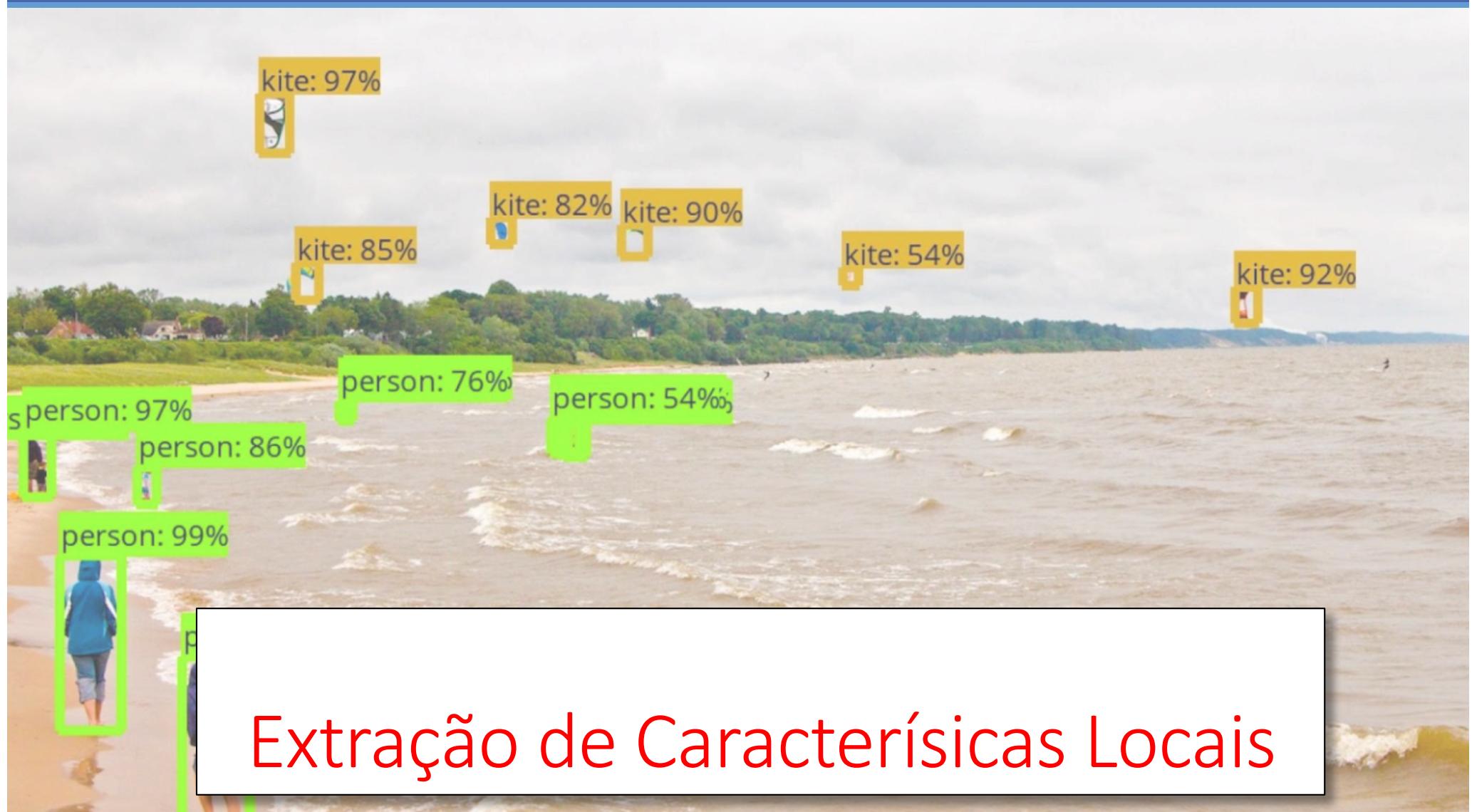


VISÃO COMPUTACIONAL



Reconhecimento de instância de Objeto



Schmid and Mohr 1997



Sivic and Zisserman, 2003



Rothganger et al. 2003

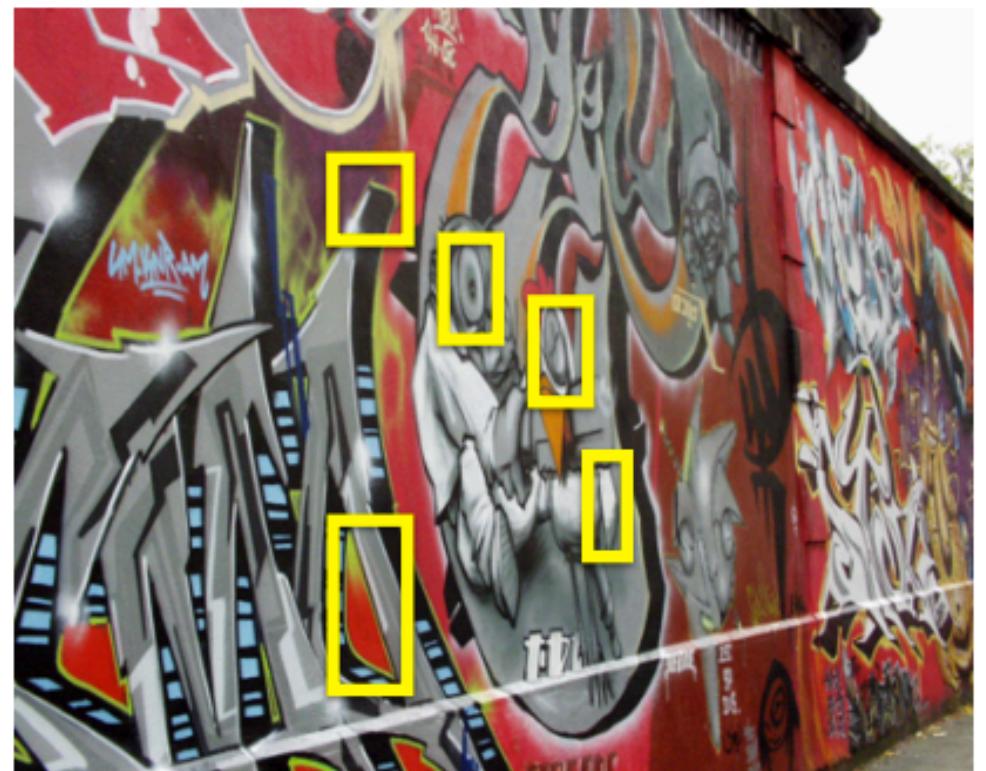
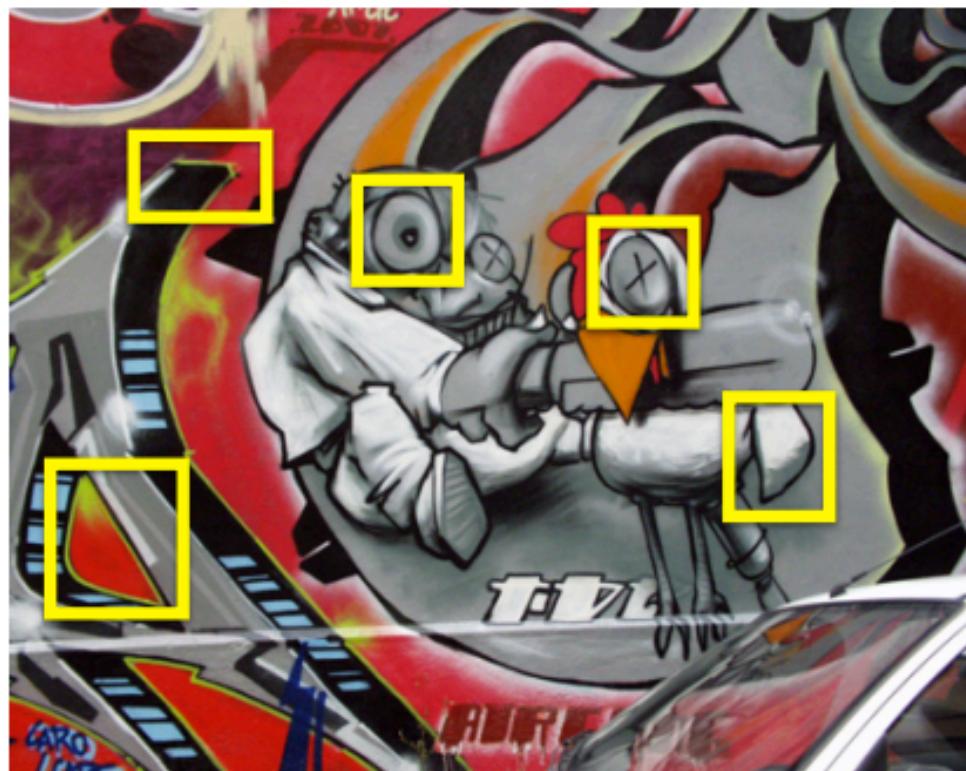


Lowe 2002

Mosaico de Imagens



► Se olharmos essa imagens, como relacionamos?

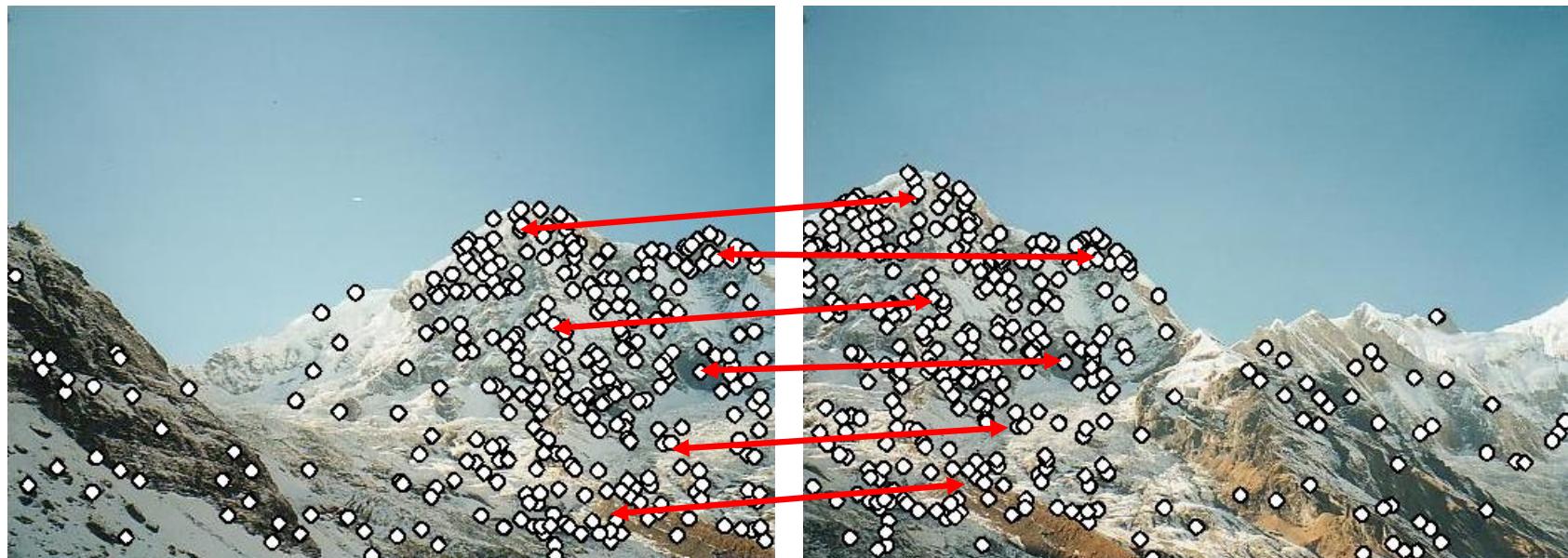


Como combinar as duas imagens?



Como combinar as duas imagens?

- Passo 1: extrair características
- Passo 2: casar características



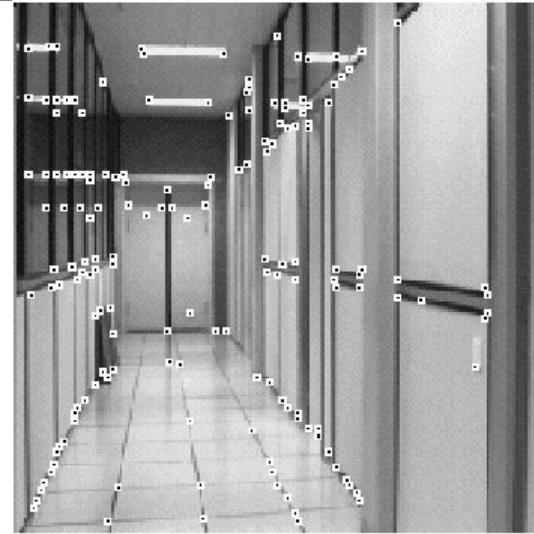
Como combinar as duas imagens?

- Passo 1: extrair características
- Passo 2: casar características
- Passo 3: alinhar imagens



Aplicações

- ▷ Alinhamento de imagem
- ▷ Reconstrução 3D
- ▷ Reconhecimento de objetos
- ▷ Rastreamento
- ▷ Navegação robótica



Casamento de Imagens



Fei-Fei Li

Casamento de Imagens



by [Diva Sian](#)



by [swashford](#)

Caso mais difícil



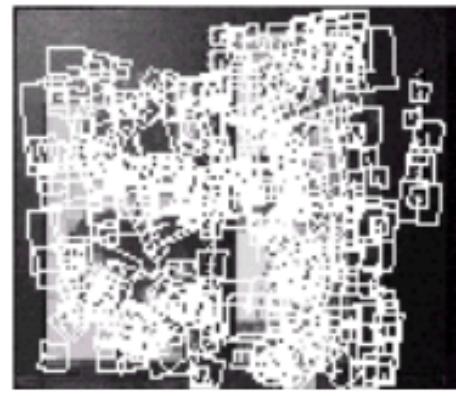
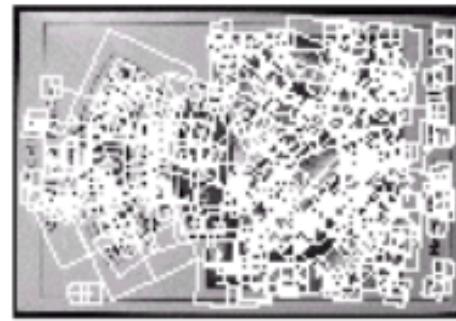
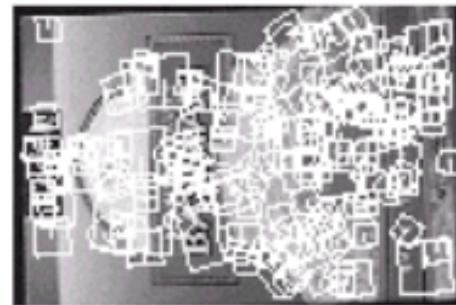
by [Diva Sian](#)



by [scgbt](#)

Reconhecimento de instância

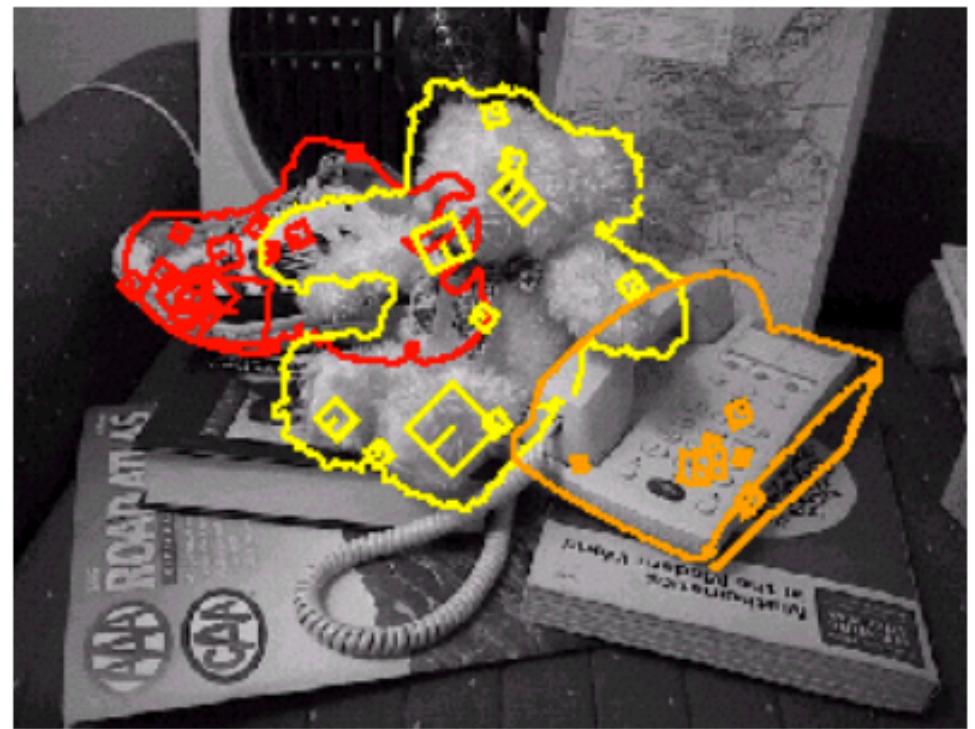
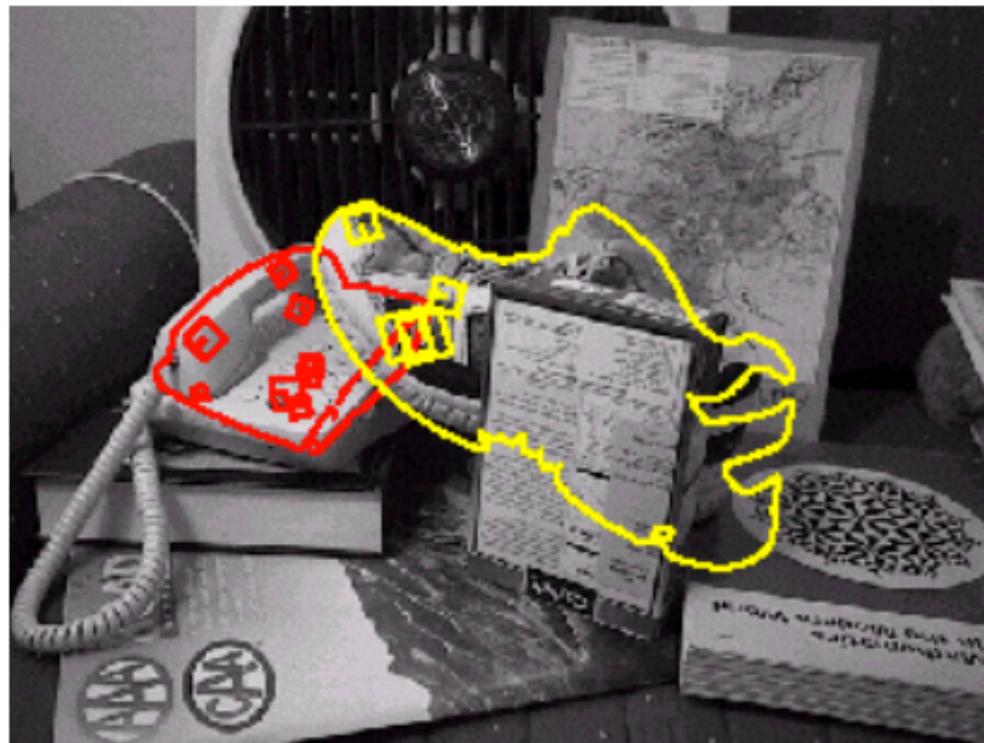
Database of planar objects



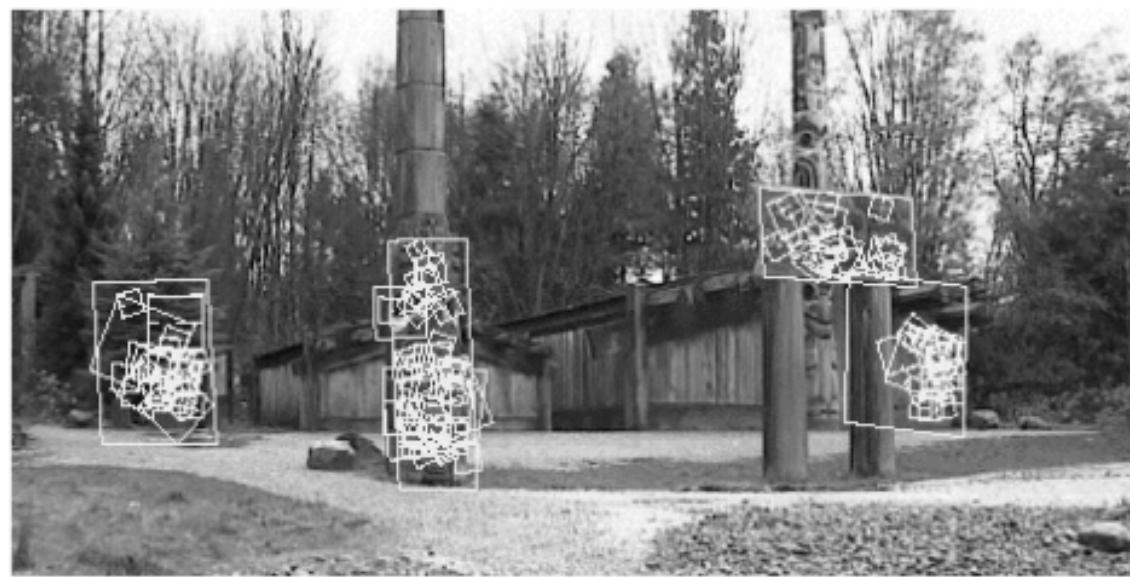
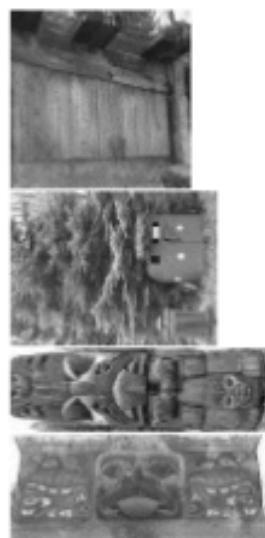
Instance recognition



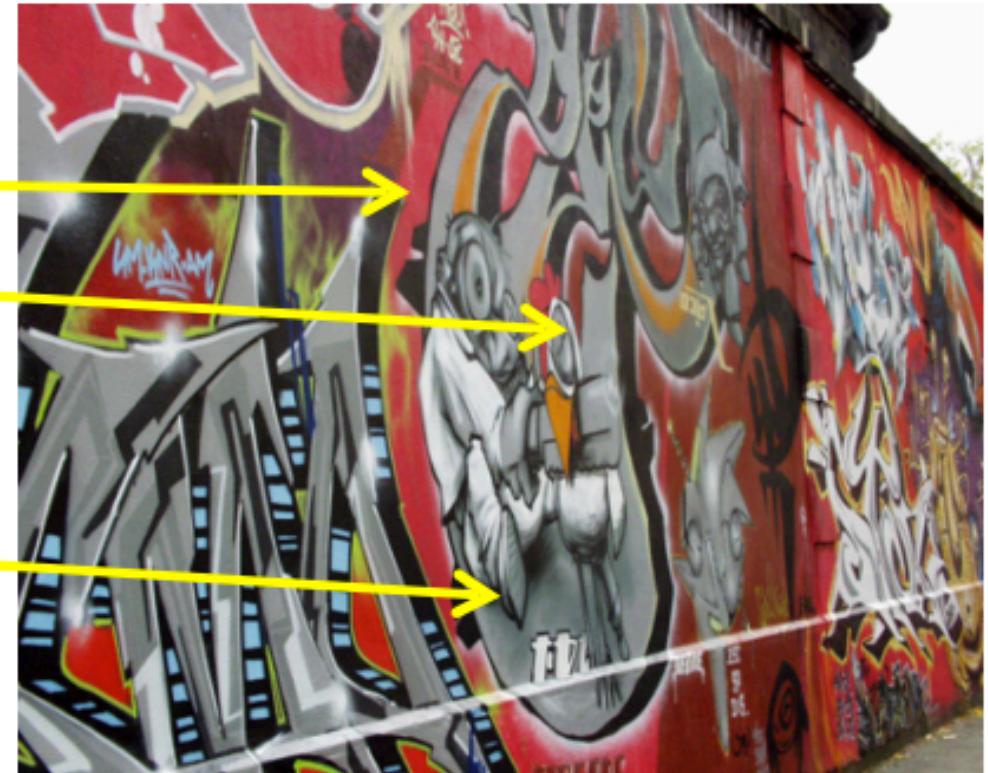
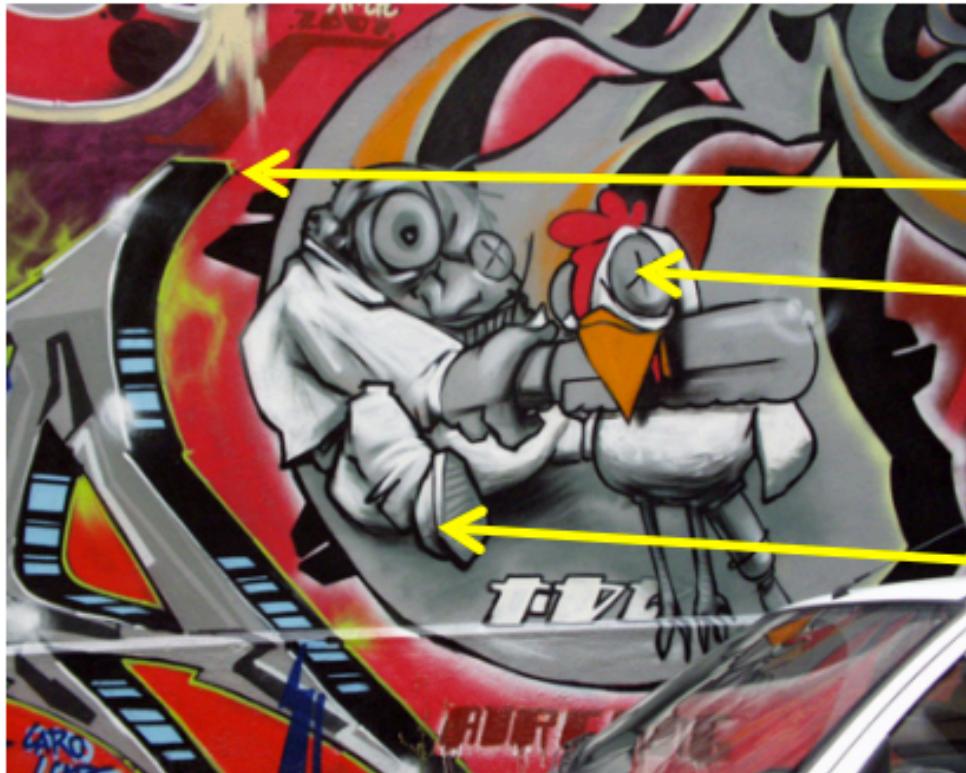
Reconhecimento sobre oclusão



