

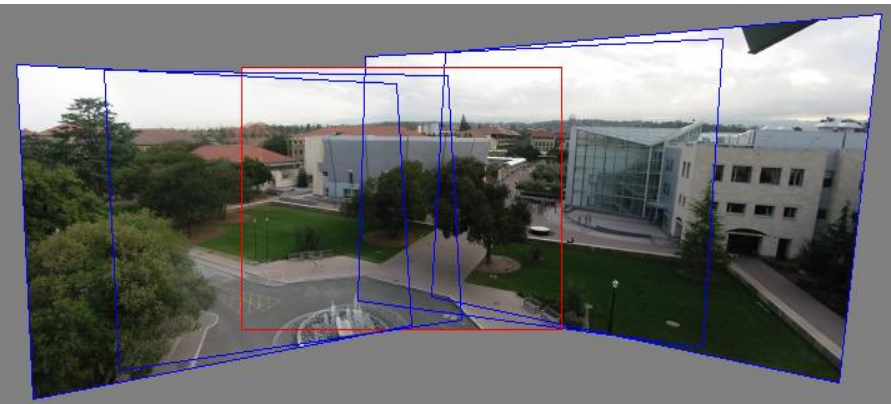
# 计算机视觉

## Computer Vision

### Lecture 7: Feature Matching and Model Fitting

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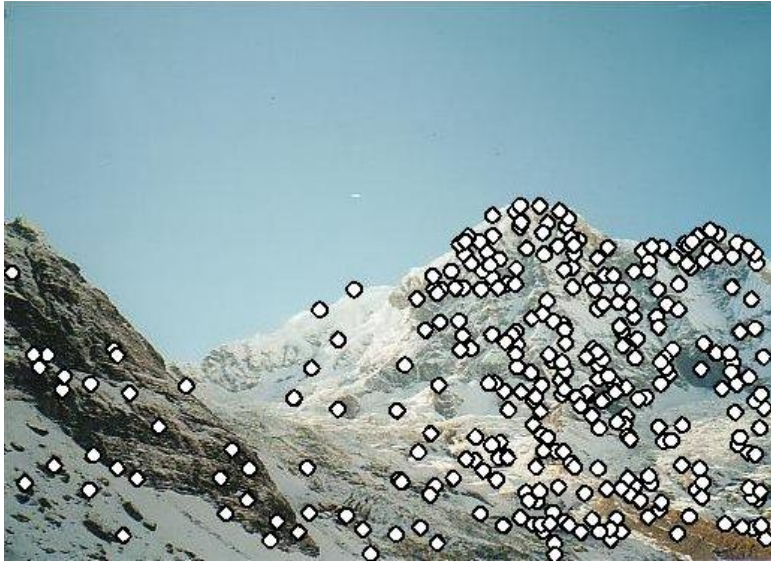
# How do we build panorama?

- We need to match (align) images



# Matching with Features

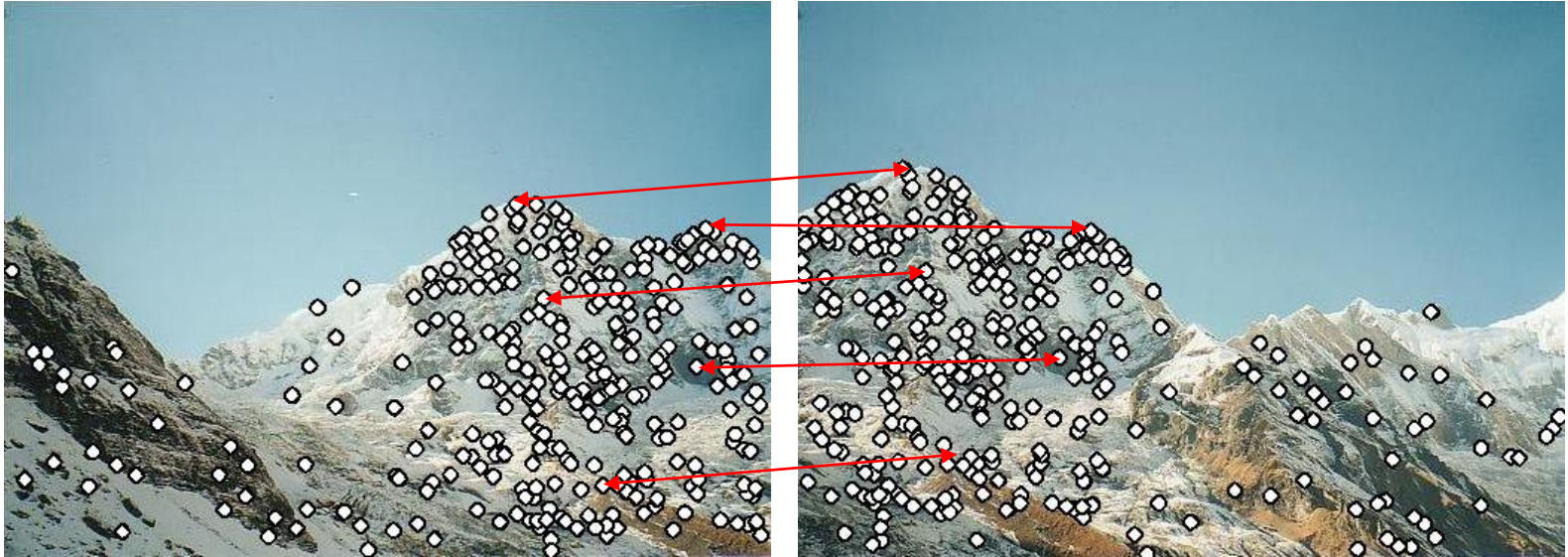
- Detect feature points in both images





# Matching with Features

- Detect feature points in both images
- Find corresponding pairs



# Matching with Features

- Detect feature points in both images
- Find corresponding pairs
- Use these pairs to align images



# Matching with Features

- Detect feature points in both images
- Find corresponding pairs
- Use these pairs to align images



# Feature matching

# Feature matching

**Given a feature in  $I_1$ , how to find the best match in  $I_2$ ?**

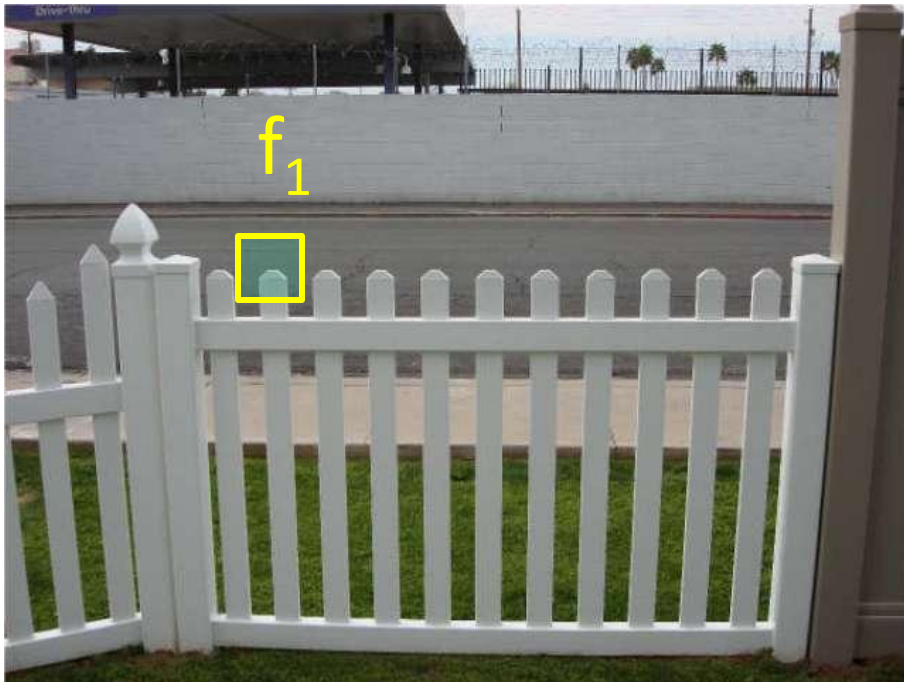
- 1. Define distance function that compares two descriptors**
- 2. Test all the features in  $I_2$ , find the one with min distance**



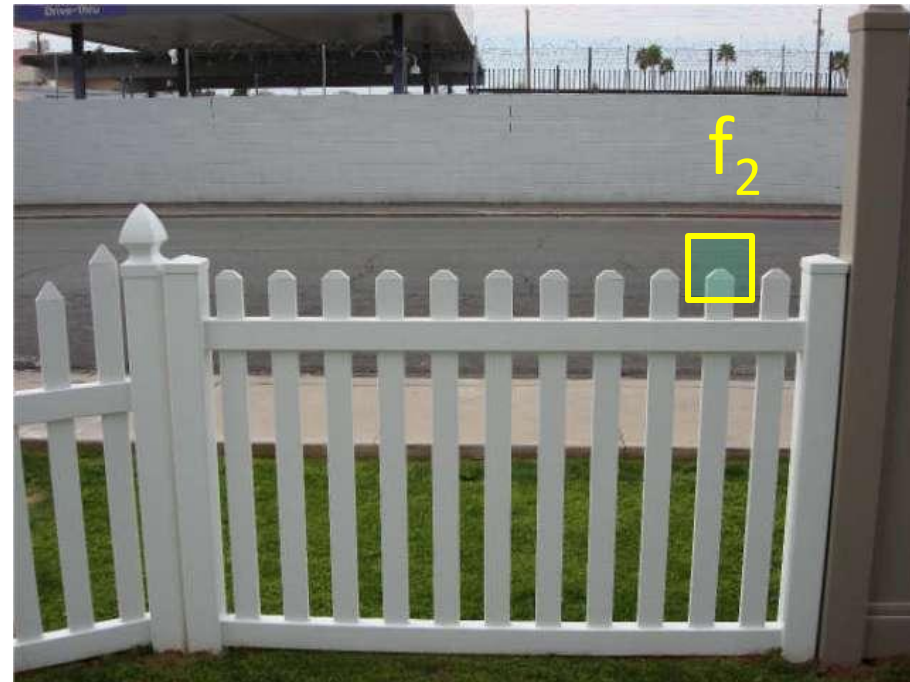
# Feature distance

How to define the difference between two features  $f_1, f_2$ ?

- Simple approach:  $L_2$  distance,  $||f_1 - f_2||$
- can give good scores to ambiguous (incorrect) matches



$I_1$

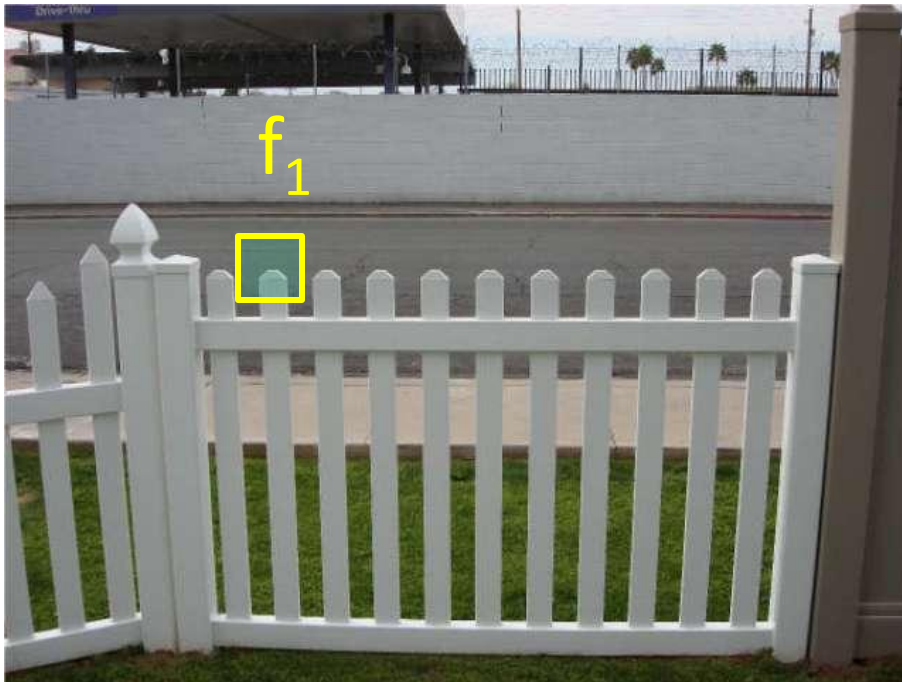


$I_2$

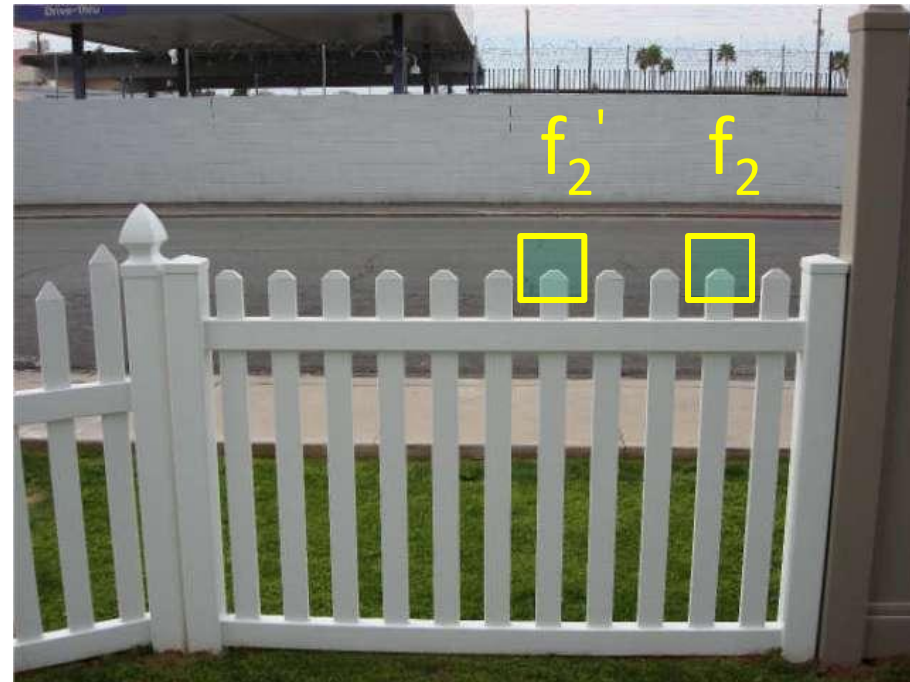
# Feature distance

How to define the difference between two features  $f_1, f_2$ ?

- Better approach: ratio distance =  $\|f_1 - f_2\| / \|f_1 - f_2'\|$ 
  - $f_2$  is best SSD match to  $f_1$  in  $I_2$
  - $f_2'$  is 2<sup>nd</sup> best SSD match to  $f_1$  in  $I_2$
  - gives large values for ambiguous matches



$I_1$

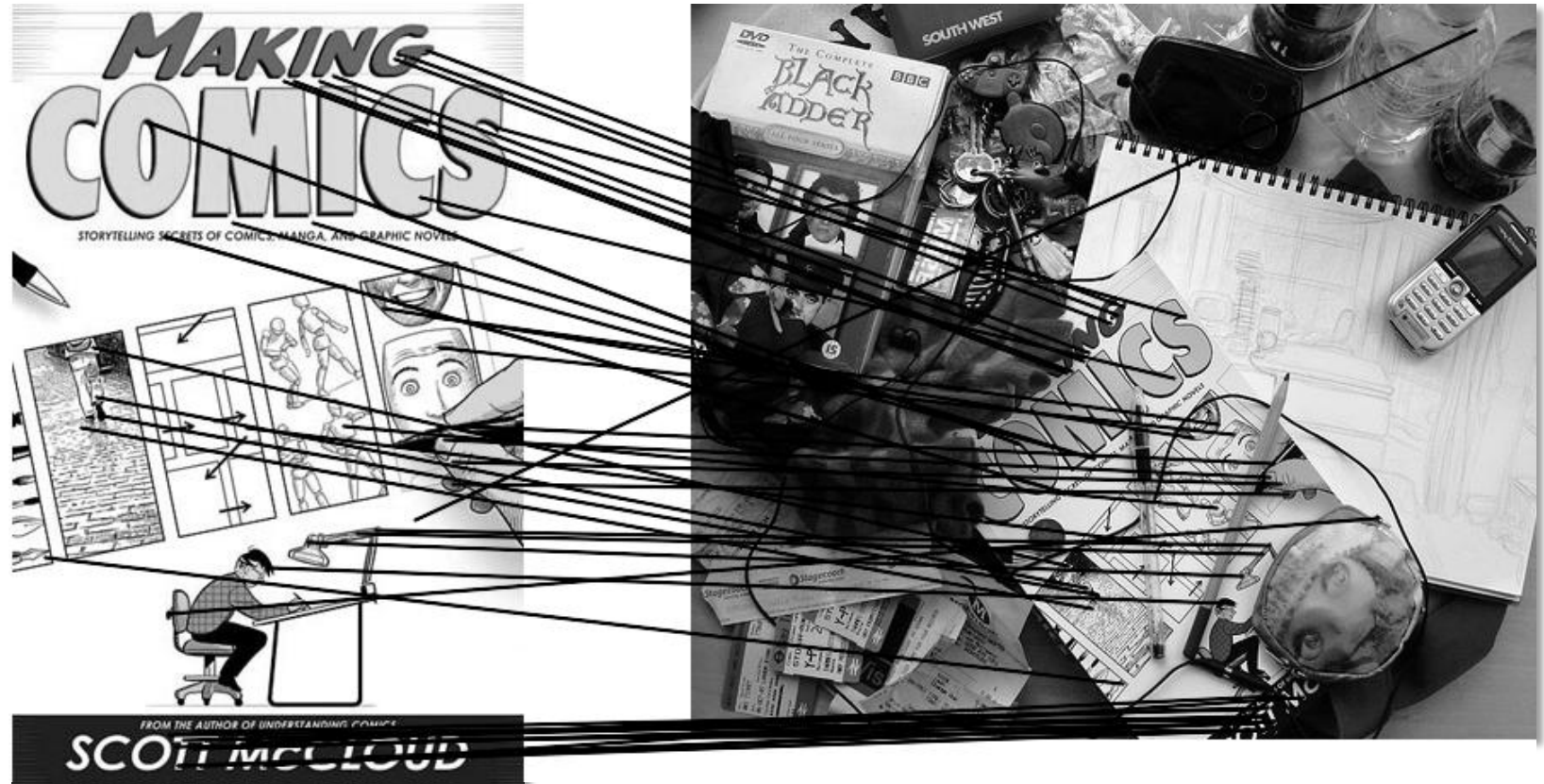


$I_2$

## Matching Cost of Two Features

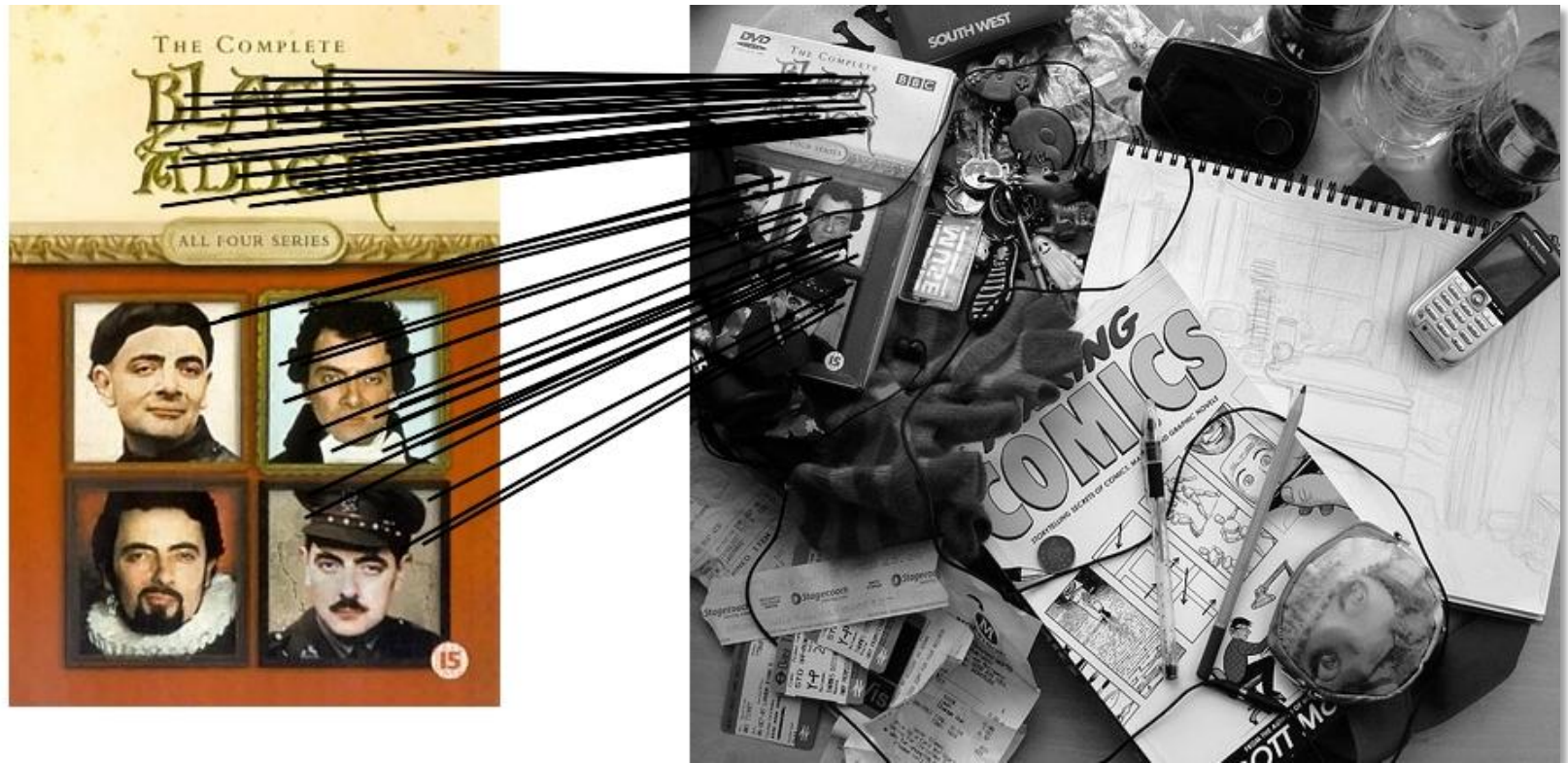
- Euclidean distance:  $d(\mathbf{f}_1, \mathbf{f}_2) = \|\mathbf{f}_1 - \mathbf{f}_2\|^2$
- Chi-squared distance:  $d(\mathbf{f}_1, \mathbf{f}_2) = \sum_i \frac{(\mathbf{f}_1(i) - \mathbf{f}_2(i))^2}{\mathbf{f}_1(i) + \mathbf{f}_2(i)}$
- Hamming distance (only for binary features):  $d(\mathbf{f}_1, \mathbf{f}_2) = \sum_i \mathbf{1}(\mathbf{f}_1(i) \neq \mathbf{f}_2(i))$

# Feature matching example



51 matches

# Feature matching example



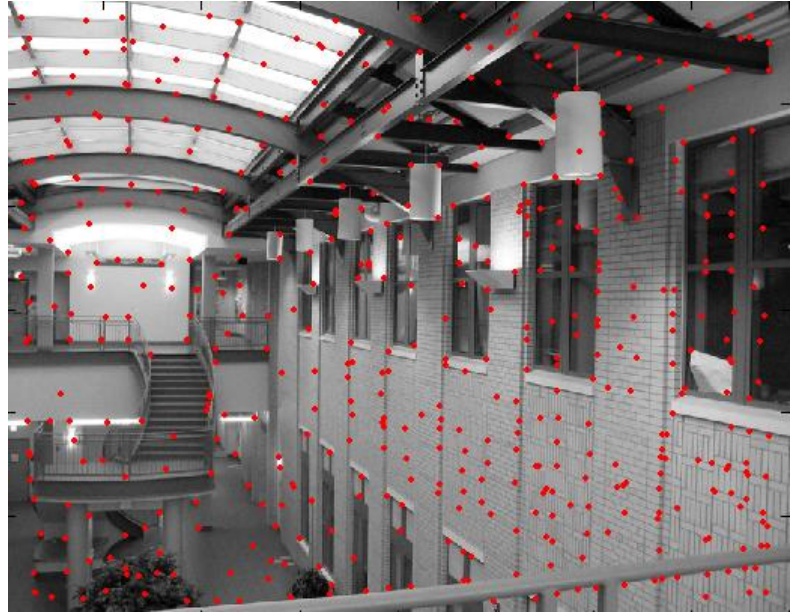
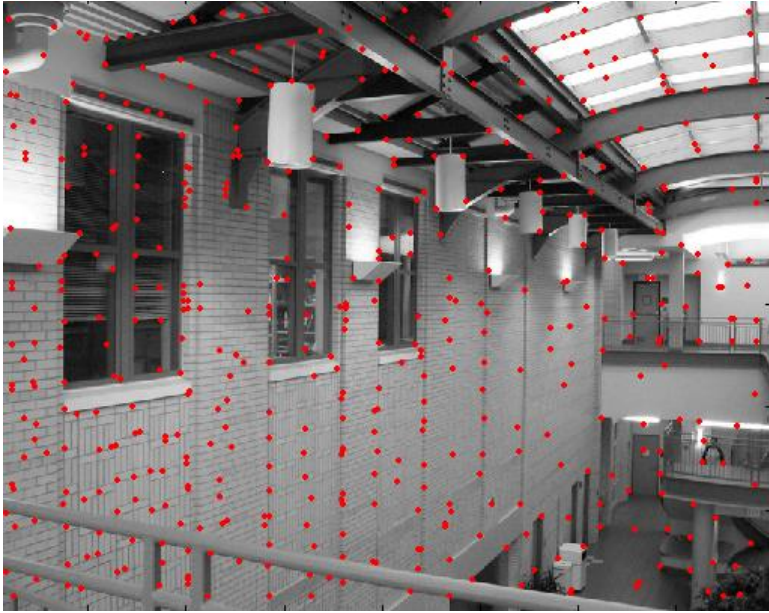
58 matches



