

Hough Transform

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The Hough transform

- A method for finding global relationships between pixels.
- Example: We want to find straight lines in an image
 - Apply edge enhancing filter (ex. Laplace)
 - Set a threshold for what filter response is considered a true "edge pixel"
 - Extract the pixels that are on a straight line using the Hough transform

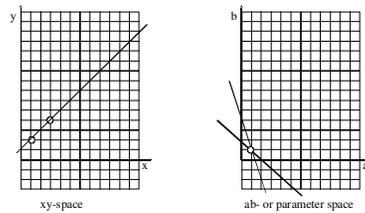


The Hough transform

Finding straight lines:

- consider a pixel in position (x_i, y_i)
- equation of a straight line $y=ax_i+b$
- set $b=-ax_i+ y_i$ and draw this (single) line in "ab-space"
- consider the next pixel with position (x_j, y_j) and draw the line $b=-ax_j+ y_j$ "ab-space" (also called parameter space). The points (a', b') where the two lines intersect represent the line $y=a'x+b'$ in "xy-space" which will go through both (x_i, y_i) and (x_j, y_j) .
- draw the line in ab-space corresponding to each pixel in xy-space.
- divide ab-space into accumulator cells and find most common (a', b') which will give the line connecting the largest number of pixels

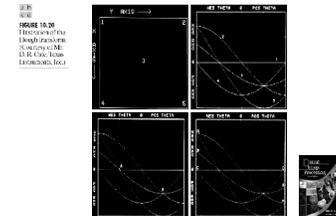
The Hough transform



The Hough transform

- In reality we have a problem with $y=ax+b$ because it reaches infinity for vertical lines. Use $x \cos \theta + y \sin \theta = \rho$ instead.
- It is common to use "filters" for finding the intersection: "butterfly filters"
- Different variations of the Hough transform can also be used for finding other shapes of the form $g(v,c)=0$, v is a vector of coordinates, c is a vector of coefficients.
- Possible to find any kind of simple shape
 ex. circle: $(x-c_1)^2 + (y-c_2)^2 = c_3^2$ (3D parameter space)

The Hough transform



Conclusions

- ▶ The segmentation procedure
 - Pre-processing
 - Segmentation
 - Post-processing
 - ⇒ Like any IP procedure
- ▶ There exists NO universal segmentation method
- ▶ Evaluation of segmentation performance is important

Hough Transform

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The Hough transform

- A method for finding global relationships between pixels.

Example: We want to find straight lines in an image

- 1. Apply edge enhancing filter (ex Laplace)
- 2. Set a threshold for what filter response is considered a true "edge pixel"
- 3. Extract the pixels that are on a straight line using the Hough transform



