

# RANSAC

## RANdom SAmple Consensus

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courtesy of Ondřej Chum, Jiří Matas

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### Talk Outline

**Last update:** November 4, 2008;

- ♦ importance for computer vision
- ♦ principle
- ♦ line fitting
- ♦ epipolar geometry

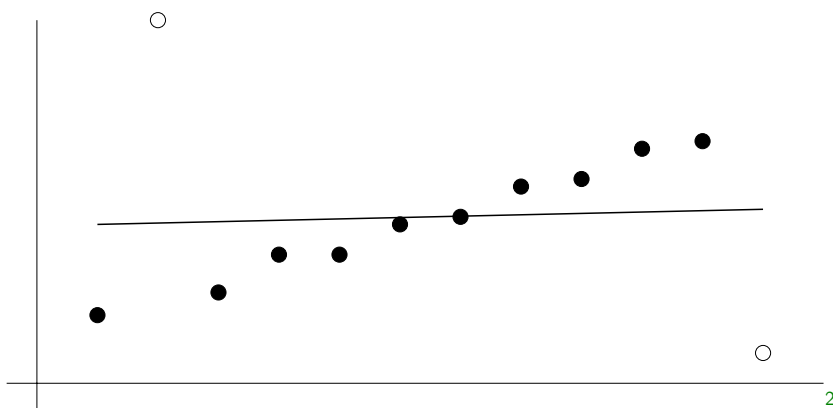
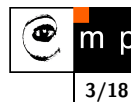
### Importance for Computer Vision



- ♦ published in 1981 as a model fitting method [2]
- ♦ on of the most cited papers in computer vision and related fields
- ♦ widely accepted as a method that works even for difficult computer vision problems
- ♦ recent advancement presented at the “25-years of RANSAC” [workshop](#)<sup>1</sup>. Look at the R. Bowless’ presentation.

<sup>1</sup><http://cmp.felk.cvut.cz/ransac-cvpr2006>

### LSQ does not work for gross errors . . .



<sup>2</sup>sketch borrowed from [3]

## RANSAC motivations for computer vision



- ◆ gross errors (outliers) spoil LSQ estimation
- ◆ detection (localization) algorithms in computer vision and recognition do have gross error
- ◆ in difficult problems the portion of good data may be even less than  $1/2$
- ◆ standard robust estimation techniques hardly applicable to data with less than  $1/2$  good

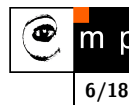
## RANSAC inputs and output



**In:**  $U = \{x_i\}$  set of data points,  $|U| = N$   
 $f(S) : S \rightarrow \theta$  function  $f$  computes model parameters  $\theta$  given a sample  $S$  from  $U$   
 $\rho(\theta, x)$  the cost function for a single data point  $x$

**Out:**  $\theta^*$   $\theta^*$ , parameters of the model maximizing the cost function

## RANSAC algorithm



$k := 0$

Repeat until  $P\{\text{better solution exists}\} < \eta$  (a function of  $C^*$  and no. of steps  $k$ )

$k := k + 1$

### I. Hypothesis

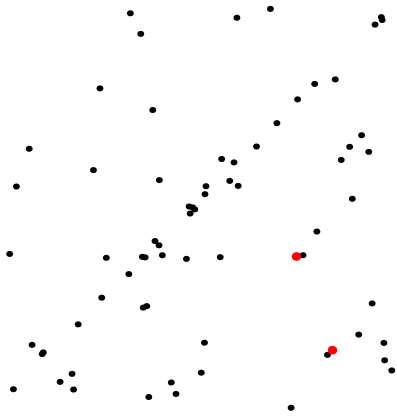
- (1) select randomly set  $S_k \subset U$ ,  $|S_k| = s$
- (2) compute parameters  $\theta_k = f(S_k)$

### II. Verification

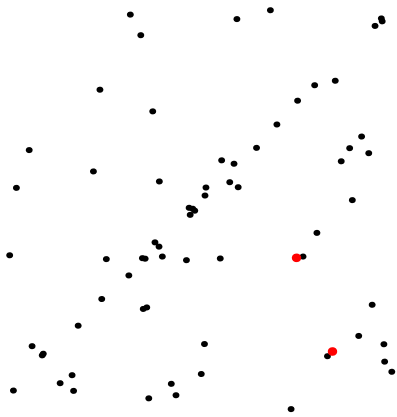
- (3) compute cost  $C_k = \sum_{x \in U} \rho(\theta_k, x)$
- (4) if  $C^* < C_k$  then  $C^* := C_k$ ,  $\theta^* := \theta_k$

