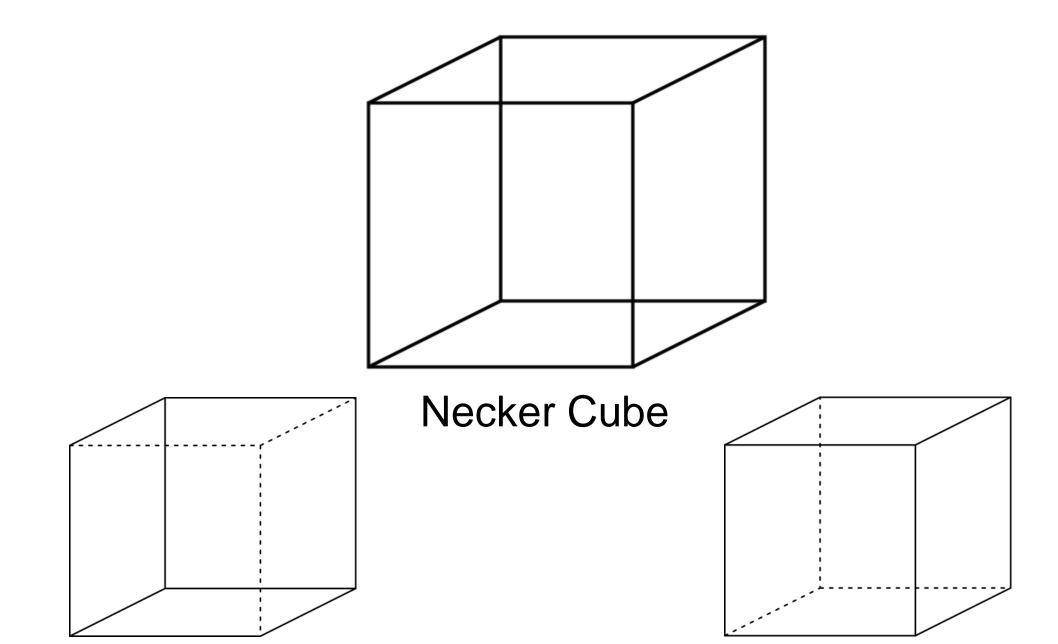
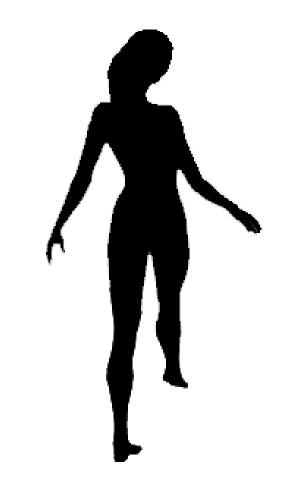
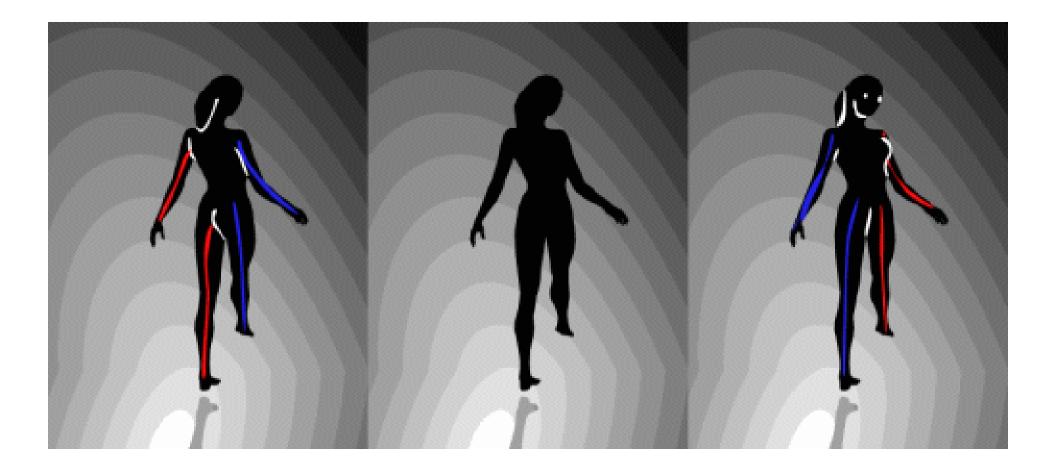
### **Multi-stable Perception**





