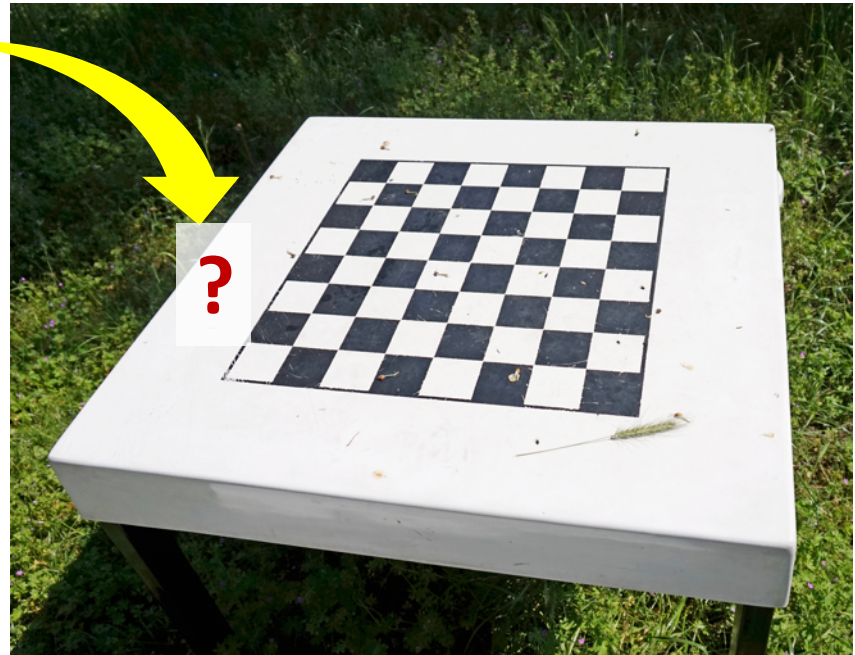
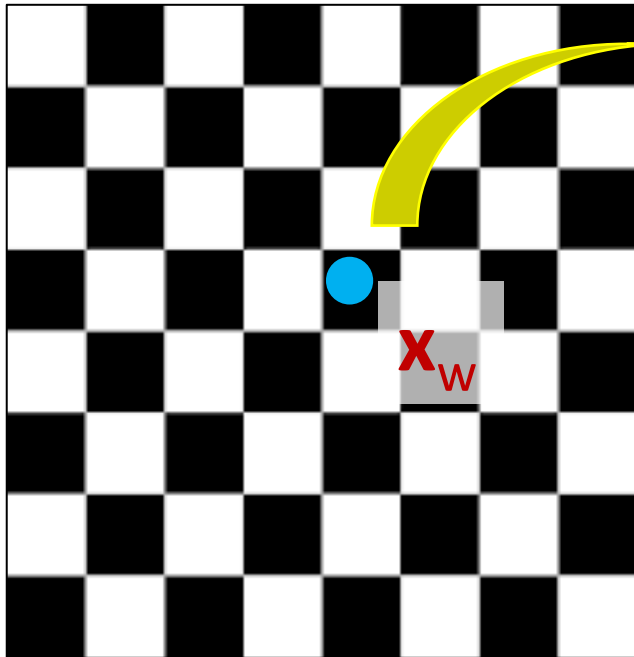


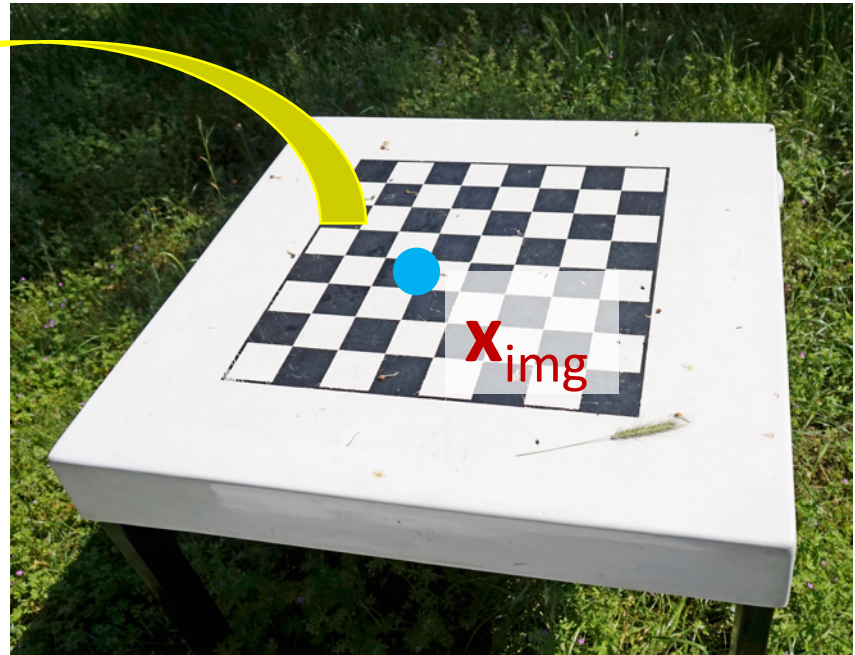
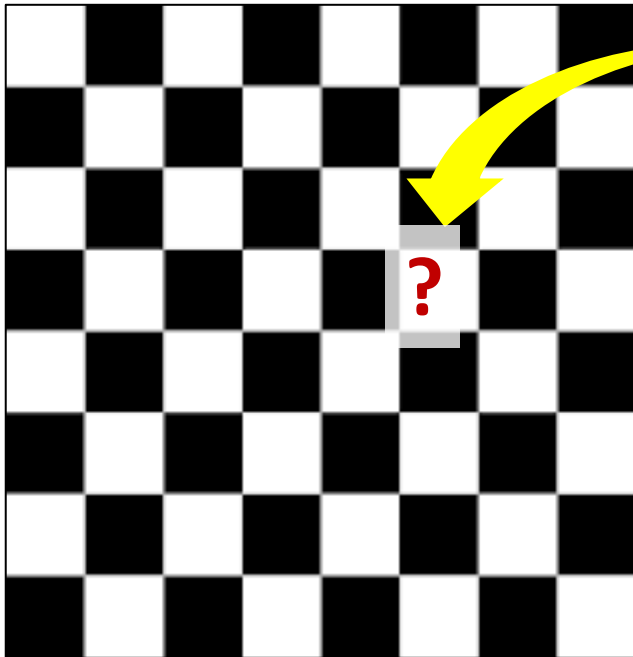
RANSAC continued

# Homography estimation



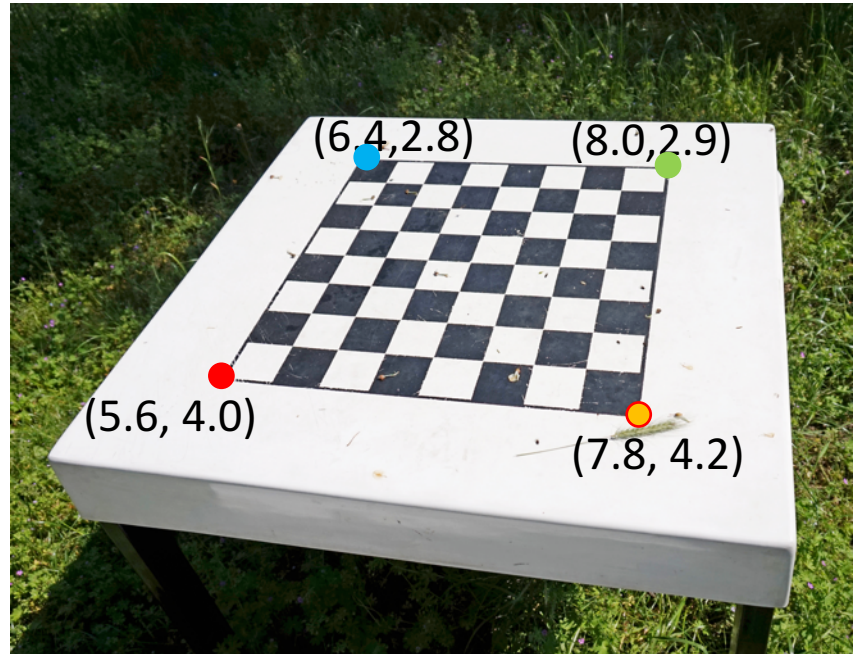
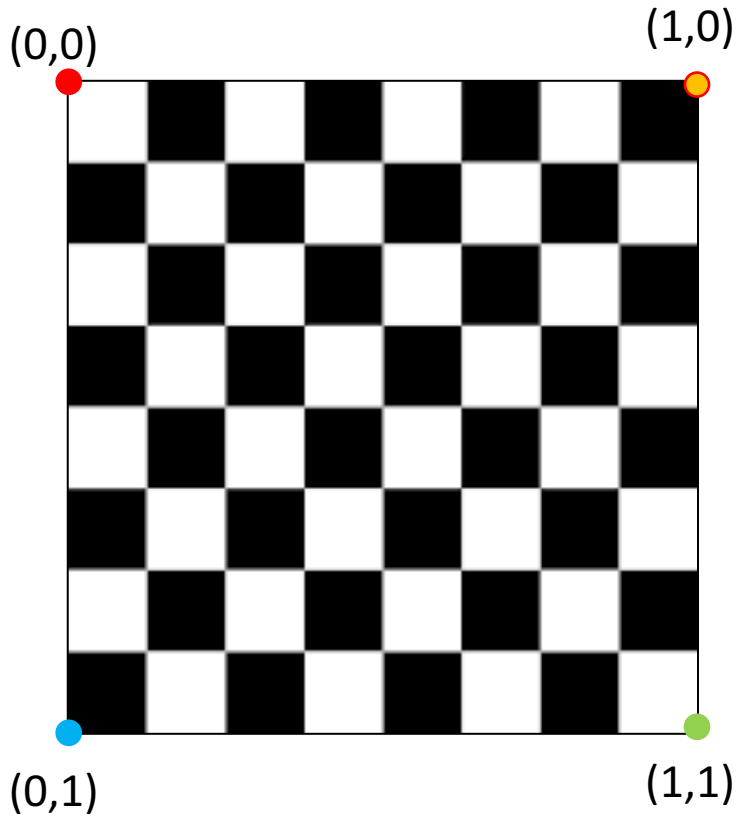
$$\vec{x}_{img} \equiv H \vec{x}_w$$

