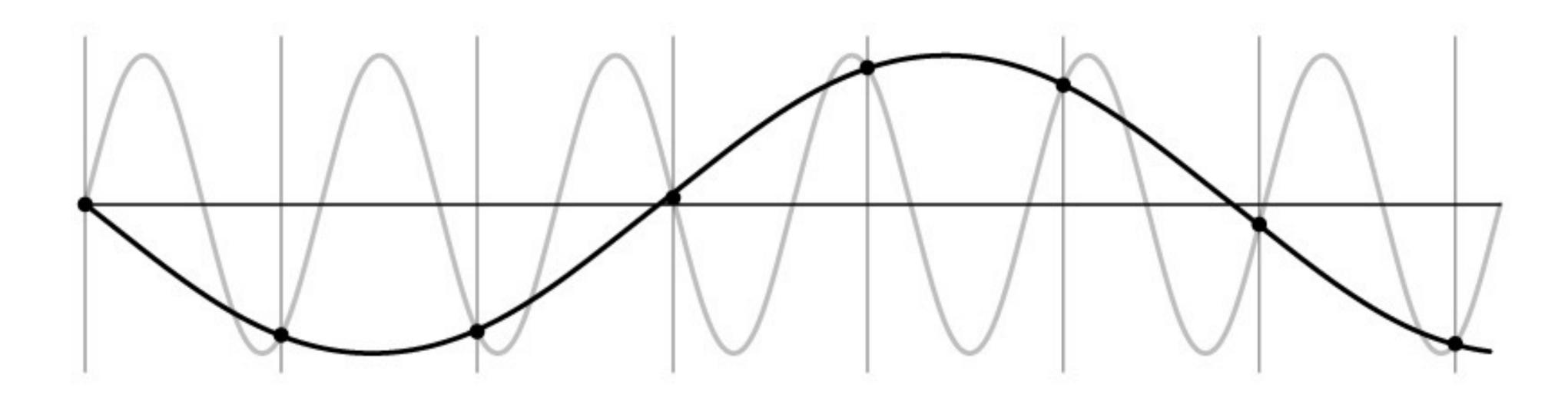
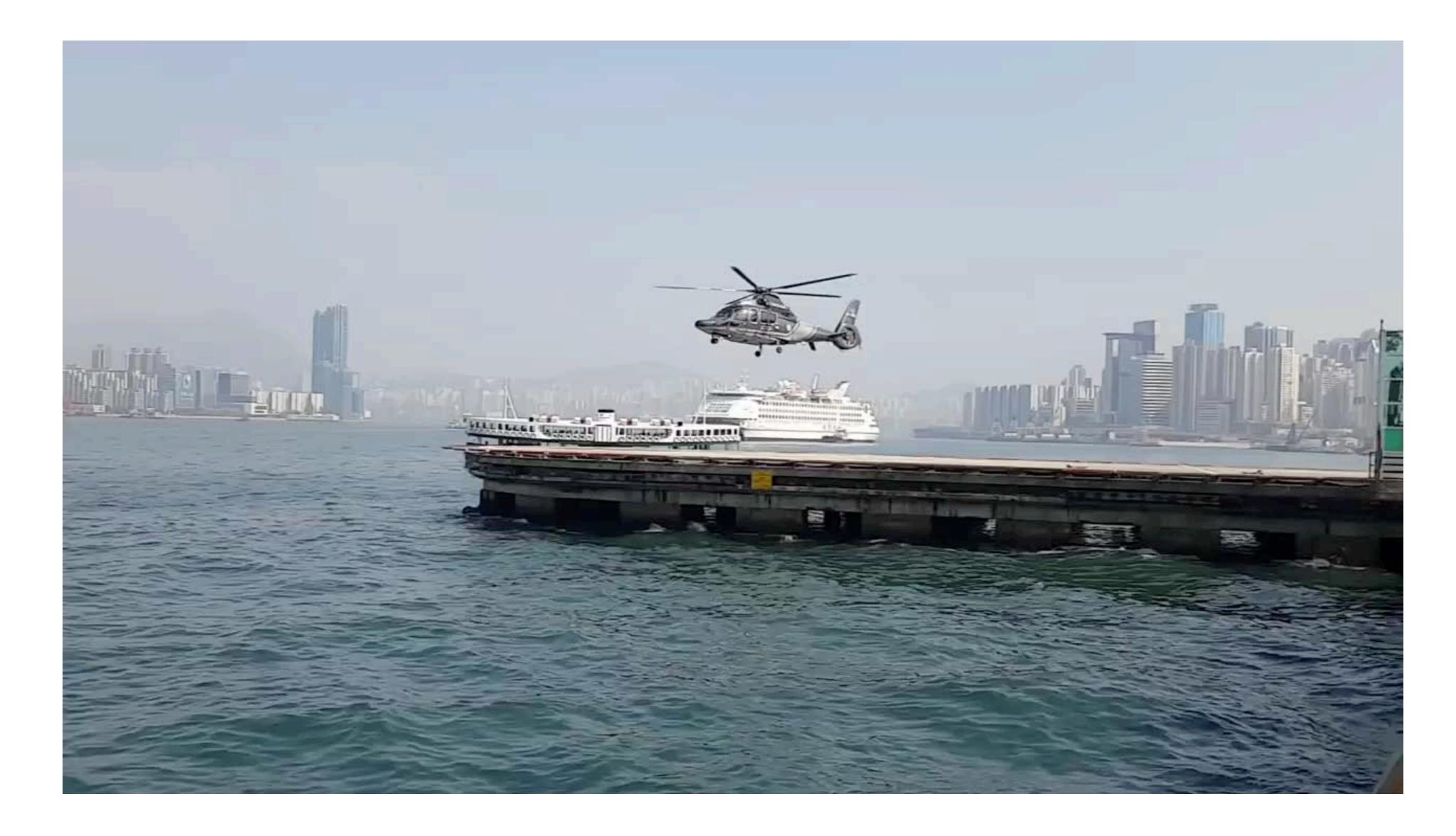
Recap: A Simple Sine Wave

How do we discretize the signal?



Signal can be confused with one at lower frequency This is called "Aliasing"

Temporal Aliasing



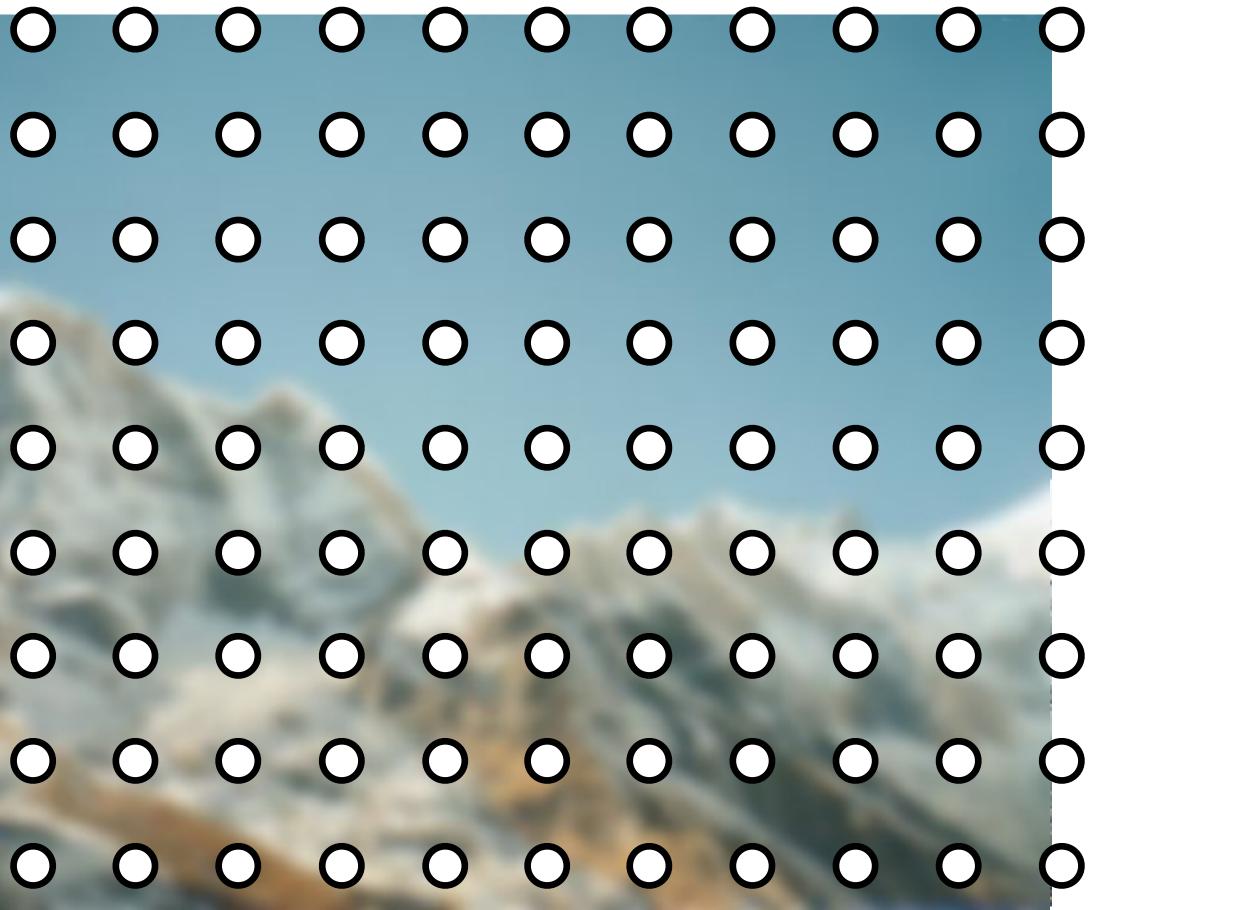
Slide Credit: Ioannis (Yannis) Gkioulekas (CMU)

Resampling Images

Ο 0 \mathbf{O} 0

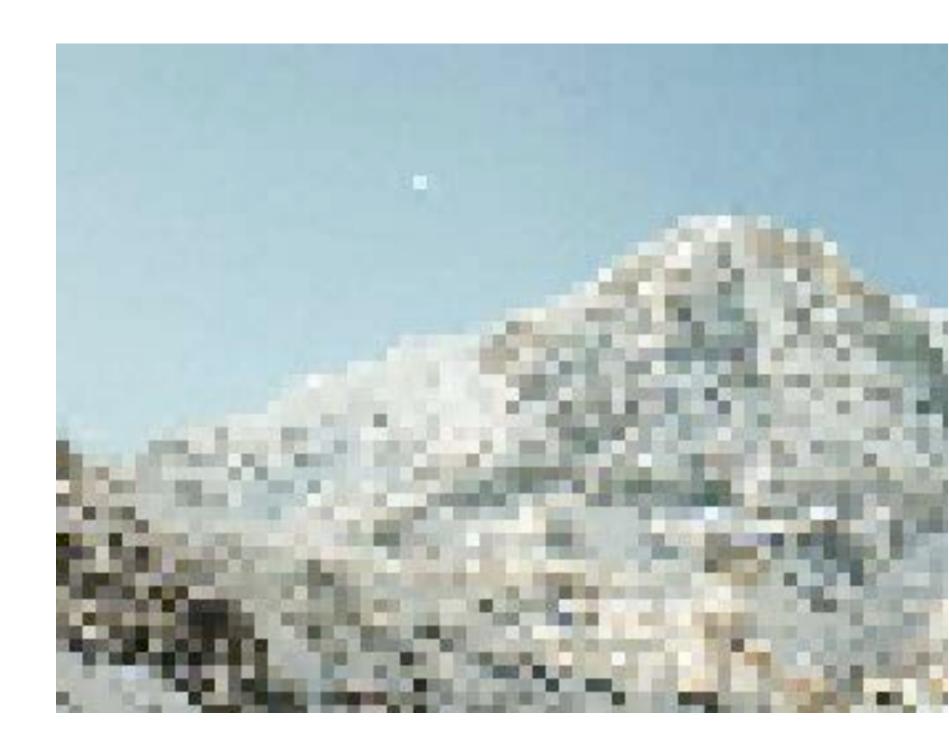
Improved Method: First blur the image (with low-pass) then take n-th pixel

With correct sigma value for a Gaussian, no information is lost



Aliasing Example

Sampling every 5th pixel with and without low-pass blur



No filtering



Gaussian Blur $\sigma = 3.0$

 $\sigma = 1/(2s)$



THE UNIVERSITY OF BRITISH COLUMBIA

CPSC 425: Computer Vision



Image Credit: <u>https://docs.adaptive-vision.com/4.7/studio/machine_vision_guide/TemplateMatching.html</u>

(unless otherwise stated slides are taken or adopted from **Bob Woodham, Jim Little** and **Fred Tung**)

Lecture 7: Digital Imaging Pipeline, Template Matching

Menu for Today

Topics:

- **Digital Imaging** Pipeline - **Scaled** Representations

Readings:

Reminders:

- Assignment 1: due Jan 30th

available now

Template Matching - Normalised Correlation

- Today's Lecture: Szeliski 2.3, 3.5, Forsyth & Ponce (2nd ed.) 4.5 - 4.7

- Assignment 2: Scaled Representations, Face Detection and Image Blending





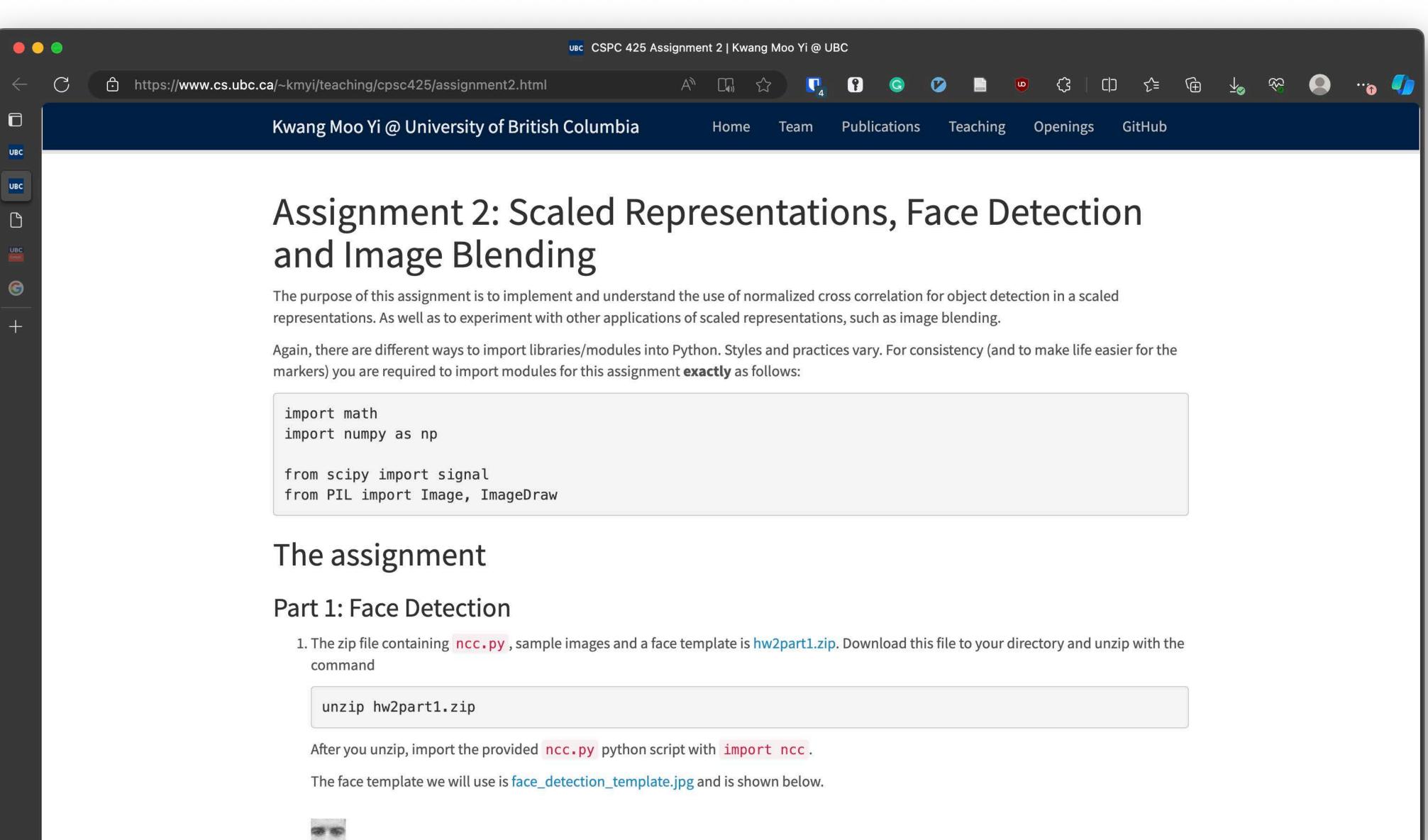
(Joal

1. See how image filtering can be used in practice

2. Understand the concept behind template matching



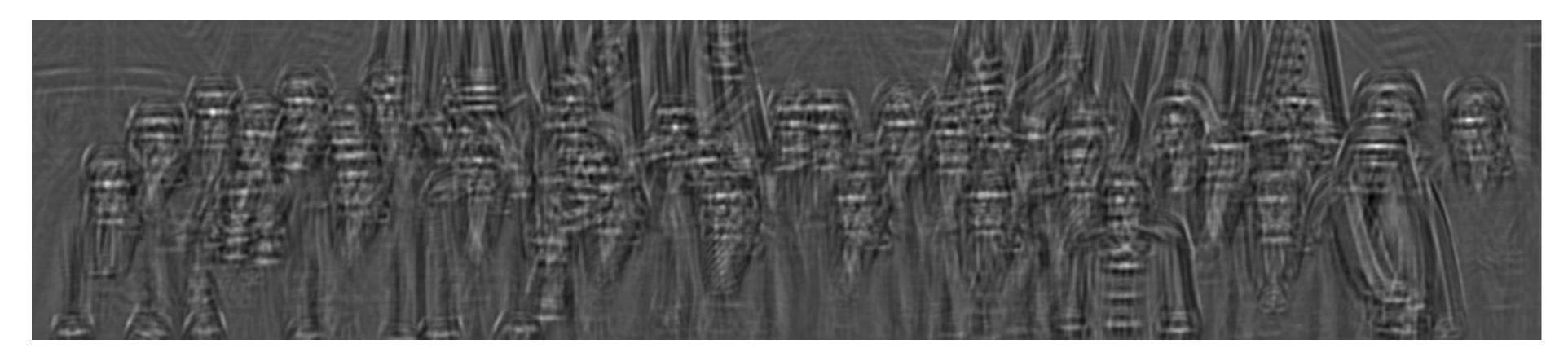
Assignment 2 available now



Convolve image with template, find local maxima











Convolve image with template, find local maxima



*



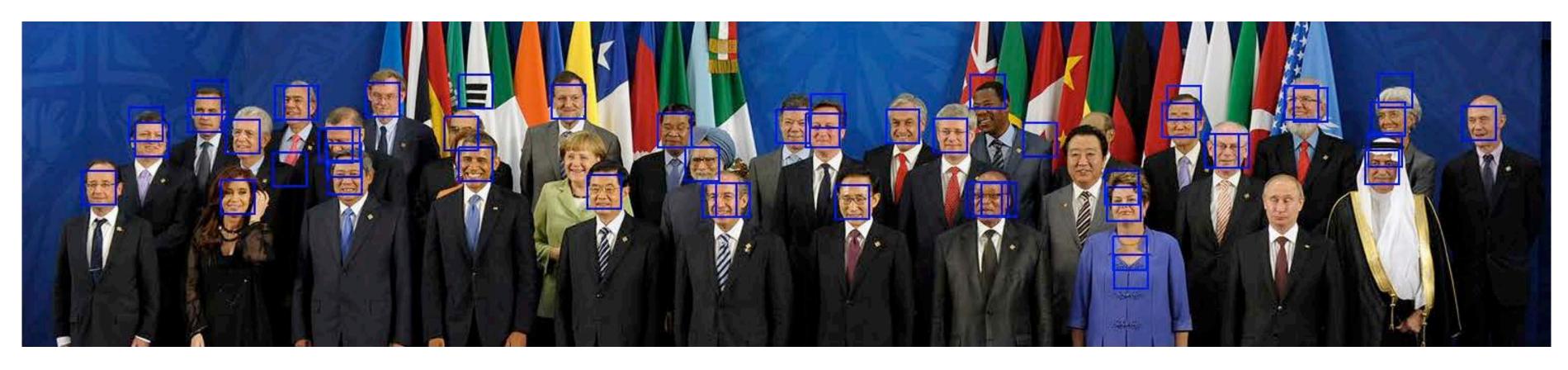




Convolve image with template, find local maxima



*

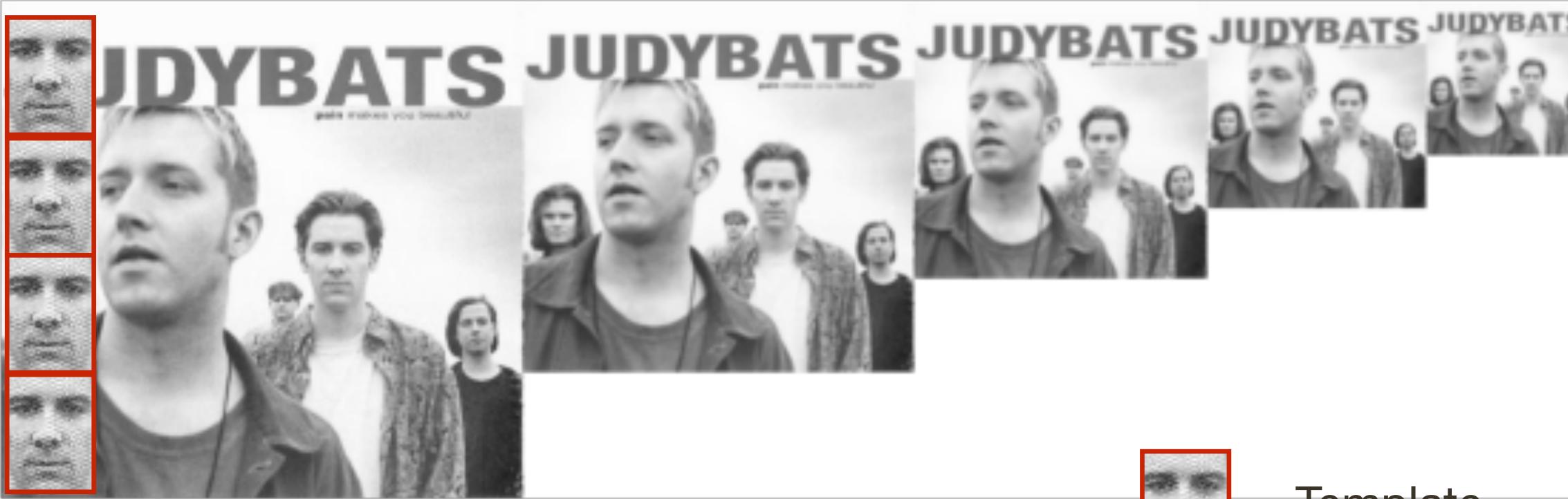






Multi-Scale Template Matching

Correlation with a **fixed-sized template** only detects faces at **specific scales**









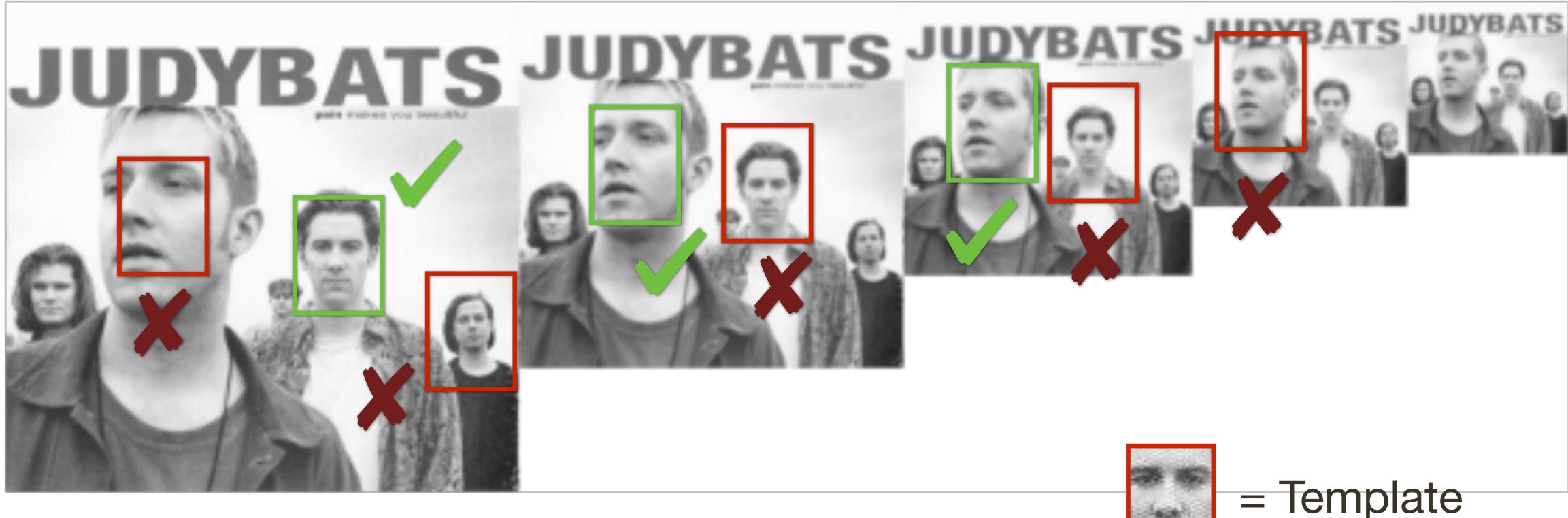
[Assignment 2]



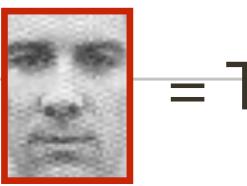


Multi-Scale Template Matching

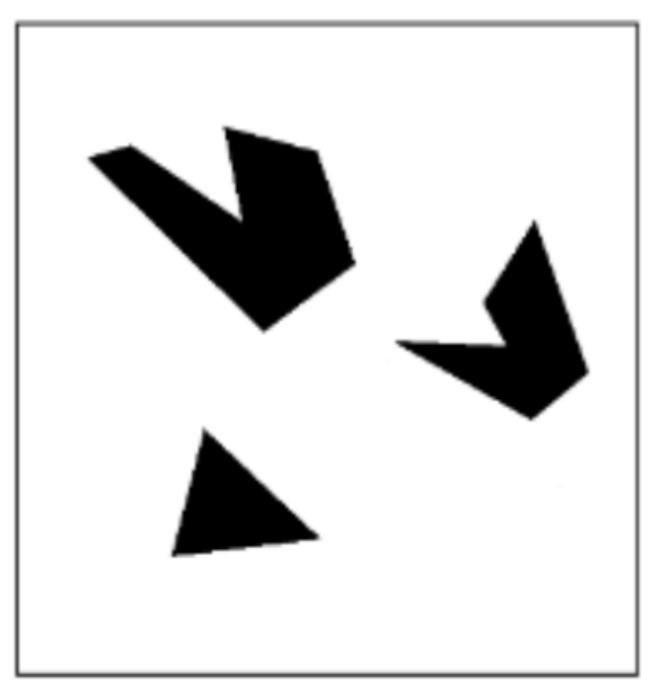
Correlation with a **fixed-sized template** only detects faces at **specific scales**









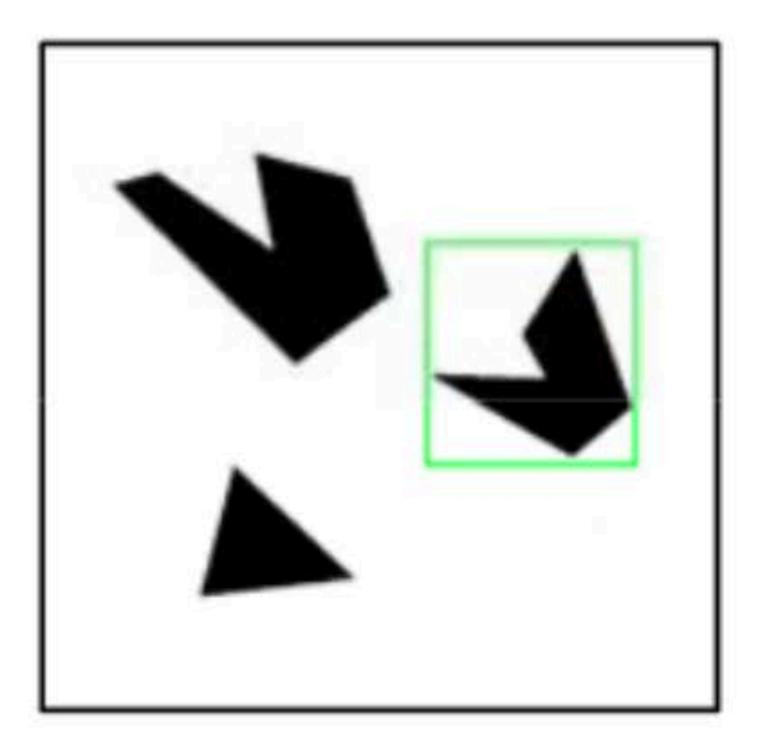




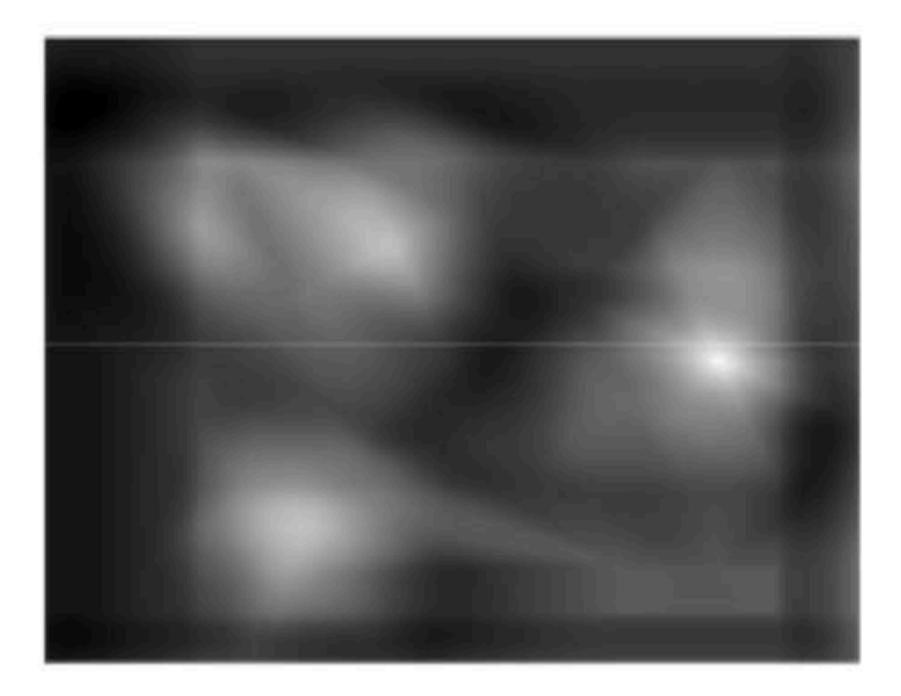
A toy example



Template (mask)

