计算机视觉和机器学习 Ex3 测试文档

1. 测试环境

Windows10+VS2015

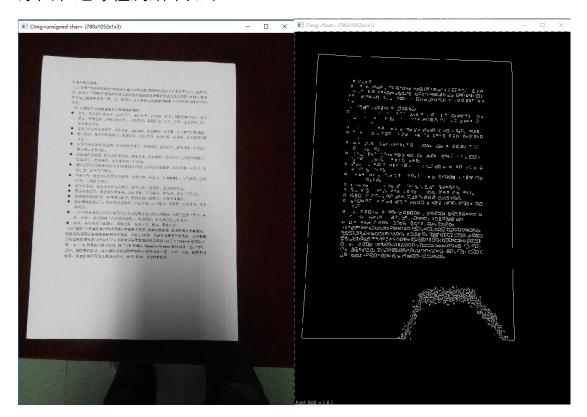
2. 测试数据

老师提供的图片数据

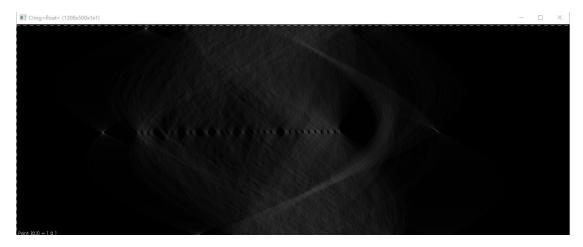
3. 测试结果

直线检测:

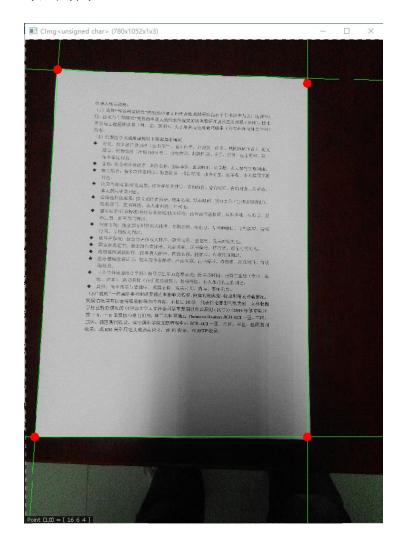
原图和边缘检测结果如下:



Hough 空间如下:



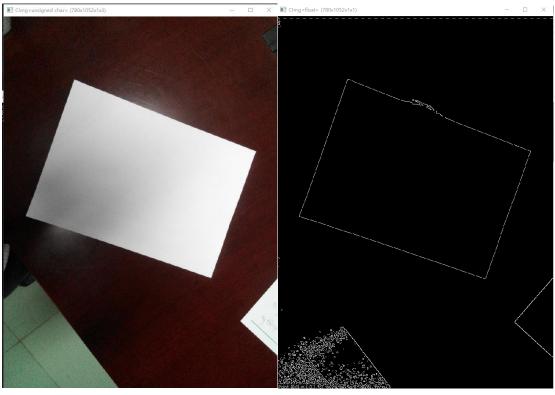
最终结果:



直线方程如下:

```
line 0 : x = 224
line 1 : y = -15.8945 * x + (-5542.24)
line 2 : y = 338
line 3 : y = 0.0314263 * x + (-450.222)
CImg<unsigned char> (780x1052x1x3): this = 00BCFA1C, size =
04FF602F (non-shared) = [ 31 16 19 21 23 25 32 26 ... 70 47
= 79.1692, coords_min = (75,0,0,0), coords_max = (68,56,0,0
```

