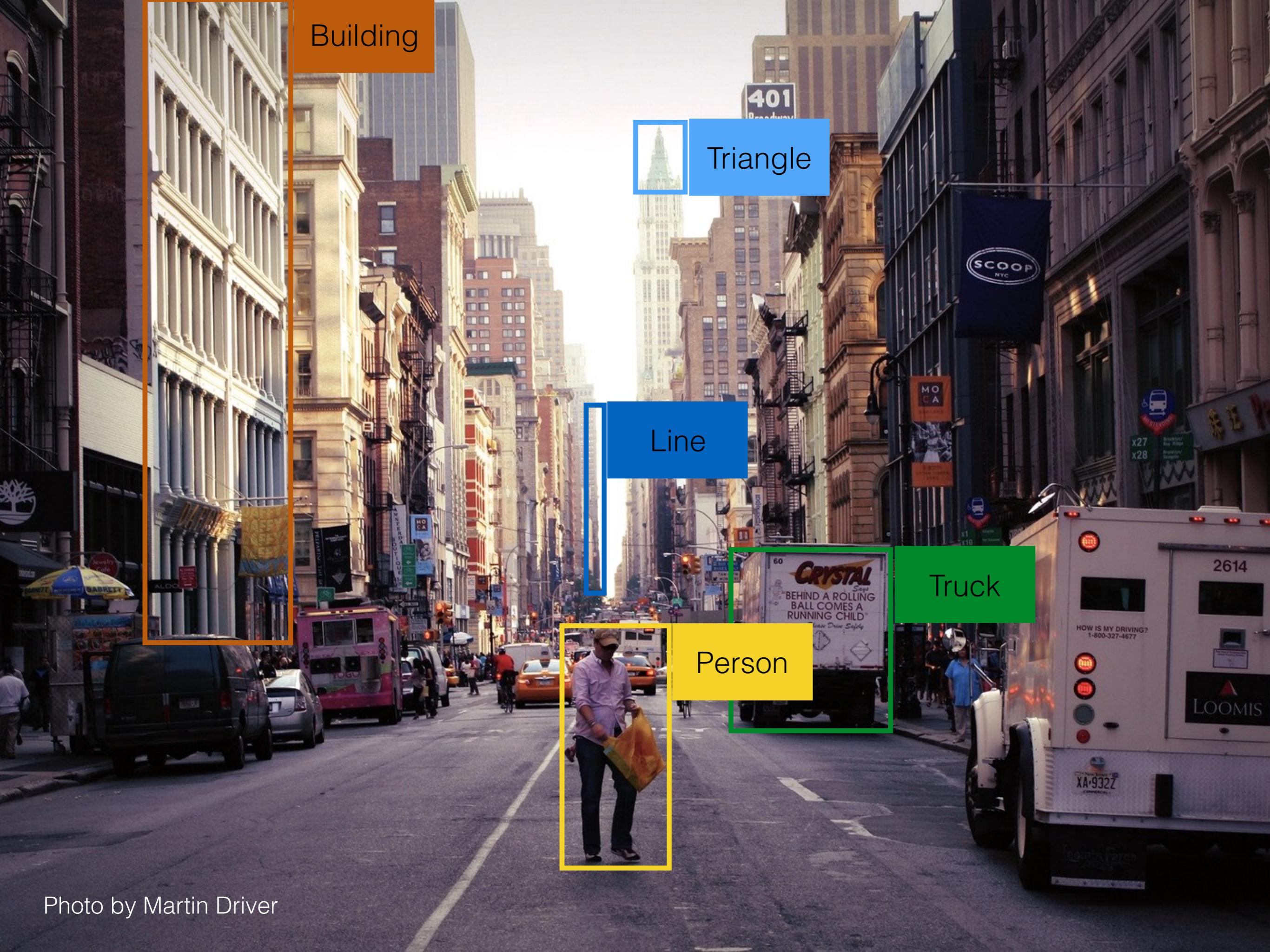




Model Fitting

Faisal Qureshi
faisal.qureshi@uoit.ca



Building

401
Broadway



Triangle



Line



Person



Truck



Photo by Martin Driver

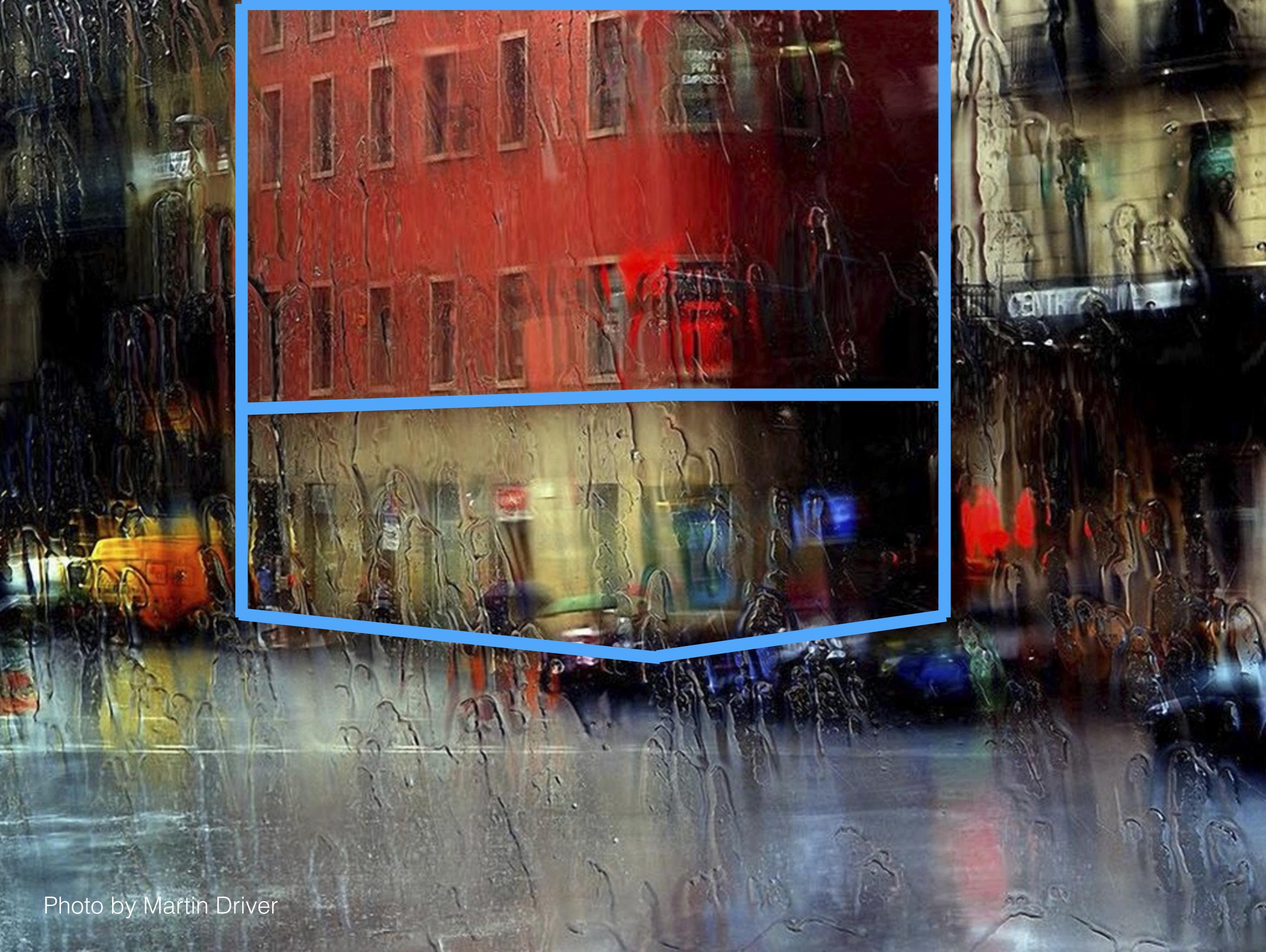


Photo by Martin Driver



Photo by Martin Driver

Model Fitting

Least squares

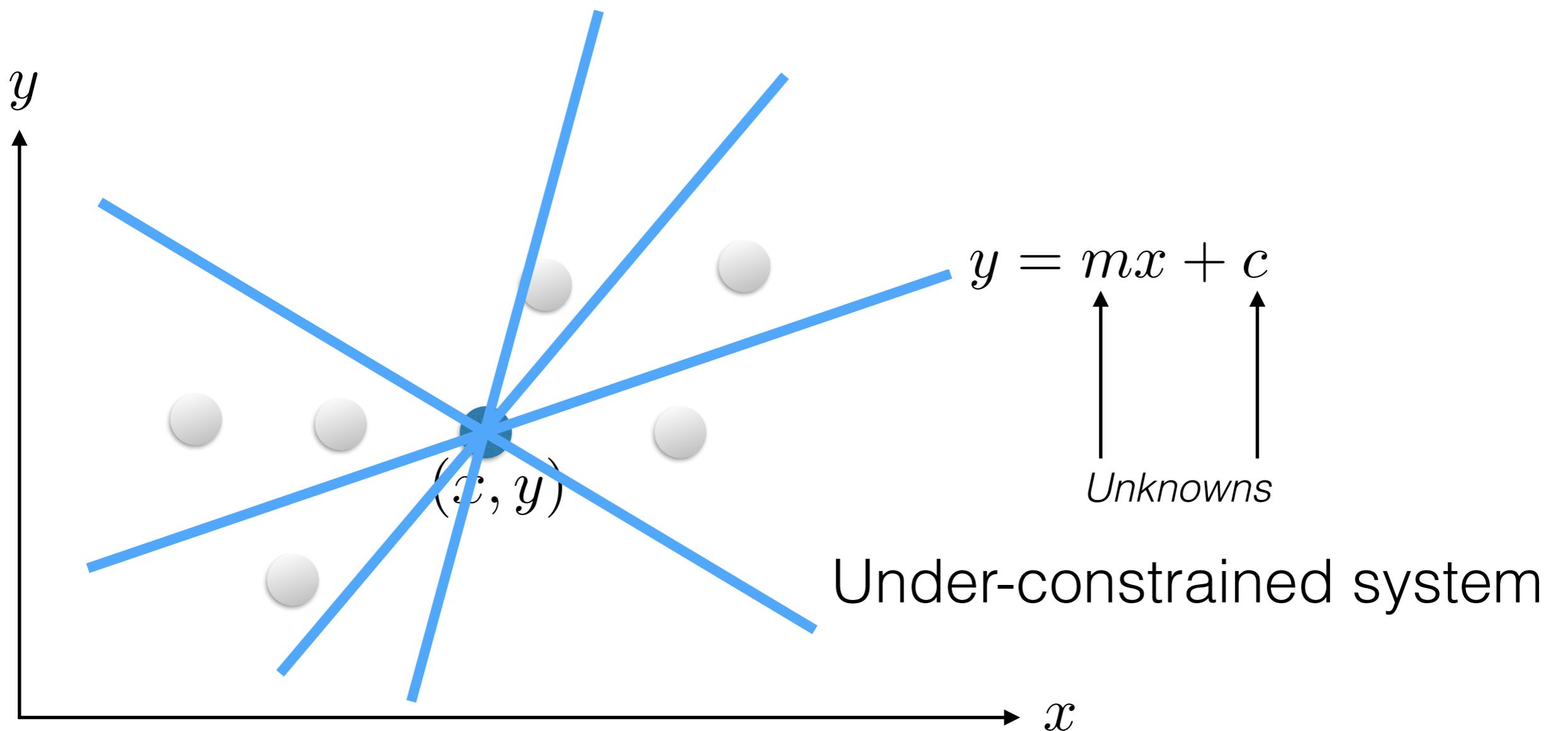
Robust least squares

RANSAC

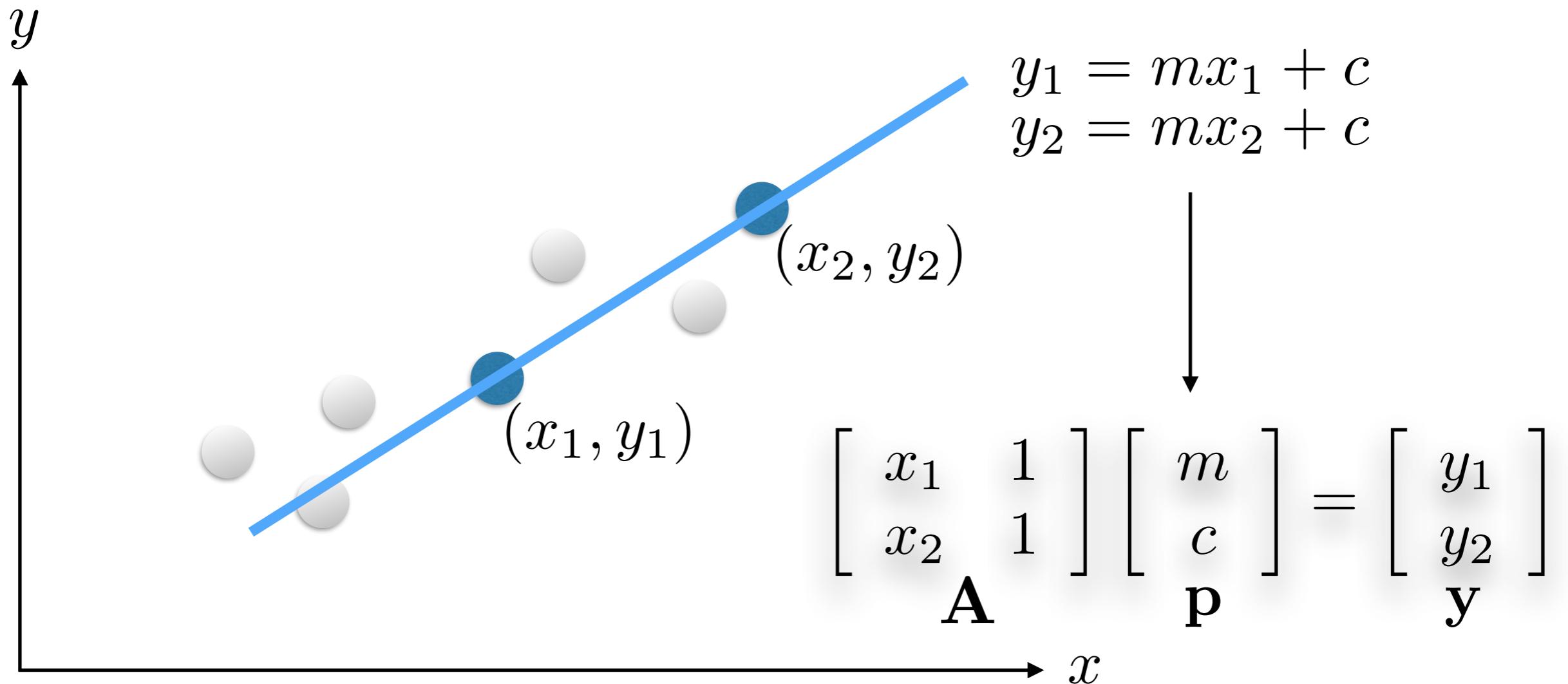
Hough Transform

Application: Image Stitching

2D Line Fitting

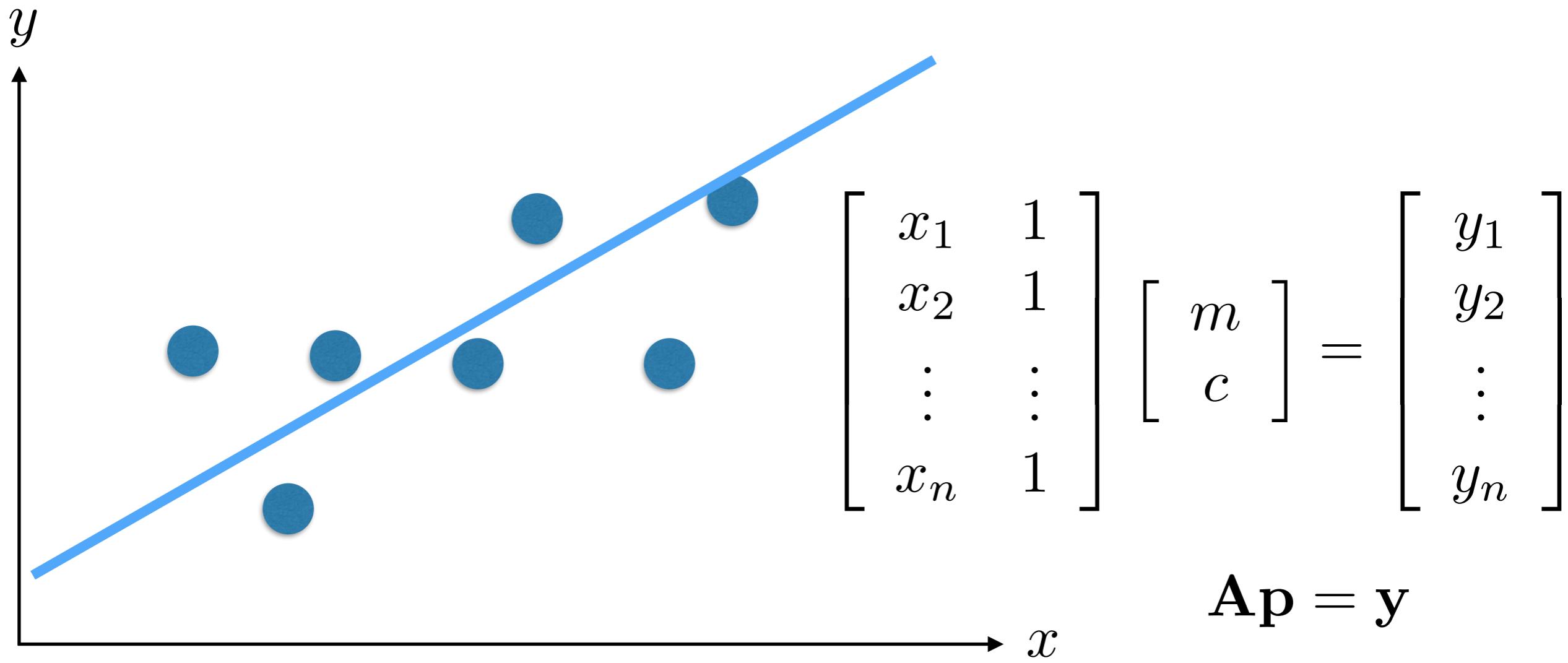


2D Line Fitting



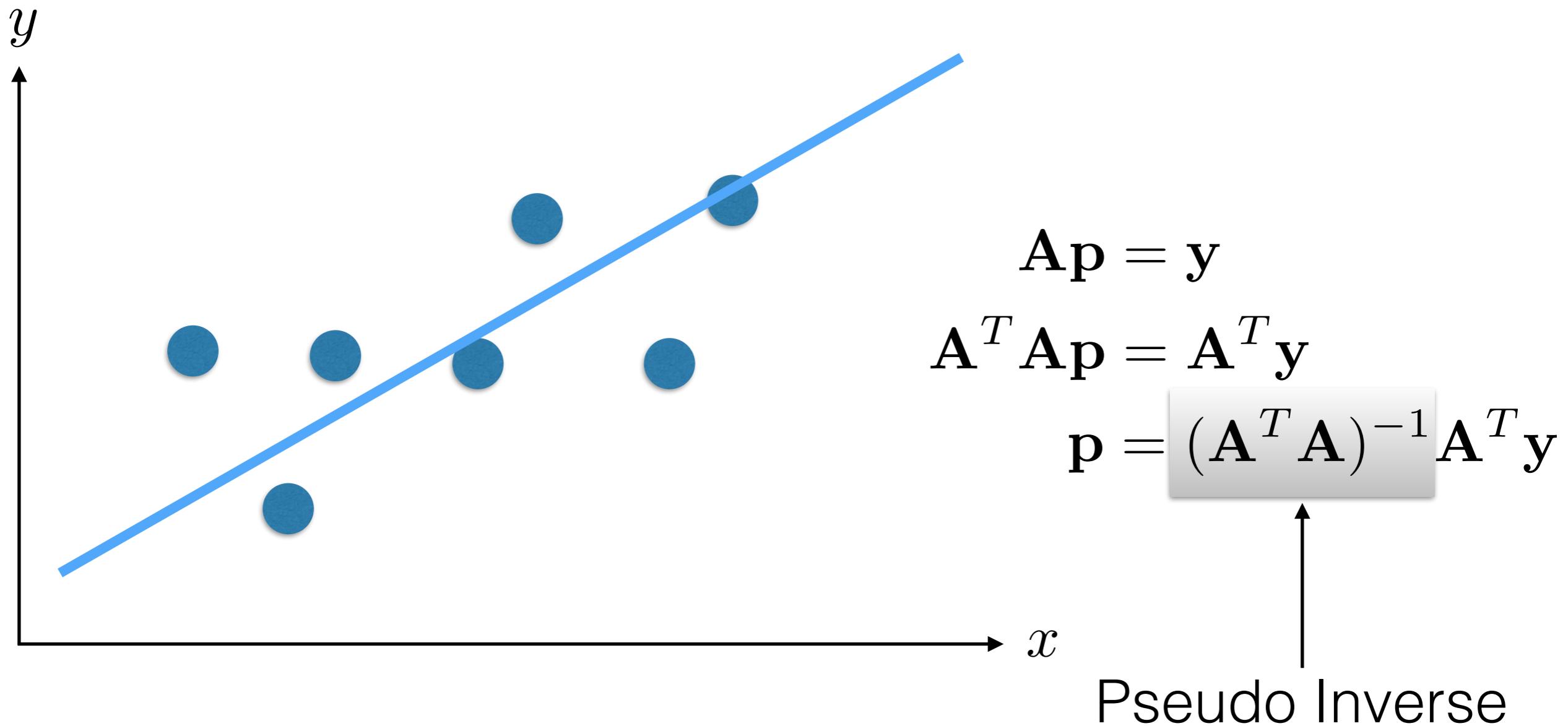
System of linear equations
 $\mathbf{Ap} = \mathbf{y}$

2D Line Fitting

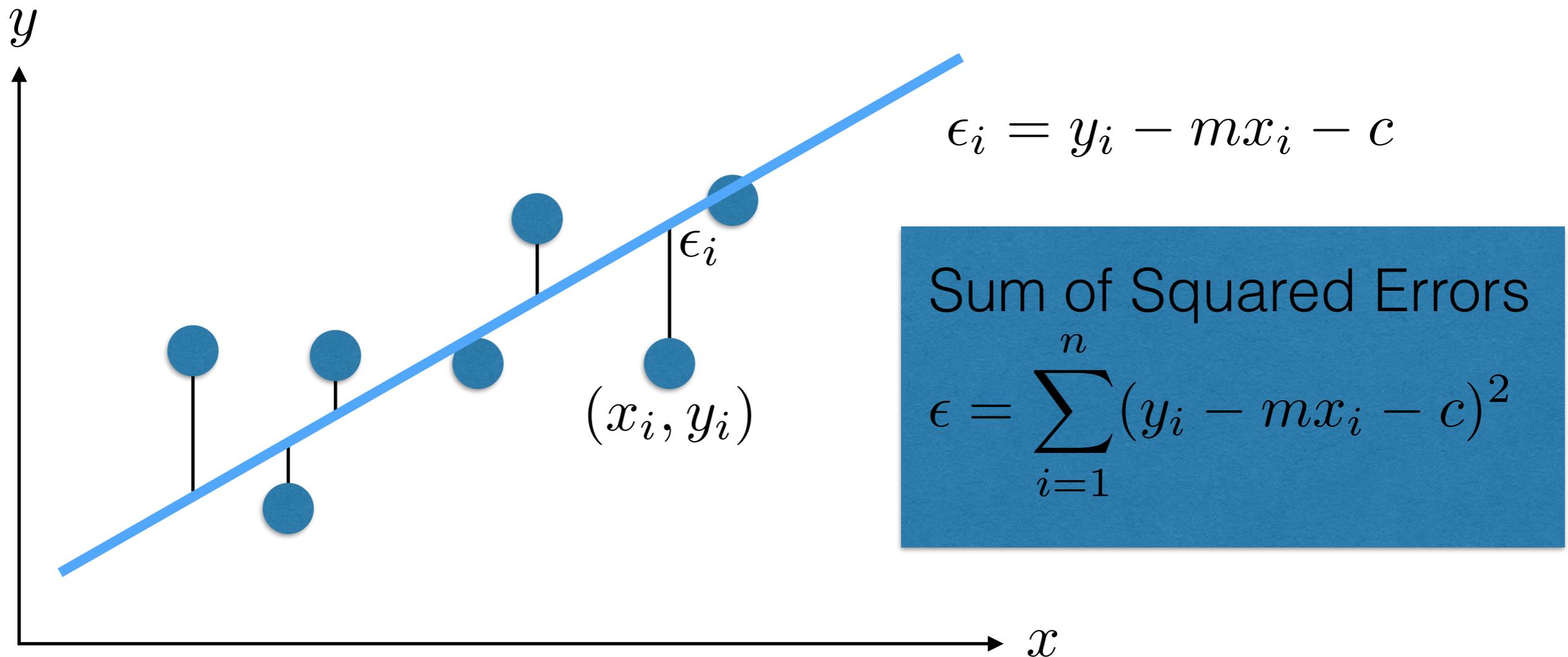


Over-constrained system

2D Line Fitting

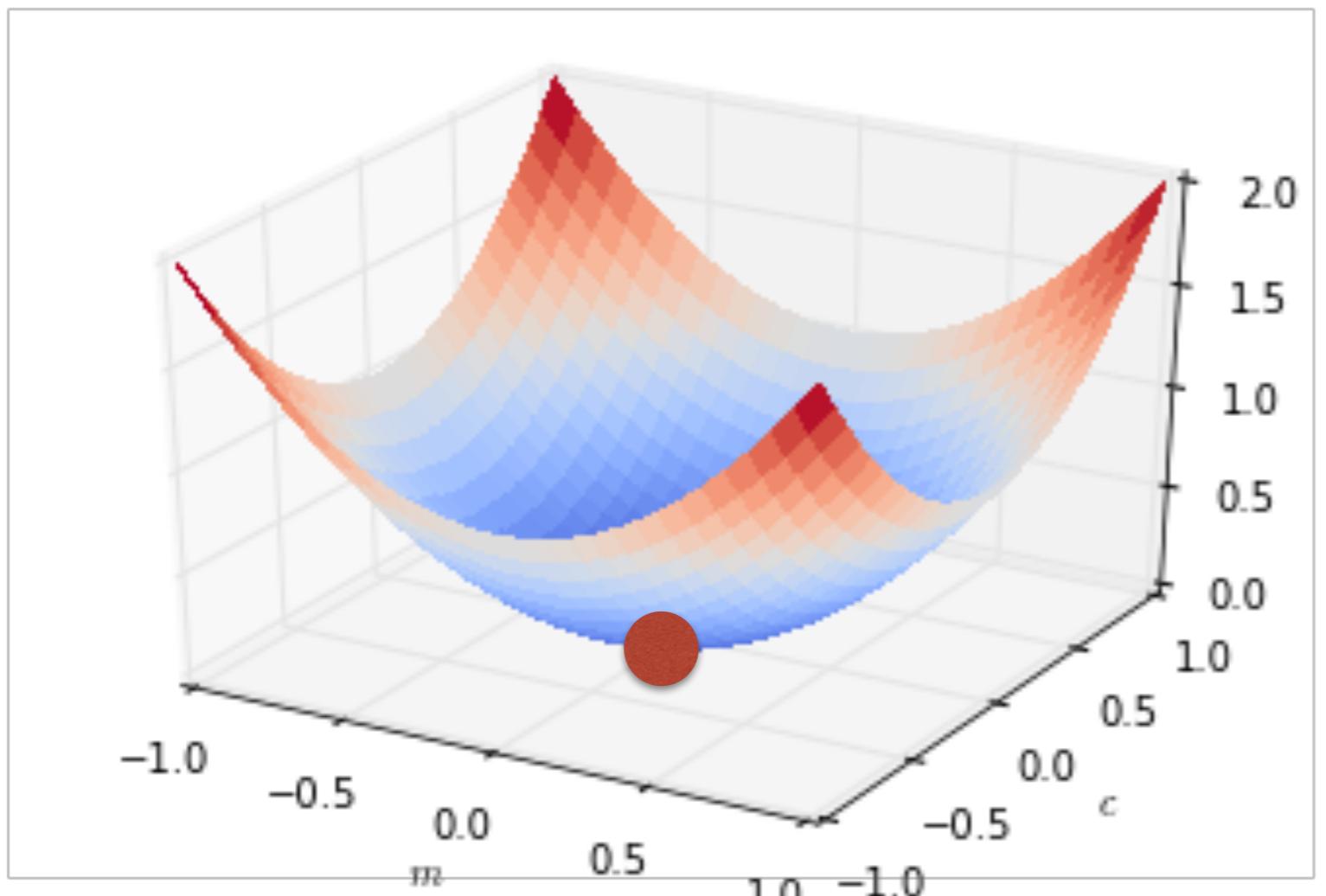


Least Squares



**Find the line that minimizes the overall sum
of squared errors**

Minimize $\epsilon = \sum_{i=1}^n (y_i - mx_i - c)^2$



Set partial derivatives
equal to 0 and solve
for m and c

$$\frac{\partial \epsilon}{\partial m} = 0$$

$$\frac{\partial \epsilon}{\partial c} = 0$$

$$\text{Minimize} \quad \epsilon = \sum_{i=1}^n (y_i - mx_i - c)^2$$

$$\begin{aligned}\epsilon &= \| \begin{bmatrix} y_1 \\ y_2 \\ \vdots \\ y_n \end{bmatrix} - \begin{bmatrix} x_1 & 1 \\ x_2 & 1 \\ \vdots & \vdots \\ x_n & 1 \end{bmatrix} \begin{bmatrix} m \\ c \end{bmatrix} \|^2 \\ &= \|\mathbf{y} - \mathbf{Ap}\|^2 \\ &= \mathbf{y}^T \mathbf{y} - 2(\mathbf{Ap})^T \mathbf{y} + (\mathbf{Ap})^T \mathbf{Ap}\end{aligned}$$