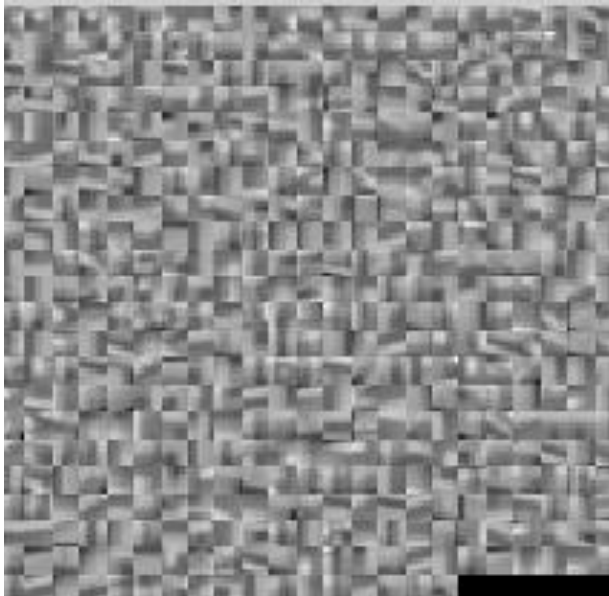
# Feature Matching

- **Simple criteria: One feature matches to another if those features are nearest neighbors and their distance is below some threshold.**
- **Problems:**
  - Threshold is difficult to set
  - Non-distinctive features could have lots of close matches, only one of which is correct

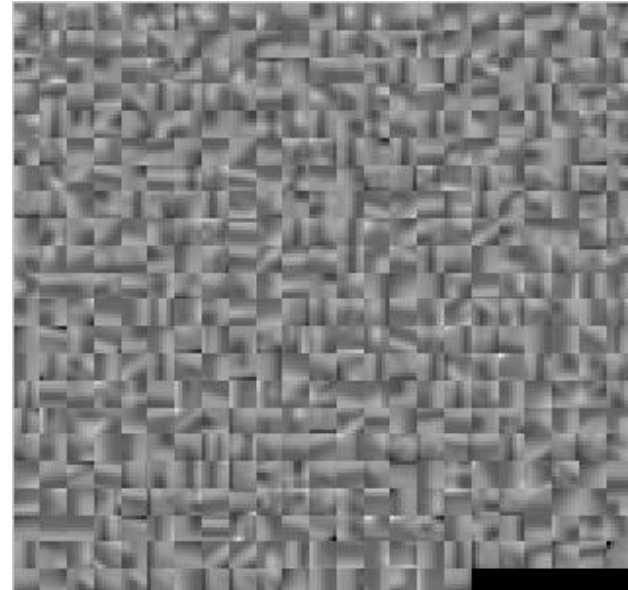
# Feature matching



descriptors for left image feature points

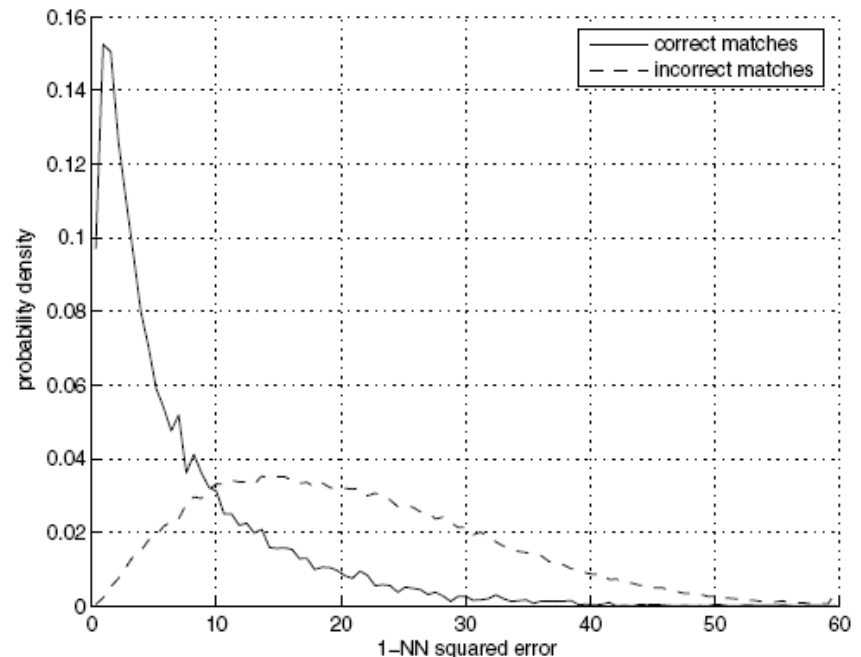


descriptors for right image feature points



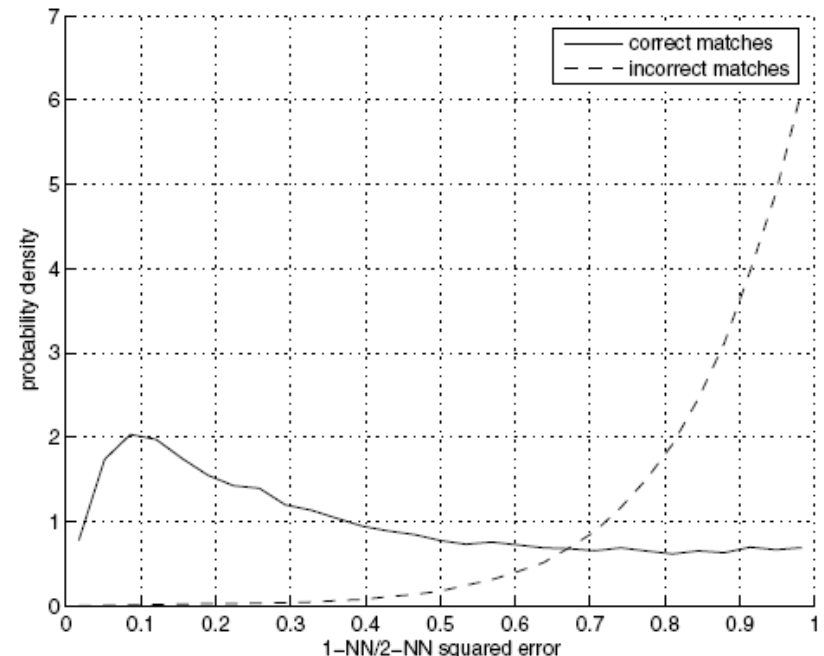
# (a) Feature-space outlier rejection

- Let's not match all features, but only these that have “similar enough” matches?
- How can we do it?
  - $\text{SSD}(\text{patch1}, \text{patch2}) < \text{threshold}$
  - How to set threshold?  
Not so easy.

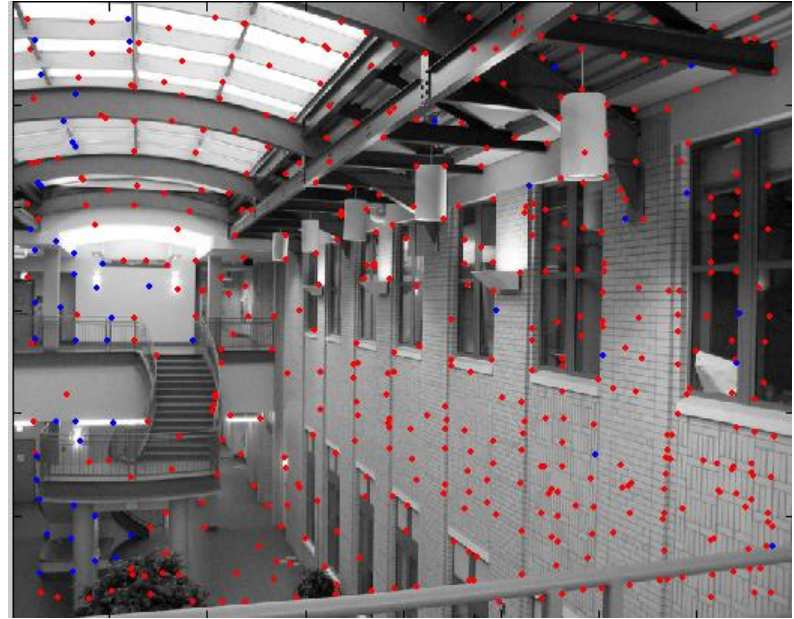
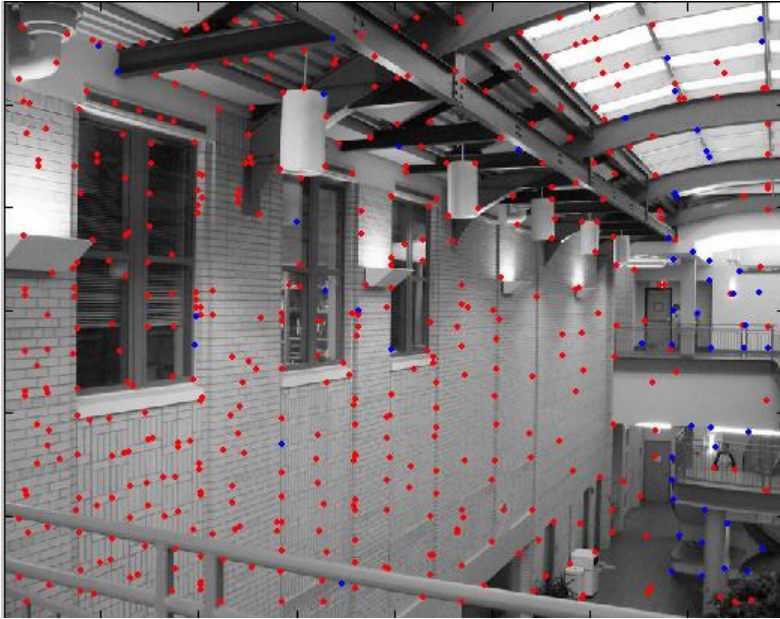


# Feature-space outlier rejection

- A better way [Lowe, 1999]:
  - 1-NN: SSD of the closest match
  - 2-NN: SSD of the second-closest match
  - Look at how much better 1-NN is than 2-NN, e.g.  $1\text{-NN}/2\text{-NN}$
  - That is, is our best match so much better than the rest?



# Feature-space outlier rejection

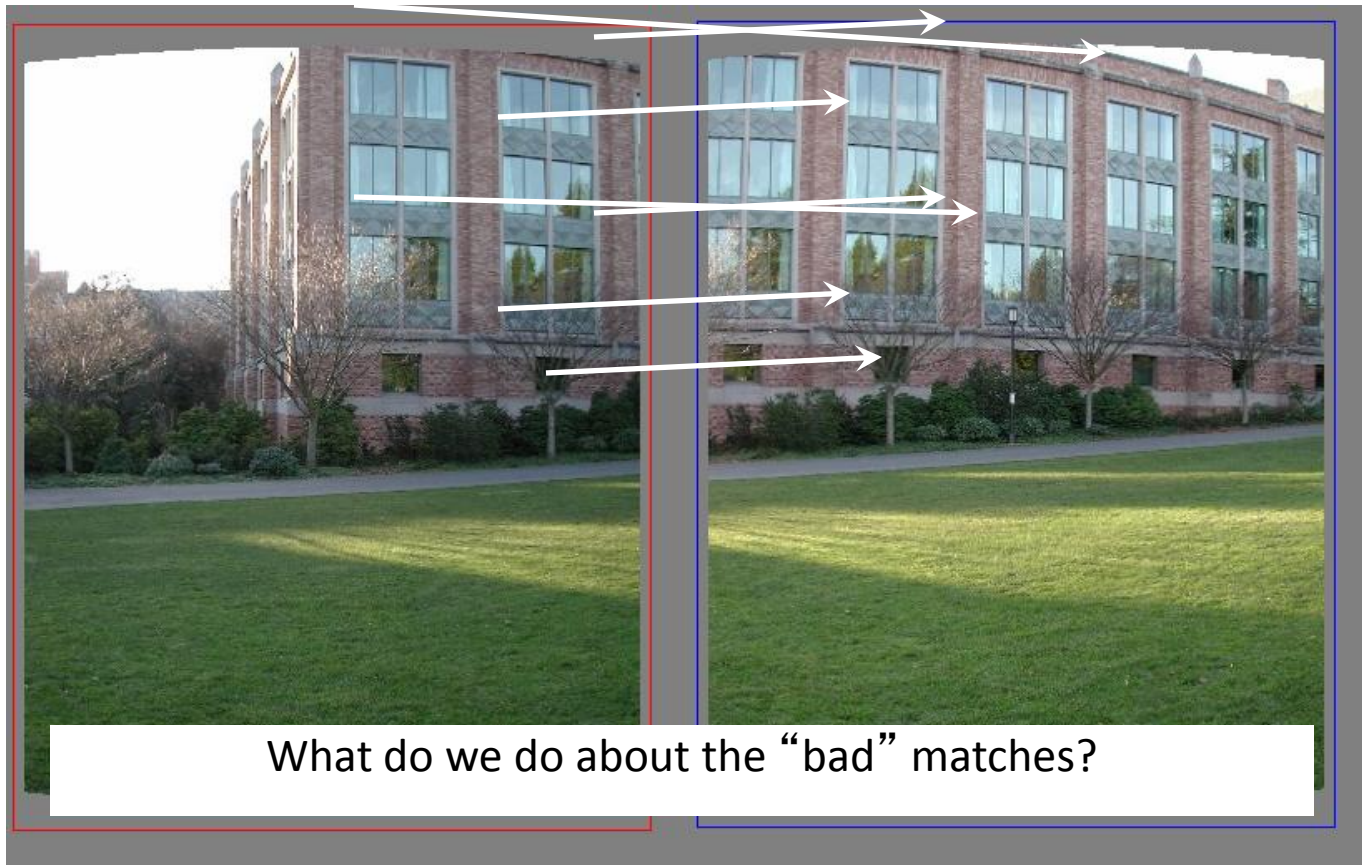


- Can we now compute  $H$  from the blue points?
  - No! Still too many outliers...
  - What can we do?



# (b) Matching many features--looking for a good homography

Simplified illustration with translation instead of homography



Note: at this point we don't know which ones are good/bad

# Fitting

**Fitting: find the parameters of a model that best fit the data**

## **Goals:**

- **Choose a parametric model to fit a certain quantity from data**
- **Estimate model parameters**

# Fitting

## Goals:

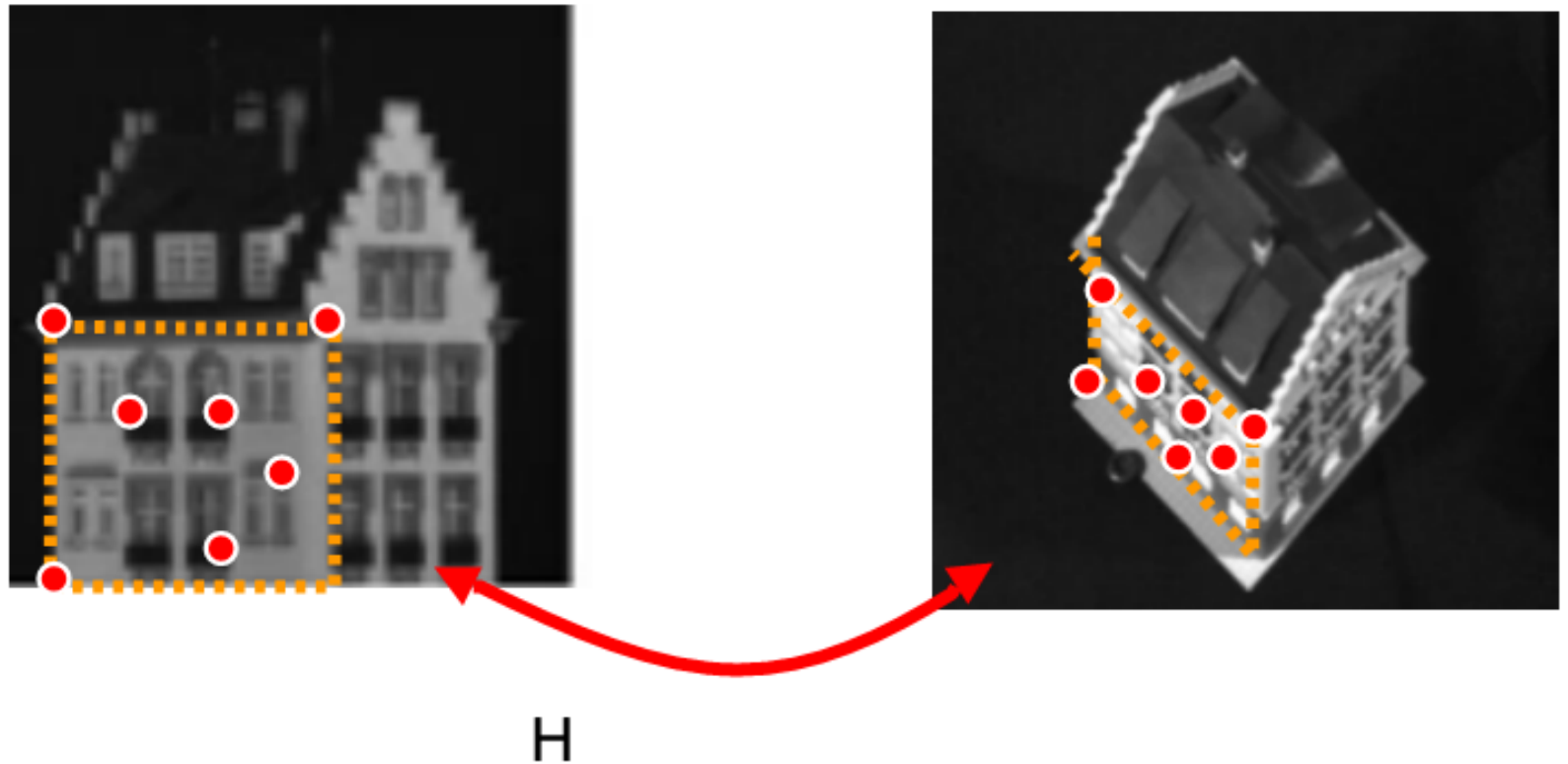
- Choose a parametric model to fit a certain quantity from data
  - Estimate model parameters
- 
- Lines
  - Curves
  - Homographic transformation
  - Fundamental matrix
  - Shape model

# Example: fitting lines

(for computing vanishing points)

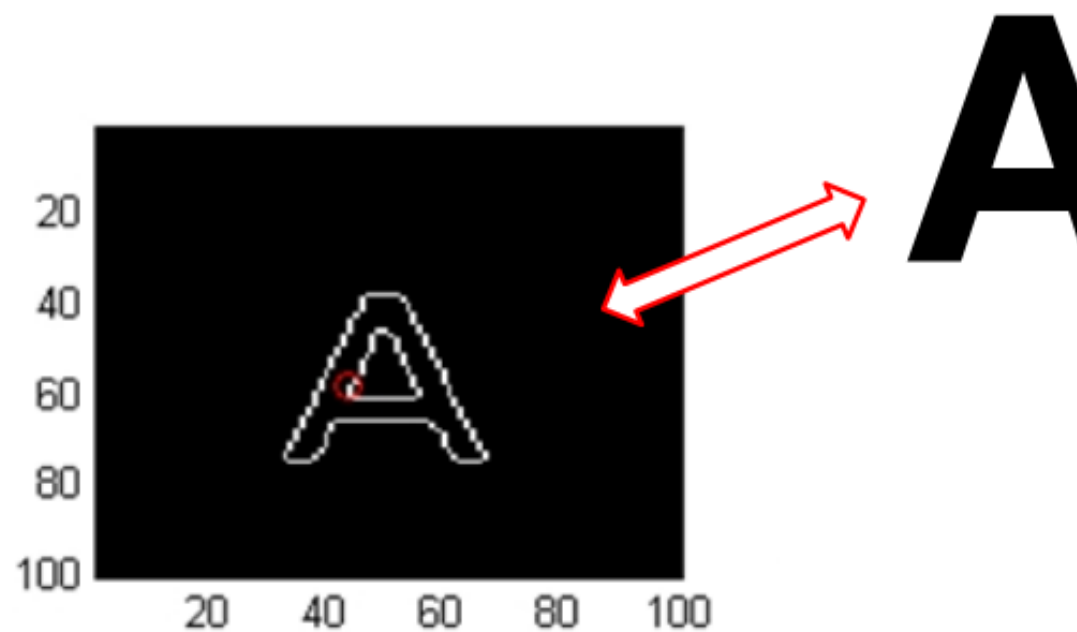


# Example: Estimating an homographic transformation

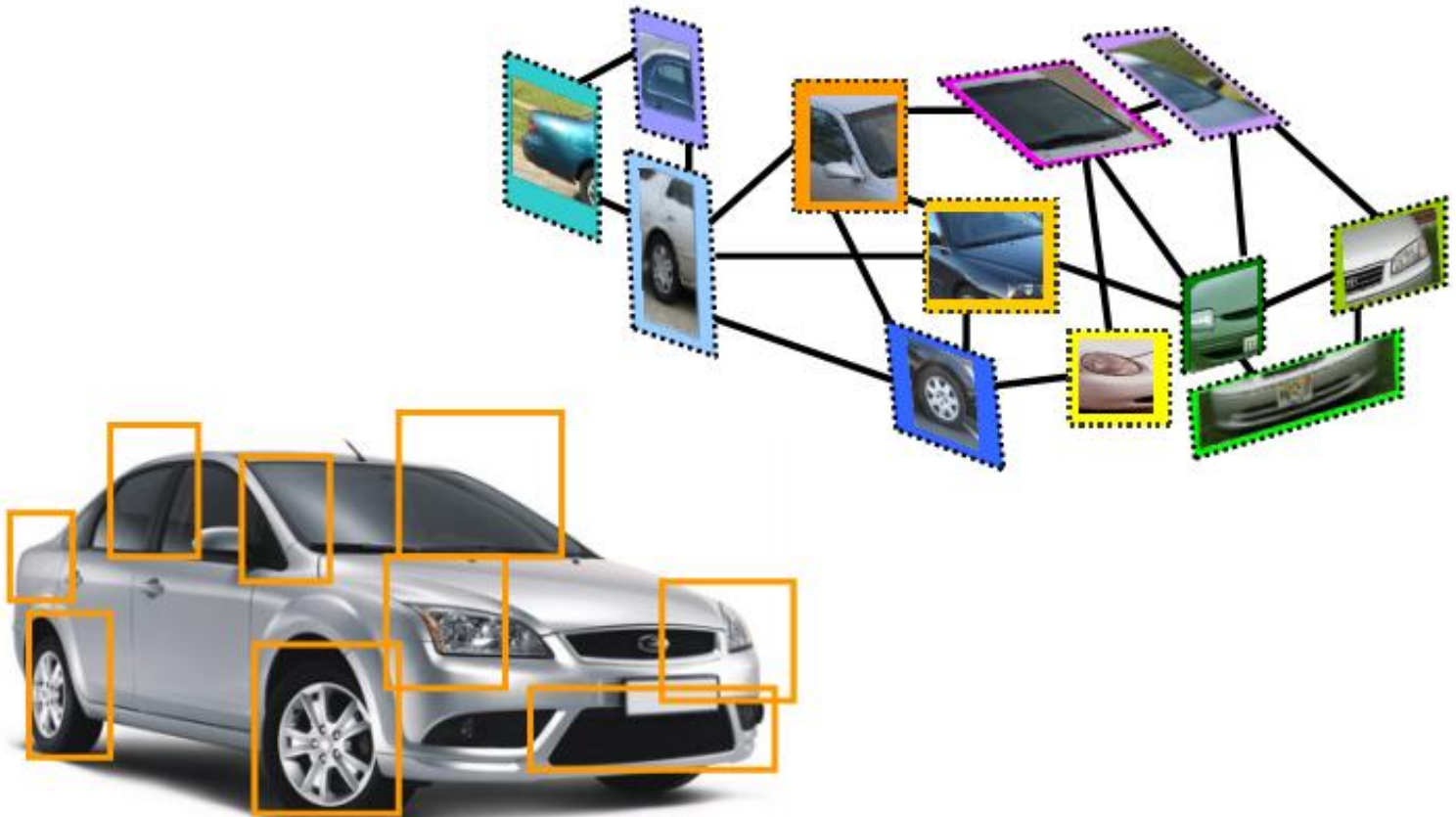




## Example: fitting a 2D shape template



# Example: fitting a 3D object model



# Fitting

- **Fitting, matching and recognition are interconnected problems**

# Fitting

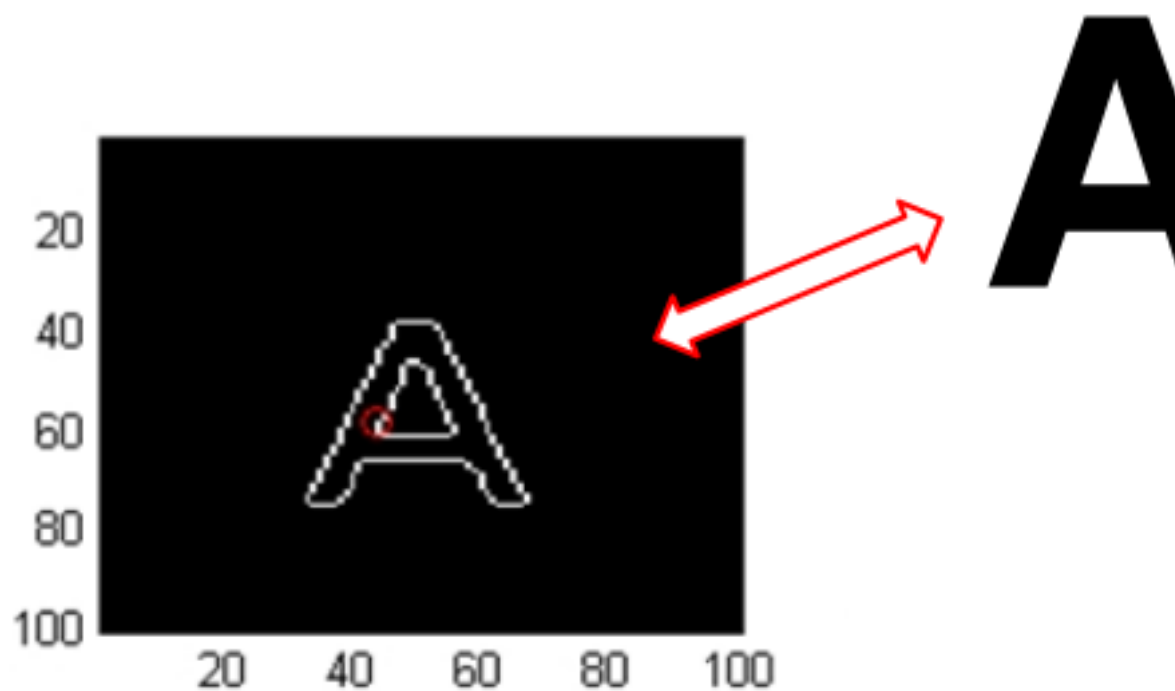
- **Critical issues:**
  - **noisy data**
  - **outliers**
  - **missing data**

