

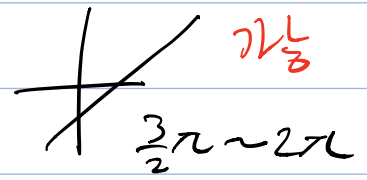
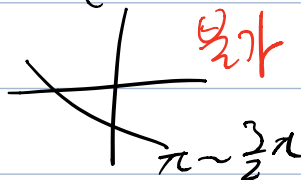
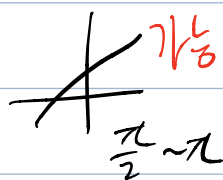
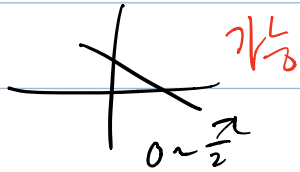
1. Hough Transform Line Parameterization

$$1. \rho = x \cos \theta + y \sin \theta = \sqrt{x^2 + y^2} \sin(\theta + \phi)$$

$$\text{where } \cos \phi = y / \sqrt{x^2 + y^2}$$

$$\sin \phi = x / \sqrt{x^2 + y^2}$$

$$2. |\rho| \leq \sqrt{W^2 + H^2} \quad 0 \leq \theta \leq 2\pi \quad (\text{사실 } \pi \leq \theta \leq \frac{3}{2}\pi \text{는 안 될 것})$$



2. Lambertian Reflectance Properties

$$1. \int_{\text{hemisphere}} \frac{\rho}{\pi} \cos \theta_r d\omega_r \leq 1 \quad (\because \text{conservation of energy})$$

$$\text{LHS} = \int_0^{\pi/2} \int_0^{2\pi} \frac{\rho}{\pi} \cdot \cos \theta_r \underbrace{\sin \theta_r d\phi_r d\theta_r}_{d\omega_r} = \rho$$

$$\therefore \rho \leq 1$$

$$2. Ef = L \frac{d^2 \phi_r}{(dA \cos \theta_r) d\omega_r} \Rightarrow Ef \cos \theta_r = \frac{d^2 \phi_r}{dA d\omega_r}$$

it should be uniform

$$\Rightarrow f = \frac{k}{\cos \theta_r} \quad (k = \text{const})$$

Conservation of E

$$\int_{\text{hemisphere}} \frac{k}{\cos \theta_r} \cdot \cos \theta_r \cdot d\omega_r = \int_0^{\frac{\pi}{2}} \int_0^{2\pi} k \sin \theta_r d\phi_r d\theta_r$$

$$= 2\pi k = P$$

$$\therefore k = \frac{P}{2\pi} \quad f = \frac{P}{2\pi \cos \theta_r}$$

$$R = \frac{\cos \theta_i \text{ (surface normal \& incident direction)}}{\cos \theta_r \text{ (surface normal \& view direction)}}$$

$$\cos \theta_r = 1 / \sqrt{1 + p^2 + q^2}$$

$$\cos \theta_i = \frac{1 + p_s p + q_s q}{\sqrt{1 + p^2 + q^2} \sqrt{1 + p_s^2 + q_s^2}}$$

$$R(p, q) = \frac{1 + p_s p + q_s q}{\sqrt{1 + p_s^2 + q_s^2}}$$

3. Camera Calibration

V 의 column 들이 \mathbb{R}^n 의 orthonormal basis

$$\Rightarrow p = a_1 v_1 + \dots + a_n v_n$$

where $a_1^2 + \dots + a_n^2 = 1$, v_1, v_2, \dots, v_n are column of V .

$$Ap = a_1 \sigma_1 v_1 + \dots + a_n \sigma_n v_n$$

$$\|Ap\|^2 = a_1^2 \sigma_1^2 + \dots + a_n^2 \sigma_n^2$$

$$\geq a_1^2 \sigma_n^2 + \dots + a_n^2 \sigma_n^2 = \sigma_n^2$$

등호는 $a_1 = \dots = a_{n-1} = 0$, $a_n = 1$ 일 때,

즉 $p = v_n$ 일 때 성립

4. Hough Transform for Line Detection

2. non maximum suppression은

Non Maximum Suppression 함수에 구현되어 있다.

