

Computer Vision

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Chapter 1

Image Formation

A digital image is formed from three components:

1. Lighting
2. Reflectance
3. Optics and Sensors

1.1 Lighting

Lighting has several properties of concern:

- Location
- Intensity of light
- Spectrum of light

There are many different sources of light. Four commonly used models to describe light sources are:

- **Point Light Source:** The light is inside the scene at a specific location only and it shines light equally in all directions. An example is be a table lamp.
- **Area Light Source:** The light source comes from a rectangular area and projects light from one side of the rectangle. An example is a florescent light fixture in a ceiling panel.
- **Sun Light Source:** The light is outside the scene and far enough away that all rays of light are basically from the same direction. An example is the sun in an outdoor scene.
- **Spotlight Light Source:** The light is focused and forms a cone-shaped envelop as it projects out from the light source. An example is a spotlight in a theatre.

1.2 Reflectance

A general model for modelling reflectance is the **Bidirectional Reflectance Distribution Function (BRDF)**. The model describes how much light arriving at incident direction is emitted in reflected direction.

$$f_r(\theta_i, \sigma_i, \theta_r, \sigma_r, \lambda) = \frac{dL_r}{dE_i}$$

where:

- θ_i and σ_i : Incident direction
- θ_r and σ_r : Reflected direction
- λ : Wavelength
- dL_r : Output power
- dE_i : Input power

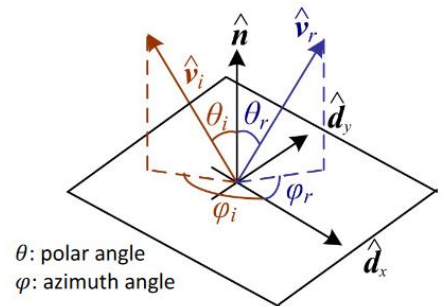
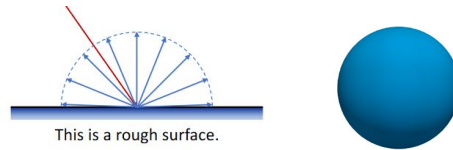


Figure 1.1: BRDF model

Considering the two ideal cases of reflection: **Diffuse reflection** and **Specular reflection**

- **Diffuse reflection:**

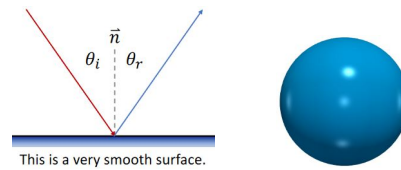


The light is scattered uniformly in all directions so the BRDF is constant:

$$f_r(\theta_i, \sigma_i, \theta_r, \sigma_r, \lambda) = f_r(\lambda)$$

This effect on the viewed image is similar to the appearance of a rough surface.

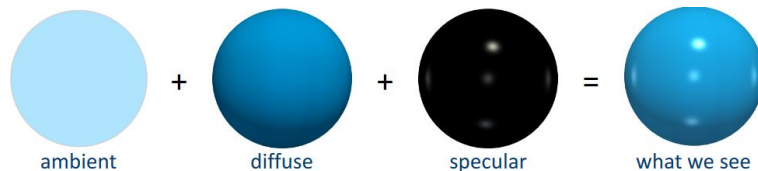
- **Specular reflection:**



The light is reflected in a mirror-like fashion. The reflection and incident directions are symmetric with respect to the surface normal \vec{n} : $\theta_r = \theta_i$

For the majority of cases in the real world, there is a combination of **diffuse reflection**, **specular reflection** and **ambient illumination**. Ambient illumination accounts for general illumination which may be complicated to model such as the inter-reflection between walls in a room and distant light sources as seen in sunny outdoor environments.

This observation is formally state in the **Phong Reflection Model** which is an empirical model in computer graphics that describes how a surface reflects light as a combination of ambient, diffuse and specular components.



1.2.1 Computer graphics

There is an unique relationship between computer graphics and computer vision similar to the relationship of writing and reading. Computer graphics is concerned with generating images while computer vision is concerned with interpreting images.

This relationship is particularly valuable as computer graphics in photorealistic games can be used to generate data i.e. images + labels for training computer vision algorithms.

1.3 Optics

Camera sensors imitates the human eye which are human sensors. In the human eye, there are two types of neural cells in the retina:

- **Cone cells:** Colour vision and functions in the bright light.
- **Rod cells:** More sensitive to the light but monochromatic and functions in the dim light like night time.

Camera sensors are very much the same: **Charge-coupled Device (CCD)** and **Complementary Metal-oxide Semiconductor (CMOS)**.

1.3.1 Colour Filter Arrays (CFA)

A color filter array (CFA) or color filter mosaic (CFM) is a mosaic of tiny color filters placed over the pixel sensors of an image sensor to capture color information.

The most common CFA is the most single-chip digital image sensors used in digital cameras to create a colour image is the *Bayer Filter Mosaic*. The Bayer Filter Mosaic is arranged to mimic the human eyes i.e. most sensitive to green light with 50% green, 25% red and 25% blue.

The RGB of different cameras may be different, i.e. with different sensitivities to wavelengths. This different colour sensitivity is why the same picture with different cameras would look different.

1.3.2 Bayer Colour Filter

With its arrangement, only one colour is available at each pixel. The other two colours can be interpolated from neighbouring pixels. Through this interpolation at each pixel, the RGB values can be obtained.

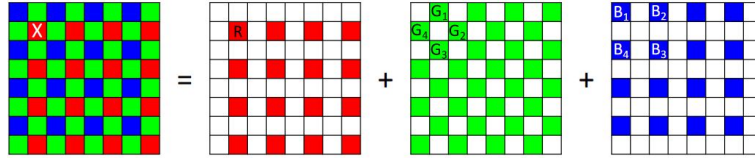
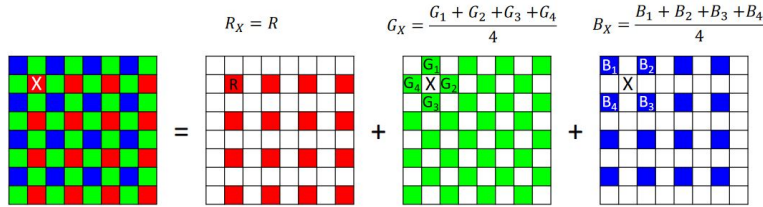


Figure 1.2: Bayer colour filter and interpolation

1.3.3 Demosaicing

A demosaicing algorithm is a digital image process used to reconstruct a full colour image from incomplete colour samples output from an image sensor overlaid with a CFA.

A simple method is bilinear interpolation where the red value of a non-red pixel is computed as the average of the two or four adjacent red pixels, and similarly for blue and green.



1.3.4 Colour spaces

Colour spaces are mathematical models describing the way colours can be represented. Colour spaces can be seen as a box containing all possible colours that can be produced by mixing primary colours of RGB.

The CIE 1931 XYZ was created by the International Commission on Illumination and represents the colour space using the primary colours X, Y and Z.

$$\begin{aligned} x &= \frac{X}{X + Y + Z} \\ y &= \frac{Y}{X + Y + Z} \\ z &= \frac{Z}{X + Y + Z} \end{aligned}$$

There are various different forms colour spaces such as sRGB, HSV and CMYK. All these colour spaces can represent the same colour, but using different primary colours or coordinate systems.

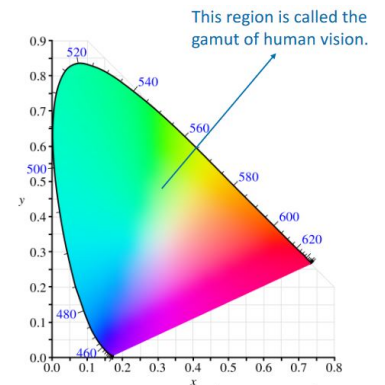


Figure 1.3: CIE 1931

1.3.5 Quantisation

Quantisation is the process that maps continuous signal to discrete signal. For colours, color quantization reduces the number of colors used in an image. This is important for displaying images on devices that support a limited number of colors and for efficiently compressing certain kinds of images.

It is important to note that numerical errors occur during quantisation, which depends on the number of bits used. The more bits, the less quantisation error.

