UNIVERSITY OF ONTARIO INSTITUTE OF TECHNOLOGY

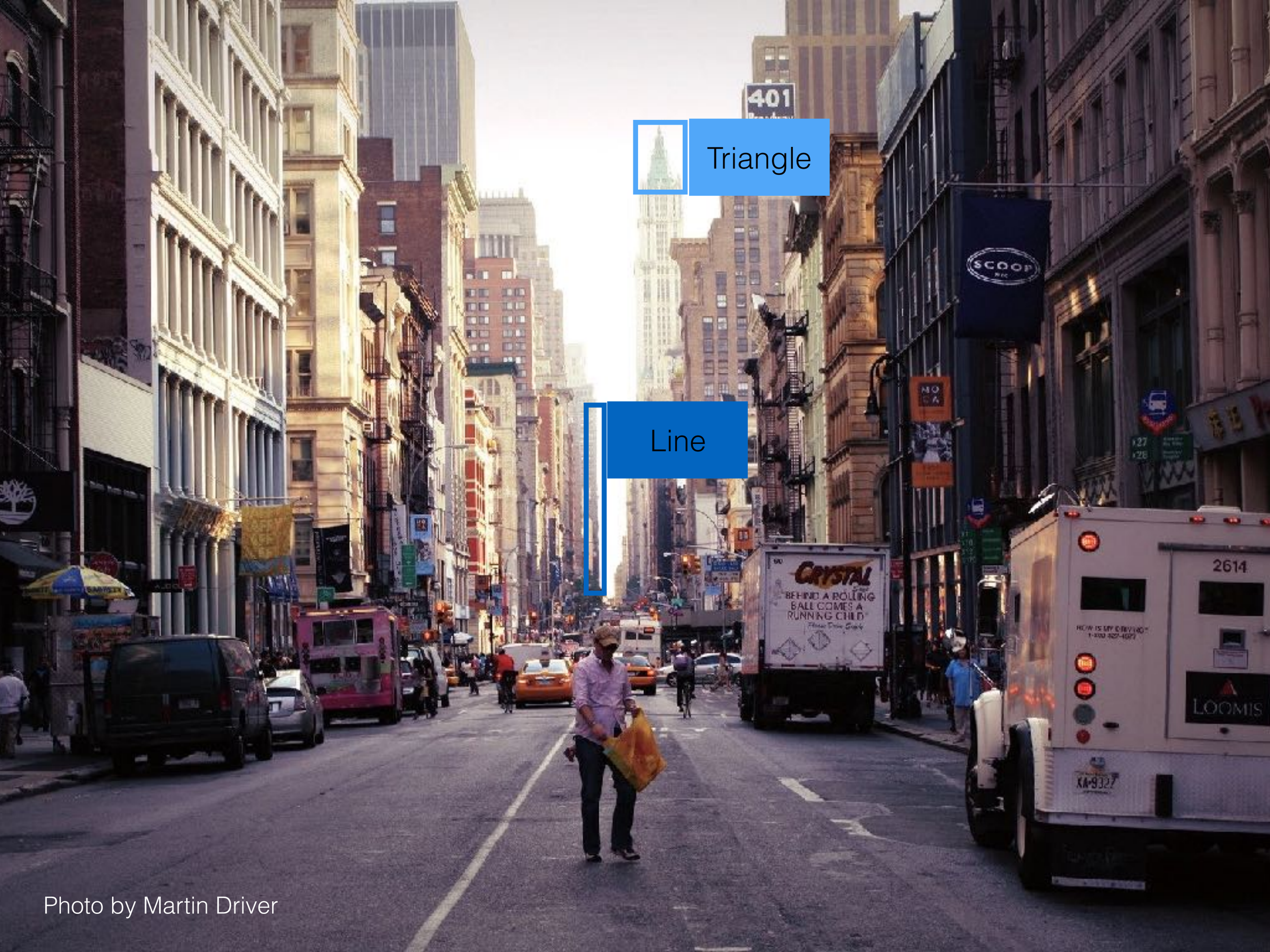
Model Fitting

Faisal Qureshi
faisal.qureshi@uoit.ca

Photo by Martin Driver

Line

Photo by Martin Driver


Triangle
Line
Photo by Martin Driver

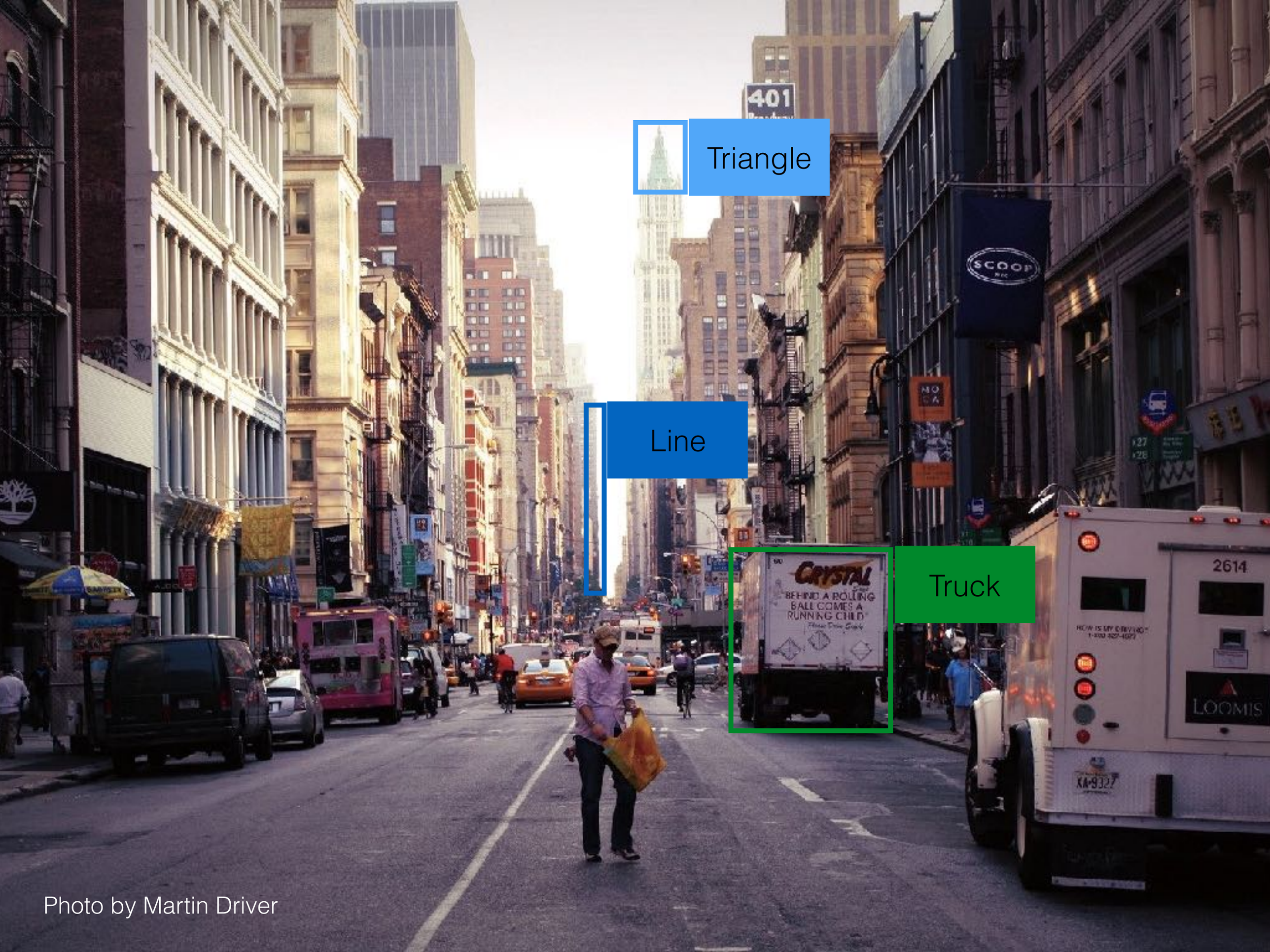


Photo by Martin Driver

Triangle

Line

Person

Truck

Photo by Martin Driver

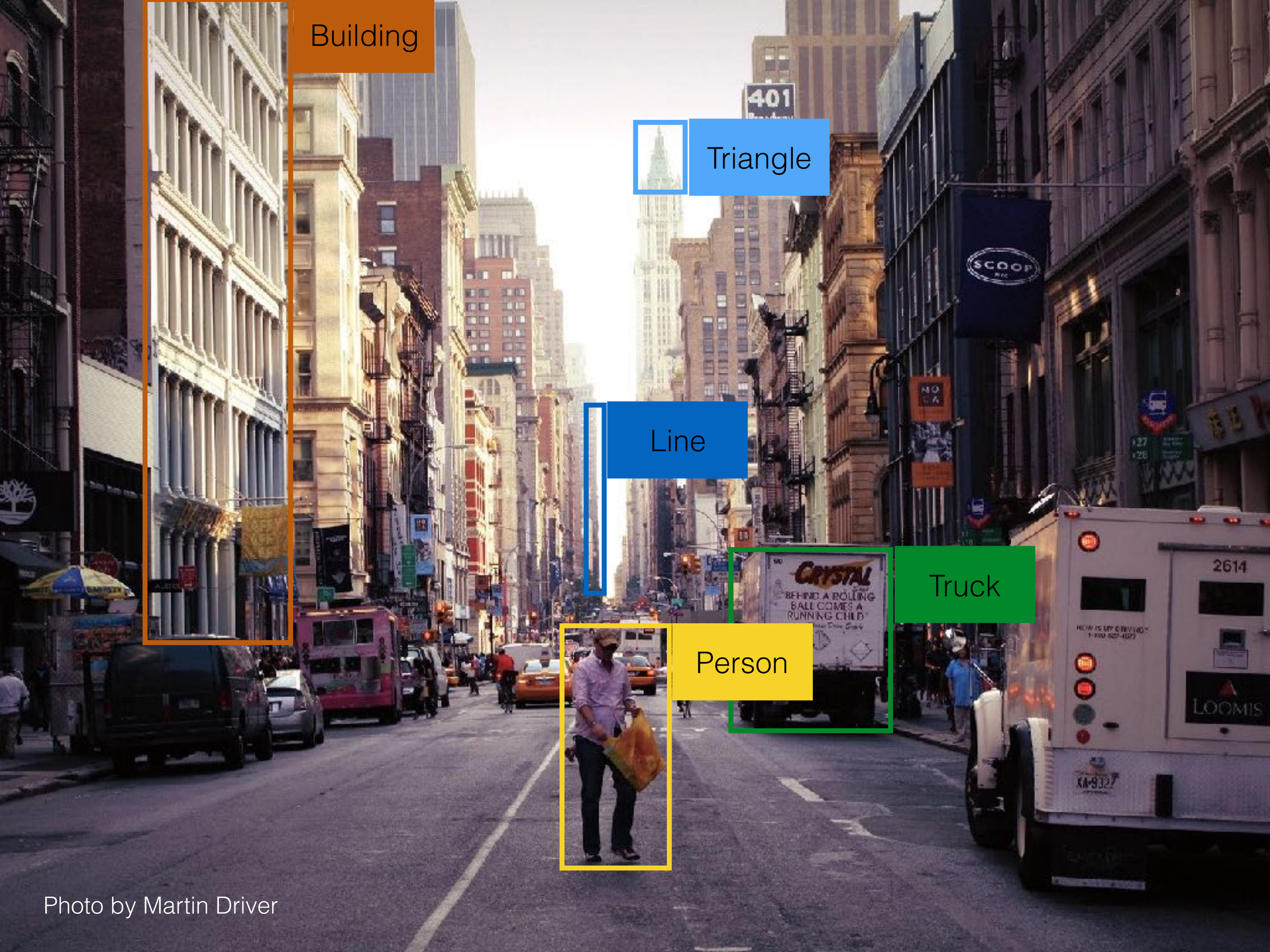

Building
Triangle
Line
Truck
Person
401
SCOOP
CRYSTAL
BEHIND A ROLLING BALL COMES A RUNNING CHILD
2614
LOOMIS
Photo by Martin Driver

Photo by Martin Driver

Photo by Martin Driver

Photo by Martin Driver

Photo by Martin Driver

Photo by Martin Driver

Photo by Martin Driver

Model Fitting

Least squares

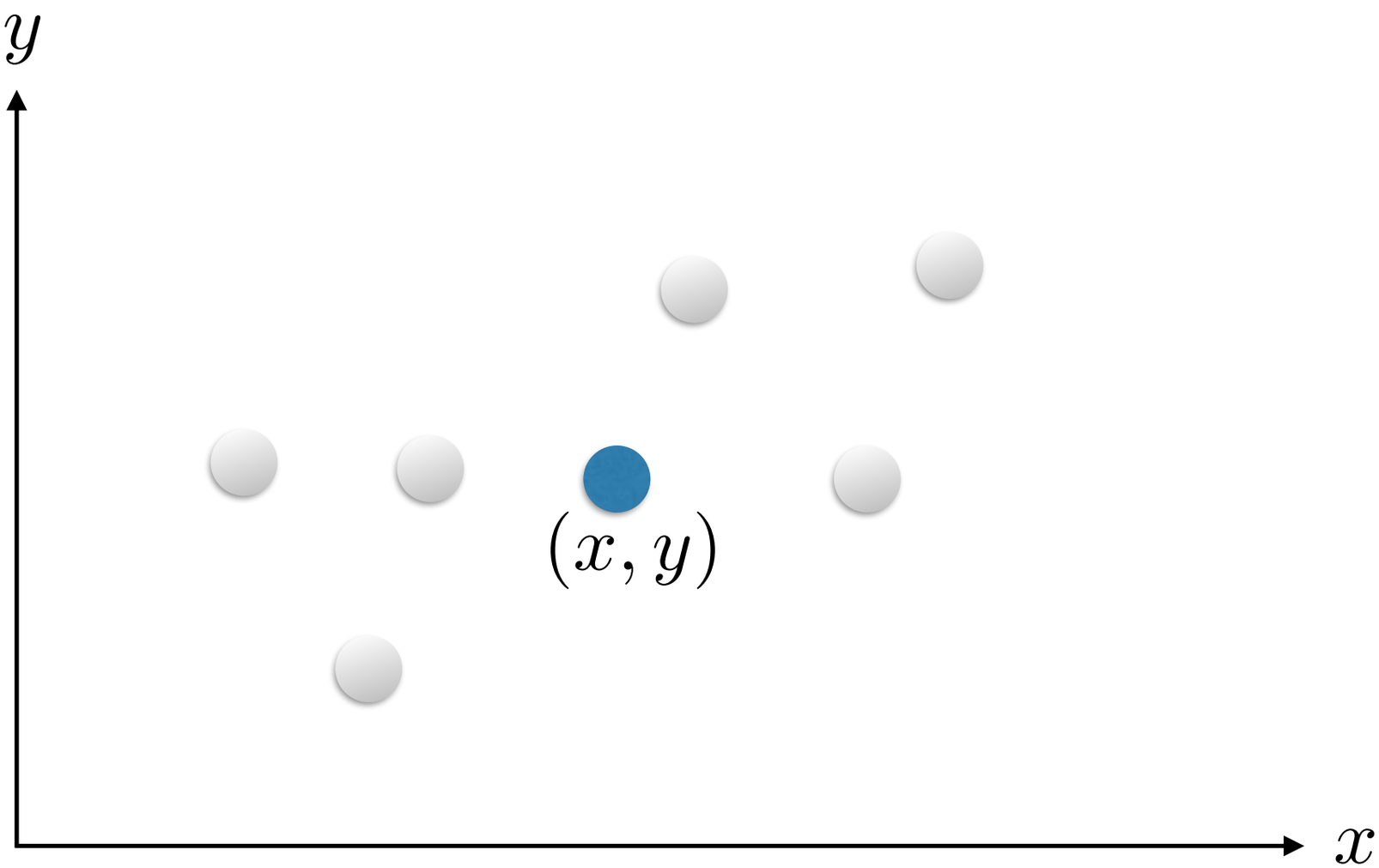
Robust least squares

RANSAC

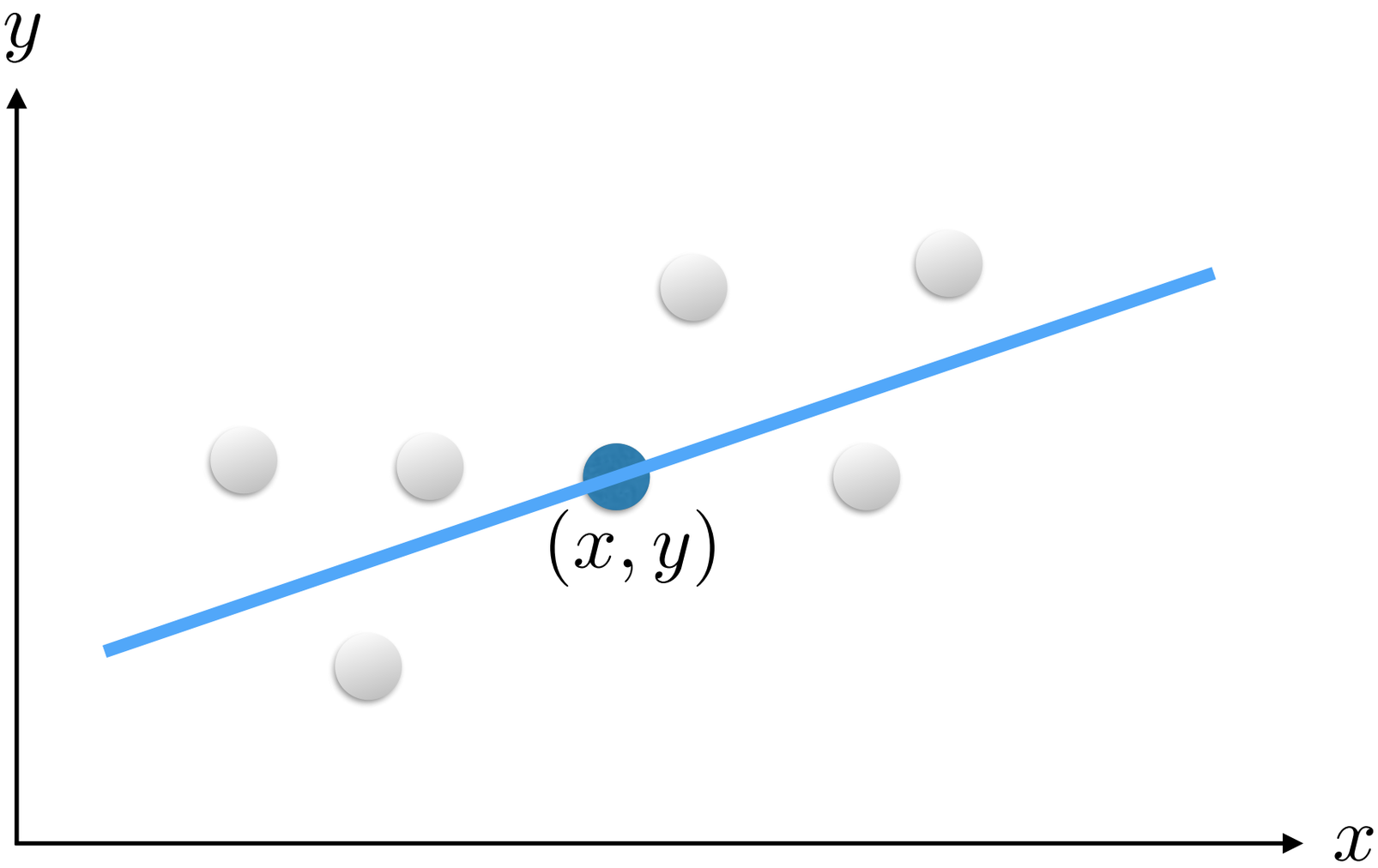
Hough Transform

Application: Image Stitching

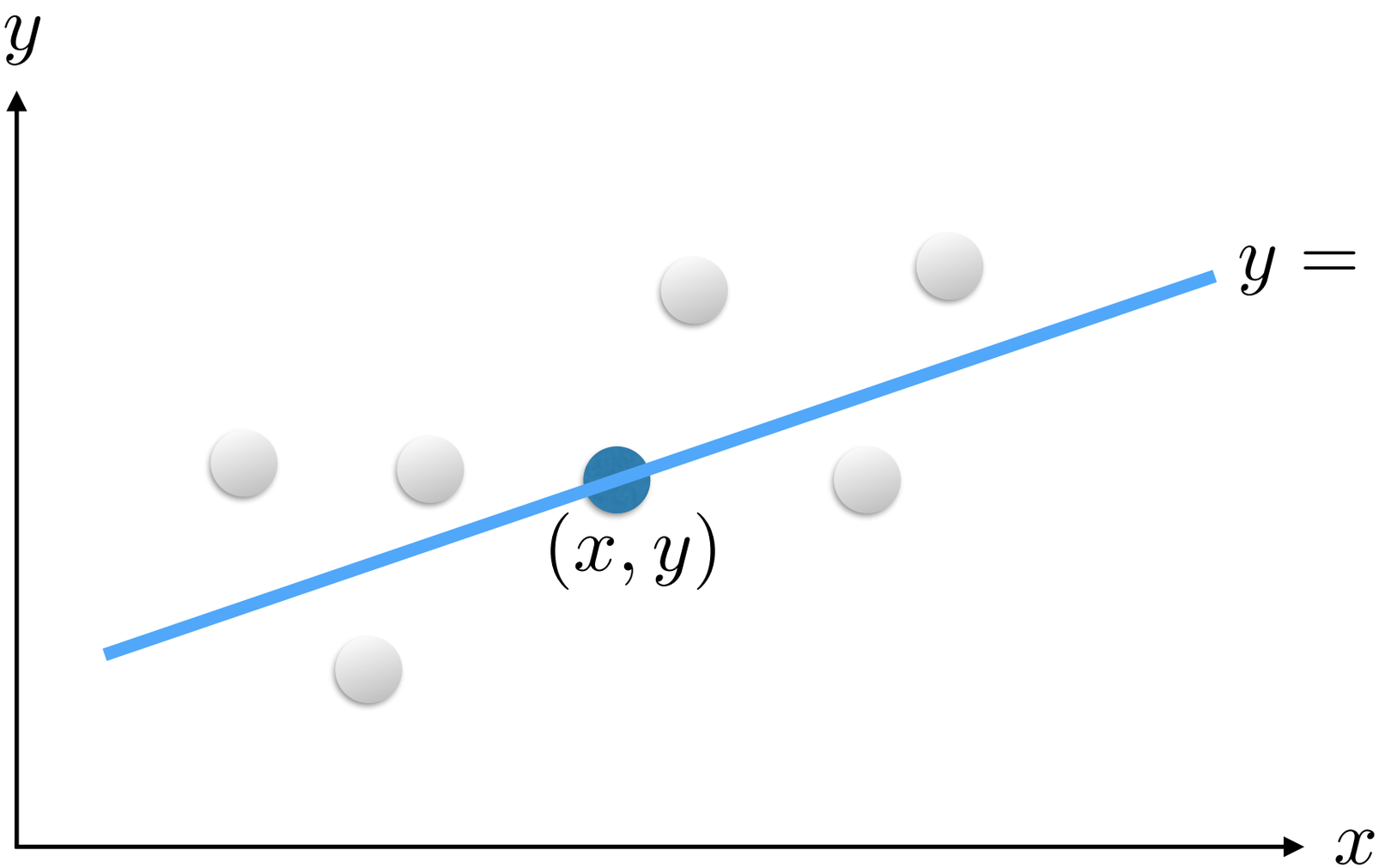
2D Line Fitting



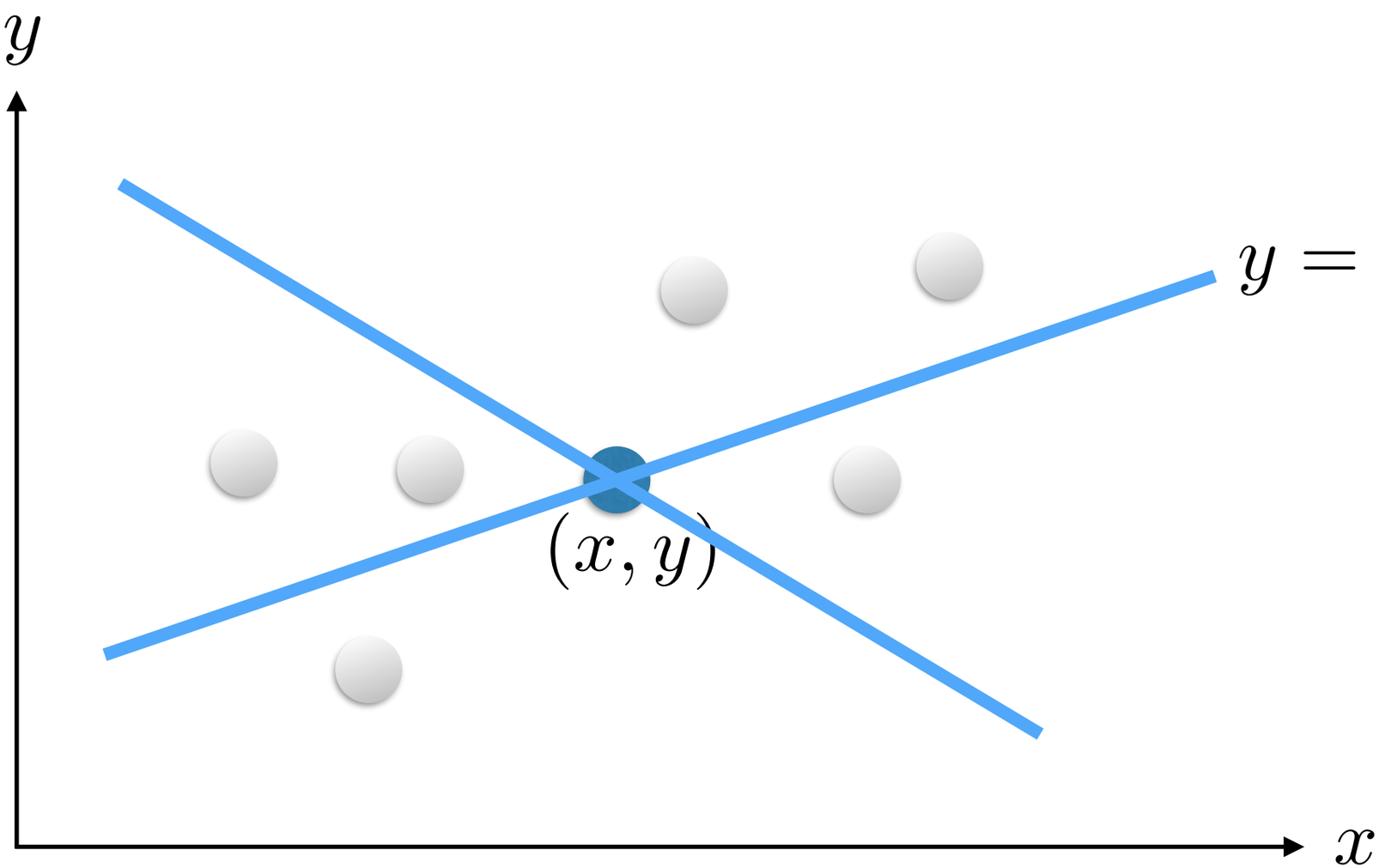
2D Line Fitting



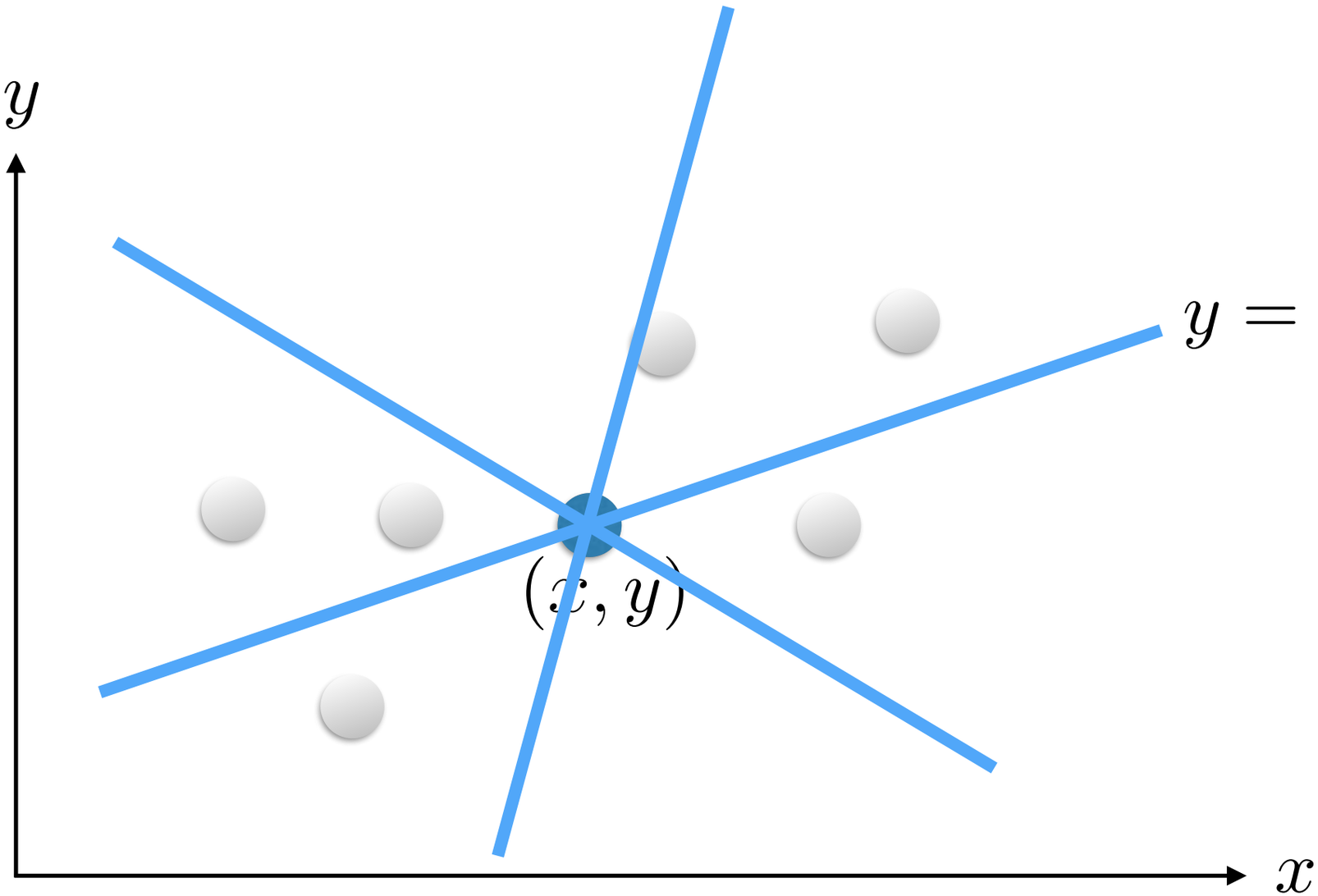
2D Line Fitting



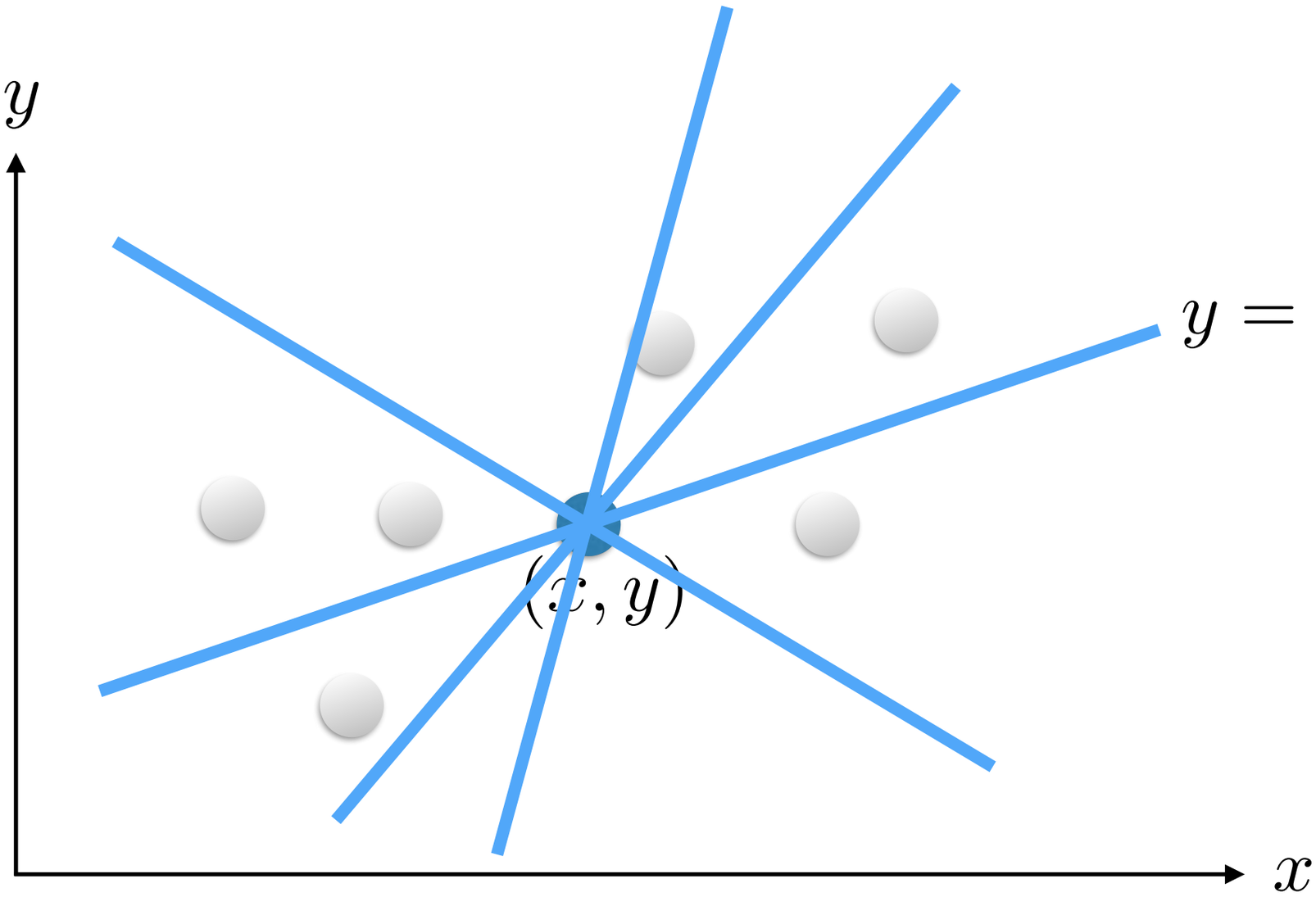
2D Line Fitting



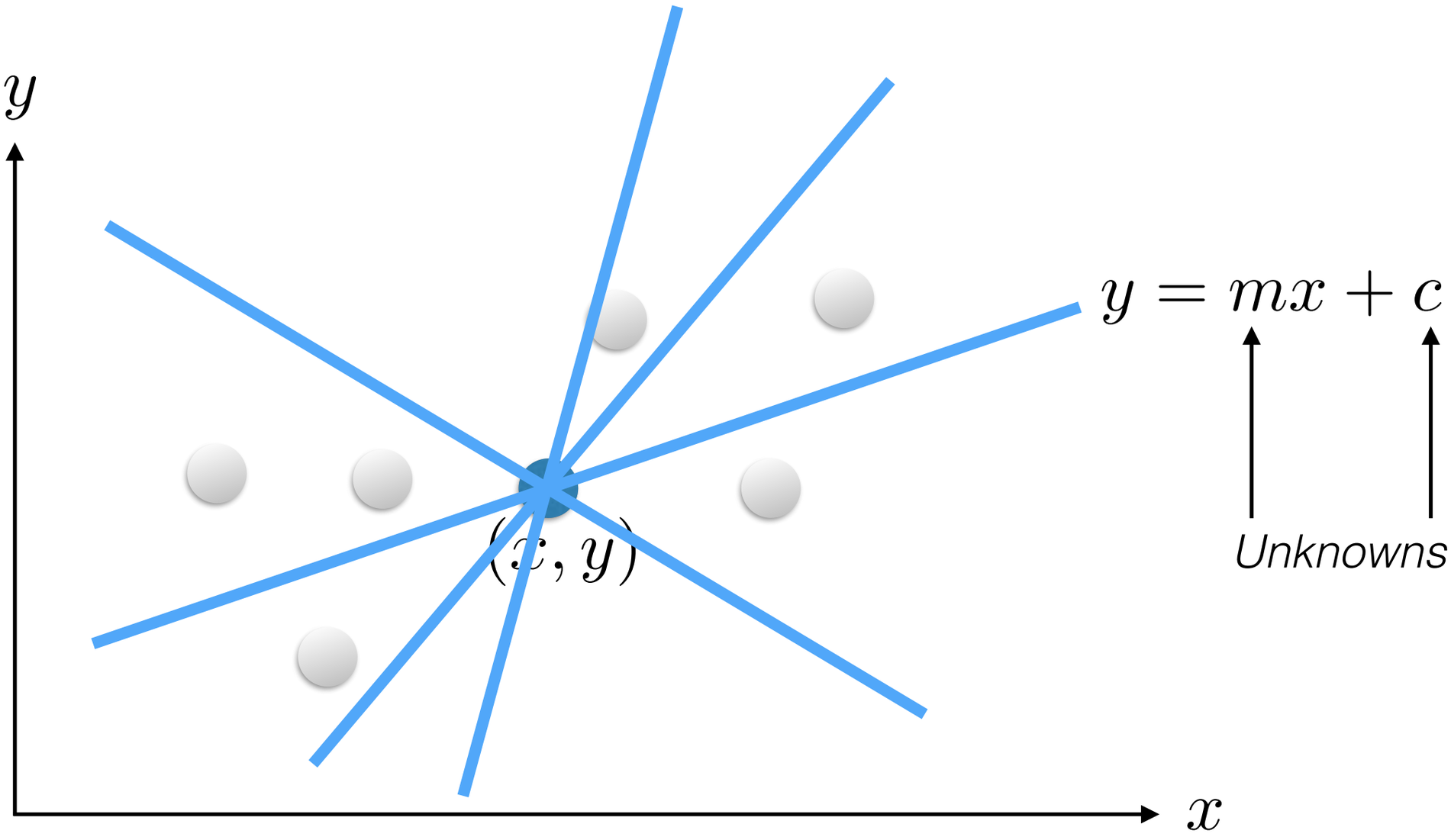
2D Line Fitting



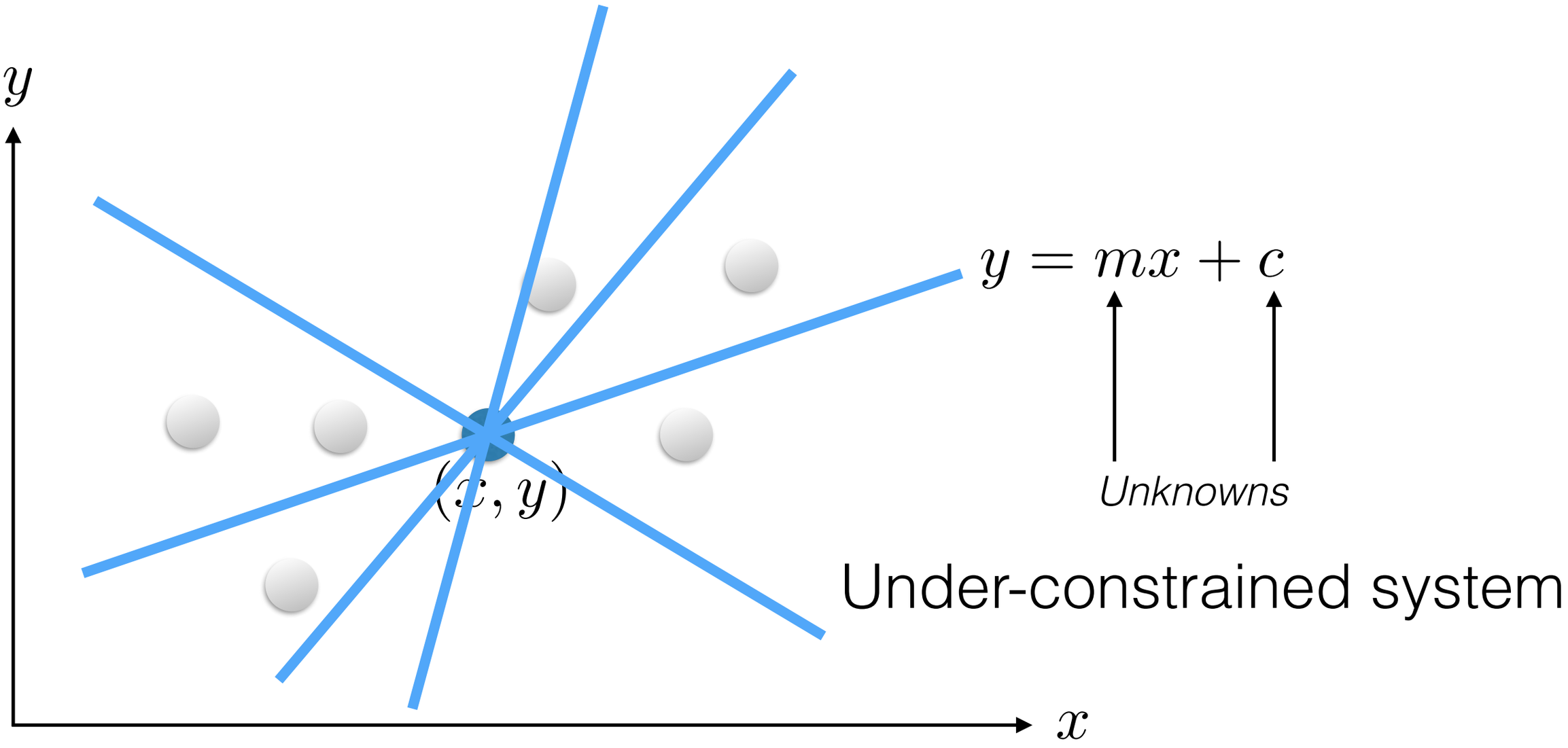
2D Line Fitting



2D Line Fitting

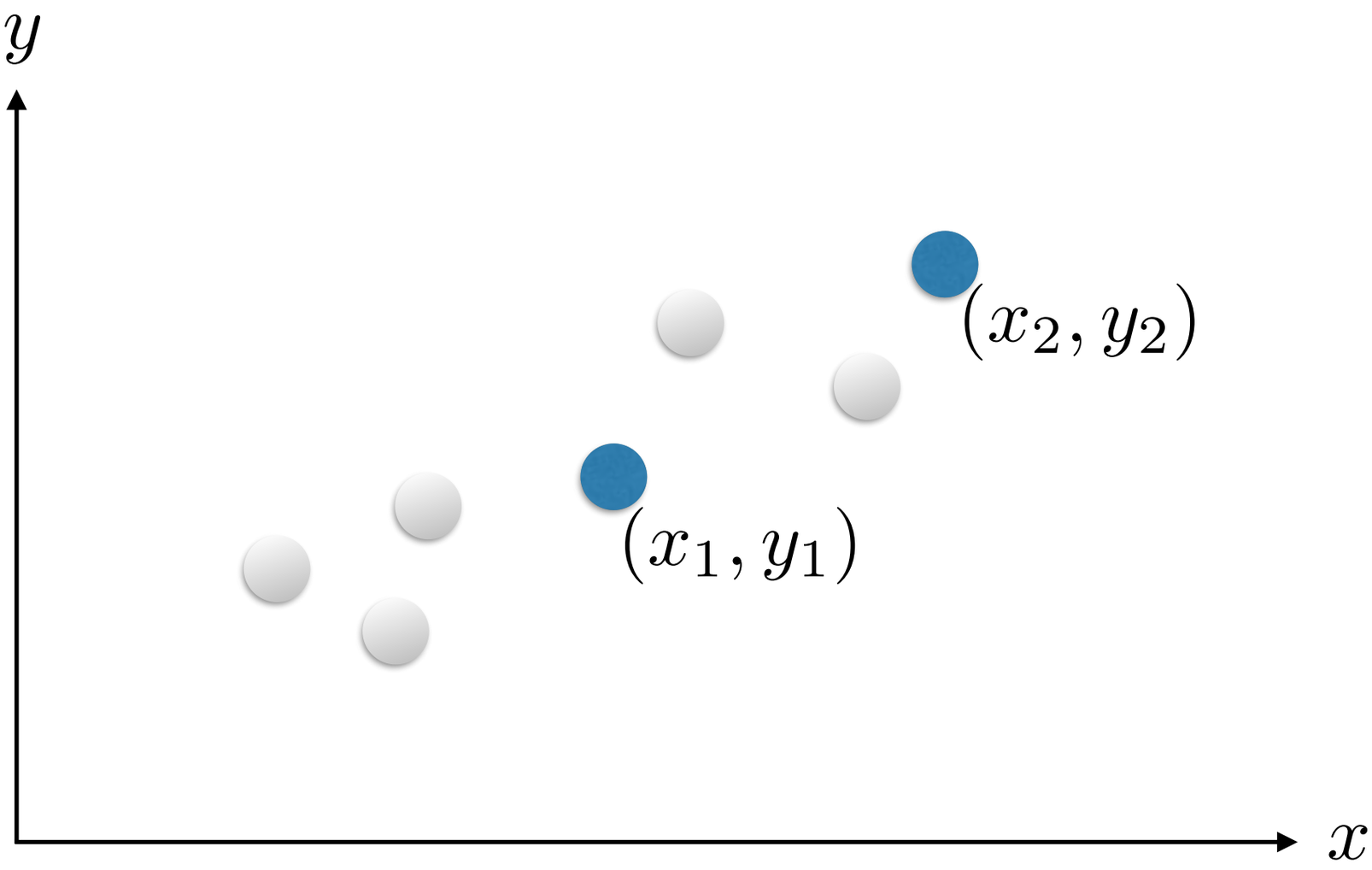


2D Line Fitting

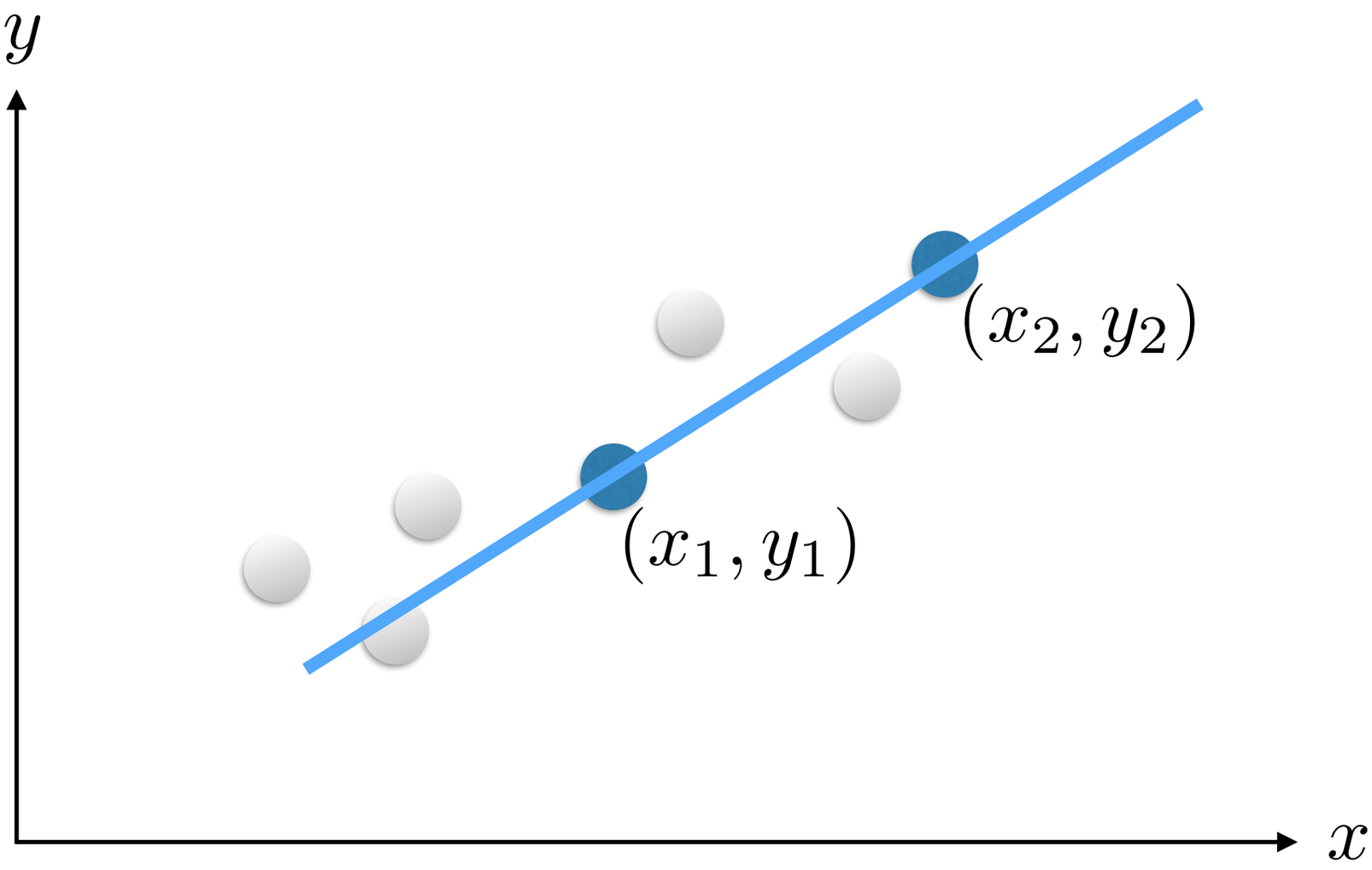


Under-constrained system

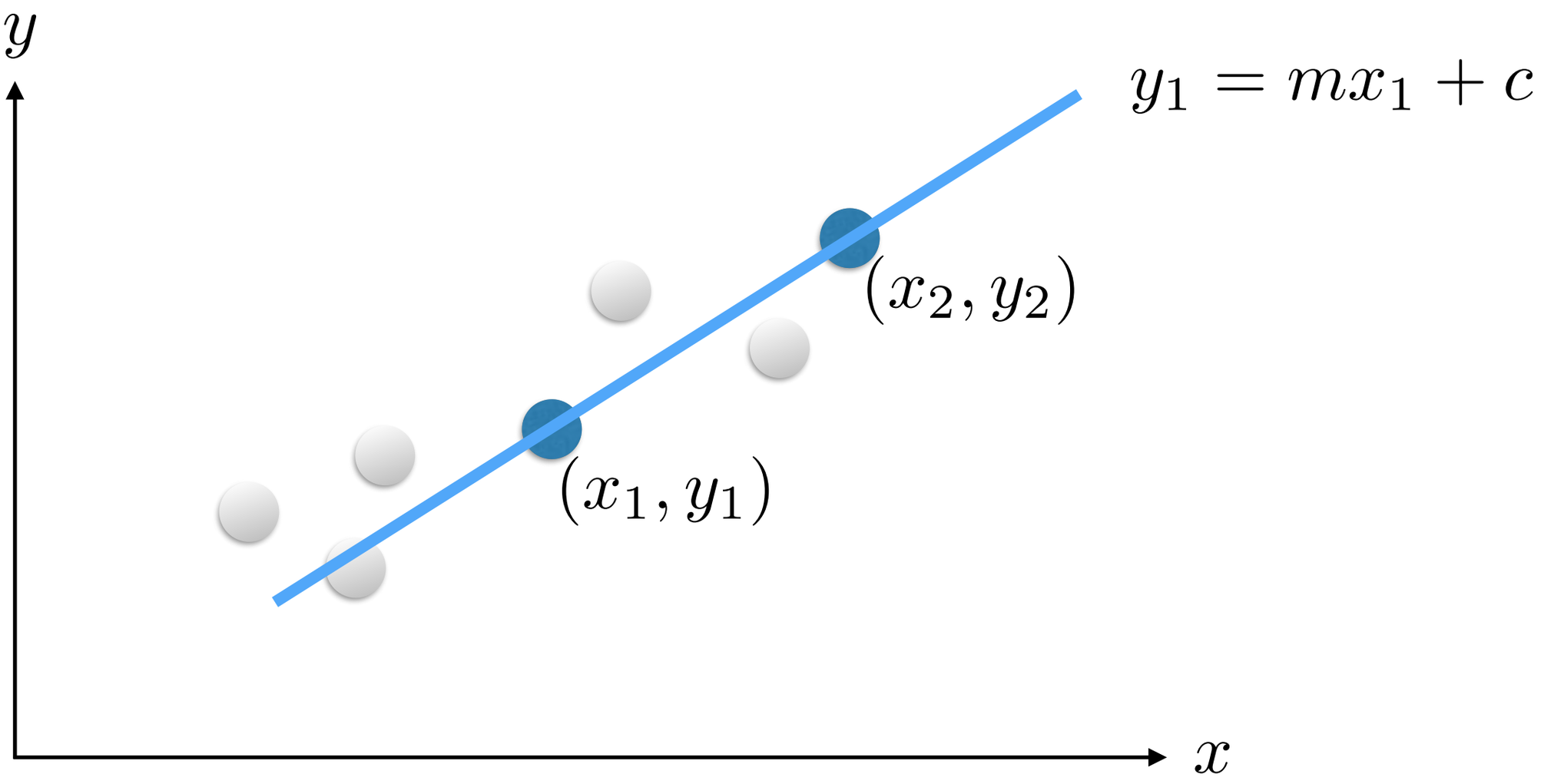
2D Line Fitting



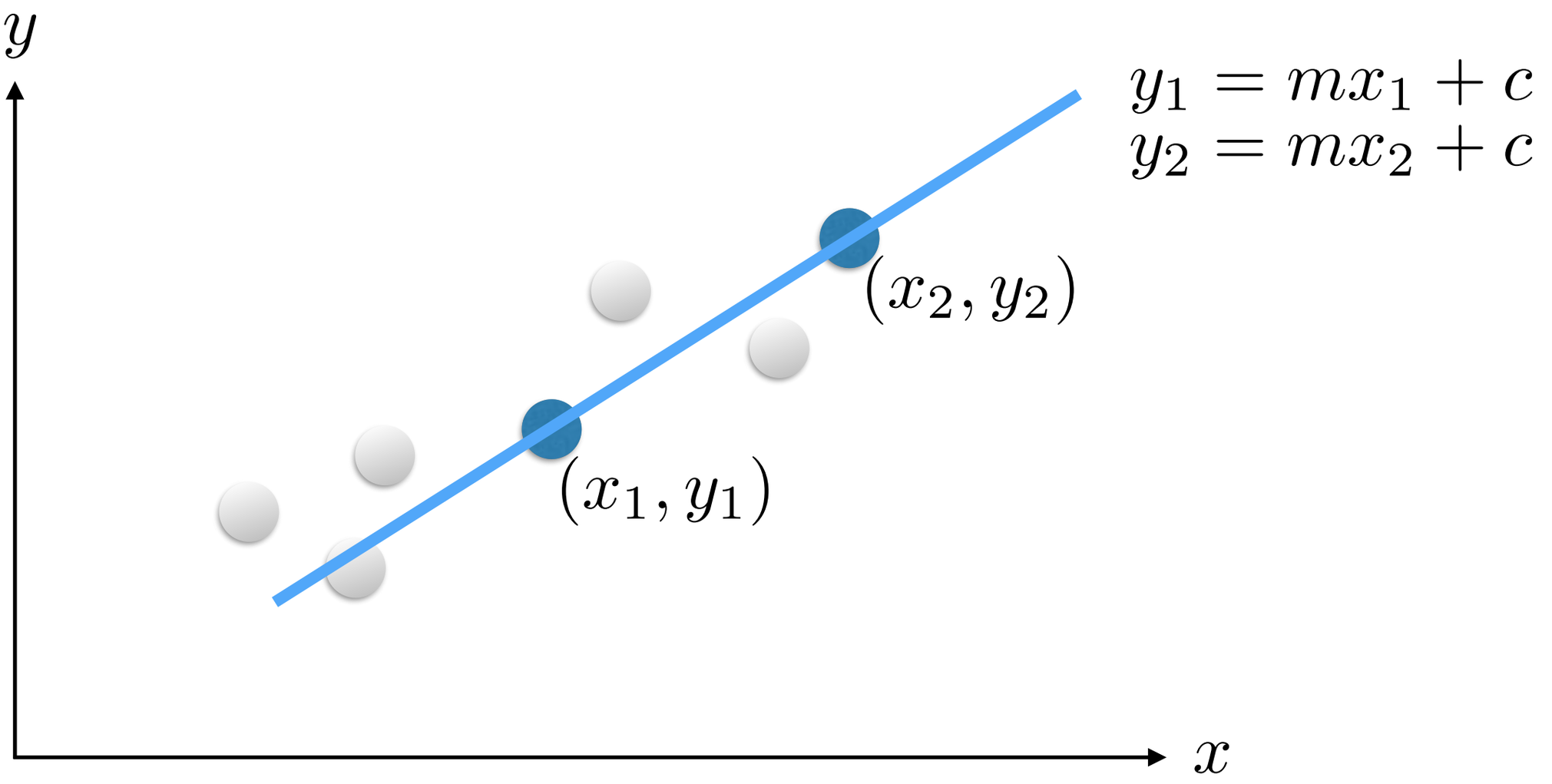
2D Line Fitting



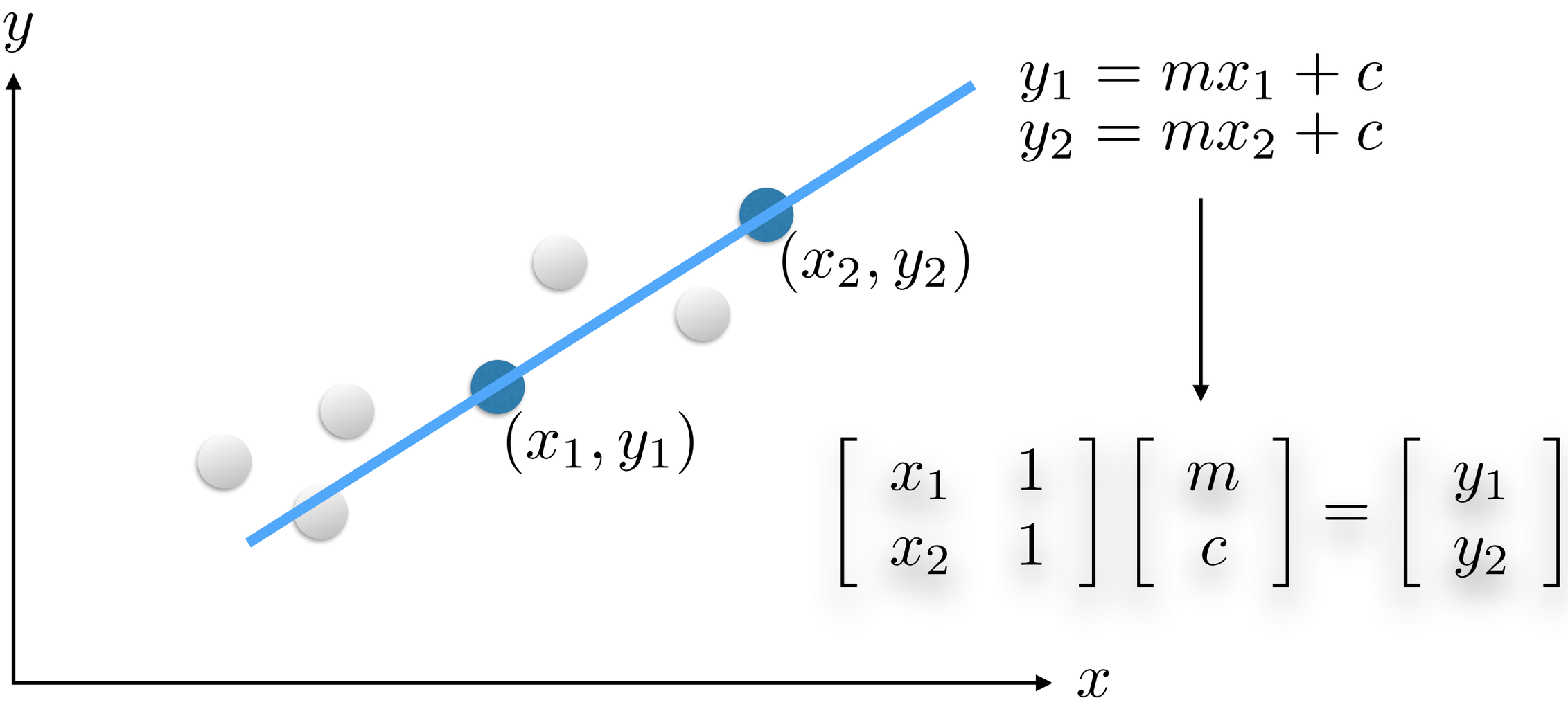
2D Line Fitting



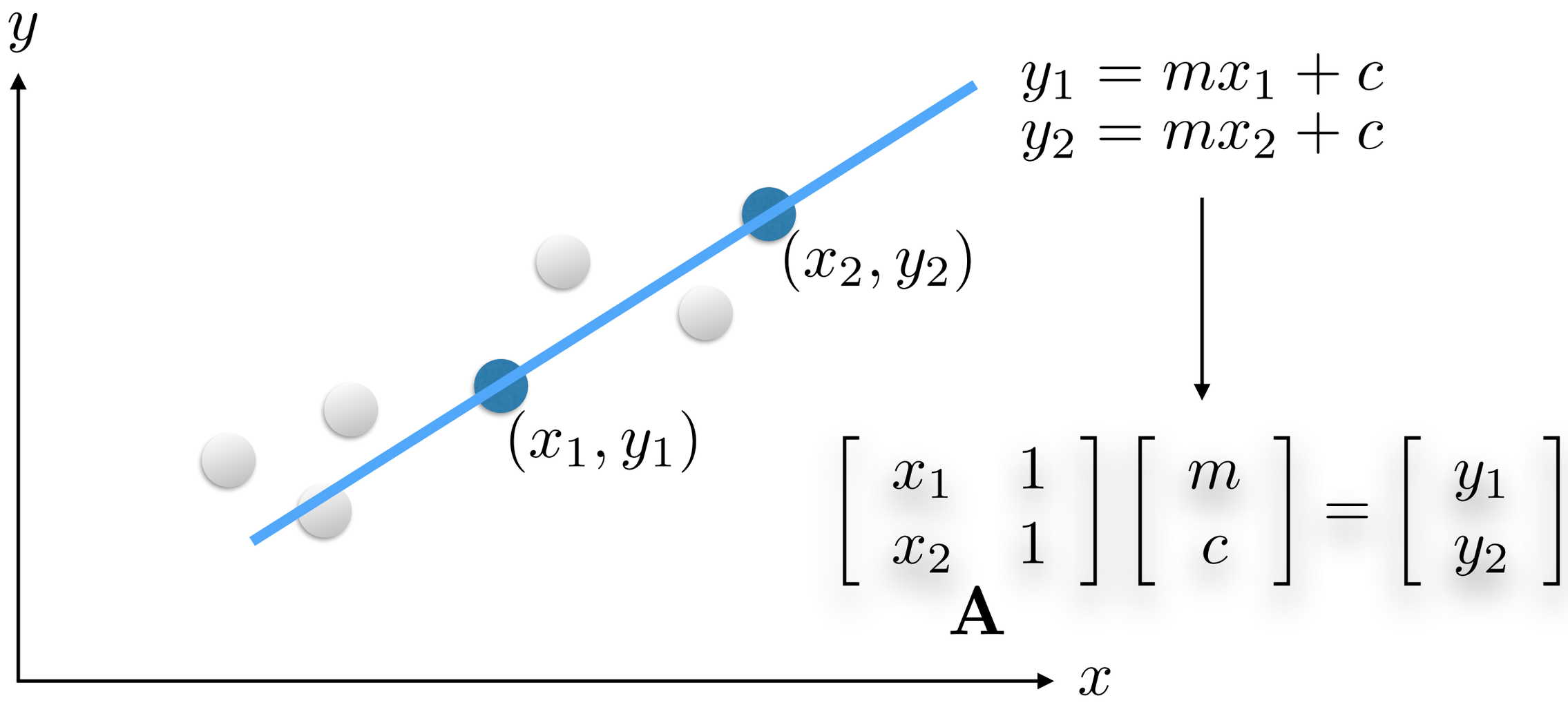
2D Line Fitting



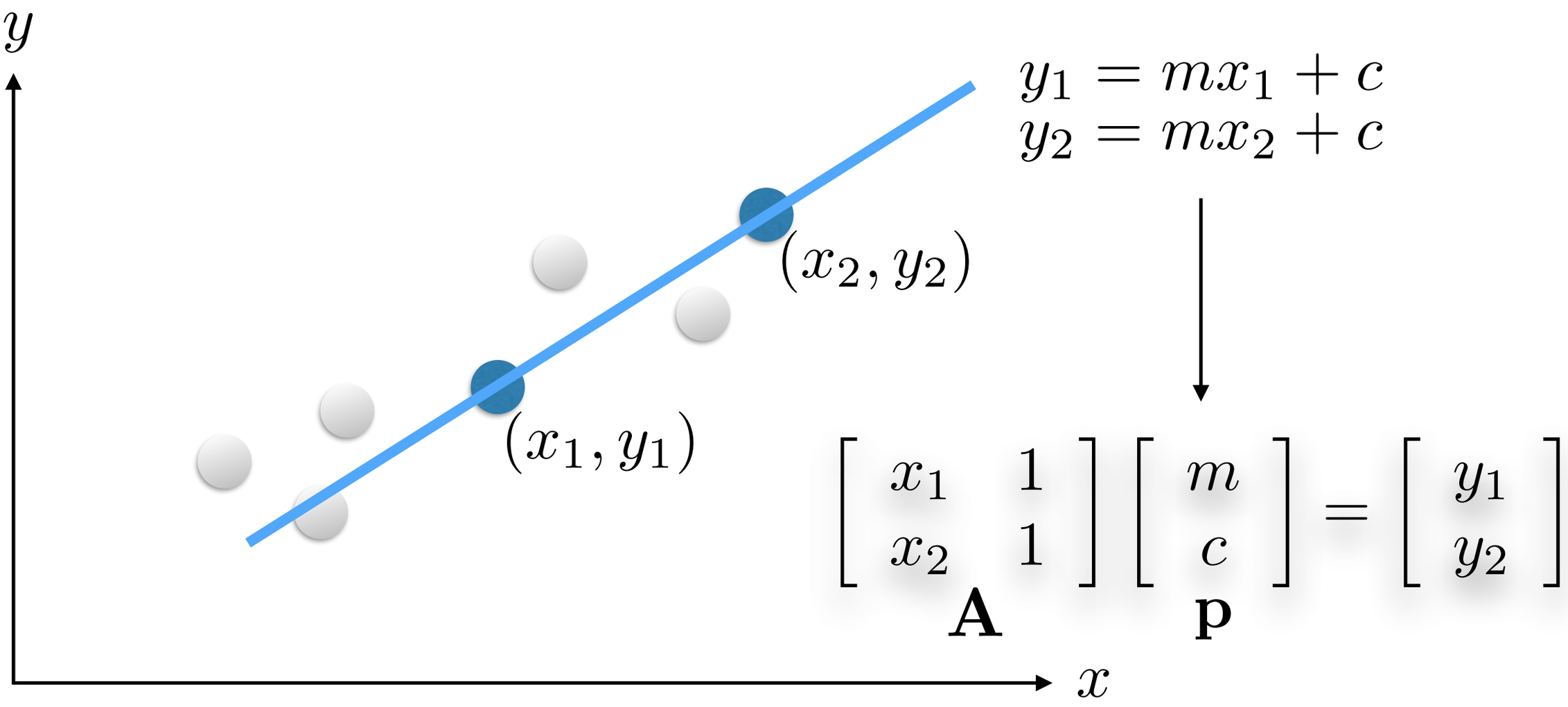
2D Line Fitting



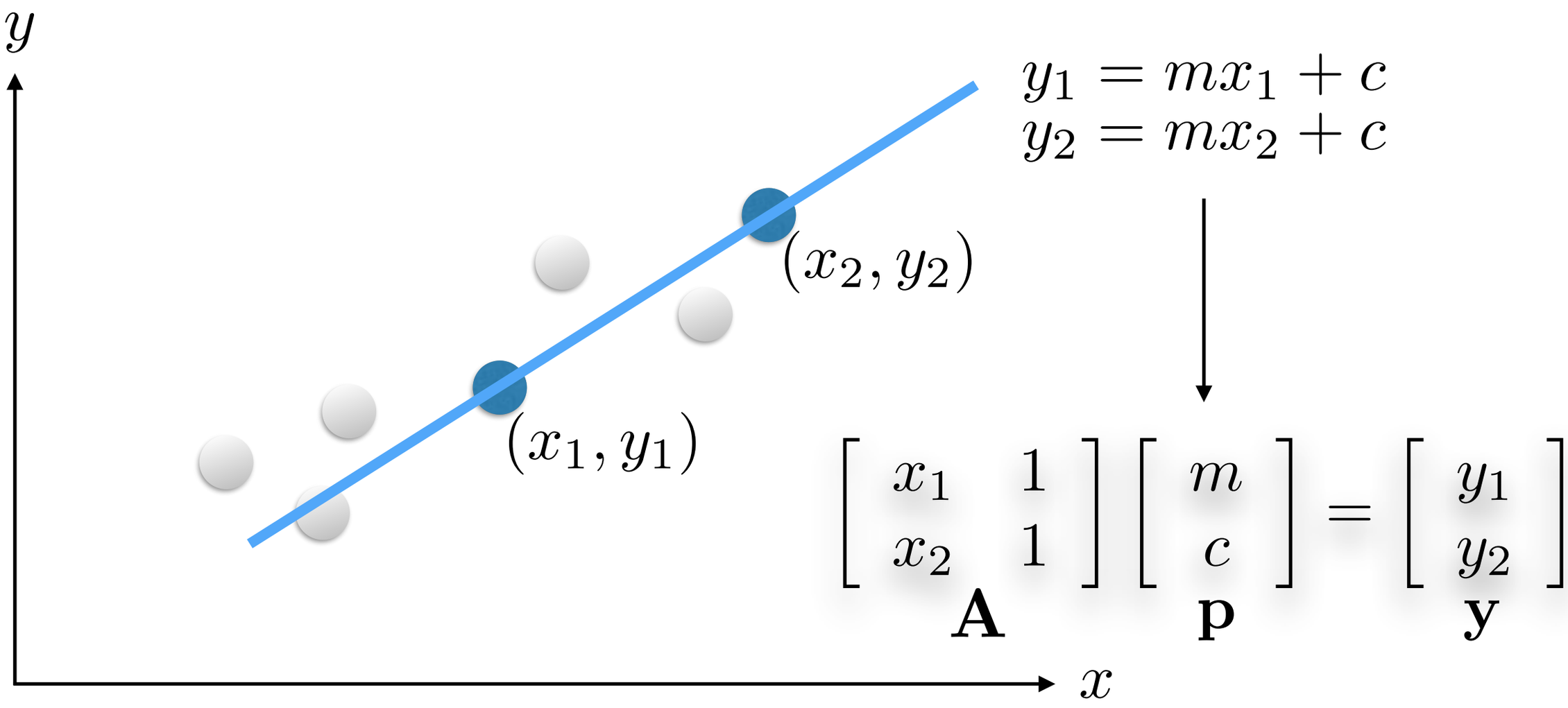
2D Line Fitting



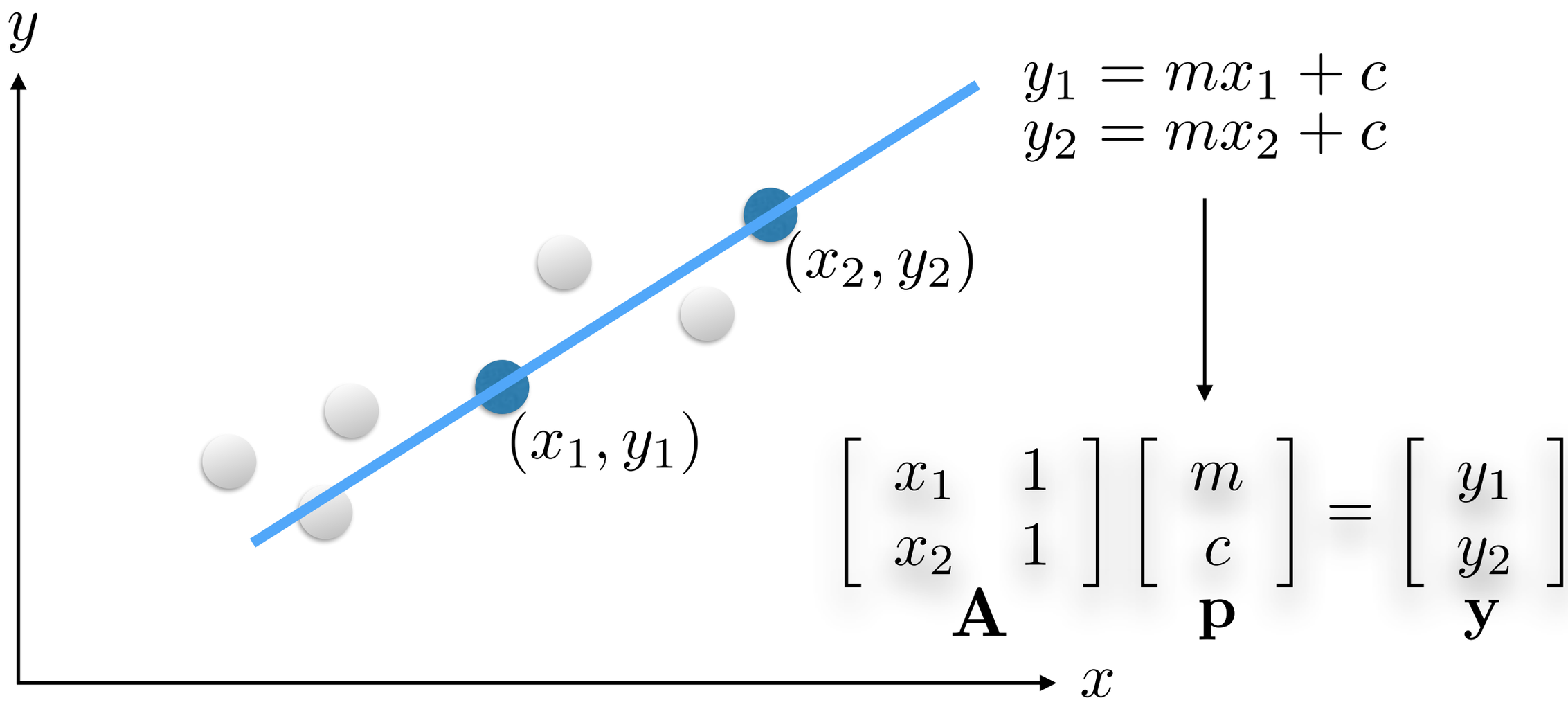
2D Line Fitting



2D Line Fitting

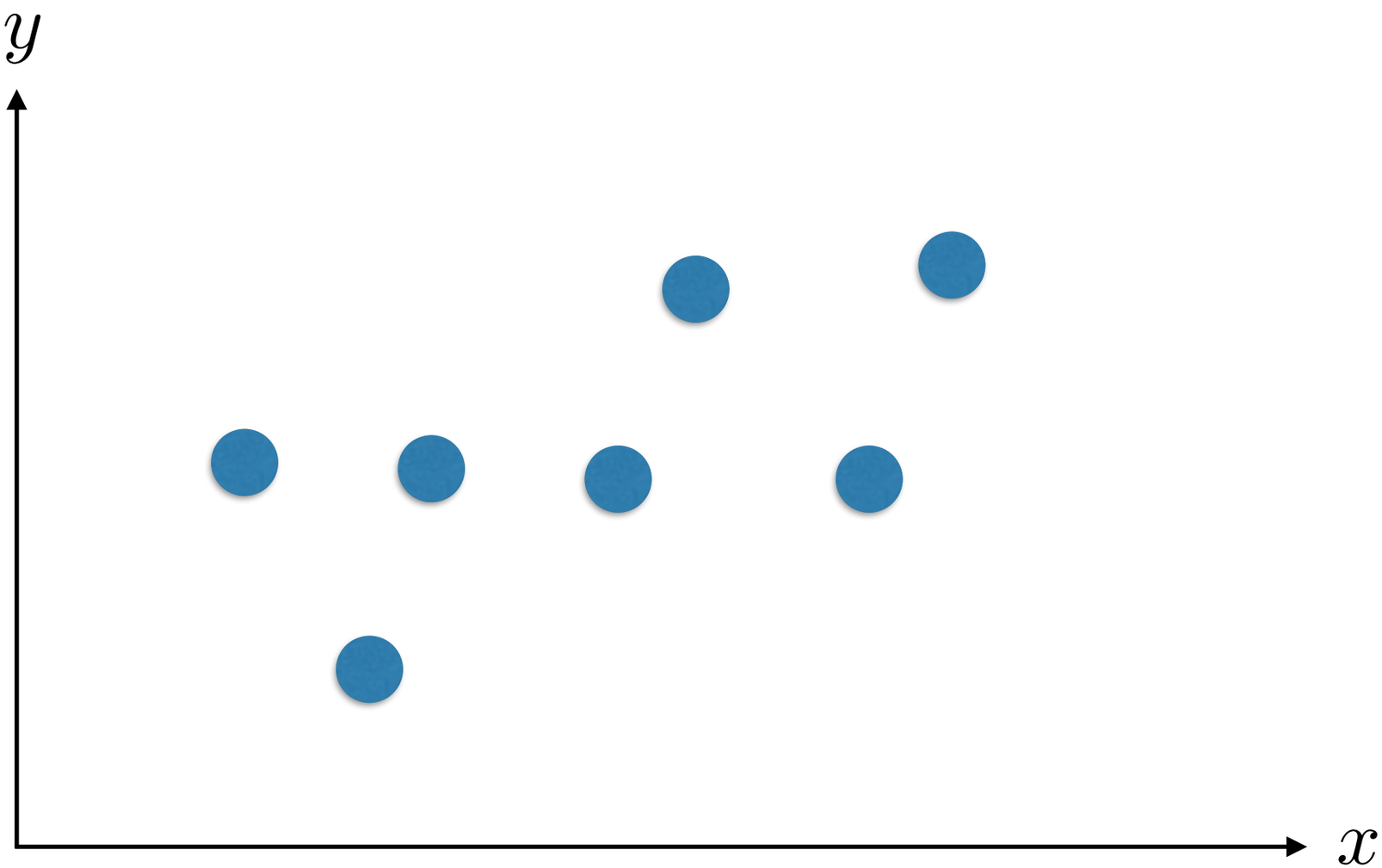


2D Line Fitting

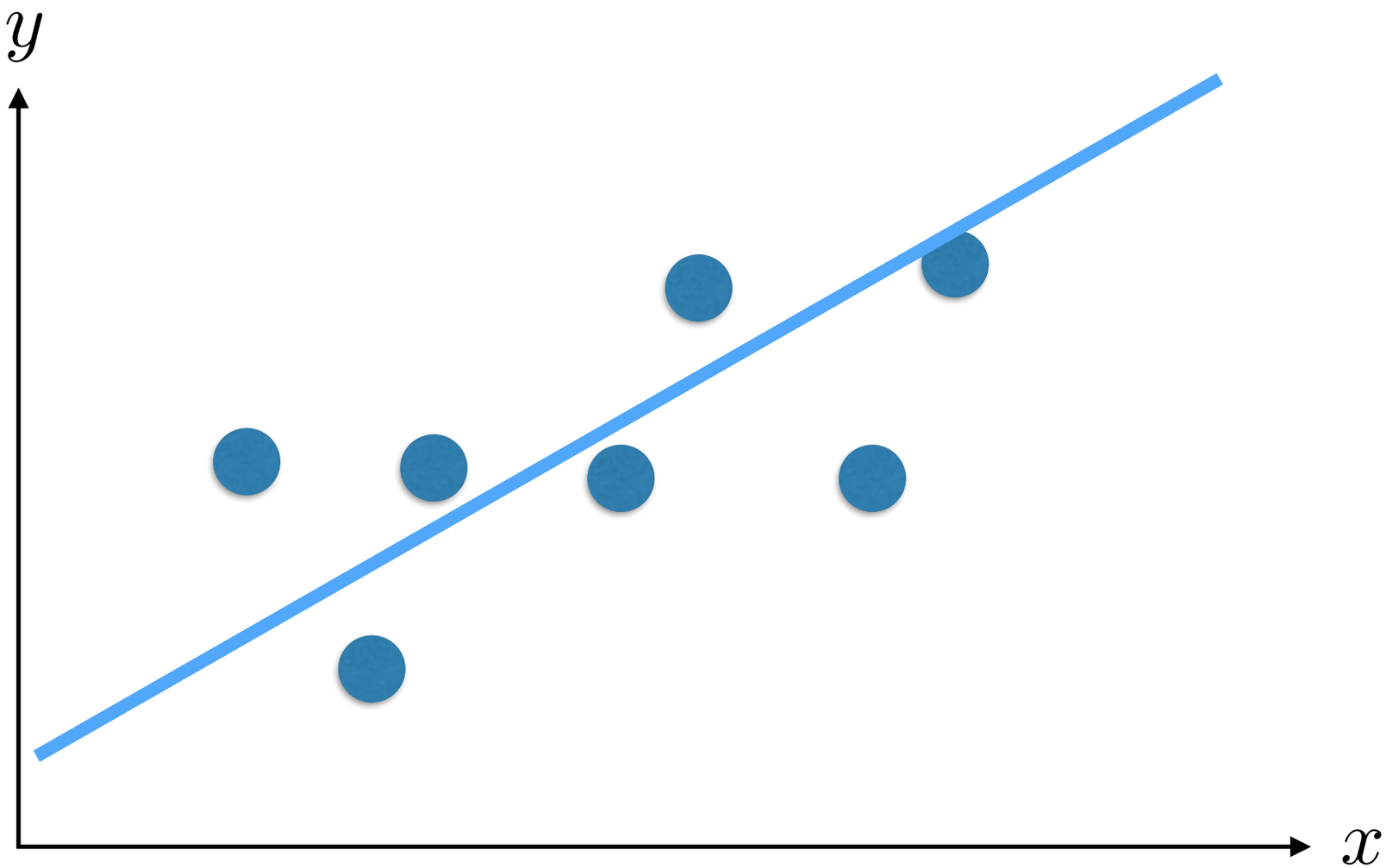


System of linear equations
$\mathbf{Ap} = \mathbf{y}$

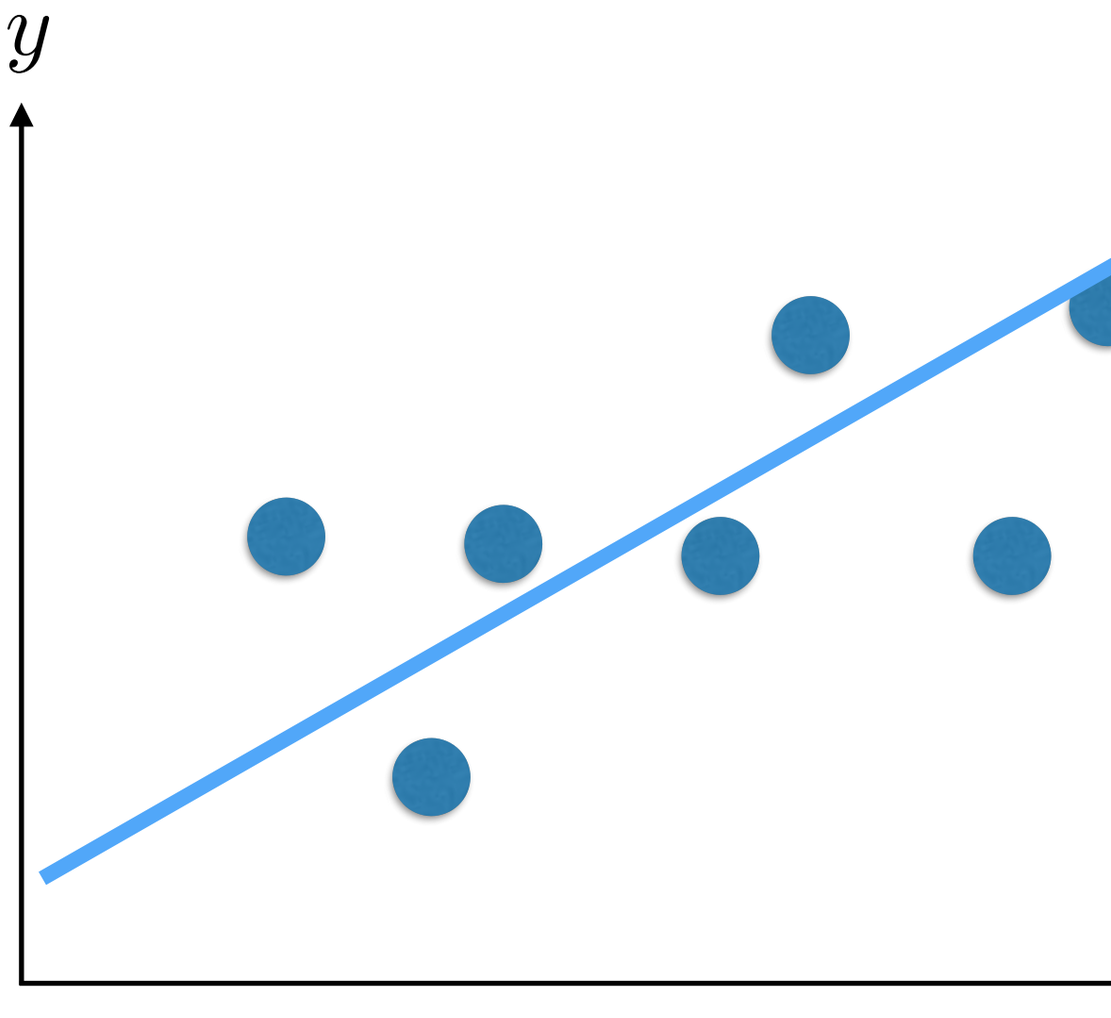
2D Line Fitting



2D Line Fitting

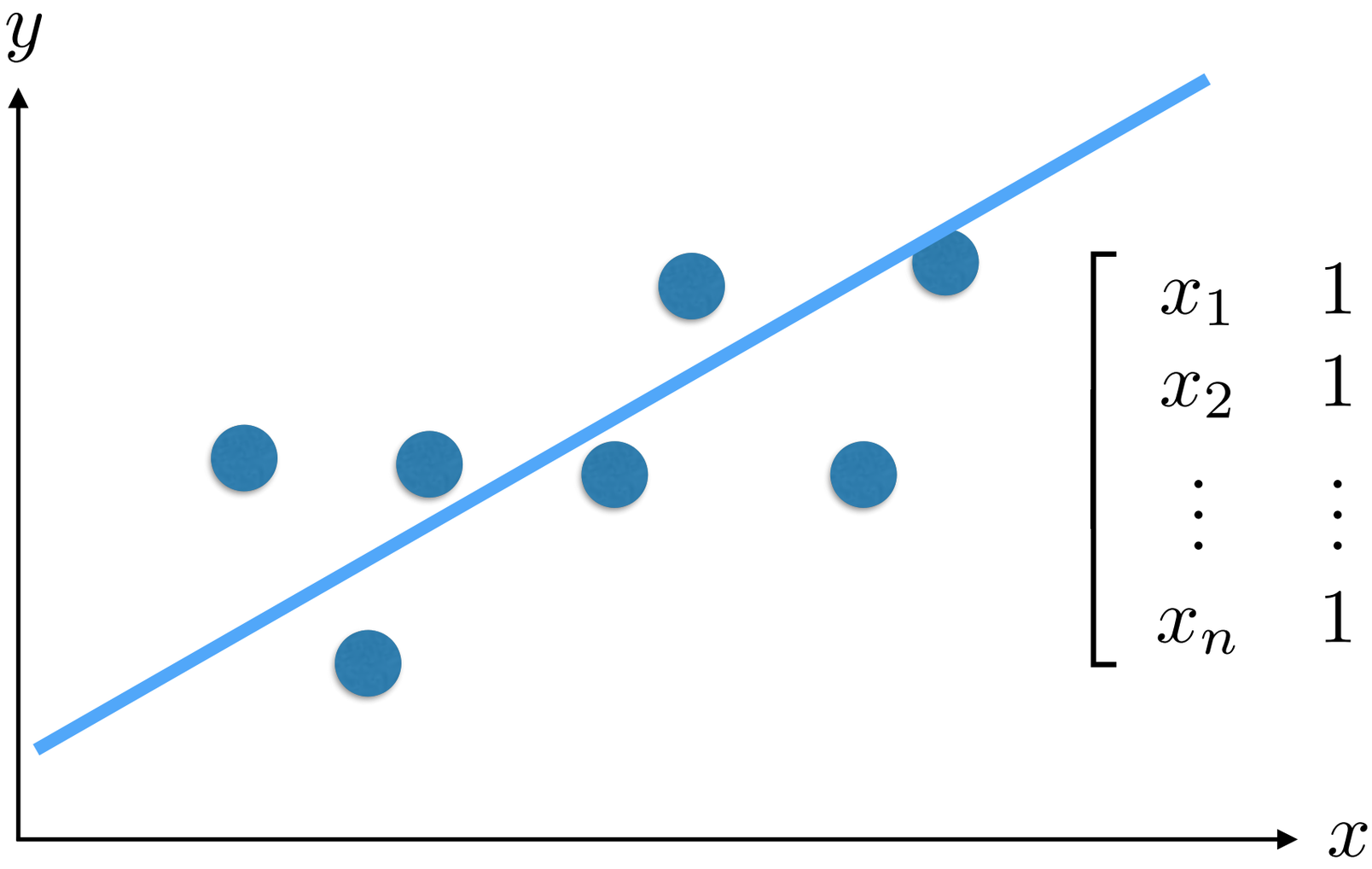


2D Line Fitting



$$\begin{bmatrix} x_1 & 1 \\ x_2 & 1 \\ \vdots & \vdots \\ x_n & 1 \end{bmatrix} \begin{bmatrix} m \\ c \end{bmatrix} = \begin{bmatrix} y_1 \\ y_2 \\ \vdots \\ y_n \end{bmatrix}$$

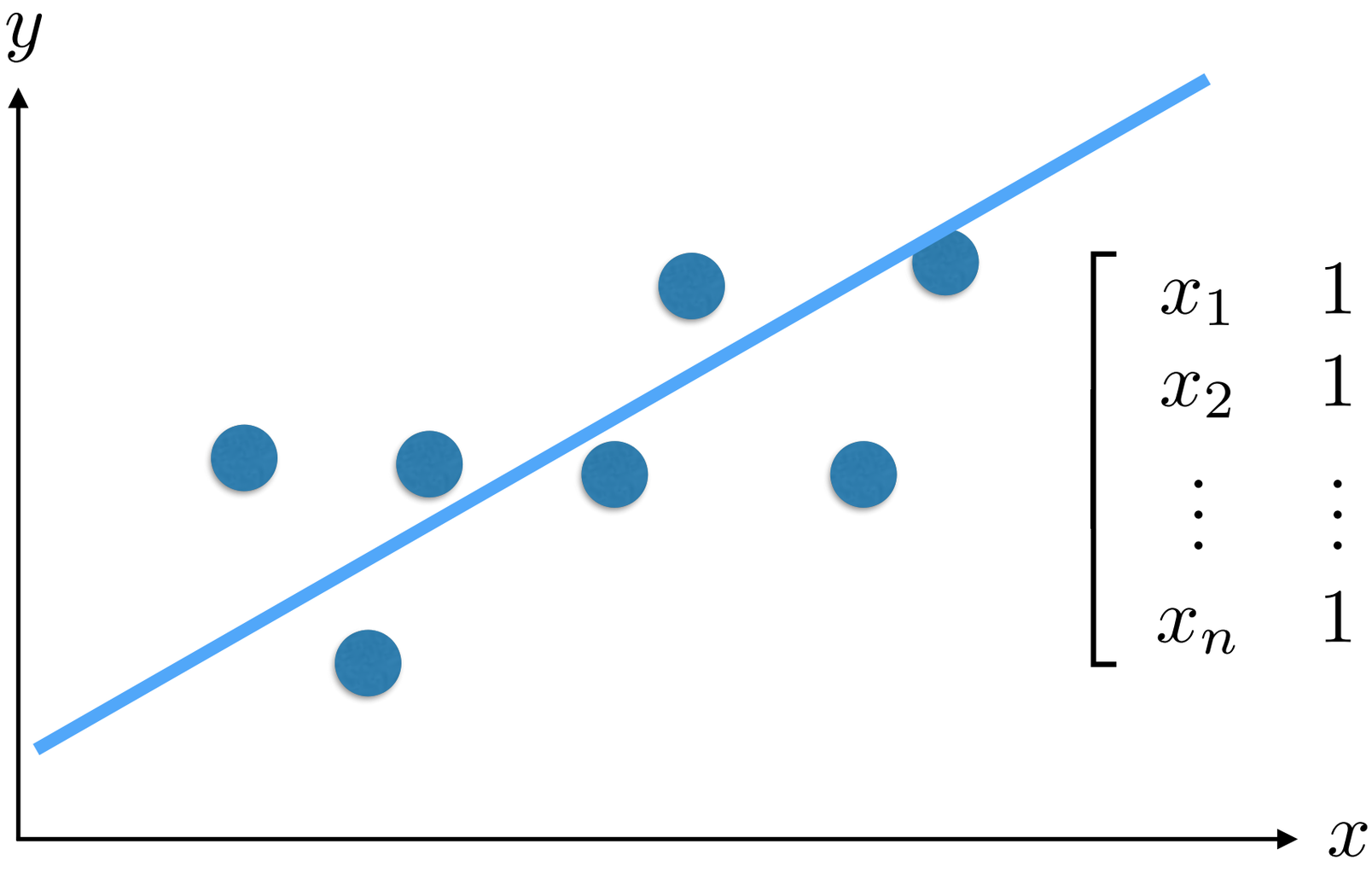
2D Line Fitting



$$\begin{bmatrix} x_1 & 1 \\ x_2 & 1 \\ \vdots & \vdots \\ x_n & 1 \end{bmatrix} \begin{bmatrix} m \\ c \end{bmatrix} = \begin{bmatrix} y_1 \\ y_2 \\ \vdots \\ y_n \end{bmatrix}$$

$$\mathbf{Ap} = \mathbf{y}$$

2D Line Fitting

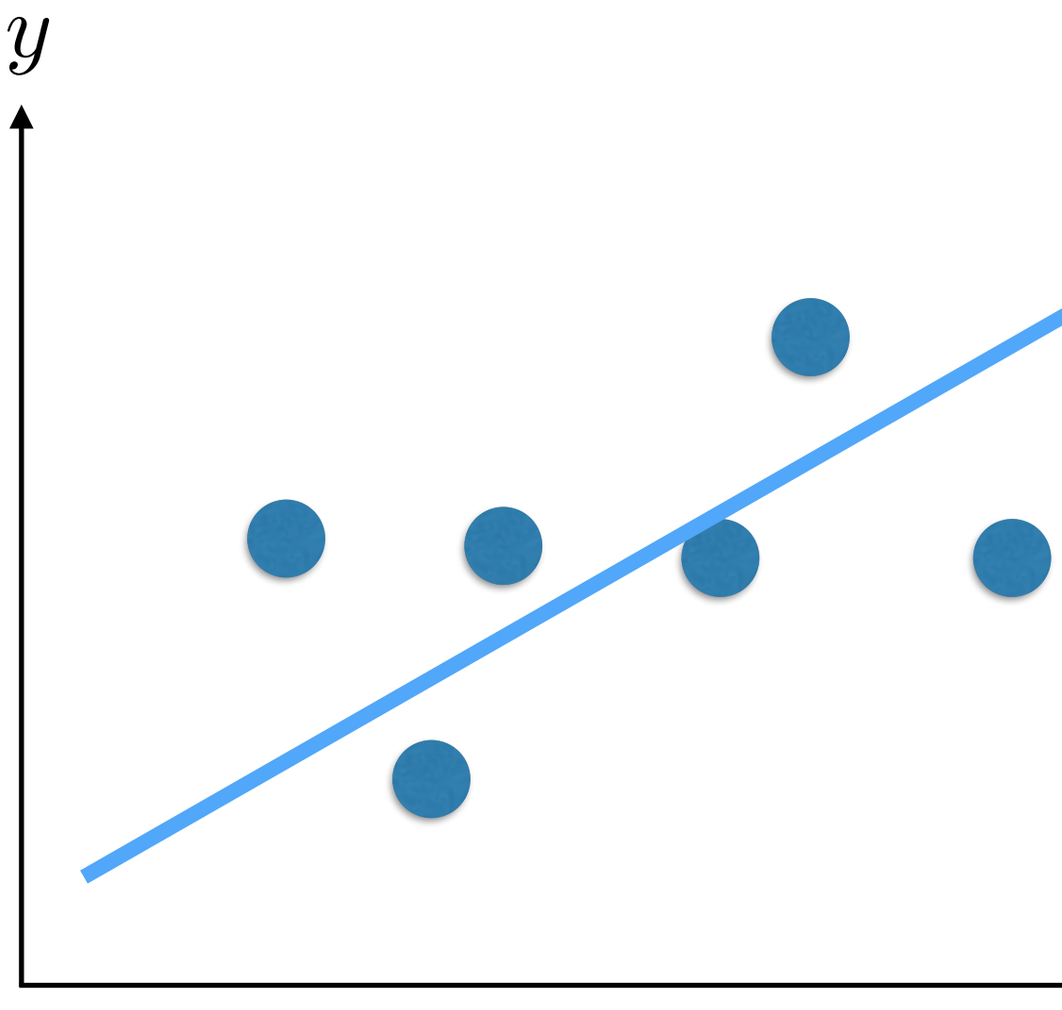


$$\begin{bmatrix} x_1 & 1 \\ x_2 & 1 \\ \vdots & \vdots \\ x_n & 1 \end{bmatrix} \begin{bmatrix} m \\ c \end{bmatrix} = \begin{bmatrix} y_1 \\ y_2 \\ \vdots \\ y_n \end{bmatrix}$$

$$\mathbf{A}\mathbf{p} = \mathbf{y}$$

Over-constrained system

2D Line Fitting

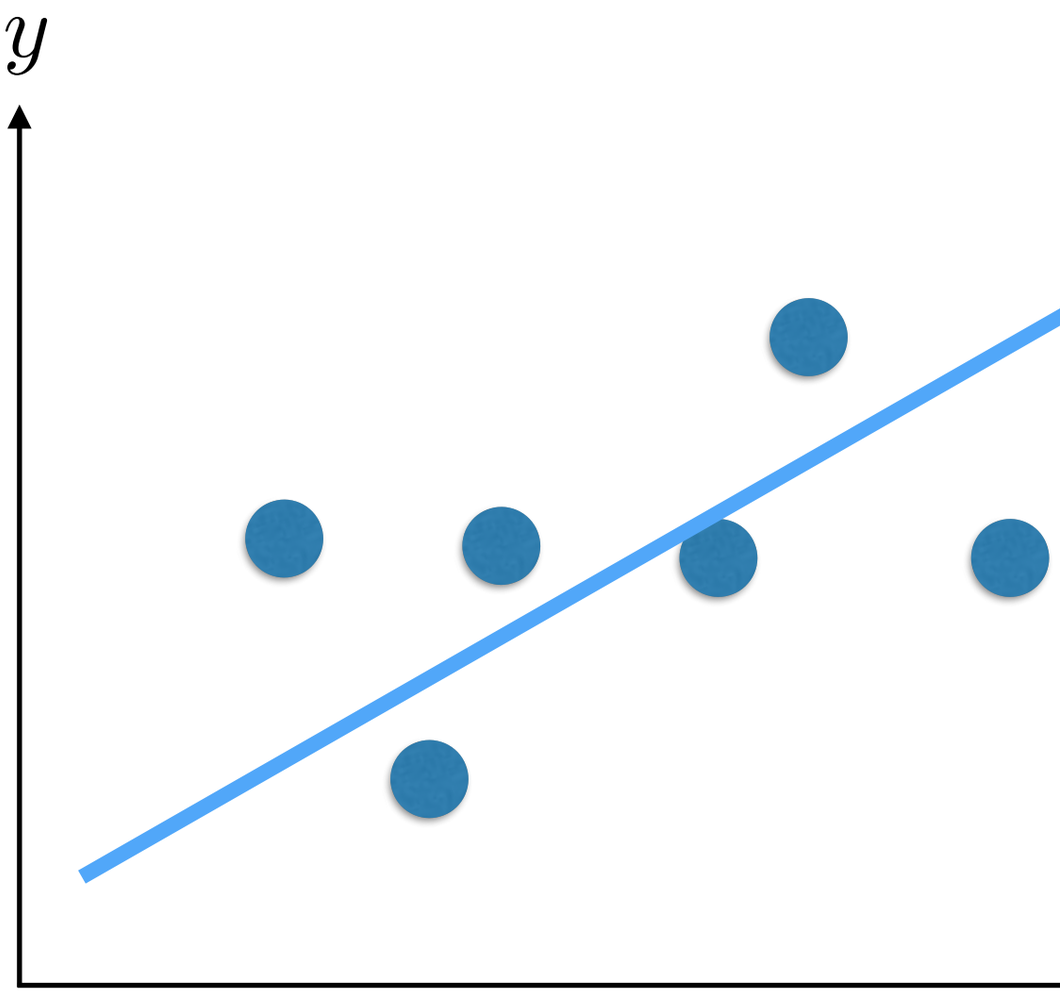


$$\mathbf{Ap} = \mathbf{y}$$

$$\mathbf{A}^T\mathbf{Ap} = \mathbf{A}^T\mathbf{y}$$

$$\mathbf{p} = (\mathbf{A}^T\mathbf{A})^{-1}\mathbf{A}^T\mathbf{y}$$

2D Line Fitting



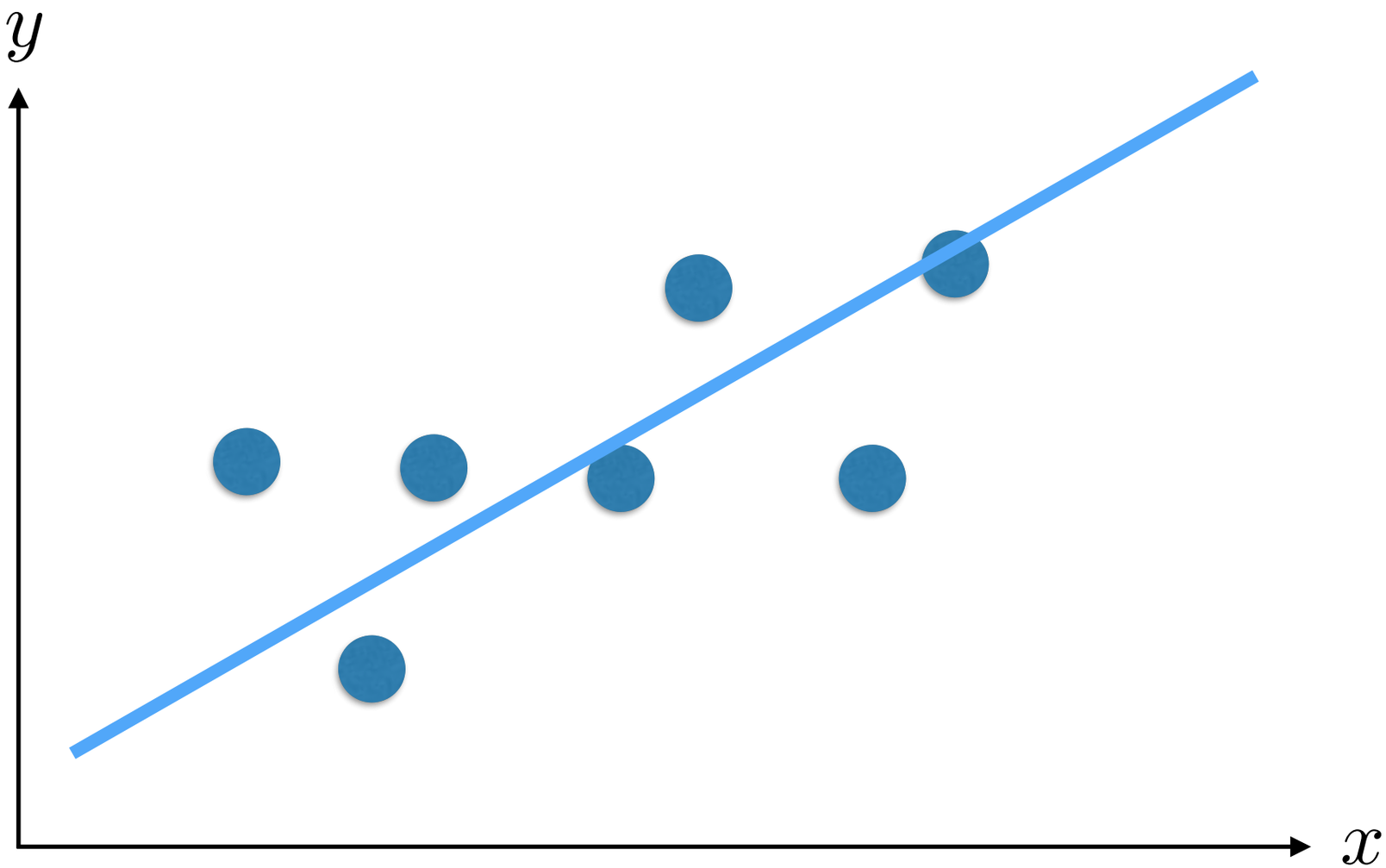
$$\mathbf{Ap} = \mathbf{y}$$

$$\mathbf{A}^T\mathbf{Ap} = \mathbf{A}^T\mathbf{y}$$

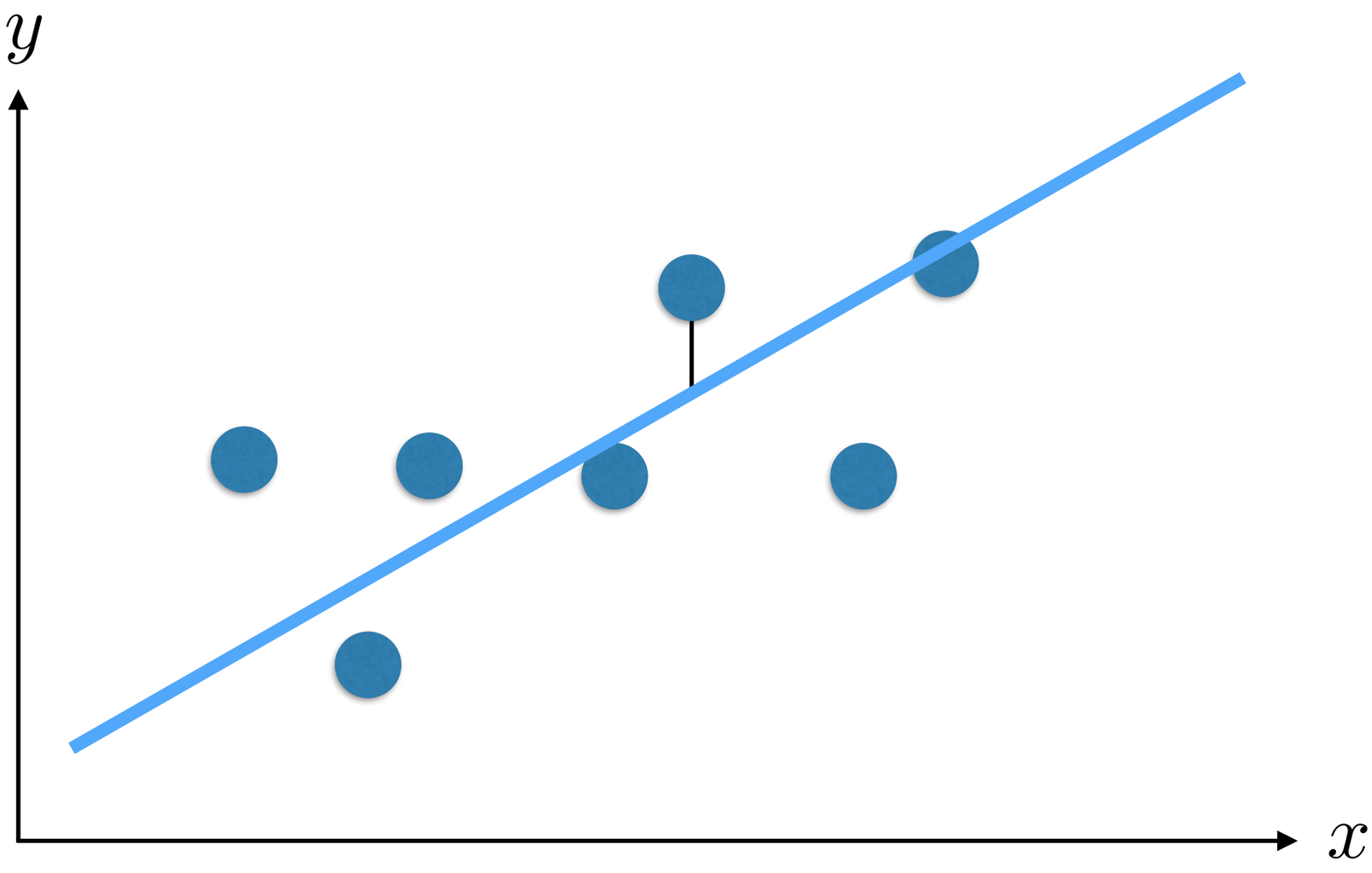
$$\mathbf{p} = (\mathbf{A}^T\mathbf{A})^{-1}\mathbf{A}^T\mathbf{y}$$

