

Geometric Transforms

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학습 내용

- Geometric Transforms 개요
- Spatial transform
- Gray-level interpolation

Geometric Transforms 개요

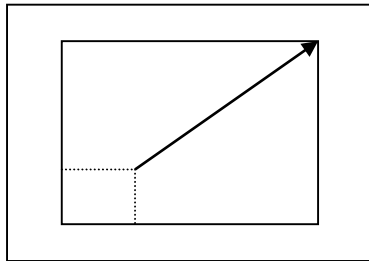
- 수식이나 변환 관계에 의해 픽셀들의 위치를 변경하는 변환
- 두 단계의 처리 단계로 구성
 - ① **mapping by spatial transform**
 - ② **gray-level interpolation**

$$\mathbf{D}(x, y) = \mathbf{I}(T_x(x, y), T_y(x, y))$$

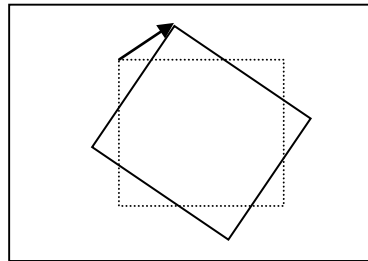
Spatial Transform

Map the input image location to a location in the output image

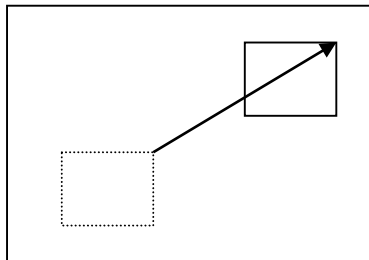
$$x' = T_x(x, y), \quad y' = T_y(x, y)$$



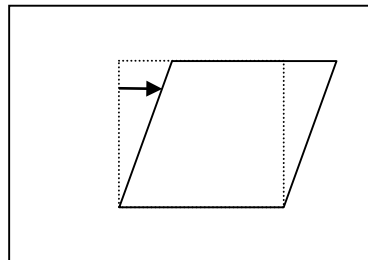
Scaling



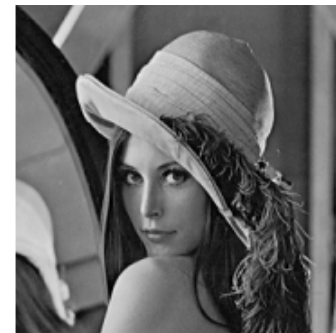
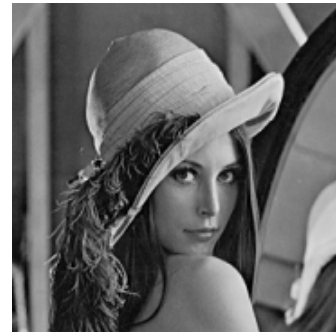
Rotation



