



An Invitation to 3D Vision: **Two-View Geometry**

Sunglok Choi, Assistant Professor, Ph.D.
Computer Science and Engineering Department, SEOULTECH
sunglok@seoultech.ac.kr | <https://mint-lab.github.io/>

Review) Absolute Camera Pose Estimation

- Example) **Pose estimation (book) + camera calibration** – initially given K [pose_estimation_book3.py]

(due to wrong initial K)

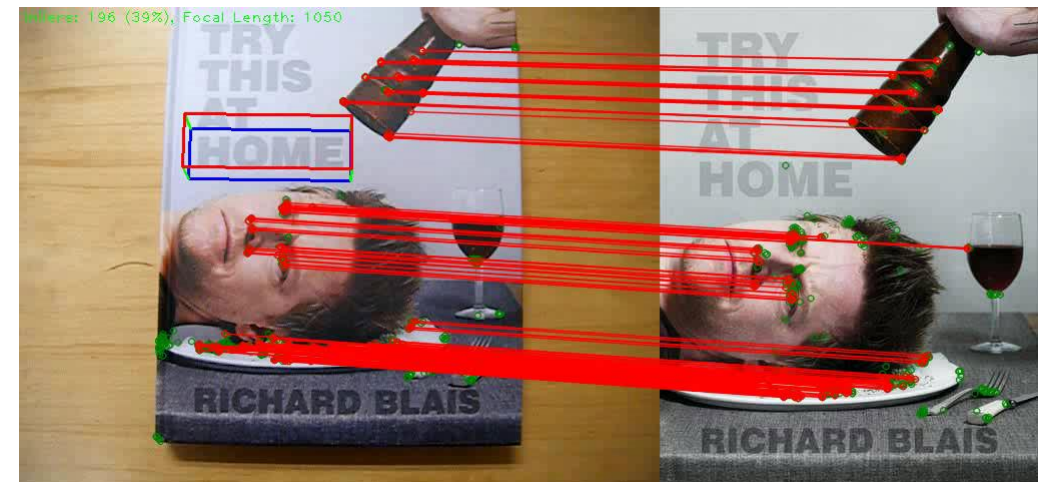
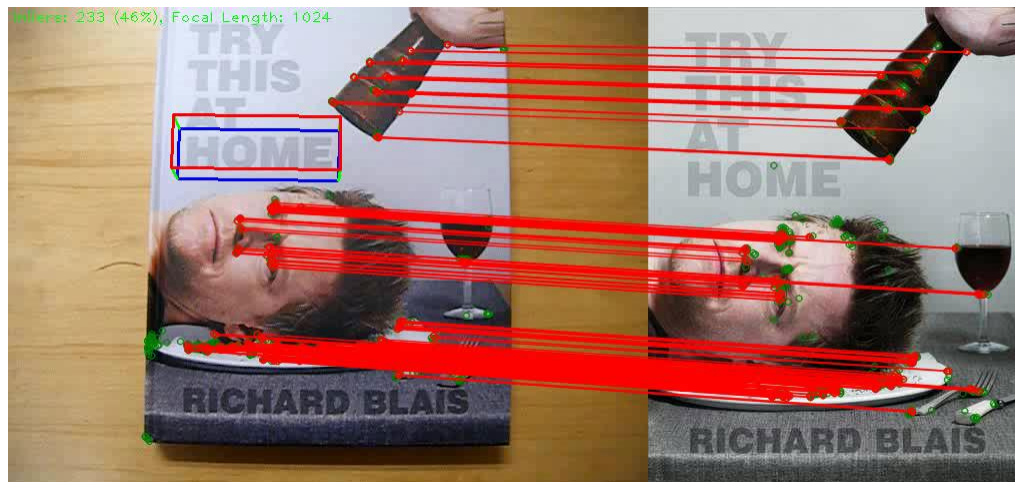
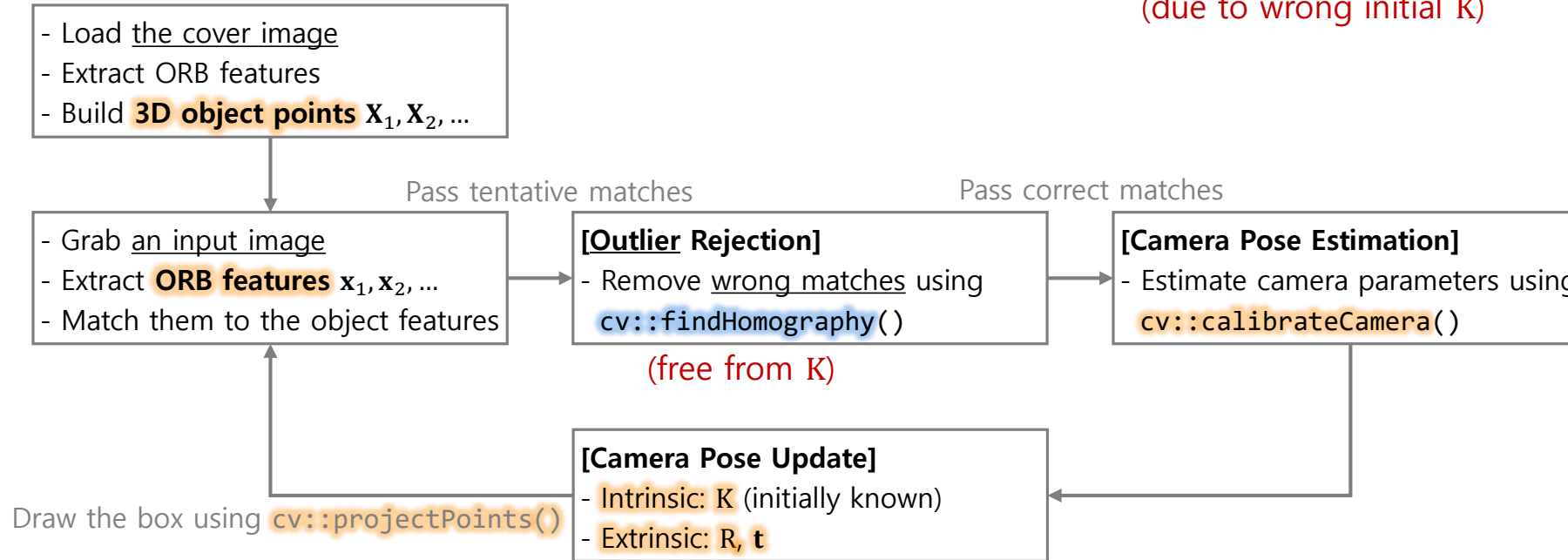
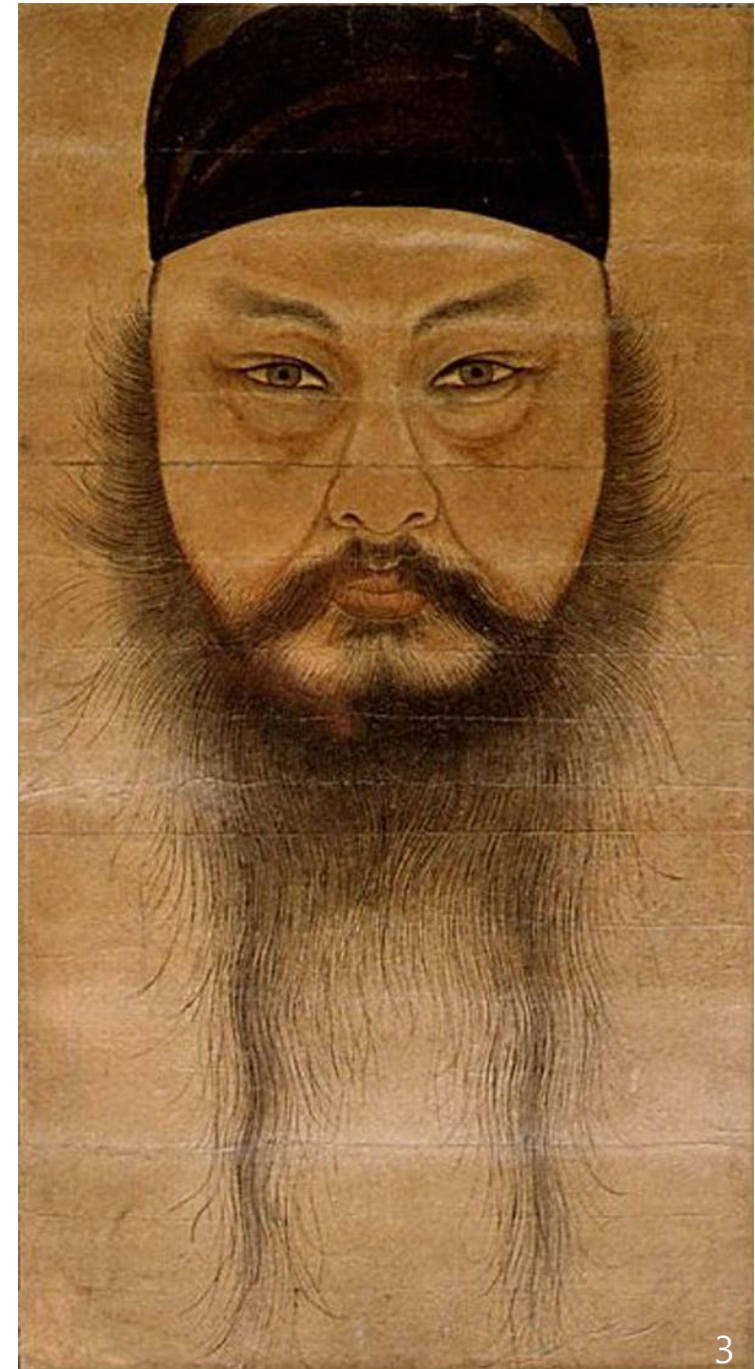


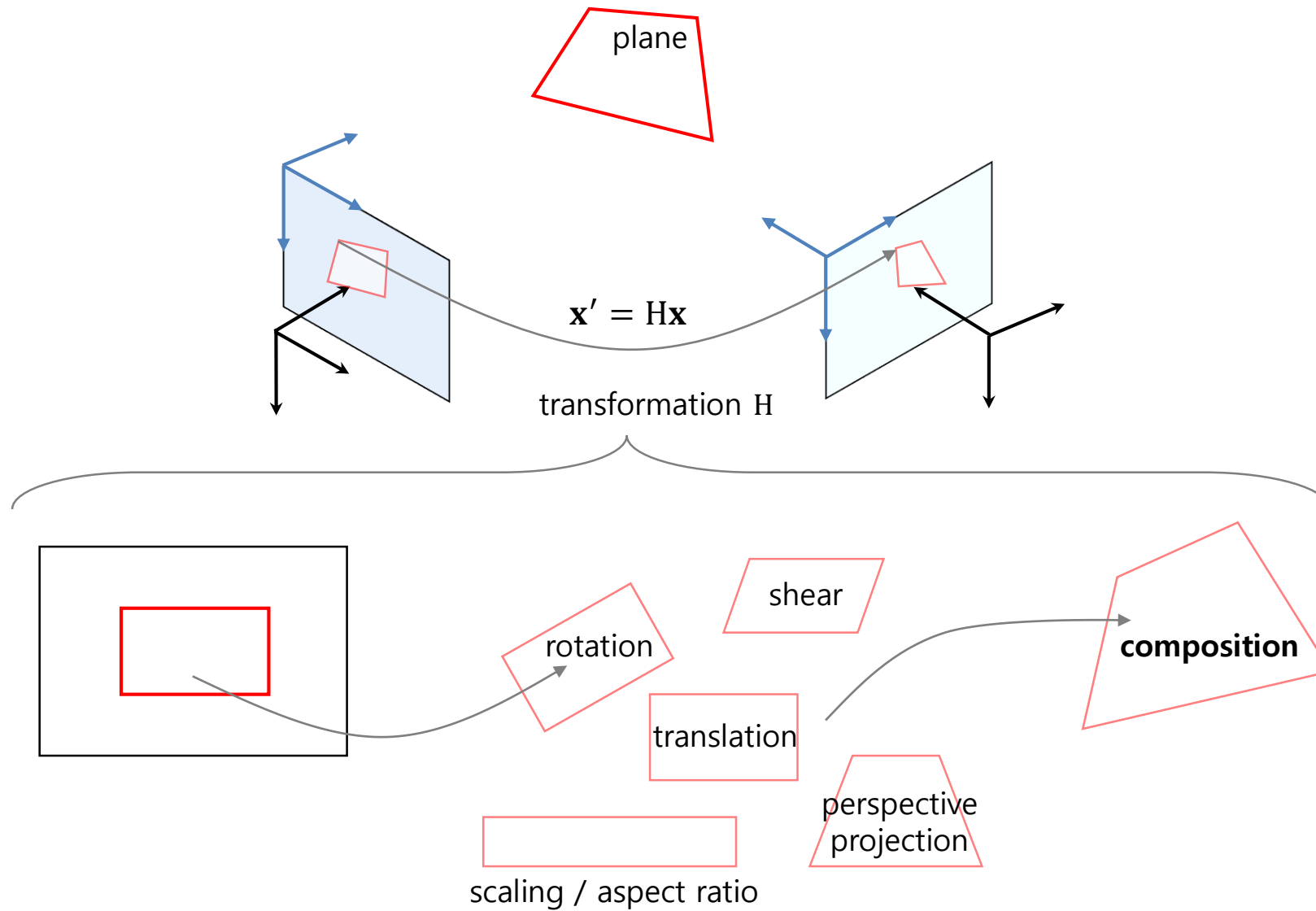
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- **Planar Homography**
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- **Triangulation**