2.1.1 Brute Computational Complexity

Note that: *Image size*: $N \times N$ where N is the number of pixels and *Kernal size*: $K \times K$ where K is size of the filter kernel matrix

- There are N^2 pixels
- At each pixel, there are K^2 multiplications and $K^2 - 1$ summations.
- In total, there are: $N^2 K^2$ multiplications and $N^2(K^2 - 1)$ summations
- Complexity is: $O(N^2 K^2)$

2.1.2 Separable filter

If a big filter can be separated as the consecutive operation of two small filters, then the first filter can be applied to the the input image then the second filter. For example, consider the previous blur filter kernal divided into two smaller filters:

$$\begin{array}{|c|c|c|} \hline 1/9 & 1/9 & 1/9 \\ \hline 1/9 & 1/9 & 1/9 \\ \hline 1/9 & 1/9 & 1/9 \\ \hline \end{array} = \begin{array}{|c|c|c|} \hline 1/3 & 1/3 & 1/3 \\ \hline \end{array} * \begin{array}{|c|} \hline 1/3 \\ \hline 1/3 \\ \hline 1/3 \\ \hline \end{array}$$

Average in a 2D window
Average across row
Average across column

This calculation procedure results in the same result as the previous result:

1/3	1/3	1/3	158	111	110	123	130	130		130	183	154	126	115	121	128	87
	189	149	108	111	113	120	126	125		113	149	123	111	115	120	124	84
	130	100	98	108	113	113	114	120		77	109	102	106	111	113	116	78
	85	100	96	104	108	107	101	94		62	94	100	103	106	105	101	65
	85	95	98	96	100	103	100	96		60	93	96	98	100	101	100	65
	79	94	87	77	69	70	87	84		58	87	86	78	72	75	80	57
	77	80	72	71	60	52	59	64		52	76	74	68	61	57	58	41
	68	67	63	58	53	51	54	52		45	66	63	58	54	53	52	35

1/3																	
1/3	183	154	126	115	121	128	87										
1/3	149	123	111	115	120	124	84										
77	109	102	106	111	113	116	78										
62	94	100	103	106	105	101	65										
60	93	96	98	100	101	100	65										
58	87	86	78	72	75	80	57										
52	76	74	68	61	57	58	41										
45	66	63	58	54	53	52	35										

81	111	92	79	76	80	84	57										
107	147	126	114	114	118	122	83										
84	117	108	107	111	113	113	76										
66	99	99	102	106	107	105	69										
60	91	94	93	93	94	94	62										
57	85	86	81	78	78	79	54										
52	76	74	68	62	62	64	44										
32	47	46	42	38	37	37	25										

2.1.3 Separable filter complexity

Note that: *Image size*: $N \times N$ where N is the number of pixels and there are two filter kernals: $1 \times K$ and $K \times 1$.

- There are N^2 pixels
- At each pixel, there are K multiplications and $K - 1$ summations.
- In total, there are: $2N^2 K$ multiplications and $2N^2(K - 1)$ summations
- Complexity is: $O(N^2 K)$ which is faster than the previous $O(N^2 K^2)$

2.2 Identity Filter

The **Identity Filter Kernal** simply returns the same value of the image i.e. the input and output image is the same.

2.3 Smoothing Filters: Gaussian Filter

The Gaussian Filter uses a 2D Gaussian Distribution as its filter kernel:

$$h(i, j) = \frac{1}{2\pi\sigma^2} e^{-\frac{i^2+j^2}{2\sigma^2}}$$

The 2D Gaussian filter is a separable filter, equivalent to two 1D Gaussian filters with the same σ , one along x-axis and the other along y-axis:

$$h(i, j) = h_x(i) * h_y(j)$$

$$h_x(i) = \frac{1}{\sqrt{2\pi}\sigma} e^{-\frac{i^2}{2\sigma^2}}$$

2.4 High-pass Filters

There are various methods of designing high-pass filters including using low-pass filters as seen in Design 1.

Design 1

	1	

Identity

+

	1	

High-frequency

-

1/9	1/9	1/9
1/9	1/9	1/9
1/9	1/9	1/9

=

-1/9	-1/9	-1/9
-1/9	1.9	-1/9
-1/9	-1/9	-1/9

Design 2

	1	

Identity

+

-1/8	-1/8	-1/8
-1/8	1	-1/8
-1/8	-1/8	-1/8

High-frequency

=

-1/8	-1/8	-1/8
-1/8	2	-1/8
-1/8	-1/8	-1/8

2.5 Denoising Filters: Median Filter

Median filters are non-linear filters that is often used for denoising an image. A common method of performing median filter is to move the sliding window and replacing the centre pixel using the *median value* in the window.

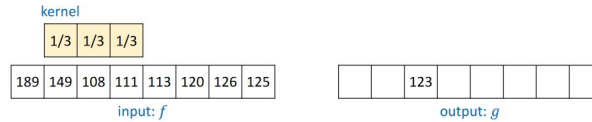
199	192	158	111	110	123	130	130
189	149	108	111	113	120	126	125
130	100	98	108	113	113	114	120
85	100	96	104	108	107	101	94
85	95	98	96	100	103	100	96
79	94	87	77	69	70	87	84
77	80	72	71	60	52	59	64
68	67	63	58	53	51	54	52

	149						

Chapter 3

Image Filtering II

The concept of filtering can be described mathematically for example: where this operations can be described



as:

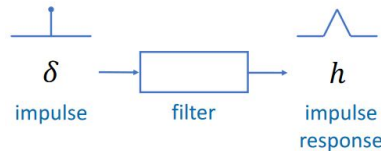
$$g[n] = \frac{1}{3} \cdot f[n-1] + \frac{1}{3} \cdot f[n] + \frac{1}{3} \cdot f[n+1]$$

This concept of describing filters mathematically is extensively used in Signal Processing where it describes filters as:

A device/process 'h' that removes unwanted components/features from a input signal 'f' and generates an output signal 'g'

Impulse Response

Impulse responses are used to mathematically describe a filter. The impulse response h is the output of a filter when the input is an impulse signal δ .



- **Continuous signal:** An impulse signal is the *Dirac Delta function* $\delta(x)$:

$$\delta(x) = \begin{cases} +\infty & \text{if } x = 0 \\ 0 & \text{otherwise} \end{cases}$$

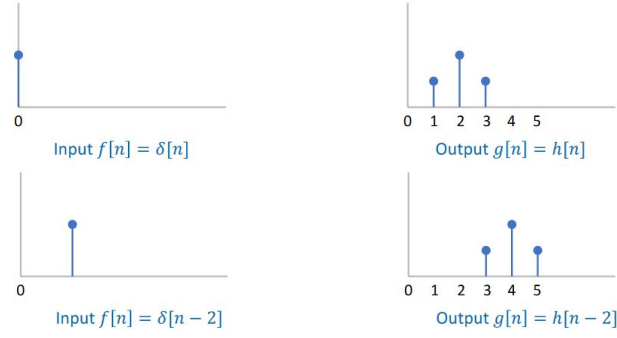
$$\int_{-\infty}^{\infty} \delta(x) dx = 1$$

- **Discrete signal:** An impulse signal is the *Kronecker function* $\delta[i]$:

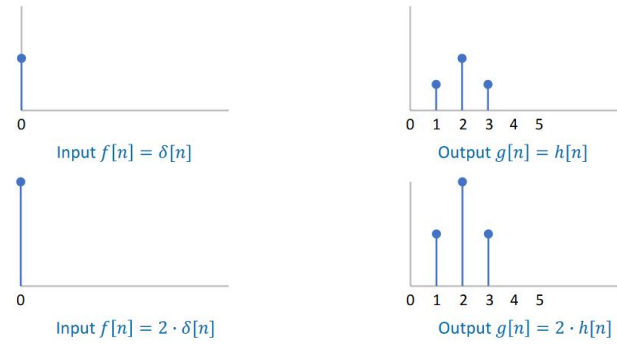
$$\delta[i] = \begin{cases} 1 & \text{if } i = 0 \\ 0 & \text{otherwise} \end{cases}$$

The impulse response h completely characterises a *linear time-invariant* filter. Because any input signal can be form using impulses, if one knows how the system may response to one impulse then you know how the system will response to many impulses.

Time-invariant system: If a filter is a *time-invariant system*, when the input is shifted by time step k , the output will also shift by k . In the following example, note how the impulse response for $f[n]$ and $f[n - 2]$ are the same but only shifted by 2 in a LTI system.



Linear system: If a filter is a *linear system*, when the input is multiplied by k , the output will also be multiplied by k .



Similarly, if a filter is a linear system, when combining two input signals linearly, their outputs will also be combined linearly.



