

# Computational Photography

- \* Study the basics of computation and its impact on the entire workflow of photography, from capturing, manipulating and collaborating on, and sharing photographs.



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# Feature Detection and Matching

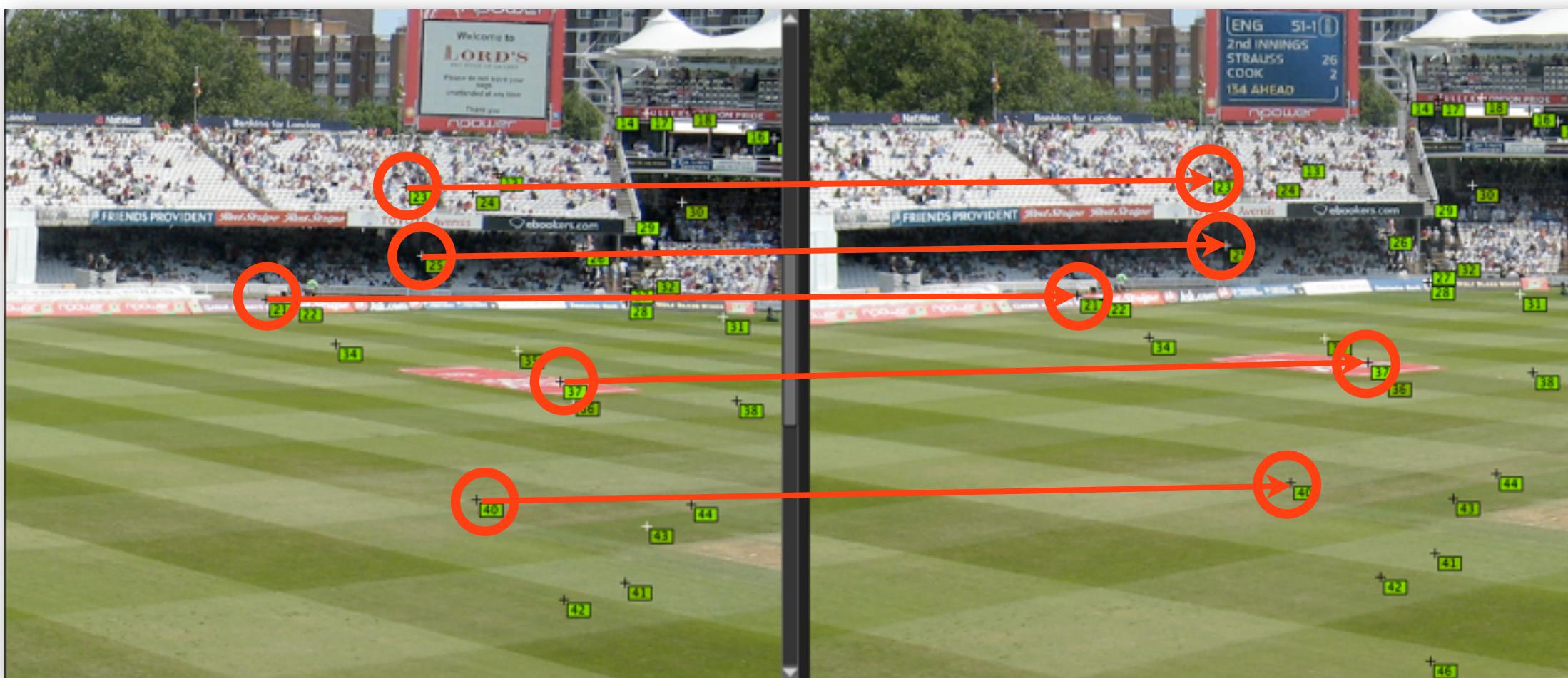
\* Methods for Detecting Features  
in Images that can be matched  
for Registration and Alignment.



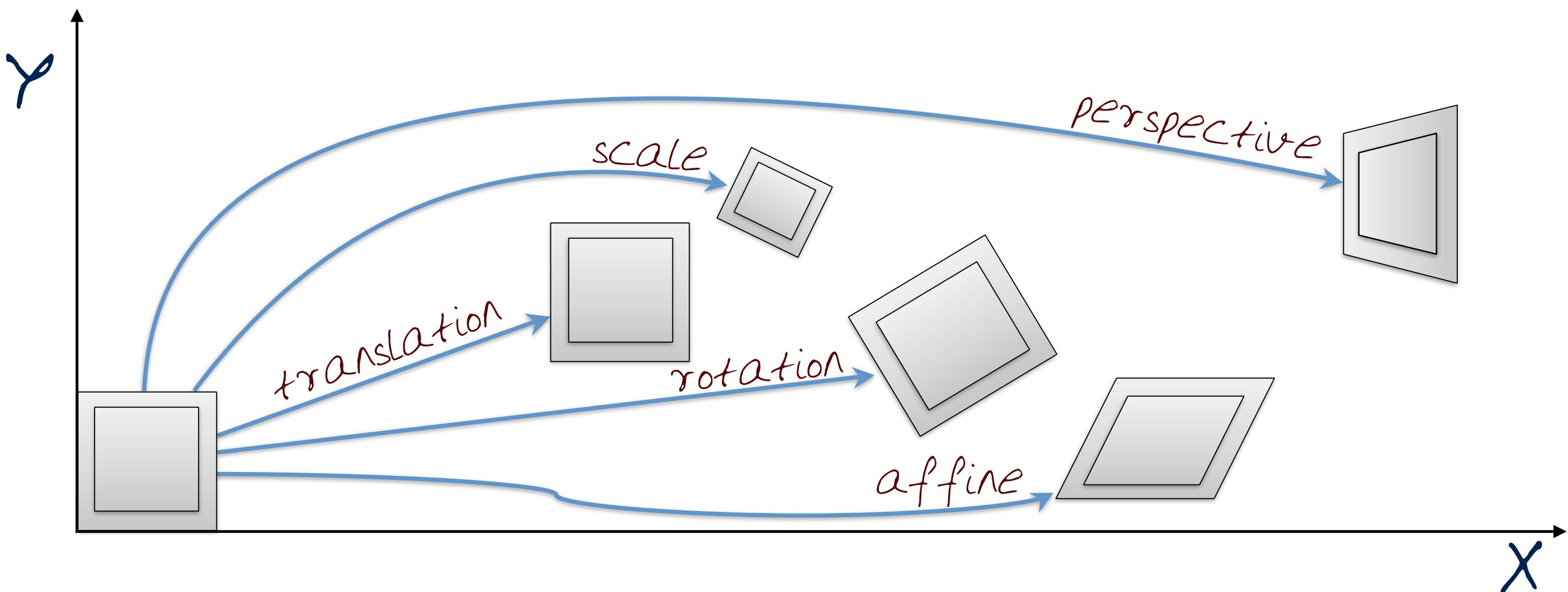
## Lesson Objectives

1. Benefits of Feature Detection and matching in images
2. Characteristics of Good Features
3. Corners are Good Features
4. Harris Corner Detector Algorithm
5. Stages of a SIFT detector

# Recall: Detection and Matching

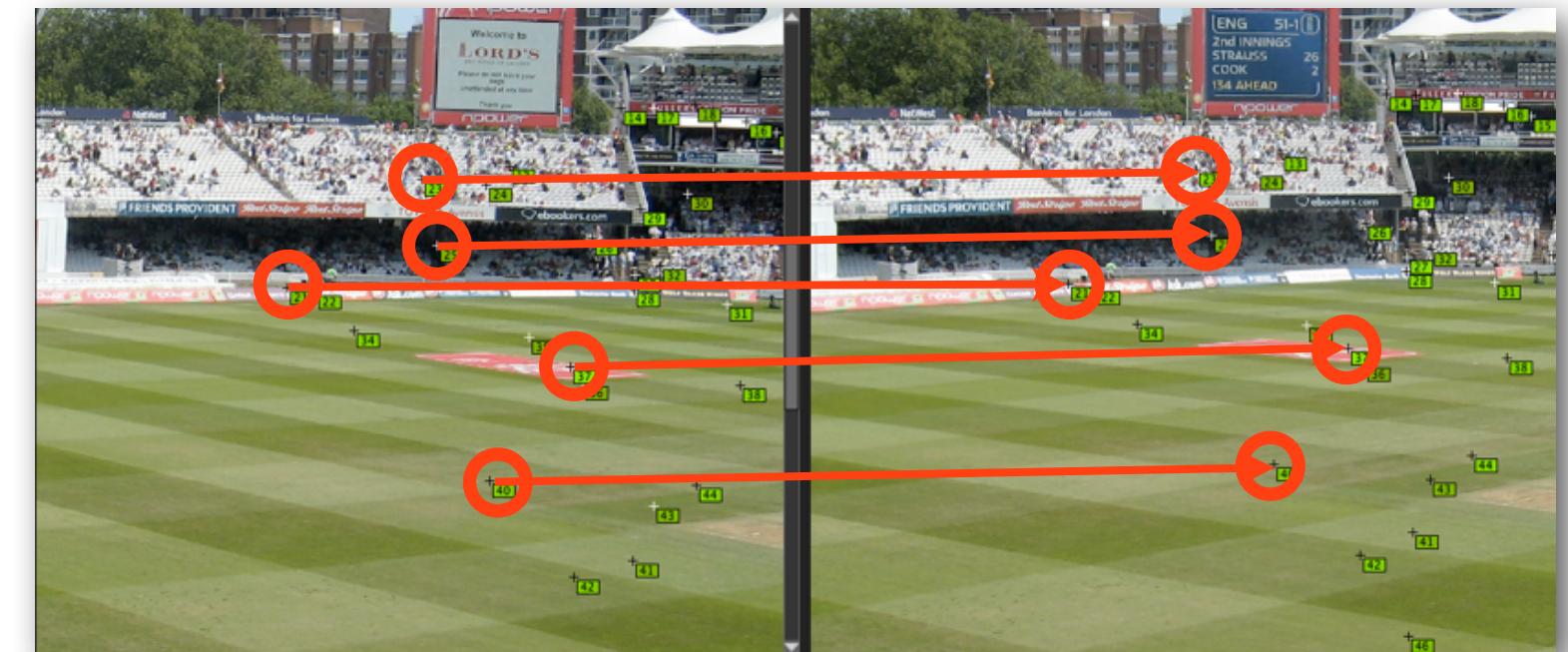


# Image Matching



# Finding Features

- \* Goal - Find points in an image that can be:
  - \* Found in other images
  - \* Found precisely - well localized
  - \* Found reliably - well matched



