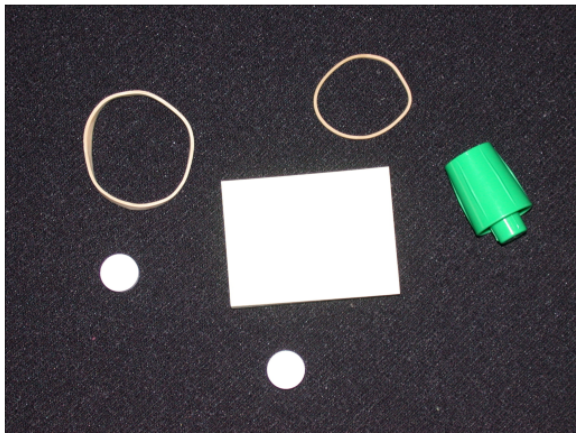


Object recognition

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2014-11-05

Detection of round objects



<http://www.mathworks.se/products/image/examples.html?file=/products/demos/s>

Bottle recognition

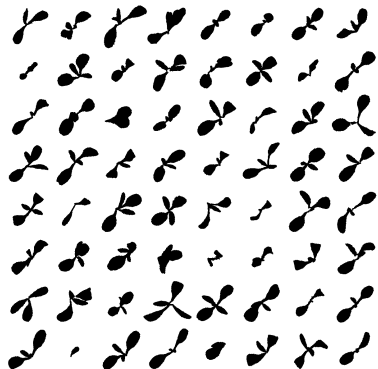


Optical character recognition (OCR)

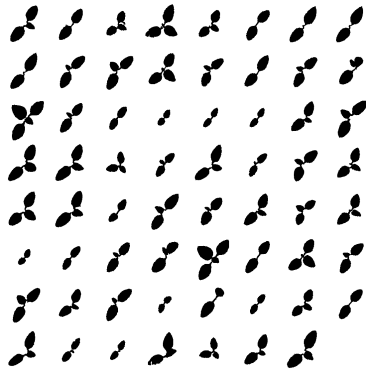
A B C D E F G H I J K L M N O
P Q R S T U V W X Y Z Å Ø Ü ä
b c d e f g h i j k l m n o p
q r s t u v w x y z & 1 2 3 4
5 6 7 8 9 0 (\$ £ . , ! ?)

Plant recognition

Cornflower (BBCH12)



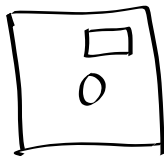
Nightshade (BBCH12)



Feature based object recognition



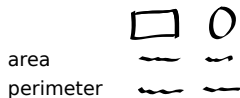
Input image



Preprocessed image

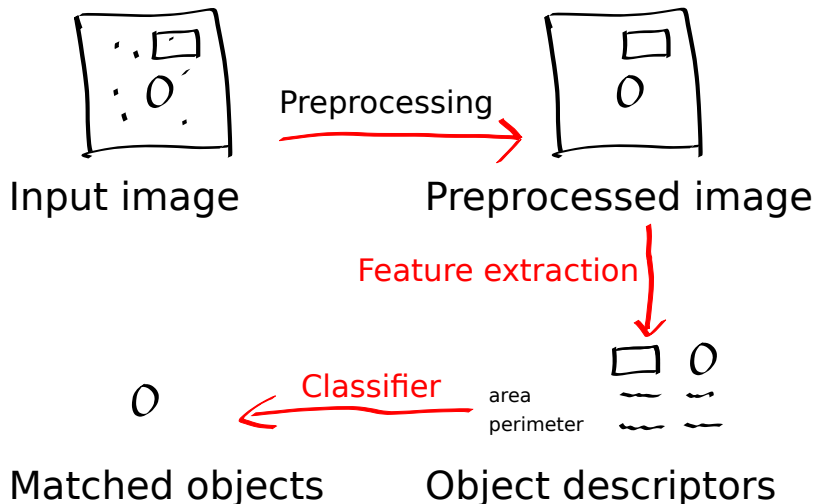


Matched objects



Object descriptors

Feature based object recognition



Example: Circle detection

Features:

- ▶ area
- ▶ perimeter

Example: Circle detection

Features:

- ▶ area
- ▶ perimeter

Combination

$$\frac{4\pi \cdot \text{area}}{\text{perimeter}^2}$$

Example: Circle detection

Features:

