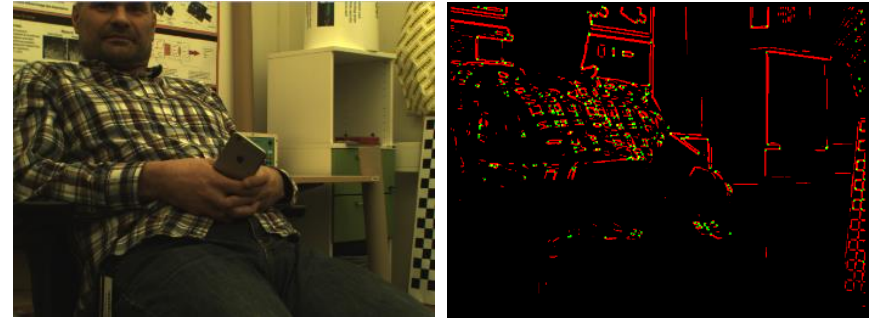


Edges and Lines

- What is
 - an edge?
 - a line?



Harris

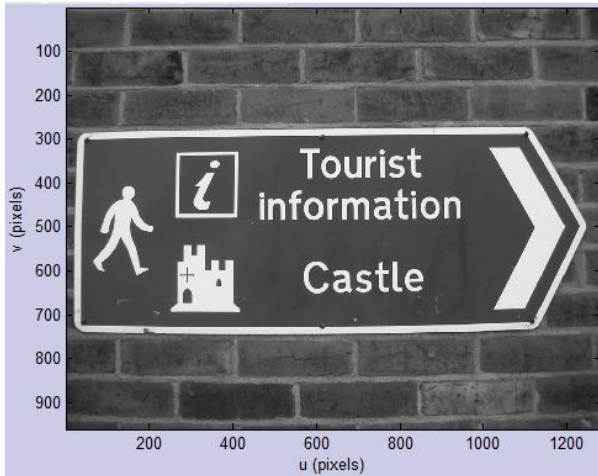


Canny

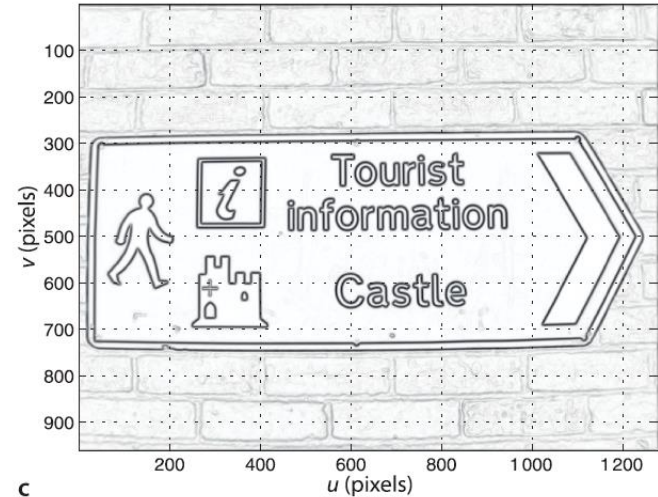
$$y = ax + b$$

Parametric form

Convolution – Edges



Gradient magnitude



**Derivata:
SOBEL kernel**

$$D = \begin{bmatrix} -1 & 0 & 1 \\ -2 & 0 & 2 \\ -1 & 0 & 1 \end{bmatrix}$$

**Transpose for
vertical gradient**

$$I_u = \frac{\partial I}{\partial u} = \nabla_u I = D \otimes I$$

