Fitting

Computer Vision
CS 543 / ECE 549
University of Illinois

Fitting

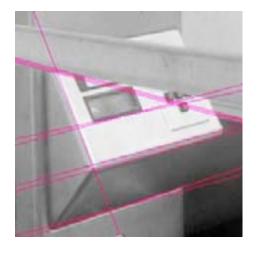
- We've learned how to detect edges, corners, blobs. Now what?
- We would like to form a higher-level, more compact representation of the features in the image by grouping multiple features according to a simple model





Fitting

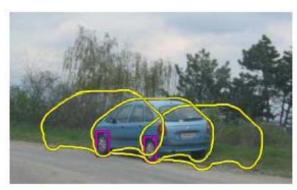
 Choose a parametric model to represent a set of features



simple model: lines



simple model: circles





complicated model: car

Fitting Methods

- Global optimization / Search for parameters
 - Least squares fit
 - Robust least squares

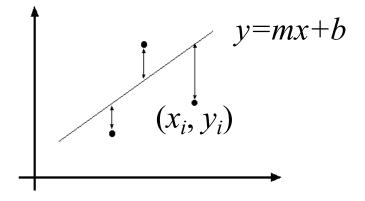
- Hypothesize and test
 - Generalized Hough transform
 - RANSAC

Simple example: Fitting a line

Least squares line fitting

- •Data: $(x_1, y_1), ..., (x_n, y_n)$
- •Line equation: $y_i = m x_i + b$
- •Find (m, b) to minimize

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



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

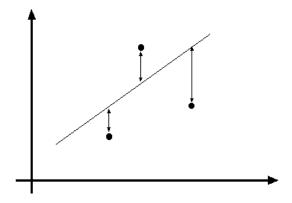
$$= \mathbf{y}^{T} \mathbf{y} - 2(\mathbf{A}\mathbf{p})^{T} \mathbf{y} + (\mathbf{A}\mathbf{p})^{T} (\mathbf{A}\mathbf{p})$$
$$\frac{dE}{dp} = 2\mathbf{A}^{T} \mathbf{A}\mathbf{p} - 2\mathbf{A}^{T} \mathbf{y} = 0$$

Matlab:
$$p = A \setminus y$$
;

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

Problem with "vertical" least squares

- Not rotation-invariant
- Fails completely for vertical lines

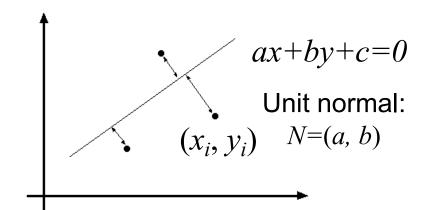


Total least squares

If $(a^2+b^2=1)$ then Distance between point (x_i, y_i) and line ax+by+c=0 is $|ax_i+by_i+c|$



http://mathworld.wolfram.com/Point-LineDistance2-Dimensional.html

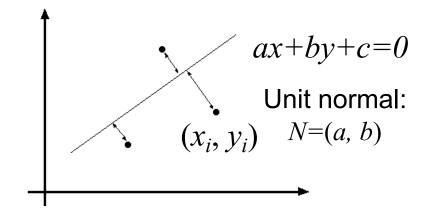


Total least squares

If $(a^2+b^2=1)$ then Distance between point (x_i, y_i) and line ax+by+c=0 is $|ax_i+by_i+c|$

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

$$E = \sum_{i=1}^{n} (ax_i + by_i + c)^2$$



Total least squares

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

$$E = \sum_{i=1}^{n} (ax_i + by_i + c)^2$$

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

Find
$$(a,b,c)$$
 to minimize the sum of squared perpendicular distances
$$E = \sum_{i=1}^{n} (ax_i + by_i + c)^2$$

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

$$C = -\frac{a}{n} \sum_{i=1}^{n} x_i - \frac{b}{n} \sum_{i=1}^{n} y_i = -a\bar{x} - b\bar{y}$$

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

minimize
$$\mathbf{p}^T \mathbf{A}^T \mathbf{A} \mathbf{p}$$
 s.t. $\mathbf{p}^T \mathbf{p} = 1$ \Rightarrow minimize $\frac{\mathbf{p}^T \mathbf{A}^T \mathbf{A} \mathbf{p}}{\mathbf{p}^T \mathbf{p}}$

