



# ELE510 – Project 6

## Feature Descriptors

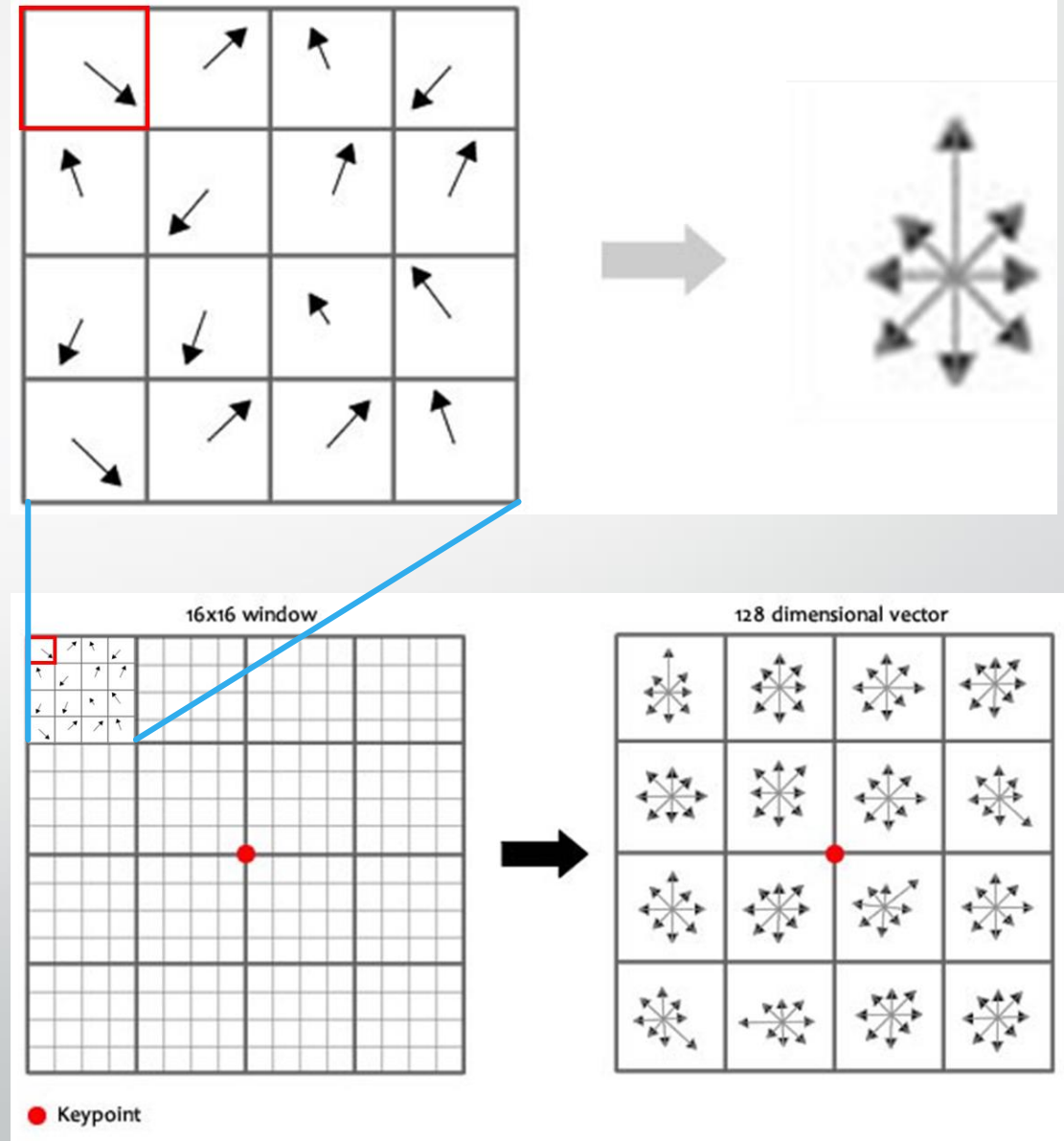
**Comparison of SIFT, FAST + BRIEF and ORB**

