Edge detection

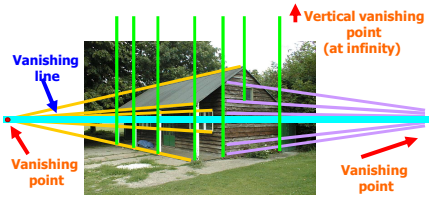
- **Goal:** Identify sudden changes (discontinuities) in an image
  - Intuitively, most semantic and shape information from the image can be encoded in the edges
  - More compact than pixels
- **Ideal:** artist's line drawing (but artist is also using object-level knowledge)

Source: D. Lowe

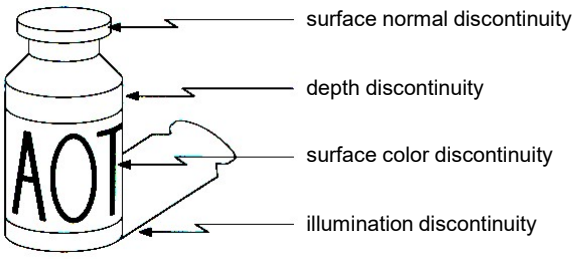
Why do we care about edges?

- Extract information, recognize objects

- Recover geometry and viewpoint



Origin of Edges



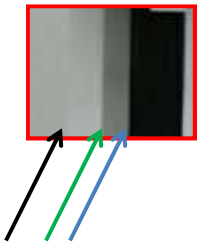
- Edges are caused by a variety of factors