# Characteristics of Good Features

- \* Repeatability/Precision
- \* Saliency/matchability
- \* Compactness and efficiency
- \* Locality



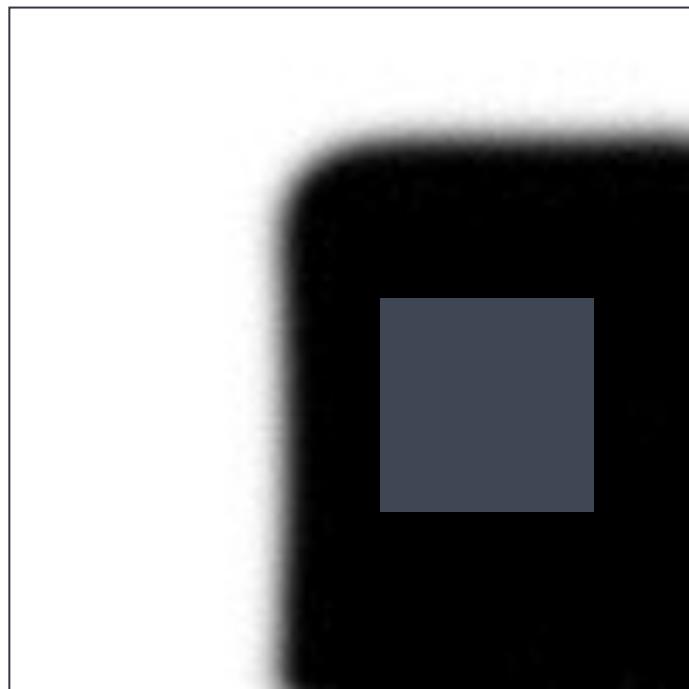
# Find Corners



- \* Key property: In the region around a corner, image gradient has two or more dominant directions
- \* Corners are repeatable and distinctive

Harris and Stephens (1988)

# Corner Detection: The Basics



“flat”  
No change in  
any directions



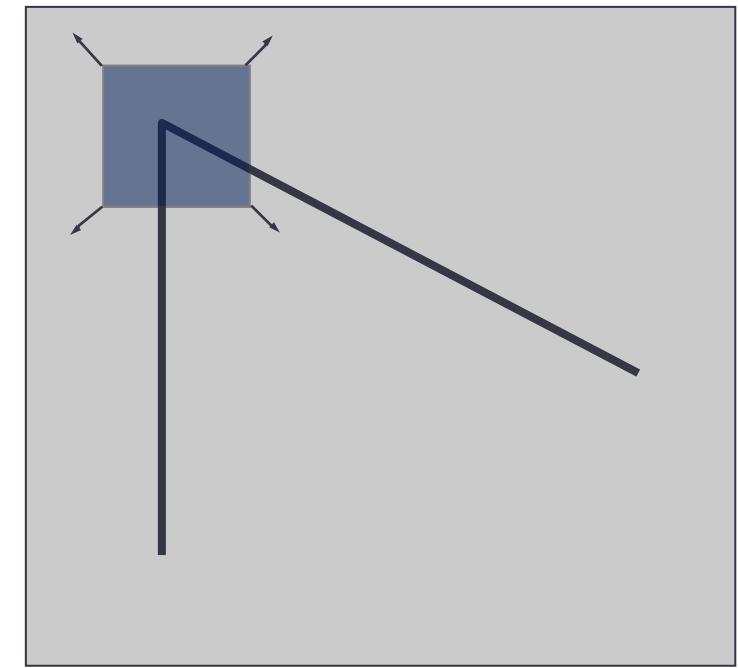
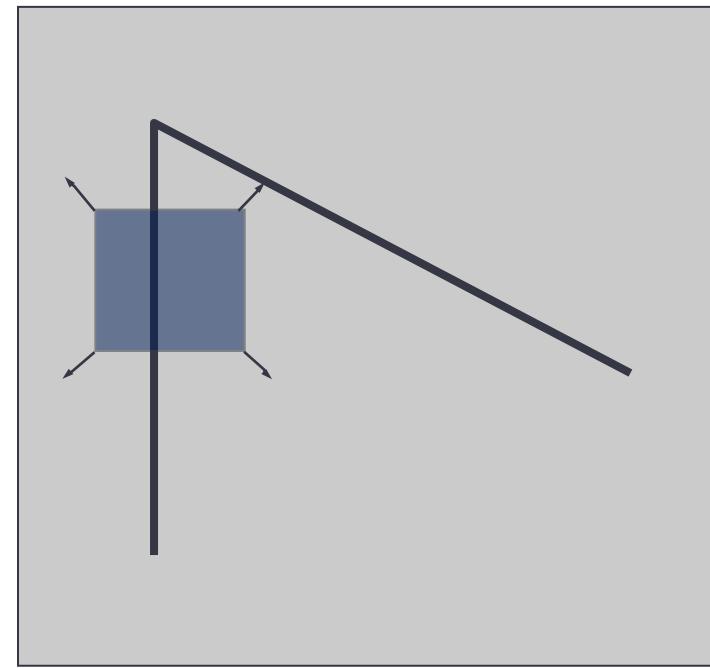
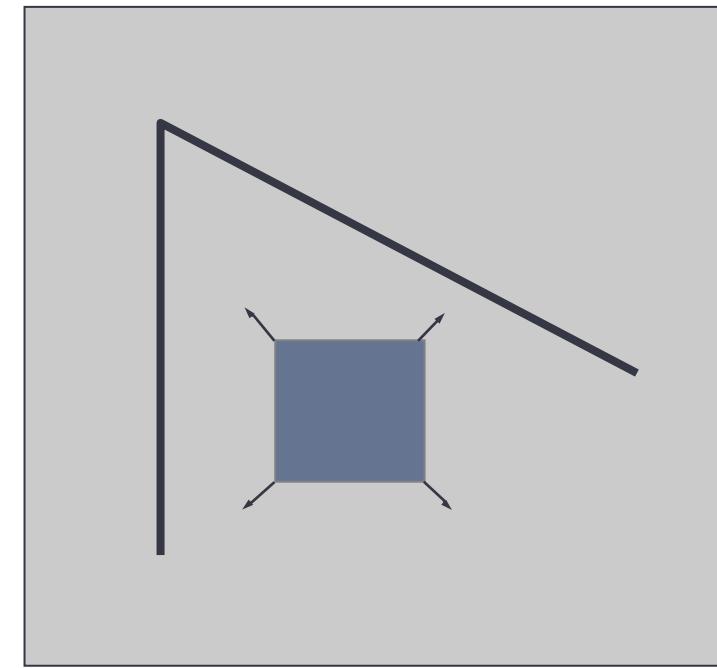
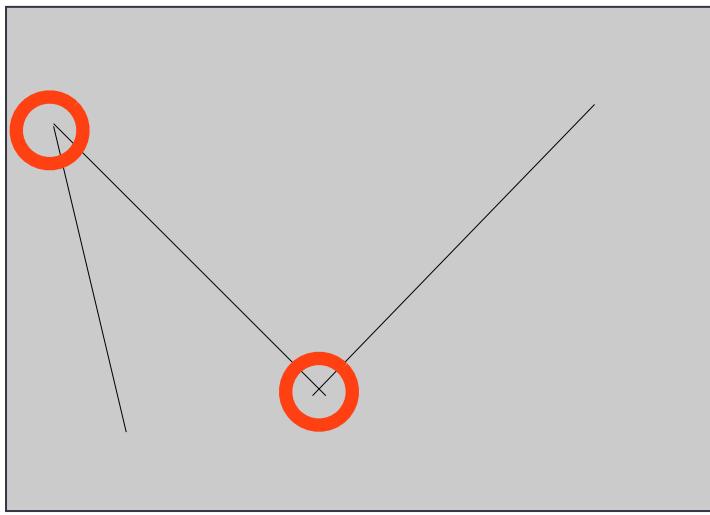
“edge”  
No change  
along the  
edge direction



“corner”  
Change in all  
directions

- \* Recognize a point by looking through a small window
- \* Shifting a window in any direction causes a large change in intensity

# Corner Detection: The Basics



“flat”

No change in  
any directions

“edge”

No change  
along the  
edge direction

“corner”

