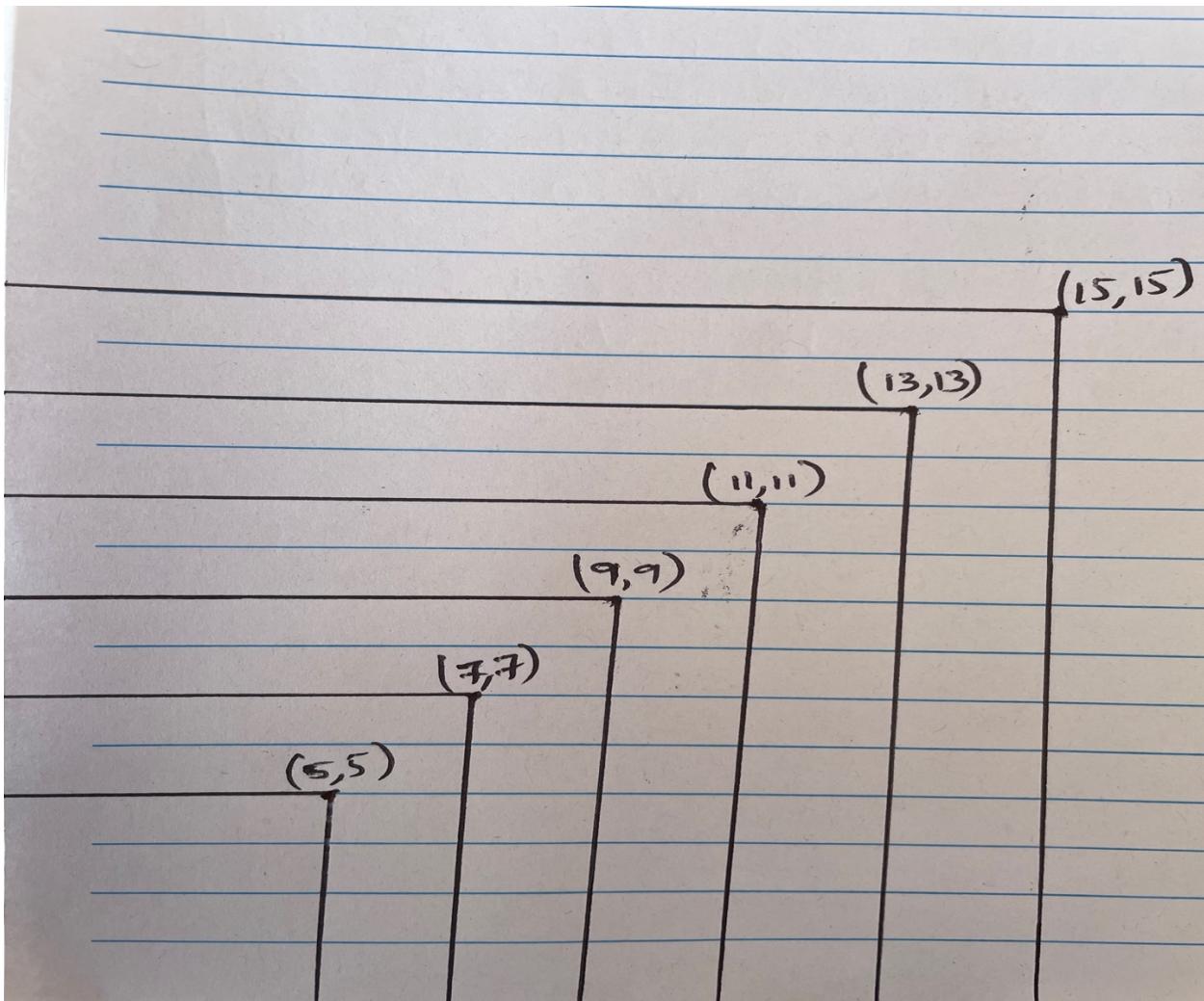


## HW-1

### COMPUTER VISION

1. Point the camera to a chessboard pattern or any known set of reference points that lie on the same plane. Capture a series of 10 images by changing the orientation of the camera in each iteration. Select any 1 image, and using the image formation pipeline equation, set up the linear equations in matrix form and solve for intrinsic and extrinsic parameters (extrinsic for that particular orientation). You will need to make measurements of the actual 3D world points, and mark pixel coordinates.

