

# **Advanced Computer Vision Week 05**

Sep. 26, 2022 Seokju Lee



### No Lectures Next Week (Oct. 4th & 7th) X

1) Instead, we will have classes for reviewing programming assignments.

So far we have tried:

- Image Processing Puzzle
- Camera Calibration (+ calibration of your mobile phone camera)
- Geometric Transformation
- Feature Matching (this week)

Contents that were not possible due to lack of time will be covered next week.

2) Online Graduate Seminar (10/6) by **Dr. Hyojin Park (Qualcomm AI Research @ San Diego)** 

Title: "Energy-Efficient AI for Image and Video Processing"

Prepare at least one question and ask her. Summarize the Q&A and submit them to LMS.

#### **Notice of Paper Reviews**

Link: <a href="https://docs.google.com/spreadsheets/d/1S9z">https://docs.google.com/spreadsheets/d/1S9z</a> QkqnSqy92P-fvhyggx-lJQwMPH1im3EvzNh3 cw/edit?usp=sharing

#### **Rules:**

- 1. 페이퍼는 최소 3편 이상을 리뷰(각 구역에서 1편 이상)
- 2. 페이퍼 포인트의 합은 최소 12포인트 이상을 원칙으로 함
- 3. 신청 가능 링크는 10/28 수요일 오후 5시 공지
- 4. 추가 페이퍼 리뷰를 원한다면 조율 가능(포인트 추가 가능)
- 5. 페이퍼 리스트는 업데이트 될 수 있음
- 6. 모든 페이퍼 리뷰는 발표 3일 전까지 개별 면담을 통해 검토 받는 것을 권장
- 7. 이해가 어려운 페이퍼의 경우 개별 면담 가능
- 8. 20분 영어발표 + 5분 한국어 Q&A

#### **Geometric Transformation**

**Codes** are available at:

https://github.com/Leo-LiHao/OpenCV-Python-Tutorials

- \$ git clone https://github.com/Leo-LiHao/OpenCV-Python-Tutorials
- \$ cd OpenCV-Python-Tutorials/Src/ImageProcessing/GeometricTransform

Please try **four transformation codes** in the following order.

- \$ python GeometricTransform\_rotateAndTrans.py
- \$ python GeometricTransform\_resize.py
- \$ python GeometricTransform\_affine.py
- \$ python GeometricTransform\_perspective.py

Updated codes (for python3) are uploaded in <a href="https://view.kentech.ac.kr/f088fa7f-874e-44bc-bd6d-6084b42dfdf7">https://view.kentech.ac.kr/f088fa7f-874e-44bc-bd6d-6084b42dfdf7</a>

#### Scaling, Rotation, Skew, Translation

$$\begin{bmatrix} \tilde{x}_2 \\ \tilde{y}_2 \\ \tilde{z}_2 \end{bmatrix} = \begin{bmatrix} s_x & 0 & 0 \\ 0 & s_y & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x_1 \\ y_1 \\ 1 \end{bmatrix} \qquad \begin{bmatrix} \tilde{x}_2 \\ \tilde{y}_2 \\ \tilde{z}_2 \end{bmatrix} = \begin{bmatrix} 1 & m_x & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x_1 \\ y_1 \\ 1 \end{bmatrix}$$

$$\begin{bmatrix} \tilde{x}_2 \\ \tilde{y}_2 \\ \tilde{z}_2 \end{bmatrix} = \begin{bmatrix} 1 & m_{\chi} & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x_1 \\ y_1 \\ 1 \end{bmatrix}$$

Skew

$$\begin{bmatrix} \tilde{x}_2 \\ \tilde{y}_2 \\ \tilde{z}_2 \end{bmatrix} = \begin{bmatrix} 1 & 0 & t_x \\ 0 & 1 & t_y \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x_1 \\ y_1 \\ 1 \end{bmatrix}$$

$$\begin{bmatrix} \tilde{x}_2 \\ \tilde{y}_2 \\ \tilde{z}_2 \end{bmatrix} = \begin{bmatrix} 1 & 0 & t_x \\ 0 & 1 & t_y \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x_1 \\ y_1 \\ 1 \end{bmatrix} \qquad \begin{bmatrix} \tilde{x}_2 \\ \tilde{y}_2 \\ \tilde{z}_2 \end{bmatrix} = \begin{bmatrix} \cos\theta & -\sin\theta & 0 \\ \sin\theta & \cos\theta & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x_1 \\ y_1 \\ 1 \end{bmatrix}$$