3.1 Convolution and Linear Time-invariant System (LTI)

For a linear time-invariant system, the impulse response h completely characterises how the LTI system works. The output g can be described as the *convolution* between input f and impulse response h :

$$g[n] = f[n] * h[n] = \sum_{m=-\infty}^{\infty} f[m]h[n - m]$$

Convolutions are usually implemented by:

1. Flip the kernel
2. Multiply the signal with the flipped kernel
3. Sum over the support of the kernel

$$\sum_{m=-\infty}^{\infty} f[m]h[n - m] = \sum_{m=-\infty}^{\infty} f[n + m]h[-m]$$

3.1.1 Properties of convolution

- **Commutativity:** $f * h = h * f$
- **Associativity:** $f * (g * h) = (f * g) * h$
- **Distributivity:** $f * (g + h) = (f * g) + (f * h)$
- **Differentiation:** $\frac{d}{dx}(f * g) = \frac{df}{dx} * g = f * \frac{dg}{dx}$

3.1.2 2D convolution

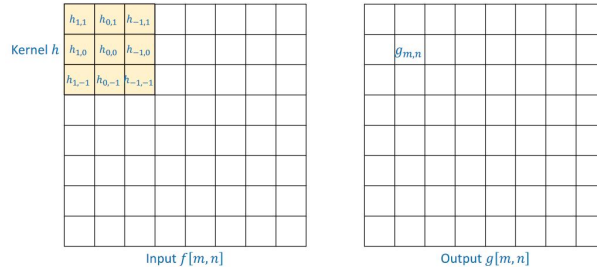
2D convolution is defined mathematically as:

$$g[m, n] = f[m, n] * h[m, n] = \sum_{i=-\infty}^{\infty} \sum_{j=-\infty}^{\infty} f[i, j] h[m - i, n - j]$$

2D convolutions are usually implemented by:

1. Flip the kernel both horizontally and vertically
2. Multiply the image patch centred at pixel (m, n) with the flipped kernel
3. Sum over the support of the kernel

$$g[m, n] = f[m, n] * h[m, n] = \sum_{i=-\infty}^{\infty} \sum_{j=-\infty}^{\infty} f[m + i, n + j] h[-i, -j]$$



3.1.3 Associativity and separable filters

Note the associativity property of convolution:

$$f * (g * h) = (f * g) * h$$

If a big filter can be separated as the convolution of two small filters, such as $g * h$, then it is possible to first convolve f with g then with h .

$$f * filter_{big} = f * (g * h) = (f * g) * h$$

$$\begin{array}{|c|c|c|} \hline 1/9 & 1/9 & 1/9 \\ \hline 1/9 & 1/9 & 1/9 \\ \hline 1/9 & 1/9 & 1/9 \\ \hline \end{array}
 =
 \begin{array}{|c|c|c|} \hline 0 & 0 & 0 \\ \hline 1/3 & 1/3 & 1/3 \\ \hline 0 & 0 & 0 \\ \hline \end{array}
 *
 \begin{array}{|c|c|c|} \hline 0 & 1/3 & 0 \\ \hline 0 & 1/3 & 0 \\ \hline 0 & 1/3 & 0 \\ \hline \end{array}$$

$filter_{big}$
 g
 h

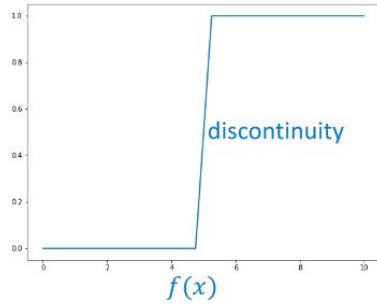
Chapter 4

Edge Detection I

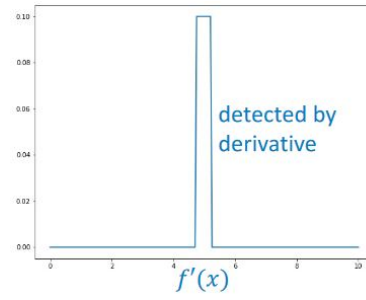
In computer vision, an edge refers to lines where image brightness changes sharply and has discontinuities. Edges capture important properties of the world and are important low-level features for analysing and understanding images.

To detect edges, we note that an image can be regarded as a function of pixel position. As known from mathematics, derivatives characterises the discontinuities of a function which can be used to help detect edges. For example, consider the definition of a continuous function:

$$f'(x) = \lim_{h \rightarrow 0} \frac{f(x+h) - f(x)}{h}$$



(a) Continuous function



(b) Differentiated function showing detected discontinuity

For a discrete function, the finite difference can be calculated using:

- Forward difference: $f'[x] = f[x+1] - f[x]$
- Backward difference: $f'[x] = f[x] - f[x-1]$
- Central difference: $f'[x] = \frac{f[x+1] - f[x-1]}{2}$

This finite difference can be performed using convolution with kernels such as:

- $h = [1, -1, 0]$
- $h = [0, 1, -1]$
- $h = [1, 0, -1]$

4.1 Convolution

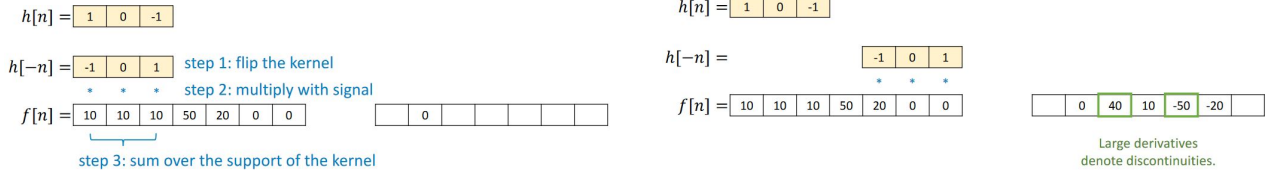
As mentioned earlier, convolution is often implemented:

$$g[n] = f[n] * h[n] = \sum_{m=-\infty}^{\infty} f[n-m]h[m] = \sum_{m=-\infty}^{\infty} f[n+m]h[-m]$$

The *central difference*, without accounting for $\frac{1}{2}$, can be defined as:

$$\begin{aligned} f'[x] &= f[x+1] - f[x-1] \\ &= f[x+1] * 1 + f[x] * 0 + f[x-1] * (-1) \\ &= f[x+1] * h[-1] + f[x] * h[0] + f[x-1] * h[1] \end{aligned}$$

The convolution kernel is this defined as: $h = [1, 0, -1]$. The process of convolution with central difference $f'[x] = f[x] * h[x]$ can be seen as shown below:



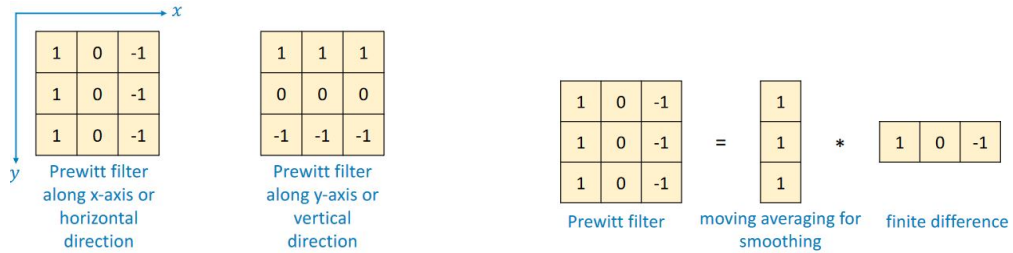
Note the following:

- The kernel $h[n]$ is flipped $h[-n]$ as mentioned earlier on how convolution implemented
- Large derivatives denote discontinuities

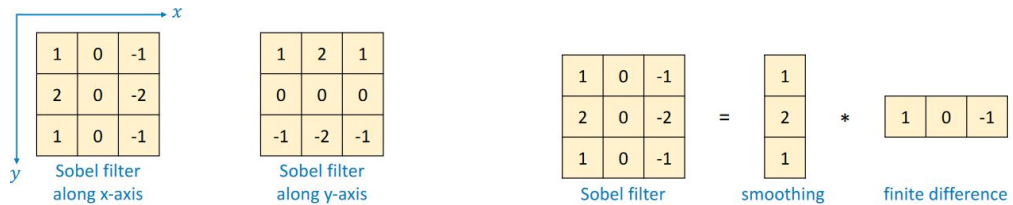
The following methods only enable discontinuities to be detected in 1D. Similar filters have to be designed to extend edge detection to a 2D image.

