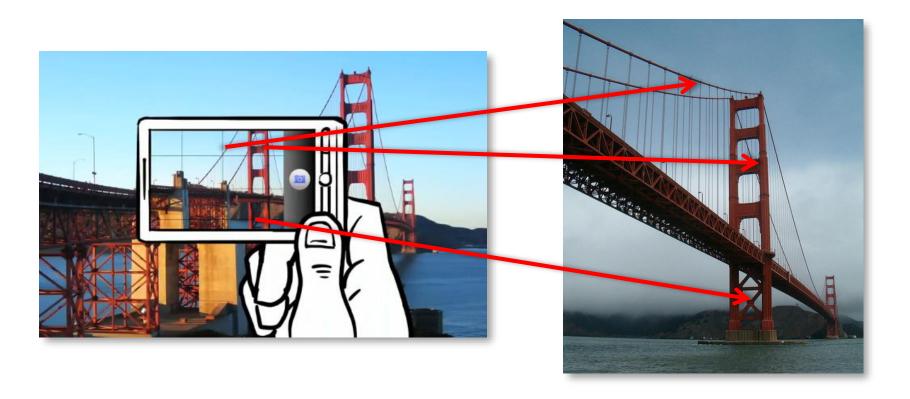
# CS5670: Computer Vision

**Noah Snavely** 

#### Lecture 5: Feature descriptors and matching



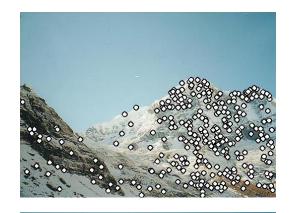
# Reading

• Szeliski: 4.1

# Local features: main components

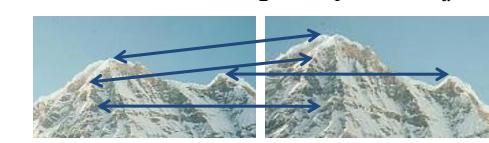
1) Detection: Identify the interest points





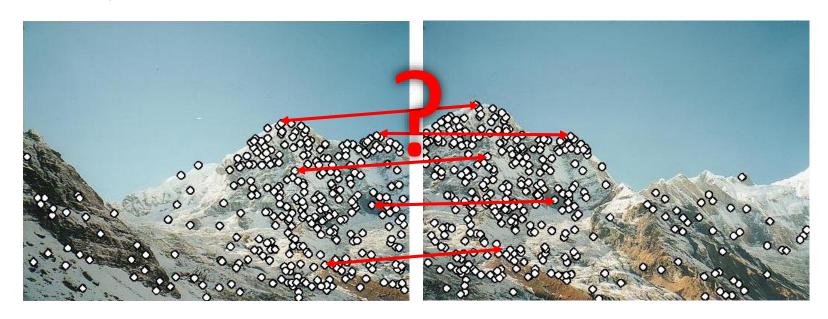
 $\mathbf{x}_{1} = [x_{1}^{(1)}, \dots, x_{d}^{(1)}]$   $\mathbf{x}_{2} = [x_{1}^{(2)}, \dots, x_{d}^{(2)}]$ 

3) Matching: Determine correspondence between descriptors in two views



#### Feature descriptors

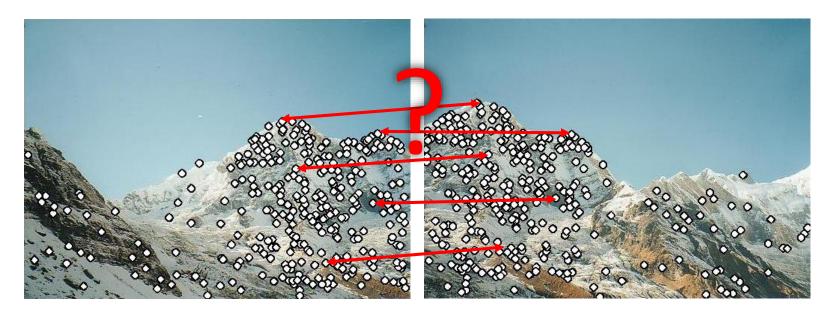
We know how to detect good points Next question: How to match them?



