

Computer Vision
and Geometry Lab

Computer Vision

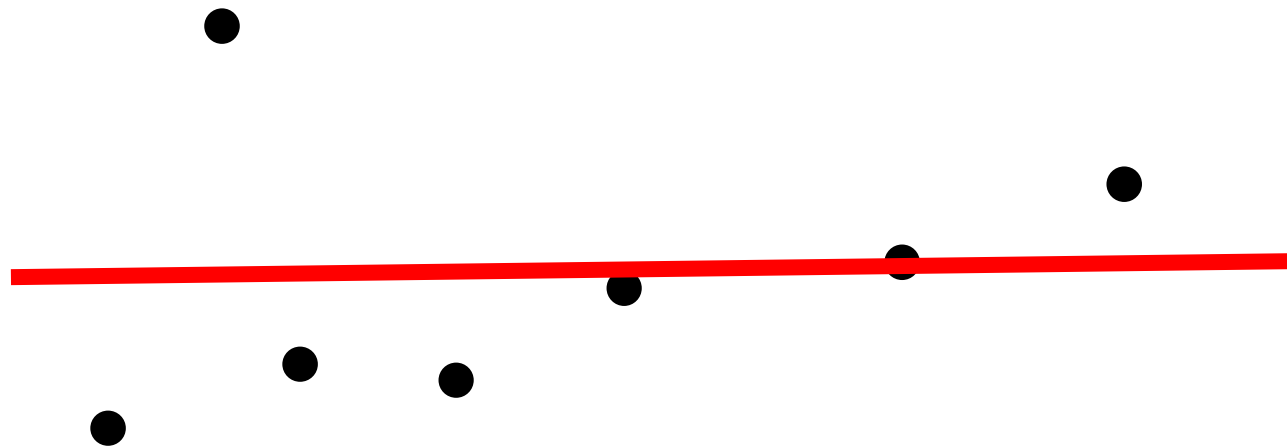
Exercise Session 4

Assignment 4

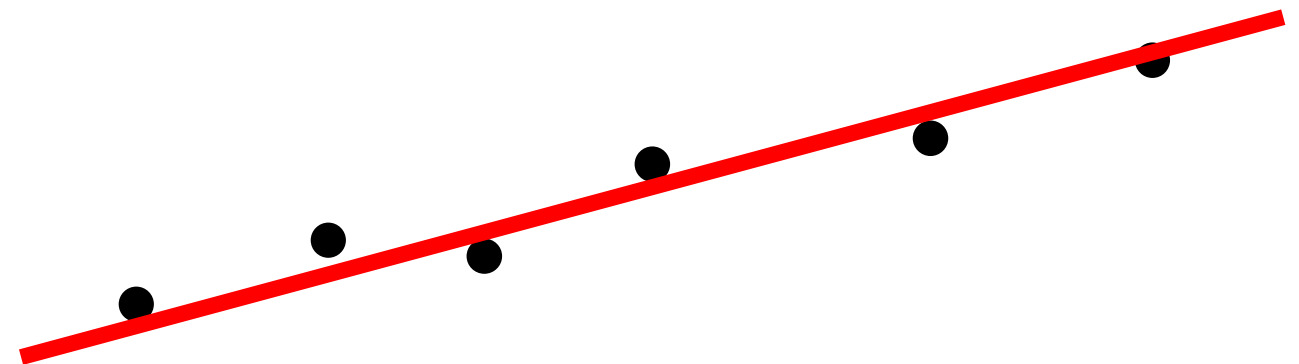
- 3 Tasks:
 - 2D line fitting with RANSAC.
 - 8-Point algorithm (fundamental/essential matrix)
 - Fundamental matrix fitting with RANSAC

RANSAC

- Least squares solution is dramatically effected by outliers:



What we want to have:

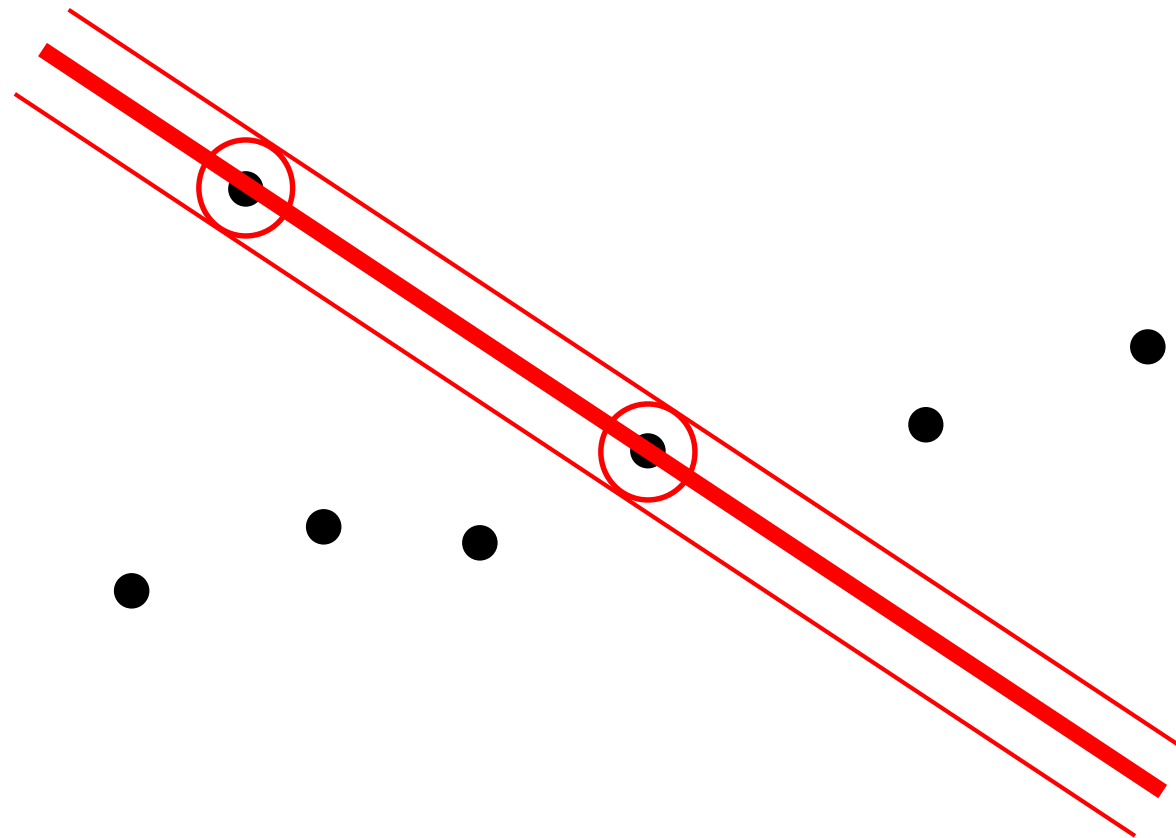


RANSAC

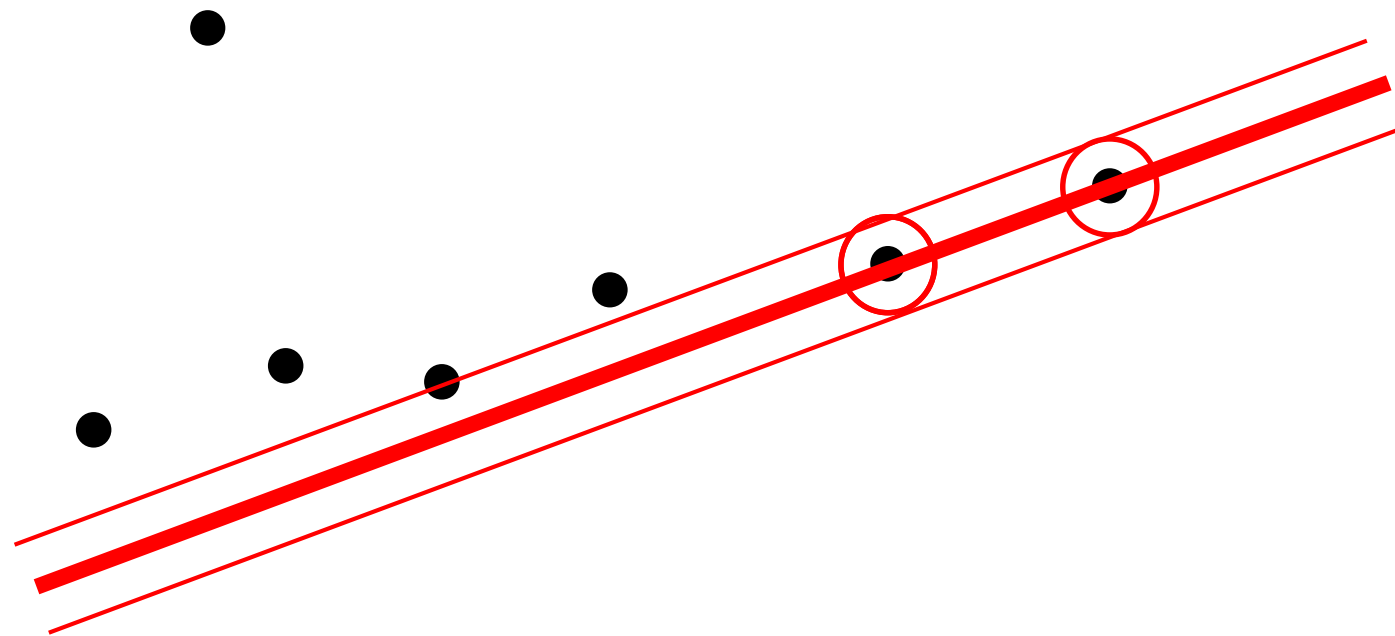
■ Algorithm

1. Guess N points that you hope are inliers.
2. Compute the solution.
3. Check how many other points fit within some threshold, i.e. are inliers.
4. Repeat 1-3 until you're sure the solution has been found.
5. (Optional) Take the solution that has the most inliers, and compute least-squares solution from inliers.

