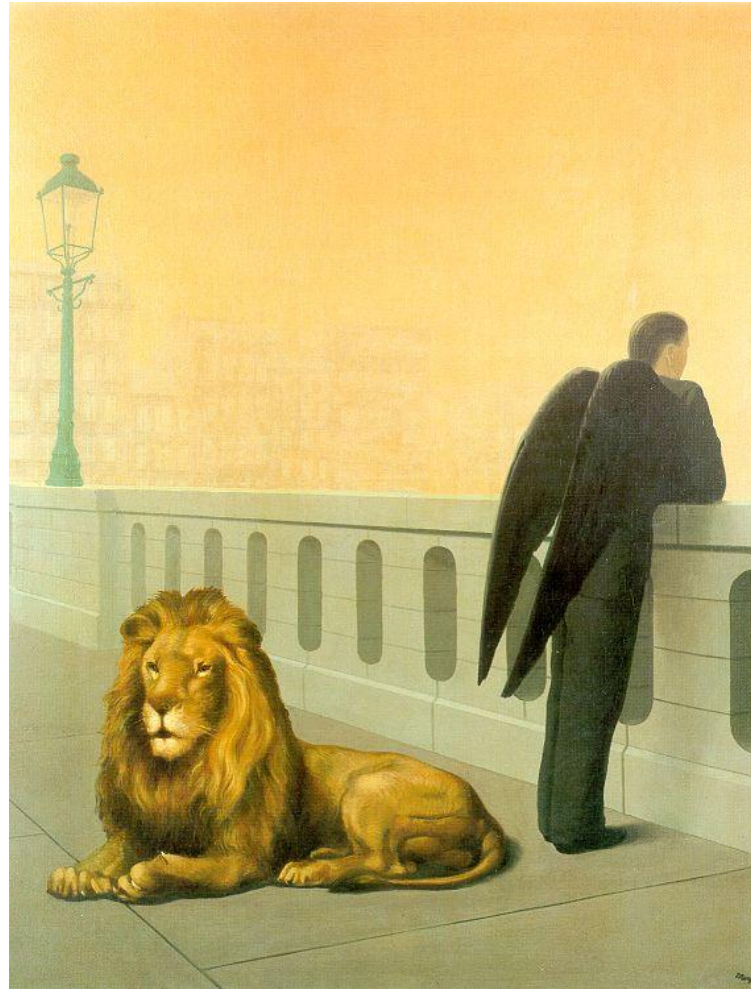


Midterm Review



Magritte, *Homesickness*

Computational Photography
Derek Hoiem, University of Illinois

Major Topics

- **Linear Filtering**
 - How it works
 - Template and Frequency interpretations
 - Image pyramids and their applications
 - Sampling (Nyquist theorem, application of low-pass filtering)
- **Light and color**
 - Lambertian shading, shadows, specularities
 - Color spaces (RGB, HSV, LAB)
- **Techniques**
 - Finding boundaries: intelligent scissors, graph cuts, where to cut and why
 - Texture synthesis: idea of sampling patches to synthesize, filling order
 - Compositing and blending: alpha compositing, Laplacian blending, Poisson editing
- **Warping**
 - Transformation matrices, homogeneous coordinates, solving for parameters via system of linear equations
- **Modeling shape**
 - Averaging and interpolating sets of points
 - Compressing and finding dominant modes of variation using PCA

Major Topics

- **Camera models and Geometry**

- Pinhole model: diagram, intrinsic/extrinsic matrices, camera center (or center of projection), image plane
- Focal length, depth of field, field of view, aperture size
- Vanishing points and vanishing lines (what they are, how to find them)
- Measuring relative lengths based on vanishing points and horizon

- **Interest points**

- Trade-offs between repeatability and distinctiveness for detectors and descriptors
- Harris (corner) detectors and Difference of Gaussian (blob) detectors
- SIFT representation: what transformations is it robust to or not robust to

- **Image stitching**

- Solving for homography
- RANSAC for robust detection of inliers

- **Object recognition and search**

- Use of “visual words” to speed search
- Idea of geometric verification to check that points have consistent geometry

Studying for Midterm

- Roughly 80% is related to topics in bold (linear filtering, warping, camera models and geometry)
- No book, no notes, no computers/calculators allowed
- Bring a pencil or pen

Today's review

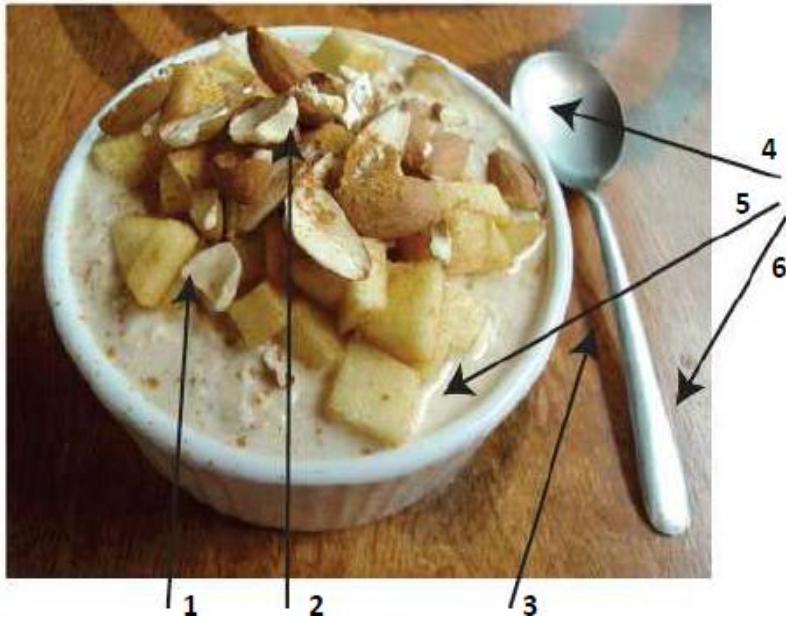
1. Light
2. Camera capture and geometry
3. Image filtering
4. Region selection and compositing
5. Solving for transformations

Purposes

- Remind you of key concepts
- Chance for you to ask questions

1. Light and color

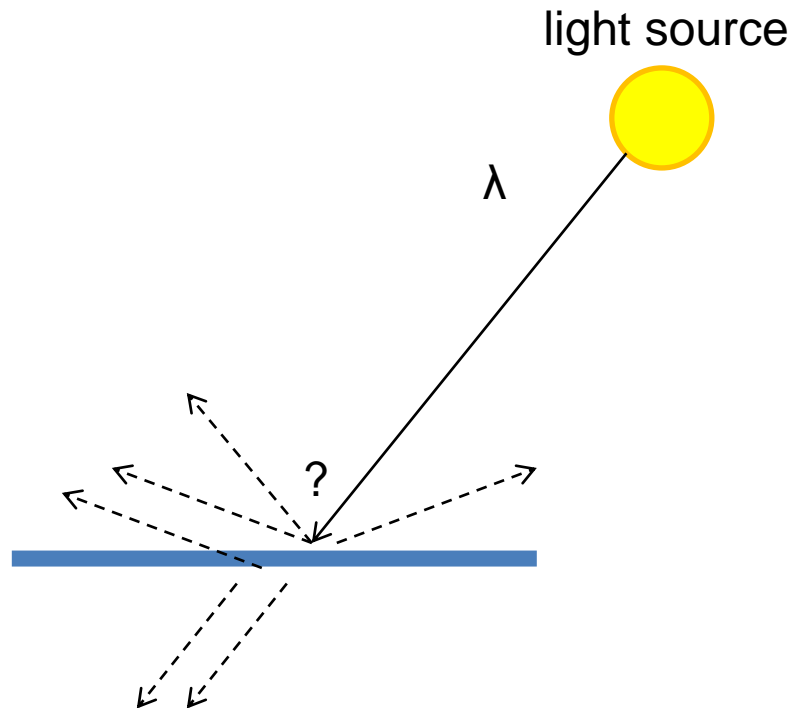
- Lighting
 - Lambertian shading, shadows, specularities
 - Color spaces (RGB, HSV, LAB)



How is light reflected from a surface?

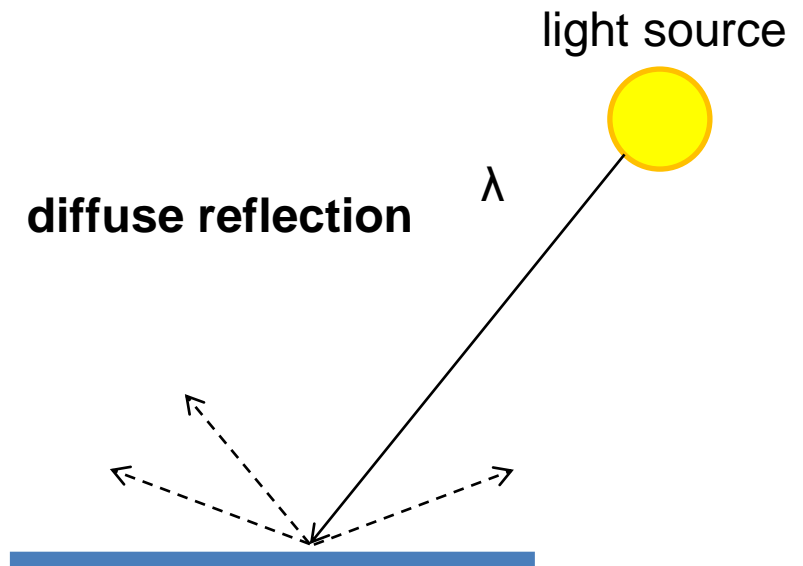
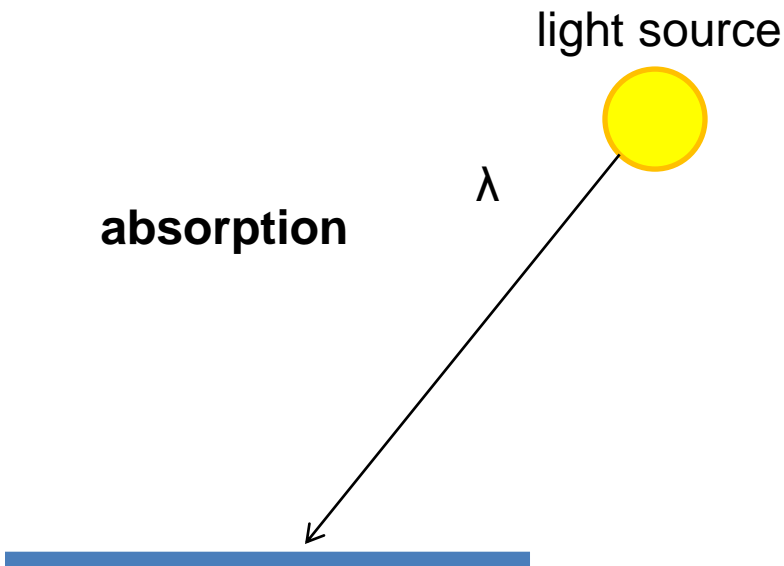
Depends on

- Illumination properties: wavelength, orientation, intensity
- Surface properties: material, surface orientation, roughness, etc.



Lambertian surface

- Some light is absorbed (function of albedo)
- Remaining light is reflected equally in all directions (diffuse reflection)
- Examples: soft cloth, concrete, matte paints



Diffuse reflection

Intensity *does* depend on illumination angle because less light comes in at oblique angles.

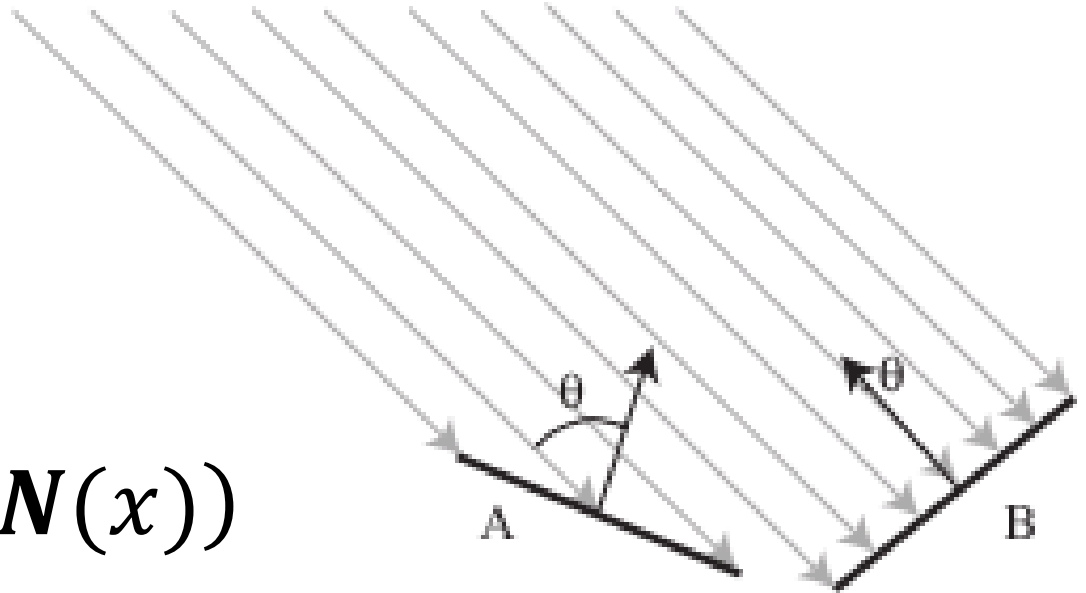
ρ = albedo

\mathbf{S} = directional source

\mathbf{N} = surface normal

I = image intensity

$$I(x) = \rho(x)(\mathbf{S} \cdot \mathbf{N}(x))$$

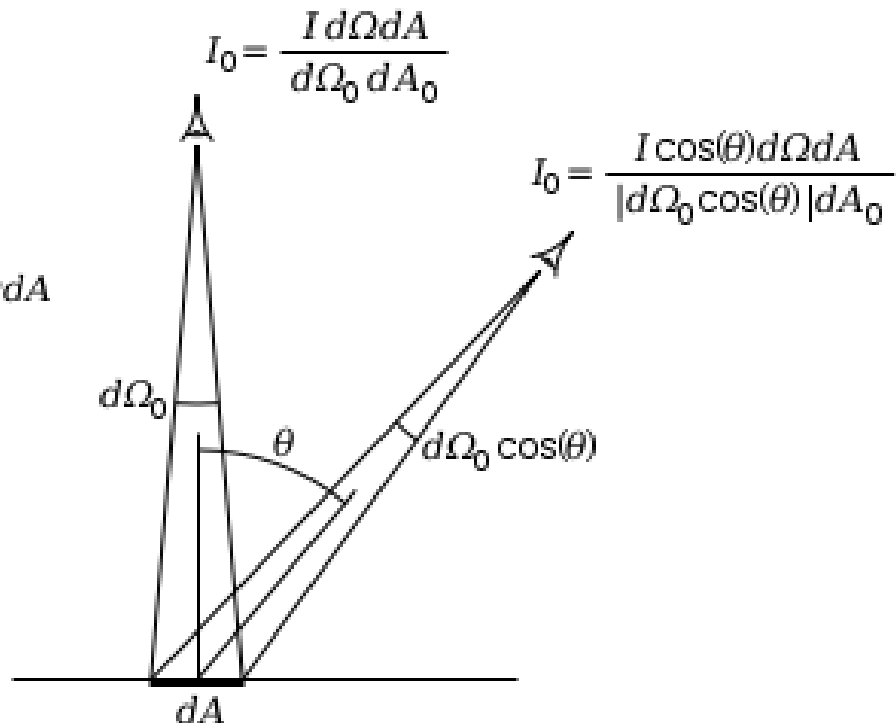
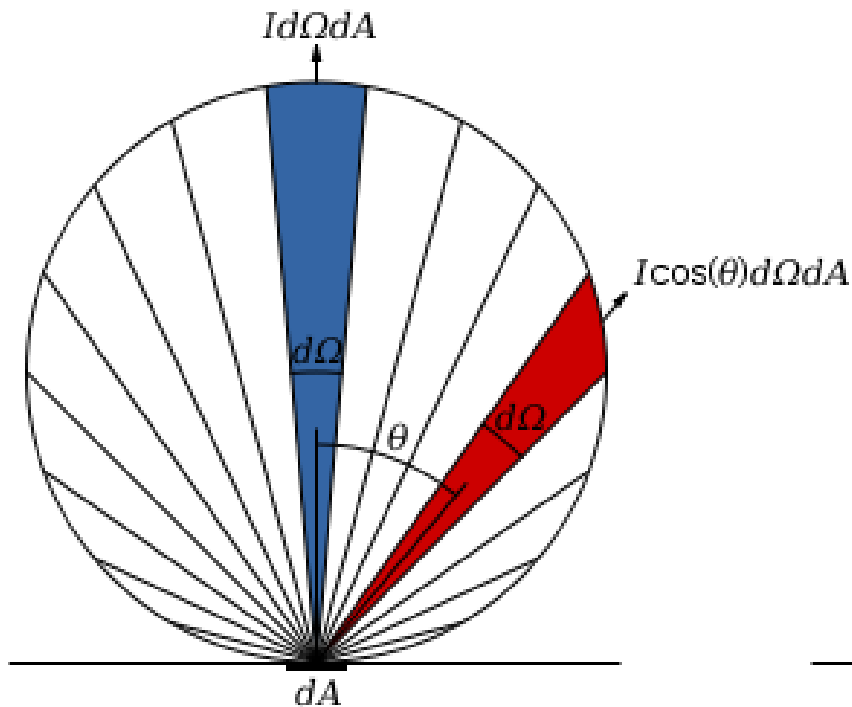




Diffuse reflection

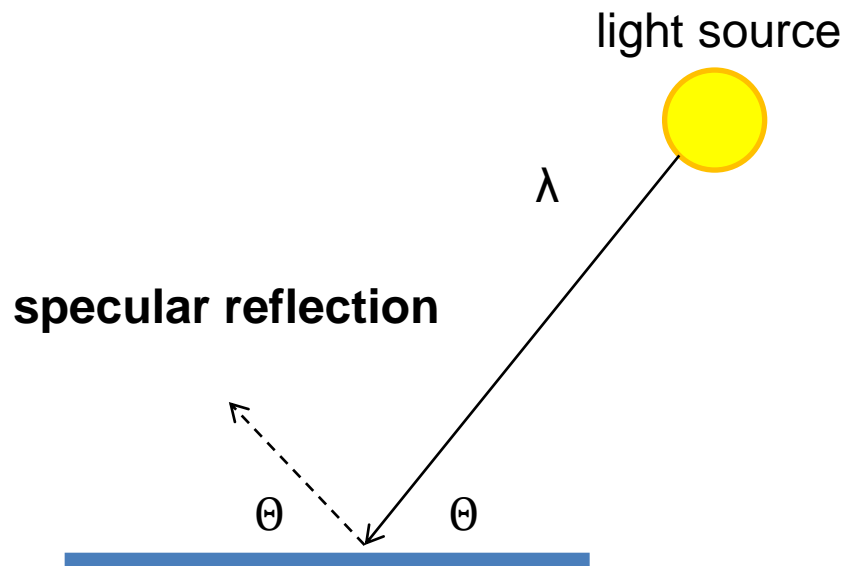
Perceived intensity does *not* depend on viewer angle.

