

## Harris Corner Detection

255	255	0	0
255	255	0	0
0	0	255	255
0	0	255	255

-1
1

$d/dy$

-1	1
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$d/dx$

Solve w.r.t  $x$

- 1)  $(255x-1) + (255x1) = 0$
- 2)  $(255x-1) + (~~255~~0x1) = -255$
- 3)  $(0x-1) + (0x1) = 0$
- 4)  $(0x-1) = 0$
- 5)  $(255x-1) + (255x1) = 0$
- 6)  $(255x-1) + (0x1) = -255$
- 7)  $(0x-1) + (0x1) = 0$
- 8)  $(0x-1) = 0$
- 9)  $(0x-1) + (0x1) = 0$
- 10)  $(0x-1) + (255x1) = 255$
- 11)  $(255x-1) + (255x1) = 0$
- 12)  $(255x-1) = -255$
- 13)  $(0x-1) + (0x1) = 0$
- 14)  $(0x-1) + (255x1) = 255$
- 15)  $(255x-1) + (255x1) = 0$
- 16)  $(255x-1) = -255$



$Ix =$

0	-255	0	0
0	-255	0	0
0	255	0	-255
0	255	0	-255

Solve wxt y

1)  $(255x-1) + (255x1) = 0$

2)  $(255x-1) + (~~255~~0x1) = -255$

3)  $(0x-1) + (0x1) \geq 0$

4)  $(0x-1) = 0$

5)  $(255x-1) + (255x1) = 0$

6)  $(255x-1) + (0x1) = -255$

7)  $(0x-1) + (0x1) = 0$

8)  $(0x-1) = 0$

9)  $(0x-1) + (0x1) \geq 0$

10)  $(0x-1) + (255x1) \geq 255$

11)  $(255x-1) + (255x+1) \geq 0$

12)  $255x-1 = -255$

13)  $(0x-1) + (0x1) = 0$

14)  $(0x-1) + (255x1) \geq 255$

15)  $(255x-1) + (255x1) \geq 0$

16)  $255x-1 = 255$



$$I_y =$$

0	0	0	0
-255	-255	255	255
0	0	0	0
0	0	-255	-255

$$H = \sum_{(x,y) \in W} \begin{bmatrix} I_x(x,y)^2 & I_x(x,y)I_y(x,y) \\ I_x(x,y)I_y(x,y) & I_y(x,y)^2 \end{bmatrix}$$

$$\begin{aligned} \sum_{(x,y) \in W} I_x(x,y)^2 &= (0)^2 + (-255)^2 + (0)^2 + (0)^2 \\ &\quad + (0)^2 + (-255)^2 + (0)^2 + (0)^2 \\ &\quad + (0)^2 + (255)^2 + (0)^2 + (-255)^2 \\ &\quad + (0)^2 + (255)^2 + (0)^2 + (-255)^2 \end{aligned}$$

$$\begin{aligned} \sum_{(x,y) \in W} I_y(x,y)^2 &= (0)^2 + (0)^2 + (0)^2 + (0)^2 + \\ &\quad (-255)^2 + (-255)^2 + (-255)^2 + (-255)^2 \\ &\quad (0)^2 + (0)^2 + (0)^2 + (0)^2 + \\ &\quad (0)^2 + (0)^2 + (-255)^2 + (-255)^2 \end{aligned}$$

$$\sum_{(x,y) \in W} I_x(x,y)I_y(x,y) = \cancel{(0 \times 0)} +$$

$$\begin{aligned} &= (0 \times 0) + (-255 \times -255) + (0 \times 0) + (0 \times 0) + \\ &\quad (-255 \times 0) + (-255 \times -255) + (255 \times 0) + (255 \times 0) + \\ &\quad (0 \times 0) + (0 \times 255) + (0 \times 0) + (0 \times 0) + \\ &\quad (0 \times 0) + (-255 \times 255) + (0 \times -255) + (-255 \times -255) \end{aligned}$$



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

$$C = \det(H) - K \text{trace}(H)^2$$

$$\det(H) = (I_x^2)(I_y^2) - (I_x I_y)(I_x I_y)$$

$$\text{trace}(H)^2 = \text{trace}(I_x^2 + I_y^2)^2$$

$$C = \det(H) - K \text{trace}(H)^2$$

Edge  $\leftarrow C < 0$   
 corner  $\leftarrow C > 0$   
 Flat  $\leftarrow C \approx 0$

— x — x —

$$C = k_1 k_2 - K(k_1 + k_2)^2 \rightarrow \text{when } \frac{d}{dx} \{$$

$$|A - \lambda I| = 0$$

$C < 0 \Rightarrow$  Edge  
 $C > 0 \Rightarrow$  corner  
 $C \approx 0 \Rightarrow$  Flat

$\frac{d}{dx}$  is not given. We use shaded region to find  $k_1$  &  $k_2$  value. Then we calculate  $C$ .