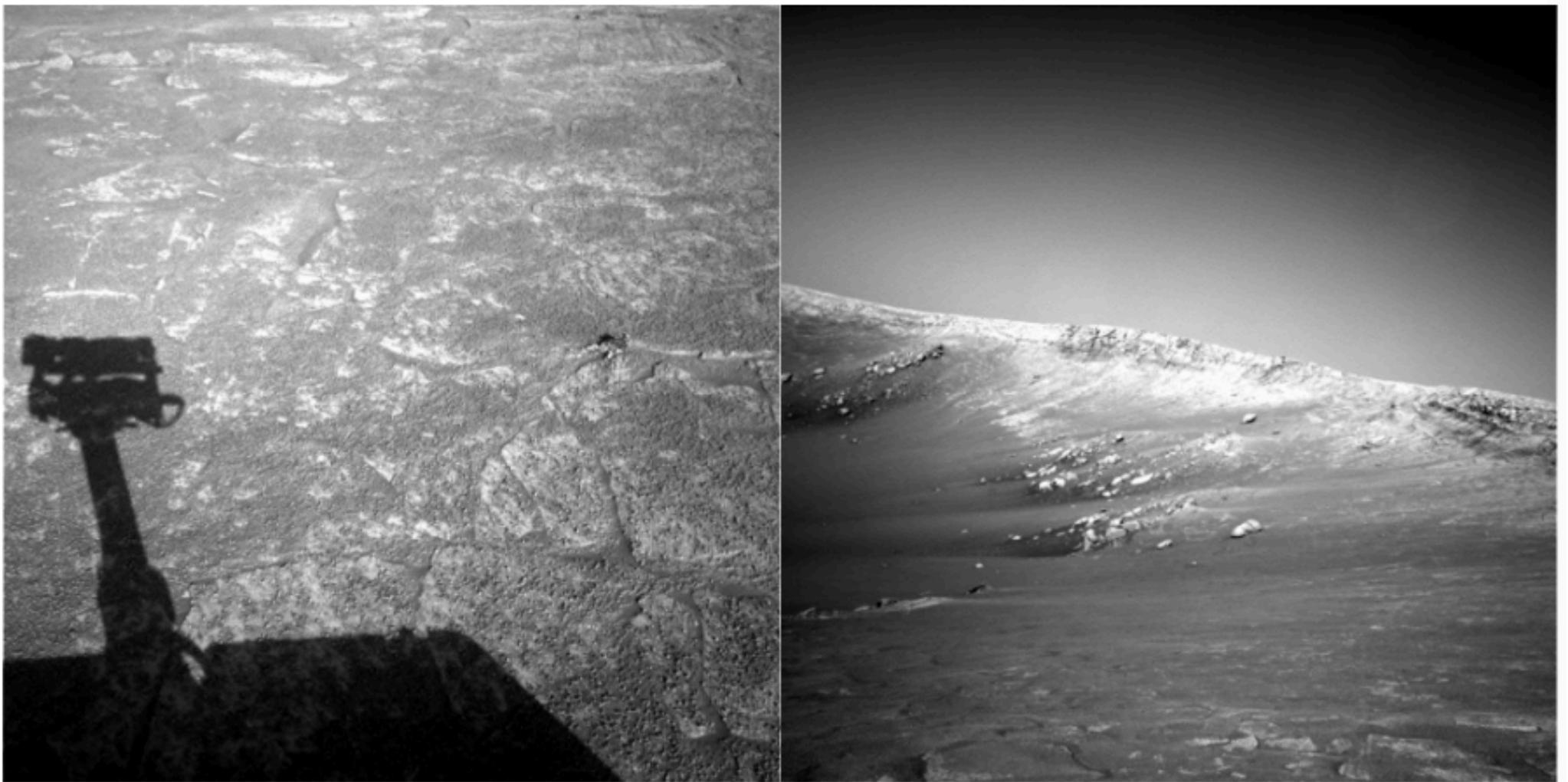
Reconhecimento de Localização



Casamento de imagens

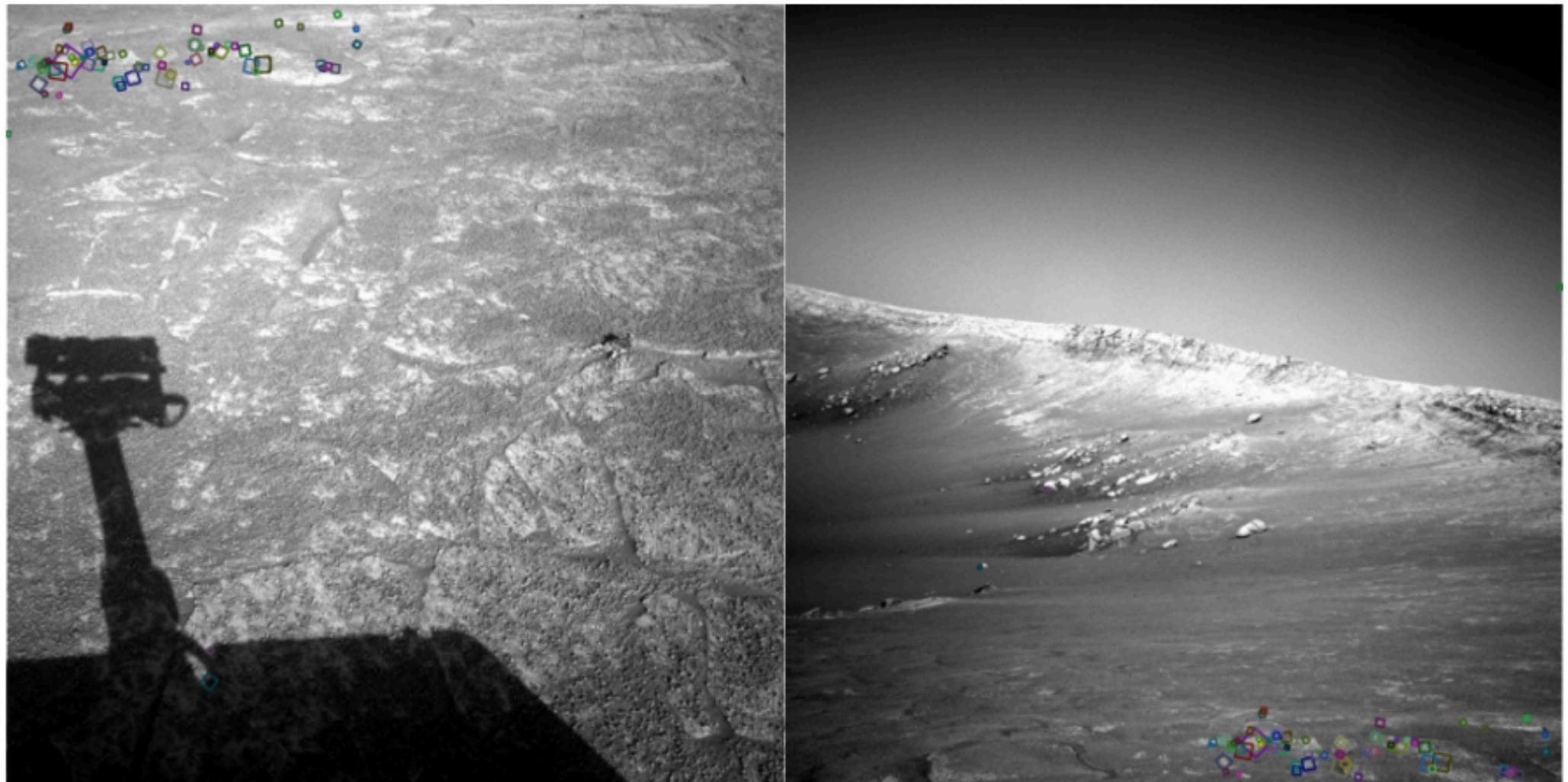


Como encontrar os pontos correspondentes?



NASA Mars Rover images

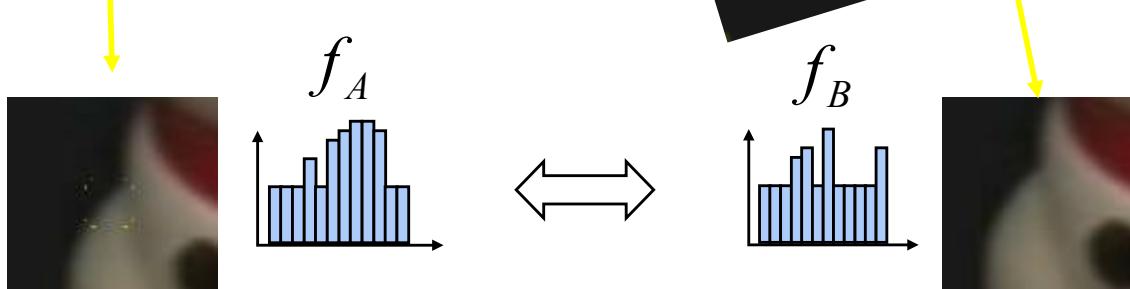
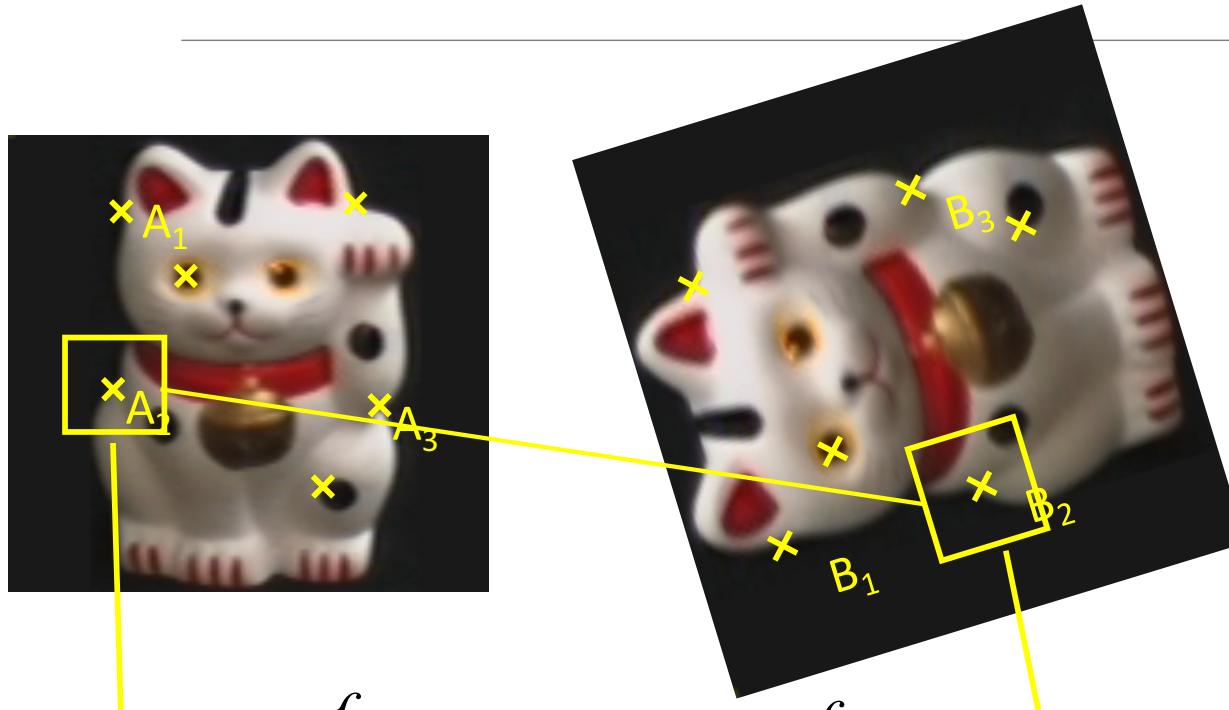
Onde estão os pontos correspondentes?



Que tipo de características você está tentando encontrar?

Explique seu raciocínio

Overview



1. Detecção:
características distintas

2. Descriptor:

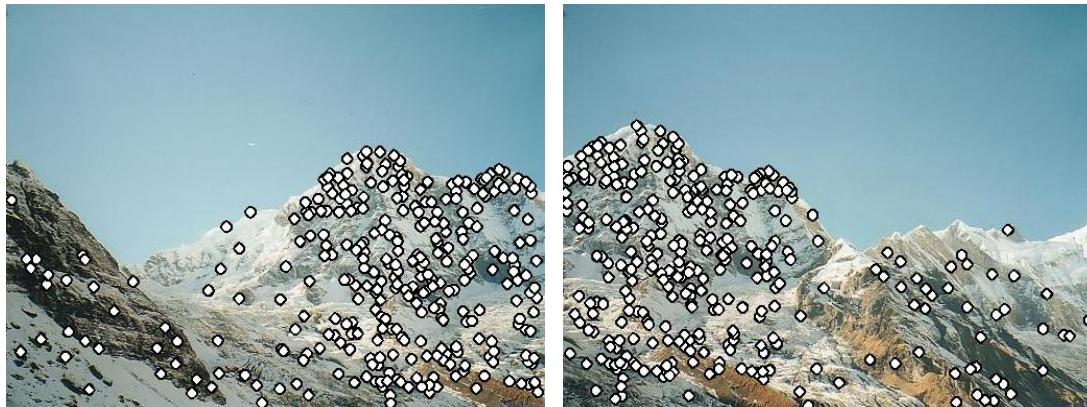
(a) Define região em volta de cada feature

(b) Extrai e normaliza conteúdo da região

(c) Computa descriptor local da região normalizada

3. Relaciona descritores locais

Características de Bons Descritores



• Repetibilidade

- A mesma característica pode ser encontrada em diversas imagens, independente de transformações geométricas ou fotométricas

• Saliência

- Cada característica é única

• Compactação e eficiência

- Muito menos características do que pixels

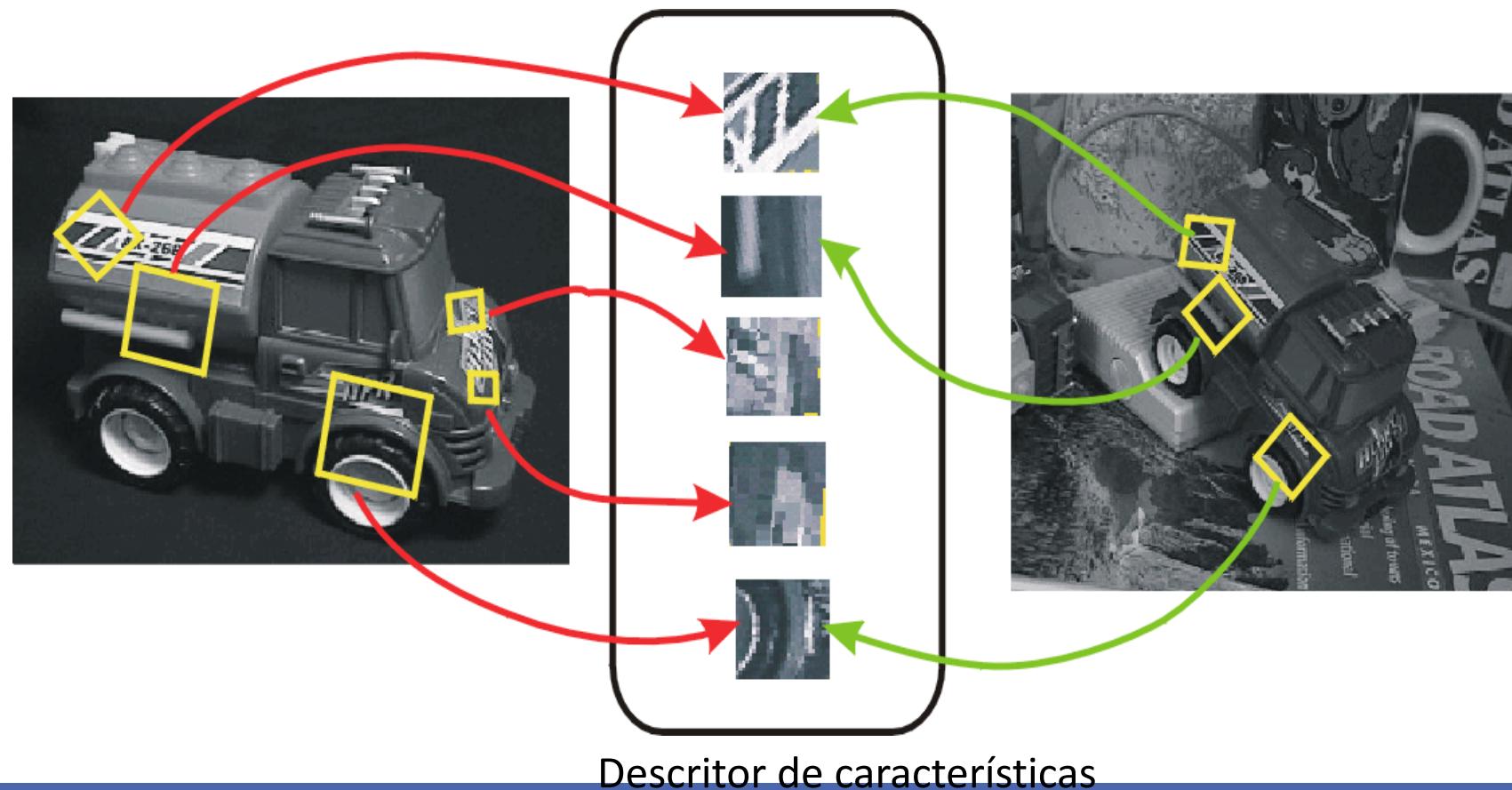
• Localidade

- A característica ocupa uma região pequena da imagem e é robusta a oclusão e clutter

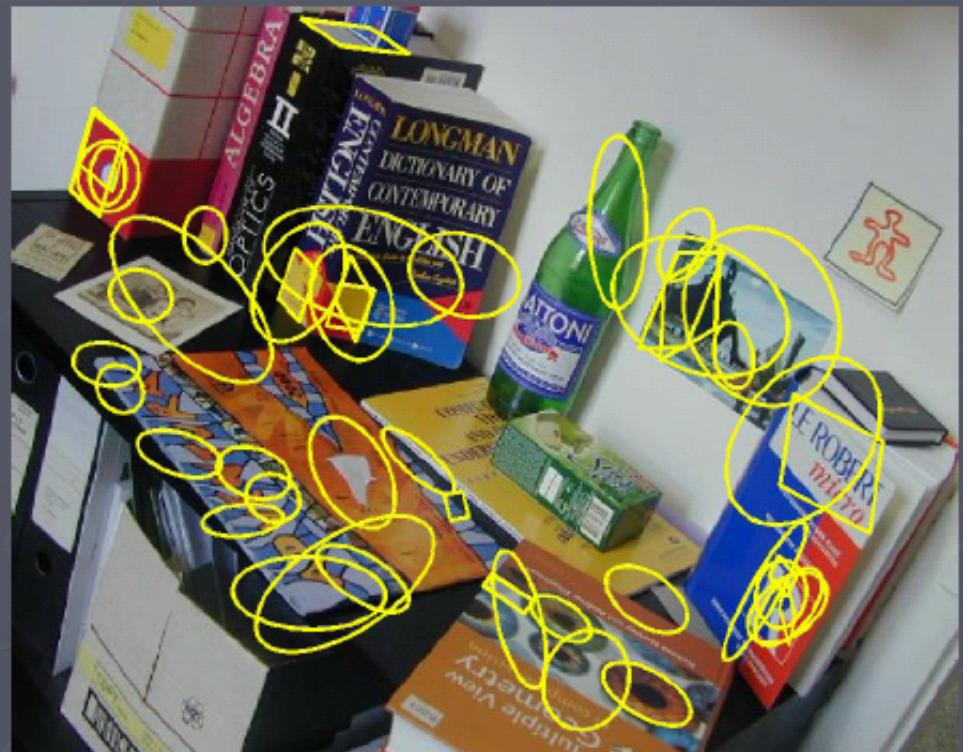
Características Locais invariantes

Encontrar características que são invariantes a transformações:

- ❑ Invariância geométrica: translação, rotação, escala
- ❑ Invariância fotométrica: brilho, exposição, ...

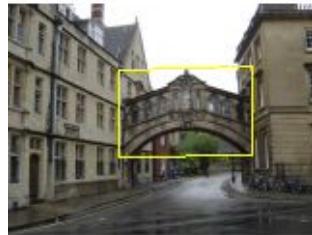
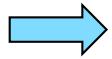


Wide baseline stereo

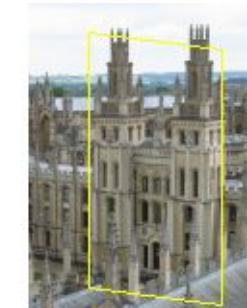
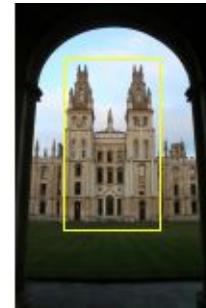


[Image from T. Tuytelaars ECCV 2006 tutorial]

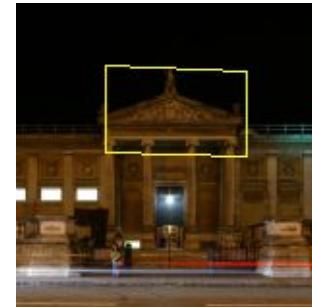
Recognition of specific objects, scenes



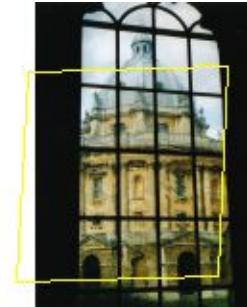
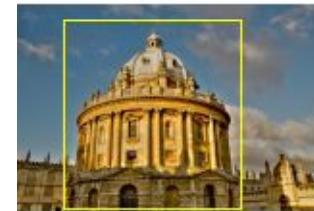
Scale



Viewpoint



Lighting

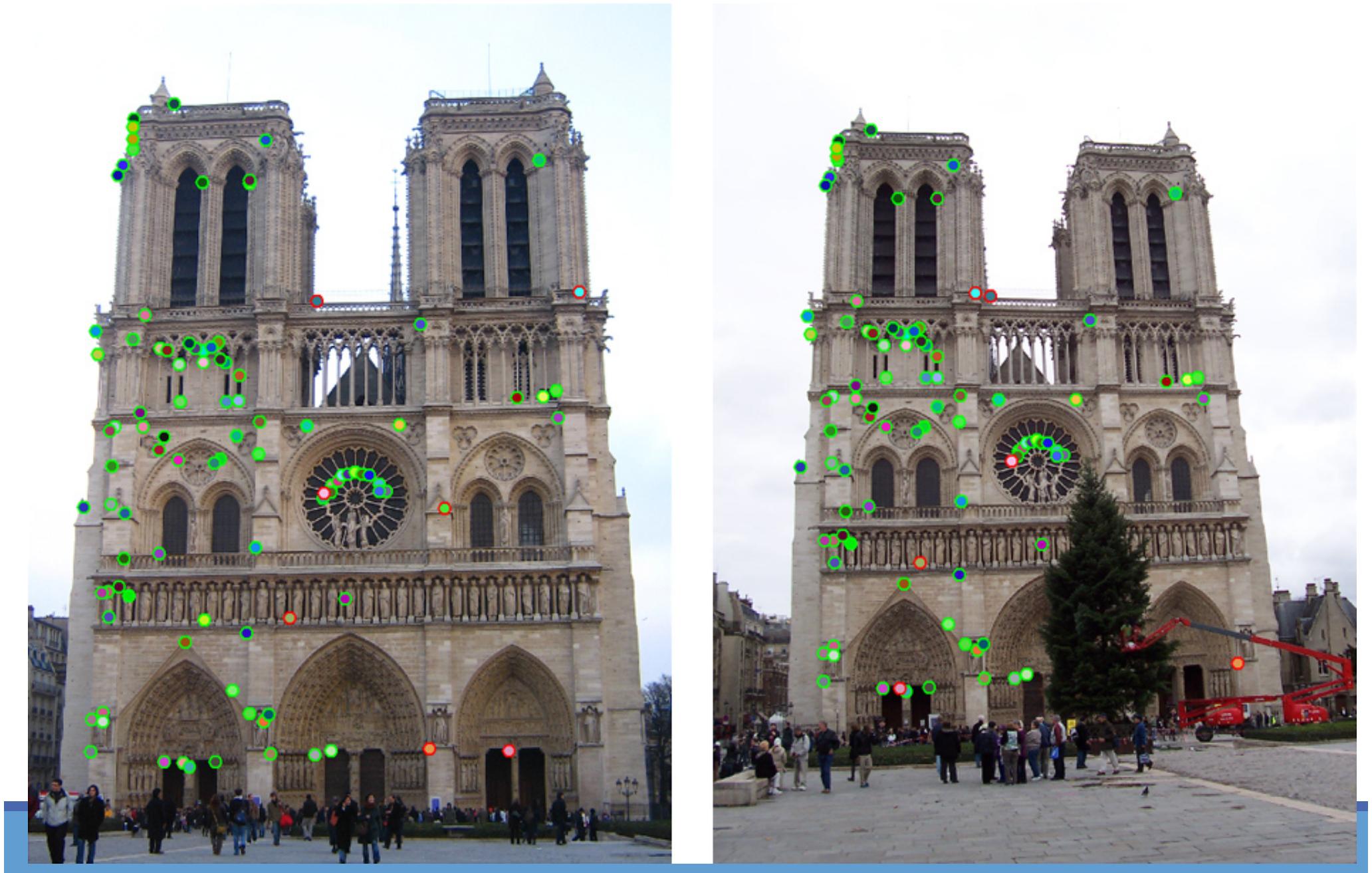


Occlusion

Google Goggles



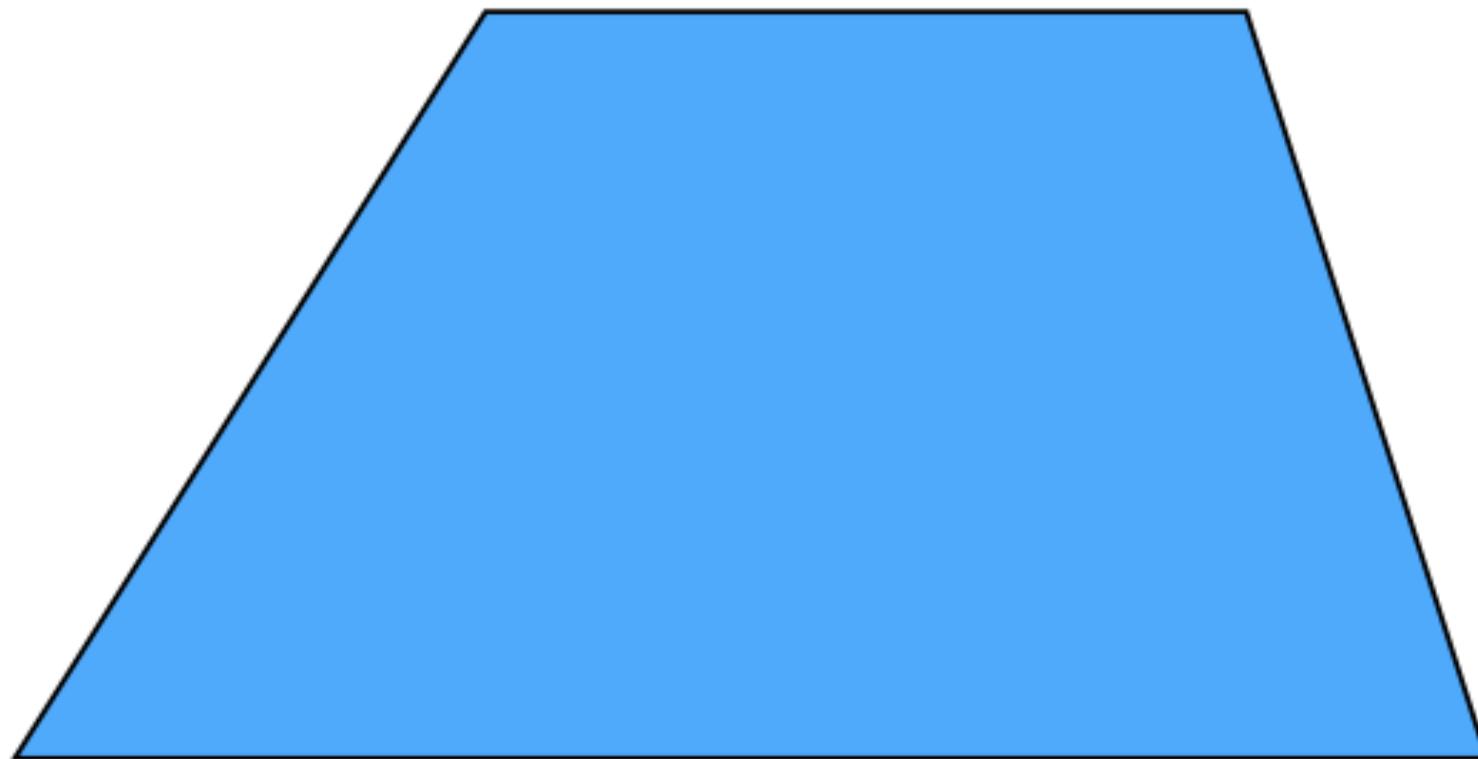
Quais características se relacionam?



