**MANU2480** 

**AUTONOMOUS SYSTEM** 

Mapping – Part 2

School of Science and Technology, RMIT Vietnam



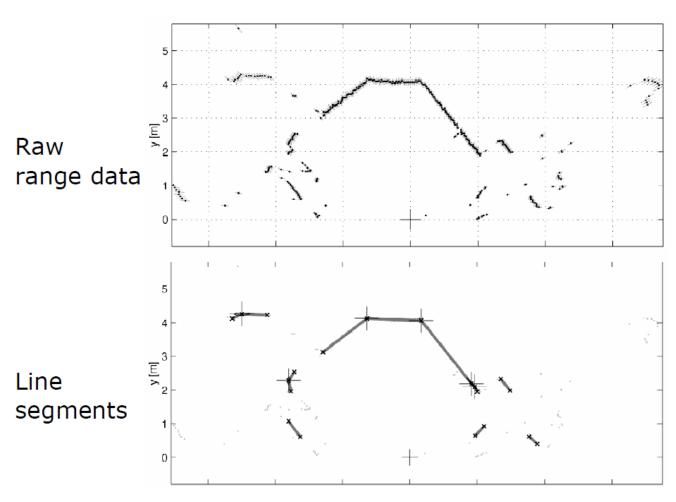
#### **Outlines**

- Line Segmentation and Line Fitting
- Algorithms: Linear Regression, Split and Merge,

RANSAC, Hough Transform.



## **Problem Statement**





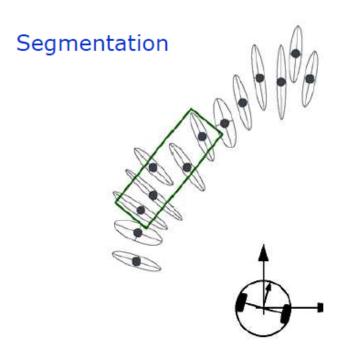
#### **Problem Statement**

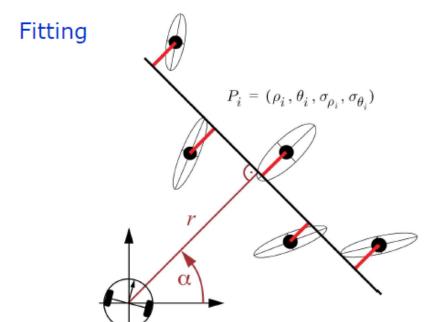
#### Three main problems:

- How many lines?
- ➤ Which points belong to which line? This problem is called **segmentation**.
- ➤ Given the points that belong to a line, how to estimate the line parameters? This problem is called **line fitting**.



### **Problem Statement**







### **Approach**

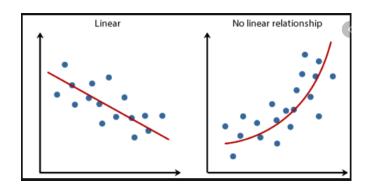
#### Algorithms developed to answer the above questions:

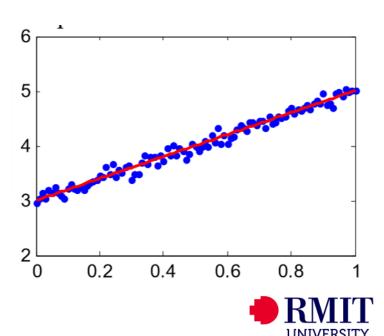
- Linear regression
- Split and merge
- RANSAC
- Hough Transform



#### **Linear Regression**

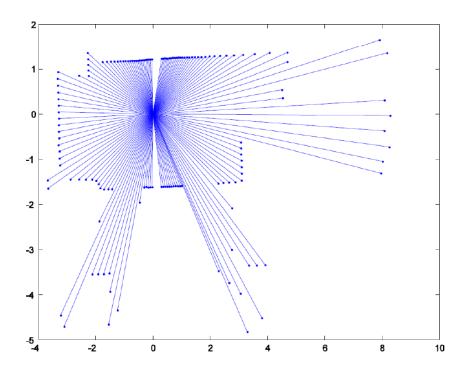
- If there is only one line to be fitted to the data points. Linear regression is applied to the points and line parameters are found.
- If line parameters are known (or estimated), the points belonging to the line can be found by thresholding their distances from the line given by those parameters.





