Model Fitting

Computer Vision I CSE 252A Lecture 11

Announcements

- Assignment 2 is due Nov 8, 11:59 PM
- Assignment 3 will be released Nov 8

 Due Nov 22, 11:59 PM

Model fitting example

- Segment linked edge chains into curve features (e.g., line segments)
- Group unlinked or unrelated edges into lines (or curves in general)



• Accurately fitting parametric curves (e.g., lines) to grouped edge points

Hough Transform [Patented 1962]

Finding lines in an image



Connection between image (x,y) and Hough (m,b) spaces

• A line in the image corresponds to a point in Hough space

Finding lines in an image



Connection between image (x,y) and Hough (m,b) spaces

- A line in the image corresponds to a point in Hough space
- What does a point (x₀, y₀) in the image space map to? The equation of any line passing through (x₀, y₀) has form y₀ = mx₀ + b This is a line in Hough space: b = -x₀m + y₀

Hough Transform Algorithm

• Typically use a different parameterization

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

- d is the perpendicular distance from the line to the origin
- θ is the angle this perpendicular makes with the x axis



- Basic Hough transform algorithm
 - 1. Initialize H[d, θ]=0 ; H is called accumulator array
 - 2. for each edge point I[x,y] in the image

for $\theta = 0$ to 180 $d = x\cos\theta + y\sin\theta$

 $H[d, \theta] += 1$

- 3. Find the value(s) of (d, θ) where H[d, θ] is the global maximum
- 4. The detected line in the image is given by $d = x\cos\theta + y\sin\theta$
- What's the running time (measured in # votes)?

Hough Transform: 20 colinear points



- d, θ representation of line
- Drawn as: $d = |x\cos\theta + y\sin\theta|$
- Maximum accumulator value is 20

Note: accumulator array range: theta: 0-360, d: positive CSE 252A, Fall 2023

Hough Transform: Random points



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- d, θ representation of line
- Drawn as: $d = |x\cos\theta + y\sin\theta|$
- Maximum accumulator value is 6

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Hough Transform for Curves Generalized Hough Transform

• The Hough transform can be generalized to detect any curve that can be expressed in parametric form:

$$y = f(x, a_{1,}a_{2},...a_{p})$$

or
$$g(x,y,a_{1},a_{2},...a_{p}) = 0$$

$$-a_{1}, a_{2}, ... a_{p} \text{ are the parameters}$$

$$- \text{ The parameter space is p-dimensional}$$

$$- \text{ The accumulating array is large}$$

Example: Finding circles

Equation for circle is

$$(x - x_c)^2 + (y - y_c)^2 = r^2$$

where the parameters are the circle's center (x_c, y_c) and radius r.

Three dimensional generalized Hough space. Given an edge point (x,y),

- 1. Loop over all values of (x_c, y_c) ,
- 2. Compute r
- 3. Increment $H(x_c, y_c, r)$

Transmission Electron Microscopy (TEM) Image of Keyhole Limpet Hemocyanin (KLH) with detected particles



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3D Maps of KLH



Three-dimensional maps of KLH at a resolution of 23.5 Å reconstructed using particles extracted either manually or automatically as described in the text. (a), (b) The side- and top- view of a 3D map reconstructed from a set of 1042 manually selected particle images.

Processing in Stage 1 for KLH

- Canny edge detection.
- A sequence of ordered Hough transforms (HTs) is applied in order from the computationally simplest one to the most complex one.
- Edges covered by the detected shapes are removed immediately from edge images following the application of the last HT.



Picking KLH Particles in Stage 1



Zhu et al., IEEE Transactions on Medical Imaging, 2003

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Problem: minimize

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

Given *n* points (x_i, y_i) , estimate parameters of line $ax_i + by_i - d = 0$ subject to the constraint that $a^2 + b^2 = 1$ Note: $ax_i + by_i - d$ is distance from (x_i, y_i) to line.

> Cost Function: Sum of squared distances between each point and the line

with respect to (a,b,d).