# Homography estimation



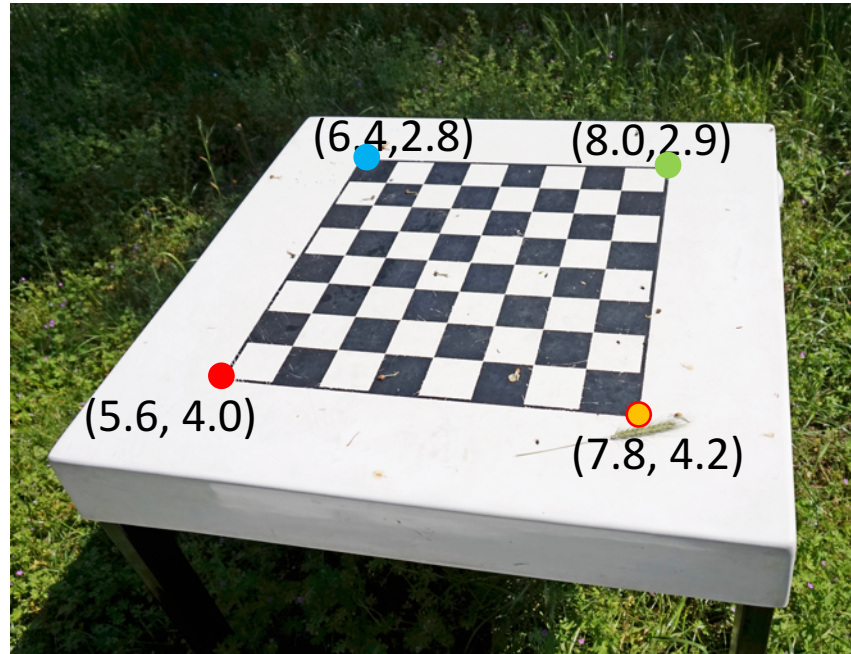
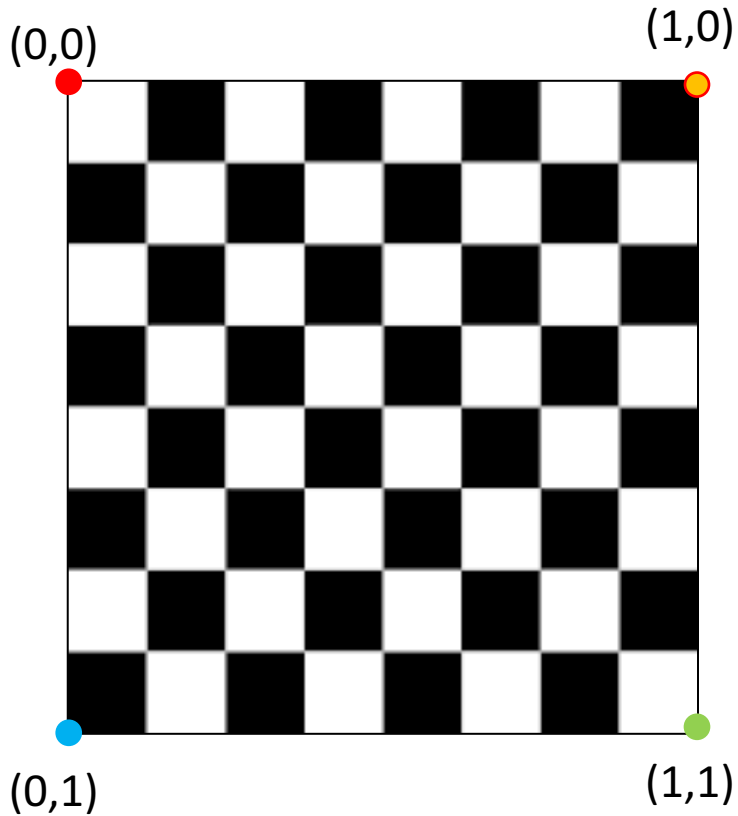
$$\vec{x}_w = H^{-1} \vec{x}_{img}$$

# Homography estimation



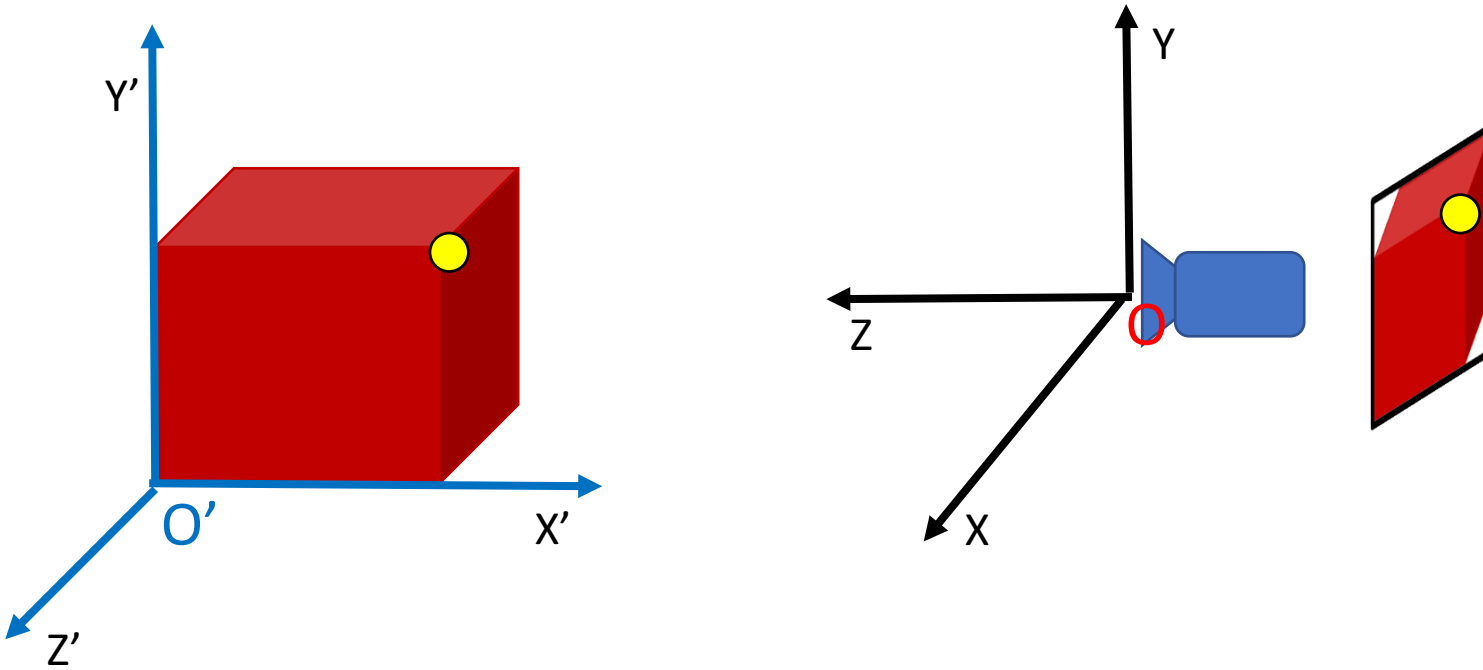
$$A\mathbf{h} = 0 \text{ s.t. } \|\mathbf{h}\| = 1$$

# Homography estimation



$$\min_{\mathbf{h}} \|\mathbf{A}\mathbf{h}\|^2 \quad \text{s.t.} \quad \|\mathbf{h}\| = 1$$

