

# ÉCOLE CENTRALE LYON

## UE ECL C-4 Bureau d'étude Rapport

# **Histograms of Oriented Gradients**

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#### 1 Introduction

Facial recognition, retinal scans and other techniques coming out spies or science fiction movies are quite impressive. But, can it work in reality?

These techniques already exist, not only in high secured facilities in the us but also in more common technologies. Indeed, some social media such as Facebook are able to say who are the people on a picture and where there are.

This Bureau d'Étude aims to study a technique able to compare two different pictures and say how similar they are. To do so, the technique is based on Histograms of Oriented Gradients (HOG), which divides a given picture in a grid and gives the HOGS of each box. Then, comparing the HOG of these boxes allows to conclude on the similarity between the images.

### 2 Gradient computation

Before computing the histogram, the gradient of the image needs to be calculated. To do so, the following convolution operation will be performed to obtain the x and y derivatives of the image:

$$I_x = I * D_x$$
 and  $I_y = I * D_y$ 

Given  $D_x = [-1, 0, 1]$  and  $D_y = [-1, 0, 1]^T$ . The figure 1 represents the picture which will be used as a test. The figure 2 is the result of the aforementioned operation. This computation have been done in MatLab using the following code:

```
function [G, alpha_] = compute_gradient(I, plot, signed)
 %COMPUTE_GRADIENT Computes the magnitude of the gradient and
     the
 %orientation of the image I
  if nargin < 3
      signed = 'signed'; % Sets the default value of the 'plot'
         parameter
  end
  if nargin<2
      plot = 'no plot'; % Sets the default value of the 'plot'
         parameter
  end
 Dx = [-1 \ 0 \ 1];
 Dy = [-1 \ 0 \ 1]';
  Ix = conv2(I,Dx, 'same');
  Iy = conv2(I,Dy, 'same');
15
 G = (Ix.^2 + Iy.^2).^0.5;
 theta = atan2(Iy,Ix);
```



```
alpha = theta *180/pi;
20
  alpha_ = zeros(size(alpha));
  [nrows, ncols] = size(alpha_);
  for i=1:nrows*ncols
23
       if alpha(i) >= 0
24
           alpha_{(i)} = alpha(i);
25
       else
26
           if strcmp(signed, 'signed')
27
                alpha_{i}(i) = alpha(i) + 360;
28
           else
                alpha_(i) = alpha(i) + 180;
30
           end
31
       end
32
  end
33
  %% Plot
35
  if strcmp(plot,'plot')
36
       figure;
37
       sgtitle ("Computation of the gradient of the image I");
38
       nrows = 2;
39
       ncols = 2;
40
       subplot(nrows, ncols, 1); imshow(I); title("1. I = Original)
41
          image");
       subplot(nrows, ncols, 2); imshow(G, []); title("1. G =
42
          Magnitude of the gradient");
       subplot(nrows, ncols, 3); imshow(Ix, []); title("1. Ix = X-
43
          derivative");
       subplot(nrows, ncols, 4); imshow(Iy,[]); title("1. Iy = Y-
          derivative");
  end
45
  end
```



Figure 1: Original image

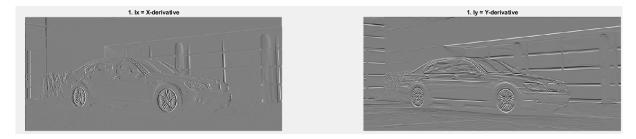


Figure 2: X and Y derivative of the original image

The magnitude of the gradient and its orientation can then be calculated using the following formula:

$$|G| = \sqrt{I_X^2 + I_Y^2}$$
 and  $\theta = arctan(\frac{I_Y}{I_X})$ 

The figure 3 and 4 show the results of these operations. While the 3 have been obtained using the previous code, the 4 used another function (written below) that represents all the pixels having the gradient orientation in the interval [0;180] with yellow and all gradients in the interval [180;360] with blue.

```
function [] = plot_orientation(alpha_signed)
 % Represents all the pixels having the gradient orientation in
     the interval
  % [0 180] with yellow and all gradients in the interval [180
     360] with blue
  plot = ones(size(alpha_signed));
  [nrows, ncols] = size(alpha_signed);
  for i=1:nrows*ncols
       if (0 <= alpha_signed(i) && alpha_signed(i) <= 180)</pre>
           plot(i) = 2;
10
      end
11
  end
12
  figure;
  colormap = [0 \ 0 \ 1 \ ; \ 1 \ 1 \ 0];
  imshow(plot,colormap);
16
17
  end
```



Figure 3: Magnitude of the gradient



Figure 4: Orientation of the gradient

## 3 HOG computation

Now that it is possible to compute the gradient of the image. This part will focus on the creation of the Hog.