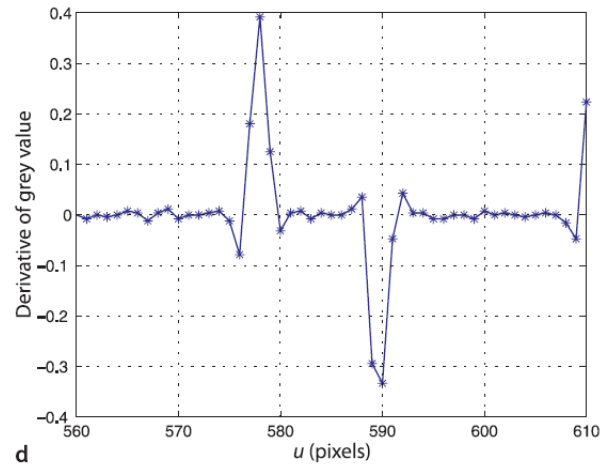
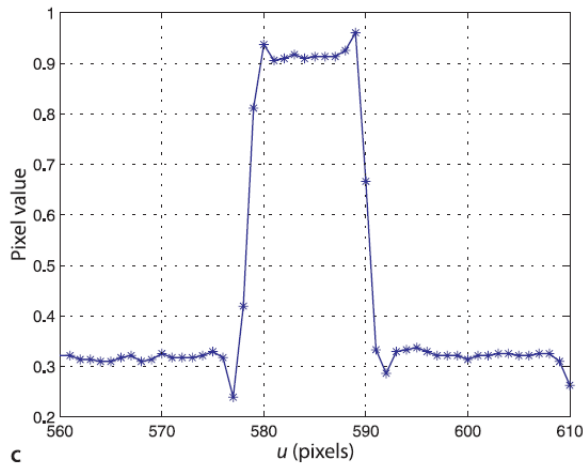
$$I_v = \frac{\partial I}{\partial v} = \nabla_v I = D^T \otimes I$$

$$\text{Magnitude} = \sqrt{I_v^2 + I_u^2}$$

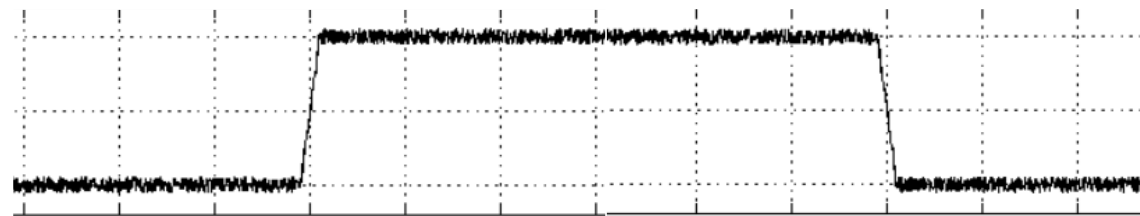
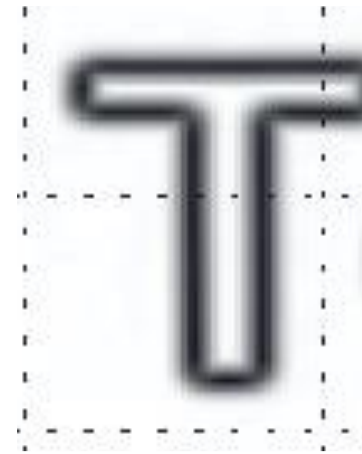
$$\text{Direction} = \text{tg}^{-1}(I_u / I_v)$$

**Comment: Edge direction
is perpendicular to
gradient direction**

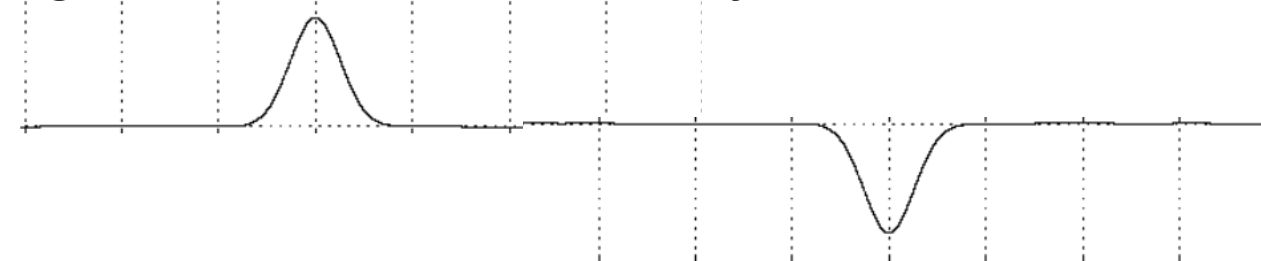
Edge detection – Sobel + G



abs(DoG)



