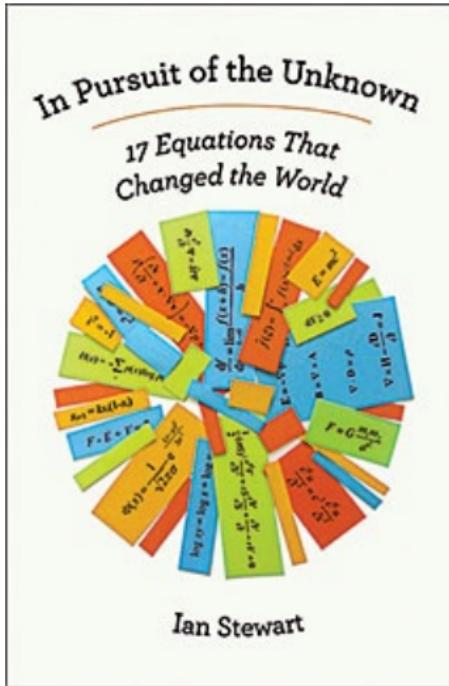


# Image Features

## So far

- In images (practically) the lowest level of organization (Pixel)
- Filtering (Extract structure from a collection of pixels )
- Convolution (a key operations) (Implemented in working systems through Fourier transform)

# Seventeen Equations.....



# Seventeen Equations.....

## 17 Equations That Changed the World by Ian Stewart

- |     |                               |                                                                                                                                                                                                                                                                                       |                            |
|-----|-------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------|
| 1.  | Pythagoras's Theorem          | $a^2 + b^2 = c^2$                                                                                                                                                                                                                                                                     | Pythagoras, 530 BC         |
| 2.  | Logarithms                    | $\log xy = \log x + \log y$                                                                                                                                                                                                                                                           | John Napier, 1610          |
| 3.  | Calculus                      | $\frac{df}{dt} = \lim_{h \rightarrow 0} \frac{f(t+h) - f(t)}{h}$                                                                                                                                                                                                                      | Newton, 1668               |
| 4.  | Law of Gravity                | $F = G \frac{m_1 m_2}{r^2}$                                                                                                                                                                                                                                                           | Newton, 1687               |
| 5.  | The Square Root of Minus One  | $i^2 = -1$                                                                                                                                                                                                                                                                            | Euler, 1750                |
| 6.  | Euler's Formula for Polyhedra | $V - E + F = 2$                                                                                                                                                                                                                                                                       | Euler, 1751                |
| 7.  | Normal Distribution           | $\Phi(x) = \frac{1}{\sqrt{2\pi\rho}} e^{-\frac{(x-\mu)^2}{2\rho^2}}$                                                                                                                                                                                                                  | C.F. Gauss, 1810           |
| 8.  | Wave Equation                 | $\frac{\partial^2 u}{\partial t^2} = c^2 \frac{\partial^2 u}{\partial x^2}$                                                                                                                                                                                                           | J. d'Almbert, 1746         |
| 9.  | Fourier Transform             | $f(\omega) = \int_{-\infty}^{\infty} f(x) e^{-2\pi i \omega x} dx$                                                                                                                                                                                                                    | J. Fourier, 1822           |
| 10. | Navier-Stokes Equation        | $\rho \left( \frac{\partial \mathbf{v}}{\partial t} + \mathbf{v} \cdot \nabla \mathbf{v} \right) = -\nabla p + \nabla \cdot \mathbf{T} + \mathbf{f}$                                                                                                                                  | C. Navier, G. Stokes, 1845 |
| 11. | Maxwell's Equations           | $\begin{aligned} \nabla \cdot \mathbf{E} &= \frac{\rho}{\epsilon_0} & \nabla \cdot \mathbf{H} &= 0 \\ \nabla \times \mathbf{E} &= -\frac{1}{c} \frac{\partial \mathbf{H}}{\partial t} & \nabla \times \mathbf{H} &= \frac{1}{c} \frac{\partial \mathbf{E}}{\partial t} \end{aligned}$ | J.C. Maxwell, 1865         |
| 12. | Second Law of Thermodynamics  | $dS \geq 0$                                                                                                                                                                                                                                                                           | L. Boltzmann, 1874         |
| 13. | Relativity                    | $E = mc^2$                                                                                                                                                                                                                                                                            | Einstein, 1905             |
| 14. | Schrodinger's Equation        | $i\hbar \frac{\partial}{\partial t} \Psi = H\Psi$                                                                                                                                                                                                                                     | E. Schrodinger, 1927       |
| 15. | Information Theory            | $H = -\sum p(x) \log p(x)$                                                                                                                                                                                                                                                            | C. Shannon, 1949           |
| 16. | Chaos Theory                  | $x_{t+1} = kx_t(1-x_t)$                                                                                                                                                                                                                                                               | Robert May, 1975           |
| 17. | Black-Scholes Equation        | $\frac{1}{2} \sigma^2 S^2 \frac{\partial^2 V}{\partial S^2} + rS \frac{\partial V}{\partial S} + \frac{\partial V}{\partial t} - rV = 0$                                                                                                                                              | F. Black, M. Scholes, 1990 |

## So far

- In images (practically) the lowest level of organization (Pixel)
- Filtering (Extract structure from a collection of pixels )
- Convolution (a key operations) (Implemented in working systems through Fourier transform)
- Smoothening (Gaussian)
- Edges (Good Abstraction)
- Role of Derivatives
- Scale of the images (Downsample Repeatedly Pyramid)
- Subsampling (Nyquist Rate)
- Upsampling (Interpolation)
- Interpolation also implemented through convolutions

# Image Features

- What skyline is this?



# Image Features

- What skyline is this?



# Image Features

- What skyline is this?

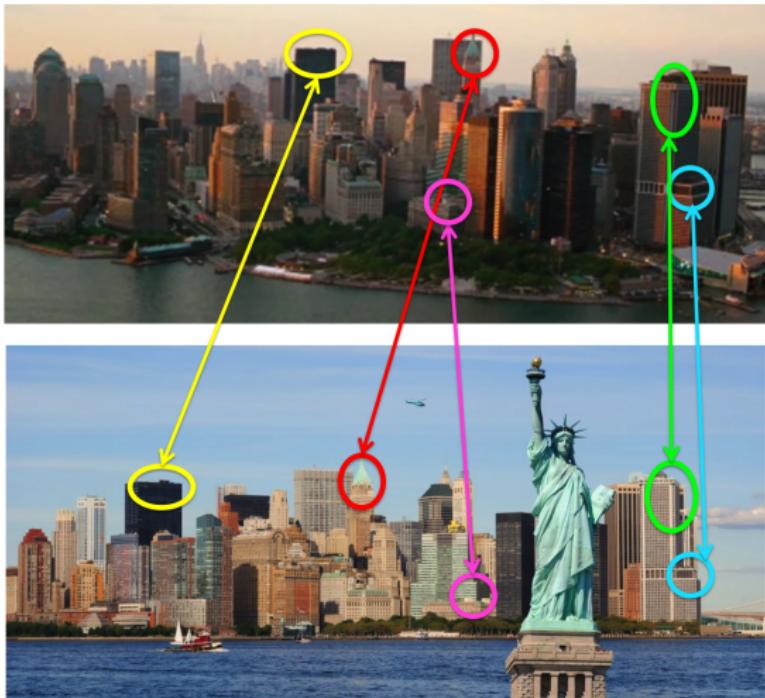


# Image Features

- What skyline is this?

