Perceptual Organization (I)

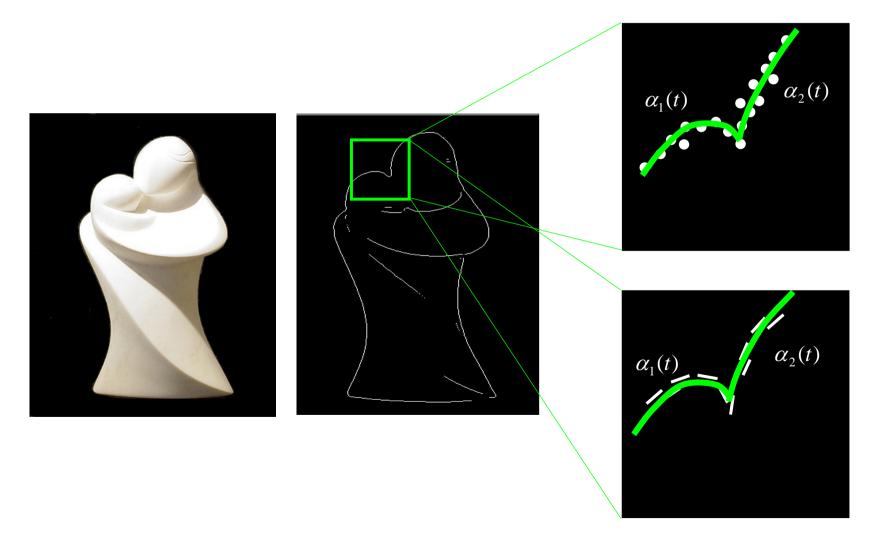
Introduction to Computational and Biological Vision

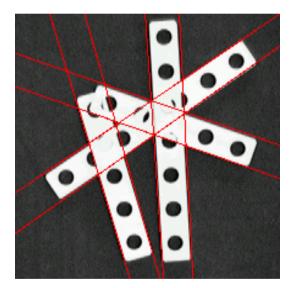
CS 202-1-5261

Computer Science Department, BGU

Ohad Ben-Shahar

From local edges to global boundaries

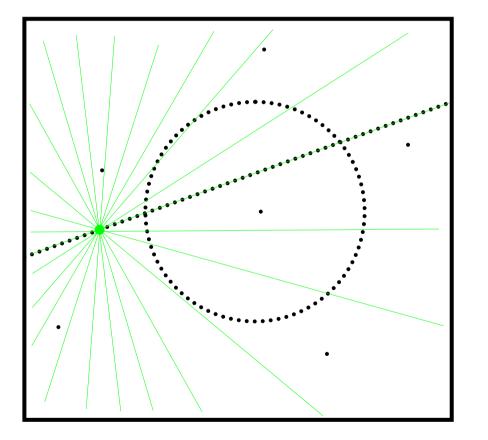








The Hough transform for line detection



Given:

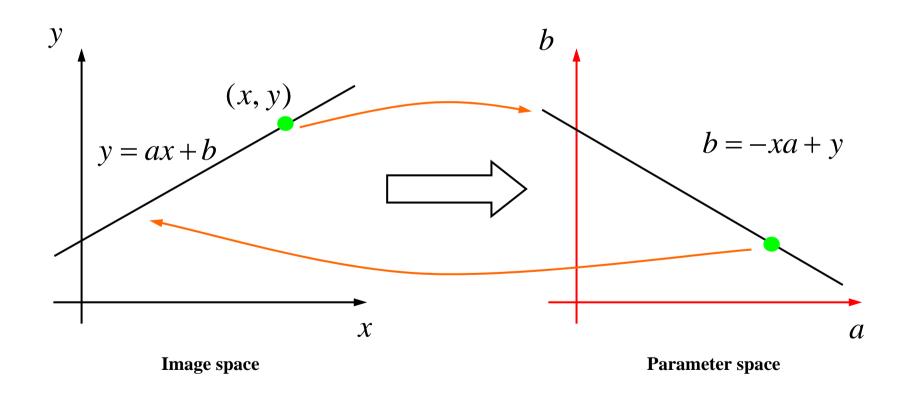
List of edge points (arbitrary order)

