

Improving local features by dithering-based image sampling

Christos Varytimidis, Konstantinos Rapantzikos,
Yannis Avrithis and Stefanos Kollias

{chrisvar,rap,iavr}@image.ntua.gr ,
stefanos@cs.ntua.gr

National Technical University of Athens

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Outline

Introduction

- Local features

- W α SH feature detector

- Image sampling

Proposed image sampling

- Image dithering

- Gradient-based error diffusion

- Hessian-based error diffusion

- Examples

Experimental evaluation

- Image matching

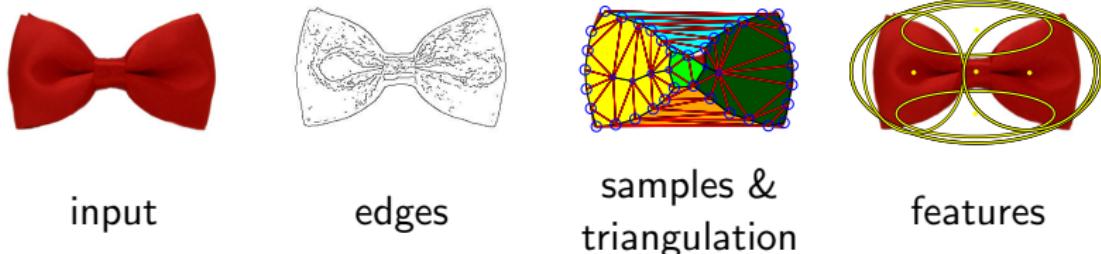
- Large scale image retrieval

Local features

- ▶ Sparse image representation
- ▶ High distinctiveness when combined with local descriptors
- ▶ Exploited by many computer vision applications
(stereo matching, object detection, image retrieval, etc.)



WaSH feature detector

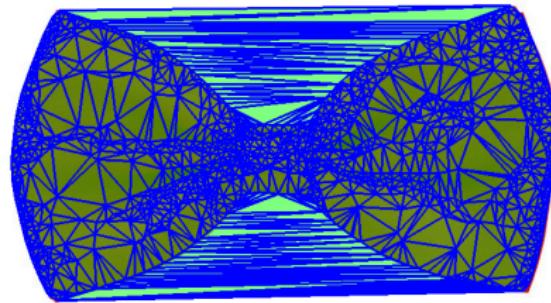


- ▶ *Weighted α -shapes* detector starts from sampled image edges (binary) [Varytimidis *et al.* '12]
- ▶ Uniform sampling along edges
- ▶ Intuitively, image edges are interpretable and repeatable
 - ▶ Nevertheless, automatically extracted binary edges can be noisy