We matched in:

- Distinctive locations:  
**keypoints**
- Distinctive features:  
**descriptors**

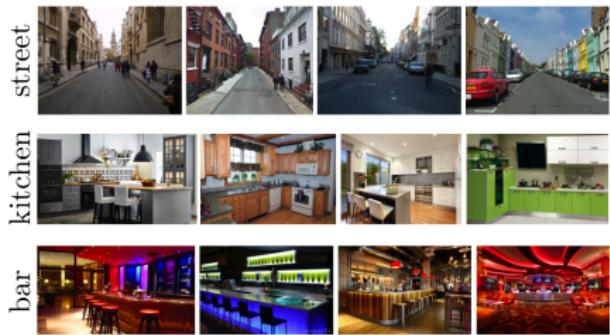


# Image Features

- How could we tell which type of scene this is from a movie?



What kind of scene is behind the actors?  
Kitchen? Bedroom? Street? Bar?



# Image Features

- How could we tell which type of scene this is from a movie?

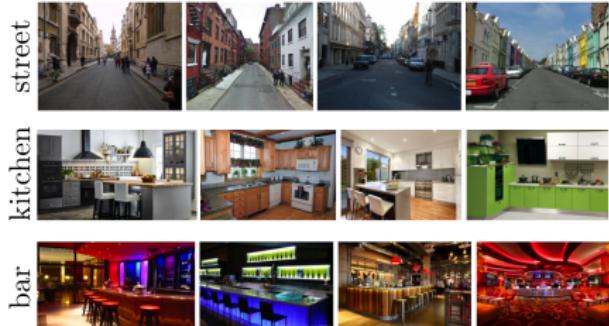
We matched:

- **Globally** – one descriptor for full image (?)
- More complex descriptor: color, gradients, “deep” features (learned), etc



What kind of scene is behind the actors?

Kitchen? Bedroom? Street? Bar?



# Image Features

- How would we solve this?



Are these two cups of the same type?

# Image Features

- How would we solve this?

We matched:

- One descriptor for full **patch**
- Descriptor can be simple, e.g. **color**



Are these two cups of the same type?

# Image Features

- How would we solve this?



Where can I find this pattern? ..... ➔ LAKE BELL

# Image Features

- How would we solve this?

We matched:

- At each location
- Compared pixel values



Where can I find this pattern? ..... ➔ LAKE BELL

# Image Features

- How would we solve this?



Where can I find this pattern? .....>



# Image Features

- How would we solve this?

We matched:

- Distinctive locations
- Distinctive features
- Affine invariant



Where can I find this pattern? .....>

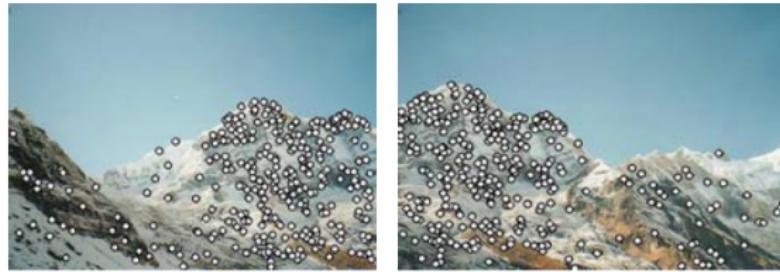
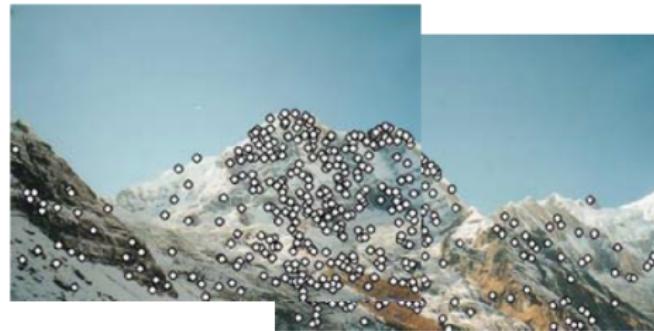


# Image Features

- How would we solve this?

# Image Features: Interest Point (Keypoint) Detection

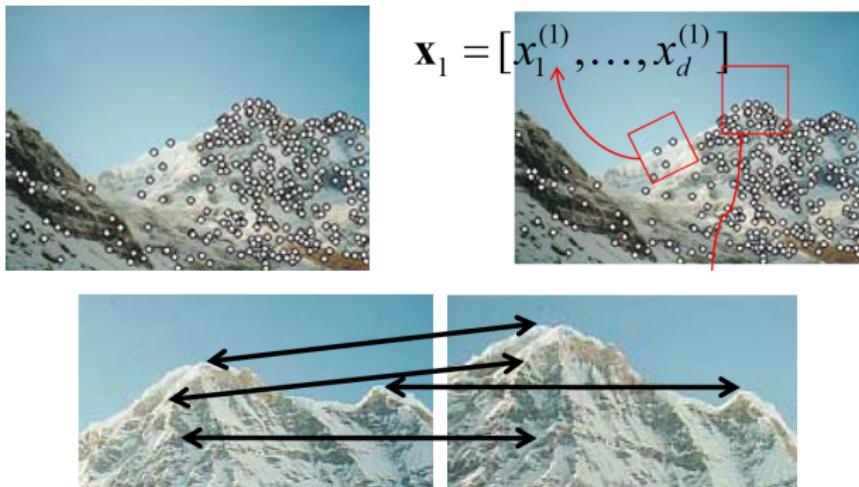
# Application Example: Image Stitching



[Source: K. Grauman]

# Local Features

- **Detection:** Identify the interest points.
- **Description:** Extract **feature vector** descriptor around each interest point.
- **Matching:** Determine correspondence between descriptors in two views.



