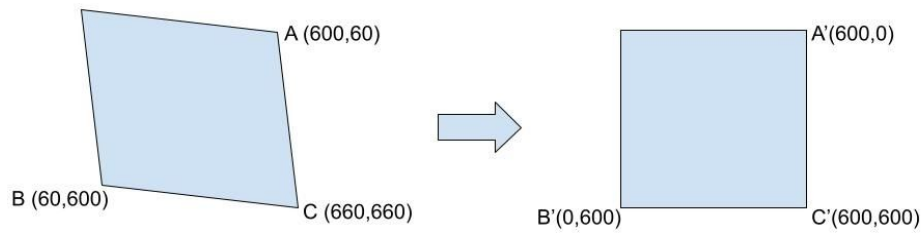


CS 763: LAB2

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1. Geometric Transformations

1.1. Affine Transformations -



- Computing Transformation Matrix Manually:

To get the original image transformation matrix used is a combination of X-Shear and Y-Shear transformation matrix.

$$\begin{vmatrix} 1 & sh_x \\ sh_y & 1 \end{vmatrix}$$

sh_y is computed using coordinates of A(600,60) and its corresponding coordinates after transformation will be A'(600,0)-

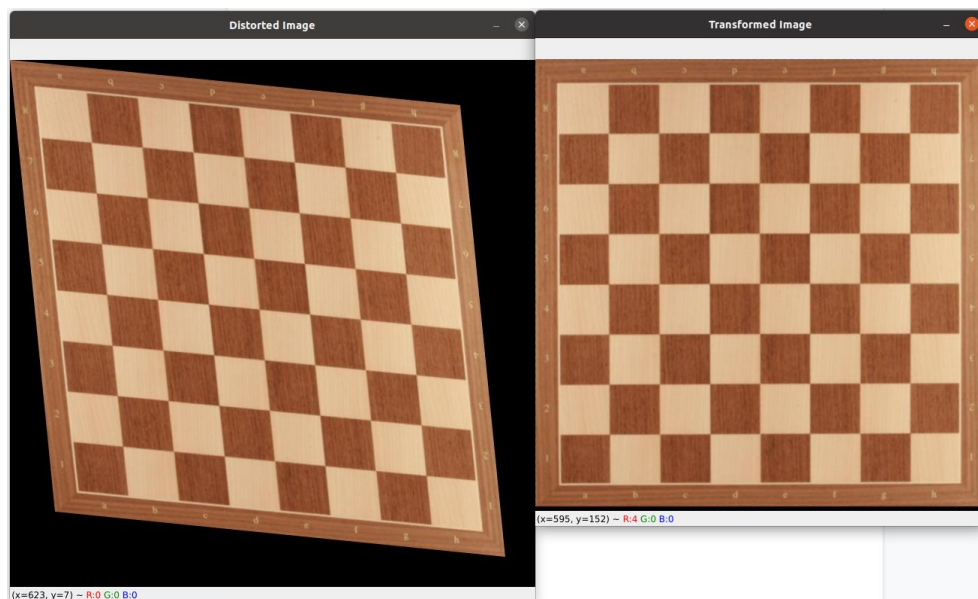
$$\begin{aligned} Y' &= Y + sh_y * X \\ 0 &= 60 + sh_y * 600 \\ sh_y &= -0.1 \end{aligned}$$

Similarly, sh_x is computed using B(60,600) and its corresponding coordinates after transformation B'(0,600). Shear matrix -

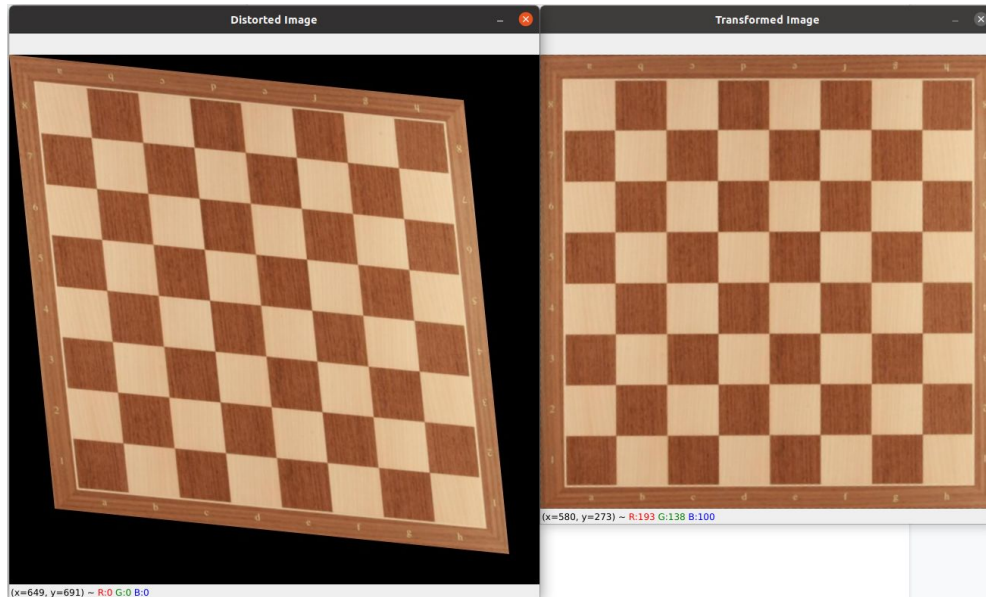
$$\begin{vmatrix} 1 & -0.1 \\ -0.1 & 1 \end{vmatrix}$$

