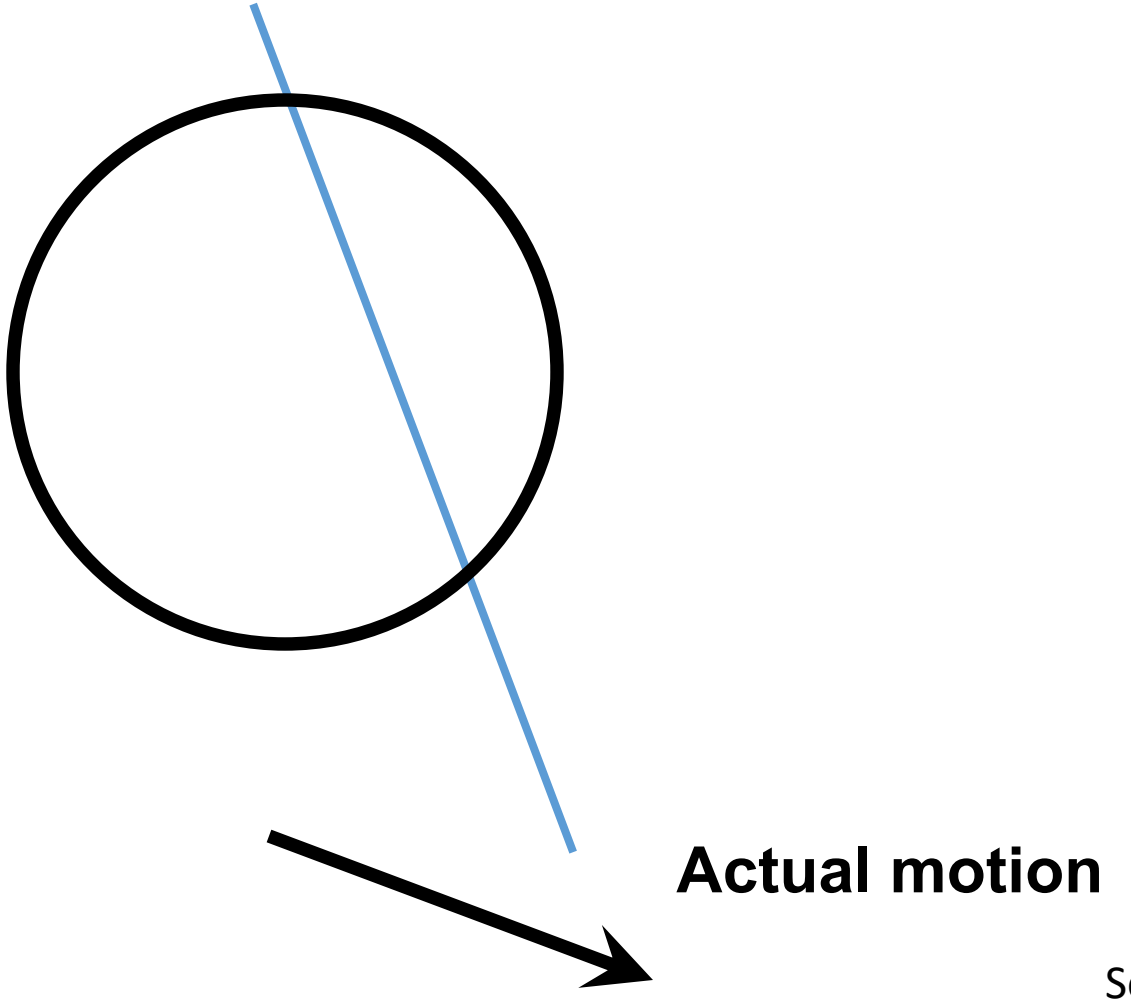
Source: Derek Hoiem

The aperture problem



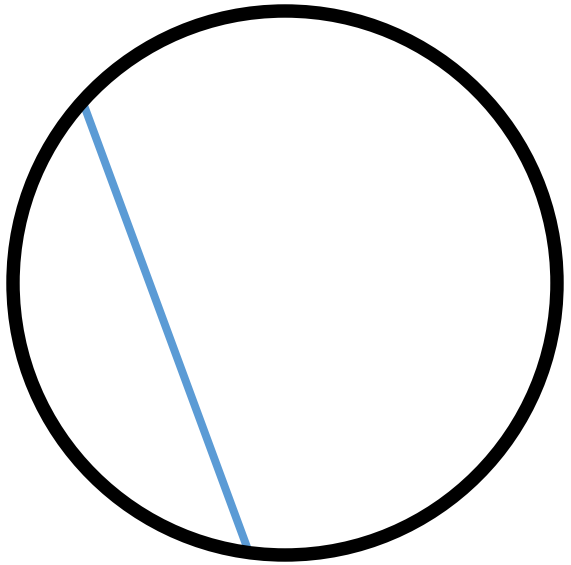
Source: Derek Hoiem

The aperture problem



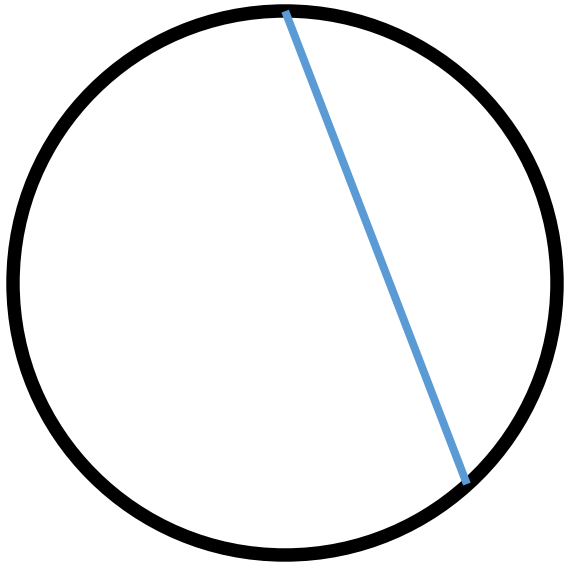
Source: Derek Hoiem

The aperture problem



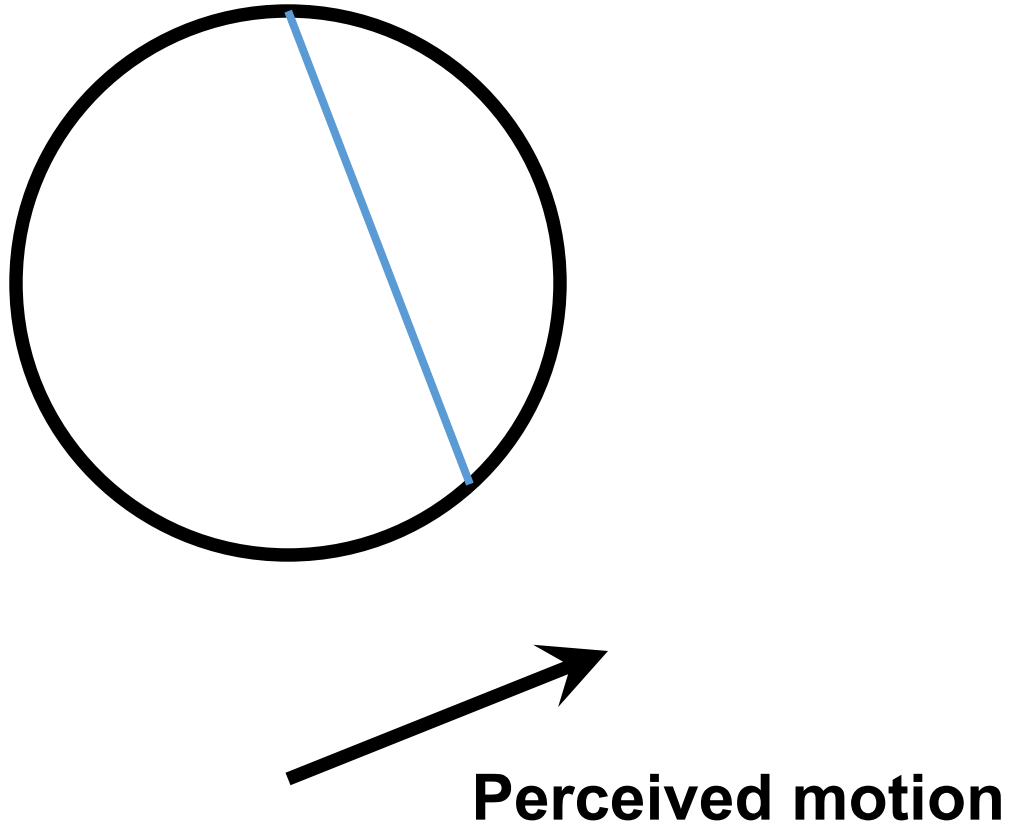
Source: Derek Hoiem

The aperture problem



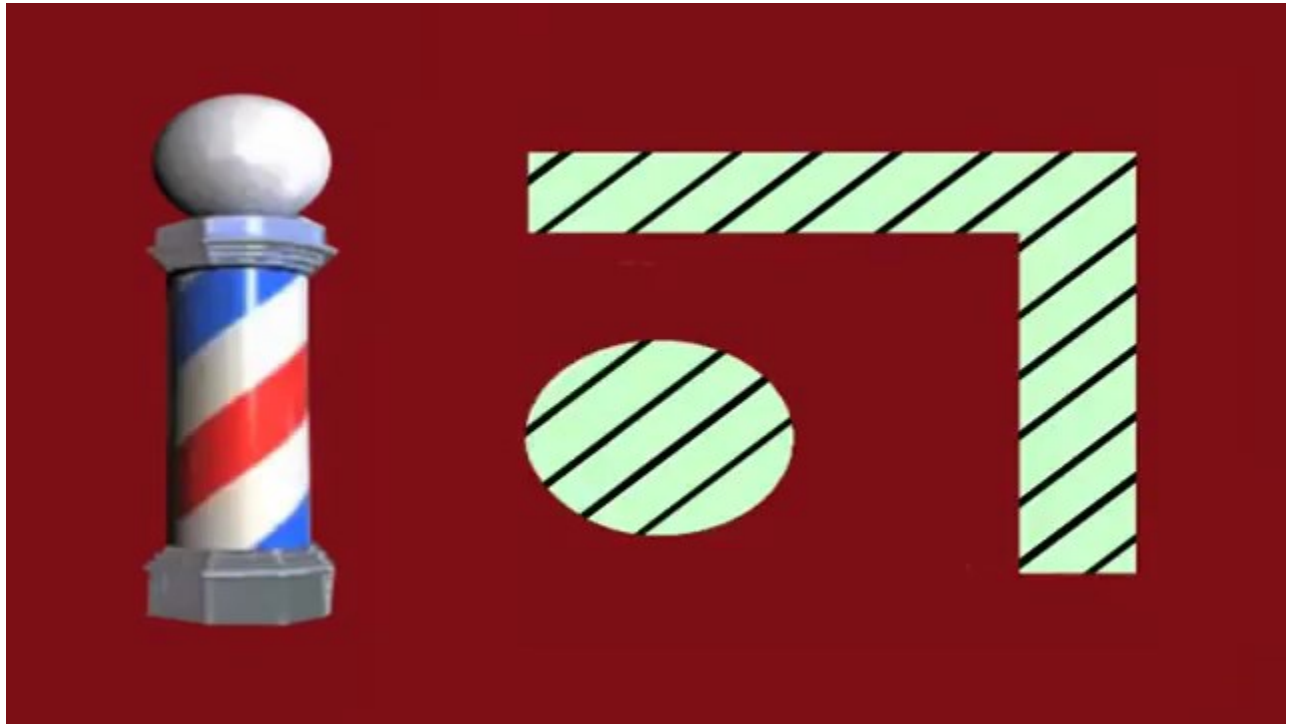
Source: Derek Hoiem

The aperture problem



Source: Derek Hoiem

The barber pole illusion



http://www.opticalillusion.net/wp-content/uploads/2013/07/WedBarb4BB_F8_HQ.mp4?_=1

So, what makes a good feature?

Want uniqueness

Look for image regions that are unusual

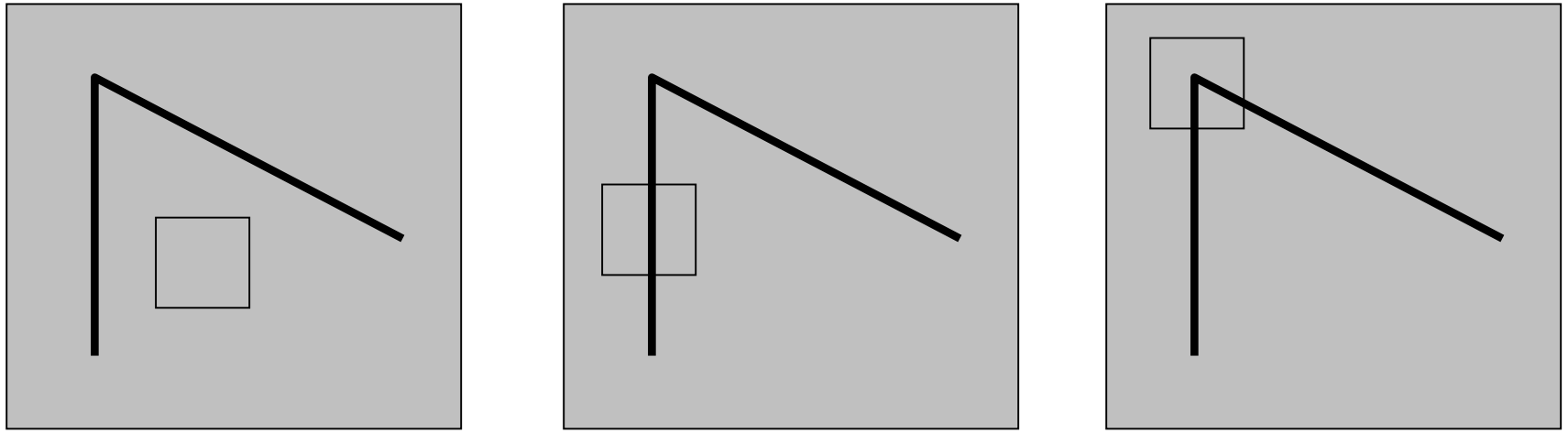
- Lead to unambiguous matches in other images

How to define “unusual”?

Want uniqueness

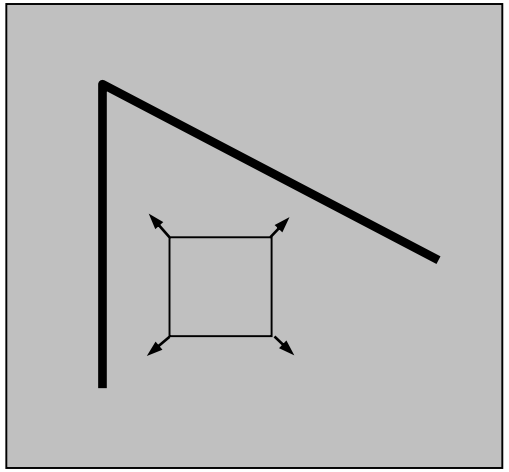
Suppose we only consider a small window of pixels

