Coklu Bakis Noktali Geometri (Multiple View Geometry)

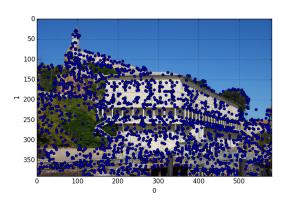
[1, sf. 145]

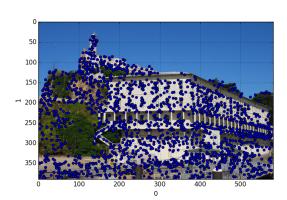
```
import pandas as pd
import siftpy1

df1 = siftpy1.sift('alcatraz1s.pgm', threshold=10.0)
df2 = siftpy1.sift('alcatraz2s.pgm', threshold=10.0)

from PIL import Image
im1=Image.open("alcatraz1s.jpg")
im2=Image.open("alcatraz2s.jpg")
df1.plot(kind='scatter', x=0, y=1)
plt.hold(True)
plt.imshow(im1)
plt.savefig('mvg_01.png')

df2.plot(kind='scatter', x=0, y=1)
plt.hold(True)
plt.imshow(im2)
plt.imshow(im2)
plt.savefig('mvg_02.png')
```





```
ndx = matches.nonzero()[0]
# make homogeneous and normalize with lin.inv(K)
x1 = homography.make_homog(l1[ndx,:2].T)
ndx2 = [int(matches[i]) for i in ndx]
x2 = homography.make_homog(12[ndx2,:2].T)
x1n = np.dot(lin.inv(K), x1)
x2n = np.dot(lin.inv(K), x2)
# estimate E with RANSAC
model = sfm.RansacModel()
E,inliers = sfm.F_from_ransac(x1n,x2n,model)
# compute camera matrices (P2 will be list of four solutions)
P1 = np.array([[1,0,0,0],[0,1,0,0],[0,0,1,0]])
P2 = sfm.compute_P_from_essential(E)
# pick the solution with points in front of cameras
ind = 0
maxres = 0
for i in range (4):
    # triangulate inliers and compute depth for each camera
    X = sfm.triangulate(x1n[:,inliers],x2n[:,inliers],P1,P2[i])
    d1 = np.dot(P1, X)[2]
    d2 = np.dot(P2[i], X)[2]
    if np.sum(d1>0)+np.sum(d2>0) > maxres:
        maxres = np.sum(d1>0) + np.sum(d2>0)
        ind = i
        infront = (d1>0) & (d2>0)
# triangulate inliers and remove points not in front of both cameras
X = sfm.triangulate(x1n[:,inliers],x2n[:,inliers],P1,P2[ind])
X = X[:,infront]
# 3D plot
from mpl_toolkits.mplot3d import axes3d
fig = plt.figure()
ax = fig.gca(projection='3d')
ax.plot(-X[0], X[1], X[2], 'k.')
plt.axis('off')
plt.savefig('mvg_03.png')
```



Kaynaklar

[1] Solem, Computer Vision with Python