

Features and Matching

CSE P576

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Correspondence Problem

- A basic problem in Computer Vision is to establish matches (correspondences) between images
- This has **many** applications: rigid/non-rigid tracking, object recognition, image registration, structure from motion, stereo...



Feature Detectors



Corners/Blobs



Regions



Edges



Straight Lines

Feature Descriptors

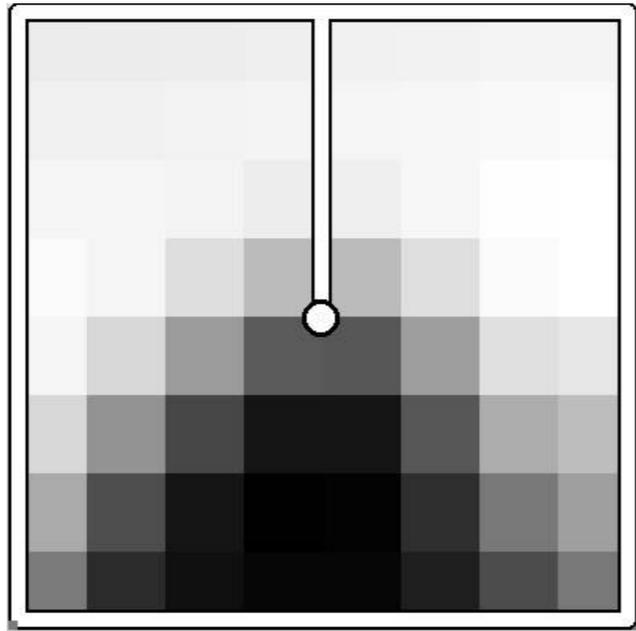
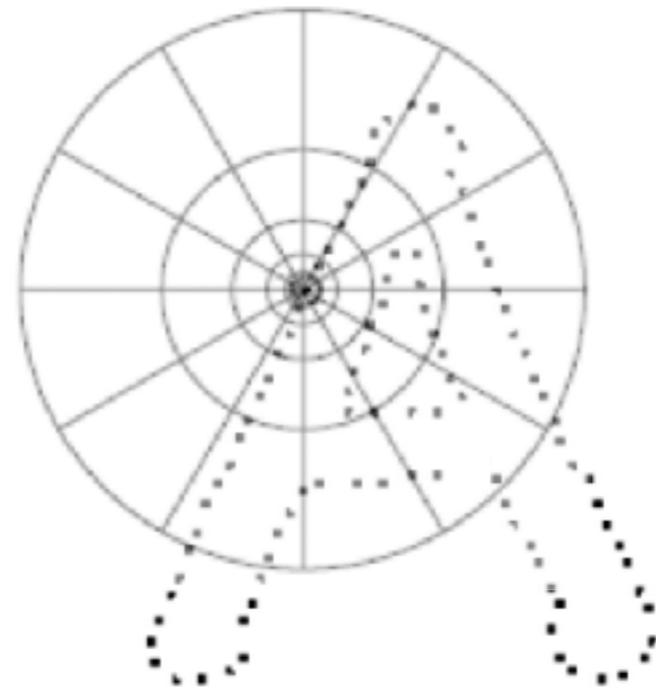
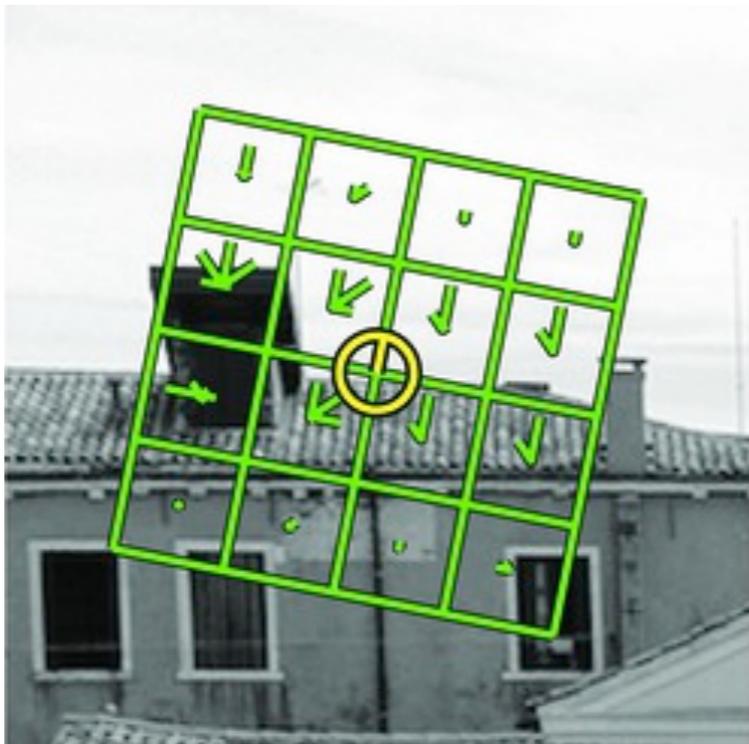


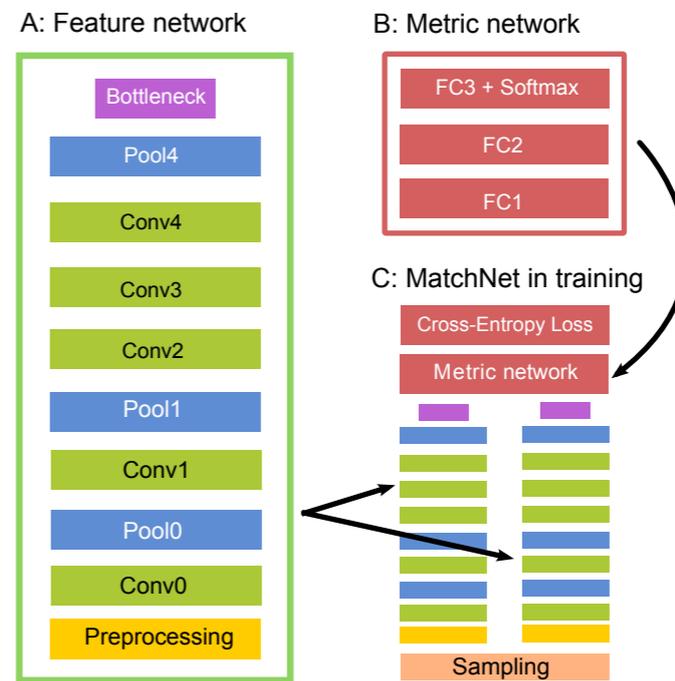
Image Patch



Shape Context



SIFT



Learned Descriptors

Features and Matching

- Feature detectors
 - Canny edges, Harris corners, DoG, MSERs
- Feature descriptors
 - Image patches, invariance, SIFT, learned features

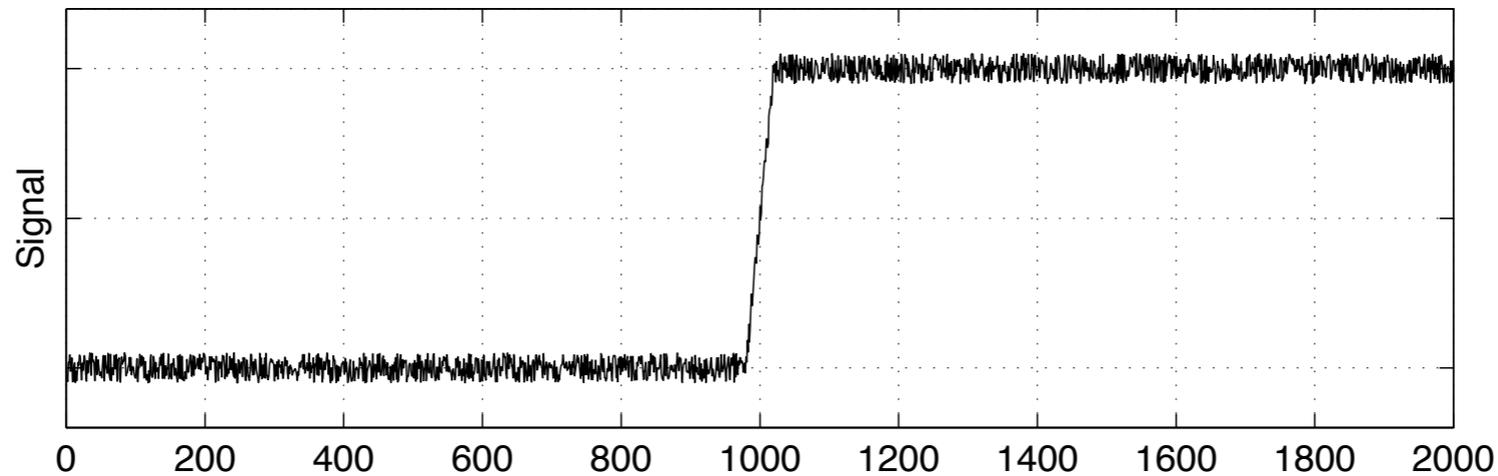
Edge Detection

- One of the first algorithms in Computer Vision

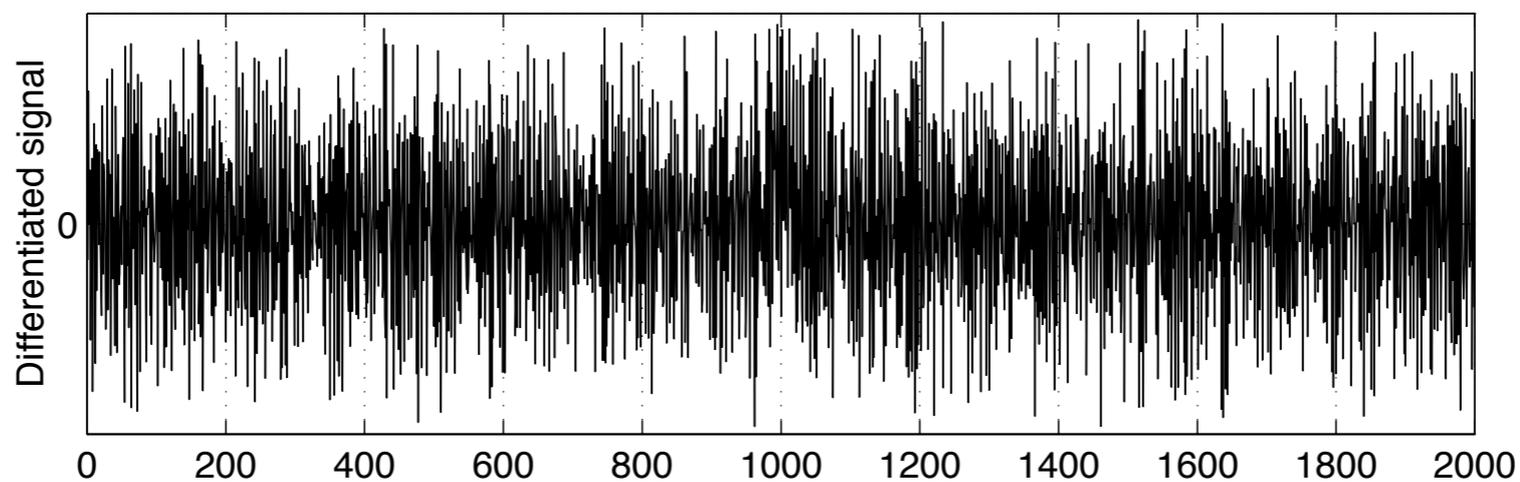


Edge Detection

- Consider edge detection for a 1D signal $I(x)$



- Naive approach: look for maxima/minima in $I'(x)$

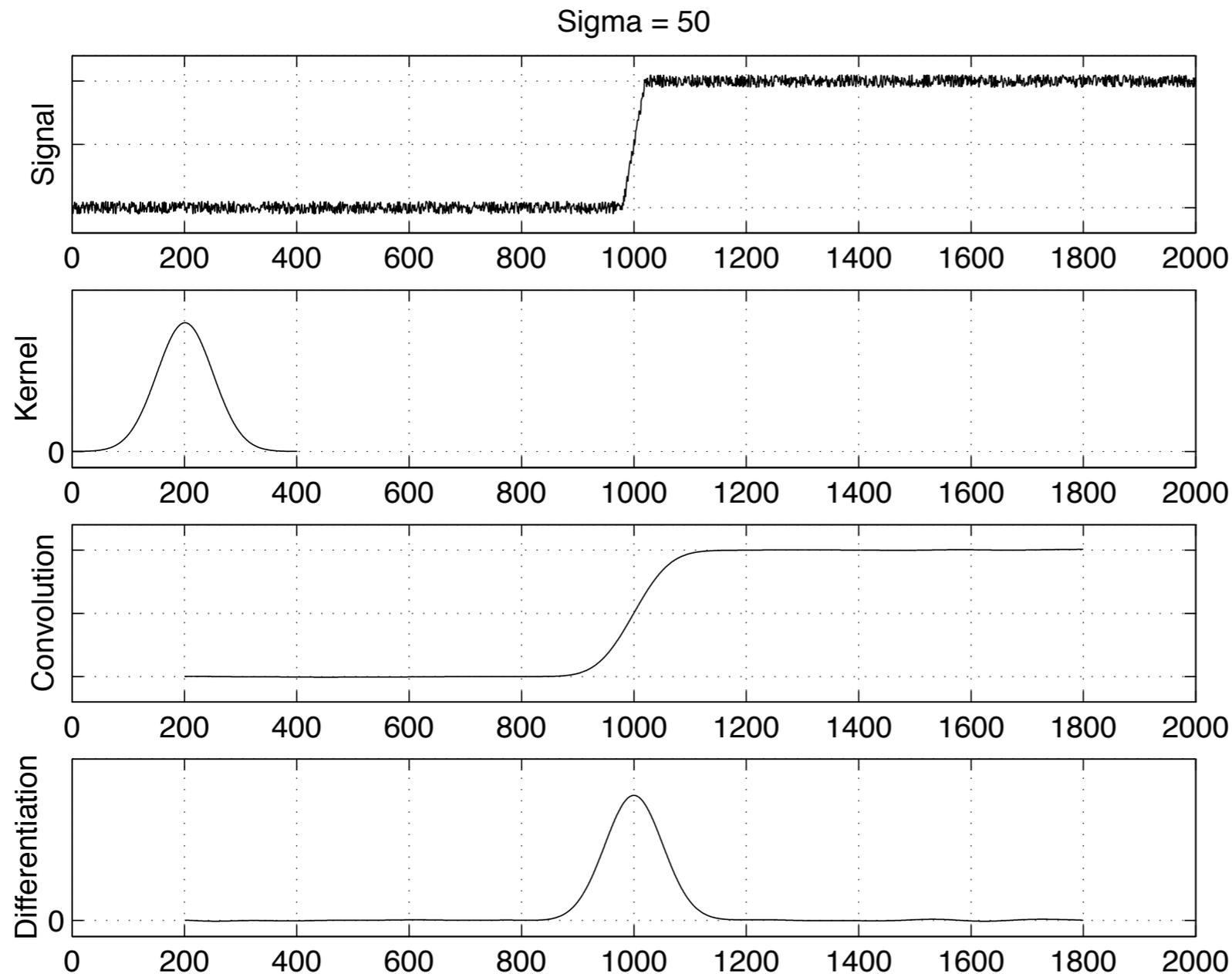


What's the problem?

[Slide credits: R. Cipolla] 7

Edge Detection

- Solution: start by smoothing the image to remove noise



$$I(x) = \text{image}$$

$$k(x) = \text{kernel}$$

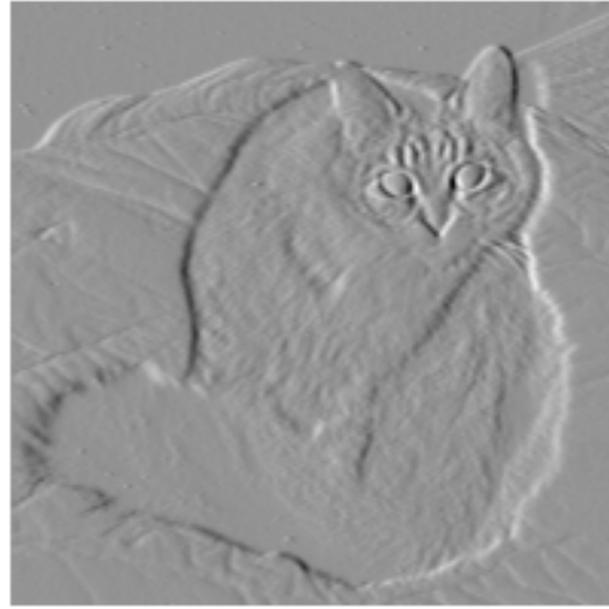
$$s(x) = I(x) * k(x)$$

$$s'(x) = \text{smoothed derivative}$$

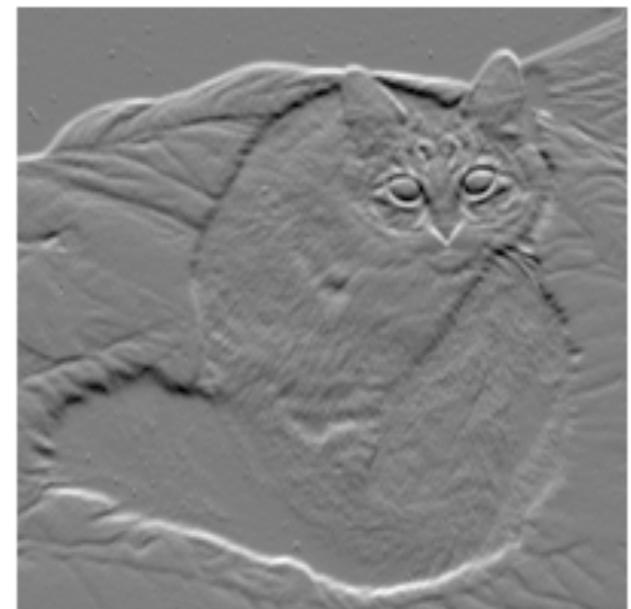
Edges are found by thresholding the smoothed derivative