I_m, I_o 를 input으로 넣으면

I_m 의 픽셀 값을 I_o 방향 양쪽의 픽셀 값과 비교하여 (외삽을 통해) 두 중 하나라도 해당 픽셀 값보다 크다면 해당 픽셀 값을 0으로 바꾼다.

사용되는 코드는

$I_m = \text{non Maximum Suppression}(I_m, I_o)$

I_m 을 Hough Transform 에 input으로 크기 전이 / Edge Detection 에서 나온 I_m, I_o 값을 통해 NMS 실행함.

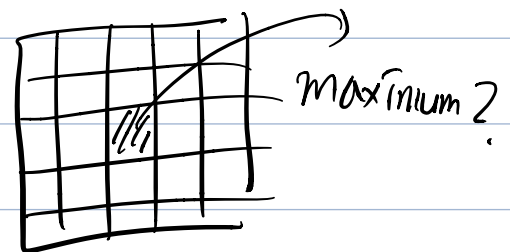
3. $\sigma = 2$

$\text{threshold} = 0.1$

$\text{rho Res} = 2$

$\text{theta Res} = \pi/180$

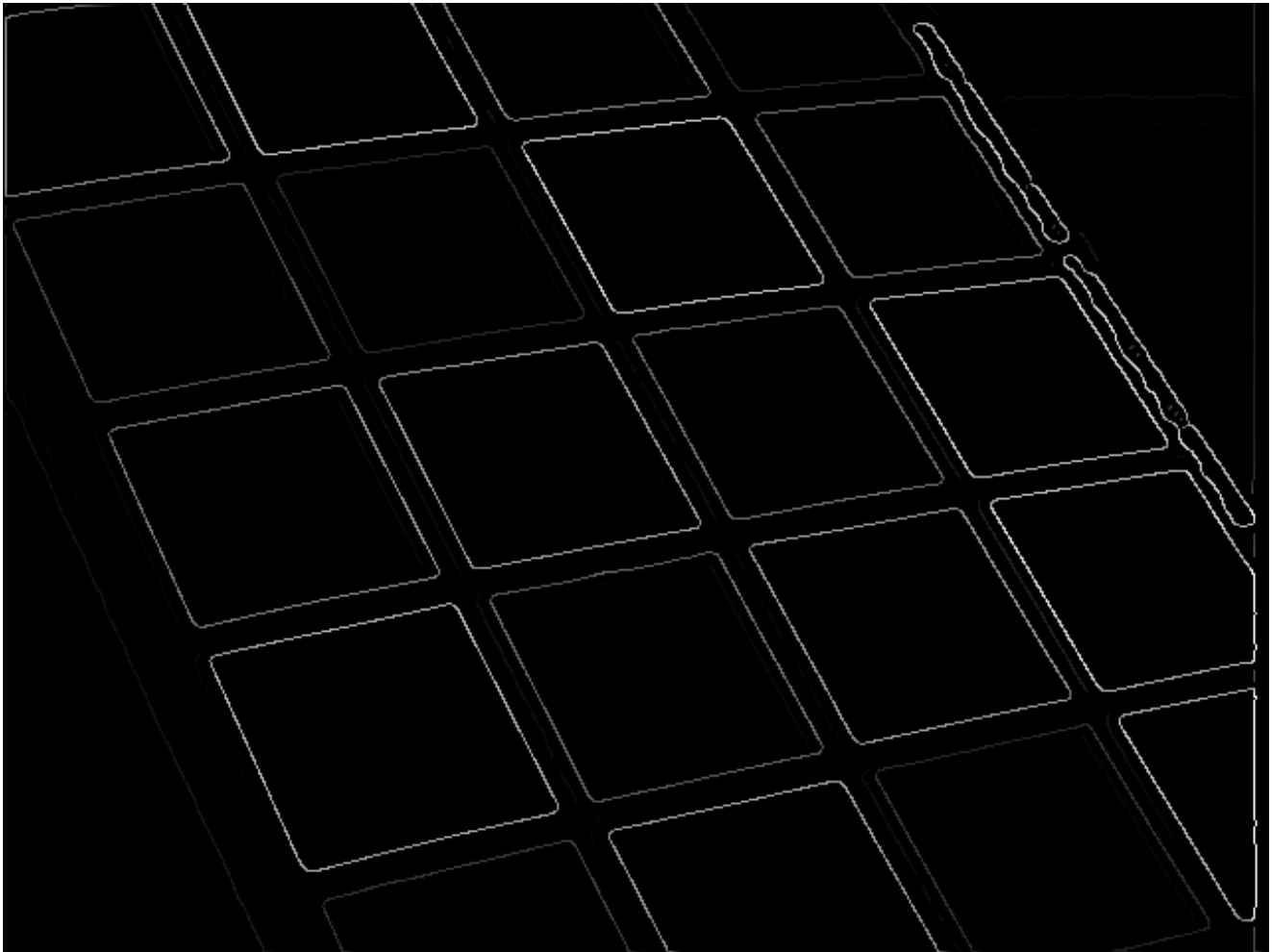
$n \text{ Lines} = 20$