- Amount of reflected light proportional to $\cos(\theta)$
- Visible solid angle also proportional to $\cos(\theta)$



Specular Reflection

- Reflected direction depends on light orientation and surface normal
- E.g., mirrors are fully specular



Flickr, by suzysputnik



Flickr, by piratejohnny

Many surfaces have both specular and diffuse components

- Specularity = spot where specular reflection dominates (typically reflects light source)

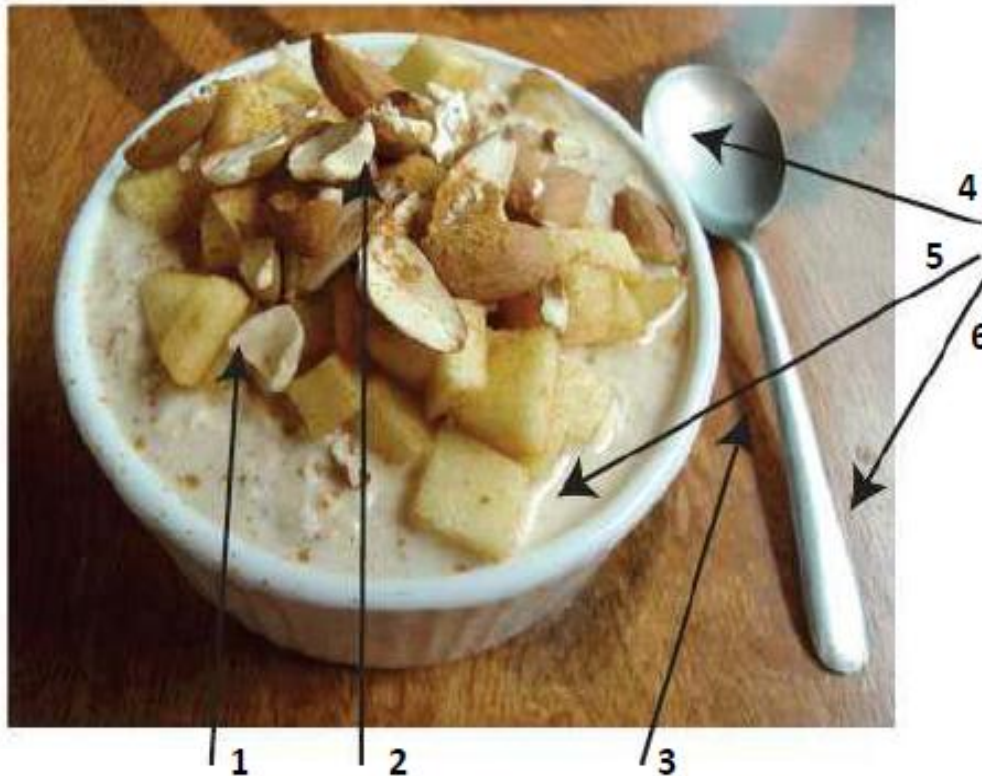


Photo: northcountryhardwoodfloors.com



Questions

1.

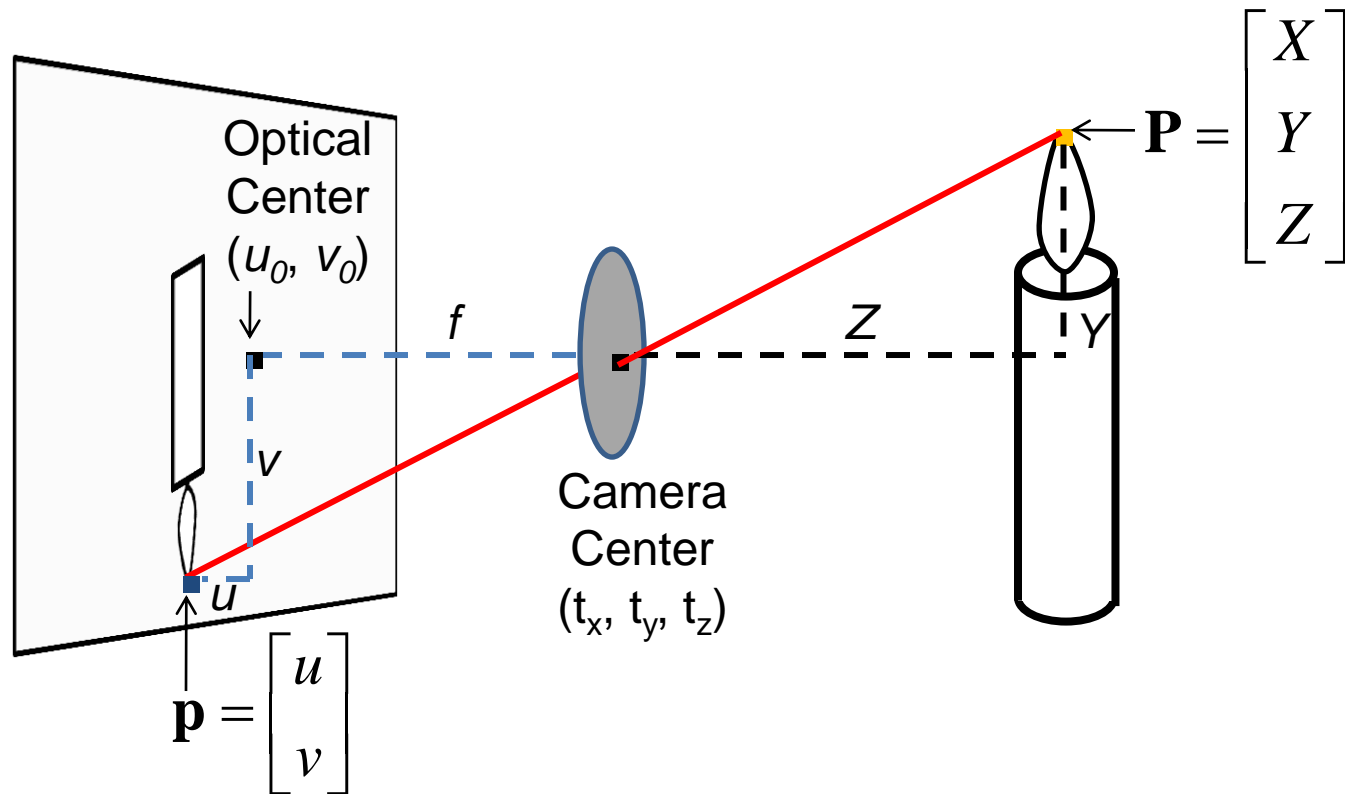


- A. For each of the arrows in the above image, name the reasons the pixel near the end of the arrow has its brightness value and explain very briefly. The arrow pointing to milk is pointing to the thin bright line at the edge of the piece of apple; the arrow pointing to the spoon handle is pointing to the bright area on the handle.

Possible factors: albedo, shadows, texture, specularities, curvature, lighting direction

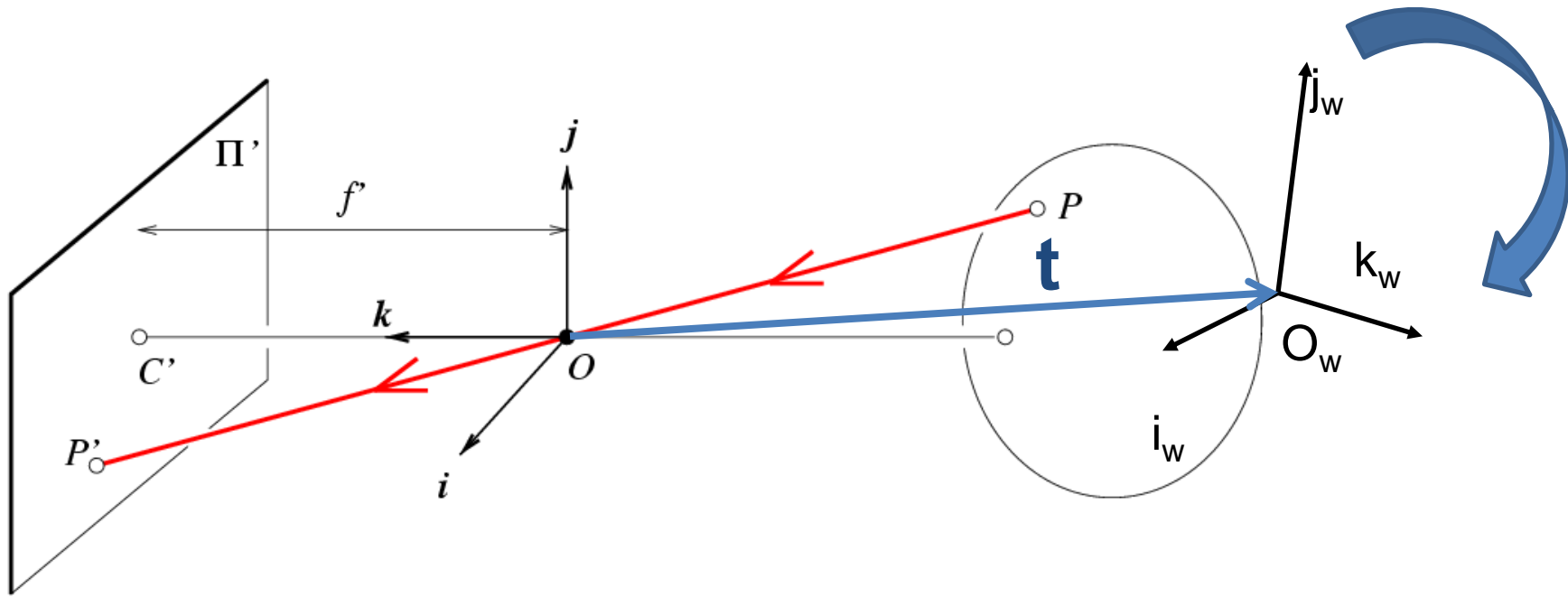
2. Camera Capture and Geometry

Pinhole Camera



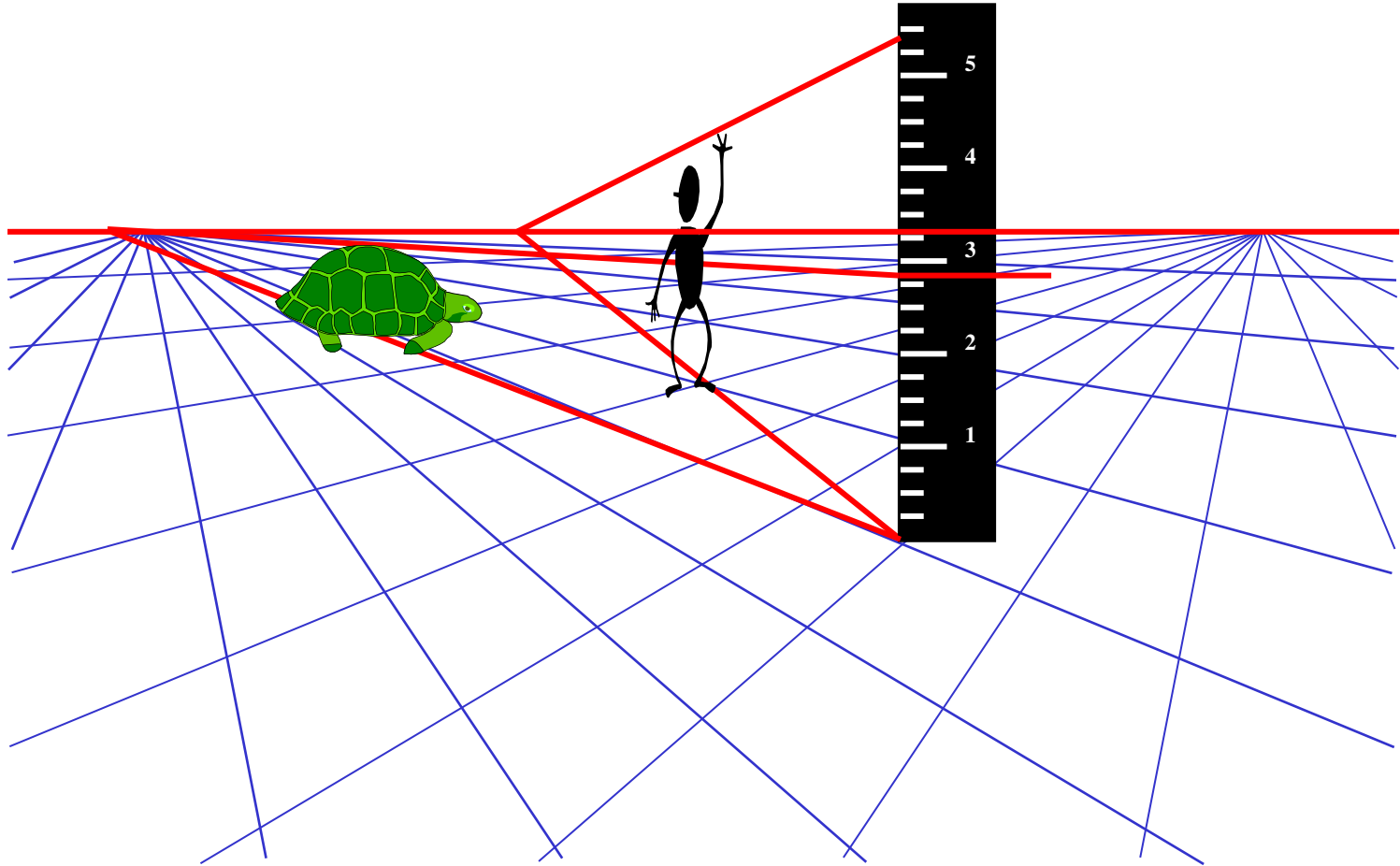
Useful figure to remember

Projection Matrix

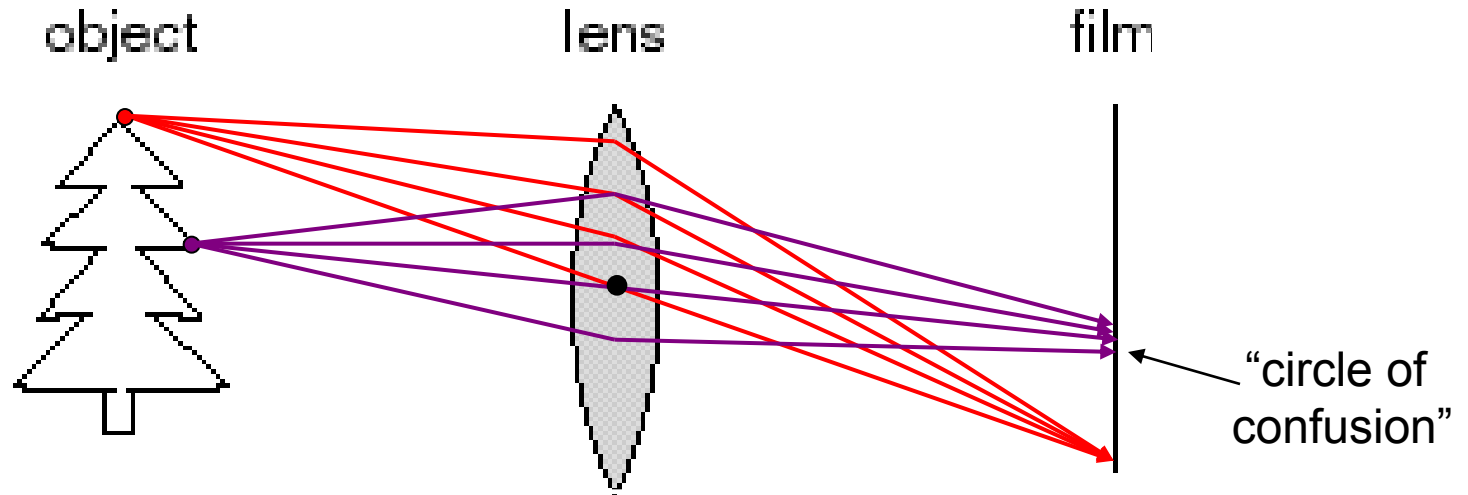


$$\mathbf{x} = \mathbf{K}[\mathbf{R} \quad \mathbf{t}] \mathbf{X} \rightarrow_w \begin{bmatrix} u \\ v \\ 1 \end{bmatrix} = \begin{bmatrix} f & s & u_0 \\ 0 & \alpha f & v_0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} r_{11} & r_{12} & r_{13} & t_x \\ r_{21} & r_{22} & r_{23} & t_y \\ r_{31} & r_{32} & r_{33} & t_z \end{bmatrix} \begin{bmatrix} X \\ Y \\ Z \\ 1 \end{bmatrix}$$