[Source: K. Grauman]

# Goal: Repeatability of the Interest Point Operator

- Our goal is to detect (at least some of) the same points in both images
- We have to be able to run the detection procedure independently per image
- We need to generate enough points to increase our chances of detecting matching points
- We shouldn't generate too many or our matching algorithm will be too slow



Figure: Too few keypoints → little chance to find the true matches

[Source: K. Grauman, slide credit: R. Urtasun]

# What Points to Choose?

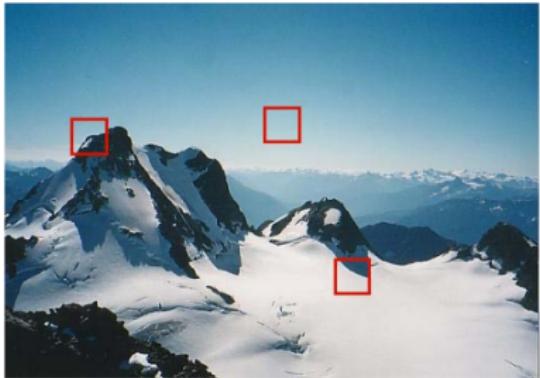
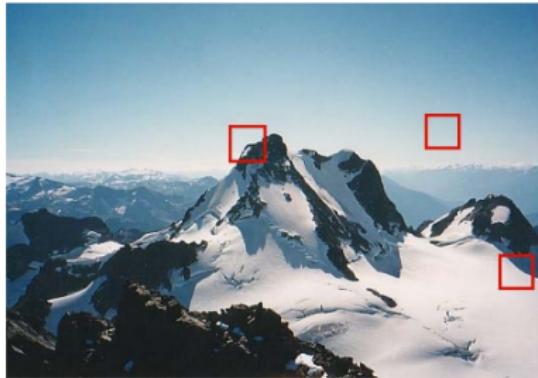


[Source: K. Grauman]

# What Points to Choose for matching?



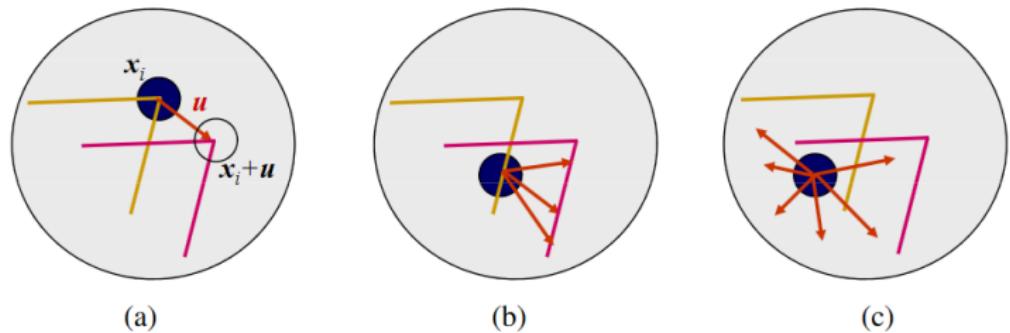
# What Points to Choose for matching?



- Textureless patches are nearly impossible to localize.
- Patches with large contrast changes (gradients) are easier to localize.
- But straight line segments cannot be localized on lines segments with the same orientation (aperture problem)
- Gradients in at least two different orientations are easiest, e.g., **corners!**

[Adopted from: Szelski (Book)]

# Aperture Problem



- “Corner-like” patch can be reliably matched
- A straight line patch can have multiple matches (Aperture Problem)
- Zero texture, useless, can have infinite matches

[Adopted from: Szelski (Book)]

## Interest Points: Corners

- How can we find corners in an image?



## Interest Points: Corners

- We should easily recognize the point by looking through a small window.
- Shifting a window in any direction should give a large change in intensity.

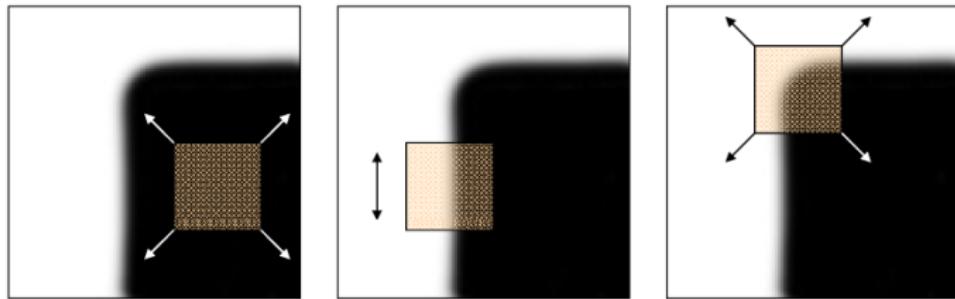


Figure: (left) flat region: no change in all directions, (center) edge: no change along the edge direction, (right) corner: significant change in all directions

[Source: Alyosha Efros, Darya Frolova, Denis Simakov]

## Interest Points: Corners

- Harris Corner Detector: Idea



$\sum I_x^2$  is large

$\sum I_y^2$  is large

$\implies$  Corner!

## Interest Points: Corners

- Harris Corner Detector: Idea



$$\begin{bmatrix} \sum I_x^2 & \sum I_x I_y \\ \sum I_x I_y & \sum I_y^2 \end{bmatrix}$$

⇒ eigenvalues!

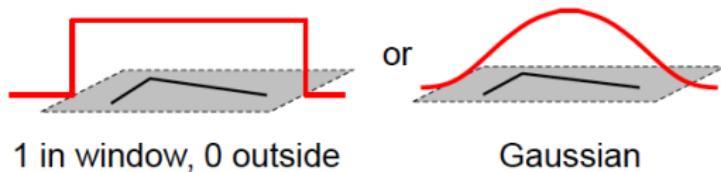
## Interest Points: Corners

- Compare two image patches using (weighted) summed square difference
- Measures change in appearance of window  $w(x, y)$  for the shift

$$E_{\text{WSSD}}(u, v) = \sum_x \sum_y w(x, y)[I(x + u, y + v) - I(x, y)]^2$$

↑  
window function      ↑  
shifted intensity      ↑  
intensity

Window function  $w(x, y) =$



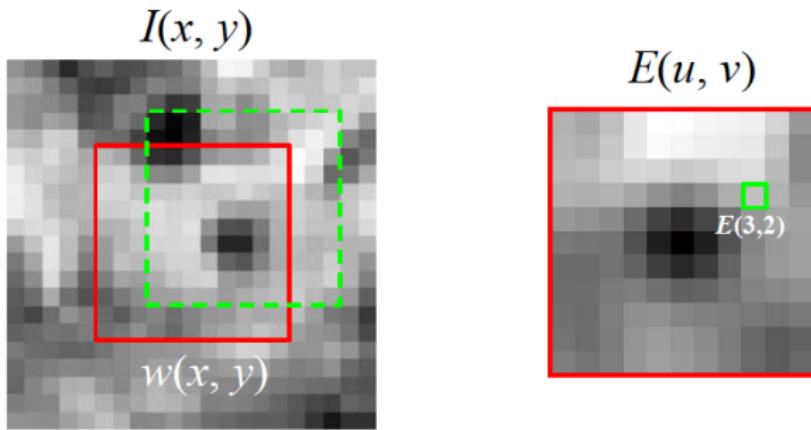
[Source: J. Hays]