2D Edge Detection

- Smooth image and convolve with $[-1 \ 1]$



g_x

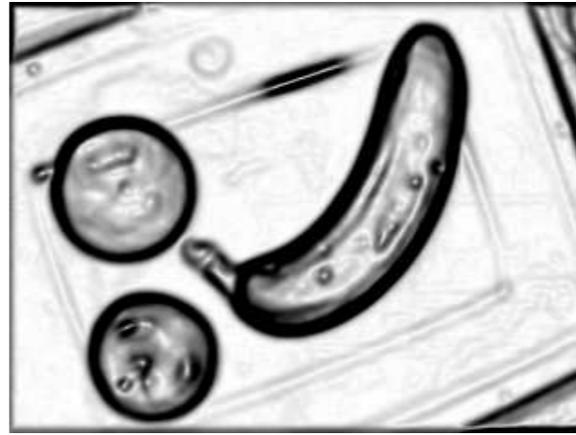


g_y

2D gradient: $\nabla I = \begin{bmatrix} g_x \\ g_y \end{bmatrix}$

2D Edge Detection

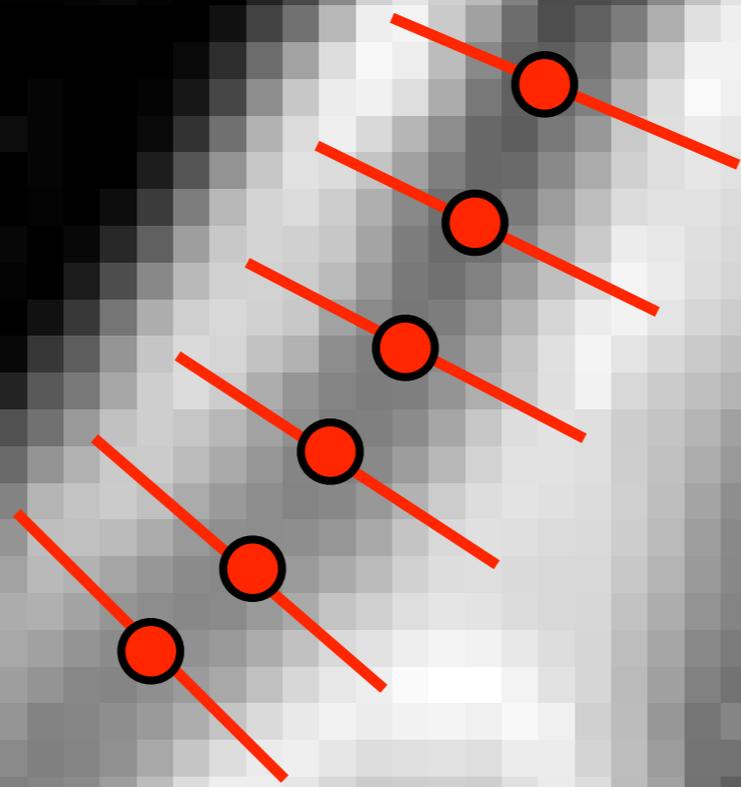
- Look at the magnitude of the smoothed gradient $|\nabla I|$



$$|\nabla I| = \sqrt{g_x^2 + g_y^2}$$

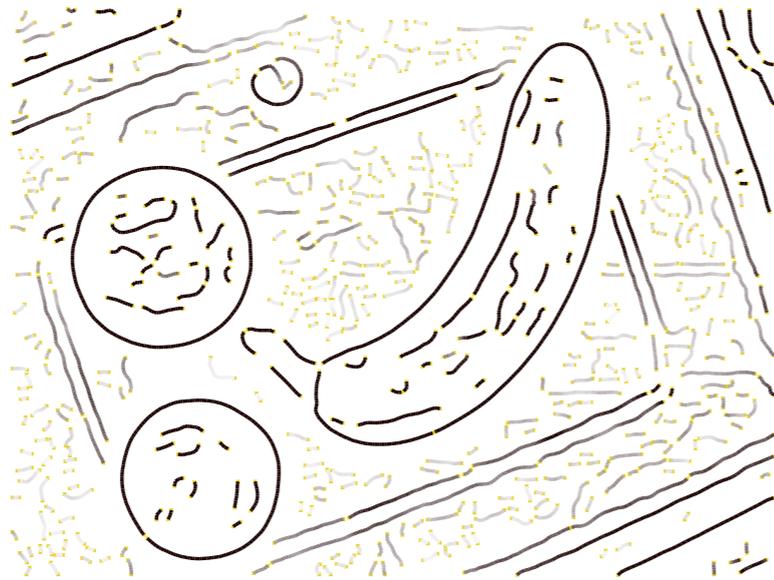
- Non-maximal suppression (keep only points where $|\nabla I|$ is a maximum in directions $\pm \nabla I$)

[Canny 1986]

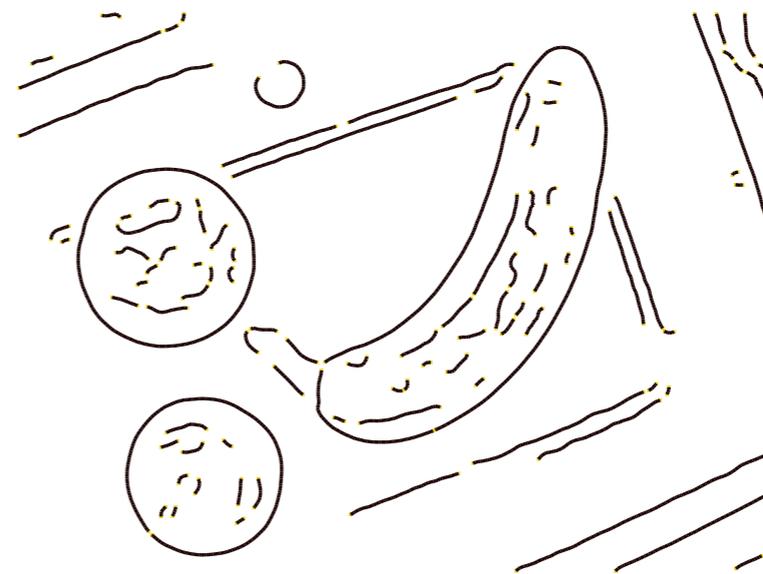


2D Edge Detection

- Threshold the gradient magnitude with two thresholds: T_{high} and T_{low}
- Edges start at edge locations with gradient magnitude $> T_{\text{high}}$
- Continue tracing edge until gradient magnitude falls below T_{low}



Non-MS



Thresholded

[Canny 1986]

Edges + Segmentation

- Segmentation is subjective [Martin, Folwkes, Tal, Malik 2001]

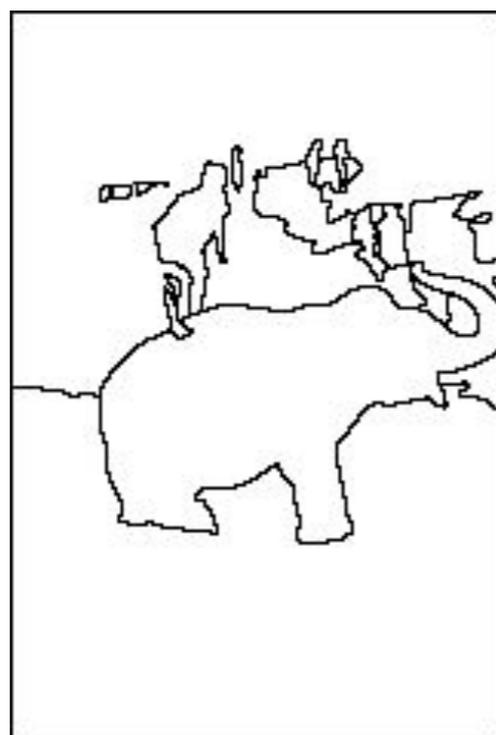
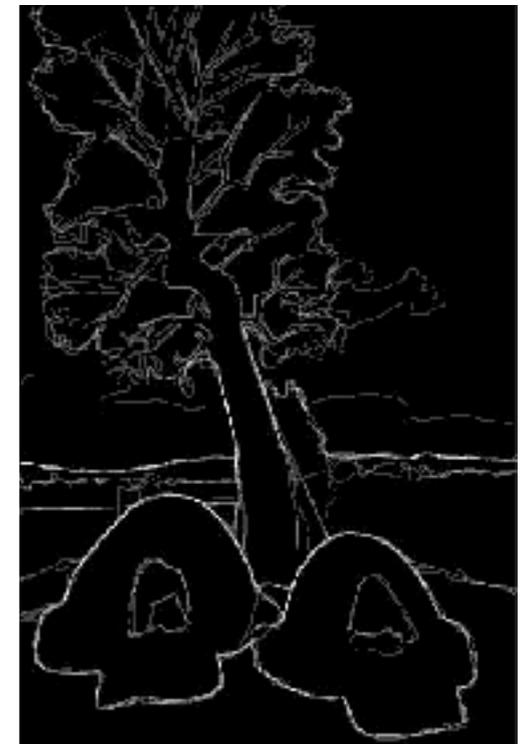
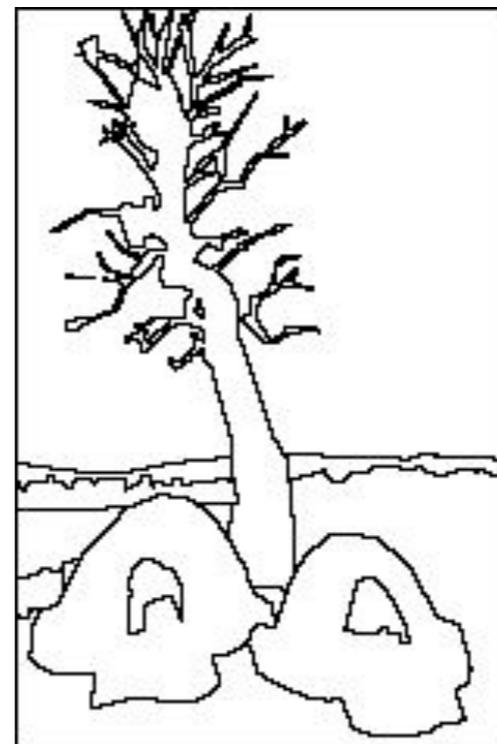
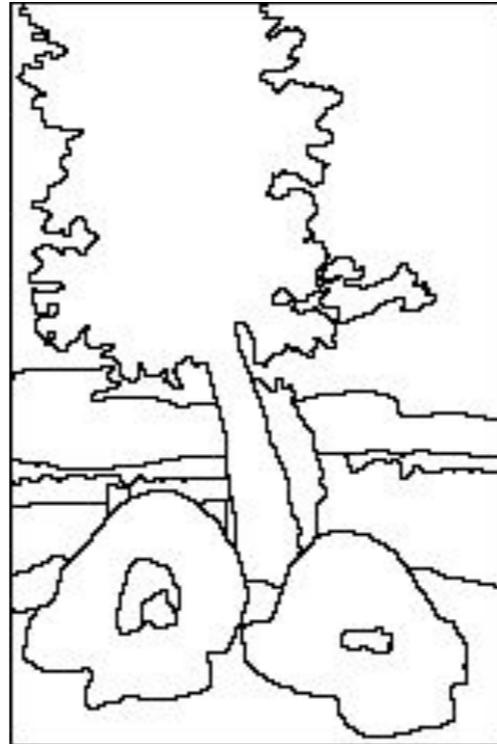
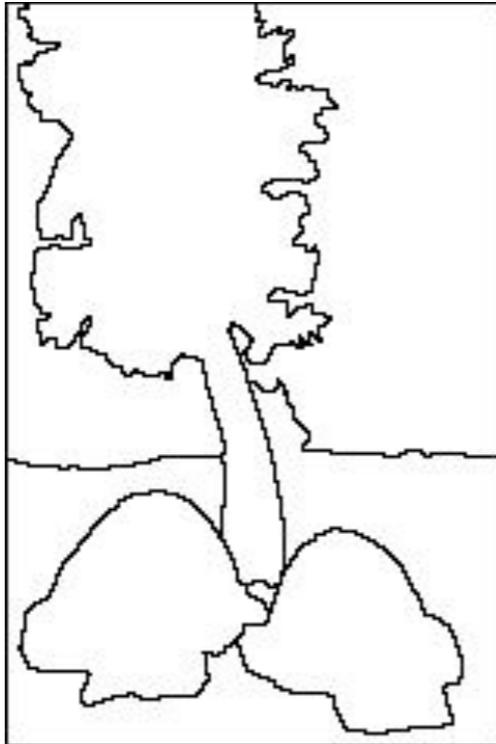
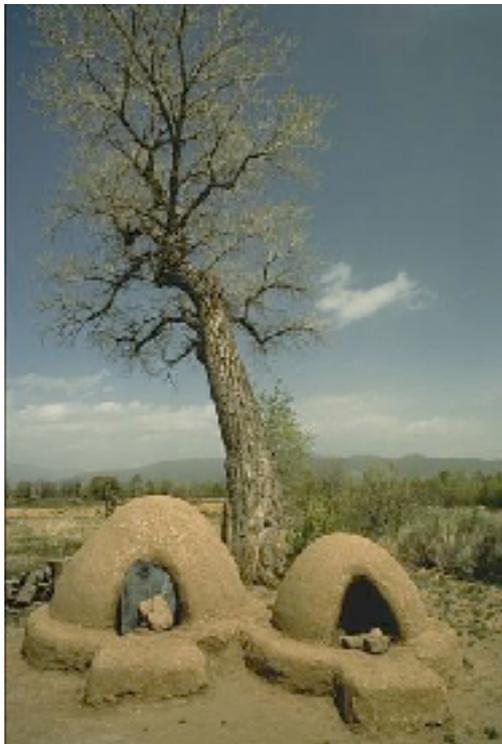
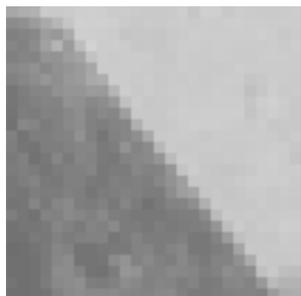


Image Structure

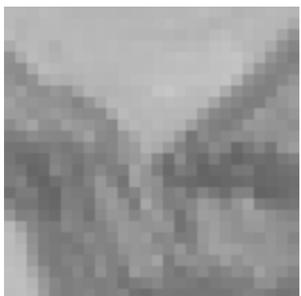
- What kind of structures are present in the image locally?



0D Structure: not useful for matching



1D Structure: edge, can be localised in one direction, subject to the “aperture problem”

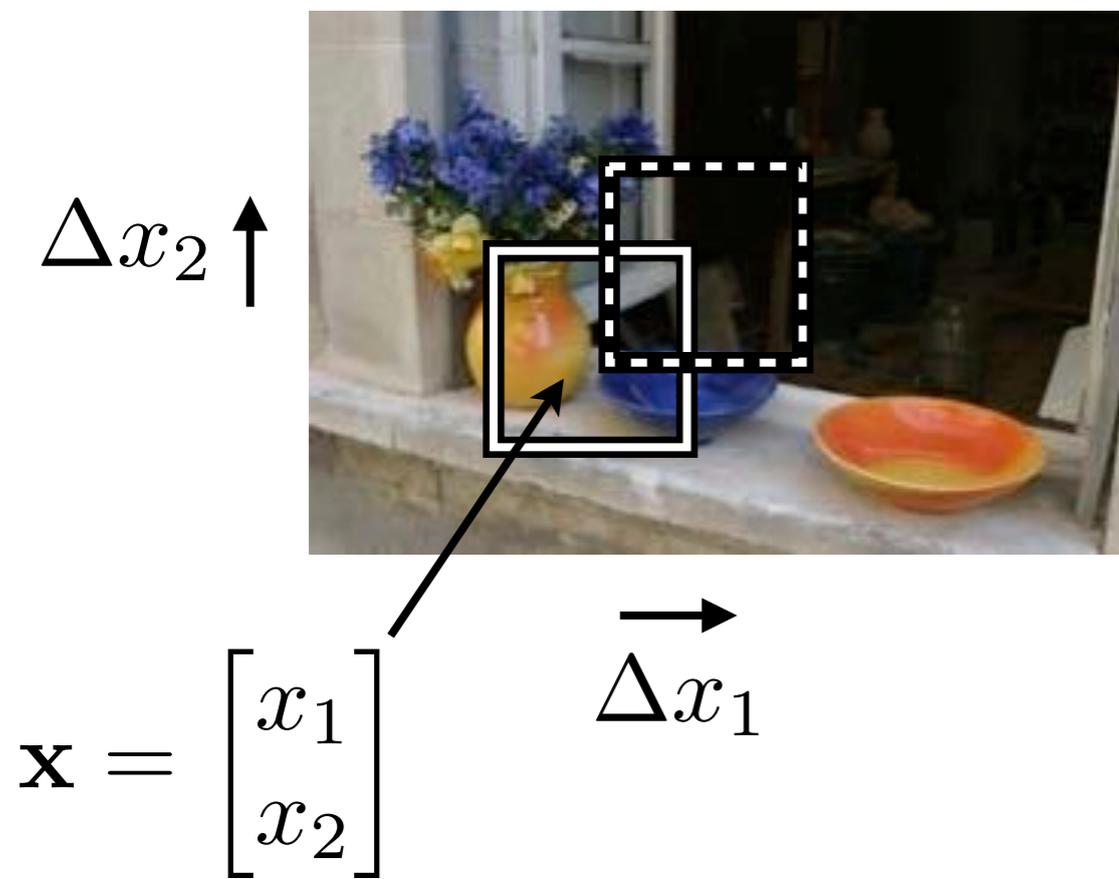


2D Structure: corner, or interest point, can be localised in both directions, good for matching

Edge detectors find contours (1D structure), **Corner** or **Interest point** detectors find points with 2D structure.

