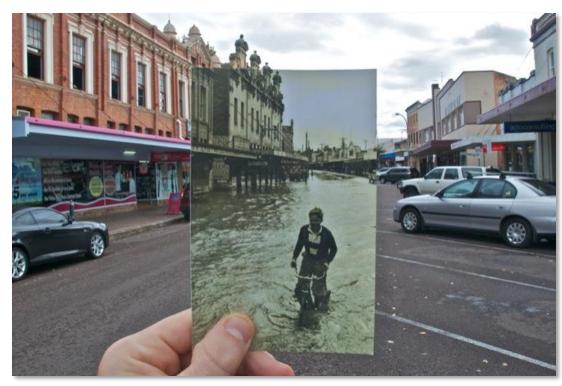
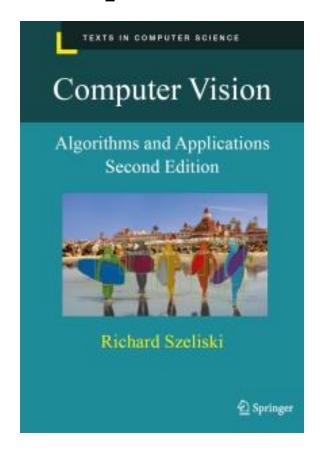
Computer Vision

RANSAC



http://www.wired.com/gadgetlab/2010/07/camera-software-lets-you-see-into-the-past/

Important information



Textbook

Rick Szeliski, Computer Vision: Algorithms and Applications online at: http://szeliski.org/Book/

Many of the slides in this course are modified from the excellent class notes of similar courses offered in other schools by Noah Snavely, Prof Yung-Yu Chuang, Fredo Durand, Alyosha Efros, Bill Freeman, James Hays, Svetlana Lazebnik, Andrej Karpathy, Fei-Fei Li, Srinivasa Narasimhan, Silvio Savarese, Steve Seitz, Richard Szeliski, and Li Zhang. The instructor is extremely thankful to the researchers for making their notes available online. Please feel free to use and modify any of the slides, but acknowledge the original sources where appropriate.

All readings are from Richard Szeliski, Computer Vision: Algorithms and Applications, 2nd Edition, unless otherwise noted.

Reading

• Szeliski (2nd edition): Chapter 8.1

Recap: Image alignment algorithm

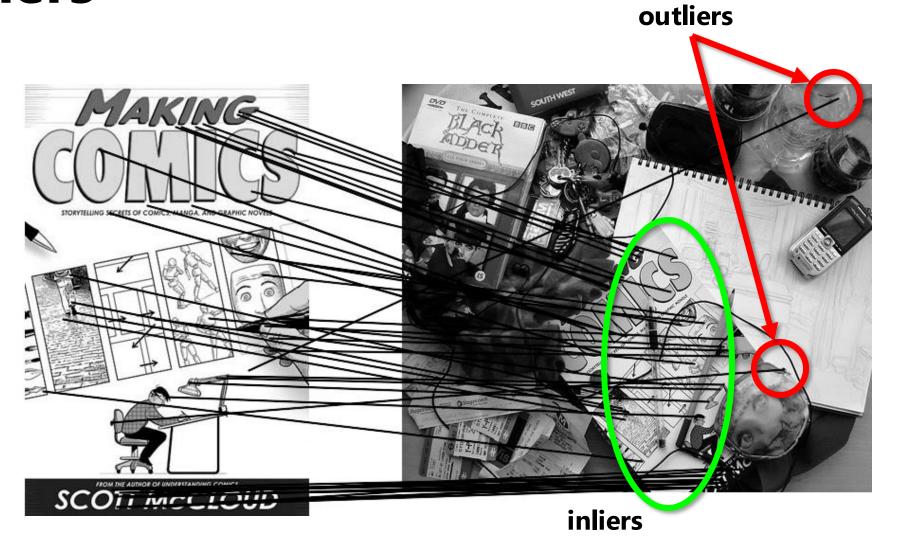
Given images A and B

- 1. Compute image features for A and B
- 2. Match features between A and B
- 3. Compute homography between A and B using least squares on set of matches

What could go wrong?