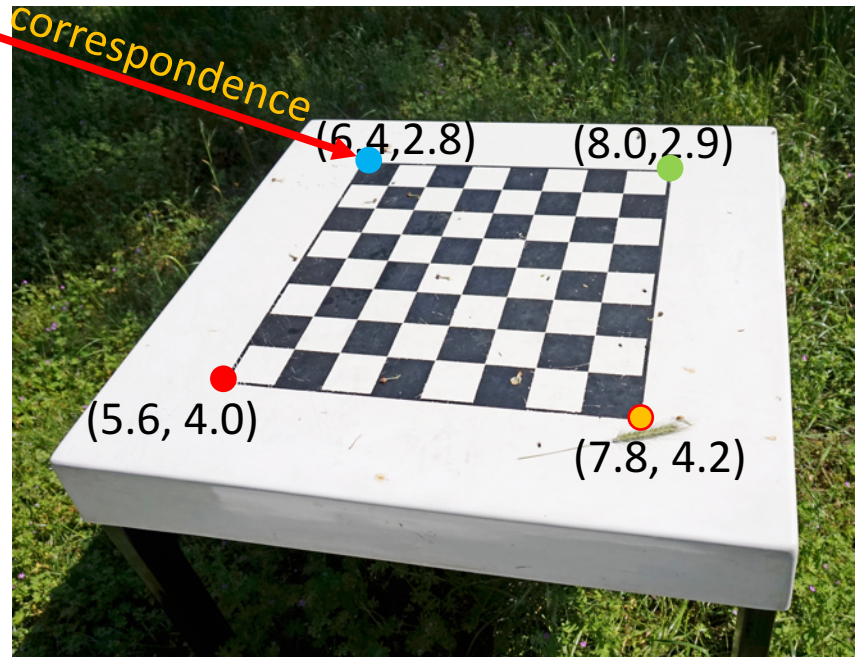
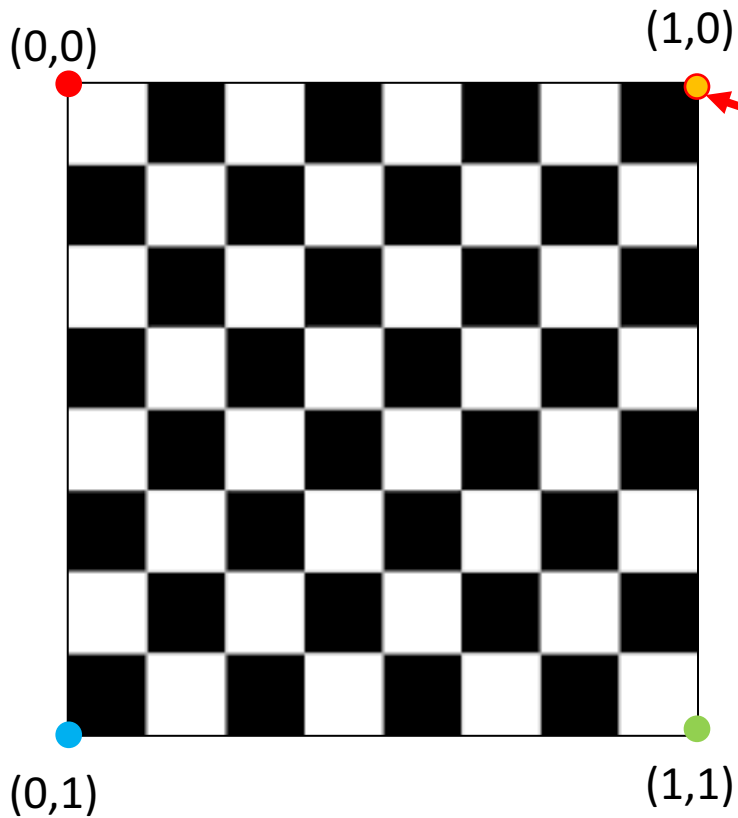
# Camera calibration



$$\min_{\mathbf{p}} \|\mathbf{A}\mathbf{p}\|^2 \quad \text{s.t.} \quad \|\mathbf{p}\| = 1$$

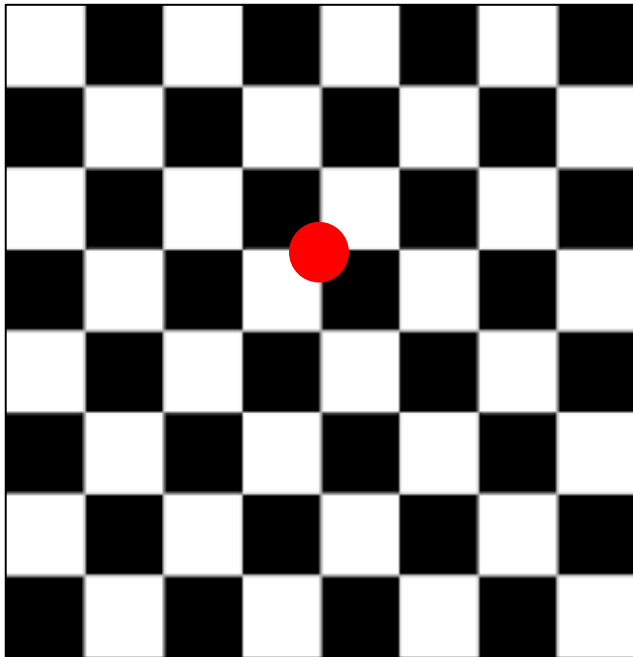


# Homography estimation



$$\min_{\mathbf{h}} \|\mathbf{A}\mathbf{h}\|^2 \quad \text{s.t.} \quad \|\mathbf{h}\| = 1$$

# Homography estimation: obtaining correspondences



$$\min_{\mathbf{h}} \|\mathbf{A}\mathbf{h}\|^2 \text{ s.t. } \|\mathbf{h}\| = 1$$



# Homography estimation

Given images A and B

1. Compute image features for A and B
2. Match features between A and B
3. Compute homography between A and B

What do we do when correspondences are incorrect?

# Homography fitting and incorrect correspondences

$$\min_{\mathbf{h}} \|\mathbf{A}\mathbf{h}\|^2 \text{ s.t. } \|\mathbf{h}\| = 1$$

- Correspondences create matrix  $A$
- What if many correspondences are actually incorrect?
- Even true  $H$  cannot satisfy constraint!
- *Outliers*

# Outliers

outliers



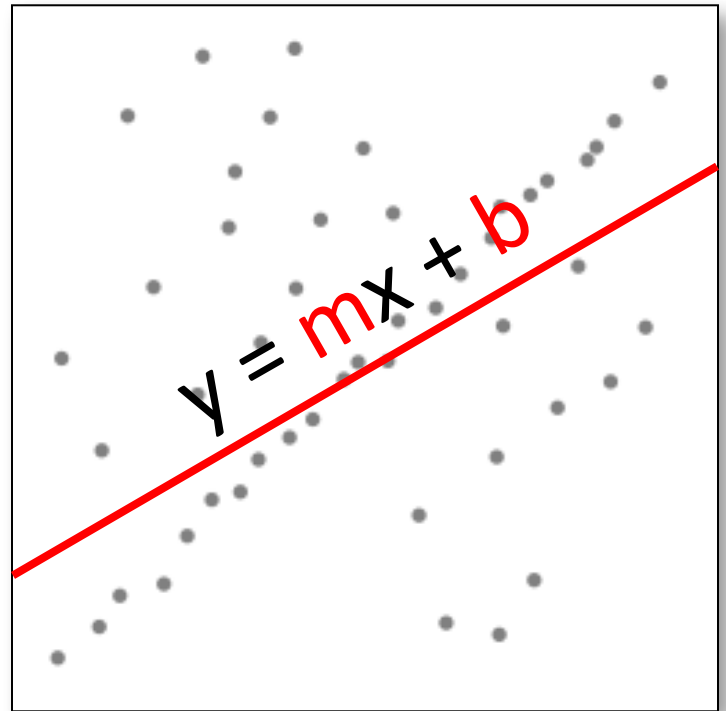
inliers

# A general class of problems

- Need to “fit a model”, i.e., “find parameters”
  - e.g.,  $H$  for homography
- Have some data points to find parameters
  - e.g. correspondences  $(x_w, x_{img})$
- Need at least  $k$  data points to find parameters
  - e.g., 4 correspondences for homography
- Many data points might be completely incorrect, i.e., even correct model won't fit them
  - e.g., incorrect correspondences

# Another example

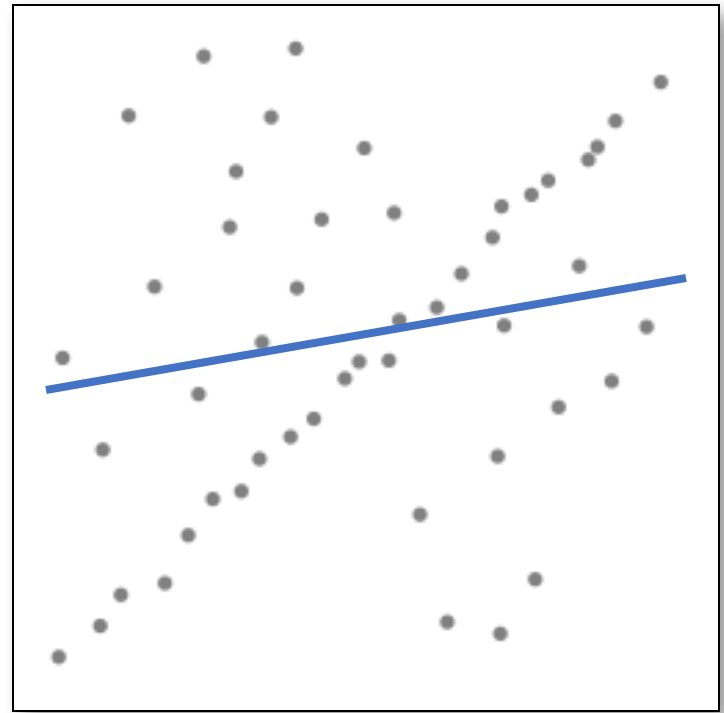
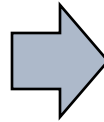
- Need to “fit a model”, i.e., “find parameters”
  - e.g.,  $m, b$  for line fitting
- Have some data points to find parameters
  - e.g. points  $(x, y)$
- Need at least  $k$  data points to find parameters
  - e.g., 2 points for line
- Many data points might be completely incorrect, i.e., even correct model won't fit them



# Robustness



Problem: Fit a line to these datapoints



Least squares fit



# Robust model fitting

- Correct data = “inliers”, incorrect data = “outliers”
- If we knew inliers, fitting model is easy
  - e.g., for homography, set up matrix A

$$\min_{\mathbf{h}} \|\mathbf{A}\mathbf{h}\|^2 \text{ s.t. } \|\mathbf{h}\| = 1$$

- If we knew model, identifying inliers is easy
  - Inliers agree with model, outliers disagree
- Chicken and egg problem!

