

Preprocessing

Object Acquisition



Interest Point Extraction



Affine Coordinate System



Hash Table
 $H(\text{coordinate}) = (\text{object}, \text{basis})$

Recognition

Computation of
interest point coordinates
in given basis



Basis-Triplet Choice



Interest Point Extraction



SCENE

Vote for (object, basis) pairs



(Object, basis) with high vote?

Yes



Find best least-squares match



Bad

Verify object edges against scene

Good



Eliminate object, and Proceed