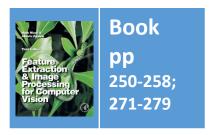
Lecture 8 Finding More Shapes

COMP3204 & COMP6223 Computer Vision

How can we go from conic sections to general shapes?



Department of Electronics and Computer Science



Hough Transform for Circles

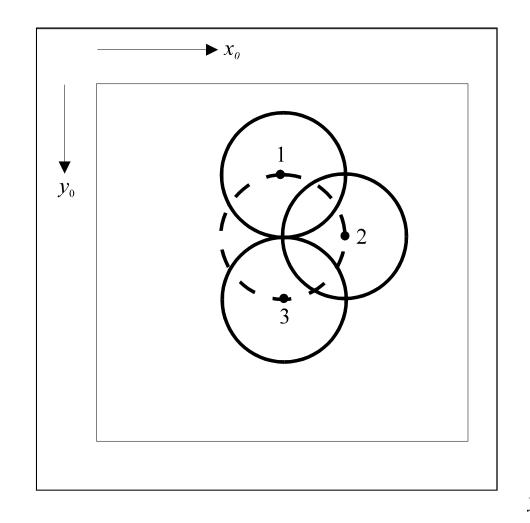
• Again, it's duality: $(x - x_0)^2 + (y - y_0)^2 = r^2$

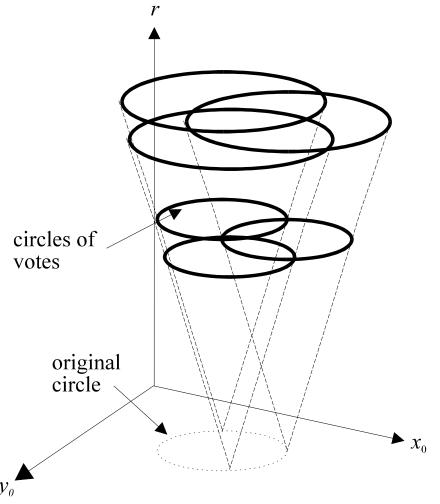
• Points: x, y parameters x_0, y_0 radius r

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



Circle Voting and Accumulator Space







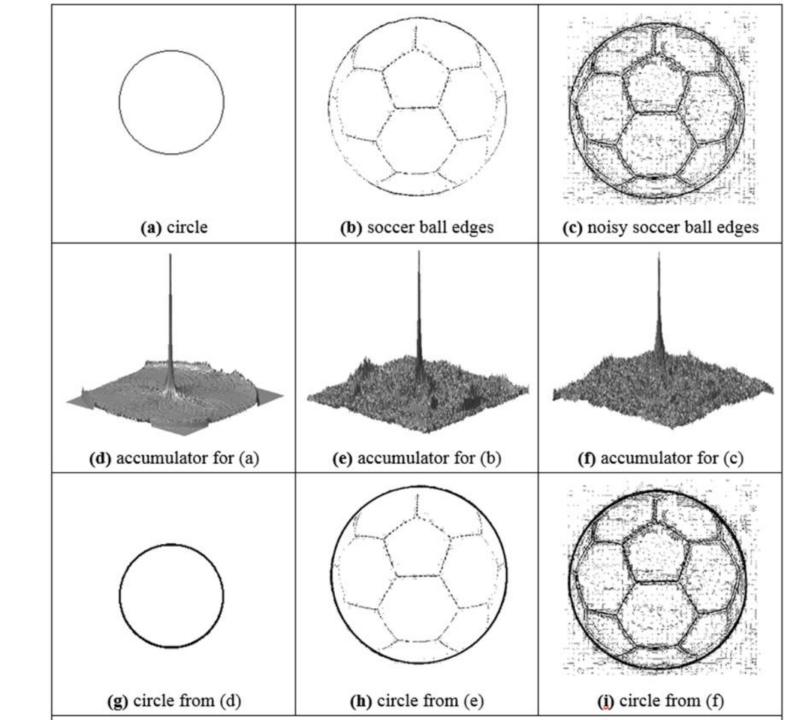
Speeding it up.....

- 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

$$\left(\frac{dy}{dx}\right)^{2} (y - y_{0})^{2} + (y - y_{0})^{2} = r^{2}$$

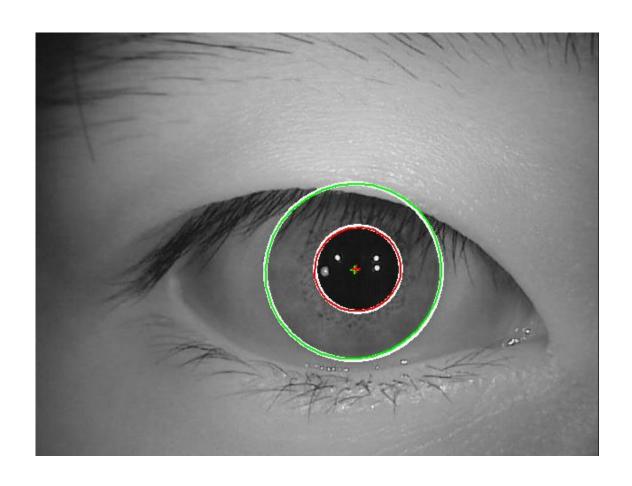


Applying the HT for circles





Integrodifferential operator?