**Translation** 

Rotation

**Composition** of these transformations?

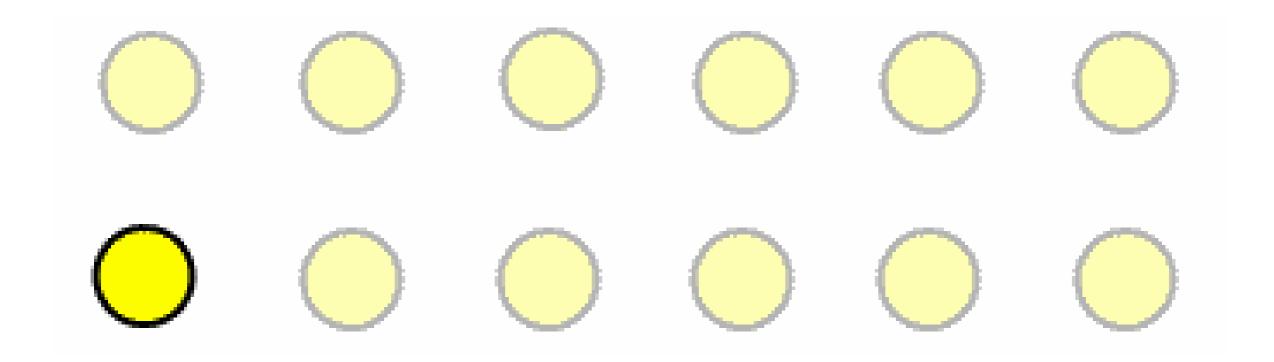
Parts of slides are by Prof. In So Kweon and Prof. Shree Nayar



### Visual Correspondence

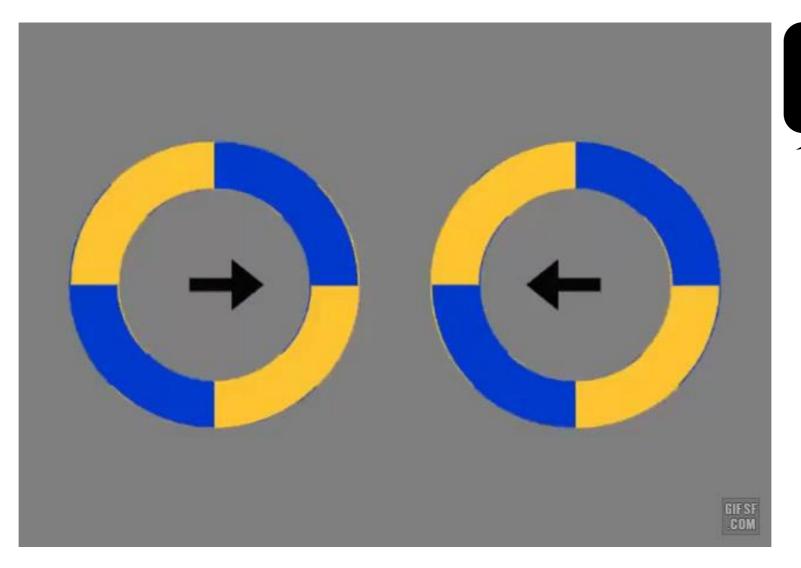
#### **Basic Function of Human Brain: Motion Perception**

✓ We always try to find visual correspondence!



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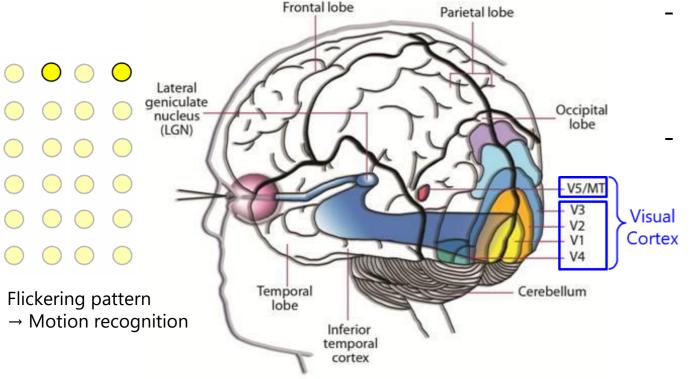


Due to the difference in thin borderlines outside the circle!