Solution is eigenvector corresponding to smallest eigenvalue of A^TA

See details on Raleigh Quotient: http://en.wikipedia.org/wiki/Rayleigh_quotient

Recap: Two Common Optimization Problems

Problem statement

Solution

minimize
$$\|\mathbf{A}\mathbf{x} - \mathbf{b}\|^2$$

$$\mathbf{x} = \left(\mathbf{A}^T \mathbf{A}\right)^{-1} \mathbf{A}^T \mathbf{b}$$

least squares solution to Ax = b

 $\mathbf{x} = \mathbf{A} \setminus \mathbf{b}$ (matlab)

Problem statement

Solution

minimize
$$\mathbf{x}^T \mathbf{A}^T \mathbf{A} \mathbf{x}$$
 s.t. $\mathbf{x}^T \mathbf{x} = 1$

$$[\mathbf{v},\lambda] = \operatorname{eig}(\mathbf{A}^T\mathbf{A})$$

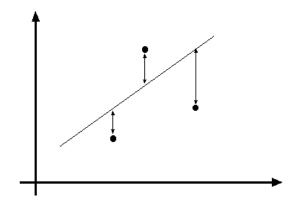
minimize
$$\frac{\mathbf{x}^T \mathbf{A}^T \mathbf{A} \mathbf{x}}{\mathbf{x}^T \mathbf{x}}$$

$$\lambda_1 < \lambda_{2..n} : \mathbf{x} = \mathbf{v}_1$$

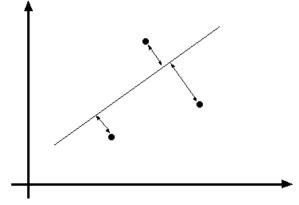
non - trivial lsq solution to $\mathbf{A}\mathbf{x} = 0$

Recap: Fitting Lines

• a. fit y = mx + b



• b. fit ax + by + c = 0



Solution involves:

- 1. Eigen vector
- 2. Pseudo-inverse

- A. a -> 1, b-> 2
- B. a -> 2, b -> 1
- C. a -> 1, b -> 1
- D. a -> 2, b -> 2

Least squares (global) optimization

Good

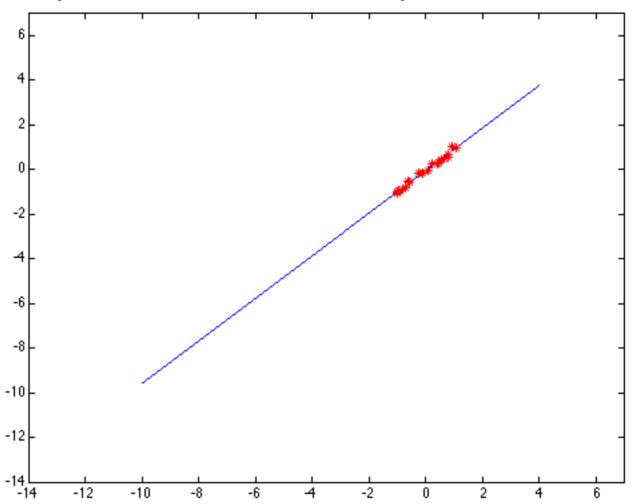
- Clearly specified objective
- Optimization is easy

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.

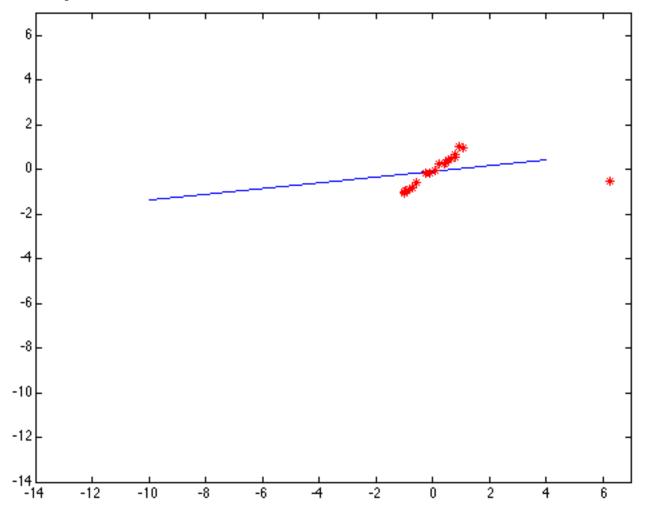
Least squares: Robustness to noise

Least squares fit to the red points:



Least squares: Robustness to noise

Least squares fit with an outlier:



Problem: squared error heavily penalizes outliers

Slide from L. Lazebnik

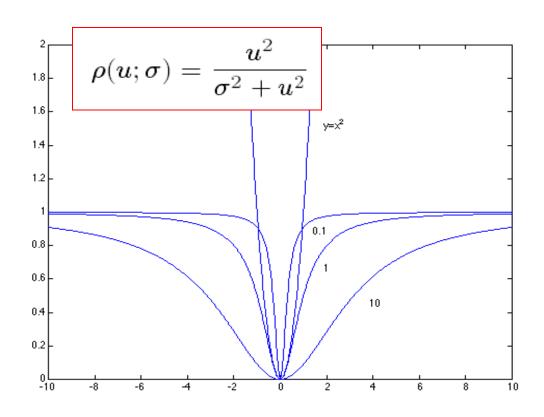
Robust least squares (to deal with outliers)

General approach:

minimize

$$\sum_{i} \rho(\mathbf{u}_{i}(\mathbf{x}_{i},\boldsymbol{\theta});\boldsymbol{\sigma}) \qquad u^{2} = \sum_{i=1}^{n} (y_{i} - mx_{i} - b)^{2}$$

 $u_i(x_i, \theta)$ – residual of ith point w.r.t. model parameters ϑ ρ – robust function with scale parameter σ



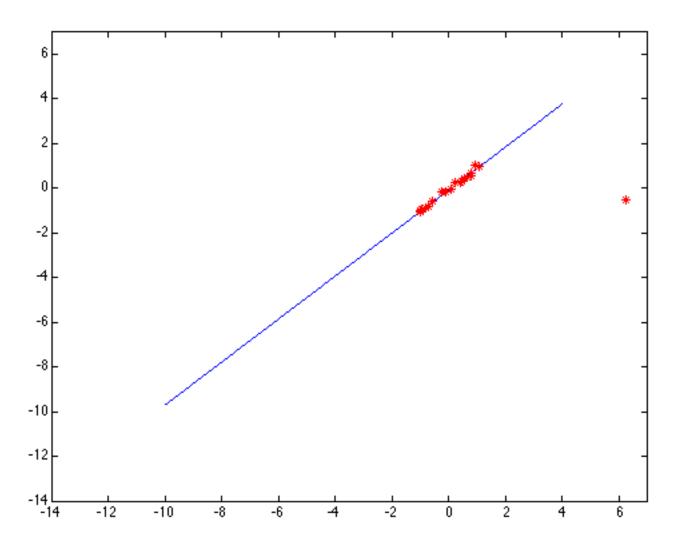
The robust function ρ

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

Robust Estimator

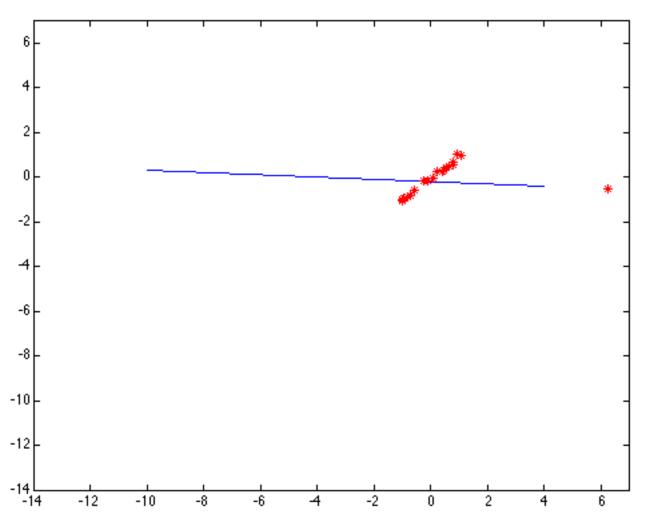
- 1. Initialize: e.g., choose θ by least squares fit and $\sigma = 1.5 \cdot \text{median}(error)$
- 2. Choose params to minimize: $\sum_{i} \frac{error(\theta, data_{i})^{2}}{\sigma^{2} + error(\theta, data_{i})^{2}}$ E.g., numerical optimization
- 3. Compute new $\sigma = 1.5 \cdot \text{median}(error)$
- 4. Repeat (2) and (3) until convergence