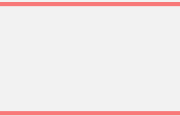

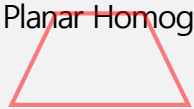
윤두서(1668-1715) 자화상, 국보 제240호
Korean National Treasure No. 240



Planar Homography



Planar Homography

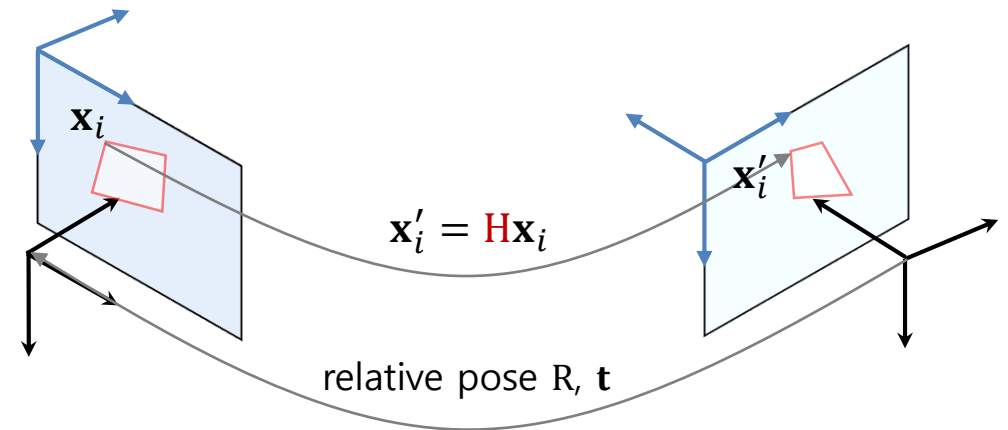
	Euclidean Transform (a.k.a. Rigid Transform)	Similarity Transform	Affine Transform	Projective Transform (a.k.a. Planar Homography)
				
Matrix Forms H	$\begin{bmatrix} \cos \theta & -\sin \theta & t_x \\ \sin \theta & \cos \theta & t_y \\ 0 & 0 & 1 \end{bmatrix}$	$\begin{bmatrix} s \cos \theta & -s \sin \theta & t_x \\ s \sin \theta & s \cos \theta & t_y \\ 0 & 0 & 1 \end{bmatrix}$	$\begin{bmatrix} a_{11} & a_{12} & t_x \\ a_{21} & a_{22} & t_y \\ 0 & 0 & 1 \end{bmatrix}$	$\begin{bmatrix} a_{11} & a_{12} & t_x \\ a_{21} & a_{22} & t_y \\ v_1 & v_2 & 1 \end{bmatrix}$
DOF	3	4	6	8
Transformations - rotation - translation - scaling - aspect ratio - shear - perspective projection	 ○ ○ X X X X	 ○ ○ ○ X X X	 ○ ○ ○ ○ ○ X	 ○ ○ ○ ○ ○ ○
Invariants - length - angle - ratio of lengths - parallelism - incidence - cross ratio	 ○ ○ ○ ○ ○ ○	 X ○ ○ ○ ○ ○	 X X X ○ ○ ○ ○	 X X X X ○ ○
OpenCV Functions			cv::getAffineTransform() cv::estimateRigidTransform() - cv::warpAffine()	cv::getPerspectiveTransform() - cv::findHomography() cv::warpPerspective()

Note) Similarly **3D transformations** (3D-3D geometry) are represented as **4x4 matrices**.

Planar Homography

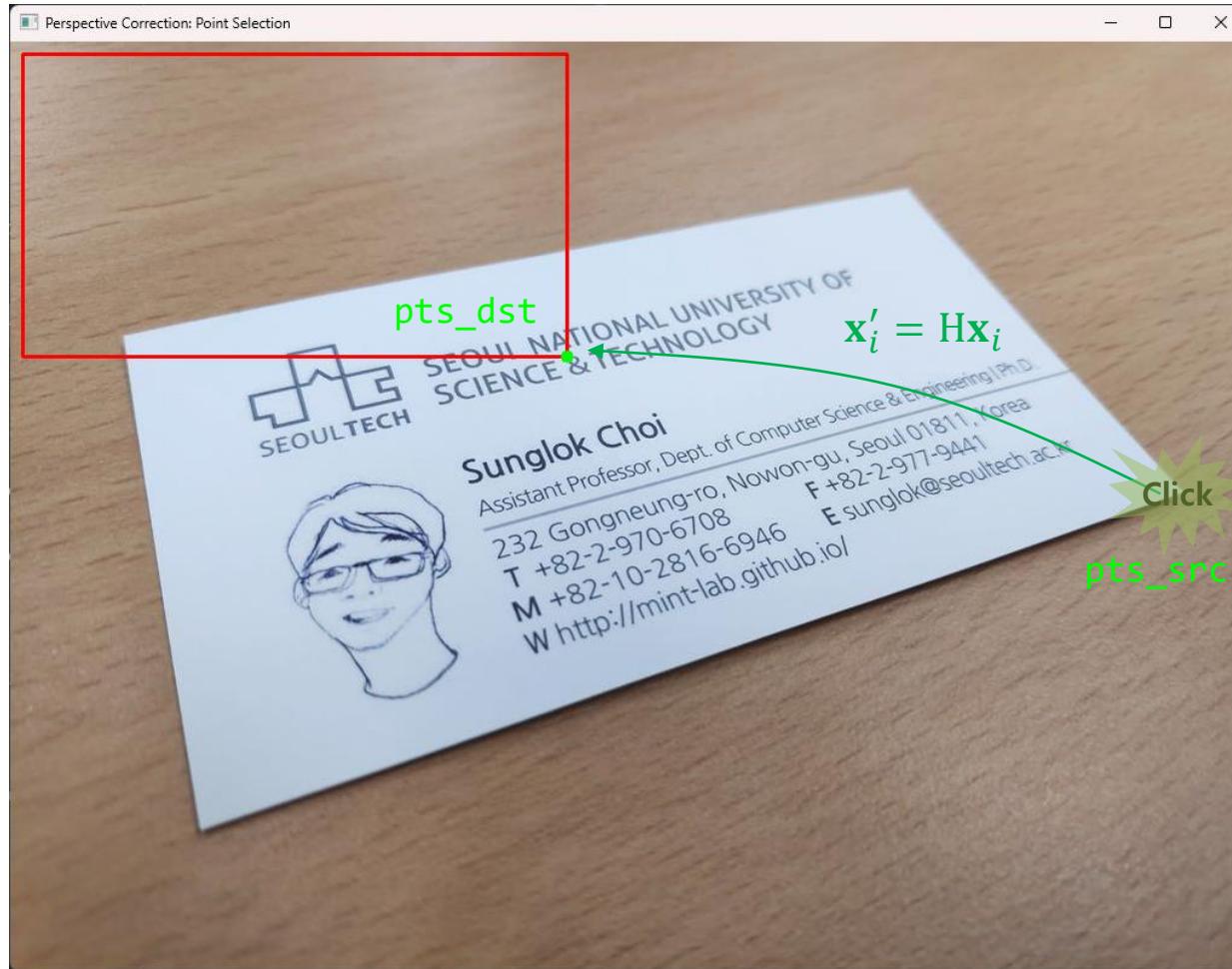
Planar homography estimation

- Unknown: Planar homography H (8 DOF)
- Given: Point correspondence $(\mathbf{x}_1, \mathbf{x}'_1), \dots, (\mathbf{x}_n, \mathbf{x}'_n)$
- Constraints: $n \times$ projective transformation $\mathbf{x}'_i = H\mathbf{x}_i$
- Solutions ($n \geq 4$) \rightarrow 4-point algorithm
 - OpenCV: `cv.getPerspectiveTransform()` and `cv.findHomography()`
 - Note) More simplified transformations need less number of minimal correspondence.
 - Affine ($n \geq 3$), similarity ($n \geq 2$), Euclidean ($n \geq 2$)
- Note) Planar homography can be decomposed as relative camera pose.
 - OpenCV: `cv.decomposeHomographyMat()`
 - The decomposition needs to know camera matrices.



Planar Homography

- Example) **Perspective distortion correction** [perspective_correction.py]



Planar Homography

- Example) **Perspective distortion correction** [perspective_correction.py]

```
def mouse_event_handler(event, x, y, flags, param):
    if event == cv.EVENT_LBUTTONDOWN:
        param.append((x, y))

if __name__ == '__main__':
    img_file = '../data/sunglok_card.jpg'
    card_size = (450, 250)
    offset = 10

    # Prepare the rectified points
    pts_dst = np.array([[0, 0], [card_size[0], 0], [0, card_size[1]], [card_size[0], card_size[1]]])

    # Load an image
    img = cv.imread(img_file)

    # Get the matched points from mouse clicks
    pts_src = []
    wnd_name = 'Perspective Correction: Point Selection'
    cv.namedWindow(wnd_name)
    cv.setMouseCallback(wnd_name, mouse_event_handler, pts_src)
    while len(pts_src) < 4:
        img_display = img.copy()
        cv.rectangle(img_display, (offset, offset), (offset + card_size[0], offset + card_size[1]), (0, 0, 255), 2)
        idx = min(len(pts_src), len(pts_dst))
        cv.circle(img_display, offset + pts_dst[idx], 5, (0, 255, 0), -1)
        cv.imshow(wnd_name, img_display)
```


Planar Homography

- Example) **Perspective distortion correction** [perspective_correction.py]

```
if __name__ == '__main__':
    img_file = '../data/sunglok_card.jpg'
    card_size = (450, 250)
    offset = 10

    # Prepare the rectified points
    pts_dst = np.array([[0, 0], [card_size[0], 0], [0, card_size[1]], [card_size[0], card_size[1]]])

    # Load an image
    img = cv.imread(img_file)

    # Get the matched points from mouse clicks
    pts_src = []
    ...

    if len(pts_src) == 4:
        # Calculate planar homography and rectify perspective distortion
        H, _ = cv.findHomography(np.array(pts_src), pts_dst)
        img_rectify = cv.warpPerspective(img, H, card_size)

        # Show the rectified image
        cv.imshow('Perspective Correction: Rectified Image', img_rectify)
        cv.waitKey(0)

    cv.destroyAllWindows()
```