Spinning dancer illusion, Nobuyuki Kayahara



### Feature Matching and Robust Fitting

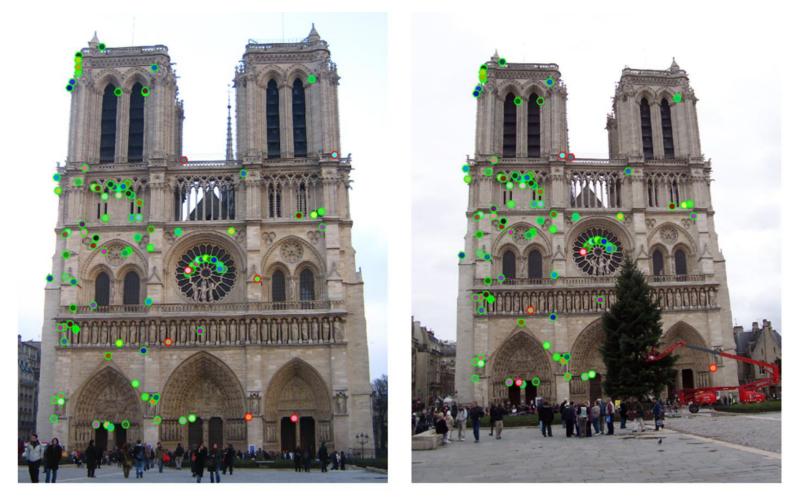
Read Szeliski 7.4.2 and 2.1

**Computer Vision** 

James Hays

Acknowledgment: Many slides from Derek Hoiem and Grauman&Leibe 2008 AAAI Tutorial

### Project 2

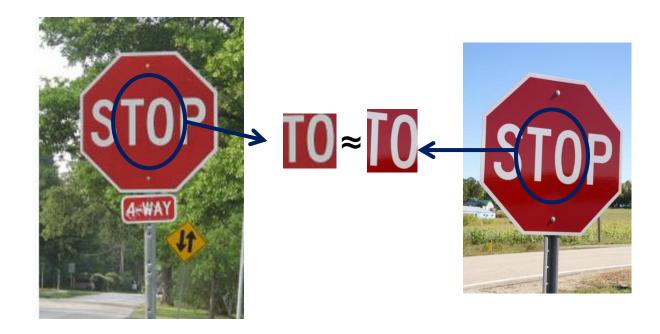


The top 100 most confident local feature matches from a baseline implementation of project 2. In this case, 93 were correct (highlighted in green) and 7 were incorrect (highlighted in red).

#### Project 2: Local Feature Matching

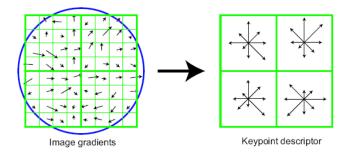
### This section: correspondence and alignment

 Correspondence: matching points, patches, edges, or regions across images



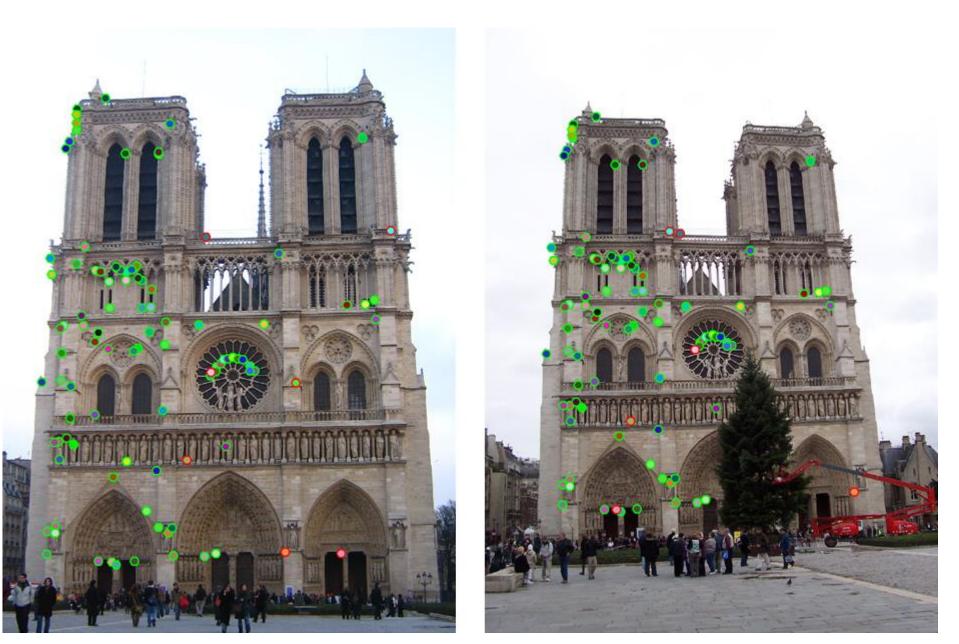
### **Review: Local Descriptors**

- Most features can be thought of as templates, histograms (counts), or combinations
- The ideal descriptor should be
  - Robust and Distinctive
  - Compact and Efficient