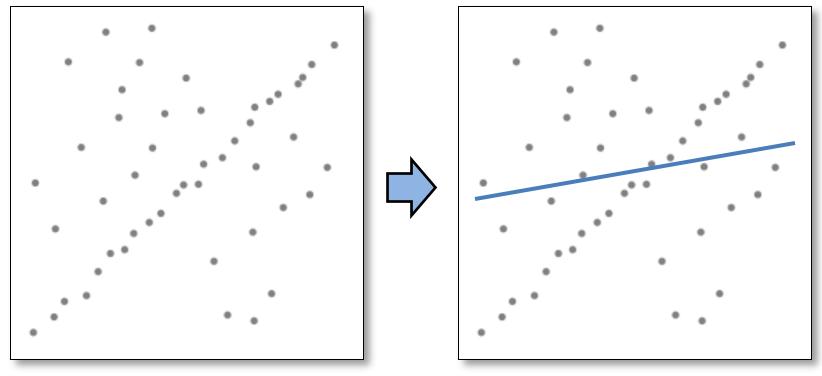
Today: we tie up any loose ends and finish image alignment

Outliers



Robustness

• Let's consider the problem of linear regression



Problem: Fit a line to these datapoints

Least squares fit

How can we fix this?

We need a better cost function...

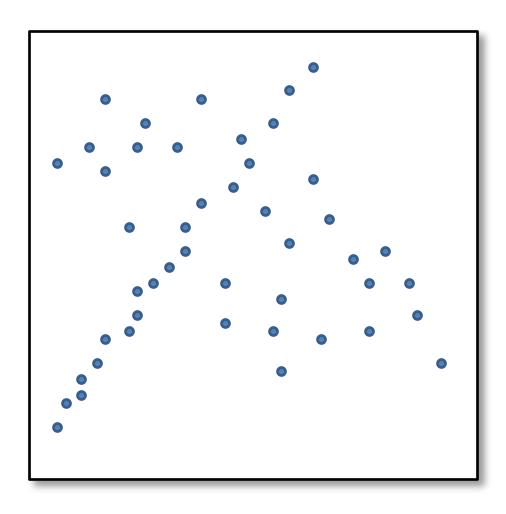
• Suggestions?

Idea

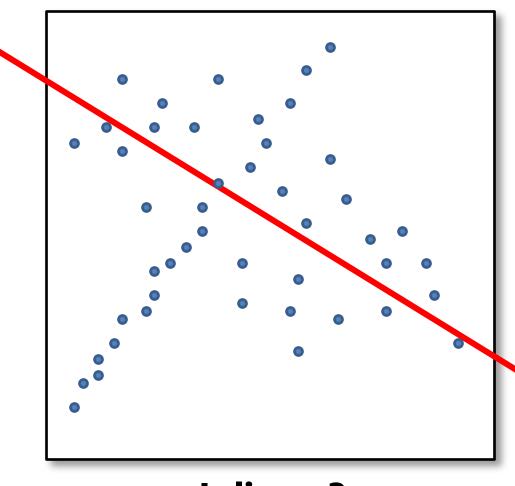
- Given a hypothesized line
- Count the number of points that "agree" with the line
 - "Agree" = within a small distance of the line
 - I.e., the inliers to that line