Pseudo Inverse

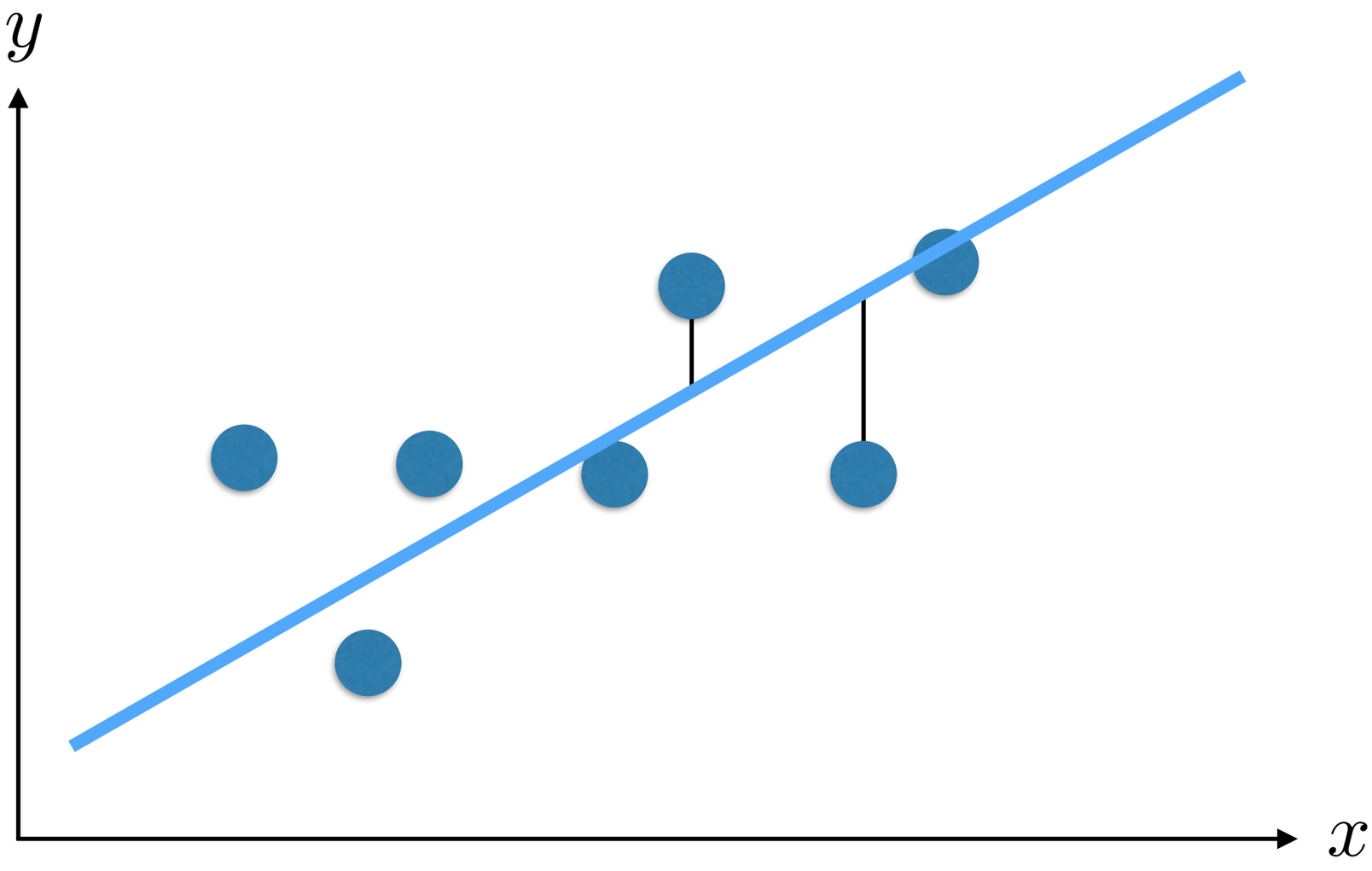
Least Squares



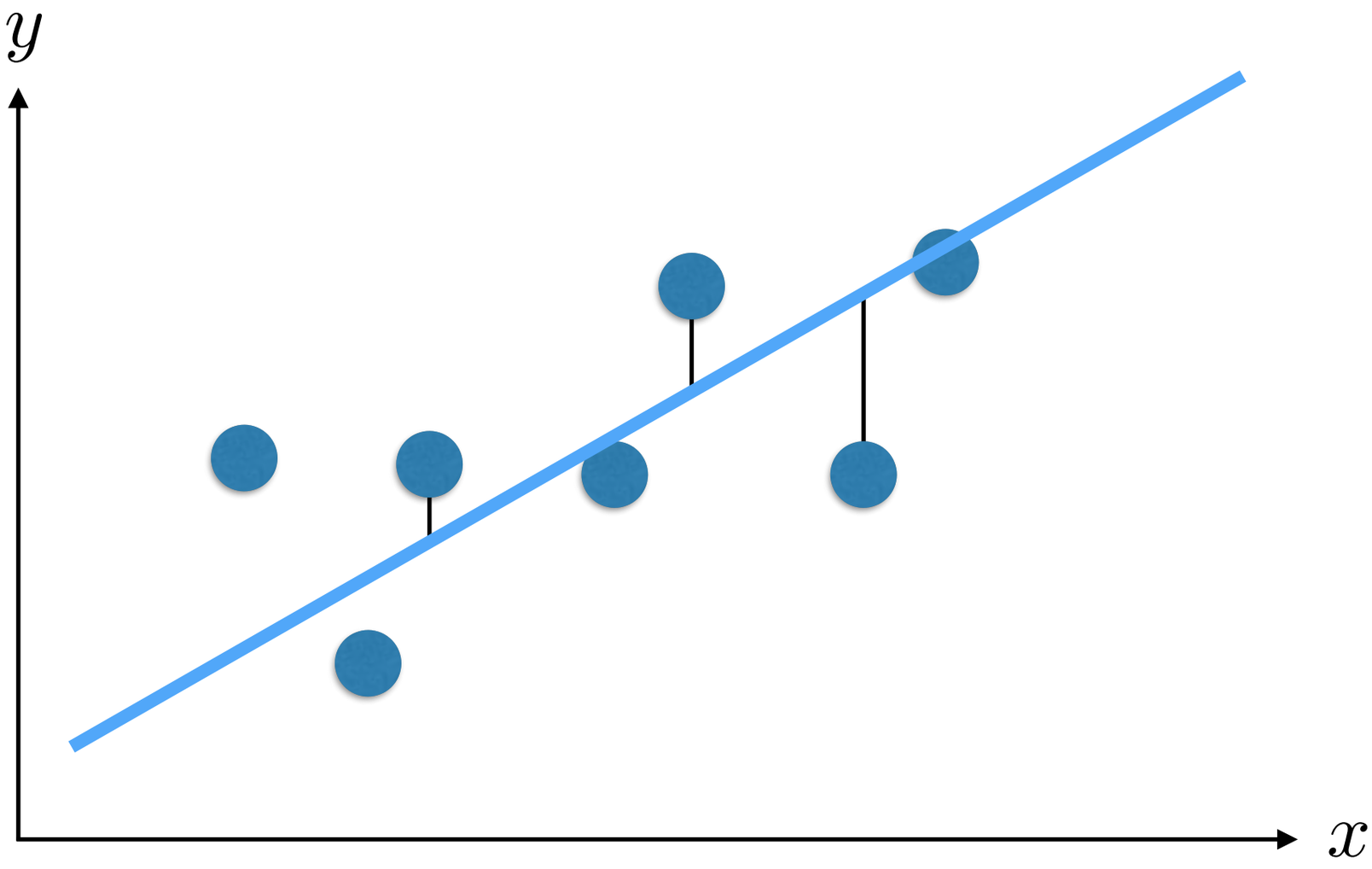
Least Squares



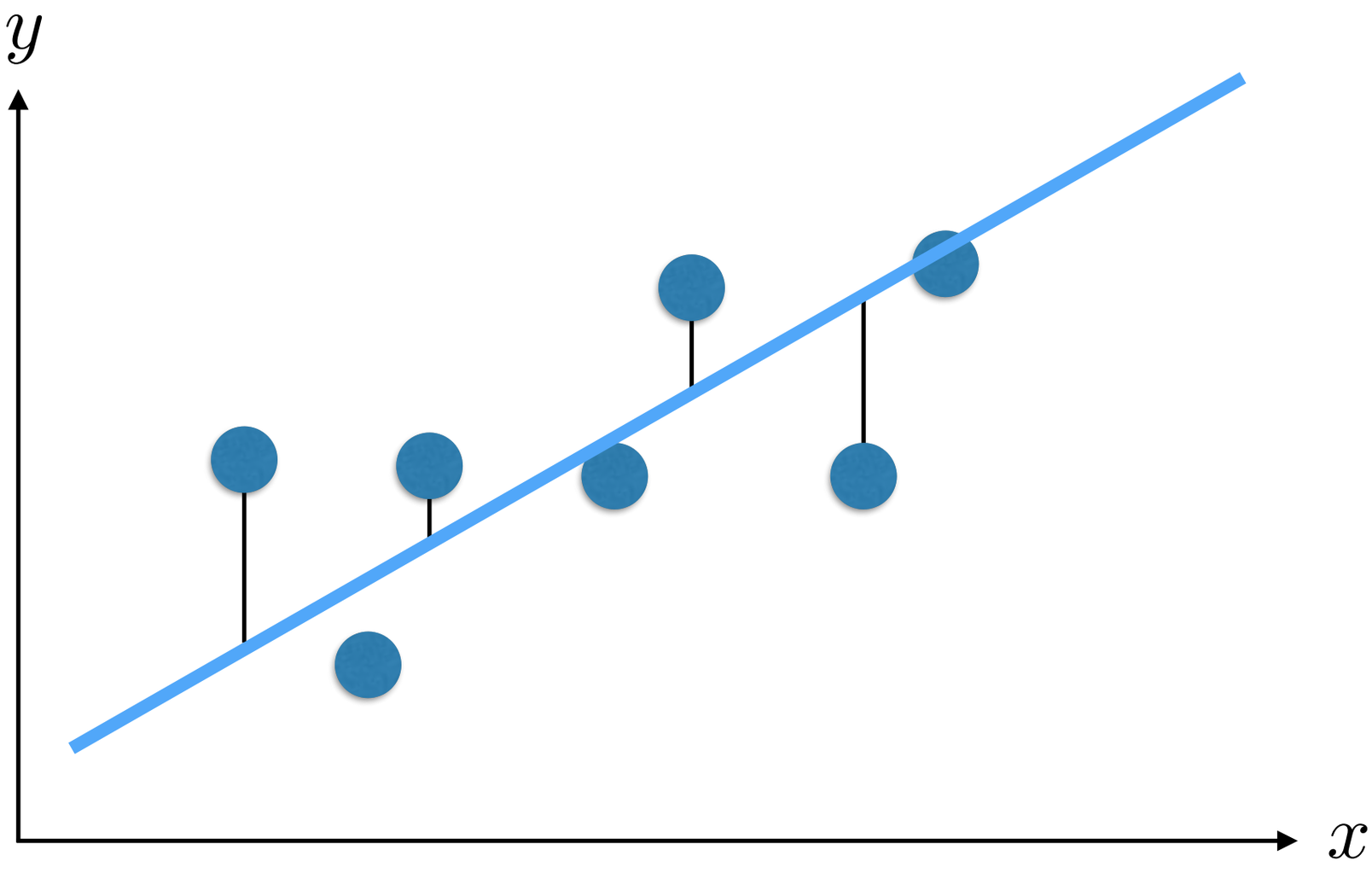
Least Squares



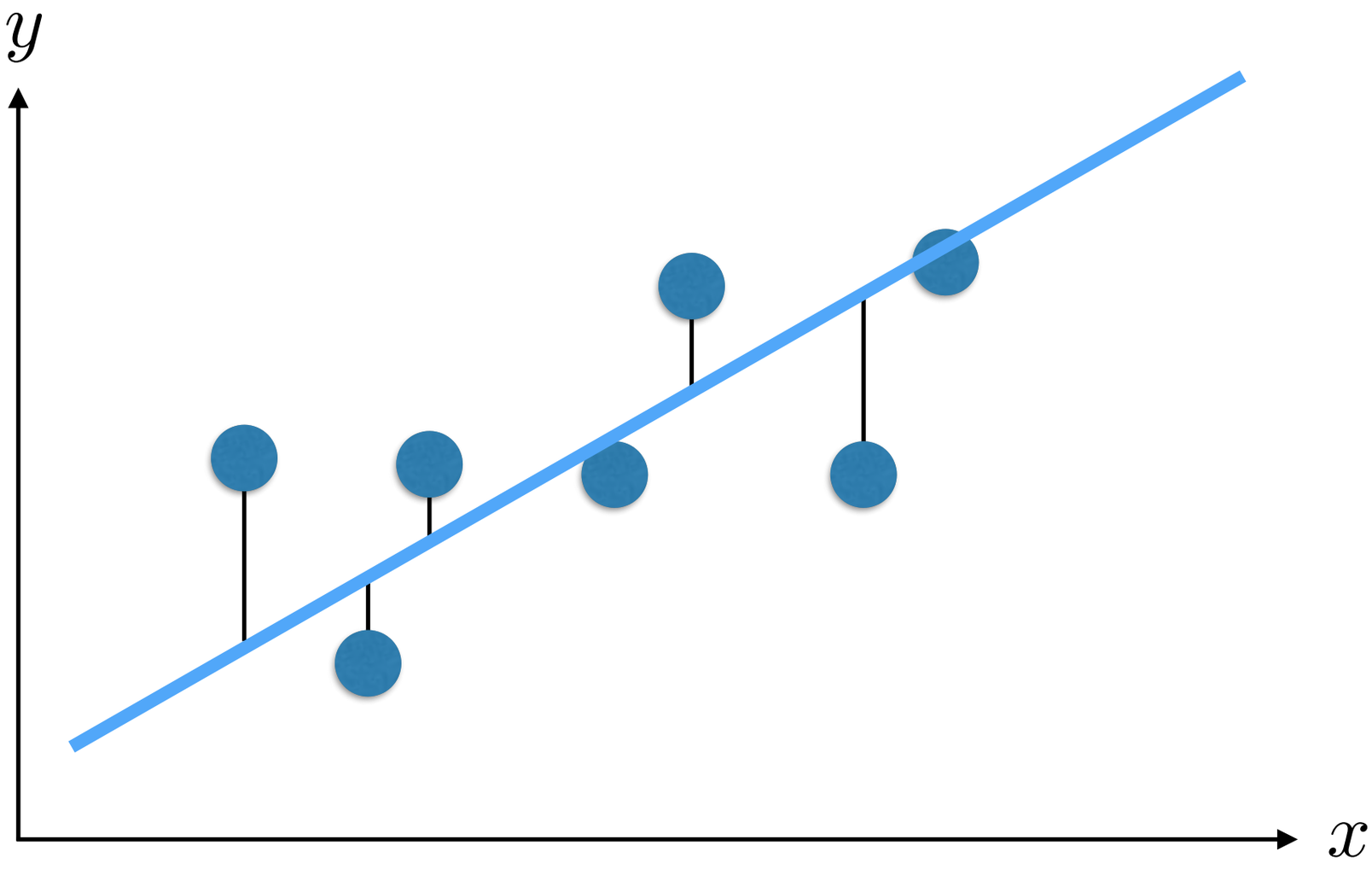
Least Squares



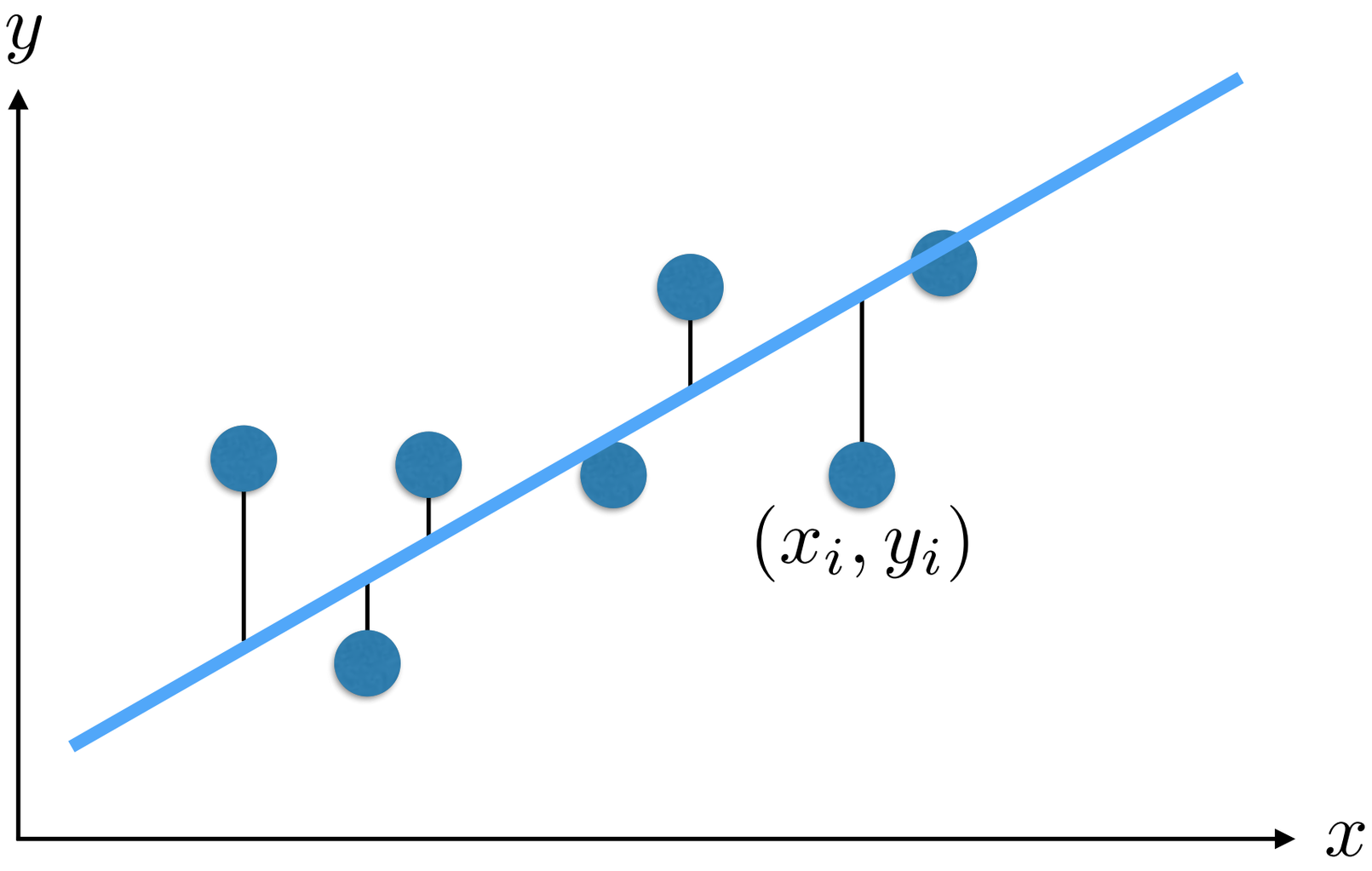
Least Squares



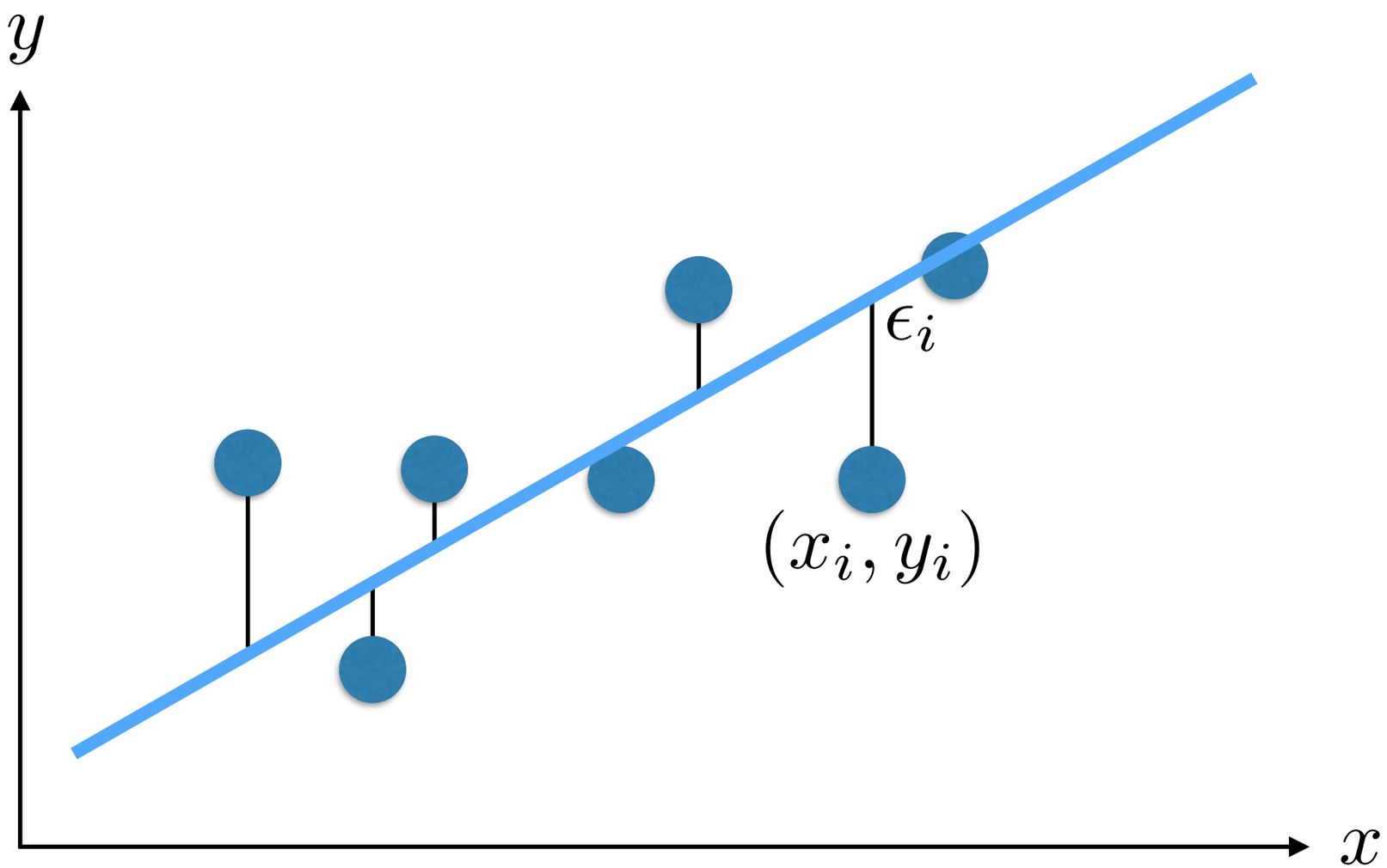
Least Squares



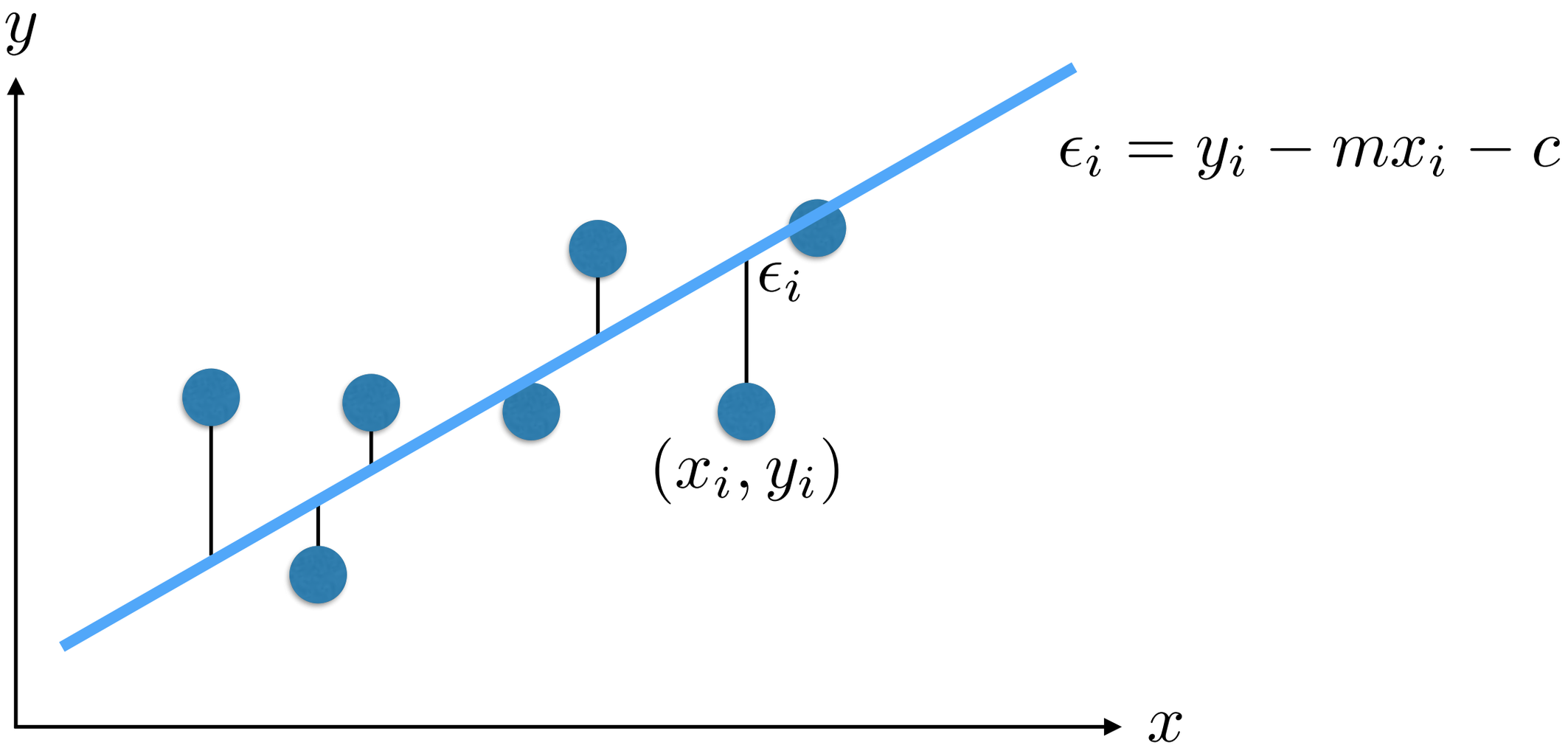
Least Squares



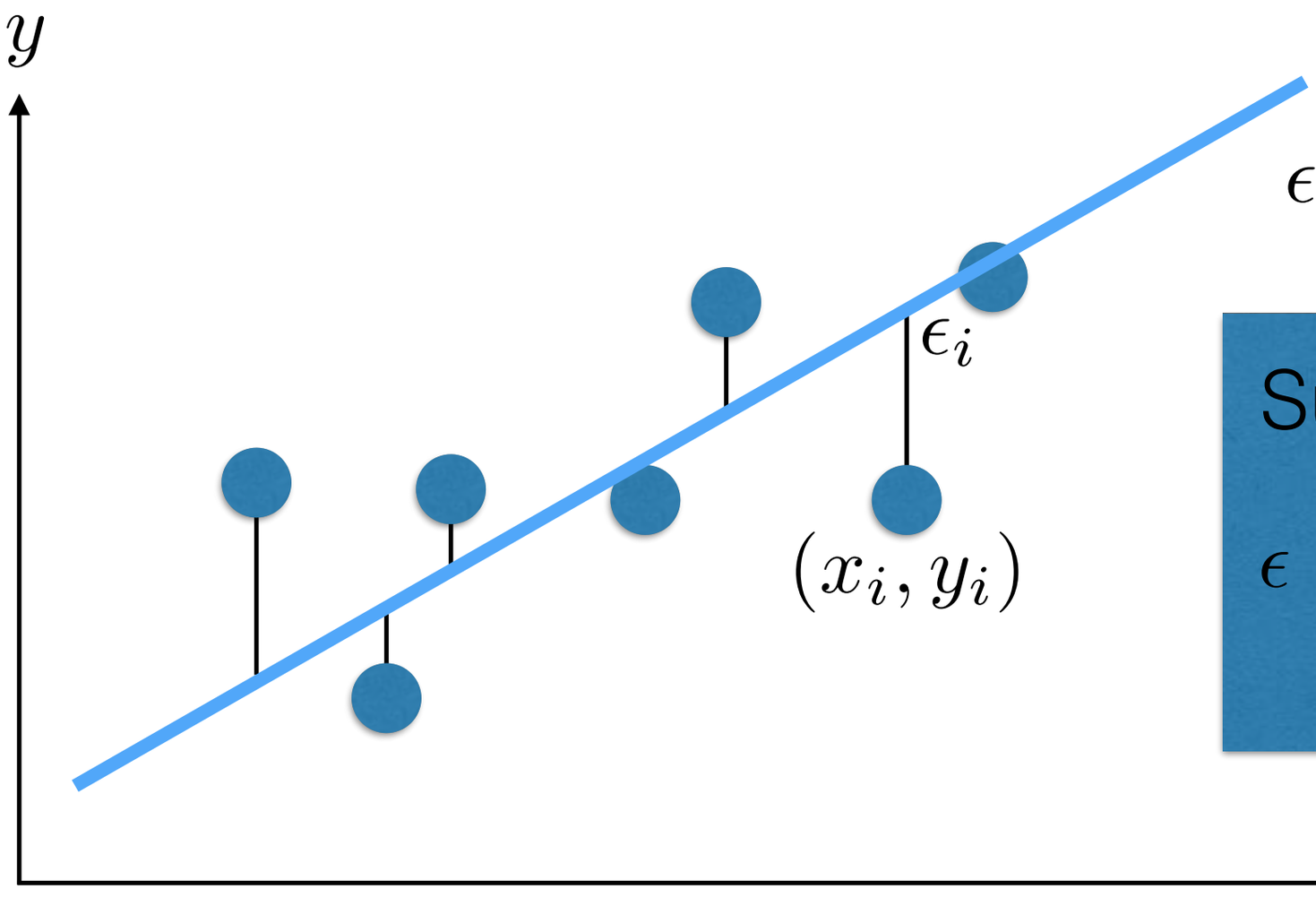
Least Squares



Least Squares



Least Squares

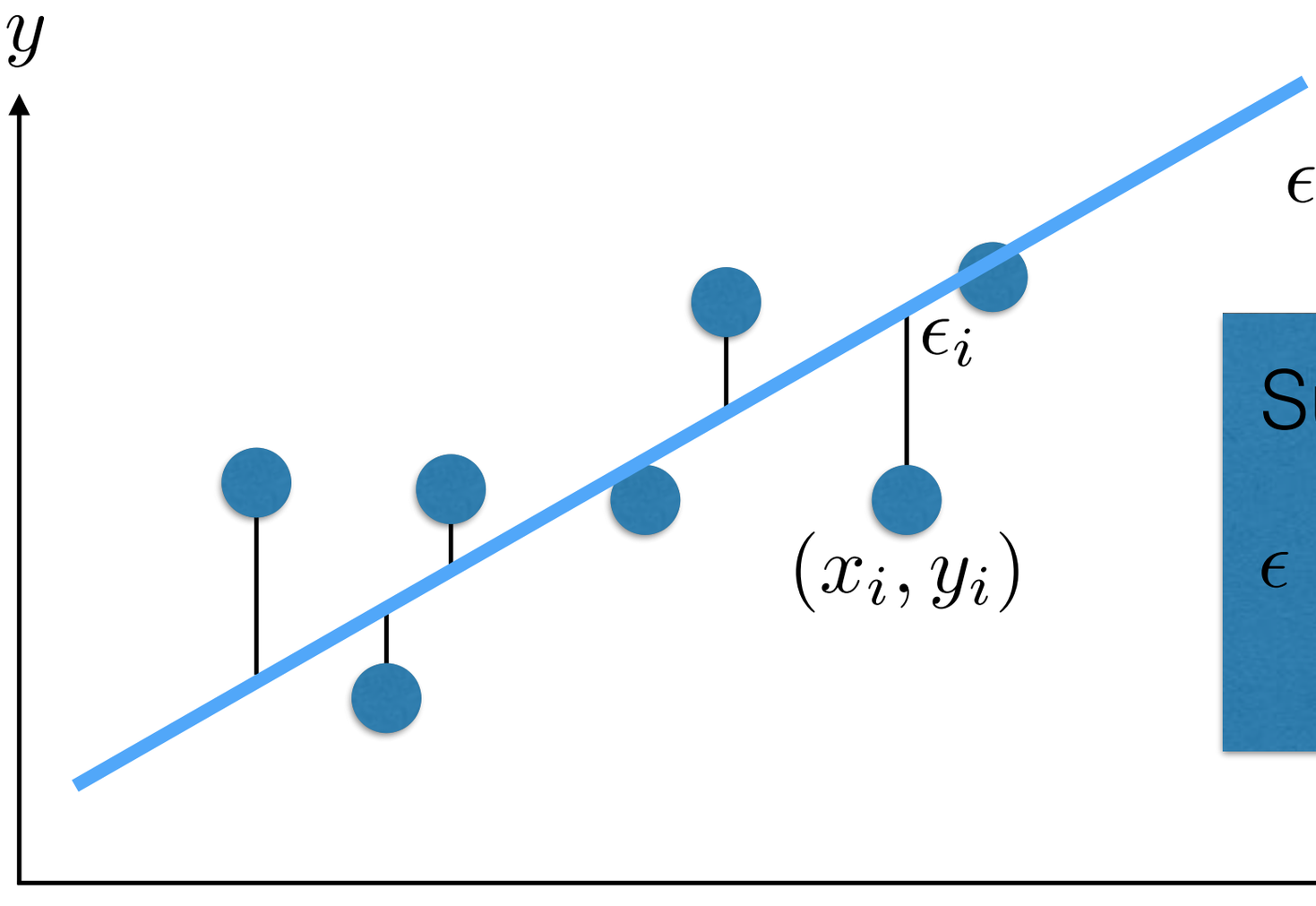


$$\epsilon_i = y_i - mx_i - c$$

Sum of Squared Errors

$$\epsilon = \sum_{i=1}^{n} (y_i - mx_i - c)^2$$

Least Squares



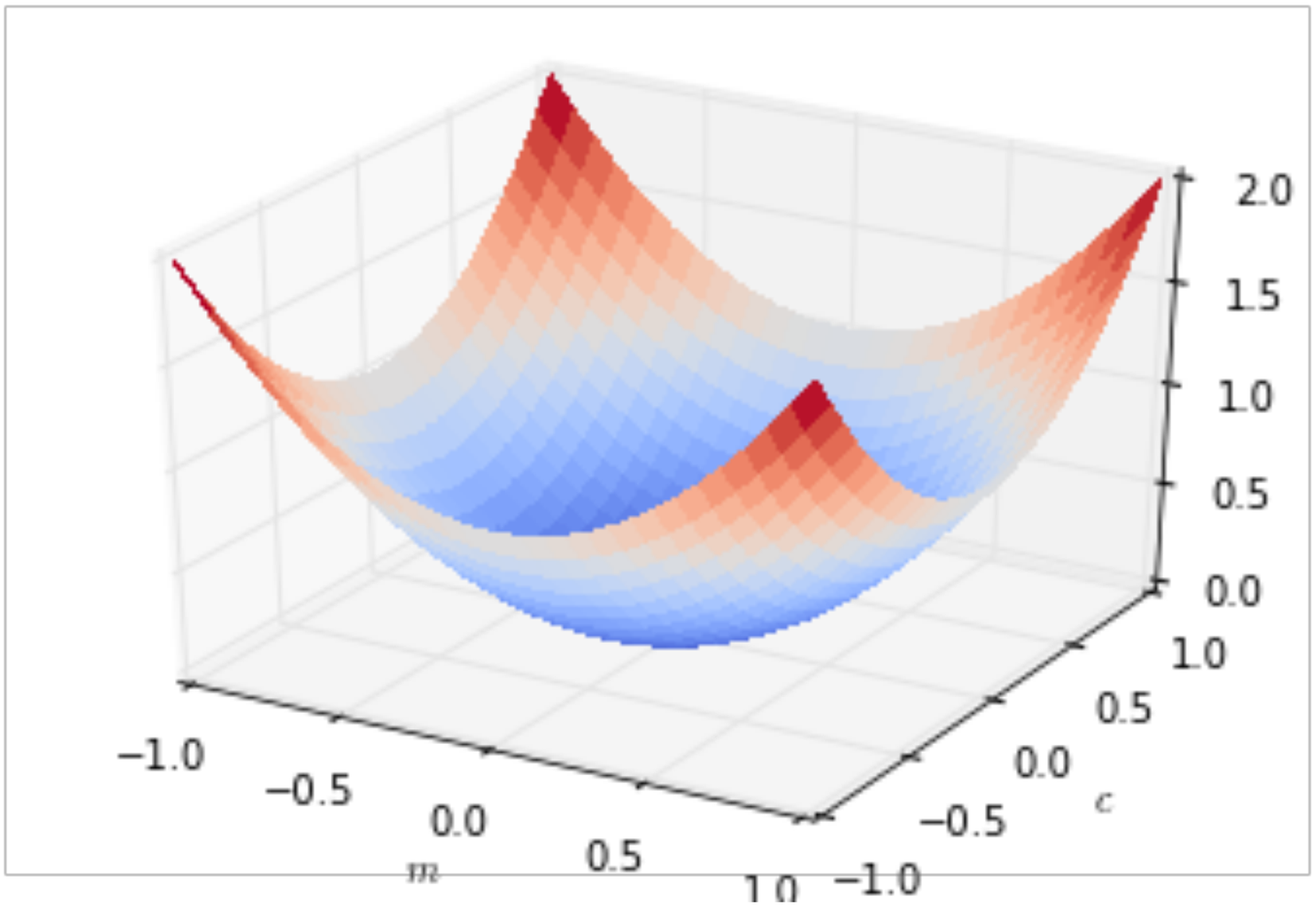
$$\epsilon_i = y_i - mx_i - c$$

Sum of Squared Errors

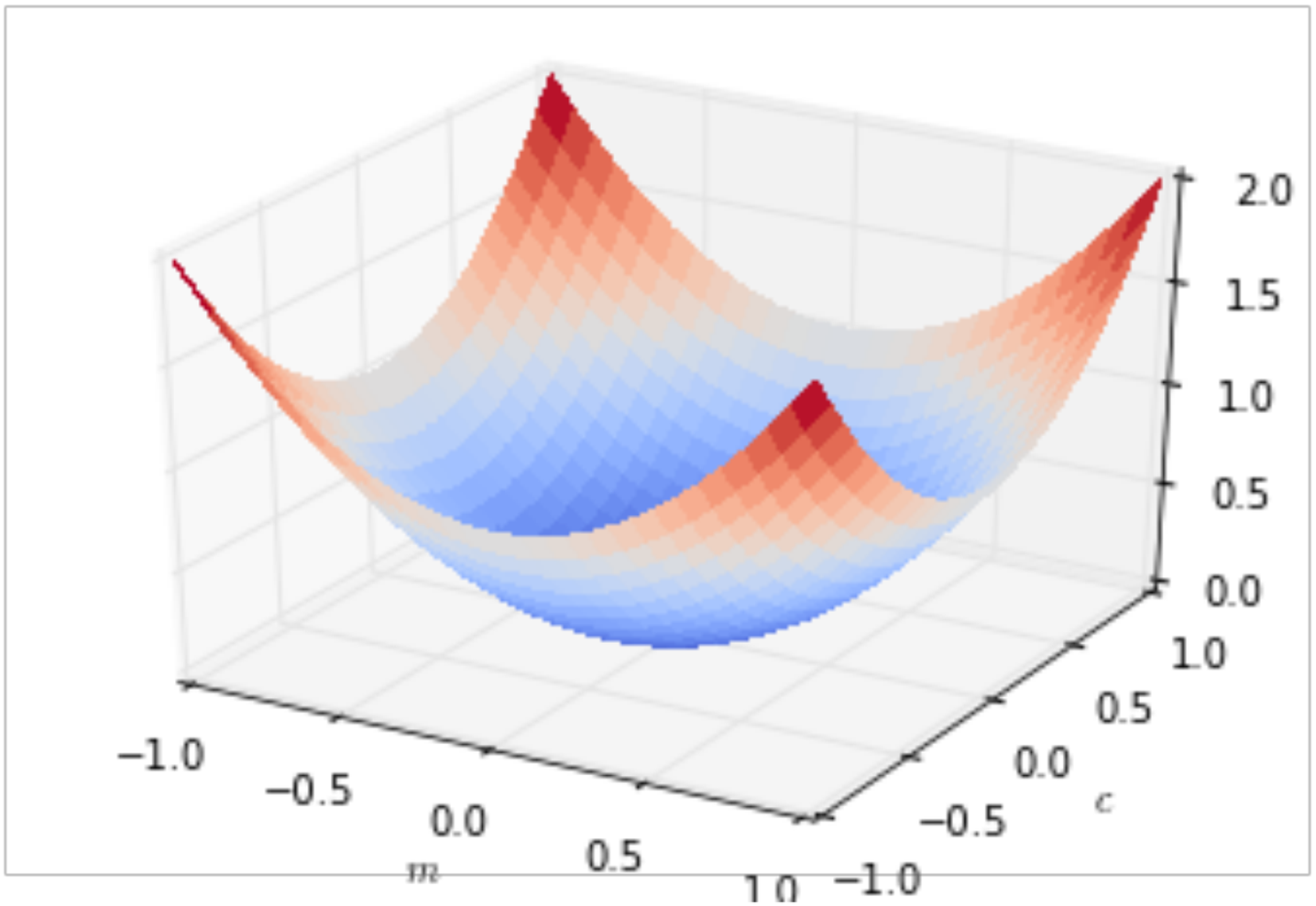
$$\epsilon = \sum_{i=1}^{n} (y_i - mx_i - c)^2$$

Find the line that minimizes the overall sum of squared errors

Minimize $$\epsilon = \sum_{i=1}^{n} (y_i - mx_i - c)^2$$

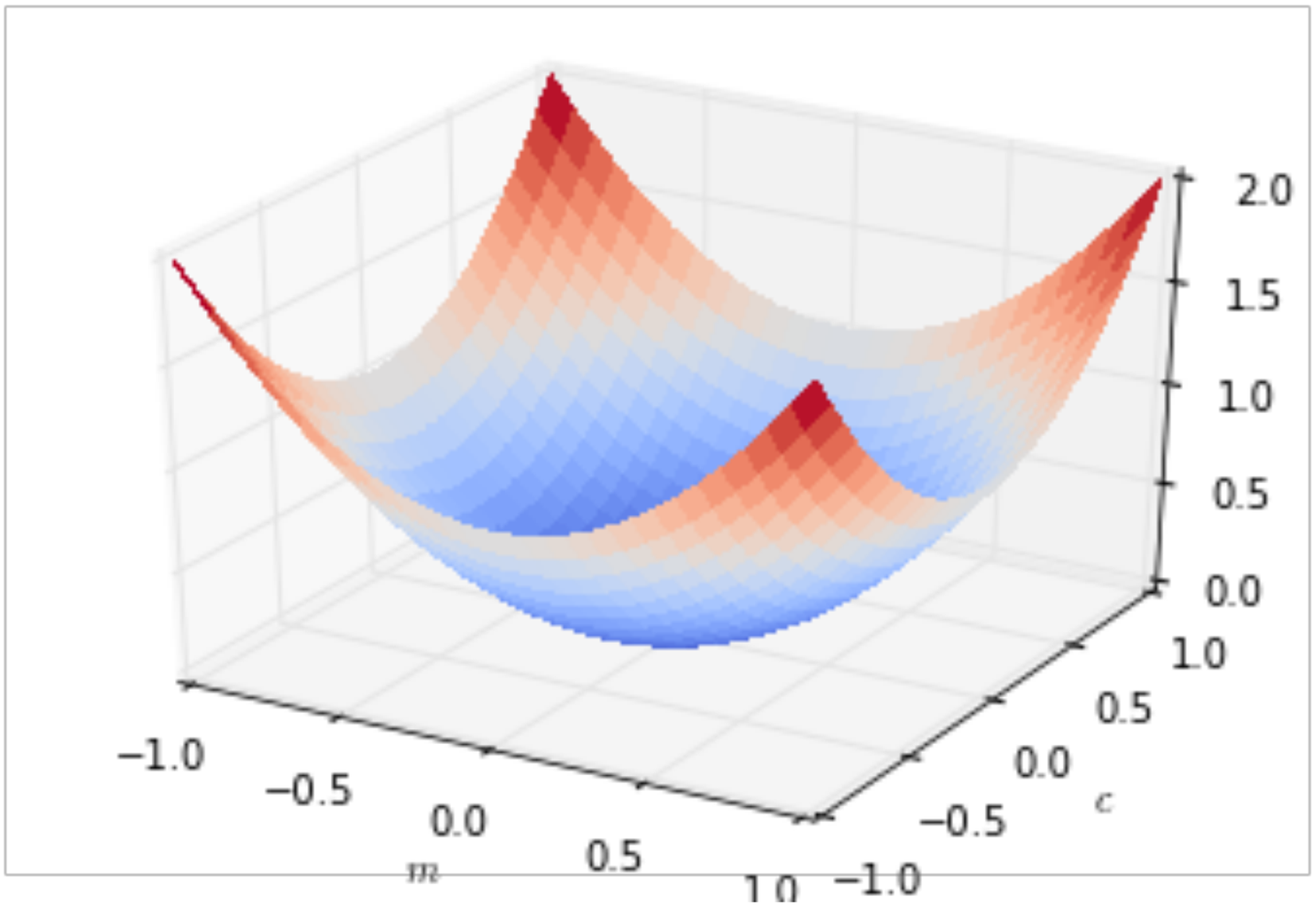


Minimize $$\epsilon = \sum_{i=1}^{n} (y_i - mx_i - c)^2$$



Set partial derivatives equal to 0 and solve for m and c

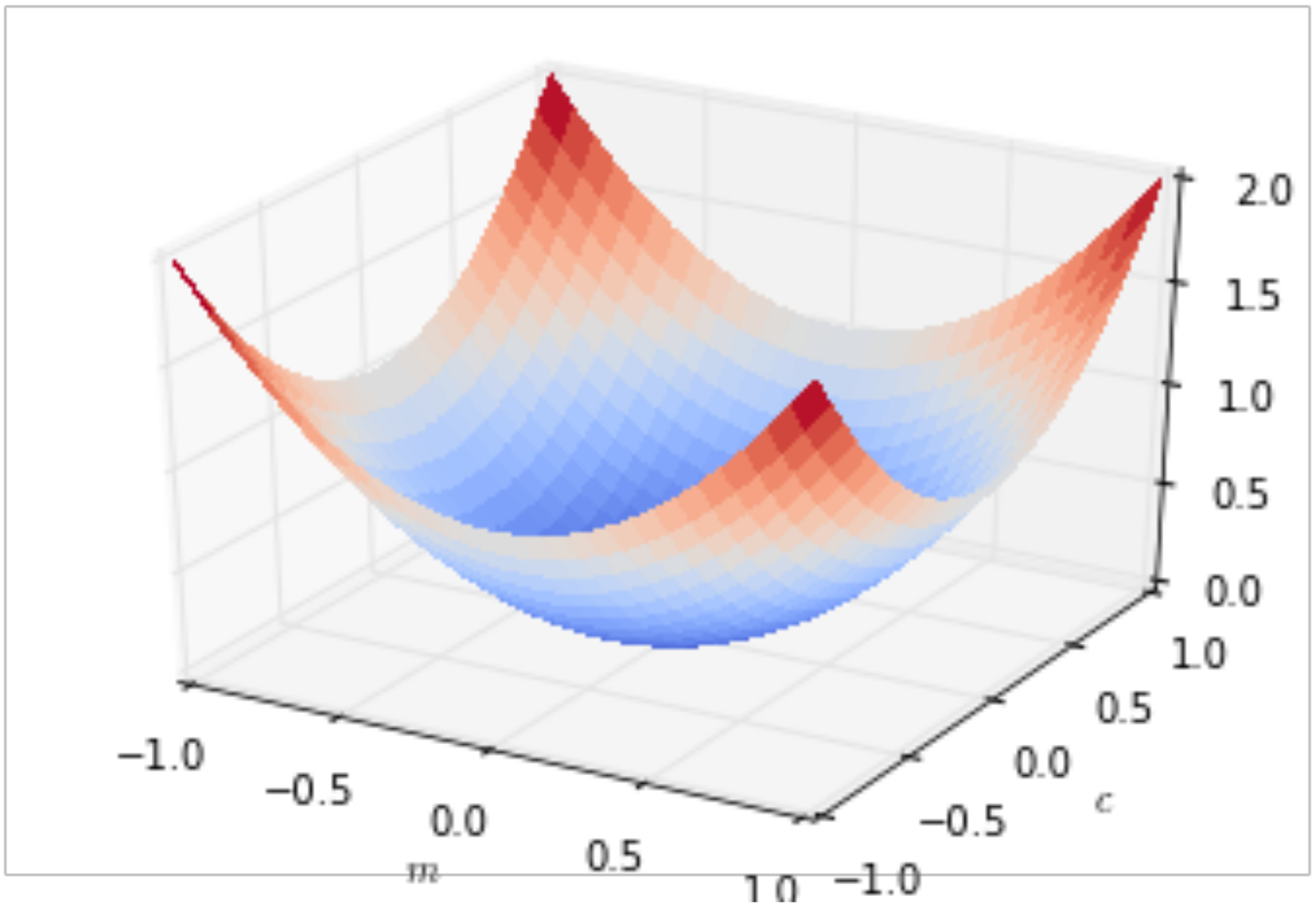
Minimize $$\epsilon = \sum_{i=1}^{n} (y_i - mx_i - c)^2$$



Set partial derivatives equal to 0 and solve for m and c

$$\frac{\partial \epsilon}{\partial m} = 0$$

Minimize $$\epsilon = \sum_{i=1}^{n} (y_i - mx_i - c)^2$$

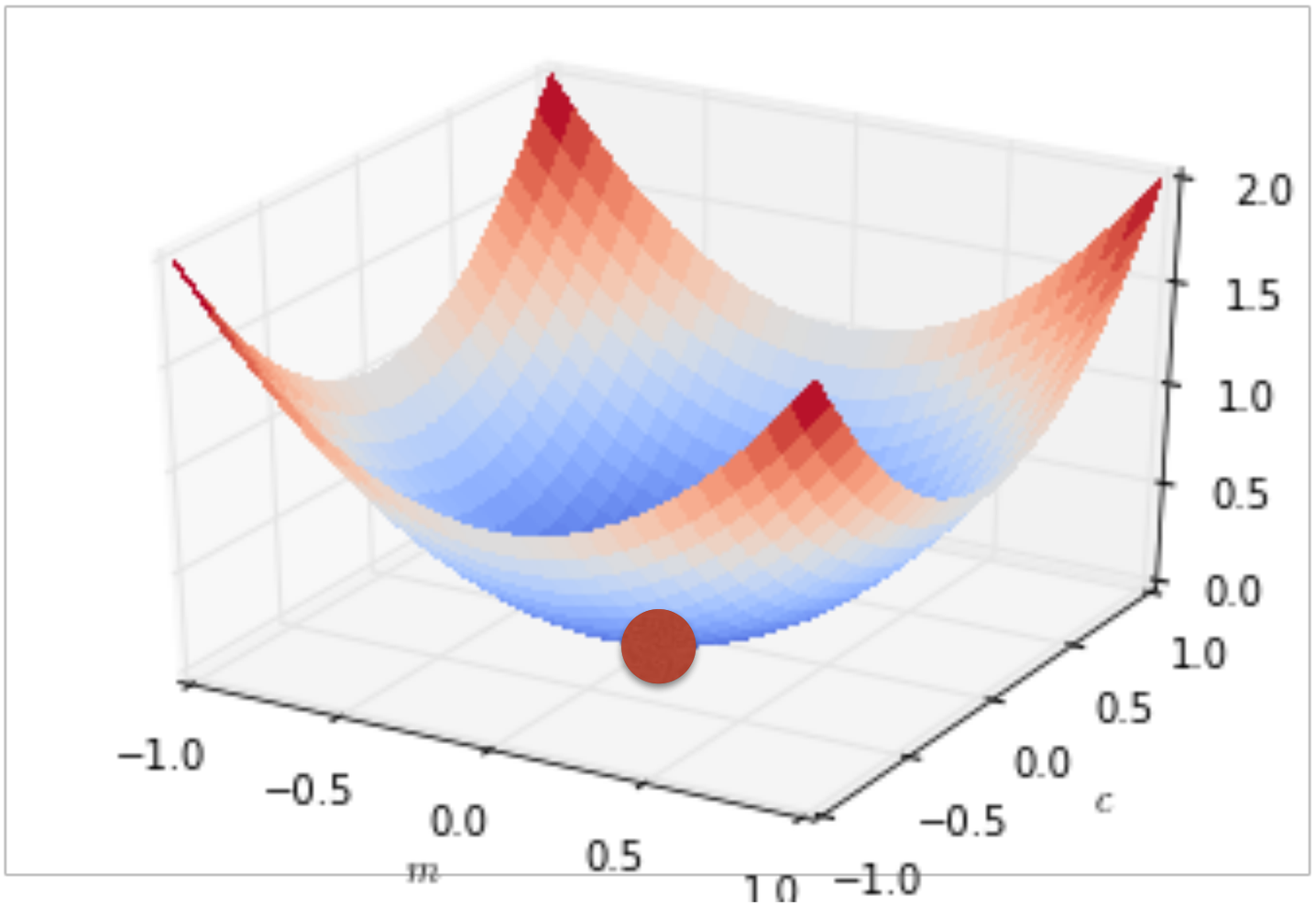


Set partial derivatives equal to 0 and solve for m and c

$$\frac{\partial \epsilon}{\partial m} = 0$$

$$\frac{\partial \epsilon}{\partial c} = 0$$

Minimize $$\epsilon = \sum_{i=1}^{n} (y_i - mx_i - c)^2$$



Set partial derivatives equal to 0 and solve for m and c

$$\frac{\partial \epsilon}{\partial m} = 0$$

$$\frac{\partial \epsilon}{\partial c} = 0$$

Minimize $$\epsilon = \sum_{i=1}^{n} (y_i - mx_i - c)^2$$

Minimize $$\epsilon = \sum_{i=1}^{n} (y_i - mx_i - c)^2$$

$$\epsilon = \| \begin{bmatrix} y_1 \\ y_2 \\ \vdots \\ y_n \end{bmatrix} - \begin{bmatrix} x_1 & 1 \\ x_2 & 1 \\ \vdots & \vdots \\ x_n & 1 \end{bmatrix} \begin{bmatrix} m \\ c \end{bmatrix} \|^2$$

Minimize $$\epsilon = \sum_{i=1}^{n} (y_i - mx_i - c)^2$$

$$\epsilon = \| \begin{bmatrix} y_1 \\ y_2 \\ \vdots \\ y_n \end{bmatrix} - \begin{bmatrix} x_1 & 1 \\ x_2 & 1 \\ \vdots & \vdots \\ x_n & 1 \end{bmatrix} \begin{bmatrix} m \\ c \end{bmatrix} \|^2$$

$$= \|\mathbf{y} - \mathbf{A}\mathbf{p}\|^2$$

Minimize $$\epsilon = \sum_{i=1}^{n} (y_i - mx_i - c)^2$$

$$\epsilon = \| \begin{bmatrix} y_1 \\ y_2 \\ \vdots \\ y_n \end{bmatrix} - \begin{bmatrix} x_1 & 1 \\ x_2 & 1 \\ \vdots & \vdots \\ x_n & 1 \end{bmatrix} \begin{bmatrix} m \\ c \end{bmatrix} \|^2$$

$$= \|\mathbf{y} - \mathbf{Ap}\|^2$$

$$= \mathbf{y}^T\mathbf{y} - 2(\mathbf{Ap})^T\mathbf{y} + (\mathbf{Ap})^T\mathbf{Ap}$$

Minimize $\epsilon = \sum_{i=1}^{n} (y_i - mx_i - c)^2$

$$\epsilon = \mathbf{y}^T\mathbf{y} - 2(\mathbf{Ap})^T\mathbf{y} + (\mathbf{Ap})^T\mathbf{Ap}$$

$$\frac{\partial \epsilon}{\partial \mathbf{p}} = -2\mathbf{A}^T\mathbf{y} + 2\mathbf{A}^T\mathbf{Ap}$$

Set $\frac{\partial \epsilon}{\partial \mathbf{p}}$ to 0 and solve for $\mathbf{p}$

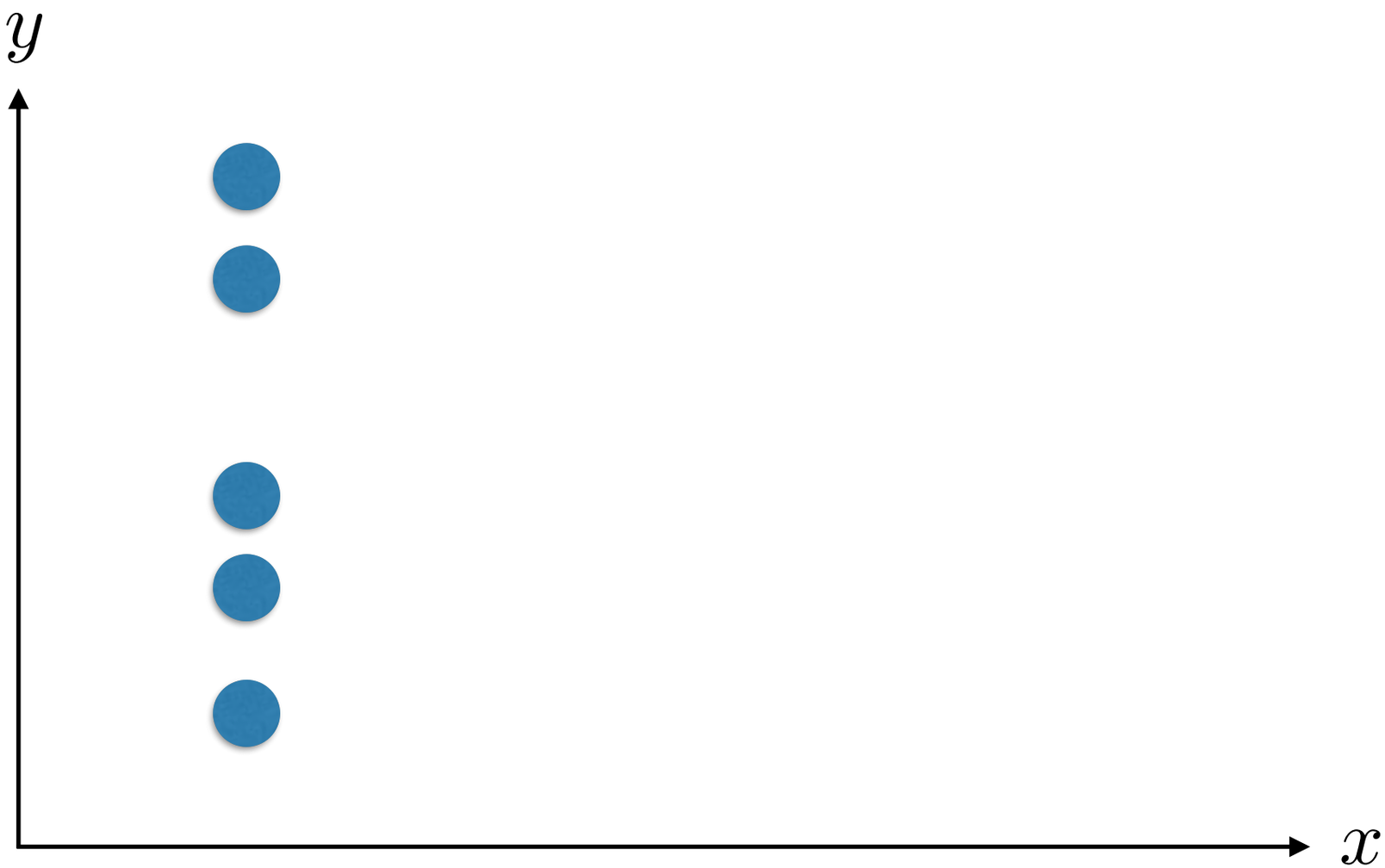
$$-2\mathbf{A}^T\mathbf{y} + 2\mathbf{A}^T\mathbf{Ap} = 0$$

$$\implies \mathbf{A}^T\mathbf{Ap} = \mathbf{A}^T\mathbf{y}$$

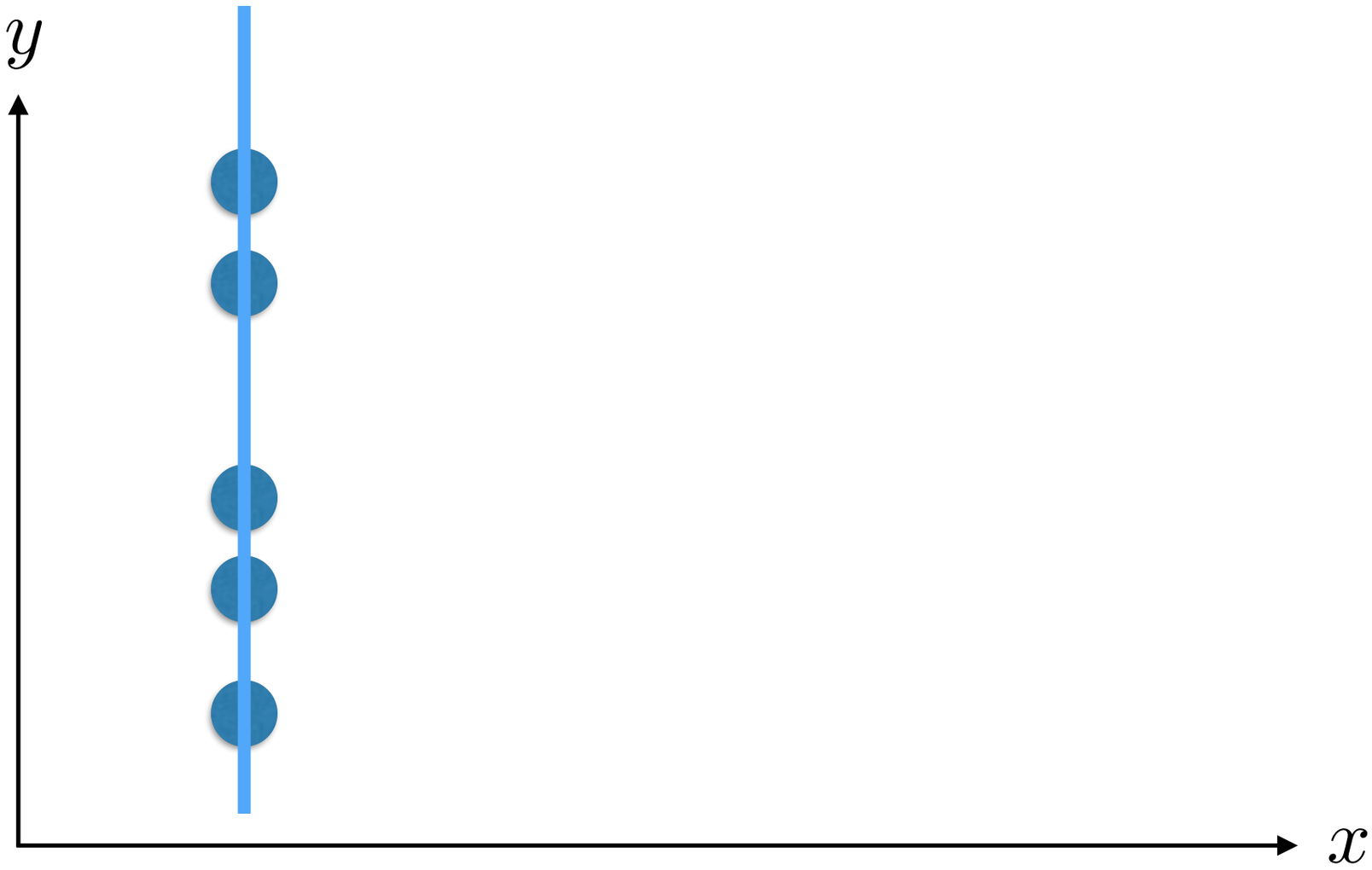
$$\implies \mathbf{p} = (\mathbf{A}^T\mathbf{A})^{-1}\mathbf{A}^T\mathbf{y}$$

Same as before. We were performing least square fitting all along.

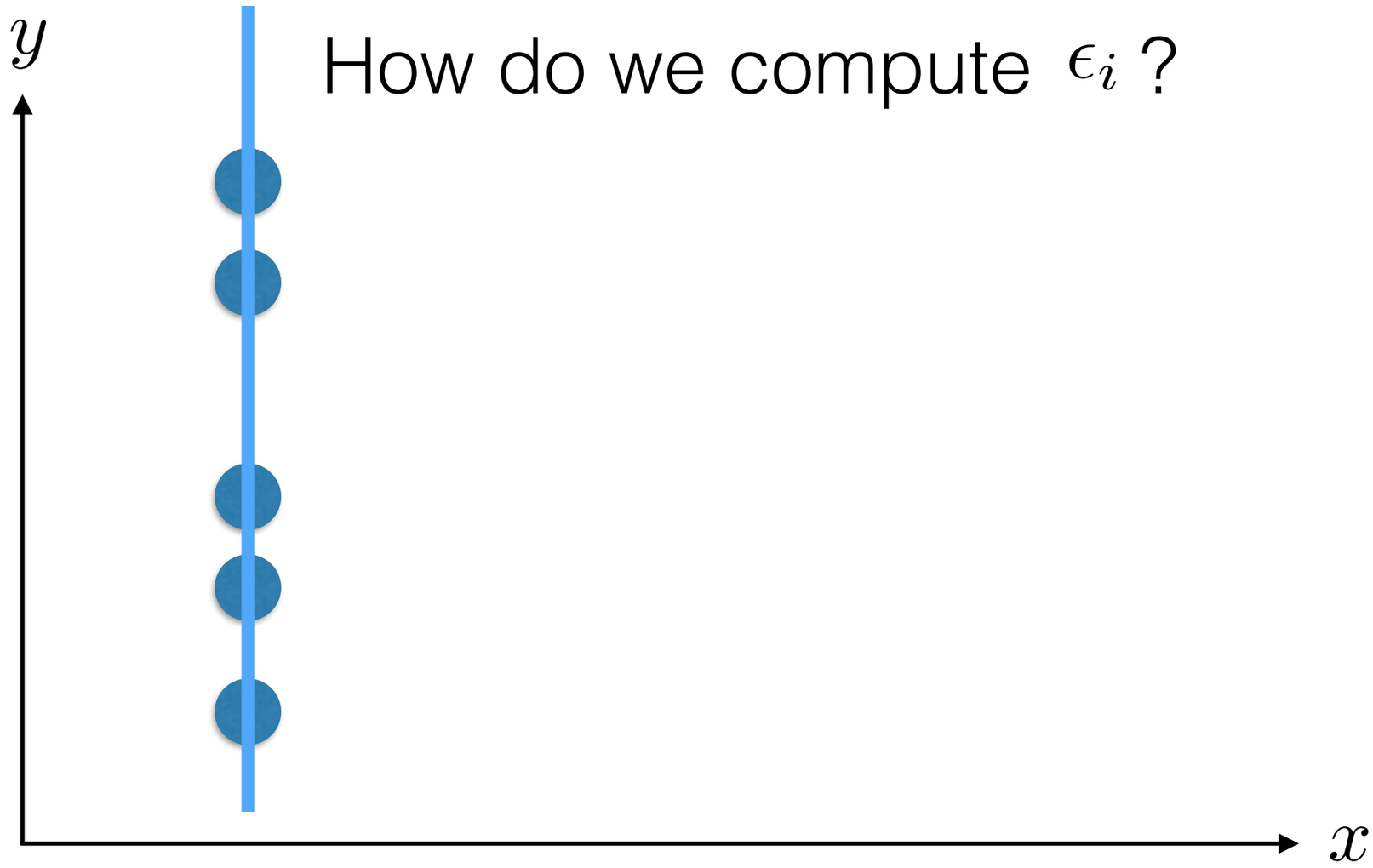
Least Squares



Least Squares

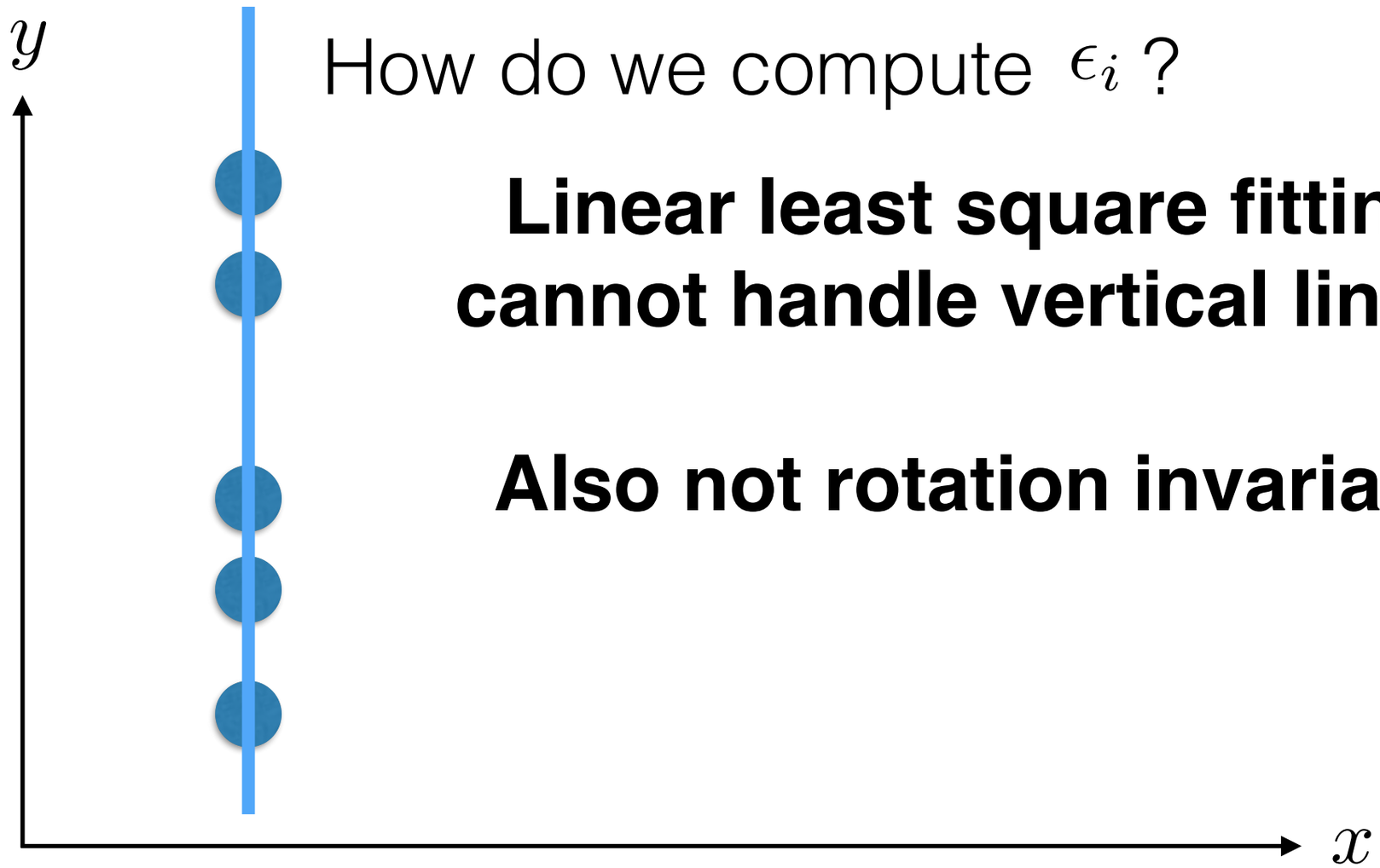


Least Squares



How do we compute ϵ_i ?

Least Squares

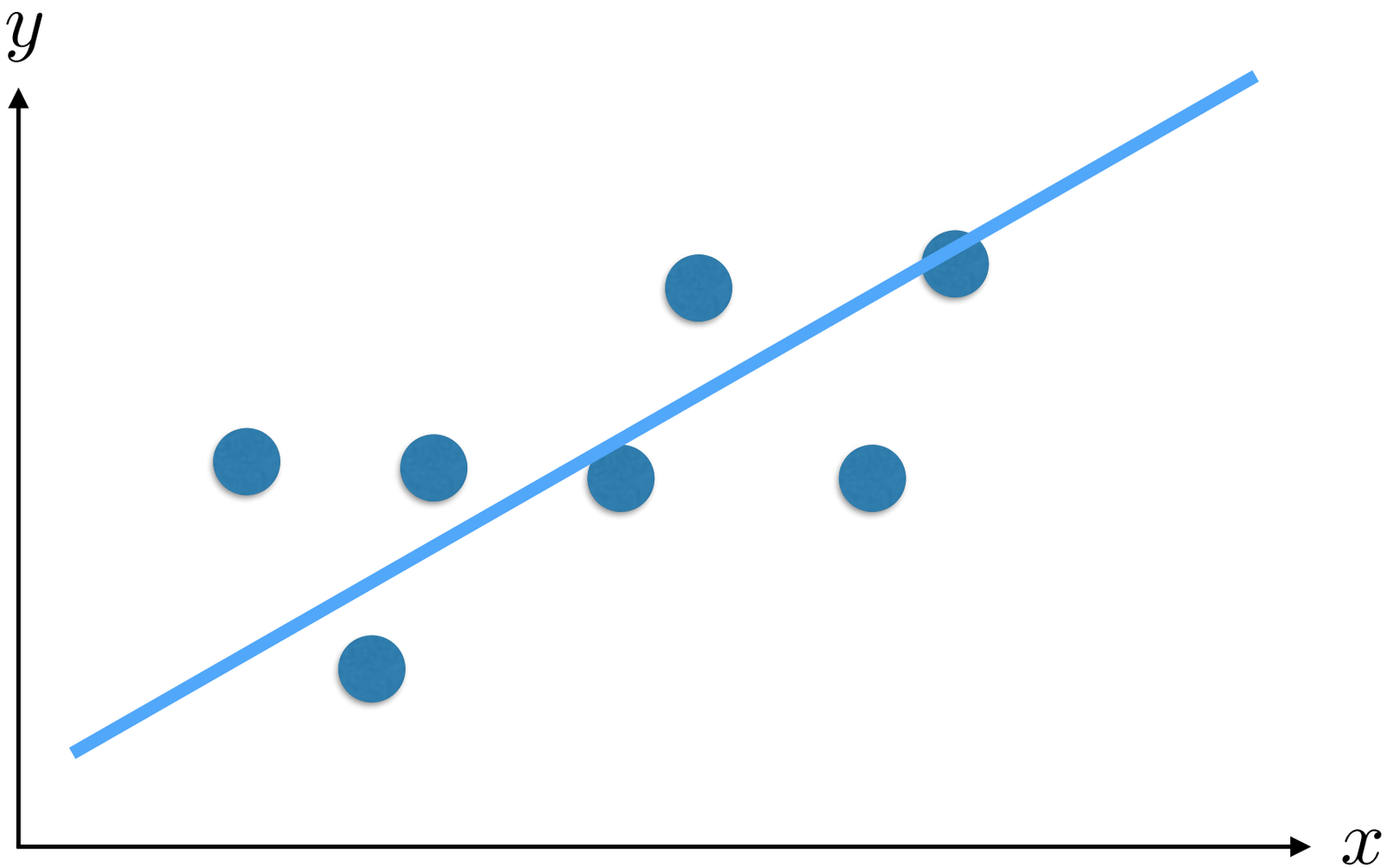


How do we compute ϵ_i ?

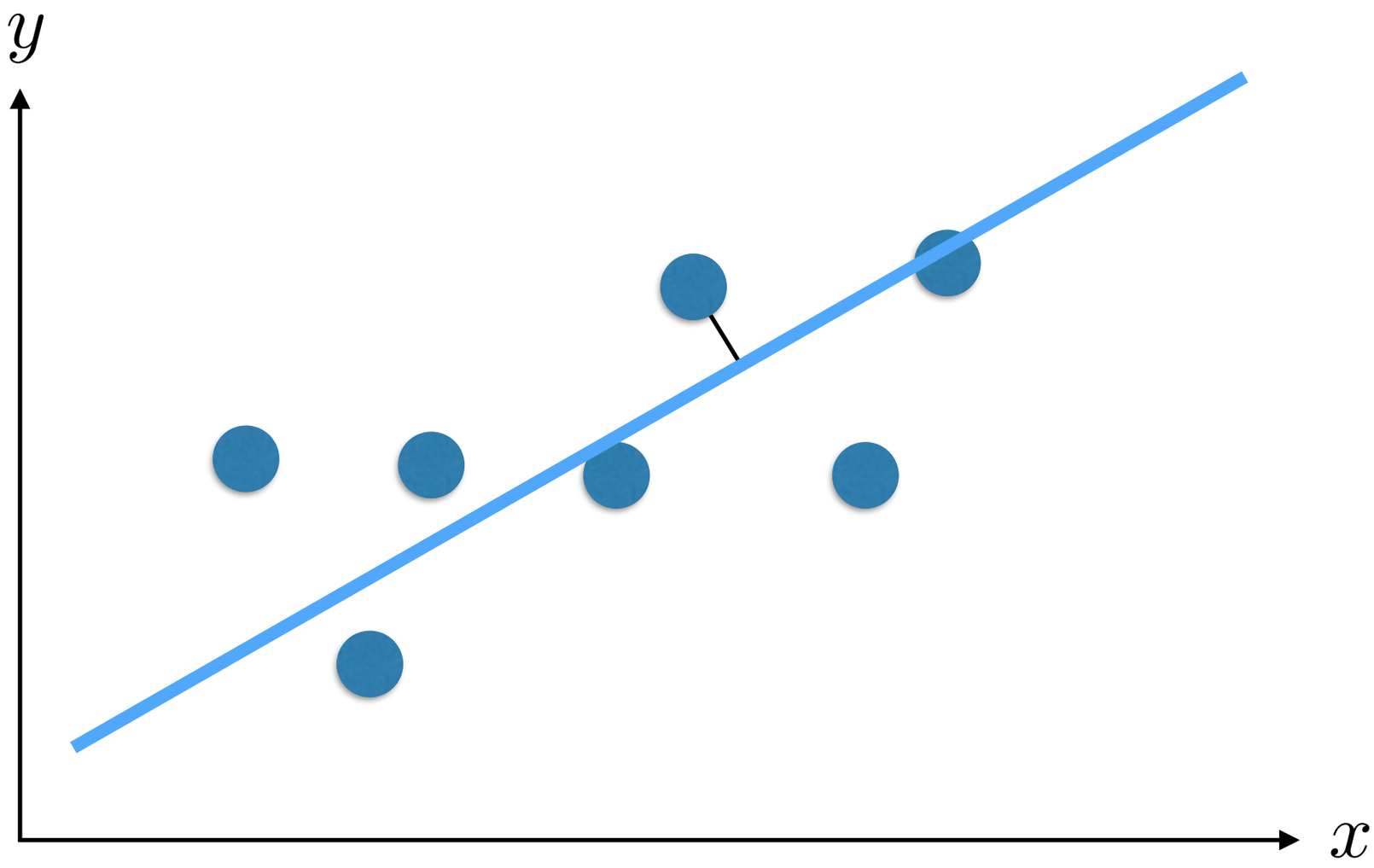
Linear least square fitting cannot handle vertical lines!

Also not rotation invariant

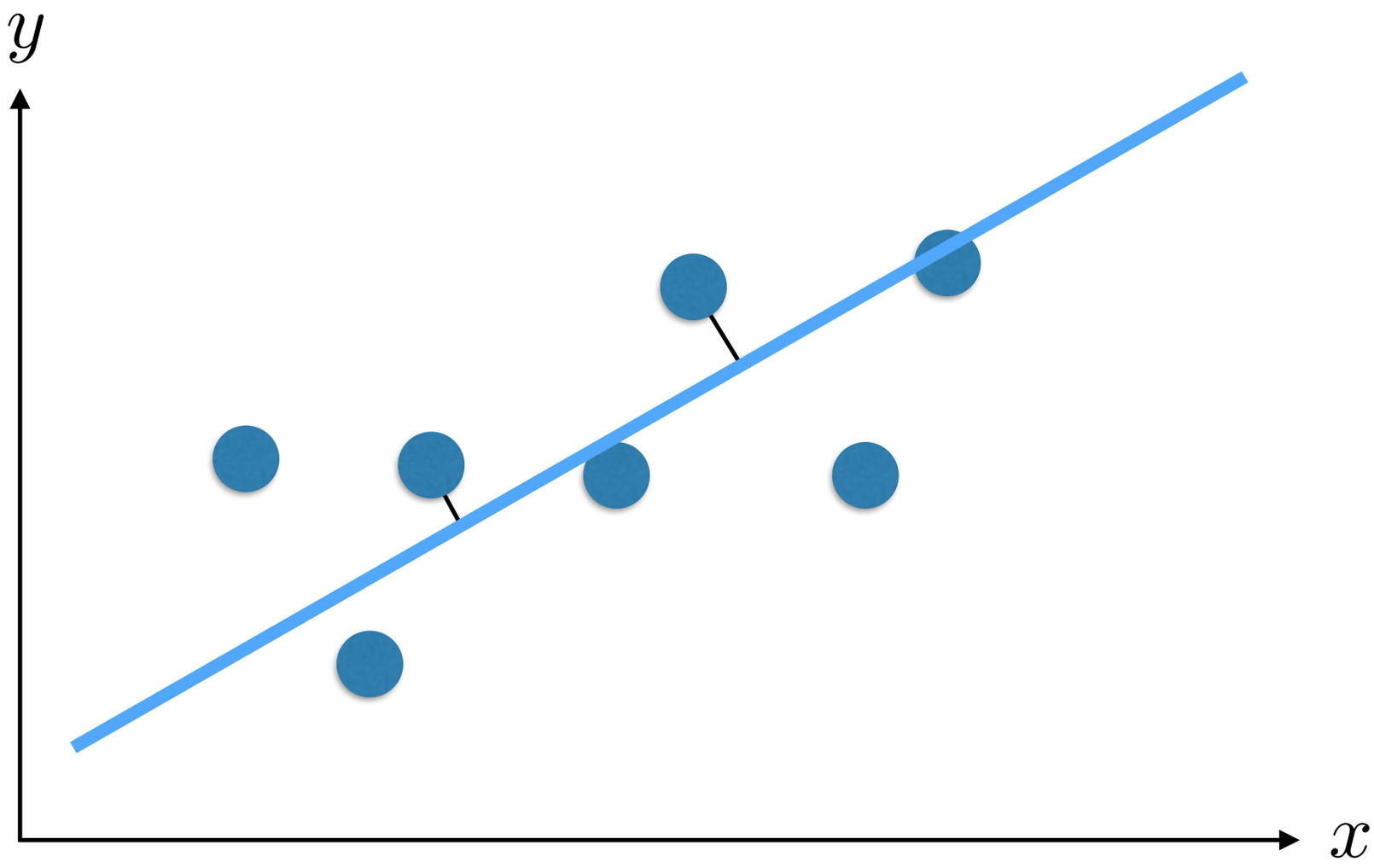
Total Least Squares



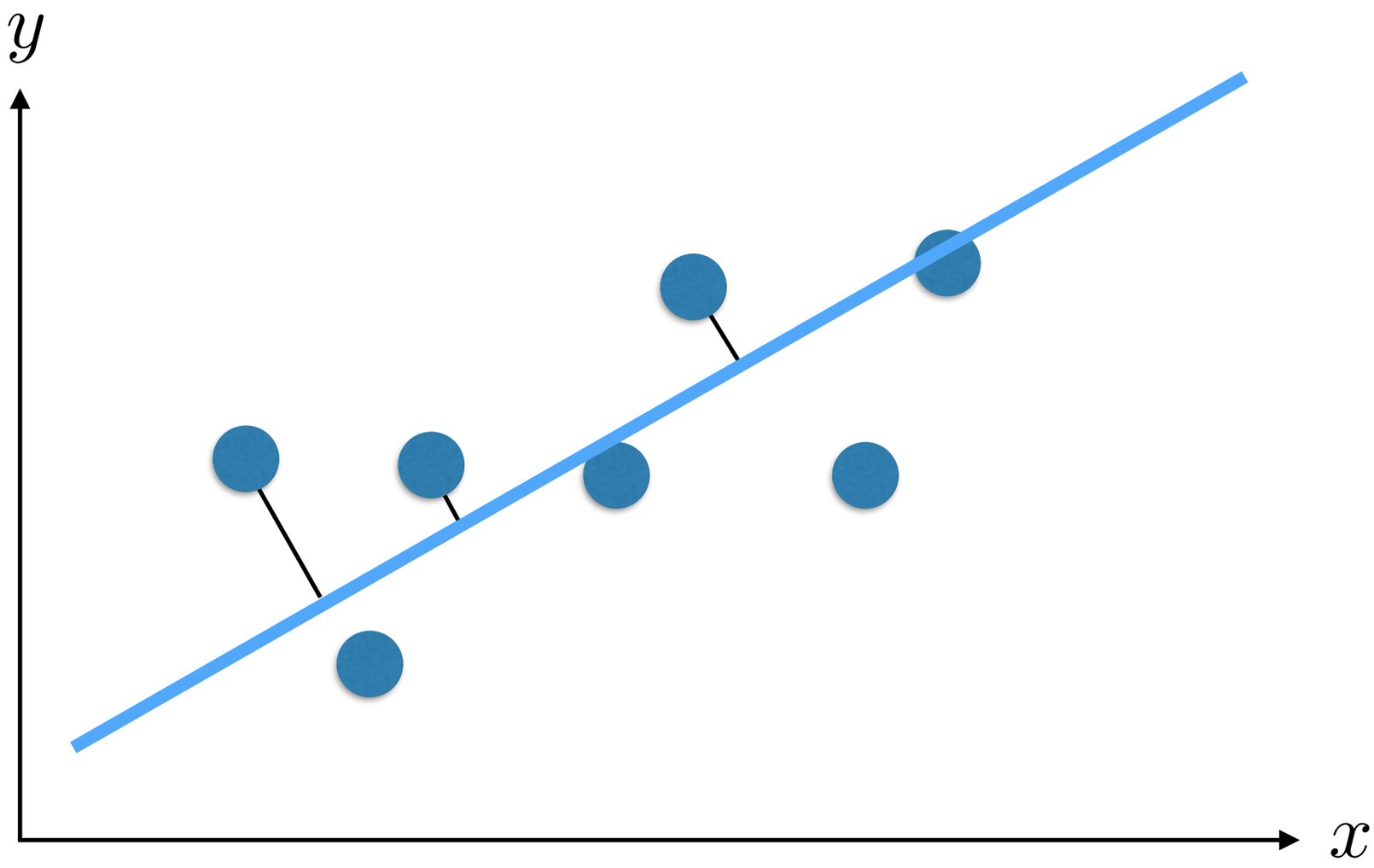
Total Least Squares



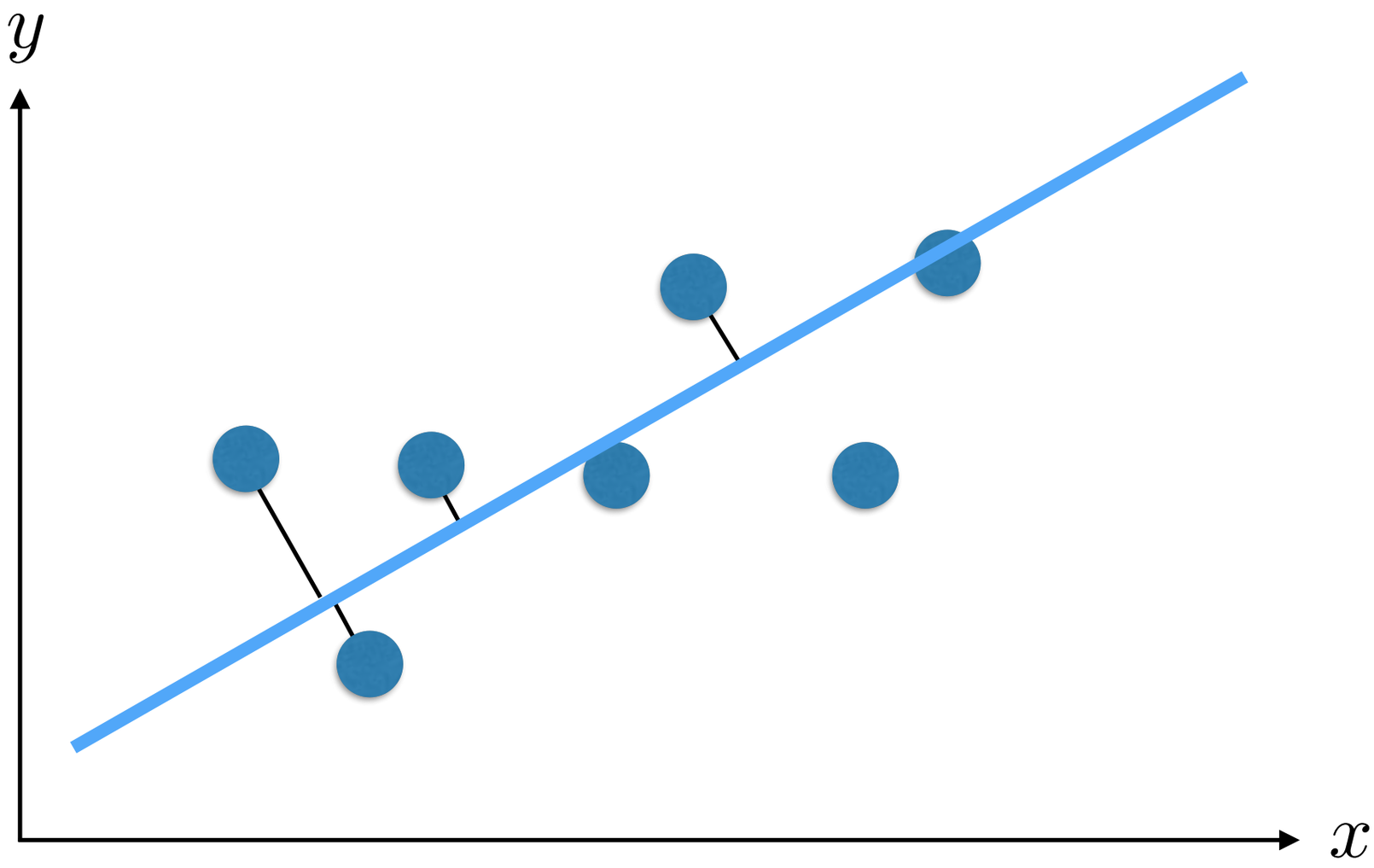
Total Least Squares



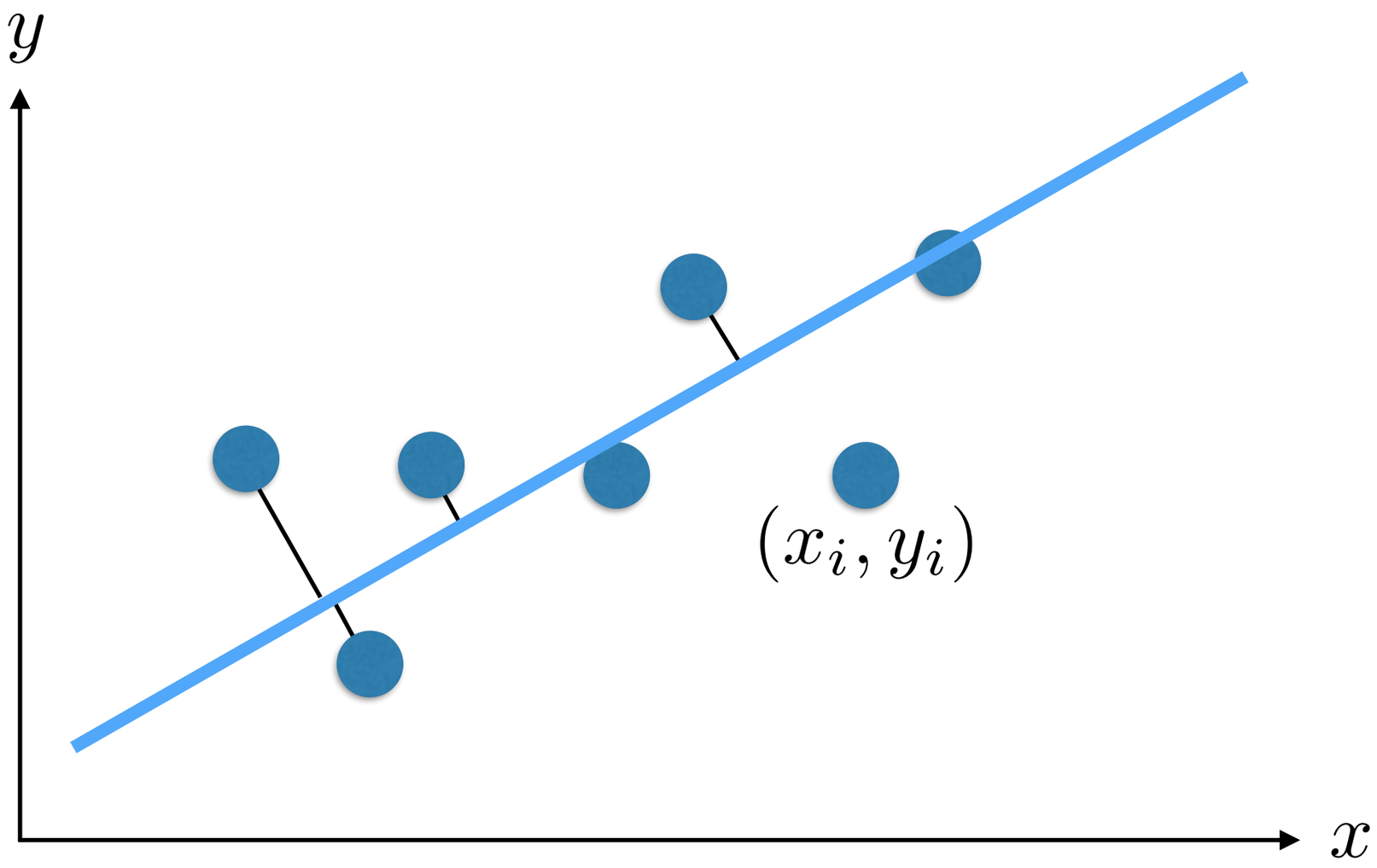
Total Least Squares



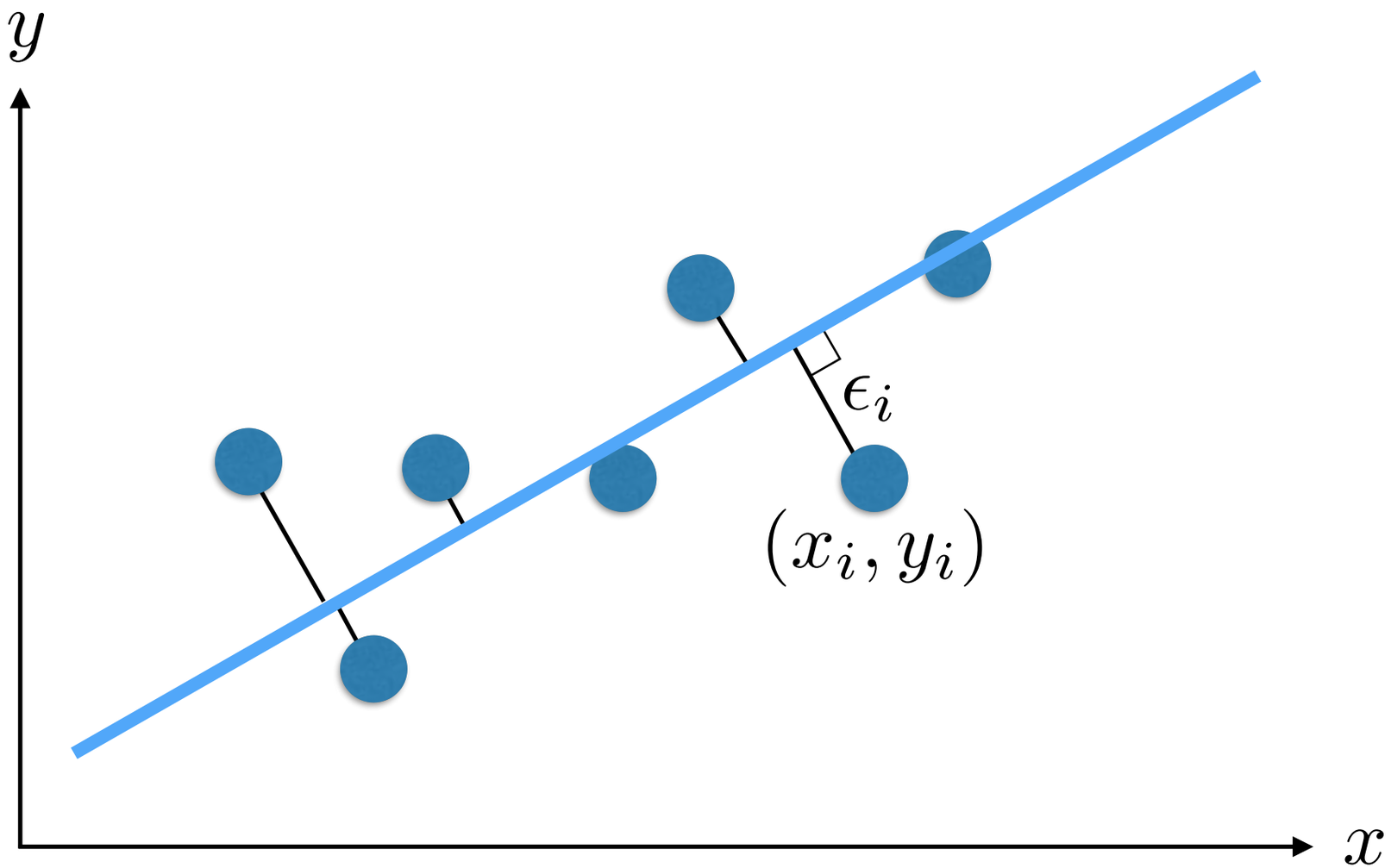
Total Least Squares



Total Least Squares



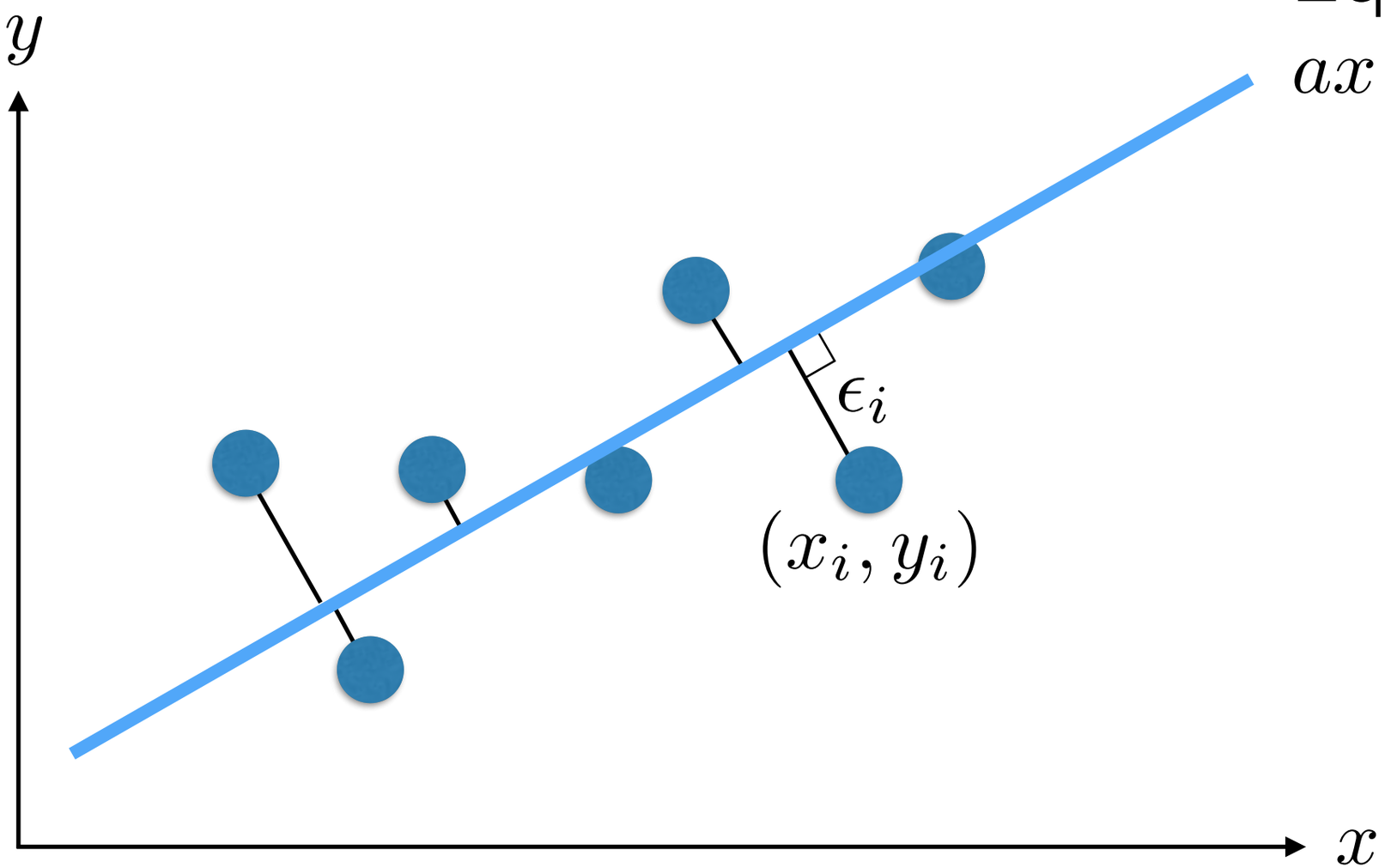
Total Least Squares



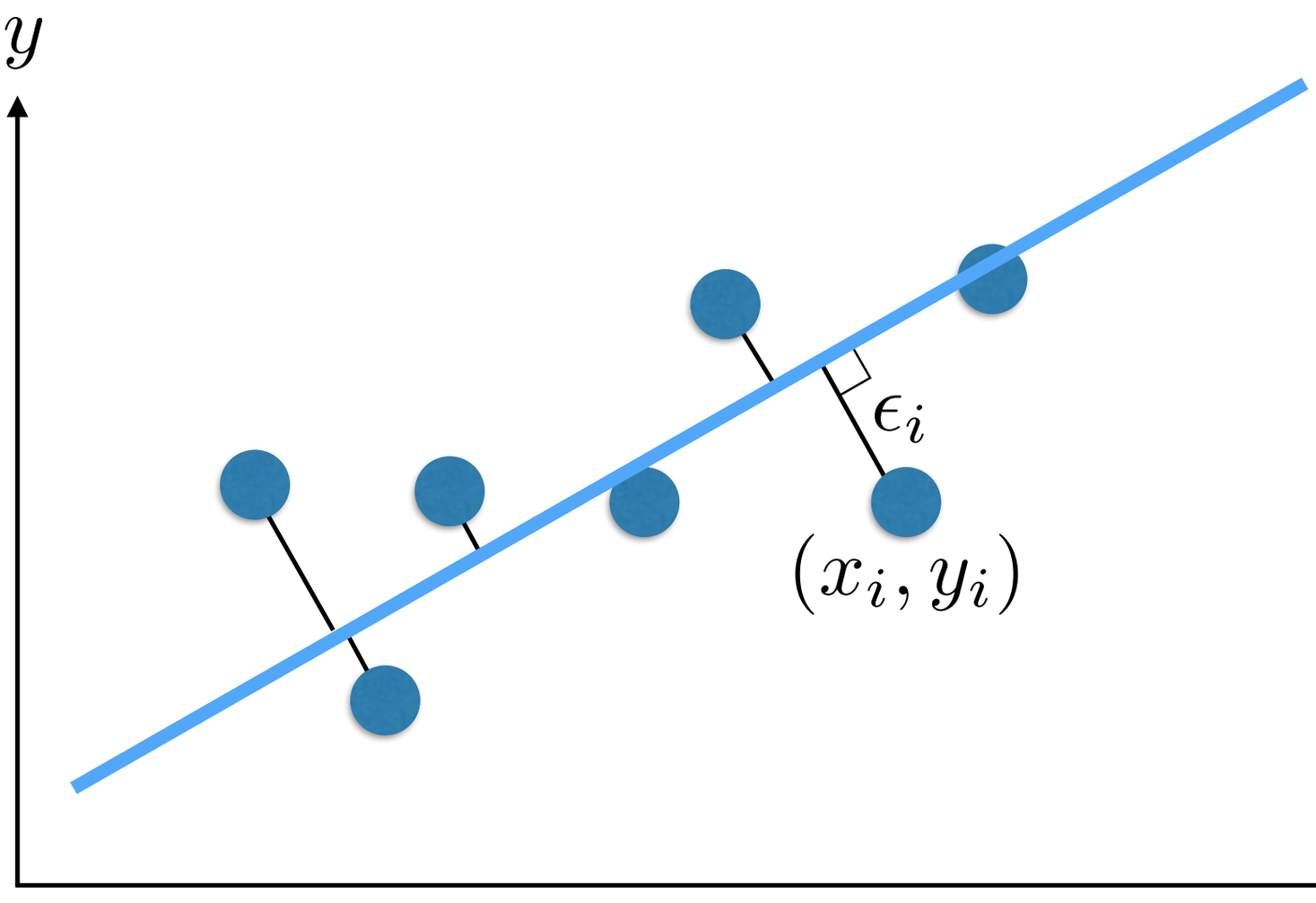
Total Least Squares

Eq. of a line:

