

LUND UNIVERSITY

COMPUTER VISION

FMAN95

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## Assignment 3

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## 2 The Fundamental Matrix

### 2.1 E1

$$P_1 = \begin{bmatrix} I & 0 \end{bmatrix} \qquad P_2 = \begin{bmatrix} 1 & 1 & 0 & 0 \\ 0 & 2 & 0 & 2 \\ 0 & 0 & 1 & 0 \end{bmatrix} = \begin{bmatrix} A & t \end{bmatrix} \quad (1)$$

$$[t]_{\times} = \begin{bmatrix} 0 & 0 & 2 \\ 0 & 0 & 0 \\ -2 & 0 & 0 \end{bmatrix} \qquad F = [t]_{\times} A = \begin{bmatrix} 0 & 0 & 2 \\ 0 & 0 & 0 \\ -2 & -2 & 0 \end{bmatrix} \quad (2)$$

$$x = \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix} \qquad \ell = Fx = \begin{bmatrix} 2 \\ 0 \\ -4 \end{bmatrix} \sim \begin{bmatrix} -1 \\ 0 \\ 2 \end{bmatrix} \quad (3)$$

$$\ell^T x_1 = \ell^T x_2 = 0 \qquad \ell^T x_3 = -2 \neq 0 \quad (4)$$

So  $x_1$  and  $x_2$  could be projections but not  $x_3$

### 2.2 E2

$$P_1 = \begin{bmatrix} I & 0 \end{bmatrix} \qquad P_2 = \begin{bmatrix} 1 & 1 & 1 & 2 \\ 0 & 2 & 0 & 2 \\ 0 & 0 & 1 & 0 \end{bmatrix} = \begin{bmatrix} A & t \end{bmatrix} \quad (5)$$

$$\mathbb{C}_1 = \begin{bmatrix} 0 \\ 0 \\ 0 \\ 1 \end{bmatrix} \qquad 0 = P_2 \mathbb{C}_2 \Rightarrow \mathbb{C}_2 = \begin{bmatrix} -1 \\ -1 \\ 0 \\ 1 \end{bmatrix} \quad (6)$$

$$e_1 = P_1 \mathbb{C}_2 = \begin{bmatrix} -1 \\ -1 \\ 0 \end{bmatrix} \qquad e_2 = t = \begin{bmatrix} 2 \\ 2 \\ 0 \end{bmatrix} \quad (7)$$

$$[t]_{\times} = \begin{bmatrix} 0 & 0 & 2 \\ 0 & 0 & -2 \\ -2 & 2 & 0 \end{bmatrix} \qquad F = [t]_{\times} A = \begin{bmatrix} 0 & 0 & 2 \\ 0 & 0 & -2 \\ -2 & 2 & -2 \end{bmatrix} \quad (8)$$

Determinant of  $F$  is clearly 0 and the other statements holds.

