

① SIFT on web site

② Collinearity (H Computation) in Task 5

③ Evaluation Date (March 26)

Please bring your laptop.

(Finish the class
Early-on).

④ Prob 3(a) : No rotation

$$ax^2 + by^2 + cx + dy + e = 0$$

Distance Computation.

⑤ back-projecting $f_i = [e_i]_x P_2 P_1^{-1}$ (previous lecture)

$$X \xrightarrow{H_\pi} X'$$

Given X, H_π , is X' unique??

Given x, x' , is H_π unique??

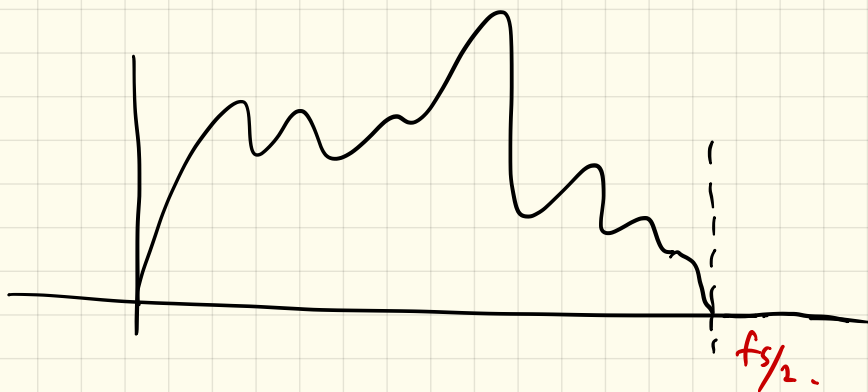
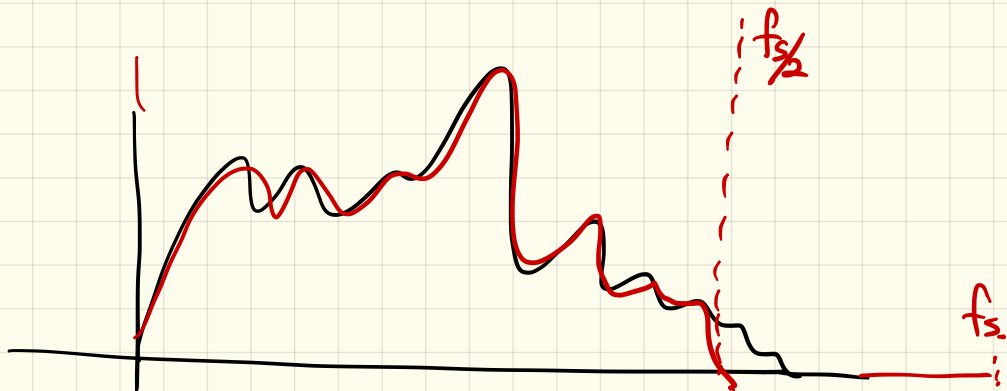
⑧ Task 6.

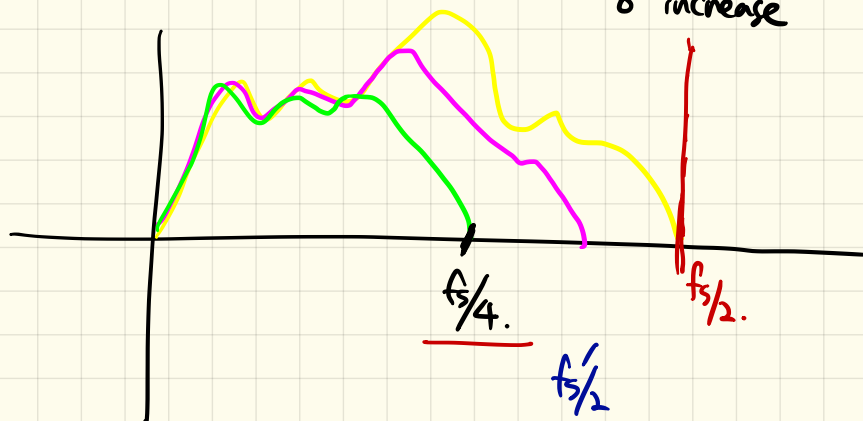
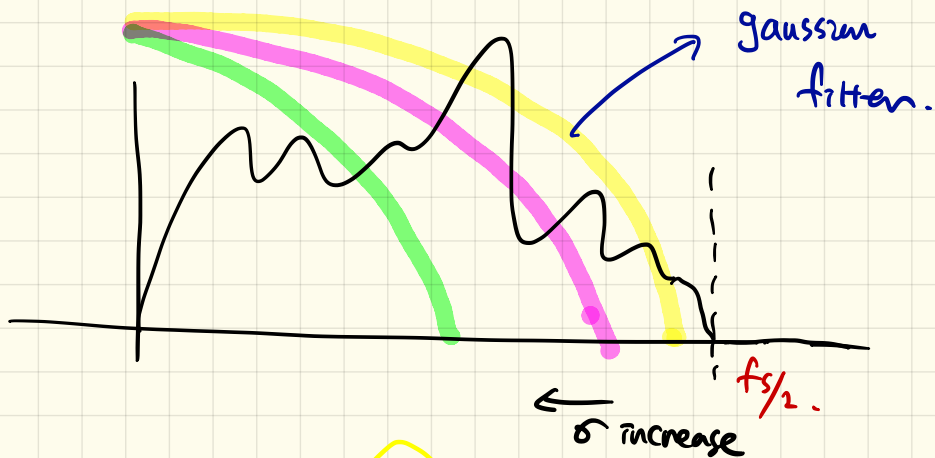
⑥ SfM Lecture