### **Linear Regression**

Scan point in polar form:  $(\rho_i, \theta_i)$ 





#### **Linear Regression**

- All measurements should satisfy the linear equation:  $\rho_i \cos(\theta_i \alpha) = r$
- But measurements are noisy, and points will be some distance from the line.

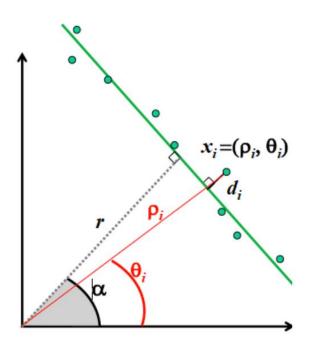
$$\rho_i \cos(\theta_i - \alpha) - r = d_i$$

Our solution tries to minimize the error

$$S = \sum_{i} d_i^2 = \sum_{i} (\rho_i \cos(\theta_i - \alpha) - r)^2$$

We do this by solving the system of equations

$$\frac{\partial S}{\partial \alpha} = 0$$
  $\frac{\partial S}{\partial r} = 0$ 





### **Split and Merge**

### **Algorithm**

#### **Split**

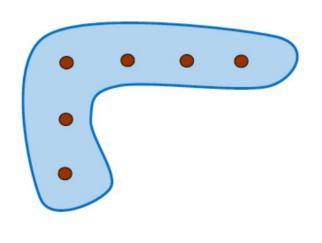
- Obtain the line passing by the two extreme points
- Find the most distant point to the line
- If distance > threshold, split and repeat with the left and right point sets

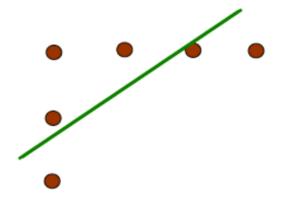
#### Merge

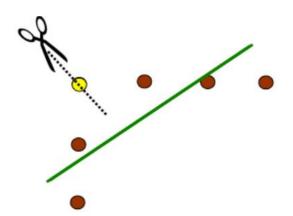
- If two consecutive segments are close/collinear enough, obtain the common line and find the most distant point
- If distance <= threshold, merge both segments</li>