- Most available descriptors focus on edge/gradient information
  - Capture texture information
  - Color rarely used

### Can we refine this further?



### Fitting: find the parameters of a model that best fit the data

# Alignment: find the parameters of the transformation that best align matched points

### Fitting and Alignment

- Design challenges
  - Design a suitable **goodness of fit** measure
    - Similarity should reflect application goals
    - Encode robustness to outliers and noise
  - Design an **optimization** method
    - Avoid local optima
    - Find best parameters quickly

### Fitting and Alignment: Methods

- Global optimization / Search for parameters
  - Least squares fit
  - Robust least squares
  - Other parameter search methods

- Hypothesize and test
  - Generalized Hough transform
  - RANSAC

### Fitting and Alignment: Methods

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### Simple example: Fitting a line

### Least squares line fitting

•Data:  $(x_1, y_1), \dots, (x_n, y_n)$ •Line equation:  $y_i = m x_i + b$ •Find (*m*, *b*) to

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

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$$E = \sum_{i=1}^{n} (x_i - 1 \begin{bmatrix} m \\ b \end{bmatrix} - y_i )^2 = \begin{bmatrix} x_1 & 1 \\ \vdots & \vdots \\ x_n & 1 \end{bmatrix} \begin{bmatrix} m \\ b \end{bmatrix} - \begin{bmatrix} y_1 \\ \vdots \\ y_n \end{bmatrix}^2 = \|\mathbf{A}\mathbf{p} - \mathbf{y}\|^2$$

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

$$\frac{dE}{dp} = 2\mathbf{A}^T \mathbf{A}\mathbf{p} - 2\mathbf{A}^T \mathbf{y} = 0$$

$$\mathbf{Python: p} = numpy.linalg.lstsq(A, y)$$

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

Modified from S. Lazebnik

### Least squares (global) optimization

### Good

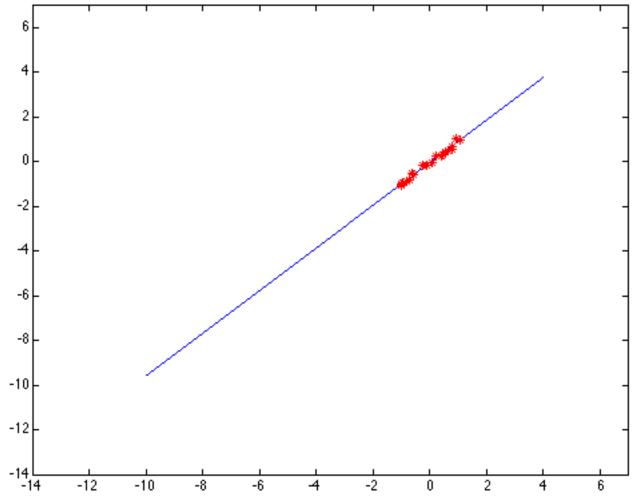
- Clearly specified objective
- Optimization is easy

### Bad

- May not be what you want to optimize
- Sensitive to outliers
  - Bad matches, extra points
- Doesn't allow you to get multiple good fits
  - Detecting multiple objects, lines, etc.

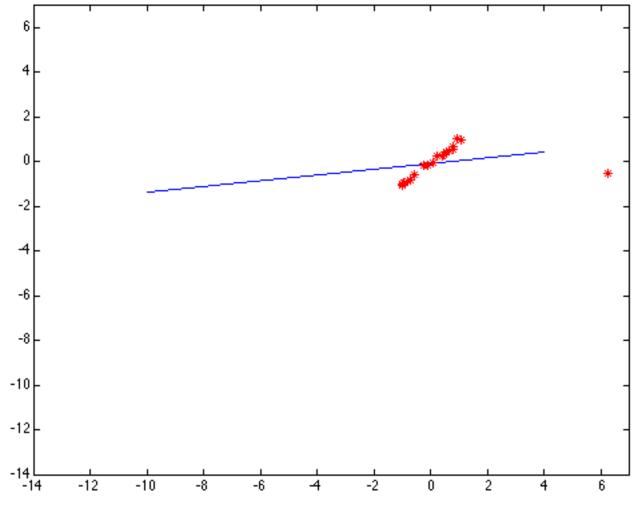
### Least squares: Robustness to noise

• Least squares fit to the red points:



### Least squares: Robustness to noise

• Least squares fit with an outlier:



Problem: squared error heavily penalizes outliers

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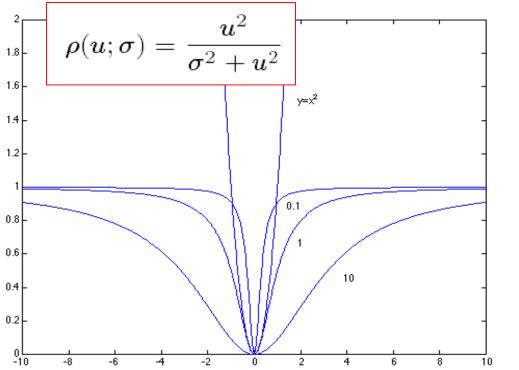
### Robust least squares (to deal with outliers)

General approach:

minimize

$$\sum_{i} \boldsymbol{\rho} \left( u_{i} \left( x_{i}, \boldsymbol{\theta} \right); \boldsymbol{\sigma} \right) \qquad u^{2} = \sum_{i=1}^{n} (y_{i} - mx_{i} - b)^{2}$$

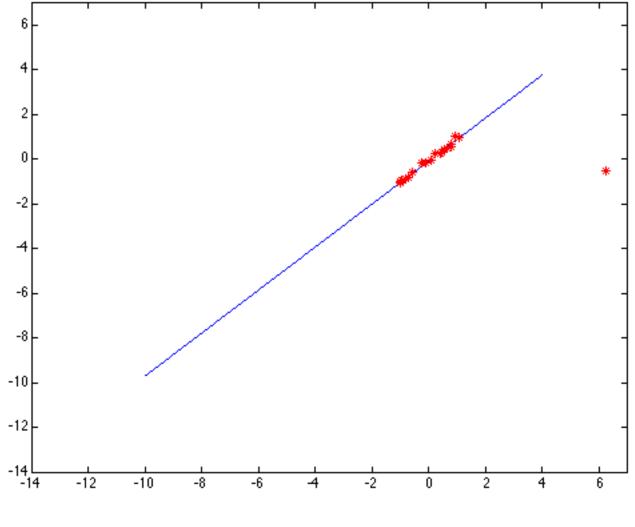
 $u_i(x_i, \theta)$  – residual of i<sup>th</sup> point w.r.t. model parameters  $\vartheta$  $\rho$  – robust function with scale parameter  $\sigma$ 



#### The robust function $\rho$

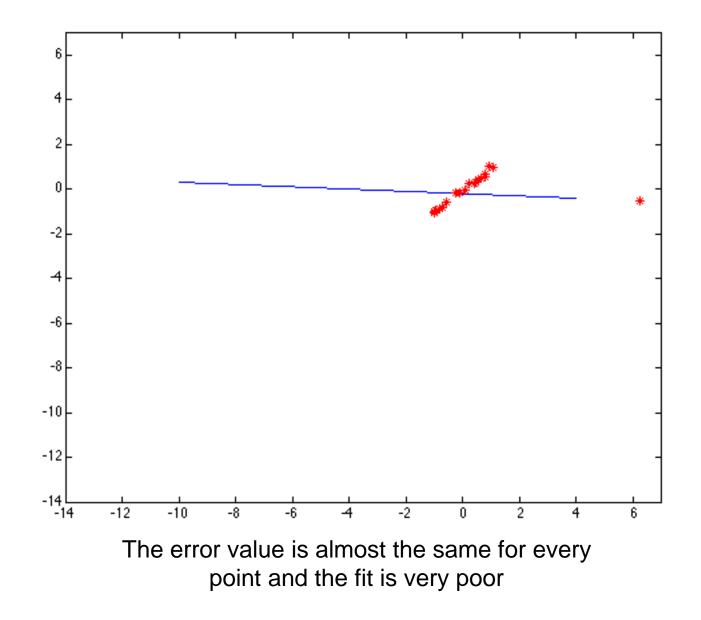
- Favors a configuration with small residuals
- Constant penalty for large residuals

