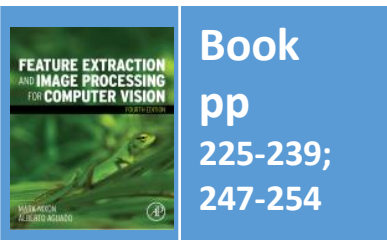


Lecture 8 Finding Shapes

COMP3204 Computer Vision

How can we group points to find shapes?



**Department of
Electronics and
Computer Science**

**UNIVERSITY OF
Southampton**
School of Electronics
and Computer Science

Content

1. How do we define and detect shapes in images?
2. How can we improve the detection process?

Feature extraction by thresholding



(a) image



(b) low threshold



(c) high threshold

Conclusion: we need **shape**!



Template Matching -basis

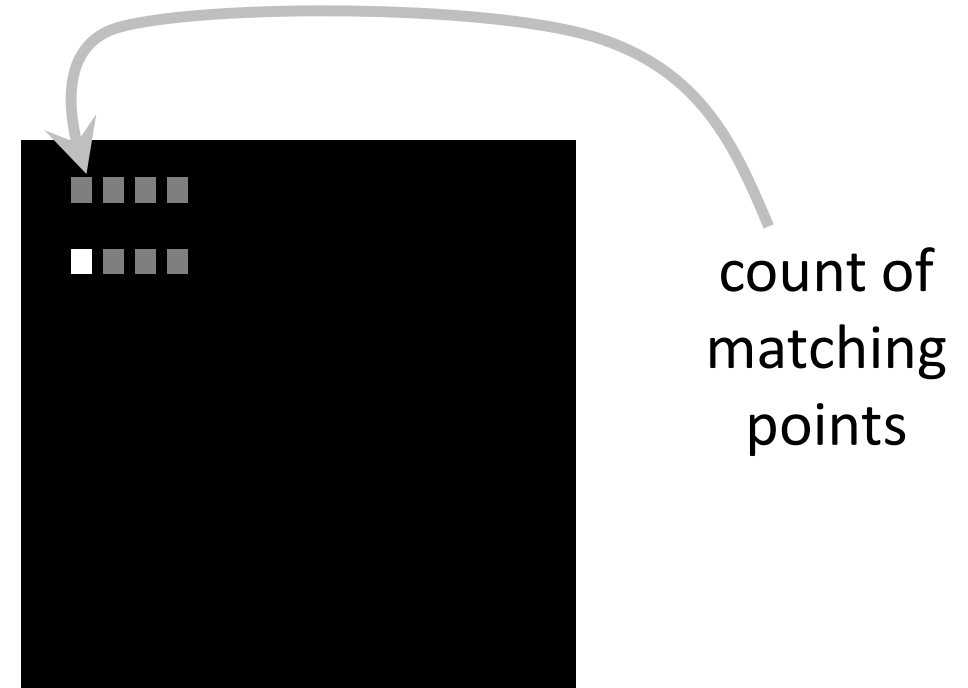
Process of **template matching**



image



template



accumulator space

count of
matching
points



Suggestions for improving the process? Use edges!