 For all possible lines, select the one with the largest number of inliers

Counting inliers

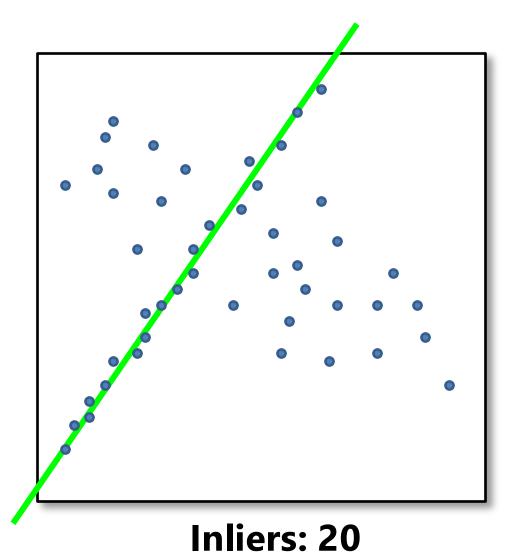


Counting inliers



Inliers: 3

Counting inliers

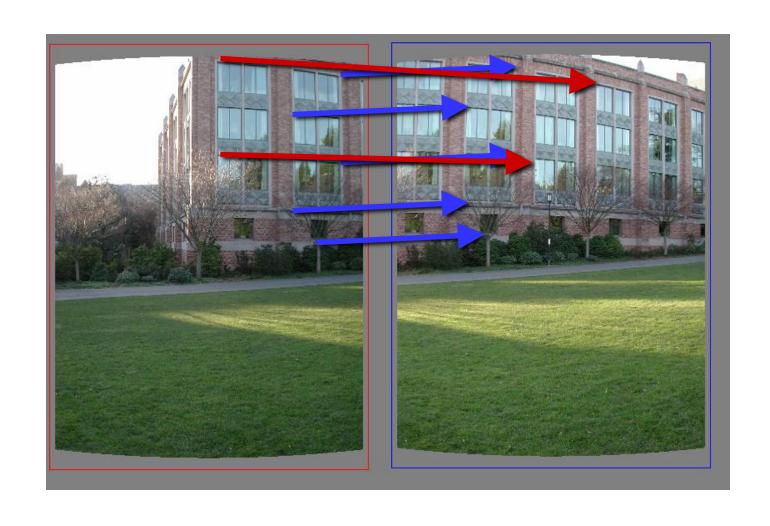


How do we find the best line?

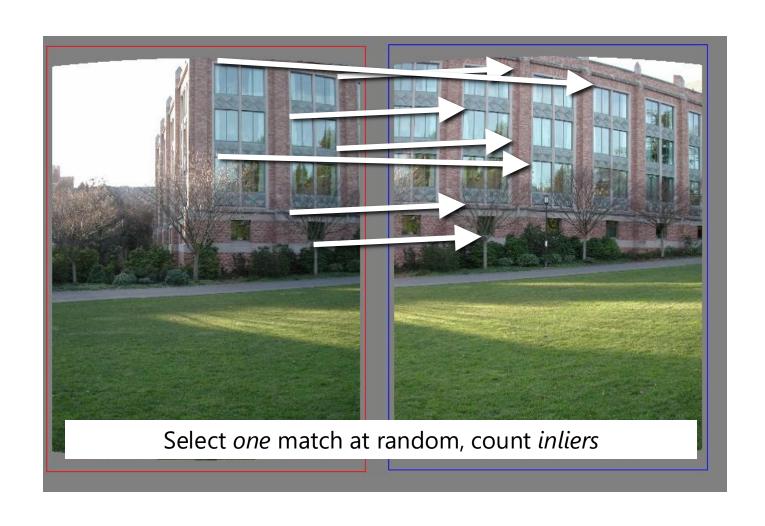
Unlike least-squares, no simple closed-form solution

- Hypothesize-and-test
 - Try out many lines, keep the best one
 - Which lines?