Edges occur at maxima/minima of convoluted 1st derivative

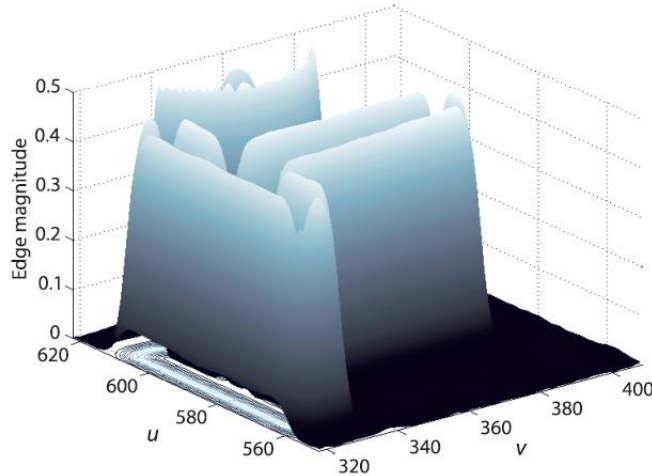




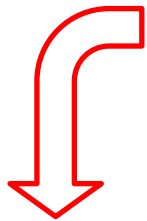
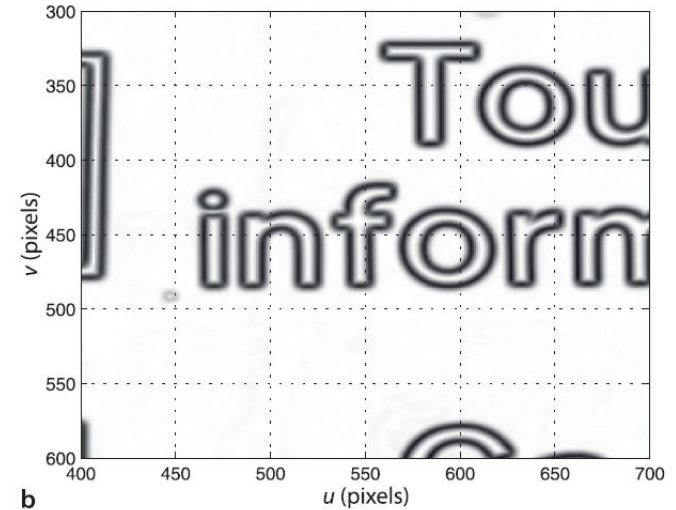
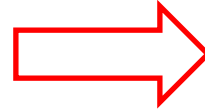
Edge identification

- So exactly where is the edge?
- Aggregating 1D edges add uncertainty in the form of thickness to the edge.
- Suppressing all but the maxima generates a true edge identifier

Edge detection: Canny



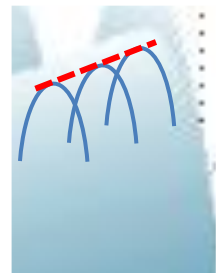
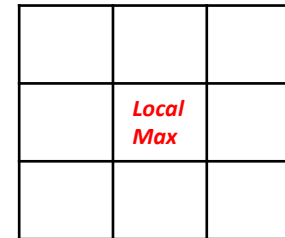
DoG