$$\text{Minimize} \quad \epsilon = \sum_{i=1}^n (y_i - mx_i - c)^2$$

$$\epsilon = \mathbf{y}^T \mathbf{y} - 2(\mathbf{A}\mathbf{p})^T \mathbf{y} + (\mathbf{A}\mathbf{p})^T \mathbf{A}\mathbf{p}$$

$$\frac{\partial \epsilon}{\partial \mathbf{p}} = -2\mathbf{A}^T \mathbf{y} + 2\mathbf{A}^T \mathbf{A}\mathbf{p}$$

Set $\frac{\partial \epsilon}{\partial \mathbf{p}}$ to 0 and solve for \mathbf{p}

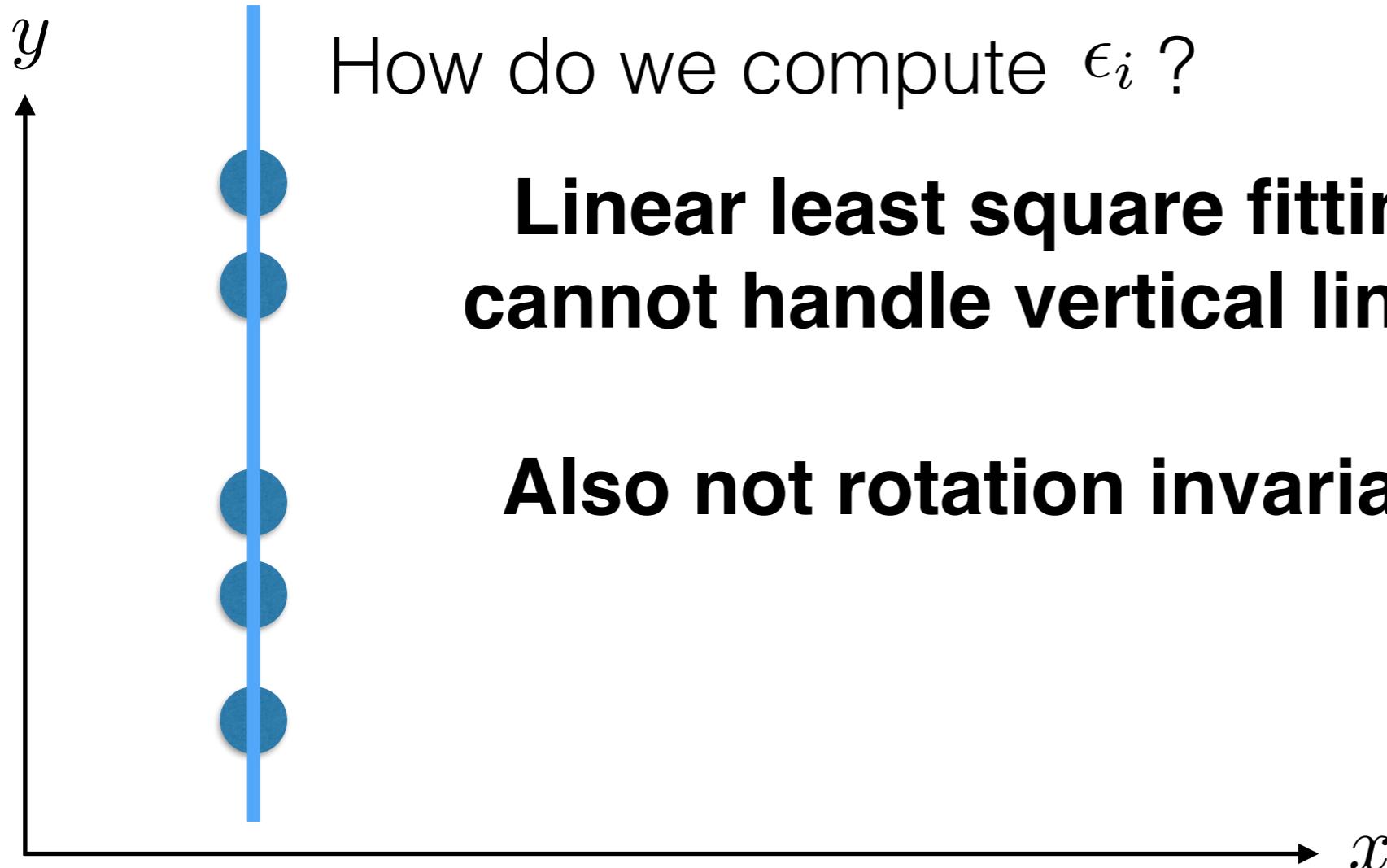
$$-2\mathbf{A}^T \mathbf{y} + 2\mathbf{A}^T \mathbf{A}\mathbf{p} = 0$$

$$\implies \mathbf{A}^T \mathbf{A}\mathbf{p} = \mathbf{A}^T \mathbf{y}$$

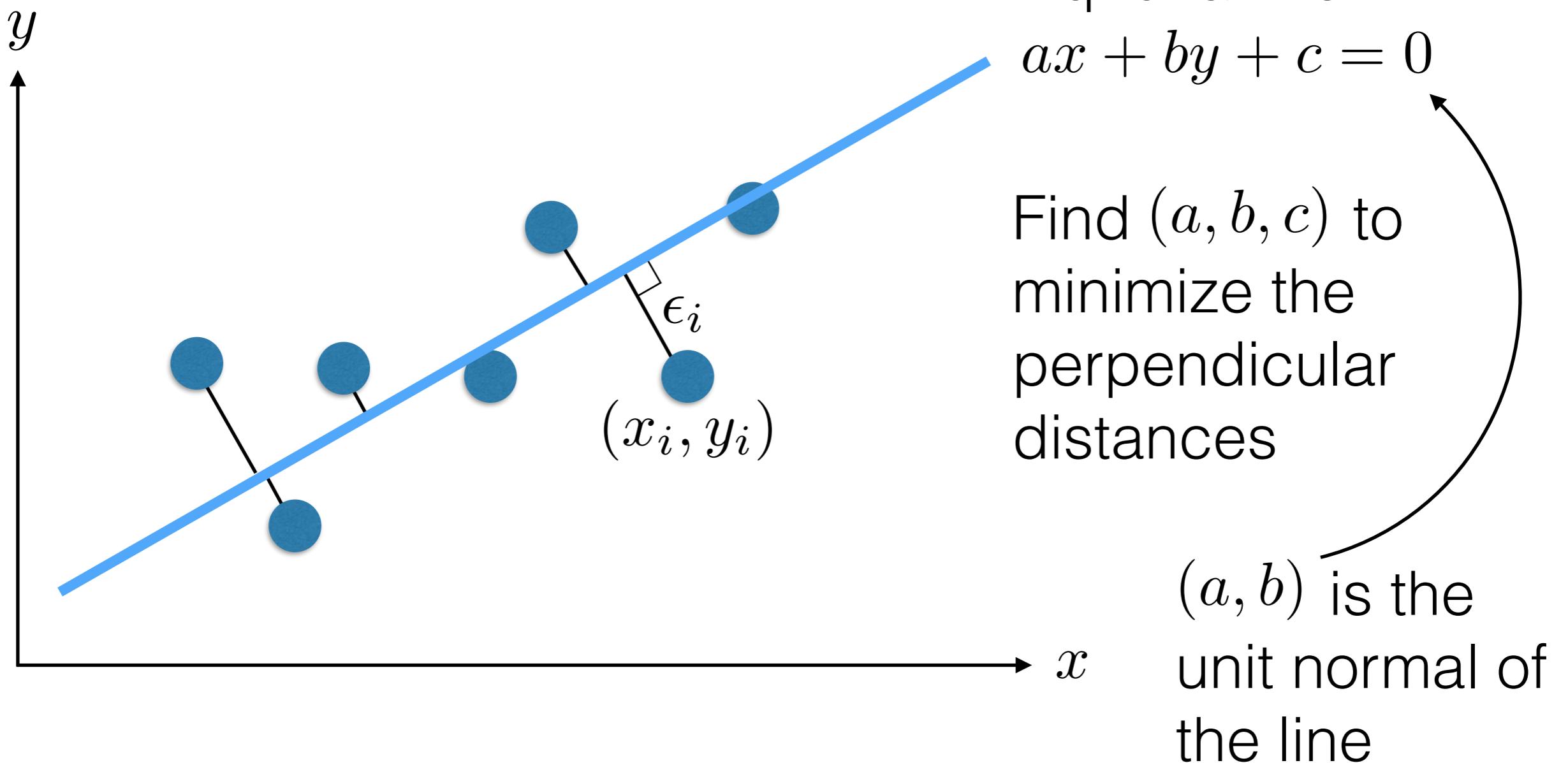
$$\implies \mathbf{p} = (\mathbf{A}^T \mathbf{A})^{-1} \mathbf{A}^T \mathbf{y}$$

Same as before. We were performing least square fitting all along.

Least Squares



Total Least Squares



Total Least Squares

$$\text{Minimize } \epsilon = \sum_{i=1}^n (ax_i + by_i + c)^2 \text{ s.t. } (a, b)^T (a, b) = 1$$

$$\text{Set } \frac{\partial \epsilon}{\partial c} = 2 \sum_{i=1}^n (ax_i + by_i + c) \text{ to 0}$$

$$\sum_{i=1}^n (ax_i + by_i + c) = 0$$

$$\Rightarrow a \sum_{i=1}^n x_i + b \sum_{i=1}^n y_i + nc = 0$$

$$\Rightarrow c = -\frac{a}{n} \sum_{i=1}^n x_i - \frac{b}{n} \sum_{i=1}^n y_i = -a\hat{x} - b\hat{y}$$

Total Least Squares

Substituting $c = -\frac{a}{n} \sum_{i=1}^n x_i - \frac{b}{n} \sum_{i=1}^n y_i$ in ϵ

$$\epsilon = \sum_{i=1}^n (ax_i + by_i - a\hat{x} - b\hat{y})^2$$

$$= \sum_{i=1}^n (a(x_i - \hat{x}) + b(y_i - \hat{y}))^2$$

$$= \left\| \begin{bmatrix} x_1 - \hat{x} & y_1 - \hat{y} \\ \vdots & \vdots \\ x_n - \hat{x} & y_n - \hat{y} \end{bmatrix} \begin{bmatrix} a \\ b \end{bmatrix} \right\|^2 = \|\mathbf{A}\mathbf{p}\|^2$$

Notice not the same
as least squares



Total Least Squares

Solution

$$\mathbf{p}^* = \underset{\mathbf{p}}{\operatorname{argmin}} \|\mathbf{A}\mathbf{p}\|^2 \text{ s.t. } \mathbf{p}^T \mathbf{p} = 1$$

Solution is the eigenvector corresponding to the smallest eigenvalue of $\mathbf{A}^T \mathbf{A}$

Singular Value Decomposition

The Singular Value Decomposition (SVD) of a matrix $\mathbf{A} \in \mathbb{R}^{m \times n}$ is defined as

$$\mathbf{A} = \mathbf{U}\mathbf{D}\mathbf{V}^T$$

such that

- \mathbf{U} is a $m \times n$ matrix with orthogonal columns
- \mathbf{D} is a $n \times n$ diagonal matrix. Its entries are called singular values
- \mathbf{V} is an $n \times n$ orthogonal matrix

Singular Value Decomposition

The Singular Value Decomposition (SVD) of a matrix $\mathbf{A} \in \mathbb{R}^{m \times n}$ is defined as

$$\mathbf{A} = \mathbf{U}\mathbf{D}\mathbf{V}^T$$

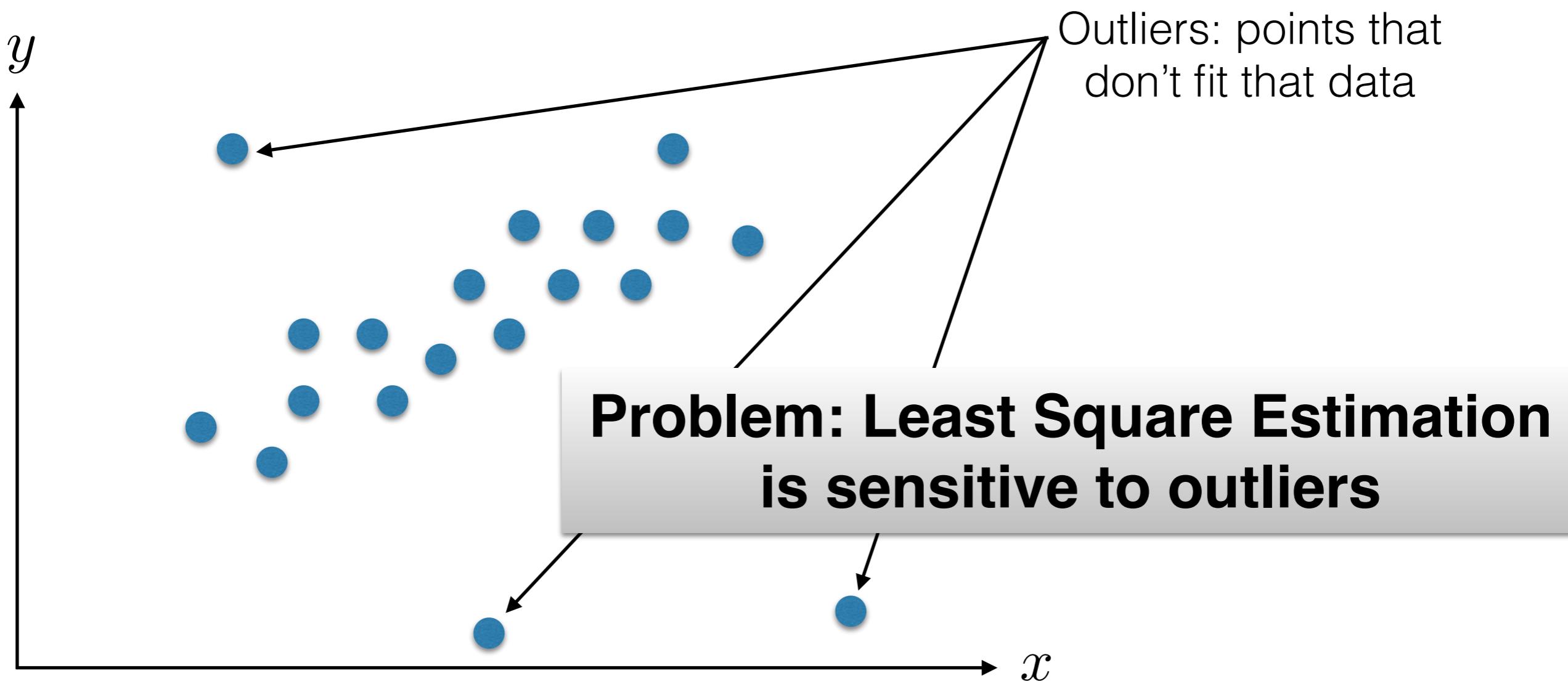
such that

If diagonal entries of \mathbf{D} are sorted as

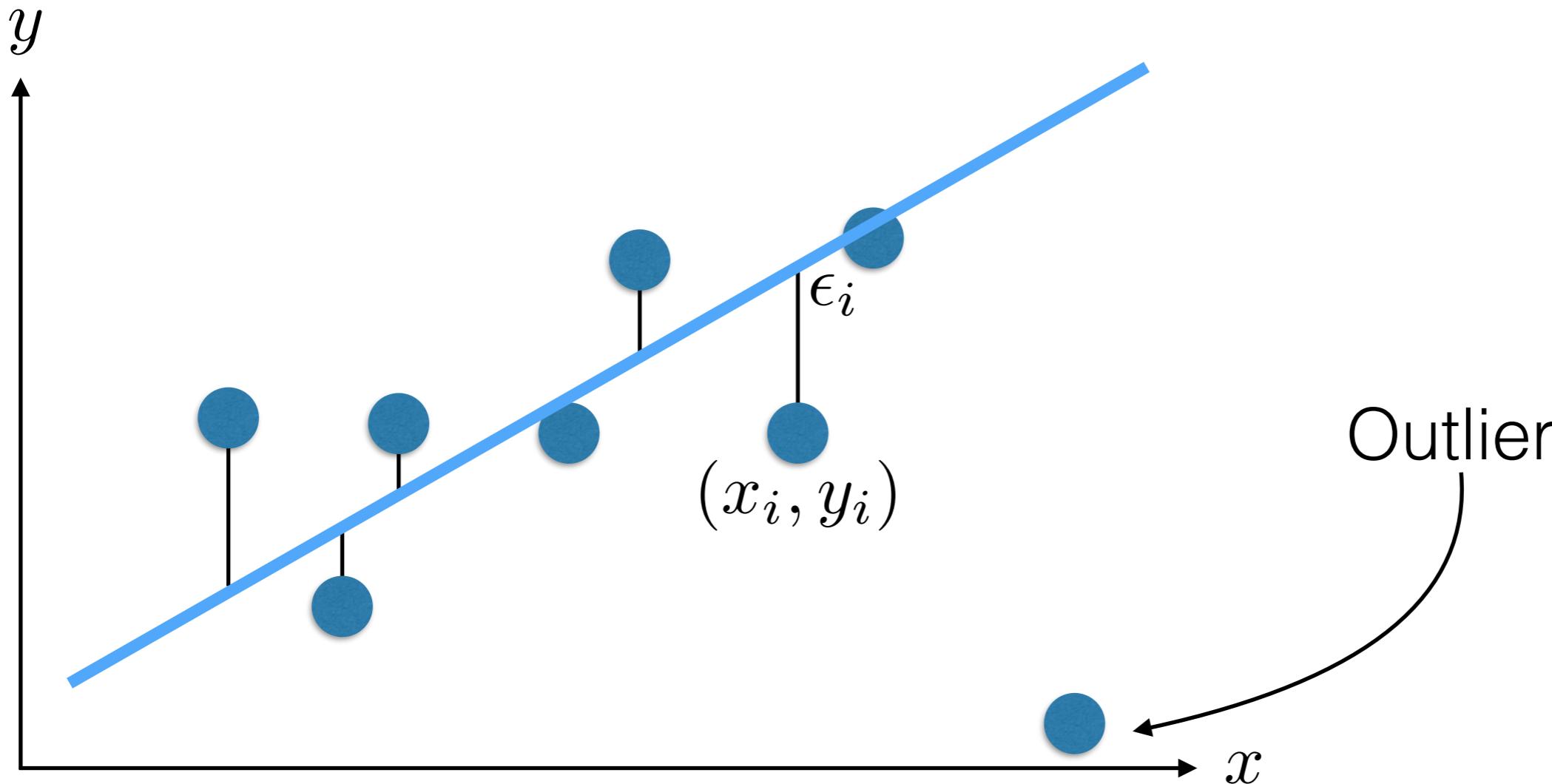
$$\sigma_1 \geq \sigma_2 \geq \cdots \geq \sigma_n \geq 0$$

Last column of \mathbf{V} is the smallest eigenvector
of $\mathbf{A}^T \mathbf{A}$

Robust Estimation

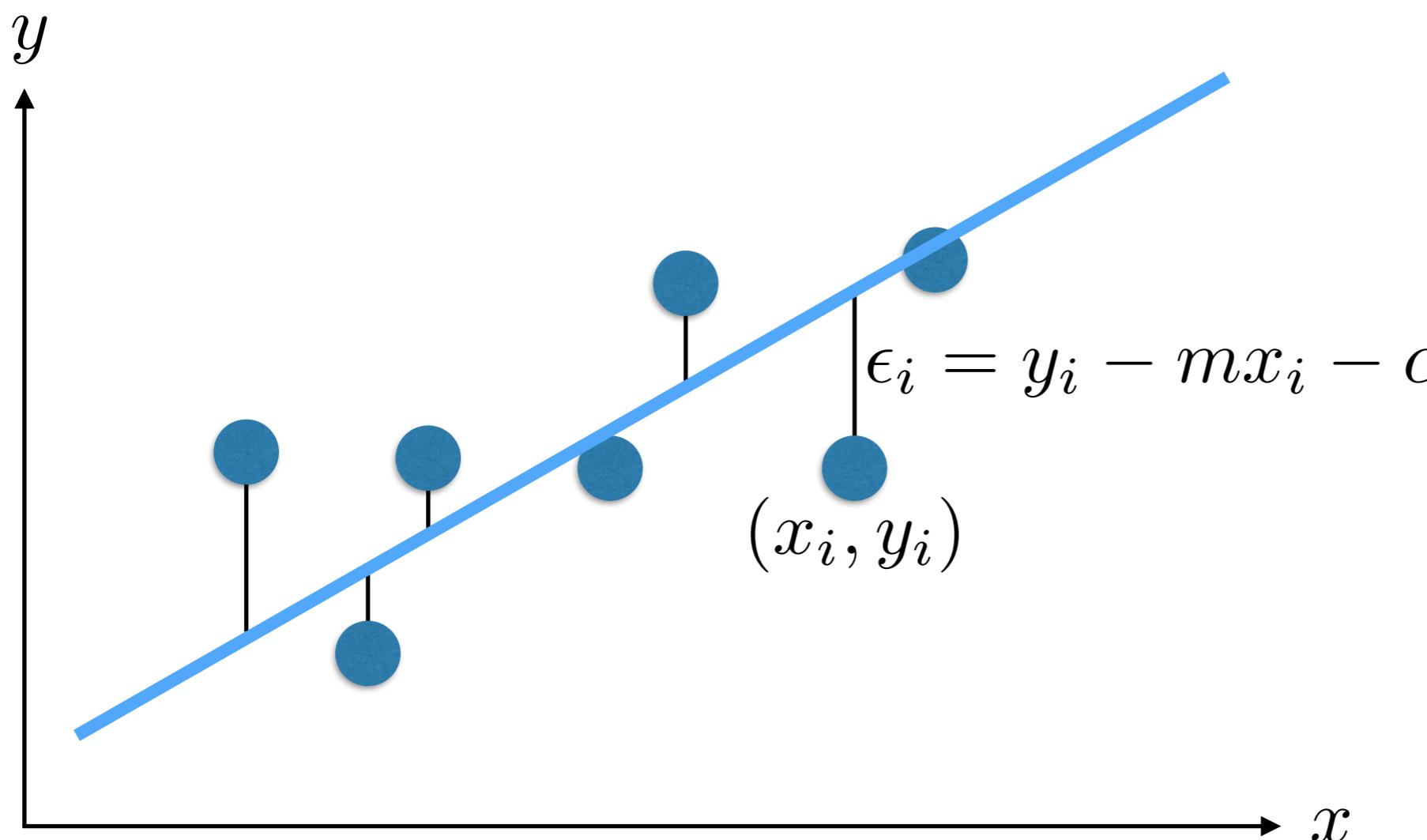


Least Squares



Solution: Use robust least square fitting, RANSAC

Robust Least Squares



Minimize

$$\sum_{i=1}^n \rho(\epsilon_i, \sigma)$$

where

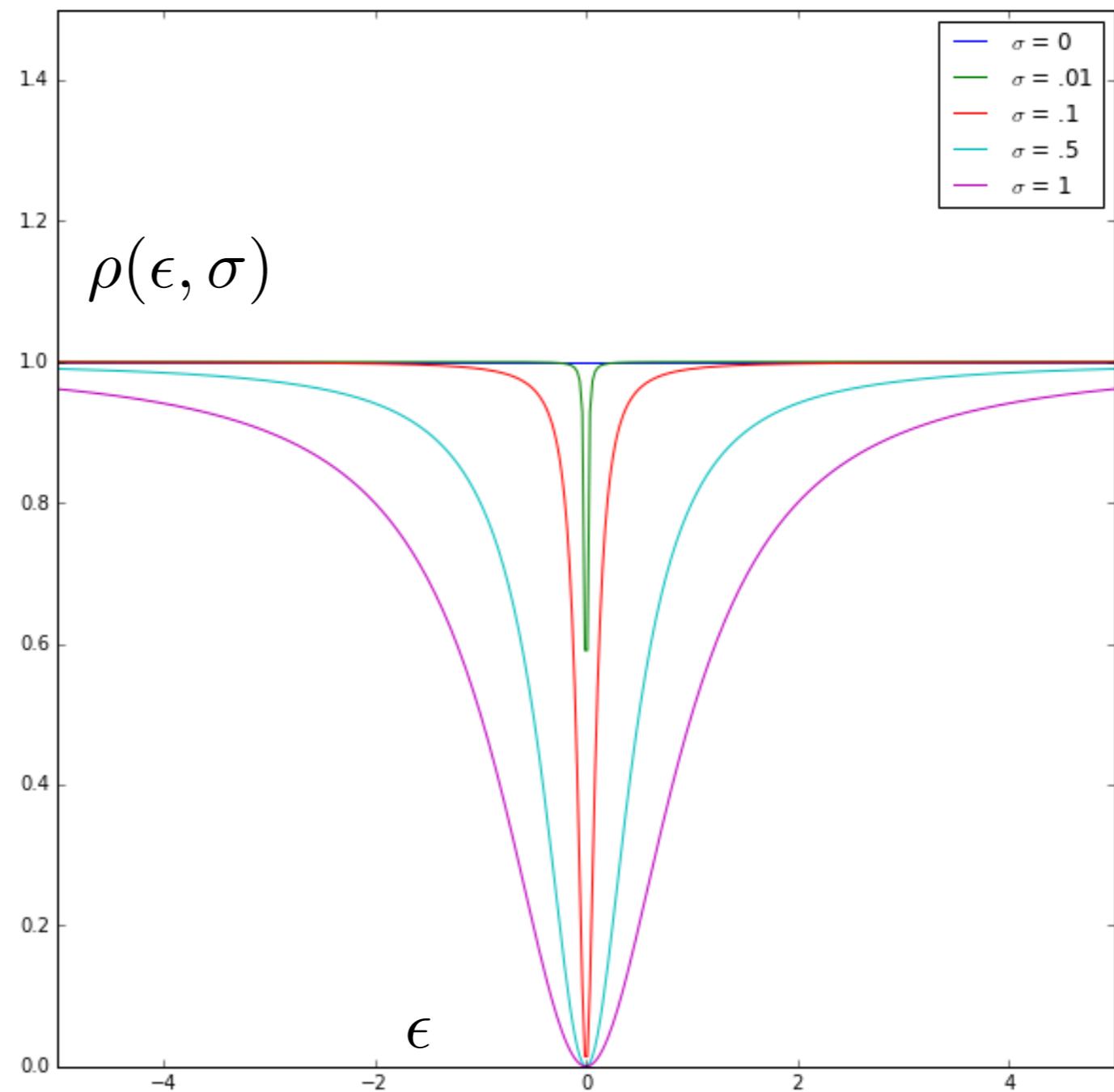
$$\rho(\epsilon, \sigma) = \frac{\epsilon^2}{\epsilon^2 + \sigma^2}$$