This shear matrix is then used to get the undistorted image using cv2.warpAffine() method.

Result after applying manually computed transformation matrix -



- Computing Transformation Matrix using API:
Points used for transformation matrix are A(600,60), B(60,600), C(660,660).
Result after applying transformation matrix computed using API -



Observed difference between the results is that in the manually computed matrix (max_x , max_y) for chessboard is (593,593) whereas for the matrix computed using api is (599,599). This difference is observed because api uses scaling as on applying scaling of 600/593 in manually computed matrix both give identical result.

1.2. Perspective Transformations

Q. In what way does 3D geometry enter into the picture here?

- If we consider the map dimensions as X and Y, the depth along which the obelisk is placed introduces the 3rd dimension.

Several other clues can be observed, like:

- The farther side of the map seems shorter than the nearer one, although we know that physically they measure the same.
- The angles of the map aren't preserved either.
- Physically parallel lines aren't being projected as parallel lines in the image plane, etc.

Q. How many point correspondences did you use?

- We used 4 point correspondences.

For getting the required view 2, we used the opencv function `getPerspectiveTransform()` along with manually found point correspondences and saved the 'view 2' image in the compliant form: a 512 x 385, front facing orthographic projection.



Output Image (view 2)

Animation:

To generate the intermediate views of the map, we generated arrays of interpolated coordinates between 'view 1' and 'view 2' and used them to get the respective projective transformations.

While displaying each intermediate view, we first cropped the frame (using `boundingRect()` function) in a rectangle bounding the transformed map in that view and then created a mask for the map points using the function `drawContours()`. And used the mask to get rid of the background and replace it with the white background.

[Here](#) is the link to the animation recording.

Q: Is the way to go from view 1 to view 2 unique?

- No. As perspective transformation involves a series of transformations like rotation and translation along the 3 axes and scaling, which can be performed in different orders and still result in the same final view; the way to go from view 1 to view 2 is not unique.

For example, in the animation the map transforms incrementally in the anticlockwise direction but it could also work out in the clockwise direction. Also if we decompose the projective transformation into rotation and translation that could provide numerous more ways that finally result into 'view 2' from 'view 1'.

2. Document Scanner

Here we have implemented two different versions of a document scanner. The first one performs the task by manually identifying the correspondence points while the second approach is automatic. The detailed explanation for both these approaches with its brief technical explanation along with the corresponding results can be found in the following sections.

2.1. Manual Document Scanner

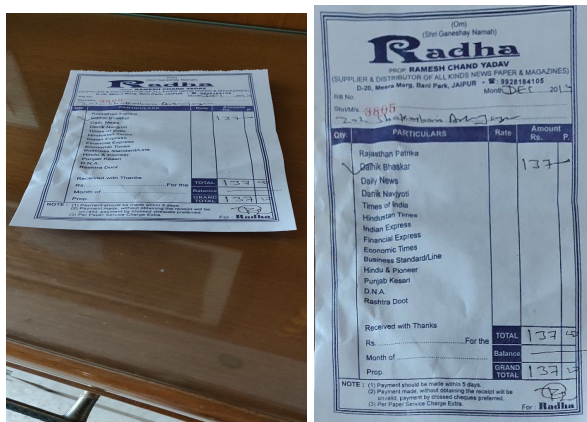
The manual version of the document scanner utilizes the correspondence points received from the user to perform the task. Once the original image is shown on the screen we expect the user to left click on the four corner points of the document to be scanned. These left mouse clicks are registered in order to identify the coordinates of the correspondence points. Followed by this once the user presses the ESC key the warped and transformed image is displayed on the screen.

