

Feature detection, Matching

Shape features \rightarrow extract shapes \rightarrow st, Circle, Arbitrary
 Architectural model, Pose estimation, Analysis of docs

St. eq = $y = mx + c$ $m \rightarrow$ slope $c \rightarrow$ intersection of y Co-ordinate

how to fit line?

- ① Successive approximation \rightarrow Curve \rightarrow piecewise linear / poly line / B spline
- ② least square fit (over constraint) \rightarrow More than 2 points required
- ③ RANSAC (constraint) \rightarrow only 2 points is required
- ④ Hough transform (under constraint) \rightarrow one point is required

① Successive approximation (Curve) \rightarrow simpler representation
 \rightarrow line simplification Method \rightarrow piecewise linear / poly line / B spline
 \rightarrow oldest, smallest method
 \rightarrow recursive subdivide the Curve at the point furthest away from line joining 2 end points

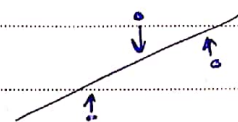
② least square fit (over constraint) More than 2 points

\rightarrow standard linear solution to estimate unknowns
 if we know which point belong to which line

(or) if there is only one line

$$y = mx + c = f(x, m, c)$$

$\underbrace{\hspace{1.5cm}}_{\text{Minimum}} \quad \text{slope} \rightarrow \text{intersect with y}$



$$E = \sum [y_i - f(x_i, m, c)]^2$$

take derivative of $m, c \rightarrow 0$

Line Fitting

$$\rightarrow B = AD$$

$$\rightarrow \underline{D} = (A^T A)^{-1} A^T B$$

③ RANSAC (Random Sampling and Consensus)
(Constraint) only 2 points are needed

- ① Randomly select 2 points to fit line
- ② Find error between the estimated sol. and all other points
if the error is less than tolerance \rightarrow quit
else go to step 1

Advantage \rightarrow No accumulator array, space efficient, No Voting
Dis advantage \rightarrow Many hypotheses may need to be generated
فرضيات

④ Line hough transform (under Constraint \rightarrow only one point)
 \Rightarrow having edges (vote) for plausible line locations

each edge point votes for all possible line pass through it
and lines corresponding to high accumulator or bin values
are examined for potential line fit

\rightarrow not (x,y) Co-ordinate \rightarrow Polar (r, θ) Co-ordinate
$$r(\theta) = \underline{x_i} \underline{\cos \theta} + \underline{y_i} \underline{\sin \theta}$$

oriented hough transform

An edge is parameterized in polar (r, θ)

$$\rightarrow n = \begin{matrix} \cos \theta \\ \sin \theta \end{matrix} \quad r_i = \sum \vec{n_i} \cdot \vec{x_i}$$

(r, θ) accumulator array showing notes for edges

$$r = \sqrt{x^2 + y^2} \rightarrow -r_{max}, r_{max} \checkmark$$

$$\theta = \tan^{-1} \frac{y}{x} \rightarrow 0^\circ \rightarrow 360^\circ \checkmark$$

Hough transform Algo based on oriented edge segments

Hough (x, y, θ) → n̂, line

① Clear accumulator array

② For each detected edge at location (x, y) and orientation $\theta = \tan^{-1} \frac{y}{x}$

Compute $d = x \cos \theta + y \sin \theta$

and increment corresponding (θ, d) accumulator

③ Find peaks in the accumulator corresponding to lines

④ optionally refit lines to the constructed points

Equation of line in (C, m) space

line ① line equation = $y = mx + c$ $m \rightarrow \text{slope}$

fit ② Re-write equation $\Rightarrow C = (-x)m + y$ $c \rightarrow \text{intercept with y}$

③ For particular edge $\Rightarrow c = (-x_i)m + y_i$

④ equation of line in (C, m) space

Hough Algorithm ① Quantize the Parameter space

$P[C_{min} \dots C_{max}, M_{min} \dots M_{max}]$

For fitting st line ② For each point (x, y)

$m = \min, m \leq m_{max}, m++$

$C = (-x)m + y$

$P(C, m) = P(C, m) + 1$

③ Find local maxima in parameter space

C, m Co-ordinate

/ /

$$C_i = (-x)M + y$$

(J) \Rightarrow

Polar Co-ordinate

$$p = \boxed{x \cos \theta + y \sin \theta}$$

θ from gradient

- Problems
- ① slope $\rightarrow \infty$
 - ② vertical lines
m/c grow to ∞

Image gradient

(S_x / S_y) gradient vector

magnitude = $\sqrt{S_x^2 + S_y^2}$, direction = $\theta = \tan^{-1} \frac{S_y}{S_x}$

Line fitting examples \rightarrow ideal, noisy, very noisy

noise factor \rightarrow number of votes that the real line of 20 points gets with increasing noise

noise level \uparrow
is fitted
number of votes

as noise increases in picture without a line, the number of points in the max cell goes up

Difficulties

what is the increment for θ & p ?

too large \rightarrow we can not distinguish between different lines
too small \rightarrow noise cause line to be missed

Application Dependent

no clear consensus
depend on problem \leftarrow successive rough RANSAC

Circle fitting

→ 3 unknowns $(x - x_0)^2 + (y - y_0)^2 = r^2$
Construct 3D accumulator array A
 x_0, y_0, r

- Fix one of parameter and loop for the others
- increment corresponding entry A
- find local maxima in A
- use the tangent direction θ at the edge point
- Compute x_0, y_0, r

$$\begin{cases} x_0 = x - r \cos \theta \\ y_0 = y - r \sin \theta \end{cases}$$

Generalized Hough transform

x_c, y_c

used for shapes with no analytical expression

Require trainings

- object of known shape table
- Generate model (R-table)

Similar approach to line, circle fitting during detection

① Generating R-table

- Compute Centroid
- For each edge, compute its distance to Centroid
- find edge orientation (gradient angle)
- Construct table of angles, r values

known

✓ edge point (x, y)

✓ Gradient angle θ

✓ R-table of shape needs

For each edge point

find θ store it in

Corresponding row R-table

→ Construct accumulator of 2d-Array

rough transform

Rotation, Scale invariance $\rightarrow \hat{E} \propto$

Rotation around Z axis

$$\begin{aligned} \Rightarrow x' &= x \cos \alpha - y \sin \alpha \\ y' &= x \sin \alpha + y \cos \alpha \end{aligned}$$

Scaling

$$\begin{aligned} \Rightarrow x' &= Sx \\ \Rightarrow y' &= Sy \end{aligned}$$

Rotation + Scaling

$$x' = S(x \cos \alpha - y \sin \alpha)$$

$$y' = S(x \sin \alpha + y \cos \alpha)$$

Vanishing point

structurally important lines have the same vanishing point because they parallel in 3D

- ① horizontal, vertical building edges
- ② Zebra Crossing
- ③ Railway tracks
- ④ edges in tables, dresses
- ⑤ ubiquitous Calibration Pattern

It can help

relative position of lines in images
intrinsic, extrinsic orientation of
Camera