Single-view metrology

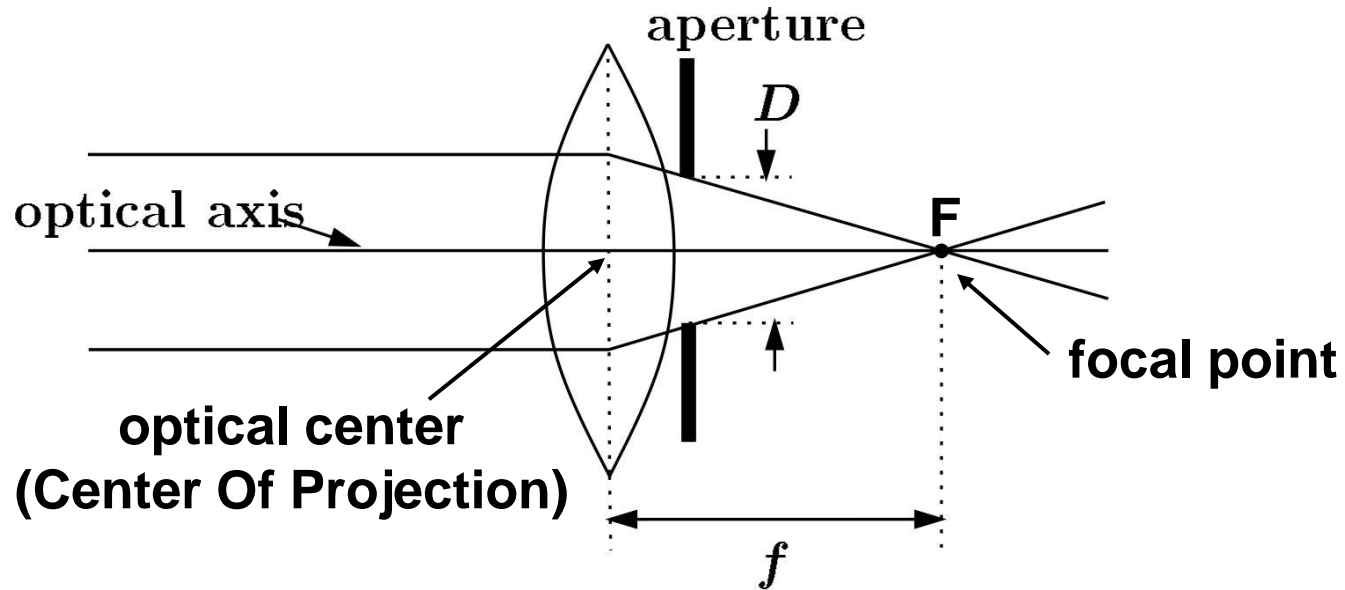


Adding a lens



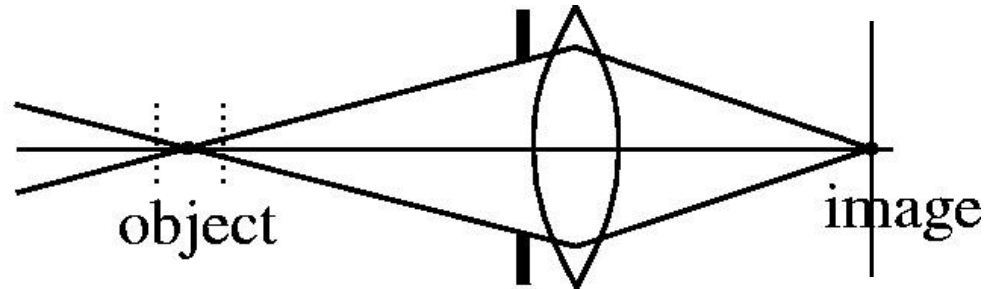
- A lens focuses light onto the film
 - There is a specific distance at which objects are “in focus”
 - other points project to a “circle of confusion” in the image
 - Changing the shape of the lens changes this distance

Focal length, aperture, depth of field

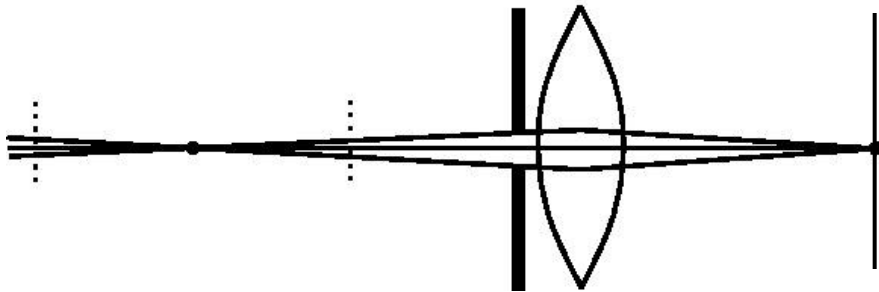


- A lens focuses parallel rays onto a single focal point
- focal point at a distance f beyond the plane of the lens
 - Aperture of diameter D restricts the range of rays

The aperture and depth of field



$f/5.6$



$f/32$

Two ways to increase depth of field:

- (1) Decrease aperture size
- (2) Increase focus distance (zoom)

F-number ($f/\#$) = $\text{focal_length} / \text{aperture_diameter}$

- E.g., $f/16$ means that the focal length is 16 times the diameter
- When you set the f-number of a camera, you are setting the aperture

The Photographer's Great Compromise

What we want

How we get it

Cost

More spatial resolution

Increase focal length

Light, FOV

Decrease focal length

DOF

Broader field of view

Decrease aperture

Light

More depth of field

Increase aperture

DOF

More temporal resolution

Shorten exposure

Light

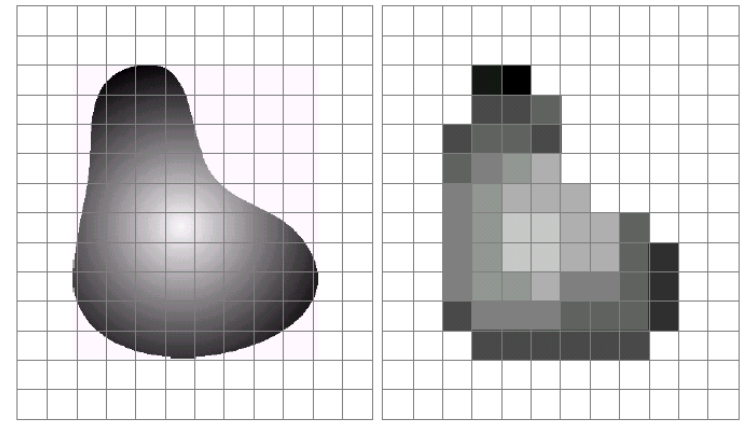
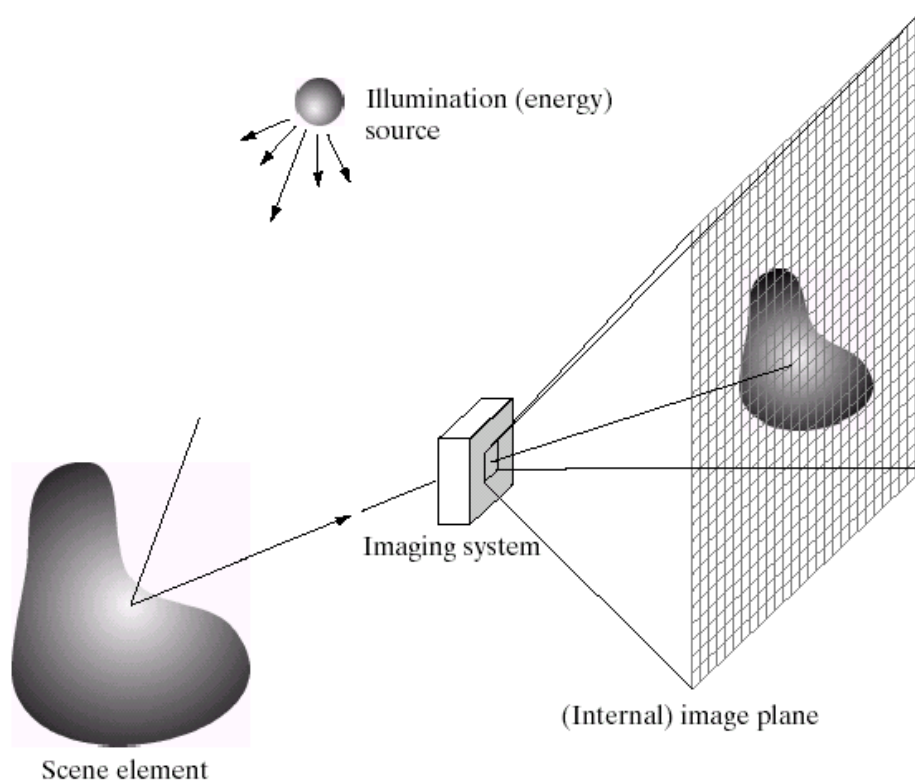
Lengthen exposure

Temporal Res

More light

Discretization

- Because pixel grid is discrete, pixel intensities are determined by a range of scene points



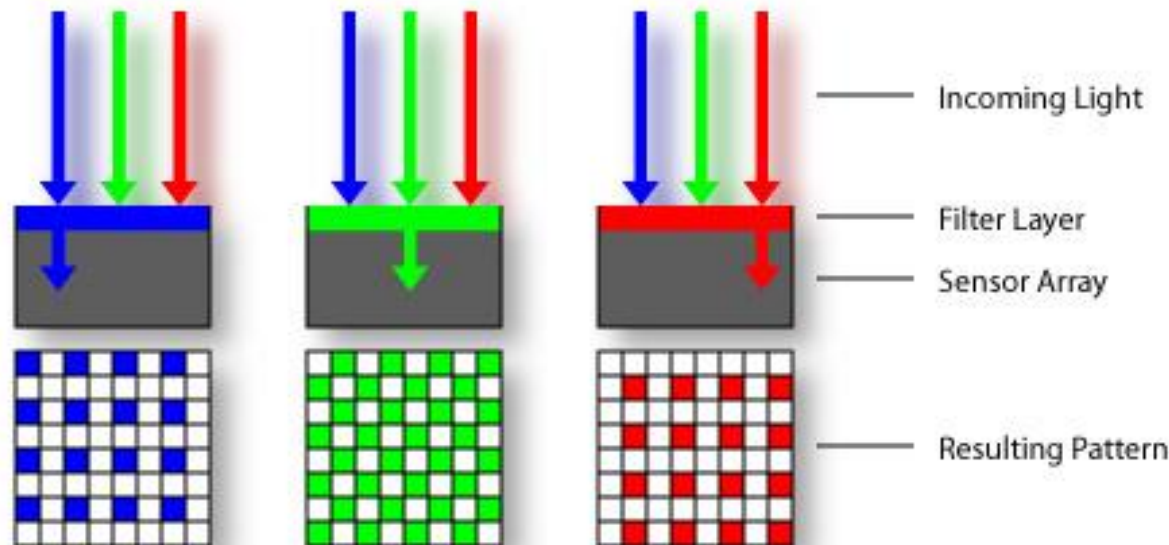
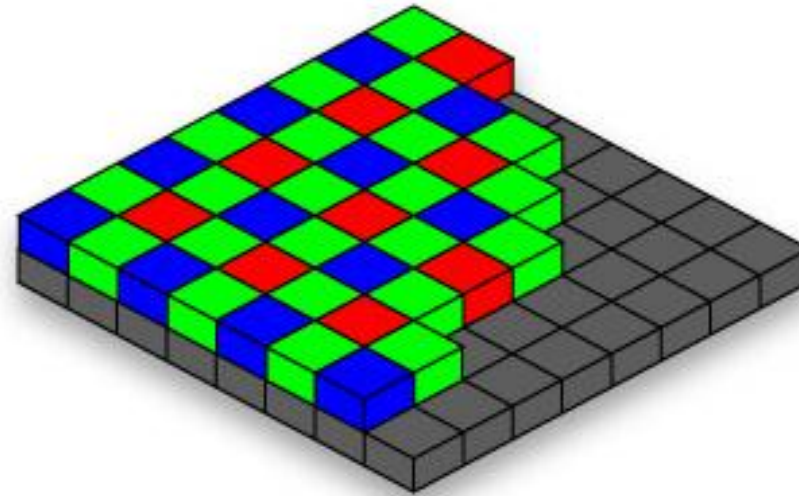
a b

FIGURE 2.17 (a) Continuous image projected onto a sensor array. (b) Result of image sampling and quantization.

Color Sensing: Bayer Grid

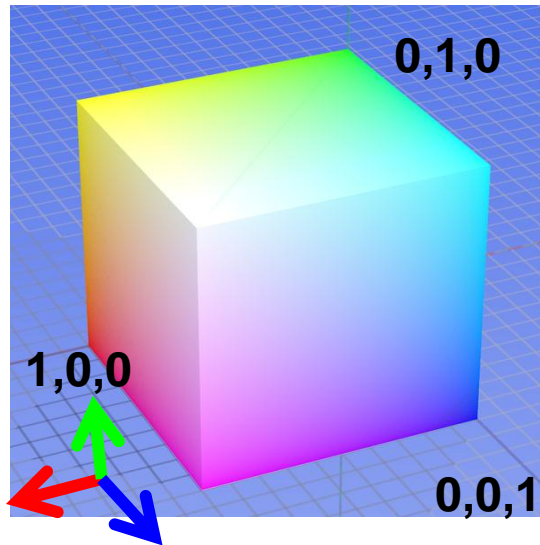


Estimate RGB at each cell from neighboring values

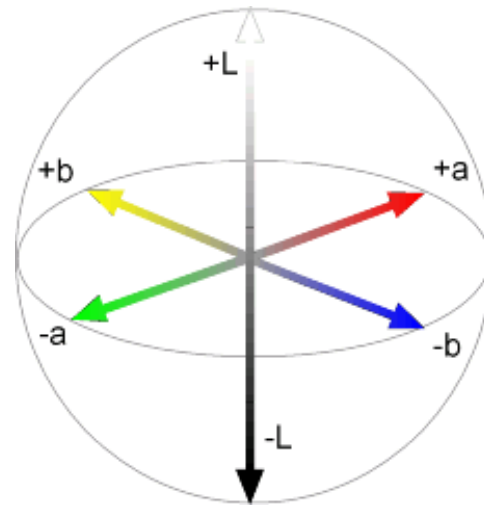


Color spaces

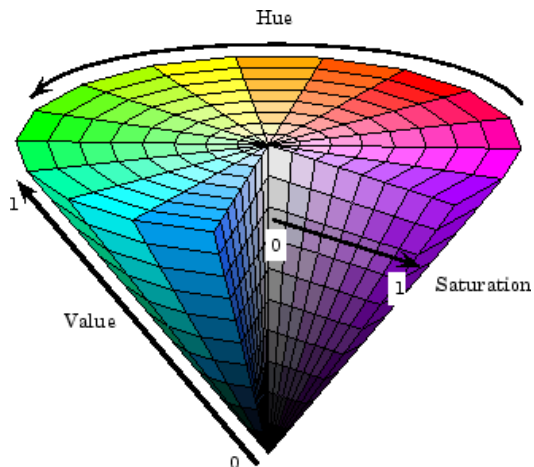
RGB



LAB



HSV



YCbCr

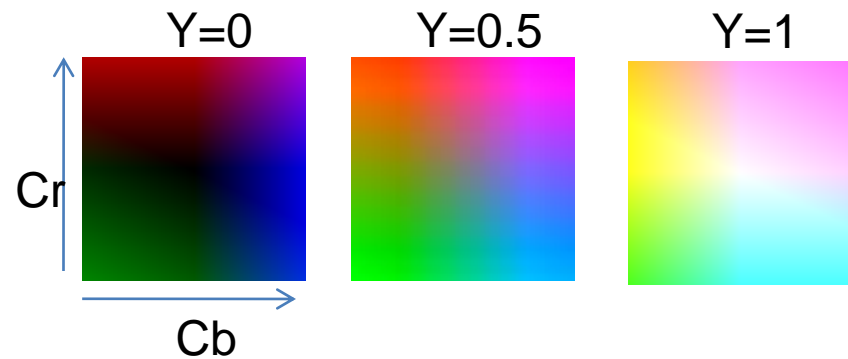
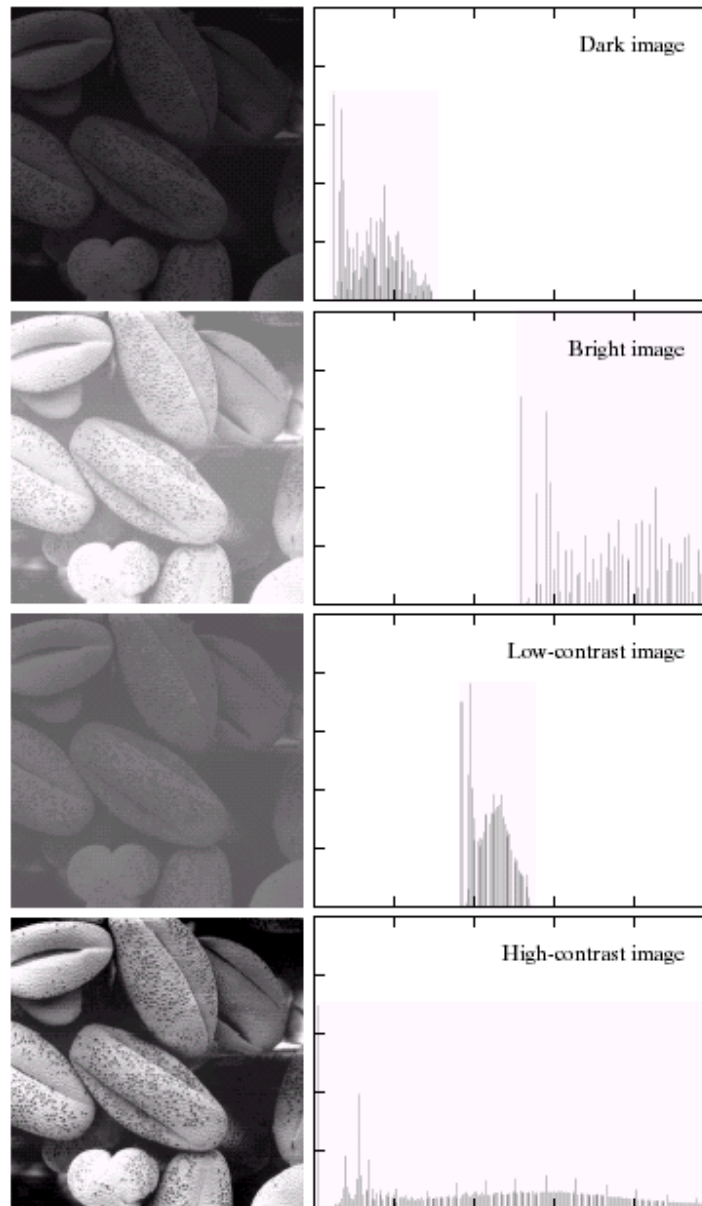


Image Histograms



a b

FIGURE 3.15 Four basic image types: dark, light, low contrast, high contrast, and their corresponding histograms. (Original image courtesy of Dr. Roger Heady, Research School of Biological Sciences, Australian National University, Canberra, Australia.)