- ▶ area
- ▶ perimeter

Combination

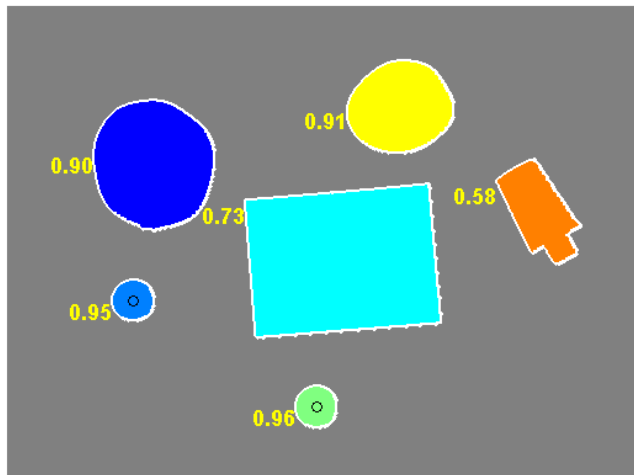
$$\frac{4\pi \cdot \text{area}}{\text{perimeter}^2}$$

Maximum value for a circle

$$\frac{4\pi \cdot \pi r^2}{(2\pi r)^2} = \frac{4\pi \cdot \pi r^2}{4\pi^2 r^2} = 1$$

Example: Circle detection continued

Metrics closer to 1 indicate that the object is approximately round

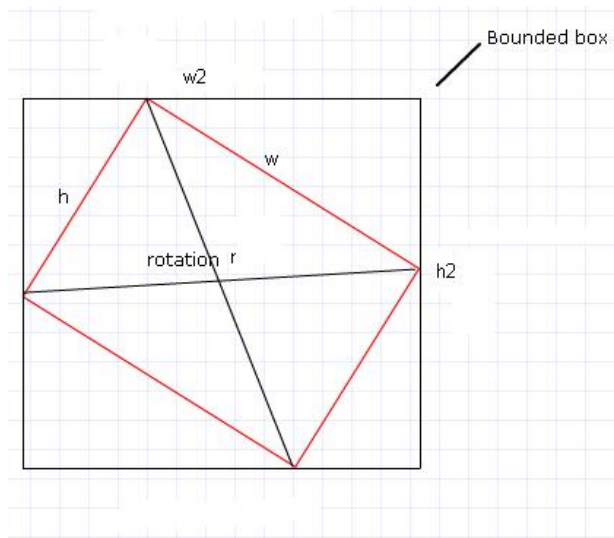


<http://www.mathworks.se/products/image/examples.html?file=/products/demos/s>

Parameter types

Reconstructive
Descriptive

Example: Height and width of bounding box



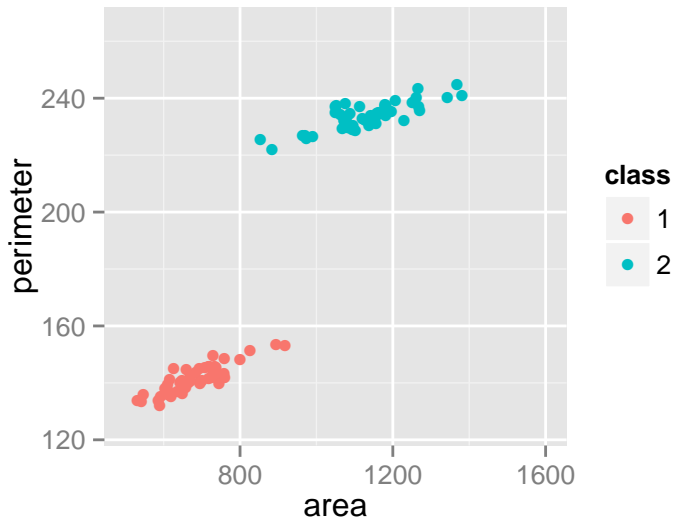
Desired properties of features

- ▶ Discriminative power (determined by the classification task)
- ▶ Invariant to
 - ▶ Translation
 - ▶ Scale
 - ▶ Rotation