1. Minimize *E* with respect to *d*:

$$\frac{\partial E}{\partial d} = 0 \Longrightarrow d = \frac{1}{n} \sum_{i=1}^{n} a x_i + b y_i = a \overline{x} + b \overline{y}$$

Where (\bar{x}, \bar{y}) is the mean of the data points

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2. Substitute *d* back into E

$$E = \sum_{i=1}^{n} [a(x_i - \bar{x}) + b(y_i - \bar{y})]^2 = |\mathcal{U}\boldsymbol{n}|^2 \qquad \text{where} \quad \mathcal{U} = \begin{pmatrix} x_1 & x & y_1 & y \\ \dots & \dots & \dots \\ x_n - \bar{x} & y_n - \bar{y} \end{pmatrix}$$

where $\boldsymbol{n} = (a \ b)^{\mathrm{T}}$.

3. Minimize $E = |Un|^{2=} n^T U^T U n = n^T S n$ with respect to *a*, *b* subject to the constraint $\mathbf{n}^T \mathbf{n} = 1$. Note that S is given by

$$S = \mathcal{U}^T \mathcal{U} = \begin{pmatrix} \sum_{i=1}^n x_i^2 - n\bar{x}^2 & \sum_{i=1}^n x_i y_i - n\bar{x}\bar{y} \\ \sum_{i=1}^n x_i y_i - n\bar{x}\bar{y} & \sum_{i=1}^n y_i^2 - n\bar{y}^2 \end{pmatrix}$$

which is real, symmetric, and positive definite

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 $(r_1 - \overline{r} \quad u_1 - \overline{u})$

4. This is a constrained optimization problem in *n*. Solve with Lagrange multiplier

$$L(\boldsymbol{n}) = \mathbf{n}^{\mathrm{T}} \mathbf{S} \mathbf{n} - \boldsymbol{\lambda} (\mathbf{n}^{\mathrm{T}} \mathbf{n} - 1)$$

Take partial derivative (gradient) w.r.t. **n** and set to 0.

$$\nabla \mathbf{L} = 2\mathbf{S}\mathbf{n} - 2\lambda\mathbf{n} = 0$$

or

$\mathbf{Sn} = \lambda \mathbf{n}$

n=(a,b) is an Eigenvector of the symmetric matrix S (the one corresponding to the smallest Eigenvalue).
5. d is computed from Step 1.

RANdom Sample Consensus (RANSAC)

Slides adapted from

Frank Dellaert and Marc Pollefeys

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Motivation

- Estimating parameters of models in the presence of outlier data points
 - Lines (two parameters)
 - Homographies for mosaicing or rectification (8 parameters)
 - Essential matrix
 - And other models (circle, ellipses)

• For SFM: keypoints in two images

Simpler Example

• Fitting a straight line



- Inliers
- Outliers

Discard Outliers

- No point with d > t
- RANSAC:
 - RANdom SAmple Consensus
 - Fischler & Bolles 1981
 - Copes with a large proportion of outliers

RANSAC Idea applied to line fitting

Problem: Given S points and threshold τ , determine best fit line in presence of outliers

Repeat N times

- Select two points at random
- Determine line equation from the two points
- Count number of points that are within distance
 τ from the line. This is called the "support" of
 the line and it's the number of inliers
- Line with the greatest support wins

Why will this work?



Why will this work?



Best line has most support
 More support -> better fit

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Why will this work?



Best line has most support
 More support -> better fit

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RANSAC More Generally

- What do we need to apply RANSAC
 - 1. A parameterized model
 - 2. A way to estimate the model parameters from s data points $\{x_1, ..., x_s\}$
 - 3. Given the parameters of the model, a way to estimate the distance from a data point x_i to the model

RANSAC More Generally

Objective

Robust fit of model to data set S which contains outliers

<u>Algorithm</u>

REPEAT

- (i) Randomly select a sample of *s* data points from S
- (ii) Instantiate the model from this sample.
- (iii) Determine the set of data points S_i which are within a distance threshold *t* of the model. The set S_i is the consensus set of samples and defines the inliers of S.

(iv) $S_{\text{largest}} = S_i$ if S_i is larger than S_{largest}

UNTIL (The size of S_i is greater than some threshold *T*) OR (There have been N samples)

The model is re-estimated using all the points in Slargest

Using RANSAC to estimate the fundamental matrix

• What is the model?

Fundamental matrix

• What is the sample size and where do the samples come from?