### Choosing the scale: Just right

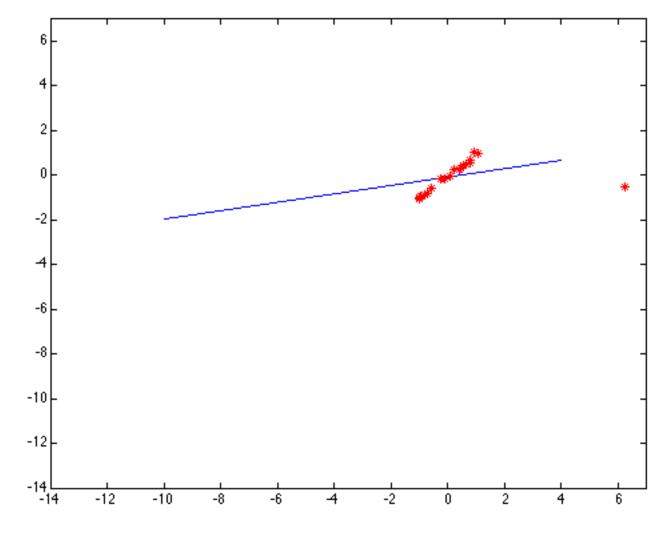


The effect of the outlier is minimized

### Choosing the scale: Too small



### Choosing the scale: Too large



Behaves much the same as least squares

### Robust estimation: Details

- Robust fitting is a nonlinear optimization problem that must be solved iteratively
- Least squares solution can be used for initialization
- Scale of robust function should be chosen adaptively based on median residual

### Fitting and Alignment: Methods

- Global optimization / Search for parameters
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  - RANSAC

# Other ways to search for parameters (for when no closed form solution exists)

- Line search
  - 1. For each parameter, step through values and choose value that gives best fit
  - 2. Repeat (1) until no parameter changes
- Grid search
  - 1. Propose several sets of parameters, evenly sampled in the joint set
  - 2. Choose best (or top few) and sample joint parameters around the current best; repeat
- Gradient descent
  - 1. Provide initial position (e.g., random)
  - 2. Locally search for better parameters by following gradient

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### Hough Transform: Outline

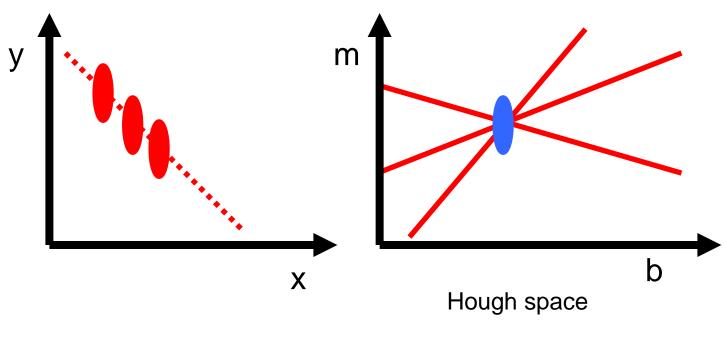
1. Create a grid of parameter values

2. Each point votes for a set of parameters, incrementing those values in grid

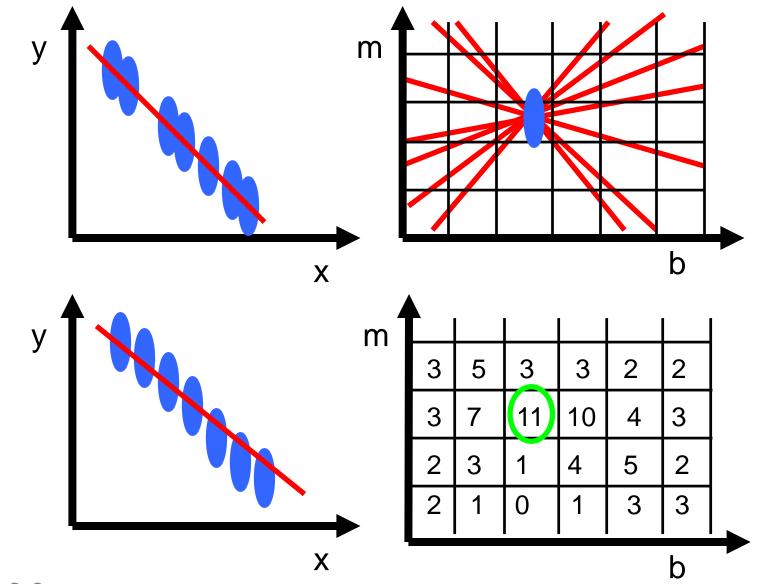
3. Find maximum or local maxima in grid

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

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



y = m x + b



Slide from S. Savarese

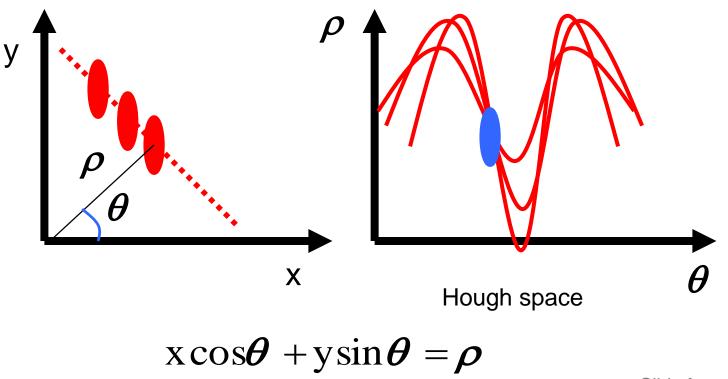
P.V.C. Hough, *Machine Analysis of Bubble Chamber Pictures,* Proc. Int. Conf. High Energy Accelerators and Instrumentation, 1959

Issue : parameter space [m,b] is unbounded...