Translation

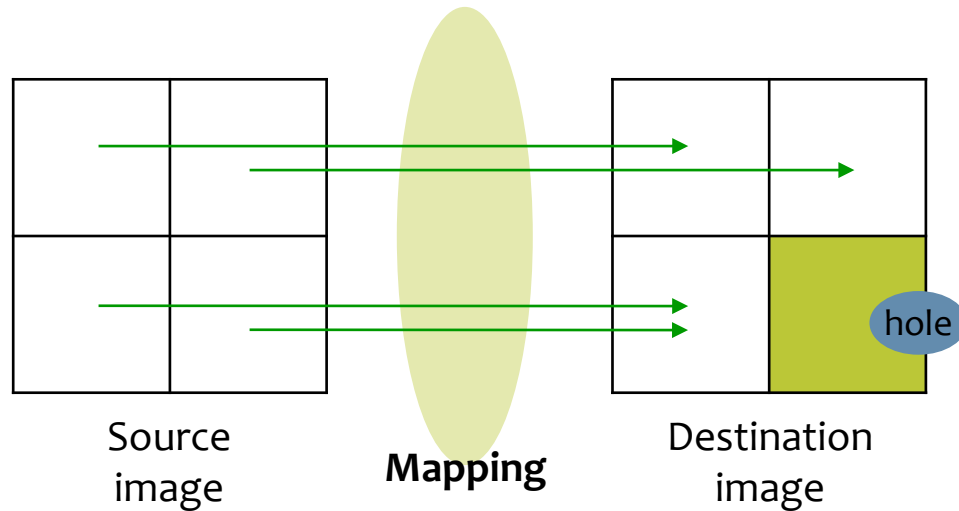


Skew



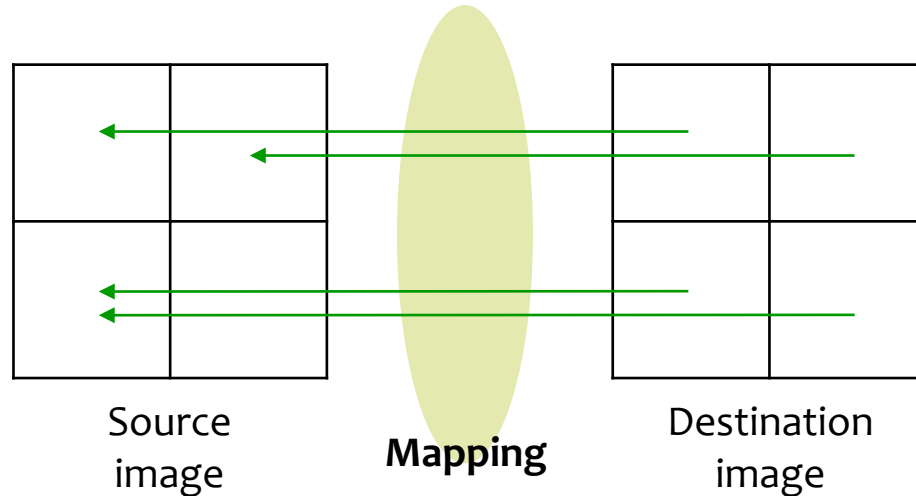
forward mapping

- 변환 수식에 의해 **입력좌표**를 **출력좌표**로 변환하는 과정
- 출력 영상에서 정의되지 않은 픽셀(hole) 발생



backward mapping

- 출력 영상의 각 픽셀 좌표에 대응하는 원본 영상의 좌표를 계산하여 해당 픽셀의 밝기 값을 결정하는 방법
- 출력 영상에서 정의되지 않은 픽셀 발생 방지
- 계산된 좌표가 정수가 아닌 경우 발생 → interpolation 적용