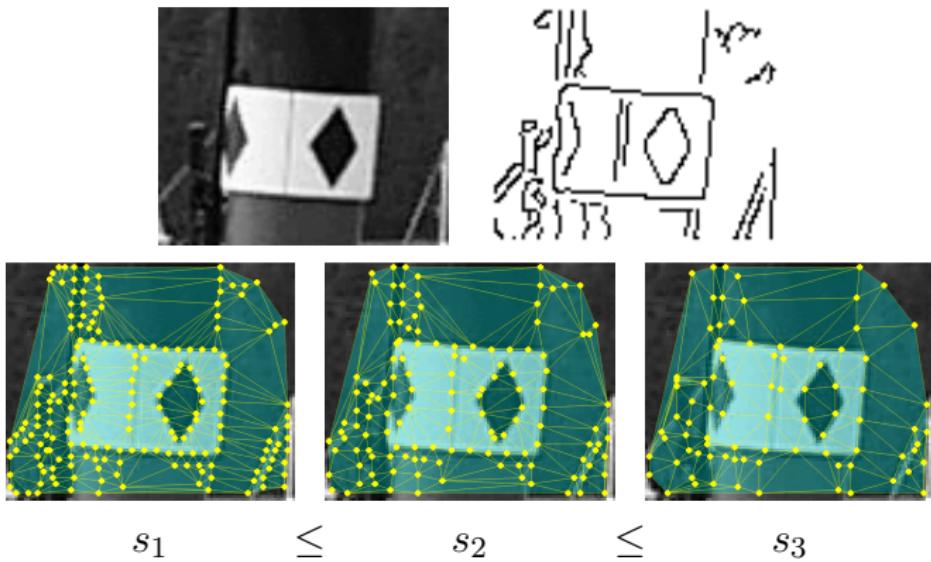
W α SH feature detector

- ▶ Triangulation of samples
- ▶ Hierarchy of triangles and edges (*filtration*) based on size
- ▶ α -shapes are a generalization of the *Convex Hull*
- ▶ Each instance of the filtration corresponds to an α value
- ▶ **α -shapes are nested subsets of the triangulation**
- ▶ Connected components of the α -shapes are candidate image features

Weighted Alpha Shapes. Triangulation



Uniform sampling along binary image edges



- ▶ Binary edges can be noisy
- ▶ Fixed step s along the edge
 - ▶ Need for fine-tuning

Proposed Image sampling

Novel image sampling that:

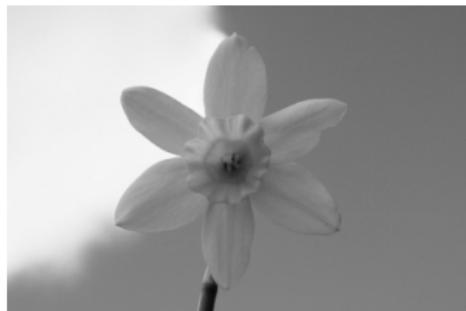
- ▶ fires mainly on object boundaries
- ▶ is parameter free
- ▶ sampling density is based on local image properties

Combined with W α SH, local features:

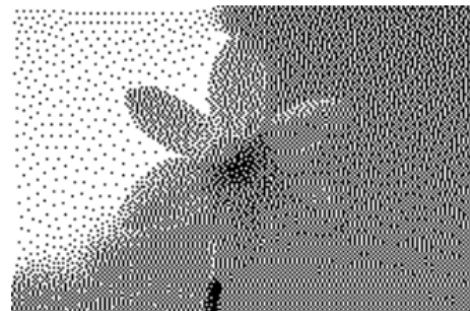
- ▶ capture regions with different levels of detail
- ▶ better follow object boundaries
- ▶ ??????????????

Image dithering

- ▶ Dithering uses error-diffusion to minimize quantization error
- ▶ Results are visually similar to the original
- ▶ **Binary images can be interpreted as sampled points**
- ▶ Functions other than image intensity may also be used



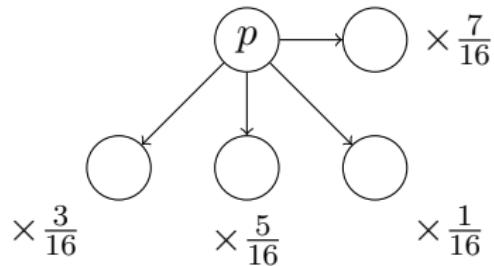
grayscale



dithered

Error diffusion algorithm

- ▶ Floyd–Steinberg algorithm [Floyd and Steinberg '76]
 - ▶ Fast – only one pass over the image pixels
 - ▶ Visually appealing results
 - ▶ Easy to implement



