2-view Alignment and RANSAC

CSE P576

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2-view Alignment + RANSAC

- 2-view alignment: linear equations
- Least squares and outliers
- Robust estimation via sampling

Image Alignment

• Find corresponding (matching) points between the images



$\mathbf{u} = \mathbf{H}\mathbf{x}$

2 points for Similarity3 for Affine4 for Homography

Image Alignment

• In practice we have many noisy correspondences + outliers



Linear Equations

 e.g., for an affine transform we have a linear system in the unknown parameters a:



It is overconstrained (more equations than unknowns)
and subject to outliers (some rows are completely wrong)

Let's deal with these problems in a simpler context..

Robust Line Fitting

• Consider fitting a line to noisy points







• RANSAC solution for Similarity Transform (2 points)



4 inliers (red, yellow, orange, brown),

• RANSAC solution for Similarity Transform (2 points)



4 outliers (blue, light blue, purple, pink)

• RANSAC solution for Similarity Transform (2 points)



4 inliers (red, yellow, orange, brown), 4 outliers (blue, light blue, purple, pink)

RANSAC solution for Similarity Transform (2 points)



cbbeslevragpcillindigeancese #inliers = 2



RANSAC solution for Similarity Transform (2 points)



chebloves.appimaigeances

#inliers = 2



• RANSAC solution for Similarity Transform (2 points)



checkowarapeinhaigeargees

#inliers = 4



RANSAC recap

- I. Select minimal subset of points
- 2. Compute transformation T using minimal subset
- 3. Check consistency of all points with T, count #inliers
- 4. Repeat steps I-3 to maximise #inliers

Project 2



• Try out the **RANSAC Implementation** section in Project 2.

2-view Rotation Estimation

• Find features + raw matches, use RANSAC to find Similarity



2-view Rotation Estimation

• Remove outliers, can now solve for R using least squares



2-view Rotation Estimation

• Final rotation estimation



Rotation Estimation

• Least squares estimate of rotation from corresponding rays

3.9

$$oldsymbol{C} = \sum_i \hat{x}' \hat{x}^T = oldsymbol{U} \Sigma oldsymbol{V}^T$$

 $i \quad oldsymbol{R} = oldsymbol{U} oldsymbol{V}^T$

[Szeliski p321]

[Arun et al 1987, "Kabsch Algorithm" 1976, Orthog. Procrustes]

Next Lecture

• Epipolar Geometry