**Answer:** Come up with a *descriptor* for each point, find similar descriptors between the two images

#### Feature descriptors

We know how to detect good points Next question: How to match them?



#### Lots of possibilities

- Simple option: match square windows around the point
- State of the art approach: SIFT
  - David Lowe, UBC <a href="http://www.cs.ubc.ca/~lowe/keypoints/">http://www.cs.ubc.ca/~lowe/keypoints/</a>

### Invariance vs. discriminability

- Invariance:
  - Descriptor shouldn't change even if image is transformed

- Discriminability:
  - Descriptor should be highly unique for each point

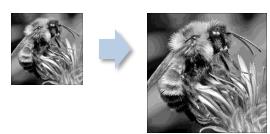
#### Image transformations revisited

Geometric





Scale



Photometric
Intensity change







#### Invariant descriptors

- We looked at invariant / covariant detectors
- Most feature descriptors are also designed to be invariant to
  - Translation, 2D rotation, scale
- They can usually also handle
  - Limited 3D rotations (SIFT works up to about 60 degrees)
  - Limited affine transforms (some are fully affine invariant)
  - Limited illumination/contrast changes

#### How to achieve invariance

#### Need both of the following:

- 1. Make sure your detector is invariant
- 2. Design an invariant feature descriptor
  - Simplest descriptor: a single 0
    - What's this invariant to?
  - Next simplest descriptor: a square, axis-aligned 5x5 window of pixels
    - What's this invariant to?
  - Let's look at some better approaches...

# Rotation invariance for feature descriptors

- Find dominant orientation of the image patch
  - E.g., given by  $\mathbf{x}_{\text{max}}$ , the eigenvector of  $\mathbf{H}$  corresponding to  $\lambda_{\text{max}}$  (the larger eigenvalue)
  - Rotate the patch according to this angle

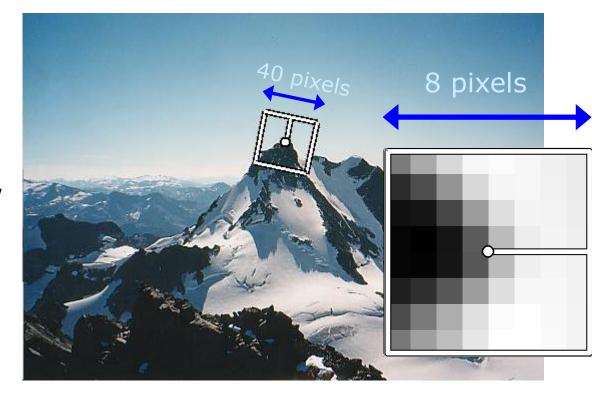


Figure by Matthew Brown

#### Multiscale Oriented PatcheS descriptor

### Take 40x40 square window around detected feature

- Scale to 1/5 size (using prefiltering)
- Rotate to horizontal
- Sample 8x8 square window centered at feature
- Intensity normalize the window by subtracting the mean, dividing by the standard deviation in the window



### Detections at multiple scales

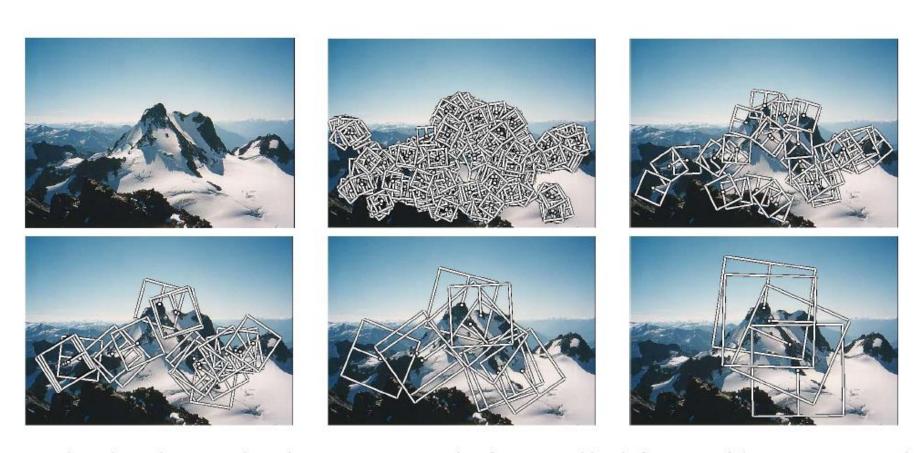
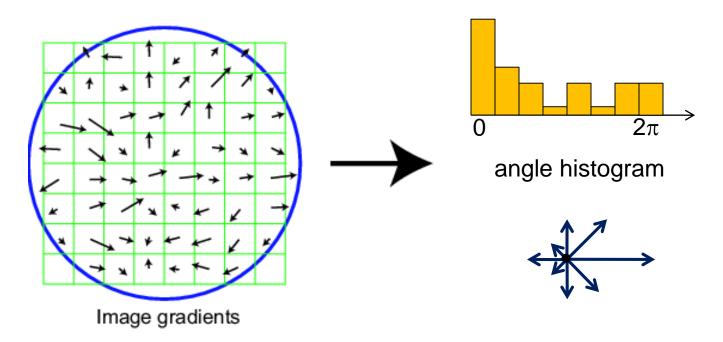