original image



edge enhanced
image



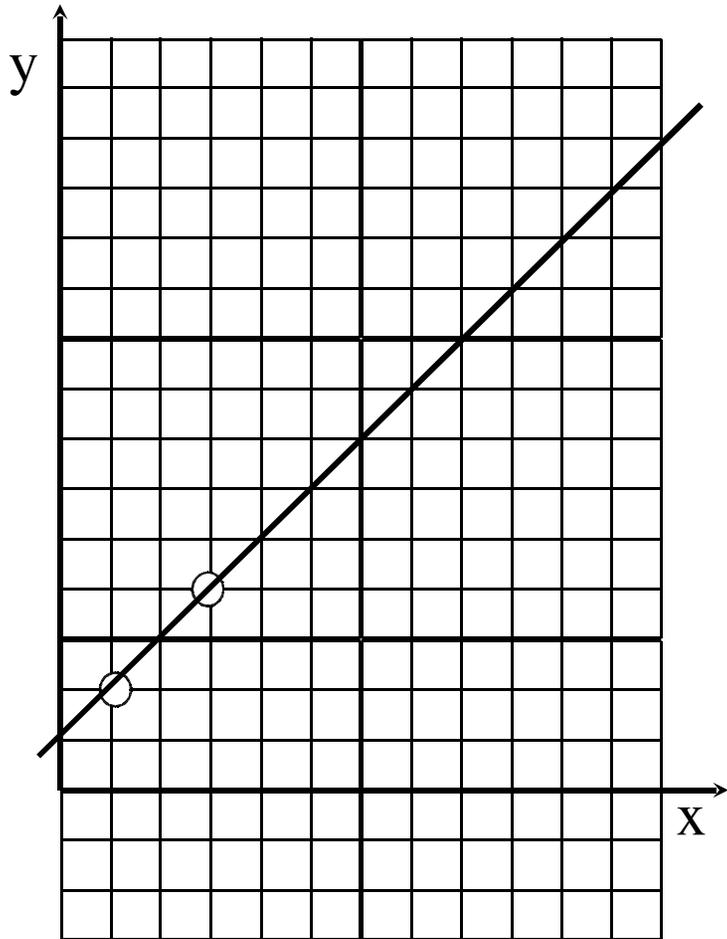
thresholded edge
image

The Hough transform

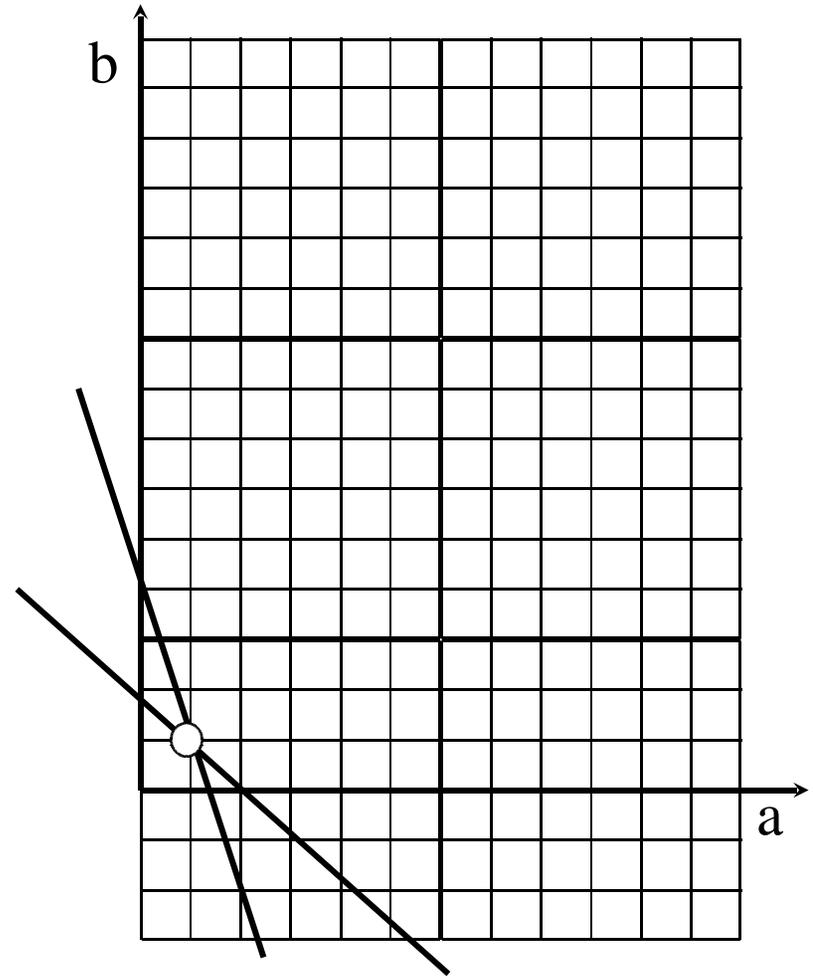
Finding straight lines:

1. consider a pixel in position (x_i, y_i)
2. equation of a straight line $y_i = ax_i + b$
3. set $b = -ax_i + y_i$ and draw this (single) line in "ab-space"
4. consider the next pixel with position (x_j, y_j) and draw the line $b = -ax_j + y_j$ "ab-space" (also called parameter space). The points (a', b') where the two lines intersect represent the line $y = a'x + b'$ in "xy-space" which will go through both (x_i, y_i) and (x_j, y_j) .
5. draw the line in ab-space corresponding to each pixel in xy-space.
6. divide ab-space into accumulator cells and find most common (a', b') which will give the line connecting the largest number of pixels

The Hough transform



xy-space



ab- or parameter space

The Hough transform

- In reality we have a problem with $y=ax+b$ because a reaches infinity for vertical lines.