Planar Homography

- Example) **Planar image stitching** [image_stitching.py]

```
# Load two images
img1 = cv.imread('../data/hill01.jpg')
img2 = cv.imread('../data/hill02.jpg')

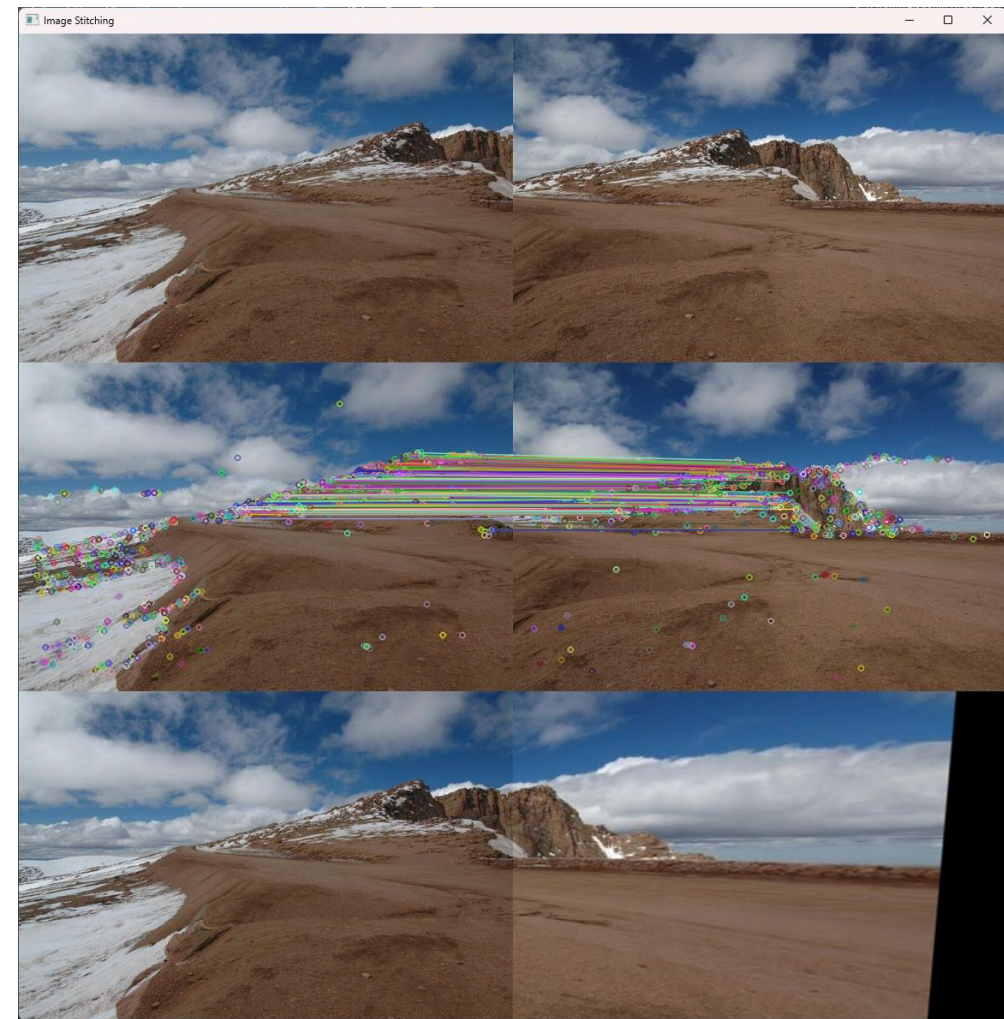
# Retrieve matching points
brisk = cv.BRISK_create()
keypoints1, descriptors1 = brisk.detectAndCompute(img1, None)
keypoints2, descriptors2 = brisk.detectAndCompute(img2, None)

fmatcher = cv.DescriptorMatcher_create('BruteForce-Hamming')
match = fmatcher.match(descriptors1, descriptors2)

# Calculate planar homography and merge them
pts1, pts2 = [], []
for i in range(len(match)):
    pts1.append(keypoints1[match[i].queryIdx].pt)
    pts2.append(keypoints2[match[i].trainIdx].pt)
pts1 = np.array(pts1, dtype=np.float32)
pts2 = np.array(pts2, dtype=np.float32)

H, inlier_mask = cv.findHomography(pts2, pts1, cv.RANSAC)
img_merged = cv.warpPerspective(img2, H, (img1.shape[1]*2, img1.shape[0]))
img_merged[:, :img1.shape[1]] = img1 # Copy

# Show the merged image
img_matched = cv.drawMatches(img1, keypoints1, img2, keypoints2, match, None, None, None,
```



Planar Homography

- Example) **2D video stabilization** [video_stabilization.py]

```
# Open a video and get the reference image and feature points
```

```
video = cv.VideoCapture('../data/traffic.avi')
```

```
_, gray_ref = video.read()
```

```
if gray_ref.ndim >= 3:
```

```
    gray_ref = cv.cvtColor(gray_ref, cv.COLOR_BGR2GRAY)
```

```
pts_ref = cv.goodFeaturesToTrack(gray_ref, 2000, 0.01, 10)
```

```
# Run and show video stabilization
```

```
while True:
```

```
    # Read an image from `video`
```

```
    valid, img = video.read()
```

```
    if not valid:
```

```
        break
```

```
    if img.ndim >= 3:
```

```
        gray = cv.cvtColor(img, cv.COLOR_BGR2GRAY)
```

```
    else:
```

```
        gray = img.copy()
```

```
# Extract optical flow and calculate planar homography
```

```
pts, status, err = cv.calcOpticalFlowPyrLK(gray_ref, gray, pts_ref, None)
```

```
H, inlier_mask = cv.findHomography(pts, pts_ref, cv.RANSAC)
```

```
# Synthesize a stabilized image
```

```
warp = cv.warpPerspective(img, H, (img.shape[1], img.shape[0]))
```

A shaking CCTV video



Planar Homography

- Assumption) **A plane is observed by two views.**
 - Perspective distortion correction: A complete plane
 - Planar image stitching: An approximated plane (\leftarrow distance \gg depth variation)
 - 2D video stabilization: An approximated plane (\leftarrow small motion)



Epipolar Geometry

▪ Epipolar constraint

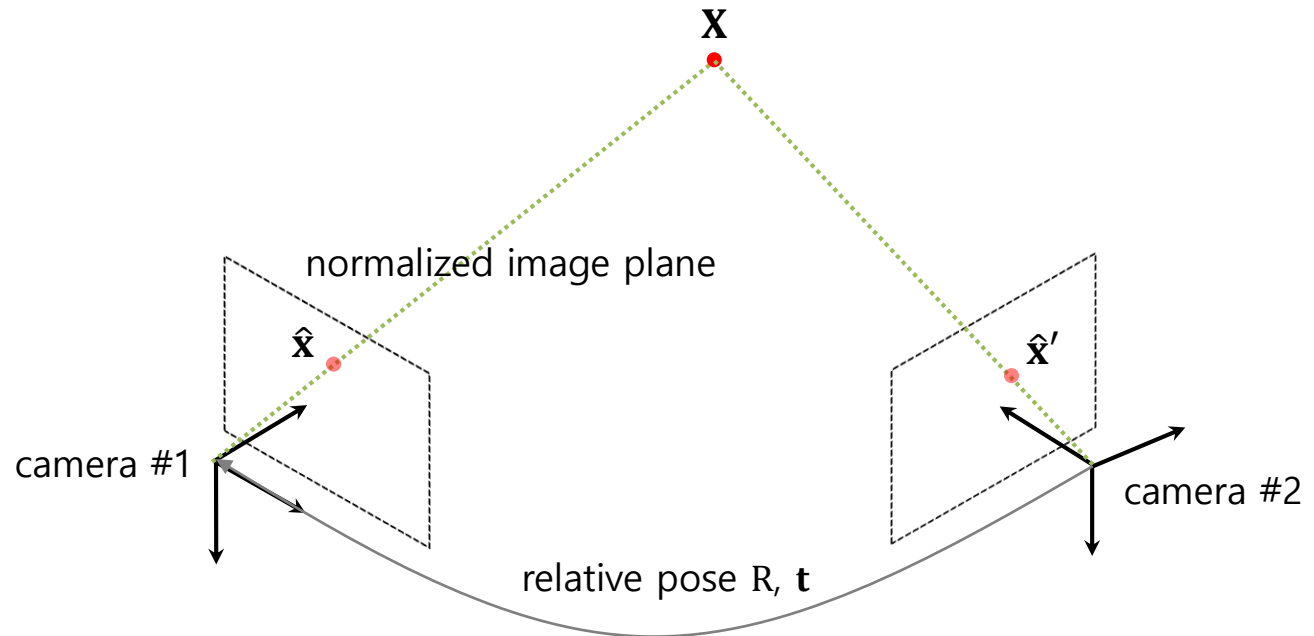
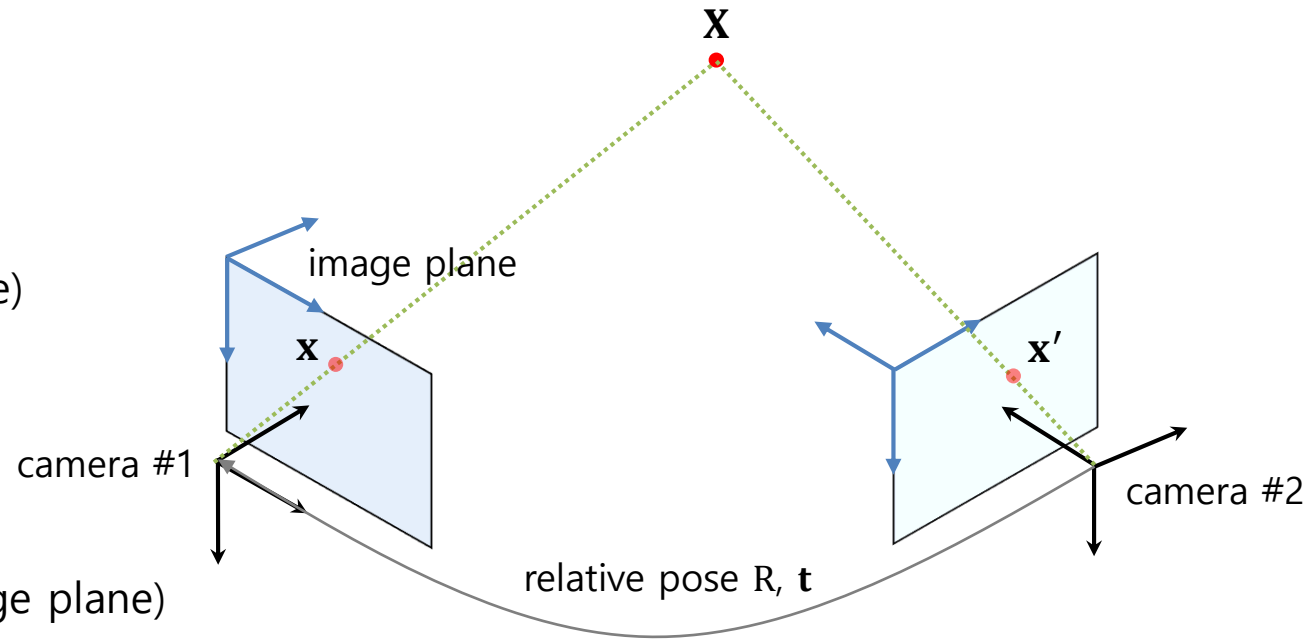
$$\mathbf{x}'^T \mathbf{F} \mathbf{x} = 0 \quad (\mathbf{F}: \text{Fundamental matrix on the image plane})$$

$$\Updownarrow \quad (\mathbf{x} = \mathbf{K} \hat{\mathbf{x}})$$

$$\hat{\mathbf{x}}'^T \mathbf{K}'^T \mathbf{F} \mathbf{K} \hat{\mathbf{x}} = 0$$

$$\Updownarrow \quad (\mathbf{E} = \mathbf{K}'^T \mathbf{F} \mathbf{K})$$

$$\hat{\mathbf{x}}'^T \mathbf{E} \hat{\mathbf{x}} = 0 \quad (\mathbf{E}: \text{Essential matrix on the normalized image plane})$$