- Favors a configuration with small residuals
- Constant penalty for large residuals

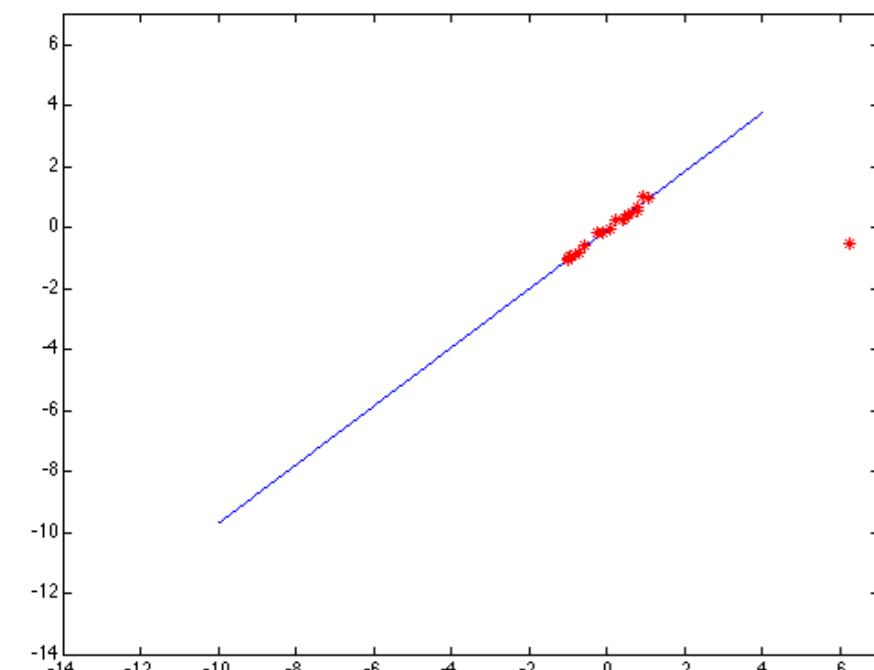
Robust Least Squares

$$\rho(\epsilon, \sigma) = \frac{\epsilon^2}{\epsilon^2 + \sigma^2}$$

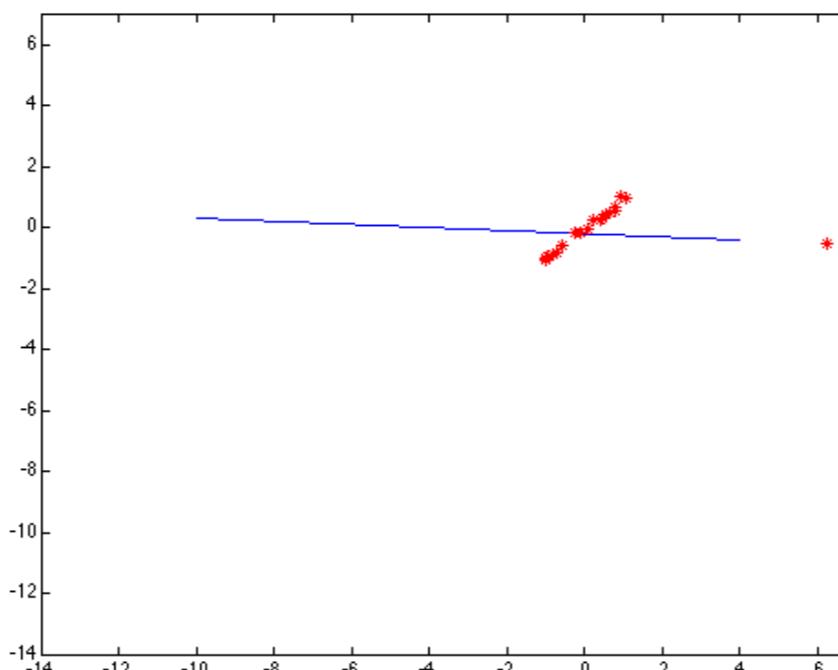
Scale parameter



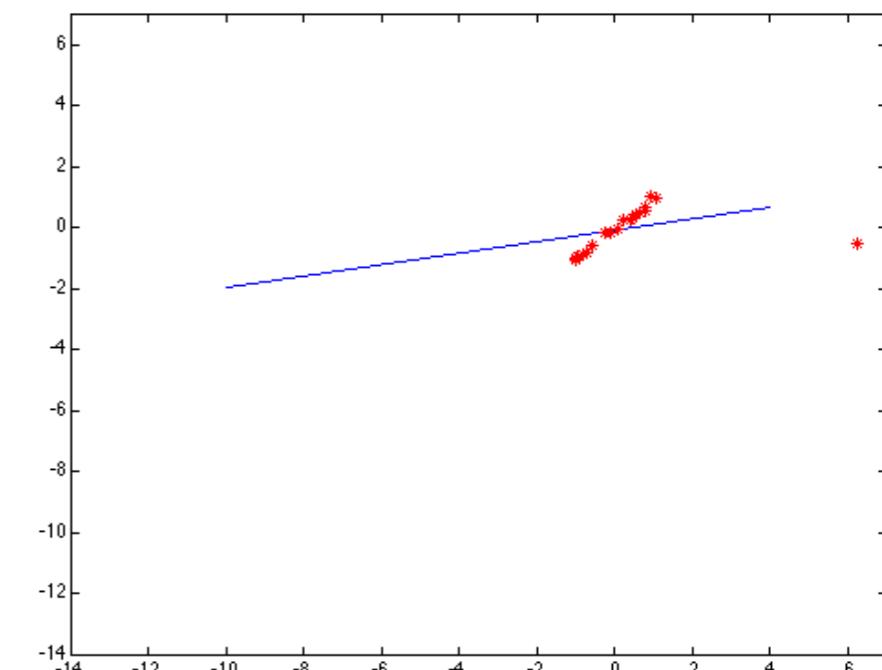
Robust Least Squares



When the scale is selected just right, the effects of outliers are eliminated.



Scale is too small, so the error value is almost the same for each point. This results in a poor fit.

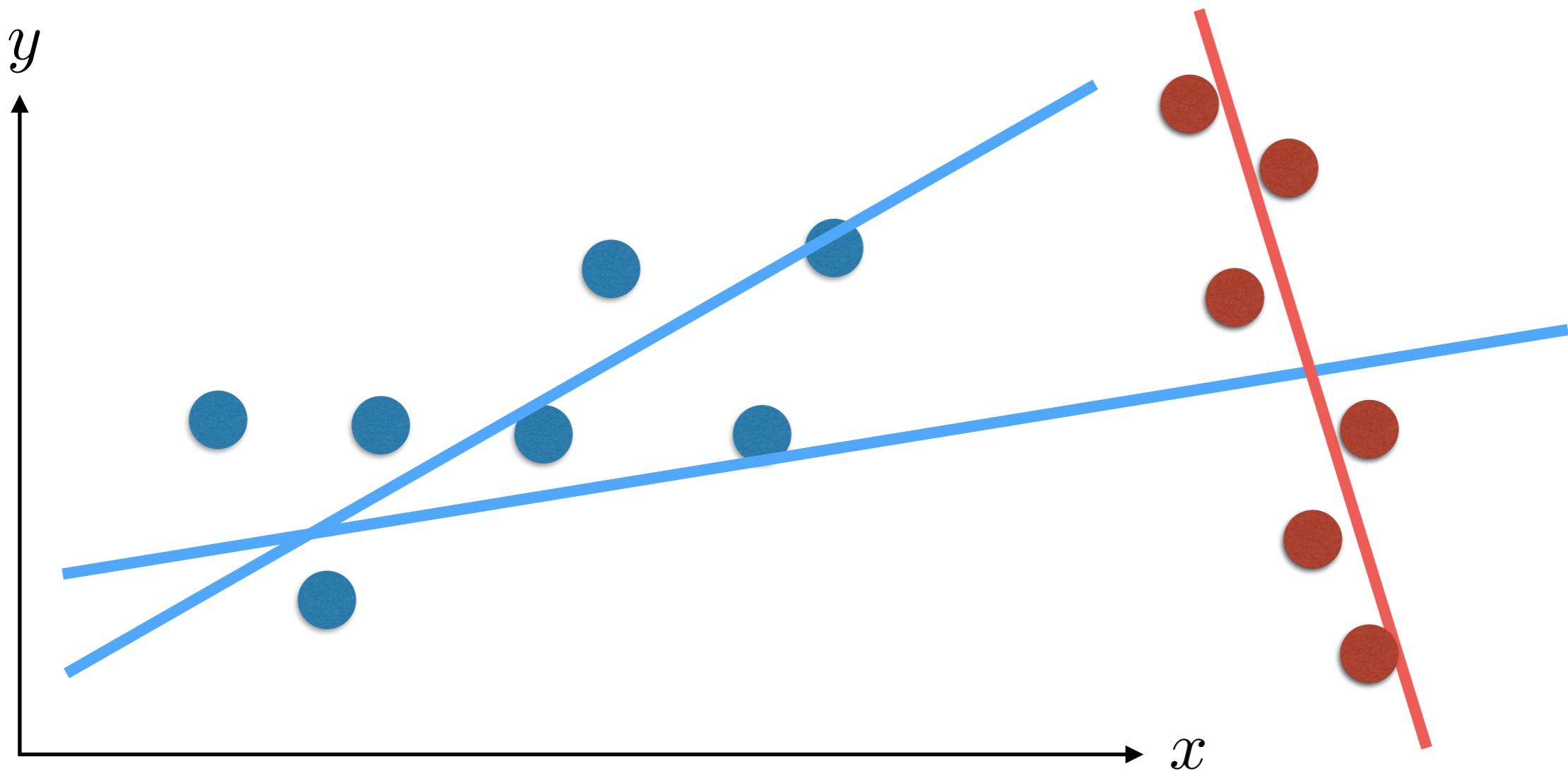


When the scale is too large, the system behaves like a least squares. It is sensitive to outliers

Robust Least Squares

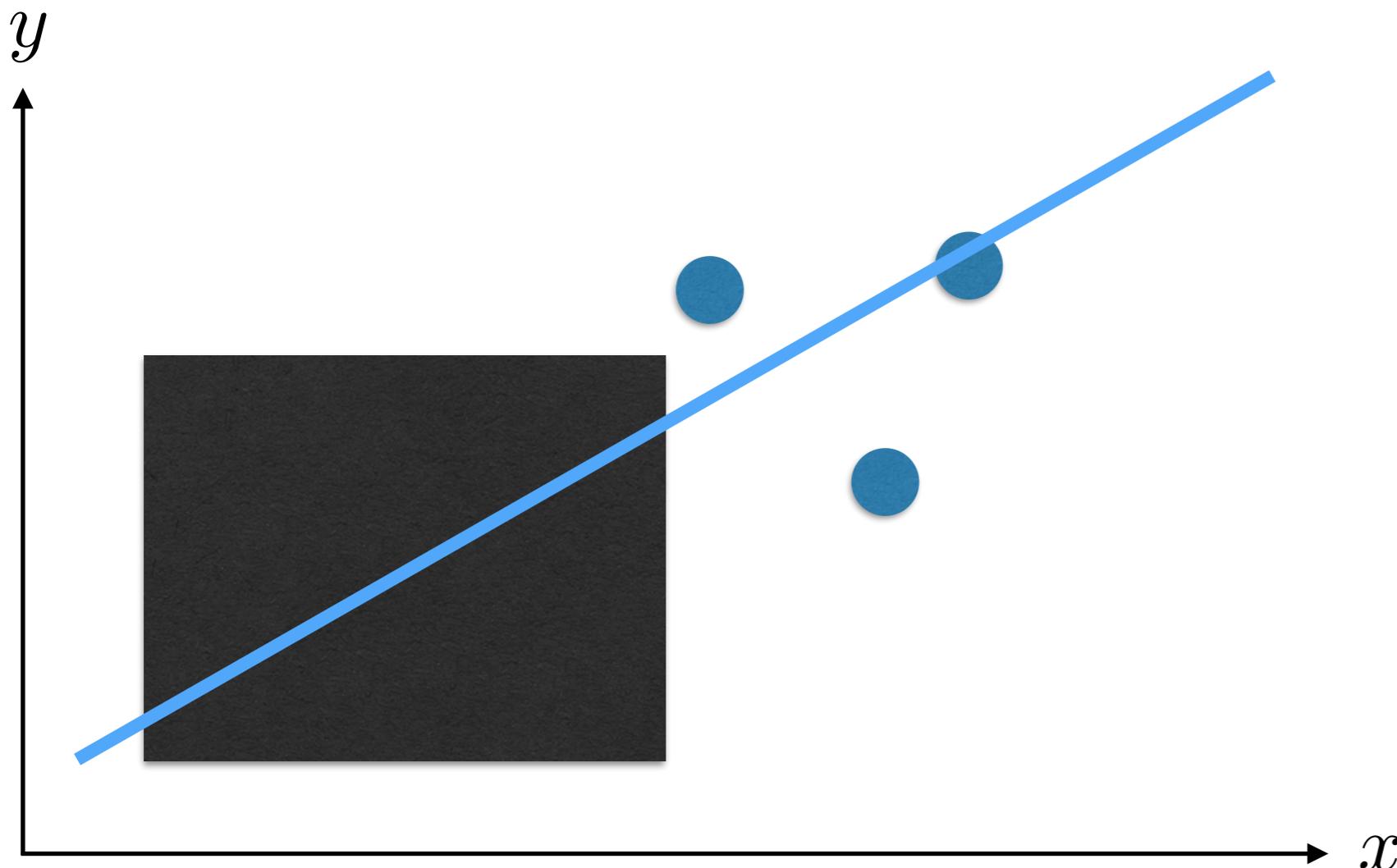
- Robust least square fitting is a non-linear optimization problem, which must be solved iterative.
 - The iterative problem can be initialized using least square fitting.
- Scale parameters can be chosen adaptively as well
 - Scale parameter is typically selected to 1.5 times the median residual

Robust Estimation



Which data points are responsible for which model?

Model Fitting



How can we be sure that all relevant data points are available?

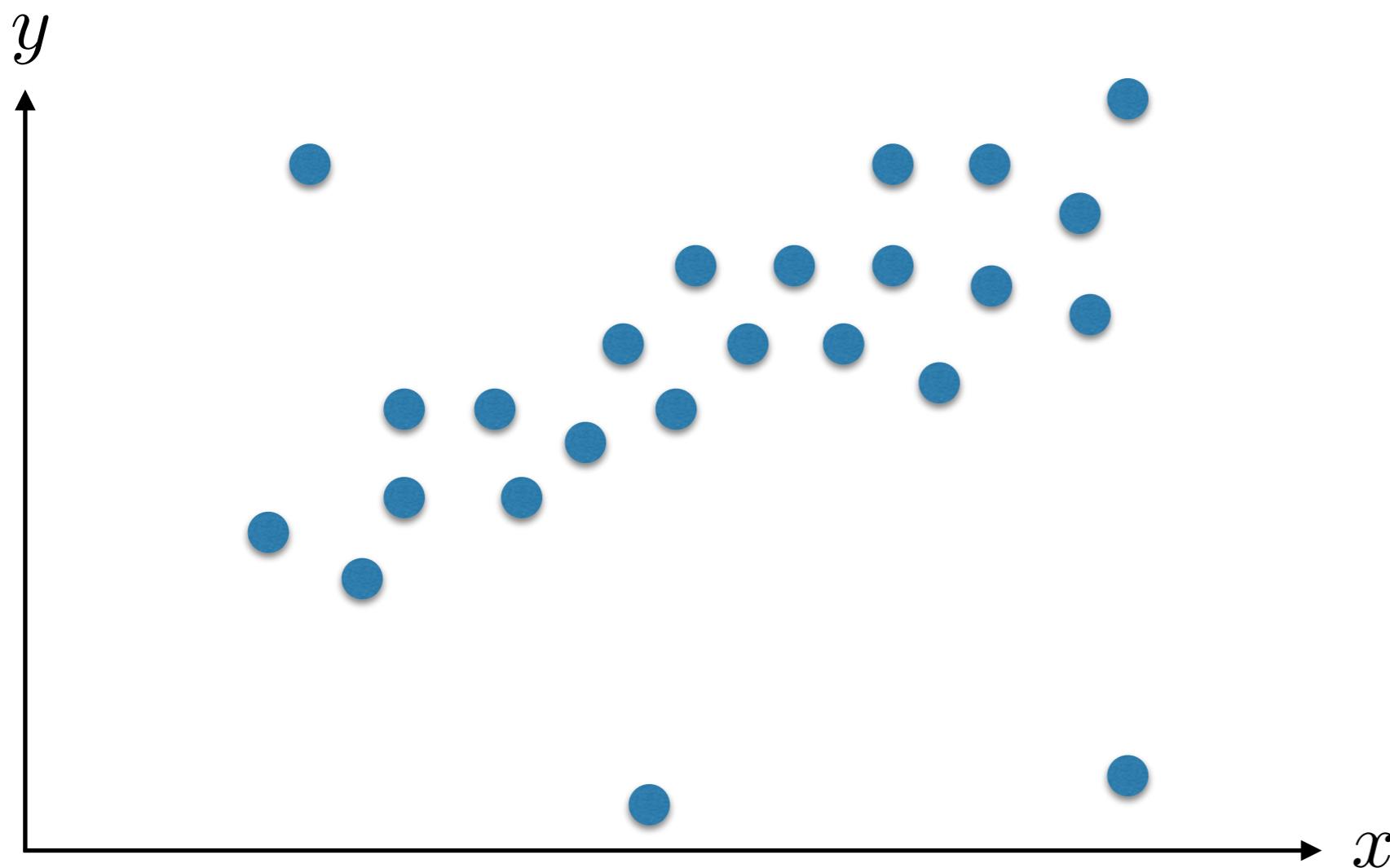
RANSAC

RANSAC

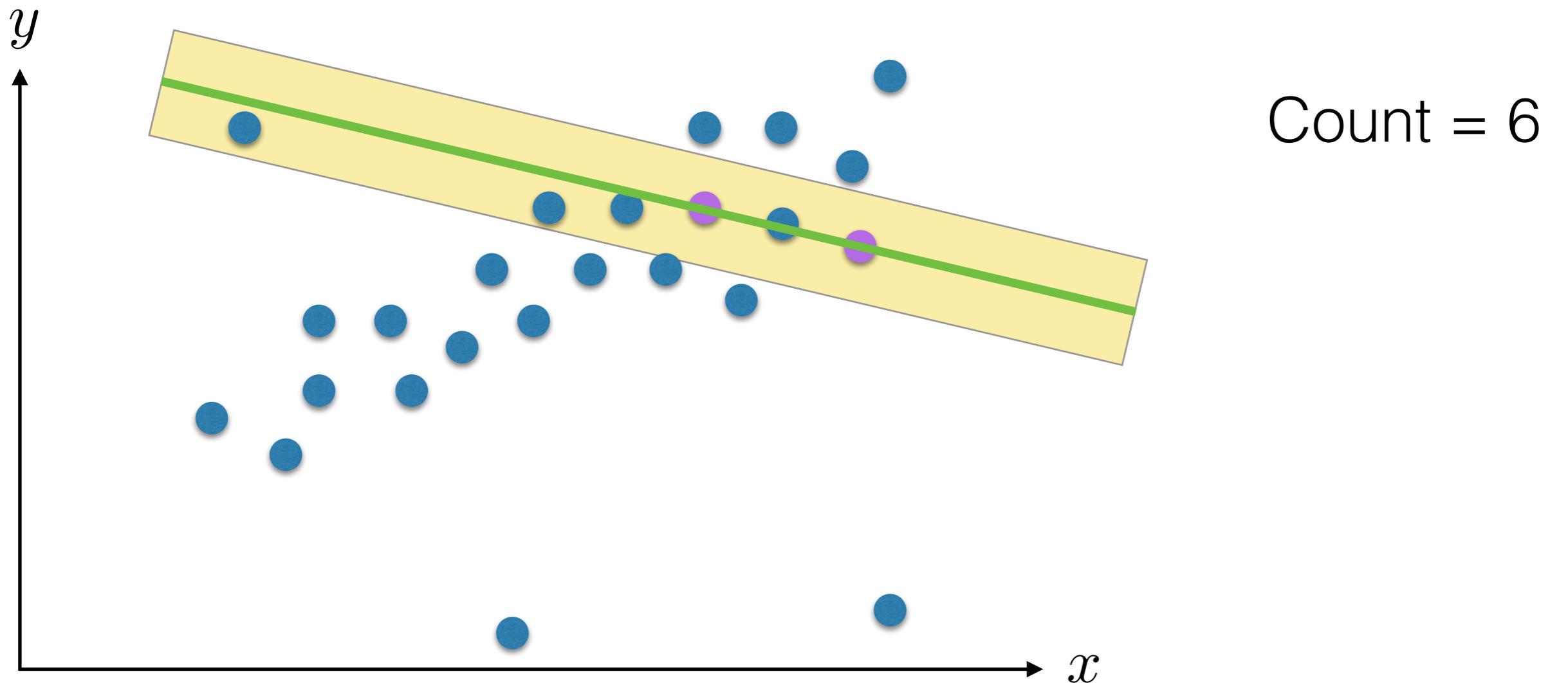
- General approach
 - Classify points as inliers and outliers
 - Estimated model parameters using inliers, ignoring outliers
 - Repeat if necessary

M. A. Fischler and R. C. Bolles (June 1981). "Random Sample Consensus: A Paradigm for Model Fitting with Applications to Image Analysis and Automated Cartography". *Comm. of the ACM* 24: 381--395.