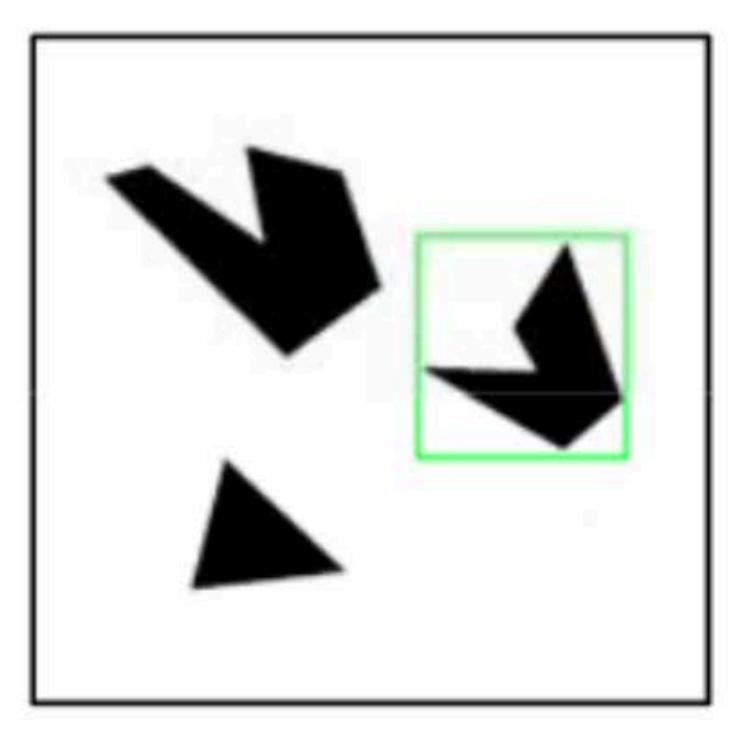


Detected template



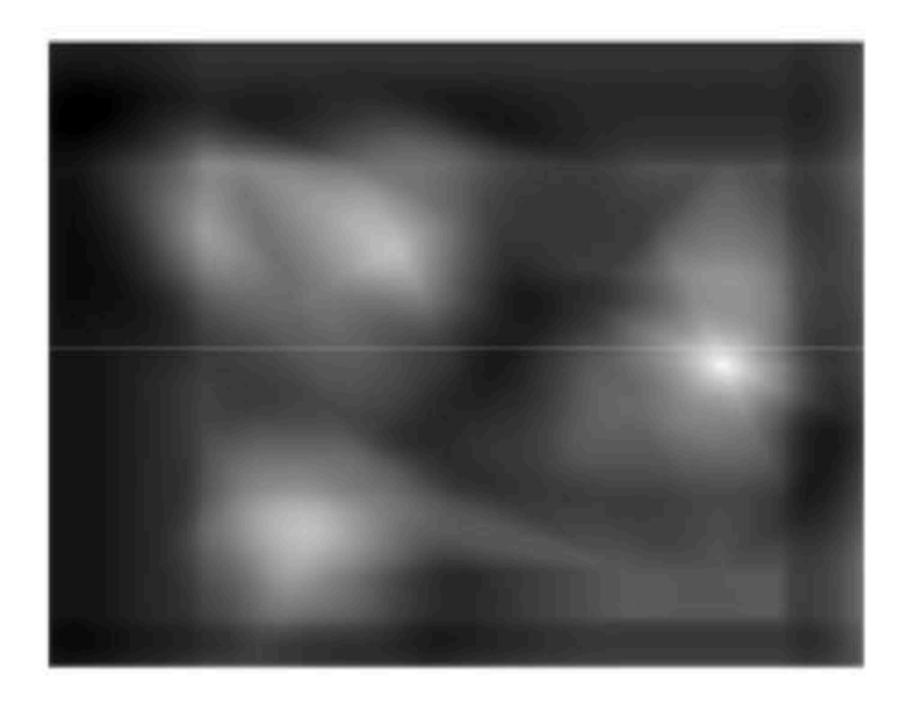
Correlation map





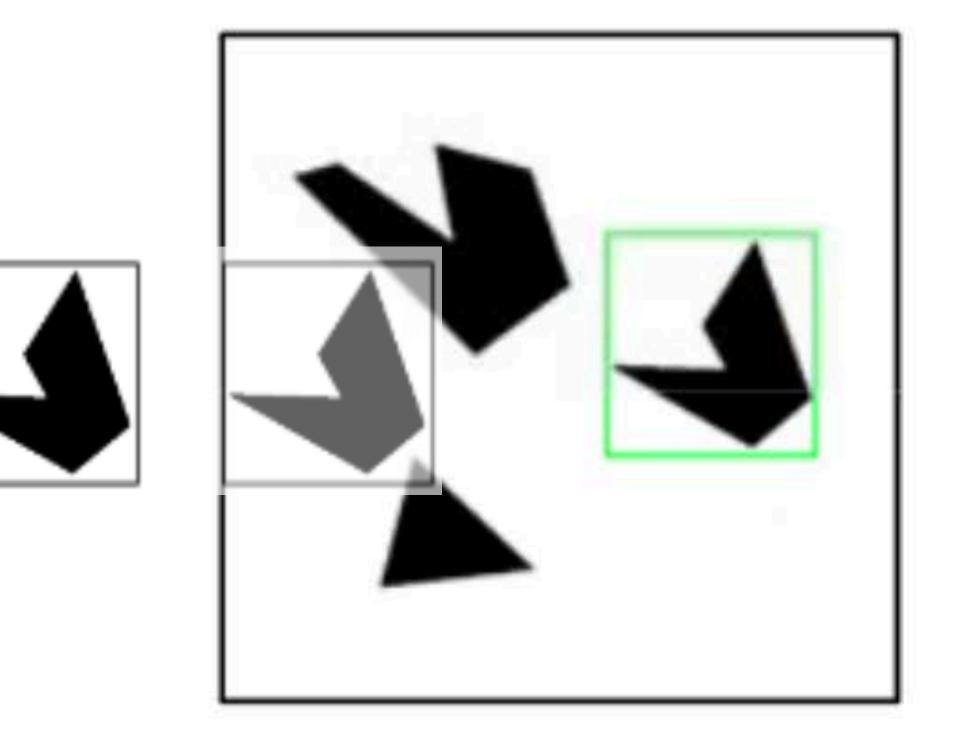
Detected template

Assuming template is all positive, what does this tell us about correlation map?

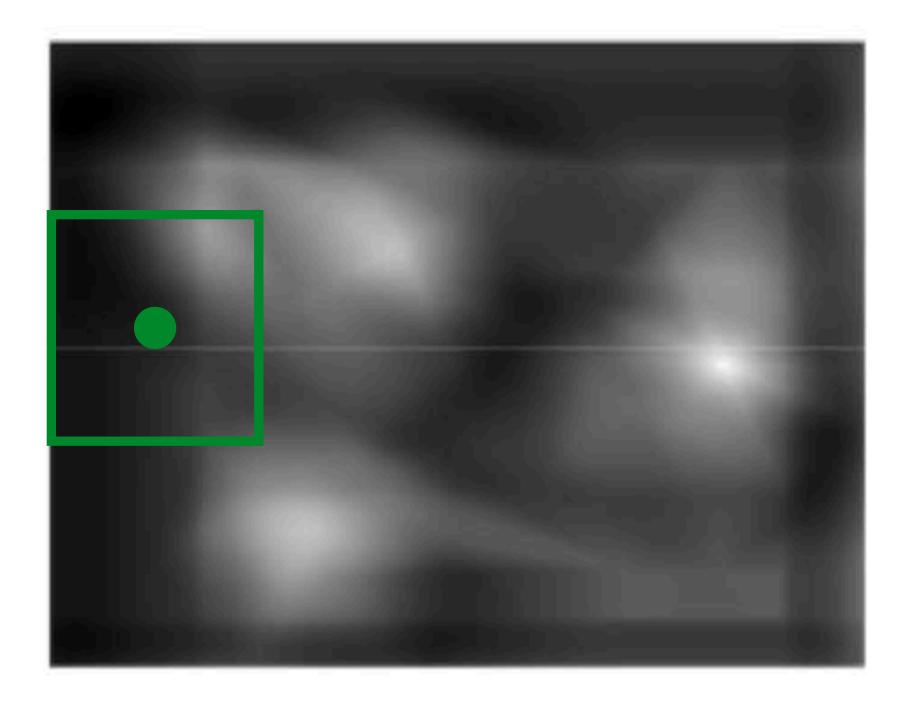


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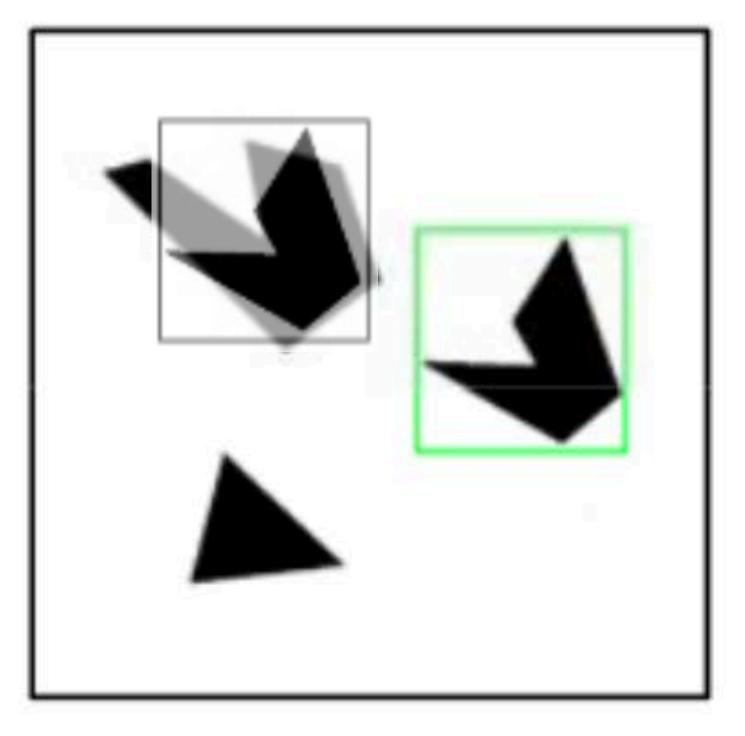


Detected template



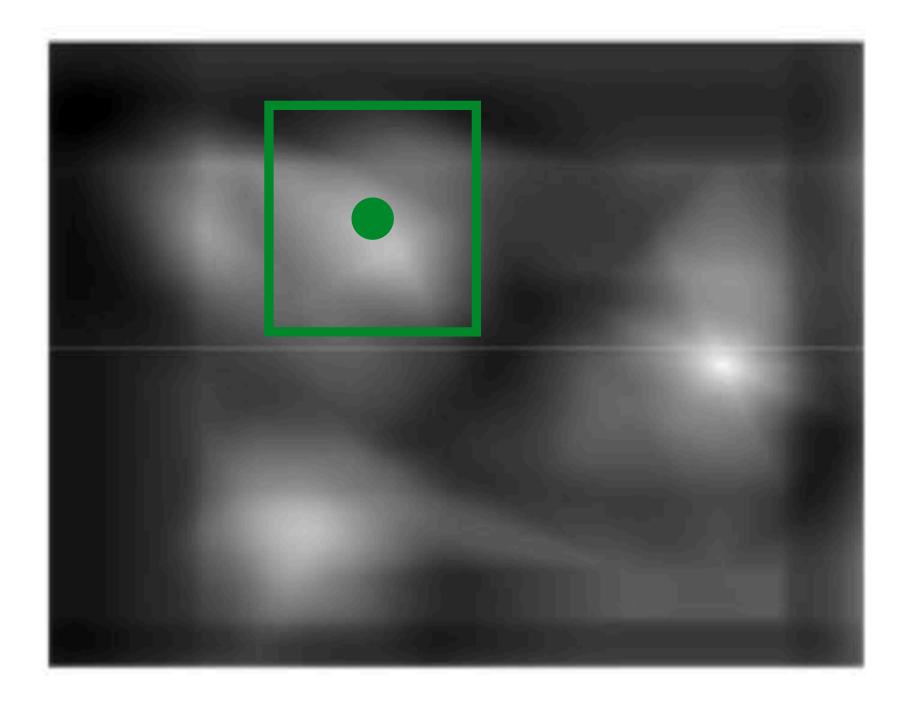
Correlation map $\frac{a}{|a|} \frac{b}{|b|} = ?$ Slide





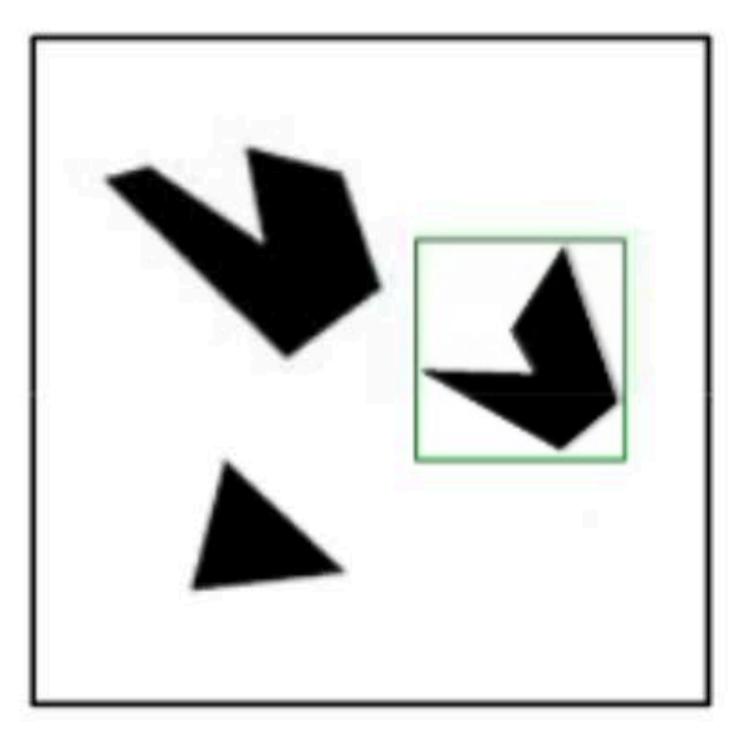
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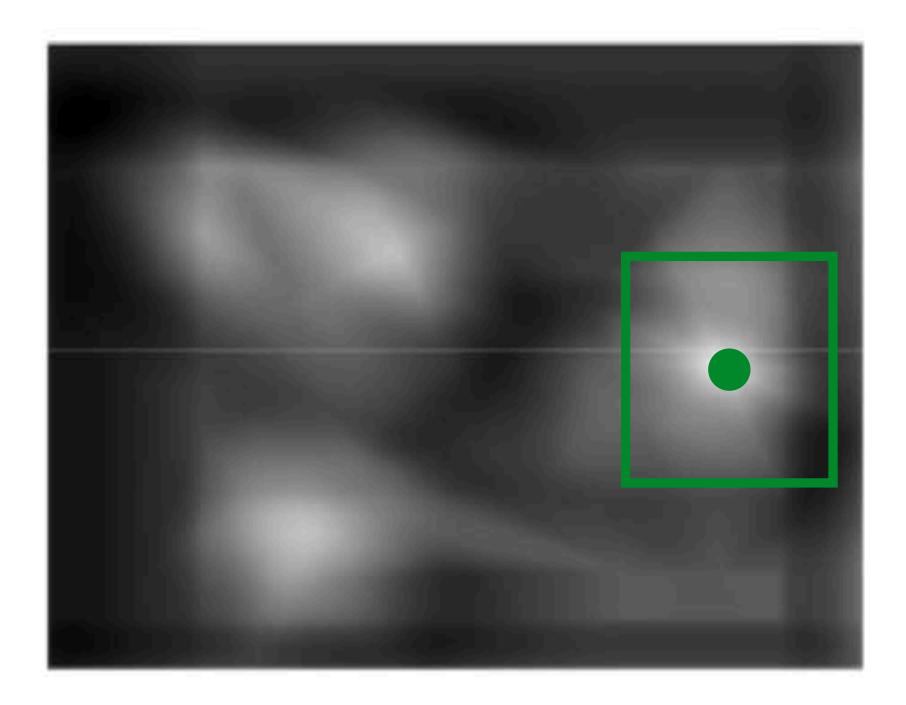
Correlation map 7 $\boldsymbol{\mathcal{U}}$ \mathcal{U}





