

Computer Vision-IT416

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Boundary Detection

We need to find Object Boundaries from Edge Pixels.

Topics:

- (1) Fitting Lines and Curves to Edges
- (2) Active Contours (Snakes)
- (3) The Hough Transform
- (4) Generalized Hough Transform

Preprocessing Edge Images



Edge
Detection



Thresholding



Shrink
& Expand

Manually Sketched

Boundary
Detection

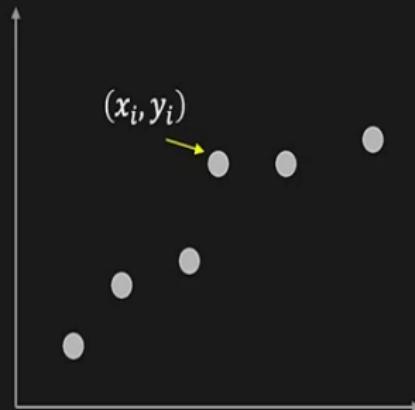


Thinning



Fitting Lines to Edges

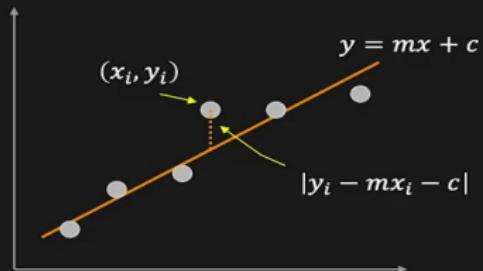
Given: Edge Points (x_i, y_i)



Fitting Lines to Edges

Given: Edge Points (x_i, y_i)

Task: Find (m, c)



Minimize: Average Squared Vertical Distance

$$E = \frac{1}{N} \sum_i (y_i - mx_i - c)^2$$

Least Squares Solution:

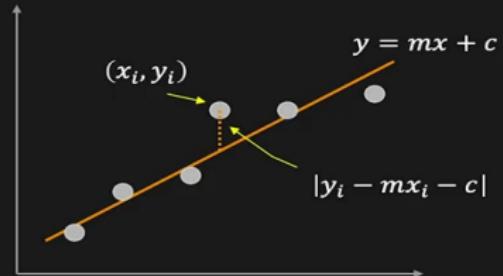
$$\frac{\partial E}{\partial m} = \frac{-2}{N} \sum_i x_i (y_i - mx_i - c) = 0$$

$$\frac{\partial E}{\partial c} = \frac{-2}{N} \sum_i (y_i - mx_i - c) = 0$$

Fitting Lines to Edges

Given: Edge Points (x_i, y_i)

Task: Find (m, c)



Solution:

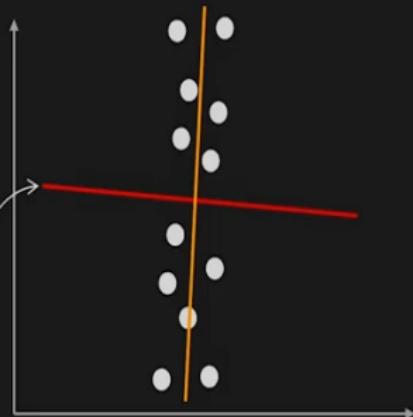
$$m = \frac{\sum_i (x_i - \bar{x})(y_i - \bar{y})}{\sum_i (x_i - \bar{x})^2} \quad c = \bar{y} - m\bar{x}$$

where: $\bar{x} = \frac{1}{N} \sum_i x_i$ $\bar{y} = \frac{1}{N} \sum_i y_i$

Fitting Lines to Edges

Problem: When the points represent a vertical line.

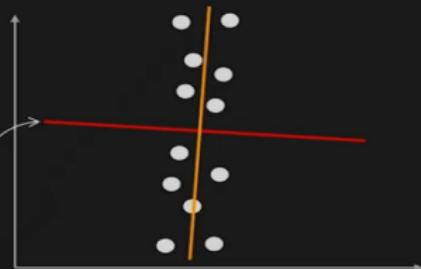
Line that minimizes E !



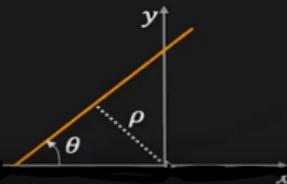
Fitting Lines to Edges

Problem: When the points represent a vertical line.

Line that minimizes E!



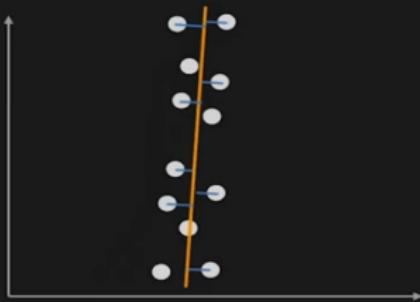
Solution: Use a different line equation



$$x \sin \theta - y \cos \theta + \rho = 0$$

Fitting Lines to Edges

Problem: When the points represent a vertical line.



Minimize: Average Squared Perpendicular Distance

$$E = \frac{1}{N} \sum_i \left(\frac{x_i \sin \theta - y_i \cos \theta + \rho}{\text{Perpendicular Distance}} \right)^2$$

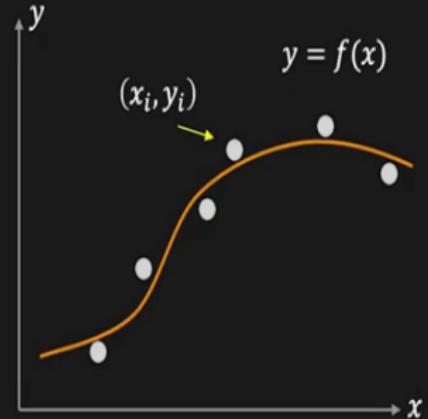
Fitting Curves to Edges

Given: Edge Points (x_i, y_i)

Task: Find polynomial

$$y = f(x) = ax^3 + bx^2 + cx + d$$

that best fits the points



Fitting Curves to Edges

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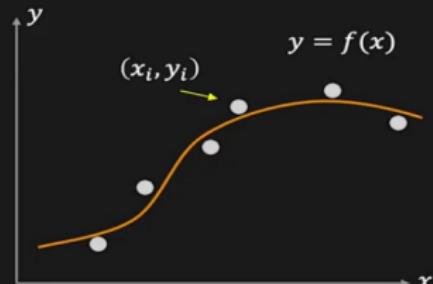
that best fits the points