8 points in each image or 8 matched pairs (e.g., SIFT matches)

- What distance do we use to compute the consensus
 - set? 1. L^2 distance of points to epipolar line
 - 2. Epipolar constraint
 - 3. Reprojection error or its Sampson error approximation
- How often do outliers occur

Usually not known in advance

Feature points extracted by a corner detector





Matched points by RANSAC



Yellow: Inliers (correct matches) Cyan: Outliers (mismatches)

Putative matches of the feature points in both images are computed by using a correlation measure for points in one image with a features in the other image. Only features within a small window are considered to limit computation time. Mutually best matches are retained. RANSAC is used to robustly determine F from these putative matches.

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Putative Epipolar Geometry during an iteration of RANSAC





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Distance 1 for computing consensus set



Distance between matching feature points **q** and **q**' using point-line distance

 $Dist1(\mathbf{q},\mathbf{q}') = dist(\mathbf{q}, L(\mathbf{q}')) + dist(\mathbf{q}', L'(\mathbf{q}))$

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Distance 2 for computing consensus set





Distance between matching feature points **q** and **q'** using epipolar constraint

 $Dist2(q,q') = q'^T F q$

Where **F** is the fundamental matrix. CSE 252A, Fall 2023 Note: **F** must be normalized, perhaps by dividing by ||**F**||

Two input images with features points





Matching points computed with RANSAC



Epipolar lines





How many samples are needed to be confident that you have found only inliers? *Choose N (number of samples) so that, with probability p, at*

least one of N random samples is free from outliers, e.g., p=0.99

Let

- s: sample size (i.e., number of points needed for the model)
- e: proportion of outliers in the data



- For line fitting: s = 2
- For this example, there are 6 inliers and 2 outliers: e = 2/8 = 0.25

RANSAC applied to estimating Fundamental Matrix

- The 8 point algorithm requires having 8 correctly matching **pairs** of points in a pair of images.
- Hypothetically, if a matching method using SIFT descriptors leads to 40% of pairs being incorrect, Then the chance of randomly selecting 8 pairs, all of which are correct, is (1-0.4)⁸ = 0.016
- To be 99% sure that at least one of the randomly selected group of 8 pairs of points is correct implies that you must draw 272 pairs (i.e., random samples).

How many samples are needed to be confident that you have found only inliers?

Choose N (number of samples) so that, with probability p, at least one of N random samples is free from outliers, e.g., p=0.99

Let

- s: sample size (i.e., number of points needed for the model)
- e: proportion of outliers in the data

$$\left(1 - (1 - e)^{s}\right)^{N} = 1 - p \quad \text{Solve for } N$$
$$N = \log(1 - p) / \log(1 - (1 - e)^{s})$$

Where does this equation come from?

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

- *p*: desired probability that at least one of *N* random samples is free from outliers
- 1- *p*: probability that none of the samples is free from outliers
- *s*: sample size (i.e., number of points needed for the model)
- e: proportion of outliers in the data
- 1- *e*: probability of a data sample being an inlier
- $(1-e)^s$: probability that *s* samples are all inliers
- $1 (1 e)^s$: probability that *s* samples contain at least one outlier
- (1 (1 e)^s)^N: probability that none of the samples is free from outliers

How many samples are needed to be confident that you have found only inliers?

Choose N (number of samples) so that, with probability p, at least one of N random samples is free from outliers, e.g., p=0.99

Let *s*: sample size (i.e., number of points needed for the model) *e*: proportion of outliers in the data

$$\left(1 - (1 - e)^s\right)^N = 1 - p \quad \text{Solve for } N$$
$$N = \log(1 - p) / \log(1 - (1 - e)^s)$$

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

Distance threshold

Choose threshold *t* so probability for inlier is α (e.g., $\alpha = 0.95$)

- Often empirically
- Zero-mean Gaussian noise σ then d_{\perp}^2 follows χ_m^2 distribution with m = codimension of model

(codimension of subspace = dimension of space – dimension of subspace)

Codimension	Model	<i>t</i> ²
1	E, F, 2D line	3. 84σ ²
2	Р	5 . 99σ ²

Number of inliers threshold

• Typically, terminate when inlier ratio reaches expected ratio of inliers

$$T = (1 - e)N$$

- *N*: number of samples
- *e*: proportion of outliers in the data

Next Lecture

- Optical flow and motion
- Additional, optional reading in Course Reserves
 - Introductory Techniques for 3-D Computer
 Vision, Trucco and Verri
 - Chapter 8: Motion