#### **Basic Function of Human Brain: Motion Perception**

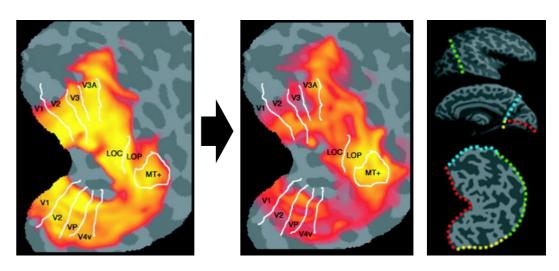
#### Neurophysiological study

: Visual association area [1]



#### Visual motion perception in visual cortex

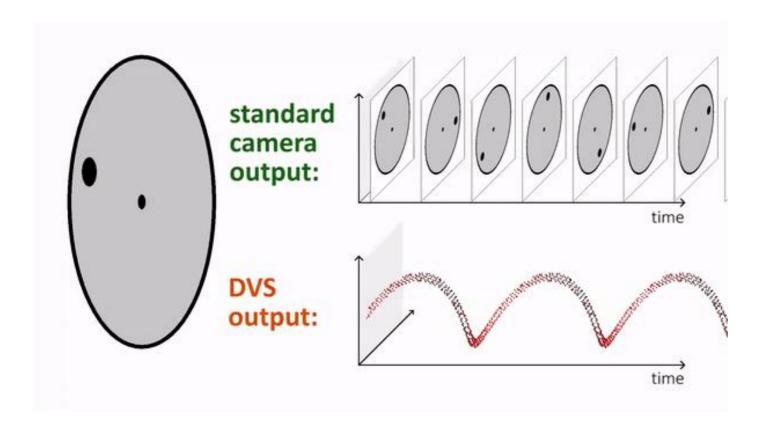
- V1 ~ V4 (visual area)
  - → Retinotopic visual areas processing visual stimuli
- MT (Middle Temporal) / V5
  - → **Motion-sensitive** area
  - → High response to change in signal intensity, motion stimuli such as flickering
- Motion aftereffect
  - → Brain response after **adapted** to **motion stimuli** [2]



- [1] Neuroscience of Imagination, <a href="http://mobilereference.com/mind/online/index.htm">http://mobilereference.com/mind/online/index.htm</a>
- [2] Seiffert et al., "Functional MRI studies of human visual motion perception: texture, luminance, attention and after-effects", Cerebral Cortex 2003

#### Dynamic Vision Sensor (DVS)

: Event-based camera [1]

