

# Contents

<b>Authors' biographies</b>	<b>xi</b>
<b>Preface</b>	<b>xiii</b>
<b>Acknowledgments</b>	<b>xv</b>
<b>1 Introduction to moments</b>	<b>1</b>
1.1 Motivation . . . . .	1
1.2 What are invariants? . . . . .	3
1.2.1 Categories of invariant . . . . .	4
1.3 What are moments? . . . . .	6
1.3.1 Geometric and complex moments . . . . .	6
1.3.2 Orthogonal moments . . . . .	7
1.4 Outline of the book . . . . .	8
References . . . . .	9
<b>2 Moment invariants to translation, rotation and scaling</b>	<b>13</b>
2.1 Introduction . . . . .	13
2.1.1 Invariants to translation . . . . .	13
2.1.2 Invariants to uniform scaling . . . . .	14
2.1.3 Traditional invariants to rotation . . . . .	15
2.2 Rotation invariants from complex moments . . . . .	17
2.2.1 Construction of rotation invariants . . . . .	17
2.2.2 Construction of the basis . . . . .	19
2.2.3 Basis of invariants of the second and third orders . . . . .	22
2.2.4 Relationship to the Hu invariants . . . . .	22
2.3 Pseudoinvariants . . . . .	26
2.4 Combined invariants to TRS and contrast changes . . . . .	27
2.5 Rotation invariants for recognition of symmetric objects . . . . .	29
2.5.1 Logo recognition . . . . .	32
2.5.2 Recognition of simple shapes . . . . .	33
2.5.3 Experiment with a baby toy . . . . .	34
2.6 Rotation invariants via image normalization . . . . .	38
2.7 Invariants to nonuniform scaling . . . . .	42
2.8 TRS invariants in 3D . . . . .	43
2.9 Conclusion . . . . .	45
References . . . . .	45

<b>3 Affine moment invariants</b>	<b>49</b>
3.1 Introduction . . . . .	49
3.1.1 Projective imaging of a 3D world . . . . .	49
3.1.2 Projective moment invariants . . . . .	50
3.1.3 Affine transformation . . . . .	52
3.1.4 AMIs . . . . .	53
3.2 AMIs derived from the Fundamental theorem . . . . .	54
3.3 AMIs generated by graphs . . . . .	55
3.3.1 The basic concept . . . . .	55
3.3.2 Representing the invariants by graphs . . . . .	57
3.3.3 Independence of the AMIs . . . . .	58
3.3.4 The AMIs and tensors . . . . .	64
3.3.5 Robustness of the AMIs . . . . .	66
3.4 AMIs via image normalization . . . . .	67
3.4.1 Decomposition of the affine transform . . . . .	70
3.4.2 Violation of stability . . . . .	74
3.4.3 Relation between the normalized moments and the AMIs . . . . .	74
3.4.4 Affine invariants via half normalization . . . . .	76
3.4.5 Affine invariants from complex moments . . . . .	76
3.5 Derivation of the AMIs from the Cayley–Aronhold equation . . . . .	79
3.5.1 Manual solution . . . . .	79
3.5.2 Automatic solution . . . . .	81
3.6 Numerical experiments . . . . .	84
3.6.1 Digit recognition . . . . .	84
3.6.2 Recognition of symmetric patterns . . . . .	87
3.6.3 The children’s mosaic . . . . .	87
3.7 Affine invariants of color images . . . . .	92
3.8 Generalization to three dimensions . . . . .	95
3.8.1 Method of geometric primitives . . . . .	96
3.8.2 Normalized moments in 3D . . . . .	98
3.8.3 Half normalization in 3D . . . . .	102
3.8.4 Direct solution of the Cayley–Aronhold equation . . . . .	104
3.9 Conclusion . . . . .	104
Appendix . . . . .	105
References . . . . .	109
<b>4 Implicit invariants to elastic transformations</b>	<b>113</b>
4.1 Introduction . . . . .	113
4.2 General moments under a polynomial transform . . . . .	116
4.3 Explicit and implicit invariants . . . . .	117
4.4 Implicit invariants as a minimization task . . . . .	119
4.5 Numerical experiments . . . . .	120
4.5.1 Invariance and robustness test . . . . .	121
4.5.2 ALOI classification experiment . . . . .	122
4.5.3 Character recognition on a bottle . . . . .	122
4.6 Conclusion . . . . .	125
References . . . . .	126