Choosing the scale: Just right



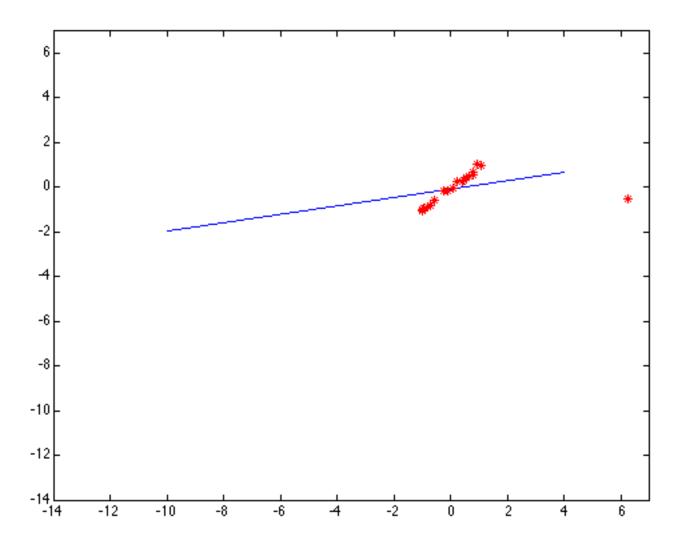
The effect of the outlier is minimized

Choosing the scale: Too small



The error value is almost the same for every point and the fit is very poor

Choosing the scale: Too large



Behaves much the same as least squares

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

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

Hypothesize and test

- 1. Propose parameters
 - Try all possible
 - Each point votes for all consistent parameters
 - Repeatedly sample enough points to solve for parameters
- 2. Score the given parameters
 - Number of consistent points, possibly weighted by distance
- 3. Choose from among the set of parameters
 - Global or local maximum of scores
- 4. Possibly refine parameters using inliers

Hough Transform: Outline

1. Create a grid of parameter values

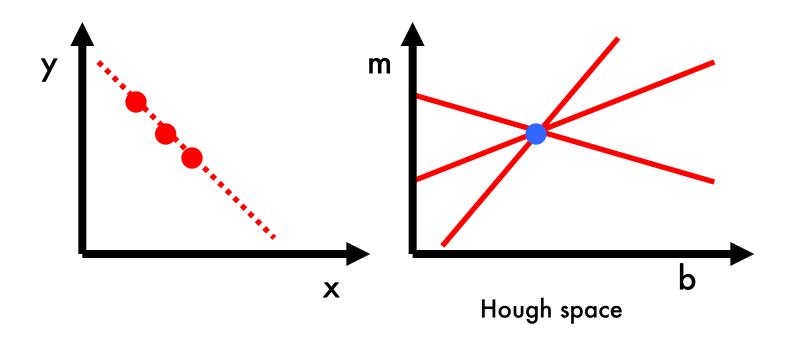
2. Each point votes for a set of parameters, incrementing those values in grid

3. Find maximum or local maxima in grid

Hough transform

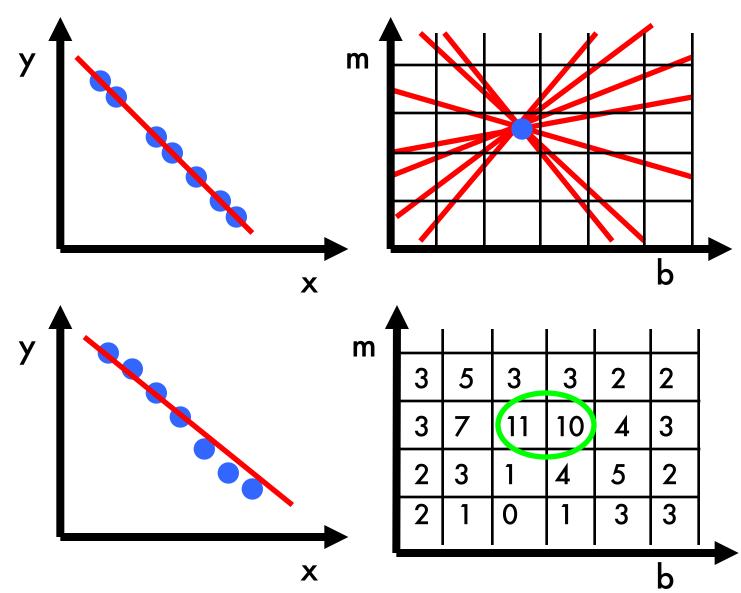
P.V.C. Hough, Machine Analysis of Bubble Chamber Pictures, Proc. Int. Conf. High Energy Accelerators and Instrumentation, 1959

