

# Comparing feature detectors

A bias in the repeatability criteria.

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# *Comparing images...*

*...an avalanche of applications...*

- *Structure from motion*
- *Object recognition*
- *Video stabilisation*
- *Robot self-localisation*
- *Hand gesture recognition*
- *Video query-by-image*

...

*... and methods.*

- *MOPS*
- *OBR*
- *SURF*
- *SIFER*
- *KAZE*
- *ASIFT*
- *BRIEF*
- *SFOP*
- *PCA-SIFT*
- *Hessian/Harris Laplace*
- *MSER*
- *EBR/IBR*

# *Motivation*

## *Choosing a detector, a difficult task!*

- *Huge number of published detectors*
- *Various types of detectors*
- *Different requirements (types of image transformations)*

*We need a general comparison framework*

# Repeatability [Mikolajczyk 2005]



$u_a$

↔  
Homography  
 $H_{ab}$



$u_b$

# Repeatability [Mikolajczyk 2005]



$u_a$

$\Leftrightarrow$   
Homography  
 $H_{ab}$



$u_b$

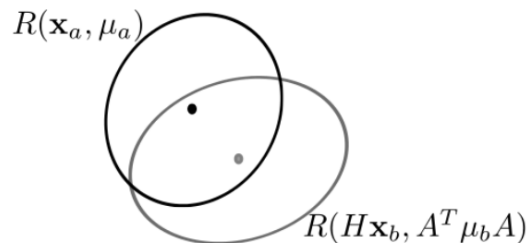
# Repeatability [Mikolajczyk 2005]

In this framework, a detection is an elliptical region:

$$R(\mathbf{x}, \mu) = \{ \mathbf{x}' \in \Omega \mid (\mathbf{x}' - \mathbf{x})^T \mu (\mathbf{x}' - \mathbf{x}) \leq 1 \}.$$

A repeated detection is a region that significantly overlaps with a reprojected region:

$$\frac{|R(\mathbf{x}_a, \mu_a) \cap R(H\mathbf{x}_b, A^T \mu_b A)|}{|R(\mathbf{x}_a, \mu_a) \cup R(H\mathbf{x}_b, A^T \mu_b A)|} > 60\%$$



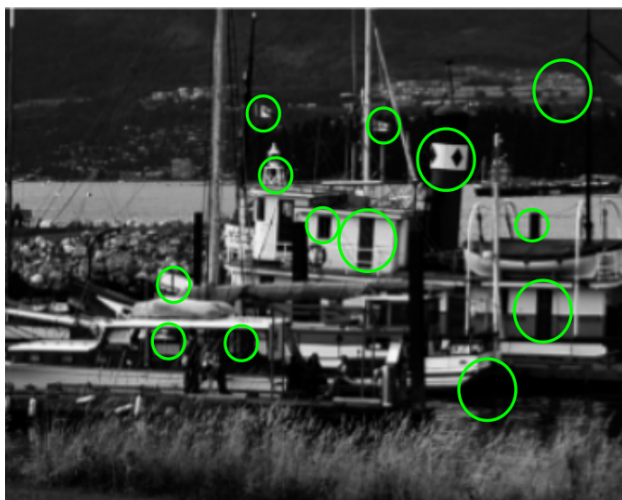
# *Repeatability [Mikolajczyk 2005]*

*The classic performance metric*

$$\text{Repeatability rate} = \frac{\text{Number of repeated detections}}{\text{Total number of detections}}$$

