

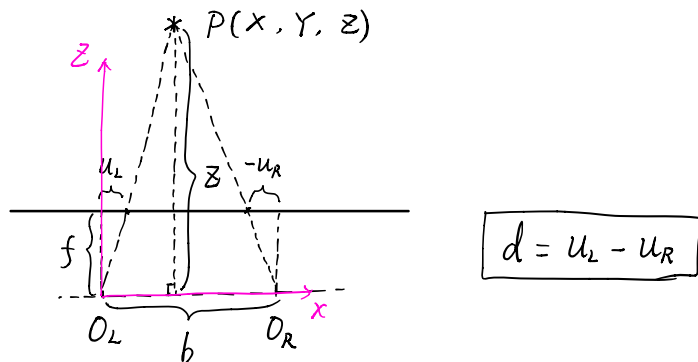
4. 双目视差的使用

理论部分推导:

(1)

$$\underbrace{u, v, d}_{\substack{\text{像素坐标} \\ \text{视差}}} \longleftrightarrow \underbrace{x, y, z}_{\substack{\text{相机坐标系下坐标}}}$$

左目相机下:



由相似关系, 很容易有 $\frac{z-f}{z} = \frac{b - u_L - (-u_R)}{b} = \frac{b-d}{b}$

$$\Rightarrow 1 - \frac{f}{z} = 1 - \frac{d}{b} \Rightarrow z = f \frac{b}{d} = f_x \frac{b}{d}$$

注: 当 d 表示像素坐标之差 (单位为 pixel) 时 f 取 f_x

当 d 表示物理成像平面坐标之差 (单位为 mm) 时 f 即取 f

$$\begin{bmatrix} u \\ v \\ 1 \end{bmatrix} = \frac{1}{z} \begin{bmatrix} f_x & 0 & c_x \\ 0 & f_y & c_y \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ z \end{bmatrix} \quad \text{代入 } z = f_x \frac{b}{d}, \text{ 得:}$$

$$x = \frac{(u - c_x) f_x \frac{b}{d}}{f_x} = (u - c_x) \frac{b}{d}$$

$$y = \frac{(v - c_y) f_x \frac{b}{d}}{f_y} = \frac{f_x}{f_y} (v - c_y) \frac{b}{d}$$

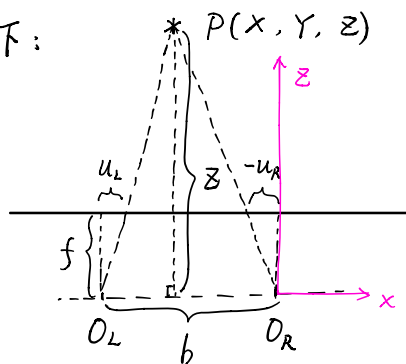
由 x, y, z 推导 u, v, d

$$d = f_x \frac{b}{z}$$

$$u = \frac{x d}{b} + c_x = \frac{x}{z} \cdot f_x + c_x$$

$$v = \frac{y d}{b} \cdot \frac{f_y}{f_x} + c_y = \frac{y}{z} f_y + c_y$$

(2). 左目相机下:



$$d = -[u_L + (-u_R)]$$

$$= u_R - u_L$$

由相似关系, 很容易有: $\frac{Z-f}{Z} = \frac{b - u_L - (-u_R)}{b} = \frac{b+d}{b}$

$$\Rightarrow Z = -\frac{fb}{d} = -\frac{f_x b}{d}$$

$$\begin{bmatrix} u \\ v \\ 1 \end{bmatrix} = \frac{1}{Z} \begin{bmatrix} f_x & 0 & c_x \\ 0 & f_y & c_y \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ z \end{bmatrix} \quad \text{将 } Z = -\frac{f_x b}{d} \text{ 代入, 得:}$$

$$x = \frac{-(u - c_x) f_x \frac{b}{d}}{f_x} = -(u - c_x) \frac{b}{d}$$

$$y = \frac{-(v - c_y) f_y \frac{b}{d}}{f_y} = -\frac{f_x}{f_y} (v - c_y) \frac{b}{d}$$