# Critical issues: noisy data

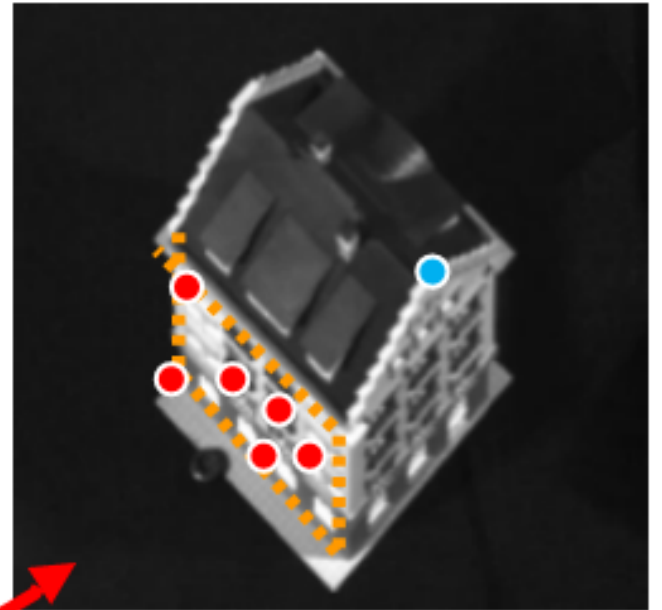
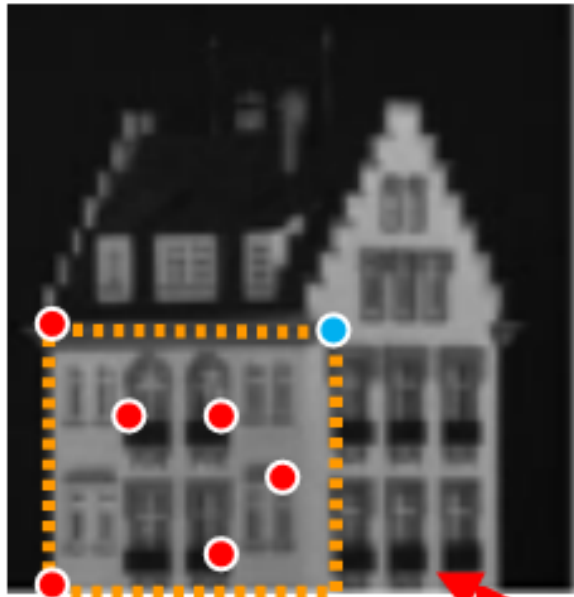




Critical issues: noisy data  
(intra-class variability)

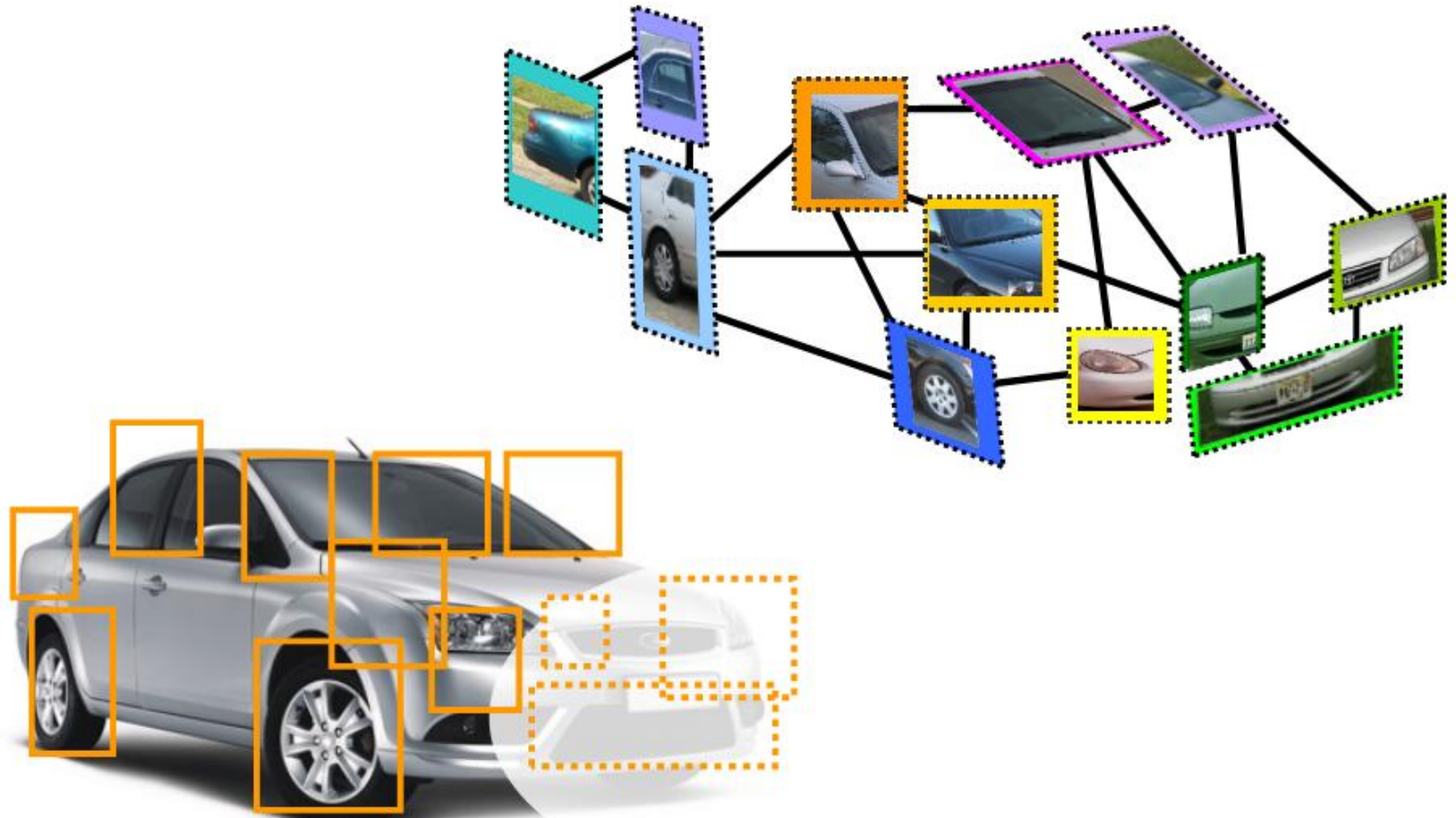


# Critical issues: outliers



H

# Critical issues: missing data (occlusions)



# Fitting

**Goal: Choose a parametric model to fit a certain quantity from data**

## **Techniques:**

- Least square methods
- Robust estimation
- Hough transform
- RANSAC
- EM (Expectation Maximization) [not covered]

# Fitting

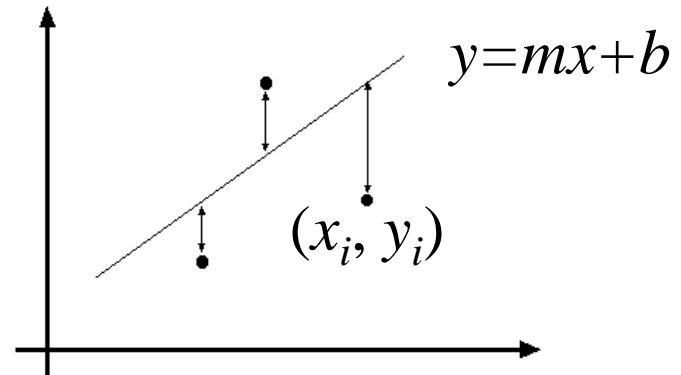
- If we know which points belong to the line, how do we find the “optimal” line parameters?
  - Least squares
- What if there are outliers?
  - Robust fitting, RANSAC
- What if there are many lines?
  - Voting methods: RANSAC, Hough transform
- What if we’re not even sure it’s a line?
  - Model selection



# Least squares line fitting

- **Data:**  $(x_1, y_1), \dots, (x_n, y_n)$
- **Line equation:**  $y_i = m x_i + b$
- **Find  $(m, b)$  to minimize**

$$E = \sum_{i=1}^n (y_i - m x_i - b)^2$$



$$Y = \begin{bmatrix} y_1 \\ \vdots \\ y_n \end{bmatrix} \quad X = \begin{bmatrix} x_1 & 1 \\ \vdots & \vdots \\ x_n & 1 \end{bmatrix} \quad B = \begin{bmatrix} m \\ b \end{bmatrix}$$

$$E = \|Y - XB\|^2 = (Y - XB)^T (Y - XB) = Y^T Y - 2(XB)^T Y + (XB)^T (XB)$$

$$\frac{dE}{dB} = 2X^T XB - 2X^T Y = 0$$

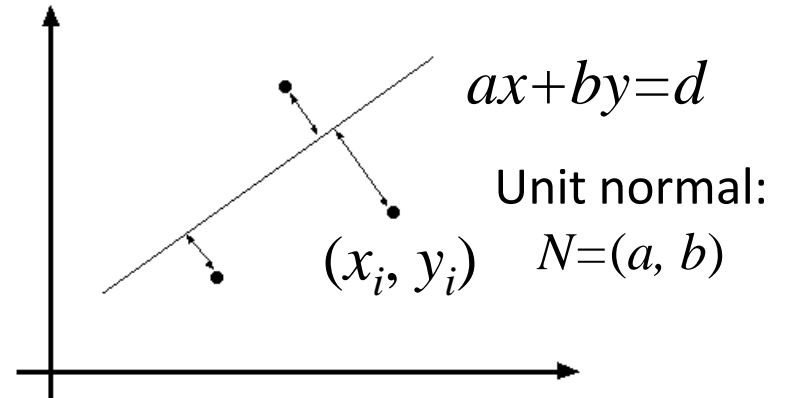
$$X^T XB = X^T Y \quad \text{Normal equations: least squares solution to } XB=Y$$

# Problem with “vertical” least squares

- Not rotation-invariant
- Fails completely for vertical lines

# Total least squares

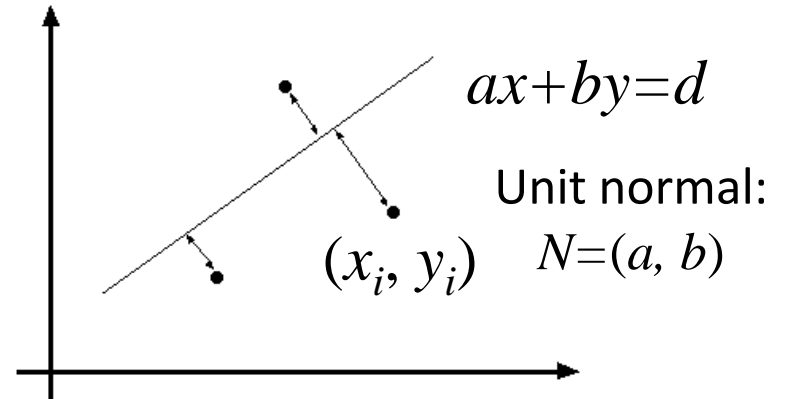
- Distance between point  $(x_i, y_i)$  and line  $ax+by=d$  ( $a^2+b^2=1$ ):  $|ax_i + by_i - d|$



# Total least squares

- Distance between point  $(x_i, y_i)$  and line  $ax+by=d$  ( $a^2+b^2=1$ ):  $|ax_i + by_i - d|$
- Find  $(a, b, d)$  to minimize the sum of squared perpendicular distances

$$E = \sum_{i=1}^n (ax_i + by_i - d)^2$$



# Total least squares

- Distance between point  $(x_i, y_i)$  and line  $ax+by=d$  ( $a^2+b^2=1$ ):  $|ax_i + by_i - d|$
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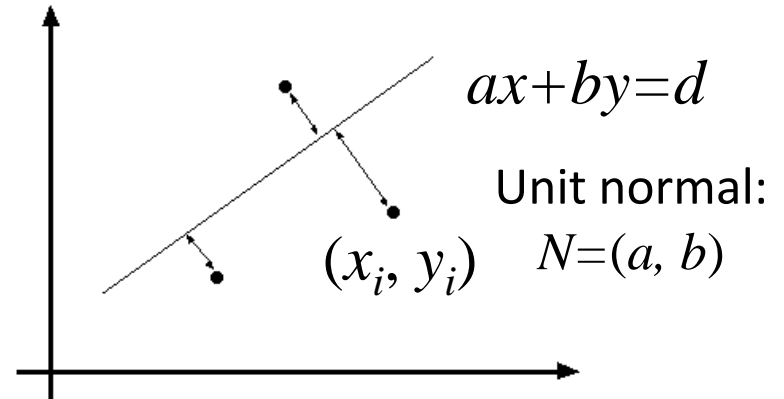
$$E = \sum_{i=1}^n (ax_i + by_i - d)^2$$

$$\frac{\partial E}{\partial d} = \sum_{i=1}^n -2(ax_i + by_i - d) = 0$$

$$E = \sum_{i=1}^n (a(x_i - \bar{x}) + b(y_i - \bar{y}))^2 = \left\| \begin{bmatrix} x_1 - \bar{x} & y_1 - \bar{y} \\ \vdots & \vdots \\ x_n - \bar{x} & y_n - \bar{y} \end{bmatrix} \begin{bmatrix} a \\ b \end{bmatrix} \right\|^2 = (UN)^T (UN)$$

$$\frac{dE}{dN} = 2(U^T U)N = 0$$

Solution to  $(U^T U)N = 0$ , subject to  $\|N\|^2 = 1$ : eigenvector of  $U^T U$  associated with the smallest eigenvalue (least squares solution to homogeneous linear system  $UN = 0$ )



$$d = \frac{a}{n} \sum_{i=1}^n x_i + \frac{b}{n} \sum_{i=1}^n y_i = a\bar{x} + b\bar{y}$$



# Recap: Two Common Optimization Problems

Problem statement

$$\text{minimize } \|\mathbf{Ax} - \mathbf{b}\|^2$$

least squares solution to  $\mathbf{Ax} = \mathbf{b}$

Solution

$$\mathbf{x} = (\mathbf{A}^T \mathbf{A})^{-1} \mathbf{A}^T \mathbf{b}$$

$$\mathbf{x} = \mathbf{A} \setminus \mathbf{b} \quad (\text{matlab})$$

Problem statement

$$\text{minimize } \mathbf{x}^T \mathbf{A}^T \mathbf{A} \mathbf{x} \quad \text{s.t. } \mathbf{x}^T \mathbf{x} = 1$$

$$\text{minimize } \frac{\mathbf{x}^T \mathbf{A}^T \mathbf{A} \mathbf{x}}{\mathbf{x}^T \mathbf{x}}$$

non-trivial lsq solution to  $\mathbf{Mx} = 0$

Solution

$$[\mathbf{v}, \lambda] = \text{eig}(\mathbf{A}^T \mathbf{A})$$

$$\lambda_1 < \lambda_{2..n} : \mathbf{x} = \mathbf{v}_1$$

# Search / Least squares conclusions

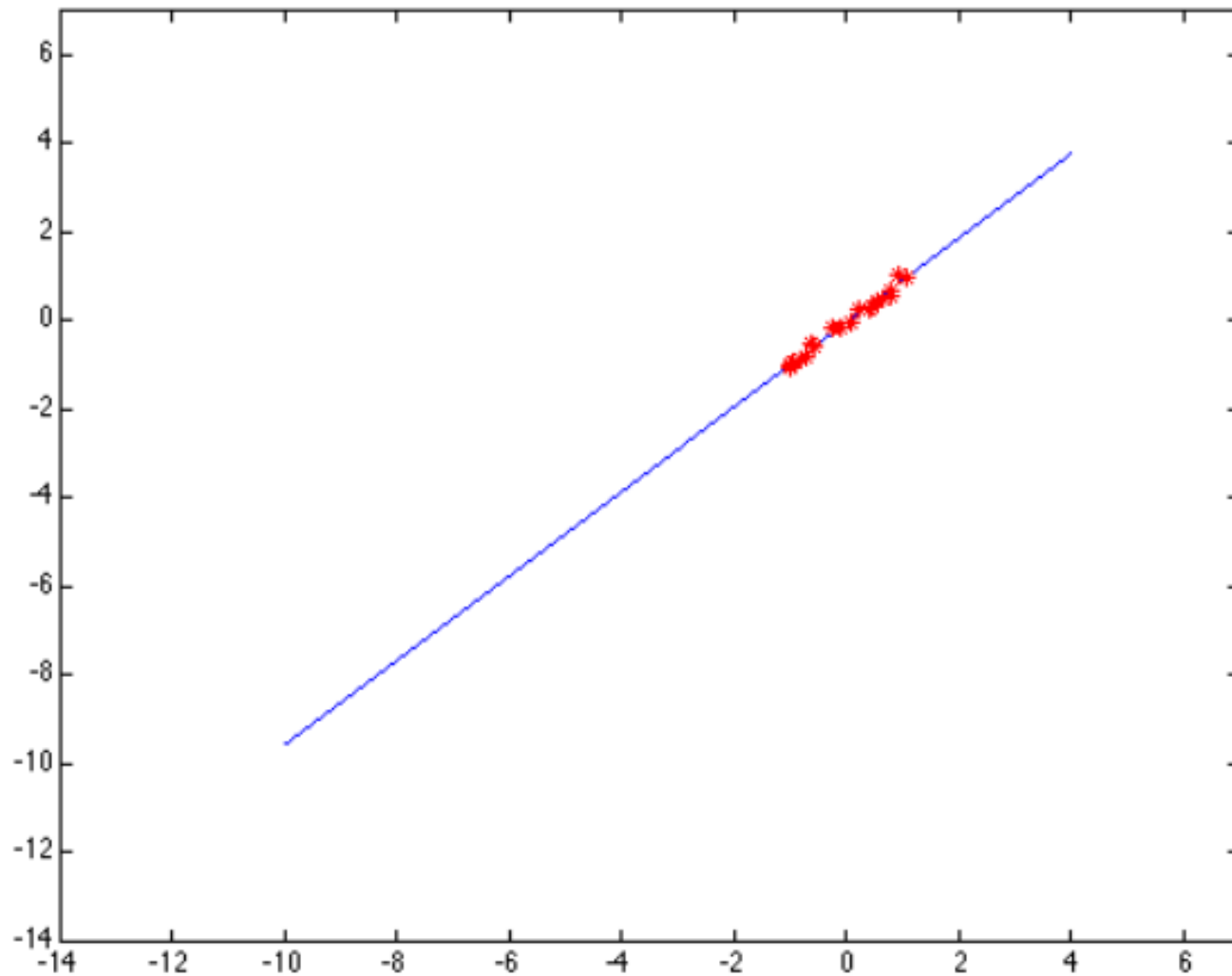
## Good

- Clearly specified objective
- Optimization is easy (for least squares)

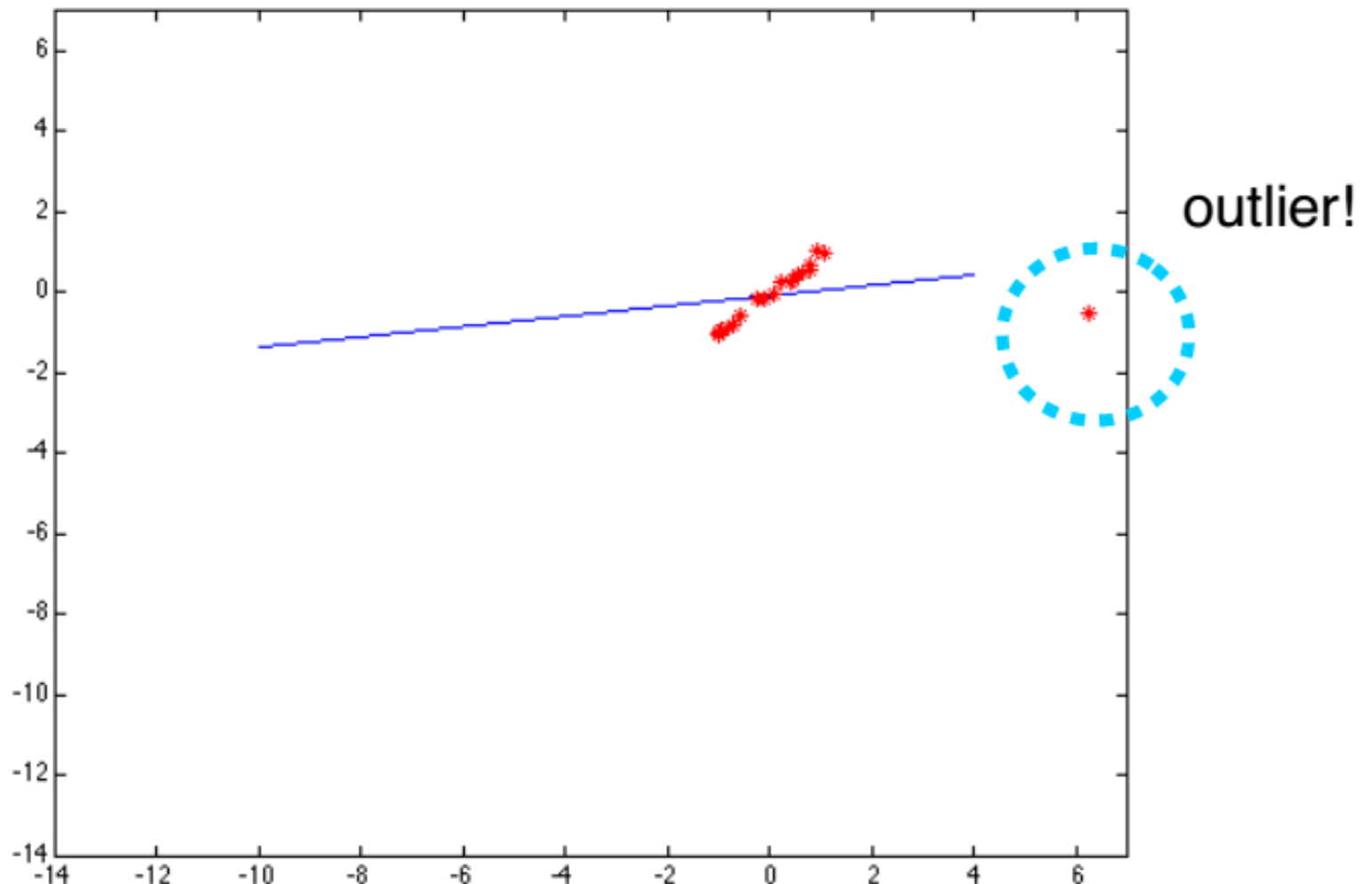
## Bad

- Not appropriate for non-convex objectives
  - May get stuck in local minima
- Sensitive to outliers
  - Bad matches, extra points
- Doesn't allow you to get multiple good fits
  - Detecting multiple objects, lines, etc.