*René König, Atanu Das, Fatema Tuz Zohora*

# SIFT Feature Description

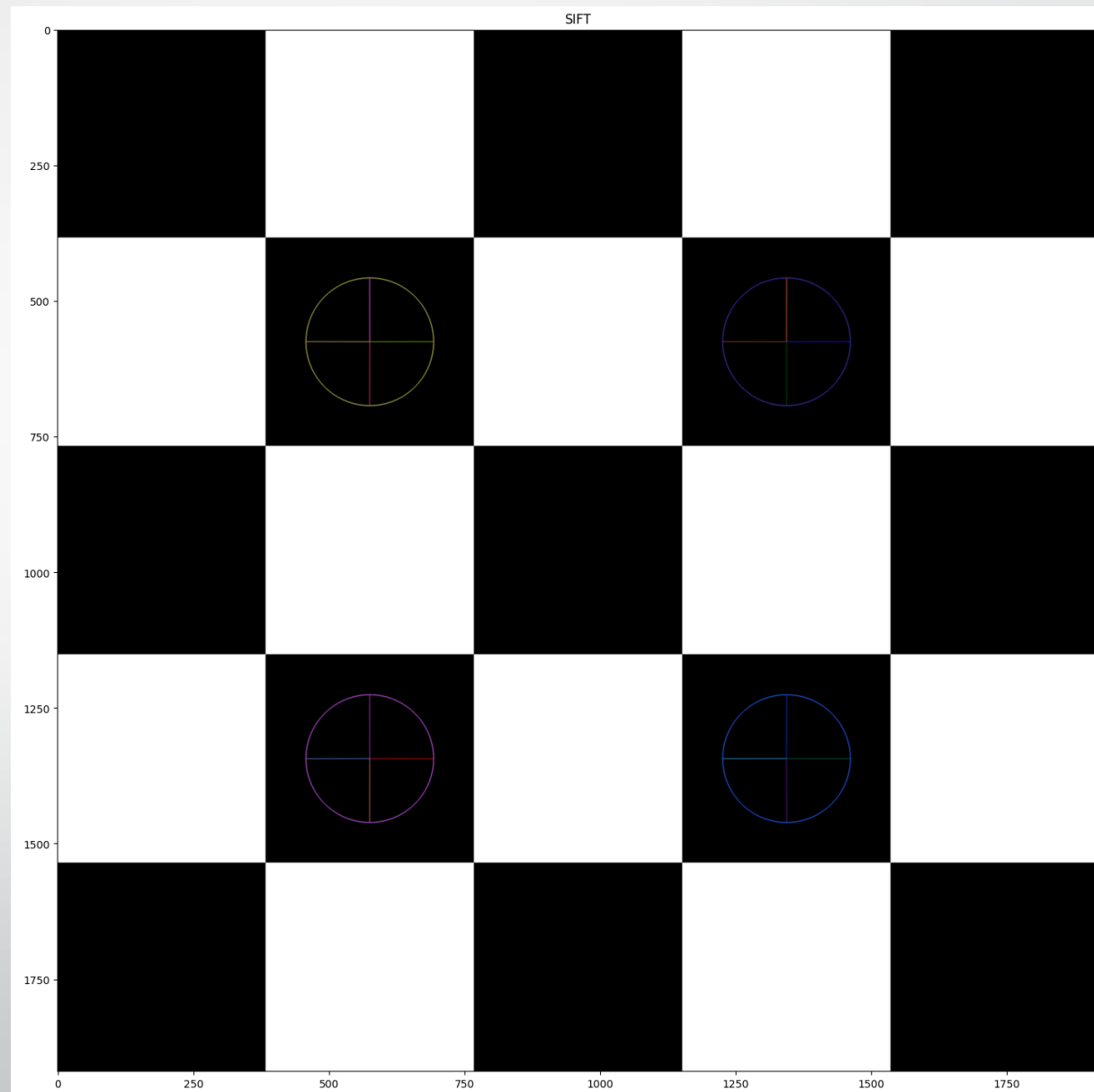
*SIFT = Scale Invariant Feature Transform*

