HW1

January 17, 2018

1 CSE 252B: Computer Vision II, Winter 2018 – Assignment 1

1.0.1 Instructor: Ben Ochoa

1.0.2 Due: Wednesday, January 17, 2018, 11:59 PM

1.1 Instructions

- Review the academic integrity and collaboration policies on the course website.
- This assignment must be completed individually.
- This assignment contains both math and programming problems.
- All solutions must be written in this notebook
- Math problems must be done in Markdown/LATEX. Remember to show work and describe your solution.
- Programming aspects of this assignment must be completed using Python in this notebook.
- This notebook contains skeleton code, which should not be modified (This is important for standardization to facilate effeciant grading).
- You may use python packages for basic linear algebra, but you may not use packages that directly solve the problem. Ask the instructor if in doubt.
- You must submit this notebook exported as a pdf. You must also submit this notebook as an .ipynb file.
- You must submit both files (.pdf and .ipynb) on Gradescope. You must mark each problem on Gradescope in the pdf.
- It is highly recommended that you begin working on this assignment early.

1.2 Problem 1 (Math): Line-plane intersection (5 points)

The line in 3D defined by the join of the points $\boldsymbol{X}_1 = (X_1, Y_1, Z_1, T_1)^\top$ and $\boldsymbol{X}_2 = (X_2, Y_2, Z_2, T_2)^\top$ can be represented as a Plucker matrix $\boldsymbol{L} = \boldsymbol{X}_1\boldsymbol{X}_2^\top - \boldsymbol{X}_2\boldsymbol{X}_1^\top$ or pencil of points $\boldsymbol{X}(\lambda) = \lambda\boldsymbol{X}_1 + (1-\lambda)\boldsymbol{X}_2$ (i.e., $\boldsymbol{X}$ is a function of λ). The line intersects the plane $\boldsymbol{\pi} = (a, b, c, d)^\top$ at the point $\boldsymbol{X_L} = \boldsymbol{L\pi}$ or $\boldsymbol{X}(\lambda_{\boldsymbol{\pi}})$, where $\lambda_{\boldsymbol{\pi}}$ is determined such that $\boldsymbol{X}(\lambda_{\boldsymbol{\pi}})^\top\boldsymbol{\pi} = 0$ (i.e., $\boldsymbol{X}(\lambda_{\boldsymbol{\pi}})$ is the point on $\boldsymbol{\pi}$). Show that $\boldsymbol{X_L}$ is equal to $\boldsymbol{X}(\lambda_{\boldsymbol{\pi}})$ up to scale.

A line in 3D is defined by joining the points $X_1 = (x_1, y_1, z_1, t_1)^T$ and $X_2 = (x_2, y_2, z_2, t_2)^T$, and can be represented as $L = X_1X_2^T - X_1^TX_2$ or as a pencil $X(\lambda) = \lambda X_1 + (1-\lambda)X_2$. A plane in 3D is given by $\pi = (a, b, c, d)^T$ and the line L intersects the plane at $X_L = L\pi$ and $L\pi = X(\lambda_\pi)$ and λ_π is determined by $X(\lambda_\pi)\pi = 0$ or that the point $X(\lambda_\pi)$ lies on plane π.

$$
\begin{aligned}
X(\lambda_\pi)\pi &= 0 \\
\lambda_\pi X_1^T\pi + (1-\lambda_\pi)X_2^T\pi &= 0 \\
\lambda_\pi(X_1^T - X_2^T)\pi + X_2^T\pi &= 0 \\
\lambda_\pi &= \frac{X_2^T\pi}{(X_2^T - X_1^T)\pi}
\end{aligned}
$$

Substituting λ calculated above

$$
\begin{aligned}
X_L &= \frac{X_1X_2^T\pi}{(X_2^T - X_1^T)\pi} - \frac{X_1^TX_2\pi}{(X_2^T - X_1^T)\pi} \\
&= \frac{X_1X_2^T\pi - X_1^TX_2\pi}{(X_2^T - X_1^T)\pi} \\
&= \frac{L_\pi}{(X_2^T - X_1^T)\pi} \\
&= \frac{X(\lambda_\pi)}{(X_2^T - X_1^T)\pi}
\end{aligned}
$$

