

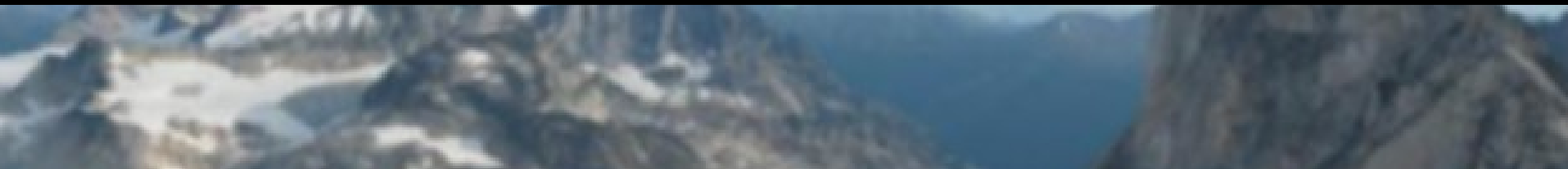


# Automatic Image Stitching using Invariant Features

Matthew Brown and David Lowe,  
University of British Columbia

# Introduction

- Are you getting the whole picture?
  - Compact Camera FOV =  $50 \times 35^\circ$



# Introduction

- Are you getting the whole picture?
  - Compact Camera FOV =  $50 \times 35^\circ$
  - Human FOV =  $200 \times 135^\circ$



# Introduction

- Are you getting the whole picture?
  - Compact Camera FOV =  $50 \times 35^\circ$
  - Human FOV =  $200 \times 135^\circ$
  - Panoramic Mosaic =  $360 \times 180^\circ$