Detecção de Pontos Chave

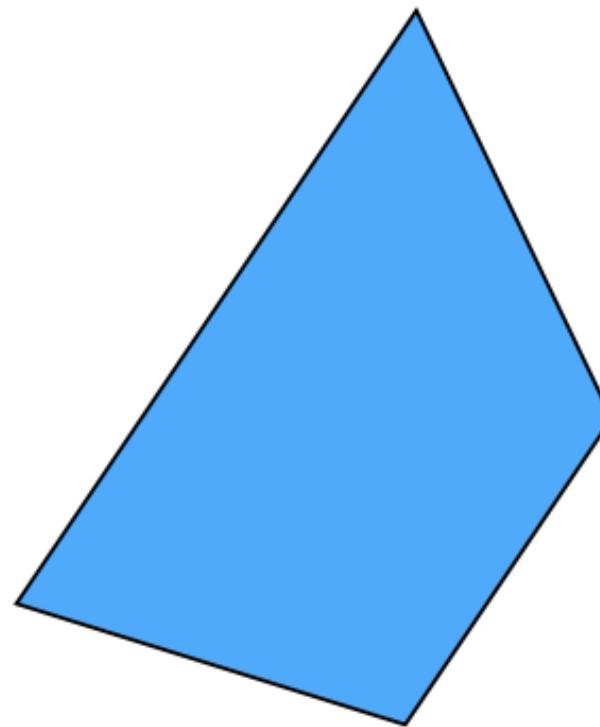


► Escolha um ponto da imagem e encontre denovo na próxima imagem.



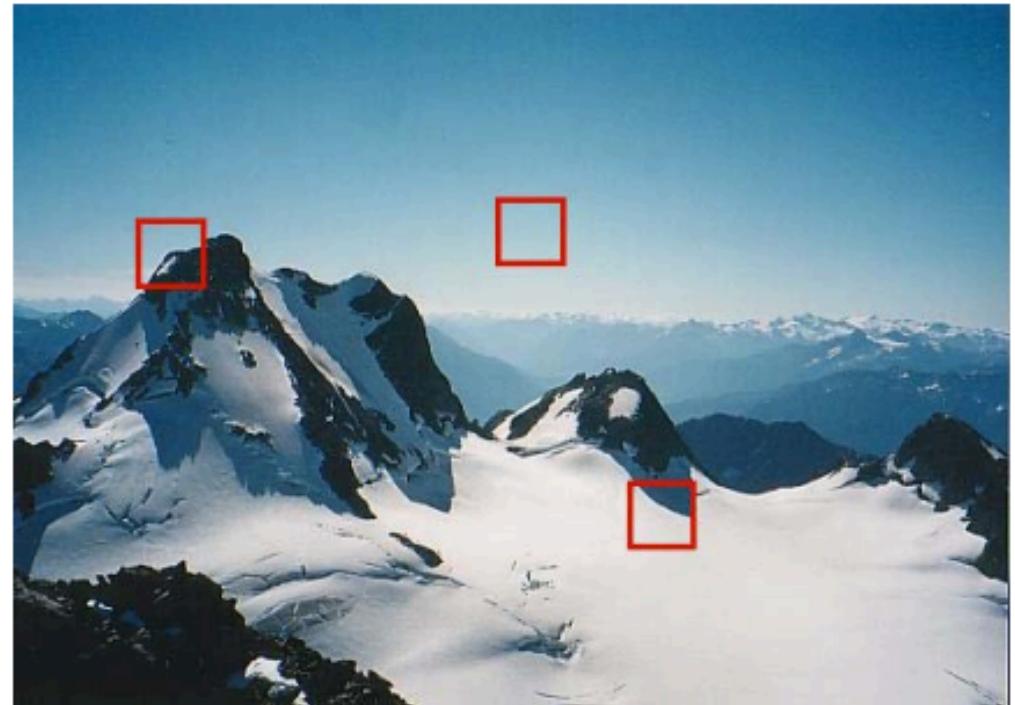
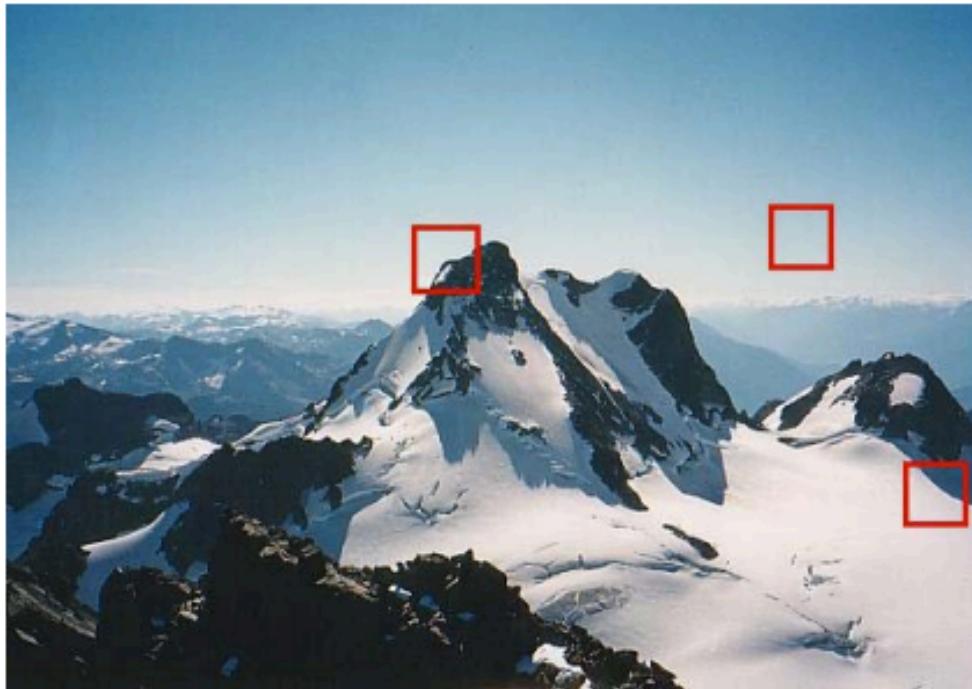
Que tipo de característica você selecionaria?

▷ Escolha um ponto da imagem e encontre denovo na próxima imagem.



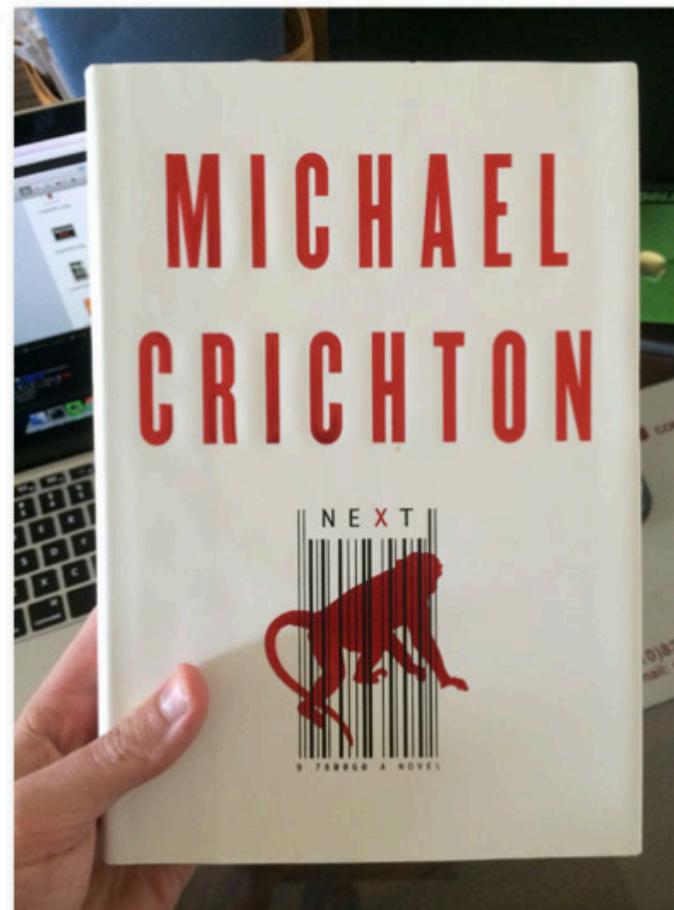
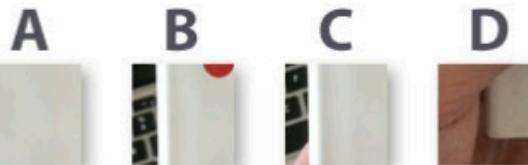
Que tipo de característica você selecionaria?

Quais características usar?

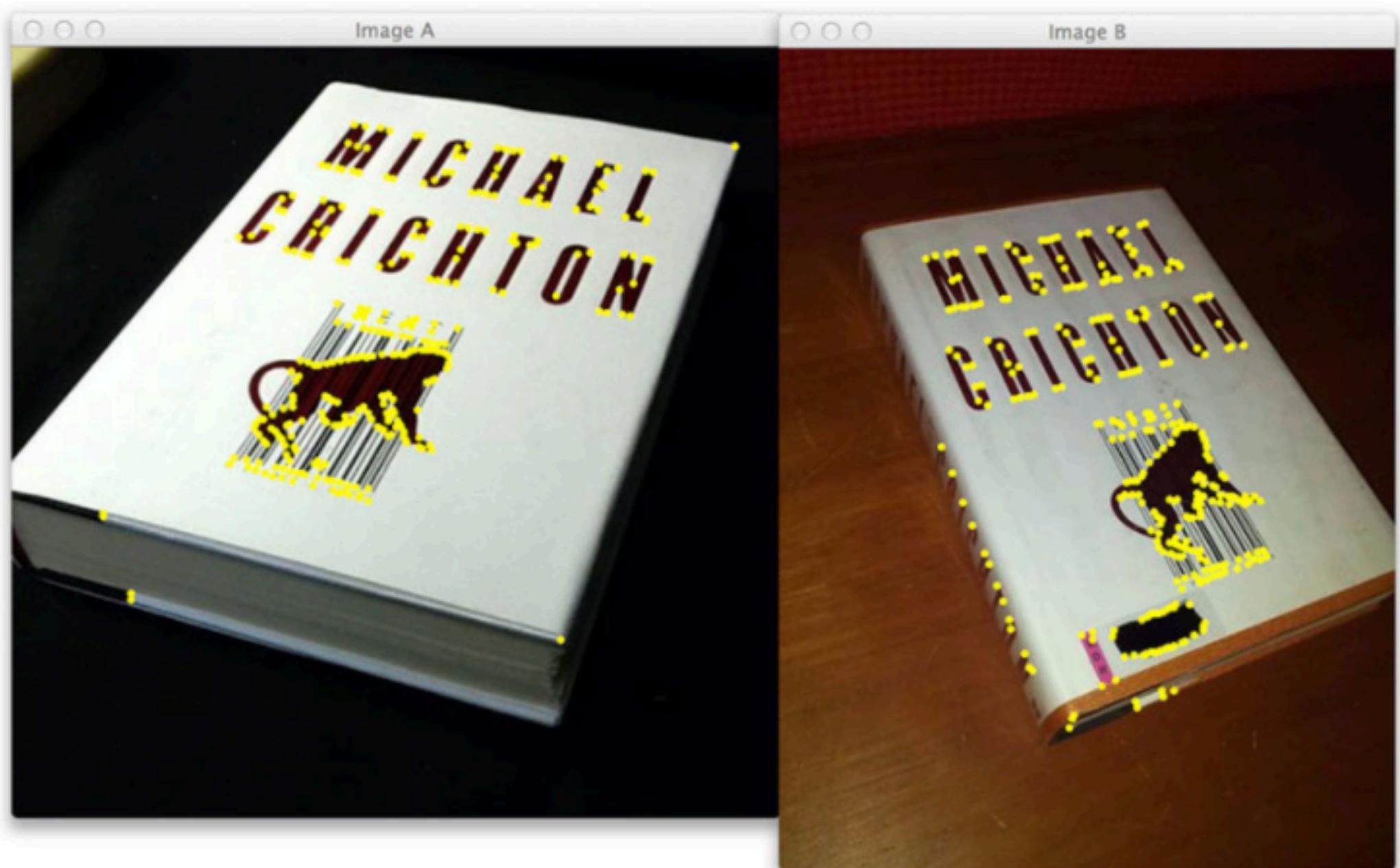


Usar características com gradientes em pelo menos duas orientações diferentes. Cantos?

► Quais desses patches são mais fáceis de encontrar na imagem?

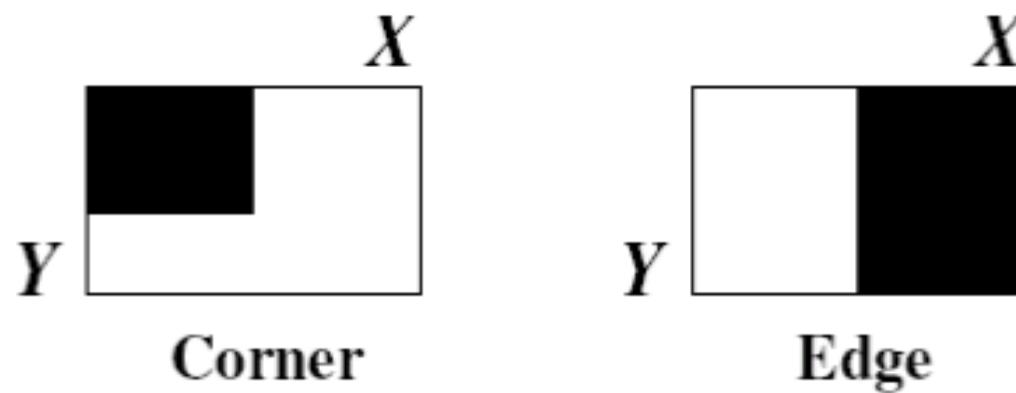


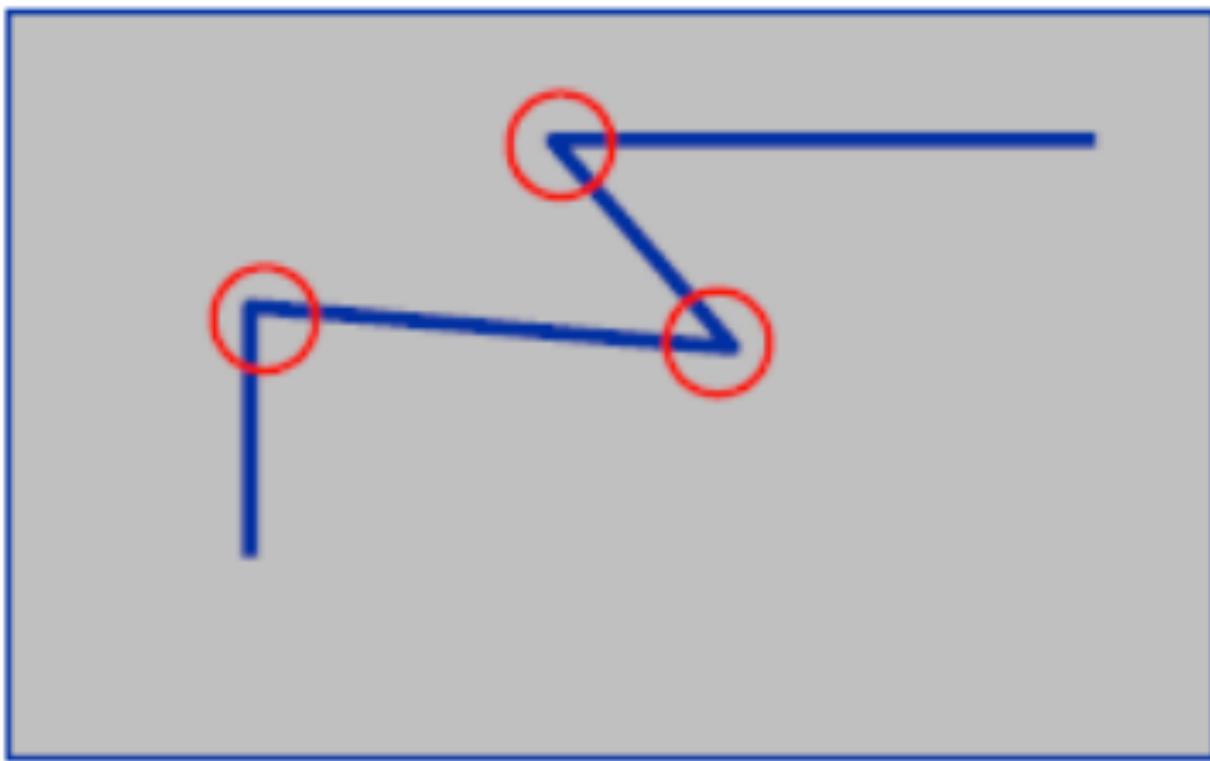
Repetibilidade

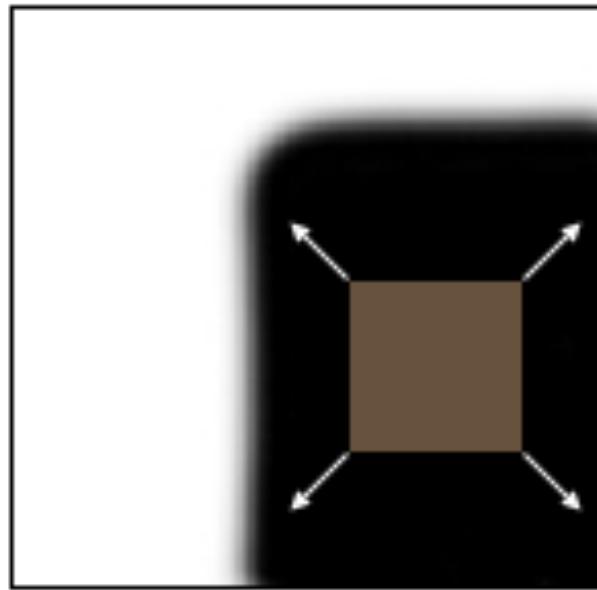


Cantos x Bordas

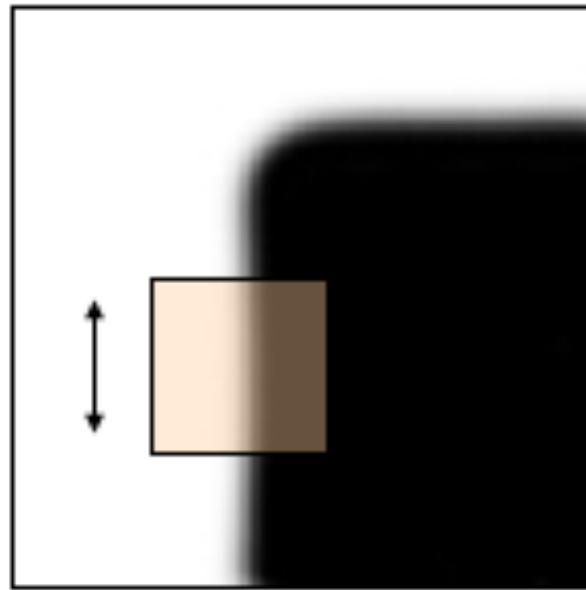
- ▷ **Corners** são localizações onde variações de intensidades de $f(x,y)$ são altas em ambos X e Y
- ▷ **Edges** são localizações onde variação de $f(x,y)$ em certa direção é alta, enquanto a variação ortogonal é baixa.