Source: Steve Seitz

Closeup of edges

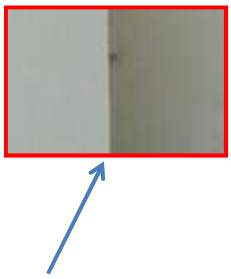
Source: D. Hoiem

Closeup of edges



Source: D. Hoiem

Closeup of edges



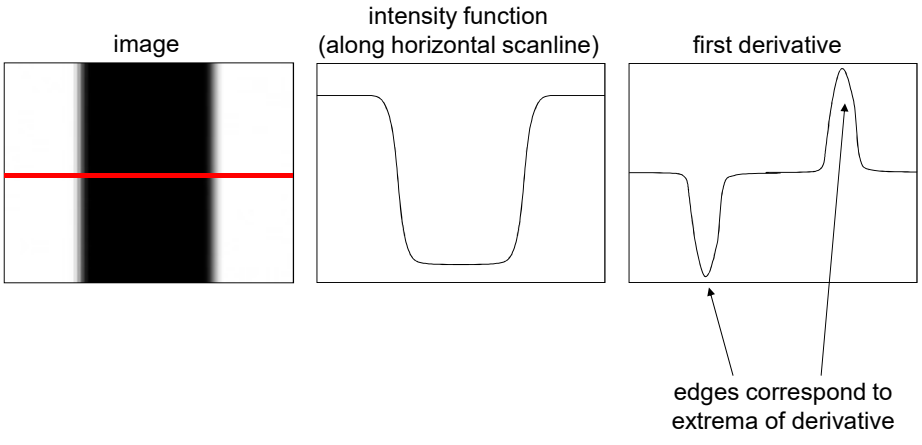
Source: D. Hoiem

Closeup of edges

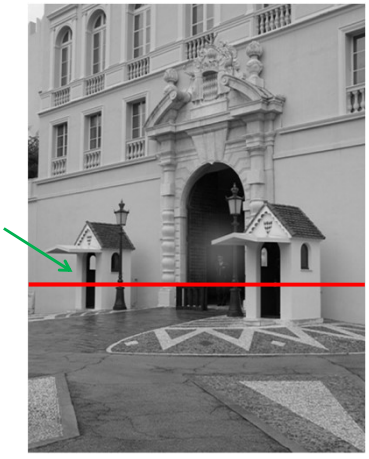
Source: D. Hoiem

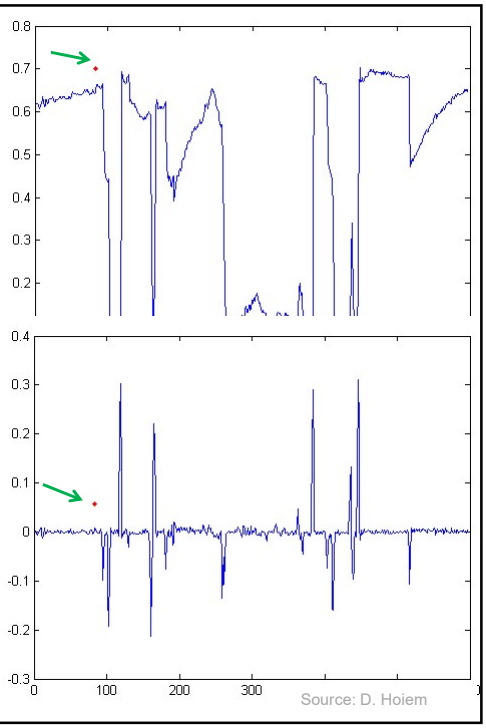
Characterizing edges

- An edge is a place of rapid change in the image intensity function



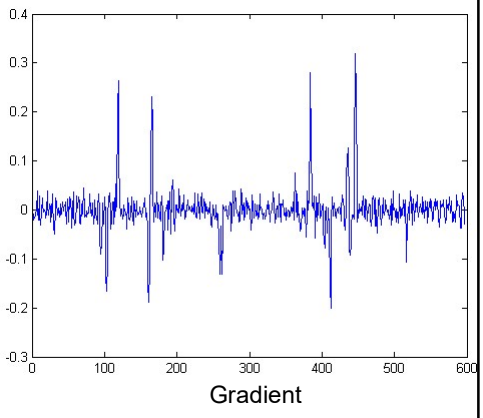
Intensity profile





Source: D. Hoiem

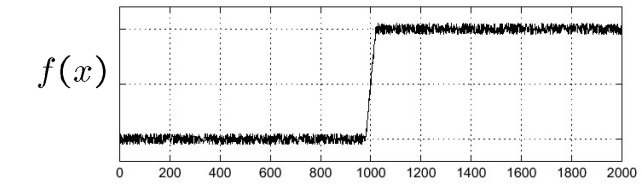
With a little Gaussian noise

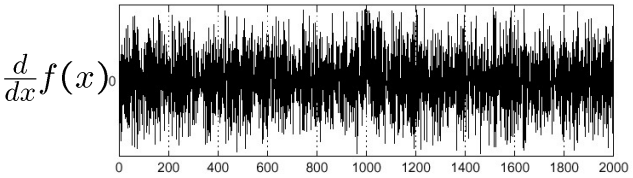


Source: D. Hoiem

Effects of noise

- Consider a single row or column of the image