Minimize:

$$E = \frac{1}{N} \sum_i (y_i - ax_i^3 - bx_i^2 - cx_i - d)^2$$

Solve the Linear System Using Least Squares Fit by:

$$\frac{\partial E}{\partial a} = 0 \quad \frac{\partial E}{\partial b} = 0 \quad \frac{\partial E}{\partial c} = 0 \quad \frac{\partial E}{\partial d} = 0$$



Fitting Curves to Edges

Solving as a Linear System:

$$y_0 = ax_0^3 + bx_0^2 + cx_0 + d$$

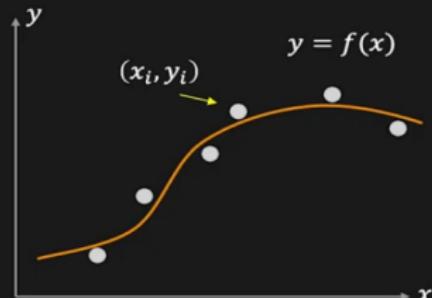
$$y_1 = ax_1^3 + bx_1^2 + cx_1 + d$$

⋮

$$y_i = ax_i^3 + bx_i^2 + cx_i + d$$

⋮

$$y_n = ax_n^3 + bx_n^2 + cx_n + d$$



Given many (x_i, y_i) 's, this is an over-determined linear system with four unknowns (a, b, c, d) .

Solving a Linear System

An over-determined linear system with m unknowns $\{a_j\}$ ($j = 0, \dots, m$) and n observations $\{(x_{ij}, y_i)\}$ ($i = 0, \dots, n$) ($n > m$) can be written in a matrix form.

$$\left[\begin{array}{cccc} x_{00} & x_{01} & \dots & x_{0m} \\ x_{10} & x_{11} & \dots & x_{1m} \\ \vdots & \vdots & \ddots & \vdots \\ x_{n0} & x_{n1} & \dots & x_{nm} \end{array} \right] \left[\begin{array}{c} a_0 \\ a_1 \\ \vdots \\ a_m \end{array} \right] = \left[\begin{array}{c} y_0 \\ y_1 \\ \vdots \\ y_n \end{array} \right]$$

$X_{n \times m}$
Known

$\mathbf{a}_{m \times 1}$
Unknown

$\mathbf{y}_{n \times 1}$
Known

$\left. \right\} X\mathbf{a} = \mathbf{y}$
 $X_{n \times m}$ is not a square matrix and hence not invertible.

Least Squares Solution:

$$X^T X \mathbf{a} = X^T \mathbf{y} \Rightarrow \mathbf{a} = (X^T X)^{-1} X^T \mathbf{y} \quad X^+ = (X^T X)^{-1} X^T$$

$\mathbf{a} = X^+ \mathbf{y}$

(Pseudo Inverse)

Difficulties for the Fitting Approach

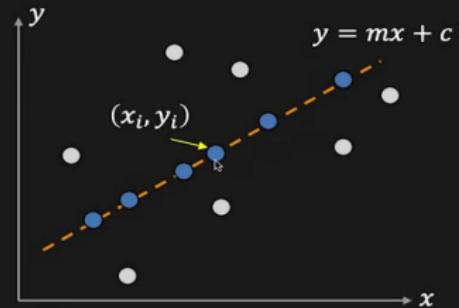


- Extraneous Data: Which points to fit to?
- Incomplete Data: Only part of the model is visible.
- Noise

Hough Transform: Line Detection

Given: Edge Points (x_i, y_i)

Task: Detect line
 $y = mx + c$



Consider point (x_i, y_i)

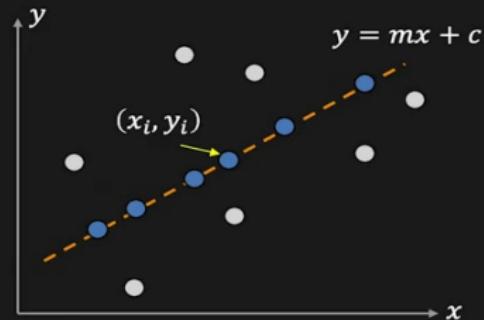
$$y_i = mx_i + c$$

Hough Transform: Line Detection

Given: Edge Points (x_i, y_i)

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$$y = mx + c$$



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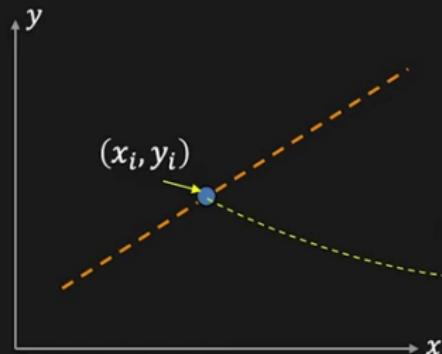
$$y_i = mx_i + c$$