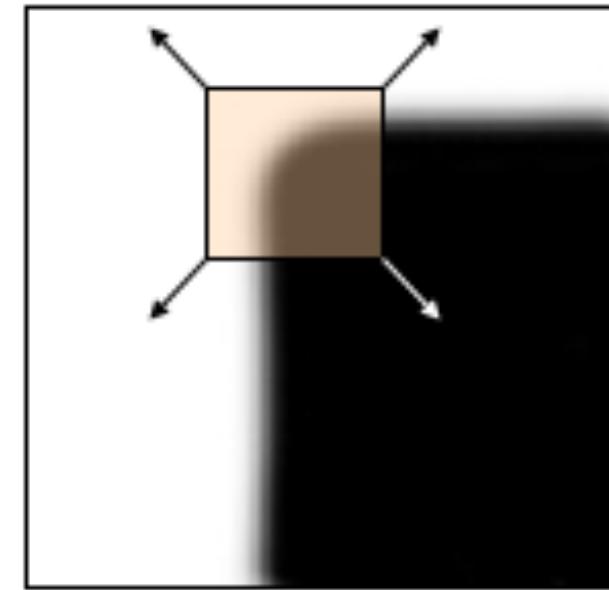




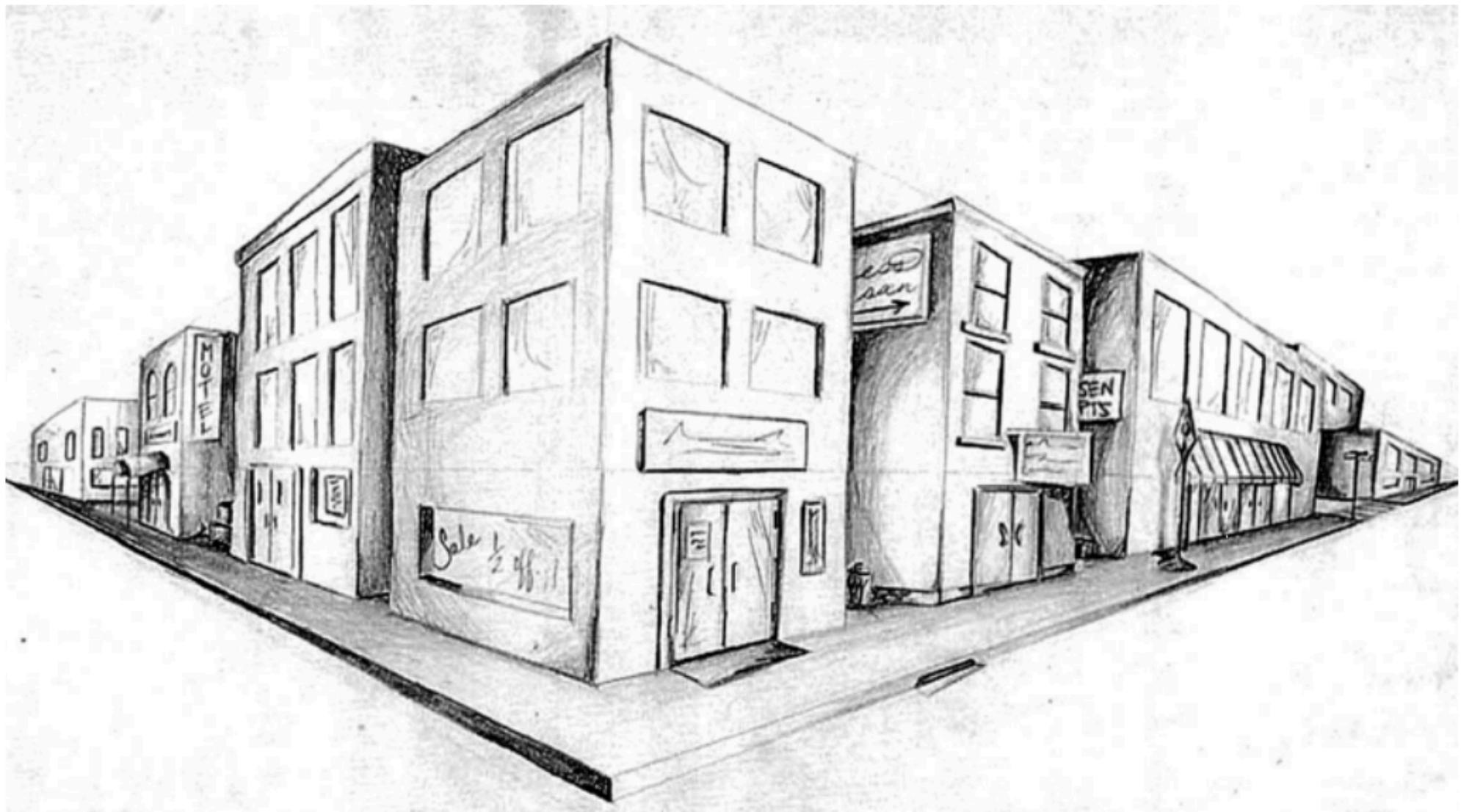
“flat” region:
Nenhuma
mudança em
todas as direções



“edge”:
Nenhuma mudança
na direção da borda



“corner”:
Mudança significativa
em mais de uma
direção



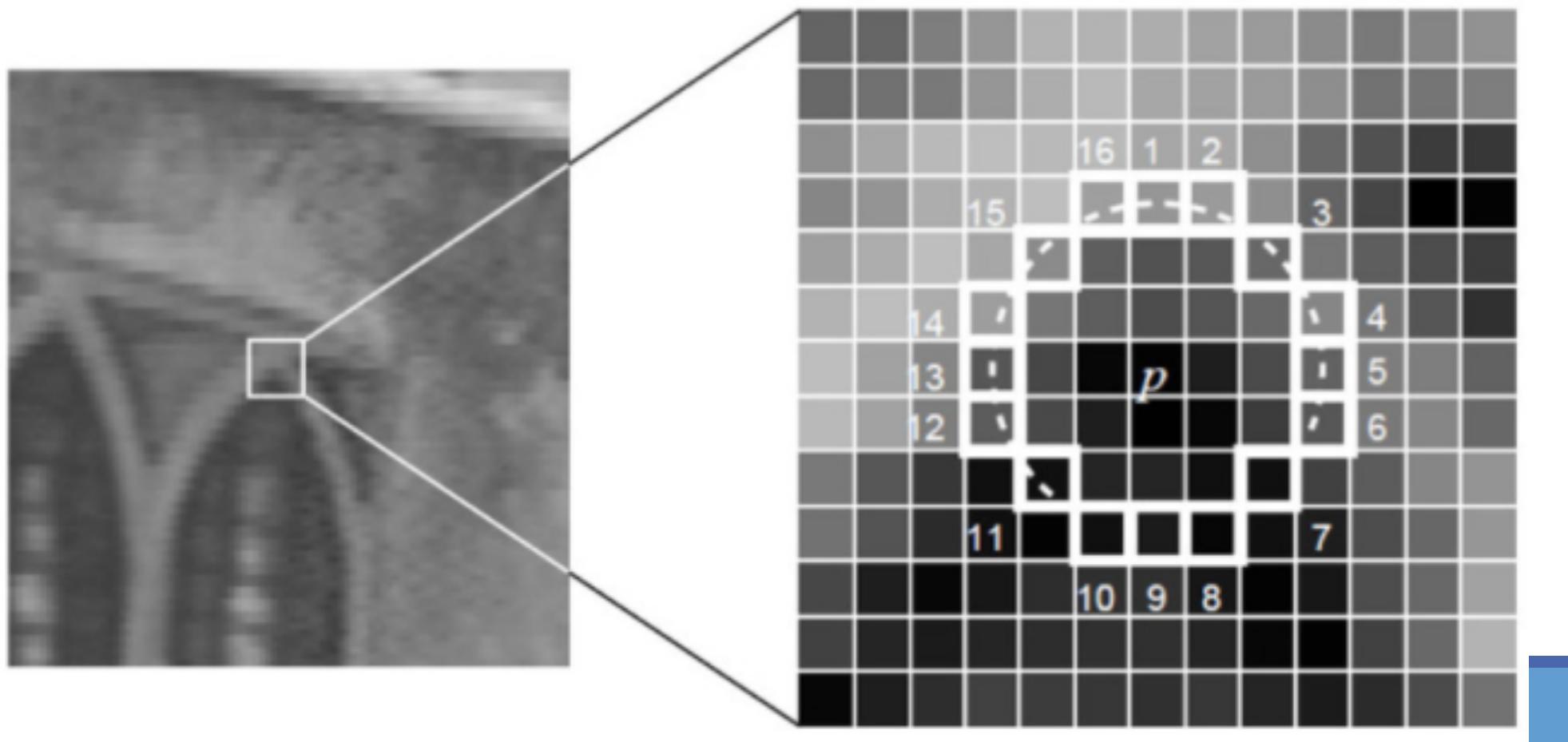
Detecting Corners

FAST

- ▷ Rosten and Drummond (2005)
 - Versões mais novas: 2006, 2010
- ▷ Detecta cantos

Fast

- ▷ Raio = 3
- ▷ Círculo de 16 pixels
- ▷ Qtd de pixels mais claros/escuros que o centro?

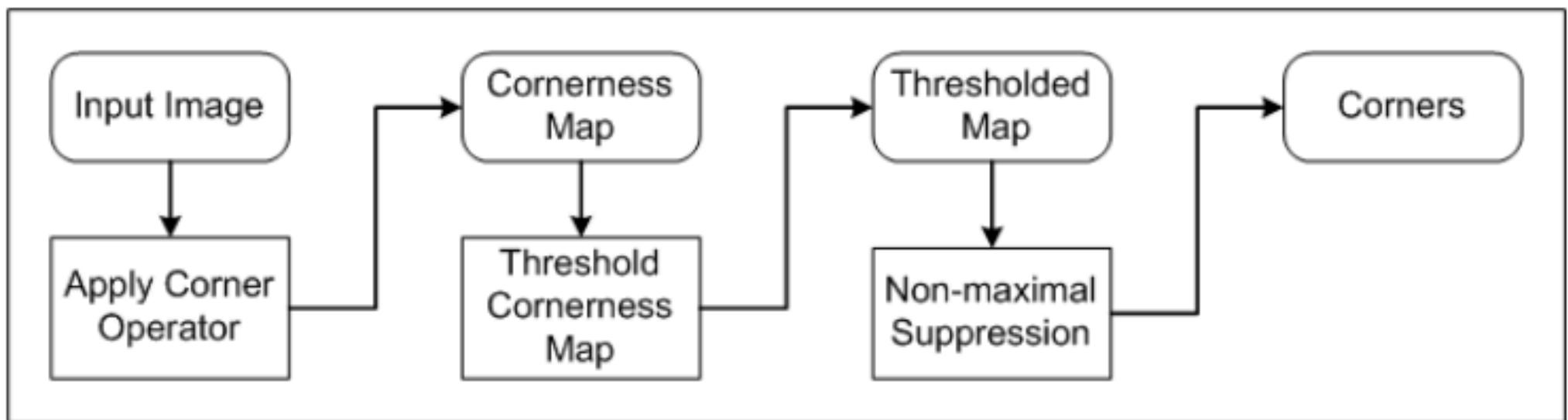


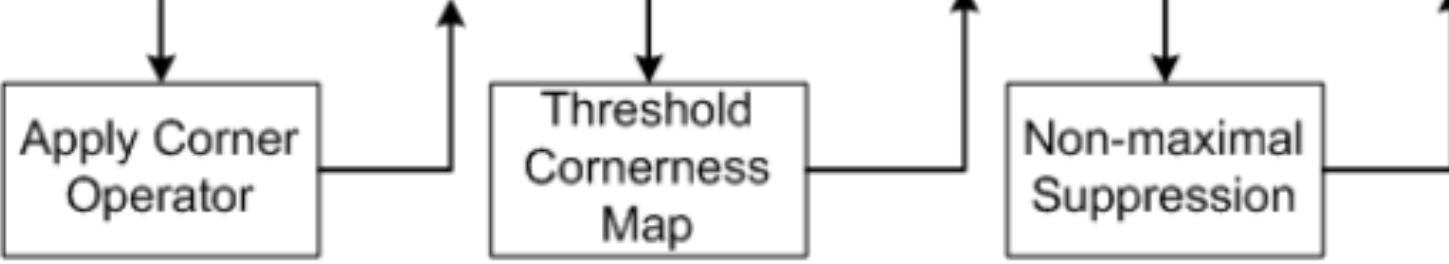
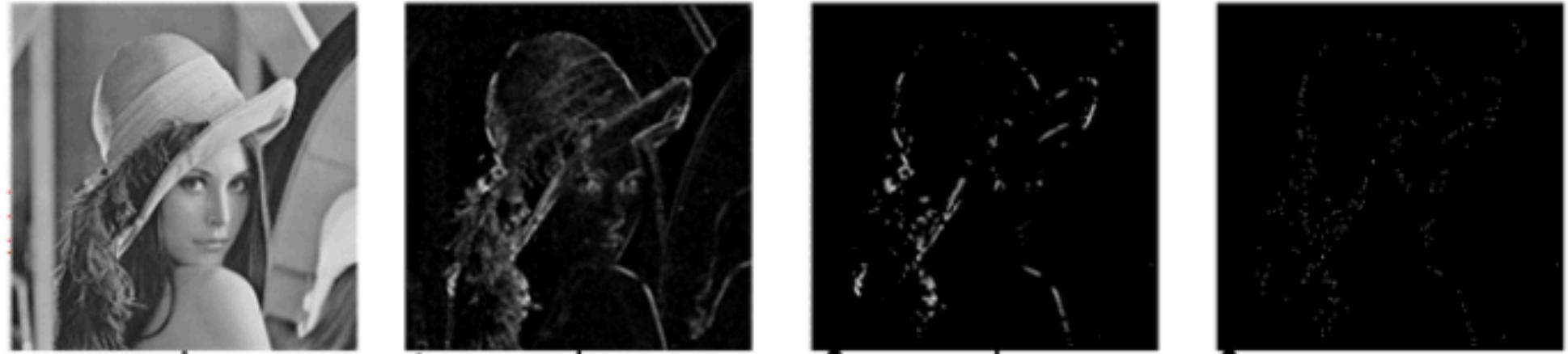
				16	1	2			
		15		231	27	22		3	
			212				83		
14	136						117	4	
13	123			32			181	5	
12	123						85	6	
		60					149		
11			222	76	126			7	
				10	9	8			



```
1 import numpy as np
2 import cv2
3
4 image = cv2.imread('obama.jpeg')
5 gray = cv2.cvtColor(image, cv2.COLOR_BGR2GRAY)
6
7 detector = cv2.FastFeatureDetector_create()
8 kps = detector.detect(gray, None)
9
10 img2 = cv2.drawKeypoints(image, kps, None, color=(255,0,0))
11
12 cv2.imshow("imagem", np.hstack([image, img2]))
13 cv2.waitKey(0)
```

Harris





Corners superimposed on
Input Image

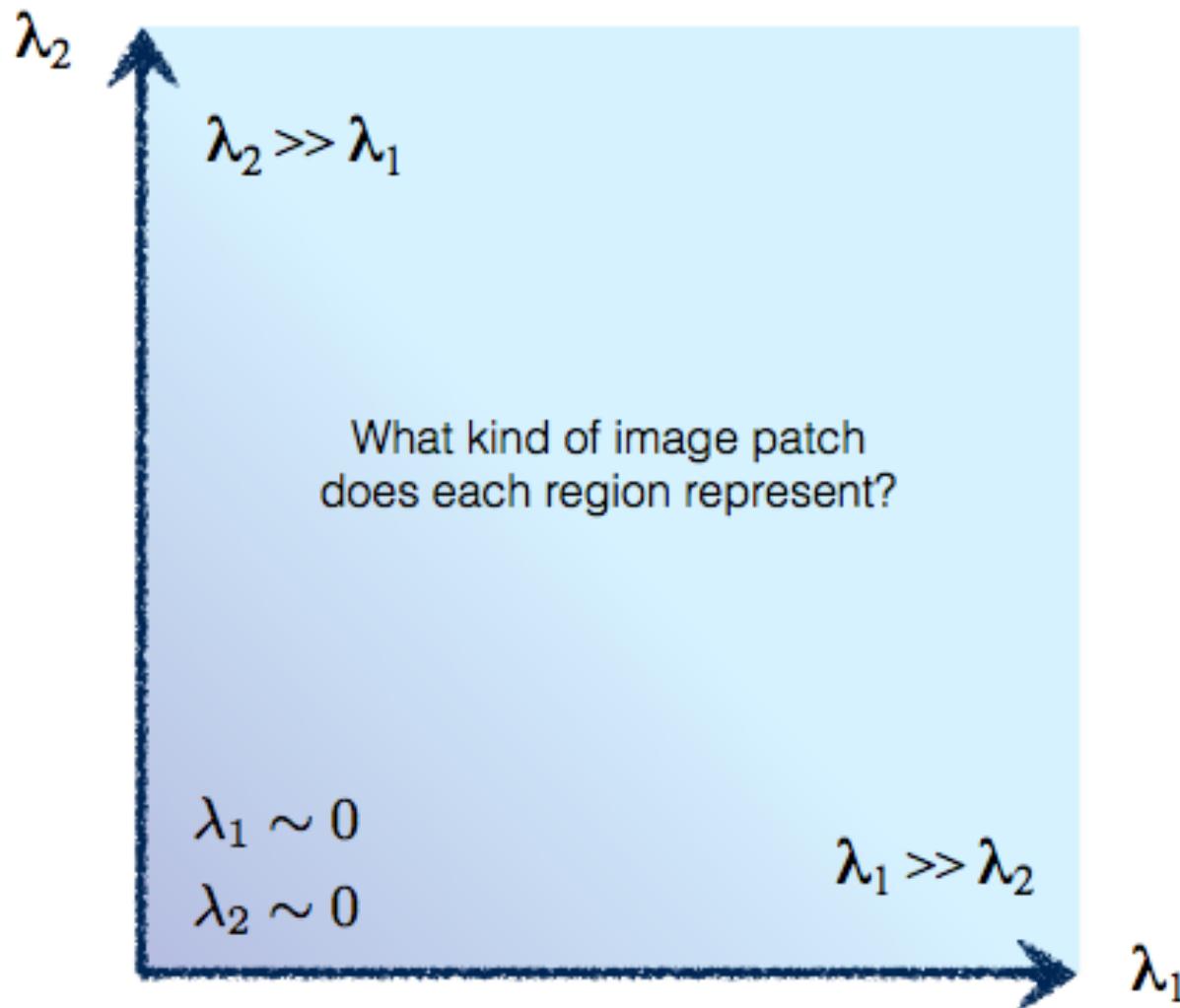
Cantos de Harris

▷ Matriz de covariância dos gradientes de vizinhança

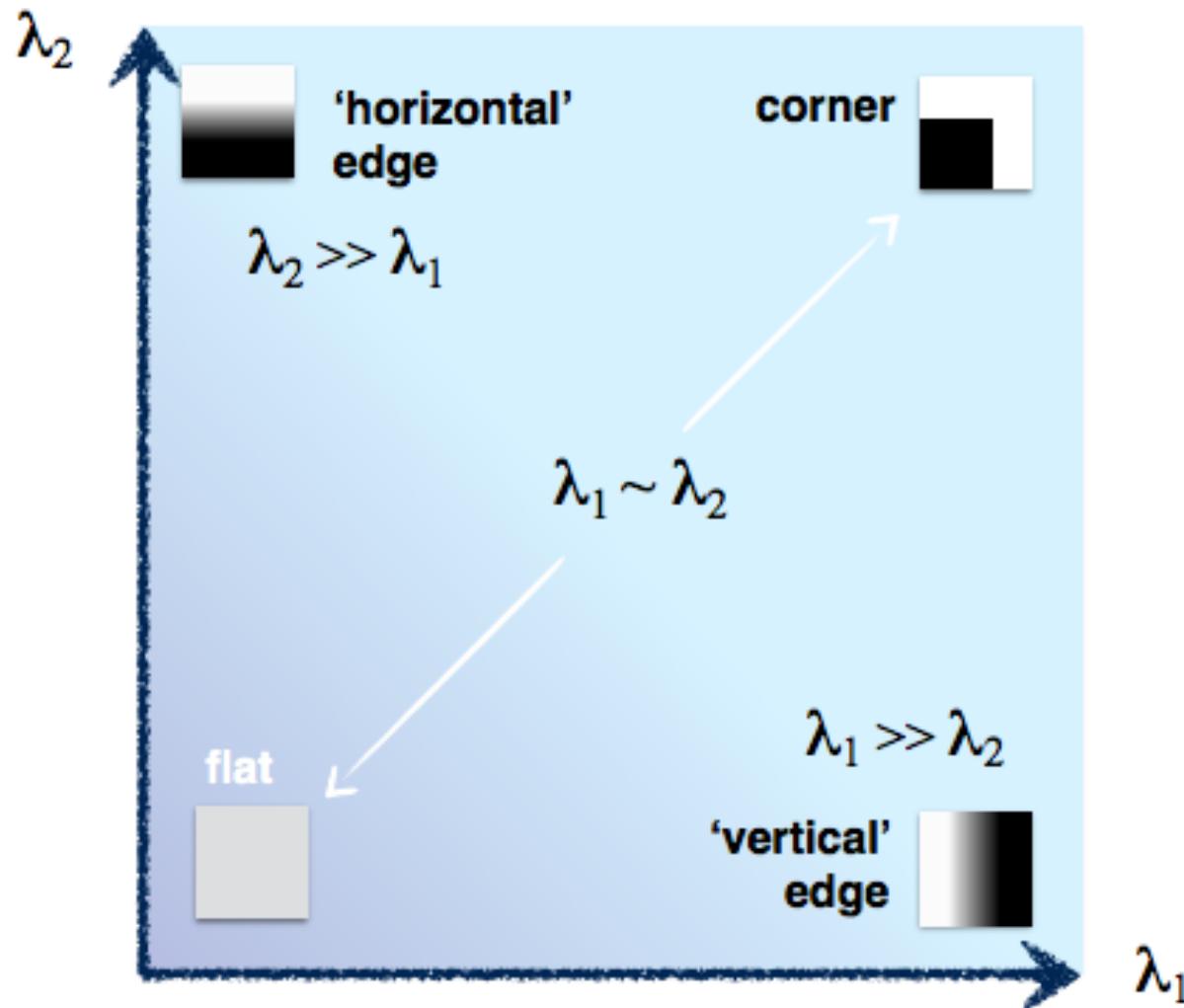
$$\mathbf{M}(p) = \begin{bmatrix} \sum_{N(p)} G_x^2 & \sum_{N(p)} G_x G_y \\ \sum_{N(p)} G_x G_y & \sum_{N(p)} G_y^2 \end{bmatrix}$$

▷ Autovalores (alfa) e (beta) de M

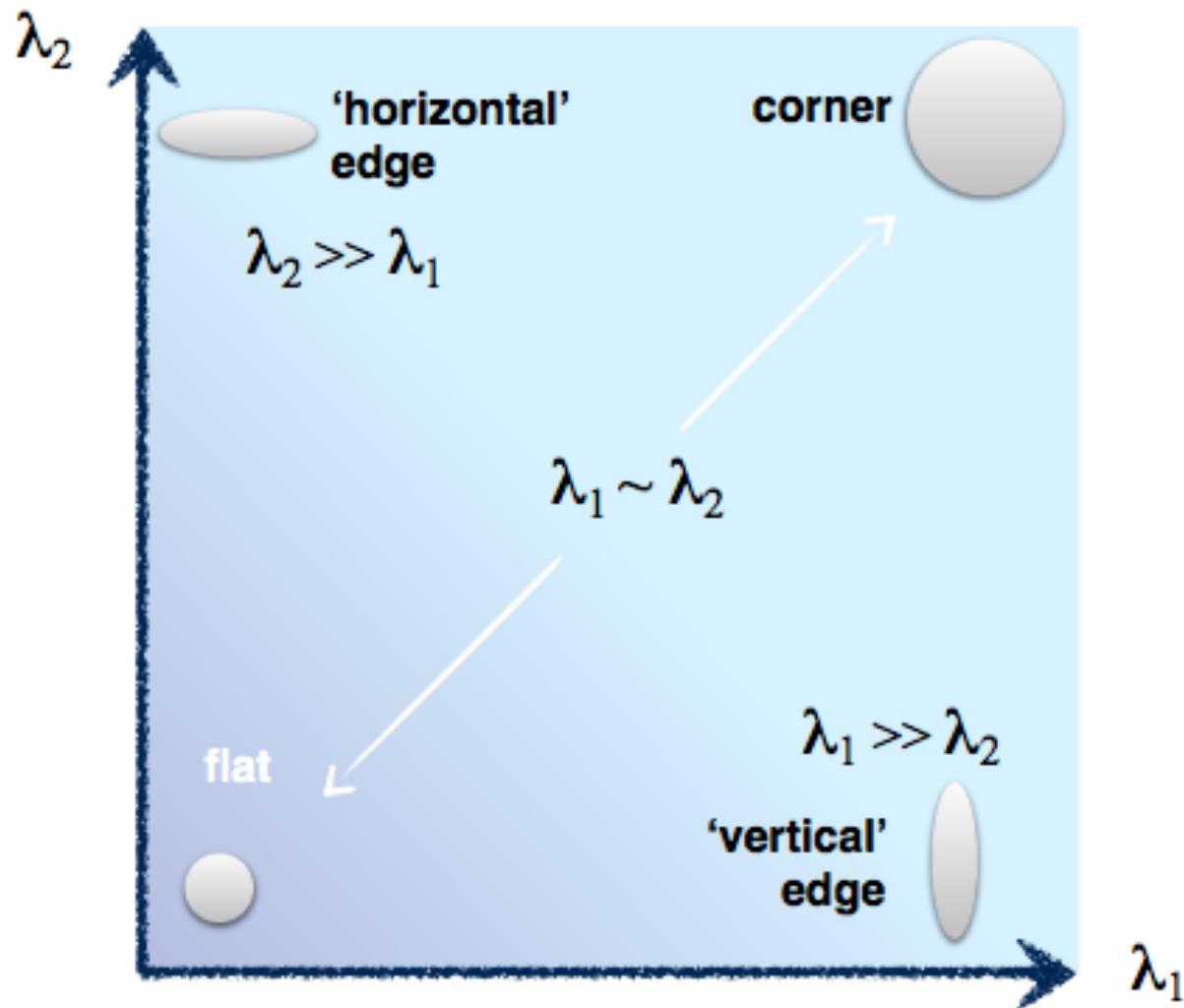
Interpretando autovalores



Interpretando autovalores



Interpretando autovalores



Cantos de Harris

- Cantos: α e β grandes

- $\text{Det}(M(p)) = \alpha \cdot \beta$

- $\text{Tr}(M(p)) = \alpha + \beta$

- Função de resposta:

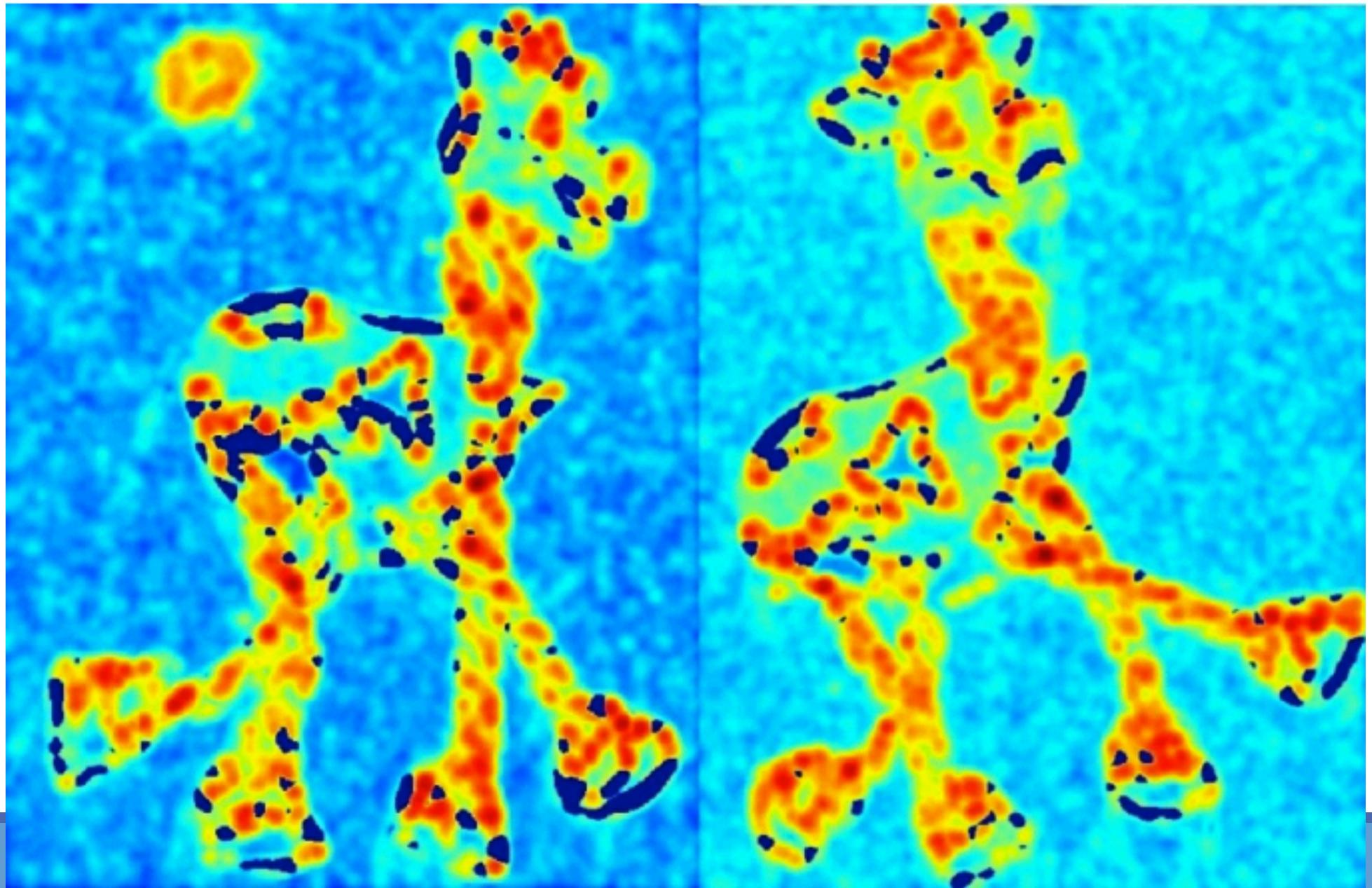
$$R(p) = \text{Det}(M(p)) - k \cdot \text{Tr}(M(p))^2$$

