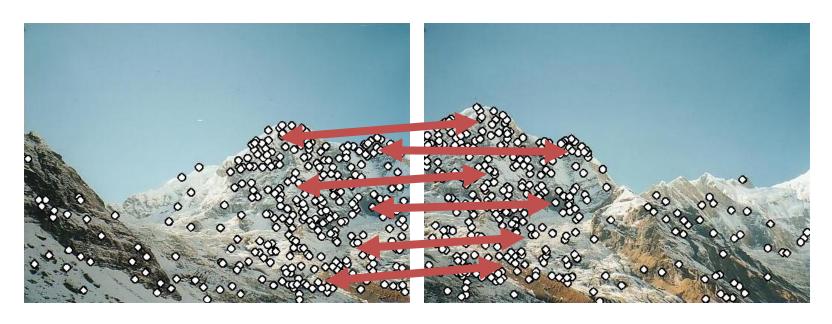
Transformations and Fitting

EECS 442 – David Fouhey Fall 2019, University of Michigan

http://web.eecs.umich.edu/~fouhey/teaching/EECS442_F19/

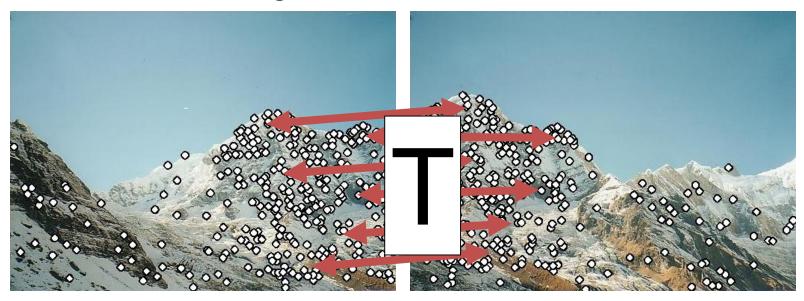
Last Class



- 1. How do we find distinctive / easy to locate features? (Harris/Laplacian of Gaussian)
- 2. How do we describe the regions around them? (Normalize window, use histogram of gradient orientations)

Earlier I promised

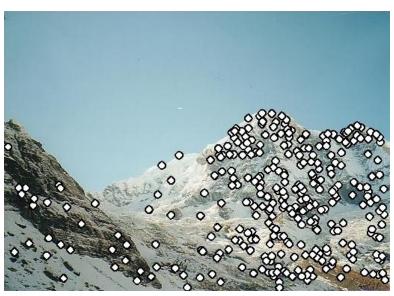
Solving for a Transformation



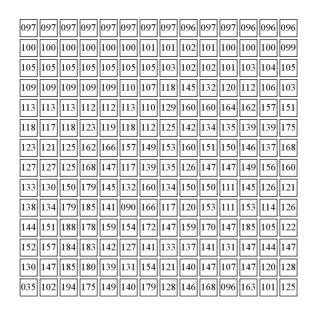
3: Solve for transformation T (e.g. such that **p1** ≡ **T p2**) that fits the matches well

Before Anything Else, Remember

You, with your gigantic brain, see:



The computer sees:



You should expect **noise** (not at quite the right pixel) and **outliers** (random matches)

Today

- How do we fit models (i.e., a parameteric representation of data that's smaller than the data) to data?
- How do we handle:
 - Noise least squares / total least squares
 - Outliers RANSAC (random sample consensus)
 - Multiple models Hough Transform (can also make RANSAC handle this with some effort)

Working Example: Lines

- We'll handle lines as our models today since you should be familiar with them
- Next class will cover more complex models. I promise we'll eventually stitch images together
- You can apply today's techniques on next class's models

Model Fitting

Need three ingredients

Data: what data are we trying to explain with a model?

Model: what's the compressed, parametric form of the data?

Objective function: given a prediction, how do we evaluate how correct it is?

Example: Least-Squares

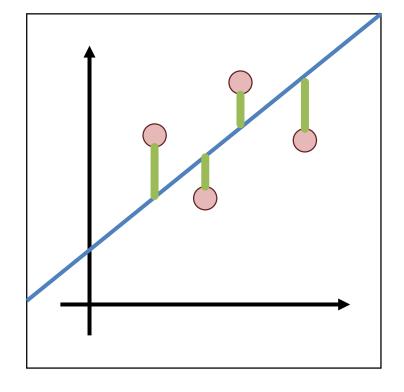
Fitting a line to data

Data:
$$(x_1,y_1)$$
, (x_2,y_2) , ..., (x_k,y_k)

Model: (m,b)
$$y_i = mx_i + b$$

Or (**w**) $y_i = \mathbf{w}^T \mathbf{x}_i$

Objective function: $(y_i - \mathbf{w}^T \mathbf{x}_i)^2$



Least-Squares Setup

$$\sum_{i=1}^{\kappa} (y_i - \boldsymbol{w}^T \boldsymbol{x_i})^2 \quad \rightarrow \quad \|\boldsymbol{Y} - \boldsymbol{X} \boldsymbol{w}\|_2^2$$

$$Y = \begin{bmatrix} y_1 \\ \vdots \\ y_k \end{bmatrix} \qquad X = \begin{bmatrix} x_1 & 1 \\ \vdots & 1 \\ x_k & 1 \end{bmatrix} \qquad w = \begin{bmatrix} m \\ b \end{bmatrix}$$

Note: I'm writing the most general form here since we'll do it in general and you can make it specific if you'd like.

Solving Least-Squares

$$||Y - Xw||_2^2$$

$$\frac{\partial}{\partial w} \|Y - Xw\|_2^2 = 2X^T Xw - 2X^T Y$$

Recall: derivative is 0 at a maximum / minimum. Same is true about gradients.

$$0 = 2X^{T}Xw - 2X^{T}Y$$

$$X^{T}Xw = X^{T}Y$$

$$w = (X^{T}X)^{-1}X^{T}Y$$

Aside: 0 is a vector of 0s. 1 is a vector of 1s.

Derivation for the Curious

$$||Y - Xw||_2^2 = (Y - Xw)^T (Y - Xw)$$

= $Y^T Y - 2w^T X^T Y + (Xw)^T Xw$

$$\frac{\partial}{\partial w} (Xw)^T (Xw) = 2 \left(\frac{\partial}{\partial w} Xw^T \right) Xw = 2X^T Xw$$

$$\frac{\partial}{\partial w} \|Y - Xw\|_2^2 = 0 - 2X^TY + 2X^TXw$$
$$= 2X^TXw - 2X^TY$$

Two Solutions to Getting W

In One Go

Implicit form (normal equations)

$$X^T X w = X^T Y$$

Explicit form (don't do this)

$$w = \left(X^T X\right)^{-1} X^T Y$$

Iteratively

Recall: gradient is also direction that makes function go up the most.

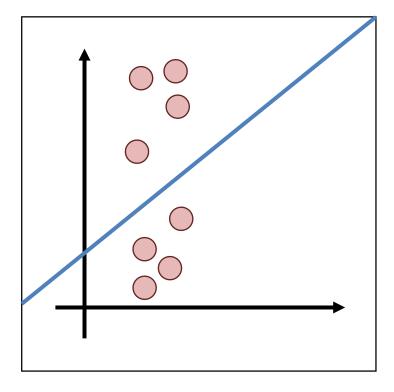
What could we do?

$$w_0 = 0$$

$$\mathbf{w_{i+1}} = \mathbf{w_i} - \gamma \left(\frac{\partial}{\partial \mathbf{w}} \| \mathbf{Y} - \mathbf{X} \mathbf{w} \|_2^2 \right)$$

What's The Problem?