# Recognising Panoramas



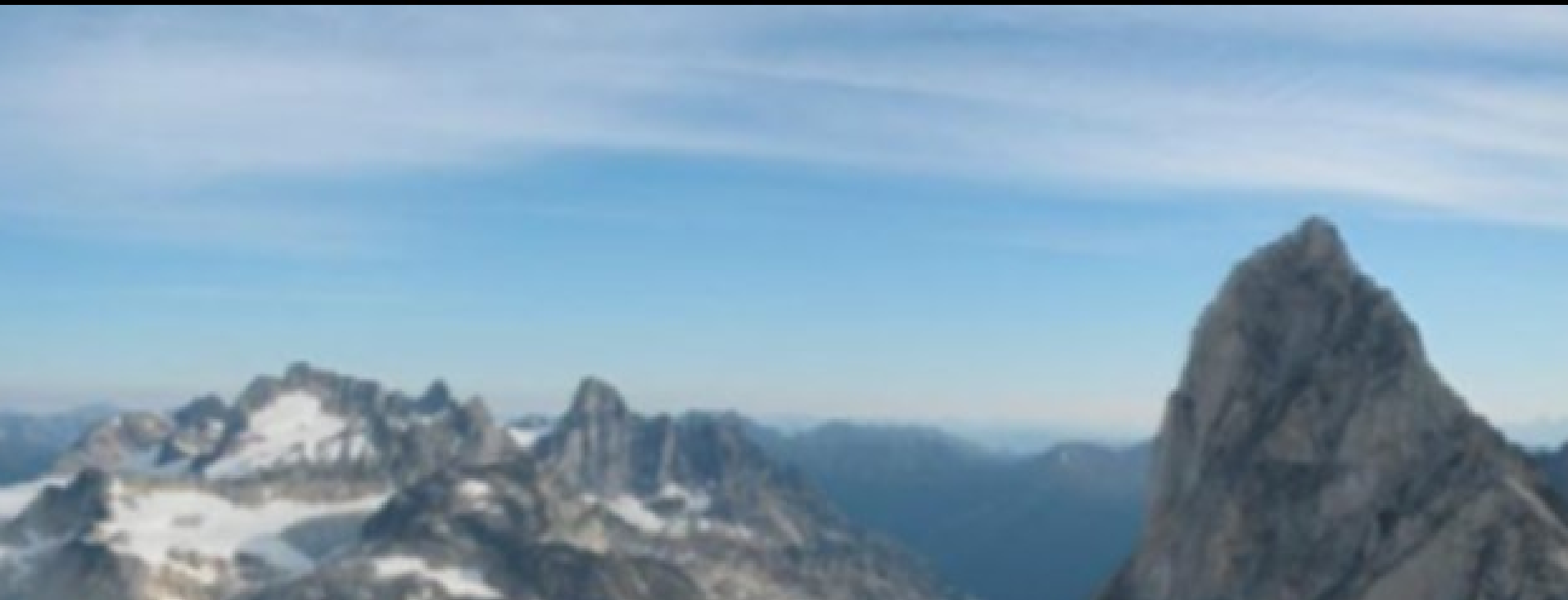
# Recognising Panoramas

- 1D Rotations ( $\theta$ )
  - Ordering  $\Rightarrow$  matching images



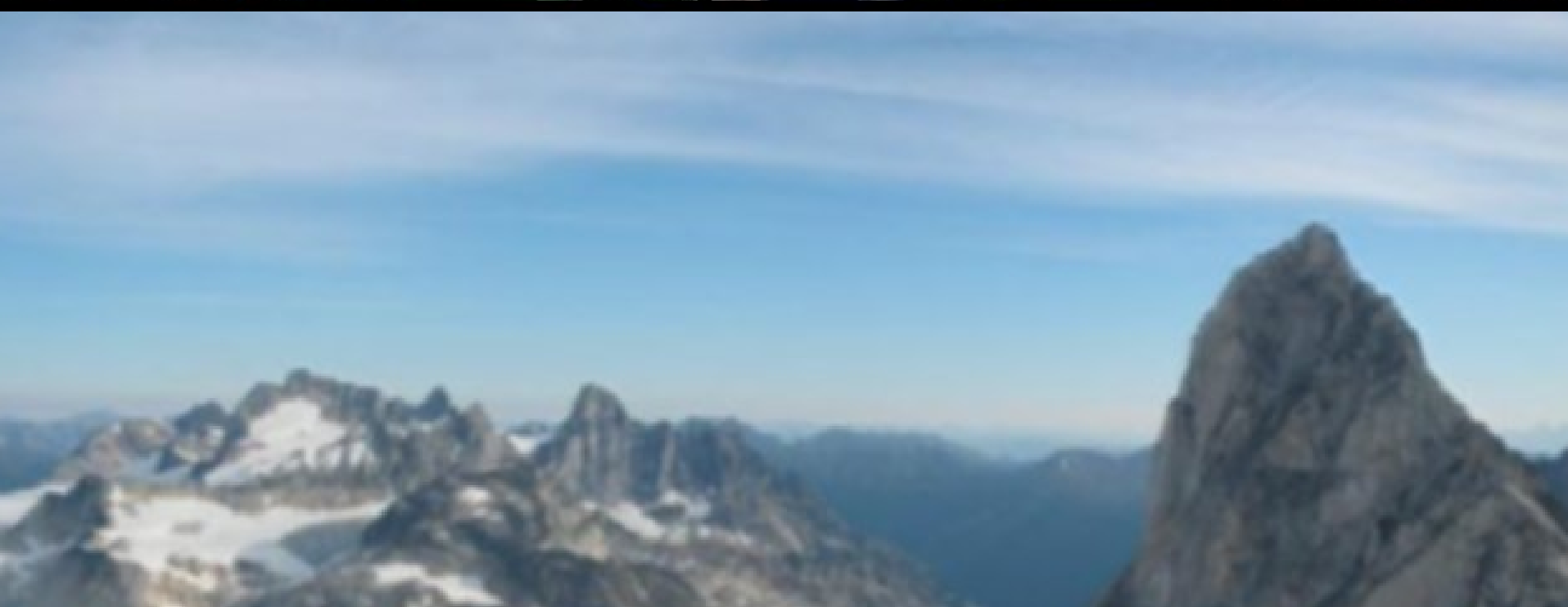
# Recognising Panoramas

- 1D Rotations ( $\theta$ )
  - Ordering  $\Rightarrow$  matching images



# Recognising Panoramas

- 1D Rotations ( $\theta$ )
  - Ordering  $\Rightarrow$  matching images





# Recognising Panoramas

- 1D Rotations ( $\theta$ )
  - Ordering  $\Rightarrow$  matching images



- 2D Rotations ( $\theta, \phi$ )
  - Ordering  $\nRightarrow$  matching images



# Recognising Panoramas

- 1D Rotations ( $\theta$ )
  - Ordering  $\Rightarrow$  matching images



- 2D Rotations ( $\theta, \phi$ )
  - Ordering  $\nRightarrow$  matching images



# Recognising Panoramas

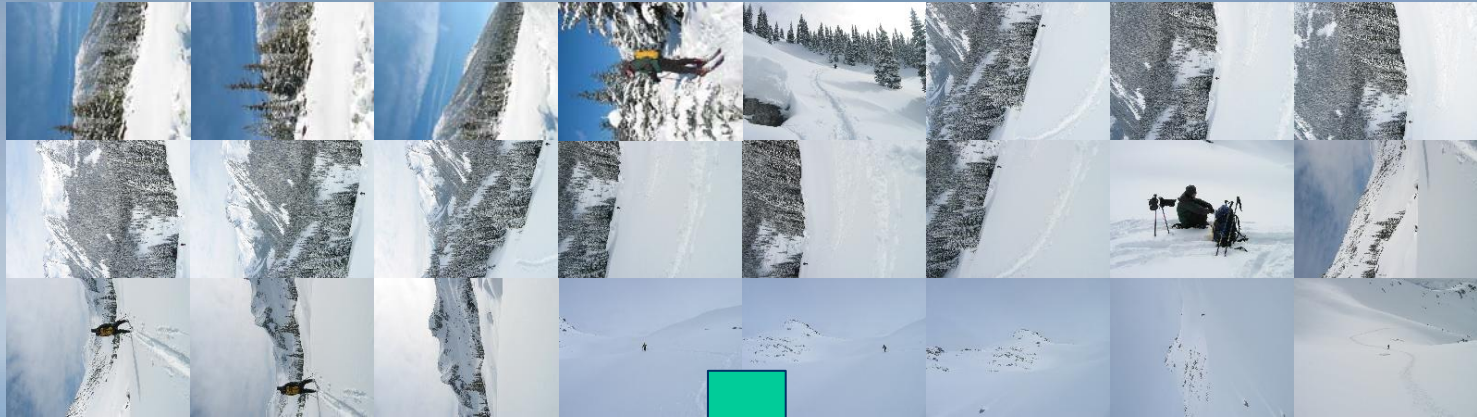
- 1D Rotations ( $\theta$ )
  - Ordering  $\Rightarrow$  matching images



- 2D Rotations ( $\theta, \phi$ )
  - Ordering  $\nRightarrow$  matching images



# Recognising Panoramas



# Overview

- Feature Matching
- Image Matching
- Bundle Adjustment
- Multi-band Blending
- Results
- Conclusions



# Overview

- Feature Matching
- Image Matching
- Bundle Adjustment
- Multi-band Blending
- Results
- Conclusions

# Overview

- Feature Matching
  - SIFT Features
  - Nearest Neighbour Matching
- Image Matching
- Bundle Adjustment
- Multi-band Blending
- Results
- Conclusions

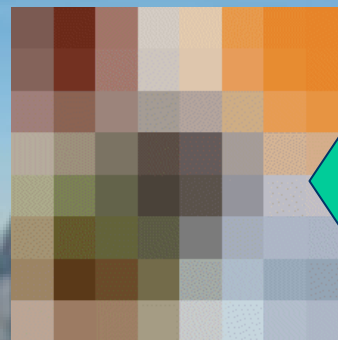
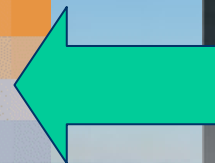
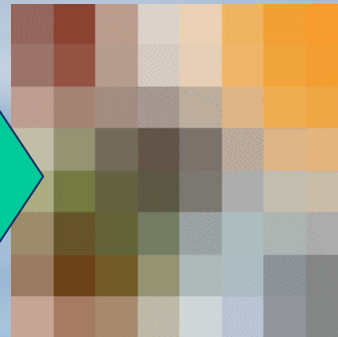
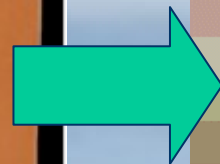
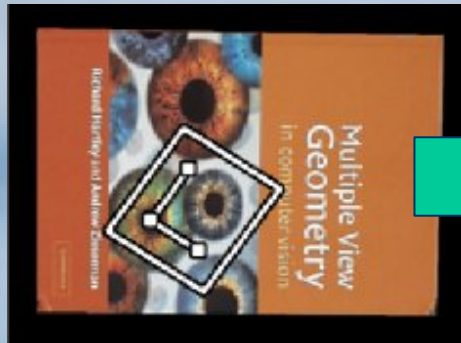
# Overview

- Feature Matching
  - SIFT Features
  - Nearest Neighbour Matching
- Image Matching
- Bundle Adjustment
- Multi-band Blending
- Results
- Conclusions



# Invariant Features

- Schmid & Mohr 1997, Lowe 1999, Baumberg 2000, Tuytelaars & Van Gool 2000, Mikolajczyk & Schmid 2001, Brown & Lowe 2002, Matas et. al. 2002, Schaffalitzky & Zisserman 2002