Therefore we can see that X_L is defined upto scale in terms of $X(\lambda_\pi)$ where scale term is $\frac{1}{(X_2^T - X_1^T)\pi}$

1.3 Problem 2 (Math): Line-quadric intersection (5 points)

In general, a line in 3D intersects a quadric $\boldsymbol{Q}$ at zero, one (if the line is tangent to the quadric), or two points. If the pencil of points $\boldsymbol{X}(\lambda) = \lambda\boldsymbol{X}_1 + (1-\lambda)\boldsymbol{X}_2$ represents a line in 3D, the (up to two) real roots of the quadratic polynomial $c_2\lambda_{\boldsymbol{Q}}^2 + c_1\lambda_{\boldsymbol{Q}} + c_0 = 0$ are used to solve for the intersection point(s) $\boldsymbol{X}(\lambda_{\boldsymbol{Q}})$. Show that $c_2 = \boldsymbol{X}_1^\top\boldsymbol{Q}\boldsymbol{X}_1 - 2\boldsymbol{X}_1^\top\boldsymbol{Q}\boldsymbol{X}_2 + \boldsymbol{X}_2^\top\boldsymbol{Q}\boldsymbol{X}_2$, $c_1 = 2(\boldsymbol{X}_1^\top\boldsymbol{Q}\boldsymbol{X}_2 - \boldsymbol{X}_2^\top\boldsymbol{Q}\boldsymbol{X}_2)$, and $c_0 = \boldsymbol{X}_2^\top\boldsymbol{Q}\boldsymbol{X}_2$.

A 3D line may intersect a 0, 1 or 2 points. Let Q denote the quadric. As discussed above a line can be defined as a pencil $X(\lambda) = \lambda X_1 + (1-\lambda)X_2$. Hence let $X(\lambda_Q)$ be the point intersecting the quadric Q and lies on the line L.

We can reduce the above system to a quadratic equation in λ_Q which may look like $c_2\lambda_Q^2 + c_1\lambda_Q + c_0 = 0$ in the steps that follow. $X(\lambda_Q)$ is determined as following:

$$
\begin{aligned}
X(\lambda_Q)^TQX(\lambda_Q) &= 0 \\
(\lambda_QX_1 + (1-\lambda_Q)X_2)^TQ(\lambda_QX_1 + (1-\lambda_Q)X_2) &= 0 \\
\lambda_Q^2(X_1^TQX_1 - 2X_1^TQX_2 + X_2^TQX_2) + \lambda_Q(2(X_1^TQX_2 - X2^TQX_2)) + X_2^TQX_2 &= 0
\end{aligned}
$$

comparing to $c_2\lambda_Q^2 + c_1\lambda_Q + c_0 = 0$

$$
\begin{aligned}
c_2 &= (X_1^TQX_1 - 2X_1^TQX_2 + X_2^TQX_2) \\
c_1 &= (2(X_1^TQX_2 - X2^TQX_2)) \\
c_0 &= X_2^TQX_2
\end{aligned}
$$

1.4 Problem 3 (Programing): Feature detection (20 points)

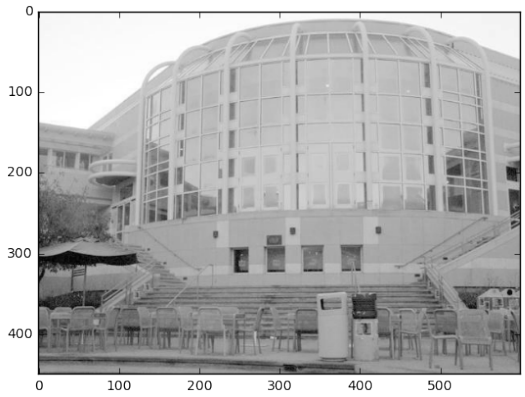
Download input data from the course website. The file price_center20.JPG contains image 1 and the file price_center21.JPG contains image 2.