- Vertical lines impossible!
- Not rotationally invariant: the line will change depending on orientation of points



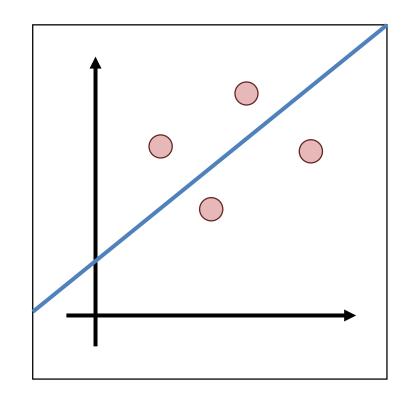
Alternate Formulation

Recall:
$$ax + by + c = 0$$

$$l^{T}p = 0$$

$$l \equiv [a, b, c] \quad p \equiv [x, y, 1]$$
Can always rescale l .
Pick a,b,d such that
$$||n||_{2}^{2} = ||[a, b]||_{2}^{2} = 1$$

$$d = -c$$

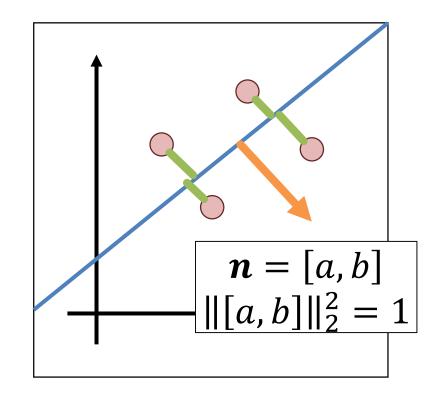


Alternate Formulation

Now:
$$ax + by - d = 0$$
$$n^{T}[x, y] - d = 0$$

Point to line distance:

$$\frac{n^{T}[x,y] - d}{\|n\|_{2}^{2}} = n^{T}[x,y] - d$$



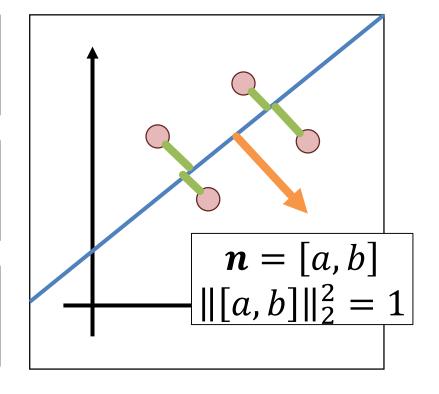
Total Least-Squares

Fitting a line to data

Data:
$$(x_1,y_1)$$
, (x_2,y_2) , ..., (x_k,y_k)

Model:
$$(\mathbf{n},d)$$
, $||\mathbf{n}||^2 = 1$
 $\mathbf{n}^T[x_i,y_i]-d=0$

Objective function: $(\mathbf{n}^T[\mathbf{x}_i, \mathbf{y}_i] - \mathbf{d})^2$



Total Least Squares Setup

Figure out objective first, then figure out ||n||=1

$$\sum_{i=1}^{K} (\mathbf{n}^{T}[x,y] - d)^{2} \rightarrow \|\mathbf{X}\mathbf{n} - \mathbf{1}d\|_{2}^{2}$$

$$\boldsymbol{X} = \begin{bmatrix} x_1 & y_1 \\ \vdots & \vdots \\ x_k & y_k \end{bmatrix} \quad \boldsymbol{1} = \begin{bmatrix} 1 \\ \vdots \\ 1 \end{bmatrix} \quad \boldsymbol{n} = \begin{bmatrix} \alpha \\ b \end{bmatrix} \quad \boldsymbol{\mu} = \frac{1}{k} \boldsymbol{1}^T \boldsymbol{X}$$

The mean / center of mass of the points: we'll use it later

Solving Total Least-Squares

$$||Xn - 1d||_2^2 = (Xn - 1d)^T (Xn - 1d)$$
$$= (Xn)^T (Xn) - 2d\mathbf{1}^T Xn + d^2\mathbf{1}^T \mathbf{1}$$

First solve for d at optimum (set to 0)

$$\frac{\partial}{\partial d} \|\mathbf{X}\mathbf{n} - \mathbf{1}d\|_2^2 = 0 - 2\mathbf{1}^T \mathbf{X}\mathbf{n} + 2dk$$

$$0 = -2\mathbf{1}^T X \mathbf{n} + 2dk \longrightarrow 0 = -\mathbf{1}^T X \mathbf{n} + dk$$

$$\longrightarrow d = \frac{1}{k} \mathbf{1}^T X n = \mu n$$

Solving Total Least-Squares

$$||Xn - 1d||_2^2 = ||Xn - 1\mu n||_2^2 \qquad d = \mu n$$
$$= ||(X - 1\mu) n||_2^2$$

Objective is then:

$$\arg\min_{||\boldsymbol{n}||=1} \left| |(\boldsymbol{X} - \boldsymbol{1}\boldsymbol{\mu}) \, \boldsymbol{n}| \right|_2^2$$

Homogeneous Least Squares

 $\underset{\|v\|_2^2=1}{\operatorname{arg\,min}} \|Av\|_2^2 \longrightarrow \text{Eigenvector corresponding to}$

Why do we need $||v||^2 = 1$ or some other constraint?

Applying it in our case:

$$n = \text{smallest_eigenvec}((X - 1\mu)^T(X - 1\mu))$$

Note: technically homogeneous only refers to ||Av||=0 but it's common shorthand in computer vision to refer to the specific problem of ||v||=1

Details For ML-People

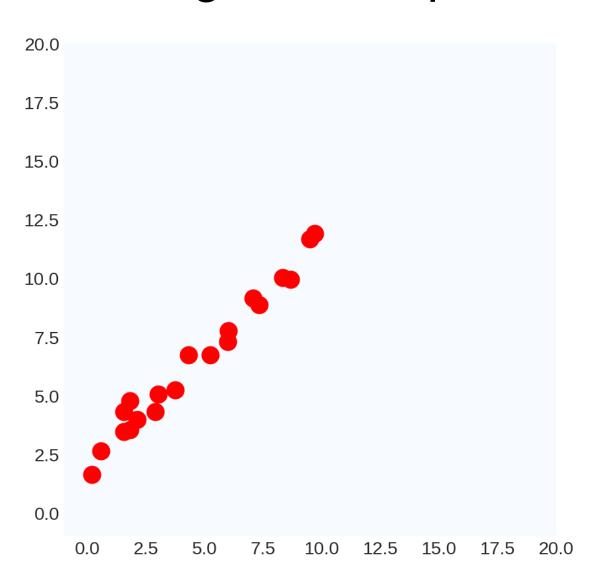
Matrix we take the eigenvector of looks like:

$$(X - \mathbf{1}\mu)^{T}(X - \mathbf{1}\mu) = \begin{bmatrix} \sum_{i} (x_{i} - \mu_{x})^{2} & \sum_{i} (x_{i} - \mu_{x})(y_{i} - \mu_{y}) \\ \sum_{i} (x_{i} - \mu_{x})(y_{i} - \mu_{y}) & \sum_{i} (y_{i} - \mu_{y})^{2} \end{bmatrix}$$

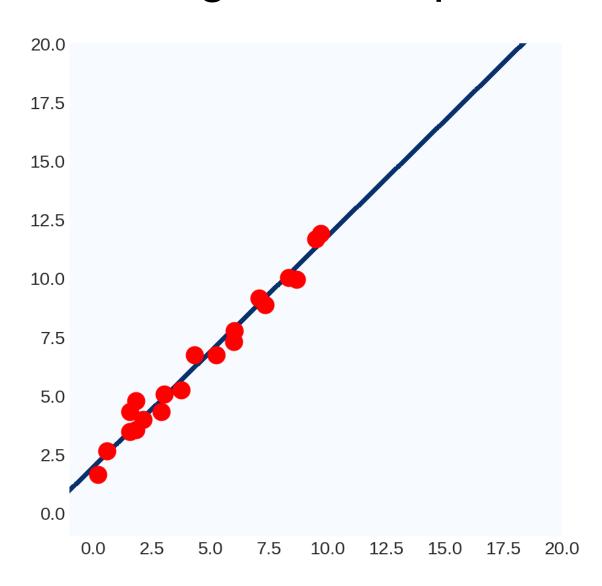
This is a scatter matrix or scalar multiple of the covariance matrix. We're doing PCA, but taking the least principal component to get the normal.

Note: If you don't know PCA, just ignore this slide; it's to help build connections to people with a background in data science/ML.