第二张图:





```
310 399 264

line 0: y = -2.83334 * x + (-889.371)

line 1: y = -2.77761 * x + (758.699)

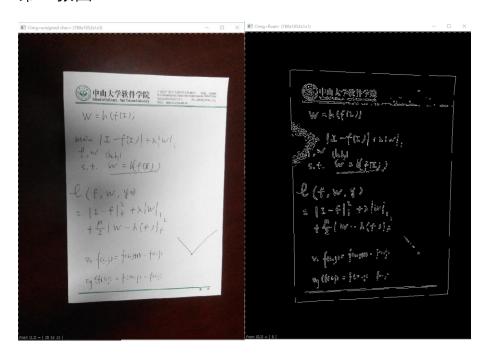
line 2: y = 0.33887 * x + (145.708)

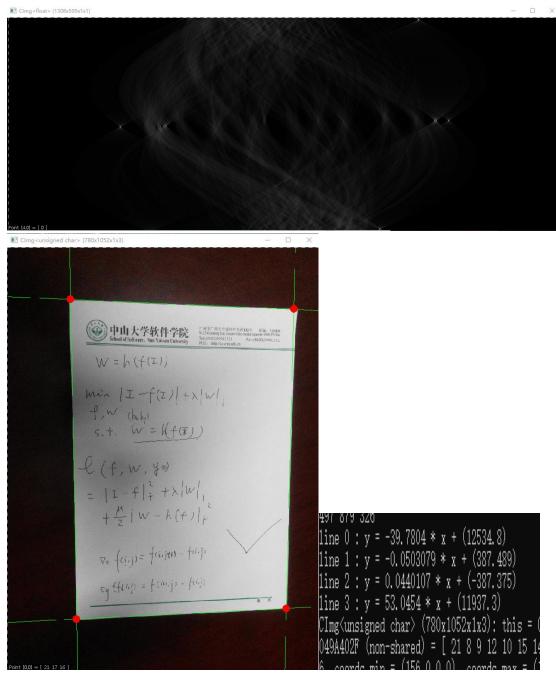
line 3: y = 0.395928 * x + (-274.259)

CImg<unsigned char> (780x1052x1x3): this =
```

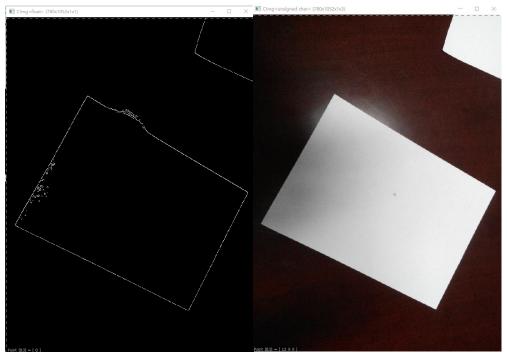


第三张图:

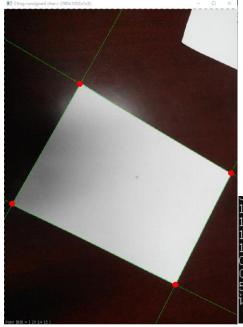




第四张图:

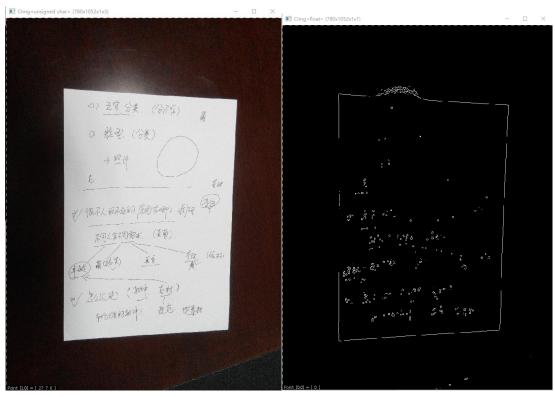






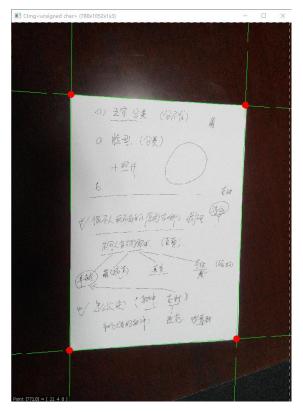
```
line 0: y = -1.99348 * x + (756.05)
line 1: y = -1.76606 * x + (-517.528)
line 2: y = 0.493797 * x + (303.354)
line 3: y = 0.591398 * x + (-196.342)
CImg<unsigned char> (780x1052x1x3): this = 00F8
053E702F (non-shared) = [ 23 17 15 11 14 11 14
5418, coords_min = (394,0,0,0), coords_max = (34)
```