$ax + by + c = 0$



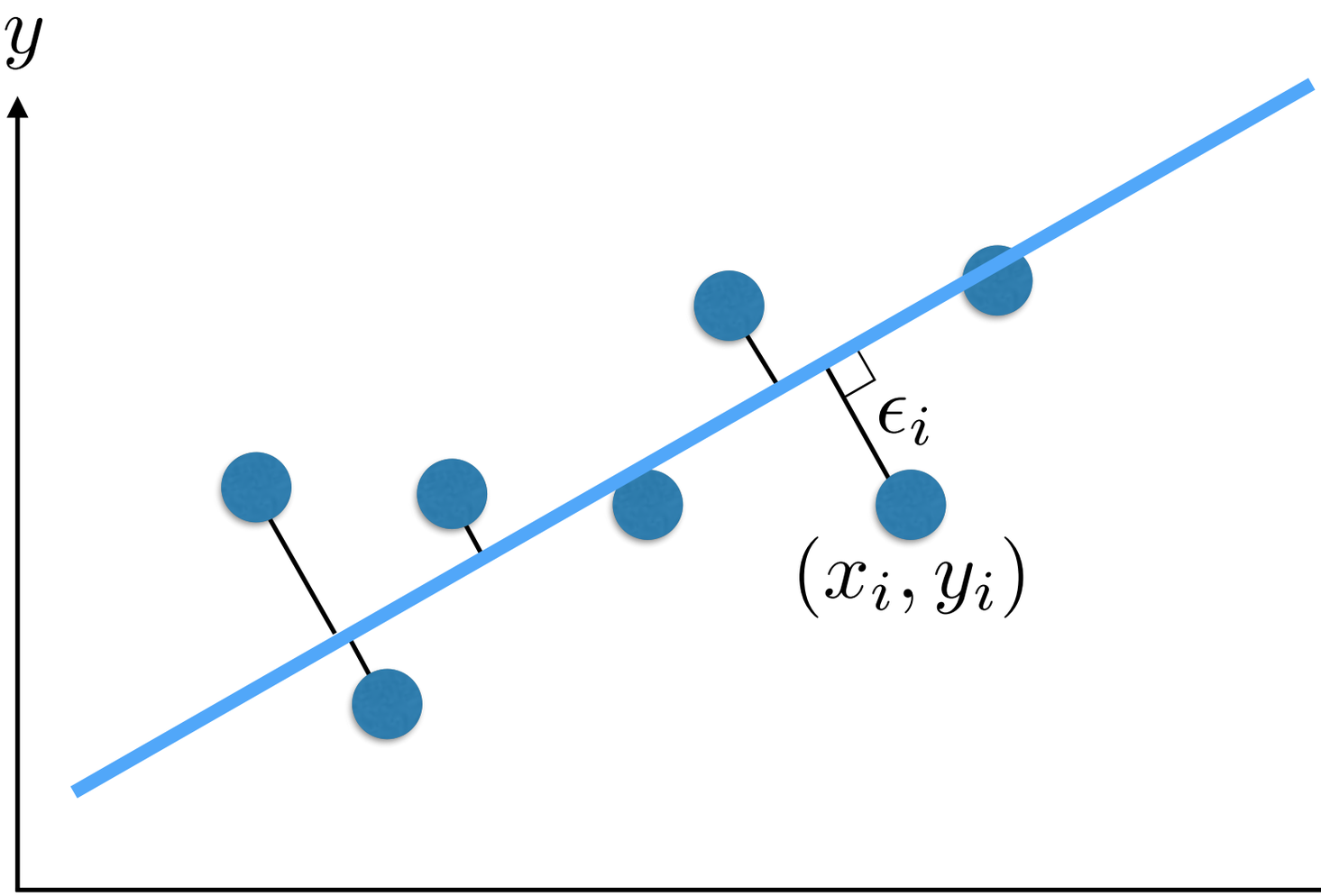
Total Least Squares



Eq. of a line:
$ax + by + c = 0$

Find (a, b, c) to minimize the perpendicular distances

Total Least Squares



Eq. of a line:
$ax + by + c = 0$

Find (a, b, c) to minimize the perpendicular distances

(a, b) is the unit normal of the line

Total Least Squares

Minimize $\epsilon = \sum_{i=1}^{n} (ax_i + by_i + c)^2$ s.t. $(a, b)^T (a, b) = 1$

Total Least Squares

Minimize $\epsilon = \sum_{i=1}^{n} (ax_i + by_i + c)^2$ s.t. $(a,b)^T(a,b) = 1$

Set $\frac{\partial \epsilon}{\partial c} = 2\sum_{i=1}^{n} (ax_i + by_i + c)$ to 0

Total Least Squares

Minimize $\epsilon = \sum_{i=1}^{n} (ax_i + by_i + c)^2$ s.t. $(a, b)^T (a, b) = 1$

Set $\frac{\partial \epsilon}{\partial c} = 2 \sum_{i=1}^{n} (ax_i + by_i + c)$ to 0

$$\sum_{i=1}^{n} (ax_i + by_i + c) = 0$$

Total Least Squares

Minimize $\epsilon = \sum_{i=1}^{n} (ax_i + by_i + c)^2$ s.t. $(a, b)^T (a, b) = 1$

Set $\frac{\partial \epsilon}{\partial c} = 2 \sum_{i=1}^{n} (ax_i + by_i + c)$ to 0

$$\sum_{i=1}^{n} (ax_i + by_i + c) = 0$$

$$\implies a \sum_{i=1}^{n} x_i + b \sum_{i=1}^{n} y_i + nc = 0$$

Total Least Squares

Minimize $\epsilon = \sum_{i=1}^{n} (ax_i + by_i + c)^2$ s.t. $(a, b)^T (a, b) = 1$

Set $\frac{\partial \epsilon}{\partial c} = 2 \sum_{i=1}^{n} (ax_i + by_i + c)$ to 0

$$\sum_{i=1}^{n} (ax_i + by_i + c) = 0$$

$$\implies a \sum_{i=1}^{n} x_i + b \sum_{i=1}^{n} y_i + nc = 0$$

$$\implies c = -\frac{a}{n} \sum_{i=1}^{n} x_i - \frac{b}{n} \sum_{i=1}^{n} y_i$$

Total Least Squares

Minimize $\epsilon = \sum_{i=1}^{n} (ax_i + by_i + c)^2$ s.t. $(a,b)^T(a,b) = 1$

Set $\frac{\partial \epsilon}{\partial c} = 2\sum_{i=1}^{n} (ax_i + by_i + c)$ to 0

$$\sum_{i=1}^{n} (ax_i + by_i + c) = 0$$

$$\implies a\sum_{i=1}^{n} x_i + b\sum_{i=1}^{n} y_i + nc = 0$$

$$\implies c = -\frac{a}{n}\sum_{i=1}^{n} x_i - \frac{b}{n}\sum_{i=1}^{n} y_i = -a\hat{x} - b\hat{y}$$

Total Least Squares

Substituting $c = -\frac{a}{n}\sum_{i=1}^{n} x_i - \frac{b}{n}\sum_{i=1}^{n} y_i$ in ϵ

Total Least Squares

Substituting $c = -\frac{a}{n}\sum_{i=1}^{n} x_i - \frac{b}{n}\sum_{i=1}^{n} y_i$ in ϵ

$$\epsilon = \sum_{i=1}^{n} (ax_i + by_i - a\hat{x} - b\hat{y})^2$$

Total Least Squares

Substituting $c = -\frac{a}{n}\sum_{i=1}^{n} x_i - \frac{b}{n}\sum_{i=1}^{n} y_i$ in ϵ

$$\epsilon = \sum_{i=1}^{n} (ax_i + by_i - a\hat{x} - b\hat{y})^2$$

$$= \sum_{i=1}^{n} (a(x_i - \hat{x}) + b(y_i - \hat{y}))^2$$

Total Least Squares

Substituting $c = -\frac{a}{n}\sum_{i=1}^{n} x_i - \frac{b}{n}\sum_{i=1}^{n} y_i$ in ϵ

$$\epsilon = \sum_{i=1}^{n} (ax_i + by_i - a\hat{x} - b\hat{y})^2$$

$$= \sum_{i=1}^{n} (a(x_i - \hat{x}) + b(y_i - \hat{y}))^2$$

$$= \| \begin{bmatrix} x_1 - \hat{x} & y_1 - \hat{y} \\ \vdots & \vdots \\ x_n - \hat{x} & y_n - \hat{y} \end{bmatrix} \begin{bmatrix} a \\ b \end{bmatrix} \|^2$$

Total Least Squares

Substituting $c = -\frac{a}{n}\sum_{i=1}^{n} x_i - \frac{b}{n}\sum_{i=1}^{n} y_i$ in ϵ

$$\epsilon = \sum_{i=1}^{n} (ax_i + by_i - a\hat{x} - b\hat{y})^2$$

$$= \sum_{i=1}^{n} (a(x_i - \hat{x}) + b(y_i - \hat{y}))^2$$

$$= \| \begin{bmatrix} x_1 - \hat{x} & y_1 - \hat{y} \\ \vdots & \vdots \\ x_n - \hat{x} & y_n - \hat{y} \end{bmatrix} \begin{bmatrix} a \\ b \end{bmatrix} \|^2 = \|\mathbf{Ap}\|^2$$

Total Least Squares

Substituting $c = -\frac{a}{n}\sum_{i=1}^{n} x_i - \frac{b}{n}\sum_{i=1}^{n} y_i$ in ϵ

$$\epsilon = \sum_{i=1}^{n} (ax_i + by_i - a\hat{x} - b\hat{y})^2$$

$$= \sum_{i=1}^{n} (a(x_i - \hat{x}) + b(y_i - \hat{y}))^2$$

$$= \| \begin{bmatrix} x_1 - \hat{x} & y_1 - \hat{y} \\ \vdots & \vdots \\ x_n - \hat{x} & y_n - \hat{y} \end{bmatrix} \begin{bmatrix} a \\ b \end{bmatrix} \|^2 = \|\mathbf{Ap}\|^2$$

Notice not the same as least squares

Total Least Squares

Solution

Total Least Squares

Solution

$$\mathbf{p}^* = \underset{\mathbf{p}}{\operatorname{argmin}} \|\mathbf{A}\mathbf{p}\|^2 \text{ s.t. } \mathbf{p}^T\mathbf{p} = 1$$

Total Least Squares

Solution

$$\mathbf{p}^* = \underset{\mathbf{p}}{\operatorname{argmin}} \|\mathbf{A}\mathbf{p}\|^2 \text{ s.t. } \mathbf{p}^T\mathbf{p} = 1$$

Solution is the eigenvector corresponding to the smallest eigenvalue of $\mathbf{A}^T\mathbf{A}$

Singular Value Decomposition

The Singular Value Decomposition (SVD) of a matrix $\mathbf{A} \in \mathbb{R}^{m \times n}$ is defined as

$$\mathbf{A} = \mathbf{UDV}^T$$

such that

- $\mathbf{U}$ is a $m \times n$ matrix with orthogonal columns
- $\mathbf{D}$ is a $n \times n$ diagonal matrix. Its entries are called singular values
- $\mathbf{V}$ is an $n \times n$ orthogonal matrix

Singular Value Decomposition

The Singular Value Decomposition (SVD) of a matrix $\mathbf{A} \in \mathbb{R}^{m \times n}$ is defined as

$$\mathbf{A} = \mathbf{U}\mathbf{D}\mathbf{V}^T$$

such that

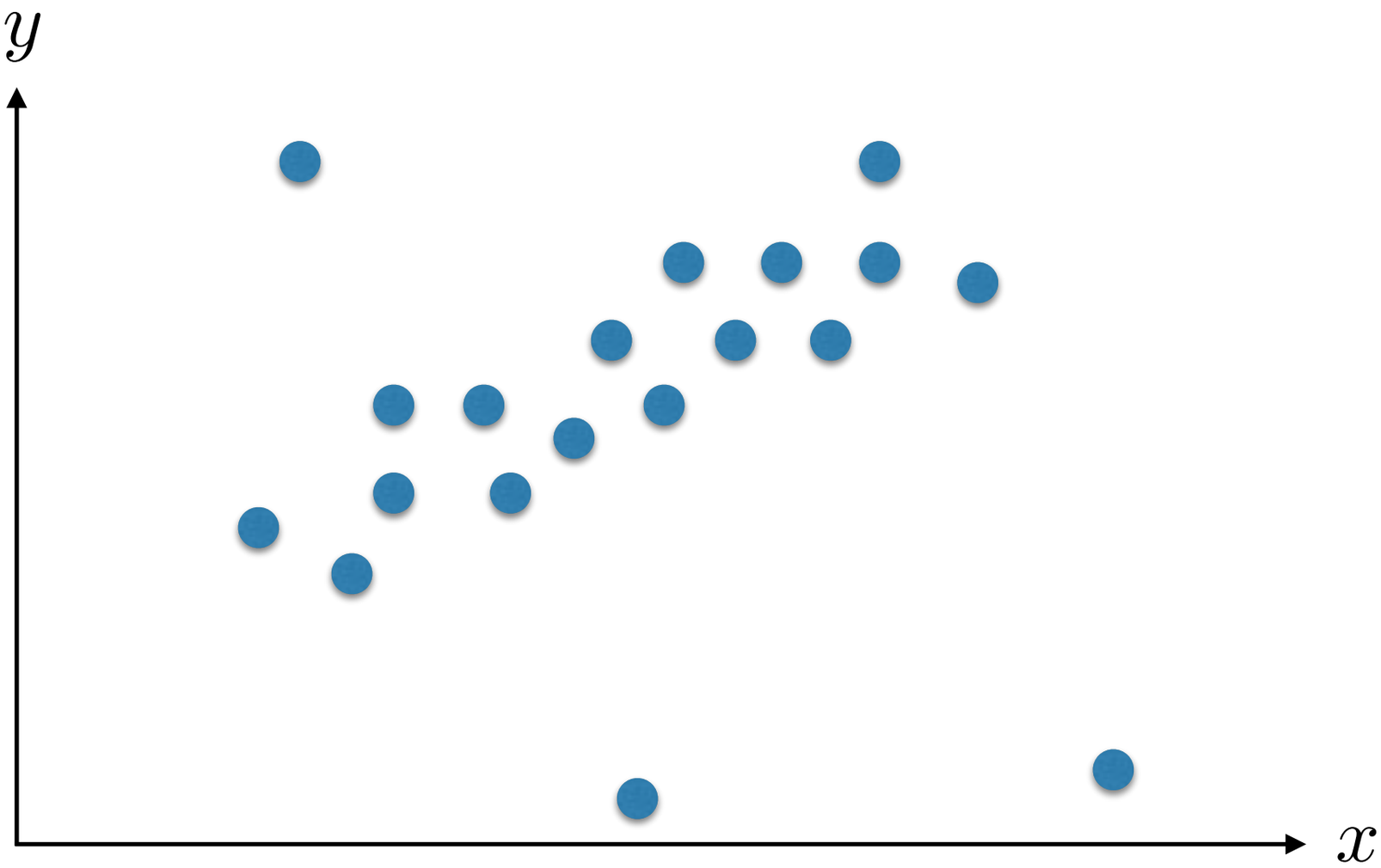
If diagonal entries of $\mathbf{D}$ are sorted as

$$\sigma_1 \geq \sigma_2 \geq \cdots \geq \sigma_n \geq 0$$

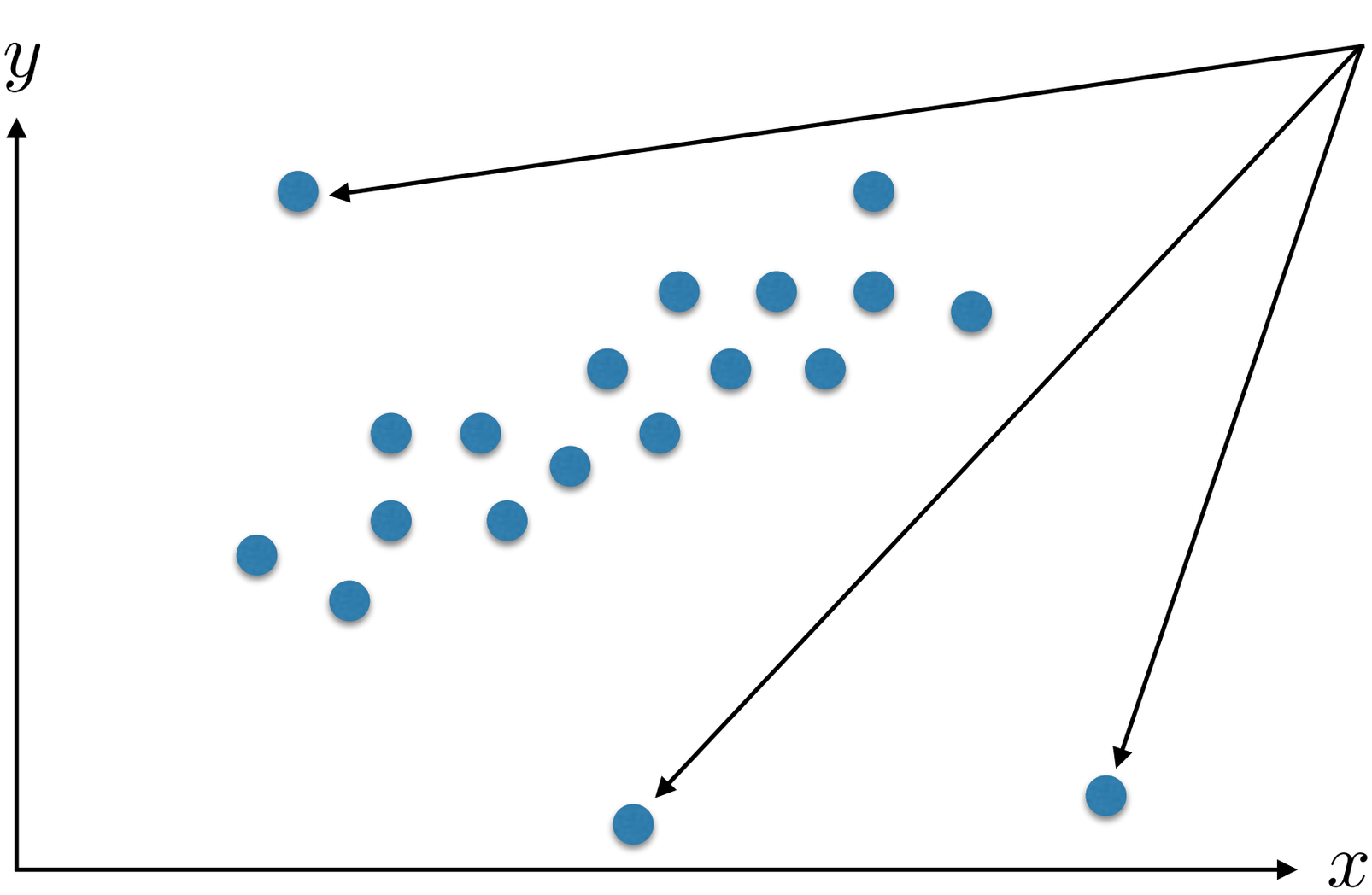
Last column of $\mathbf{V}$ is the smallest eigenvector of $\mathbf{A}^T\mathbf{A}$

lled

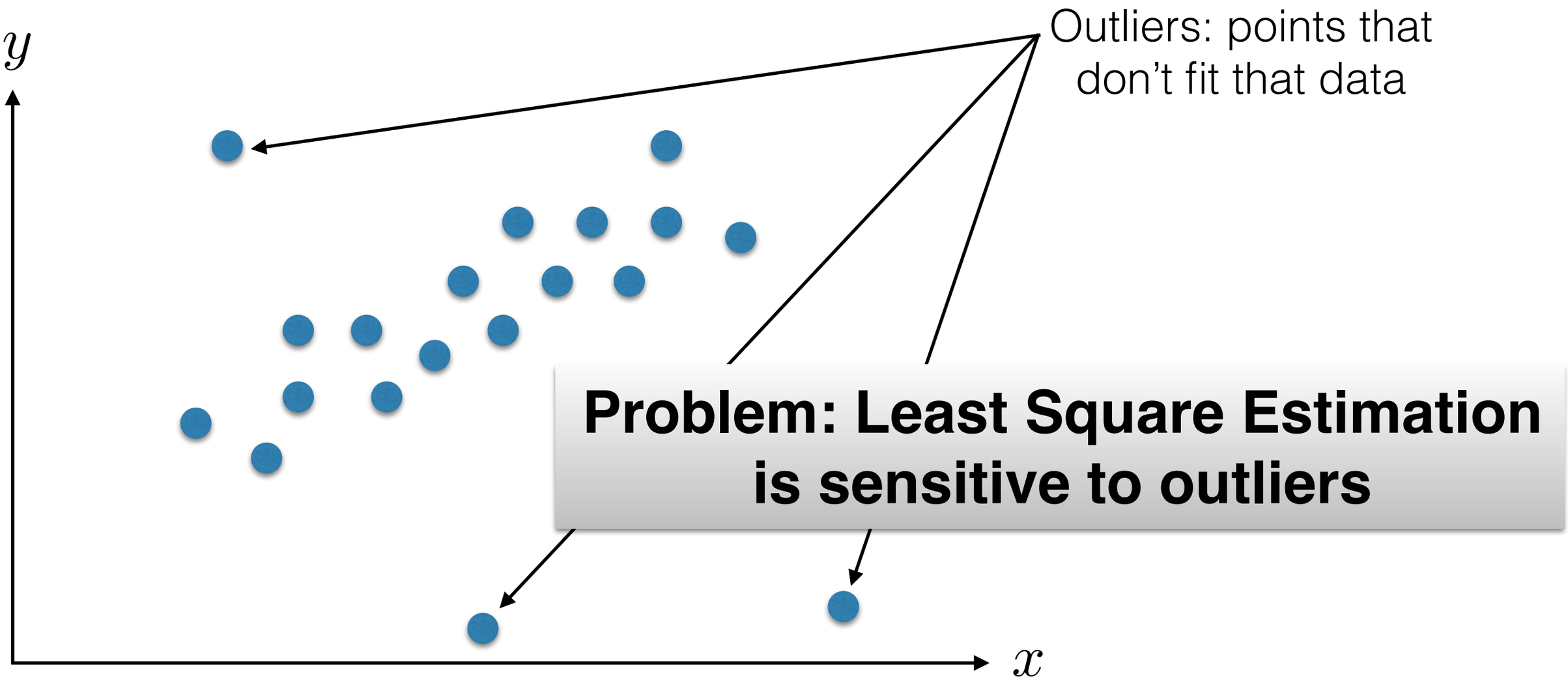
Robust Estimation



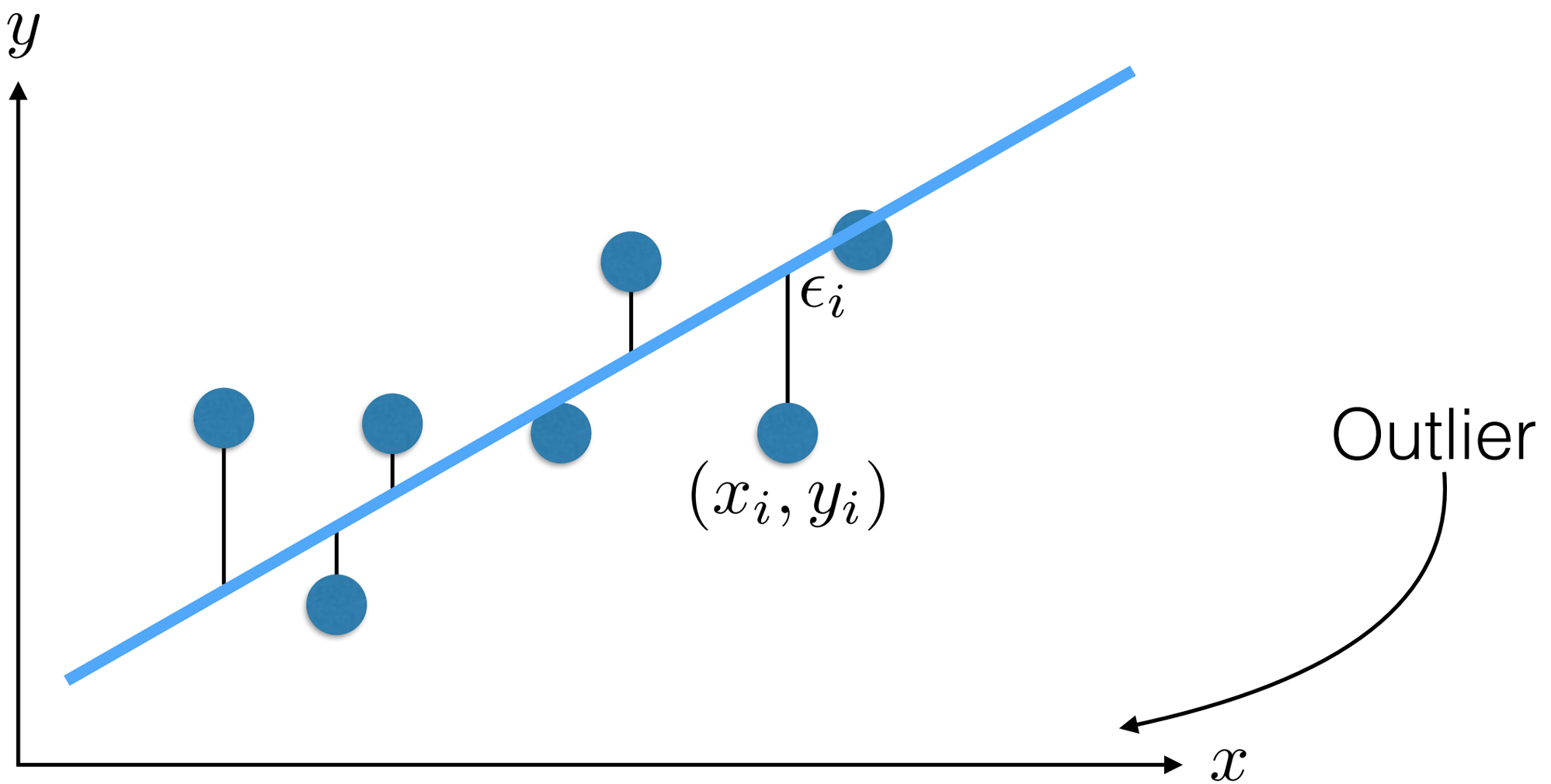
Robust Estimation



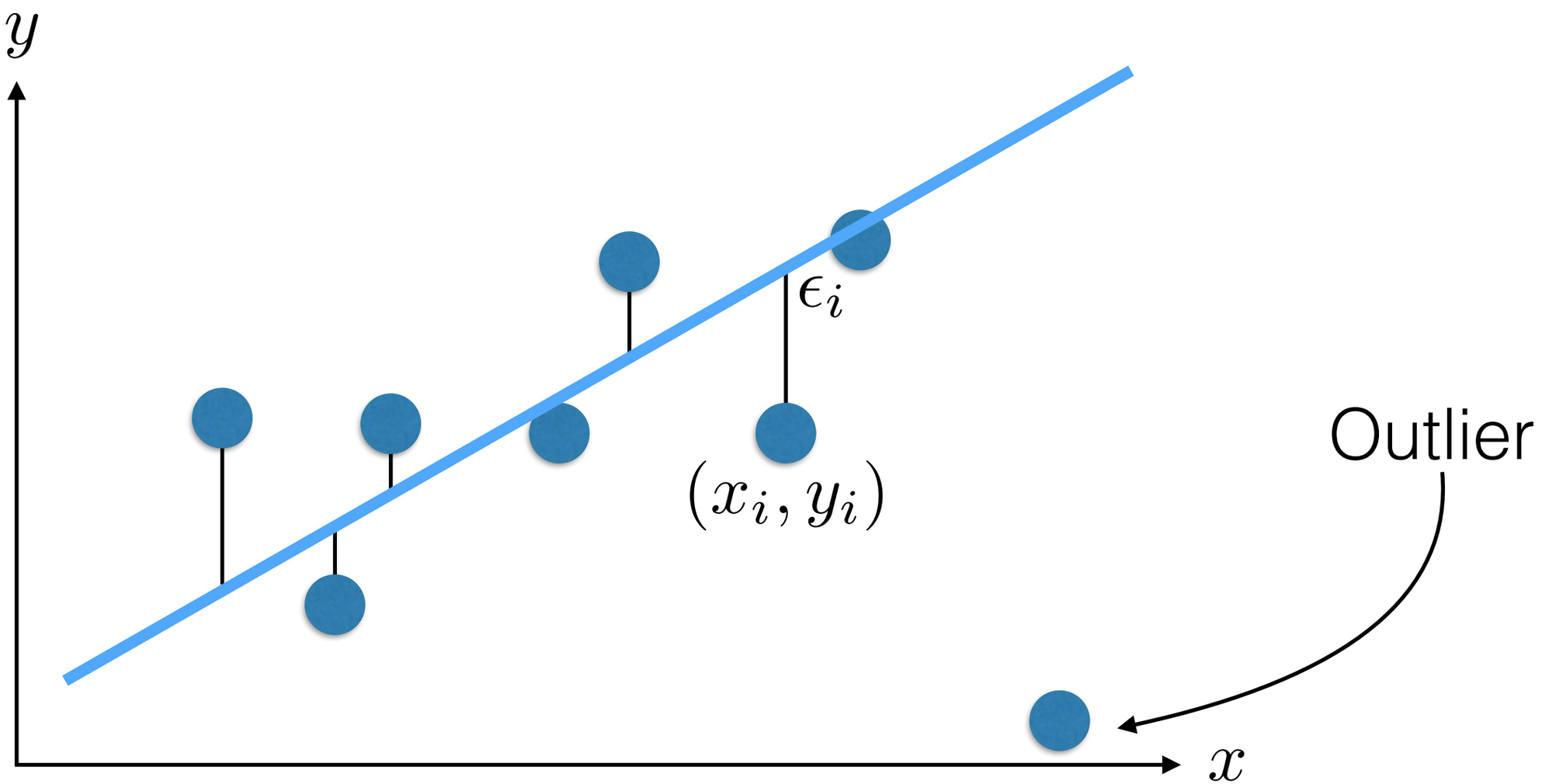
Robust Estimation



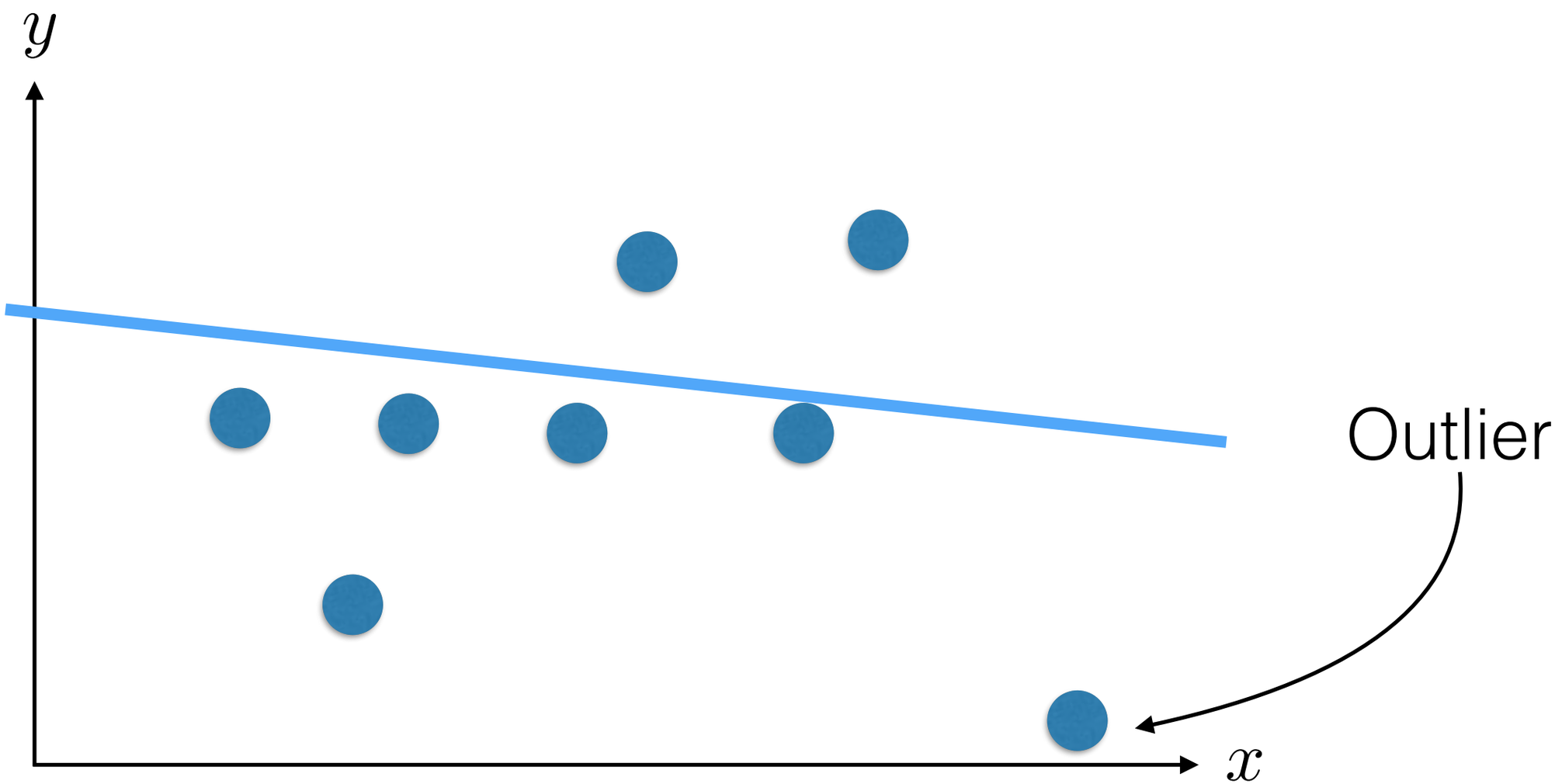
Least Squares



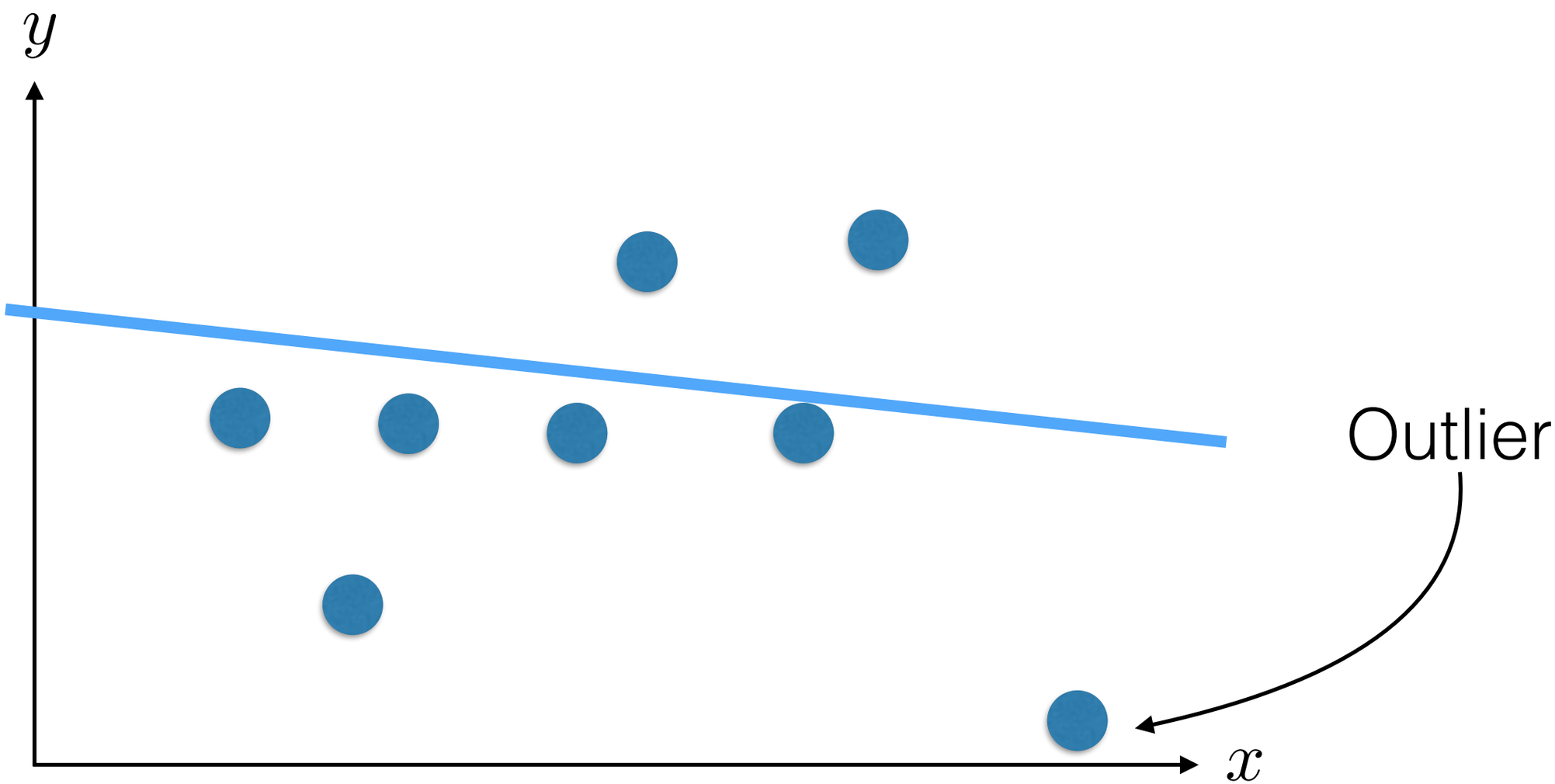
Least Squares



Least Squares

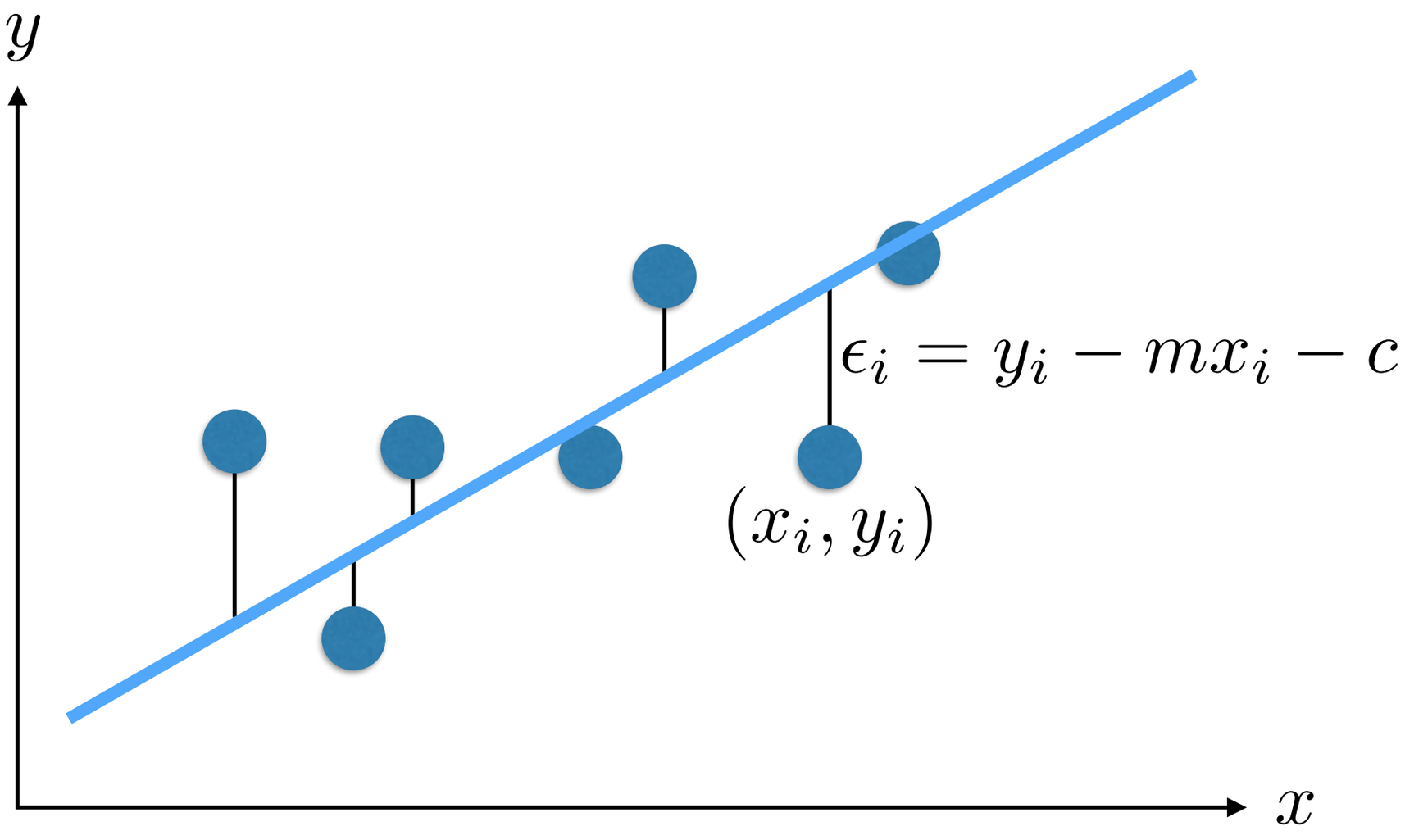


Least Squares

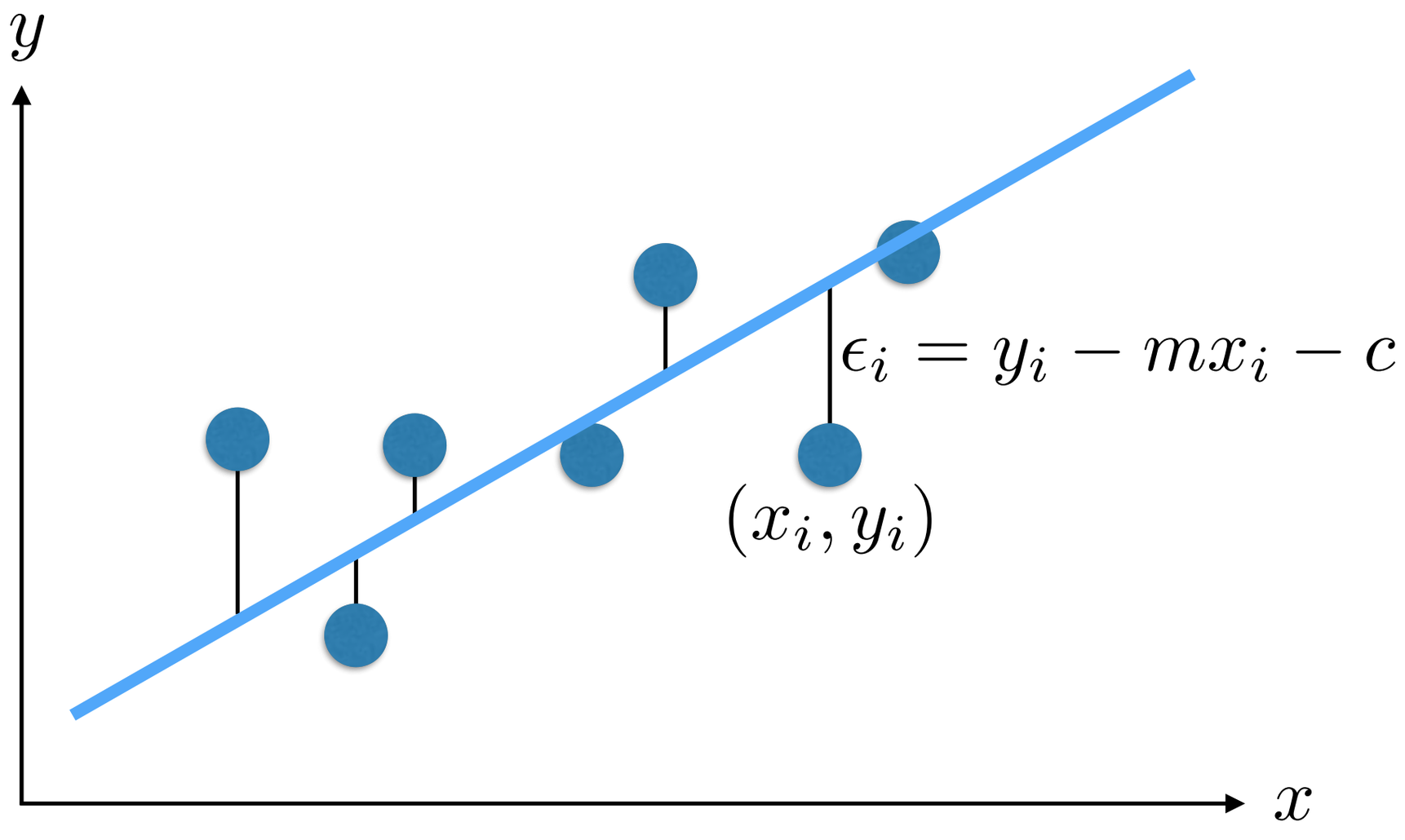


Solution: Use robust least square fitting, RANSAC

Robust Least Squares



Robust Least Squares



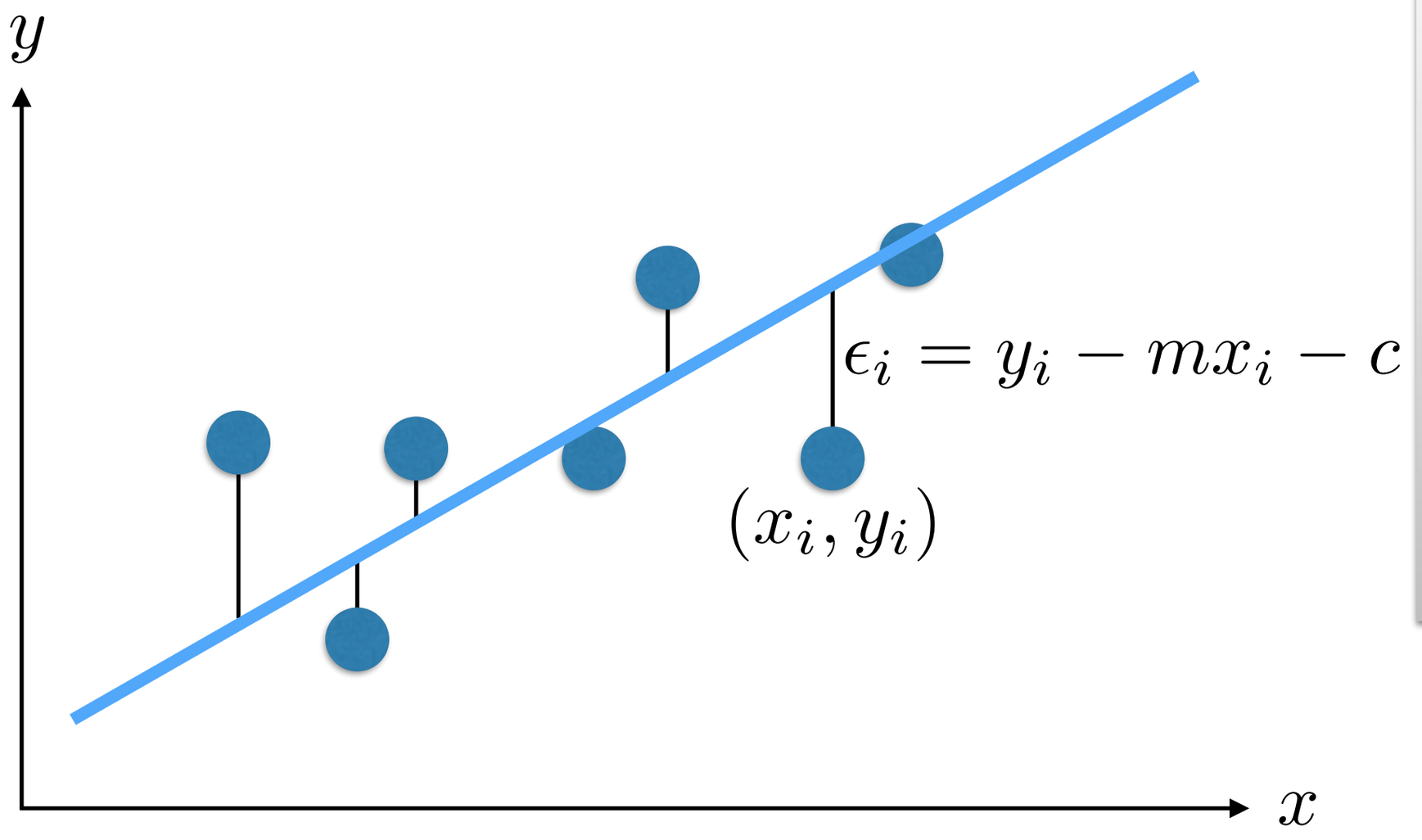
Minimize

$$\sum_{i=1}^{n} \rho(\epsilon_i, \sigma)$$

where

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

Robust Least Squares



Minimize

$$\sum_{i=1}^{n} \rho(\epsilon_i, \sigma)$$

where

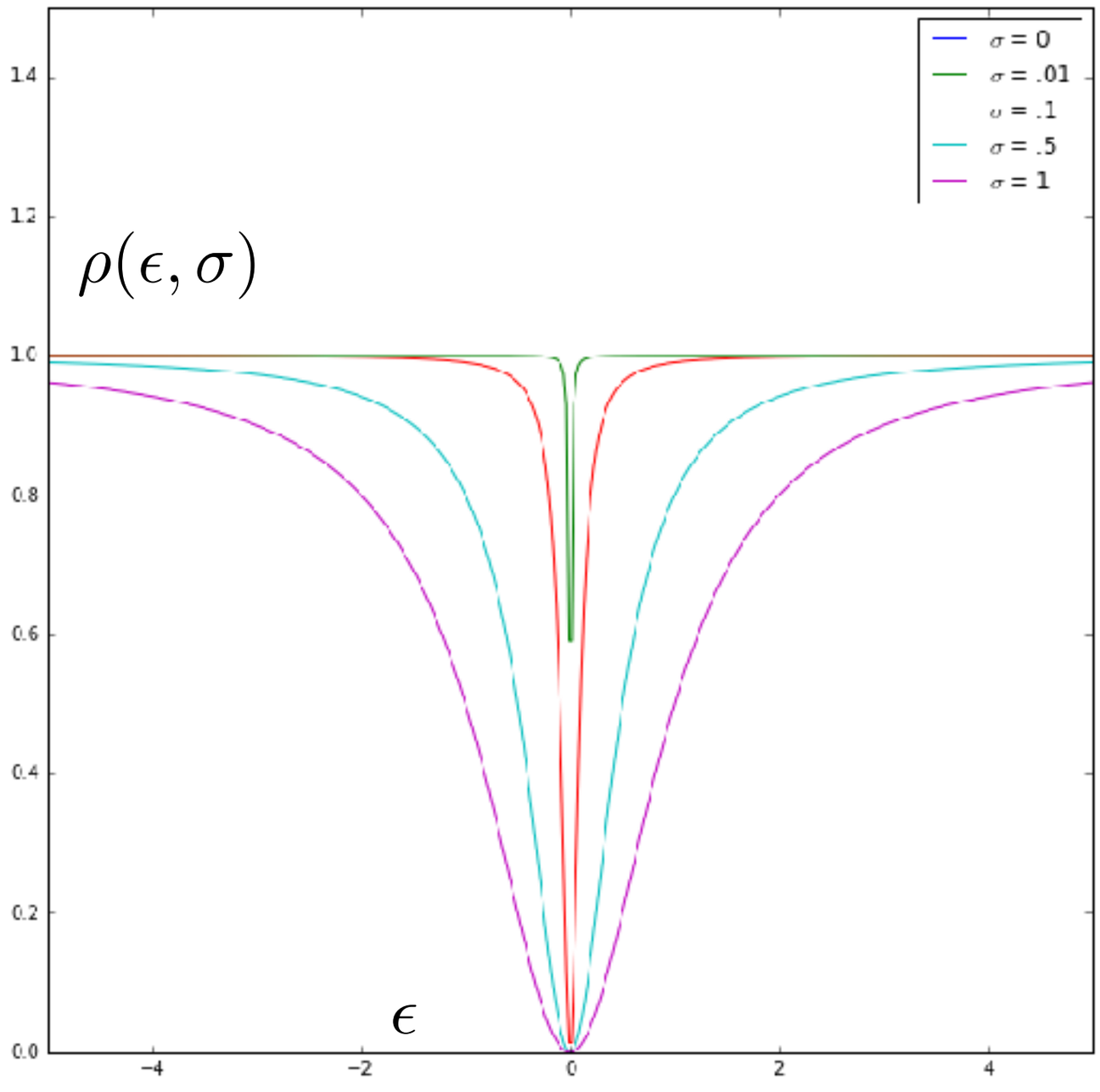
$$\rho(\epsilon, \sigma) = \frac{\epsilon^2}{\epsilon^2 + \sigma^2}$$

- Favors a configuration with small residuals
- Constant penalty for large residuals

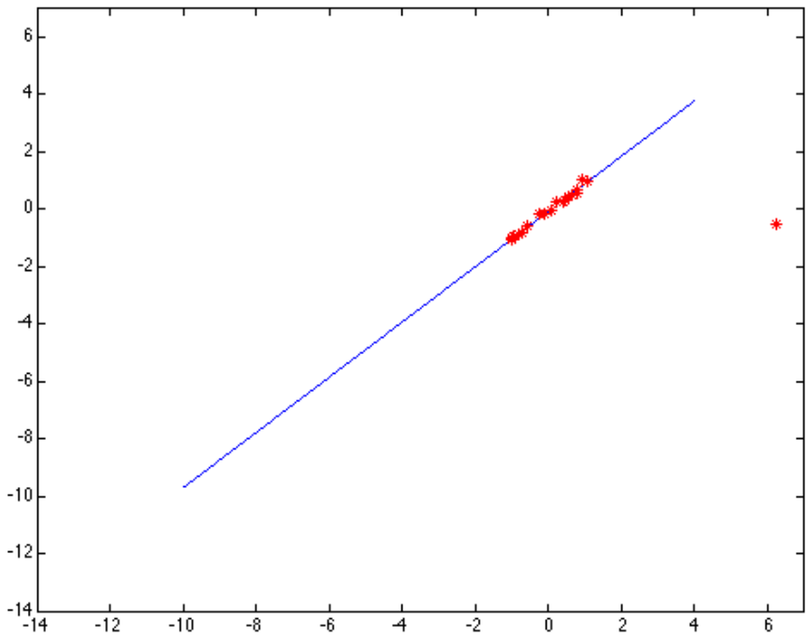
Robust Least Squares

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

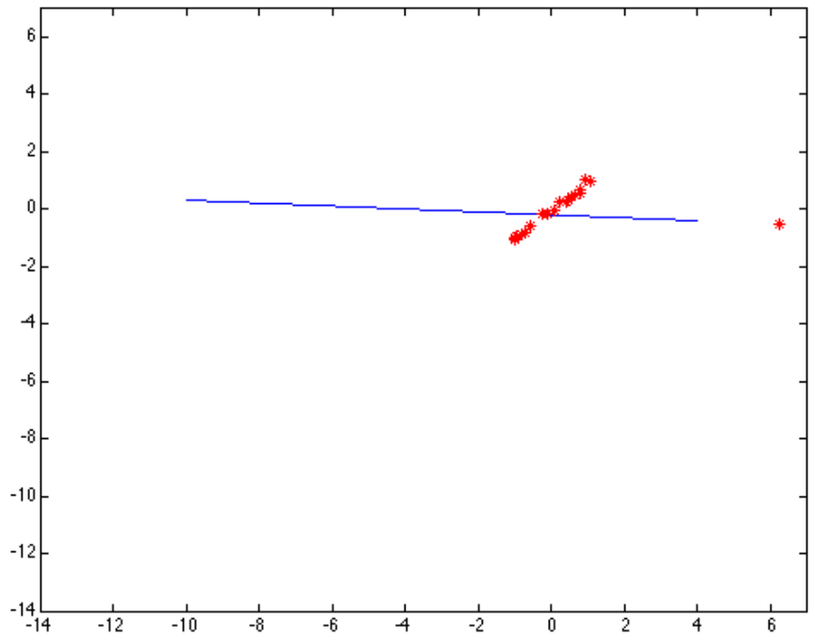
Scale parameter



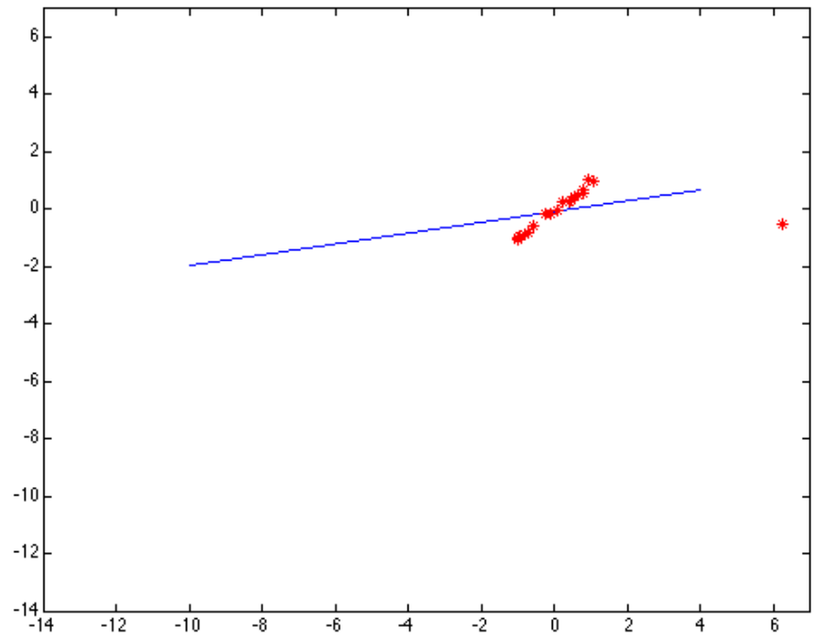
Robust Least Squares



When the scale is selected just right, the effects of outliers are eliminated.



Scale is too small, so the error value is almost the same for each point. This results in a poor fit.



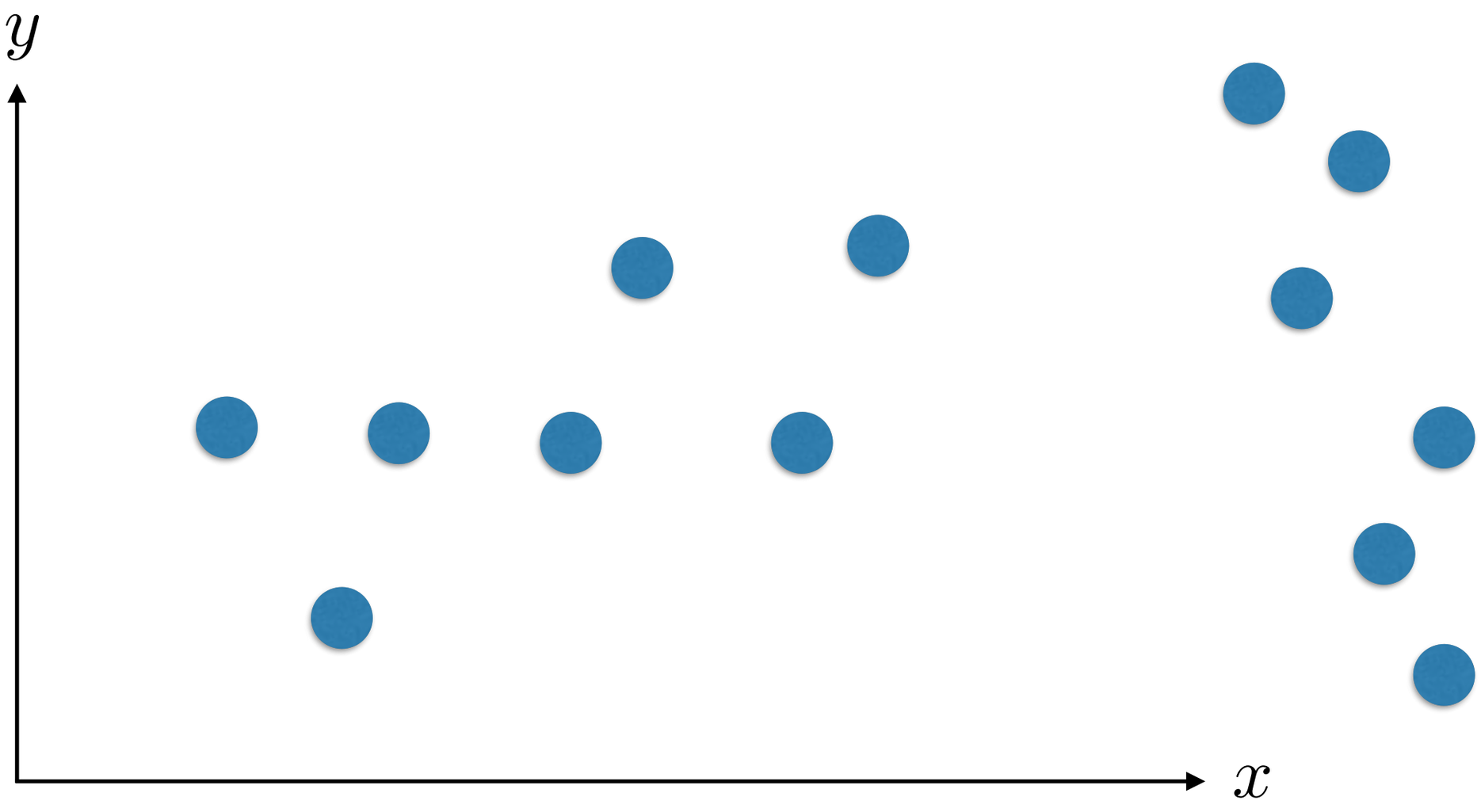
When the scale is too large, the system behaves like a least squares. It is sensitive to outliers

Robust Least Squares

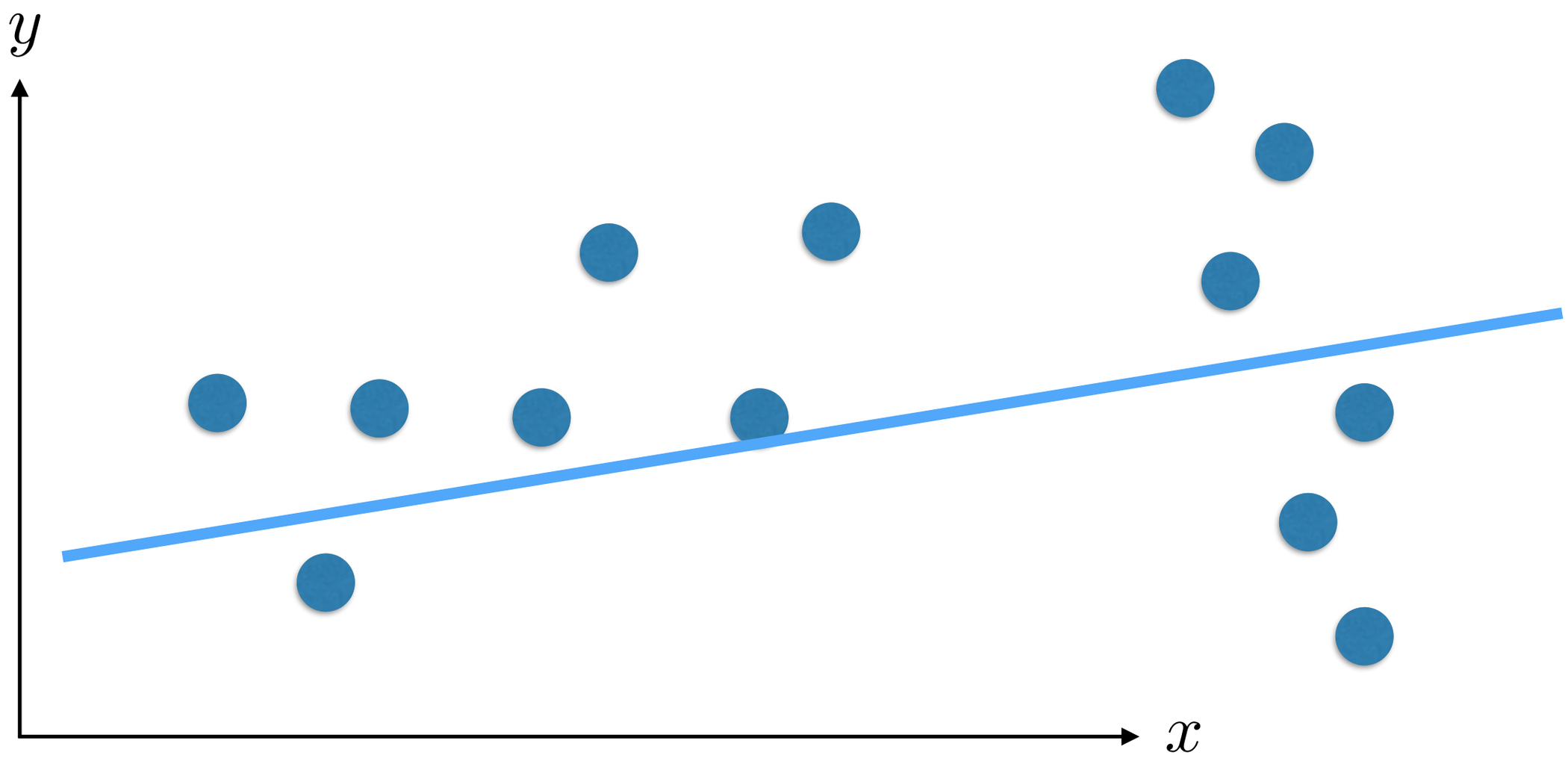
- Robust least square fitting is a non-linear optimization problem, which must be solved iterative.
  - The iterative problem can be initialized using least square fitting.

- Scale parameters can be chosen adaptively as well
  - Scale parameter is typically selected to 1.5 times the median residual

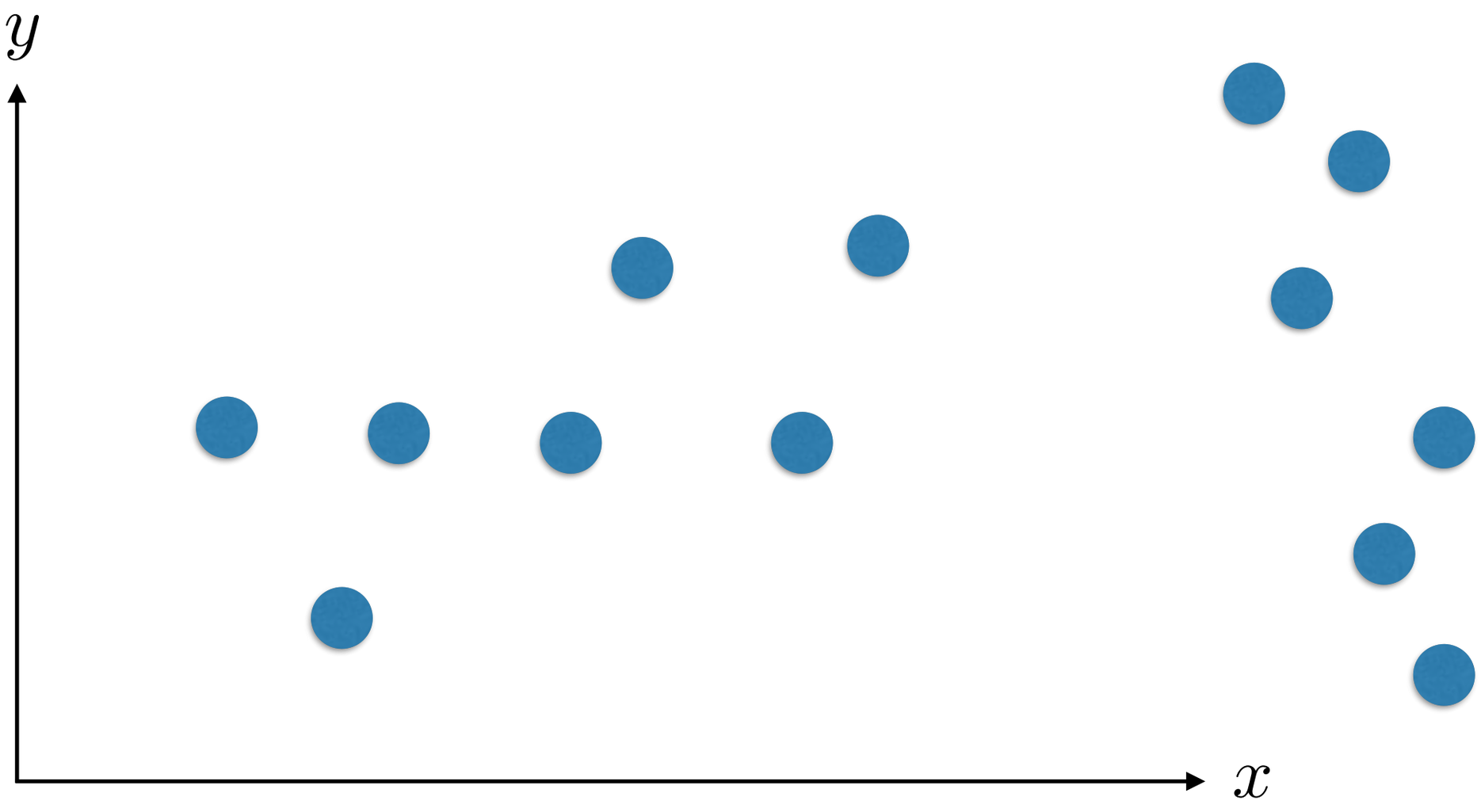
Robust Estimation



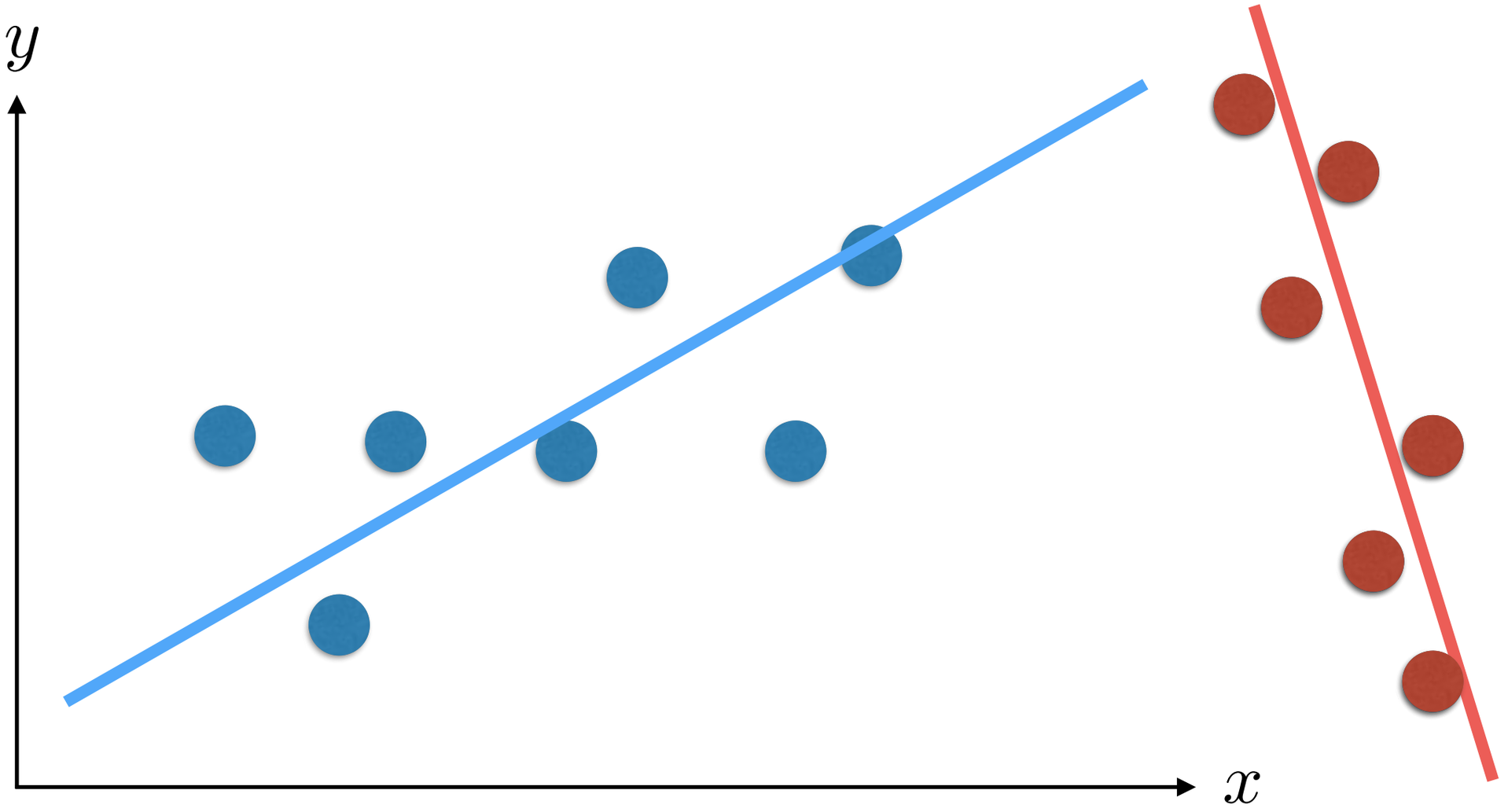
Robust Estimation



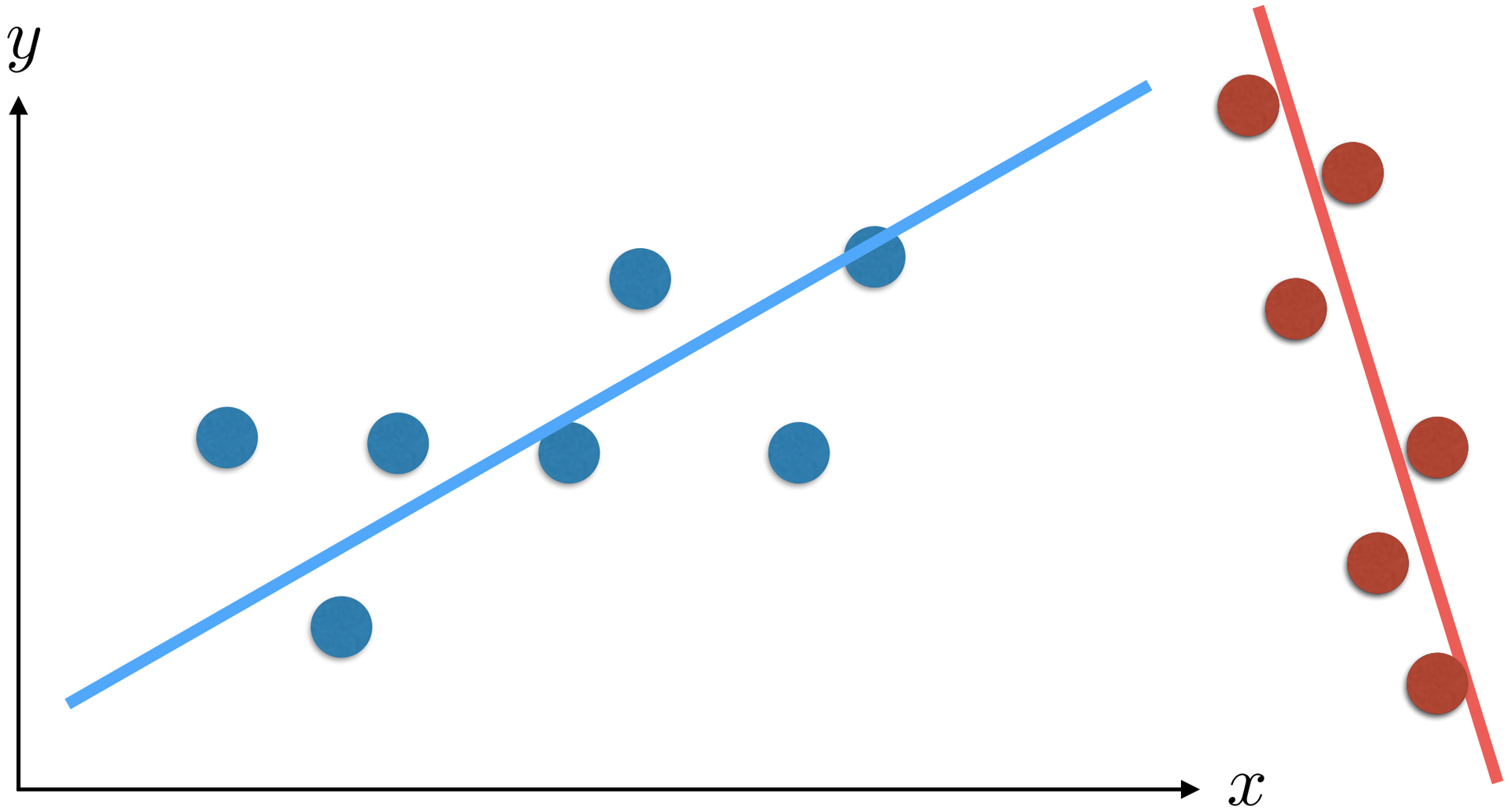
Robust Estimation



Robust Estimation

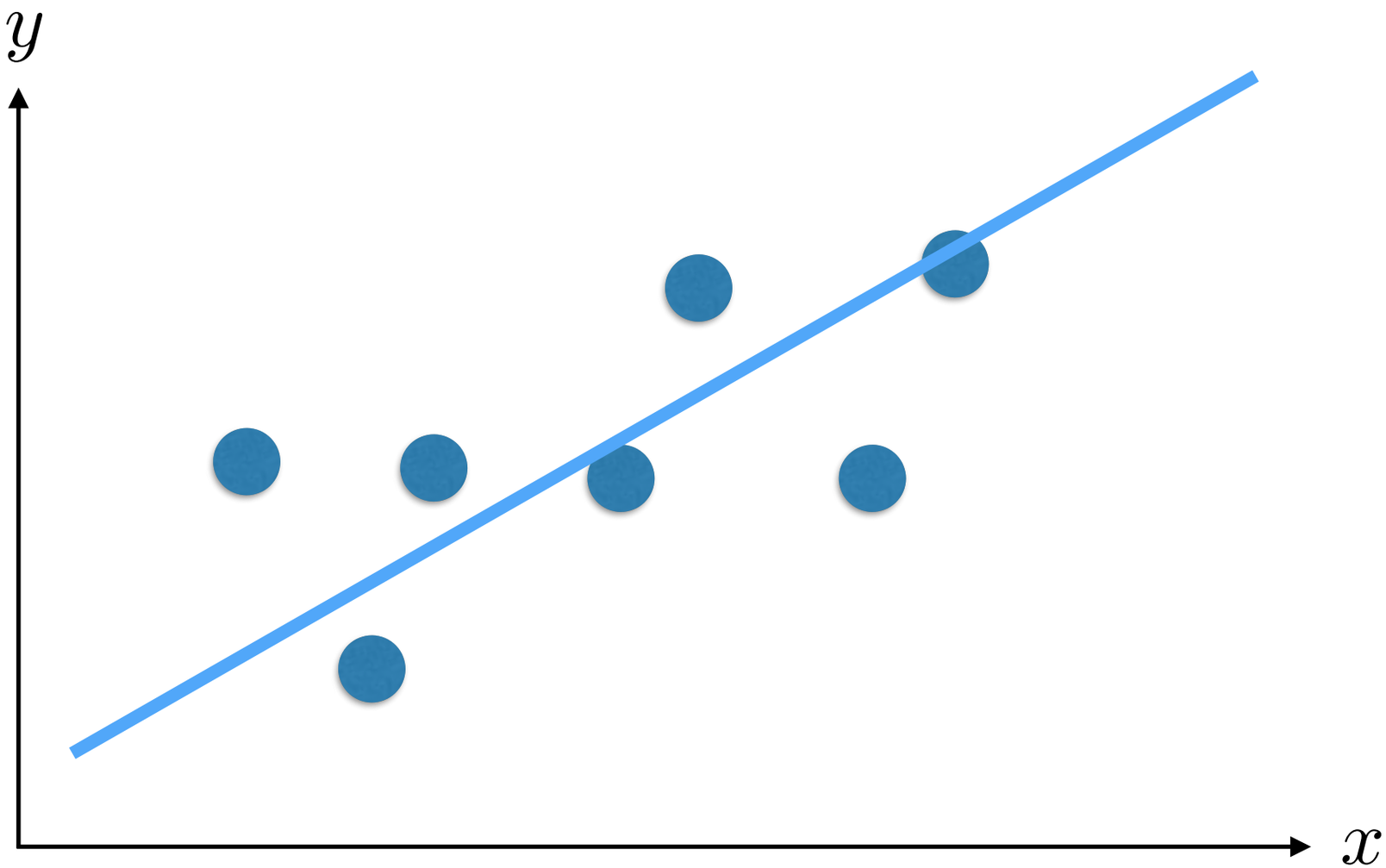


Robust Estimation

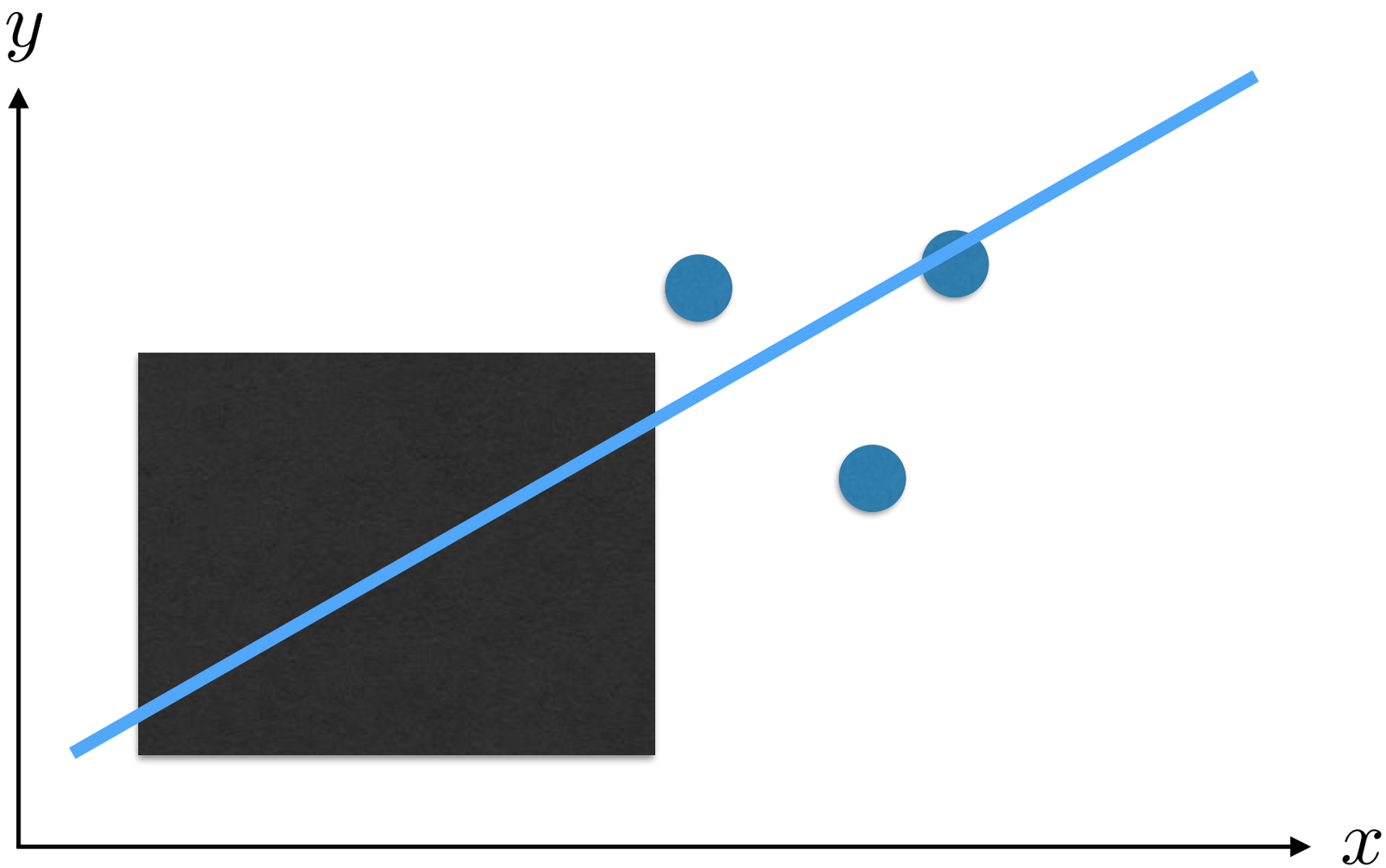


Which data points are responsible for which model?

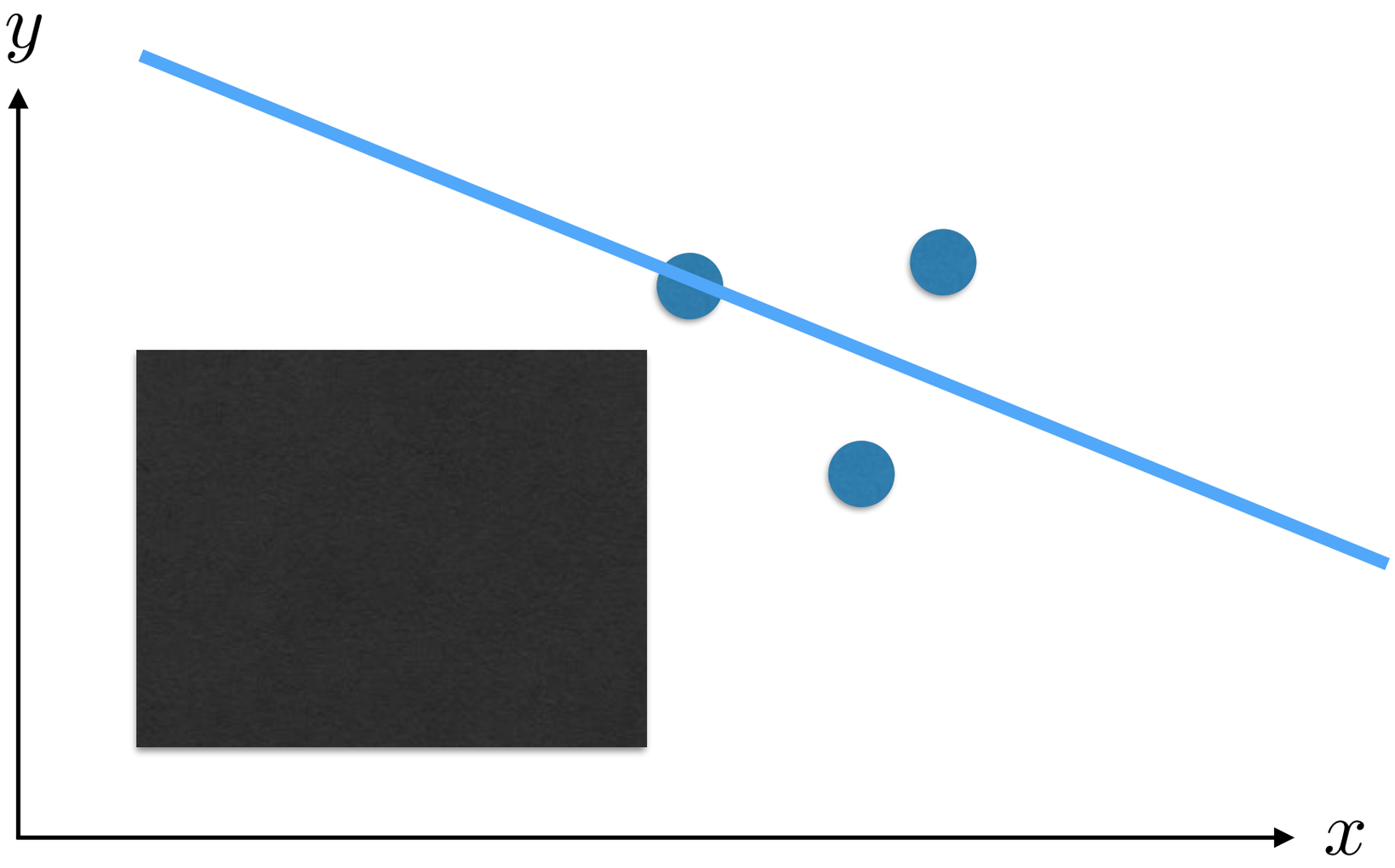
Model Fitting



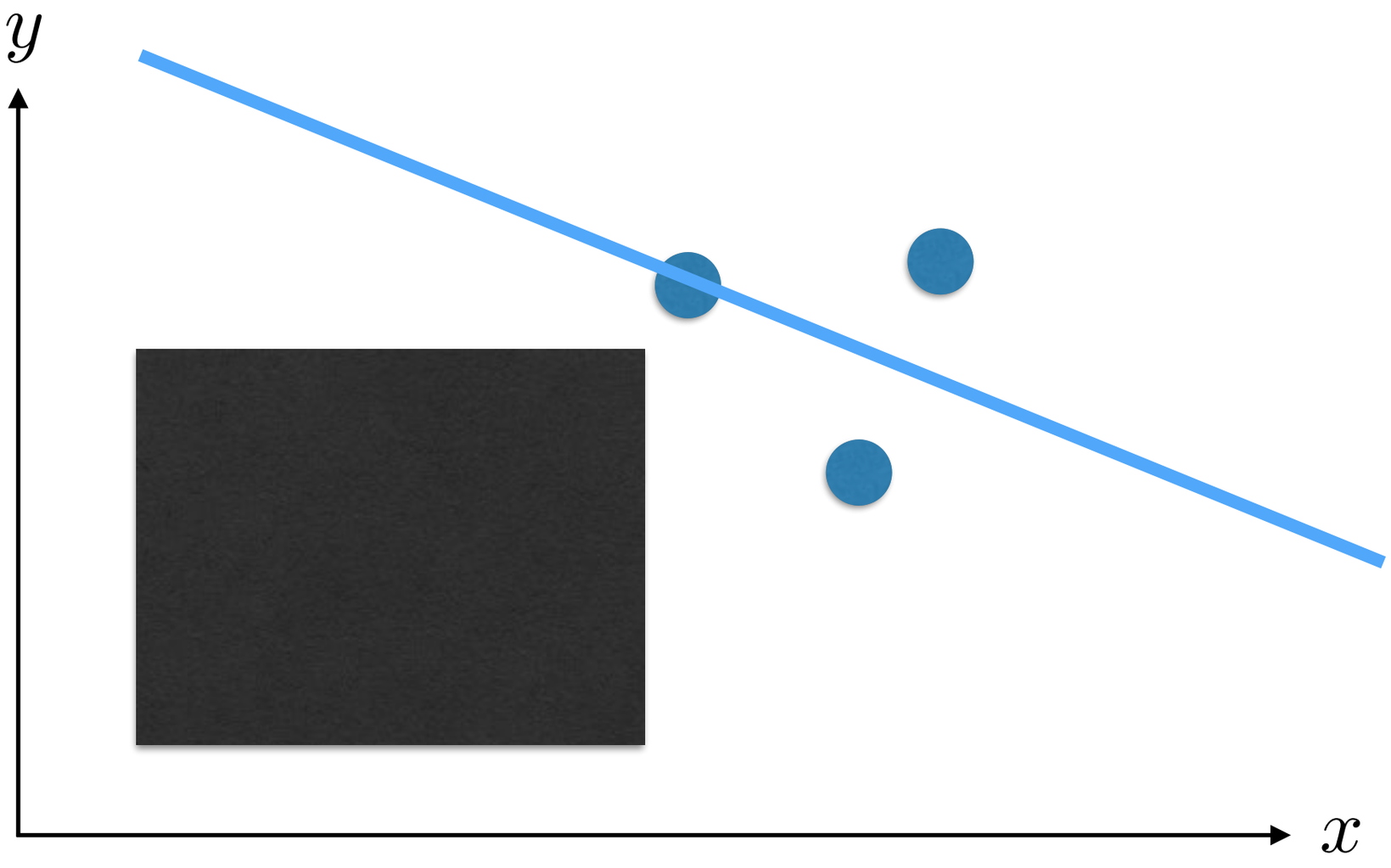
Model Fitting



Model Fitting



Model Fitting



How can we be sure that all relevant data points are available?

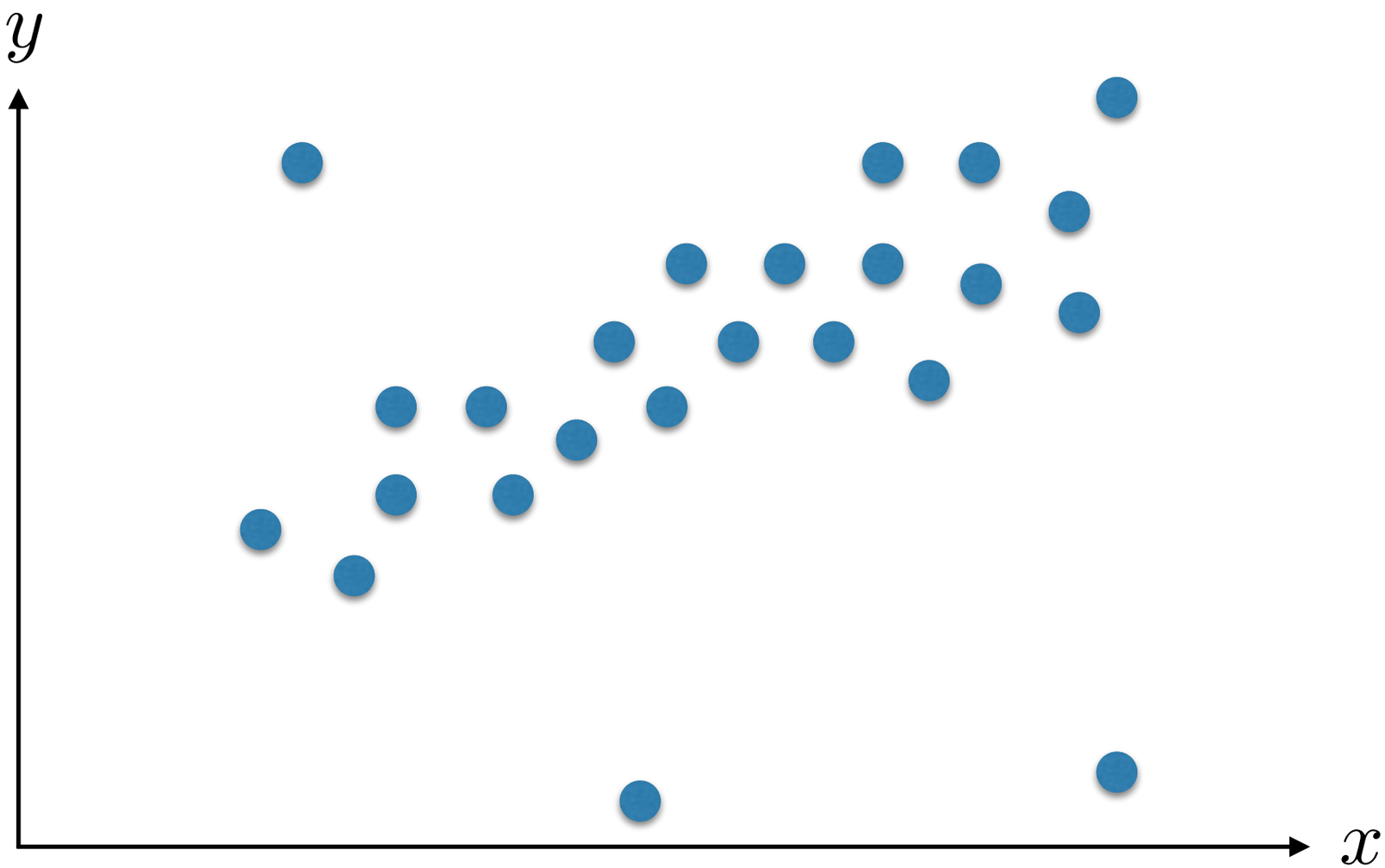
RANSAC

RANSAC

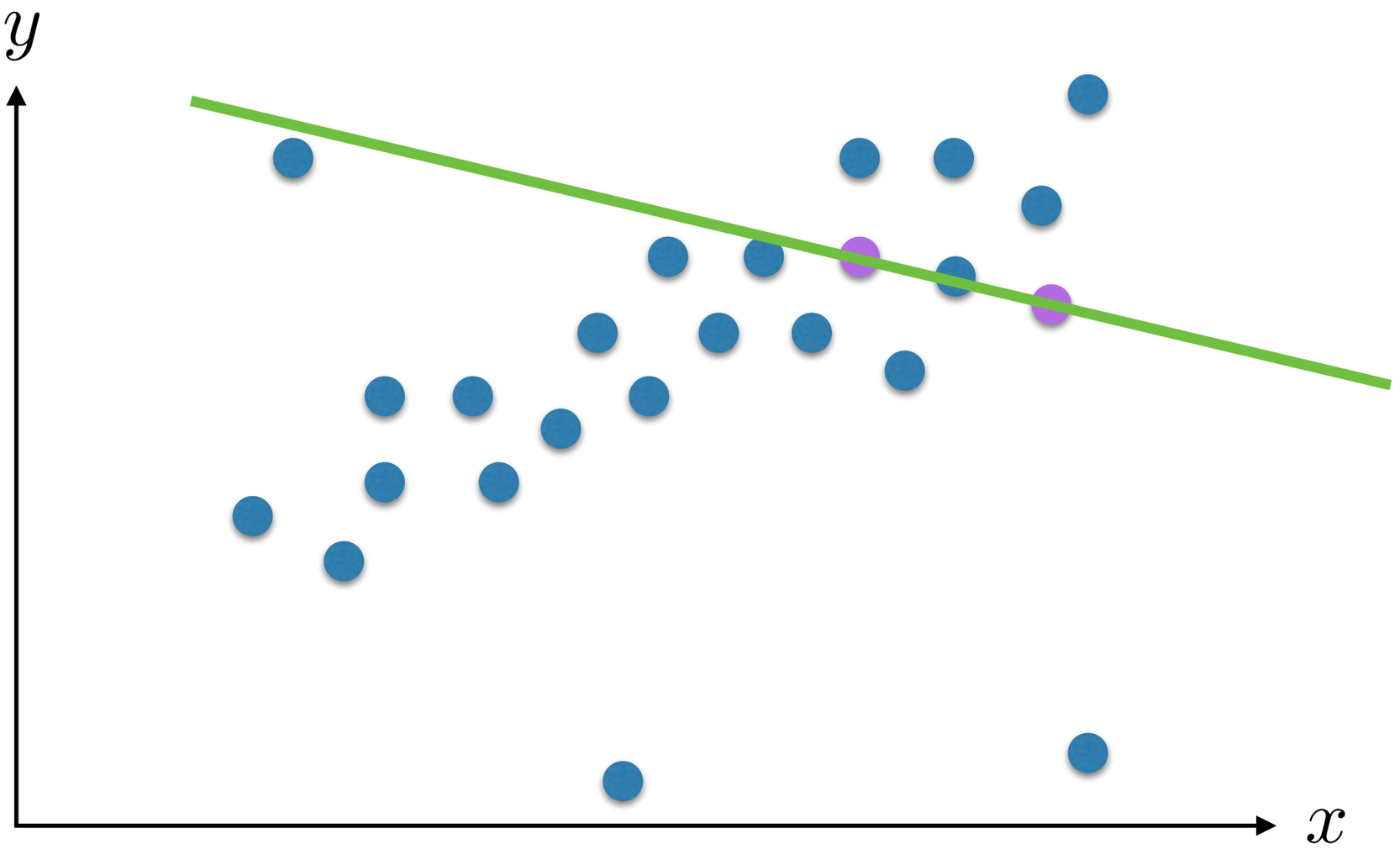
- General approach
  - Classify points as inliers and outlines
  - Estimated model parameters using inliers, ignoring outliers
  - Repeat if necessary

M. A. Fischler and R. C. Bolles (June 1981). "Random Sample Consensus: A Paradigm for Model Fitting with Applications to Image Analysis and Automated Cartography". *Comm. of the ACM* 24: 381--395.