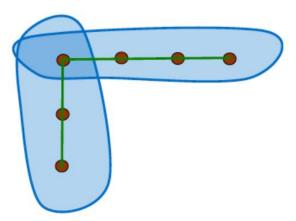


## **Split and Merge**



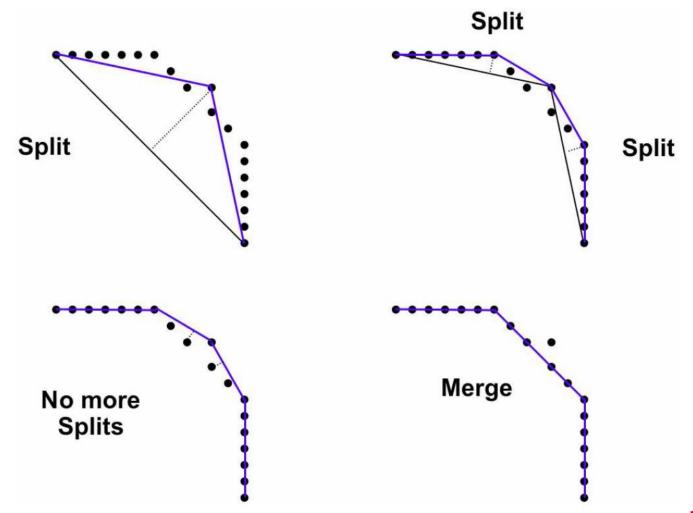








### **Split and Merge**



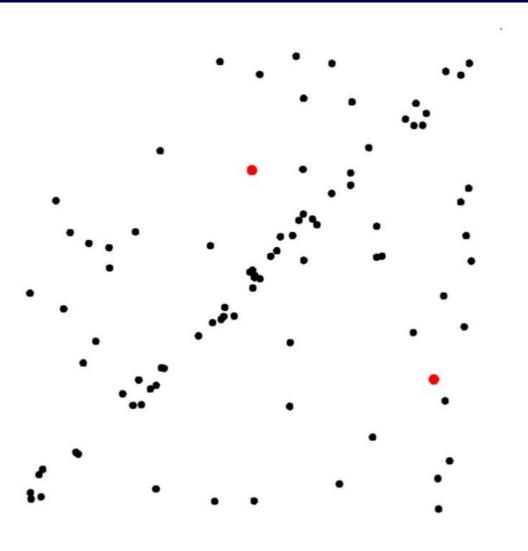


- It is a generic and robust fitting algorithm of models in the presence of outliers (points which do not satisfy a model).
- RANSAC is not restricted to line extraction and can be generally applied to any problem where the goal is to identify the inliers which satisfy a predefined mathematical model.
- Typical applications in robotics are line extraction from 2D range data (sonar or laser);
   plane extraction from 3D range data, and structure from motion.
- RANSAC is an iterative method and is non-deterministic in that the probability to find a line free of outliers increases as more iterations are used.
- Drawback: As a nondeterministic method, its results are different between runs.



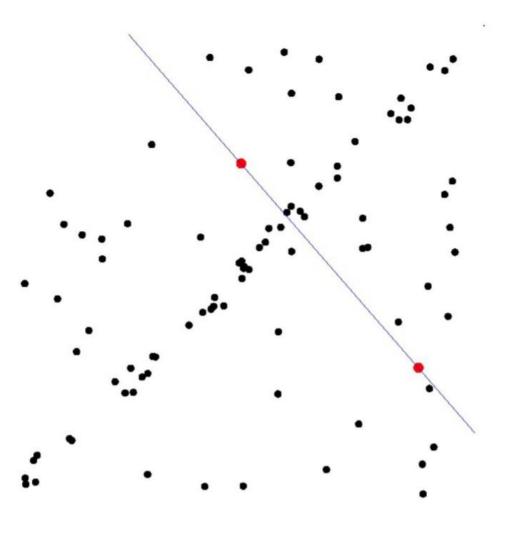






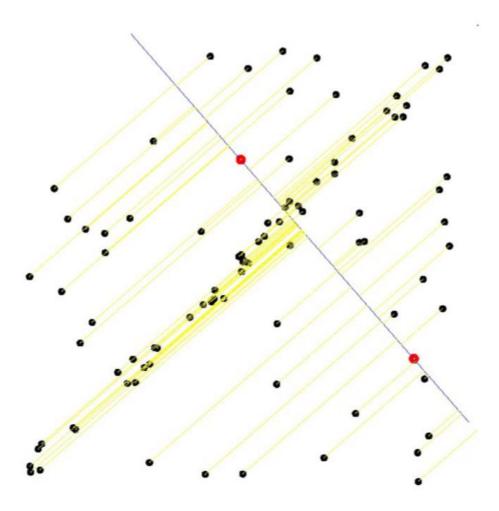
Select sample of 2 points at random





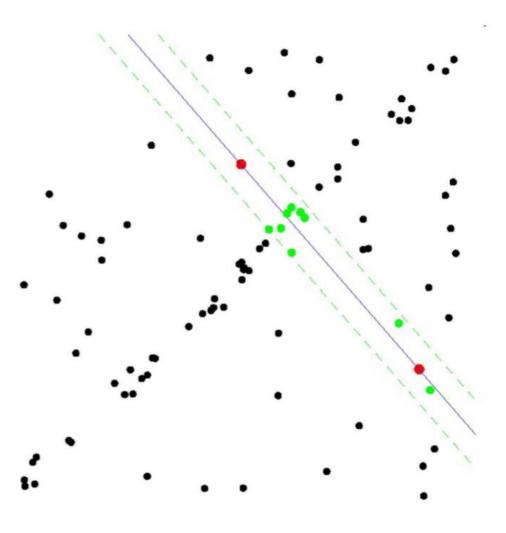
- Select sample of 2 points at random
- Calculate model parameters that fit the data in the sample





