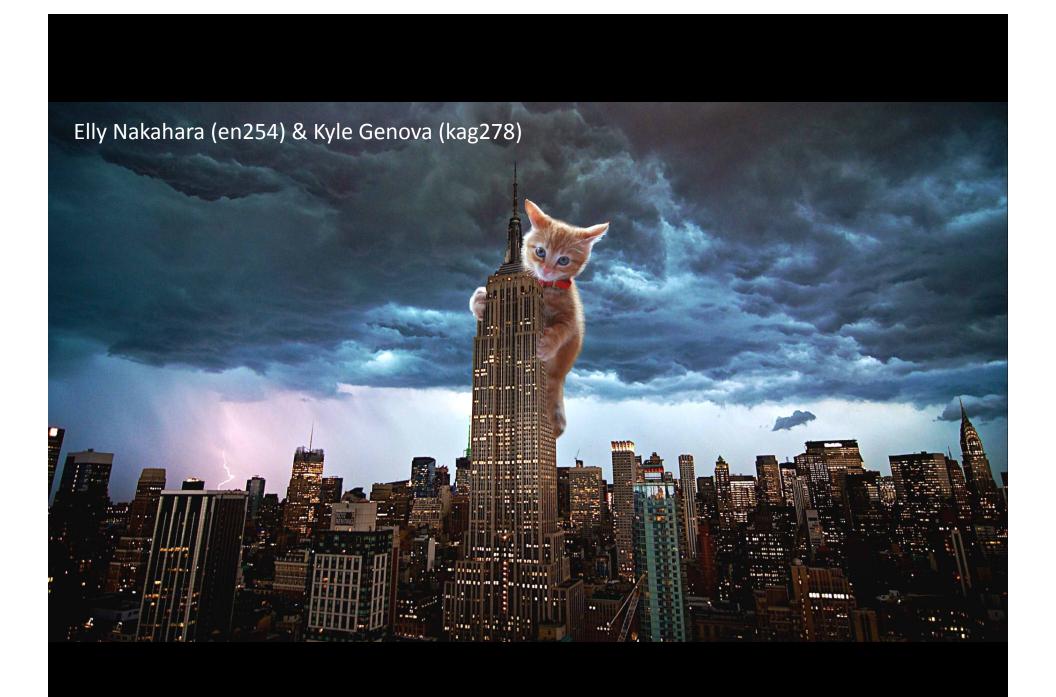
# CS4670/5760: Computer Vision Kavita Bala

Lecture 13: RANSAC

## **Announcements**

- This Friday
  - Review session in class
  - Look at last year's exam (posted on CMS)
- Monday: Quiz
- Prelim next Thu
  - Send me mail if you have a conflict
  - All material till end of this week
  - Closed book