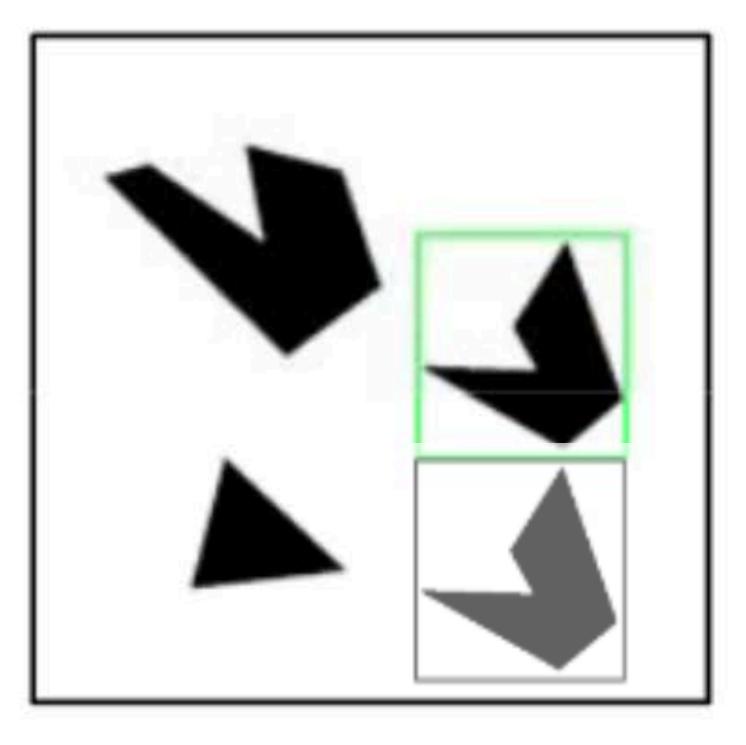
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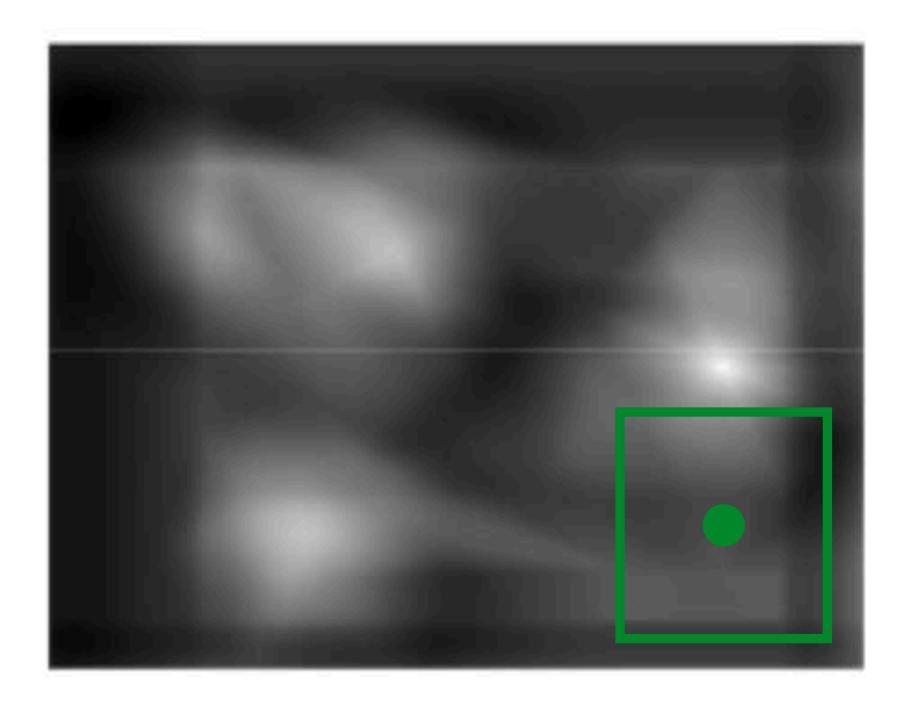
Correlation map 7 $\boldsymbol{\mathcal{U}}$ \mathcal{U}





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Correlation map 7 $\boldsymbol{\mathcal{U}}$ \mathcal{U}

We can think of convolution/correlation as comparing a template (the filter) with each local image patch.

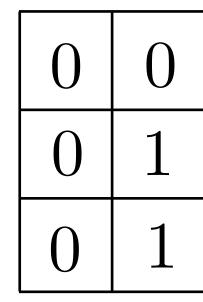
- Consider the filter and image patch as vectors.
- dot product between the filter and the local image patch.

- Applying a filter at an image location can be interpreted as computing the

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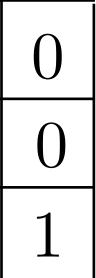
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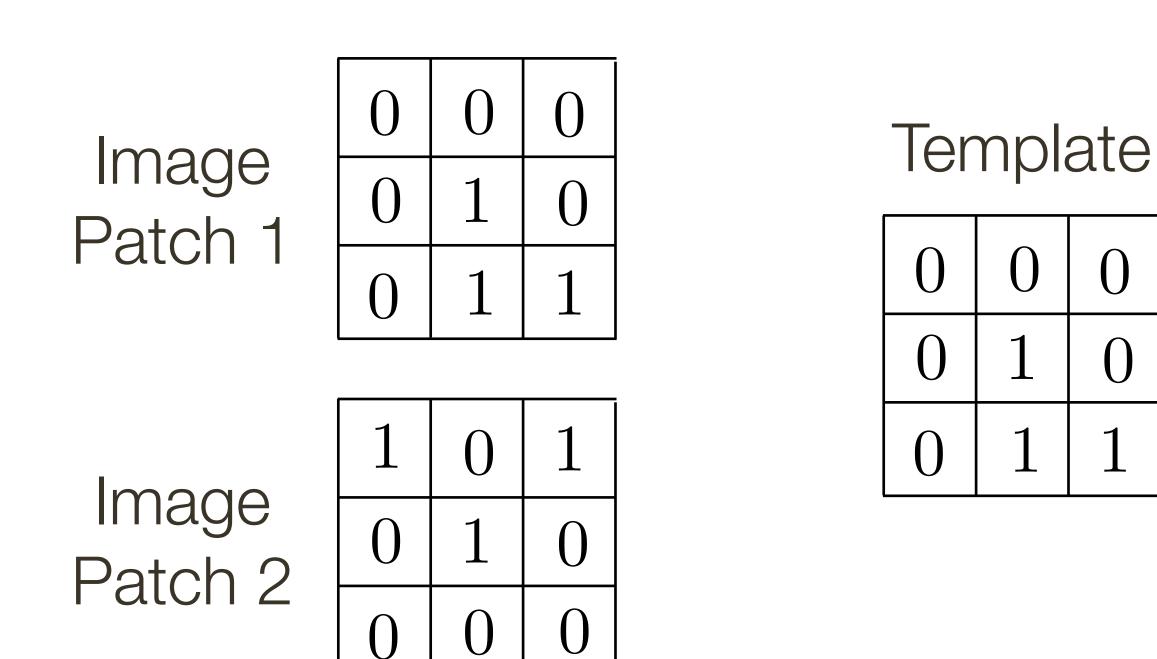




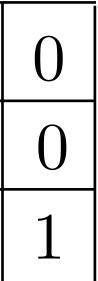
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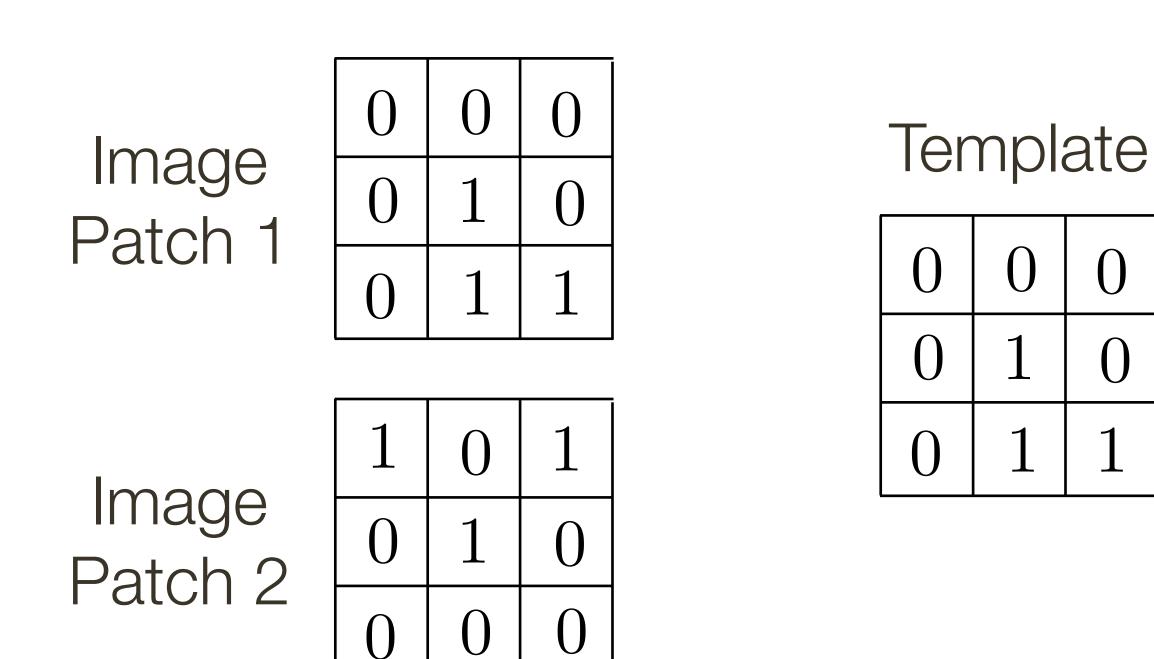


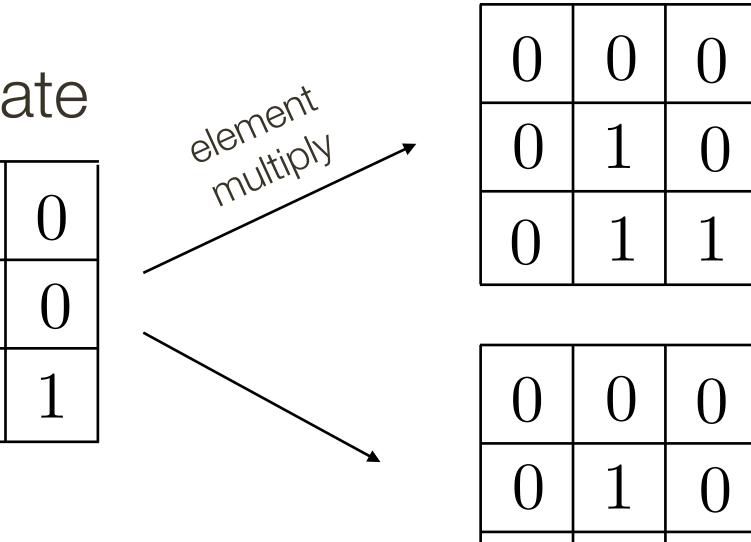


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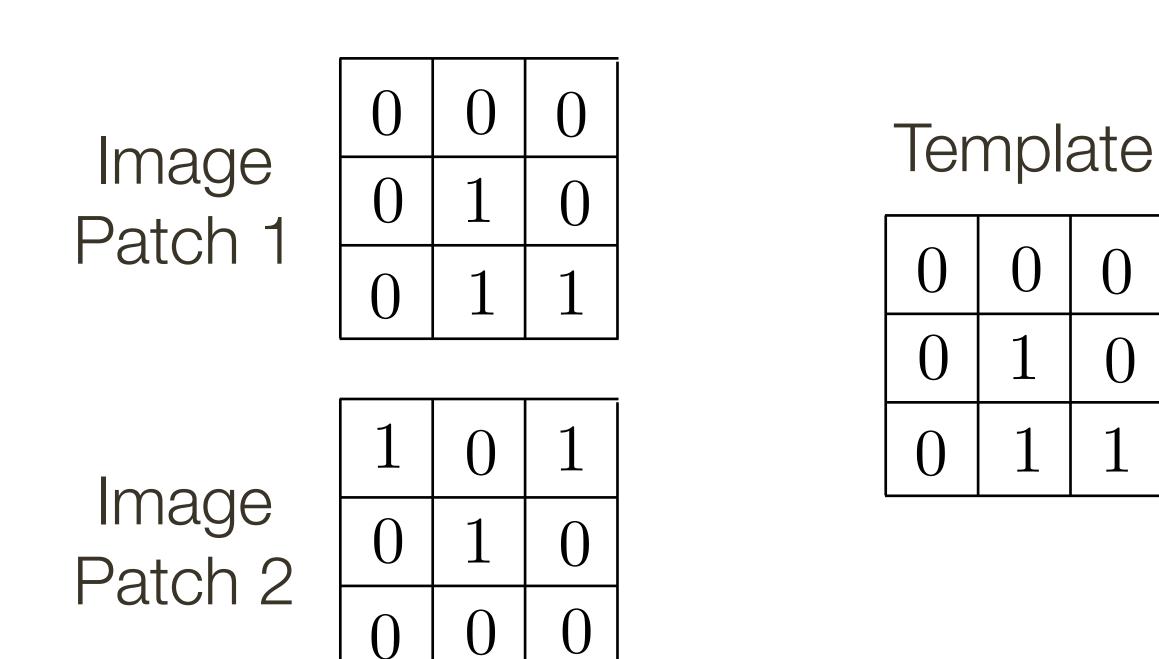


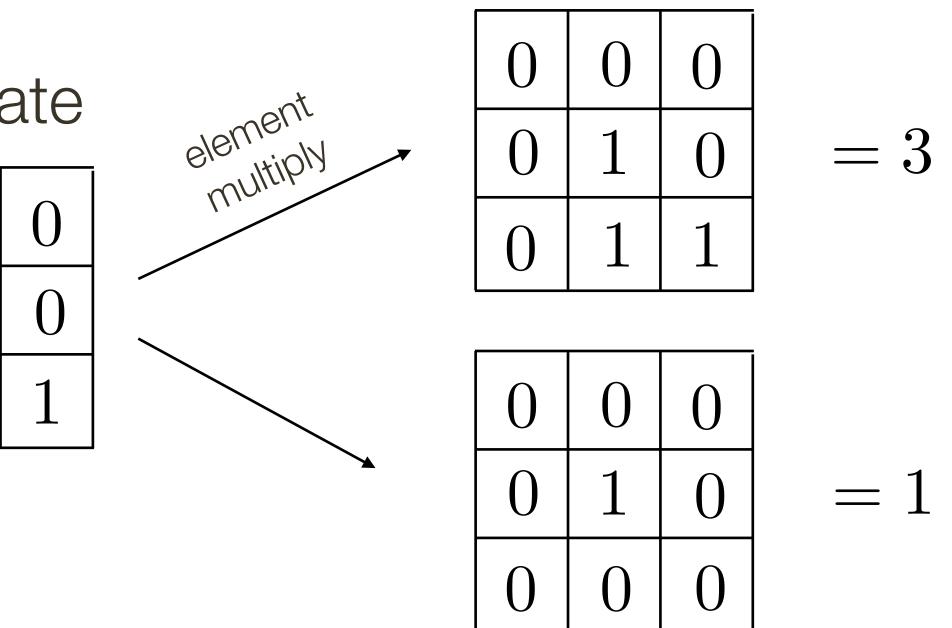


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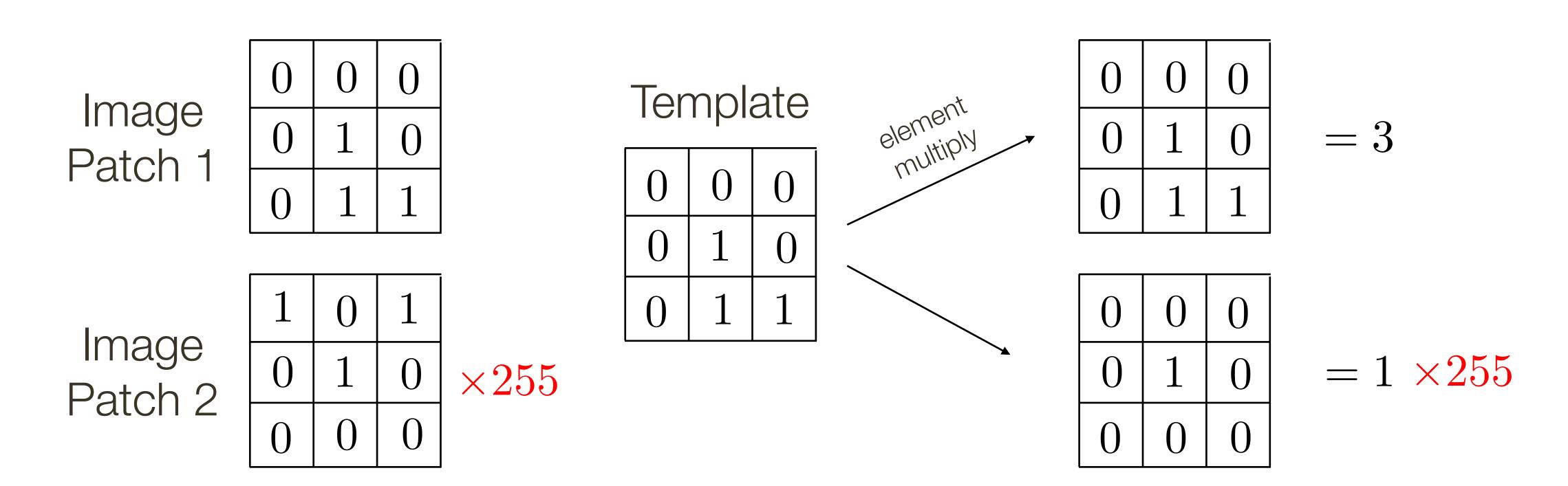




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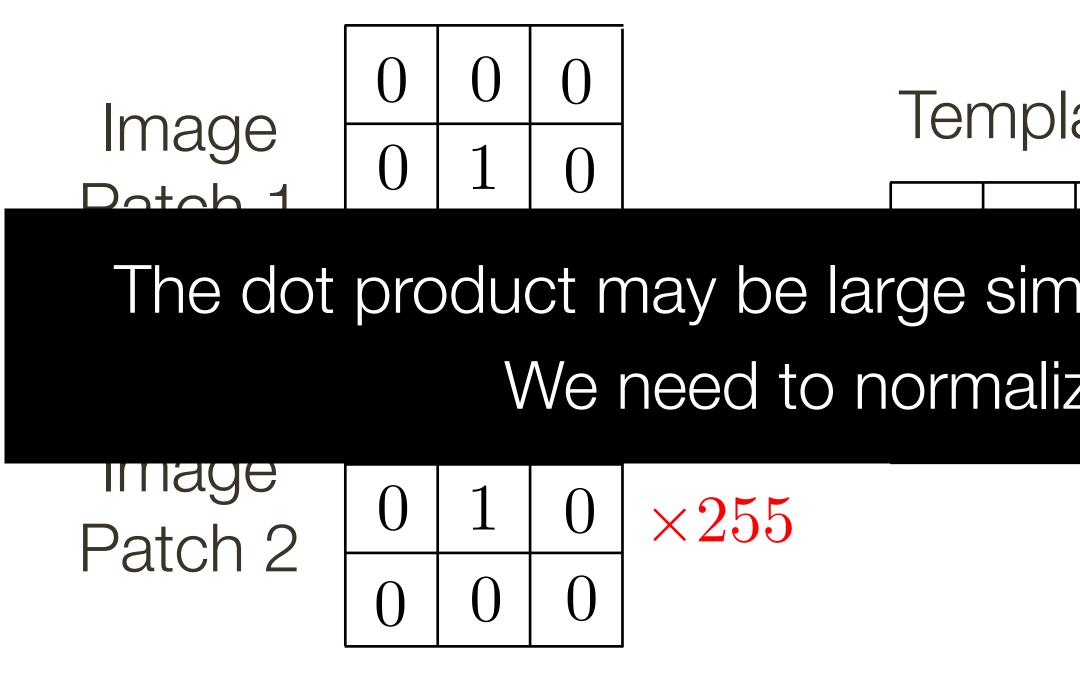
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Consider the filter and image patch as vectors.