Once you compute the Rotation matrix, you also need to compute the angles of rotation along each axis. Choose your order of rotation based on your experimentation setup.



	x	y	u	v
	0	0	$1.261 \times 10^3$ $\approx 0$	973.20 $\approx 0$
point 1	50	50	$1.296 \times 10^3$ $\approx 78$	897.40 $\approx 73.3$
point 2	70	70	$1.33 \times 10^3$ $\approx 109.2$	870.50 102.6
point 3	90	90	$1.376 \times 10^3$ $\approx 144$	842.62 $\approx 132$
point 4	110	110	$1.413 \times 10^3$ $\approx 174$	813.26 $\approx 161$
point 5	130	130	$1.46 \times 10^3$ $\approx 208$	785.50 $\approx 188$
point 6	150	150	$1.486 \times 10^3$ $\approx 240.6$	755.10 $\approx 217$

parametric Matrix:-

$$A = \begin{bmatrix} 50, 50, 2, 1, 0, 0, 0, 0, -3880, -3880, -155, -82 \\ 0, 0, 0, 0, 50, 50, 50, 50, -3675, -3690, -144, -78 \\ 70, 70, 2, 1, 0, 0, 0, 0, -7650, -7650, -222, -109 \\ 0, 0, 0, 0, 70, 70, 2, 1, -7120, -7120, -202, -101 \\ 90, 90, 2, 1, 0, 0, 0, 0, -12954, -12954, -280, -148 \\ 0, 0, 0, 0, 90, 90, 2, 1, -11790, -11790, -259, -133 \\ 110, 110, 2, 1, 0, 0, 0, 0, -19136, -19136, -340, -170 \\ 0, 0, 0, 0, 110, 110, 2, 1, -17826, -17826, -322, -164 \\ 130, 130, 2, 1, 0, 0, 0, 0, -27101, -27101, -413, -201 \\ 0, 0, 0, 0, 130, 130, 2, 1, -18072, -18072, -380, -187 \\ 150, 150, 2, 1, 0, 0, 0, 0, -36220, -36869, -482, -242 \\ 0, 0, 0, 0, 150, 150, 2, 1, -32850, -32850, -437, -218 \end{bmatrix}$$

$$A^T \cdot AP = \lambda P$$

$$\begin{aligned}
& 2500, 0, 140, 0, 0, 0, 0, -504400, 0, -23250, 0 \\
& 0, 0, 0, 0, 4500, 0, 220, 0, -477750, 0, -21600, 0 \\
& 140, 0, 4, 0, 0, 0, 0, -15300, 0, -444, 0 \\
& 0, 0, 0, 0, 70, 0, 2, 0, -7120, 0, -202, 0 \\
& 0, 4500, 0, 70, 0, 0, 0, 0, -1684020, 0, -22200 \\
& 0, 0, 0, 0, 0, 8100, 0, 110, 0, -1532700, 0, -19950 \\
& 0, 220, 0, 2, 0, 0, 0, 0, -38272, 0, -340 \\
& 0, 0, 0, 0, 0, 110, 0, 1, 0, -17826, 0, -164 \\
& -504400, -477750, -15300, -7120, 0, 0, \\
& 0, 0, 734464201, 48976272, 14958860, \\
& 6602850
\end{aligned}$$

$$\begin{bmatrix}
0, 0, 0, 0, -1684020, -1532700 \\
-38272, -17826, 489769272, 32659184, \\
13763600, 6142950
\end{bmatrix}$$

$$\begin{bmatrix}
-23250, -21600, -444, -202, 0, 0 \\
0, 0, 14958860, 13763600, 232324, \\
105754
\end{bmatrix}$$

$$\begin{bmatrix}
0, 0, 0, 0, -22200, -19950 \\
-340, -164, 6602850, 6142950, 105754, 47524
\end{bmatrix}$$

parametrix matrix

$$\begin{bmatrix} -504400, -477750, -15300, 7126 \\ -1684020, -1532700, -38272, -17826 \\ 504400, -1684020, -23250, -22200 \end{bmatrix}$$