Runners Olp





Danning Yao dy87, Rena Yang rjy33



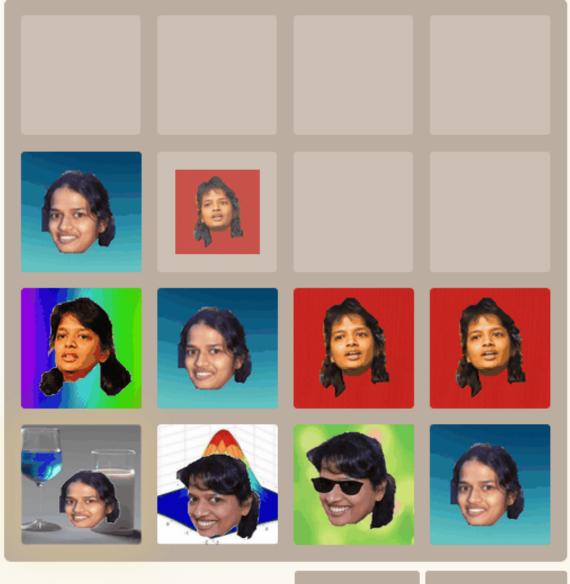
## Michael Dougherty and Ryan Hall





Mind Place

## Candy Lin(cl839), Julia Mei(jm2232)



Second Place



First Place



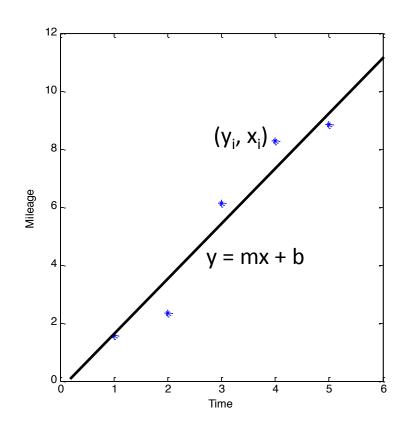
# Fitting and Alignment

Fitting: find the parameters of a model that

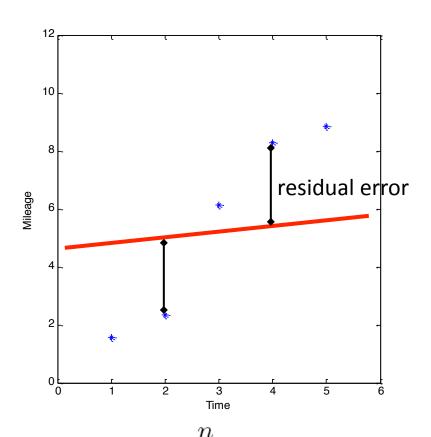
best fit the data

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

# Least squares: linear regression



# Linear regression



$$Cost(m, b) = \sum_{i=1}^{n} |y_i - (mx_i + b)|^2$$

# Linear regression

$$\begin{bmatrix} x_1 & 1 \\ x_2 & 1 \\ \vdots & \vdots \\ x_n & 1 \end{bmatrix} \begin{bmatrix} m \\ b \end{bmatrix} = \begin{bmatrix} y_1 \\ y_2 \\ \vdots \\ y_n \end{bmatrix}$$