- k : parâmetro ajustável

- Valores empíricos: 0.04– 0.15



Corner response





Thresholded corner response

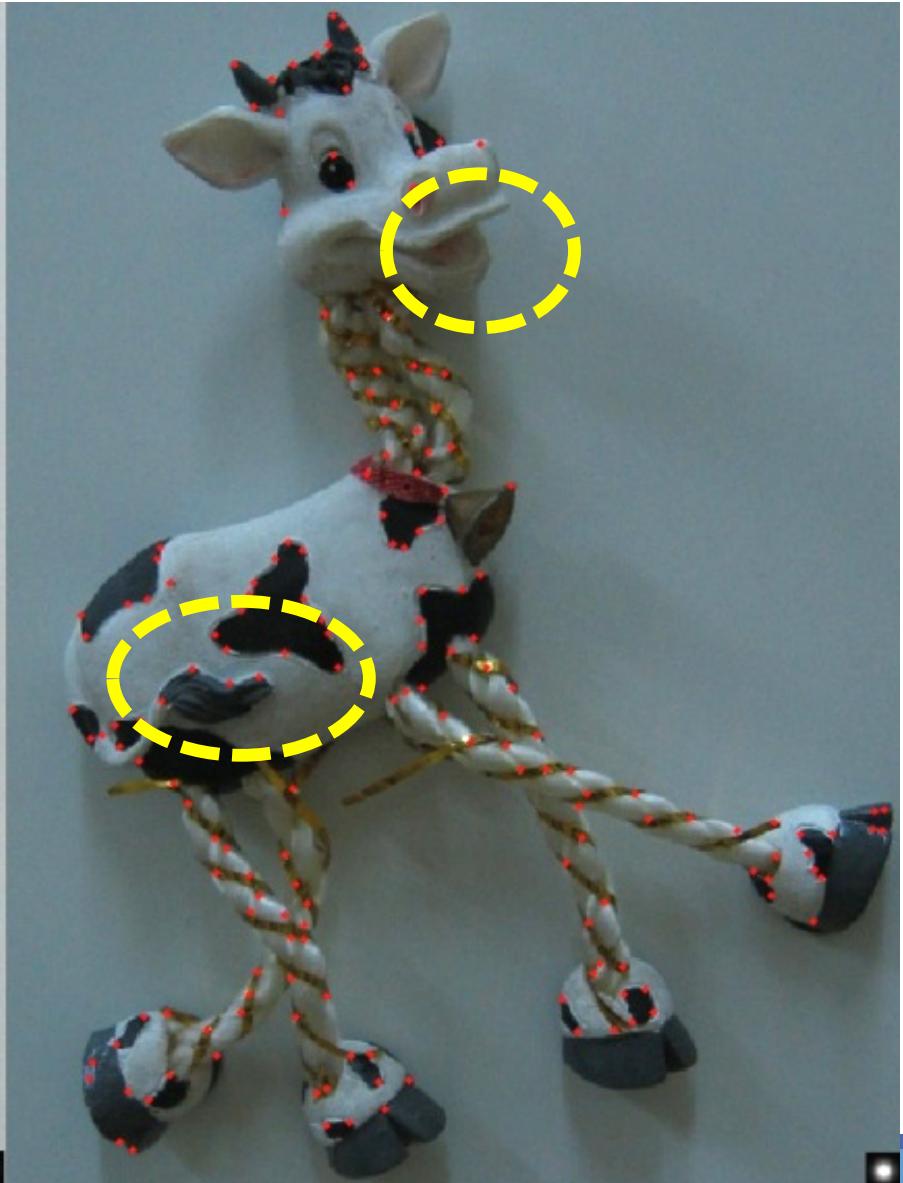


Non-maximal suppression





Harris Detector: Steps



Harris



Propriedades do detector de cantos

Invariante à rotação?



Invariante à escala?



Propriedades do detector de cantos de Harris

Invariante à rotação?



Invariante à escala?



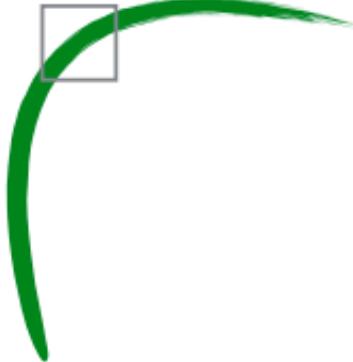
Invariante à rotação?



Invariante à escala?



Borda!



Canto!



GFTT (Good Features to Track)

▷ Variação no detector de Harris

$$R = \min(\lambda_1, \lambda_2)$$

▷ Ao invés de

$$R = \lambda_1 \lambda_2 - k(\lambda_1 + \lambda_2)^2$$

▷ Cantos mais estáveis

▷ Mais rápido

▷ Pouca diferença visual

GFTT



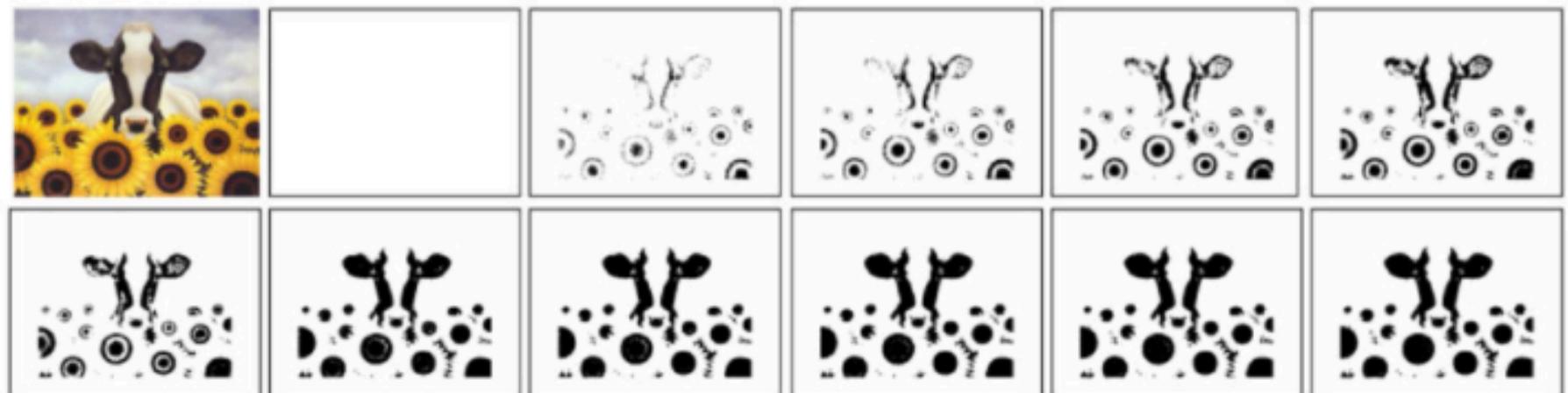
MSER

- ▷ Maximally Stable Extremal Regions
- ▷ Objetivo é identificar "blobs" com as características:
 - ▷ (1) possuam componentes conexos
 - ▷ (2) intensidade dos pixels uniforme
 - ▷ (3) contraste com o fundo

MSER

- ▷ Computa vários limiares e observa as formas que não mudam entre os limiares

White to black



Black to white

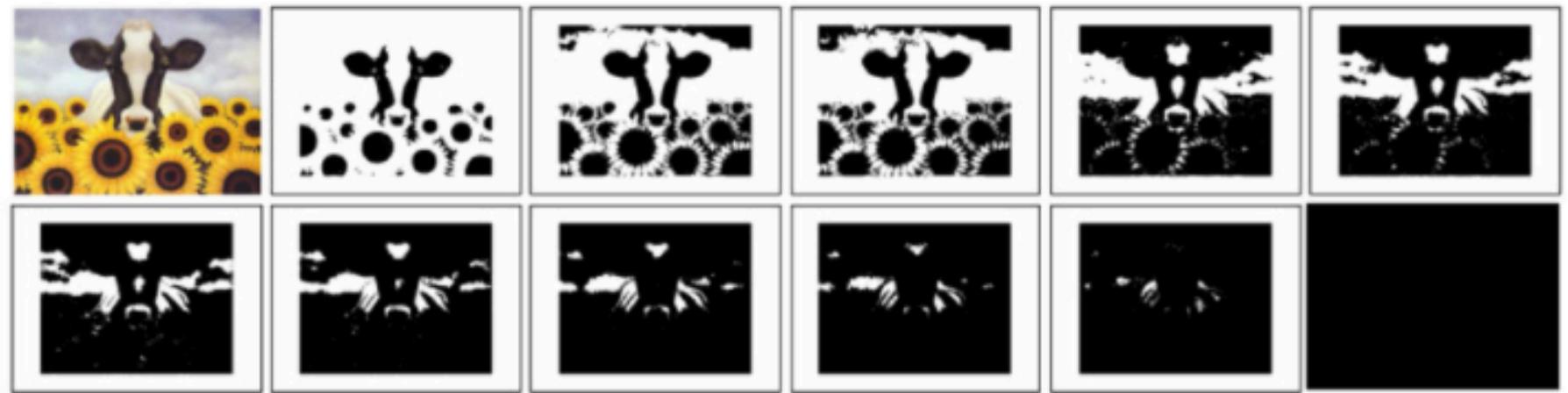


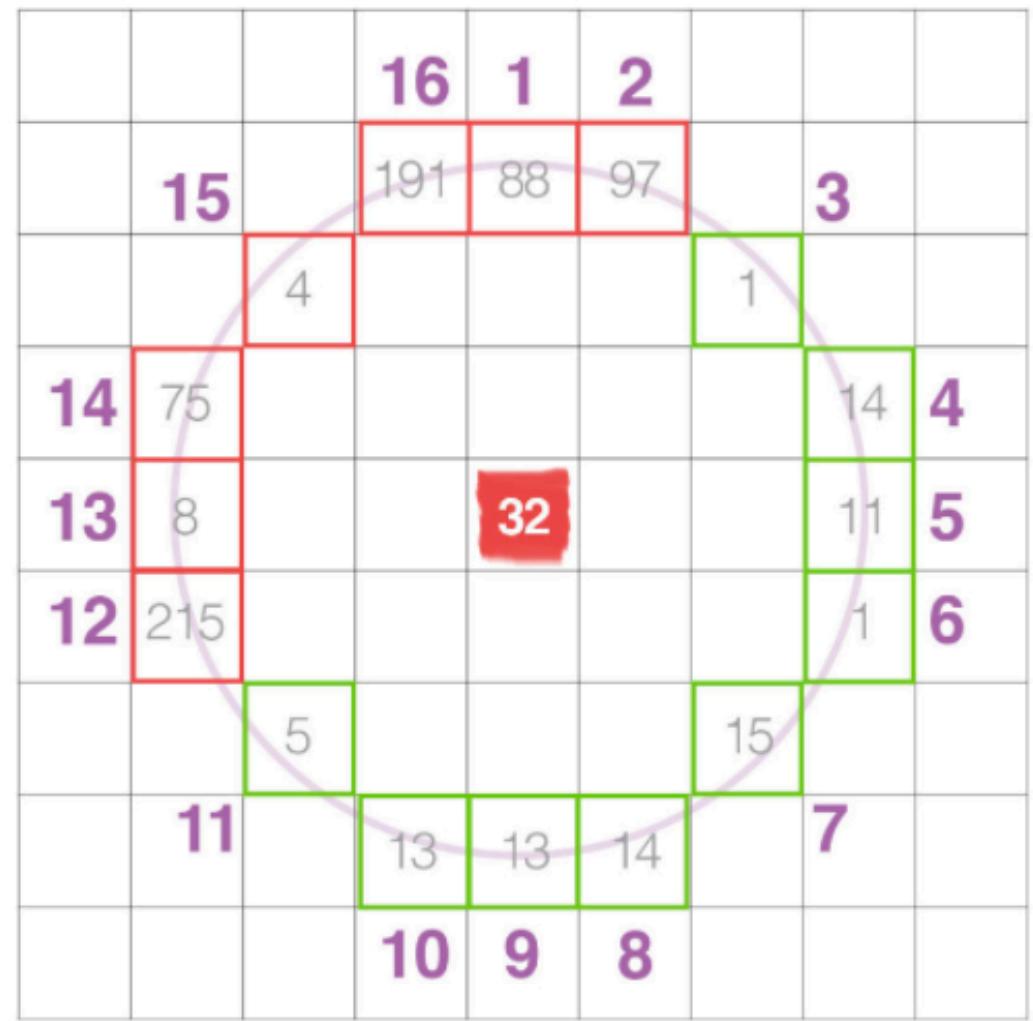
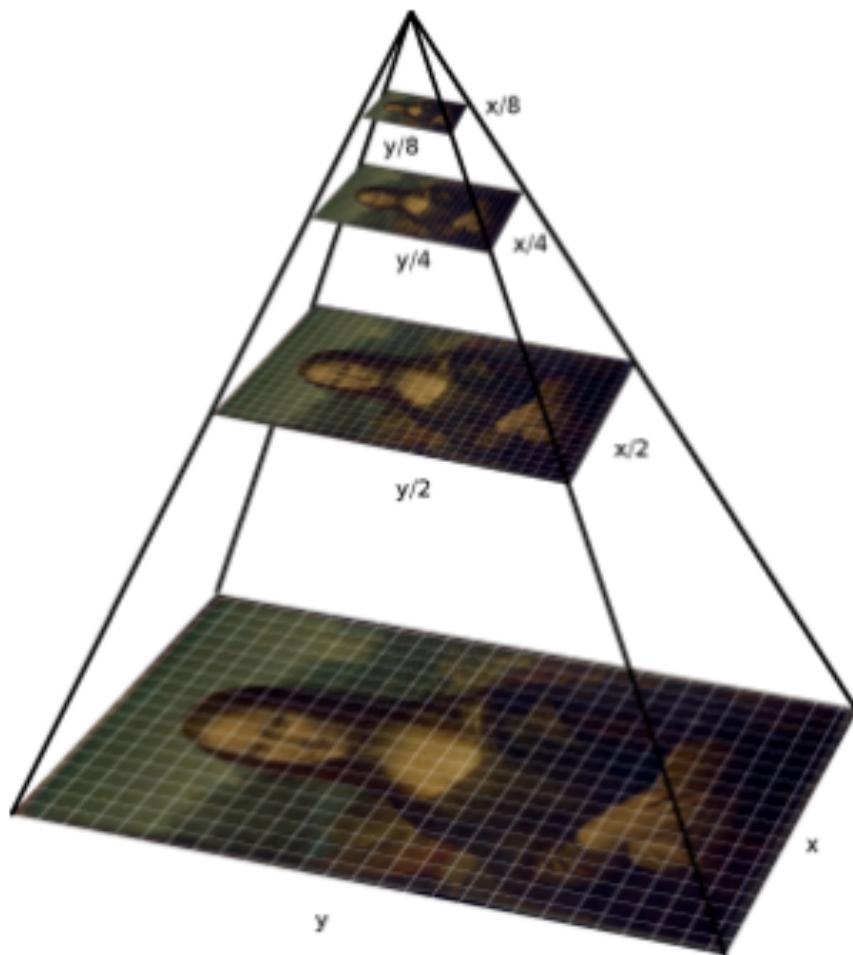


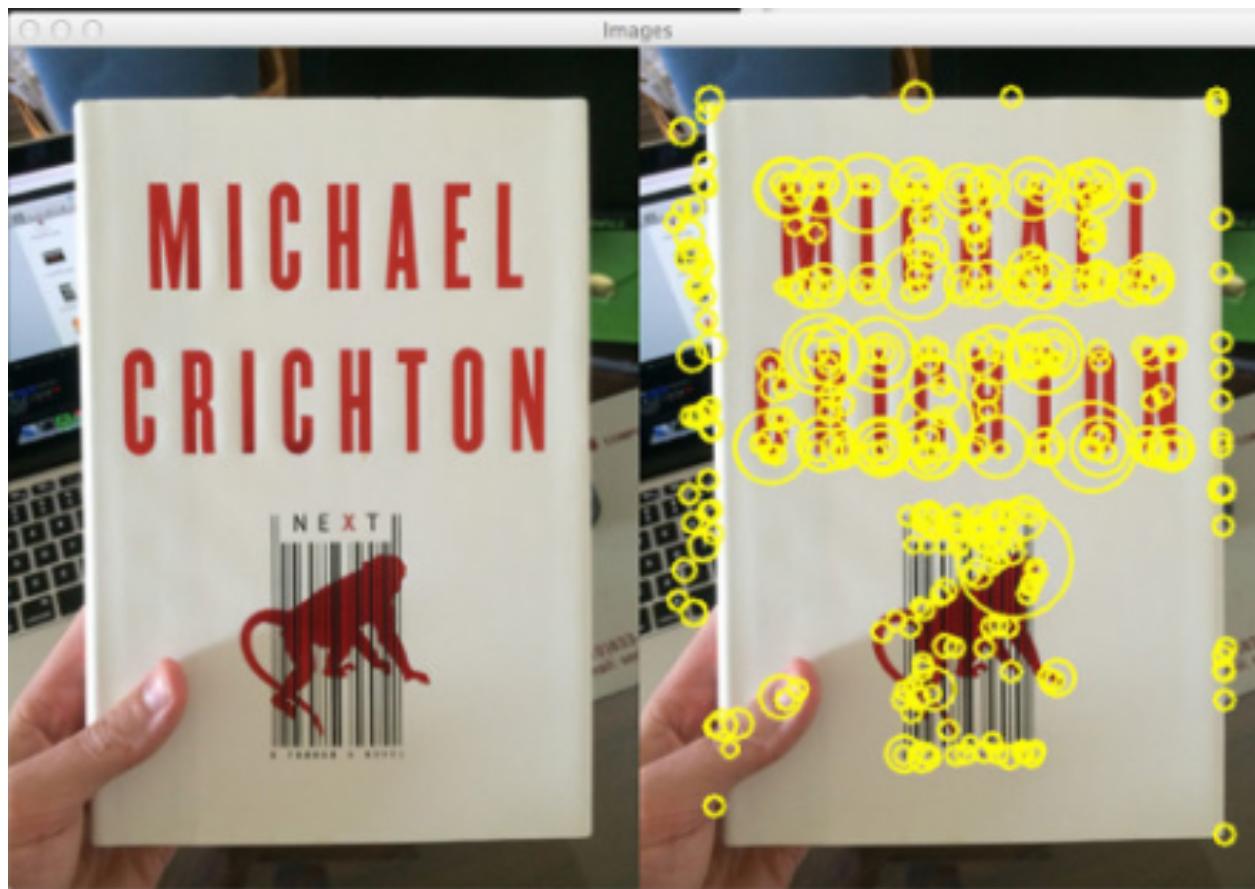
FIGURE 1: EXAMPLE OF DETECTING MSER REGIONS IN AN IMAGE. NOTICE THAT EACH OF THESE INDIVIDUAL REGIONS HAVE: (1) SIMILAR COLOR DISTRIBUTIONS, (2) ARE SURROUNDED BY CONTRASTING COLOR, AND (3), SINCE THEY HAVE SIMILAR COLOR DISTRIBUTIONS, ARE "SIMILAR" AND "CONNECTED" TO THE SEMANTIC CONCEPT OF THE REGION (I.E. THE WINDOWS OR DOOR).



BRISK

▷ FAST + Multiscale





```
1 import numpy as np
2 import cv2
3
4 image = cv2.imread('obama.jpeg')
5 gray = cv2.cvtColor(image, cv2.COLOR_BGR2GRAY)
6
7 #BRISK
8 brisk = cv2.BRISK_create()
9 (kps, desc) = brisk.detectAndCompute(gray, None)
10 print("# kps: {} - size: {}".format(len(kps),descs.shape) )
11
12 img2 = cv2.drawKeypoints(image, kps, None, color=(255,0,0))
13 cv2.imshow("image", np.hstack([image, img2]))
14 cv2.waitKey(0)
```

ORB (Oriented Fast and Rotated Brisk)

- ▷ Rublee et al. (2011)
- ▷ BRISK + Rotation Invariant
 - Rotaciona patch para o eixo dominante



```
1 import numpy as np
2 import cv2
3
4 image = cv2.imread('obama.jpeg')
5 gray = cv2.cvtColor(image, cv2.COLOR_BGR2GRAY)
6
7 # Initiate ORB detector
8 orb = cv2.ORB_create()
9 # find the keypoints with ORB
10 kp = orb.detect(gray, None)
11 # compute the descriptors with ORB
12 kp, des = orb.compute(gray, kp)
13 # draw only keypoints location,not size and orientation
14 img2 = cv2.drawKeypoints(image, kp, None, color=(0,255,0), flags=0)
15 cv2.imshow("image", np.hstack([image, img2]))
16 cv2.waitKey(0)
```



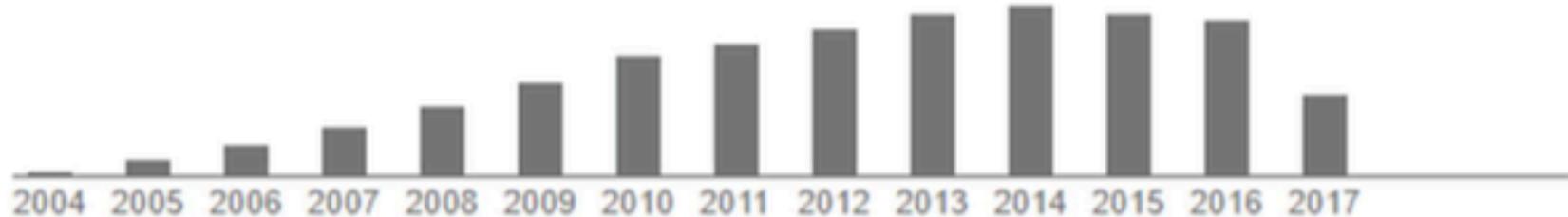
SIFT

SIFT

“Scale Invariant Feature Transform” [5]

International Journal of Computer Vision,
2004

Total de citações [Citado por 43188](#)



SIFT

▷ Scale Invariant Feature Transform

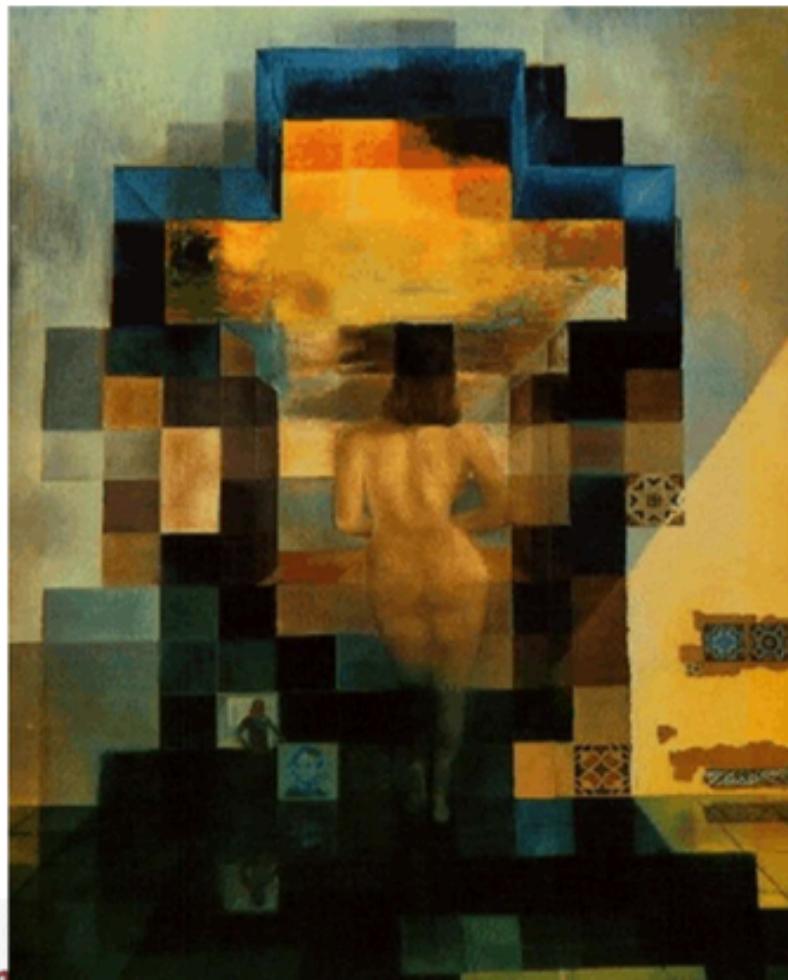
- IJCV, 2004

▷ Passos

- Construção do espaço-escala (scale-space)
- Localização de keypoints
- Atribuição de orientação
- Descrição da região de vizinhança de cada keypoint

SIFT

▷ Conceito Scale-Space



- Percepção é alterada em função da escala analisada;
- Não se sabe *a priori* que escala olhar



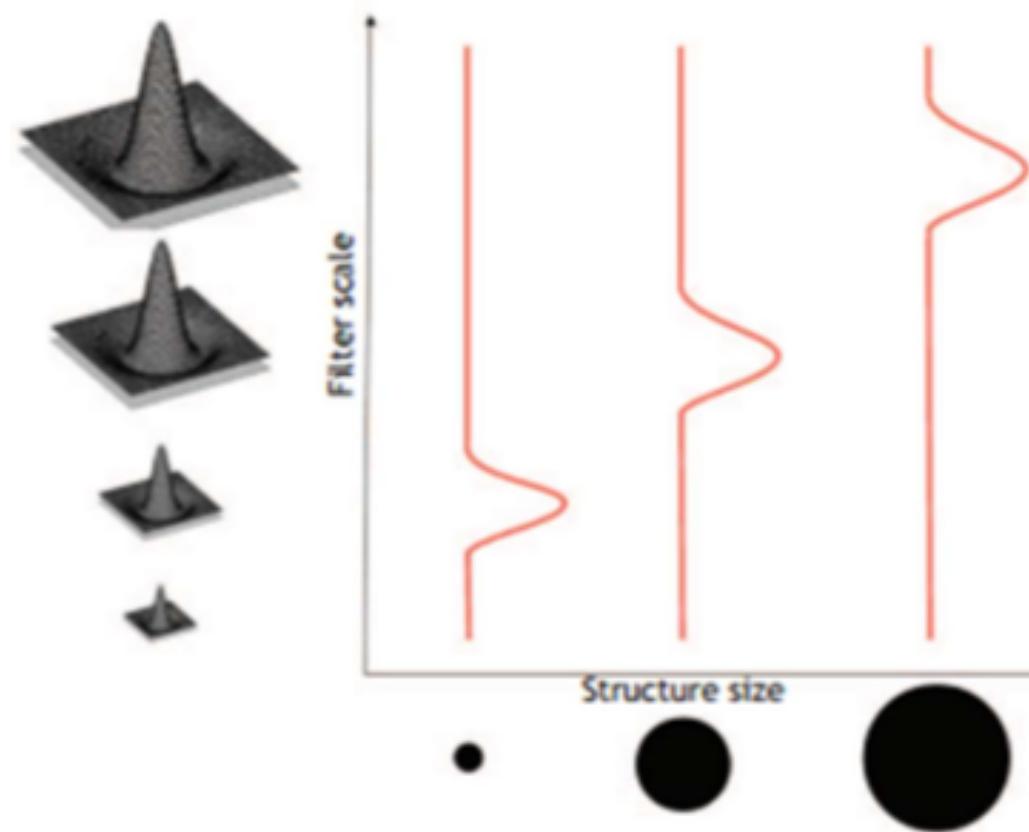
SIFT

- ▷ Solução: considerar múltiplas escalas
 - Sistema visual humano já faz isso...