Epipolar Geometry

▪ Epipolar constraint: Derivation

$$\mathbf{X}' = \mathbf{R}\mathbf{X} + \mathbf{t}$$

$$\downarrow (\mathbf{X} = \lambda \hat{\mathbf{x}})$$

$$\lambda' \hat{\mathbf{x}}' = \lambda \mathbf{R} \hat{\mathbf{x}} + \mathbf{t}$$

$$\mathbf{t} \times \downarrow$$

$$\lambda' \mathbf{t} \times \hat{\mathbf{x}}' = \lambda \mathbf{t} \times \mathbf{R} \hat{\mathbf{x}}$$

$$\hat{\mathbf{x}}' \cdot \downarrow$$

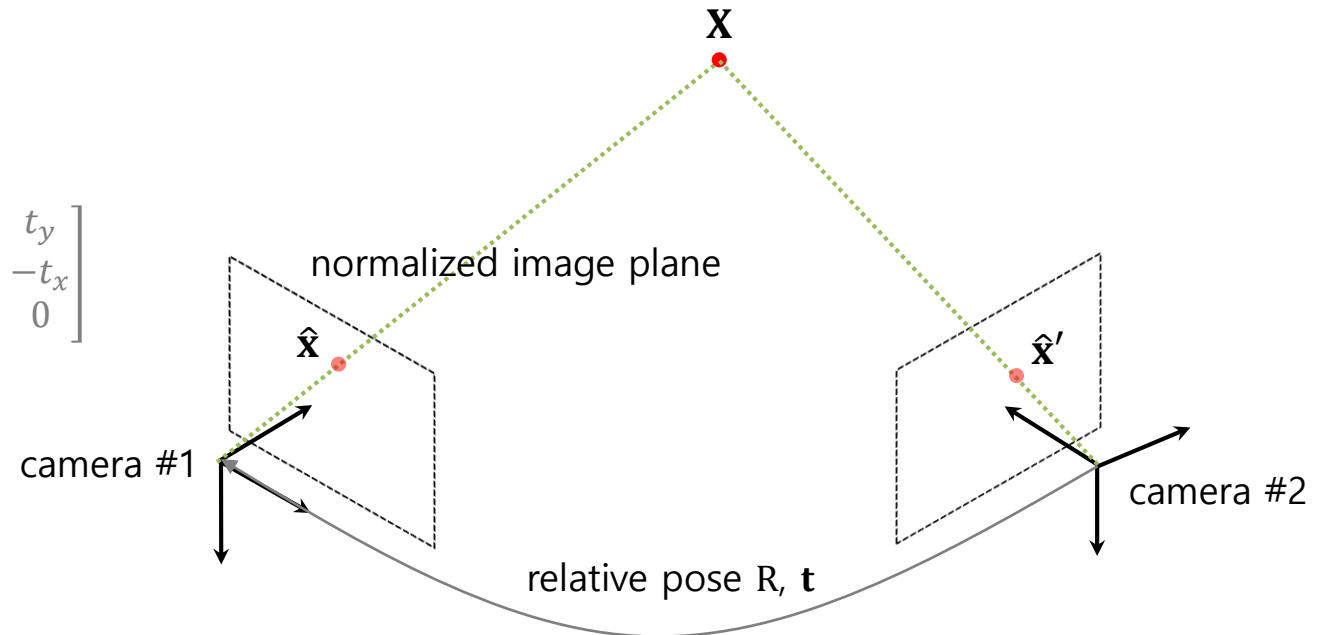
$$\lambda' \hat{\mathbf{x}}' \cdot (\mathbf{t} \times \hat{\mathbf{x}}') = \lambda \hat{\mathbf{x}}' \cdot \mathbf{t} \times \mathbf{R} \hat{\mathbf{x}}$$

$$\downarrow (\hat{\mathbf{x}}' \cdot (\mathbf{t} \times \hat{\mathbf{x}}') = 0)$$

$$\lambda \hat{\mathbf{x}}' \cdot \mathbf{t} \times \mathbf{R} \hat{\mathbf{x}} = 0$$

$$\downarrow (E = \mathbf{t} \times \mathbf{R} \text{ or } E = [\mathbf{t}]_{\times} \mathbf{R}) \quad \text{Note) } [\mathbf{t}]_{\times} = \begin{bmatrix} 0 & -t_z & t_y \\ t_z & 0 & -t_x \\ -t_y & t_x & 0 \end{bmatrix}$$

$$\hat{\mathbf{x}}' E \hat{\mathbf{x}} = 0$$



Epipolar Geometry

- Epipolar geometry

- Baseline

- Distance between two camera centers, \mathbf{C} and \mathbf{C}'

- Epipolar plane

- Plane generated from three points, \mathbf{X} , \mathbf{C} , and \mathbf{C}'

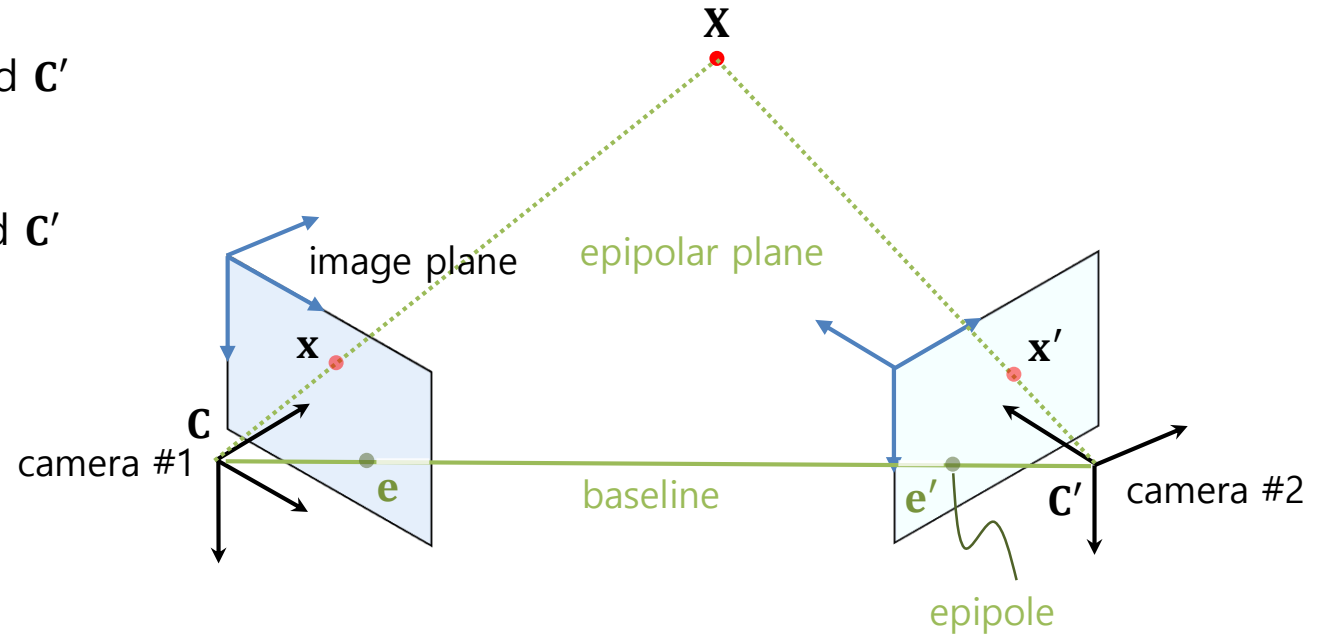
- Epipole (a.k.a. epipolar point)

- Projection of other camera centers

- $\mathbf{e} = \mathbf{P}\mathbf{C}'$ and $\mathbf{e}' = \mathbf{P}'\mathbf{C}$

- e.g. $\mathbf{P} = \mathbf{K}[\mathbf{I}|\mathbf{0}]$ and $\mathbf{P}' = \mathbf{K}'[\mathbf{R}|\mathbf{t}]$

- $\mathbf{e} = -\mathbf{K}\mathbf{R}^T\mathbf{t}$ and $\mathbf{e}' = \mathbf{K}'\mathbf{t}$



Epipolar Geometry

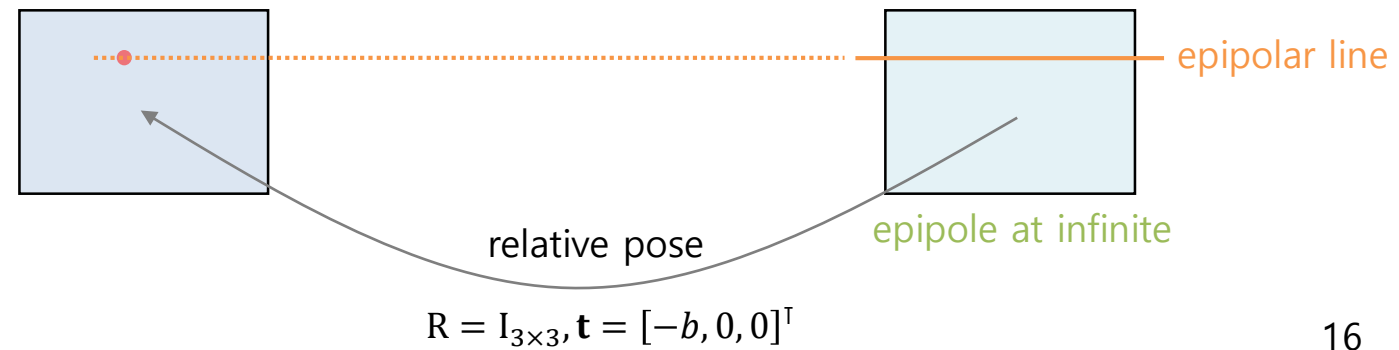
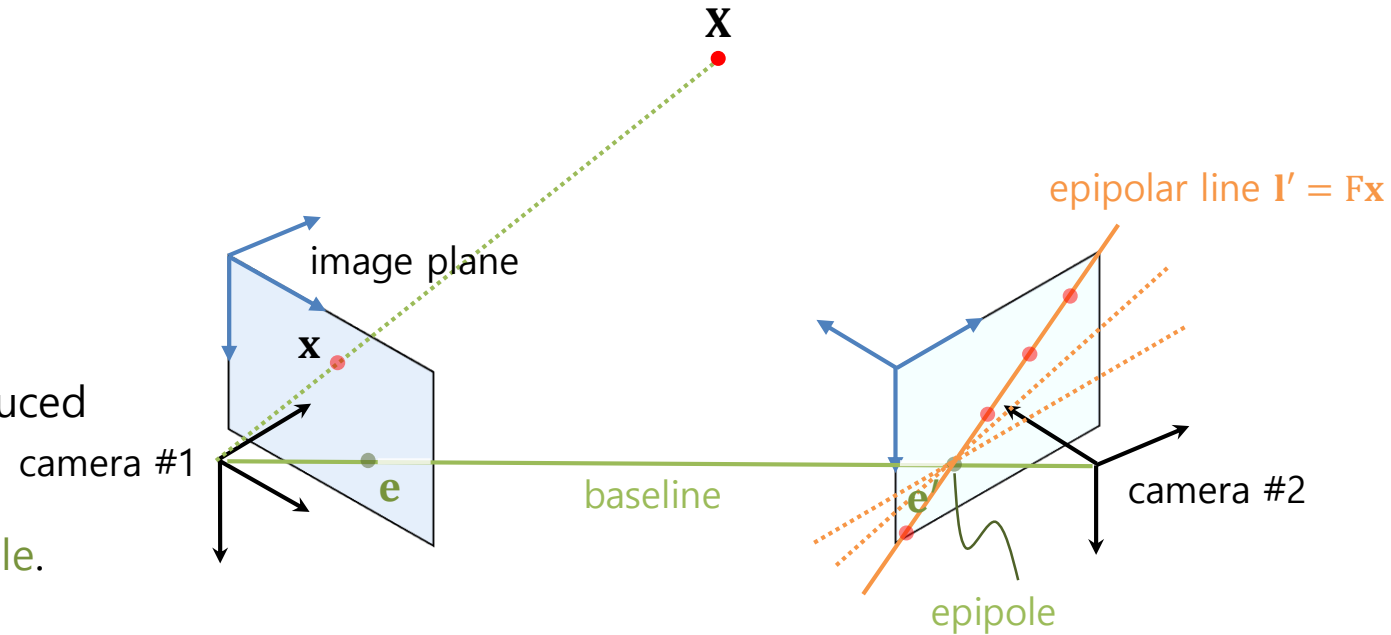
Epipolar geometry

