

CSE 473/573-A L10: HOUGH TRANSFORM

Chen Wang
Spatial AI & Robotics Lab
Department of Computer Science and Engineering

University at Buffalo The State University of New York

Content

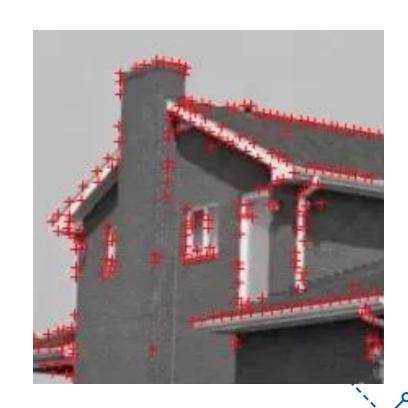
- Hough Transform
 - Line Parameterization
 - Slope Intercept Form
 - Double Intercept Form
 - Normal Form
 - Line Detection
 - Image Space
 - Parameter Space
 - Hough Voting
 - Circles and Others





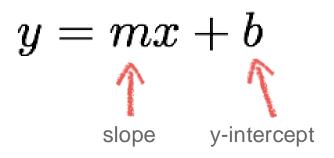
Hough Transform

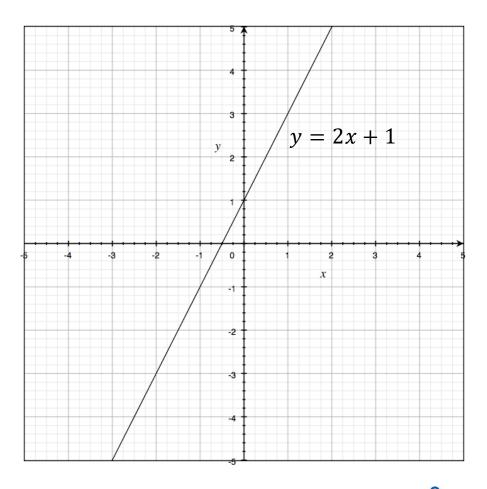
- Hough Transform can detect basic shapes
 - Detect points/edges → Find shapes.
 - Lines, Circles, etc.
- Line parameterizations
 - Slope intercept form
 - Double intercept form
 - Normal Form





Slope intercept form



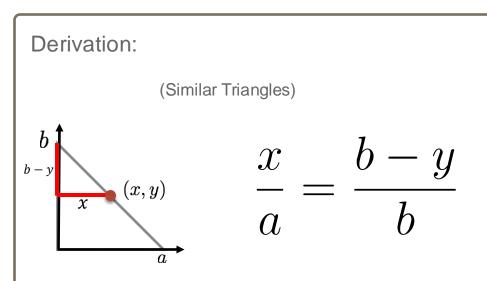


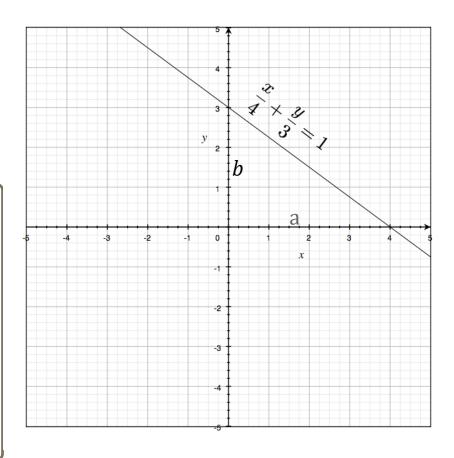




Double intercept form

$$\frac{x}{a} + \frac{y}{b} = 1$$
 x-intercept y-intercept





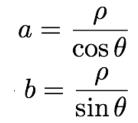


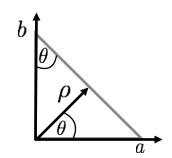


Normal Form

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

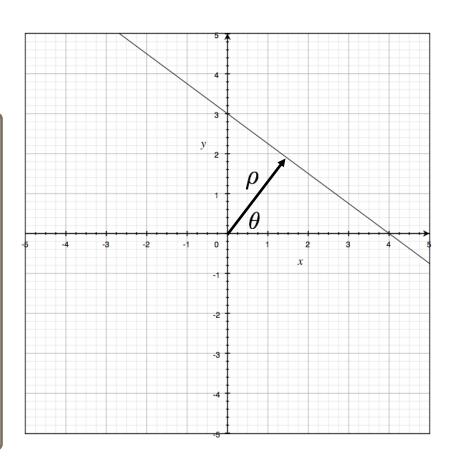






plug into:

$$\frac{x}{a} + \frac{y}{b} = 1$$



What are ρ and θ ?

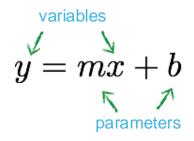


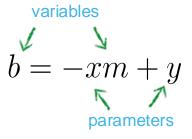
Hough Transform

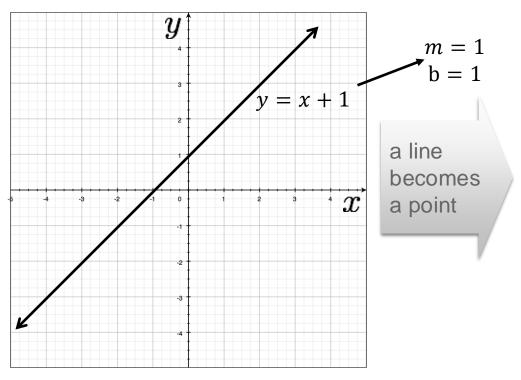
- Slope intercept form
- Normal Form

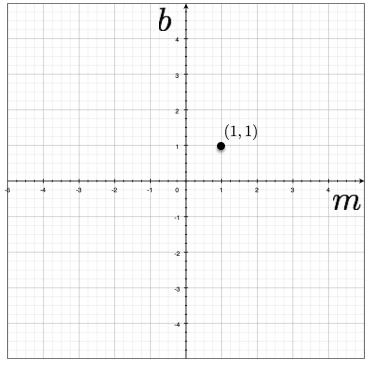


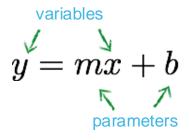


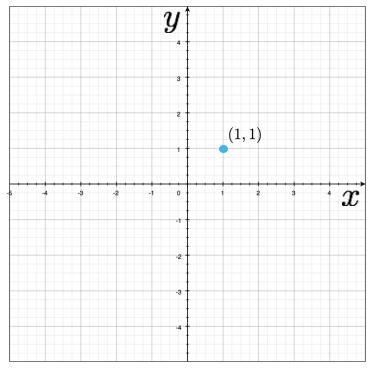












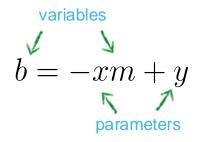
What would a point in image space become in parameter space?

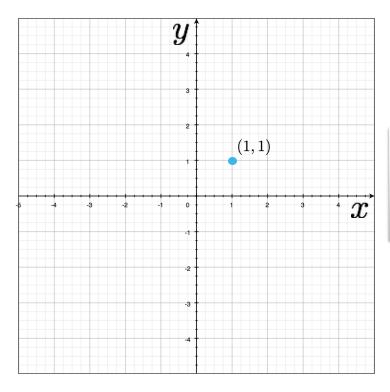


Image space



$$y = mx + b$$
 $\sqrt{y} = mx + b$
 \sqrt{y}
parameters





a point becomes a line

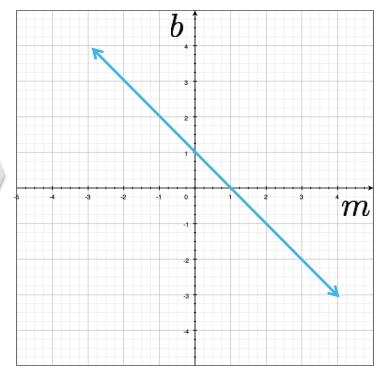
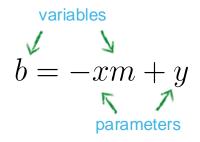
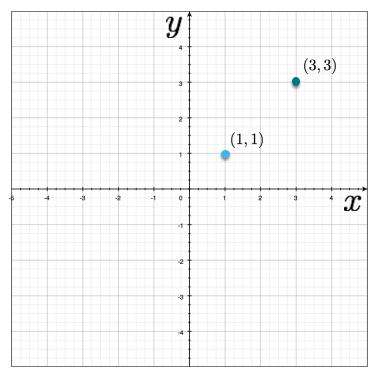