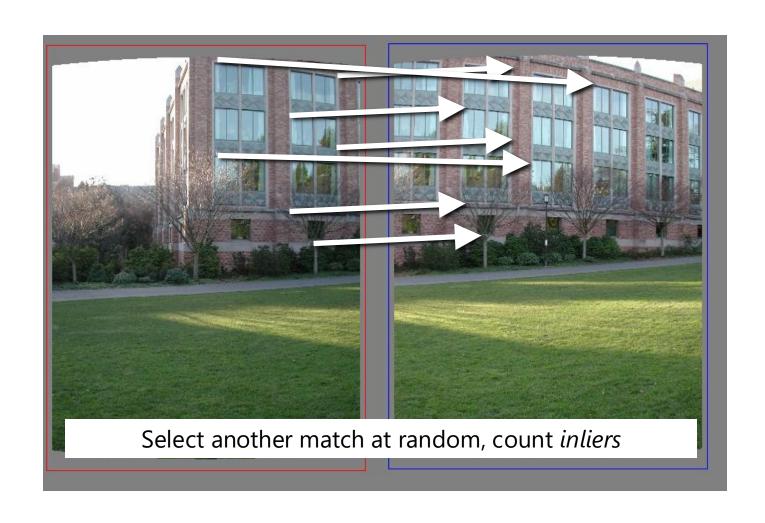
Translations



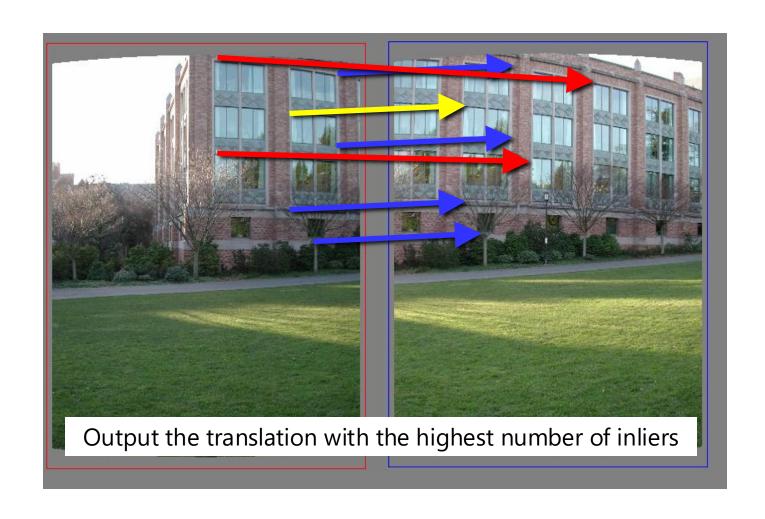
RAndom SAmple Consensus



RAndom SAmple Consensus



RAndom SAmple Consensus



- 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

- Inlier threshold related to the amount of noise we expect in inliers
 - Often model noise as Gaussian w/ 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 at least 99% probability
 - How many rounds do we need?

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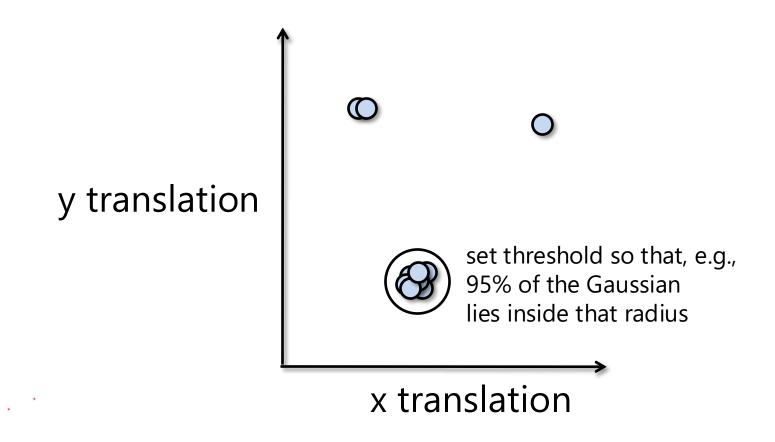


Suppose we are running RANSAC to compute a translation on a problem with 20% outliers, and we want to find the correct answer with 99% probability. How many rounds do we need?

Scratch space

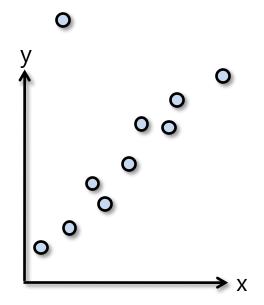
$$0.2^{N} \le 0.01$$
 $0.2^{N} \le 0.01$
 $0.2^{N} \le 0.01$
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 $0.2^{N} \le 0.01$
 $0.2^{N} \le 0.01$

RANSAC: Another view

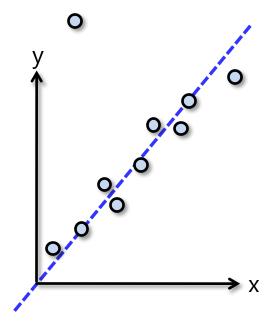


0

- Back to linear regression
- How do we generate a hypothesis?