Template Matching

Intuitively **simple**

Correlation and convolution

Implementation via **Fourier**

Relationship with matched filter, viz: **optimality**



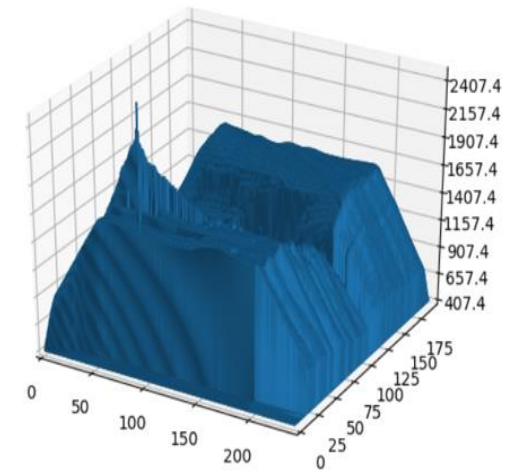
image



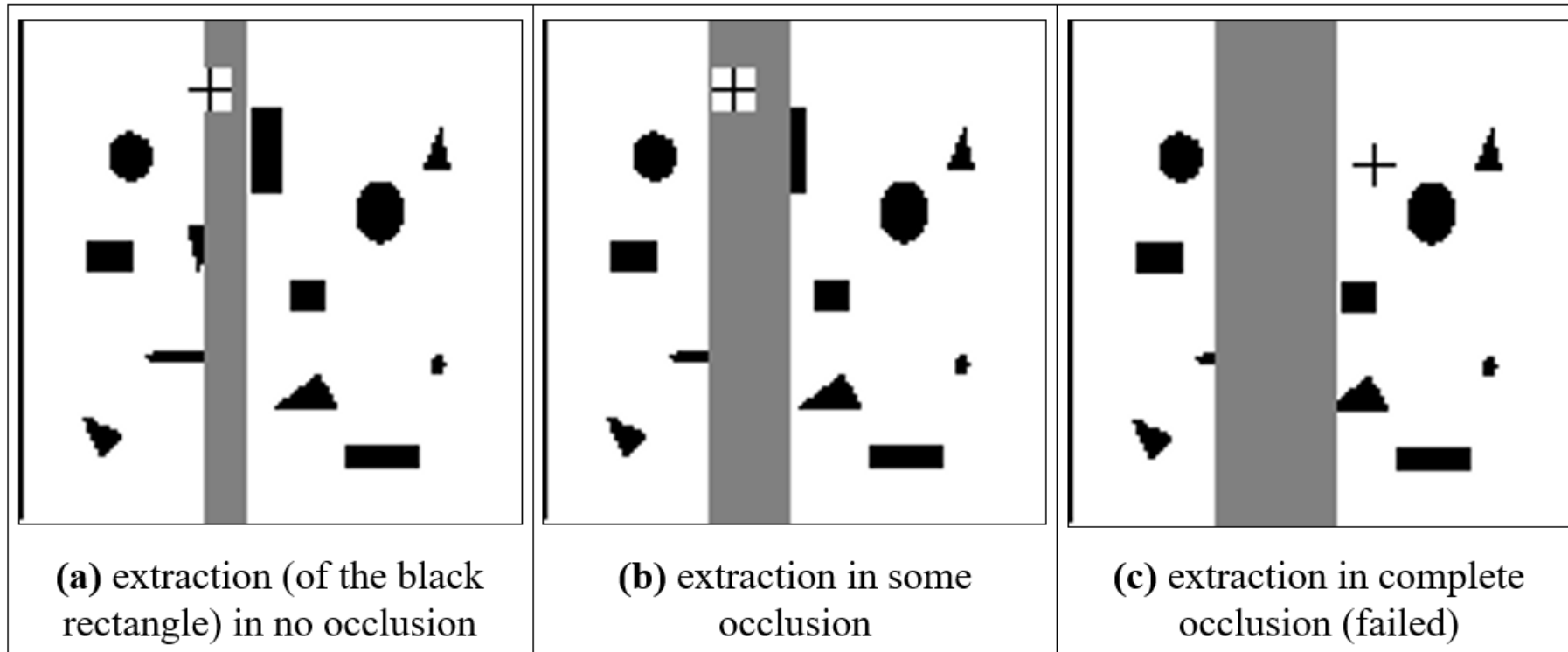
template



accumulator space



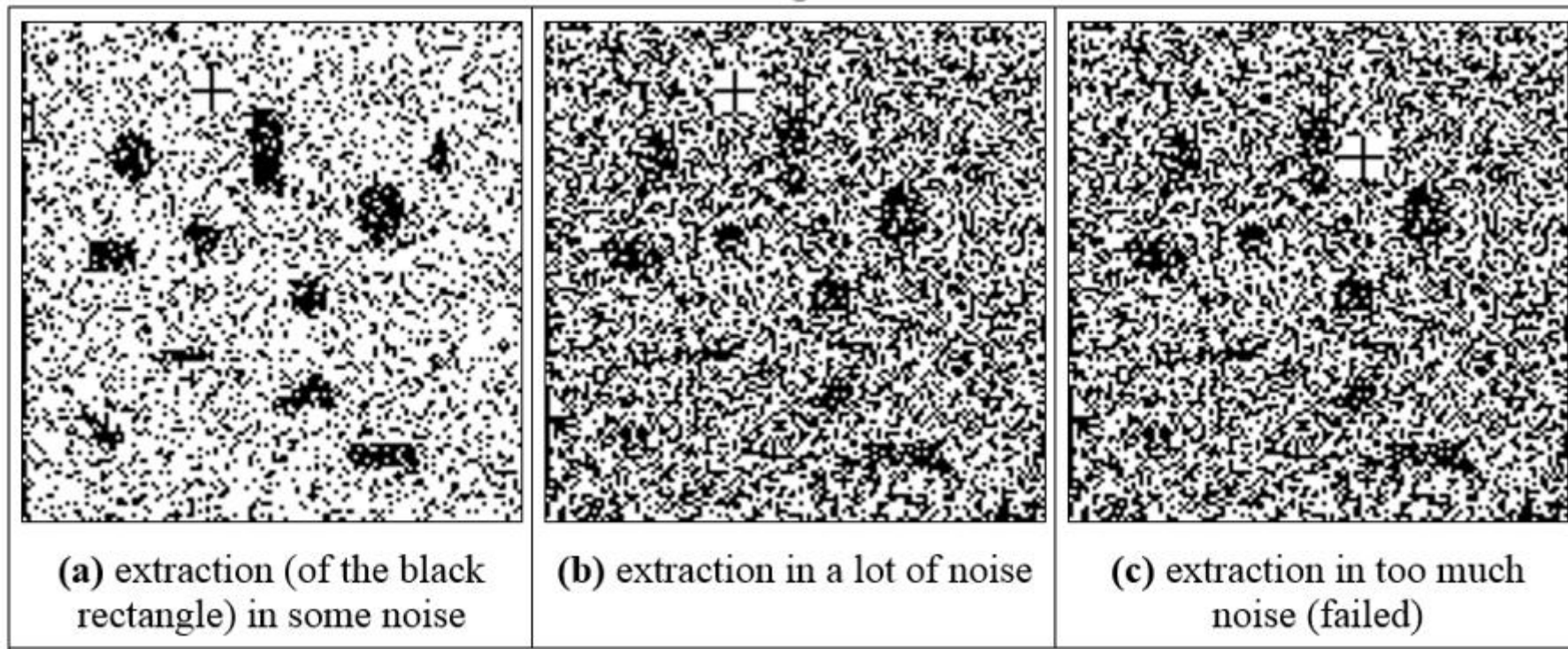
Template matching in occluded images



Template matching is optimal in **occlusion**



Template matching in noisy images



Template matching is optimal in **noise**
...but....



Convolution and correlation

Convolution is about application of a template

Convolution and correlation

Convolution is about application of a template

and involves flipping the template

$$\mathbf{I} * \mathbf{T} = \sum_{(x,y) \in W} \mathbf{I}_{x,y} \mathbf{T}_{x-i,y-j}$$

Convolution and correlation

Convolution is about application of a template

and involves flipping the template $\mathbf{I} * \mathbf{T} = \sum_{(x,y) \in W} \mathbf{I}_{x,y} \mathbf{T}_{x-i,y-j}$

or by multiplying the transforms $\mathbf{I} * \mathbf{T} = F^{-1}(F(\mathbf{I}) \otimes F(\mathbf{T}))$

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so we need to flip the Fourier template $\mathbf{I} \otimes \mathbf{T} = F^{-1}(F(\mathbf{I}) \times F(-\mathbf{T}))$