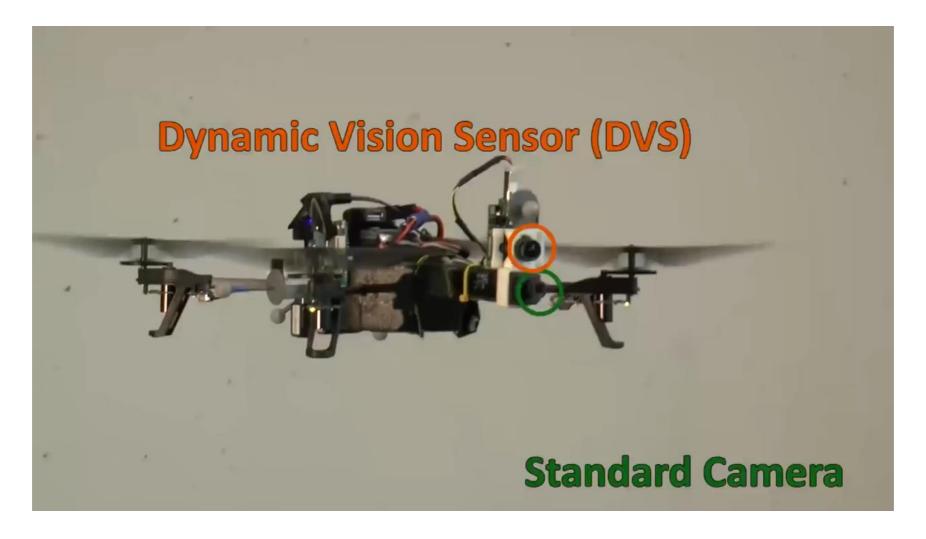


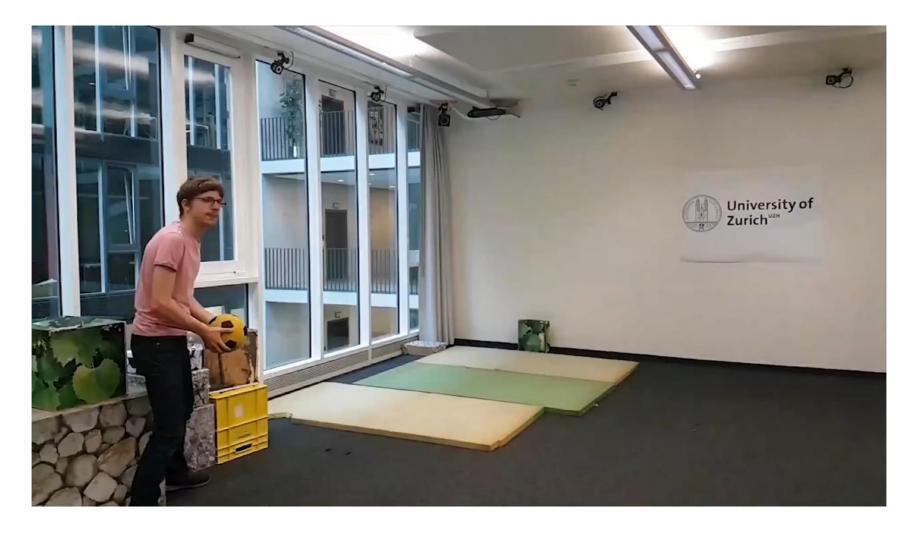
#### Standard camera

- **Pixels**: <u>globally</u> triggered
- **Output**: full image frames at <u>fixed</u> frame rate

#### DVS

- **Pixels**: independent and asynchronous
- Output: sequence of events (local brightness changes)
- High <u>temporal</u> resolution (no motion blur)
- Dynamic range that resembles <u>human</u> eye







**GoPro vs Prophesee event-camera** 



Parts of slides are by Prof. In So Kweon and Prof. Shree Nayar



### **Image Features**

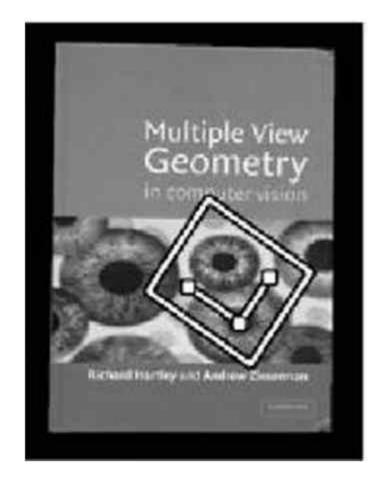
#### Why Detecting Image Features?

- ✓ Feature points are used for:
  - Image alignment (e.g., image stitching, video stabilization)
  - 3D reconstruction
  - Motion tracking
  - Object recognition
  - Indexing & database retrieval
  - Robot navigation (e.g., SLAM)
  - etc.



Pyimagesearch

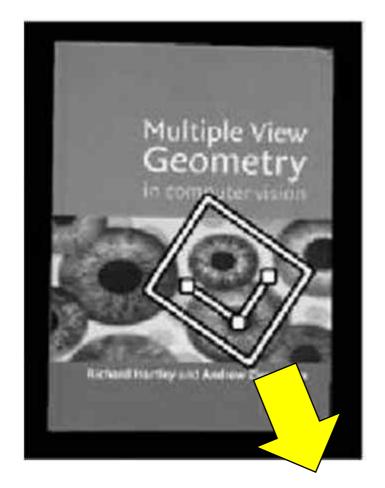
### **Image Matching**





Slide by R. Szeliski.

