Lecture 8 Finding More Shapes

COMP3204 & COMP6223 Computer Vision

How can we go from conic sections to general shapes?

Book pp 250-258; 271-279

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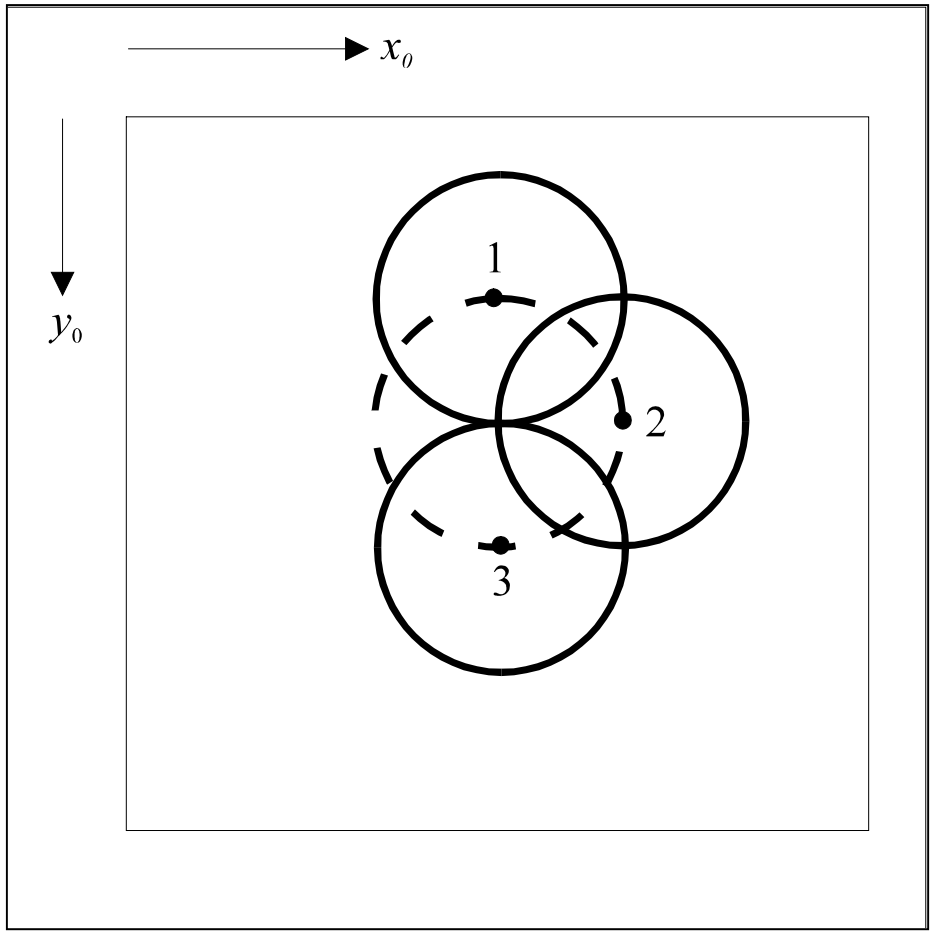
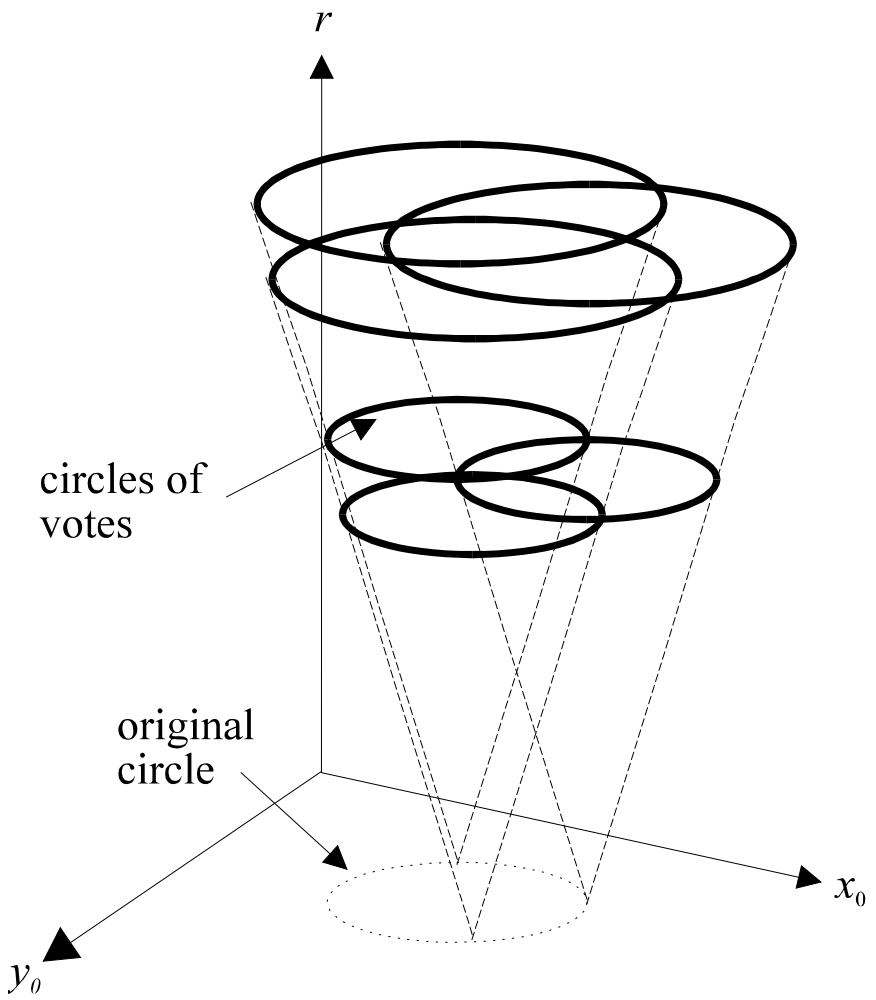
Hough Transform for Circles