### 2.3 E3

$$F = N_2^T \tilde{F} N_1 \quad (9)$$

## 2.4 CE1

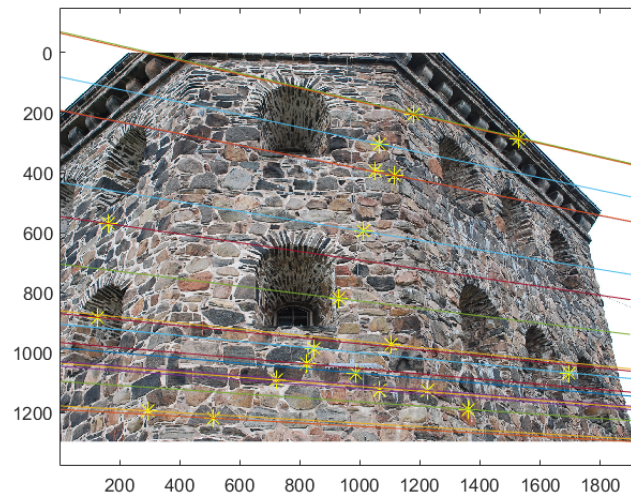


Figure 1: A few randomly selected points with corresponding epipolar lines

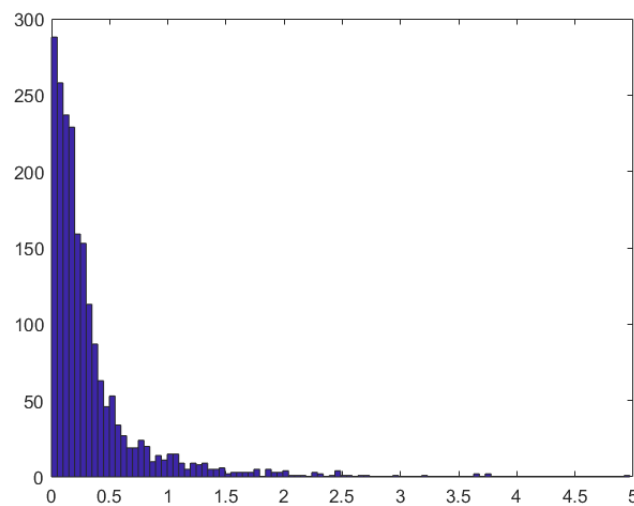


Figure 2: Histogram over distances of points from their epipolar lines

$$F = \begin{bmatrix} -0.0000 & -0.0000 & 0.0058 \\ 0.0000 & 0.0000 & -0.0269 \\ -0.0073 & 0.0265 & 1.0000 \end{bmatrix} \quad (10)$$

## 2.5 E4

$$F = \begin{bmatrix} 0 & 1 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 1 \end{bmatrix} \quad \mathbb{X}_1 = \begin{bmatrix} 1 \\ 2 \\ 3 \\ 1 \end{bmatrix} \quad \mathbb{X}_2 = \begin{bmatrix} 3 \\ 2 \\ 1 \\ 1 \end{bmatrix} \quad (11)$$

$$F^T e_2 = 0 \quad \Rightarrow \quad e_2 = k \begin{bmatrix} -1 \\ 0 \\ 1 \end{bmatrix} \quad \Rightarrow \quad P_2 = k \begin{bmatrix} -1 & 0 & 0 & -1 \\ 0 & 2 & 2 & 0 \\ -1 & 0 & 0 & 1 \end{bmatrix} \quad (12)$$

Projections

$$P_1 : \quad x_{1_1} = \begin{bmatrix} 1/3 \\ 2/3 \\ 1 \end{bmatrix} \quad x_{1_2} = \begin{bmatrix} 3 \\ 2 \\ 1 \end{bmatrix} \quad (13)$$

$$P_2 : \quad x_{2_1} = \begin{bmatrix} -1 \\ 5 \\ 0 \end{bmatrix} \quad x_{2_2} = \begin{bmatrix} 2 \\ -5 \\ 1 \end{bmatrix} \quad (14)$$

Using this we confirm that  $x_2^T F x_1 = 0$  for both points.

For camera center we solve the system

$$P_2 \begin{bmatrix} x \\ y \\ z \\ w \end{bmatrix} = 0 \quad \Rightarrow \quad \text{center} = \begin{bmatrix} 0 \\ -1 \\ 1 \\ 0 \end{bmatrix} \quad (15)$$

