

# Medical Image Processing for Interventional Applications

## Camera Rotation and Translation

Online Course – Unit 33

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# Topics

## Camera Rotation and Translation

### Summary

Take Home Messages

Further Readings

# Motivation

What needs to be computed:

- Translation  $\rightarrow$  null space of the essential matrix
- Rotation  $\rightarrow$  linear estimator based on quaternions
- Coordinates of 3-D points  $\rightarrow$  triangulation

# Computation of Camera Rotation and Translation

For computing rotation and translation, compute  $\mathbf{E}$  from  $\mathbf{F}$ :

$$\mathbf{F} = (\mathbf{K}^{-1})^T \cdot \mathbf{E} \cdot \mathbf{K}^{-1}.$$

Since intrinsic parameters are known

$$\mathbf{E} = \mathbf{K}^T \cdot \mathbf{F} \cdot \mathbf{K}.$$

→  $\mathbf{E}$  depends on the extrinsic camera parameters only.

# Computation of Camera Rotation and Translation

Known:

- Essential matrix  $\mathbf{E} = \mathbf{R} \cdot [\mathbf{t}]_{\times}$
- Translation vector  $\mathbf{t}$  (spans nullspace of essential matrix)

## Computation of rotation matrix $\mathbf{R}$

Compute by solving the following optimization problem:

$$\text{minimize } \|\mathbf{E} - \mathbf{R} \cdot [\mathbf{t}]_{\times}\|_2^2,$$

$$\text{subject to } \det(\mathbf{R}) = 1,$$

$$\mathbf{R} \text{ is an orthogonal matrix, i. e., } \mathbf{R}^{-1} = \mathbf{R}^T.$$

This is a **nonlinear** and **difficult** optimization problem.

But it can be converted into a **linear** problem by using quaternions.

# Essential Matrix and Quaternions

First we rewrite the objective function:

$$\|\mathbf{E} - \mathbf{R} \cdot [\mathbf{t}]_{\times}\|_2^2 = \|\mathbf{R}^T \mathbf{E} - [\mathbf{t}]_{\times}\|_2^2,$$

where  $\det \mathbf{R} = 1$ .

Writing  $\mathbf{E} = (\mathbf{e}_1, \mathbf{e}_2, \mathbf{e}_3)$ , where  $\mathbf{e}_i \in \mathbb{R}^3$ , we therefore minimize:

$$\min_{\mathbf{R}} \|\mathbf{R}^T \mathbf{E} - [\mathbf{t}]_{\times}\|_2^2 = \min_{\mathbf{R}} \sum_{i=1}^3 \|\mathbf{R}^T \mathbf{e}_i - ([\mathbf{t}]_{\times})_i\|_2^2.$$

# Essential Matrix and Quaternions

In quaternion notation:

- $\mathbf{R}^T$  defines a quaternion  $\mathbf{r}$ ,
- $\mathbf{p}_i = (0, \mathbf{e}_i^T)$ ,
- $\mathbf{p}'_i = (0, ([\mathbf{t}]_{\times})_i^T)$ .

Thus we get

$$\min_{\mathbf{r}} \sum_{i=1}^3 \|\mathbf{r} \cdot \mathbf{p}_i \cdot \bar{\mathbf{r}} - \mathbf{p}'_i\|^2,$$

where  $\|\mathbf{r}\| = 1$ .

# Essential Matrix and Quaternions

Multiplication by  $\mathbf{r}$  from the right results in the objective function:

$$\hat{\mathbf{r}} = \min_{\mathbf{r}} \sum_{i=1}^3 \|\mathbf{r} \cdot \mathbf{p}_i - \mathbf{p}'_i \cdot \mathbf{r}\|^2.$$

Since this expression is linear in  $\mathbf{r}$ , there exist matrices  $\mathbf{M}_i$  with:

$$\hat{\mathbf{r}} = \min_{\mathbf{r}} \sum_{i=1}^3 \|\mathbf{M}_i \cdot \mathbf{r}^T\|^2.$$



# Topics

Camera Rotation and Translation

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Take Home Messages

Further Readings

## Take Home Messages

- Both camera translation and rotation can be computed using the essential matrix.
- If we use quaternions, we can formulate the optimization problem for the rotation linearly.

## Further Readings

Epipolar geometry is nicely introduced in:

**Emanuele Trucco and Alessandro Verri.** *Introductory Techniques for 3-D Computer Vision.* Upper Saddle River, NJ, USA: Prentice Hall, 1998

All the math regarding epipolar geometry can be found in:

**Richard Hartley and Andrew Zisserman.** *Multiple View Geometry in Computer Vision.* 2nd ed. Cambridge: Cambridge University Press, 2004. DOI: 10.1017/CB09780511811685

Magnetic navigation:

**Michelle P. Armacost et al.** “Accurate and Reproducible Target Navigation with the Stereotaxis Niobe® Magnetic Navigation System”. In: *Journal of Cardiovascular Electrophysiology* 18 (Jan. 2007), S26–S31. DOI: 10.1111/j.1540-8167.2007.00708.x