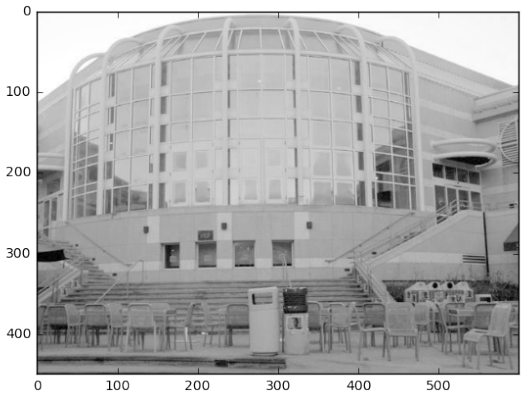
For each input image, calculate an image where each pixel value is the minor eigenvalue of the gradient matrix

$$N = \begin{bmatrix} \sum_w I_x^2 & \sum_w I_x I_y \\ \sum_w I_x I_y & \sum_w I_y^2 \end{bmatrix}$$

where w is the window about the pixel, and I_x and I_y are the gradient images in the x and y direction, respectively. Calculate the gradient images using the fivepoint central difference operator. Set resulting values that are below a specified threshold value to zero (hint: calculating the mean instead of the sum in N allows for adjusting the size of the window without changing the threshold value). Apply an operation that suppresses (sets to 0) local (i.e., about a window) non-maximum pixel values in the minor eigenvalue image. Vary these parameters such that around 600–650 features are detected in each image. For resulting nonzero pixel values, determine the subpixel feature coordinate using the Forstner corner point operator.

In [245]:
```
import numpy as np
from scipy import ndimage, signal
from PIL import Image,ImageOps
import matplotlib.pyplot as plt
import matplotlib.patches as patches

# open the input images
I1 = np.array(Image.open('price_center20.JPG').convert('L'), dtype='float
I2 = np.array(Image.open('price_center21.JPG').convert('L'), dtype='float

#I1 = np.array(Image.open('checkerboard.png').convert('L'), dtype='float
#I2 = np.array(Image.open('checkerboard.png').convert('L'), dtype='float

# Display the input images
plt.figure(figsize=(14,8))
plt.subplot(1,2,1)
plt.imshow(I1,cmap='gray')
plt.subplot(1,2,2)
plt.imshow(I2,cmap='gray')
plt.show()
```