Epipolar line

- $\mathbf{x}'^T \mathbf{F} \mathbf{x} = 0 \rightarrow \mathbf{x}'^T \mathbf{l}' = 0$ where $\mathbf{l}' = \mathbf{F} \mathbf{x}$
 - \mathbf{x}' will lie on the line \mathbf{l}' .
 - $\mathbf{x}'^T \mathbf{F} \mathbf{x} = 0 \rightarrow \mathbf{l}^T \mathbf{x} = 0$ where $\mathbf{l} = \mathbf{F}^T \mathbf{x}'$
 - \mathbf{x} will lie on the line \mathbf{l} .
 - The search space of feature matching is reduced from a **image plane** to the **epipolar line**.
- Note) Every **epipolar line** intersects at the **epipole**.

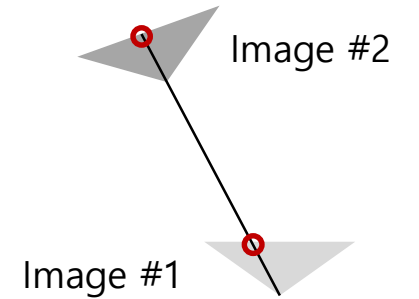
- $\mathbf{F} \mathbf{e} = 0$

- \mathbf{e} is the null space of \mathbf{F} . Special case) Stereo cameras



Epipolar Geometry

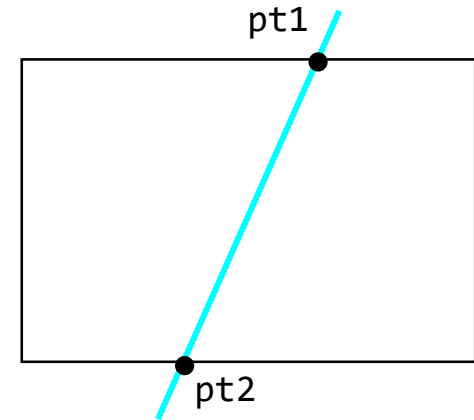
- Example) **Epipolar line visualization** [epipolar_line_visualization.py]



Epipolar Geometry

- Example) **Epipolar line visualization** [epipolar_line_visualization.py]

```
def mouse_event_handler(event, x, y, flags, param):  
    if event == cv.EVENT_LBUTTONDOWN:  
        param.append((x, y))  
  
def draw_straight_line(img, line, color, thickness=1):  
    h, w, *_ = img.shape  
    a, b, c = line # Line:  $ax + by + c = 0$   
    if abs(a) > abs(b):  
        pt1 = (int(c / -a), 0)  
        pt2 = (int((b*h + c) / -a), h)  
    else:  
        ...  
    cv.line(img, pt1, pt2, color, thickness)  
  
if __name__ == '__main__':  
    # Load two images  
    img1 = cv.imread('../data/KITTI07/image_0/000000.png', cv.IMREAD_COLOR)  
    img2 = cv.imread('../data/KITTI07/image_0/000023.png', cv.IMREAD_COLOR)  
    # Note) `F` is derived from `fundamental_mat_estimation.py`.  
    F = np.array([[ 3.34638533e-07,  7.58547151e-06, -2.04147752e-03], ...])  
  
    # Register event handlers and show images  
    wnd1_name, wnd2_name = 'Epipolar Line: Image #1', 'Epipolar Line: Image #2'  
    img1_pts, img2_pts = [], []  
    cv.namedWindow(wnd1_name)  
    cv.setMouseCallback(wnd1_name, mouse_event_handler, img1_pts)
```



Epipolar Geometry

- Example) **Epipolar line visualization** [epipolar_line_visualization.py]

```
if __name__ == '__main__':
    # Load two images
    img1 = cv.imread('../data/KITTI07/image_0/000000.png', cv.IMREAD_COLOR)
    img2 = cv.imread('../data/KITTI07/image_0/000023.png', cv.IMREAD_COLOR)
    F = np.array([[ 3.34638533e-07,  7.58547151e-06, -2.04147752e-03], ...])

    # Register event handlers and show images
    ...

    # Get a point from a image and draw its correponding epipolar line on the other image
    while True:
        if len(img1_pts) > 0:
            for x, y in img1_pts:
                color = (random.randrange(256), random.randrange(256), random.randrange(256))
                cv.circle(img1, (x, y), 4, color, -1)
                epipolar_line = F @ [[x], [y], [1]]
                draw_straight_line(img2, epipolar_line, color, 2)
                 $\mathbf{l} = \mathbf{F}\mathbf{x}$ 
            img1_pts.clear()
        if len(img2_pts) > 0:
            for x, y in img2_pts:
                color = (random.randrange(256), random.randrange(256), random.randrange(256))
                cv.circle(img2, (x, y), 4, color, -1)
                epipolar_line = F.T @ [[x], [y], [1]]
                draw_straight_line(img1, epipolar_line, color, 2)
                 $\mathbf{l} = \mathbf{F}^T \mathbf{x}'$ 
            img2_pts.clear()
    cv.imshow(wnd2_name, img2)
```

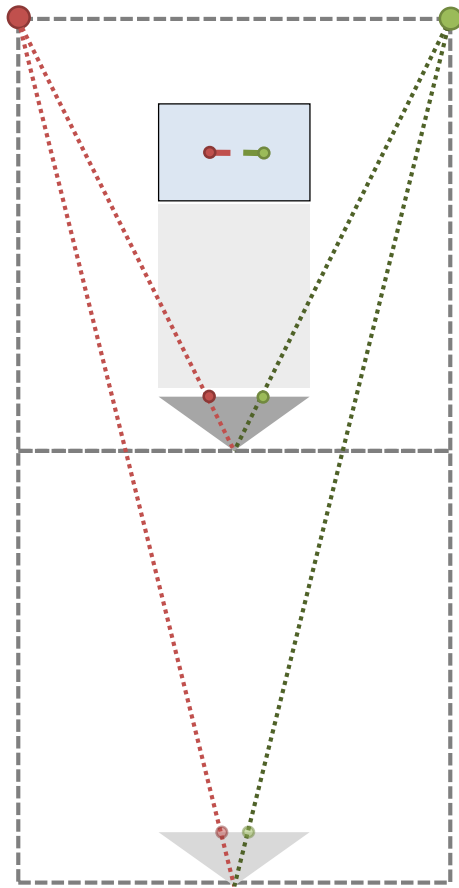
Relative Camera Pose Estimation

- **Relative camera pose estimation** (\sim fundamental/essential matrix estimation)

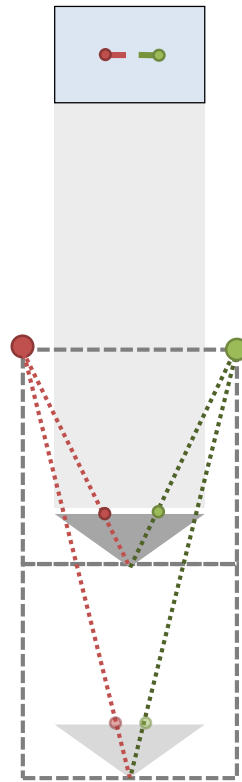
- Unknown: **Rotation and translation** R, \mathbf{t} (**5 DOF**; up-to scale “**scale ambiguity**”)
- Given: Point correspondence $(\mathbf{x}_1, \mathbf{x}'_1), \dots, (\mathbf{x}_n, \mathbf{x}'_n)$ and camera matrices K, K'
- Constraints: n x epipolar constraint ($\mathbf{x}'^T F \mathbf{x} = 0$ or $\hat{\mathbf{x}}'^T E \hat{\mathbf{x}} = 0$)
- Solutions) **Fundamental matrix**: 7/8-point algorithm (**7 DOF**; intrinsic+extrinsic)
 - **Properties**: $\det(F) = 0$ (or $\text{rank}(F) = 2$)
 - **Estimation**: `cv.findFundamentalMat()` \rightarrow 1 solution
 - **Conversion to E**: $E = K'^T F K$
- Solutions) **Essential matrix**: 5-point algorithm (**5 DOF**; extrinsic)
 - **Properties**: $\det(E) = 0$ and $2EE^T E - \text{tr}(EE^T) E = 0$
 - **Estimation**: `cv.findEssentialMat()` $\rightarrow k$ solutions
 - **Decomposition**: `cv.decomposeEssentialMat()` \rightarrow 4 solutions “**relative pose ambiguity**”
 - **Decomposition with positive-depth check**: `cv.recoverPose()` \rightarrow 1 solution

R, \mathbf{t}
\Updownarrow ($E = [\mathbf{t}]_{\times} R$)
E
\Updownarrow ($E = K'^T F K$)
F

Relative Camera Pose Estimation: Scale Ambiguity



(a) 2-meter-wide tunnel



(b) 1-meter-wide tunnel



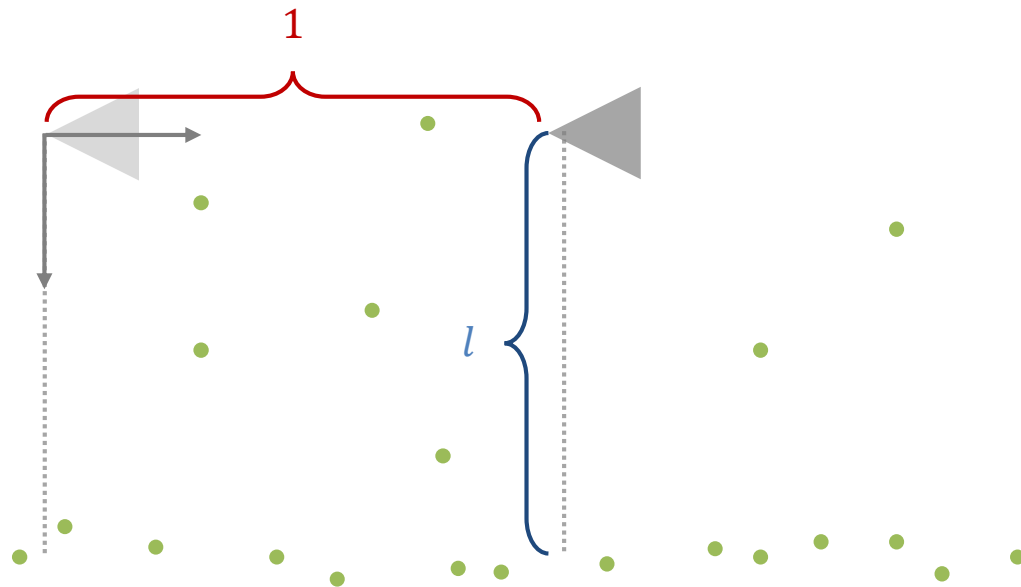
The Sandcrawler @ Star Wars IV: A New Hope (1977)



