

# Image Transforms

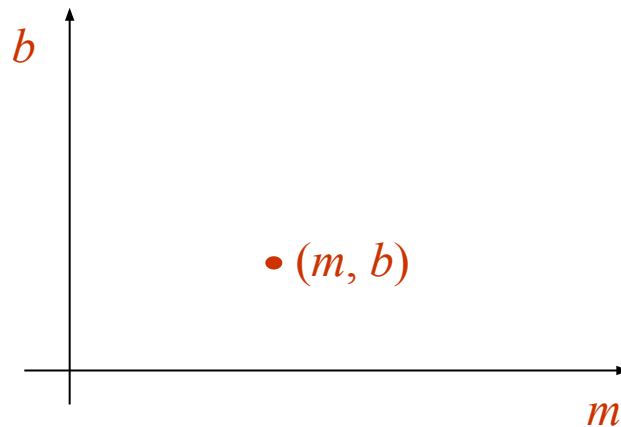
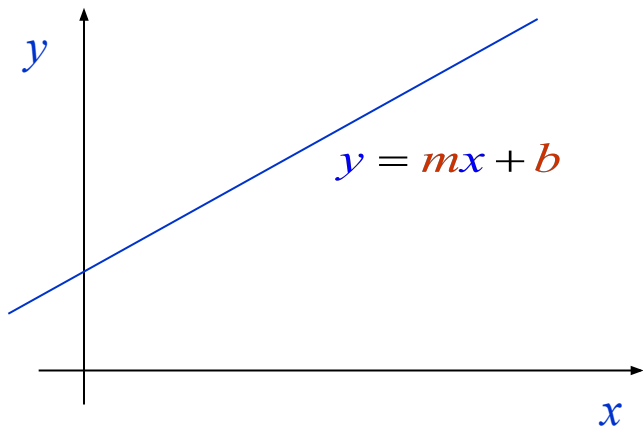
## Hough Transforms

# Goal of Hough Transforms

- A technique to **isolate** the curves of a given **shape/shapes** in a given image
- **Classical Hough Transform**
  - can **locate regular curves** like straight **lines**, **circles**, **parabolas**, **ellipses**, etc.
- **Generalized Hough Transform**
  - can be used where a **simple analytic description** of feature

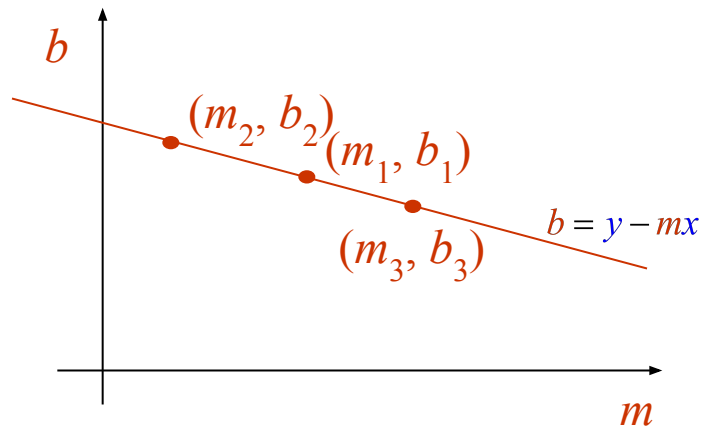
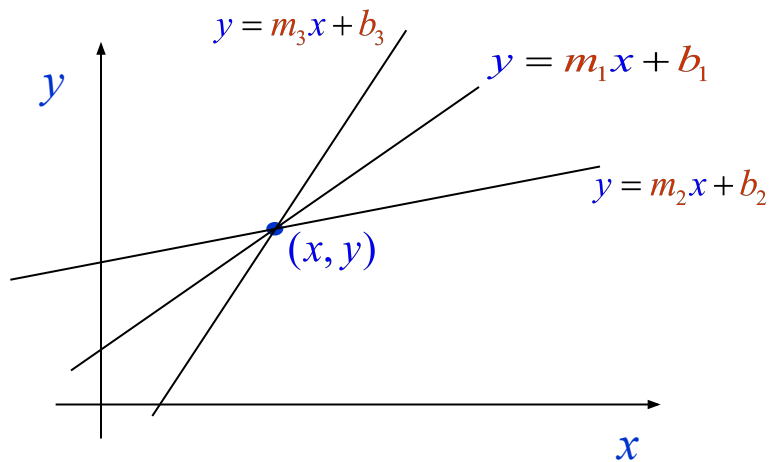
# HT for Line Detection

- A line in  $xy$ -plane is a point in  $mb$ -plane.