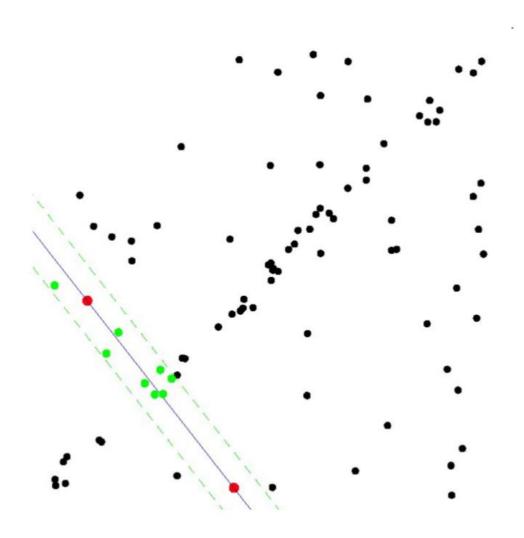
- Select sample of 2 points at random
- Calculate model parameters that fit the data in the sample
- Calculate error function for each data point





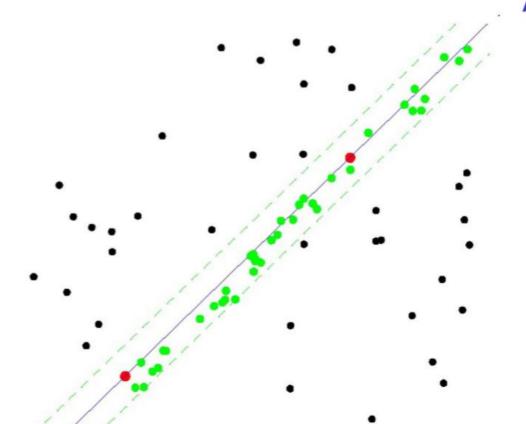
- Select sample of 2 points at random
- Calculate model parameters that fit the data in the sample
- Calculate error function for each data point
- Select data that support current hypothesis





- Select sample of 2 points at random
- Calculate model parameters that fit the data in the sample
- Calculate error function for each data point
- Select data that support current hypothesis
- Repeat sampling





#### **ALL-INLIER SAMPLE**



- The best fit is the hypothesis supported by maximum number of points.
- Because we cannot know in advance if the observed set contains the maximum number of inliers, the ideal would be to check all possible combinations of 2 points in a dataset of *N* points.
- The number of combinations is given by N(N-1)/2, which makes it computationally unfeasible if N is too large. For example, in a laser scan of 360 points we would need to check all  $360\times359/2=64,620$  possibilities!
- Do we really need to check all possibilities or we can stop RANSAC after a number of iterations? The answer is that indeed we do not need to check all combinations but just a subset of them if we have a rough estimate of the percentage of inliers in our dataset.



- What do need?
  - We need to make sure that among all randomly chosen pairs of points, at least one pair includes two inliers.
- $\bullet$   $\epsilon$ : the fraction of inliers in the data.  $\epsilon$  = number of inliers / N.
- $\bullet$  also represents the probability of selecting an inlier.
- p: probability of selecting a pair of inliers.
- If we assume that the two points needed for estimating a line are selected independently,  $p = e^2$  is the probability that both points are inliers.
- Probability that RANSAC does not select two points that are both inliers =  $1 p = 1 \epsilon^2$ .
- $\bullet$  k: the number of pairs of points chosen (RANSAC iterations).
- Probability that RANSAC never selects two points that are both inliers =  $(1-p)^k = (1-\epsilon^2)^k$ .
- $p_s$  = Probability of success (at least one good pair) =  $1 (1 \epsilon^2)^k$ .



