

# Digital Image

(B4M33DZO, Winter 2024)

## Lecture 8:

### Image Registration 1

<https://cw.fel.cvut.cz/wiki/courses/b4m33dzo/start>

**Daniel Sýkora & Ondřej Drbohlav**

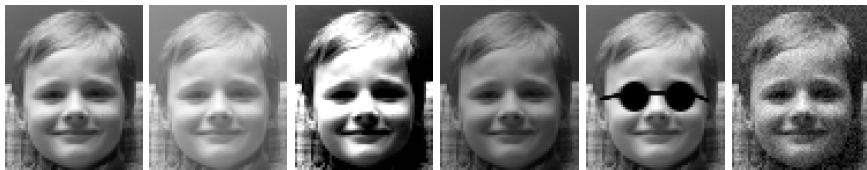
Department of Cybernetics

Faculty of Electrical Engineering

Czech Technical University in Prague

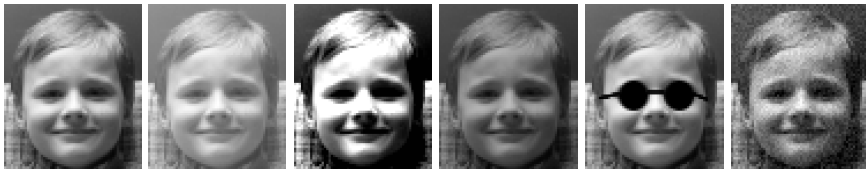
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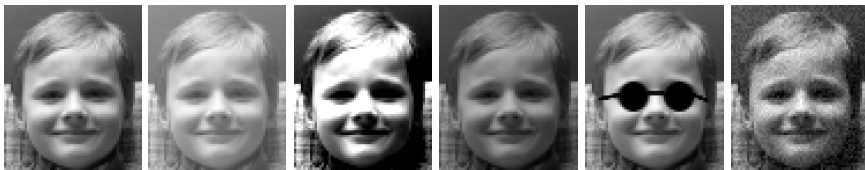
**Sum of absolute differences (SAD):**

$$\sum_x \sum_y |\mathbf{A}[x, y] - \mathbf{B}[x, y]|$$



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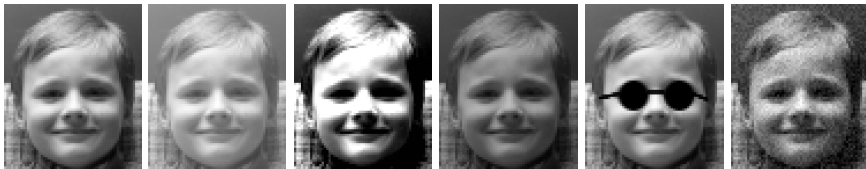
**Sum of squared differences (SSD):**  $\sum_x \sum_y (\mathbf{A}[x, y] - \mathbf{B}[x, y])^2$



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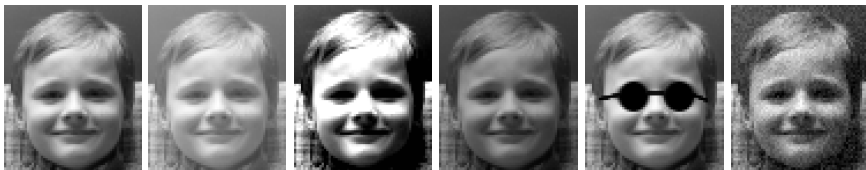
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**Cross-correlation:**

