

EECS332 Digital Image Analysis

Hough Transform

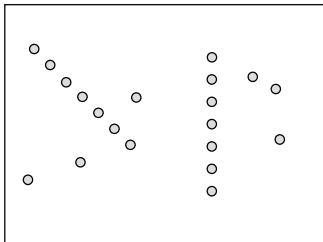
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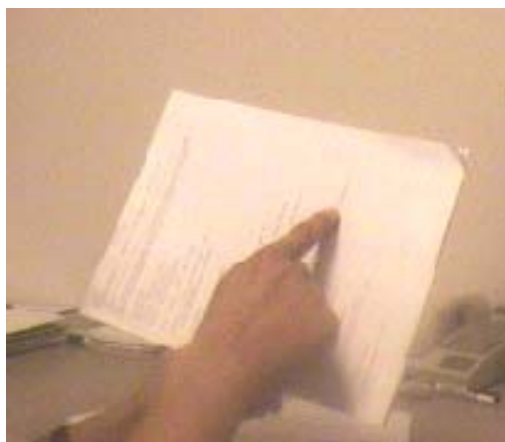
Motivations

- In our previous lecture on line fitting, we have a hidden assumption:
 - All the edge points belong to the same shape
- What if we don't have such an assumption?
 - We need to “detect” a shape
 - Let's work on the simplest case: line detection



- How many lines are there?
- Where are they?

A real example



Can you find the “panel”?

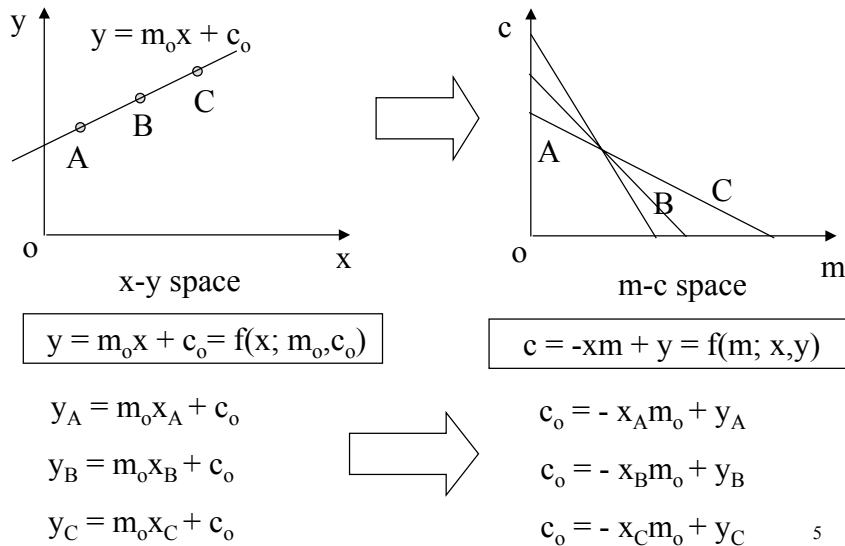
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Outline

- Motivation
- Basic idea
- Implementation
- Extensions

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Basic Idea



Basic idea

- A point (x_k, y_k) in x-y space is mapped to a line in m-c space, i.e., $c = (-x_k)m + y_k$
- A set of co-linear points in x-y space is mapped to a set of lines intersecting at a particular point (m, c) !
- We call m-c space as the “parameter space”
- This is like the voting in a parameter space

Basic algo

- Edge detection $\rightarrow E$
- $\forall (x,y) \in E$
 - Draw a line $c = -xm + y$ in the m - c plane
 - i.e., if the line passes through (m,c) , $A[m,c]++$
- Find local maxima of $A \rightarrow$ lines in E

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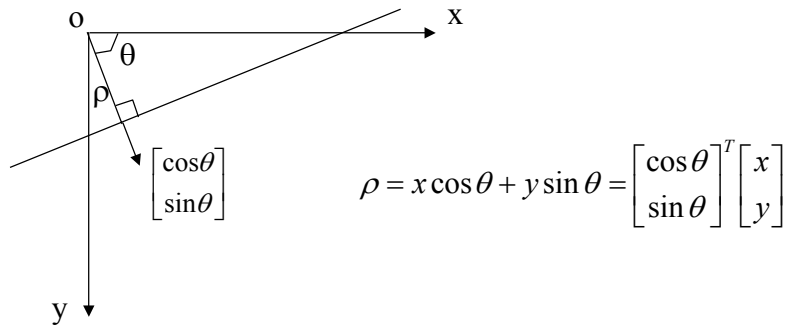
Are we done?

- Of course, we need to quantize the parameter space for implementation
- m ?
- c ?
- Do we expect any problem?

- What about a vertical line? $m = \infty$
- Solution?

