



# 3D Manipulation of 2D Images\*

Alexandru Vasile ([alexv@ll.mit.edu](mailto:alexv@ll.mit.edu)) & Peter Cho ([cho@ll.mit.edu](mailto:cho@ll.mit.edu))

MIT Lincoln Laboratory

MIT IAP Course  
January 2012

Class 3 notes

\*This work was sponsored by the Department of the Air Force under Air Force Contract FA8721-05-C-0002. Opinions, interpretations, conclusions and recommendations are those of the authors and are not necessarily endorsed by the United States Government.



# Course Outline

- **Class 1: Single-view geometry**
  - Pinhole camera model
  - 2D image insertion into 3D map
  - Camera calibration
- **Class 2: Panorama formation**
  - Homographies
  - 2D & 3D mosaics
  - Geometric propagation of knowledge
- **Class 3: Two-view geometry**
  - Feature matching & RANSAC
  - Epipolar geometry
  - Fundamental matrix
- **Class 4: 3D reconstruction**
  - Structure from motion
  - Bundle adjustment
  - Photo tourism



# Feature Matching

- **Problem:** Given two images with partial overlap, find interesting points in each image and determine pair-wise point correspondences.
- **Challenges:**
  - Need to find features that are robust to camera pose changes (rotation, translation, scaling).
  - Need method to reject bad correspondences / outliers.
- **Importance:**
  - Allows for higher level scene understanding (object tracking, camera pose estimation, 3D triangulation for scene reconstruction).



# Feature Matching Example

- First, find interesting features in each image using some feature detector.

MITLeft image



MITMiddle image





# Feature Matching Example

- First, find interesting features in each image using some feature detector.

MITLeft image



MITMiddle image





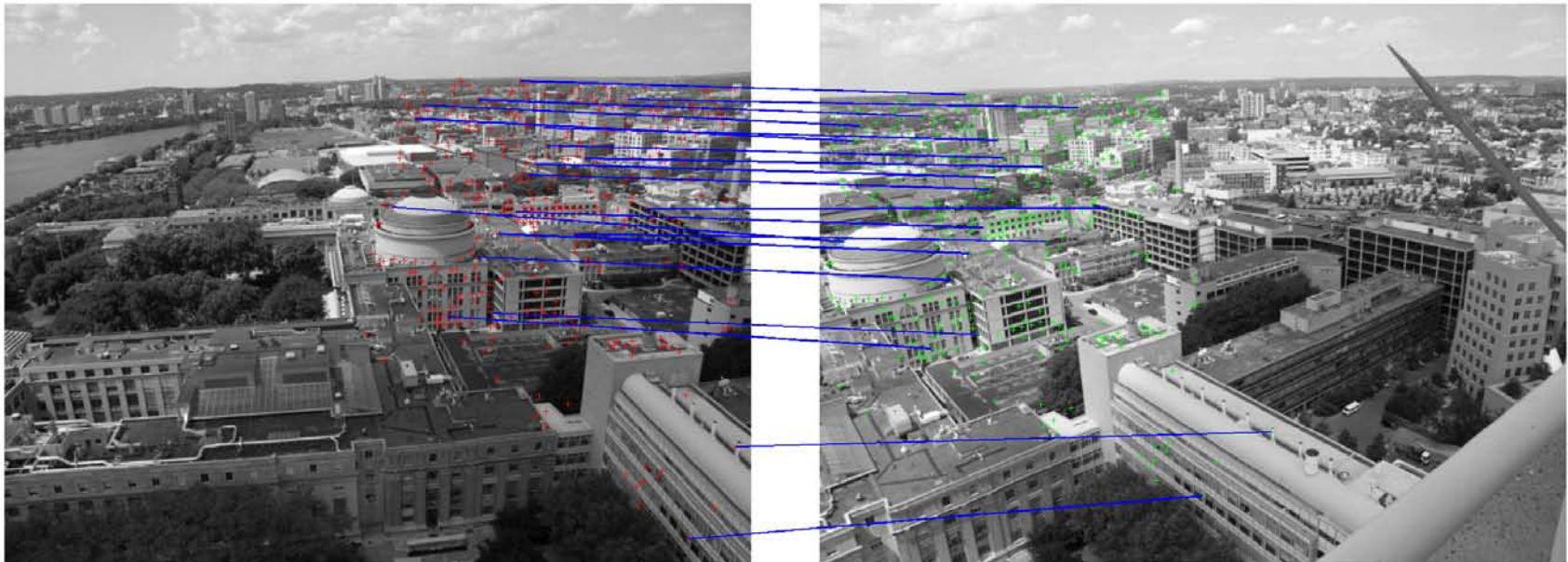


# Feature Matching Example

- First, find interesting features in each image using some feature detector.
- **Second, do feature matching.**
  - For each feature in image 1, find top N best matches in image 2

MITLeft image

MITMiddle image





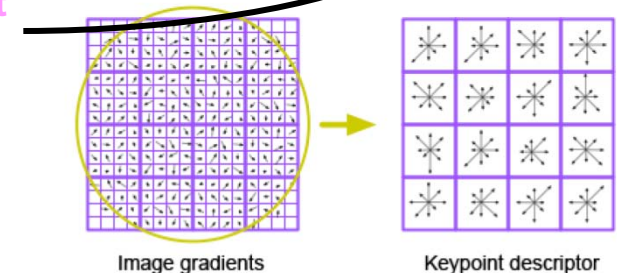
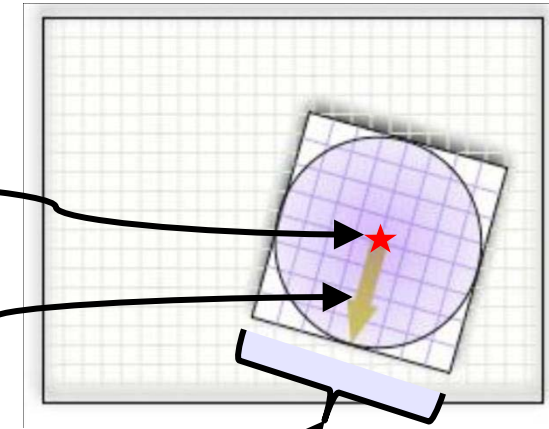
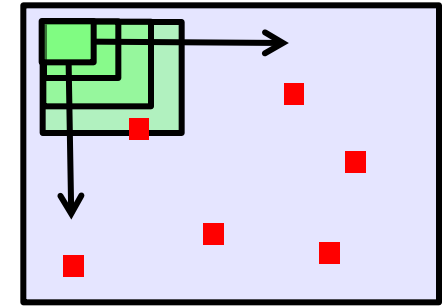
# Local Feature Detectors

- **Key properties of a good local feature descriptor:**
  - **Selects interesting points that are highly distinctive.**
  - **Easy to extract and match against a large database of features.**
    - **Compact representation of local pixel neighborhood.**
  - **Invariance to :**
    - **Image noise.**
    - **Changes in illumination.**
    - **Camera pose (scaling, rotation, translation).**
- **Will talk about one that has become a standard in computer vision, named Scale Invariant Feature Transform (SIFT).**
  - **Others exist, such as SURF, RIFT ...**



# Scale Invariant Feature Transform (SIFT)

- Detection stage for SIFT features:
  - Scale-space extrema detection.
    - Convolve image with template at 4 different scales.
    - Difference of Gaussians template picks out location with lots of gradient changes.
    - Get both scale invariance and u-v locations of points.
  - Keypoint localization.
    - Do sub-pixel u-v localization of points.
  - Orientation Assignment.
    - Find major gradient direction(s).
    - Get rotation invariance.
  - Generation of keypoint descriptors.
    - Based on scale, orientation assignment, pick out size and rotation of local support region.
    - Divide into 4x4 sub-regions and compute 8-bin histogram per region.
    - Concatenate histograms to form 128 element keypoint descriptor.







# SIFT Matching Method

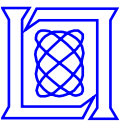
- **For each SIFT feature found in image 1, match against all features in image 2.**
  - **Compute dot-products of 128 element descriptor.**
  - **Higher dot-product indicates better match.**
  - **Decide to keep a match if it is unique.**
    - Use ratio of second best dot product to best.
    - Keep if ratio below 0.6 (heuristic value, can be changed).
- **Advantages of SIFT descriptor**
  - **Selects interesting points that are highly distinctive.**
  - **Easy to extract and match against a large database of features.**
  - **Invariant/tolerant to noise, scale, rotation, illumination.**
- **Practical limitations.**
  - **Can handle about 30 degrees out-of-image plane pose change before breaking down.**





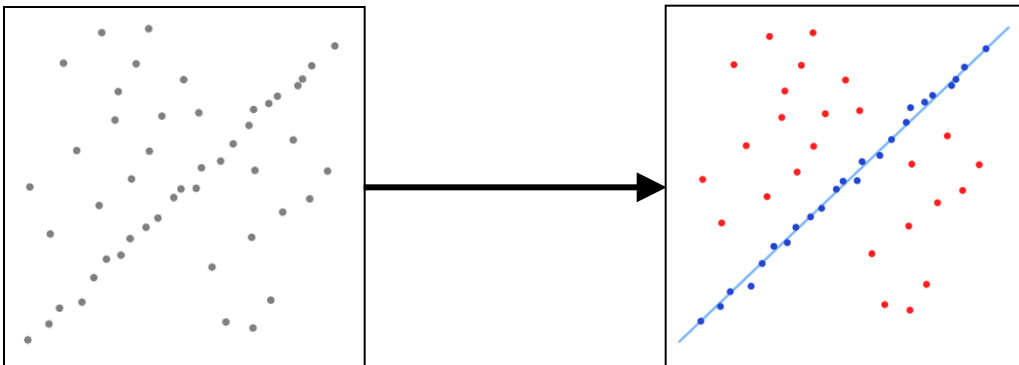
# Have some matches: now what?

- **Might still have bad correspondences, outliers.**
- **Need method to score quality of match.**
  - Can score match quality individually or by its consensus with other matches.
  - Consensus typically works better, more statistics used.
- **How to measure consensus between matches?**
  - Can fit a model to the data points.
- **Two widely used techniques:**
  - RANdom SAmple Consensus (RANSAC).
  - Hough Transform.