**Non-maximum
suppression**

$$Direction = tg^{-1}(I_u / I_v)$$

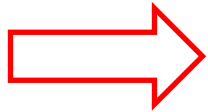
$$Magnitude = \sqrt{I_v^2 + I_u^2}$$



**Consider the gradient
orthogonal to the edge:
kill all non max**



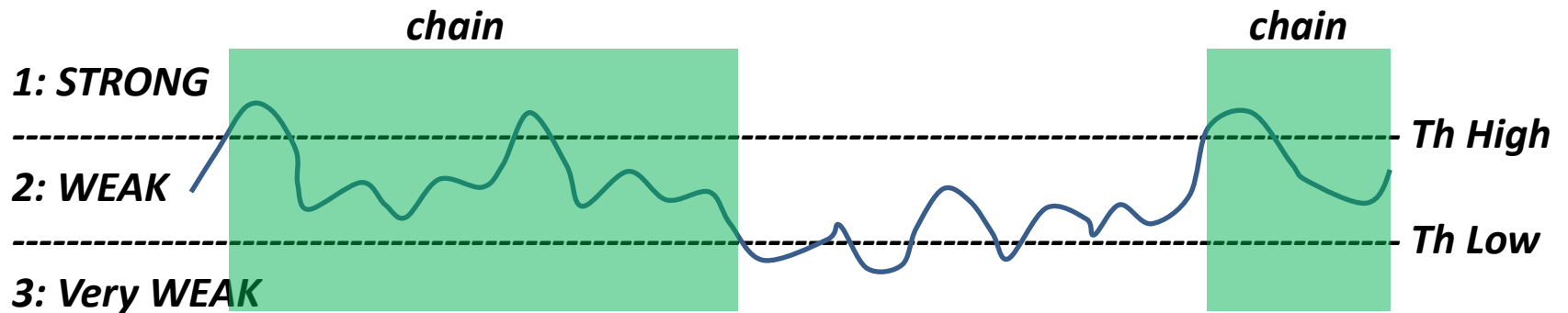
Edge detection: Canny



Hysteresis thresholding

$$Magnitude = \sqrt{I_v^2 + I_u^2}$$

A weak max is still part of the edge if connected to a chain



Edge detection: Canny



Sobel+G



Non-maximum suppression



Hysteresis thresholding (chains)



Sobel vs Canny



Sobel+G



Canny





Hough transform

- What is
 - an edge?
 - a line?
- Isolate features of specific shape
- => Hough transform
 - Lines
 - Circles
 - Ellipses
- Parametric representation
 - Robust wrt noise or partial occlusion