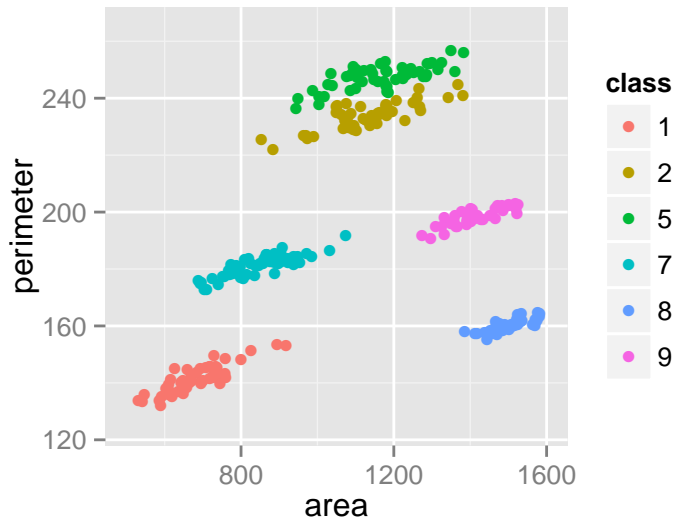
Case: Digit recognition

								9
	3	2	8			6		
6				1	9	7		
	6					4	2	8
2		9						
	7					9	6	1
4				5	3	1		
	1	3	6			8		
								7

