Computer Vision Spring 2017 Problem Set #4

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1a: Solve Least Squares

Matrix M recovered from normalized points

<u,v> projection of the last point given in M Matrix

```
0 [ 0.14190586 -0.45183985]
```

1a: Solve Least Squares

Residual between projected location and actual one

```
0 [[ 0.00265589], [ 0.00272786], [ 0.00117601]
      [ 0.00176557], [ 0.00088366], [ 0.00162143]
      [ 0.00124975], [ 0.00220188], [ 0.00238704]
      [ 0.00186283], [ 0.00422666], [ 0.00216373]
      [ 0.00318443], [ 0.00096588], [ 0.00944 ]
      [ 0.00135103], [ 0.00061994], [ 0.00161859]
      [ 0.00086915], [ 0.00156369]]
```

Average Residuals for each trial of each K (list of 10 x 3 residuals)

```
\circ K = 8
```

```
■ [[ 1.50177045], [ 2.51906014], [ 1.78804693]
        [ 2.3391243 ], [ 1.57934437], [ 7.67573665]
        [ 1.53263454], [ 0.99896001], [ 1.96607268]
        [ 1.54765639]]
```

Average Residuals for each trial of each K (list of 10 x 3 residuals)

```
\circ K = 12
```

```
■ [[ 2.38354049], [ 1.76308218], [ 1.23519904], [ 1.06094053], [ 1.03667884], [ 1.37364327], [ 1.22703481], [ 1.63097794], [ 2.6630533 ], [ 1.15857855]]
```

Average Residuals for each trial of each K (list of 10 x 3 residuals)

```
o K = 16
```

```
■ [[ 0.82346949], [ 0.79822741], [ 1.931041 ], [ 1.42815495], [ 1.17660155], [ 1.07900225], [ 1.27697918], [ 0.70941771], [ 1.02612479], [ 0.90618429]]
```

- Explanation of difference seen between the results for the different k's
 - We need at least 6 points to solve the projection matrix. Usually the more points were used to calculate the projection matrix, the lower the error and the residual would be. In some cases, this were not the case and it would depend on how similar the k points used to calculate M and the 4 points used to calculate the residual. In general, however, when I took 100 runs and averaged the error and residual, it showed that the error and residual were lower for k=16 points.
- The best M matrix (3x4)

The best M matrix (3x4)

2b: Real Coordinates

Location of the camera in real 3D world coordinates

3a: F Matrix (Full Rank)

The Matrix F-tilda generated from Least Squares function

```
o [[ -6.60675944e-07 7.90642197e-06 -1.88480992e-03]

[ 8.82674944e-06 1.21863596e-06 1.72276843e-02]

[ -9.08539064e-04 -2.64201801e-02 1.00000000e+00]]
```

3b: Fundamental Matrix (reduced)

 The Fundamental Matrix (reduced rank) generated from Least Squares function

3c: Images with Epipolar Lines





pic_A with epipolar lines - ps4-3-c-1.png

pic_B with epipolar lines - ps4-3-c-2.png

4a: Better Matrices

The Matrix Ta

The Matrix Tb

4a: Better Matrices

• The Matrix F-circumflex

4b: Fundamental Matrix (reduced)

The new Fundamental Matrix F

4b: Images with Epipolar Lines (cont.)





pic_A with "better" epipolar lines - ps4-4-b-1.png

pic_B with "better" epipolar lines - ps4-4-b-2.png