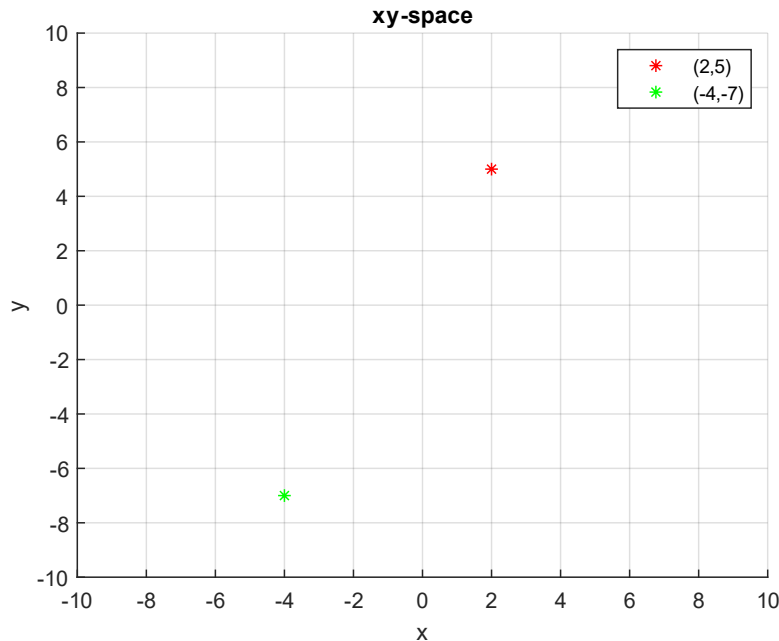


Hough transform: straight lines

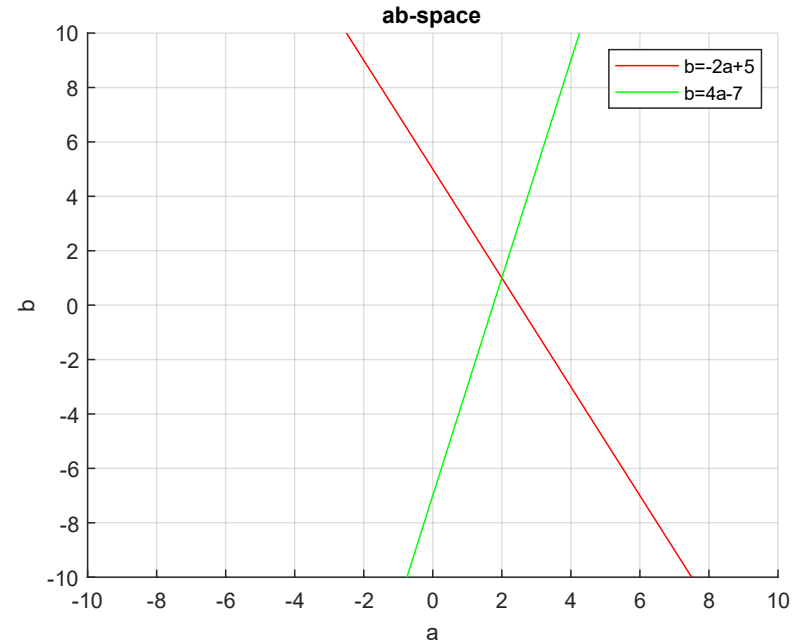
- The line equation
 - $y = ax + b$
 - Every point (x_i, y_i) on the line satisfies the condition
 - Parameters: a, b
- This can also be written as
 - $b = -xa + y$