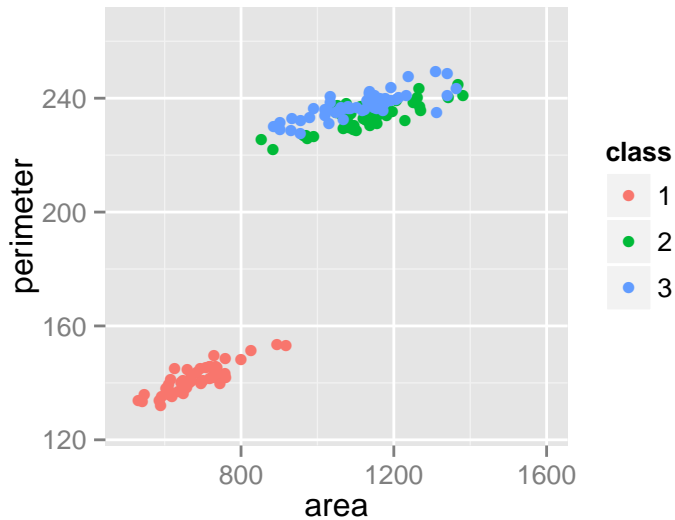
Feature space



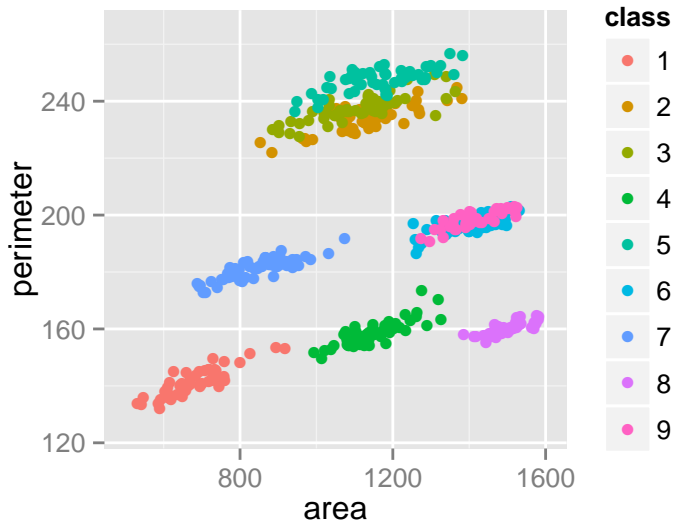
Feature space



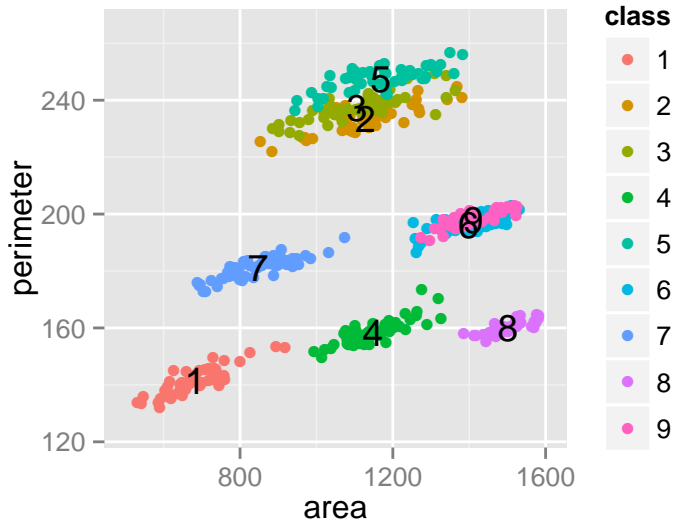
Feature space



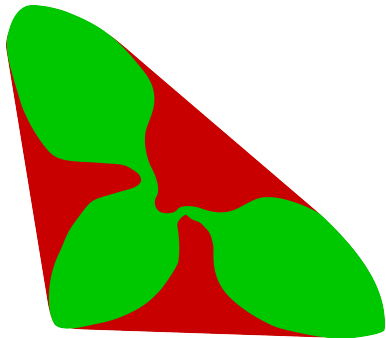
Feature space



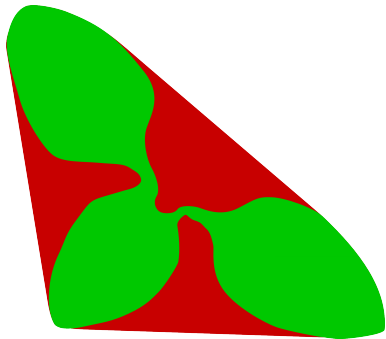
Feature space



Feature example

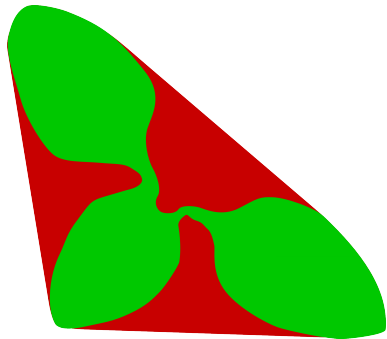


Feature example

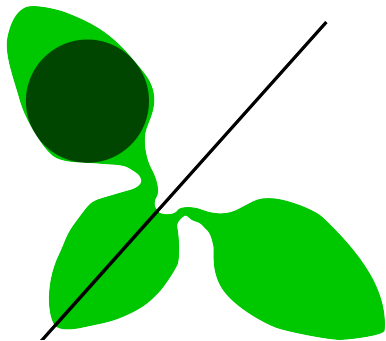


Convex hull

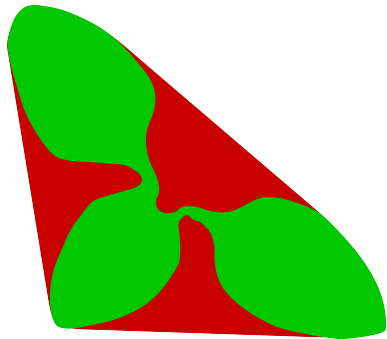
Feature example



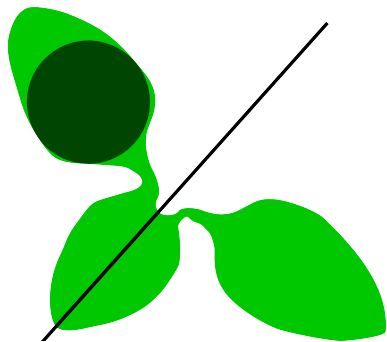
Convex hull



Feature example



Convex hull



Max ferret, symmetry, ...

Raw moments

$I(x, y)$ intensity of image at location x, y

$$M_{ij} = \sum_x \sum_y x^i \cdot y^j \cdot I(x, y)$$

Centroid coordinates in terms of raw moments

$$\bar{x} = \frac{M_{10}}{M_{00}} = \frac{\sum_x \sum_y x \cdot I(x, y)}{\sum_x \sum_y I(x, y)}$$

$$\bar{y} = \frac{M_{01}}{M_{00}} = \frac{\sum_x \sum_y y \cdot I(x, y)}{\sum_x \sum_y I(x, y)}$$

Central moments

Place object centroid in $(0, 0)$

This makes central moments invariant to translation.