Contrast enhancement / balancing

- Gamma correction

$$V_{\text{new}} = v_{\text{old}}^\gamma$$

- Histogram equalization

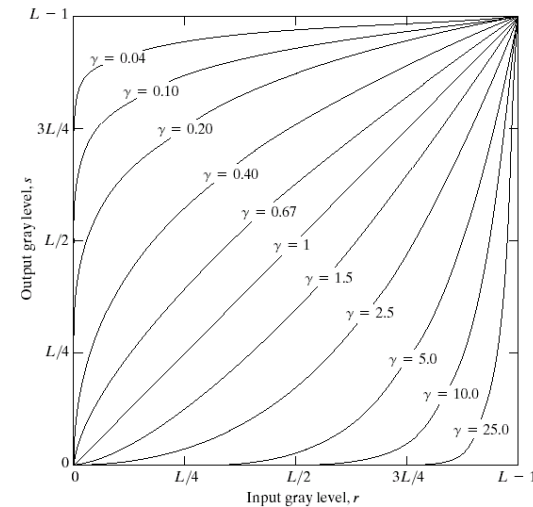
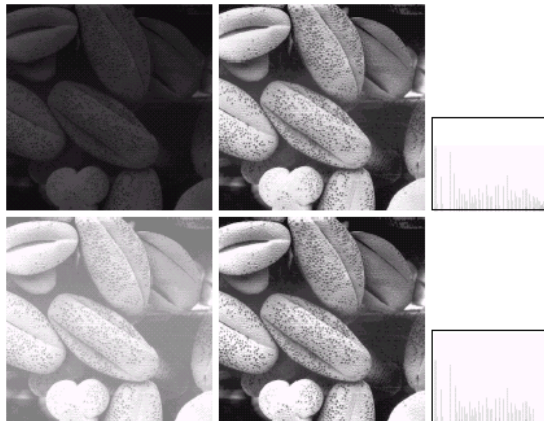
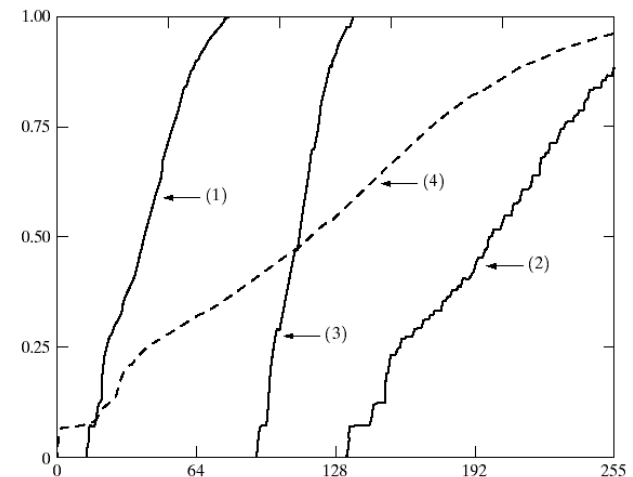


FIGURE 3.6 Plots of the equation $s = cr^\gamma$ for various values of γ ($c = 1$ in all cases).



Cumulative Histograms

3. Linear filtering

- Can think of filtering as
 - A function in the spatial domain (e.g., compute average of each 3x3 window)
 - Template matching
 - Modifying the frequency of the image

- Slide filter over image and take dot product at each position

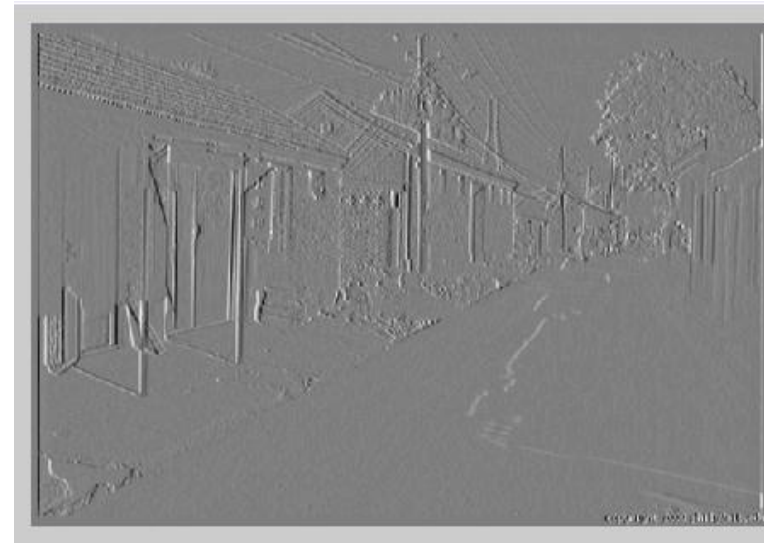
[illegible][illegible]

1	1	1
1	1	1
1	1	1

Filtering in spatial domain

1	0	-1
2	0	-2
1	0	-1

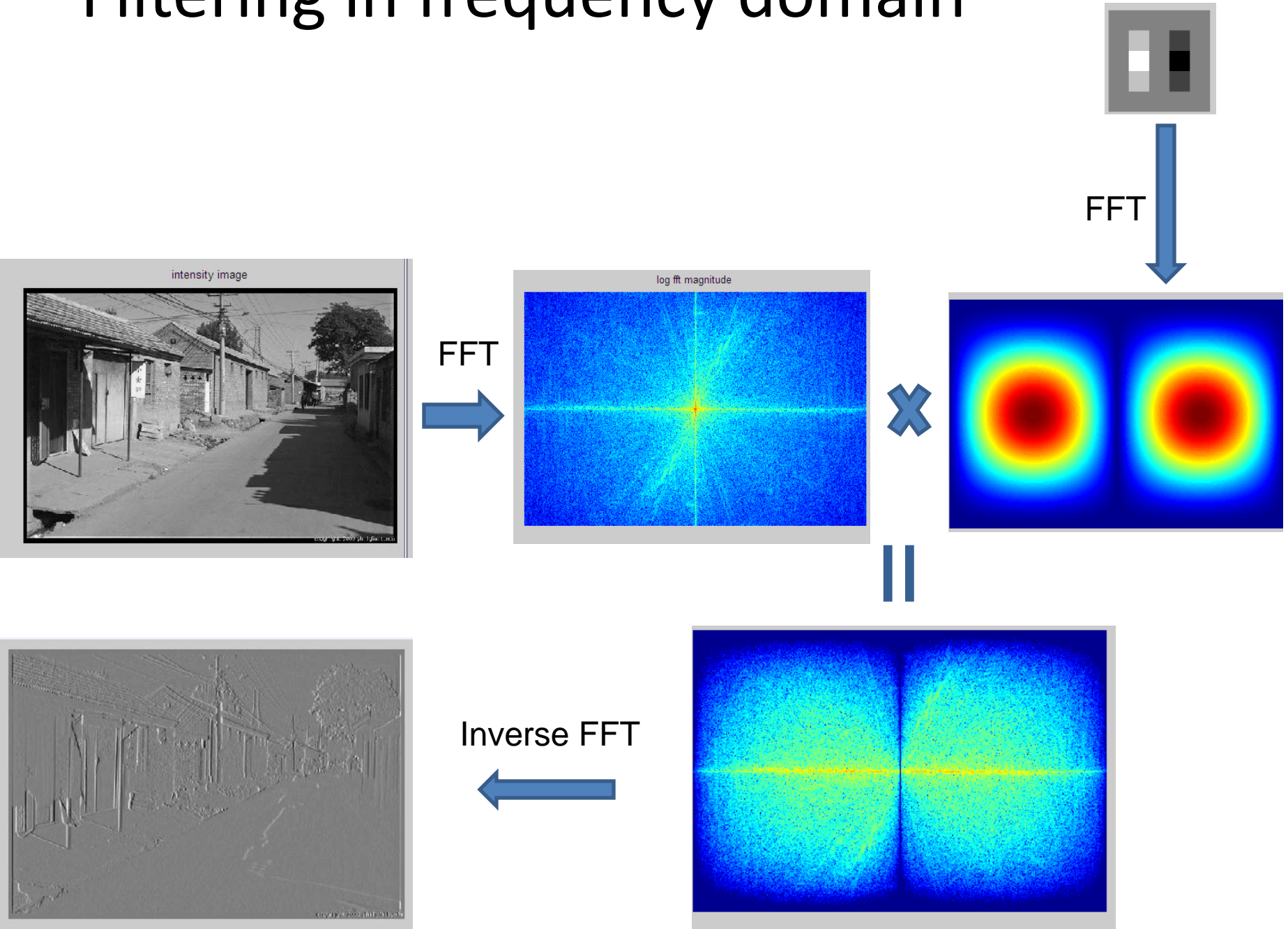
intensity image



Filtering in frequency domain

- Can be faster than filtering in spatial domain (for large filters)
- Can help understand effect of filter
- Algorithm:
 1. Convert image and filter to fft (fft2 in matlab)
 2. Pointwise-multiply ffts
 3. Convert result to spatial domain with ifft2

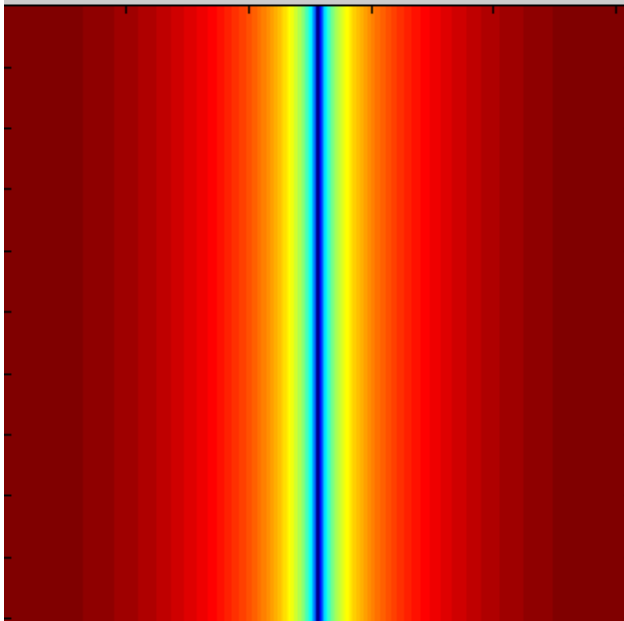
Filtering in frequency domain



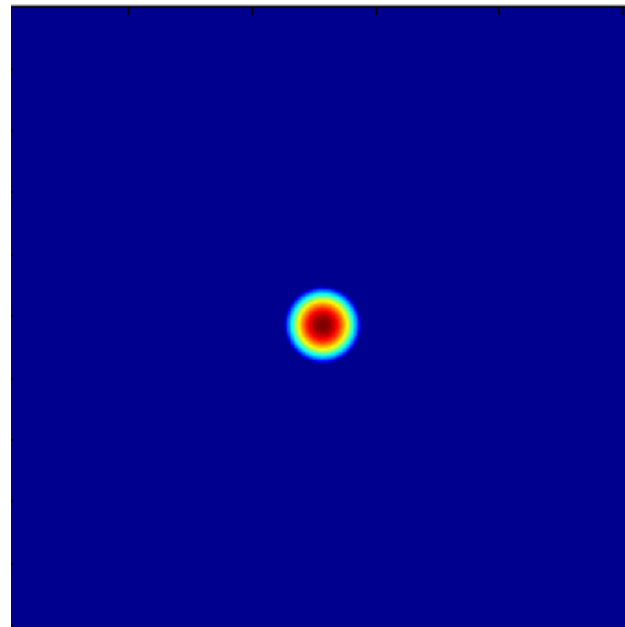
Filtering in frequency domain

- Linear filters for basic processing
 - Edge filter (high-pass)
 - Gaussian filter (low-pass)

