

- lines
- circles
- polygons

- some knowledge of what looking for (priors)

Given n points in an image, suppose we wanted to find subsets of points that lie on straight lines.

- Find all lines determined by every pair of points
- Find all subsets of points that are close to particular lines

Step two requires performing $n(n-1)/2 \approx n^2$ comparisons

Computationally prohibitive!

Hough transform (1962) is alternate approach.

Consider pt. (x_i, y_i) and general equation of line
in slope-intercept form

$$y_i = ax_i + b.$$

Infinitely many lines pass through (x_i, y_i) but all satisfy equation $y_i = ax_i + b$ for varying values of a, b .

If we write $b = -x_i a + y_i$ and considering the qb -plane (called parameter space) yields the equation for a style line for a fixed pair (x_i, y_i)

A second point (x_j, y_j) will also yield a line in parameter space.

These lines in parameter space will intersect at a point (a', b') which defines the line passing through (x_i, y_i) and (x_j, y_j) :

$$y = ax + b'$$

Fig. 10.31

All points on this line yield lines in parameter space that intersect at (a', b')

A strategy:

- 1) For each edge point (x_i, y_i) , plot line in parameter space

$$b = -x_i a + y_i$$

- 2) Determine where large numbers of parameter space lines intersect. This will give the (a, b) values of the lines in image space.

Problem: as lines approach vertical (in image space), slope of line approaches infinity. a -axis in parameter space would have to go to infinity.

Solution: instead, use normal representation of a line:

$$x \cos \theta + y \sin \theta = \rho$$

Horizontal line has $\theta = 0^\circ$ with ρ the positive x -intercept
 Vertical line has $\theta = 90^\circ$ with ρ the positive y -intercept

Fig. 10.32

Each sinusoidal curve in 10.32(b) represents the family of curves that pass through a particular point (x_k, y_k) in the xy -plane (image plane)

The intersection pt. (ρ', θ') in 10.32(b) corresponds to the line that passes through both (x_i, y_i) and (x_j, y_k) in 10.32(a)

Strategy:

- 1) Partition $\rho\theta$ parameter space into accumulator cells

where $-90^\circ \leq \theta \leq 90^\circ$

and

$-D \leq \rho \leq D$ where D is maximum distance between opposite corners of image.

Call this partition $A(i, j)$
 in which cell at coordinates (i, j) corresponds to the square associated with parameter-space coordinates (ρ_i, θ_j)

Initially, set these accumulator cells to zero.

- $$\rho = x_k \cos \theta + y_k \sin \theta$$

If a choice of θ_p results in solution p , we let θ

$$A(p, q) = A(p, q) + 1$$

- $$x \cos \theta_j + y \sin \theta_j = \rho_j$$

This method is linear in the number of edge points.

Fig 10.33

Summary

- 1) Obtain a binary edge image (using Canny ED for example)
- 2) Specify subdivisions in $p\theta$ -plane
- 3) For each edge point, accumulate values in $p\theta$ -plane
- 4) Examine the counts of the accumulator cells for high pixel concentrations.
- 5) Examine the relationship (principally) for continuity between pixels in a chosen cell.

Fig. 10.34

Hough transform can be generalized to other shapes.

Example : circle

Example : circle $(x-c_1)^2 + (y-c_2)^2 = c_3^2$