*gives an idea of the benefit over cost ratio for a detector*

# *Repeatability criterion favors redundancy*



*A perfect detector*



# *Repeatability criterion favors redundancy*



# *Repeatability criterion favors redundancy*



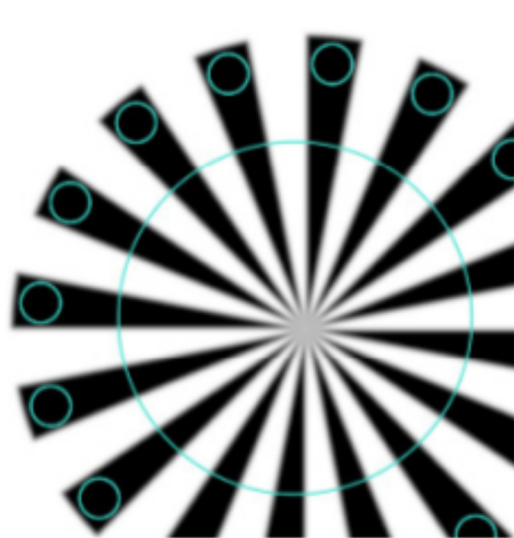
# *Repeatability criterion favors redundancy*



*A useless detector...*

*...with good repeatability*

*Some popular methods are redundant*



SIFT (17)



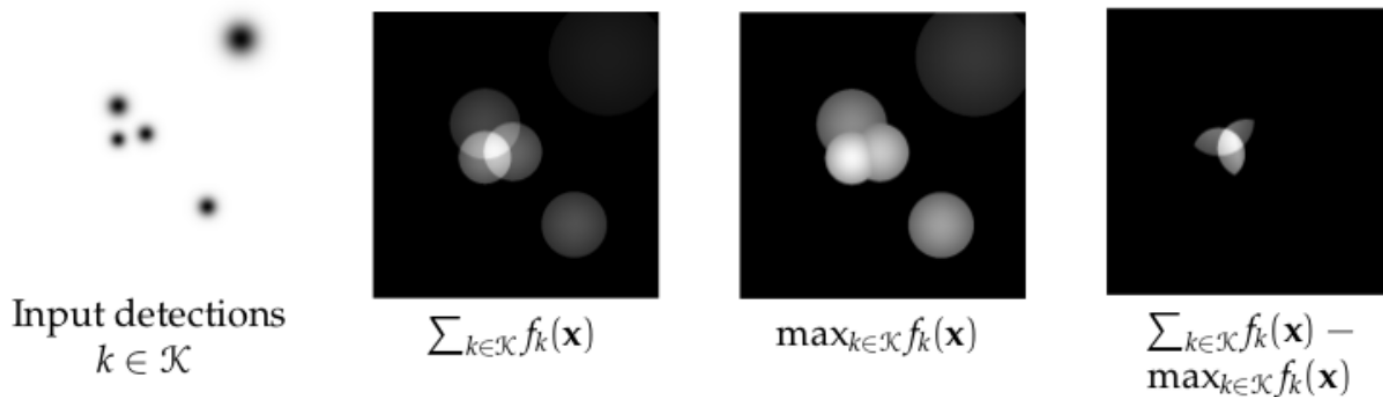
Harris-Laplace (242)

# Taking into account descriptors overlap

Assign a mask function to each detection  $\mathbf{k}$

$$f_k(\mathbf{x}) = K e^{-\frac{1}{2\zeta^2}(\mathbf{x}-\mathbf{x}_k)^T \Sigma_k^{-1}(\mathbf{x}-\mathbf{x}_k)}$$

$f_k(\mathbf{x})$  denotes the contribution of the pixel  $\mathbf{x}$  to the detection  $\mathbf{k}$



Number of detections

$$K = \int_{\Omega} \sum_{k \in \mathcal{K}} f_k(\mathbf{x}) d\mathbf{x}$$

Num of *non-redundant* detections

$$K_{\text{nr}} = \int_{\Omega} \max_{k \in \mathcal{K}} f_k(\mathbf{x}) d\mathbf{x}$$