Figure 1. Multi-scale Oriented Patches (MOPS) extracted at five pyramid levels from one of the Matier images. The boxes show the feature orientation and the region from which the descriptor vector is sampled.

#### Scale Invariant Feature Transform

#### Basic idea:

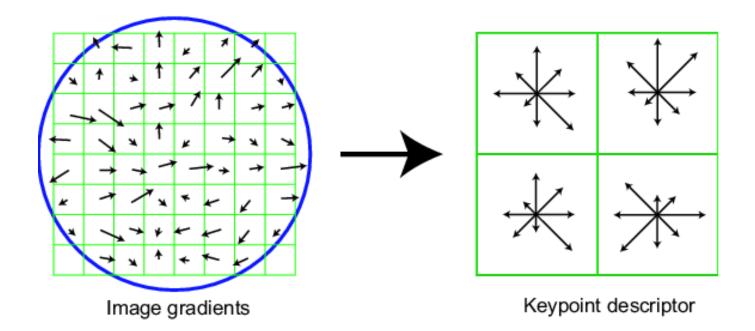
- Take 16x16 square window around detected feature
- Compute edge orientation (angle of the gradient 90°) for each pixel
- Throw out weak edges (threshold gradient magnitude)
- Create histogram of surviving edge orientations



### SIFT descriptor

#### **Full version**

- Divide the 16x16 window into a 4x4 grid of cells (2x2 case shown below)
- Compute an orientation histogram for each cell
- 16 cells \* 8 orientations = 128 dimensional descriptor



### **Properties of SIFT**

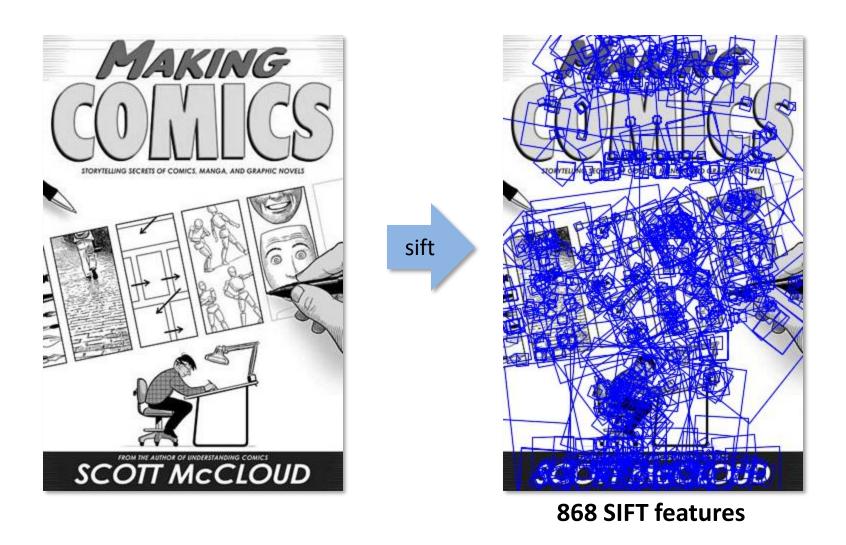
#### Extraordinarily robust matching technique