Gradient-based error diffusion

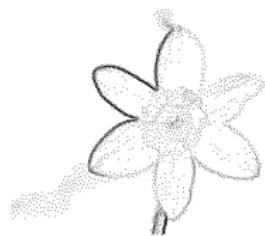
- ▶ $G = \|\nabla g(\sigma) * I\|$, gradient strength
- ▶ $\hat{G}(x, y)$, normalized to $[0, 1]$
- ▶ $s(x, y) = \hat{G}(x, y)^\gamma, \gamma > 0$
- ▶ error diffusion step



input



\hat{G}



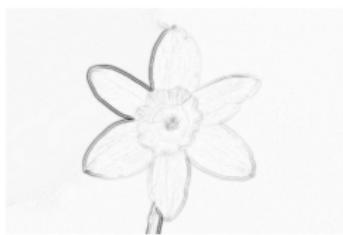
sampling

Hessian-based error diffusion

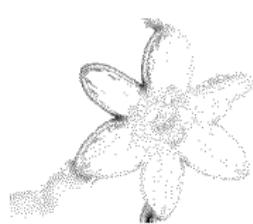
- ▶ $\lambda_{\max}(x, y)$, largest eigenvalue at (x, y) of Hessian
- ▶ $\hat{\lambda}_{\max}(x, y)$, normalized to $[0, 1]$
- ▶ $s(x, y) = \hat{\lambda}_{\max}(x, y)^{\gamma}$
- ▶ error diffusion step



input



$\hat{\lambda}_{\max}$



sampling

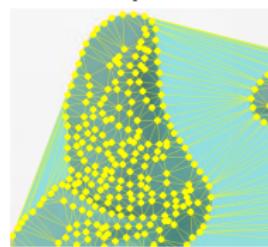
Improved local features

Uniform sampling (WaSH)



input

binary edges



s_1

\leq

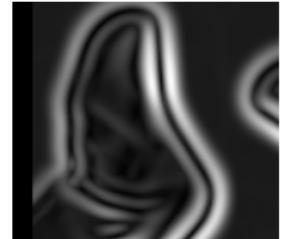
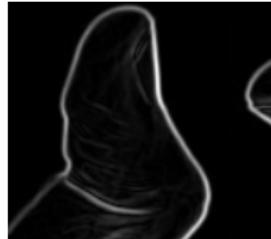
s_2

Improved local features

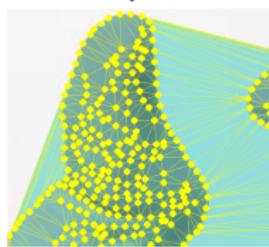
Uniform sampling (WaSH)



Proposed sampling



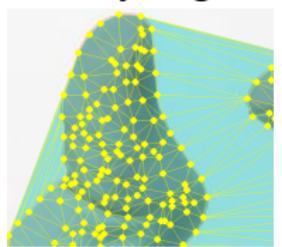
input



s_1

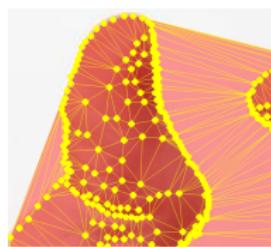
\leq

binary edges



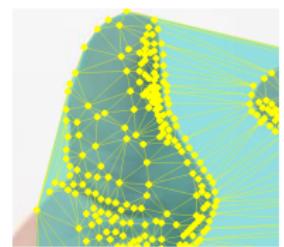
s_2

Gradient



Gradient

Hessian



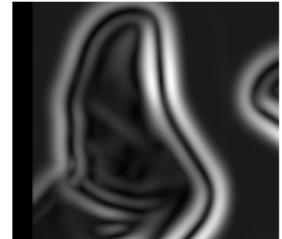
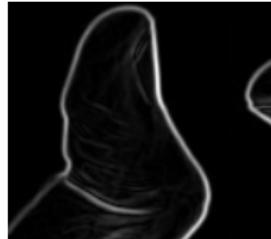
Hessian

Improved local features

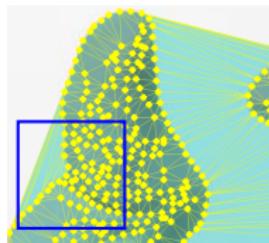
Uniform sampling (WaSH)