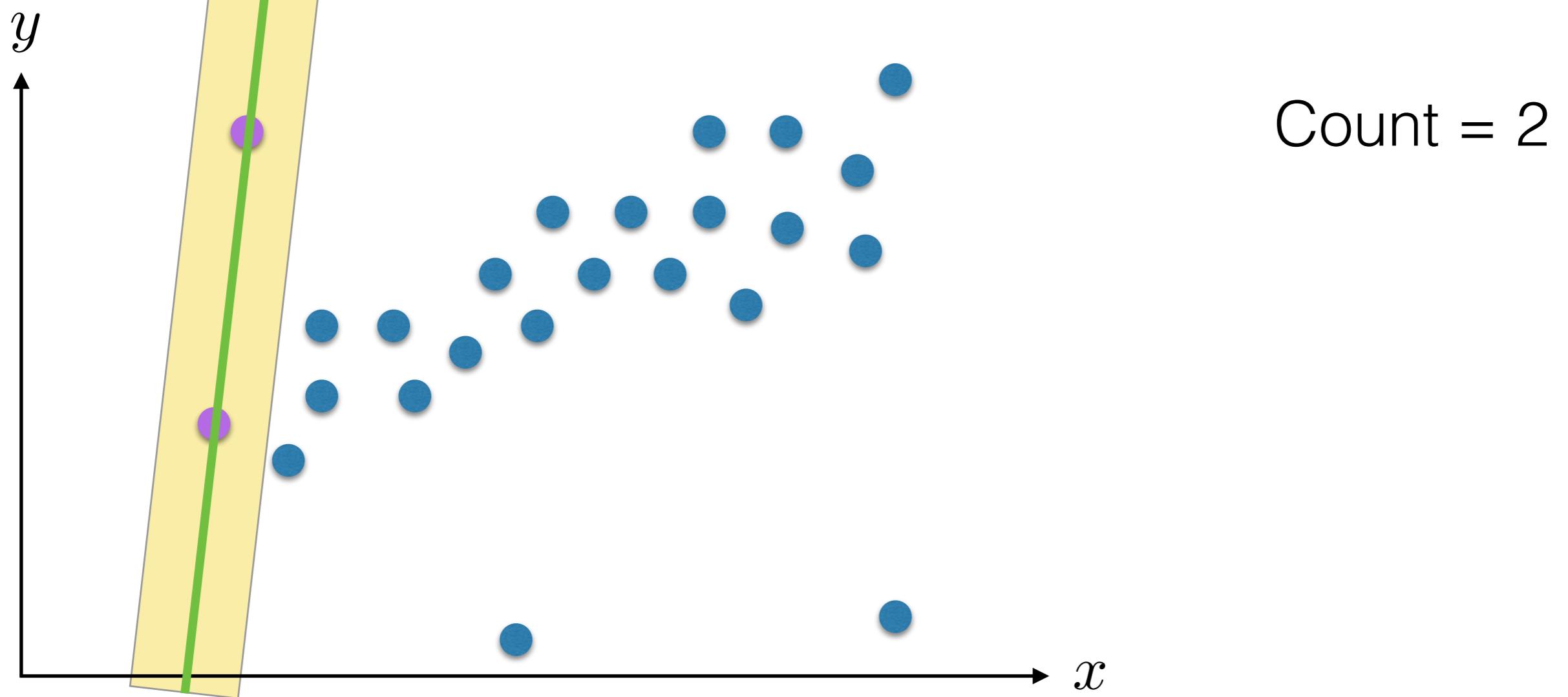
RANSAC



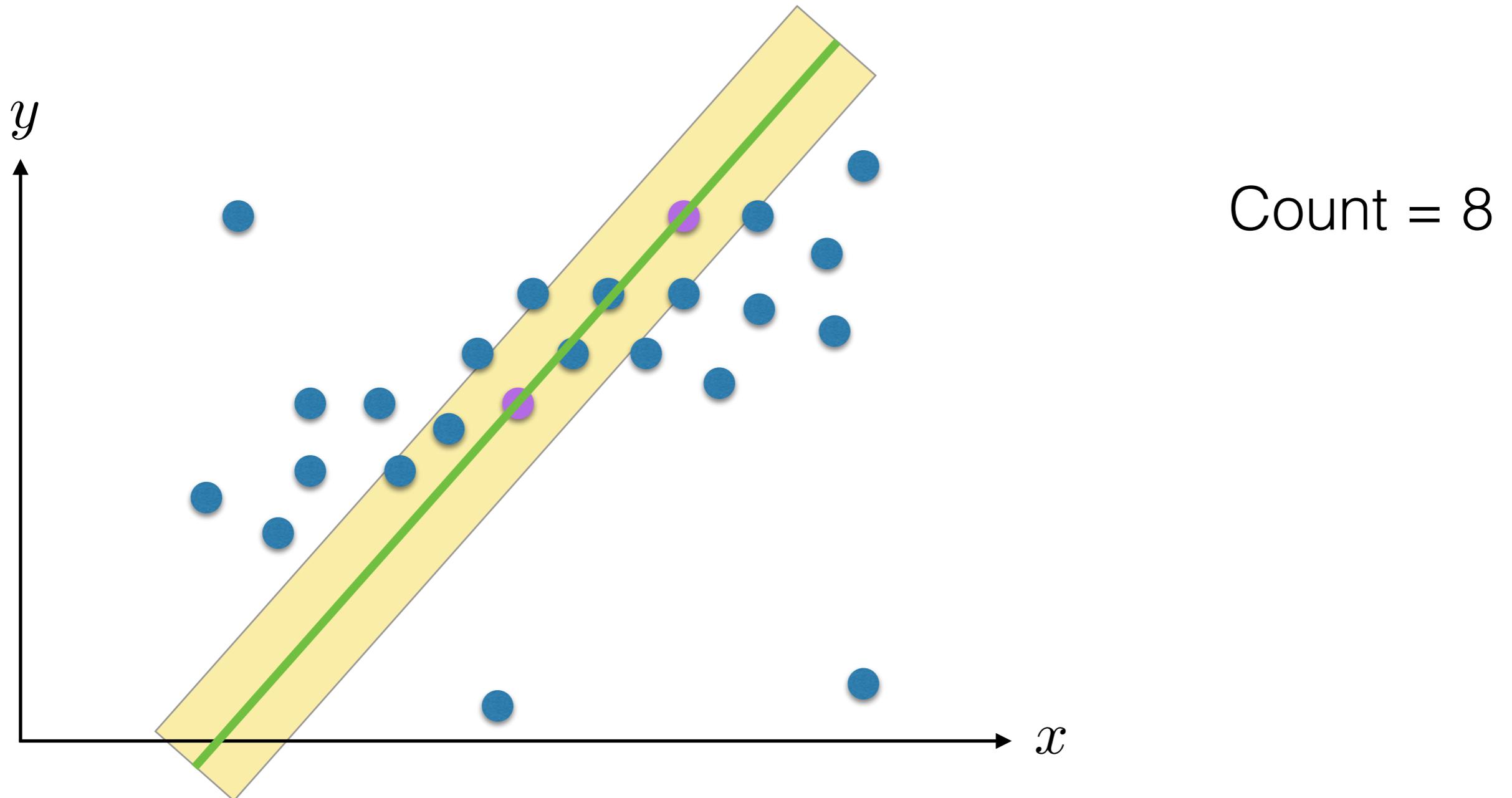
RANSAC



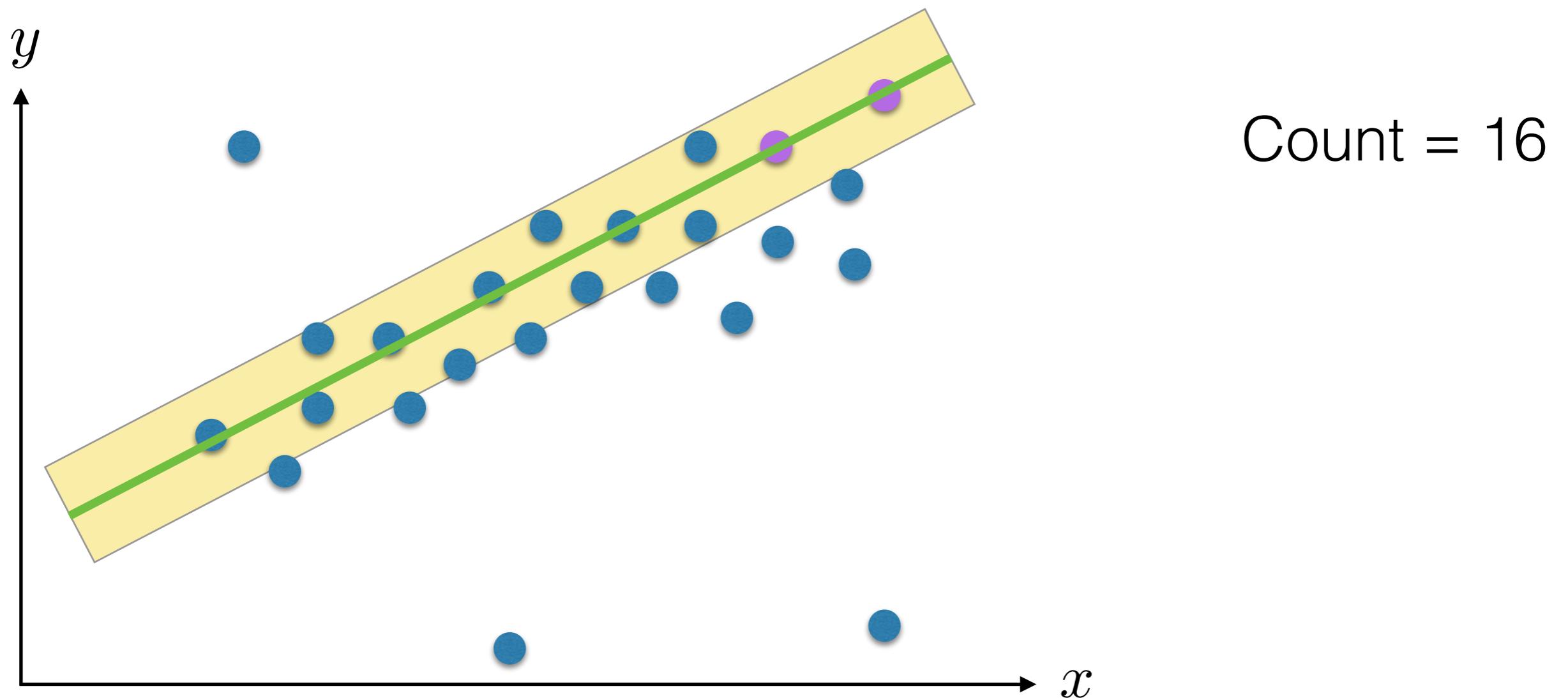
RANSAC



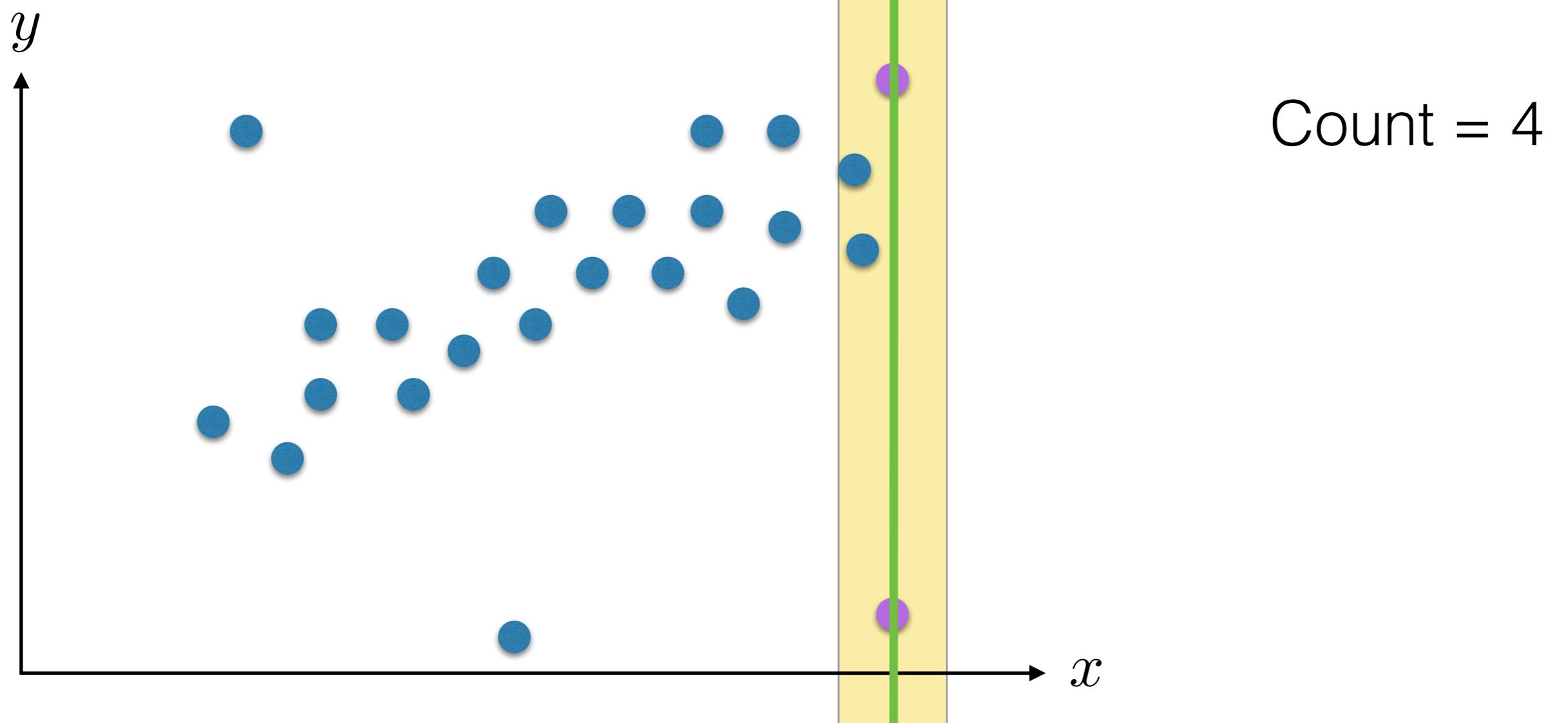
RANSAC



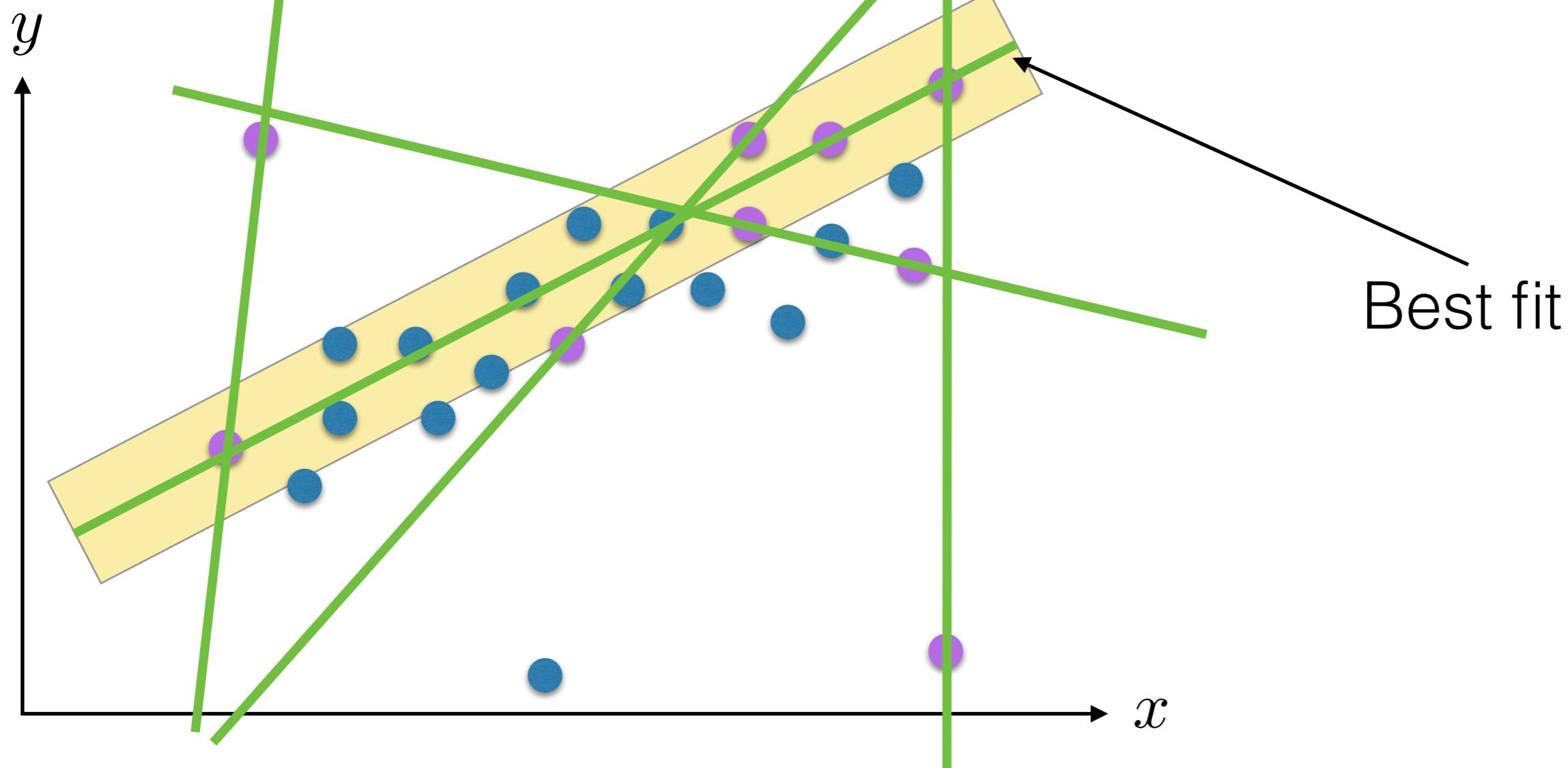
RANSAC



RANSAC



RANSAC



RANSAC

Algorithm 15.4: RANSAC: fitting lines using random sample consensus

Determine:

- s** — the smallest number of points required
- N** — the number of iterations required
- d** — the threshold used to identify a point that fits well
- T** — the number of nearby points required
to assert a model fits well

Until **N** iterations have occurred

- Draw a sample of **s** points from the data
 - uniformly and at random
- Fit to that set of **s** points
- For each data point outside the sample
 - Test the distance from the point to the line
 - against **d** if the distance from the point to the line
is less than **d** the point is close

end

- If there are **T** or more points close to the line
 - then there is a good fit. Refit the line using all
these points.

end

- Use the best fit from this collection, using the
fitting error as a criterion

Forsyth and Ponce

RANSAC

- How many iterations N are needed to success probability equal to p ?

Probability of sampling an outlier: e

Samples required for each model fitting: s

RANSAC

- Prob. of selecting an inlier: $1 - e$
- Prob. of selecting s inliers in a row: $(1 - e)^s$
- Prob. of getting a bad sample: $1 - (1 - e)^s$
At least one of those s selections was an outlier
- Prob. of getting N bad samples in a row: $(1 - (1 - e)^s)^N$
- Prob. of getting at least one good sample after N tries: $1 - (1 - (1 - e)^s)^N$

RANSAC

So

$$\begin{aligned} p &= 1 - (1 - (1 - e)^s)^N \\ \implies (1 - (1 - e)^s)^N &= 1 - p \\ \implies \log(1 - (1 - e)^s)^N &= \log(1 - p) \\ \implies N \log(1 - (1 - e)^s) &= \log(1 - p) \\ \implies N &= \frac{\log(1 - p)}{\log(1 - (1 - e)^s)} \end{aligned}$$

RANSAC

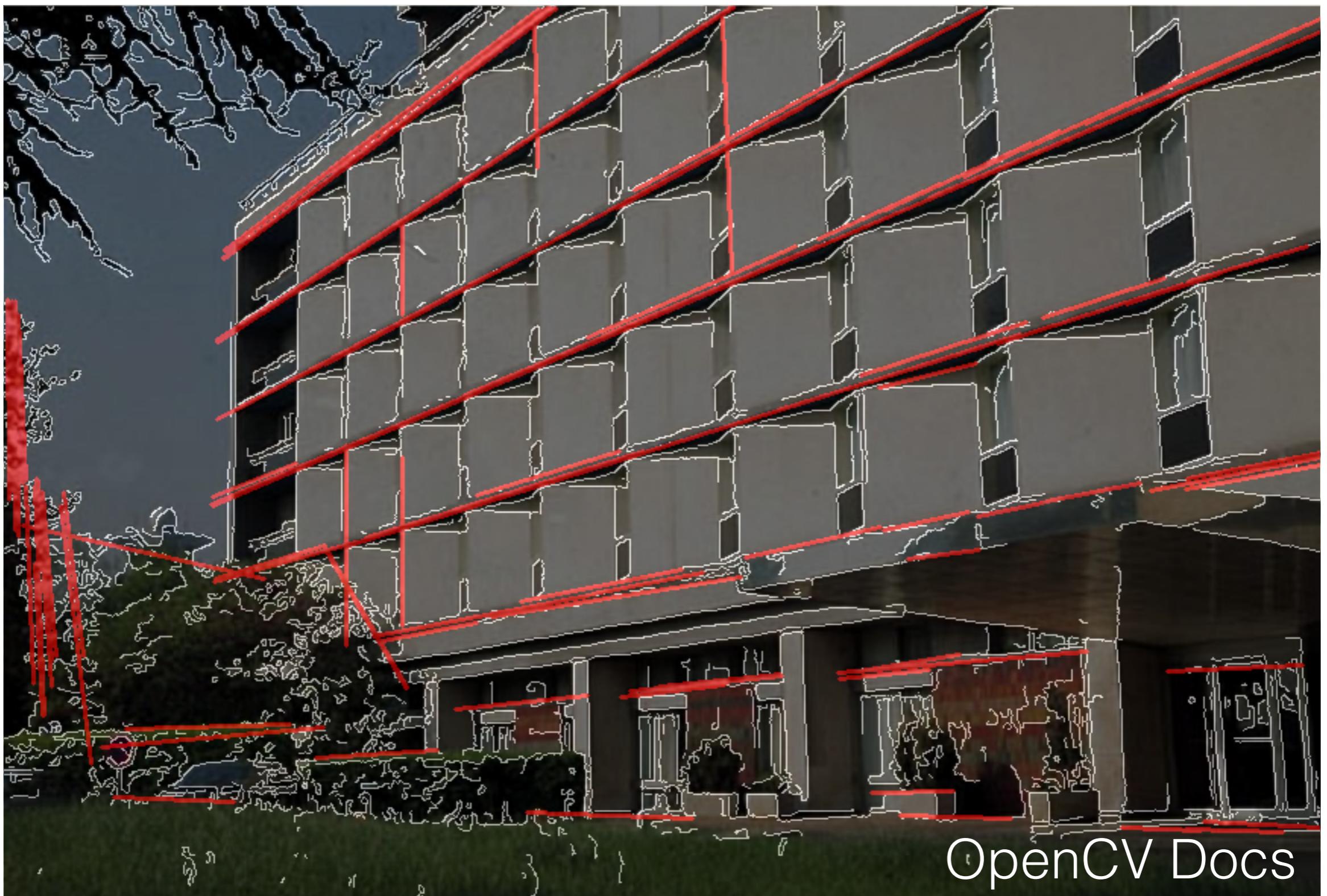
- Pros
 - Robust to outliers
 - Applicable to large number of parameters (than hough transform approaches)
 - Parameters are easier to choose than hough transform
- Cons
 - Not good for getting multiple fits
 - Computational times grows quickly with fraction of outliers and number of parameters that need to be estimated
- Uses
 - Estimating homography (image stitching)
 - Estimating fundamental matrix (relating two views)

Hough Transform

Hough Transform

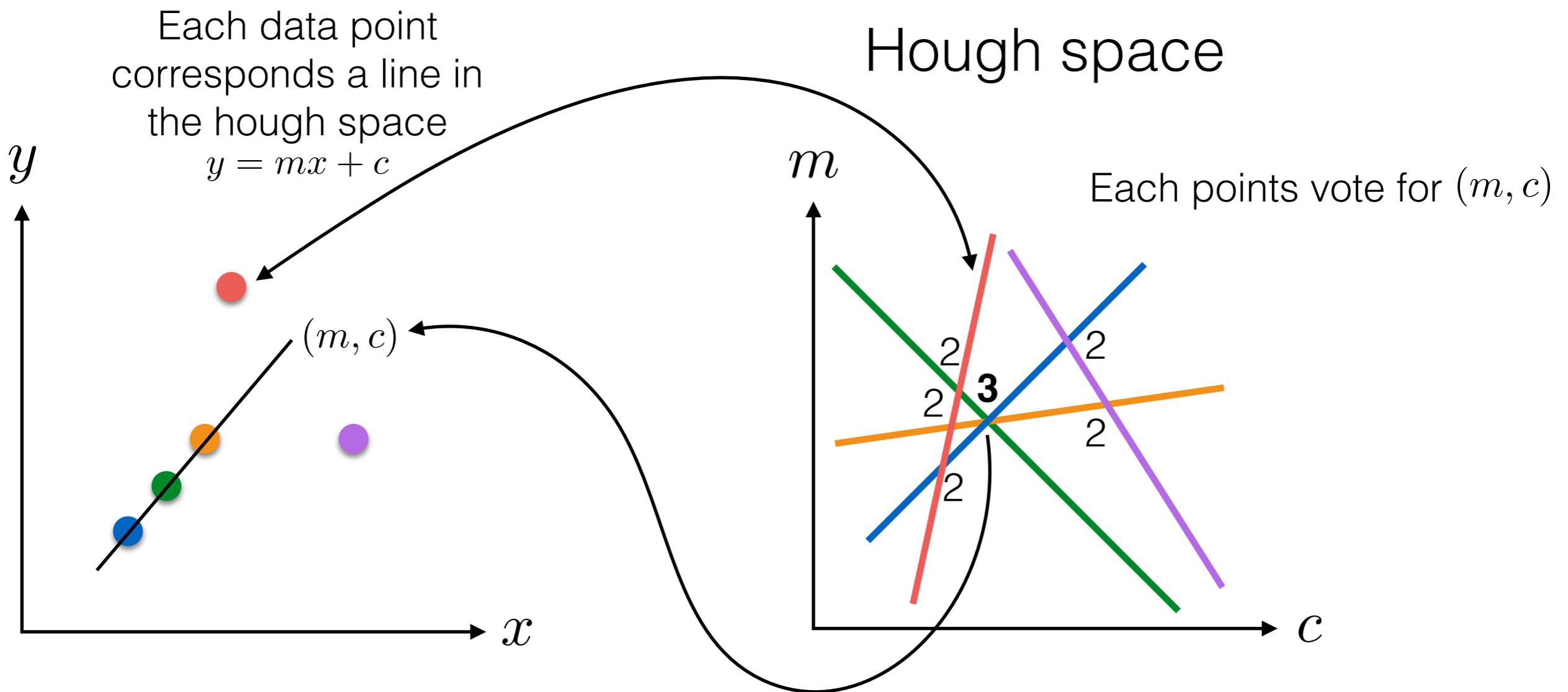
- P.V.C. Hough, “Machine Analysis of Bubble Chamber Pictures,” Proc. Int. Conf. High Energy Accelerators and Instrumentation, 1959