AR-factorization

$$\begin{bmatrix} -1296020 & -1283281 & -221979 \\ -10869261 & -10799486 & -193775 \\ -12807620 & -11908060 & -221239 \end{bmatrix}$$

translation matrix

$$t = K \begin{bmatrix} P_{14} \\ P_{24} \\ P_{34} \end{bmatrix}$$

$$K = \begin{bmatrix} 173120.04260 & 2108763.14216 & 43927.10605 \\ 0 & -1172350.3269 & -12160.14676 \\ 0 & 0 & 362101237 \end{bmatrix}$$

final extrinsic vector

$$= \begin{bmatrix} -0.19165132 \\ -0.0490964 \\ 5.0068021 \end{bmatrix}$$

2. Select any pair of images from the set in problem 1 above. Compute the homography between those two images.

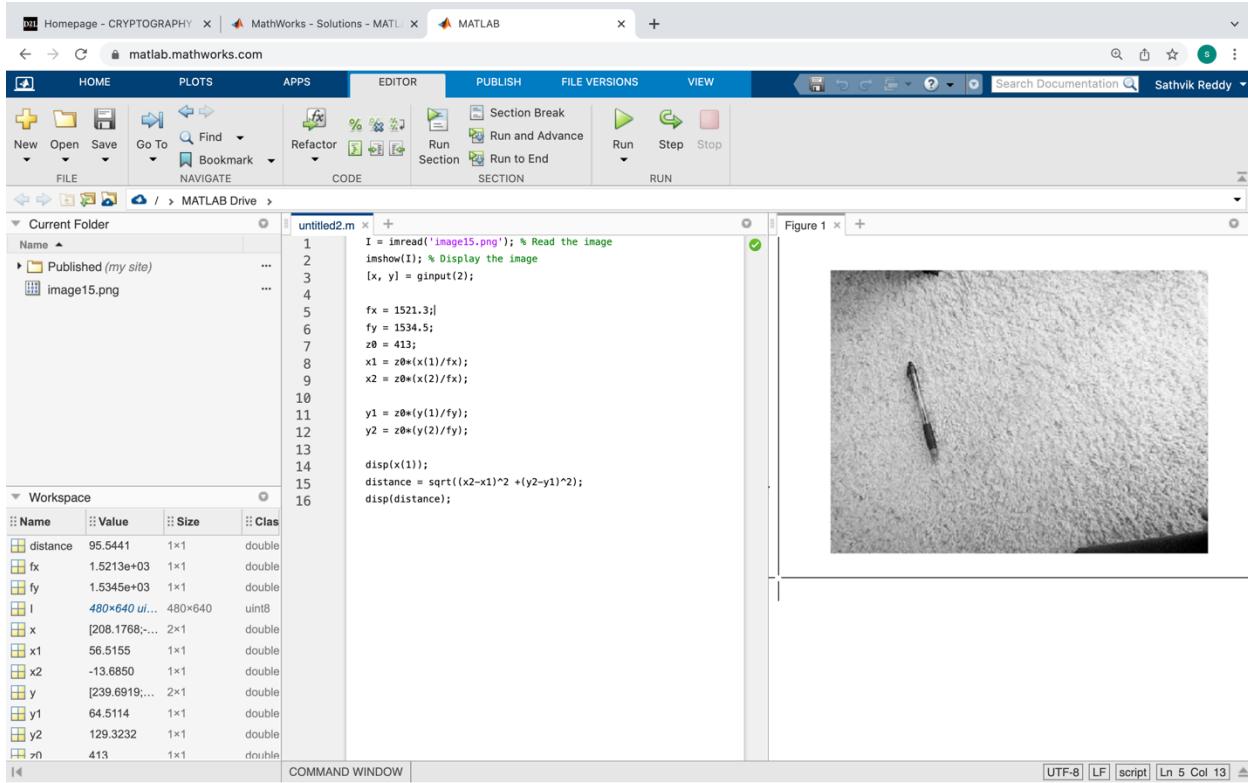
	$U$	$V$
Point 1	-75.6	-75
Point 2	109	103
Point 3	141	138
Point 4	175	162
Point 5	208	190
Point 6	243	219

$$A^T A H = \lambda H$$
  

$$A = \begin{bmatrix} 78, 73.3, 1, 0, 0, 0, -5896.8, -5541.48, -75.6 \\ 0, 0, 0, 109.2, 102.6, 1, -1847.6, -10567.8, -103 \\ 144, 132, 1, 0, 0, 0, -20304, -18612, -141, \\ 0, 0, 0, 174, 161, 1, -28188, -26082, -162 \\ 208, 188, 1, 0, 0, 0, -43264, -39104, -208 \\ 0, 0, 0, 240.6, 217, 1, -52691.4, -47523, -219 \end{bmatrix}$$

### 3. MATLAB SCRIPT



The screenshot shows the MATLAB IDE interface. The top menu bar includes HOME, PLOTS, APPS, EDITOR (selected), PUBLISH, FILE VERSIONS, and VIEW. The toolbar contains icons for New, Open, Save, Go To, Find, Refactor, Run Section, Run and Advance, Run to End, Section Break, Run, Step, and Stop. The Current Folder browser shows 'Published (my site)' and 'image15.png'. The Workspace browser lists variables: distance (95.5441), fx (1.5213e+03), fy (1.5345e+03), I (480x640 uint8), x (208.1768...), x1 (56.5155), x2 (-13.6850), y ([239.6919;...]), y1 (64.5114), y2 (129.3232), and z0 (413). The Editor window displays the script 'untitled2.m' which reads an image, displays it, and calculates the distance between two points. The Command Window at the bottom shows the output of the script.