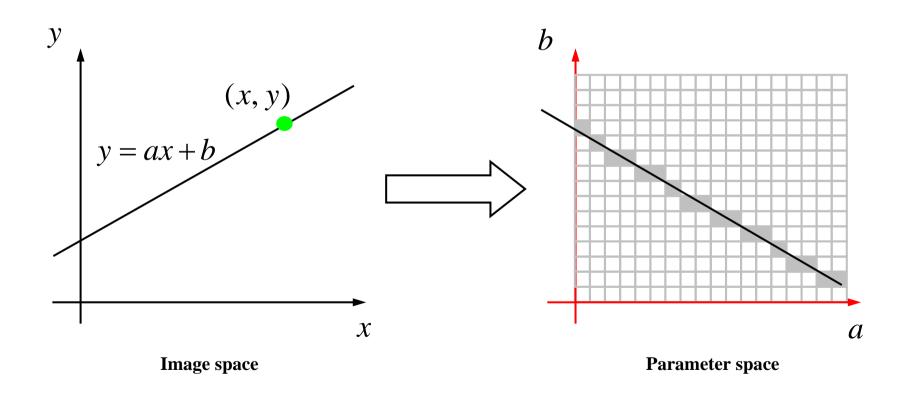
Compute:

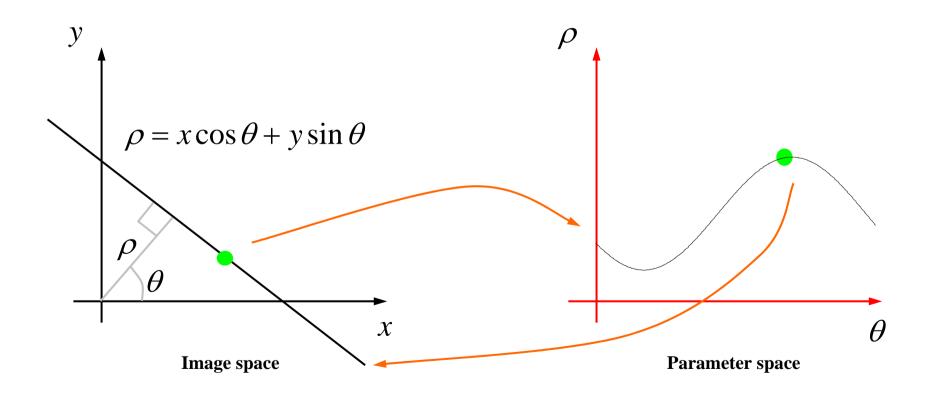
Set of straight lines in the edge map.

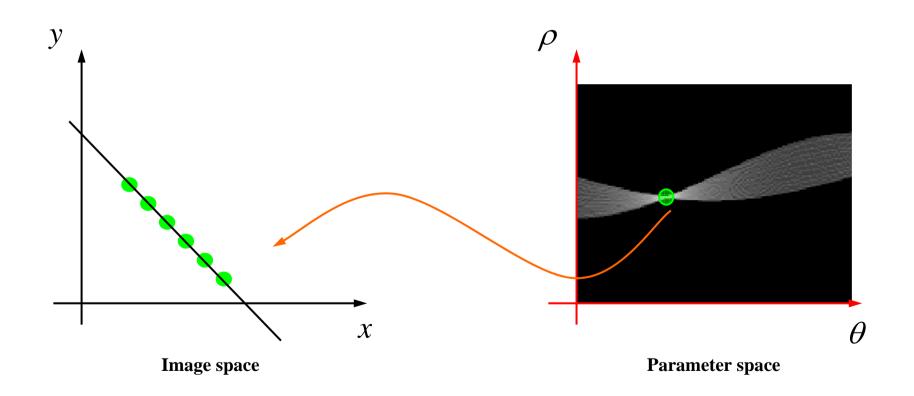
Basic idea:

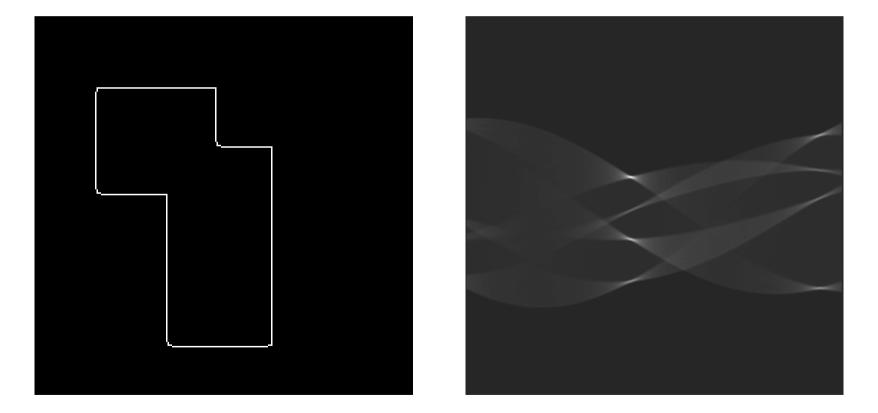
- 1. Let each edge point vote for all lines it may belong to.
- 2. Lines with lots of votes "win"



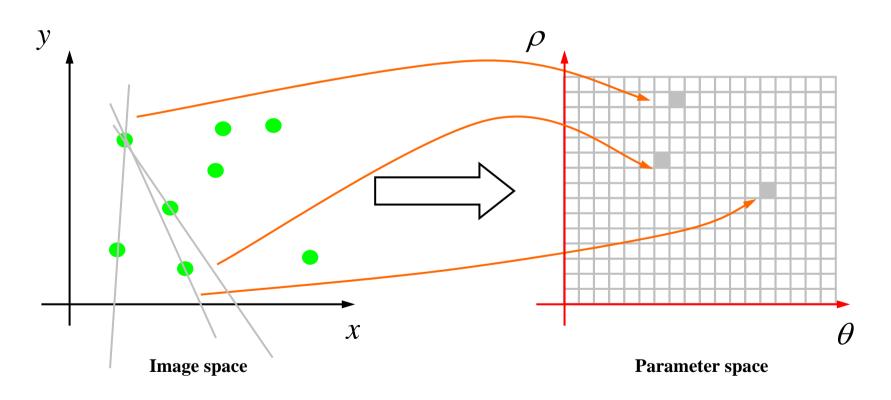




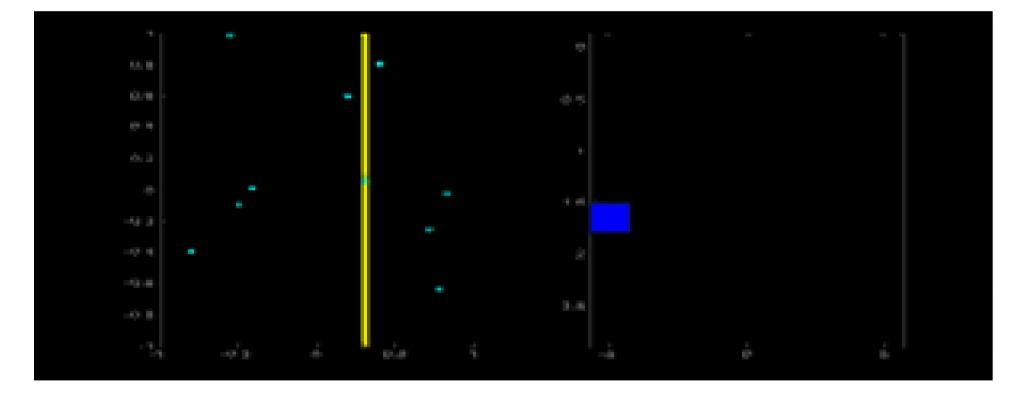




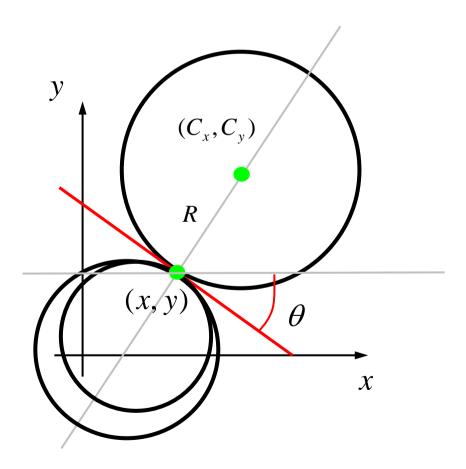
The Hough transform for line detection possible improvement