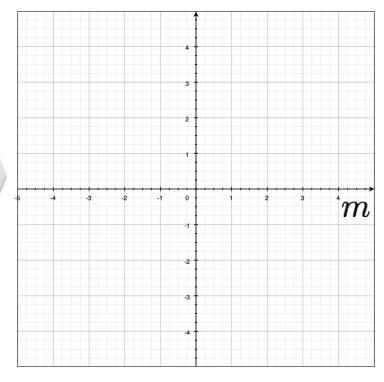
Image space

$$y = mx + b$$
 $\sqrt{y} = mx + b$
 \sqrt{y}
parameters



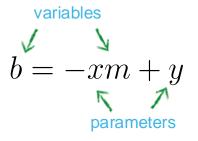


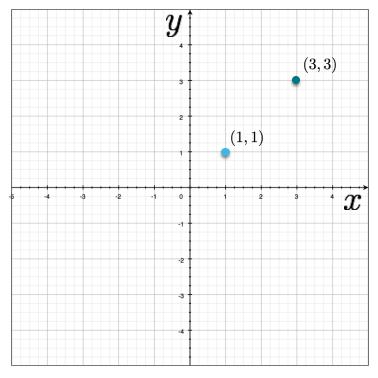
two points become





variables
$$y=mx+b$$
 $\sqrt{}$ parameters





two points become ?

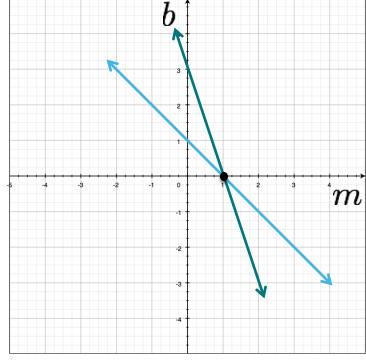
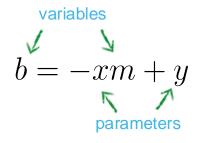
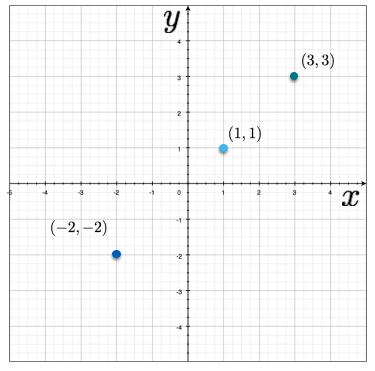


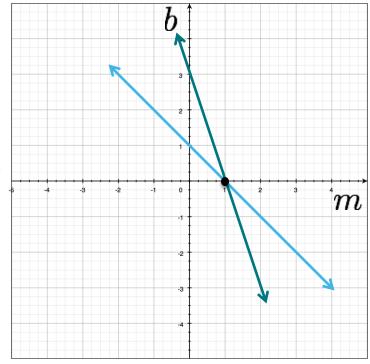
Image space

variables
$$y=mx+b$$
 $\sqrt{}$ parameters





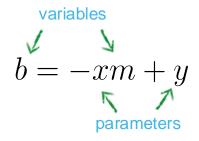
three points become

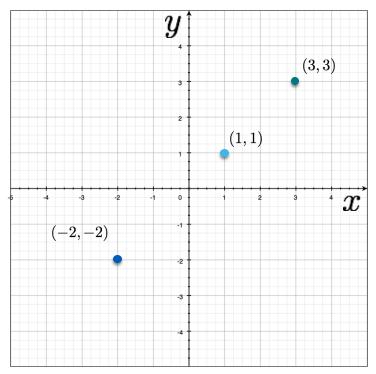




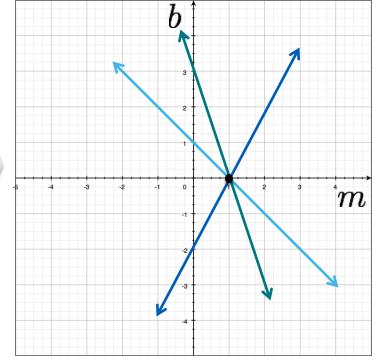


$$y = mx + b$$
 $y = mx + b$
parameters



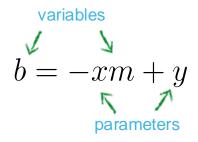


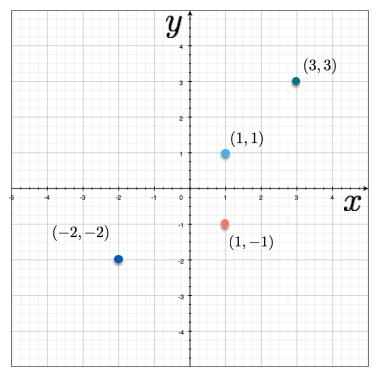
three points become



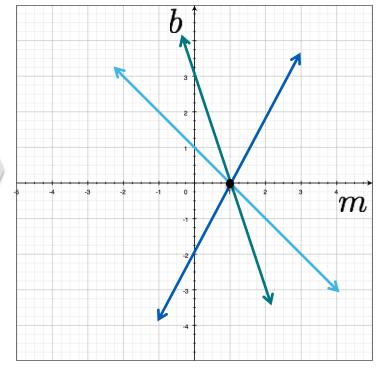


variables
$$y=mx+b$$
 y parameters





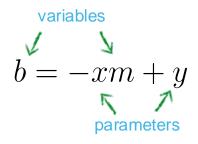
four points become

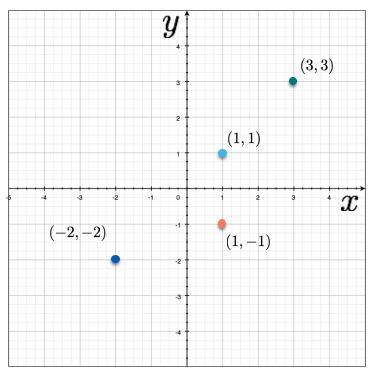




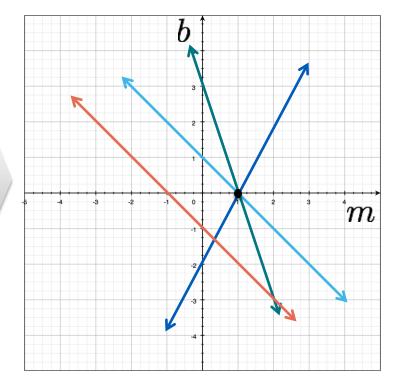


variables
$$y=mx+b$$
 y parameters





four points become ?

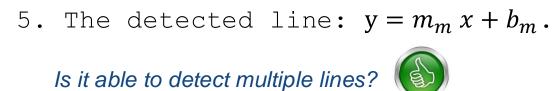




Hough Voting

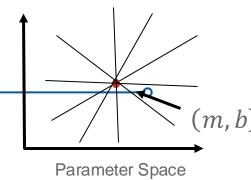
Line Detection Algorithm:

- 1. Quantize Parameter Space (m,b).
- 2. Create Hough Space Array H(m,b)=0.
- 3. For each image point (x_i, y_i) : For all points (m, b) on $b = -x_i m + y_i$: H(m, b) = H(m, b) + 1
- 4. Find local maxima in $H(m_m, b_m)$.

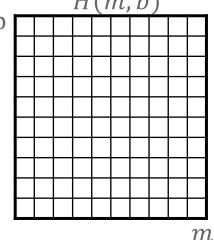


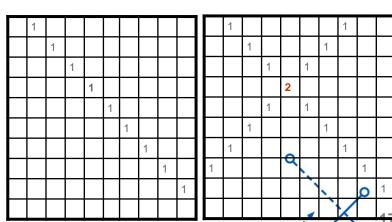
Is this solution good enough?