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

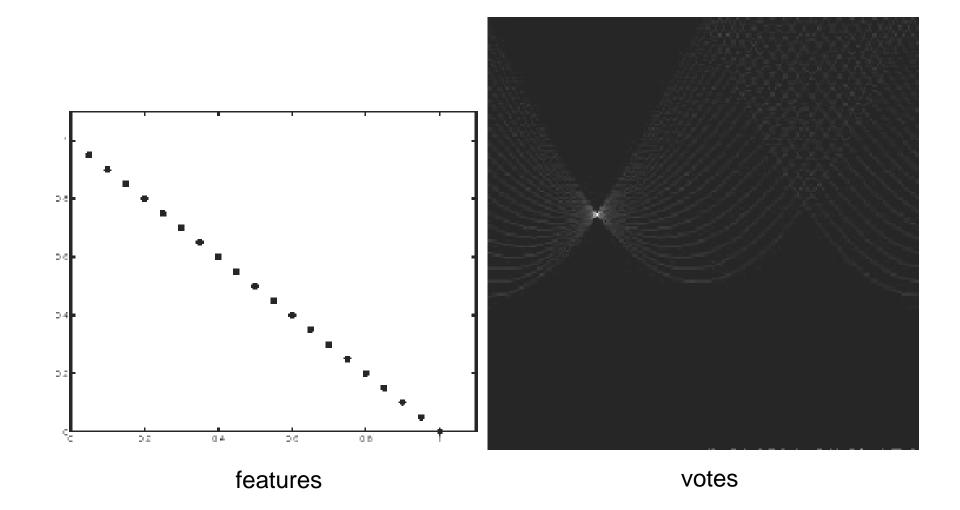
Issue : parameter space [m,b] is unbounded...