4.2 Edge detection filters

4.2.1 Prewitt filter



4.2.2 Sobel filter



4.3 Image Gradient

There are two outputs from Sobel filters that are combined to describe edges:

- describing discontinuity along x-axis
- describing discontinuity along y-axis

The two outputs are combined to describe the two properties of edges: *Magnitude* and *Orientation* using the following process:

1. Compute the derivatives along x-axis and y-axis:

$$\begin{aligned} g_x &= f * h_x \\ g_y &= f * h_y \end{aligned}$$

2. Compute the magnitude of the gradient:

$$g = \sqrt{g_x^2 + g_y^2}$$

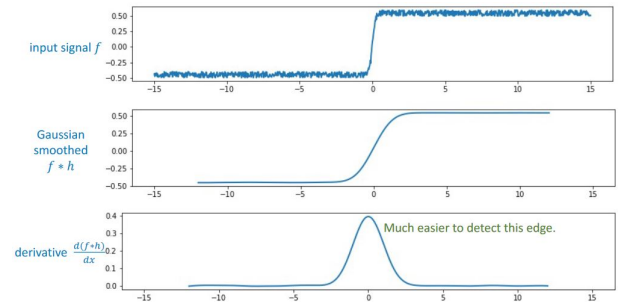
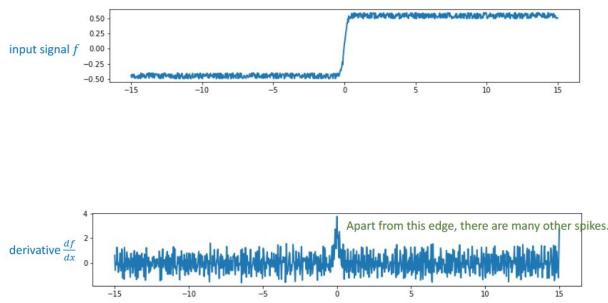
3. Compute the orientation or angle of the gradient:

$$\theta = \arctan 2(g_y, g_x)$$

4.4 Smoothing

Derivatives are sensitive to noise thus using a smoothing kernel beforehand to suppress the noise would result in a better result. This can be seen in the Prewitt and Sobel filter which have a smoothing kernel built in.

An alternative is to use the Gaussian kernel for smoothing before calculating the derivatives. The following images show the ease of edge detection after smoothing compared to no smoothing performed beforehand.



4.4.1 Derivative of Gaussian Filter

Derivative of Gaussian filter is an operator that performs Gaussian smoothing before taking the derivative.

$$g[x] = \frac{1}{\sqrt{2\pi}\sigma} e^{-\frac{x^2}{2\sigma^2}} \quad \text{Gaussian kernel}$$

$$\frac{d}{dx}(f * h) \quad \text{Derivative of Gaussian filter}$$

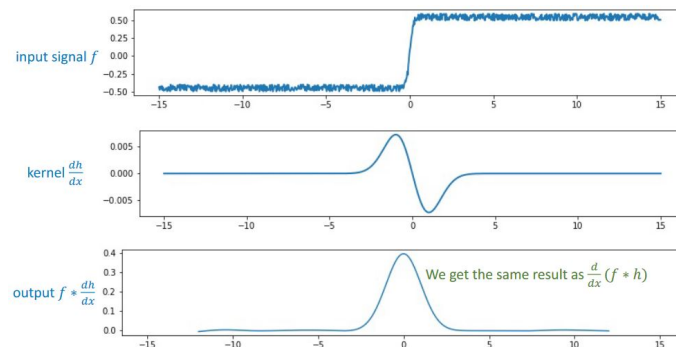
Using the differentiation of convolution:

$$\frac{d}{dx}(f * h) = \frac{df}{dx} * h = f * \frac{dh}{dx}$$

The analytical form for the derivative of Gaussian kernel can be defined as:

$$\frac{d}{dx}(f * h) = f * \frac{dh}{dx} = f * \frac{-x}{\sqrt{2\pi}\sigma^3} e^{-\frac{x^2}{2\sigma^2}}$$

↓ signal ↓ Gaussian kernel ↓ derivative of Gaussian kernel



- 1D Gaussian filter: $h[x] = \frac{1}{\sqrt{2\pi}\sigma} e^{-\frac{x^2}{2\sigma^2}}$
- 2D Gaussian filter: $h[x, y] = \frac{1}{2\pi\sigma^2} e^{-\frac{x^2+y^2}{2\sigma^2}}$

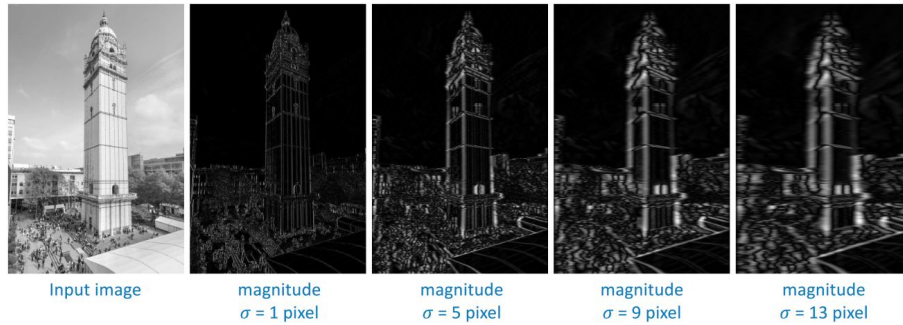
It is a separable filter and equivalent to convolution of two 1D Gaussian filters. This means that 2D Gaussian smoothing can be accelerated using separable filtering.

The process of a Gaussian Derivative Filter is defined as:

1. Smooth the input image with a 2D Gaussian filter
2. Take the derivative along x-axis and y-axis
3. Calculate the magnitude and orientation

Parameter σ in derivative of Gaussian

Large σ value suppresses noise and results smoother derivative. Different σ values finds edges at different scales.



Chapter 5

Edge Detection II

As mentioned earlier, edge detection is a fundamental problem in image processing and computer vision that aims to identify points in an image that are edges i.e. where discontinuities occur.

There are two solutions to the problem:

- **Canny approach:** Know explicitly the criteria of edge points, can design computational procedures to satisfy these
- **Machine Learning:** Collect data which represent what to achieve e.g. manually drawn edge maps and train a machine learning model to map from images to final outputs.

5.1 Canny Edge Detection

John Canny defines a good edge detector:

- **Good detection:** Low probability of failing to mark real edge points and falsely marking non-edge points
- **Good localisation:** Points marked as edge points by operator should be as close as possible to the centre of the true edge
- **Single response:** Only one response to a single edge

Canny edge detection algorithm is summarised into the following:

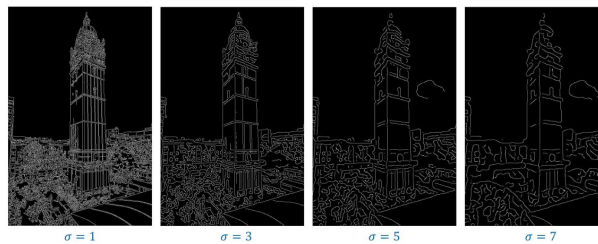
1. Perform Gaussian filtering to suppress noise
2. Calculate the gradient magnitude and direction
3. Apply *non-maximum suppression* (NMS) to get a single response for each edge
4. Perform *hysteresis thresholding* to find potential edges

5.1.1 Gaussian filtering

Gaussian filtering is performed to smooth image and suppress noise. The effect of smoothing can be adjusted by the parameter σ in the Gaussian kernel.

$$h(x, y) = \frac{1}{2\pi\sigma^2} e^{-\frac{x^2+y^2}{2\sigma^2}}$$

The effect of Gaussian smoothing parameter σ on edge detection is:



The choice of σ depends on desired edge detection behavior:

- Large σ : Detects large-scale edges and smooths out fine details.

- Small σ : Detects fine features.

5.1.2 Image gradient

The image gradient is calculated after Gaussian filtering. Common filters are *Prewitt* and *Sobel*.

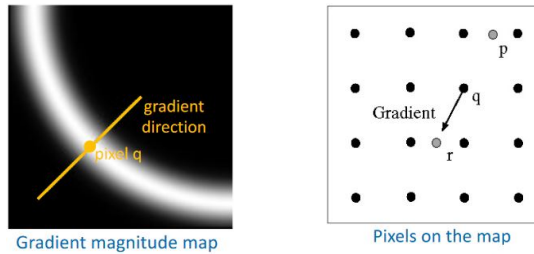
5.1.3 Non-maximum suppression (NMS)

The aim of NMS is to get a single response for an edge. The main concept of NMS: Edge occurs where the gradient magnitude reaches the maximum.