H(m,b)

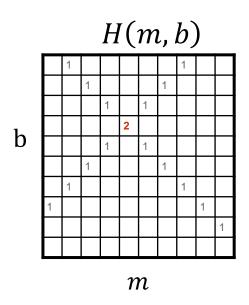






Problems with slope intercept form

How big does the Hough array have to be?



The space of m is huge! The space of b is huge!

$$-\infty \le m \le \infty$$

$$-\infty \le b \le \infty$$



Hough Transform with Normal Form

Use normal form:

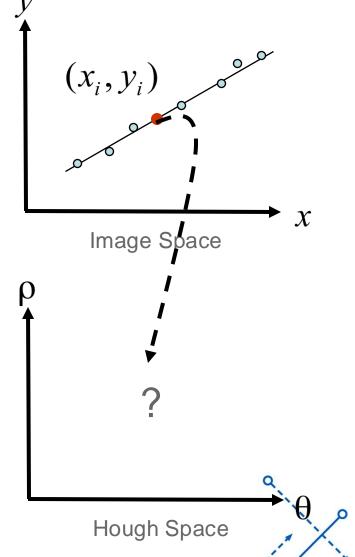
$$x\cos\theta + y\sin\theta = \rho$$

The Hough space become $H(\rho, \theta)$

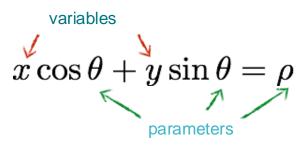
Hough Space

$$0 \le \theta \le \pi$$
$$0 \le \rho \le \rho_{max}$$

(Finite Hough Array Size)







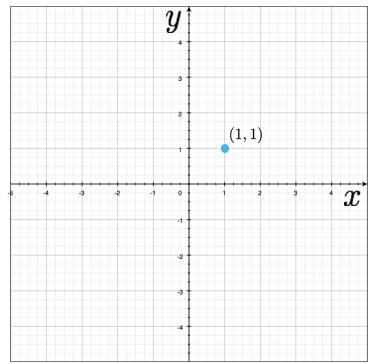
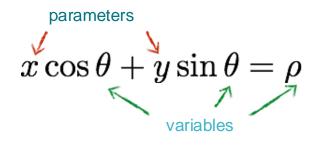
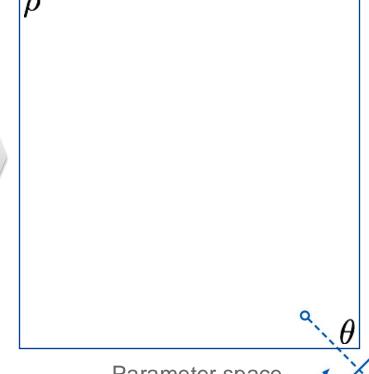