$$\mu_{pq} = \sum_x \sum_y (x - \bar{x})^p \cdot (y - \bar{y})^q \cdot I(x, y)$$

Central moments from raw moments

$$\begin{aligned}\mu_{20} &= \sum_x \sum_y (x - \bar{x})^2 \cdot (y - \bar{y})^0 \cdot I(x, y) \\ &= \sum_x \sum_y (x^2 - 2x \cdot \bar{x} + \bar{x}^2) \cdot I(x, y) \\ &= \sum_x \sum_y x^2 \cdot I(x, y) - 2 \cdot \bar{x} \cdot \sum_x \sum_y x \cdot I(x, y) \\ &\quad + \bar{x}^2 \sum_x \sum_y I(x, y) \\ &= M_{20} - 2 \cdot \bar{x} \cdot M_{10} + \bar{x}^2 \cdot M_{00} \\ &= M_{20} - 2 \cdot \frac{M_{10}}{M_{00}} \cdot M_{10} + \left(\frac{M_{10}}{M_{00}} \right)^2 \cdot M_{00} \\ &= M_{20} - \frac{M_{10}}{M_{00}} \cdot M_{10} = M_{20} - \bar{x} \cdot M_{10}\end{aligned}$$

Object orientation

Covariance matrix

$$\mu'_{20} = \mu_{20}/\mu_{00} = M_{20}/M_{00} - \bar{x}^2$$

$$\mu'_{02} = \mu_{02}/\mu_{00} = M_{02}/M_{00} - \bar{y}^2$$

$$\mu'_{11} = \mu_{11}/\mu_{00} = M_{11}/M_{00} - \bar{x}\bar{y}$$

$$\text{cov}[I(x, y)] = \begin{bmatrix} \mu'_{20} & \mu'_{11} \\ \mu'_{11} & \mu'_{02} \end{bmatrix}.$$

Orientation of largest eigenvalue (and of object)

$$\Theta = \frac{1}{2} \arctan \left(\frac{2\mu'_{11}}{\mu'_{20} - \mu'_{02}} \right)$$

Central moments from raw moments

$$\mu_{00} = M_{00}$$

$$\mu_{01} = 0$$

$$\mu_{10} = 0$$

$$\mu_{11} = M_{11} - \bar{x}M_{01} = M_{11} - \bar{y}M_{10}$$

$$\mu_{20} = M_{20} - \bar{x}M_{10}$$

$$\mu_{02} = M_{02} - \bar{y}M_{01}$$

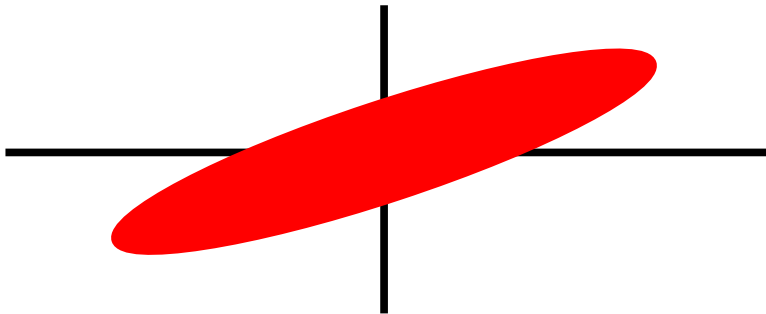
$$\mu_{21} = M_{21} - 2\bar{x}M_{11} - \bar{y}M_{20} + 2\bar{x}^2M_{01}$$

$$\mu_{12} = M_{12} - 2\bar{y}M_{11} - \bar{x}M_{02} + 2\bar{y}^2M_{10}$$

$$\mu_{30} = M_{30} - 3\bar{x}M_{20} + 2\bar{x}^2M_{10}$$

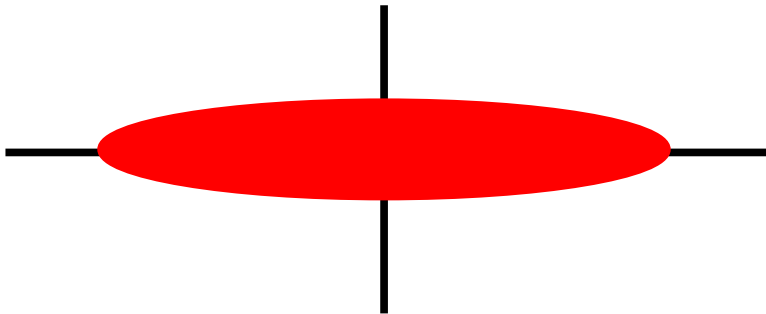
$$\mu_{03} = M_{03} - 3\bar{y}M_{02} + 2\bar{y}^2M_{01}$$