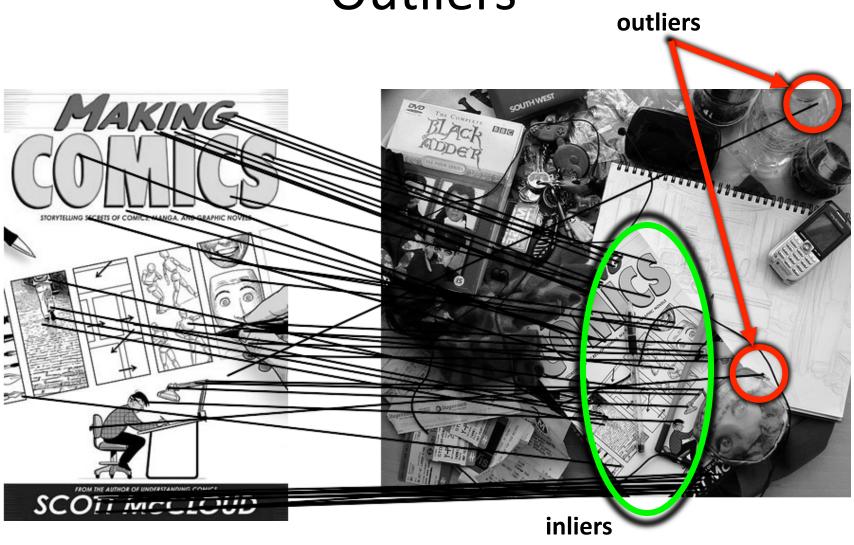
# Image Alignment Algorithm

Given images A and B

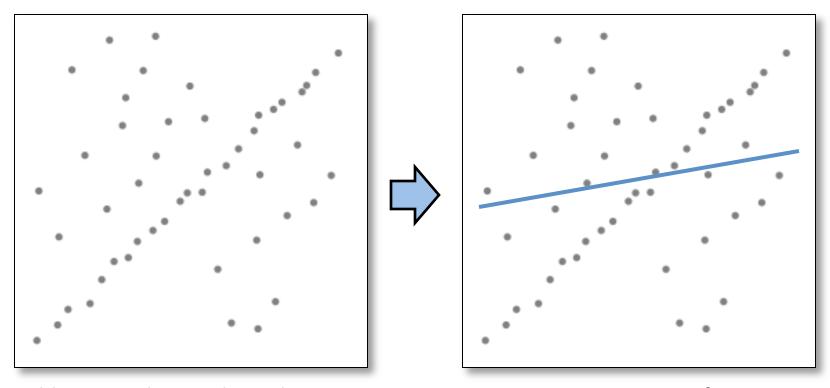
- 1. Compute image features for A and B
- 2. Match features between A and B
- 3. Compute homography between A and B using least squares on set of matches

What could go wrong?

# **Outliers**



# Robustness



Problem: Fit a line to these datapoints

Least squares fit

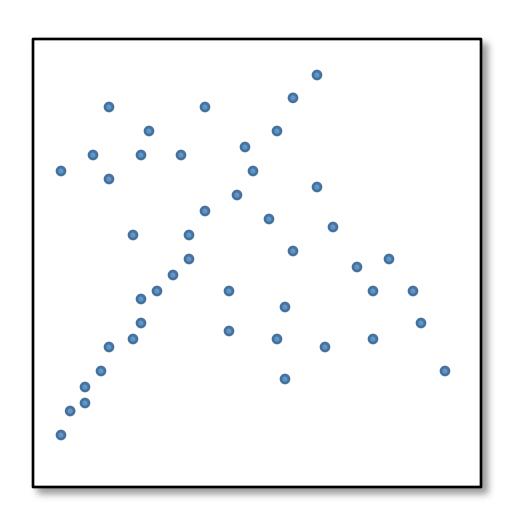
## What can we do?

• Suggestions?

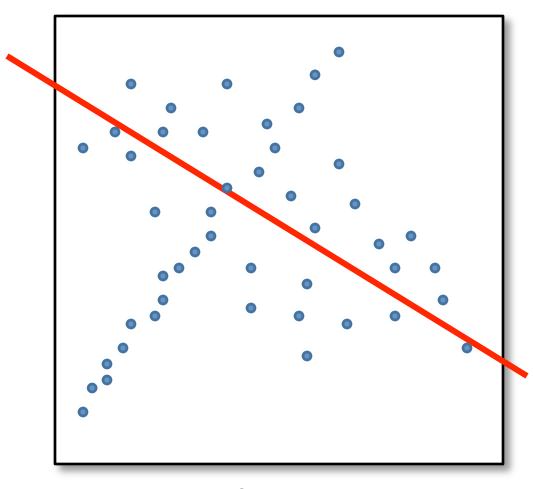
## Idea

- 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

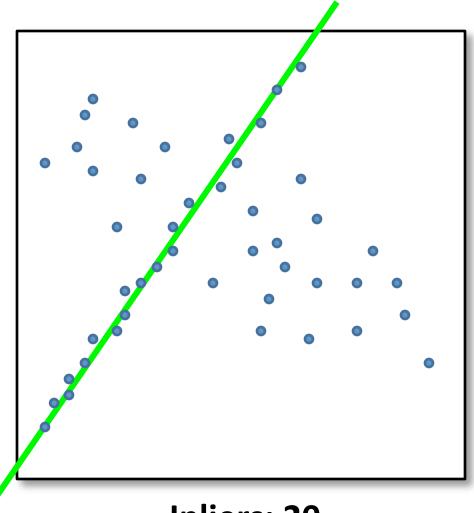


# Counting inliers



**Inliers: 3** 

# Counting inliers



Inliers: 20

## How do we find the best line?

Unlike least-squares, no simple closed-form solution

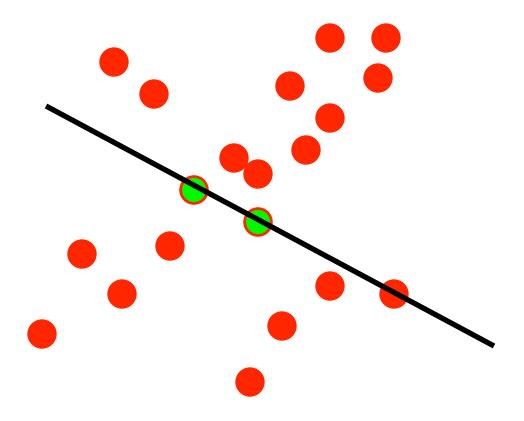
- Hypothesize-and-test
  - Try out many lines, keep the best one
  - Which lines?