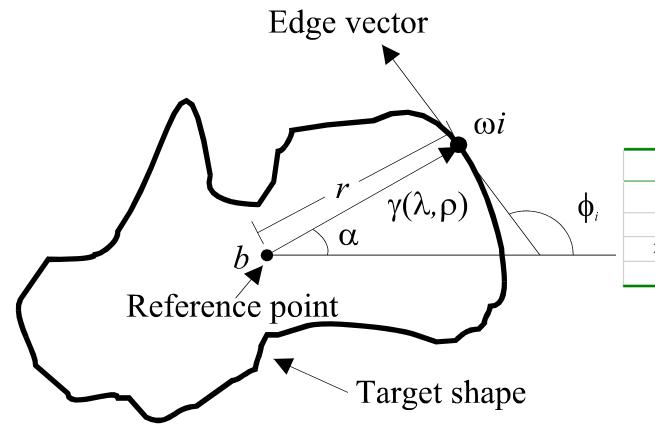
https://stackoverflow.com/questions/2705805 7/comparing-irises-images-with-opency

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



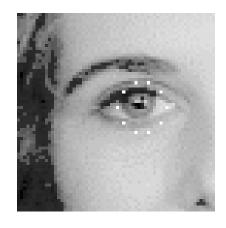
\hat{arphi}_i'	$\gamma = (r, \alpha)$
0	$(r_0,\alpha_0),(r_1,\alpha_1),(r_2,\alpha_2)$
$\Delta\phi$ $2\Delta\phi$:
$2 \triangle \phi$:
•••	

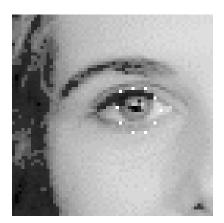




Active Contours

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



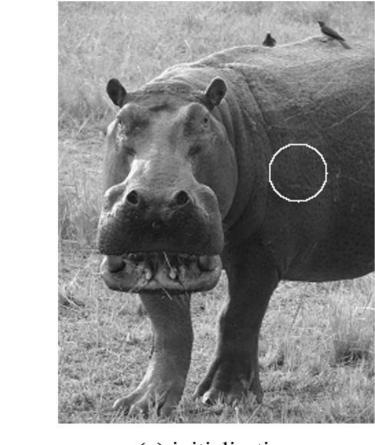




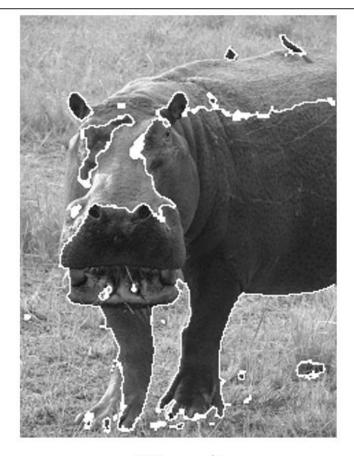




Geometric active contours





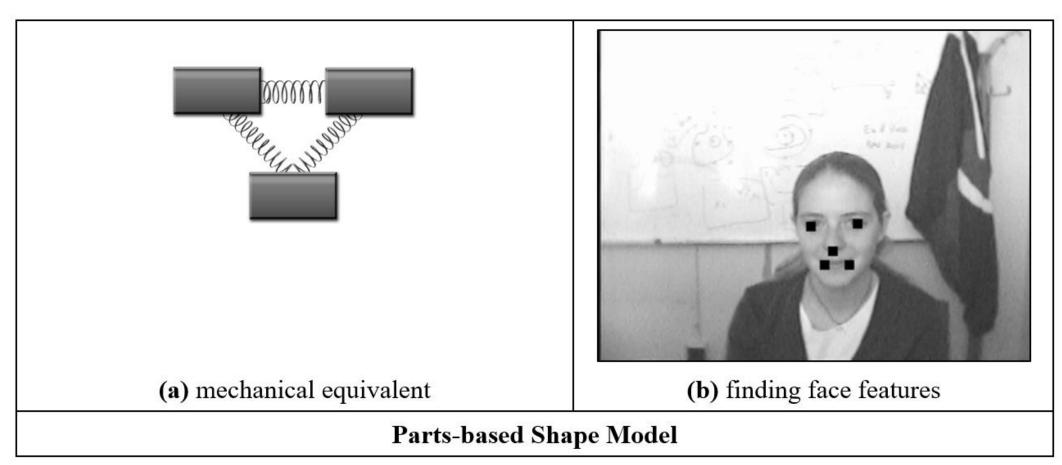


(b) result



Extraction by a Level-Set Based Approach

Parts





Symmetry