- What defines whether a feature is a good or bad candidate?

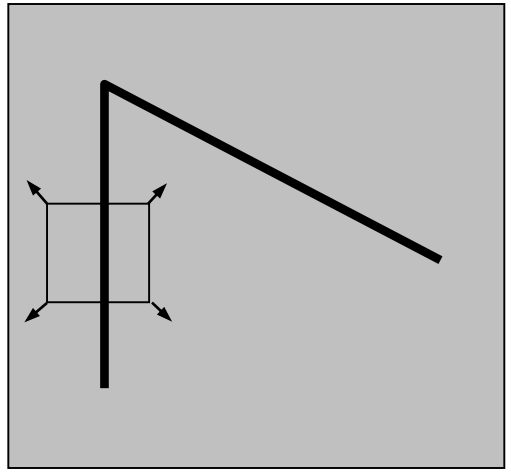


Want uniqueness

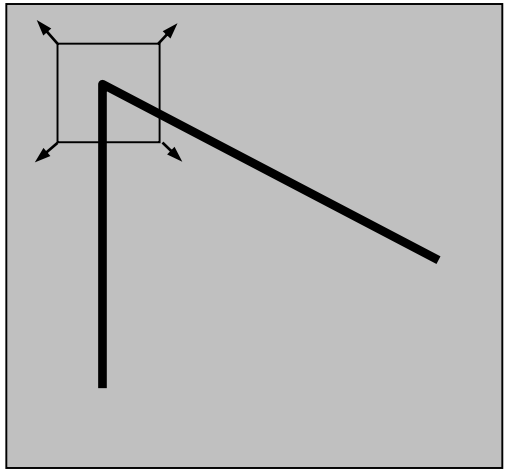
- How does the window change when you shift it?
- Shifting the window in any direction causes a big change



"flat" region:
no change in all directions



"edge":
no change along the edge direction



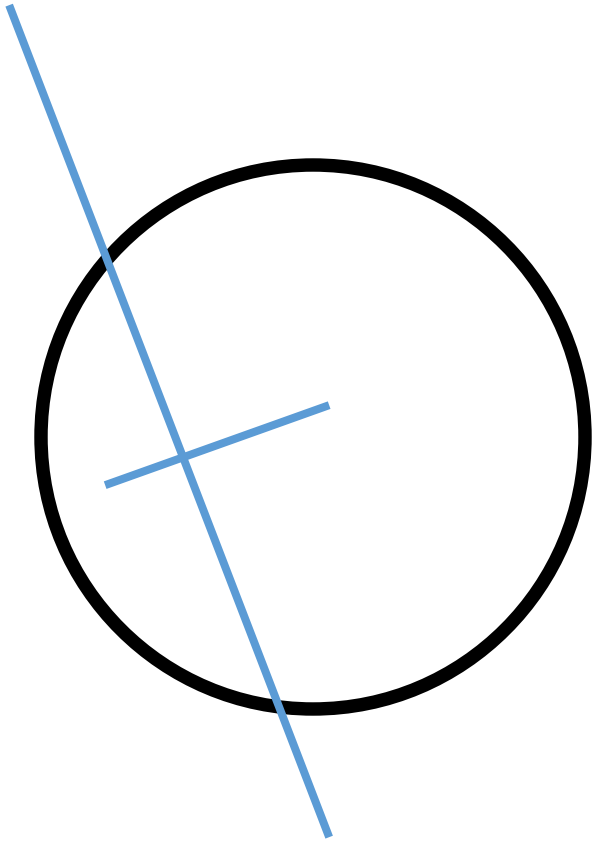
"corner":
significant change in all directions

Corners

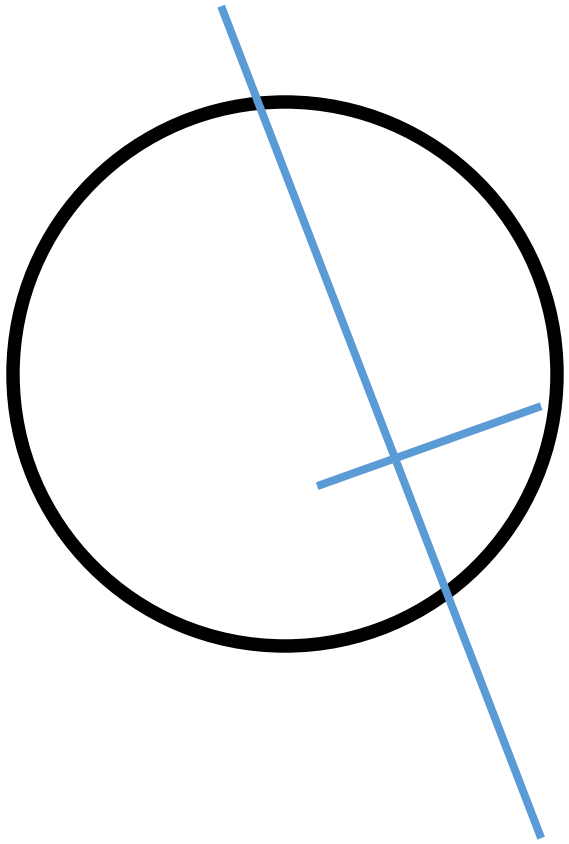
- Textureless patches are nearly impossible to localize
- Patches with large contrast changes (gradients) are easier to localize
- But straight line segments at a single orientation suffer from the aperture problem, i.e., it is only possible to align the patches along the direction normal to the edge direction
- Gradients in at least two (significantly) different orientations are the easiest, e.g., corners