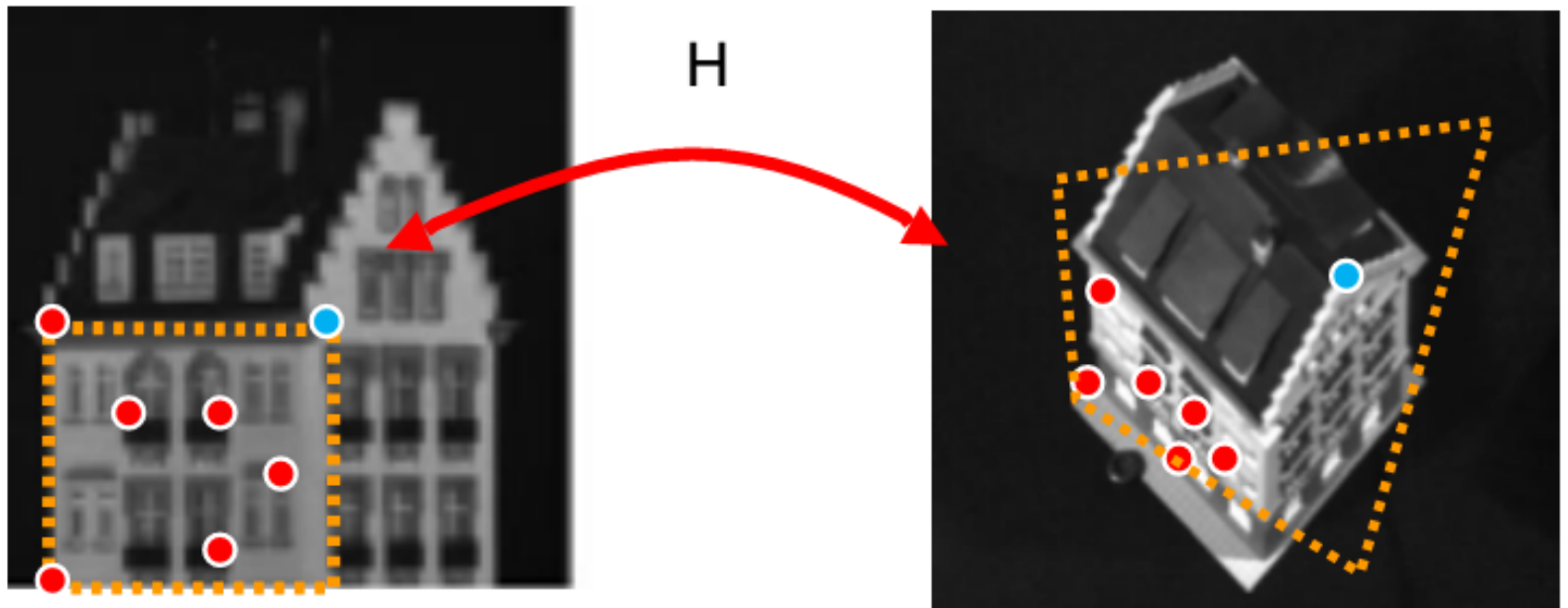
# Least squares: Robustness to noise



# Least squares: Robustness to noise



# Critical issues: outliers



**CONCLUSION:** Least square is not robust w.r.t. outliers



# Robust Statistics

- Recover the best fit to the **majority** of the data.
- Detect and reject **outliers**.

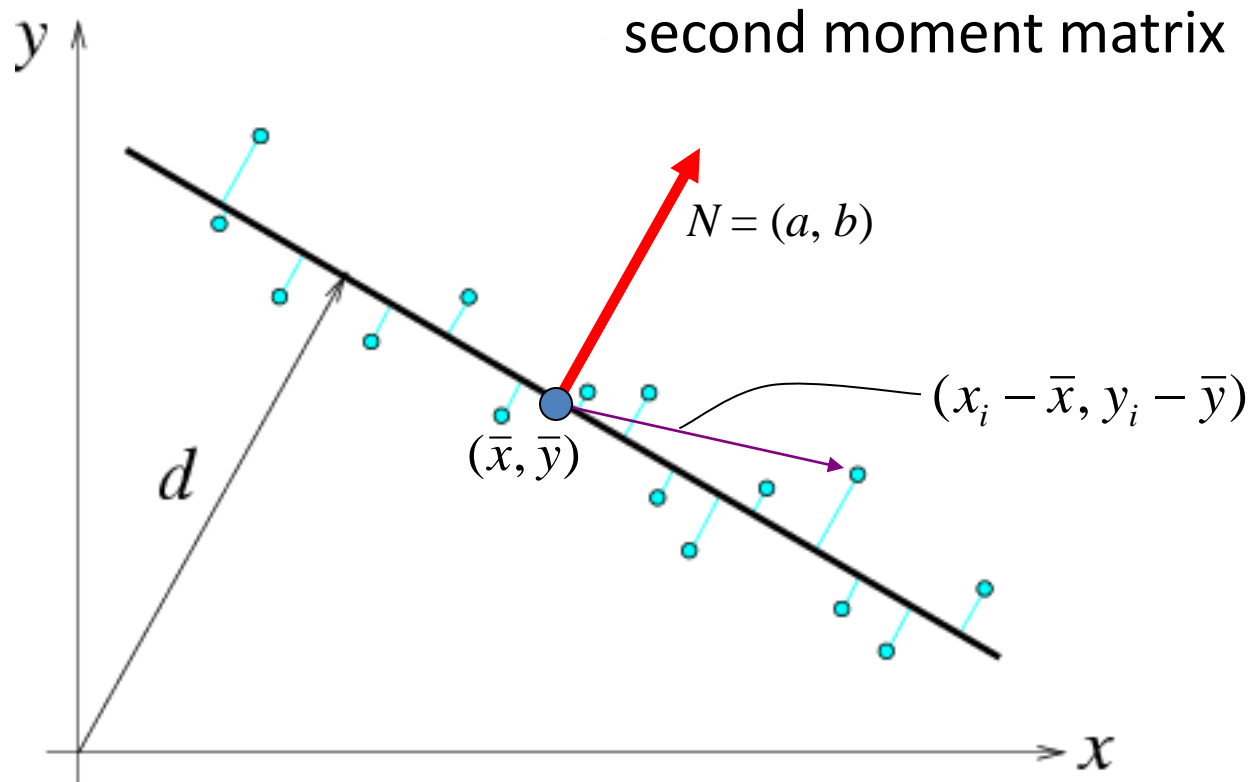
# Total least squares

$$U = \begin{bmatrix} x_1 - \bar{x} & y_1 - \bar{y} \\ \vdots & \vdots \\ x_n - \bar{x} & y_n - \bar{y} \end{bmatrix} \quad U^T U = \begin{bmatrix} \sum_{i=1}^n (x_i - \bar{x})^2 & \sum_{i=1}^n (x_i - \bar{x})(y_i - \bar{y}) \\ \sum_{i=1}^n (x_i - \bar{x})(y_i - \bar{y}) & \sum_{i=1}^n (y_i - \bar{y})^2 \end{bmatrix}$$

second moment matrix

# Total least squares

$$U = \begin{bmatrix} x_1 - \bar{x} & y_1 - \bar{y} \\ \vdots & \vdots \\ x_n - \bar{x} & y_n - \bar{y} \end{bmatrix} \quad U^T U = \begin{bmatrix} \sum_{i=1}^n (x_i - \bar{x})^2 & \sum_{i=1}^n (x_i - \bar{x})(y_i - \bar{y}) \\ \sum_{i=1}^n (x_i - \bar{x})(y_i - \bar{y}) & \sum_{i=1}^n (y_i - \bar{y})^2 \end{bmatrix}$$



# Least squares as likelihood maximization

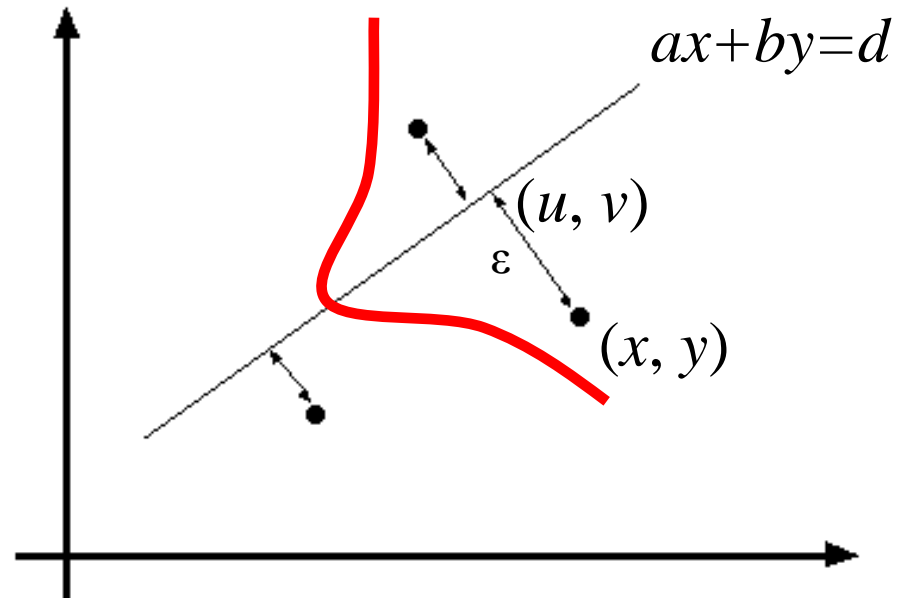
- **Generative model: line points are sampled independently and corrupted by Gaussian noise in the direction perpendicular to the line**

$$\begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} u \\ v \end{pmatrix} + \varepsilon \begin{pmatrix} a \\ b \end{pmatrix}$$

point on  
the line

noise:  
sampled from  
zero-mean  
Gaussian with  
std. dev.  $\sigma$

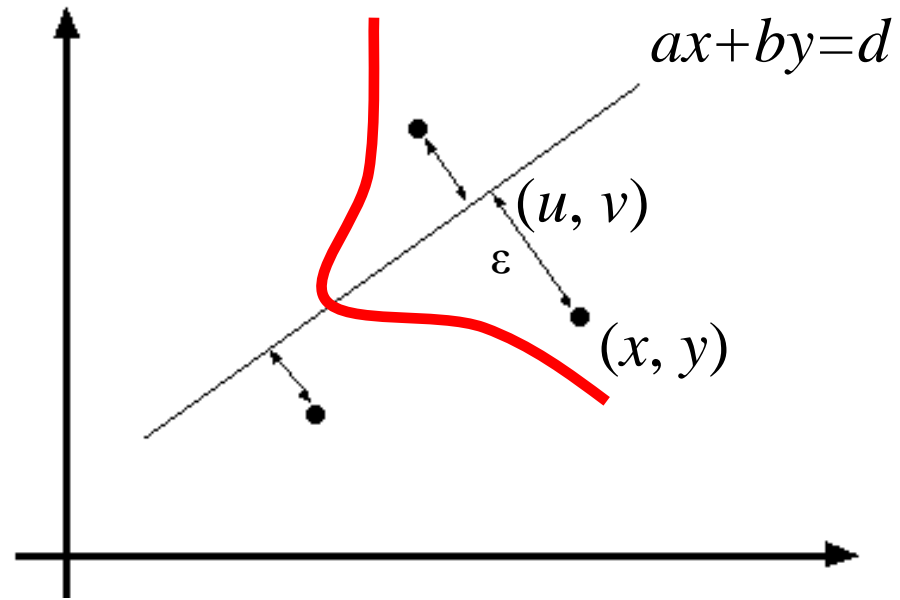
normal  
direction



# Least squares as likelihood maximization

- **Generative model:** line points are sampled independently and corrupted by Gaussian noise in the direction perpendicular to the line

$$\begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} u \\ v \end{pmatrix} + \varepsilon \begin{pmatrix} a \\ b \end{pmatrix}$$

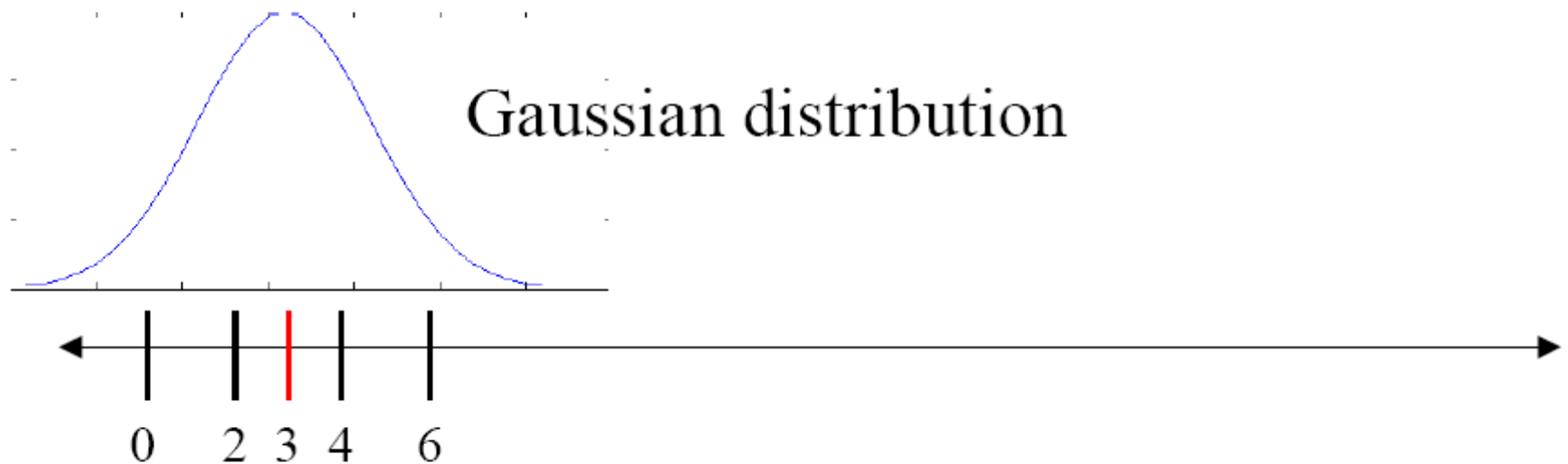


*Likelihood* of points given line parameters  $(a, b, d)$ :

$$P(x_1, y_1, \dots, x_n, y_n \mid a, b, d) = \prod_{i=1}^n P(x_i, y_i \mid a, b, d) \propto \prod_{i=1}^n \exp\left(-\frac{(ax_i + by_i - d)^2}{2\sigma^2}\right)$$

Log-likelihood: 
$$L(x_1, y_1, \dots, x_n, y_n \mid a, b, d) = -\frac{1}{2\sigma^2} \sum_{i=1}^n (ax_i + by_i - d)^2$$

# Estimating the mean



Mean is the optimal solution to:

$$\mu = \frac{1}{N} \sum_{i=1}^N d_i$$

$$\min_{\mu} \sum_{i=1}^N \underbrace{(d_i - \mu)}_{\text{residual}}^2$$



# Estimating the mean

The mean maximizes this likelihood:

$$\max_{\mu} p(d_i | \mu) = \frac{1}{\sqrt{2\pi}\sigma} \prod_{i=1}^N \exp(-\frac{1}{2}(d_i - \mu)^2 / \sigma^2)$$

The negative log gives (with sigma=1):

$$\min_{\mu} \sum_{i=1}^N (d_i - \mu)^2$$

“least squares” estimate

# Estimating the mean



# Estimating the mean

What happens if we change just **one** measurement?



$$\mu' = \mu + \frac{\Delta}{N}$$

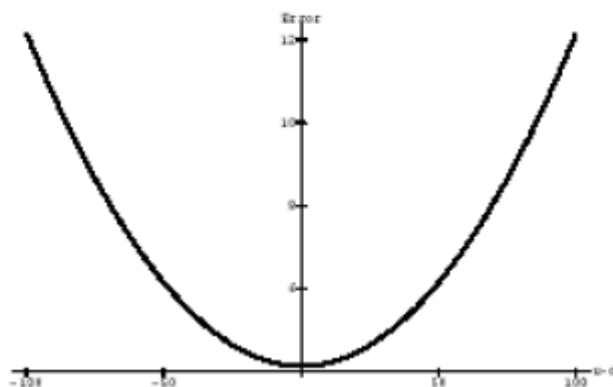
With a single “bad” data point I can move the mean arbitrarily far.

# Influence

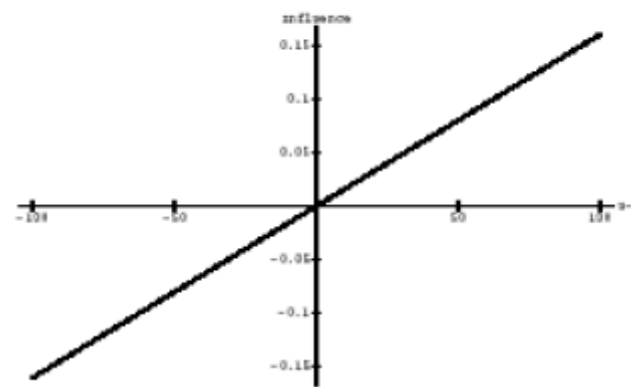
# What's Wrong?

$$\min_{\mu} \sum_{i=1}^N (d_i - \mu)^2$$

Outliers (large residuals) have too much influence.



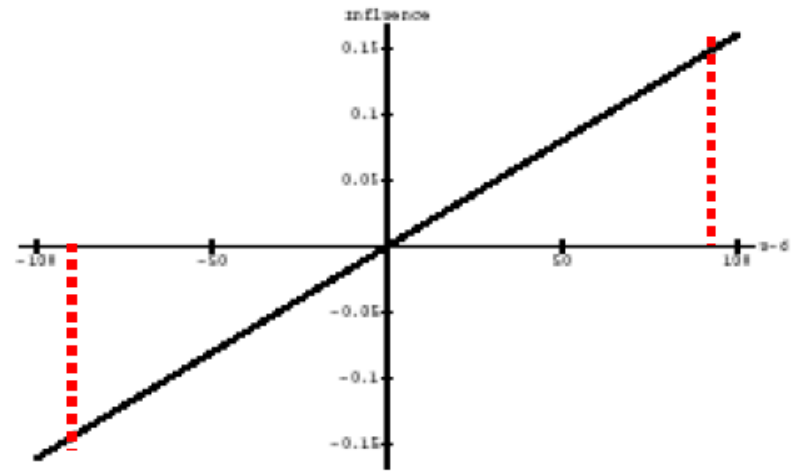
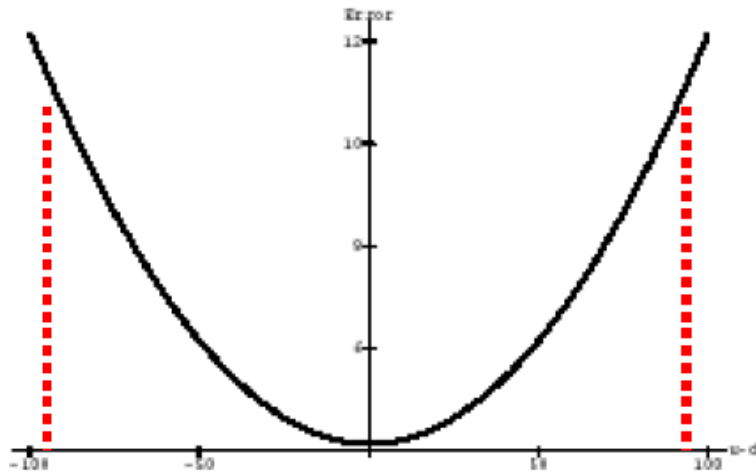
$$\rho(x) = x^2$$



$$\psi(x) = 2x$$

# Approach

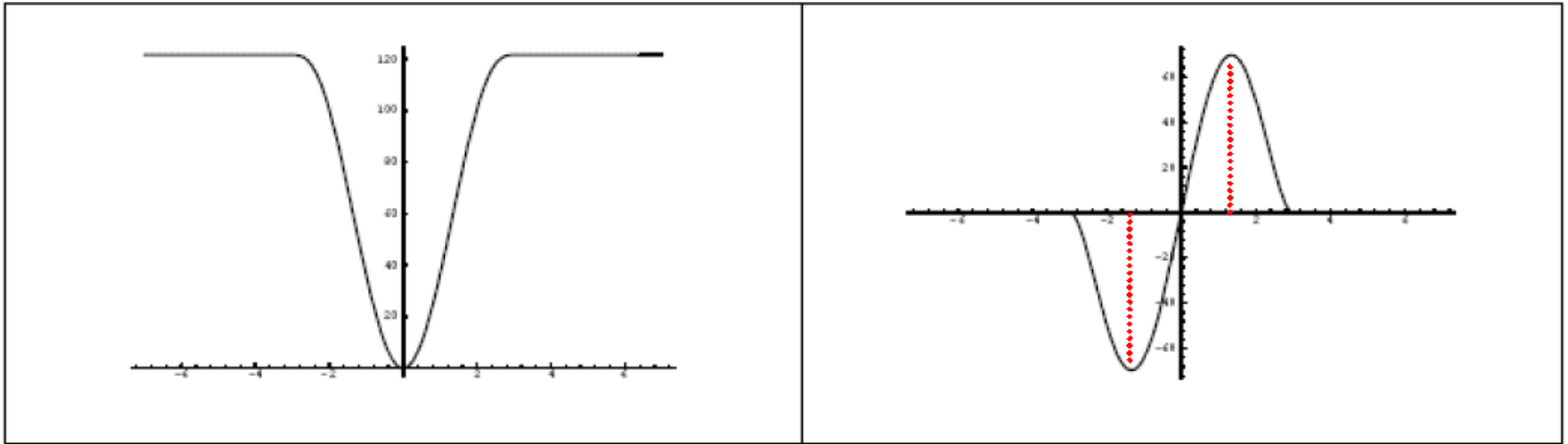
Influence is proportional to the derivative of the  $\rho$  function.



Want to give less influence to points beyond some value.



# Redescending Function



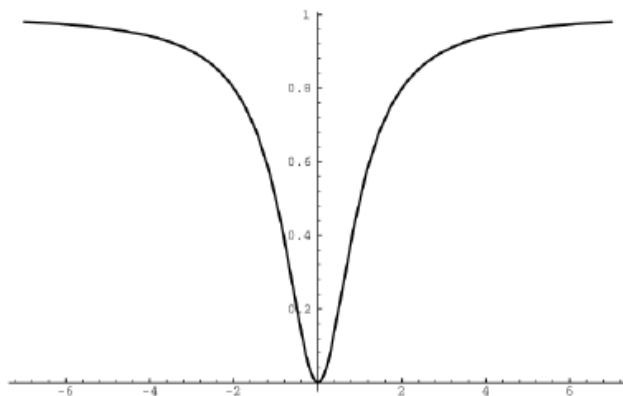
Tukey's biweight.

Beyond a point, the influence begins to decrease.

Beyond where the second derivative is zero – outlier points

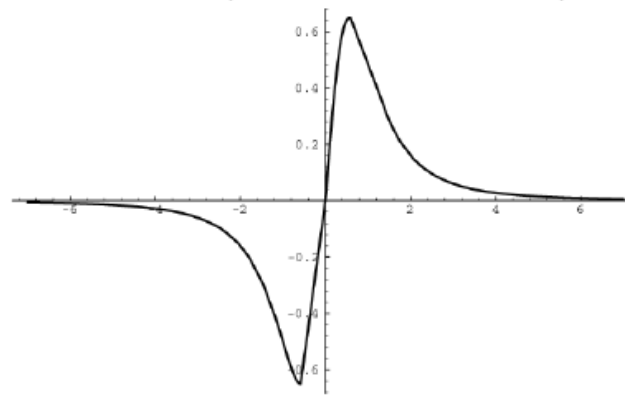
# Robust Estimation

Geman-McClure function works well.  
Twice differentiable, redescending.