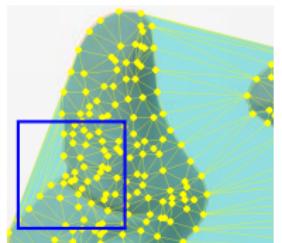
Proposed sampling



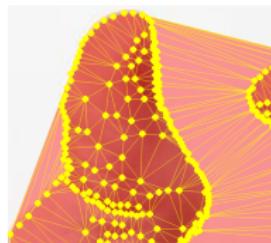
input



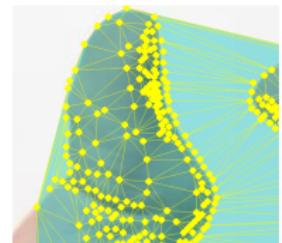
binary edges



Gradient



Hessian



s_1

\leq

s_2

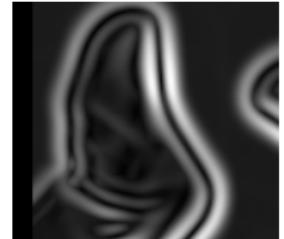
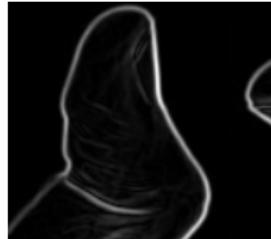
fixed density

Improved local features

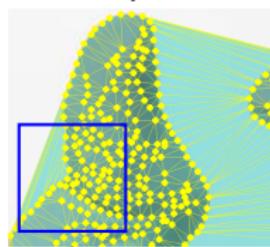
Uniform sampling (WaSH)



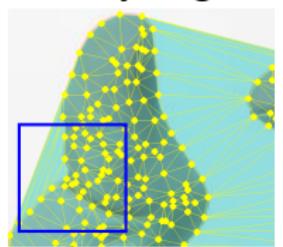
Proposed sampling



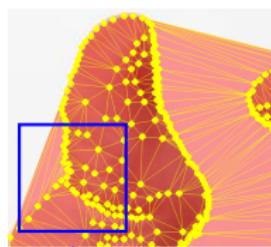
input



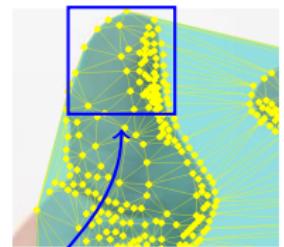
binary edges



Gradient



Hessian



s_1

\leq

s_2

fixed density

Gradient

Hessian

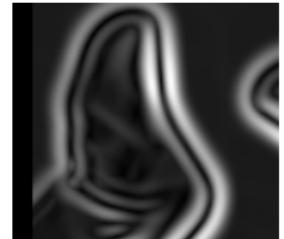
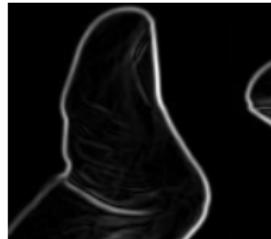
variable density

Improved local features

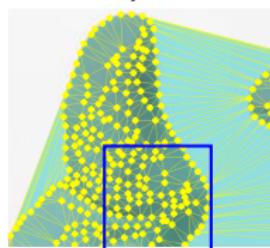
Uniform sampling (WaSH)