$$p_s = 1 - (1 - \epsilon^2)^k \Rightarrow 1 - p_s = (1 - \epsilon^2)^k$$
  
 $\Rightarrow \log(1 - p_s) = k \times \log(1 - \epsilon^2)$ 

$$k = \frac{\log(1 - p_s)}{\log(1 - \epsilon^2)}$$

- ullet Note that k does not depend on the number of points N.
- Some values:

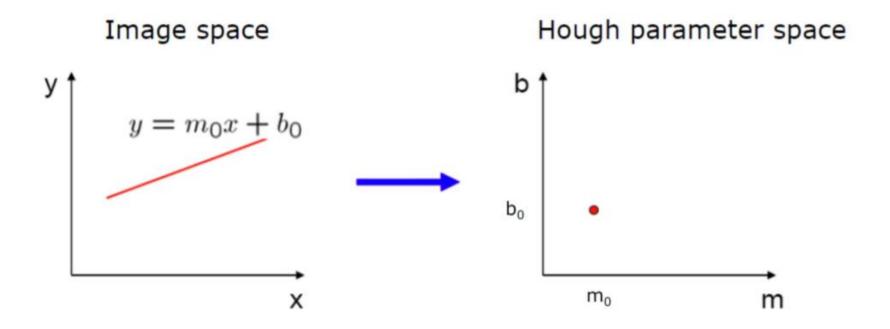
$$-p_s = 0.99, \epsilon = 0.5 \rightarrow k = 16$$
  
 $-p_s = 0.99, \epsilon = 0.2 \rightarrow k = 113$   
 $-p_s = 0.99, \epsilon = 0.1 \rightarrow k = 458$ 

• Compare the above values with 64,620 which we got for an exhaustive search.



#### **Hough Transform - Transformation between two domains**

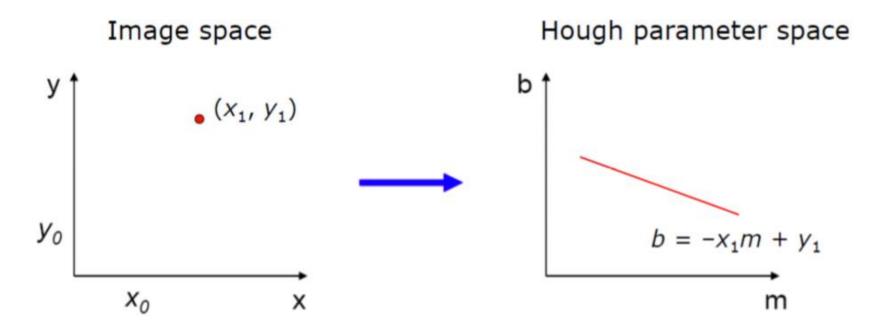
A line in the image corresponds to a point in the Hough space





#### **Hough Transform - Transformation between two domains**

A point in the image corresponds to a line in the Hough space

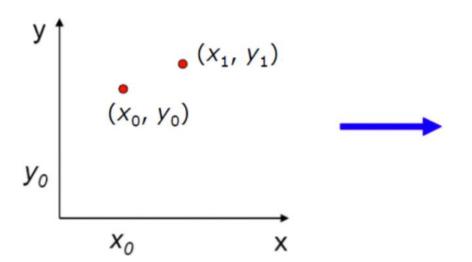




### Idea in Hough Transform

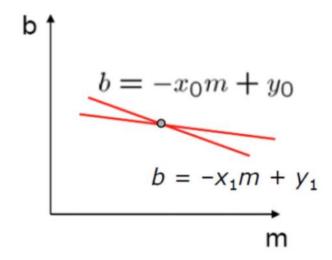
Where is the line that contains both (x0, y0) and (x1, y1)?

Image space



It is the intersection of the lines:

Hough parameter space



- $b = -x_0 m + y_0$   $b = -x_1 m + y_1$



### Problem with conventional presentation

Problems with the (m,b) space:

- Unbounded parameter domain.
- Vertical lines requires infinite m.