Local SSD Function

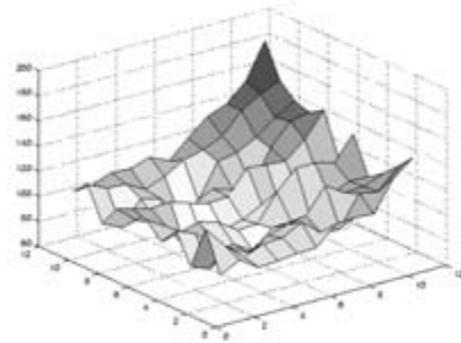
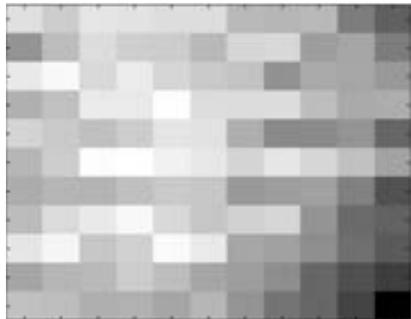
- Consider the sum squared difference (SSD) of a patch with its local neighbourhood



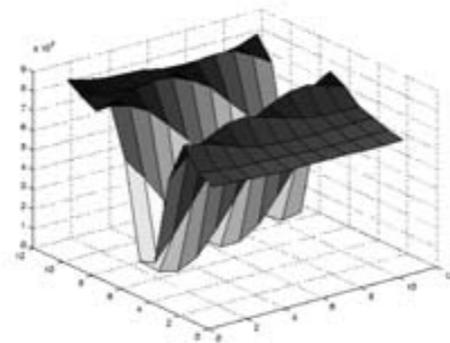
$$\text{SSD} = \sum_{\mathcal{R}} |I(\mathbf{x}) - I(\mathbf{x} + \Delta\mathbf{x})|^2$$

Local SSD Function

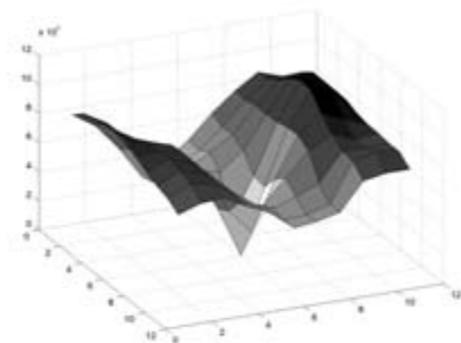
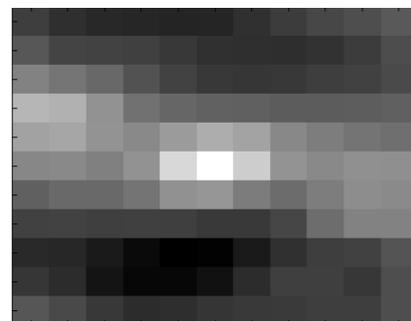
- Consider the local SSD function for different patches



High similarity locally



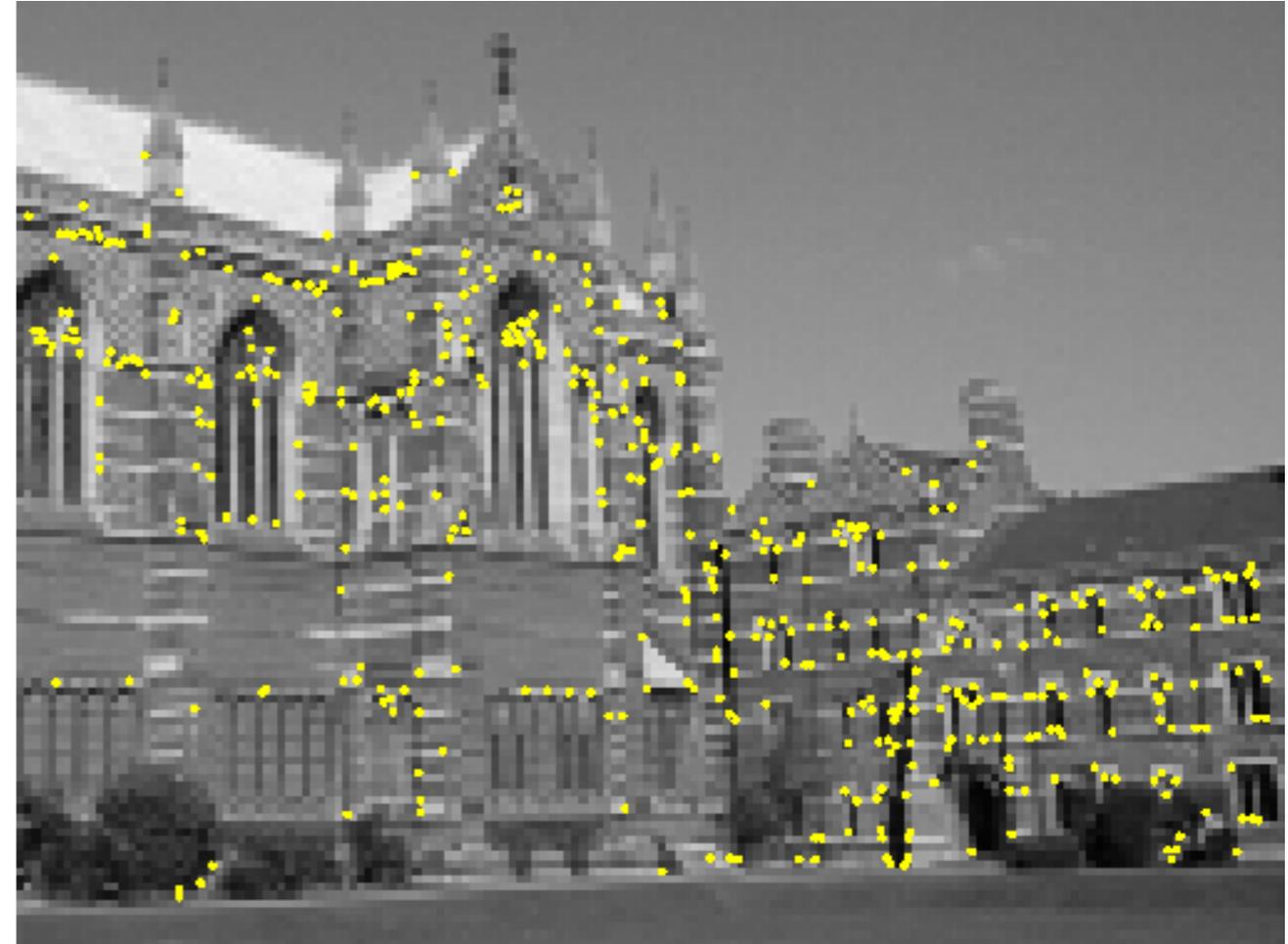
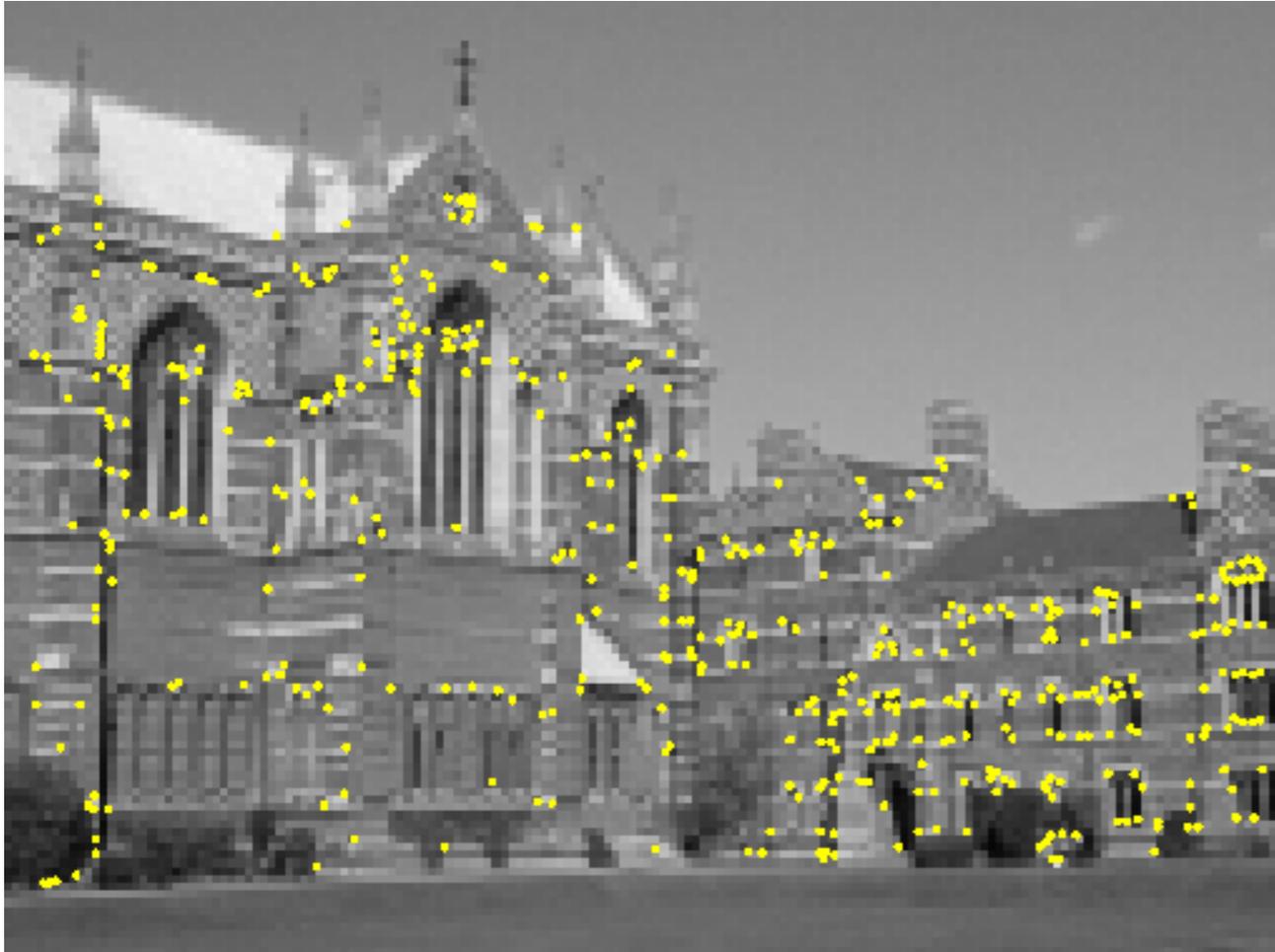
High similarity along the edge



Clear peak in similarity function

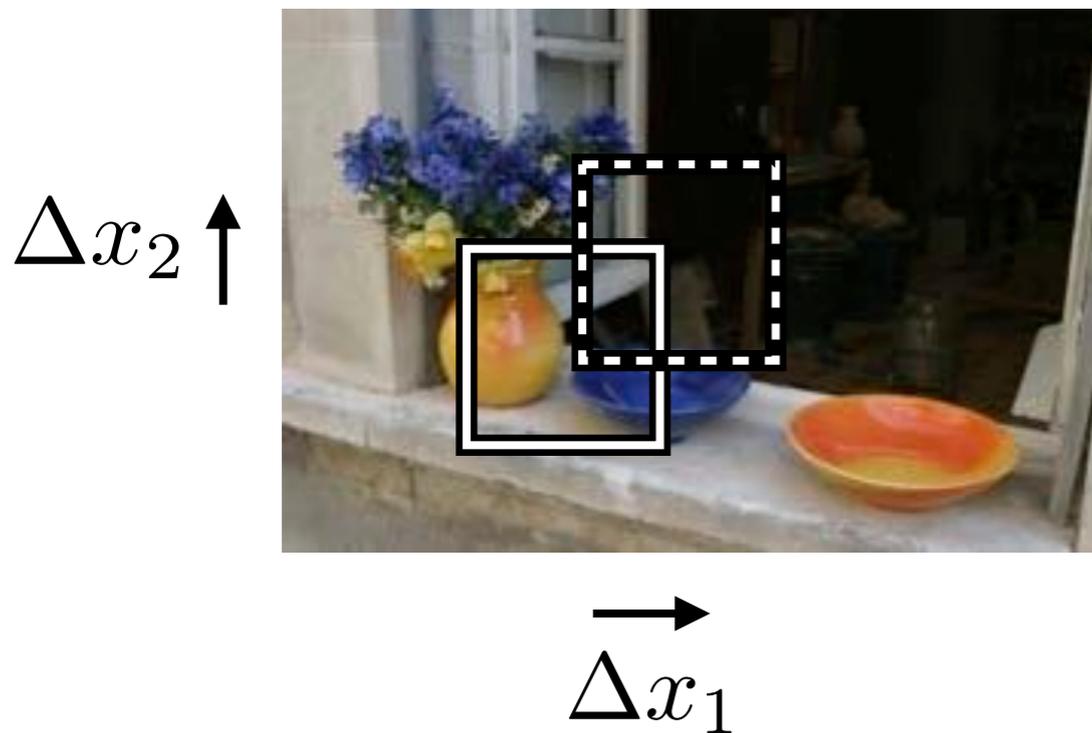
Harris Corners

- Harris corners are peaks of a local similarity function



Harris Corners

- We will use a first order approximation to the local SSD function

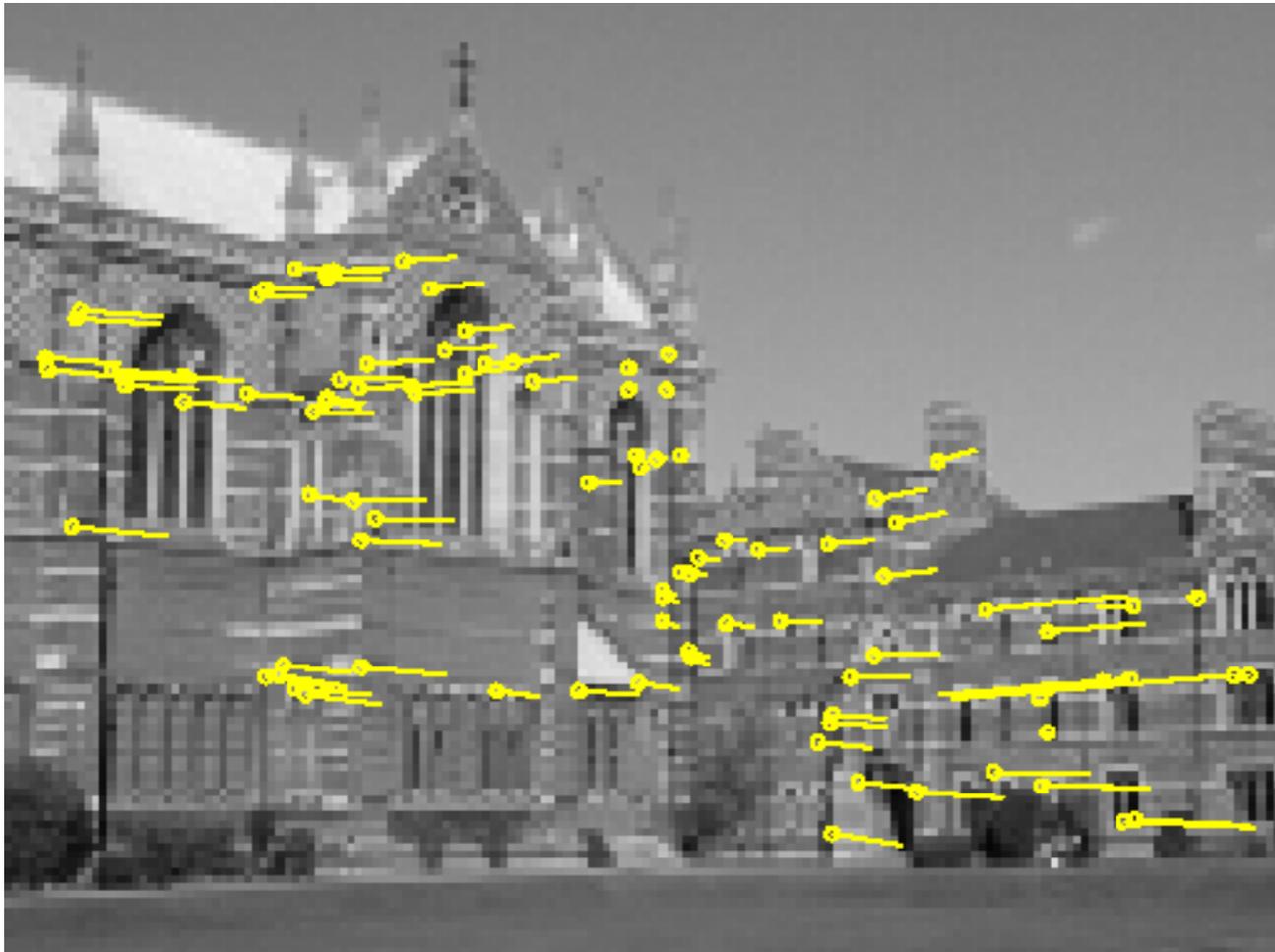


$$\text{SSD} = \sum_{\mathcal{R}} |I(\mathbf{x}) - I(\mathbf{x} + \Delta\mathbf{x})|^2$$