Source: Raquel Urtasun

The aperture problem resolved



The aperture problem resolved



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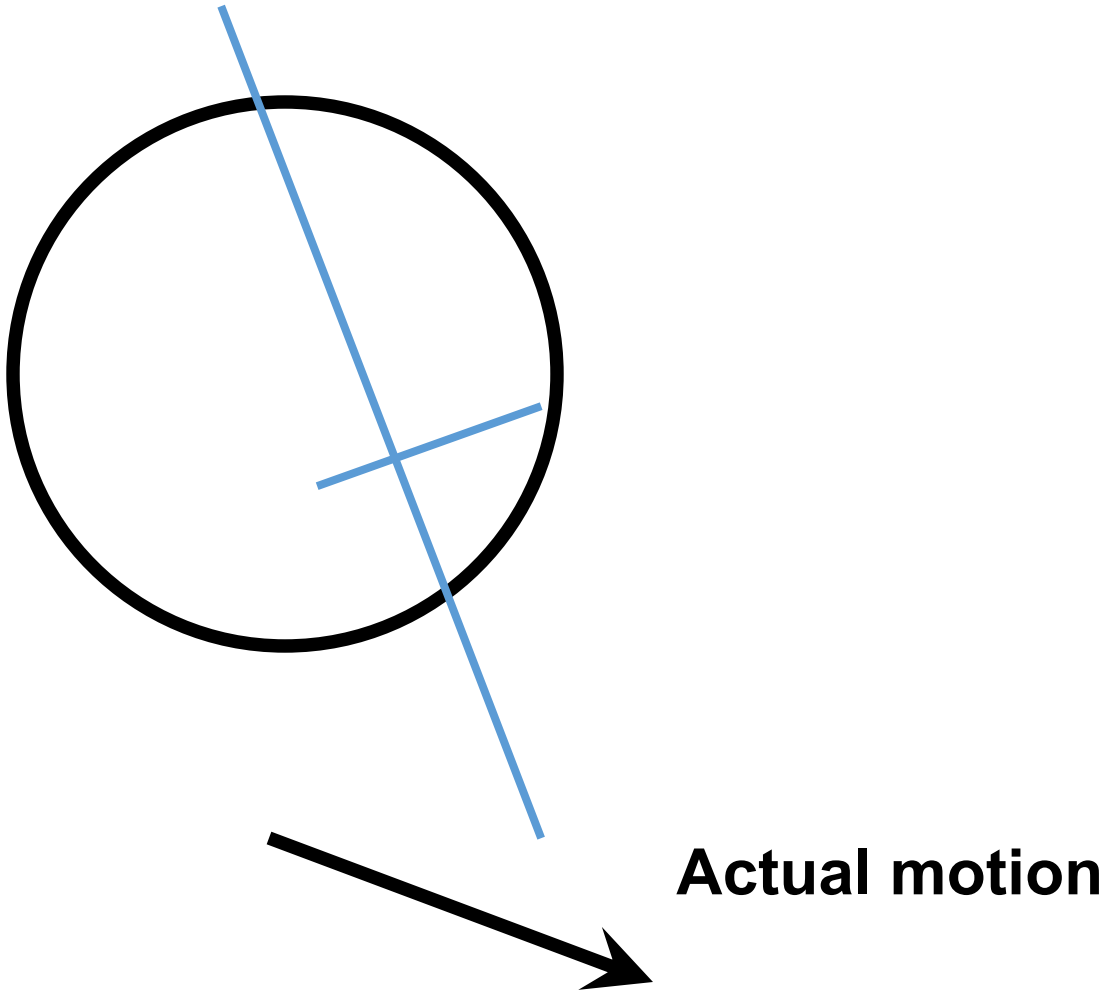
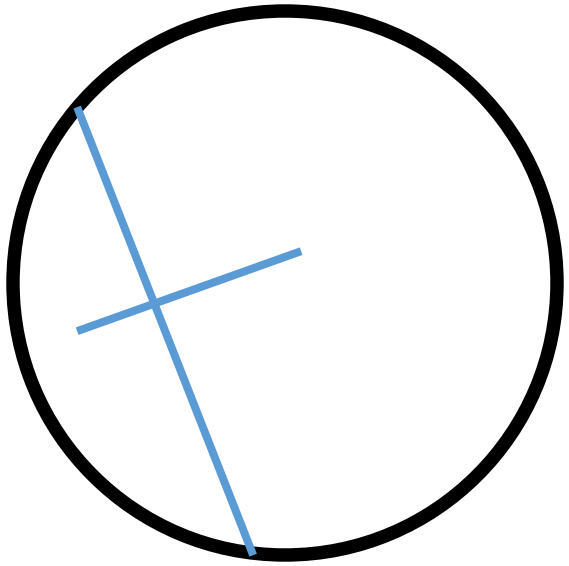
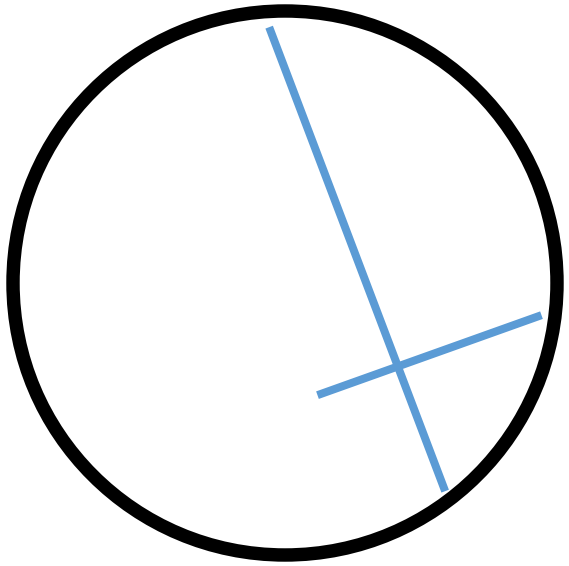


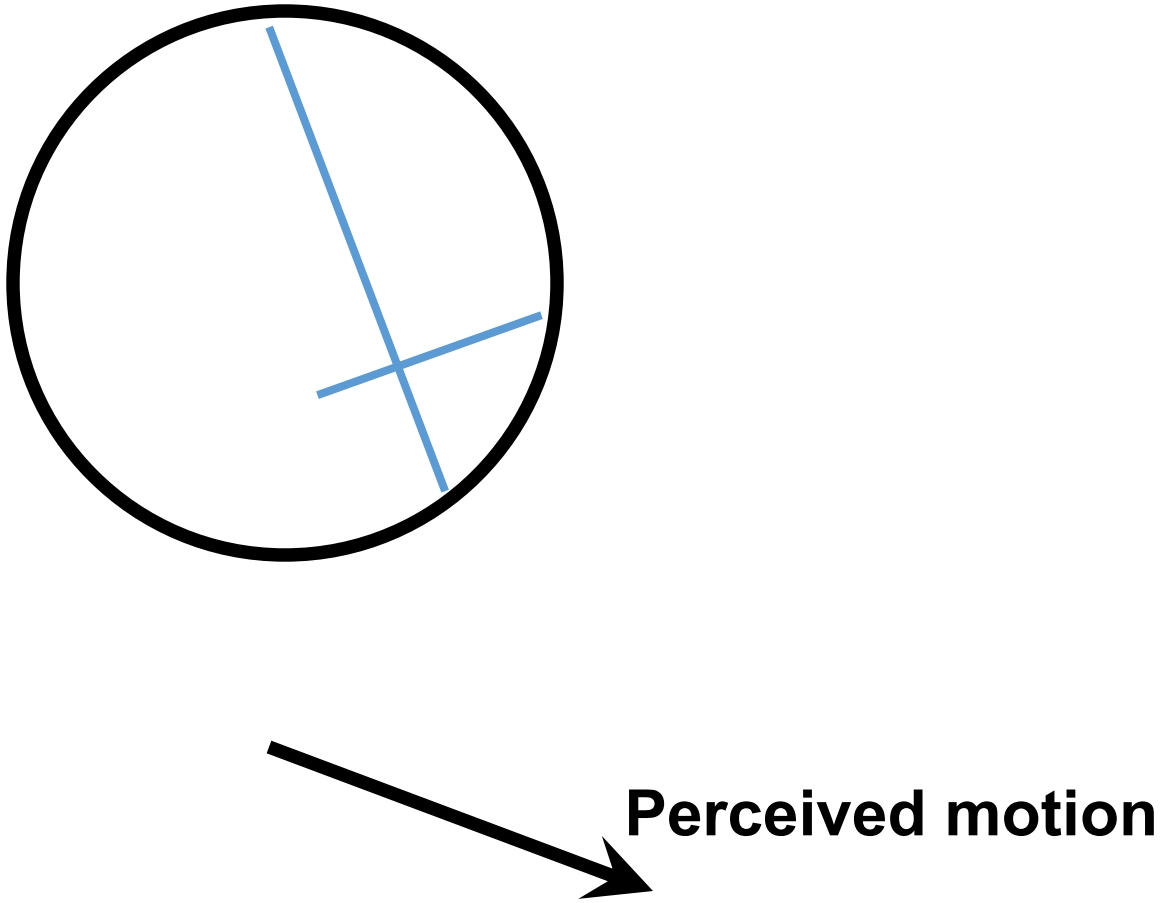
The aperture problem resolved



The aperture problem resolved

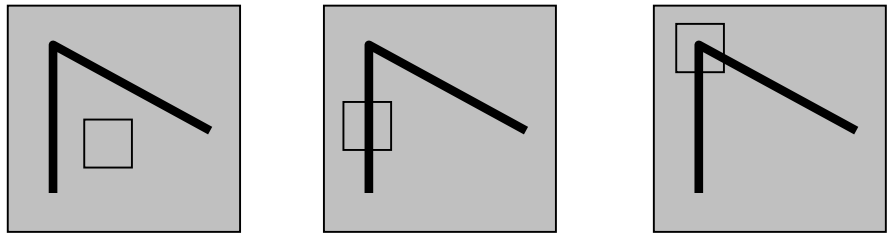


The aperture problem resolved



Harris corner detection

- Generate a cornerness score for each image window



- Find points whose surrounding window gave large corner response (f > threshold)