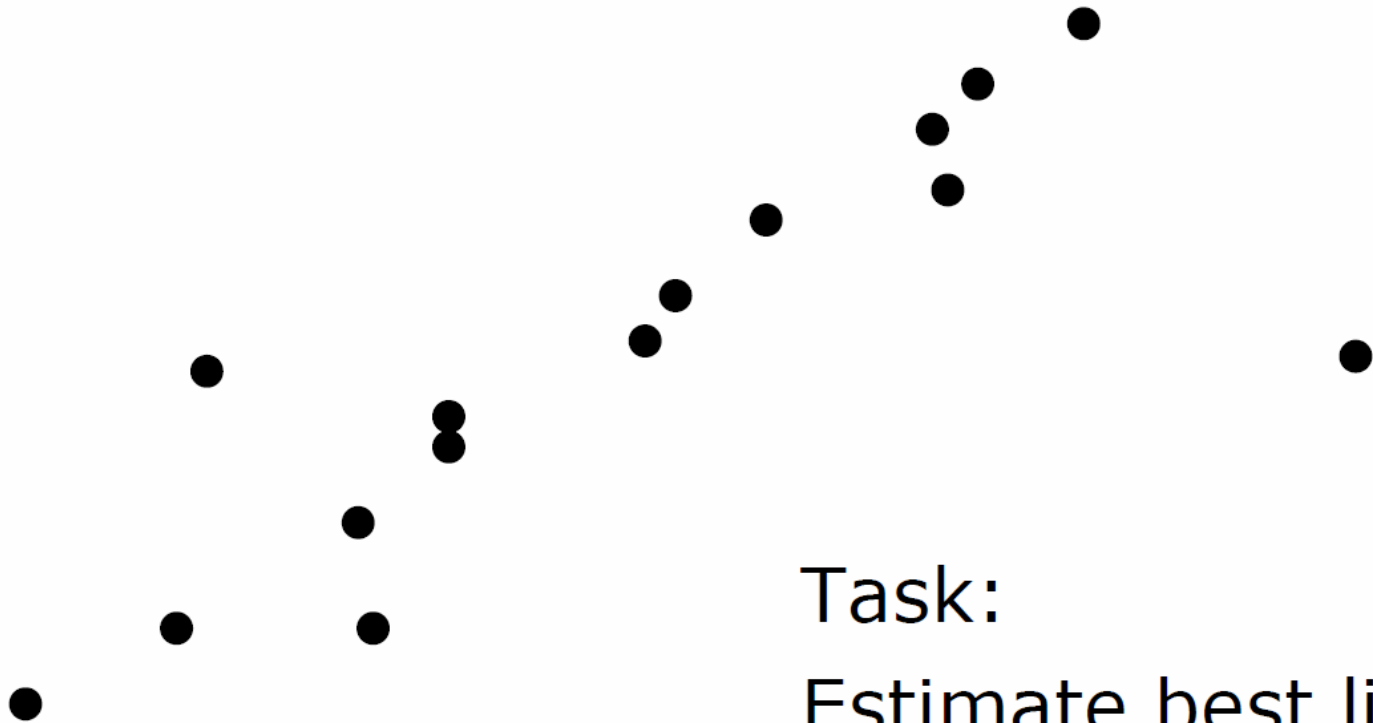
# RANdom SAmple Consensus (RANSAC)

- **Idea:**
  1. Randomly select small number of data points and use to generate instance of model.
  2. Check number of data points consistent with this fit
  3. Repeat Step 1+2 until “good enough” consistent set found or hit some max iteration number.
  4. Generate new fit from this consistent set.
- **Toy-problem to motivate algorithm:**
  - 2D line fitting in presence of noise/outliers.