Harris Corners

- Corners matched using correlation



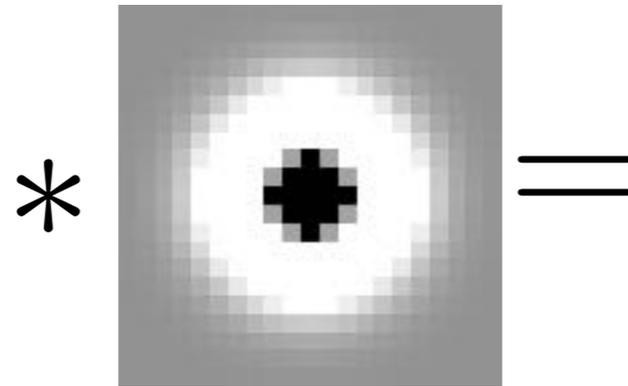
99 inliers



89 outliers

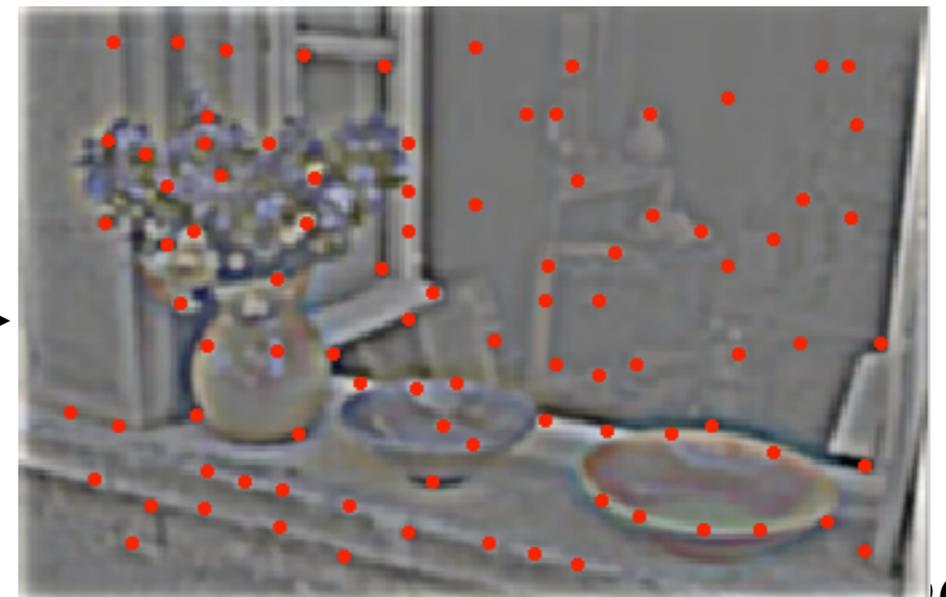
Difference of Gaussian

- DoG = centre-surround filter



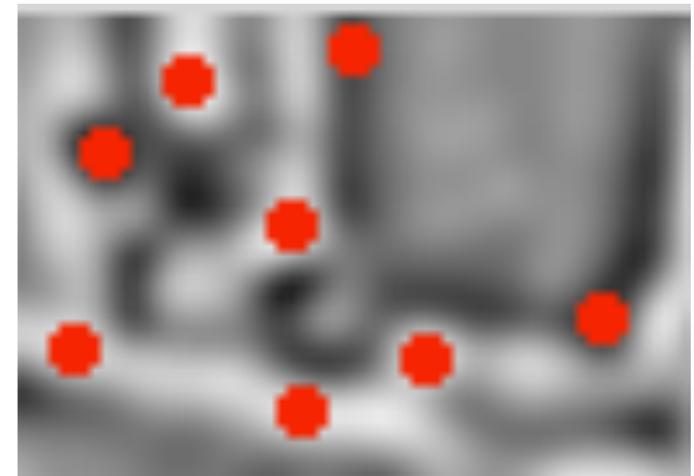
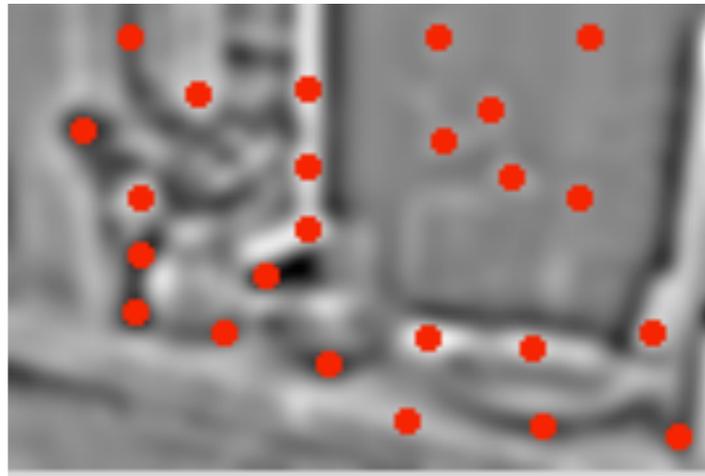
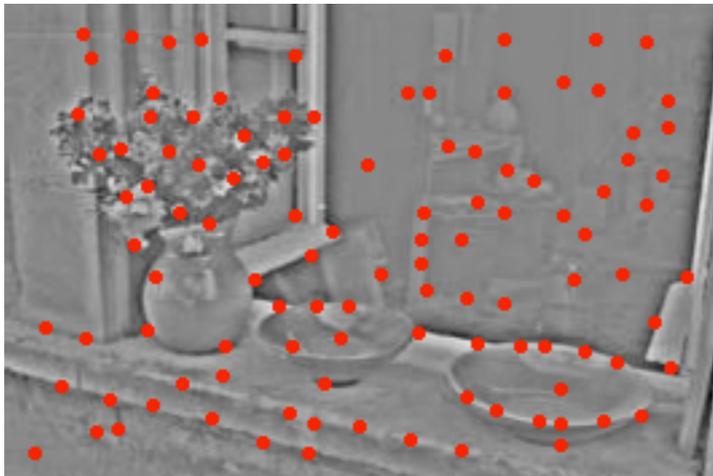
- Find local-maxima of the centre surround response

Non-maximal suppression:
These points are maxima
in a 10 pixel radius



Difference of Gaussian

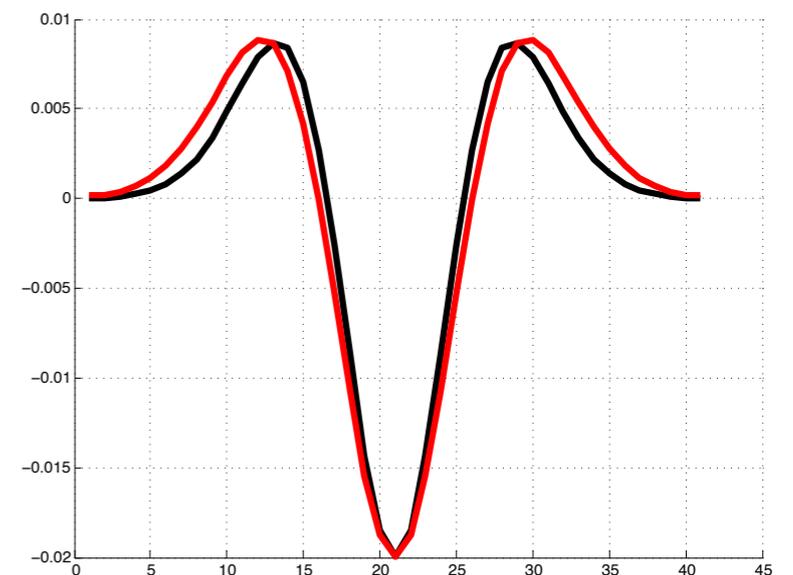
- DoG detects blobs at scale that depends on the Gaussian standard deviation(s)



Note: DOG \approx Laplacian of Gaussian

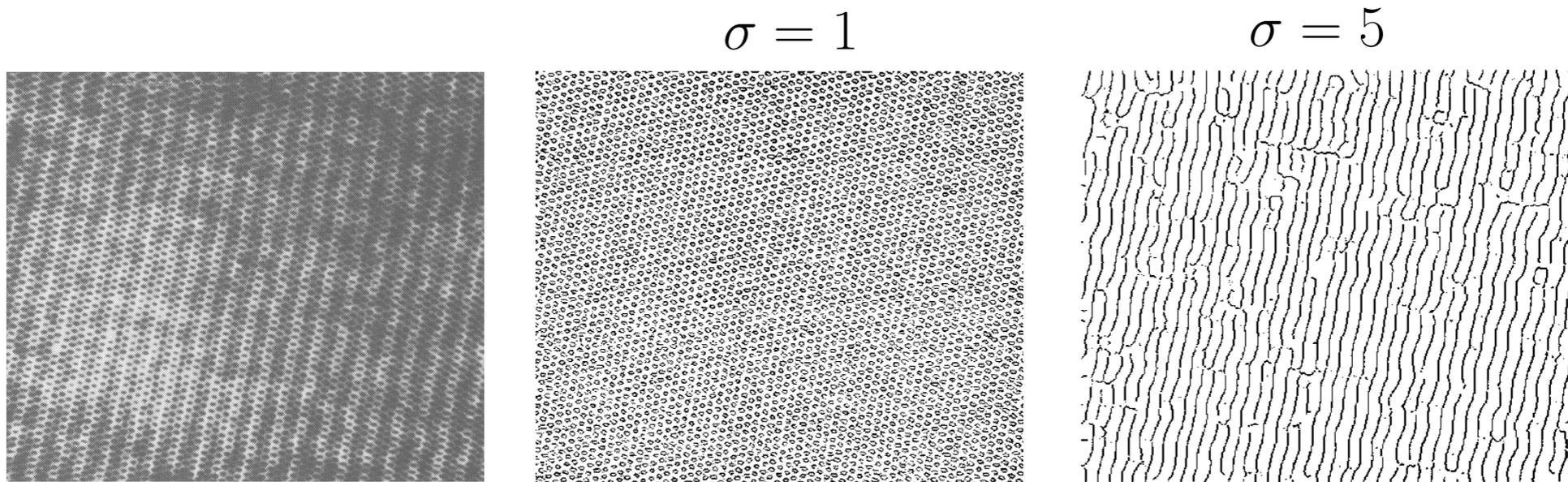
$$\text{red} = [1 \ -2 \ 1] * g(x; 5.0)$$

$$\text{black} = g(x; 5.0) - g(x; 4.0)$$



Detection Scale

- Smoothing standard deviations determine scale of detected features, e.g., edge detection in cloth



- Many algorithms use multi-scale architectures to get around this problem
- e.g., Scale-Invariant Feature Transform “SIFT”

MSERS

- Maximally Stable Extremal Regions



- Find regions of high contrast using a watershed approach

MSERS are stable (small change) over a large range of thresholds

[Matas et al 2002]

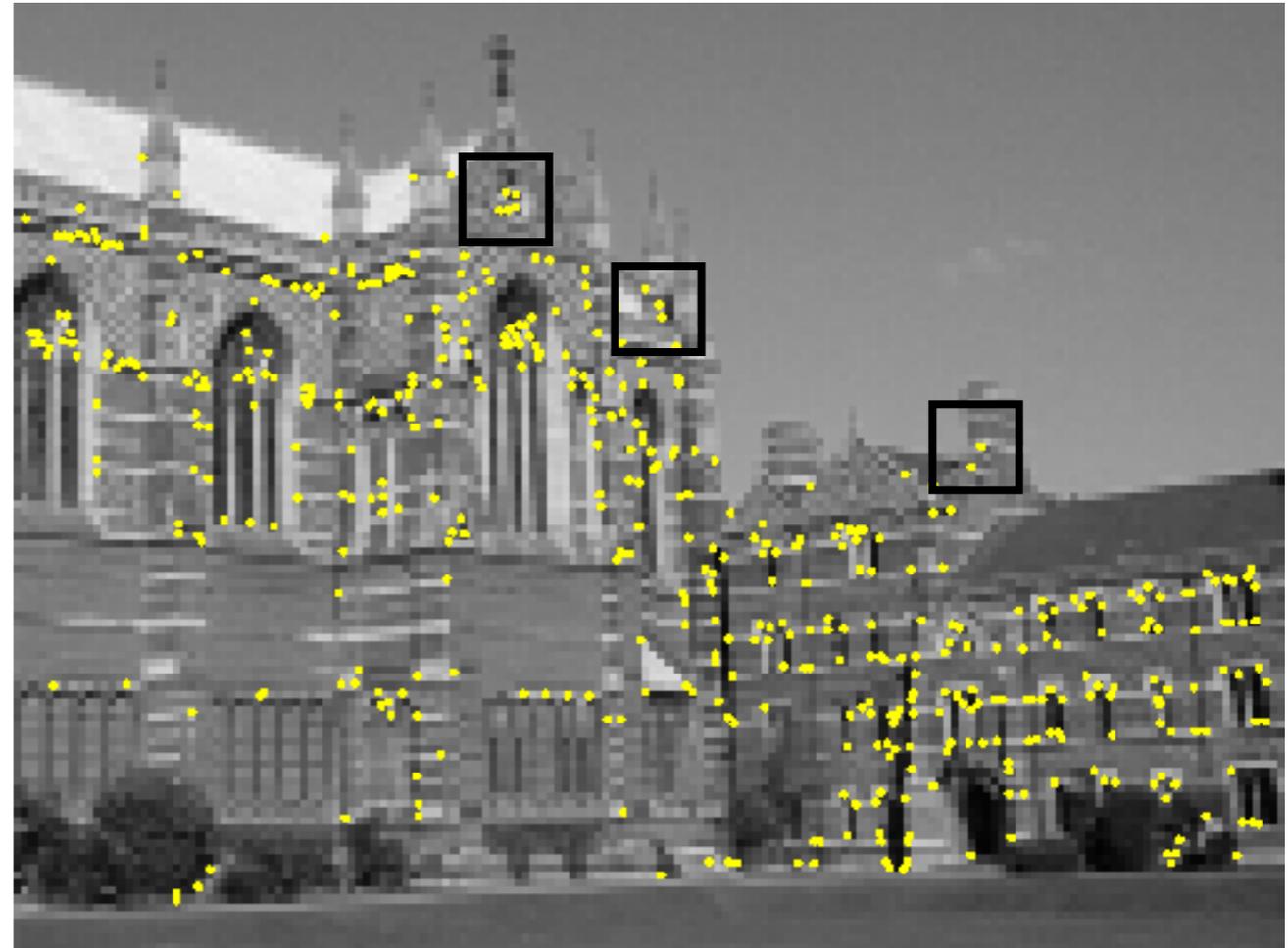
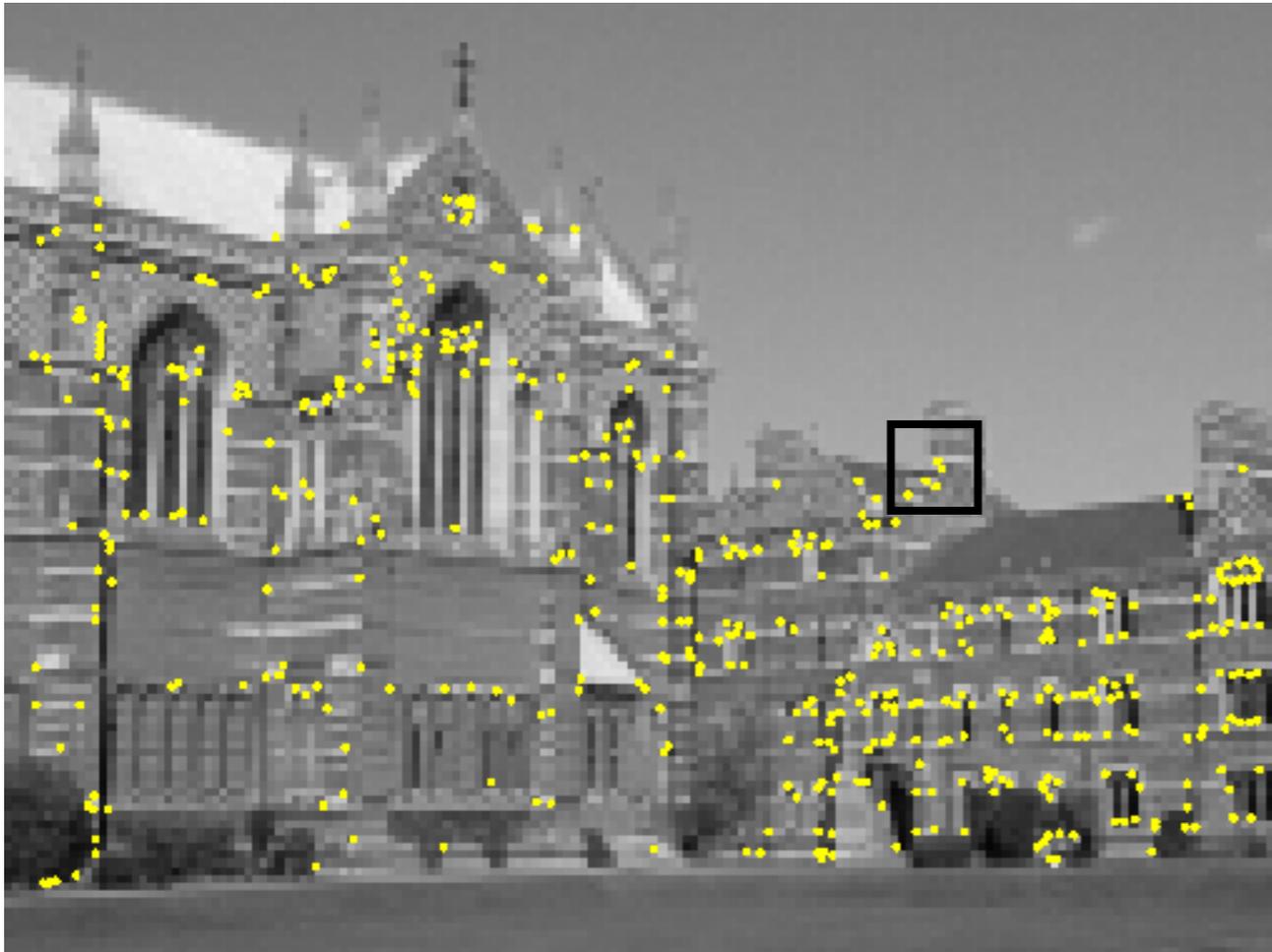
Project I



- Try the **Interest Point Extractor** section in Project I
- `corner_function` : Devise a corner strength function
- `find_local_maxima` : Find interest points as maxima of the corner strength function

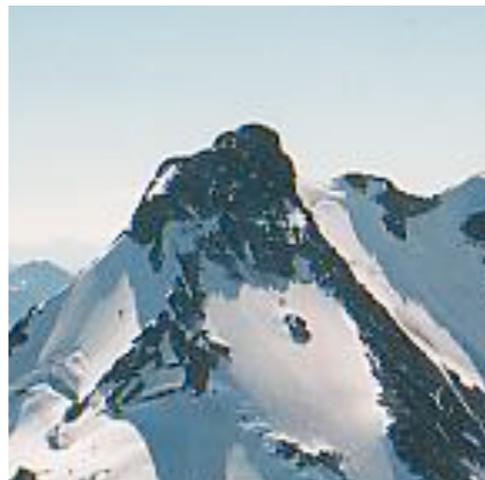
Corner Matching

- A simple approach to correspondence is to match corners between images using normalised correlation or SSD



Breaking Correlation

- Correlation/SSD works well when the images are quite similar (e.g., tracking in frames of a video)
- However, it is easily broken by simple image transforms, e.g.,