- Take the points of local maxima, i.e., perform non-maximum suppression

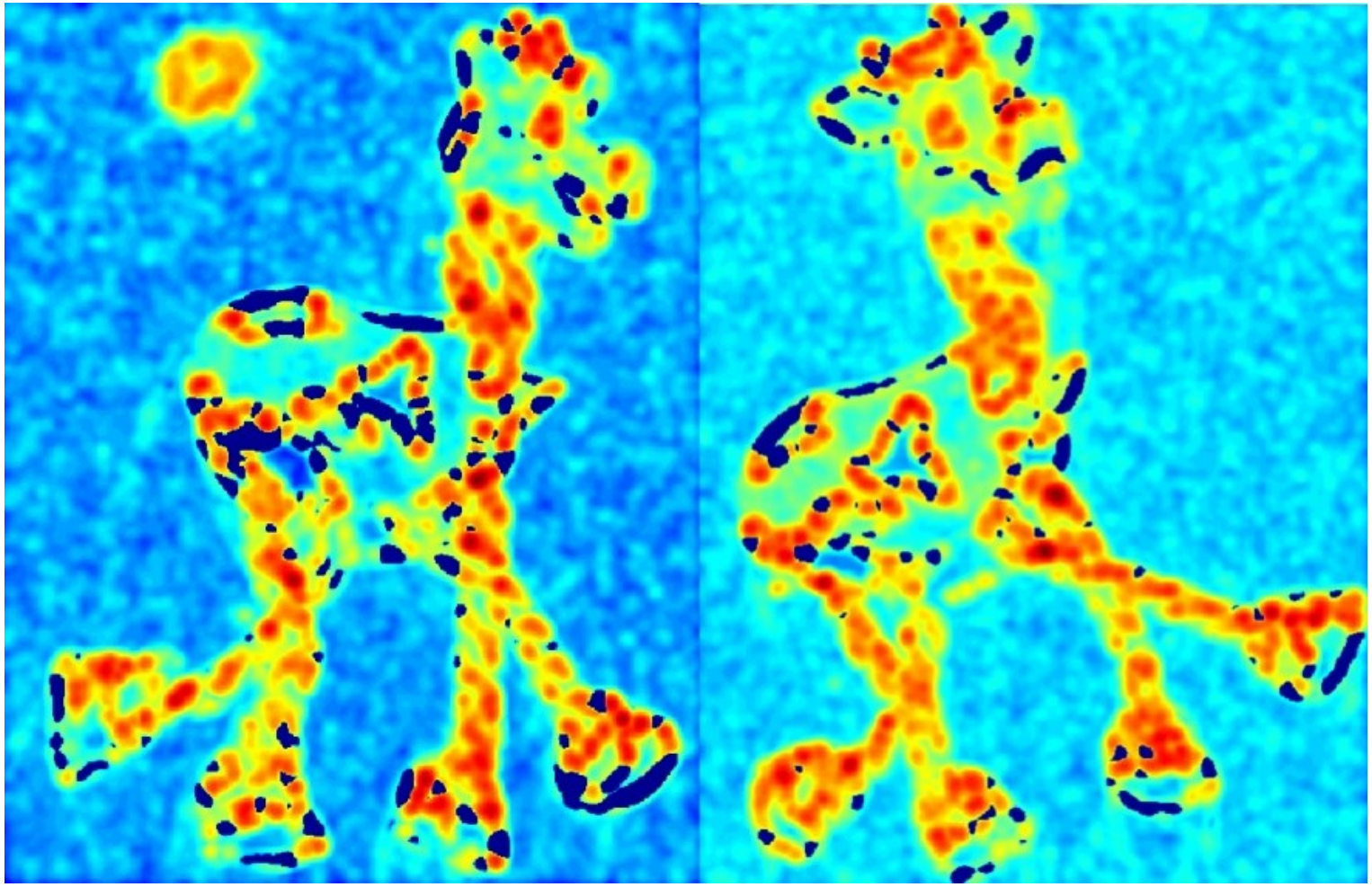
Source: James Hays

Harris detector steps

Source: James Hays

Harris detector steps

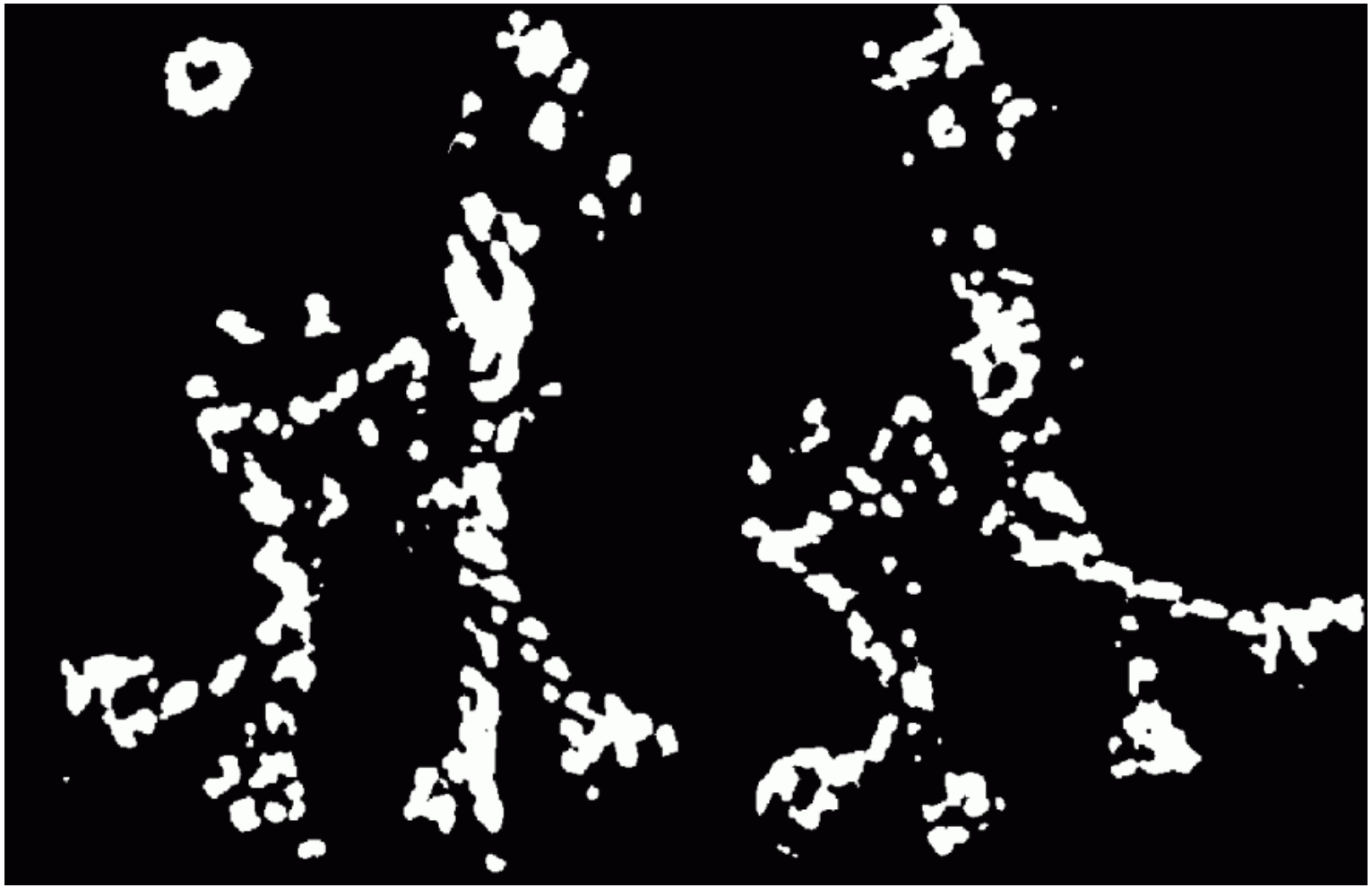
Compute corner response R



Source: James Hays

Harris detector steps

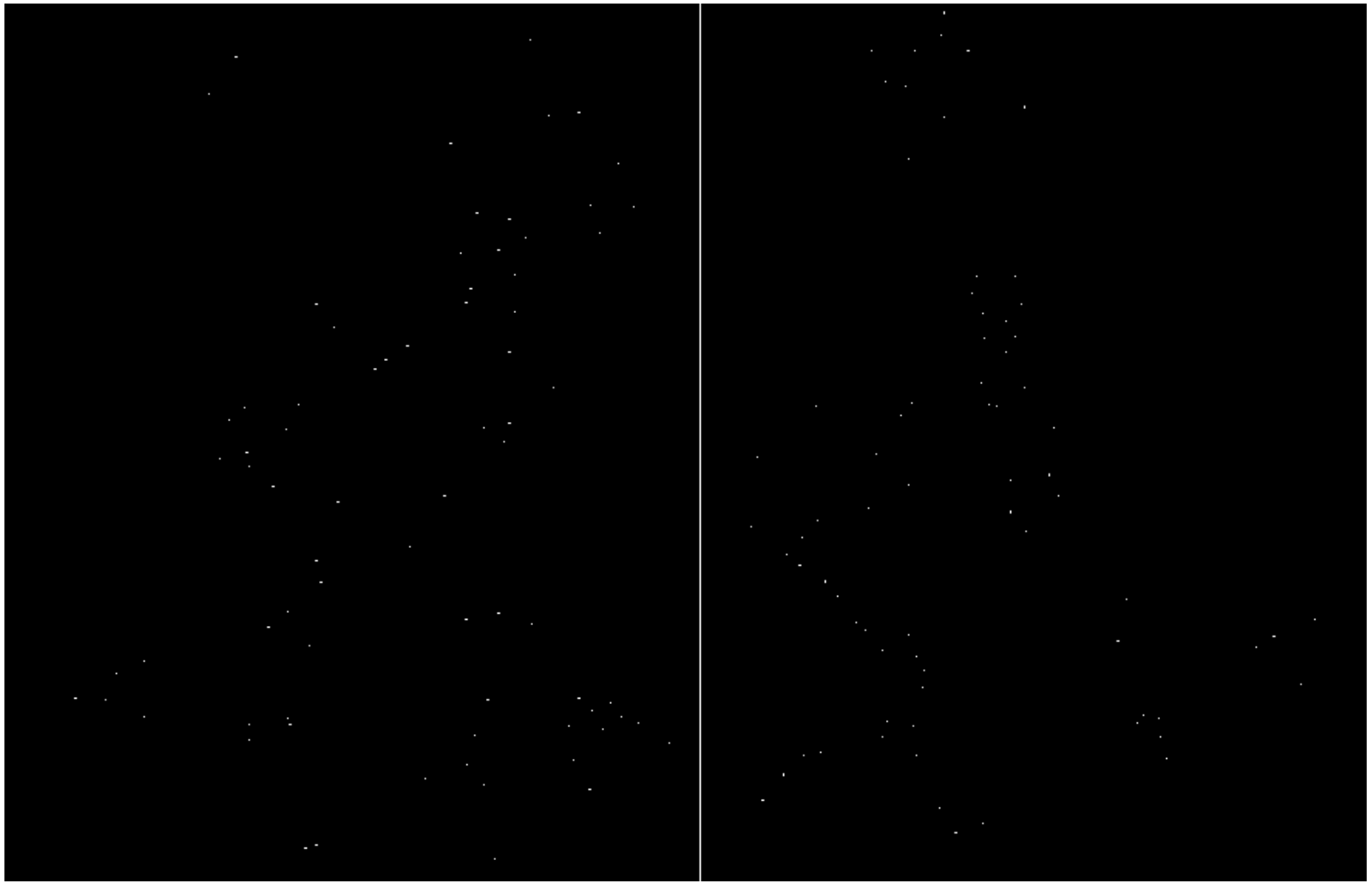
Find points with large corner response: R > threshold