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$$E_{\text{WSSD}}(u, v) = \sum_x \sum_y w(x, y) [I(x + u, y + v) - I(x, y)]^2$$

↑  
window function      ↑  
shifted intensity      ↑  
intensity



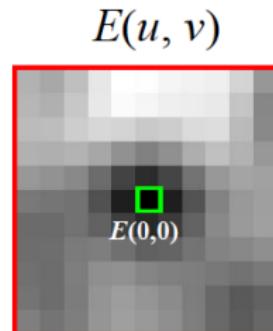
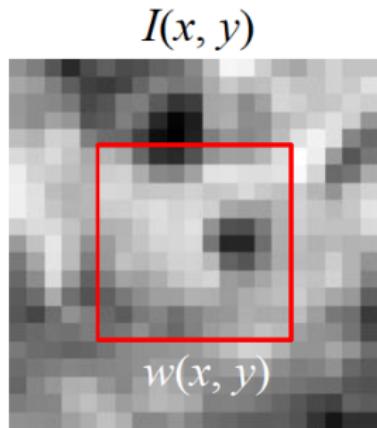
[Source: J. Hays]

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$$E_{\text{WSSD}}(u, v) = \sum_x \sum_y w(x, y) [I(x + u, y + v) - I(x, y)]^2$$

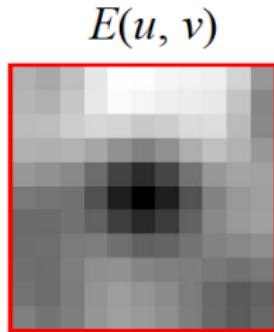
↑  
window function      ↑  
shifted intensity      ↑  
intensity



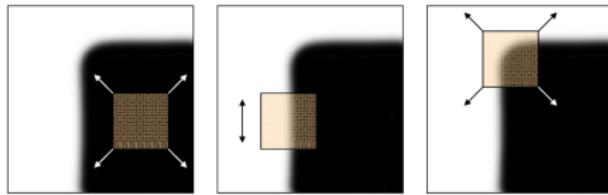
[Source: J. Hays]

# Interest Points: Corners

- Let's look at  $E_{\text{WSSD}}$
- We want to find out how this function behaves for small shifts



- Remember our goal to detect corners:



## Interest Points: Corners

- Using a simple first-order Taylor Series expansion about  $x, y$ :

$$I(x + u, y + v) \approx I(x, y) + u \cdot \frac{\partial I}{\partial x}(x, y) + v \cdot \frac{\partial I}{\partial y}(x, y)$$

- Using a series of polynomials to approximate  $I$ , more info on Taylor Series [here](#)
- And plugging it in our expression for  $E_{WSSD}$ :

$$\begin{aligned} E_{WSSD}(u, v) &= \sum_x \sum_y w(x, y) \left( I(x + u, y + v) - I(x, y) \right)^2 \\ &\approx \sum_x \sum_y w(x, y) \left( I(x, y) + u \cdot I_x + v \cdot I_y - I(x, y) \right)^2 \\ &= \sum_x \sum_y w(x, y) \left( u^2 I_x^2 + 2u \cdot v \cdot I_x \cdot I_y + v^2 I_y^2 \right) \\ &= \sum_x \sum_y w(x, y) \cdot \begin{bmatrix} u & v \end{bmatrix} \begin{bmatrix} I_x^2 & I_x \cdot I_y \\ I_x \cdot I_y & I_y^2 \end{bmatrix} \begin{bmatrix} u \\ v \end{bmatrix} \end{aligned}$$

## Interest Points: Corners

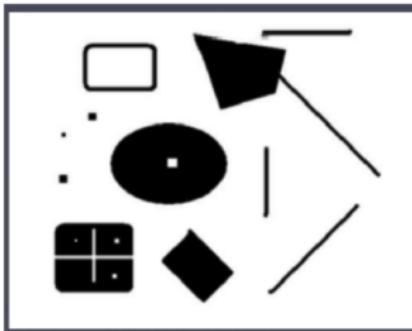
- Since  $(u, v)$  doesn't depend on  $(x, y)$  we can rewrite it slightly:

$$\begin{aligned} E_{\text{WSSD}}(u, v) &= \sum_x \sum_y w(x, y) \begin{bmatrix} u & v \end{bmatrix} \begin{bmatrix} I_x^2 & I_x \cdot I_y \\ I_x \cdot I_y & I_y^2 \end{bmatrix} \begin{bmatrix} u \\ v \end{bmatrix} \\ &= \begin{bmatrix} u & v \end{bmatrix} \underbrace{\left( \sum_x \sum_y w(x, y) \begin{bmatrix} I_x^2 & I_x \cdot I_y \\ I_x \cdot I_y & I_y^2 \end{bmatrix} \right)}_{\text{Let's denote this with } M} \begin{bmatrix} u \\ v \end{bmatrix} \\ &= \begin{bmatrix} u & v \end{bmatrix} M \begin{bmatrix} u \\ v \end{bmatrix} \end{aligned}$$

- $M$  is a  $2 \times 2$  second moment matrix computed from image gradients:

$$M = \sum_x \sum_y w(x, y) \begin{bmatrix} I_x^2 & I_x \cdot I_y \\ I_x \cdot I_y & I_y^2 \end{bmatrix}$$