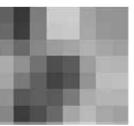
### **Image Matching**









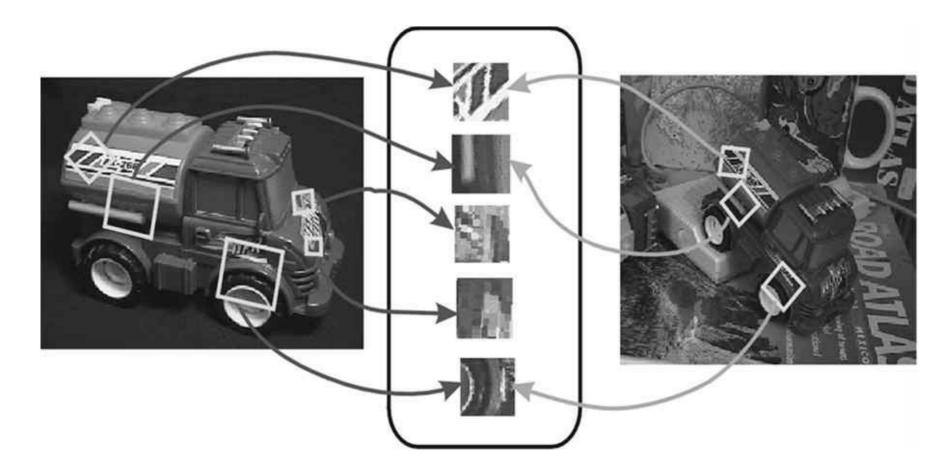


#### **Salient Features**

- ✓ Generic features:
  - Independent of the lens and the CCD.
  - Independent of the lighting conditions.
  - Independent of the pose and scale.
- ✓ The human visual system can interpret images using a small amount of feature (e.g., edge and corner) data.
- ✓ Two main issues:
  - What good features that show **robustness** independent of **variations**?
  - How can we **automatically** and **efficiently** extract features in images?

#### **Invariant Local Features**

- ✓ Find features that are invariant to transformations:
  - **Geometric** invariance: translation, rotation, scale
  - **Photometric** invariance: brightness, exposure, ...



Slide by D. Lowe.

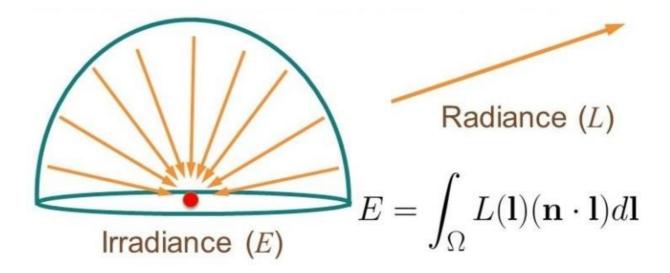
#### **Intensity Discontinuities**

✓ Changes in the image <u>irradiance</u> correspond to changes in the scene <u>radiance</u>.

복사조도(단위 평면에 입사되는 복사량)

복사휘도(단위 입체 각 당 복사량)

- ✓ Scene radiance changes provide important cues about the scene events:
  - Surface normal discontinuity
  - Depth discontinuity
  - Reflectance discontinuity
  - Illumination discontinuity.

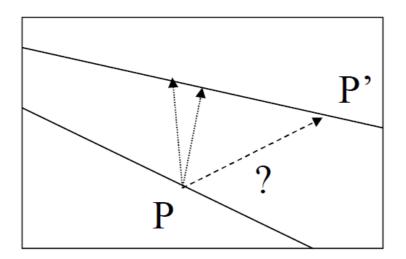


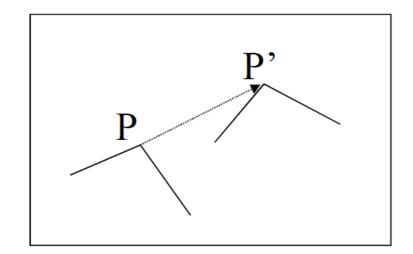
#### **Corners**

## The Aperture Problem

#### **Corners**

✓ Aperture problem:





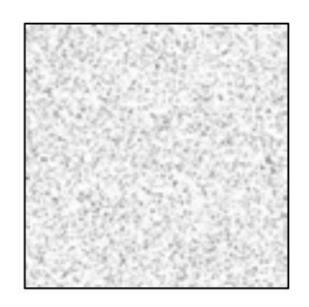
✓ Corner features are useful to compute the correspondence.