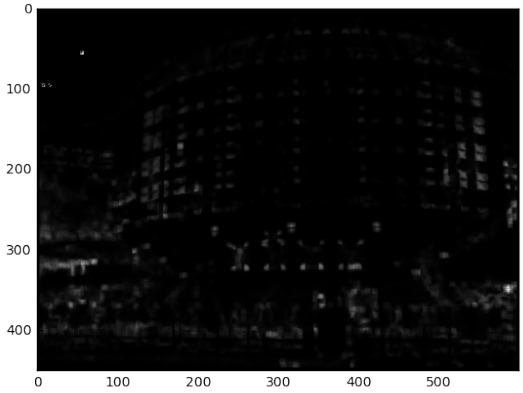
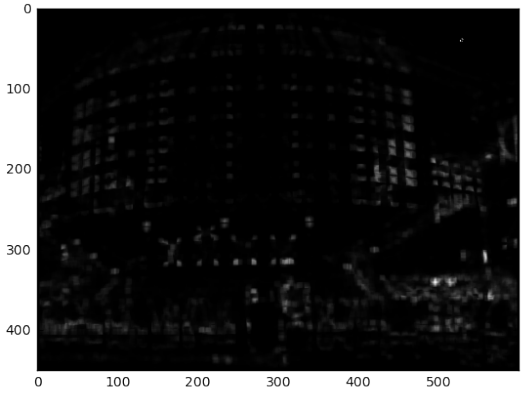
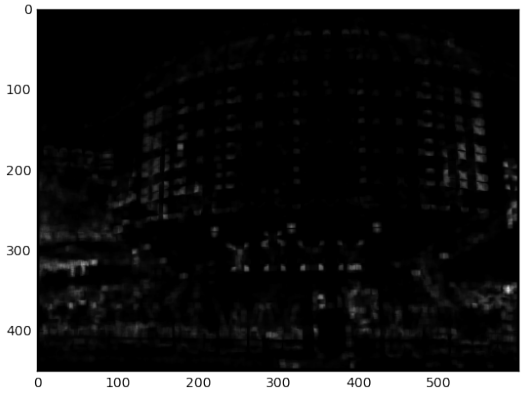
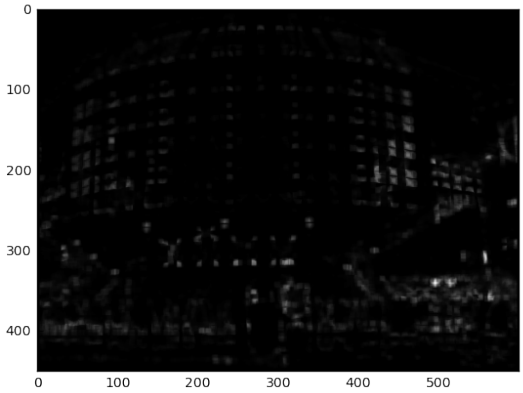
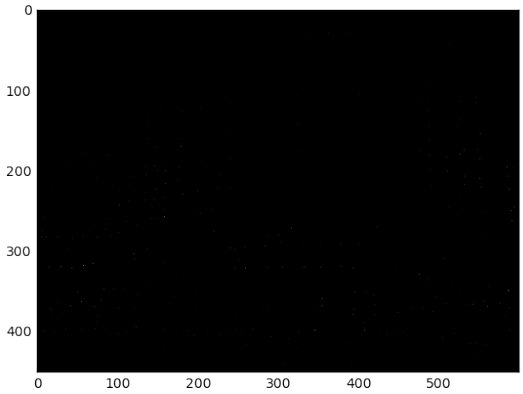
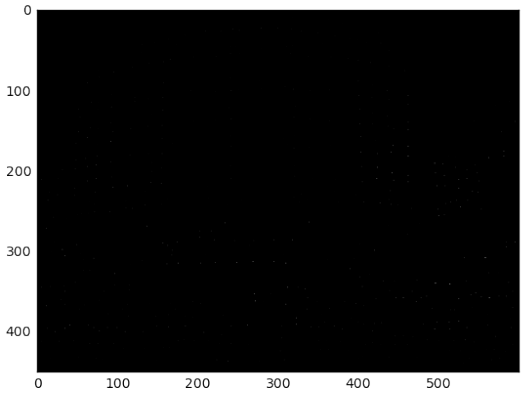
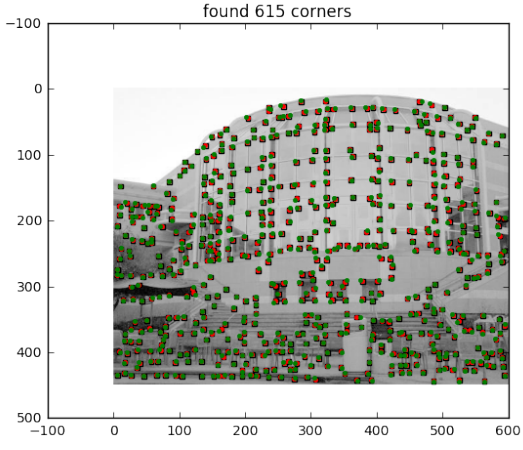
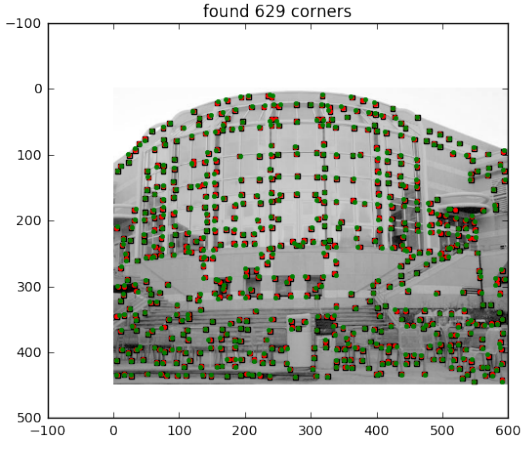



```
In [260]: def corner(I, w, t, w_nms):
              # inputs:
              # I is the input image (may be mxn for BW or mxnx3 for RGB)
              # w is the size of the window used to compute the gradient matrix N
              # t is the minor eigenvalue threshold
              # w_nms is the size of the window used for nonmaximal supression
              # outputs:
              # J0 is the mxn image of minor eigenvalues of N before thresholding
              # J1 is the mxn image of minor eigenvalues of N after thresholding
              # J2 is the mxn image of minor eigenvalues of N after nonmaximal supr
              # pts0 is the 2xk list of coordinates of (pixel accurate) corners
              #     (ie. coordinates of nonzero values of J2)
              # pts1 is the 2xk list of coordinates of subpixel accurate corners
              #     found using the Forstner detector

              """your code here"""
              m,n = I.shape[:2]
              k = [-1.0,8.0,0.0,-8.0,1.0]
              fx = np.zeros((1,5))
              fx[:] = k
              fx = 1.0/12.0*fx
              fy = fx.T

              ## Gradient computation
              Ix = ndimage.filters.convolve(I,fx)
              Iy = ndimage.filters.convolve(I,fy)
              Ixx = Ix**2
              Ixy = Ix*Iy
              Iyy = Iy**2

              ## Sum computation
              f = np.ones((w,w))
              Sxx = ndimage.filters.convolve(Ixx,f)
```

```
Sxy = ndimage.filters.convolve(Ixy,f)
Syy = ndimage.filters.convolve(Iyy,f)

## Forstner computation
X, Y = np.meshgrid(range(n),range(m))
Ixxf = Ixx*X
Ixyf = Ixy*X
Iyxf = Ixy*Y
Iyyf = Iyy*Y