Original



Rotation

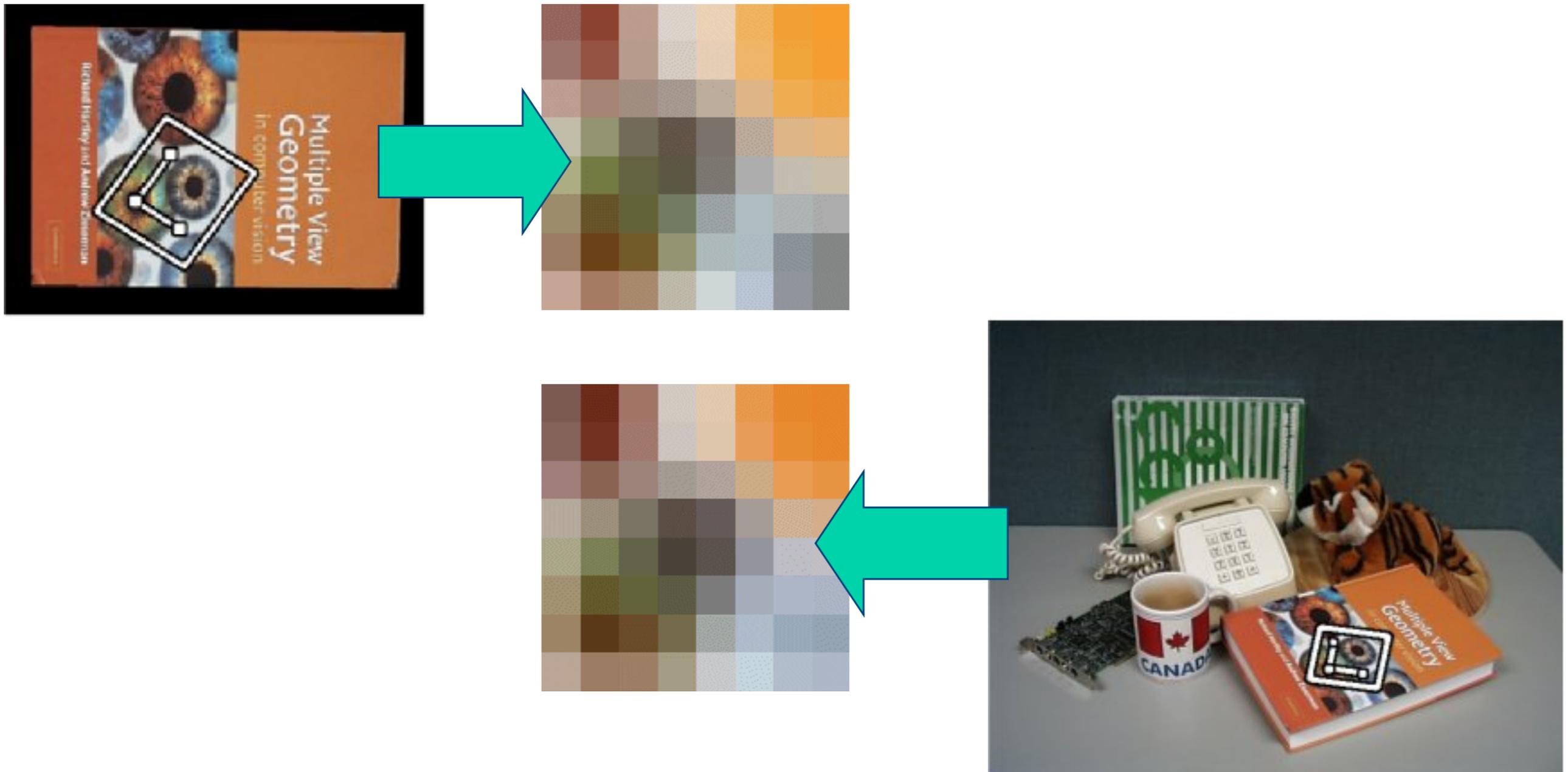


Scale

- These transformations are very common in imaging, so we would like feature matching to be **invariant** to them

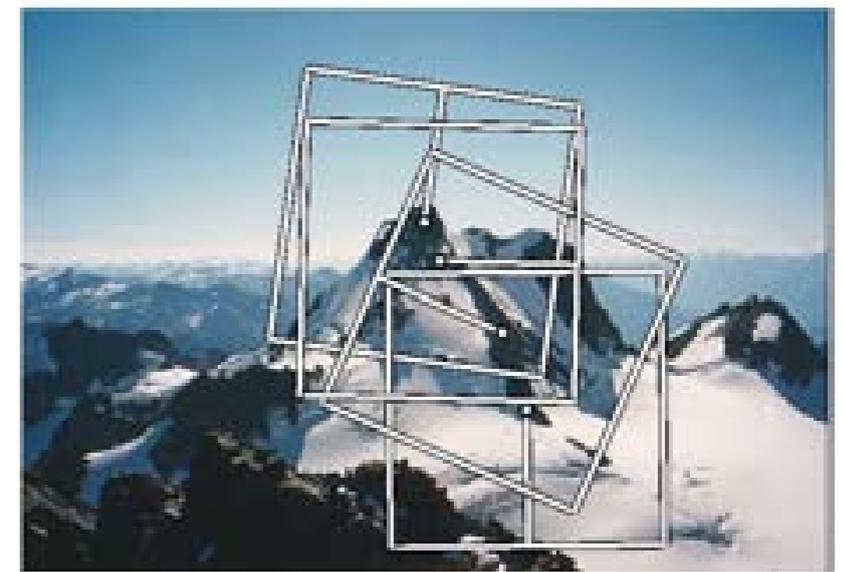
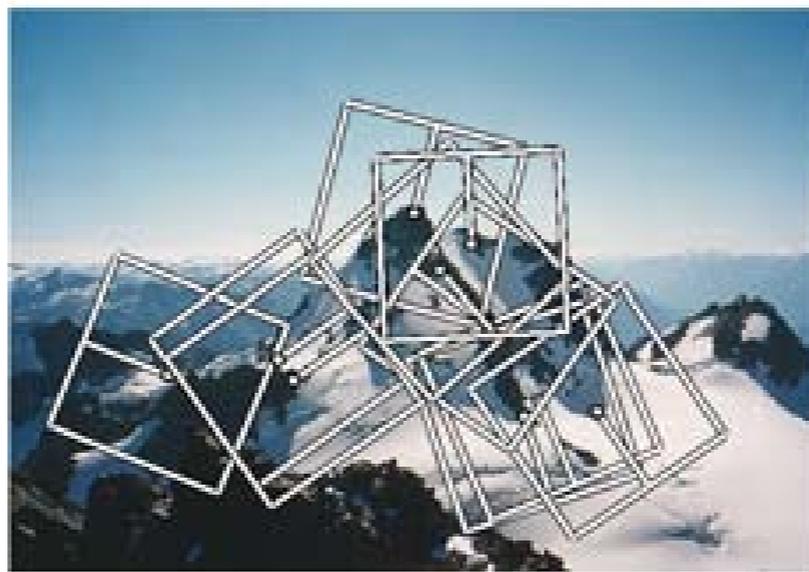
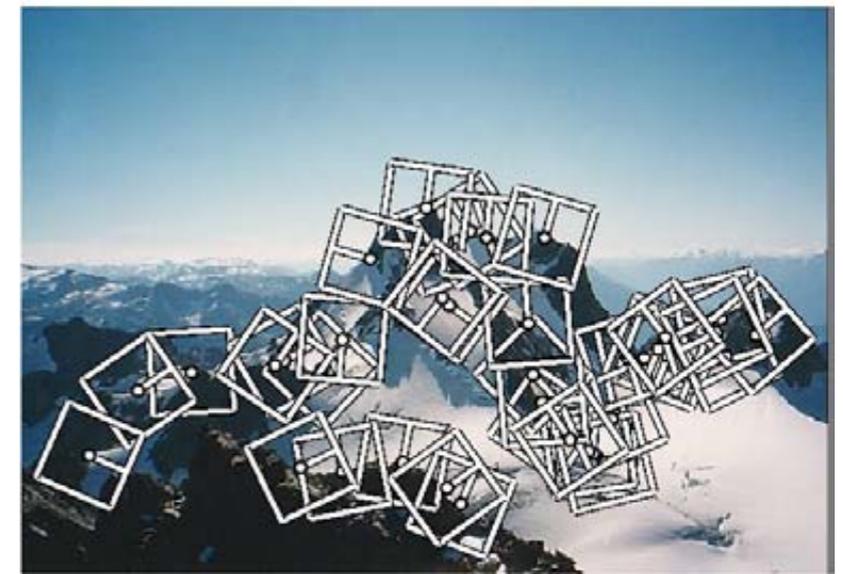
Local Coordinate Frame

- One way to achieve invariance is to use local coordinate frames that follow the surface transformation



Detecting Scale/Orientation

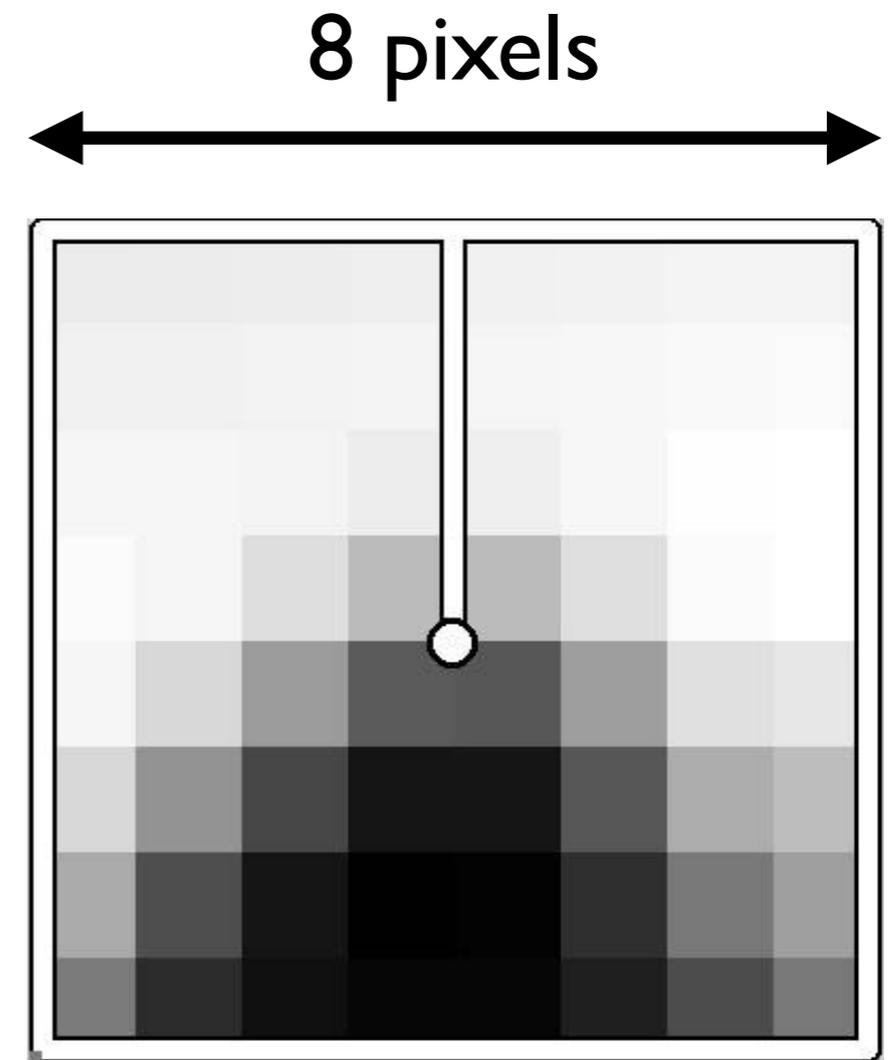
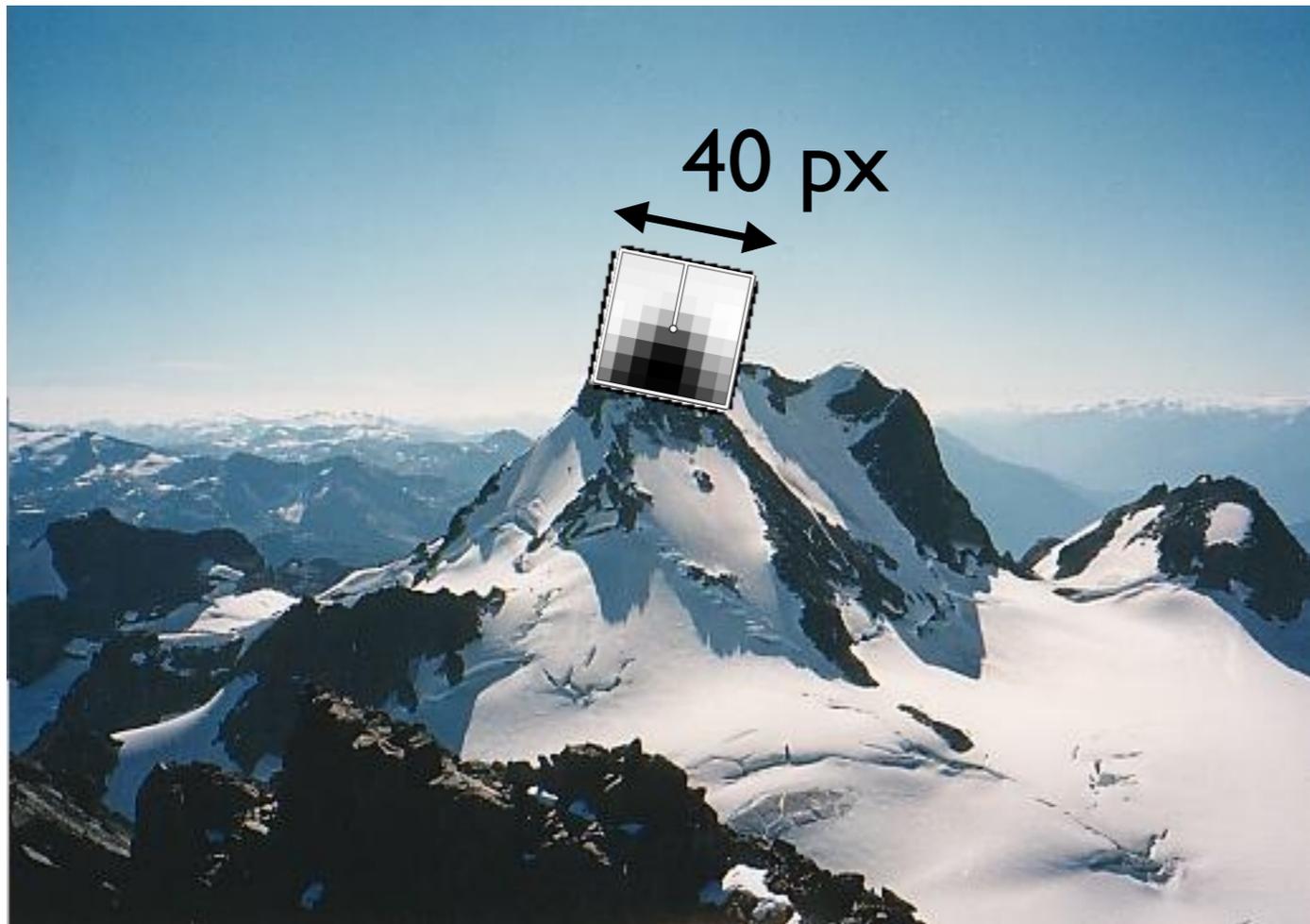
- A common approach is to detect a local scale and orientation for each feature point



e.g., extract Harris at multiple scales and align to the local gradient₂₈

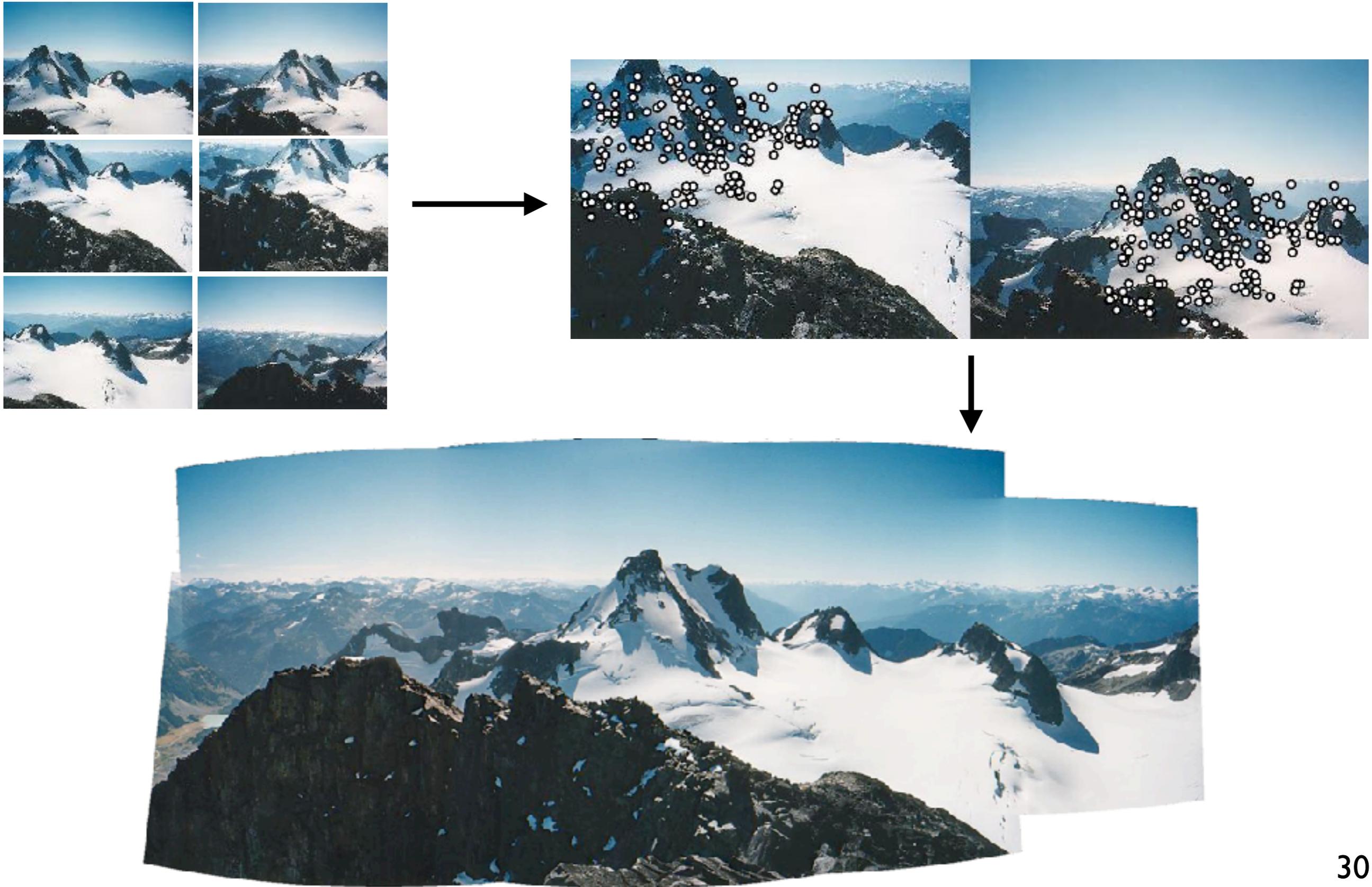
Detecting Scale/Orientation

- Patch matching can be improved by using scale/orientation and brightness normalisation



Sampling at a coarser scale than detection further improves robustness

Panorama Alignment



Wide Baseline Matching

- Patch-based matching works well for short baselines, but fails for large changes in scale, rotation or 3D viewpoint



What factors cause differences between these images?

