

HW4 Q1.1 we know two matched image points

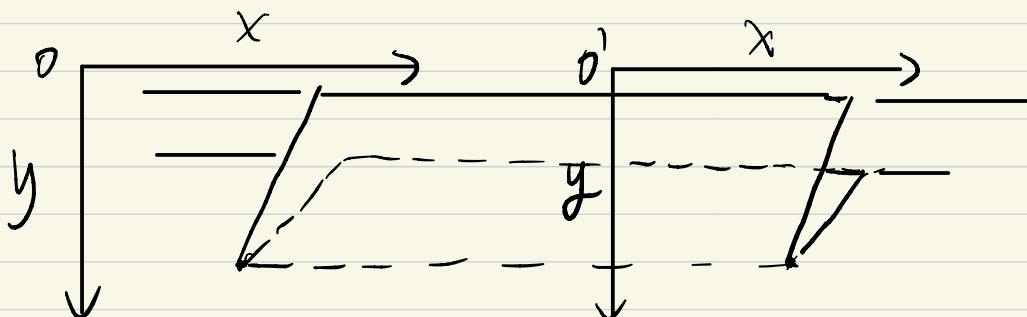
$$x^T F x = 0 \quad F = \begin{pmatrix} f_1 & f_2 & f_3 \\ f_4 & f_5 & f_6 \\ f_7 & f_8 & f_9 \end{pmatrix}$$

$$x' = x = \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix}$$

$$\text{so } (0 \ 0 \ 1) F \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix} = f_9 = 0$$

F_{33} element is zero.

Q2. because pure translation along x -axis



because baseline parallel to x -axis

two image plane contain x -axis. The intersection of image plane and epipolar plane parallel to x -axis

assume principal axes pass through the images' origins, respectively

$$t = \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix}$$

$$E = R[t_x] \quad R=I \quad E=[t_x] = \begin{pmatrix} 0 & 0 & 0 \\ 0 & 0 & 1 \\ 0 & 1 & 0 \end{pmatrix}$$

for any point $x = \begin{pmatrix} u \\ v \\ 1 \end{pmatrix}$

$$l = Ex = \begin{pmatrix} 0 \\ -y + v \\ v \end{pmatrix}$$

$$\text{so } l: -y + v = 0 \quad v = y \quad \text{parallel to } x \text{ axis}$$

Q3. rigid motion

from x to x' in the two optical center coordinate system.

$$x' = R_{\text{rel}}(x - t_{\text{rel}})$$

and x, t_{rel}, x' are coplanar $\Rightarrow (x - t_{\text{rel}})^T(t_{\text{rel}} \times x) = 0$

$$(x - t_{\text{rel}})^T R_{\text{rel}}^T = x'^T$$

rotation matrix $\cdot R_{\text{rel}} R_{\text{rel}}^T = I \Rightarrow (R_{\text{rel}})^{-1} = R_{\text{rel}}$

$$(x - t_{\text{rel}})^T = x'^T R_{\text{rel}}$$

$$x'^T R_{\text{rel}} (t_{\text{rel}} \times x) = 0 \quad t_{\text{rel}} = [t_{\text{rel}} \ x]$$

$$x'^T (R_{\text{rel}} [t_{\text{rel}} \ x]) x = 0 \quad [G] = \begin{bmatrix} 0 & -a_3 & a_2 \\ a_3 & 0 & -a_1 \\ -a_2 & a_1 & 0 \end{bmatrix}$$