# How Do I Compute $M$ ?

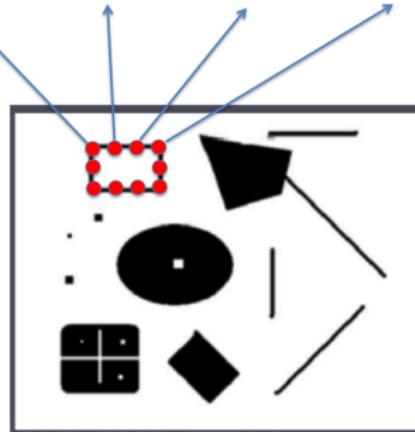


image

- Let's say I have this image

# How Do I Compute $M$ ?

$$M = ? \quad M = ? \quad M = ? \quad M = ?$$

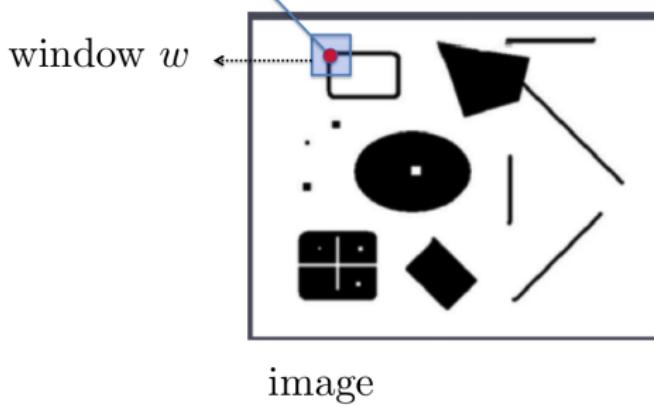


image

- Let's say I have this image
- I need to compute a  $2 \times 2$  second moment matrix in each image location

# How Do I Compute $M$ ?

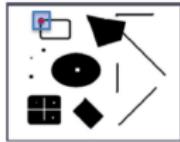
$$M = \sum_x \sum_y w(x, y) \begin{bmatrix} I_x^2 & I_x \cdot I_y \\ I_x \cdot I_y & I_y^2 \end{bmatrix}$$



- Let's say I have this image
- I need to compute a  $2 \times 2$  second moment matrix in each image location
- In a particular location I need to compute  $M$  as a weighted average of gradients in a window

# How Do I Compute $M$ ?

$$M = \sum_x \sum_y w(x, y) \begin{bmatrix} I_x^2 & I_x \cdot I_y \\ I_x \cdot I_y & I_y^2 \end{bmatrix}$$



$$I_x = \frac{\partial I}{\partial x}$$



$$I_y = \frac{\partial I}{\partial y}$$



$$I_x \cdot I_y$$

- Let's say I have this image
- I need to compute a  $2 \times 2$  second moment matrix in each image location
- In a particular location I need to compute  $M$  as a weighted average of gradients in a window

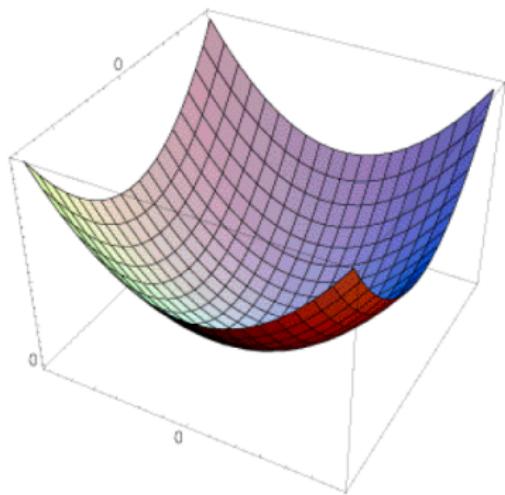
I can do this efficiently by computing three matrices,  $I_x^2$ ,  $I_y^2$  and  $I_x \cdot I_y$ , and convolving each one with a filter, e.g. a box or Gaussian filter

## Interest Points: Corners

- We now have  $M$  computed in each image location
- Our  $E_{\text{WSSD}}$  is a **quadratic function** where  $M$  implies its shape

$$E_{\text{WSSD}}(u, v) = [u \ v] M \begin{bmatrix} u \\ v \end{bmatrix}$$

$$M = \sum_x \sum_y w(x, y) \begin{bmatrix} I_x^2 & I_x \cdot I_y \\ I_x \cdot I_y & I_y^2 \end{bmatrix}$$



[Source: J. Hays]

## Interest Points: Corners

- Let's take a horizontal "slice" of  $E_{WSSD}(u, v)$ :

$$[u \ v] M \begin{bmatrix} u \\ v \end{bmatrix} = \text{const}$$

- This is the equation of an ellipse

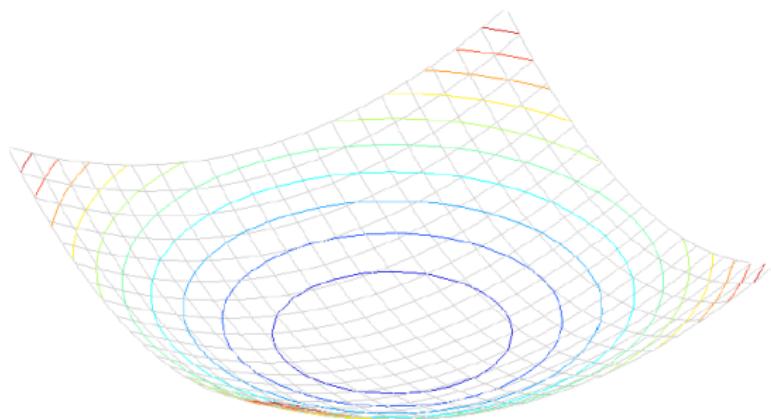


Figure: Different ellipses obtain by different horizontal "slices"

## Interest Points: Corners

- Let's take a horizontal "slice" of  $E_{WSSD}(u, v)$ :

$$[u \quad v] M \begin{bmatrix} u \\ v \end{bmatrix} = \text{const}$$

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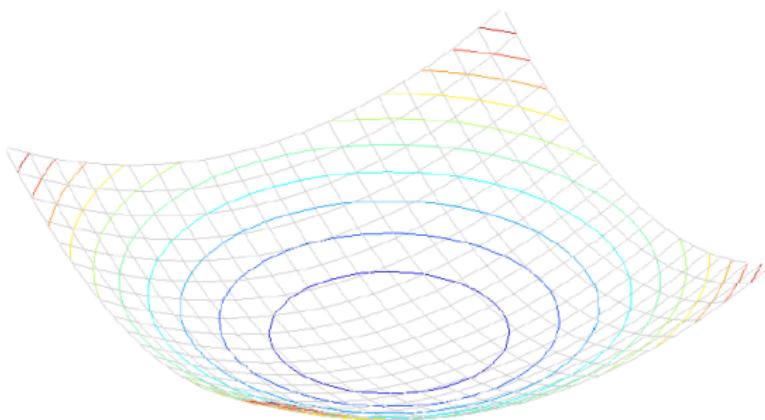


Figure: Different ellipses obtain by different horizontal "slices"