Wide Baseline Matching

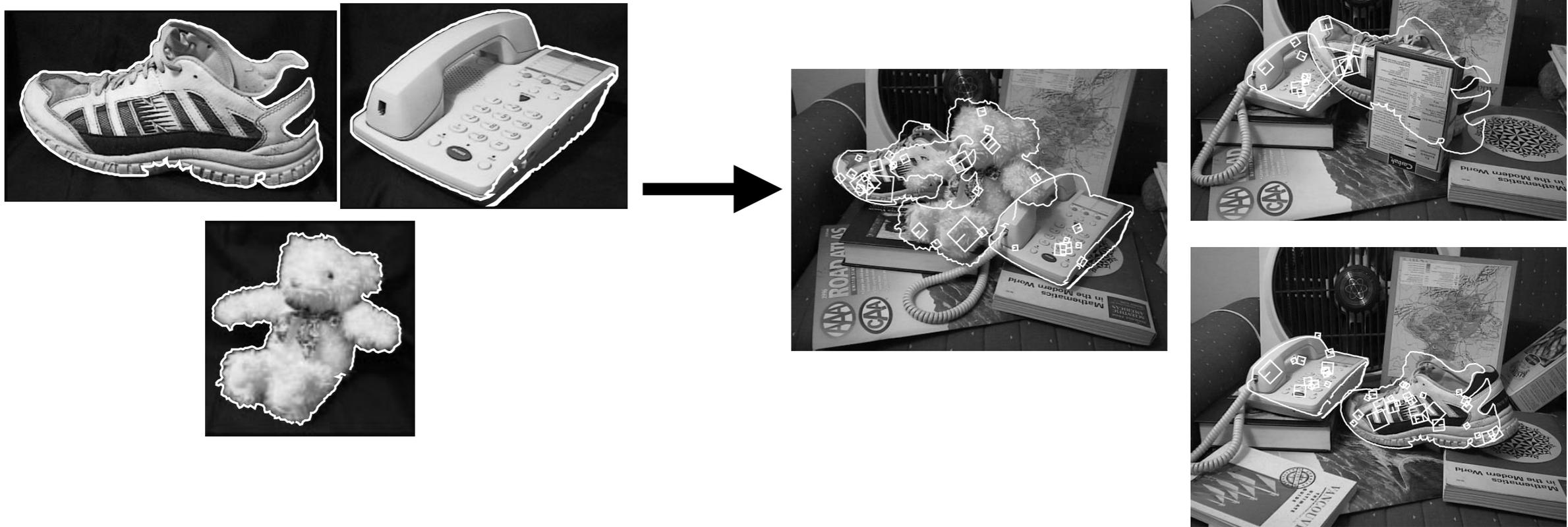
- We would like to match patches despite these changes



What features of the local patch are **invariant**?

Scale Invariant Feature Transform

- A detector and descriptor designed for object recognition



- SIFT features are invariant to translation, rotation and scale and slowly varying under perspective and 3D distortion
- Are very widely used in object recognition, image search etc.

[Lowe 1999]

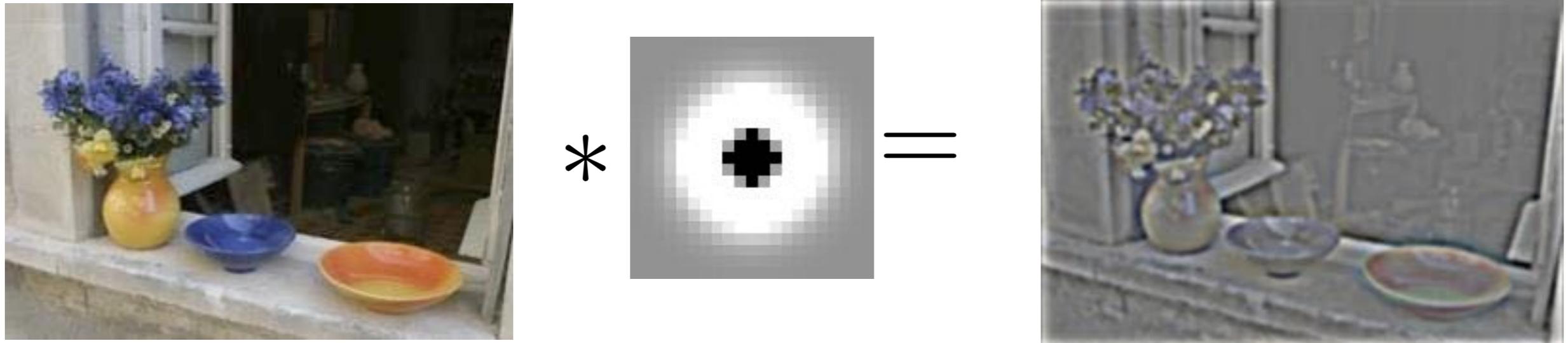
Scale Invariant Feature Transform



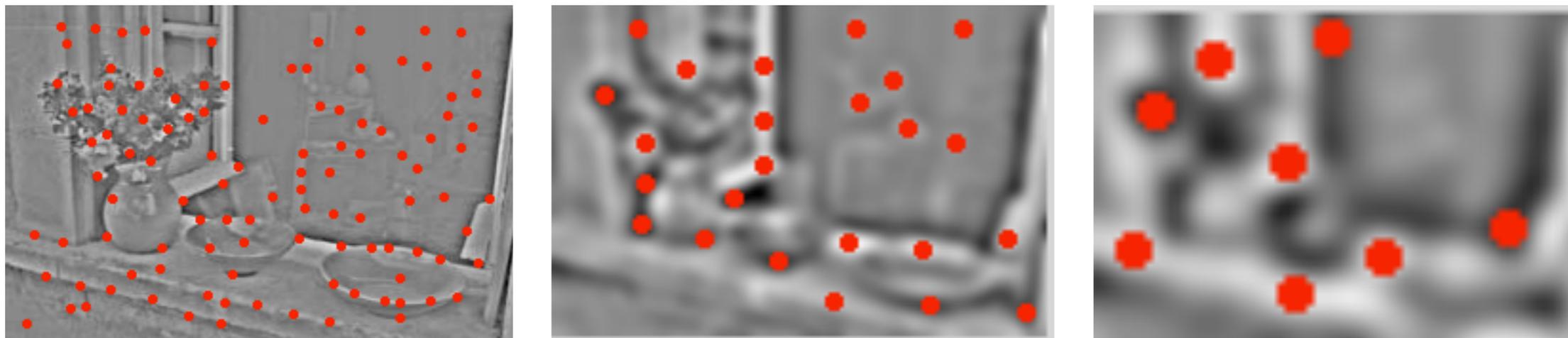
- Scale invariant detection and local orientation estimation
- **Edge based** representation that is robust to local shifting of edges (parallax and/or stretch)

SIFT Detection

- Convolve with centre-surround Laplacian/DoG filter

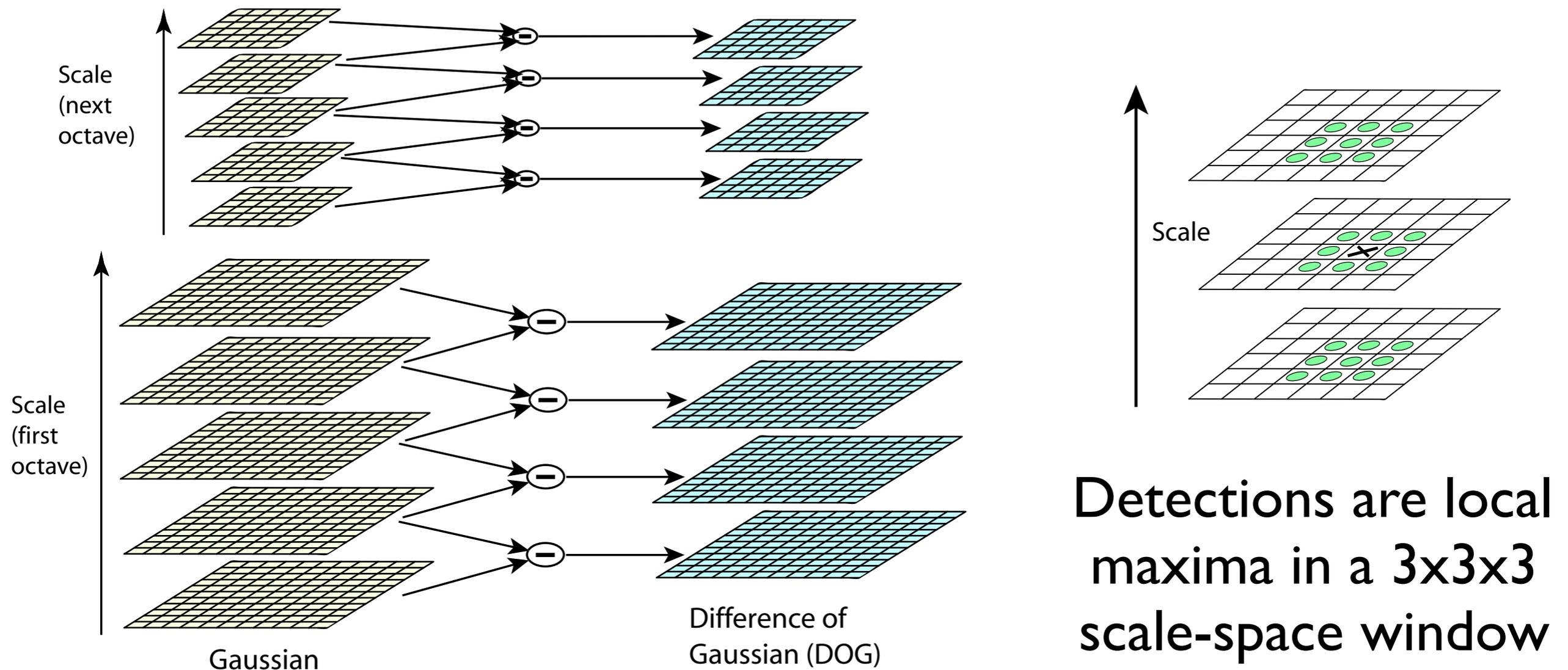


- Find all maxima at all scales in a Laplacian Pyramid



Scale Selection

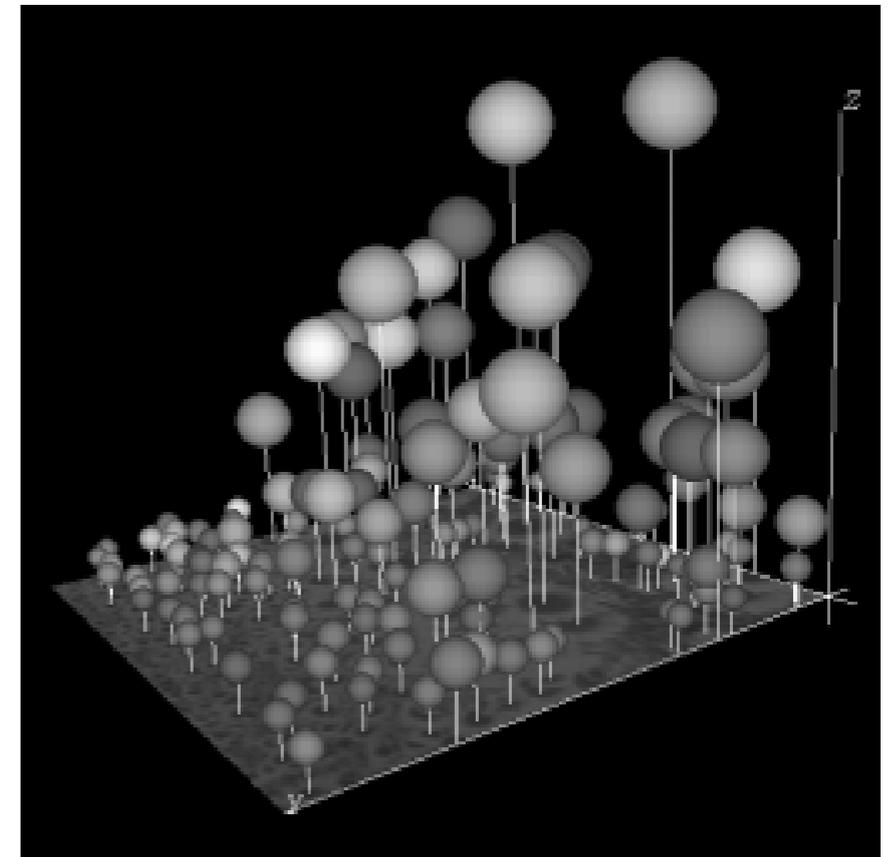
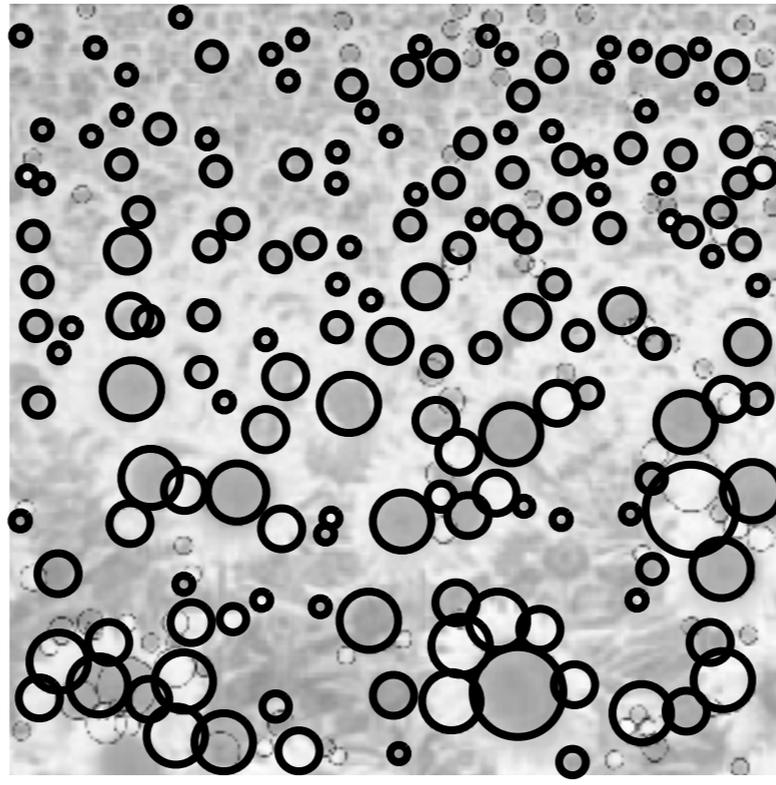
- A DOG (Laplacian) Pyramid is formed with multiple scales per octave