forward vs. backward mapping

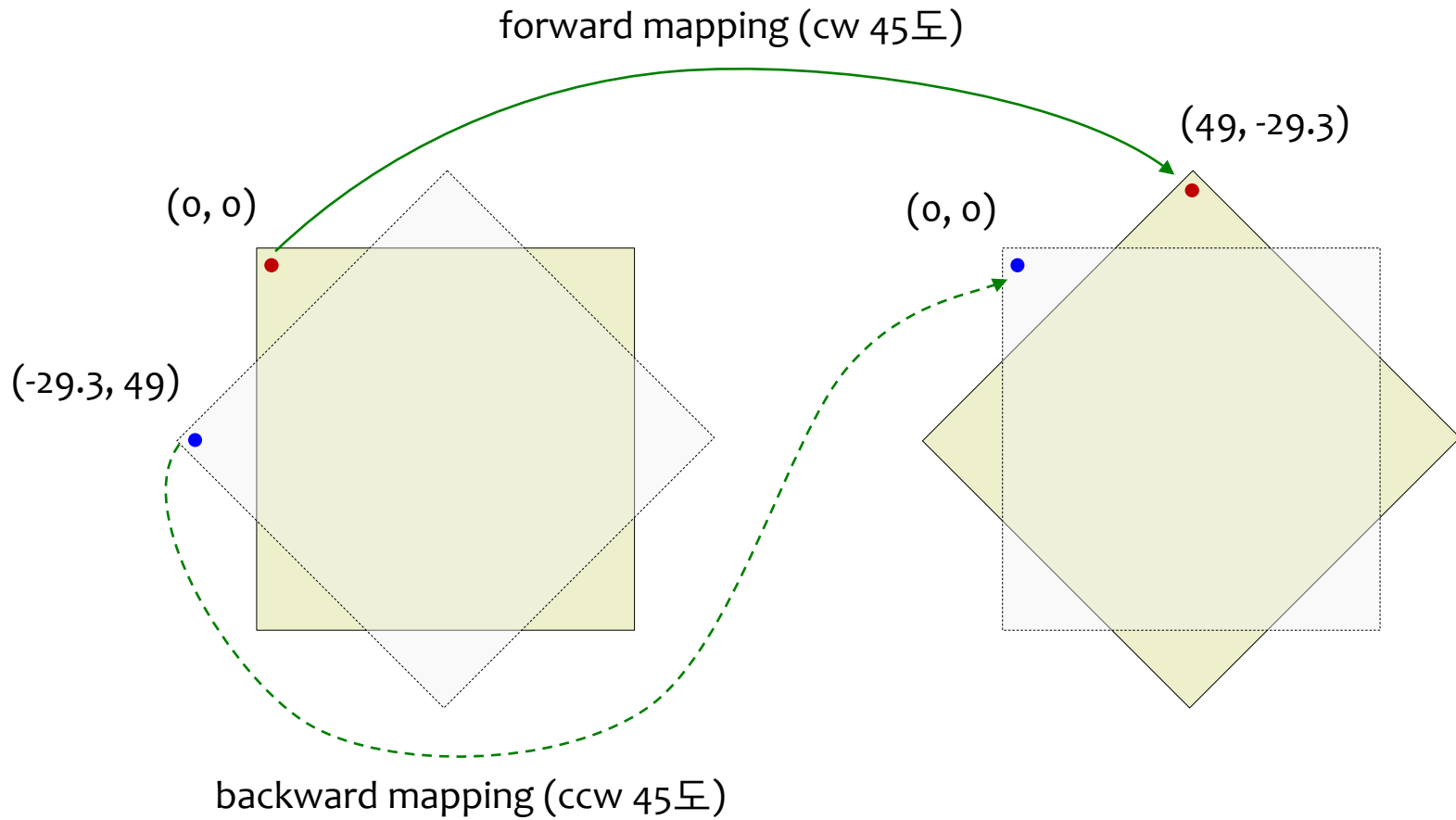


image size: 99 x 99, CW 45도 회전

Affine transform

- Linear transform
- 휘어짐이 없고 평행한 선들은 평행을 유지하는 변환
- 이동, 회전, 스케일 및 이들의 조합에 의한 변환
- $x' = a_0x + a_1y + a_2$, $y' = b_0x + b_1y + b_2$
- homogeneous coordinate system 사용

$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \begin{bmatrix} a_0 & a_1 \\ b_0 & b_1 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} + \begin{bmatrix} a_2 \\ b_2 \end{bmatrix} \quad \begin{bmatrix} x' \\ y' \\ 1 \end{bmatrix} = \begin{bmatrix} a_0 & a_1 & a_2 \\ b_0 & b_1 & b_2 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix}$$

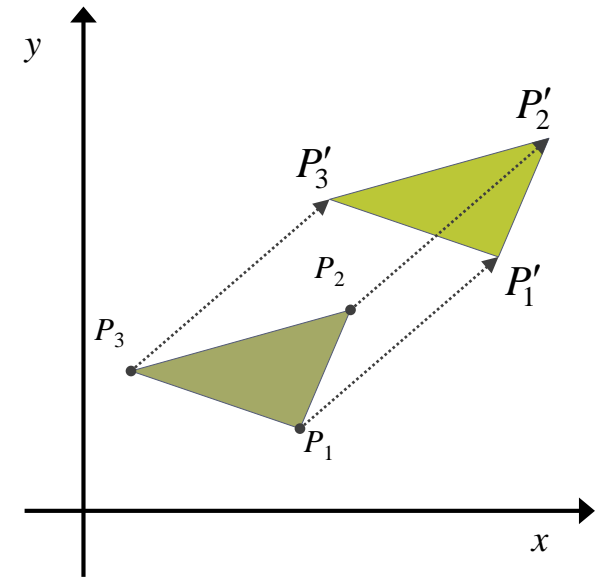
forward mapping

$$\begin{cases} x' = x + T_x \\ y' = y + T_y \end{cases} \quad \begin{bmatrix} x' \\ y' \\ 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & T_x \\ 0 & 1 & T_y \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix}$$

backward mapping

$$\begin{cases} x = x' - T_x \\ y = y' - T_y \end{cases} \quad \begin{bmatrix} x \\ y \\ 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & -T_x \\ 0 & 1 & -T_y \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x' \\ y' \\ 1 \end{bmatrix}$$

translation



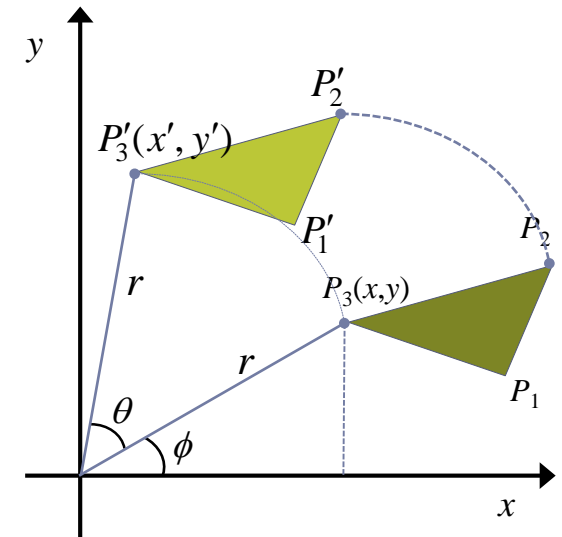
$$\begin{cases} x' = r \cdot \cos(\phi + \theta) = r \cdot \cos \phi \cos \theta - r \cdot \sin \phi \sin \theta = x \cos \theta - y \sin \theta \\ y' = r \cdot \sin(\phi + \theta) = r \cdot \sin \phi \cos \theta + r \cdot \cos \phi \sin \theta = x \sin \theta + y \cos \theta \end{cases}$$