# SIFT Features

- Invariant Features
  - Establish invariant frame
    - Maxima/minima of scale-space DOG  $\Rightarrow x, y, s$
    - Maximum of distribution of local gradients  $\Rightarrow \theta$
  - Form descriptor vector
    - Histogram of smoothed local gradients
    - 128 dimensions
- SIFT features are...
  - Geometrically invariant to similarity transforms,
    - some robustness to affine change
  - Photometrically invariant to affine changes in intensity

# Overview

- Feature Matching
  - SIFT Features
  - Nearest Neighbour Matching
- Image Matching
- Bundle Adjustment
- Multi-band Blending
- Results
- Conclusions

# Nearest Neighbour Matching

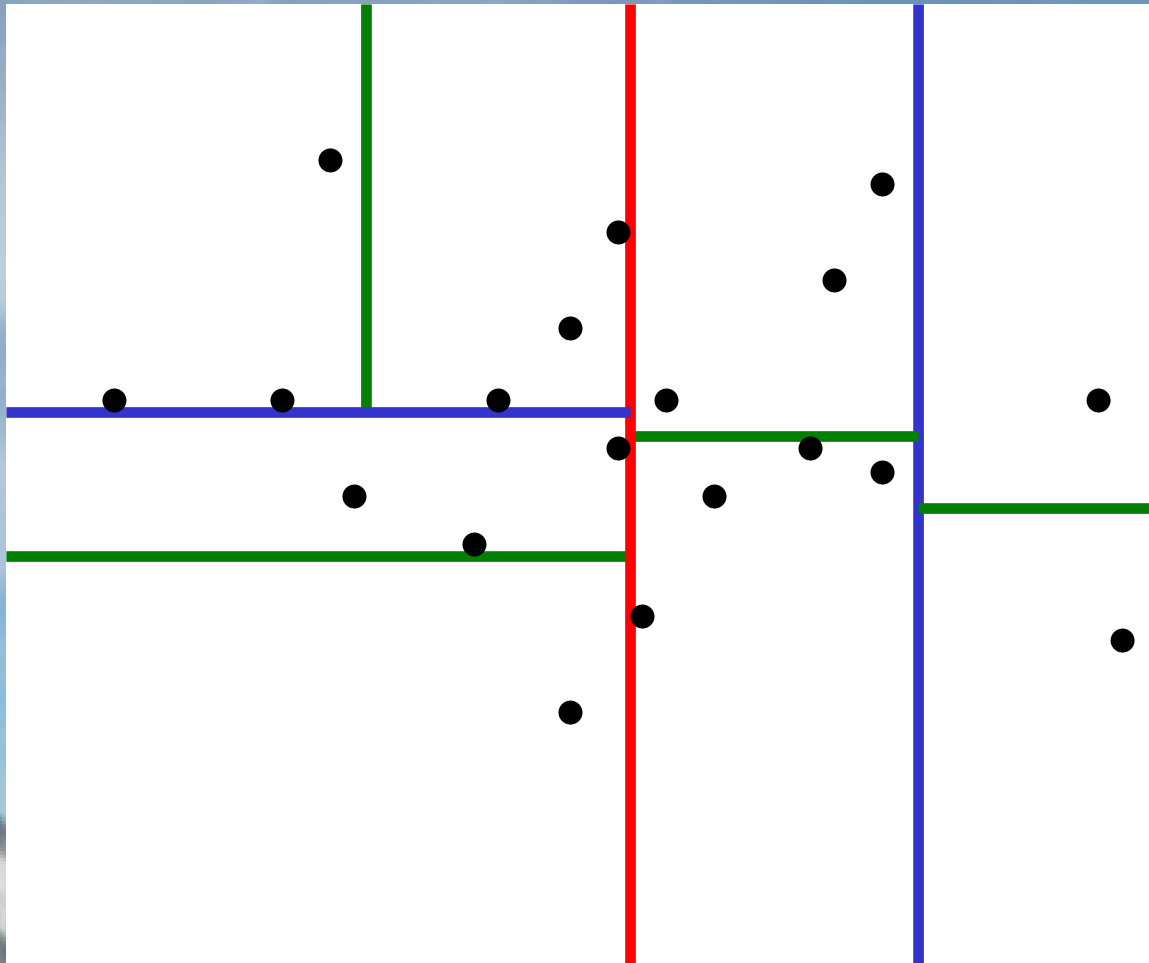
- Nearest neighbour matching

$$\forall j \text{ NN}(j) = \arg \min_i \|\mathbf{x}_i - \mathbf{x}_j\|, i \neq j$$

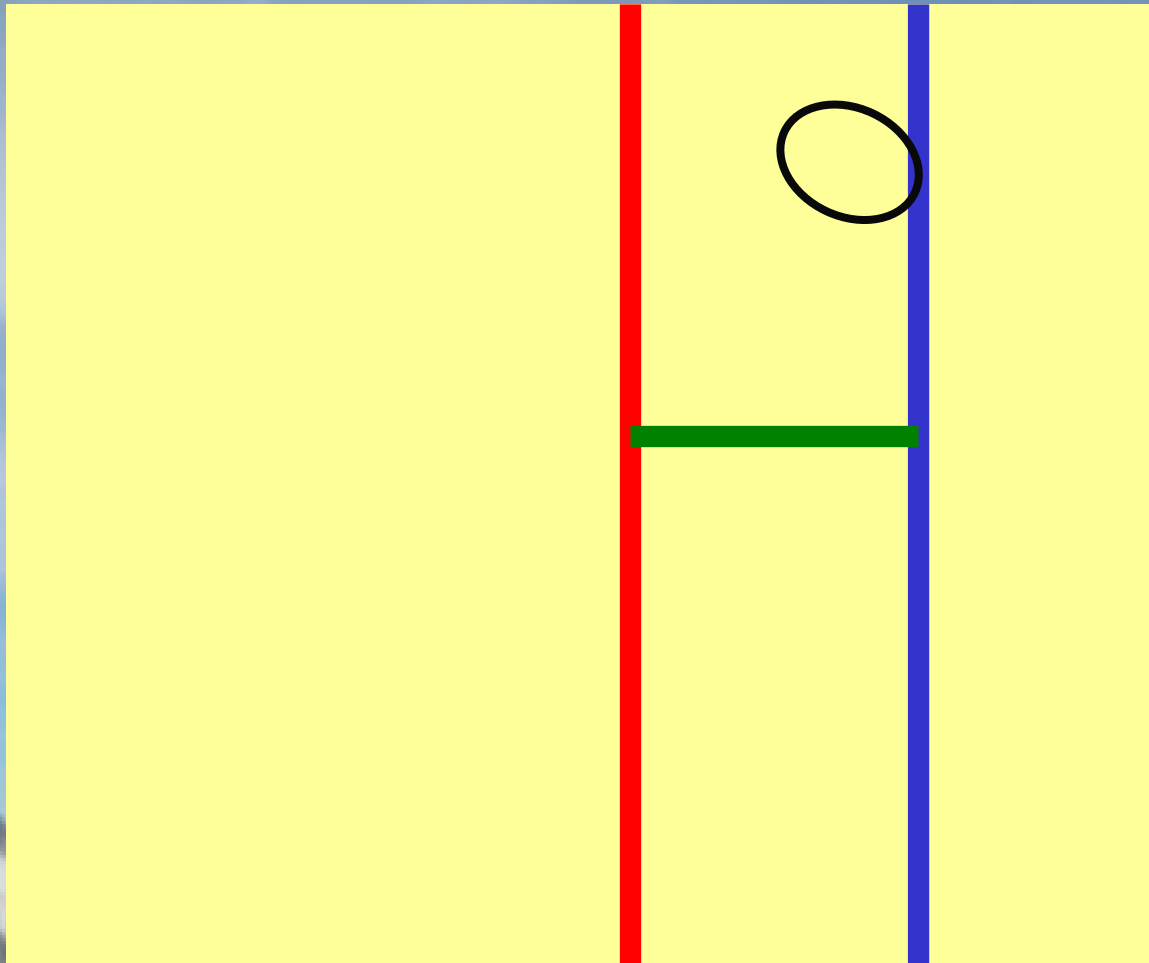
[ Beis Lowe 1997, Nene Nayar 1997, Gray Moore 2000, Shakhnarovich 2003 ]