  - Plotting intensity as a function of position gives a signal





Where is the edge?

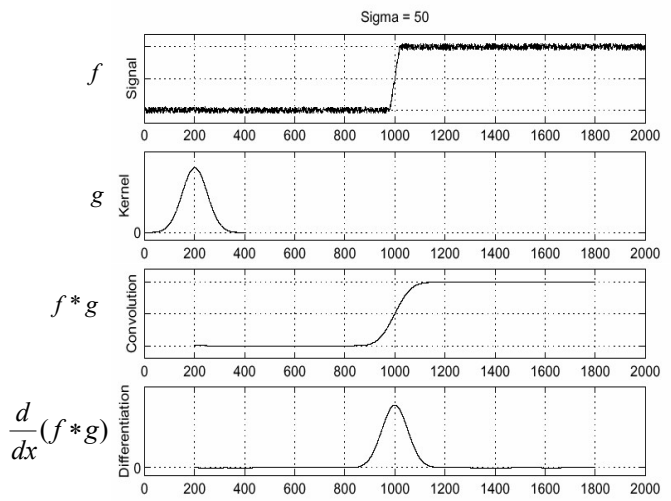
Source: S. Seitz

Effects of noise

- Difference filters respond strongly to noise
  - Image noise results in pixels that look very different from their neighbors
  - Generally, the larger the noise the stronger the response
- What can we do about it?

Source: D. Forsyth

Solution: smooth first

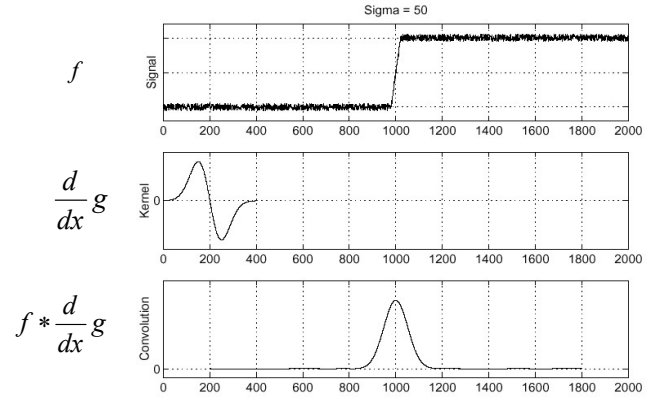


- To find edges, look for peaks in $\frac{d}{dx}(f * g)$

Source: S. Seitz

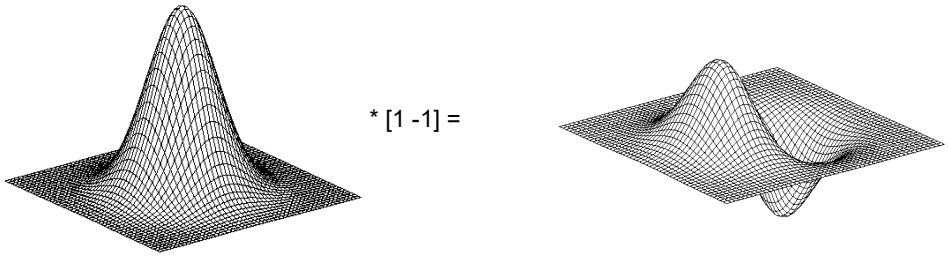
Derivative theorem of convolution

- Differentiation is convolution, and convolution is associative: $$\frac{d}{dx}(f * g) = f * \frac{d}{dx} g$$
- This saves us one operation:

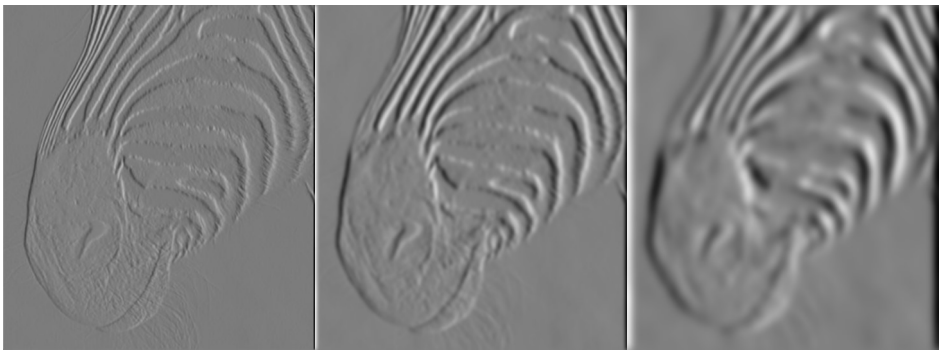


Source: S. Seitz

Derivative of Gaussian filter



Tradeoff between smoothing and localization



1 pixel 3 pixels 7 pixels

- Smoothed derivative removes noise, but blurs edge. Also finds edges at different “scales”.

Source: D. Forsyth

Implementation issues

- The gradient magnitude is large along a thick "trail" or "ridge," so how do we identify the actual edge points?
- How do we link the edge points to form curves?

Source: D. Forsyth

Designing an edge detector

- Criteria for a good edge detector:
  - **Good detection:** the optimal detector should find all real edges, ignoring noise or other artifacts
  - **Good localization**
    - the edges detected must be as close as possible to the true edges
    - the detector must return one point only for each true edge point
- Cues of edge detection
  - Differences in color, intensity, or texture across the boundary
  - Continuity and closure
  - High-level knowledge

Source: L. Fei-Fei

Canny edge detector

- This is probably the most widely used edge detector in computer vision
- Theoretical model: step-edges corrupted by additive Gaussian noise
- Canny has shown that the first derivative of the Gaussian closely approximates the operator that optimizes the product of *signal-to-noise ratio* and localization

J. Canny, ***A Computational Approach To Edge Detection***, IEEE Trans. Pattern Analysis and Machine Intelligence, 8:679-714, 1986.

22,000 citations!

Source: L. Fei-Fei

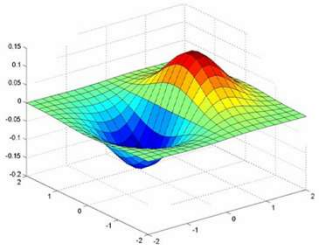
Note about Matlab's Canny detector

- Small errors in implementation
  - Gaussian function not properly normalized
  - First filters with a Gaussian, then a difference of Gaussian (equivalent to filtering with a larger Gaussian and taking difference)

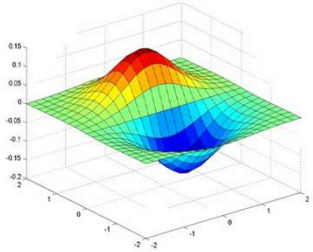
Example

original image (Lena)

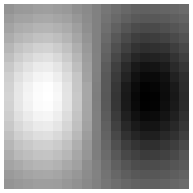
Derivative of Gaussian filter

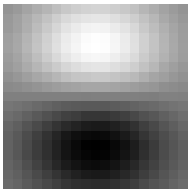


x-direction

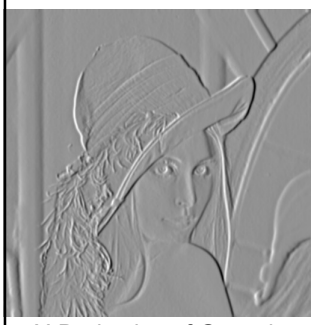


y-direction





Compute Gradients (DoG)