$$x = r \cdot \cos \phi, \quad y = r \cdot \sin \phi$$

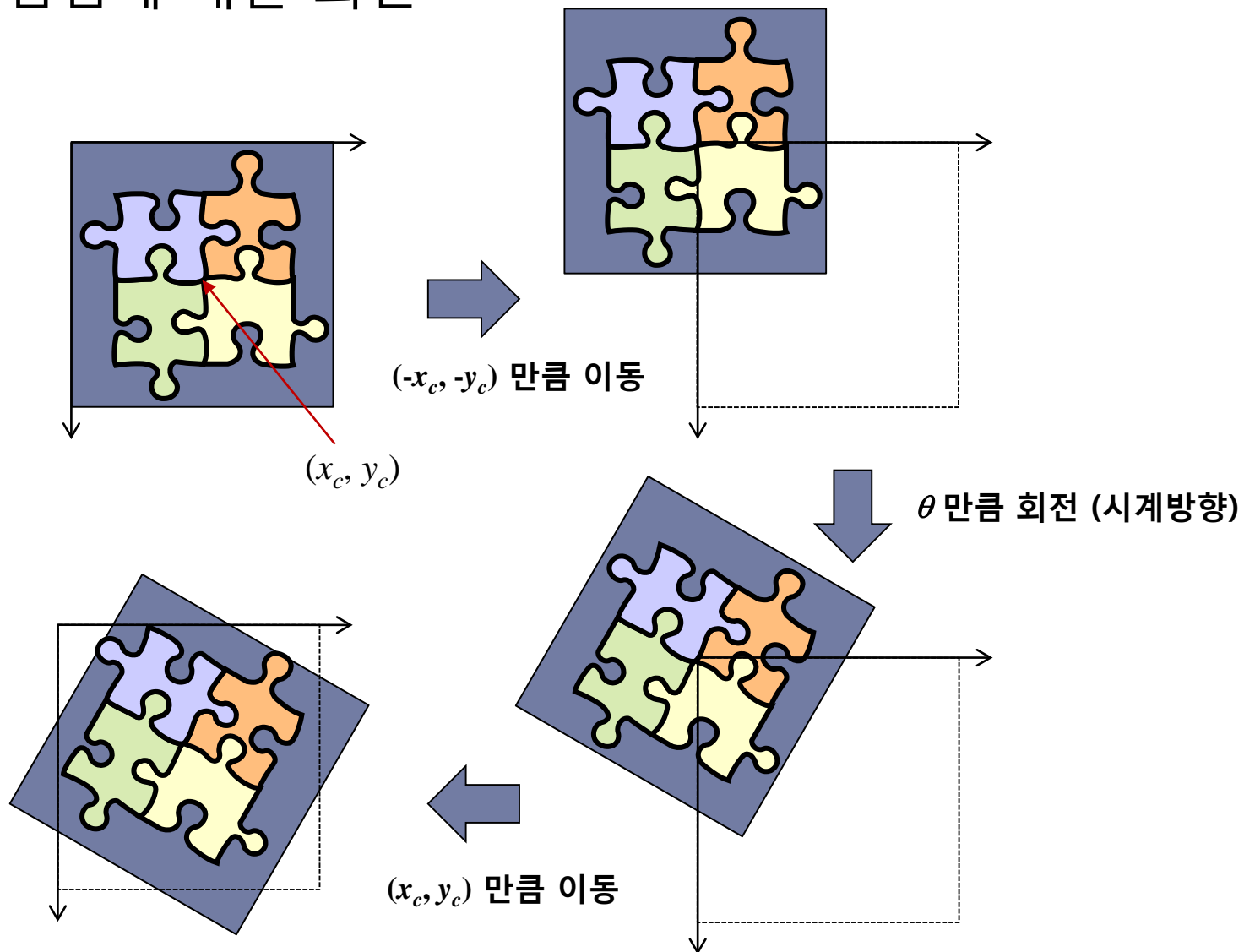
$$\begin{bmatrix} x' \\ y' \\ 1 \end{bmatrix} = \begin{bmatrix} \cos \theta & -\sin \theta & 0 \\ \sin \theta & \cos \theta & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix} \quad \text{forward mapping}$$

$$\begin{bmatrix} x \\ y \\ 1 \end{bmatrix} = \begin{bmatrix} \cos \theta & \sin \theta & 0 \\ -\sin \theta & \cos \theta & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x' \\ y' \\ 1 \end{bmatrix} \quad \text{backward mapping}$$

rotation



영상 중심점에 대한 회전



임의 점 (x, y) 에 대한 회전

- 1) 임의의 점을 원점으로 평행 위치 이동
- 2) 원점을 중심으로 회전
- 3) 단계 1)에서 수행한 이동의 반대 방향으로 평행 위치 이동

$$\begin{aligned} \begin{bmatrix} x' \\ y' \\ 1 \end{bmatrix} &= \begin{bmatrix} 1 & 0 & T_x \\ 0 & 1 & T_y \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} \cos \theta & -\sin \theta & 0 \\ \sin \theta & \cos \theta & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & -T_x \\ 0 & 1 & -T_y \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix} \\ &= \begin{bmatrix} \cos \theta & -\sin \theta & T_x(1 - \cos \theta) + T_y \sin \theta \\ \sin \theta & \cos \theta & T_y(1 - \cos \theta) - T_x \sin \theta \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix} \end{aligned}$$