- Use k-d tree
  - k-d tree recursively bi-partitions data at mean in the dimension of maximum variance
  - Approximate nearest neighbours found in  $O(n \log n)$
- Find k-NN for each feature
  - $k \approx$  number of overlapping images (we use  $k = 4$ )

# K-d tree



# K-d tree



# Overview

- Feature Matching
  - SIFT Features
  - Nearest Neighbour Matching
- Image Matching
- Bundle Adjustment
- Multi-band Blending
- Results
- Conclusions

# Overview

- Feature Matching
- Image Matching
- Bundle Adjustment
- Multi-band Blending
- Results
- Conclusions



# Overview

- Feature Matching
- Image Matching
- Bundle Adjustment
- Multi-band Blending
- Results
- Conclusions

# Overview

- Feature Matching
- Image Matching
  - RANSAC for Homography
- Bundle Adjustment
- Multi-band Blending
- Results
- Conclusions

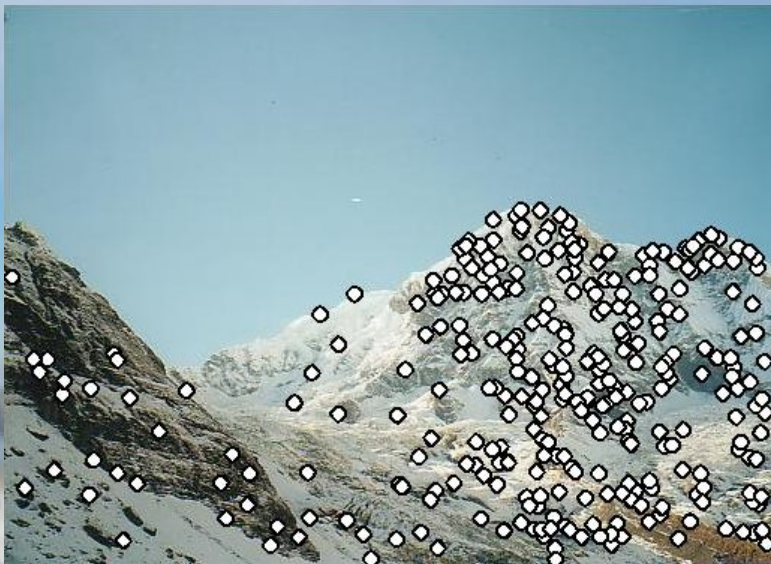


# Overview

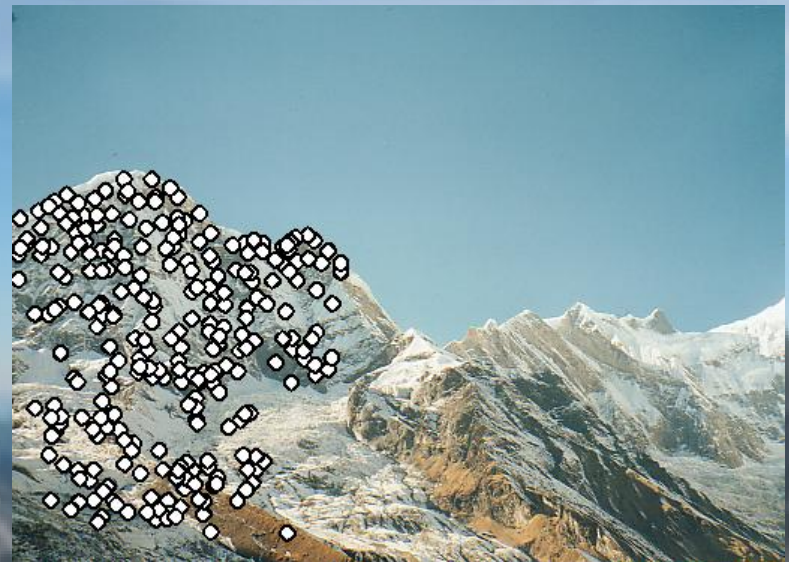
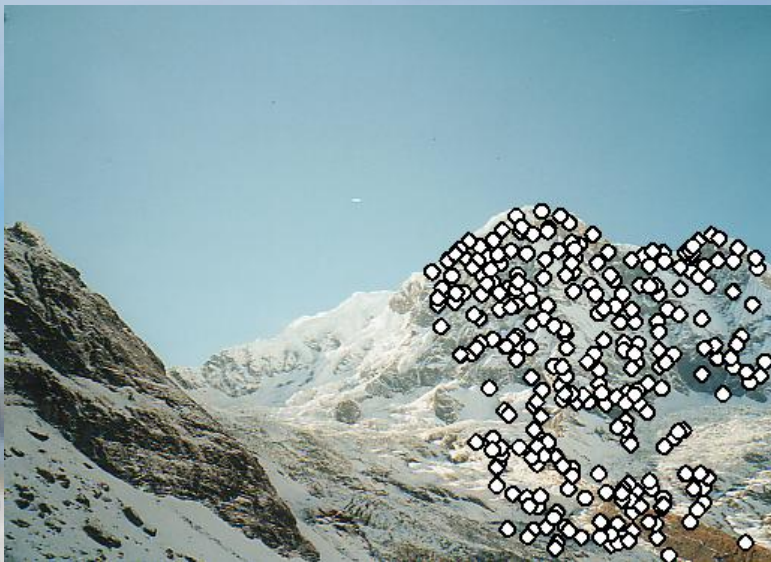
- Feature Matching
- Image Matching
  - RANSAC for Homography
- Bundle Adjustment
- Multi-band Blending
- Results
- Conclusions