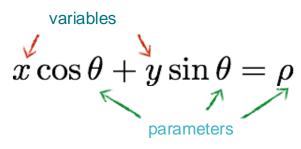
Image space

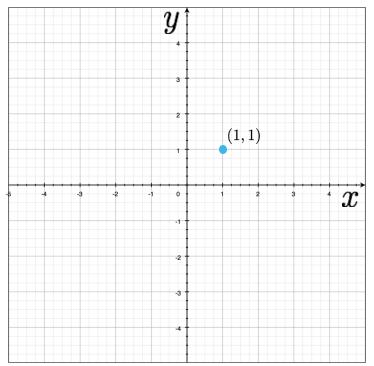


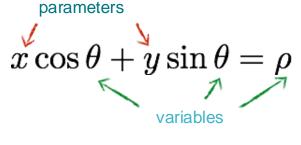




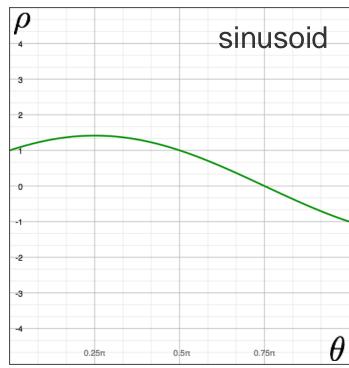




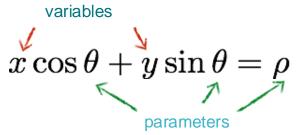


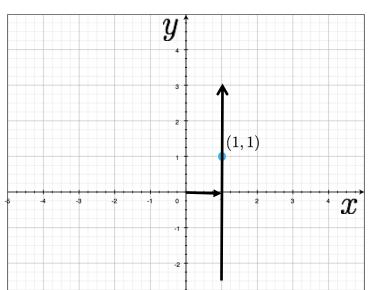


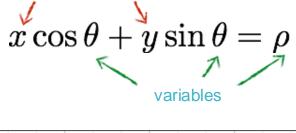






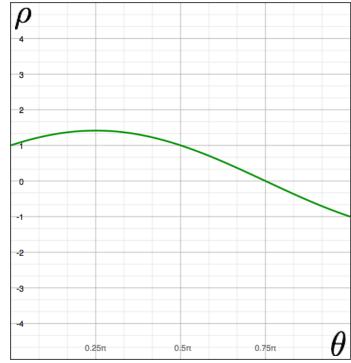




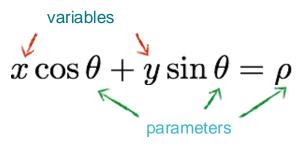


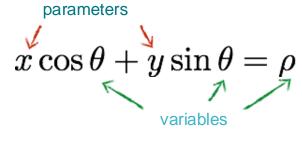
parameters

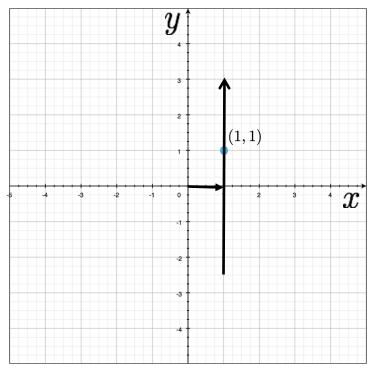




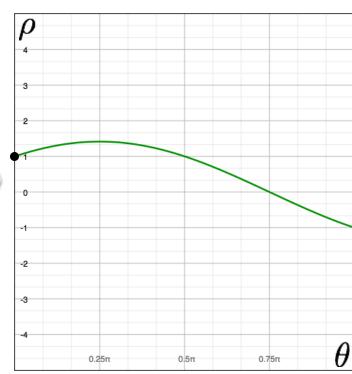




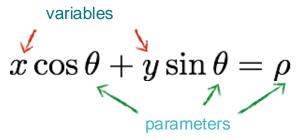


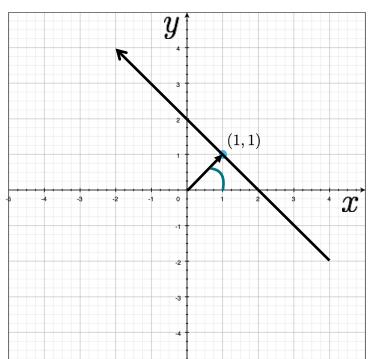


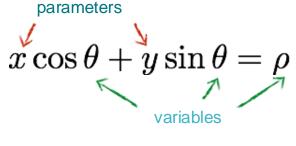
a line becomes a point



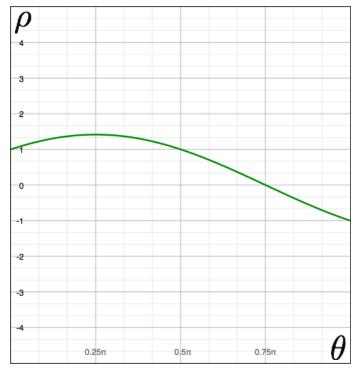




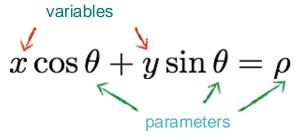


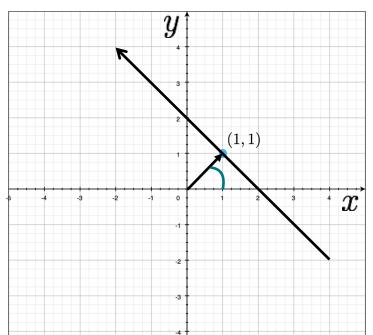


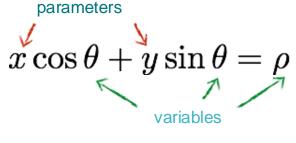




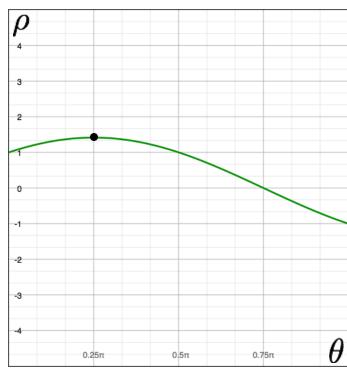




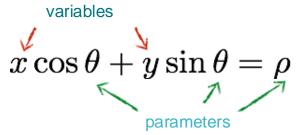


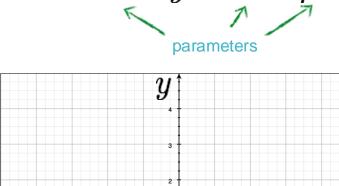


a line becomes a point





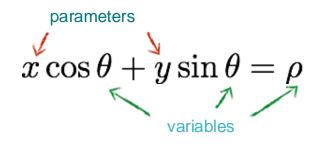


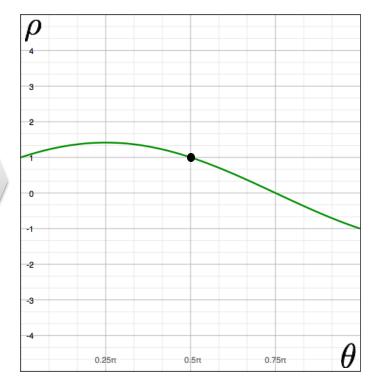


(1,1)

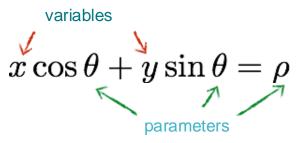


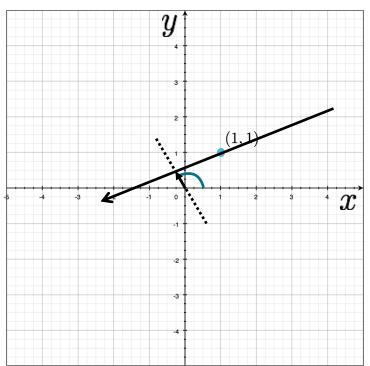
x

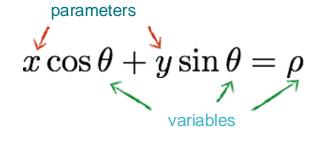




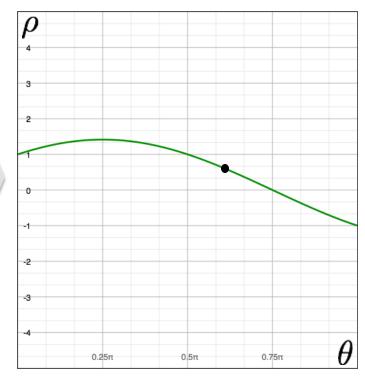




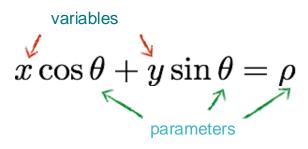


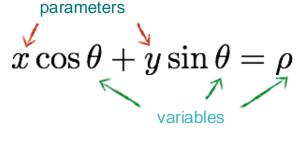












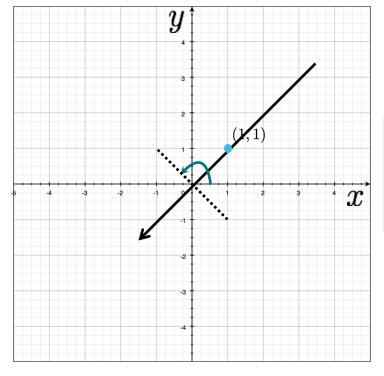
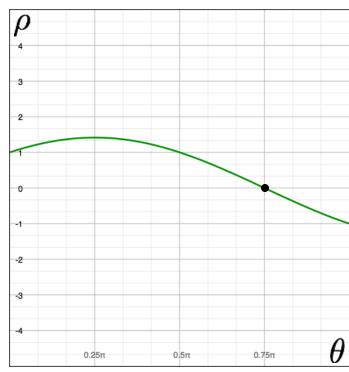
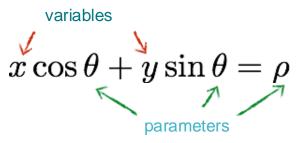


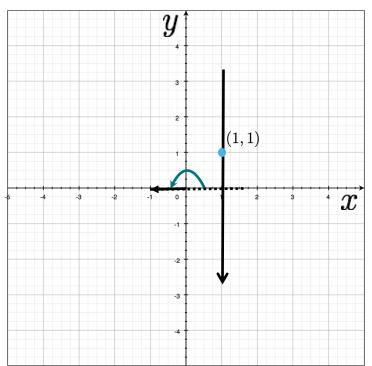
Image space

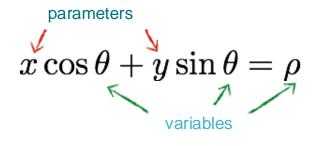
a line becomes a point



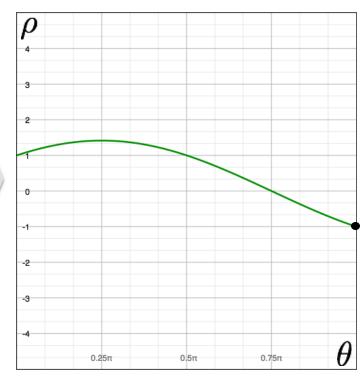




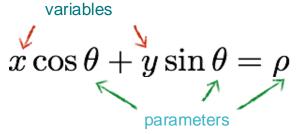


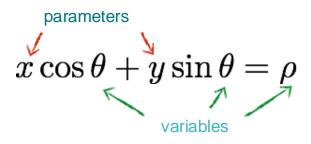












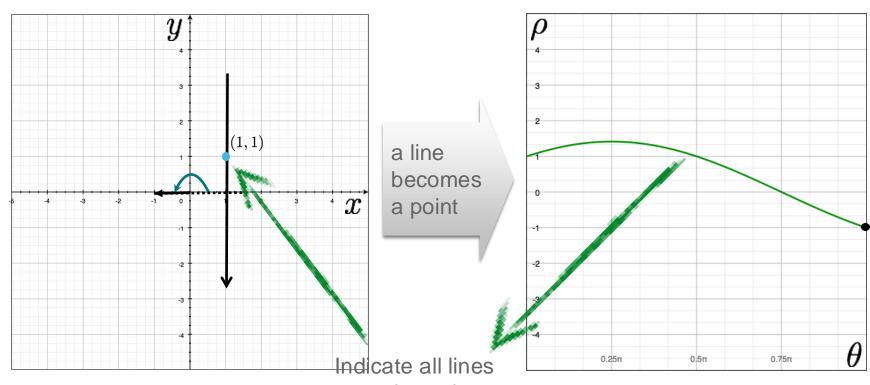
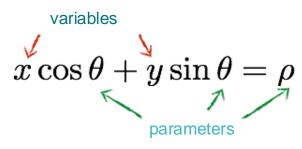




Image space

pass through (1,1)



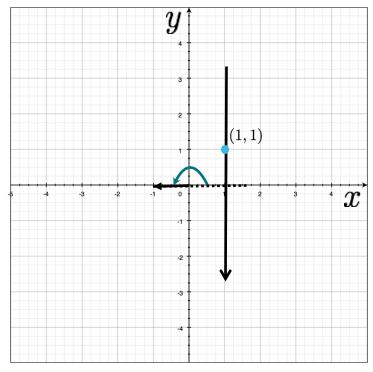
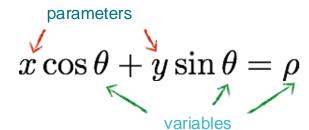
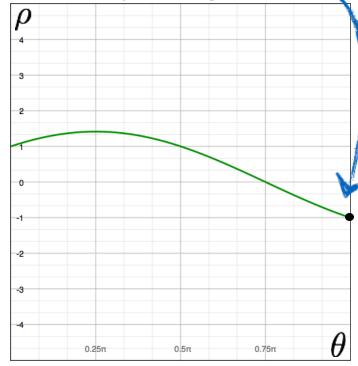


Image space

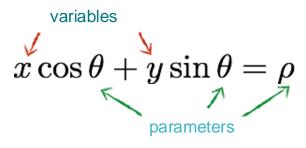
a line becomes a point

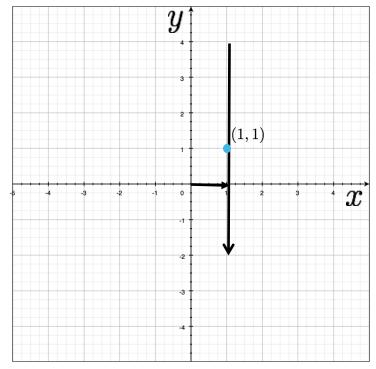


Wait ...why is ρ negative?

