

Stereo vision

Dröppelmann,
Hueting,
Latour,
Van der Veen

Recap

Demonstration

Applications

Vragen

Stereo Vision using the OpenCV library

A glance

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Goal

Stereo vision

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Goal

Generating a disparity depth map of the environment using stereo vision.

Intended end-result

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Figure: Stereo images with disparity depth map

Calibration

Stereo vision

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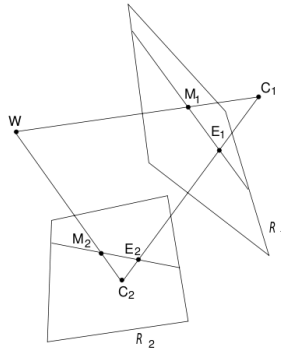
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- Retrieve distortion
- Retrieve spatial relation between cameras



Calibration

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Epipolar Geometry

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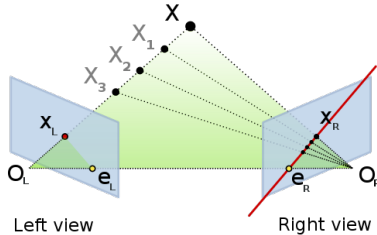


Figure: Epipolar geometry. Point X_L in the left image has to lie on the epipolar line in the right image

Rectification

Stereo vision

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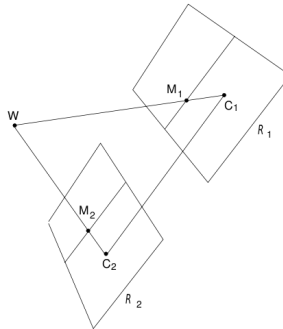
- Calculate rectification parameters
- Reusable

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Rectification

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Stereo Matching - A general overview

Stereo vision

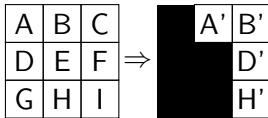
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- Mapping of pixels
- Disparity \rightarrow Depth
- Occlusion

Stereo Matching - Depthmap

Stereo vision

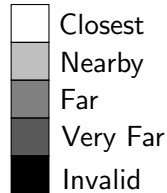
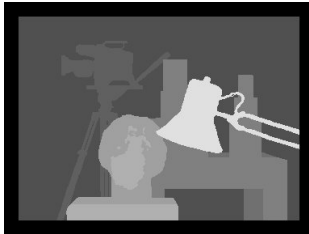
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Stereo Algorithms - Graph Cut

Stereo vision

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- popular
- slow
- smooth
- interlinear consistency



Stereo Algorithms - Block Matching

Stereo vision

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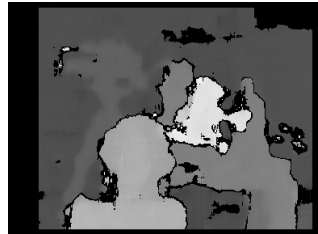
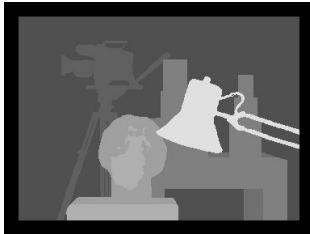
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- fast
- lots of noise



Stereo Algorithms - Semi Global Block Matching

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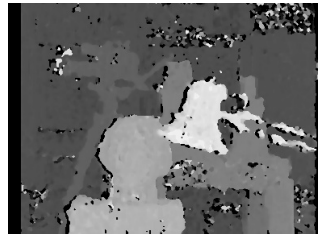
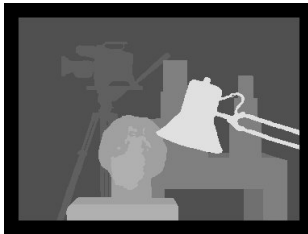
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- not in Python
- good in speed/quality
- good depthmap
- noise



DEMO

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Now follows a demonstration of

- SGBM
- GC

Demo

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Applications

Vragen

- 3D mapping of a 2D image
- Live Depthmap
- Background Removal

Vragen?

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