Behind the scenes of this, we implement this manual approach by recording the left clicks on the four corners of the document as provided by the user to extract the requisite correspondence points to calculate the perspective transform matrix. We then obtain the perspective transform matrix by utilising the function `cv2.getPerspectiveTransform`. It is then employed to get the final output image using the function `cv2.warpPerspective`.

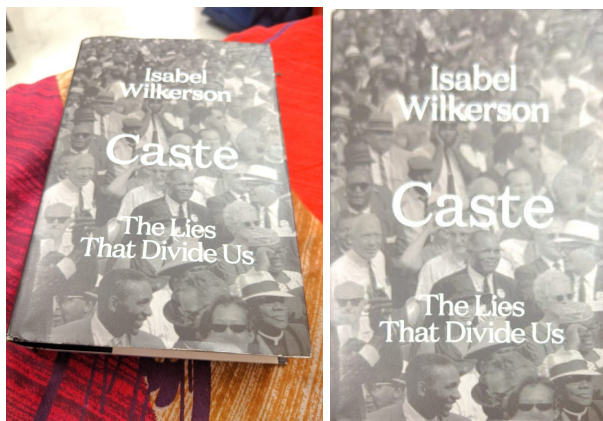
Even though the width and height of the target image can be calculated explicitly, for the sake of easiness in the implemented code we have kept the target width and height fixed as 400 and 600 respectively.

The following are the input images and the corresponding results obtained for the manual document scanner.

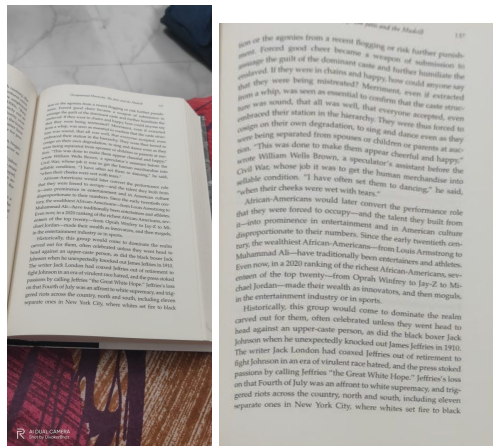
Result 1 (Default input from the folder)



Result 2



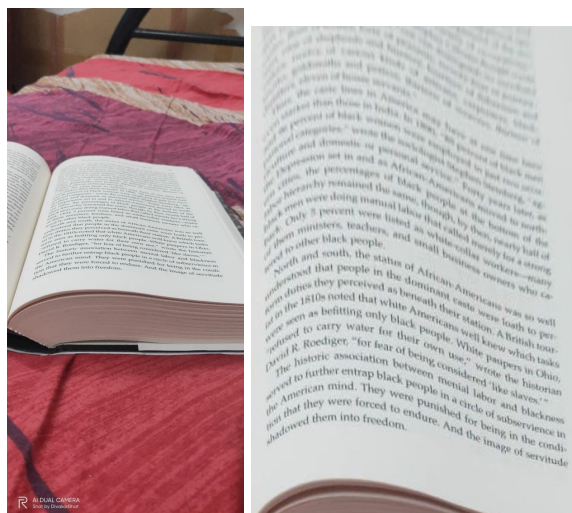
Result 3



Result 4



Sample of output for which the transformation fails



2.2. Automatic Document Scanner

The automated version of the code identifies the correspondence points using contour detection. To have better accuracy of the `cv2.findContour()` method, the image is first converted to a binary image using `cv2.threshold()` method. As `cv2.findContour()` returns a list of contours so, to select document contour, contour covering maximum area is identified using `cv2.contourArea()` method. Then a polygon is fit to the contour using `cv2.approxPolyDP()` method to identify the corner points of the document. I identified points that are used to compute the transformation matrix using `cv2.getPerspectiveTransform()` and un-distort the image using `cv2.warpPerspective()`.