Use a polar representation for the parameter space

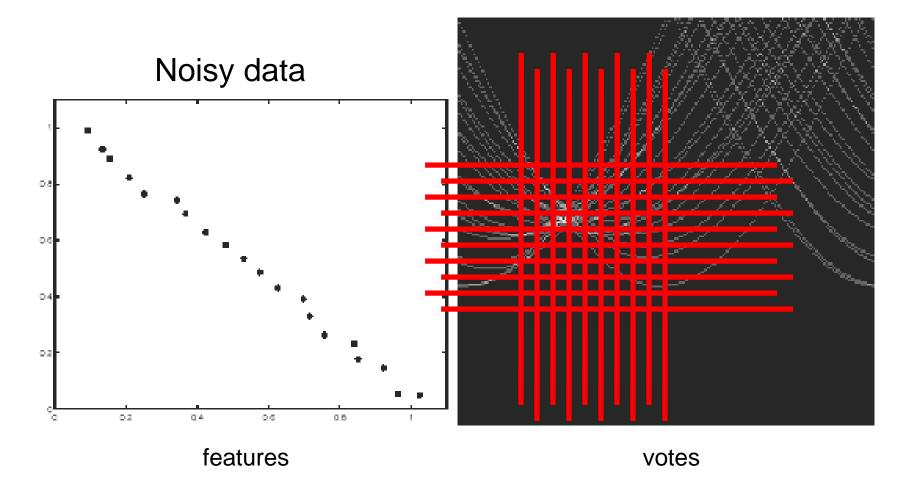


Slide from S. Savarese

### Hough transform - experiments

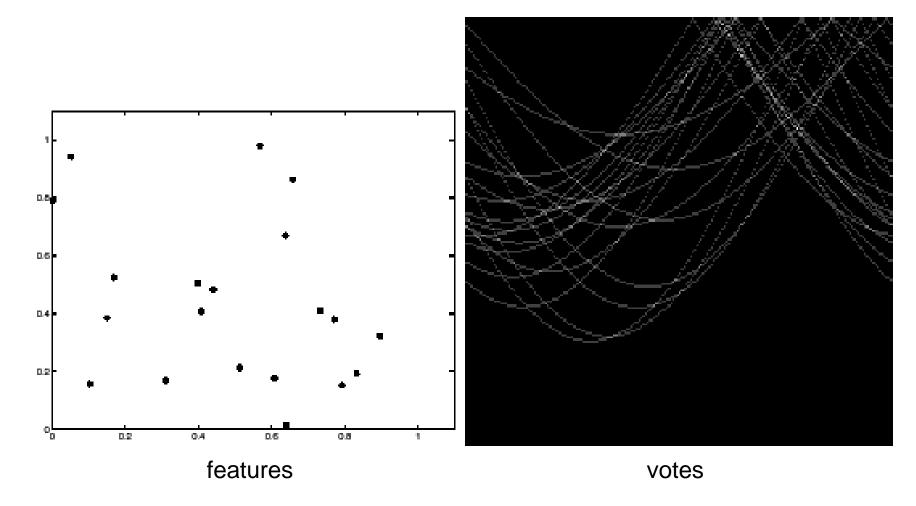


## Hough transform - experiments



### Need to adjust grid size or smooth

### Hough transform - experiments

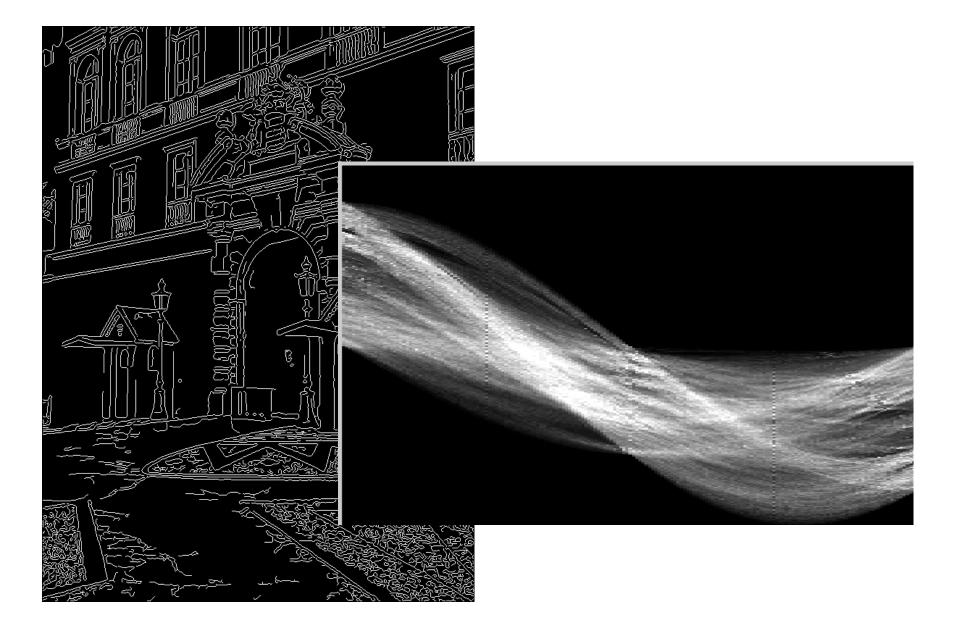


Issue: spurious peaks due to uniform noise

### 1. Image $\rightarrow$ Canny Edge Detection

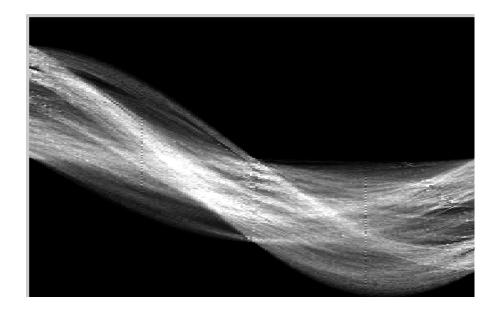


## 2. Canny $\rightarrow$ Hough votes



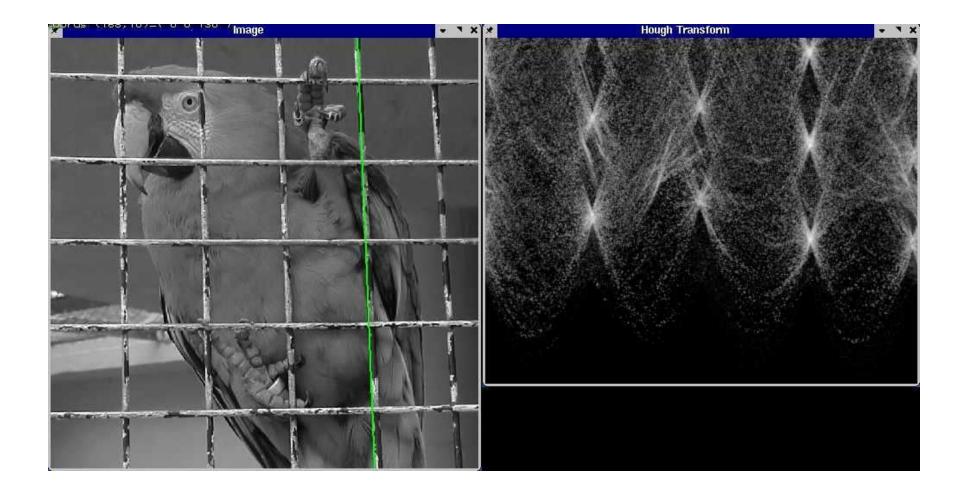
### 3. Hough votes $\rightarrow$ Edges

Find peaks and post-process





### Hough transform example



http://ostatic.com/files/images/ss\_hough.jpg

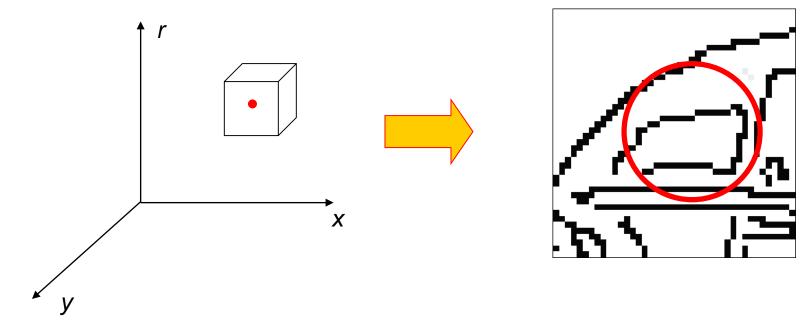
## Finding lines using Hough transform

- Using m,b parameterization
- Using r, theta parameterization
  - Using oriented gradients
- Practical considerations
  - Bin size
  - Smoothing
  - Finding multiple lines
  - Finding line segments

- How would we find circles?
  - Of fixed radius
