# Photo Album

by Ahmed Ibrahim



- The Hough Transform is a technique which is used to isolate curves of a given shape in an image.
- Any curve defined in parametric form may be found using the Hough Transform.
- Curves such as lines, circles and ellipses are very easy to find.
- In industry most manufactured parts have such boundaries, so these curves may serve the purpose.
- This transform technique is relatively unaffected by noise.



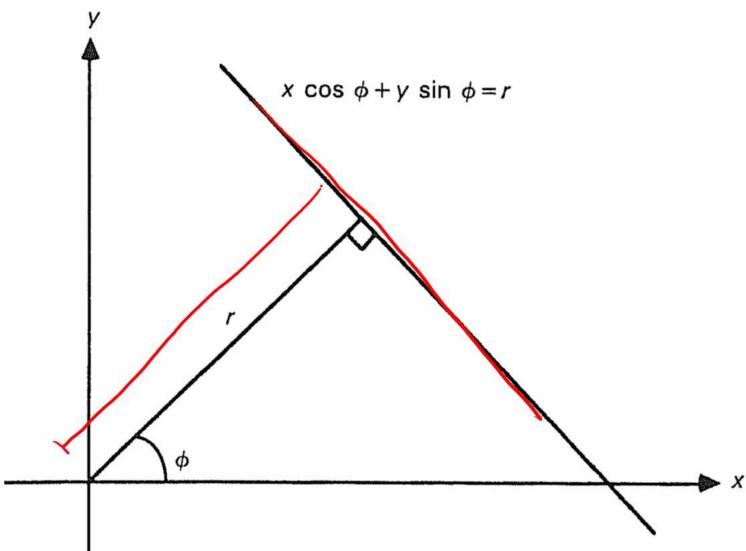
#### **Line Detection**

Equation of straight line given in parametric form is:

$$x \cos \phi + y \sin \phi = \underline{r}$$

Where 'r' is the length of a normal to the line from the origin and 'φ' is the angle this normal makes with the X-axis







#### **Line Detection**

• If we have a point  $(x_i, y_i)$  on this line, then:

$$x_i \cos \phi + y_i \sin \phi = r$$

- $x_i \cos \phi + y_i \sin \phi = r$  A line will have some constant value of 'r' and ' $\phi$ '.
- Suppose, however, that we do not know which line we are considering, but we do know the coordinates of the point(s) on the line.
- Now we can consider 'r' and ' $\phi$ ' as variables and point  $(x_i, y_i)$  as constants.



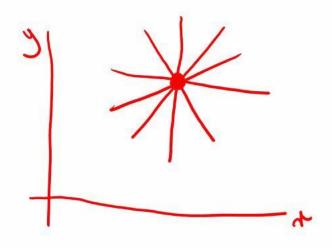
#### **Line Detection**

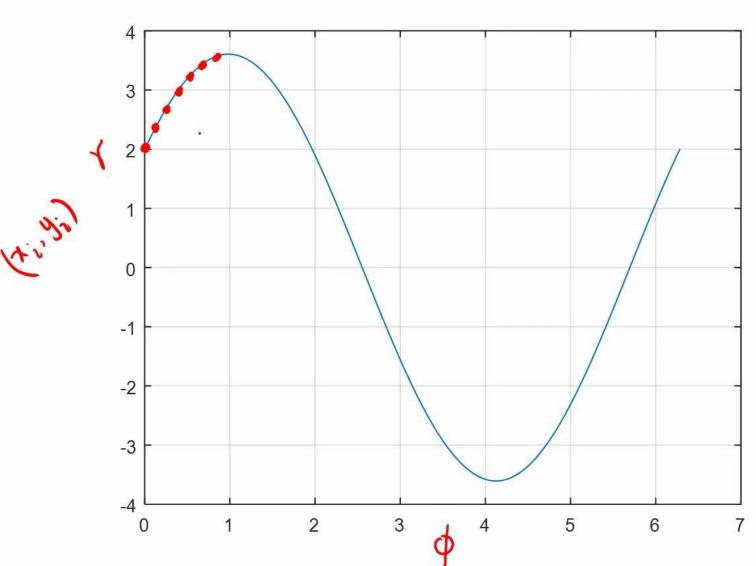
In this case the equation

$$x_i \cos \phi + y_i \sin \phi = r$$

- Defines the values of 'r' and 'φ' such that the line passes through the point (x<sub>i</sub>,y<sub>i</sub>).
- If we plot the values of 'r' and 'φ' for this given point then we will get a sinusoidal curve in (r-φ) space.