- Applying a filter at an image location can be interpreted as computing the dot product between the filter and the local image patch.



ate element
$$0 0 0 = 3$$

The dot product may be large simply because the image region is bright. We need to normalize the result in some way.

> $= 1 \times 255$



Similarity measures between a filter J local image region T

Correlation, CORR = $\mathbf{I} \cdot \mathbf{J} = \mathbf{I}^T \mathbf{J}$

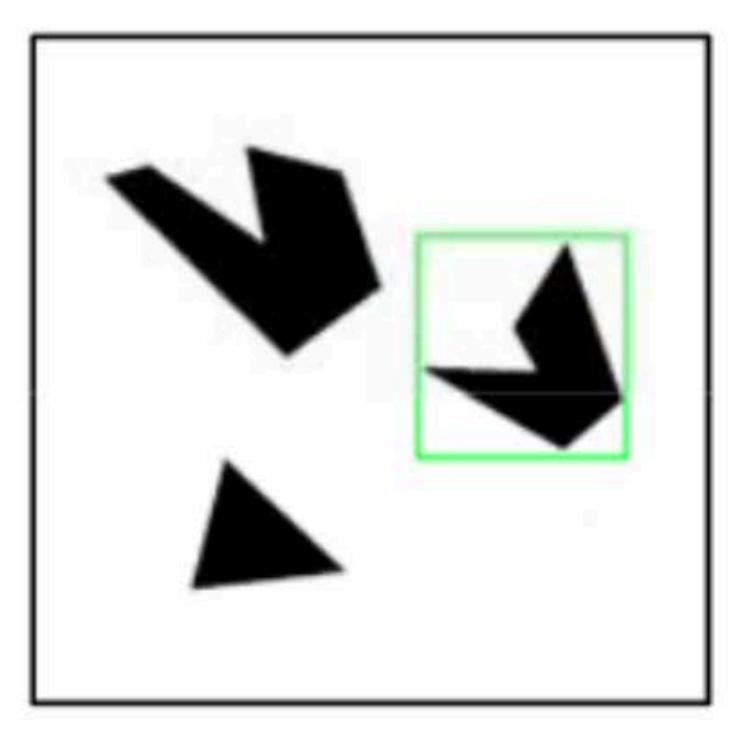
Sum Squared Difference, $SSD = |\mathbf{I} - \mathbf{J}|^2$

Normalized correlation varies between -1 and 1, attains the value 1 when the filter and image region are identical (up to a scale factor)

Minimising SSD and maximizing Normalized Correlation are equivalent if $|\mathbf{I}| = |\mathbf{J}| = 1$

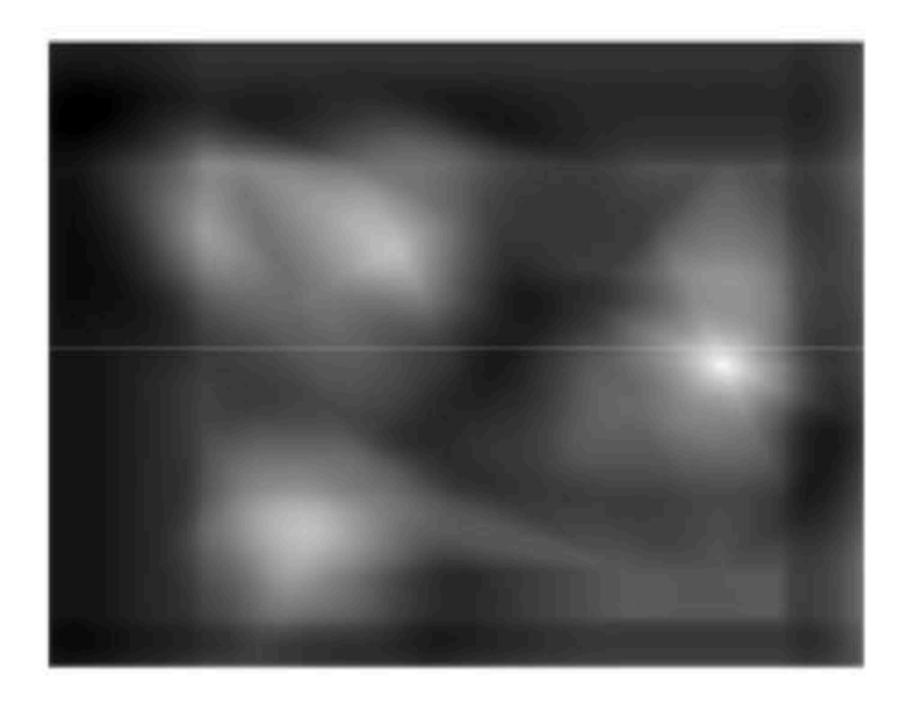
Normalised Correlation, NCORR = $\frac{\mathbf{I}^T \mathbf{J}}{|\mathbf{I}||\mathbf{J}|} = \cos \theta$





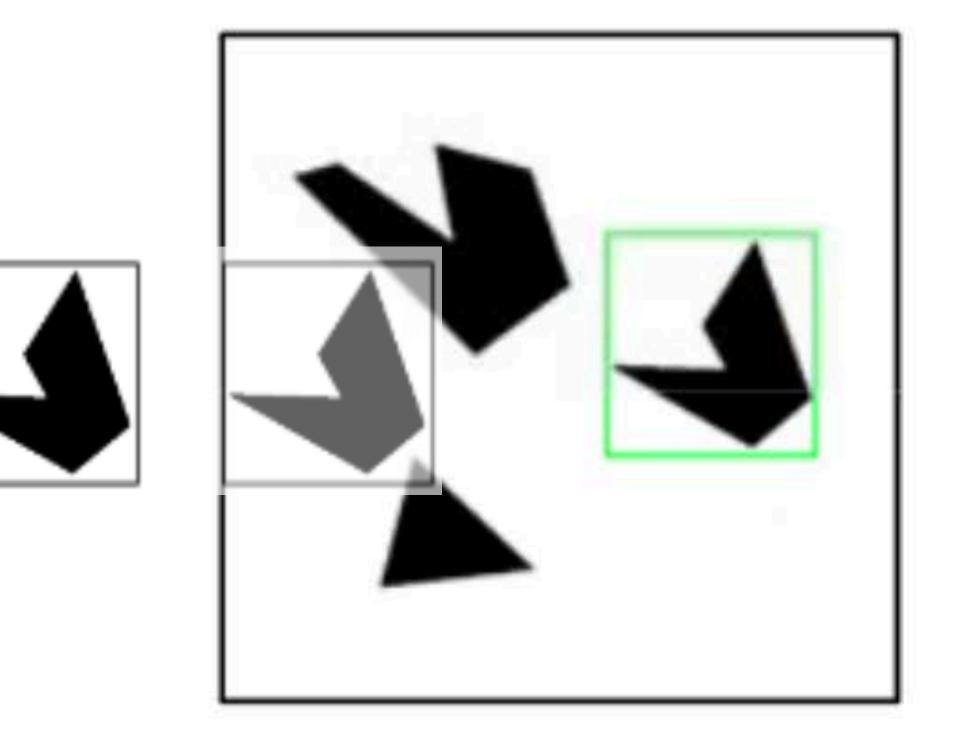
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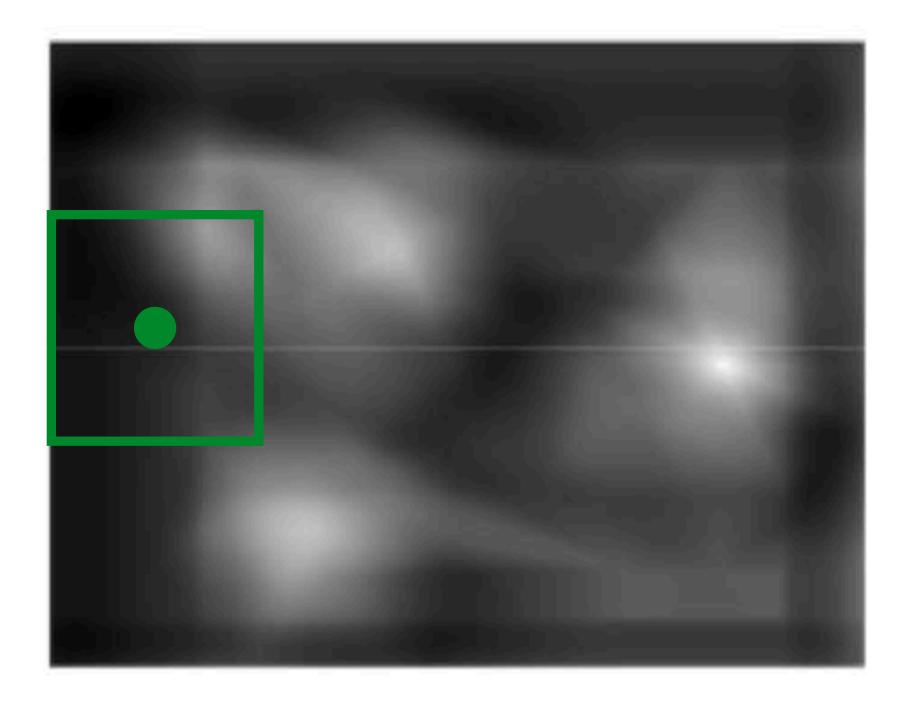


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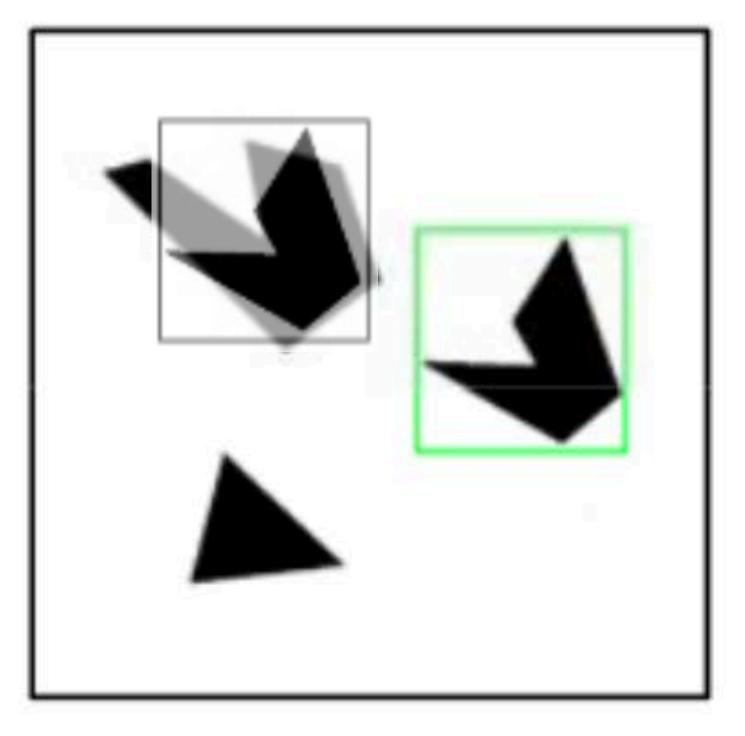