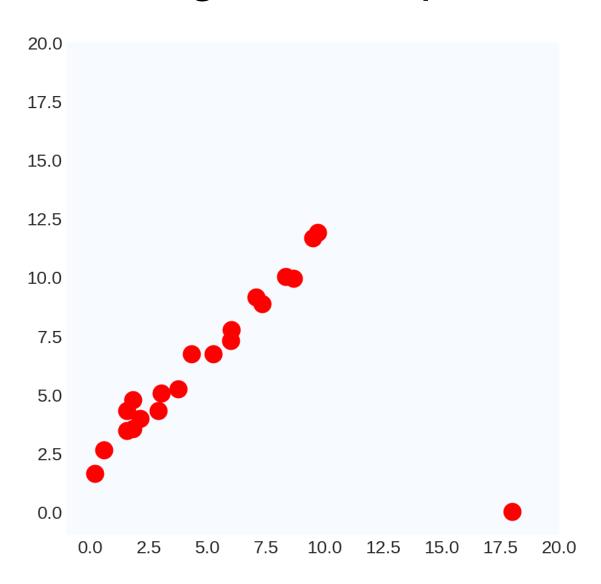
Running Least-Squares



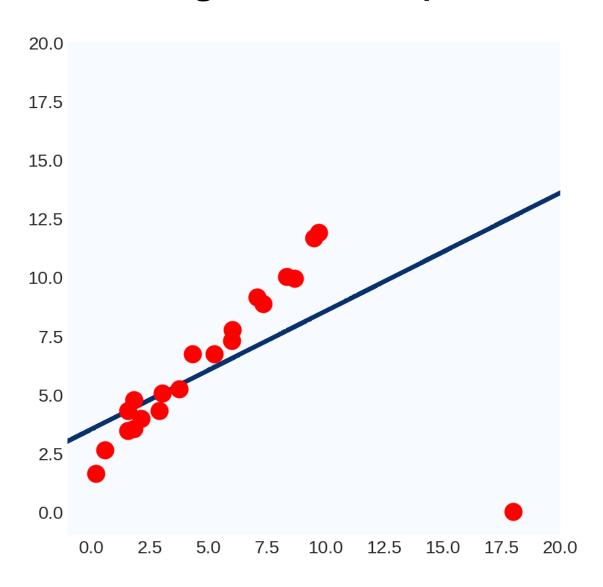
Running Least-Squares



Ruining Least Squares



Ruining Least Squares



Ruining Least Squares

Way to think of it #1:

$$||Y - XW||_2^2$$

100² >> 10²: least-squares prefers having no large errors, even if the model is useless overall

Way to think of it #2:

$$\boldsymbol{W} = \left(\boldsymbol{X}^T \boldsymbol{X}\right)^{-1} \boldsymbol{X}^T \boldsymbol{Y}$$

Weights are a linear transformation of the output variable: can manipulate W by manipulating Y.

Common Fixes

Replace Least-Squares objective

Let

$$E = Y - XW$$

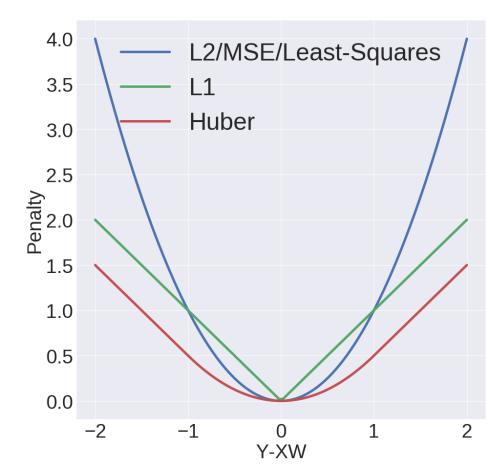
LS/L2/MSE: E_i^2

L1: $|E_i|$

Huber:

$$|\boldsymbol{E}_i| \leq \delta$$
: $\frac{1}{2}\boldsymbol{E}_i^2$

 $|\boldsymbol{E}_i| > \delta$: $\delta(|\boldsymbol{E}_i| - \frac{\delta}{2})$



Issues with Common Fixes

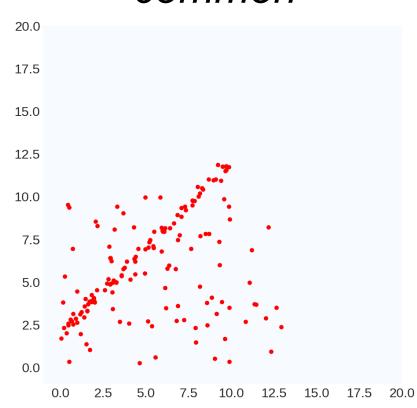
- Usually complicated to optimize:
 - Often no closed form solution
 - Typically not something you could write yourself
 - Sometimes not convex (no global optimum)
- Not simple to extend more complex objectives to things like total-least squares
- Typically don't handle a ton of outliers (e.g., 80% outliers)