The NMS process is defined:

1. Check whether a pixel q is a local maximum along the gradient direction
2. Move to pixel r and compare the gradient magnitudes between q and r
3. Move to pixel p and compare the gradient magnitudes between q and p
4. If pixel q is the local maximum, it is an edge point and suppress the other pixels, i.e. non-maximum pixels

$$M(x, y) = \begin{cases} M(x, y) & \text{if local maximum} \\ 0 & \text{otherwise} \end{cases}$$



In implementation, we need to perform image interpolation for pixels p and r , if they are not located on the pixel lattice using nearest neighbour or linear interpolation.

5.1.4 Thresholding

Thresholding is performed to ensure edges have high magnitudes. When performing NMS for all pixels on the gradient magnitude map, many pixels may have low magnitude even though it is a local maxima.

The simplest thresholding methods replace each pixel in an image with a black pixel if the image intensity $I_{i,j}$ is less than some fixed constant T (that is $I_{i,j} < T$), or a white pixel if the image intensity is greater than that constant. This is the method of segmenting images.

$$\text{binary}(x, y) = \begin{cases} 1 & \text{if } I(x, y) \geq t \\ 0 & \text{otherwise} \end{cases}$$

From a grayscale image, thresholding can be used to create binary images.

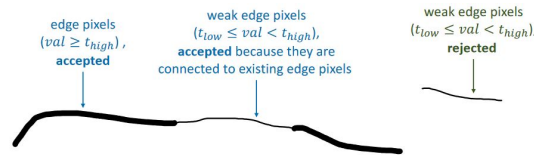


A common alternative is **Hysteresis thresholding** which is done by the canny edge detector.

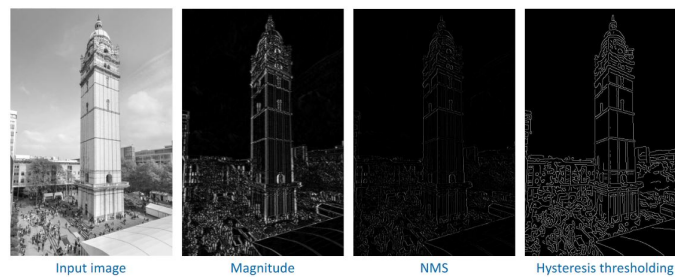
Hysteresis Thresholding

Hysteresis thresholding defines two thresholds t_{low} and t_{high} for edge detection:

- If a pixel's gradient magnitude is $\leq t_{high}$, pixel is accepted as an edge pixel.
- If a pixel's gradient magnitude is $< t_{low}$, pixel is rejected.
- If it is in between, it is a weak edge pixel i.e. may be an edge or may not be.
 - Check neighbouring pixels, pixel is accepted if it is connected to an edge pixel



The result can be seen in the image:



5.1.5 Canny Edge Detection and its goals

John Canny's initial goal is achieved by:

- **Good detection:**
 - Gaussian smoothing to suppress noise (reducing false positives)
 - Hysteresis thresholding to find weak edges (reducing false negatives)
- **Good localisation:**
 - Finding the location of edges using non-maximum suppression, which is based on gradient magnitude and direction
- **Single response:**
 - Non-maximum suppression (NMS)

5.2 Improving Edge Detection

The Canny Edge Detection approach is designed by the following approach:

1. Think of what criteria edges need to satisfy
2. Carefully design the *image features* (e.g. Gaussian filtering + image gradient) and *procedures* (e.g. NMS, hysteresis thresholding) to achieve that criteria.

There are many improvements that can be made in improving edge detection accuracy such as:

- Utilising richer features, e.g. colour, texture
- Integrating multi-scale features
- Enforcing smoothness
- Machine learning, e.g. learning the mapping from image to edge directly from paired data

5.2.1 Learning-based Edge detection

Develop a machine learning model for edge detection based on:

- Assuming that paired data (images x + manually defined edge maps y) are available
- Common problem is how to find a model f that maps x to y , i.e. $y = f(x|\theta)$, where θ denotes the model parameters

For example, consider this model:

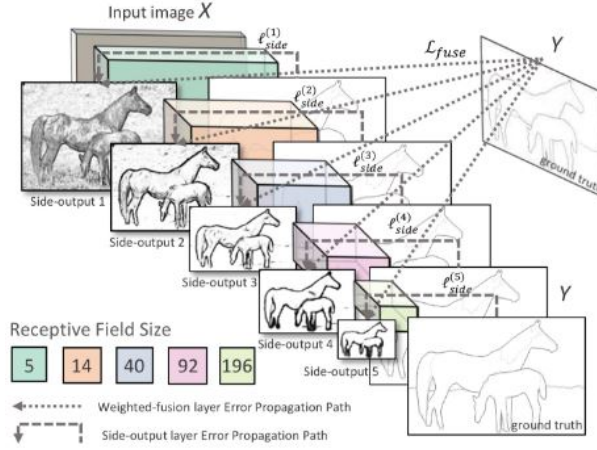


Figure 5.1: The colourful blocks are a machine learning model (e.g. neural network) that maps an input image into an edge map.

This machine learning model integrates features from multiple scales, fusing fine-scale edges with coarse-scale edges to form the final output. This is vastly different compared to the Canny edge detector which only uses a single scale for edge detection, controlled by the Gaussian parameter σ .

Chapter 6

Hough Transform

With edge detection, a binary edge map which contains a lot of edge points is obtained. If these edge points belong to a line, how is a parametric representation of the line obtained?

Hough transform is a transform from image space to parameter space e.g. from an edge map to the two parameters of a line. The result is a parametric model, given the input edge points. The aim of this transform is to detect shapes and objects by a voting procedure.

Advantage:

- It detects multiple instances.
- Robust to image noise.
- Robust to occlusion.

Limitations:

- The computational complexity can be high. For each edge point, we need to vote to a 2D or even 3D parameter space.
- Need to carefully set some parameters, such as the parameters for the edge detector, the threshold for the accumulator or the range of circle radius

6.1 Line parameterisation

A line can be represented in several forms:

- Slope intercept form:

$$y = mx + b$$

where m is the *gradient* and b is the *y-axis intercept*

- Double intercept form:

$$\frac{x}{a} + \frac{y}{b} = 1$$

where a is the *x-intercept* and b is the *y-intercept*

- Normal form:

$$x \cos(\theta) + y \sin(\theta) = \rho$$

where θ is the *angle* and ρ is the *distance from origin*

6.2 Model fitting

A common alternative to Hough transform is to fit a line model onto edge points:

- Suppose there is set of points $(x_1, y_1), (x_2, y_2), \dots$ to fit a line model $y = mx + c$
- m and b can be estimated by minimising the fitting error:

$$\min_{m,b} \sum_i [y_i - (mx_i + b)]^2$$

where:

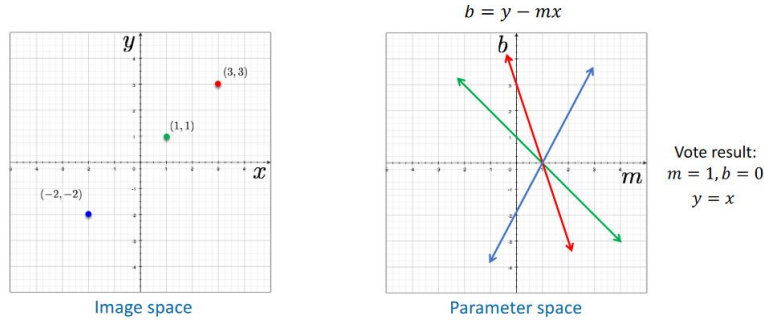
- y_i - Real y of a point
- $mx_i + b$ - \hat{y} estimated by our line model

6.3 Hough Transform

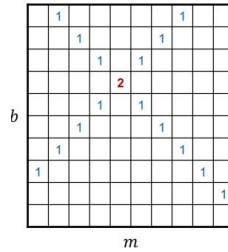
Define the slope intercept form for a line model:

$$y = mx + b \rightarrow b = y - mx$$

Each edge points in the image space $(x_1, y_1), (x_2, y_2), (x_3, y_3), \dots$ votes for a line model in the parameter space e.g. the first point will vote for $b = y_1 - mx_1$



With this, the parameter space is divided into 2D bins where each point increments the vote by 1 in one of the bins as seen below:



The problem with the slope intercept form is that the parameter space is too large where $m \in [-\infty, \infty]$ and $b \in [-\infty, \infty]$. A lot of bins would be needed.

The solution is to use the *normal form* $x \cos(\theta) + y \sin(\theta) = \rho$ where $\theta \in [0, \pi)$ and $\rho \in [-\infty, \infty]$. Note that although ρ is infinite, it is technically limited by the image size.