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



$$y = m x + b$$

Hough transform

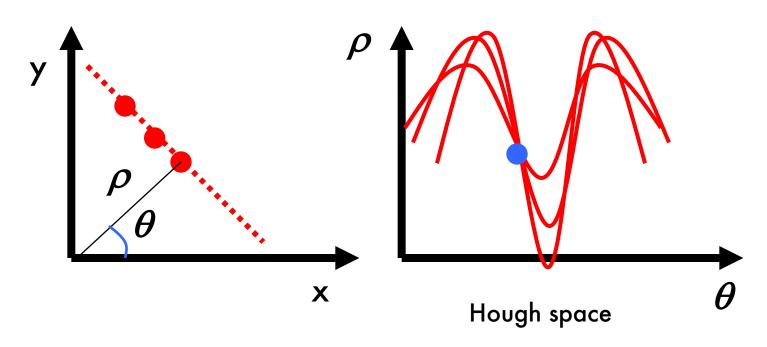


Hough transform

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

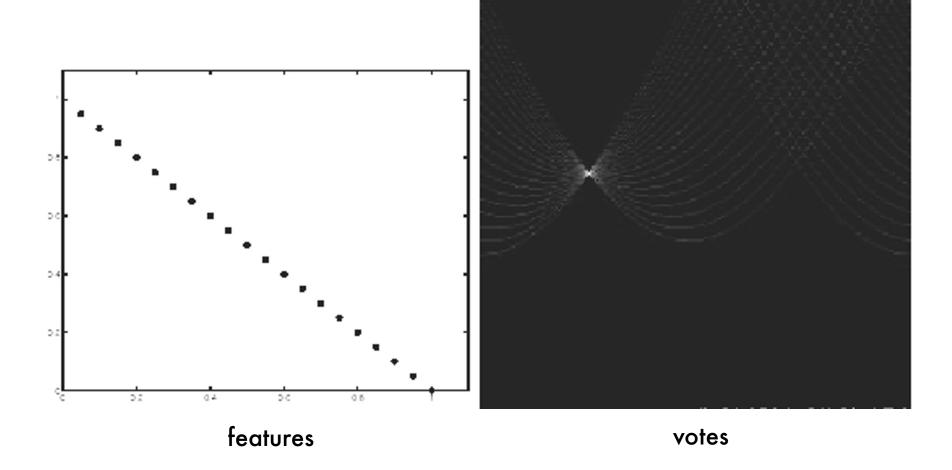
Issue: parameter space [m,b] is unbounded...