# Key idea

- *A single model will satisfy all inliers*
- No single model will satisfy all outliers
  - **Outliers** will all *disagree* on model they like

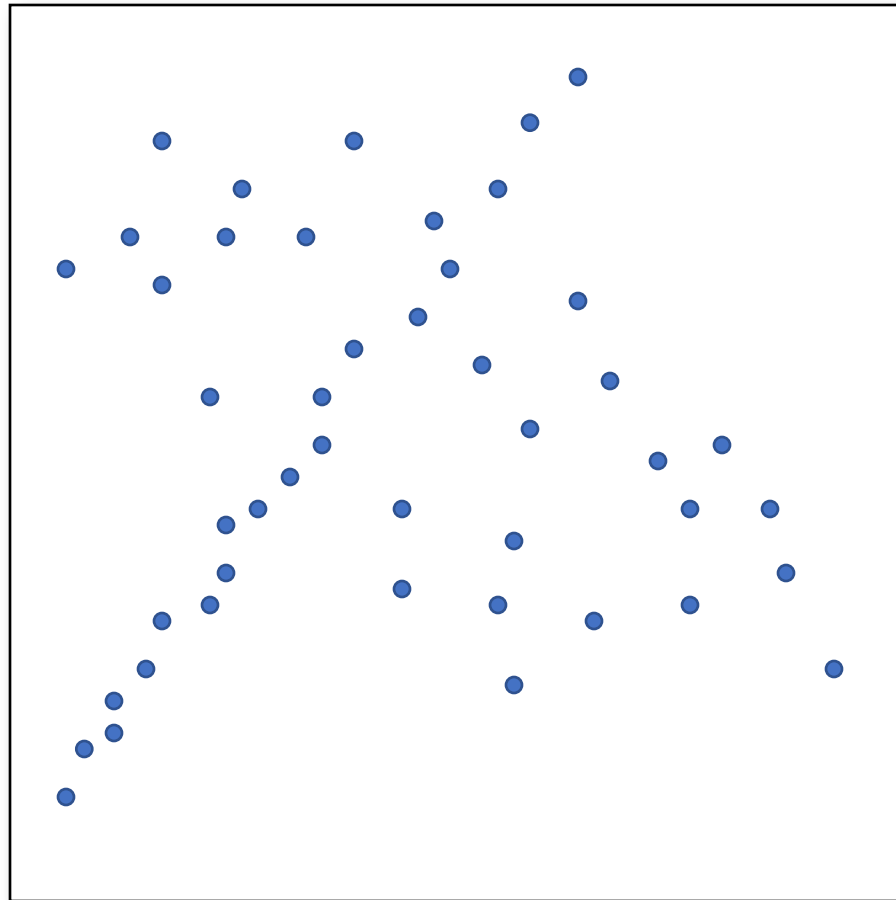
“**Happy families** are all alike; every **unhappy family** is unhappy in its own way.”

*-Leo Tolstoy, Ana Karenina*

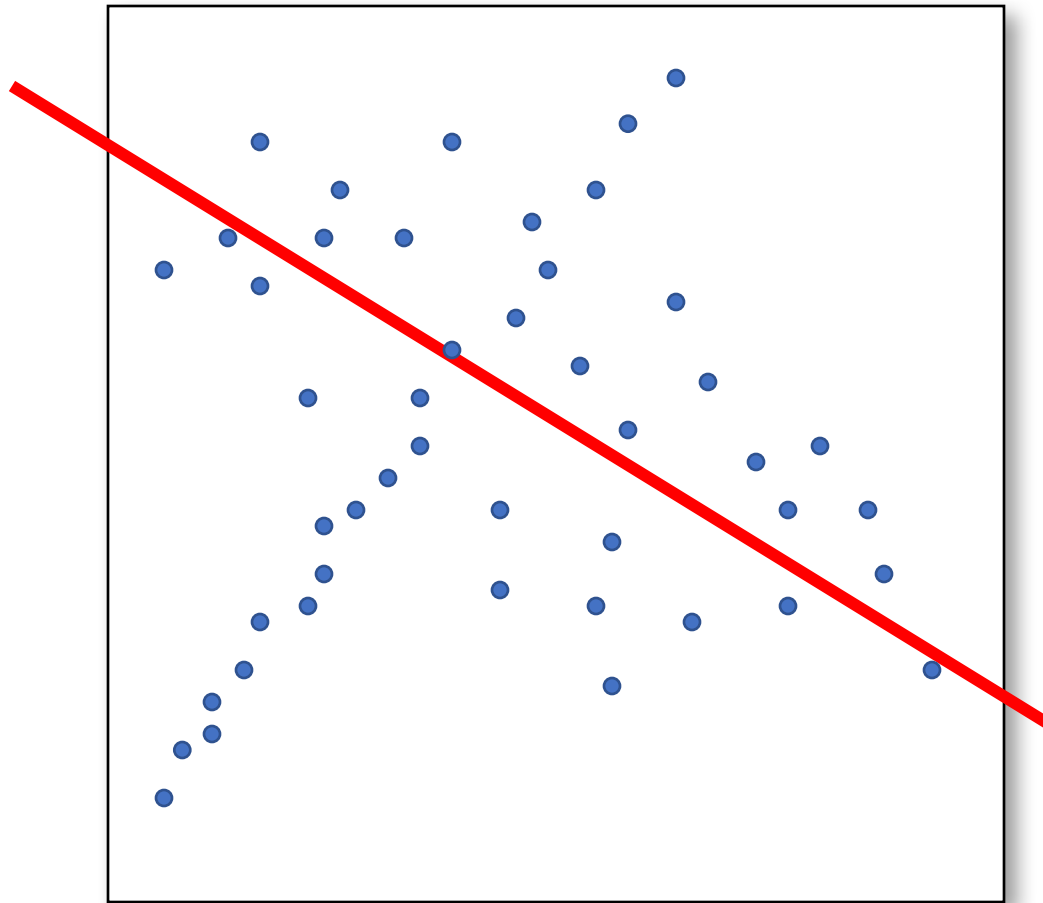
# Key idea

- Identify model that agrees with most points
- Given a hypothesized line
- Count the number of points that “agree” with the line
  - “Agree” = within a small distance of the line
  - I.e., the **inliers** to that line
- For all possible lines, select the one with the largest number of inliers