Hough Transform

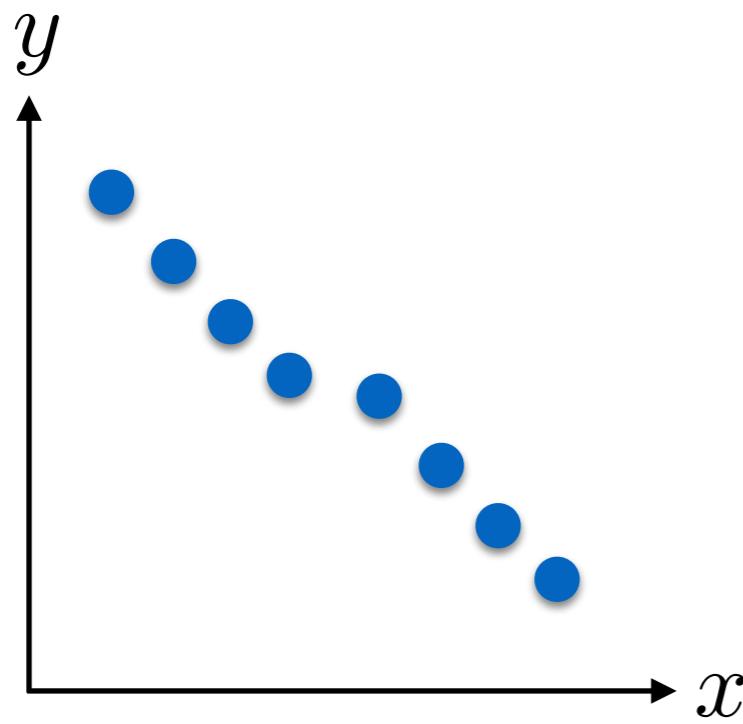
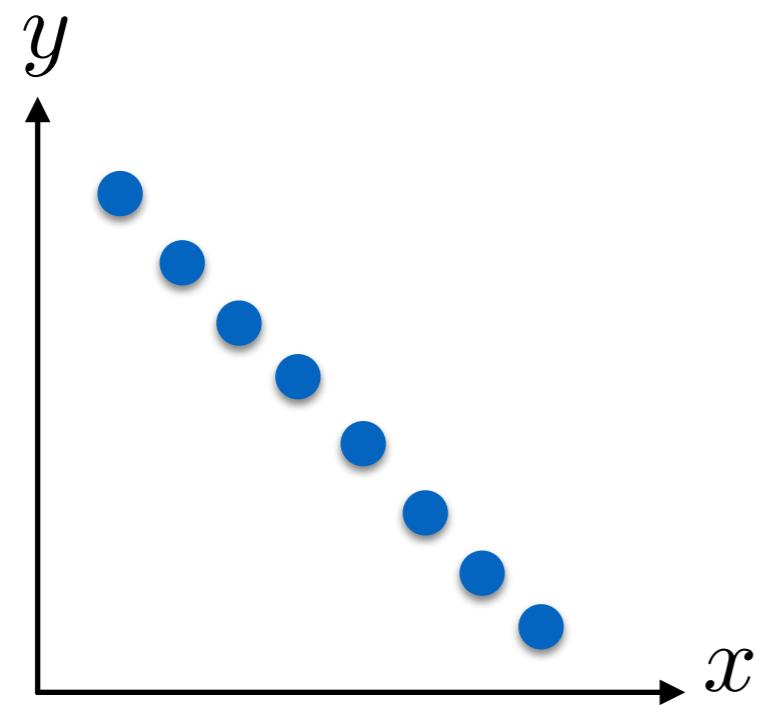


Hough Transform

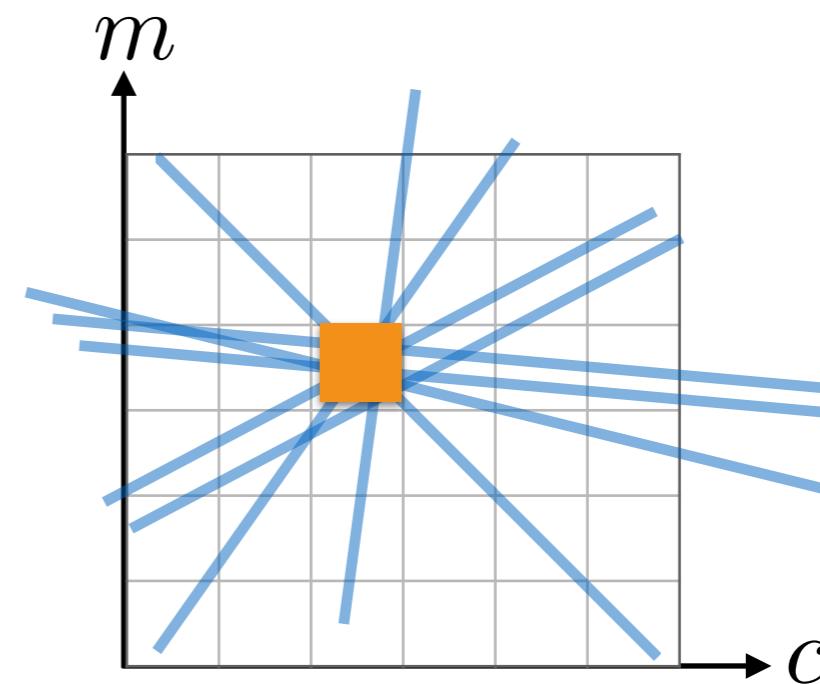
- Given a set of points, find the curve or line that best explains the points



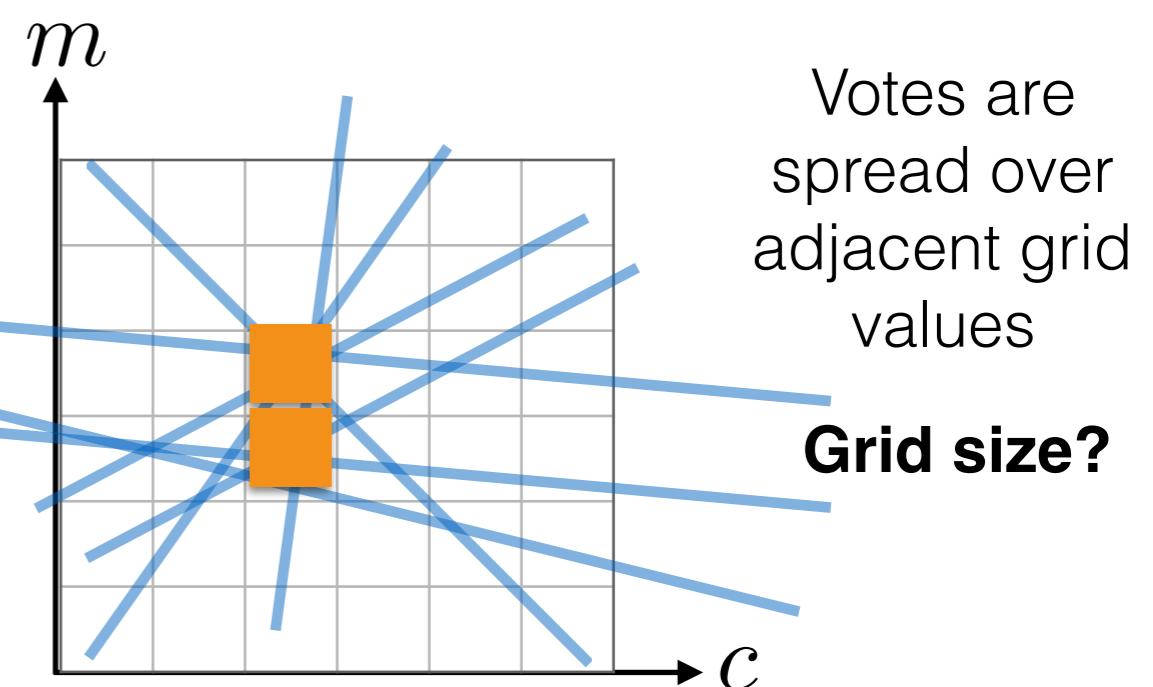
Hough Transform



Hough space



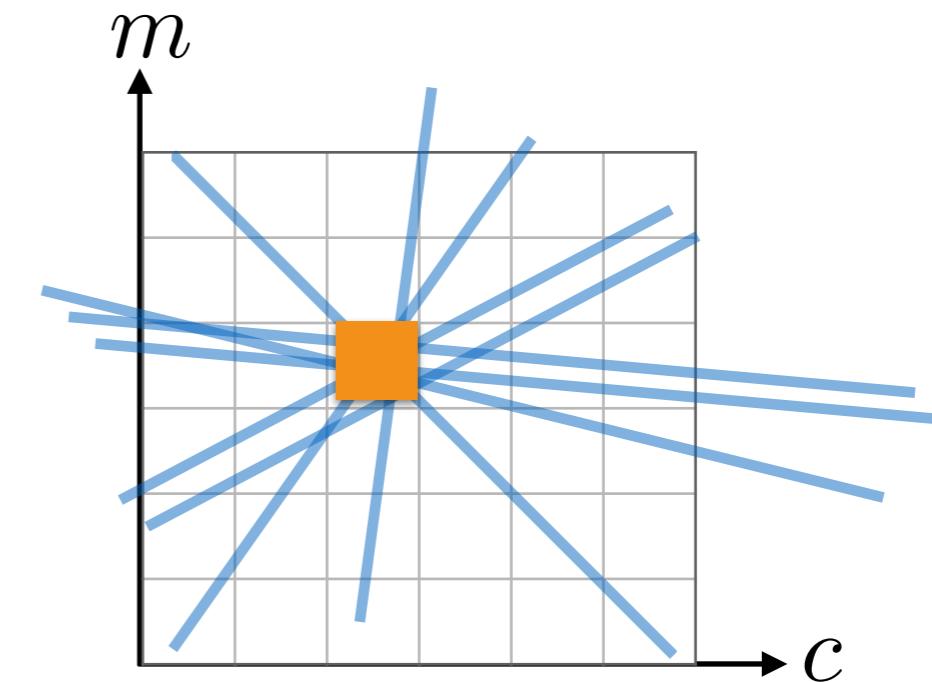
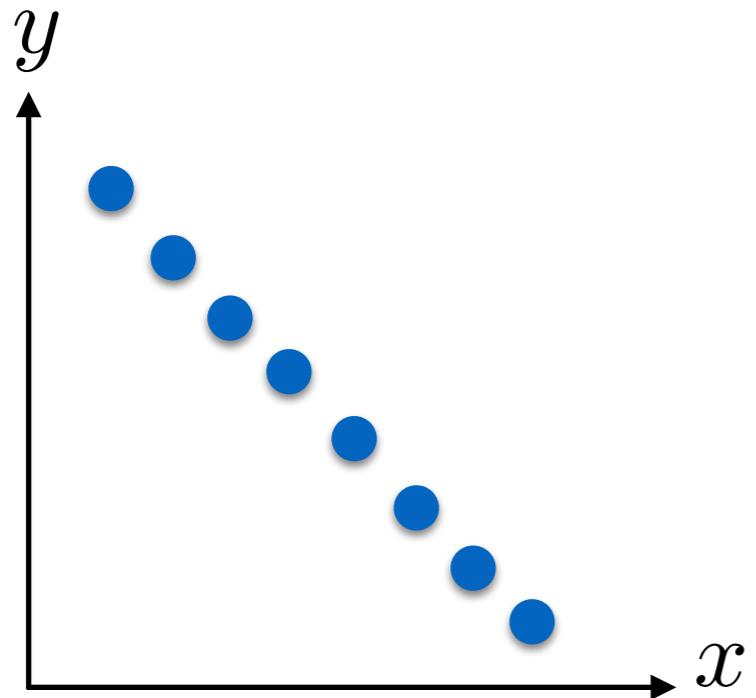
Collecting
votes



Votes are
spread over
adjacent grid
values

Grid size?

Hough Transform



Problem

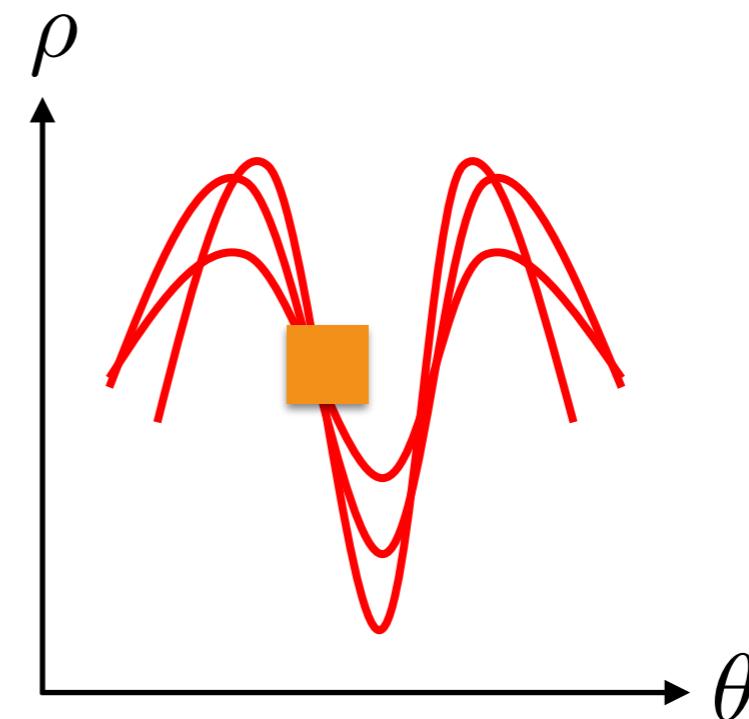
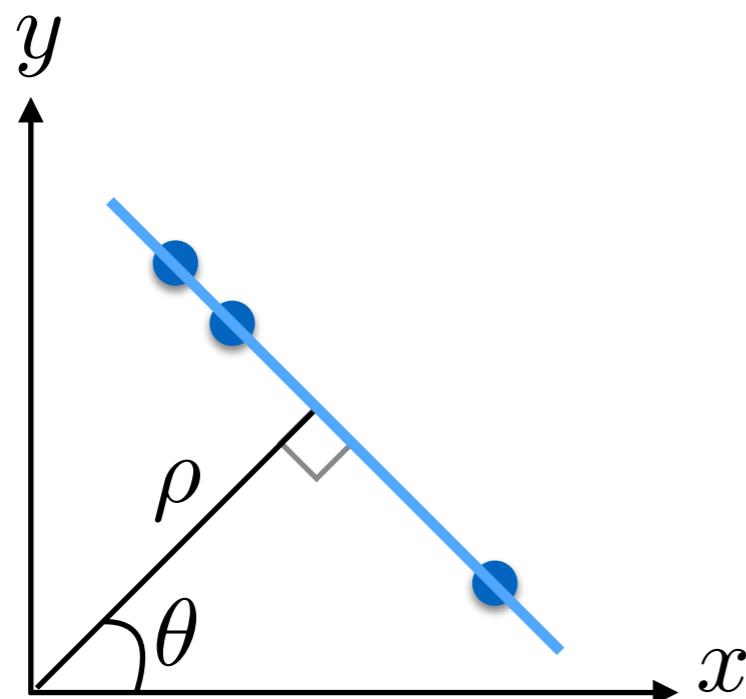
Parameter space (m, c) is unbounded

Solution

Use polar representation for parameter space

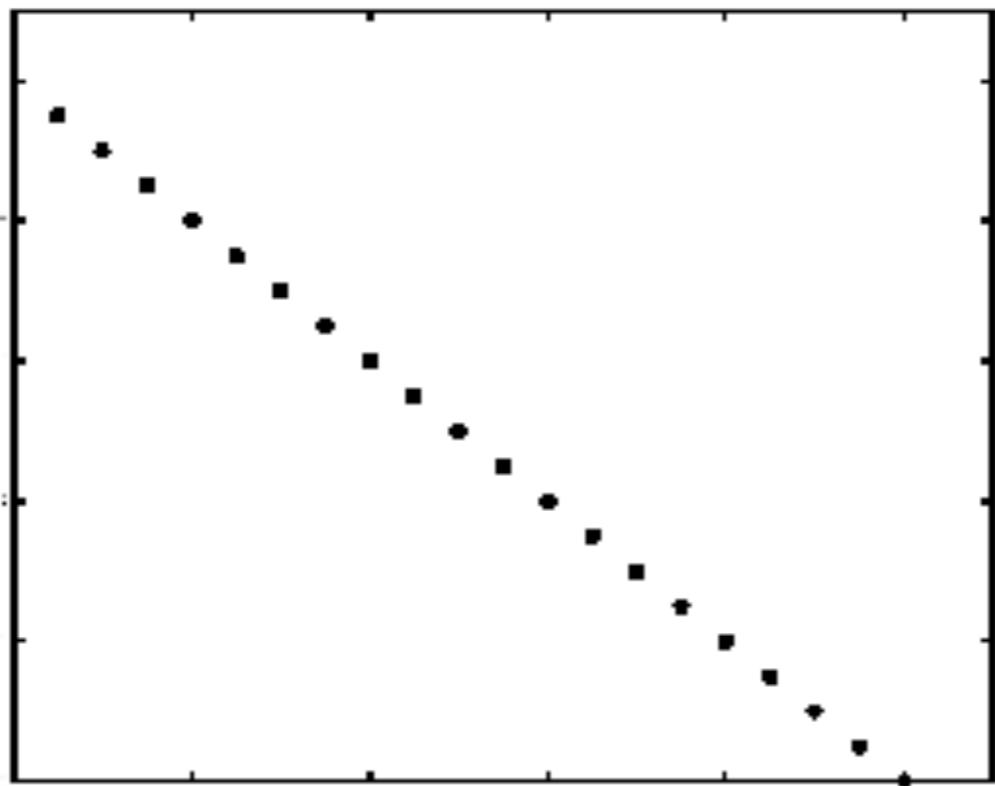
Polar Representation

Hough space

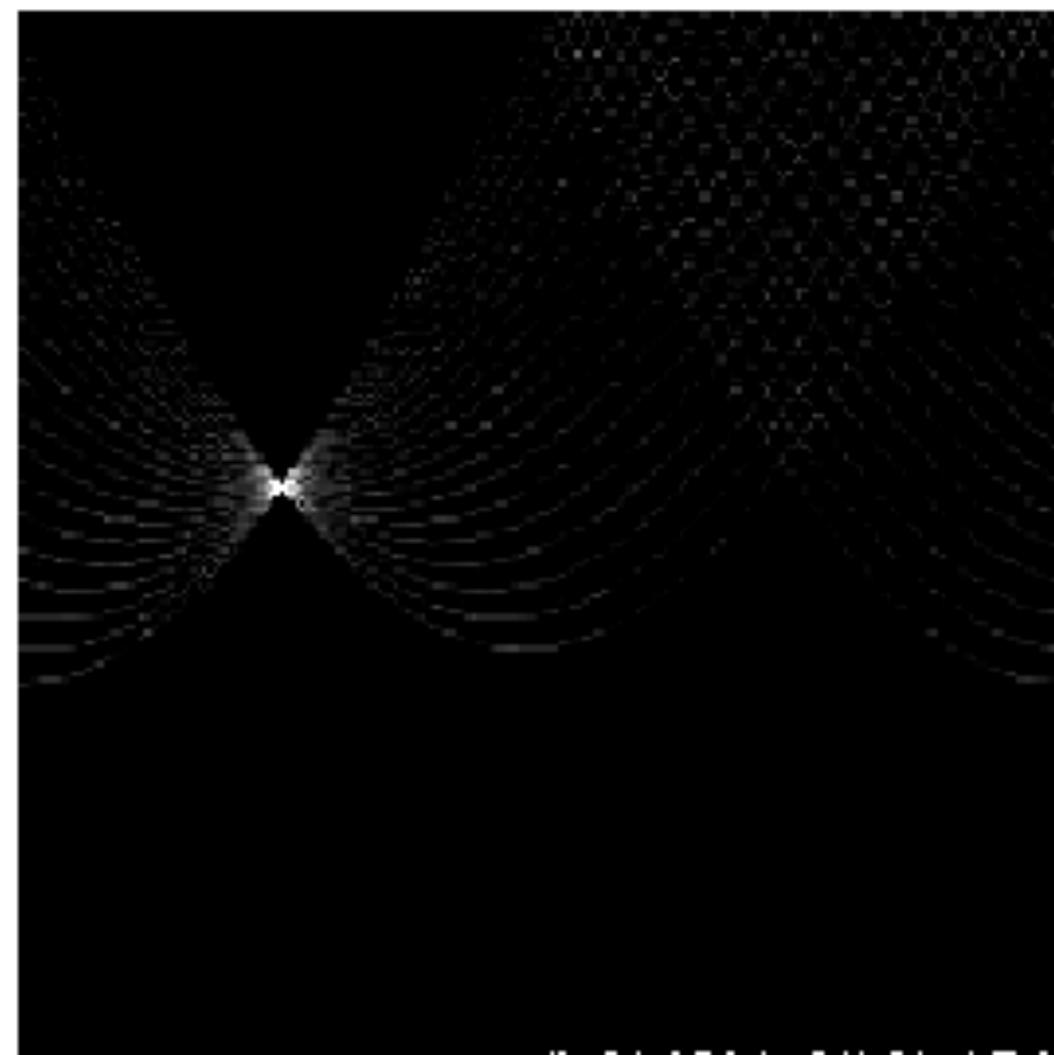


$$x \cos \theta + y \sin \theta = \rho$$

Hough Transform



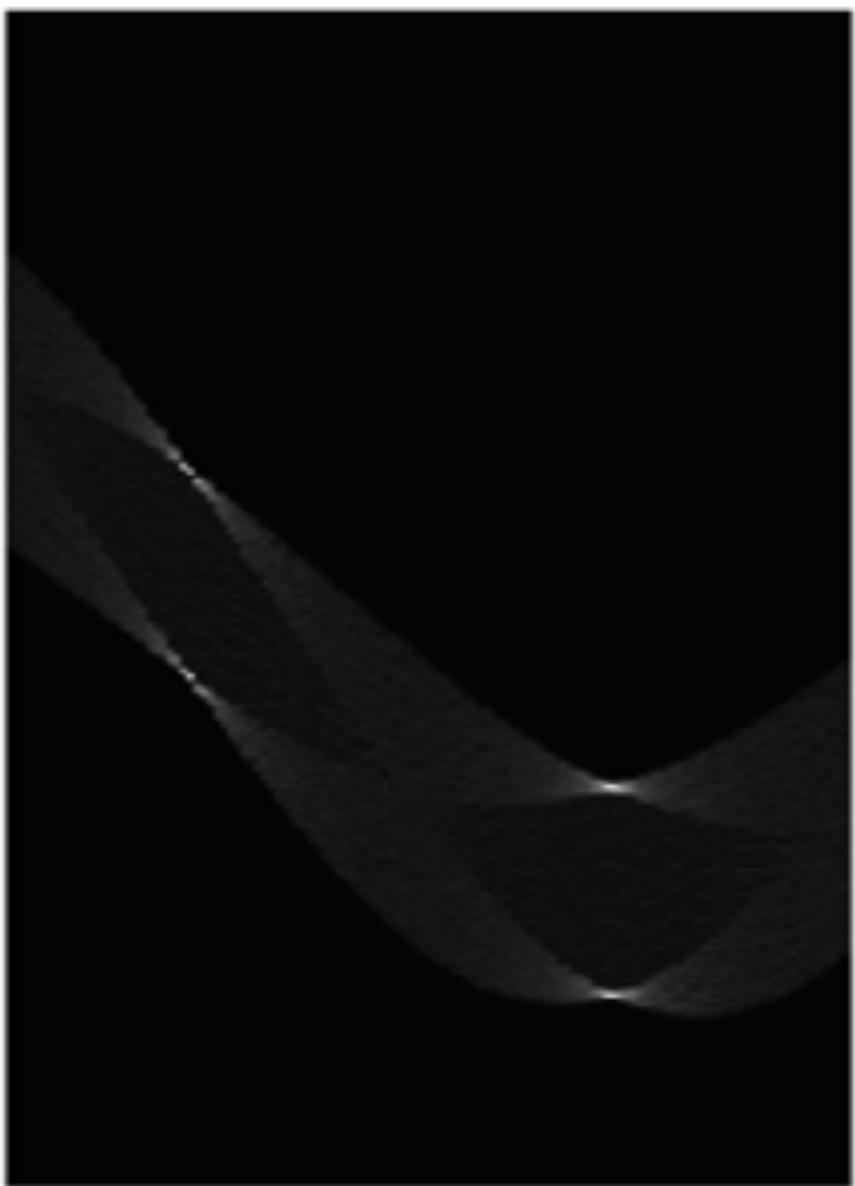
features



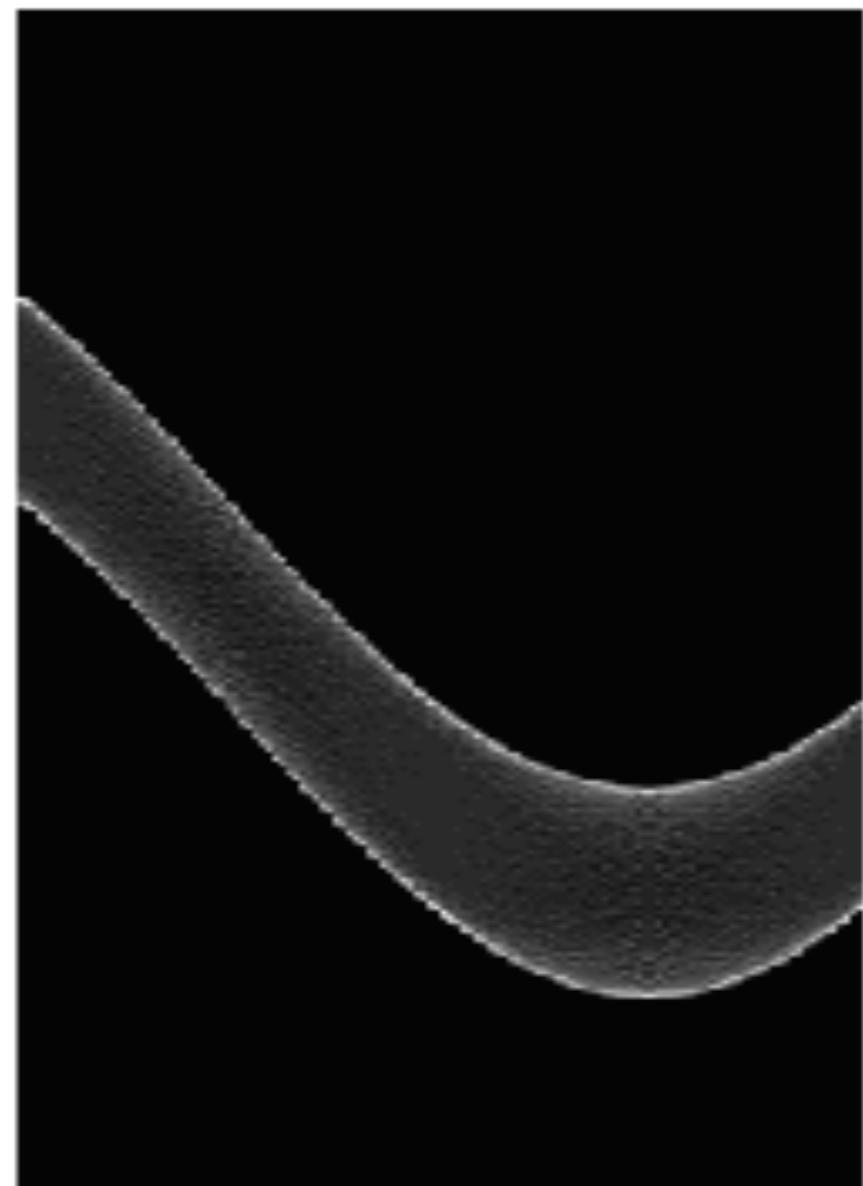
votes (polar representation)