Detections are local maxima in a 3x3x3 scale-space window

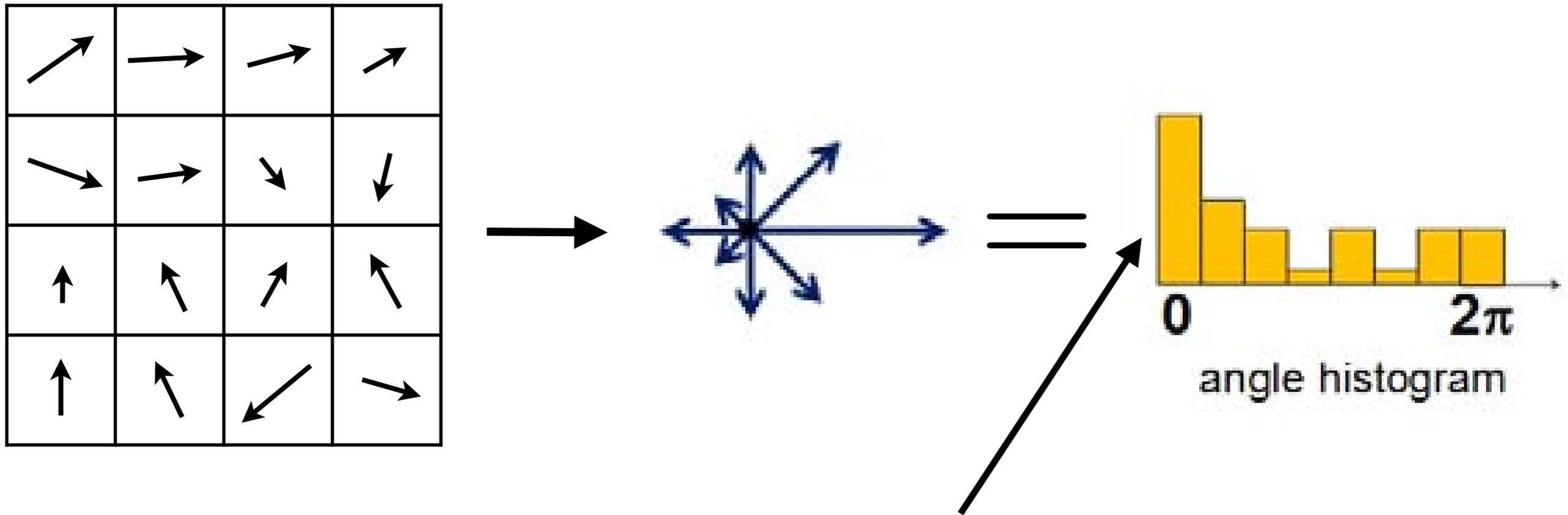
Scale Selection

- Maximising the DOG function in scale as well as space performs scale selection



Orientation Selection

- To select a local orientation, build a histogram over orientation



Selected orientation
is peak in this histogram

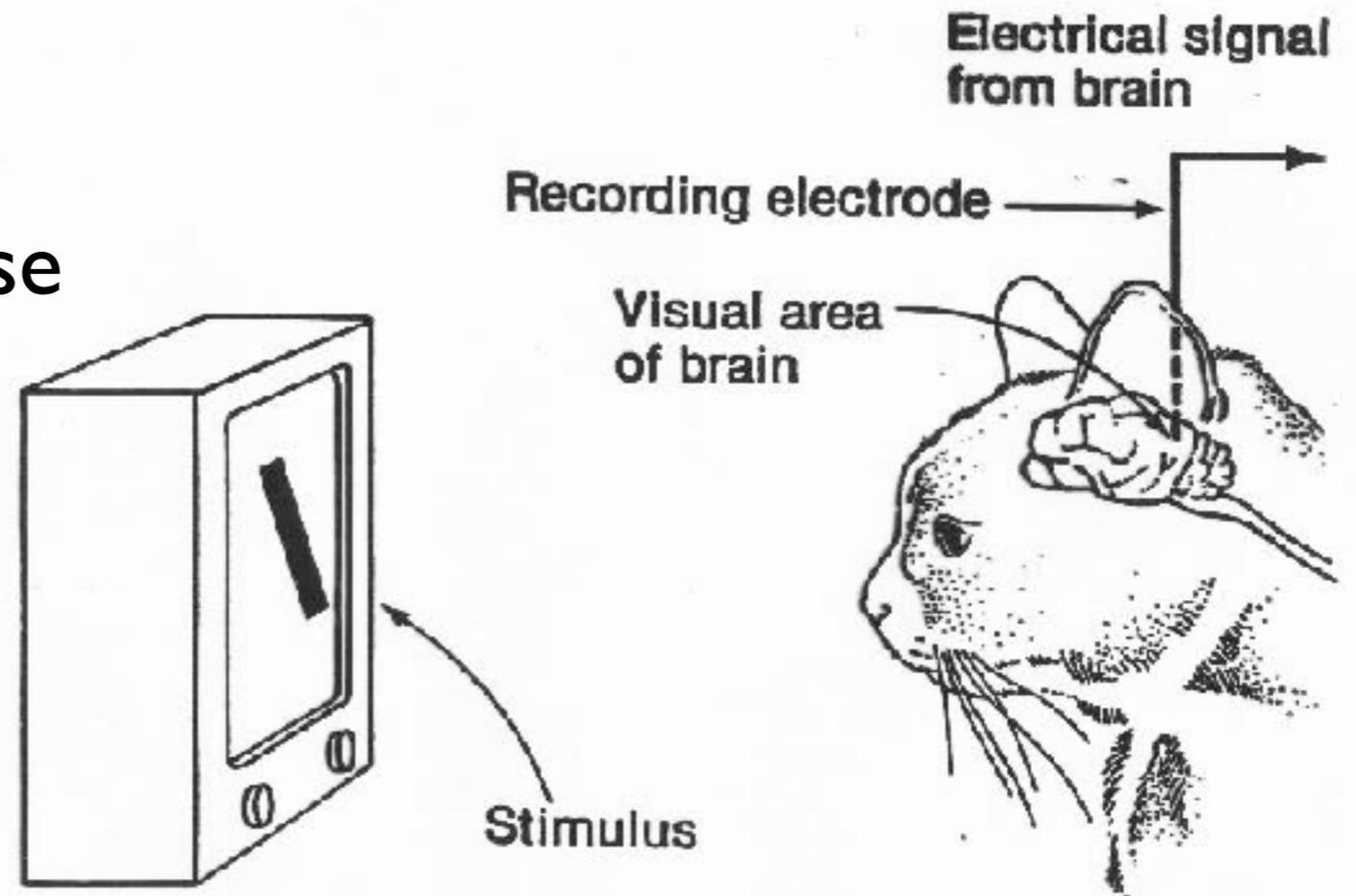
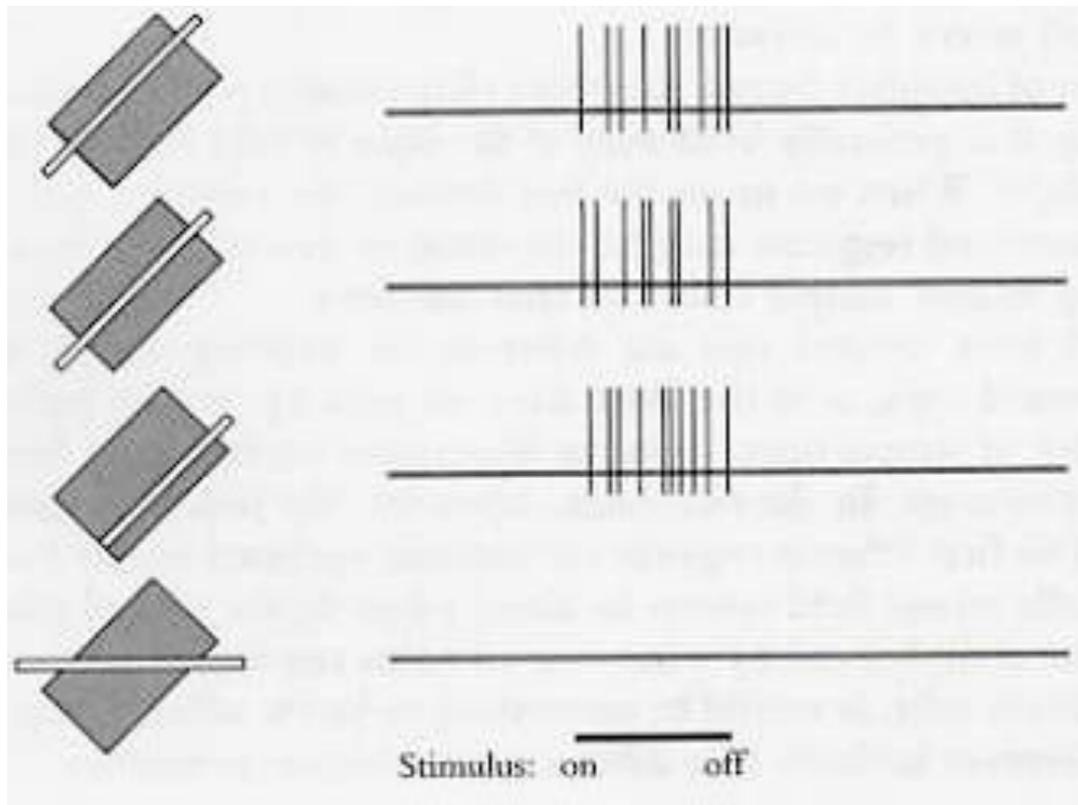
SIFT Descriptor



- We selected a scale and orientation at each detection,
- Now need **descriptor** to represent the local region in a way robust to parallax, illumination change etc.

Simple + Complex Cells in VI

- Neuroscientists have investigated the response of cells in the primary visual cortex

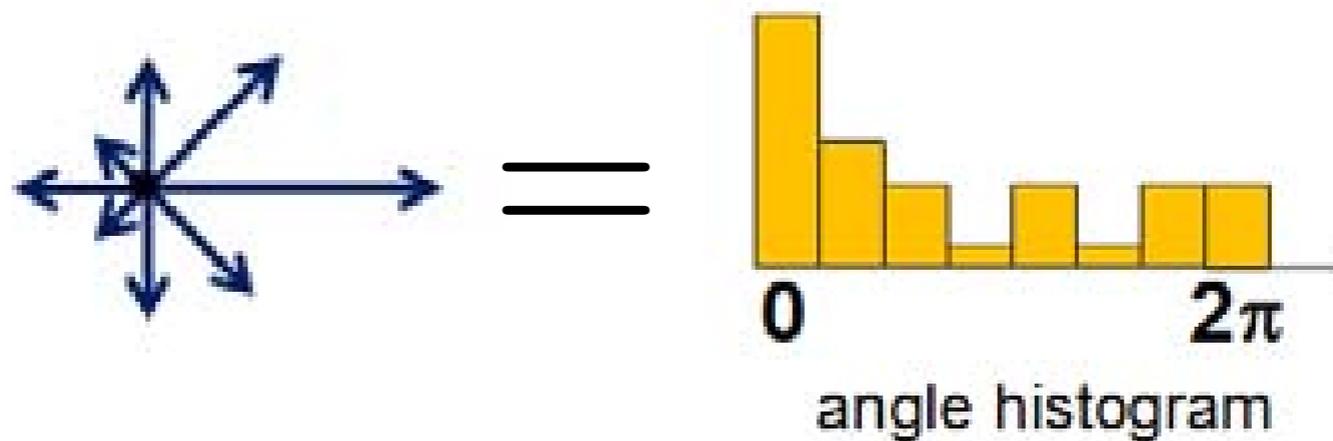
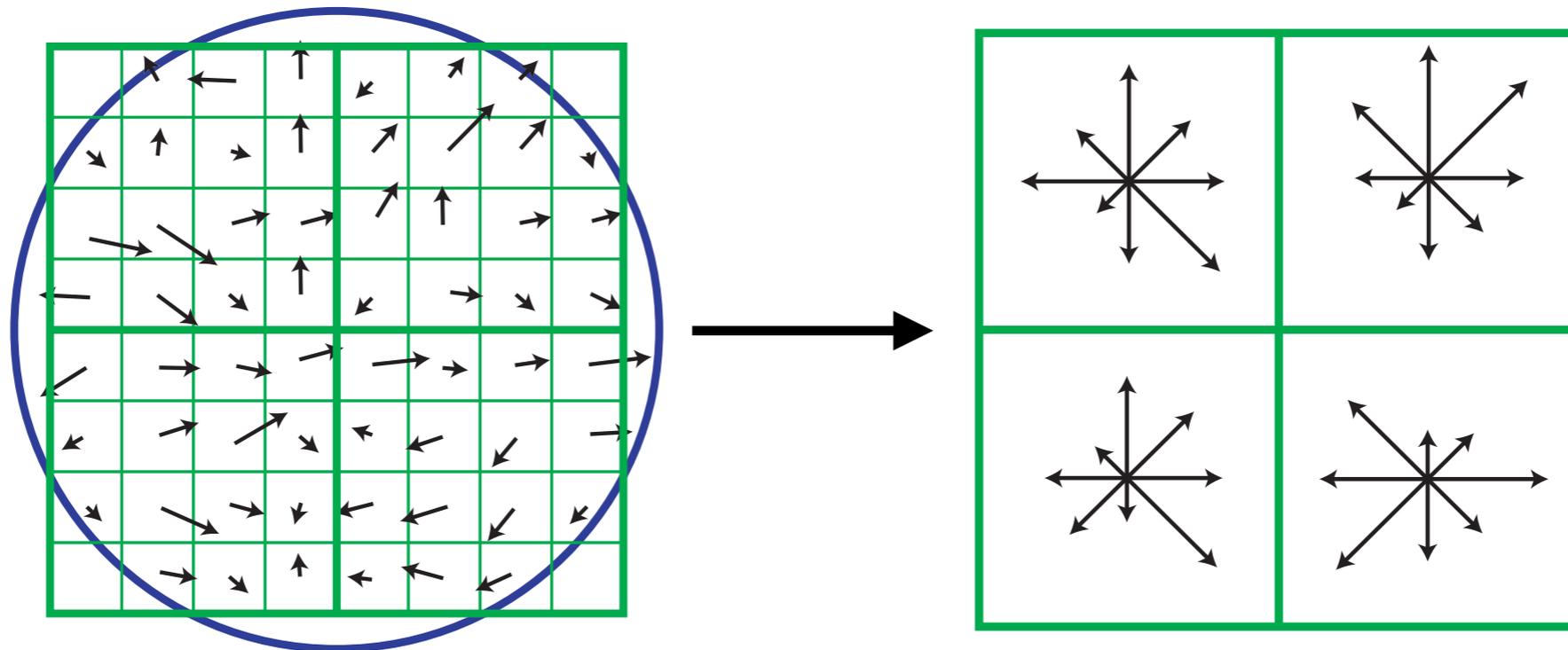


- “Complex Cells” in VI respond over a range of positions but are highly sensitive to orientation

[Hubel and Wiesel]

SIFT Descriptor

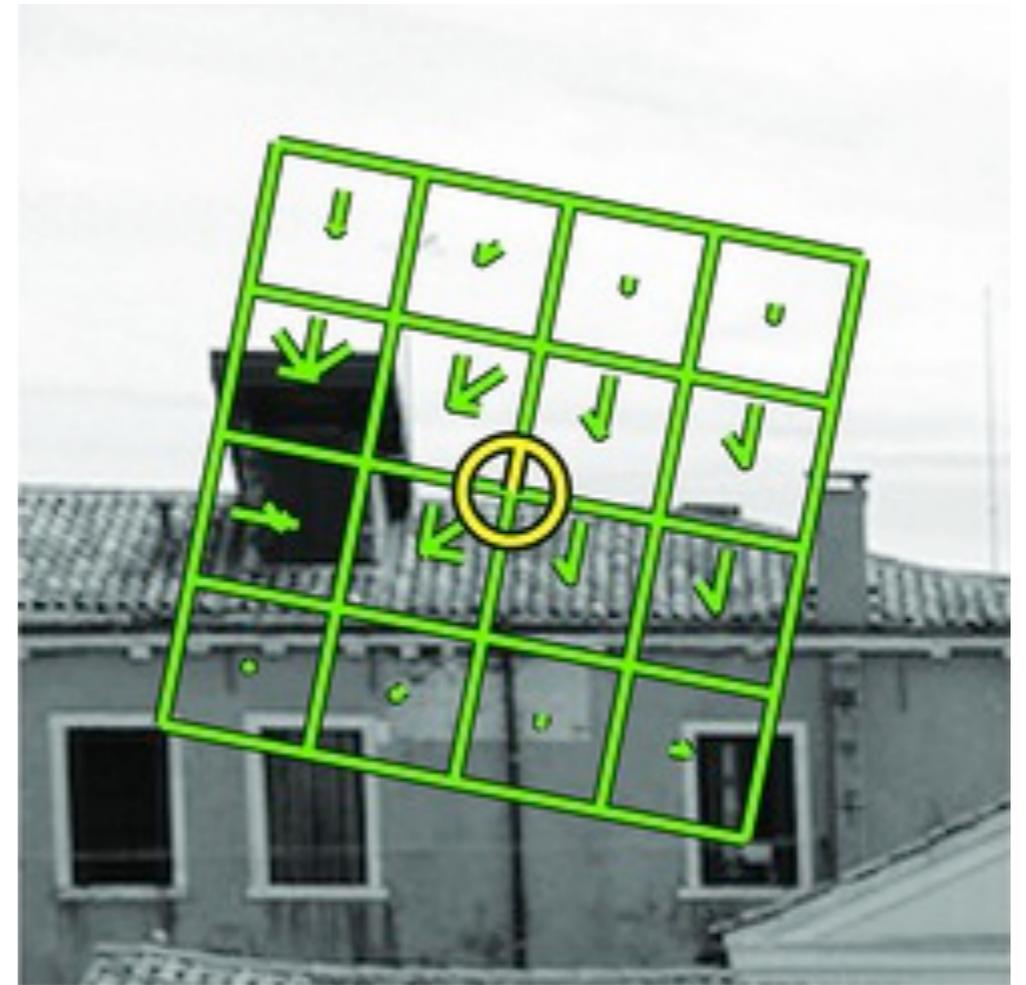
- Describe local region by distribution (over angle) of gradients



Each descriptor: 4×4 grid \times 8 orientations = 128 dimensions 41

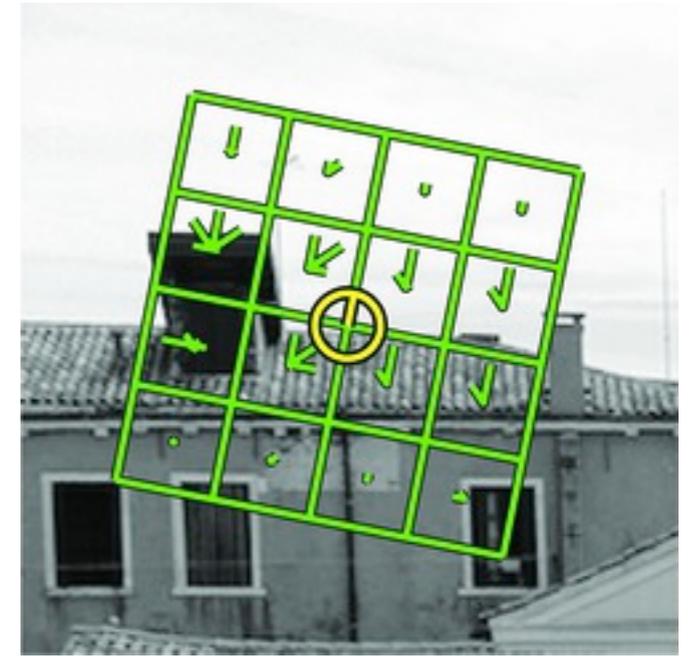
SIFT Recap

- **Detector:** find points that are maxima in a DOG pyramid
- Compute local orientation from gradient histogram
- This establishes a local coordinate frame with scale/orientation
- **Descriptor:** Build histograms over gradient orientations (8 orientations, 4x4 grid)
- Normalise the final descriptor



SIFT Matching

- Extract SIFT features from an image



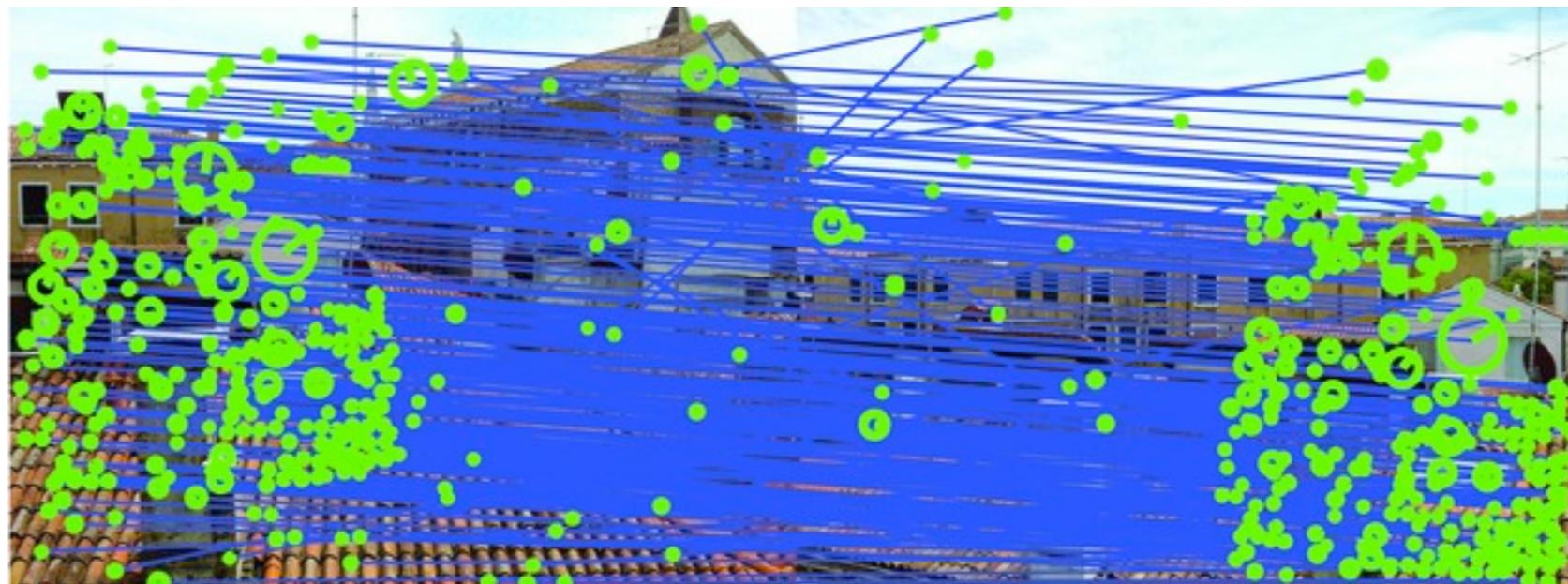
Each image might generate 100's or 1000's of SIFT descriptors