Sign of central moment



<http://m.socrative.com/> + login with *hsm*

Sign of central moment



Scale invariant moments

$$\eta_{ij} = \frac{\mu_{ij}}{\mu_{00} \left(1 + \frac{i+j}{2}\right)}$$

Rotation invariant moments – Hu moments

$$l_1 = \eta_{20} + \eta_{02}$$

$$l_2 = (\eta_{20} - \eta_{02})^2 + 4\eta_{11}^2$$

$$l_3 = (\eta_{30} - 3\eta_{12})^2 + (3\eta_{21} - \eta_{03})^2$$

$$l_4 = (\eta_{30} + \eta_{12})^2 + (\eta_{21} + \eta_{03})^2$$

$$l_5 = (\eta_{30} - 3\eta_{12})(\eta_{30} + \eta_{12})[(\eta_{30} + \eta_{12})^2 - 3(\eta_{21} + \eta_{03})^2] \\ + (3\eta_{21} - \eta_{03})(\eta_{21} + \eta_{03})[3(\eta_{30} + \eta_{12})^2 - (\eta_{21} + \eta_{03})^2]$$

$$l_6 = (\eta_{20} - \eta_{02})[(\eta_{30} + \eta_{12})^2 - (\eta_{21} + \eta_{03})^2] \\ + 4\eta_{11}(\eta_{30} + \eta_{12})(\eta_{21} + \eta_{03})$$

$$l_7 = (3\eta_{21} - \eta_{03})(\eta_{30} + \eta_{12})[(\eta_{30} + \eta_{12})^2 - 3(\eta_{21} + \eta_{03})^2] \\ - (\eta_{30} - 3\eta_{12})(\eta_{21} + \eta_{03})[3(\eta_{30} + \eta_{12})^2 - (\eta_{21} + \eta_{03})^2]$$

Hu moments



Figure 8-9. Images of five simple characters; looking at their Hu moments yields some intuition concerning their behavior

Table 8-1. Values of the Hu moments for the five simple characters of Figure 8-9

	h_1	h_2	h_3	h_4	h_5	h_6	h_7
A	2.837e-1	1.961e-3	1.484e-2	2.265e-4	-4.152e-7	1.003e-5	-7.941e-9
I	4.578e-1	1.820e-1	0.000	0.000	0.000	0.000	0.000
O	3.791e-1	2.623e-4	4.501e-7	5.858e-7	1.529e-13	7.775e-9	-2.591e-13
M	2.465e-1	4.775e-4	7.263e-5	2.617e-6	-3.607e-11	-5.718e-8	-7.218e-24
F	3.186e-1	2.914e-2	9.397e-3	8.221e-4	3.872e-8	2.019e-5	2.285e-6

Hu moments

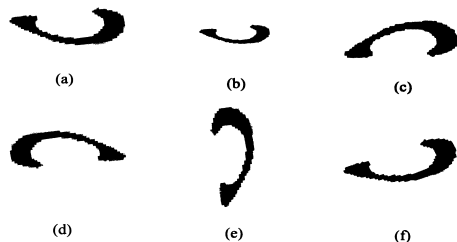


FIGURE 7.5: The Byzantine symbol “petasti” in various scaled and rotated versions, from (a) to (f).

Table 7.4: The invariant moments of Hu for the versions of the “petasti” symbol

Moments	0°	Scaled	180°	15°	Mirror	90°
ϕ_1	93.13	91.76	93.13	94.28	93.13	93.13
ϕ_2	58.13	56.60	58.13	58.59	58.13	58.13
ϕ_3	26.70	25.06	26.70	27.00	26.70	26.70
ϕ_4	15.92	14.78	15.92	15.83	15.92	15.92
ϕ_5	3.24	2.80	3.24	3.22	3.24	3.24
ϕ_6	10.70	9.71	10.70	10.57	10.70	10.70
ϕ_7	0.53	0.46	0.53	0.56	-0.53	0.53