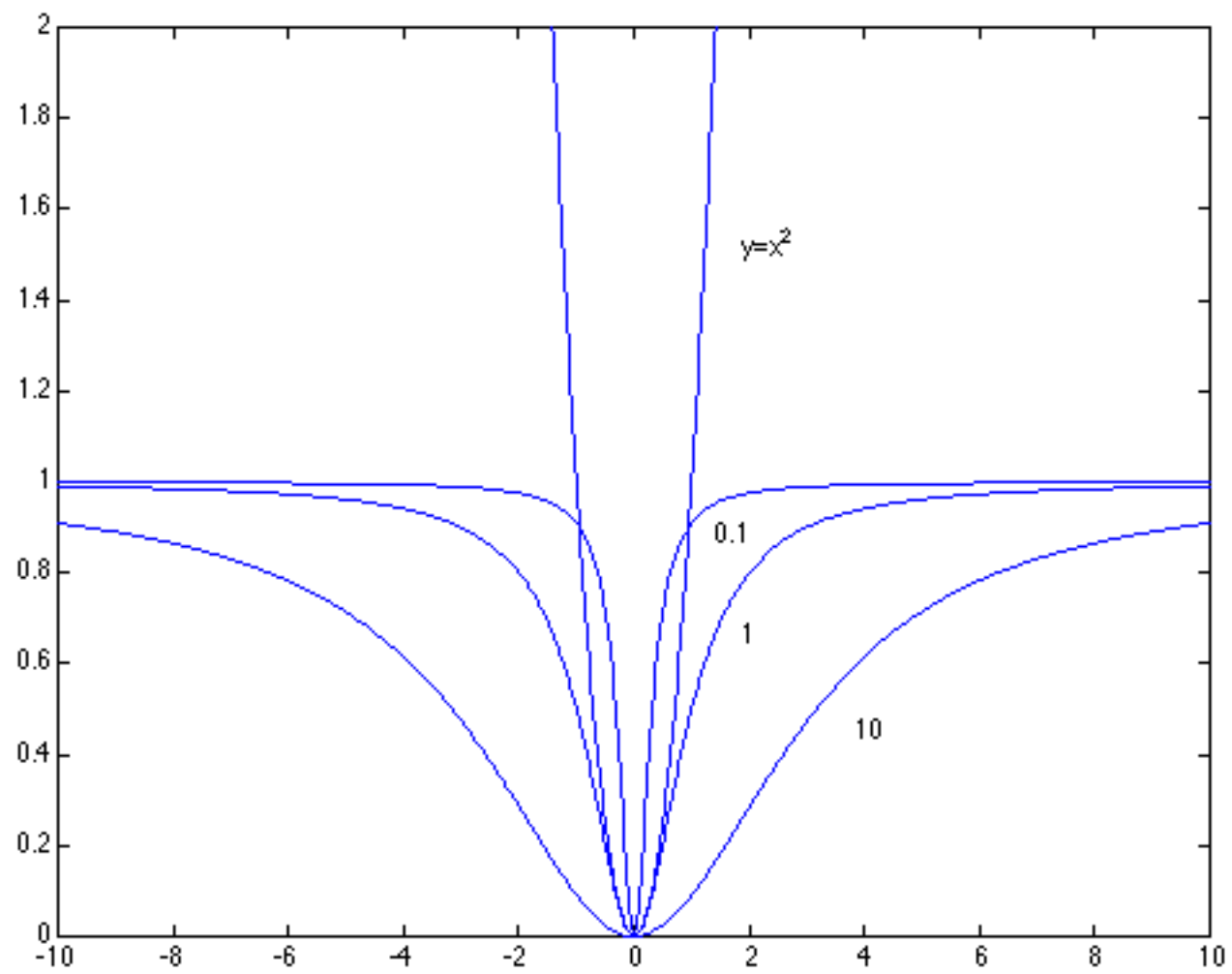


$$\rho(r, \sigma) = \frac{r^2}{\sigma^2 + r^2}$$

Influence function  
(d/dr of norm):



$$\psi(r, \sigma) = \frac{2r\sigma^2}{(\sigma^2 + r^2)^2}$$



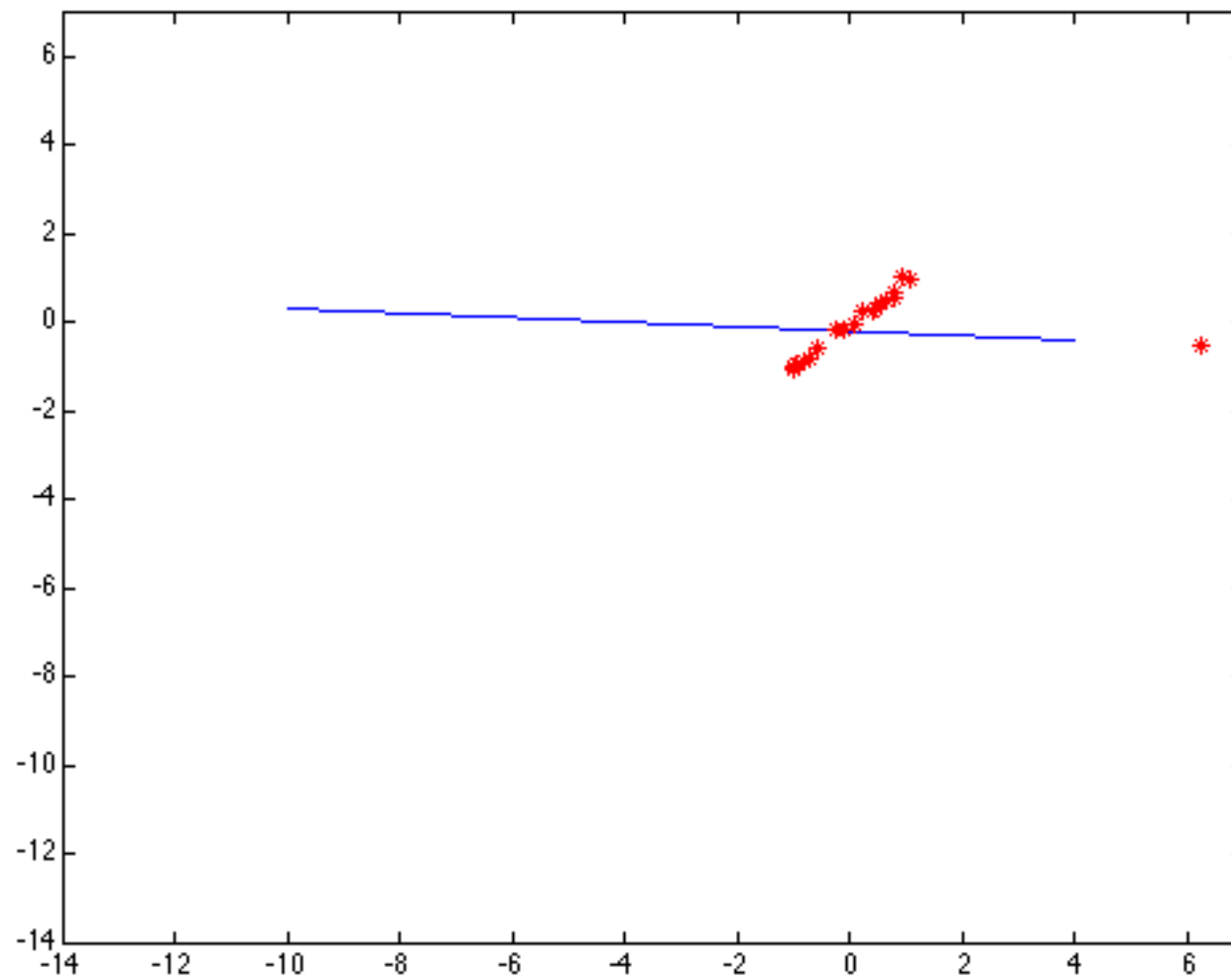
# Robust scale

Scale is critical!

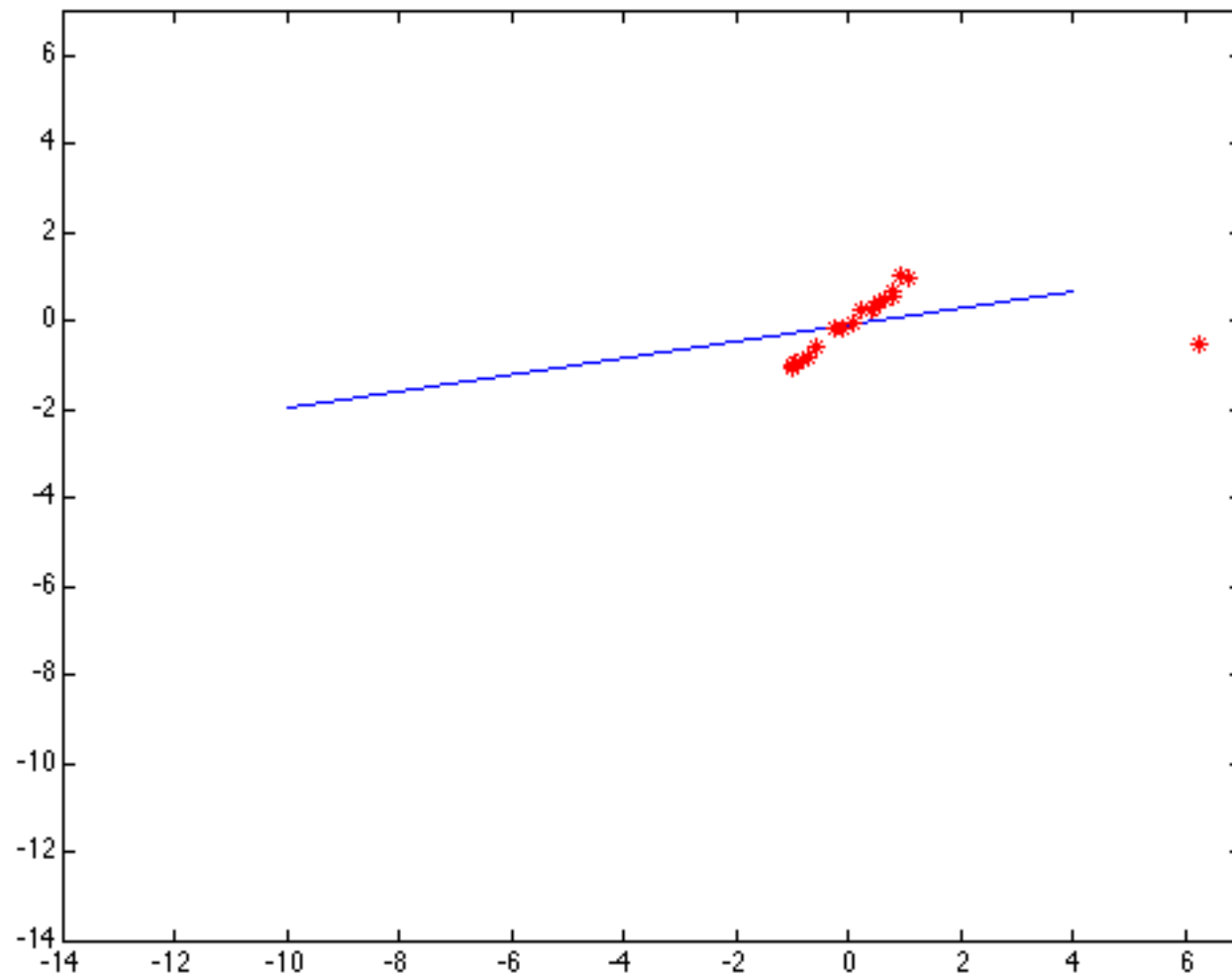
Popular choice:

$$\sigma^{(n)} = 1.4826 \operatorname{median}_i |r_i^{(n)}(x_i; \theta^{(n-1)})|$$

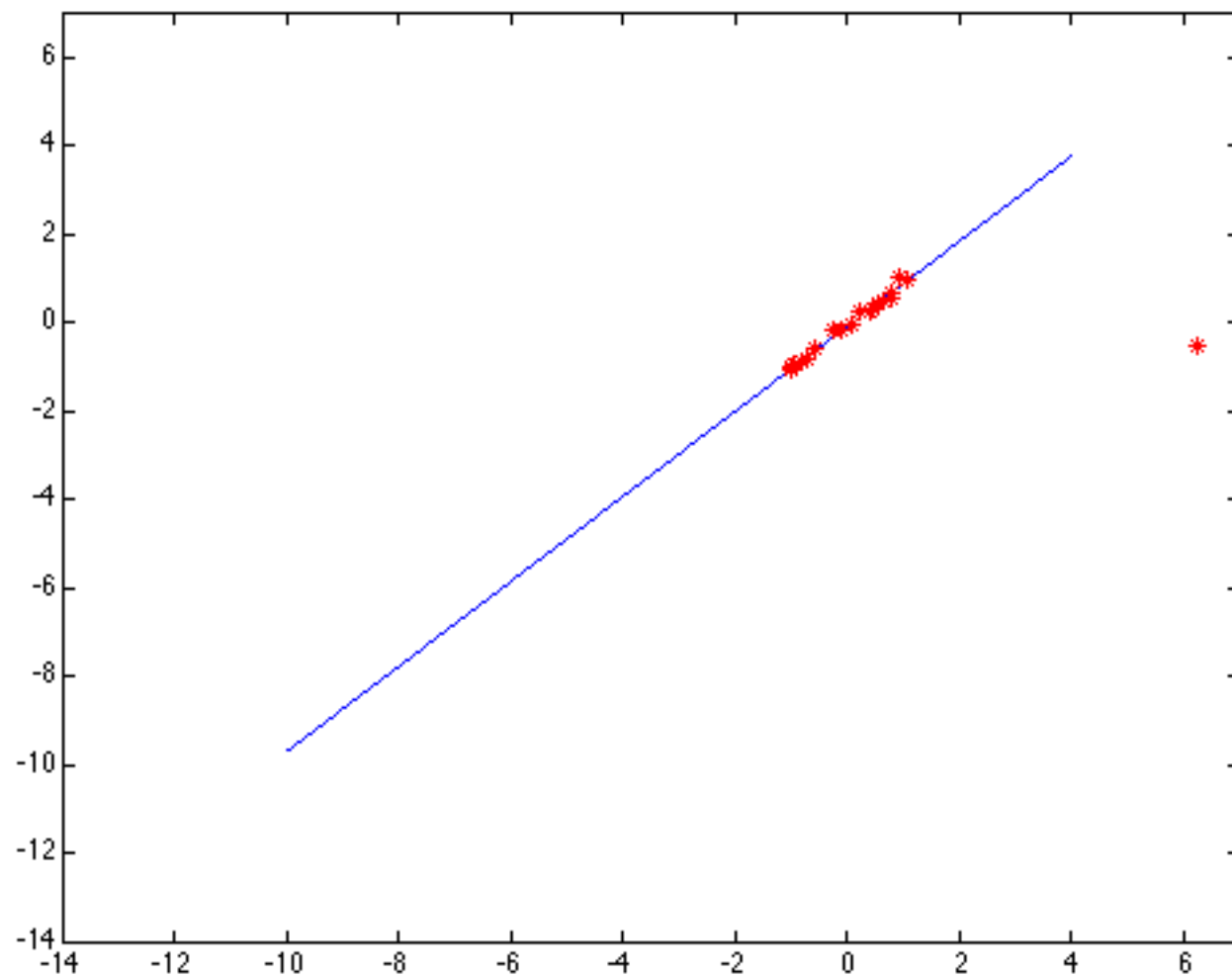
Too small



Too large



Just right





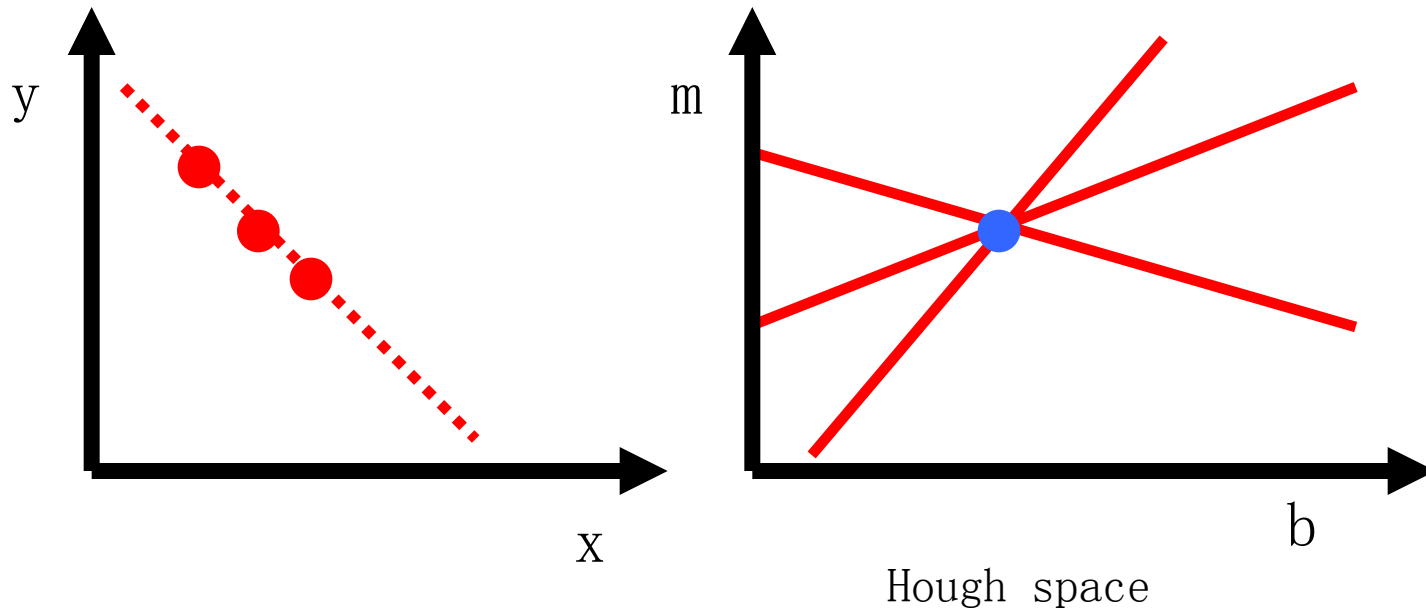
# **Robust estimation: Details**

- **Robust fitting is a nonlinear optimization problem that must be solved iteratively**
- **Least squares solution can be used for initialization**
- **Adaptive choice of scale: approx. 1.5 times median residual (F&P, Sec. 15.5.1)**

# Hough transform

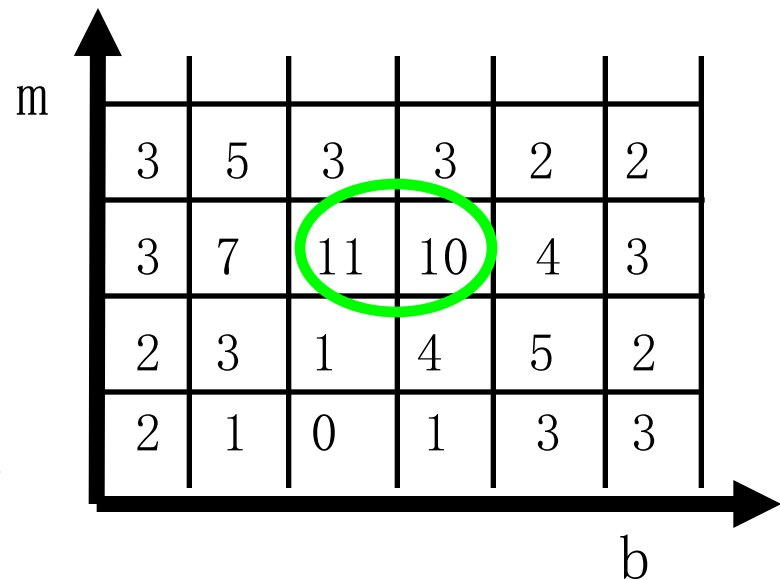
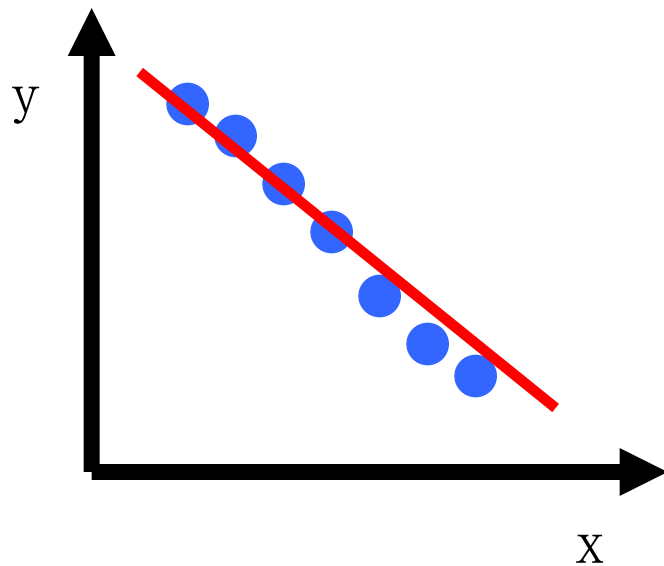
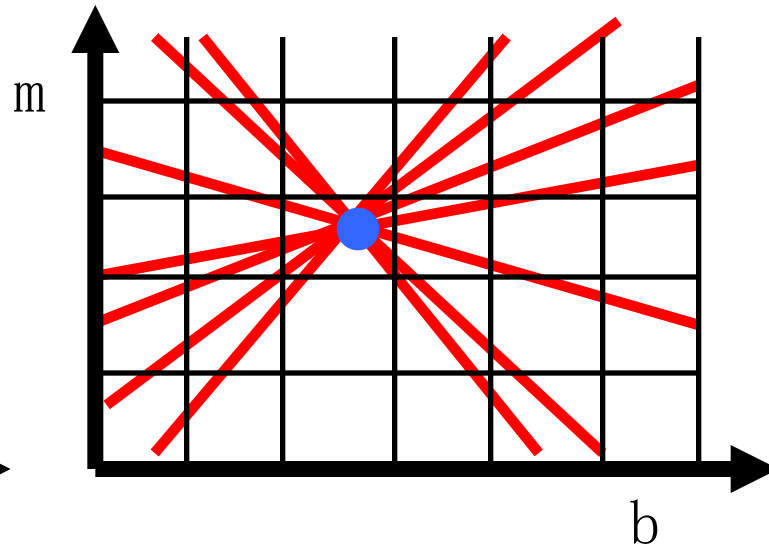
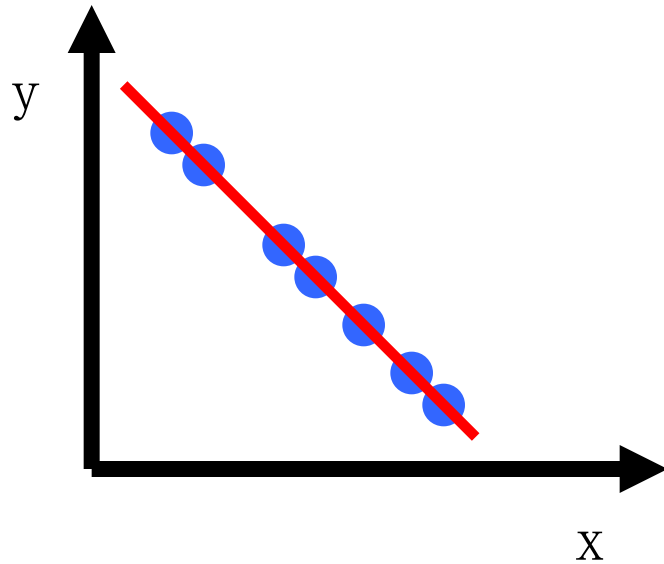
P.V.C. Hough, *Machine Analysis of Bubble Chamber Pictures*, Proc. Int. Conf. High Energy Accelerators and Instrumentation, 1959

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



$$y = m x + b$$

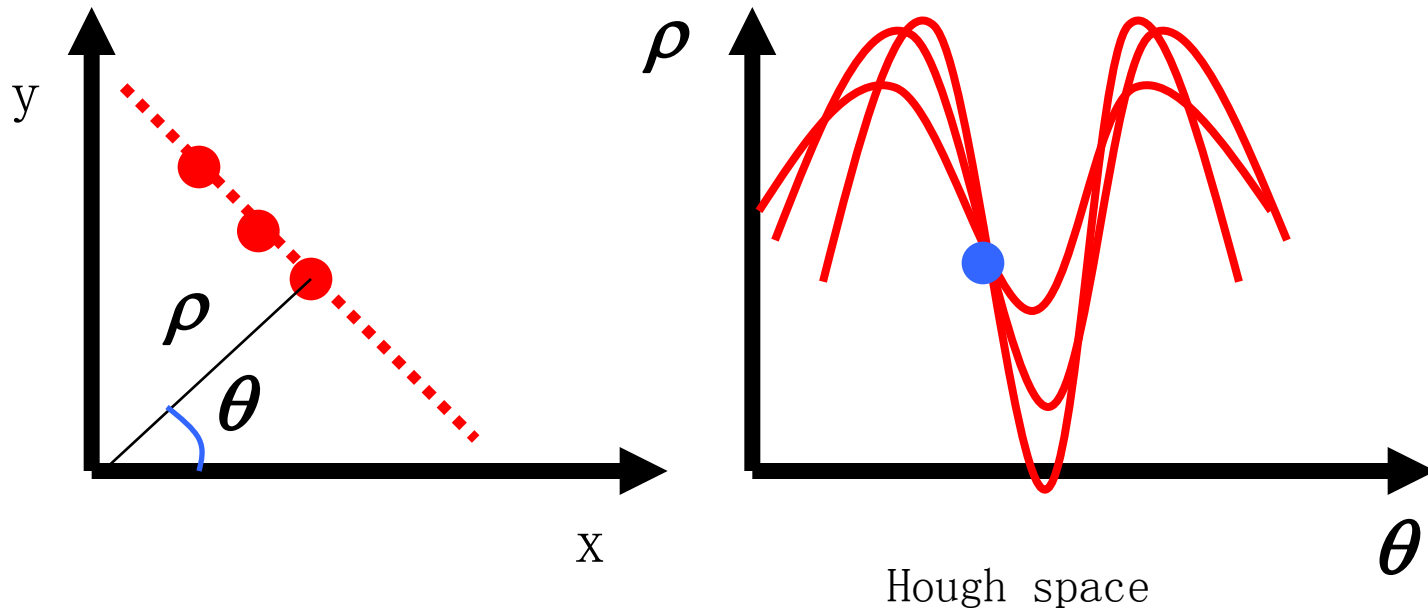
# Hough transform



# Hough transform

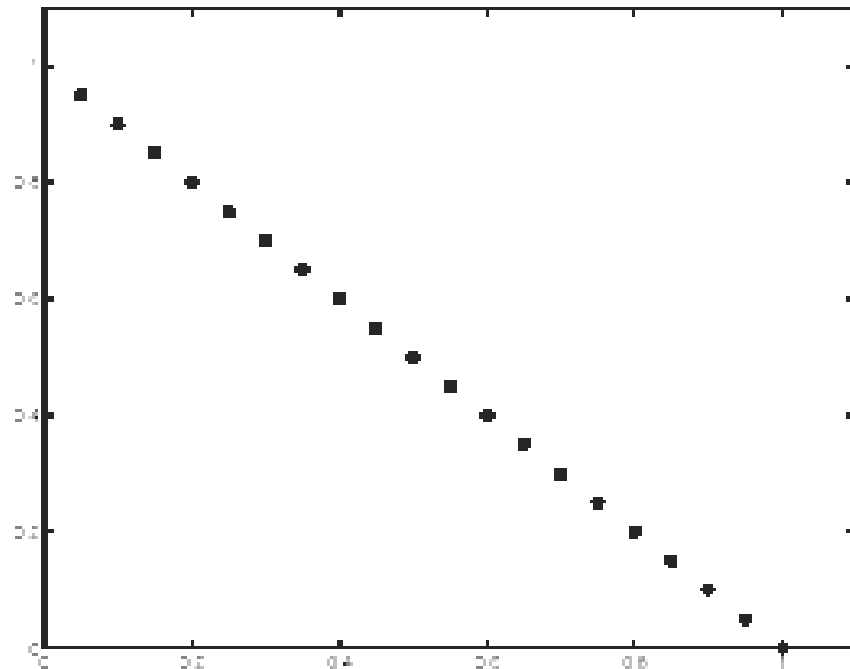
Issue : parameter space  $[m,b]$  is unbounded...