- Can handle changes in viewpoint
  - Up to about 60 degree out of plane rotation
- Can handle significant changes in illumination
  - Sometimes even day vs. night (below)
- Fast and efficient—can run in real time
- Lots of code available
  - http://people.csail.mit.edu/albert/ladypack/wiki/index.php/Known\_implementations\_of\_SIFT



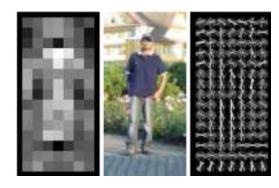


# SIFT Example



### Other descriptors

- HOG: Histogram of Gradients (HOG)
  - Dalal/Triggs
  - Sliding window, pedestrian detection
- FREAK: Fast Retina Keypoint
  - Perceptually motivated
  - Used in Visual SLAM



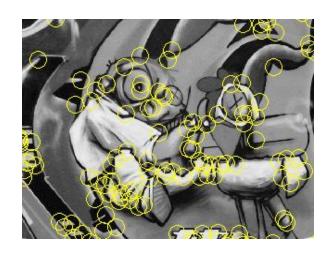
- LIFT: Learned Invariant Feature Transform
  - Learned via deep learning

https://arxiv.org/abs/1603.09114

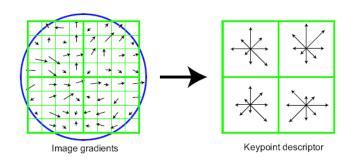
# Questions?

### Summary

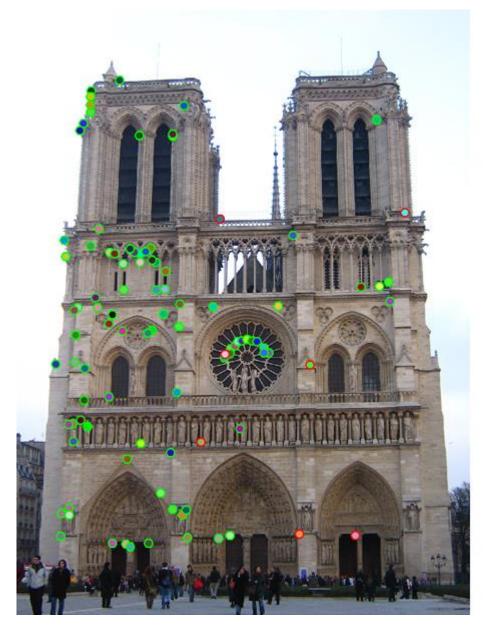
- Keypoint detection: repeatable and distinctive
  - Corners, blobs, stable regions
  - Harris, DoG

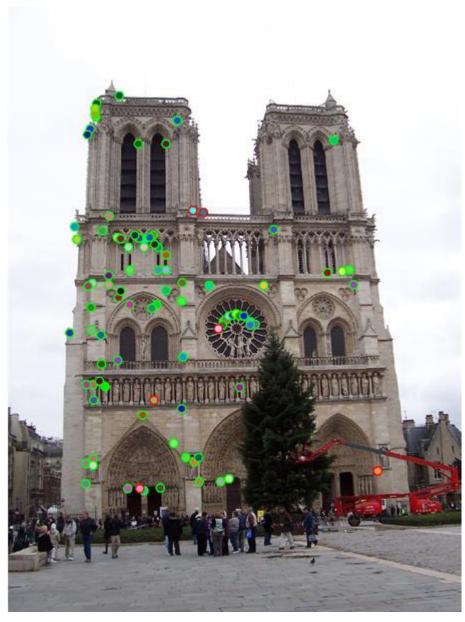


- Descriptors: robust and selective
  - spatial histograms of orientation
  - SIFT and variants are typically good for stitching and recognition
  - But, need not stick to one



#### Which features match?





### Feature matching

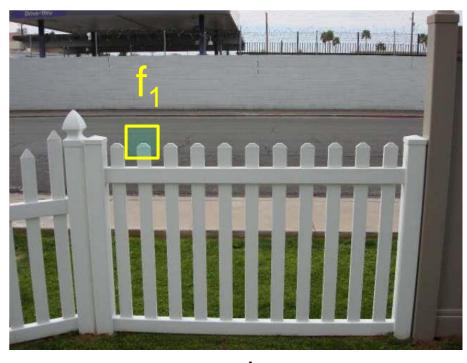
Given a feature in I<sub>1</sub>, how to find the best match in I<sub>2</sub>?