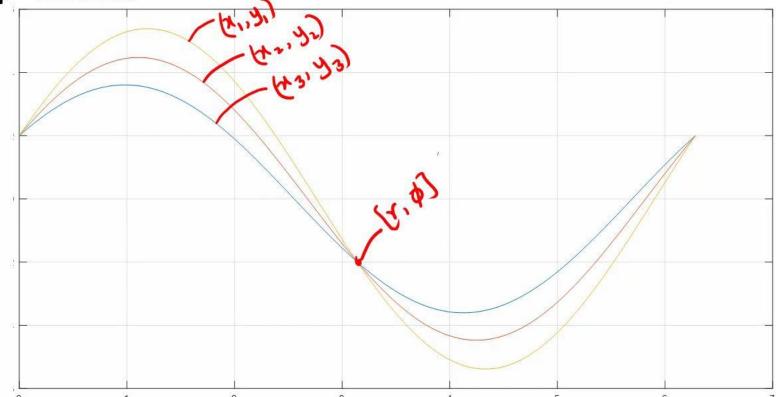






#### **Line Detection**

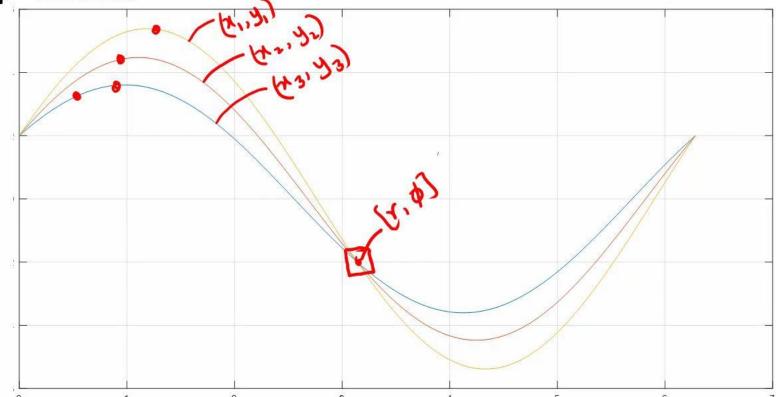
 All points which are collinear to this point will correspond to one common pair of 'r' and 'φ' values.

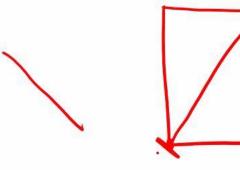




#### **Line Detection**

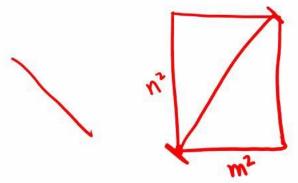
 All points which are collinear to this point will correspond to one common pair of 'r' and 'φ' values.







- Since now we have two variables 'r' and 'φ' we need to discretize them.
- Φ is ranging from '0' to '180' and if we use a resolution of 1 deg. then
  we will have 180 discrete values of Φ.
- For 'r' maximum distance from the origin may be a limit, which effectively will be the pixel location that is farthest from the origin, i.e. sqrt(m²+n²).

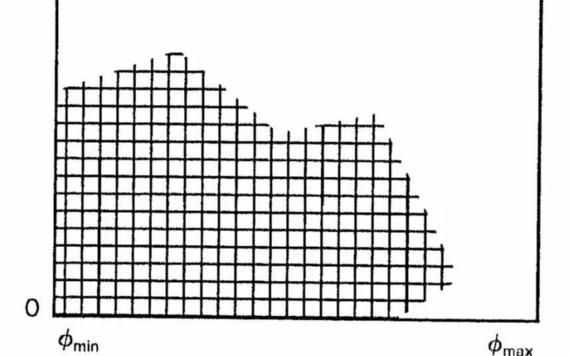




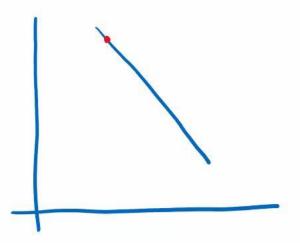
- Since now we have two variables 'r' and 'φ' we need to discretize them.
- Φ is ranging from '0' to '180' and if we use a resolution of 1 deg. then we will have 180 discrete values of Φ.
- For 'r' maximum distance from the origin may be a limit, which effectively will be the pixel location that is farthest from the origin, i.e. sqrt(m²+n²).
- Our representation of (r-φ) space is now simply a 2-dimensional array of size, let 300x180, each element corresponding to a pair of 'r' and 'φ'.

#### **Line Detection**

 This is called an accumulator since we are going to accumulate evidence of curves given by particular boundary points (x,y) in the image plane.