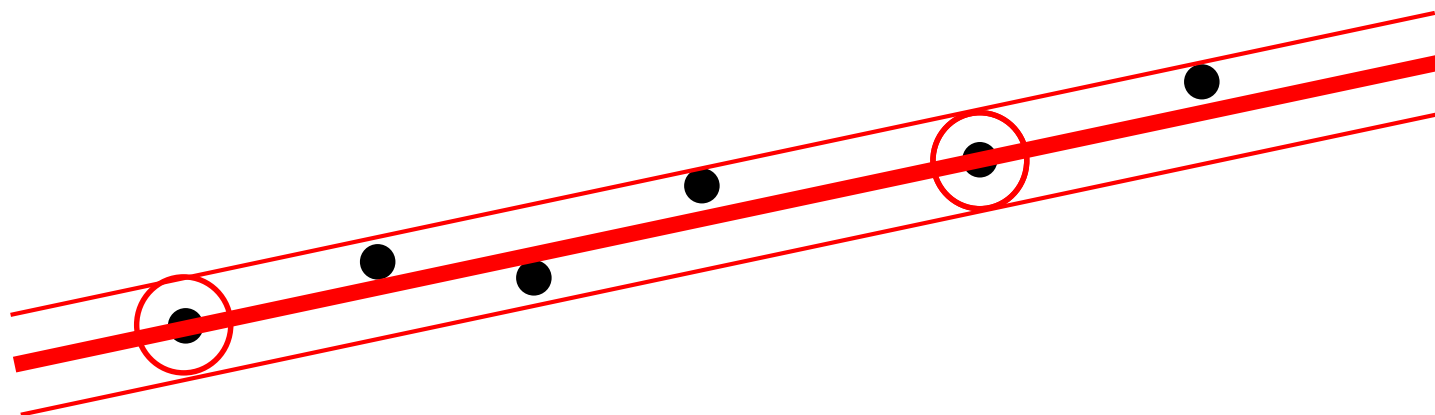
RANSAC



RANSAC

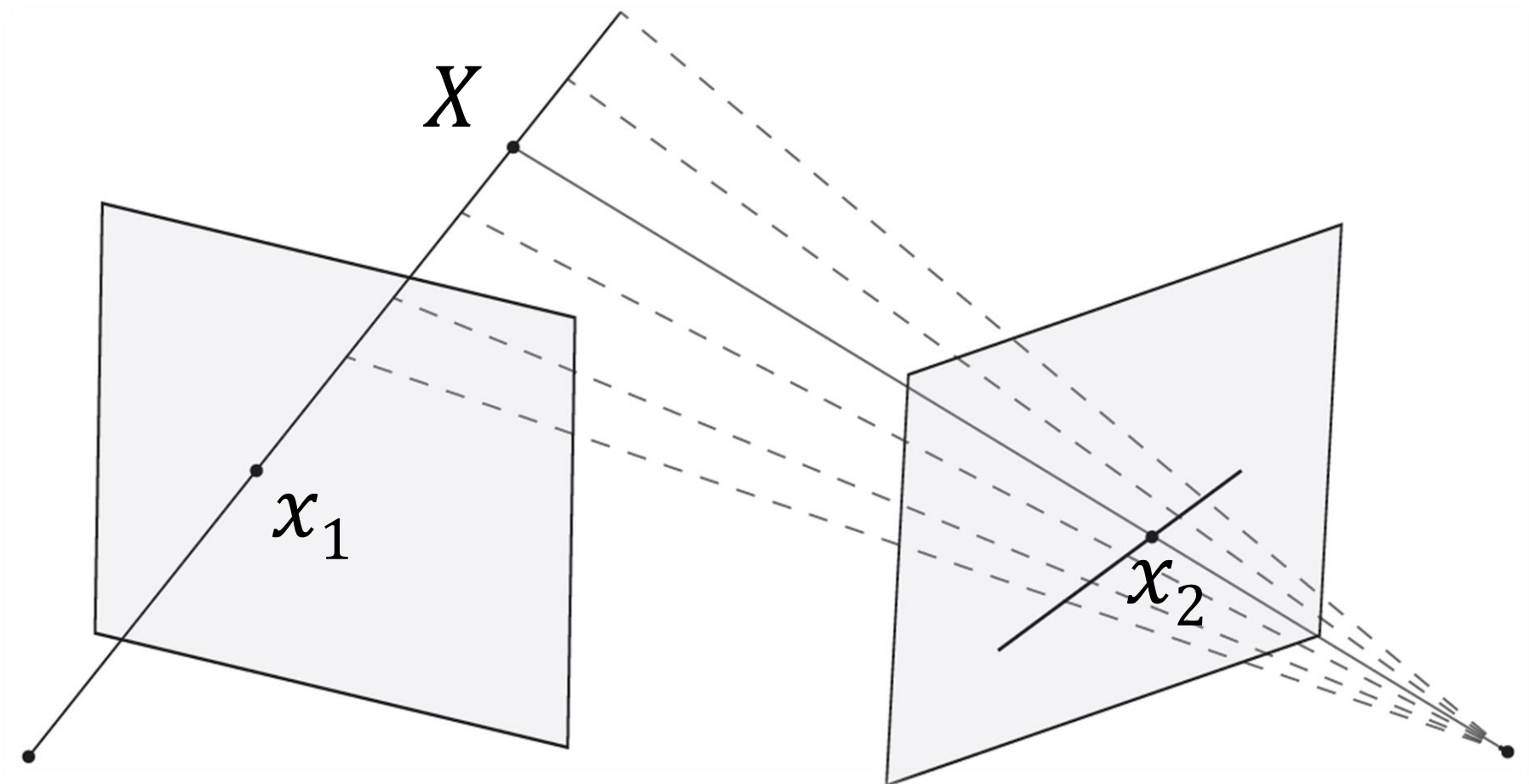


RANSAC