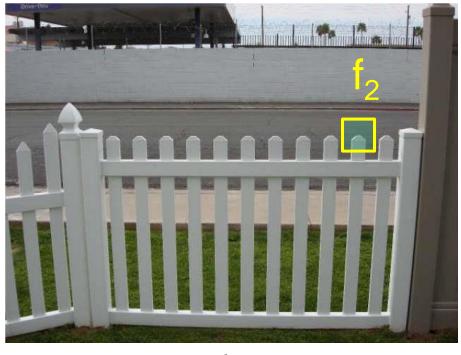
- 1. Define distance function that compares two descriptors
- 2. Test all the features in I<sub>2</sub>, find the one with min distance

#### Feature distance

How to define the difference between two features  $f_1$ ,  $f_2$ ?

- Simple approach: L<sub>2</sub> distance, ||f<sub>1</sub> f<sub>2</sub> ||
- can give small distances for ambiguous (incorrect) matches

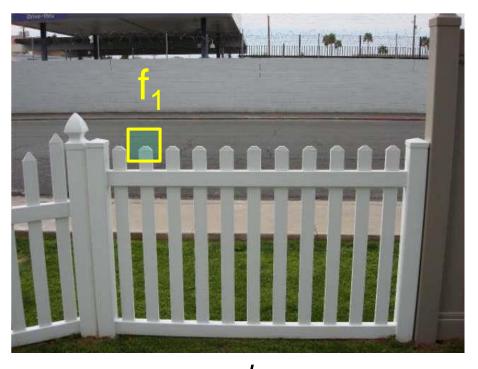


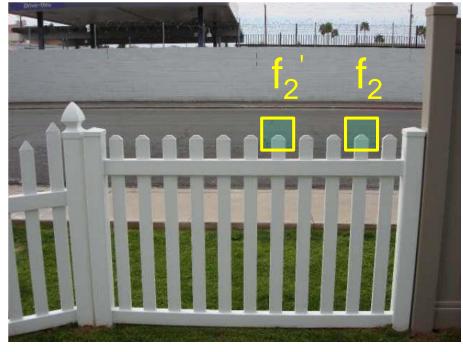


#### Feature distance

#### How to define the difference between two features $f_1$ , $f_2$ ?

- Better approach: ratio distance = ||f<sub>1</sub> f<sub>2</sub> || / || f<sub>1</sub> f<sub>2</sub>' ||
  - f<sub>2</sub> is best SSD match to f<sub>1</sub> in l<sub>2</sub>
  - f<sub>2</sub>' is 2<sup>nd</sup> best SSD match to f<sub>1</sub> in I<sub>2</sub>
  - gives large values for ambiguous matches





12

#### Feature distance

 Does the SSD vs "ratio distance" change the best match to a given feature in image 1?

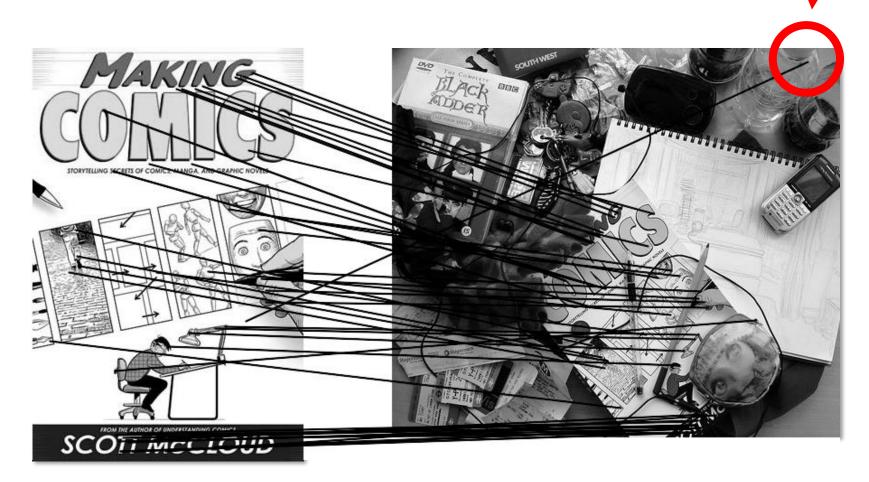
# Feature matching example



58 matches (thresholded by ratio score)