Change in all  
directions

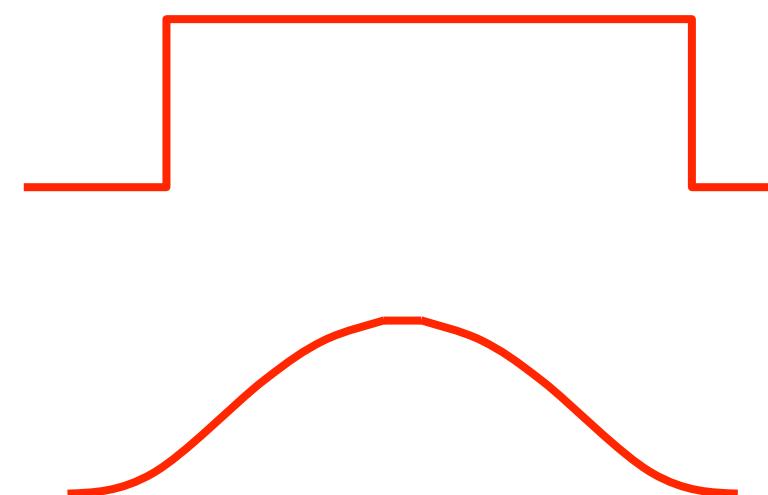
# Corner Detection: Mathematics

Compute the change in appearance by shifting the window by  $u, v$ :

$$E(u, v) = \sum_{x, y} w(x, y) [I(x + u, y + v) - I(x, y)]^2$$

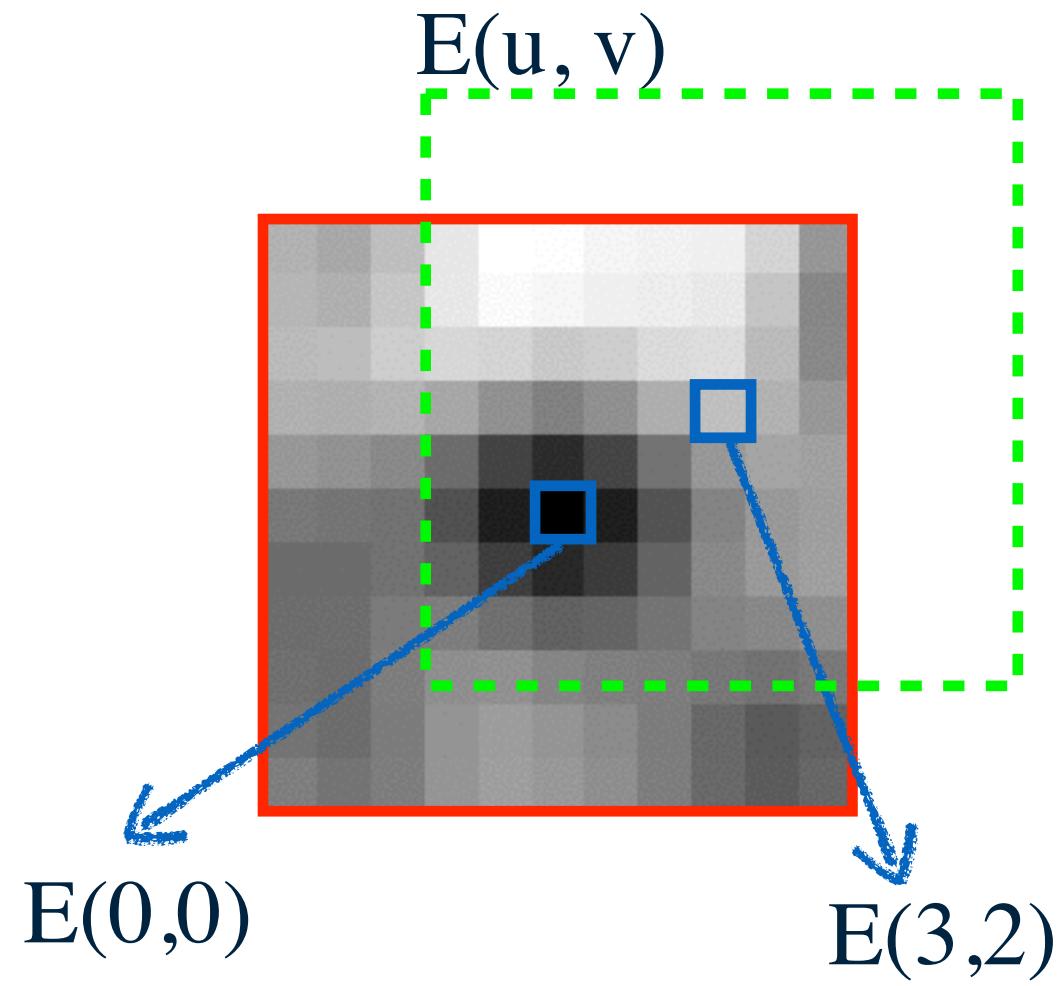
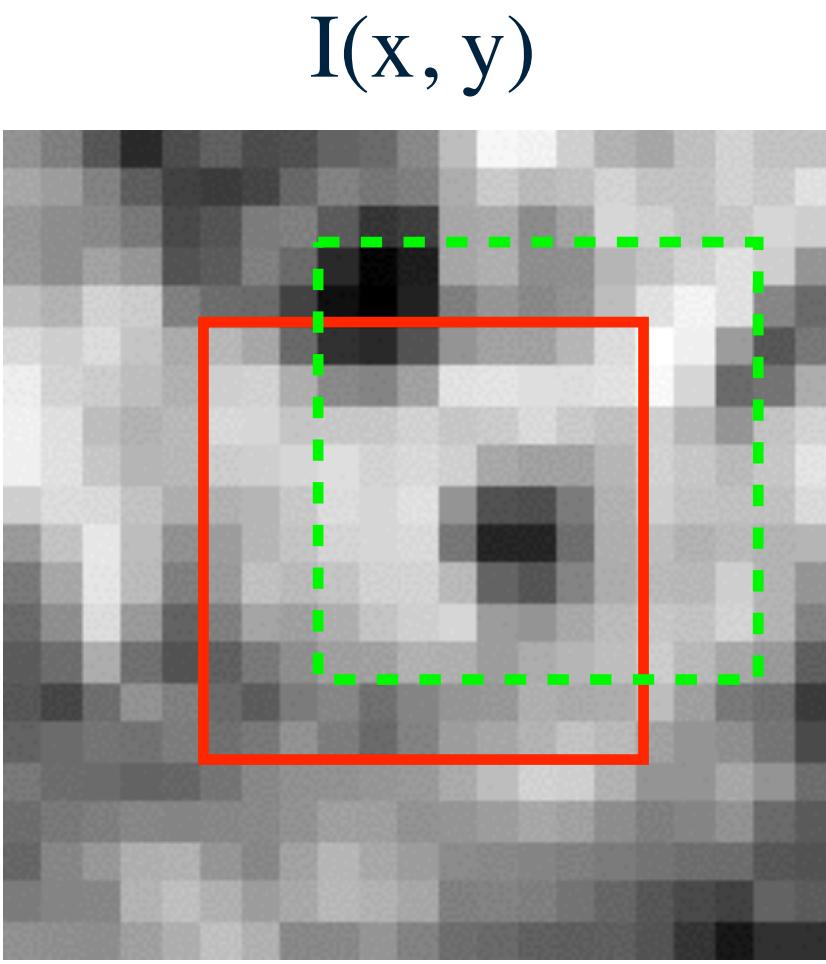
change in appearance      shifted intensity  
window function      intensity

$w(x, y)$  { box function  
a Gaussian



# Corner Detection: Mathematics

$$E(u, v) = \sum_{x,y} w(x, y) [I(x + u, y + v) - I(x, y)]^2$$



Computation  
of the  
change in  
appearance  
by shifting  
the window

by  $u, v$ :

Slide motivated by Alyosha Efros

# Corner Detection: Mathematics

$$E(u, v) = \sum_{x, y} w(x, y) [I(x + u, y + v) - I(x, y)]^2$$

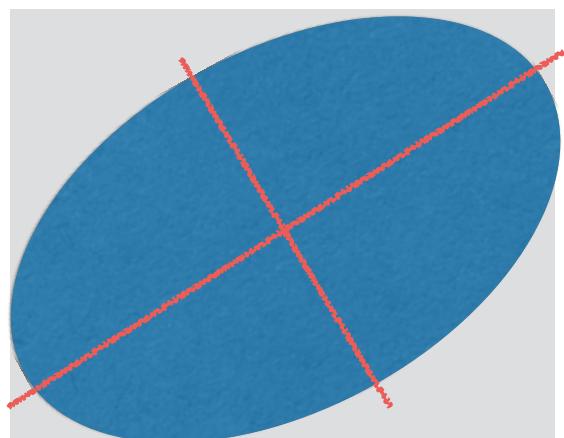
The quadratic approximation, following Taylor Expansion, simplifies to:

$$E(u, v) \approx \begin{bmatrix} u & v \end{bmatrix} M \begin{bmatrix} u \\ v \end{bmatrix}$$

where  $M$  is a second moment matrix computed from image

derivatives  $I_x$  and  $I_y$ .