Proposed sampling

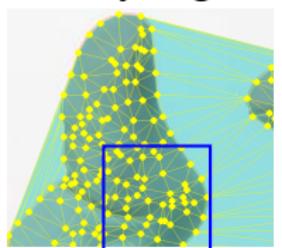


input



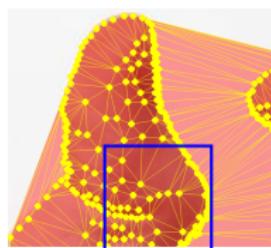
s_1

\leq



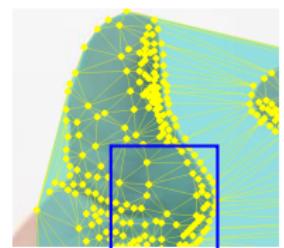
s_2

Gradient



Gradient

Hessian



Hessian

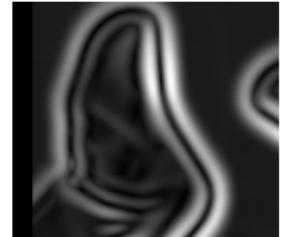
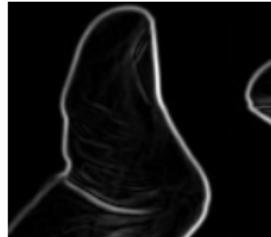
fewer noisy points

Improved local features

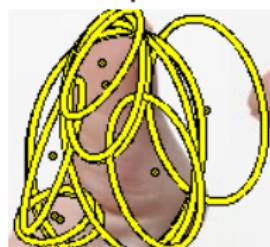
Uniform sampling (WaSH)



Proposed sampling



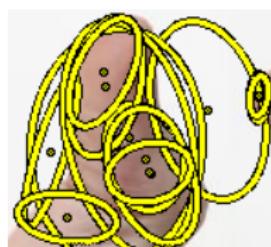
input



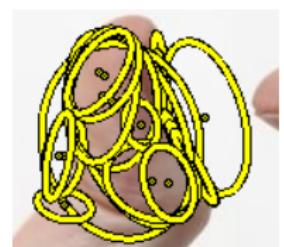
binary edges



Gradient



Hessian



s_1

\leq

s_2

Gradient

Hessian

Examples

- ▶ Input image



- ▶ Object consists of well-defined parts
- ▶ Object parts are textured
- ▶ ??????