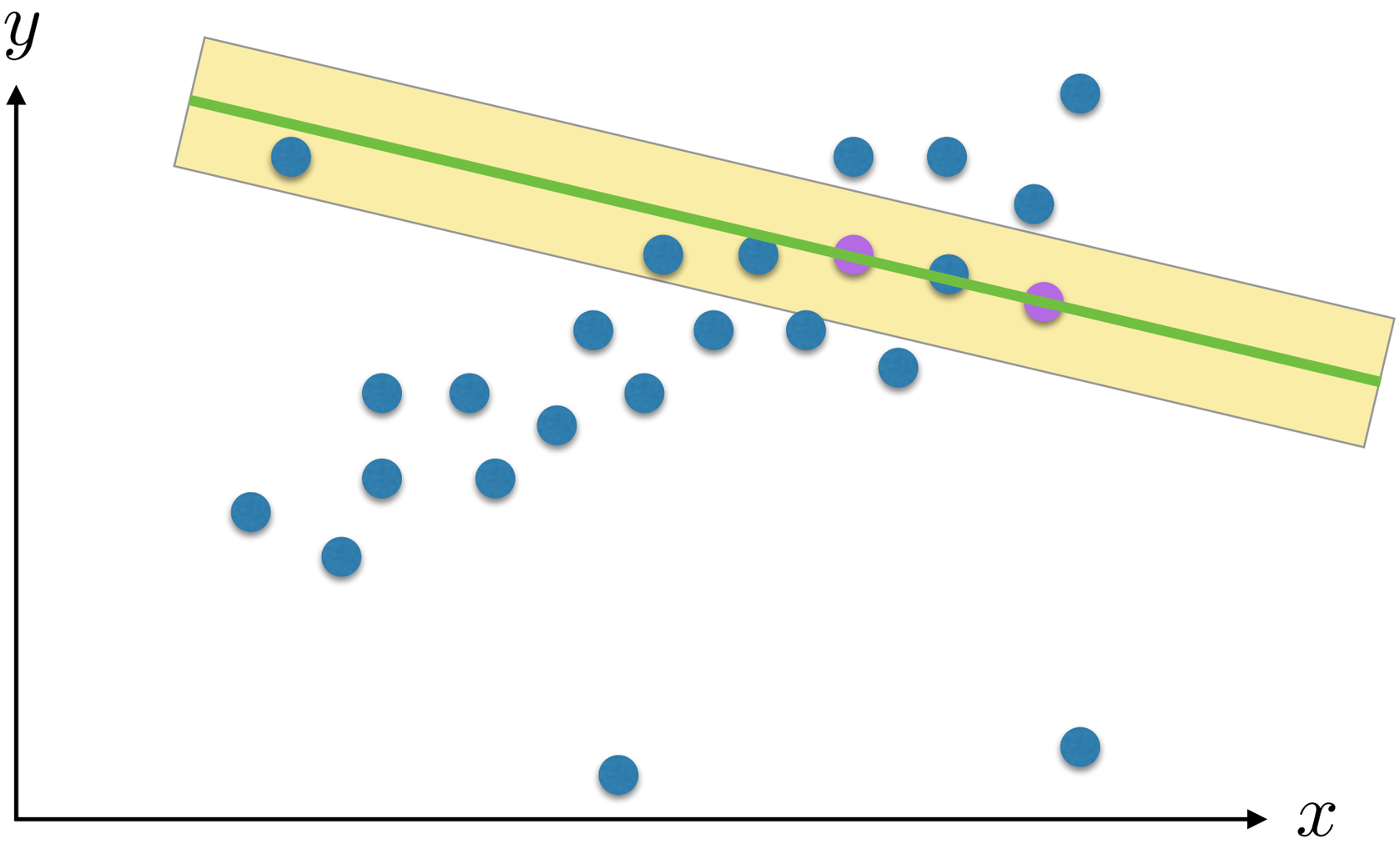
RANSAC



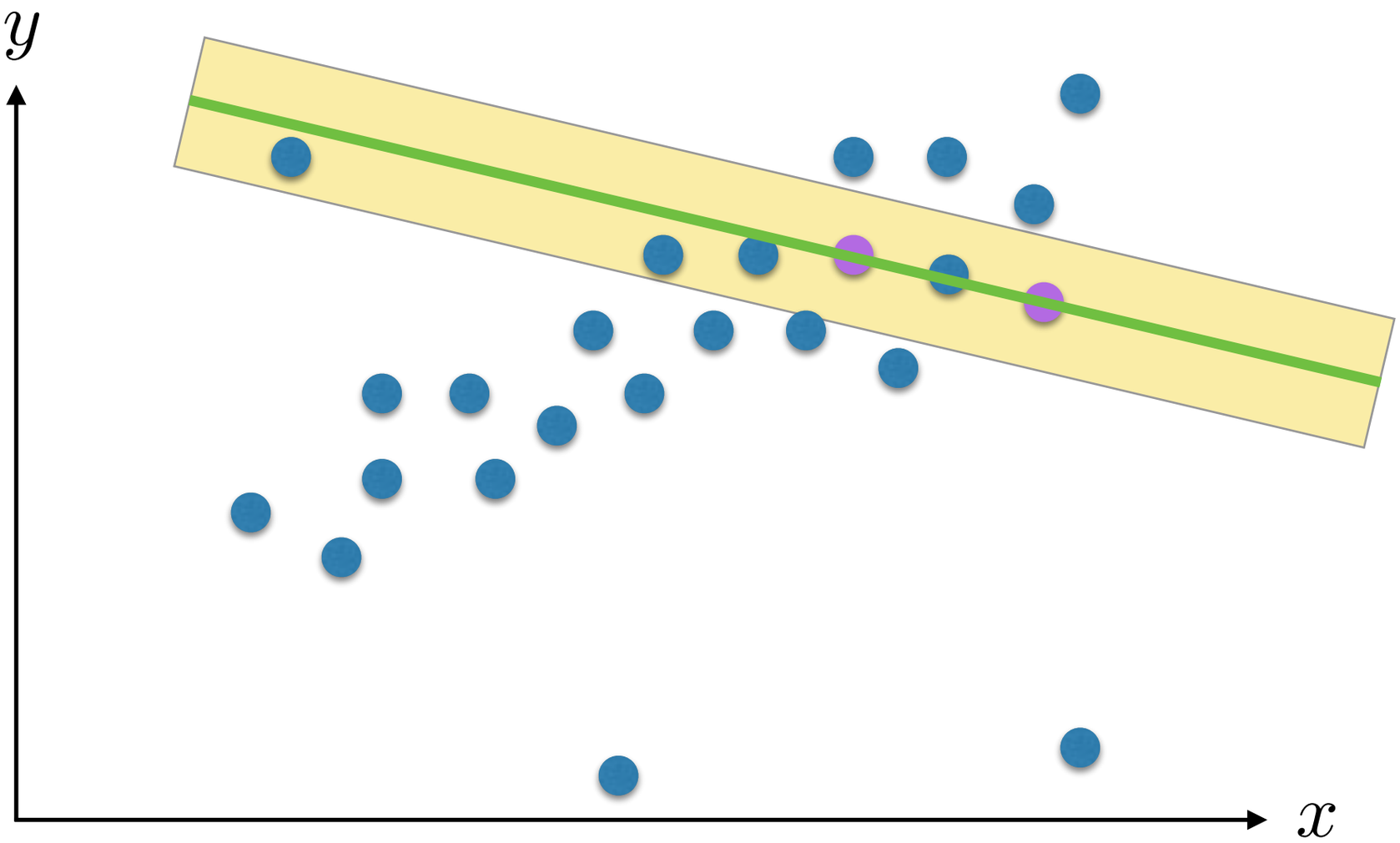
RANSAC



RANSAC

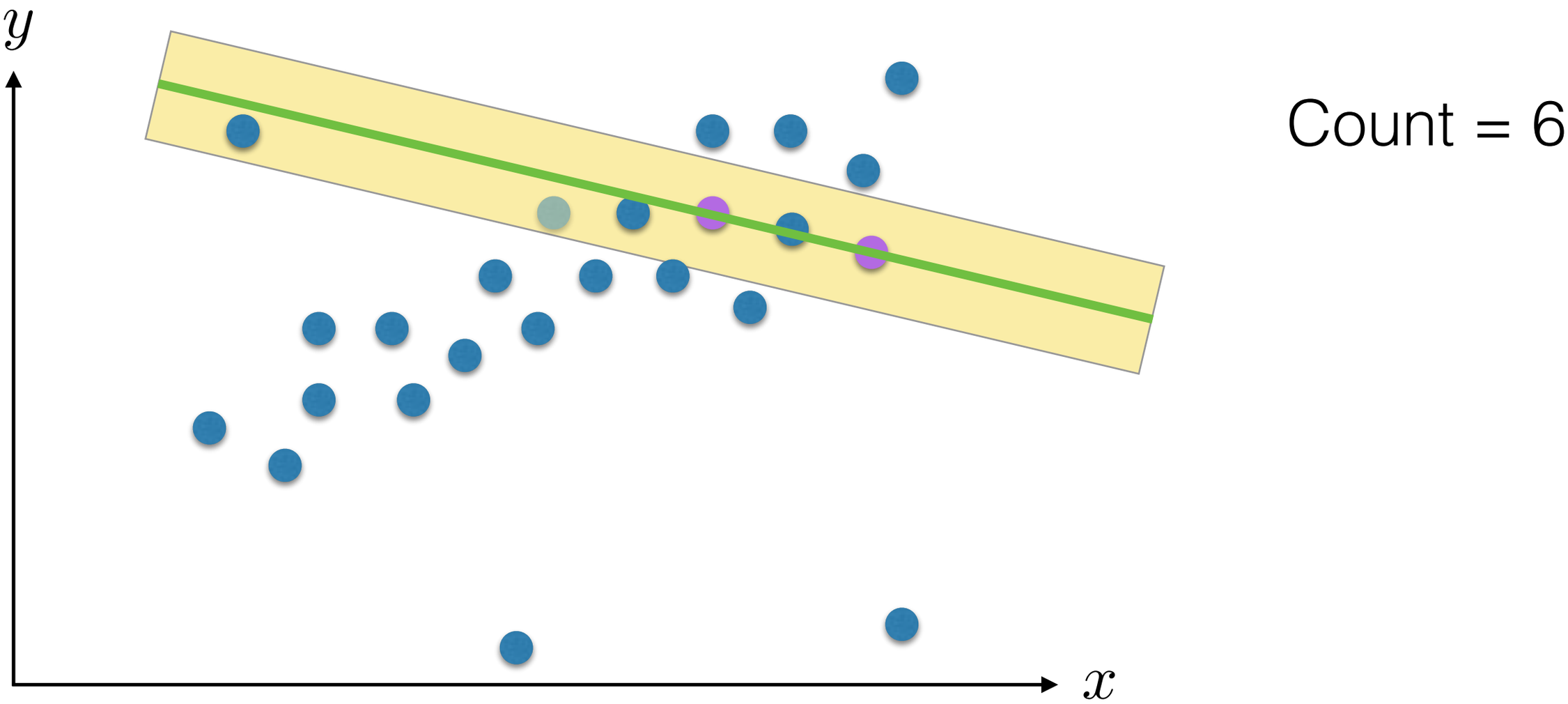


RANSAC



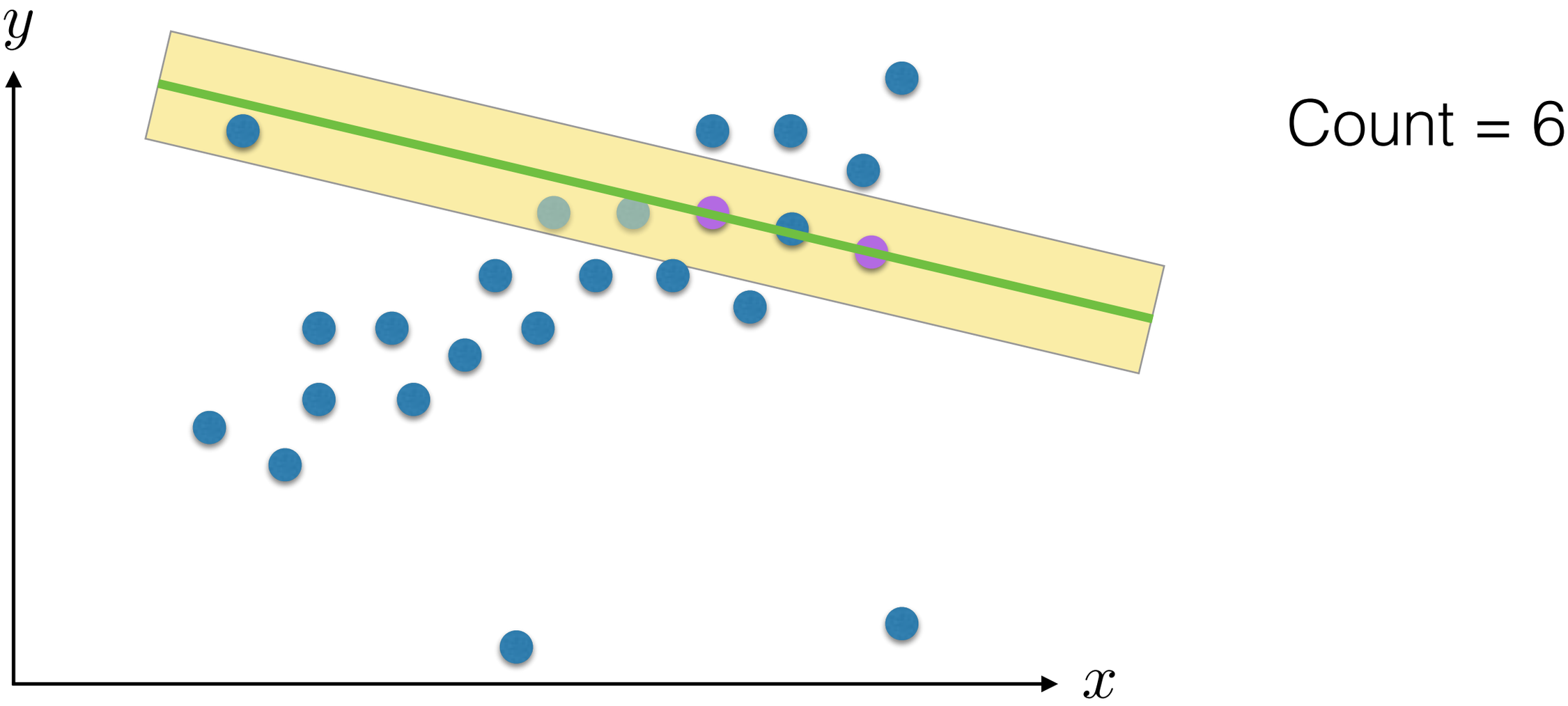
Count = 6

RANSAC



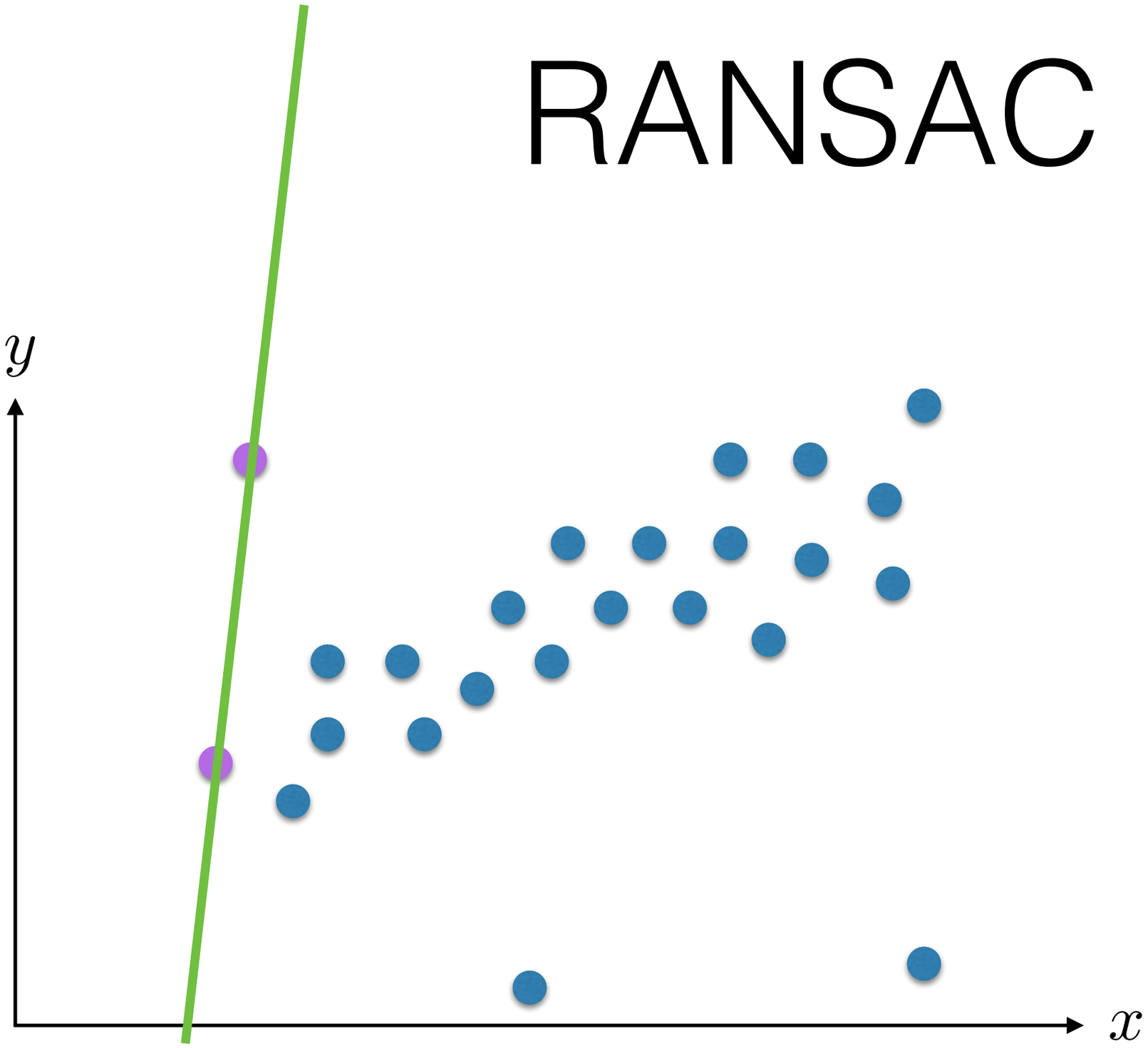
Count = 6

RANSAC

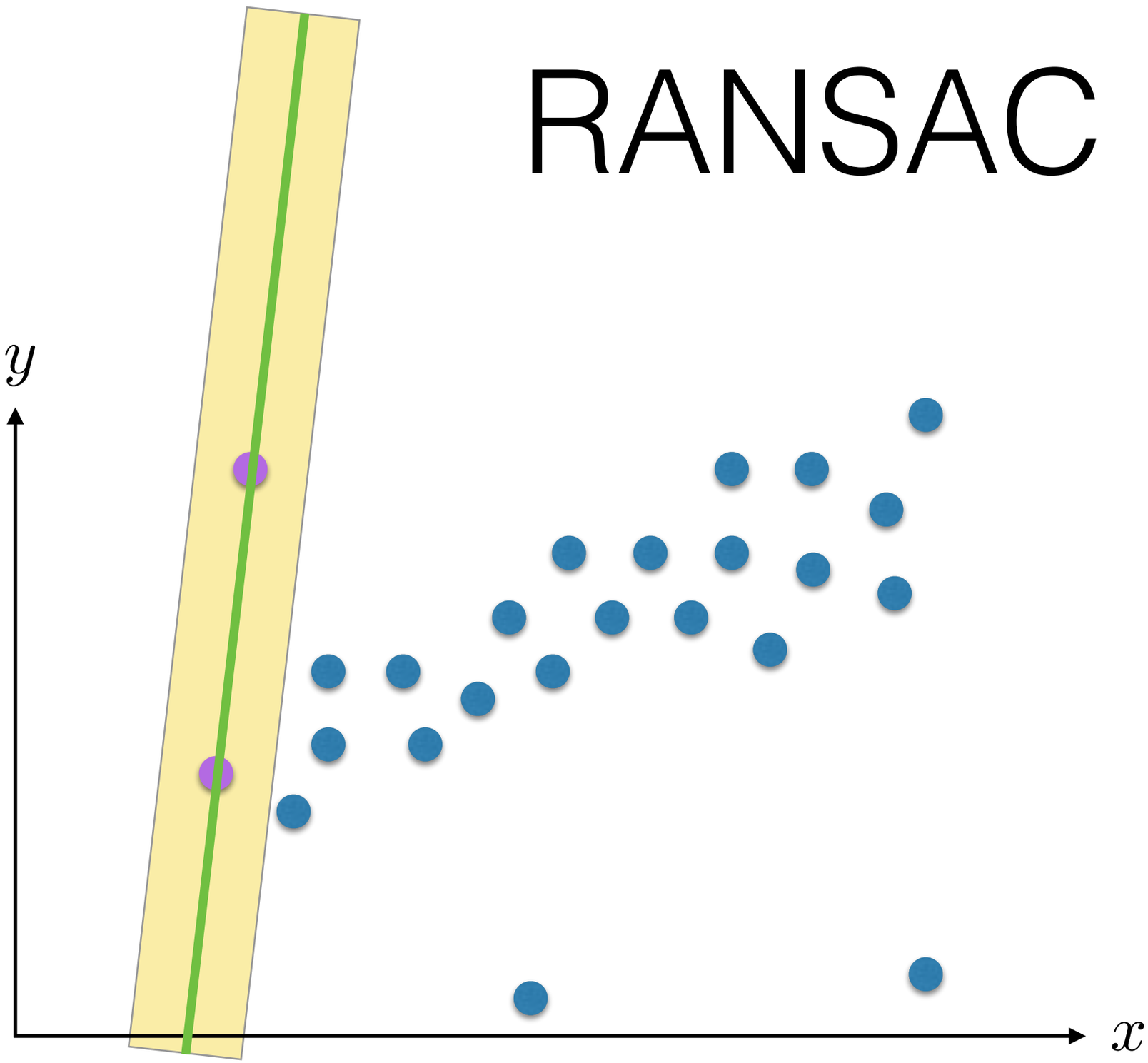


Count = 6

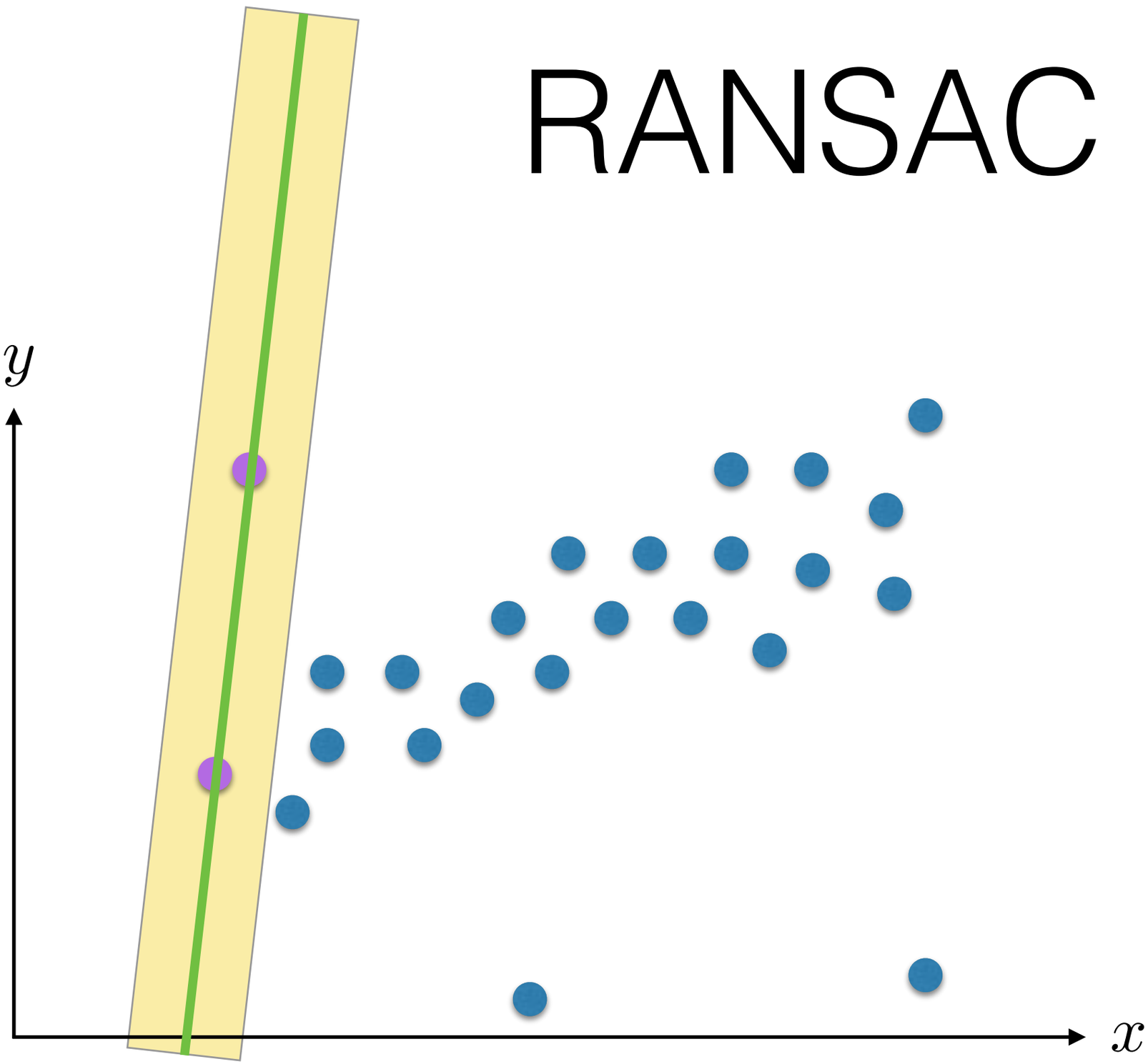
RANSAC



RANSAC

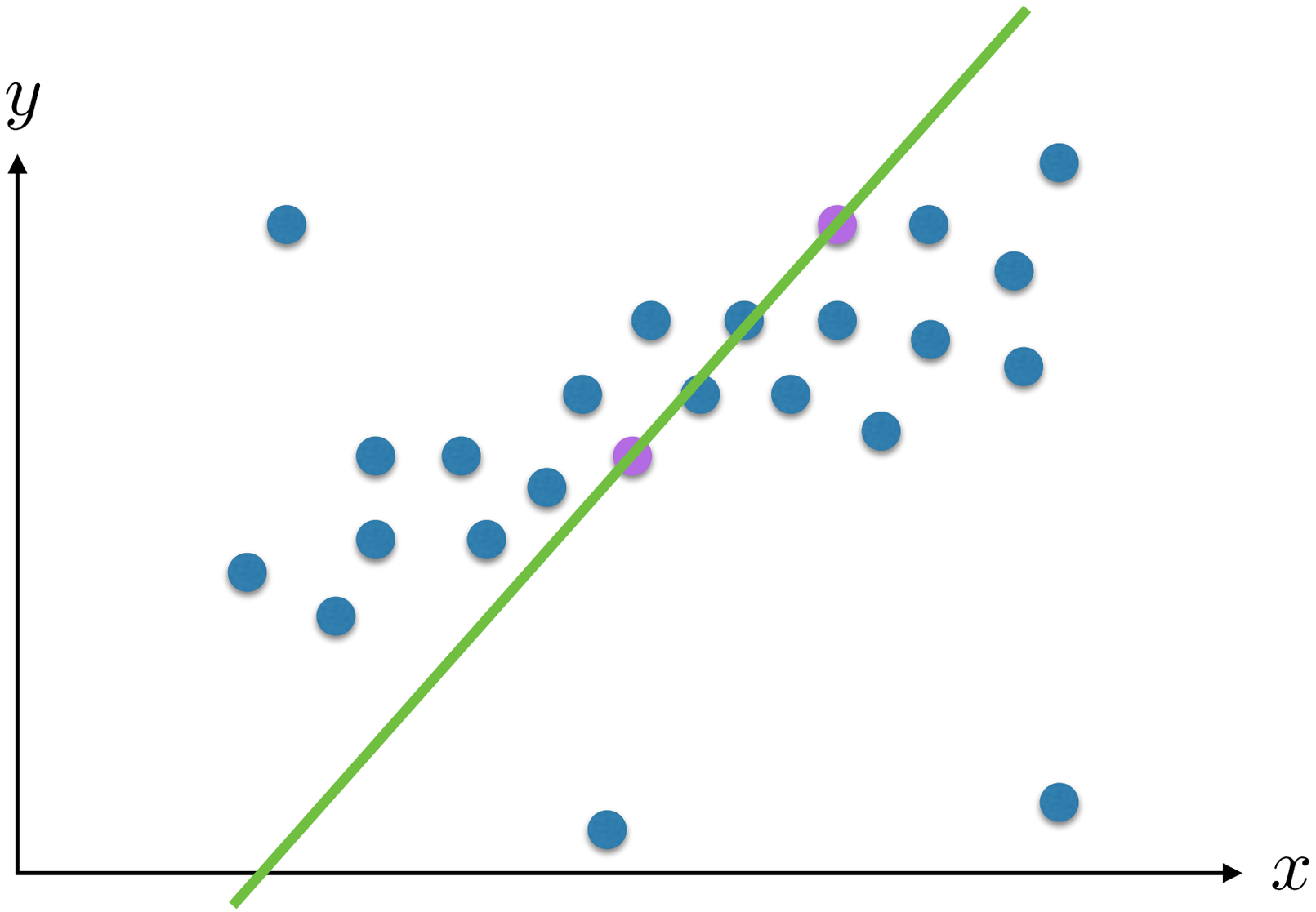


RANSAC

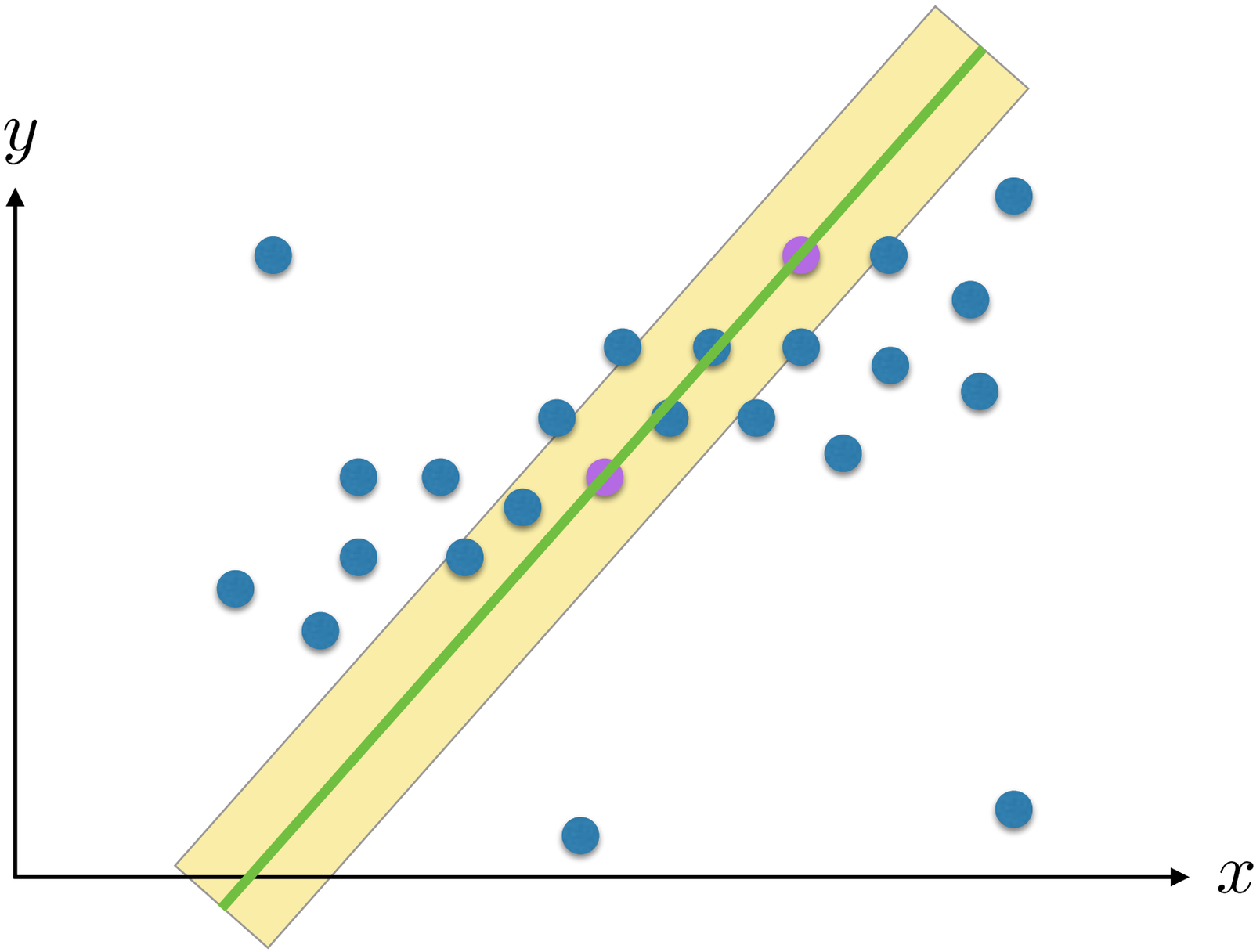


Count = 2

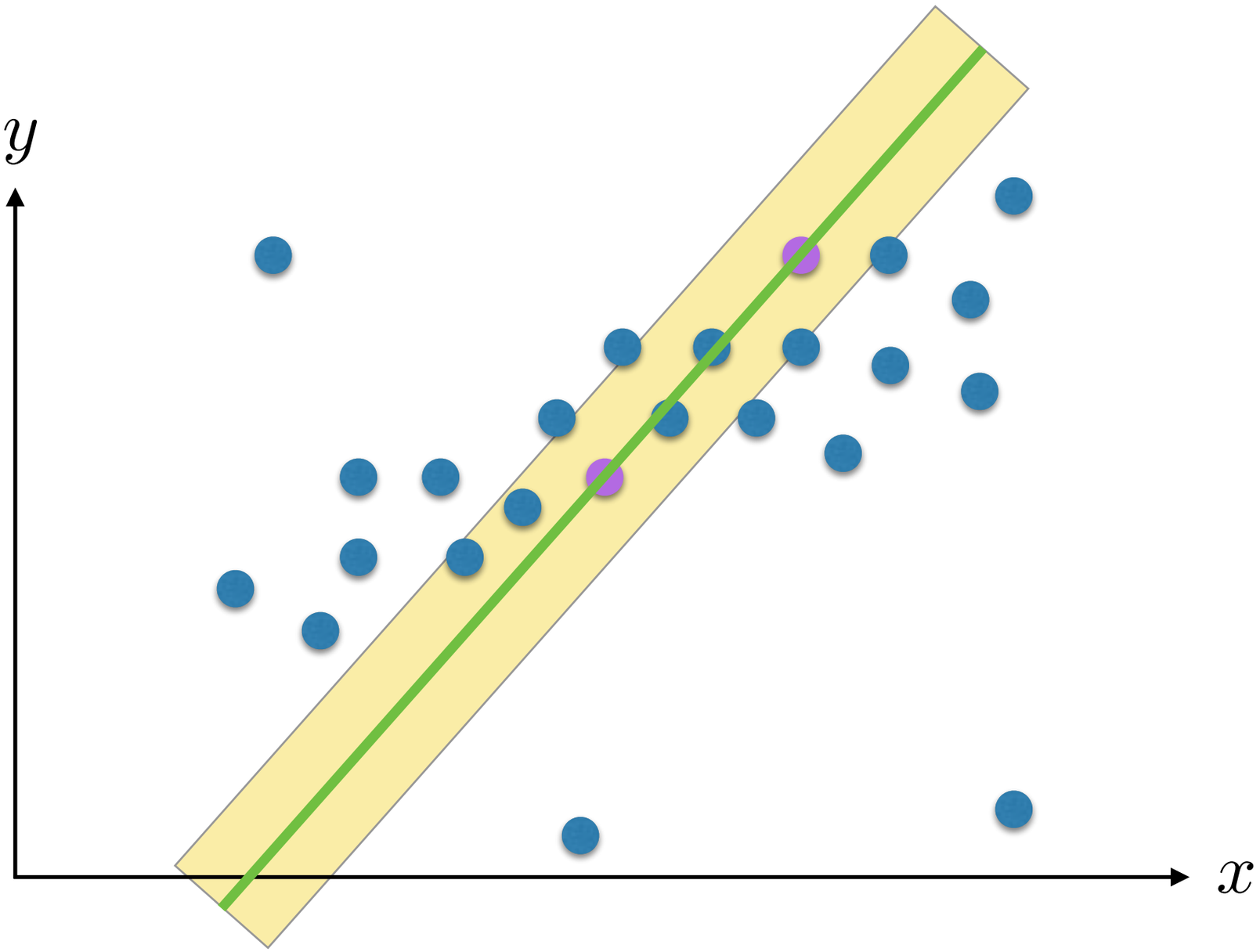
RANSAC



RANSAC

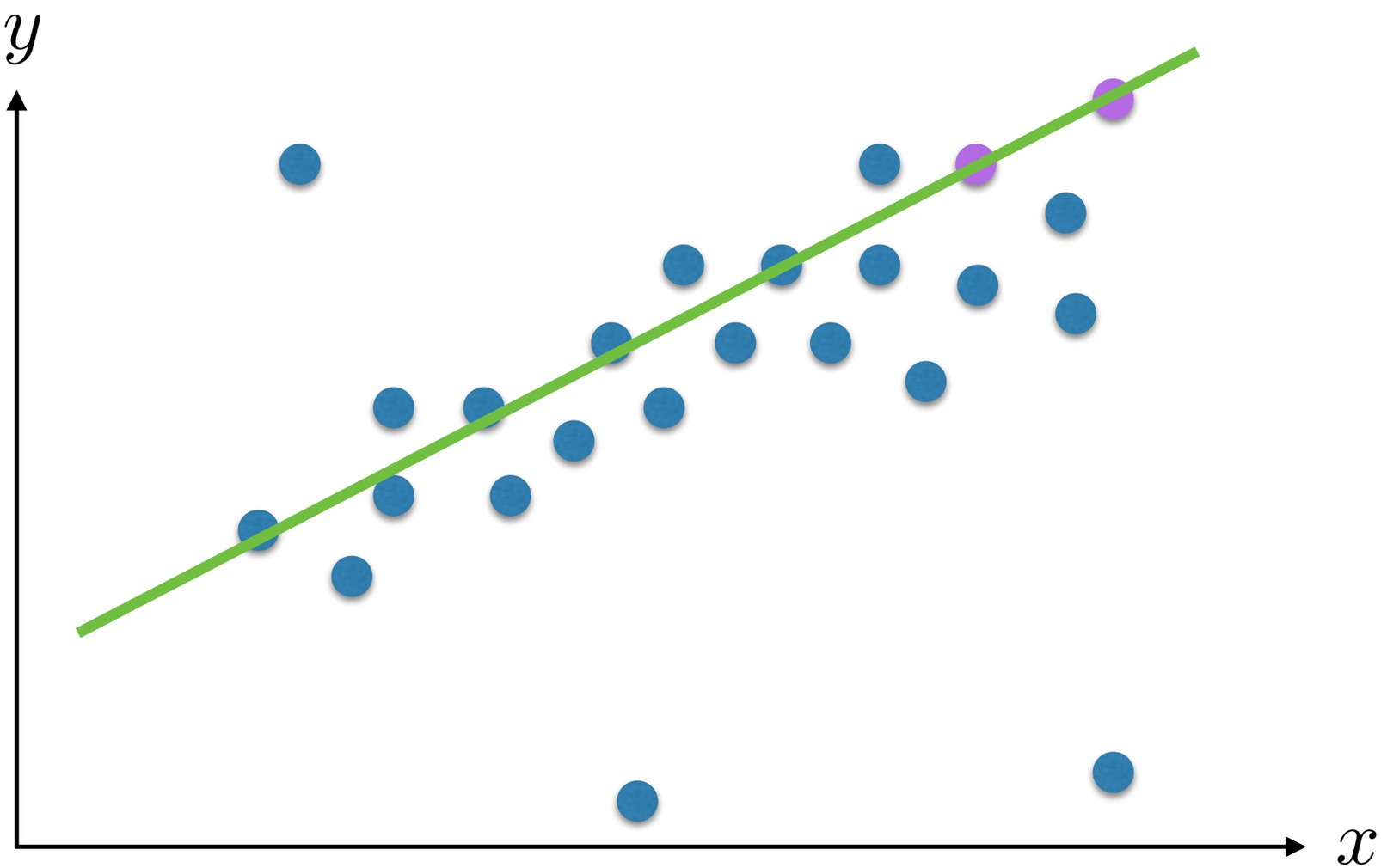


RANSAC



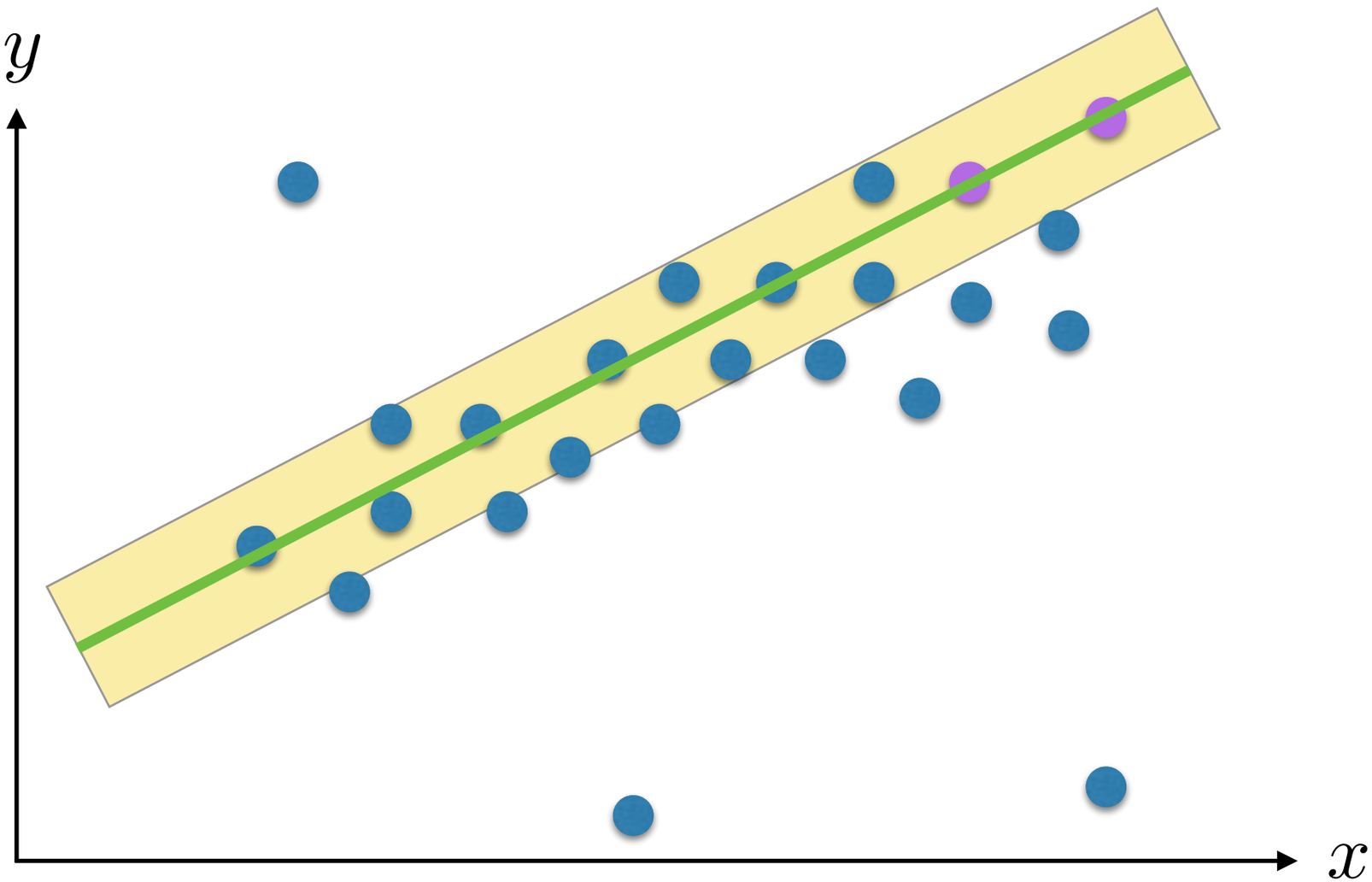
Count = 8

RANSAC



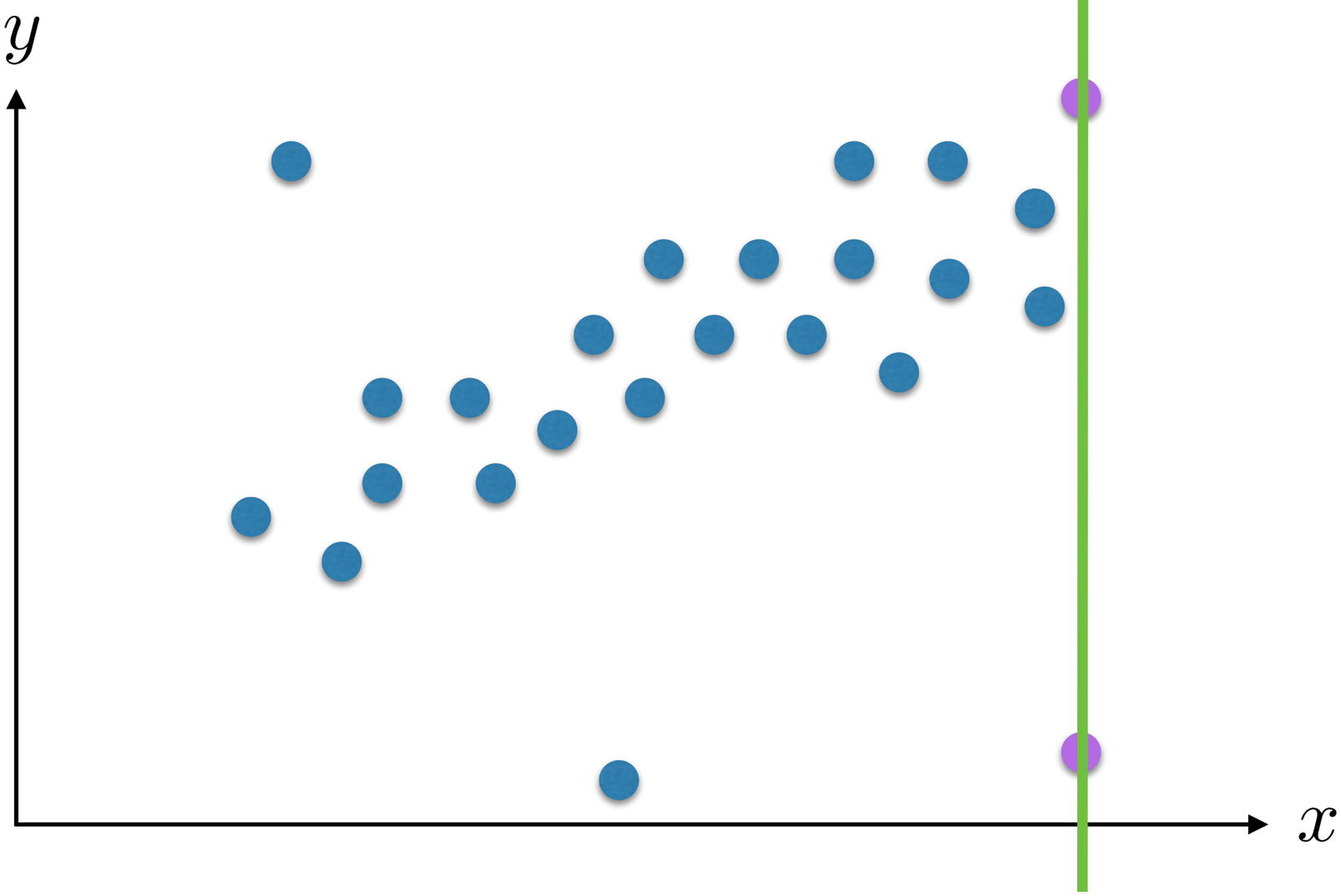
Count = 16

RANSAC

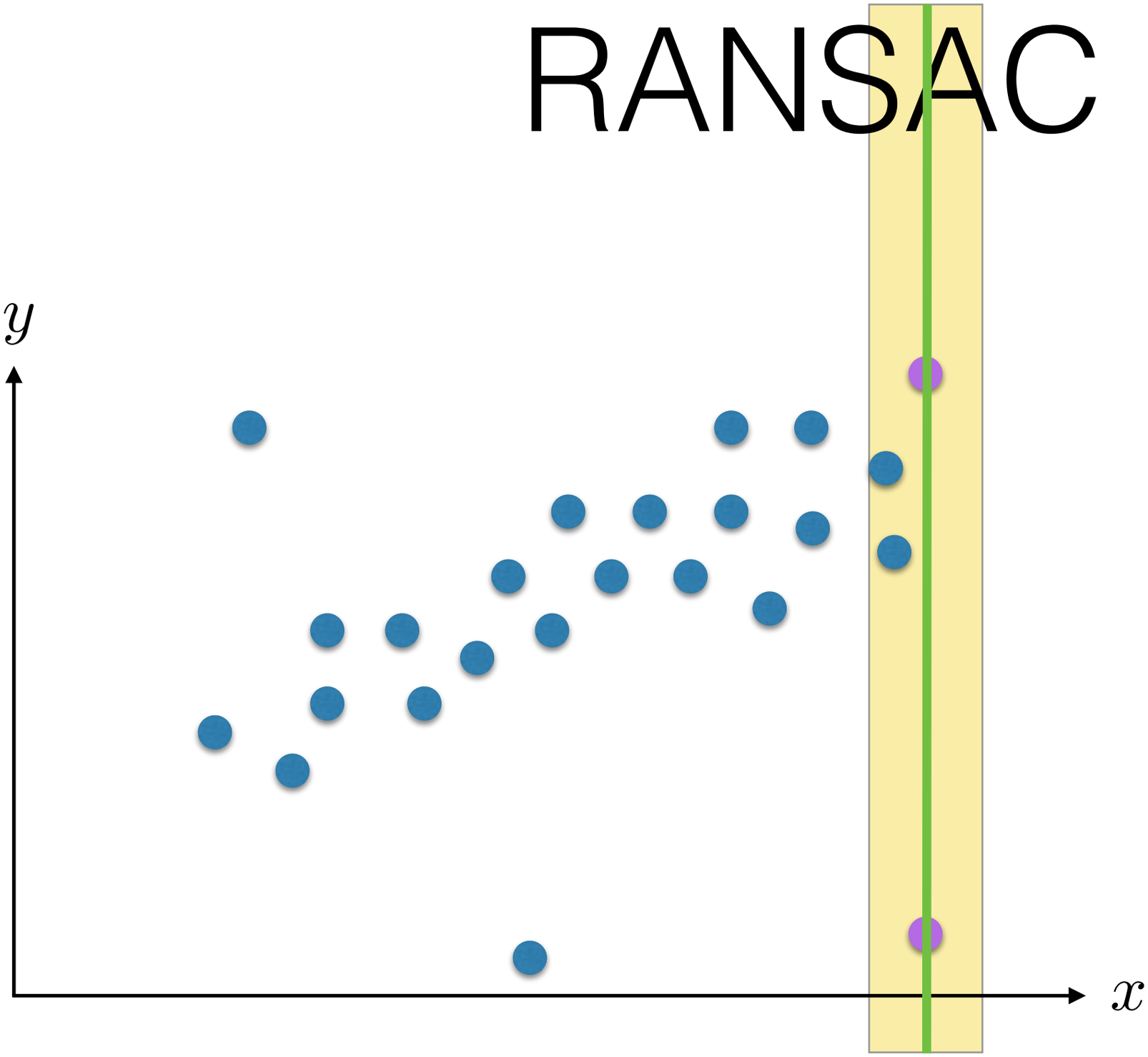


Count = 16

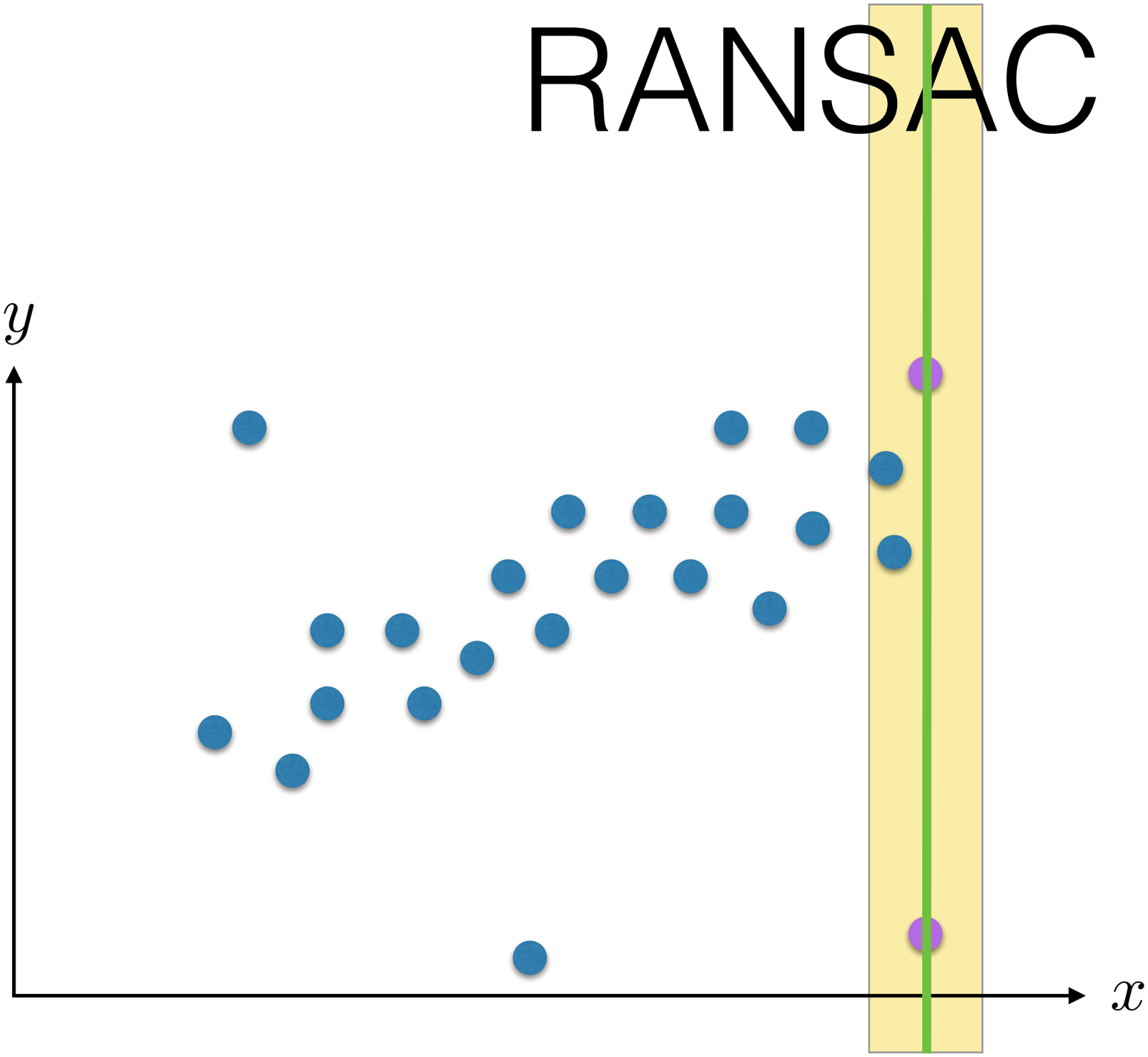
RANSAC



RANSAC

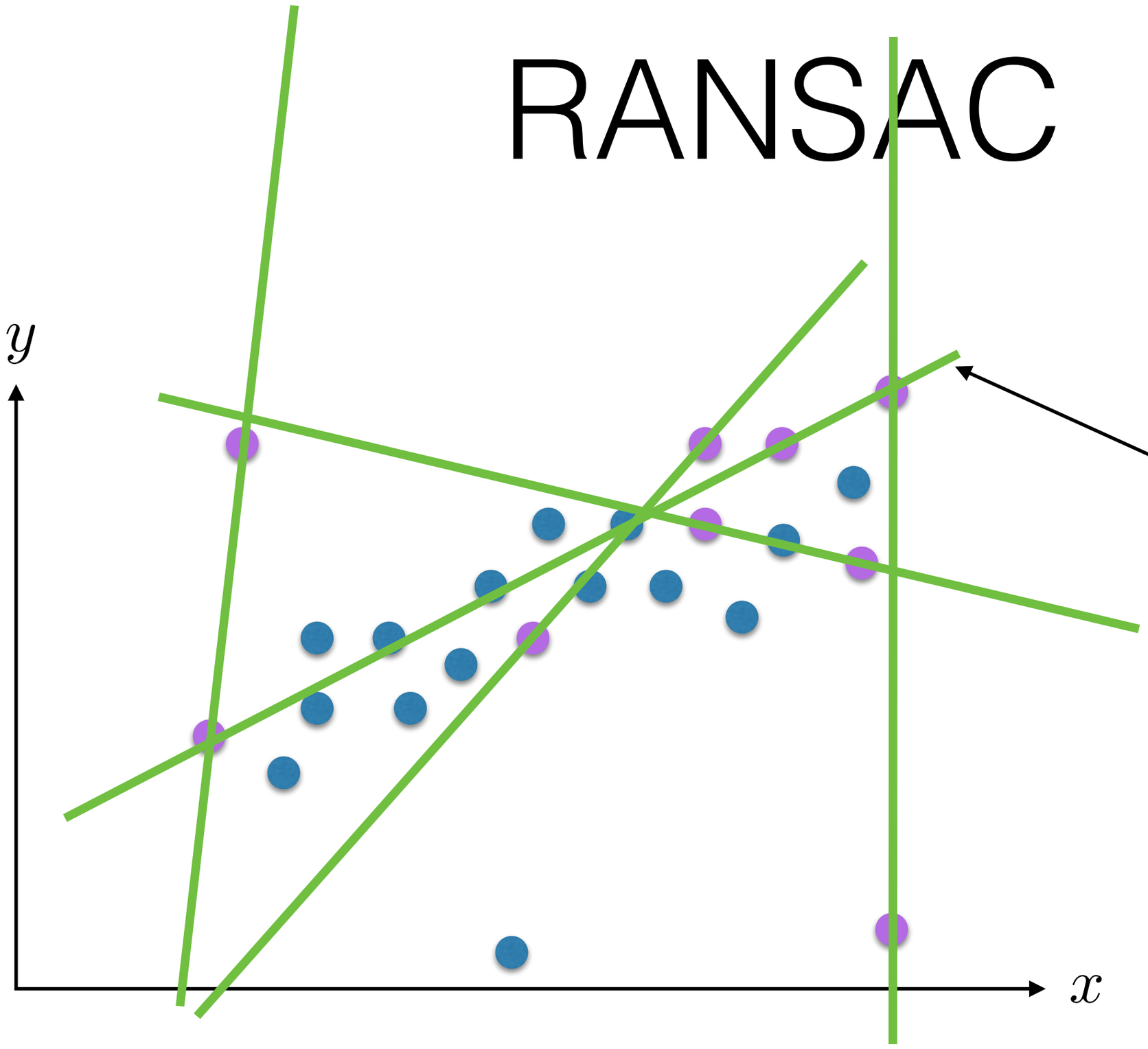


RANSAC



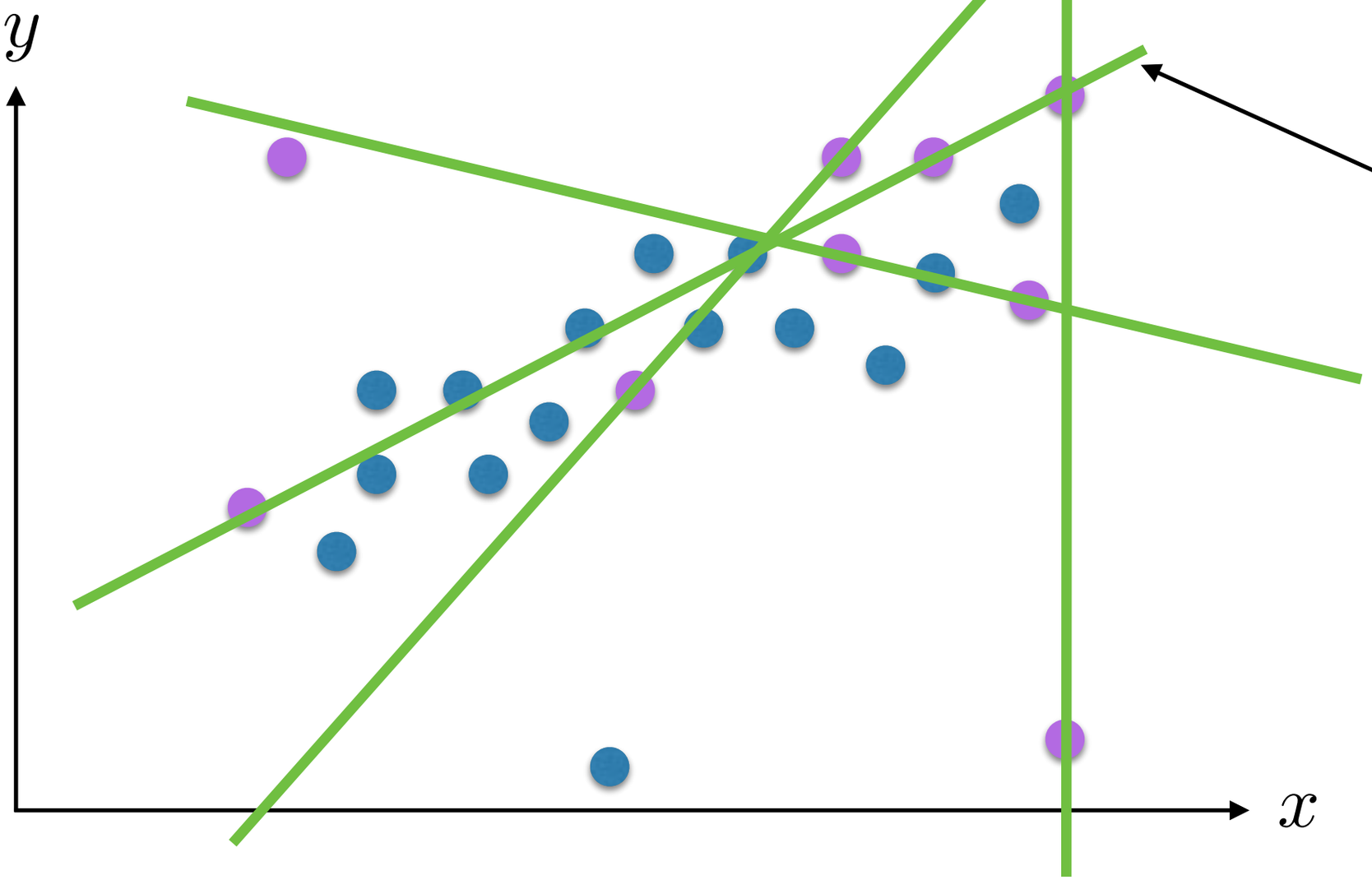
Count = 4

RANSAC



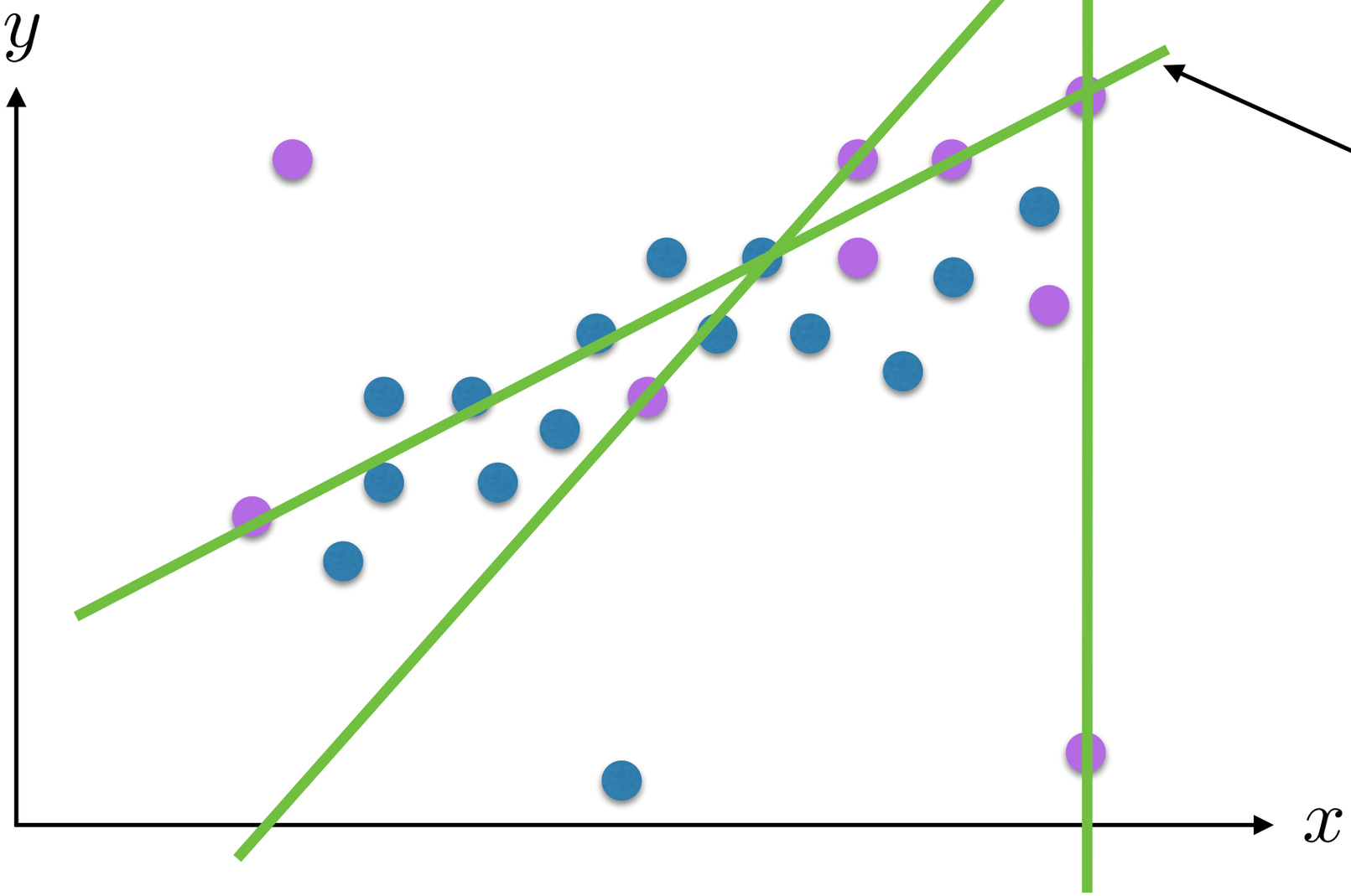
Best fit

RANSAC

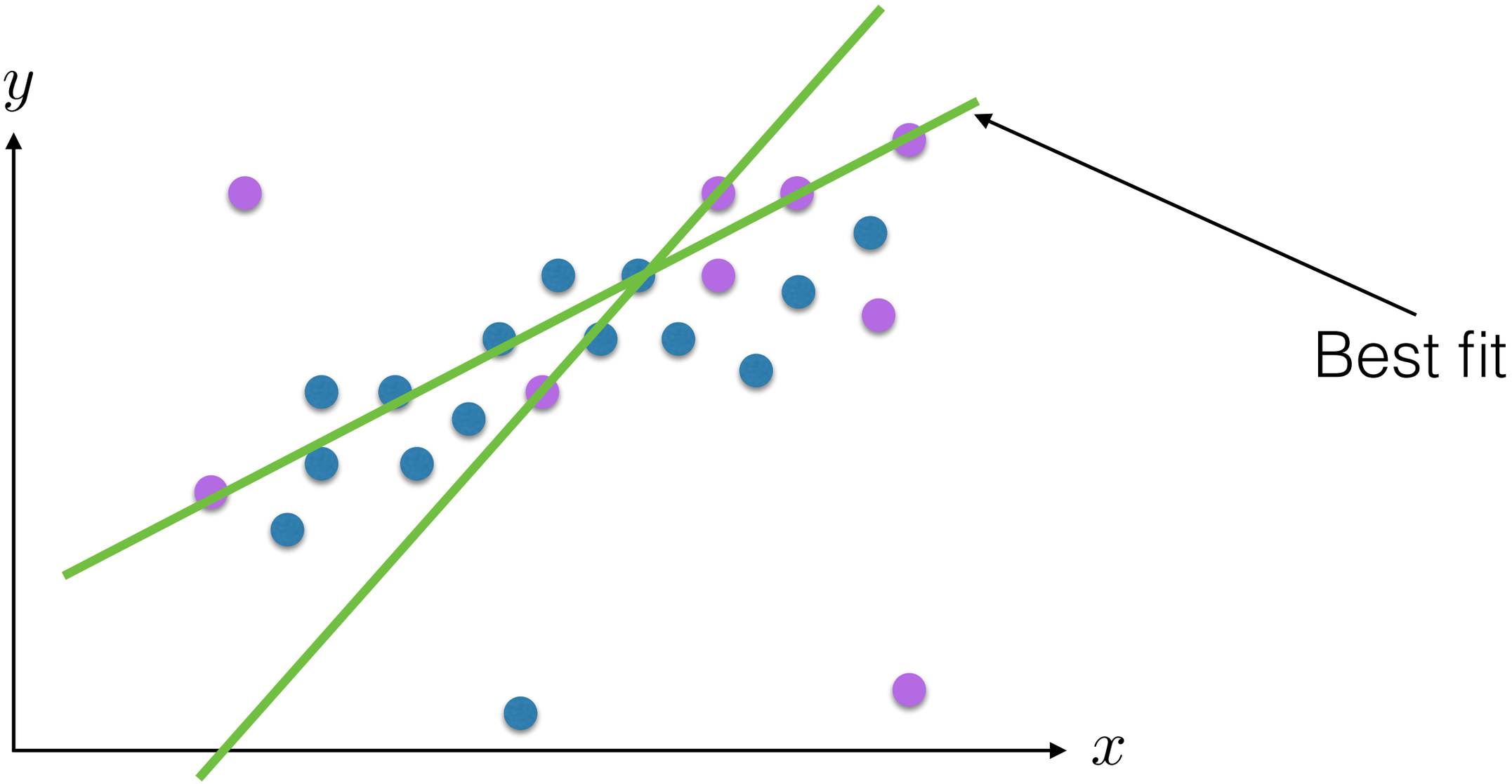


Best fit

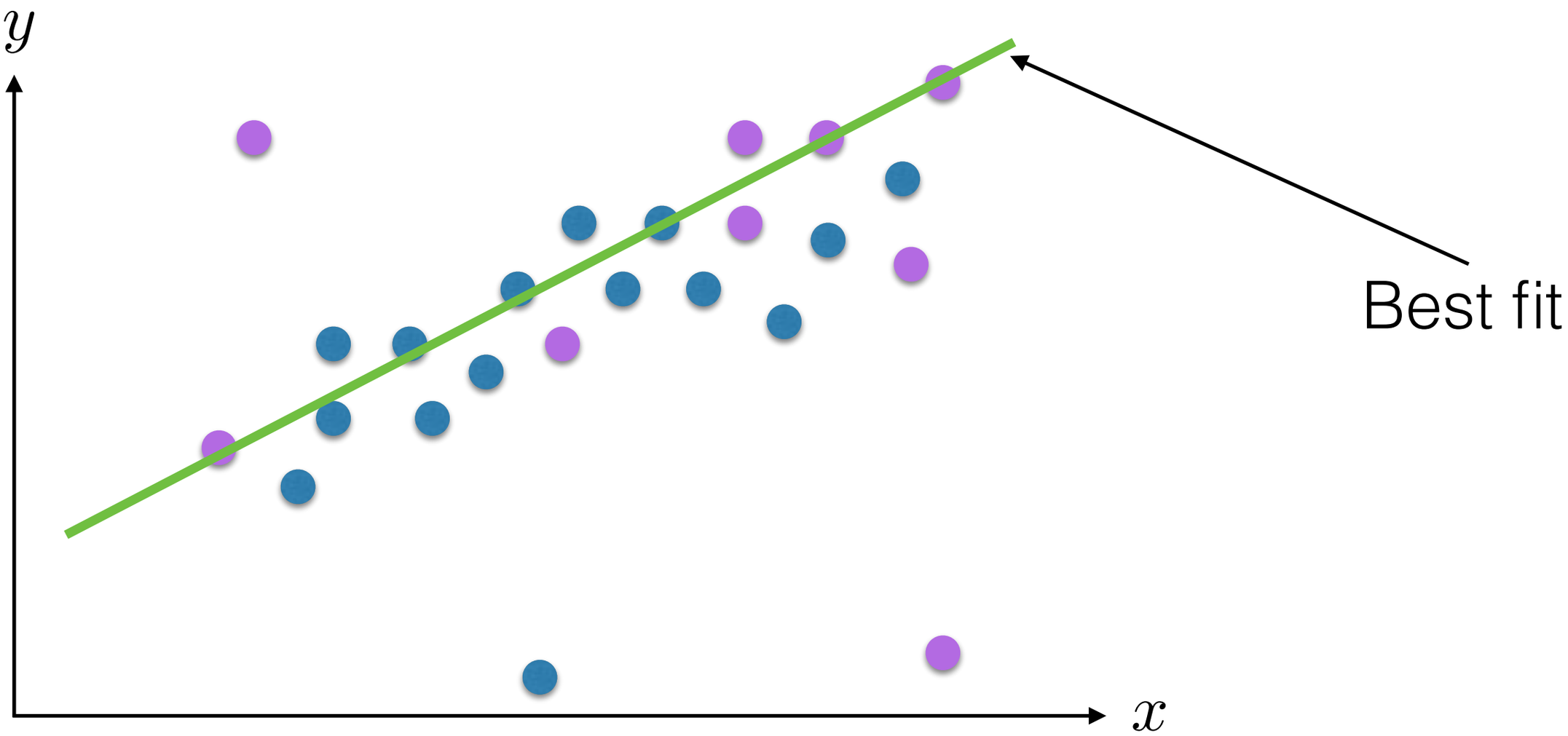
RANSAC



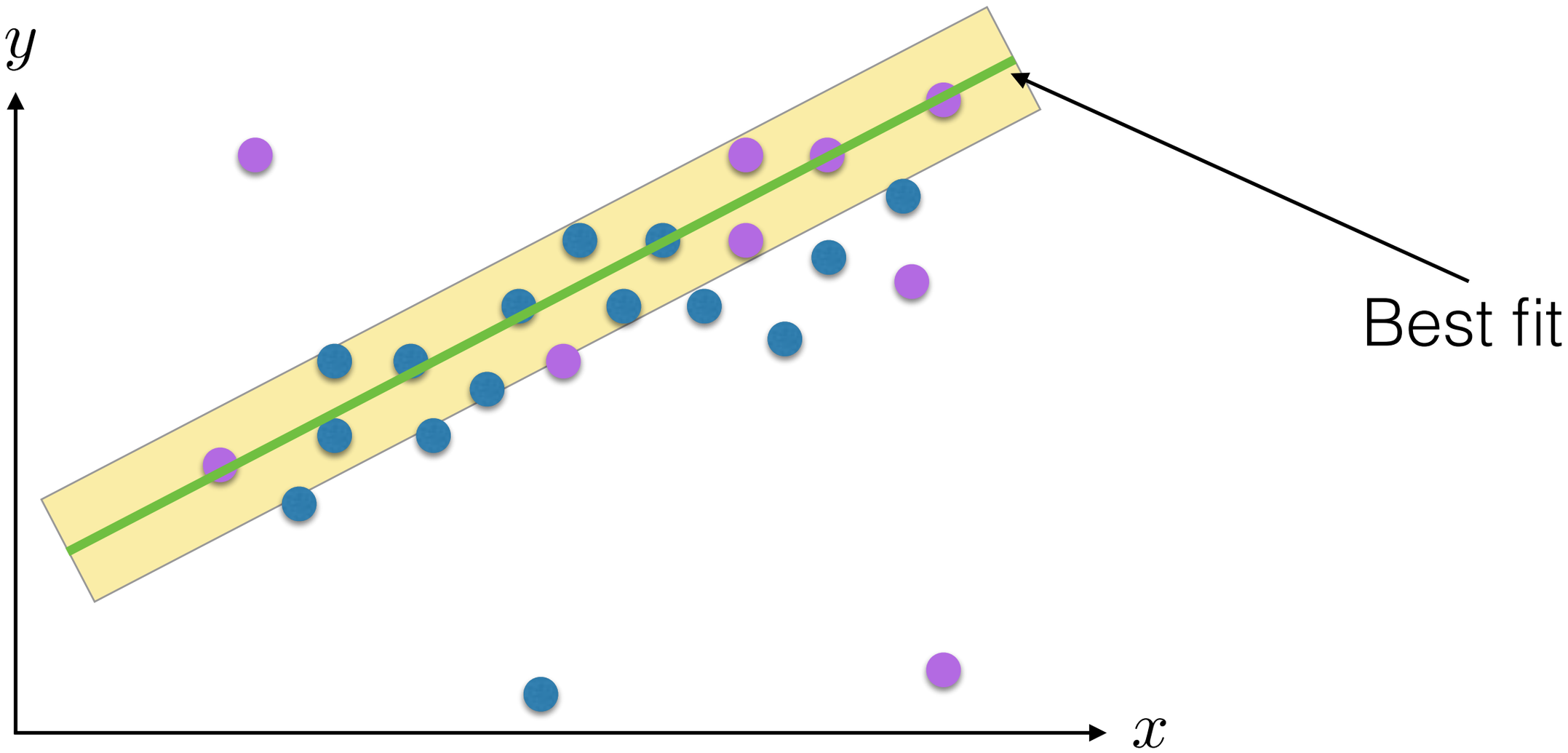
RANSAC



RANSAC



RANSAC



RANSAC

Algorithm 15.4: RANSAC: fitting lines using random sample consensus

Determine:
  s — the smallest number of points required
  N — the number of iterations required
  d — the threshold used to identify a point that fits well
  T — the number of nearby points required
    to assert a model fits well
Until **N** iterations have occurred
  Draw a sample of **s** points from the data
    uniformly and at random
  Fit to that set of **s** points
  For each data point outside the sample
    Test the distance from the point to the line
      against **d** if the distance from the point to the line
      is less than **d** the point is close
  end
  If there are **T** or more points close to the line
    then there is a good fit. Refit the line using all
    these points.
end
Use the best fit from this collection, using the
  fitting error as a criterion

Forsyth and Ponce

RANSAC

- How many iterations N are needed to success probability equal to p ?

Probability of sampling an outlier: e

Samples required for each model fitting: s

RANSAC

RANSAC

- Prob. of selecting an inlier: $1 - e$

RANSAC

- Prob. of selecting an inlier: $1 - e$
- Prob. of selecting s inliers in a row: $(1 - e)^s$

RANSAC

- Prob. of selecting an inlier: $1 - e$
- Prob. of selecting s inliers in a row: $(1 - e)^s$
- Prob. of getting a bad sample: $1 - (1 - e)^s$

  At least one of those s selections was an outlier

RANSAC

- Prob. of selecting an inlier: $1 - e$
- Prob. of selecting s inliers in a row: $(1 - e)^s$
- Prob. of getting a bad sample: $1 - (1 - e)^s$
  At least one of those s selections was an outlier
- Prob. of getting N bad samples in a row: $(1 - (1 - e)^s)^N$

RANSAC

- Prob. of selecting an inlier: $1 - e$
- Prob. of selecting s inliers in a row: $(1 - e)^s$
- Prob. of getting a bad sample: $1 - (1 - e)^s$
  At least one of those s selections was an outlier
- Prob. of getting N bad samples in a row: $(1 - (1 - e)^s)^N$
- Prob. of getting at least one good sample after N tries: $1 - (1 - (1 - e)^s)^N$

RANSAC

So

$$p = 1 - (1 - (1 - e)^s)^N$$

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

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

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

$$\implies N = \frac{\log(1 - p)}{\log\left(1 - (1 - e)^s\right)}$$

RANSAC

- Pros
  - Robust to outliers
  - Applicable to large number of parameters (than hough transform approaches)
  - Parameters are easier to choose than hough transform
- Cons
  - Not good for getting multiple fits
    - Computational times grows quickly with fraction of outliers and number of parameters that need to be estimated
- Uses
  - Estimating homography (image stitching)
  - Estimating fundamental matrix (relating two views)

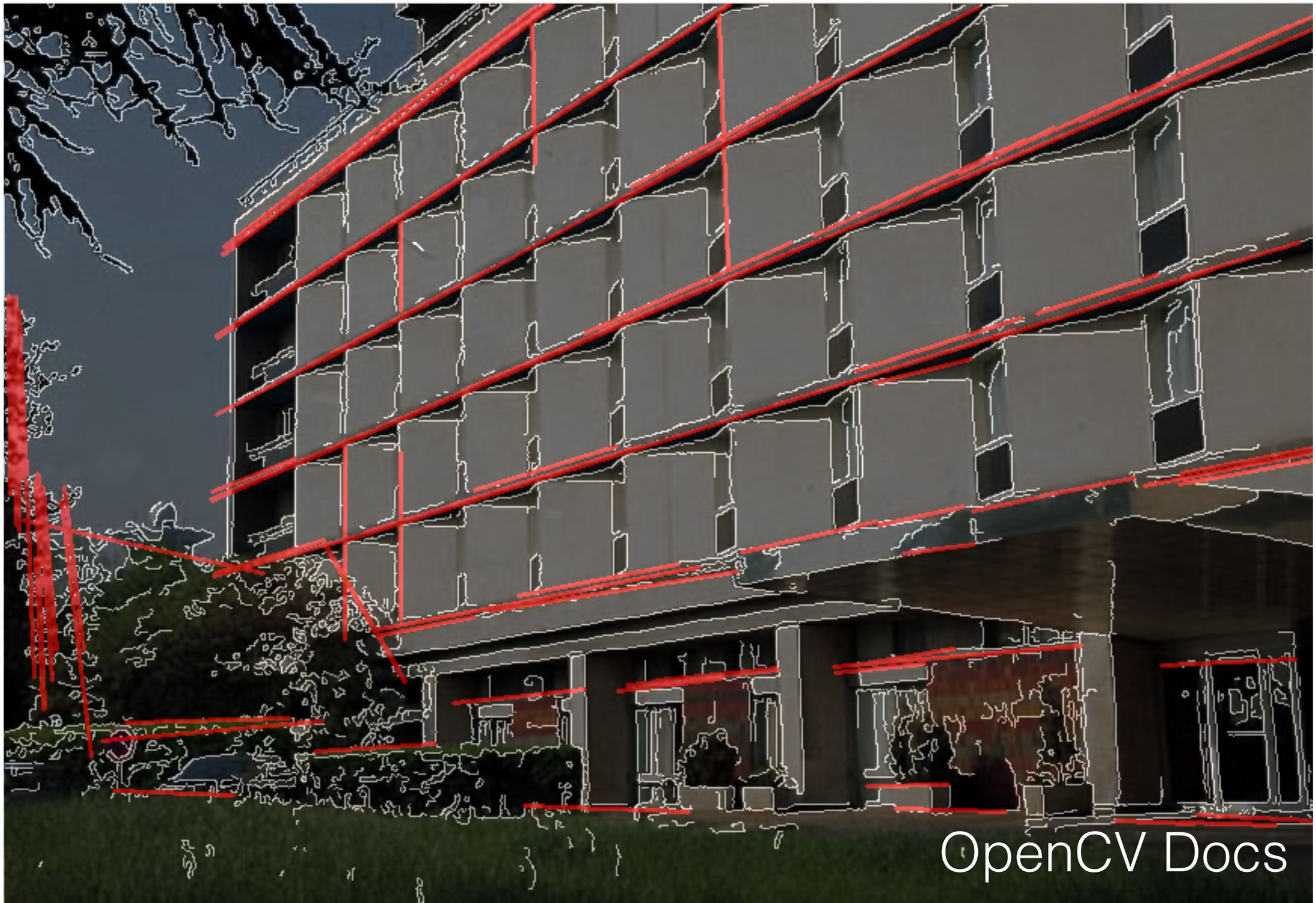
Hough Transform

Hough Transform

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

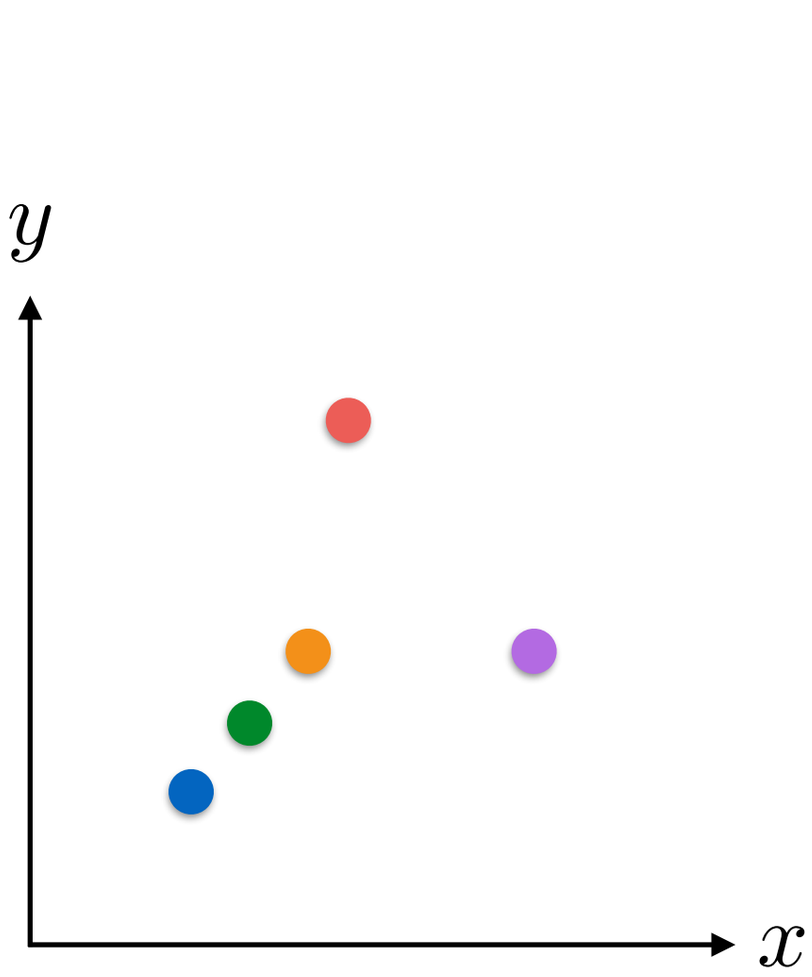
Hough Transform

Hough Transform

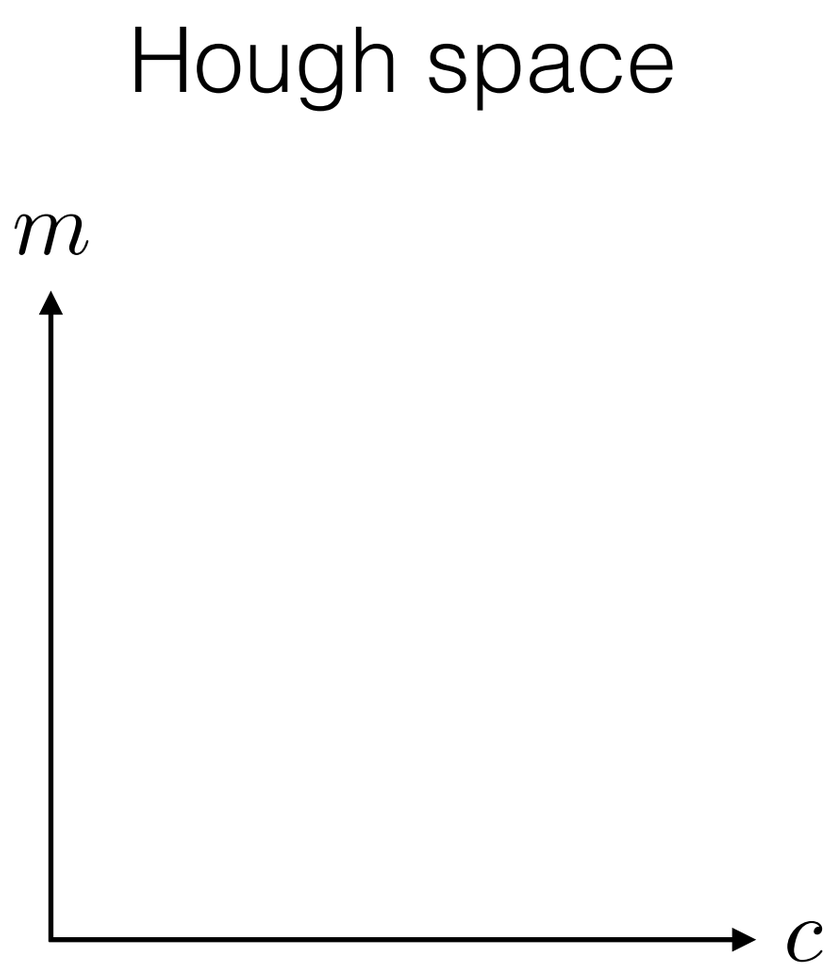


Hough Transform

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

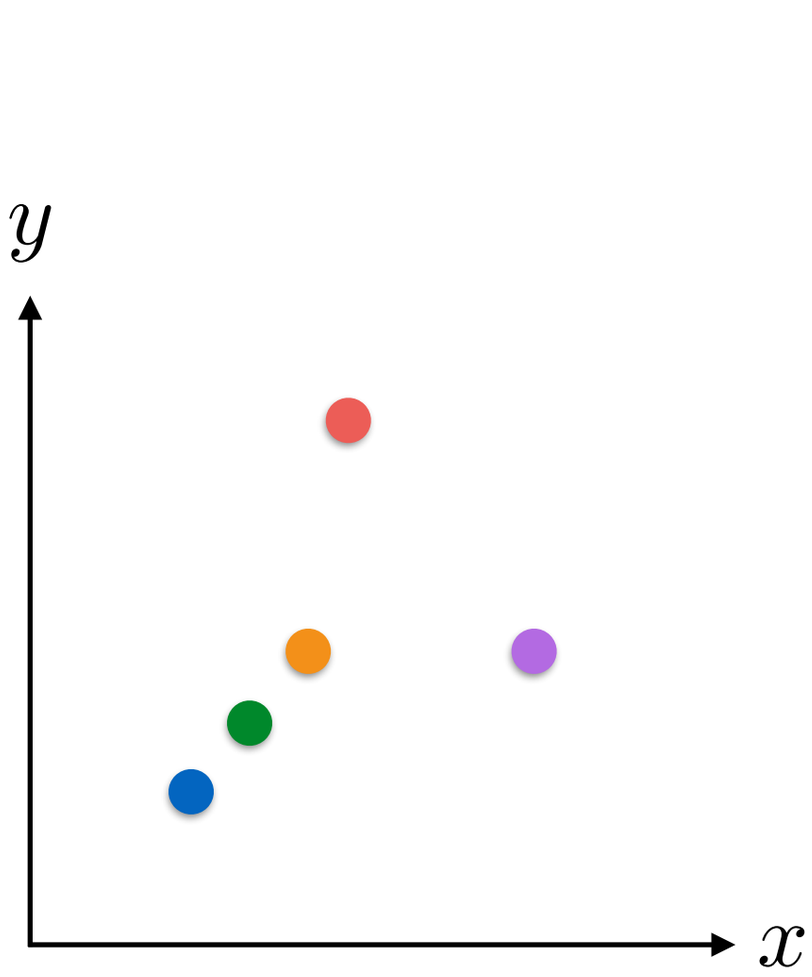


Hough space

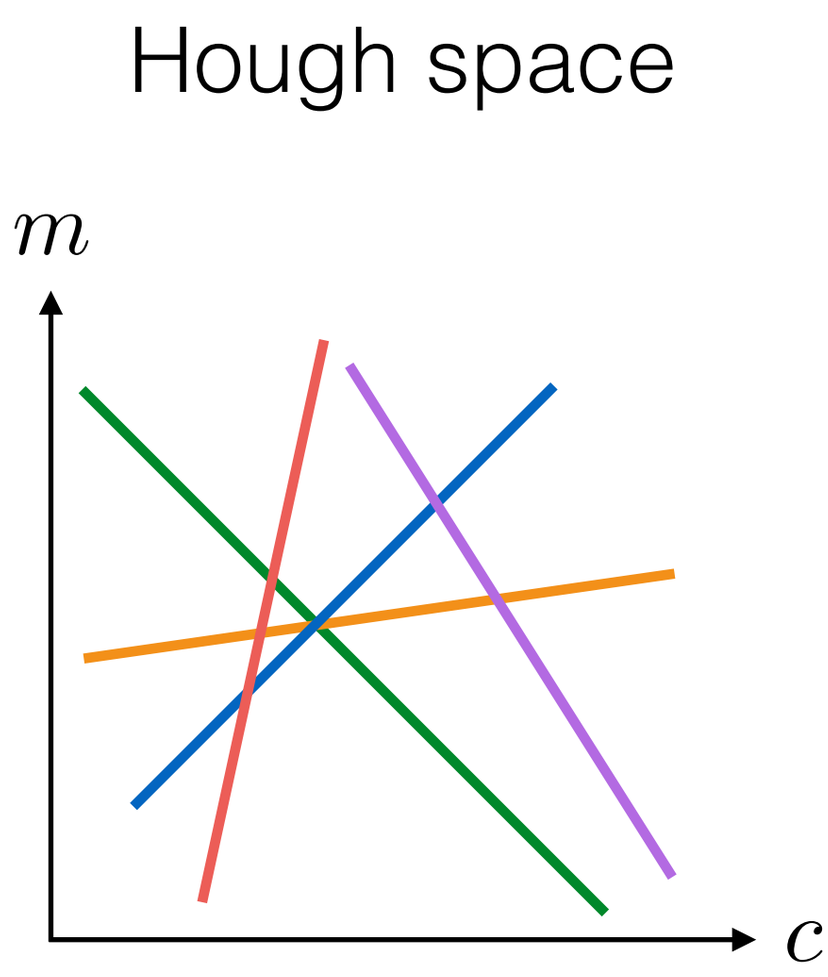


Hough Transform

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

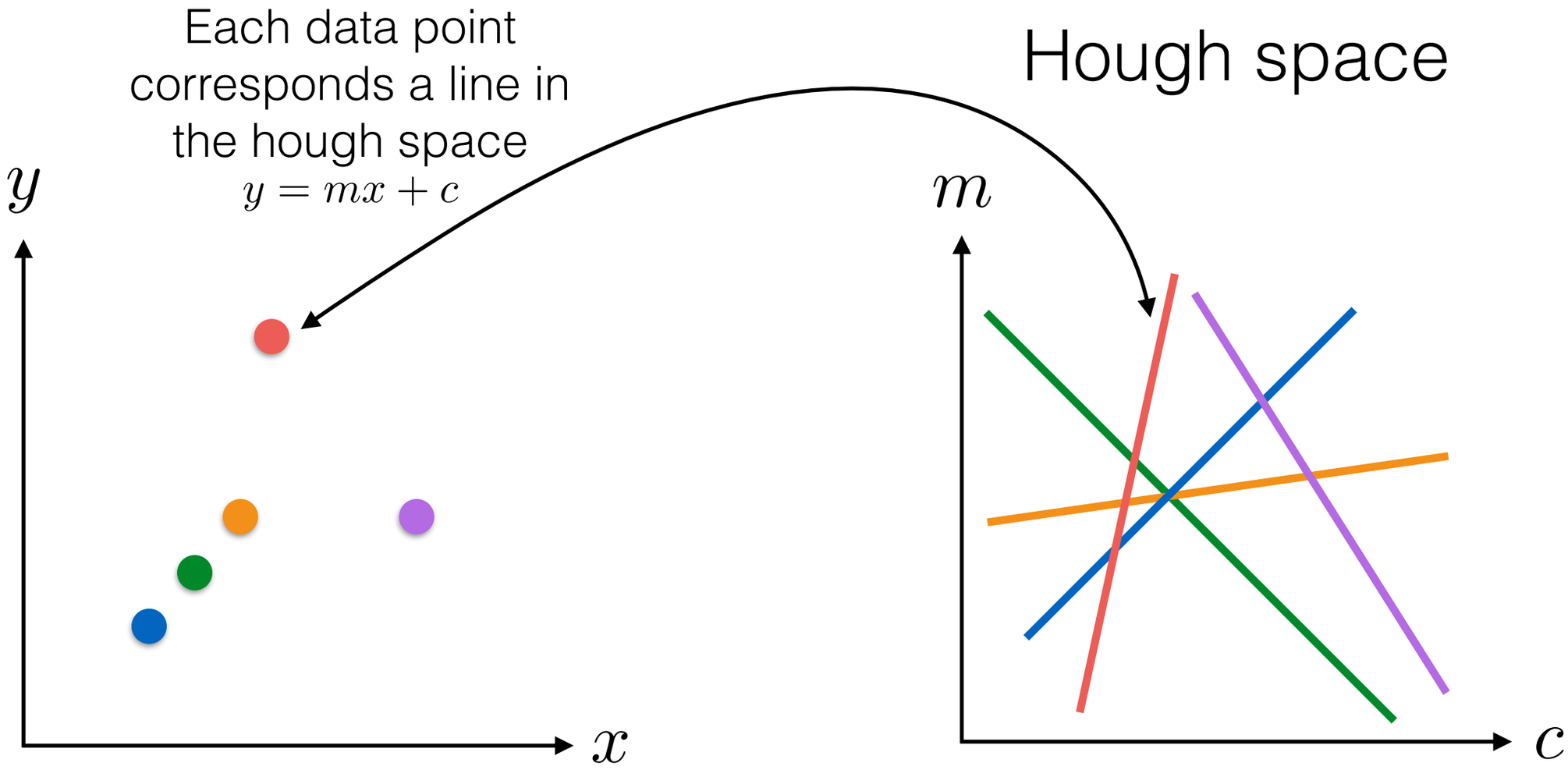


Hough space



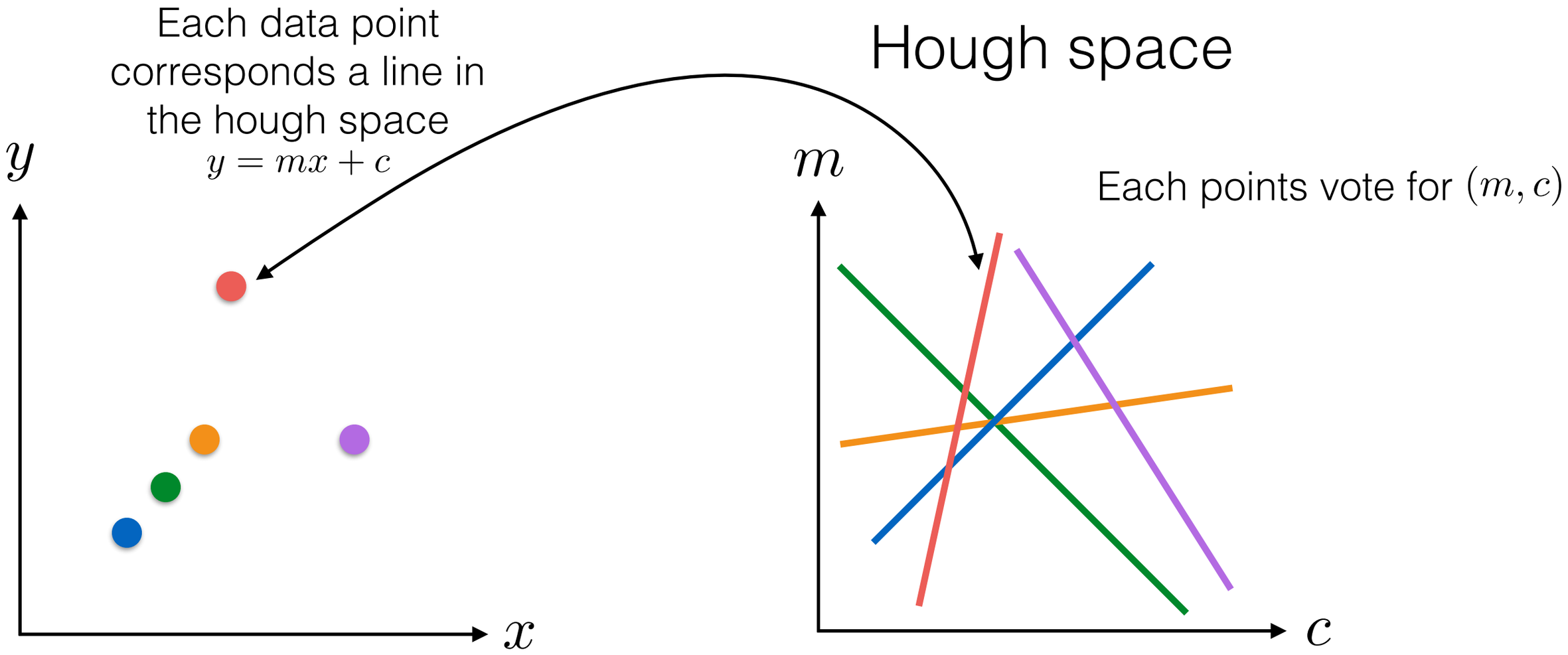
Hough Transform

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



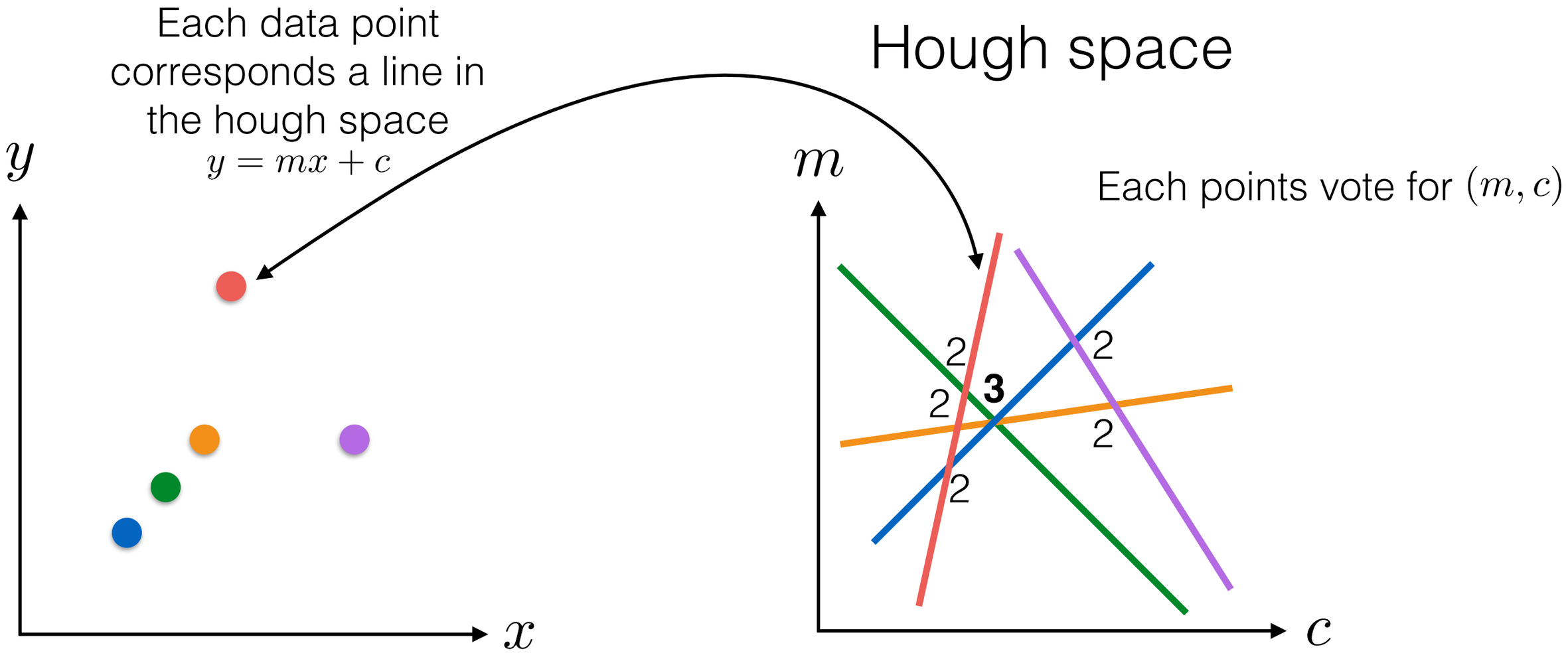
Hough Transform

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



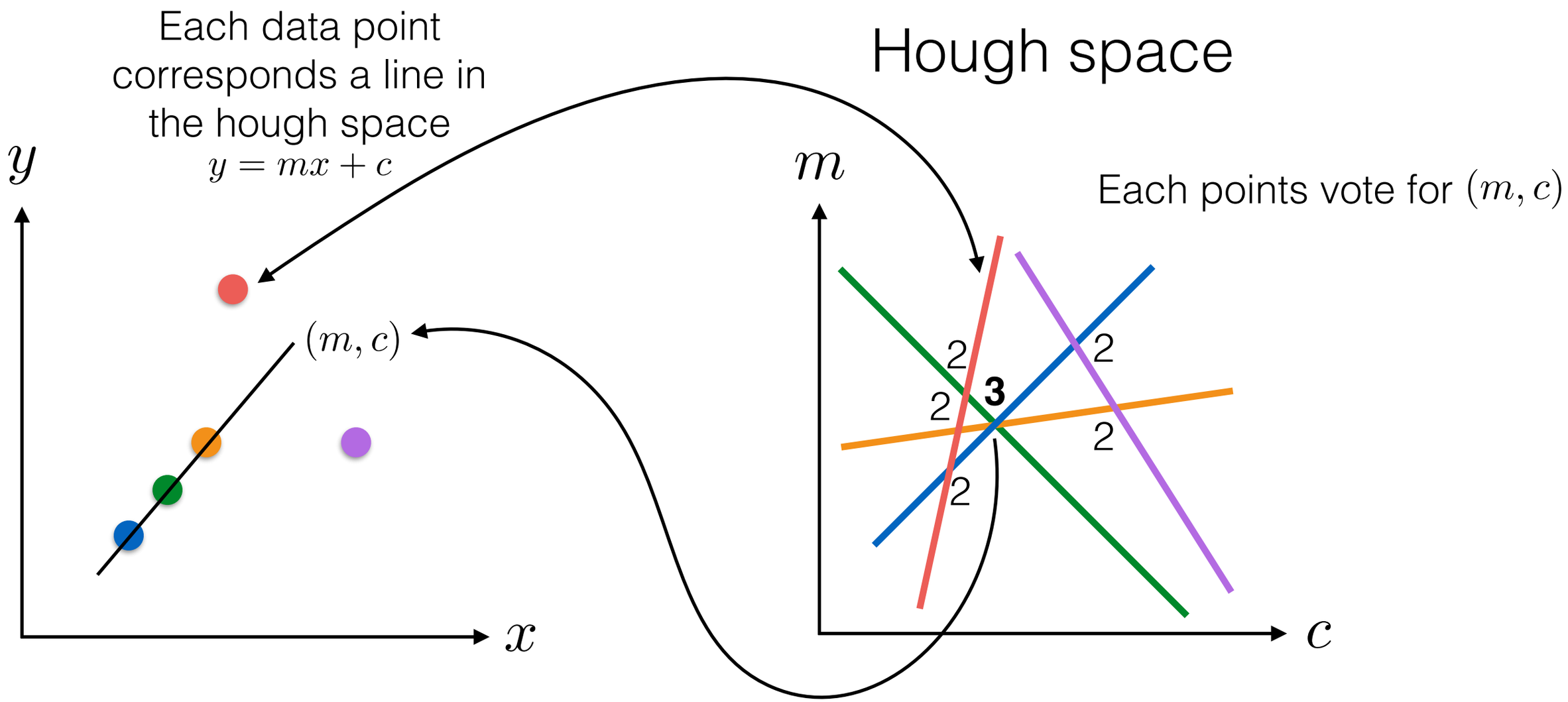
Hough Transform

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

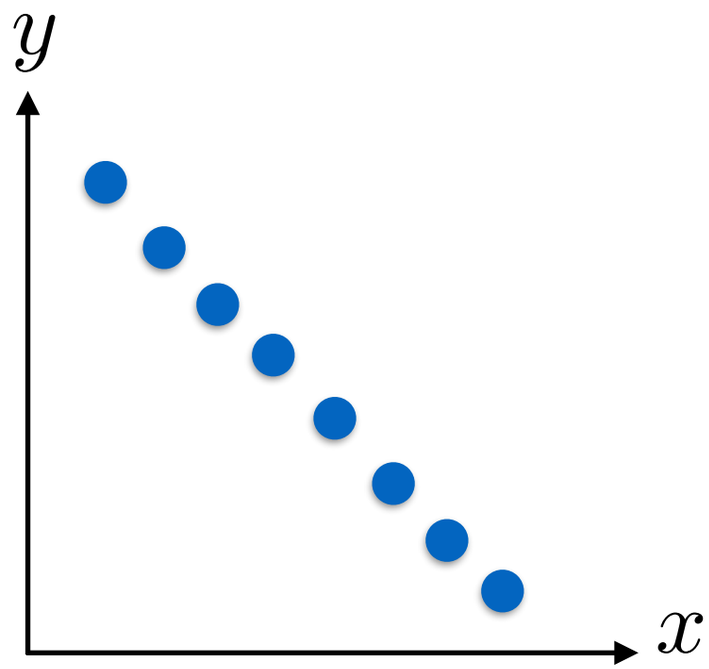


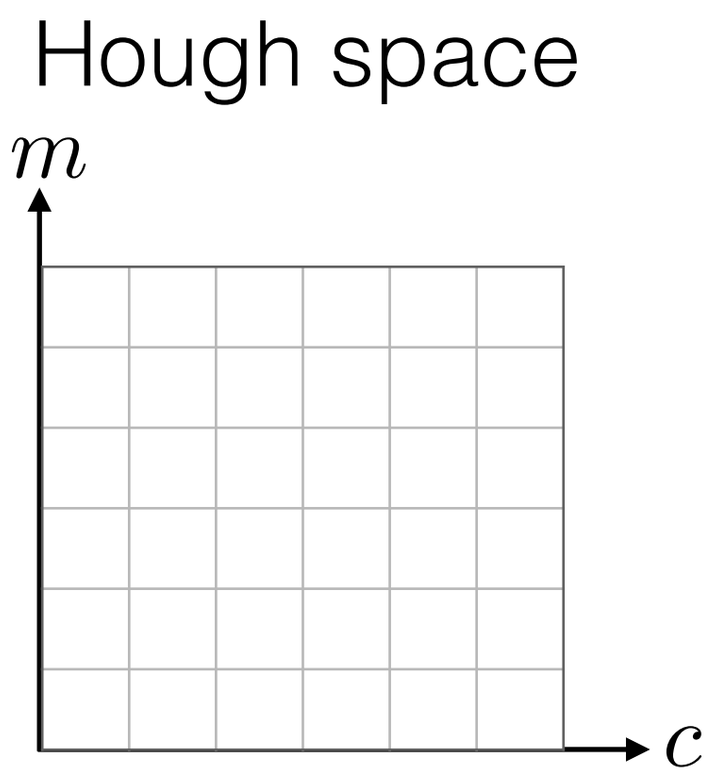
Hough Transform

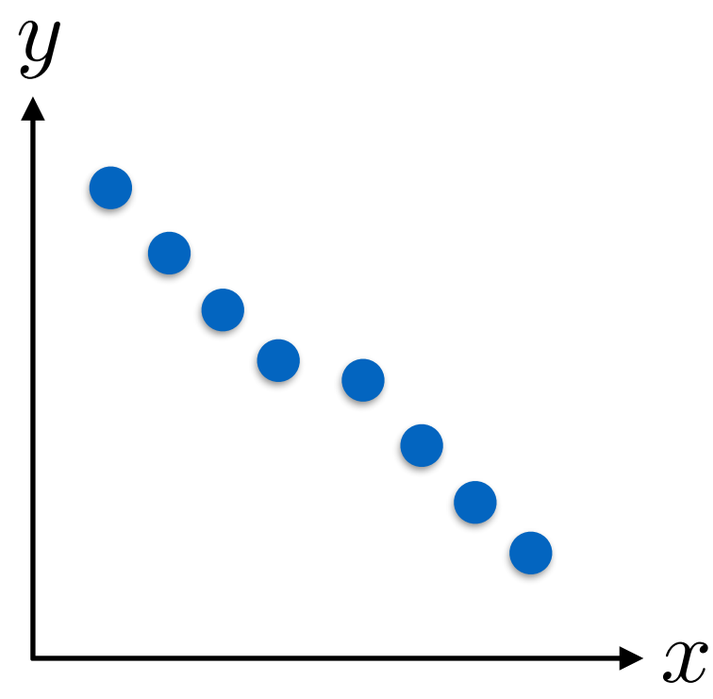
- Given a set of points, find the curve or line that best explains the points