4. Hough에서의 픽셀의 값이 상하좌우 2개보다 크게 판별, 그렇지 않다면 0으로 값 바꿈. \hookrightarrow optimal

I_m

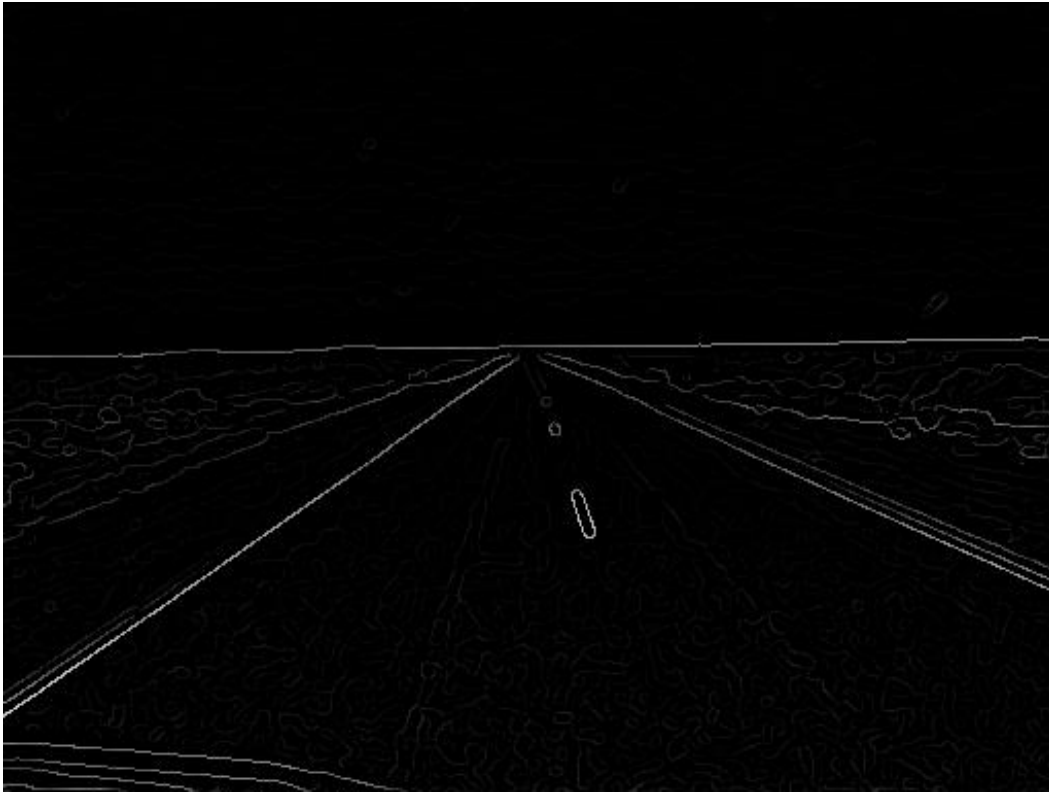
img01



img02



img03