- Again, it's duality: $(x - x_0)^2 + (y - y_0)^2 = r^2$

- Points: x, y parameters x_0, y_0 radius r
- Points: x_0, y_0 parameters x, y radius r

Circle Voting and Accumulator Space



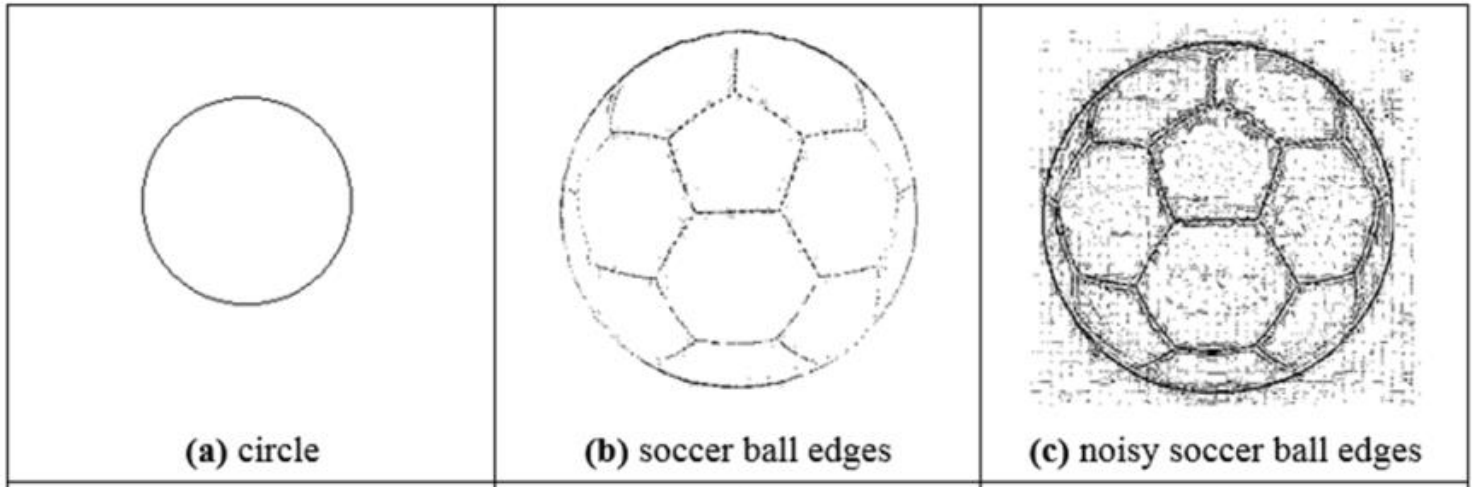


Speeding it up……

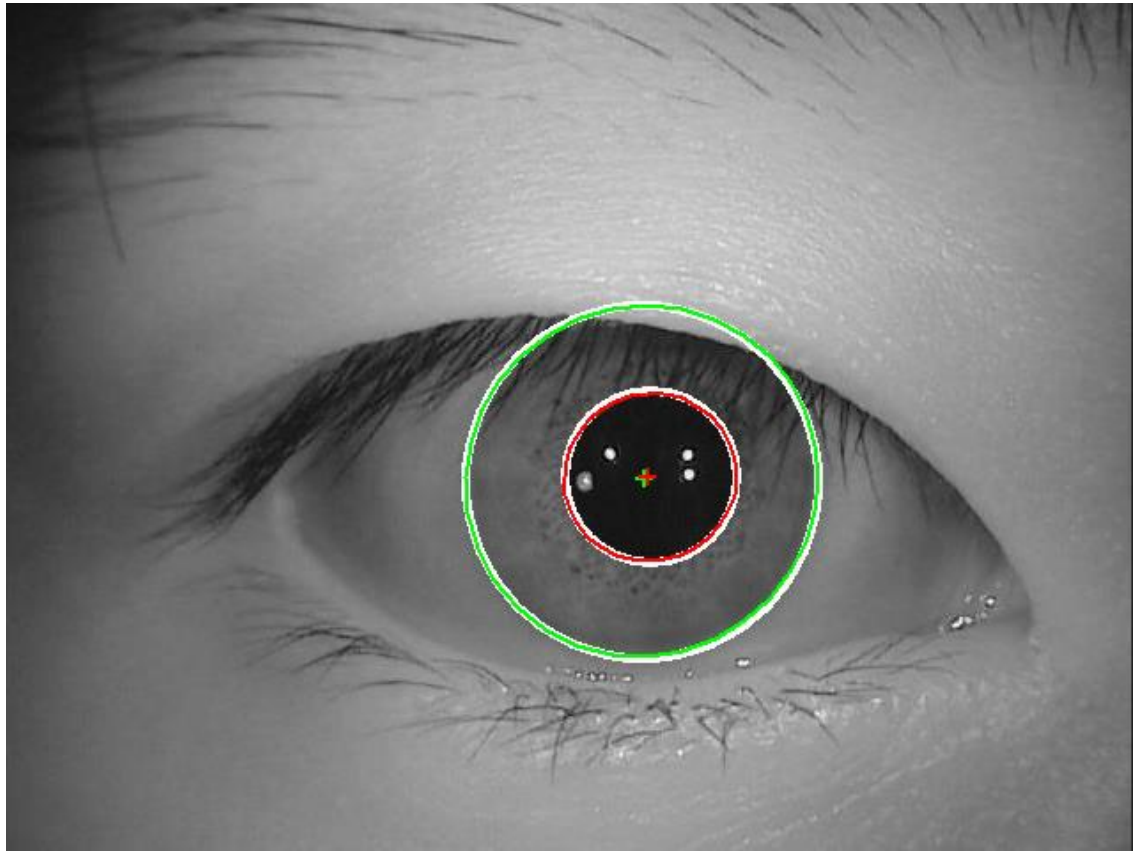
- Now it's a 3D accumulator, fast algorithms are available
- E.g. by differentiation $\frac{dy}{dx} = -\frac{(x - x_0)}{(y - y_0)}$
- So edge gradient direction can be used, e.g. 2D accumulator by

$$\left(\frac{dy}{dx}\right)^2 (y - y_0)^2 + (y - y_0)^2 = r^2$$

Applying the HT for circles



Integrodifferential operator?