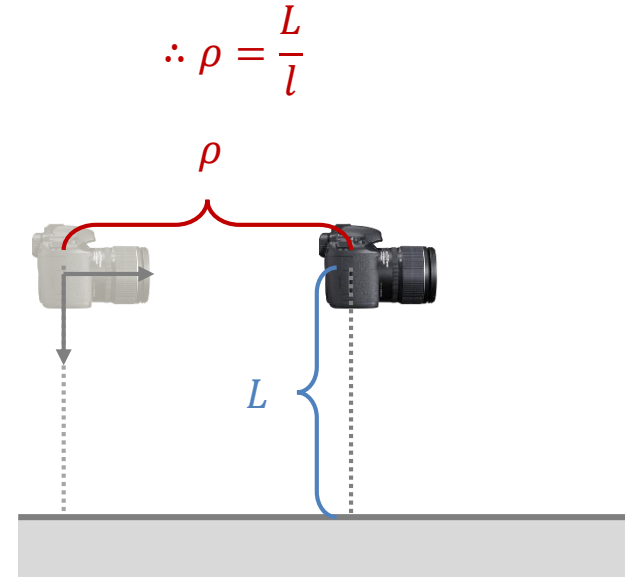
Relative Camera Pose Estimation: Scale Ambiguity

- How to resolve **scale** ambiguity

- **Additional sensors:** Speedometers (odometers), IMUs, GPSs, depth/distance (stereo, RGB-D, LiDAR, ...)
- **Motion constraints:** Known initial translation, Ackerman's steering kinematics
- **Observation constraints:** Known size of objects, **known and constant height of camera**



(a) The reconstructed world

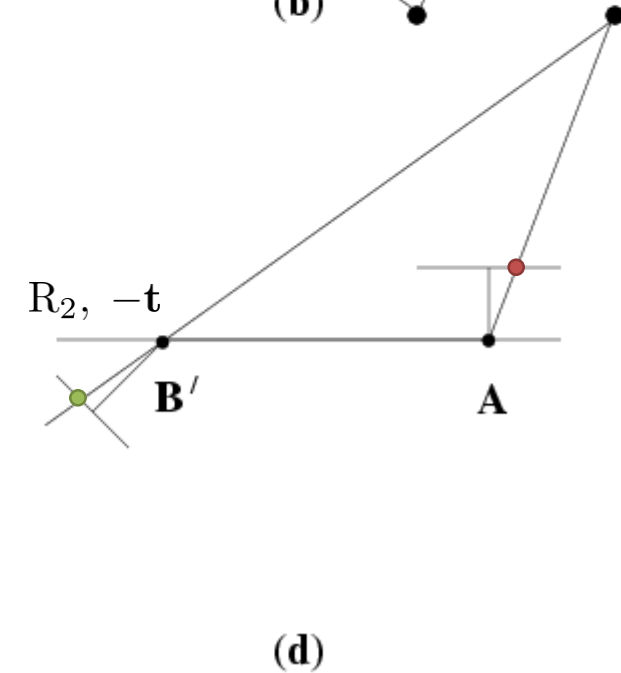
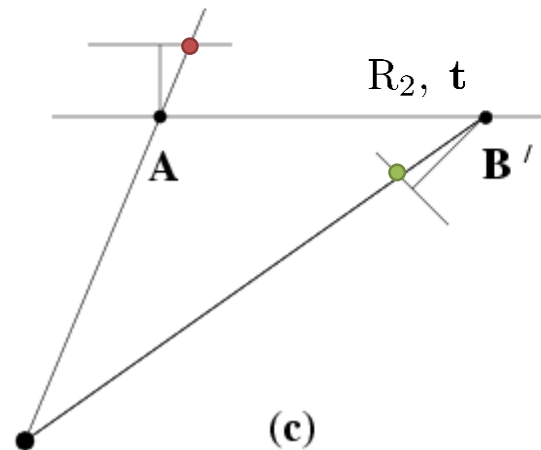
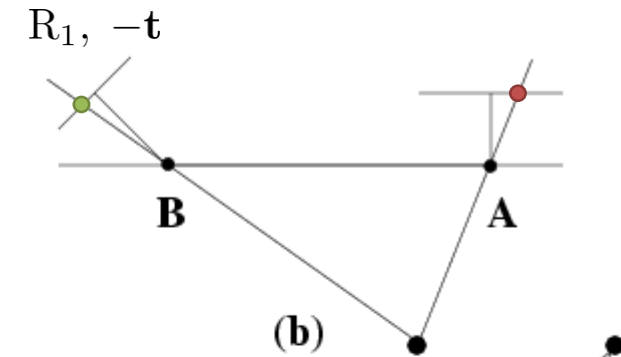
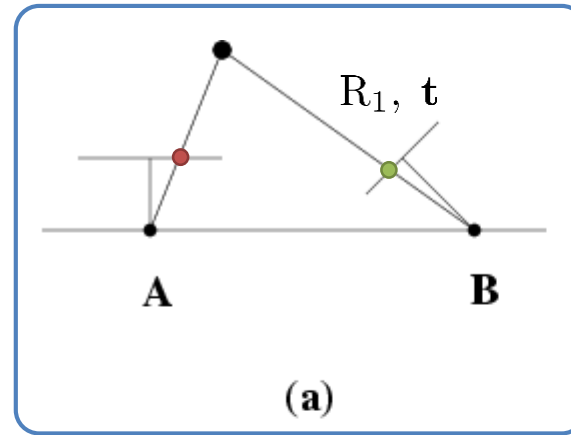


(b) The real world

Relative Camera Pose Estimation: Relative Pose Ambiguity

- How to **resolve pose** ambiguity

- Positive depth constraint



Relative Camera Pose Estimation

Example) **Fundamental matrix estimation** [fundamental_mat_estimation.py]

```
# Load two images
img1 = cv.imread('../data/KITTI07/image_0/000000.png')
img2 = cv.imread('../data/KITTI07/image_0/000023.png')
f, cx, cy = 707.0912, 601.8873, 183.1104 # From the KITTI dataset
K = np.array([[f, 0, cx], [0, f, cy], [0, 0, 1]])

# Retrieve matching points
brisk = cv.BRISK_create()
keypoints1, descriptors1 = brisk.detectAndCompute(img1, None)
keypoints2, descriptors2 = brisk.detectAndCompute(img2, None)

fmatcher = cv.DescriptorMatcher_create('BruteForce-Hamming')
match = fmatcher.match(descriptors1, descriptors2)
```



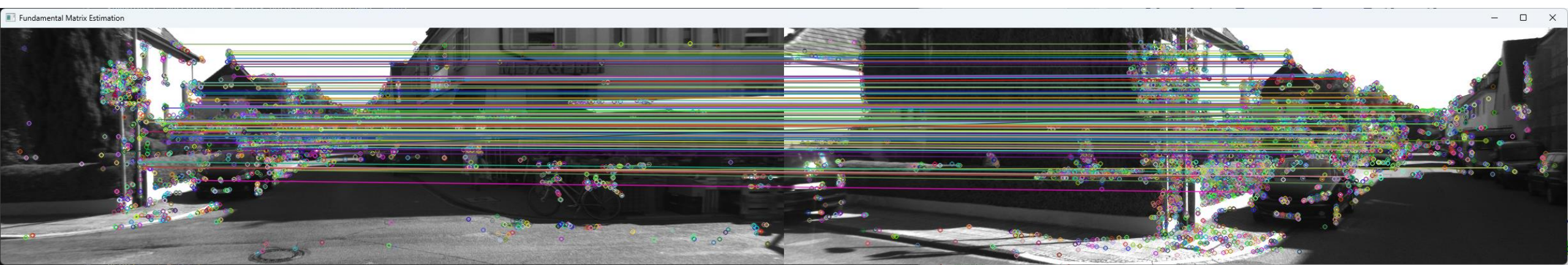
Relative Camera Pose Estimation

Example) **Fundamental matrix estimation** [fundamental_mat_estimation.py]

```
# Load two images
...

# Retrieve matching points
...

# Calculate the fundamental matrix
pts1, pts2 = [], []
for i in range(len(match)):
    pts1.append(keypoints1[match[i].queryIdx].pt)
    pts2.append(keypoints2[match[i].trainIdx].pt)
pts1 = np.array(pts1, dtype=np.float32)
pts2 = np.array(pts2, dtype=np.float32)
F, inlier_mask = cv.findFundamentalMat(pts1, pts2, cv.FM_RANSAC, 0.5, 0.999)
```



Relative Camera Pose Estimation

Example) **Fundamental matrix estimation** [fundamental_mat_estimation.py]

```
# Load two images
...
f, cx, cy = 707.0912, 601.8873, 183.1104 # From the KITTI dataset
K = np.array([[f, 0, cx], [0, f, cy], [0, 0, 1]])

# Retrieve matching points
...

# Calculate the fundamental matrix
...
F, inlier_mask = cv.findFundamentalMat(pts1, pts2, cv.FM_RANSAC, 0.5, 0.999)

# Extract relative camera pose between two images
E = K.T @ F @ K
positive_num, R, t, positive_mask = cv.recoverPose(E, pts1, pts2, K, mask=inlier_mask)
...
print(f'* The position of Image #2 = {-R.T @ t}') # [-0.57, 0.09, 0.82]
```



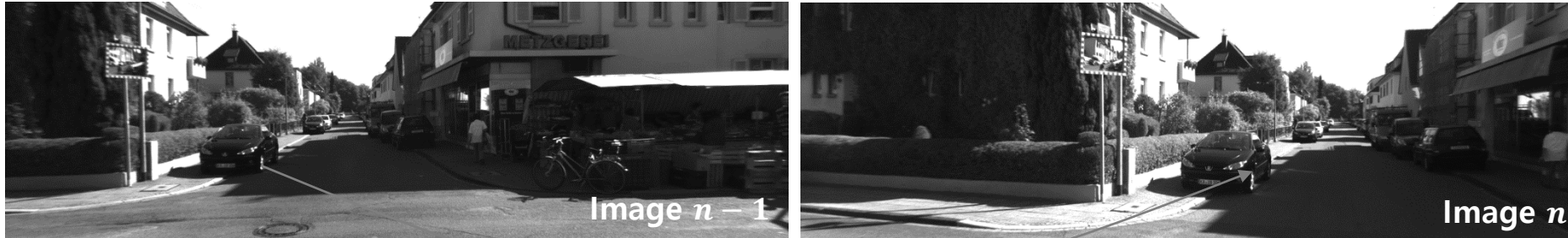
Image #2
[-0.57, 0.09, 0.82]



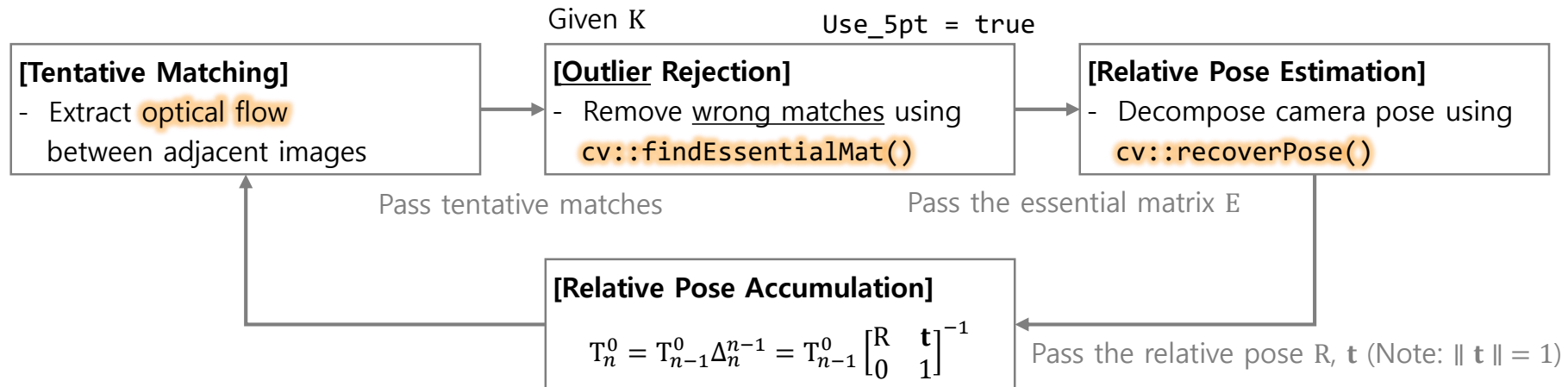
Image #1
[0, 0, 0]