- Divide neighborhood into cells
- Histogram on gradient direction to find primary orientation
- Summarize 4x4 cells into 8-bin orientation histogram
- Repeat for 16 windows  
→ 128dim feature vector
- Scale & rotation invariant



# SIFT on Chessboard

- 4 keypoints in center of 4 central black squares (global features)
- Orientation vector pointing towards strongest gradient (edges)

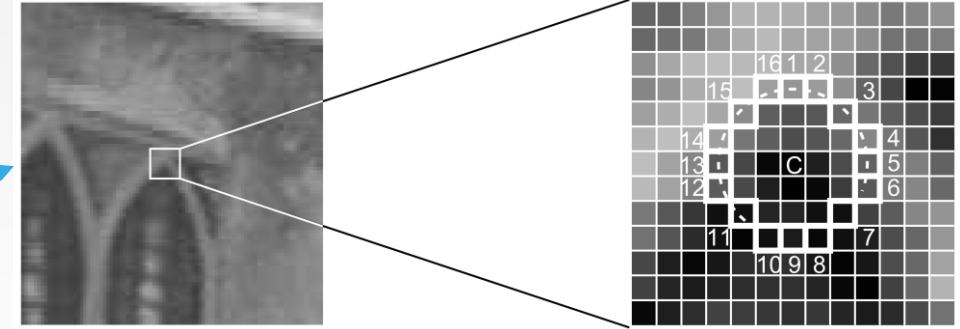


649 ms  $\pm$  82 ms per loop (mean  $\pm$  std. dev. of 7 runs, 1 loop each)