# RANSAC for Homography



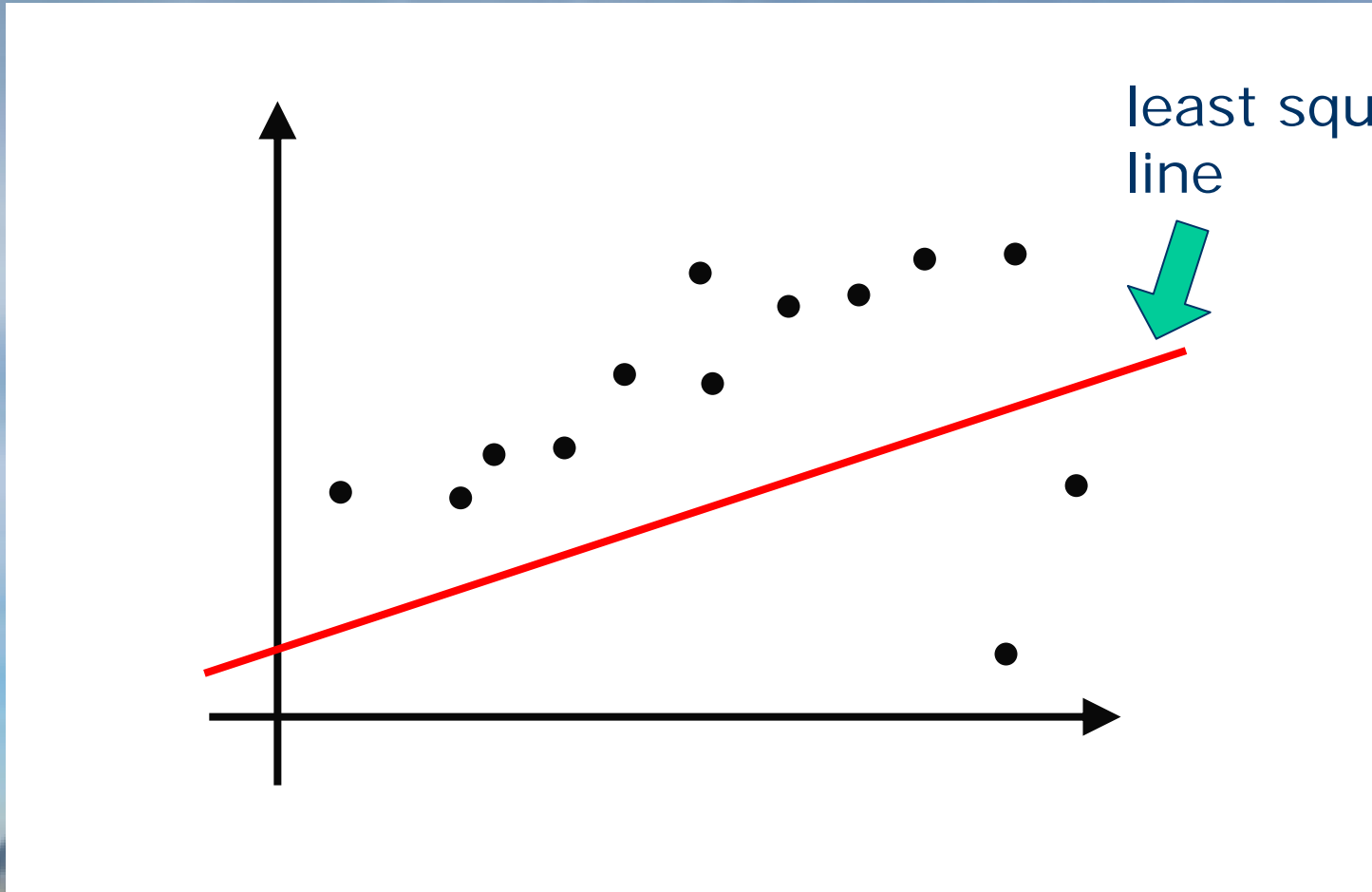
# RANSAC for Homography



# RANSAC for Homography



# RANSAC: 1D Line Fitting



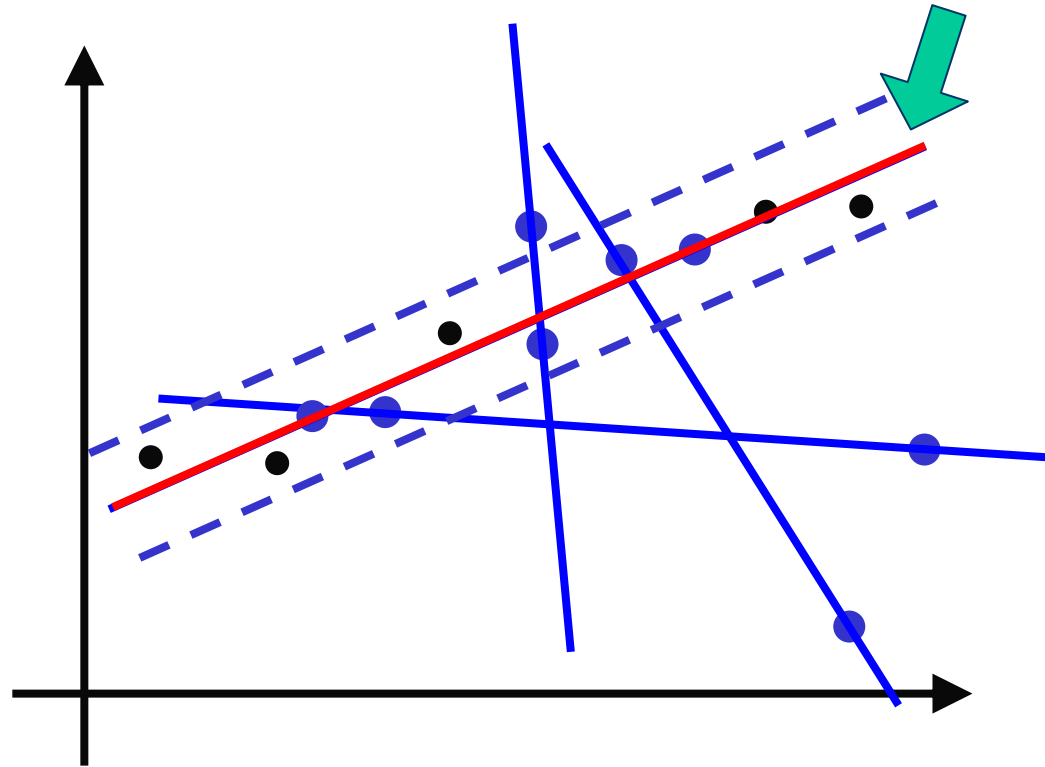




# RANSAC: 1D Line Fitting

RANSAC

line



# The RANSAC Algorithm

```
samplePoints = RandomSample(points);
```

# 2D Transforms

- Linear (affine)