The Hough transform for line detection possible improvement

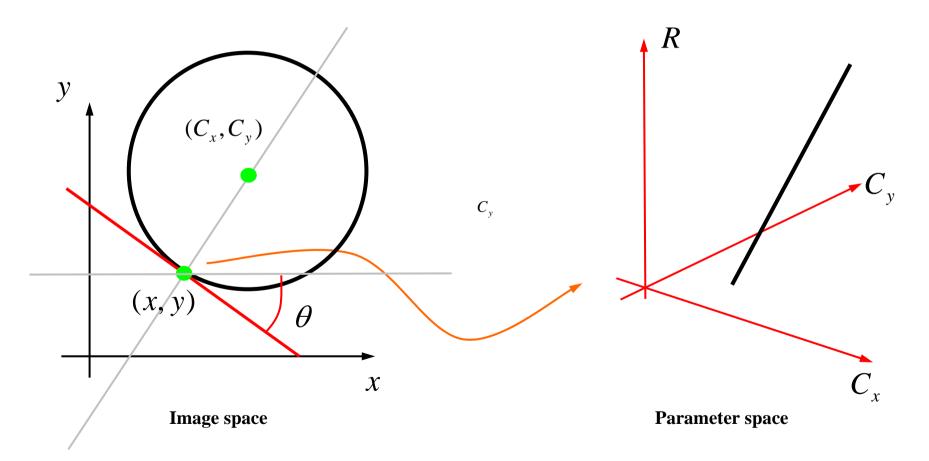


Hough transform and circles



$$C_x = x + R\sin\theta$$
$$C_y = y - R\cos\theta$$

Hough transform and circles



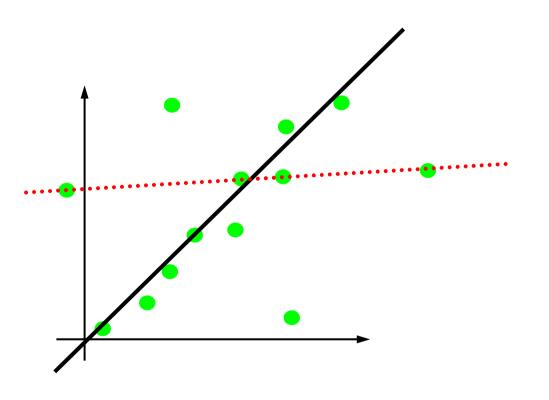
General Hough transform algorithm

1. Determine a parametric model for your desired geometrical structure

$$G(p_1, p_2, ..., p_n; x, y) = 0$$

- 2. Quantize the parameter space appropriately into bins.
- 3. Initialize each bin to zero.
- 4. For each point (x,y) in the image space, vote (e.g., add 1) to all parameter bins that satisfy the model equation.
- 5. Maxima in bin array correspond to instances of model in the image.

Hough transform and noisy structures



Can we use the Hough transform to detect noisy structures?