第五张图:

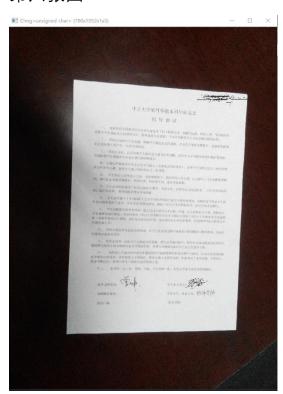


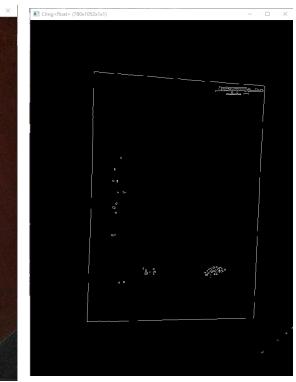


```
260 342 186
line 0 : y = -159.153 * x + (-36128.4)
line 1 : y = -26.5133 * x + (6579.96)
line 2 : y = -0.0692253 * x + (367.878)
line 3 : y = 0.0629147 * x + (-312.617)
CImg<unsigned char> (780x1052x1x3): this = 0071F980, size
04BDB02F (non-shared) = [ 18 27 32 22 39 26 39 41 ... 36 3
= 91.7368, coords_min = (167,0,0,0), coords_max = (163,190
请按任意键继续. . .
```

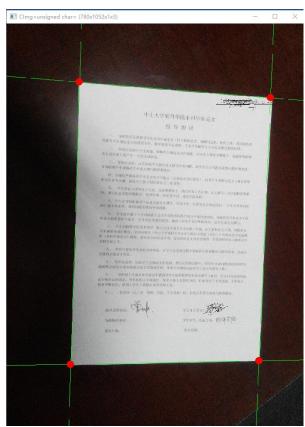


第六张图:









```
263 297 254
line 0: y = -31.8205 * x + (-6749.28)
line 1: y = -22.7218 * x + (6459.23)
line 2: y = -0.0188518 * x + (358.064)
line 3: y = 0.0818636 * x + (-358.194)
CImg<unsigned char> (780x1052x1x3): this = 0098
04B7B02F (non-shared) = [ 32 22 31 22 10 22 41 = 90.2742, coords_min = (195,0,0,0), coords_ma
```

如上所见,使用霍夫变换,所有图都很好的检测除了 A4 纸的边缘直线,并且去除了一些噪声的干扰,这里主要是一开始的时候对图片进

行了二值化处理, 去除了噪声, 因此最终对直线检测都有很好的结果。 思考: 如何在保证精度的情况下加快运行速度?

- 1. 可以使用并行化计算从而加快运行速度。
- 可以通过一些图像预处理或者调节 canny 边缘检测中的参数,使得最终边缘检测出的轮廓具有较少的噪声点,从而可以降低hough 变换的开销,加快运行速度。

硬币检测:

硬币检测关键在于检测圆周, 但是圆周不同于直线, 圆周有三个参数, 圆心坐标 x,y 和半径 r, 因此, 如果对圆使用霍夫变换投影到三维空间, 将会大大增加计算的开销, 因此这里使用的是霍夫变换的一个变种, 霍夫梯度法, 主要思路如下:

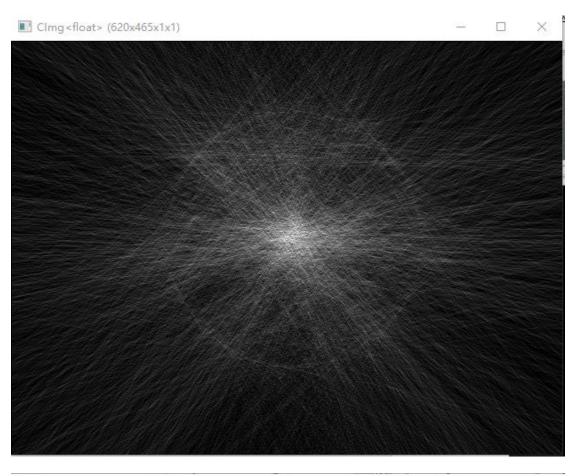
- 1. 检测圆心
- 2. 搜索半径

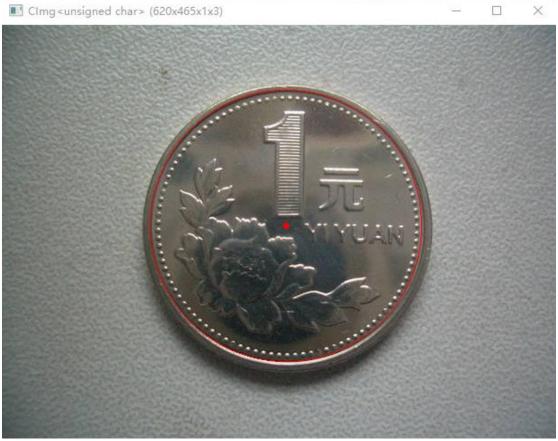
首先通过对边缘检测中所有点画出梯度直线,因为圆周的梯度实现最终交于圆心,因此通过这步操作我们可以将绘出的 hough 空间中最亮的点认定为圆心。

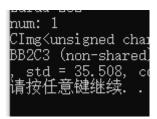
而后通过找出圆心和所有轮廓点中, 距离相等最多的那个距离, 即可认定为半径, 但是这种方法对参数的调节依赖性很大, 因为图片大小不一样, 很多阈值都很难确定, 接下来给出几张较好的效果:





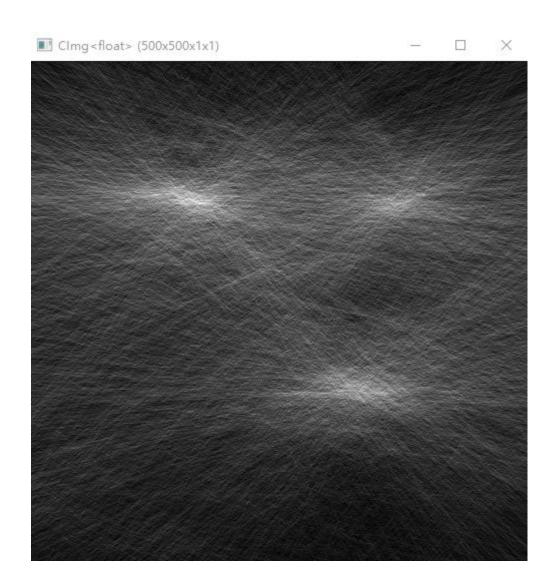






第二张图:



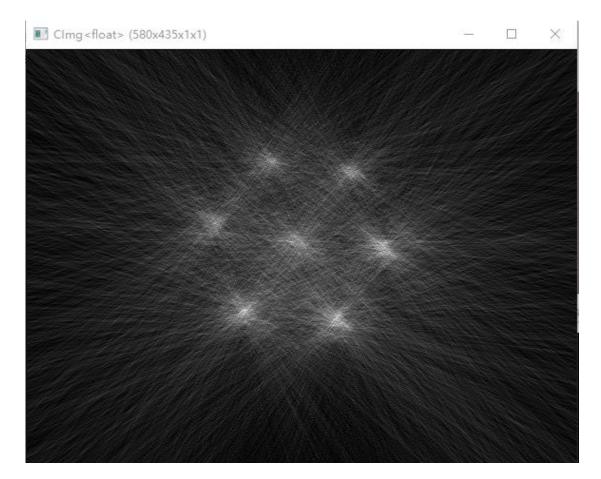




第三张图:







但是此图由于图片较小,参数问题,并没有得到较好的检测,但是可以从霍夫空间看出,圆心处确实是最亮的。