Relative Camera Pose Estimation

- Example) **Monocular Visual Odometry (Epipolar Version)** [vo_epipolar.cpp]

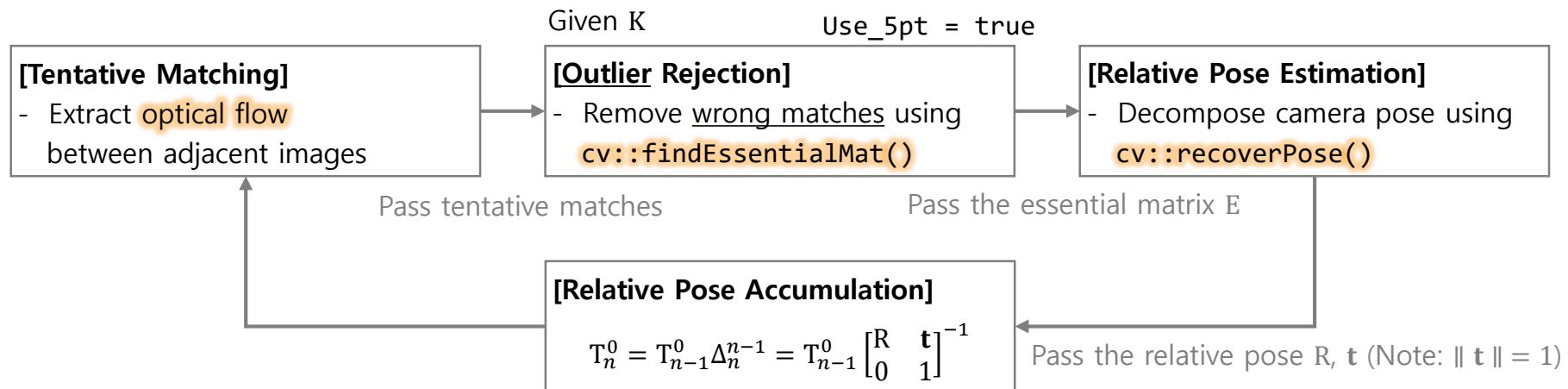
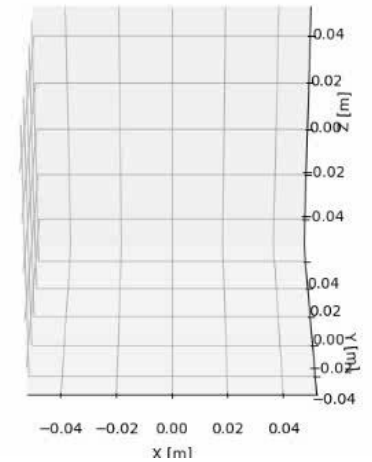


Relative pose R, \mathbf{t}



Relative Camera Pose Estimation

- Example) **Monocular Visual Odometry (Epipolar Version)** [vo_epipolar.cpp]



Relative Camera Pose Estimation

- Example) **Monocular Visual Odometry (Epipolar Version)** [vo_epipolar.cpp]

```
video_file = '../data/KITTI07/image_0/%06d.png'
f, cx, cy = 707.0912, 601.8873, 183.1104
use_5pt = True
min_inlier_num = 100
min_inlier_ratio = 0.2
traj_file = '../data/vo_epipolar.xyz'

# Open a video and get an initial image
video = cv.VideoCapture(video_file)

_, gray_prev = video.read()
if gray_prev.ndim >= 3 and gray_prev.shape[2] > 1:
    gray_prev = cv.cvtColor(gray_prev, cv.COLOR_BGR2GRAY)

# Prepare a plot to visualize the camera trajectory
...

# Run the monocular visual odometry
K = np.array([[f, 0, cx], [0, f, cy], [0, 0, 1]])
camera_traj = np.zeros((1, 3))
camera_pose = np.eye(4)
while True:
    # Grab an image from the video
    valid, img = video.read()
    if not valid:
        break
    if img.ndim < 3 and img.shape[0] > 1:
```

Relative Camera Pose Estimation

- Example) **Monocular Visual Odometry (Epipolar Version)** [vo_epipolar.cpp]

```
# Run the monocular visual odometry
```

```
K = np.array([[f, 0, cx], [0, f, cy], [0, 0, 1]])
```

```
camera_traj = np.zeros((1, 3))
```

```
camera_pose = np.eye(4)
```

```
while True:
```

```
    # Grab an image from the video
```

```
    valid, img = video.read()
```

```
    if not valid:
```

```
        break
```

```
    if img.ndim >= 3 and img.shape[2] > 1:
```

```
        gray = cv.cvtColor(img, cv.COLOR_BGR2GRAY)
```

```
    else:
```

```
        gray = img.copy()
```

```
    # Extract optical flow
```

```
    pts_prev = cv.goodFeaturesToTrack(gray_prev, 2000, 0.01, 10)
```

```
    pts, status, err = cv.calcOpticalFlowPyrLK(gray_prev, gray, pts_prev, None)
```

```
    gray_prev = gray
```

```
    # Calculate relative pose
```

```
    if use_5pt:
```

```
        E, inlier_mask = cv.findEssentialMat(pts_prev, pts, f, (cx, cy), cv.FM_RANSAC, 0.99, 1)
```

```
    else:
```

```
        F, inlier_mask = cv.findFundamentalMat(pts_prev, pts, cv.FM_RANSAC, 1, 0.99)
```

```
        E = K.T @ F @ K
```

```
    inlier_num, R, t, inlier_mask = cv.recoverPose(E, pts_prev, pts, focal=f, pp=(cx, cy), mask=inlier_mask)
```

Relative Camera Pose Estimation

- Example) **Monocular Visual Odometry (Epipolar Version)** [vo_epipolar.cpp]

```
# Run the monocular visual odometry
```

```
while True:
```

```
    # Grab an image from the video
```

```
    ...
```

```
    # Extract optical flow
```

```
    ...
```

```
    # Calculate relative pose
```

```
    if use_5pt:
```

```
        E, inlier_mask = cv.findEssentialMat(pts_prev, pts, f, (cx, cy), cv.FM_RANSAC, 0.99, 1)
```

```
    else:
```

```
        F, inlier_mask = cv.findFundamentalMat(pts_prev, pts, cv.FM_RANSAC, 1, 0.99)
```

```
        E = K.T @ F @ K
```

```
    inlier_num, R, t, inlier_mask = cv.recoverPose(E, pts_prev, pts, focal=f, pp=(cx, cy), mask=inlier_mask)
```

```
    inlier_ratio = inlier_num / len(pts)
```

```
    # Accumulate relative pose if result is reliable
```

```
    info_color = (0, 255, 0)
```

```
    if inlier_num > min_inlier_num and inlier_ratio > min_inlier_ratio:
```

```
        T = np.eye(4)
```

```
        T[:3, :3] = R
```

```
        T[:3, 3] = t.flatten()
```

```
        camera_pose = camera_pose @ np.linalg.inv(T)
```

```
        info_color = (0, 0, 255)
```

$$T_n^0 = T_{n-1}^0 \Delta_n^{n-1} = T_{n-1}^0 \begin{bmatrix} R & \mathbf{t} \\ 0 & 1 \end{bmatrix}^{-1}$$

Relative Camera Pose Estimation

- **Relative camera pose estimation** (~ fundamental/essential matrix estimation)
 - Unknown: **Rotation and translation** R, \mathbf{t} (**5 DOF**; up-to scale “**scale ambiguity**”)
 - Given: Point correspondence $(\mathbf{x}_1, \mathbf{x}'_1), \dots, (\mathbf{x}_n, \mathbf{x}'_n)$ and camera matrices K, K'
 - Constraints: n x epipolar constraint ($\mathbf{x}'^T F \mathbf{x} = 0$ or $\hat{\mathbf{x}}'^T E \hat{\mathbf{x}} = 0$)
 - Solutions) **Fundamental matrix**: 7/8-point algorithm (**7 DOF**; intrinsic+extrinsic)
 - **Properties**: $\det(F) = 0$ (or $\text{rank}(F) = 2$)
 - **Estimation**: `cv.findFundamentalMat()` \rightarrow 1 solution
 - **Conversion to E**: $E = K'^T F K$
 - **Degenerate cases**: No translation, correspondence from a single plane
 - Solutions) **Essential matrix**: 5-point algorithm (**5 DOF**; extrinsic)
 - **Properties**: $\det(E) = 0$ and $2EE^T E - \text{tr}(EE^T) E = 0$
 - **Estimation**: `cv.findEssentialMat()` $\rightarrow k$ solutions
 - **Decomposition**: `cv.decomposeEssentialMat()` \rightarrow 4 solutions “**relative pose ambiguity**”
 - **Decomposition with positive-depth check**: `cv.recoverPose()` \rightarrow 1 solution
 - **Degenerate cases**: No translation ($\because E = [\mathbf{t}]_{\times} R$)

R, \mathbf{t}	
\updownarrow	$(E = [\mathbf{t}]_{\times} R)$
E	
\updownarrow	$(E = K'^T F K)$
F	

Relative Camera Pose Estimation

▪ Relative camera pose estimation

complementary

- Solutions) **Fundamental matrix**: 7/8-point algorithm (**7 DOF**; intrinsic+extrinsic)
 - **Estimation**: `cv.findFundamentalMat()` → 1 solution
 - **Conversion to E**: $E = K'^T FK$
 - **Degenerate cases**: No translation, correspondence from a single plane
- Solutions) **Essential matrix**: 5-point algorithm (**5 DOF**; extrinsic)
 - **Estimation**: `cv.findEssentialMat()` → k solutions
 - **Decomposition**: `cv.decomposeEssentialMat()` → 4 solutions “relative pose ambiguity”
 - **Decomposition with positive-depth check**: `cv.recoverPose()` → 1 solution
 - **Degenerate cases**: No translation ($\because E = [t]_{\times} R$)
- Solutions) **Planar homography**: 4-point algorithm (**8 DOF**; up-to scale “scale ambiguity”)
 - **Estimation**: `cv.findHomography()` → 1 solutions
 - **Conversion to calibrated H**: $\hat{H} = K'^{-1}HK$
 - **Decomposition**: `cv.decomposeHomographyMat()` → 4 solutions “relative pose ambiguity”
 - **Degenerate cases**: Correspondence **not** from a single plane

Relative Camera Pose Estimation

- **Relative camera pose estimation**

- Solutions) **Planar homography**: 4-point algorithm (**8 DOF**; up-to scale “**scale ambiguity**”)

- **Estimation**: `cv.findHomography()` → 1 solutions

- **Derivation**

$$\lambda' \hat{\mathbf{x}}' = \lambda R \hat{\mathbf{x}} + \mathbf{t}$$

$$\downarrow \frac{1}{d} \mathbf{n}^\top \hat{\mathbf{x}} = 1 \quad (\because n_x \hat{x} + n_y \hat{y} + n_z \hat{z} - d = 0)$$

$$\hat{\mathbf{x}}' = \lambda'' \left(R + \frac{1}{d'} \mathbf{t} \mathbf{n}^\top \right) \hat{\mathbf{x}}$$

$$\downarrow \hat{\mathbf{H}} = R + \frac{1}{d'} \mathbf{t} \mathbf{n}^\top$$

$$\hat{\mathbf{x}}' = \hat{\mathbf{H}} \hat{\mathbf{x}}$$

$$\downarrow \hat{\mathbf{x}} = \mathbf{K}^{-1} \mathbf{x} \quad \text{and} \quad \hat{\mathbf{x}}' = \mathbf{K}'^{-1} \mathbf{x}'$$