Examples

- ▶ Image function to sample



edges



gradient



Hessian

Examples

- ▶ Image function to sample



edges



gradient

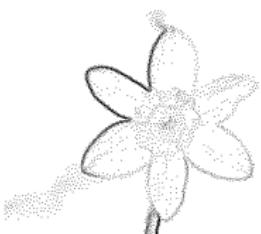


Hessian

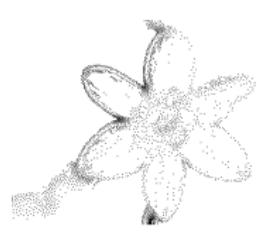
- ▶ Sample points



uniform



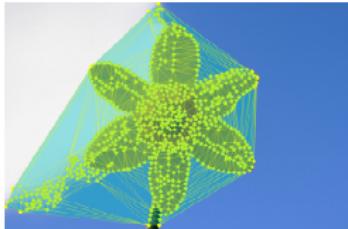
gradient



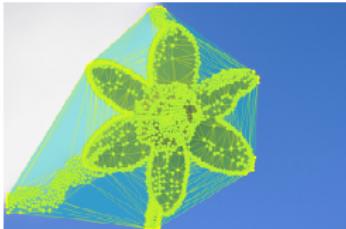
Hessian

Examples

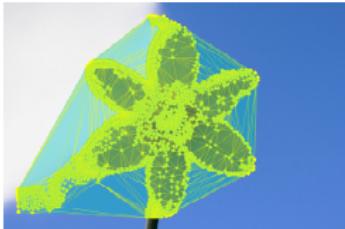
- ▶ Sample points and triangulation



uniform



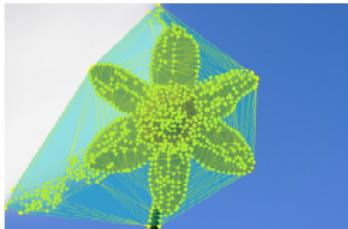
gradient



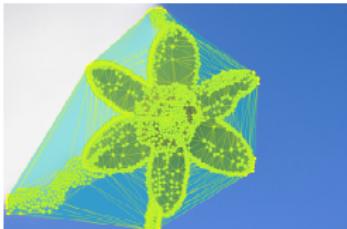
Hessian

Examples

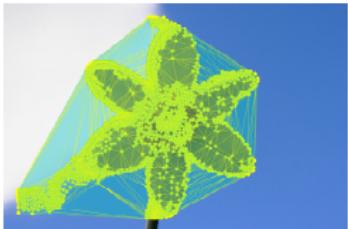
- ▶ Sample points and triangulation



uniform

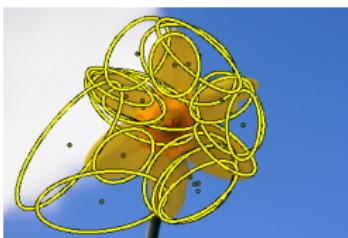


gradient

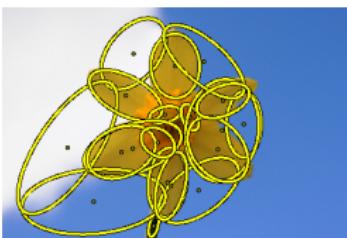


Hessian

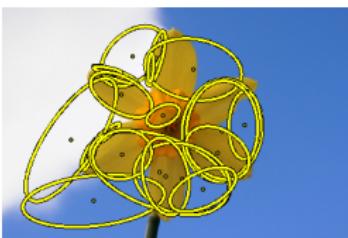
- ▶ W α SH detected features



uniform



gradient



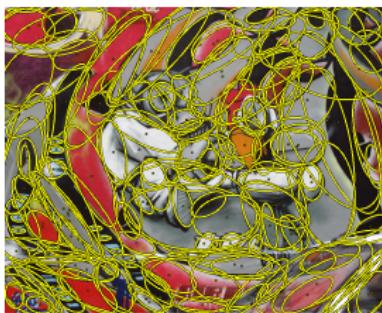
Hessian

Evaluation – Repeatability, matching score

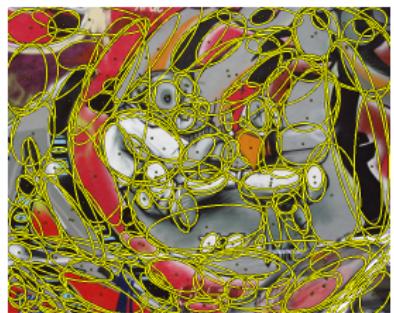
- ▶ Metrics and dataset from [Mikolajczyk *et al.* '05]
- ▶ VL Benchmarks evaluation framework [Lenc *et al.* '11]



W α SH (uniform)