✓ Intensity discontinuities in **two** directions.

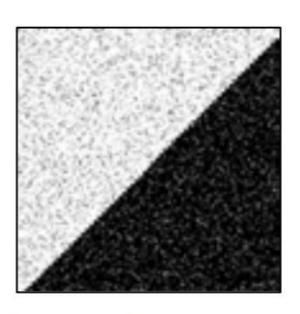
#### **Corners**

✓ Point where two edges meet.

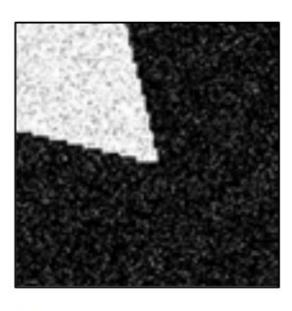
i.e., rapid changes of image intensity in two directions within a small region



"Flat" Region



"Edge" Region



"Corner" Region

#### **Corner Detection**

✓ Intuitive understanding, let's try to use **flat** region to match two images.





Slide by F. Rameau.

#### **Corner Detection**

✓ Intuitive understanding, let's try to use **edge** region to match two images.





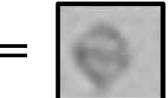
Slide by F. Rameau.

#### **Corner Detection**

✓ Intuitive understanding, let's try to use **corner** region to match two images.