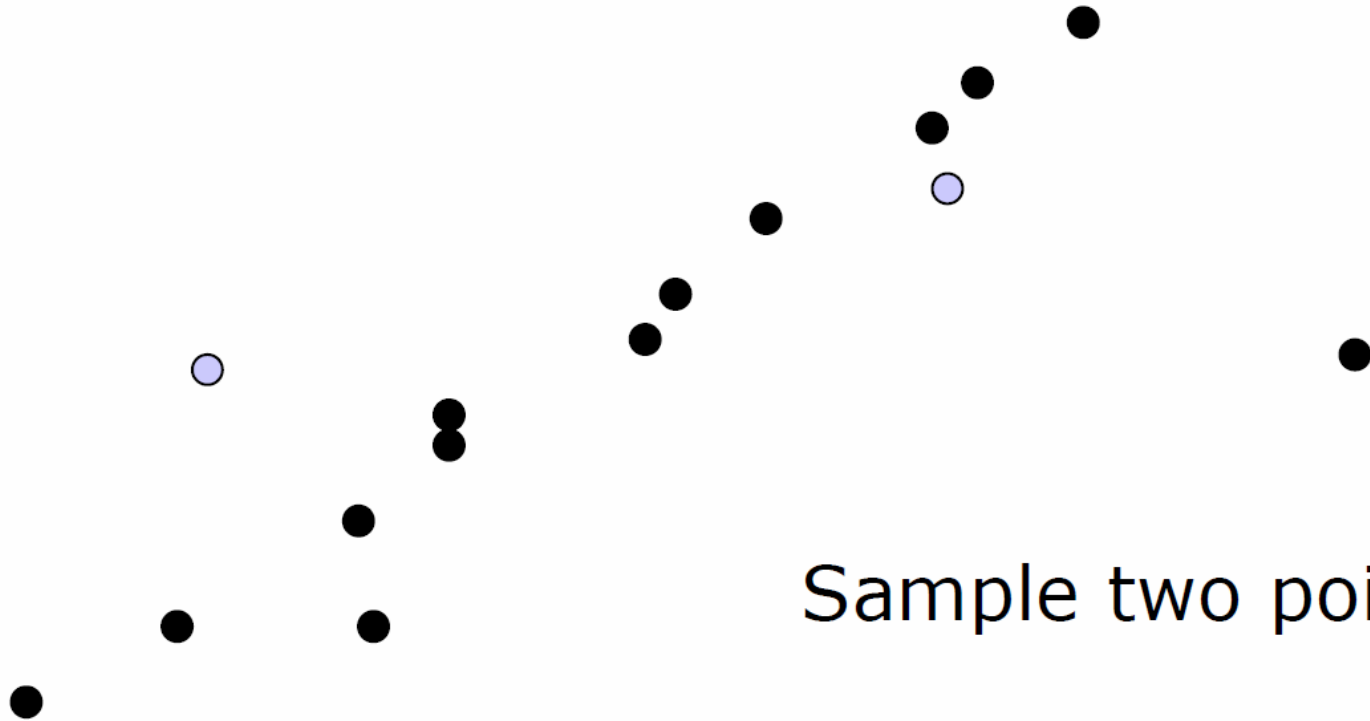


# RANSAC Line Fitting Example





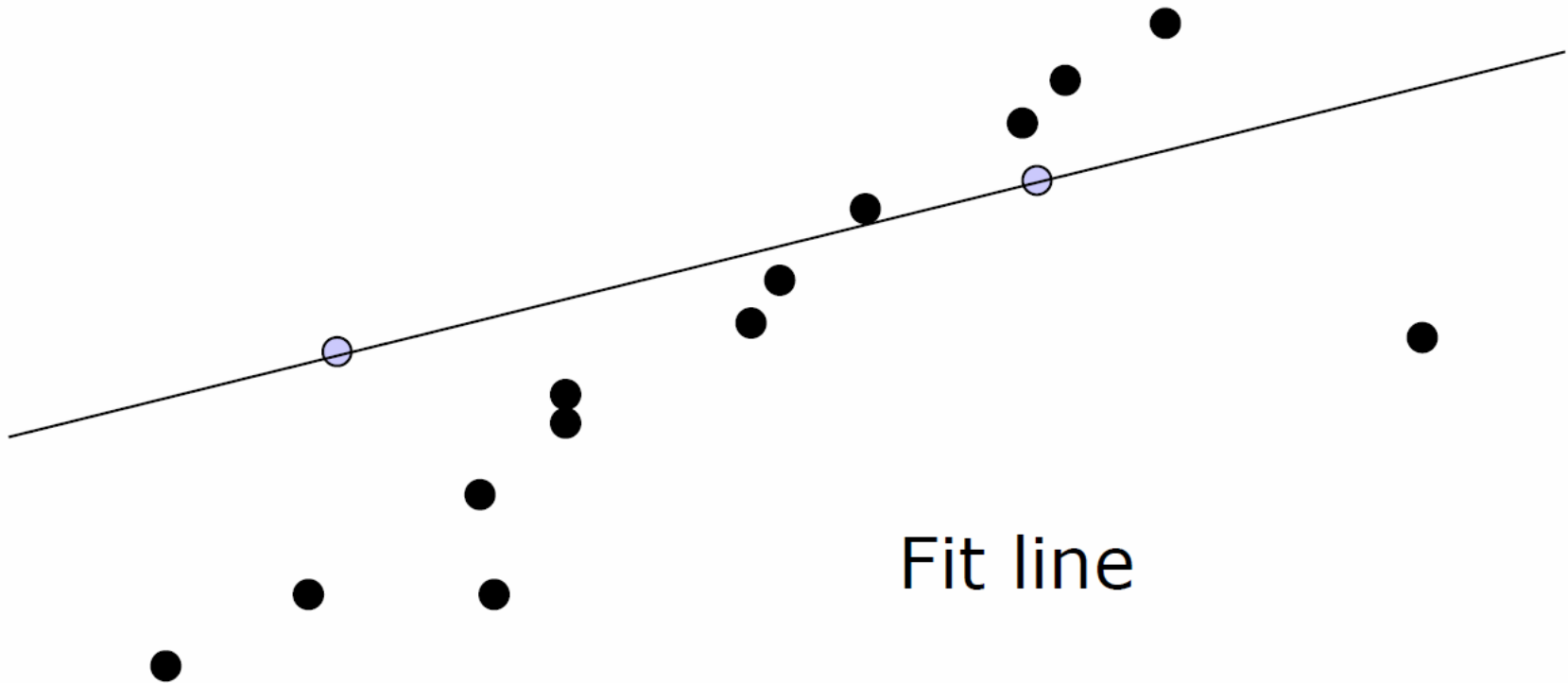
# RANSAC Line Fitting Example



Sample two points



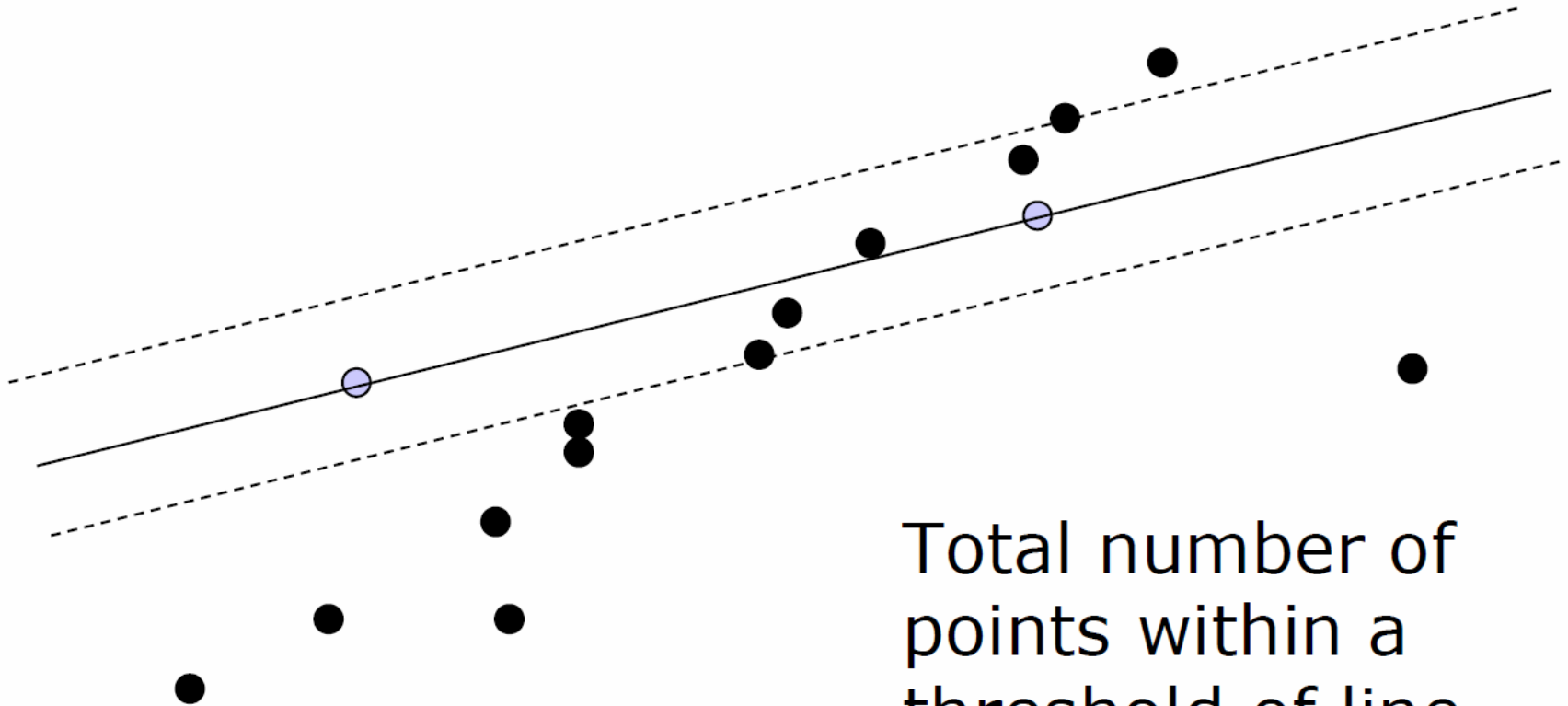
# RANSAC Line Fitting Example





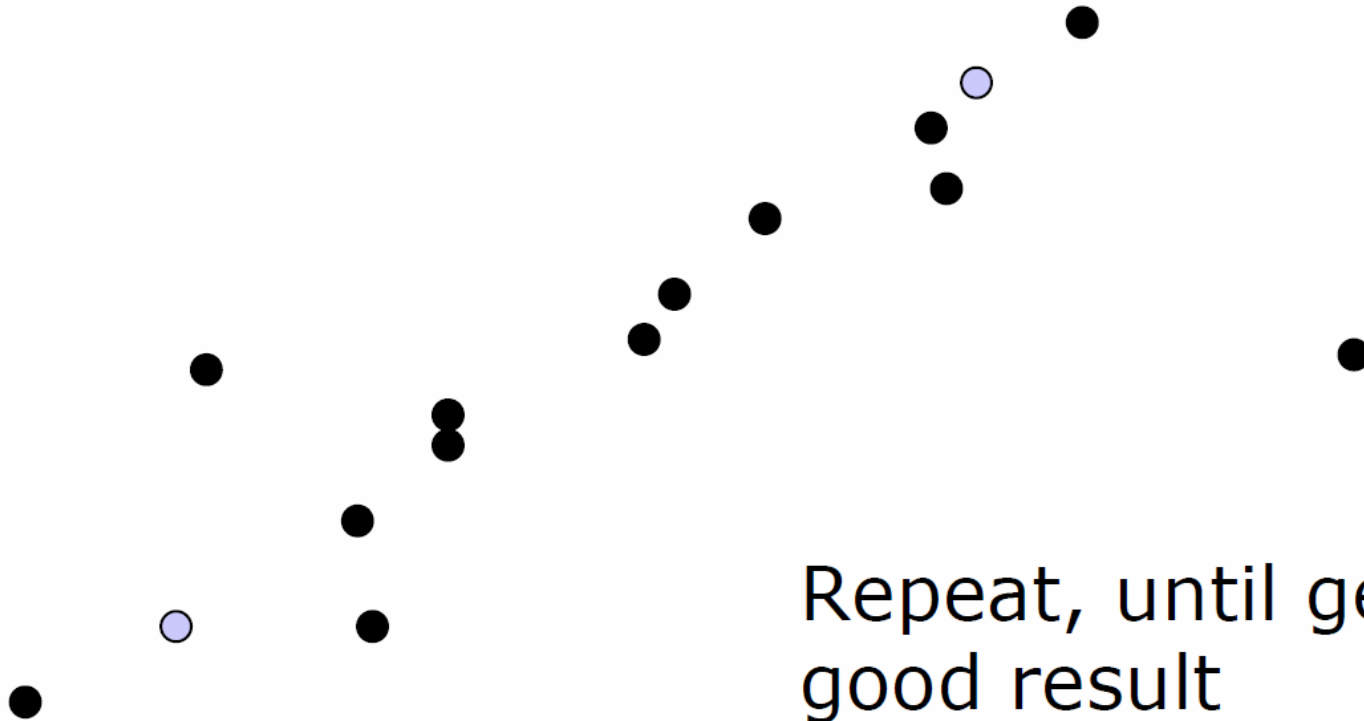


# RANSAC Line Fitting Example





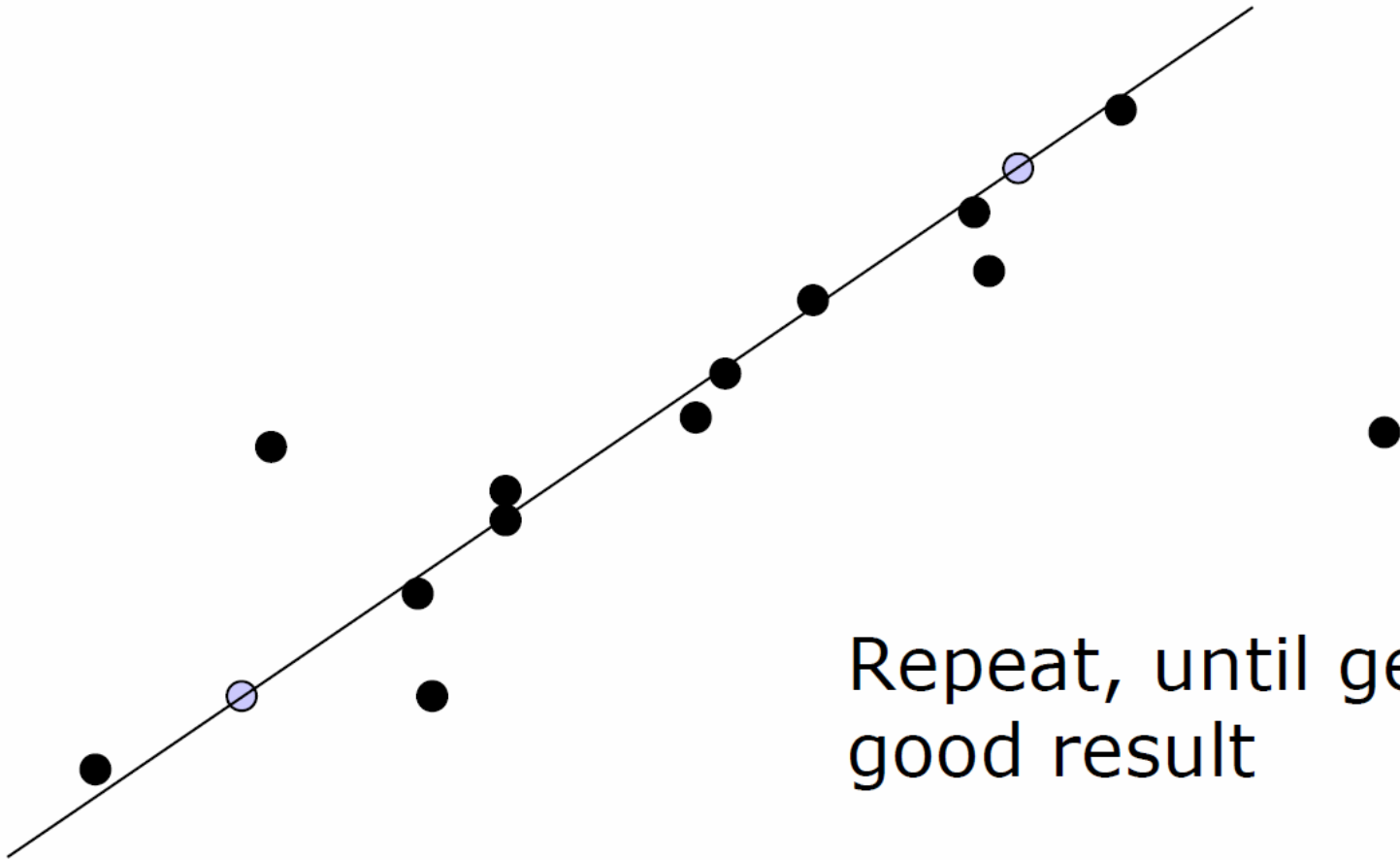
# RANSAC Line Fitting Example



Repeat, until get a  
good result



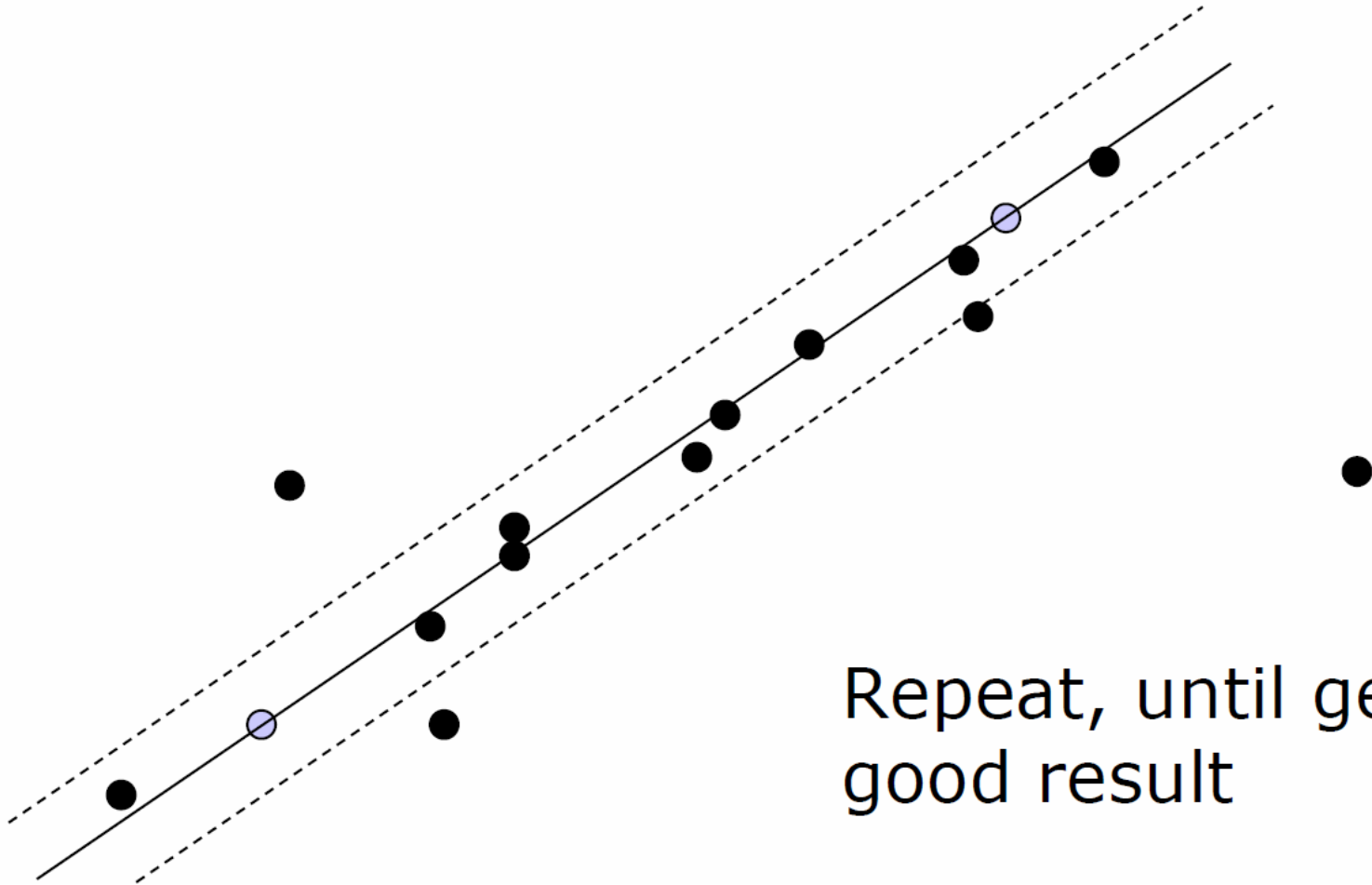
# RANSAC Line Fitting Example



Repeat, until get a  
good result



# RANSAC Line Fitting Example



Repeat, until get a good result



# Geometric Fitting Models

- **Use RANSAC with an geometric fitting model.**
- **Homography Model**
