Corner Detection

CS 543 / ECE 549 – Saurabh Gupta

Slides from S. Lazebnik.

Why extract keypoints?

- Motivation: panorama stitching
 - We have two images how do we combine them?



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Step 1: extract keypoints Step 2: match keypoint features Step 3: align images

Characteristics of good keypoints



- Compactness and efficiency
 - Many fewer keypoints than image pixels
- Saliency
 - Each keypoint is distinctive
- Locality
 - A keypoint occupies a relatively small area of the image; robust to clutter and occlusion
- Repeatability
 - The same keypoint can be found in several images despite geometric and photometric transformations

Applications

Keypoints are used for:

- Image alignment
- 3D reconstruction
- Motion tracking
- Robot navigation
- Database indexing and retrieval
- Object recognition







Corner detection: Basic idea

Corner detection: Basic idea

- We should easily recognize the point by looking through a small window
- Shifting a window in *any direction* should give *a large change* in intensity



"flat" region: no change in all directions

"edge": no change along the edge direction "corner": significant change in all directions



Change in appearance of window W for the shift [u,v]:

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









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We want to find out how this function behaves for small shifts



First-order Taylor approximation for small motions [*u*, *v*]:

$$I(x+u, y+v) \approx I(x, y) + I_x u + I_y v$$

Let's plug this into E(u,v):

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

E(u,v) can be locally approximated by a quadratic surface:



In which directions does this surface have the fastest/slowest change?

E(u,v) can be locally approximated by a quadratic surface:

$$E(u,v) \approx u^{2} \sum_{x,y} I_{x}^{2} + 2uv \sum_{x,y} I_{x}I_{y} + v^{2} \sum_{x,y} I_{y}^{2}$$
$$= \begin{bmatrix} u & v \end{bmatrix} \begin{bmatrix} \sum_{x,y} I_{x}^{2} & \sum_{x,y} I_{x}I_{y} \\ \sum_{x,y} I_{x}I_{y} & \sum_{x,y} I_{y}^{2} \end{bmatrix} \begin{bmatrix} u \\ v \end{bmatrix}$$

Second moment matrix M

A horizontal "slice" of E(u, v) is given by the equation of an ellipse:



Consider the axis-aligned case (gradients are either horizontal or vertical):

$$M = \begin{bmatrix} \sum_{x,y} I_x^2 & \sum_{x,y} I_x I_y \\ \sum_{x,y} I_x I_y & \sum_{x,y} I_y^2 \end{bmatrix}$$
$$[u \ v] \begin{bmatrix} a & 0 \\ 0 & b \end{bmatrix} \begin{bmatrix} u \\ v \end{bmatrix} = 1$$
$$a^{-1/2} \begin{bmatrix} y \\ y \\ y \end{bmatrix} Major axis$$
$$b^{-1/2}$$

Consider the axis-aligned case (gradients are either horizontal or vertical):

$$M = \begin{bmatrix} \sum_{x,y} I_x^2 & \sum_{x,y} I_x I_y \\ \sum_{x,y} I_x I_y & \sum_{x,y} I_y^2 \\ \sum_{x,y} x_y & x_y \end{bmatrix} = \begin{bmatrix} a & 0 \\ 0 & b \end{bmatrix}$$

If either *a* or *b* is close to 0, then this is **not** a corner, so we want locations where both are large

In the general case, need to *diagonalize* M:

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

The axis lengths of the ellipse are determined by the eigenvalues and the orientation is determined by R:



Visualization of second moment matrices



Visualization of second moment matrices



Interpreting the eigenvalues

Classification of image points using eigenvalues of *M*:



 λ_1

Corner response function

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

α: constant (0.04 to 0.06)



The Harris corner detector

- 1. Compute partial derivatives at each pixel
- 2. Compute second moment matrix *M* in a Gaussian window around each pixel:

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

C.Harris and M.Stephens, <u>A Combined Corner and Edge Detector</u>, *Proceedings of the 4th Alvey Vision Conference*: pages 147—151, 1988. Source: L. Lazebnik

The Harris corner detector

- 1. Compute partial derivatives at each pixel
- 2. Compute second moment matrix *M* in a Gaussian window around each pixel
- 3. Compute corner response function *R*

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Compute corner response R



The Harris corner detector

- 1. Compute partial derivatives at each pixel
- 2. Compute second moment matrix *M* in a Gaussian window around each pixel
- 3. Compute corner response function R
- 4. Threshold R
- 5. Find local maxima of response function (nonmaximum suppression)

C.Harris and M.Stephens, <u>A Combined Corner and Edge Detector</u>, *Proceedings of the 4th Alvey Vision Conference*: pages 147—151, 1988. ^{Source: L. Lazebnik}

Find points with large corner response: R >threshold



Take only the points of local maxima of R

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Robustness of corner features

• What happens to corner features when the image undergoes geometric or photometric transformations?



Affine intensity change



- Only derivatives are used, so invariant to intensity shift $I \rightarrow I + b$
- Intensity scaling: $I \rightarrow a I$





x (image coordinate)

Partially invariant to affine intensity change

Image translation



· Derivatives and window function are shift-invariant

Corner location is *covariant* w.r.t. translation

Image rotation



Second moment ellipse rotates but its shape (i.e. eigenvalues) remains the same

Corner location is covariant w.r.t. rotation

Scaling



Corner location is not covariant w.r.t. scaling!