Fundamental matrix

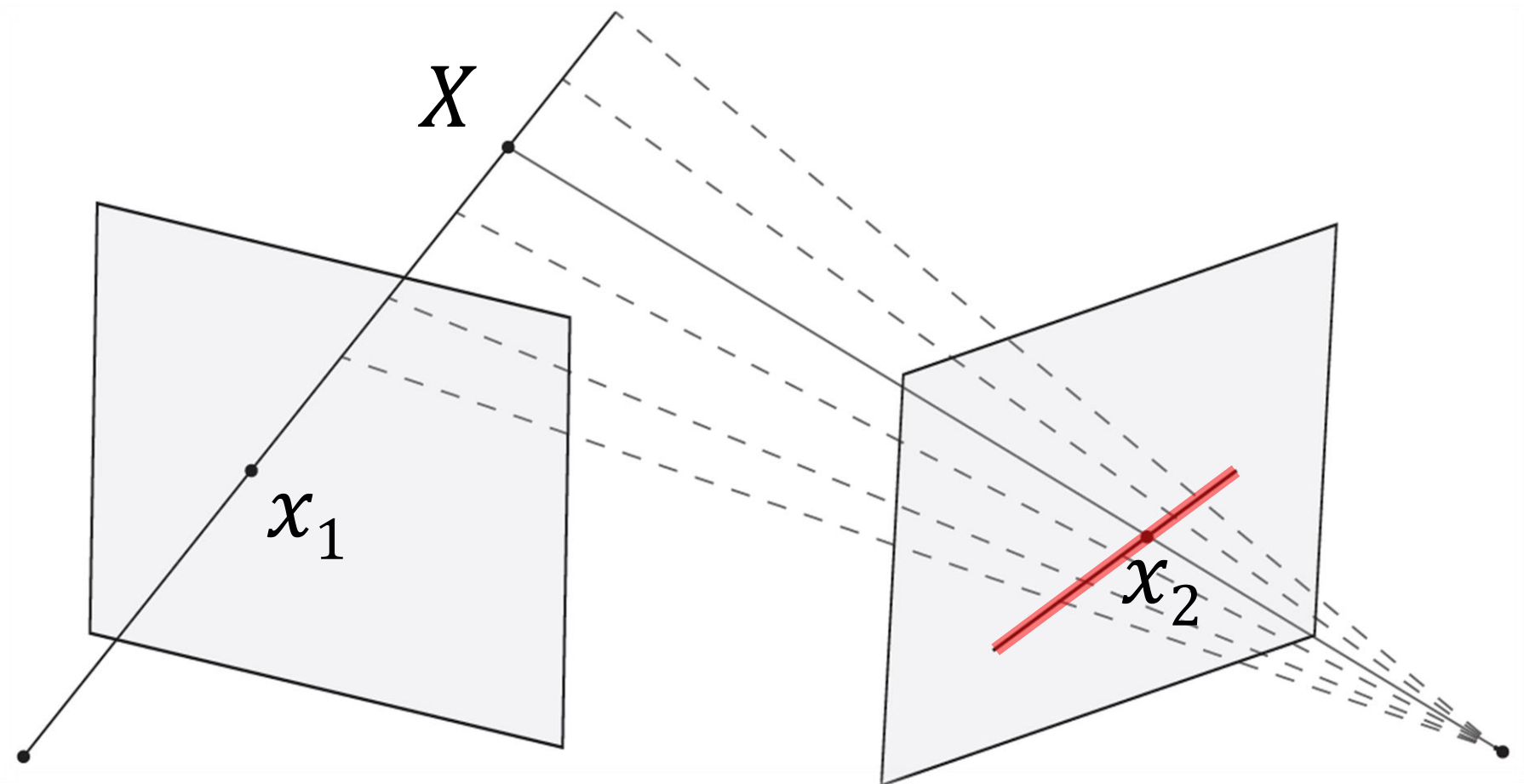
- 3x3 matrix
- $\det(F) = 0$
- $x_2^T F x_1 = 0$