  - For general 3D scene, holds for only small pose changes.
  - In case of dominant planar region in image, holds for most pose changes.
  - In case of pure rotation, holds for all 3D scenes.
- **Epipolar Geometry Model**
  - For general 3D scene, holds for most pose changes.
  - Degenerate cases if scene is planar or camera motion is pure rotation.
- **Models are complimentary ...**
  - Choose one based on prior knowledge of camera motion.



# SIFT + RANSAC for Homography with Pure Camera Rotation

- Choose 2 overlapping images.

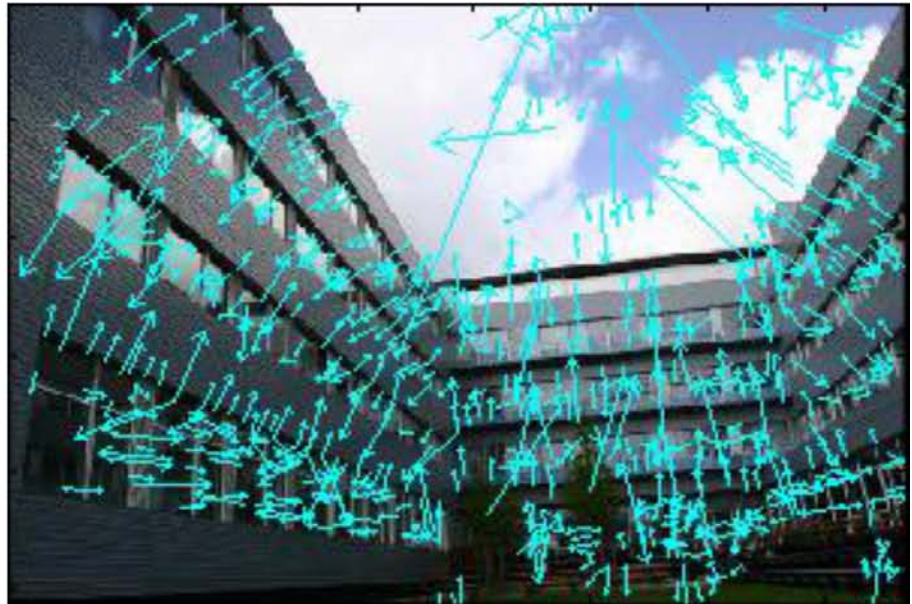
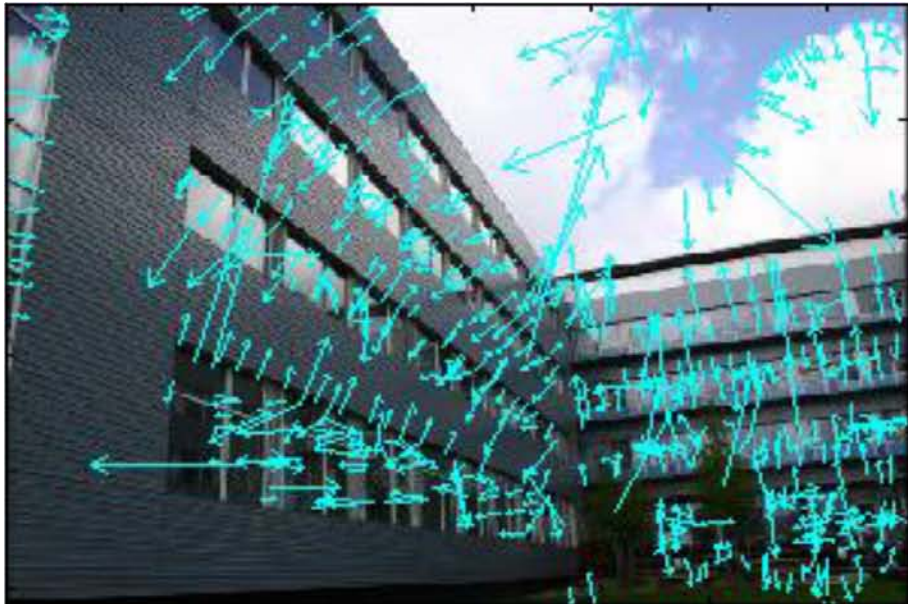






# SIFT + RANSAC for Homography with Pure Camera Rotation

- Choose 2 overlapping images.
- Find SIFT features for each image.





