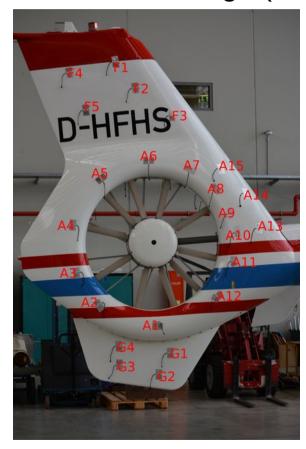
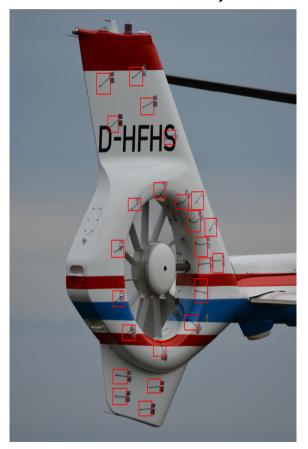
## Label mapping

Given an image with coordinates and labels, find the corresponding labels in a different image (different perspective, scale, rotation...)



Known coordinates and known labels (manual input)

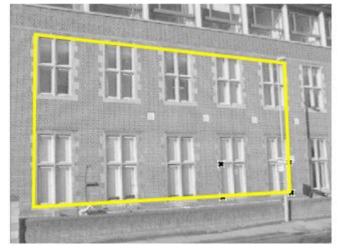


Known coordinates (from object detection, red boxes), which box has which label?

# Approach based on classical computer vision

- A plane can be transformed to another plane by a homography (perspective transform)
- Needed: 4 point in source image and 4 corresponding point in the image to transform (this can be a problem!)
- Only works for a plane, our tufts are on a curve surface, so we may run into trouble... (especially for tufts that a inside the duct)

Perspective transform (matrix multiplication)





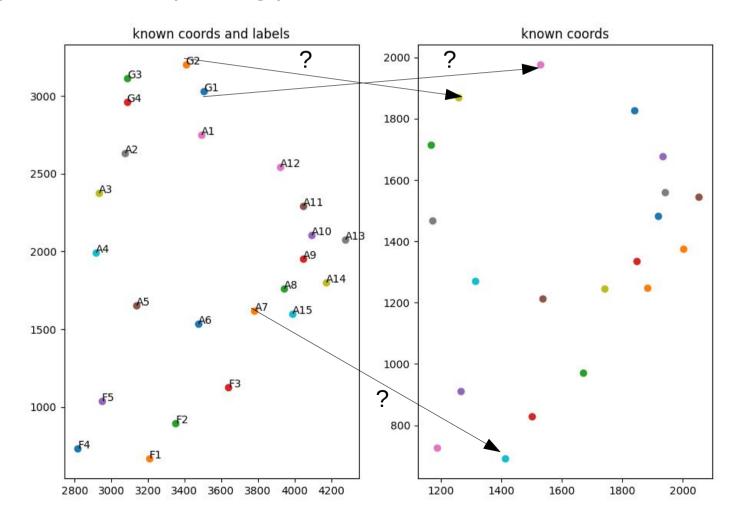
from Hartley & Zisserman

### Homography vs Affinetranform

- Homography needs 4 corresponding point, parallel line may not stay parallel under transform.
- Affine transform: needs 3 corresponding points, less degrees of freedom than homography, parallel line stay parallel under transform.

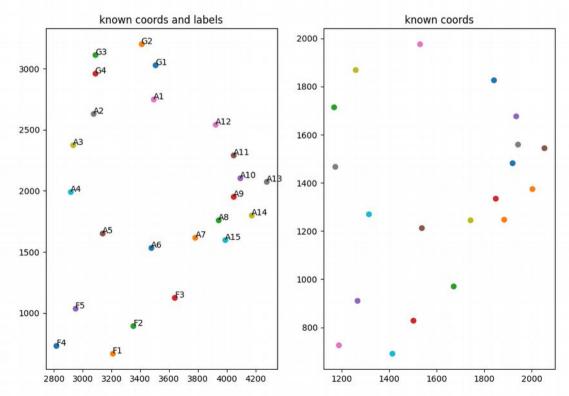
#### Affine transform

- Affine transform found to be more robust than homography
- Key: find 3 corresponding points!



## Corresponding points

- Brute force try all possible combinations
- How many are there? Pick 3 out of 24 positions: 24!/21! = 12144
- Can be further reduced to ~6000 (can be solved <1s)</li>
- Evaluate transform based on distance between found coordinates and the given coordinates.



#### Results