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



# Corner Detection: Mathematics

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

$$E(u,v) = \sum_{x,y} \omega(x,y) (u^2 I_x^2 + 2uv I_x I_y + v^2 I_y^2)$$

The surface  $E(u,v)$  is locally approximated by a quadratic form

# Corner Detection: Mathematics

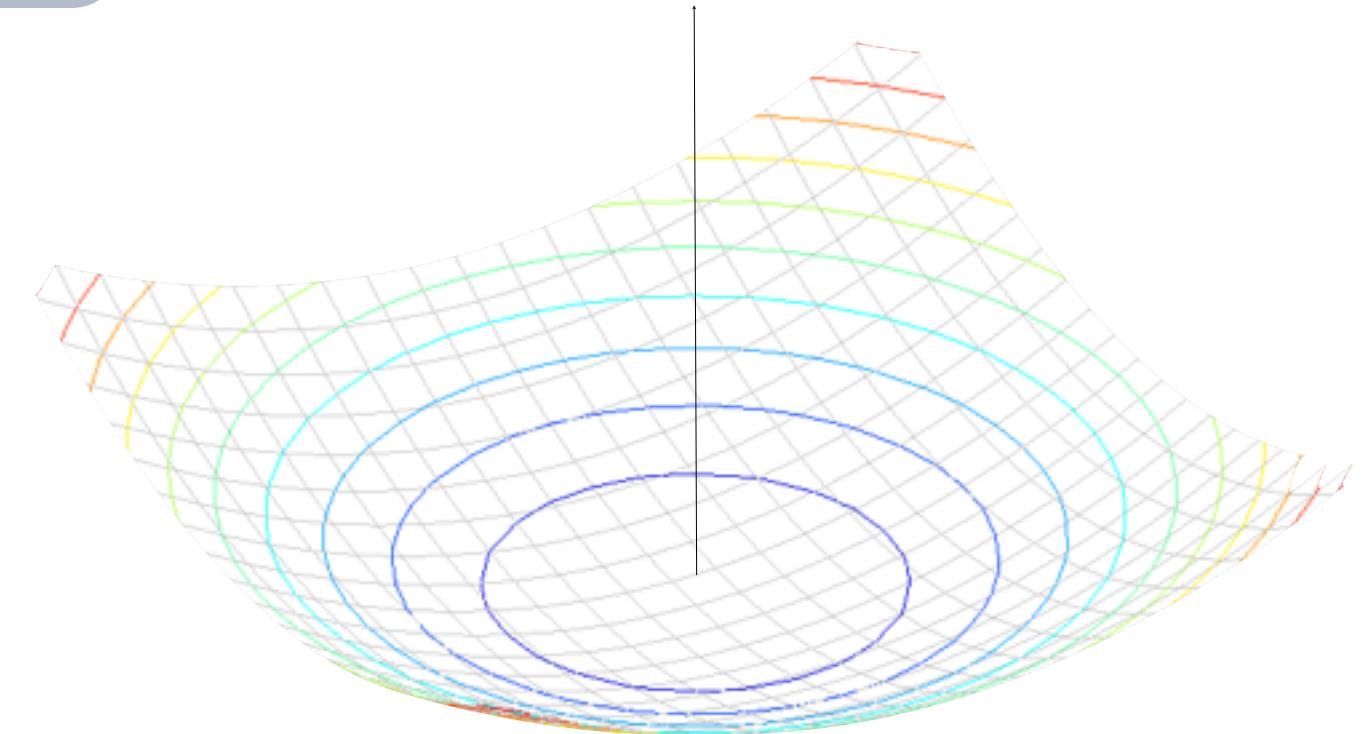
$$E(u, v) = \sum_{x,y} \omega(x, y) (u^2 I_x^2 + 2uv I_x I_y + v^2 I_y^2)$$

The surface  $E(u,v)$  is locally approximated by a quadratic form.

$$E(u, v) = \sum_{x,y} \omega(x, y) (u^2 I_x^2 + 2uv I_x I_y + v^2 I_y^2)$$

consider a "slice" :

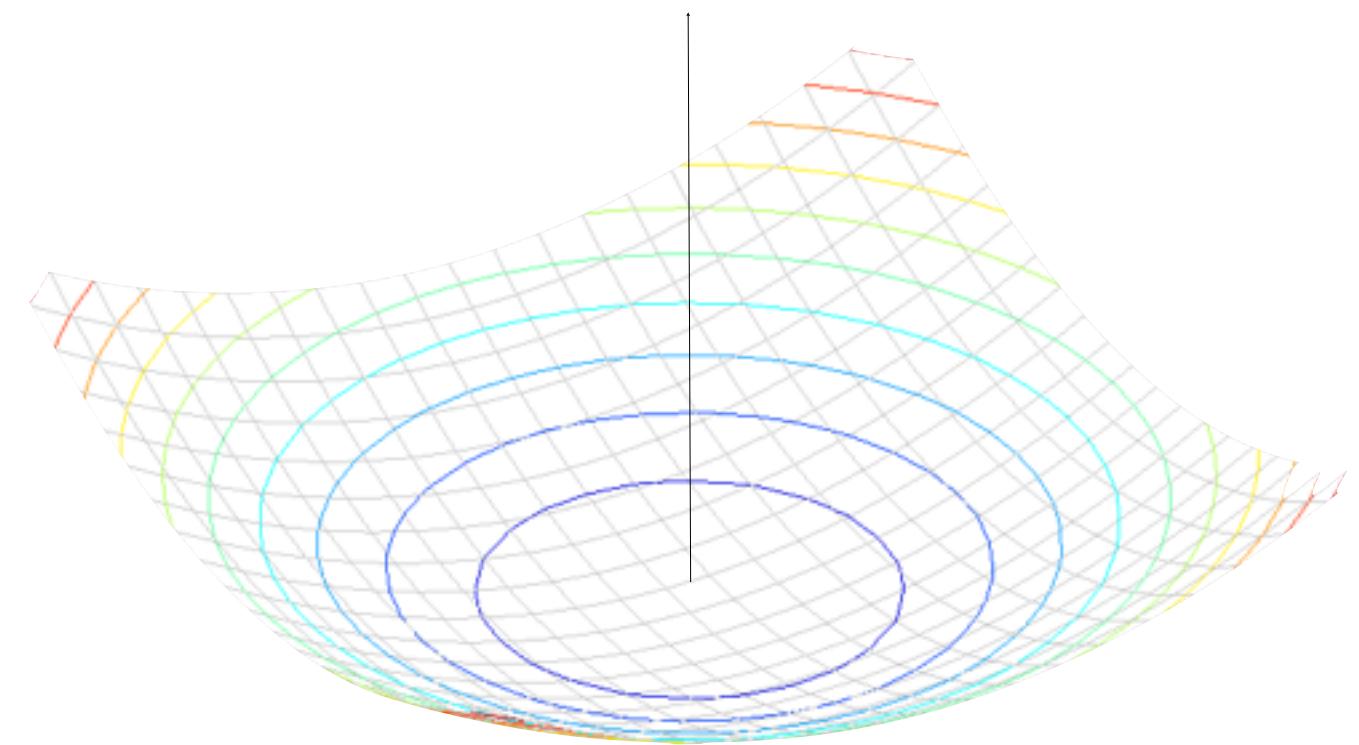
$$u^2 I_x^2 + 2uv I_x I_y + v^2 I_y^2 = k$$



which is an equation of an ellipse

The surface  $E(u,v)$  is locally approximated by a quadratic form.