# *Taking into account descriptors overlap*

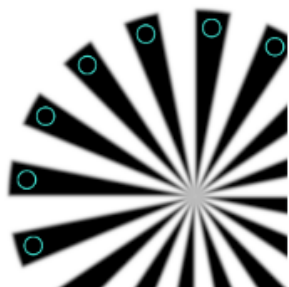
*The classic metric does not take the descriptor's overlap into account*

$$\text{Repeatability rate} = \frac{\text{Number of repeated detections}}{\text{Total number of detections}}$$

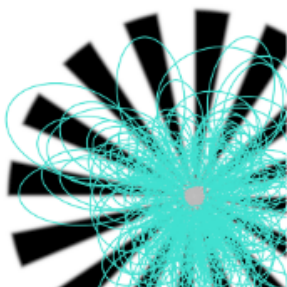
*Replace it with a better measure of the expected benefit:*

$$\text{Non-redundant repeatability rate} = \frac{\int_{\Omega} \max_{\text{repeated keys}} f_k(x, y) dx dy}{\text{Total number of detections}}$$

# Revisiting a popular benchmark [Mikolajczyk 2005]



SIFT (16)



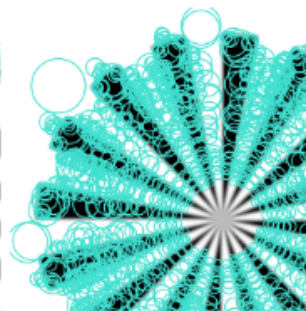
EBR (249)



IBR (13)



Harris-Laplace (242)



Hessian-Laplace (1927)



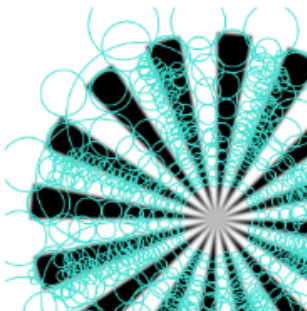
Harris-Affine (227)



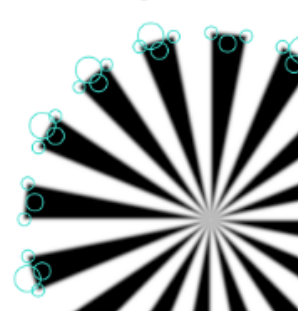
Hessian-Affine (244)



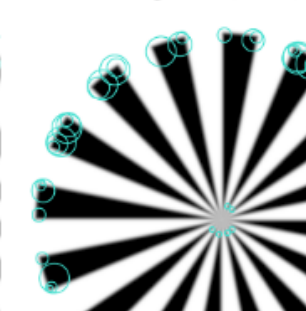
MSER (18)



SURF (652)



SFOP (59)