⑦ Final presentation

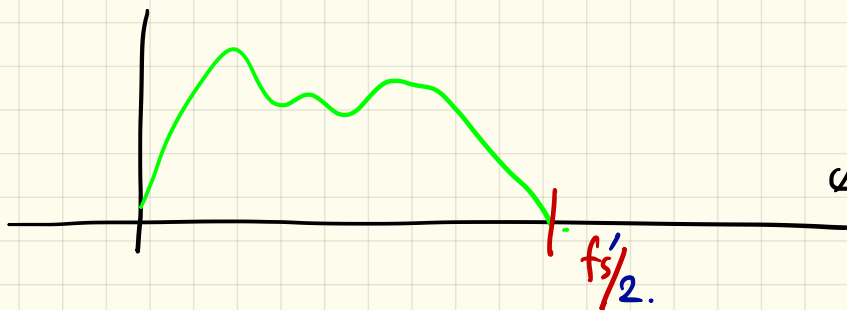


Capture it using your image sensor.

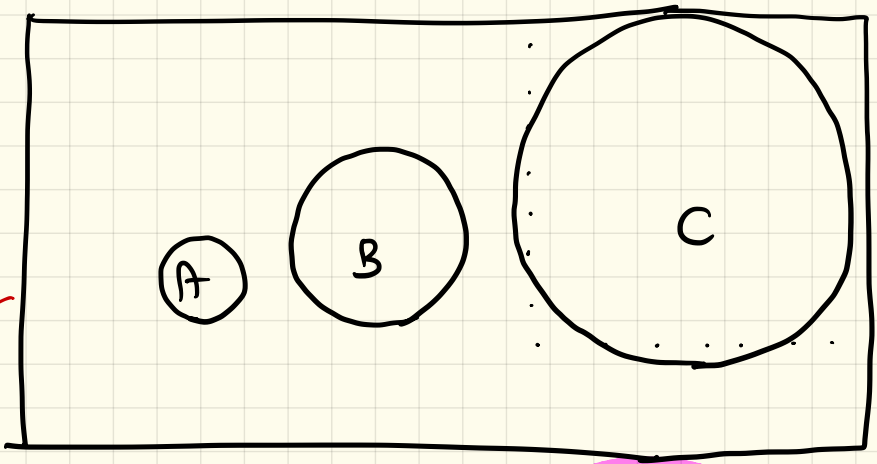




Resample (increase atave).



Use
same
size
operators

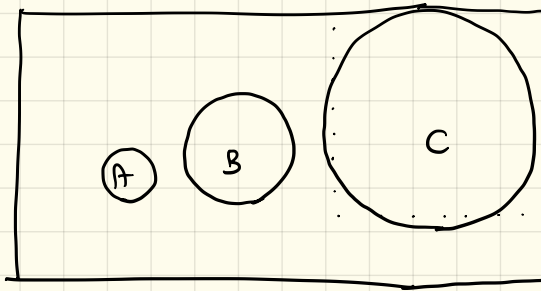


A: 2×2

B: 4×4

C: 8×8 .

resize
(0.5)



8 8

A': 1×1

B': 2×2

C': 4×4 .

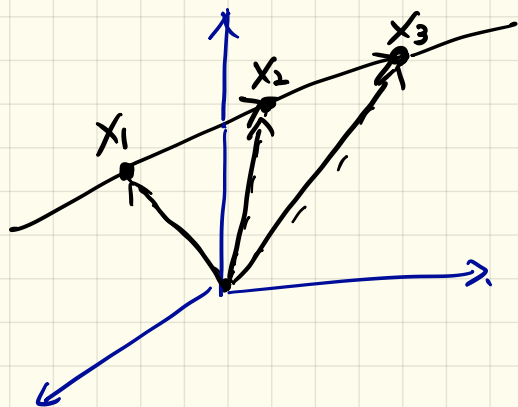
Applying C' on the resized image is more efficient than copying with a large C.