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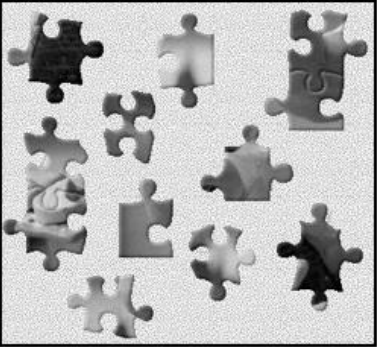

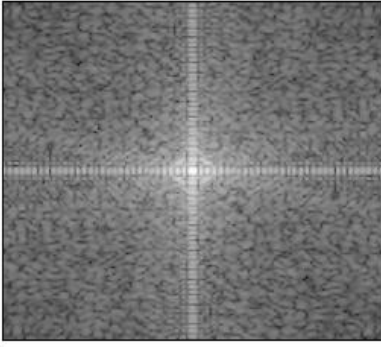
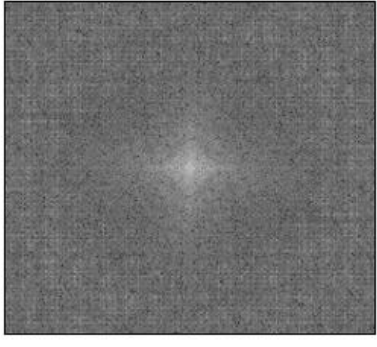

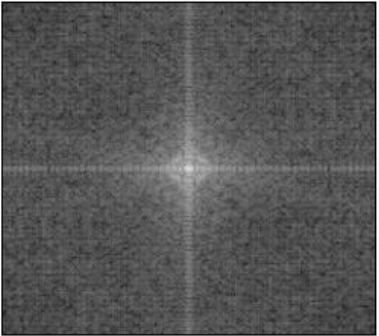
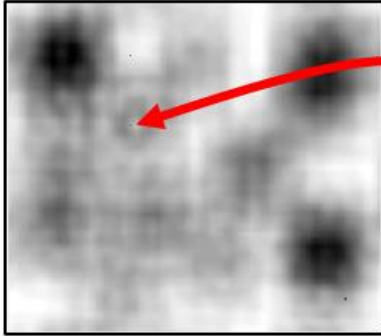

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Jon needs this!!

Encore, Baron Fourier!

Template matching is slow, so use **FFT**

			
image	flipped and padded template	Fourier transform of Template	Fourier transform of image
			
template	multiplied transforms	result	location of the template
Template Matching via Fourier Transform			

$$\mathbf{I} \otimes \mathbf{T} = \sum_{(x,y) \in W} \mathbf{I}_{x,y} \mathbf{T}_{x+i,y+j}$$
$$= F^{-1}(F(\mathbf{I}) \cdot F(-\mathbf{T}))$$