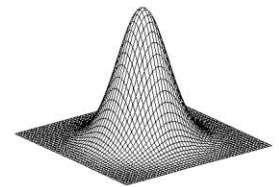
$[-1 \ 1]$



FFT of Gradient Filter



FFT of Gaussian

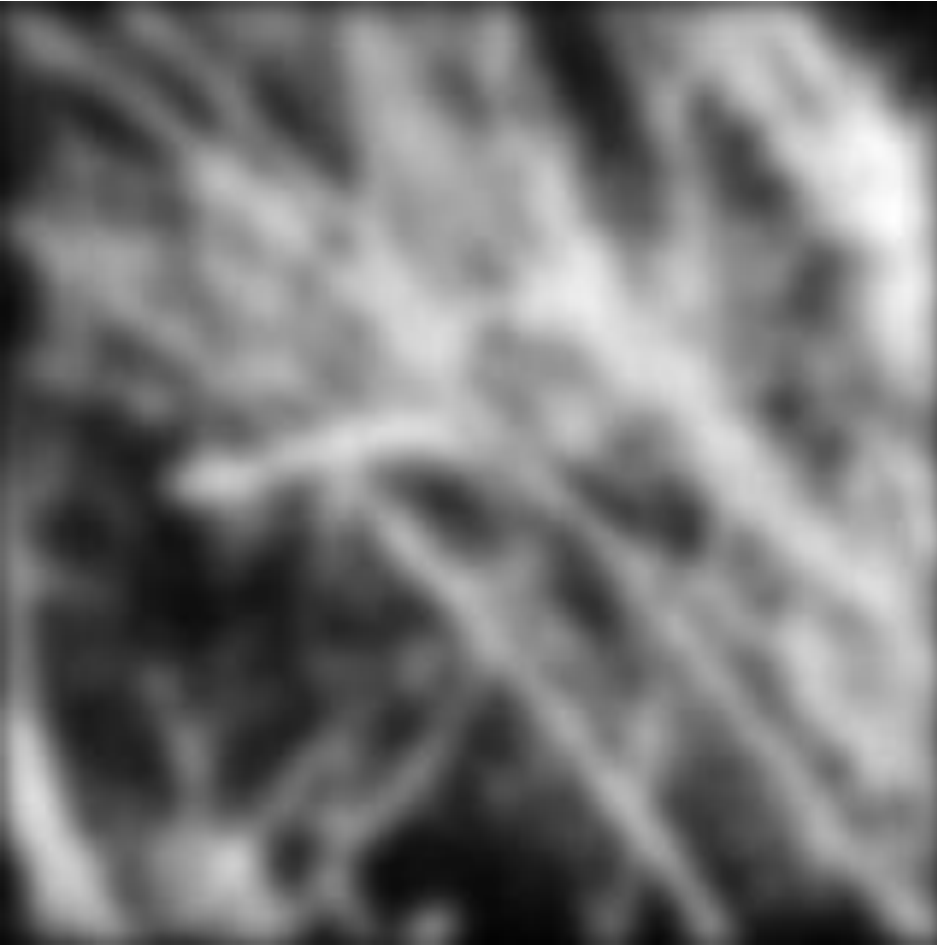


Gaussian

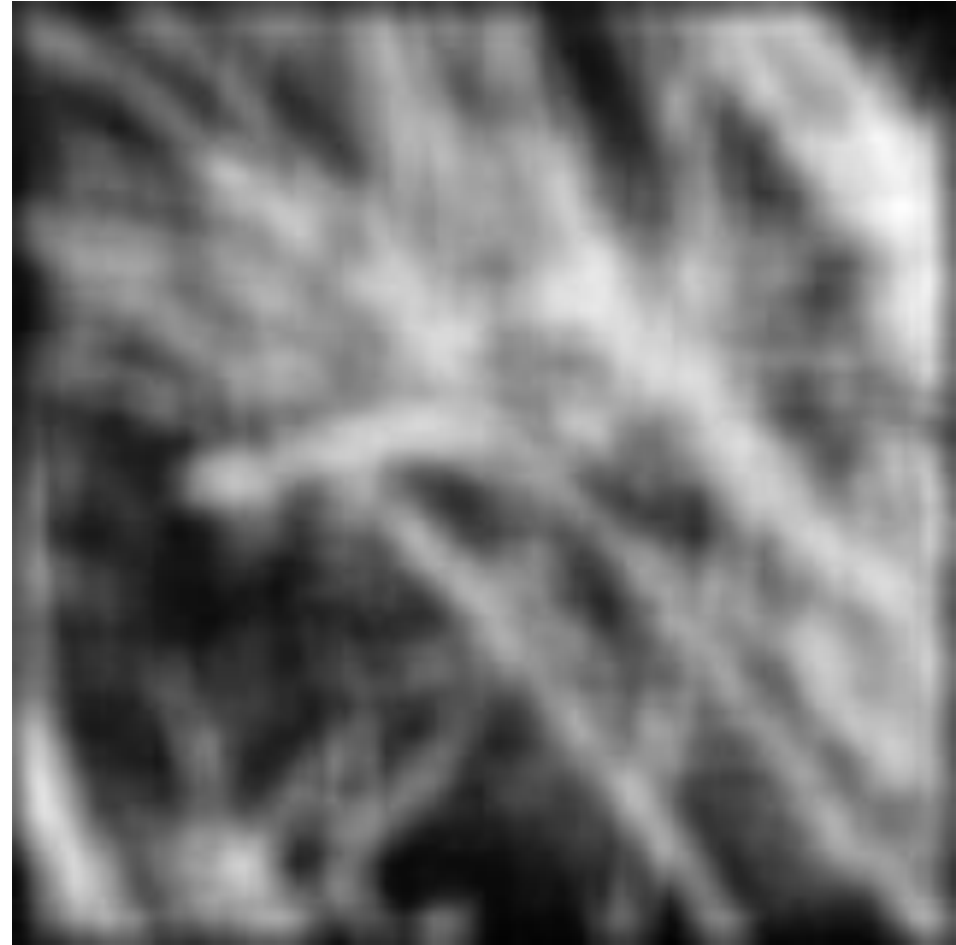
Filtering

Why does the Gaussian give a nice smooth image, but the square filter give edgy artifacts?

Gaussian

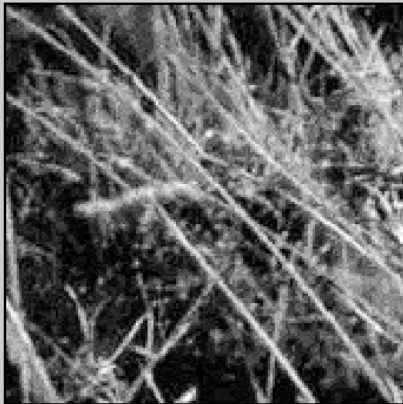


Box filter

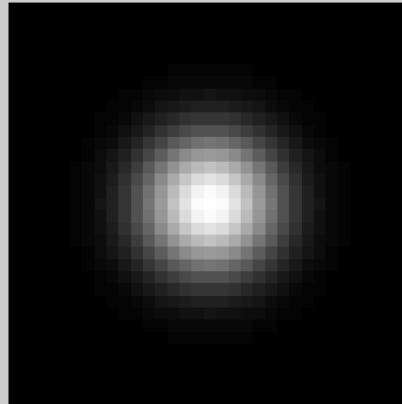


Gaussian

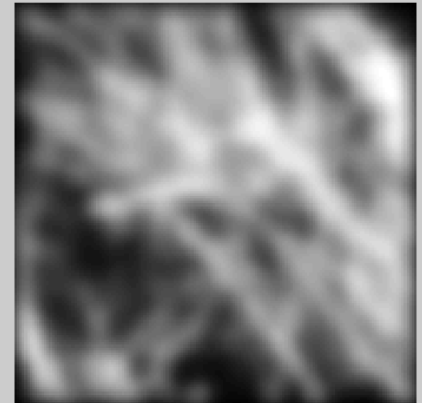
intensity image



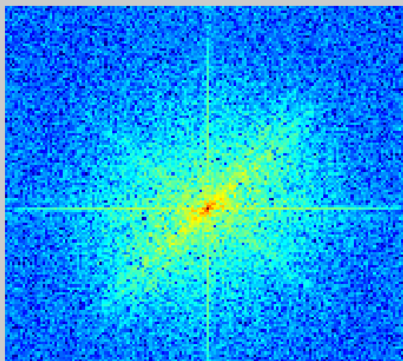
filter: gaussian



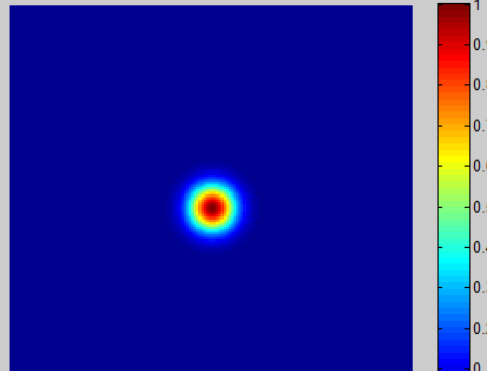
filtered image



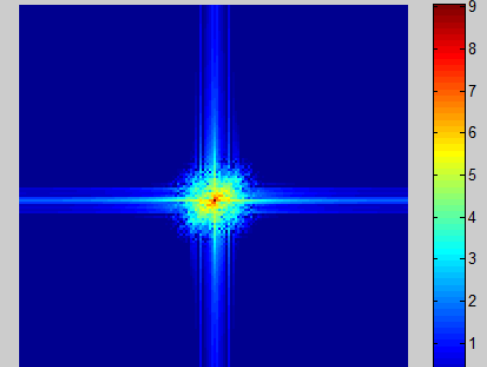
log fft magnitude of image



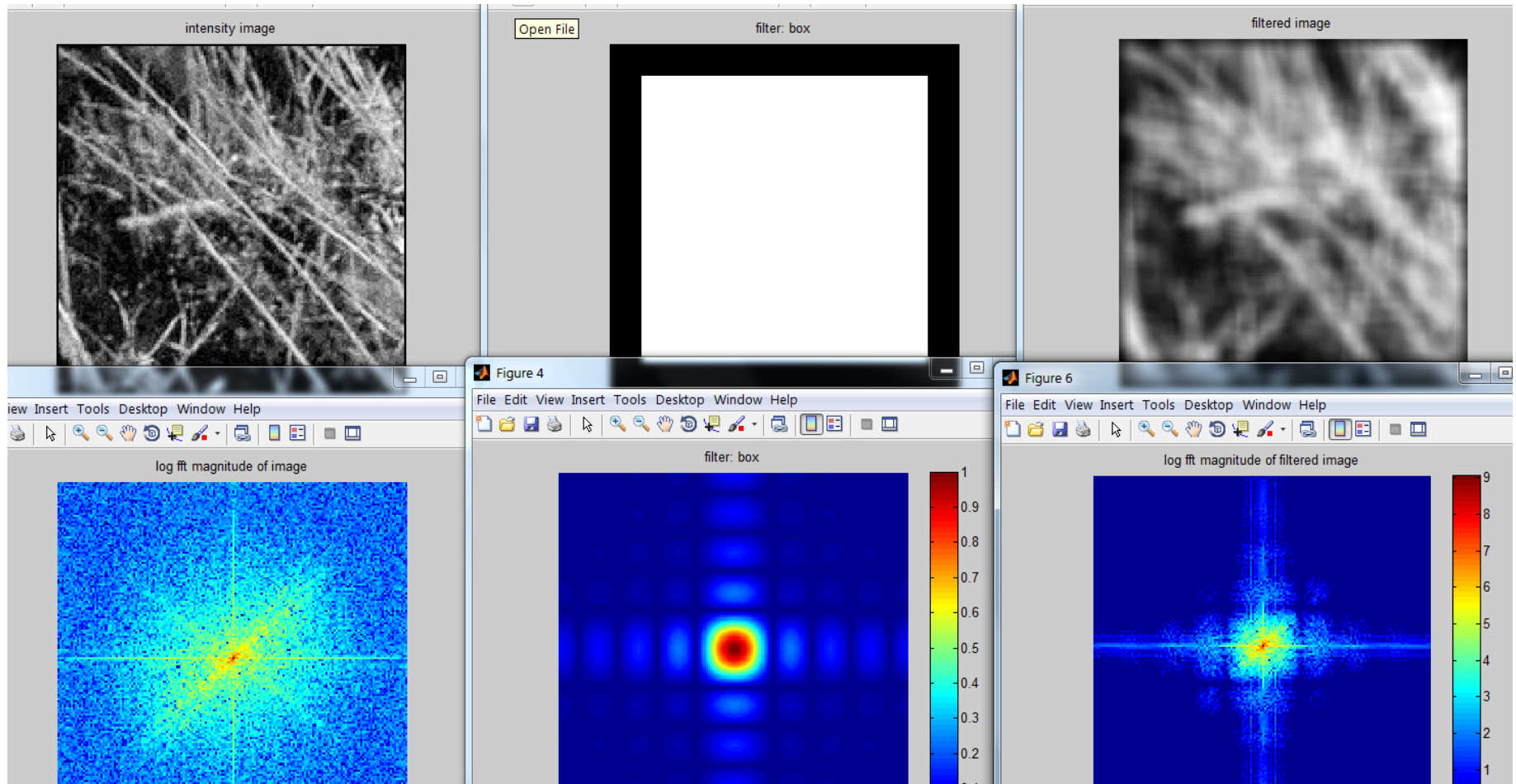
filter: gaussian



log fft magnitude of filtered image



Box Filter



Question

1. Use filtering to find pixels that have at least three white pixels in among the 8 surrounding pixels
2. Write down a filter that will compute the gradient in the y-direction:

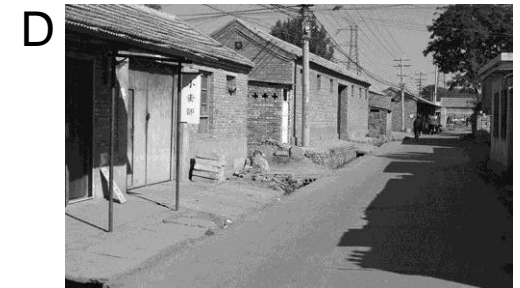
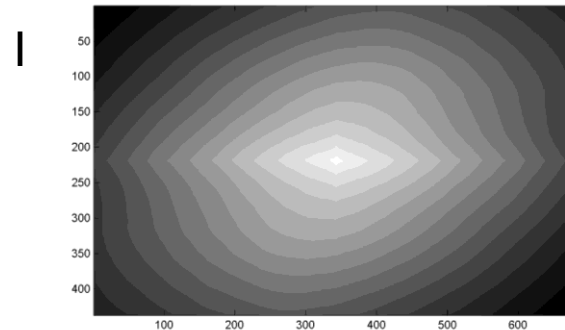
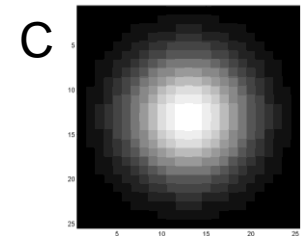
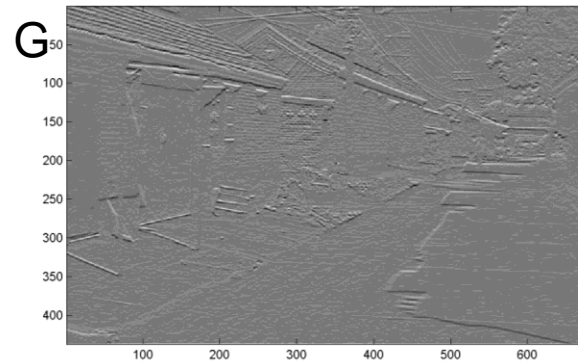
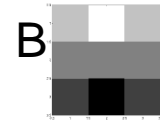
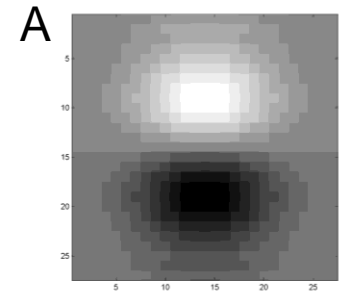
$$\text{gradx}(y, x) = \text{im}(y+1, x) - \text{im}(y, x) \quad \text{for each } x, y$$

Question

3. Fill in the blanks:

$$\begin{aligned}
 \text{a)} \quad & _ = D * B \\
 \text{b)} \quad & A = _ * _ \\
 \text{c)} \quad & F = D * _ \\
 \text{d)} \quad & _ = D * C
 \end{aligned}$$

Filtering Operator



Question

1. Match the spatial domain image to the Fourier magnitude image

1 2 3 4 5

A B C D E


The image displays a matching exercise between spatial domain images and their corresponding Fourier magnitude images. The spatial domain images are labeled A through E, and the Fourier magnitude images are labeled 1 through 5.

- A:** A small spatial domain image showing a 3x3 grid of pixels with varying intensities (white, gray, black).
- B:** A spatial domain image showing a field of white tulips in a field.
- C:** A spatial domain image showing a view through a wooden lattice structure, possibly a window or a fence, with a bright light source visible.
- D:** A spatial domain image showing a bright, circular light source (like a star or a light bulb) against a dark background.
- E:** A spatial domain image showing a view of a body of water with several people standing on rocks in the foreground.

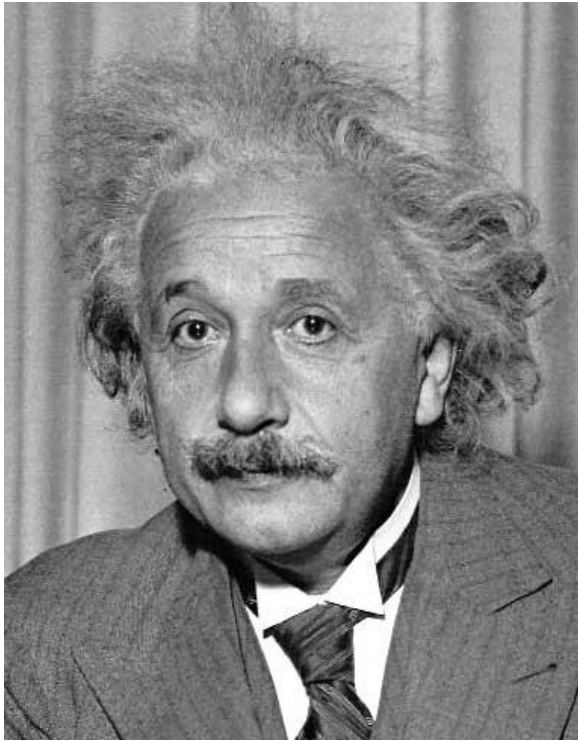
The Fourier magnitude images (1-5) show the frequency content of the spatial domain images:

- 1:** A single, bright, circular peak in the center, corresponding to the low-frequency content of image A.
- 2:** A bright, circular peak in the center, corresponding to the low-frequency content of image B.
- 3:** Two bright, circular peaks, one on the left and one on the right, corresponding to the periodic structure of image C.
- 4:** A bright, vertical, elongated peak in the center, corresponding to the vertical structure of image D.
- 5:** A bright, cross-shaped peak in the center, corresponding to the periodic structure of image E.