Collinearity : Collinearity of a set of points is the property of them lying on a single line

$$ax + by + cz + d = 0 \quad \leftarrow \text{plane equation}$$

(not in H.c.)

$$\underbrace{\begin{bmatrix} x_1 & y_1 & z_1 & 1 \\ x_2 & y_2 & z_2 & 1 \\ x_3 & y_3 & z_3 & 1 \end{bmatrix}}_A \begin{bmatrix} a \\ b \\ c \\ d \end{bmatrix} = 0$$



$$x_1 - x_2 = \lambda(x_3 - x_2)$$

$$\begin{aligned} \text{Rank}(A) &= \dim(\text{Col}(A)) \\ &= \dim(\text{row}(A)) \\ &= \underline{\underline{2}} \end{aligned}$$

$$A = \begin{bmatrix} x_1 - x_2 & y_1 - y_2 & z_1 - z_2 & 0 \\ x_2 & y_2 & z_2 & 0 \\ x_3 - x_2 & y_3 - y_2 & z_3 - z_2 & 0 \end{bmatrix} \quad \begin{array}{l} \text{nullity}(A) \\ = \underline{\underline{2}} \\ \text{not 1} \end{array}$$

Triangulation

$$PX = \begin{bmatrix} p_1 \\ p_2 \\ p_3 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{bmatrix} = \begin{bmatrix} p_1 X \\ p_2 X \\ p_3 X \end{bmatrix} = \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix}$$

row vector (1x4) 4x1

$$P'X = \begin{bmatrix} p_1' X \\ p_2' X \\ p_3' X \end{bmatrix} = \begin{bmatrix} x_1' \\ x_2' \\ x_3' \end{bmatrix}$$

scalar.

from PX

$$x_3 p_1 X = x_1 x_3$$

$$x_3 p_1 X - x_1 p_3 X = 0$$

$$x_1 p_3 X = x_1 x_3$$

$$x_3 p_2 X - x_2 p_3 X = 0$$

$$x_3' p_1' X - x_1' p_3 X = 0$$

$$x_3' p_2' X - x_2' p_3 X = 0$$

from P'X

$$\therefore \begin{bmatrix} x_3 p_1 - x_1 p_3 \\ x_3 p_2 - x_2 p_3 \\ x_3' p_1 - x_1' p_3 \\ x_3' p_2 - x_2' p_3 \end{bmatrix} X = 0$$

1x4 4x1

4x4

Singular value decomposition of an $m \times n$ matrix is a factorization $U \Sigma V^T$.

$\xrightarrow{\quad\quad\quad}$ orthonormal matrix

$$A = U \Sigma V^T$$

$$\underline{A} \in \mathbb{R}^{3 \times 4}$$

$$V_i^T V_j = \begin{cases} 1 & i=j \\ 0 & i \neq j \end{cases}$$

$$U: 3 \times 3 \quad \Sigma: 3 \times 4 \quad V: 4 \times 4$$

$$\sigma_1 > \sigma_2 > \sigma_3$$

$$A = [U_1 \ U_2 \ U_3] \begin{bmatrix} \sigma_1 & 0 & 0 \\ 0 & \sigma_2 & 0 \\ 0 & 0 & \sigma_3 \end{bmatrix} \begin{bmatrix} V_1^T \\ V_2^T \\ V_3^T \\ \underline{V_4^T} \end{bmatrix}^{1 \times 4}$$

$$A = \sigma_1 U_1 V_1^T + \sigma_2 U_2 V_2^T + \sigma_3 U_3 V_3^T$$

Scalar

$$3 \times 1 \quad 1 \times 4 \Rightarrow 3 \times 4.$$

$$AV_4 = \sigma_1 U_1 V_1^T V_4 + \sigma_2 U_2 V_2^T V_4 + \sigma_3 U_3 V_3^T V_4$$

$$3 \times 4 \quad 4 \times 1$$

$$= 0 + 0 + 0$$

$$= 0$$

$$\underline{AV_4 = 0}$$

$$\text{null}(A) = V_4$$

$$A = U \Sigma V^T \quad A \in \mathbb{R}^{3 \times 3}$$

$$U: 3 \times 3 \quad \Sigma: 3 \times 3 \quad V: 3 \times 3$$

$$A = \underset{3 \times 1}{[U_1 \ U_2 \ U_3]} \begin{bmatrix} \sigma_1 & & \\ & \sigma_2 & \\ & & \sigma_3 \end{bmatrix} \begin{bmatrix} V_1^T \\ V_2^T \\ \underbrace{V_3^T}_{1 \times 3} \end{bmatrix}$$

$$A = \underset{\substack{\text{Scalar} \\ 3 \times 1}}{\sigma_1} \underset{3 \times 1}{U_1} \underset{1 \times 3}{V_1^T} + \sigma_2 U_2 V_2^T + \sigma_3 U_3 V_3^T$$

$$= \sigma_1 \cdot \begin{bmatrix} 3 \times 3 \end{bmatrix} + \sigma_2 \cdot \begin{bmatrix} 3 \times 3 \end{bmatrix} + \sigma_3 \cdot \begin{bmatrix} 3 \times 3 \end{bmatrix}$$

$$AV_3 = \downarrow 0 + \downarrow 0 + \sigma_3 U_3$$

if $\sigma_3 \approx 0$, $AV_3 \approx 0$.

A is almost singular matrix → approximate null space.