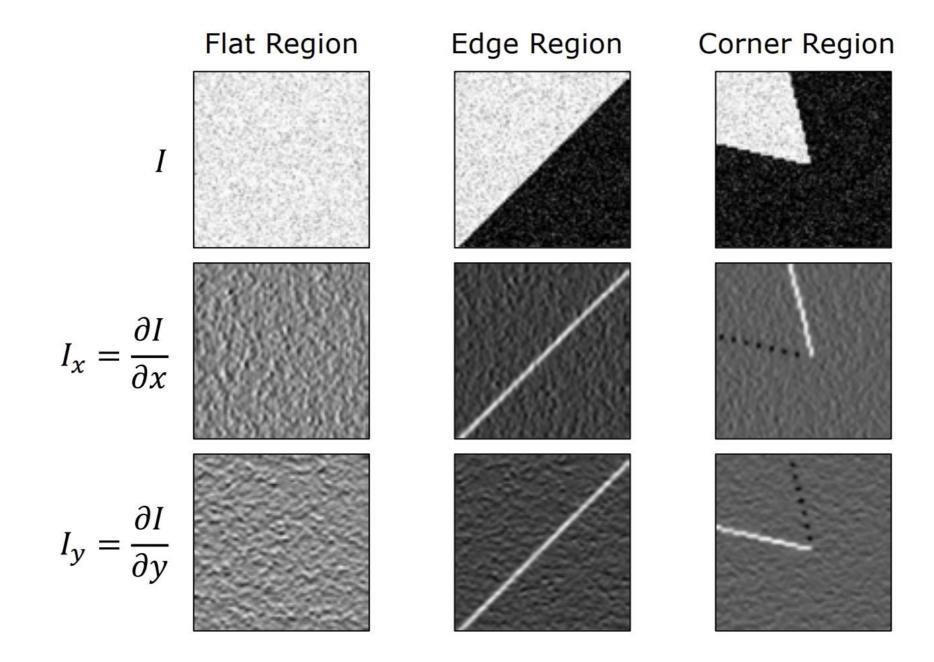




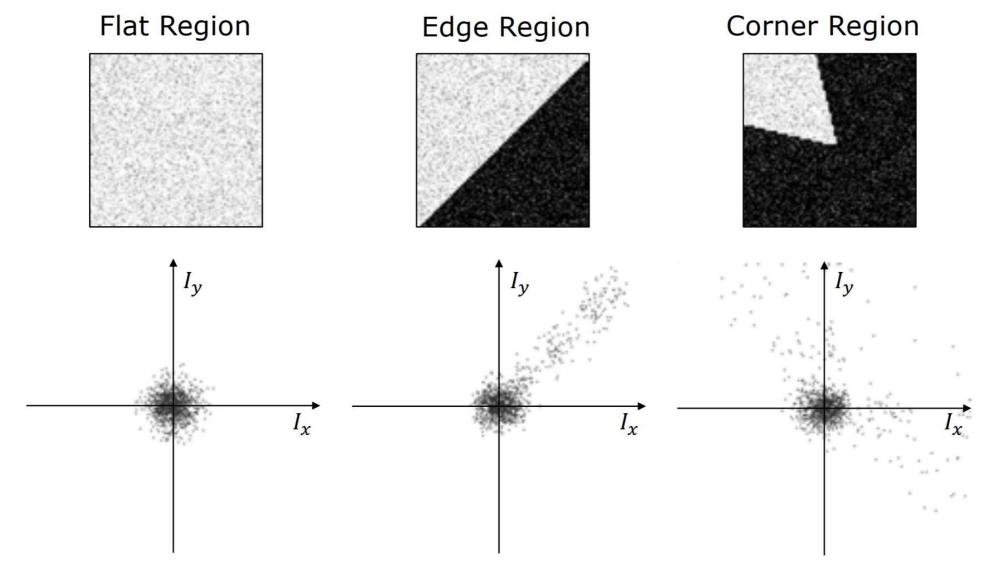


Slide by F. Rameau.