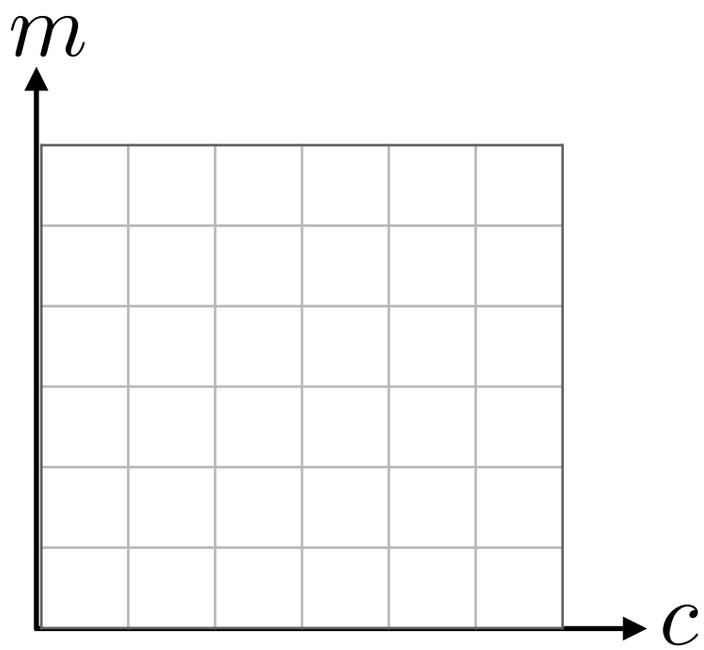


Hough Transform

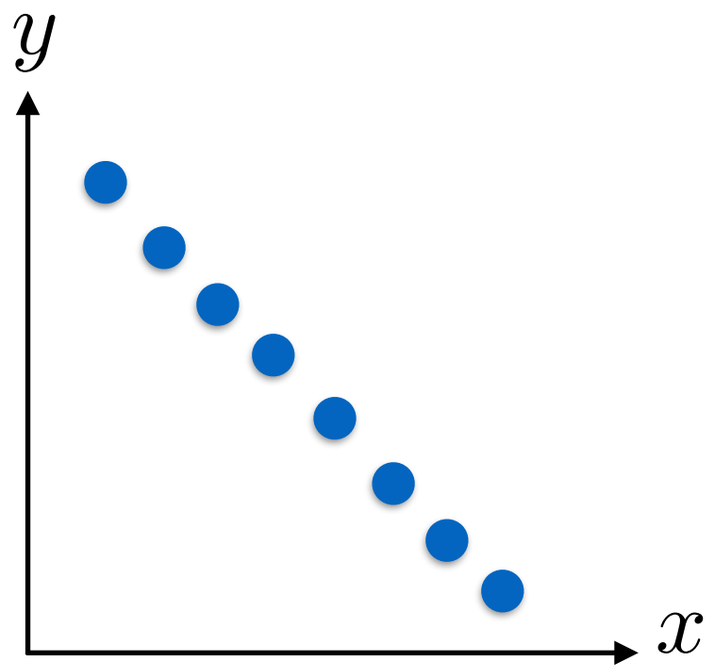


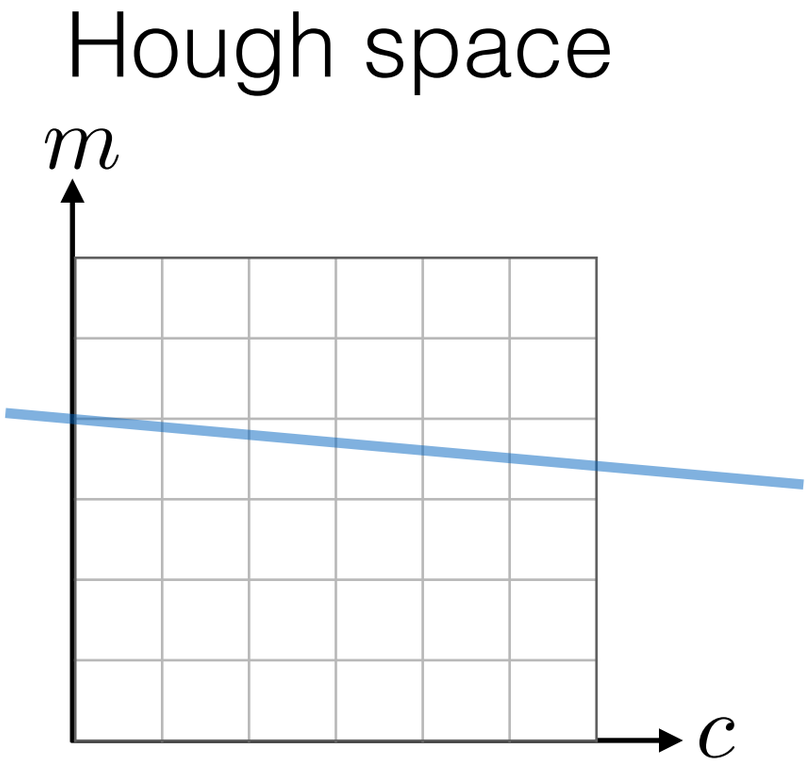


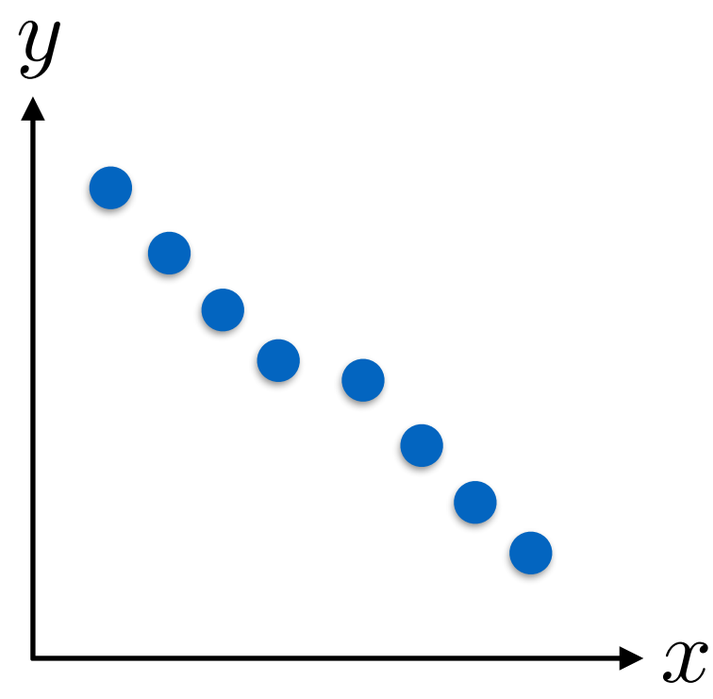


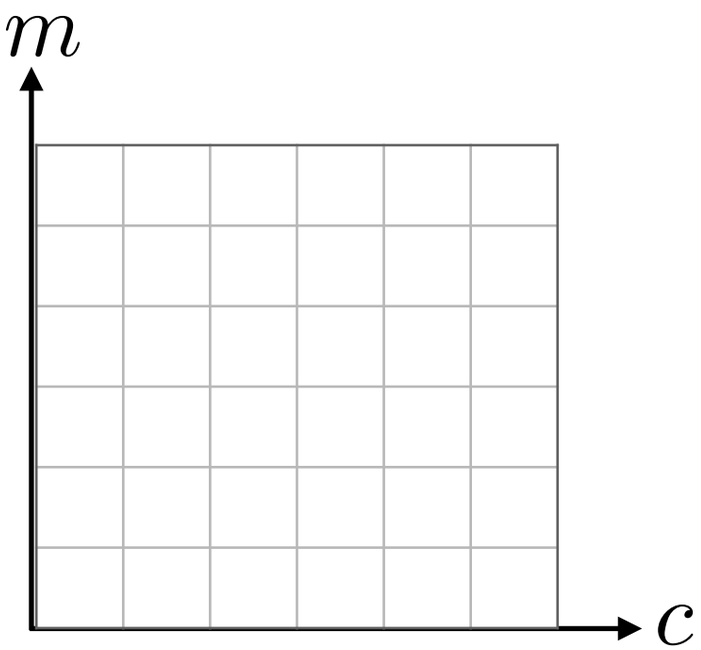


Hough Transform

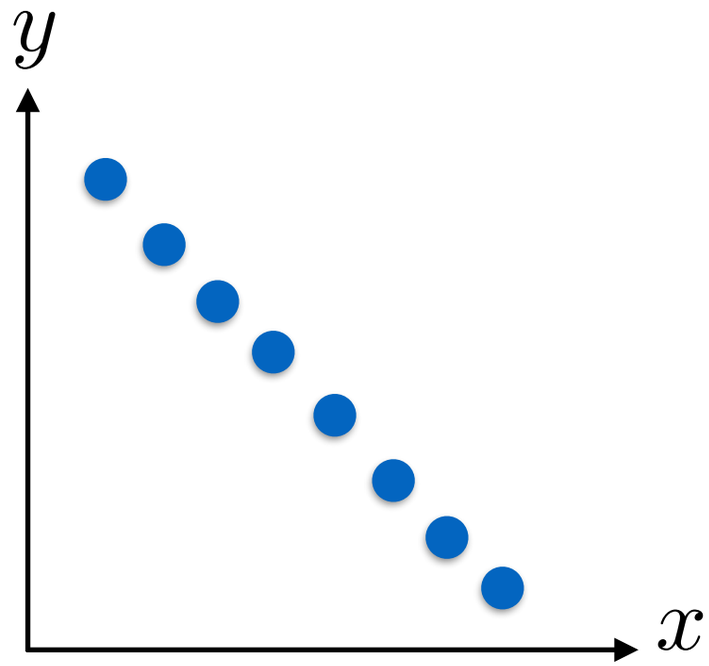


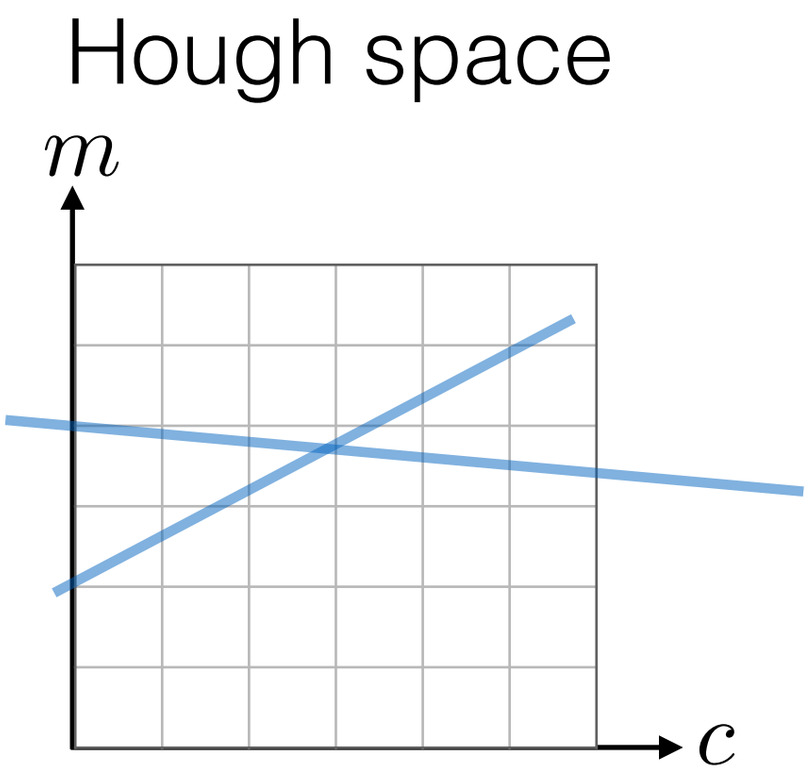


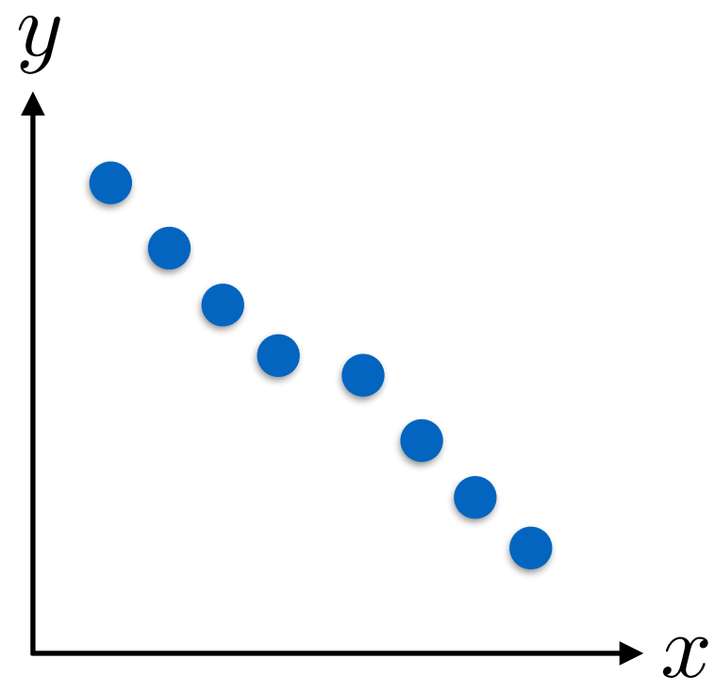


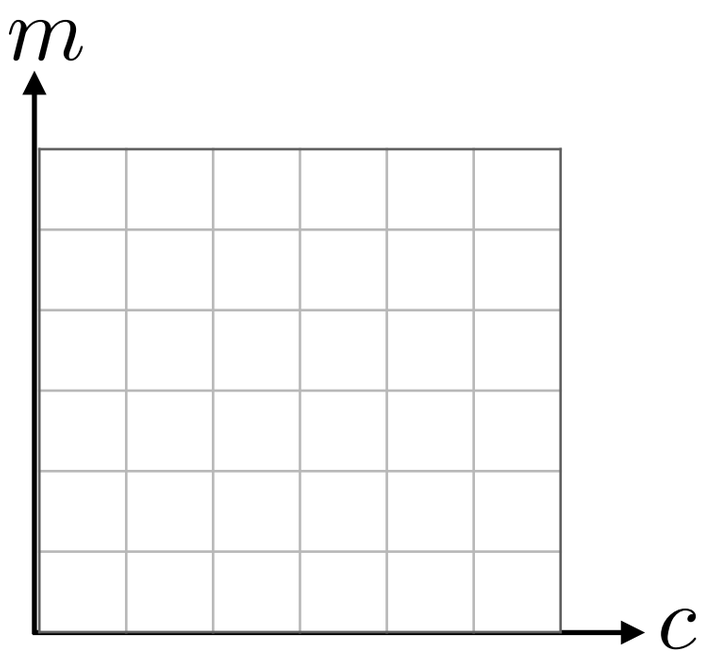


Hough Transform

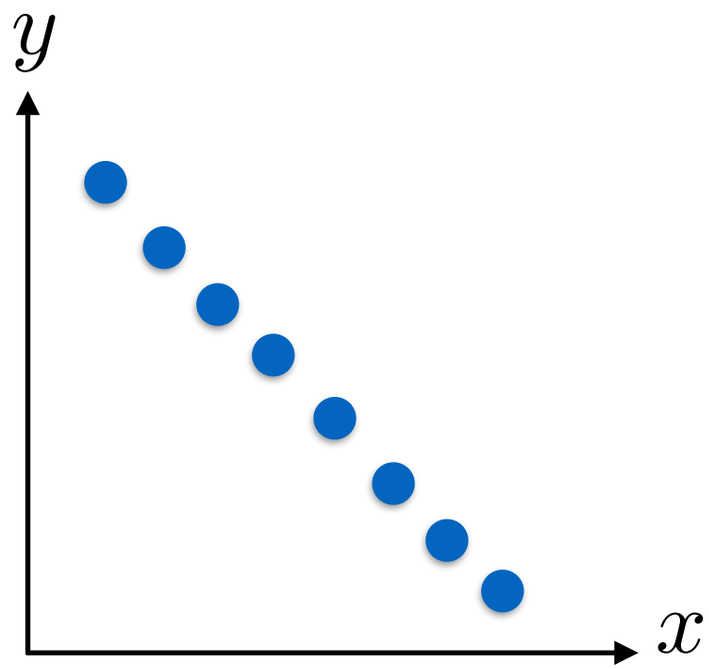


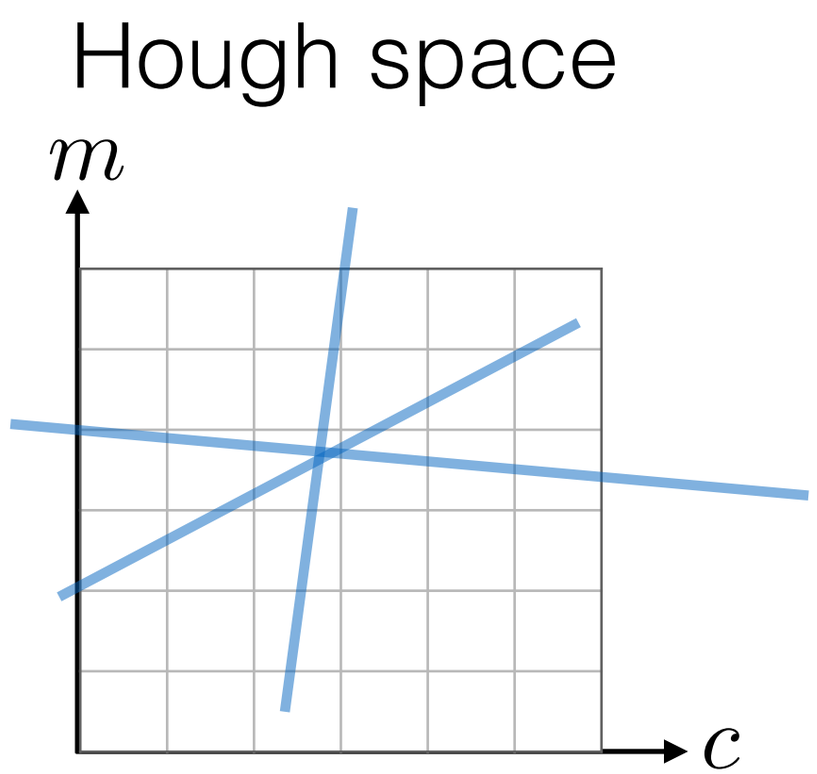


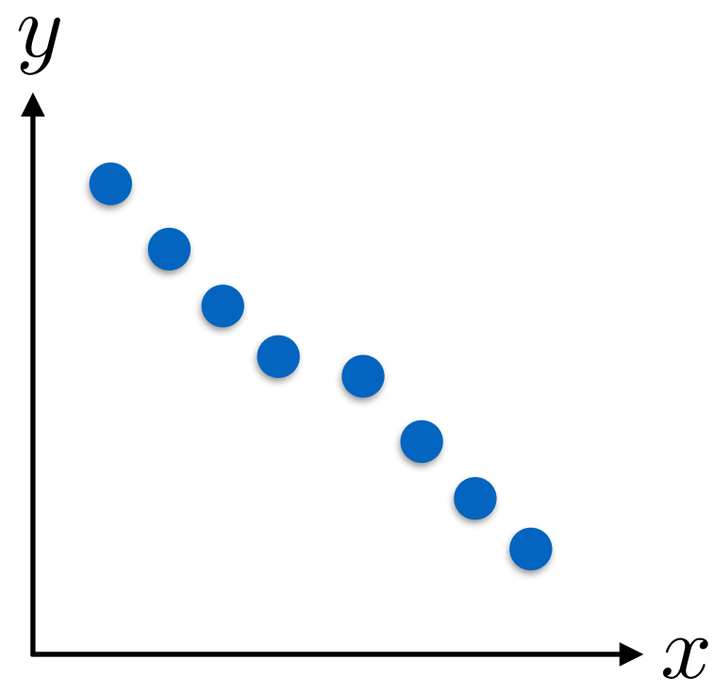


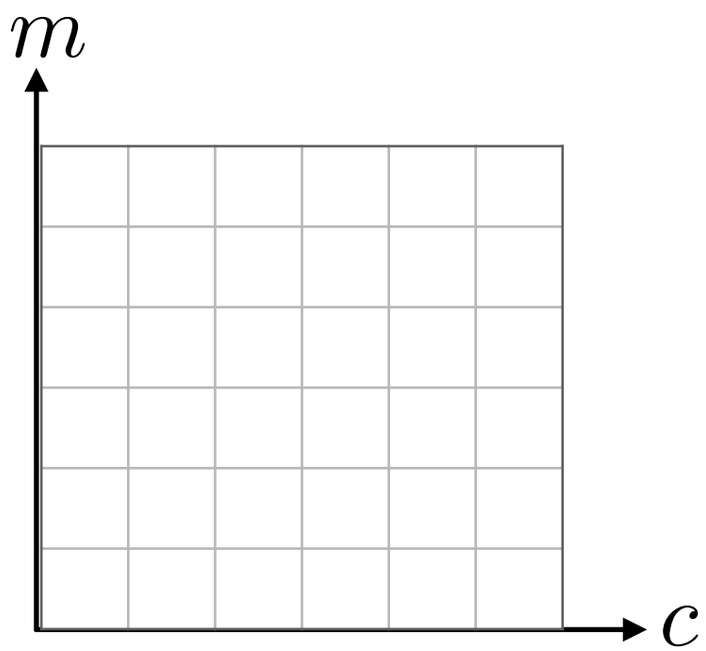


Hough Transform

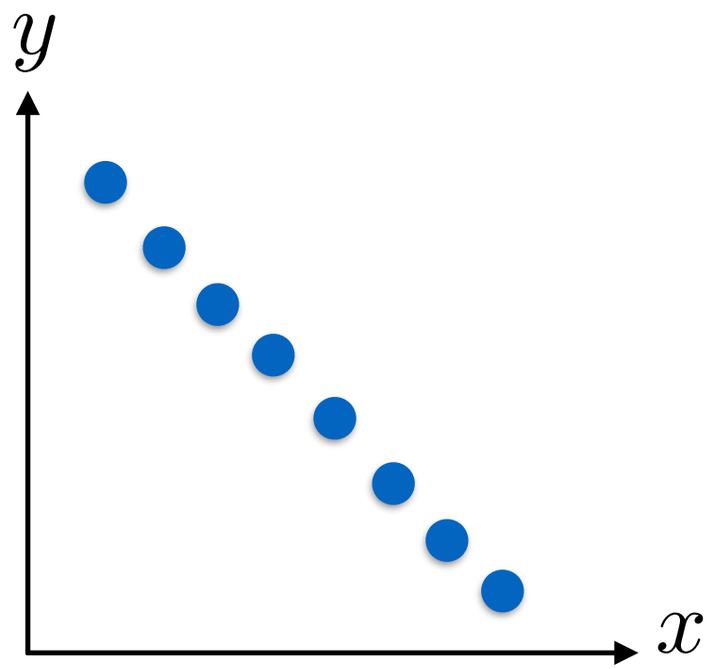


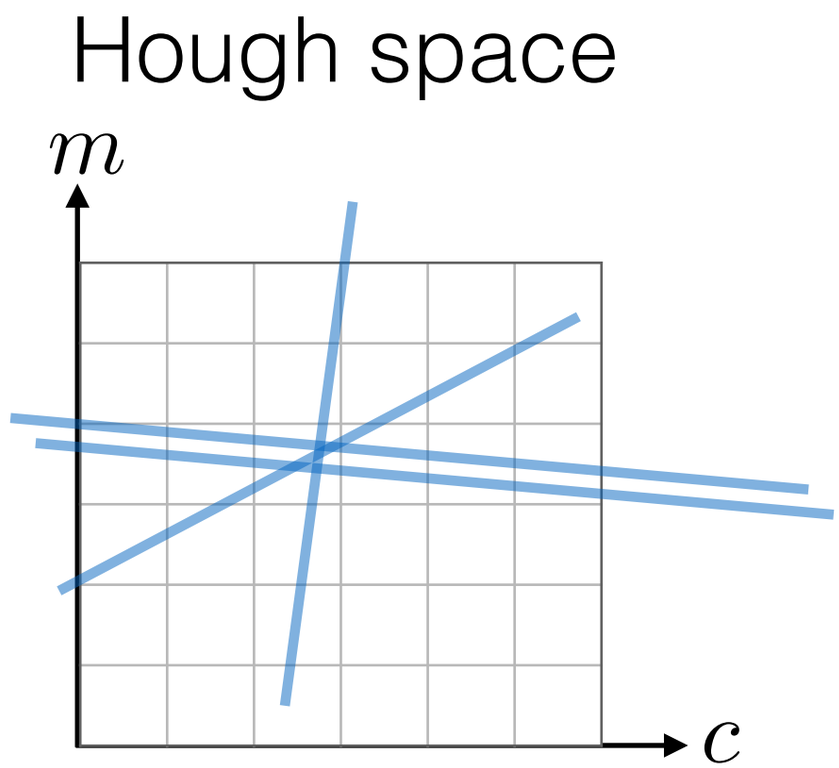


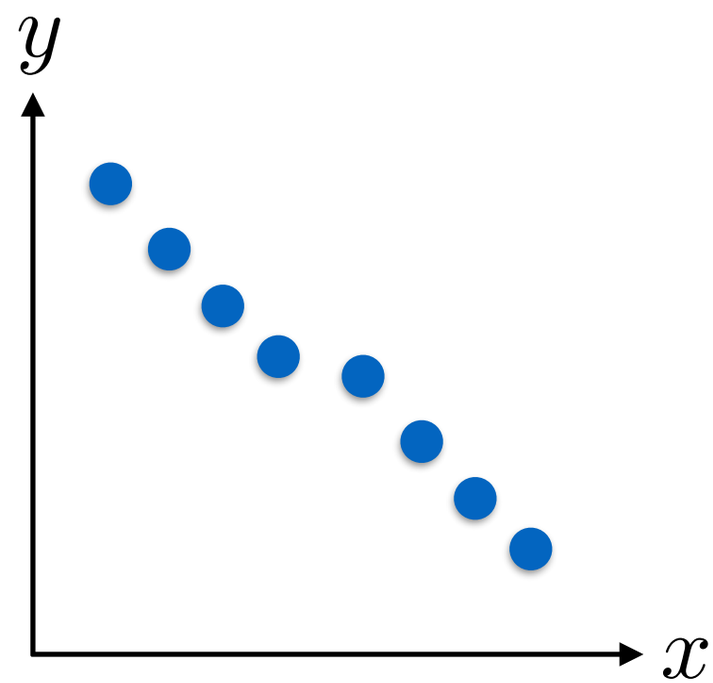


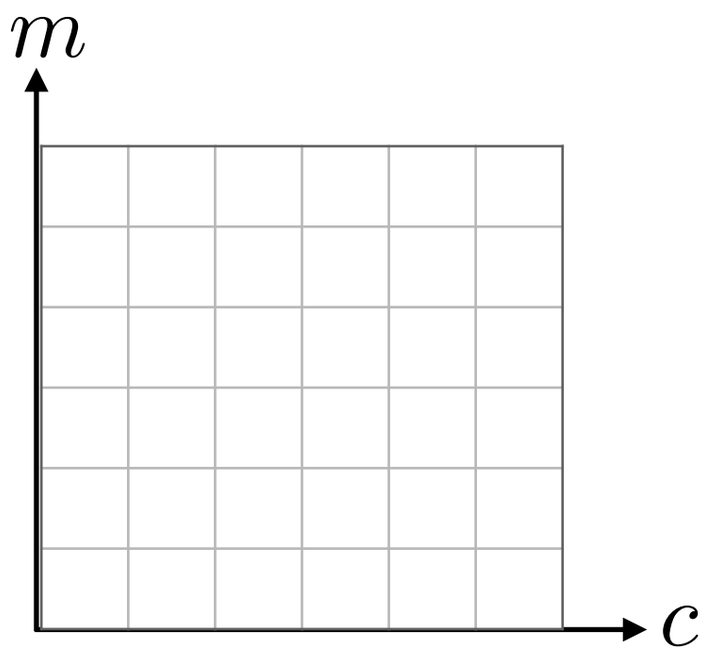


Hough Transform

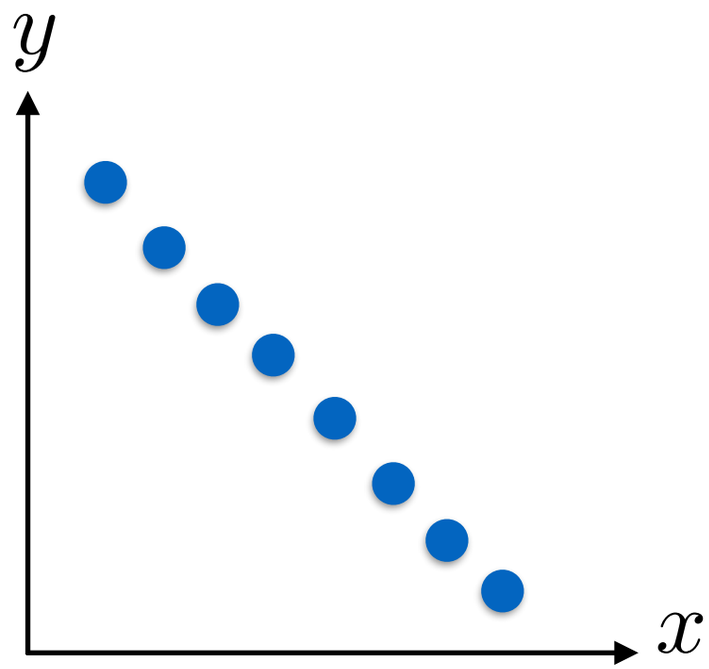


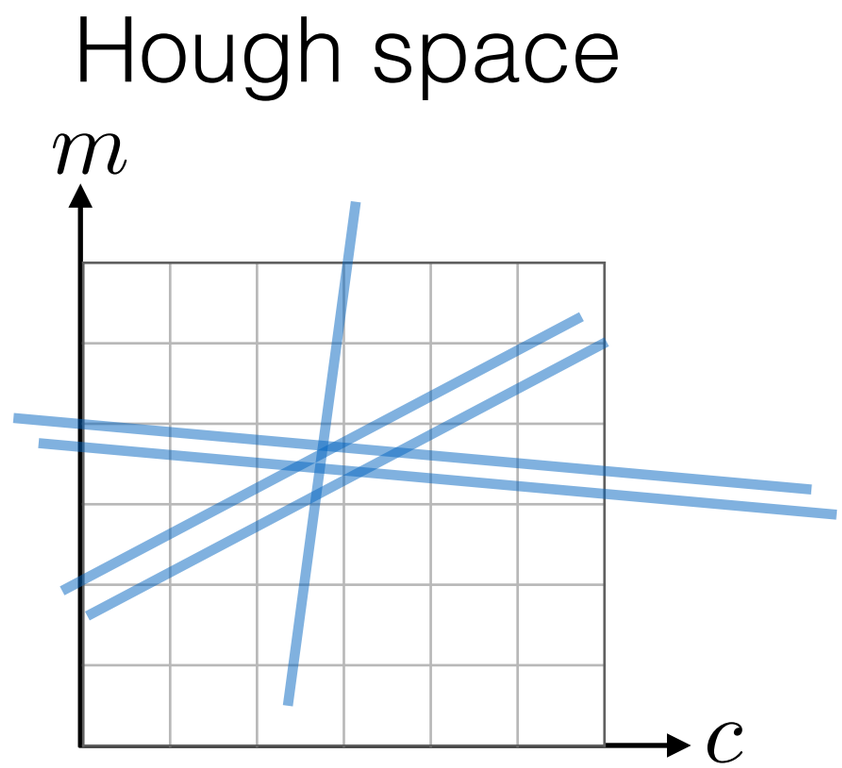


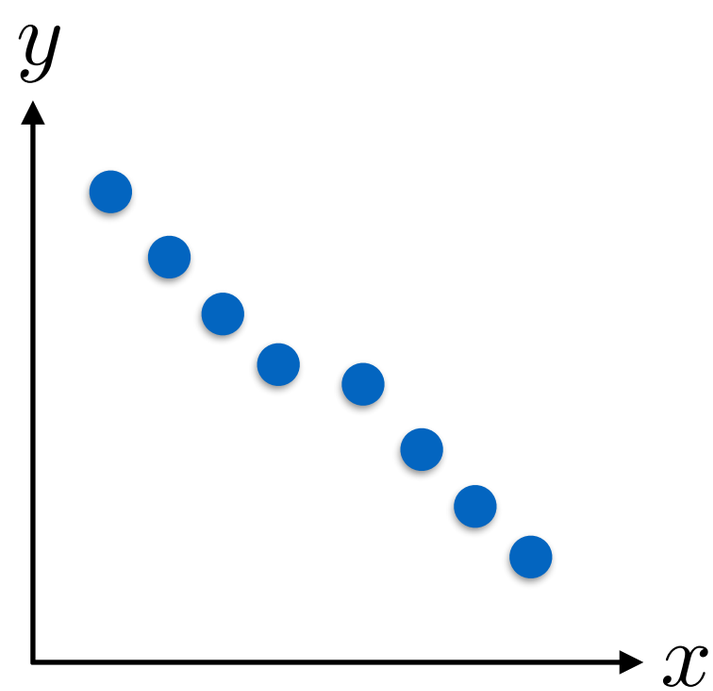


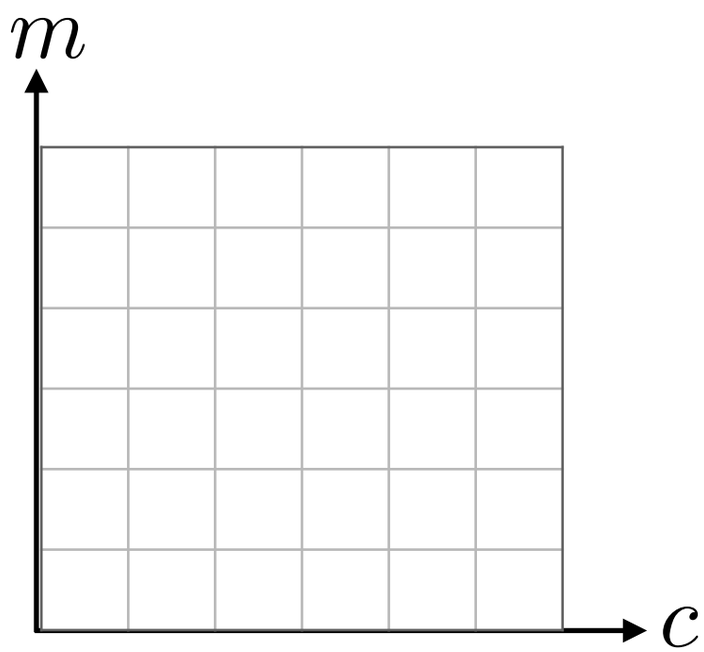


Hough Transform

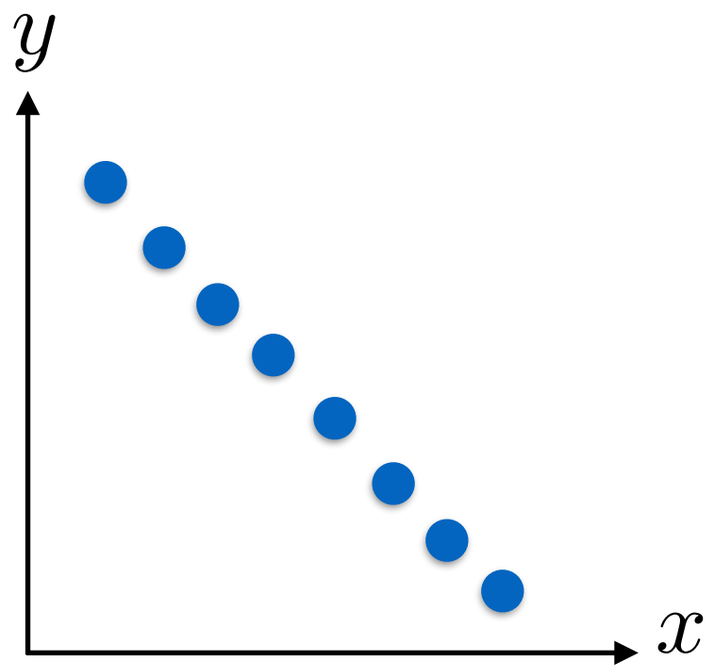


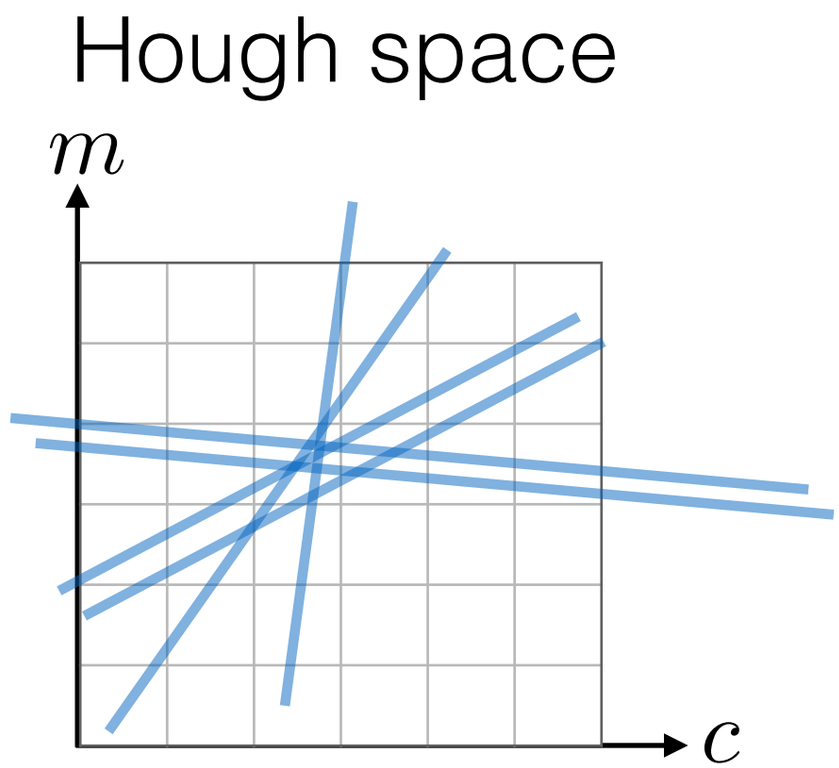


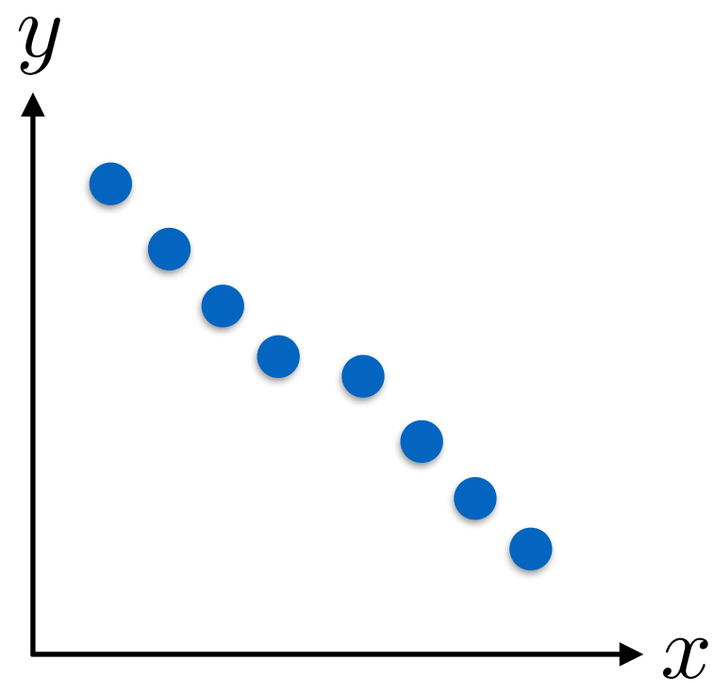


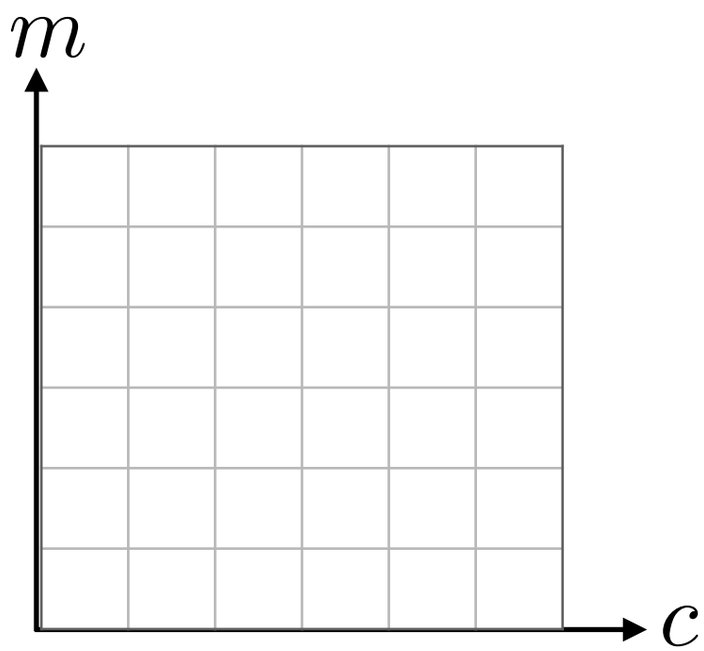


Hough Transform

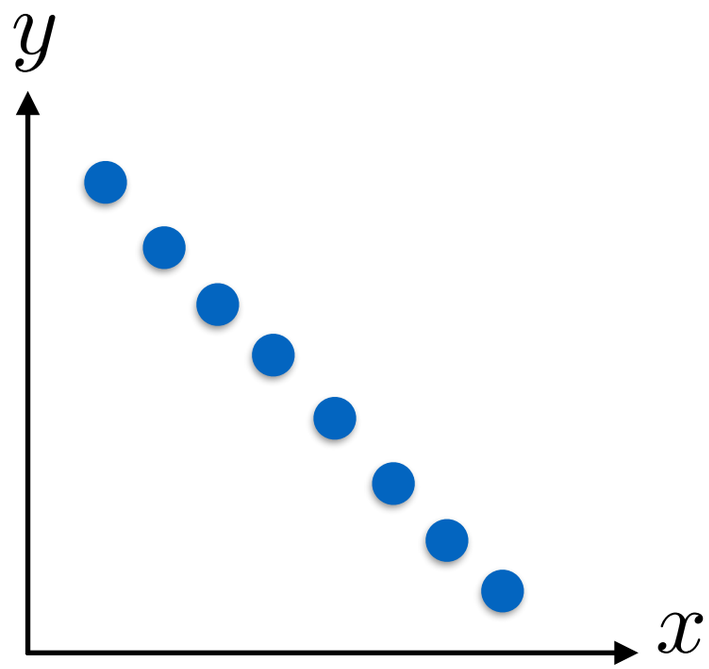


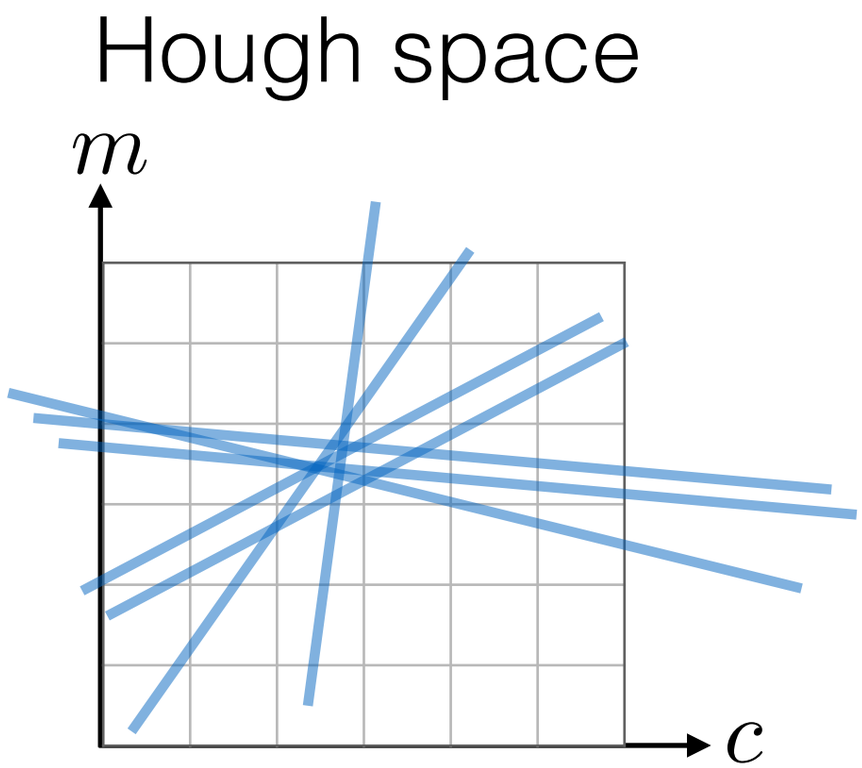


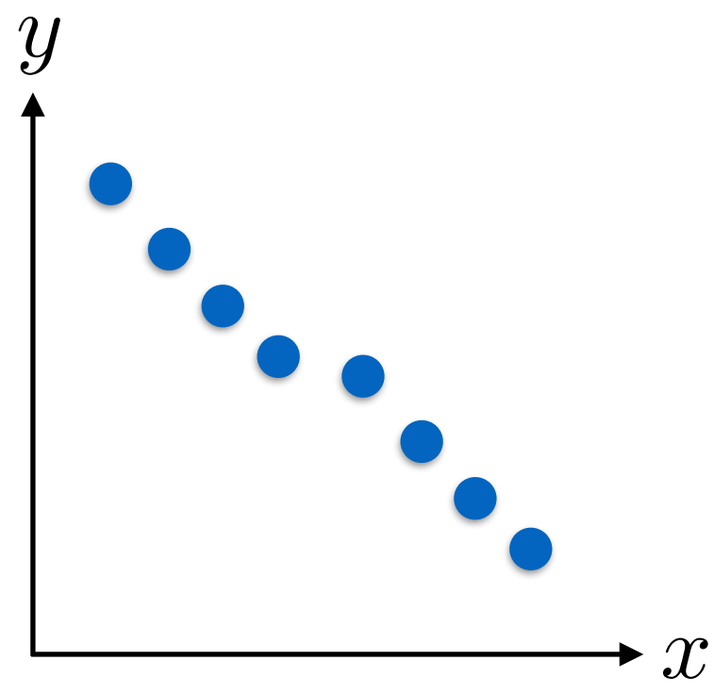


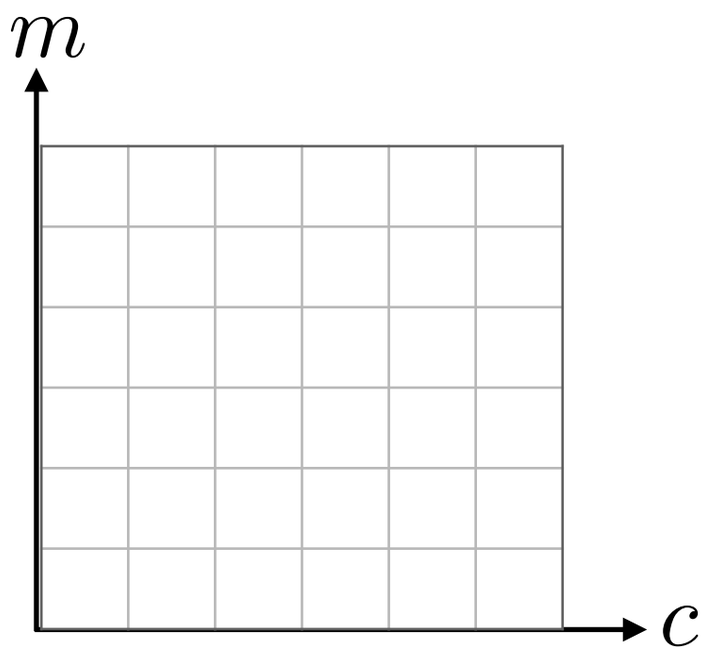


Hough Transform

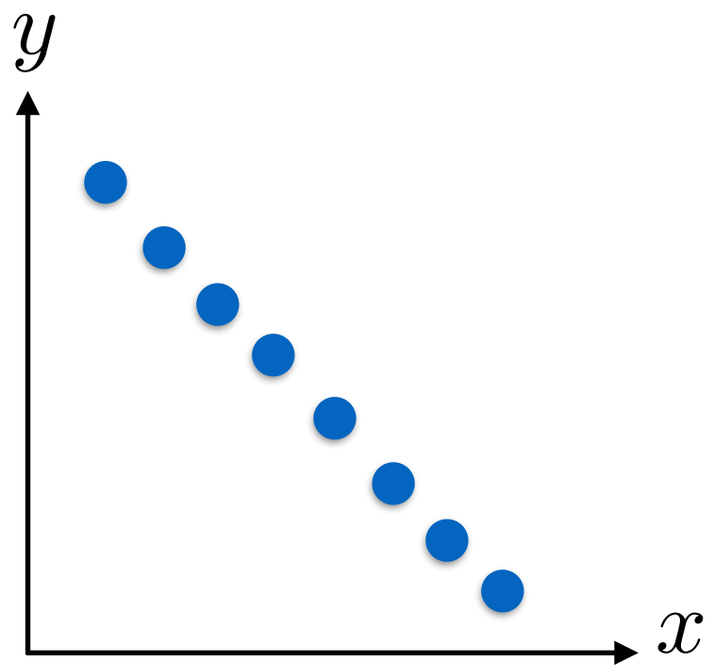


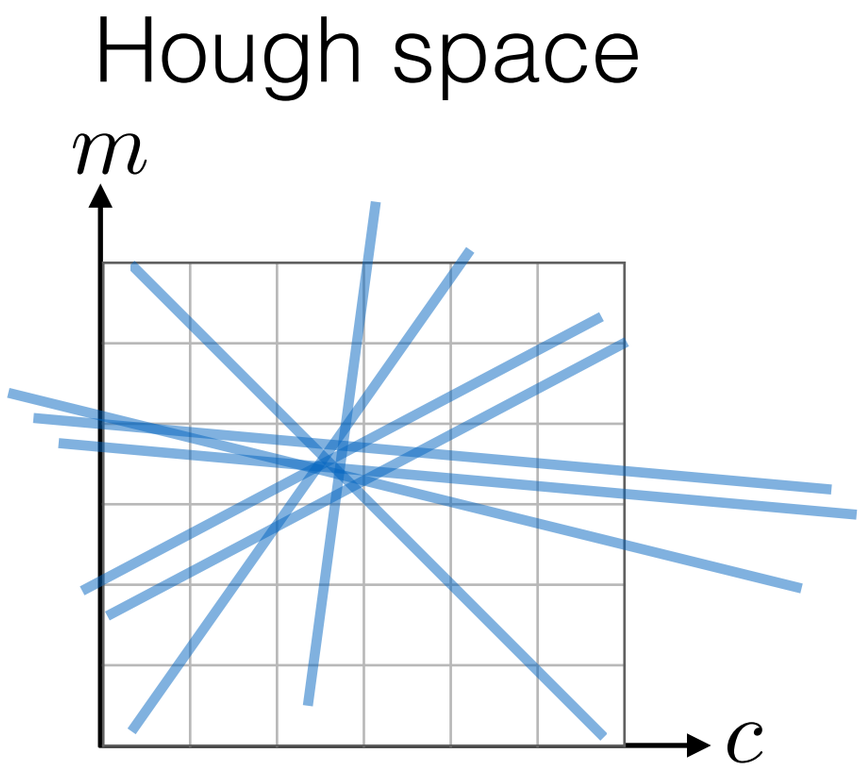


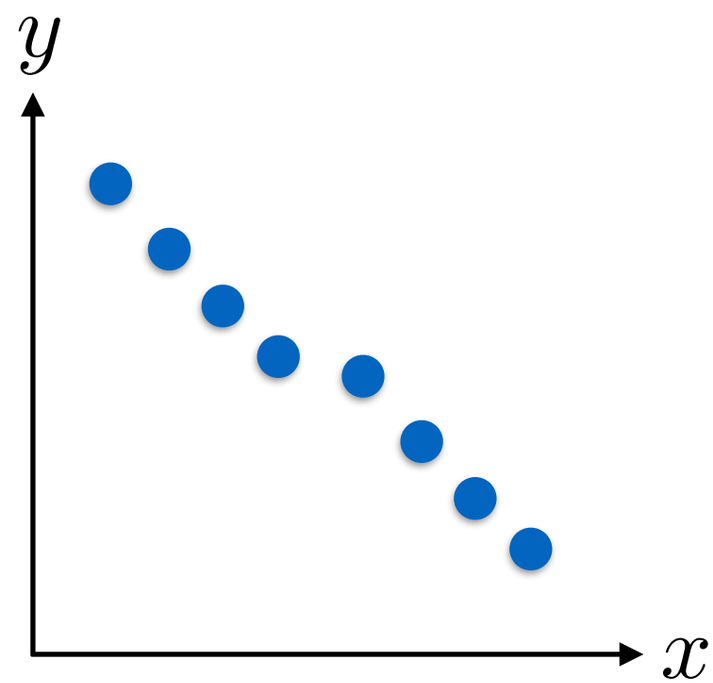


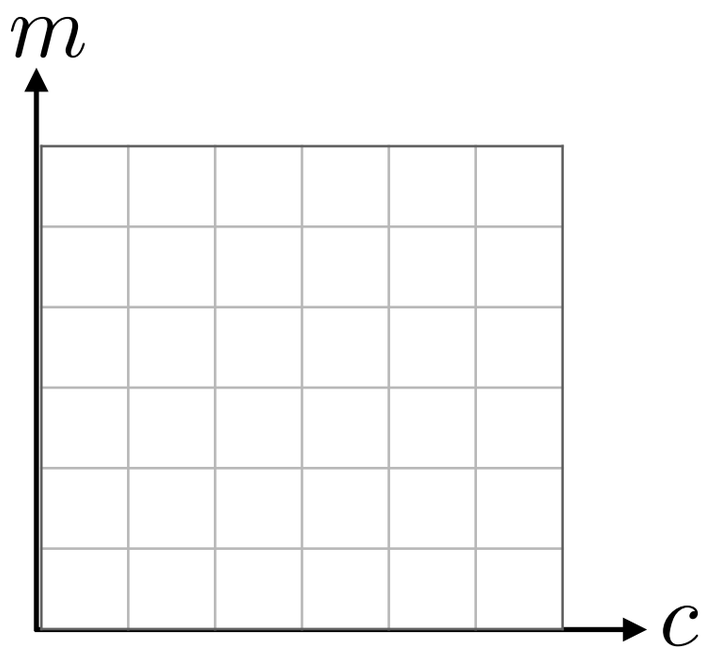


Hough Transform

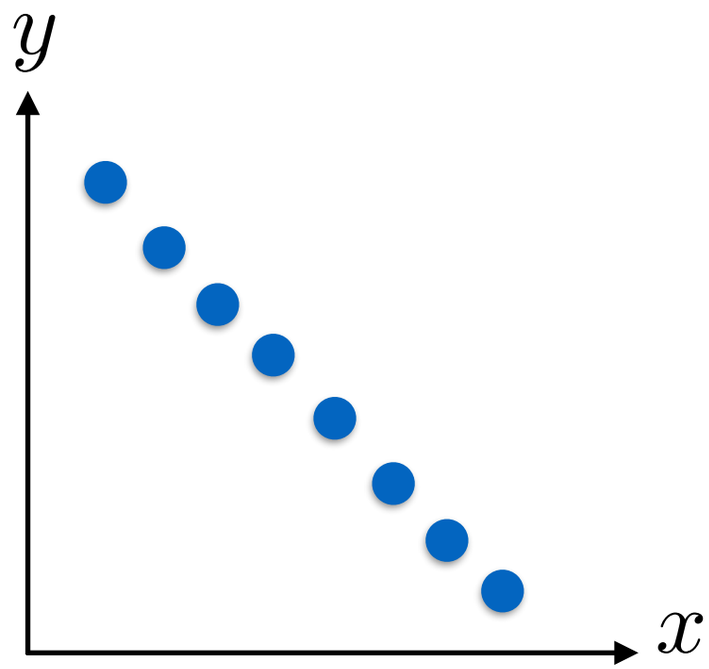


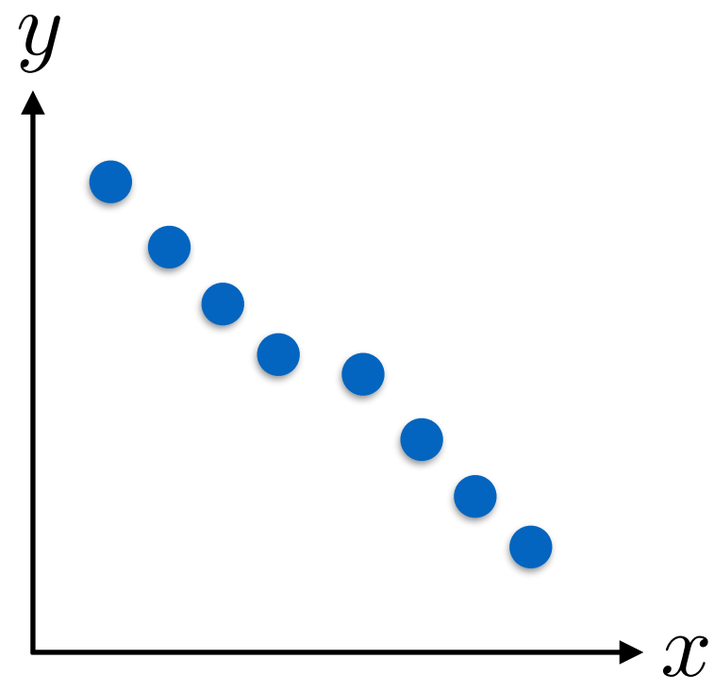




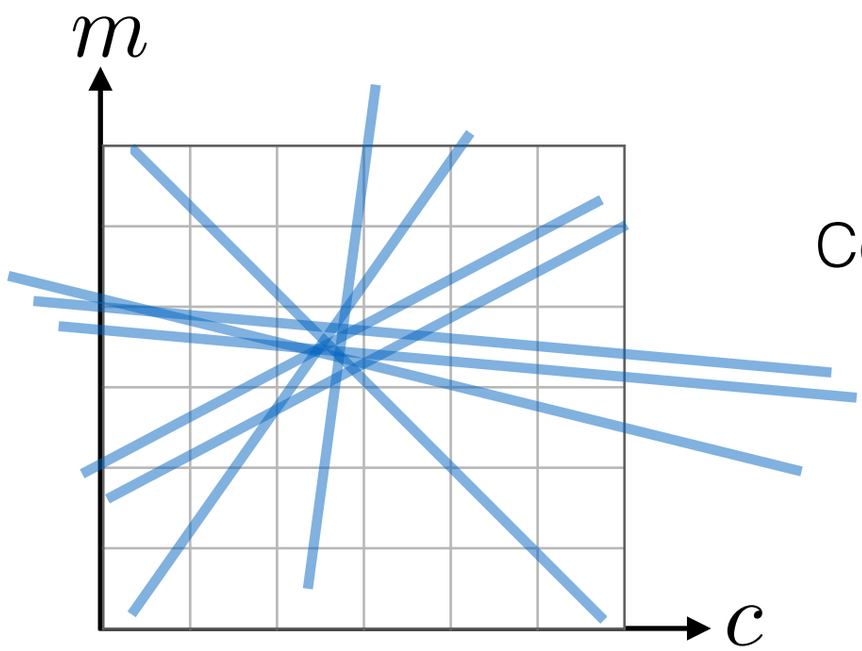


Hough Transform

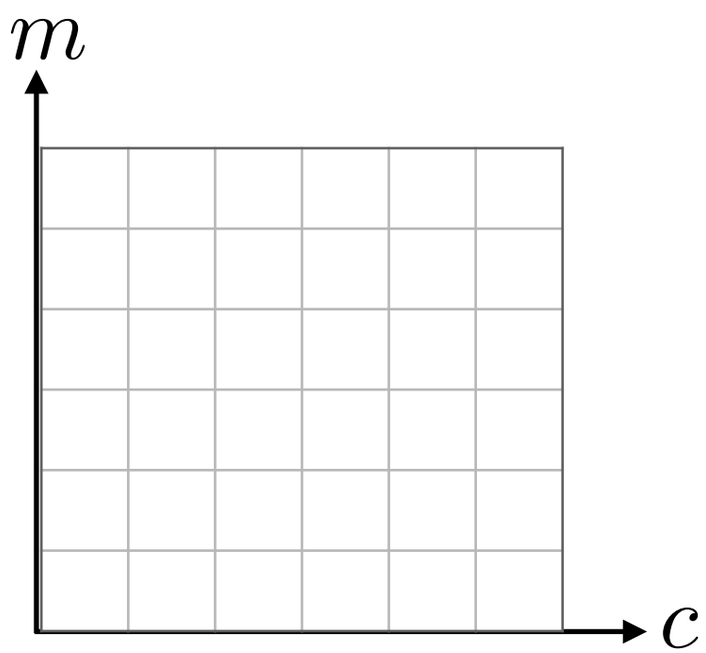




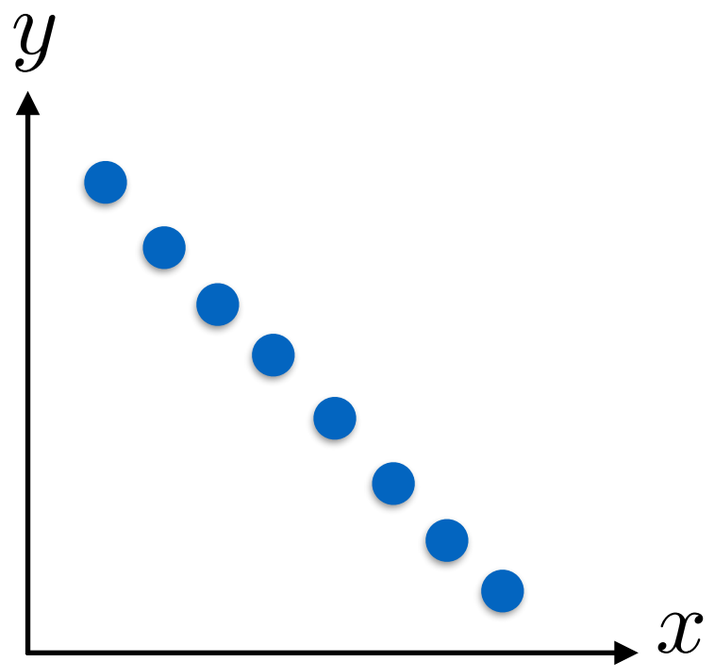
Hough space

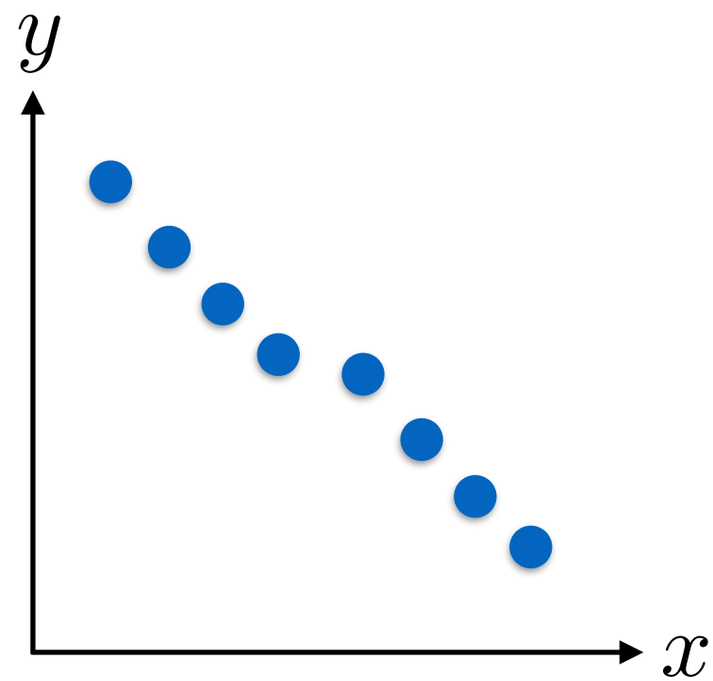


Collecting votes

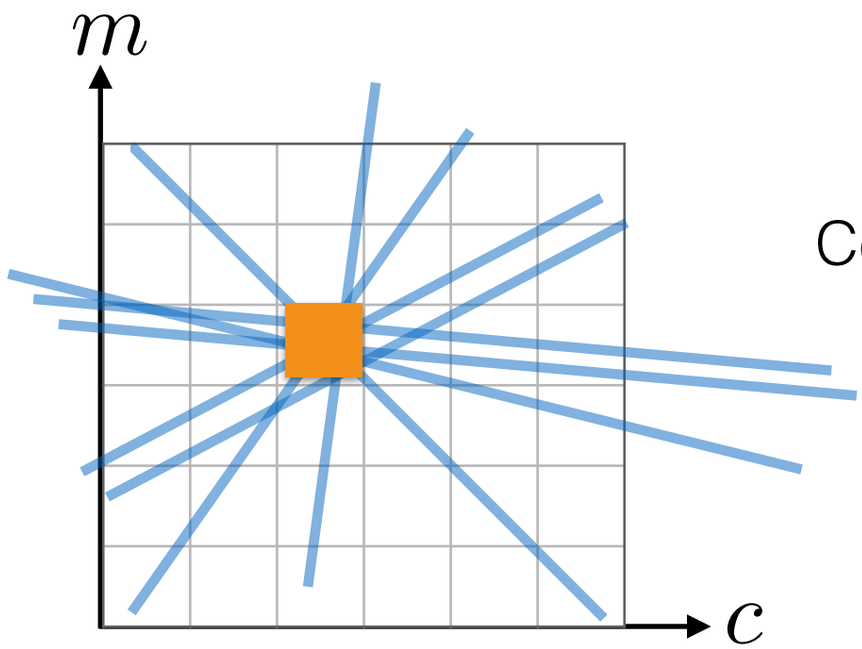


Hough Transform

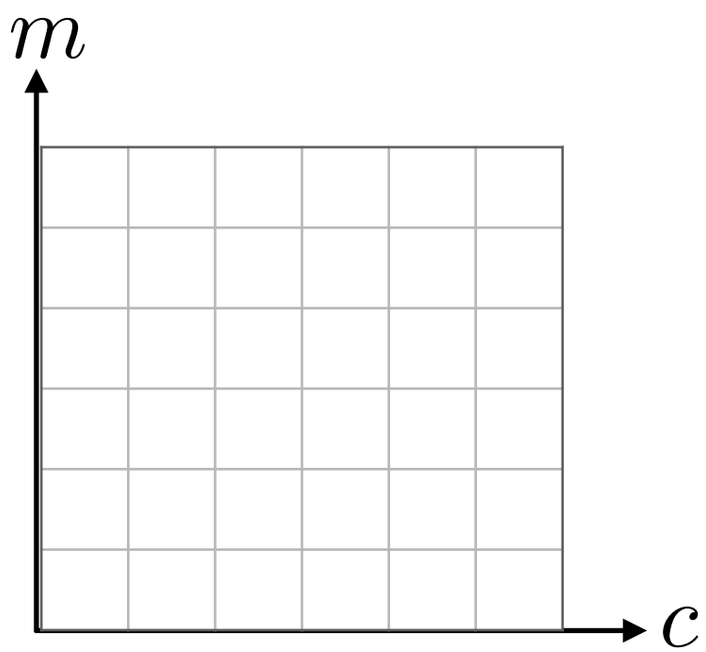




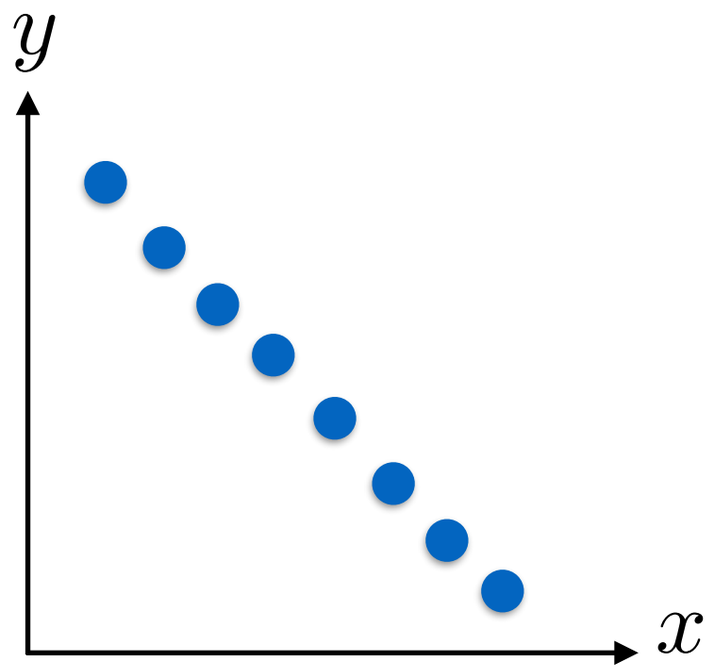
Hough space

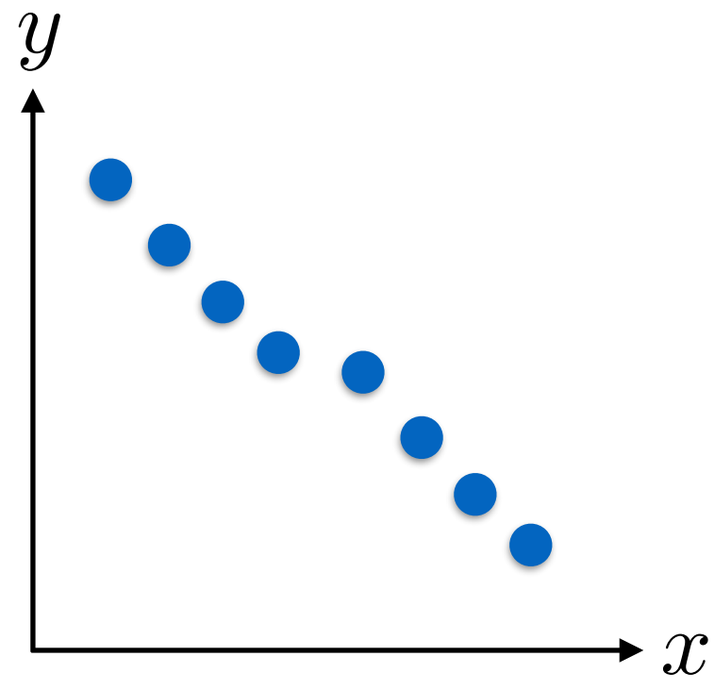


Collecting votes

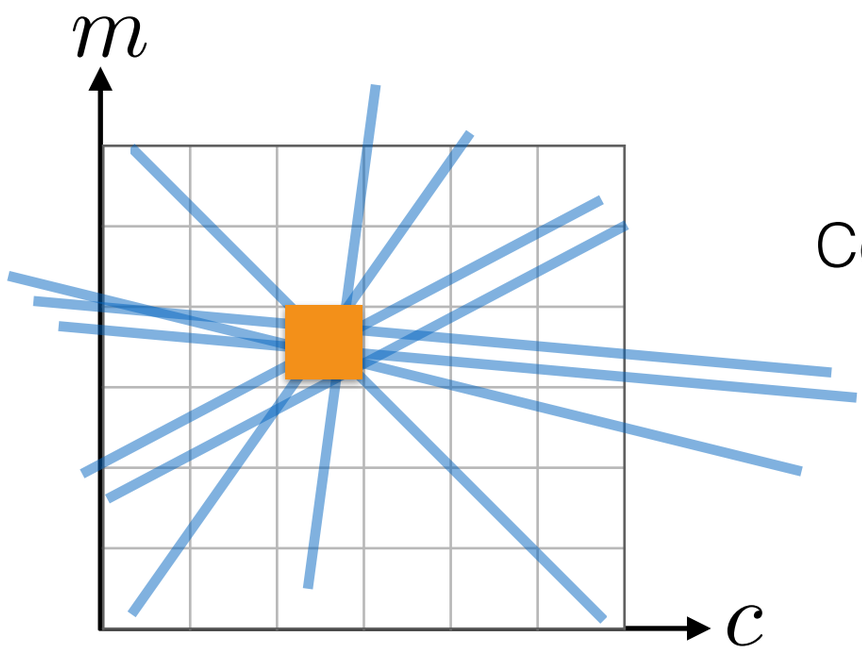


Hough Transform

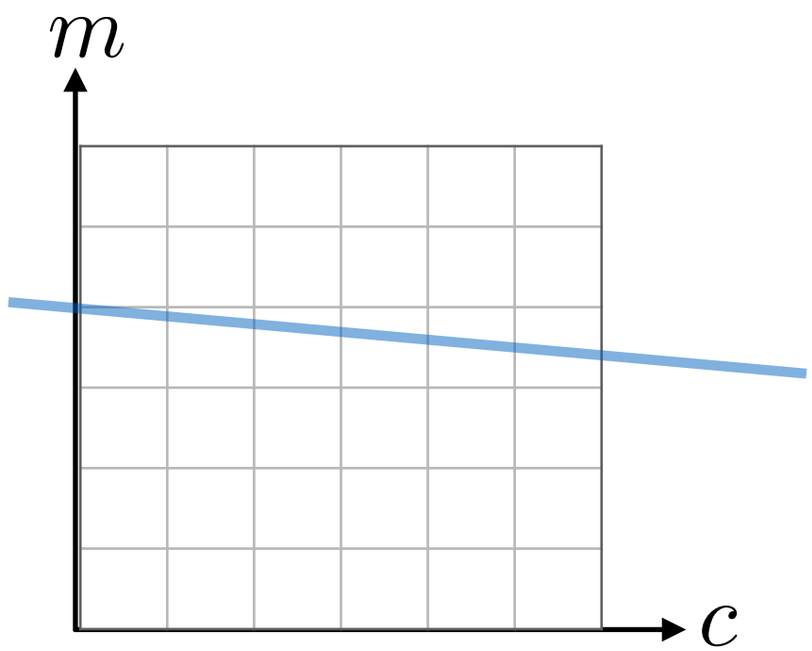




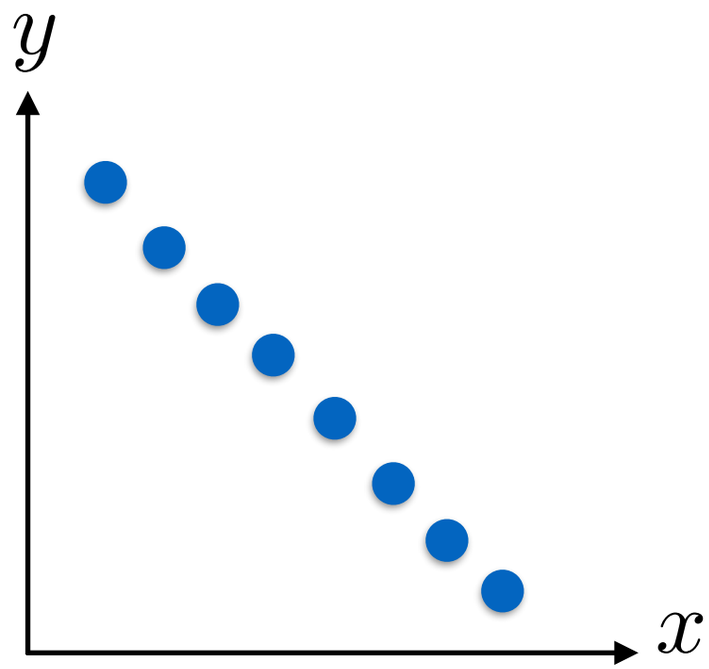
Hough space

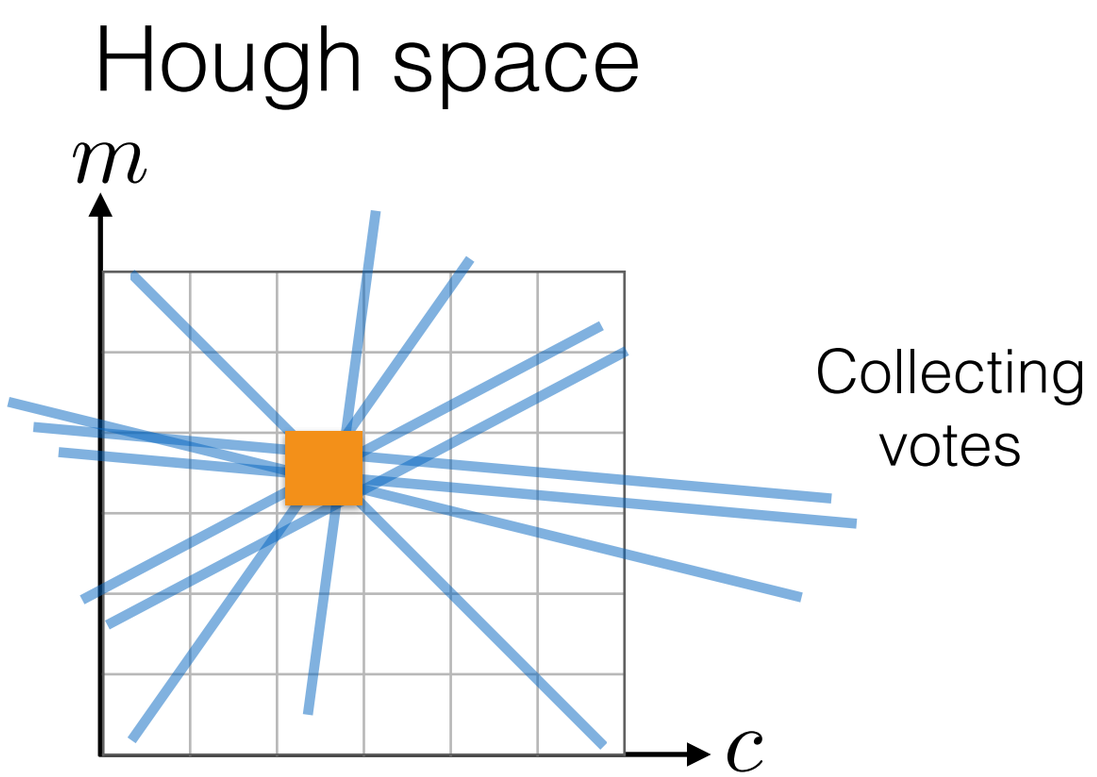


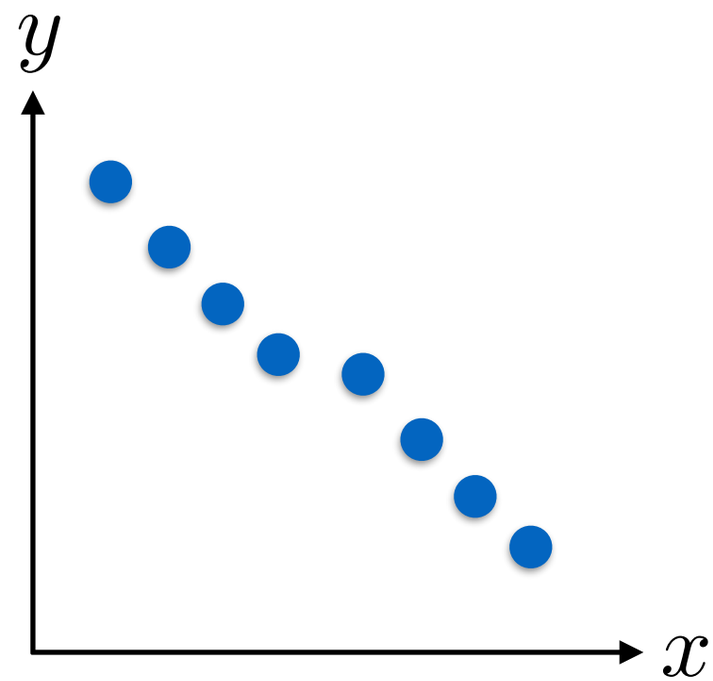
Collecting votes

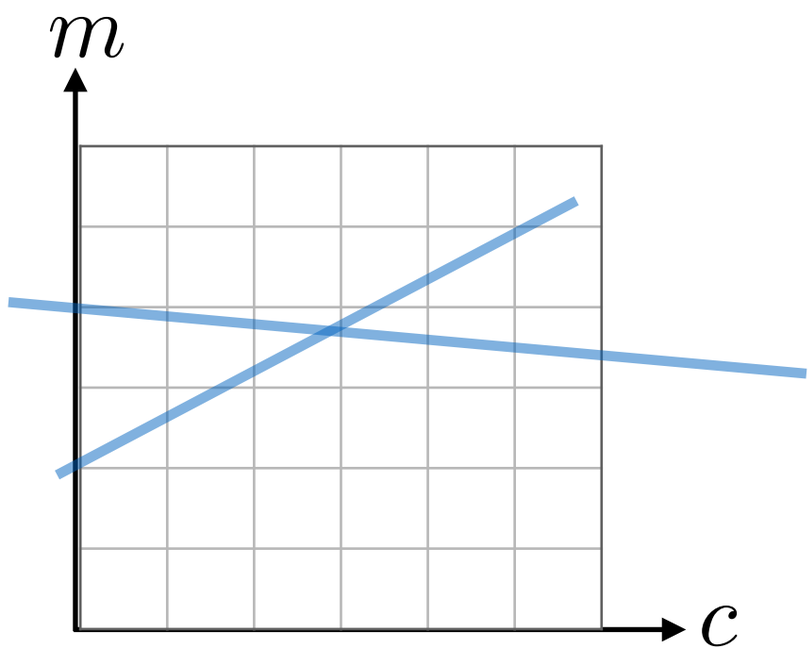


Hough Transform

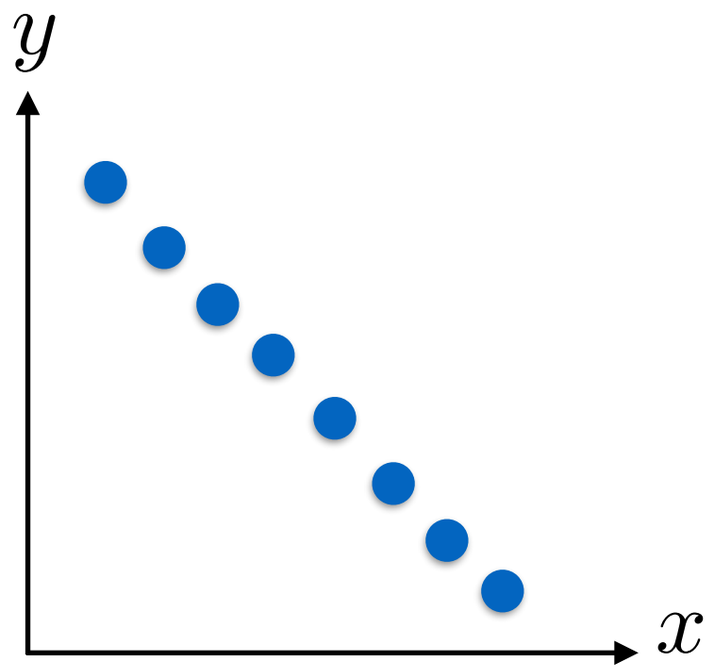


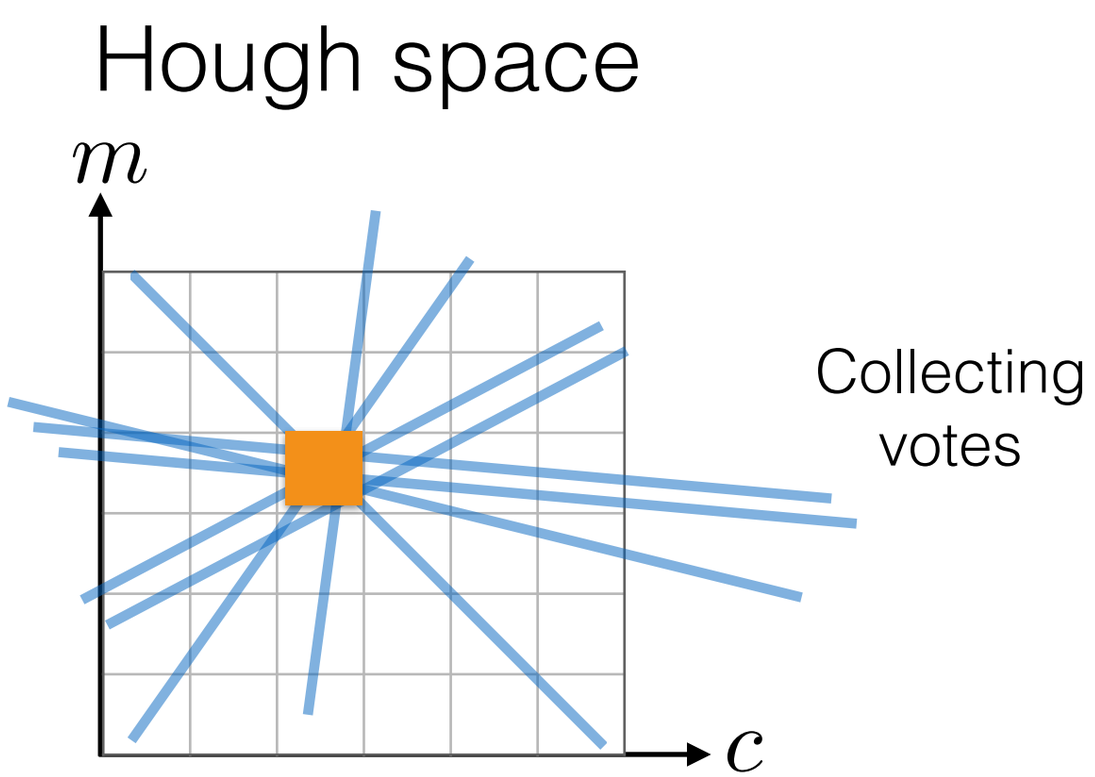




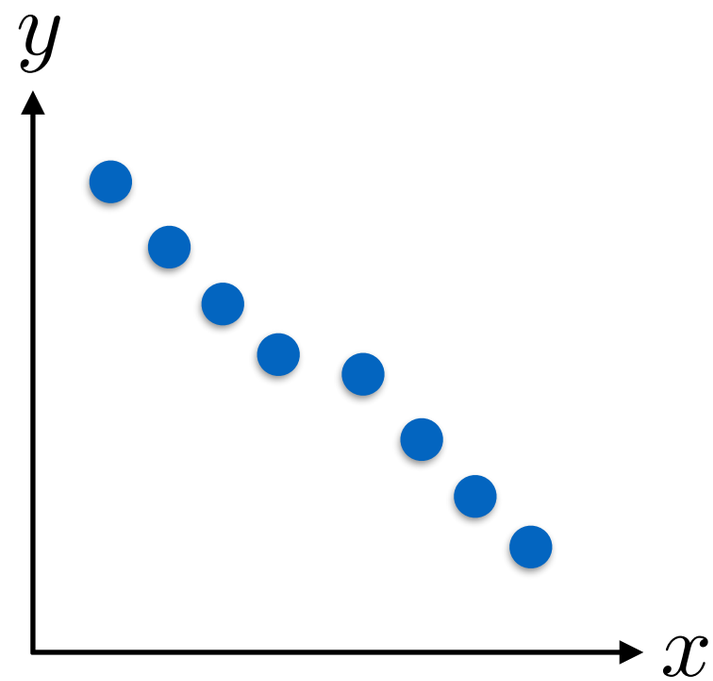


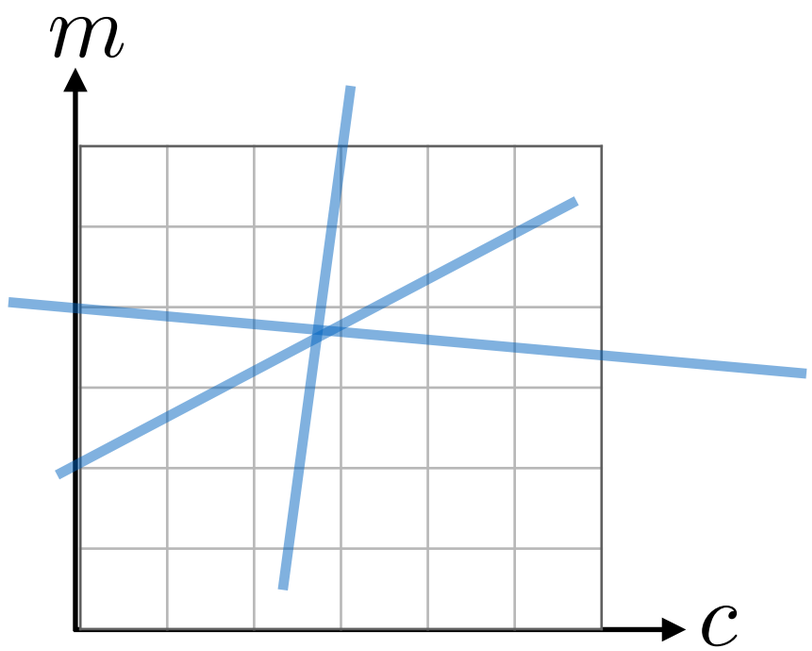
Hough Transform



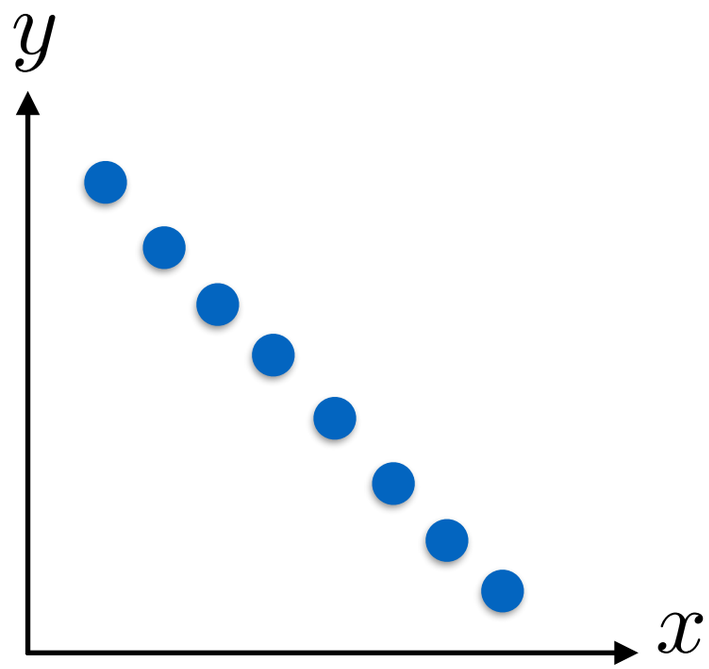


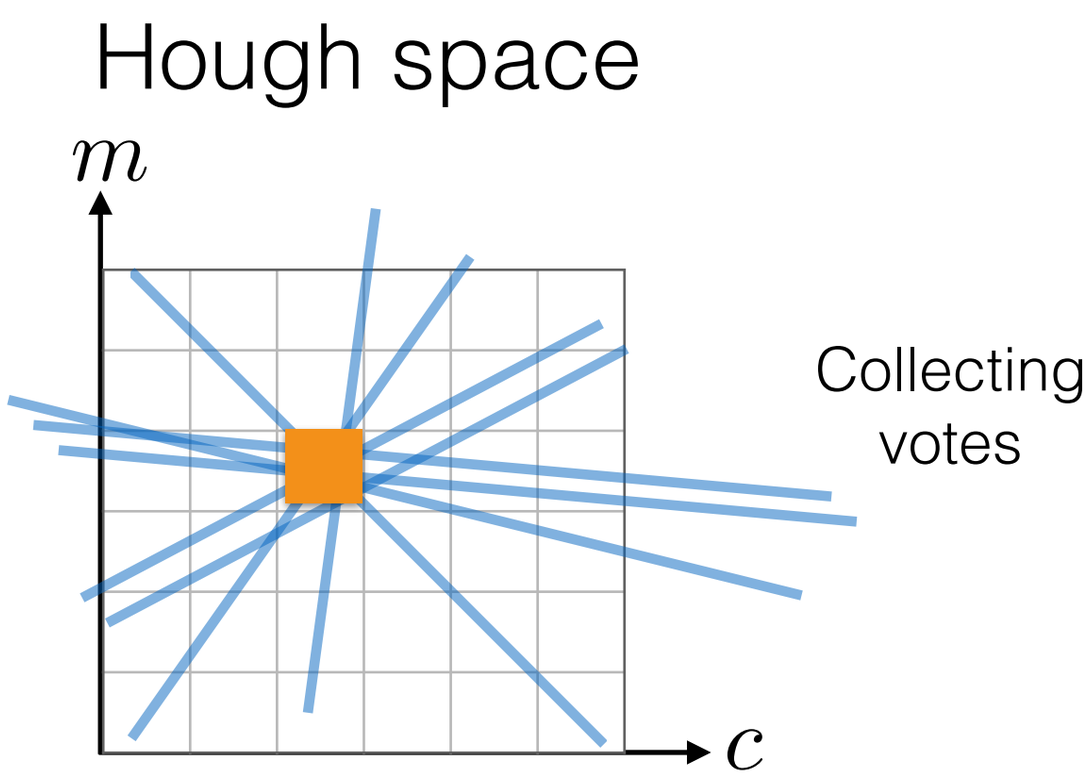
Collecting votes

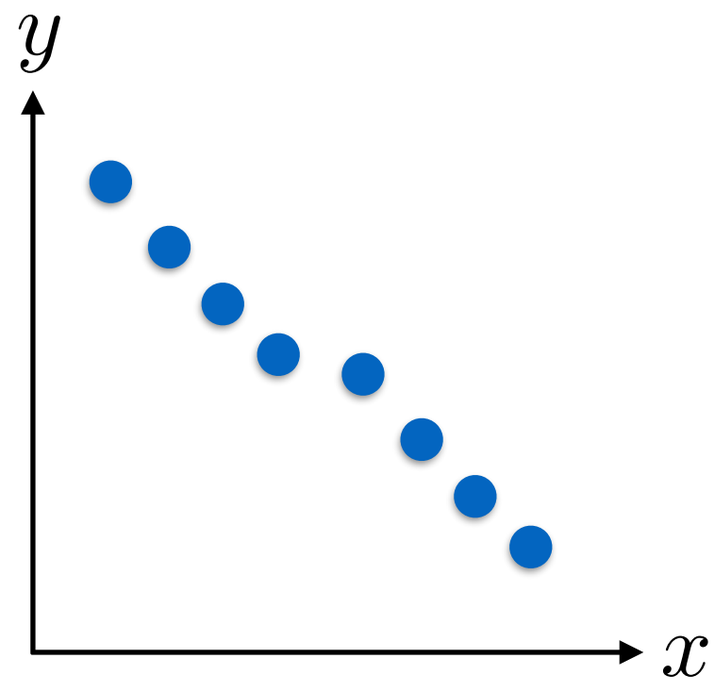


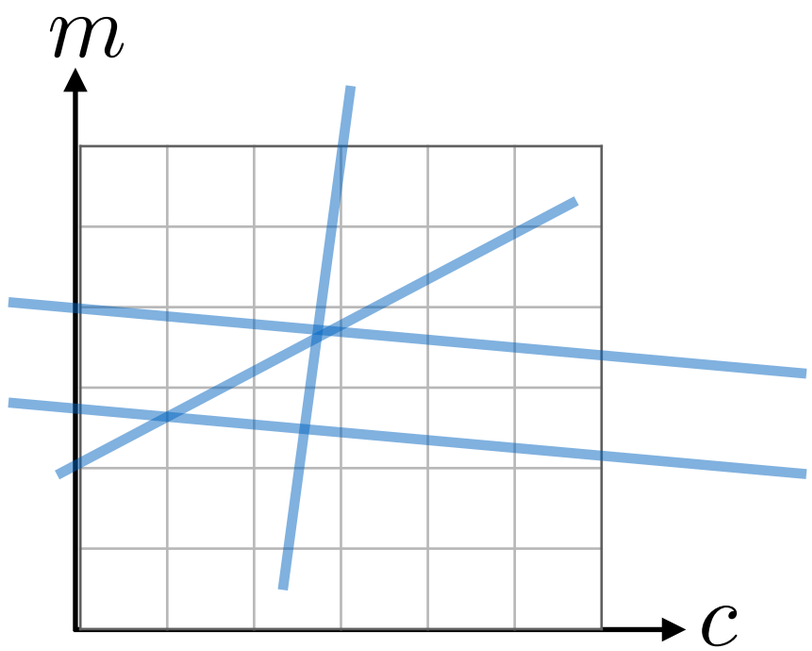


Hough Transform

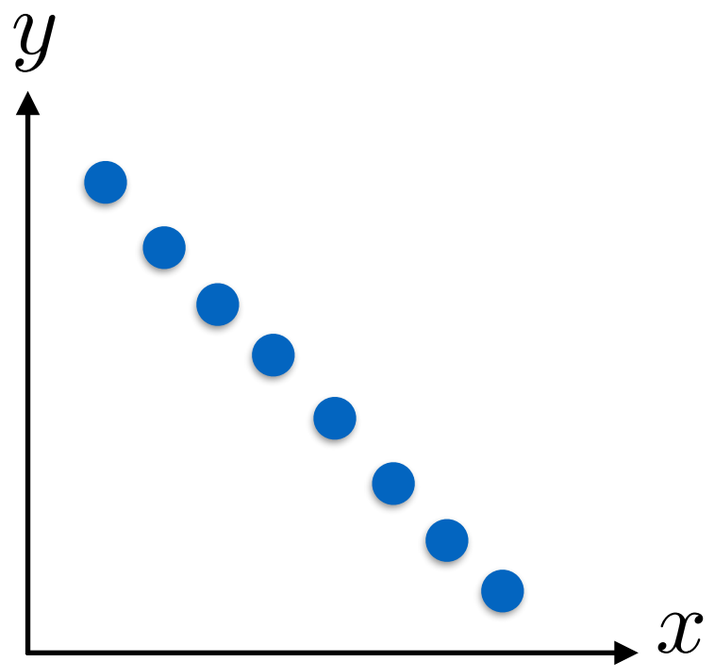


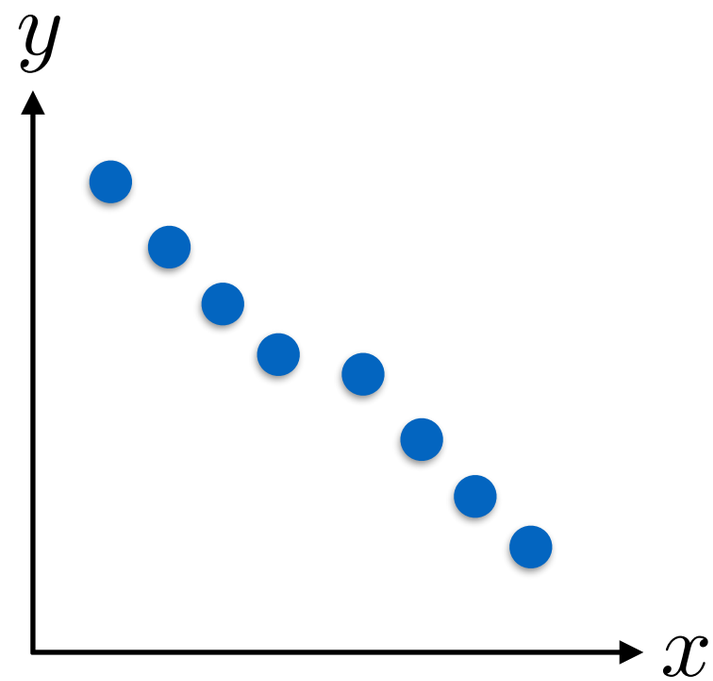




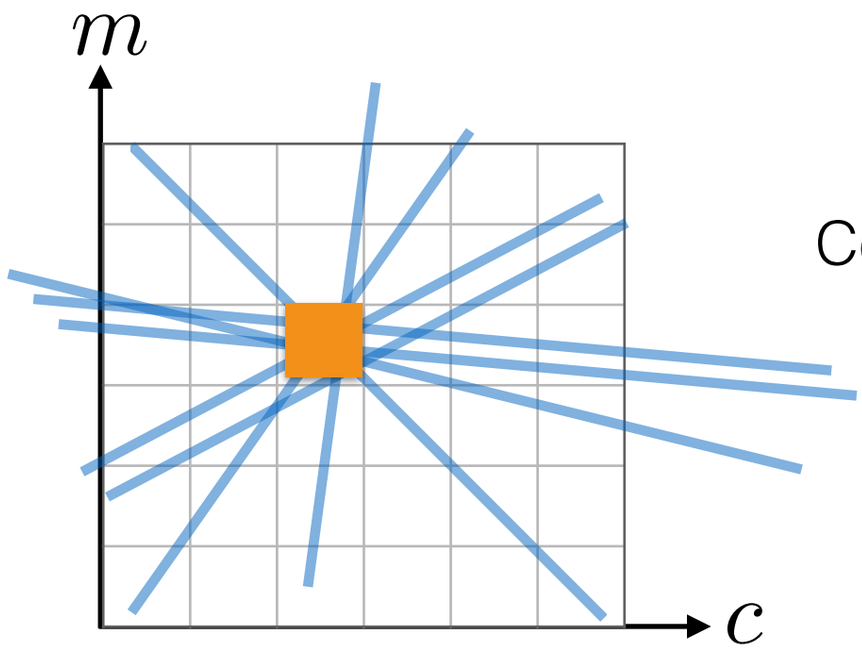


Hough Transform

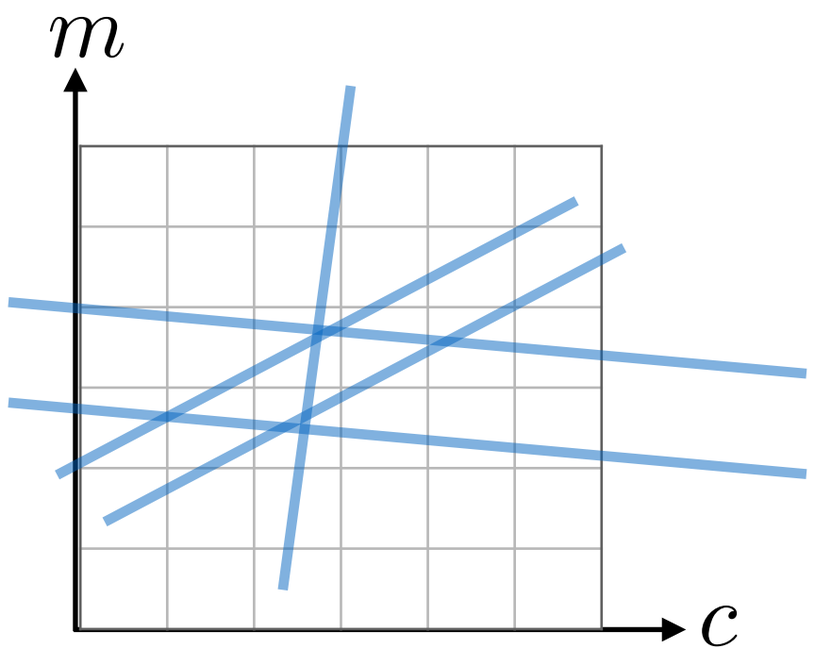




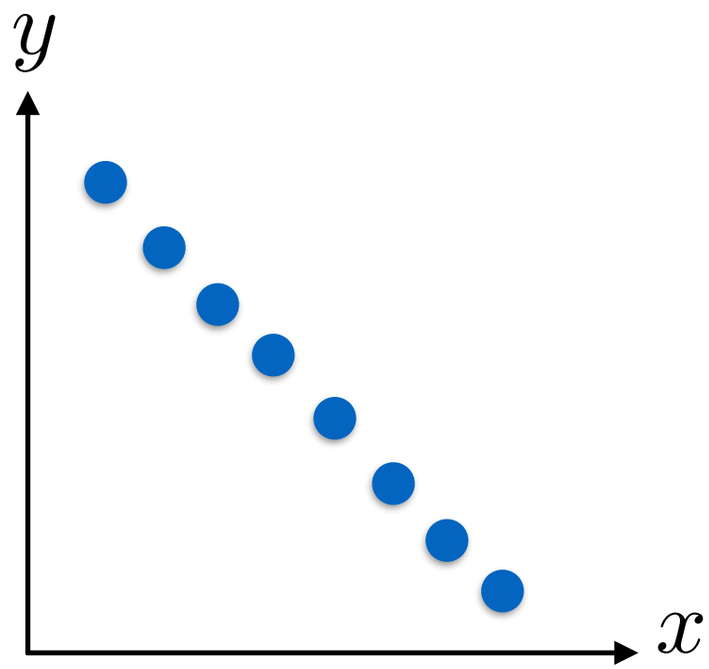
Hough space