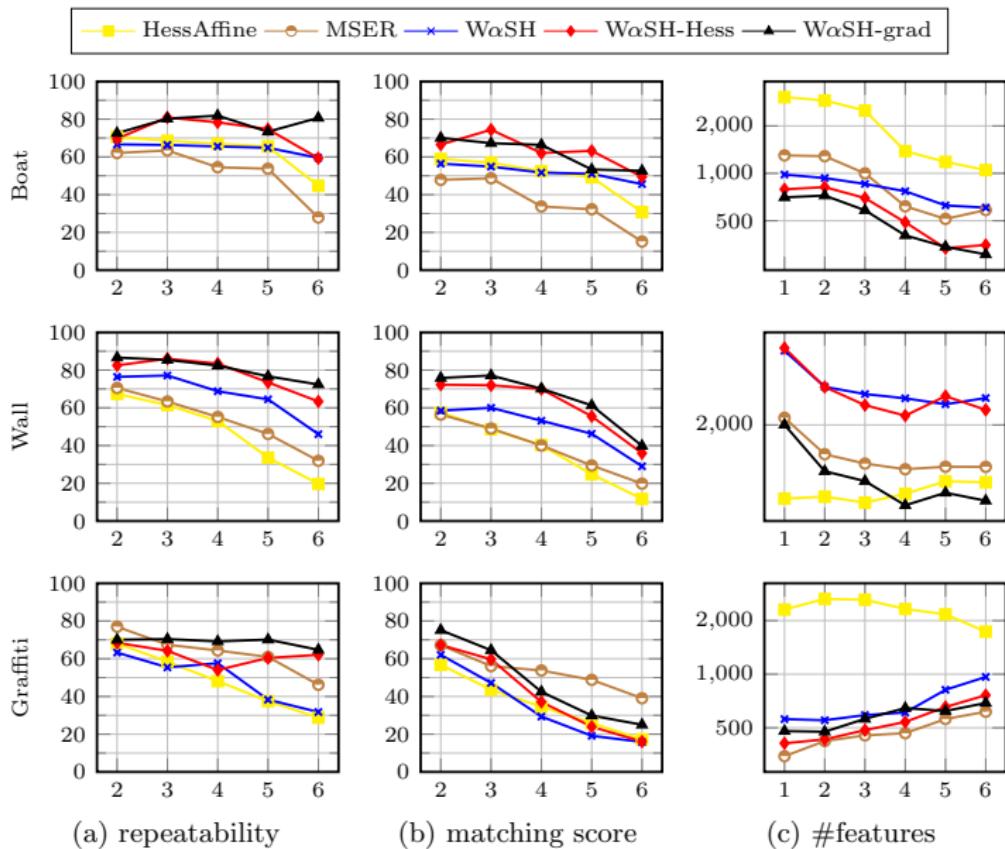


W α SH (gradient)



W α SH (Hessian)