Matching with filters

- Goal: find  in image
- Method 2: SSD

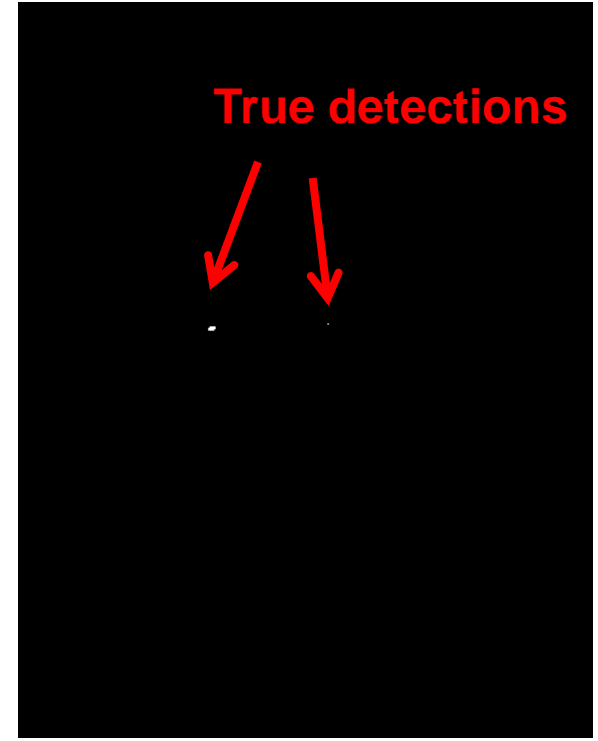
$$h[m,n] = \sum_{k,l} (g[k,l] - f[m+k,n+l])^2$$



Input




1 - sqrt(SSD)



Thresholded Image


Matching with filters

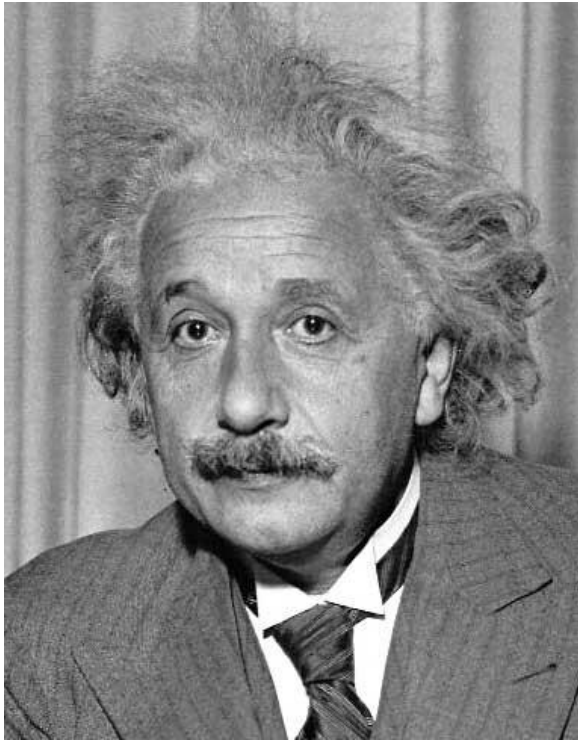
- Goal: find  in image
- Method 3: Normalized cross-correlation

$$h[m,n] = \frac{\sum_{k,l} (g[k,l] - \overset{\text{mean template}}{\downarrow} \bar{g})(f[m-k,n-l] - \overset{\text{mean image patch}}{\downarrow} \bar{f}_{m,n})}{\left(\sum_{k,l} (g[k,l] - \bar{g})^2 \sum_{k,l} (f[m-k,n-l] - \bar{f}_{m,n})^2 \right)^{0.5}}$$

Matlab: `normxcorr2(template, im)`

Matching with filters

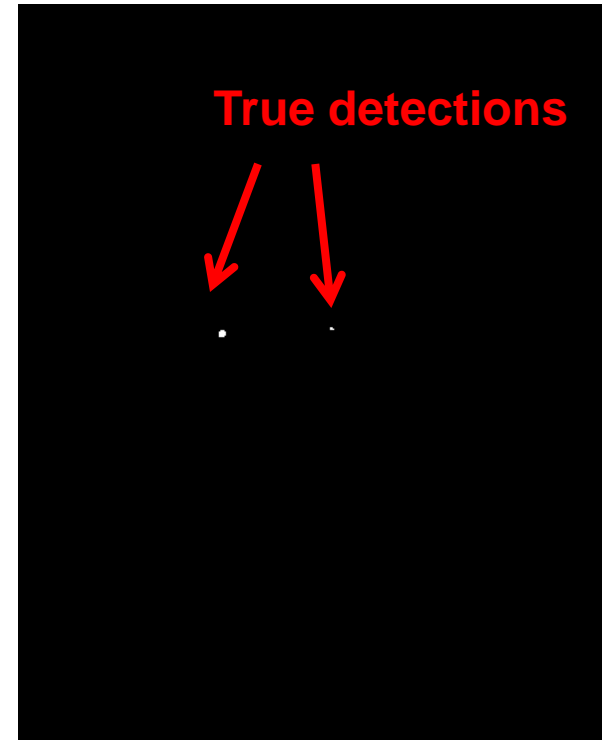
- Goal: find  in image
- Method 3: Normalized cross-correlation



Input



Normalized X-Correlation



Thresholded Image

Subsampling by a factor of 2



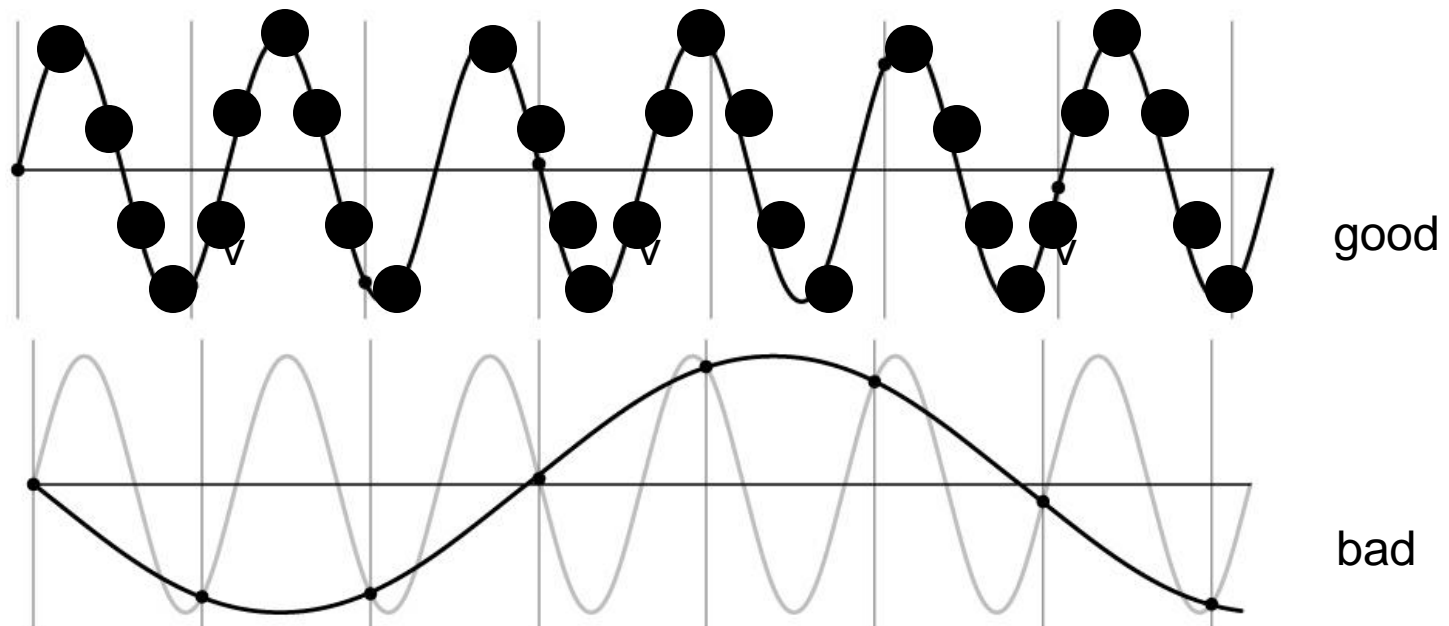
Throw away every other row and column to create a 1/2 size image



Problem: This approach causes “aliasing”

Nyquist-Shannon Sampling Theorem

- When sampling a signal at discrete intervals, the sampling frequency must be $\geq 2 \times f_{\max}$
- f_{\max} = max frequency of the input signal
- This will allow to reconstruct the original perfectly from the sampled version



Algorithm for downsampling by factor of 2

1. Start with image(h, w)
2. Apply low-pass filter
`im_blur = imfilter(image, fspecial('gaussian', 7, 1))`
3. Sample every other pixel
`im_small = im_blur(1:2:end, 1:2:end);`

Subsampling without pre-filtering



$1/2$



$1/4$ (2x zoom)



$1/8$ (4x zoom)

Subsampling with Gaussian pre-filtering



Gaussian $1/2$



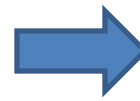
G $1/4$



G $1/8$

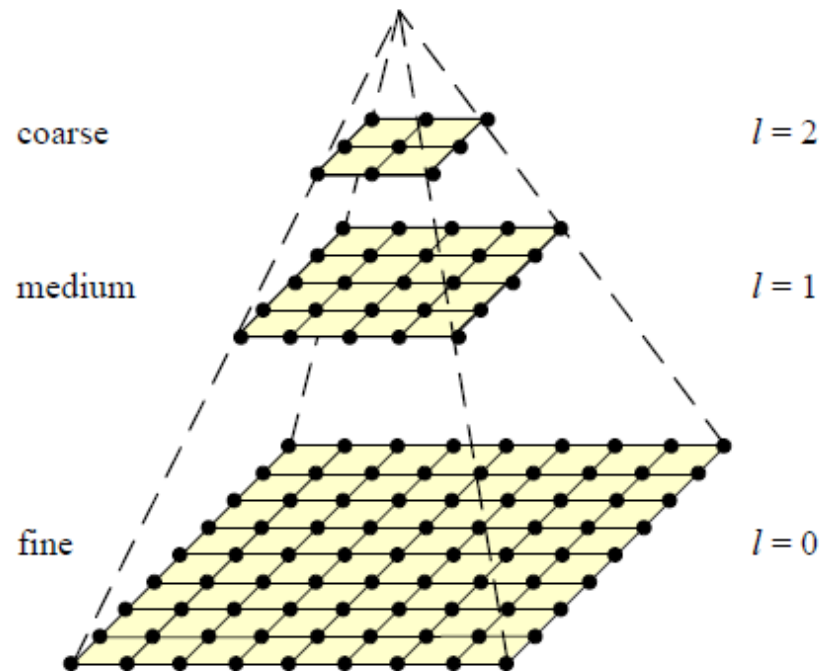
Sampling

Why does a lower resolution image still make sense to us? What do we lose?

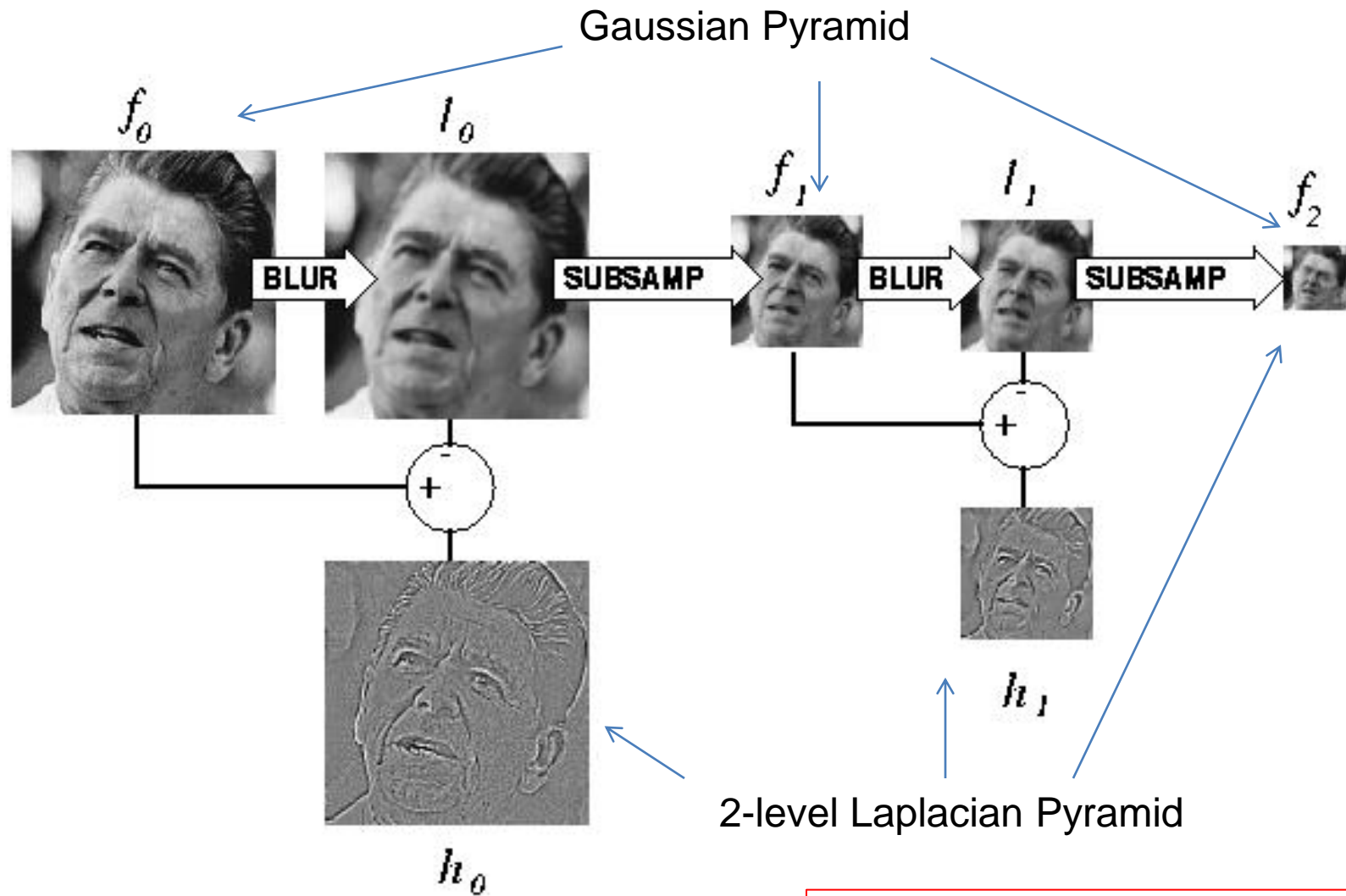


Gaussian pyramid

- Useful for coarse-to-fine matching
- Applications include multi-scale object detection, image alignment, optical flow, point tracking

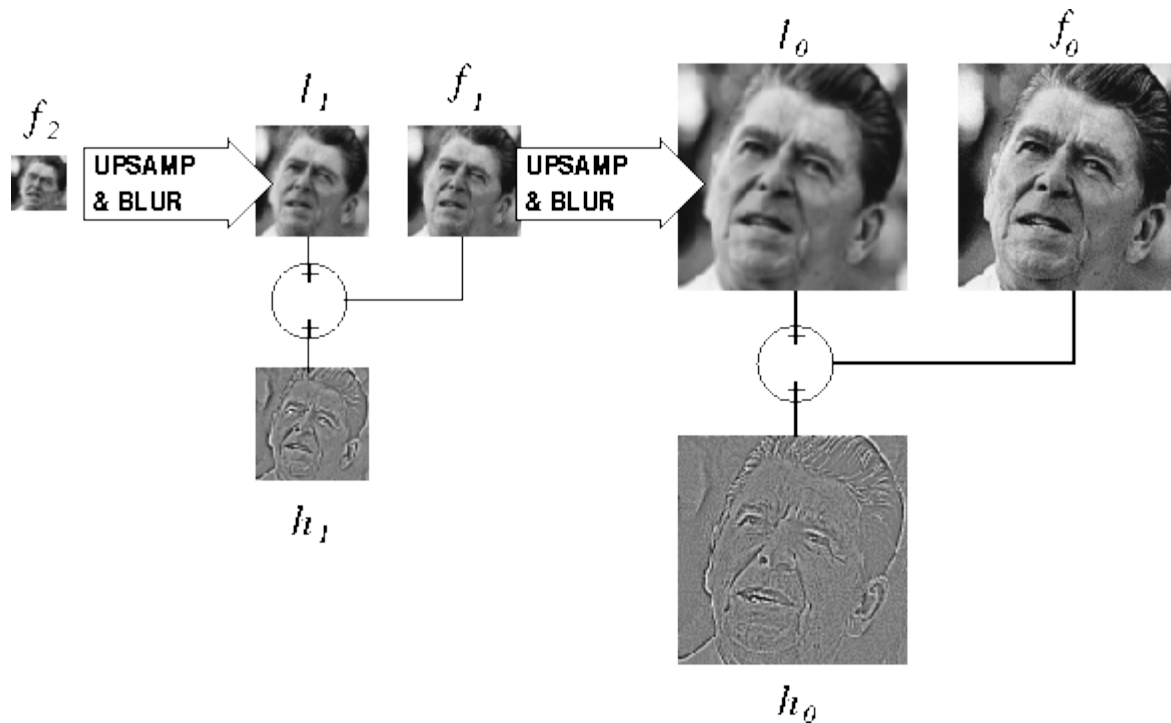


Computing Gaussian/Laplacian Pyramid



Useful figure to remember

Image reconstruction from Laplacian pyramid

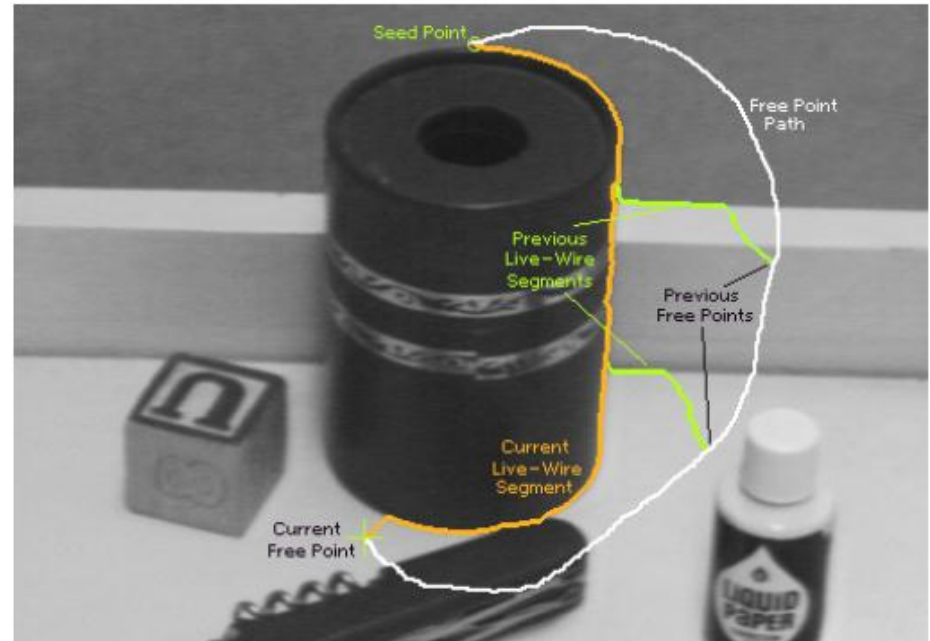


4. Region selection and compositing

- Selecting image regions
 - Intelligent scissors
 - Graph cuts
- Compositing
 - Alpha masks
 - Feathering
 - Laplacian pyramid blending
 - Poisson blending