Hough Transform

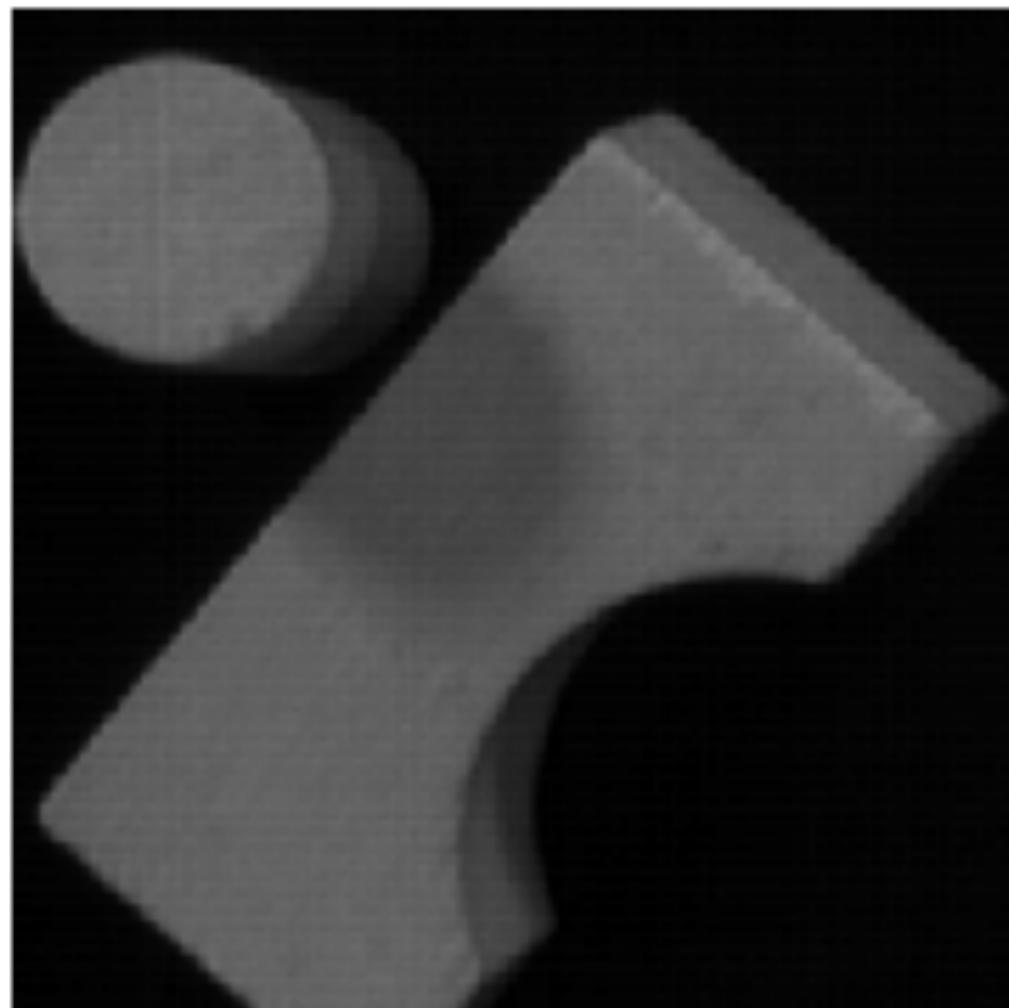
Squares



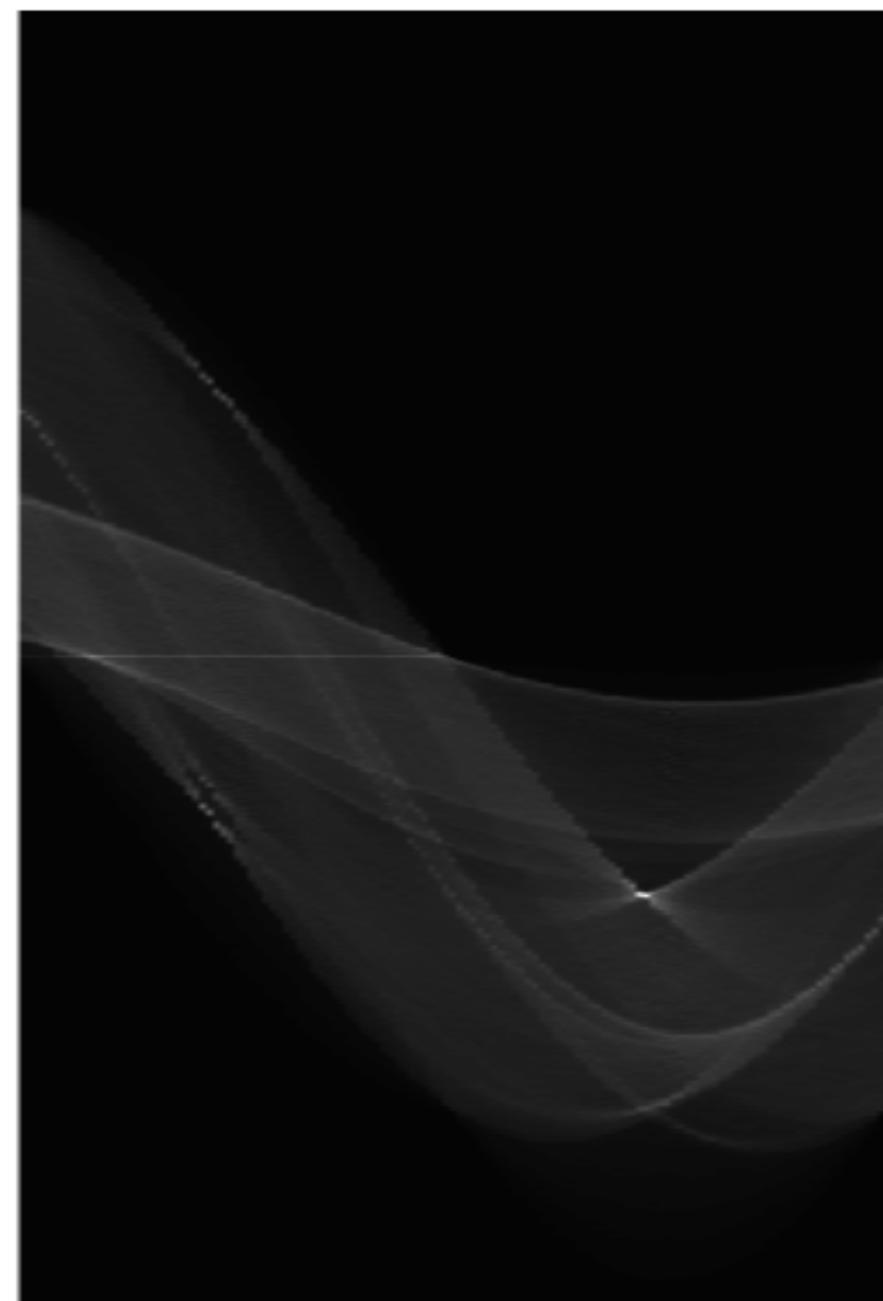
Circle



Hough Transform



Image

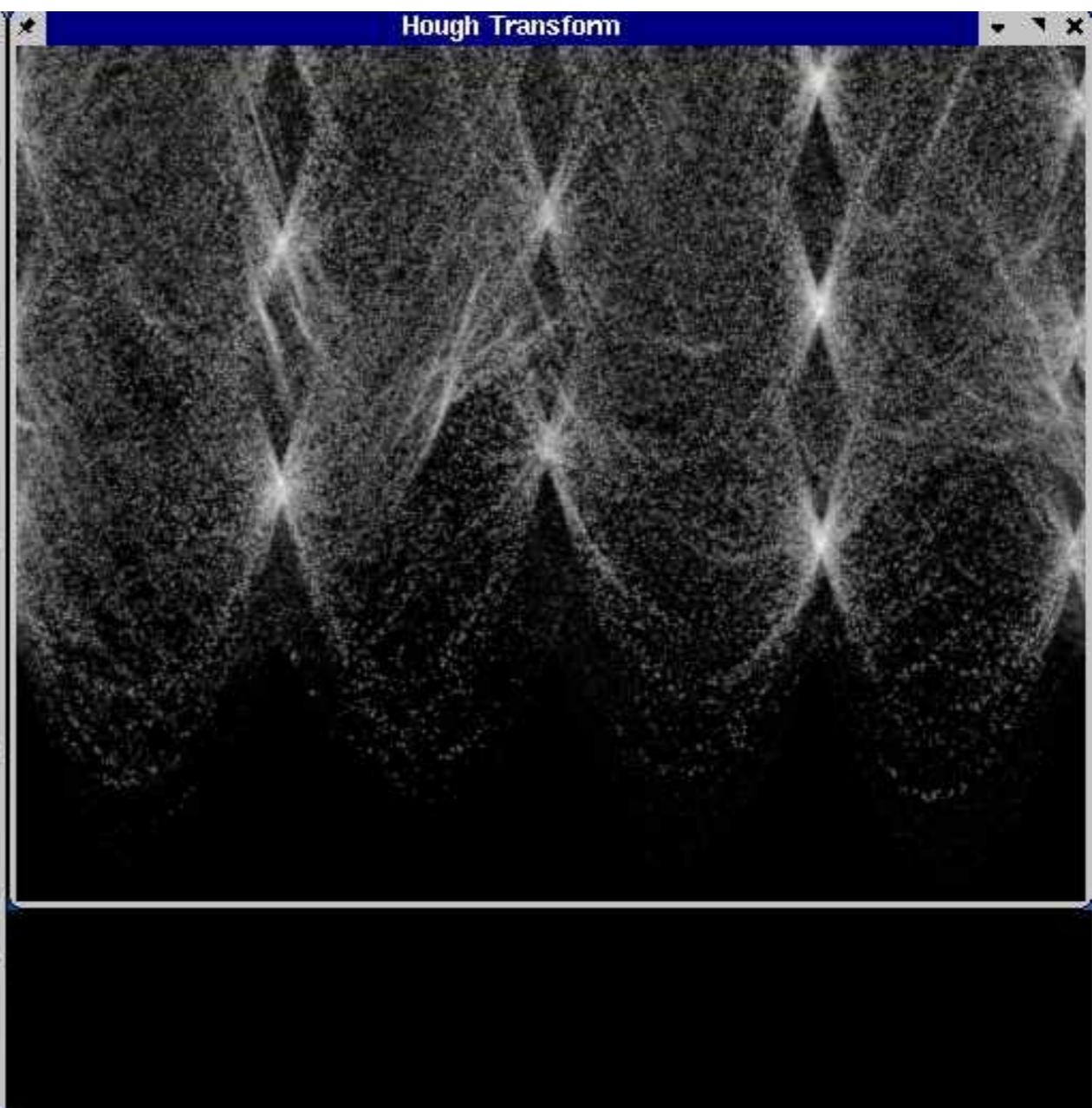


Hough Space

Hough Transform

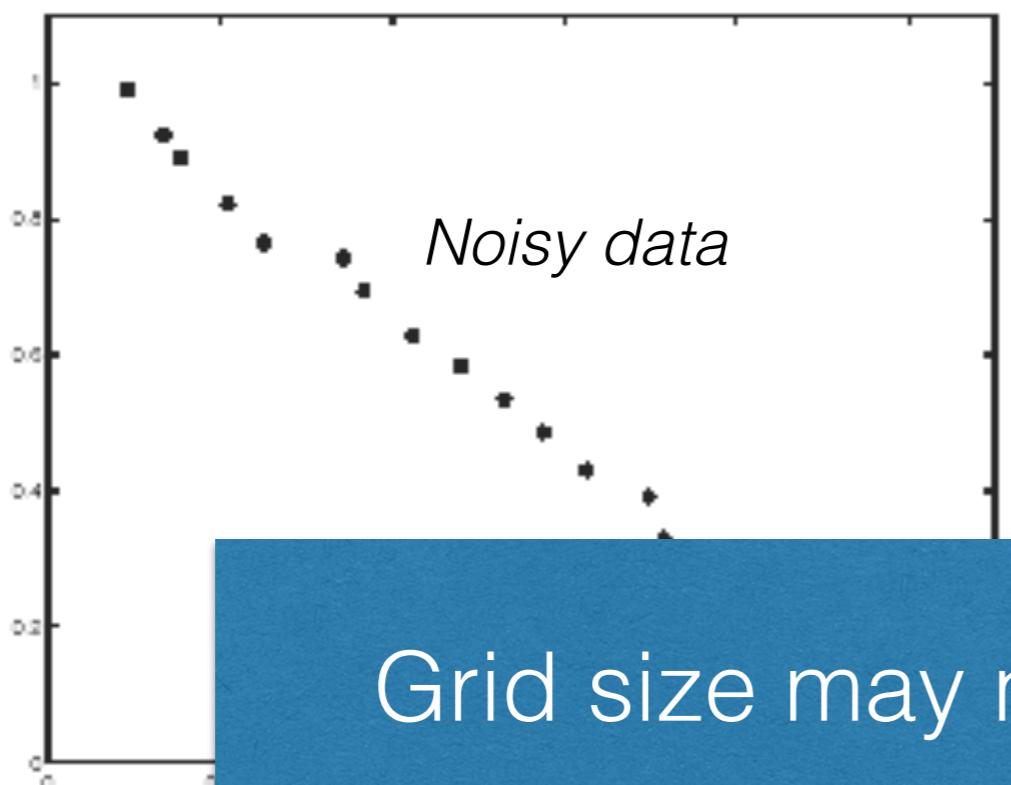


Image



Hough Space

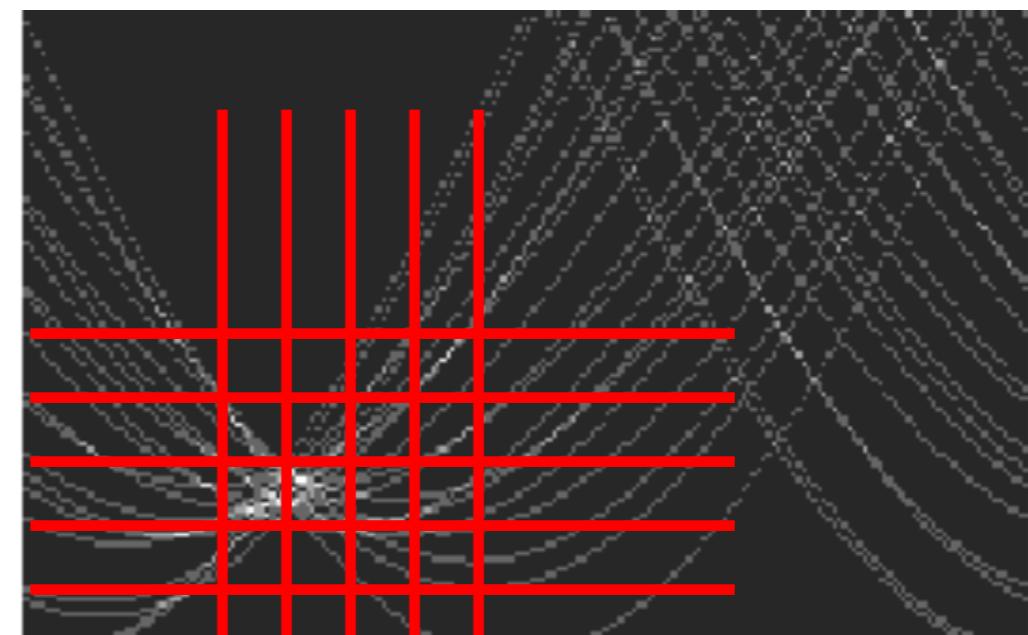
Hough Transform (Grid Size)



Noisy data

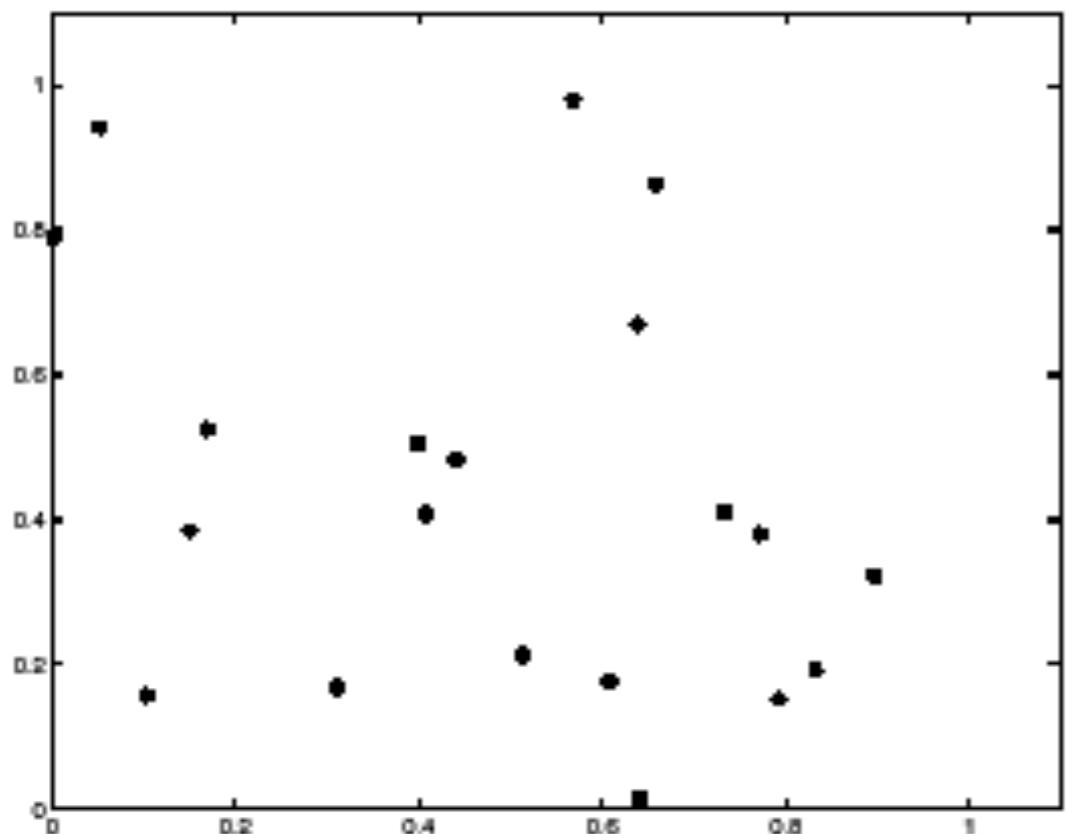
Grid size may need to be adjusted

features

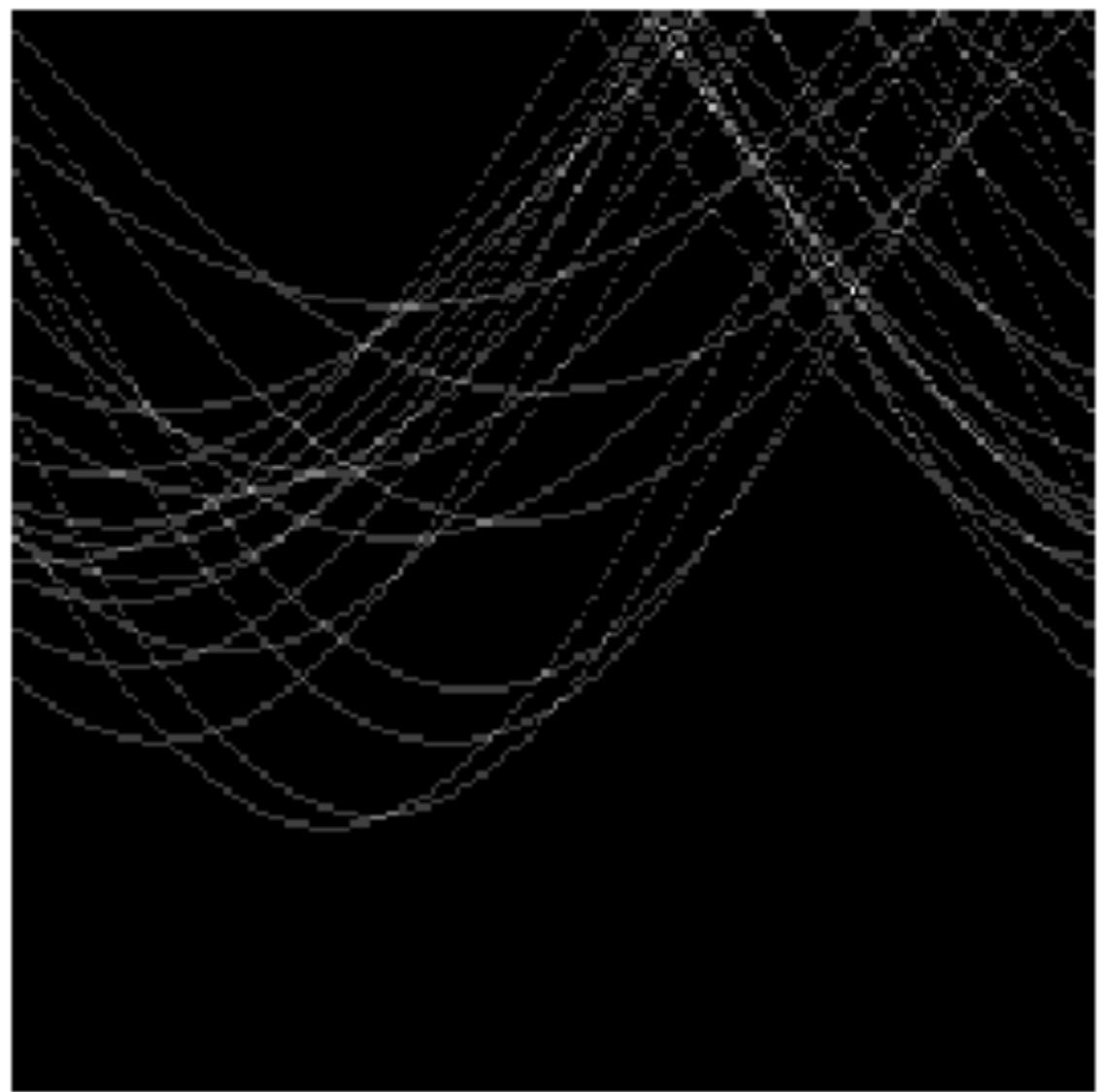


votes in hough space

Hough Transform (Noise)



features

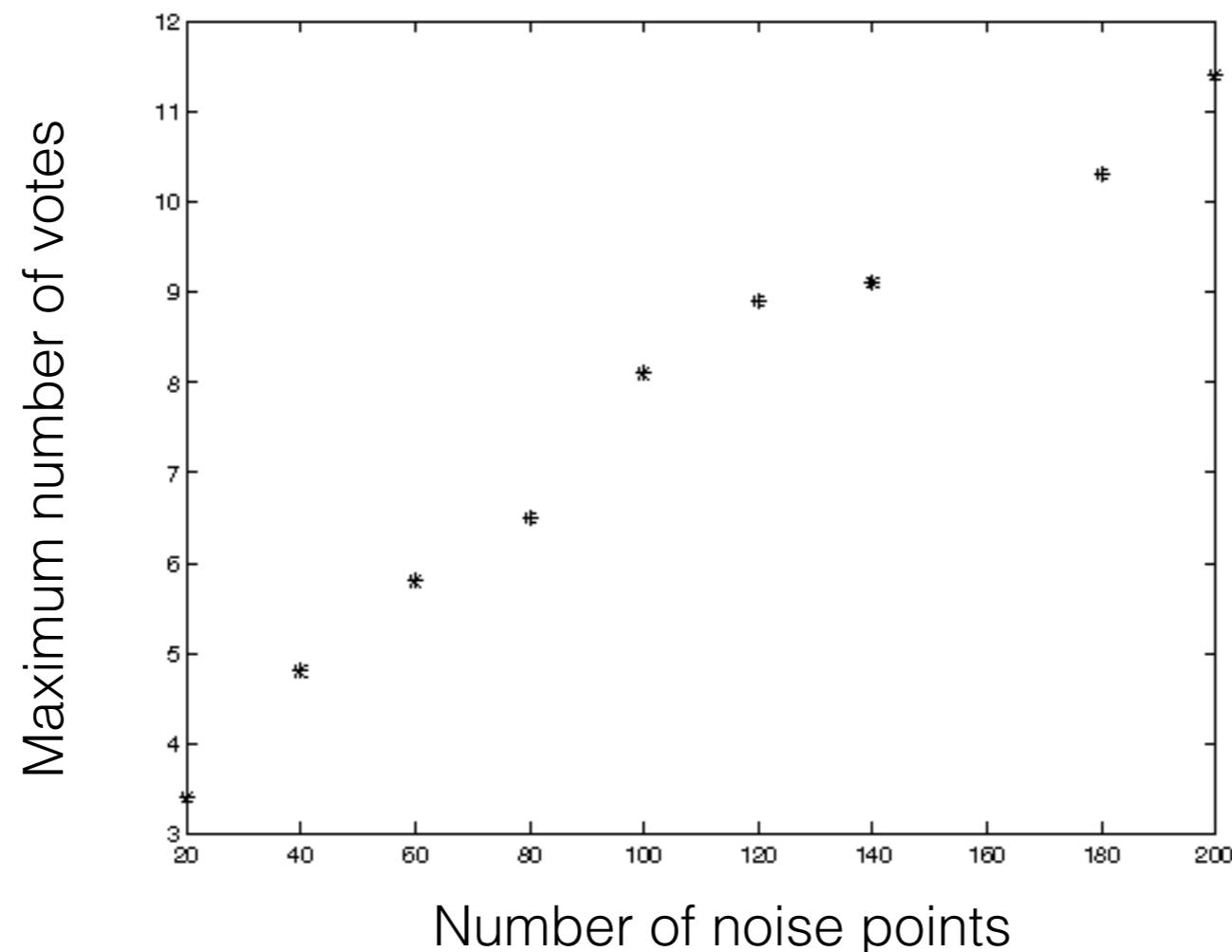


votes in hough space

Uniform noise can lead to spurious peaks in the array

Hough Transform (Noise)