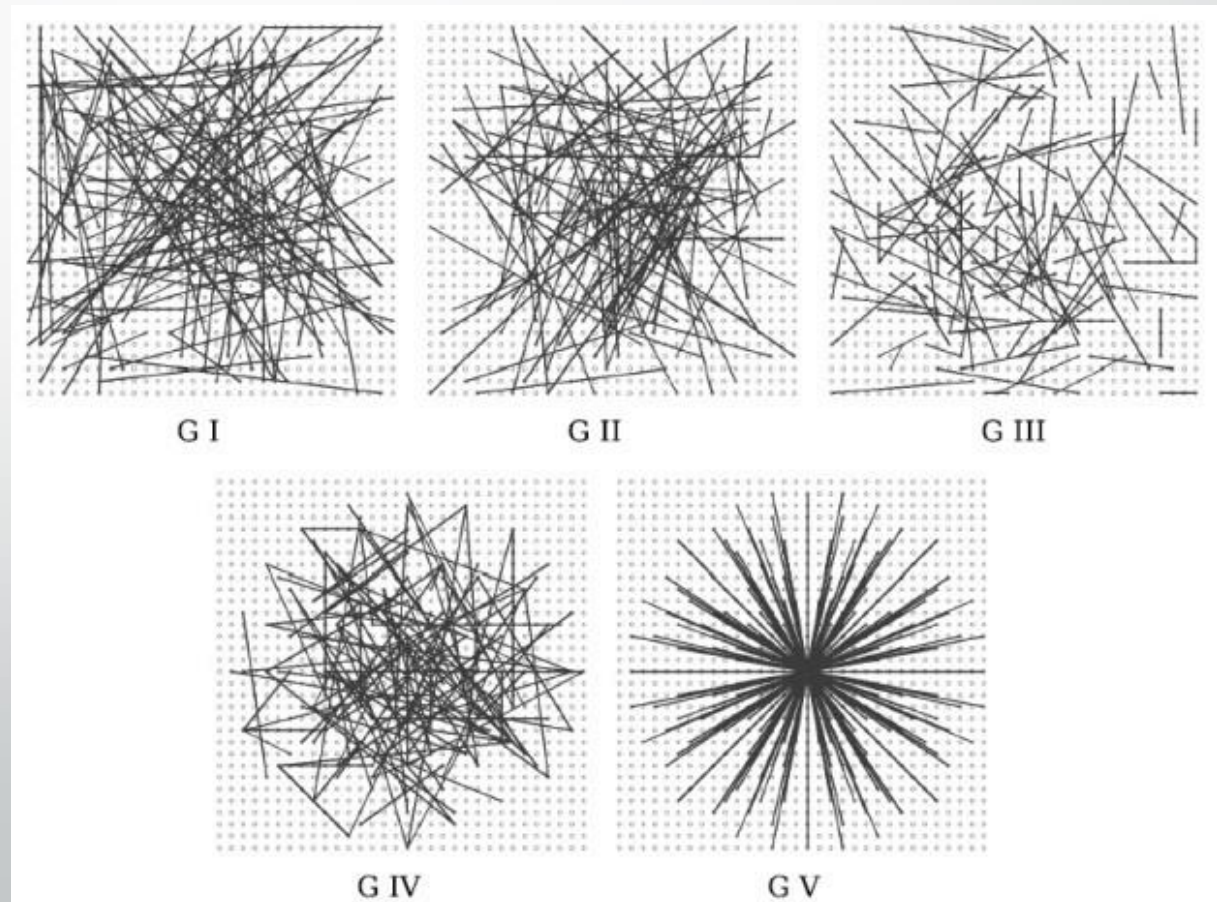
# BRIEF Feature Description

*BRIEF = Binary Robust Independent Elementary Features*

*FAST = Features from Accelerated Segment Test*

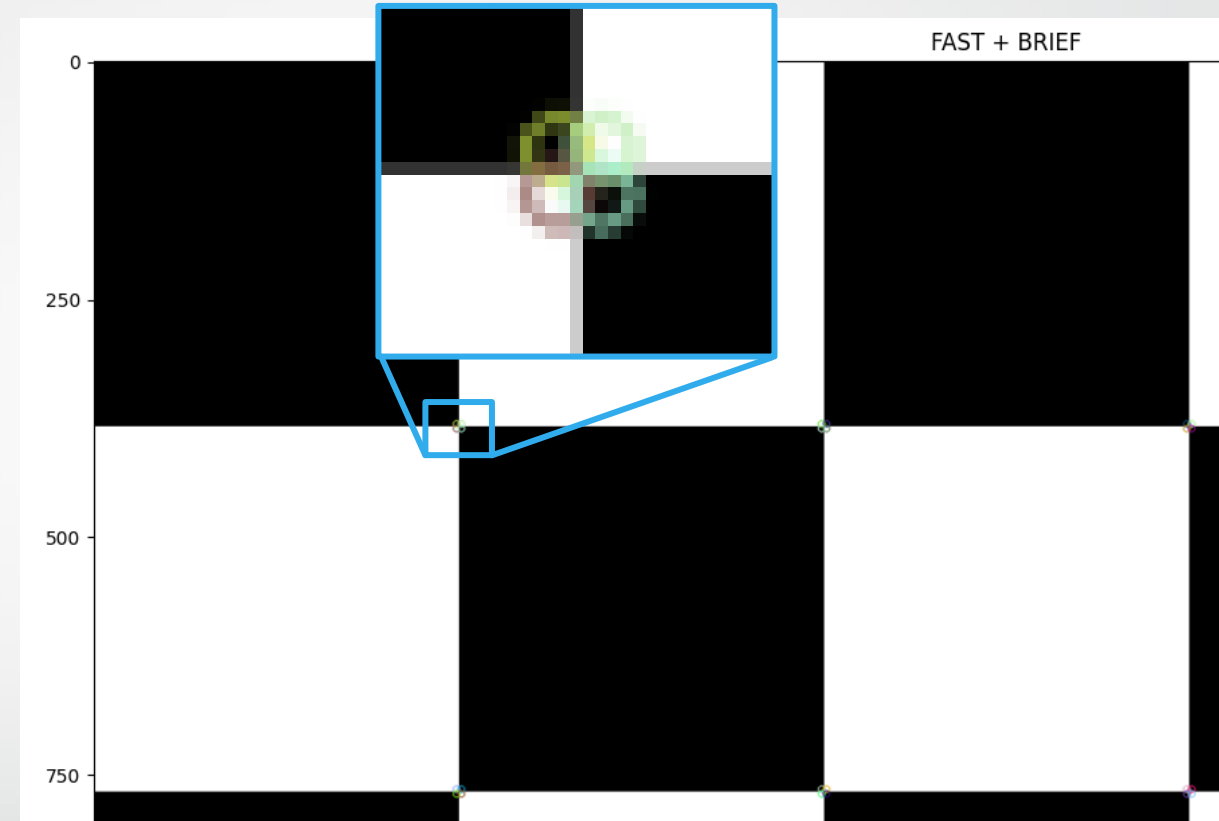


- Feature detection (e.g. using FAST)
- Pre-smoothing using Gaussian
- Use sampling geometry to find binary test pairs (pixels) in neighborhood
- Compare intensity of pixel pairs → 0 or 1
- Combine into binary string → descriptor
- Not scale/rotation invariant!

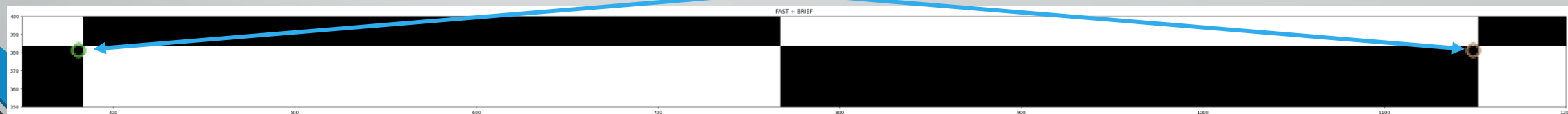