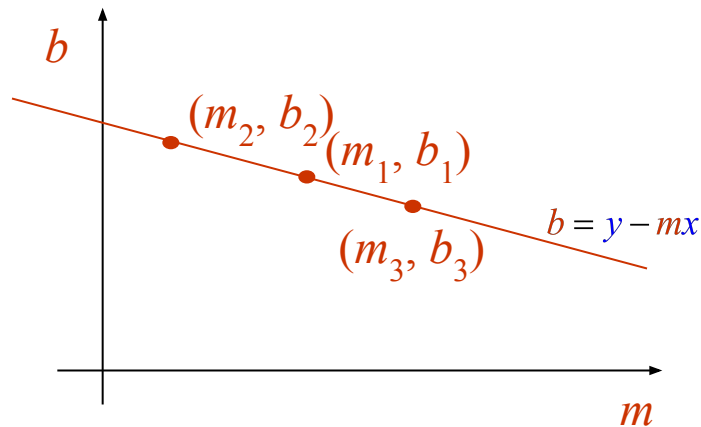
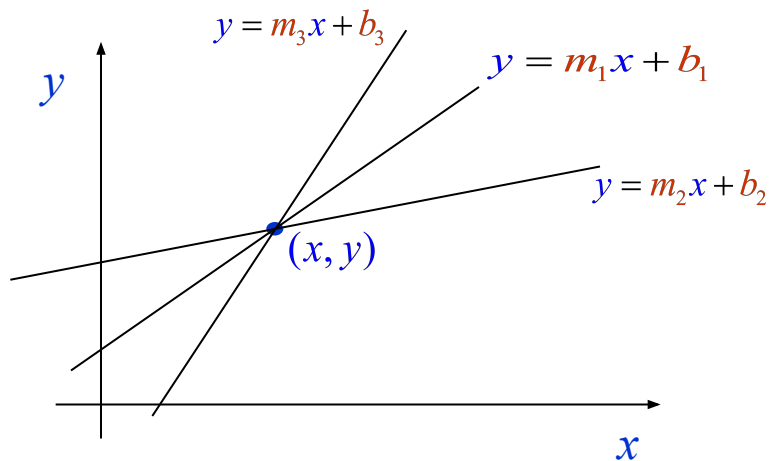
# HT for Line Detection

- All lines passing through a point in  $xy$ -plane is a line in  $mb$ -plane.
  - A line in  $xy$ -plane is a point in  $mb$ -plane.



# HT for Line Detection

- Given a point in  $xy$ -plane, we draw a line in  $mb$ -plane.
  - A line in  $xy$ -plane is a point in  $mb$ -plane.

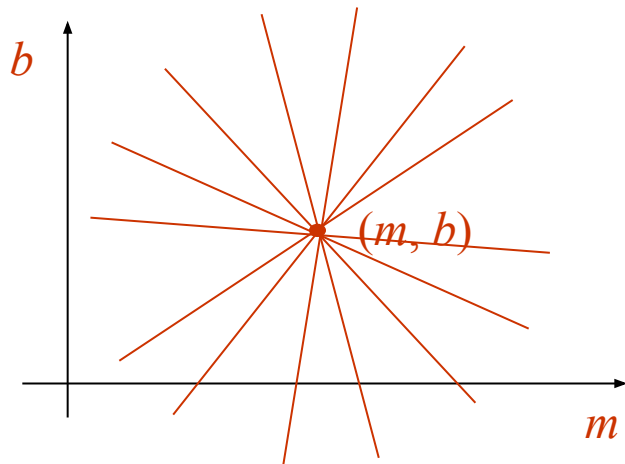
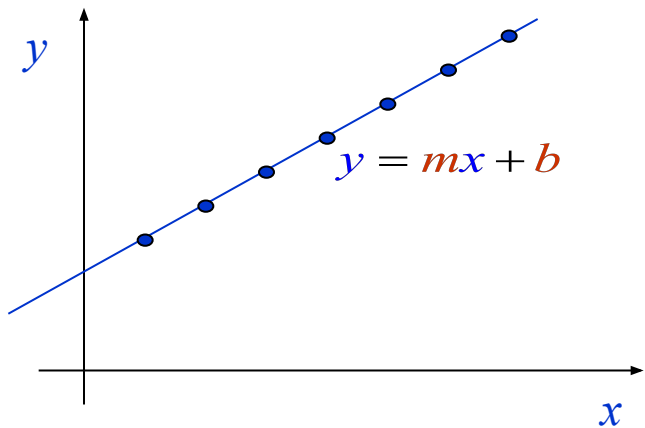


- All lines passing through a point in  $xy$ -plane is a line in  $mb$ -plane.

