



# LE/ESSE 2220 Algorithmic and Computational Methods

## Lab 9: Homography & RANSAC

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YORK 

# Lab 8: Feature Matching in Satellite Images

BFMatcher  
and  
FLANN



**Review**

# Main Filtering Methods Overview

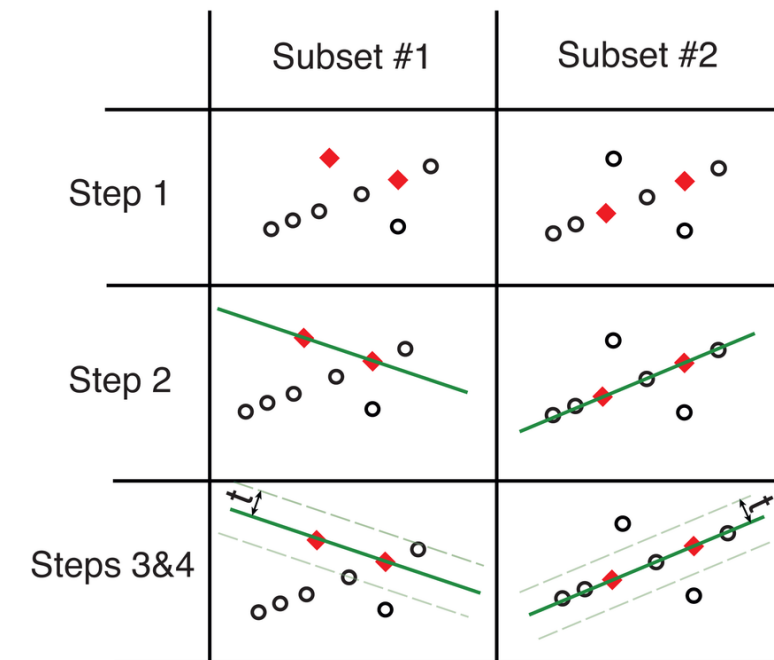
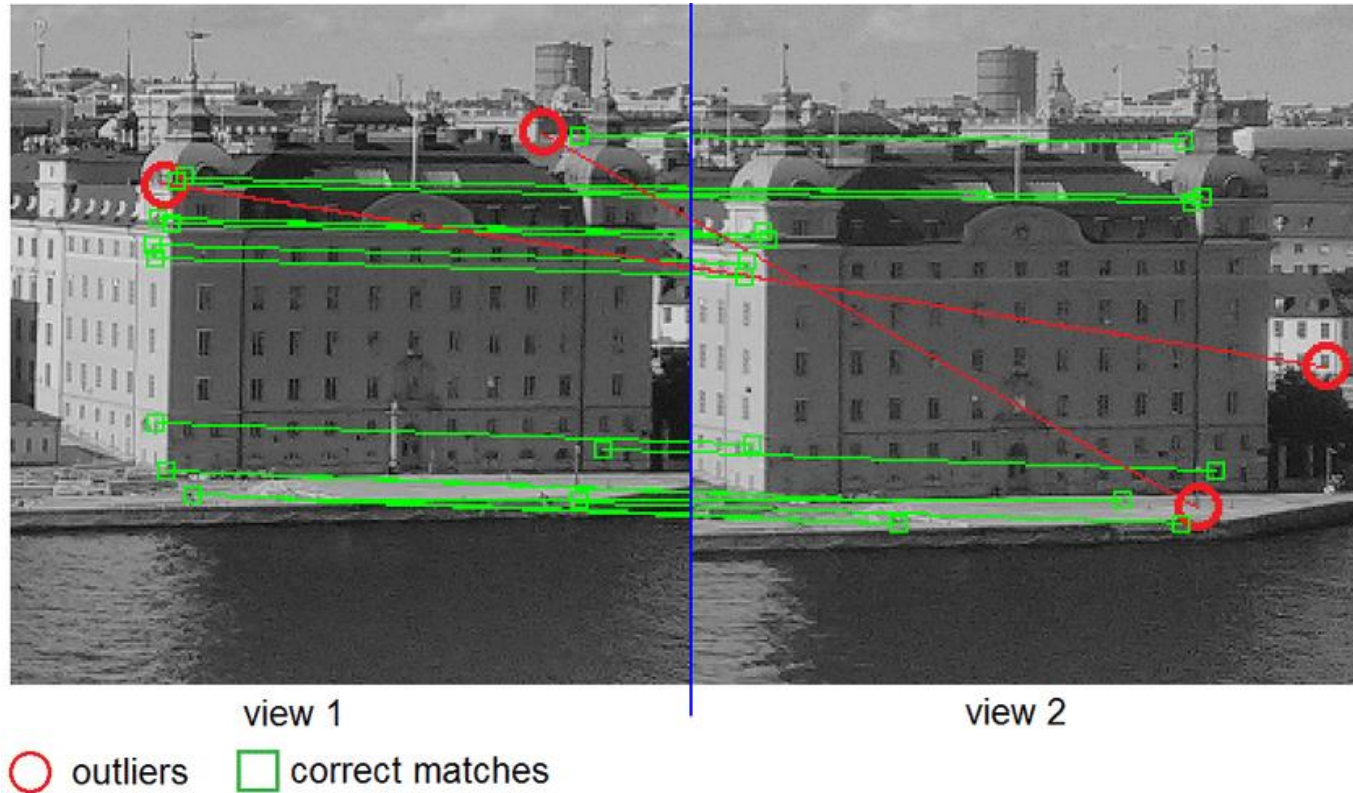
Category	Method Name	Idea / What It Does
<b>A. Feature Filtering (before matching)</b>	Size / Response Threshold	Keep only strong, stable keypoints (kp.response or kp.size)
	Spatial Constraints	Keep keypoints within certain ROI or coordinates
<b>B. Match Filtering (after matching)</b>	Distance Threshold	Keep matches with distance < certain value
	Lowe's Ratio Test	Accept match only if the best match is much better than the 2nd-best
	Symmetry Check	Keep matches that agree in both directions ( $A \rightarrow B$ and $B \rightarrow A$ )
	RANSAC Filtering	Keep matches consistent with a geometric model (e.g., homography)