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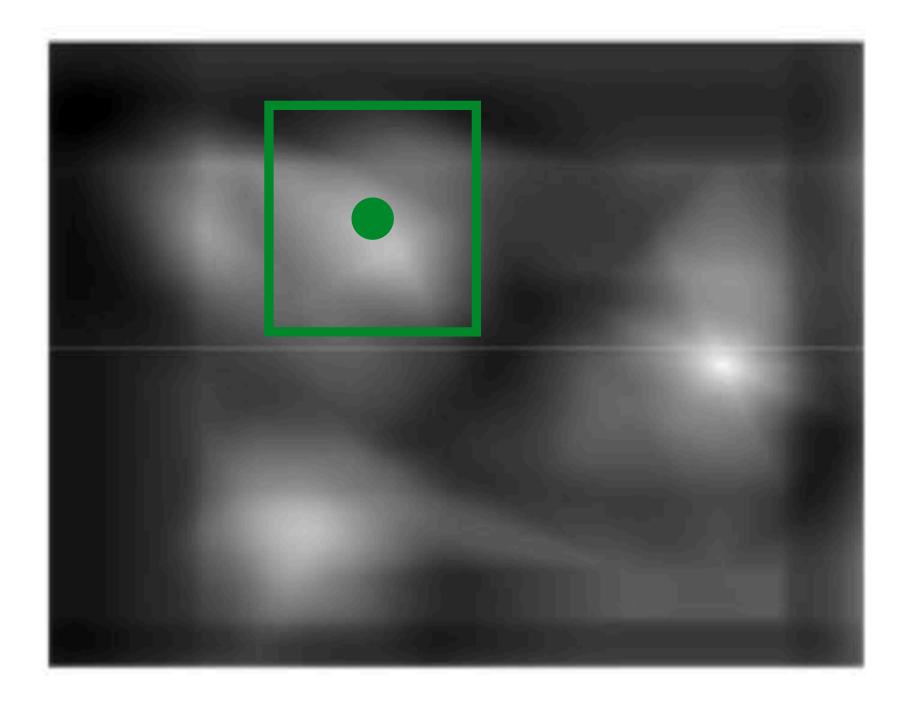
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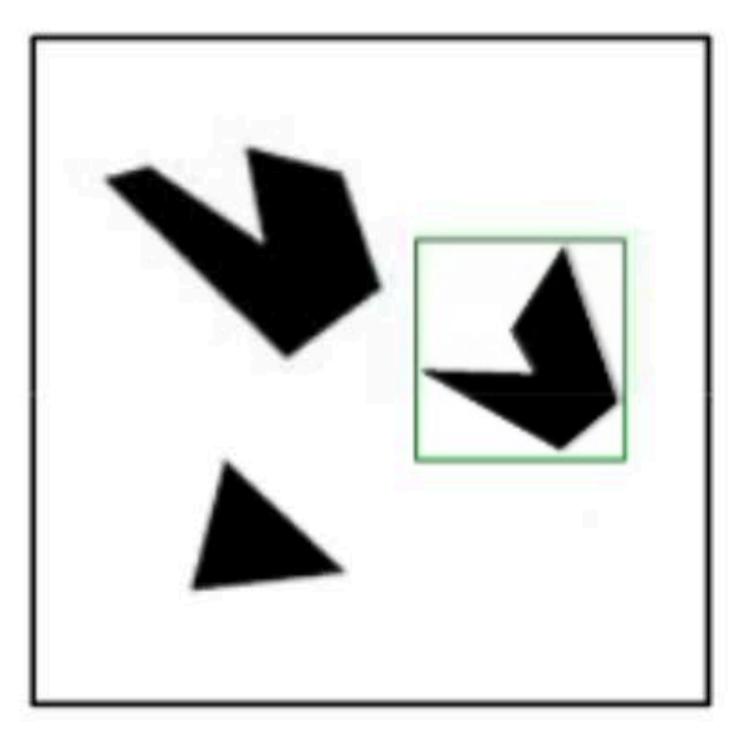
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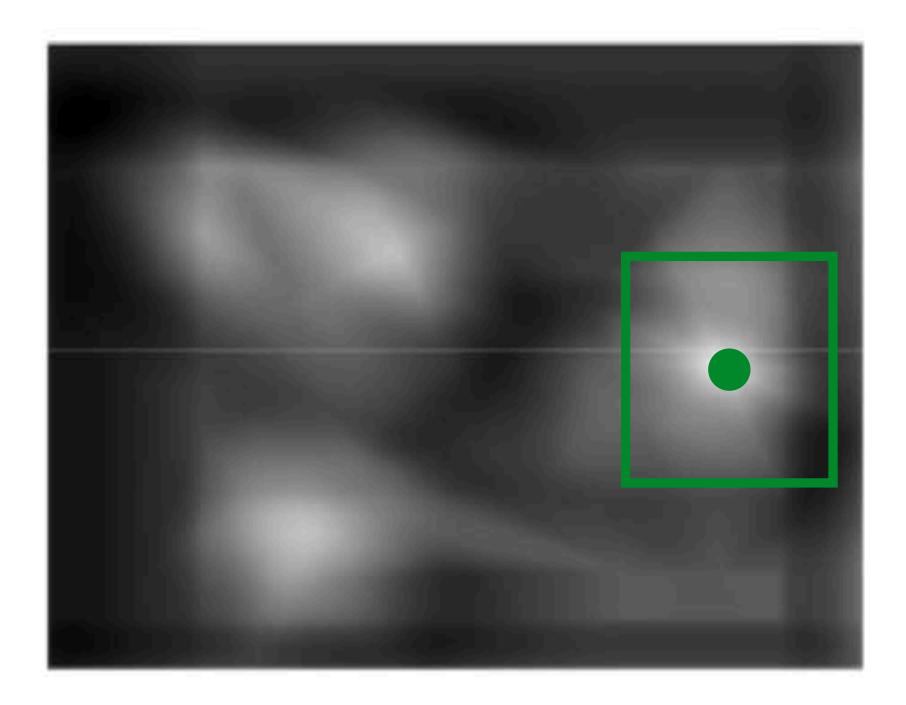
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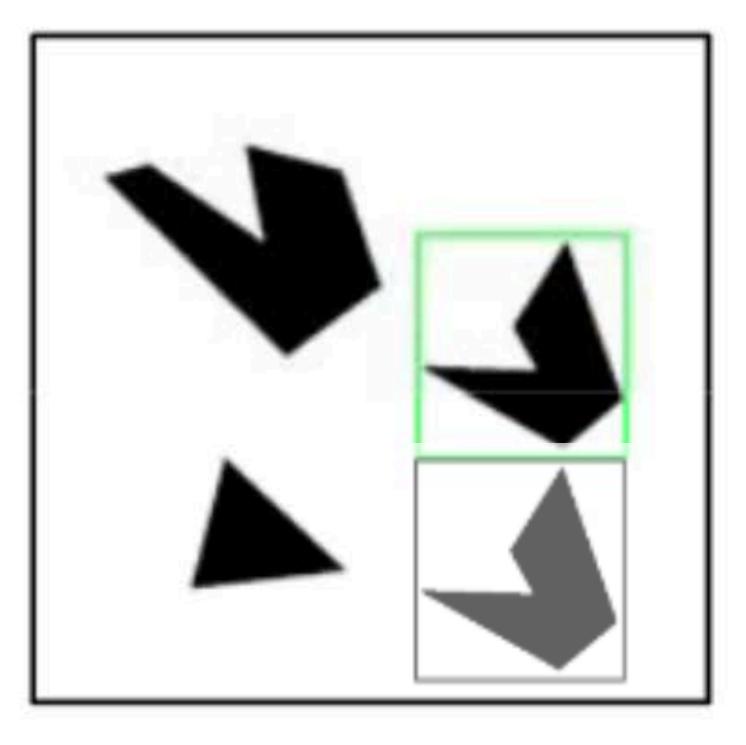
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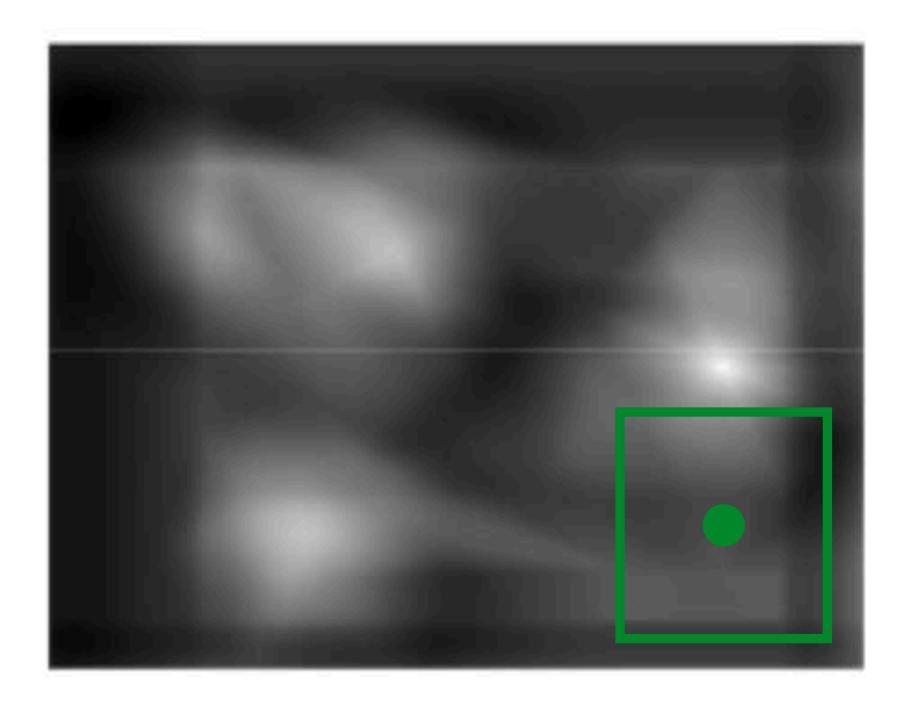
Correlation map 7 $\boldsymbol{\mathcal{U}}$ \mathcal{U}





Detected template

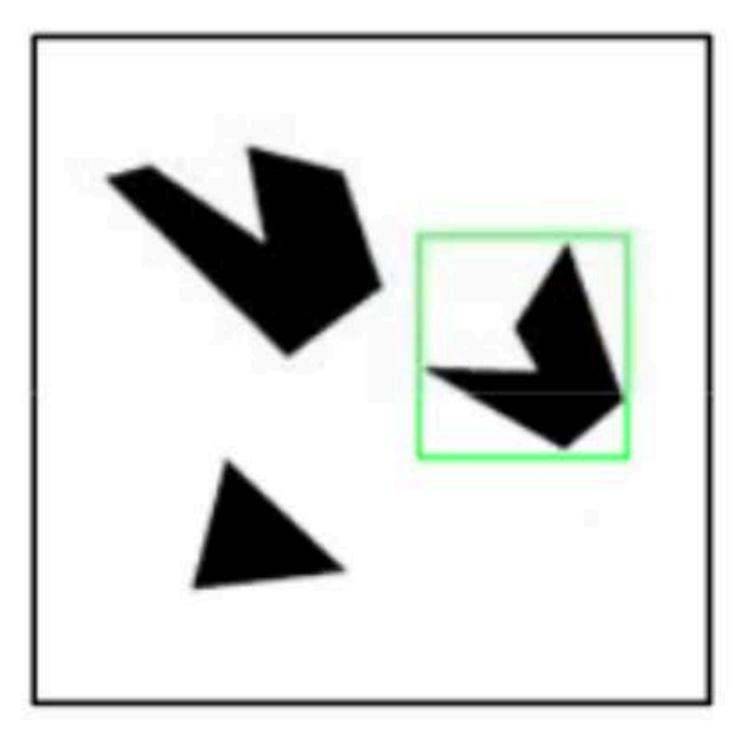
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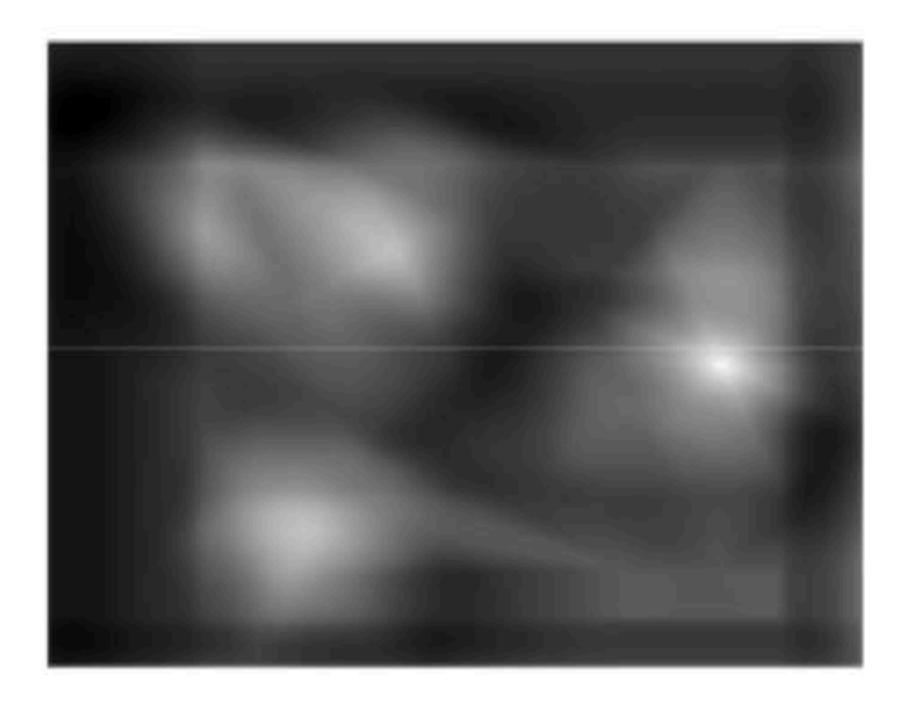
Template Matching Detection can be done by comparing correlation map score to a threshold





Detected template

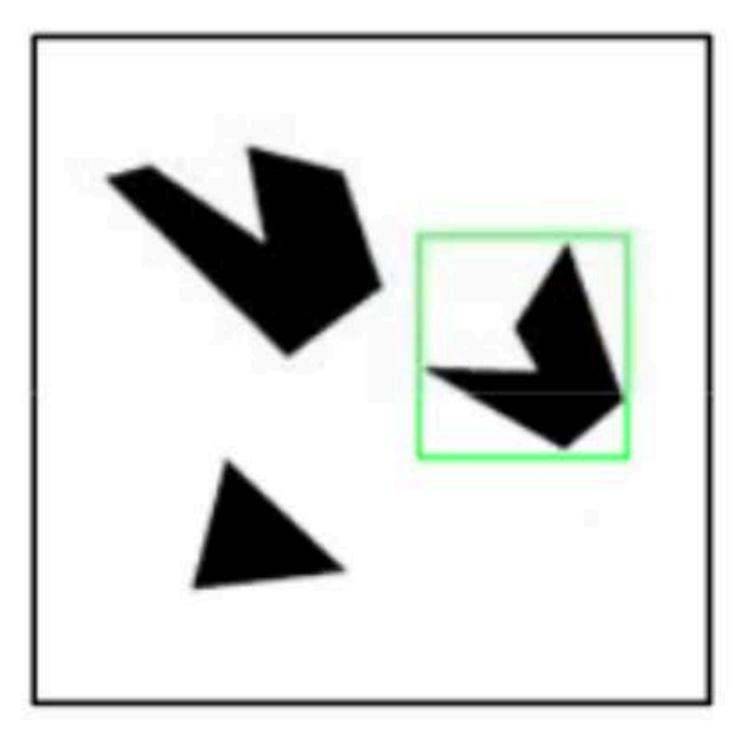
What happens if the threshold is relatively low?



Correlation map

Template Matching Detection can be done by comparing

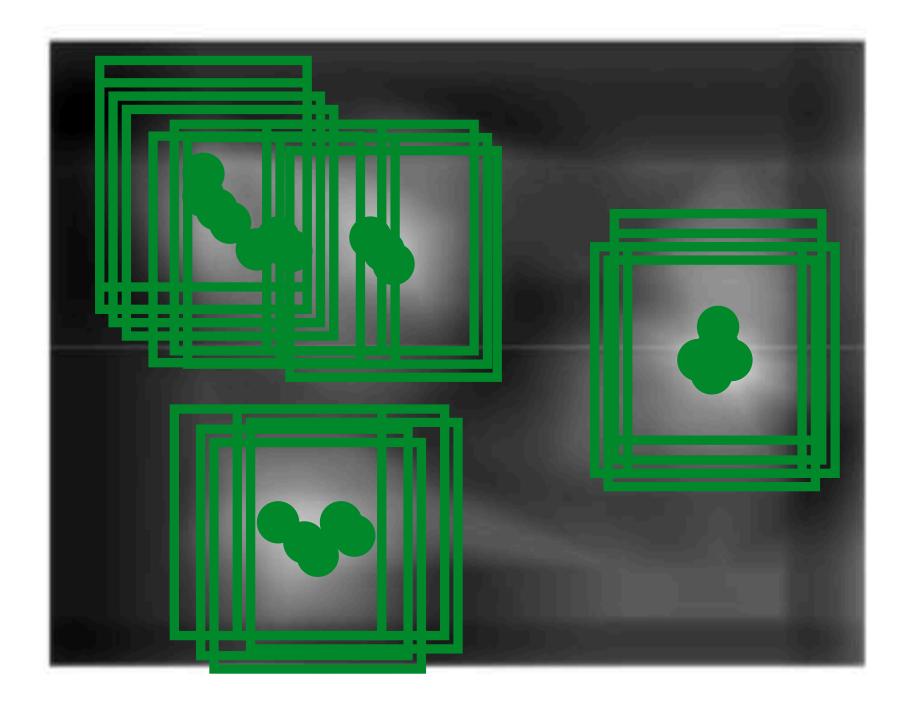




Detected template

What happens if the threshold is relatively low?