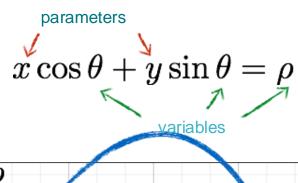


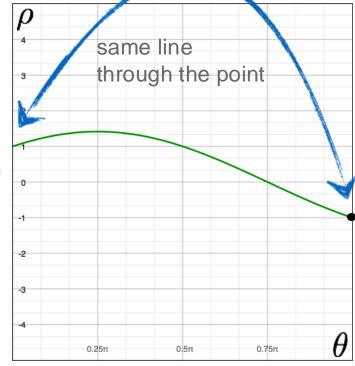






a line becomes a point







There are two ways to write the same line

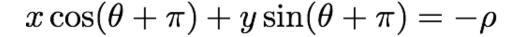
Positive ρ version:

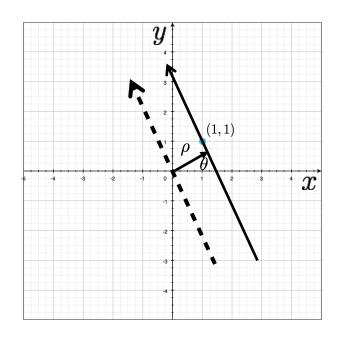
$$x\cos\theta + y\sin\theta = \rho$$

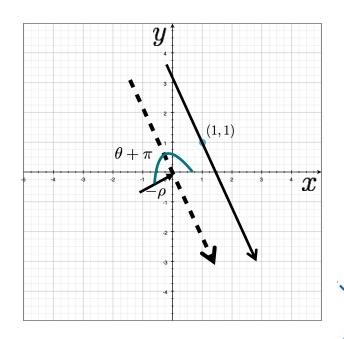
Negative ρ version:

$$\sin(\theta) = -\sin(\theta + \pi)$$

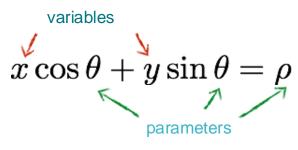
$$\cos(\theta) = -\cos(\theta + \pi)$$

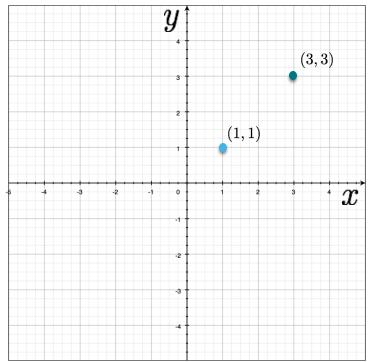


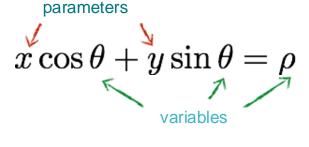




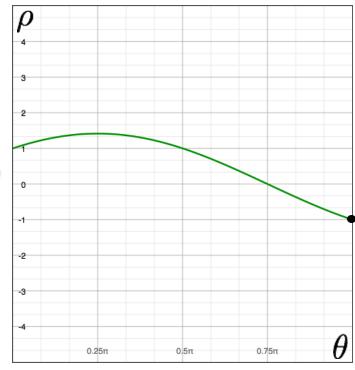




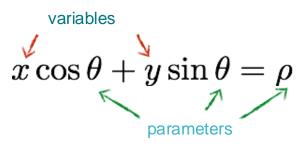


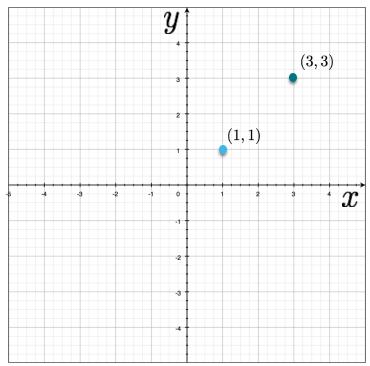


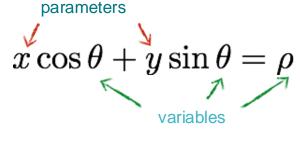




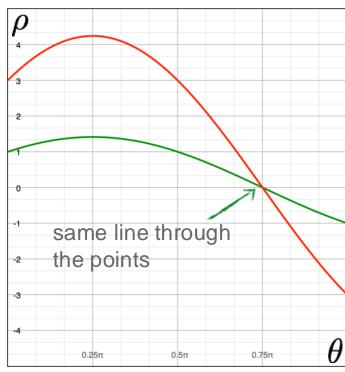




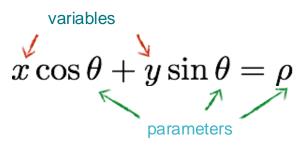


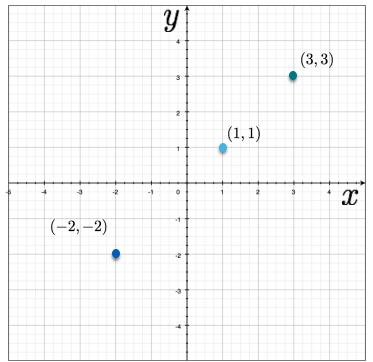


two points become

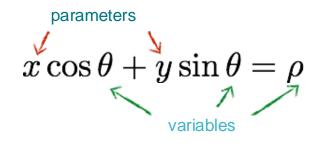








three points become



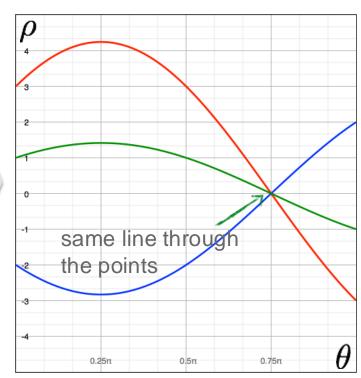
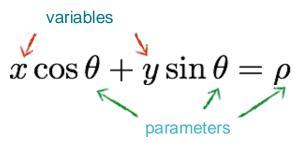




Image and parameter space



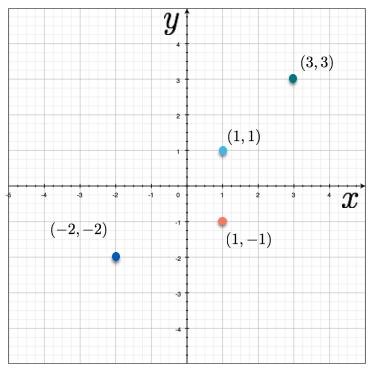
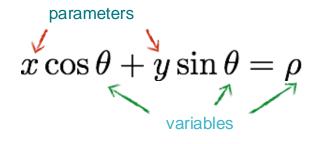
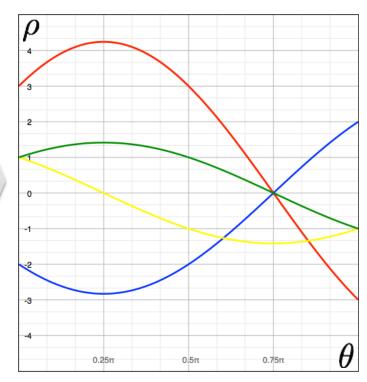