- Back to linear regression
- How do we generate a hypothesis?



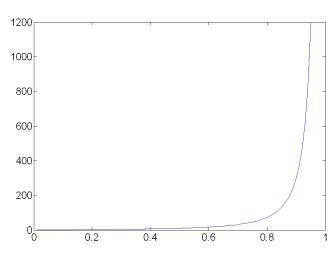
- General version:
 - 1. Randomly choose *s* samples
 - Typically s = minimum sample size that lets you fit a model
 - 2. Fit a model (e.g., line) to those samples
 - 3. Count the number of inliers that approximately fit the model
 - 4. Repeat N times
 - 5. Choose the model that has the largest set of inliers

How many rounds?

- If we have to choose s samples each time
 - with an outlier ratio e
 - and we want the right answer with probability p

$$N \ge \frac{\log(1-p)}{\log(1-(1-e)^s)}$$

	proportion of outliers <i>e</i>							
S	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	



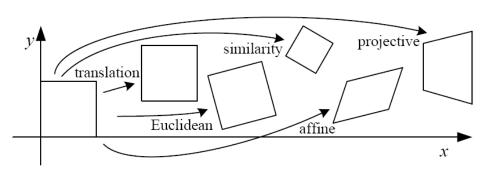
p = 0.99

Source: M. Pollefeys

How big is s?



- For alignment, depends on the motion model
 - Here, each sample is a correspondence (pair of matching points)



Name	Matrix	# D.O.F.	Preserves:	Icon
translation	$egin{bmatrix} ig[egin{array}{c c} I & t \end{bmatrix}_{2 imes 3} \end{array}$	2	orientation $+\cdots$	
rigid (Euclidean)	$igg igg[egin{array}{c c} R & t \end{array} igg]_{2 imes 3}$	3	lengths +···	\Diamond
similarity	$\left[\begin{array}{c c} sR & t\end{array}\right]_{2\times 3}$	4	angles $+\cdots$	\Diamond
affine	$\left[egin{array}{c} oldsymbol{A} \end{array} ight]_{2 imes 3}$	6	parallelism $+\cdots$	
projective	$\left[egin{array}{c} ilde{m{H}} \end{array} ight]_{3 imes 3}$	8	straight lines	

RANSAC pros and cons

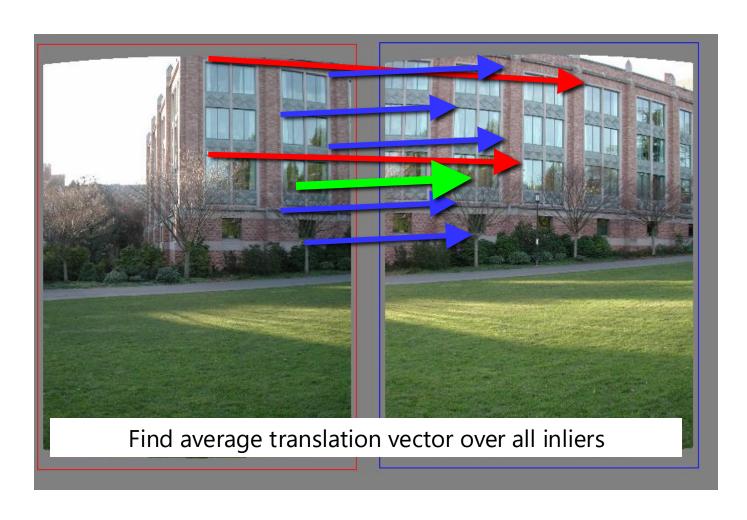
Pros

- Simple and general
- Applicable to many different problems
- Often works well in practice