#### 3.1 Division of the image into cells

To obtain numerous histograms, the original image first needs to be divided into smaller cells. To do so, the following function has been created:



```
input = 'dialog'; % Sets the default value of the 'input'
                            parameter
                  % This parameter is used for HOG_features.m which already
                            calls a
                  % dialog box
10
      end
11
12
       if strcmp(plot, 'plot')
13
                    figure;
                   imshow(I);
15
      end
16
17
      % Dialog box
18
       if strcmp(input, 'dialog')
19
                   prompt = {'Enter cell width:','Enter cell height:'};
20
                    dlgtitle = 'Input';
21
                   dims = [1 \ 35];
22
                   definput = \{ '20', '20' \};
23
                   input = inputdlg(prompt, dlgtitle, dims, definput);
24
                   width = str2num(input\{1\});
25
                   height = str2num(input{2});
26
       else
27
                   width = input{1};
28
                   height = input{2};
29
      end
30
31
32
33
      \% Creation of a cell object containing the divided image
       [\max_{height, max_width}] = size(I);
36
      n_rows = ceil(max_height/height);
      n_cols = ceil (max_width/width);
      I_divided = cell(n_rows, n_cols);
39
       for i = 1:n_rows
40
                    for j=1:n_cols
41
                                if i==n_rows && j==n_cols
                                             I_divided\{i,j\} = I((i-1)*height+1:max_height, (j...))
43
                                                     -1)*width+1:max_width);
                                elseif i==n_rows
44
                                             I_divided\{i,j\} = I((i-1)*height+1:max_height, (j-1)*height+1:max_height, (j-1)*height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max_height+1:max
45
                                                     -1) * width +1: j * width);
                                elseif j==n_cols
                                             I_divided\{i,j\} = I((i-1)*height+1:i*height, (j-1)*
                                                     width +1:max_width);
48
                                else
49
```



```
I_divided\{i,j\} = I((i-1)*height+1:i*height, (j-1)*
                   width +1:j*width);
           end
52
      end
53
  end
54
55
  % Plots the result if asked to do so
  if strcmp(plot, 'plot')
57
       I_plot = cat(3,I,I,I);
       for i = 1: floor (max_height/height)
           I_plot(i*height,:,1) = 255;
60
           I_plot(i*height,:,2)=0;
           I_plot(i*height,:,3)=0;
62
      end
          i=1:floor(max_width/width)
       for
           I_plot(:, i*width, 1) = 255;
           I_plot(:, i*width, 2) = 0;
           I_plot(:, i*width, 3) = 0;
67
      end
       title ('Divide I into cells');
      imshow(I_plot);
  end
71
  end
```

This code allows the user to choose the height and the width of the cell using a dialog box. The figure 5 has been obtained with a width and height of 20.

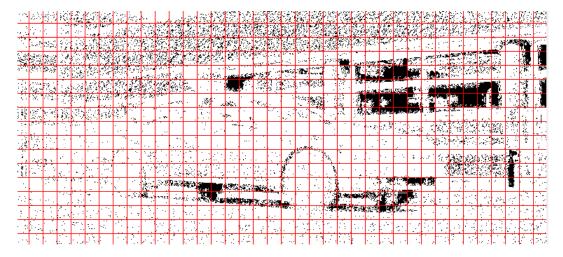


Figure 5: Divison of the image into cells

#### 3.2 Computation of the HOG

The histogram of oriented gradients can now be computed for each cells of the image. The user can choose the number of bins of the histogram in the same way that he chose the height and the width of the cells. The histogram will be computed using