Image space

four points become







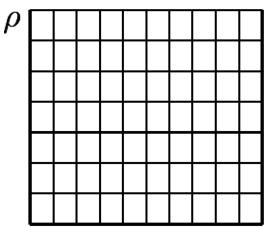
Parameter space

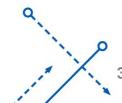
Line Detection by Hough Voting

H: accumulator array (votes)

Algorithm:

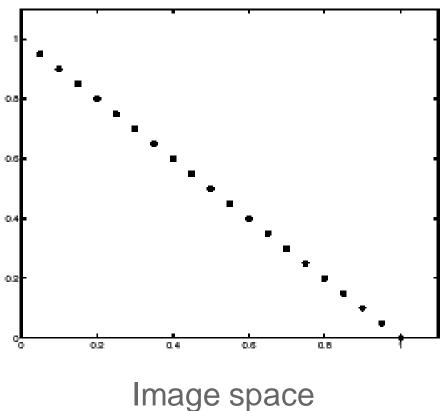
- 1. Quantize Parameter Space (heta,
 ho) .
- 2. Create Hough Space Array $H(\theta, \rho) = 0$.
- 3. For each image point (x_i,y_i) : For all points (θ,ρ) on $\rho=x_i\cos\theta+y_i\sin\theta$: $H(\theta,\rho)=H(\theta,\rho)+1$
- 4. Find local maxima $H(\theta_m, \rho_m)$.
- 5. The detected line: $x\cos\theta_m + y\sin\theta_m = \rho_m$

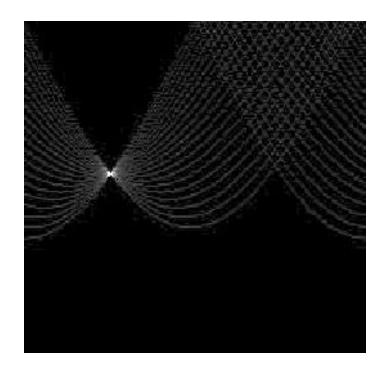






Line Detection by Hough Voting

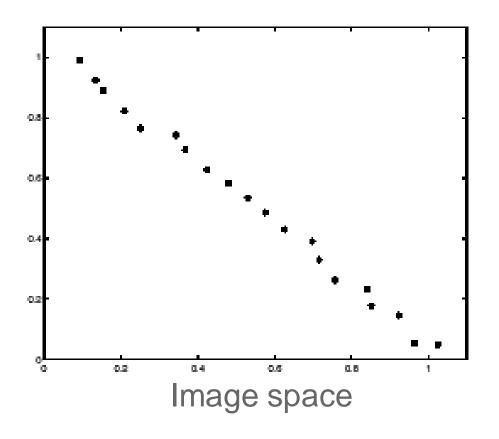


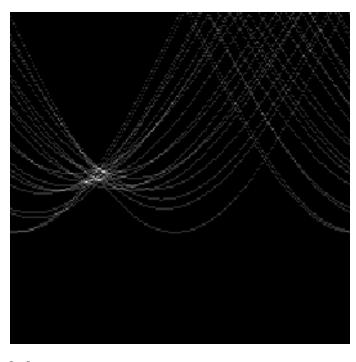


Votes



If images are noisy...

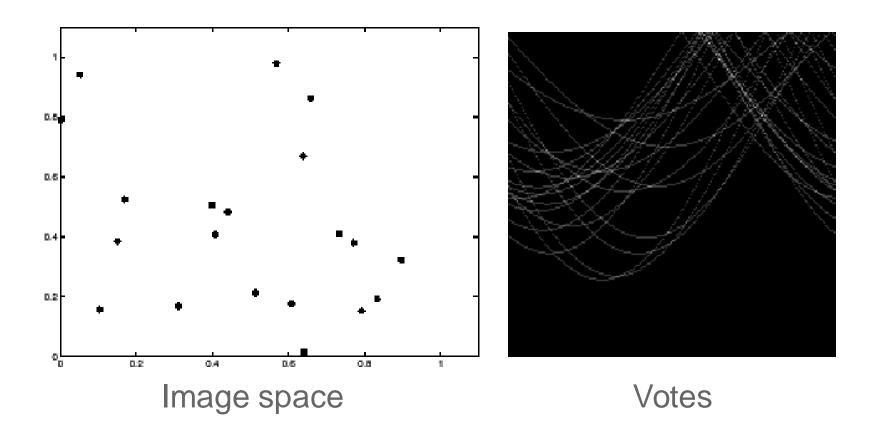




Votes



Too much noise

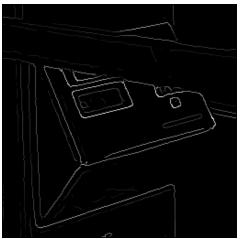




Real-world example



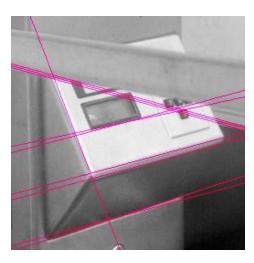
Original



Edges



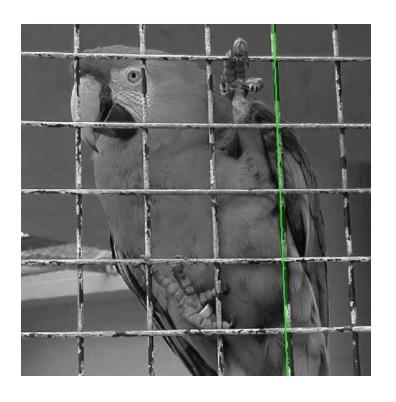
Parameter Space

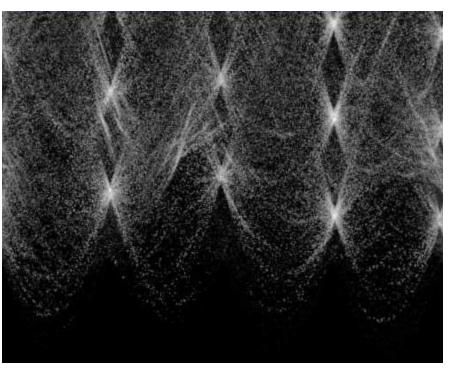


Hough Lines



More complex image

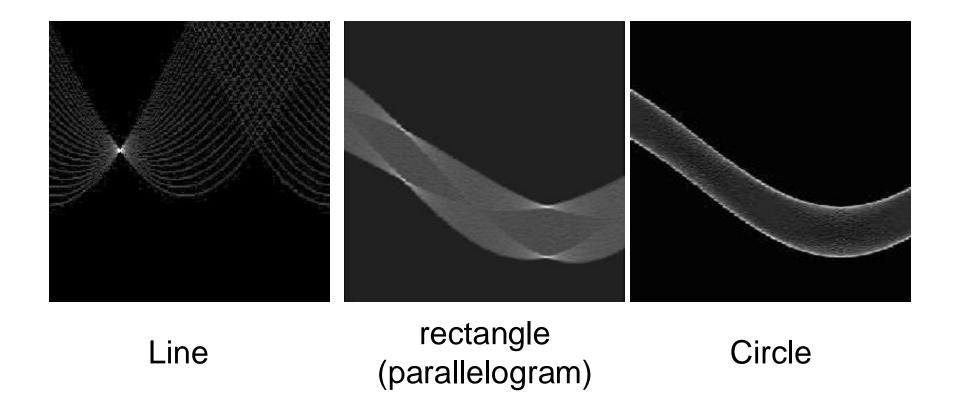






Basic Shapes

Parameter space





Let's assume known radius

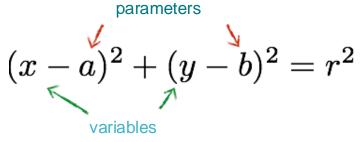
parameters parameters
$$(x-a)^2 + (y-b)^2 = r^2$$

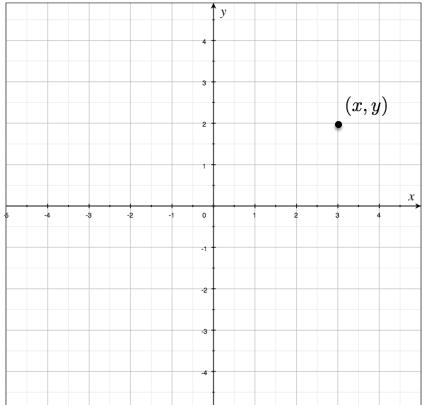
$$(x-a)^2 + (y-b)^2 = r^2$$
 variables Fixed variables Fixed

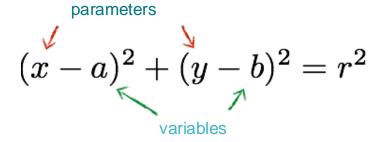
parameters
$$(x-a)^2 + (y-b)^2 = r^2$$
variables Fixed

What is the dimension of the parameter space?