# RANSAC 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

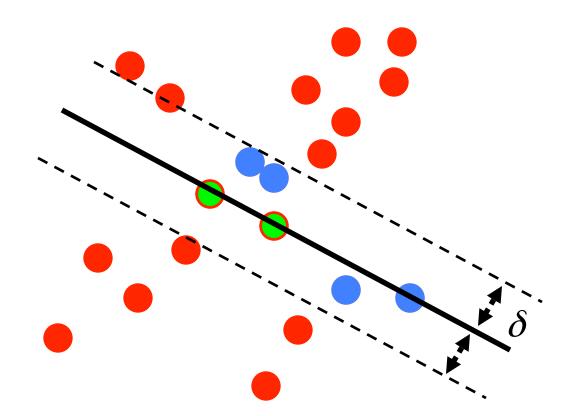


## Algorithm:

- 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

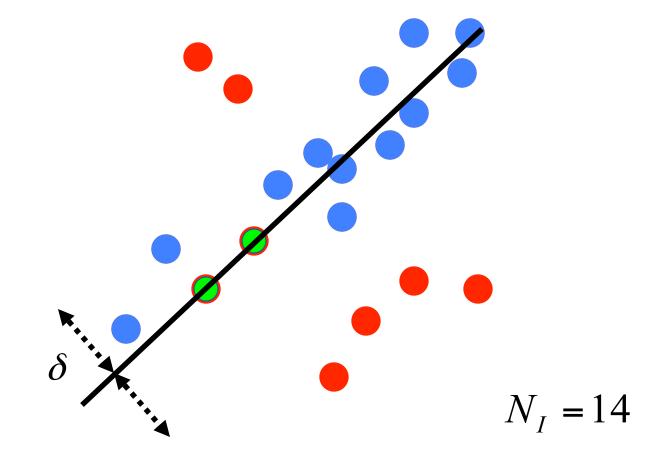
Line fitting example

$$N_I = 6$$



## 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



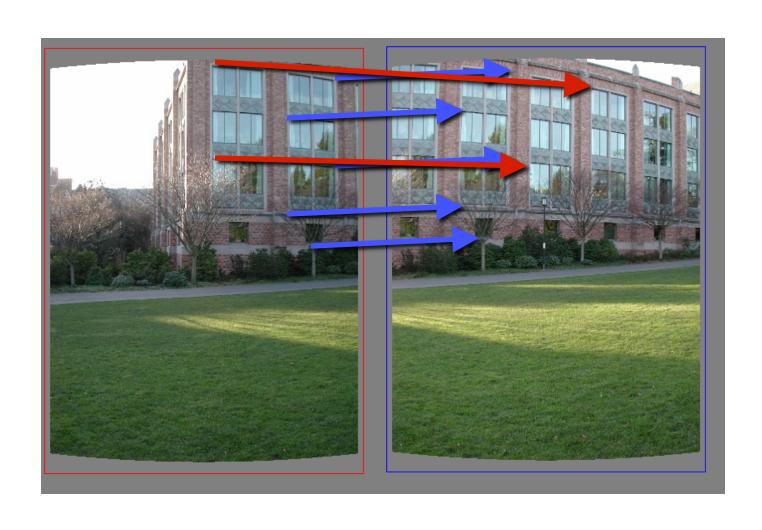
## Algorithm:

- 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

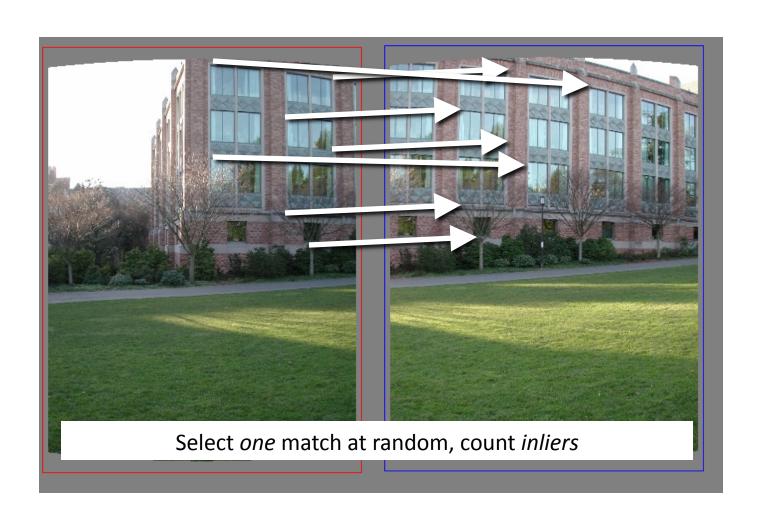
## • Idea:

- 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</li>
- "All good matches are alike; every bad match is bad in its own way."
  - Tolstoy via Alyosha Efros