$$E = R_{\text{rel}} [t_{\text{rel}} \ x]$$

for y, y' in the image coordinate

$$y = kx \quad y' = kx'$$

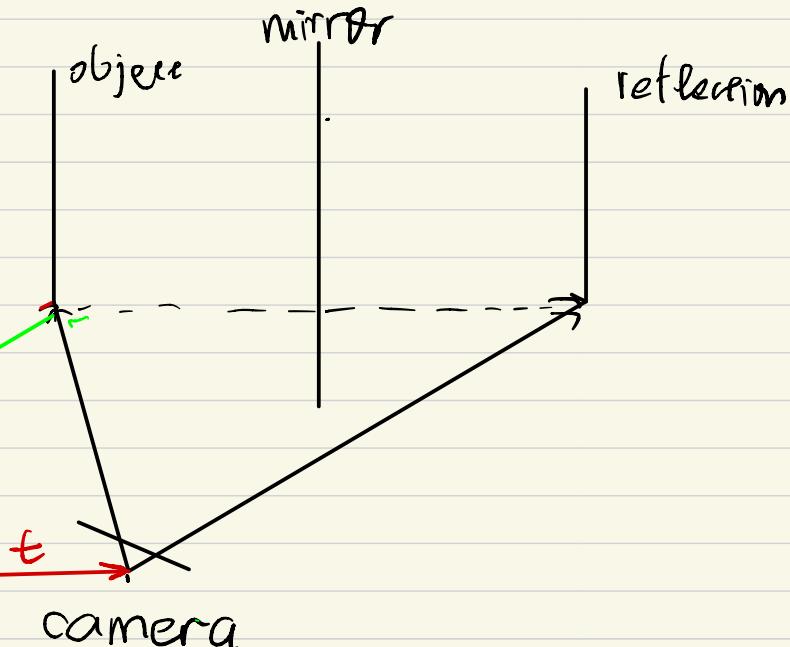
$$x = k^{-1}y$$

$$\begin{aligned} x' &= ky' \\ x'^T &= y'^T k^{-1} \end{aligned}$$

$$y'^T k^{-1} (R_{\text{rel}} [t_{\text{rel}} \ x]) k^{-1} y = 0$$

$$F = k^{-1} R_{\text{rel}} [t_{\text{rel}} \ x] k^{-1}$$

Q1.4



F : skew-symmetric

$$F^T = -F$$

this is equivalent to another

$x^T F x = 0$ camera' in the graph, obtained by pure translation
every point of the reflection to the camera'
is equivalent to the point on the object to camera'

as there is no rotation on the camera

$$R = I$$

$$E^T = -E$$

$E = R[t_x] = [t_x]$ is skew-symmetric

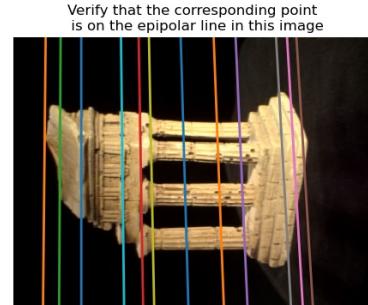
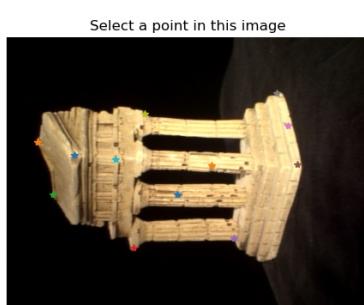
$$F = K^T E K^{-1} \text{ for any } x$$

$$x^T F x = x^T K^T E K^{-1} x = (K^{-1} x)^T E (K^T x) = x^T E x' = 0$$

$$\text{let } x' = K^{-1} x$$

thus F is skew-symmetric

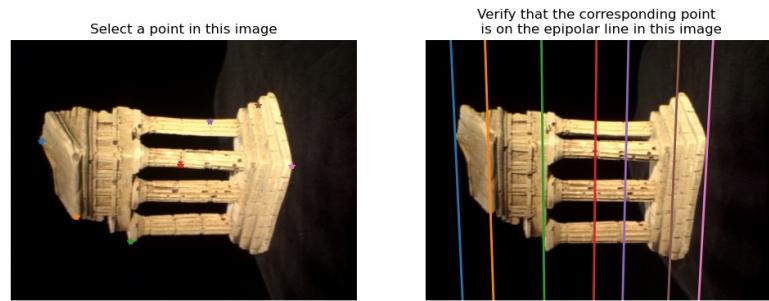
Q 2.1



F

$$\begin{bmatrix} [2.87029707e-10 & -2.98612949e-08 & 2.16644044e-03] \\ [-3.35284538e-07 & -7.56035054e-10 & 3.95804175e-05] \\ [-2.08426410e-03 & -1.19206648e-06 & -8.43847667e-03] \end{bmatrix}$$

Q2.2



F =

$$\begin{bmatrix} [2.22182447e-08 \ -7.79776117e-08 \ 1.59048178e-03] \\ [3.47471654e-07 \ -1.01062468e-08 \ -8.99183767e-05] \\ [-1.66745528e-03 \ 6.90143928e-05 \ 8.01657179e-03] \end{bmatrix}$$