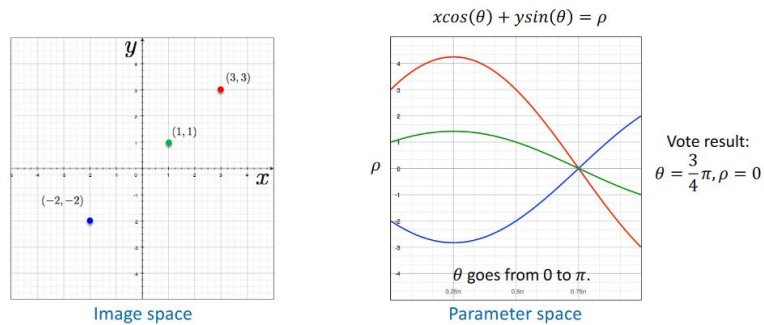


Figure 6.1: Conversion from *slope intercept* to *normal form*

6.3.1 Line detection by Hough transform

The algorithm is defined as:

1. Initialise bins $H(\rho, \theta)$ to all zeros
2. For each edge point (x, y) :
 - (a) For θ from 0 to π :

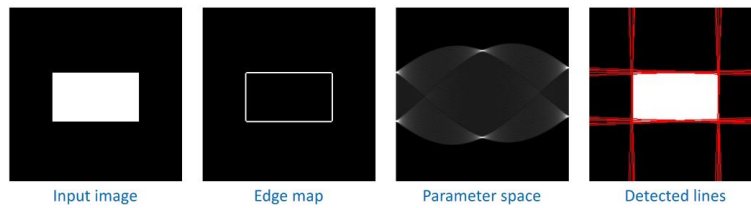
- Calculate $\rho = x \cos(\theta) + y \sin(\theta)$
 - Accumulate $H(\rho, \theta) = H(\rho, \theta) + 1$
3. Find (ρ, θ) where $H(\rho, \theta)$ is a *local maximum* and larger than a *threshold*
- Local maximum is chosen as it is similar to NMS in edge detection
 - Thresholding is required as a few random points would not lead to a line being detected
4. Detected lines are defined by $\rho = x \cos(\theta) + y \sin(\theta)$

This approach is different from model fitting where (m, b) is defined by:

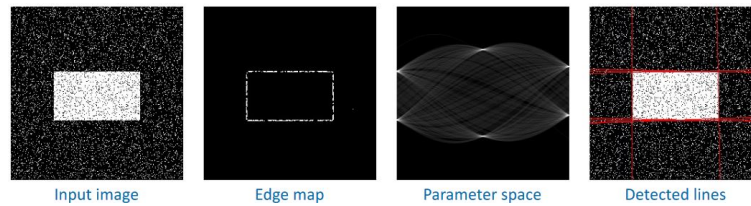
$$\min_{m,b} \sum_i [y_i - (mx_i + b)]^2$$

where only one line will be detected.

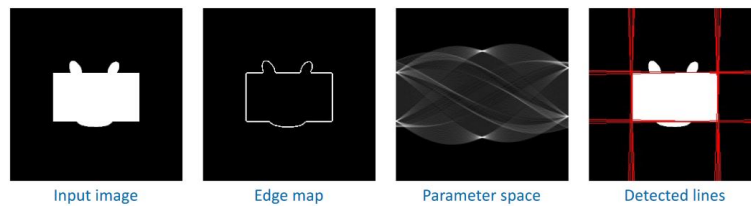
Shapes: Unlike model fitting, Hough Transform can simultaneously detect multiple lines as long as the lines are local maxima above a threshold. This allows Hough transform to detect other shapes such as Ellipses, Planes in 3D space etc



Noise: Hough transform is robust to noise. An edge map is often generated after image smoothing and broken edge points can still vote and contribute to line detection.



Occlusion: Hough transform is robust to object occlusion e.g. rectangle covered by a bunny. The remaining edge points vote and contribute to line detection.

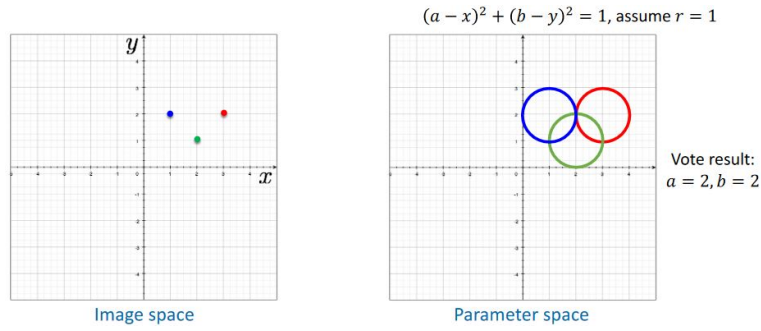


6.4 Circle detection

Hough Transform can be used to detect other shapes such as circles. The circle can be parameterised as:

$$(x - a)^2 + (y - b)^2 = r^2$$

where the image space (x, y) is transformed into the parameter space (a, b, r) .



If the radius r is known, then for each edge point (x, y) , there is only the need to vote for possible values of (a, b) i.e. still in parameter space $H(a, b)$.

6.5 Circle detection by Hough Transform

The algorithm is defined as:

1. Initialise the bins $H(a, b, r)$ to all zeros
2. For each possible radius $r \in [r_{min}, r_{max}]$
 - For each edge point (x, y)
 - Let θ to be gradient direction, or opposite gradient direction
 - Calculate $a = x - r \cos(\theta)$, $b = y - r \sin(\theta)$
 - Accumulate $H(a, b, r) = H(a, b, r) + 1$
3. Find (a, b, r) where $H(a, b, r)$ is a local maximum and larger than a threshold
4. Detected circles are defined: $x = a + r \cos(\theta)$, $y = b + r \sin(\theta)$

6.6 Generalised Hough Transform Idea

Weights: When voting in the parameter space, it is possible to add *weights*. Instead of using equal vote for each edge point, the vote can be weighted by the gradient magnitude so stronger edge points get higher weights.

Spaces: There are two spaces, the image space and the parameter space i.e. Hough space.

- If the shape can be described by some parameters using an analytical equation, we use this equation to perform voting to the parameter space
- If it is not a simple shape without an analytical equation, as long as we have a model to describe it, we can still vote

Chapter 7

Interest Point Detection I

Interest points (keypoints, landmarks, low-level features) are image points useful for subsequent image processing and analysis such as Image classification, Image matching, Image retrieval etc. Interest points are mostly corners or blobs, where local image structures are rich.

7.1 Facial Image Analysis

A common use of interest points where interest points (landmarks) can be defined to represent a face.

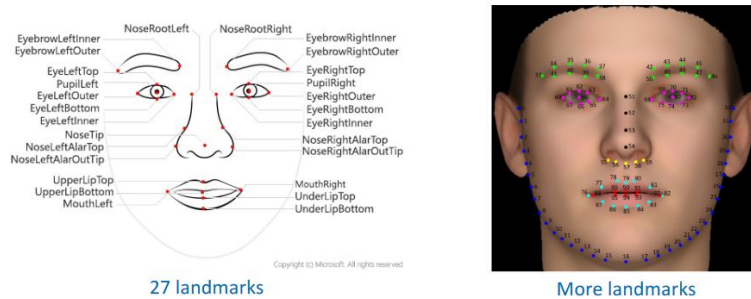


Figure 7.1: Examples of landmarks representing a human face

These interest points are used to detect faces and the locations of interest points can be used for mood analysis, augmented reality etc.