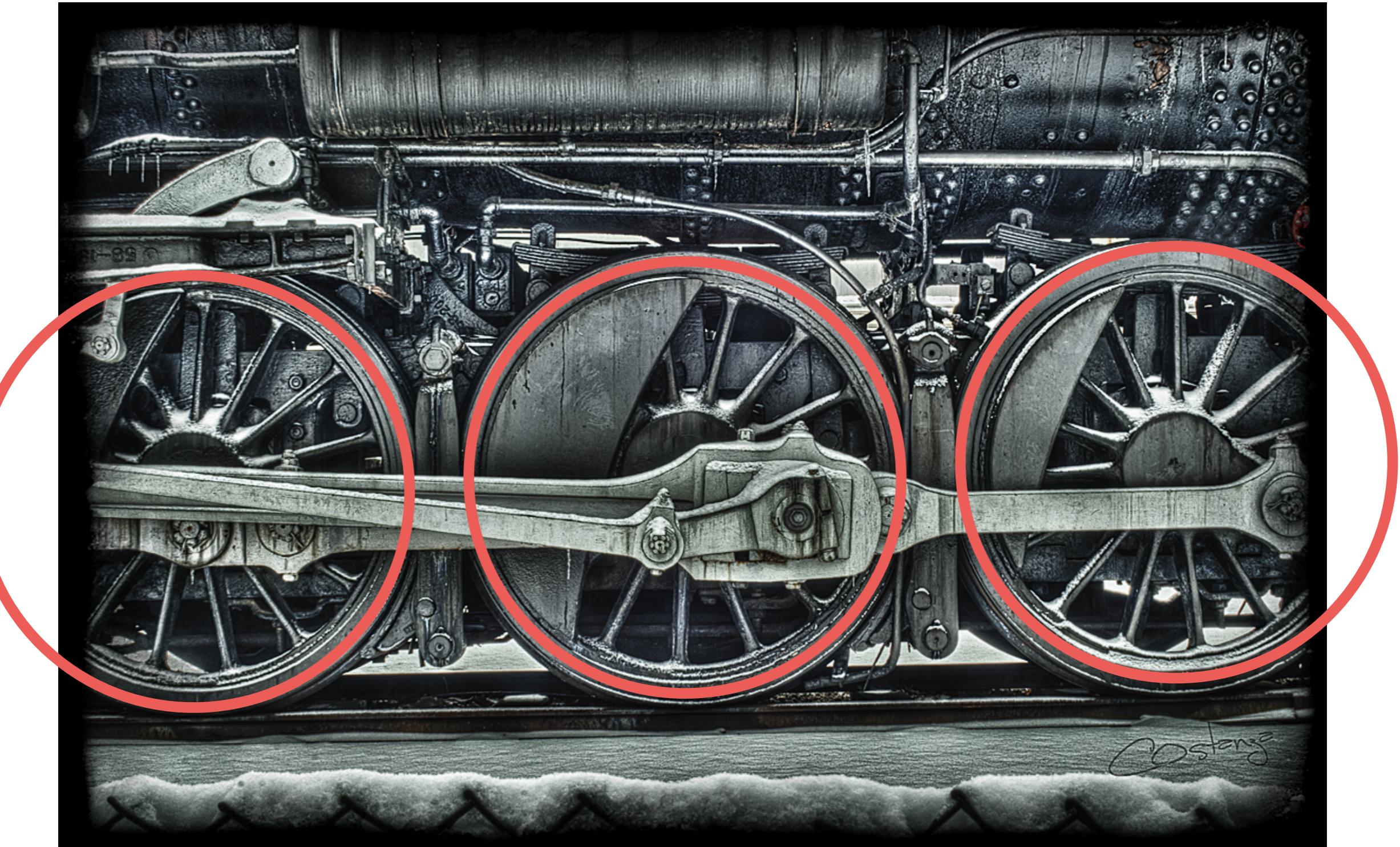
- As the level of uniform noise increases, the maximum number of votes increases too



Hough Transform (Dealing with Noise)

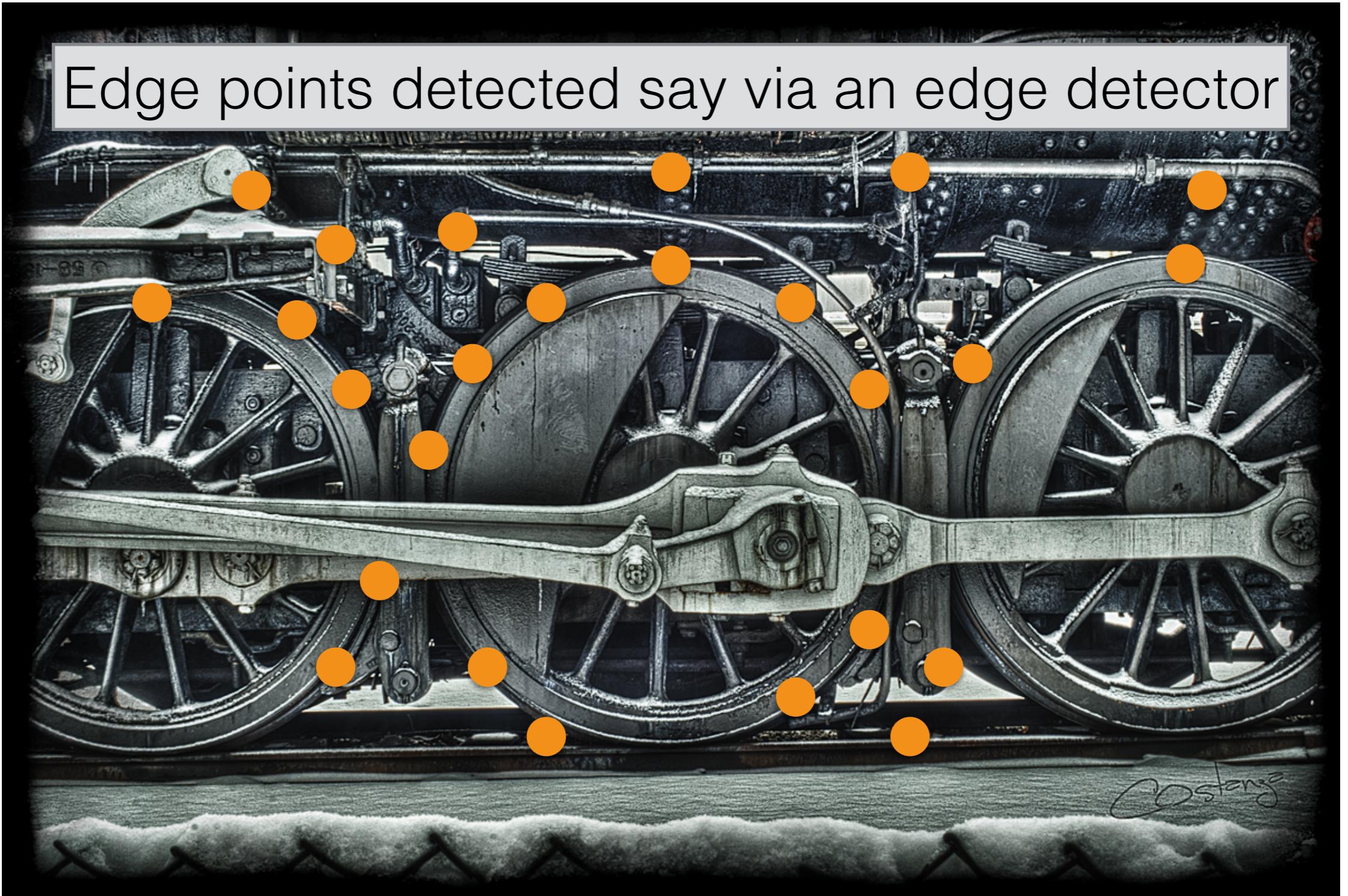
- Choose a good grid size (or discretization)
 - Too small: miss lines because only points that are *exactly* collinear will vote for a single line
 - Too large: many different lines will appear in the same bucket
- Increment neighbouring bins (smoothing accumulator arrays)
- Avoid irrelevant features.
 - Use pixels on *strong* edges (e.g., selected via gradient magnitude)

Hough Transform



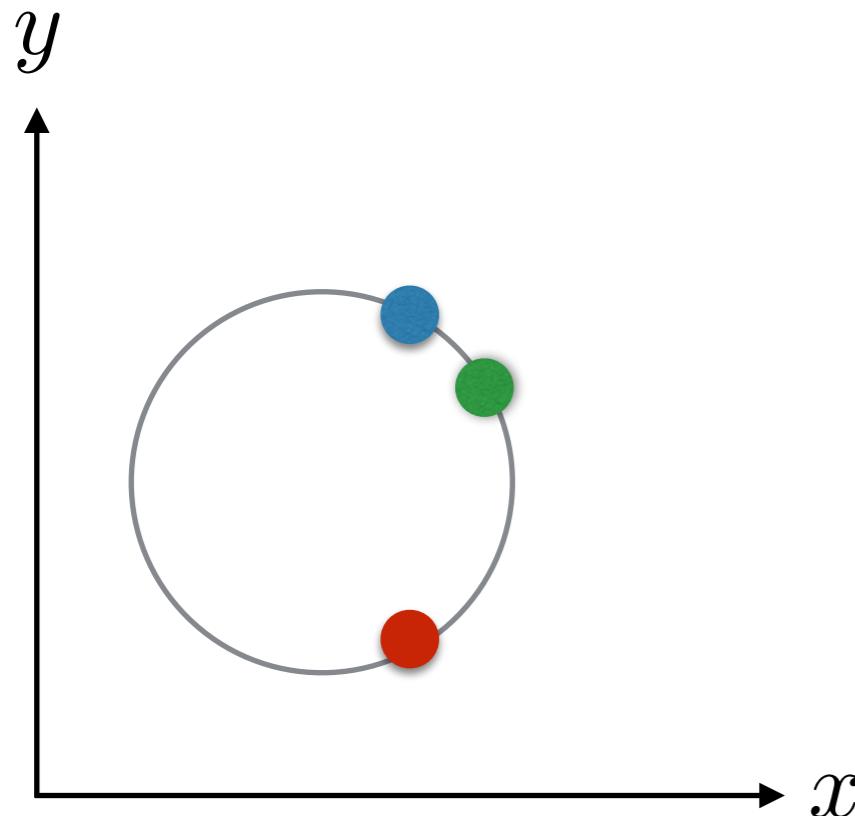
Hough Transform

Edge points detected say via an edge detector



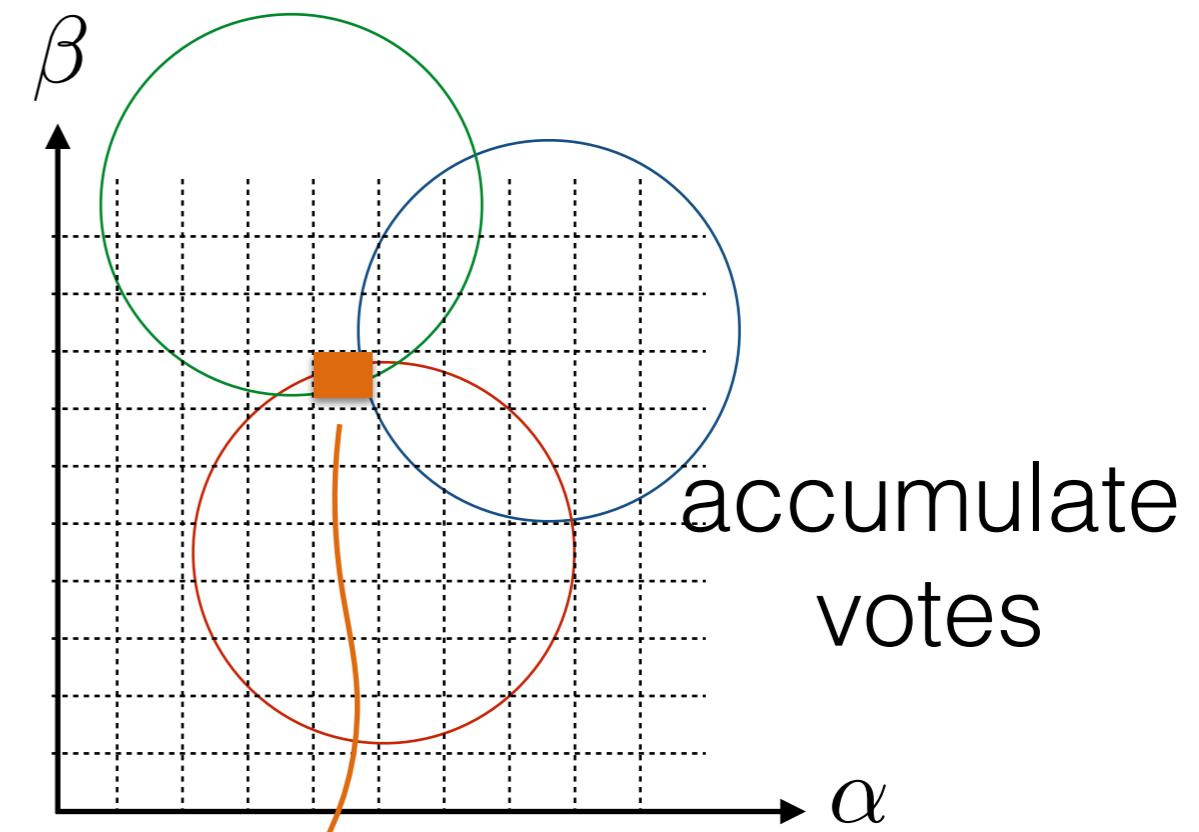
Hough Transform

Assumption: fixed circle



$$(x - \alpha)^2 + (y - \beta)^2 = r^2$$

↑
Unknowns



solution

Hough Transform

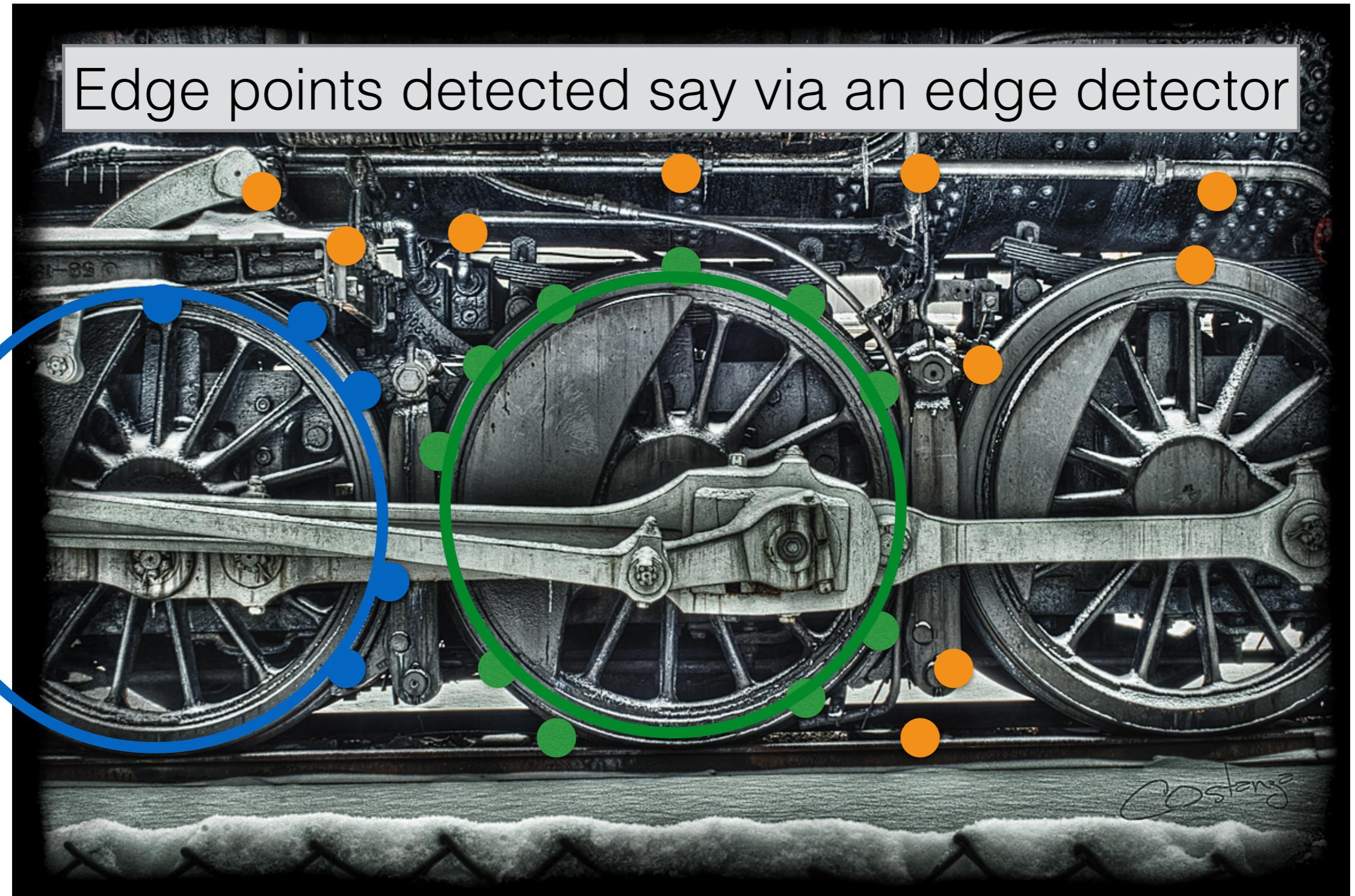
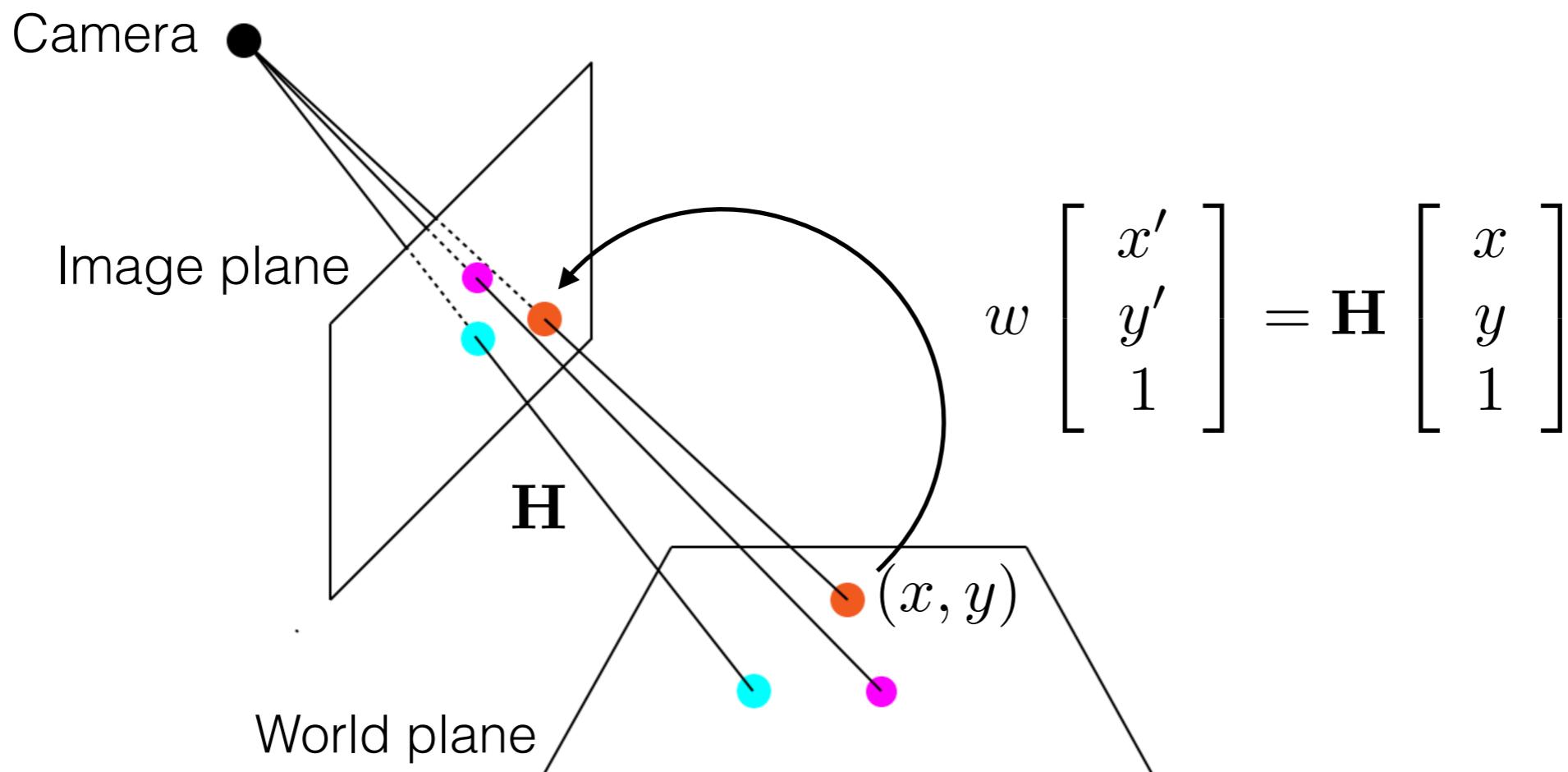


Image Stitching

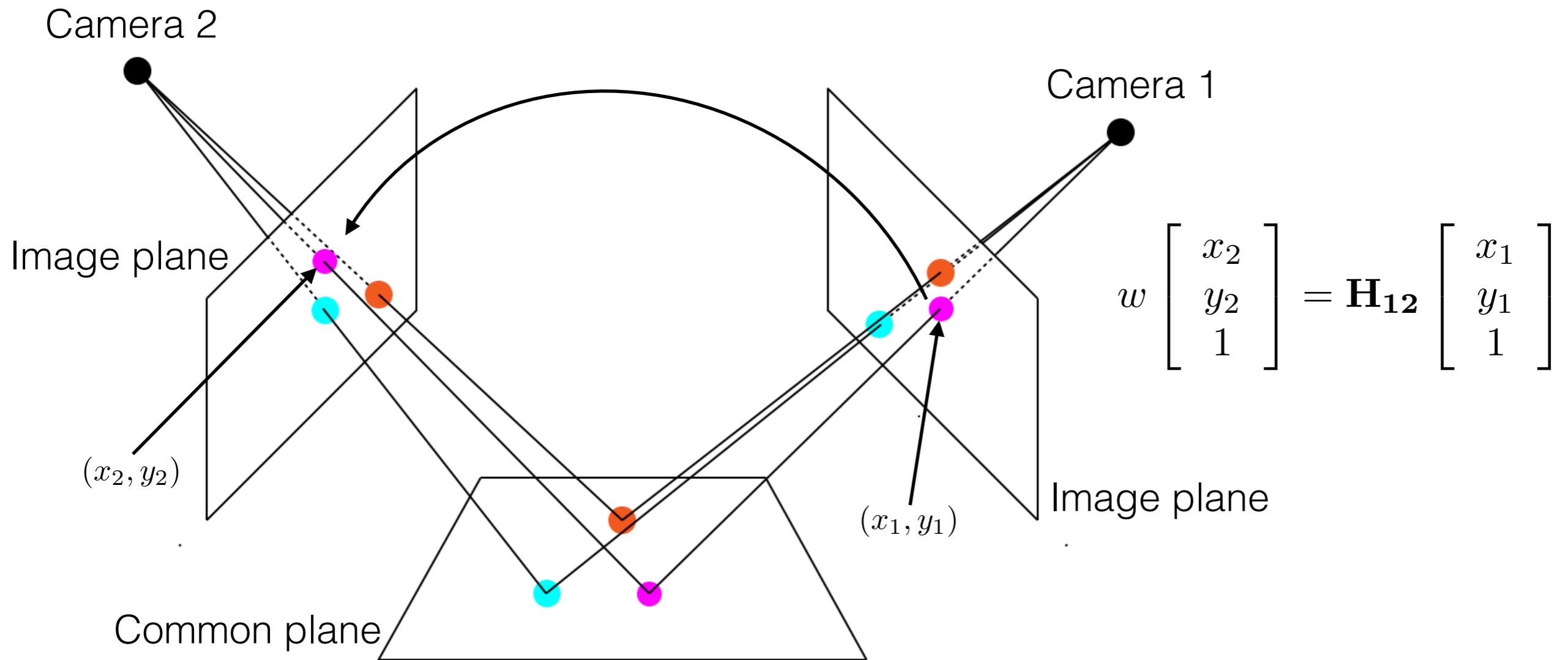
Homography

- Projection of a point in a world plane to the image plane. The location of the point and that of its projection is related via *homography*