由 x, y, z 推导 u, v, d

$$d = -f_x \frac{b}{Z}$$

$$u = -\frac{x d}{b} + c_x = \frac{x}{Z} \cdot f_x + c_x$$

$$v = -\frac{y d}{b} \cdot \frac{f_y}{f_x} + c_y = \frac{y}{Z} f_y + c_y$$

5. 矩阵微分运算

$$(1) \quad \frac{d(Ax)}{dx} = A$$

$$(2) \quad \frac{d(x^T A x)}{dx} = (A + A^T) x$$

(3). 证明

$$x^T A x = \text{tr}(A x x^T)$$

$$\text{左边} = \begin{bmatrix} x_1 & x_2 & \cdots & x_n \end{bmatrix} \begin{bmatrix} a_{11} & a_{12} & \cdots & a_{1n} \\ a_{21} & a_{22} & \cdots & a_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ a_{n1} & a_{n2} & \cdots & a_{nn} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{bmatrix}$$

$$= x_1 \sum_{i=1}^n a_{1i} x_i + x_2 \sum_{i=1}^n a_{2i} x_i + \cdots + x_n \sum_{i=1}^n a_{ni} x_i$$

$$\text{右边} = \text{tr}(A x x^T)$$

$$= \text{tr} \left(\begin{bmatrix} a_{11} & a_{12} & \cdots & a_{1n} \\ a_{21} & a_{22} & \cdots & a_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ a_{n1} & a_{n2} & \cdots & a_{nn} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{bmatrix} \begin{bmatrix} x_1 & x_2 & \cdots & x_n \end{bmatrix} \right)$$

$$= \text{tr} \left(\begin{bmatrix} a_{11} & a_{12} & \cdots & a_{1n} \\ a_{21} & a_{22} & \cdots & a_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ a_{n1} & a_{n2} & \cdots & a_{nn} \end{bmatrix} \begin{bmatrix} x_1^2 & x_1 x_2 & \cdots & x_1 x_n \\ x_2 x_1 & x_2^2 & \cdots & x_2 x_n \\ \vdots & \vdots & \ddots & \vdots \\ x_n x_1 & x_n x_2 & \cdots & x_n^2 \end{bmatrix} \right)$$

$$= x_1 \sum_{i=1}^n a_{1i} x_i + x_2 \sum_{i=1}^n a_{2i} x_i + \cdots + x_n \sum_{i=1}^n a_{ni} x_i$$

左边 = 右边, 证毕

7. 批量最大似然估计

$$\begin{cases} x_1 = x_0 + v_1 + w_1 \\ x_2 = x_1 + v_2 + w_2 \\ x_3 = x_2 + v_3 + w_3 \\ y_1 = x_1 + n_1 \\ y_2 = x_2 + n_2 \\ y_3 = x_3 + n_3 \end{cases} \Rightarrow \begin{cases} w_1 = -v_1 + x_1 - x_0 \cong v_1 + x_0 - x_1 \\ w_2 = -v_2 + x_2 - x_1 \cong v_2 + x_1 - x_2 \\ w_3 = -v_3 + x_3 - x_2 \cong v_3 + x_2 - x_3 \\ n_1 = y_1 - x_1 \\ n_2 = y_2 - x_2 \\ n_3 = y_3 - x_3 \end{cases}$$

$$\text{即 } \begin{bmatrix} w_1 \\ w_2 \\ w_3 \\ n_1 \\ n_2 \\ n_3 \end{bmatrix} = \begin{bmatrix} v_1 \\ v_2 \\ v_3 \\ y_1 \\ y_2 \\ y_3 \end{bmatrix} - \begin{bmatrix} -1 & 1 & 0 & 0 & 0 \\ 0 & -1 & 1 & 0 & 0 \\ 0 & 0 & -1 & 1 & 0 \\ 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 \end{bmatrix} \begin{bmatrix} x_0 \\ x_1 \\ x_2 \\ x_3 \end{bmatrix} \quad \text{即 } \vec{e} = \vec{z} - H\vec{x}$$

$$(1). H = \begin{bmatrix} -1 & 1 & 0 & 0 \\ 0 & -1 & 1 & 0 \\ 0 & 0 & -1 & 1 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$(2). \text{由于 } \vec{e} = \vec{z} - H\vec{x} = \begin{bmatrix} w_1 \\ w_2 \\ w_3 \\ n_1 \\ n_2 \\ n_3 \end{bmatrix} \text{ 故 } W = \begin{bmatrix} Q & & & & & \\ & Q & & & & \\ & & Q & & & \\ & & & R & & \\ 0 & & & & R & \\ & & & & & R \end{bmatrix}$$

$$(3). (\vec{z} - H\vec{x})^T W^{-1} (\vec{z} - H\vec{x})$$

$$= \vec{z}^T W^{-1} \vec{z} - \vec{z}^T W^{-1} H\vec{x} - \vec{x}^T H^T W^{-1} \vec{z} + \vec{x}^T H^T W^{-1} H\vec{x}$$

对上式求导, 令其对 x 导数为 0:

$$-H^T W^{-1} \vec{z} - H^T W^{-1} \vec{z} + [H^T W^{-1} H + (H^T W^{-1} H)^T] \vec{x} = 0$$

不难得出:

$$x = (H^T W^{-1} H)^{-1} H^T W^{-1} z$$

只要 $H^T W^{-1} H$ 可逆, x 存在唯一解 $x^* = (H^T W^{-1} H)^{-1} H^T W^{-1} z$