Exercise 2: Rigid and perspective transformations in homogeneous coordinates

02504 Computer vision

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Mathematical exercises: Pinhole camera

In these exercises we will assume a *modern* camera with completely square pixels. What are the skew parameters then?

Exercise 2.1

Reuse the `box3d` function from last week. Assume that $f = 600$, $\alpha = 1$, $\beta = 0$, and $\delta x = \delta y = 400$. Given a traditional camera, what is the resolution in pixels?

Also assume $\boldsymbol{R} = \boldsymbol{I}$, and $\boldsymbol{t} = [0, .2, 1.5]^{\mathrm{T}}$. Use `projectpoints` from last week, to project the points.

Are all the points are captured by the image sensor?

Where does the corner $\boldsymbol{P}_1 = [-0.5, -0.5, -0.5]$ project to?

Exercise 2.2

Create a new or change your function `projectpoints` to a version that also takes `dist` as an input. The list `dist` should contain the distortion coefficients $[k_3, k_5, k_7, \ldots]$. Make the function work for at least 3 coefficients.

Test your function with the same setup as in Ex. 2.1 and but assume that the distortion is

$$\Delta r(\boldsymbol{r}) = -0.2||\boldsymbol{r}||^2 . \tag{2}$$

Where does the corner $\boldsymbol{P}_1$ project to?

Are all the points captured by the image sensor?

Plot the results and try changing the distortion coefficients. Do they behave as they should?

Exercise 2.3

Download the following image:
https://people.compute.dtu.dk/mohan/02504/gopro_robot.jpg

The image has been captured using a GoPro. Assume that the focal length is 0.455732 multiplied by the image width, and a reasonable guess of principal point. The distortion coefficients are

$$k_3 = -0.245031, \quad k_5 = 0.071524, \quad k_7 = -0.00994978$$

What is $\boldsymbol{K}$?

Exercise 2.4

Implement a function `undistortImage` that takes an image, a camera matrix, and distortion coefficients and returns an undistorted version of the same image. Test the function by undistorting the image from the previous exercise. Are the lines straight now?
Tip: Start by only interpolating a single channel of the image, and handle all three channels only once it works for a single color.
Tip: Use `scipy.interpolate.RegularGridInterpolator` to compute all values in the new image using a single function call.

Homographies

Exercise 2.5

Consider the following points on a plane

$$\boldsymbol{p}_1 = \begin{bmatrix} 1 \\ 1 \end{bmatrix}, \quad \boldsymbol{p}_2 = \begin{bmatrix} 0 \\ 3 \end{bmatrix}, \quad \boldsymbol{p}_3 = \begin{bmatrix} 2 \\ 3 \end{bmatrix}, \quad \boldsymbol{p}_4 = \begin{bmatrix} 2 \\ 4 \end{bmatrix}.$$

Using the homography

$$\boldsymbol{H} = \begin{bmatrix} -2 & 0 & 1 \\ 1 & -2 & 0 \\ 0 & 0 & 3 \end{bmatrix},$$

map the points $\boldsymbol{p}_i$ using the homography.

Exercise 2.6

Create a function `hest` that takes two sets of points in 2D, `q1` and `q2`, and returns the estimated homography matrix using the linear algorithm.

Test your function by using the points from the exercise above. Do you get back the exact same homography?

Exercise 2.7

Create a helper function `normalize2d`. This function finds the transformation $\boldsymbol{T}$ such that $\boldsymbol{q}_{ih} = \boldsymbol{T}\boldsymbol{p}_{ih}$, has mean $[0, 0]$ and standard deviation $[1, 1]$ for all $\boldsymbol{q}_i$.

Test it out with some 2D points and make sure the mean and standard deviation are as expected.

Exercise 2.8

Use `normalize2d` inside `hest` to normalize the points before estimating the homography, and apply the $\boldsymbol{T}$ matrices to the estimated $\boldsymbol{H}$ so it works on the non-normalized points.

Exercise 2.9

Generate 100 random 2D points, and a random homography. Map the points using the homography, and use `hest` to estimate the homography from the points.

Exercise 2.10

Take a piece of paper and draw at least four $\times$-marks on it in random locations. Make sure to number them.

Put a small object on top of the paper, and use your phone to take pictures of your paper from two different viewpoints (A and B) Get the x, y coordinates of your $\times$-marks in image coordinates. You can do this by clicking on the points, as shown in https://stackoverflow.com/a/28330835.

Use your annotated points to estimate the homography from image A to image B. Can you click on any point in one image and show where it is in the other image? What happens when you click on the object?

Exercise 2.11

Re-create image A, using only pixel intensities from image B. This can be done in a similar fashion as the undistortion exercise.

Generate an overlay of the two images. Does the object on top align?

Solutions

Answer of exercise 2.1

In a traditional camera, the principal point is exactly in the middle of the sensor. So, for this camera the sensor has $2 \times 400 = 800$ pixels along each dimension i.e. a resolution of 800×800 pixels.

The projection matrix reads

$$\boldsymbol{\mathcal{P}} = \begin{bmatrix} 600 & 0 & 400 & 600 \\ 0 & 600 & 400 & 720 \\ 0 & 0 & 1 & -1.5 \end{bmatrix}, \tag{1}$$

Some points have an y value greater than 800, and are not visible in the image, as they are outside the image sensor.

$\boldsymbol{P}_1$ projects to $[100, 220]^{\mathrm{T}}$

Answer of exercise 2.2

The first coefficient is negative, so this is barrel distortion.

$\boldsymbol{P}_1$ projects to $[120.4, 232.24]^{\mathrm{T}}$

The projection now reads:

$$\boldsymbol{q} = \boldsymbol{K}\ \Pi^{-1}\left[\operatorname{dist}\left[\Pi\left(\begin{bmatrix}\boldsymbol{R} & \boldsymbol{t}\end{bmatrix}\boldsymbol{Q}\right)\right]\right], \text{ where} \tag{3}$$

$$\operatorname{dist}(\boldsymbol{p}) = \boldsymbol{p}(1 - 0.2\,\|\boldsymbol{p}\|_2^2)\,. \tag{4}$$

Notice in particular the transformations between inhomogeneous and homogeneous coordinates (Π).

All the points are now projecting inside the image, and will thus be visible.

Answer of exercise 2.3

The principal point is in the center of the image. Depending on how your order the coordinate system either: $\boldsymbol{K} = \begin{bmatrix} 875 & 0 & 540 \\ 0 & 875 & 960 \\ 0 & 0 & 1 \end{bmatrix}$ or $\boldsymbol{K} = \begin{bmatrix} 875 & 0 & 960 \\ 0 & 875 & 540 \\ 0 & 0 & 1 \end{bmatrix}$.

Answer of exercise 2.5

We convert the $\boldsymbol{p}_i$s to homogeneous coordinates, and compute

$$\boldsymbol{q}_{ih} = \boldsymbol{H}\boldsymbol{p}_{ih}.$$

This gives us:

$$\boldsymbol{q}_1 = \begin{bmatrix} -\frac{1}{3} \\ -\frac{1}{3} \end{bmatrix}, \quad \boldsymbol{q}_2 = \begin{bmatrix} \frac{1}{3} \\ -2 \end{bmatrix}, \quad \boldsymbol{q}_3 = \begin{bmatrix} -1 \\ -\frac{4}{3} \end{bmatrix}, \quad \boldsymbol{q}_4 = \begin{bmatrix} -1 \\ -2 \end{bmatrix}$$

Answer of exercise 2.6

You should obtain the same homography, but multiplied with a scalar such that $\|\boldsymbol{H}\|_F = 1$.