# Counting inliers

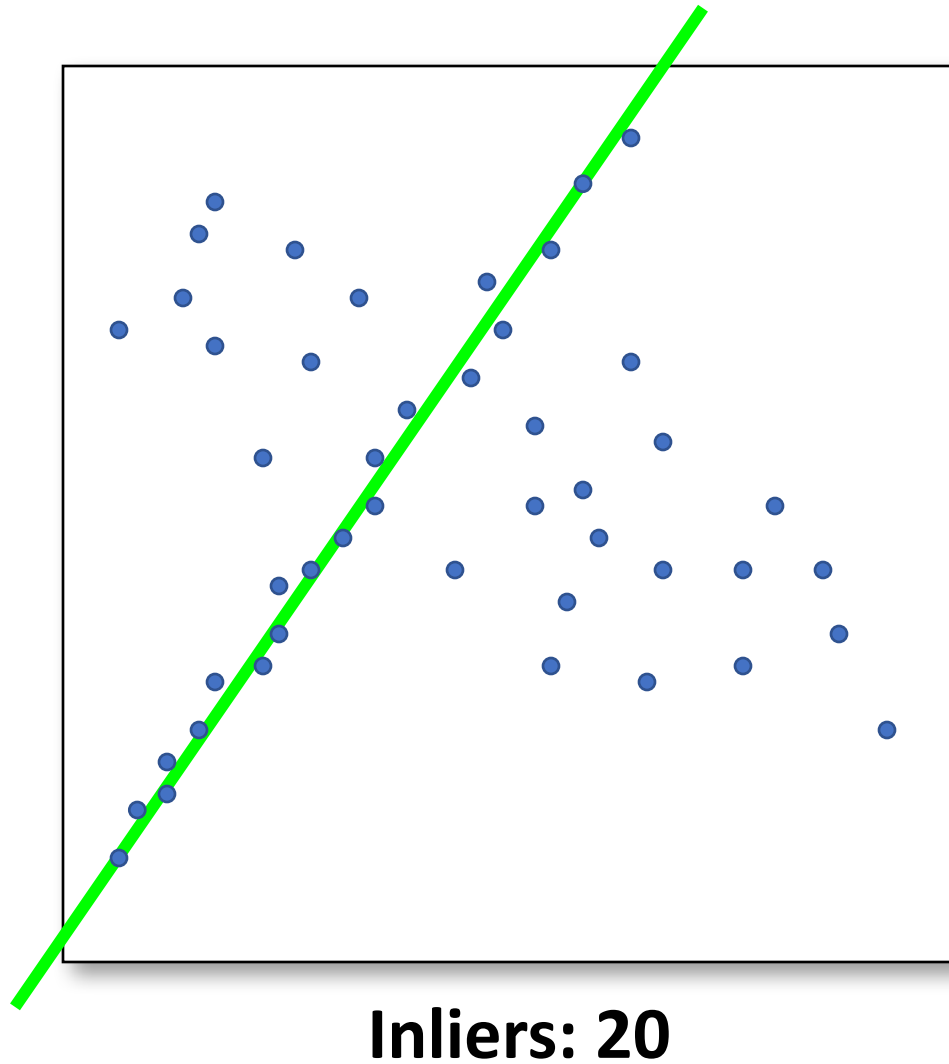


# Counting inliers



**Inliers: 3**

# Counting inliers



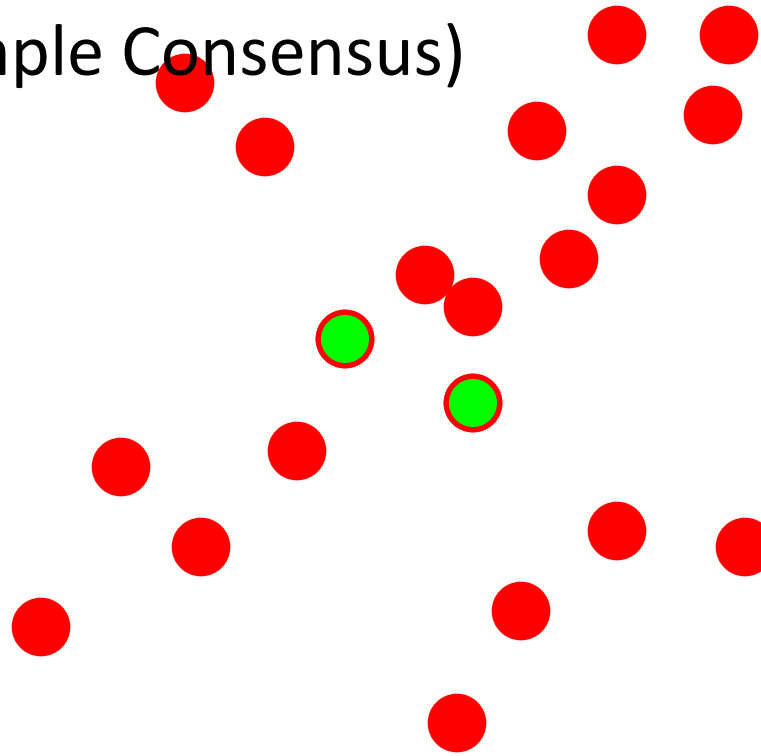


# How do we find the best line?

- Unlike least-squares, no simple closed-form solution
- Hypothesize-and-test
  - Try out many lines, keep the best one
  - Which lines?

# RANSAC (Random Sample Consensus)

Line fitting example



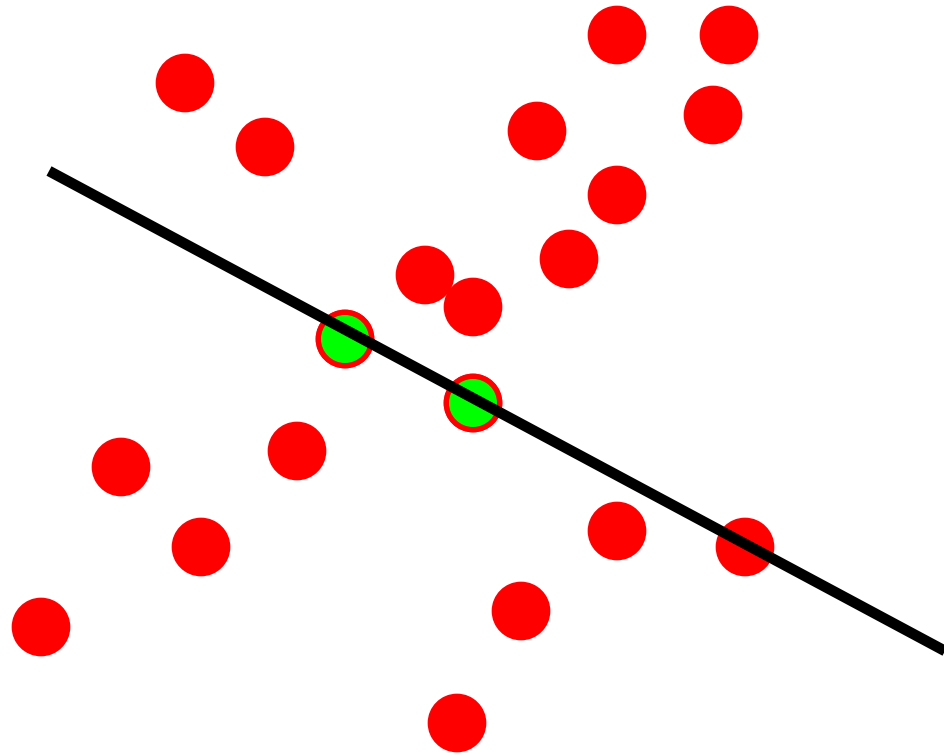
Algorithm:

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

**Repeat** 1-3 until the best model is found with high confidence

# RANSAC

Line fitting example



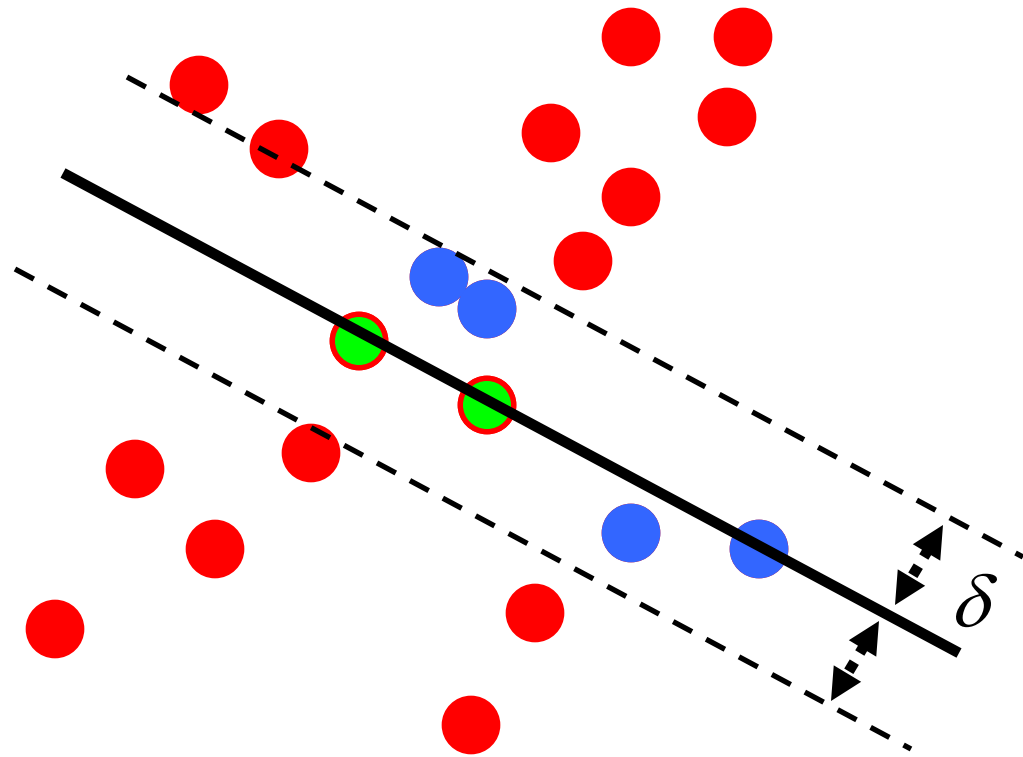
Algorithm:

1. **Sample** (randomly) the number of points required to fit the model ( $\#=2$ )
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3. **Score** by the fraction of inliers within a preset threshold of the model

**Repeat** 1-3 until the best model is found with high confidence

# RANSAC

Line fitting example



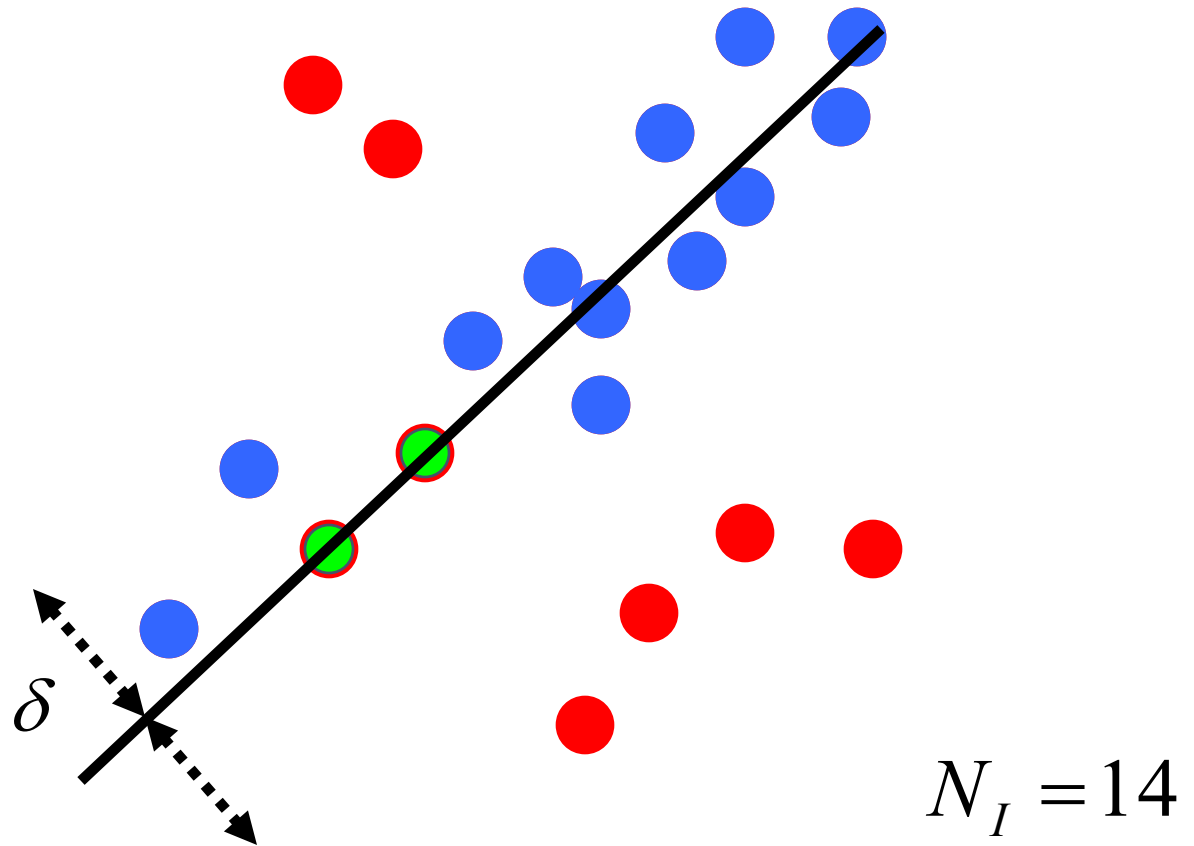
$$N_I = 6$$

Algorithm:

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

**Repeat** 1-3 until the best model is found with high confidence

# RANSAC



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

**Repeat** 1-3 until the best model is found with high confidence

# RANSAC

- Idea:
  - All the inliers will agree with each other on the translation vector; the (hopefully small) number of outliers will (hopefully) disagree with each other
    - RANSAC only has guarantees if there are  $< 50\%$  outliers
  - “All good matches are alike; every bad match is bad in its own way.”

– Tolstoy via Alyosha Efros



# RANSAC

- **Inlier threshold** related to the amount of noise we expect in inliers
  - Often model noise as Gaussian with some standard deviation (e.g., 3 pixels)
- **Number of rounds** related to the percentage of outliers we expect, and the probability of success we'd like to guarantee
  - Suppose there are 20% outliers, and we want to find the correct answer with 99% probability
  - How many rounds do we need?

# How many rounds?

- If we have to choose  $k$  samples each time
  - with an inlier ratio  $p$
  - and we want the right answer with probability  $P$

proportion of inliers $p$							
k	95%	90%	80%	75%	70%	60%	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

$P = 0.99$

To ensure that the random sampling has a good chance of finding a true set of inliers, a sufficient number of trials  $S$  must be tried. Let  $p$  be the probability that any given correspondence is valid and  $P$  be the total probability of success after  $S$  trials. The likelihood in one trial that all  $k$  random samples are inliers is  $p^k$ . Therefore, the likelihood that  $S$  such trials will all fail is

$$1 - P = (1 - p^k)^S \tag{6.29}$$

and the required minimum number of trials is

$$S = \frac{\log(1 - P)}{\log(1 - p^k)}. \tag{6.30}$$

proportion of inliers $p$							
k	95%	90%	80%	75%	70%	60%	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

$P = 0.99$

# RANSAC pros and cons

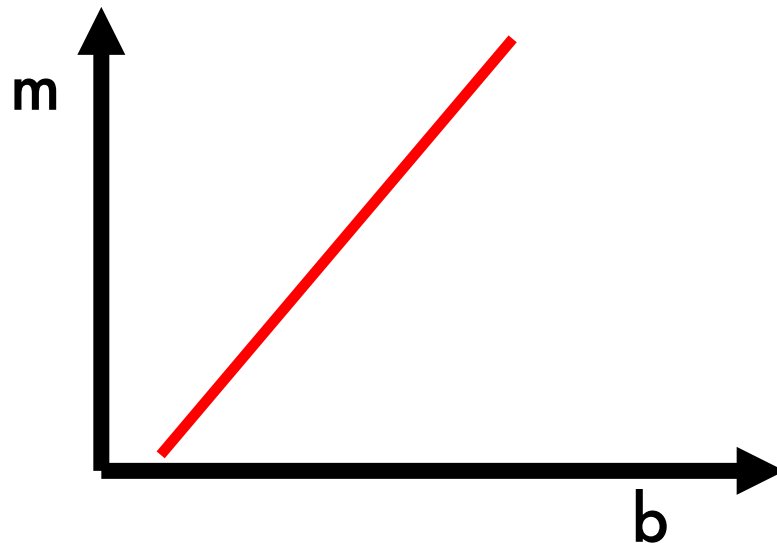
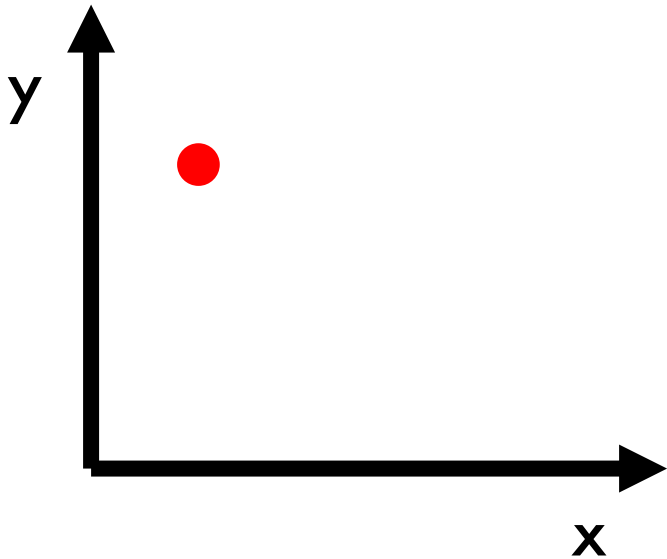
- Pros
  - Simple and general
  - Applicable to many different problems
  - Often works well in practice
- Cons
  - Parameters to tune
  - Sometimes too many iterations are required
  - Can fail for extremely low inlier ratios

# RANSAC

- An example of a “voting”-based fitting scheme
- Each hypothesis gets voted on by each data point, best hypothesis wins
- There are many other types of voting schemes
  - E.g., Hough transforms...

# Hough transform

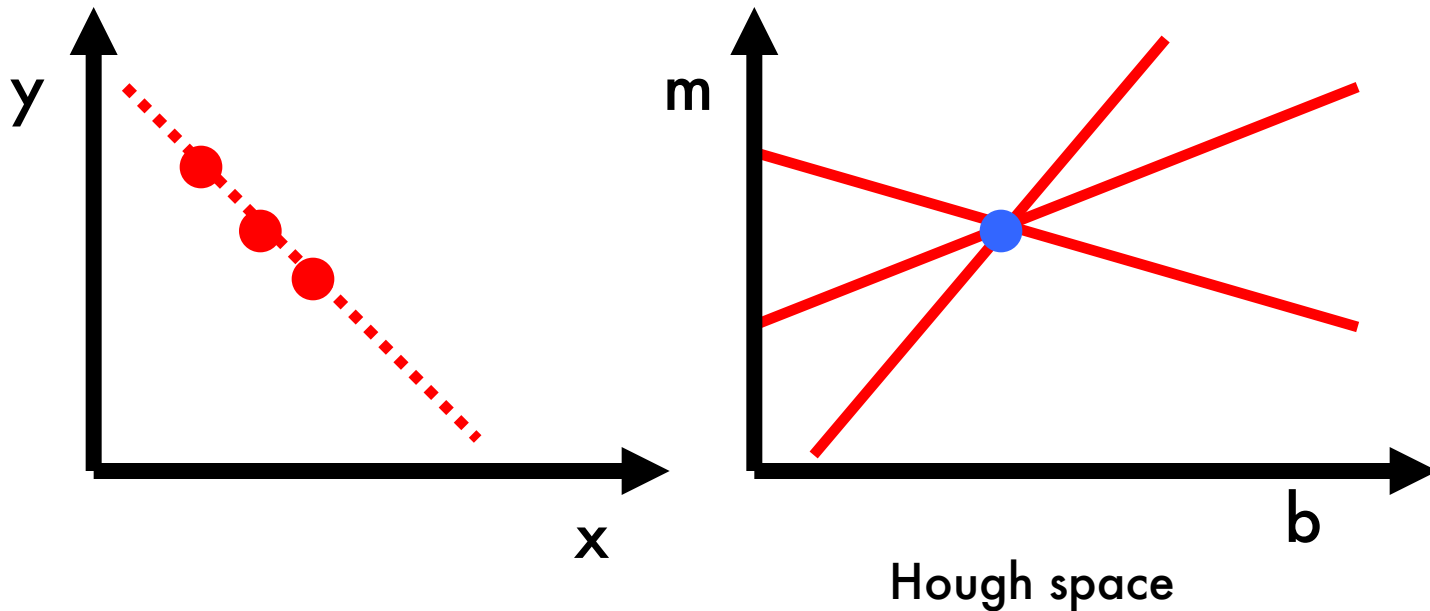
- What possible lines can this point lie on?
- $(m,b)$  must satisfy:  $y = mx + b$ 
  - This is the equation of a line in  $m$  and  $b$