Outliers in Computer Vision

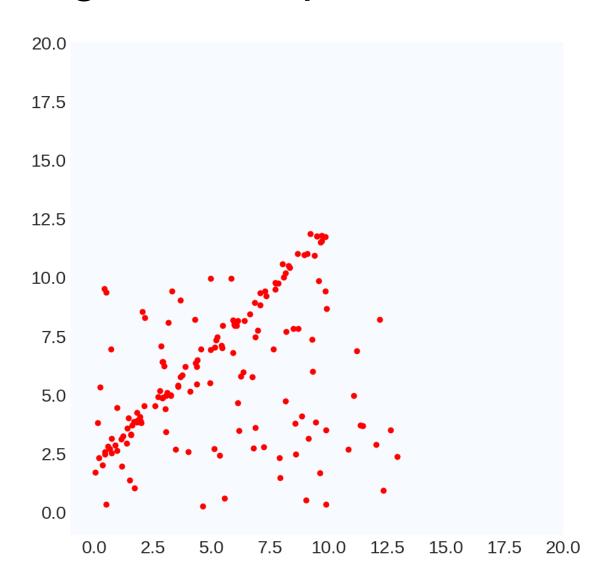
Single outlier: rare

20.0 17.5 15.0 12.5 10.0 7.5 5.0 2.5 0.0 0.0 2.5 12.5 15.0

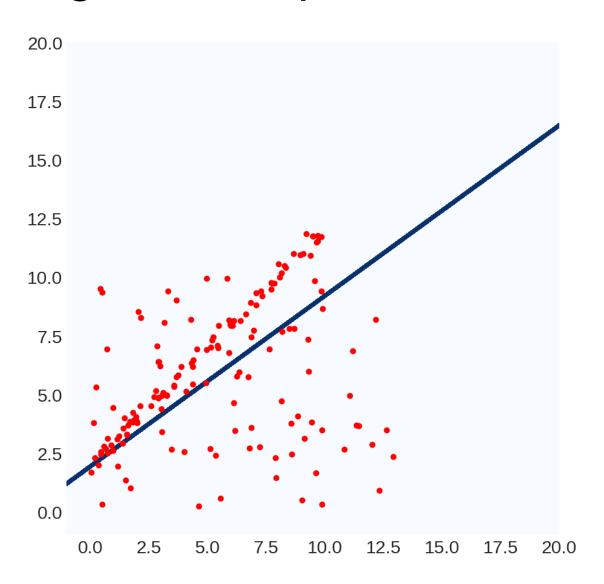
Many outliers: common



Ruining Least Squares Continued



Ruining Least Squares Continued



A Simple, Yet Clever Idea

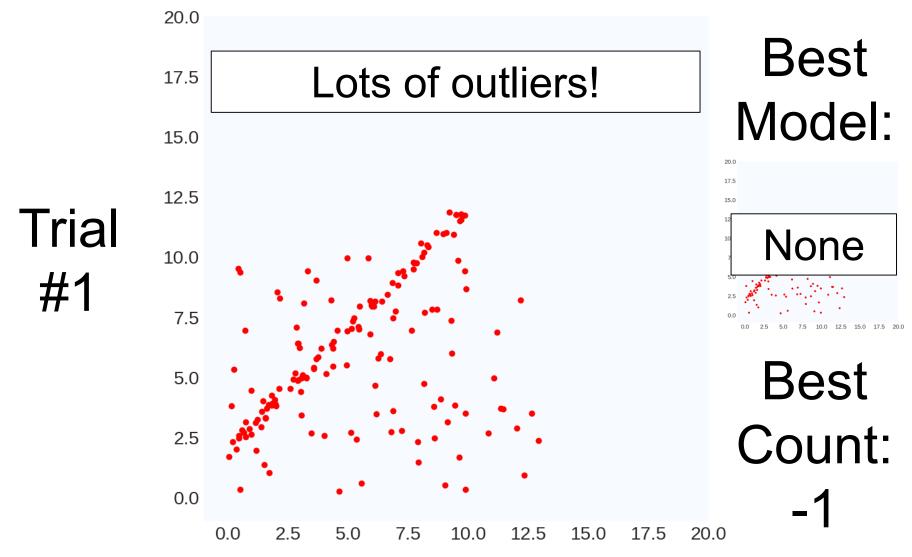
- What we really want: model explains many points "well"
- Least Squares: model makes as few big mistakes as possible over the entire dataset
- New objective: find model for which error is "small" for as many data points as possible
- Method: RANSAC (RAndom SAmple Consensus)

M. A. Fischler, R. C. Bolles. <u>Random Sample Consensus: A Paradigm for Model Fitting with Applications to Image Analysis and Automated Cartography</u>. Comm. of the ACM, Vol 24, pp 381-395, 1981.

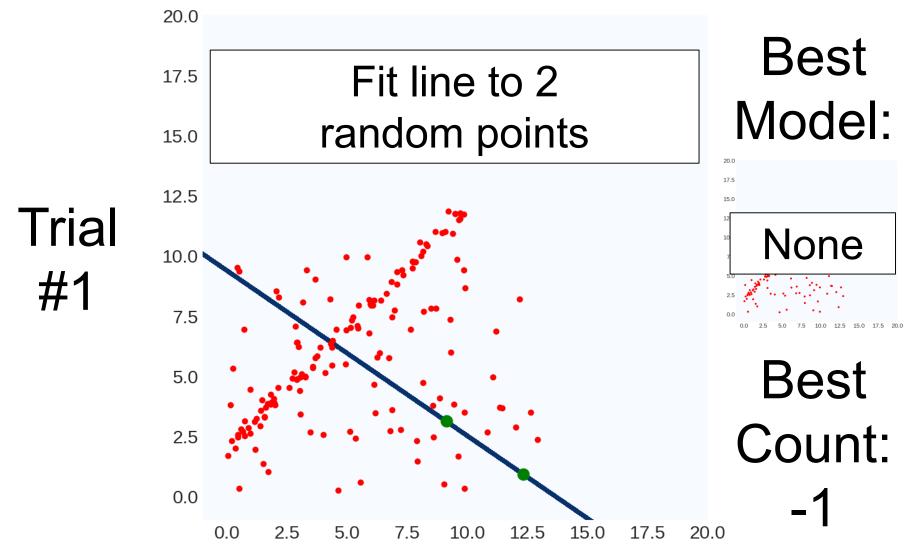
RANSAC For Lines

```
bestLine, bestCount = None, -1
for trial in range(numTrials):
      subset = pickPairOfPoints(data)
      line = totalLeastSquares(subset)
      E = linePointDistance(data,line)
      inliers = E < threshold
      if #inliers > bestCount:
            bestLine, bestCount = line, #inliers
```