### **Image Gradients**

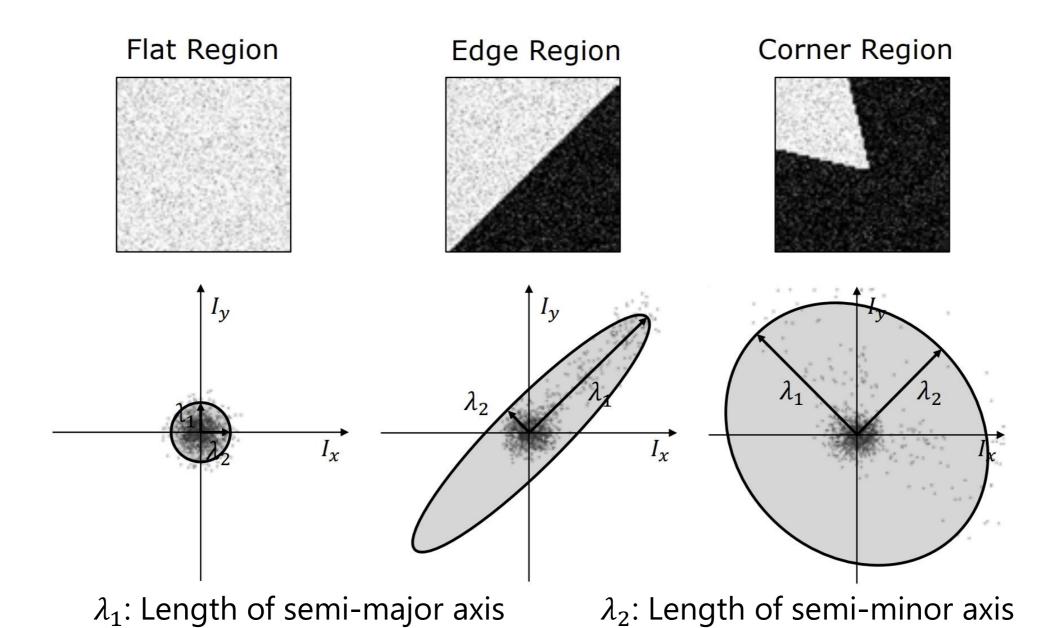


#### **Distribution of Image Gradients**

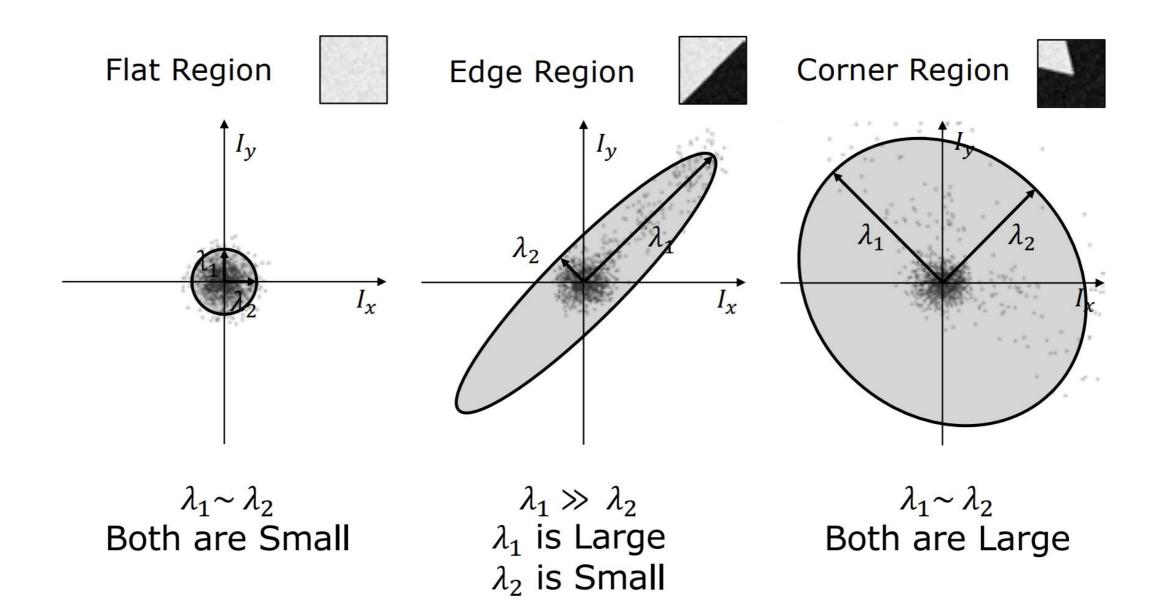


 $\rightarrow$  Distribution of  $I_x$  and  $I_y$  is different for all three regions.

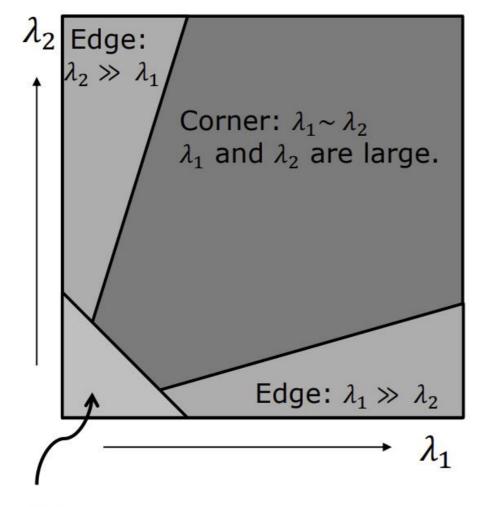
#### Fitting Elliptical Disk to Distribution



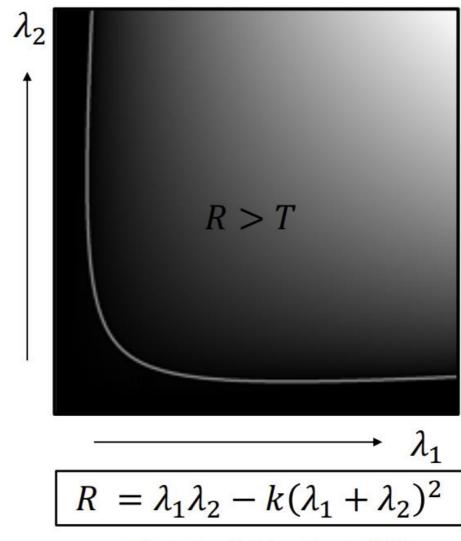
#### Interpretation of $\lambda_1$ and $\lambda_2$



#### **Harris Corner Response Function**



Flat:  $\lambda_1 \sim \lambda_2$   $\lambda_1$  and  $\lambda_2$  are small.



where:  $0.04 \le k \le 0.06$ 

#### **Experiments: Harris Corner Detection**

Updated codes (for python3) are uploaded in <a href="https://view.kentech.ac.kr/f088fa7f-874e-44bc-bd6d-6084b42dfdf7">https://view.kentech.ac.kr/f088fa7f-874e-44bc-bd6d-6084b42dfdf7</a>

\$ cd OpenCV-Python-Tutorials/Src/FeatureDetectionAndDescription/HarrisCornerDetection

\$ python Harris.py