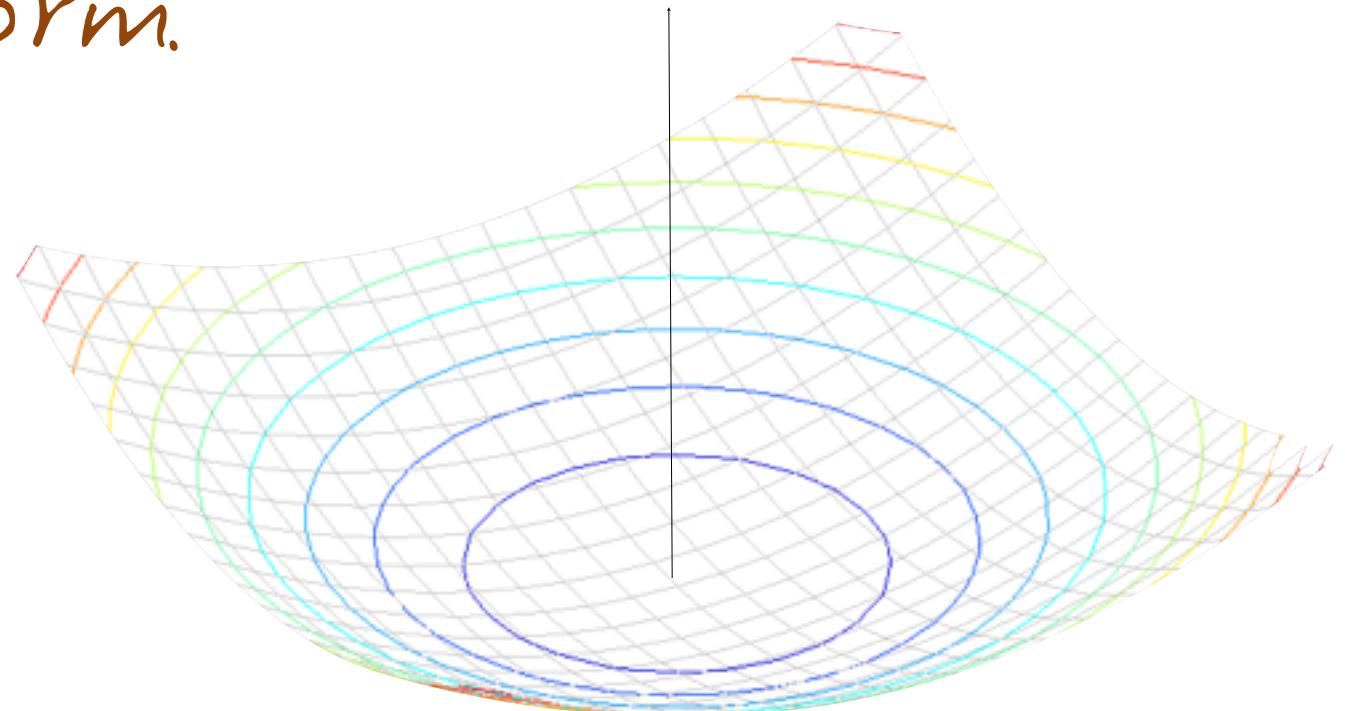
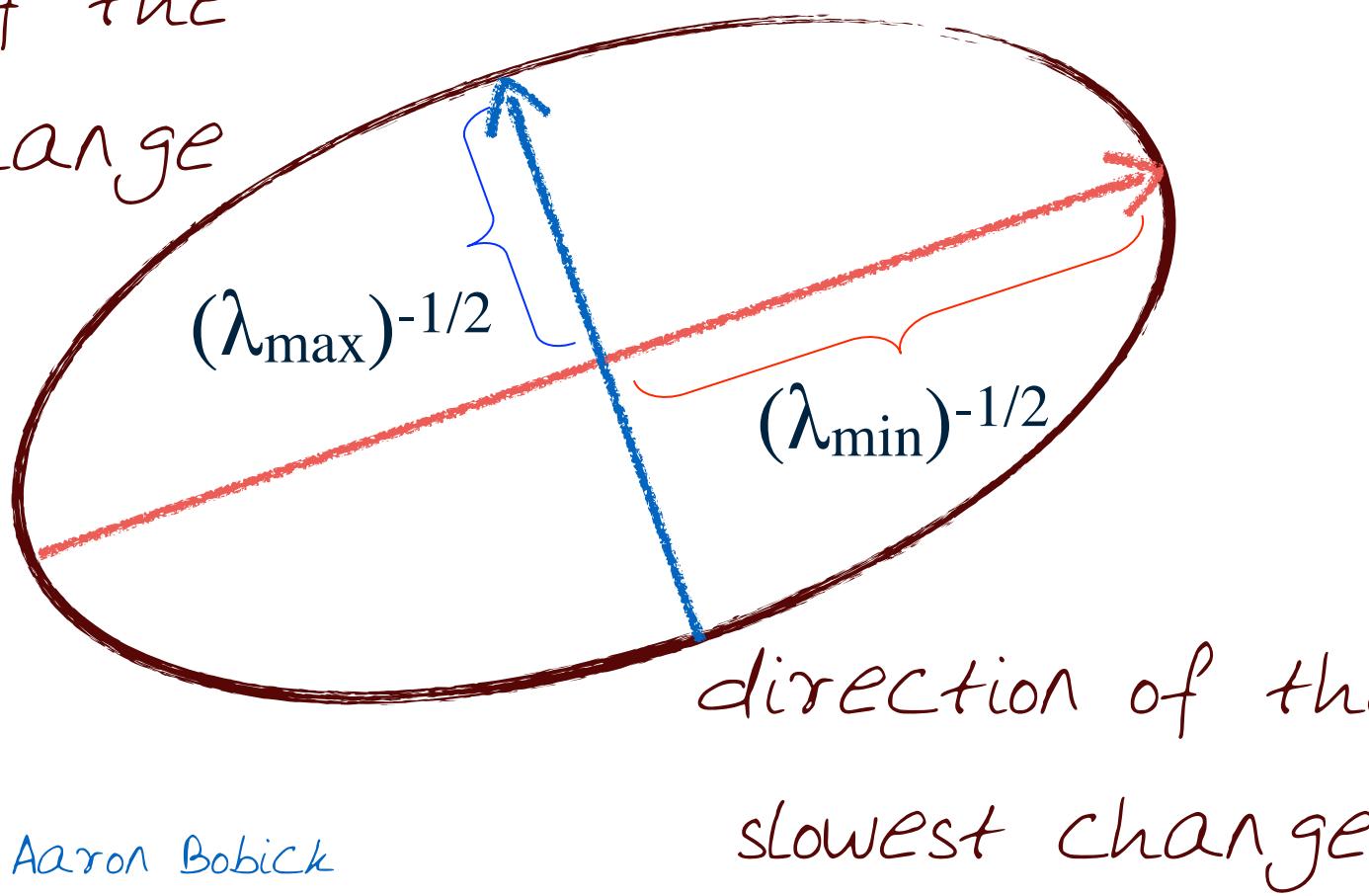
$$u^2 I_x^2 + 2uv I_x I_y + v^2 I_y^2 = k$$



The surface  $E(u,v)$  is locally approximated by a quadratic form.

$$u^2 I_x^2 + 2uv I_x I_y + v^2 I_y^2 = k$$

direction of the  
fastest change



Eigenvalue Analysis:

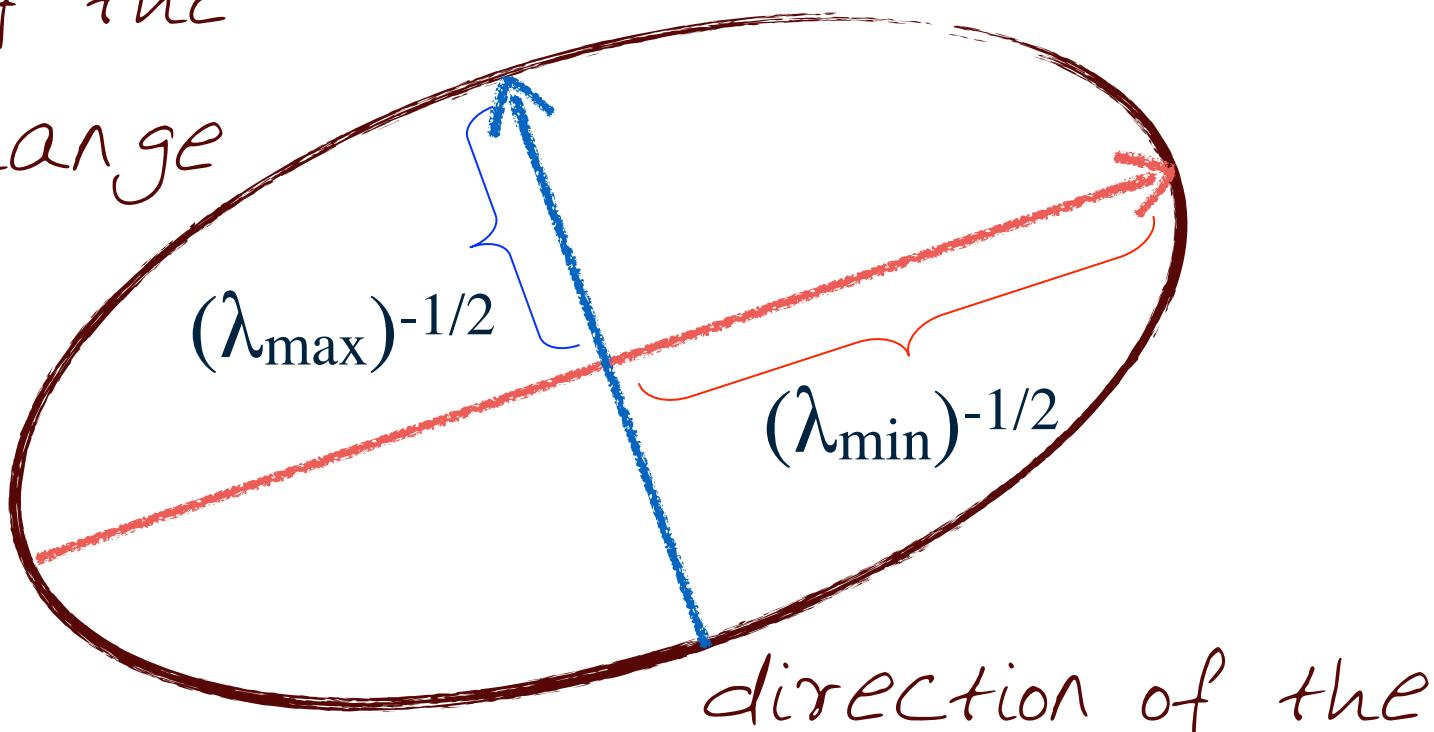
- ◆ Axis lengths  $\Rightarrow$  Eigenvalues
- ◆ Orientation  $\Rightarrow$  Eigenvectors

The surface  $E(u,v)$  is locally approximated by a quadratic form.