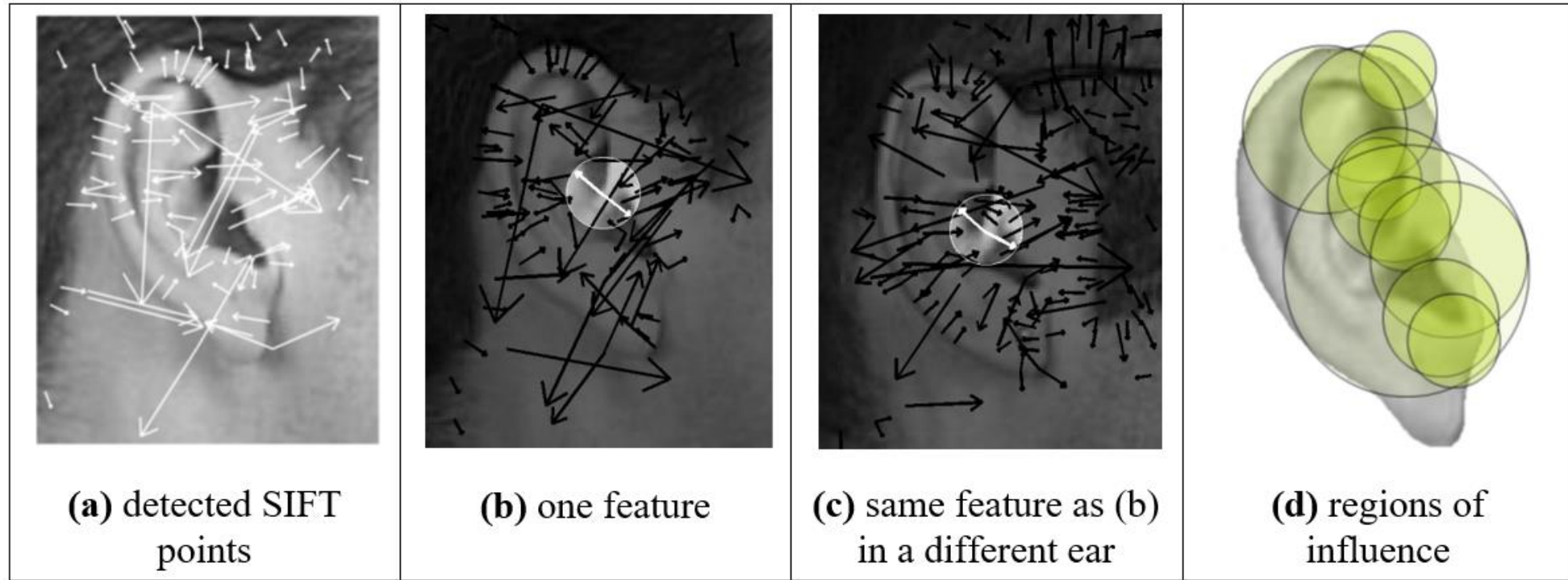
No **sliding** of templates here;

Cost is 2×FFT plus multiplication

Applying template matching



Applying SIFT in ear biometrics



Over to Jon Hare!

Hough Transform

- Performance same as template matching, but faster



Hough Transform

- **Performance** same as template matching, but **faster**
- A line is points x, y gradient m intercept c $y = m \times x + c$



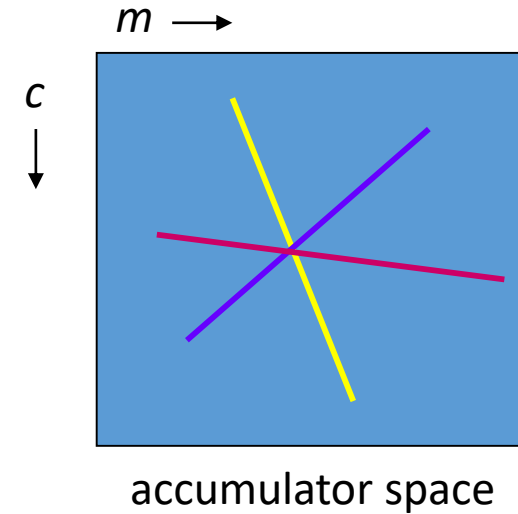
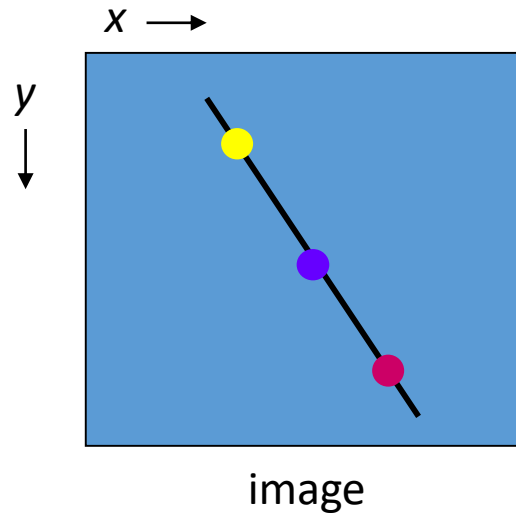
Hough Transform

- Performance same as template matching, but faster
- A line is points x, y gradient m intercept c $y = m \times x + c$
- and is points m, c gradient $-x$ intercept y $c = -x \times m + y$