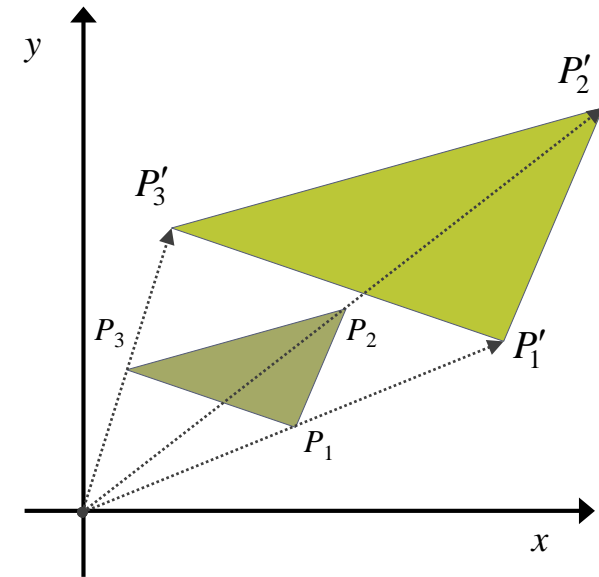
forward mapping

$$\begin{cases} x' = S_x \cdot x \\ y' = S_y \cdot y \end{cases} \quad \begin{bmatrix} x' \\ y' \\ 1 \end{bmatrix} = \begin{bmatrix} S_x & 0 & 0 \\ 0 & S_y & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix}$$

backward mapping

$$\begin{cases} x = S_x^{-1} \cdot x' \\ y = S_y^{-1} \cdot y' \end{cases} \quad \begin{bmatrix} x \\ y \\ 1 \end{bmatrix} = \begin{bmatrix} S_x^{-1} & 0 & 0 \\ 0 & S_y^{-1} & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x' \\ y' \\ 1 \end{bmatrix}$$

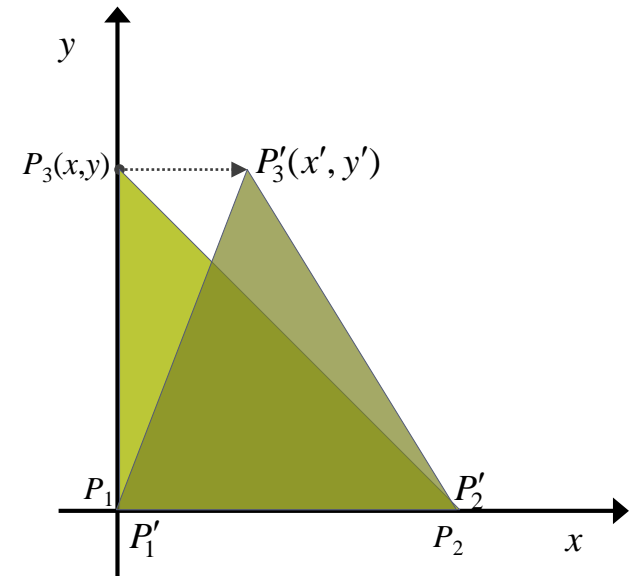
scaling



skew

forward mapping (about x)

$$\begin{cases} x' = x + u \cdot y \\ y' = y \end{cases} \quad \begin{bmatrix} x' \\ y' \\ 1 \end{bmatrix} = \begin{bmatrix} 1 & u & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix}$$



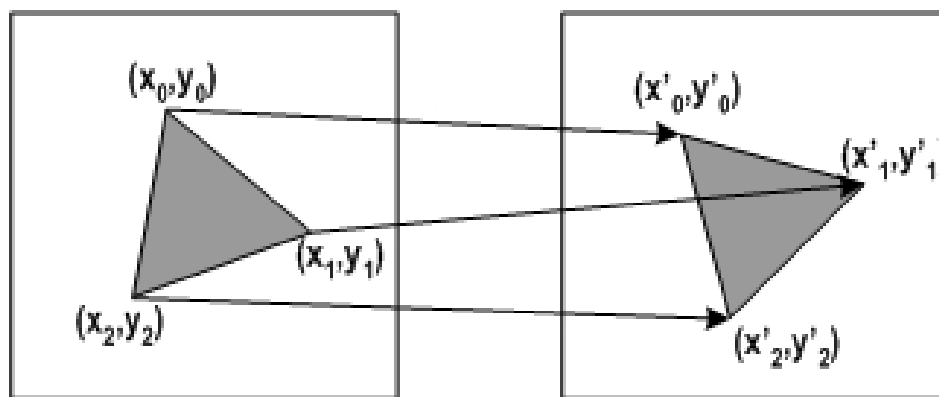
backward mapping (about x)

$$\begin{cases} x = x' - u \cdot y' \\ y = y' \end{cases} \quad \begin{bmatrix} x \\ y \\ 1 \end{bmatrix} = \begin{bmatrix} 1 & -u & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x' \\ y' \\ 1 \end{bmatrix}$$

To calculate an affine transform

- 6개의 미지수를 결정해야 함
- 3개의 좌표 점이 필요

$$\begin{bmatrix} x' \\ y' \\ 1 \end{bmatrix} = \begin{bmatrix} a_o & a_1 & a_2 \\ b_o & b_1 & b_2 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix}$$