# 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



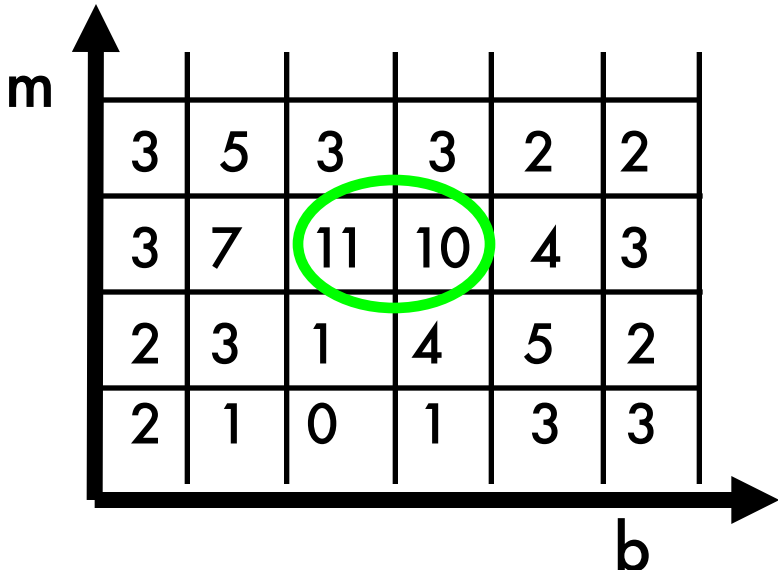
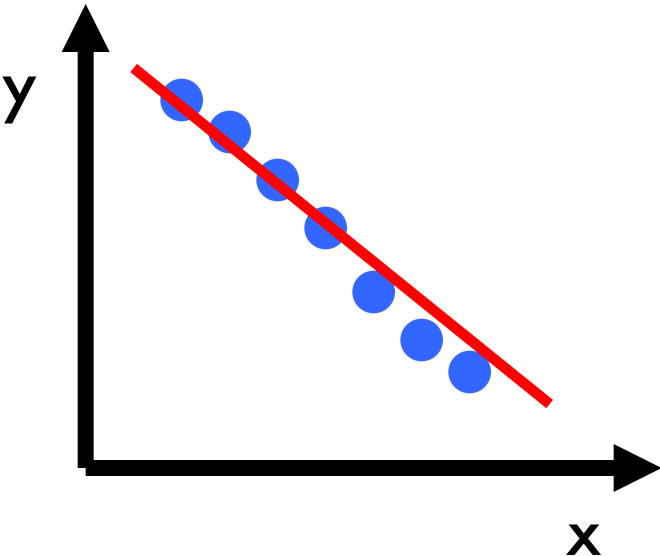
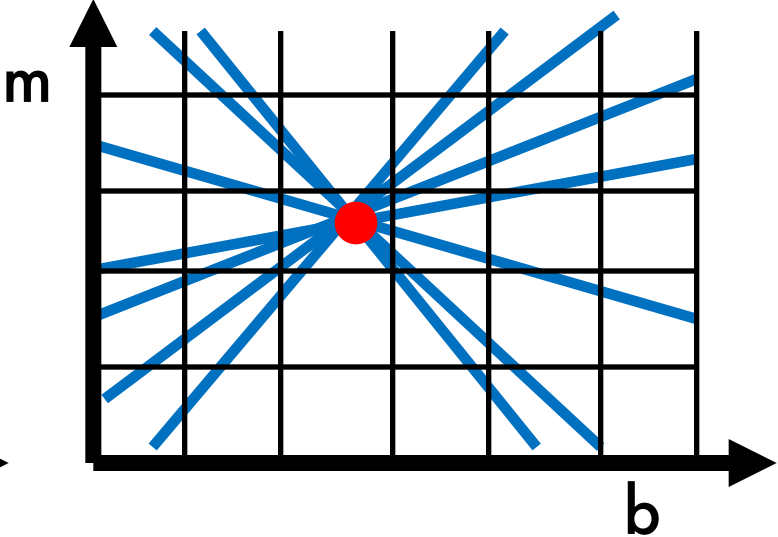
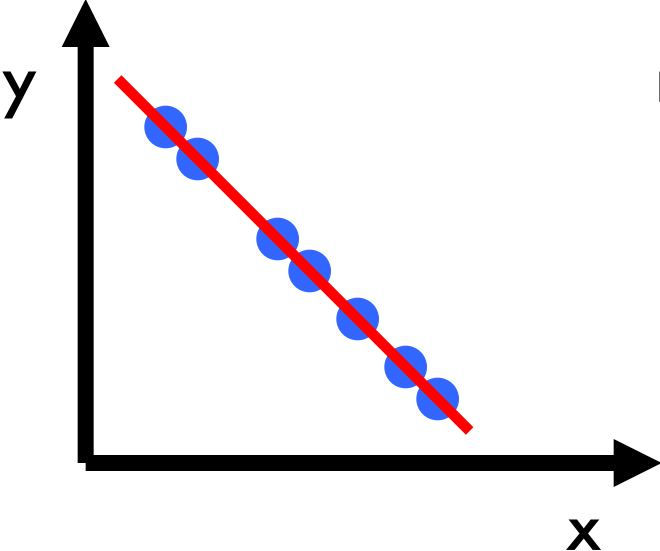
$$y = m x + b$$

# Hough Transform: Outline

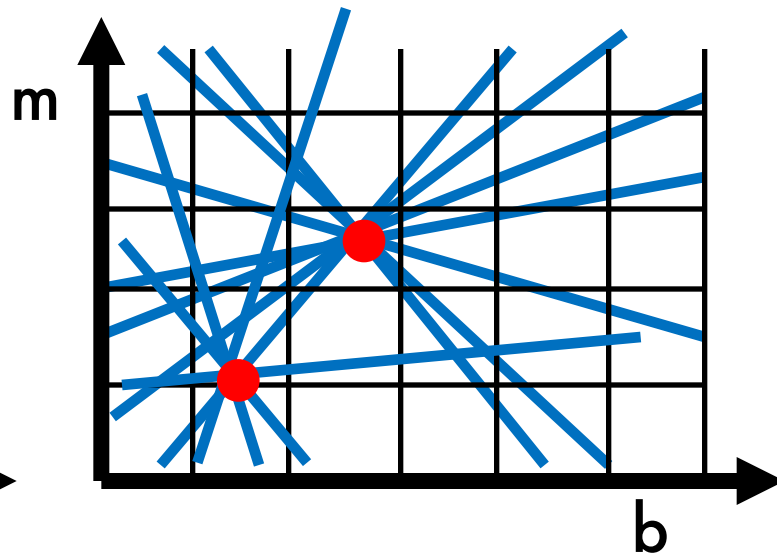
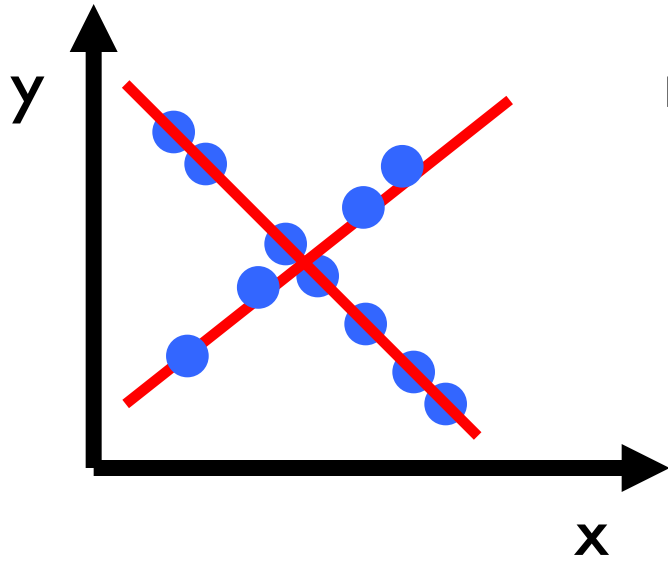
1. Create a grid of parameter values
2. Each point votes for a set of parameters, incrementing those values in grid
3. Find maximum or local maxima in grid