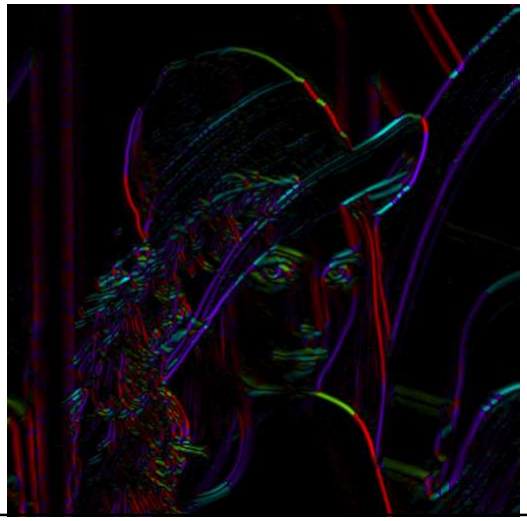
X-Derivative of Gaussian

Y-Derivative of Gaussian

Gradient Magnitude

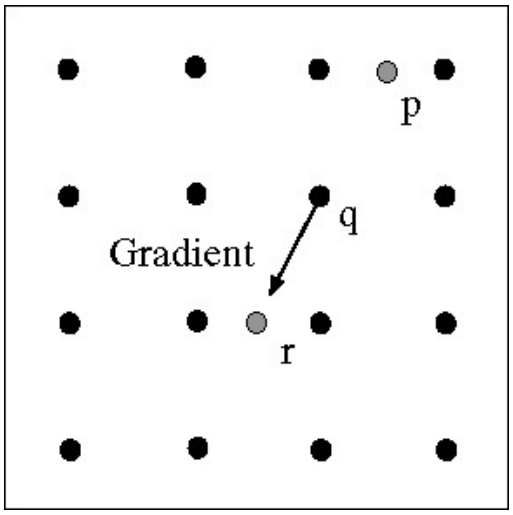
Get Orientation at Each Pixel

- Threshold at minimum level
- Get orientation

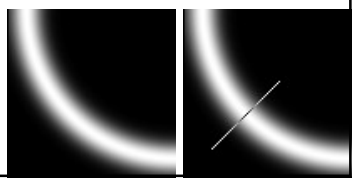


theta = atan2(gy, gx)

Non-maximum suppression for each orientation

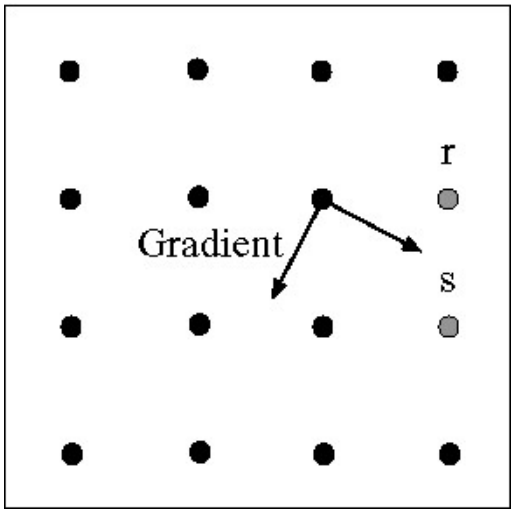


At q, we have a maximum if the value is larger than those at both p and at r. Interpolate to get these values.

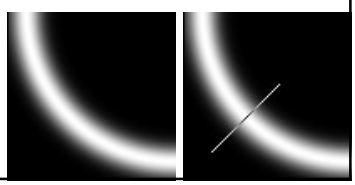


Source: D. Forsyth

Edge linking



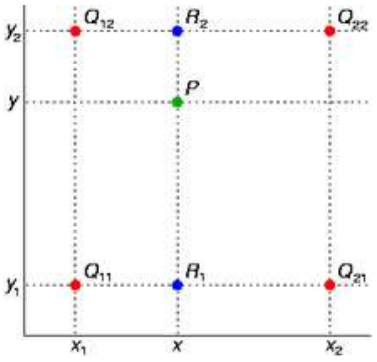
Assume the marked point is an edge point. Then we construct the tangent to the edge curve (which is normal to the gradient at that point) and use this to predict the next points (here either r or s).

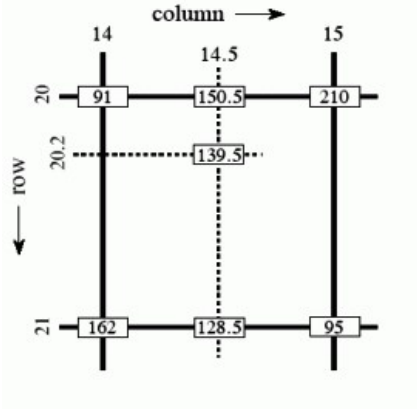


Source: D. Forsyth

Sidebar: Bilinear Interpolation

$$f(x,y) \approx \begin{bmatrix} 1-x & x \end{bmatrix} \begin{bmatrix} f(0,0) & f(0,1) \\ f(1,0) & f(1,1) \end{bmatrix} \begin{bmatrix} 1-y \\ y \end{bmatrix}.$$