Use $x \cos \theta + y \sin \theta = \rho$ instead.

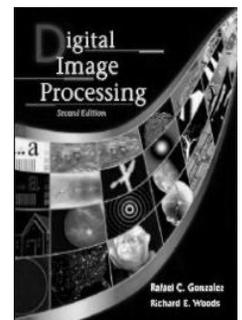
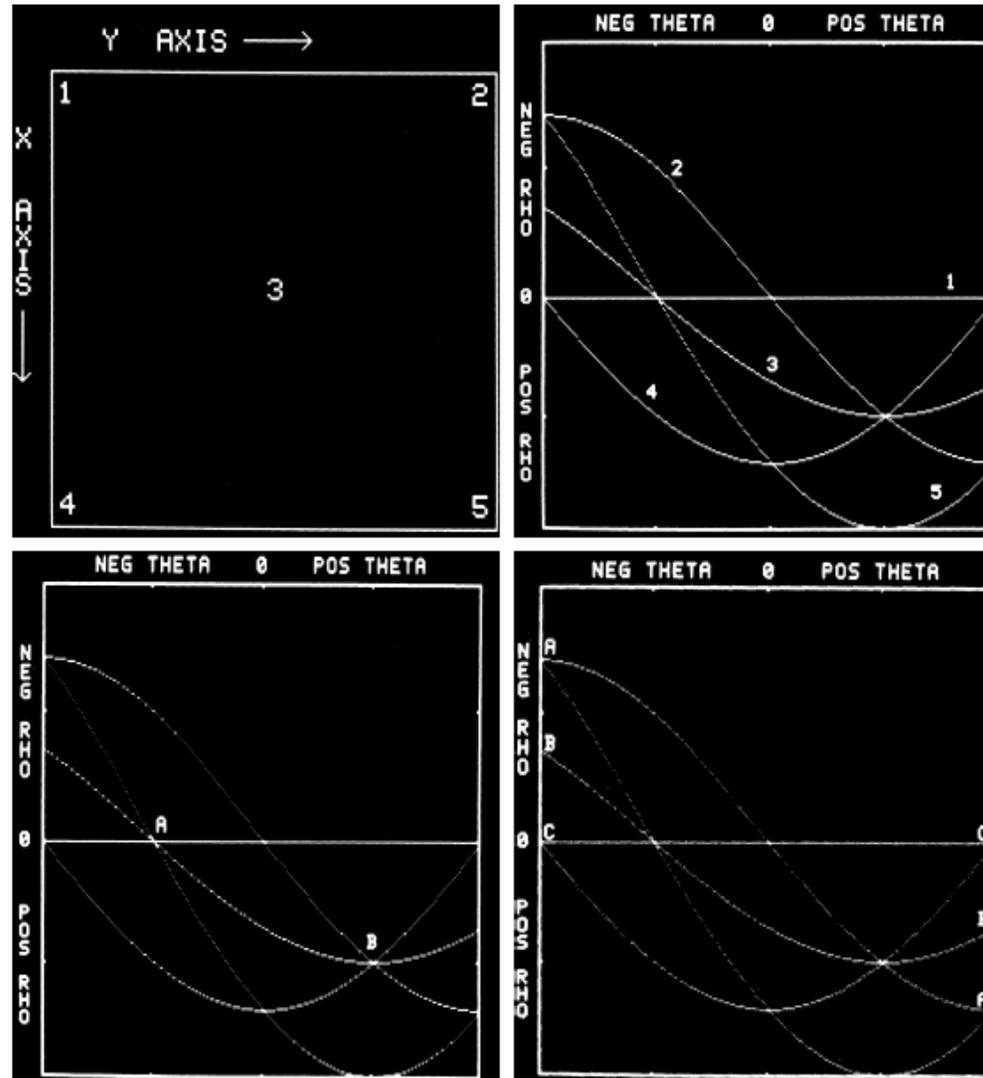
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The Hough transform

a b
c d

FIGURE 10.20
Illustration of the
Hough transform.
(Courtesy of Mr.
D. R. Cate, Texas
Instruments, Inc.)



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 - \Rightarrow Like any IP procedure

- ▶ There exists NO universal segmentation method

- ▶ Evaluation of segmentation performance is important