Cons

- Parameters to tune
- Sometimes too many iterations are required
- Can fail for extremely low inlier ratios
- We can often do better than brute-force sampling

Final step: least squares fit



- An example of a "voting"-based fitting scheme
- Each hypothesis gets voted on by each data point, best hypothesis wins

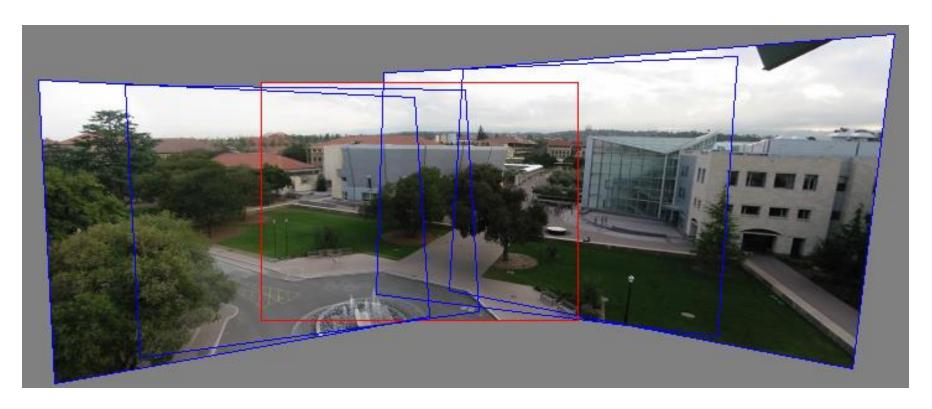
- There are many other types of voting schemes
 - E.g., Hough transforms...

Panoramas

Now we know how to create panoramas!

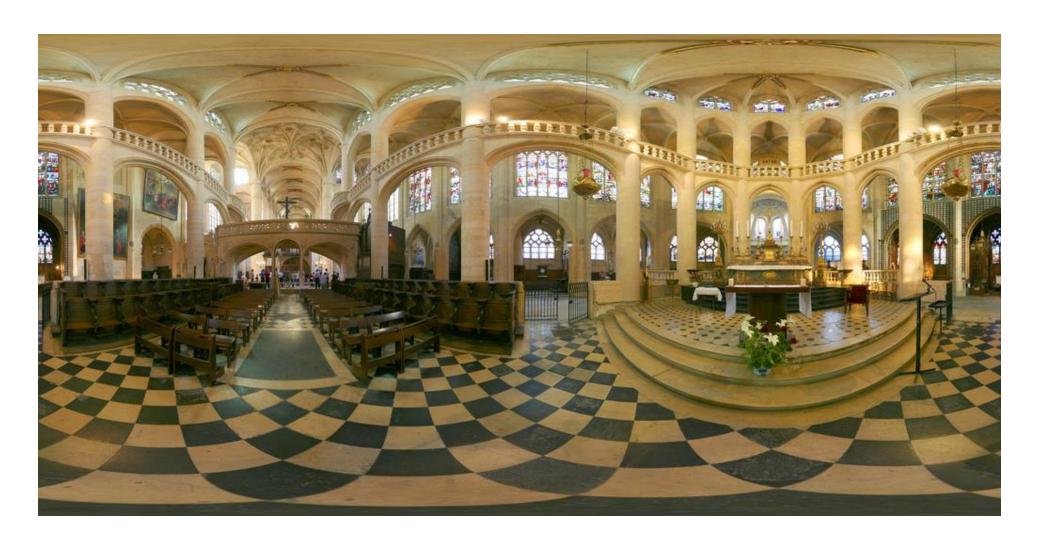
- Given two images:
 - Step 1: Detect features
 - Step 2: Match features
 - Step 3: Compute a homography using RANSAC
 - Step 4: Combine the images together (somehow)
- What if we have more than two images?

Can we use homographies to create a 360 panorama?



• To figure this out, we need to know what a camera is

360 panorama



Questions?