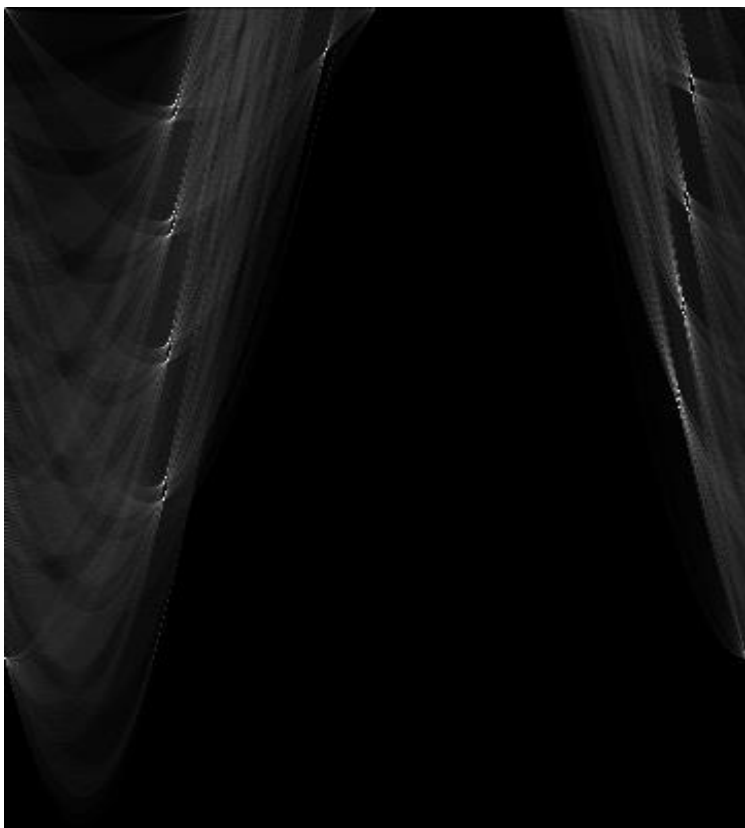


img04

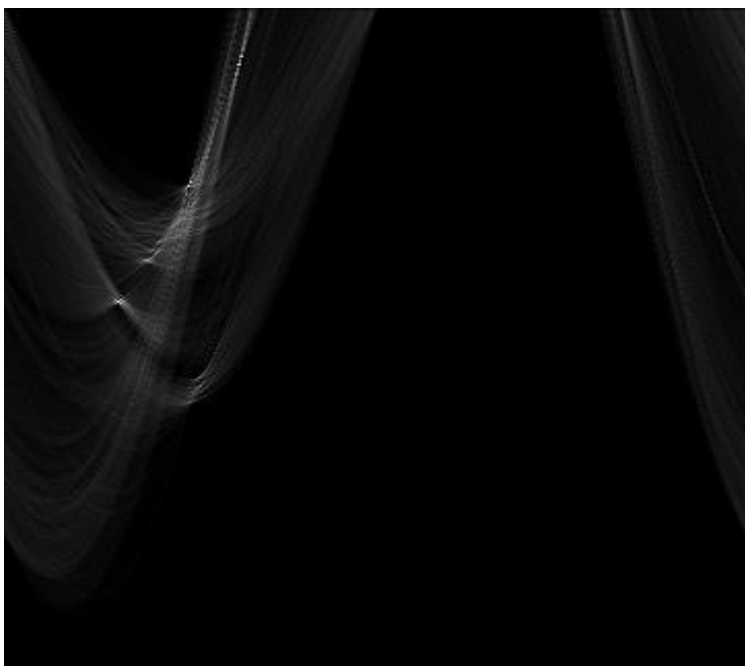


H

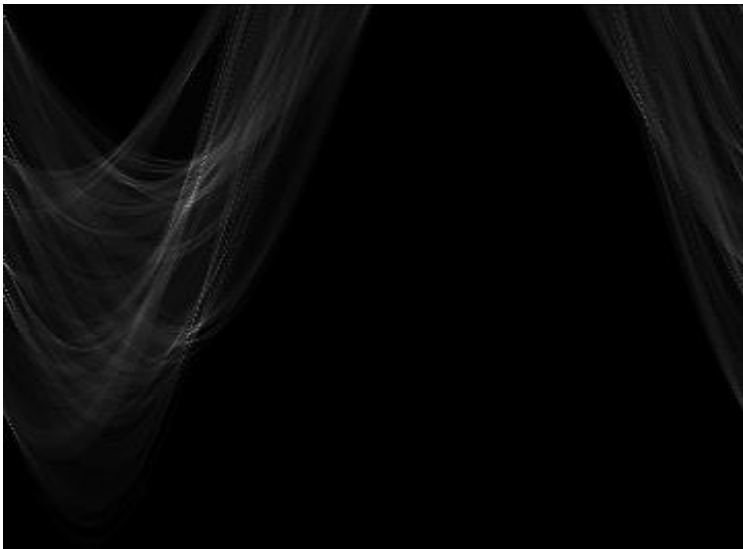
img01



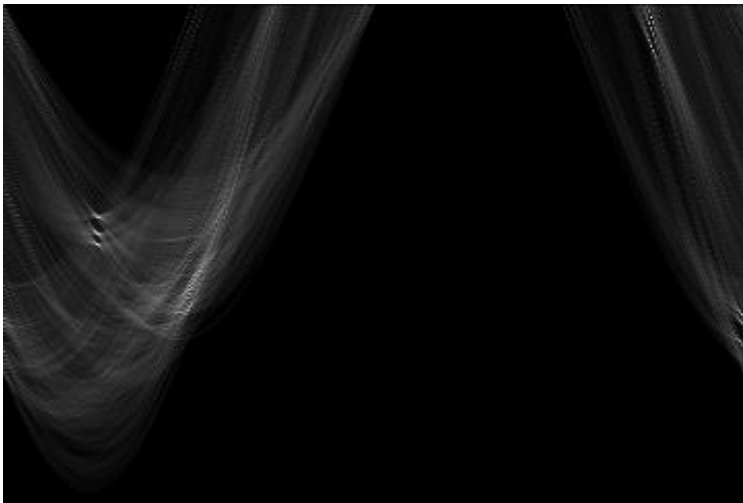