$$\sum_x \sum_y \mathbf{A}(x, y) \cdot \mathbf{B}(x, y)$$



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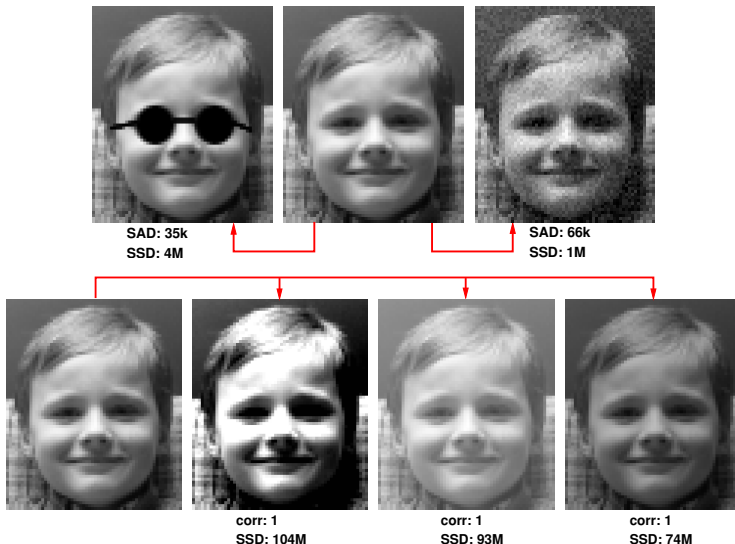
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**Normalized cross-correlation:**

$$\frac{1}{\sigma_{\mathbf{A}} \sigma_{\mathbf{B}}} \sum_x \sum_y \left( \mathbf{A}(x, y) - \hat{\mathbf{A}} \right) \cdot \left( \mathbf{B}(x, y) - \hat{\mathbf{B}} \right)$$

(invariant to brightness & contrast changes)



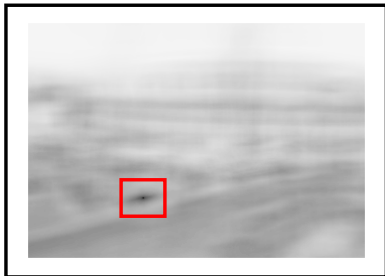
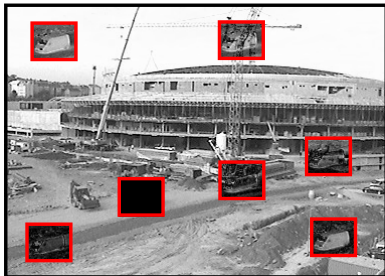
**Minimize similarity metric  $\circ$  over all possible shifts:**

$$\arg \min_{[s,t]} \sum_x \sum_y \mathbf{A}[x + s, y + t] \circ \mathbf{B}[x, y]$$



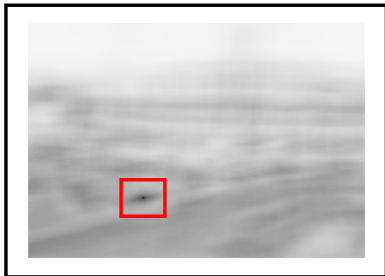
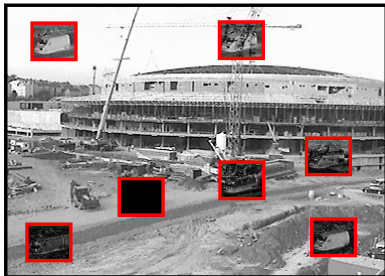
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**Problem:** complexity of block matching is  $\mathcal{O}(|\mathbf{A}| \cdot |\mathbf{B}|)$ .

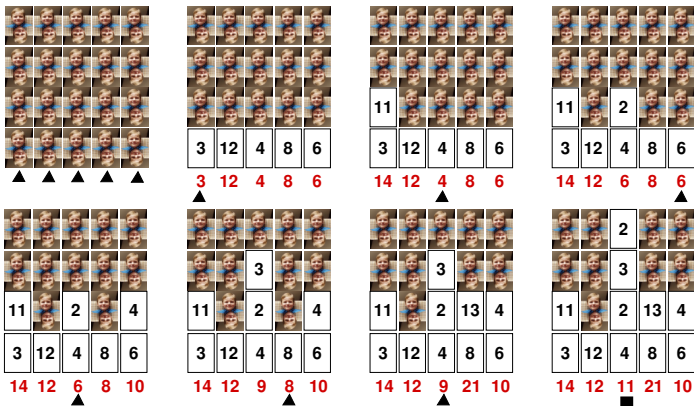
1. **Early termination** ( $\mathcal{O}(|\mathbf{A}| \cdot |\mathbf{B}|)$ , global minimum):