# SIFT + RANSAC for Homography with Pure Camera Rotation

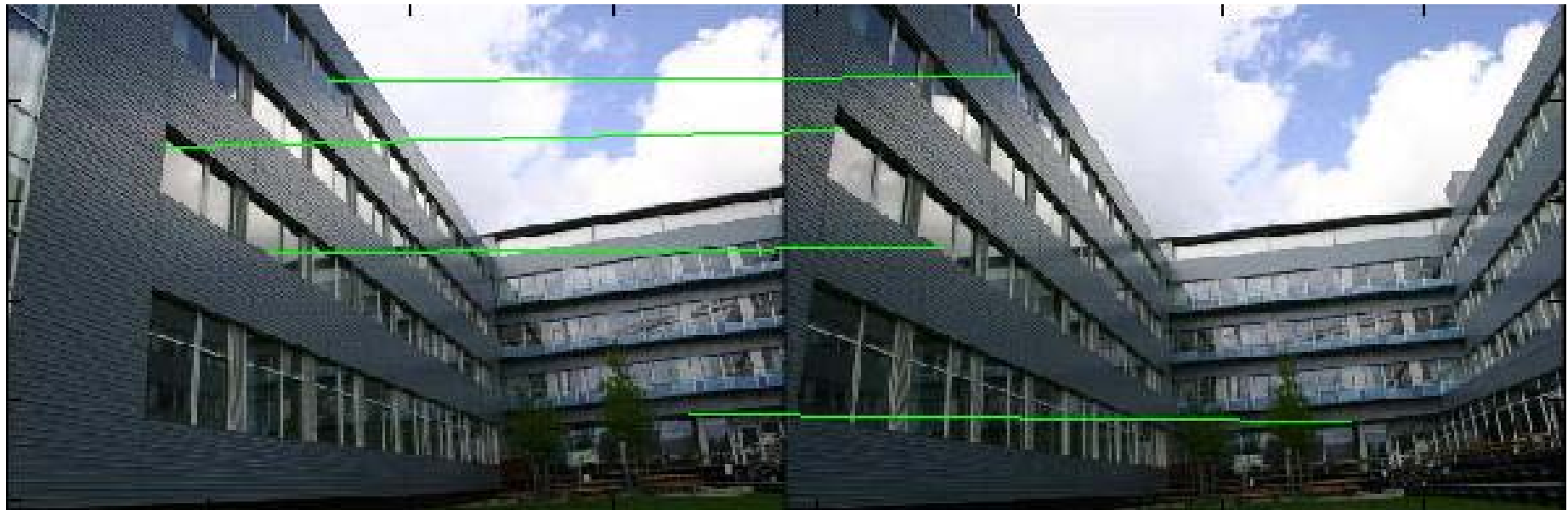
- Choose 2 overlapping images.
- Find SIFT features for each image.
- **Match SIFT features to get initial point correspondences.**





# SIFT + RANSAC for Homography with Pure Camera Rotation

- Choose 2 overlapping images.
- Find SIFT features for each image.
- Match SIFT features to get initial point correspondences.
- **Run RANSAC:**
  1. Select minimal number of points (4), find homography.

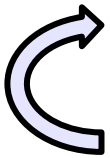




# SIFT + RANSAC for Homography with Pure Camera Rotation

- Choose 2 overlapping images.
- Find SIFT features for each image.
- Match SIFT features to get initial point correspondences.
- Run RANSAC:

No



1. Select minimal number of points (4), find homography.
2. Check number of data points consistent with this fit.
3. Good enough?  $\Rightarrow$  Find homography using all inliers.

Yes

Outliers

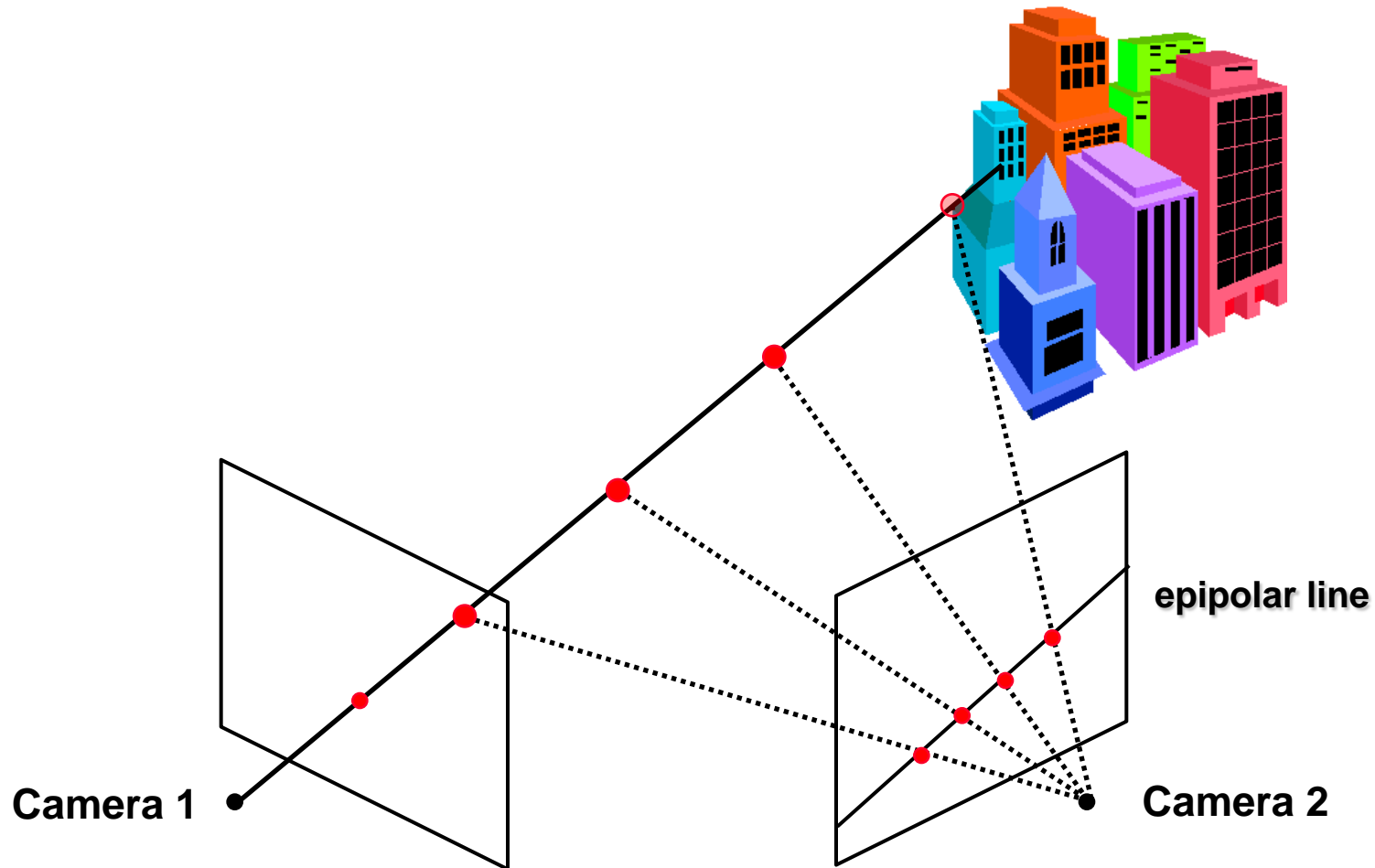
Inliers





# Epipolar Geometry Model

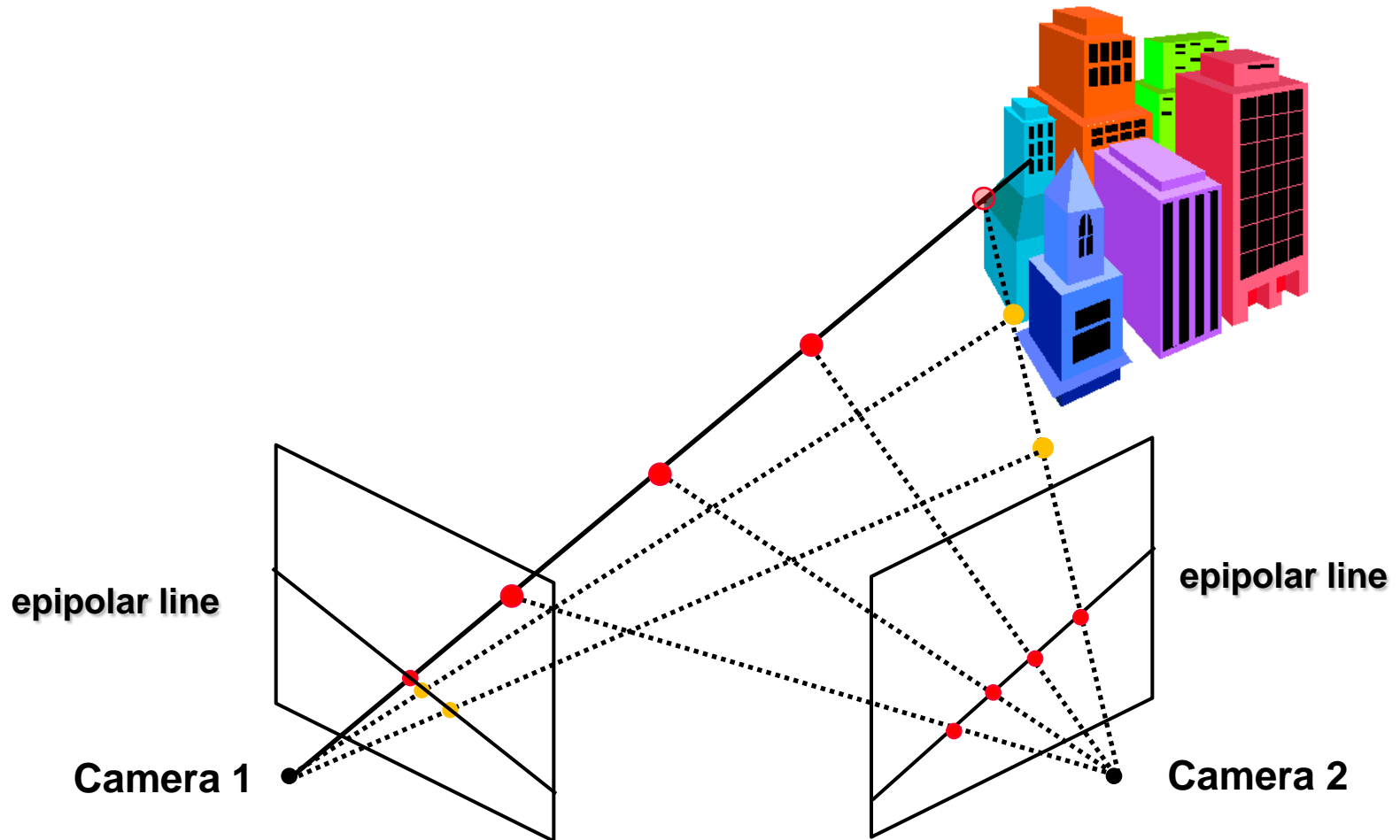
- Point in camera 1 has a corresponding point that lies somewhere along an epipolar line in camera 2.