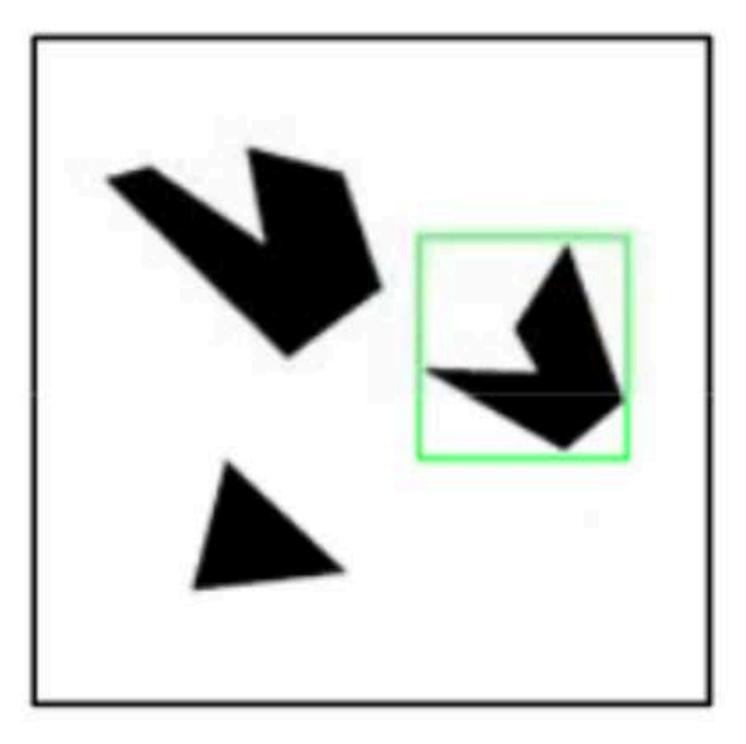
Detection can be done by comparing correlation map score to a threshold



Correlation map

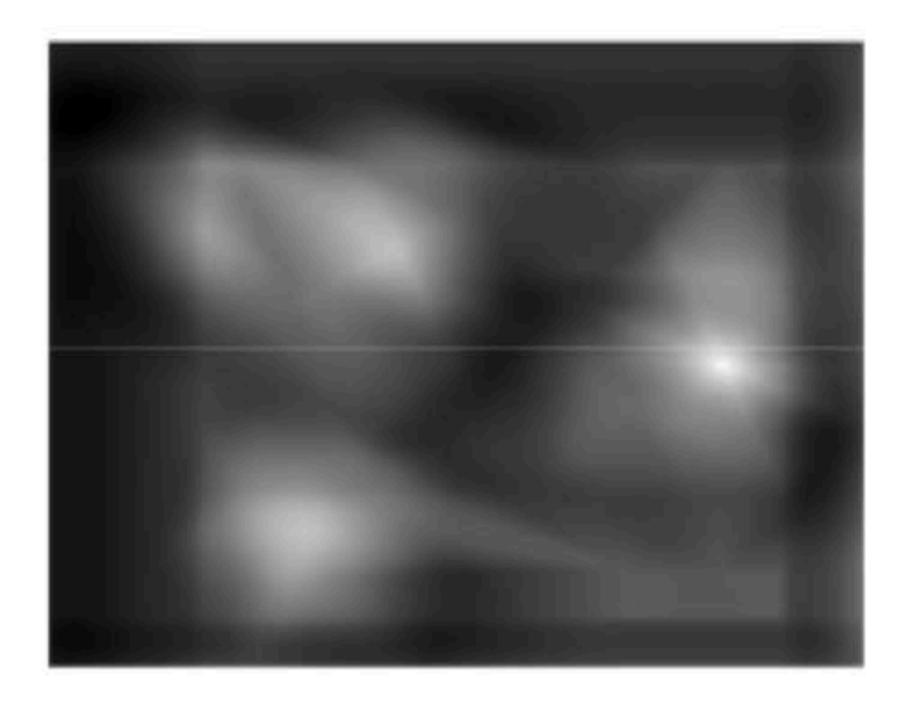
Template Matching Detection can be done by comparing correlation map score to a threshold





Detected template

What happens if the threshold is very high (e.g., 0.99)?

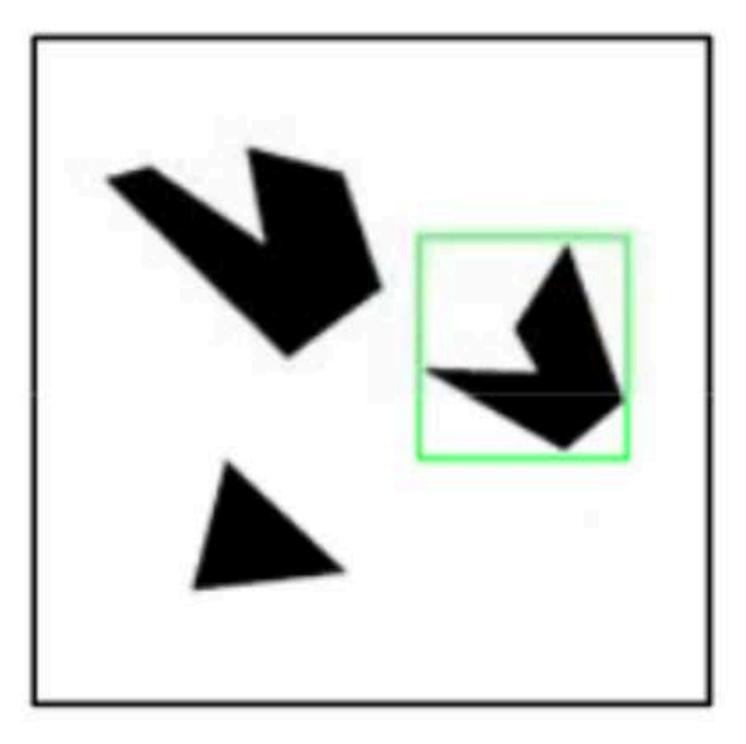


Correlation map

Slide Credit: Kristen Grauman

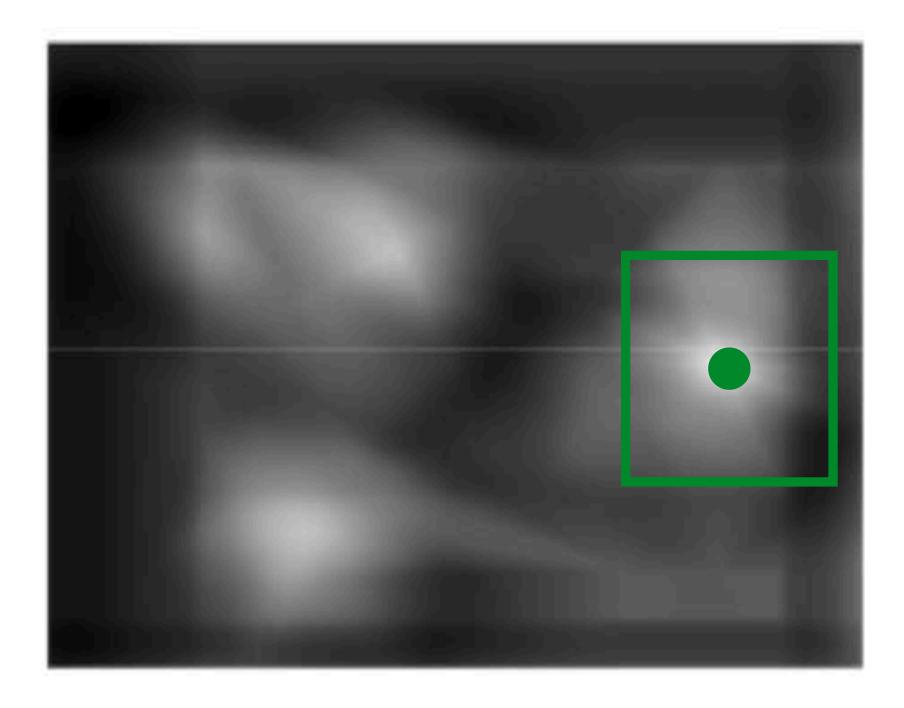
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What happens if the threshold is very high (e.g., 0.99)?



Correlation map

Slide Credit: Kristen Grauman

Let a and b be vectors. Let θ be the angle between them. We know $\cos \theta = \frac{a \cdot b}{|a||b|} = -$

where \cdot is dot product and | is vector magnitude

$$\frac{a \cdot b}{\sqrt{(a \cdot a)(b \cdot b)}} = \frac{a}{|a|} \frac{b}{|b|}$$

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1. Normalize the template / filter (b) in the beginning

$$\frac{a \cdot b}{\sqrt{(a \cdot a)(b \cdot b)}} = \frac{a}{|a|} \frac{b}{|b|}$$

Let a and b be vectors. Let θ be the angle between them. We know $\cos \theta = \frac{a \cdot b}{|a||b|} = -$

where \cdot is dot product and | | is vector magnitude

- 1. Normalize the template / filter (b) in the beginning
- equal size to the template and square-rooting the response

$$\frac{a \cdot b}{\sqrt{(a \cdot a)(b \cdot b)}} = \frac{a \ b}{[a]|b|}$$

2. Compute norm of |a| by convolving squared image with a filter of all 1's of

Let a and b be vectors. Let θ be the angle between them. We know $\cos \theta = \frac{a \cdot b}{|a||b|} = -$

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- 1. Normalize the template / filter (b) in the beginning
- 2. Compute norm of |a| by convolving squared image with a filter of all 1's of equal size to the template and square-rooting the response
- 3. We can compute the dot product by correlation of image (a) with normalized filter (b)
- result in Step 3 by result in Step 2

$$\frac{a \cdot b}{\sqrt{(a \cdot a)(b \cdot b)}} = \frac{a}{|a|} \frac{b}{|b|}$$

4. We can finally compute the normalized correlation by dividing element-wise

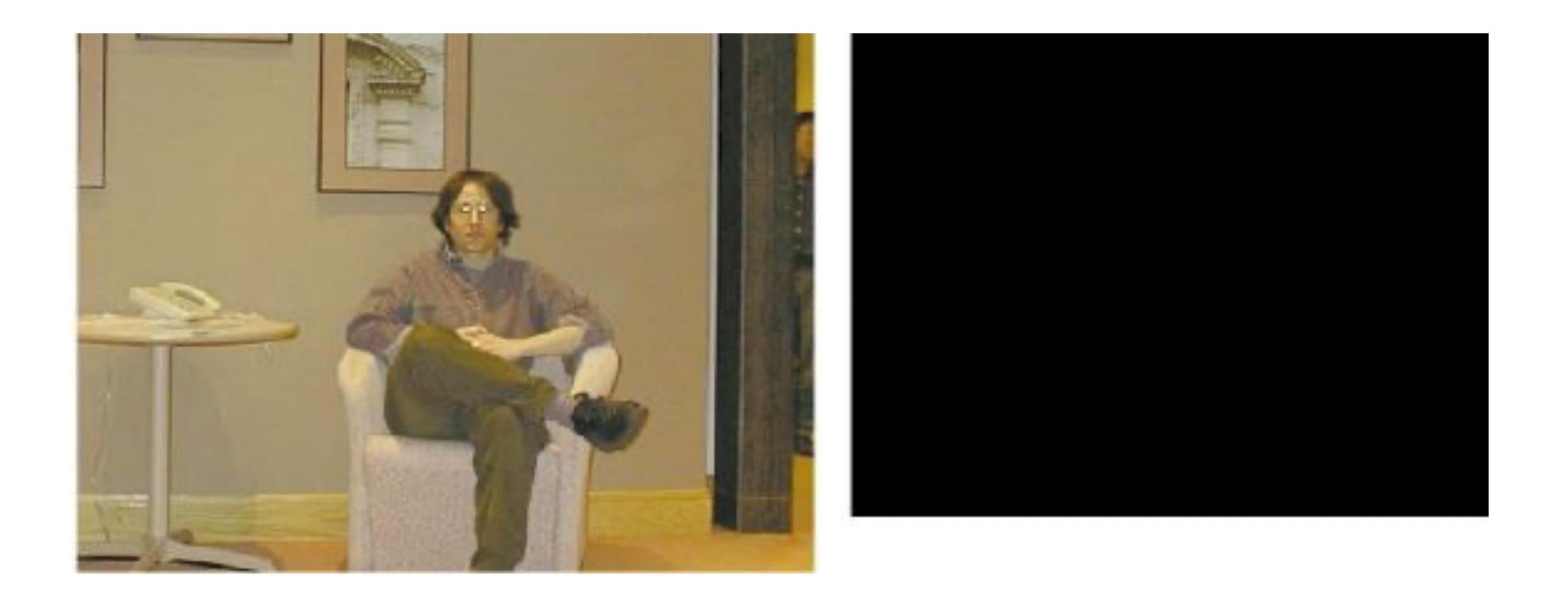
each possible alignment of filter and image

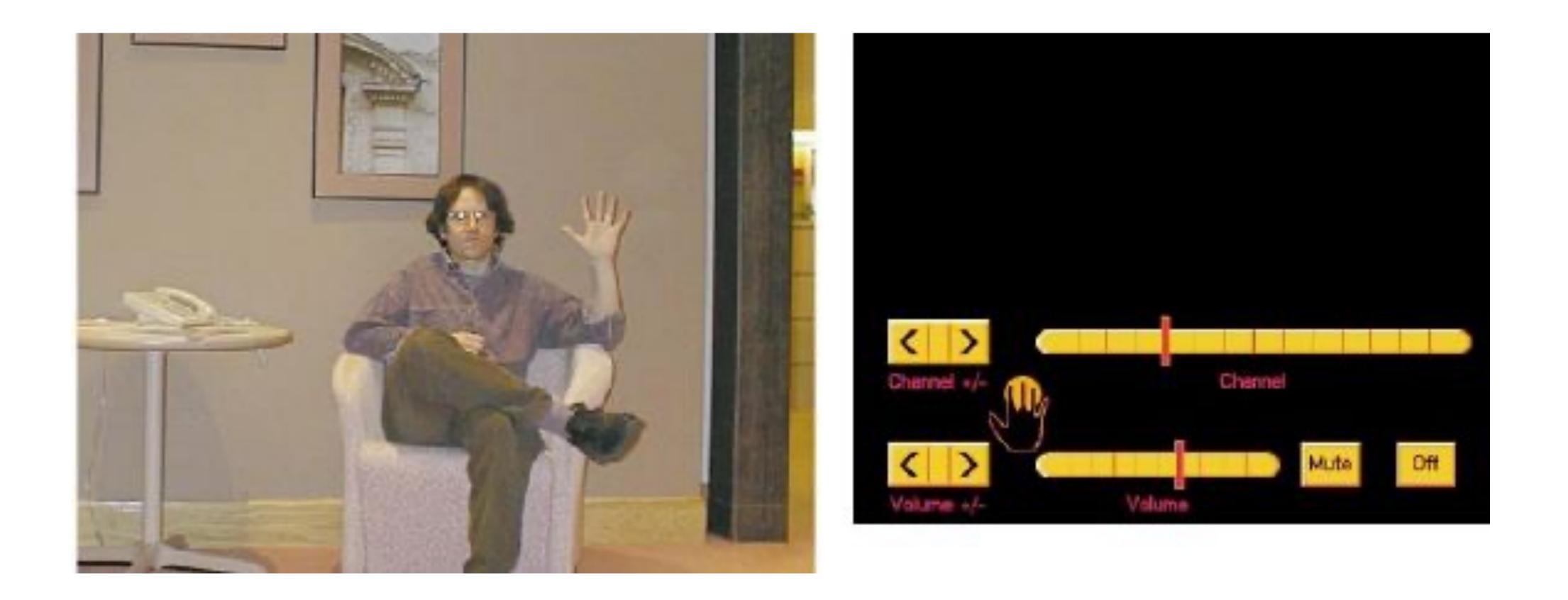
Important **Insight**:

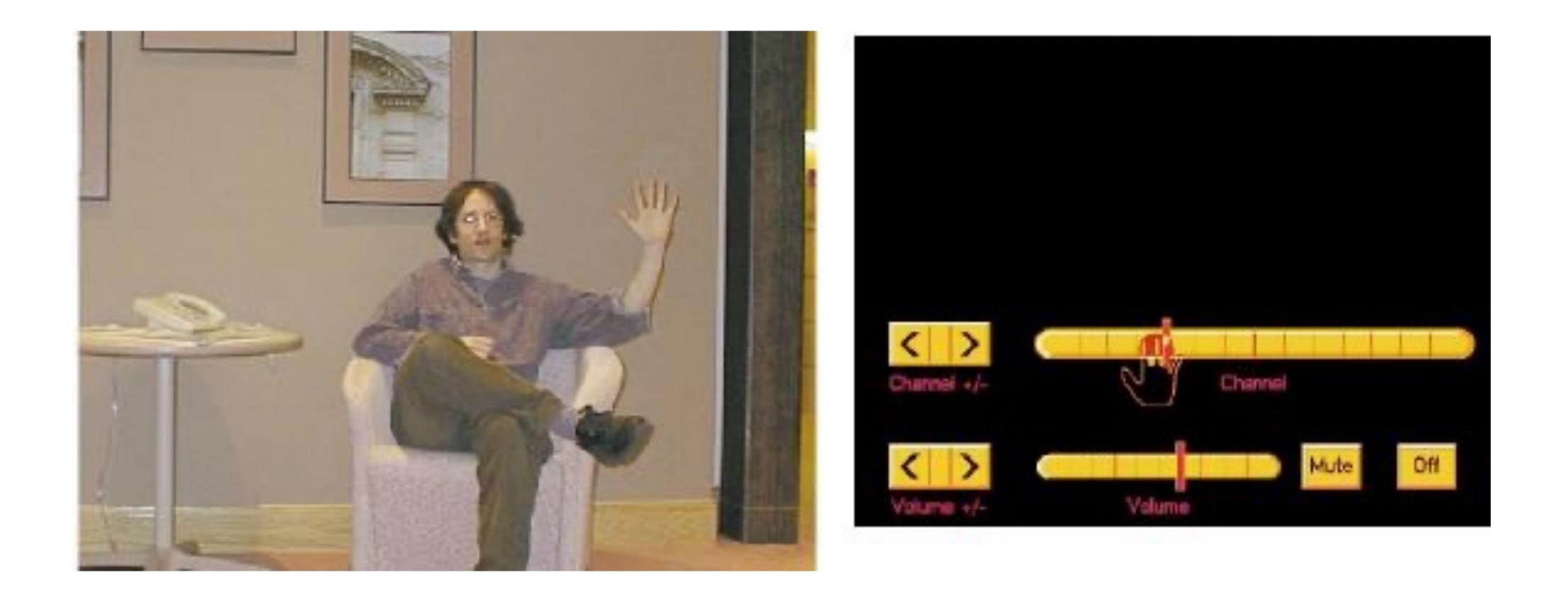
- filters look like the pattern they are intended to find
- filters find patterns they look like