## Interest Points: Corners

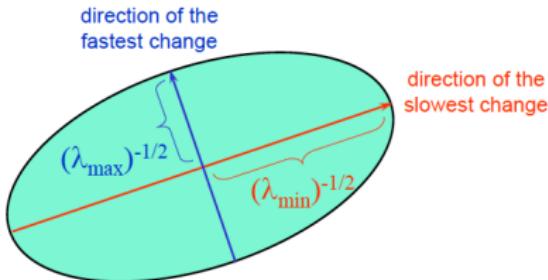
- Our matrix  $M$  is symmetric:

$$M = \sum_x \sum_y w(x, y) \begin{bmatrix} I_x^2 & I_x \cdot I_y \\ I_x \cdot I_y & I_y^2 \end{bmatrix}$$

- And thus we can diagonalize it (in Matlab:  $[V, D] = \text{EIG}(M)$ ):

$$M = V \begin{bmatrix} \lambda_1 & 0 \\ 0 & \lambda_2 \end{bmatrix} V^{-1}$$

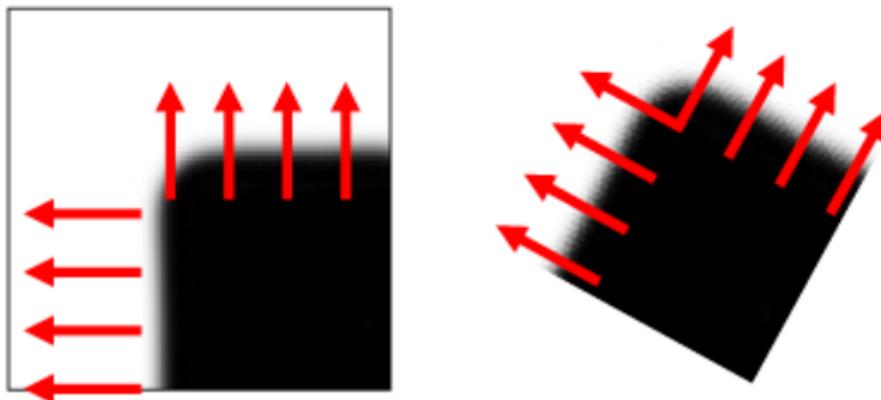
- Columns of  $V$  are major and minor axes of ellipse, the lengths of the radii proportional to  $\lambda^{-1/2}$



[Source: J. Hays]

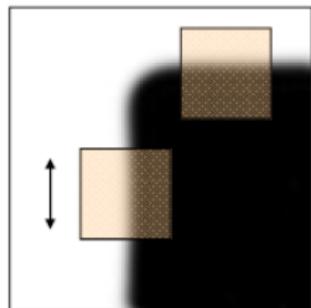
## Interest Points: Corners

- The eigenvalues of  $M$  ( $\lambda_1, \lambda_2$ ) reveal the amount of intensity change in the two principal orthogonal gradient directions in the window



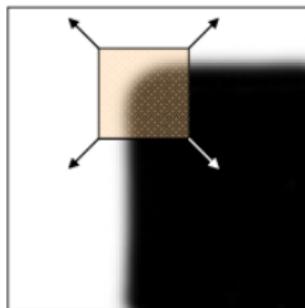
[Source: R. Szeliski, slide credit: R. Urtasun]

## Interest Points: Corners



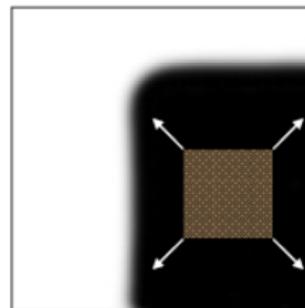
“edge”:

$$\begin{aligned}\lambda_1 &>> \lambda_2 \\ \lambda_2 &>> \lambda_1\end{aligned}$$



“corner”:

$\lambda_1$  and  $\lambda_2$  are large,  
 $\lambda_1 \sim \lambda_2$ ;



“flat” region

$\lambda_1$  and  $\lambda_2$  are  
small;

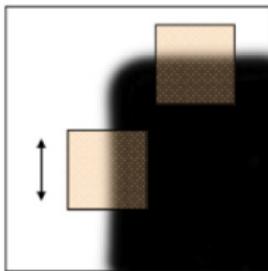
[Source: K. Grauman, slide credit: R. Urtasun]

# Interest Points: Criteria to Find Corners

- Harris and Stephens, '88, is rotationally invariant and downweights edge-like features where  $\lambda_1 \gg \lambda_0$

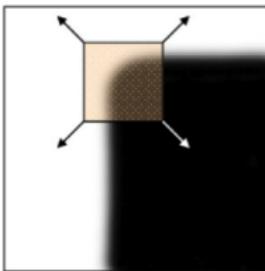
$$R = \lambda_0\lambda_1 - \alpha(\lambda_0 + \lambda_1)^2 = \det(M) - \alpha \cdot \text{trace}(M)^2$$

- Why go via det and trace and not use a criteria with  $\lambda$ ?
- $\alpha$  a constant (0.04 to 0.06)



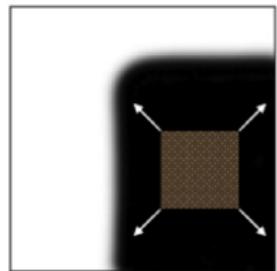
“edge”:

$$R < 0$$



“corner”:

$$R > 0$$



“flat” region

$$|R| \text{ small}$$

- The corresponding detector is called **Harris corner detector**

## Interest Points: Criteria to Find Corners

- Harris and Stephens, 88 is rotationally invariant and downweights edge-like features where  $\lambda_1 \gg \lambda_0$

$$R = \lambda_0\lambda_1 - \alpha(\lambda_0 + \lambda_1)^2 = \det(M) - \alpha \text{trace}(M)^2$$

- Shi and Tomasi, 94 proposed the smallest eigenvalue of  $\mathbf{A}$ , i.e.,  $\lambda_0^{-1/2}$ .
- Triggs, 04 suggested

$$\lambda_0 - \alpha\lambda_1$$

also reduces the response at 1D edges, where aliasing errors sometimes inflate the smaller eigenvalue

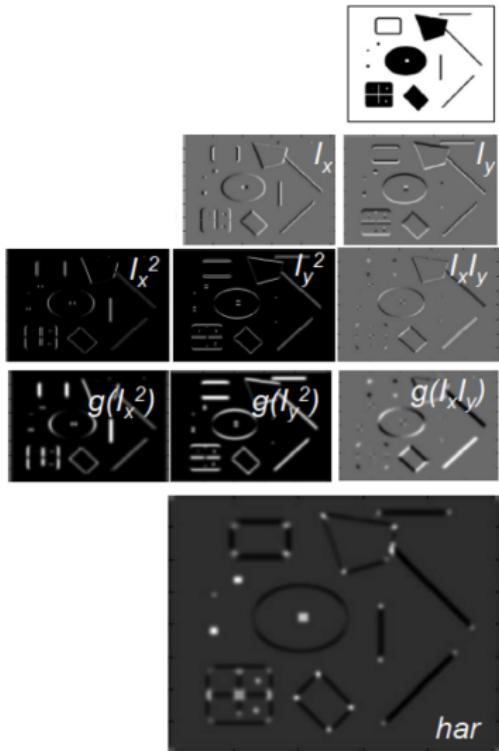
- Brown et al, 05 use the harmonic mean

$$\frac{\det(\mathbf{A})}{\text{trace}(\mathbf{A})} = \frac{\lambda_0\lambda_1}{\lambda_0 + \lambda_1}$$