Q3.1

E =

$$\begin{bmatrix} [[6.63502510e-04 \ -6.92775579e-02 \ 3.28277981e+00] \\ [-7.77852873e-01 \ -1.76032995e-03 \ -9.45591784e-02] \\ [-3.29462929e+00 \ -1.58790884e-02 \ -1.39003422e-03]] \end{bmatrix}$$

Q3.2

$$P_i = C_1 P_i \quad P_2^i = C_2 P_i$$

$$\vec{z}_{1i} \xrightarrow{\rightarrow} \vec{x}_{1i} = C_1 \vec{x}_i$$

$$C_1: 3 \times 4 \quad C_1 = \begin{pmatrix} r_1^T \\ r_2^T \\ r_3^T \end{pmatrix}$$

$$\vec{z}_{2i} \xrightarrow{\rightarrow} \vec{x}_{2i} = C_2 \vec{x}_i$$

$$C_2 \quad \vec{x}_i = \begin{bmatrix} x_i \\ y_i \\ z_i \end{bmatrix}$$

$$\vec{z}_{1i} \begin{pmatrix} x_{1i} \\ y_{1i} \\ 1 \end{pmatrix} = \begin{pmatrix} a_{11} & a_{12} & a_{13} & a_{14} \\ a_{21} & a_{22} & a_{23} & a_{24} \\ a_{31} & a_{32} & a_{33} & 1 \end{pmatrix} \begin{pmatrix} x_i \\ y_i \\ z_i \\ 1 \end{pmatrix}$$

we have

$$\begin{pmatrix} z_{1i} & x_{1i} \\ z_{2i} & y_{1i} \\ z_{3i} & \end{pmatrix} = \begin{pmatrix} a_{11}x_i + a_{12}y_i + a_{13}z_i + a_{14} \\ a_{21}x_i + a_{22}y_i + a_{23}z_i + a_{24} \\ a_{31}x_i + a_{32}y_i + a_{33}z_i + 1 \end{pmatrix}$$

treat them as dot product

$$\vec{z}_{1i} = \vec{r}_3^T \cdot \vec{x}_i$$

$$(\vec{r}_3^T \cdot \vec{x}_i) y_{1i} = (\vec{r}_2^T \cdot \vec{x}_i)$$

$$(\vec{r}_3^T \cdot \vec{x}_i) x_{1i} = (\vec{r}_1^T \cdot \vec{x}_i)$$

thus $\begin{bmatrix} \vec{r}_3^T y_{1i} - \vec{r}_2^T \\ \vec{r}_3^T x_{1i} - \vec{r}_1^T \end{bmatrix} \cdot \vec{x}_i = 0$

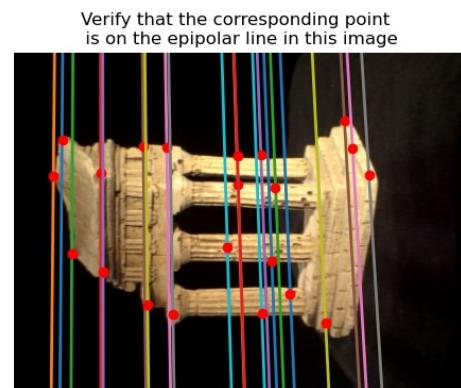
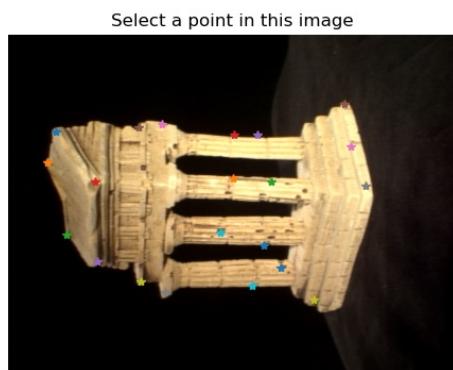
Similarly we have the same equations for