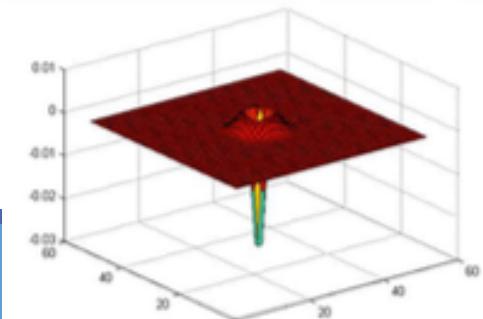
SIFT

- ▷ Scale-space – Estruturas (círculos) de diferentes tamanhos são detectadas em diferentes escalas (filtros de diferentes tamanhos)



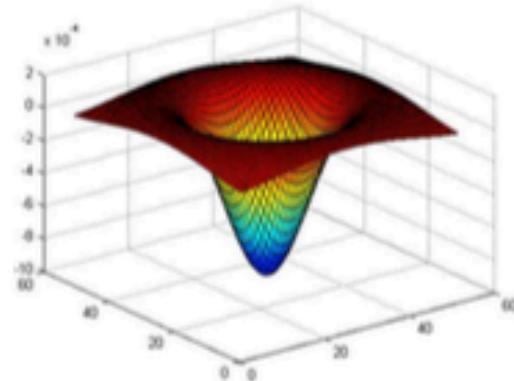
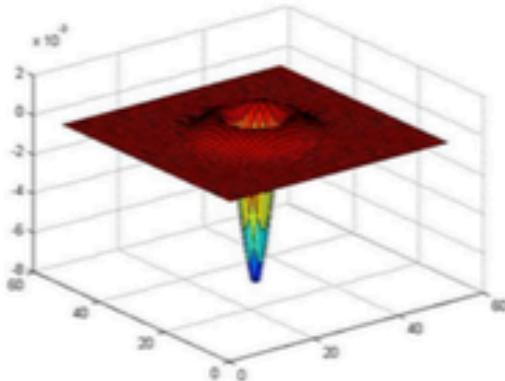
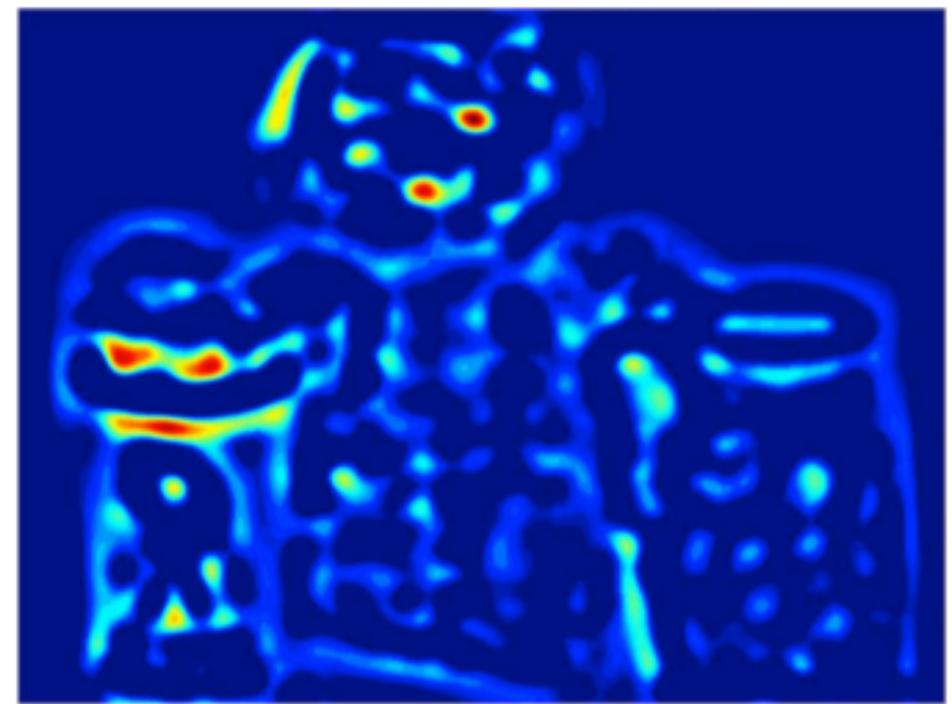
SIFT

-
- ▷ Scale-space – Estruturas (círculos) de diferentes tamanhos são detectadas em diferentes escalas (filtros de diferentes tamanhos)



SIFT

- ▷ Scale-space – Estruturas (círculos) de diferentes tamanhos são detectadas em diferentes escalas;



*Imagen original com
tamanho reduzido pela
metade

SIFT

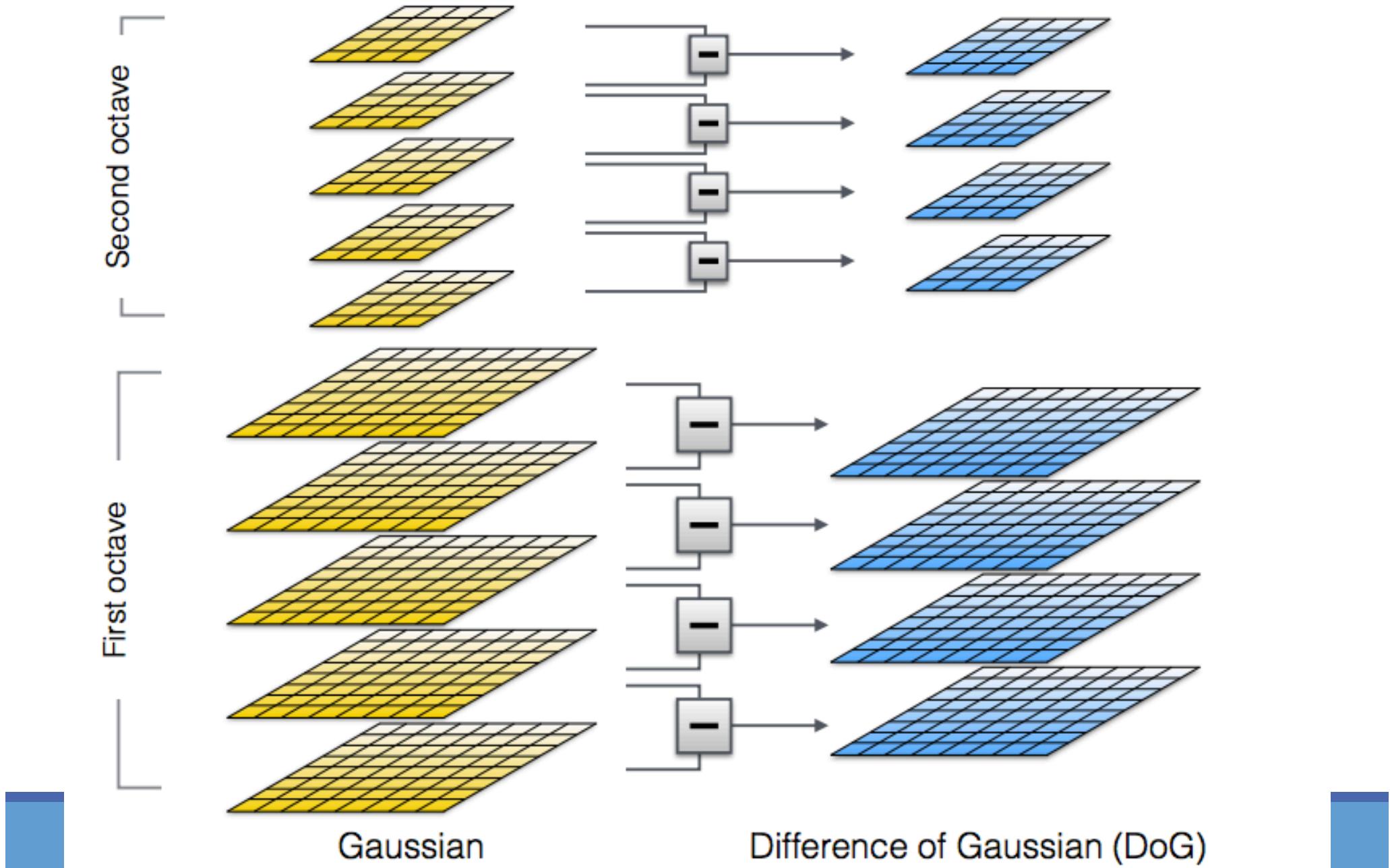
- ▷ Exemplo detecção de keypoints

Tamanho do
círculo: escala
do keypoint

Orientação
raio: direção
do keypoint

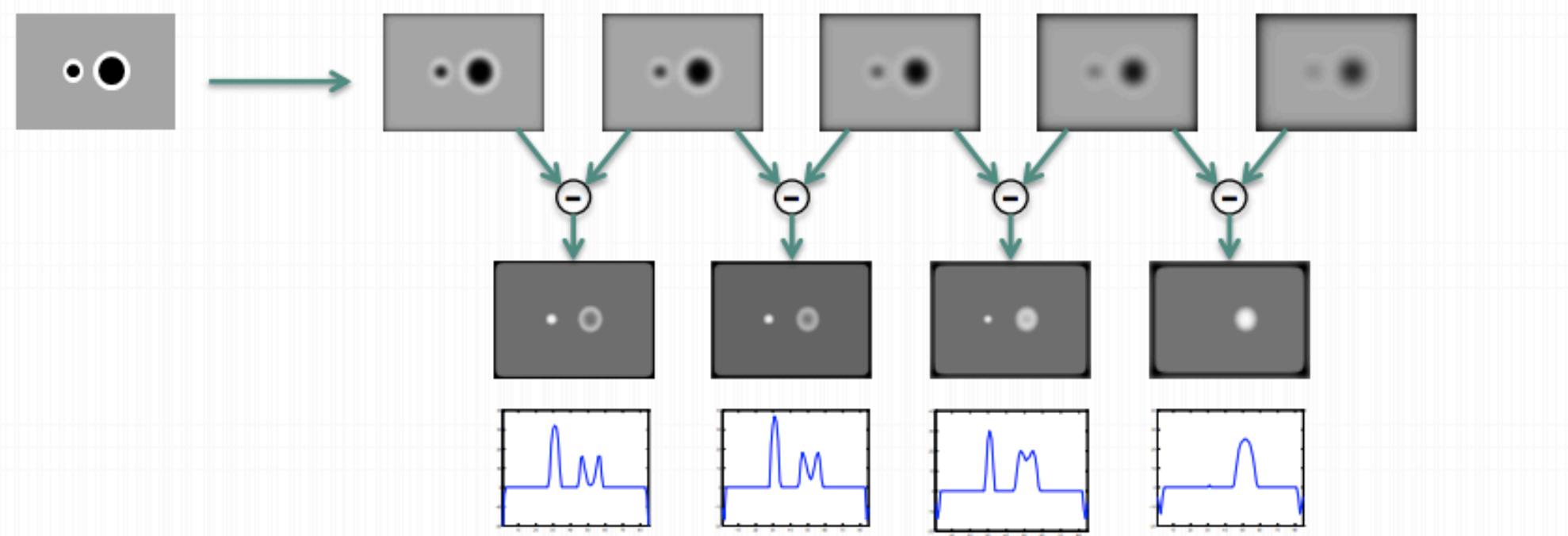


1. Multi-scale extrema detection

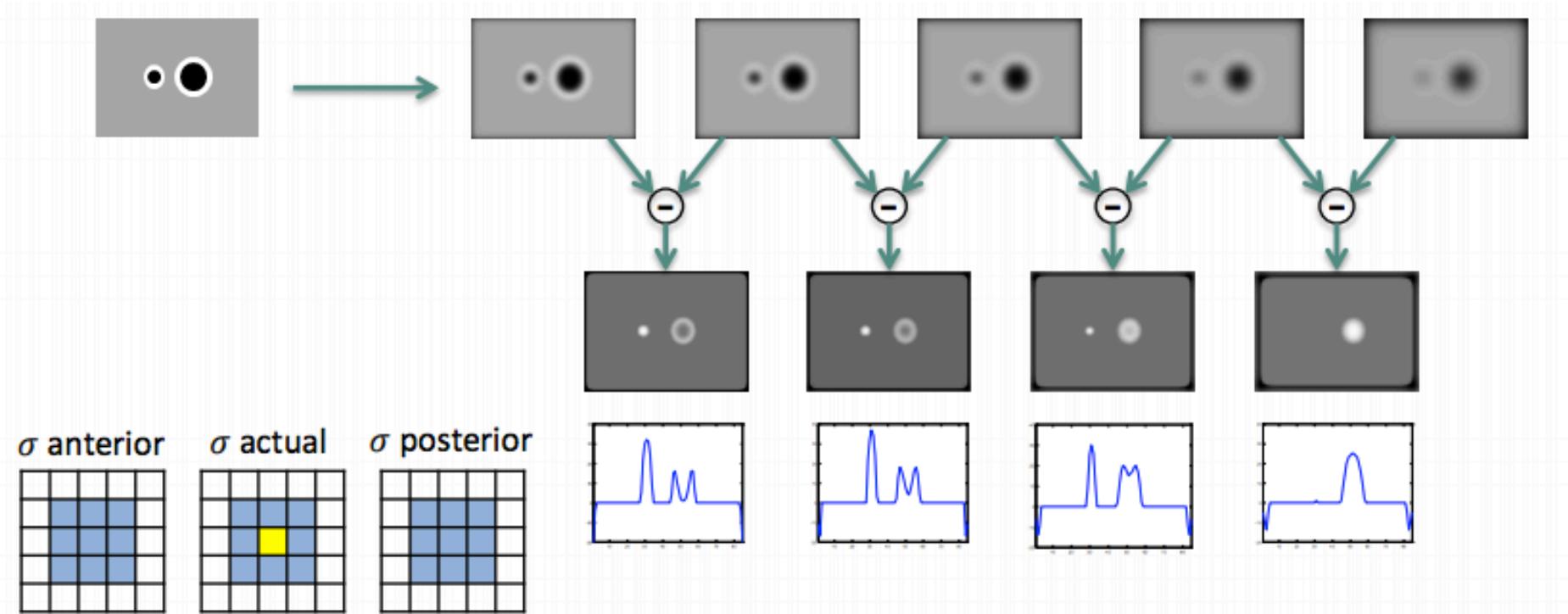


Diferença de Gaussianas

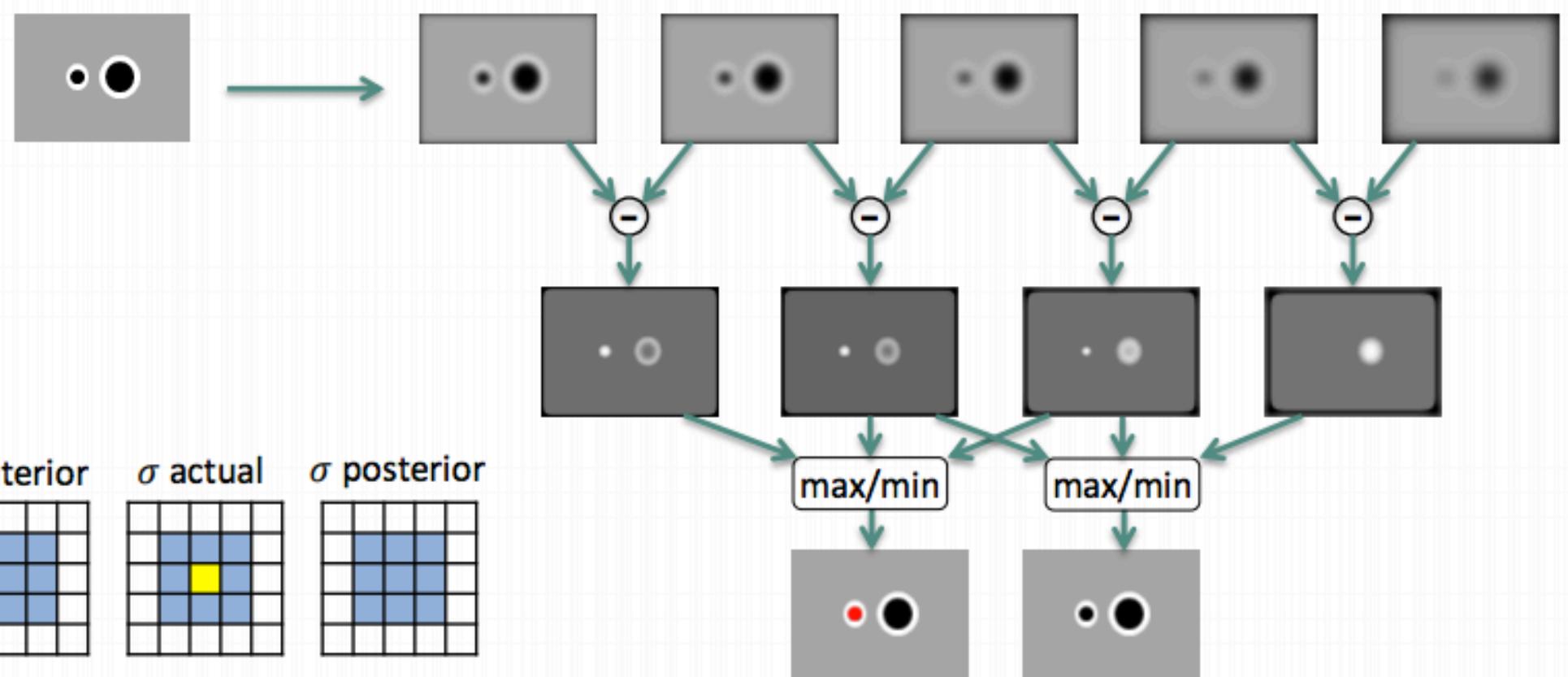
- ▷ O desvio padrão do filtro gaussiano determina a resolução (escala) que se detectam as mudanças de intensidade



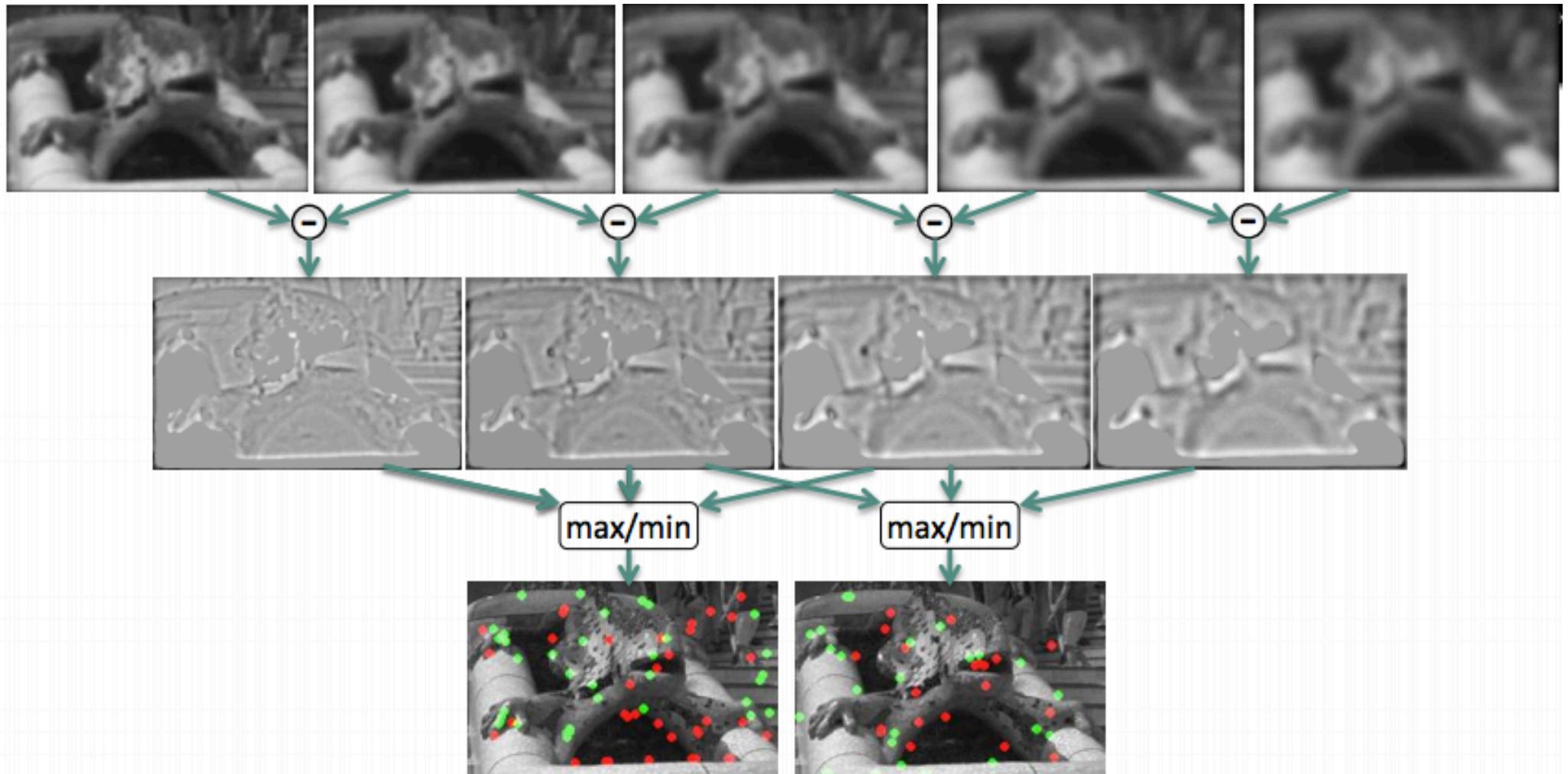
► Máximos/mínimos locais do DoG em relação ao anterior, atual e posterior