 - In the ab -space the parameters are x, y
 - Conversely: all lines (a_i, b_i) that pass through a specific point
 - Parameters: x, y

Hough transform: straight lines

$$y = ax + b$$



$$b = -xa + y$$

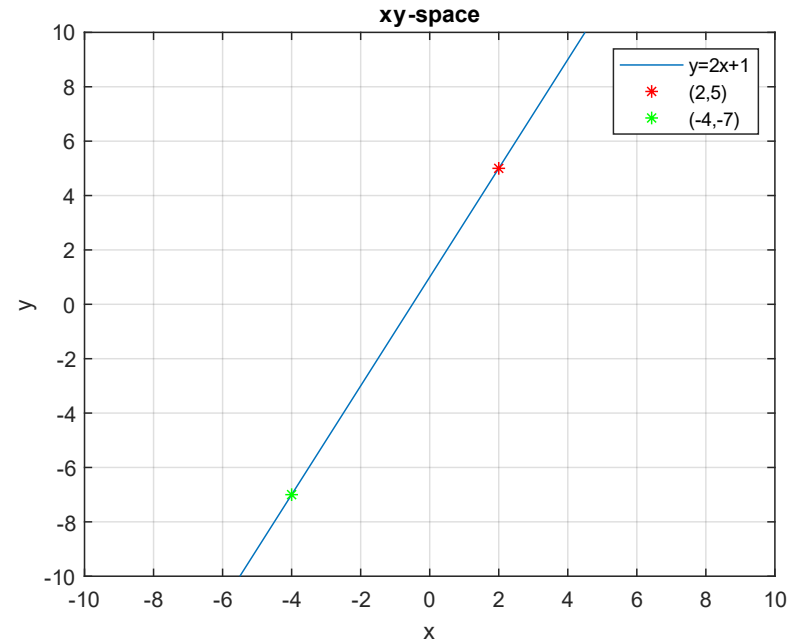
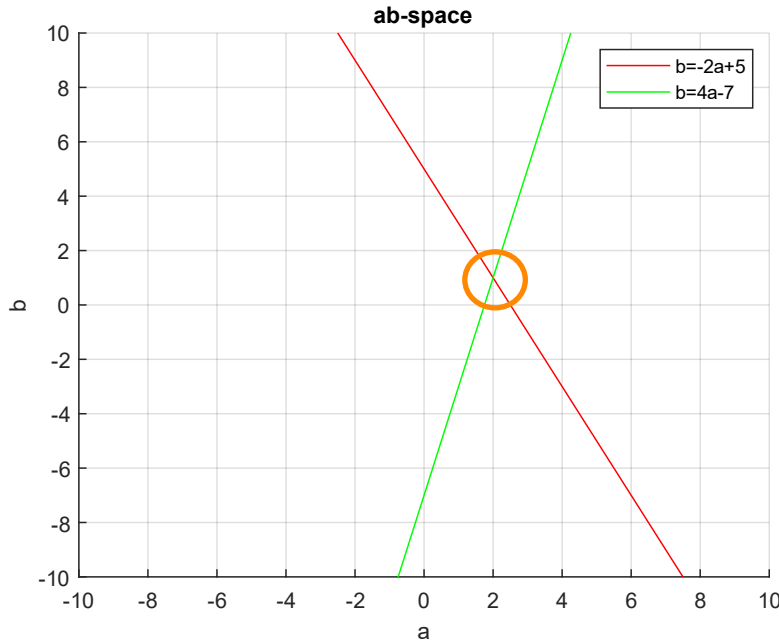