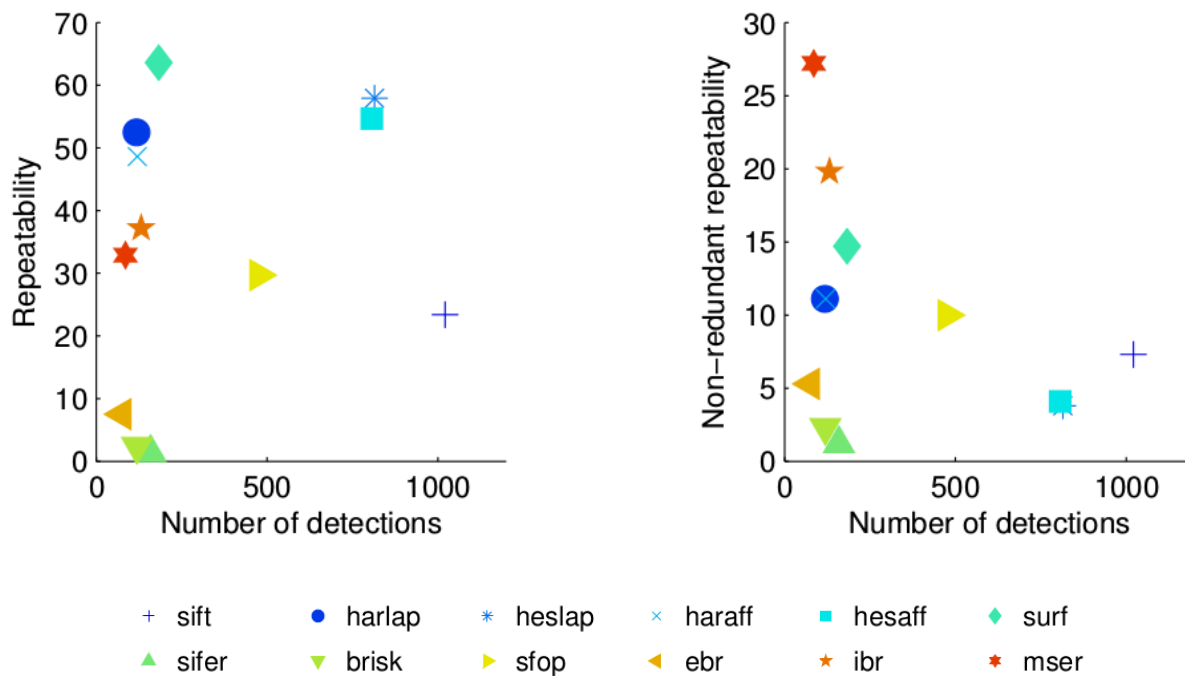


BRISK (97)



SIFER (203)

# Revisiting a popular benchmark [Mikolajczyk 2005]



## **Very different conclusions:**

- *Most methods are highly redundant*
- *SIFT performs best for large number of keypoints*



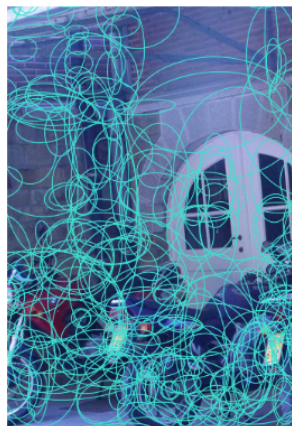
# Revisiting a popular benchmark [Mikolajczyk 2005]



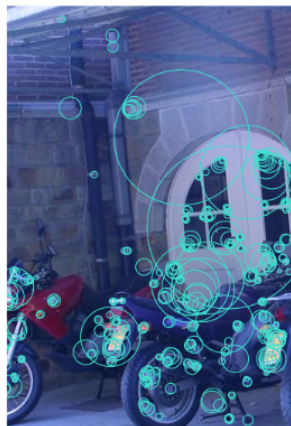
SIFT (2038)



EBR (644)



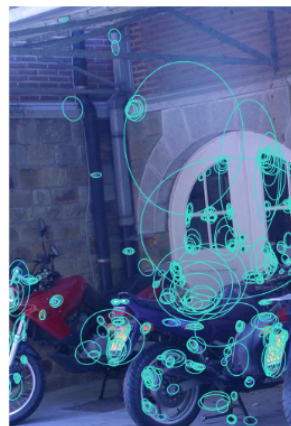
IBR (652)



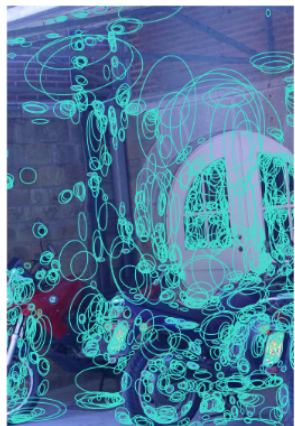
Harris-Laplace (740)



Hessian-Laplace (3502)



Harris-Affine (727)



Hessian-Affine (2857)



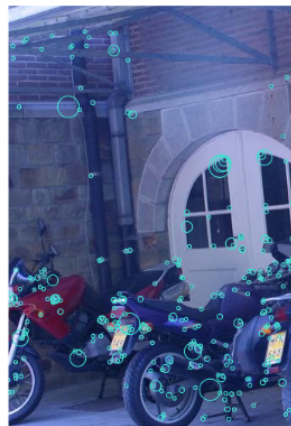
MSER (352)