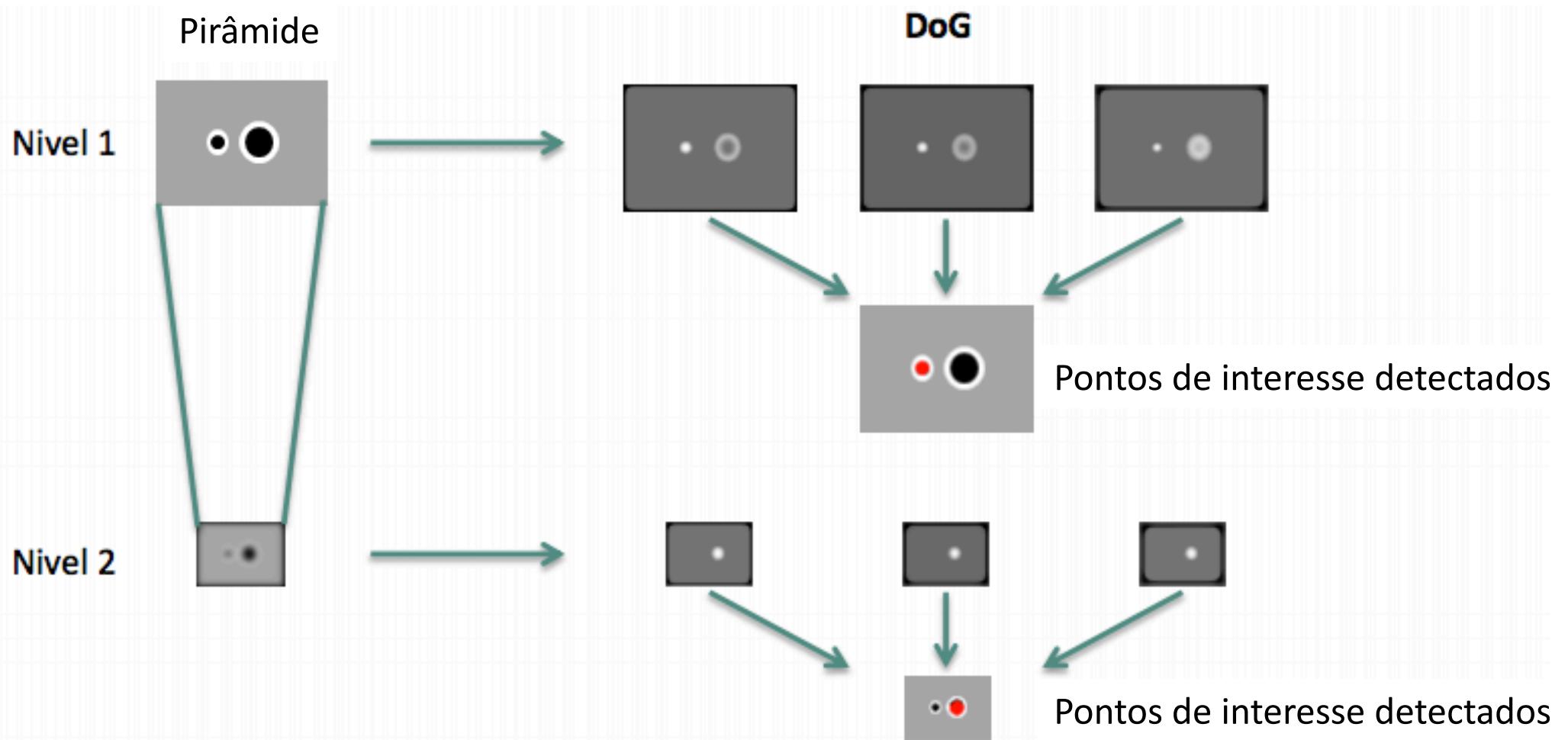
▷ Detecta regiões de maior resposta



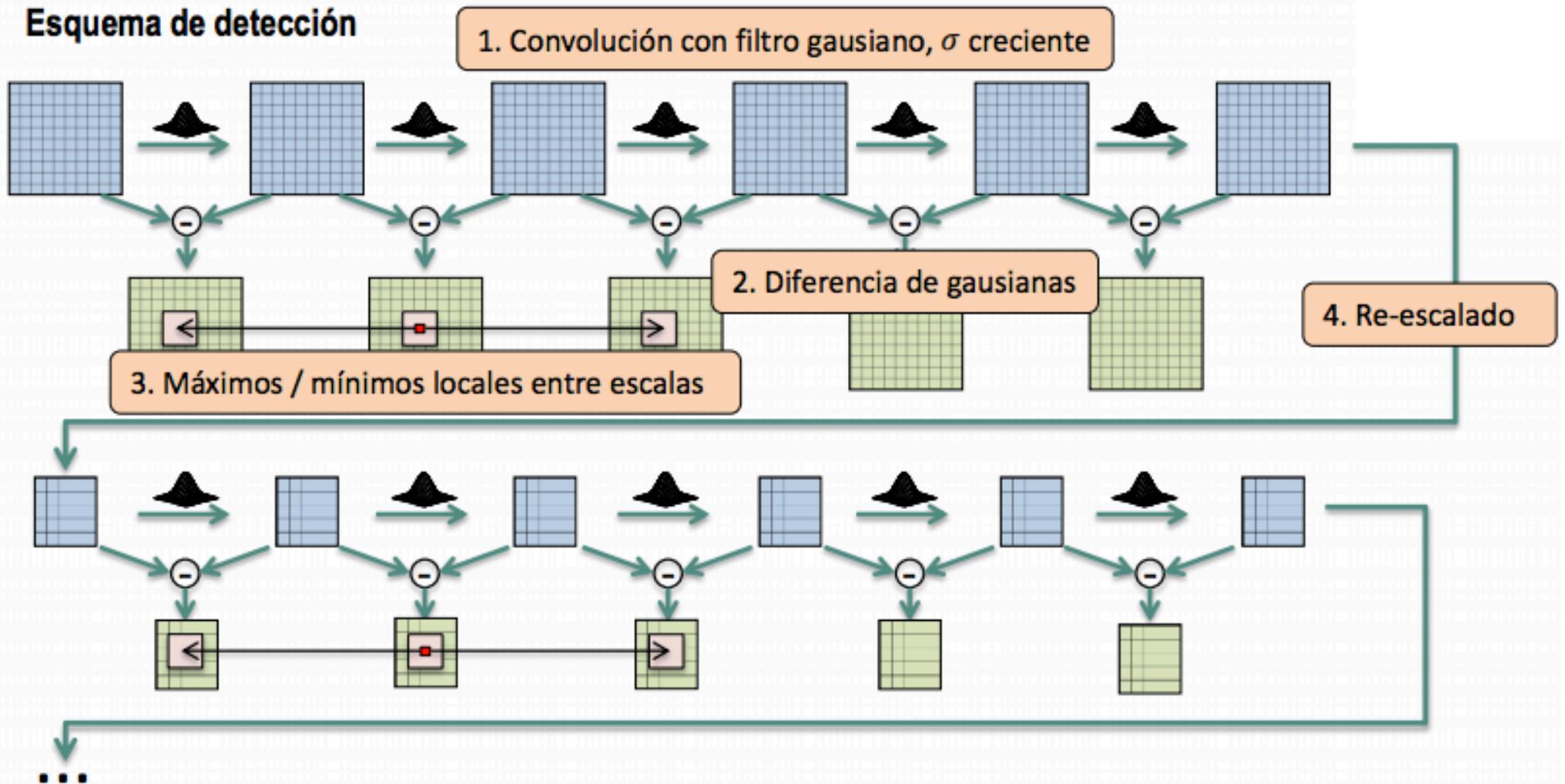
Exemplo



Pirâmides de imagens: exemplo



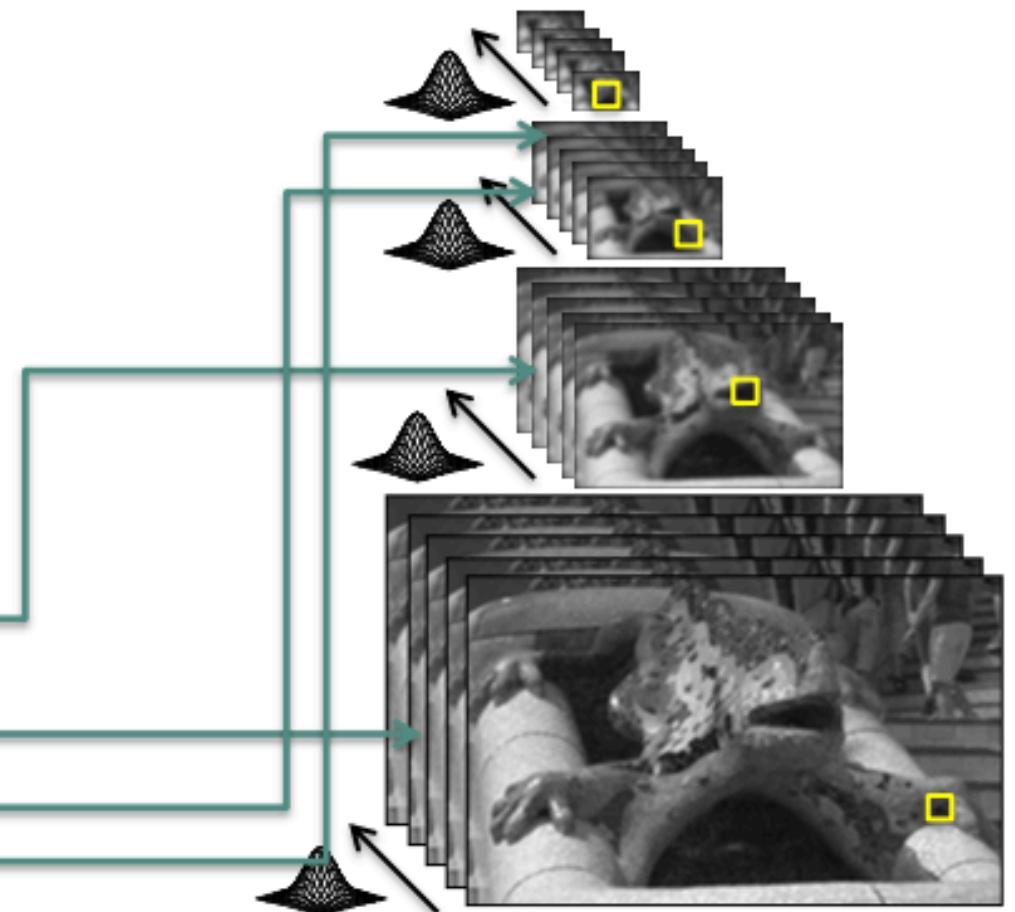
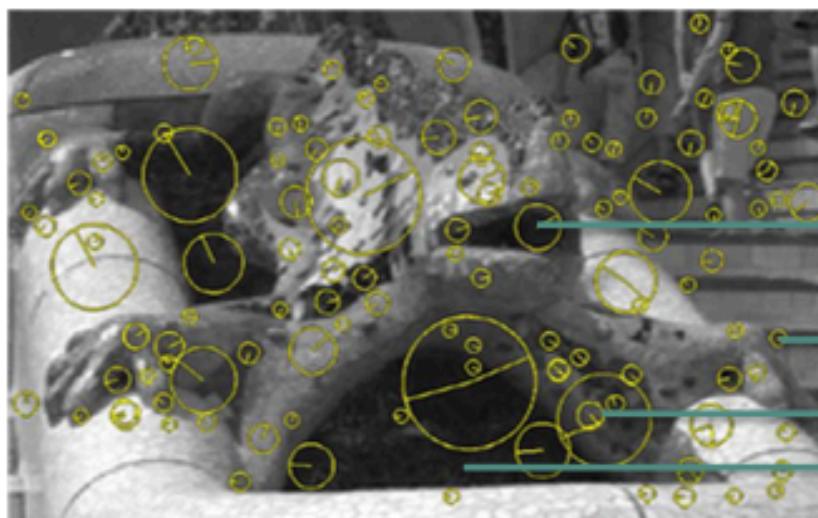
Esquema de detección



Exemplo de detecção



-
- ▷ Região de tamanho fixo na imagem correspondente na pirâmide
 - ▷ Níveis baixos: regiões pequenas na imagem original
 - ▷ Níveis altos: regiões grandes na imagem original



Etapa de descrição

- ▷ Para cada keypoint encontrado na etapa de detecção
 - Um vetor será construído para descrever a vizinhança do ponto
 - Descritor

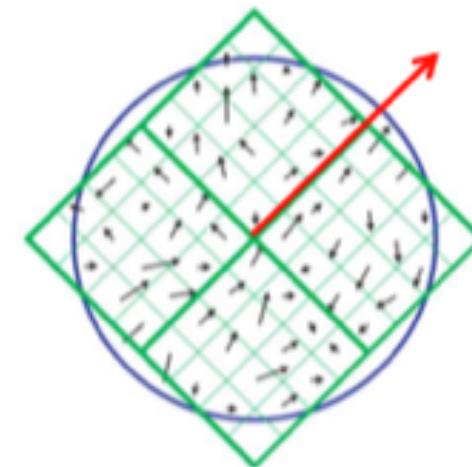
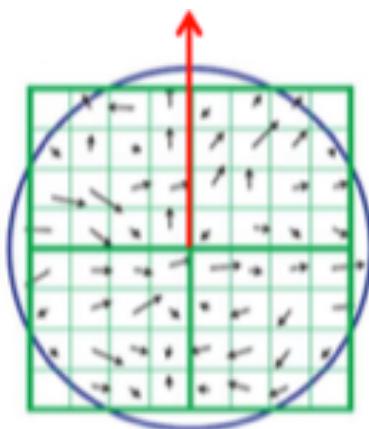
Descriptor

▷ Uso de gradientes

- Menor sensibilidade à variações de iluminação

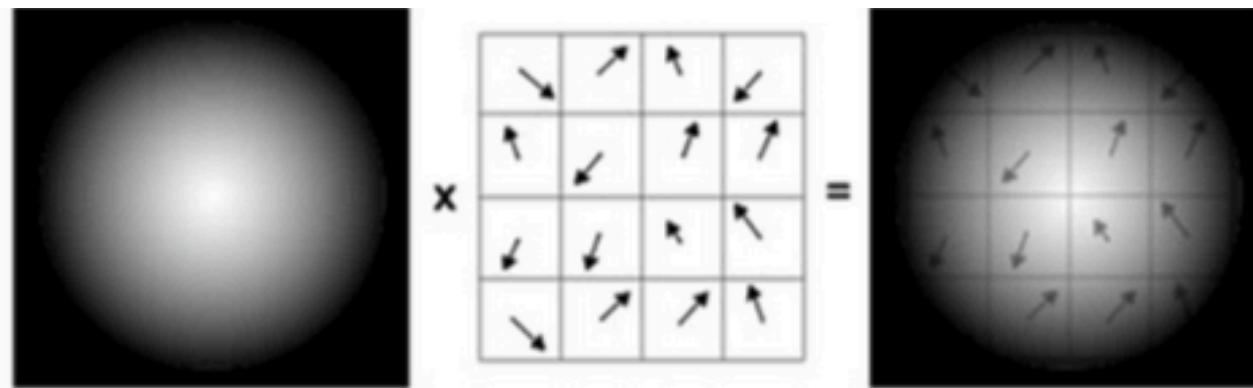
▷ Magnitude e orientação do gradiente ao redor da vizinhança de cada keypoint são computados

- Cálculo realizado em função da orientação detectada
 - Invariância à rotação



Descriptor

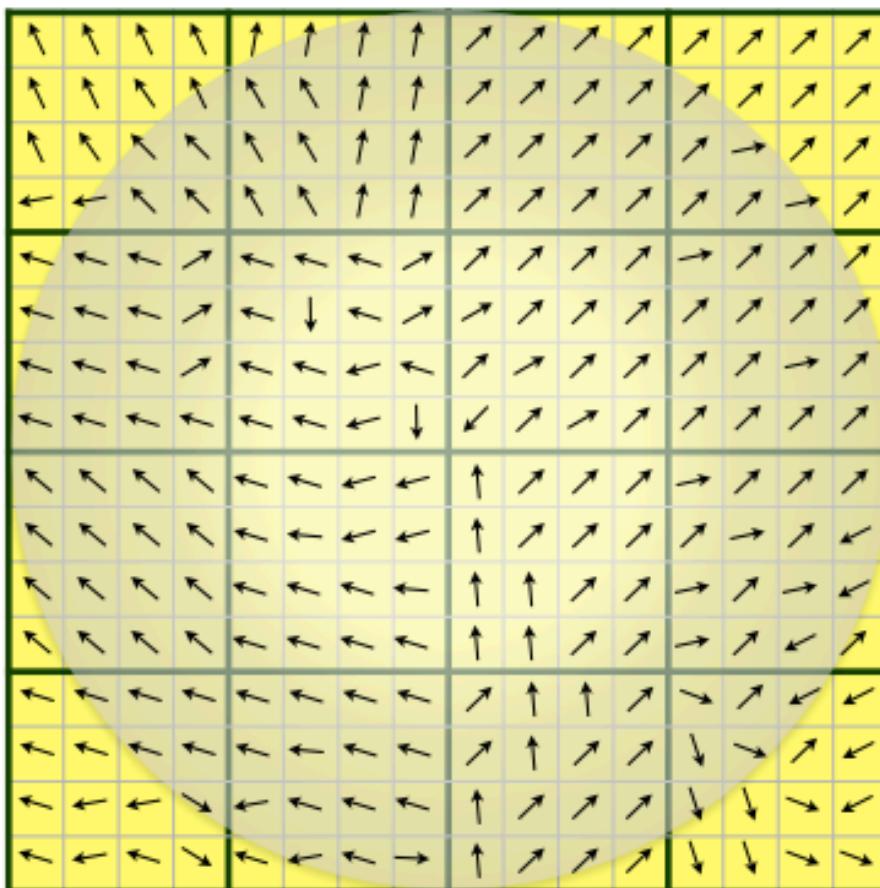
- ▷ Histograma de orientações é construído em uma vizinhança de cada keypoint
 - Para cada keypoint, um descriptor é formado
 - Valores são pesados em função (i) da magnitude do graiente e de uma (ii) Gaussiana centrada no ponto



4. Descriptor de Pontos Chave

Image Gradients

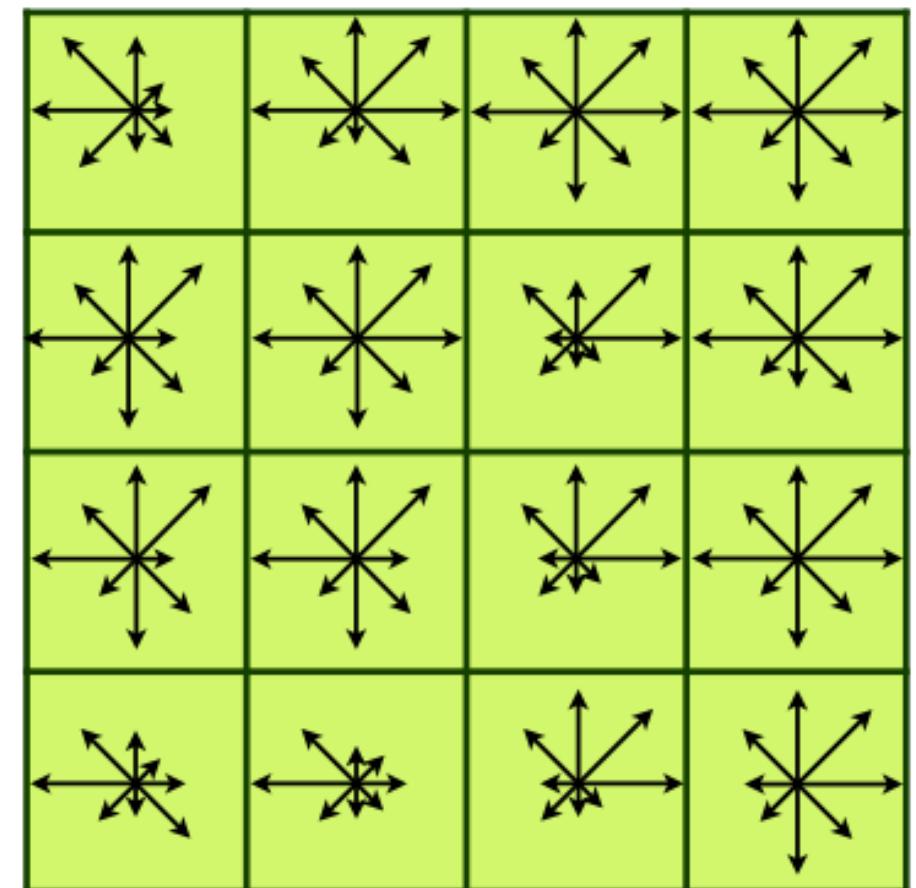
(4 x 4 pixel per cell, 4 x 4 cells)



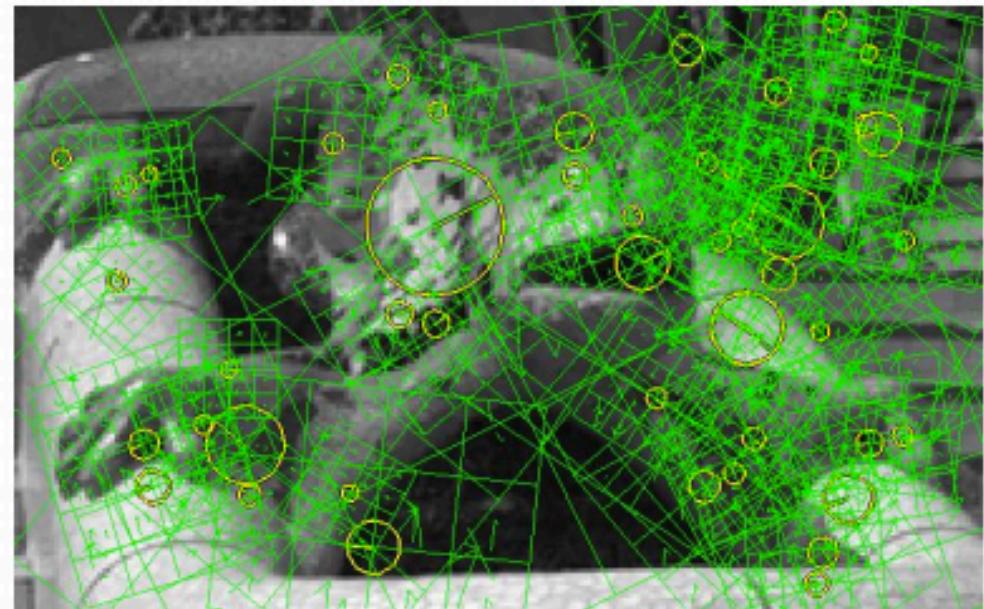
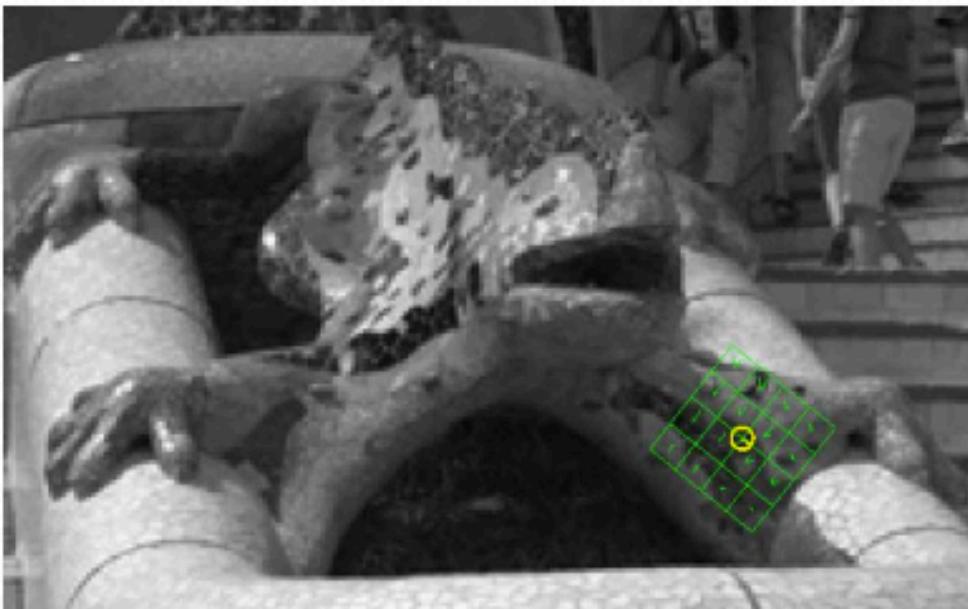
Gaussian weighting
(sigma = half width)

SIFT descriptor

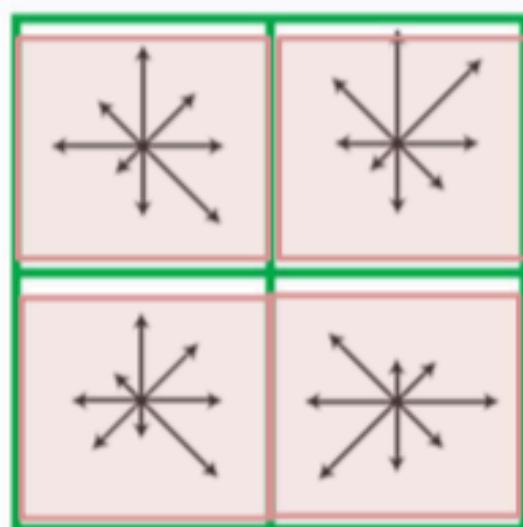
(16 cells x 8 directions = 128 dims)