# Epipolar Geometry Model

- **Corresponding points:**
  - Lie on conjugate epipolar lines.

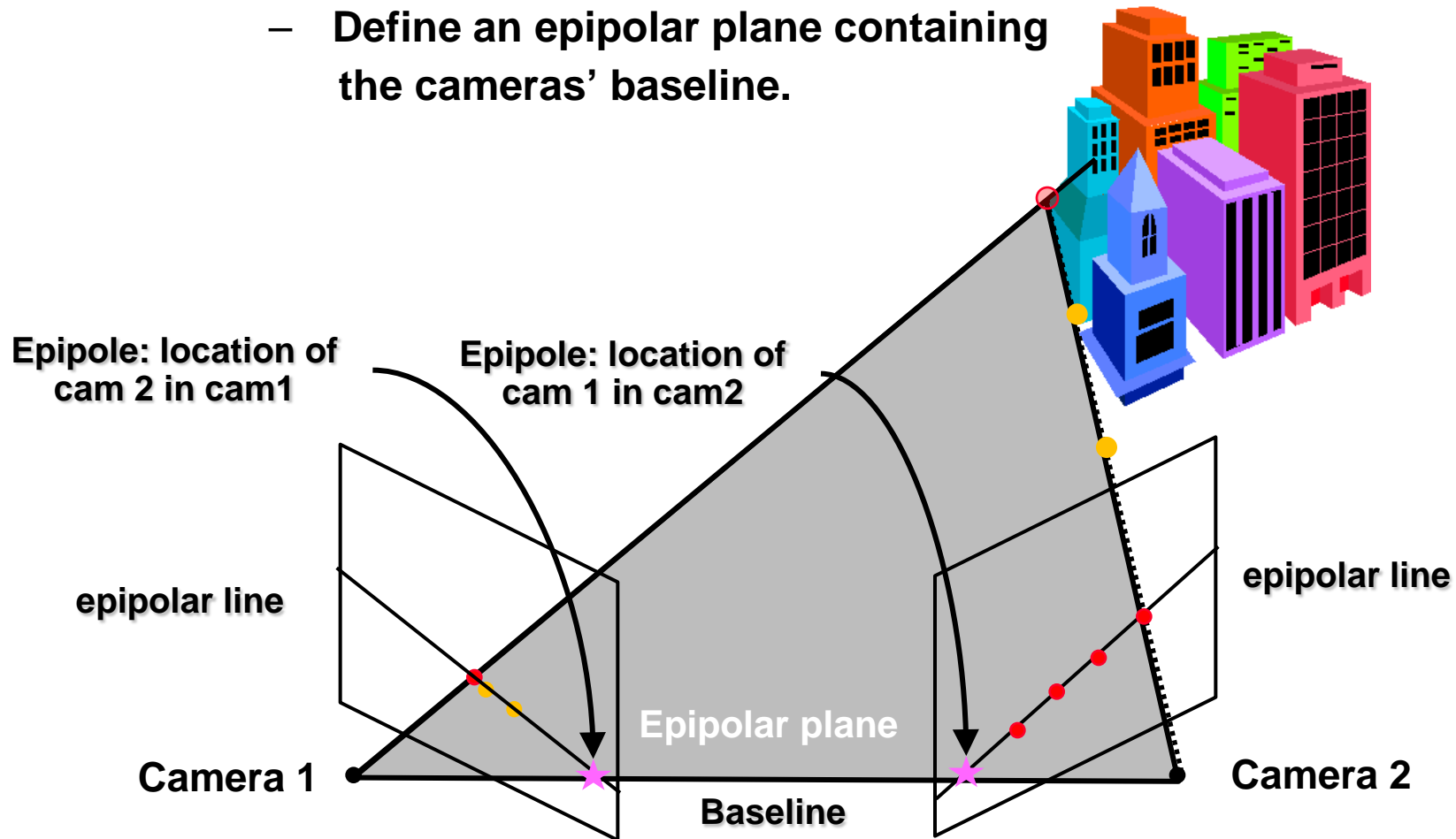






# Epipolar Geometry Model

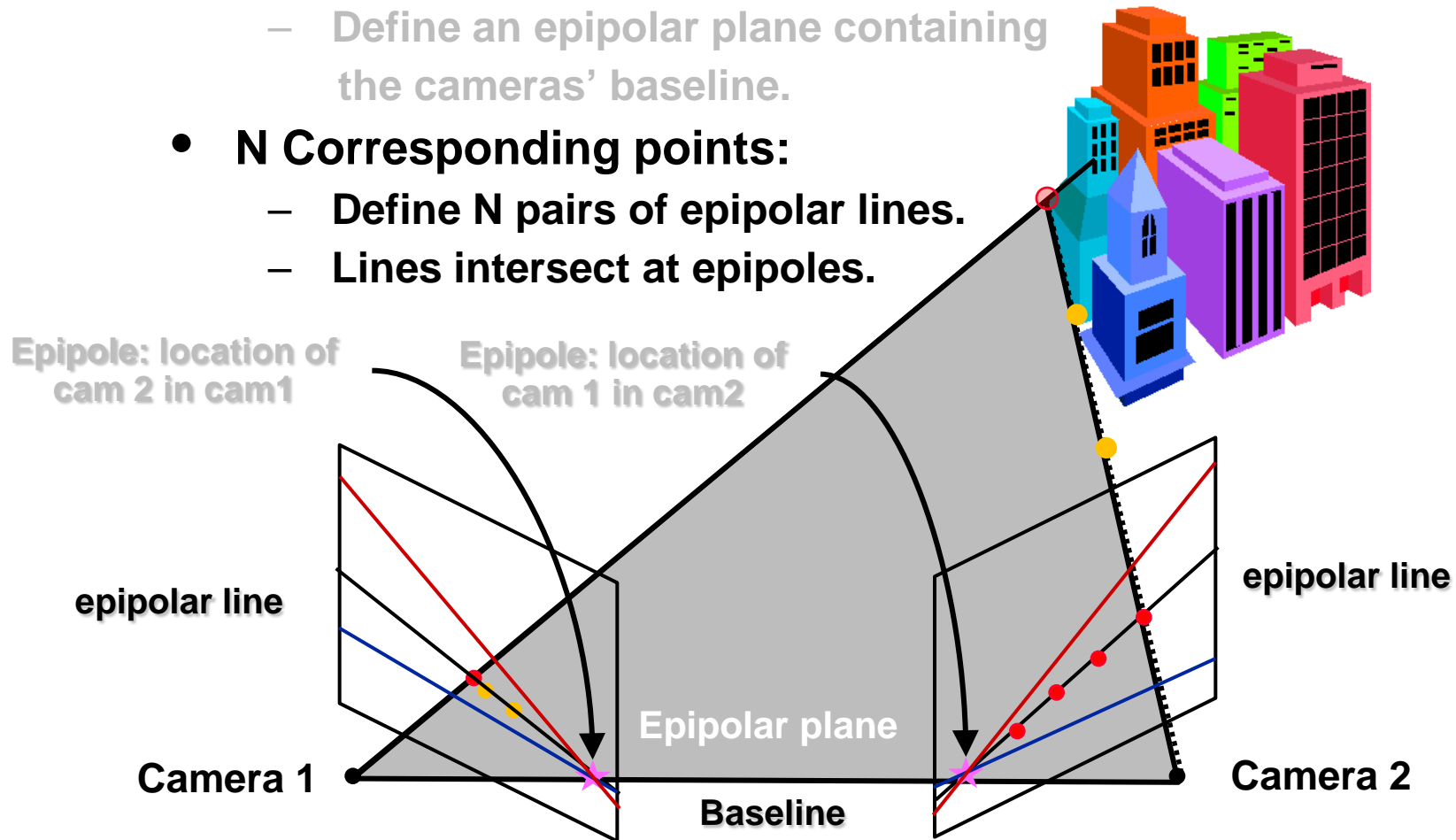
- **Corresponding points:**
  - Lie on conjugate epipolar lines.
  - Define an epipolar plane containing the cameras' baseline.





# Epipolar Geometry Model

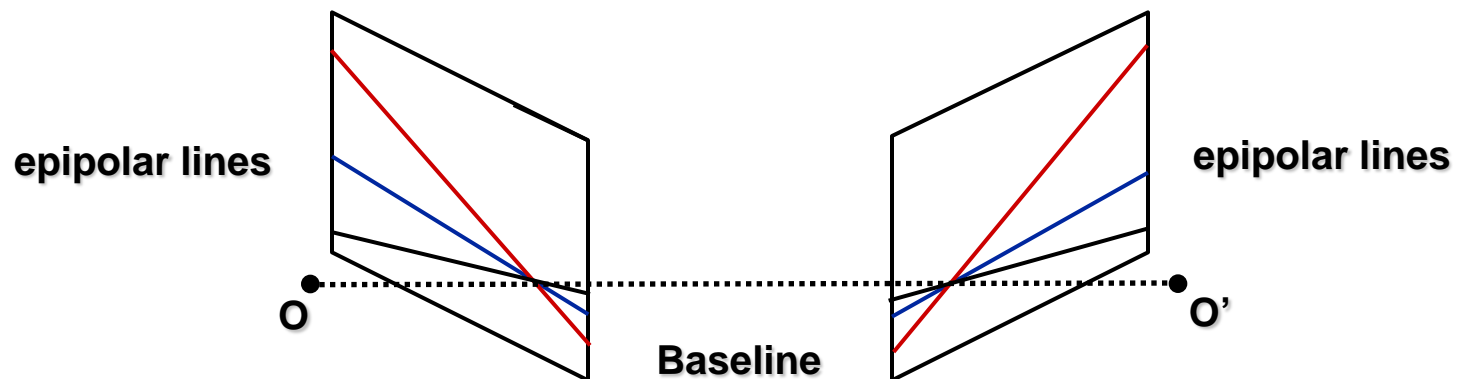
- Corresponding points:
  - Lie on conjugate epipolar lines.
  - Define an epipolar plane containing the cameras' baseline.
- **N Corresponding points:**
  - Define N pairs of epipolar lines.
  - Lines intersect at epipoles.