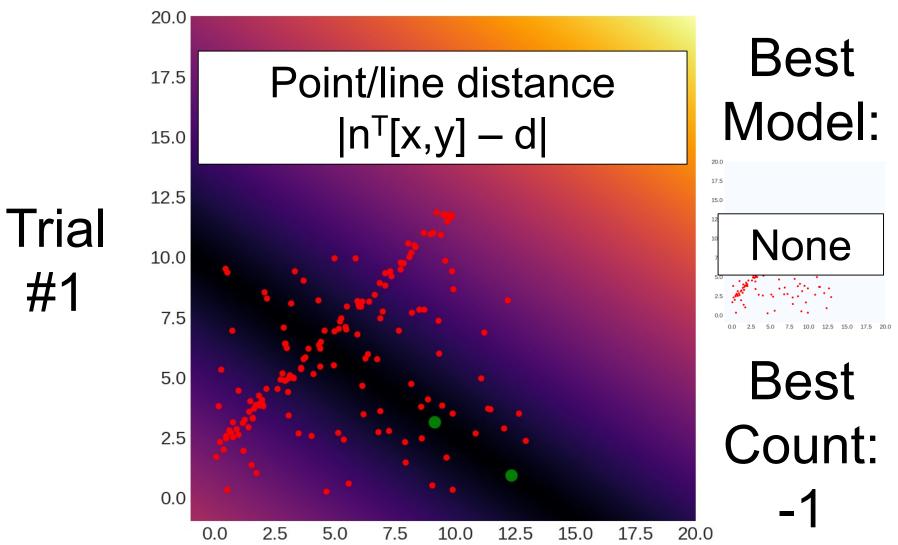
Running RANSAC

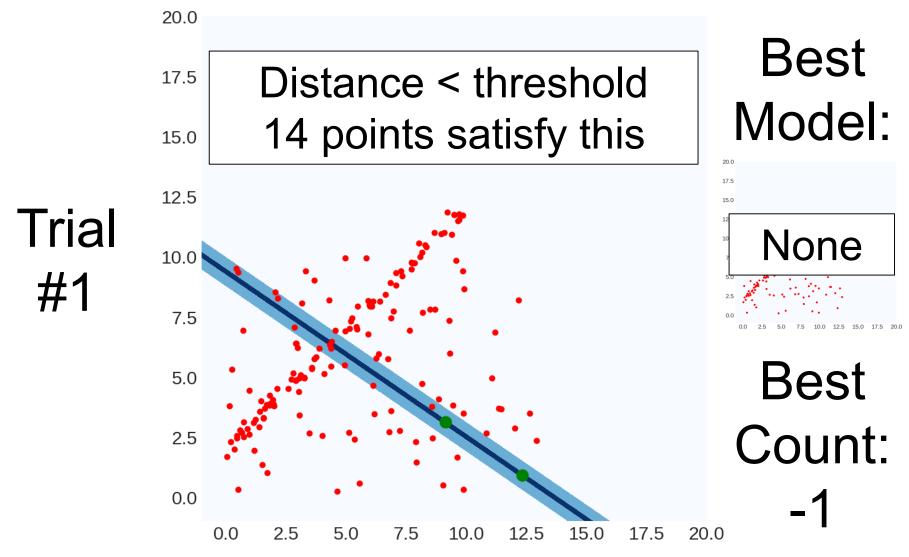


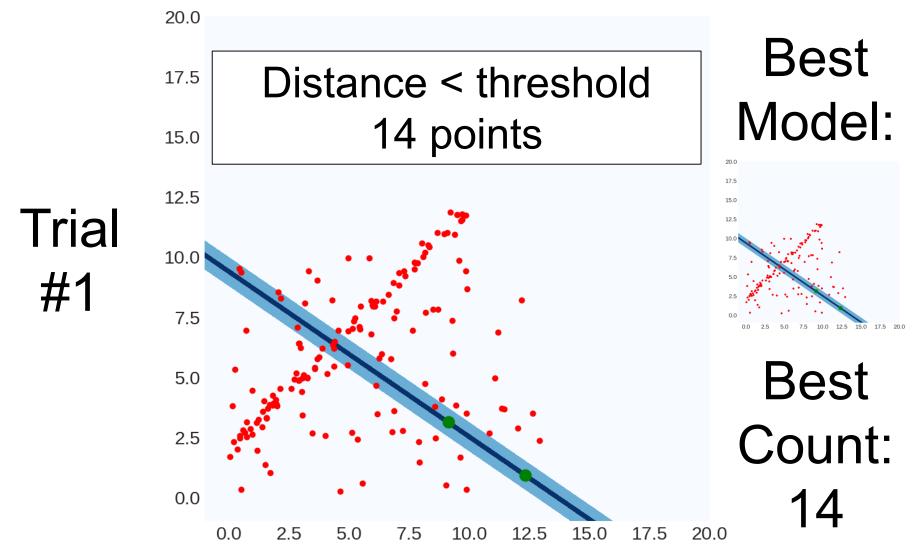
Running RANSAC

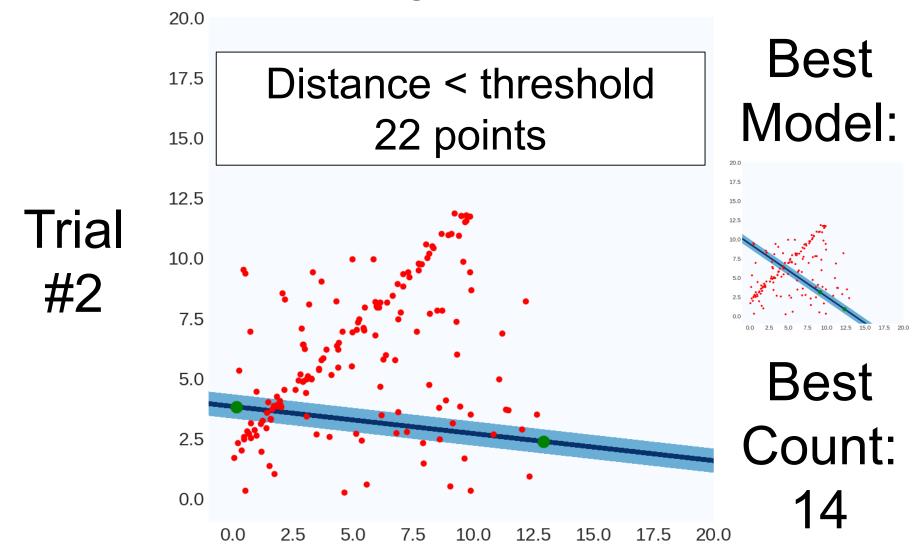


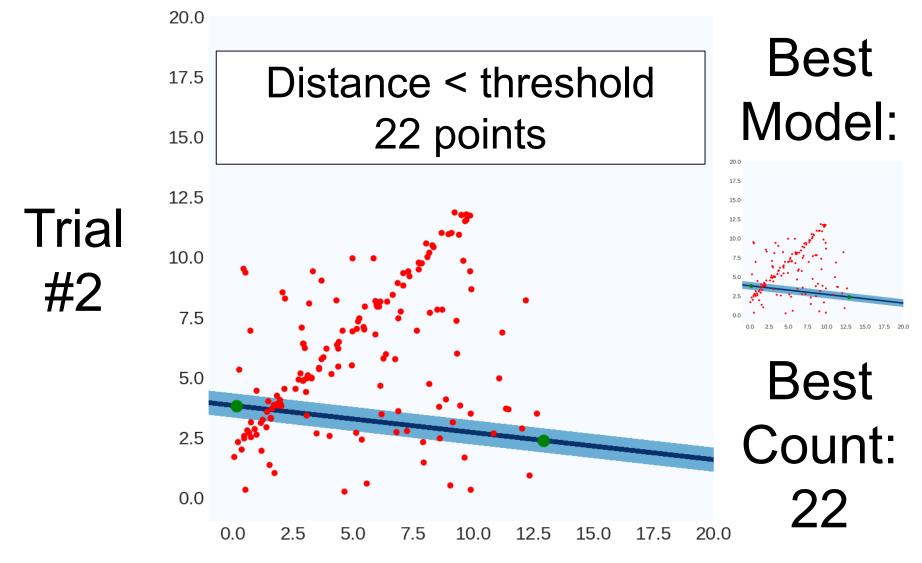
Running RANSAC

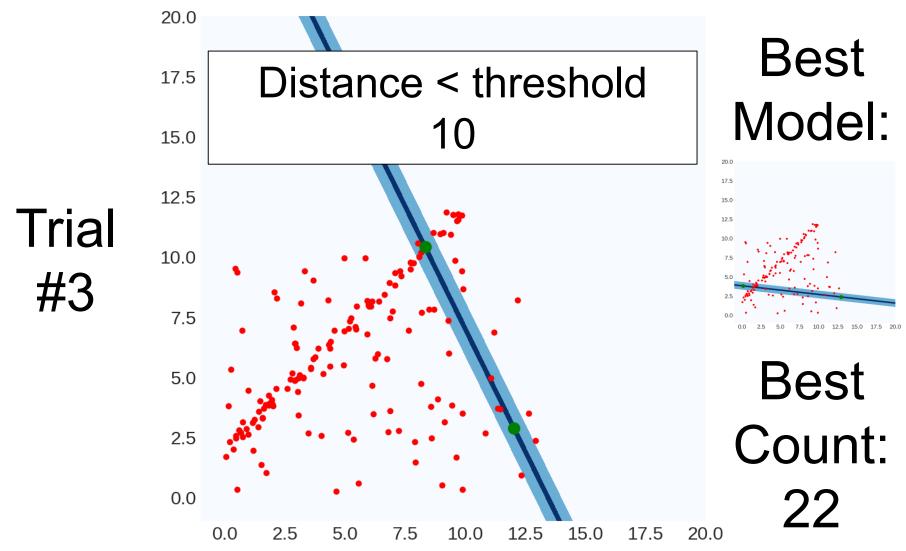


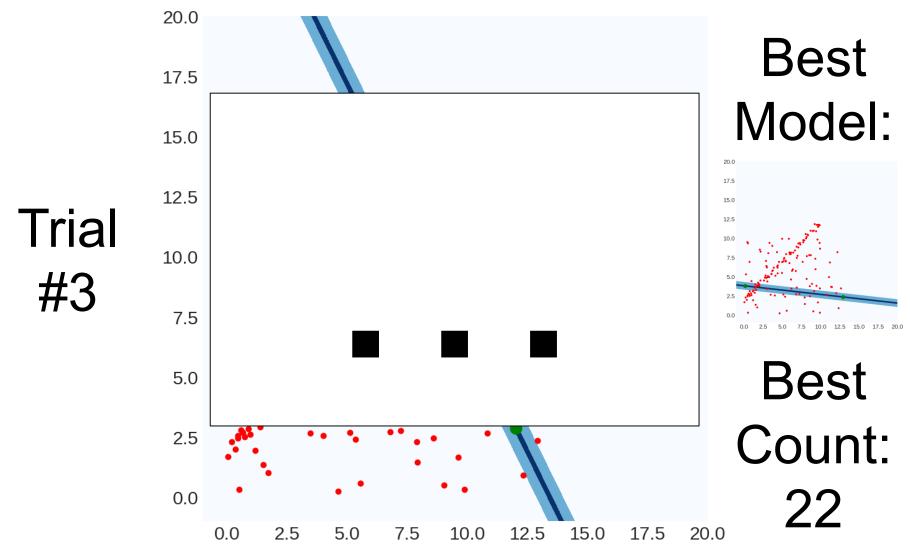


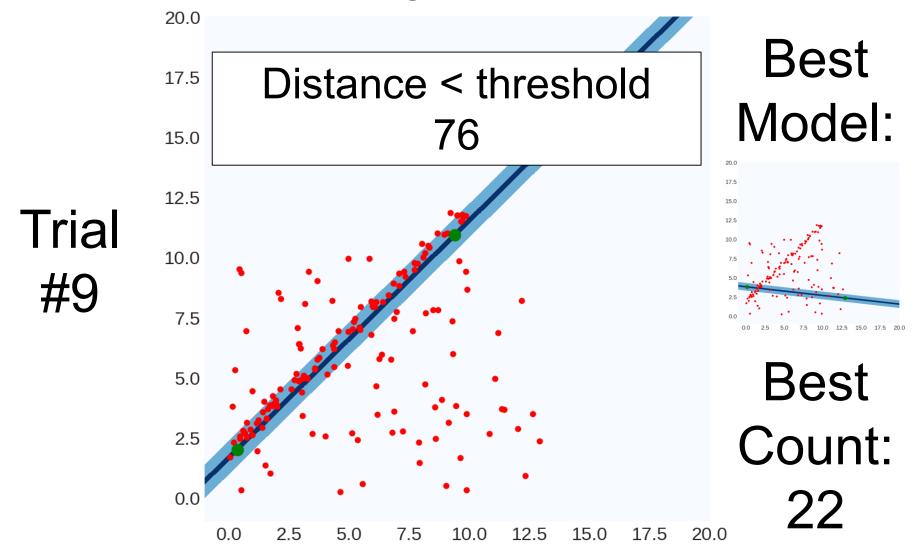


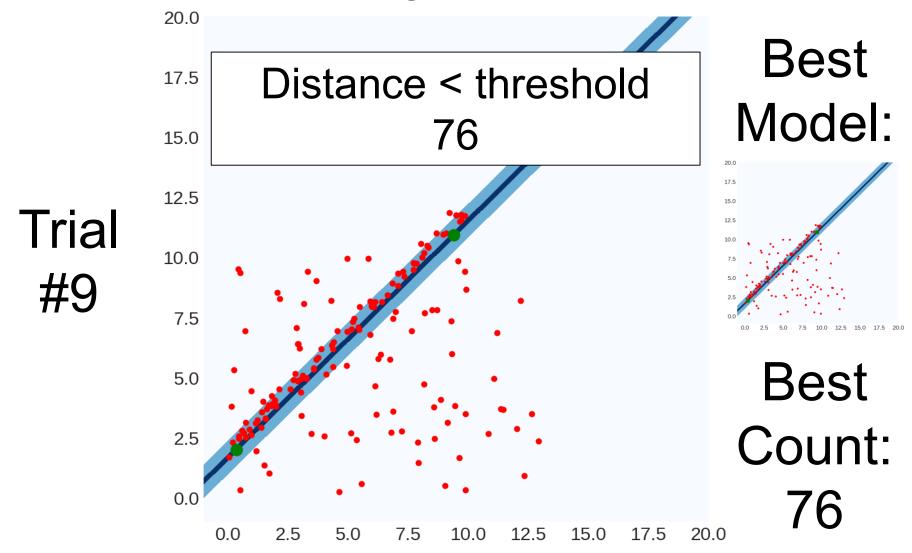


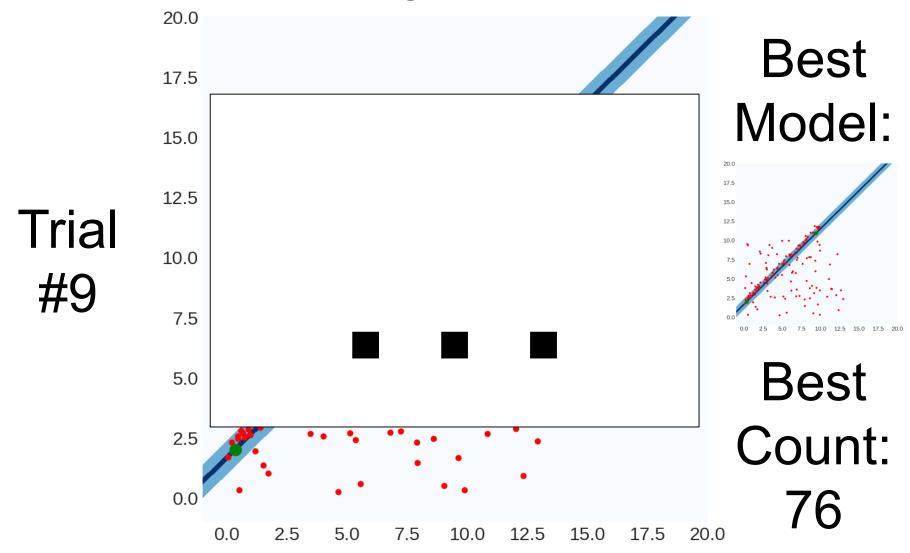


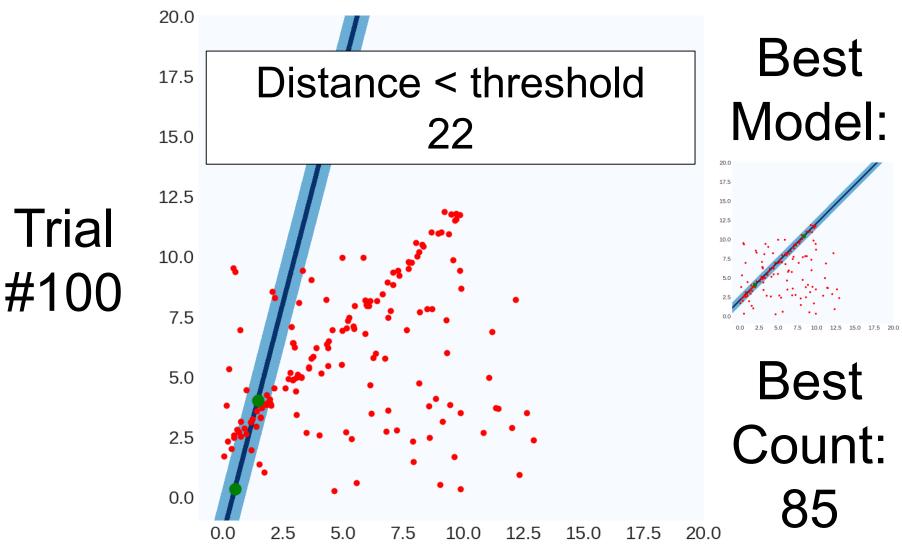


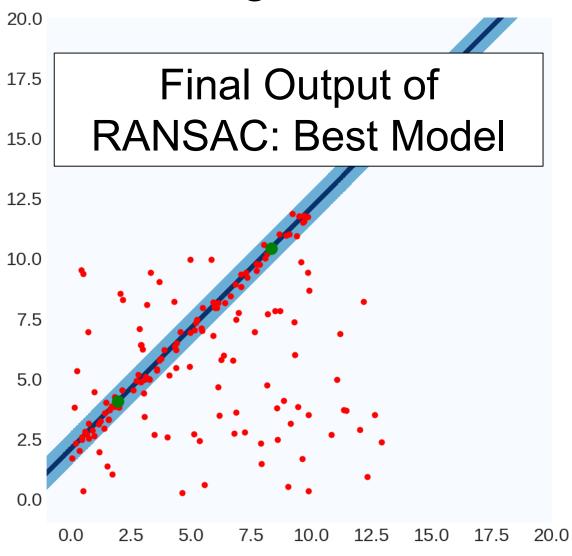












RANSAC In General

```
best, bestCount = None, -1
for trial in range(NUM TRIALS):
     subset = pickSubset(data, SUBSET SIZE)
     model = fitModel(subset)
     E = computeError(data,line)
     inliers = E < THRESHOLD
     if #(inliers) > bestCount:
           best, bestCount = model, #(inliers)
(often refit on the inliers for best model)
```

r is the fraction of outliers (e.g., 80%)
Suppose we pick s points (e.g., 2)
we run RANSAC N times (e.g., 500)

What's the probability of picking a sample set with no outliers?

$$\approx (1-r)^{S} \tag{4\%}$$

What's the probability of picking a sample set with any outliers?

$$1 - (1 - r)^{S} \tag{96\%}$$

r is the fraction of outliers (e.g., 80%)
Suppose we pick s points (e.g., 2)
we run RANSAC N times (e.g., 500)

What's the probability of picking a sample set with any outliers?

$$1 - (1 - r)^{S}$$
 (96%)

What's the probability of picking only sample sets with outliers?

$$(1-(1-r)^s)^N$$
 (10-7% N=500)

$$(13\% N=50)$$

What's the probability of picking any set with inliers?

$$1-(1-(1-r)^s)^N$$



P(\$157M Jackpot):