- A point in the xy-plane is a line in the parameter space

Hough transform: straight lines

$$b = -xa + y$$

$$y = ax + b$$



- An intersection in the parameter space is a line in the xy-plane
- $(a, b) = (2, 1) \Rightarrow y = 2x + 1$



Hough transform: straight lines

The algorithm

- Create an accumulator in the parameter space
 - Here two-dimensions, a and b , and quantize (resolution)
- Initialize the accumulator to 0
- For each pixel (x_i, y_i) that lies on an edge increment all elements of the accumulator that satisfy $b = -xa + y$
- Search the accumulator for large values
 - This is where lines intersect
 - And correspond to a line in the original image

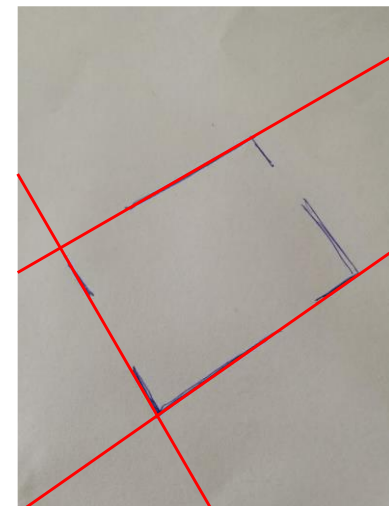
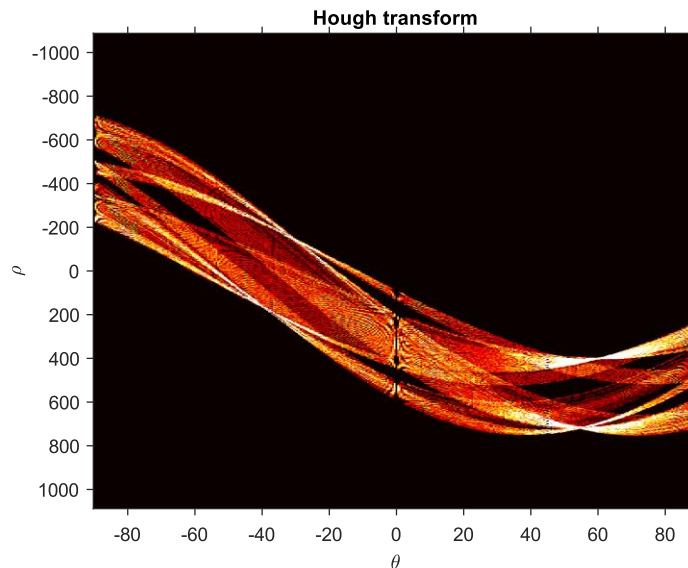
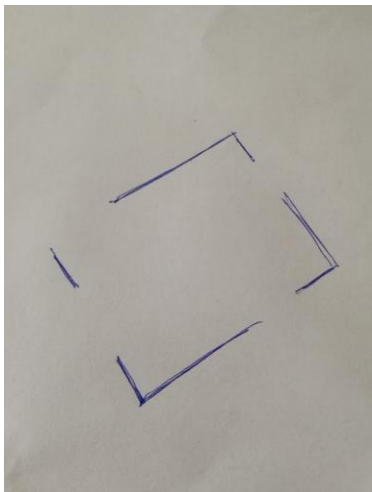
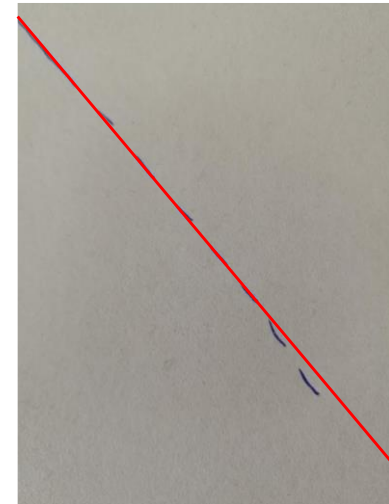
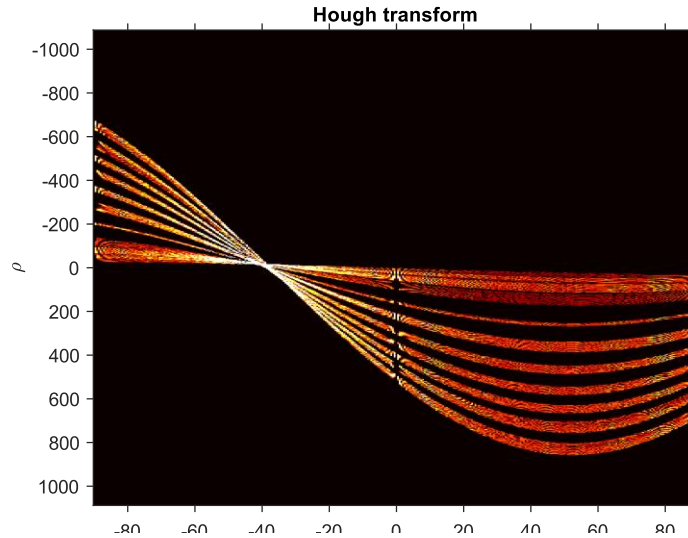
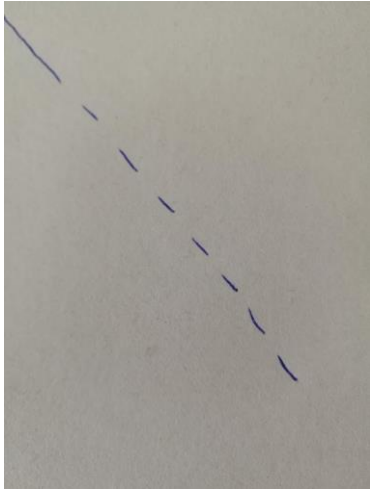