We'll deal with **outliers** later

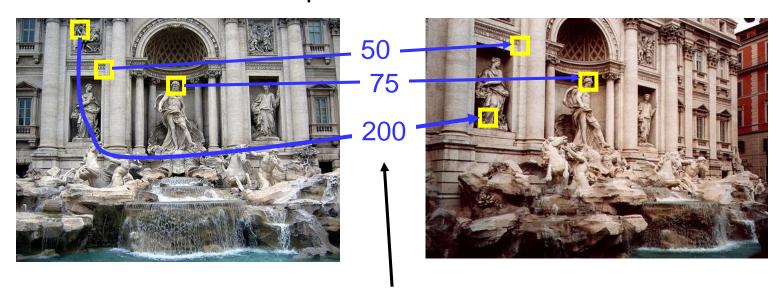
# Feature matching example



51 matches (thresholded by ratio score)

### Evaluating the results

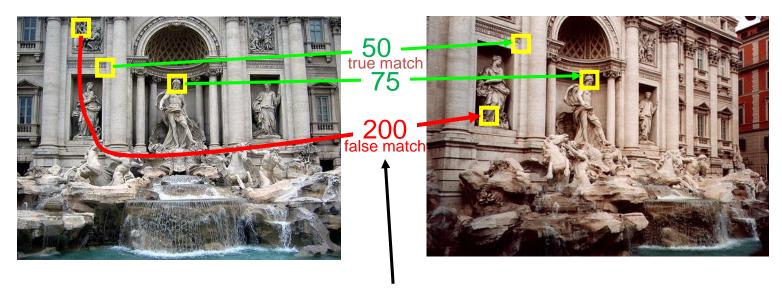
How can we measure the performance of a feature matcher?



feature distance

# True/false positives

How can we measure the performance of a feature matcher?



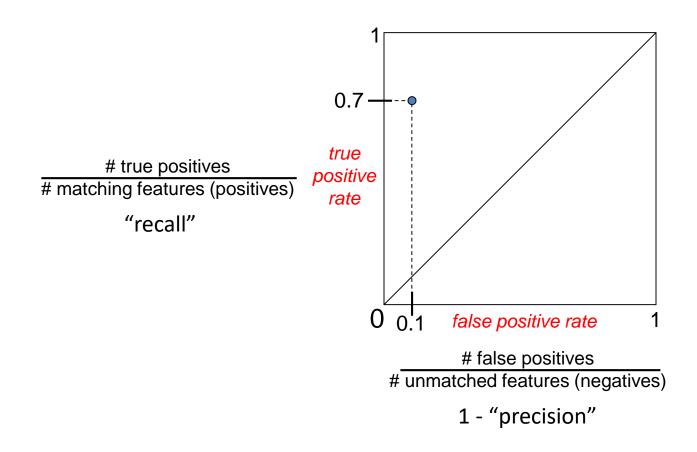
feature distance

#### The distance threshold affects performance

- True positives = # of detected matches that are correct
  - Suppose we want to maximize these—how to choose threshold?
- False positives = # of detected matches that are incorrect
  - Suppose we want to minimize these—how to choose threshold?