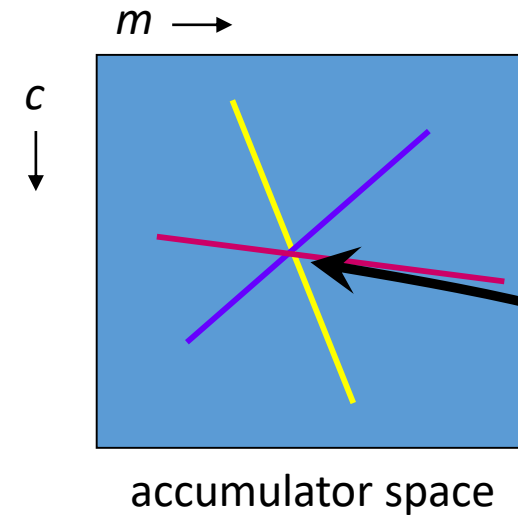
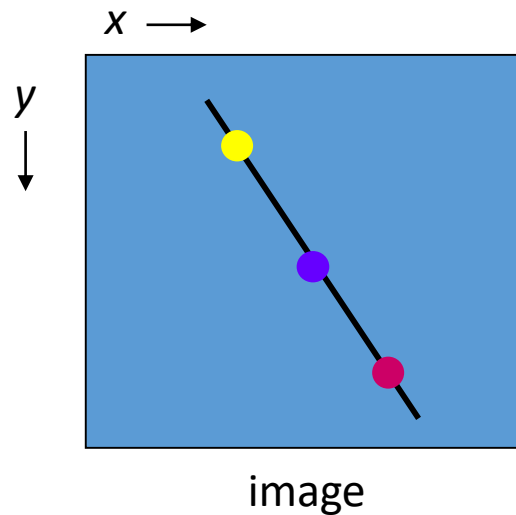
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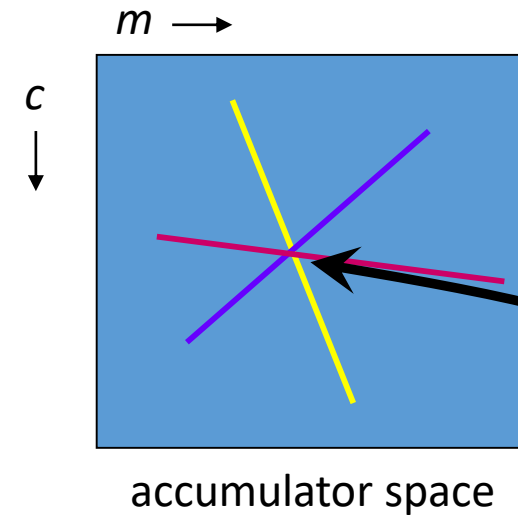
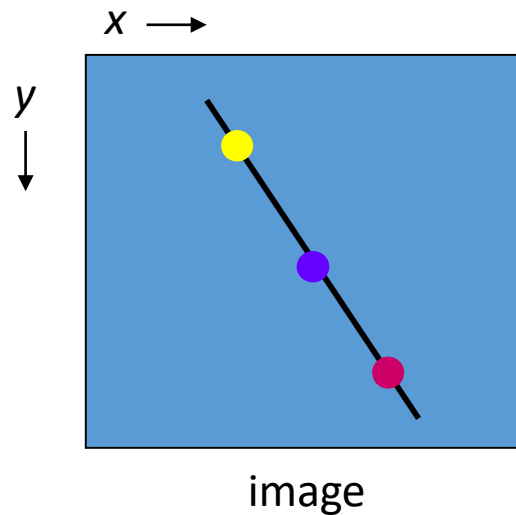


The **coordinates** of the peak
are the parameters of the
line



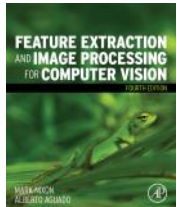
Hough Transform

- **Performance** same as template matching, but **faster**
- A line is points x,y gradient m intercept c $y = m \times x + c$
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- In maths it's the **principle of duality**