Source: James Hays

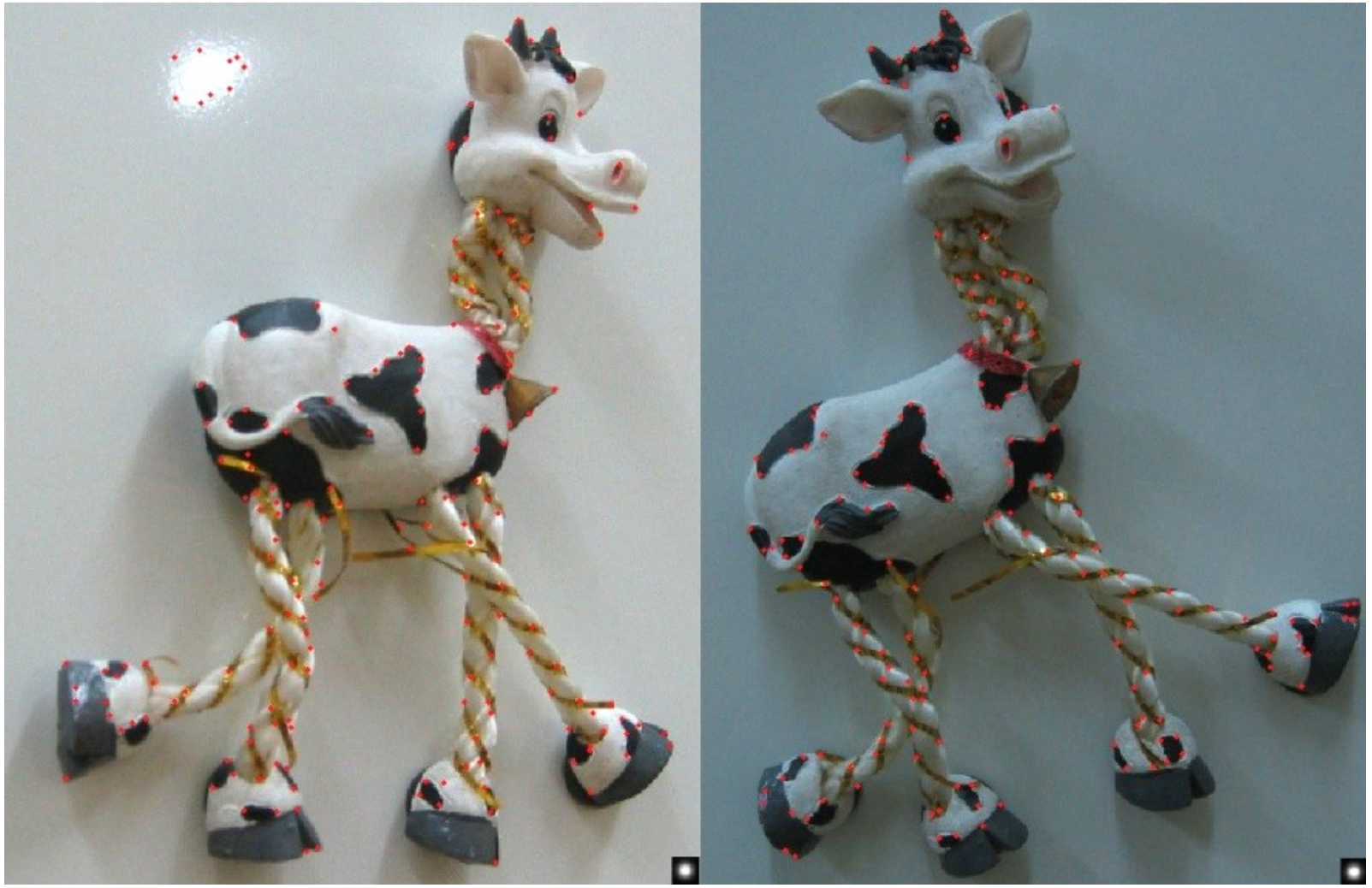
Harris detector steps

Take only the points of local maxima of R



Source: James Hays

Harris detector steps



Source: James Hays

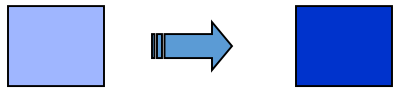
Invariance and covariance

We want corner locations to be *invariant* to photometric transformations and *covariant* to geometric transformations

- **Invariance:** image is transformed and corner locations do not change
- **Covariance:** if we have two transformed versions of the same image, features should be detected in corresponding locations

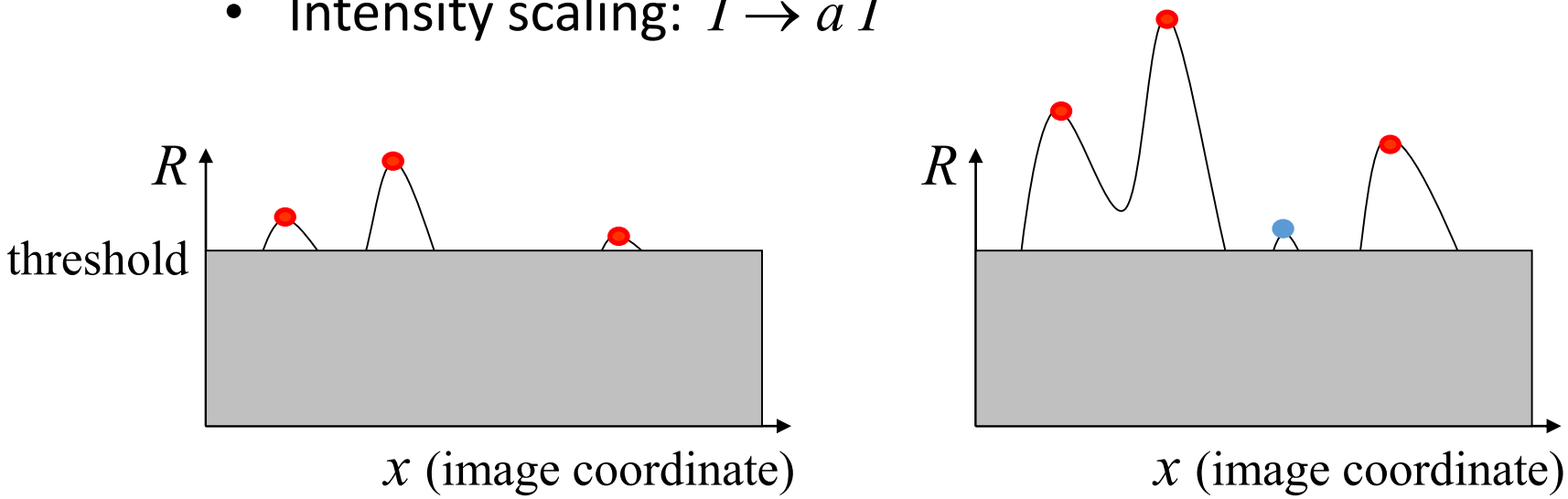
Source: James Hays

Affine intensity change



$$I \rightarrow a\,I + b$$

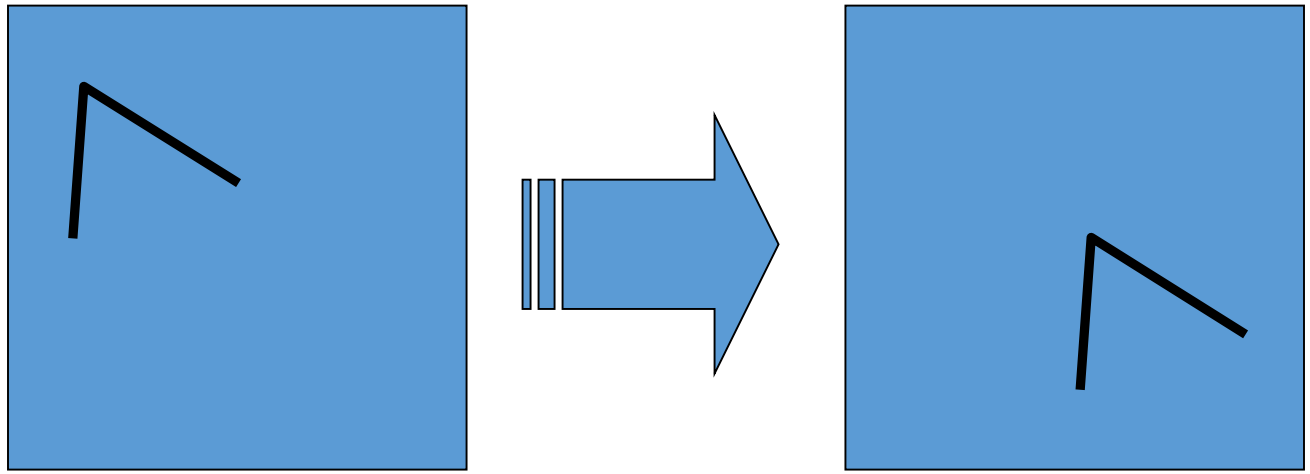
- Only derivatives are used => invariance to intensity shift $I \rightarrow I + b$
- Intensity scaling: $I \rightarrow a\,I$