Intelligent Scissors

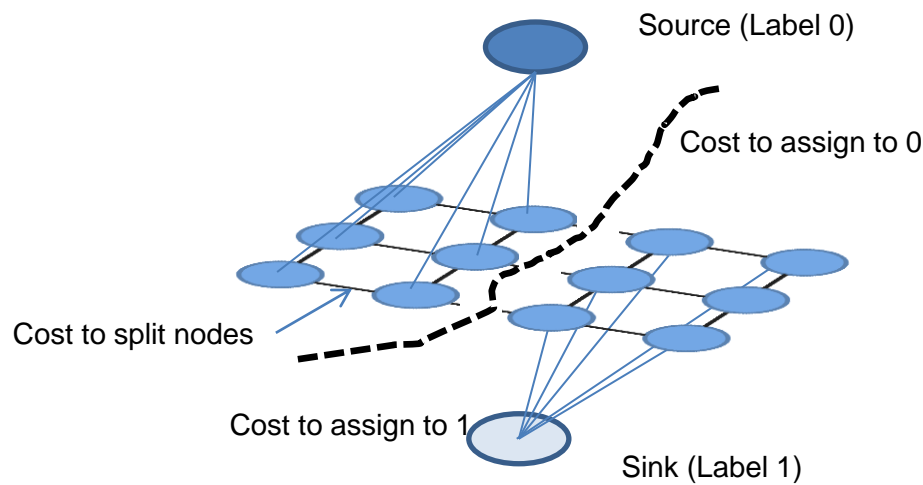
- You can treat the image as a graph
 - Nodes = pixels, edges connect neighboring pixels



Intelligent Scissors: Good boundaries are a short (high gradient) path through the graph

Graph Cuts

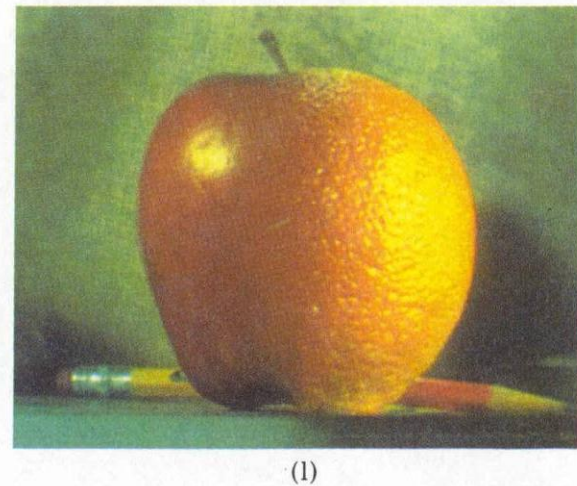
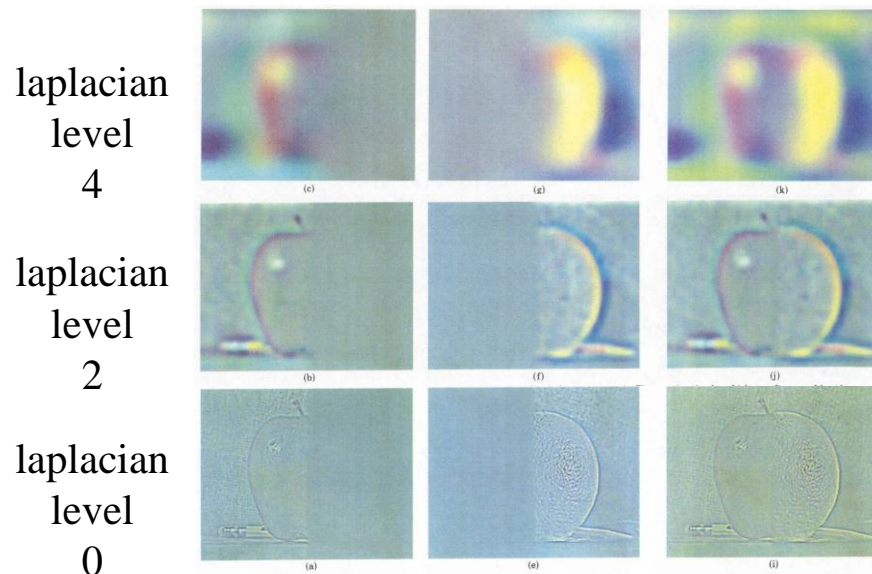
- You can treat the image as a graph
 - Nodes = pixels, edges connect neighboring pixels



Graph cut: Good boundaries are a cheap cut, where some pixels want to be foreground, and some to be background

Compositing and Blending

- Feathering: blur mask around its edges
- Laplacian blending: blend low-frequency slowly, high frequency quickly
 - Blend with alpha mask values ranging from 0 to 1

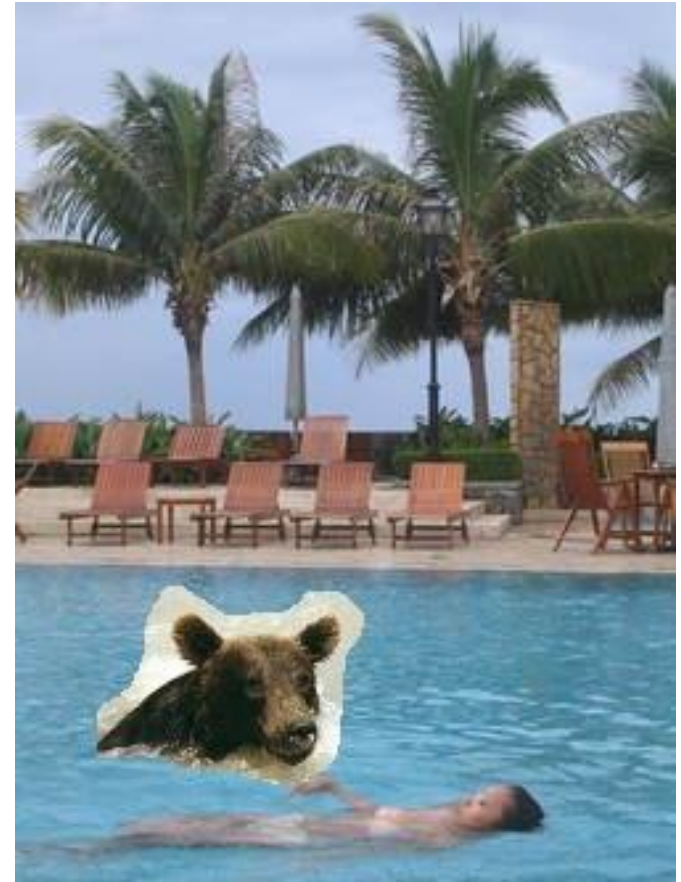
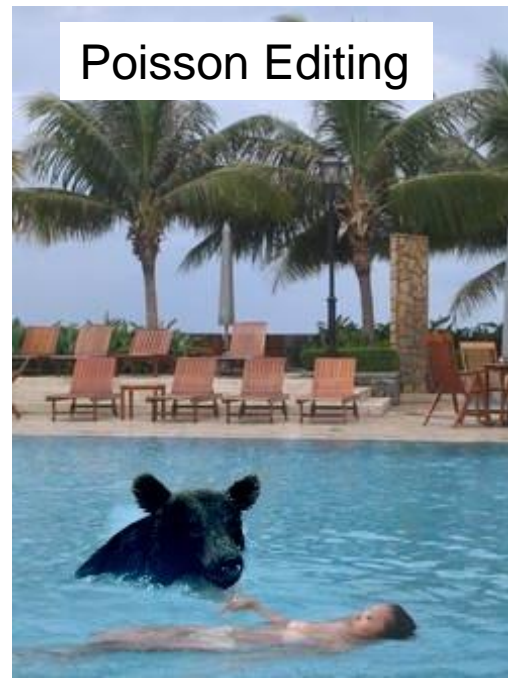


Question

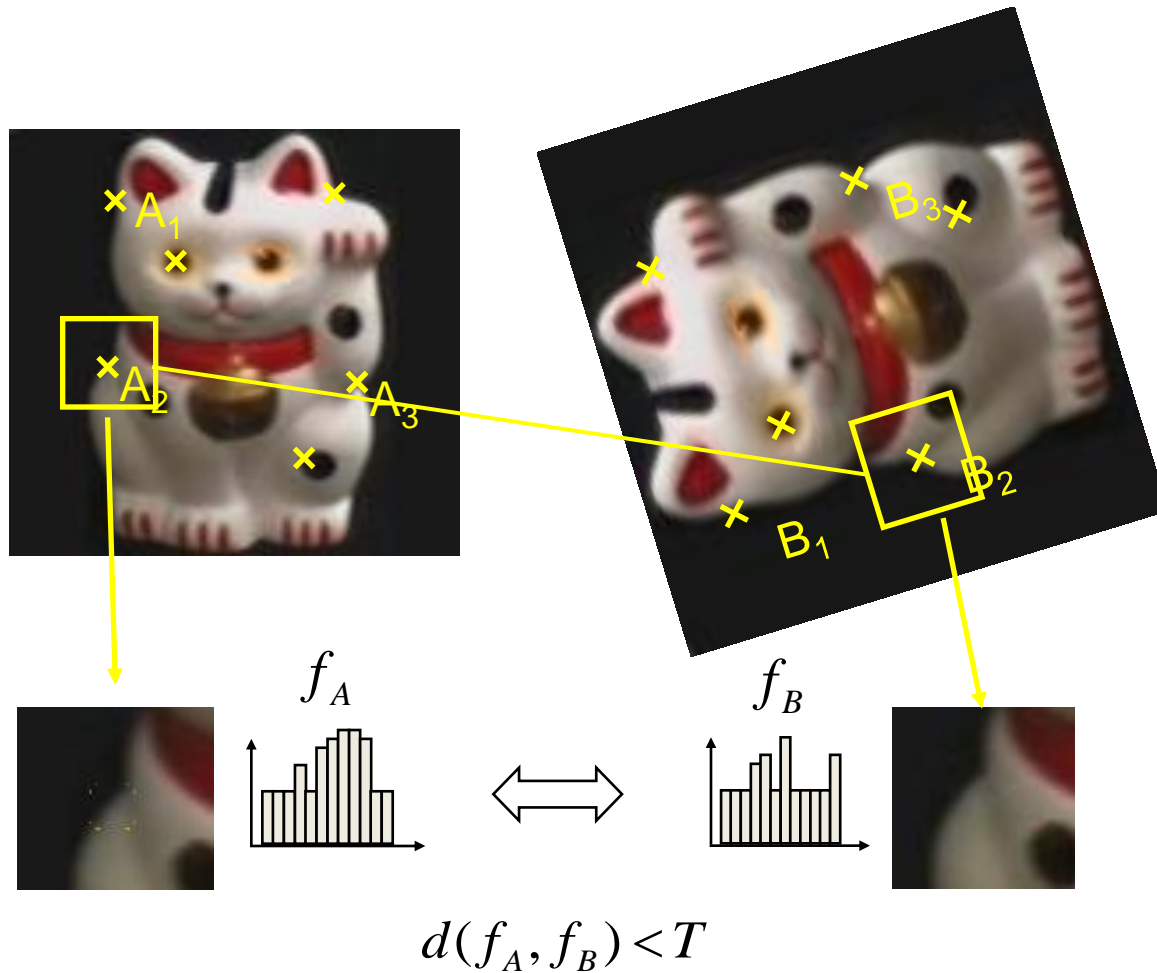
1) I am trying to blend this bear into this pool.

What problems will I have if I use:

- a) Alpha compositing with feathering
- b) Laplacian pyramid blending
- c) Poisson editing?

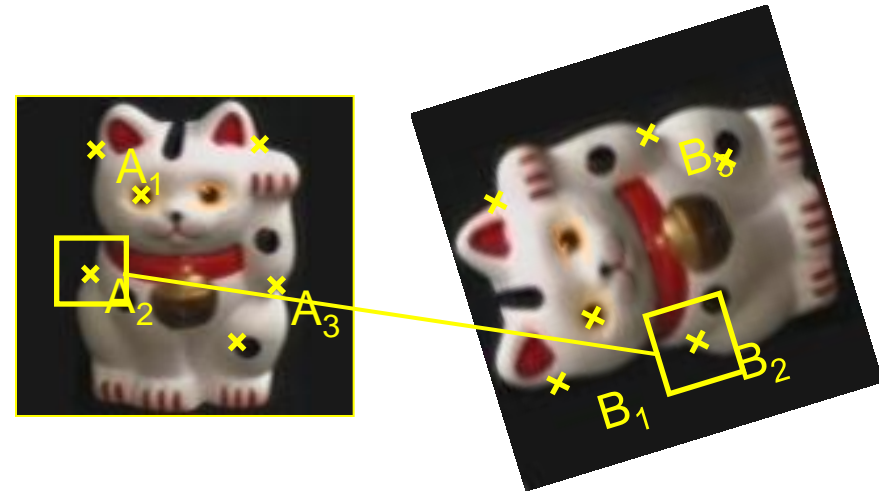


Keypoint Matching



1. Find a set of distinctive key-points
2. Define a region around each keypoint
3. Extract and normalize the region content
4. Compute a local descriptor from the normalized region
5. Match local descriptors

Key trade-offs



Localization



More Points

Robust to occlusion
Works with less texture

More Repeatable

Robust detection
Precise localization

Description



More Robust

Deal with expected variations
Maximize correct matches

More Selective

Minimize wrong matches

Harris Detector [Harris88]

- Second moment matrix

$$\mu(\sigma_I, \sigma_D) = g(\sigma_I) * \begin{bmatrix} I_x^2(\sigma_D) & I_x I_y(\sigma_D) \\ I_x I_y(\sigma_D) & I_y^2(\sigma_D) \end{bmatrix}$$

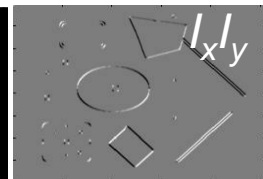
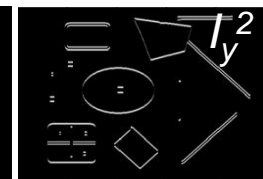
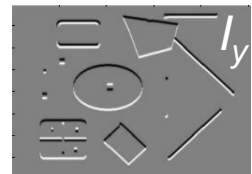
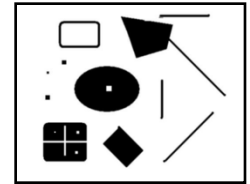
$$\det M = \lambda_1 \lambda_2$$

$$\text{trace } M = \lambda_1 + \lambda_2$$

2. Square of derivatives

3. Gaussian filter $g(\sigma_I)$

1. Image derivatives



4. Cornerness function – both eigenvalues are strong

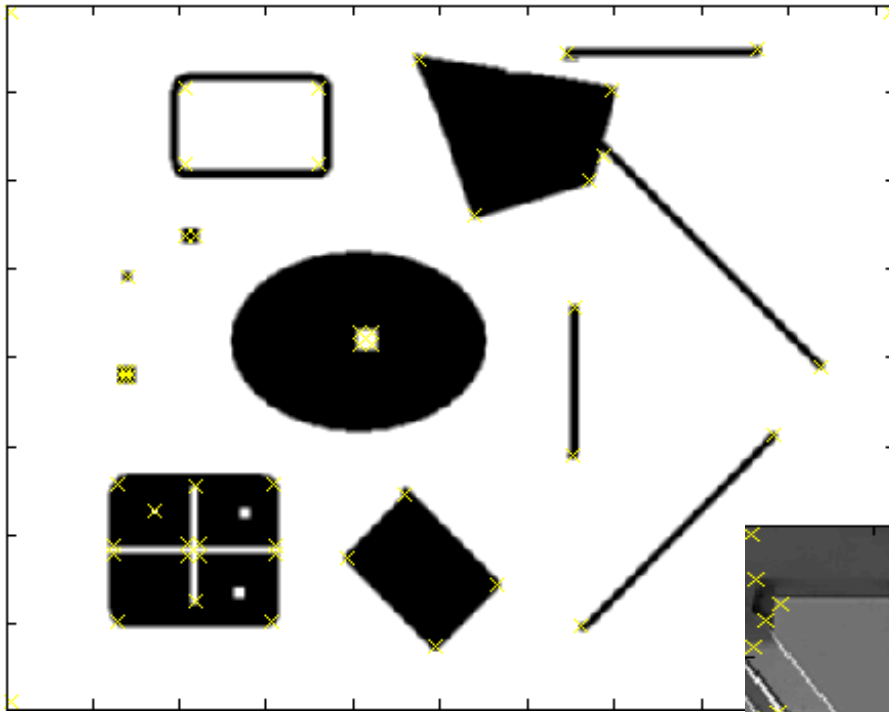
$$har = \det[\mu(\sigma_I, \sigma_D)] - \alpha [\text{trace}(\mu(\sigma_I, \sigma_D))]^2 =$$

$$g(I_x^2)g(I_y^2) - [g(I_x I_y)]^2 - \alpha [g(I_x^2) + g(I_y^2)]^2$$

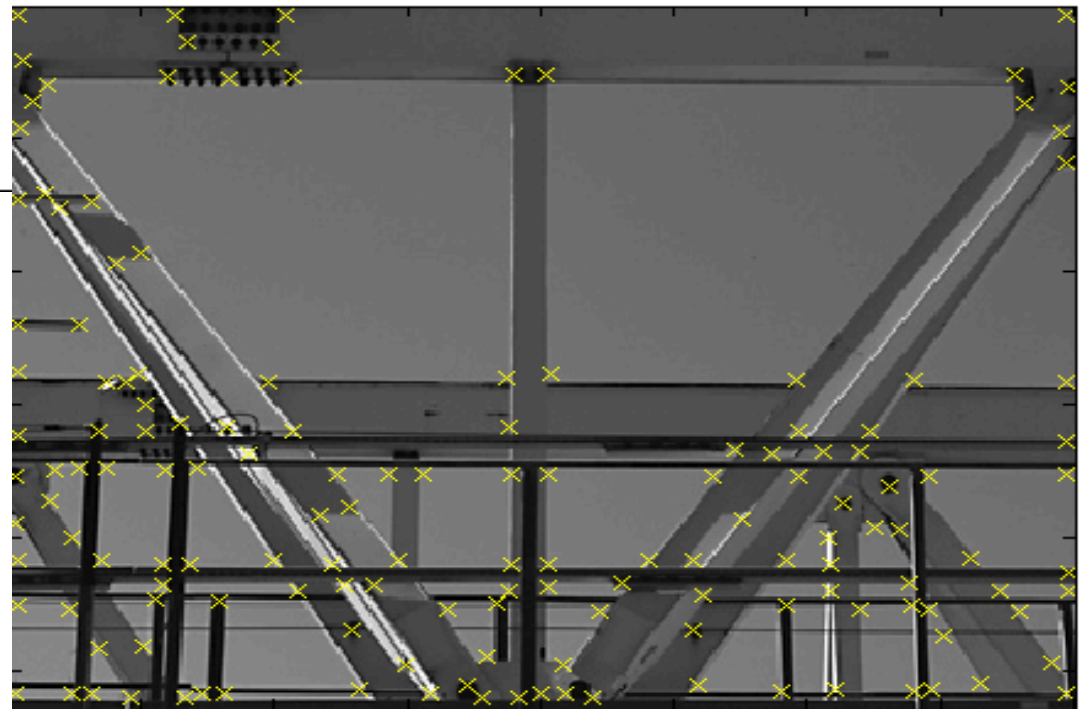
5. Non-maxima suppression



Harris Detector – Responses [Harris88]



Effect: A very precise corner detector.