Warping

- Nonlinear transform (rubber sheet transform)
- pixel별로 이동 정도를 다르게 할 수 있어서 고무판 위에 그려진 영상을 임의대로 구부리는 것과 같은 효과를 낼 수 있음
- 고차항을 사용하여 일반화된 다항식으로 표현

$$x' = \sum_{i=0}^N \sum_{j=0}^{N-i} a_{ij} x^i y^j$$

$$y' = \sum_{i=0}^N \sum_{j=0}^{N-i} b_{ij} x^i y^j$$

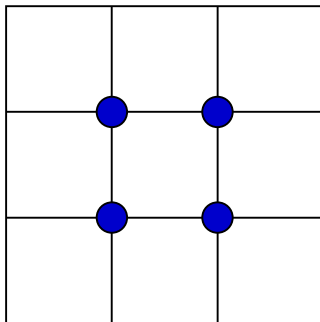
1st order warping

$$x' = \sum_{i=0}^N \sum_{j=0}^{N-i} a_{ij} x^i y^j$$

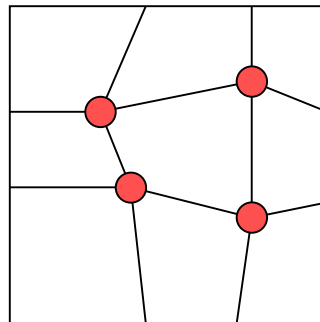
$$y' = \sum_{i=0}^N \sum_{j=0}^{N-i} b_{ij} x^i y^j$$