Use a polar representation for the parameter space

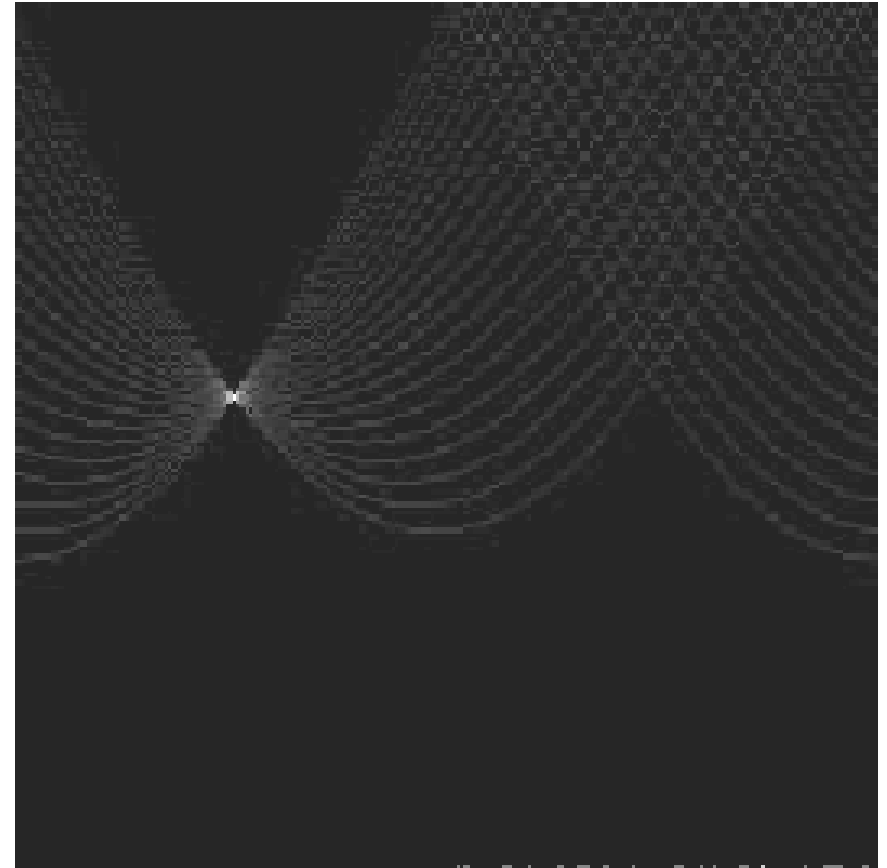


$$x \cos \theta + y \sin \theta = \rho$$

# Hough transform – experiments

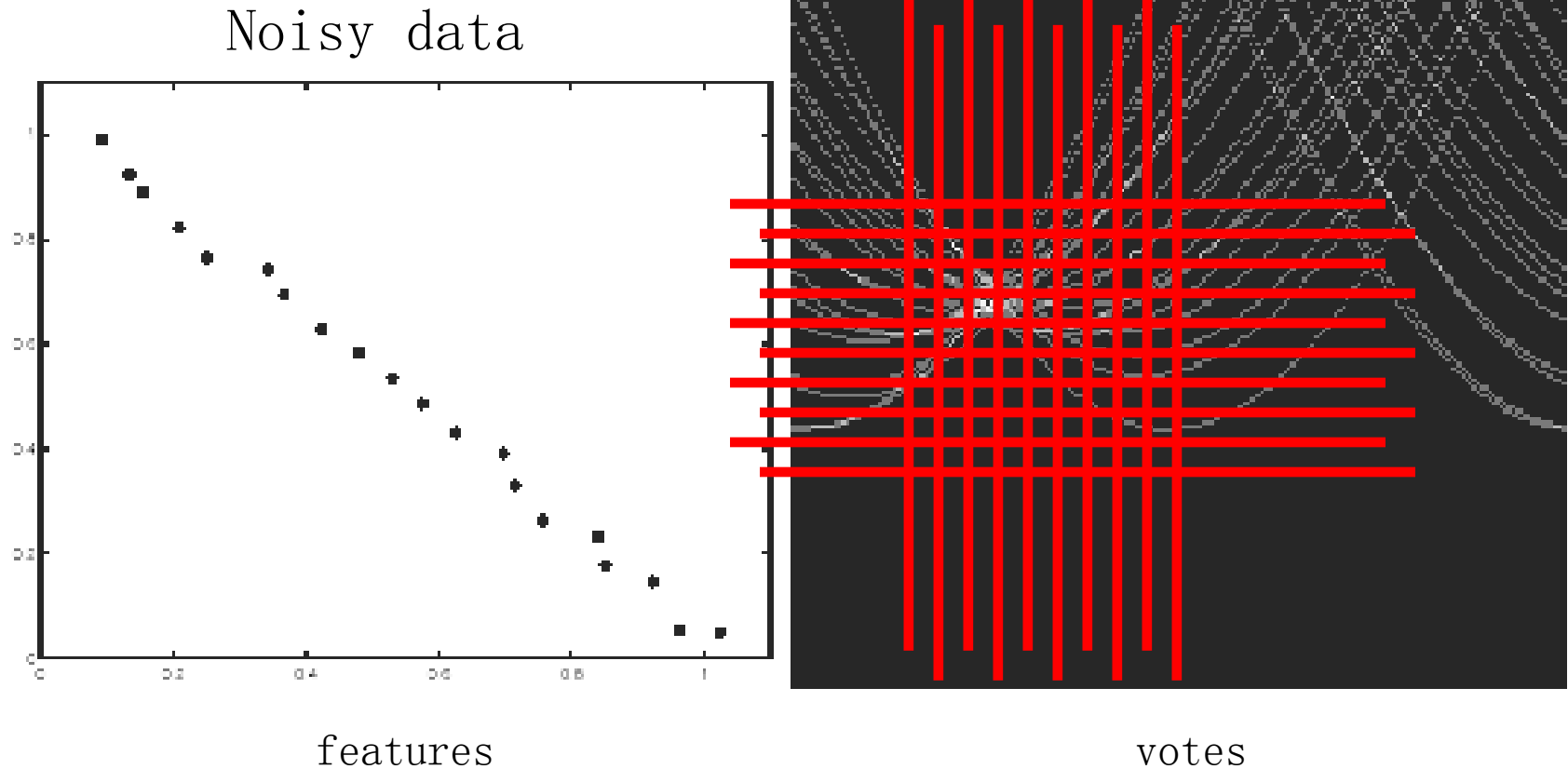


features



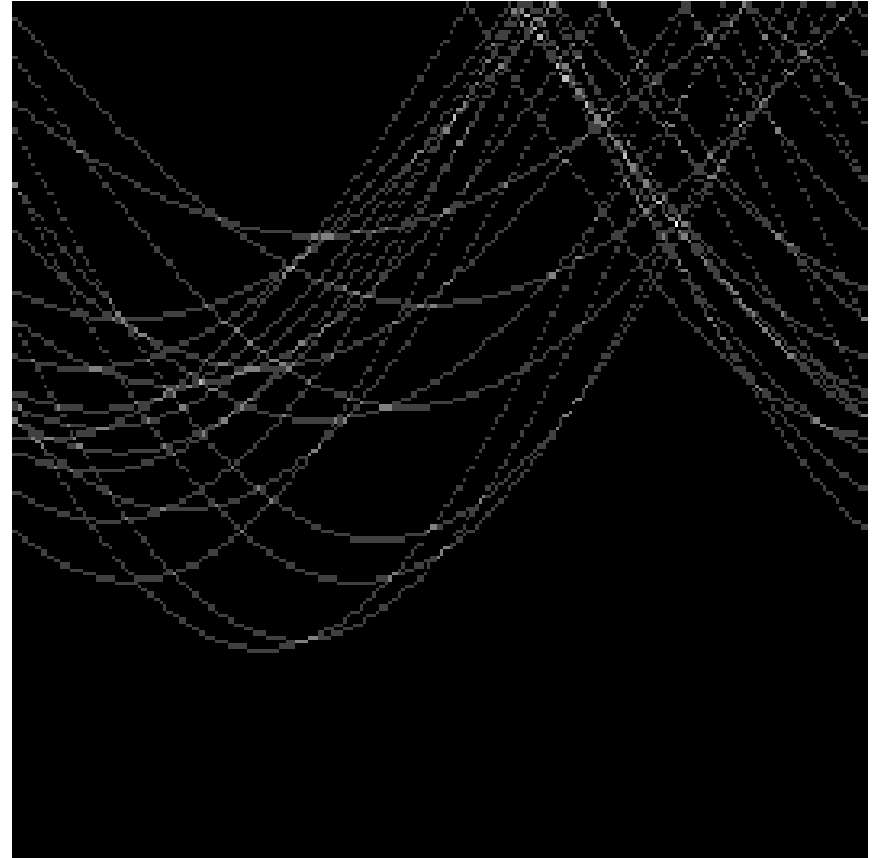
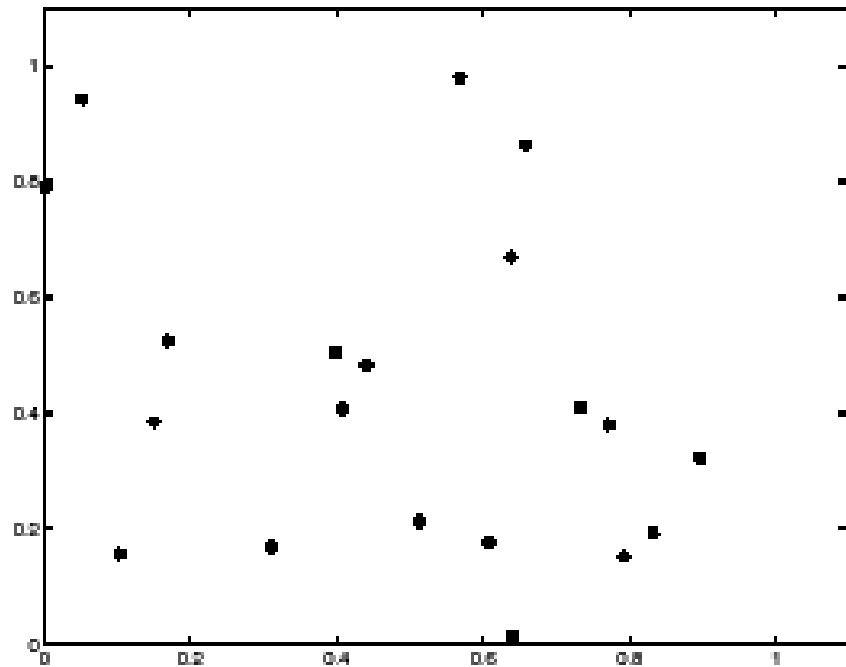
votes

# Hough transform – experiments



**Issue: Grid size needs to be adjusted...**

# Hough transform – experiments



**Issue: spurious peaks due to uniform noise**



# Hough transform

- Fitting a circle ( $x, y, r$ )

# Hough transform conclusions

## Good

- Robust to outliers: each point votes separately
- Fairly efficient (much faster than trying all sets of parameters)
- Provides multiple good fits

## Bad

- Some sensitivity to noise
- Bin size trades off between noise tolerance, precision, and speed/memory
  - Can be hard to find sweet spot
- Not suitable for more than a few parameters
  - grid size grows exponentially

## Common applications

- Line fitting (also circles, ellipses, etc.)
- Object instance recognition (parameters are affine transform)
- Object category recognition (parameters are position/scale)

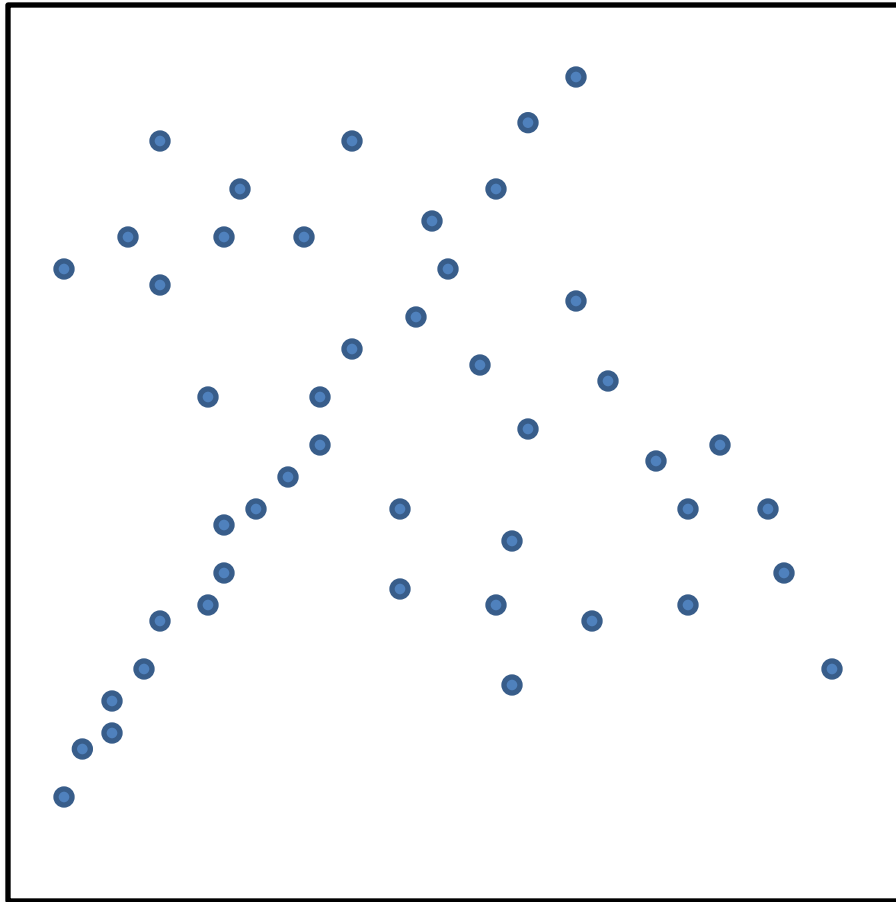
# How do we find the best line?

- Unlike least-squares, no simple closed-form solution
- Hypothesize-and-test
  - Try out many lines, keep the best one
  - Which lines?

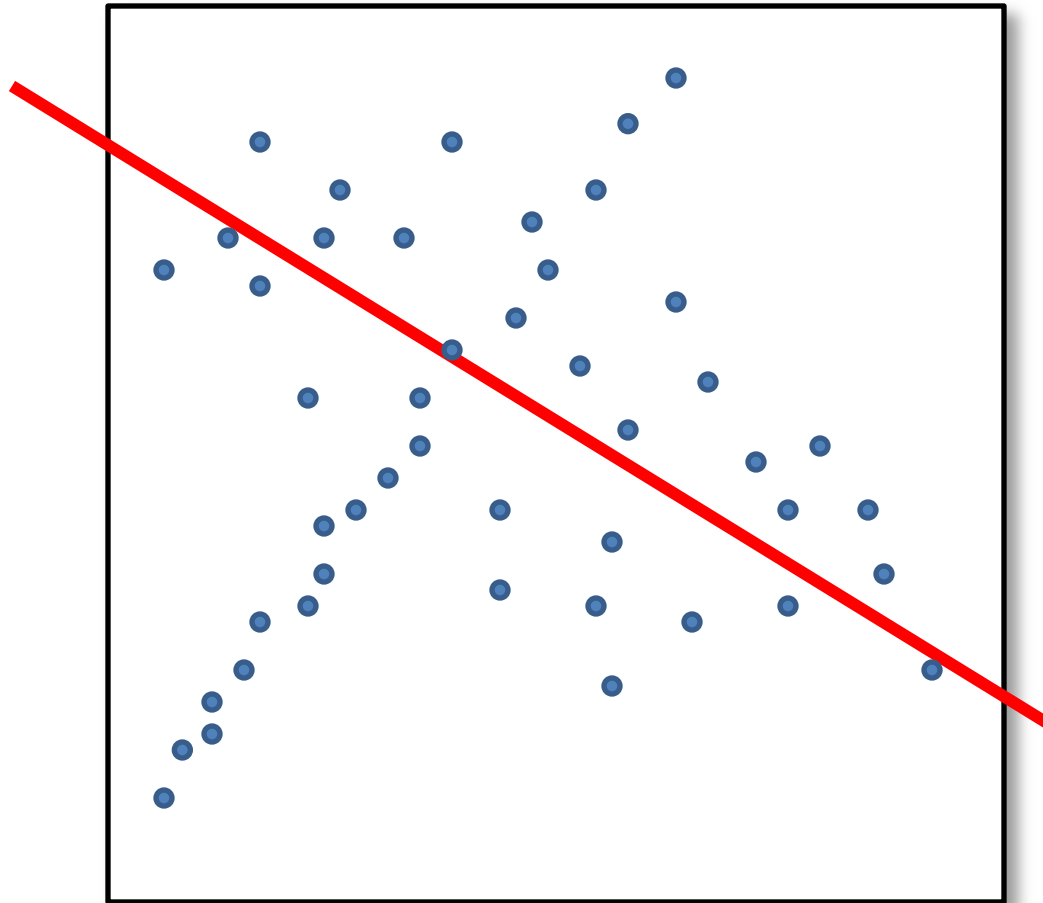
# Another Idea

- **Given a hypothesized line**
- **Count the number of points that “agree” with the line**
  - “Agree” = within a small distance of the line
  - I.e., the inliers to that line
- **For all possible lines, select the one with the largest number of inliers**

# Counting inliers

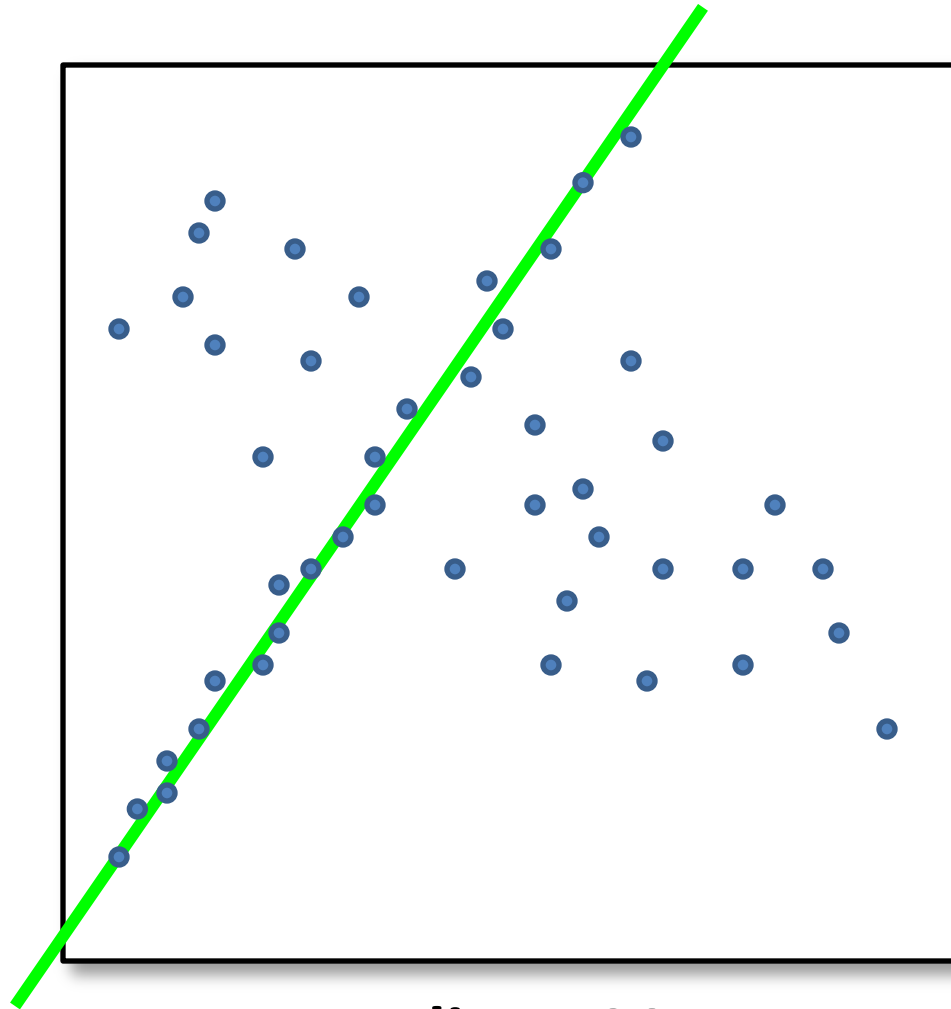


# Counting inliers



Inliers: 3

# Counting inliers



Inliers: 20

# Hypothesize and test

## 1. Propose parameters

- Try all possible
- Each point votes for all consistent parameters
- Repeatedly sample enough points to solve for parameters

## 2. Score the given parameters

- Number of consistent points, possibly weighted by distance

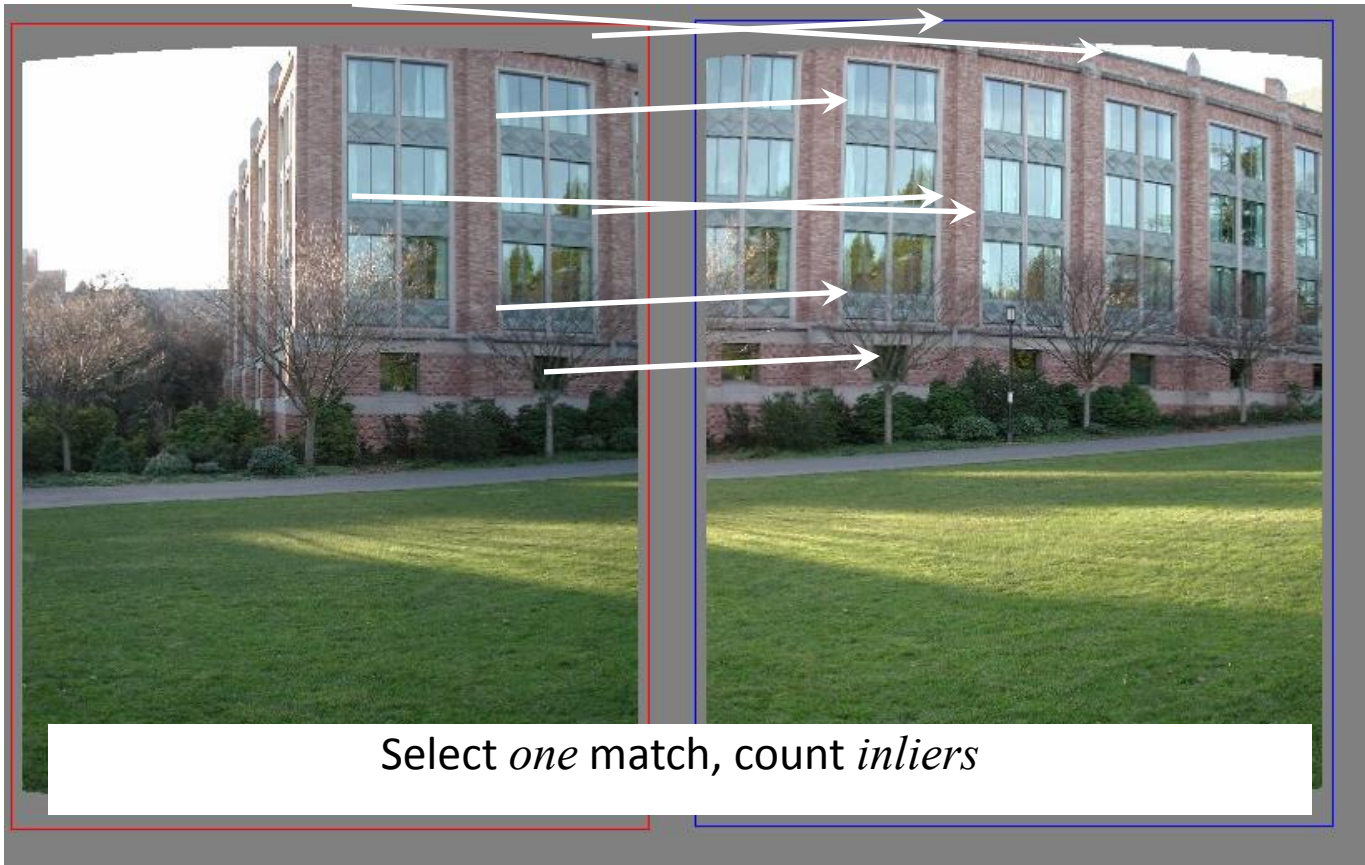
## 3. Choose from among the set of parameters