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Using polar form



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Q1: range of ρ and θ ?

- Before we can quantize the parameter space, we need to know the range of the parameters

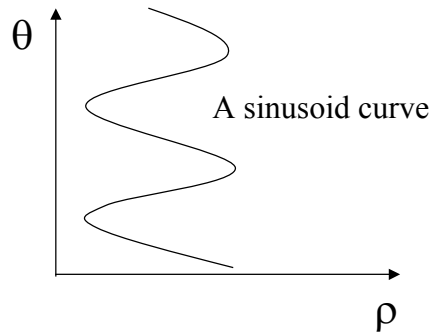
$$-\frac{\pi}{2} \leq \theta < \frac{\pi}{2}$$

$$-\sqrt{R^2 + C^2} \leq \rho \leq \sqrt{R^2 + C^2}$$

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Q2: what is the curve in ρ - θ space?

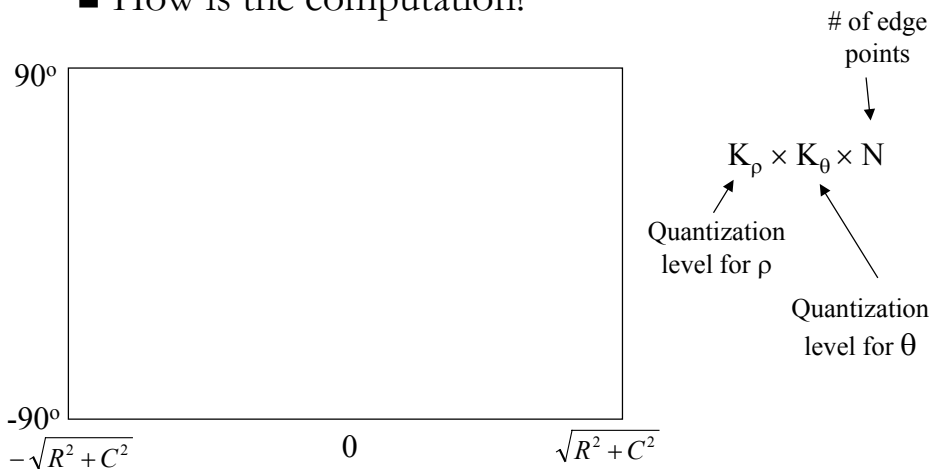
- An edge point in x-y space corresponds (or vote) a curve in the ρ - θ space
- So, what does such a curve look like?



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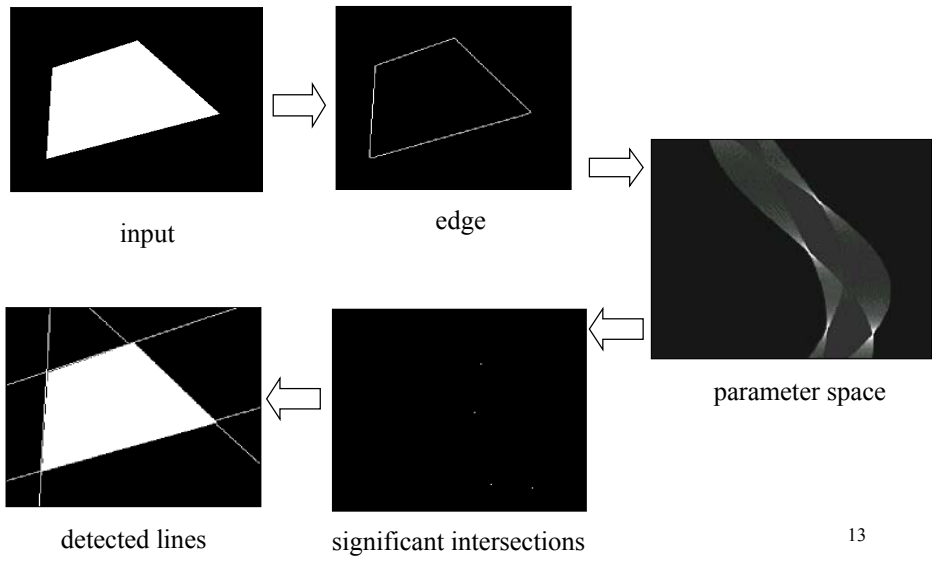
Q3: computation?

- How is the computation?