7.2 Image matching (Image alignment, Image registration)

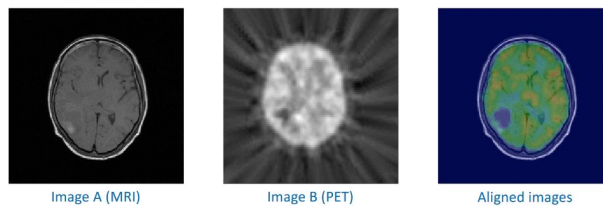
Image matching can be used to stitch images together by overlaying the matching parts. The correspondance i.e. similarity between two images can be found using three methods:

- Pixels: Using *all* information

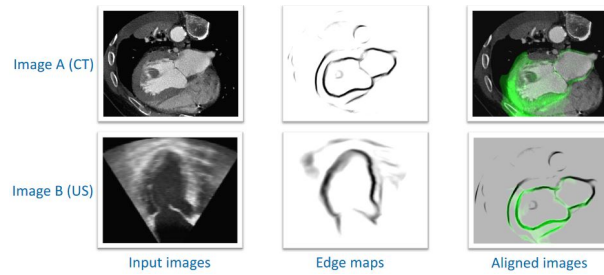
Optimising a similarity metric based on all image pixels:

$$\max_T \text{Similarity}(\text{Image}_A, \text{Image}_B(T))$$

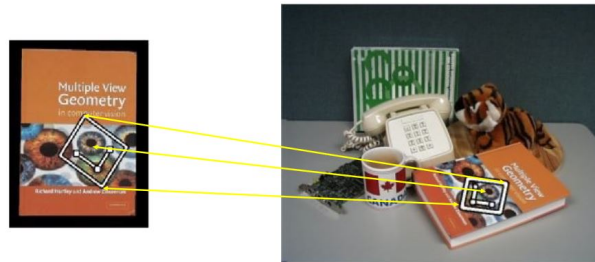
where T denotes spatial transformation



- Edges: Using *some* information



- Interest points: Using *very little but important* information



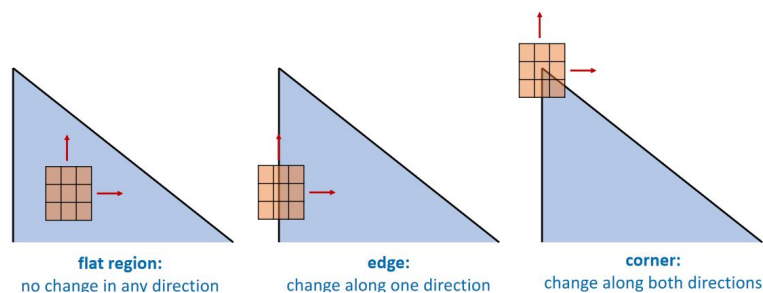
7.3 Interest Point Detection

Interest points are generally corners i.e. intersections of edges and the Harris Corner Detector is an algorithm that could detect it.

7.3.1 Harris Corner Detection

Edge detection works by calculating the magnitude of image gradient at each pixel. Edge pixels correspond to high magnitude of gradient.

The difference in corner detection is that edge detection methods could not differentiation between edge and corner pixels. But, by using a small window, the difference between edge pixels and corner pixels could be detected.



By shifting the window and calculating the change of intensities for the window:

- **Edges:** Change of intensity along just one direction
- **Corner:** Change of intensity along both direction

Mathematics can be used to describe the change of pixel intensities in a given window W . Given a window shifting by $[u, v]$, the change intensities is given by: where the window function $w(x, y)$ can be a Step or Gaussian function

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

sum of squared difference (SSD)
window function
intensity in the shifted window
original intensity

7.3.2 Change of Intensities

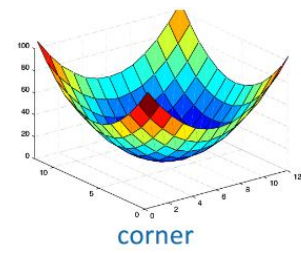
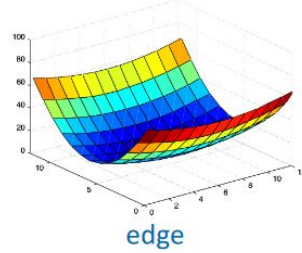
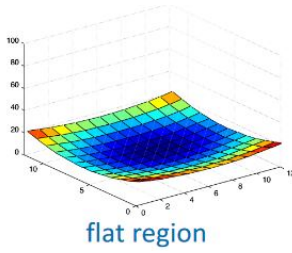
A small shift $[u, v]$ is defined with the following bilinear approximation

$$E(u, v) \approx [u, v].M. \begin{bmatrix} u \\ v \end{bmatrix}$$

where M is a 2×2 matrix derived from the window function and product of image derivatives

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

Based on $E(u, v) \approx [u, v].M. \begin{bmatrix} u \\ v \end{bmatrix}$:



- $M = \begin{bmatrix} 0 & 0 \\ 0 & 0 \end{bmatrix}$: Flat region
- $M = \begin{bmatrix} 10 & 0 \\ 0 & 0.1 \end{bmatrix}$: Edge - A large change if shifting window along u but little change along v
- $M = \begin{bmatrix} 10 & 0 \\ 0 & 10 \end{bmatrix}$: Corner - A large change whichever way window shift occurs

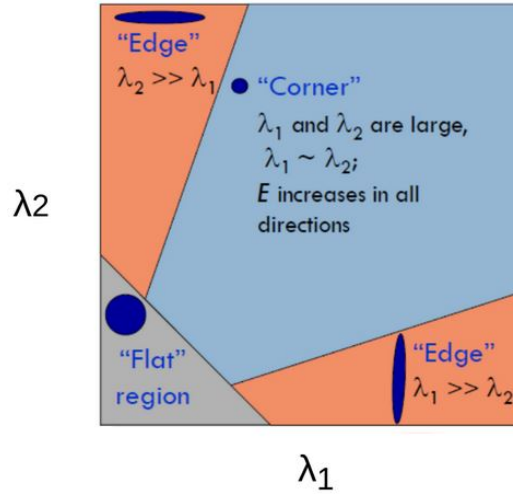
If M is more complicated, the matrix M can be made simpler by performing eigen decomposition by using the fact that eigenvectors are orthogonal to each other. Since M is a real symmetrical matrix, M can be decomposed by

$$M = P\Lambda P^T$$

each column is a eigenvector
diagonal matrix with eigenvalues $\Lambda = \begin{bmatrix} \lambda_1 & 0 \\ 0 & \lambda_2 \end{bmatrix}$
each row is a eigenvector

7.3.3 Interpreting Eigenvalues

Getting the two eigen values of hessian matrix for all points will show the category of that point.



Corners are defined by eigenvalues are defined variously such as $R = \lambda_1 \lambda_2 - k(\lambda_1 + \lambda_2)^2$, $R = \min(\lambda_1, \lambda_2)$, $R = \frac{\lambda_1 \lambda_2}{\lambda_1 + \lambda_2 + \epsilon}$, etc

7.3.4 Cornerness

Since only the values $\lambda_1 \lambda_2$ and $\lambda_1 + \lambda_2$, there is no need to perform eigen-decomposition. Instead the properties of matrix determinant and trace of $M = P\Lambda P^T$ defined as:

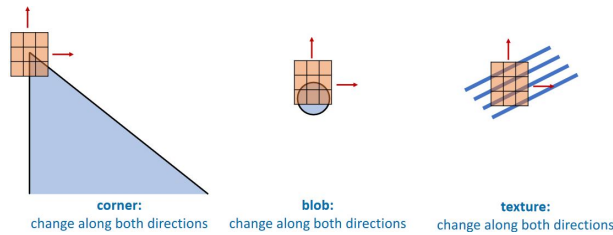
$$R = \det(M) - k(\text{trace}(M))^2$$

can be used:

$$\begin{aligned} \det(M) &= \det(P\Lambda P^T) = \det(\Lambda) = \lambda_1 \lambda_2 \\ \text{trace}(M) &= \text{trace}(P\Lambda P^T) = \text{trace}(\Lambda) = \lambda_1 + \lambda_2 \end{aligned}$$

7.4 Harris Detector

This detector finds strong responses at corners, blobs and textures.



Algorithm:

1. Compute x and y derivatives of an image

$$I_x = G_x * I$$

$$I_y = G_y * I$$

2. At each pixel, compute the matrix M

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

3. Calculate the detector response

$$R = \lambda_1 \lambda_2 - k(\lambda_1 + \lambda_2)^2$$

4. Detect interest points which are local maxima and whose response R are above a threshold.

7.4.1 Properties

Invariant to rotation: Harris detector is rotation-invariant i.e. if a corner is rotated, you can still get the same change of intensities when you shift the window along a rotated direction.

Not invariant to scale: Harris corner detector is not invariant to scale. However, we can apply Harris detector at multiple scales and find the response at the most suitable scale.