The **coordinates** of the peak
are the parameters of the
line



Pseudocode for HT

```
accum=0
```

```
for all x,y
```

```
    if edge(y,x)>threshold
```

```
        for m=-10 to +10
```

```
            c=-x*m+y
```

```
            accum(m,c) PLUS 1
```

```
m,c = argmax(accum)
```

```
!look at all points
```

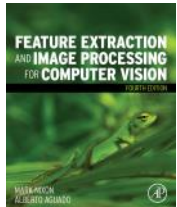
```
!check significance
```

```
!if so, go thru m
```

```
!calculate c
```

```
!vote in accumulator
```

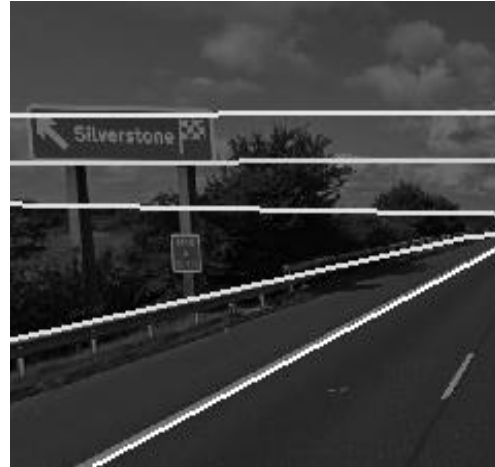
```
!peak gives parameters
```



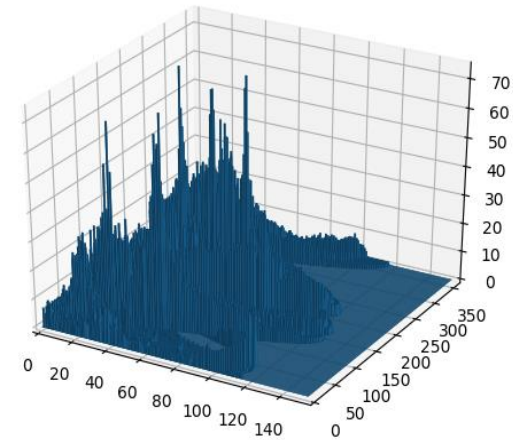
Applying the Hough transform for lines



image



detected lines



accumulator space

OK, it works. Can anyone see a **problem**?



Hough Transform for Lines ... problems

- m, c tend to infinity
- Change the parameterisation
- Use foot of normal $\rho = x \cos \theta + y \sin \theta$
- Gives polar HT for lines