Partially invariant to affine intensity change

Source: James Hays

Translation

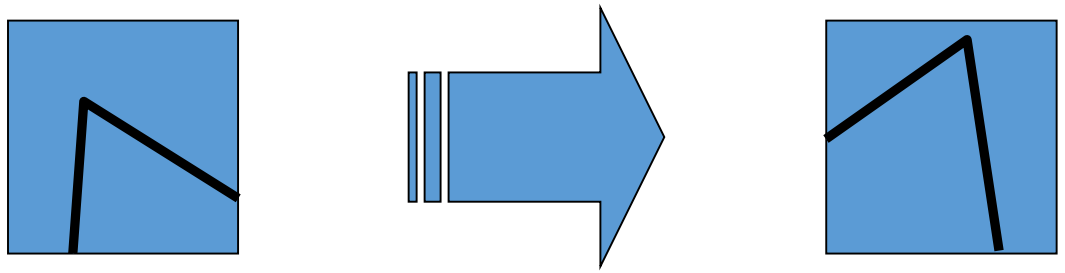


Derivatives and window function are shift-invariant

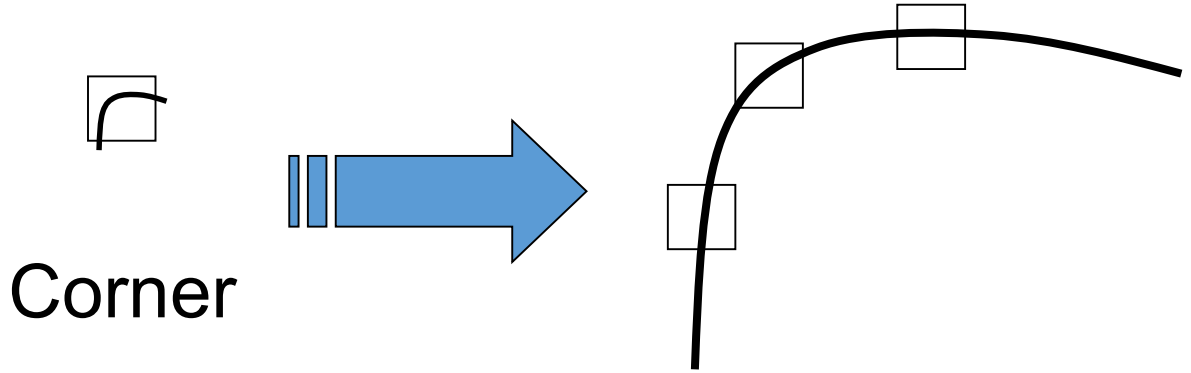
Corner location is covariant w.r.t. translation

Source: James Hays

Rotation and Scaling



Corner location is covariant w.r.t. rotation

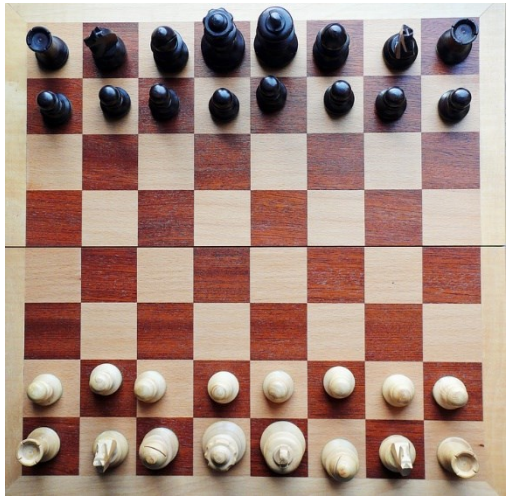


All points will be classified as edges

Corner location is not covariant to scaling!

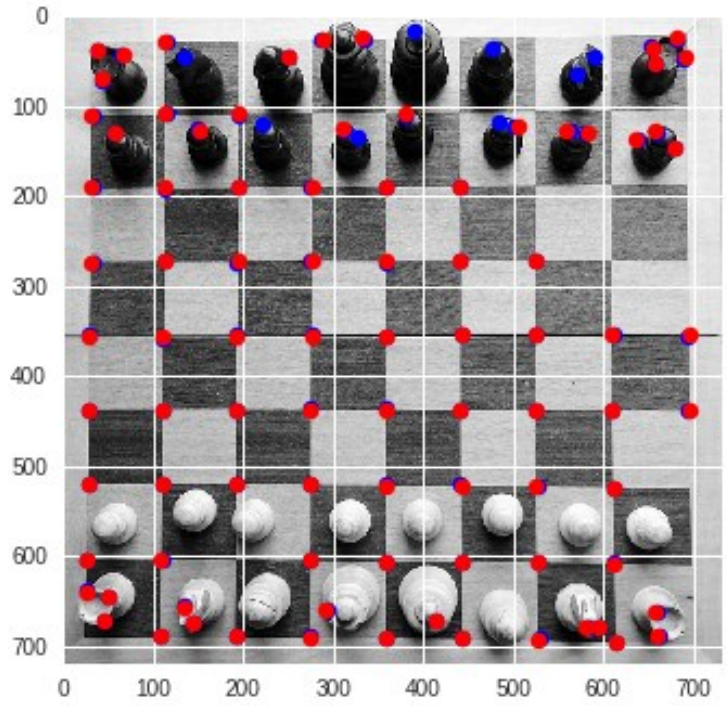
Source: James Hays

Harris corner detection: esempi

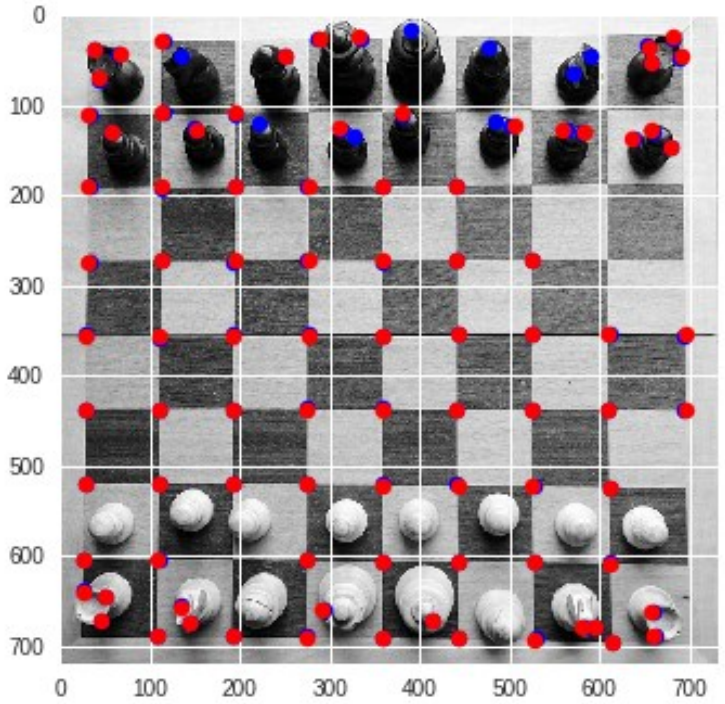


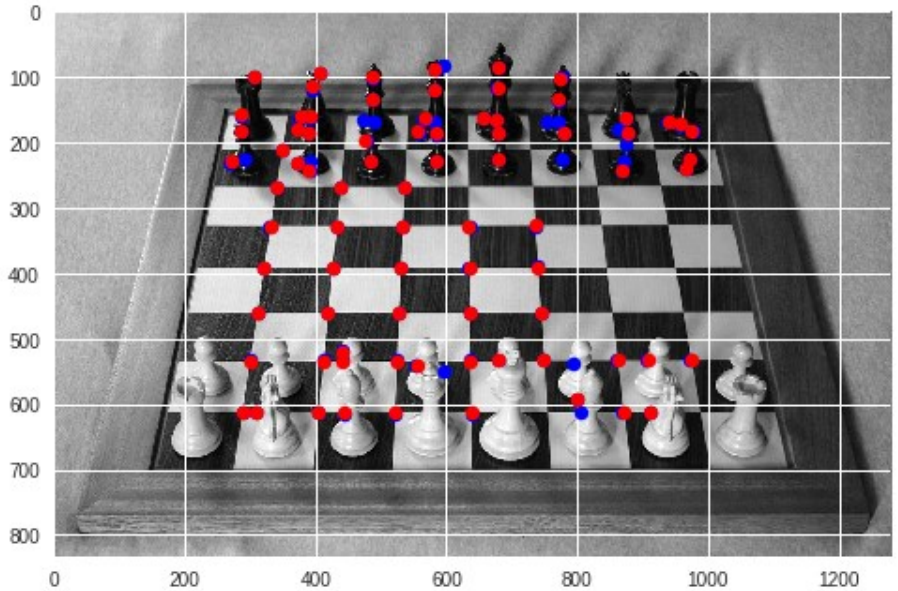
Harris corner detection: esempi

```python
from matplotlib import pyplot as plt

import urllib.request

from skimage.io import imread
from skimage.color import rgb2gray
from skimage.feature import corner_harris, corner_subpix, corner_peaks

url = "https://dbloisi.github.io/corsi/images/chessboard-1.jpg"

image = imread(urllib.request.urlopen(url))
image = rgb2gray(image)

coords = corner_peaks(corner_harris(image), min_distance=10)
coords_subpix = corner_subpix(image, coords, window_size=13)

fig, ax = plt.subplots()
ax.imshow(image, interpolation='nearest', cmap=plt.cm.gray)
ax.plot(coords[:, 1], coords[:, 0], '.b', markersize=15)
ax.plot(coords_subpix[:, 1], coords_subpix[:, 0], '.r', markersize=15)
plt.show()
```

