



# Camera Autocalibration Lab Devesh Adlakha, Adlane Habed adlakha@unistra.fr May 2018

A scene has been imaged 10 times by a moving (pinhole) camera with constant intrinsic parameters. The fundamental matrices  $\mathbf{F}_{ij}$  relating all pairs of views have been accurately calculated using our favorite method. We have also been able to calculate the projective projection matrix  $\mathbf{M}_i$  of each camera i. A prior, but rough, calibration of the camera (which we have carried out ourselves to save you the hassle) has provided very approximate values of the intrinsic parameters (matrix  $\mathbf{A}$ ) which can be used as an initial guess for camera autocalibration. However, for the targeted application, more accurate intrinsic parameters are required.

The projective projection matrices, the fundamental matrices and the approximate intrinsic parameters can be downloaded from

## http://sites.google.com/site/vibot3d/

- 1. Download the file data.mat to your work folder,
- 2. use the Matlab command format long; at the very beginning of your program,
- 3. use the Matlab command load('data.mat') to load the content of the file,
- 4. PPM(:,:,i) is the projective projection matrix of camera  $i, i = 1 \dots 10$ ,
- 5. Fs(:,:,i,j) is the fundamental matrix between cameras i and j,
- 6. A contains the approximate values of the intrinsic parameters obtained through prior calibration.

#### Work to be done:

It is your turn now to roll-up your sleeves to reveal the true intrinsic parameters of the camera that captured the scene through camera autocalibration. We would like you to test the following methods:

- 1. The Mendonça-Cipolla autocalibration method described in Lecture 05: use A as initial estimate and assume all pairs of images weigh the same on the process.
- 2. The classical and simplified Kruppa's equations (Lecture 03): use A as initial estimate.
- 3. The Dual Absolute Quadric (Lecture 04): an extra step is needed here to obtain an estimate of the plane at infinity given the estimate of A.

#### What to submit:

- 1. your source code,
- 2. a short report (1 or 2 pages in pdf format) describing your work, your results, the problems you have been confronted to and how they were dealt with.

#### Where to submit:





# Hints and guidelines:

- 1. If you use Matlab (which I strongly suggest you do), you can use:
  - ▶ lsqnonlin to perform nonlinear least-squares optimization (preferably choose the Levenberg-Marquart algorithm),
  - ▶ if, for some reason, lsqnonlin is giving you headaches, use fminsearch (an easy to use, but less efficient, optimization function that is based on Nelder-Mead algorithm),
  - ▶ if you are minimizing some cost function subject to some linear or nonlinear constraints, use fmincon,
  - ⊳ for the above Matlab functions or any other function for that matter use Matlab help.
- 2. Should you be implementing the "Mendonça & Cipolla" method, consider all the weights  $w_{ij} = 1$ .
- 3. Should you be using a method that requires approximate knowledge of the plane at infinity, you can extract approximate coordinates of the plane at infinity using the Dual Absolute Quadric equations and the approximate values of **A** provided in data.mat (linear equations SVD).
- 4. You may want to use Maple to manipulate symbolic expressions and turn them into Matlab code.
- 5. The relevant literature you may want to take a look at is posted on the website. You may also want to refer to one or more of the following papers [5, 8, 6, 2, 9, 1, 7, 3, 4] for additional details.

## References

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