$$\iff$$

$$c = -mx_i + y_i$$

Hough Transform: Concept

Image Space



$$y_i = mx_i + c$$

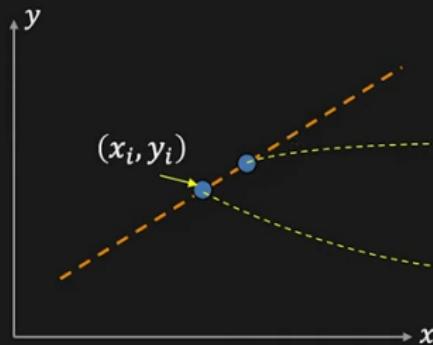
Parameter Space



$$c = -mx_i + y_i$$

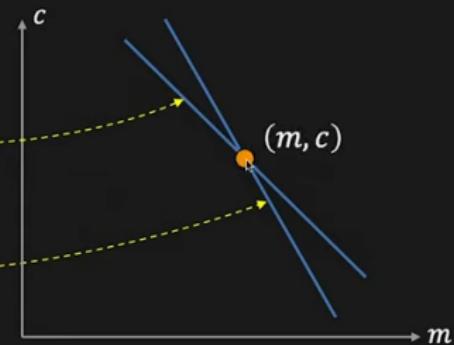
Hough Transform: Concept

Image Space



$$y_i = mx_i + c$$

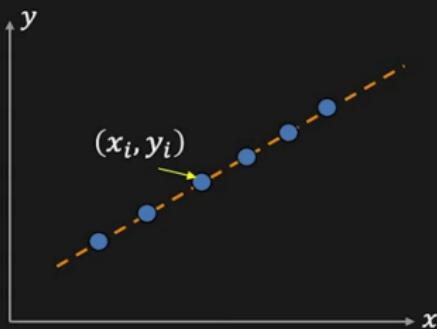
Parameter Space



$$c = -mx_i + y_i$$

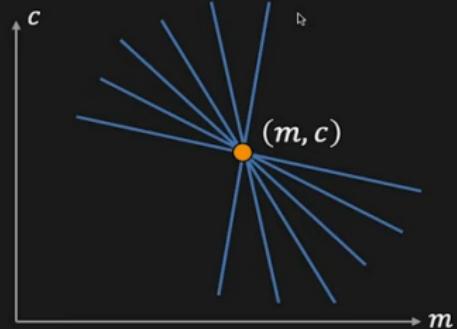
Hough Transform: Concept

Image Space



$$y_i = mx_i + c$$

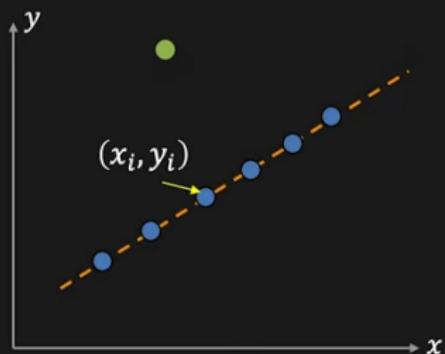
Parameter Space



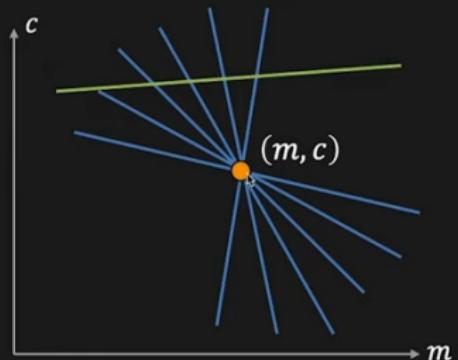
$$c = -mx_i + y_i$$

Hough Transform: Concept

Image Space

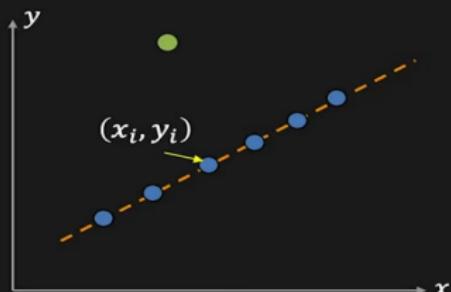


Parameter Space



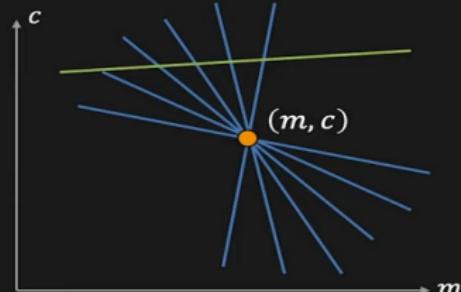
Hough Transform: Concept

Image Space



$$y_i = mx_i + c$$

Parameter Space



$$c = -mx_i + y_i$$

Point

Line

Line

Point

Line Detection Algorithm

Step 1. Quantize parameter space (m, c)

Step 2. Create **accumulator array** $A(m, c)$

Step 3. Set $A(m, c) = 0$ for all (m, c)

Step 4. For each edge point (x_i, y_i) ,

$$A(m, c) = A(m, c) + 1$$

if (m, c) lies on the line: $c = -mx_i + y_i$



m	$A(m, c)$				
	0	0	0	0	0
0	0	0	0	0	0
1	0	0	0	0	0
2	0	0	0	0	0
3	0	0	0	0	0
4	0	0	0	0	0

Line Detection Algorithm

Step 1. Quantize parameter space (m, c)

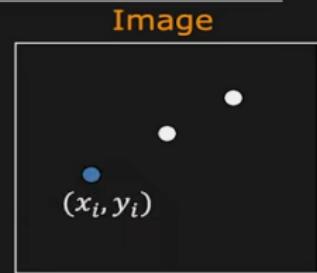
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if (m, c) lies on the line: $c = -mx_i + y_i$



m	1	0	0	0	0
0	1	0	0	0	
0	0	1	0	0	
0	0	0	1	0	
0	0	0	0	0	1

Line Detection Algorithm

Step 1. Quantize parameter space (m, c)

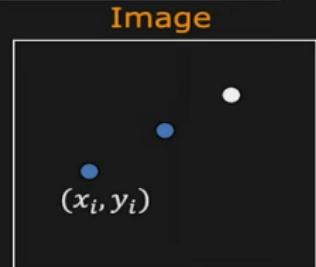
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if (m, c) lies on the line: $c = -mx_i + y_i$



c	$A(m, c)$				
1	0	0	0	1	
0	1	0	1	0	
0	0	2	0	0	
0	1	0	1	0	
1	0	0	0	1	

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c	$A(m, c)$				
1	0	0	0	1	
0	1	0	1	0	
1	1	3	1	1	
0	1	0	1	0	
1	0	0	0	1	

Line Detection Algorithm

Step 1. Quantize parameter space (m, c)

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Step 3. Set $A(m, c) = 0$ for all (m, c)

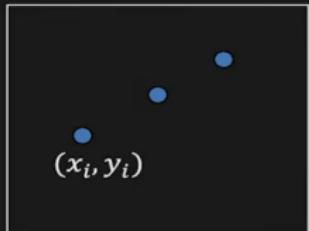
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$$A(m, c) = A(m, c) + 1$$

if (m, c) lies on the line: $c = -mx_i + y_i$

Step 5. Find local maxima in $A(m, c)$

Image



	$A(m, c)$				
c	1	0	0	0	1
0	1	0	1	0	
1	1	3	1	1	
0	1	0	1	0	
1	0	0	0	1	

Line Detection Algorithm

Step 1. Quantize parameter space (m, c)

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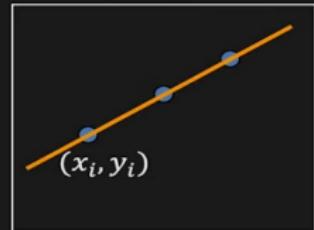
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Step 5. Find local maxima in $A(m, c)$