Hough transform and general structures

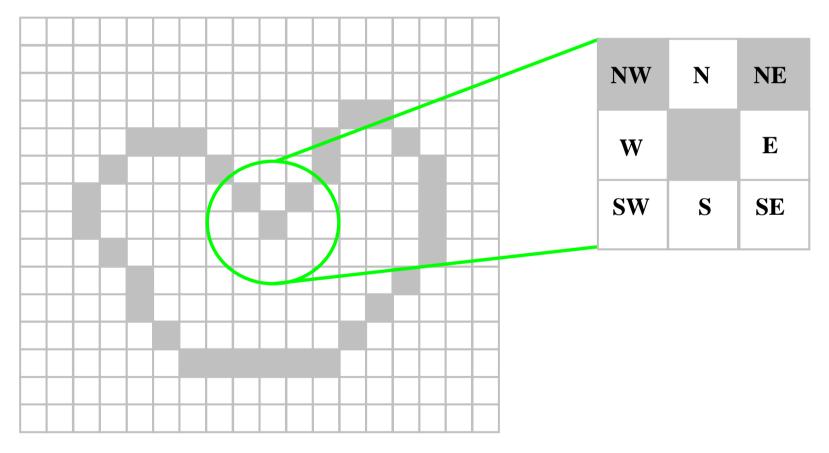


Can we use the Hough transform to detect arbitrary curves?

What parametric model can describe a general curve?