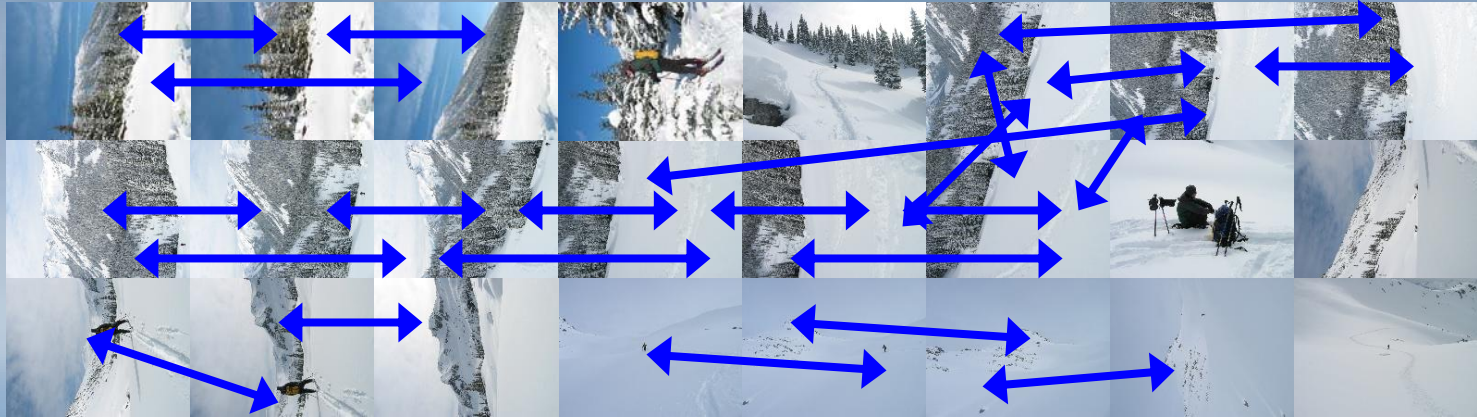
$$\begin{bmatrix} u \\ v \end{bmatrix} = \begin{bmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} + \begin{bmatrix} a_{13} \\ a_{23} \end{bmatrix}$$

$$\begin{bmatrix} u \\ v \\ 1 \end{bmatrix} = \begin{bmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix}$$

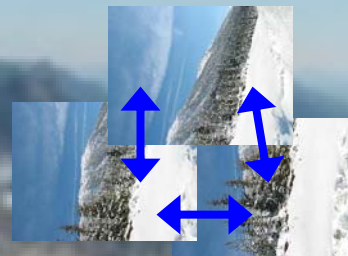
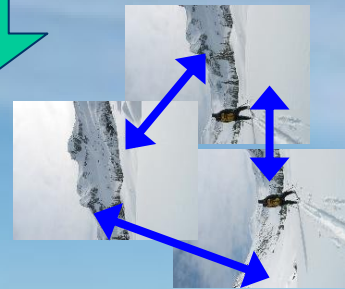
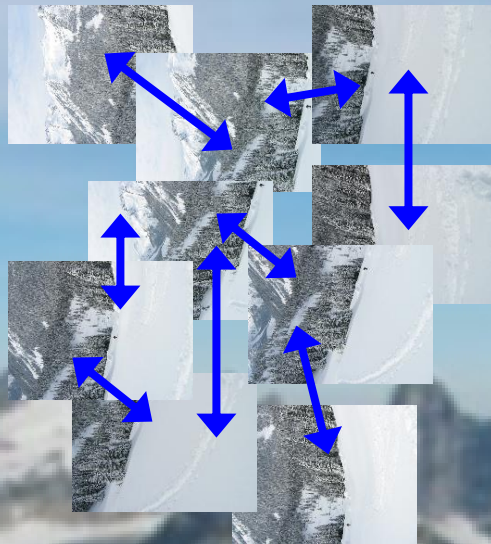
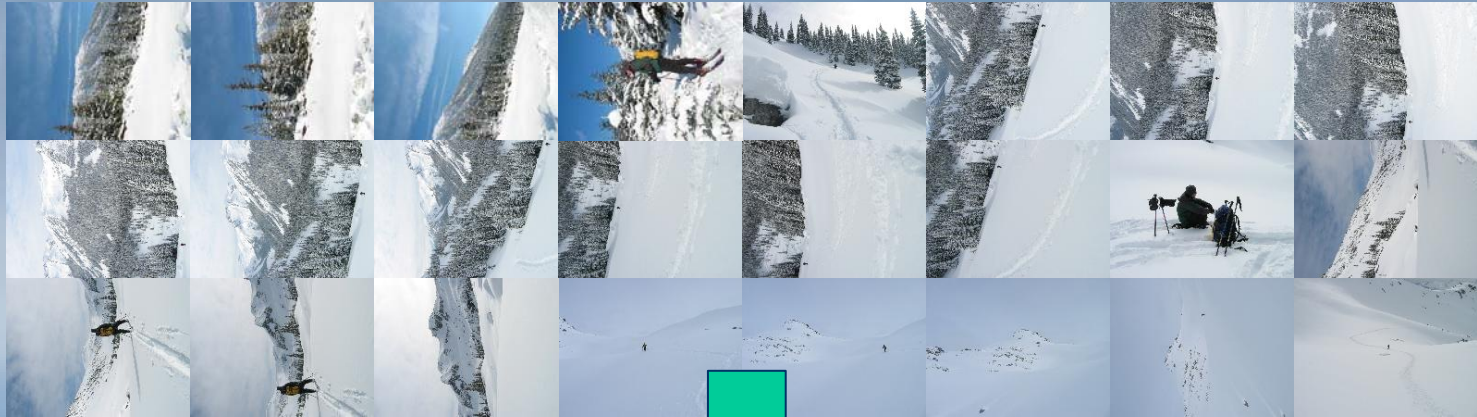
- Homography

$$s \begin{bmatrix} u \\ v \\ 1 \end{bmatrix} = \begin{bmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \\ a_{31} & a_{32} & a_{33} \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix}$$