$$u^2 I_x^2 + 2uv I_x I_y + v^2 I_y^2 = k$$

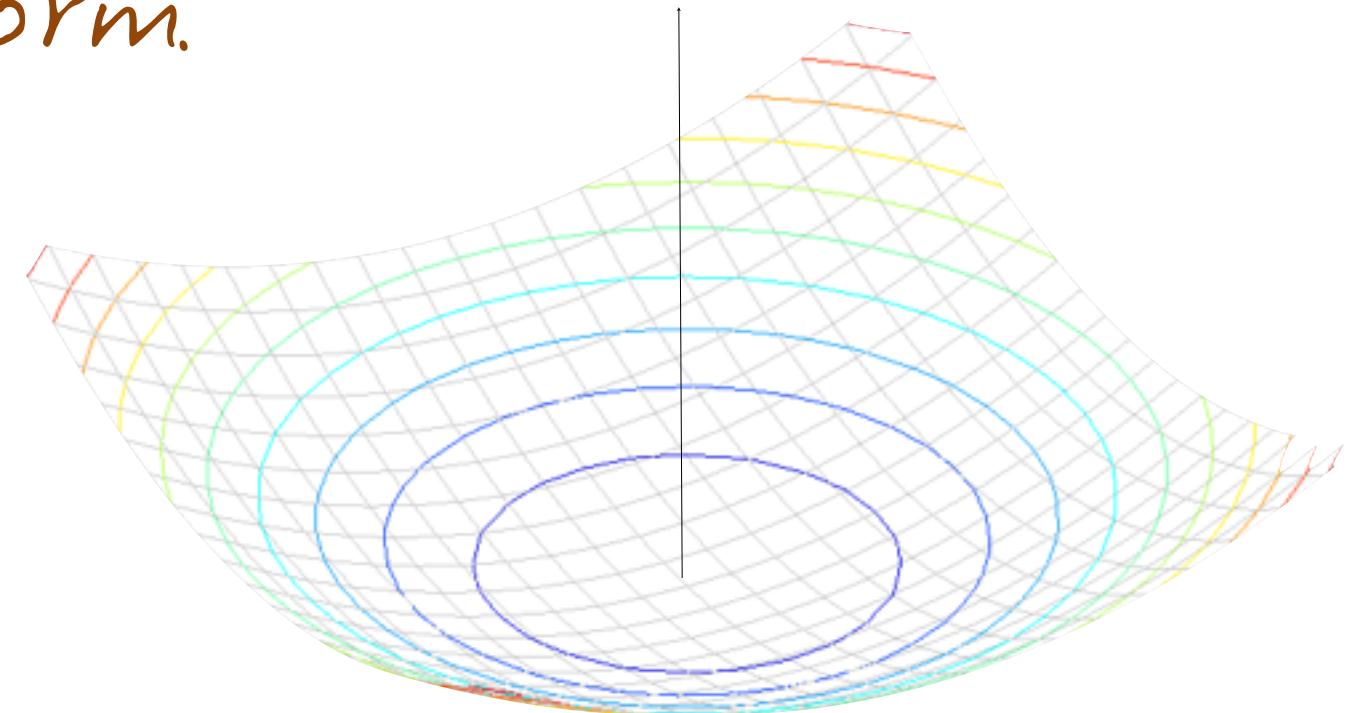
$$\begin{bmatrix} u & v \end{bmatrix} M \begin{bmatrix} u \\ v \end{bmatrix} = k$$

direction of the  
fastest change



$M$  is a diagonal matrix

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

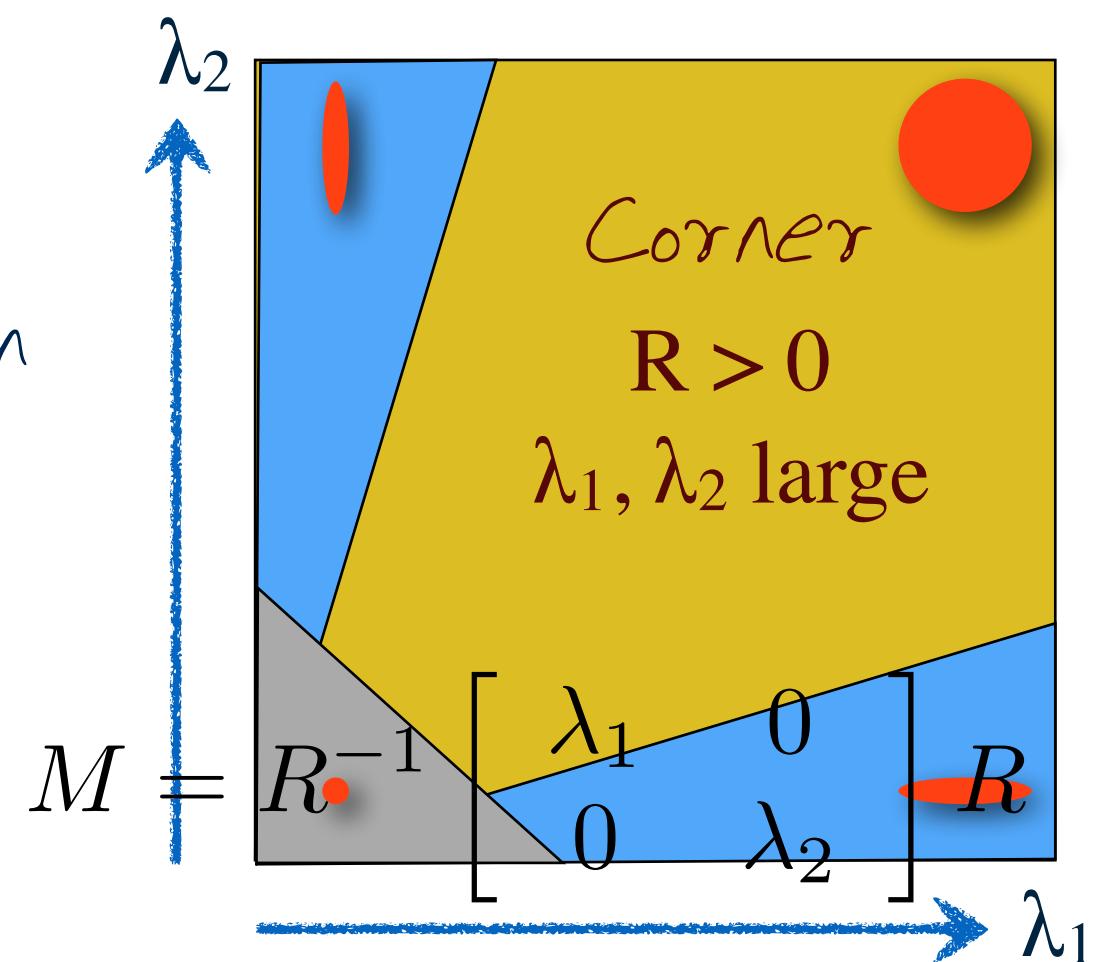


# Eigenvalues

$$R = \det(M) - \alpha \operatorname{trace}(M)^2 = \lambda_1 \lambda_2 - \alpha (\lambda_1 + \lambda_2)^2$$

$\alpha$ : constant (0.04 to 0.06)

- \*  $R$  depends only on eigenvalues of  $M$
- \*  $R \Rightarrow$  large for a corner
- \*  $R \Rightarrow$  negative with large magnitude for an edge
- \*  $|R| \Rightarrow$  small for a flat region
- \* Note: No explicit computation of eigenvalues required



# Harris Detector Algorithm (Preview)

- \* Compute Gaussian derivatives at each pixel
- \* Compute second moment matrix  $M$  in a Gaussian window around each pixel
- \* Compute corner response function  $R$
- \* Threshold  $R$
- \* Find local maxima of response function (non-maximum suppression)



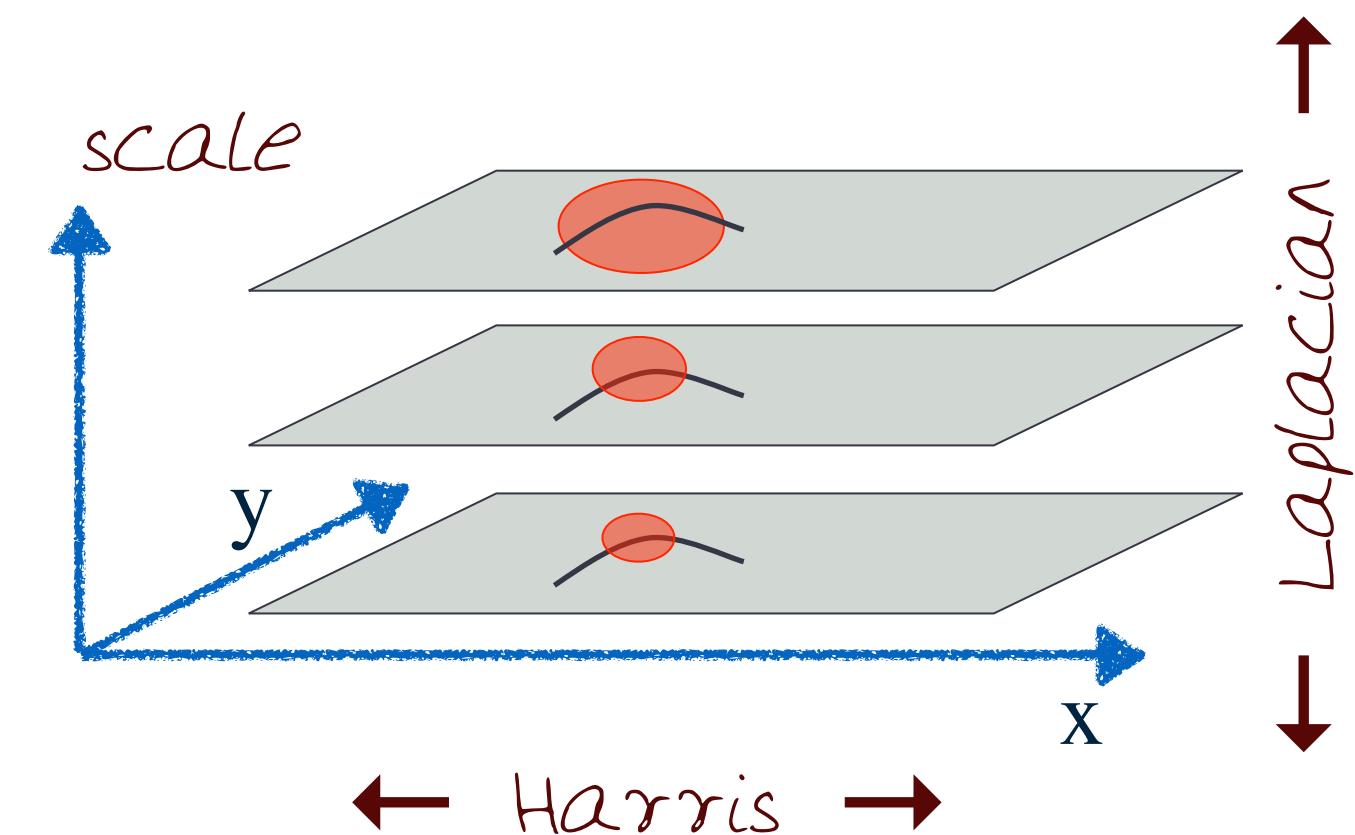
# Properties of the Harris Detector

- \* Rotation Invariant?
  - \* Ellipses rotate, but shape (eigenvalues) remain same
  - \* Corner Response R is invariant
- \* Intensity Invariant?
  - \* Partial invariance to additive and multiplicative intensity changes (threshold issue for multiplicative)
  - \* ONLY Image derivatives are used
- \* Scale Invariant
  - \* NO! Dependent on Window Size!
  - \* USE Pyramids (or Frequency Domain!)