# B4: RANSAC Filtering

## › Why It's Useful

- Removes mismatches caused by noise, clutter, duplicate features, and repetitive textures.
- Keeps only feature pairs that make **sense geometrically** (same rotation, scale, perspective).
- Essential for: image stitching, panorama creation, AR, camera pose estimation.



# Homography

## › All Transformations Represented by a Homography (H – 3×3 Matrix)

- 1) Translation

$$\begin{pmatrix} 1 & 0 & t_x \\ 0 & 1 & t_y \\ 0 & 0 & 1 \end{pmatrix}$$

Shifts image in x and y.

- 2) Rotation (in the image plane)

$$\begin{pmatrix} \cos \theta & -\sin \theta & 0 \\ \sin \theta & \cos \theta & 0 \\ 0 & 0 & 1 \end{pmatrix}$$

Standard 2D rotation.

- 3) Scaling

$$\begin{pmatrix} s_x & 0 & 0 \\ 0 & s_y & 0 \\ 0 & 0 & 1 \end{pmatrix}$$

Zoom in or out.

- 4) Shear (Skew)

$$\begin{pmatrix} 1 & sh_x & 0 \\ sh_y & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix}$$

Tilts the axes.

- 5) Affine Transformation

$$\begin{pmatrix} a_{11} & a_{12} & t_x \\ a_{21} & a_{22} & t_y \\ 0 & 0 & 1 \end{pmatrix}$$

All previous transformations *combined*, but without perspective distortion.

- 6) Pure Projective (Perspective)

$$\begin{pmatrix} - & - & - \\ - & - & - \\ h_{31} & h_{32} & 1 \end{pmatrix}$$

perspective distortion

A homography is a 2D projective transformation.

$$\begin{pmatrix} h_{11} & h_{12} & h_{13} \\ h_{21} & h_{22} & h_{23} \\ h_{31} & h_{32} & 1 \end{pmatrix}$$

# Lab 9

# Steps

**Your code must be written by you. Submissions that are fully or mostly generated by AI will not be marked.**

## ➤ 1. Load Images + Detect Features

- Load both images in grayscale.
- Detect keypoints and descriptors (SIFT or ORB).

## ➤ 2. Create Raw Matches

- Use a matcher (BFMatcher, no ratio test).

## ➤ 3. Pipeline A: No Location Filter

- **A1 Distance Filter**
  - Remove matches using distance threshold
  - Save filtered-match image.
- **A2. RANSAC**
  - Compute the homography using RANSAC.
  - Save **inliers only** and **outliers only** match images.
  - Record the homography matrix  $H_A$ .

## ➤ 4. Pipeline B: With Location Filter

- **Similar to A but add one location filter for keypoints**
  - Remove all keypoints that fall on the **right and left side of the image**, so only the cathedral keypoints remain.
  - Choose an appropriate cutoff value for Image 1 and a separate cutoff value for Image 2.





# Questions

## ➤ 1. Compare the Two Homographies

- a) Copy Both **Homography Matrices** (1 mark)
- b) Compare  $H_A$  (no location filter) and  $H_B$  (with location filter). (3 mark)
  - **Translation terms:** which homography shifts the image more? Why?
  - **Perspective terms:** which one shows less projective distortion? Why?
  - Comment on what the remaining entries indicate
- c) How removing keypoints (left and right) changed the match quality and RANSAC inlier count. (1 mark)
- d) Which pipeline produces a homography that better reflects the **actual camera motion** for the main building? (1 mark)

## ➤ 2. For each pipeline (A and B), report: (2 mark)

- Number of **raw matches** (after removing keypoints for B)
- Number of **matches after the distance filter**
- Number of **RANSAC inliers**
- Number of **RANSAC outliers**
- **RANSAC Inlier ratio** = inliers / total filtered matches

# Appendix Requirements

## ➤ 3. In the Appendix of your report, you must include: (3 mark)

### a) Images to Include (8 Total)

- Pipeline A:
  - **A\_raw\_matches**, all raw matches
  - **A\_filtered\_matches**, after distance filter
  - **A\_inliers**, RANSAC inliers only
  - **A\_outliers**, RANSAC outliers only
- Pipeline B:
  - **B\_raw\_matches**, after removing left/right-side keypoints
  - **B\_filtered\_matches**, after distance filter
  - **B\_inliers**, RANSAC inliers only
  - **B\_outliers**, RANSAC outliers only

### b) Your complete Python code, exactly as used to generate the results.

- **Do not delete any sections when switching methods.**
- Simply **comment out** the parts you are not running.