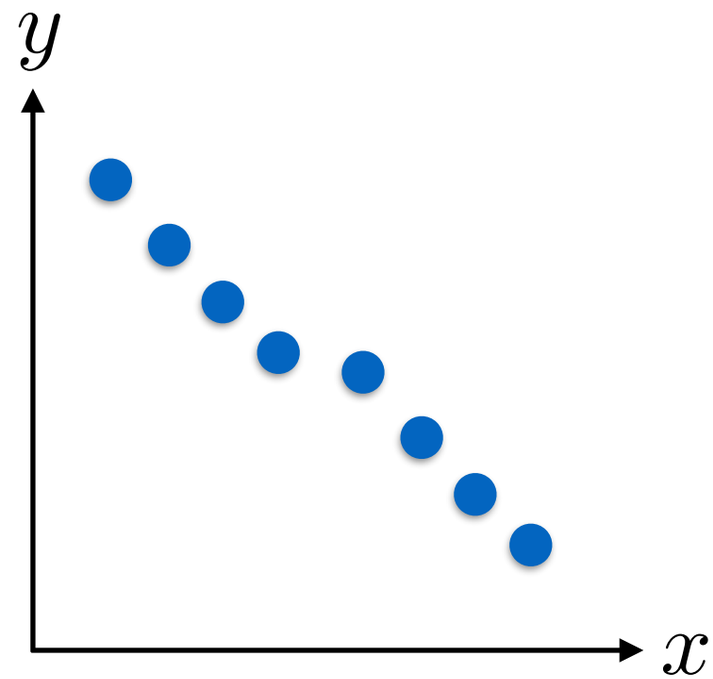


Collecting votes

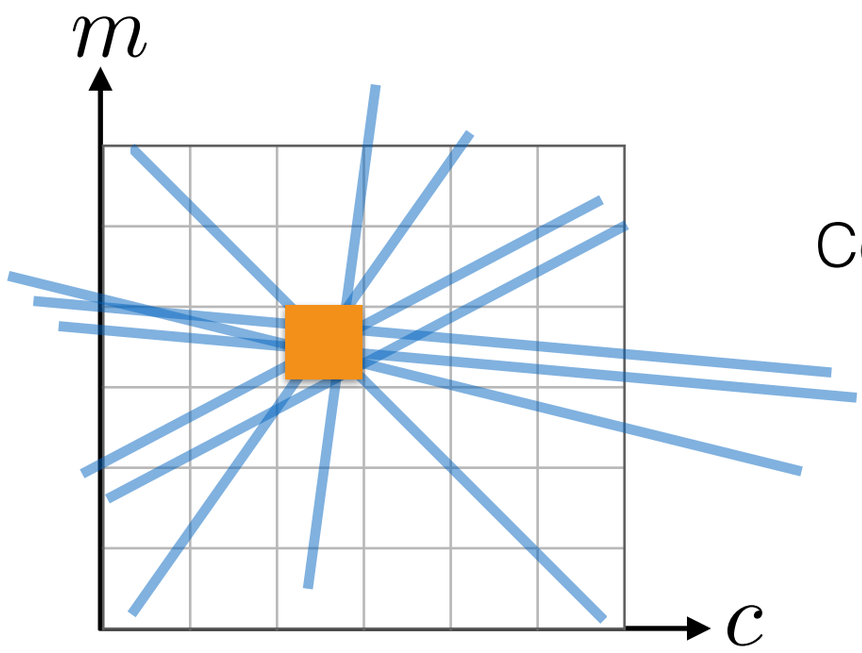


Hough Transform

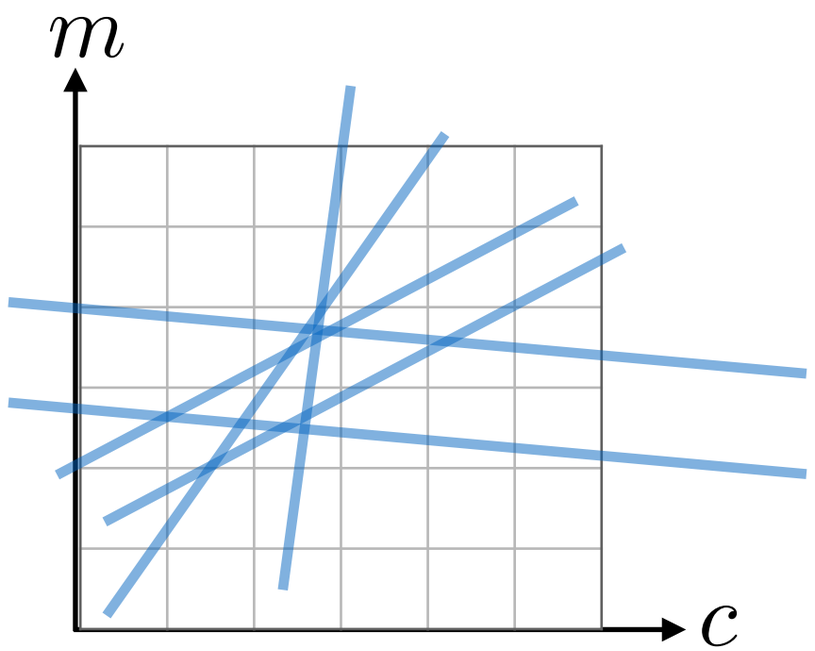




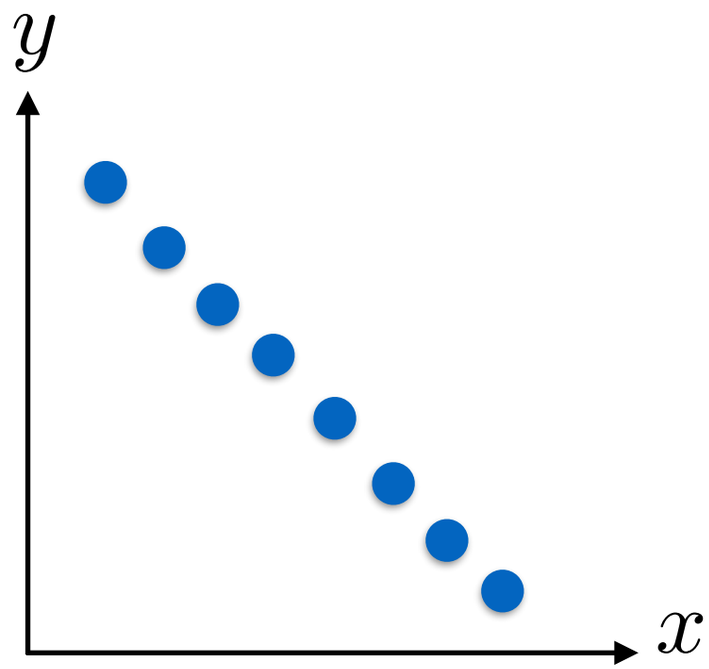
Hough space

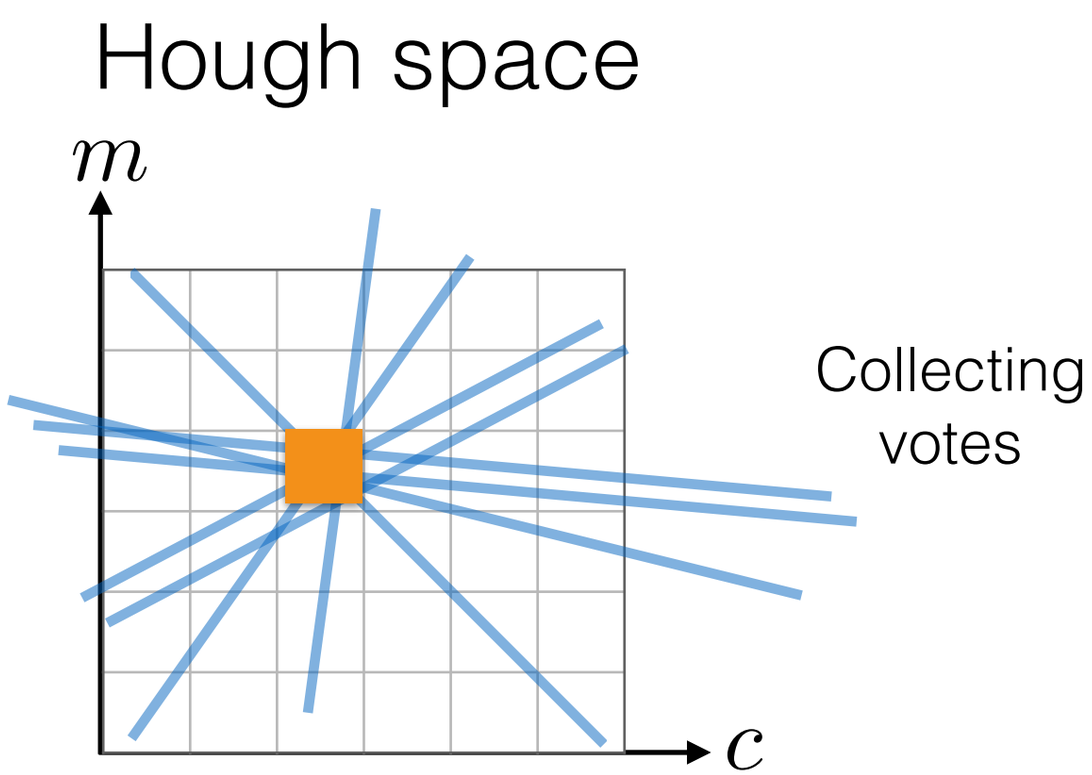


Collecting votes

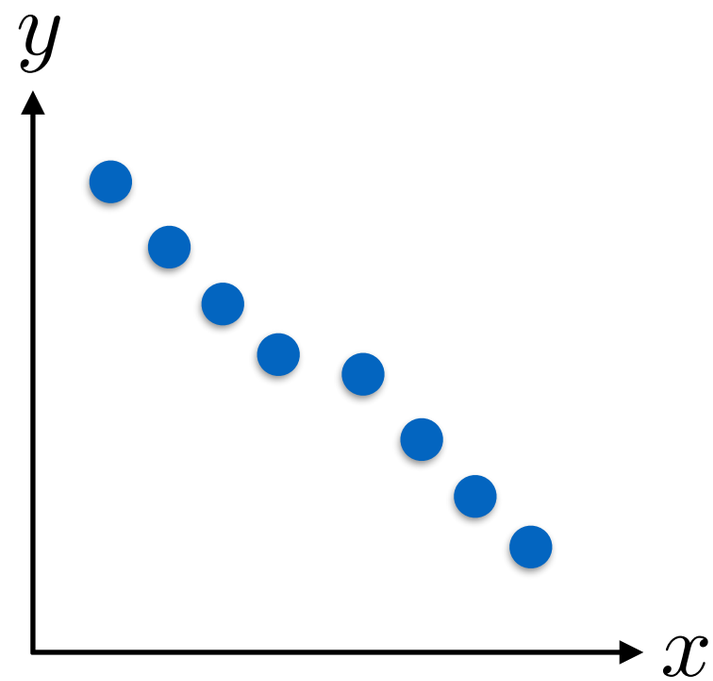


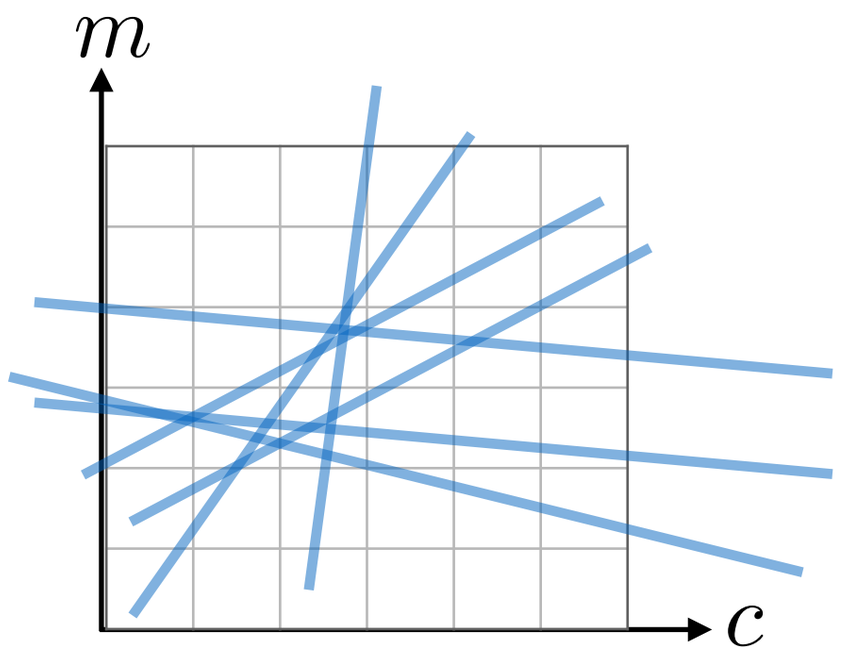
Hough Transform



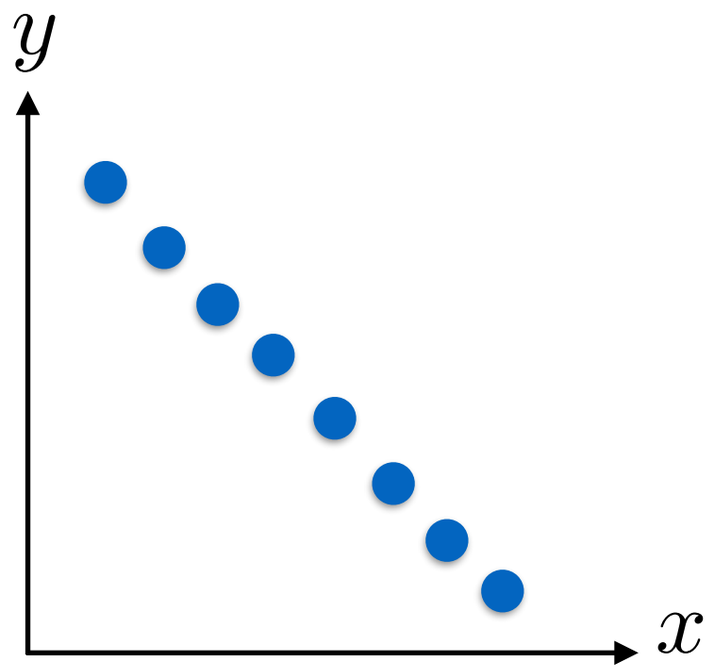


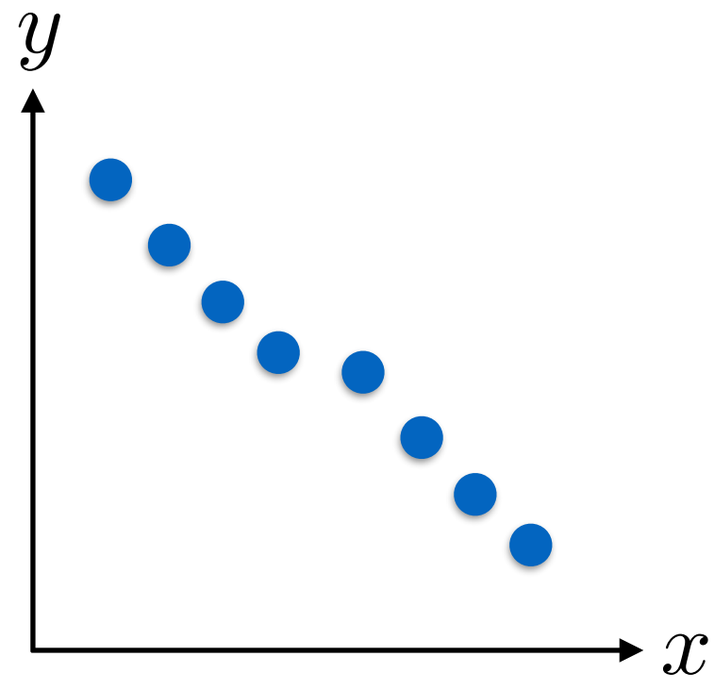
Collecting votes



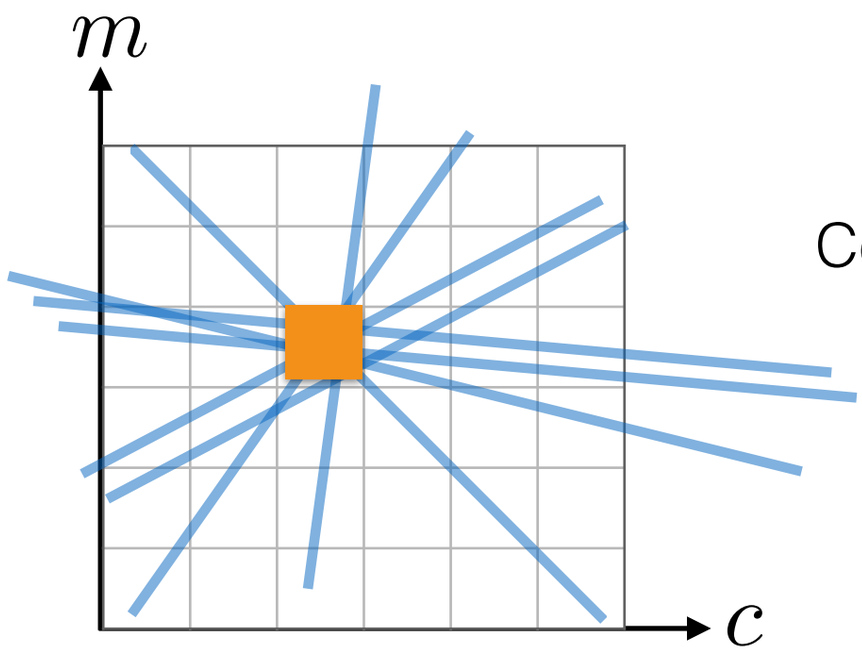


Hough Transform

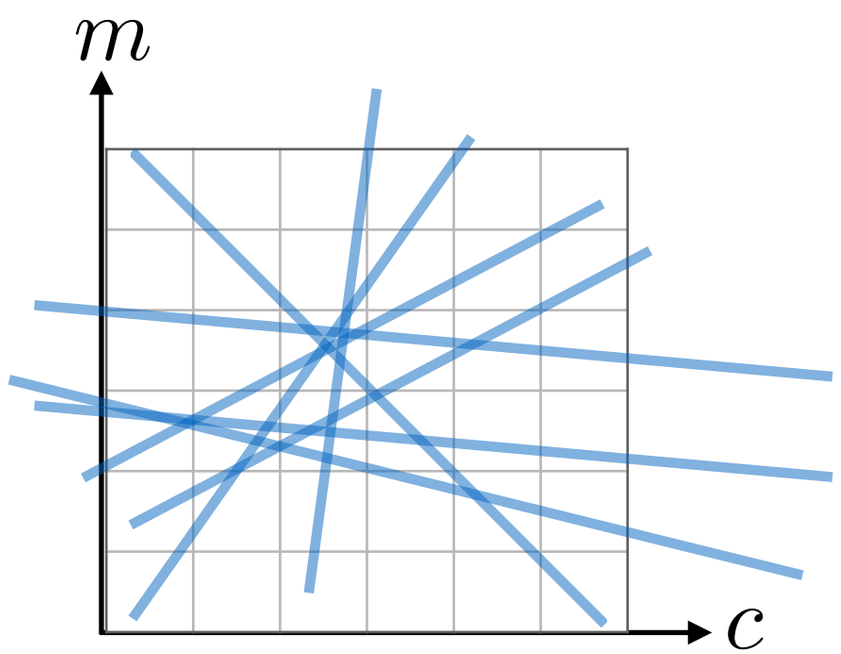




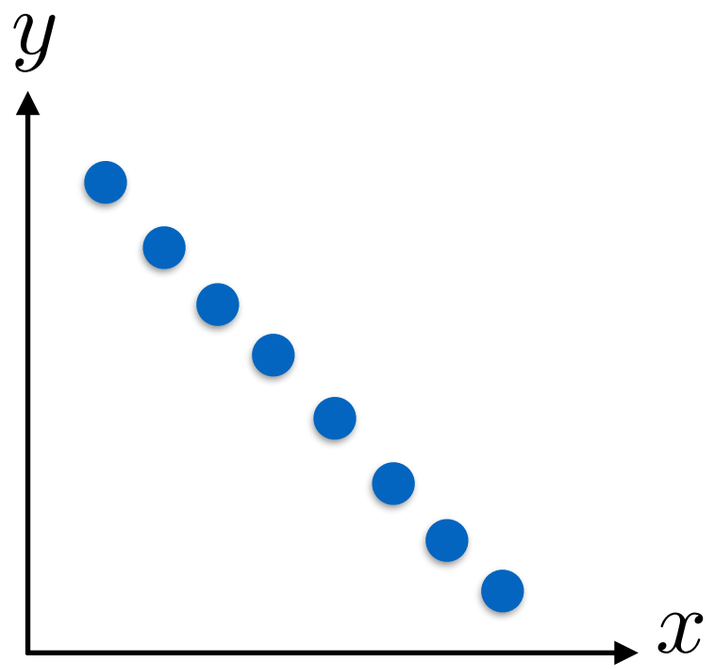
Hough space

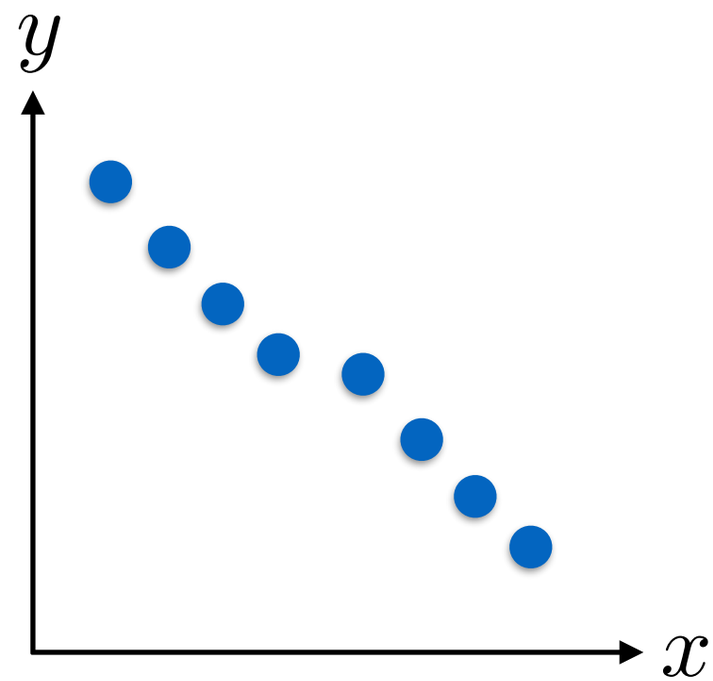


Collecting votes

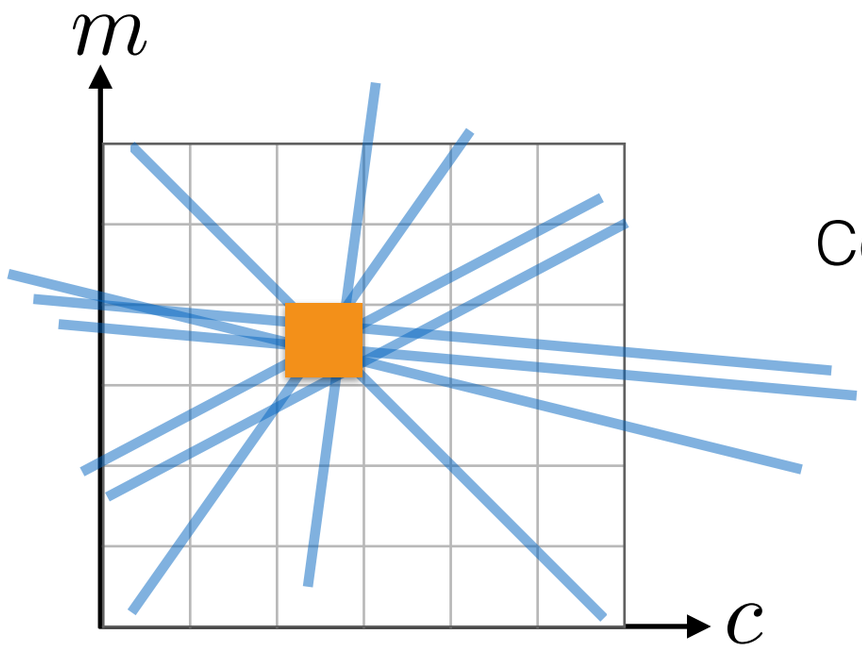


Hough Transform

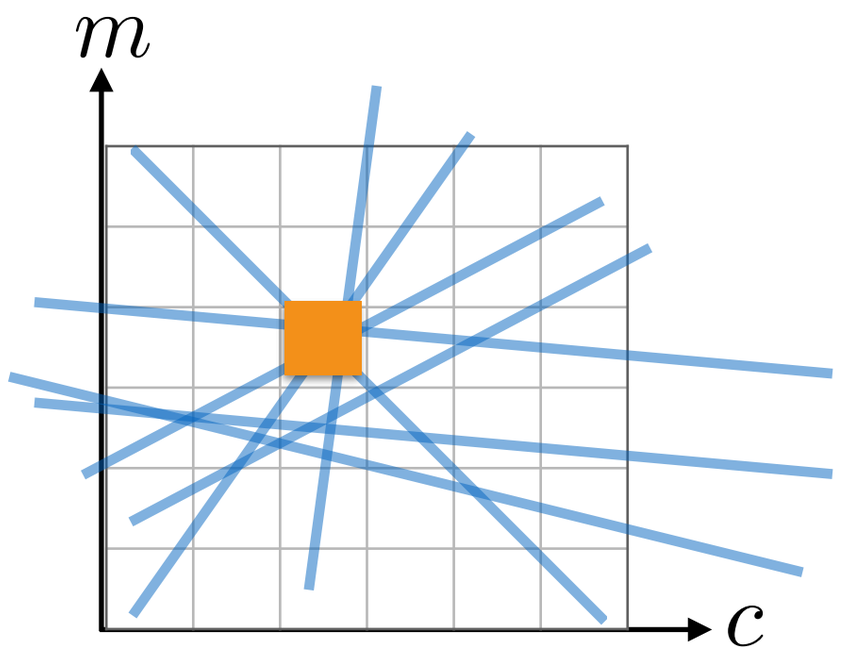




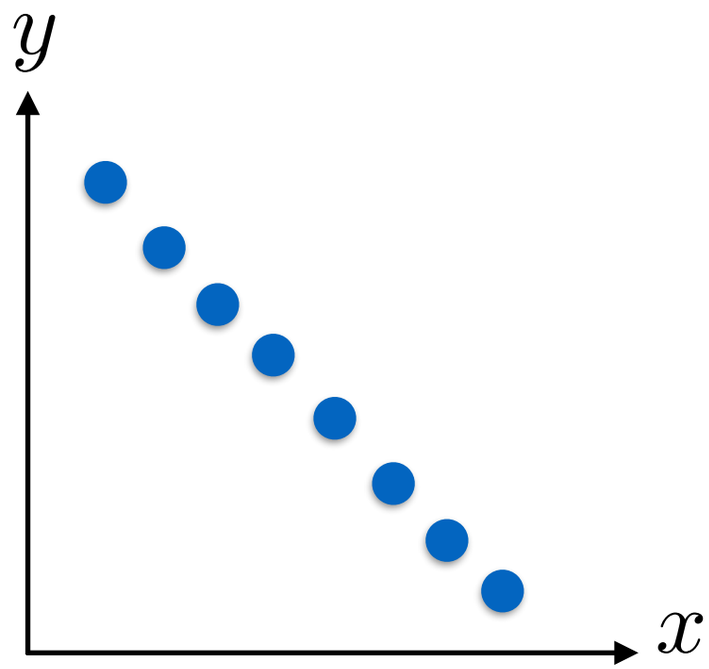
Hough space

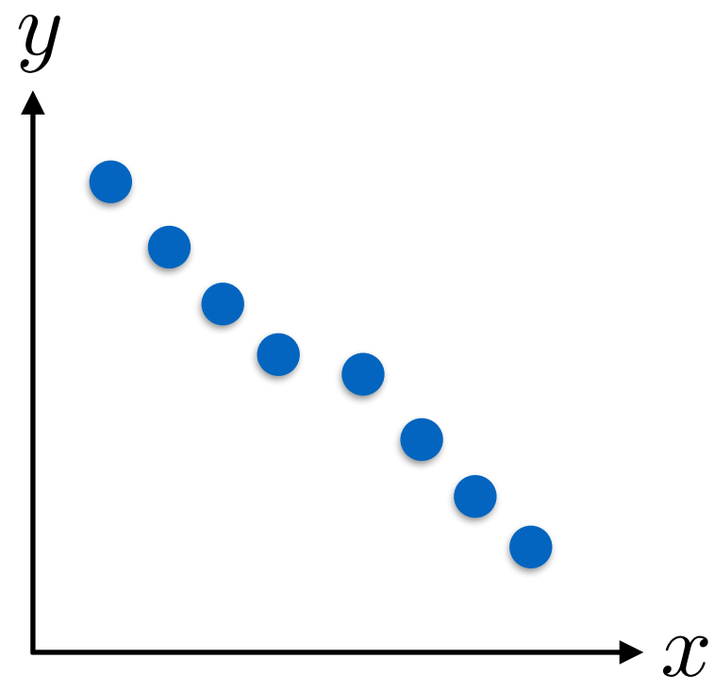


Collecting votes

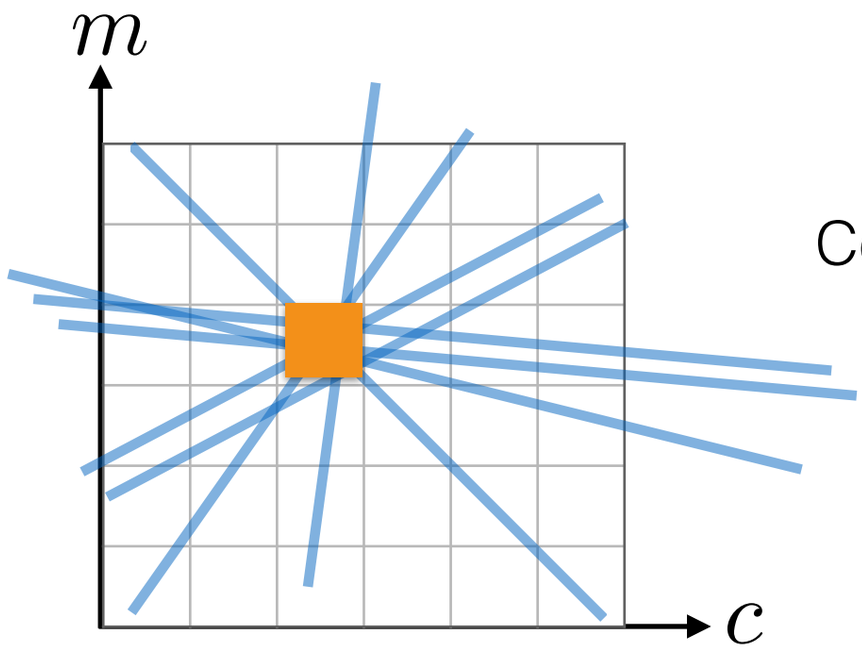


Hough Transform

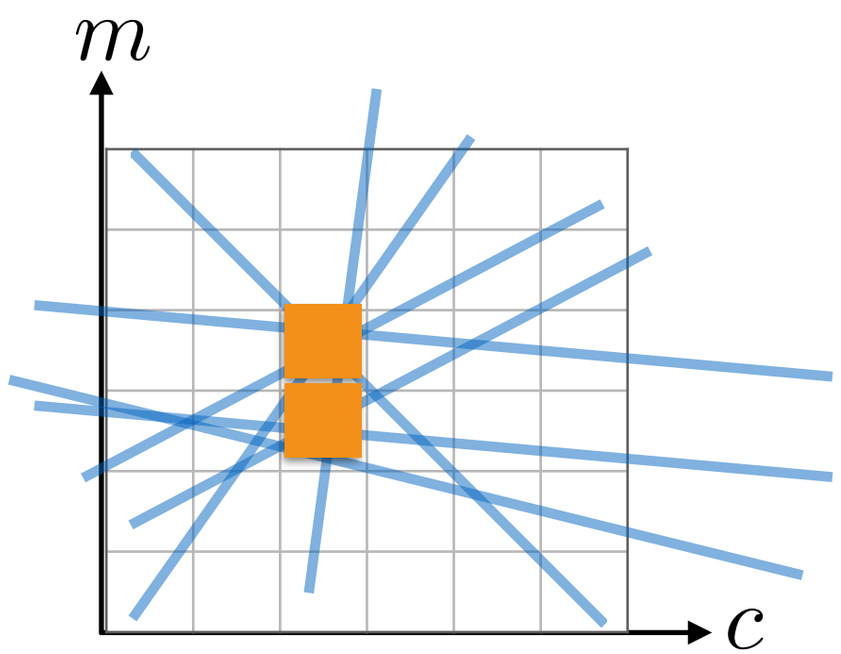




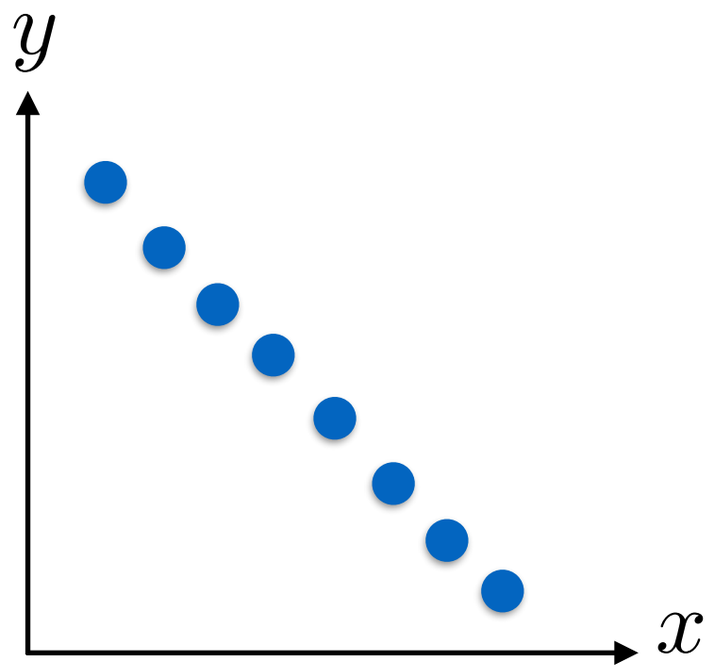
Hough space

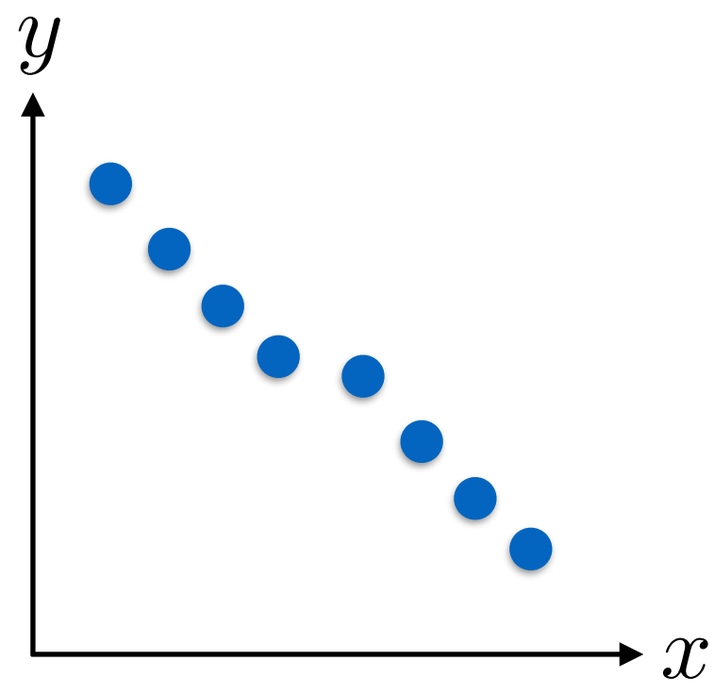


Collecting votes

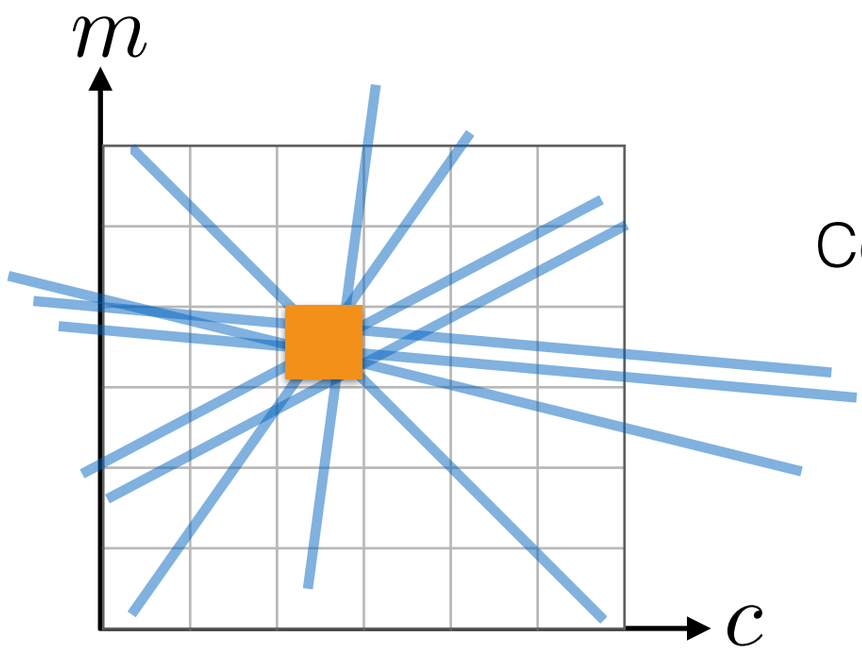


Hough Transform

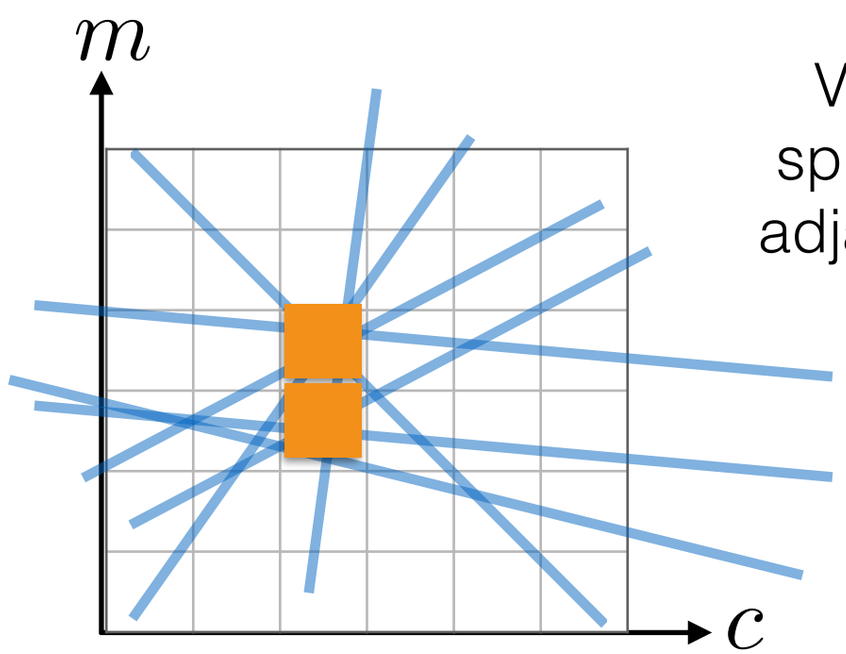




Hough space

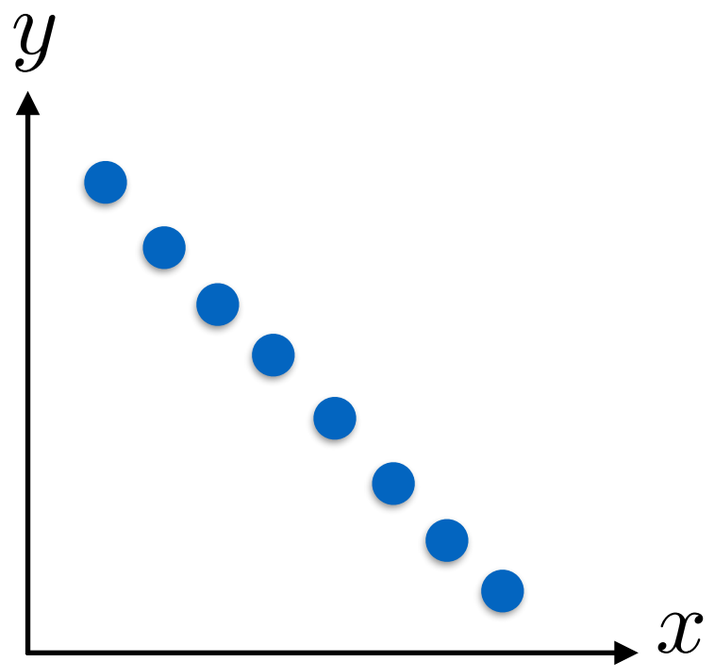


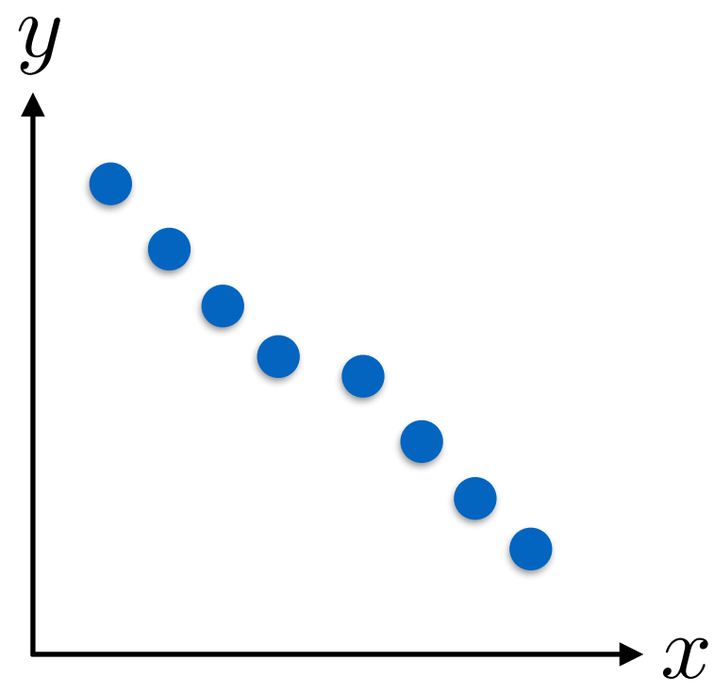
Collecting votes



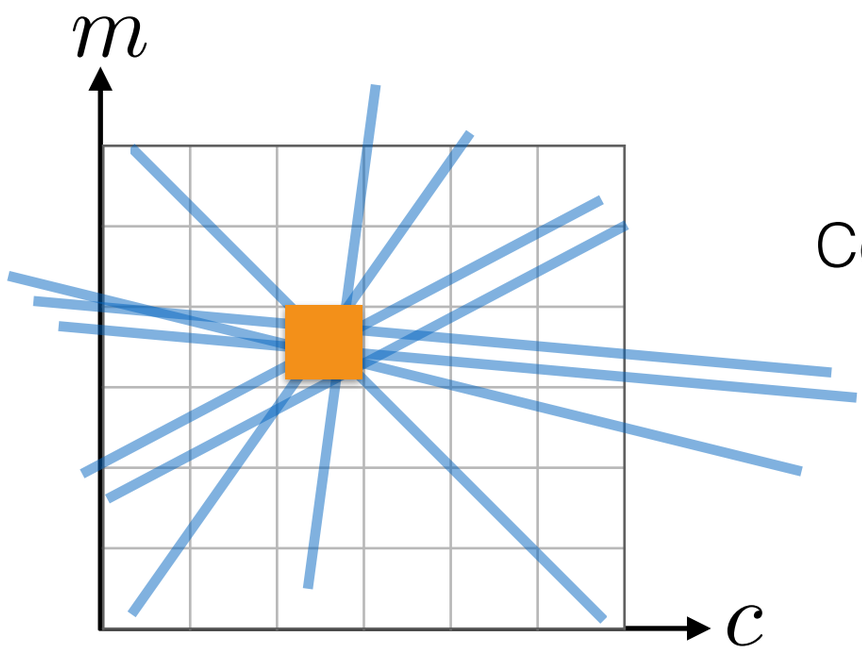
Votes are spread over adjacent grid values

Hough Transform

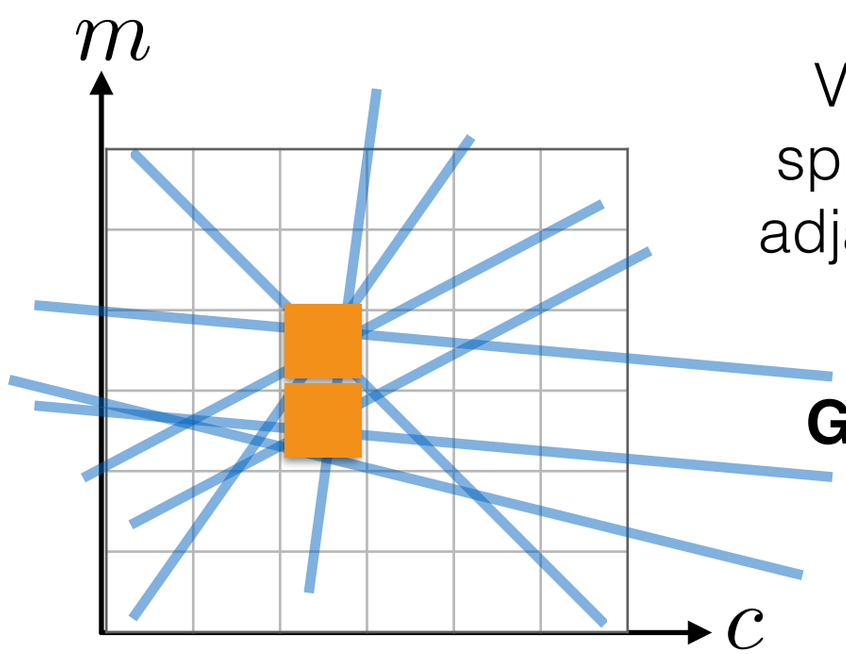




Hough space



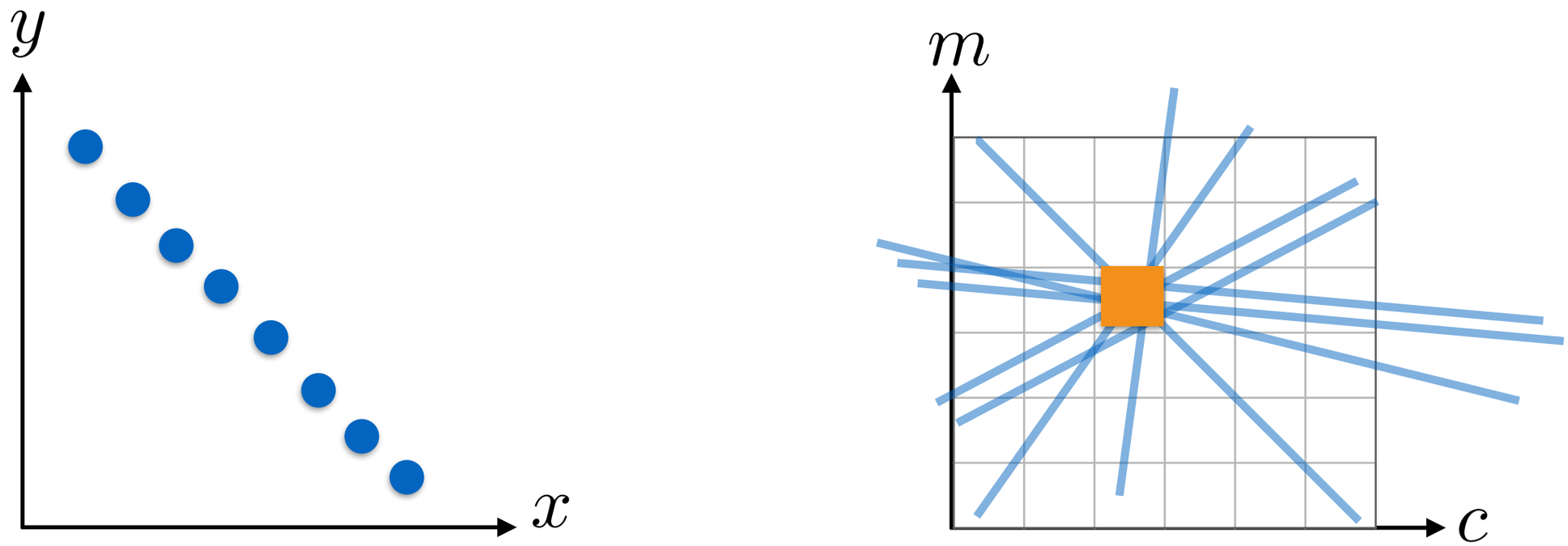
Collecting votes



Votes are spread over adjacent grid values

Grid size?

Hough Transform



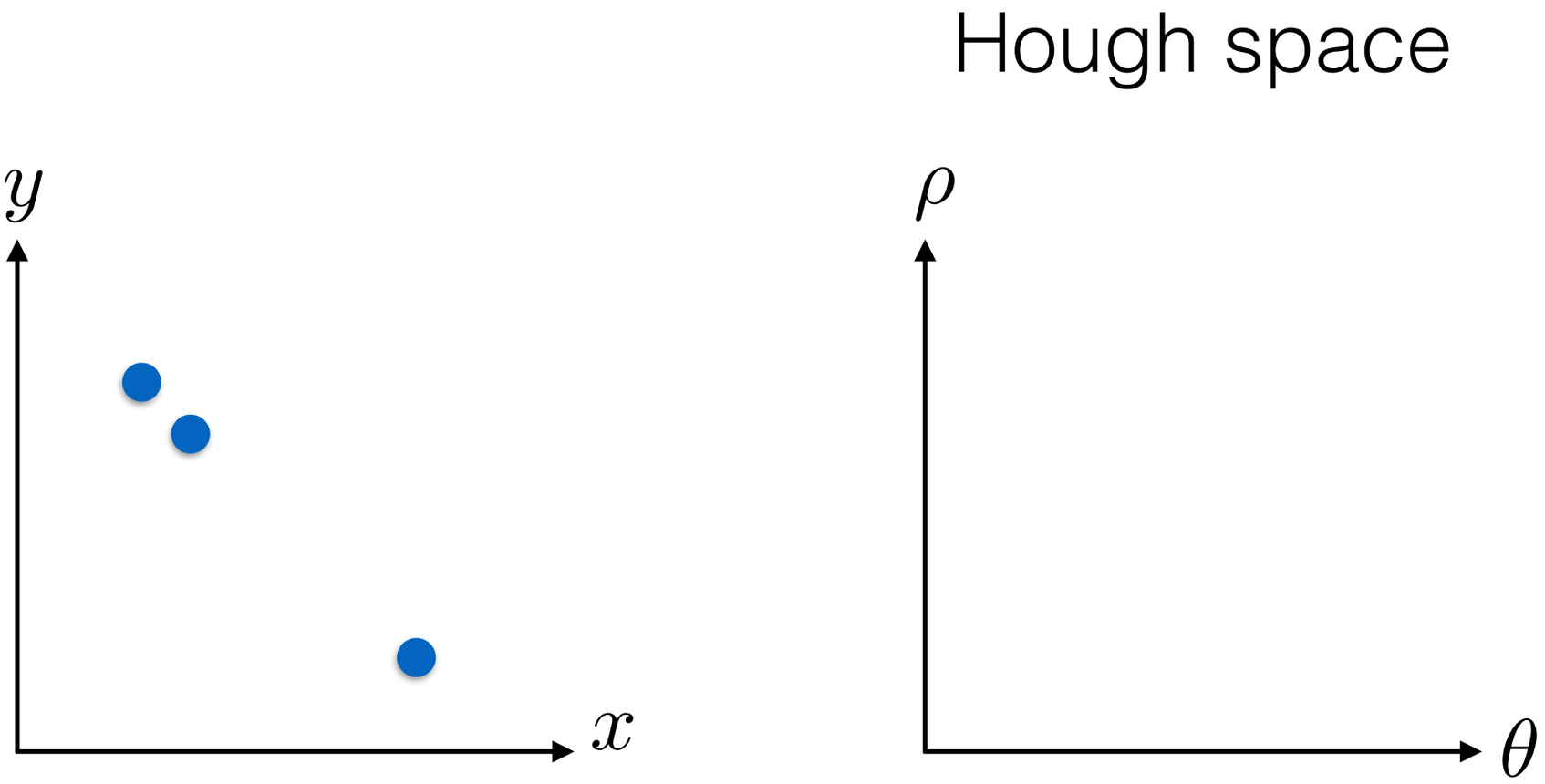
Problem

Parameter space (m, c) is unbounded

Solution

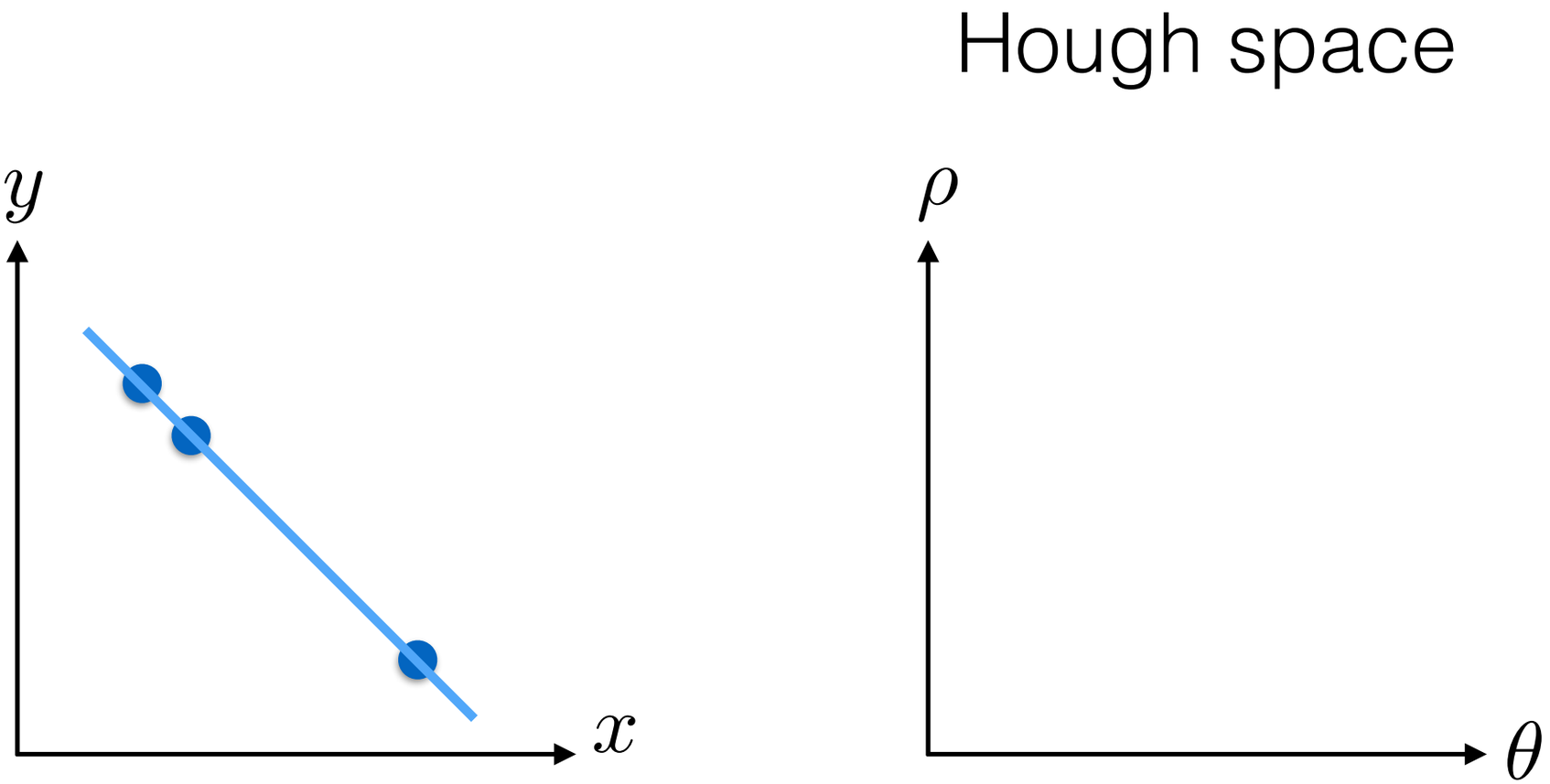
Use polar representation for parameter space

Polar Representation



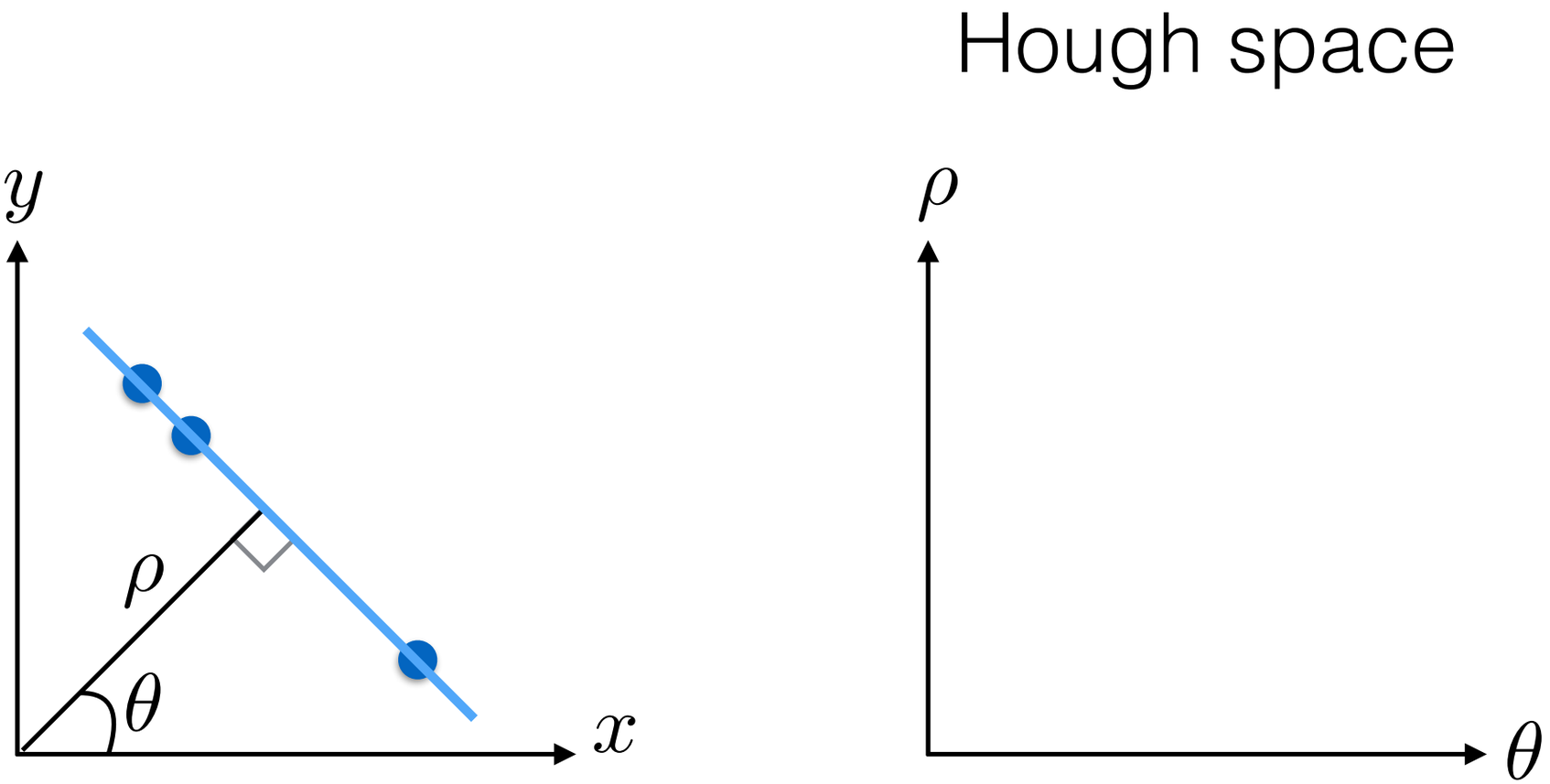
$$x\cos\theta + y\sin\theta = \rho$$

Polar Representation



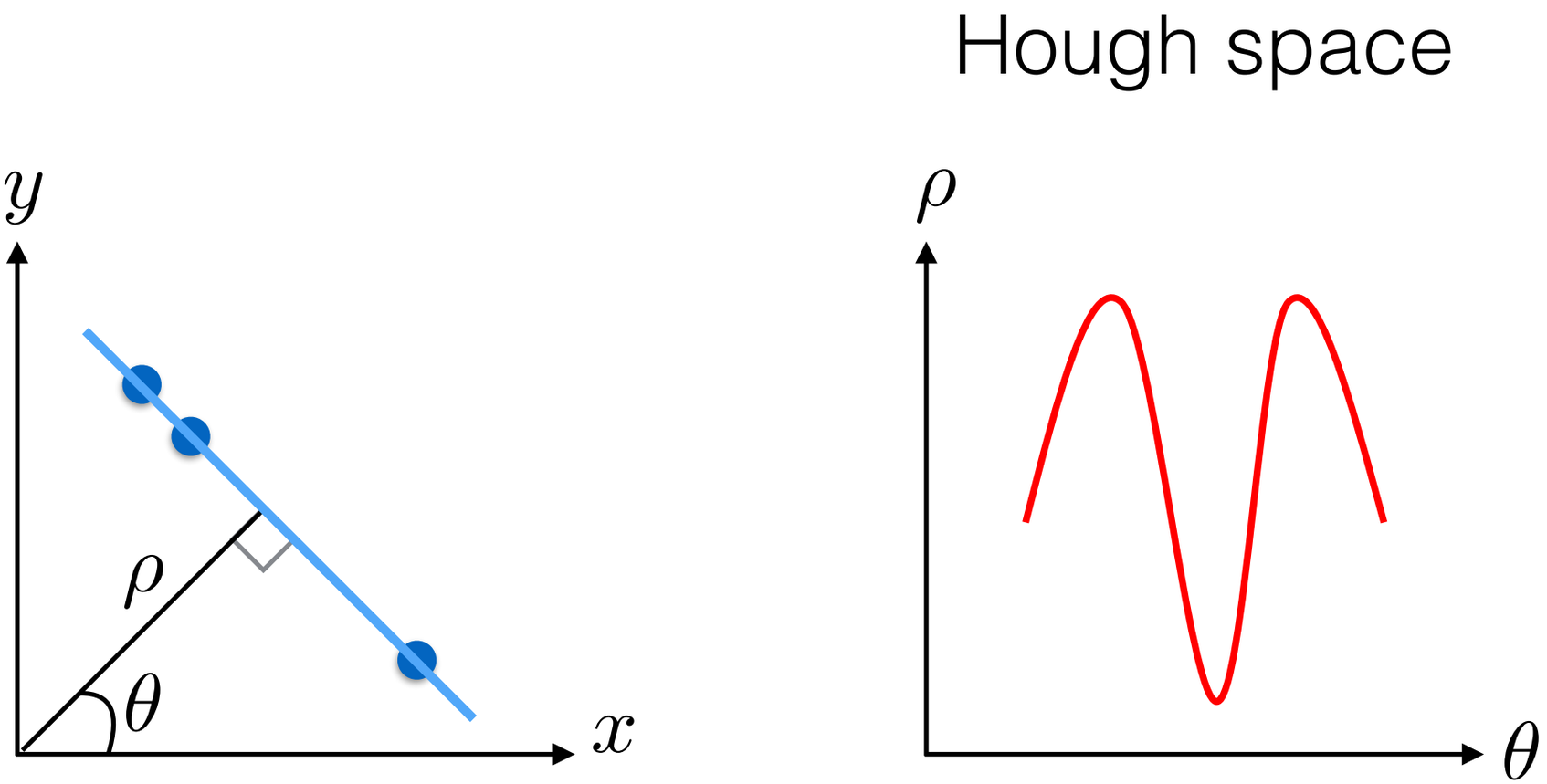
$$x\cos\theta + y\sin\theta = \rho$$

Polar Representation



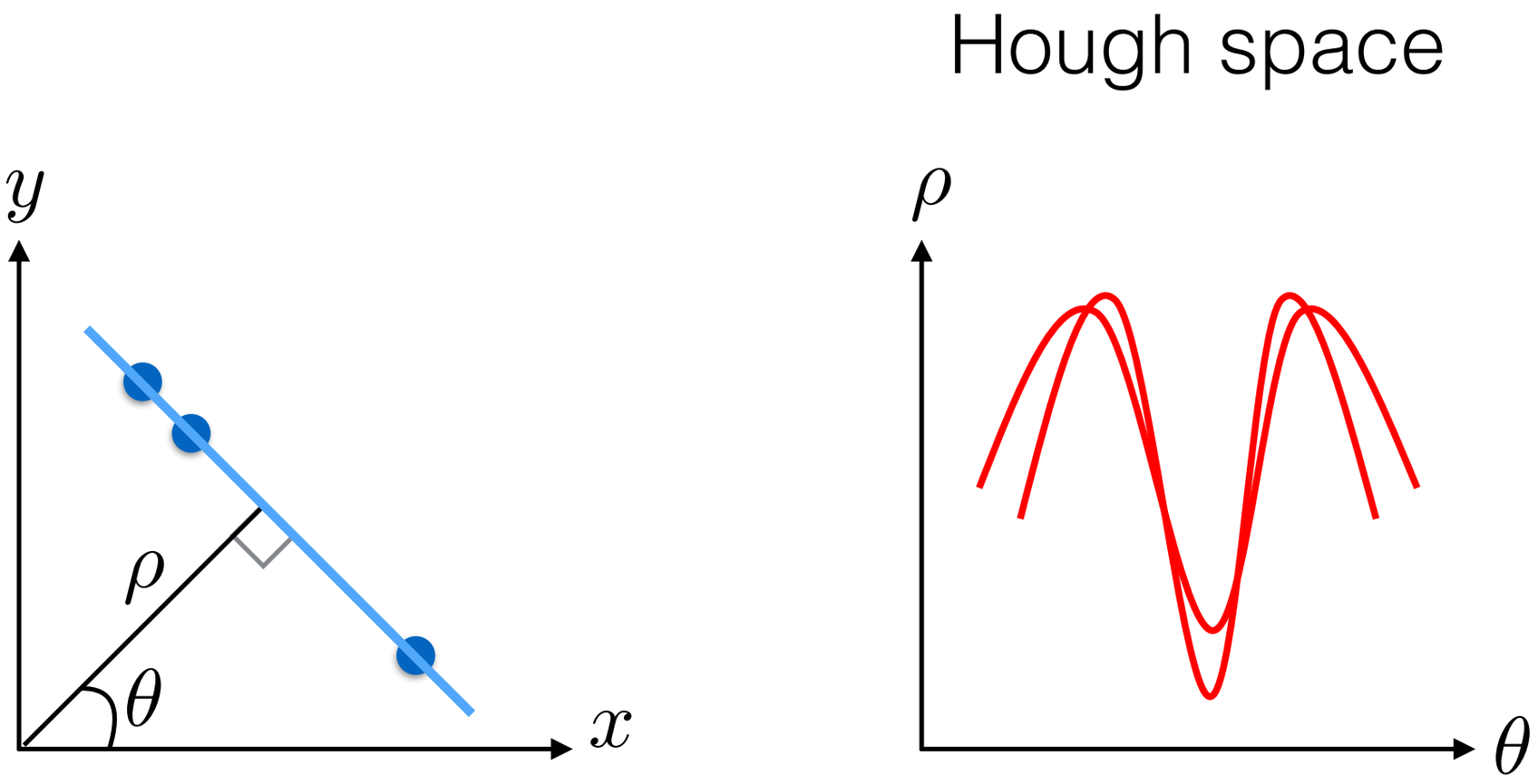
$$x\cos\theta + y\sin\theta = \rho$$

Polar Representation



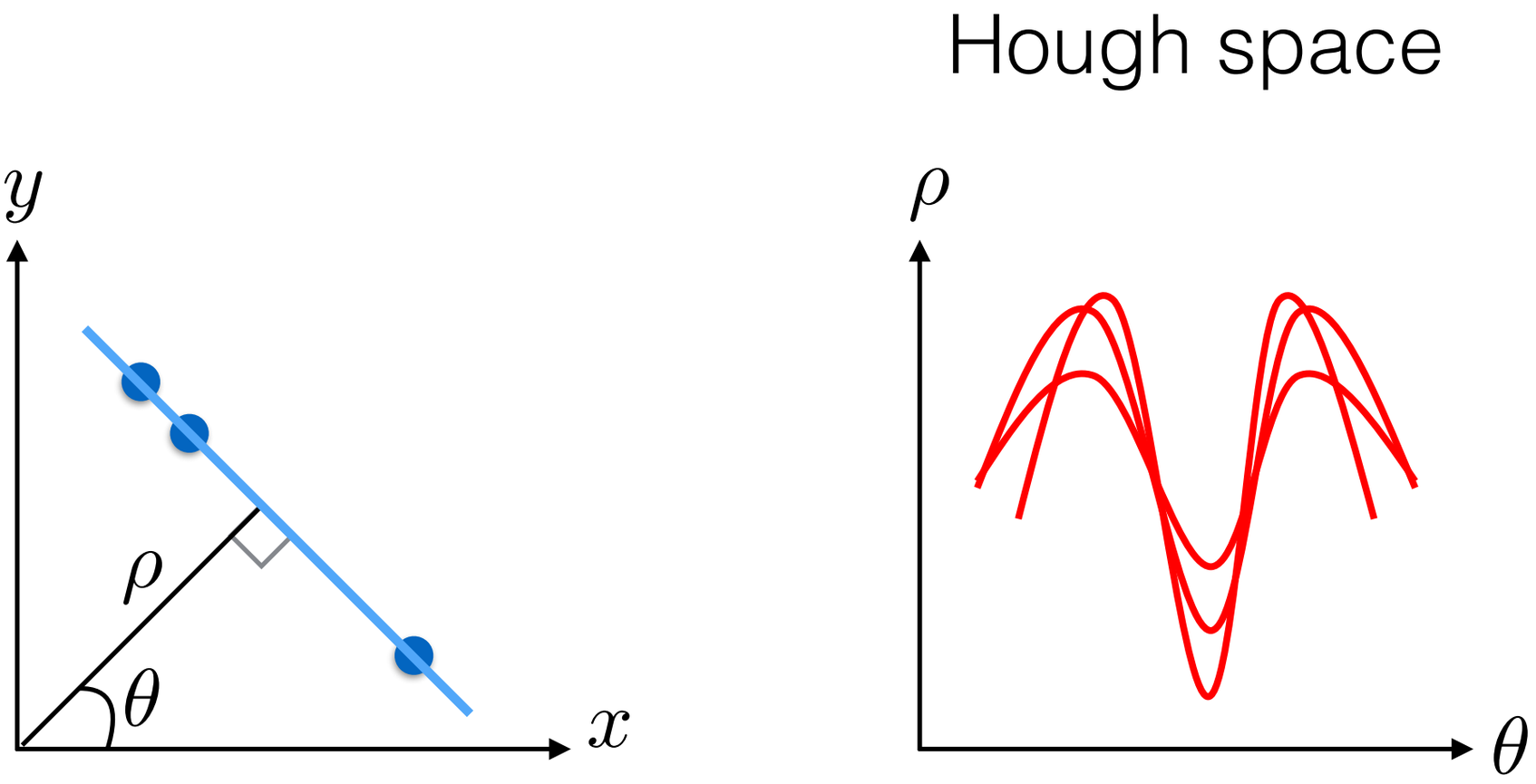
$$x\cos\theta + y\sin\theta = \rho$$

Polar Representation



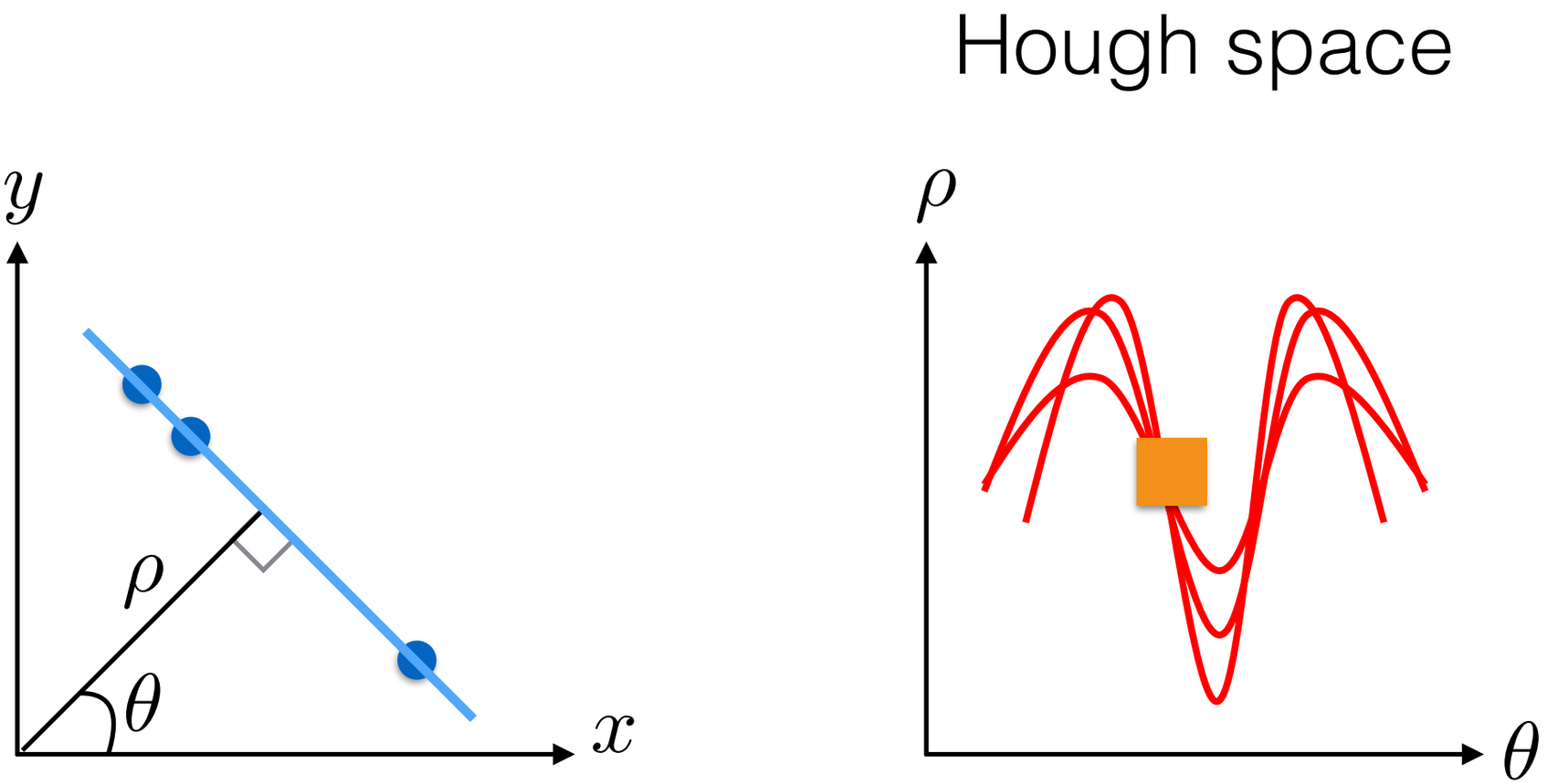
$$x\cos\theta + y\sin\theta = \rho$$

Polar Representation



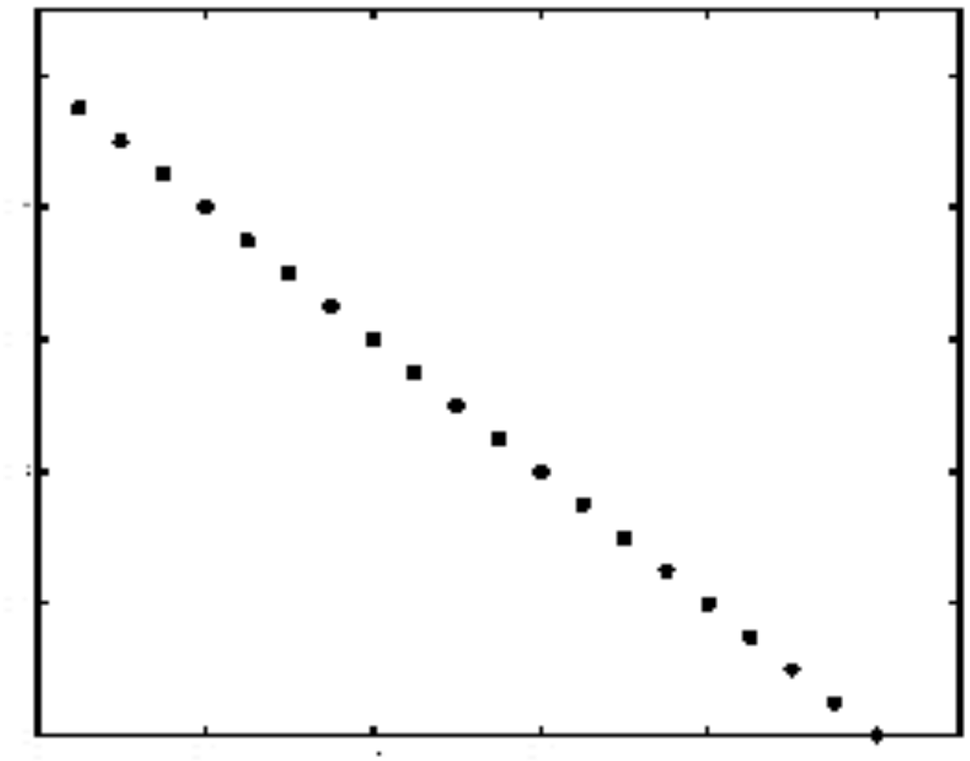
$$x\cos\theta + y\sin\theta = \rho$$

Polar Representation

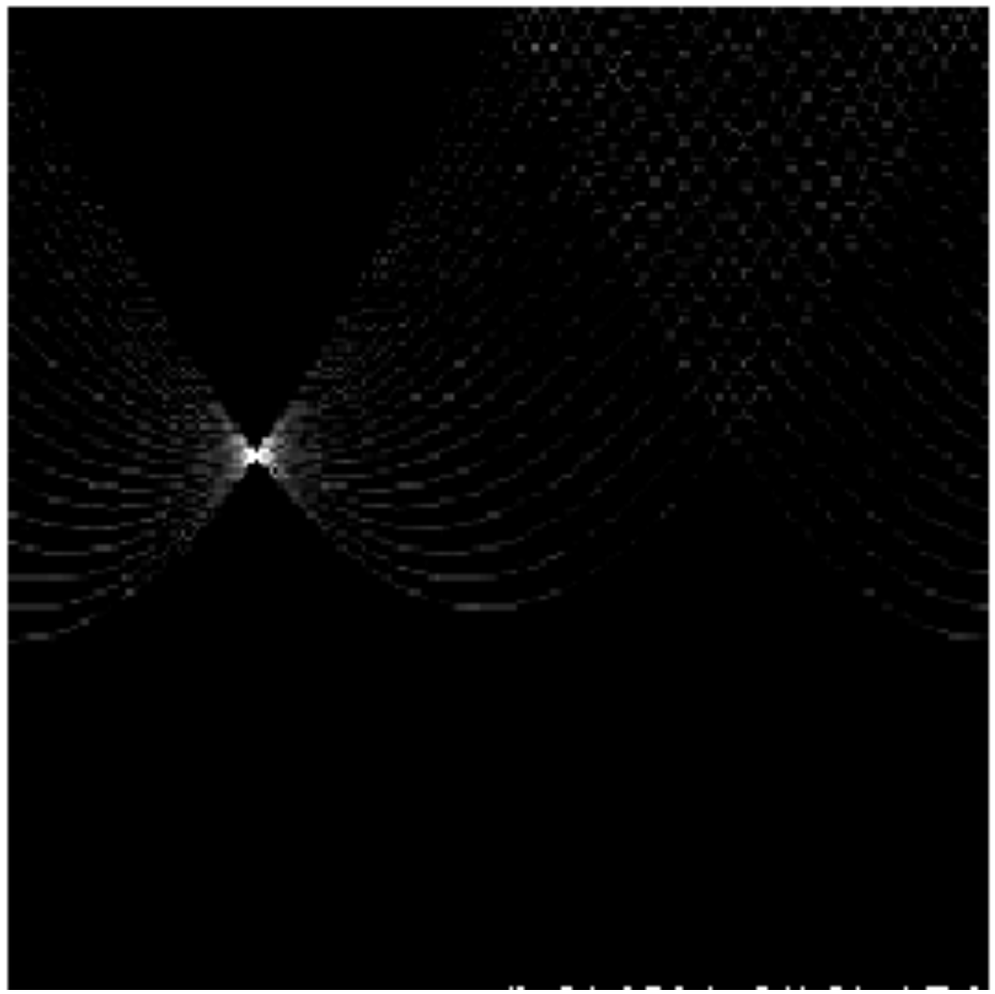


$$x\cos\theta + y\sin\theta = \rho$$

Hough Transform



features

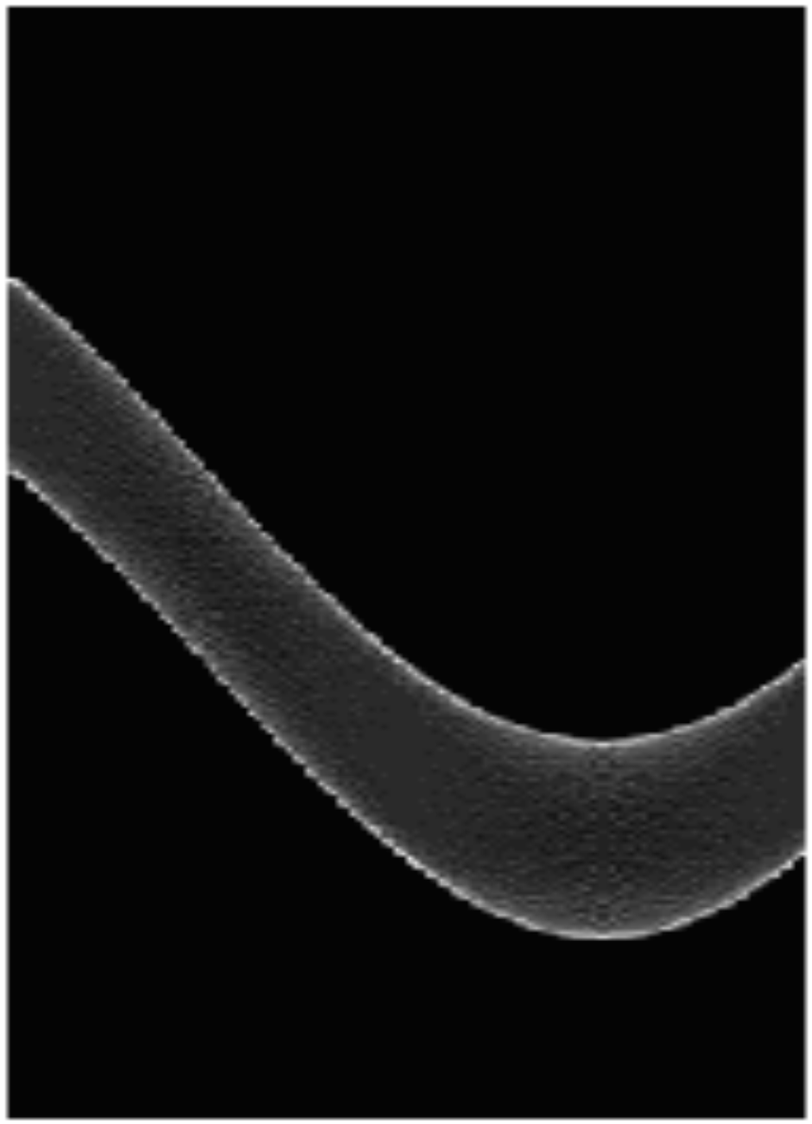


votes (polar representation)

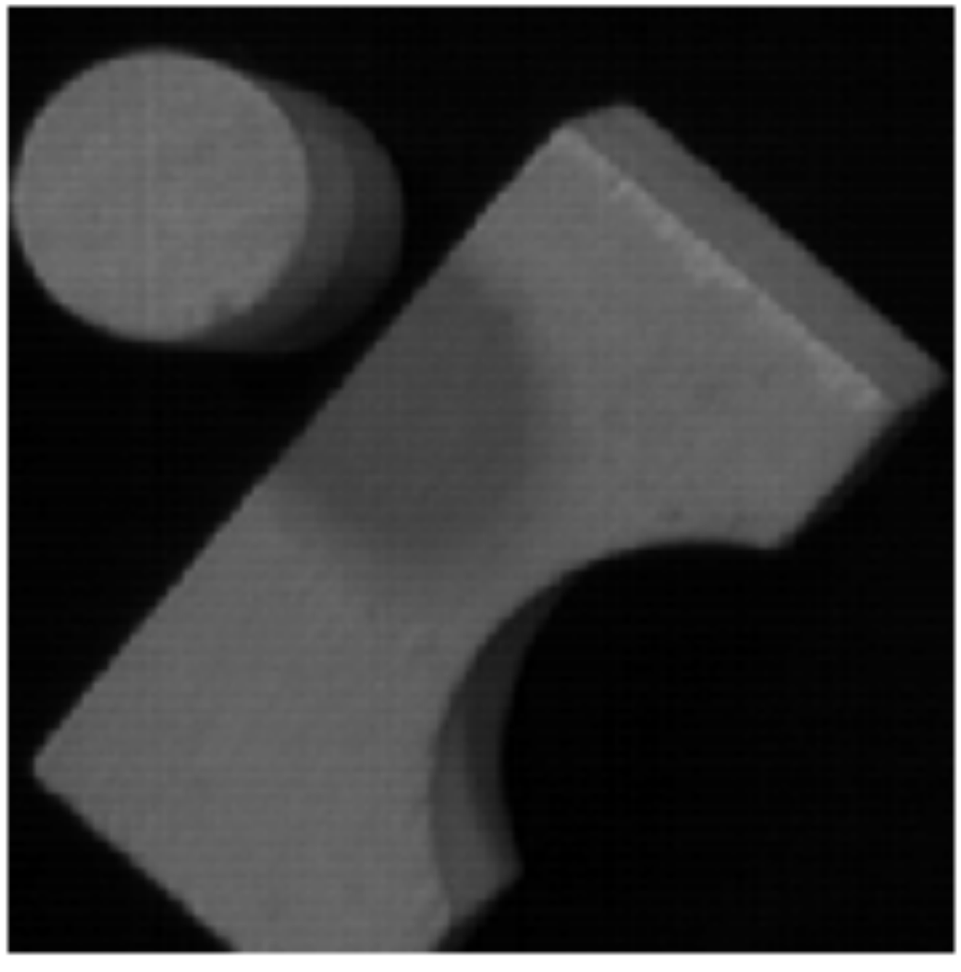
Hough Transform

Squares

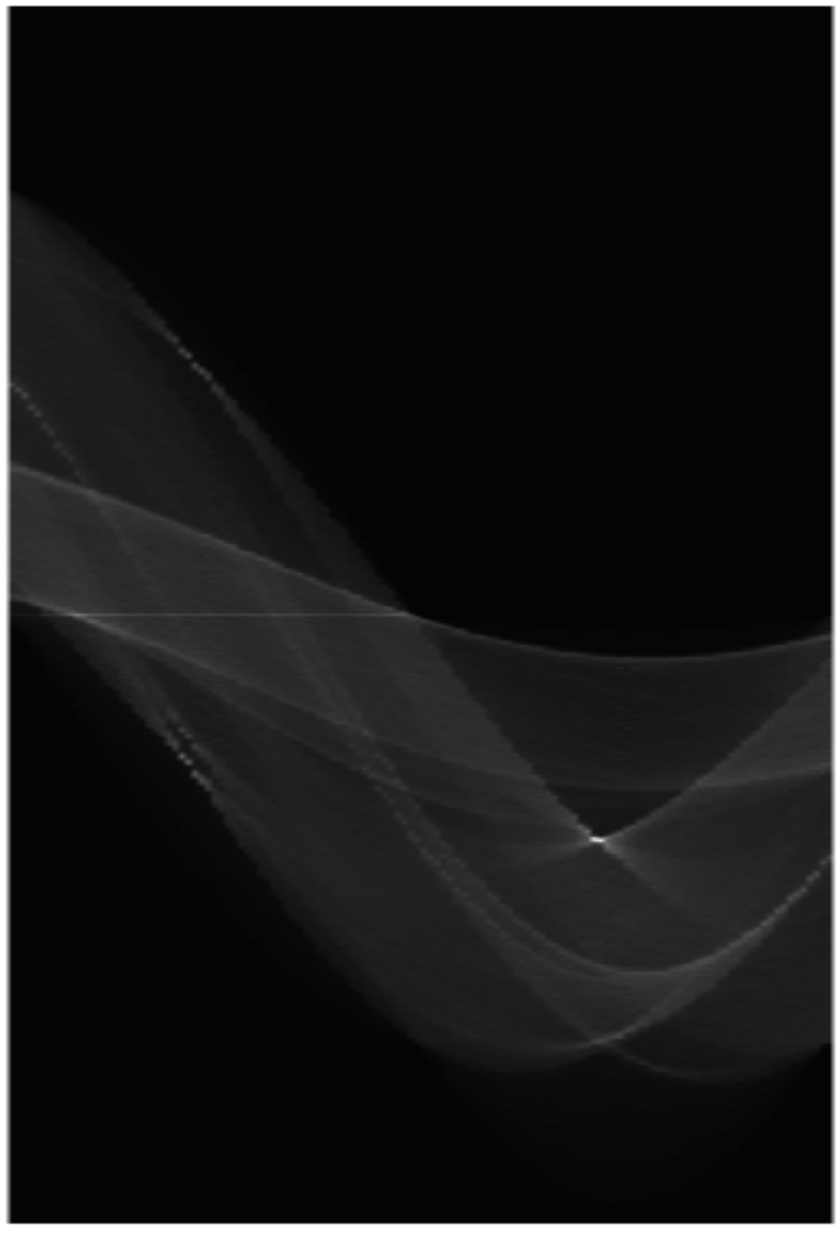
Circle



Hough Transform



Image



Hough Space

Hough Transform

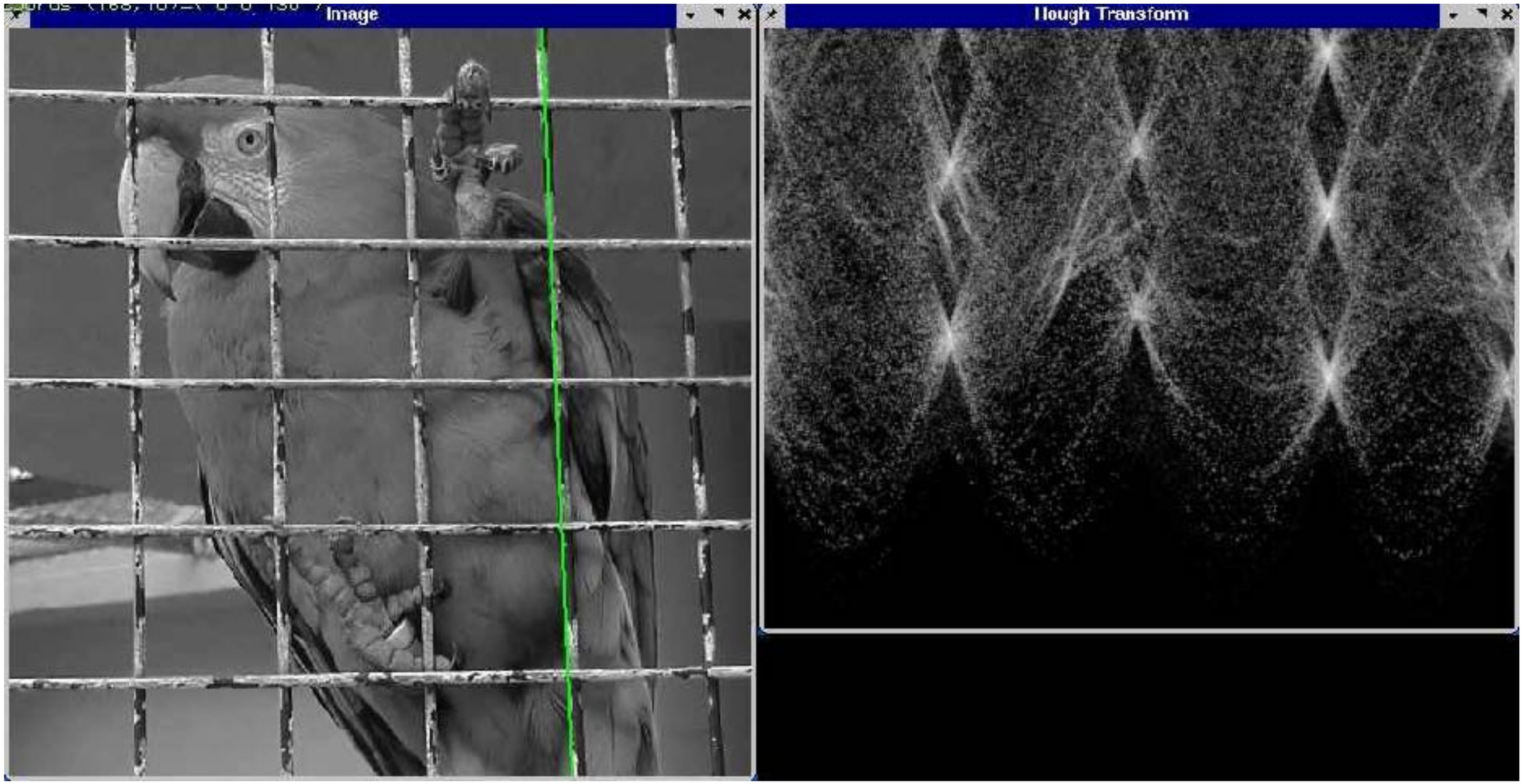
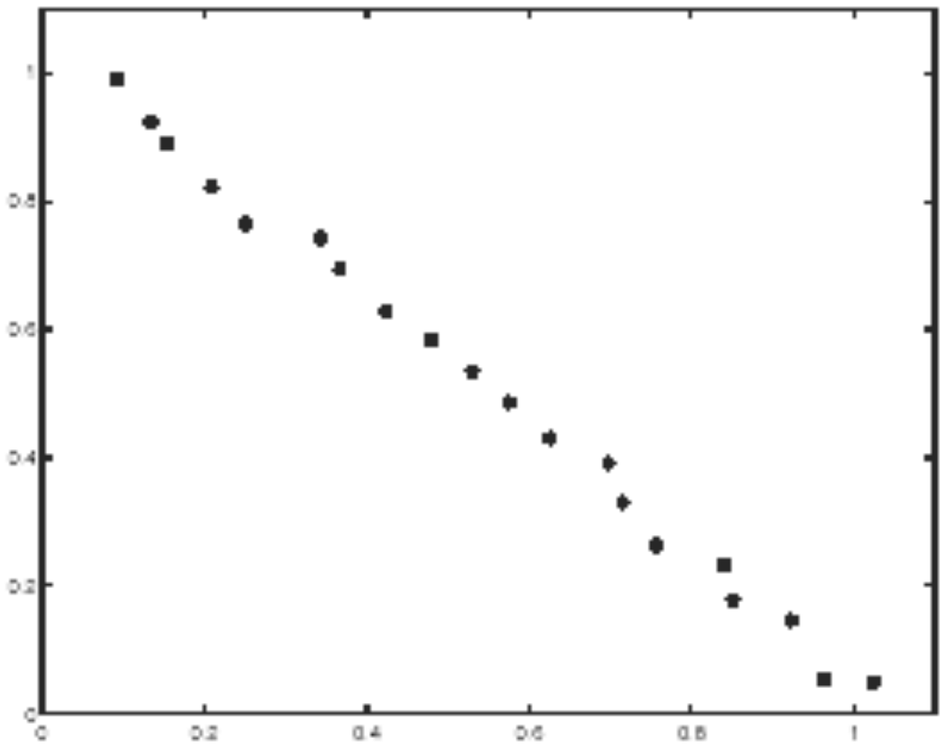


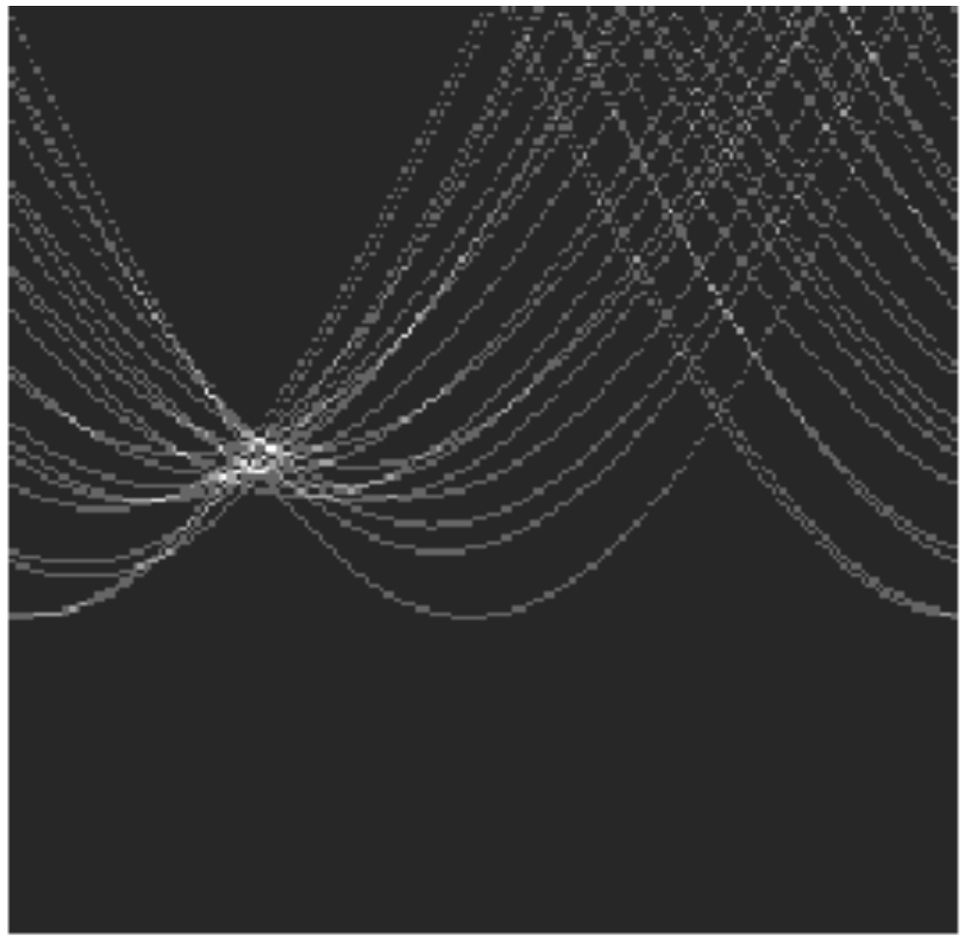
Image Hough Space

From http://ostatic.com/files/images/ss_hough.jpg

Hough Transform (Grid Size)