Hough transform: straight lines

Problem

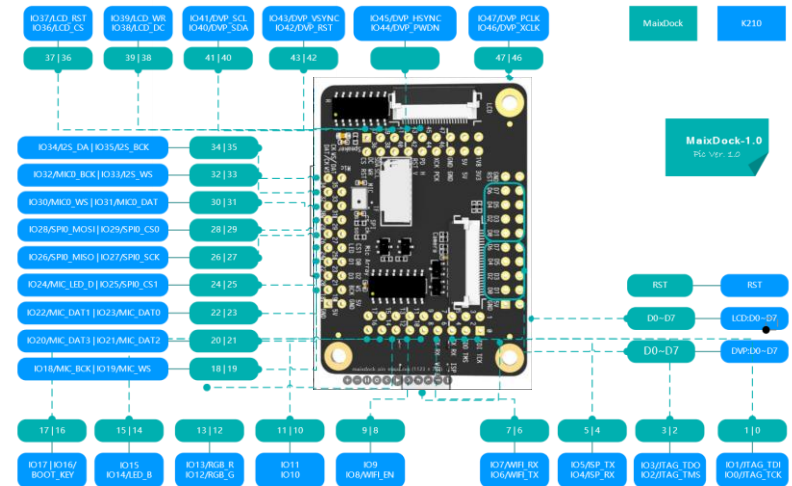
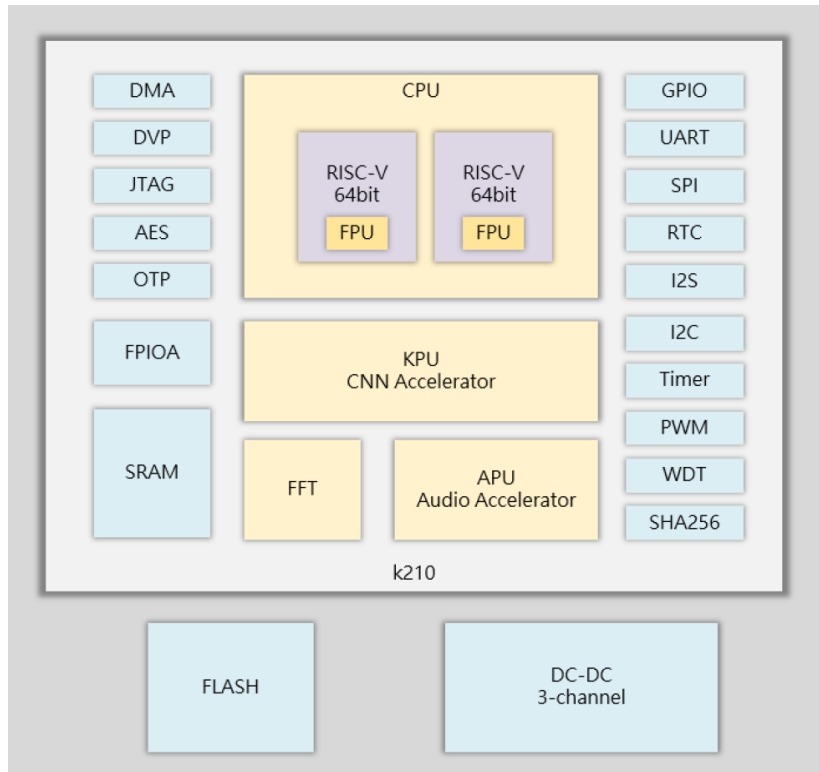
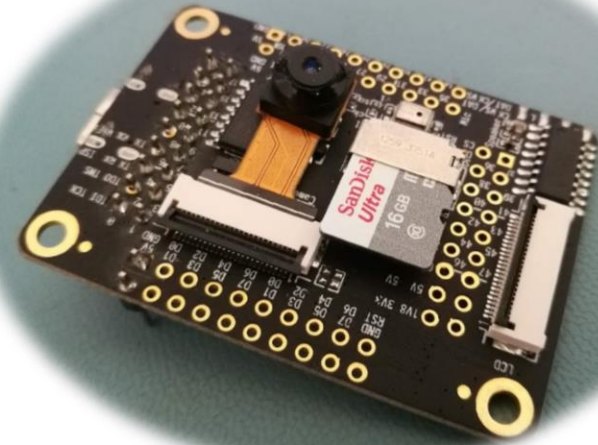
- How to represent vertical lines? $x \Rightarrow \infty$
 - $r = x \cos \theta + y \sin \theta$
 - Rho and Theta, still two variables
 - but straight lines are represented by curves in the parameter space
 - These still intersect

Hough transform: straight lines





Maix Dock M1





MaixPy

- MaixPy -> Machine Vision -> Image module
- https://wiki.sipeed.com/soft/maixpy/zh/api_reference/machine_vision/image/image.html

- Histogram
- Threshold
- get_regression
- find_lines
 - Uses Hough
- find_edges
 - image.EDGE_CANNY