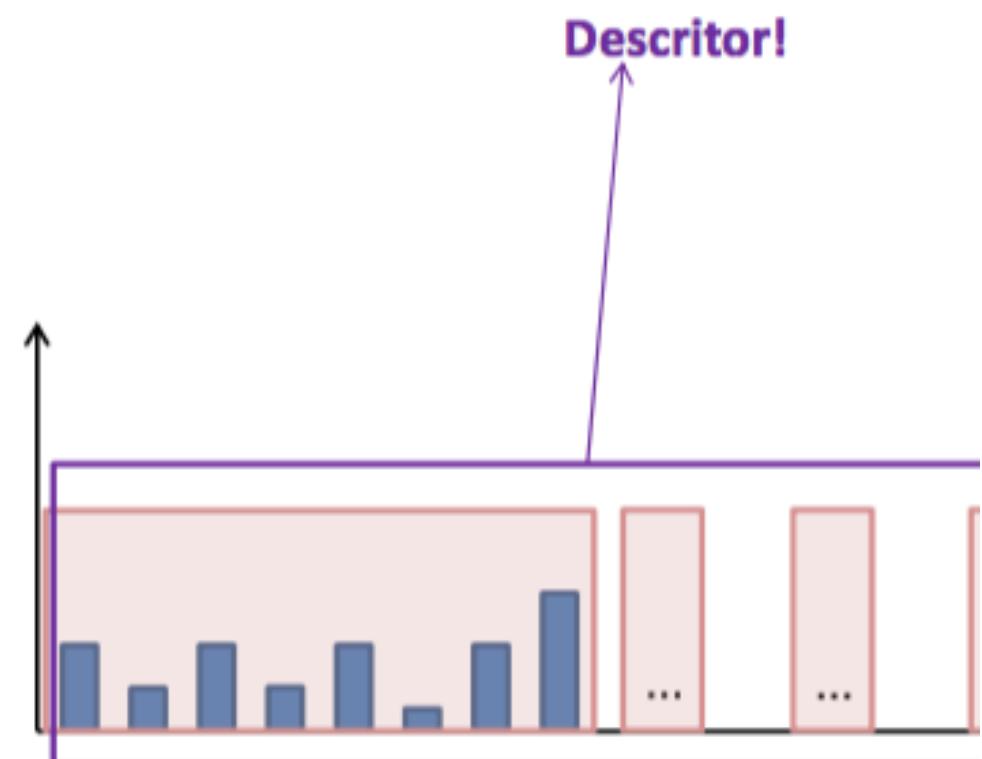
Exemplo do Descriptor



- Descriptor (Exemplo)
 - Região 2×2
 - 8 orientações



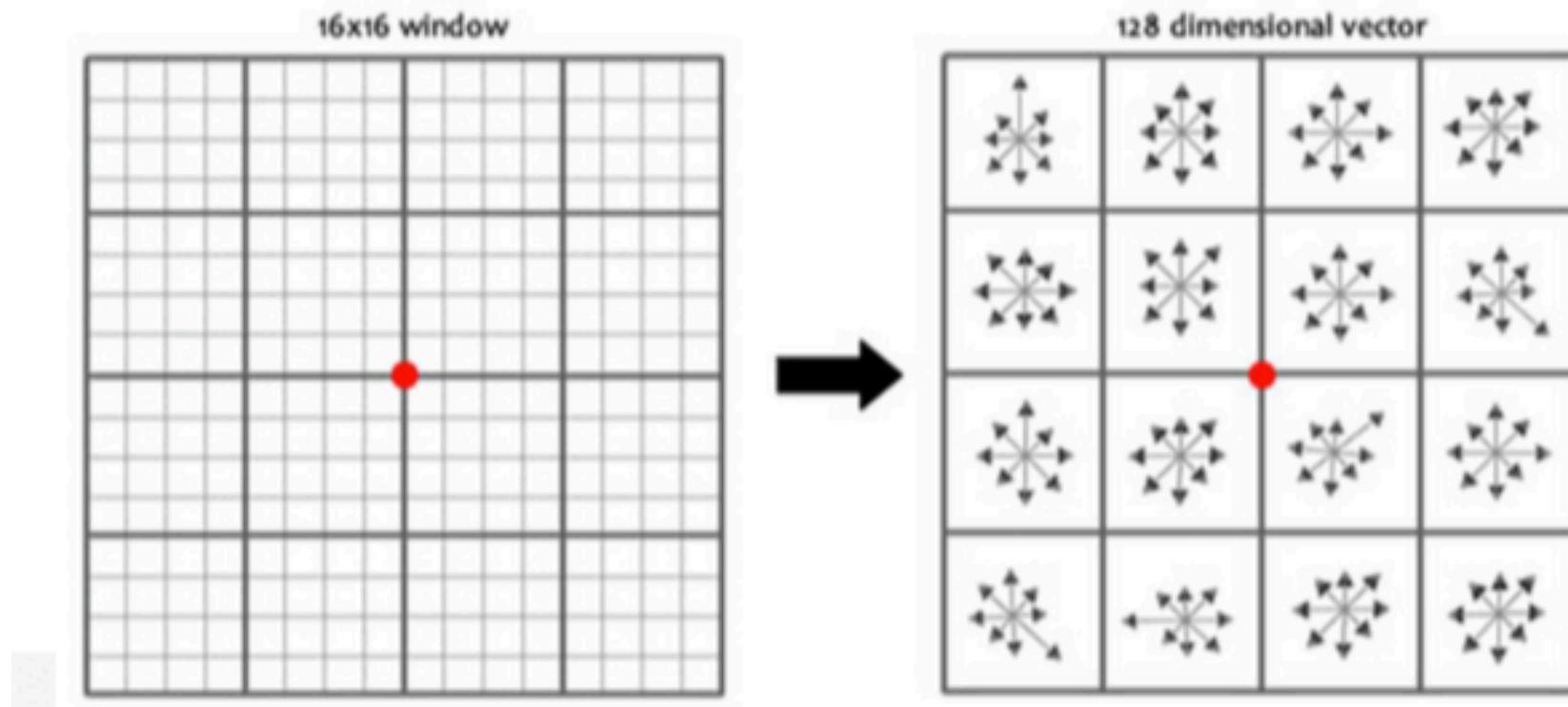
Keypoint descriptor



$2 \times 2 \times 8 = 32$ elementos no descriptor exe

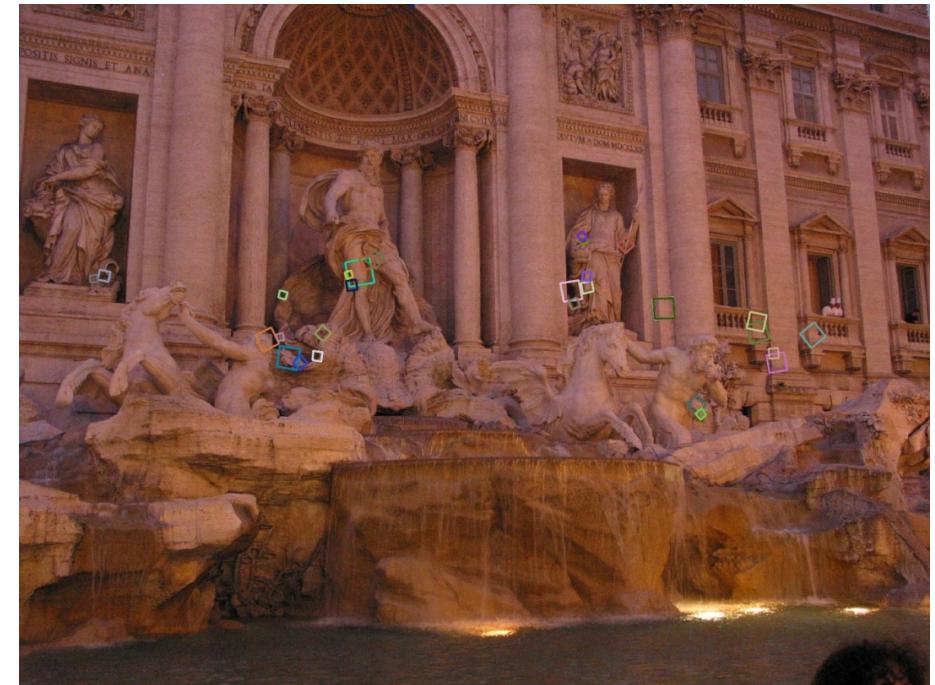
Descriptor (sugerido no artigo)

- ▷ Região 4x4; 8 orientações
 - Tamanho do vetor descriptor: $4 \times 4 \times 8 = 128$

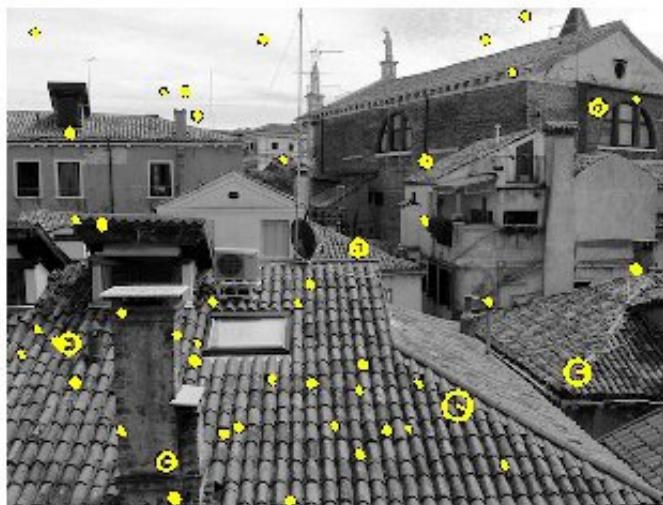


Propriedades do SIFT

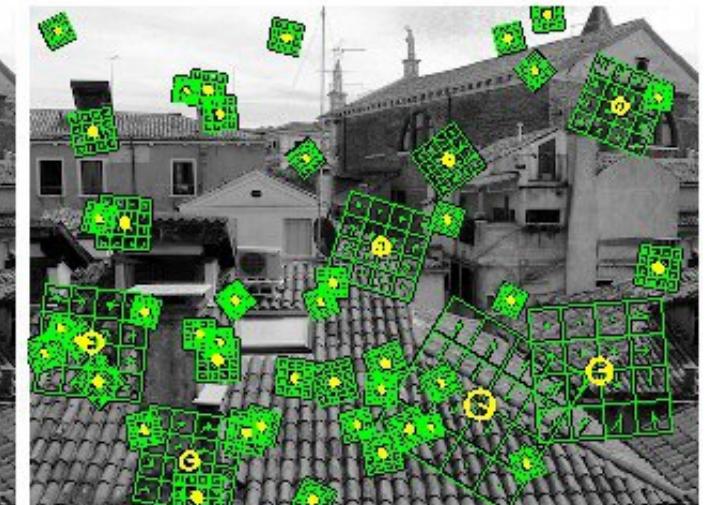
- Pode lidar com rotação de plano de até cerca de 60 graus
- Robusto a variação de iluminação
- Pode rodar em tempo real



SIFT



Interest points and their
scales and orientations
(random subset of 50)



SIFT descriptors

Code

```
sift = cv2.xfeatures2d.SIFT_create()  
(kps, desc) = sift.detectAndCompute(gray, None)
```

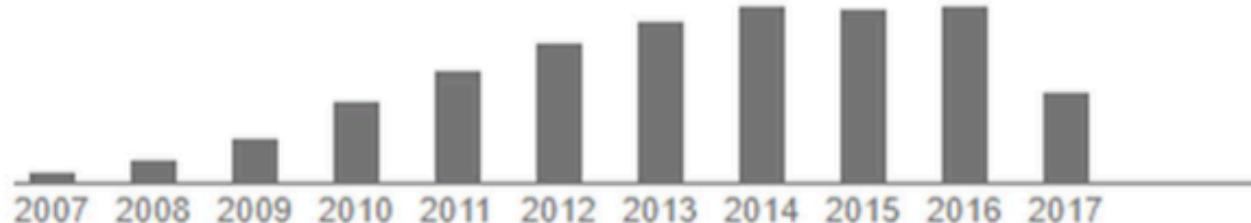
SURF

SURF

“Speeded-Up Robust Features” [3]

Computer Vision and Image
Understanding, 2004

Total de citações [Citado por 18614](#)



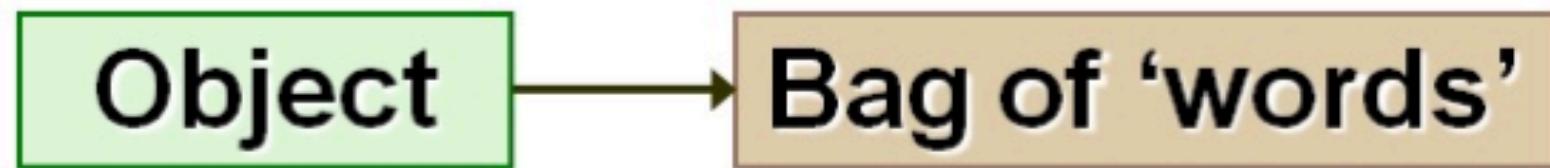
SURF

- Baseado em conceitos similares ao SIFT
- Porém com uma grande vantagem: maior velocidade!
 - Aproximação da DoG
 - Uso de imagens integrais [9] reduzem o tempo de processamento

Descritores Binários

- ▷ Mais rápidos
 - ▷ Menos memória
-
- ▷ BRIEF
 - ▷ ORB
 - ▷ BRISK
 - ▷ FREAK
 - ▷ AKAZE

Bag of Words



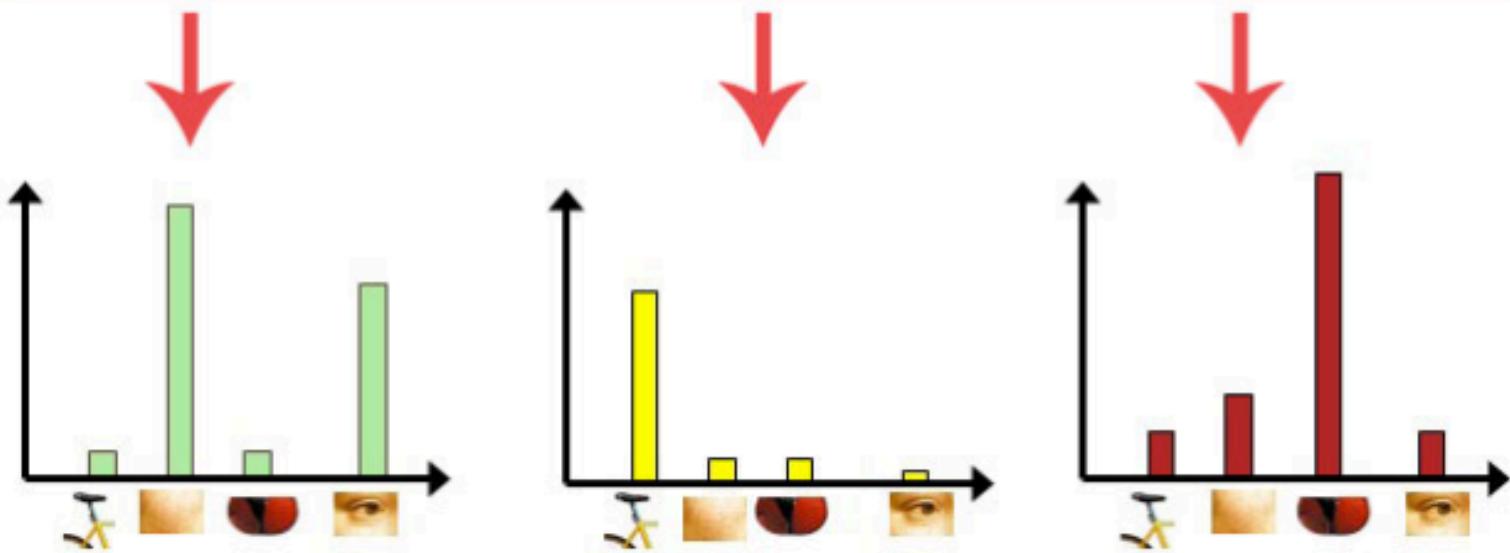
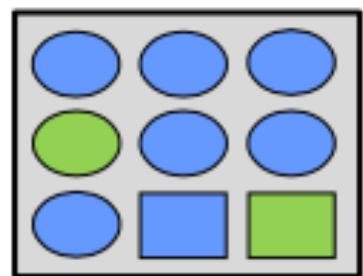
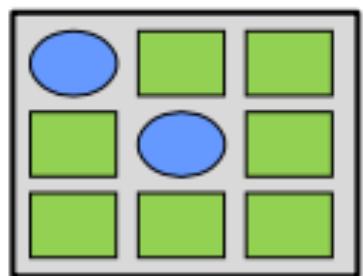


FIGURE 4: TAKING THREE INPUT IMAGES (TOP), EXTRACTING IMAGE PATCHES FROM EACH OF THEM (MIDDLE), AND THEN COUNTING THE NUMBER OF TIMES EACH VISUAL WORD APPEARS IN THE RESPECTIVE IMAGES (BOTTOM).

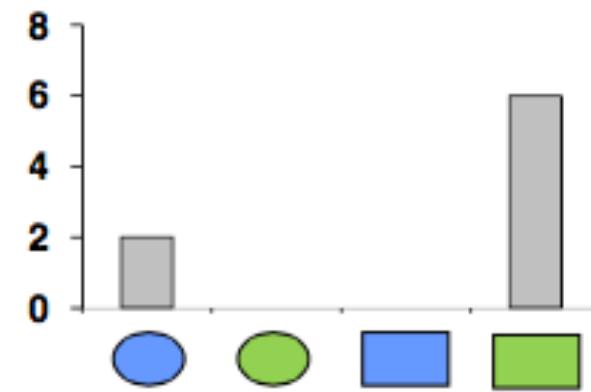
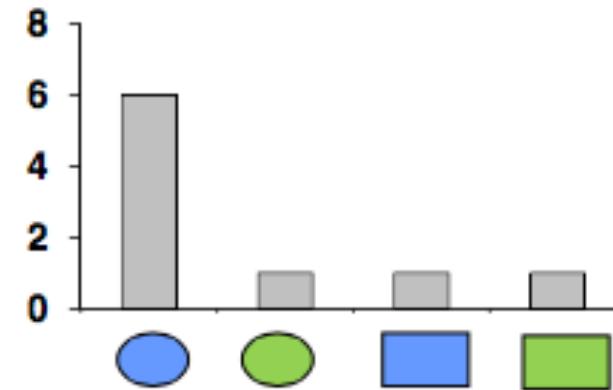
-
- ▷ Identificar características comuns e relevantes: palavras visuais
 - ▷ Representação: histograma de palavras visuais



Categoría 1

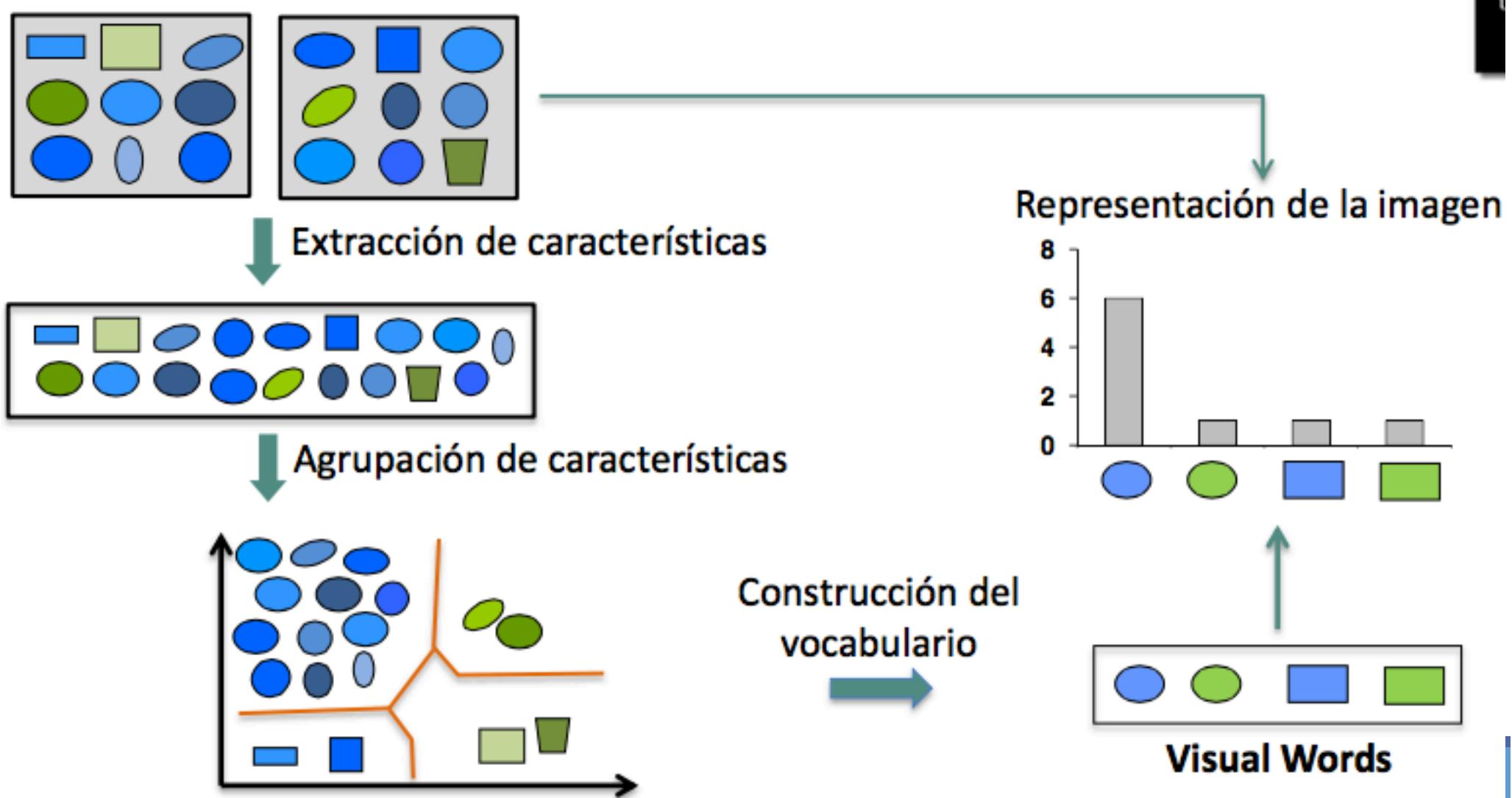


Categoría 2

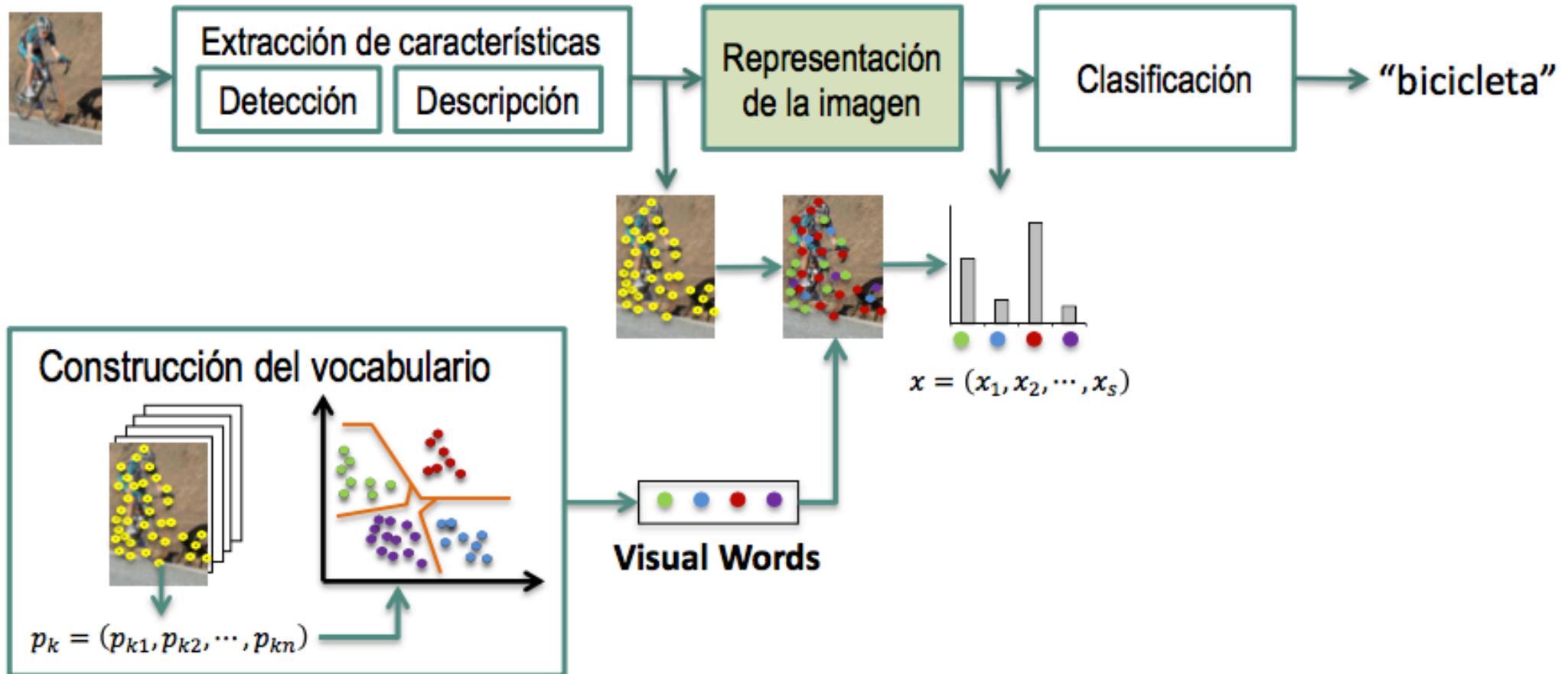


Bag of Visual Words

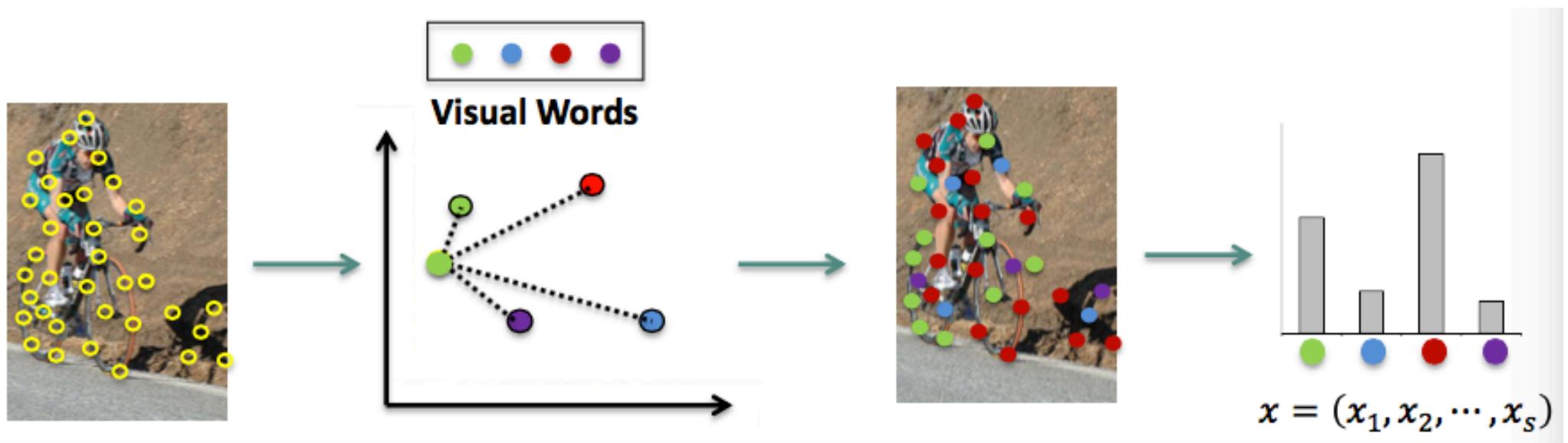
▷ Construcción do vocabulário de palavras visuais



BoVW- Classificação

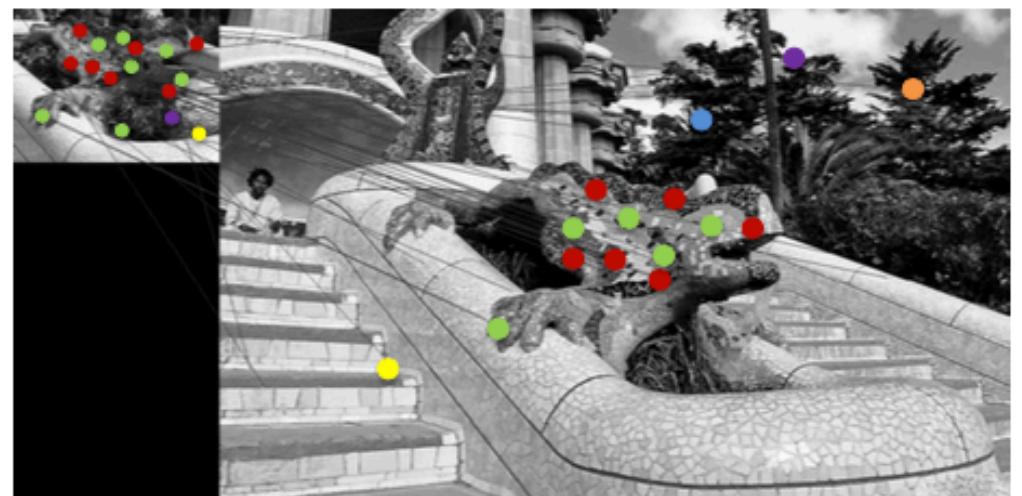


Construção do histograma



Correspondência de Imagens

- ▷ Melhor correspondência entre características parecidas que correspondem à mesma palavra visual



▷ Pior correspondência entre características diferentes que não correspondem à mesma palavra visual