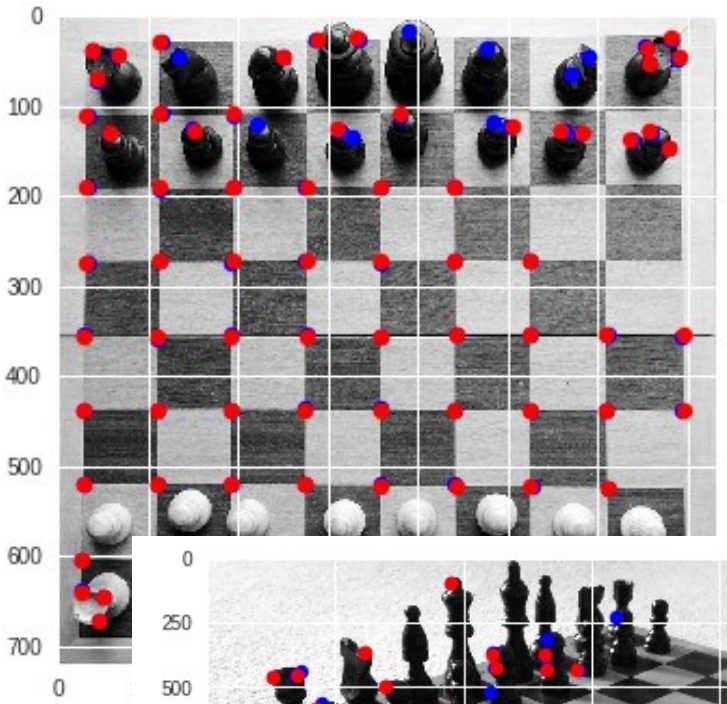


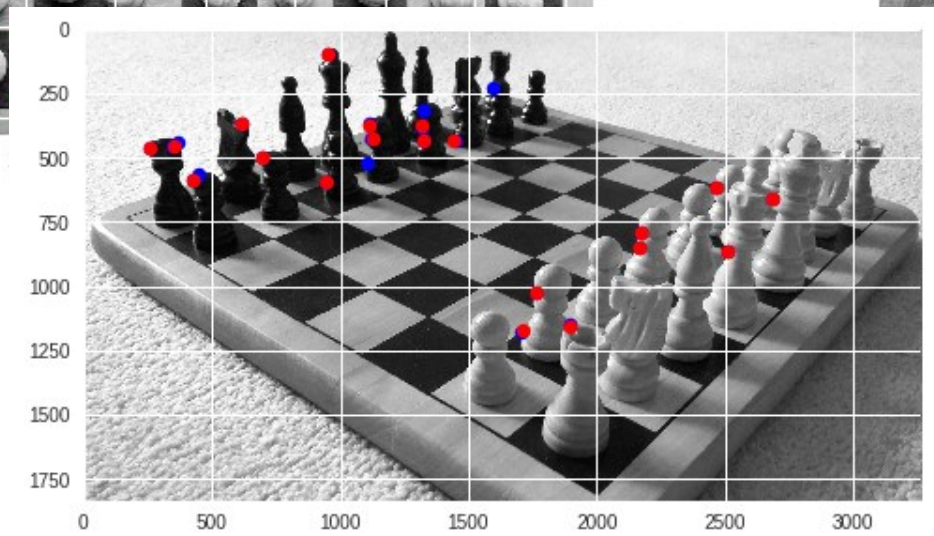
Harris corner detection: esempi

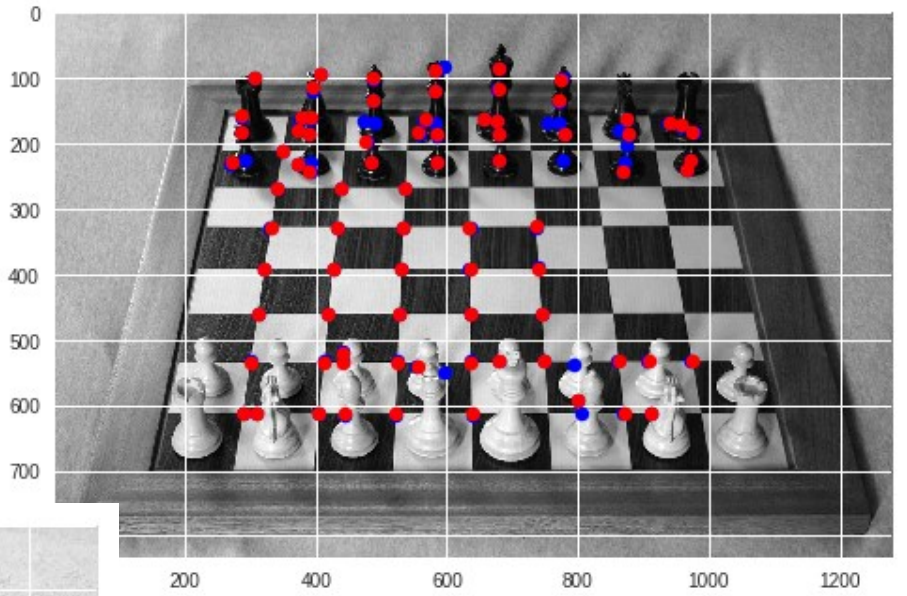




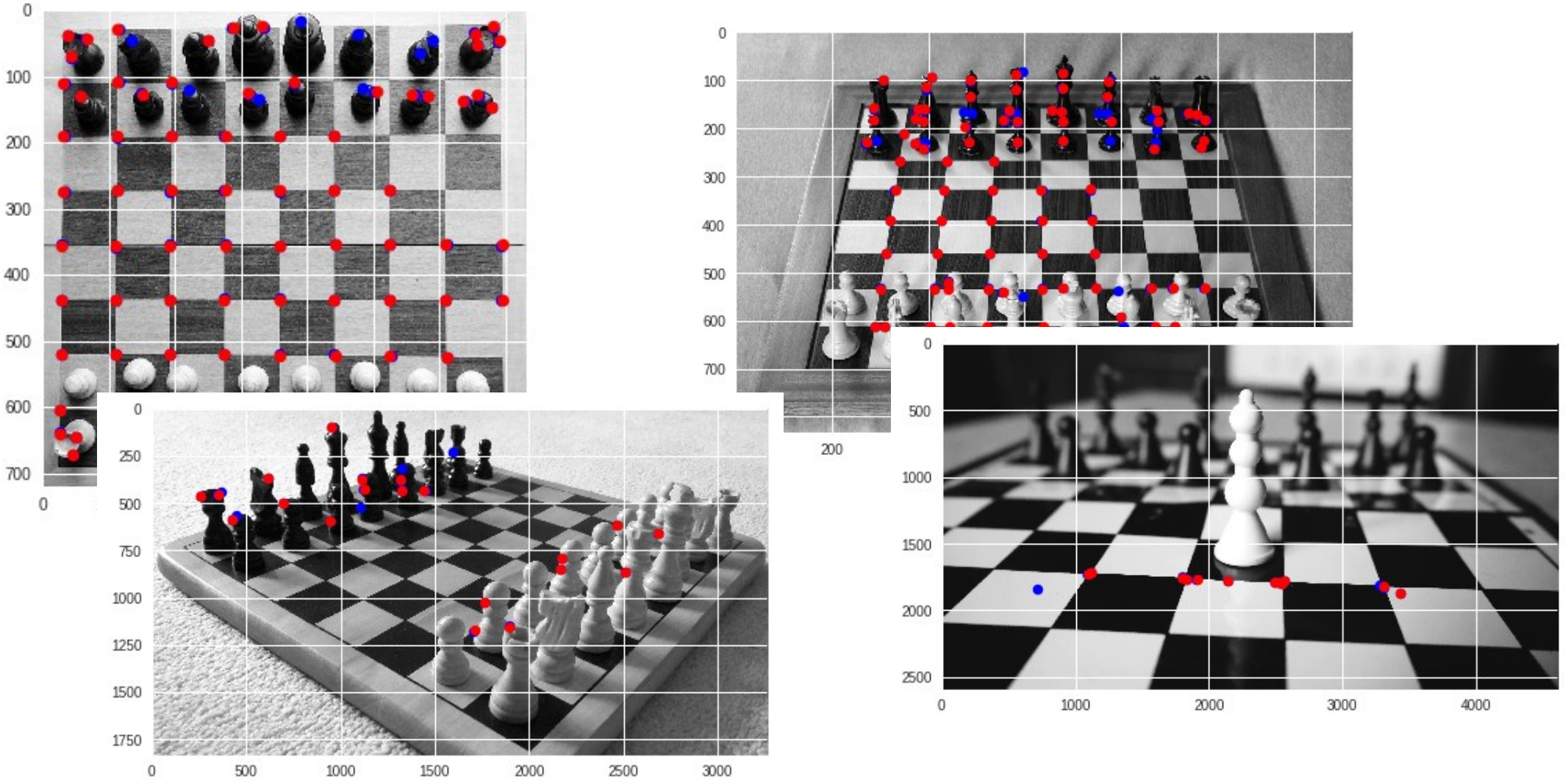
Harris corner detection: esempi





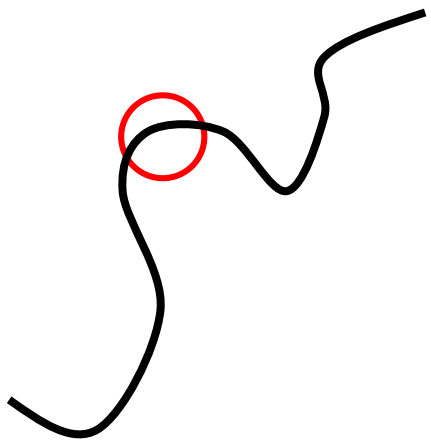


Harris corner detection: esempi



Scale invariant detection

Suppose you're looking for corners

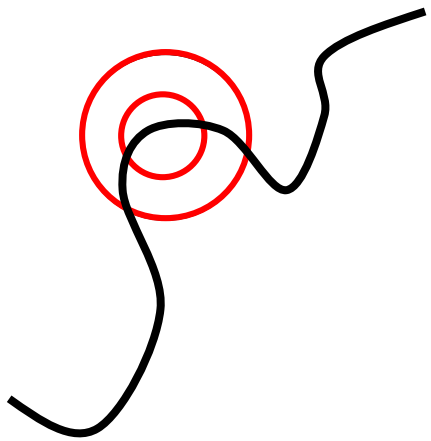


Key idea: find scale that gives local maximum of *f*

- in both position and scale
- One definition of *f*: the Harris operator

Scale invariant detection

Suppose you're looking for corners



Key idea: find scale that gives local maximum of *f*

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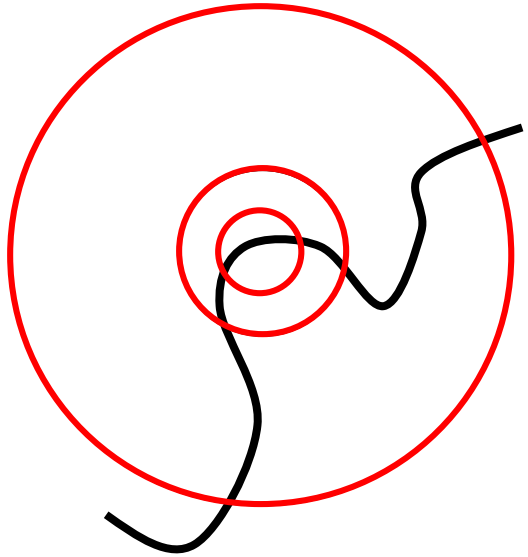
Scale invariant detection