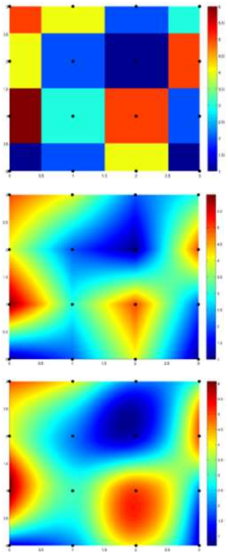




http://en.wikipedia.org/wiki/Bilinear_interpolation

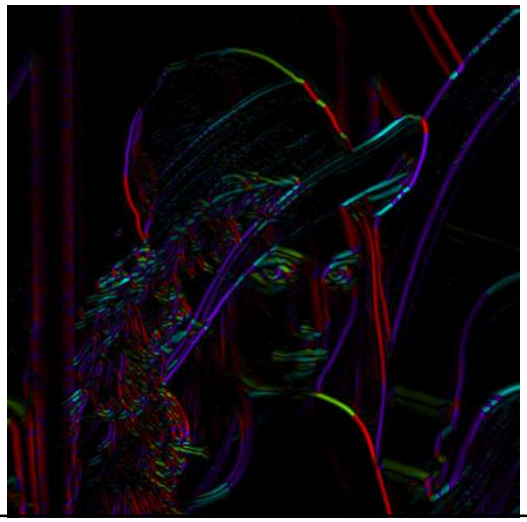
Sidebar: Interpolation options

- imx2 = imresize(im, 2, interpolation_type)
- 'nearest'
  - Copy value from nearest known
  - Very fast but creates blocky edges
- 'bilinear'
  - Weighted average from four nearest known pixels
  - Fast and reasonable results
- 'bicubic' (default)
  - Non-linear smoothing over larger area (4x4)
  - Slower, visually appealing, may create negative pixel values



Examples from http://en.wikipedia.org/wiki/Bicubic_interpolation

Before Non-max Suppression



After non-max suppression

Before Non-max Suppression

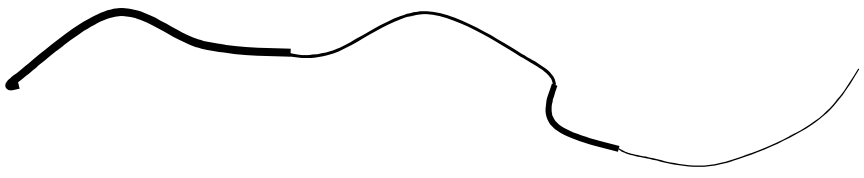
After non-max suppression

Hysteresis thresholding

- Threshold at low/high levels to get weak/strong edge pixels
- Do connected components, starting from strong edge pixels

Hysteresis thresholding

- Check that maximum value of gradient value is sufficiently large
  - drop-outs? use **hysteresis**
    - use a high threshold to start edge curves and a low threshold to continue them.



Source: S. Seitz

Final Canny Edges

Canny edge detector

1. Filter image with x, y derivatives of Gaussian
2. Find magnitude and orientation of gradient
3. Non-maximum suppression:
   - Thin multi-pixel wide “ridges” down to single pixel width
4. Thresholding and linking (hysteresis):
   - Define two thresholds: low and high
   - Use the high threshold to start edge curves and the low threshold to continue them

- MATLAB: edge(image, ‘canny’)

Source: D. Lowe, L. Fei-Fei

Effect of σ (Gaussian kernel spread/size)

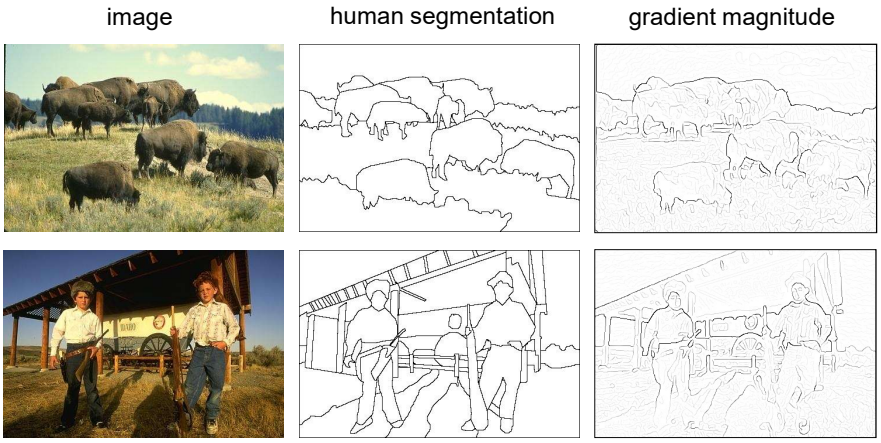
original | Canny with $\sigma = 1$ | Canny with $\sigma = 2$

The choice of σ depends on desired behavior

- large σ detects large scale edges
- small σ detects fine features

Source: S. Seitz

Where do humans see boundaries?