Image

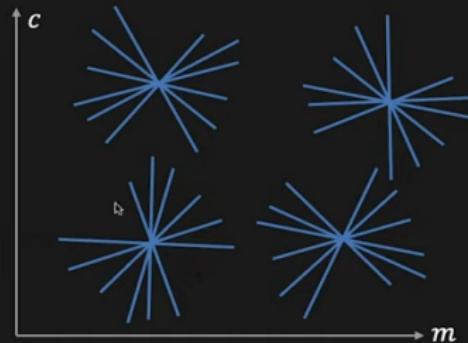


	$A(m, c)$				
c	1	0	0	0	1
0	1	0	1	0	
1	1	3	1	1	
0	1	0	1	0	
1	0	0	0	1	

Multiple Line Detection



Image Space



Parameter Space

Multiple Line Detection

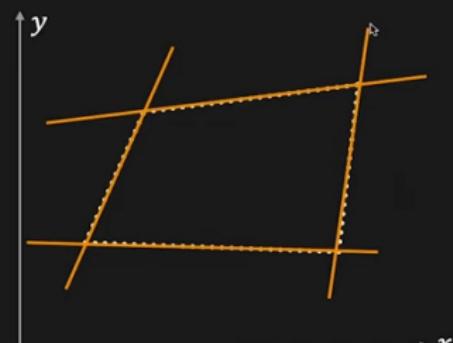
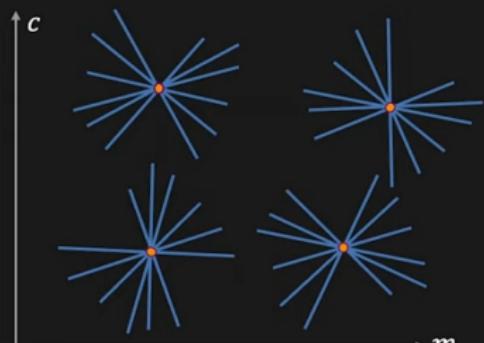


Image Space



Parameter Space

Better Parameterization

Issue: Slope of the line $-\infty \leq m \leq \infty$

- Large Accumulator
- More Memory and Computation

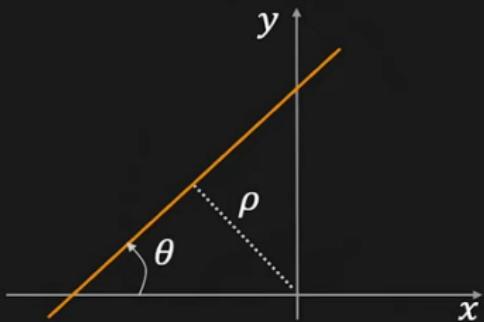
↳

Solution: Use $x \sin \theta - y \cos \theta + \rho = 0$

- Orientation θ is finite: $0 \leq \theta < \pi$
- Distance ρ is finite

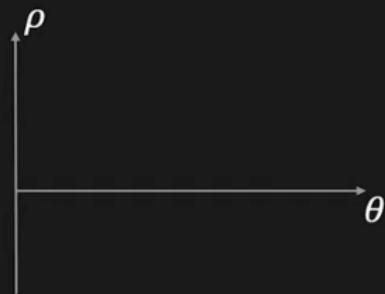
Better Parameterization

Image Space



$$\textcolor{brown}{x} \sin \theta - \textcolor{brown}{y} \cos \theta + \rho = 0$$

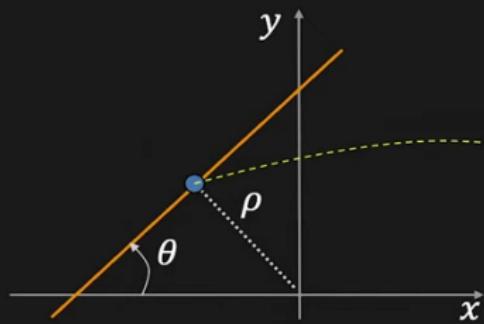
Parameter Space



$$x \sin \theta - y \cos \theta + \rho = 0$$

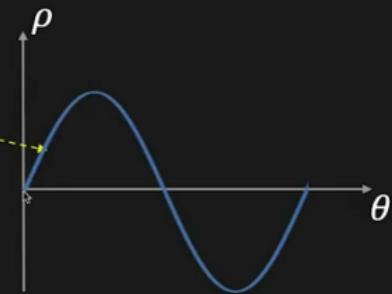
Better Parameterization

Image Space



$$\textcolor{brown}{x} \sin \theta - \textcolor{brown}{y} \cos \theta + \rho = 0$$

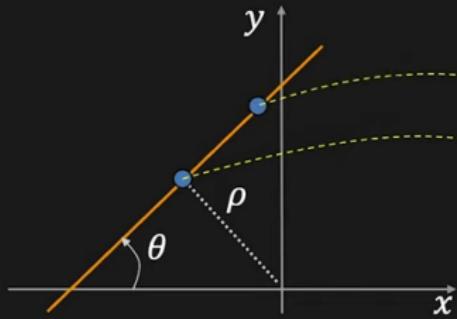
Parameter Space



$$x \sin \theta - y \cos \theta + \rho = 0$$

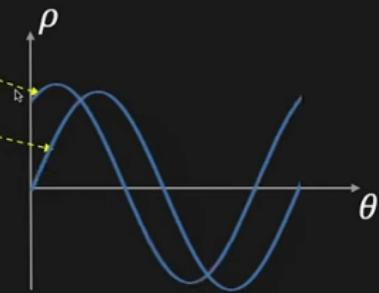
Better Parameterization

Image Space



$$x \sin \theta - y \cos \theta + \rho = 0$$

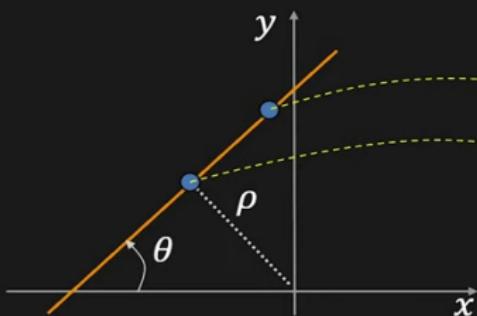
Parameter Space



$$x \sin \theta - y \cos \theta + \rho = 0$$

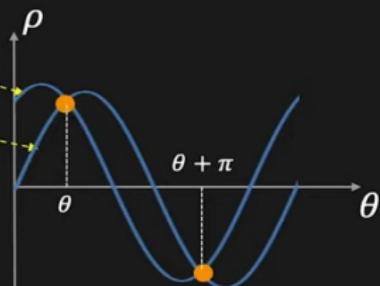
Better Parameterization

Image Space



$$x \sin \theta - y \cos \theta + \rho = 0$$

Parameter Space



$$x \sin \theta - y \cos \theta + \rho = 0$$

Hough Transform Mechanics

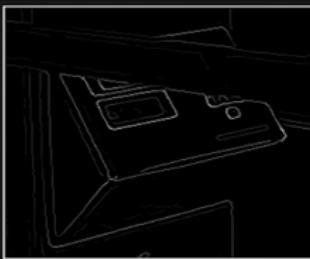
- How big should the accumulator cells be?
 - Too big, and different lines may be merged
 - Too small, and noise causes lines to be missed