Evaluation – Repeatability, matching score

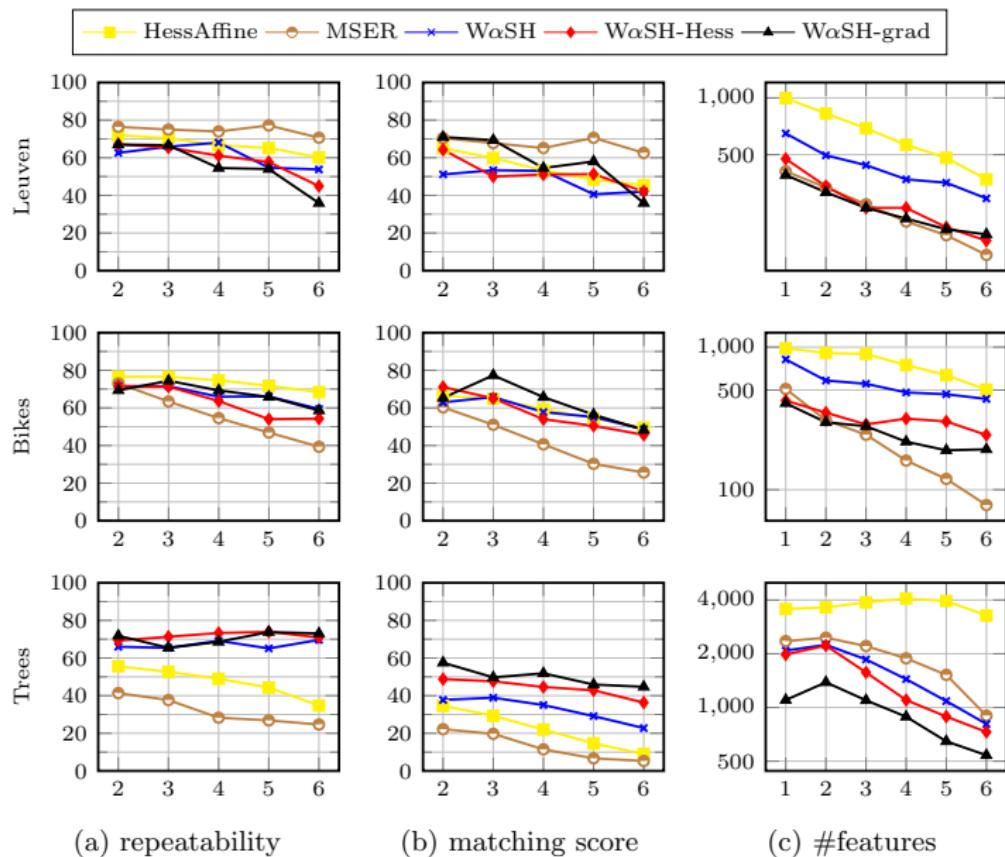


(a) repeatability

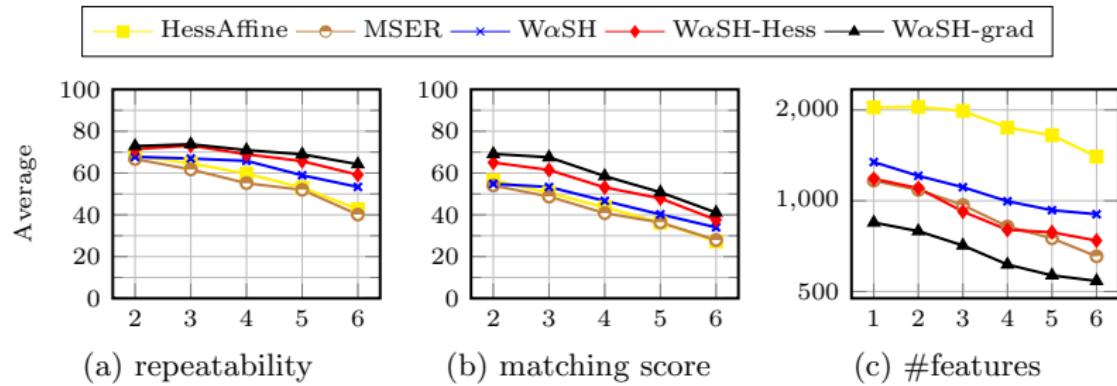
(b) matching score

(c) #features

Evaluation – Repeatability, matching score

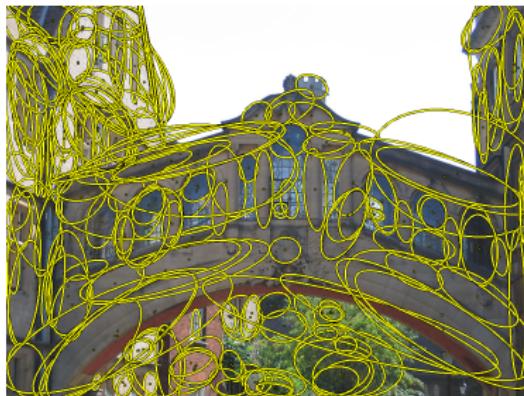


Evaluation – Repeatability, matching score



Evaluation – Large scale image retrieval

- ▶ *Oxford 5K* dataset [Philbin *et al.* '07]
- ▶ SIFT descriptor for all detectors (except SURF)
- ▶ *approximate k-means* for clustering
- ▶ *fast spatial matching* for results verification



Evaluation – Large scale image retrieval

detector	features ($\times 10^6$)	Bag-of-Words (mAP)			ReRanking (mAP)		
		50K	100K	200K	50K	100K	200K
HessAff	29.02	0.483	0.539	0.573	0.518	0.577	0.607
MSER	13.33	0.487	0.534	0.565	0.519	0.569	0.595
SIFT	11.13	0.422	0.465	0.495	0.441	0.486	0.517
SURF	6.84	0.465	0.526	0.574	0.509	0.573	0.603
WaSH	7.19	0.529	0.569	0.590	0.537	0.569	0.585
WaSH, grad	7.63	0.531	0.580	0.605	0.543	0.578	0.609
WaSH, Hess	7.29	0.518	0.553	0.582	0.511	0.557	0.584

Thank you!

