

## Multiple View Geometry: Exercise Sheet 6

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## Part I: Theory

1. The non-zero essential matrix  $E = \hat{T}R$  with  $T \in \mathbb{R}^3$  and  $R \in SO(3)$  has the singular value decomposition  $E = U\Sigma V^T$ . Let  $R_Z\left(\pm\frac{\pi}{2}\right)$  be the rotation by  $\pm\frac{\pi}{2}$  around the z-axis.

According to the lecture (Chapter 5, Slide 9), there exist exactly two options for  $(\hat{T}, R)$ :

$$\left(\hat{T}_{1}, R_{1}\right) = \left(UR_{Z}\left(+\frac{\pi}{2}\right)\Sigma U^{\top}, \quad UR_{Z}\left(+\frac{\pi}{2}\right)^{\top}V^{\top}\right) \tag{1}$$

$$\left(\hat{T}_{2}, R_{2}\right) = \left(UR_{Z}\left(-\frac{\pi}{2}\right) \Sigma U^{\top}, \quad UR_{Z}\left(-\frac{\pi}{2}\right)^{\top} V^{\top}\right) \tag{2}$$

Show that by using (1) and (2), the following properties hold:

- (a)  $\hat{T}_1, \hat{T}_2 \in so(3)$  (i.e.  $\hat{T}_1, \hat{T}_2$  are skew-symmetric matrices)
- (b)  $R_1, R_2 \in SO(3)$  (i.e.  $R_1, R_2$  are rotation matrices)
- 2. Consider the matrices  $E = \hat{T}R$  and  $H = R + Tu^{\top}$  with  $R \in \mathbb{R}^{3 \times 3}$  and  $T, u \in \mathbb{R}^3$ . Show that the following holds:
  - (a)  $E = \hat{T}H$
  - (b)  $H^{\top}E + E^{\top}H = 0$
- 3. Let  $F \in \mathbb{R}^{3\times 3}$  be the fundamental matrix for the cameras  $C_1$  and  $C_2$ . Show that the following holds for the epipoles  $e_1$  and  $e_2$ :

$$Fe_1 = 0$$
 and  $e_2^{\mathsf{T}} F = 0$ 

## **Part II: Practical Exercises**

- 1. Download the package ex06.zip from the website and extract the images batinria0.tif and batinria1.tif.
- 2. Get the 2D coordinates of corresponding point pairs: Show the first image and mark at least 8 points. You can retrieve the pixel coordinates of mouse clicks with the command [x,y] = ginput(gcf). Then show the second image and click at the corresponding points in the same order. Again you can get the pixel coordinates with ginput. Now you should have the 2D coordinates of corresponding point pairs.
- 3. **Implement the 8-point algorithm** from the lecture and run it with these point pairs. To this end, you have to transform the coordinates. The intrinsic camera matrices are:

$$K1 = \begin{pmatrix} 844.310547 & 0 & 243.413315 \\ 0 & 1202.508301 & 281.529236 \\ 0 & 0 & 1 \end{pmatrix}$$
$$K2 = \begin{pmatrix} 852.721008 & 0 & 252.021805 \\ 0 & 1215.657349 & 288.587189 \\ 0 & 0 & 1 \end{pmatrix}$$

- 4. Reconstruct the depths of the points as described in Chapter 5 on Slides 17 and 18.
- 5. Visualize 3D points and cameras to check whether the results are plausible. You may find the function plotCamera useful.

## Hints:

- The file additional\_information.txt provides K1 and K2
- Use kron and reshape
- If U or V of the SVD of E have a negative determinant, multiply them by -1, respectively, such that both have a positive determinant.