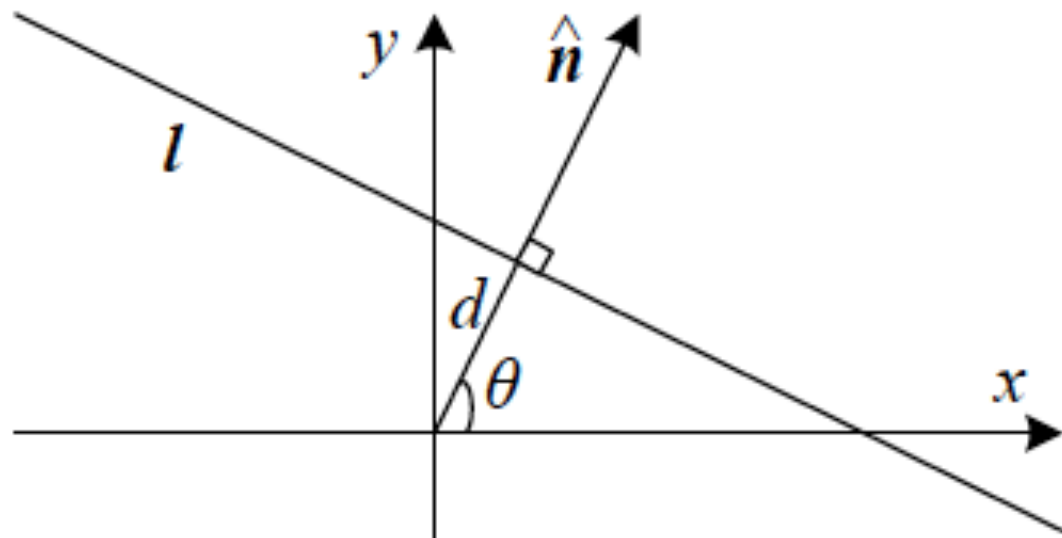


# Hough transform



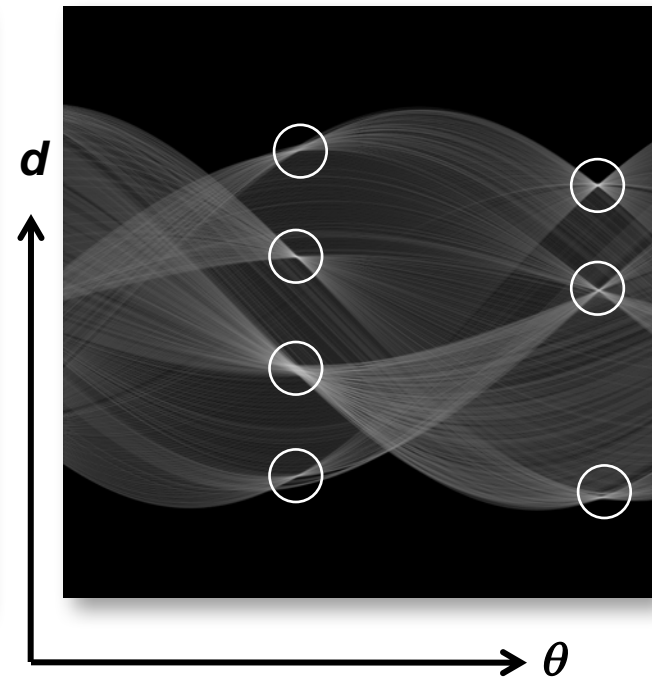
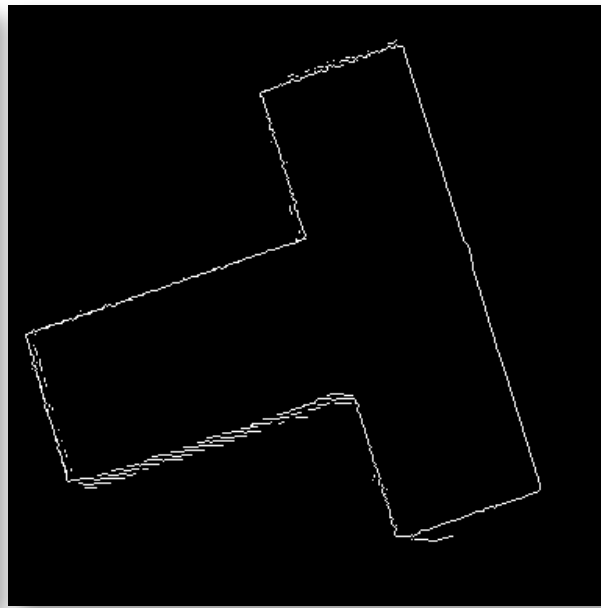
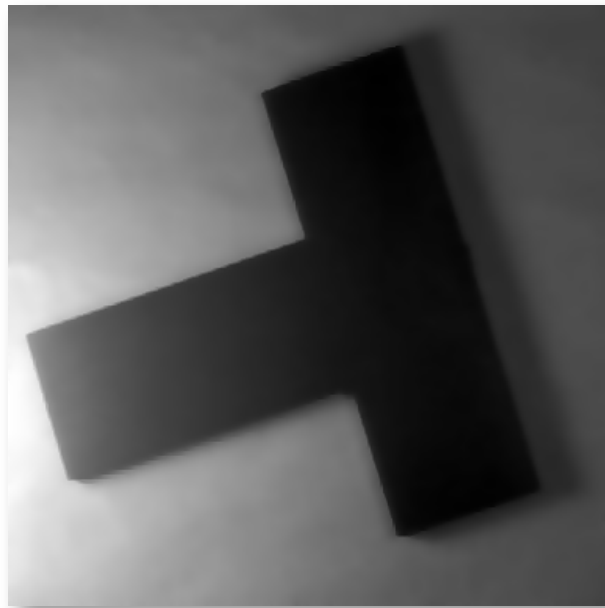
# Hough transform





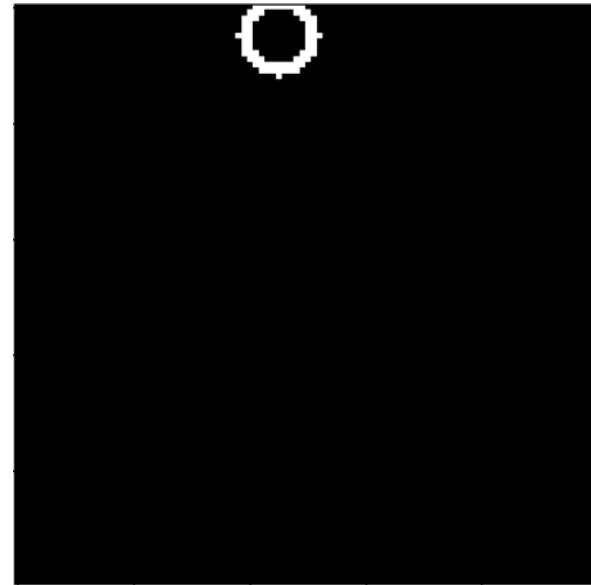
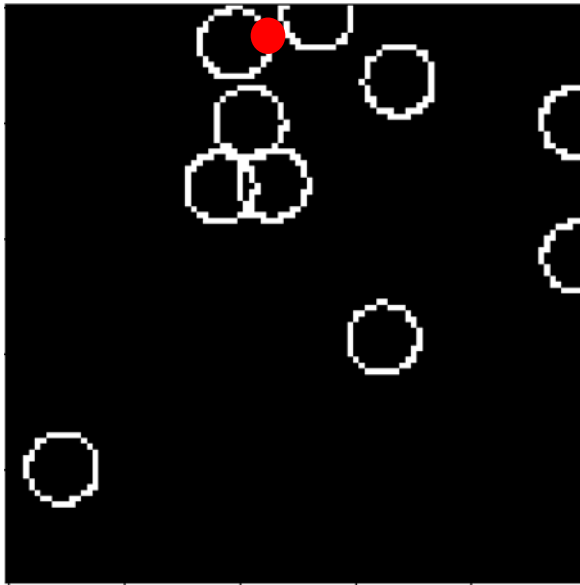
$$d = x \cos \theta + y \sin \theta$$

# Hough transform



# Hough transform : circles

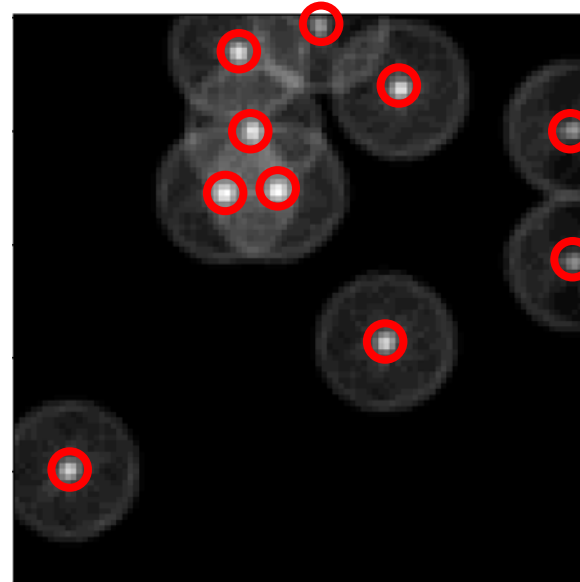
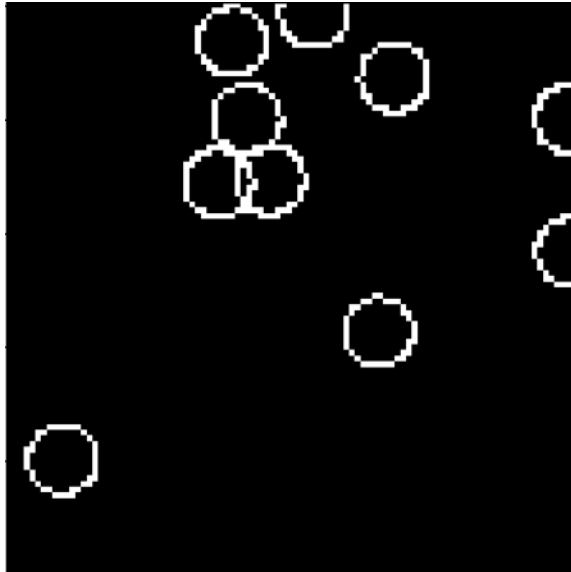
- Suppose we want to fit circles to points
- Assume we know the radius, but don't know the centres



- Given a point  $(x,y)$ , what possible circles of radius  $r$  can it lie on?
  - center  $(c_x, c_y)$  must satisfy  $(x - c_x)^2 + (y - c_y)^2 = r^2$
  - center must lie on a circle!

# Hough transform : circles

- Suppose we want to fit circles to points
- Assume we know the radius, but don't know the centres



- Given a point  $(x,y)$ , what possible circles of radius  $r$  can it lie on?
  - center  $(c_x, c_y)$  must satisfy  $(x - c_x)^2 + (y - c_y)^2 = r^2$
  - center must lie on a circle!

# Hough transform: circles

- What happens if we don't know the radius of the circle?
  - How big should the Hough space be?

# Hough transform: general form

- Suppose we have to fit a model with some parameters to some data
- Construct a grid of parameter values
  - d parameters with k possible values for each:  
 $\underbrace{k \times k \times \dots \times k}_{d \text{ times}}$  array
  - $k^d$  elements
- Each data point puts in a vote for all sets of parameter values it likes
- Look for parameter settings with votes > threshold



# Hough transform

- Simple
- Can deal with multiple correct answers
- Can only work if only a small number of parameters to fit (e.g. 2-3)
- Can we use this for homography fitting?