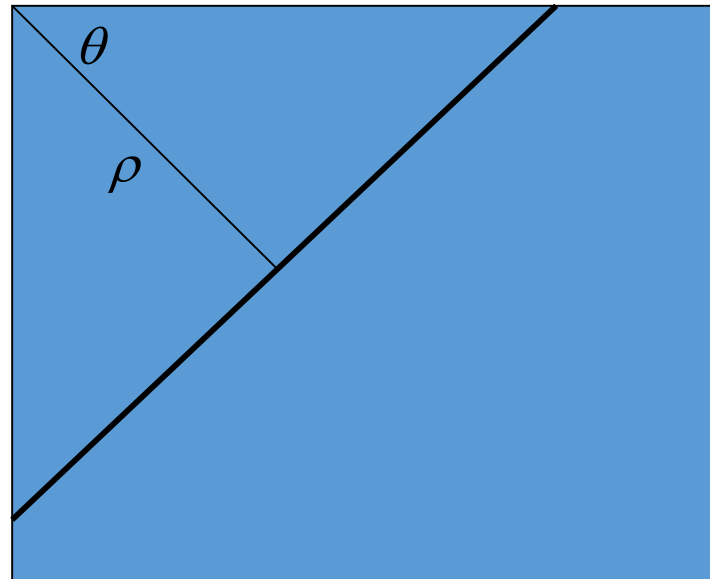
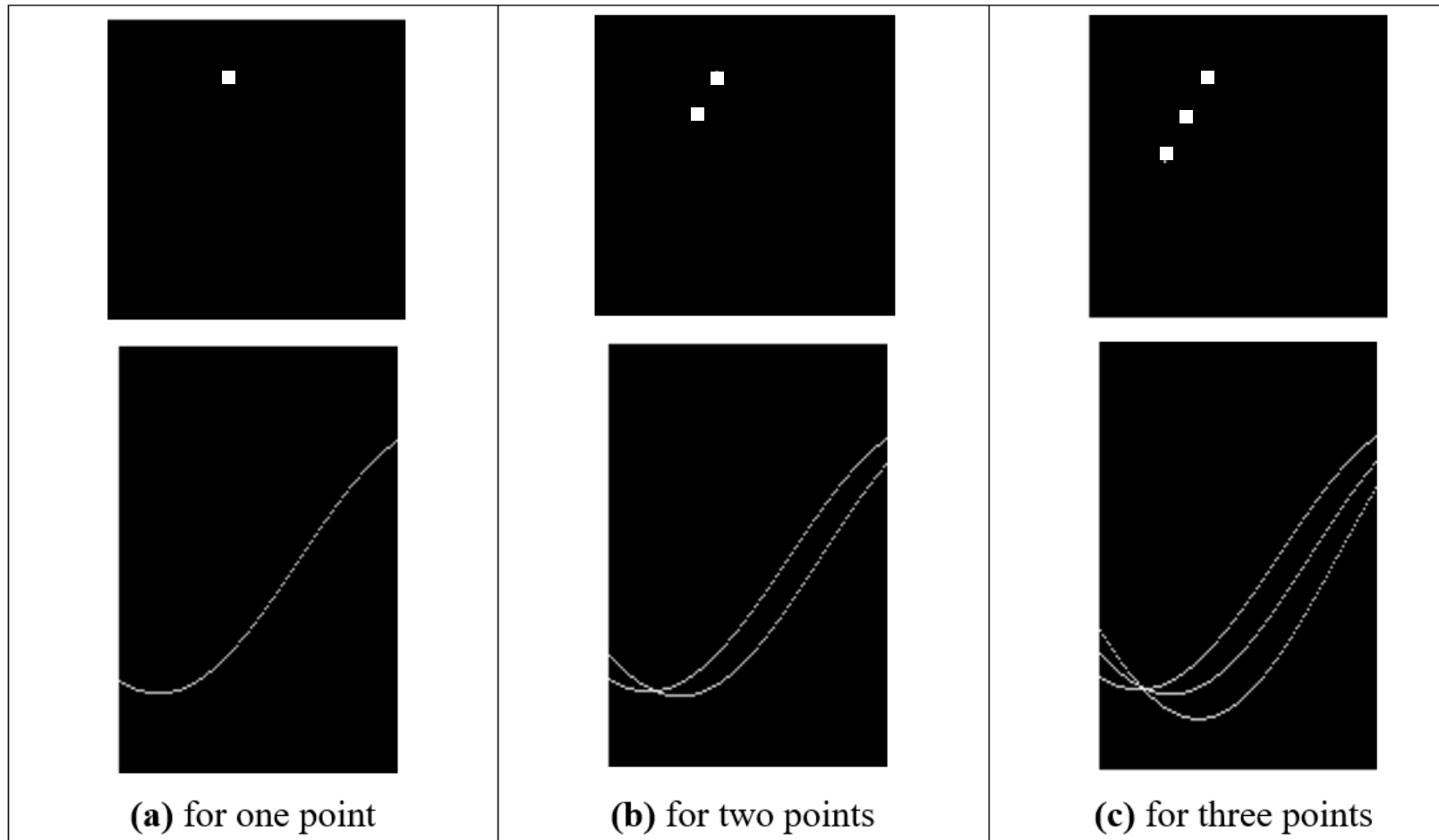


Image containing line



Images and the accumulator space of the polar Hough transform



Applying the Hough transform



Takeaway time

- 1 – target shape defined by **template**
- 2 – and detected by **template convolution**
- 3 – optimal in **occlusion** and **noise**
- 4 – **Hough transform** gives same result, but faster

But shapes can be more complex than lines and not defined by an equations. That's next