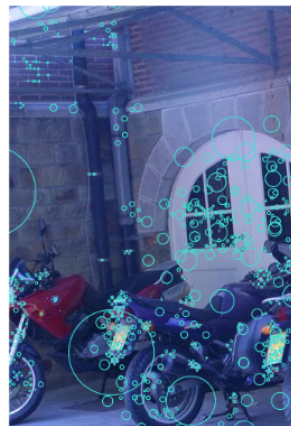
SURF (781)



SFOP (1379)



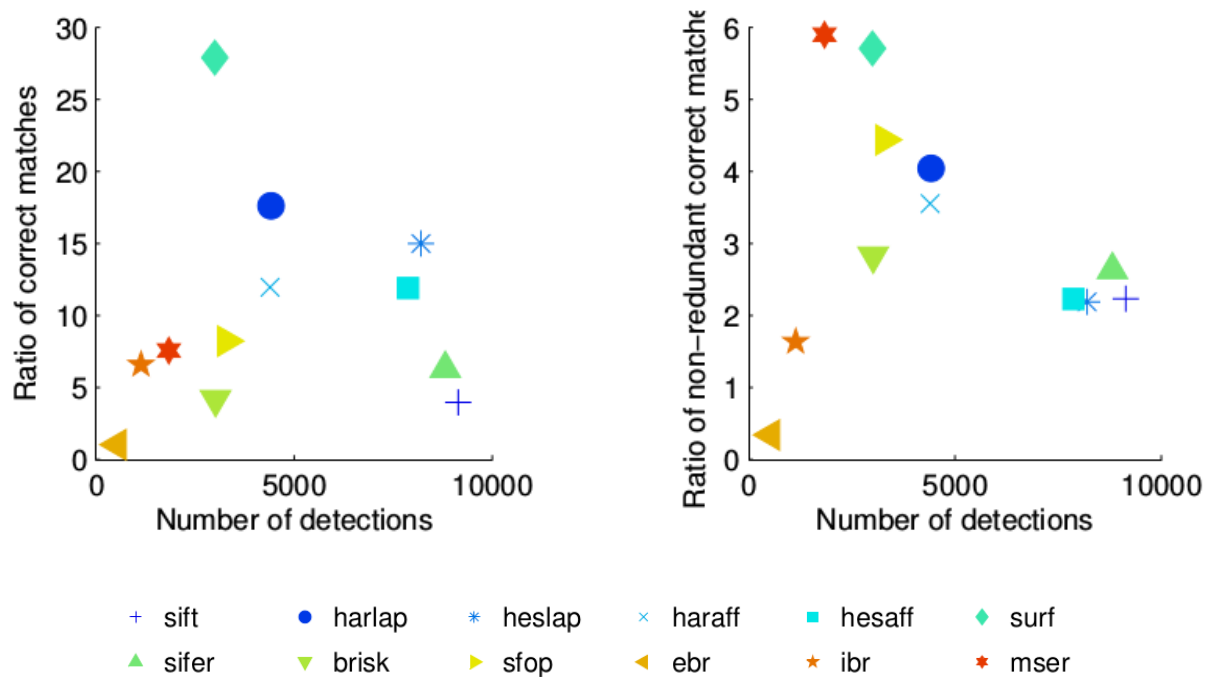
BRISK (339)



SIFER (664)

# Performance in a matching scenario

..using SIFT descriptor and SIFT matching algorithm



- *State-of-the-art turned upside-down*

# Overview

## 1) Classic repeatability criterion:

*A bias towards redundant algorithms*

## 2) An amended criterion:

*Take spatial redundancy into account*

## 3) A revisited benchmark:

*Hierarchy turned upside-down*