SIFT Matching

- Goal: Find all correspondences between a pair of images



- Extract and match all SIFT descriptors from both images



SIFT Matching

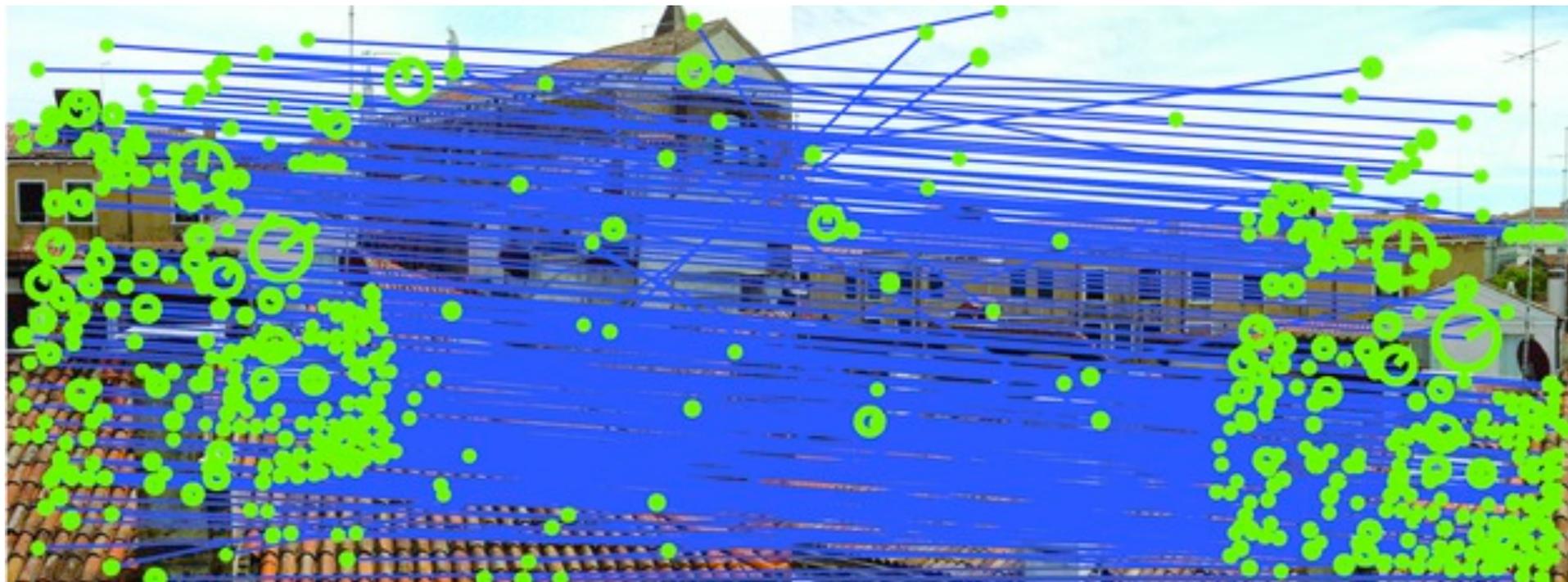
- Each SIFT feature is represented by 128 numbers
- Feature matching becomes task of finding a nearby 128-d vector
- Nearest-neighbour matching:

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

- Linear time, but good approximation algorithms exist
- e.g., Best Bin First K-d Tree [Beis Lowe 1997]

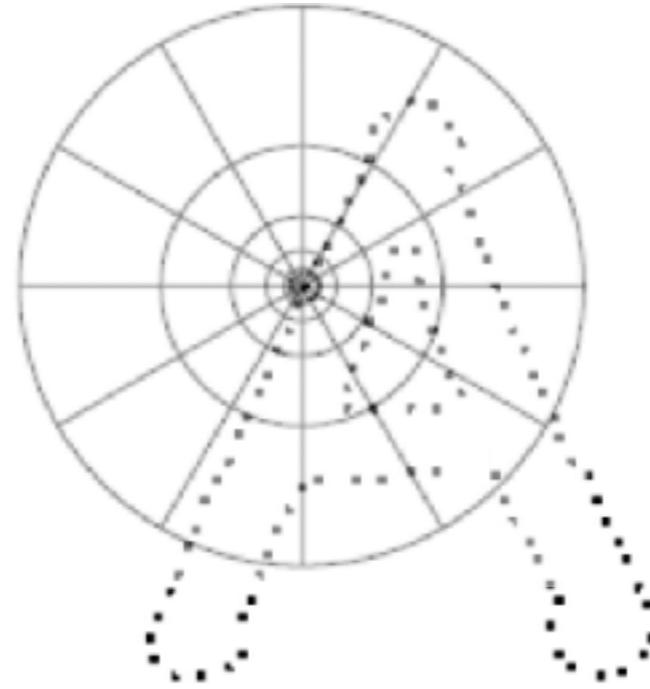
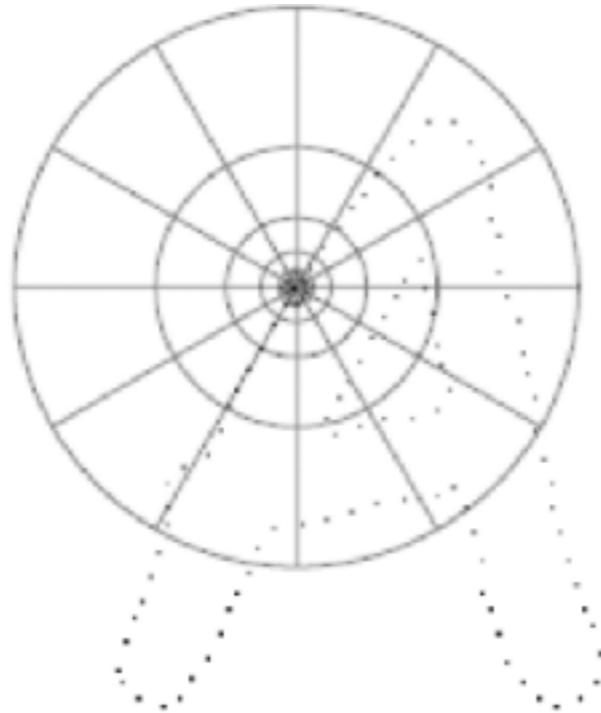
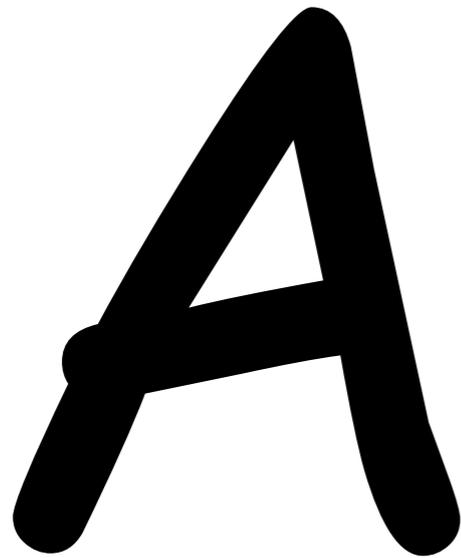
SIFT Matching

- Feature matching returns a set of noisy correspondences
- To get further, we will have to know something about the **geometry** of the images

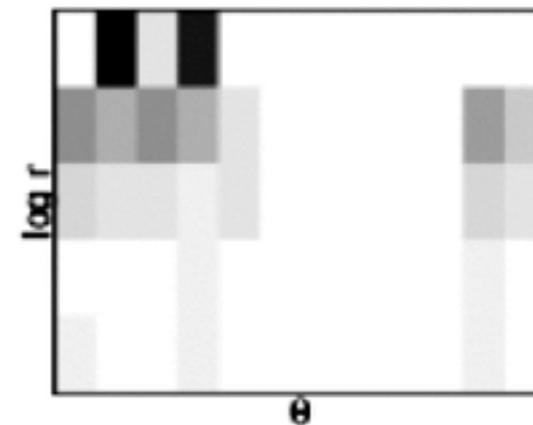
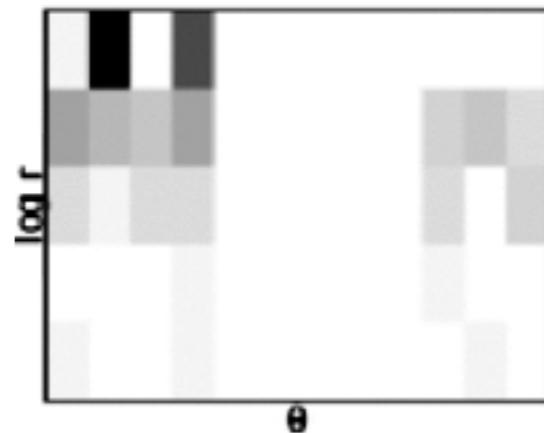


Shape Context

- Useful for matching with contours



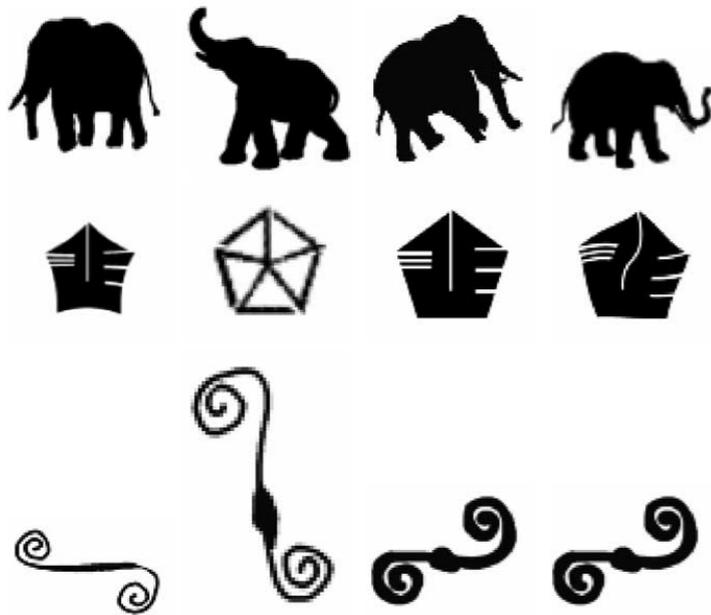
Descriptor is
log polar
histogram



[Belongie Malik 2000]

Choosing Features

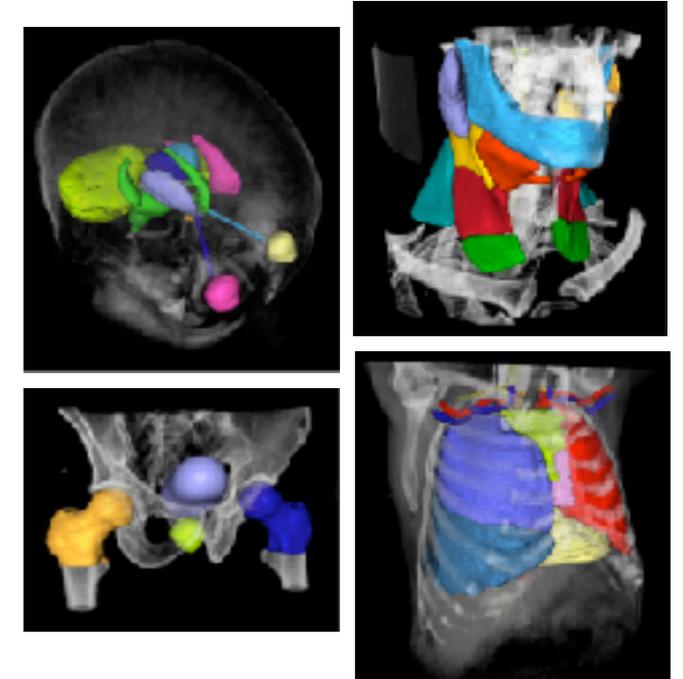
- The best choice of features is usually application dependent



Shape context?



SIFT?



Something else?

Learning Descriptors

- Descriptor design as a learning (embedding) problem



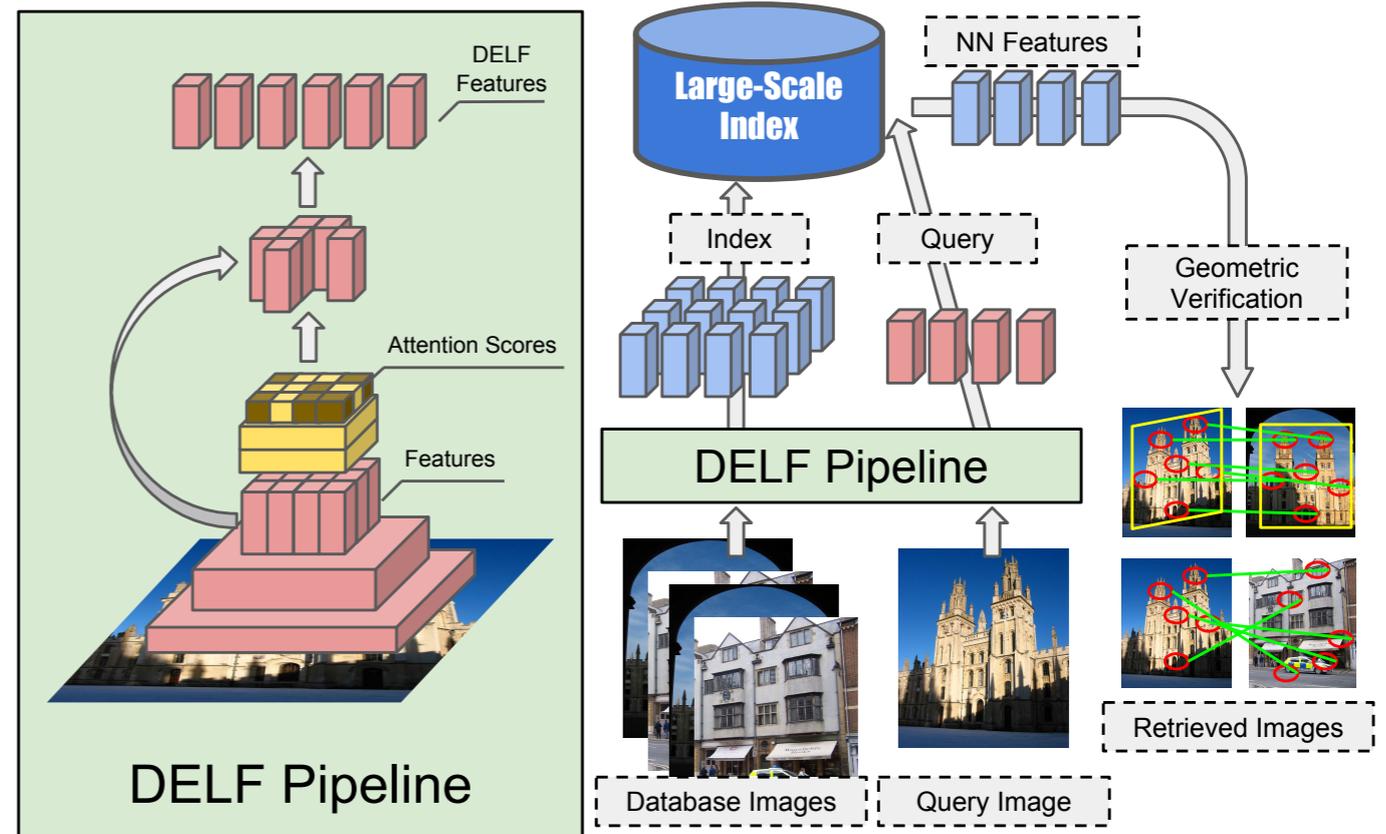
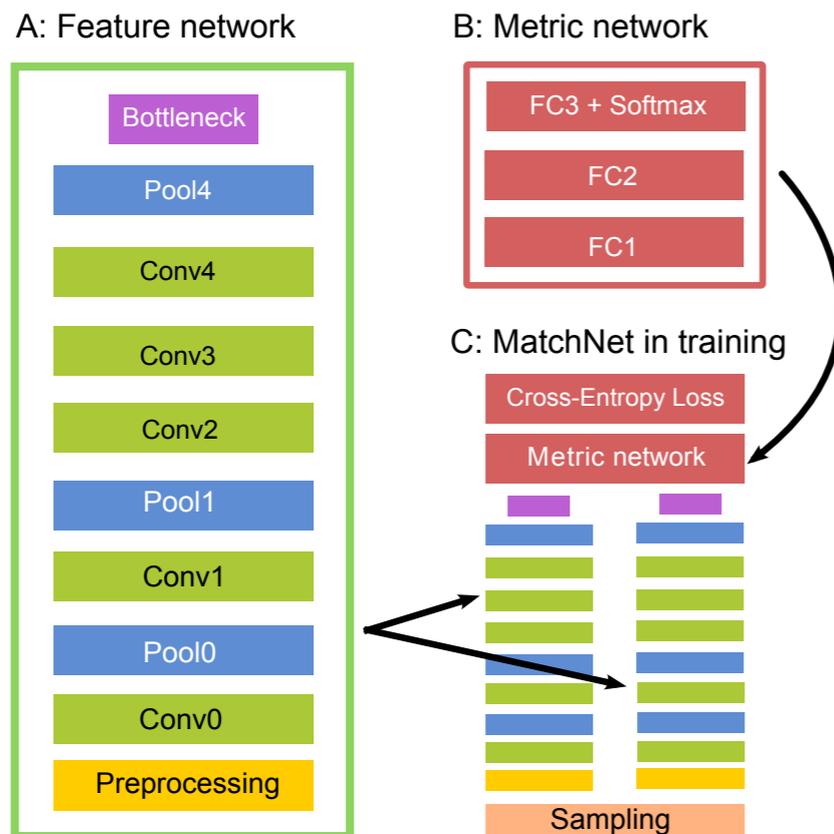
[Winder Brown 2007]

Learning Descriptors

- Deep networks for descriptor learning

Patch labels

Image labels, also learns interest function



[MatchNet
Han et al 2015]

[DELF
Noh et al 2017]

Project I



- You can now complete Project I — **Descriptors and Matching** and **Testing and Improving Feature Matching** sections.

Next Lecture

- Planar and Epipolar Geometry