Suppose you're looking for corners

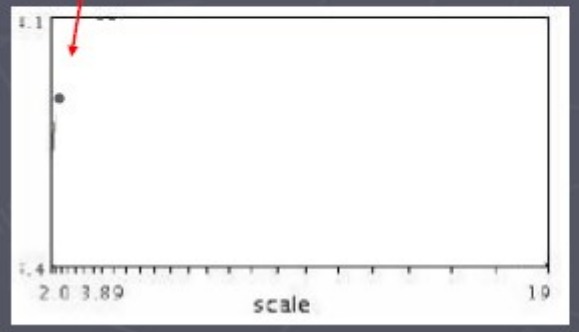


Key idea: find scale that gives local maximum of *f*

- in both position and scale
- One definition of *f*: the Harris operator

Automatic scale selection

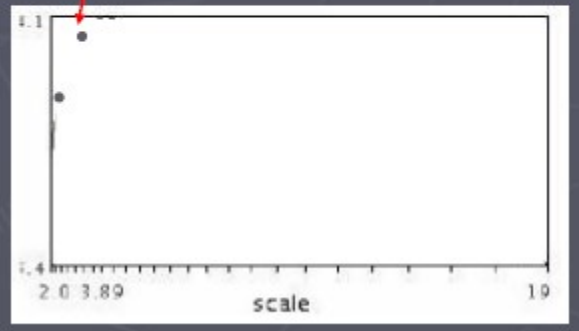
Lindeberg et al., 1996



$$f(I_{i_1 \ldots i_m}(x,\sigma))$$

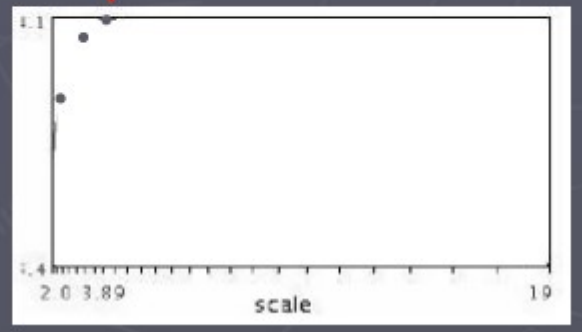
Slide from Tinne Tuytelaars

Automatic scale selection



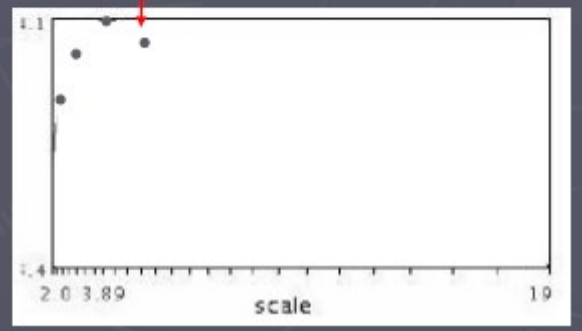
$$f(I_{i_1 \ldots i_m}(x,\sigma))$$

Automatic scale selection



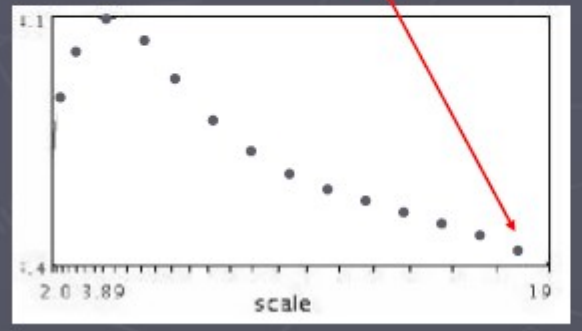
$$f(I_{i_1 \ldots i_m}(x,\sigma))$$

Automatic scale selection



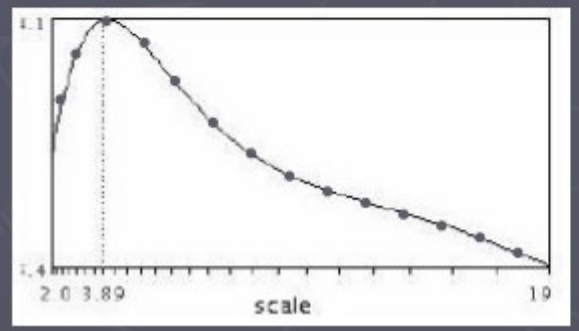
$$f(I_{i_1 \ldots i_m}(x,\sigma))$$

Automatic scale selection



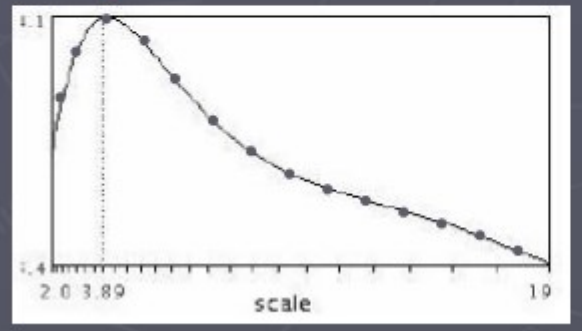
$$f(I_{i_1 \ldots i_m}(x,\sigma))$$

Automatic scale selection

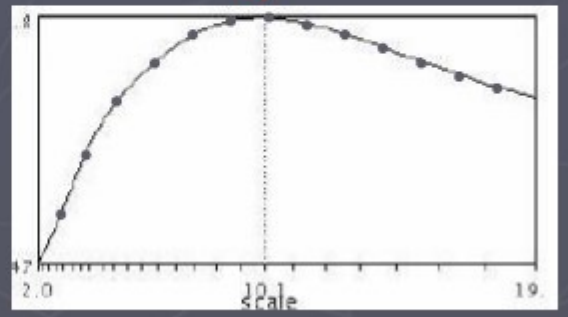


$$f(I_{i_1 \ldots i_m}(x,\sigma))$$

Automatic scale selection



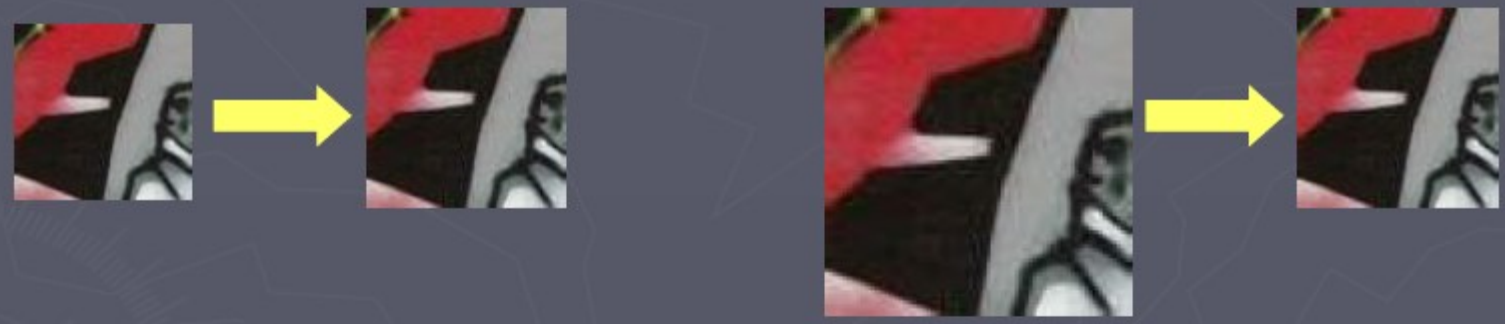
$f(I_{i_1 \ldots i_m}(x,\sigma))$



$f(I_{i_1 \ldots i_m}(x',\sigma'))$

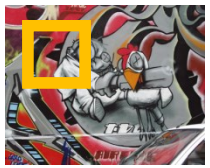
Automatic scale selection

Normalize: rescale to fixed size



Implementation

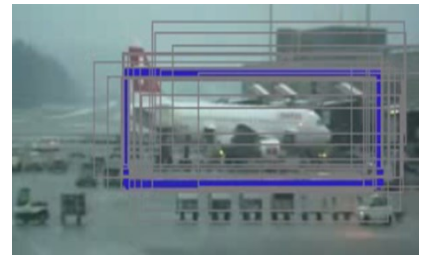
- Instead of computing *f* for larger and larger windows, we can implement using a fixed window size with a Gaussian pyramid

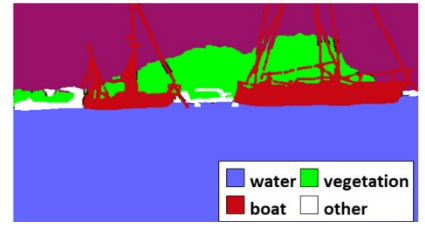


(sometimes need to create in-between levels, e.g. a ¾-size image)







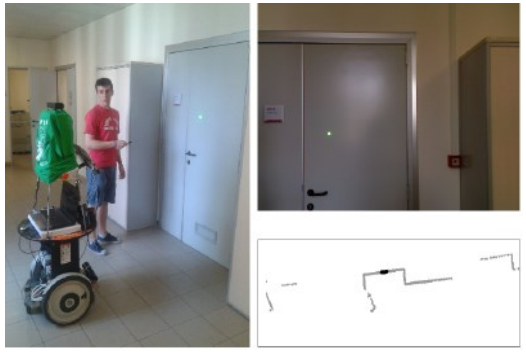
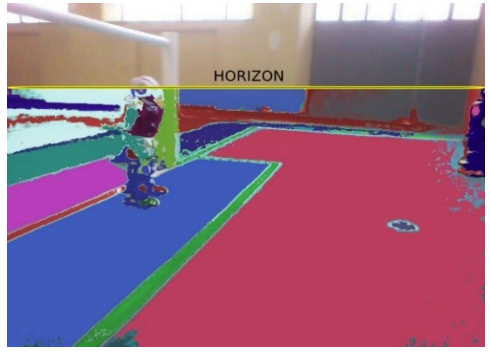


UNIVERSITÀ DEGLI STUDI DELLA BASILICATA

Corso di Sistemi Informativi
A.A. 2018/19

Docente
Domenico Daniele Bloisi

Features


Aprile 2019