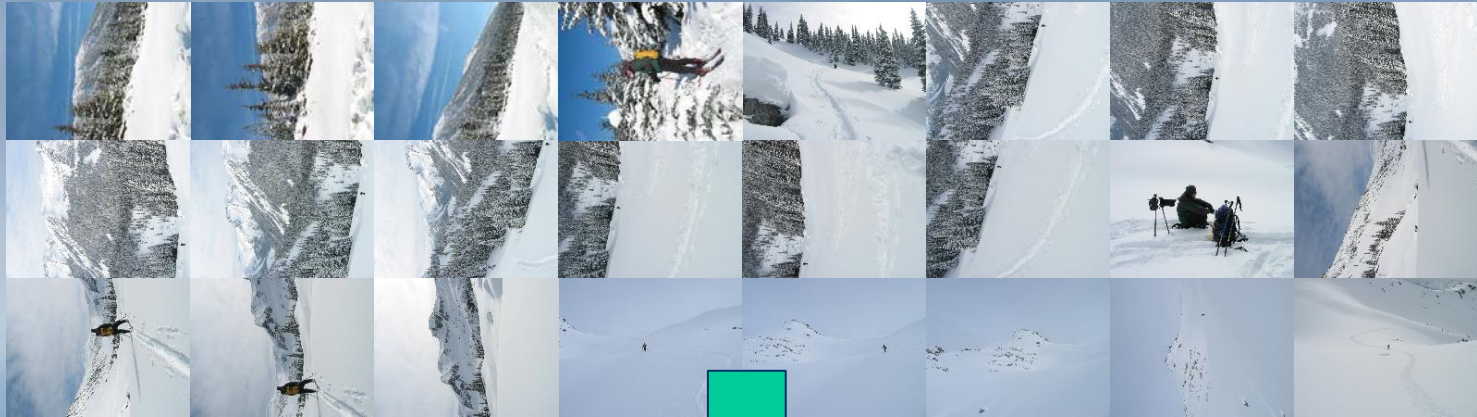
# Finding the panoramas



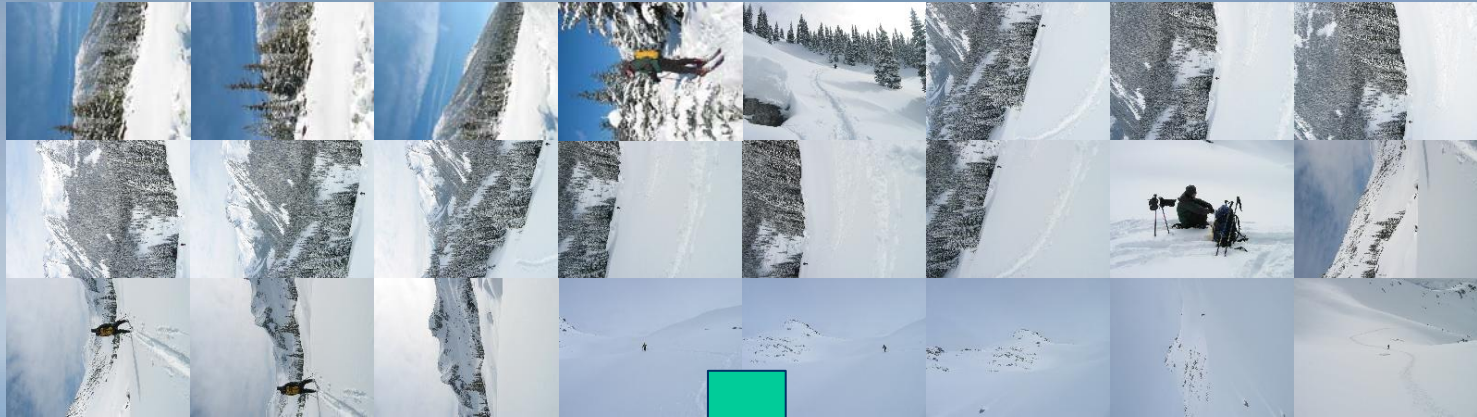
# Finding the panoramas



# Finding the panoramas



# Finding the panoramas



# Connected Components

```
% ConnectedComponent.m
```

```
% Find connected components in a square matrix
```

```
% Input: A square matrix of 0s and 1s.
% Output: A matrix of the same size, where each element is the
% index of the connected component it belongs to.
% Example:
% A = [1 0 1;
%      0 1 0;
%      1 0 1];
% C = [1 2 1;
%      2 1 2;
%      1 2 1];
```

```
% The function uses a depth-first search algorithm to find
% connected components. It starts at the top-left corner of
% the matrix and explores all adjacent cells (up, down, left,
% right) that contain a 1. Each time a new component is
% found, it is assigned a new index.
```

```
% The function returns the matrix of component indices.
% Note: The indices are 1-based, starting from the top-left
% corner of the matrix.
```

```
% Example usage:
```

```
A = [1 0 1;
      0 1 0;
      1 0 1];
C = ConnectedComponent(A);
```

```
% The output C is:
% [1 2 1;
%  2 1 2;
%  1 2 1]
```

```
% Note: The indices are 1-based, starting from the top-left
% corner of the matrix.
```

```
% The function is implemented in MATLAB and can be used
% to find connected components in any square matrix of
% 0s and 1s.
```



# Overview

- Feature Matching
- Image Matching
- Bundle Adjustment
- Multi-band Blending
- Results
- Conclusions

# Bundle Adjustment

- Adjust rotation, focal length of each image to minimise error in matched features



# Bundle Adjustment

- Adjust rotation, focal length of each image to minimise error in matched features



# Overview

- Feature Matching
- Image Matching
- Bundle Adjustment
- Multi-band Blending
- Results
- Conclusions

# Overview

- Feature Matching
- Image Matching
- Bundle Adjustment
- Multi-band Blending
- Results
- Conclusions