Use a polar representation for the parameter space



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

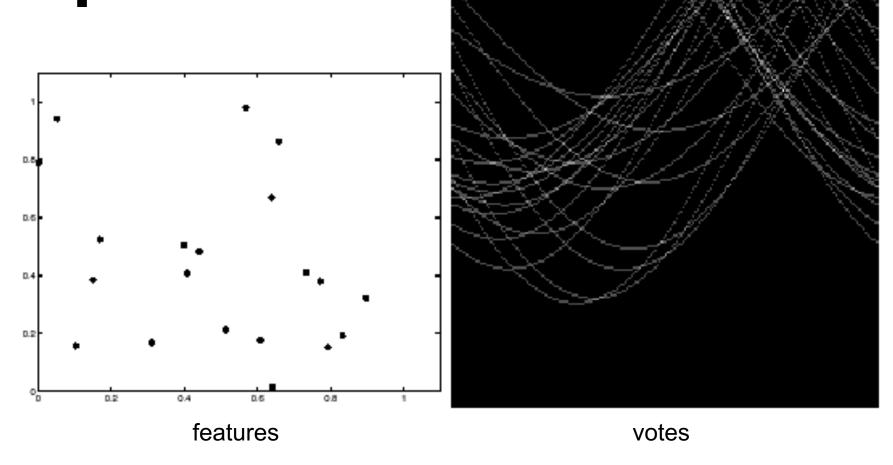
Hough transform - experiments



Hough transform experiments
Noisy data features votes

Need to adjust grid size or smooth

Hough transform - experiments



Issue: spurious peaks due to uniform noise

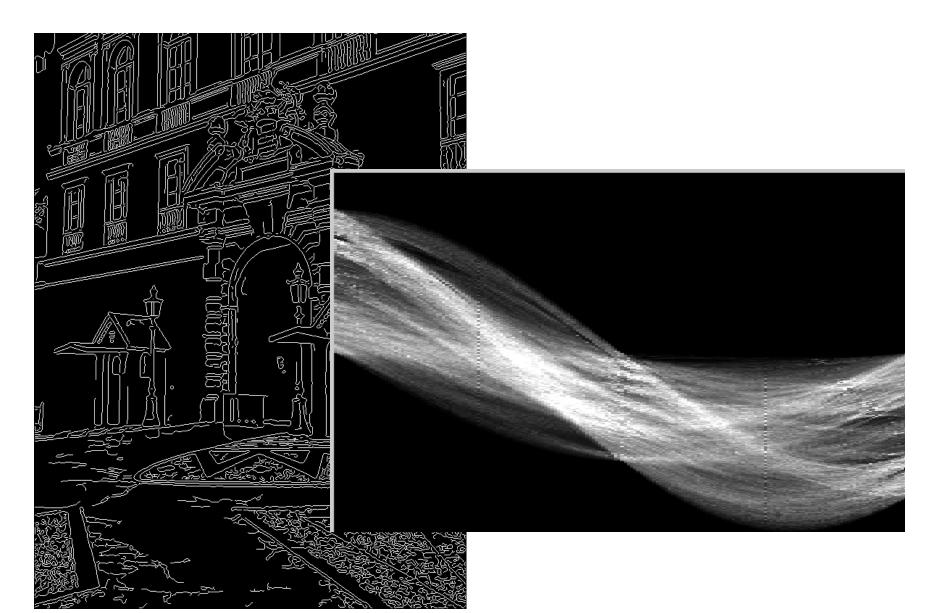
1. Image → Canny





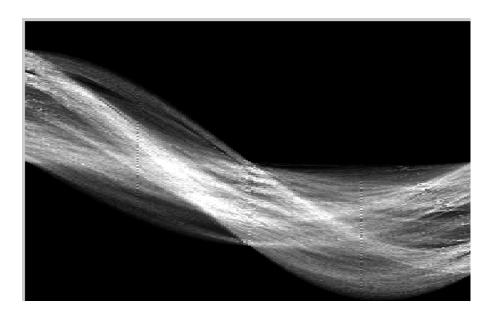
Slide from D. Hoiem

2. Canny → Hough votes



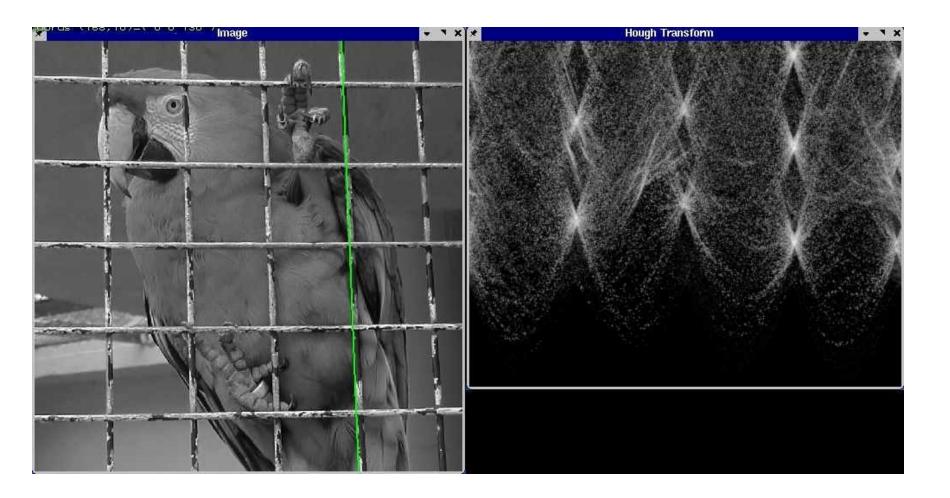
3. Hough votes → Edges

Find peaks and post-process





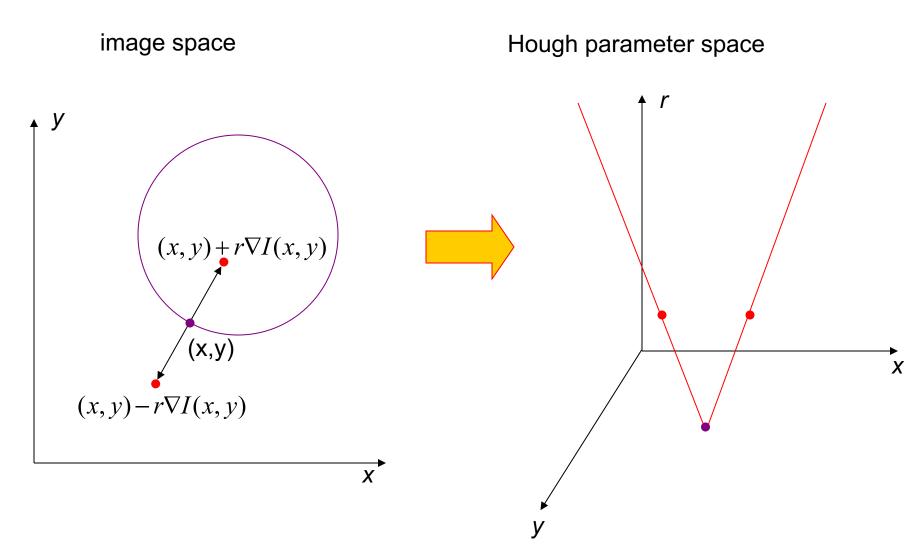
Hough transform example



Finding circles (x_0, y_0, r) using Hough transform

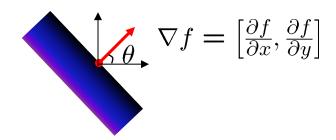
- Fixed r
- Variable r

Hough transform for circles



Incorporating image gradients