↳

Line Detection Results



Original Image



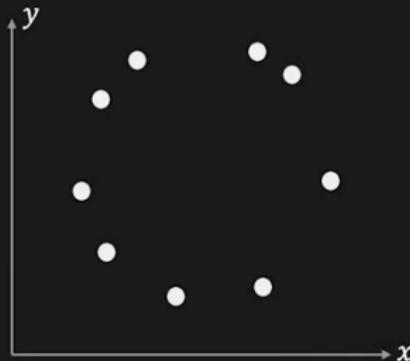
Gradient



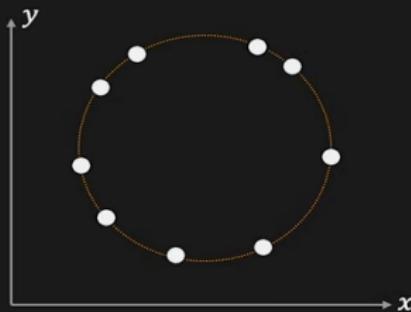
Edge (Threshold)



Hough Transform: Circle Detection

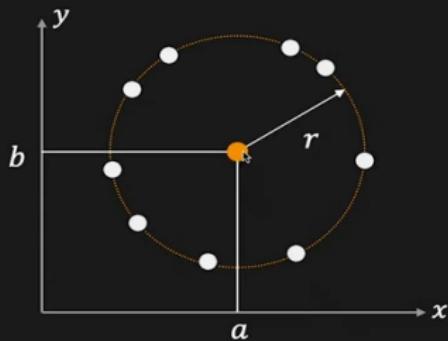


Hough Transform: Circle Detection



Equation of Circle: $(x_i - a)^2 + (y_i - b)^2 = r^2$

Hough Transform: Circle Detection

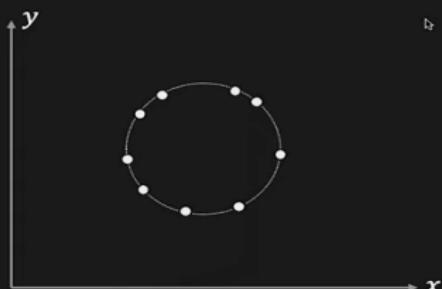


Equation of Circle: $(x_i - a)^2 + (y_i - b)^2 = r^2$

Hough Transform: Circle Detection

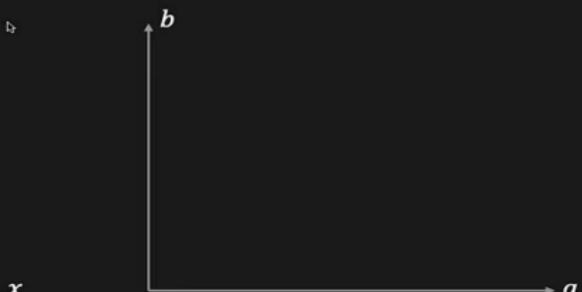
If radius r is known: Accumulator Array: $A(a, b)$

Image Space



$$(x_i - a)^2 + (y_i - b)^2 = r^2$$

Parameter Space

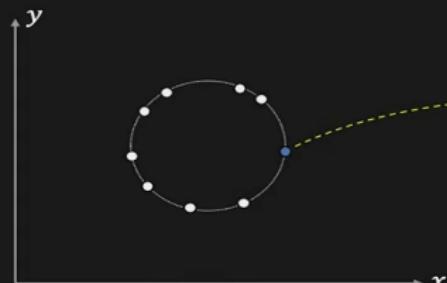


$$(a - x_i)^2 + (b - y_i)^2 = r^2$$

Hough Transform: Circle Detection

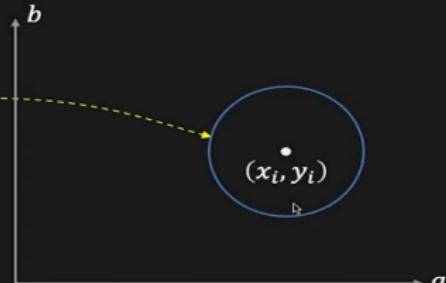
If radius r is known: Accumulator Array: $A(a, b)$

Image Space



$$(x_i - a)^2 + (y_i - b)^2 = r^2$$

Parameter Space

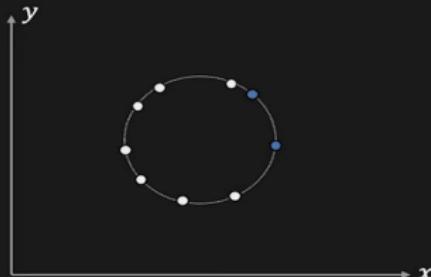


$$(a - x_i)^2 + (b - y_i)^2 = r^2$$

Hough Transform: Circle Detection

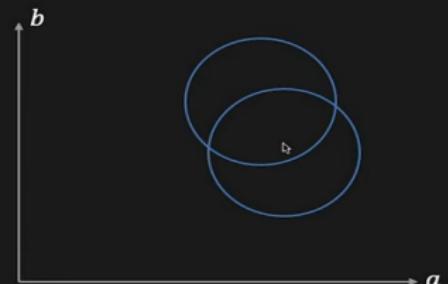
If radius r is known: Accumulator Array: $A(a, b)$

