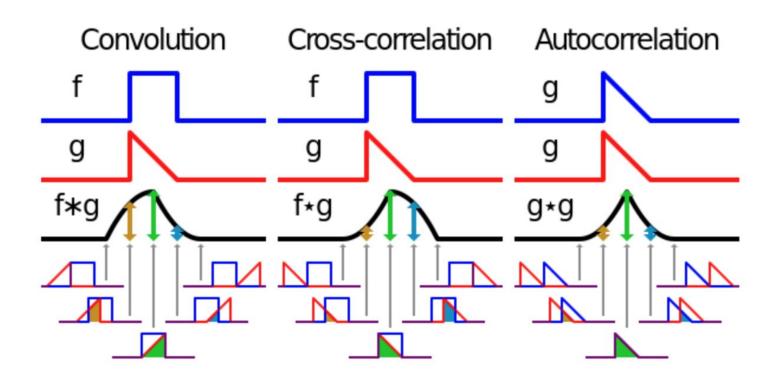




Computer Vision Tutorial 3 Hough Transform

Manuel Heurich - Biorobotics Lab

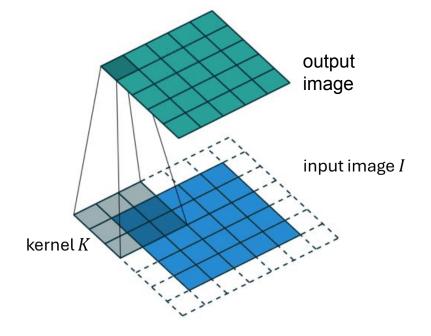






Computer Vision 101: Convolution

$$(I * K)_{x,y} = \sum_{-W}^{W} \sum_{-H}^{H} I_{x-w,y-h} K_{w,h}$$
$$= I_{N(x,y)}^{T} K$$



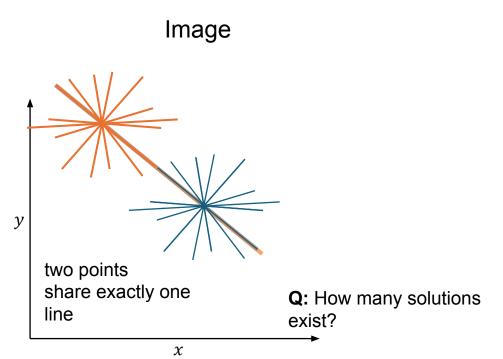
Notion 1: weighted

sum

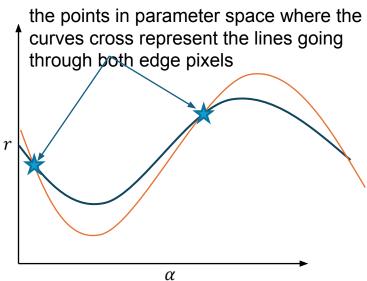








Parameter space



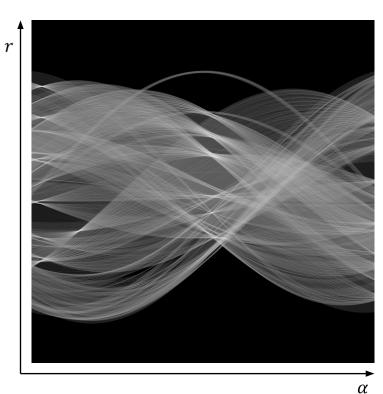




The "accumulator"

```
for each edge pixel at x,y
  for a = 0 : pi
    r = x * cos(a) + y * sin(a)
    A(a,r)++
```

If find indices of local maxima in A



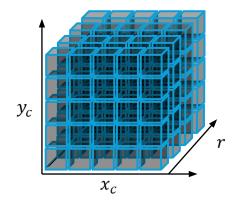


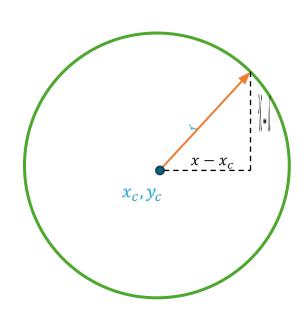


The Hough Transform for Circles

Circle equation:

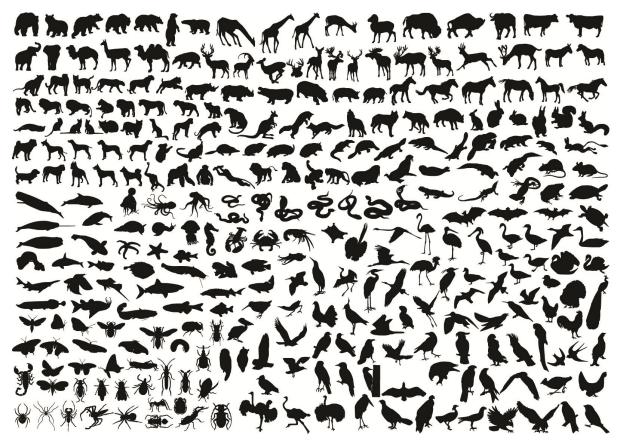
$$(x - x_c)^2 + (y - y_c)^2 = r^2$$



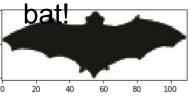


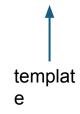


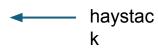




Find the







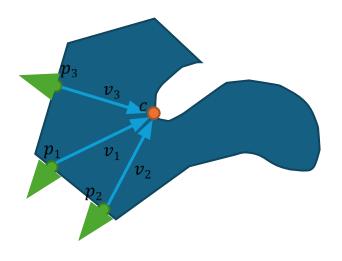




Preprocessing the Template

R-Table

0°	
20°	
40°	
60°	
80°	

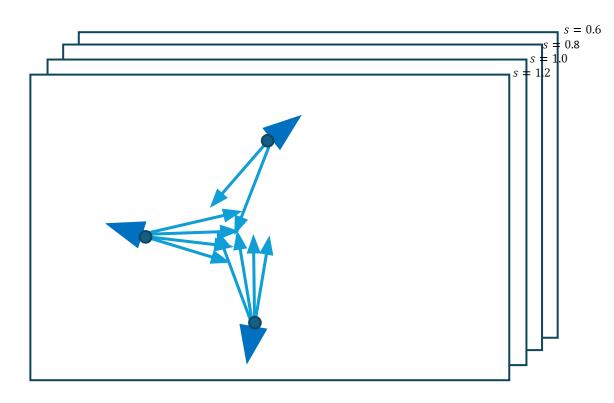


For all edge pixels p_i in the template: append v_i to $R(\theta_i)$!





Adding scale-invariance



Accumulator is now 3-D!





Adding rotation-invariance