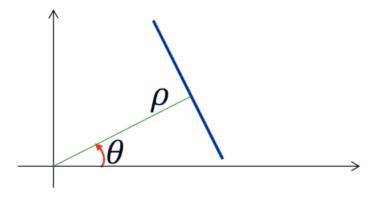
### **Using Polar Representation**

• Alternative: polar representation:

$$x \cos \theta + y \sin \theta = \rho$$

$$\bullet -\pi < \theta \leq \pi$$

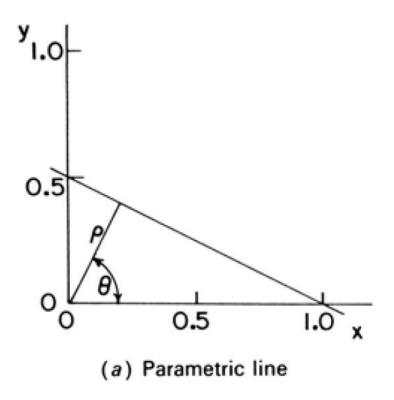
$$\bullet \rho \geq 0$$

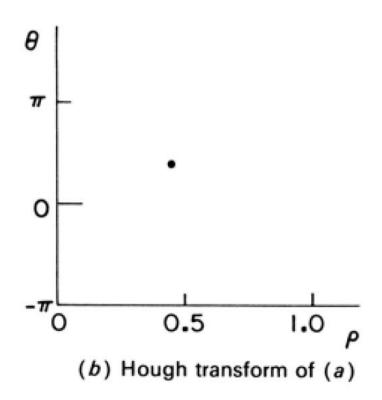




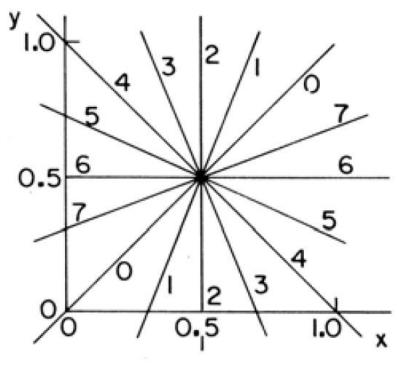
- The Hough transform can be used as a means of edge linking.
- The Hough transform involves the transformation of a line in Cartesian coordinate space to a point in polar coordinate space.



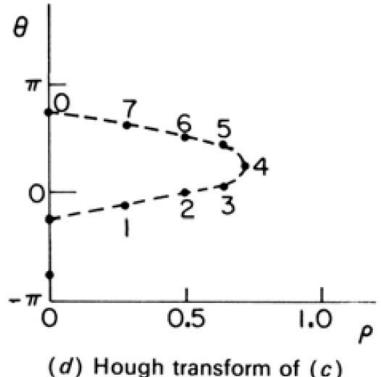






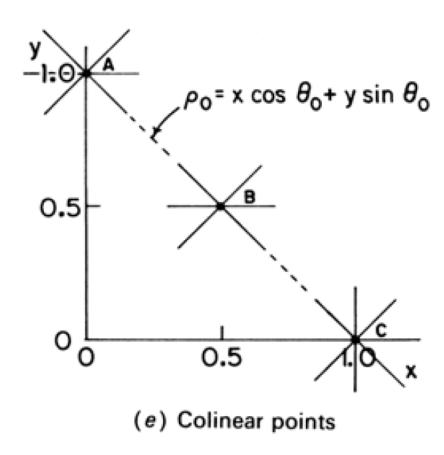


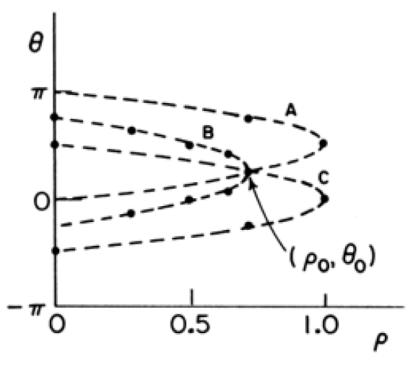
(c) Family of lines, common point



(d) Hough transform of (c)