  - Of unknown radius
  - Of unknown radius but with known edge orientation

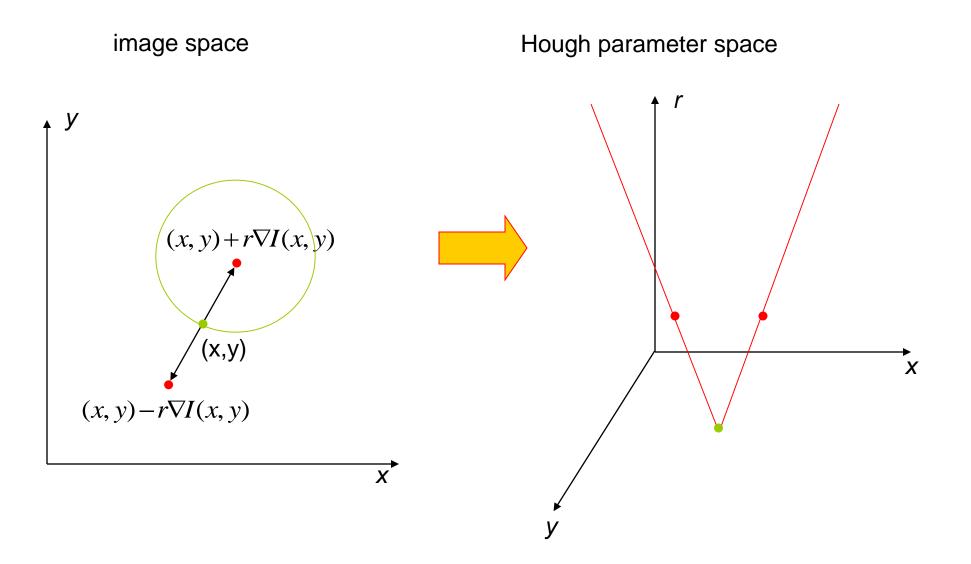
# Hough transform for circles

 Conceptually equivalent procedure: for each (x,y,r), draw the corresponding circle in the image and compute its "support"



- How would we find circles?
  - Of fixed radius
  - Of unknown radius
  - Of unknown radius but with known edge orientation

## Hough transform for circles



### Hough transform conclusions

Good

- Robust to outliers: each point votes separately
- Fairly efficient (much faster than trying all sets of parameters)
- Provides multiple good fits

### Bad

- Some sensitivity to noise
- Bin size trades off between noise tolerance, precision, and speed/memory
  - Can be hard to find sweet spot
- Not suitable for more than a few parameters
  - grid size grows exponentially

Common applications

- Line fitting (also circles, ellipses, etc.)
- Object instance recognition (parameters are affine transform)
- Object category recognition (parameters are position/scale)