$$x' = a_0 x + a_1 y + a_2 xy + a_3,$$

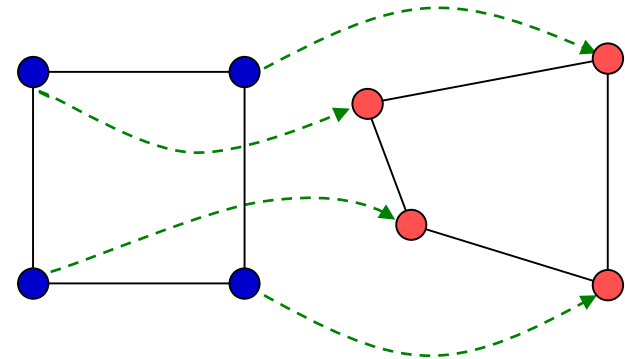
$$y' = b_0 x + b_1 y + b_2 xy + b_3$$

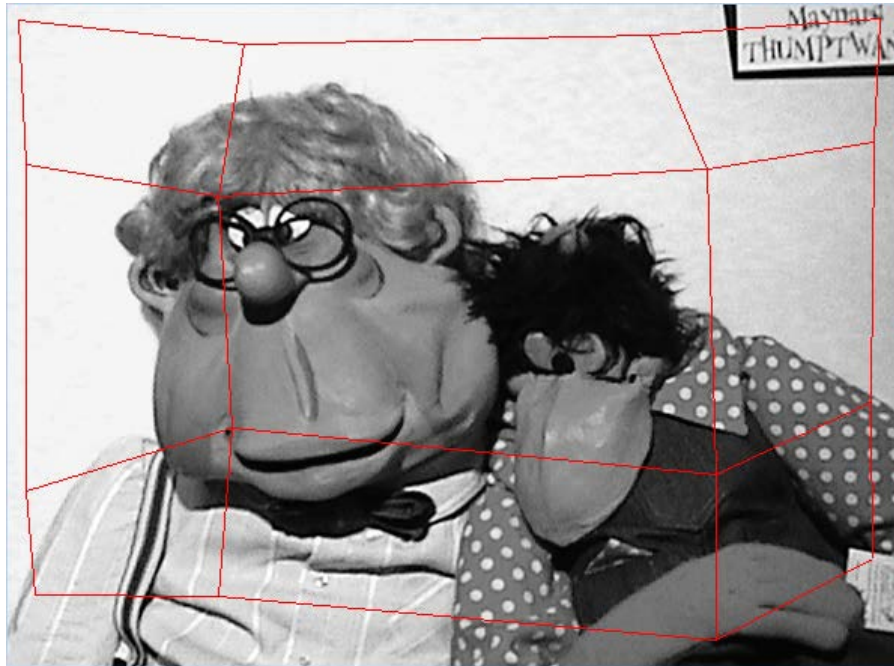


$d(x', y')$



$I(x, y)$





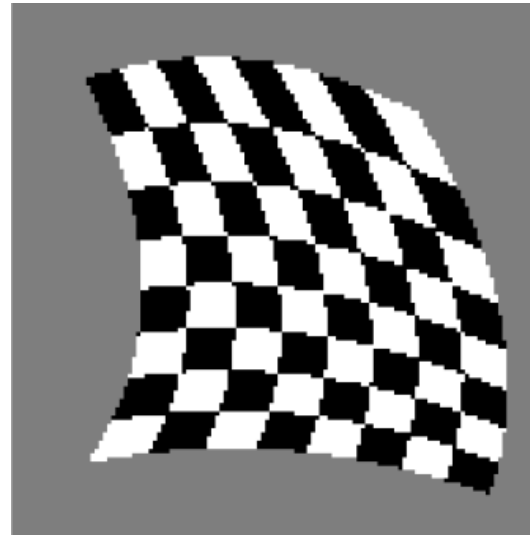
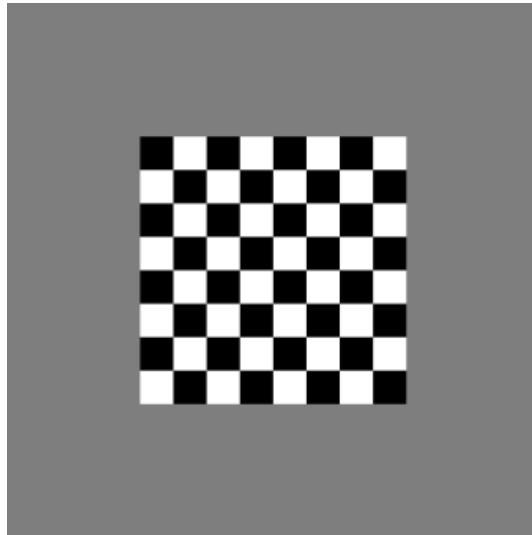
2nd order warping

$$x' = \sum_{i=0}^N \sum_{j=0}^{N-i} a_{ij} x^i y^j$$

$$y' = \sum_{i=0}^N \sum_{j=0}^{N-i} b_{ij} x^i y^j$$

$$x' = a_0 x^2 + a_1 y^2 + a_2 xy + a_3 x + a_4 y + a_5,$$

$$y' = b_0 x^2 + b_1 y^2 + b_2 xy + b_3 x + b_4 y + b_5$$



Interpolation

- Interpolation 이란?

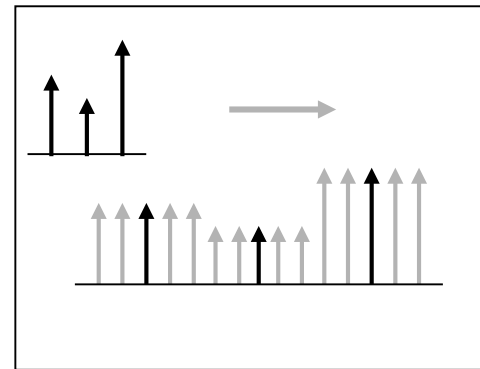
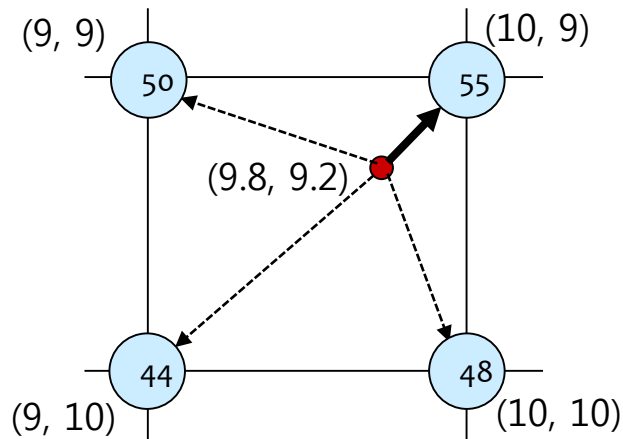
- 결과 픽셀에 정확하게 대응되는 입력 픽셀이 없는 경우 주변 픽셀들을 고려하여 새로운 값을 생성하는 방법

- Interpolation 종류

- Nearest neighbor interpolation
- Neighbor averaging interpolation
- Bilinear interpolation
- Higher order interpolation

Nearest neighbor interpolation

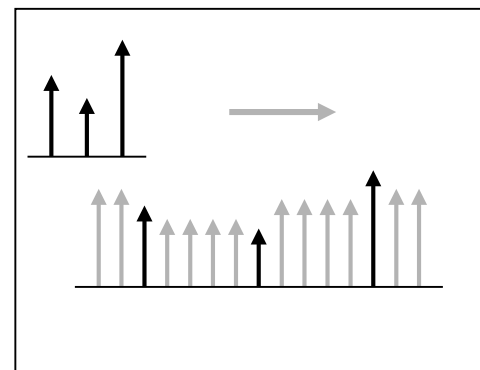
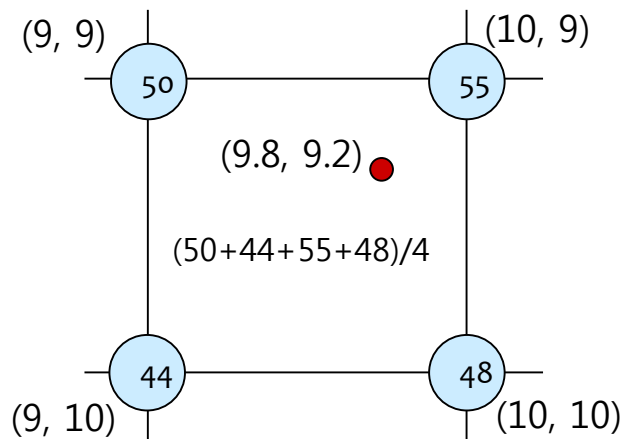
- 계산한 위치에서 가장 가까운 원시 픽셀을 선택하는 방법
- (e.g.) $I(10,11) \rightarrow d(9.8,9.2) \approx d(10,9)=55$
- 처리 속도는 빠르지만 결과 영상의 질이 좋지 않음