Image Space



$$(x_i - a)^2 + (y_i - b)^2 = r^2$$

Parameter Space

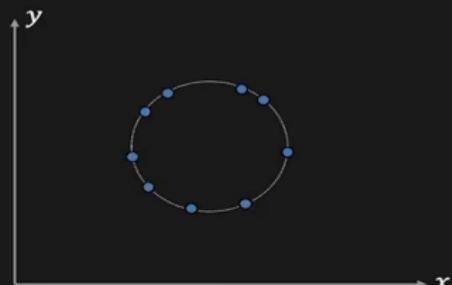


$$(a - x_i)^2 + (b - y_i)^2 = r^2$$

Hough Transform: Circle Detection

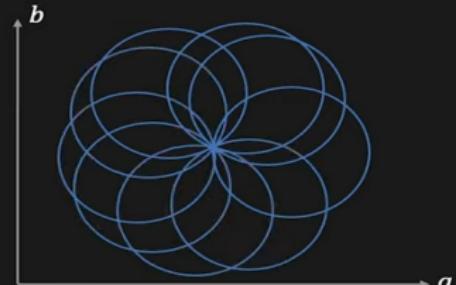
If radius r is known: Accumulator Array: $A(a, b)$

Image Space



$$(x_i - a)^2 + (y_i - b)^2 = r^2$$

Parameter Space



$$(a - x_i)^2 + (b - y_i)^2 = r^2$$

Hough Transform: Circle Detection

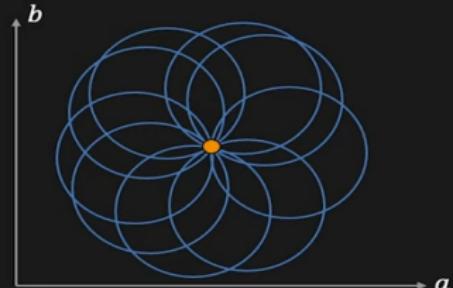
If radius r is known: Accumulator Array: $A(a, b)$

Image Space



$$(x_i - a)^2 + (y_i - b)^2 = r^2$$

Parameter Space



$$(a - x_i)^2 + (b - y_i)^2 = r^2$$

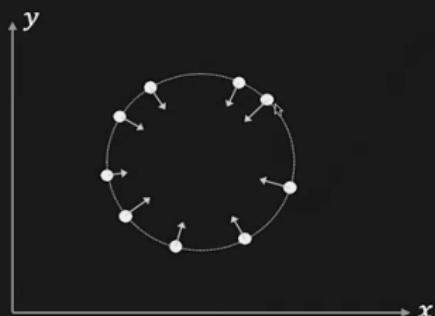
Circle Detection Results



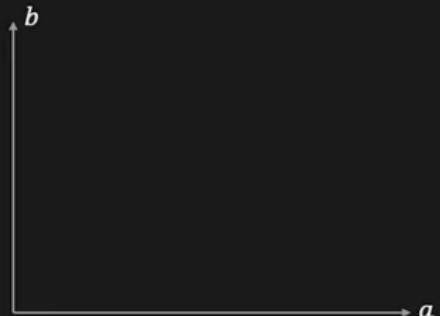
Using Gradient Information

Given: Edge Location (x_i, y_i) , Edge Direction φ_i and Radius r

Image Space



Parameter Space

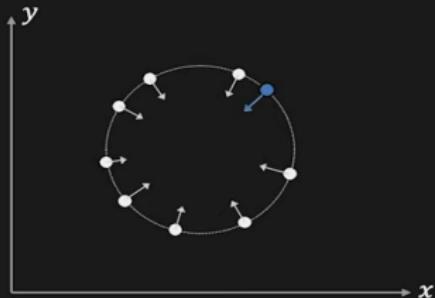


$$(x_i - a)^2 + (y_i - b)^2 = r^2$$

Using Gradient Information

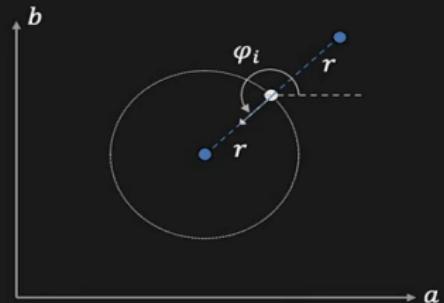
Given: Edge Location (x_i, y_i) , Edge Direction φ_i and Radius r

Image Space



$$(x_i - a)^2 + (y_i - b)^2 = r^2$$

Parameter Space



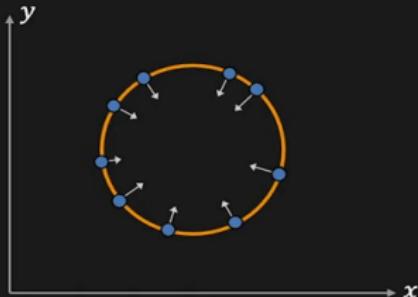
$$a = x_i \pm r \cos \varphi_i$$

$$b = y_i \pm r \sin \varphi_i$$

Using Gradient Information

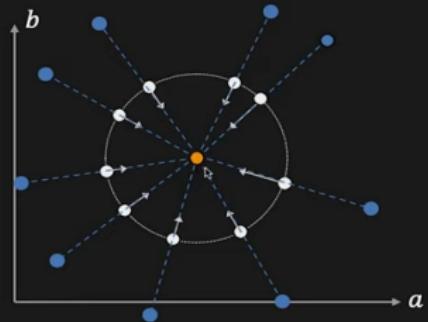
Given: Edge Location (x_i, y_i) , Edge Direction φ_i and Radius r

Image Space



$$(x_i - a)^2 + (y_i - b)^2 = r^2$$

Parameter Space



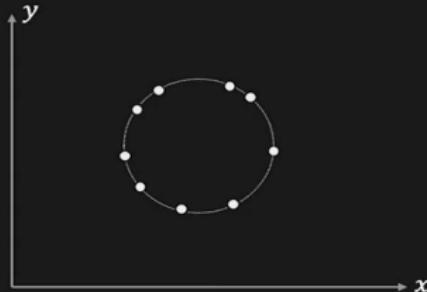
$$a = x_i \pm r \cos \varphi_i$$

$$b = y_i \pm r \sin \varphi_i$$

Hough Transform: Circle Detection

If radius r is NOT known: Accumulator Array: $A(a, b, r)$

Image Space

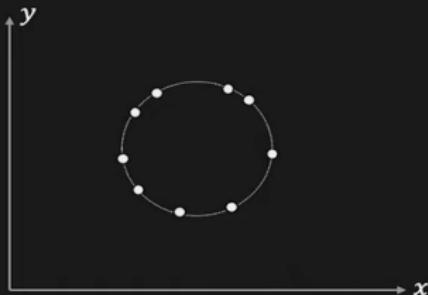


$$(x_i - a)^2 + (y_i - b)^2 = r^2$$

Hough Transform: Circle Detection

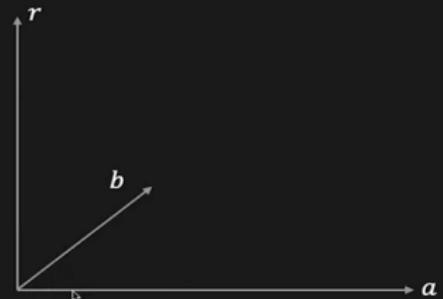
If radius r is NOT known: Accumulator Array: $A(a, b, r)$