Applications

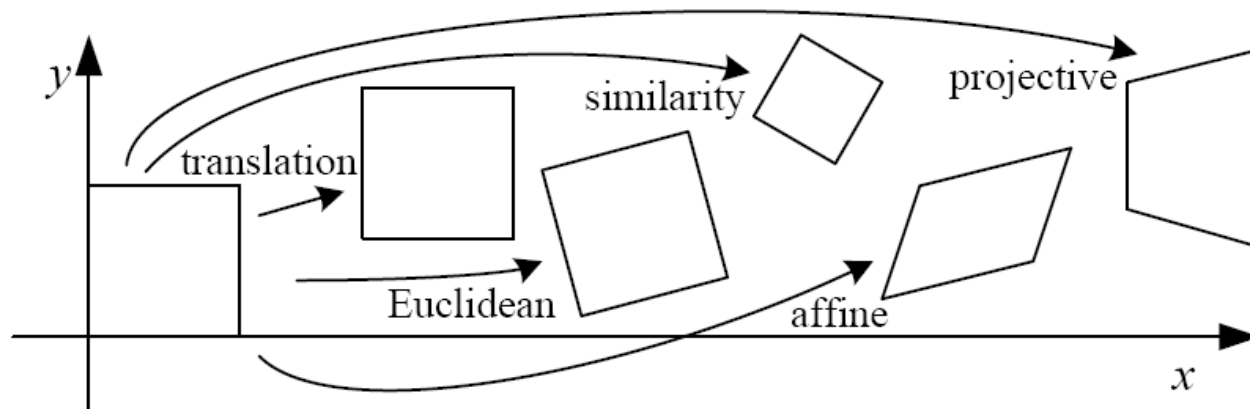
- Image stitching
 - Matching keypoints
 - Solving for homography
 - RANSAC
- Object recognition
 - Clustering keypoints and creating tf-idf tables for fast retrieval
 - Geometric verification

5. Solving for transformations

- Map between 2D coordinates using linear projection

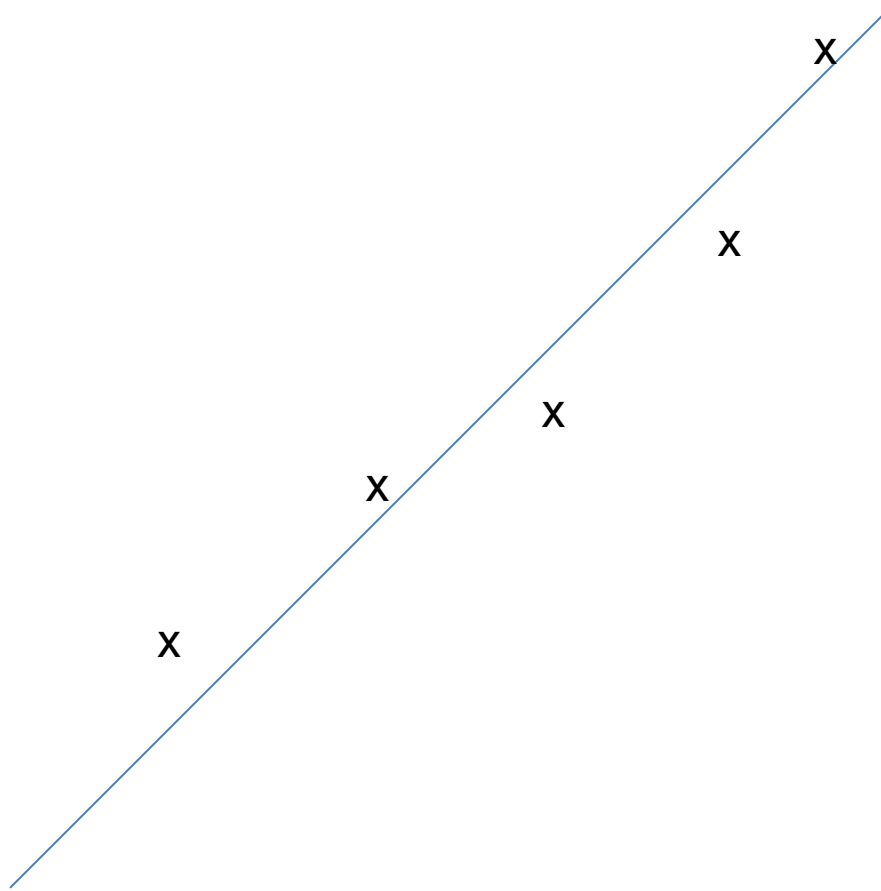
Name	Matrix	# D.O.F.	Preserves:	Icon
translation	$\begin{bmatrix} I & t \end{bmatrix}_{2 \times 3}$	2	orientation + ...	
rigid (Euclidean)	$\begin{bmatrix} R & t \end{bmatrix}_{2 \times 3}$	3	lengths + ...	
similarity	$\begin{bmatrix} sR & t \end{bmatrix}_{2 \times 3}$	4	angles + ...	
affine	$\begin{bmatrix} A \end{bmatrix}_{2 \times 3}$	6	parallelism + ...	
projective	$\begin{bmatrix} \tilde{H} \end{bmatrix}_{3 \times 3}$	8	straight lines	

$$\begin{bmatrix} x' \\ y' \\ w' \end{bmatrix} = \begin{bmatrix} a & b & c \\ d & e & f \\ g & h & i \end{bmatrix} \begin{bmatrix} x \\ y \\ w \end{bmatrix}$$



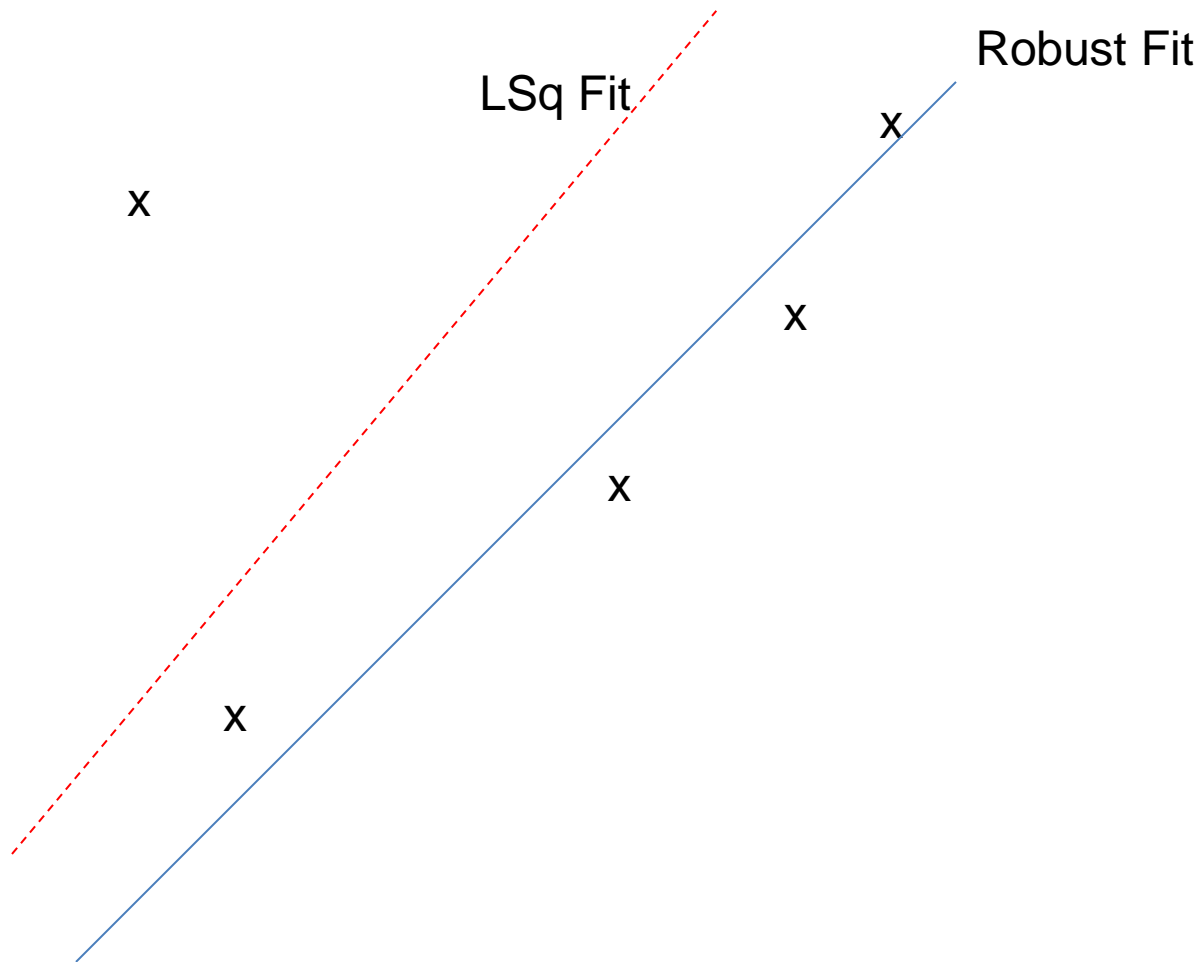
Least-squares Solving

- If all points (or correspondences) fit the model with some noise, better to use all for least squares estimate



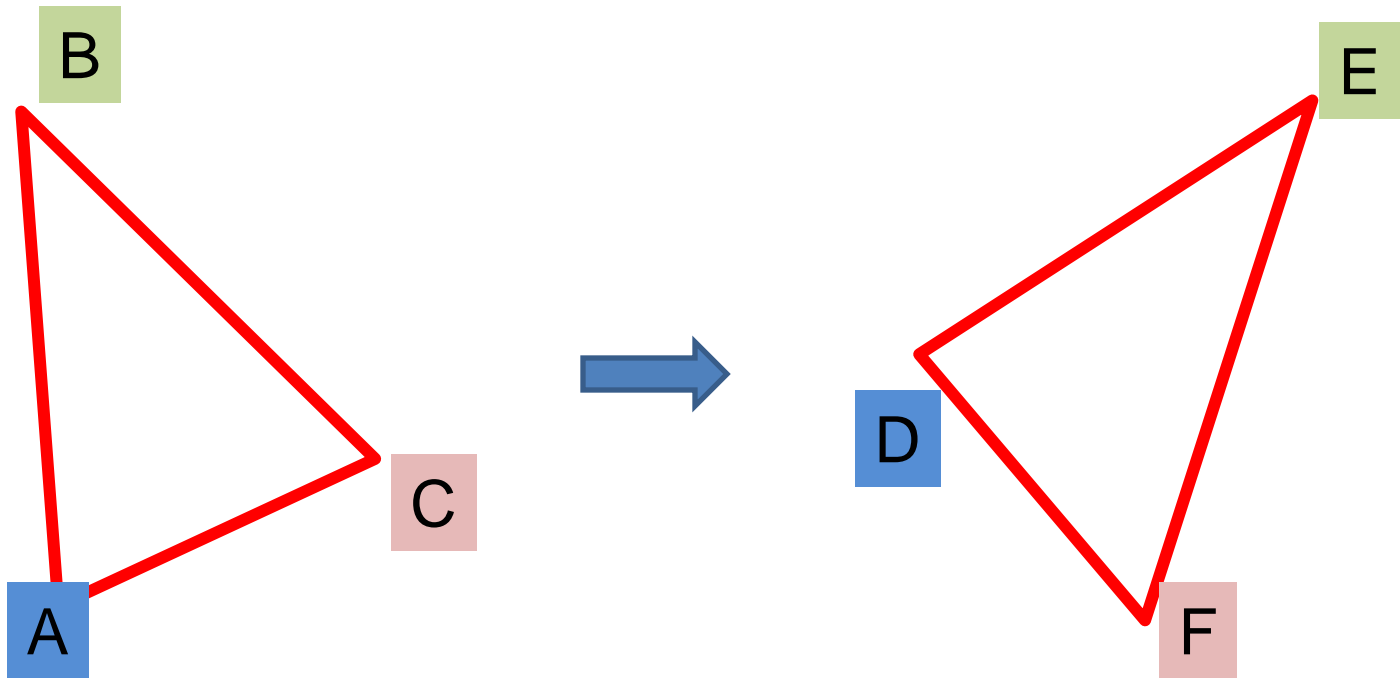
Least-squares Solving

- If some points are outliers, robust approach such as RANSAC is needed



Question

Suppose we have two triangles, ABC and DEF, related by a general affine transformation. Solve for the transformation.



Good luck!

- Questions?

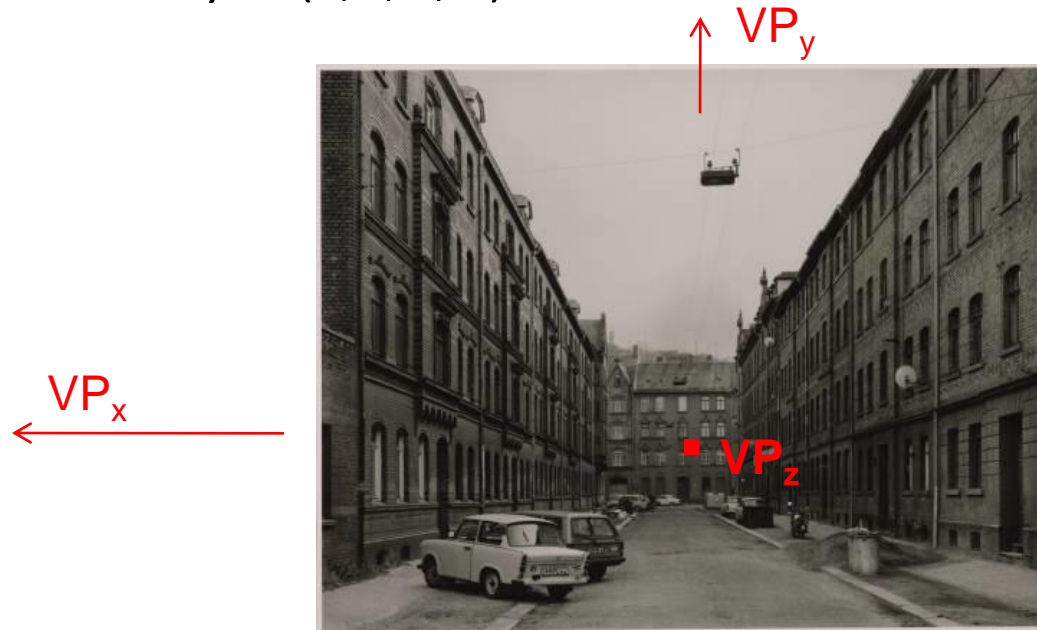
Take-home questions

- 2) How would you make a sharpening filter using gradient domain processing? What are the constraints on the gradients and the intensities?

Take-home question

Suppose you have estimated three vanishing points corresponding to orthogonal directions. How can you recover the rotation matrix that is aligned with the 3D axes defined by these points?

- Assume that intrinsic matrix K has three parameters
- Remember, in homogeneous coordinates, we can write a 3d point at infinity as $(X, Y, Z, 0)$



Take-home question

Assume that the camera height is 5 ft.

- What is the height of the man?
- What is the height of the building?
- How long is the right side of the building compared to the small window on the right side of the building?