**Compare current summation with the last best value.**

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2. **Winner-update strategy** ( $\mathcal{O}(|\mathbf{A}| \cdot |\mathbf{B}|)$ , global minimum):

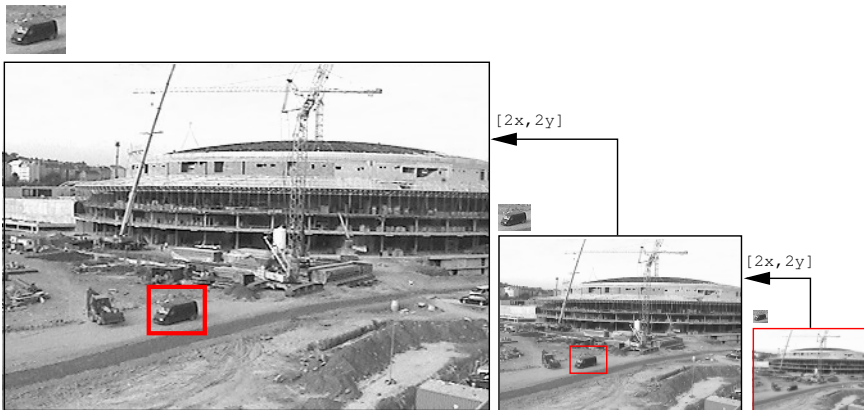


### 3. Hierarchical approach ( $\mathcal{O}(|\mathbf{A}| \cdot \log |\mathbf{A}|)$ , local minimum):

**Use reduced resolution to compute initial solution and refine.**

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**4. Phase correlation** ( $\mathcal{O}(|\mathbf{A}| \cdot \log |\mathbf{A}|)$ , local minimum):

$$\mathbf{A}[x, y] * \delta(s, t) = \mathbf{B}[x, y] \iff \mathcal{A}[u, v] \cdot e^{2\pi i(us+vt)} = \mathcal{B}[u, v]$$

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$$\frac{\mathcal{A}^*[u, v] \cdot \mathcal{B}[u, v]}{|\mathcal{A}[u, v]|^2} = e^{2\pi i(us+vt)} \implies \delta(\mathbf{s}, \mathbf{t})$$

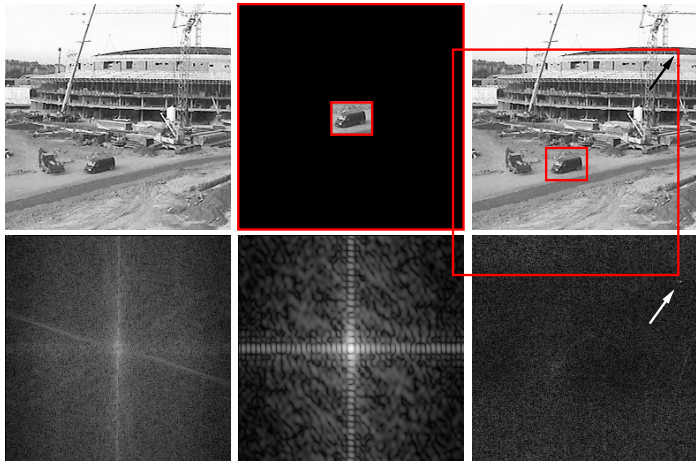


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## 4. Phase correlation ( $\mathcal{O}(|A| \cdot \log |A|)$ , local minimum):



## 5. SSD decomposition ( $\mathcal{O}(|\mathbf{A}| \cdot \log |\mathbf{A}|)$ , global minimum):

$$\arg \min_{[s,t]} \sum_{x=0}^w \sum_{y=0}^h (\mathbf{A}[x+s, y+t] - \mathbf{B}[x, y])^2 =$$

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#### Summed area table:

$$\sum_{x=s}^{s+w} \sum_{y=t}^{t+h} \mathbf{A}[x, y]^2 = \Sigma[s, t] - \Sigma[s+w, t] - \Sigma[s, t+h] + \Sigma[s+w, t+h]$$