# Epipolar Geometry Recap

- Every plane through the baseline is an epipolar plane.
- It determines a pair of epipolar lines (one in each image).
- Two systems of epipolar lines are obtained.
- Each system intersects in a point, the *epipole*.
- The epipole is the projection of the center of the other camera.





# Epipolar Geometry Model & Correspondence Matching

- **Question:**
  - How do we use this epipolar geometry to constrain/filter some prior computed correspondence matches?
- **Answer:**
  - Given a correspondence point in one image, need to determine method to find the epipolar line in the second image.
  - If prior corresponding point in second image is close to the line, then it fits the epipolar geometry model.
- **What is missing:**
  - Method to determine how to go from point to epipolar line.



# Fundamental Matrix

- Fundamental matrix allows us to go from point  $p_R$  in right image to epipolar line  $L_L$  in the left image.

$$p_r \quad [u_R, v_R, 1] F_{3 \times 3} = L_L \quad \text{Eqn 3.1}$$

- Dot product of line  $L_L$  and left image point  $p_L$ , which should be on the line should equal zero.

$$L_L \begin{bmatrix} u_L \\ v_L \\ 1 \end{bmatrix} = 0$$
$$[u_R, v_R, 1] F_{3 \times 3} \begin{bmatrix} u_L \\ v_L \\ 1 \end{bmatrix} = 0 \quad \text{Eqn 3.2}$$



# Properties of Fundamental Matrix

- $F$  is homogeneous
- Has rank 2.
- Its (right and left) null spaces are the two epipoles.
- *9 parameters*
- $F$  can be recovered up to scale using 8 points.





# Computing F: The 8 Point Algorithm

- Assume that we have  $m$  correspondences.
- Each correspondence  $i$   $[p_R, p_L]$ , satisfies:

$$p_{Ri}^T F_{3 \times 3} p_{Li} = 0$$

Eqn 3.3

- $F$  is a  $3 \times 3$  matrix (9 entries), but rank 2.
- Homogenous linear system with 9 unknowns.
- Need  $m \geq 8$ ; solution will be up to a constant.



# Computing F: The 8 Point Algorithm

- **Let**  $p_{Ri} = [u'_i, v'_i, 1]$ , and  $p_{Li} = [u_i, v_i, 1]$

$$p_{Ri}^T F p_{Li} = 0 \quad i = 1 \dots m$$

- **Then:**

$$[u'_i, v'_i, 1] F_{3 \times 3} \begin{bmatrix} u_i \\ v_i \\ 1 \end{bmatrix} = 0$$

Eqn 3.4

$$[u'_i, v'_i, 1] \begin{bmatrix} f_{11} & f_{12} & f_{13} \\ f_{21} & f_{22} & f_{23} \\ f_{31} & f_{32} & f_{33} \end{bmatrix} \begin{bmatrix} u_i \\ v_i \\ 1 \end{bmatrix} = 0$$

Eqn 3.5



# Computing F: The 8 Point Algorithm

$$\begin{bmatrix} u'_i & v'_i & 1 \end{bmatrix} \begin{bmatrix} f_{11} & f_{12} & f_{13} \\ f_{21} & f_{22} & f_{23} \\ f_{31} & f_{32} & f_{33} \end{bmatrix} \begin{bmatrix} u_i \\ v_i \\ 1 \end{bmatrix} = 0 \quad \text{Eqn 3.6}$$

$$\underbrace{\begin{bmatrix} u_1 u'_1 & u_1 v'_1 & u_1 & v_1 u'_1 & v_1 v'_1 & v_1 & u'_1 & v'_1 & 1 \\ \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots \\ \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots \\ \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots \\ u_m u'_m & u_m v'_m & u_m & v_m u'_m & v_m v'_m & v_m & u'_m & v'_m & 1 \end{bmatrix}}_A \begin{bmatrix} f_{11} \\ f_{12} \\ f_{13} \\ f_{21} \\ f_{22} \\ f_{23} \\ f_{31} \\ f_{32} \\ f_{33} \end{bmatrix} = 0 \quad \text{Eqn 3.7}$$

$$Ax = 0$$

- Need to find non-trivial solution to  $Ax = 0$ ,  $\text{rank}(A) = m-1$
- Solve  $\min_x \|Ax\|^2$  such that  $\|x\|^2 = 1$



# Computing F: The 8 Point Algorithm

- Construct the  $m \times 9$  matrix  $A$
- Find the SVD entries of  $A = U D V'$  Eqn 3.8
- The entries of  $F$  are the components of the last column of  $V$  corresponding to the least singular value.
- $F$  must be singular ( $3 \times 3$  matrix of rank 2). Due to noise in correspondences, will not be singular. To enforce it:
  - Find SVD of  $F = U_f D_f V_f'$ . Eqn 3.9
  - Set smallest singular value of  $D_f$  to 0 to create  $D_f'$ .
  - Recompute  $F = U_f D_f' V_f'$ . Eqn 3.10



# SIFT + RANSAC for computing the Fundamental Matrix

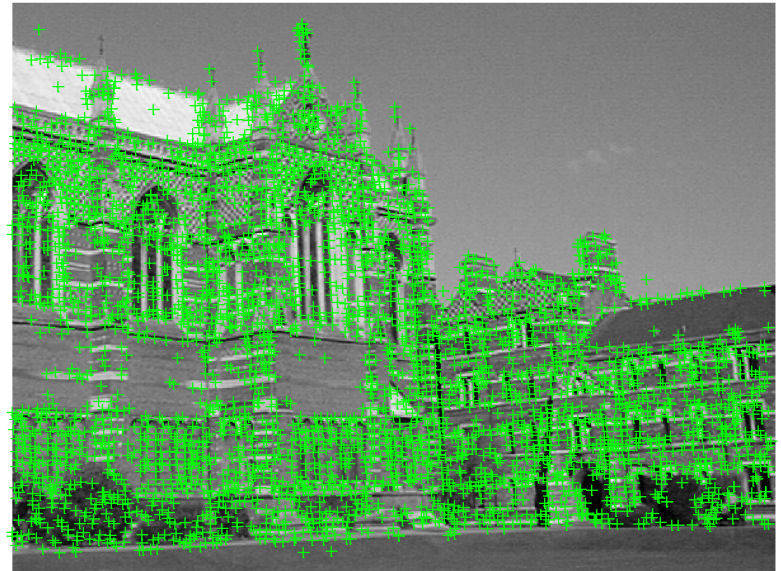
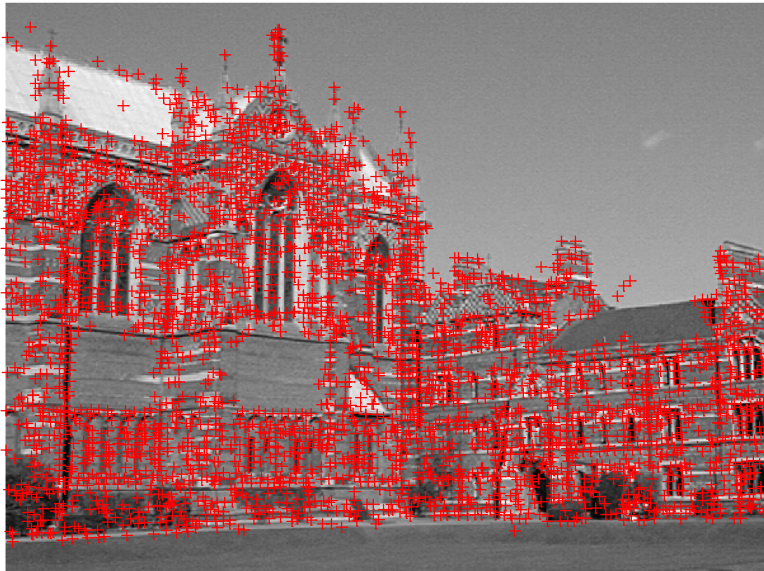
- Choose 2 overlapping images.





# SIFT + RANSAC for computing the Fundamental Matrix

- Choose 2 overlapping images.
- Find SIFT features for each image.