Fundamental matrix

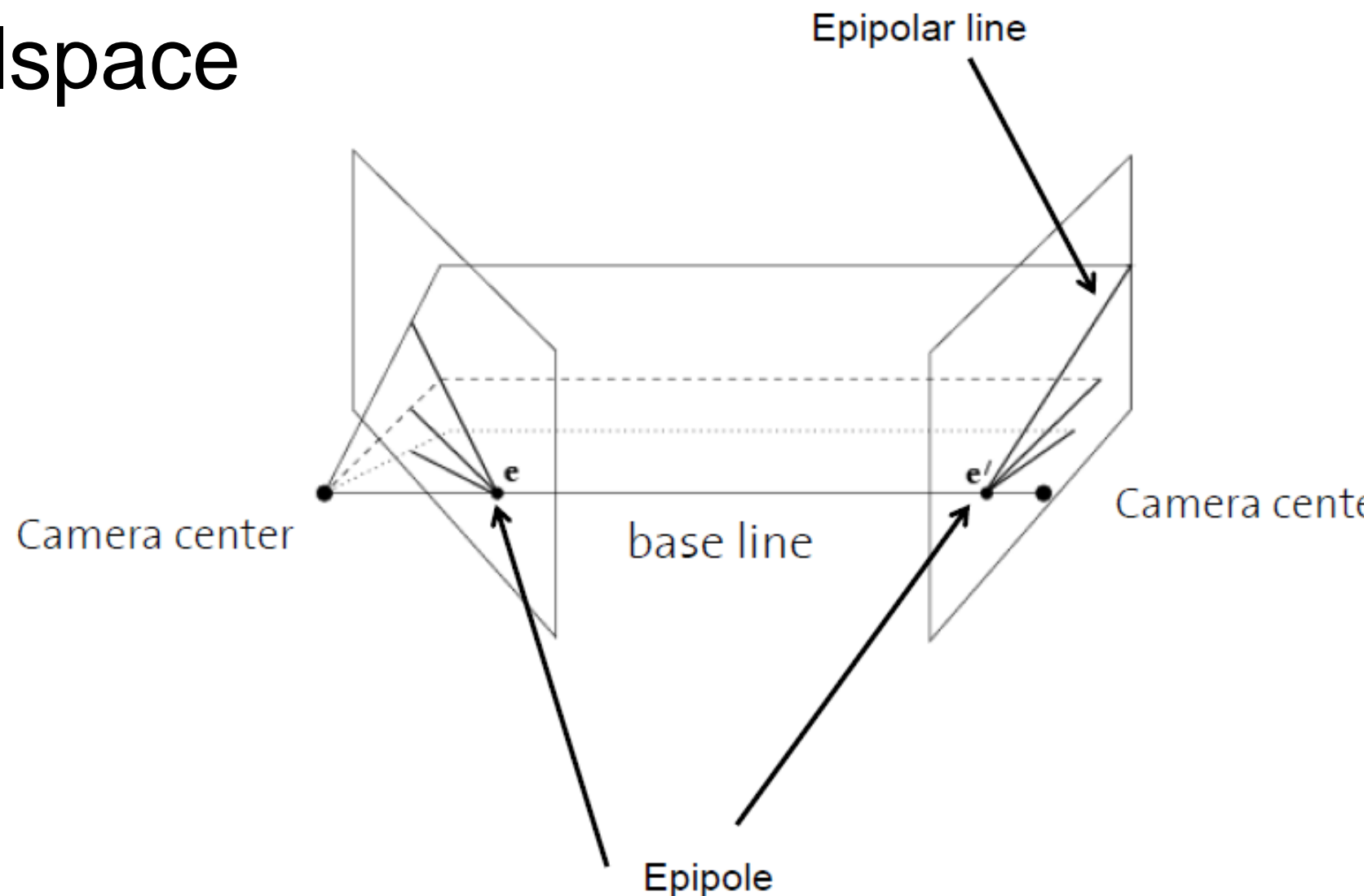
- 3x3 matrix
- $\det(F) = 0$
- $x_2^T F x_1 = 0$

$$l = F x_1$$



Fundamental matrix

- Epipoles = Projections of the camera centers
- $Fe = F^T e' = 0$
- Left and right nullspace



Eight point algorithm

- Linear constraint

$$x'^T F x = 0$$

- $(xx', xy', x, yx', yy', y, x', y', 1) * \text{vec}(F) = 0$

Eight point algorithm

- Linear constraint

$$x'^T F x = 0$$

- $(xx', xy', x, yx', yy', y, x', y', 1) * \text{vec}(F) = 0$

$$\begin{pmatrix} x_1 x'_1, x_1 y'_1, x_1, y_1 x'_1, y_1 y'_1, y_1, x'_1, y'_1, 1 \\ x_2 x'_2, x_2 y'_2, x_2, y_2 x'_2, y_2 y'_2, y_2, x'_2, y'_2, 1 \\ x_3 x'_3, x_3 y'_3, x_3, y_3 x'_3, y_3 y'_3, y_3, x'_3, y'_3, 1 \\ \vdots \end{pmatrix} \mathbf{f} = 0$$

- Homogeneous least squares (solve using SVD)

$$\min_{\mathbf{f}} |A\mathbf{f}|^2 \text{ s. t. } |\mathbf{f}|^2 = 1$$

Eight point algorithm

- Points need to be normalized (center and rescale)
 - Don't forget to remove normalization afterwards!
 - Why normalize?

$$\underbrace{(xx', xy', x, yx', yy', y)}_{\sim 10^6} \underbrace{(x', y')}_{\sim 10^3} \underbrace{(1)}_1 * vec(F) = 0$$