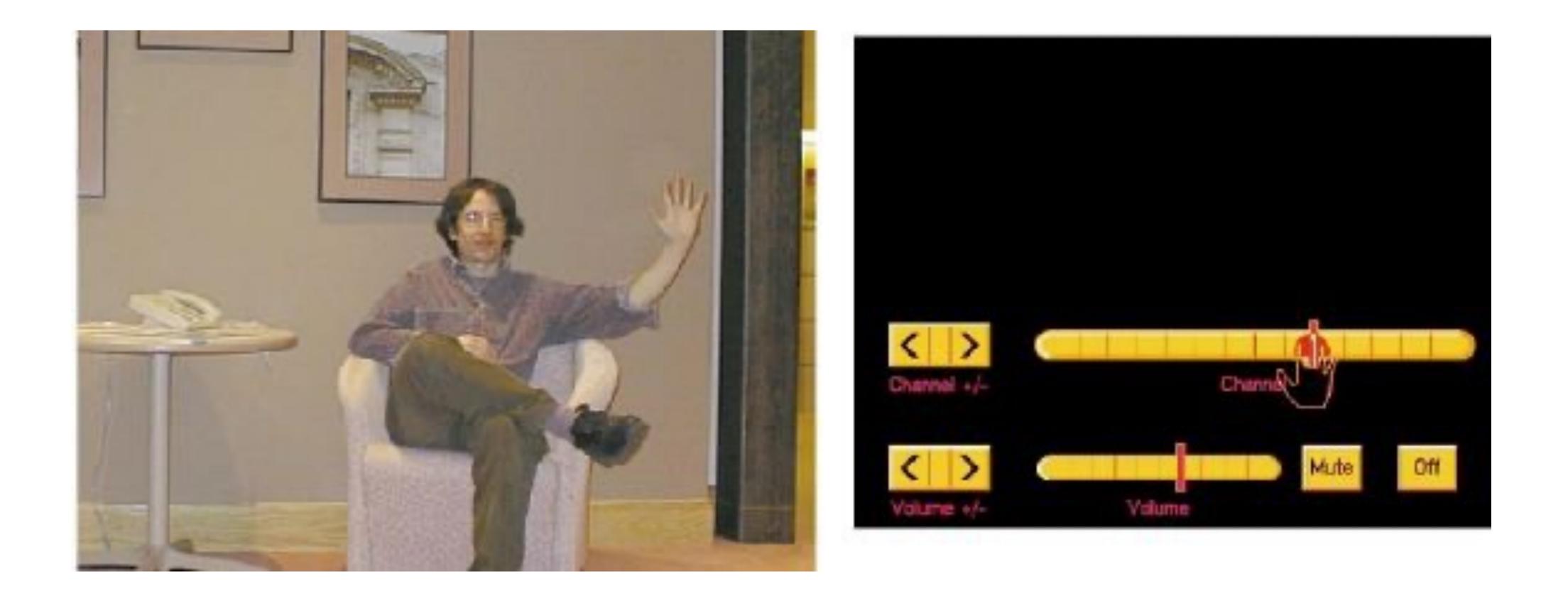
Linear filtering is sometimes referred to as template matching

Linear filtering the entire image computes the entire set of dot products, one for











Template (left), image (middle), normalized correlation (right)

Note peak value at the true position of the hand







When might template matching fail to recognise objects?



When might template matching fail?

- Different scales





When might template matching fail?





Different orientation



When might template matching fail?

- Different scales



- Different orientation
- Lighting conditions





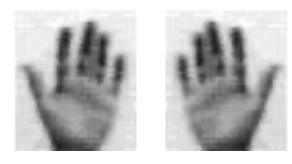
When might template matching fail?

- Different scales





- Different orientation
- Lighting conditions
- Left vs. Right hand



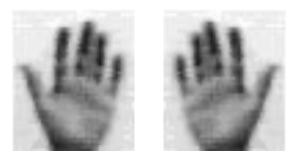
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Partial Occlusions



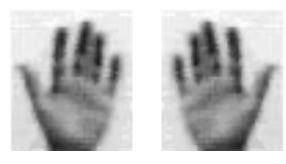
When might template matching fail?

- Different scales





- Different orientation
- Lighting conditions
- Left vs. Right hand



- Partial Occlusions



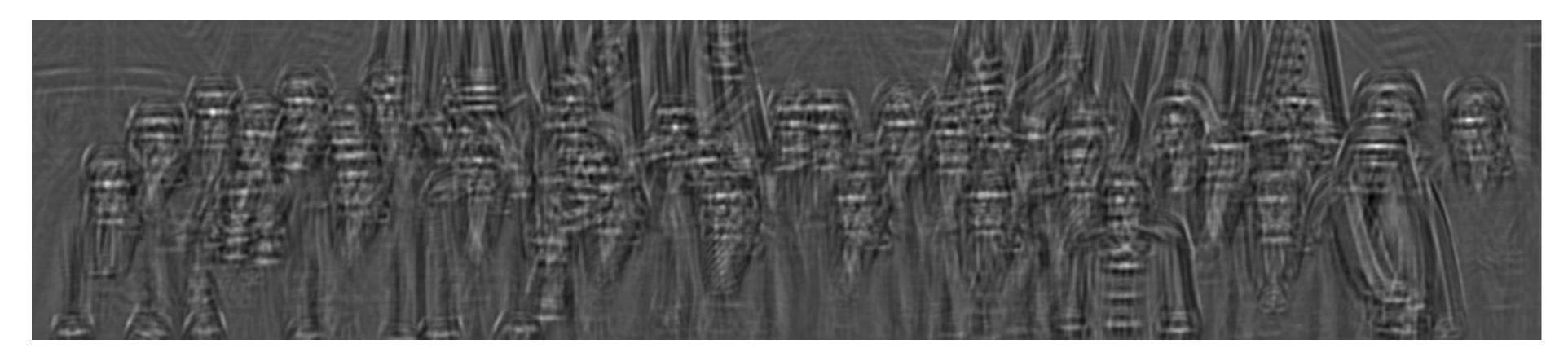
- Different Perspective

Motion / blur

Convolve image with template, find local maxima











Convolve image with template, find local maxima



*



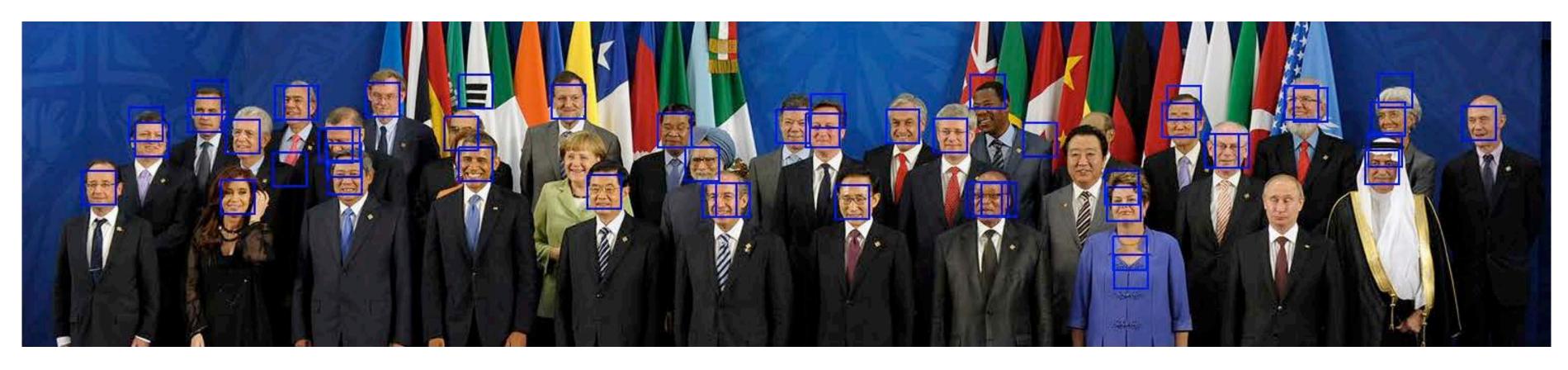




Convolve image with template, find local maxima



*

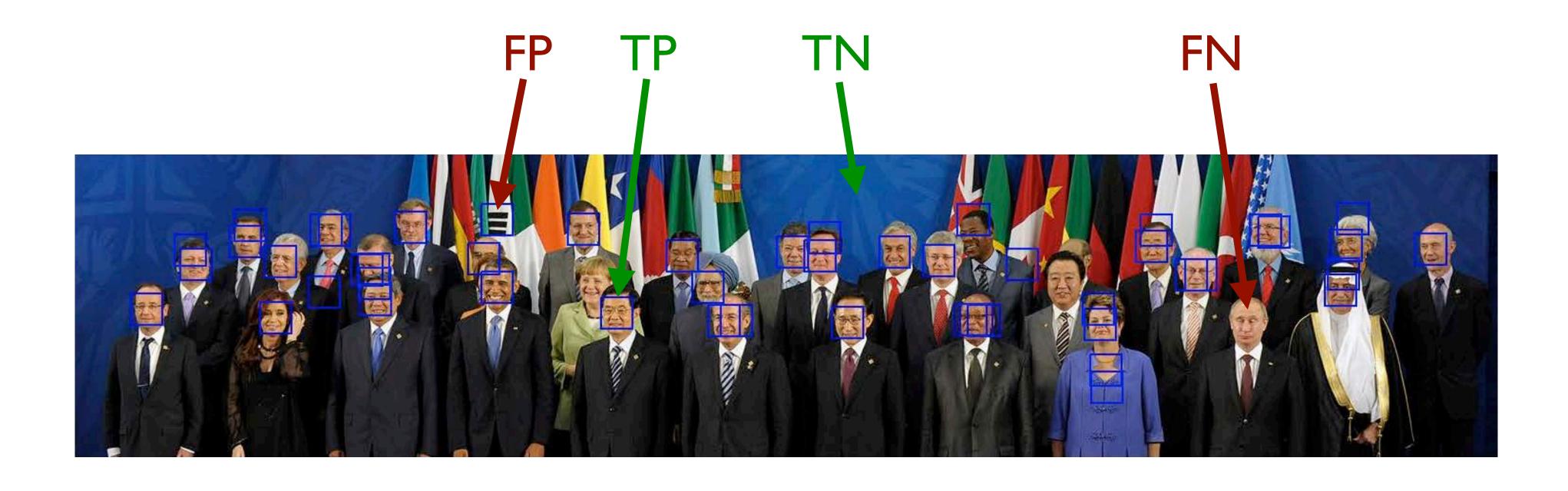






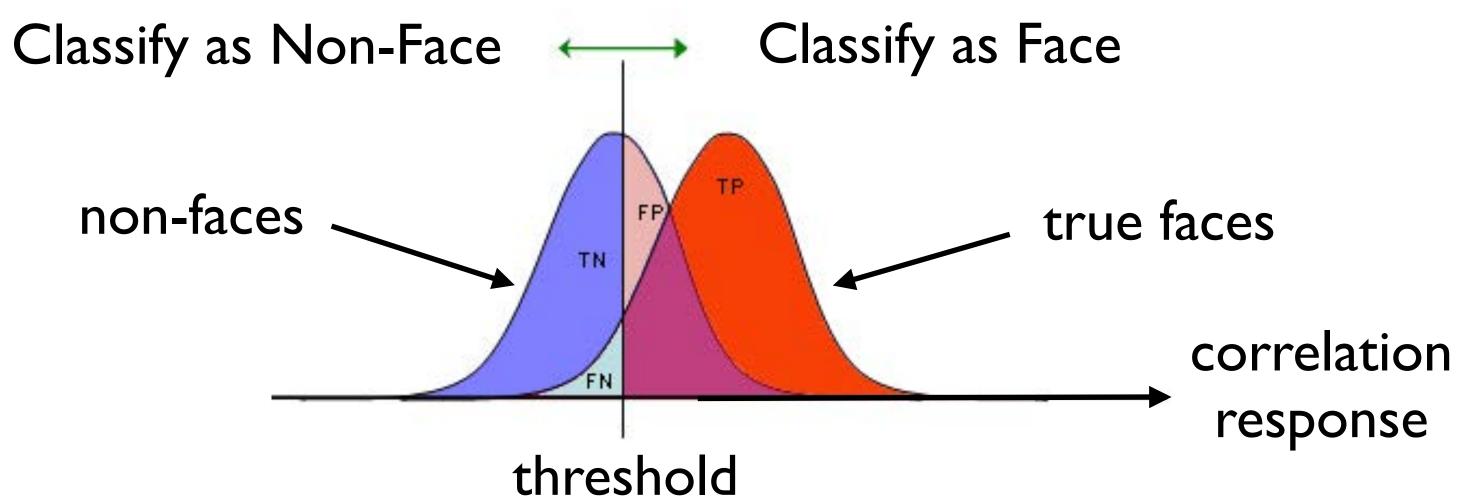
Detection Performance

- TP = True positive (true face and detected)
- FP = False positive (not face and detected)
- TN = True negative (not face and no detection)
- FN = False negative (true face and not detected)



Types of error in detection:

Detection Performance



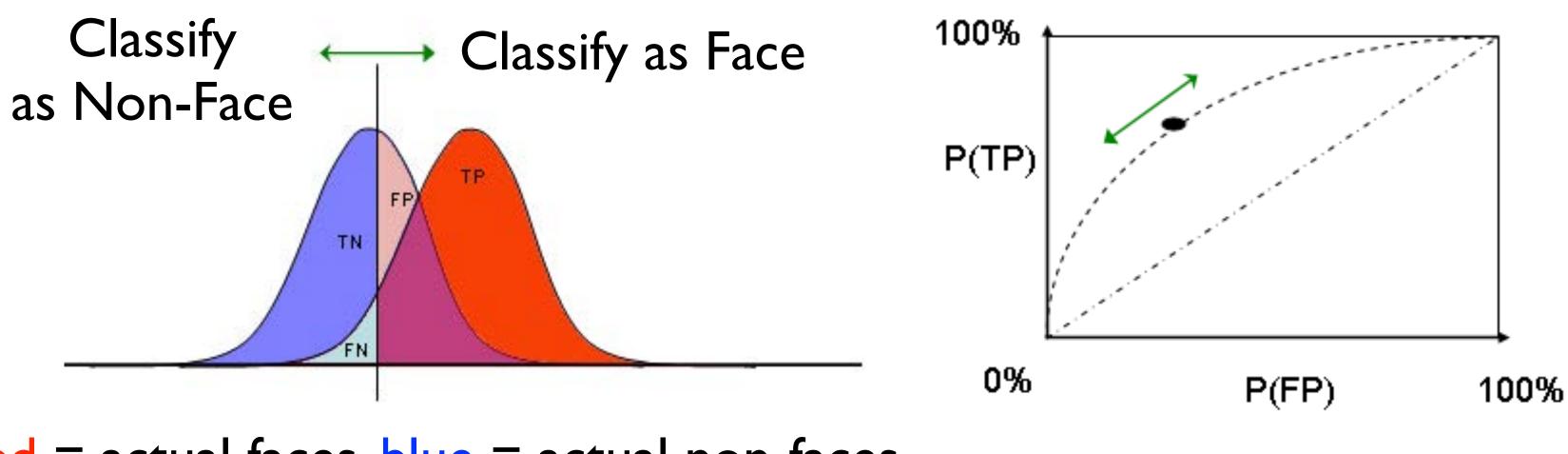


Depending on where we set the threshold, we can tradeoff between true positives and false positives

ROC Curves

Note that we can easily get 100% true positives (if we are prepared to get 100% false positives as well!)

This is a Receiver Operating Characteristic (ROC) curve



red = actual faces, blue = actual non-faces

It is a tradeoff between true positive rate (TP) and false positive rate (FP) We can plot a curve of all TP rates vs FP rates by varying the classifier threshold

Template Matching Summary

Good News:

- works well in presence of noise
- relatively easy to compute

Bad News:

- sensitive to (spatial) scale change
- sensitive to 2D rotation

More Bad News:

When imaging 3D worlds:

- sensitive to viewing direction and pose
- sensitive to conditions of illumination

nd pose nation