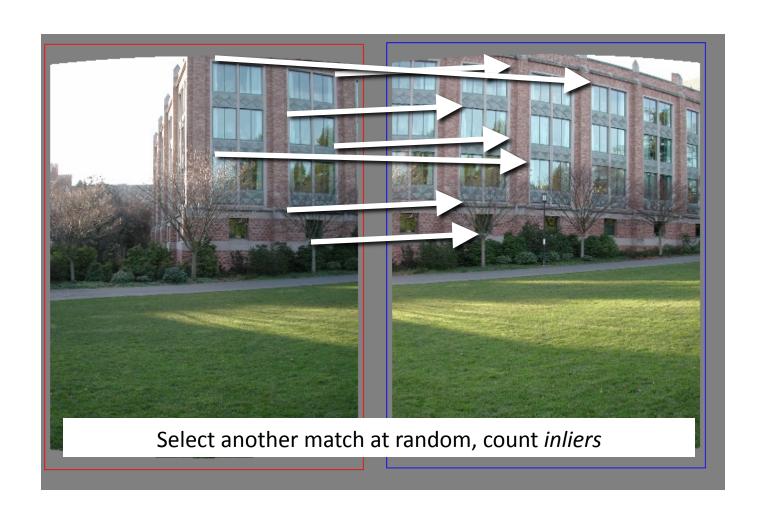
# **Translations**



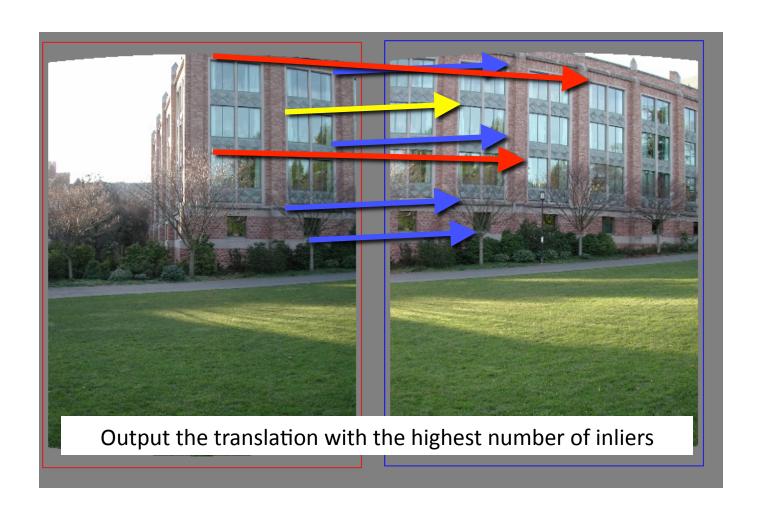
# RAndom SAmple Consensus



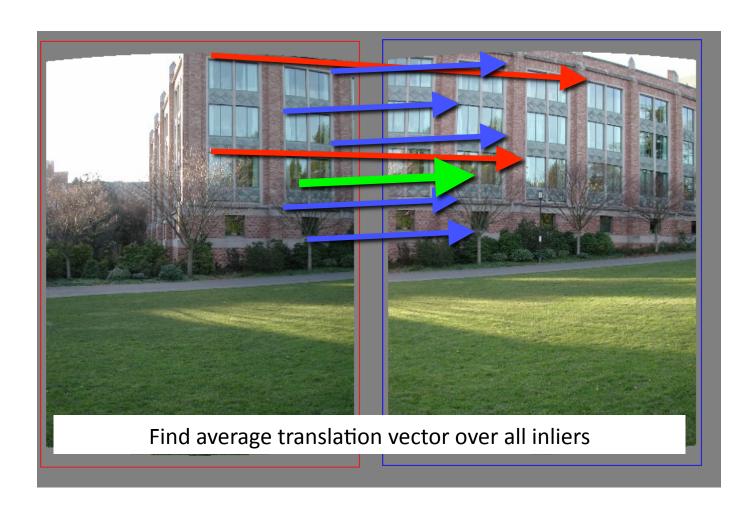
# RAndom SAmple Consensus



# RAndom SAmple Consensus



# Final step: least squares fit



### 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 <i>p</i>						
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

Source: M. Pollefeys

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

$$1 - P = (1 - p^k)^S (6.29)$$

and the required minimum number of trials is

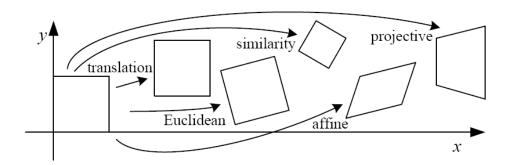
$$S = \frac{\log(1 - P)}{\log(1 - p^k)}. (6.30)$$

	proportion of inliers <i>p</i>						
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
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7	4	8	20	33	54	163	588
8	5	9	26	44	78	272	1177

$$P = 0.99$$

## How big is *k*?

- For alignment, depends on the motion model
  - Here, each sample is a correspondence (pair of matching points)



Name	Matrix	# D.O.F.	Preserves:	Icon
translation	$egin{bmatrix} ig[ egin{array}{c c} I & t \end{bmatrix}_{2 imes 3} \end{array}$	2	orientation $+\cdots$	
rigid (Euclidean)	$egin{bmatrix} R & t \end{bmatrix}_{2 imes 3}$	3	lengths +···	$\Diamond$
similarity	$\left[\begin{array}{c c} sR & t\end{array}\right]_{2 imes 3}$	4	angles + · · ·	$\Diamond$
affine	$\left[egin{array}{c} oldsymbol{A} \end{array} ight]_{2 imes 3}$	6	parallelism $+\cdots$	
projective	$\left[egin{array}{c}  ilde{m{H}} \end{array} ight]_{3 imes 3}$	8	straight lines	

### 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
- We can often do better than brute-force sampling

### **RANSAC**

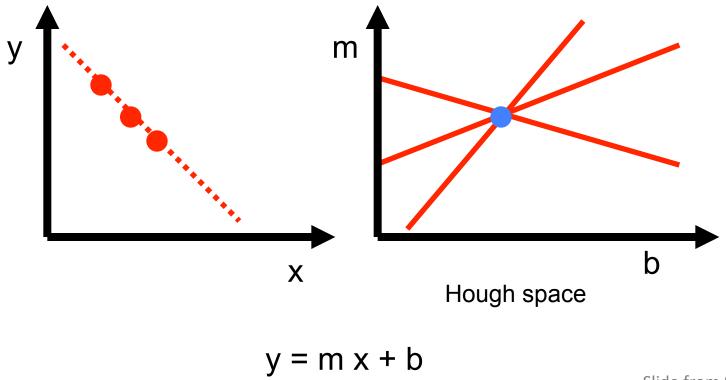
- An example of a "voting"-based fitting scheme
- Each hypothesis gets voted on by each data point, best hypothesis wins

- There are many other types of voting schemes
  - E.g., Hough transforms...