[Source Mubarak Shah, Szelski]

# Harris Corner detector

- ① Compute gradients  $I_x$  and  $I_y$
- ② Compute  $I_x^2$ ,  $I_y^2$ ,  $I_x \cdot I_y$
- ③ Average (Gaussian) → gives  $M$  per voxel
- ④ Compute  
 $R = \det(M) - \alpha \text{trace}(M)^2$  for each image window (*cornerness score*)
- ⑤ Find points with large  $R$  ( $R >$  threshold).
- ⑥ Take only points of local maxima,  
i.e., perform non-maximum suppression

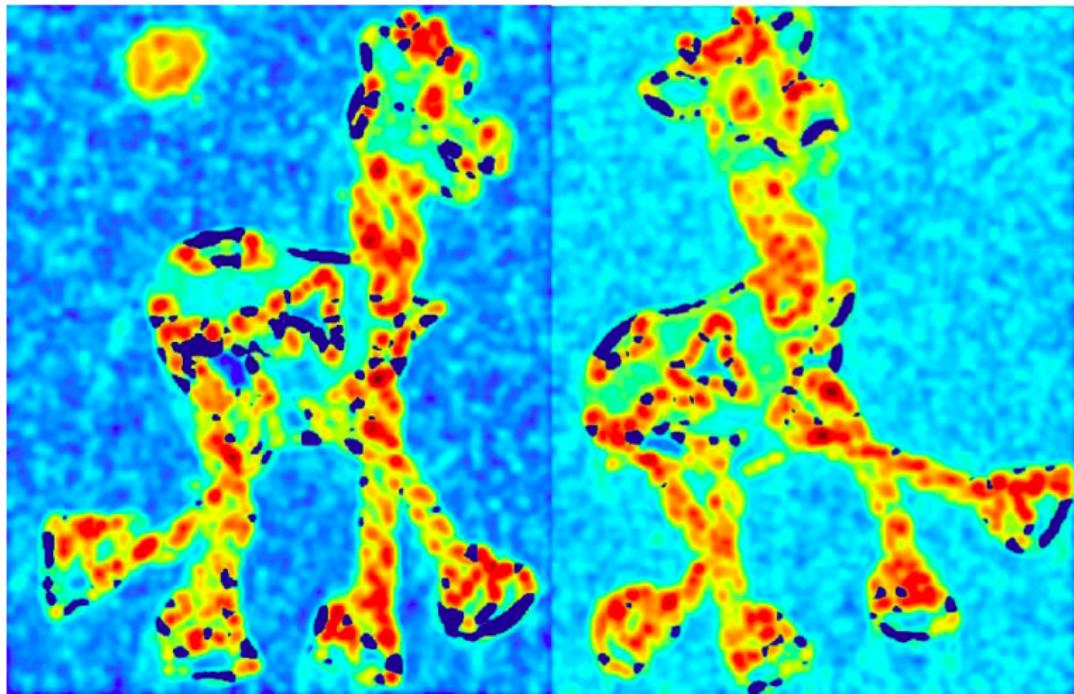


## Example



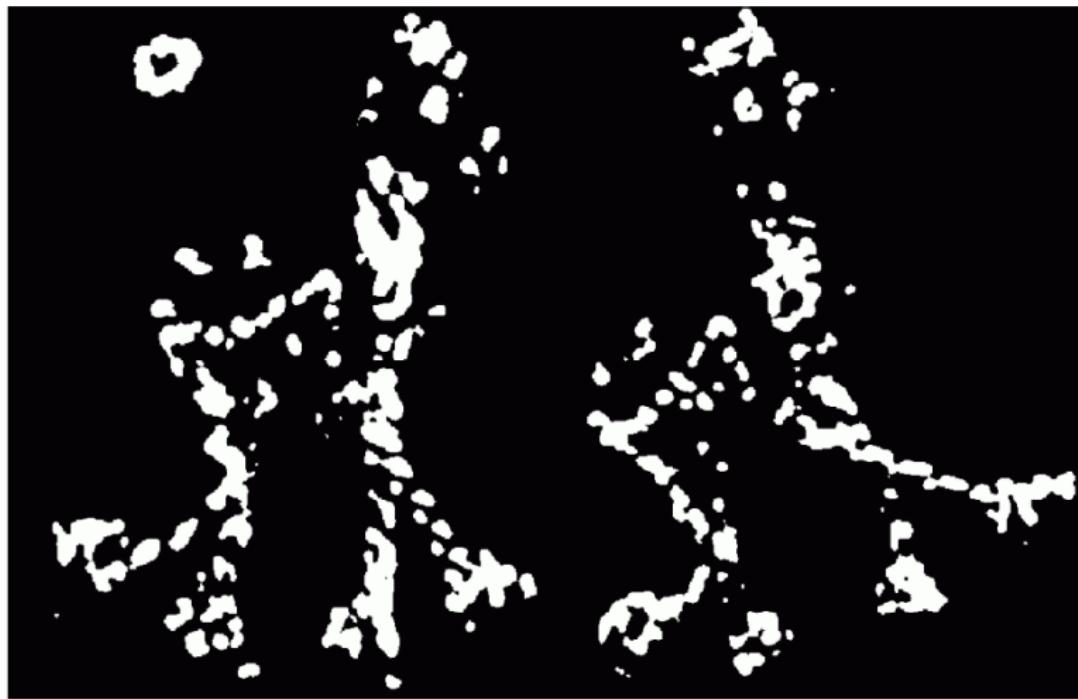
[Source: K. Grauman]