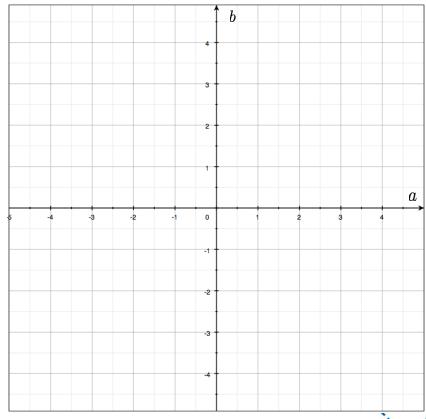
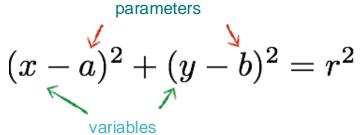


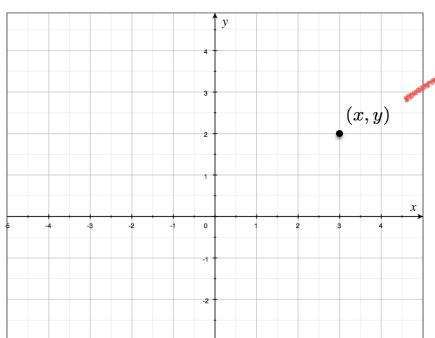


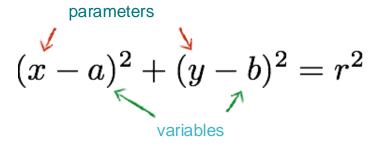
Image space

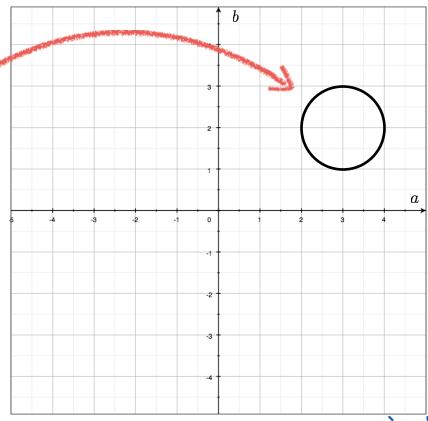
Parameter space

What does a point in image space correspond to in parameter space?