1 / 302,575,350

Death by vending machine

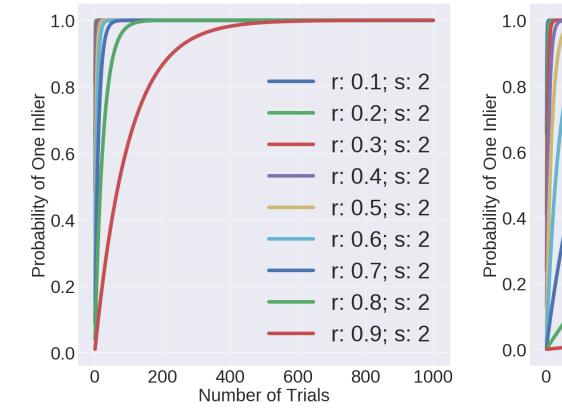


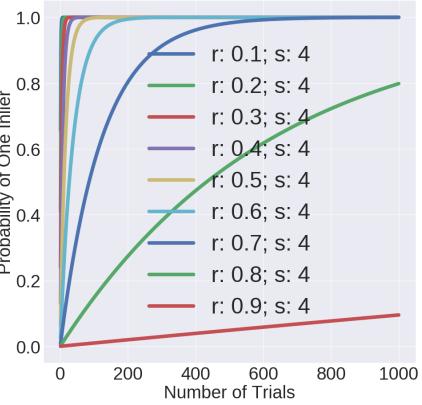
P(Death): ≈1 / 112,000,000

RANSAC fails to fit a line with 80% outliers after trying only 500 times

P(Failure): 1 / 731,784,961

r is the fraction of outliers (e.g., 80%)
Suppose we pick s points (e.g., 2)
we run RANSAC N times (e.g., 500)





Parameters – Subset Size

- Always the smallest possible set for fitting the model.
- Minimum number for lines: 2 data points
- Minimum number of planes: how many?
- Why intuitively?
- You'll find out more precisely in homework 3.

Parameters – Threshold

Common sense; there's no magical threshold

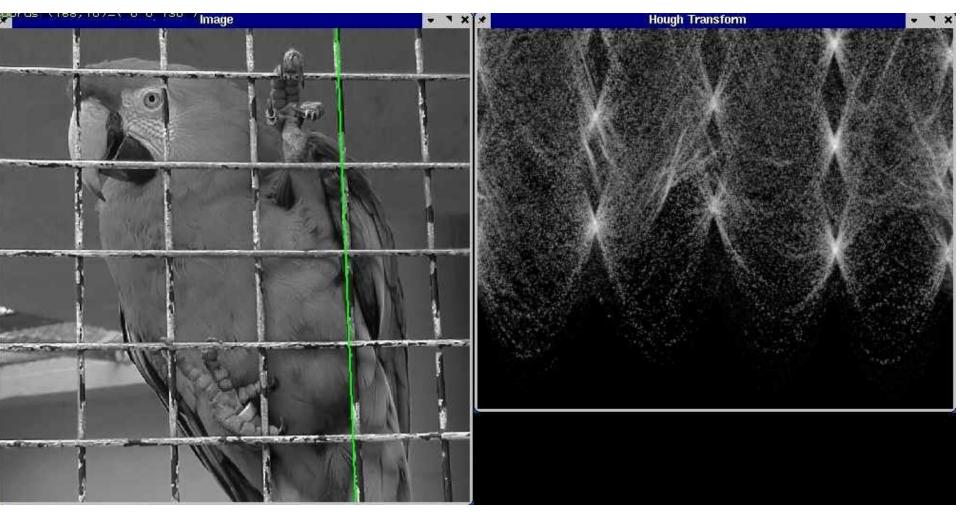
RANSAC Pros and Cons

Pros

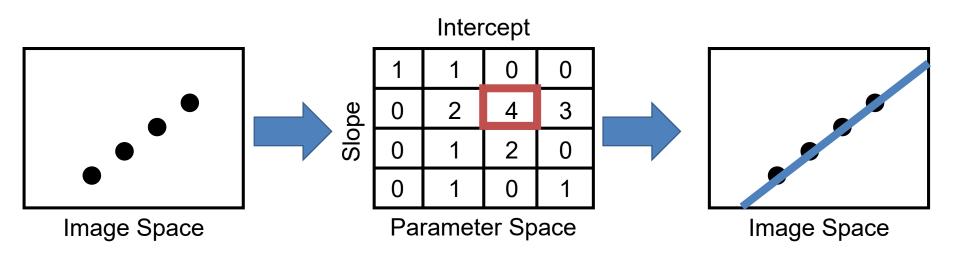
- 1. Ridiculously simple
- 2. Ridiculously effective
- 3. Works in general

Cons

- 1. Have to tune parameters
- 2. No theory (so can't derive parameters via theory)
- 3. Not magic, especially with lots of outliers



- 1. Discretize space of parametric models
- 2. Each pixel votes for all compatible models
- 3. Find models compatible with many pixels



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

Slide credit: S. Lazebnik

Line in image = point in parameter space

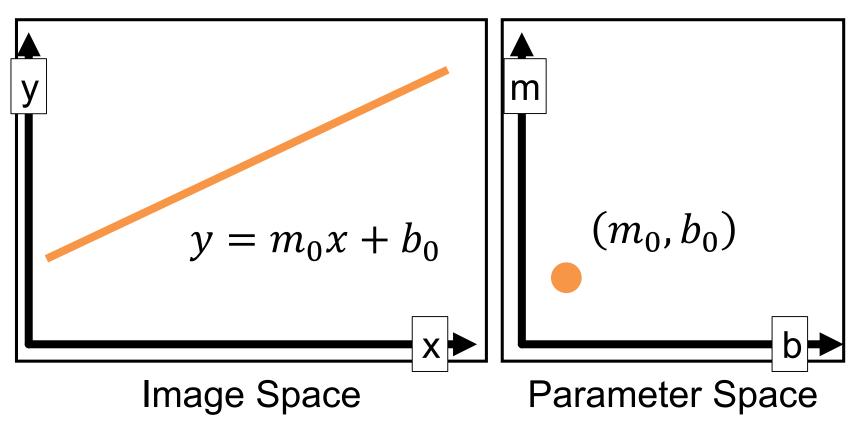
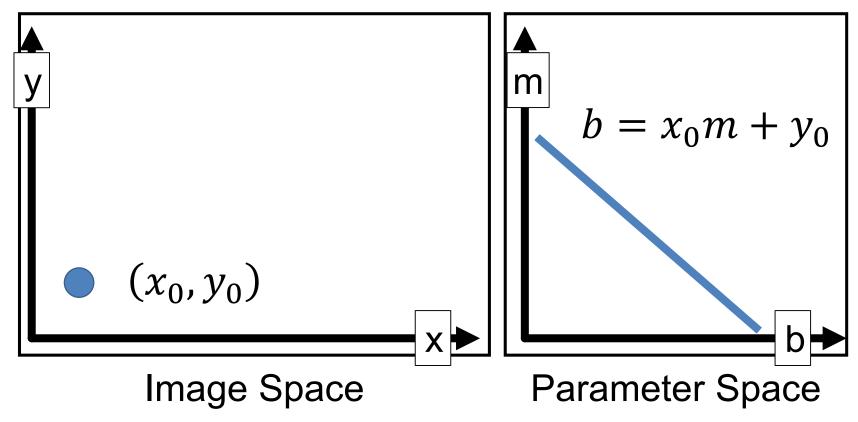
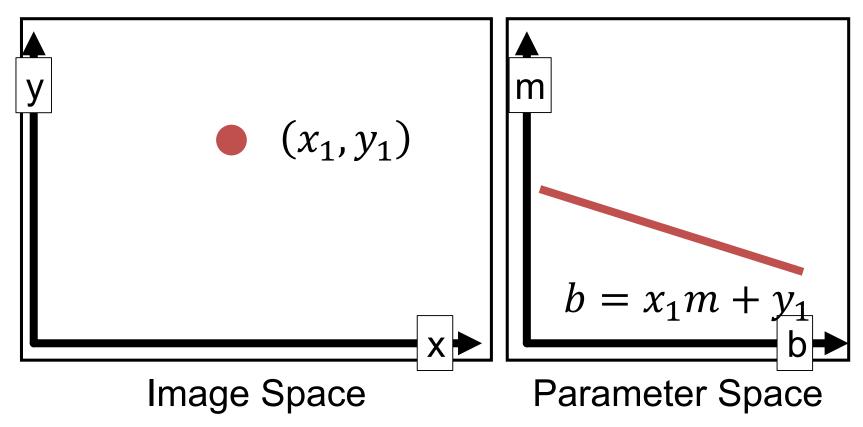