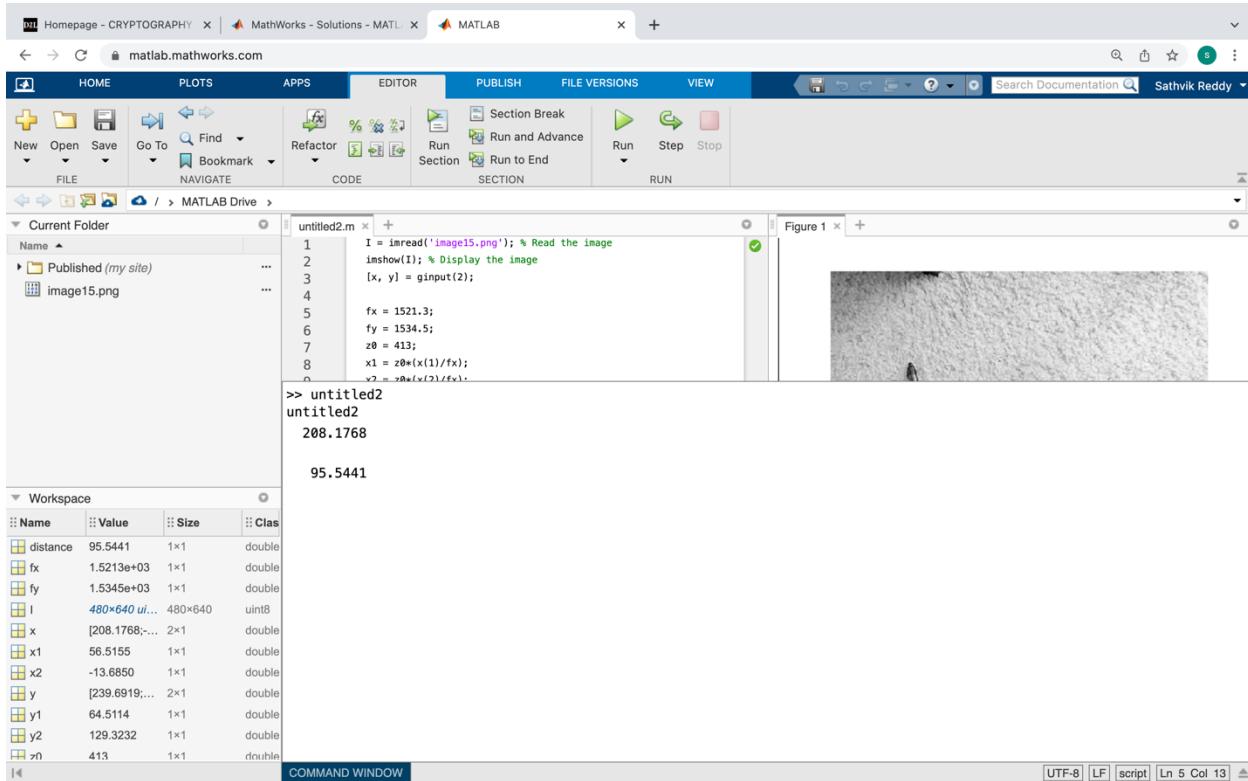
```
I = imread('image15.png'); % Read the image
imshow(I); % Display the image
[x, y] = ginput(2);

fx = 1521.3;
fy = 1534.5;
z0 = 413;
x1 = z0*(x(1)/fx);
x2 = z0*(x(2)/fx);

y1 = z0*(y(1)/fy);
y2 = z0*(y(2)/fy);

disp(x(1));
distance = sqrt((x2-x1)^2 + (y2-y1)^2);
disp(distance);
```