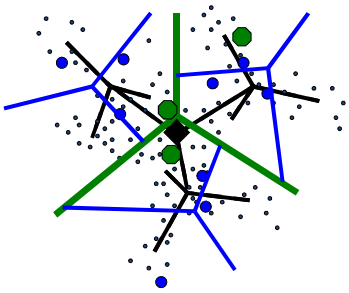


- Berkeley segmentation database:
  http://www.eecs.berkeley.edu/Research/Projects/CS/vision/grouping/segbench/

Building Visual Dictionaries

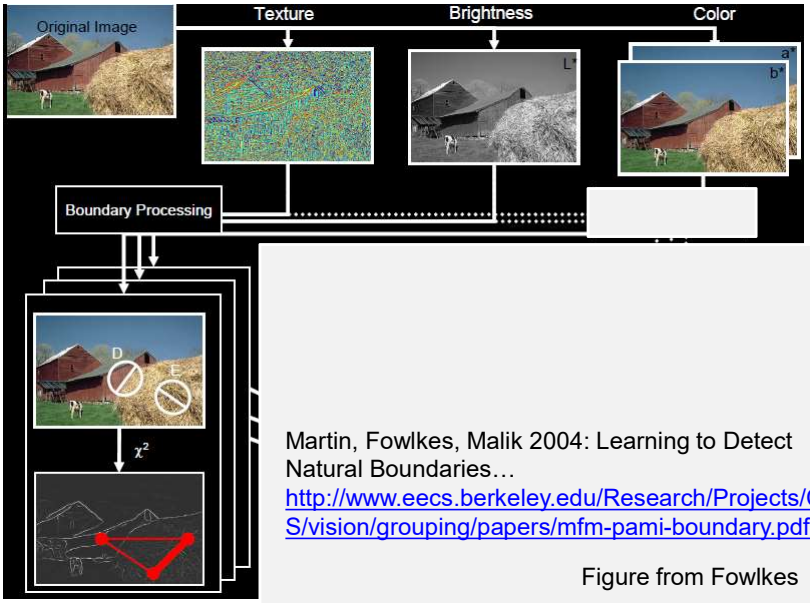
1. Sample patches from a database
   - E.g., 128 dimensional SIFT vectors

2. Cluster the patches
   - Cluster centers are the dictionary



3. Assign a codeword (number) to each new patch, according to the nearest cluster

pB boundary detector



Martin, Fowlkes, Malik 2004: Learning to Detect Natural Boundaries…
http://www.eecs.berkeley.edu/Research/Projects/CS/vision/grouping/papers/mfm-pami-boundary.pdf

Figure from Fowlkes

pB Boundary Detector

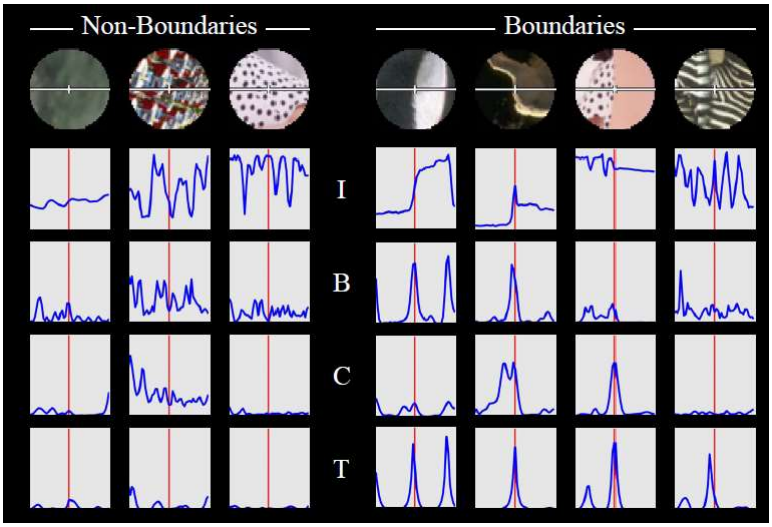
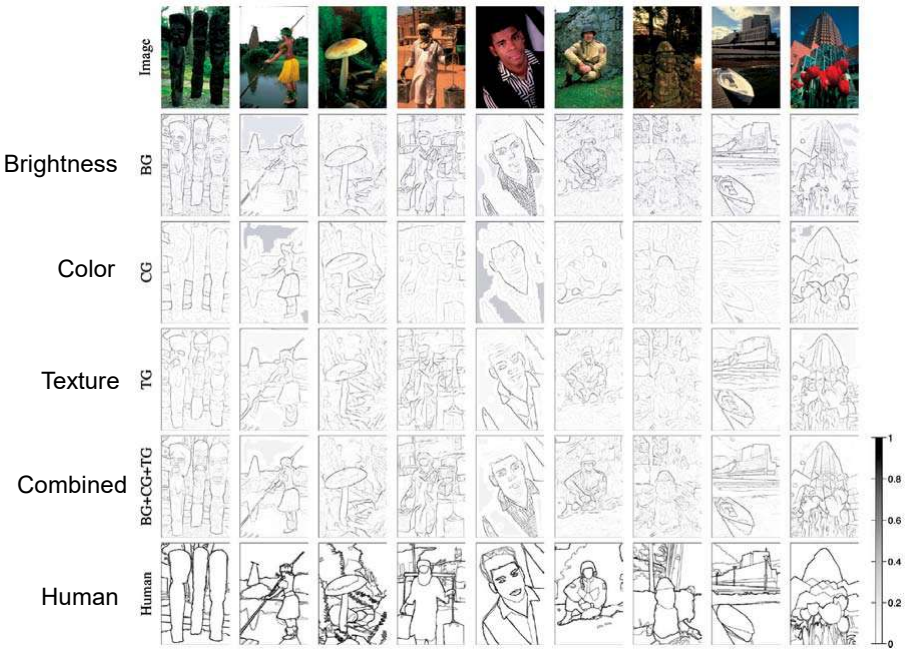
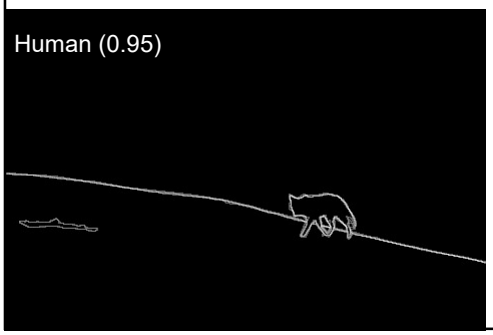
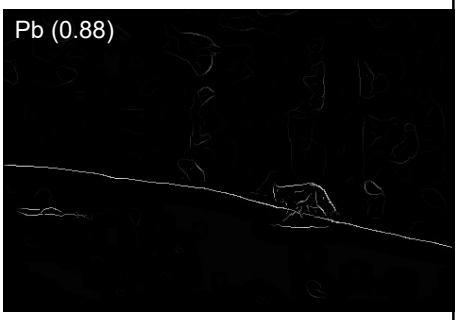