### **Hough transform**

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



Slide from S. Savarese

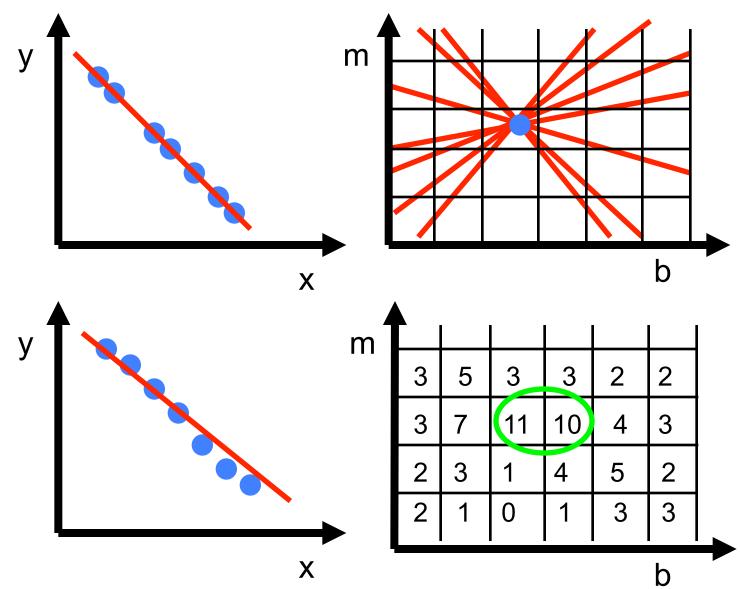
## Hough Transform: Outline

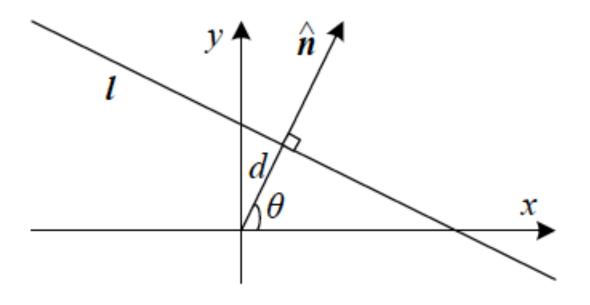
1. Create a grid of parameter values

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

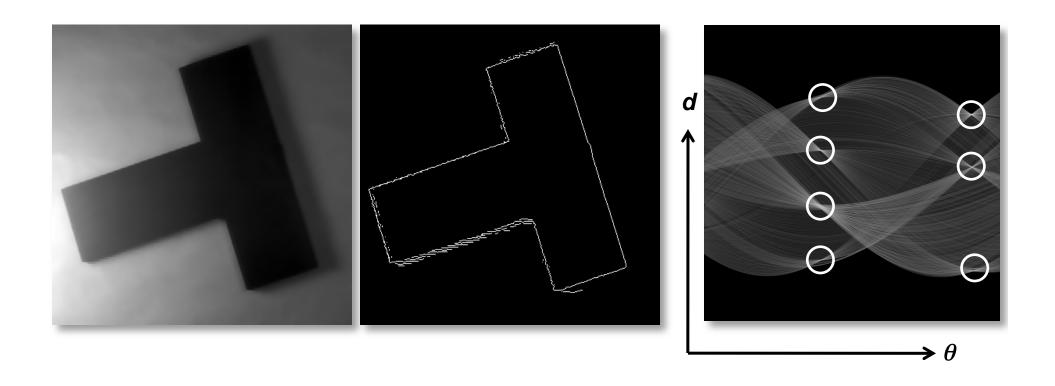
3. Find maximum or local maxima in grid

### **Hough transform**





# Hough transform



## Fitting Summary

- Least Squares Fit
  - closed form solution
  - robust to noise
  - not robust to outliers
- 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)