(f) Hough transform of (e)



### **Algorithm**

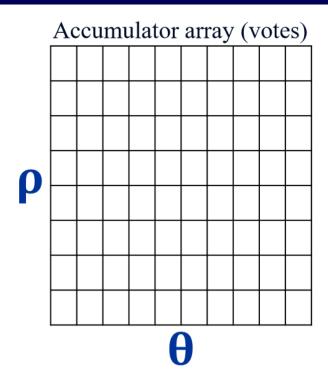
- Initialize accumulator *H* to all zeros.
- For each edge point (x, y) in the image

• For 
$$\theta = 0$$
 to 180  

$$-\rho = x \cos \theta + y \sin \theta$$

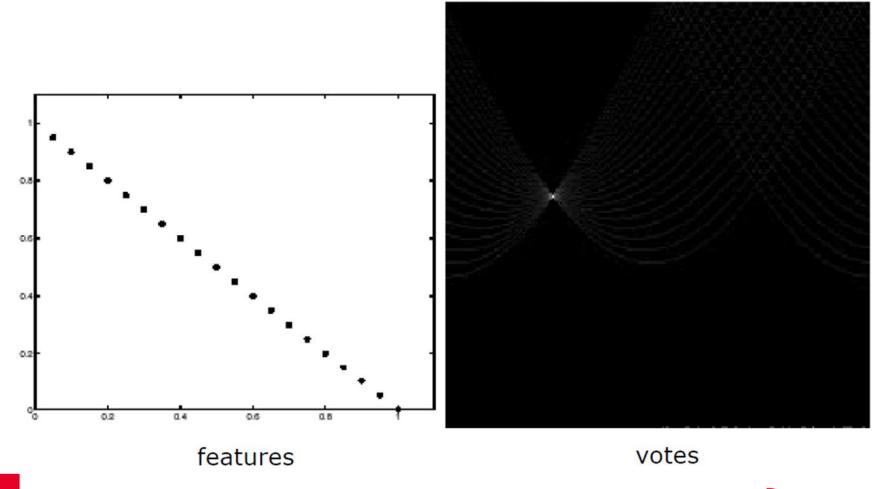
$$-H(\theta, \rho) = H(\theta, \rho) + 1$$

- end
- end
- Find the values of  $(\theta, \rho)$  where  $H(\theta, \rho)$  is a local maximum.
- The detected line in the image is given by  $\rho = x \cos \theta + y \sin \theta$ .





# **Example**





# **Example**

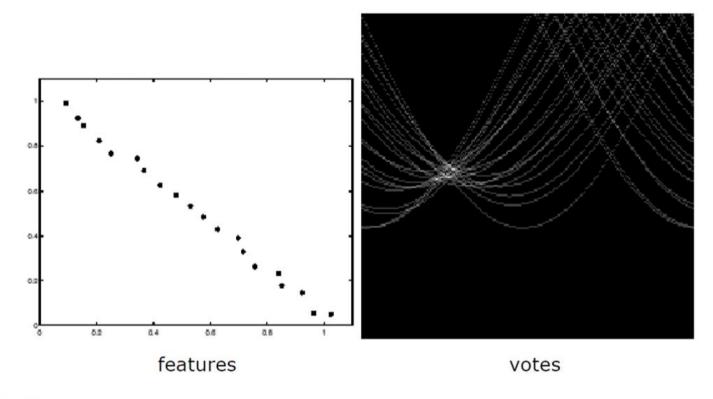
Square





### **Effect of Noise**

• Effect of noise:



Peak gets fuzzy and hard to locate.



Thank you for your attendance :D



## Reference

- MATHWORKS official tutorial.
- Lecture slides from RMIT Melbourne Autonomous System course, delivered by Prof Reza Hoseinnezhad.
- Introduction to Autonomous Mobile Robots by Roland Siegwart and Ilah R. Nourbakhsh.
- Chris Clark Introduction to Robotic Navigation



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