- When we detect an edge point, we also know its gradient orientation
- How does this constrain possible lines passing through the point?



$$\theta = \tan^{-1}\left(\frac{\partial f}{\partial y} / \frac{\partial f}{\partial x}\right)$$

- Modified Hough transform:
- For each edge point (x,y) θ = gradient orientation at (x,y) ρ = $x \cos \theta + y \sin \theta$ $H(\theta, \rho) = H(\theta, \rho) + 1$ end

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

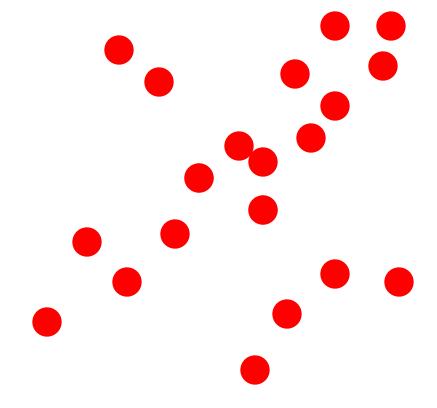
- Some sensitivity to noise
- Bin size trades off between noise tolerance, precision, and speed/memory
 - Can be hard to find sweet spot
- Not suitable for more than a few parameters
 - grid size grows exponentially

Common applications

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

(RANdom SAmple Consensus):

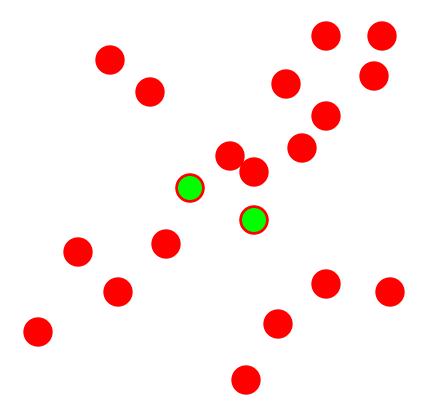
Fischler & Bolles in '81.