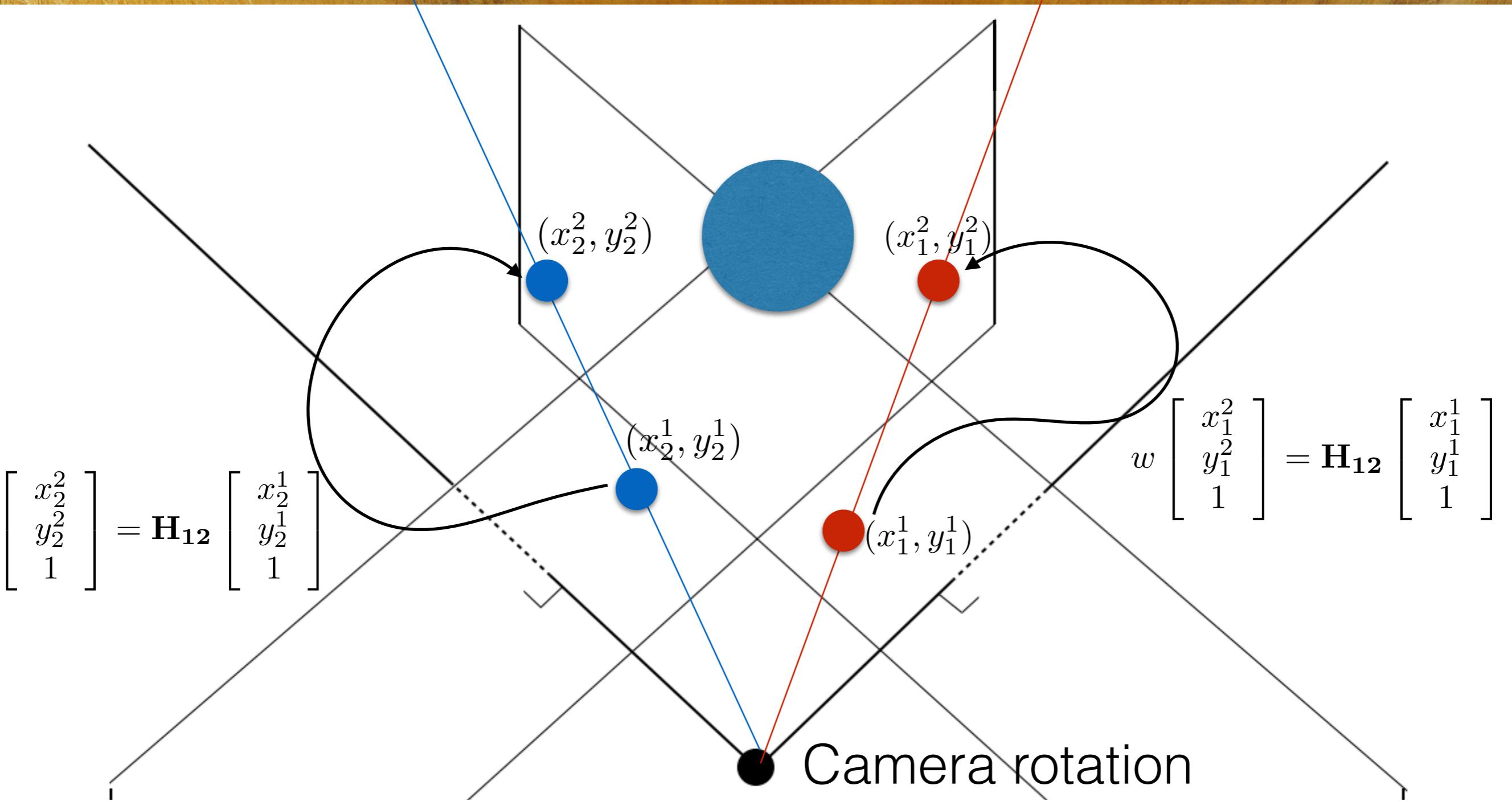


Homography

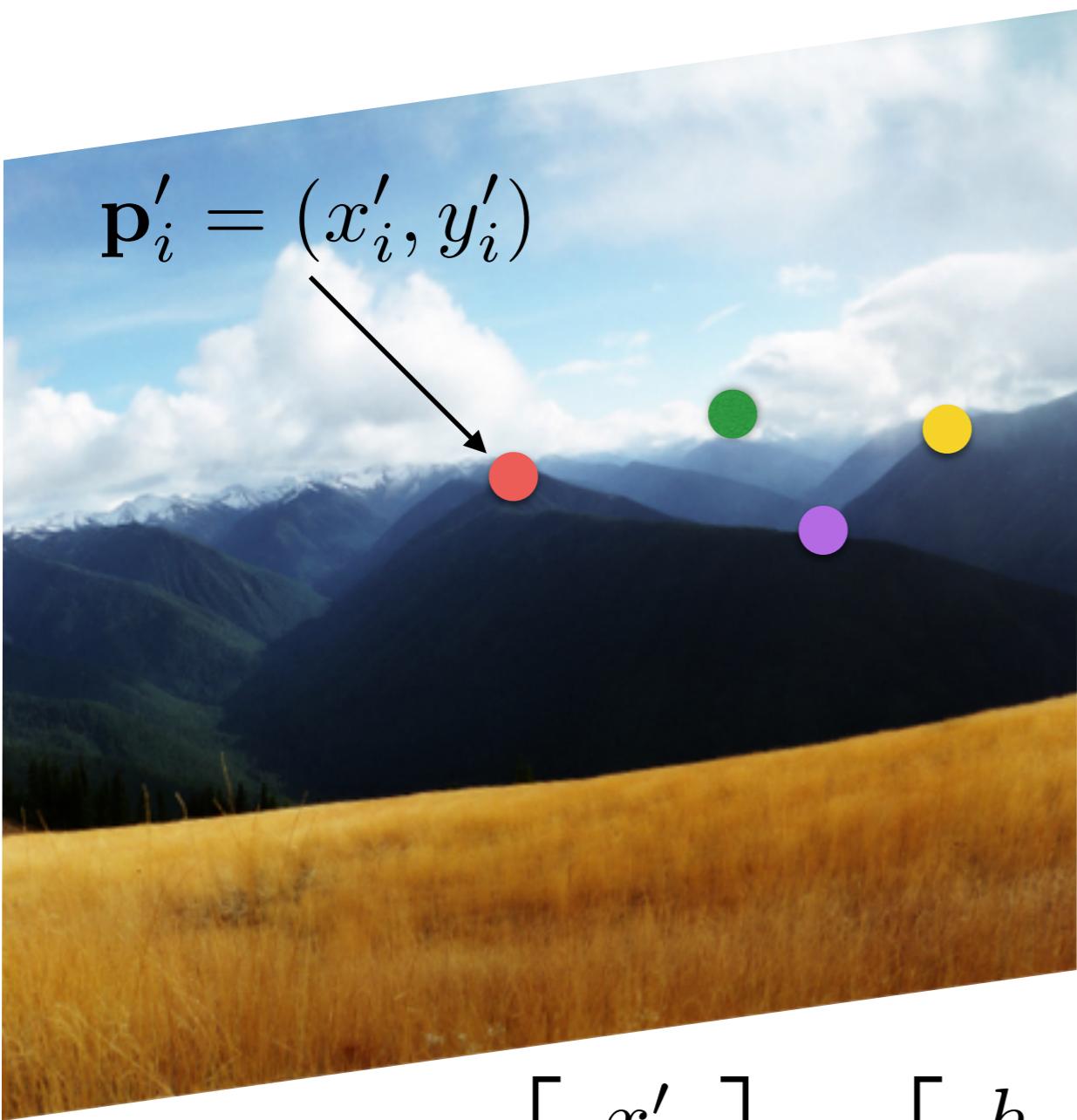
- Projections of points (**that lie on a common plane**) in two cameras are related via *homography*



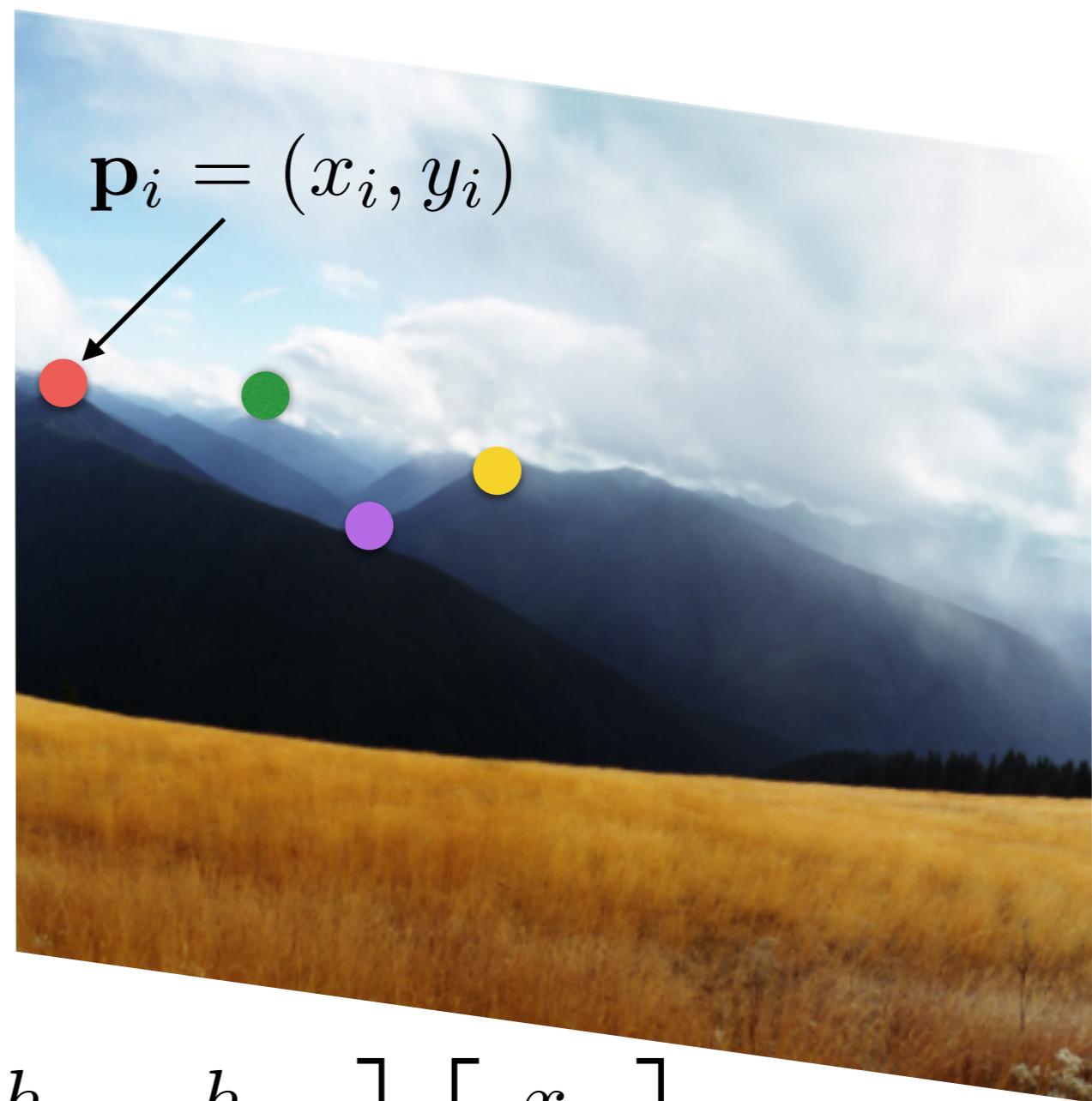
Homography



$$\mathbf{p}'_i = (x'_i, y'_i)$$



$$\mathbf{p}_i = (x_i, y_i)$$



$$w \begin{bmatrix} x'_i \\ y'_i \\ 1 \end{bmatrix} = \begin{bmatrix} h_{11} & h_{12} & h_{13} \\ h_{21} & h_{22} & h_{23} \\ h_{31} & h_{32} & h_{33} \end{bmatrix} \begin{bmatrix} x_i \\ y_i \\ 1 \end{bmatrix}$$

9 Unknowns

Need 4 correspondences

Can't solve it using pseudo-inverse

Solving for *Homography* Using Point Correspondences

Re-write as homogeneous equations:

$$x'_i = \frac{h_{11}x_i + h_{12}y_i + h_{13}}{h_{31}x_i + h_{32}y_i + h_{33}} \quad y'_i = \frac{h_{21}x_i + h_{22}y_i + h_{23}}{h_{31}x_i + h_{32}y_i + h_{33}}$$

Re-writing the above an matrix form:

$$\begin{bmatrix} x_i & y_i & 1 & 0 & 0 & 0 & -x_i x'_i & -y_i x'_i & -x'_i \\ 0 & 0 & 0 & x_i & y_i & 1 & -x_i y'_i & -y_i y'_i & -y'_i \end{bmatrix}$$

$$\begin{bmatrix} h_{11} \\ h_{12} \\ h_{13} \\ h_{21} \\ h_{22} \\ h_{23} \\ h_{31} \\ h_{32} \\ h_{33} \end{bmatrix} = 0$$

Solving for *Homography* Using Point Correspondences

Setting up the $\mathbf{A}\mathbf{h} = \mathbf{0}$ problem using all available point correspondences

$$\left[\begin{array}{ccccccccc} x_1 & y_1 & 1 & 0 & 0 & 0 & -x_1x'_1 & -y_1x'_1 & -x'_1 \\ 0 & 0 & 0 & x_1 & y_1 & 1 & -x_1y'_1 & -y_1y'_1 & -y'_1 \\ \vdots & \vdots \\ x_i & y_i & 1 & 0 & 0 & 0 & -x_ix'_i & -y_ix'_i & -x'_i \\ 0 & 0 & 0 & x_i & y_i & 1 & -x_iy'_i & -y_iy'_i & -y'_i \\ \vdots & \vdots \\ x_n & y_n & 1 & 0 & 0 & 0 & -x_nx'_n & -y_nx'_n & -x'_n \\ 0 & 0 & 0 & x_n & y_n & 1 & -x_ny'_n & -y_ny'_n & -y'_n \end{array} \right] \begin{pmatrix} h_{11} \\ h_{12} \\ h_{13} \\ h_{21} \\ h_{22} \\ h_{23} \\ h_{31} \\ h_{32} \\ h_{33} \end{pmatrix} = \mathbf{0}$$

$\mathbf{A} \quad \mathbf{h} = \mathbf{0}$

Solution is the *Null Space* of \mathbf{A}

Solving for *Homography* Using Point Correspondences

Solution

Need a minimum of 4 point correspondences

Estimate using least-square fitting

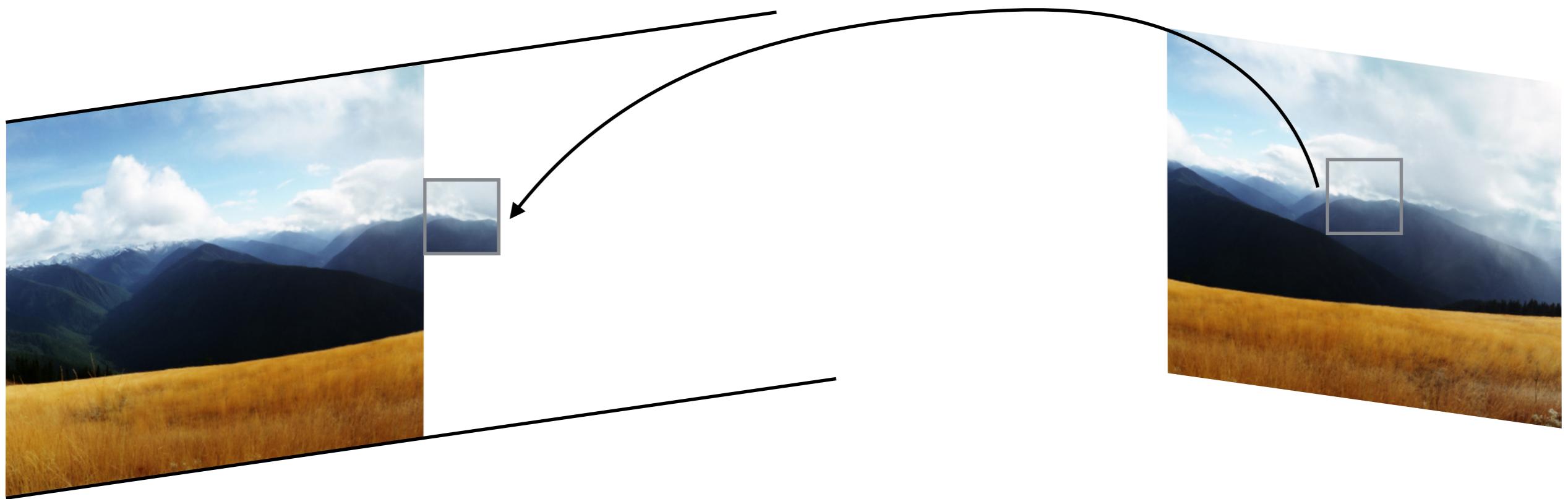
$$\mathbf{h}^* = \underset{\mathbf{h}}{\operatorname{argmin}} \|\mathbf{A}\mathbf{h}\|^2 \text{ s.t. } \|\mathbf{h}\| = 1$$

Solution is the eigenvector corresponding to
the smallest eigenvalue of $\mathbf{A}^T\mathbf{A}$

Where have we seen this before?



Image Stitching



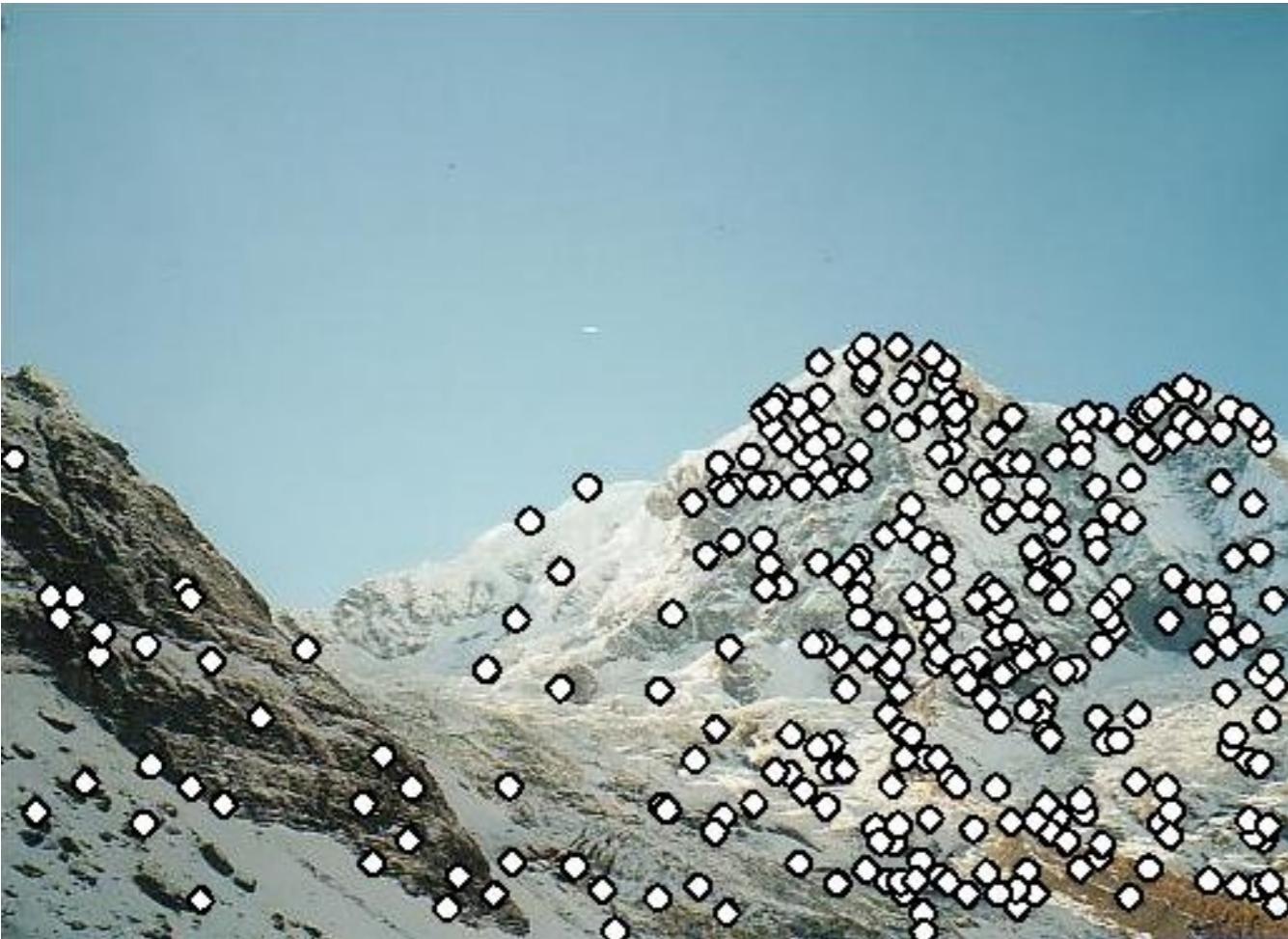
Estimate homography

Use it to fill in colors from the other image

Image Stitching



Image Stitching



Extract features

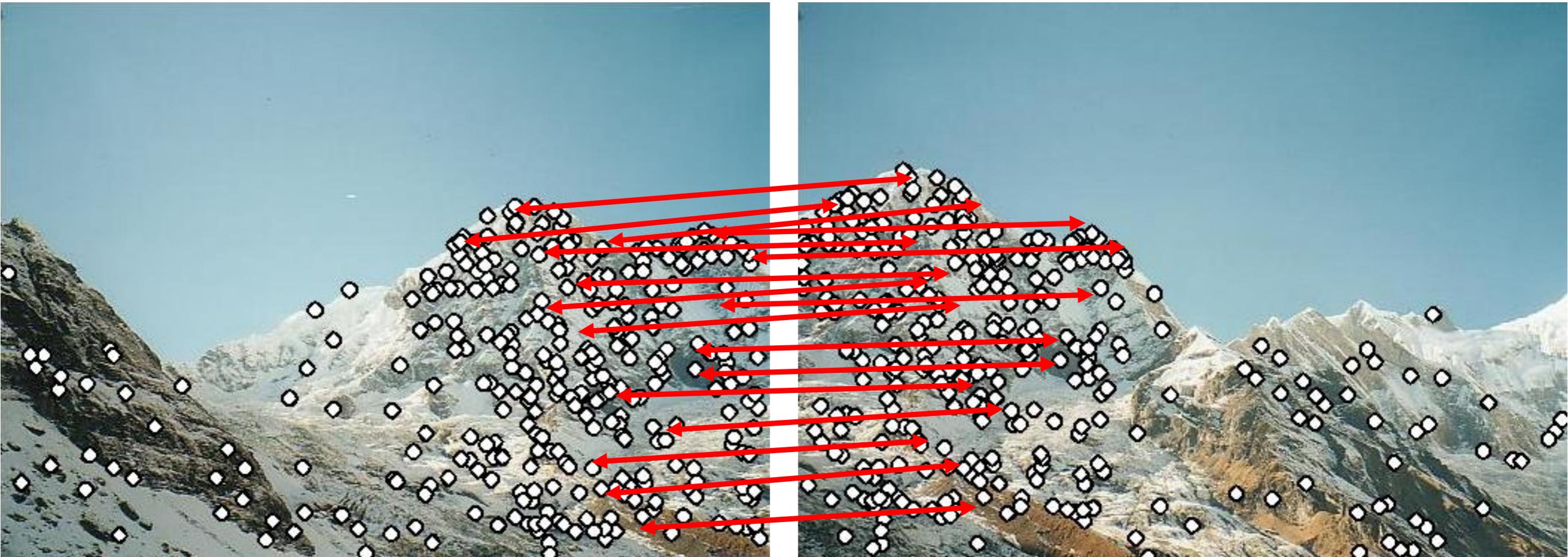
Image Stitching



Extract features

Compute *putative* matches

Image Stitching

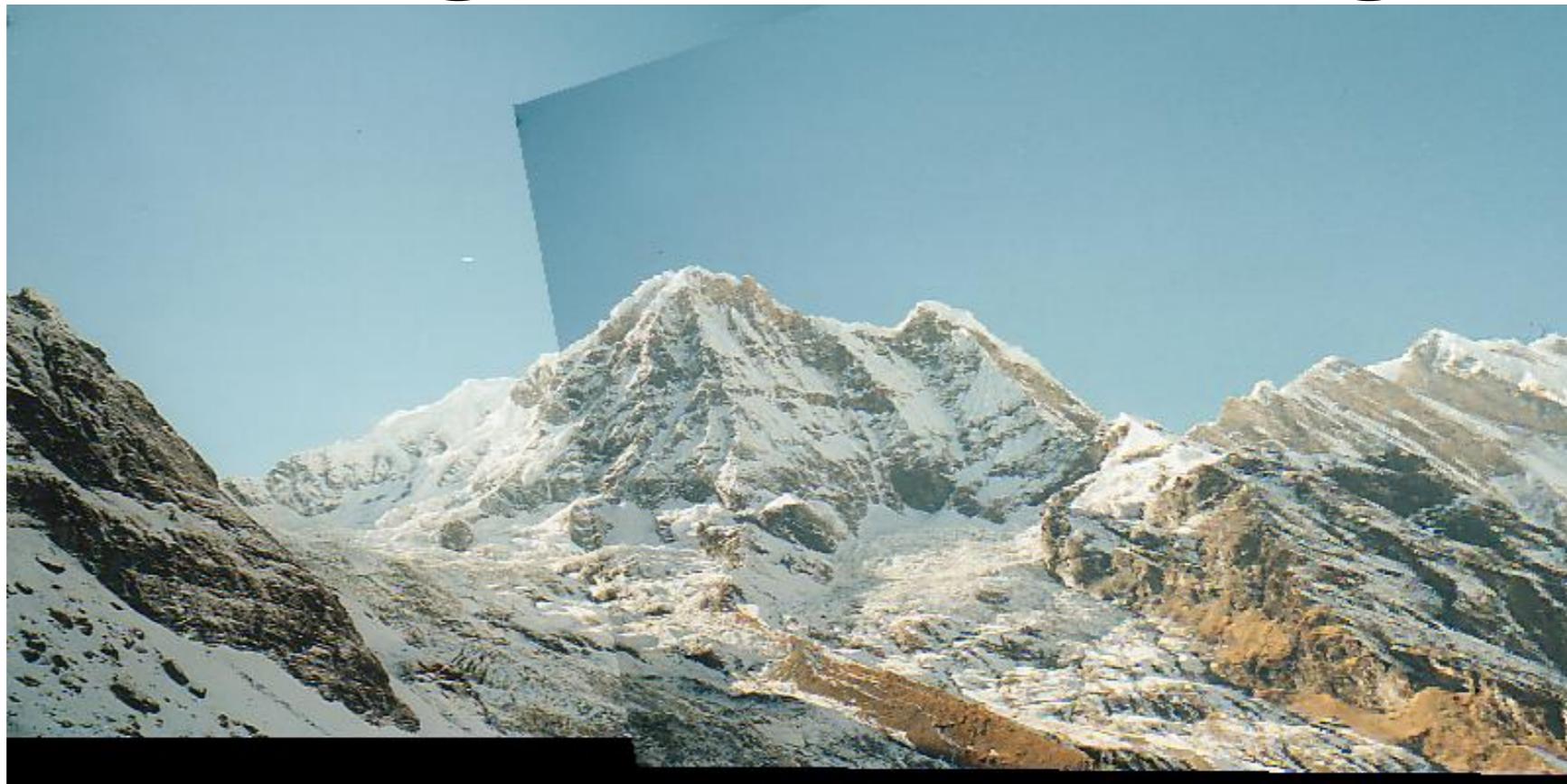


Extract features

Compute *putative* matches

Use RANSAC to estimate *homography*

Image Stitching



Extract features

Compute *putative* matches

Use RANSAC to estimate *homography*

Perform image stitching

Summary

- Model fitting
- Least squares
- Robust least squares
- RANSAC
- Hough transform
- Example: Image stitching