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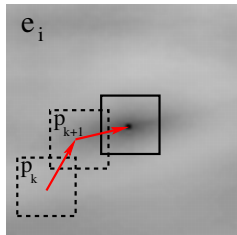
#### Fourier convolution theorem:

$$\sum_{x=0}^w \sum_{y=0}^h \mathbf{A}[x+s, y+t] \cdot \mathbf{B}[x, y] = \mathcal{F}^{-1} \{ \mathcal{F}\{\mathbf{A}\} \cdot \mathcal{F}\{\mathbf{B}\} \} [s, t]$$

## 6. Gradient descent ( $\mathcal{O}(|\mathbf{B}|)$ , local minimum):

We want to minimize:

$$E = \sum_i (\mathbf{A}[\mathbf{x}_i + \mathbf{t}] - \mathbf{B}[\mathbf{x}_i])^2 \Rightarrow E' = 0$$



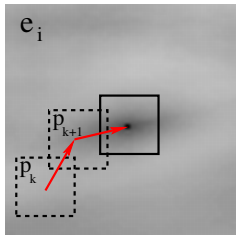
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Using linear approximation:

$$\mathbf{A}[\mathbf{x}_i + \mathbf{t}] \approx \mathbf{A}[\mathbf{x}_i] + \frac{\partial}{\partial \mathbf{x}} \mathbf{A}[\mathbf{x}_i] \cdot \mathbf{t}$$





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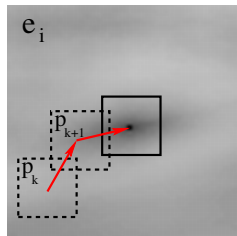
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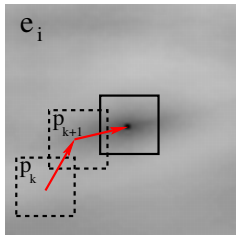
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$$E' \approx \frac{\partial}{\partial \mathbf{t}} \sum_i (\mathbf{A}_i + \mathbf{A}'_i \mathbf{t} - \mathbf{B}_i)^2 = 2 \sum_i (\mathbf{A}'_i)^T (\mathbf{A}_i + \mathbf{A}'_i \mathbf{t} - \mathbf{B}_i) = 0$$



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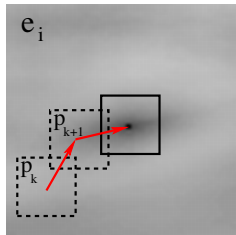
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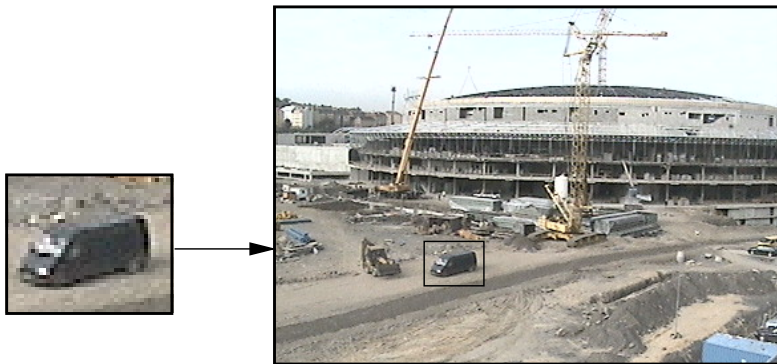
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$$\mathbf{t} = \left( \sum_i (\mathbf{A}'_i)^T (\mathbf{A}'_i) \right)^{-1} \left( \sum_i (\mathbf{A}'_i)^T (\mathbf{B}_i - \mathbf{A}_i) \right)$$



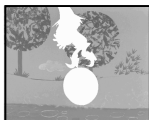


**template matching, motion estimation, video compression, ...**



**stitching, stabilization, restoration, retrieval, . . .**

## Recovering background from occluded observations:



## hole filling & texture synthesis