- Enforce singularity constraint $\det(F) = 0$
 - Project to closest singular matrix using SVD (set last singular value to zero)

Essential matrix (calibrated cameras)

- Essential matrix is Fundamental matrix for calibrated cameras

$$\hat{x}_2^T E \hat{x}_1 = 0$$

where \hat{x}_1 and \hat{x}_2 are calibrated image coordinates

$$\hat{x}_1 = K_1^{-1} x_1 \text{ and } \hat{x}_2 = K_2^{-1} x_2$$

- K is the camera calibration matrix
- First two singular values equal, third zero

$$E = [t]_{\times} R$$

$$[t]_{\times} = \begin{bmatrix} 0 & t_z & -t_y \\ -t_z & 0 & t_x \\ t_y & -t_x & 0 \end{bmatrix}$$

Essential matrix (calibrated cameras)

- Linear solution using 8 points
- Enforce constraints using SVD

$$E = U \begin{bmatrix} s_1 & & \\ & s_2 & \\ & & s_3 \end{bmatrix} V^T$$

Set first two singular values equal and last to zero

$$\hat{E} = U \begin{bmatrix} 1 & & \\ & 1 & \\ & & 0 \end{bmatrix} V^T$$

Assignment 4.2 and 4.3

- Manually click points in images
- Estimate Fundamental/Essential matrix using normalized 8 point algorithm (see [1])
- Draw epipolar lines + epipoles
- Tip: Use more than 8 points

[1] Hartley, In defence of the 8-point algorithm, ICCV'95

Assignment 4.4

- Decompose essential matrix, i.e. find R, t such that $E = [t]_x R$

- $E = USV^T$ $W = \begin{bmatrix} 0 & -1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 1 \end{bmatrix}$

$$R_1 = UWV^T \text{ and } R_2 = UW^T V^T$$

$$t_1 = U_3 \text{ and } t_2 = -U_3 \quad (\text{where } U_3 \text{ is third col. of } U_3)$$

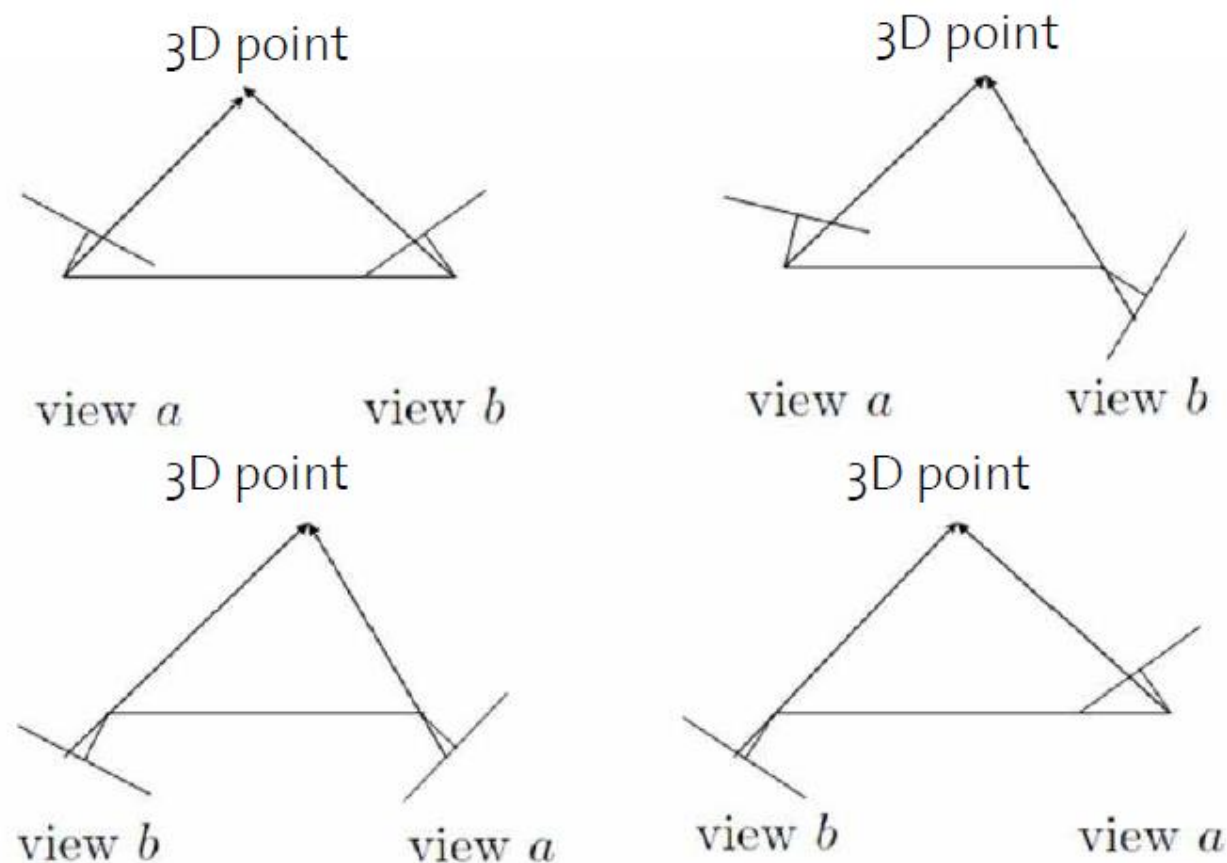
- Cameras are $P_1 = [I \ 0]$ and P_2 is one of