# FAST + BRIEF on Chessboard

- Feature in each corner of each square
- Descriptors for features in repeating corners identical



```
[224 234  4 138  52 237 214 103 157 202  85 135  75  40 223 181
82  51 159  76 111 103  26 213 196  33  76 160  65 186 239 199]
```



7.02 ms  $\pm$  542  $\mu$ s per loop (mean  $\pm$  std. dev. of 7 runs, 100 loops each)

# ORB Feature Description

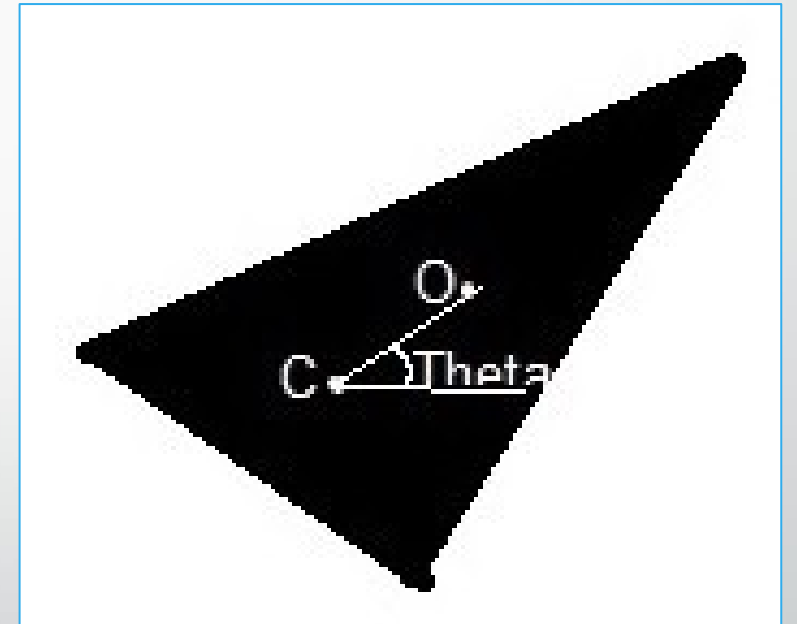
*ORB = Oriented FAST and Rotated BRIEF*

Scale invariance:

- FAST on multiscale pyramid
- Harris Corner Measure → Top n features

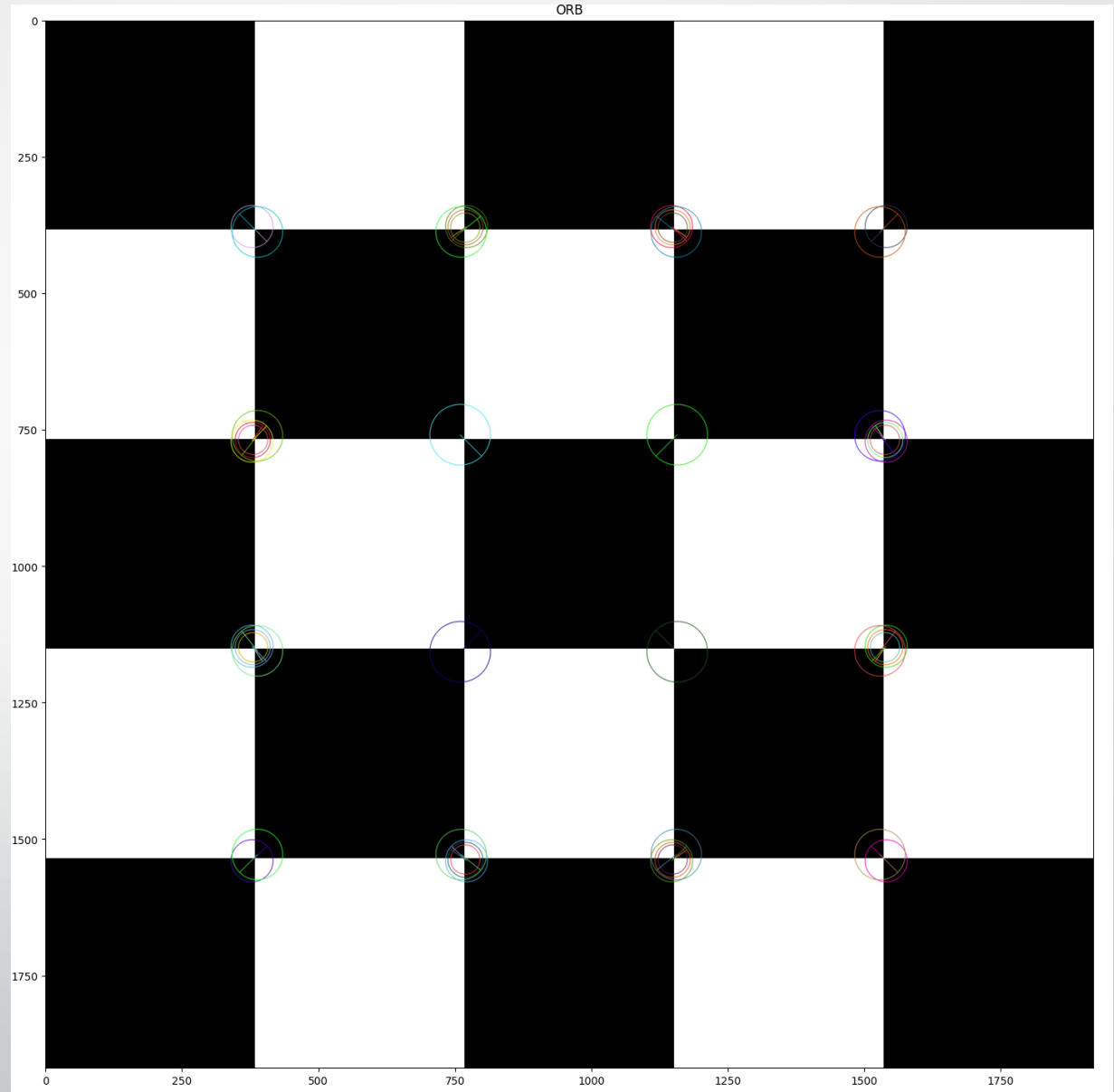
Rotational invariance:

- Intensity weighted centroid → Primary orientation
- Rotate sampling geometry (BRIEF)



# ORB on Chessboard

- Feature locations same as FAST
- Orientation vector points to center of intensity



27.9 ms  $\pm$  2.7 ms per loop (mean  $\pm$  std. dev. of 7 runs, 10 loops each)



# ORB on Real Photograph