<b>5 Invariants to convolution</b>	<b>129</b>
5.1 Introduction . . . . .	129
5.2 Blur invariants for centrosymmetric PSFs . . . . .	133
5.2.1 Template matching experiment . . . . .	138
5.2.2 Invariants to linear motion blur . . . . .	139
5.2.3 Extension to $n$ dimensions . . . . .	143
5.2.4 Possible applications and limitations . . . . .	144
5.3 Blur invariants for $N$ -fold symmetric PSFs . . . . .	145
5.3.1 Blur invariants for circularly symmetric PSFs . . . . .	146
5.3.2 Blur invariants for Gaussian PSFs . . . . .	147
5.4 Combined invariants . . . . .	148
5.4.1 Combined invariants to convolution and rotation . . . . .	149
5.4.2 Combined invariants to convolution and affine transform . . . . .	150
5.5 Conclusion . . . . .	151
Appendix . . . . .	151
References . . . . .	162
<b>6 Orthogonal moments</b>	<b>165</b>
6.1 Introduction . . . . .	165
6.2 Moments orthogonal on a rectangle . . . . .	166
6.2.1 Hypergeometric functions . . . . .	167
6.2.2 Legendre moments . . . . .	168
6.2.3 Chebyshev moments . . . . .	171
6.2.4 Other moments orthogonal on a rectangle . . . . .	173
6.2.5 OG moments of a discrete variable . . . . .	178
6.3 Moments orthogonal on a disk . . . . .	186
6.3.1 Zernike and Pseudo-Zernike moments . . . . .	186
6.3.2 Orthogonal Fourier–Mellin moments . . . . .	192
6.3.3 Other moments orthogonal on a disk . . . . .	194
6.4 Object recognition by ZMs . . . . .	196
6.5 Image reconstruction from moments . . . . .	197
6.5.1 Reconstruction by the direct calculation . . . . .	199
6.5.2 Reconstruction in the Fourier domain . . . . .	200
6.5.3 Reconstruction from OG moments . . . . .	201
6.5.4 Reconstruction from noisy data . . . . .	204
6.5.5 Numerical experiments with image reconstruction from OG moments	204
6.6 Three-dimensional OG moments . . . . .	206
6.7 Conclusion . . . . .	209
References . . . . .	209
<b>7 Algorithms for moment computation</b>	<b>213</b>
7.1 Introduction . . . . .	213
7.2 Moments in a discrete domain . . . . .	213
7.3 Geometric moments of binary images . . . . .	215
7.3.1 Decomposition methods for binary images . . . . .	216
7.3.2 Boundary-based methods for binary images . . . . .	219
7.3.3 Other methods for binary images . . . . .	221

7.4	Geometric moments of graylevel images . . . . .	222
7.4.1	Intensity slicing . . . . .	222
7.4.2	Approximation methods . . . . .	223
7.5	Efficient methods for calculating OG moments . . . . .	225
7.5.1	Methods using recurrent relations . . . . .	225
7.5.2	Decomposition methods . . . . .	228
7.5.3	Boundary-based methods . . . . .	230
7.6	Generalization to $n$ dimensions . . . . .	230
7.7	Conclusion . . . . .	231
	References . . . . .	232
<b>8</b>	<b>Applications</b>	<b>235</b>
8.1	Introduction . . . . .	235
8.2	Object representation and recognition . . . . .	235
8.3	Image registration . . . . .	240
8.3.1	Registration of satellite images . . . . .	241
8.3.2	Image registration for image fusion . . . . .	246
8.4	Robot navigation . . . . .	250
8.4.1	Indoor robot navigation based on circular landmarks . . . . .	251
8.4.2	Recognition of landmarks using fish-eye lens camera . . . . .	253
8.5	Image retrieval . . . . .	257
8.6	Watermarking . . . . .	259
8.6.1	Watermarking based on the geometric moments . . . . .	260
8.7	Medical imaging . . . . .	263
8.7.1	Landmark recognition in the scoliosis study . . . . .	264
8.8	Forensic applications . . . . .	267
8.8.1	Detection of near-duplicated image regions . . . . .	267
8.9	Miscellaneous applications . . . . .	271
8.9.1	Noise-resistant optical flow estimation . . . . .	272
8.9.2	Focus measure . . . . .	272
8.9.3	Edge detection . . . . .	275
8.9.4	Gas–liquid flow categorization . . . . .	276
8.9.5	3D objects visualization . . . . .	276
8.10	Conclusion . . . . .	276
	References . . . . .	277
<b>9</b>	<b>Conclusion</b>	<b>289</b>
<b>Index</b>		<b>291</b>