Hu moments – Interpretation

l_1 Angular momentum

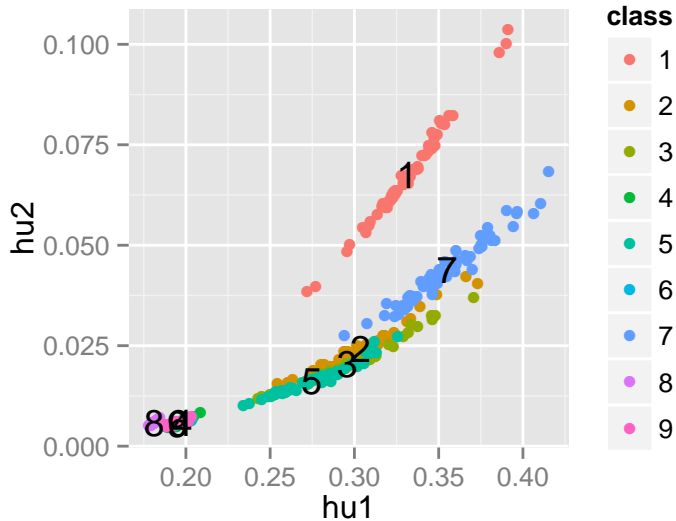
l_7 Skew invariant, changes sign when object is mirrored

Features from sudoku digits

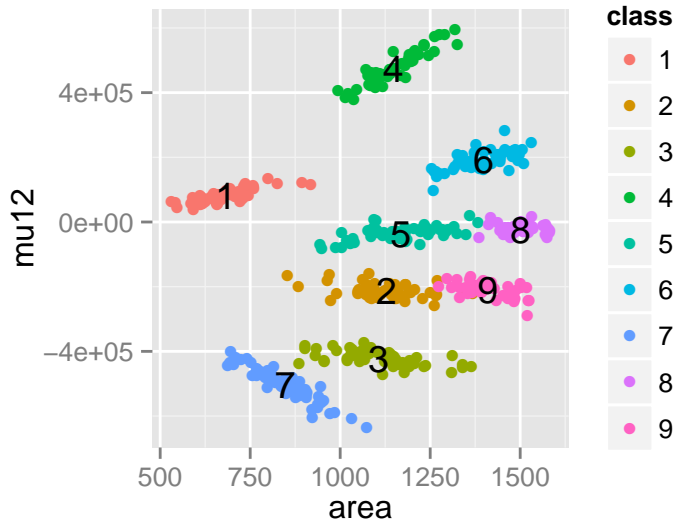
Some example data from digit recognition.
Now with better features

- ▶ area
- ▶ perimeter
- ▶ central moments
- ▶ Hu moments

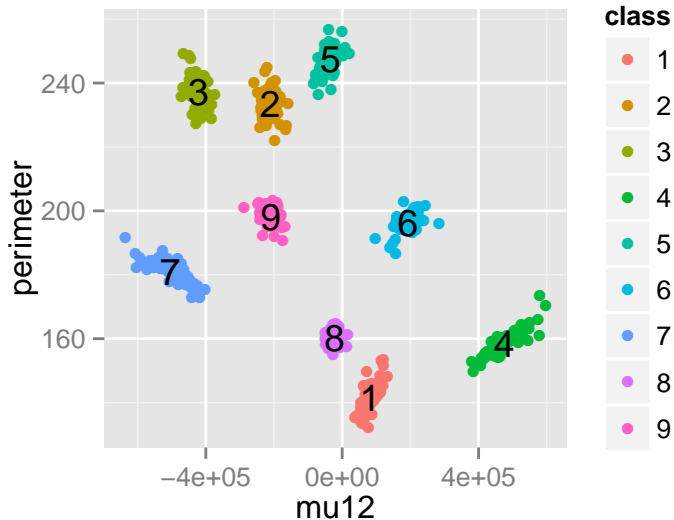
Sudoku digits



Sudoku digits



Sudoku digits



Features from sudoku digits

Some example data from digit recognition.

Now with better features

- ▶ area
- ▶ perimeter
- ▶ central moments
- ▶ *Hu moments* – Is not enough alone (6 vs. 9)

Summary

- ▶ feature based object recognition can be used for several tasks
- ▶ features are derived from objects
- ▶ choosing good features are important