Multi-scale images are obtained through:

- Gaussian smoothing with different σ
- Sampling with different spatial resolutions

Chapter 8

Interest Point Detection II

8.1 Scale

The Harris detector is not invariant to scale as seen in this following example:



Different scales are required as images convolved with Gaussian kernels of different σ provide information at different scale as seen below:

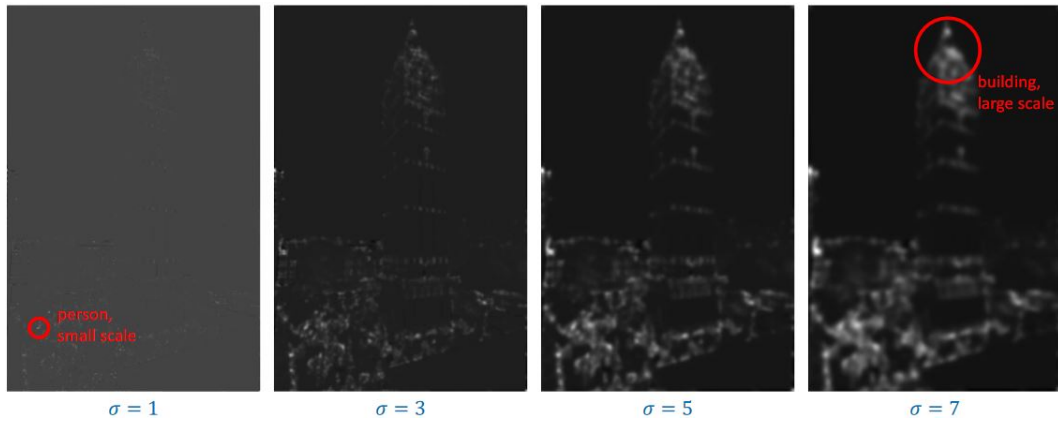


Figure 8.1: Harris detector response when different Gaussian kernels are used for calculating image derivatives

How the scale is determined at each pixel is the problem. The goal is to be able to choose a scale such that the region that looks most like a corner **results in a high Harris detector response**.

8.1.1 Response at different scales

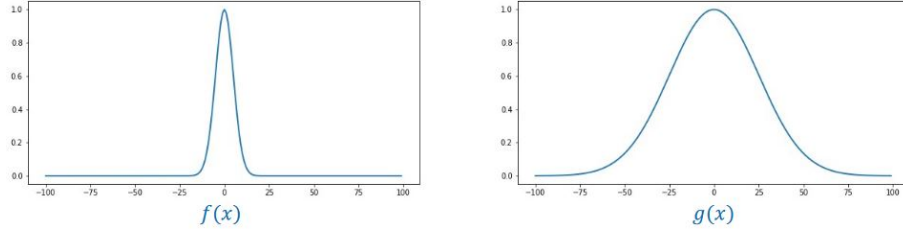
The Harris detector response is calculated using the eigenvalues of M

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

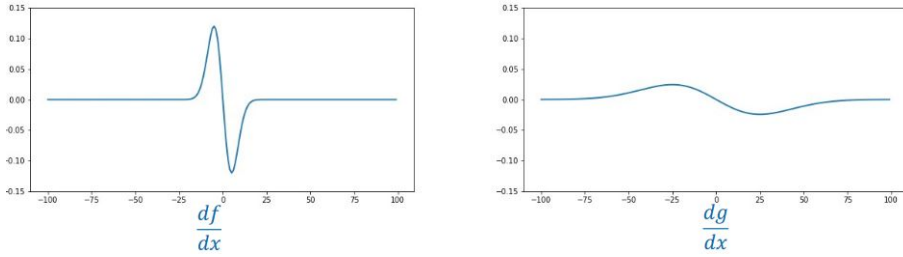
which are in turn determined by the derivatives $I_x(\sigma)$ and $I_y(\sigma)$. The derivatives are inversely proportional to scale σ i.e. the larger the scale σ , the smaller the derivatives magnitude.

8.1.2 Derivatives at different scales

Consider two signals $f(x)$ and $g(x)$ which are related by $f(x) = g(sx)$ i.e. only differing by scale s and have the same peak magnitude. This can happen, for example, when a picture of the same object is taken with different zoom factors.



The peak magnitudes of the calculated derivatives differ as well



The relationship between the two derivatives are defined as:

$$\frac{df}{dx} = s \cdot \frac{dg}{dx}|_{sx}$$

This equation shows that to make the derivative magnitude comparable across scales, multiply the derivative by its scale s . The same object will give same magnitude of response, regardless of the zoom factor.

8.1.3 Scale adapted Harris detector

The scale adapted Harris detector is defined as

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

At each pixel, determine the scale which gives the largest detector response (e.g. at this scale, it looks most like a corner)

The *scale adapted Harris detector* composes of two steps:

- Calculates the scale adapted detector response for a series of σ , from small-scale to large-scale
- Perform interest point detection and look for local maxima both across space and across scale

The algorithm, **for each** σ , is defined as:

1. Perform Gaussian smoothing with σ
2. Calculate the x and y derivatives of the smoothed image $I_x(\sigma)$ and $I_y(\sigma)$
3. At each pixel, compute the matrix M

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

4. Calculate the detector response

$$R = \lambda_1 \lambda_2 - k(\lambda_1 + \lambda_2)^2$$

5. Detect interest points which are local maxima across both scale and space and whose response R are **above a threshold**.

8.2 Other interest point detectors

8.2.1 Laplacian of Gaussian (LoG)

The Laplacian is the sum of second derivatives. For 2D image, it is

$$\Delta f = \nabla^2 f = \frac{\sigma^2 f}{\sigma x^2} + \frac{\sigma^2 f}{\sigma y^2}$$

0	0	0	+	0	1	0	=	0	1	0
1	-2	1		0	-2	0		1	-4	1
0	0	0		0	1	0		0	1	0

Laplacian filter

Note that the second derivative is more sensitive to noise. For this reason, the image is smoothed using a Gaussian kernel before calculating the Laplacian.

$$\begin{aligned} \text{Laplacian: } \Delta f &= \frac{\sigma^2 f}{\sigma x^2} + \frac{\sigma^2 f}{\sigma^2 y} \\ \text{LOG: } \Delta(f * h) &= \frac{\sigma^2(f * h)}{\sigma x^2} + \frac{\sigma^2(f * h)}{\sigma y^2} \end{aligned}$$

The analytical form for the LoG kernel is defined as:

$$\text{LoG: } \Delta(f * h) = \frac{\sigma^2(f * h)}{\sigma x^2} + \frac{\sigma^2(f * h)}{\sigma y^2} = f * \left(\frac{\sigma^2 h}{\sigma x^2} + \frac{\sigma^2 h}{\sigma y^2} \right)$$

Noting that 2D Gaussian is defined as $h(x, y) = \frac{1}{2\pi\sigma^2} e^{-\frac{x^2+y^2}{2\sigma^2}}$, the LoG can be derived

$$\frac{\sigma^2 h}{\sigma x^2} + \frac{\sigma^2 h}{\sigma y^2} = -\frac{1}{\pi\sigma^4} \left(1 - \frac{x^2 + y^2}{2\sigma^2} \right) e^{-\frac{x^2+y^2}{2\sigma^2}}$$

Similarly to Harris detector, if we want to determine the optimal scale at each pixel, we need to make sure the LoG response is comparable between scales.

The LoG response at scale σ is defined as:

$$LoG(x, y, \sigma) = I_{xx}(x, y, \sigma) + I_{yy}(x, y, \sigma)$$

The normalised LoG response at scale σ is defined as:

$$LoG_{norm}(x, y, \sigma) = \sigma^2(I_{xx}(x, y, \sigma) + I_{yy}(x, y, \sigma))$$

8.2.2 Difference of Gaussian (DoG)

Difference of Gaussians (DoG) filter is defined as

$$DoG(x, y, \sigma) = I * G(k \times \sigma) - I * G(\sigma)$$

where k is a arbitrary constant e.g. $k = \sqrt{2}$

DoG approximates the normalised Laplacian of Gaussian (LoG)

$$LoG_{norm}(x, y, \sigma) = \sigma^2(I_{xx}(x, y, \sigma) + I_{yy}(x, y, \sigma))$$

DoG is a good approximation to the normalised Laplacian of Gaussian (LoG). It provides some convenience in calculating the response across different scales.

8.2.3 Summary of interest point detectors

- Scale-variant
 - Harris detector
- Scale-invariant
 - Scale adapted Harris detector
 - Normalised Laplacian of Gaussian
 - Difference of Gaussian

The scale-invariant detectors follow similar procedures:

- Calculate the detector response across scales
- Find local extrema both across scale and across space

Detector	Response
Scale adapted Harris detector	$\lambda_1 \lambda_2 - k(\lambda_1 + \lambda_2)^2$
Normalised Laplacian of Gaussian	$\sigma^2(I_{xx}(x, y, \sigma) + I_{yy}(x, y, \sigma))$
Difference of Gaussian	$I * G(k\sigma) - I * G(\sigma)$

Note: calculation of λ_1, λ_2 depends on σ .

Chapter 9

Feature Description I