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

- **Conversion to calibrated H**: $\hat{\mathbf{H}} = \mathbf{K}'^{-1} \mathbf{H} \mathbf{K}$

- **Decomposition**: `cv.decomposeHomographyMat()` → 4 solutions “**relative pose ambiguity**”

- **Degenerate cases**: Correspondence **not** from a single plane

Relative Camera Pose Estimation: Overview

	Items	General 2D-2D Geometry	Planar 2D-2D Geometry
On Image Planes	Model	Fundamental Matrix (7 DOF)	Planar Homography (8 DOF)
	Formulation	$F = K'^{-T}EK^{-1}$ $E = K'^T FK$	$H = K'\hat{H}K^{-1}$ $\hat{H} = K'^{-1}HK$
	Estimation	<ul style="list-style-type: none"> - 7-point algorithm ($n \geq 7$) $\rightarrow k$ solution - (normalized) 8-point algorithm $\rightarrow 1$ solution - <code>cv.findFundamentalMat()</code> 	<ul style="list-style-type: none"> - 4-point algorithm ($n \geq 4$) $\rightarrow 1$ solution - <code>cv::findHomography()</code>
	Input	- $(\mathbf{x}_i, \mathbf{x}'_i)$ [px] on the image plane	- $(\mathbf{x}_i, \mathbf{x}'_i)$ [px] on a plane in the image plane
	Degenerate Cases	<ul style="list-style-type: none"> - No translational motion - Correspondence from a single plane 	- Correspondence <u>not</u> from a single plane
	Decomposition to R and t	- Convert to an essential matrix and decompose it	- <code>cv.decomposeHomographyMat()</code>
On Normalized Image Planes	Model	Essentials Matrix (5 DOF)	(Calibrated) Planar Homography (8 DOF)
	Formulation	$E = [\mathbf{t}]_{\times} R$	$\hat{H} = R + \frac{1}{d} \mathbf{t} \mathbf{n}^T$
	Estimation	<ul style="list-style-type: none"> - 5-point algorithm ($n \geq 5$) $\rightarrow k$ solution - <code>cv.findEssentialMat()</code> 	<ul style="list-style-type: none"> - 4-point algorithm ($n \geq 4$) $\rightarrow 1$ solution - <code>cv::findHomography()</code>
	Input	- $(\hat{\mathbf{x}}_i, \hat{\mathbf{x}}'_i)$ [m] on the normalized image plane	- $(\hat{\mathbf{x}}_i, \hat{\mathbf{x}}'_i)$ [m] on a plane in the normalized image plane
	Degenerate Cases	- No translational motion	- Correspondence not from a single plane
	Decomposition to R and t	<ul style="list-style-type: none"> - <code>cv.decomposeEssentialMat()</code> - <code>cv.recoverPose()</code> 	- <code>cv.decomposeHomographyMat()</code> with $K = I_{3 \times 3}$

Triangulation

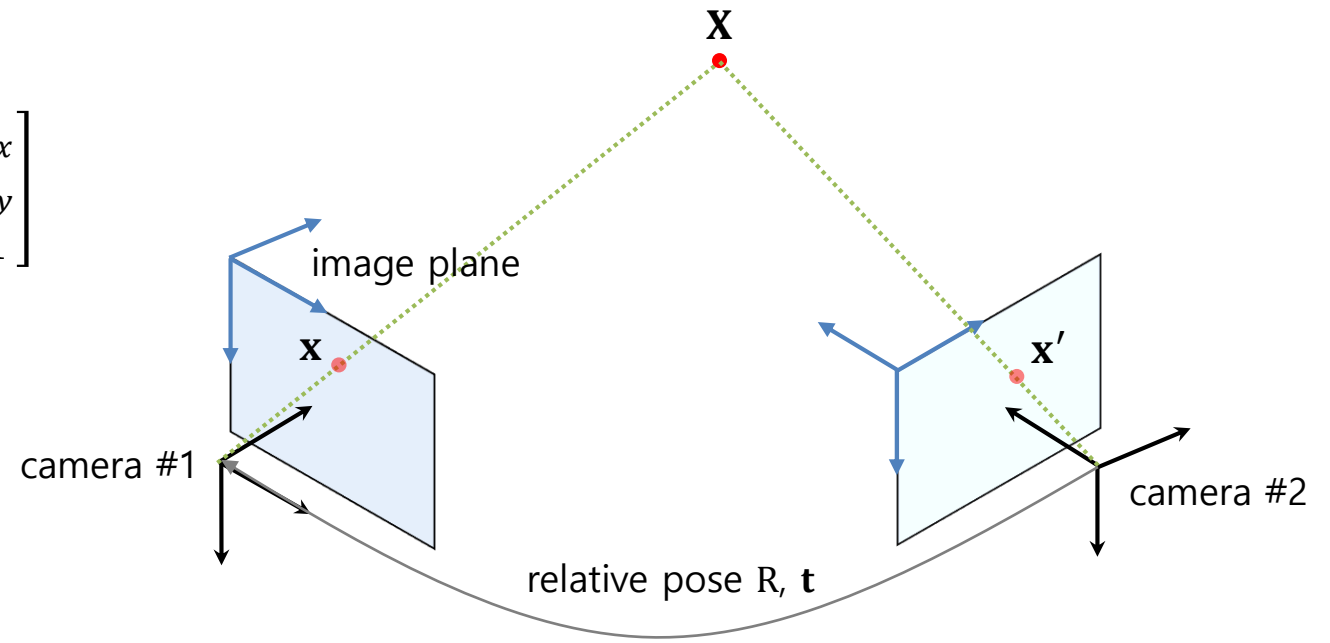
- **Triangulation** (point localization)

- Unknown: **Position of a 3D point \mathbf{X}** (3 DOF)
- Given: Point correspondence $(\mathbf{x}, \mathbf{x}')$, camera matrices $(\mathbf{K}, \mathbf{K}')$, and relative pose (\mathbf{R}, \mathbf{t})
- Constraints: $\mathbf{x} = \mathbf{K} [\mathbf{I} \mid \mathbf{0}] \mathbf{X}$, $\mathbf{x}' = \mathbf{K}' [\mathbf{R} \mid \mathbf{t}] \mathbf{X}$
- Solution

- OpenCV `cv.triangulatePoints()`
- Special case) Stereo cameras

$$\mathbf{R} = \mathbf{I}_{3 \times 3}, \mathbf{t} = \begin{bmatrix} -b \\ 0 \\ 0 \end{bmatrix}, \text{ and } \mathbf{K} = \mathbf{K}' = \begin{bmatrix} f & 0 & c_x \\ 0 & f & c_y \\ 0 & 0 & 1 \end{bmatrix}$$

$$\therefore Z = \frac{f}{x - x'} b$$



Triangulation

Example) Triangulation

```
f, cx, cy = 1000., 320., 240.  
pts0 = np.loadtxt('../data/image_formation0.xyz')[::2]  
pts1 = np.loadtxt('../data/image_formation1.xyz')[::2]  
output_file = '../data/triangulation.xyz'
```

```
# Estimate relative pose of two view
```

```
F, _ = cv.findFundamentalMat(pts0, pts1, cv.FM_8POINT)  
K = np.array([[f, 0, cx], [0, f, cy], [0, 0, 1]])  
E = K.T @ F @ K  
_, R, t, _ = cv.recoverPose(E, pts0, pts1)
```

```
# Reconstruct 3D points (triangulation)
```

```
P0 = K @ np.eye(3, 4, dtype=np.float32)  
Rt = np.hstack((R, t))  
P1 = K @ Rt
```

```
X = cv.triangulatePoints(P0, P1, pts0.T, pts1.T)   $\mathbf{x} = \mathbf{K} \begin{bmatrix} \mathbf{I} & \mathbf{0} \end{bmatrix} \mathbf{X}$ 
```

```
X /= X[3]
```

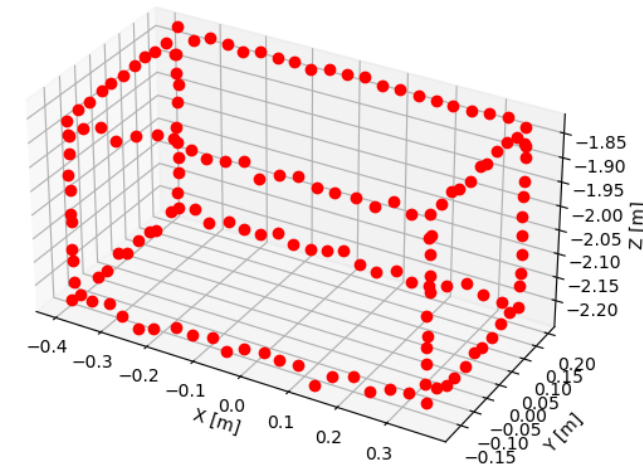
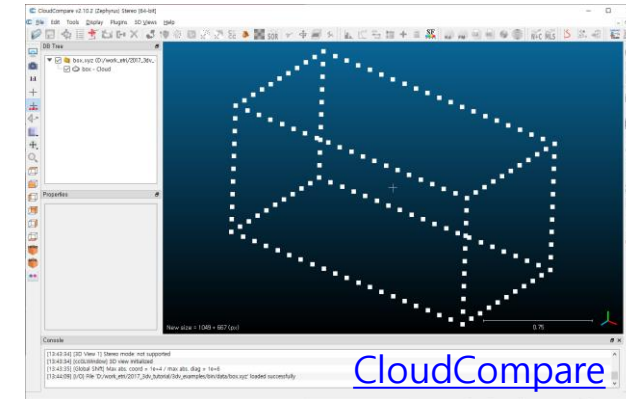
```
X = X.T
```

```
 $\mathbf{x}' = \mathbf{K}' \begin{bmatrix} \mathbf{R} & \mathbf{t} \end{bmatrix} \mathbf{X}$ 
```

```
# Write the reconstructed 3D points
```

```
np.savetxt(output_file, X)
```

A point cloud: data/box.xyz



output_file: data/triangulation.xyz

Summary

- **Planar Homography:** $\mathbf{x}'_i = \mathbf{H}\mathbf{x}_i$
 - Example) Perspective distortion correction
 - Example) Planar image stitching
 - Example) 2D video stabilization
- **Epipolar Geometry:** $\mathbf{x}'^T \mathbf{F} \mathbf{x} = 0$ (on the image plane), $\hat{\mathbf{x}}'^T \mathbf{E} \hat{\mathbf{x}} = 0$ (on the *normalized* image plane)
 - Example) Epipolar line visualization
- **Relative Camera Pose Estimation:** Finding \mathbf{R} and \mathbf{t} (5 DOF)
 - Solutions) **Fundamental matrix:** 7/8-point algorithm (7 DOF)
 - Solutions) **Essential matrix:** 5-point algorithm (5 DOF)
 - Solutions) **Planar homography:** 4-point algorithm (8 DOF)
 - Example) Fundamental matrix estimation
 - Example) Monocular Visual Odometry (Epipolar Version)
- **Triangulation:** Finding \mathbf{X} (3 DOF)
 - Example) Triangulation

\mathbf{R}, \mathbf{t}
$\updownarrow \quad (\mathbf{E} = [\mathbf{t}]_{\times} \mathbf{R})$
\mathbf{E}
$\updownarrow \quad (\mathbf{E} = \mathbf{K}'^T \mathbf{F} \mathbf{K})$
\mathbf{F}