## 2.6 CE2

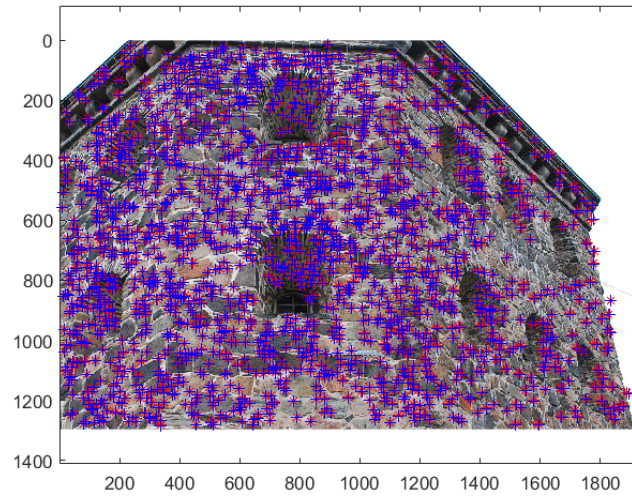


Figure 3: Points and projected points for camera 2

$$P_2 = \begin{bmatrix} -0.0016 & 0.0058 & 0.2166 & 0.9763 \\ 0.0071 & -0.0259 & -0.9762 & 0.2166 \\ 0.0000 & 0.0000 & -0.0276 & 0.0001 \end{bmatrix} \quad (16)$$

### 3 The Essential Matrix

#### 3.1 CE3

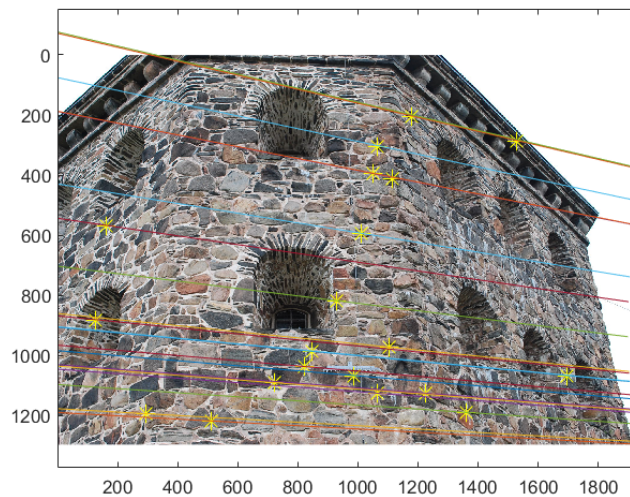


Figure 4: A few randomly selected points (same as CE1) with corresponding epipolar lines

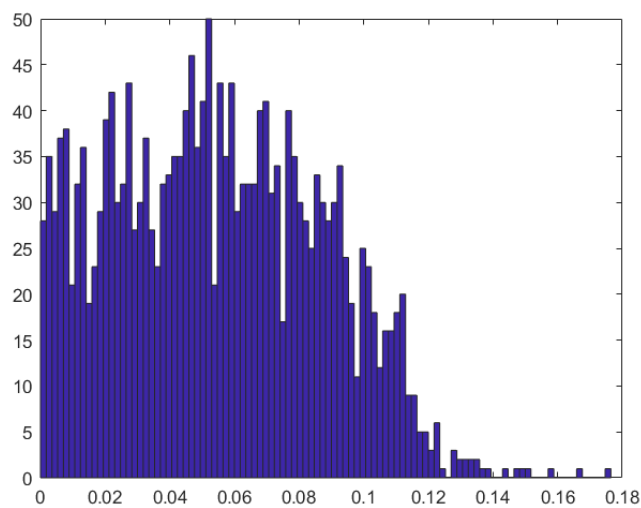


Figure 5: Histogram over distances of points from their epipolar lines

$$F = 10^3 \cdot \begin{bmatrix} -0.0089 & -1.0058 & 0.3771 \\ 1.2525 & 0.0784 & -2.4482 \\ -0.4728 & 2.5502 & 0.0010 \end{bmatrix} \quad (\text{Note the } 10^3) \quad (17)$$

### 3.2 E6

$$UV^T = \begin{bmatrix} 1/\sqrt{2} & 0 & -1/\sqrt{2} \\ 1/\sqrt{2} & 0 & 1/\sqrt{2} \\ 0 & -1 & 0 \end{bmatrix} \quad \det(UV^T) = 1 \quad (18)$$

$$E = U \text{diag}([1 \ 1 \ 0]) V^T = \begin{bmatrix} 1/\sqrt{2} & 0 & -1/\sqrt{2} \\ 1/\sqrt{2} & 0 & 1/\sqrt{2} \\ 0 & 0 & 0 \end{bmatrix} \quad (19)$$