4배 확대

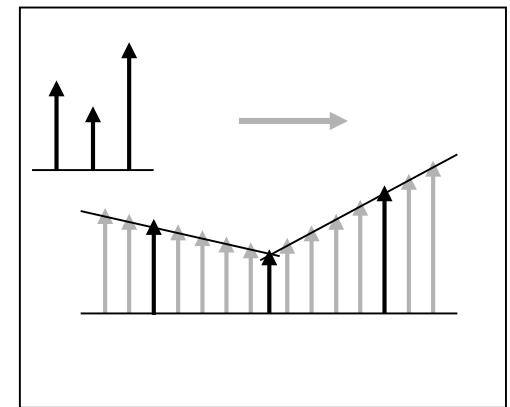
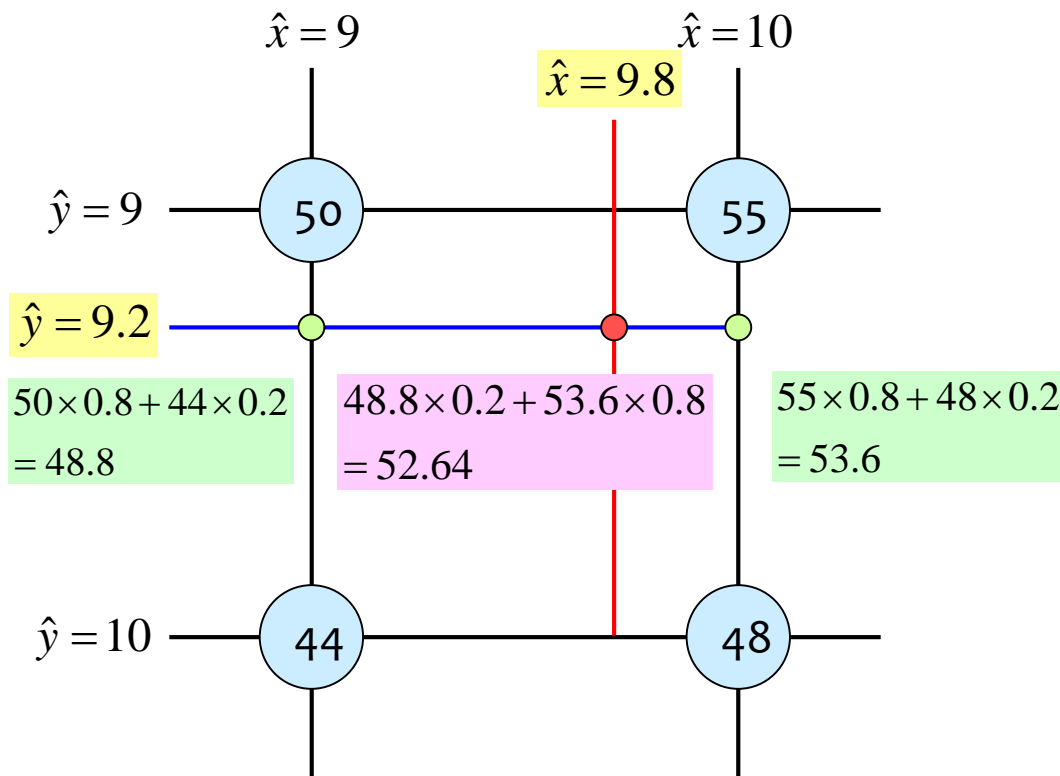
Neighbor averaging interpolation

- Find a neighborhood average
- Two dimensionally using all four neighbors
- More computationally intensive but provide more visually pleasing result
- (e.g.) $I(10,11) \Rightarrow d(9.8,9.2) = (50+44+55+48)/4 \approx 49$



Bilinear interpolation

- 새로운 픽셀을 생성하기 위해 네 개의 가장 가까운 픽셀들에 가중치를 곱한 값들의 합을 사용
- 보다 자연스러운 영상을 산출



4배 확대



Nearest neighbor



Bilinear

- Geometric Transforms

- 수식이나 변환 관계에 의해 픽셀들의 위치를 변경하는 변환

- Mapping by spatial transform

- 방식: forward 및 backward mapping

- 종류: Affine transform 및 Warping (Perspective transform)

- Gray-level interpolation

- Nearest neighbor interpolation

- Neighbor averaging interpolation

- Bilinear interpolation

Reference

- R. Gonzalez, R. Woods, **Digital Image Processing (2nd Edition)**, Prentice Hall, 2002
- Scott E Umbaugh, **Computer Imaging**, CRC Press, 2005