end

## Explanation example: line detection

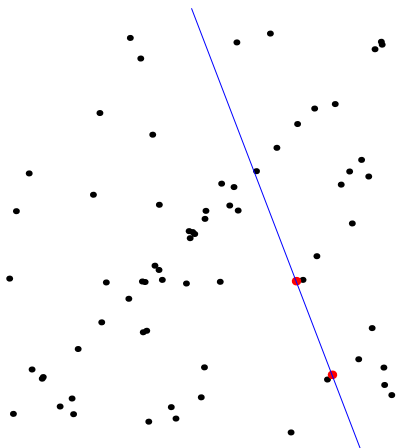


## Explanation example: line detection



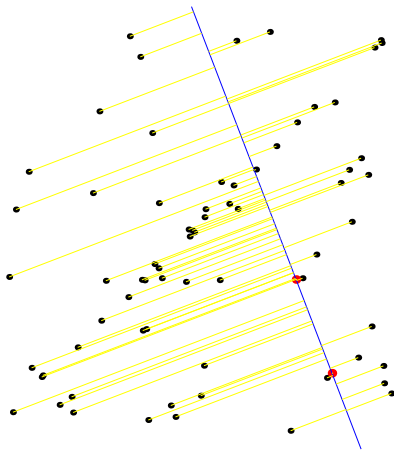
- Randomly select two points

## Explanation example: line detection



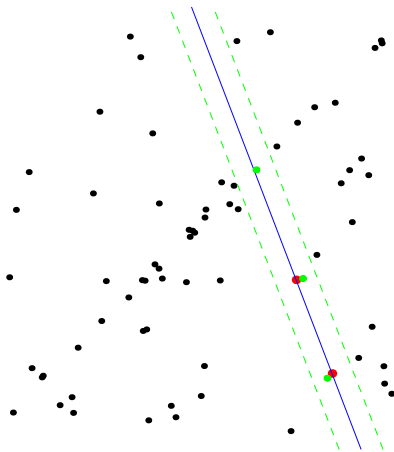
- ◆ Randomly select two points
- The hypothesised model is the line passing through the two points

## Explanation example: line detection



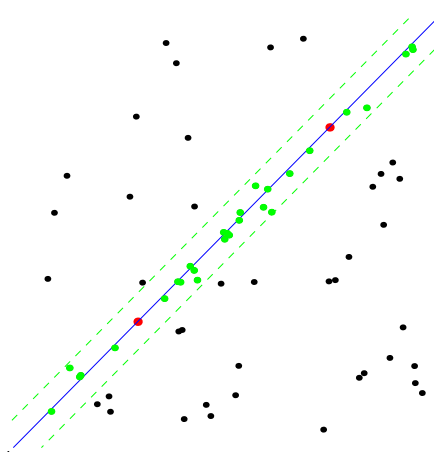
- ◆ Randomly select two points
- ◆ The hypothesised model is the line passing through the two points
- The error function is a distance from the line

## Explanation example: line detection



- ◆ Randomly select two points
- ◆ The hypothesised model is the line passing through the two points
- ◆ The error function is a distance from the line
- Points consistent with the model

## Probability of selecting uncontaminated sample in $K$ trials



Uncontaminated sample

- ◆  $N$  - number of data points
- ◆  $w$  - fraction of inliers
- ◆  $s$  - size of the sample

Prob. of selecting a sample with all inliers<sup>3</sup>:  $\approx w^s$

Prob. of **not** selecting a sample with all inliers:  $1 - w^s$

Prob. of **not** selecting a good sample  $K$  times:  $(1 - w^s)^K$

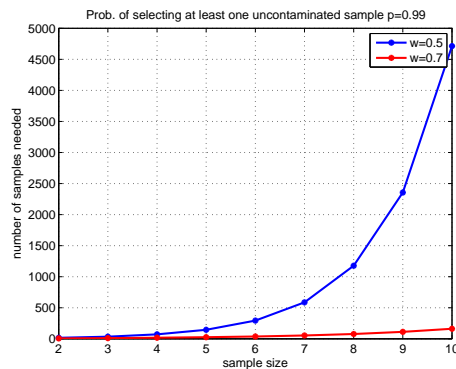
The sought probability of selecting uncontaminated sample in  $K$  trials at least once:  $P = 1 - (1 - w^s)^K$

<sup>3</sup>Approximation valid for  $s \ll N$ , see the [lecture notes](#)