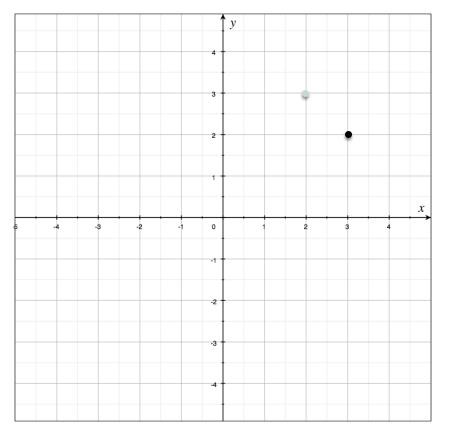


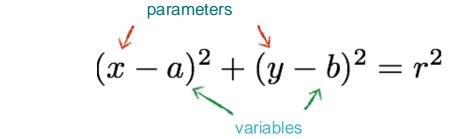


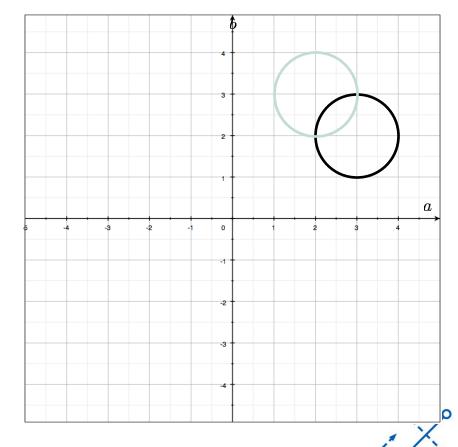




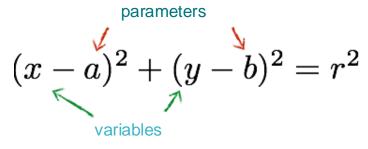
$$(x-a)^2+(y-b)^2=r^2$$
variables

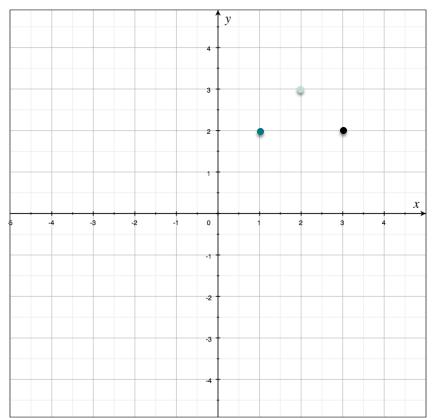


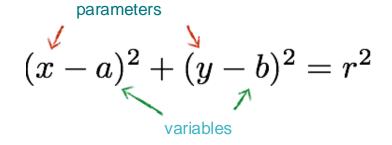


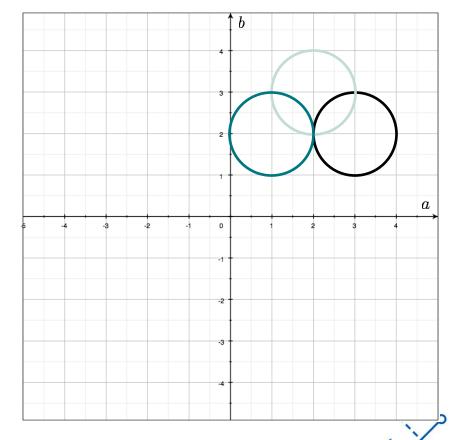




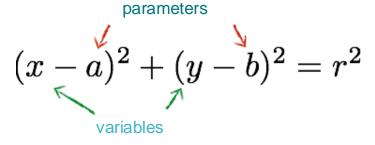


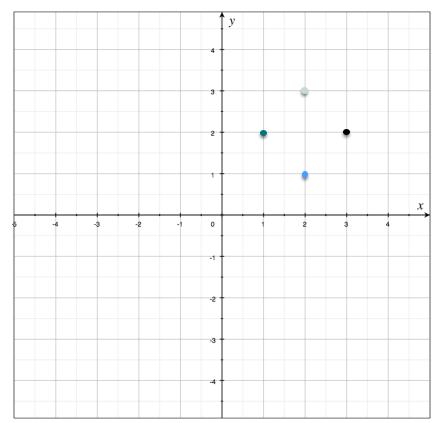


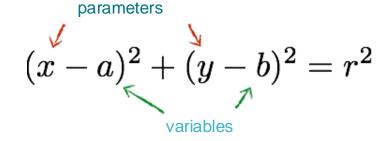


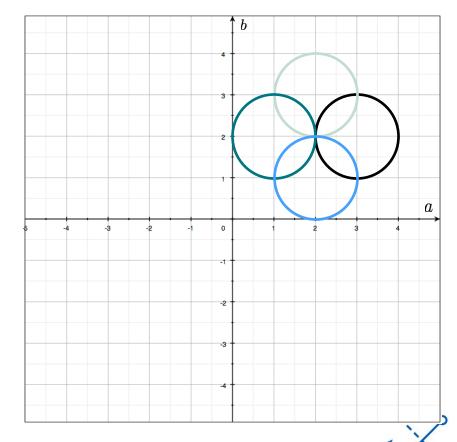




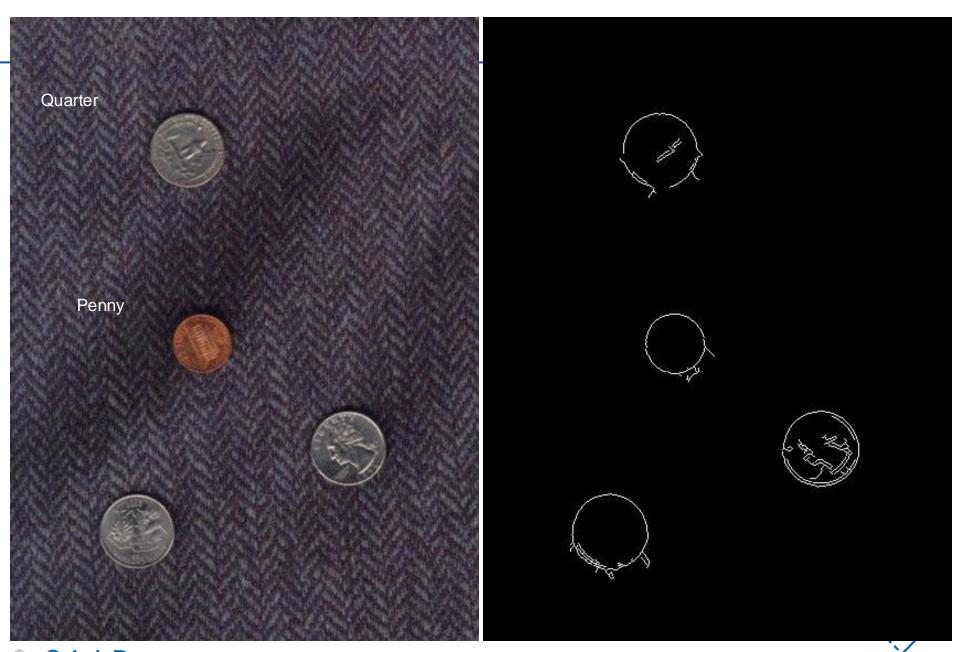












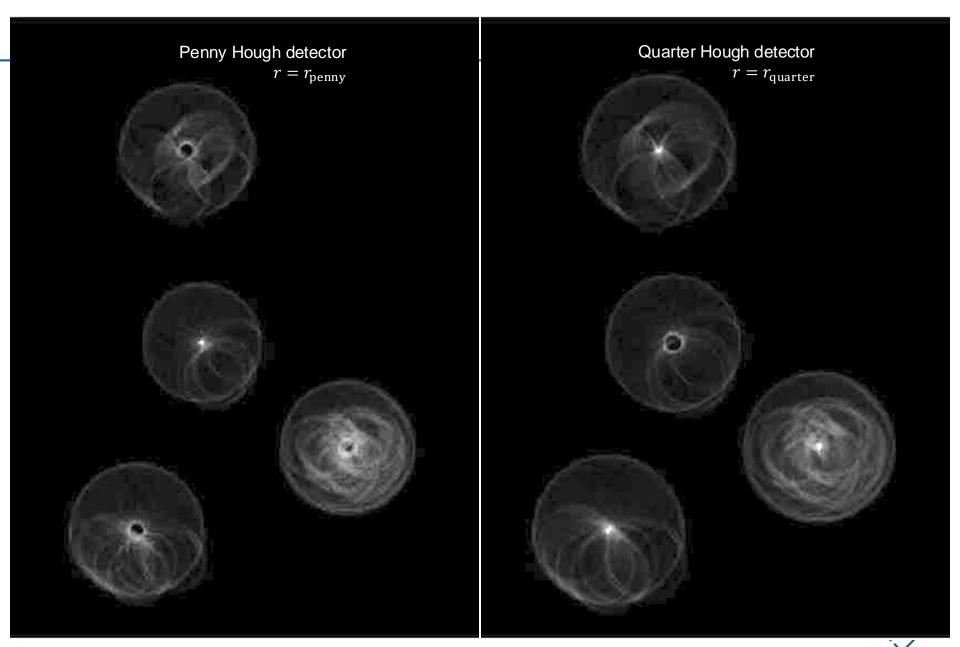




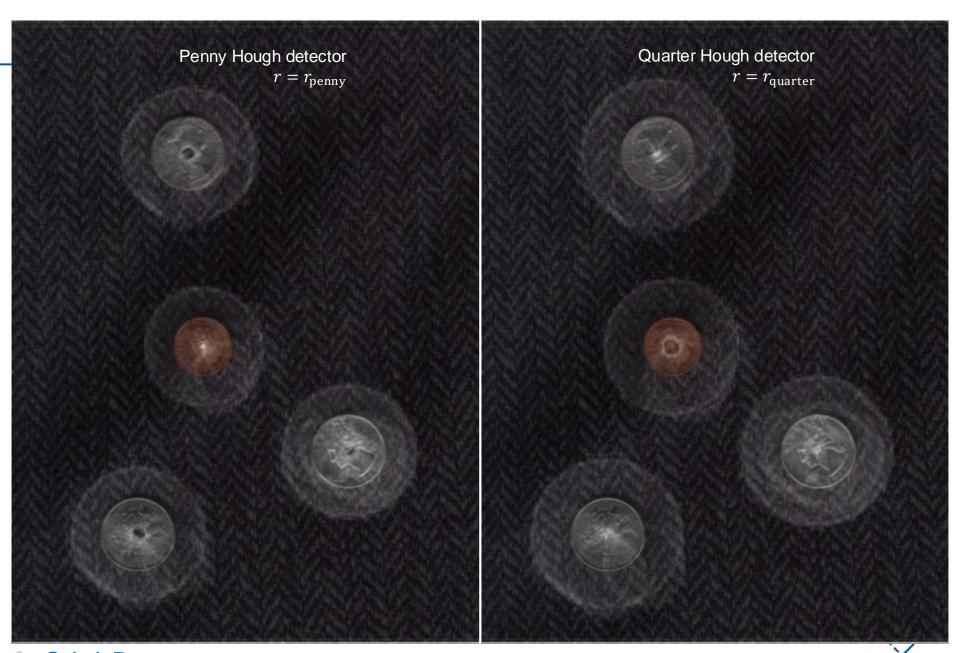














What if radius is unknown?

parameters
$$(x-a)^2 + (y-b)^2 = r^2$$

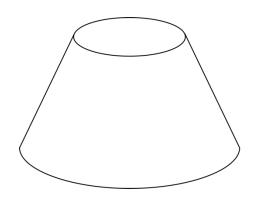
$$(x-a)^2 + (y-b)^2 = r^2$$
 variables
$$(x-a)^2 + (y-b)^2 = r^2$$

parameters
$$(x-a)^2 + (y-b)^2 = r^2$$
variables

If radius is unknown:

3D Hough Space! Use Hough array H(a, b, r).

Surface shape in Hough space is complicated.



Frustum of cone



Other Shapes?

Vertical Ellipse:

$$\frac{(x - x_0)^2}{a^2} + \frac{(y - y_0)^2}{b^2} = 1$$

$$H(x_0, y_0, a, b)$$

Ellipse:

$$\frac{[(x-x_0)\cos\theta + (y-y_0)\sin\theta]^2}{a^2} + \frac{[-(x-x_0)\sin\theta + (y-y_0)\cos\theta]^2}{b^2} = 1$$

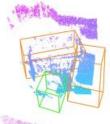




Applications of Hough Voting

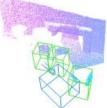
Scenes Prediction Ground Truth

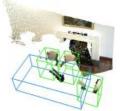










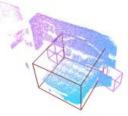




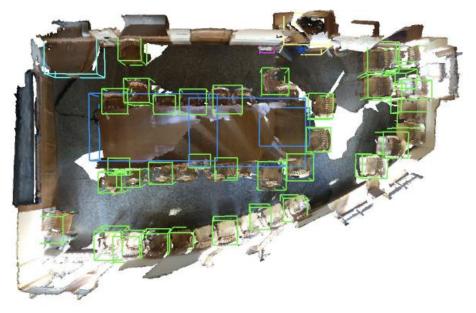


















Conclusion

Is the following correct about Hough transform ...



Detects multiple instances (lines/circles)?



Robust to noise?



Can be used for other shapes beyond lines/circles?



Good computational complexity?



Deals with occlusion well?