COMMAND WINDOW: distance = 95.5441



The screenshot shows the MATLAB IDE interface. The top menu bar includes HOME, PLOTS, APPS, EDITOR (selected), PUBLISH, FILE VERSIONS, and VIEW. The toolbar contains icons for New, Open, Save, Go To, Find, Refactor, Run Section, Run and Advance, Run to End, Section Break, Run, Step, and Stop. The Current Folder browser shows 'Published (my site)' and 'image15.png'. The Workspace browser lists variables: distance (95.5441), fx (1.5213e+03), fy (1.5345e+03), I (480x640 uint8), x (208.1768...), x1 (56.5155), x2 (-13.6850), y ([239.6919;...]), y1 (64.5114), y2 (129.3232), and z0 (413). The Editor window displays the script 'untitled2.m' and the command 'ans = 208.1768'. The Command Window at the bottom shows the output of the script.

```
I = imread('image15.png'); % Read the image
imshow(I); % Display the image
[x, y] = ginput(2);

fx = 1521.3;
fy = 1534.5;
z0 = 413;
x1 = z0*(x(1)/fx);
x2 = z0*(x(2)/fx);

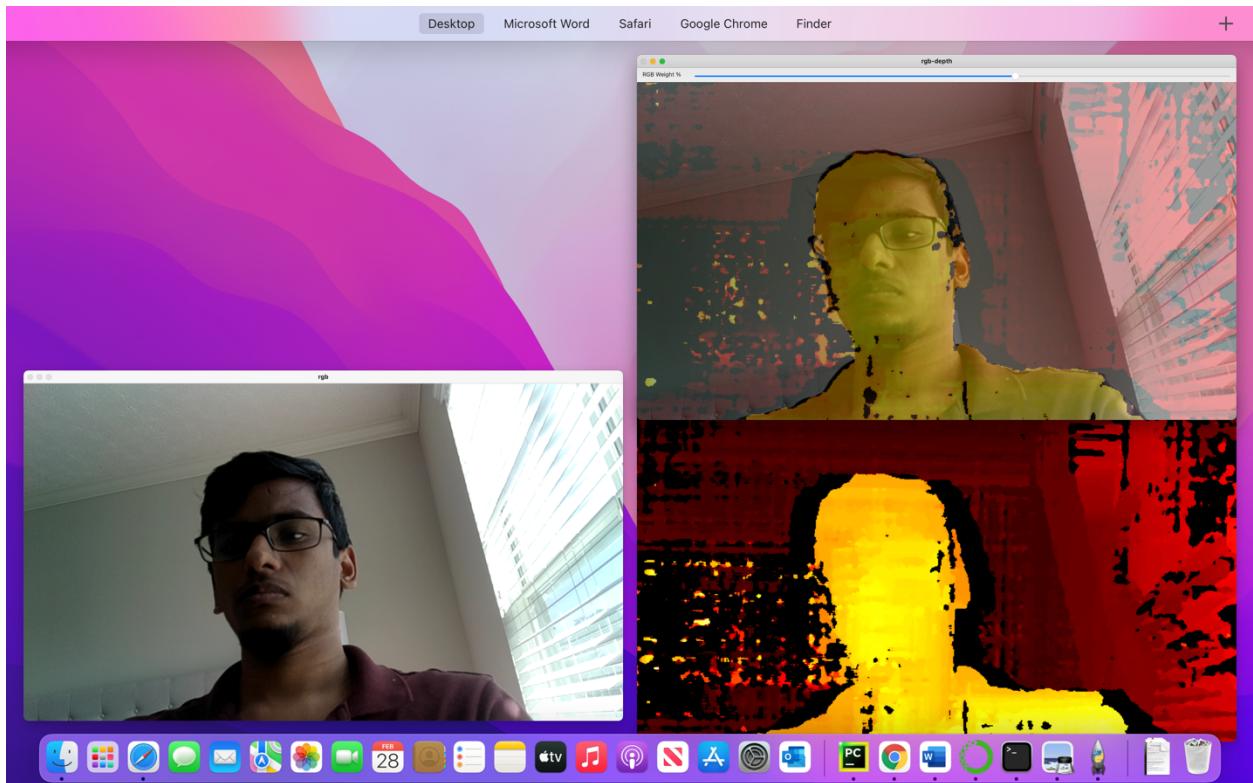
y1 = z0*(y(1)/fy);
y2 = z0*(y(2)/fy);

disp(x(1));
distance = sqrt((x2-x1)^2 + (y2-y1)^2);
disp(distance);
```

ANSWER: 208.1768

COMMAND WINDOW: distance = 95.5441

## 5.RGB STREAM



Yes, it is possible to show rgb stream from the mono camera and a depth map stream from the stereo camera.

## 6. CAMERA CALIBRATION