# Scale Invariant Detectors

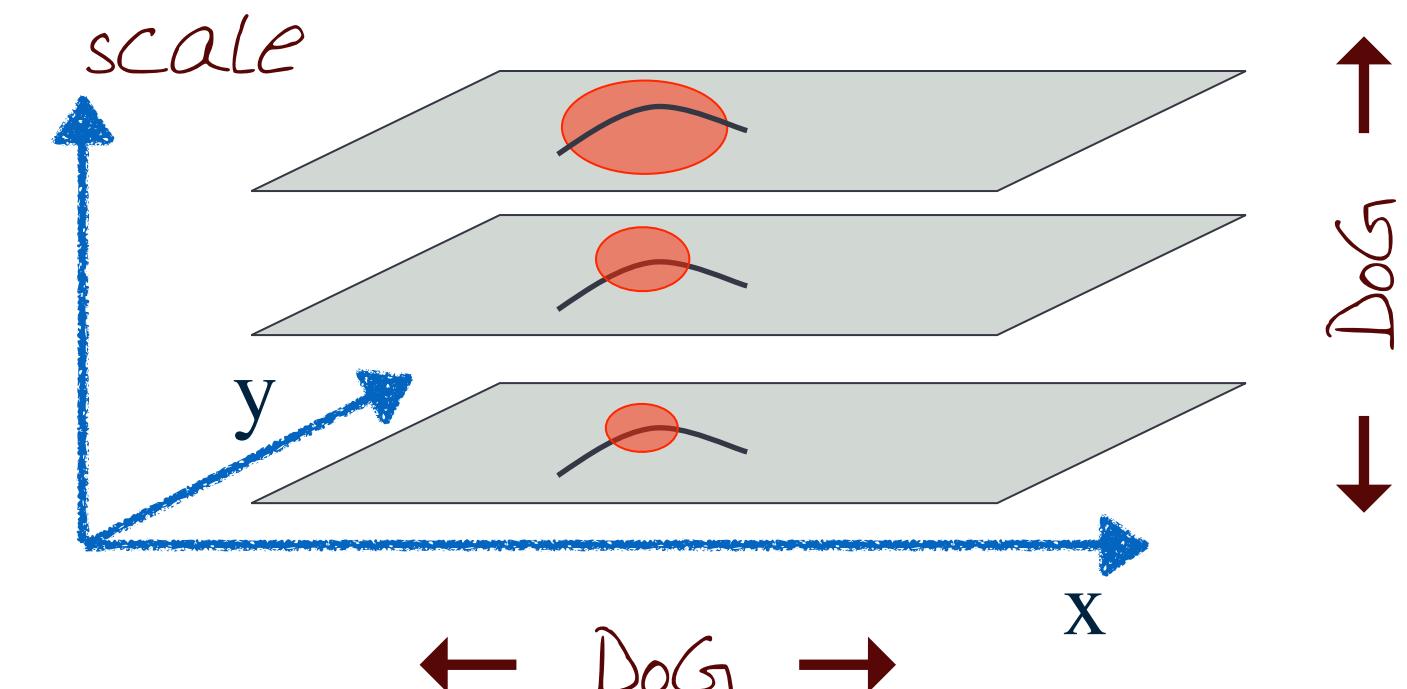
- \* Harris-Laplacian
- \* Find local maximum of:
  - \* Harris corner detector in space (image coordinates)
  - \* Laplacian in scale



(mikolajczyk and schmid, 2001)

# Scale Invariant Detectors

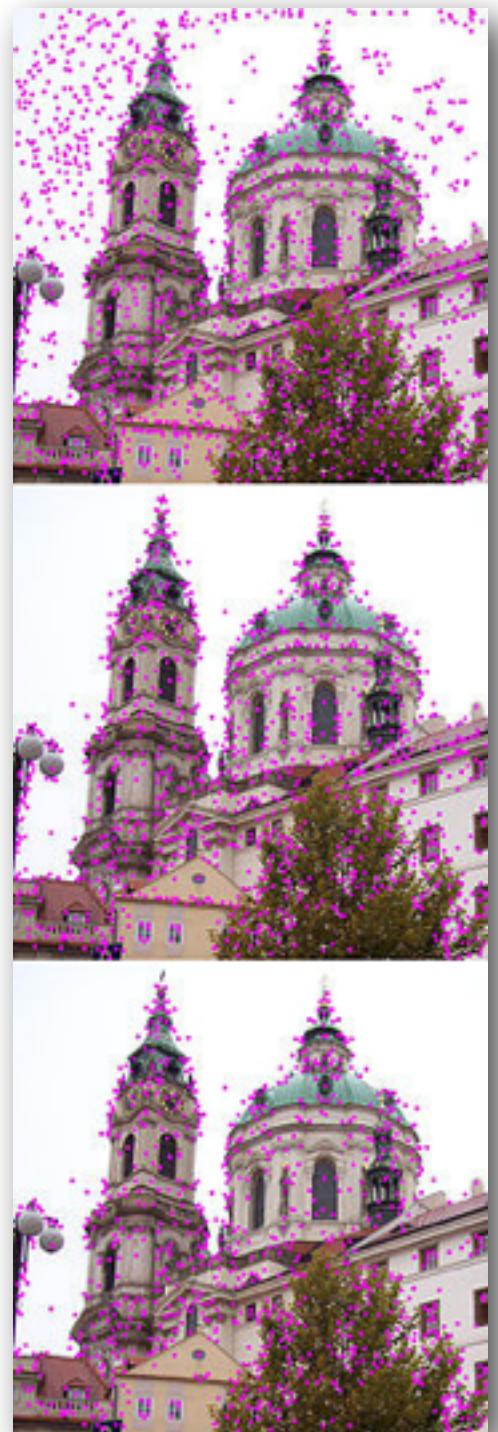
- \* SIFT (Lowe, 2004)
- \* Find local maximum of:
  - \* Difference of Gaussians (DoG) in space and scale
  - \* DoG is simply a pyramid of the difference of Gaussians within each octave



Lowe 2004

# SIFT (Scale-Invariant Feature Transform)

- \* Orientation assignment
- \* Compute best orientation(s) for each keypoint region.
- \* Keypoint description
- \* Use local image gradients at selected scale and rotation to describe each keypoint region.