$$[R_1 \ t_1], \quad [R_1 \ t_2], \quad [R_2 \ t_1], \quad [R_2 \ t_2]$$

- For RHS coordinate system $\det(R) = 1$

Choosing correct cameras from E

- Cameras are $P_1 = [I \ 0]$ and P_2 is one of $[R_1 \ t_1]$, $[R_1 \ t_2]$, $[R_2 \ t_1]$, $[R_2 \ t_2]$
- Correct solution -> 3D points in front of cameras



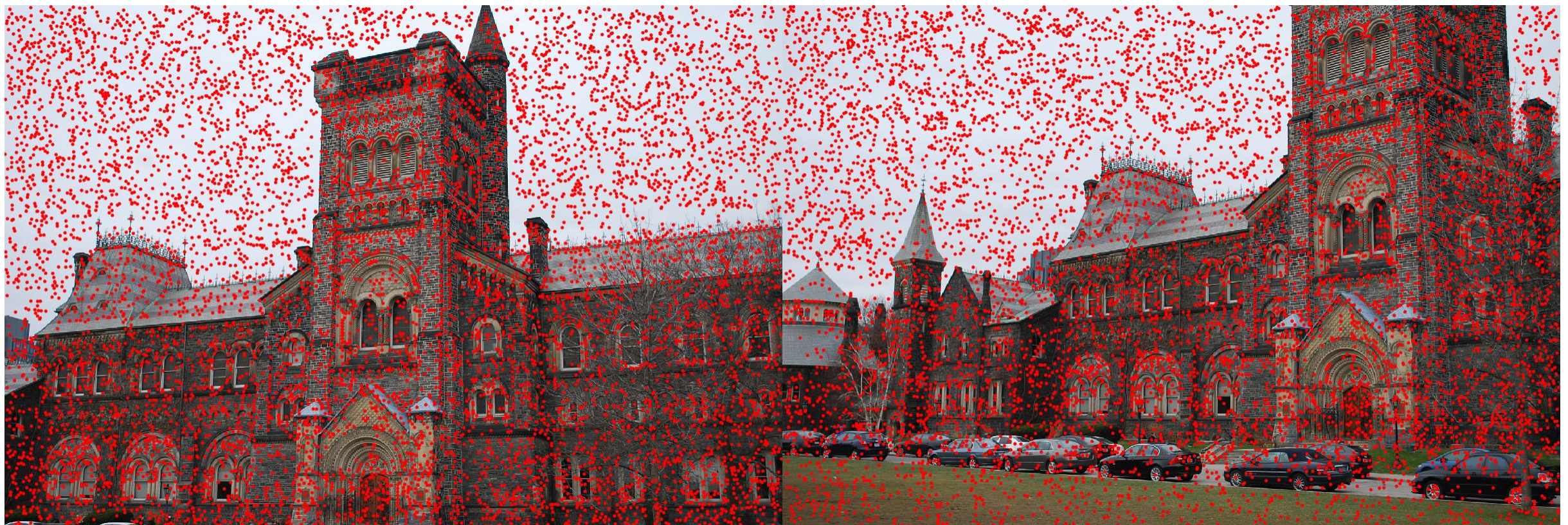
Choosing correct cameras from E

- Cameras are $P_1 = [I \ 0]$ and P_2 is one of
 $[R_1 \ t_1], \quad [R_1 \ t_2], \quad [R_2 \ t_1], \quad [R_2 \ t_2]$
- Correct solution \rightarrow 3D points in front of cameras
- Easy check
 - In front of P1 $X(3,:) > 0$
 - In front of P2 $P2(3,:)*X > 0$
- Notice that PX is the coordinate of X in camera P