# HT for Line Detection

*How to implement?*

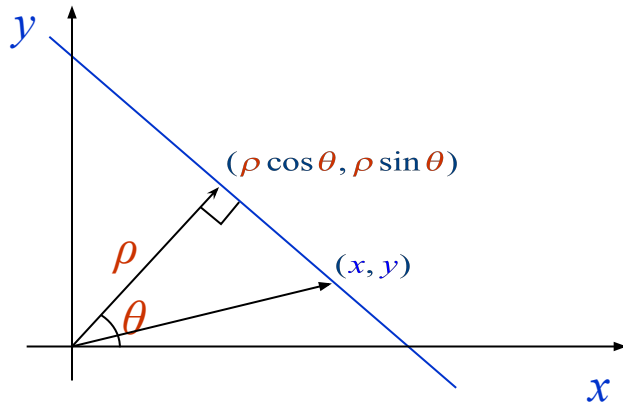
- A line in  $xy$ -plane is then transformed in to a set of lines in  $mb$ -plane, which intersect at a common point.
  - A line in  $xy$ -plane is a point in  $mb$ -plane.



- Given a point in  $xy$ -plane, we draw a line in  $mb$ -plane.

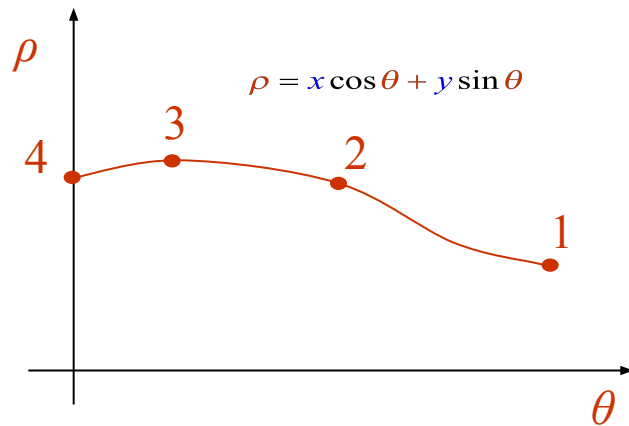
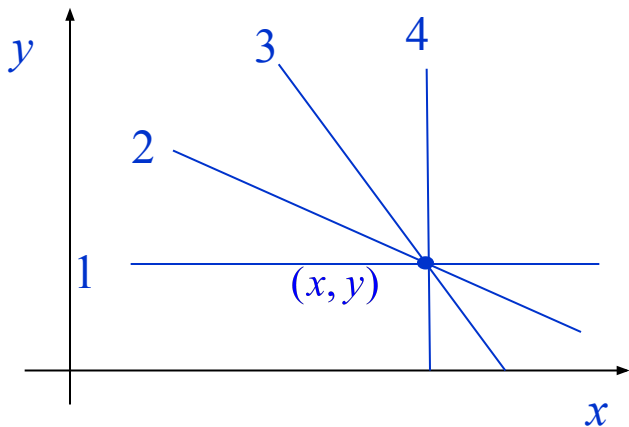
# HT for Line Detection by $\rho\theta$ -representation

- A line in  $xy$ -plane is a point in  $\rho\theta$ -plane.



