#### Histograms of Oriented Gradients for Human Detection N. Dalal and B. Triggs CVPR 2005

## HOG Steps

- HOG feature extraction
  - Compute centered horizontal and vertical gradients with no smoothing
  - Compute gradient orientation and magnitudes
    - For color image, pick the color channel with the highest gradient magnitude for each pixel.
  - For a 64x128 image,
  - Divide the image into 16x16 blocks of 50% overlap.
    - 7x15=105 blocks in total
  - Each block should consist of 2x2 cells with size 8x8.
  - Quantize the gradient orientation into 9 bins
    - The vote is the gradient magnitude
    - Interpolate votes bi-linearly between neighboring bin center.
    - The vote can also be weighted with Gaussian to downweight the pixels near the edges of the block.
  - Concatenate histograms (Feature dimension: 105x4x9 = 3,780)

# **Computing Gradients**

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- Centered:  $f'(x) = \lim_{h \to 0} \frac{f(x+h) f(x-h)}{2h}$
- Filter masks in x and y directions
  - Centered:

- Gradient
  - Magnitude:  $s = \sqrt{s_x^2 + s_y^2}$
  - Orientation:

$$\theta = \arctan(\frac{s_y}{s_x})$$

### Blocks, Cells

- 16x16 blocks of 50% overlap.
  - 7x15=105 blocks in total
- Each block should consist of 2x2 cells with size 8x8.



## **Tri-linear Interpolation**

- Each block consists of 2x2 cells with size 8x8
- Quantize the gradient orientation into 9 bins (0-180)
  - The vote is the gradient magnitude
  - Interpolate votes linearly between neighboring bin centers.
    - Example: if  $\theta$ =85 degrees.
    - Distance to the bin cente Bin 70 and Bin 90 are 15 and 5 degrees, respectively.
    - Hence, ratios are 5/20=1/4, 15/20=3/4.
  - The vote can also be weighted with Gaussian to downweight the pixels near the edges of the block.





## Final Feature Vector

- Concatenate histograms
  - Make it a 1D matrix of length 3780.



Visualization







## Results

Navneet Dalal and Bill Triggs "Histograms of Oriented Gradients for Human Detection" CVPR05