Image Space



$$(x_i - a)^2 + (y_i - b)^2 = r^2$$

Parameter Space

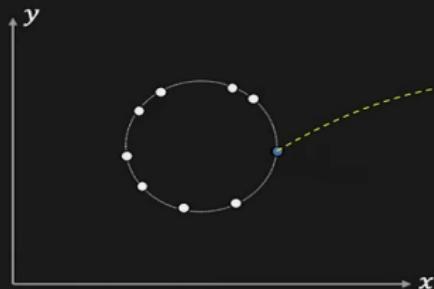


$$(a - x_i)^2 + (b - y_i)^2 = r^2$$

Hough Transform: Circle Detection

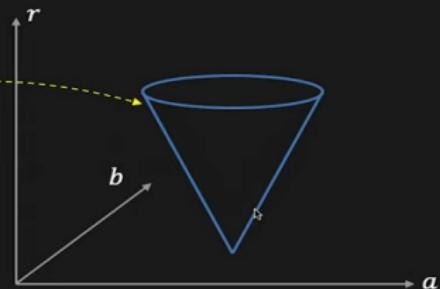
If radius r is NOT known: Accumulator Array: $A(a, b, r)$

Image Space



$$(x_i - a)^2 + (y_i - b)^2 = r^2$$

Parameter Space



$$(\alpha - x_i)^2 + (\beta - y_i)^2 = \gamma^2$$

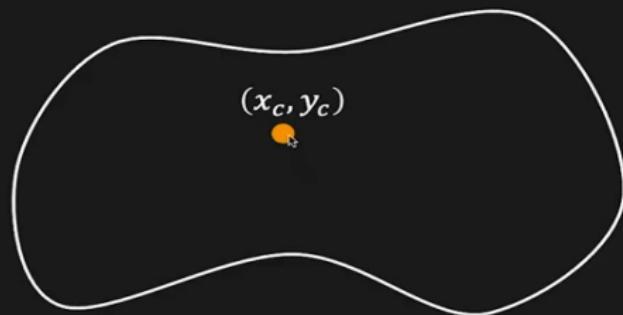
Generalized Hough Transform

Find shapes that cannot be described by equations



Generalized Hough Transform

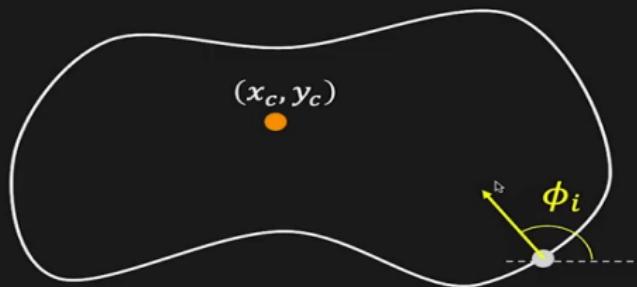
Find shapes that cannot be described by equations



Reference point: (x_c, y_c)

Generalized Hough Transform

Find shapes that cannot be described by equations

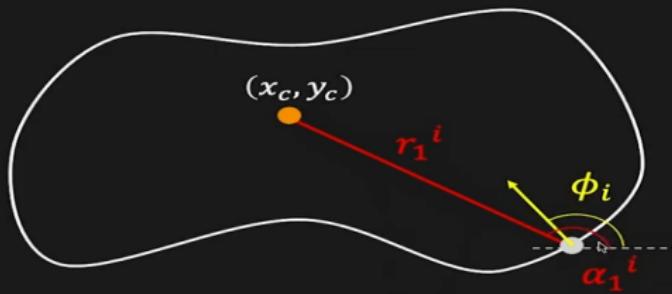


Reference point: (x_c, y_c)

Edge direction: ϕ_i $0 \leq \phi_i < 2\pi$

Generalized Hough Transform

Find shapes that cannot be described by equations



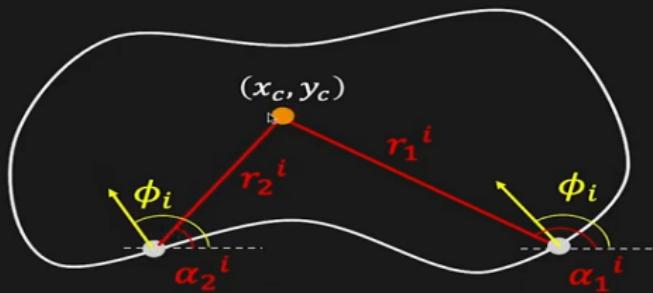
Reference point: (x_c, y_c)

Edge direction: $\phi_i \quad 0 \leq \phi_i < 2\pi$

Edge location: $\vec{r}_k^i = (r_k^i, \alpha_k^i)$

Generalized Hough Transform

Find shapes that cannot be described by equations

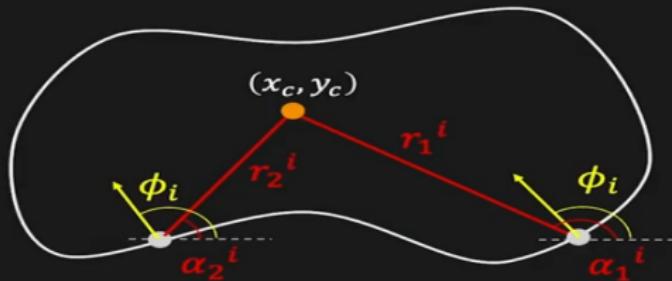


Reference point: (x_c, y_c)

Edge direction: $\phi_i \quad 0 \leq \phi_i < 2\pi$

Edge location: $\vec{r}_k^i = (r_k^i, \alpha_k^i)$

Hough Model

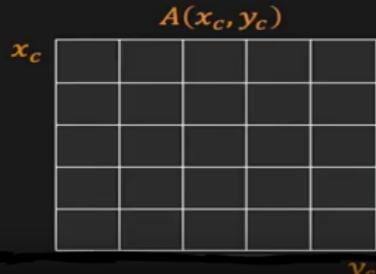
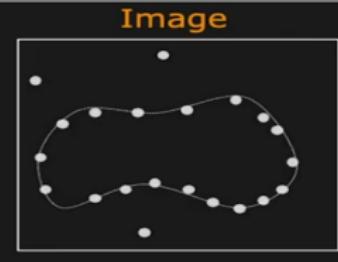