# HT Line Detection by $\rho\theta$ -representation

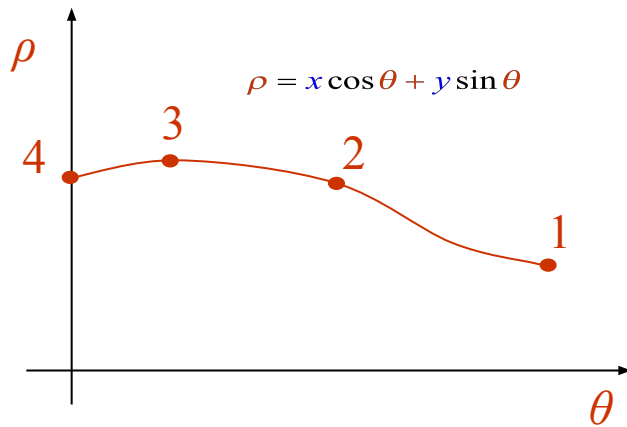
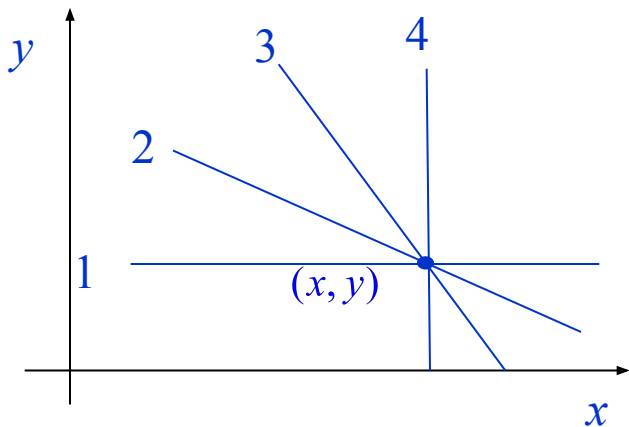
- All lines passing through a point in  $xy$ -plane is a curve in  $\rho\theta$ -plane.
  - A line in  $xy$ -plane is a point in  $\rho\theta$ -plane.





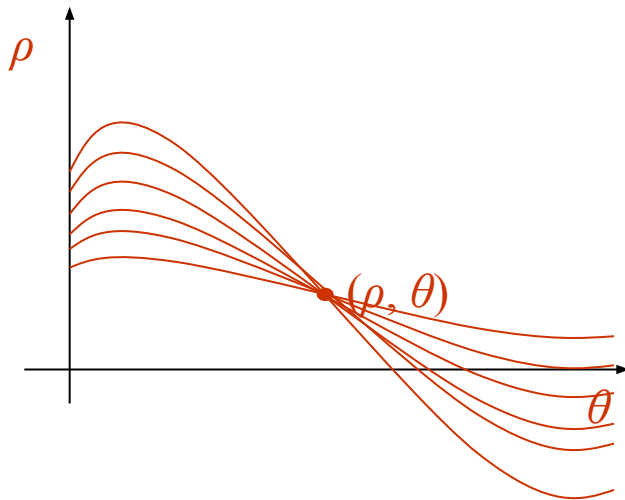
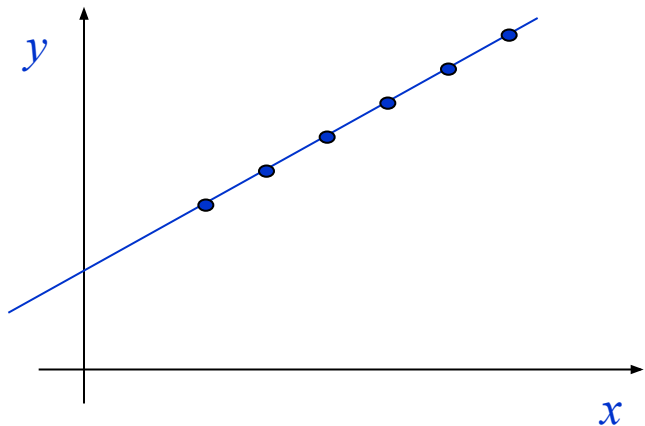
# HT Line Detection by $\rho\theta$ -representation

- Given a point in  $xy$ -plane, we draw a curve in  $\rho\theta$ -plane.
  - A line in  $xy$ -plane is a point in  $\rho\theta$ -plane.
  - All lines passing through a point in  $xy$ -plane is a curve in  $\rho\theta$ -plane.

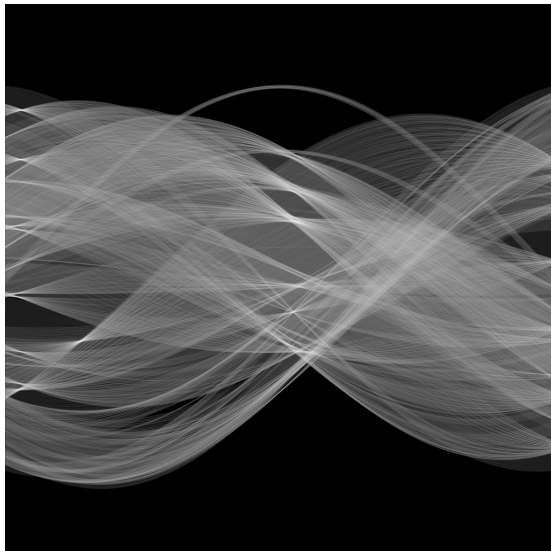


# HT Line Detection by $\rho\theta$ -representation

- A line in  $xy$ -plane is then transformed into a set of curves in  $\rho\theta$ -plane, which intersect at a common point.
  - Given a point in  $xy$ -plane, we draw a curve in  $\rho\theta$ -plane.