img02



img03

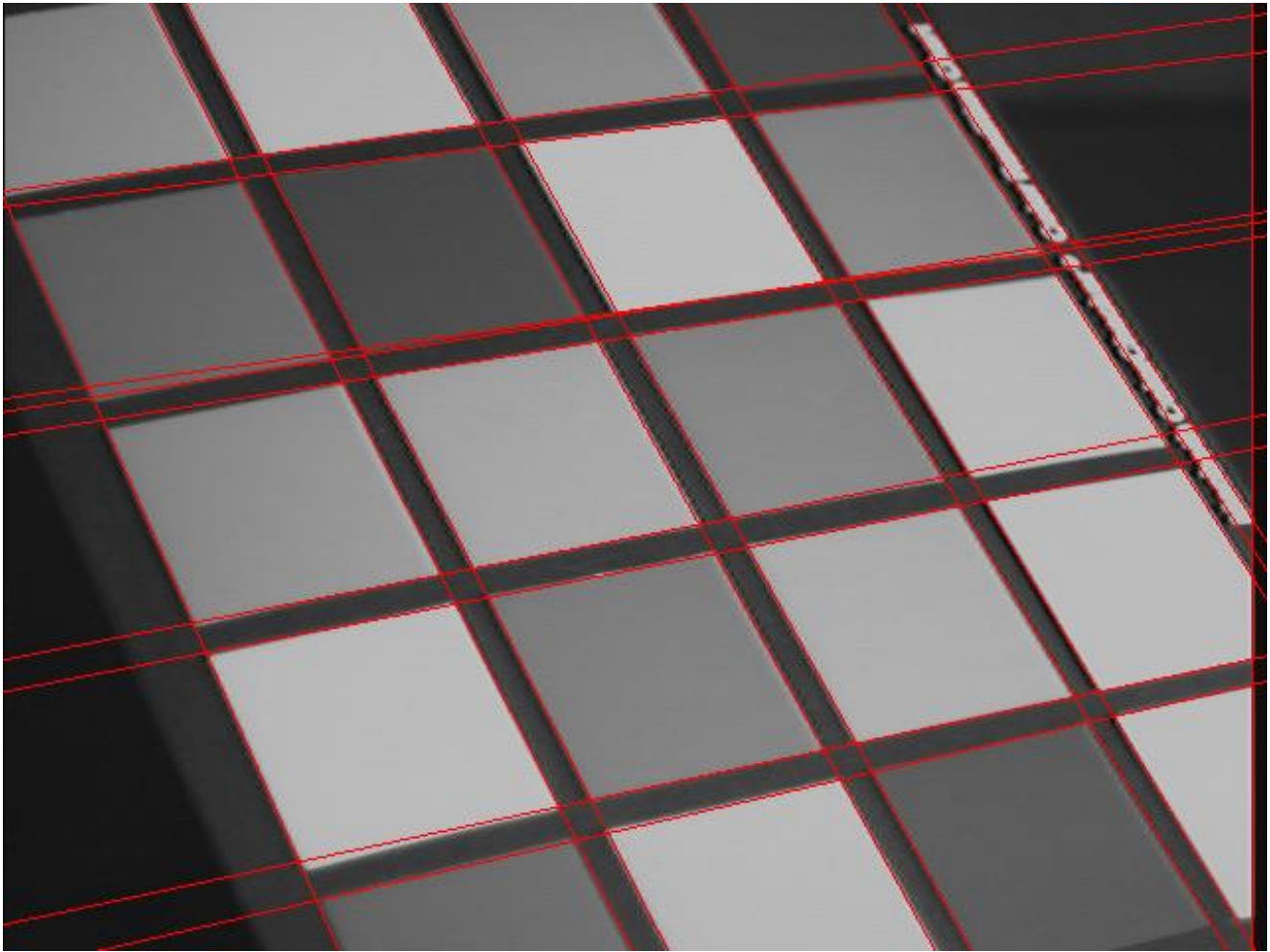


img04

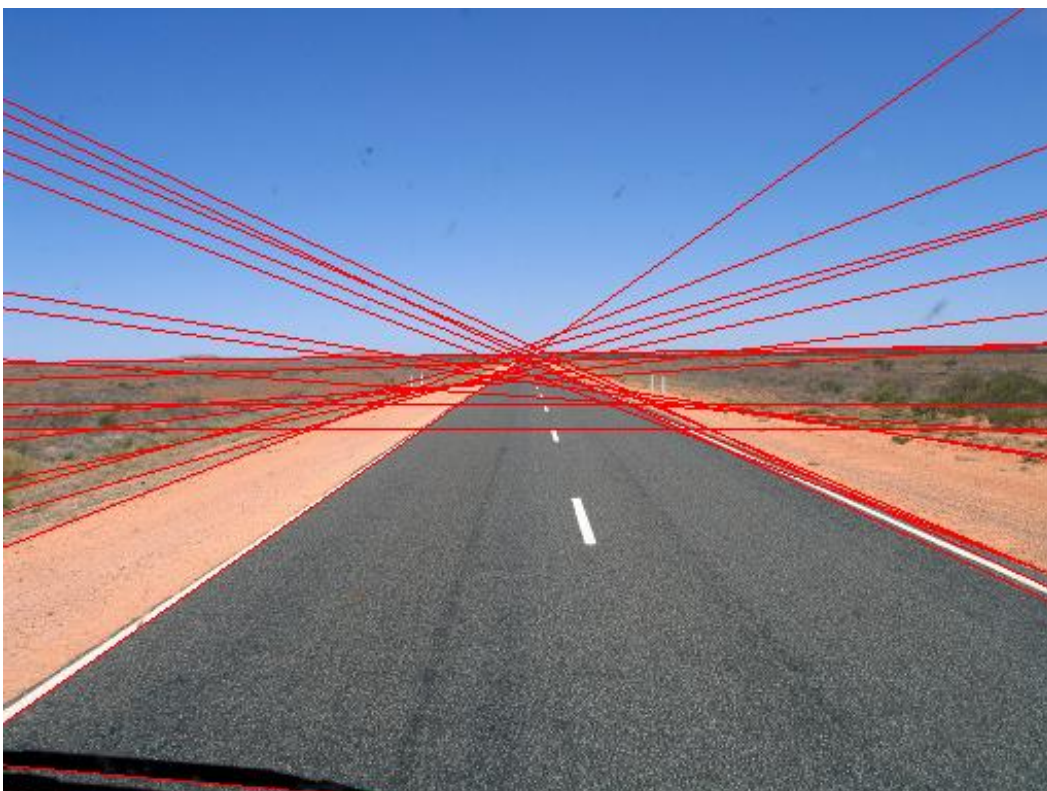


HoughLines

img01