## How many samples are needed, $K = ?$

How many trials is needed to select an uncontaminated sample with a given probability  $P$ ? We derived  $P = 1 - (1 - w^s)^K$ . Log the both sides to get

$$K = \frac{\log(1 - P)}{\log(1 - w^s)}$$



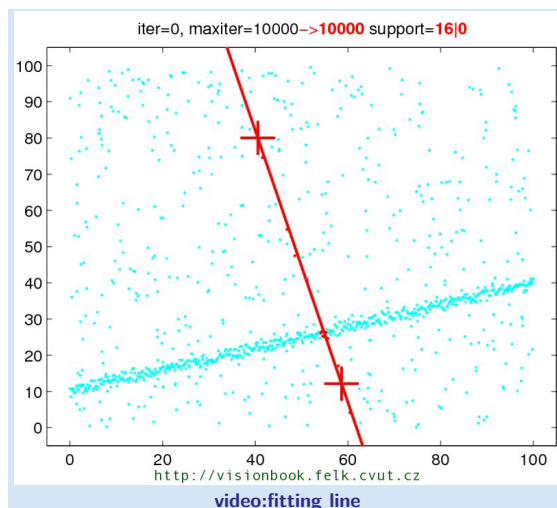
## Real problem— $w$ unknown

Often, the proportion of inliers in data cannot be estimated in advance.

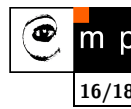
**Adaptive estimation:** start with worst case and update the estimate as the computation progress

- ◆ set  $K = \infty$ , #samples = 0,  $P$  very conservative, say  $P = 0.99$
- ◆ while  $K > \text{\#samples}$  repeat
  - choose a random sample, compute the model and count inliers
  - $w = \frac{\text{\#inliers}}{\text{\#data points}}$
  - $K = \frac{\log(1-P)}{\log(1-w^s)}$
  - increment #samples
- ◆ terminate

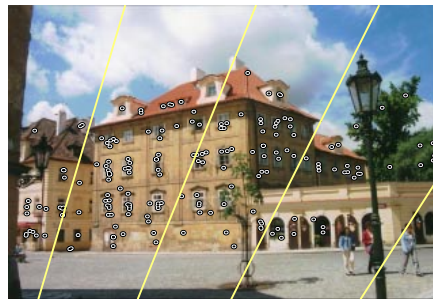
## Fitting line via RANSAC



# Epipolar geometry estimation by RANSAC



- ◆  $U$  : a set of correspondences, i.e. pairs of 2D points data points
- ◆  $s = 7$  sample size
- ◆  $f$  : seven-point algorithm - gives 1 to 3 independent solutions model parameters
- ◆  $\rho$  : thresholded Sampson's error cost function



## References



Besides the main reference [2] the Huber's book [5] about robust estimation is also widely recognized. The RANSAC algorithm received several essential improvements in recent years [1, 6, 7]

For the seven-point algorithm and Sampson's error, see [4]

- [1] Ondřej Chum and Jiří Matas. Matching with PROSAC - progressive sample consensus. In Cordelia Schmid, Stefano Soatto, and Carlo Tomasi, editors, *Proc. of Conference on Computer Vision and Pattern Recognition (CVPR)*, volume 1, pages 220–226, Los Alamitos, USA, June 2005. IEEE Computer Society.
- [2] M.A. Fischler and R.C. Bolles. Random sample consensus: A paradigm for model fitting with applications to image analysis and automated cartography. *Communications of the ACM*, 24(6):381–395, June 1981.
- [3] R. Hartley and A. Zisserman. *Multiple View Geometry in Computer Vision*. Cambridge University Press, Cambridge, UK, 2000. On-line resources at: <http://www.robots.ox.ac.uk/~vgg/hzbook/hzbook1.html>.
- [4] Richard Hartley and Andrew Zisserman. *Multiple view geometry in computer vision*. Cambridge University, Cambridge, 2nd edition, 2003.
- [5] Peter J. Huber. *Robust Statistics*. Wiley series in probability and mathematical statistics. John Wiley and Sons, 1981.
- [6] Jiří Matas and Ondřej Chum. Randomized RANSAC with  $T_{d,d}$  test. *Image and Vision Computing*, 22(10):837–842, September 2004.
- [7] Jiří Matas and Ondřej Chum. Randomized ransac with sequential probability ratio test. In Songde Ma and Heung-Yeung Shum, editors, *Proc. IEEE International Conference on Computer Vision (ICCV)*, volume II, pages 1727–1732, New York, USA, October 2005. IEEE Computer Society Press.

End