# HT Line Detection by $\rho\theta$ -representation



A line in  $xy$ -plane is a point in  $\rho\theta$ -plane.

Given a point in  $xy$ -plane, we draw a curve in  $\rho\theta$ -plane.

A line in  $xy$ -plane is then transformed in to a set of curves in  $\rho\theta$ -plane, which intersect at a common point.

# OpenCV —Hough Line Transform

## # Standard Hough Line Transform

```
lines = cv.HoughLines(dst, 1, np.pi / 180, 150, None, 0, 0)
```

- *dst* : Output of the edge detector. It should be a grayscale image (although in fact it is a binary one)
- *lines* : A vector that will store the parameters  $(r, \theta)$  of the detected lines
- *rho* : The resolution of the parameter  $r$  in pixels. We use **1** pixel.
- *theta* : The resolution of the parameter  $\theta$  in radians. We use **1 degree** ( $CV\_PI/180$ )
- *threshold* : The minimum number of intersections to "*\*detect\**" a line
- *srn* and *stn* : Default parameters to zero. Check OpenCV reference for more info.

```
lines = cv2.HoughLines(edges, 1, np.pi/180, 200)
for rho, theta in lines[0]:
    a = np.cos(theta)
    b = np.sin(theta)
    x0 = a*rho
    y0 = b*rho
    x1 = int(x0 + 1000*(-b))
    y1 = int(y0 + 1000*(a))
    x2 = int(x0 - 1000*(-b))
    y2 = int(y0 - 1000*(a))
    cv2.line(img, (x1, y1), (x2, y2), (0, 0, 255), 2)
```

# Example: Hough Line Transform



# OpenCV —Hough Line Transform

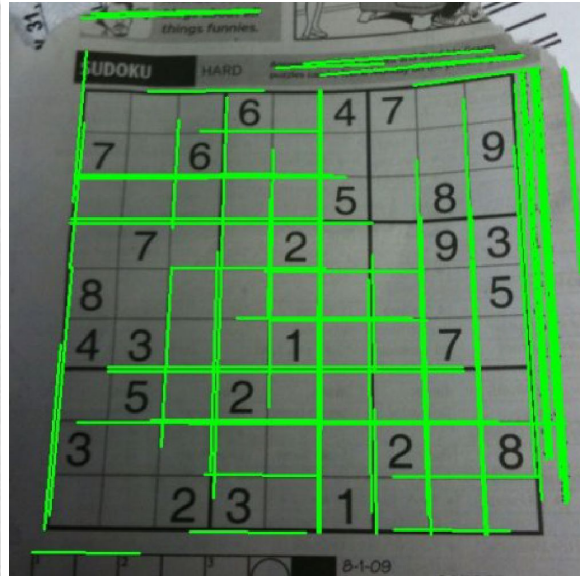
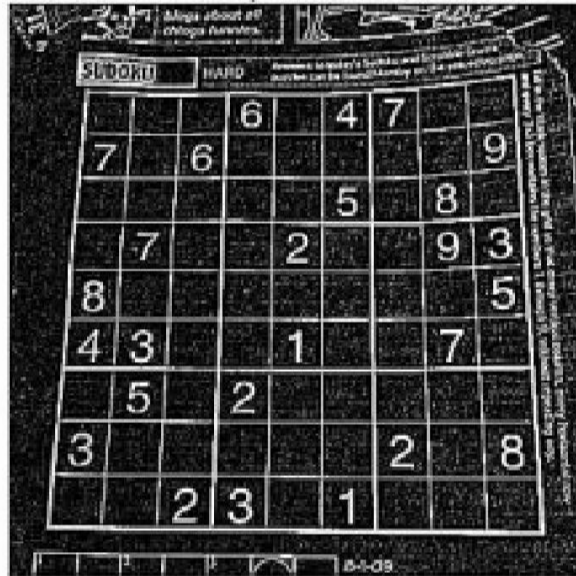
## # Probabilistic Line Transform

```
linesP = cv.HoughLinesP(dst, 1, np.pi / 180, 50, None, 50, 10)
```