- Global or local maximum of scores

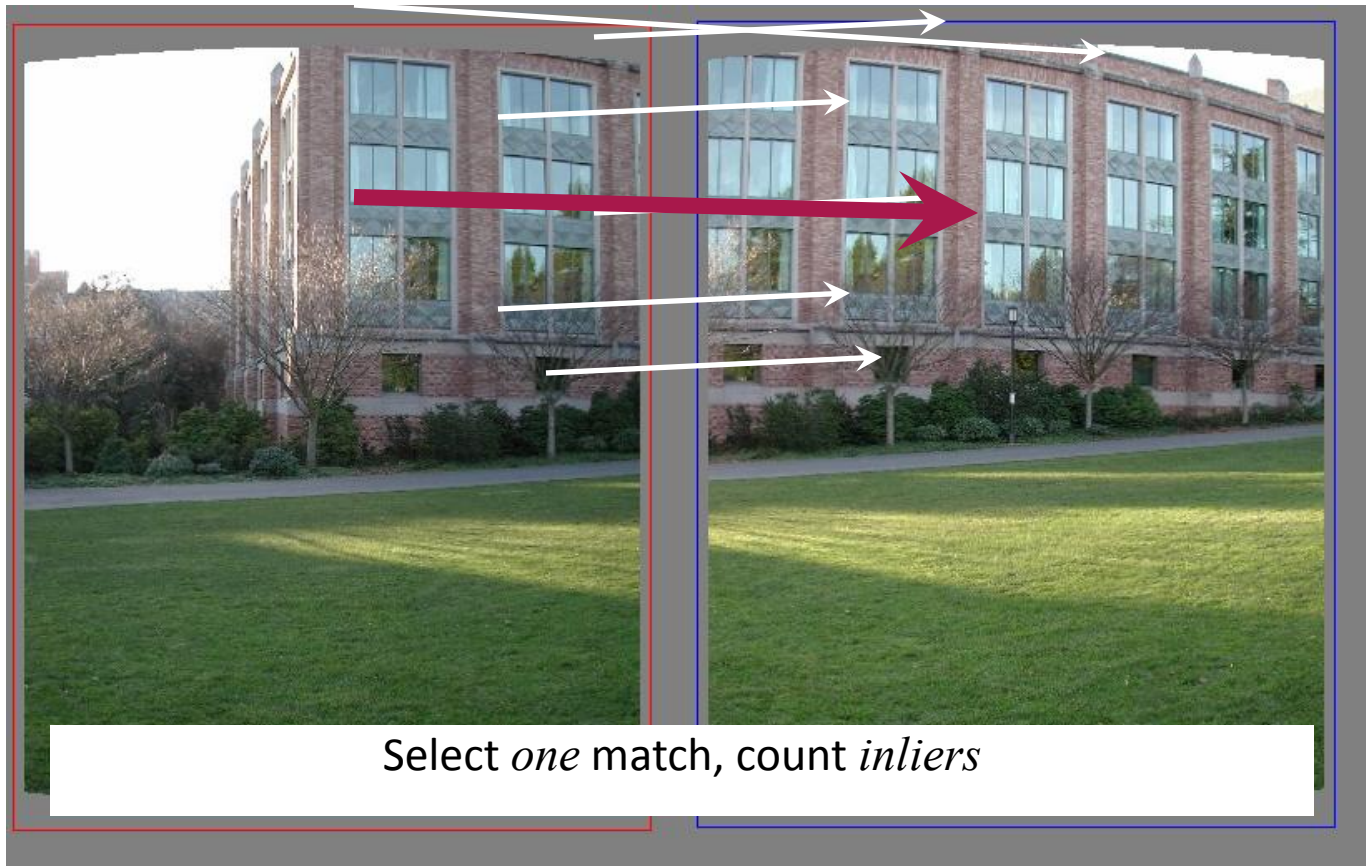
## 4. Possibly refine parameters using inliers



# Random Sample Consensus RANSAC

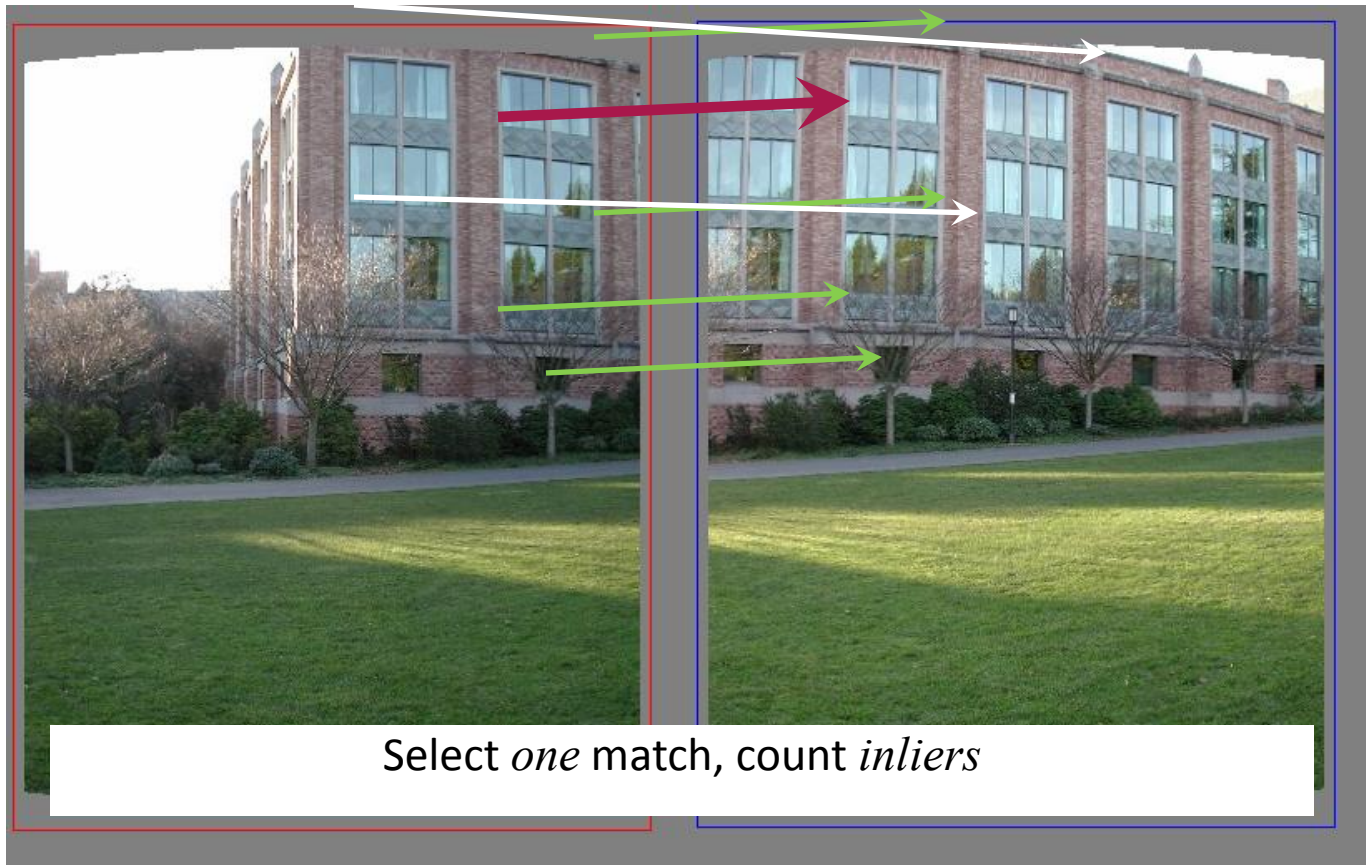


# Random Sample Consensus



0 inliers

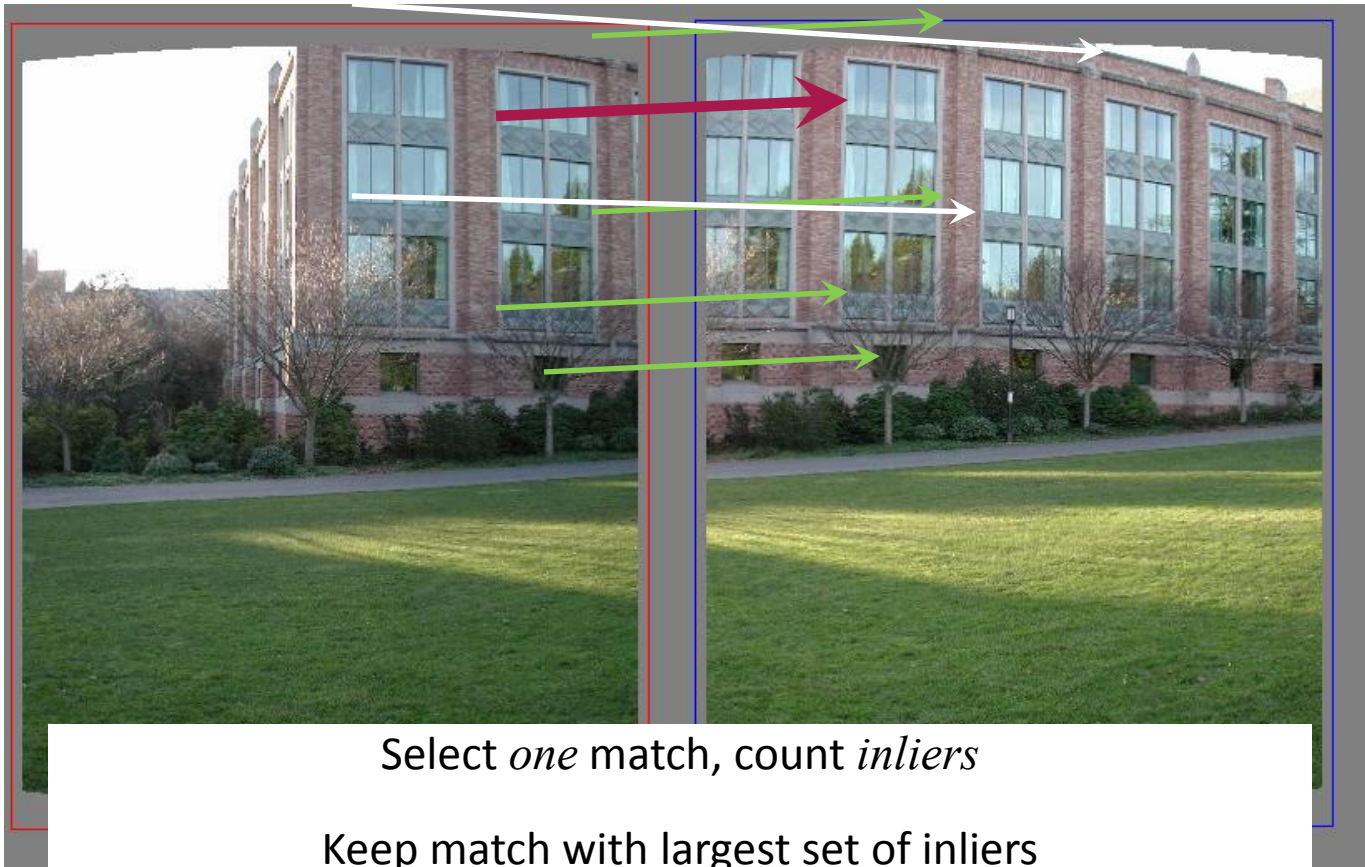
# Random Sample Consensus



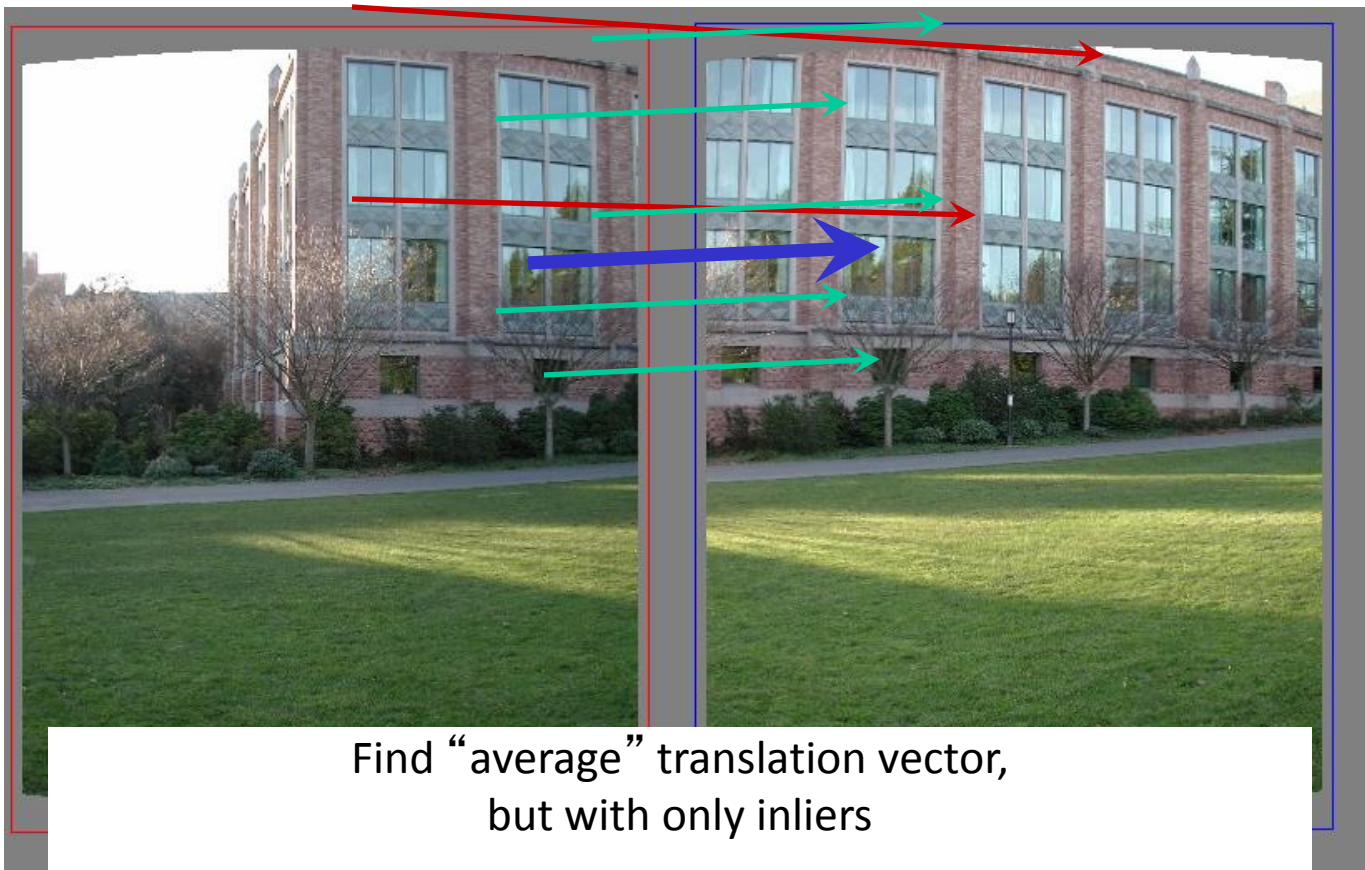
4 inliers



# Random Sample Consensus

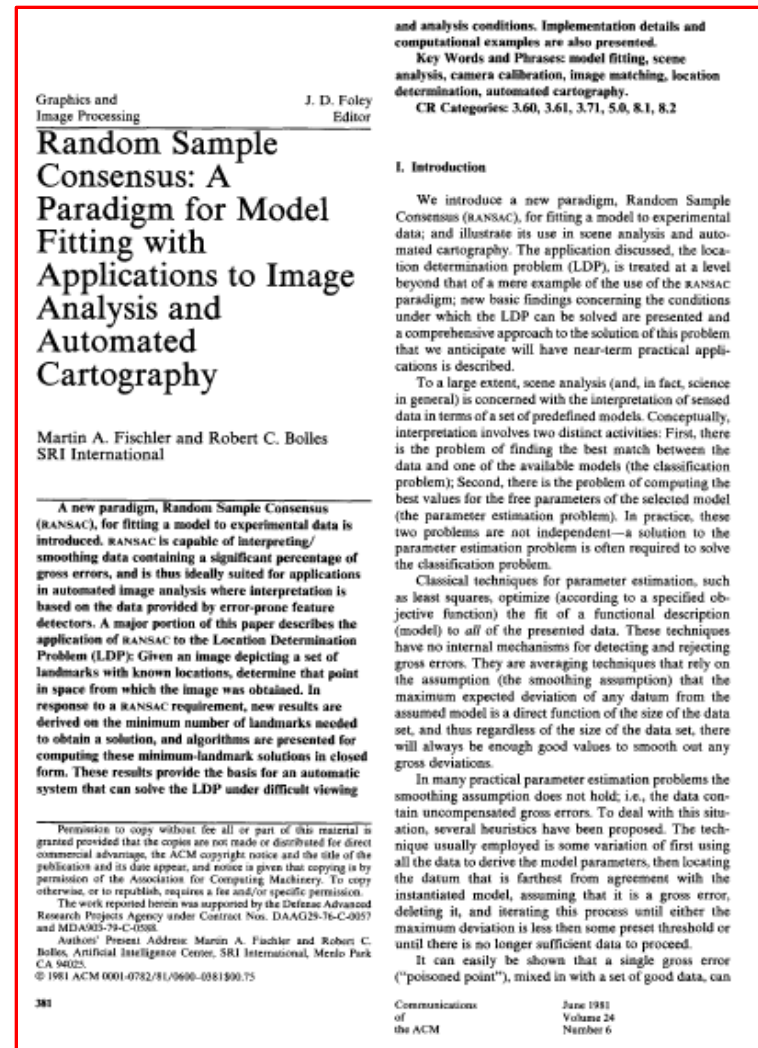


# At the end: Least squares fit



# Reference

- M. A. Fischler, R. C. Bolles. Random Sample Consensus: A Paradigm for Model Fitting with Applications to Image Analysis and Automated Cartography. Comm. of the ACM, Vol 24, pp 381-395, 1981.
- <http://portal.acm.org/citation.cfm?id=358692>



# RANSAC

- **Idea:**
  - All the inliers will agree with each other on the translation vector; the (hopefully small) number of outliers will (hopefully) disagree with each other
    - RANSAC only has guarantees if there are  $< 50\%$  outliers
  - “All good matches are alike; every bad match is bad in its own way.”

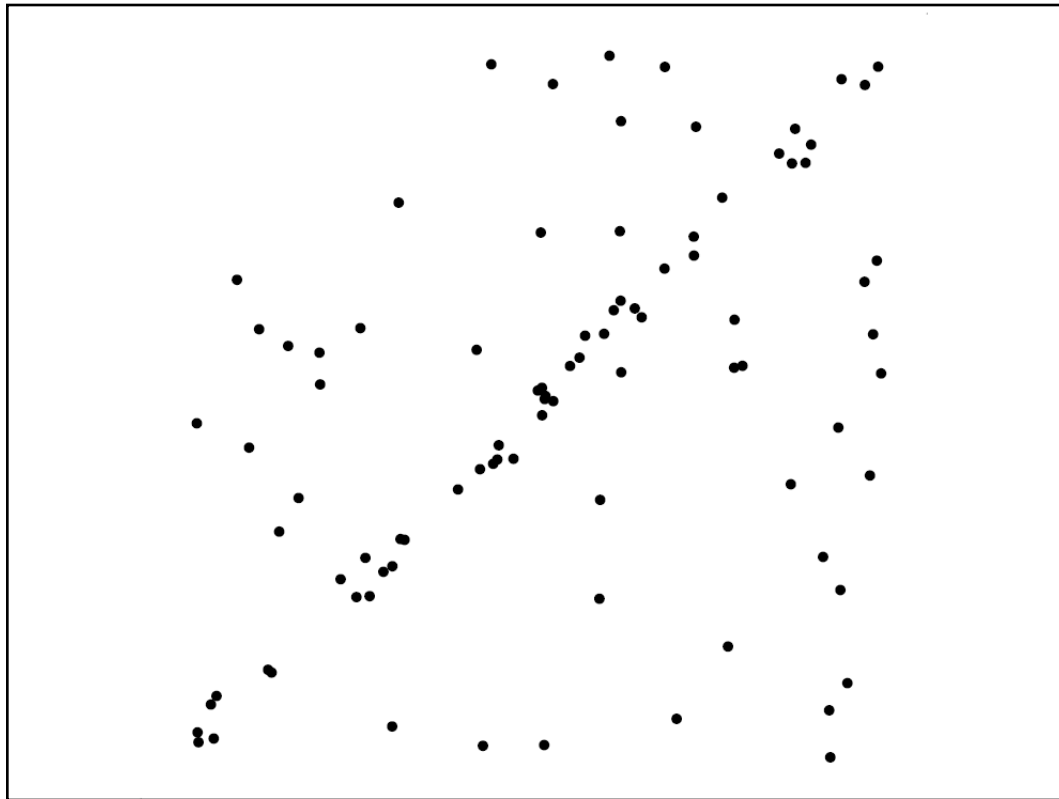
– Tolstoy via Alyosha Efros

# RANSAC

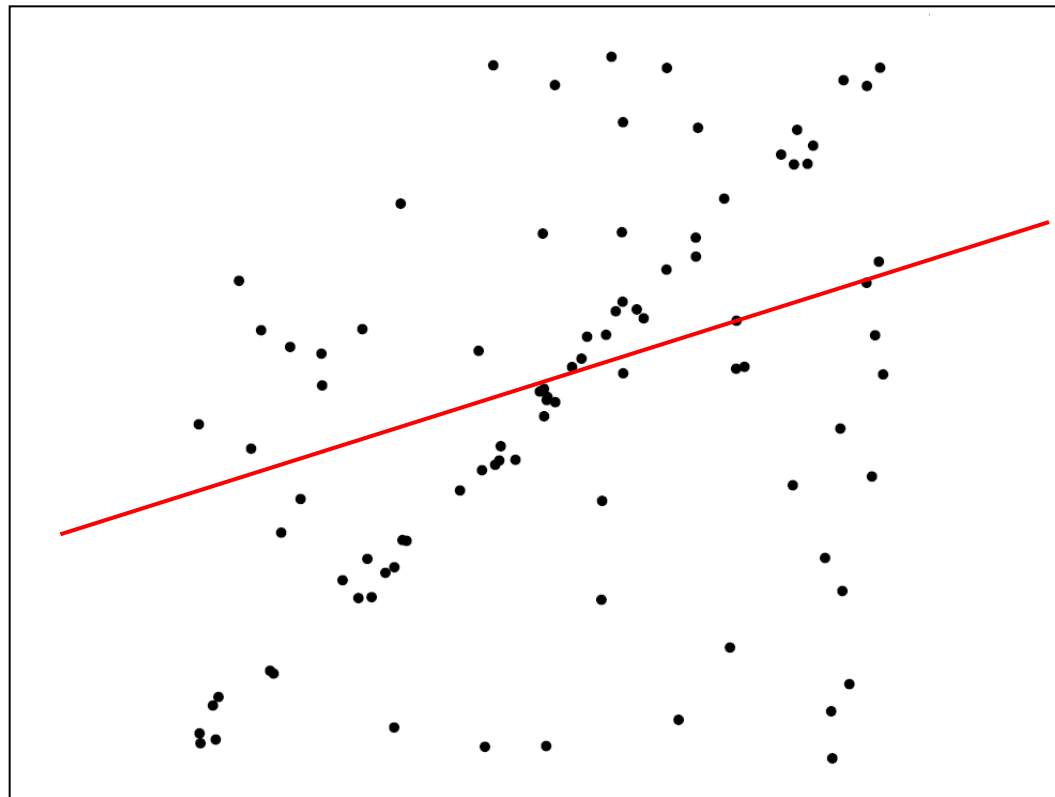
- **Inlier threshold related to the amount of noise we expect in inliers**
  - Often model noise as Gaussian with some standard deviation (e.g., 3 pixels)
- **Number of rounds related to the percentage of outliers we expect, and the probability of success we'd like to guarantee**
  - Suppose there are 20% outliers, and we want to find the correct answer with 99% probability
  - How many rounds do we need?