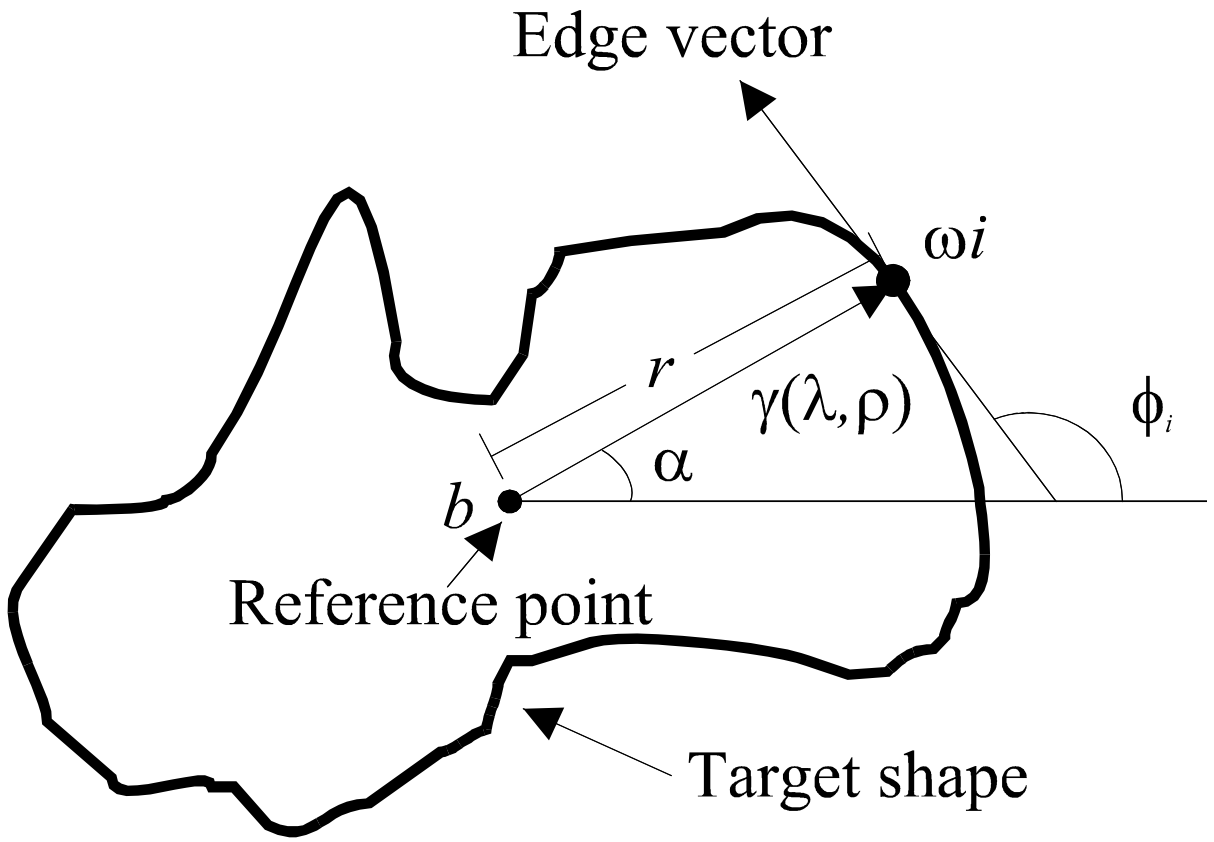


https://stackoverflow.com/questions/27058057/comparing-irises-images-with-opencv

Arbitrary Shapes

- Use Generalised HT
- Form (discrete) look-up-table (R-table)
- Vote via look-up-table
- Orientation? Rotate R-table voting
- Scale? scale R-table voting
- Inherent problems with discretisation

R-table Construction



$\hat{\varphi}_i'$	$\gamma = (r, \alpha)$
0	$(r_0, \alpha_0), (r_1, \alpha_1), (r_2, \alpha_2)$
$\Delta\phi$	⋮
$2\Delta\phi$	⋮
…	…

Active Contours

- For unknown arbitrary shapes: extract by evolution
- Elastic band analogy
- Balloon analogy
- Discrete vs. continuous
- Volcanoes?