- dst: Output of the edge detector. It should be a grayscale image (although in fact it is a binary one)
- lines: A vector that will store the parameters (xstart,ystart,xend,yend) of the detected lines
- rho : The resolution of the parameter r in pixels. We use 1 pixel.
- theta: The resolution of the parameter  $\theta$  in radians. We use 1 degree ( $CV\_PI/180$ )
- threshold: The minimum number of intersections to **"detect"** a line
- minLinLength: The minimum number of points that can form a line. Lines with less than this number of points are disregarded.
- maxLineGap: The maximum gap between two points to be considered in the same line.

```
minLineLength = 100
maxLineGap = 10
lines = cv2.HoughLinesP(edges,1,np.pi/180,100,minLineLength,maxLineGap)
for x1,y1,x2,y2 in lines[0]:
    cv2.line(img,(x1,y1),(x2,y2),(0,255,0),2)
```

# Example: Hough Line Transform



# Hough Circle Transform

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

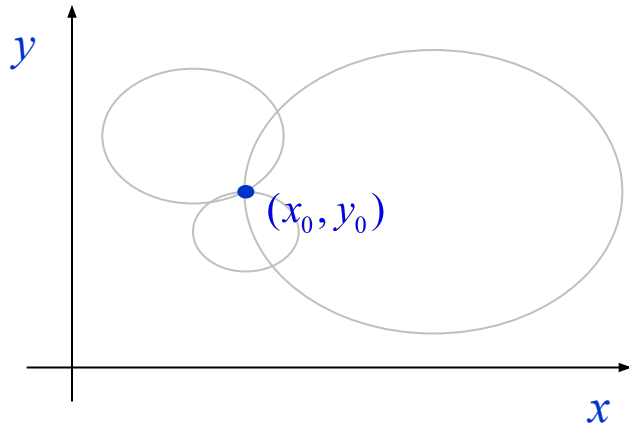
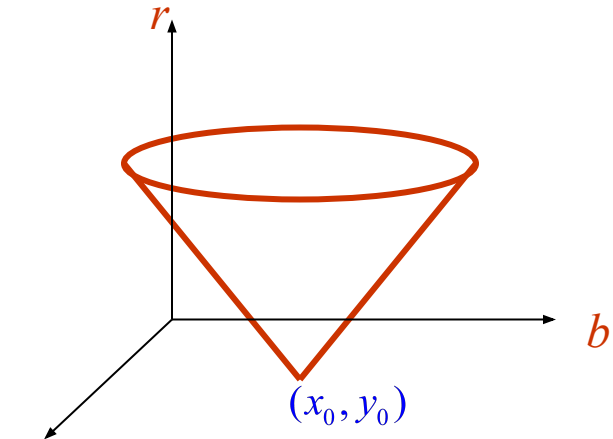


image space



parameter space



# OpenCV —Hough Circle Transform

```
circles = cv.HoughCircles(gray, cv.HOUGH_GRADIENT, 1, rows / 8,  
    param1=100, param2=30, minRadius=1, maxRadius=30)
```

- *gray* : Input image (grayscale).
- *circles* : A vector that stores sets of 3 values: xc,yc,r for each detected circle.
- *HOUGH\_GRADIENT*: Define the detection method. Currently this is the only one available in OpenCV.
- *dp = 1* : The inverse ratio of resolution.
- *min\_dist = gray.rows/16*: Minimum distance between detected centers.
- *param\_1 = 200*: Upper threshold for the internal Canny edge detector.
- *param\_2 = 100\**: Threshold for center detection.
- *min\_radius = 0*: Minimum radius to be detected. If unknown, put zero as default.
- *max\_radius = 0*: Maximum radius to be detected. If unknown, put zero as default.

```
img = cv2.imread('opencv_logo.png',0)  
img = cv2.medianBlur(img,5)  
cimg = cv2.cvtColor(img,cv2.COLOR_GRAY2BGR)  
circles = cv2.HoughCircles(img,cv2.HOUGH_GRADIENT,1,20,  
    param1=50,param2=30,minRadius=0,maxRadius=0)  
circles = np.uint16(np.around(circles))  
for i in circles[0,:]:  
    # draw the outer circle  
    cv2.circle(cimg,(i[0],i[1]),i[2],(0,255,0),2)  
    # draw the center of the circle  
    cv2.circle(cimg,(i[0],i[1]),2,(0,0,255),3)
```

# Example: Hough Circle Transform