Algorithm:

- 1. Sample (randomly) the number of points required to fit the model
- 2. **Solve** for model parameters using samples
- 3. Score by the fraction of inliers within a preset threshold of the model

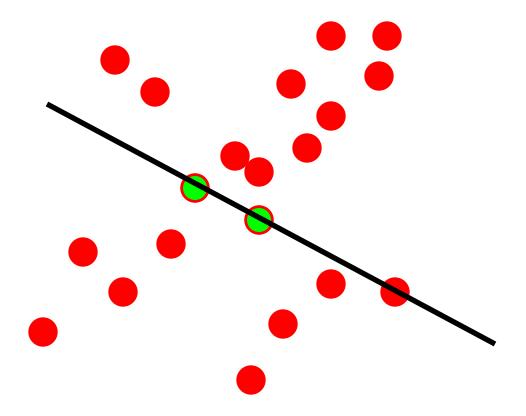
Line fitting example



Algorithm:

- 1. Sample (randomly) the number of points required to fit the model (#=2)
- 2. Solve for model parameters using samples
- 3. **Score** by the fraction of inliers within a preset threshold of the model

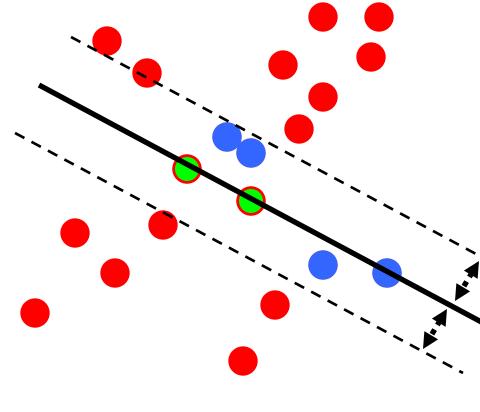
Line fitting example



Algorithm:

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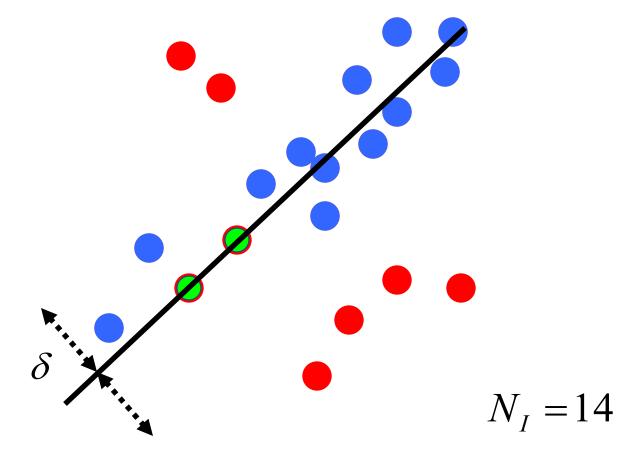
Line fitting example



$$N_I = 6$$

Algorithm:

- Sample (randomly) the number of points required to fit the model (#=2)
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Algorithm:

- 1. **Sample** (randomly) the number of points required to fit the model (#=2)
- 2. **Solve** for model parameters using samples
- 3. Score by the fraction of inliers within a preset threshold of the model

How to choose parameters?

- Number of samples N
 - Choose N so that, with probability p, at least one random sample is free from outliers (e.g. p=0.99) (outlier ratio: e)
- Number of sampled points s
 - Minimum number needed to fit the model
- Distance threshold δ
 - Choose δ so that a good point with noise is likely (e.g., prob=0.95) within threshold
 - Zero-mean Gaussian noise with std. dev. σ : $t^2=3.84\sigma^2$

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

| | 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 | 1 <i>7</i> | 34 | 72 |
| 5 | 4 | 6 | 12 | 1 <i>7</i> | 26 | <i>57</i> | 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 |

RANSAC conclusions

Good

- Robust to outliers
- Applicable for larger number of objective function parameters than Hough transform
- Optimization parameters are easier to choose than Hough transform

Bad

- Computational time grows quickly with fraction of outliers and number of parameters
- Not as good for getting multiple fits (though one solution is to remove inliers after each fit and repeat)

Common applications

- Computing a homography (e.g., image stitching)
- Estimating fundamental matrix (relating two views)

Fitting Summary

- Least Squares Fit
 - closed form solution
 - robust to noise
 - not robust to outliers
- Robust Least Squares
 - improves robustness to noise
 - requires iterative optimization
- Hough transform
 - robust to noise and outliers
 - can fit multiple models
 - only works for a few parameters (1-4 typically)
- RANSAC
 - robust to noise and outliers
 - works with a moderate number of parameters (e.g, 1-8)