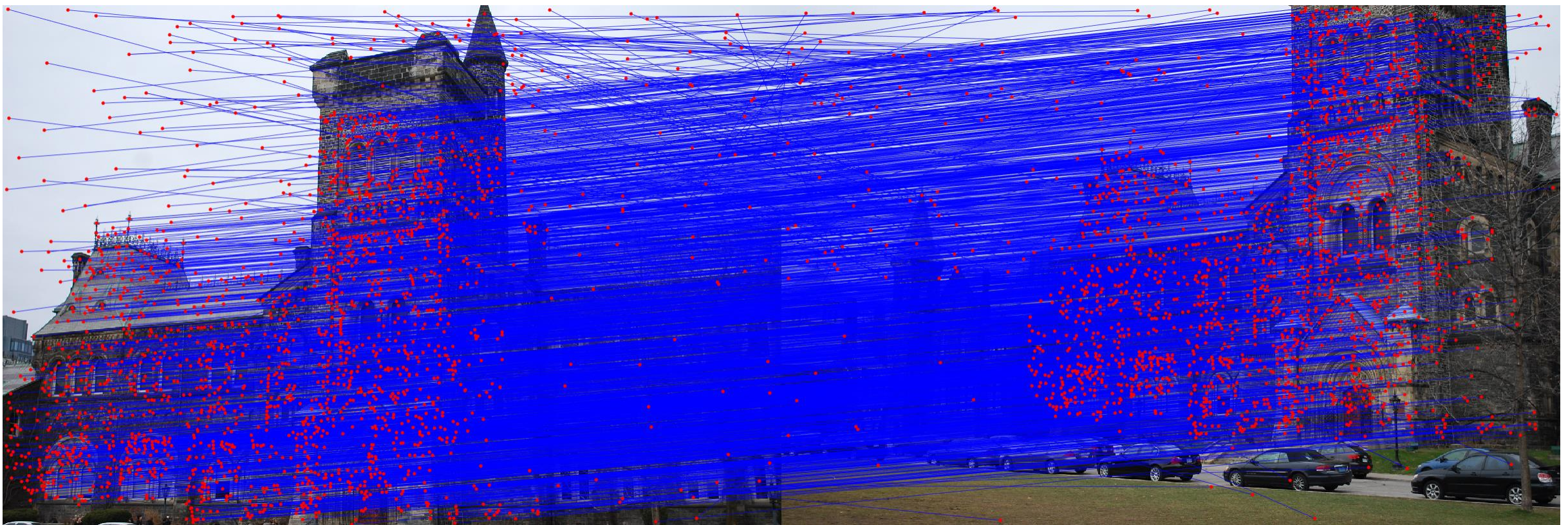
Assignment 4.5



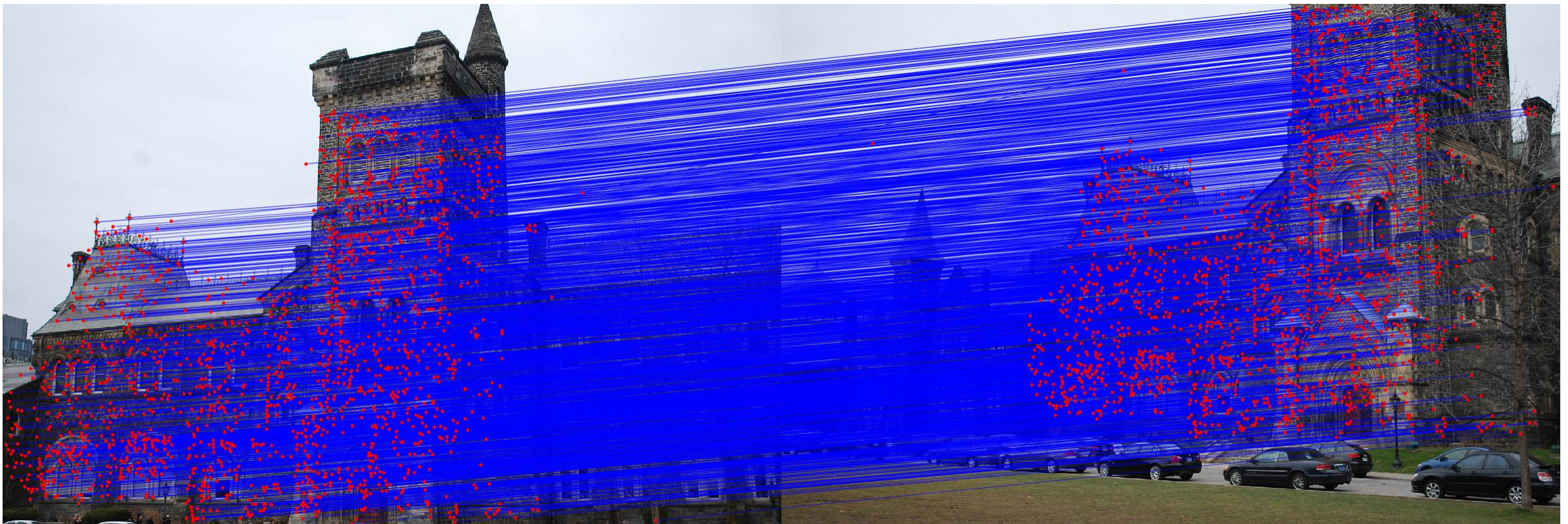
Assignment 4.5



Assignment 4.5



Assignment 4.6 (RANSAC 8 point alg.)



RANSAC

- Probability of having found solution:

$$p = 1 - (1 - r^N)^M$$

- r is inlier ratio
 - N is number of samples drawn (i.e. 8 for fundamental matrix)
 - M is number of iterations
- Adaptive RANSAC:
 - Use the largest number of inliers found so far as a lower bound on p
 - Stop iterating once the solution probability lower bound is above 0.99

Hand-in

- Assignment 4 should be submitted latest by
 - 15:00, 25th Oct 2018

Tip: Kronecker product

- Useful identity

$$\text{vec}(AXB) = (B^T \otimes A) * \text{vec}(X)$$

- Fundamental matrix

$$x_2^T F x_1 = (x_1^T \otimes x_2^T) * \text{vec}(F)$$

- In MATLAB

$$x2' * F * x1 == \text{kron}(x1', x2') * F(:)$$