# 1) Compute Cornerness



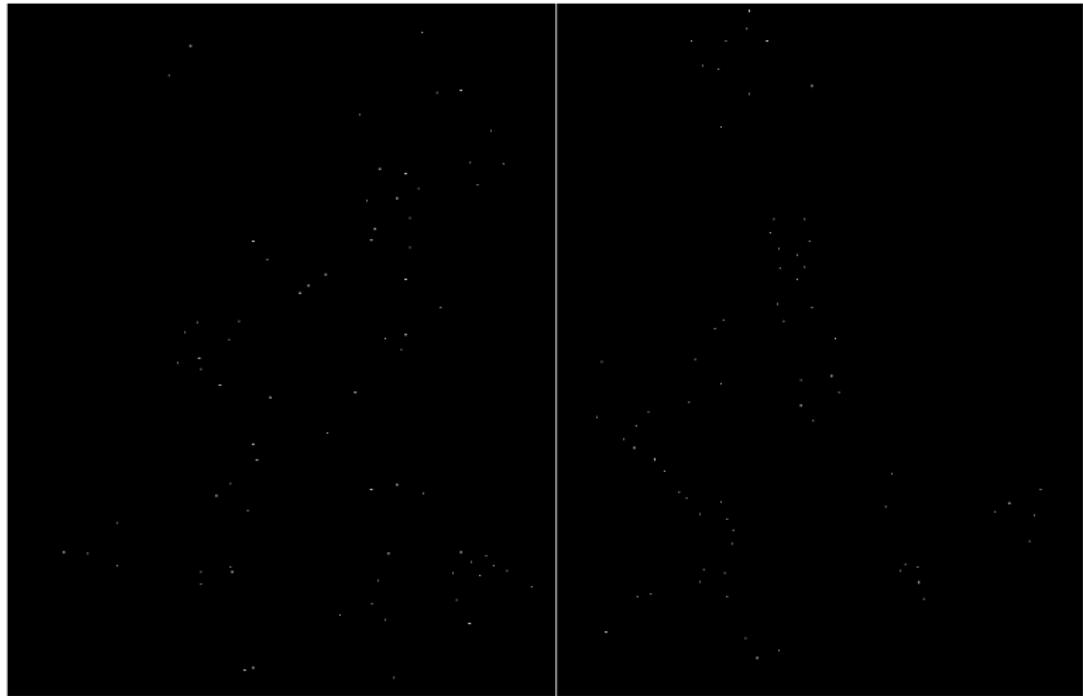
[Source: K. Grauman]

## 2) Find High Response



[Source: K. Grauman]

### 3) Non-maxima Suppresion



[Source: K. Grauman]

# Results



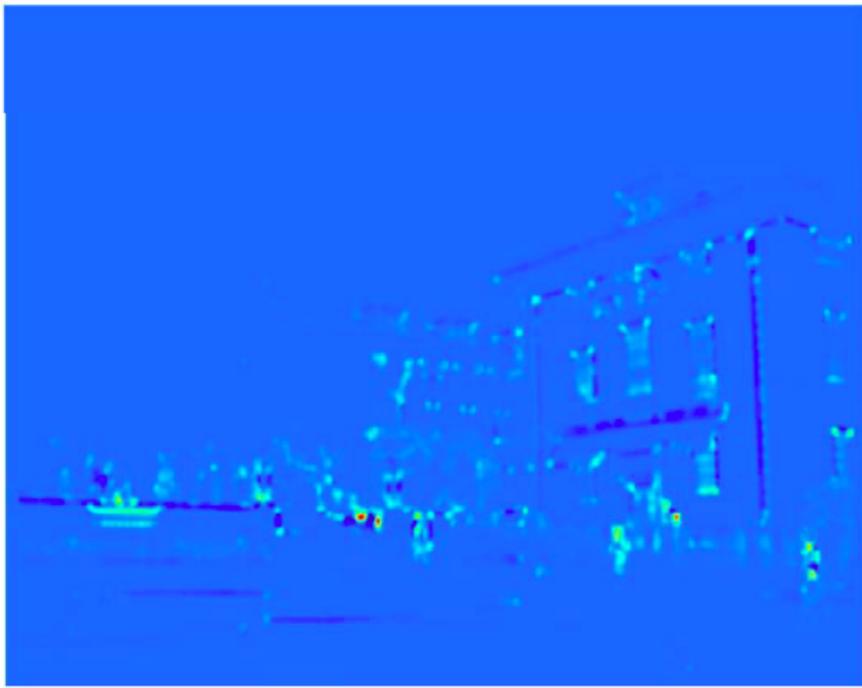
[Source: K. Grauman]

## Another Example



[Source: K. Grauman]

# Cornerness



[Source: K. Grauman]

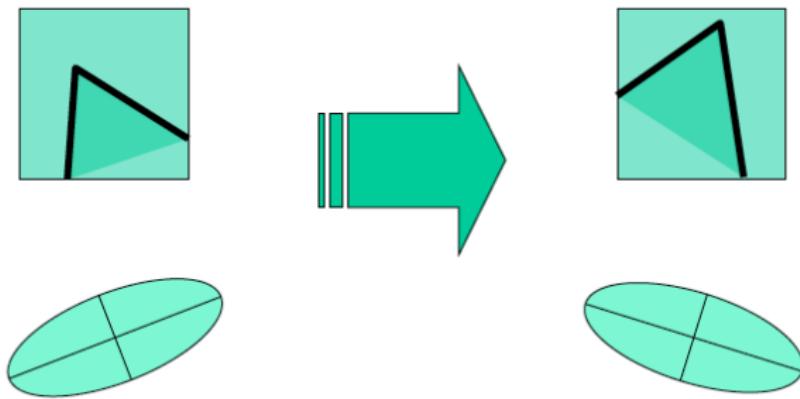
# Interest Points



[Source: K. Grauman]

# Properties of Harris Corner Detector

- Rotation and Shift Invariance of Corners

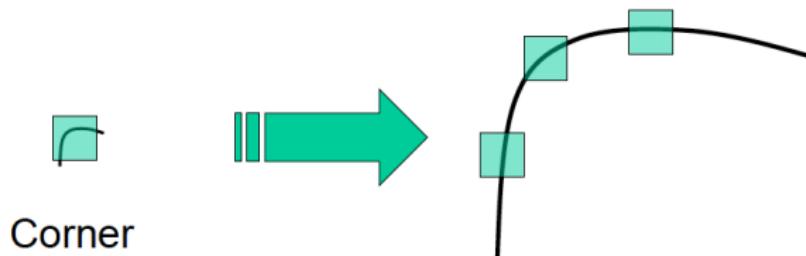


- Second moment ellipse rotates but its shape (i.e. eigenvalues) remains the same
- Harris corner detector is rotation-covariant

[Source: J. Hays]

# Properties of Harris Corner Detector

- Scale?



All points will  
be classified  
as edges

- Corner location is **not scale invariant/covariant!**

[Source: J. Hays]

## Next Time

- Can we also define keypoints that are shift, rotation and scale invariant/covariant?
- What should be our **description** around keypoint?