# RANSAC for line fitting example

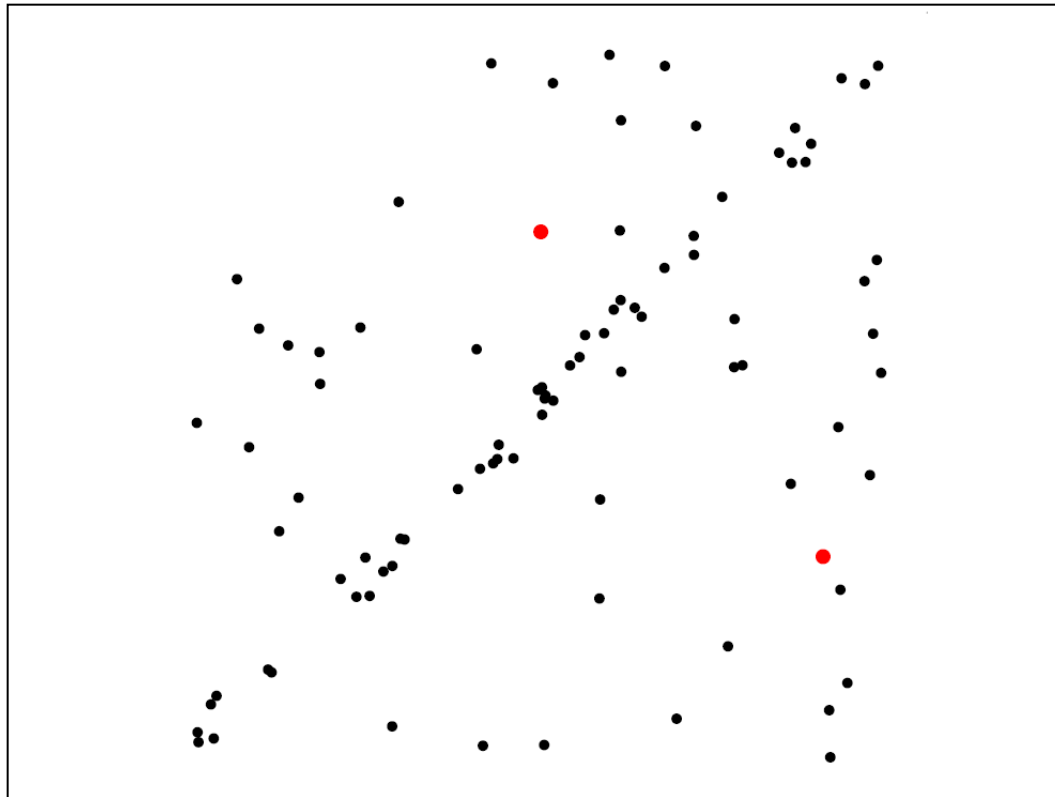


# RANSAC for line fitting example



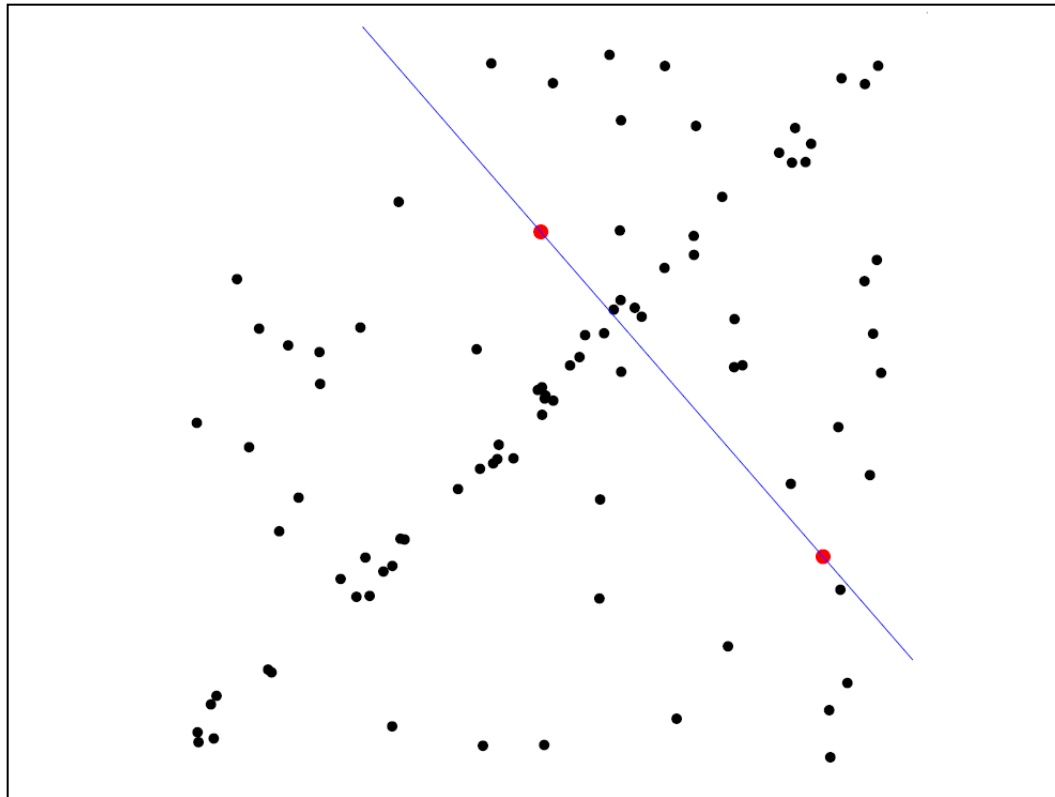
Least-squares fit

# RANSAC for line fitting example



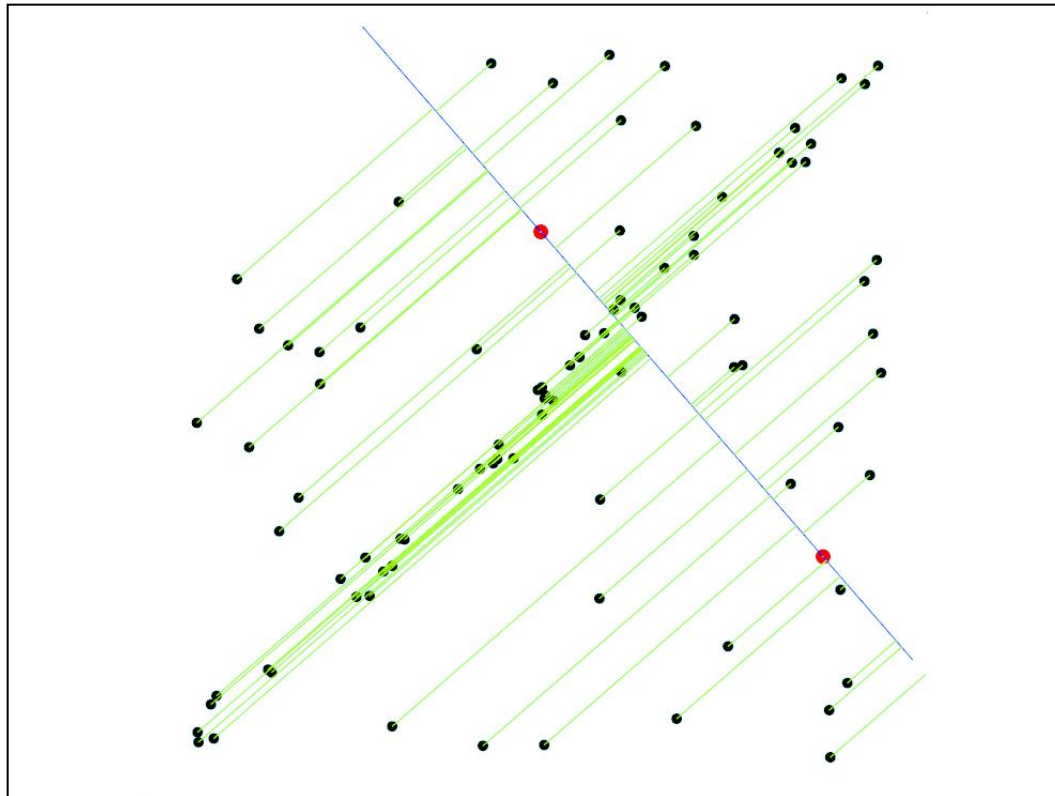
1. Randomly select minimal subset of points

# RANSAC for line fitting example



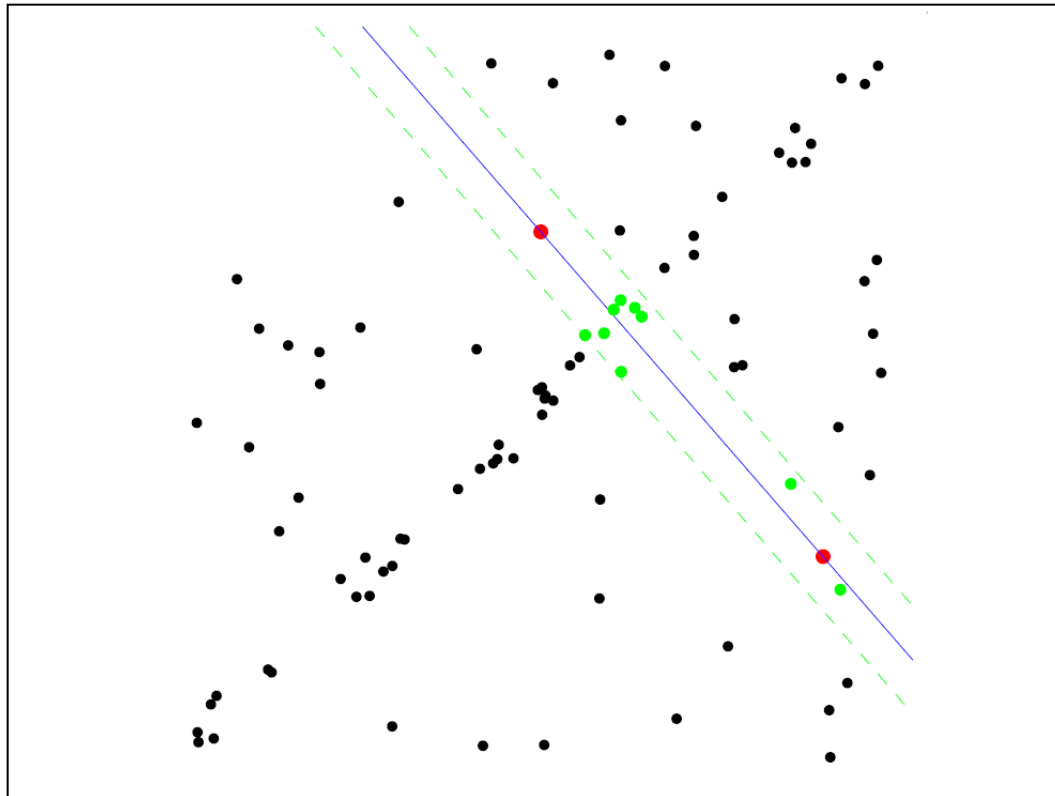
1. Randomly select minimal subset of points
2. Hypothesize a model

# RANSAC for line fitting example



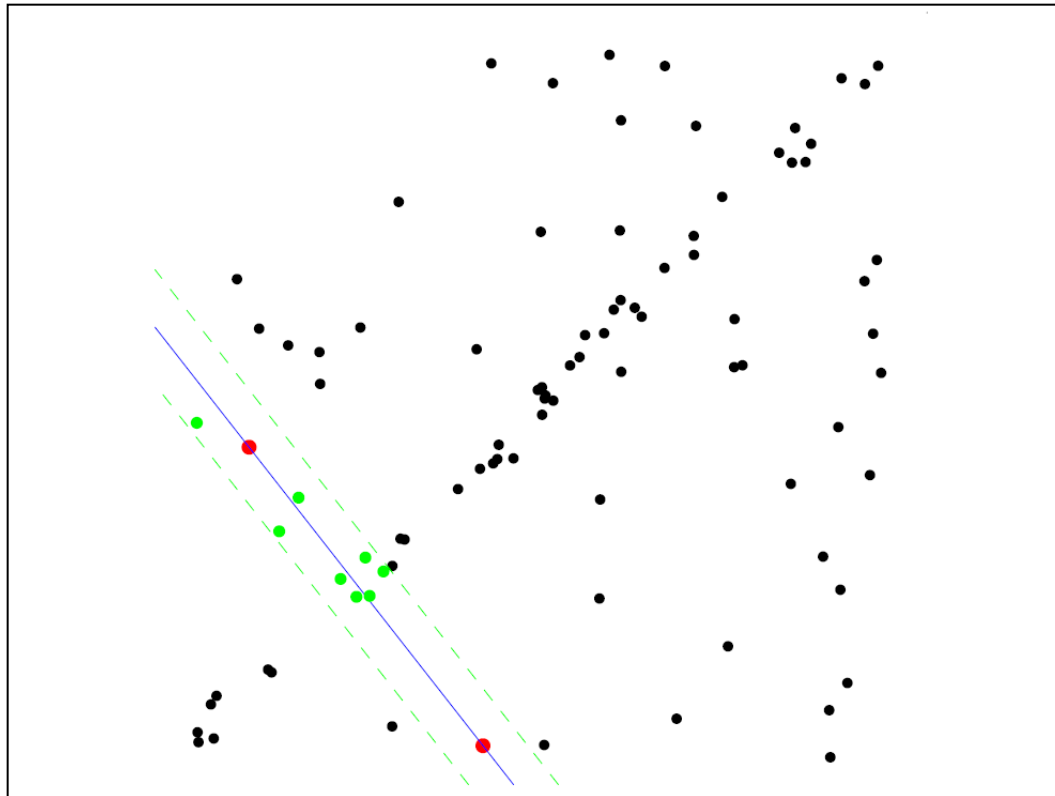
1. Randomly select minimal subset of points
2. Hypothesize a model
3. Compute error function

# RANSAC for line fitting example



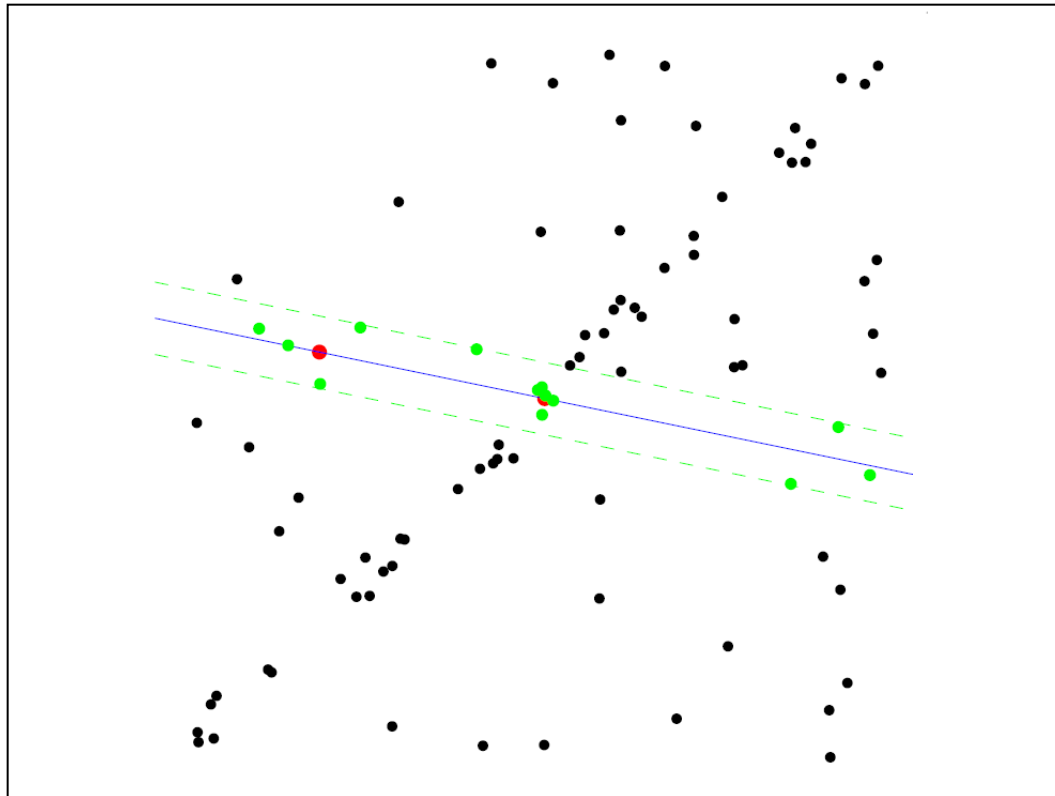
1. Randomly select minimal subset of points
2. Hypothesize a model
3. Compute error function
4. **Select points consistent with model**

# RANSAC for line fitting example



1. Randomly select minimal subset of points
2. Hypothesize a model
3. Compute error function
4. Select points consistent with model
5. Repeat *hypothesize-and-verify* loop

# RANSAC for line fitting example

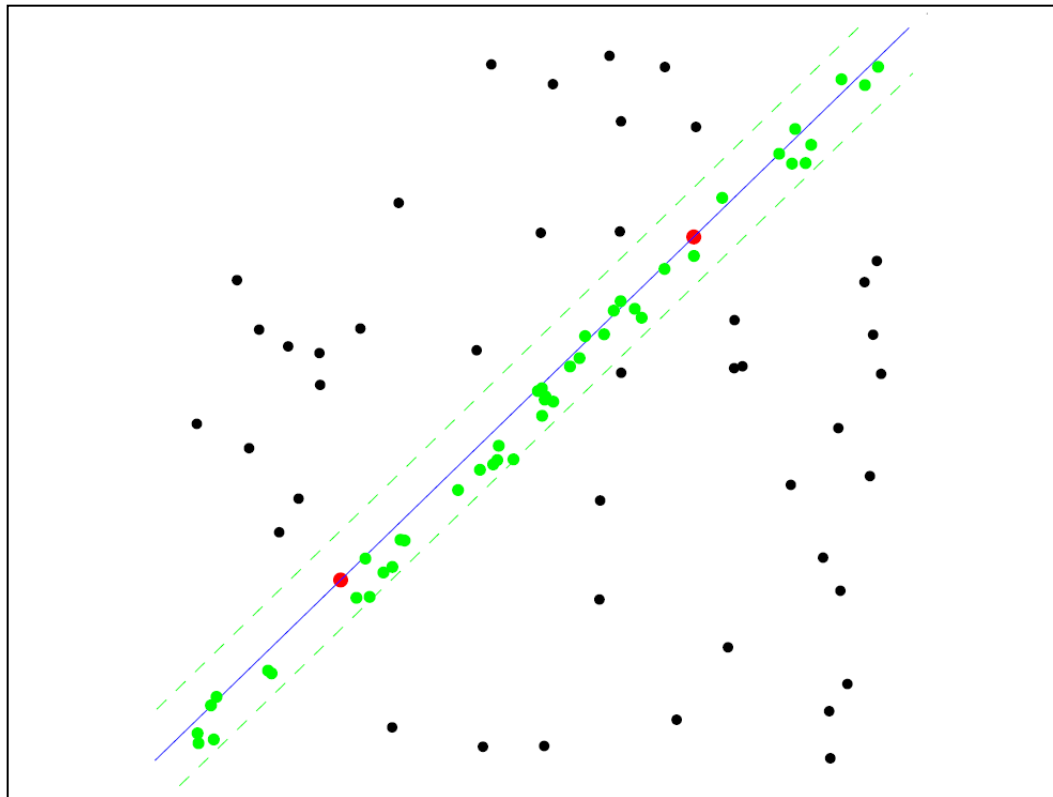


1. Randomly select minimal subset of points
2. Hypothesize a model
3. Compute error function
4. Select points consistent with model
5. Repeat *hypothesize-and-verify* loop



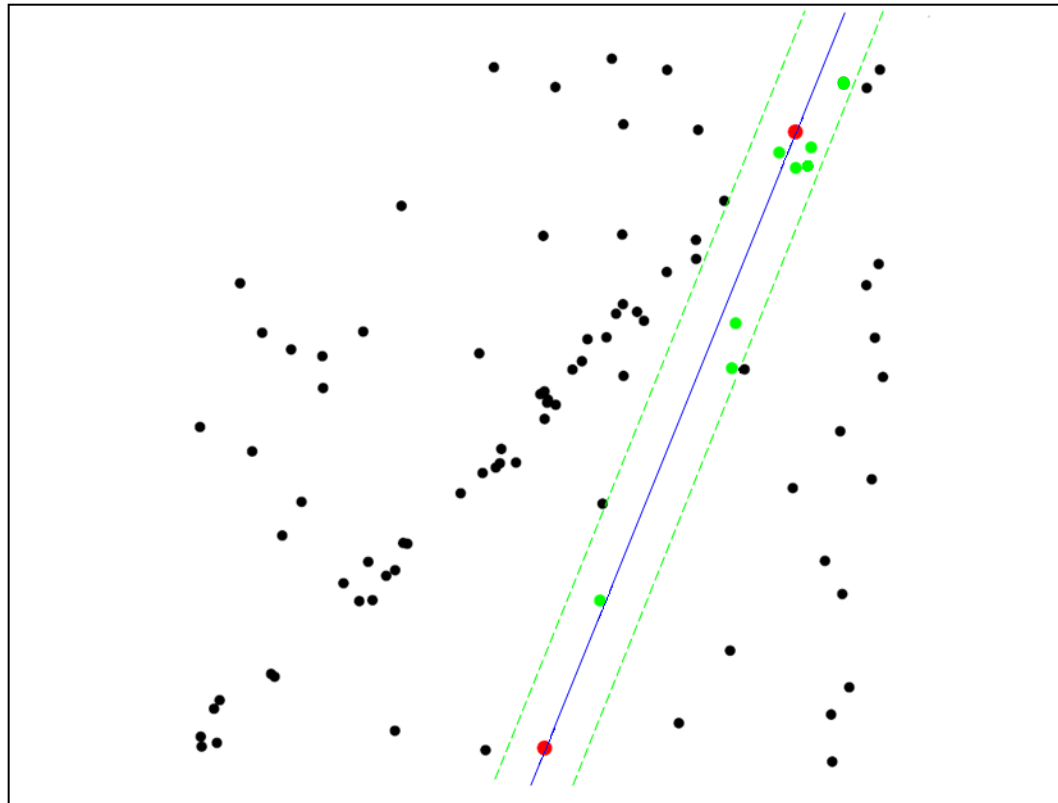
# RANSAC for line fitting example

Uncontaminated sample



1. Randomly select minimal subset of points
2. Hypothesize a model
3. Compute error function
4. Select points consistent with model
5. Repeat *hypothesize-and-verify* loop

# RANSAC for line fitting example



1. Randomly select minimal subset of points
2. Hypothesize a model
3. Compute error function
4. Select points consistent with model
5. Repeat *hypothesize-and-verify* loop

# RANSAC for line fitting

- Repeat  $N$  times:
- Draw  $s$  points uniformly at random
- Fit line to these  $s$  points
- Find *inliers* to this line among the remaining points (i.e., points whose distance from the line is less than  $t$ )
- If there are  $d$  or more inliers, accept the line and refit using all inliers

# Choosing the parameters

- Initial number of points  $s$ 
  - Typically minimum number needed to fit the model
- Distance threshold  $t$ 
  - Choose  $t$  so probability for inlier is  $p$  (e.g. 0.95)
  - Zero-mean Gaussian noise with std. dev.  $\sigma$ :  $t^2 = 3.84\sigma^2$
- Number of samples  $N$ 
  - Choose  $N$  so that, with probability  $p$ , at least one random sample is free from outliers (e.g.  $p=0.99$ ) (outlier ratio:  $e$ )

# Choosing the parameters

- Initial number of points ***s***
  - Typically minimum number needed to fit the model
- Distance threshold ***t***
  - Choose ***t*** so probability for inlier is  $p$  (e.g. 0.95)
  - Zero-mean Gaussian noise with std. dev.  $\sigma$ :  $t^2=3.84\sigma^2$
- Number of samples ***N***
  - Choose ***N*** so that, with probability  $p$ , at least one random sample is free from outliers (e.g.  $p=0.99$ ) (outlier ratio:  $e$ )

$$\left(1 - (1 - e)^s\right)^N = 1 - p$$

$$N = \log(1 - p) / \log(1 - (1 - e)^s)$$

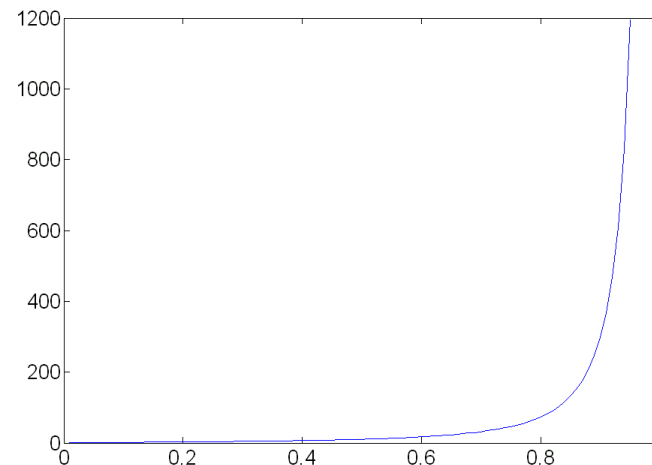
s	proportion of outliers $e$						
	5%	10%	20%	25%	30%	40%	50%
2	2	3	5	6	7	11	17
3	3	4	7	9	11	19	35
4	3	5	9	13	17	34	72
5	4	6	12	17	26	57	146
6	4	7	16	24	37	97	293
7	4	8	20	33	54	163	588
8	5	9	26	44	78	272	1177

# Choosing the parameters

- Initial number of points ***s***
  - Typically minimum number needed to fit the model
- Distance threshold ***t***
  - Choose ***t*** so probability for inlier is  $p$  (e.g. 0.95)
  - Zero-mean Gaussian noise with std. dev.  $\sigma$ :  $t^2 = 3.84\sigma^2$
- Number of samples ***N***
  - Choose ***N*** so that, with probability  $p$ , at least one random sample is free from outliers (e.g.  $p=0.99$ ) (outlier ratio:  $e$ )

$$\left(1 - (1 - e)^s\right)^N = 1 - p$$

$$N = \log(1 - p) / \log(1 - (1 - e)^s)$$



# Choosing the parameters

- Initial number of points  **$s$** 
  - Typically minimum number needed to fit the model
- Distance threshold  **$t$** 
  - Choose  **$t$**  so probability for inlier is  $p$  (e.g. 0.95)
  - Zero-mean Gaussian noise with std. dev.  $\sigma$ :  $t^2 = 3.84\sigma^2$
- Number of samples  **$N$** 
  - Choose  **$N$**  so that, with probability  $p$ , at least one random sample is free from outliers (e.g.  $p=0.99$ ) (outlier ratio:  $e$ )
- Consensus set size  **$d$** 
  - Should match expected inlier ratio

# Adaptively determining the number of samples

- Outlier ratio  $e$  is often unknown a priori, so pick worst case, e.g. 50%, and adapt if more inliers are found, e.g. 80% would yield  $e=0.2$
- Adaptive procedure:
  - $N=\infty$ , *sample\_count* =0
  - While  $N > \textit{sample\_count}$ 
    - Choose a sample and count the number of inliers
    - If inlier ratio is highest of any found so far, set  $e = 1 - (\text{number of inliers})/(\text{total number of points})$
    - Recompute  $N$  from  $e$ :

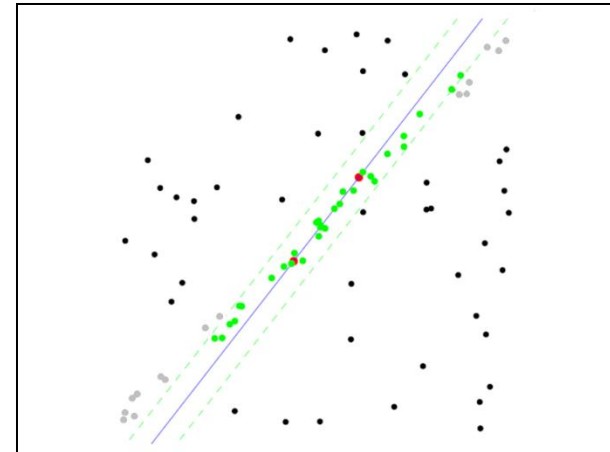
$$N = \log(1 - p) / \log(1 - (1 - e)^s)$$

- Increment the *sample\_count* by 1



# RANSAC pros and cons

- **Pros**
  - Simple and general
  - Applicable to many different problems
  - Often works well in practice
- **Cons**
  - Lots of parameters to tune
  - Doesn't work well for low inlier ratios (too many iterations, or can fail completely)
  - Can't always get a good initialization of the model based on the minimum number of samples



# Readings

- Reading chapter 10.1-4