# Invariant Local Features

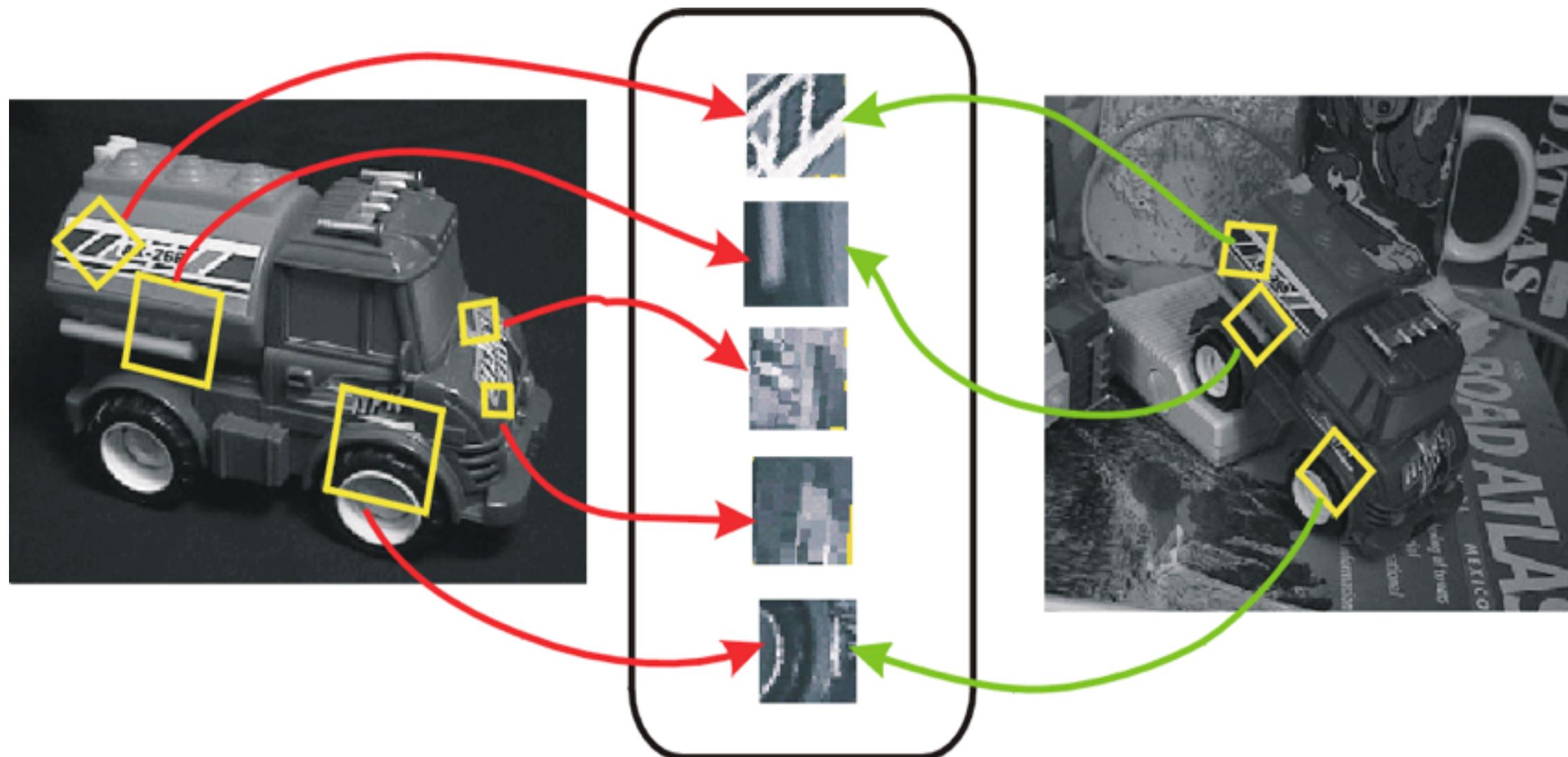
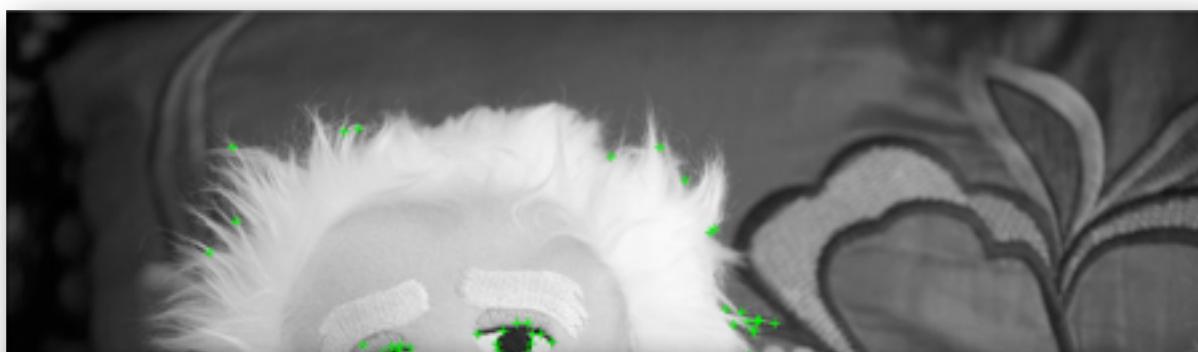


Image content is transformed into local feature coordinates that are invariant to translation, rotation, scale, and other imaging parameters

Lowe 2004

# Results

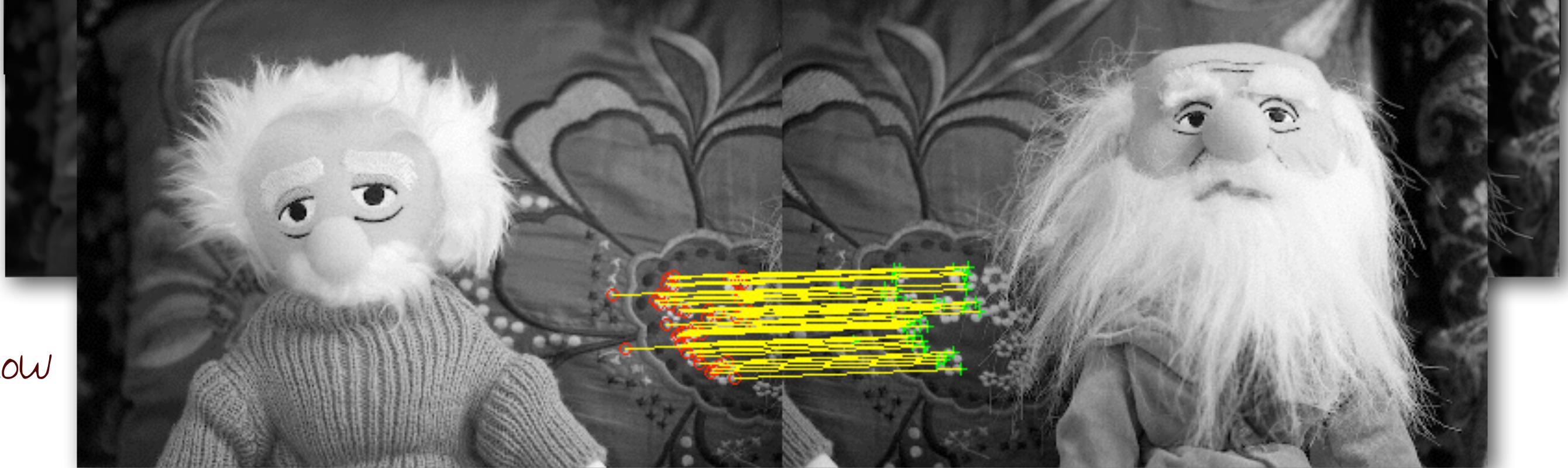
Detect



match



Show

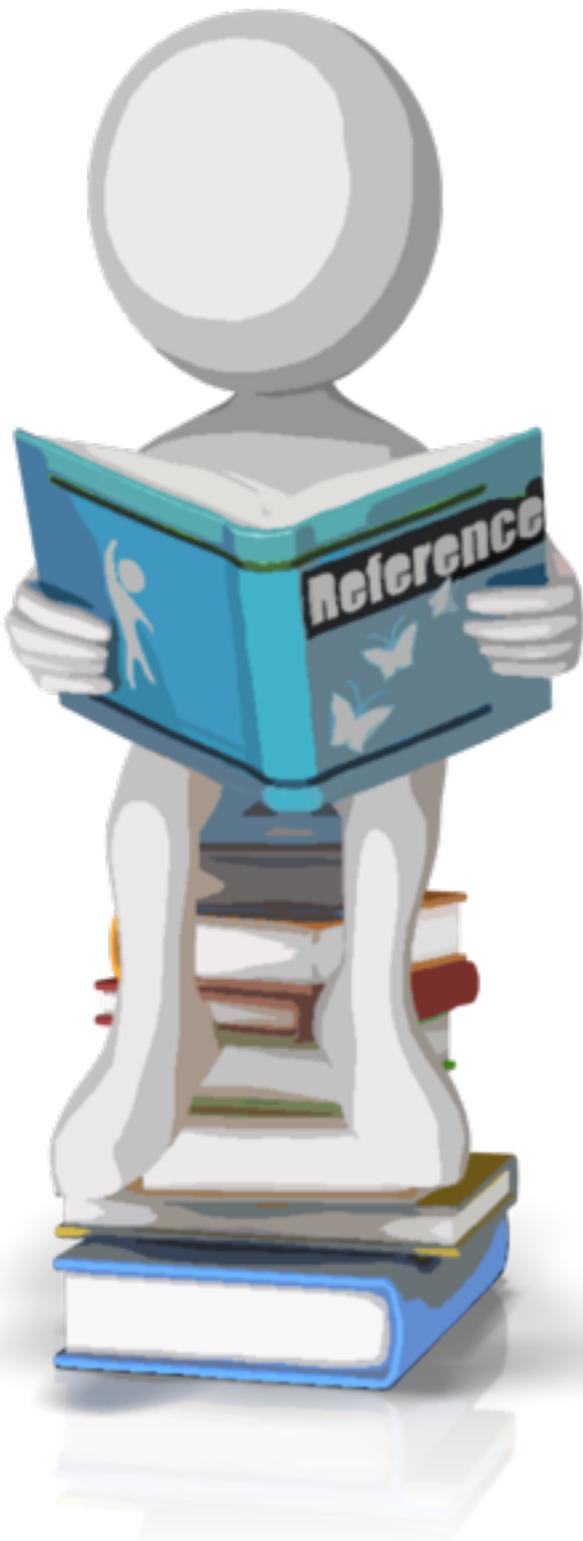


# Summary



- \* Introduced Feature Detection and matching for images
- \* Discussed the four (4) Characteristics of Good Features
- \* Introduced the Harris Corner Detector Framework
- \* Introduced the SIFT detector

# Further Reading



- \* Harris and Stephens (1988) "A Combined Corner and Edge Detector." Proceedings of the 4th Alvey Vision Conference, 1988, [PDF][DOI]
- \* Mikolajczyk and Schmid (2001). "Indexing Based on Scale Invariant Interest Points". ICCV 2001
- \* Lowe (2004) "Distinctive Image Features from Scale-Invariant Keypoints". IJCV 2004
- \* Search for "Features" on OpenCV site

# Neat Class

- \* More details on SIFT  
and Harris Corner  
Detectors!



# Credits



- \* For more information, see:
  - \* Richard Szeliski (2010) Computer Vision: Algorithms and Applications, Springer
- \* Some concepts in slides motivated by similar slides by A. Efros and J. Hays
- \* Some images retrieved from
  - \* <http://commons.wikimedia.org/>
  - \* List will be available on website

# Computational Photography

- \* Study the basics of computation and its impact on the entire workflow of photography, from capturing, manipulating and collaborating on, and sharing photographs.