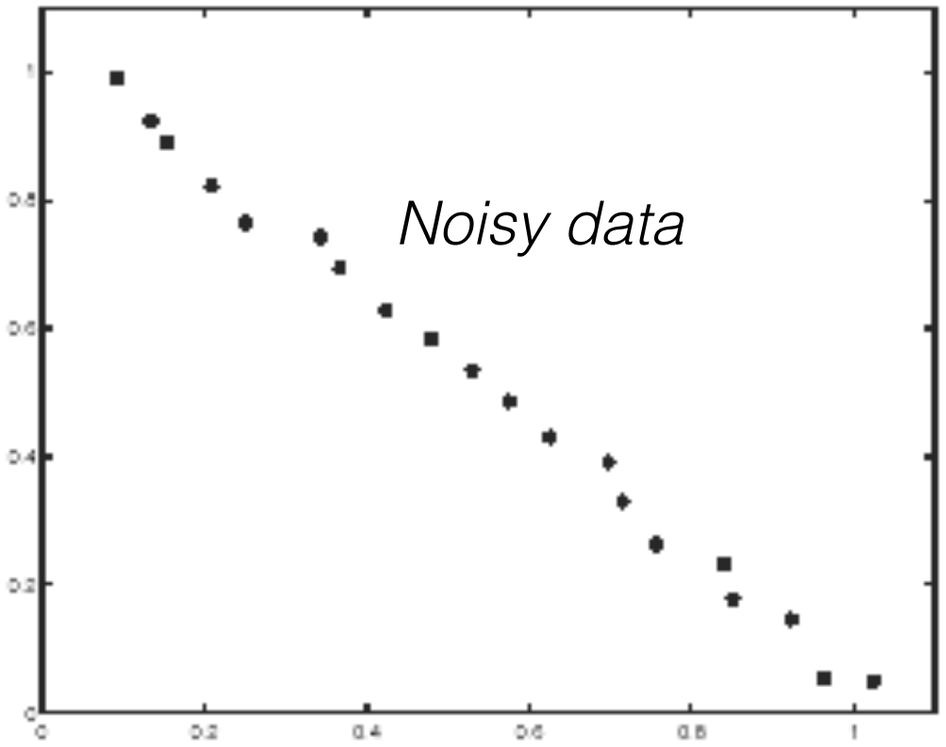
features



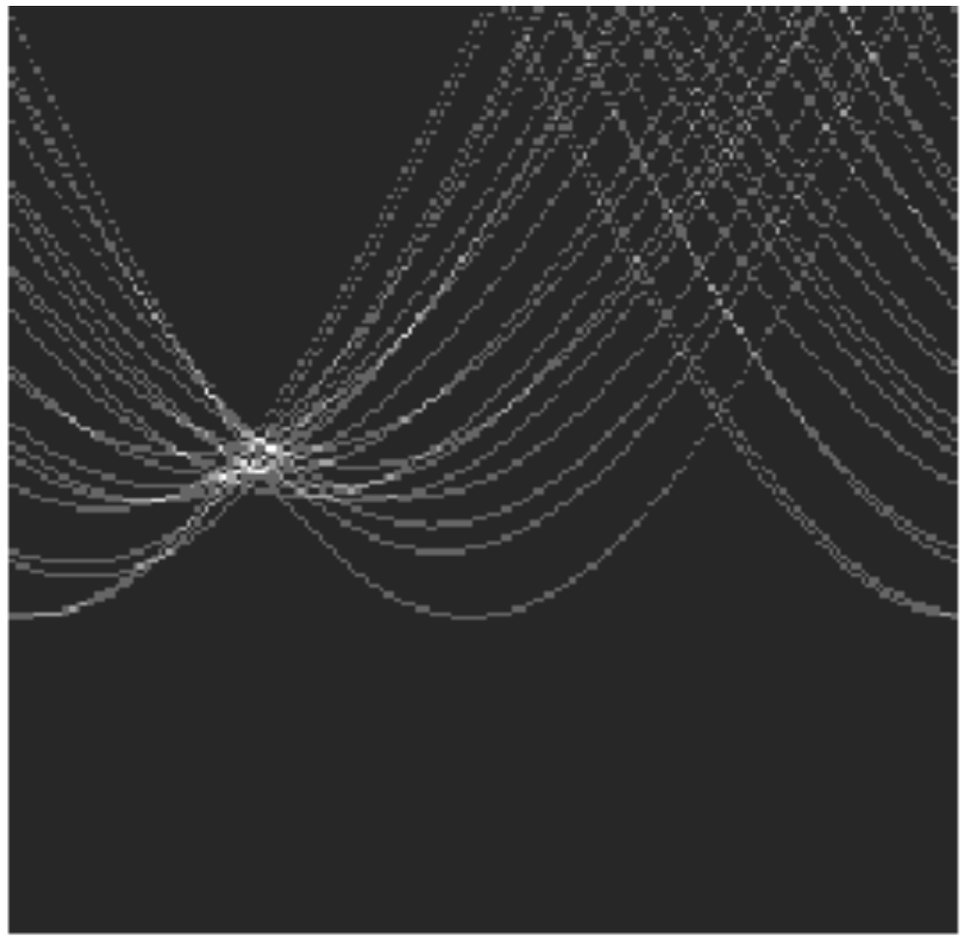
votes in hough space

Slide from S. Savarese

Hough Transform (Grid Size)



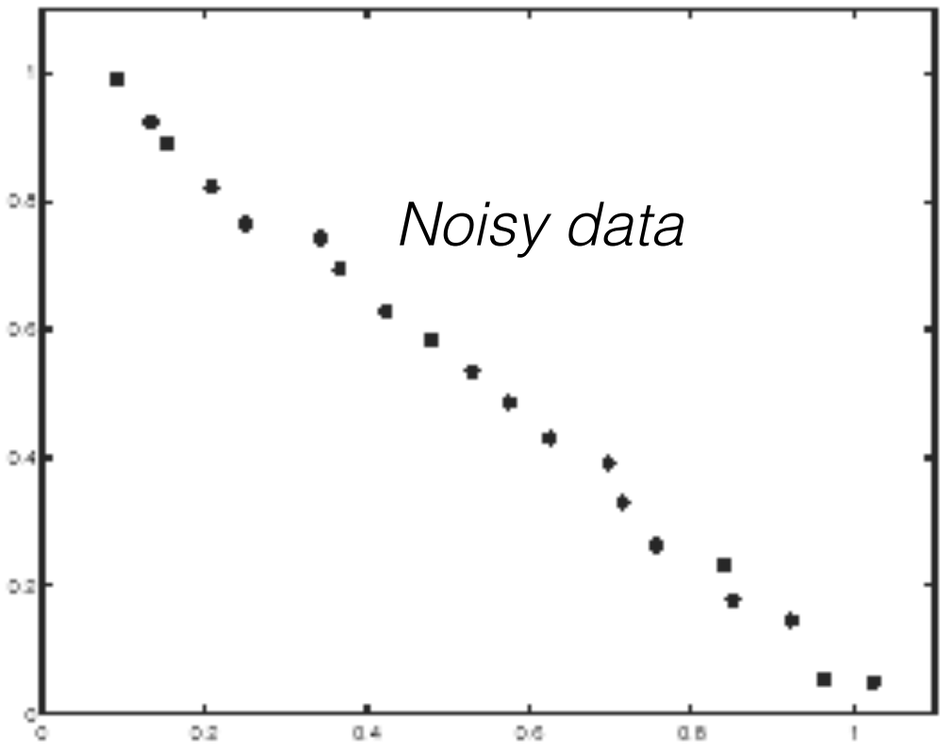
features



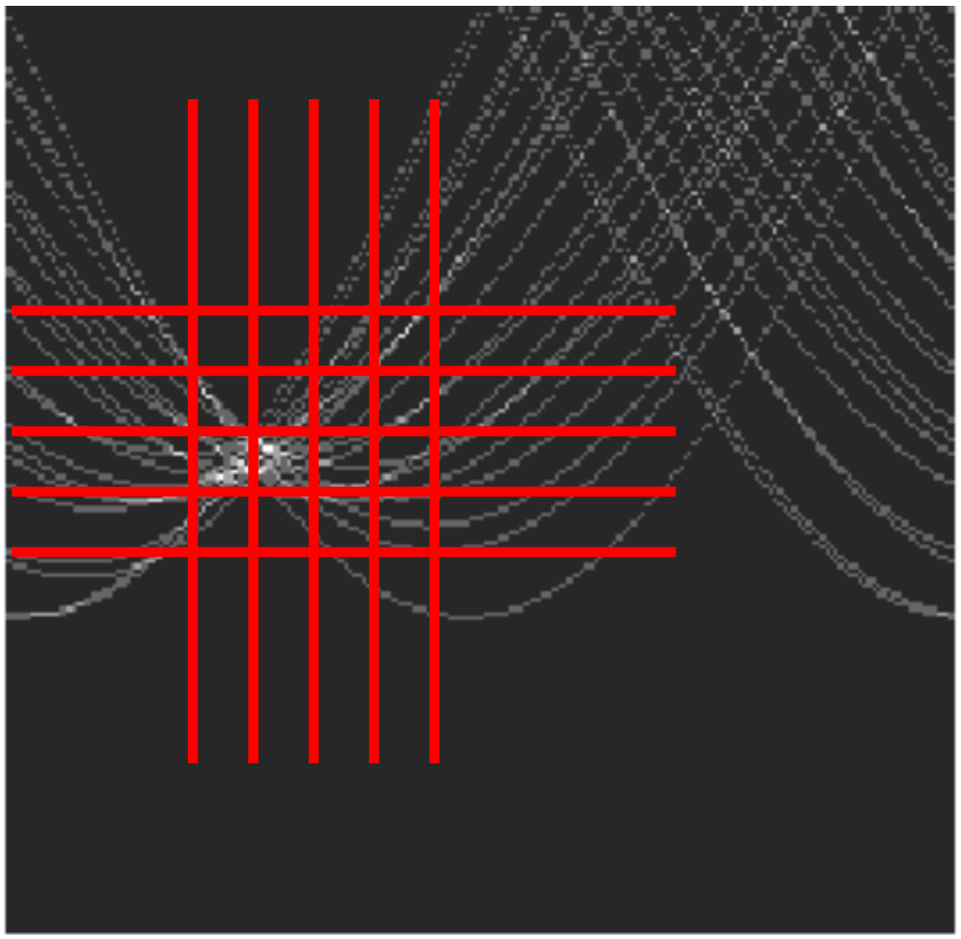
votes in hough space

Slide from S. Savarese

Hough Transform (Grid Size)



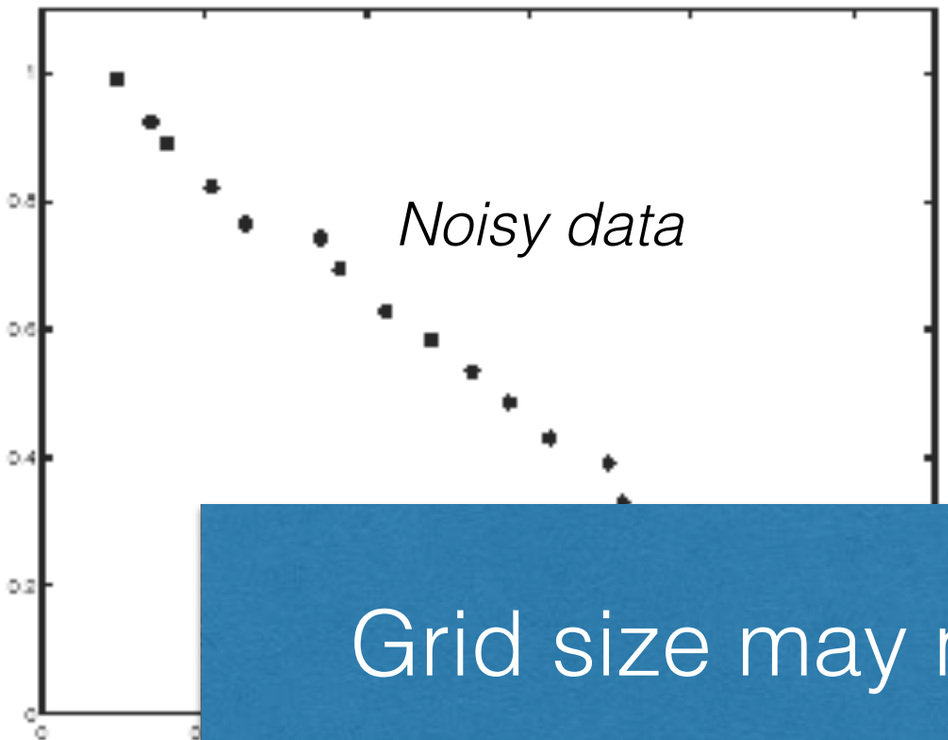
features

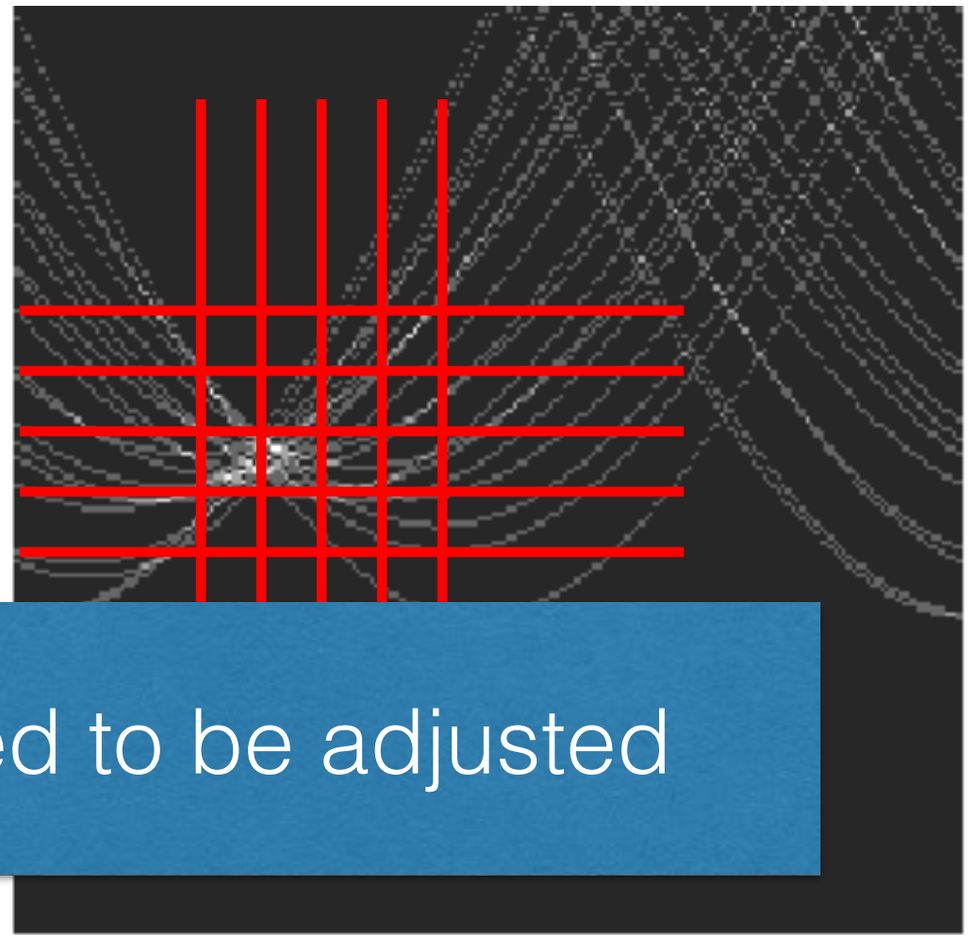


votes in hough space

Slide from S. Savarese

Hough Transform (Grid Size)





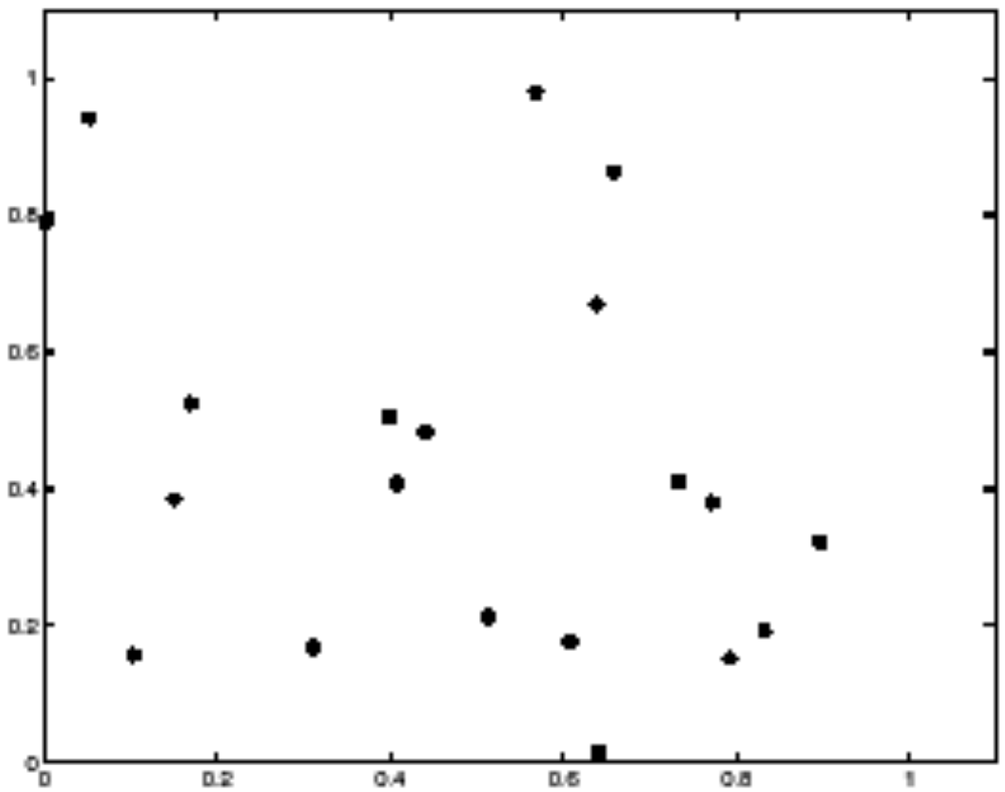
Grid size may need to be adjusted

features

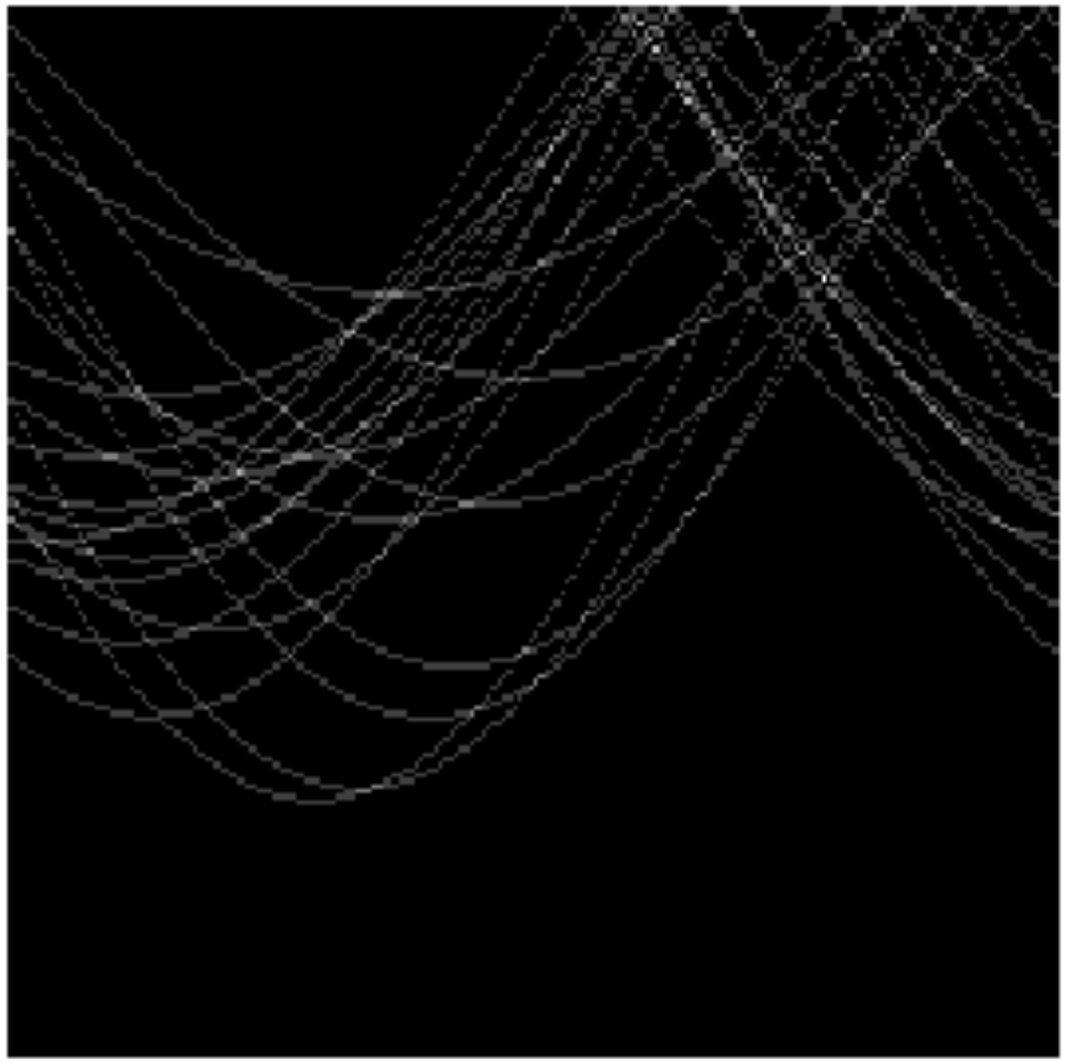
votes in hough space

Slide from S. Savarese

Hough Transform (Noise)

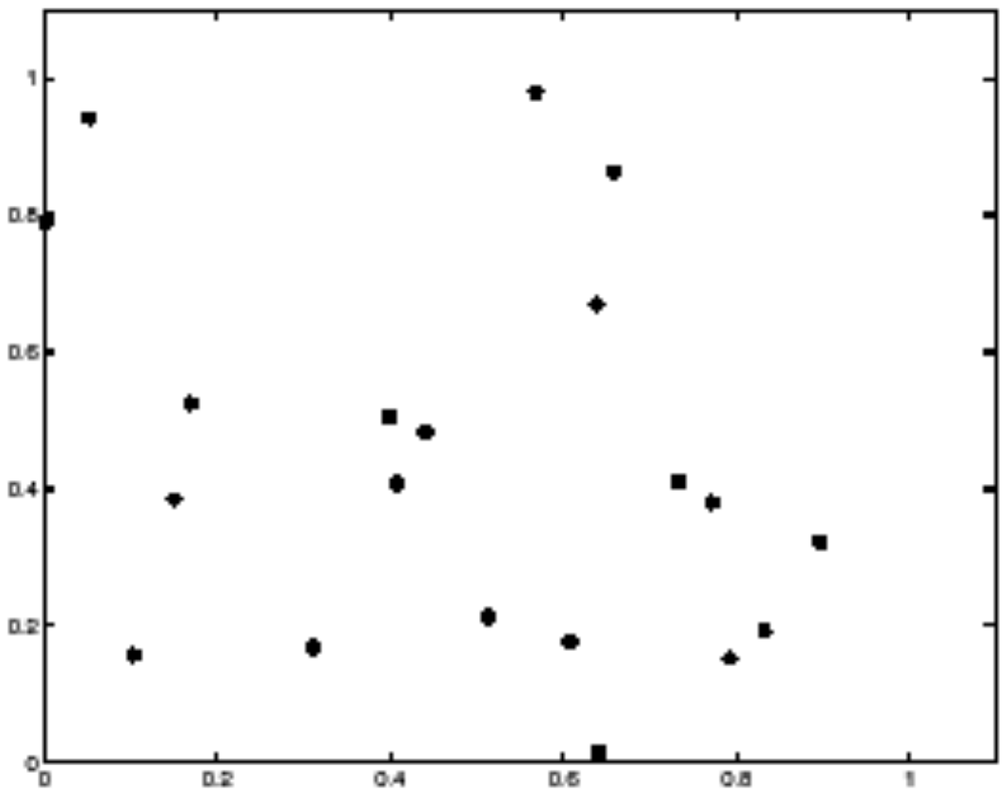


features

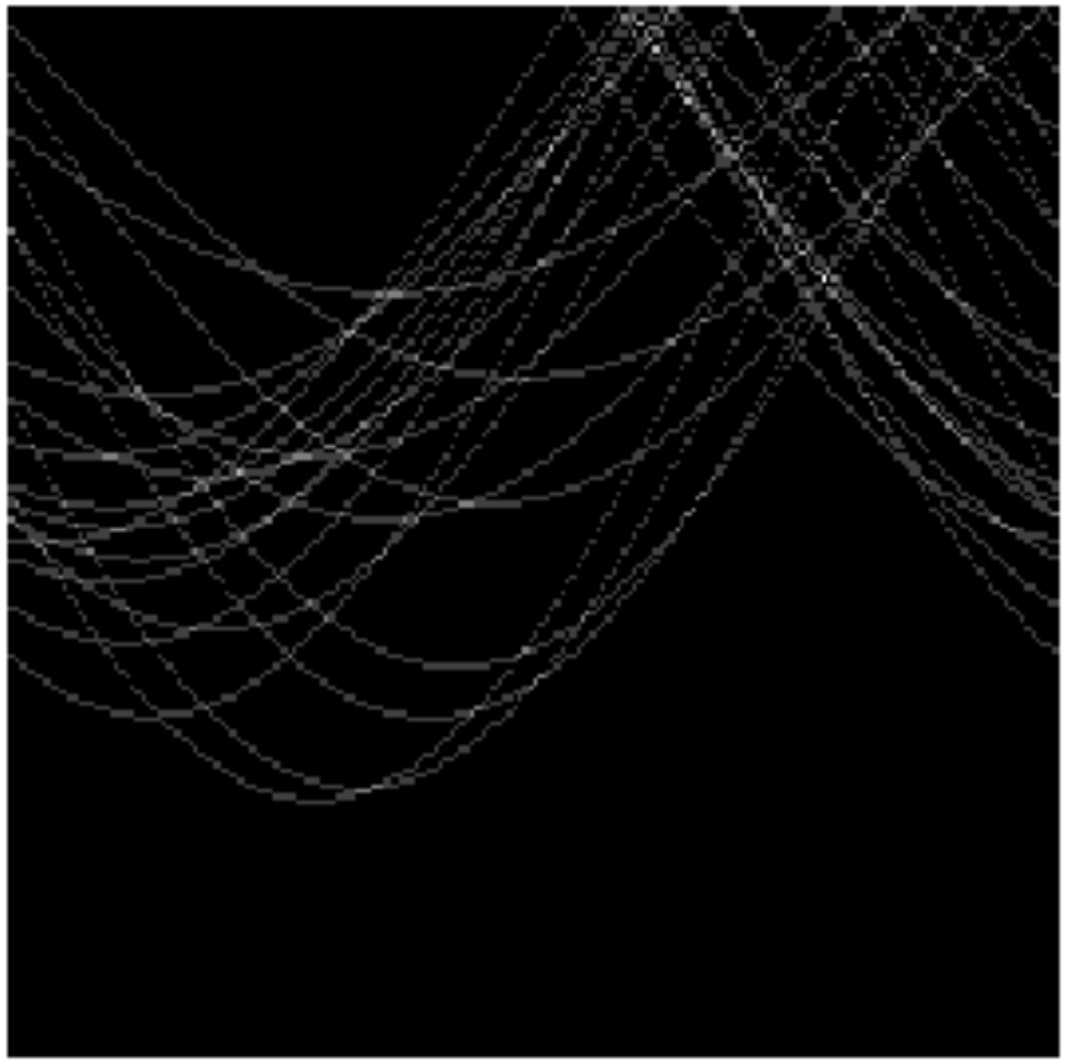


votes in hough space

Hough Transform (Noise)



features

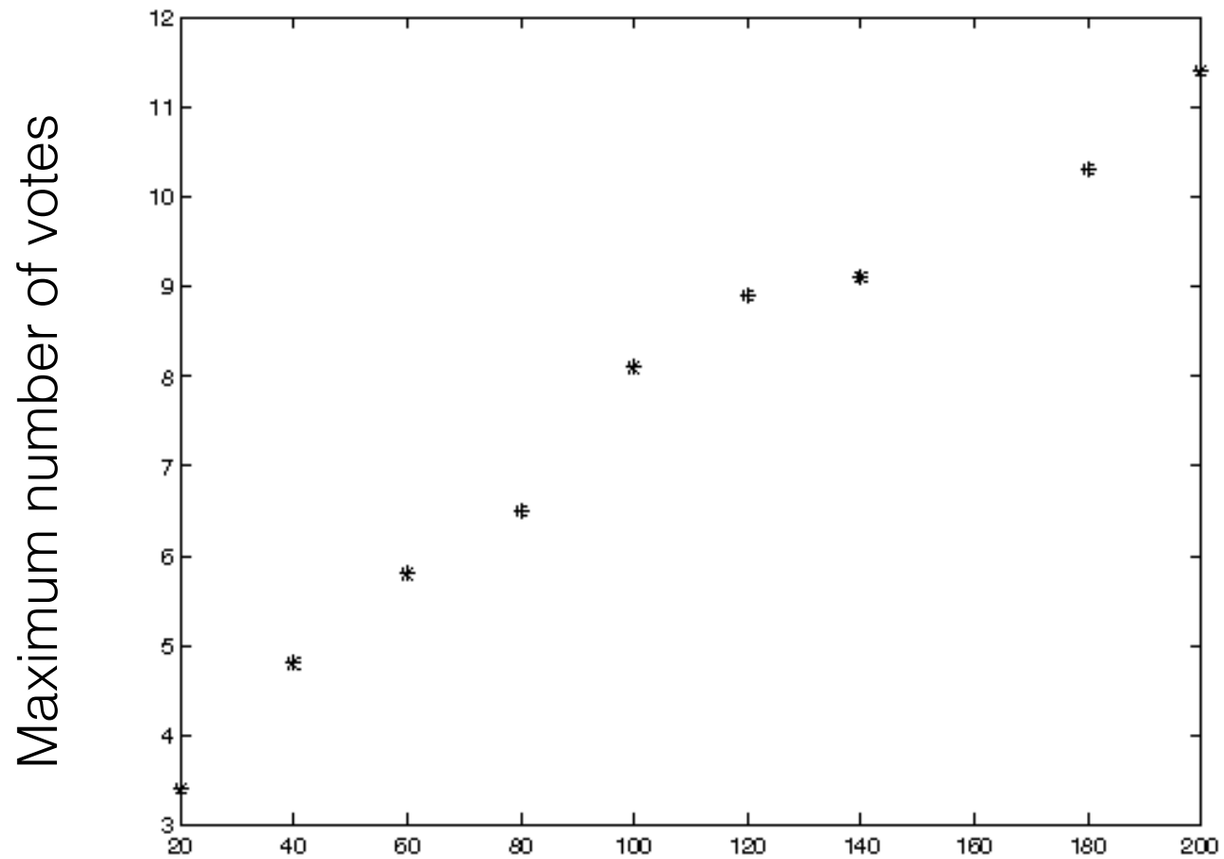


votes in hough space

Uniform noise can lead to spurious peaks in the array

Hough Transform (Noise)

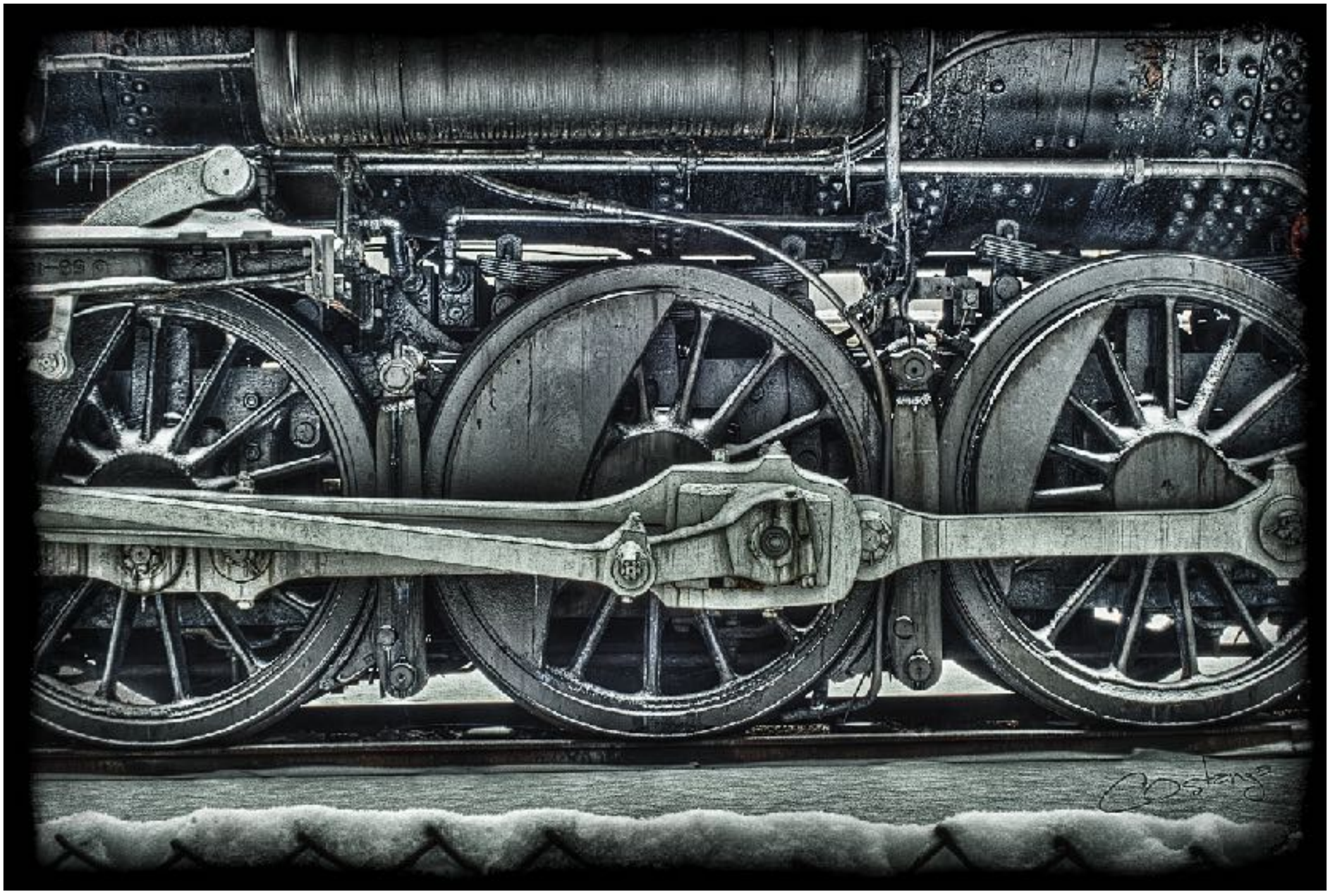
- As the level of uniform noise increases, the maximum number of votes increases too



Hough Transform (Dealing with Noise)

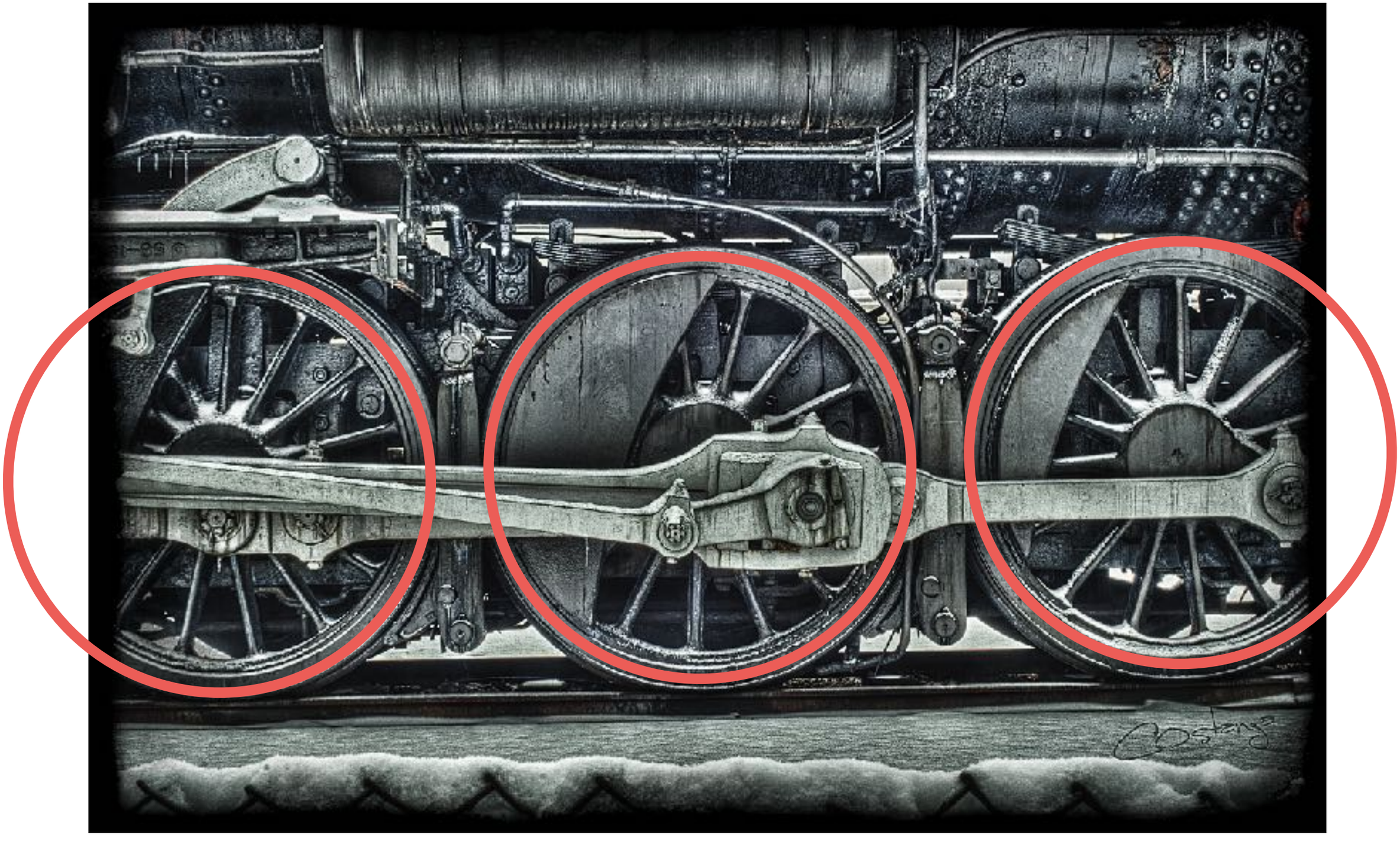
- Choose a good grid size (or discretization)
  - Too small: miss lines because only points that are *exactly* collinear will vote for a single line
  - Too large: many different lines will appear in the same bucket
- Increment neighbouring bins (smoothing accumulator arrays)
- Avoid irrelevant features.
  - Use pixels on *strong* edges (e.g., selected via gradient magnitude)

Hough Transform



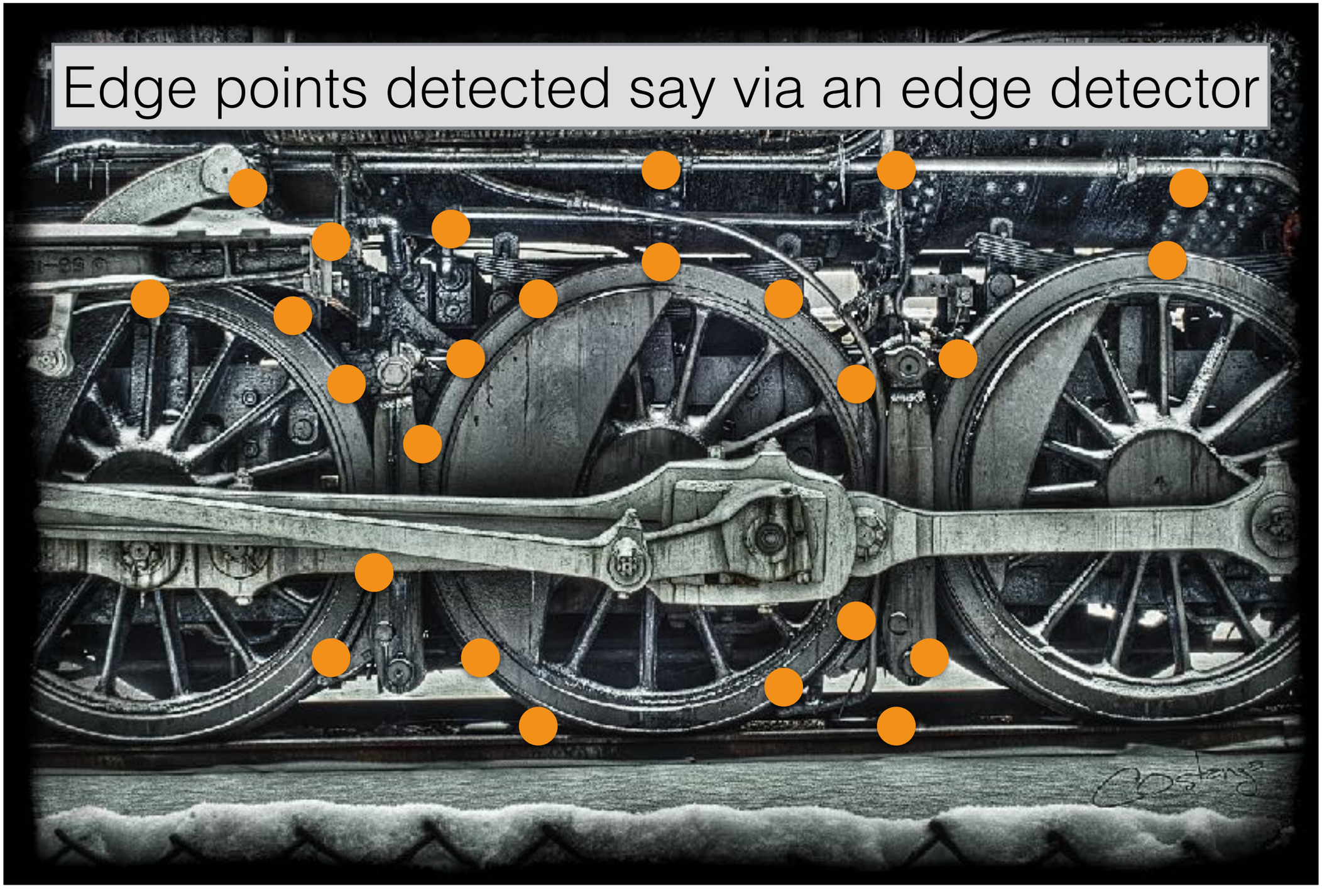
http://mappingignorance.org/2016/03/09/the-sweet-spot-of-wheel-rail-contact-modelling/

Hough Transform

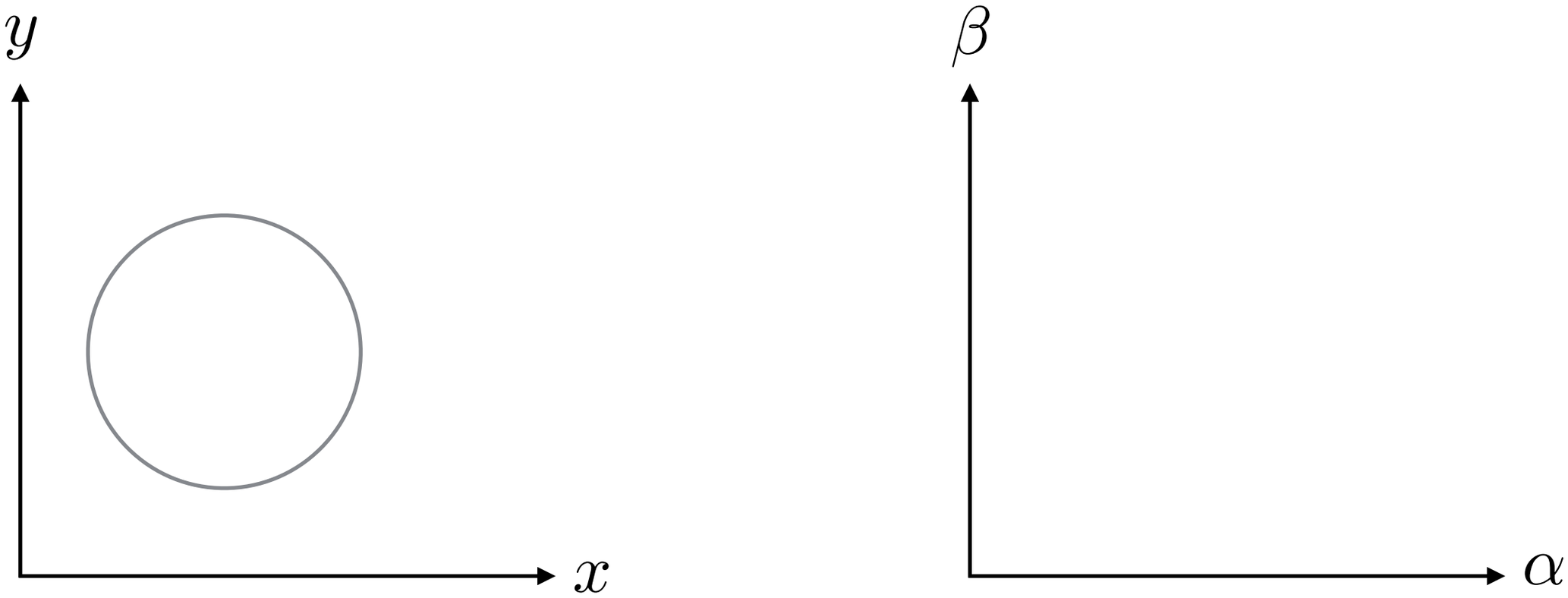


http://mappingignorance.org/2016/03/09/the-sweet-spot-of-wheel-rail-contact-modelling/

Hough Transform

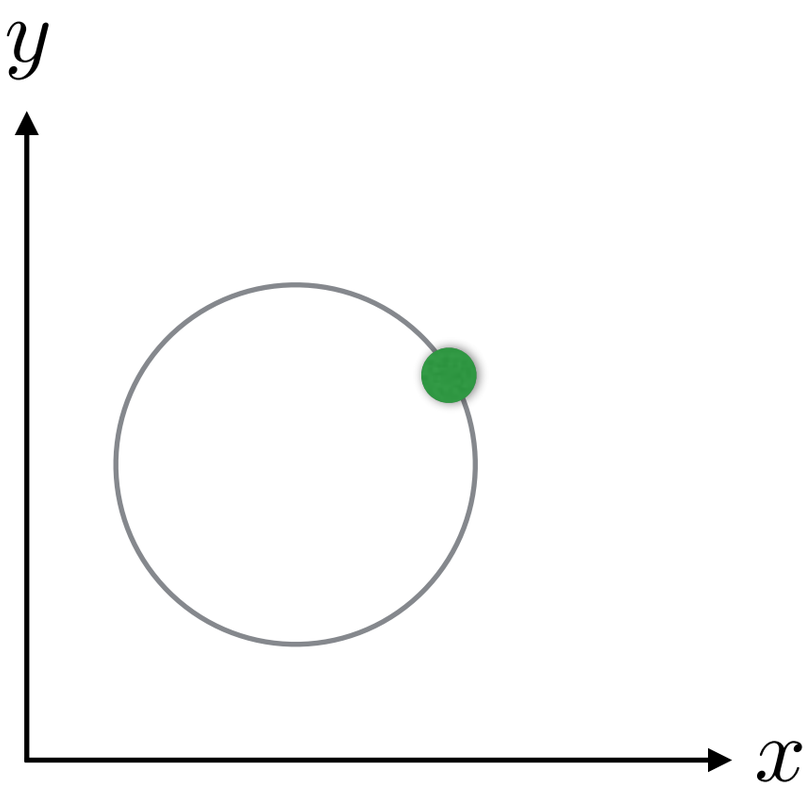


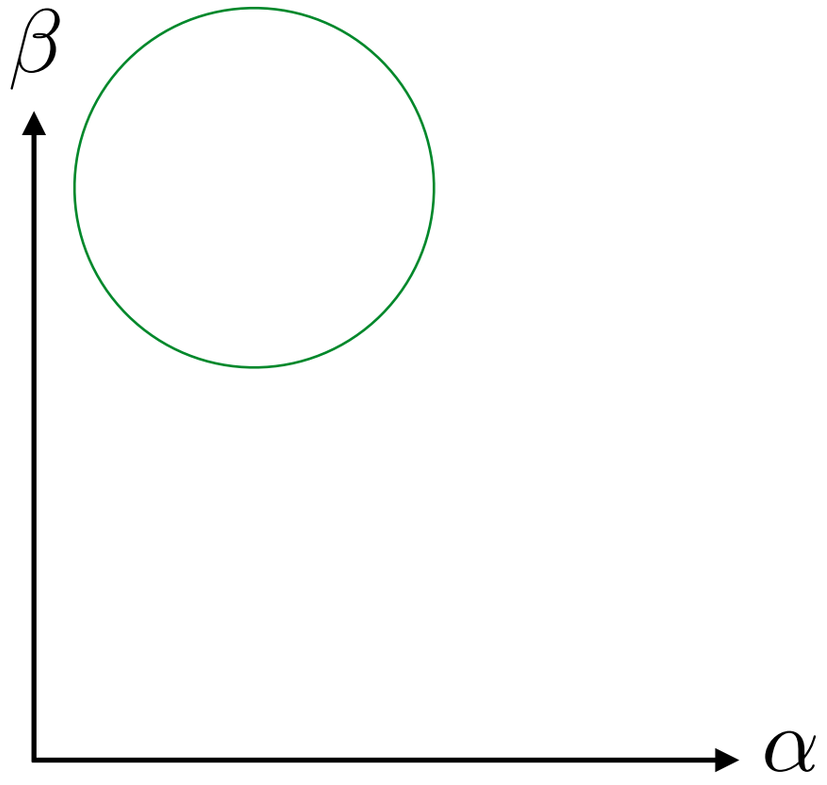
Hough Transform



$$(x-\alpha)^2+(y-\beta)^2=r^2$$

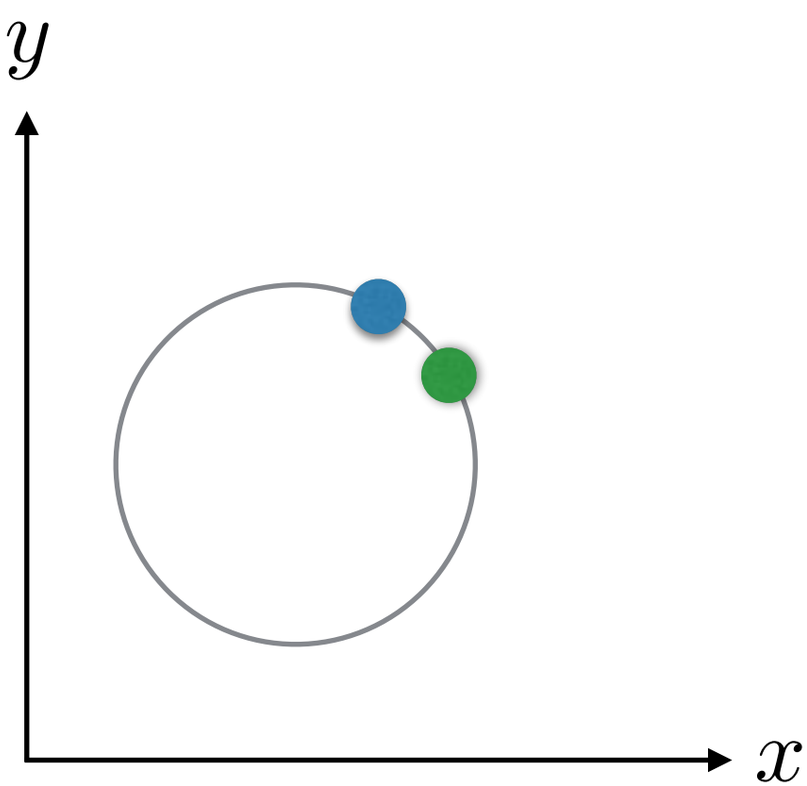
Hough Transform

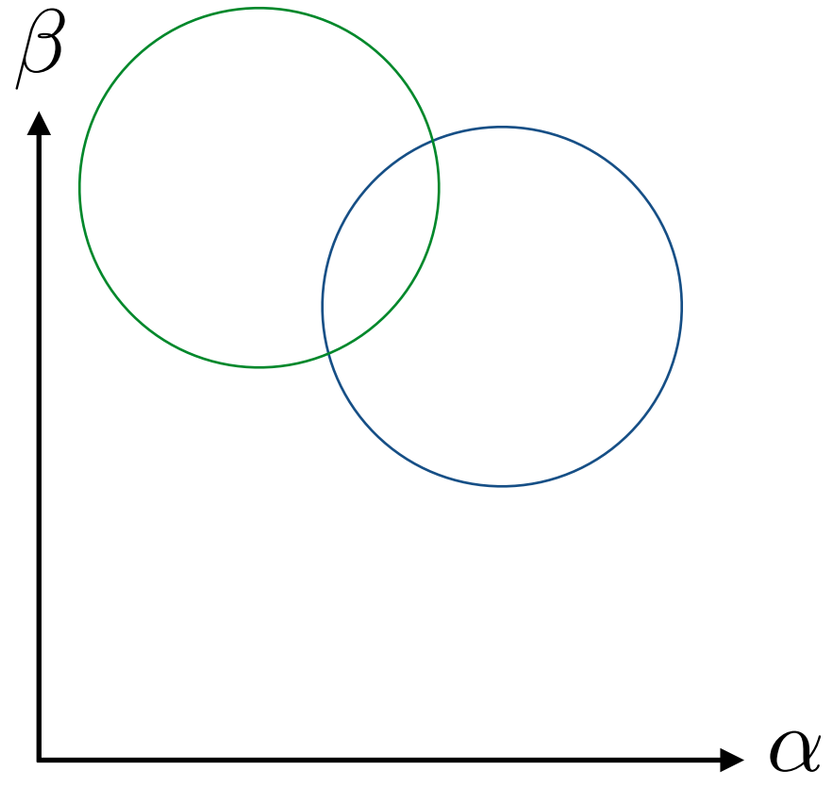




$$(x-\alpha)^2 + (y-\beta)^2 = r^2$$

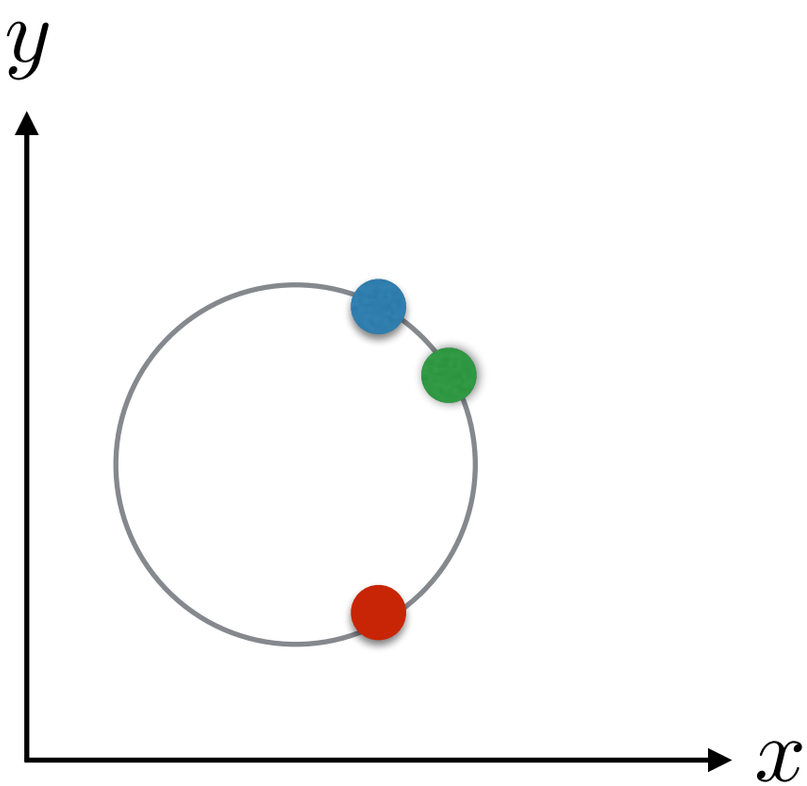
Hough Transform

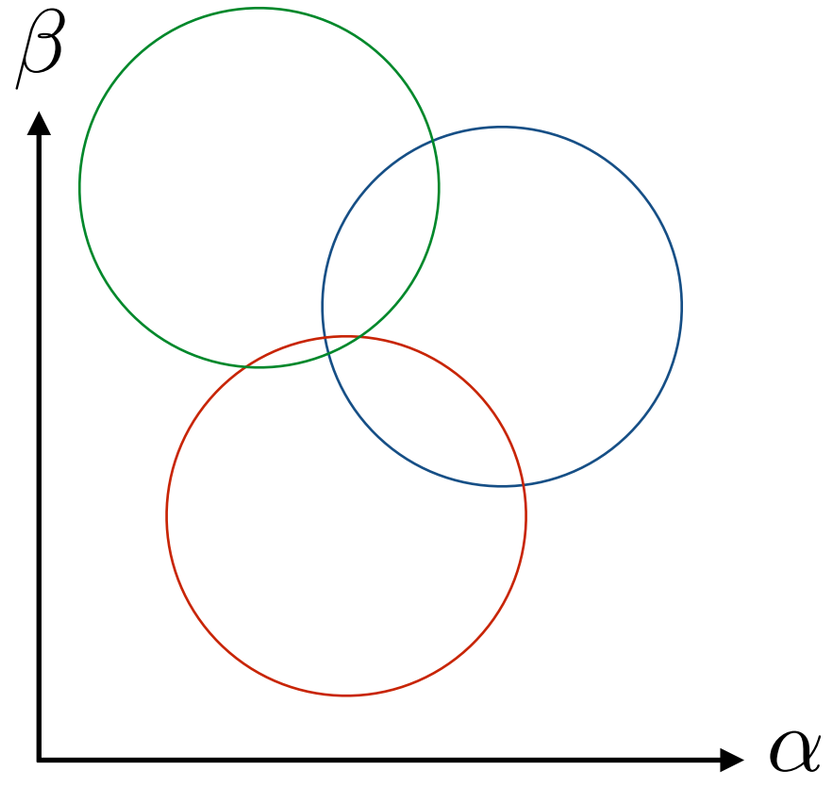




$$(x-\alpha)^2 + (y-\beta)^2 = r^2$$

Hough Transform

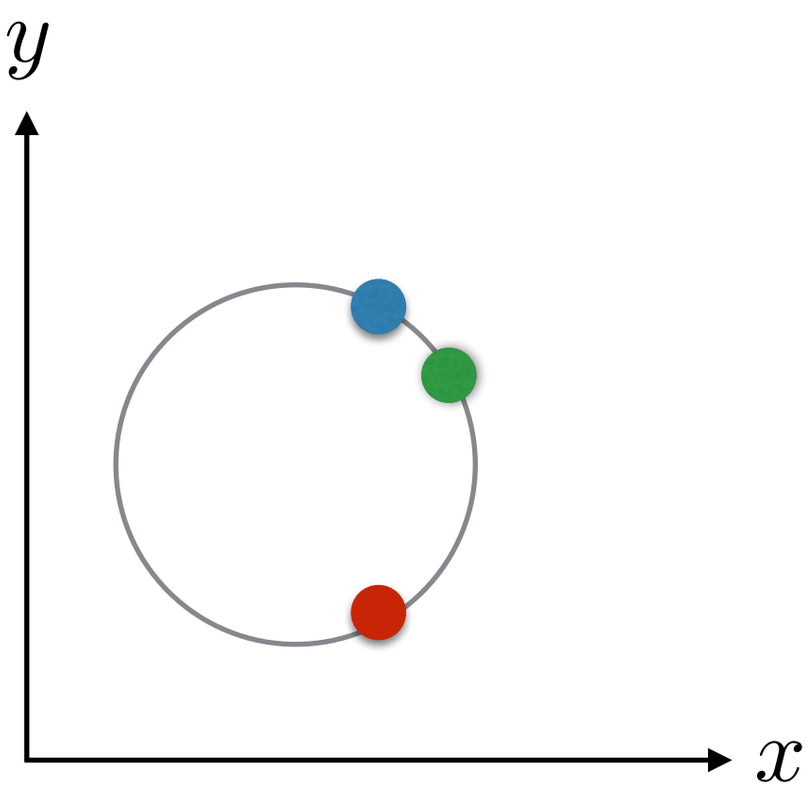


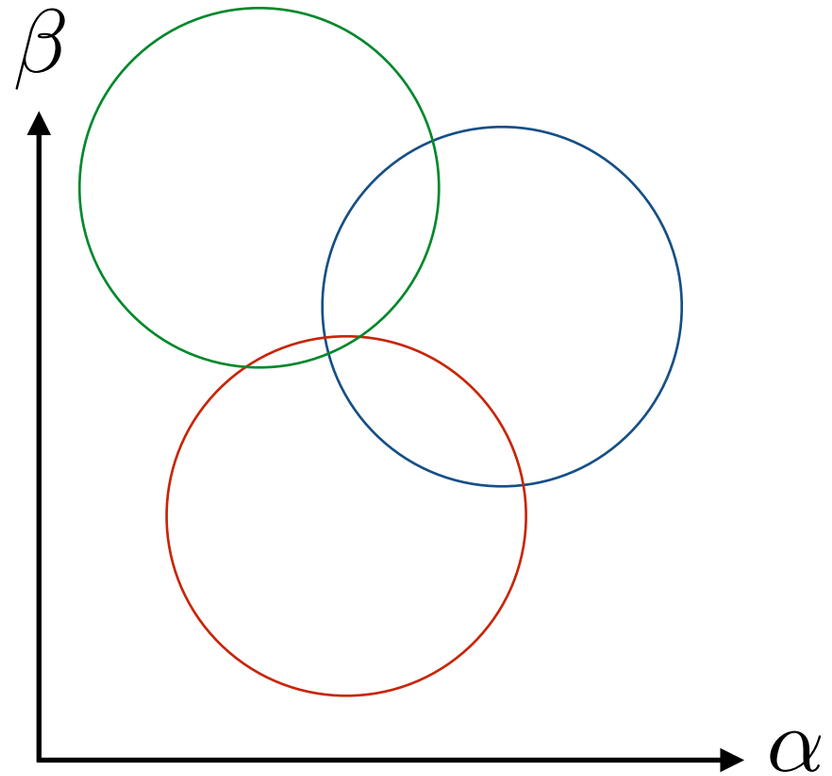


$$(x-\alpha)^2 + (y-\beta)^2 = r^2$$

Hough Transform

Assumption: fixed circle

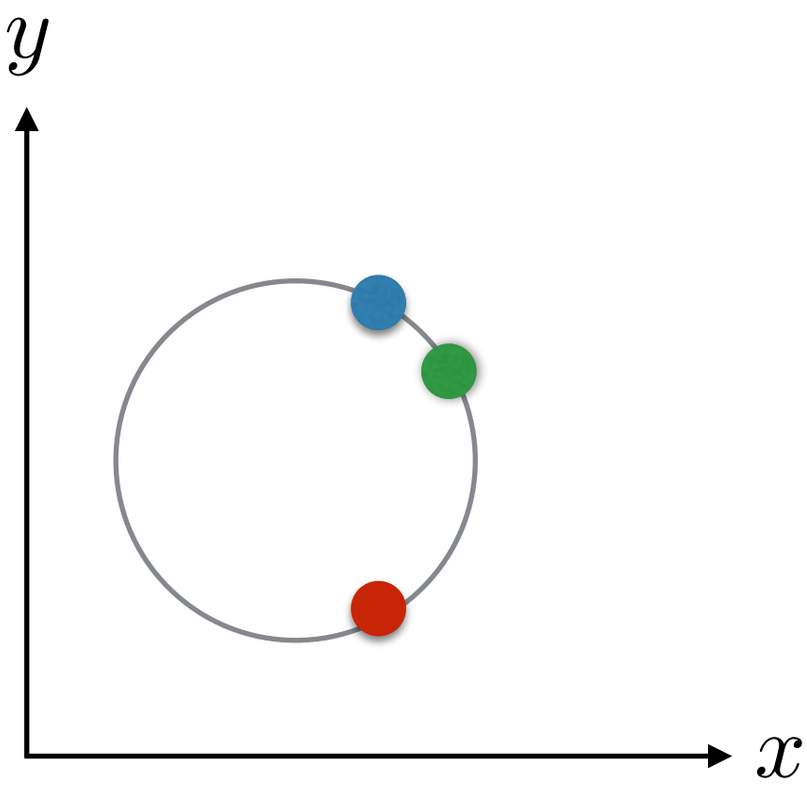


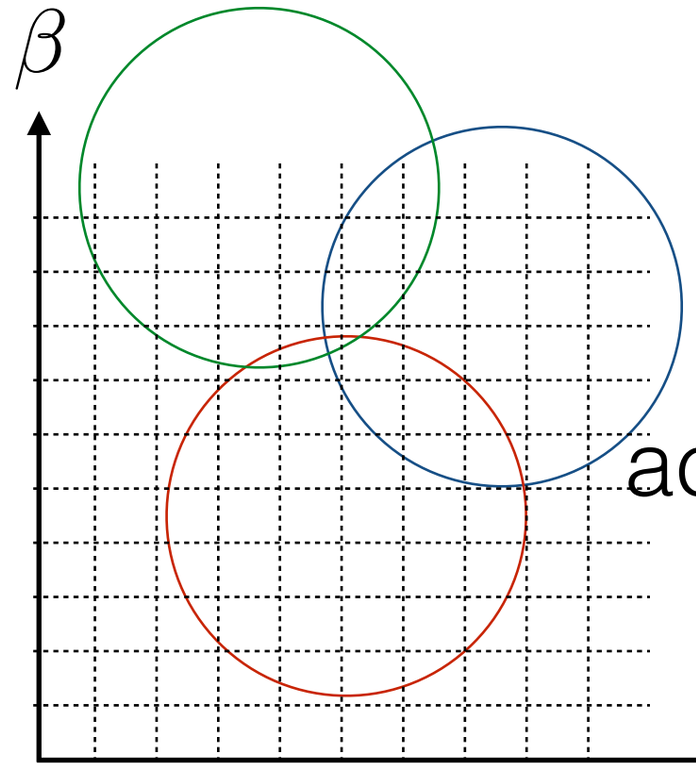


$$(x-\alpha)^2 + (y-\beta)^2 = r^2$$

Hough Transform

Assumption: fixed circle



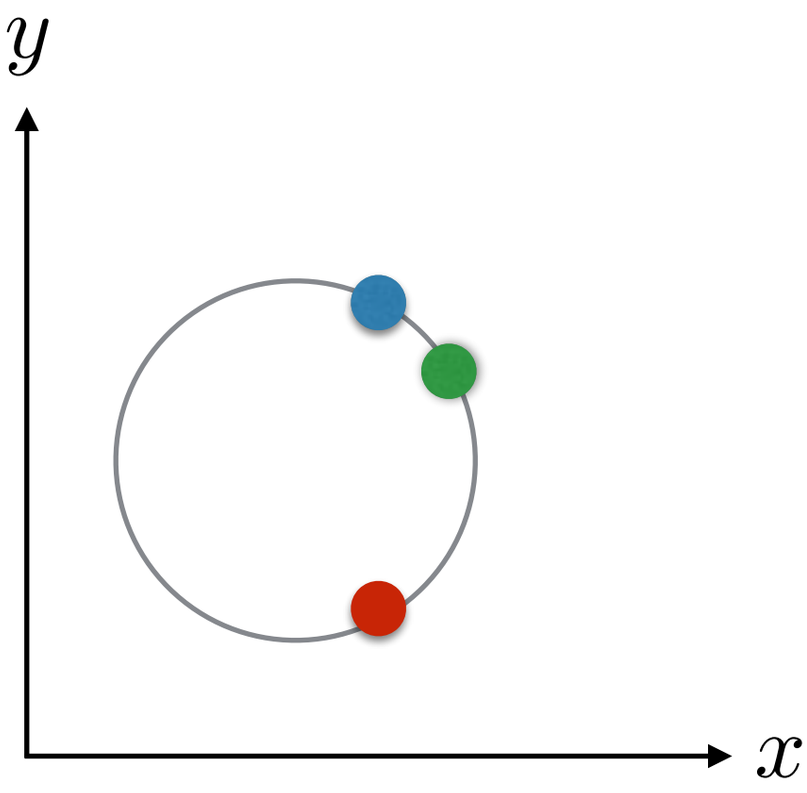


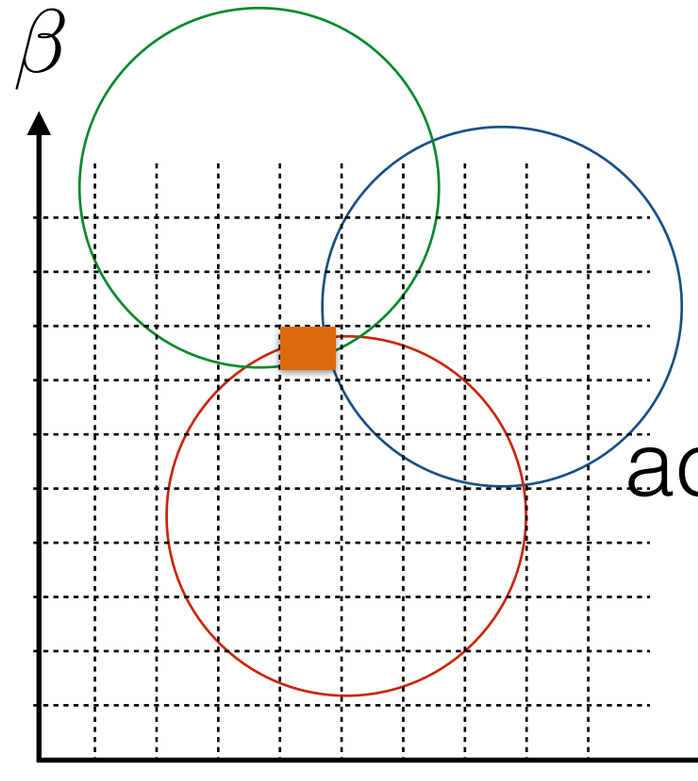
accumulate votes

$$(x-\alpha)^2 + (y-\beta)^2 = r^2$$

Hough Transform

Assumption: fixed circle



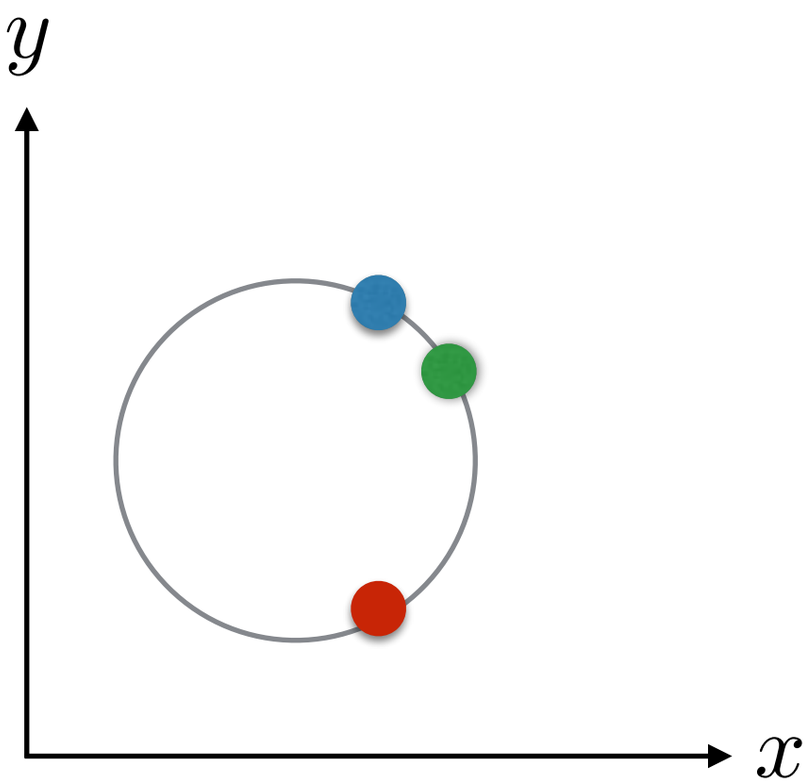


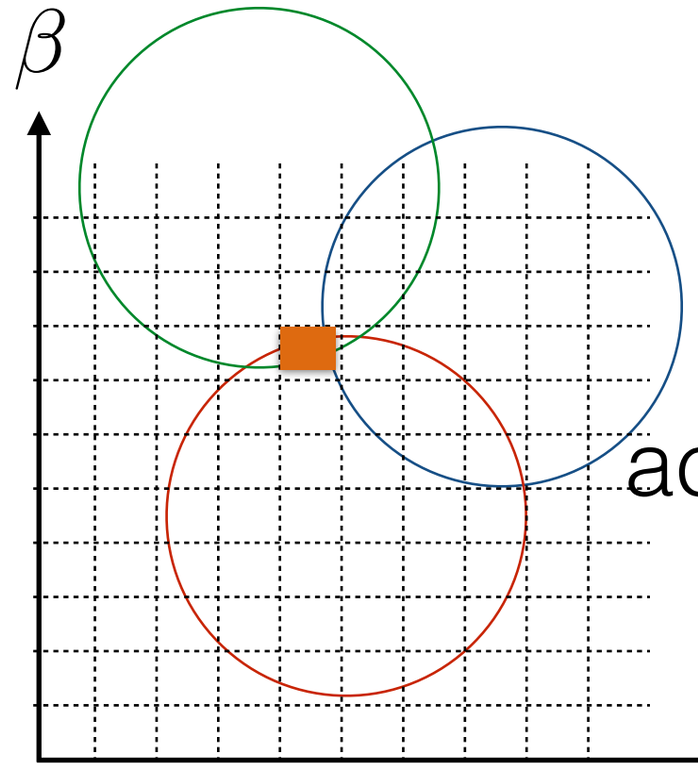
accumulate votes

$$(x-\alpha)^2 + (y-\beta)^2 = r^2$$

Hough Transform

Assumption: fixed circle





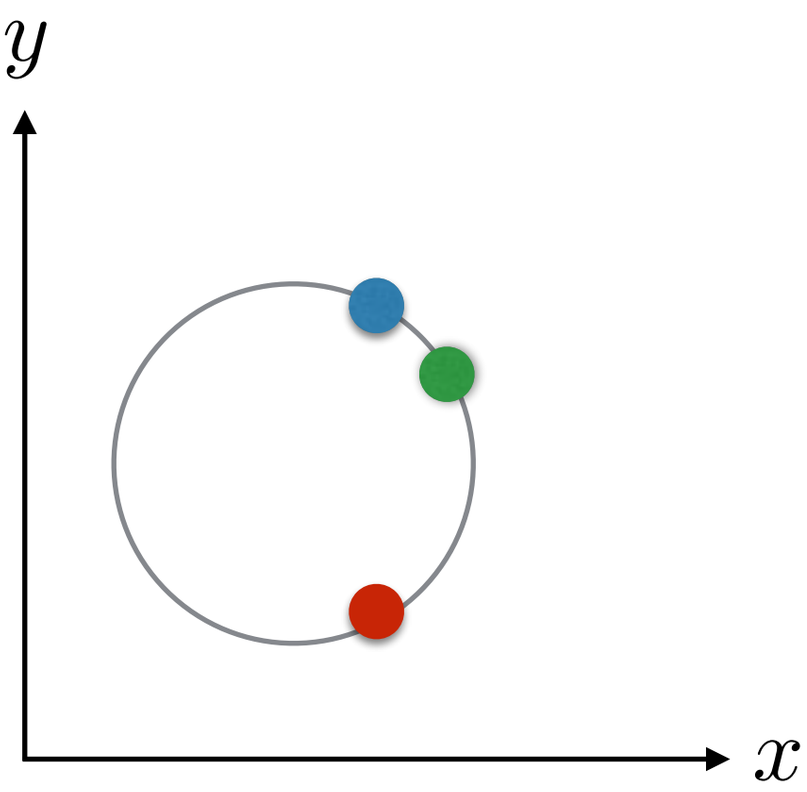
accumulate votes

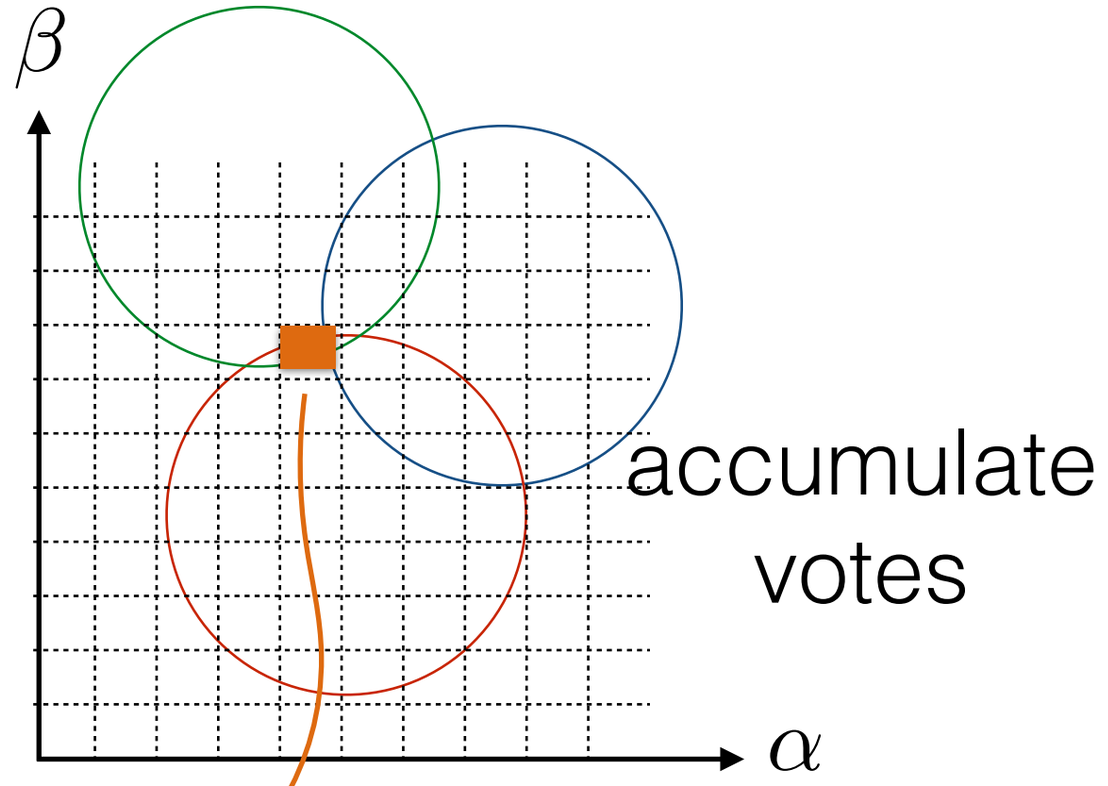
$$(x-\alpha)^2 + (y-\beta)^2 = r^2$$

Unknowns

Hough Transform

Assumption: fixed circle





accumulate votes

$$(x-\alpha)^2 + (y-\beta)^2 = r^2$$

Unknowns

solution

Hough Transform

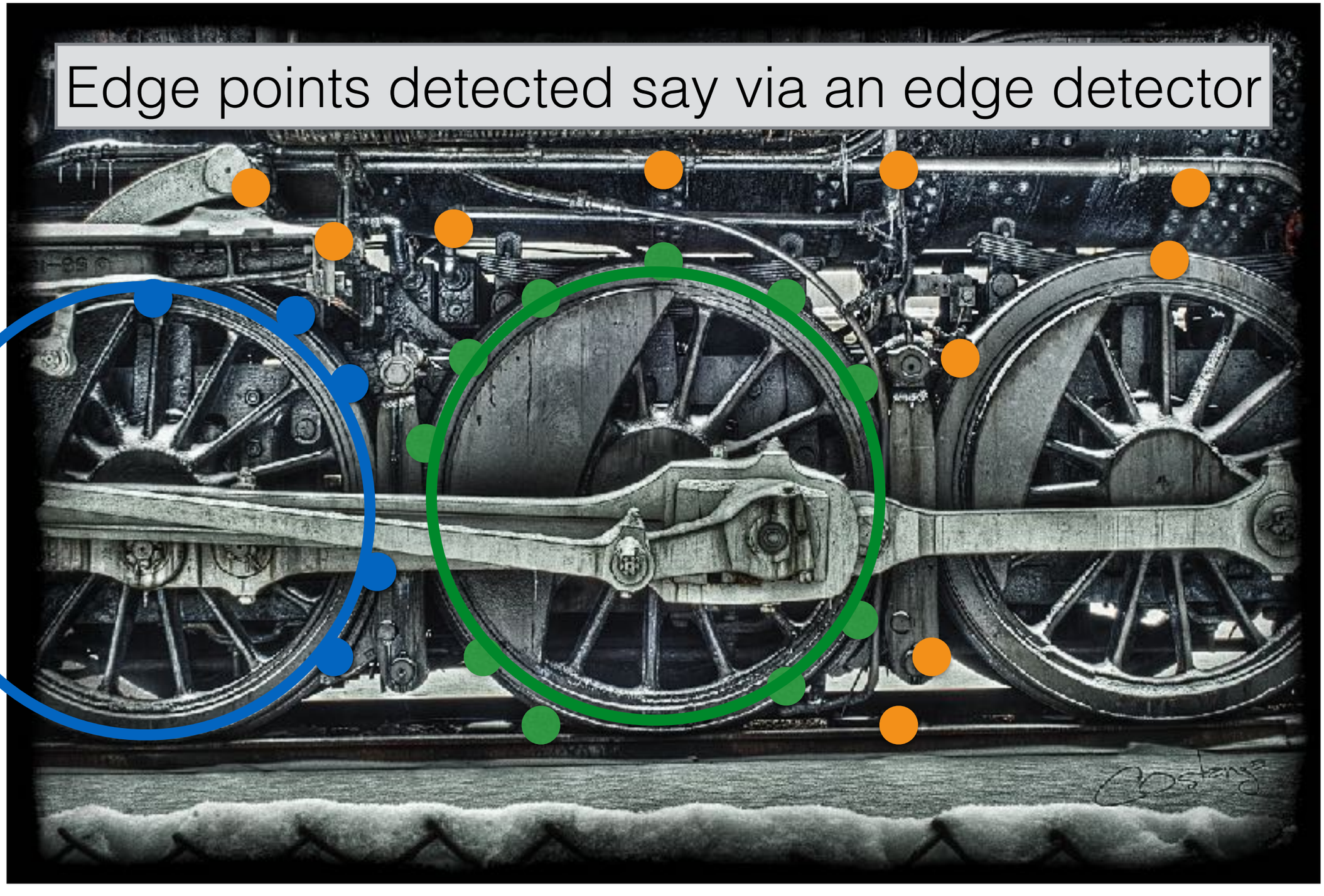
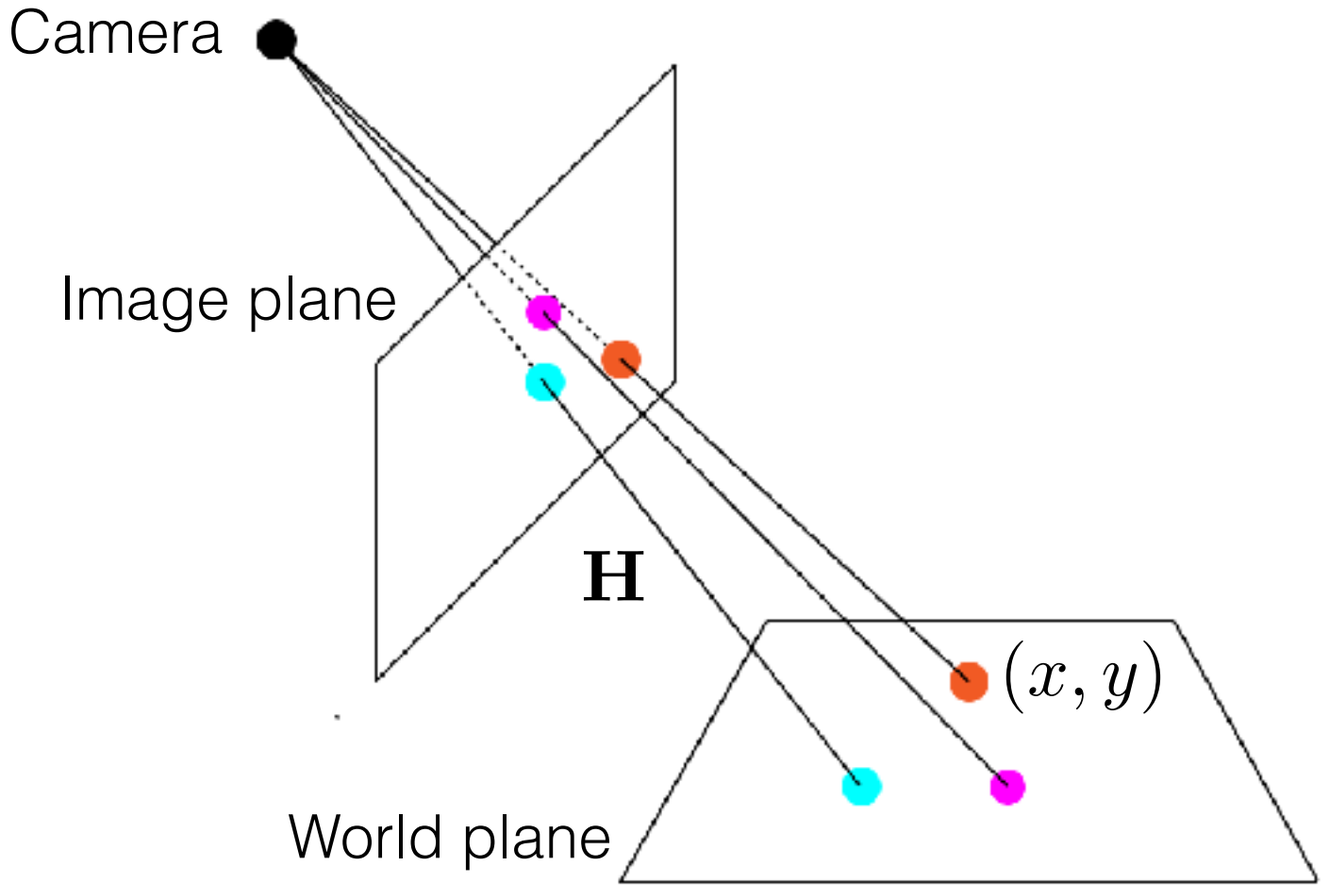


Image Stitching

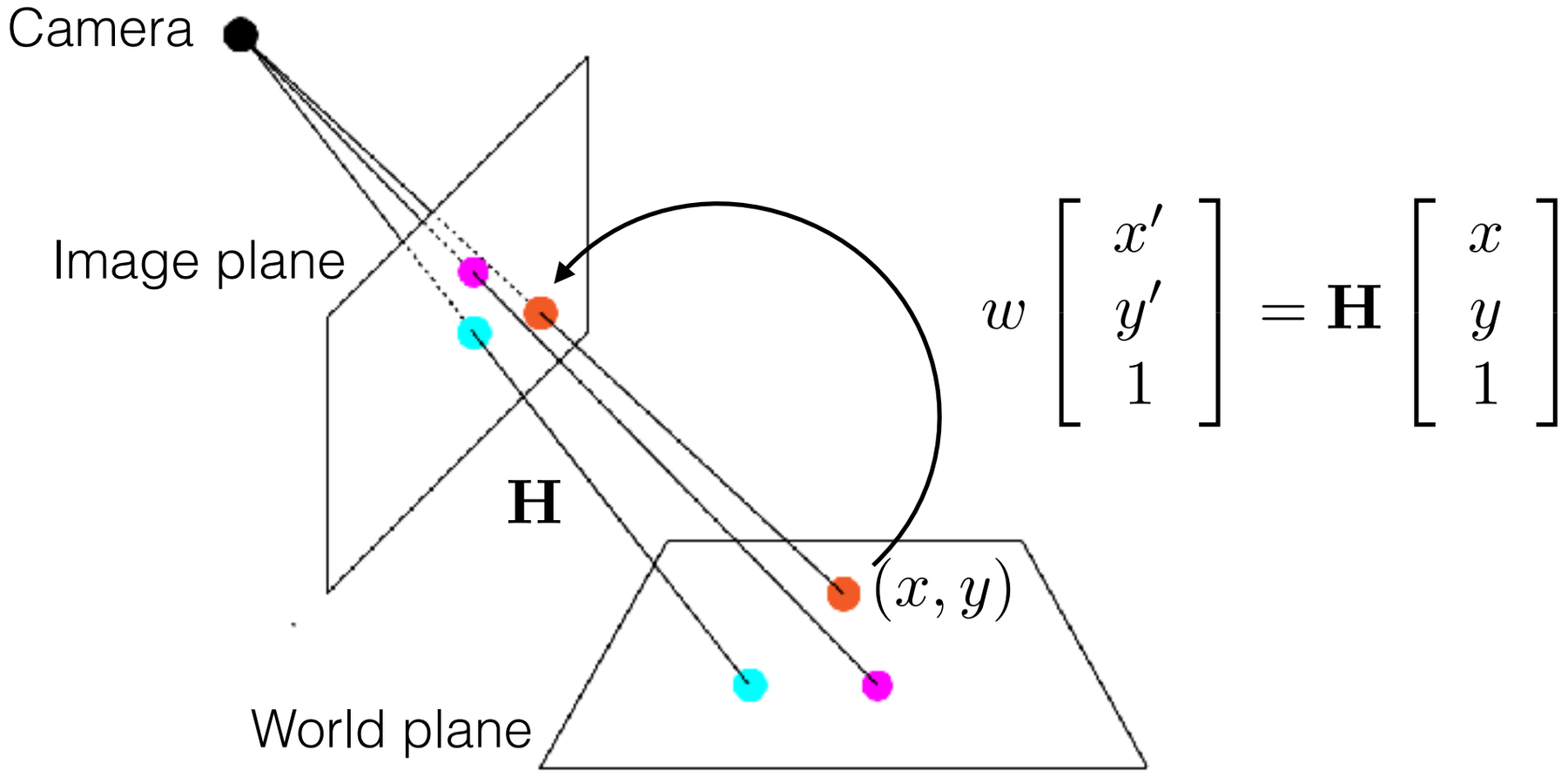
Homography

- Projection of a point in a world plane to the image plane. The location of the point and that of its projection is related via *homography*



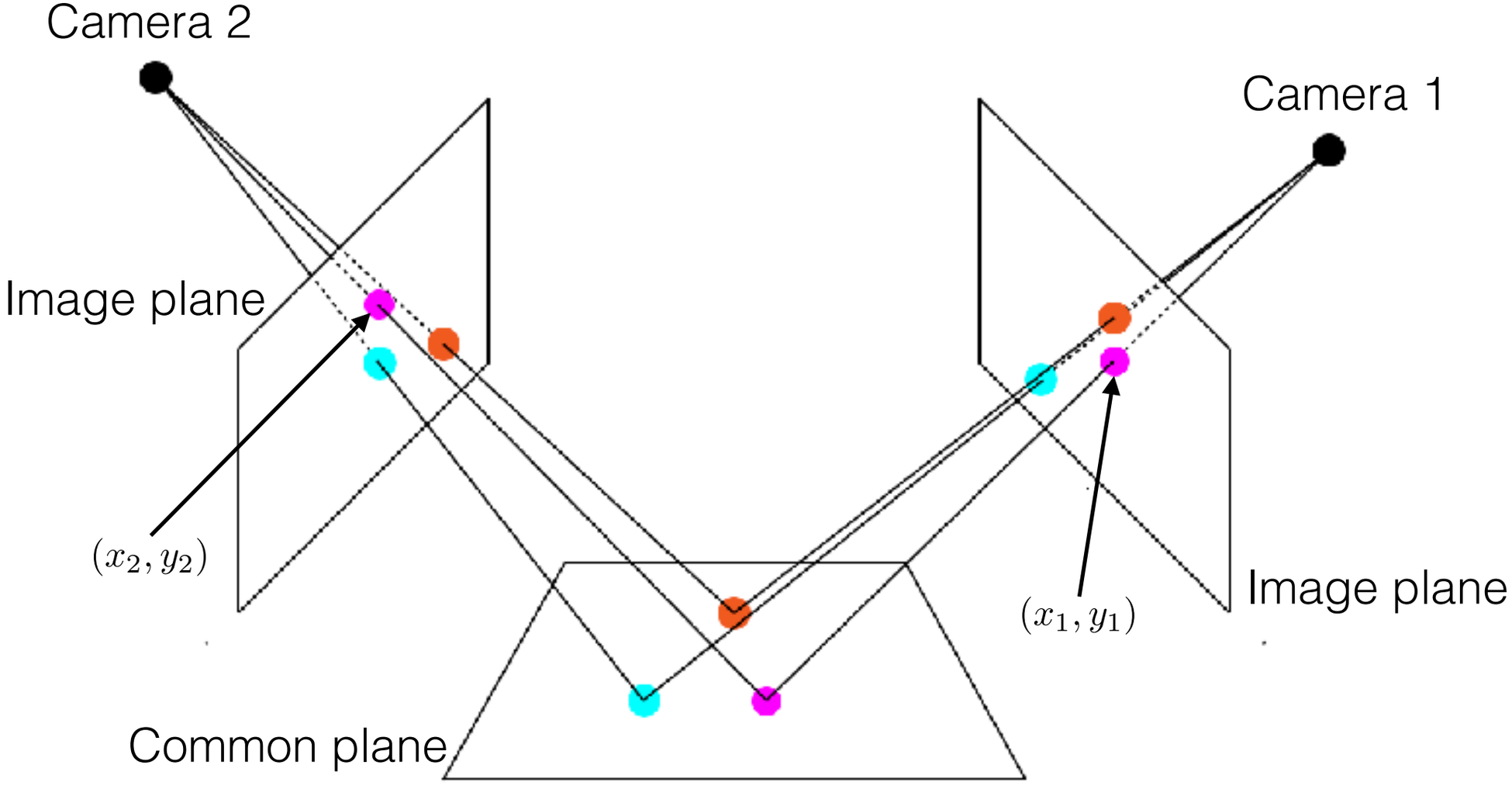
Homography

- Projection of a point in a world plane to the image plane. The location of the point and that of its projection is related via *homography*



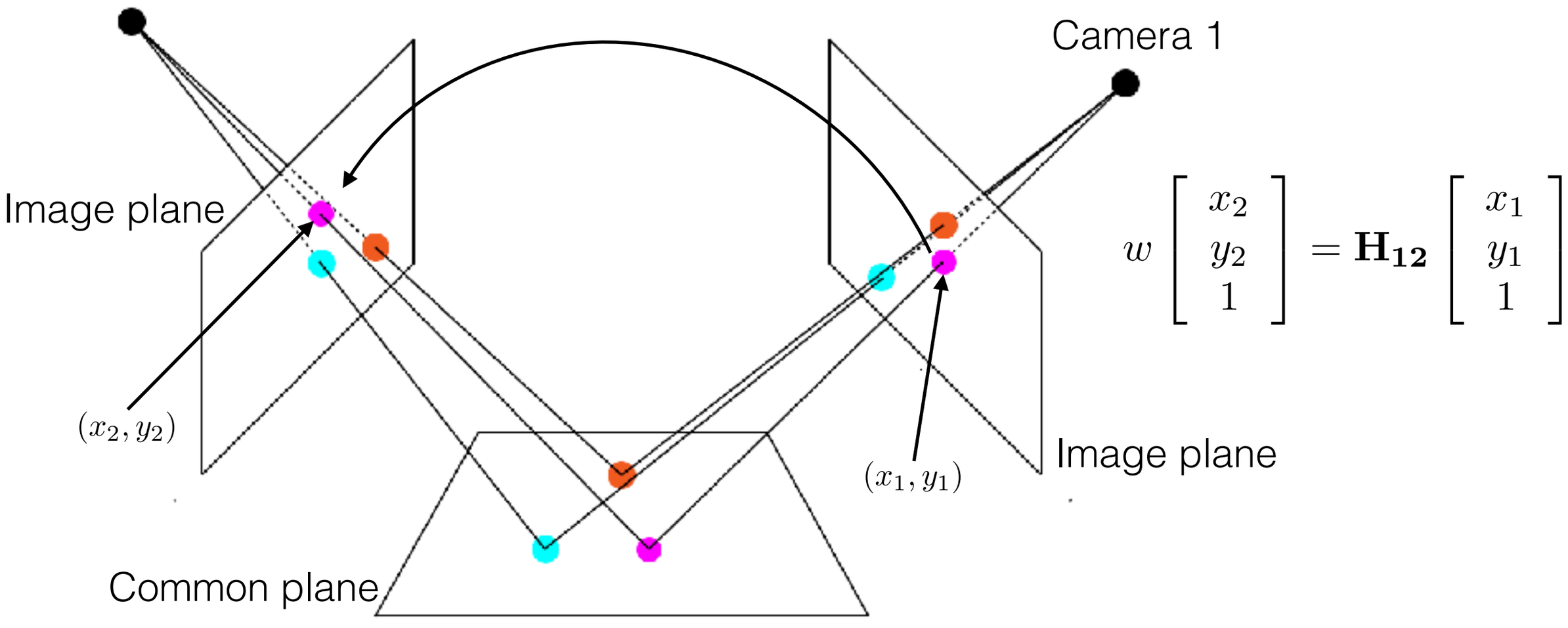
Homography

- Projections of points (**that lie on a common plane**) in two cameras are related via *homography*



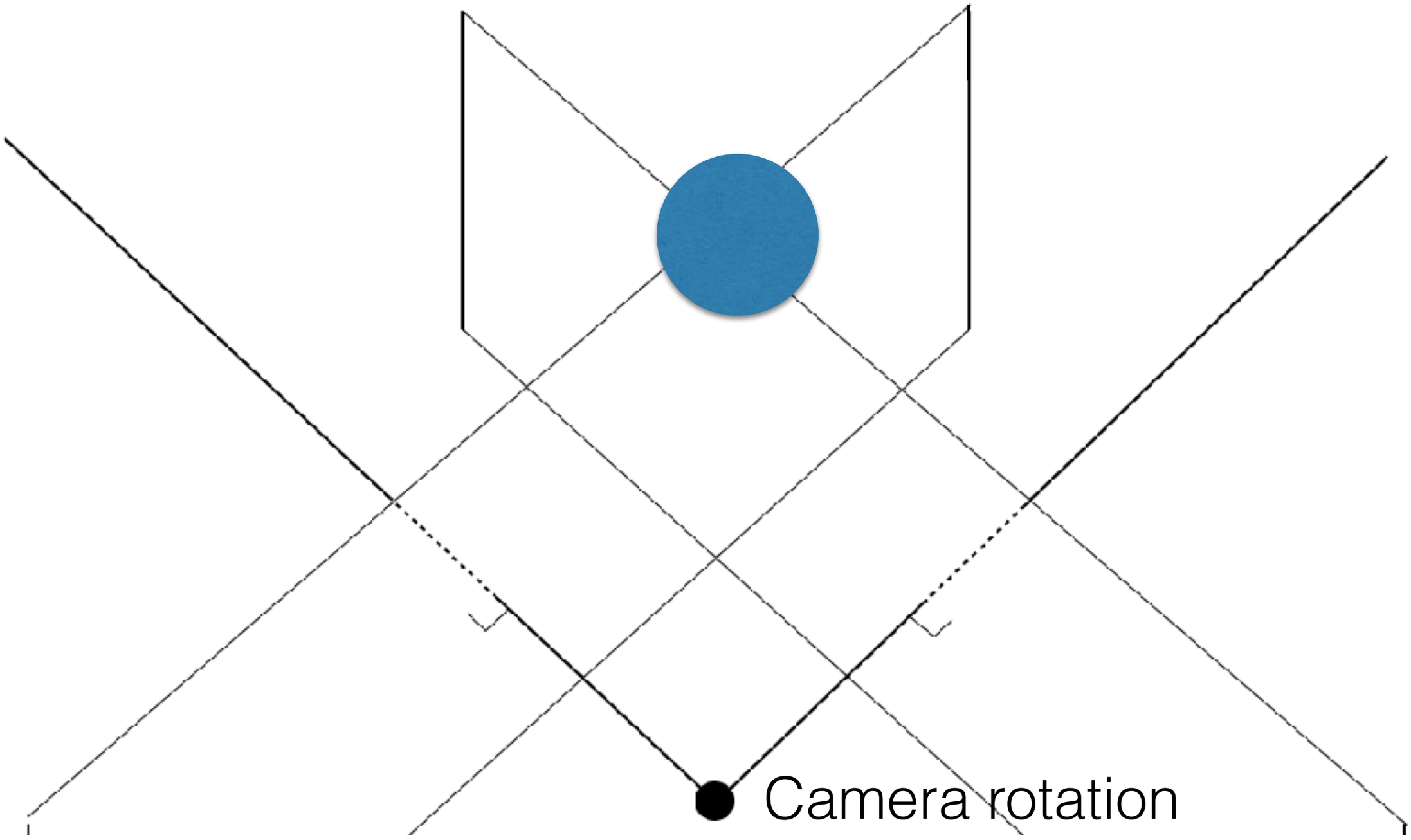
Homography

- Projections of points (**that lie on a common plane**) in two cameras are related via *homography*

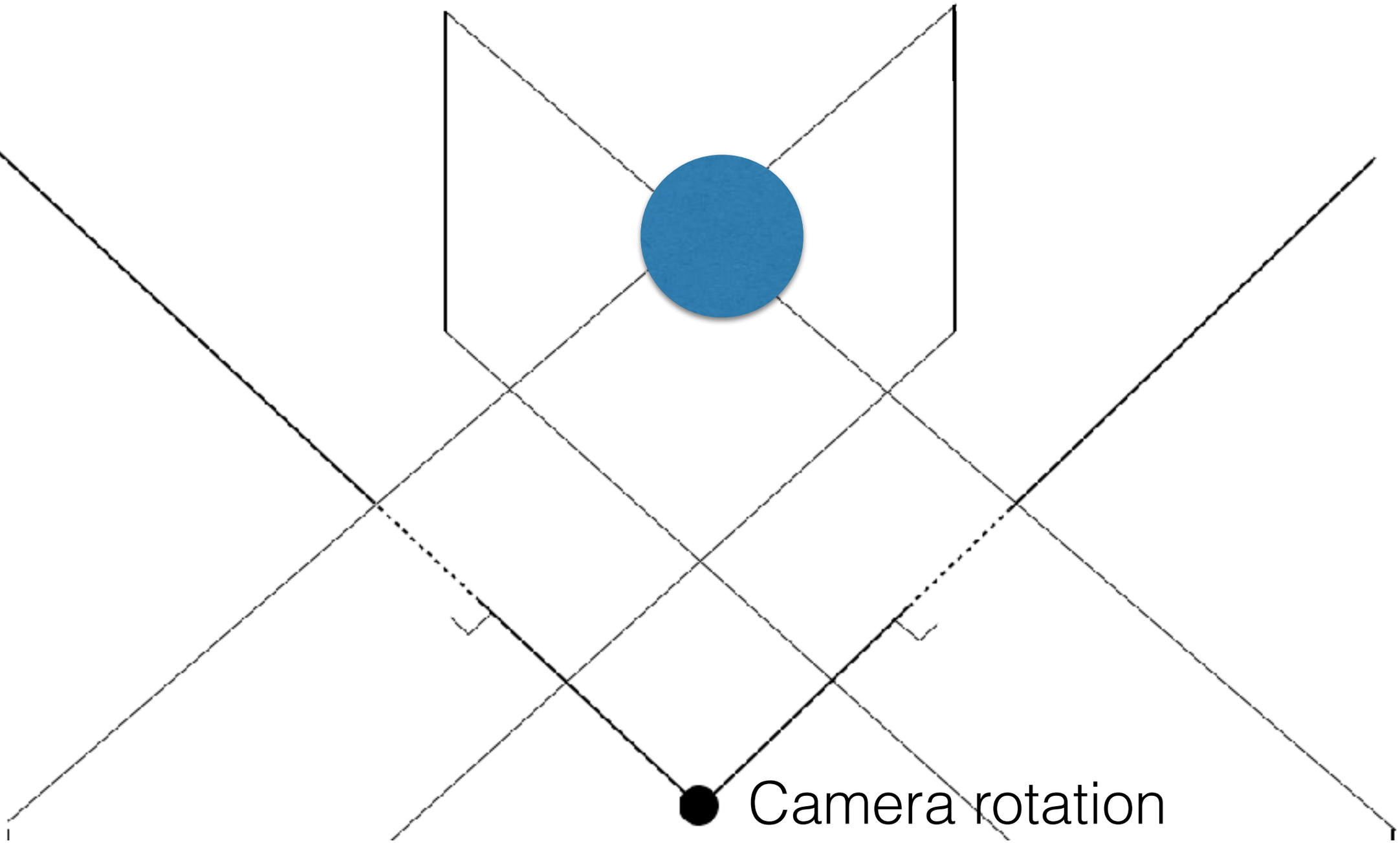


$$w \begin{bmatrix} x_2 \\ y_2 \\ 1 \end{bmatrix} = \mathbf{H_{12}} \begin{bmatrix} x_1 \\ y_1 \\ 1 \end{bmatrix}$$