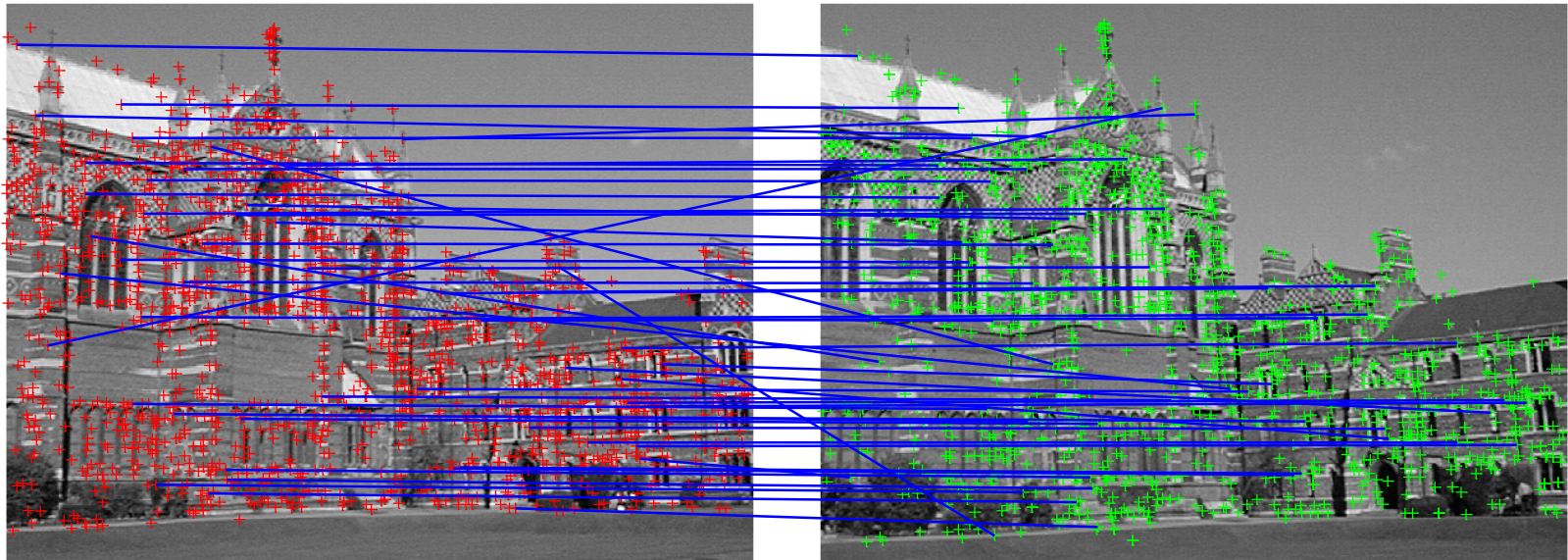






# SIFT + RANSAC for Homography with Pure Camera Rotation

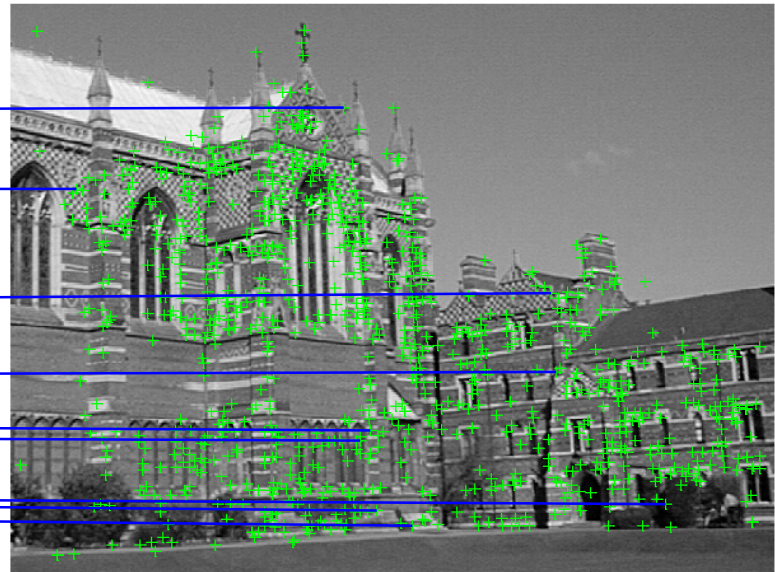
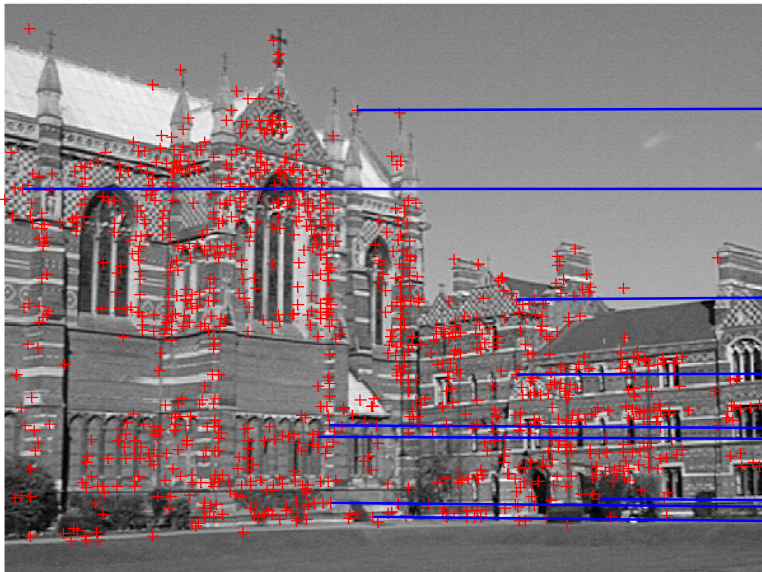
- Choose 2 overlapping images.
- Find SIFT features for each image.
- **Match SIFT features to get initial point correspondences.**





# SIFT + RANSAC for computing the Fundamental Matrix

- Choose 2 overlapping images.
- Find SIFT features for each image.
- Match SIFT features to get initial point correspondences.
- **Run RANSAC:**
  1. Select minimal number of points (8), find fundamental matrix.







# SIFT + RANSAC for computing the Fundamental Matrix

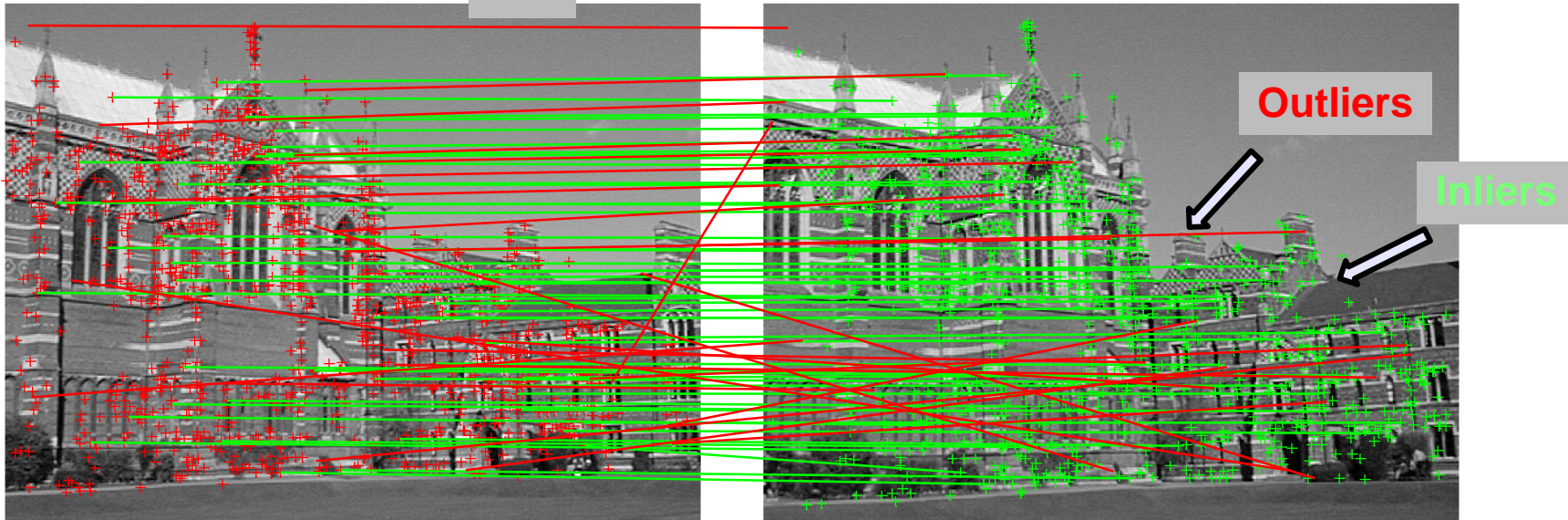
- Choose 2 overlapping images.
- Find SIFT features for each image.
- Match SIFT features to get initial point correspondences.
- Run RANSAC:

No



1. Select minimal number of points (8), find fundamental matrix.
2. Check number of data points consistent with this fit.
3. Good enough?  $\Rightarrow$  Find F matrix using all inliers.

Yes





# Lab 3A: SIFT + RANSAC for Fundamental Matrix Estimation

- Compute the fundamental matrix and estimate best  $F$  matrix using RANSAC.
- Go to [web.mit.edu/alexv/Public/IAP\\_2012/class03/Lab03A/](http://web.mit.edu/alexv/Public/IAP_2012/class03/Lab03A/)
  - Download code for SIFT/RANSAC (Set path with subfolders).
  - Complete code for 8-point algorithm under function **fundmatrix.m** (See Equations 3.8 to 3.10).
- Provided two example images from which to compute the fundamental matrix:
  - image01.bmp, image02.bmp
- Main function is testFund.m



# Lab 3B: SIFT + RANSAC for Homography Estimation

- Redo Lab 2B using SIFT+ RANSAC to automatically compute the homographies.
- Go to [web.mit.edu/alexv/Public/IAP\\_2012/class03/Lab03B/](http://web.mit.edu/alexv/Public/IAP_2012/class03/Lab03B/)
  - Download code ransac, 4 point homography.
- Provided same 3 images as in Lab 2, down-sampled to reduce computation time:
  - MITLeft\_downsampled.jpg, MITMiddle\_downsampled.jpg  
MITRight\_downsampled.jpg
- Main function is testHomographies.m



# Preparation for Lab 04

## Structure from Motion

- Find a place / static object that you would like to reconstruct in 3D.
  - Could be inside or outside a building.
  - Objects that reconstruct well typically have lots of textures, not a lot of symmetry, no shiny surfaces.
- Take a bunch of pictures (~20-30) of the place of interest from various camera poses (say in a 45-90° frustum).
- Try to keep the object in the center of the image.
  - Move around on the ground to see object from various perspectives.
  - Try higher/lower vantage points.
- Install Visual SFM:
  - <http://www.cs.washington.edu/homes/ccwu/vsfm/>



# References

- **Lowe, D. G., “Distinctive Image Features from Scale-Invariant Keypoints”, International Journal of Computer Vision, 60, 2, pp. 91-110, 2004**
- **Martin A. Fischler and Robert C. Bolles (June 1981). "Random Sample Consensus: A Paradigm for Model Fitting with Applications to Image Analysis and Automated Cartography". *Comm. of the ACM* 24 (6): 381–395**
- **R. I. Hartley. In defence of the 8-point algorithm. In Proceedings of the IEEE International Conference on Computer Vision, 1995.**
- **R. Hartley and A. Zisserman, “Multiple view geometry in computer vision (2<sup>nd</sup> edition)”, Cambridge University Press, 2003.**
  - **Pedagogical material for today’s class was drawn from chapters 9, 10 and 11.**
  - **Excerpts of book can be found online here:  
<http://www.robots.ox.ac.uk/~vgg/hzbook/>**