$$\vec{z}_{2i} \xrightarrow{\rightarrow} \vec{x}_{2i} = C_2 \vec{x}_i$$

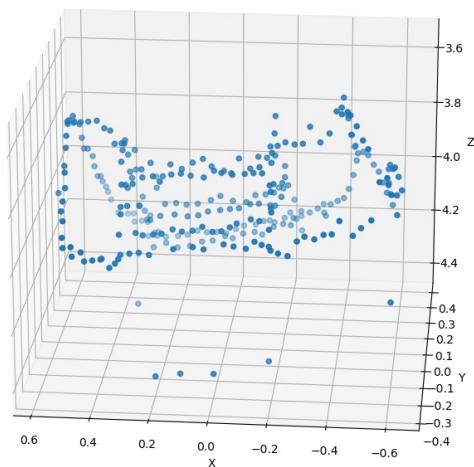
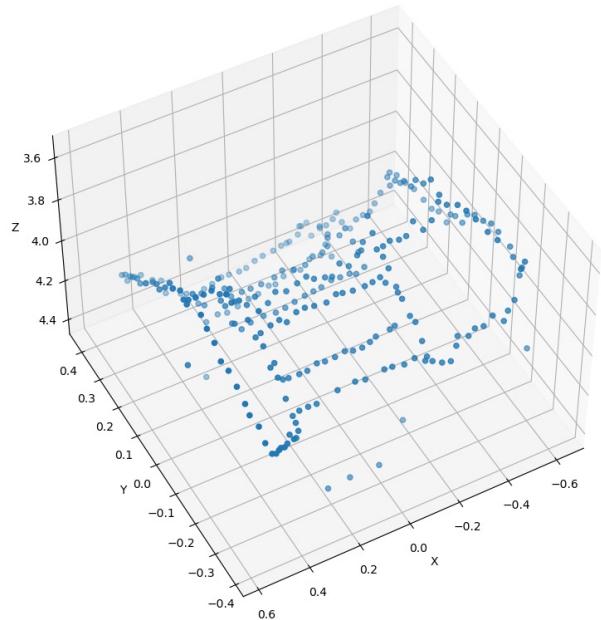
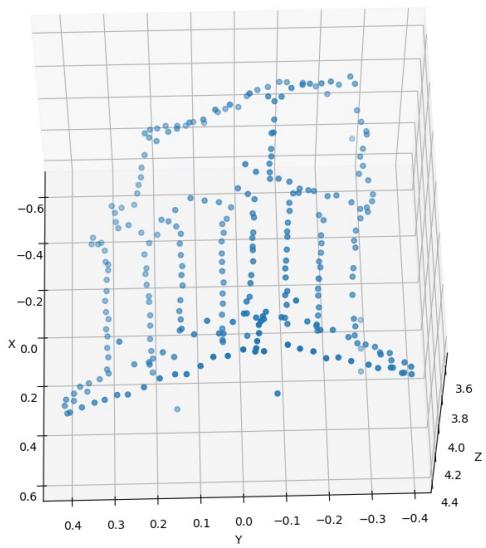
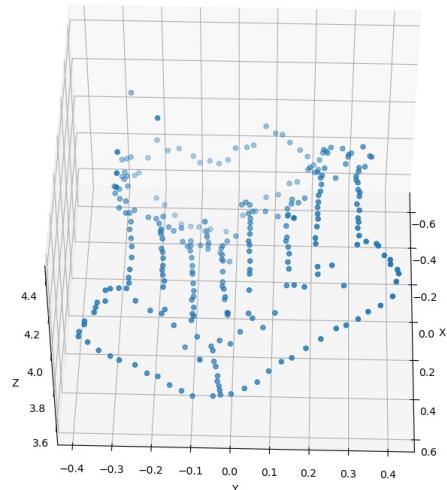
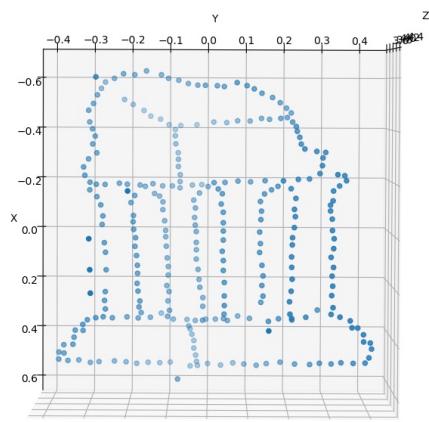
$$\text{if } C_2 = \begin{pmatrix} \vec{r}_1^T \\ \vec{r}_2^T \\ \vec{r}_3^T \end{pmatrix} \quad \vec{x}_{2i} = \begin{pmatrix} x_{2i} \\ y_{2i} \\ z_{2i} \end{pmatrix}$$

$$\begin{bmatrix} \Gamma_3^T y_{1i} - \Gamma_2^T \\ \Gamma_3^T x_{1i} - \Gamma_1^T \\ \Gamma_3^T y_{2i} - \Gamma_2^T \\ \Gamma_3^T x_{2i} - \Gamma_1^T \end{bmatrix} \begin{pmatrix} x_i \\ y_i \\ z_i \\ 1 \end{pmatrix} = 0$$