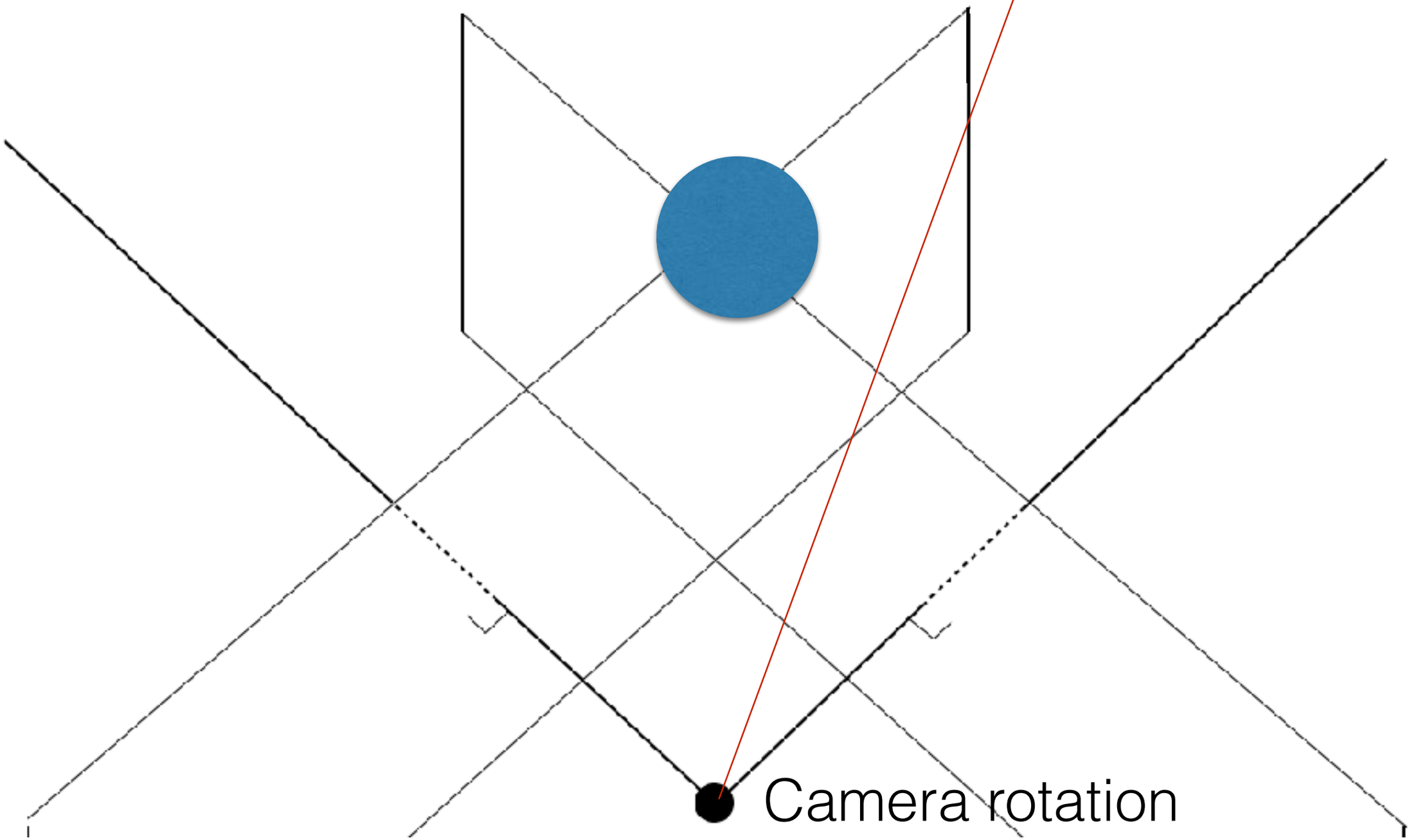
Homography



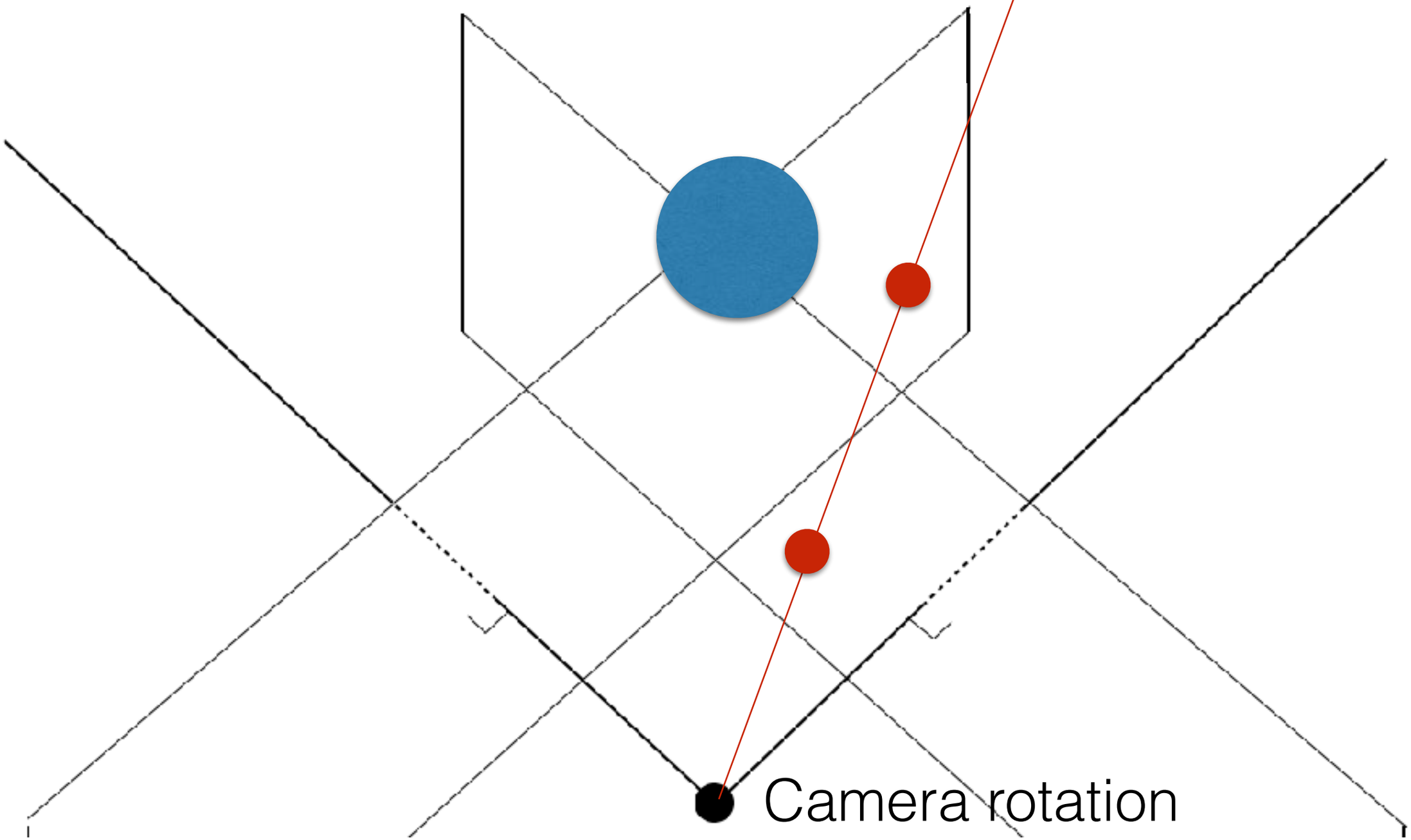
Homography



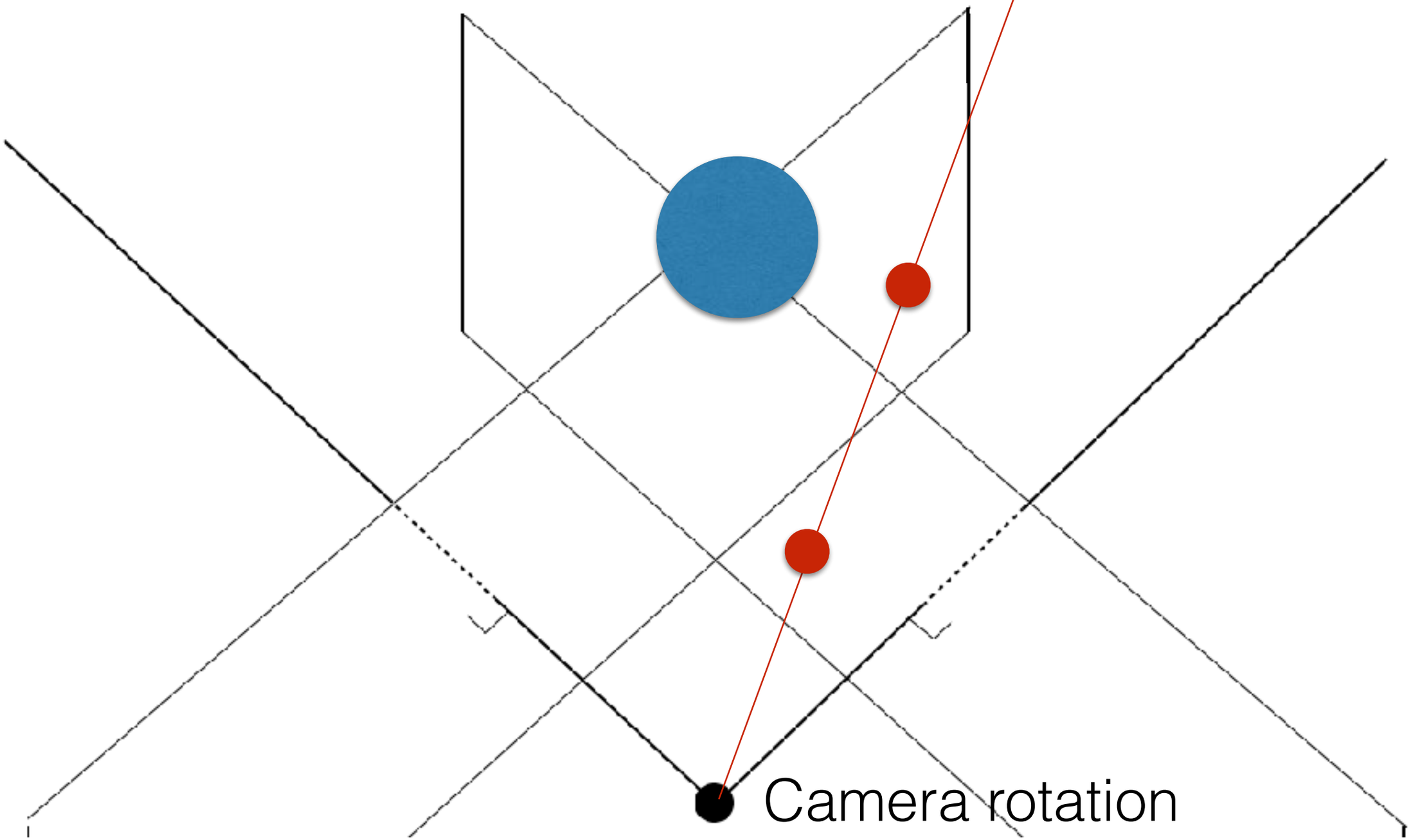
Homography



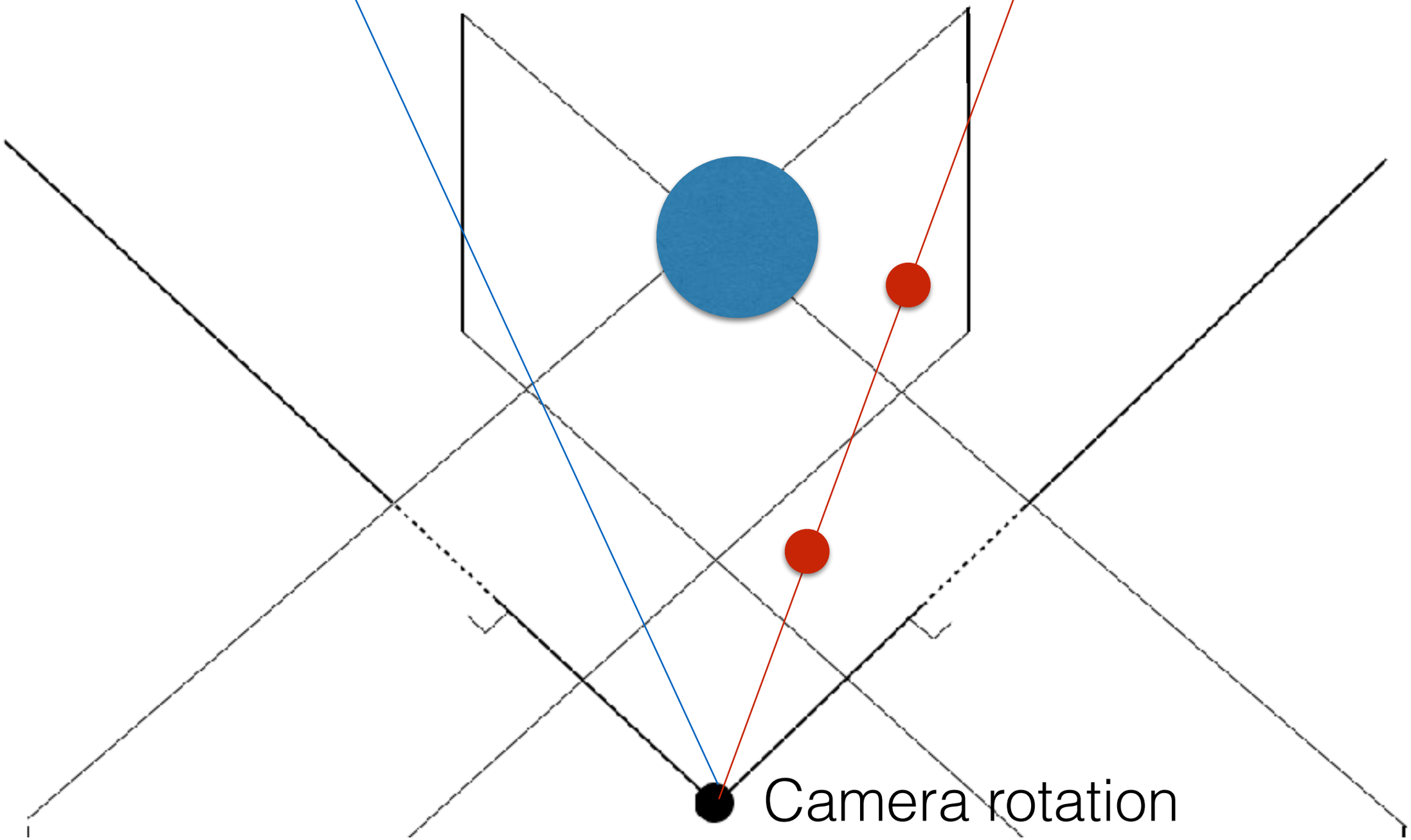
Homography



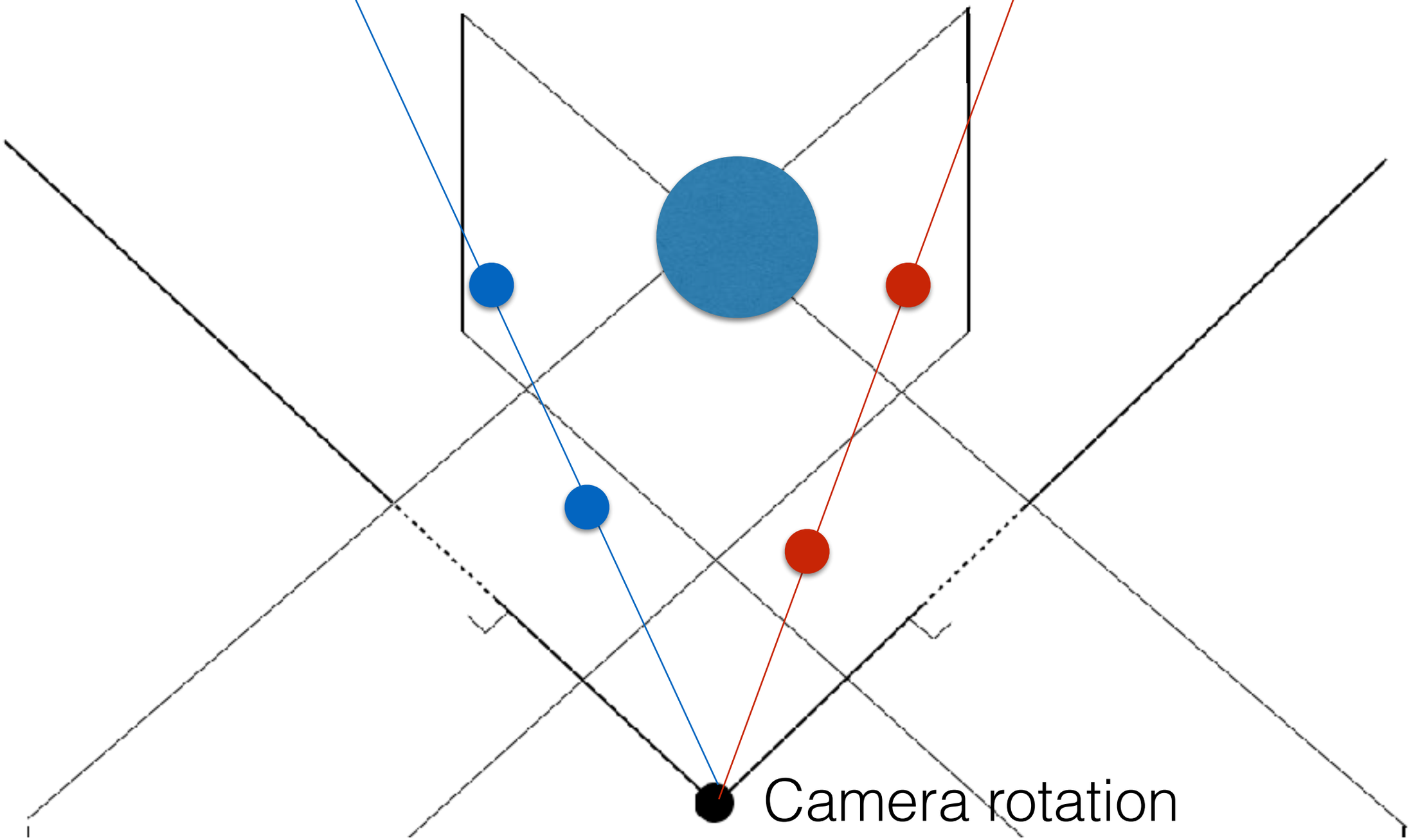
Homography



Homography



Homography



Homography

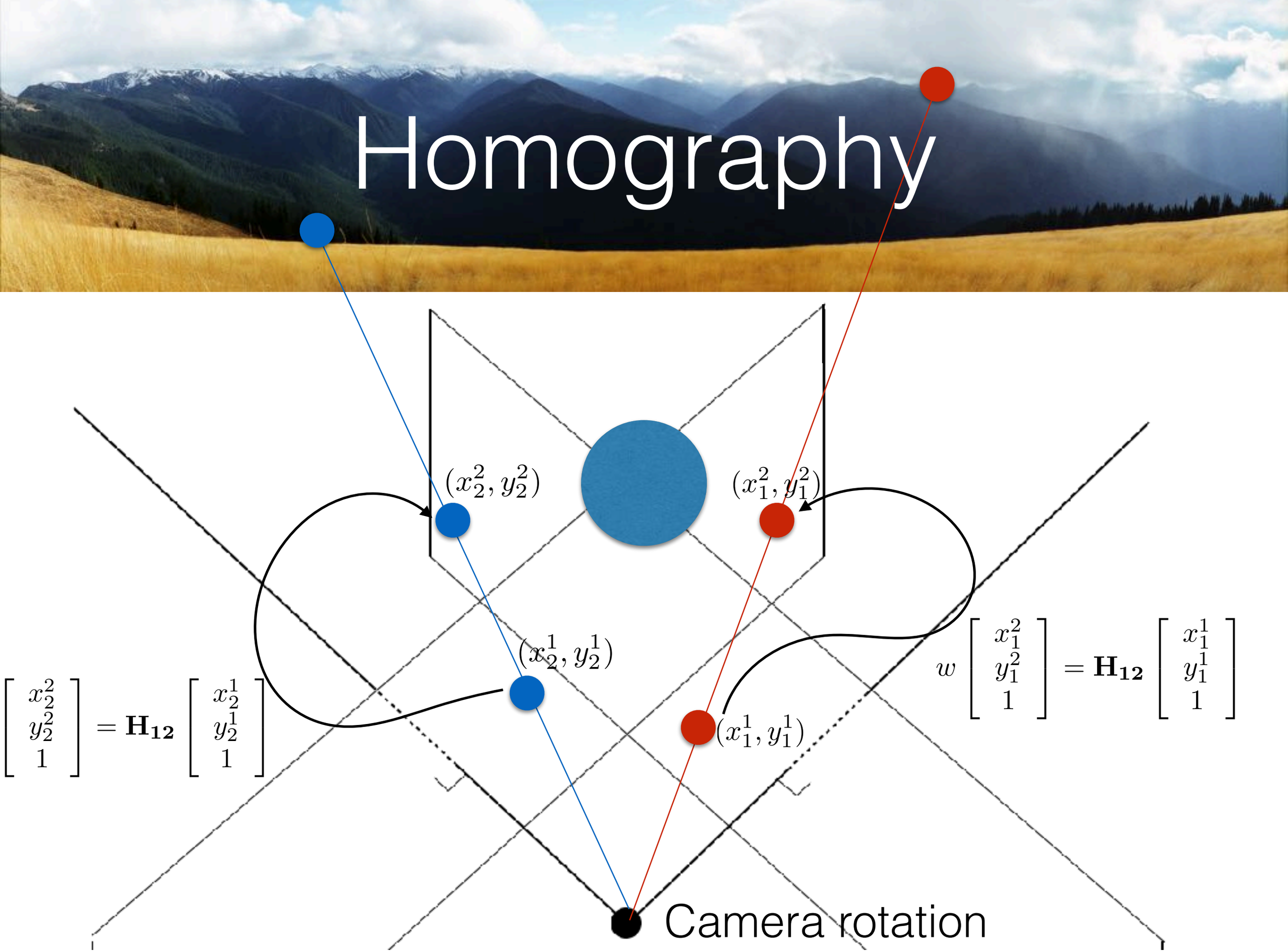
(x_1^2, y_1^2)

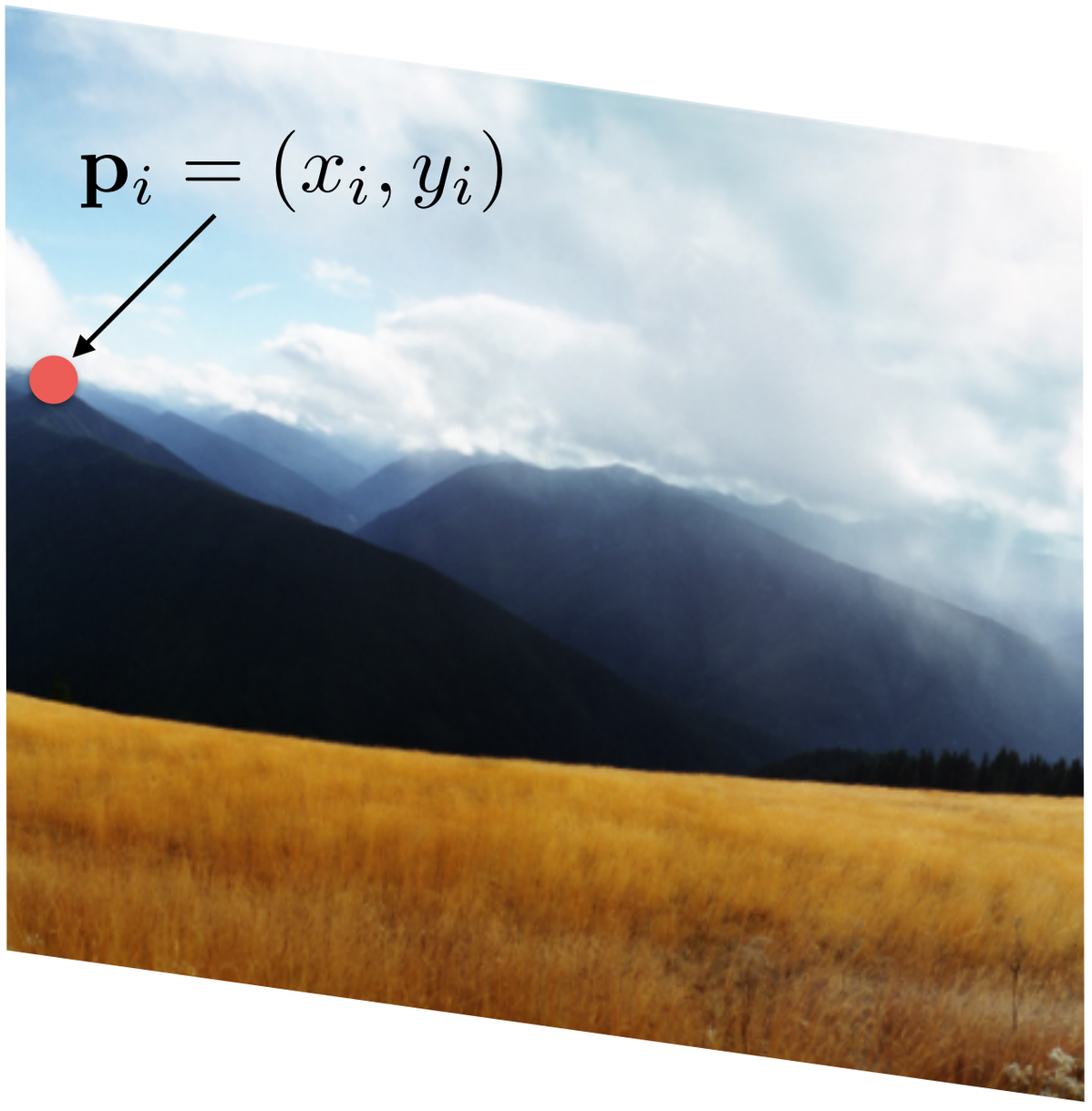
(x_1^1, y_1^1)

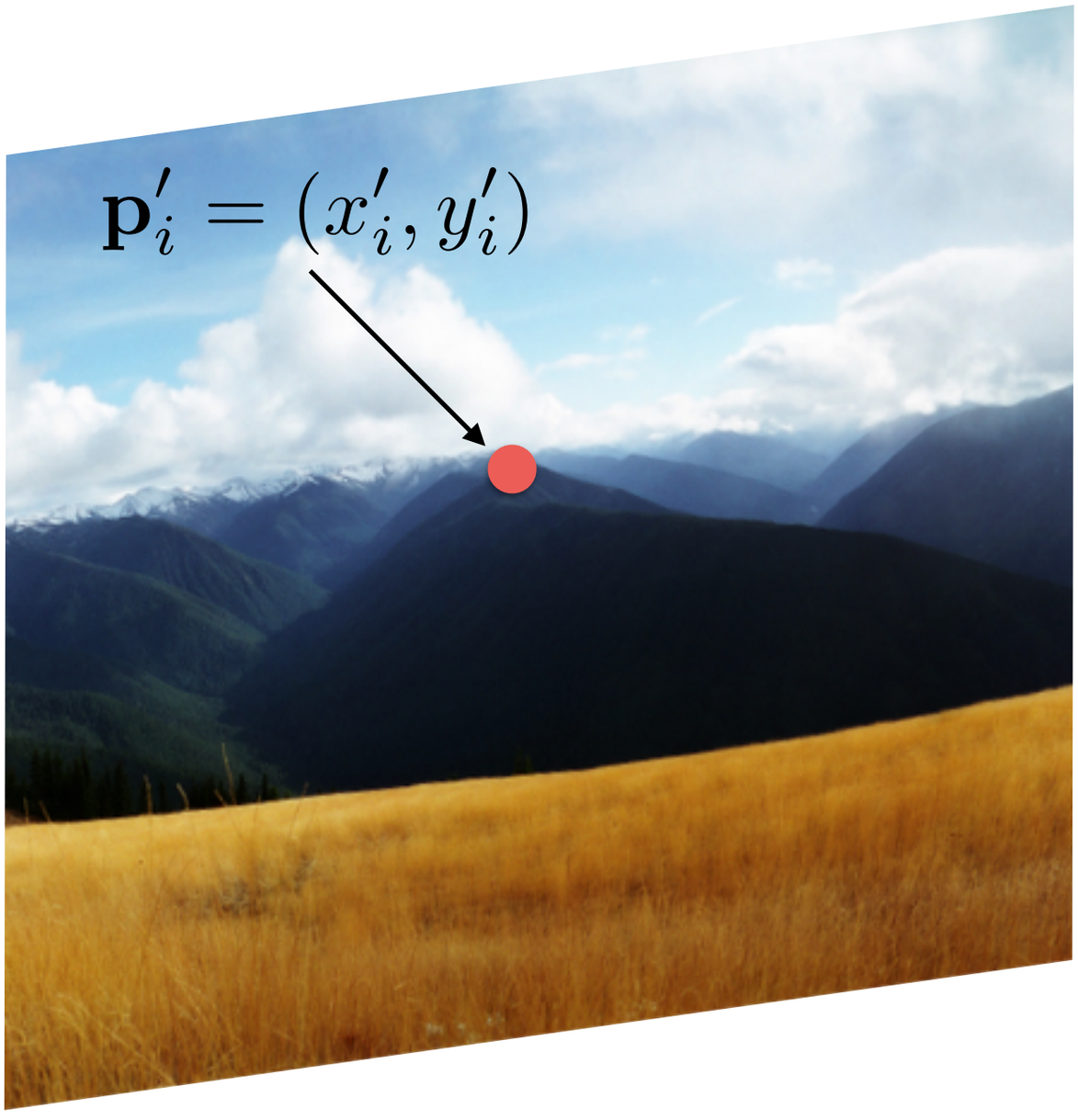
$$w \begin{bmatrix} x_1^2 \\ y_1^2 \\ 1 \end{bmatrix} = \mathbf{H_{12}} \begin{bmatrix} x_1^1 \\ y_1^1 \\ 1 \end{bmatrix}$$

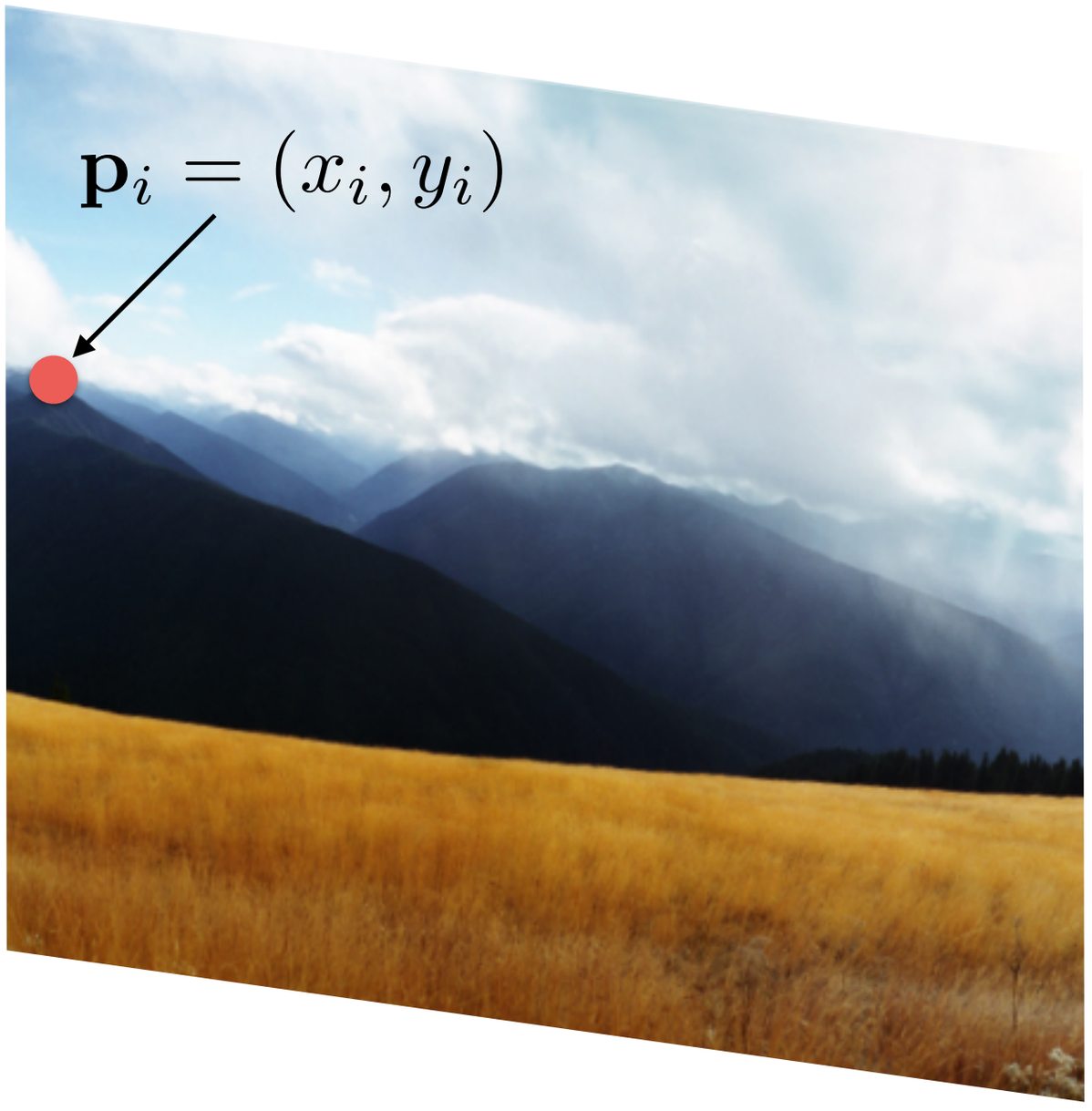
Camera rotation

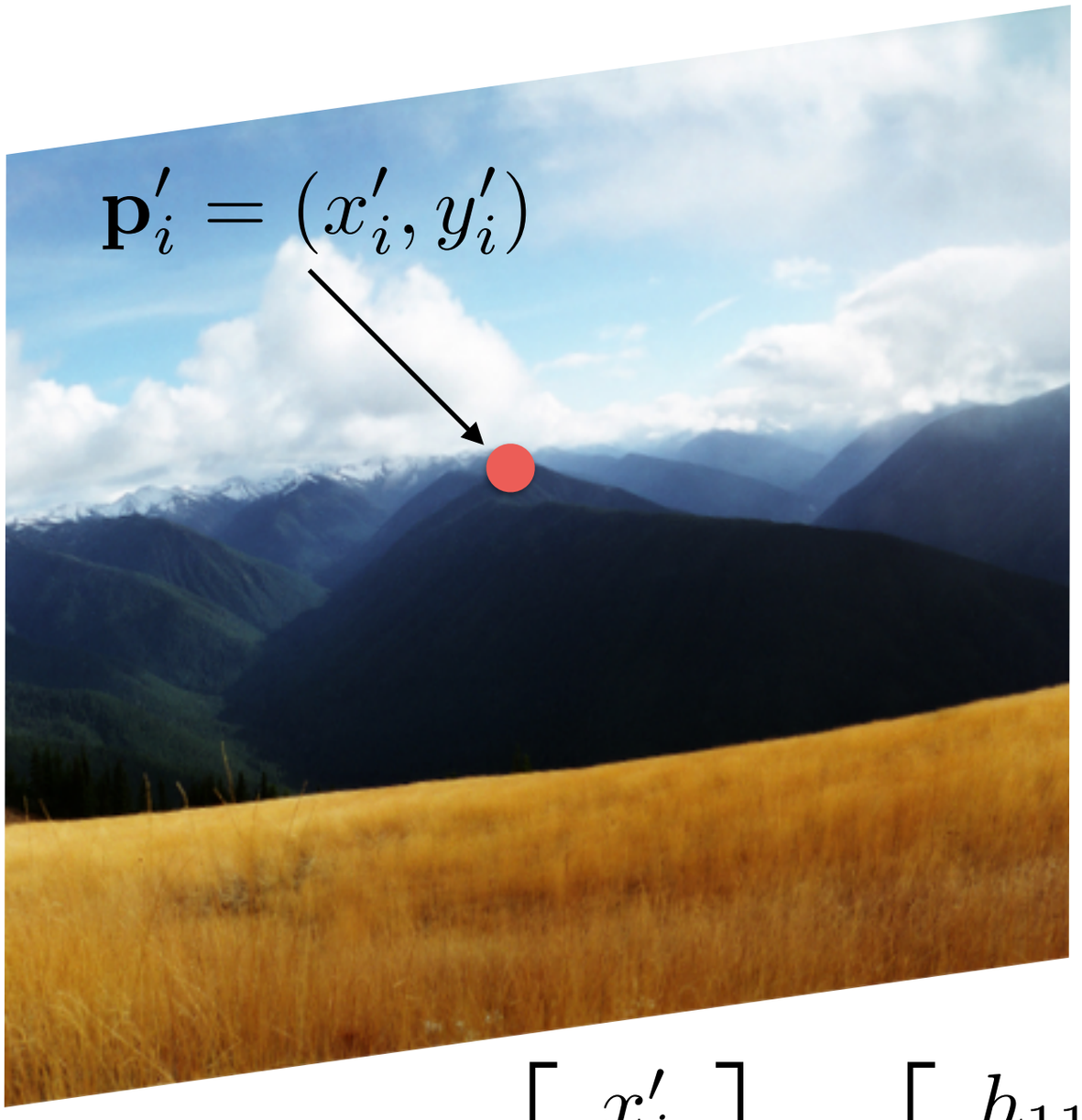
Homography

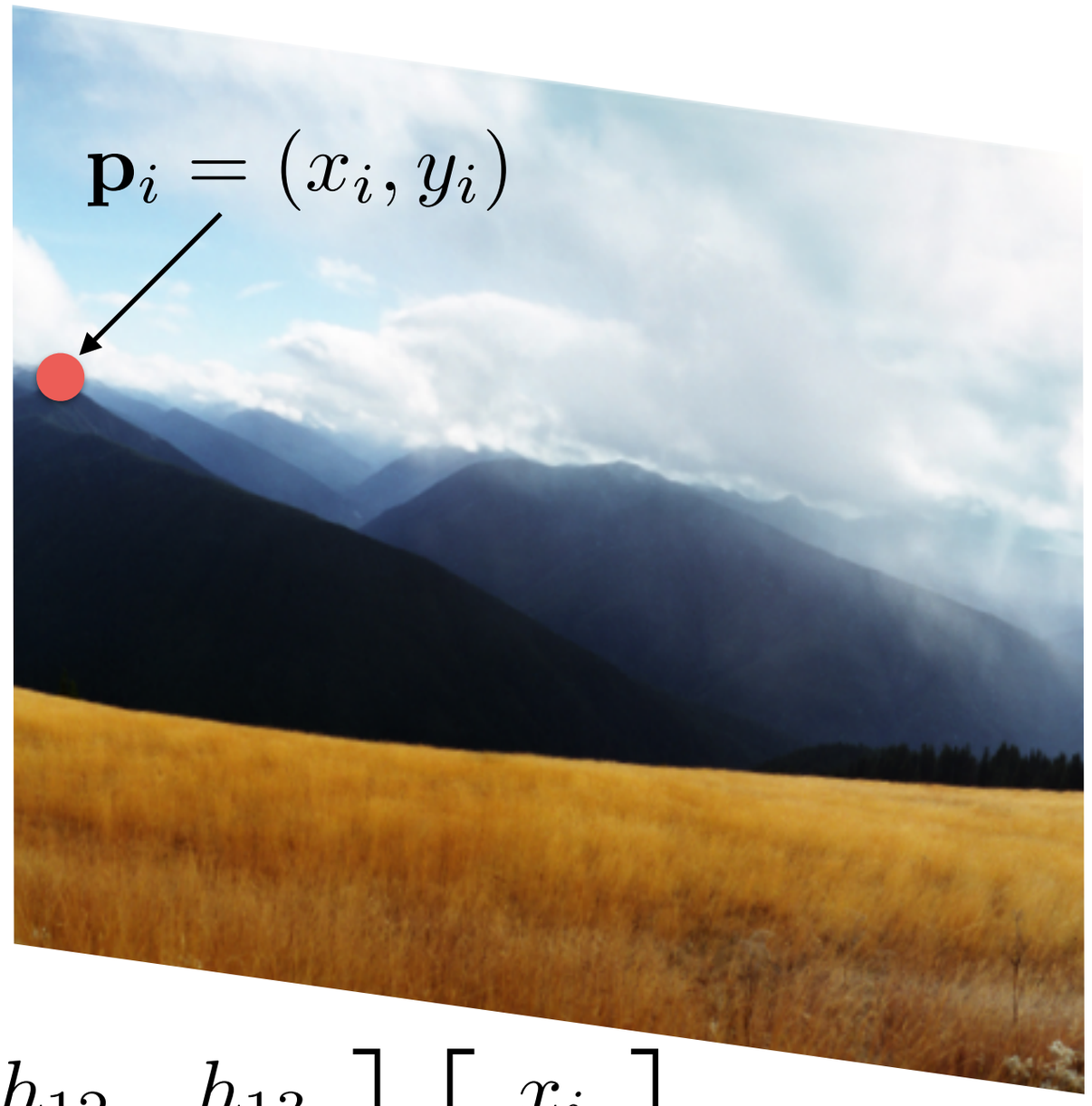

(x_2^2, y_2^2)
(x_1^2, y_1^2)
(x_2^1, y_2^1)
(x_1^1, y_1^1)
$\begin{bmatrix} x_2^2 \\ y_2^2 \\ 1 \end{bmatrix} = \mathbf{H_{12}} \begin{bmatrix} x_2^1 \\ y_2^1 \\ 1 \end{bmatrix}$
$w \begin{bmatrix} x_1^2 \\ y_1^2 \\ 1 \end{bmatrix} = \mathbf{H_{12}} \begin{bmatrix} x_1^1 \\ y_1^1 \\ 1 \end{bmatrix}$
Camera rotation


$\mathbf{p}_i = (x_i, y_i)$

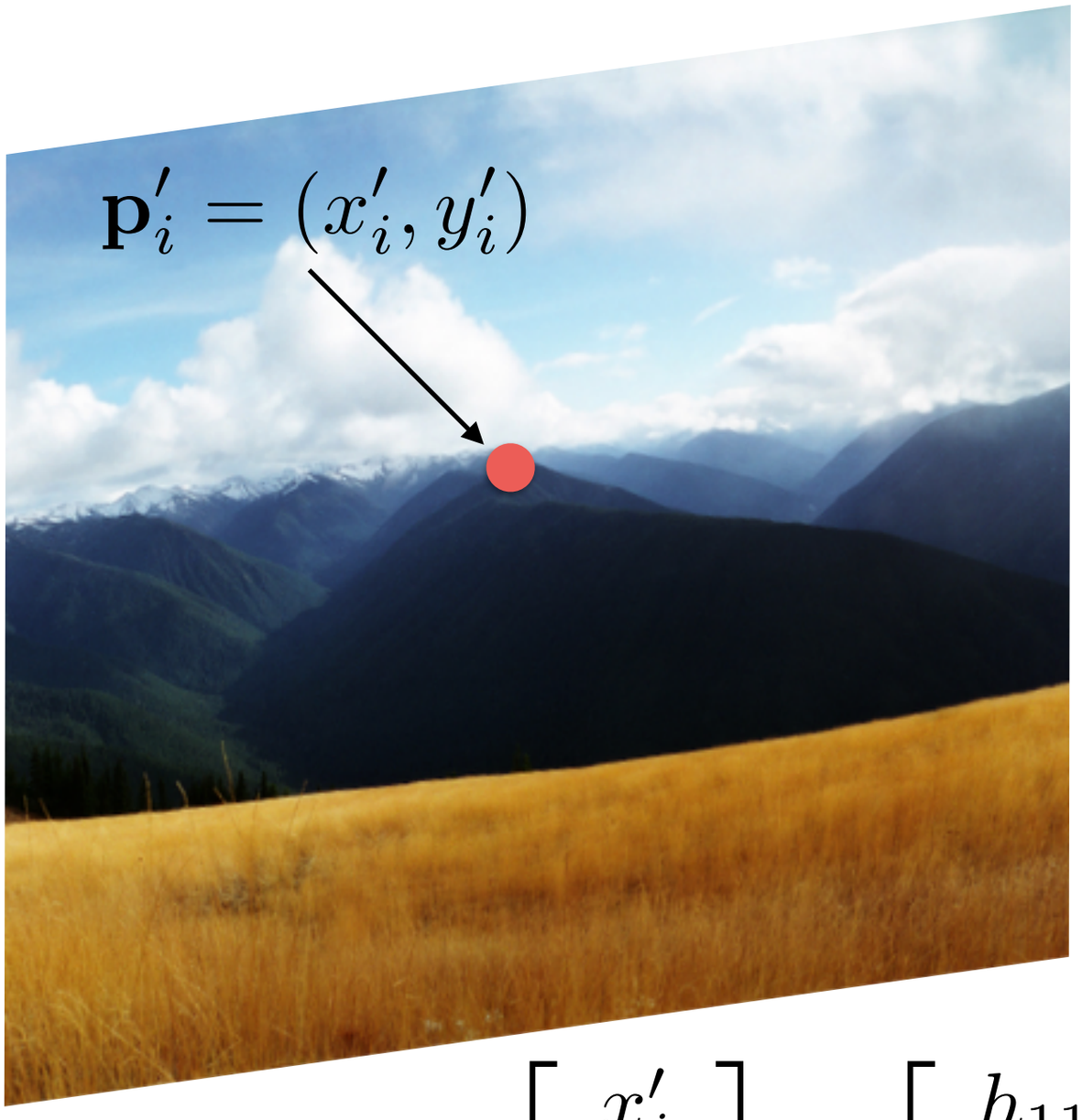

$\mathbf{p}'_i = (x'_i, y'_i)$

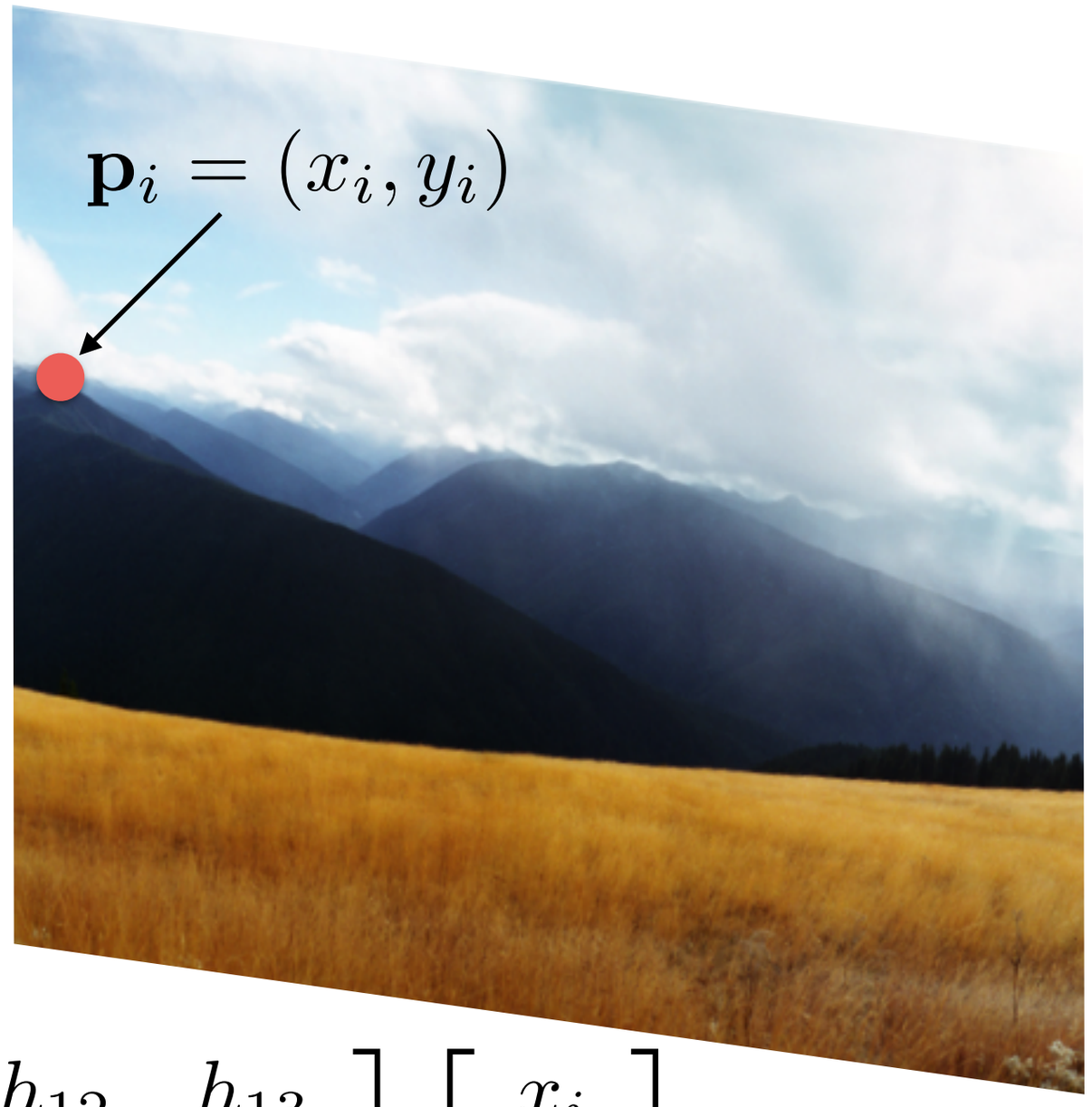

$\mathbf{p}_i = (x_i, y_i)$





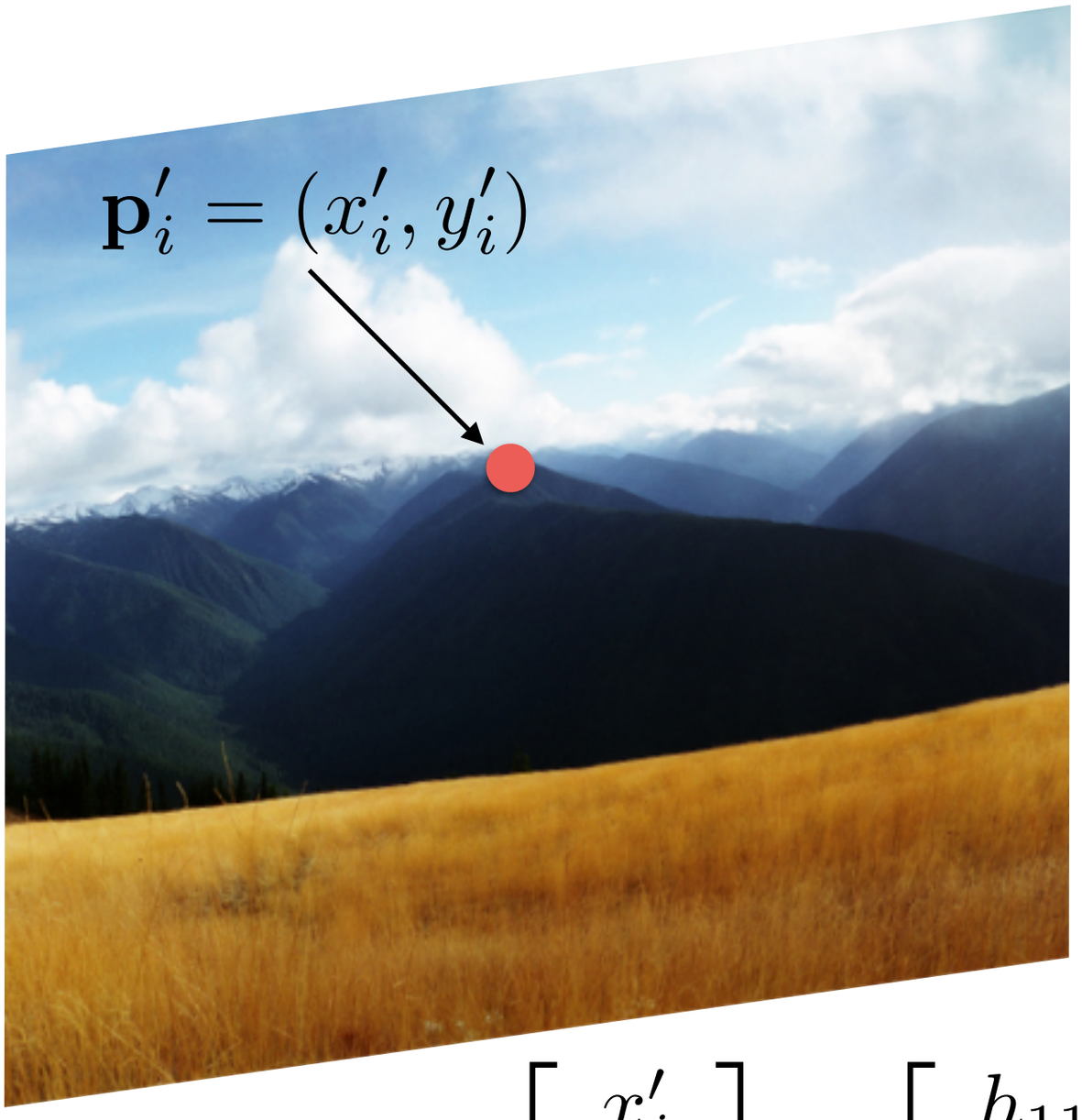
$$w \begin{bmatrix} x'_i \\ y'_i \\ 1 \end{bmatrix} = \begin{bmatrix} h_{11} & h_{12} & h_{13} \\ h_{21} & h_{22} & h_{23} \\ h_{31} & h_{32} & h_{33} \end{bmatrix} \begin{bmatrix} x_i \\ y_i \\ 1 \end{bmatrix}$$

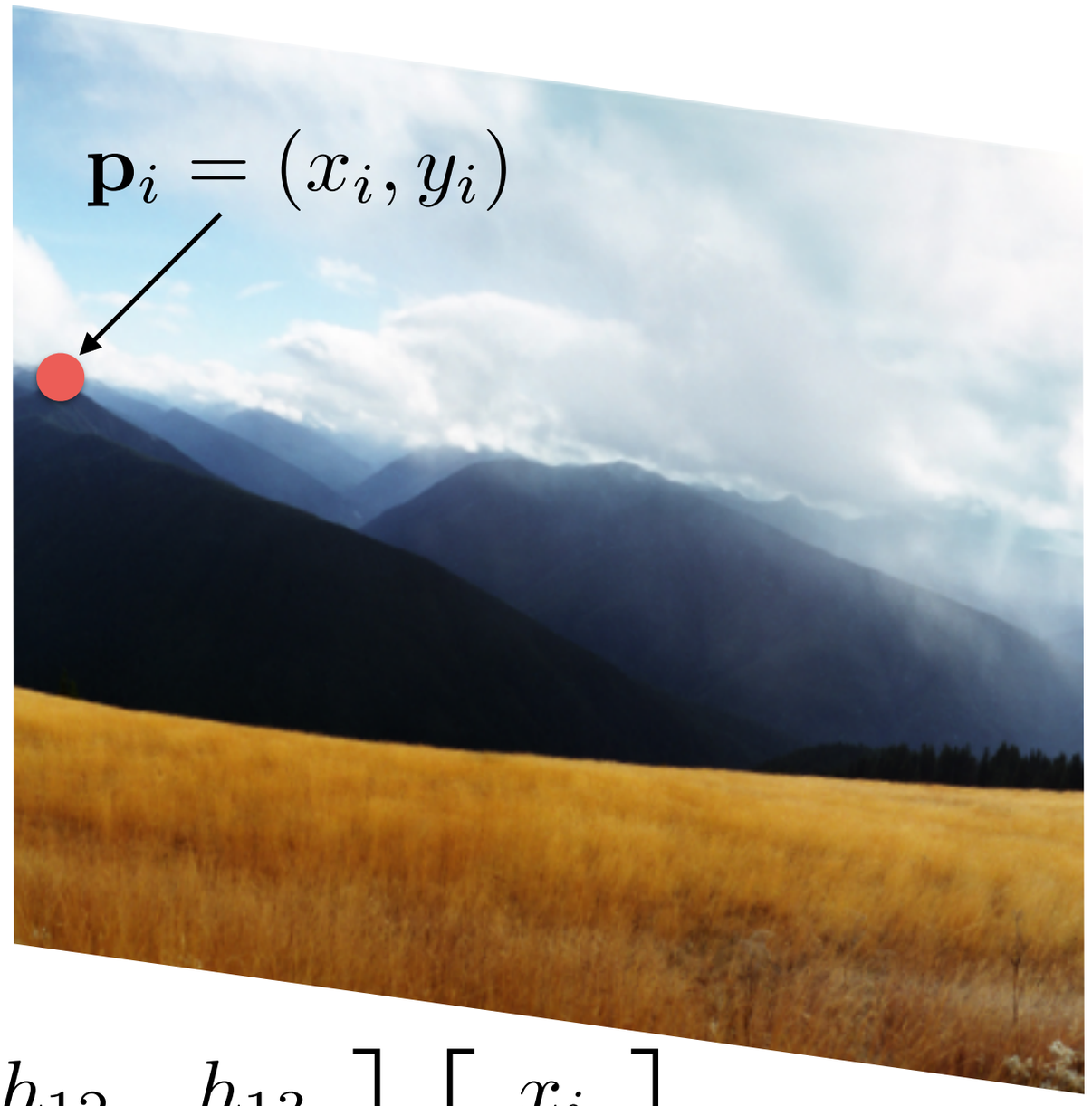




$$w \begin{bmatrix} x'_i \\ y'_i \\ 1 \end{bmatrix} = \begin{bmatrix} h_{11} & h_{12} & h_{13} \\ h_{21} & h_{22} & h_{23} \\ h_{31} & h_{32} & h_{33} \end{bmatrix} \begin{bmatrix} x_i \\ y_i \\ 1 \end{bmatrix}$$

9 Unknowns

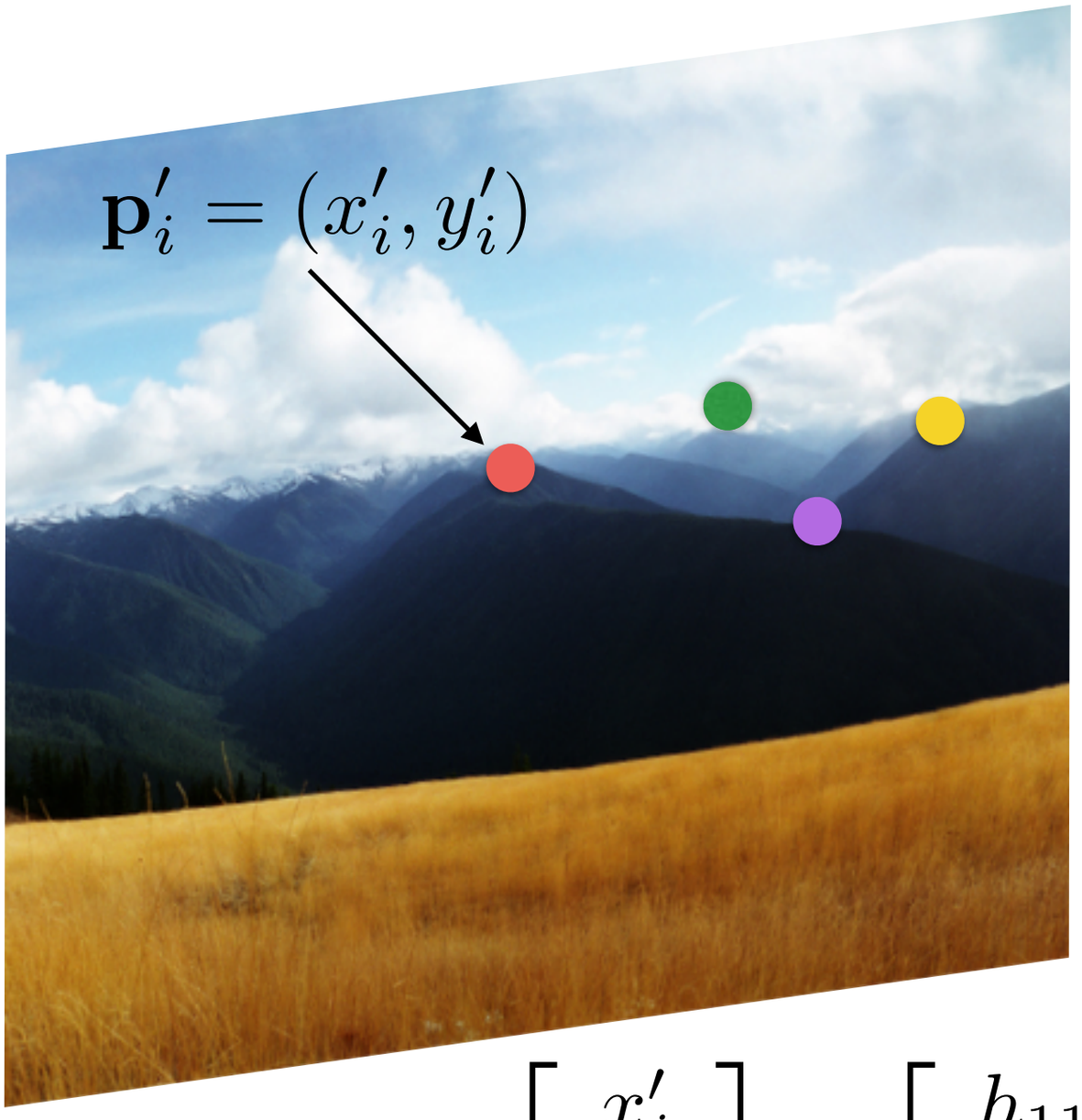


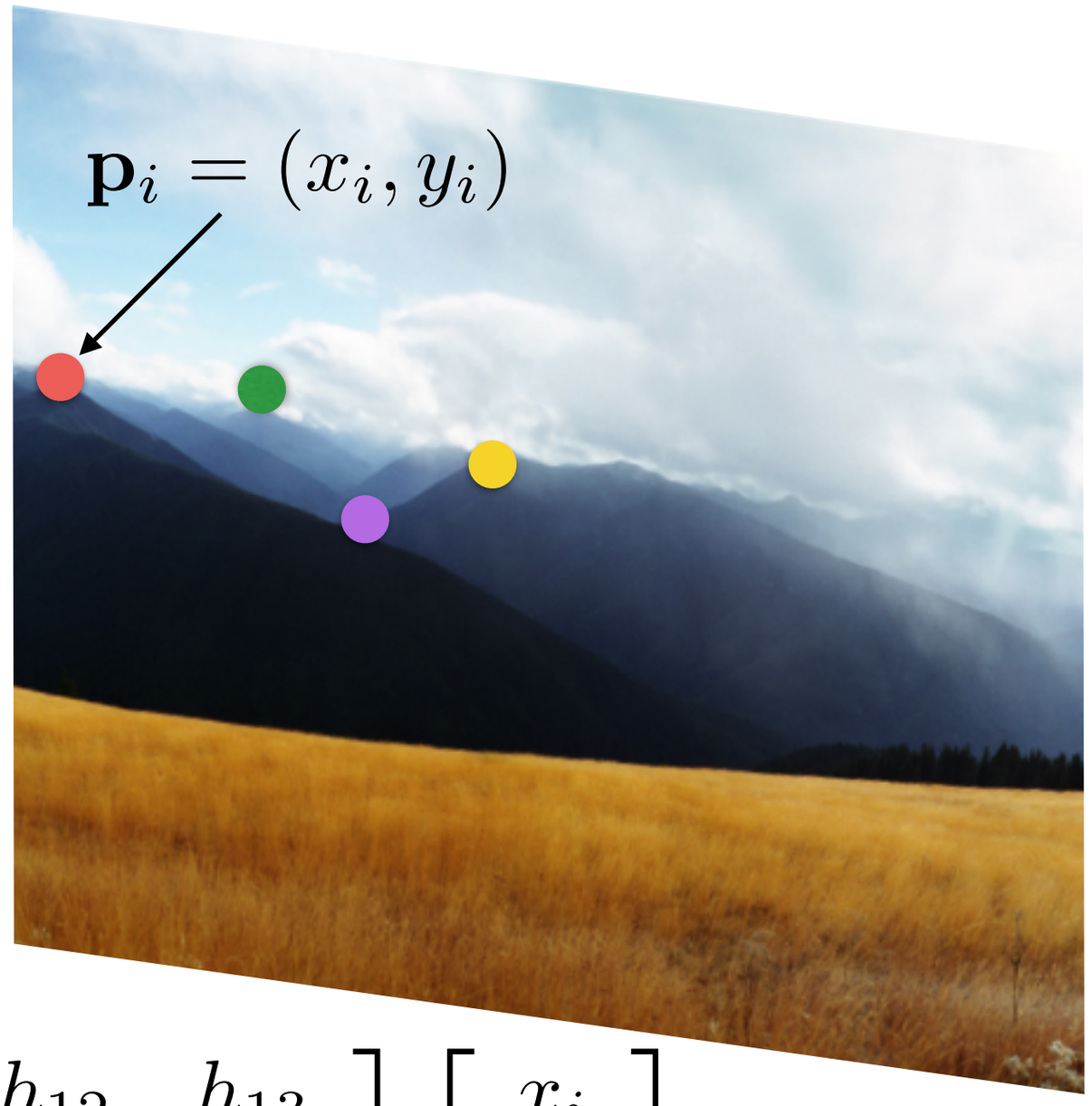


$$w \begin{bmatrix} x'_i \\ y'_i \\ 1 \end{bmatrix} = \begin{bmatrix} h_{11} & h_{12} & h_{13} \\ h_{21} & h_{22} & h_{23} \\ h_{31} & h_{32} & h_{33} \end{bmatrix} \begin{bmatrix} x_i \\ y_i \\ 1 \end{bmatrix}$$

9 Unknowns

Need 4 correspondences

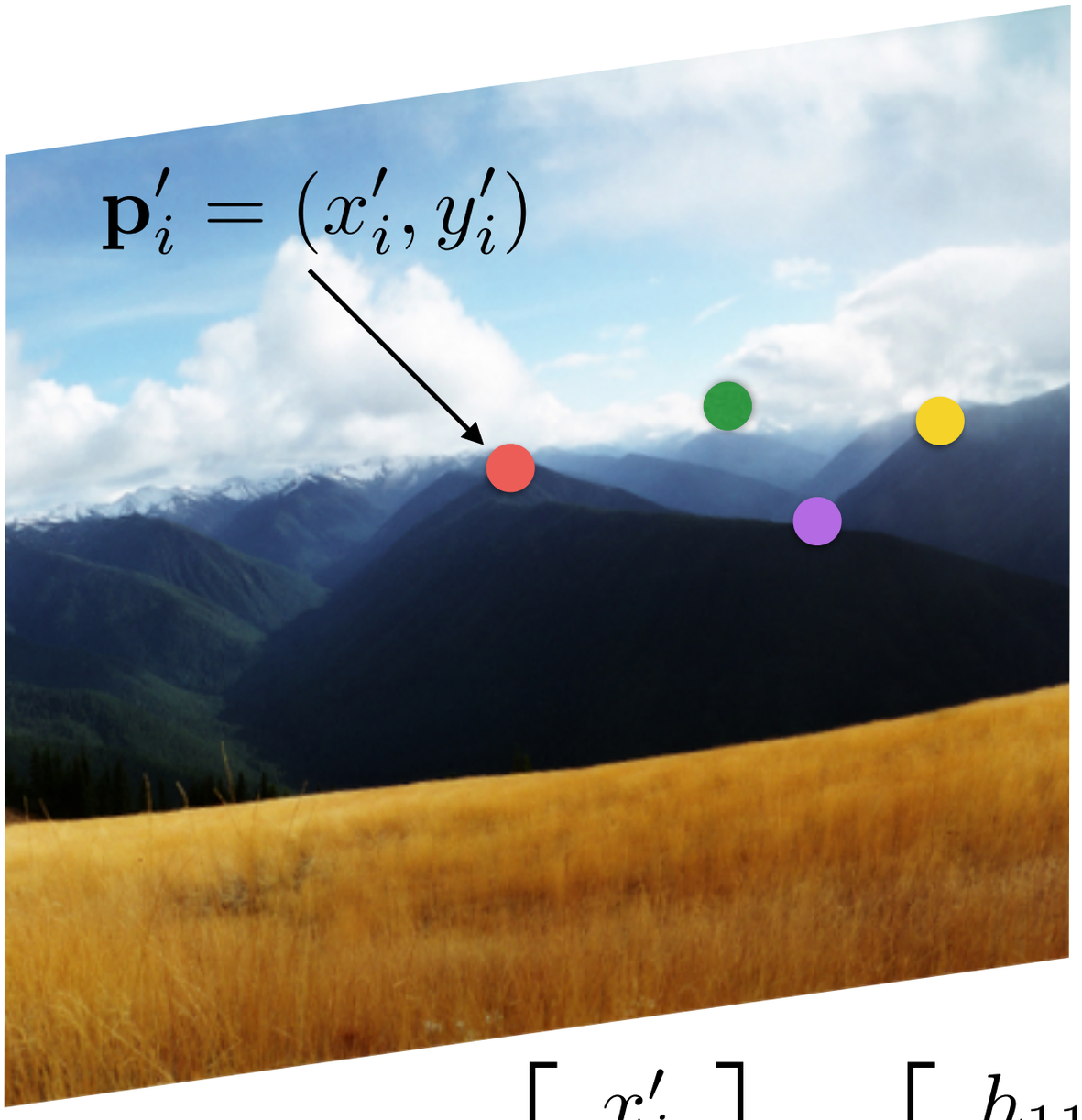


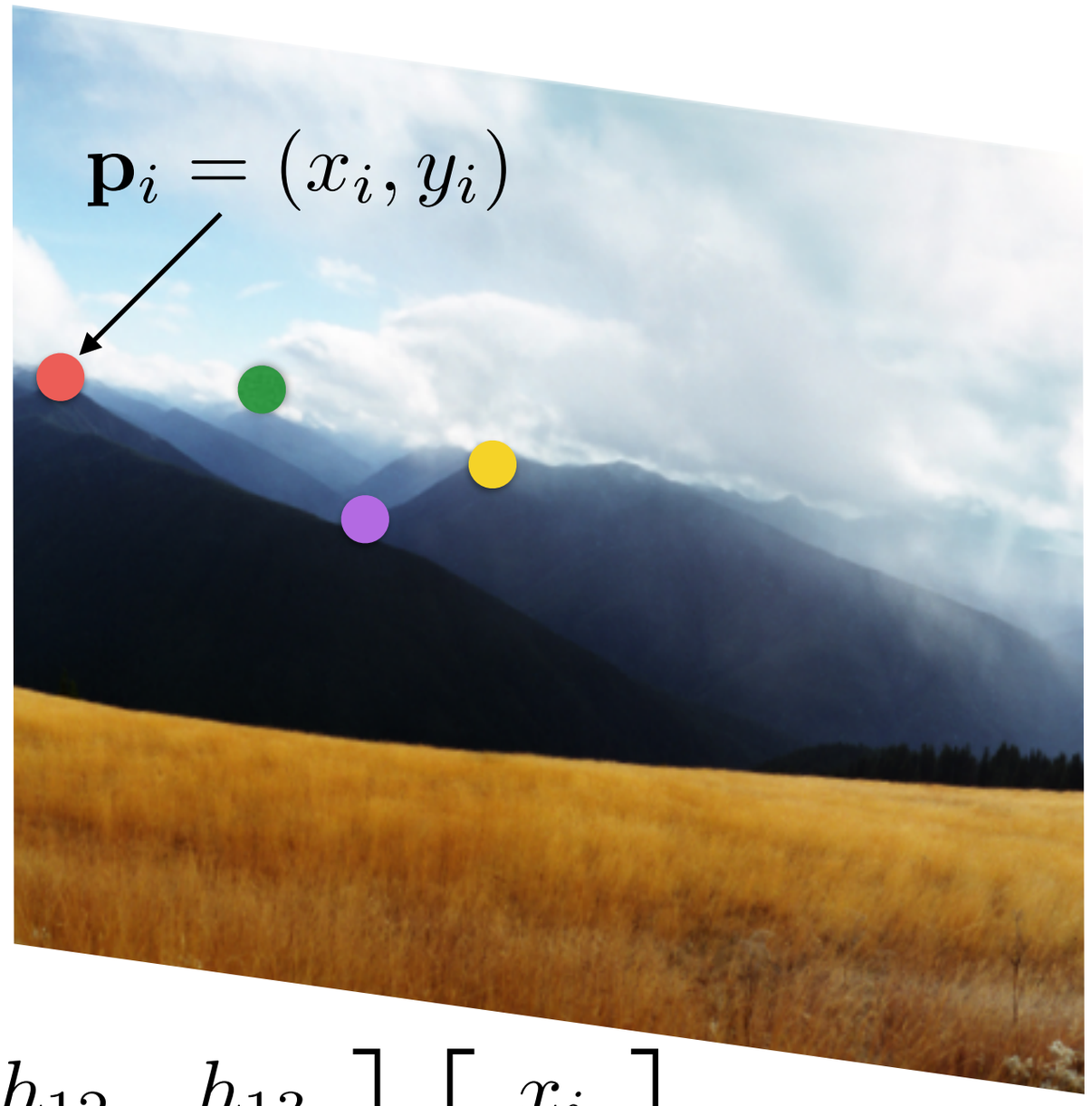


$$w \begin{bmatrix} x'_i \\ y'_i \\ 1 \end{bmatrix} = \begin{bmatrix} h_{11} & h_{12} & h_{13} \\ h_{21} & h_{22} & h_{23} \\ h_{31} & h_{32} & h_{33} \end{bmatrix} \begin{bmatrix} x_i \\ y_i \\ 1 \end{bmatrix}$$

9 Unknowns

Need 4 correspondences





$$w \begin{bmatrix} x'_i \\ y'_i \\ 1 \end{bmatrix} = \begin{bmatrix} h_{11} & h_{12} & h_{13} \\ h_{21} & h_{22} & h_{23} \\ h_{31} & h_{32} & h_{33} \end{bmatrix} \begin{bmatrix} x_i \\ y_i \\ 1 \end{bmatrix}$$

9 Unknowns

Need 4 correspondences

Can’t solve it using pseudo-inverse

Solving for *Homography* Using Point Correspondences

Re-write as homogeneous equations:

$$x_i' = \frac{h_{11}x_i + h_{12}y_i + h_{13}}{h_{31}x_i + h_{32}y_i + h_{33}} \qquad y_i' = \frac{h_{21}x_i + h_{22}y_i + h_{23}}{h_{31}x_i + h_{32}y_i + h_{33}}$$

Re-writing the above an matrix form:

$$\begin{bmatrix} x_i & y_i & 1 & 0 & 0 & 0 & -x_i x_i' & -y_i x_i' & -x_i' \\ 0 & 0 & 0 & x_i & y_i & 1 & -x_i y_i' & -y_i y_i' & -y_i' \end{bmatrix} \begin{bmatrix} h_{11} \\ h_{12} \\ h_{13} \\ h_{21} \\ h_{22} \\ h_{23} \\ h_{31} \\ h_{32} \\ h_{33} \end{bmatrix} = \mathbf{0}$$

Solving for *Homography* Using Point Correspondences

Setting up the $\mathbf{Ah} = \mathbf{0}$ problem using all available point correspondences

$$\begin{bmatrix} x_1 & y_1 & 1 & 0 & 0 & 0 & -x_1x'_1 & -y_1x'_1 & -x'_1 \\ 0 & 0 & 0 & x_1 & y_1 & 1 & -x_1y'_1 & -y_1y'_1 & -y'_1 \\ \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots \\ x_i & y_i & 1 & 0 & 0 & 0 & -x_ix'_i & -y_ix'_i & -x'_i \\ 0 & 0 & 0 & x_i & y_i & 1 & -x_iy'_i & -y_iy'_i & -y'_i \\ \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots \\ x_n & y_n & 1 & 0 & 0 & 0 & -x_nx'_n & -y_nx'_n & -x'_n \\ 0 & 0 & 0 & x_n & y_n & 1 & -x_ny'_n & -y_ny'_n & -y'_n \end{bmatrix} \begin{bmatrix} h_{11} \\ h_{12} \\ h_{13} \\ h_{21} \\ h_{22} \\ h_{23} \\ h_{31} \\ h_{32} \\ h_{33} \end{bmatrix} = \mathbf{0}$$

$$\mathbf{A} \qquad \mathbf{h} \quad = \mathbf{0}$$

Solution is the *Null Space* of $\mathbf{A}$

Solving for *Homography* Using Point Correspondences

Solution

Need a minimum of 4 point correspondences

Estimate using least-square fitting

$$\mathbf{h}^* = \underset{\mathbf{h}}{\operatorname{argmin}} \|\mathbf{A}\mathbf{h}\|^2 \quad \text{s.t.} \quad \|\mathbf{h}\| = 1$$

Solving for *Homography* Using Point Correspondences

Solution

Need a minimum of 4 point correspondences

Estimate using least-square fitting

$$\mathbf{h}^* = \underset{\mathbf{h}}{\operatorname{argmin}} \|\mathbf{A}\mathbf{h}\|^2 \quad \text{s.t.} \quad \|\mathbf{h}\| = 1$$

Where have seen this before ?

Solving for *Homography* Using Point Correspondences

Solution

Need a minimum of 4 point correspondences

Estimate using least-square fitting

$$\mathbf{h}^* = \underset{\mathbf{h}}{\operatorname{argmin}} \|\mathbf{A}\mathbf{h}\|^2 \quad \text{s.t.} \quad \|\mathbf{h}\| = 1$$

Solving for *Homography* Using Point Correspondences

Solution

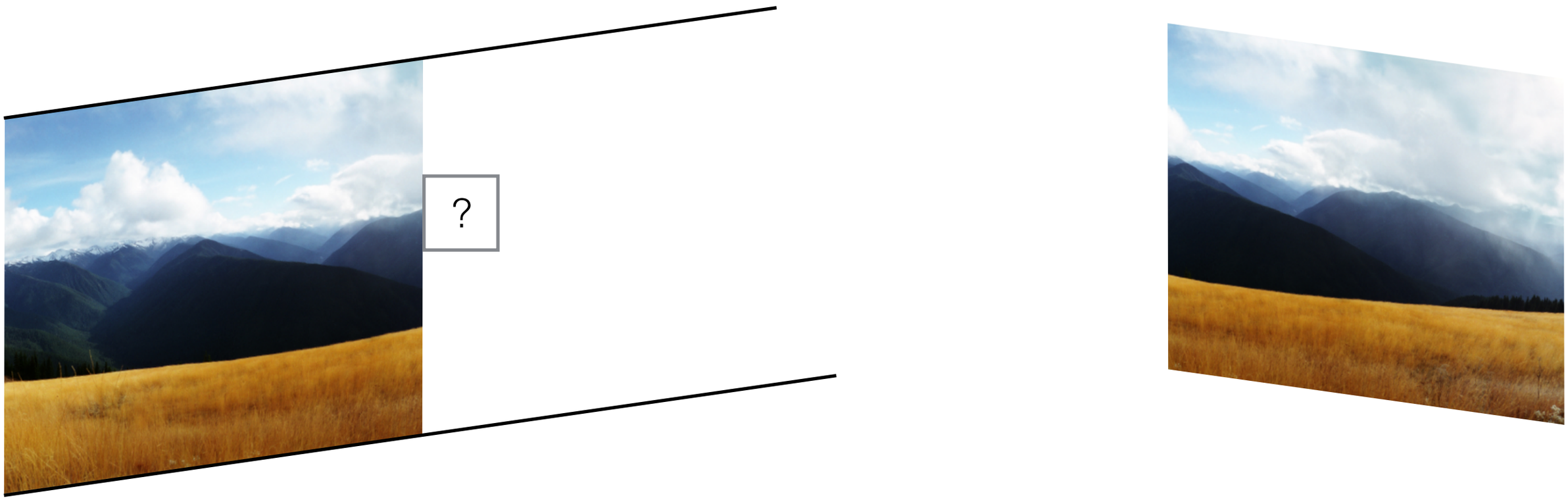
Need a minimum of 4 point correspondences

Estimate using least-square fitting

$$\mathbf{h}^* = \underset{\mathbf{h}}{\operatorname{argmin}} \|\mathbf{A}\mathbf{h}\|^2 \quad \text{s.t.} \quad \|\mathbf{h}\| = 1$$

Solution is the eigenvector corresponding to the smallest eigenvalue of $\mathbf{A}^T\mathbf{A}$

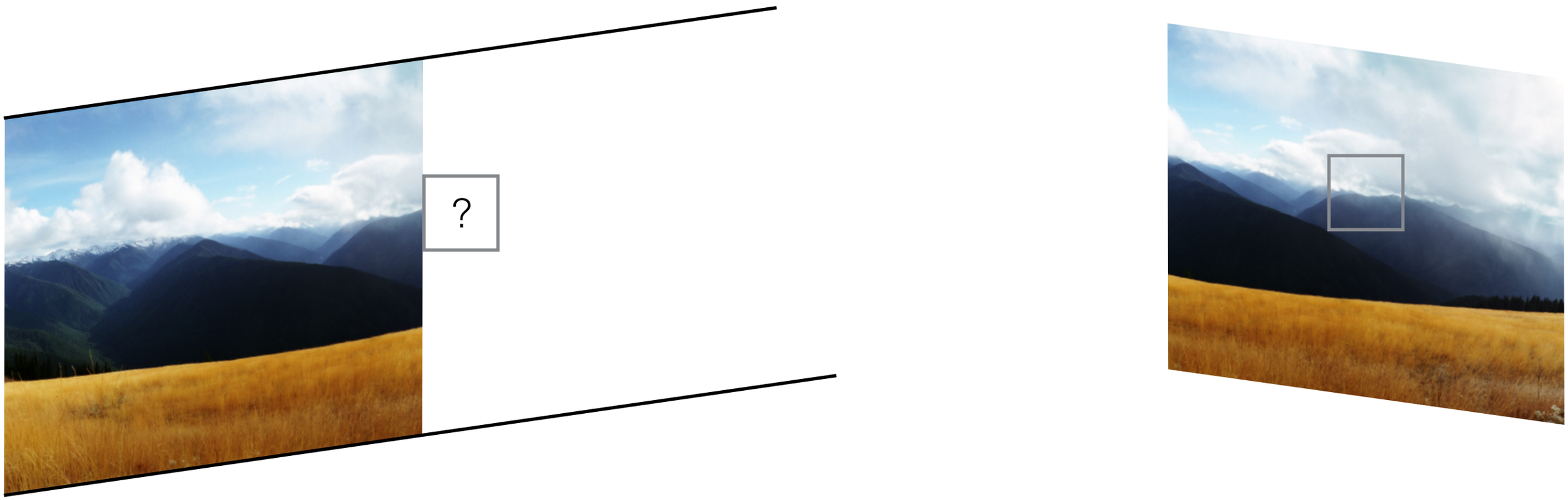
Image Stitching



Estimate homography

Use it to fill in colors from the other image

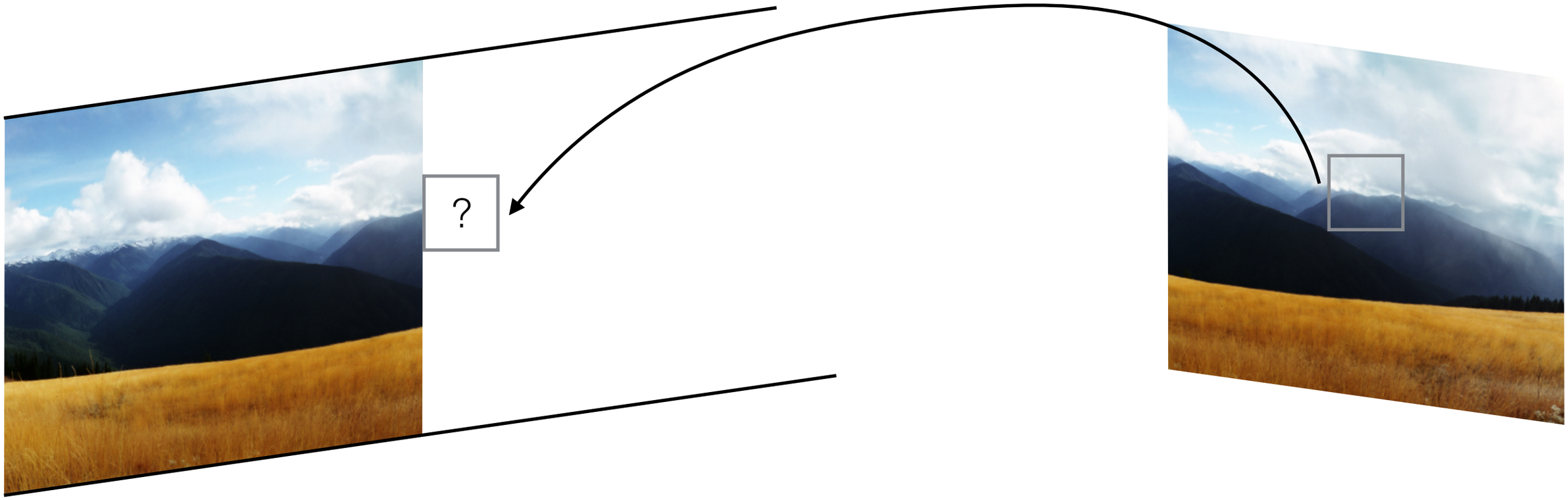
Image Stitching



Estimate homography

Use it to fill in colors from the other image

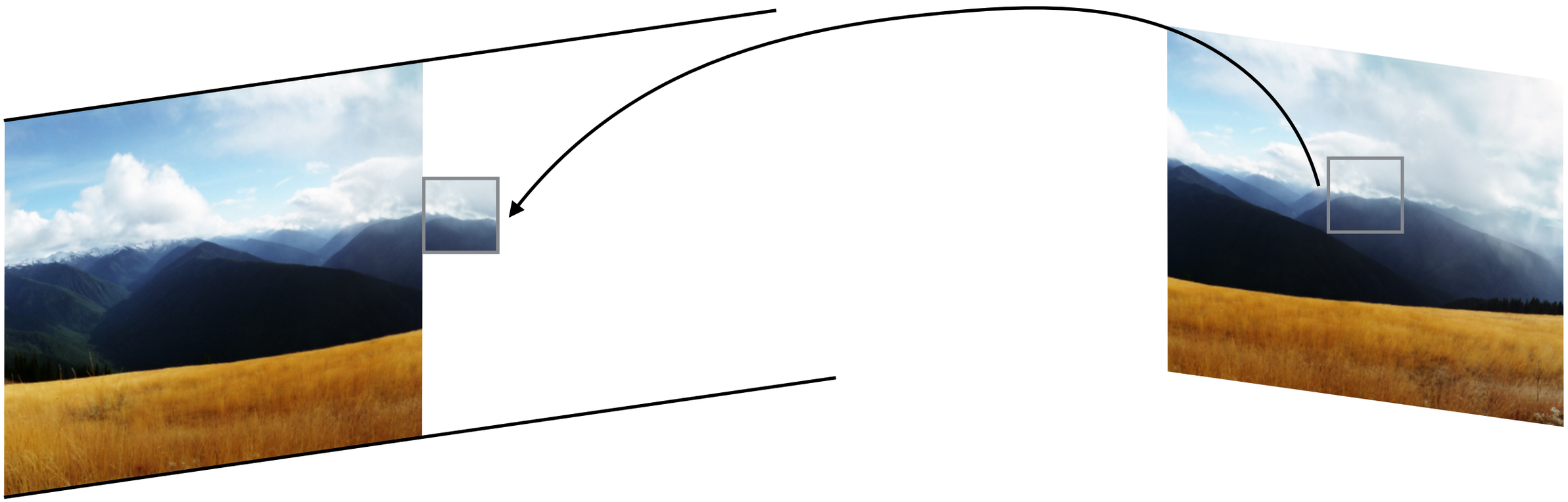
Image Stitching



Estimate homography

Use it to fill in colors from the other image

Image Stitching



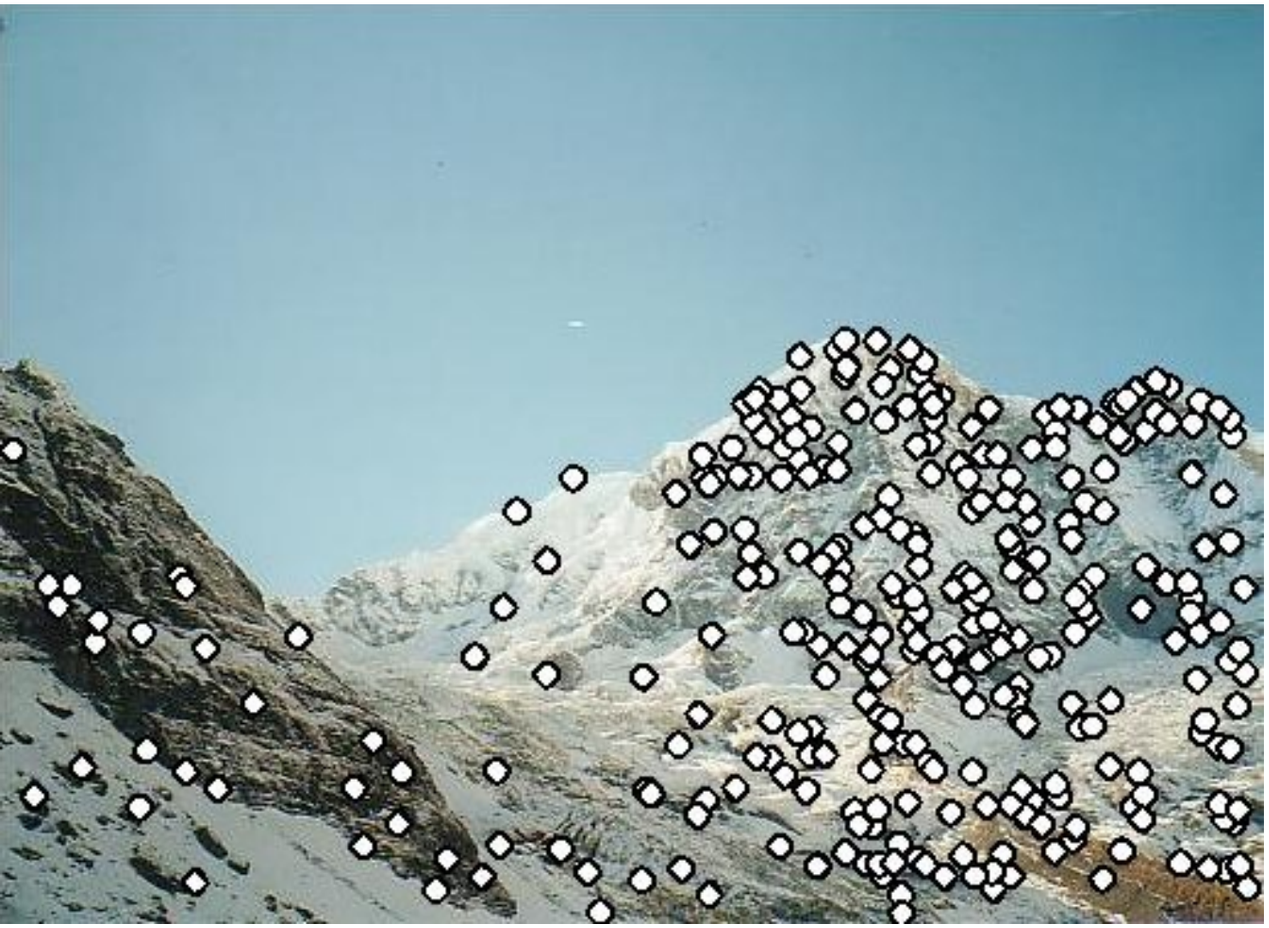
Estimate homography

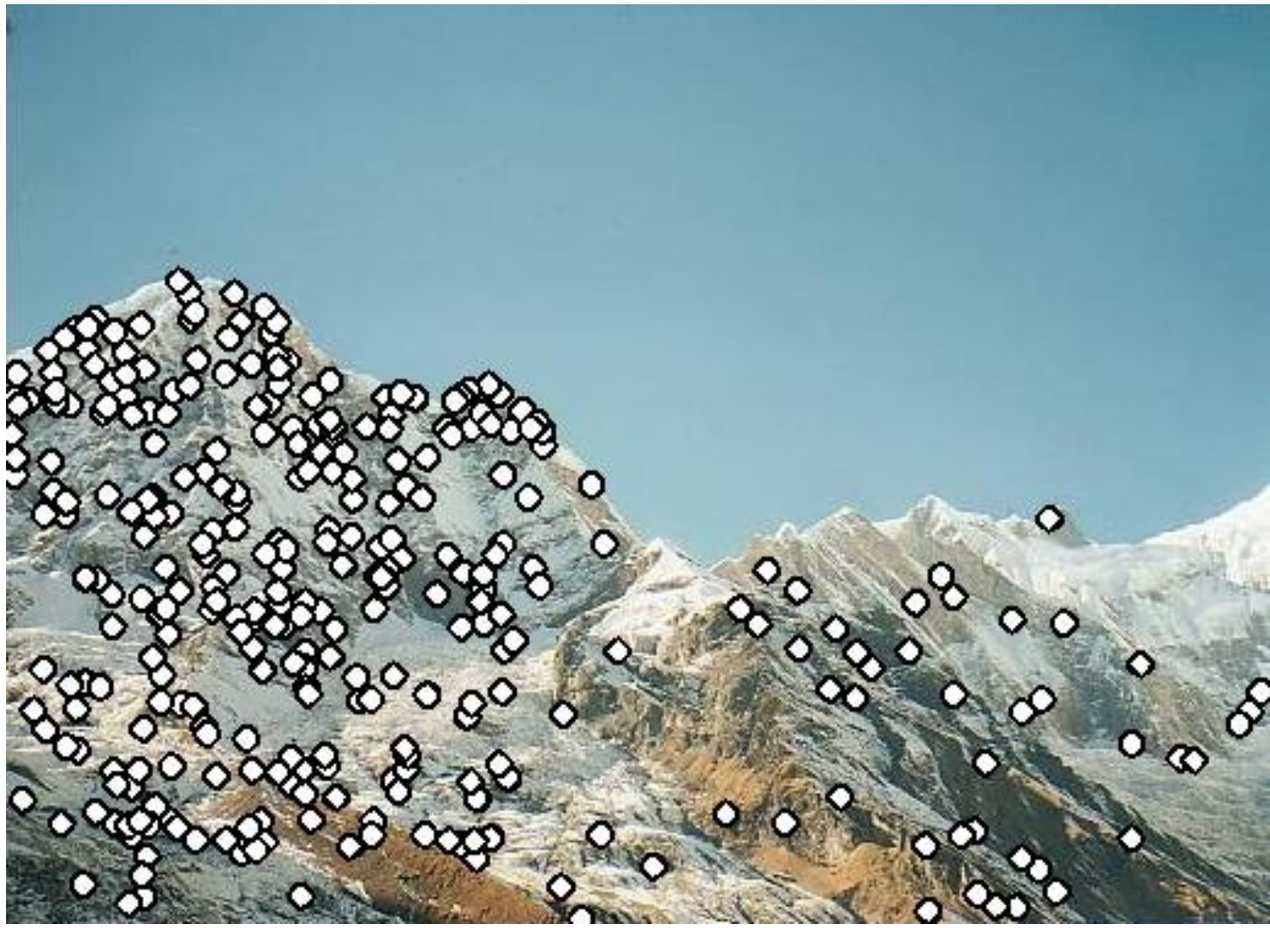
Use it to fill in colors from the other image

Image Stitching

Source: L. Lazebnik

Image Stitching

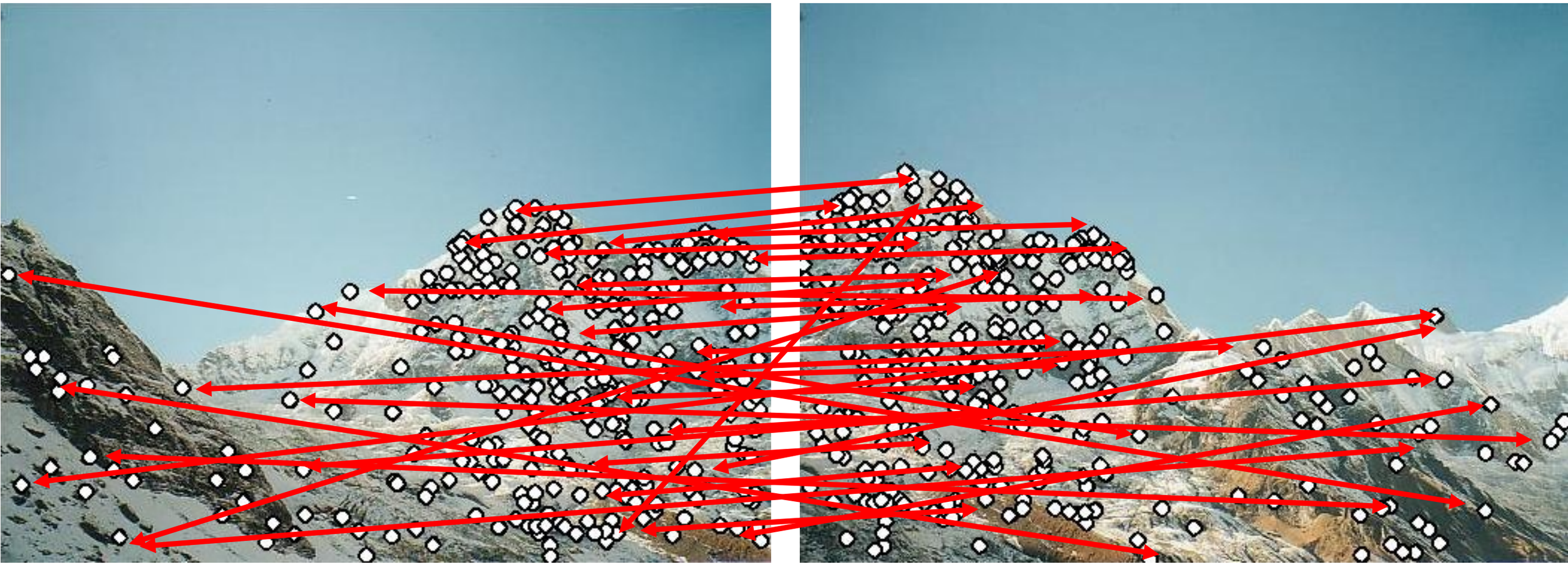




Extract features

Source: L. Lazebnik

Image Stitching

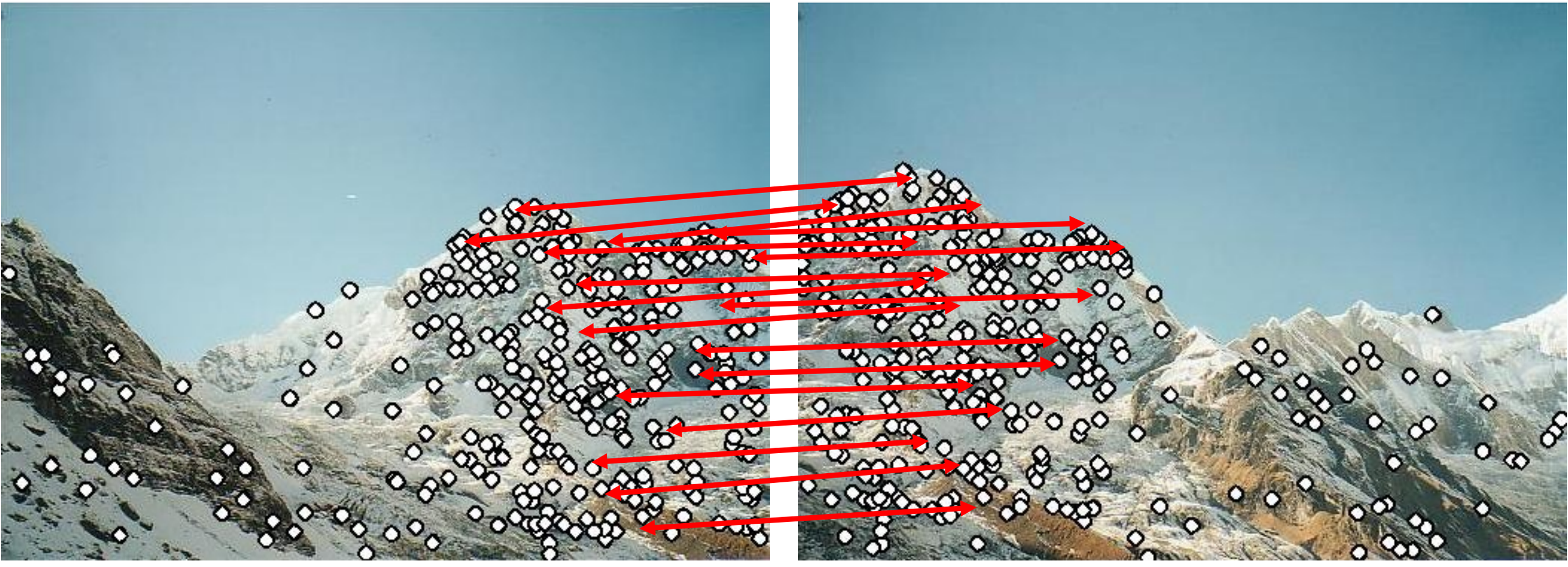


Extract features

Compute *putative* matches

Source: L. Lazebnik

Image Stitching



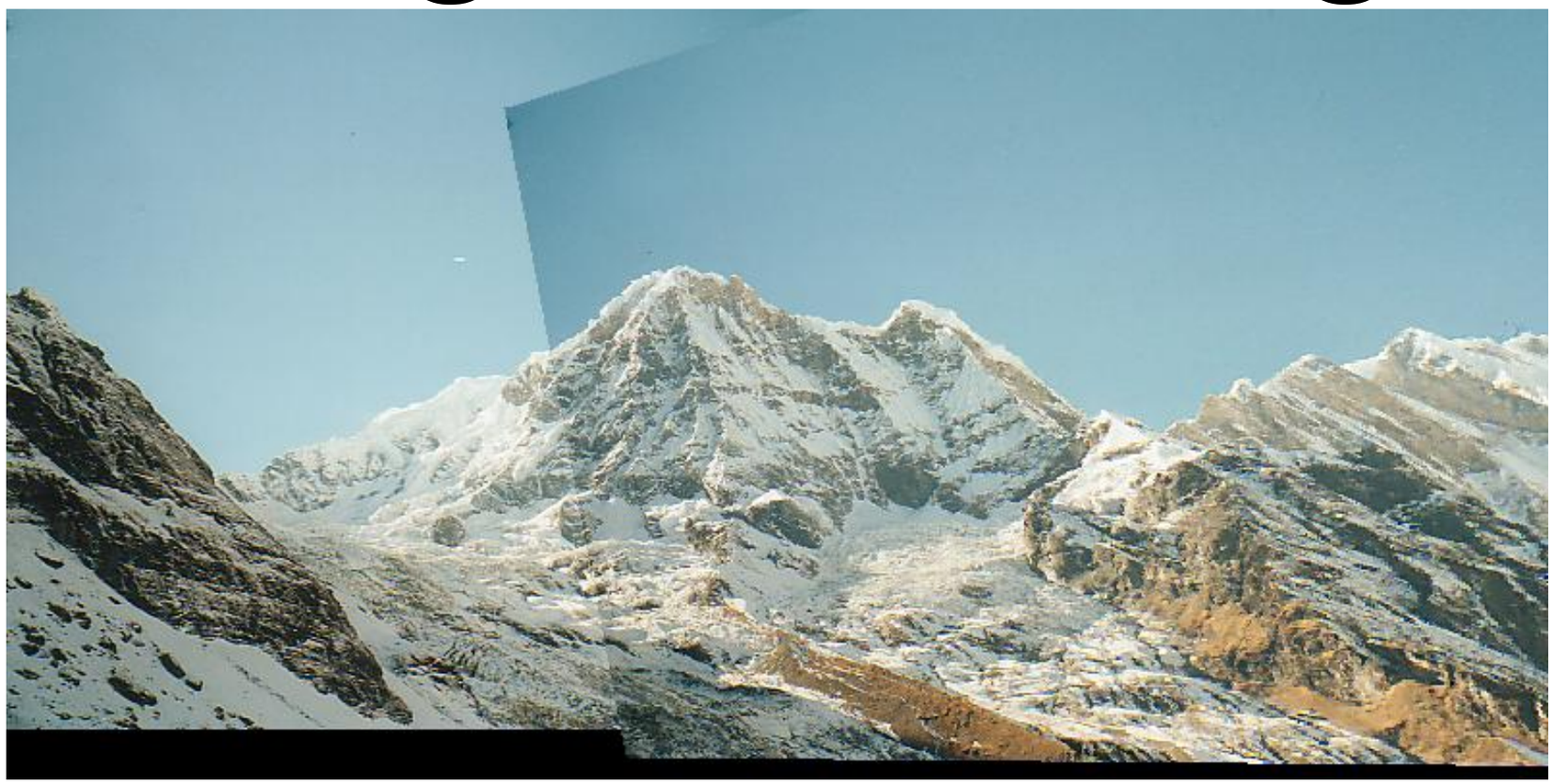
Extract features

Compute *putative* matches

Use RANSAC to estimate *homography*

Source: L. Lazebnik

Image Stitching



Extract features

Compute *putative* matches

Use RANSAC to estimate *homography*

Perform image stitching

Source: L. Lazebnik

Summary

- Model fitting
- Least squares
- Robust least squares
- RANSAC
- Hough transform
- Example: Image stitching