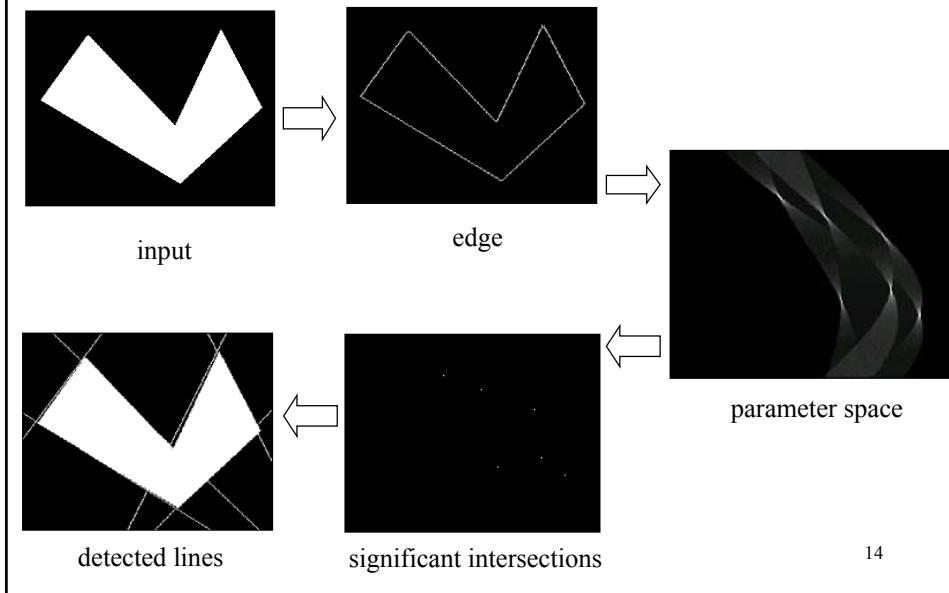


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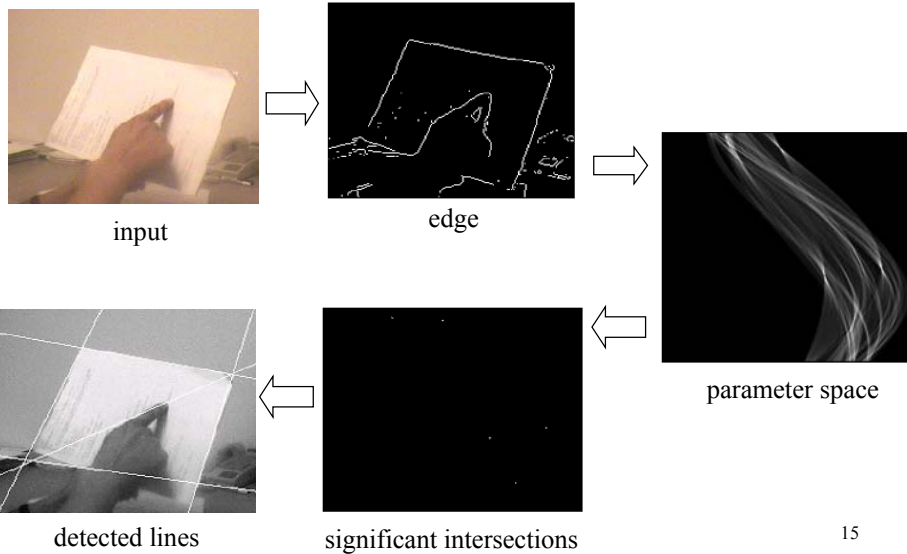
Example 1:



Example 2:



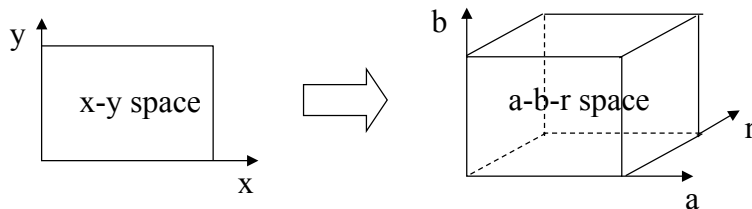
Example 3:



Extension

- Can we use this idea to detect a circle?

$$(x-a)^2 + (y-b)^2 = r^2$$



It is doable, but ...

- ✓ The # of cells grows exponentially with the dim of the parameter space!
- ✓ Too much computation ← an inherent problem of Hough transform

Play a trick

- But for circle detection, we can play a trick:
 - Using the direction of an edge
 - s.t., to reduce the parameter space
- Edge detection
 - We have both edge magnitude & direction!

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Trick

$$(x-a)^2 + (y-b)^2 = r^2$$

$$\Rightarrow \begin{cases} x = a + r \cos \theta \\ y = b + r \sin \theta \end{cases}$$

$$\Rightarrow \begin{cases} a = x - r \cos \theta \\ b = y - r \sin \theta \end{cases}$$

$$\xrightarrow{\text{eliminate } r} b = a \tan \theta - x \tan \theta + y$$

Edge detector gives us $(x, y, \tan \theta)$!

$x\text{-}y\text{-}\theta \text{ space} \quad \longleftrightarrow \quad a\text{-}b \text{ space}$

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