In the results of automated document scanner

Image1 - Input image converted to binary image

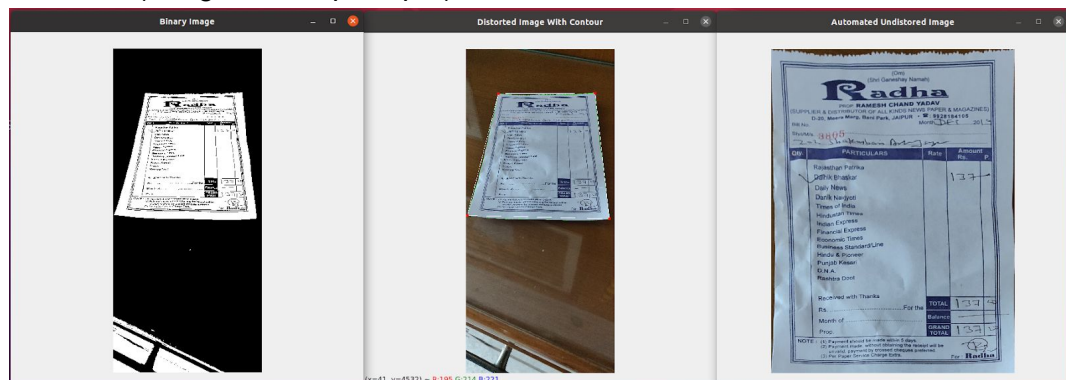
Image2 - Selected Contour, polygon and points are marked on the input image

Image3 - Undistorted Image

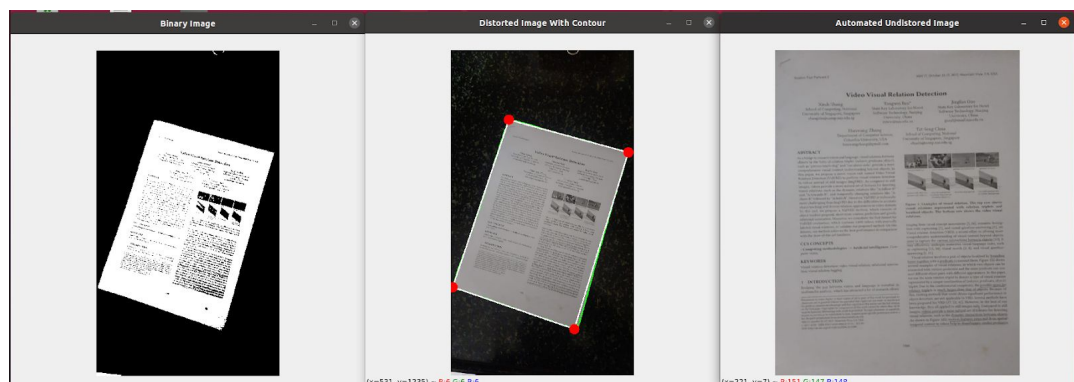
Observation-

1. On comparing result4 and result5 it is observed the code fails to fit quadrilateral if a bright light spot touches the edges of the document.
2. From result6 it is observed that the background of the document also affects the results as the final image is still distorted because of wrong polygon fitting.

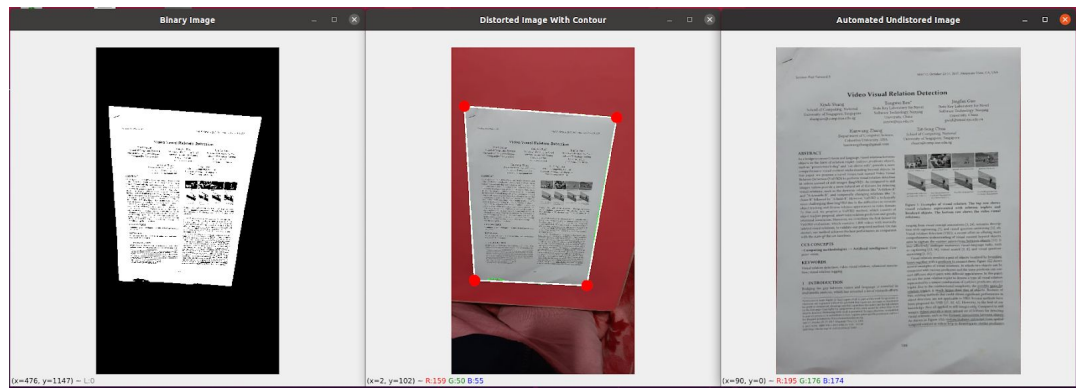
Result1 - (For given sample input)