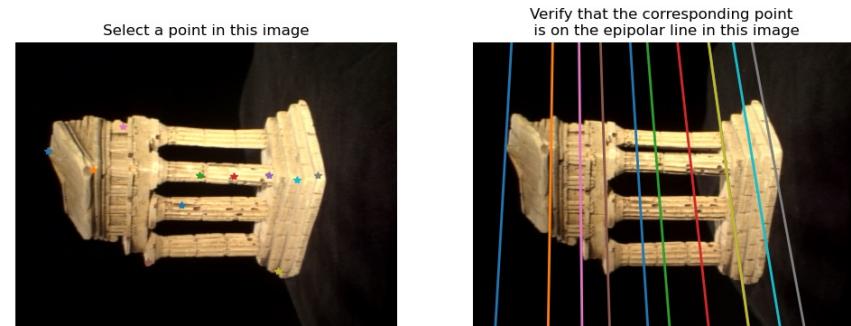
Q 4.1



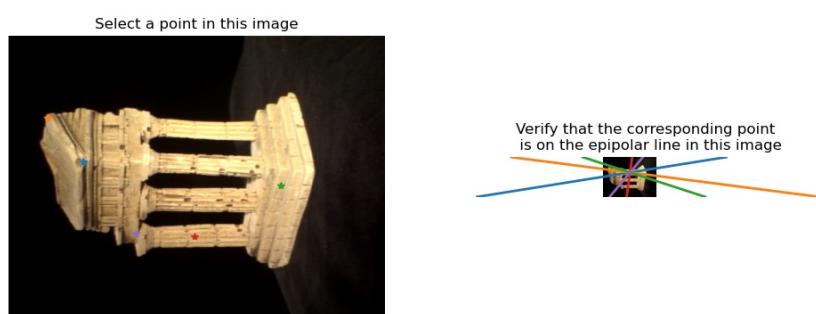
Q4.2



Q. 5.1



Ransac F



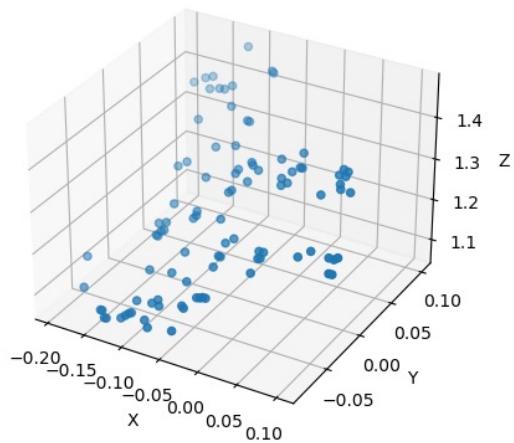
eight-point F

error matrix: $\|x'^T F x\|$

threshold: error < 0.005 iterate 2000 times.

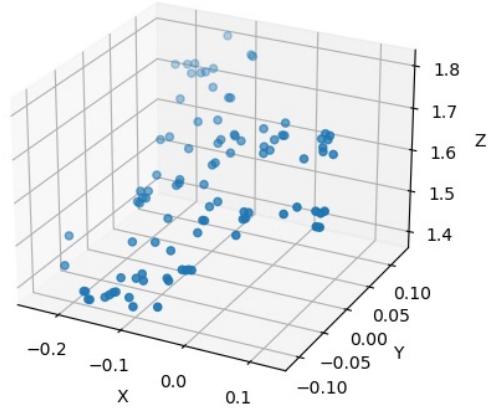
use F8 for all inliers to get the best F.

Q 5.3



without optimization

error: 23628.25273



after optimization

$4.111254773126 \times 10^{-23}$