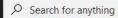


**Hough Transform** 



S



















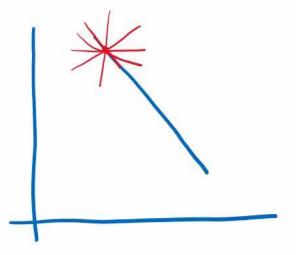






**Hough Transform** 





S











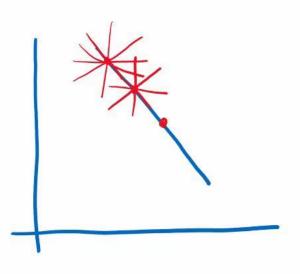








#### **Hough Transform**



S









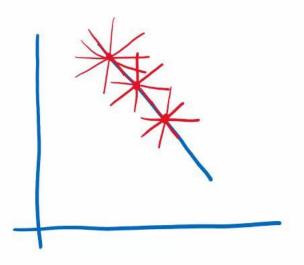






















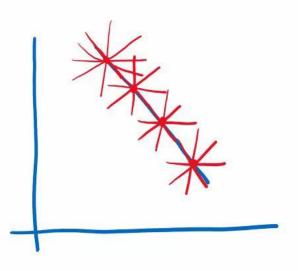






















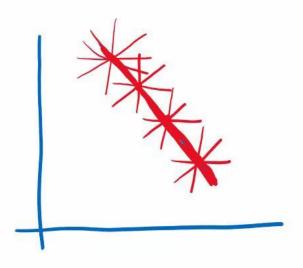




















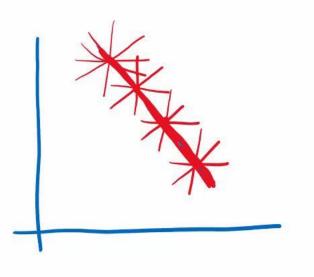


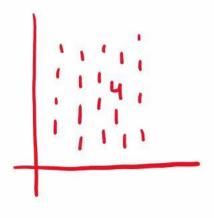




















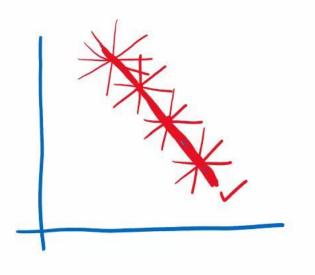


























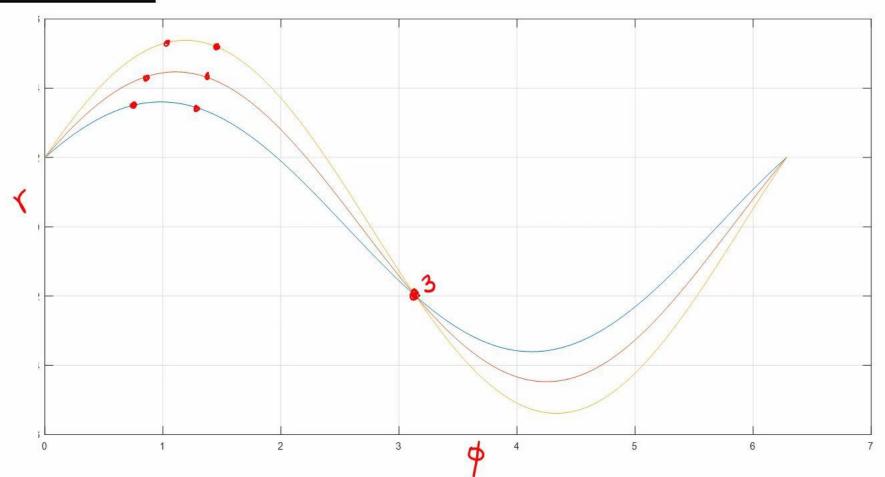












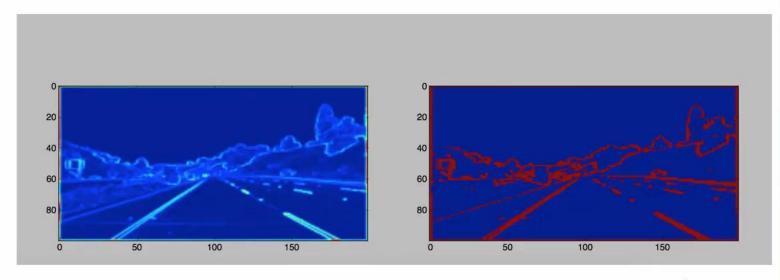


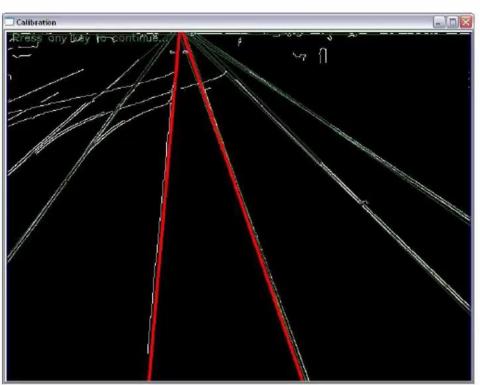
#### **Circle Detection**

Parametric equation of a circle is given as

$$(x-a)^2 + (y-b)^2 = r^2$$







### **Circle Detection**