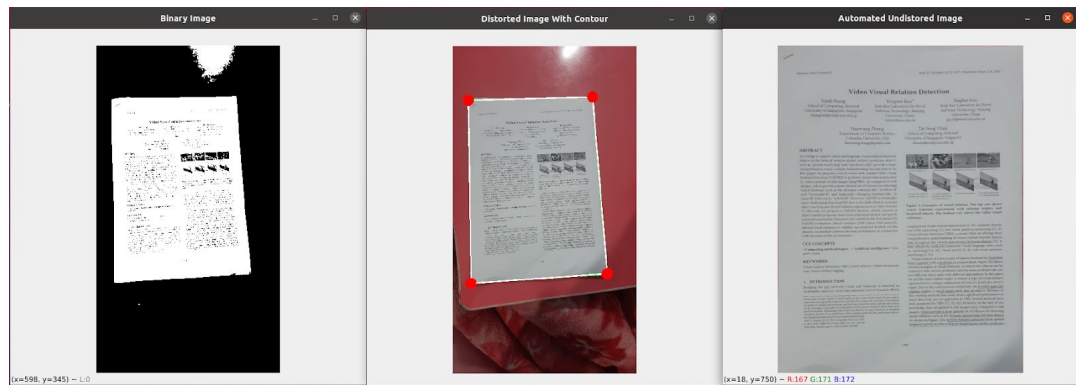
Result2 -



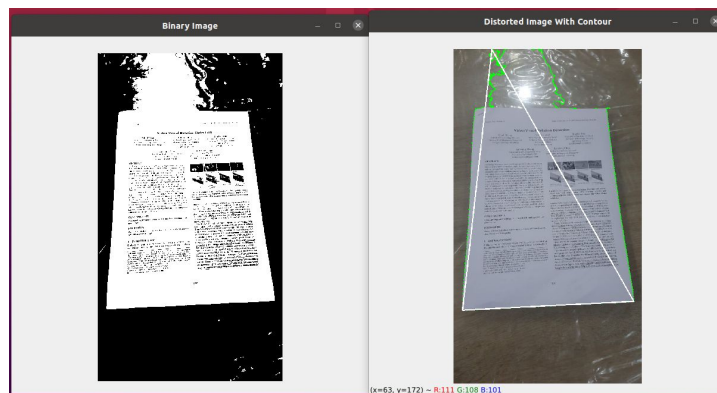
Result3 -



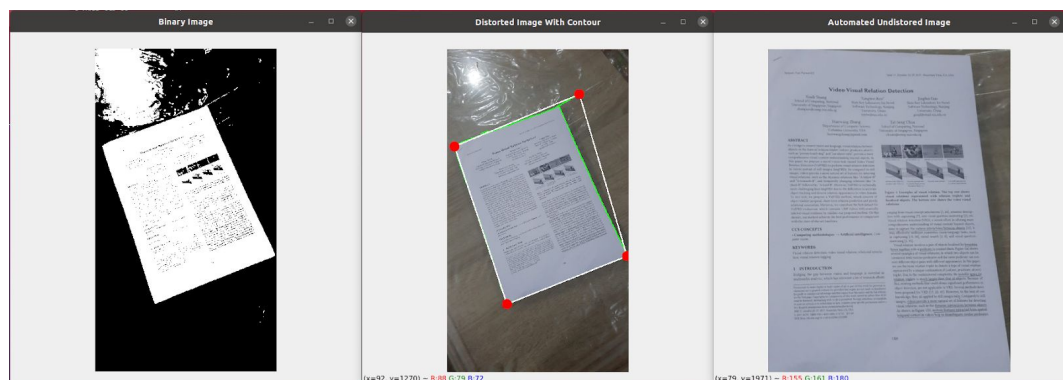
Result4 -



Result5 -



Result6 -



Acknowledgement:

- <https://medium.com/analytics-vidhya/opencv-perspective-transformation-9edfffb2143>
- https://opencv-python-tutroals.readthedocs.io/en/latest/py_tutorials/py_imgproc/py_geometric_transformations/py_geometric_transformations.html
- <https://stackoverflow.com/questions/48301186/cropping-concave-polygon-from-image-using-opencv-python/48301735>
- <https://stackoverflow.com/questions/54734538/opencv-assertion-failed-215assertion-failed-npoints-0-depth-cv-32>
- https://docs.opencv.org/3.4/d6/d6e/group_imgproc__draw.html#ga746c0625f1781f1ffc9056259103edbc
- https://opencv-python-tutroals.readthedocs.io/en/latest/py_tutorials/py_imgproc/py_contours/py_contour_features/py_contour_features.html#contour-features
- https://opencv-python-tutroals.readthedocs.io/en/latest/py_tutorials/py_imgproc/py_geometric_transformations/py_geometric_transformations.html
- <https://www.pyimagesearch.com/2015/03/09/capturing-mouse-click-events-with-python-and-opencv/>
- <https://www.pyimagesearch.com/2014/08/25/4-point-opencv-getperspective-transform-example/>
- <https://stackoverflow.com/questions/17241830/opencv-polyline-function-in-python-throws-exception>