With the four camera solutions

$$P_{2_a} = \frac{1}{\sqrt{(2)}} \begin{bmatrix} -1 & 0 & -1 & 0 \\ 1 & 0 & -1 & 0 \\ 0 & -\sqrt{2} & 0 & 1 \end{bmatrix} \quad P_{2_b} = \frac{1}{\sqrt{(2)}} \begin{bmatrix} -1 & 0 & -1 & 0 \\ 1 & 0 & -1 & 0 \\ 0 & -\sqrt{2} & 0 & -1 \end{bmatrix} \quad (20)$$

$$P_{2_c} = \frac{1}{\sqrt{(2)}} \begin{bmatrix} 1 & 0 & 1 & 0 \\ -1 & 0 & 1 & 0 \\ 0 & -\sqrt{2} & 0 & 1 \end{bmatrix} \quad P_{2_d} = \frac{1}{\sqrt{(2)}} \begin{bmatrix} 1 & 0 & 1 & 0 \\ -1 & 0 & 1 & 0 \\ 0 & -\sqrt{2} & 0 & -1 \end{bmatrix} \quad (21)$$

Which gives us

$$a : \begin{cases} s = -\frac{1}{\sqrt{2}} \\ \lambda = -\frac{1}{\sqrt{2}} \end{cases} \quad b : \begin{cases} s = \frac{1}{\sqrt{2}} \\ \lambda = -\frac{1}{\sqrt{2}} \end{cases} \quad c : \begin{cases} s = \frac{1}{\sqrt{2}} \\ \lambda = \frac{1}{\sqrt{2}} \end{cases} \quad d : \begin{cases} s = -\frac{1}{\sqrt{2}} \\ \lambda = \frac{1}{\sqrt{2}} \end{cases} \quad (22)$$

3D point in front of both cameras for  $c$ .



### 3.3 CE4

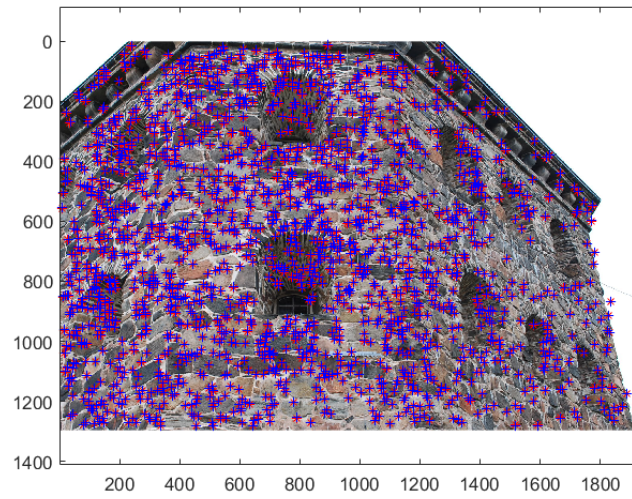


Figure 6: Points and projected points for camera 2

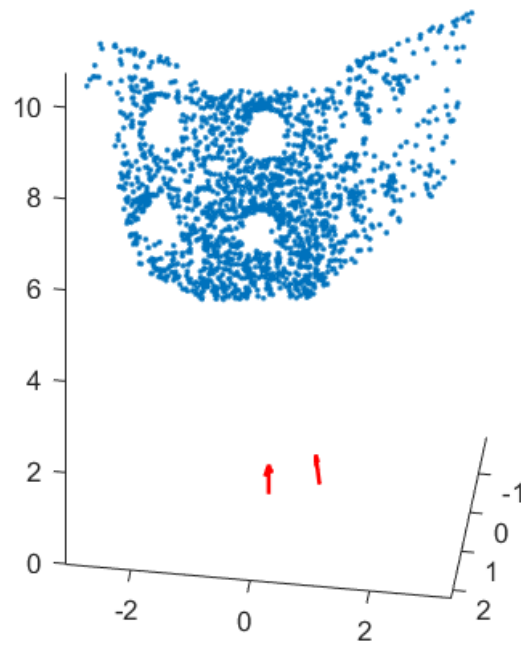


Figure 7: 3D-points and cameras