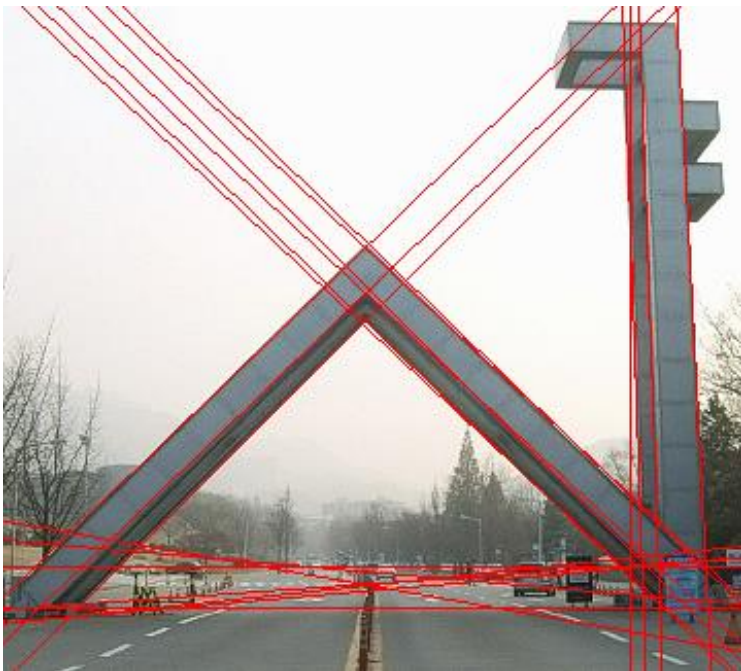
img02



img03

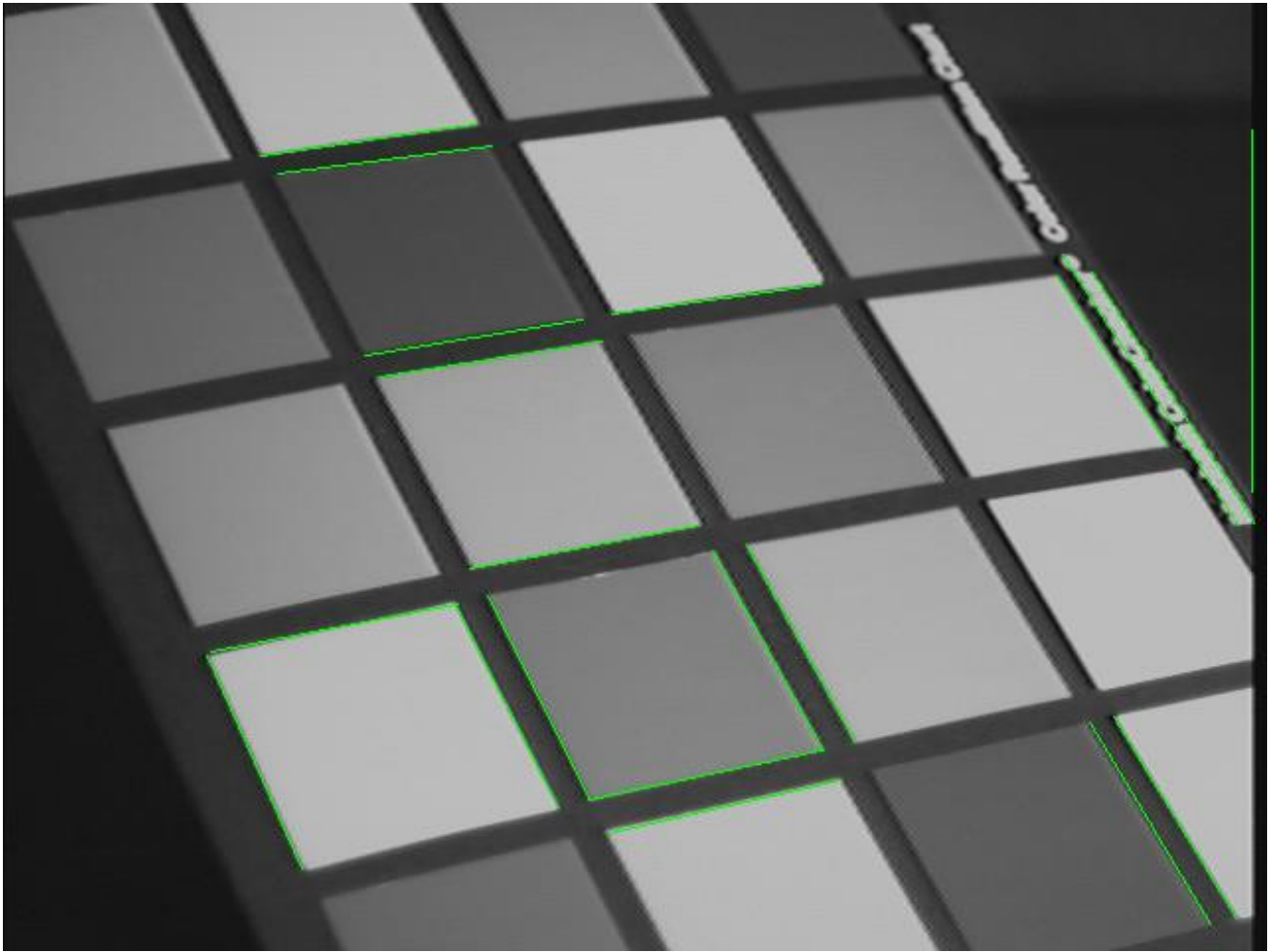


img04



HoughLineSegments

img01



img02



img03



img04