Figure from Fowlkes

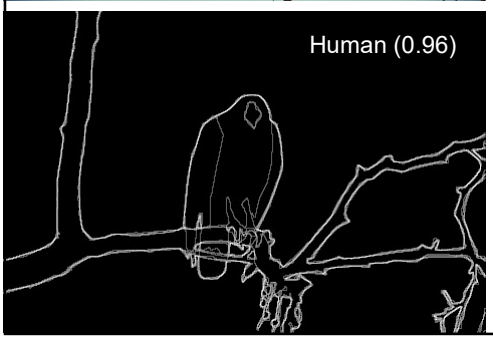


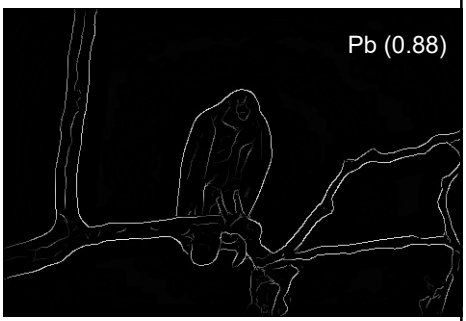
Results

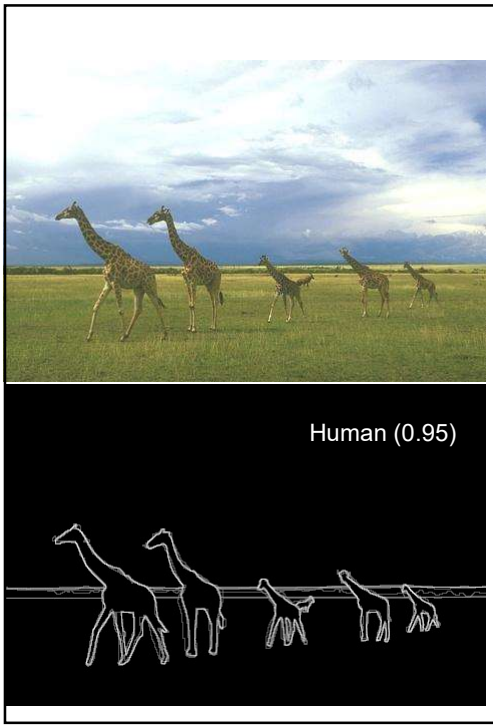


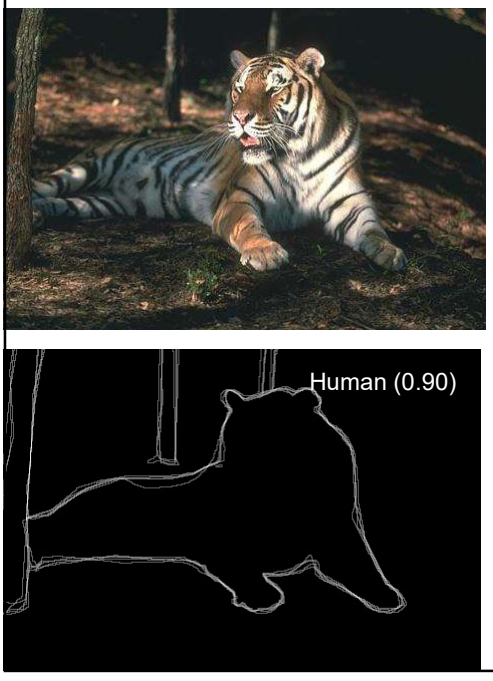


Results









For more:
http://www.eecs.berkeley.edu/Research/Projects/CS/vision/bsds/bench/html/108082-color.html

Global pB boundary detector

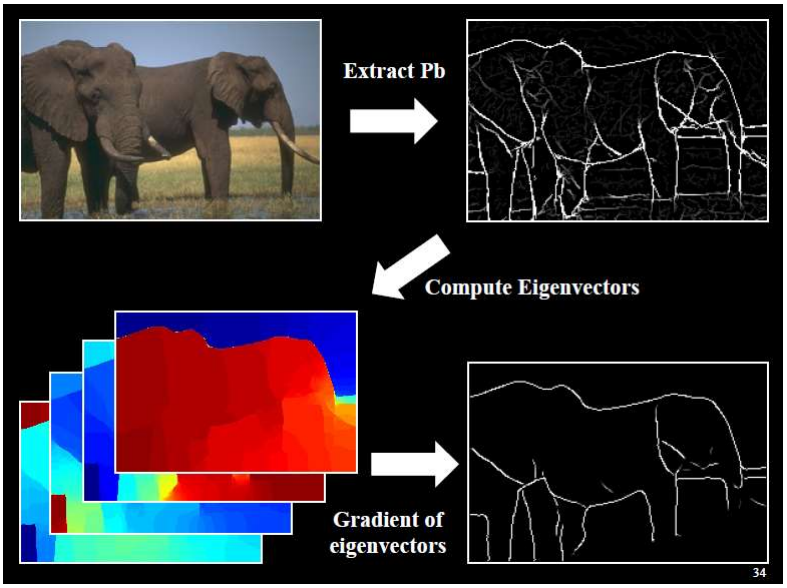
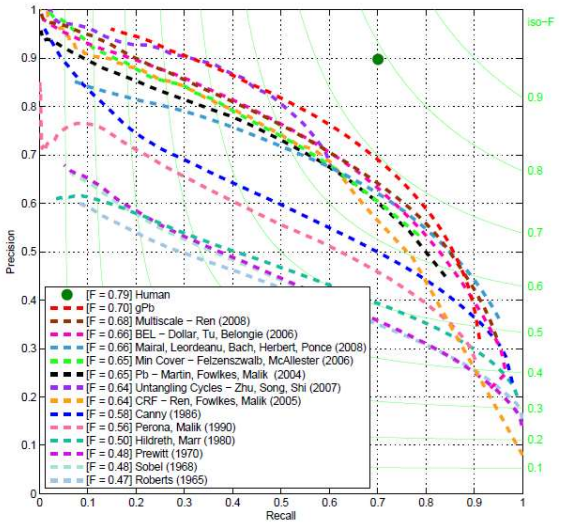


Figure from Fowlkes

45 years of boundary detection

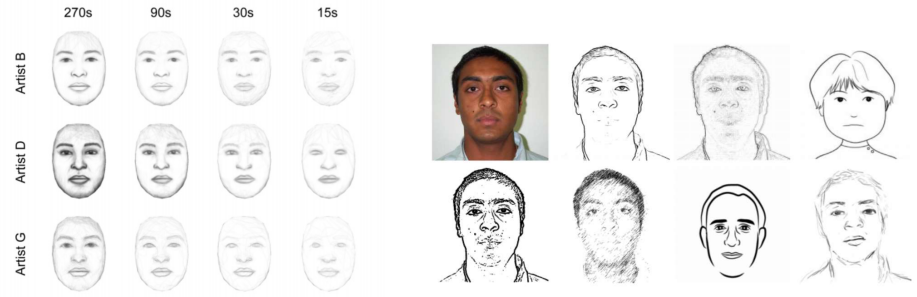


Source: Arbelaez, Maire, Fowlkes, and Malik. TPAMI 2011 (pdf)

State of edge detection

- Local edge detection works well
  - But many false positives from illumination and texture edges
- Some methods to take into account longer contours, but could probably do better
- Modern methods that actually "learn" from data.
- Poor use of object and high-level information

Style and abstraction in portrait sketching, Berger et al. SIGGRAPH 2013



- Learn from artist's strokes so that edges are more likely in certain parts of the face.