

CS-570 Computer Vision

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4. Approximating Derivatives

Derivatives

- ▶ Derivative represents the rate of change.
- ▶ Image derivatives represent the rate of color changes in images.
- ▶ Interesting features in images (and in the real world) have high derivatives.
- ▶ Therefore, derivatives are used for detecting semantically important features such as edges, corners and lines.



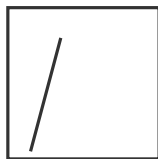
Vertical edge



Horizontal edge



Corner



Line

Partial Derivatives and Gradient

- ▶ Let $f(x, y)$ be a 2D function.
- ▶ *Partial derivative* in x-direction is denoted by f_x , $\partial_x f$, or $\frac{\partial f}{\partial x}$.
- ▶ Higher order derivative can be computed in sequence

$$\frac{\partial^2 f}{\partial x \partial y} := \frac{\partial}{\partial x} \left(\frac{\partial f}{\partial y} \right)$$

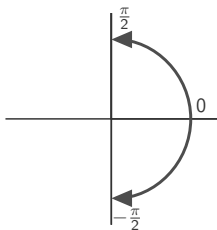
- ▶ Order of partial differentiation does not matter (under suitable smoothness assumptions)

$$f_{xy} = f_{yx}$$

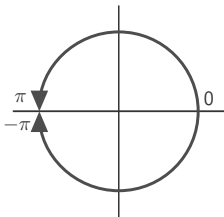
- ▶ The *gradient vector* $\nabla f = (f_x, f_y)^T$ always points in the direction of highest rate of change.
- ▶ *Gradient magnitude* $|\nabla f| = \sqrt{f_x^2 + f_y^2}$ is rotationally equivariant.
- ▶ *Gradient direction* can be computed as $\theta = \arctan \left(\frac{f_y}{f_x} \right)$.

atan vs. atan2

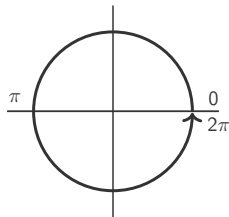
- ▶ The atan function returns angle in the range $\theta \in (-\frac{\pi}{2}, \frac{\pi}{2})$ while atan2 returns angle in the range $\theta \in (-\pi, \pi)$.
 - ▶ Function atan does not differentiate between quadrants 1 and 3. Similarly for quadrants 2 and 4.
 - ▶ Function atan2 differentiates between all quadrants.
 - ▶ For example, $\text{atan}(\frac{1}{1}) = \text{atan}(\frac{-1}{-1}) = \text{atan2}(1, 1) \neq \text{atan2}(-1, -1)$



$$\theta = \text{atan}\left(\frac{y}{x}\right)$$



$$\theta = \text{atan2}(y, x)$$



$$\theta = \begin{cases} \text{atan2}(y, x) & \text{if } y \geq 0 \\ 2\pi + \text{atan2}(y, x) & \text{if } y < 0 \end{cases}$$

Numerical Approximation of Derivative

- ▶ Using 2nd order Taylor's expansion

$$f(x + h) = f(x) + hf'(x) + \frac{h^2}{2}f''(x) + O(h^3) \quad (1)$$

$$f(x - h) = f(x) - hf'(x) + \frac{h^2}{2}f''(x) + O(h^3) \quad (2)$$

- ▶ Subtracting (2) from (1) and solving for $f'(x)$ yields

$$f'(x) = \frac{f(x + h) - f(x - h)}{2h} + O(h^2) \quad (3)$$

- ▶ Adding (2) and (1) and solving for $f''(x)$ gives

$$f''(x) = \frac{f(x + h) - 2f(x) + f(x - h)}{h^2} + O(h) \quad (4)$$

- ▶ Equations (3) and (4) are 1st and 2nd derivative approximations using *central differences*.

Numerical Approximation of Derivative

- Using a 1st order Taylor's expansion for $f(x + h)$ yields

$$f'(x) = \frac{f(x + h) - f(x)}{h} + O(h)$$

This is a derivative approximation using *forward difference*.

- Using a 1st order Taylor's expansion for $f(x - h)$ yields

$$f'(x) = \frac{f(x) - f(x - h)}{h} + O(h)$$

This is a derivative approximation using *backward difference*.

Derivative approximations using central differences are more accurate since they employ 2nd order Taylor approximations. Higher than order 2 approximations will be even better but computationally more expensive.

Derivative Filters

- ▶ In images, colours are stored at every pixel. Therefore, h is (almost) always taken to be 1.
- ▶ Commonly used approximate derivative filters via convolution are

Approximation	Mask	Difference				
$f'(x) = f(x + 1) - f(x)$	<table border="1"> <tr> <td>1</td> <td>-1</td> <td></td> </tr> </table>	1	-1		Forward	
1	-1					
$f'(x) = f(x) - f(x - 1)$	<table border="1"> <tr> <td>1</td> <td>-1</td> <td></td> </tr> </table>	1	-1		Backward	
1	-1					
$f'(x) = \frac{f(x+1) - f(x-1)}{2}$	<table border="1"> <tr> <td>$\frac{1}{2}$</td> <td>1</td> <td>0</td> <td>-1</td> </tr> </table>	$\frac{1}{2}$	1	0	-1	Central
$\frac{1}{2}$	1	0	-1			
$f''(x) = f(x + 1) - 2f(x) + f(x - 1)$	<table border="1"> <tr> <td>1</td> <td>-2</td> <td>1</td> </tr> </table>	1	-2	1	Central	
1	-2	1				

where each mask will be flipped during convolution and the origin (in bold blue) will be placed over location x .

Derivative Filters

- ▶ Derivative filters are very important examples of linear shift invariant (LSI) filters.
- ▶ 1D filters can be applied on 2D images.

x-direction

$$\frac{1}{2} \begin{bmatrix} 1 \\ 0 \\ -1 \end{bmatrix}$$

y-direction

$$\frac{1}{2} \begin{bmatrix} 1 & 0 & -1 \end{bmatrix}$$

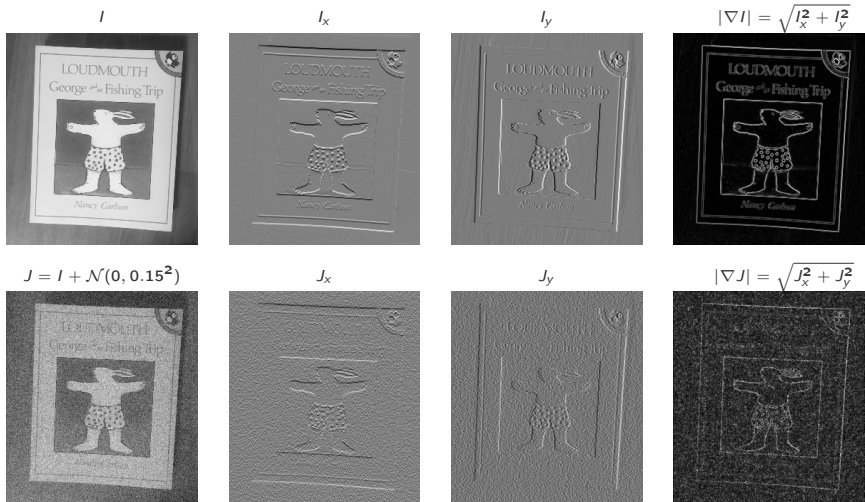


Figure: Derivative filters are sensitive to noise. Convolution with derivative filters yields high responses on edges as well as noise. Author: N. Khan (2018)