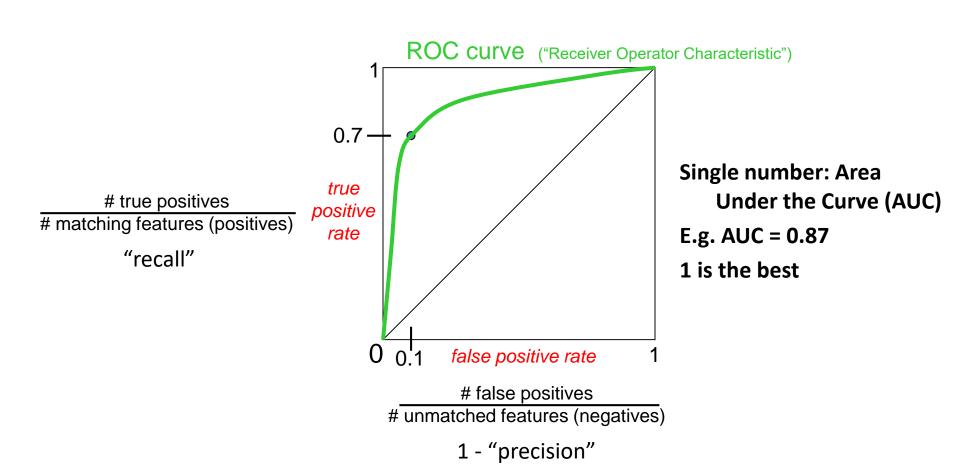
### Evaluating the results

How can we measure the performance of a feature matcher?



#### Evaluating the results

How can we measure the performance of a feature matcher?



#### More on feature detection/description

http://www.robots.ox.ac.uk/~vgg/research/affine/

http://www.cs.ubc.ca/~lowe/keypoints/

http://www.vision.ee.ethz.ch/~surf/

#### **Publications**

Region detectors

- *Harris-Affine & Hessian Affine*: K. Mikolajczyk and C. Schmid, Scale and Affine invariant interest point detectors. In IJC V 60(1):63-86, 2004. PDF
- *MSER*: <u>J.Matas</u>, <u>O. Chum</u>, <u>M. Urban</u>, and <u>T. Pajdla</u>, Robust wide baseline stereo from maximally stable extremal regions. In BMVC p. 384-393, 2002. <u>PDF</u>
- *IBR & EBR*: T.Tuytelaars and L. Van Gool, Matching widely separated views based on affine invariant regions. In IJCV 59(1):61-85, 2004. PDF
- Salient regions: T. Kadir, A. Zisserman, and M. Brady, An affine invariant salient region detector. In ECCV p. 404-416, 2004. PDF
- All Detectors Survey: T. Tuytelaars and K. Mikolajczyk, Local Invariant Feature Detectors -Survey. In CVG, 3(1):1-110, 2008. PDF

Region descriptors

• *SIFT*: D. Lowe, Distinctive image features from scale invariant keypoints. In IJCV 60(2):91-110, 2004. PDF

Performance evaluation

- <u>K. Mikolajczyk, T. Tuytelaars, C. Schmid, A. Zisserman, J. Matas, F. Schaffalitzky, T. Kadir and L. Van Gool, A comparison of affine region detectors. In IJCV 65(1/2):43-72, 2005. PDF</u>
- <u>K. Mikolajczyk</u>, <u>C. Schmid</u>, A performance evaluation of local descriptors. In PAMI 27(10):1615-1630 . PDF

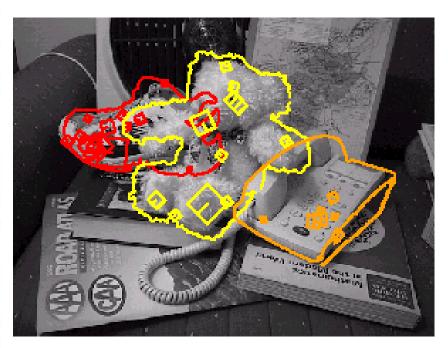
### Lots of applications

#### Features are used for:

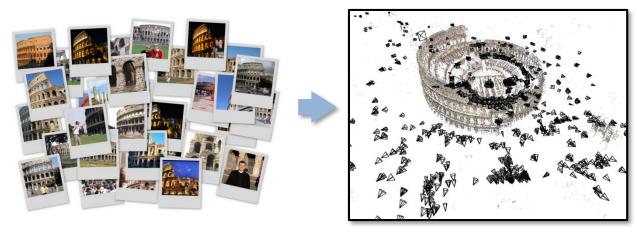
- Image alignment (e.g., mosaics)
- 3D reconstruction
- Motion tracking
- Object recognition
- Indexing and database retrieval
- Robot navigation
- ... other

# Object recognition (David Lowe)





#### 3D Reconstruction



Internet Photos ("Colosseum")

Reconstructed 3D cameras and points

# **Augmented Reality**



# Questions?