Diagram is remake of S. Seitz Slides; these are illustrative and values may not be real

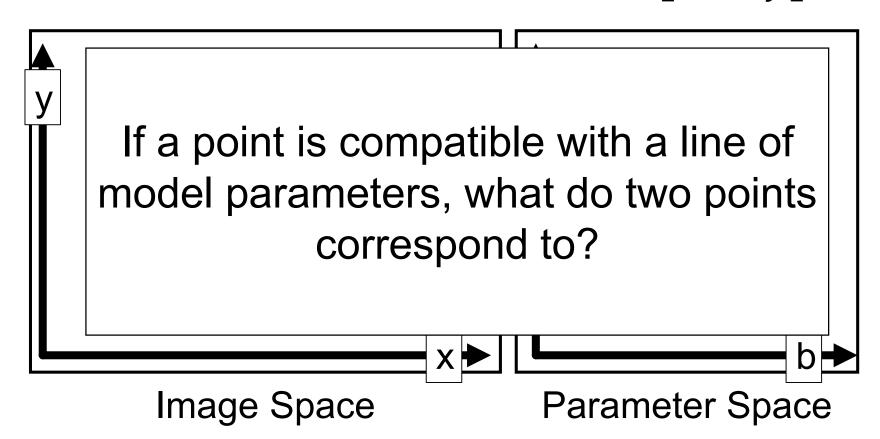
Point in image = line in parameter space All lines through the point: $b = x_0m + y_0$



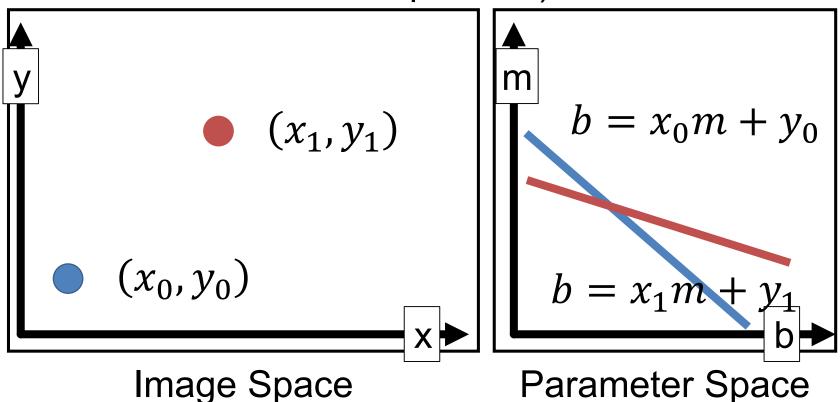
Point in image = line in parameter space All lines through the point: $b = x_1m + y_1$



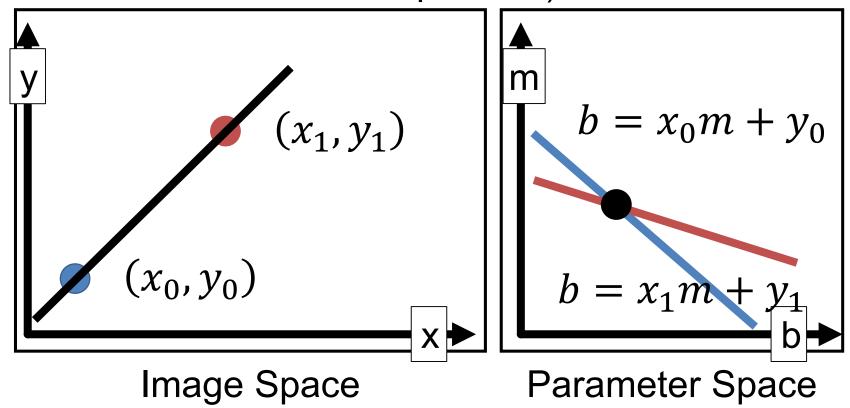
Point in image = line in parameter space All lines through the point: $b = x_1m + y_1$



Line through two points in image = intersection of two lines in parameter space (i.e., solutions to both equations)



Line through two points in image = intersection of two lines in parameter space (i.e., solutions to both equations)



- Recall: m, b space is awful
- ax+by+c=0 is better, but unbounded
- Trick: write lines using angle + offset (normally a mediocre way, but makes things bounded)

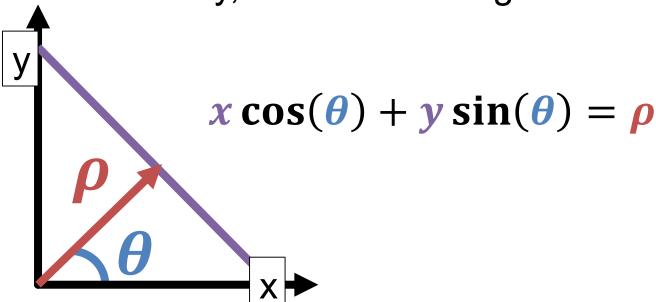
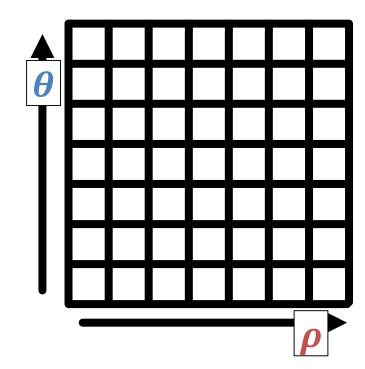


Diagram is remake of S. Seitz Slides; these are illustrative and values may not be real

Hough Transform Algorithm

Remember: $x \cos(\theta) + y \sin(\theta) = \rho$

```
Accumulator H = zeros(?,?)
For x,y in detected_points:
    For \theta in range(0,180,?):
    \rho = x \cos(\theta) + y \sin(\theta)
    H[\theta, \rho] += 1
#any local maxima (\theta, \rho) of H is a line #of the form \rho = x \cos(\theta) + y \sin(\theta)
```



Example

Points (x,y) -> sinusoids

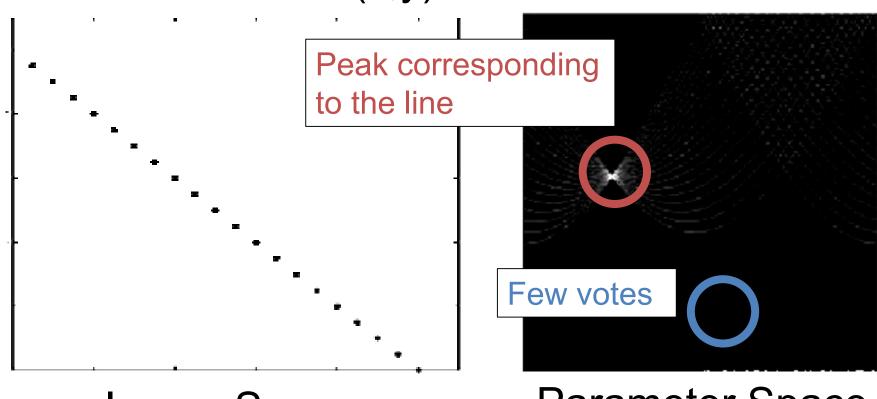


Image Space

Parameter Space

Hough Transform Pros / Cons

Pros

- Handles multiple models
- 2. Some robustness to noise
- 3. In principle, general

Cons

- Have to bin ALL parameters: exponential in #params
- 2. Have to parameterize your space nicely
- 3. Details really, really important (a working version requires a lot more than what I showed you)

Next Time

 What happens with fitting more complex transformations?