the sign gradient with a weighted vote. This vote weight is defined as the magnitude of the gradient. The figure 6 represents the HOG features of the figure 1, obtained by using the following code, using width = height = 30, n\_bins=9 as parameters.

```
function [histograms] = HOG_features(I, plot, width, height,
     n_bins)
 % Computes the HOG features for a given image I
  if nargin < 3
      dialogbox = "dialogbox";
  else
      dialogbox = "none";
6
  end
  if nargin < 2
      plot = 'no plot'; % Sets the default value of the 'plot'
10
         parameter
  end
11
12
  % Dialog box
13
  if strcmp(dialogbox, 'dialogbox')
14
      prompt = {'Enter cell width:','Enter cell height:','Enter
15
         the number of bins'};
       dlgtitle = 'Input';
      dims = [1 \ 35];
      definput = { '30', '30', '9'};
18
19
      input = inputdlg(prompt, dlgtitle, dims, definput);
20
      width = str2num(input\{1\});
21
      height = str2num(input{2});
22
      n_bins = str2num(input{3});
  end
25
 % Divide the image into cells using divide_cells.m
  [G, alpha_signed] = compute_gradient(I, 'no plot', 'signed');
27
  G_divided = divide_cells(G,{width,height},'no plot');
  alpha_divided = divide_cells(alpha_signed, { width, height}, 'no
     plot');
  [n_{rows}, n_{cols}] = size(G_{divided});
30
31
  % Histogram computation
32
  edges = 0: 360/n_bins : 360;
33
  histograms = cell(n_rows, n_cols);
  for i=1:n_rows
      for j=1:n\_cols
36
           alpha = alpha_divided{i,j};
37
           hist = zeros(1, n_bins);
38
           for n=1:n_bins
39
               if n==n_bins
40
```



```
count = (edges(n) \le alpha) \& (alpha \le edges(n+1))
41
                        ) . * G_divided { i , j } . ^ 0 . 5;
                else
                     count = (edges(n) \le alpha) \& (alpha < edges(n+1))
                        .*G_divided{i,j}.^0.5;
44
                hist(n) = sum(count, 'all');
45
           end
46
           histograms{i,j} = hist;
47
       end
  end
50
  % Plot the histograms
51
  if strcmp(plot,'plot')
52
       [\max_{height}, \max_{width}] = size(I);
53
       height = max_height/n_rows;
54
       width = max_width/n_cols;
55
       f = figure();
56
       pos = f.Position;
57
       f.Position = [pos(1) pos(2) max_width, max_height];
58
       for i=1:n_rows
59
            for j =1:n_cols
                pos = [width*(j-1)/max_width 1-height*(i)/(
                   max_height) width/(max_width), height/(
                   max_height)];
                subplot('Position',pos);
62
                histogram ('BinEdges', edges, 'BinCounts', histograms { i
63
                   , j });
                ax = gca;
                disableDefaultInteractivity(ax);
                set(gca,'visible','off');
66
           end
67
       end
68
  end
69
70
  end
```

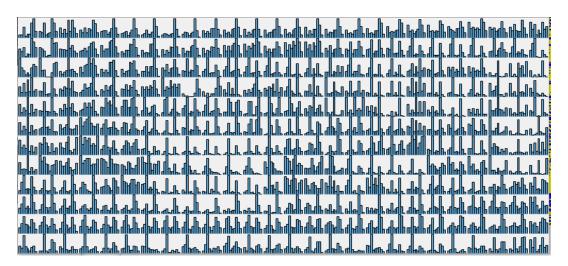


Figure 6: нос features of the initial image

#### 4 Practical case

Now that a function has been created to compute the HOG features of an image, it will be used to compare two different, but similar images. To do so, the cosine similarity measure will be used:

$$similarity = cos(\theta) = \frac{A \times B}{\|A\| \times \|B\|}$$
 (1)

```
function [similarity] = cosine_similarity(object1,object2)
% Computes the degree of similarity between two objects using
the cosine
% similarity
object1 = object1(:); % Transforms the matrix into a single
column vector
object2 = object2(:); % Same concept

similarity = dot(object1,object2) / (norm(object1)*norm(object2
));
end
```

In order to evaluate the efficiency of the kind of technique, the HOG features will be first used to compare two similar images represented in the figure 7, to check if it detects the similarities. Then, it will be used to compare two completely different images represented in figure 8, here, it should not see any similarities.

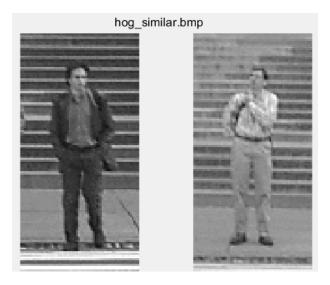


Figure 7: Comparison of two similar images

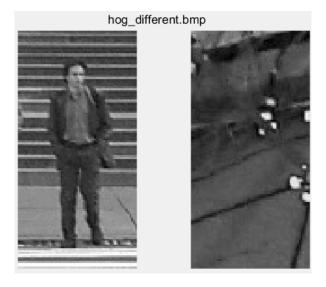


Figure 8: Comparison of two different images

The similarity has first been calculated without dividing the images into cells and by allocating 12 bins for the histograms. The similar images obtain a similarity of 0.9971 while the different images have only 0.8753.

The same images have then been analyzed after having divided them into square cells of 16, and by allocating 9 bins for the histograms. The similar images obtain a similarity equals to 0.9301 while the different ones have only 0.7150.

These results show that the HOG features can effectively distinguish similar images and different the ones.



#### 5 Conclusion

Comparing two images with HOG seems give satisfying results. Indeed, there is a significant difference between the results given when the pictures are similar and the ones when they are not. Moreover, the algorithms behind the technique can be adapted in order not to be time consuming and thus become useless.

The only remaining point is to define a threshold. Indeed, here when the difference is higher than 0.1, one can say that the pictures are not similar, but how small does the threshold have to be to let them claim that the men on the picture is actually the same men? With a more consequent database, finding the scale of accuracy of the technique should be achievable and it would be possible to use the technique in real situations in real softwares.