# Multi-band Blending

- Burt & Adelson 1983
  - Blend frequency bands over range  $\propto \lambda$



# 2-band Blending

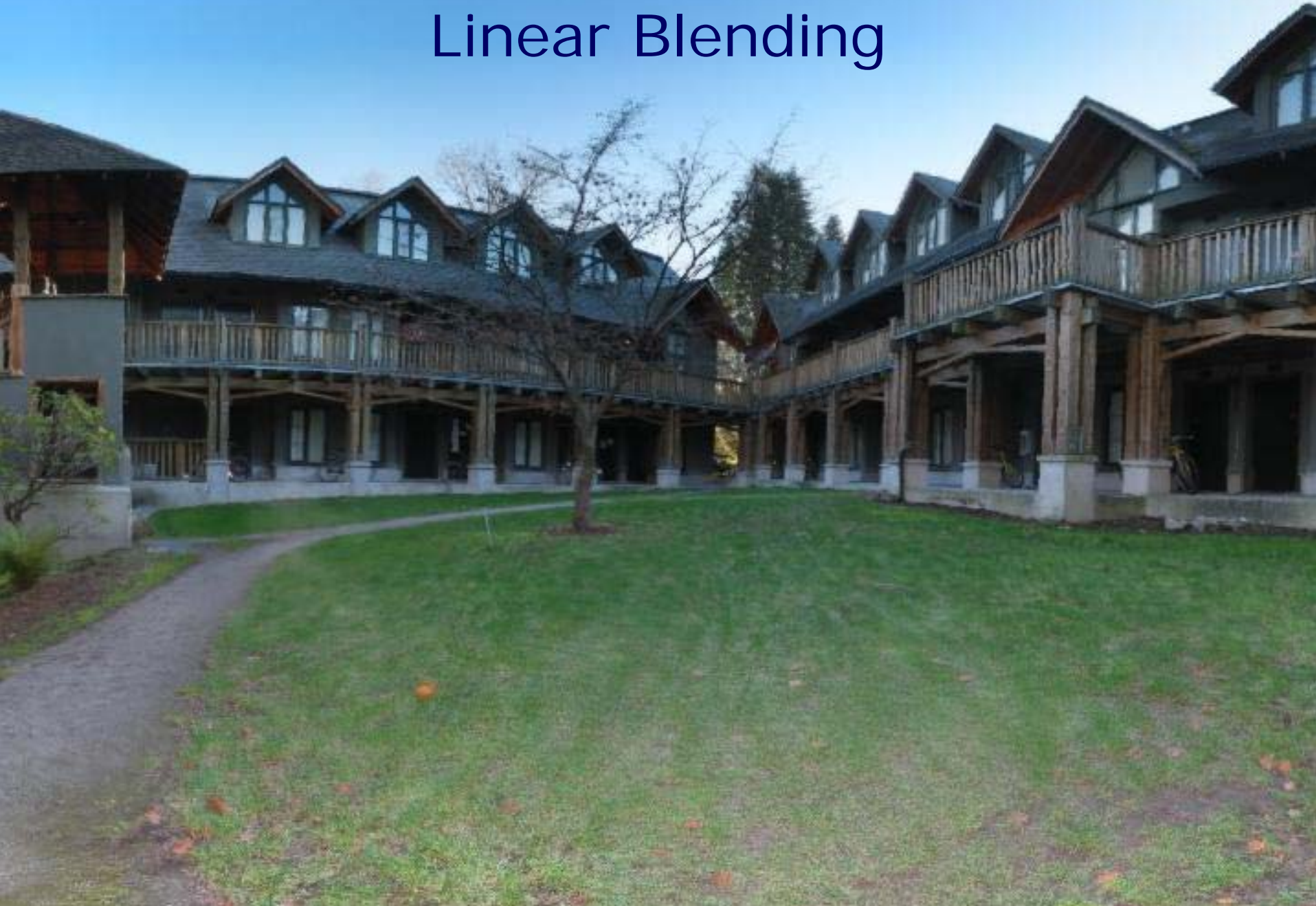


Low frequency ( $\lambda > 2$  pixels)



High frequency ( $\lambda < 2$  pixels)

# Linear Blending





# 2-band Blending







# Multi-band Blending

- No blending



# Multi-band Blending

- Linear blending



- Each pixel is a weighted sum

$$I^{linear} = \frac{\sum_i I^i W^i}{\sum_i W^i}$$

# Multi-band Blending

- Multi-band blending



- Each pixel is a weighted sum (for each band)

$$I_{k\sigma}^{multi} = \frac{\sum_i I_{k\sigma}^i W_{k\sigma}^i}{\sum_i W_{k\sigma}^i}$$

# Multi-band Blending

- Linear blending
- Multi-band blending



# Overview

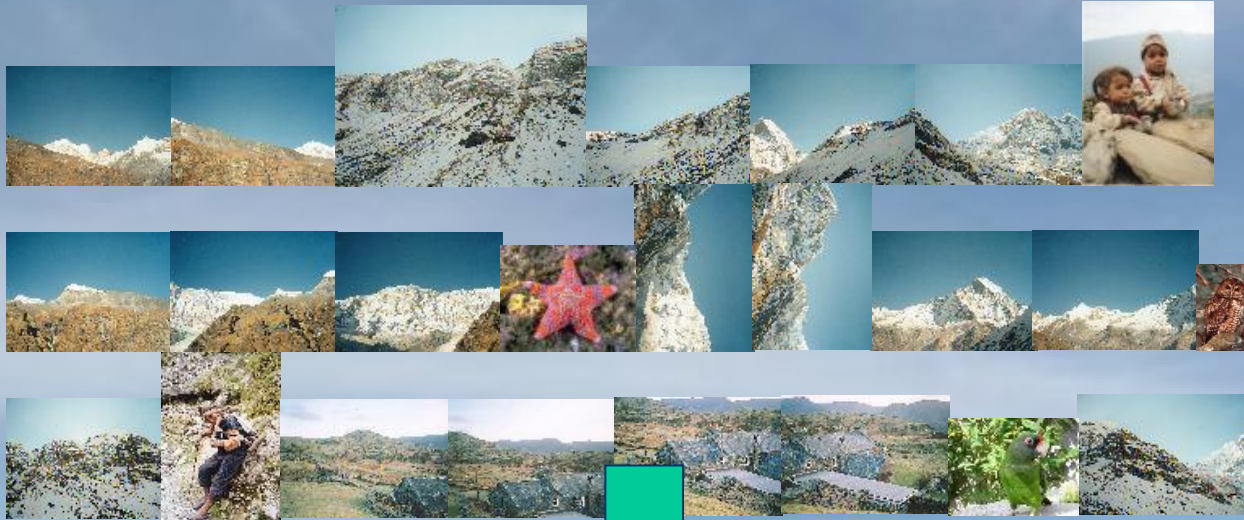
- Feature Matching
- Image Matching
- Bundle Adjustment
- Multi-band Blending
- Results
- Conclusions



# Overview

- Feature Matching
- Image Matching
- Bundle Adjustment
- Multi-band Blending
- Results
- Conclusions

# Results



# Results



# Overview

- Feature Matching
- Image Matching
- Bundle Adjustment
- Multi-band Blending
- Results
- Conclusions

# Overview

- Feature Matching
- Image Matching
- Bundle Adjustment
- Multi-band Blending
- Results
- Conclusions



# Conclusions

- Fully automatic panoramas
  - A recognition problem...
- Invariant feature based method
  - SIFT features, RANSAC, Bundle Adjustment, Multi-band Blending
  - $O(n \log n)$
- Future Work
  - Advanced camera modelling
    - radial distortion, camera motion, scene motion, vignetting, exposure, high dynamic range, flash ...
  - Full 3D case – recognising 3D objects/scenes in unordered datasets. "PhotoTourism".

<http://www.autostitch.net>