ϕ -Table:

Edge Direction	$\vec{r} = (r, \alpha)$
ϕ_1	$\vec{r}_1^1, \vec{r}_2^1, \vec{r}_3^1$
ϕ_2	\vec{r}_1^2, \vec{r}_2^2
\vdots	\vdots
ϕ_n	$\vec{r}_1^n, \vec{r}_2^n, \vec{r}_3^n, \vec{r}_4^n$

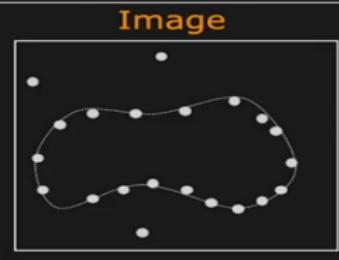
Generalized Hough Algorithm

- Create accumulator array $A(x_c, y_c)$



Generalized Hough Algorithm

- Create accumulator array $A(x_c, y_c)$
- Set $A(x_c, y_c) = 0$ for all (x_c, y_c)



$A(x_c, y_c)$				
x_c	0	0	0	0
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0

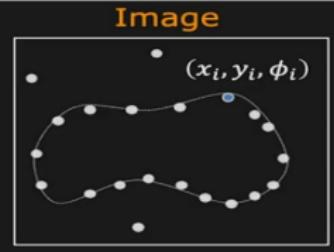
Generalized Hough Algorithm

- Create accumulator array $A(x_c, y_c)$
- Set $A(x_c, y_c) = 0$ for all (x_c, y_c)
- For each edge point (x_i, y_i, ϕ_i) ,

For each entry $\phi_i \rightarrow \vec{r}_k^i$ in ϕ - table,

$$x_c = x_i \pm r_k^i \cos(\alpha_k^i)$$

$$y_c = y_i \pm r_k^i \sin(\alpha_k^i)$$



$A(x_c, y_c)$				
x_c	0	0	0	0
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0

y_c

Generalized Hough Algorithm

- Create **accumulator array** $A(x_c, y_c)$
- Set $A(x_c, y_c) = 0$ for all (x_c, y_c)
- For each edge point (x_i, y_i, ϕ_i) ,

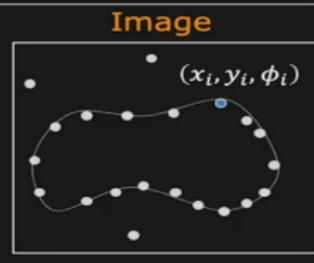
For each entry $\phi_i \rightarrow \vec{r}_k^i$ in ϕ - table,

$$x_c = x_i \pm r_k^i \cos(\alpha_k^i)$$

$$y_c = y_i \pm r_k^i \sin(\alpha_k^i)$$

$$A(x_c, y_c) = A(x_c, y_c) + 1$$

- Find local maxima in $A(x_c, y_c)$



x_c	$A(x_c, y_c)$				
	0	0	0	0	0
0	0	2	0	1	0
0	0	0	4	1	0
0	2	0	0	0	0
0	0	0	1	0	0

y_c

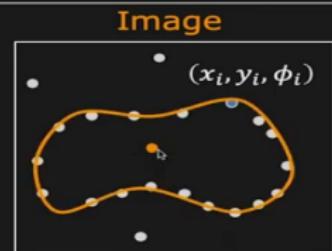
Generalized Hough Algorithm

- Create **accumulator array** $A(x_c, y_c)$
- Set $A(x_c, y_c) = 0$ for all (x_c, y_c)
- For each edge point (x_i, y_i, ϕ_i) ,
For each entry $\phi_i \rightarrow r_k^i$ in ϕ - table,

$$x_c = x_i \pm r_k^i \cos(\alpha_k^i)$$

$$y_c = y_i \pm r_k^i \sin(\alpha_k^i)$$

$$A(x_c, y_c) = A(x_c, y_c) + 1$$
- Find local maxima in $A(x_c, y_c)$



x_c	$A(x_c, y_c)$				
	0	0	0	0	0
0	0	2	0	1	0
0	0	0	4	1	0
0	2	0	0	0	0
0	0	0	0	1	0

y_c

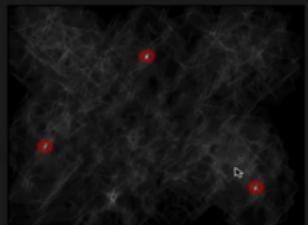
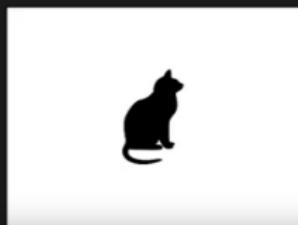
Results



Model



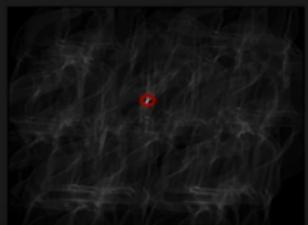
Image

Hough Transform $A(x_c, y_c)$ 

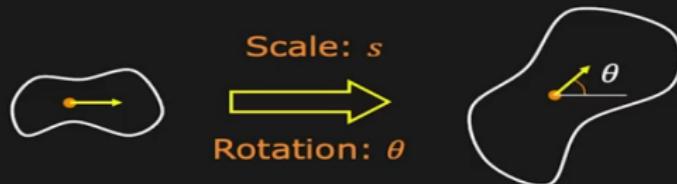
Model



Image

Hough Transform $A(x_c, y_c)$

Handling Scale And Rotation



Use Accumulation Array: $A(x_c, y_c, s, \theta)$

$$x_c = x_i \pm r_k^i \cdot s \cos(\alpha_k^i + \theta)$$

$$y_c = y_i \pm r_k^i \cdot s \sin(\alpha_k^i + \theta)$$

$$A(x_c, y_c, s, \theta) = A(x_c, y_c, s, \theta) + 1$$

Huge Memory and Computationally Expensive!

Hough Transform: Comments

- Works on disconnected edges
- Relatively insensitive to occlusion and noise
- Effective for simple shapes (lines, circles, etc.)
- Complex Shapes: Generalized Hough Transform
- Trade-off between work in image space and parameter space