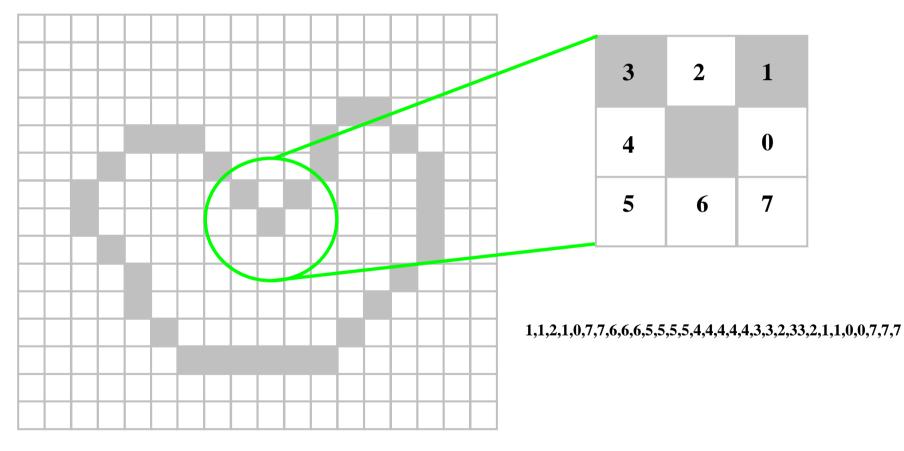


Edge tracing and ordered lists of edges



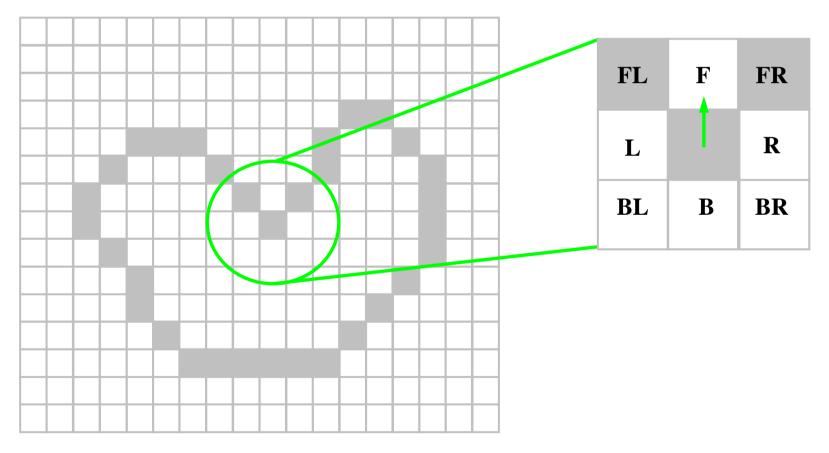
Absolute chain code

Edge tracing and ordered lists of edges



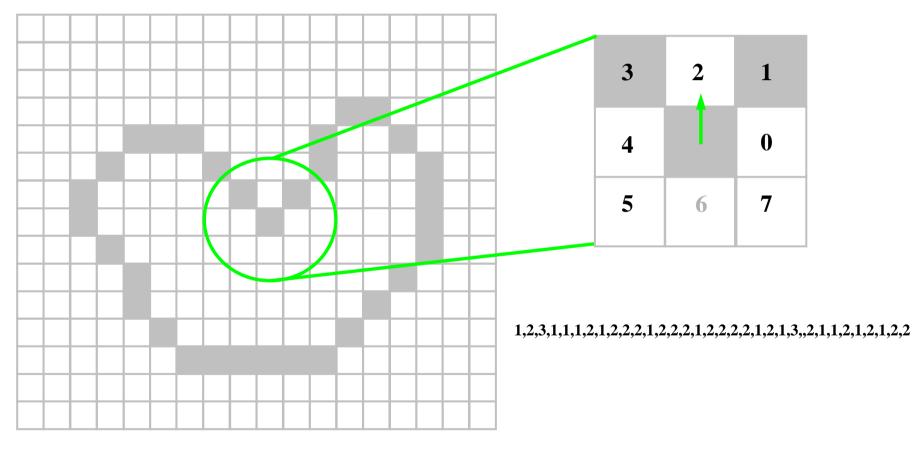
Absolute chain code

Edge tracing and ordered lists of edges



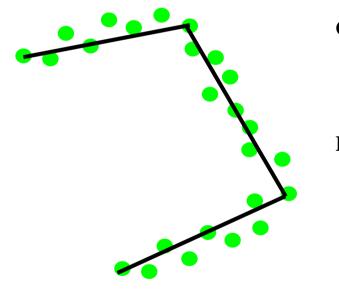
Relative chain code

Edge tracing and ordered lists of edges



Relative chain code

Polyline approximation



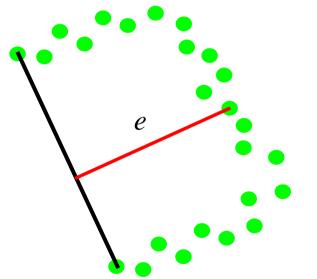
Given:

Edge list

Find:

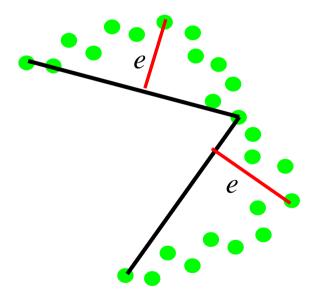
Polygonal approximation that passes no further than distance *d* from any point

Polyline approximation



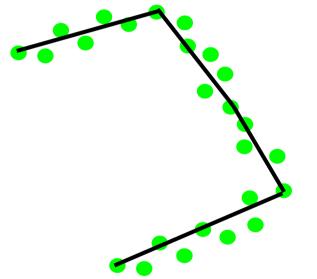
- 1. Fit a line between the first and last edge points
- 2. Split list at point of maximum error
- 3. Apply recursively until threshold (error<*d*)
- 4. Merge neighboring segments if error remains within range

Polyline approximation



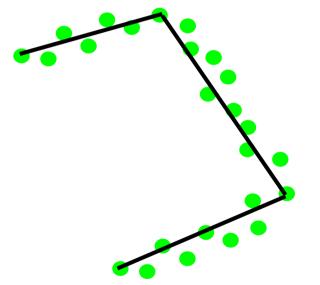
- 1. Fit a line between the first and last edge points
- 2. Split list at point of maximum error
- 3. Apply recursively until threshold (error<*d*)
- 4. Merge neighboring segments if error remains within range

Polyline approximation



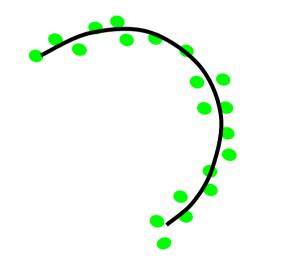
- 1. Fit a line between the first and last edge points
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- 4. Merge neighboring segments if error remains within range

Polyline approximation



- 1. Fit a line between the first and last edge points
- 2. Split list at point of maximum error
- 3. Apply recursively until threshold (error<*d*)
- 4. Merge neighboring segments if error remains within range

Contour approximation via curve fitting



Given:

List of edge points that belong to the same contour

Compute:

Best fit model of a a predefined class G

 $\arg\min_{\overline{p}} E[\{(x_i, y_i)\} - G(\overline{p}; t)]$

Total regression (fitting) of straight lines