Sxxf = ndimage.filters.convolve(Ixxf,f)
Sxyf = ndimage.filters.convolve(Ixyf,f)
Syxf = ndimage.filters.convolve(Iyxf,f)
Syyf = ndimage.filters.convolve(Iyyf,f)

## Minimum eigen value extraction
J1 = np.zeros((m,n))
J0 = np.zeros((m,n))
subp = np.zeros((m,n,2))
s = (w-1)/2

for r in range(s,m-s):
    for c in range(s,n-s):
        N = np.zeros((2,2))
        b = np.zeros((2,1))
        N = np.asarray([[Sxx[r,c], Sxy[r,c]],[Sxy[r,c], Syy[r,c]]])
        det = np.linalg.det(N)
        tr = np.trace(N)
        J0[r,c] = (tr - (tr**2-4*det)**0.5)/2

        ## Forstner subpixel computation
        b = np.asarray([Sxxf[r,c] + Syxf[r,c],Sxyf[r,c] + Syyf[r,c]])
        subp[r,c] = np.linalg.lstsq(N,b)[0].reshape(2,)

        ## Thresholding of values
        J1[r,c] = J0[r,c] if J0[r,c]>t*w**2 else 0.0

## Non maximal suppression
J2 = np.zeros((m,n))
s_nms = (w_nms-1)/2
for r in range(s_nms,m-s_nms):
    for c in range(s_nms,n-s_nms):
        J2[r,c] = 0.0 if J1[r,c]<np.max(J1[r-s_nms:r+s_nms,c-s_nms:c+

y, x = np.nonzero(J2)
pts0 = np.vstack((x,y))
pts1 = np.zeros(pts0.shape)
for i in range(pts1.shape[1]):
    pts1[0,i] = subp[pts0[1,i],pts0[0,i]][0]
```

```
        pts1[1,i] = subp[pts0[1,i],pts0[0,i]][1]

    return J0, J1, J2, pts0, pts1


# parameters to tune
w=7
t=.0002
w_nms=11

# extract corners
J1_0, J1_1, J1_2, pts1_0, pts1_1 = corner(I1, w, t, w_nms)
J2_0, J2_1, J2_2, pts2_0, pts2_1 = corner(I2, w, t, w_nms)

# Display results
plt.figure(figsize=(14,24))

# show pre-thresholded corner heat map
plt.subplot(4,2,1)
plt.imshow(J1_0,cmap='gray')
plt.subplot(4,2,2)
plt.imshow(J2_0,cmap='gray')

# show thresholded corner heat map
plt.subplot(4,2,3)
plt.imshow(J1_1,cmap='gray')
plt.subplot(4,2,4)
plt.imshow(J2_1,cmap='gray')

# show corner heat map after nonmaximal supression
plt.subplot(4,2,5)
plt.imshow(J1_2,cmap='gray')
plt.subplot(4,2,6)
plt.imshow(J2_2,cmap='gray')

# show corners on origional images
ax = plt.subplot(4,2,7)
plt.imshow(I1,cmap='gray')
# draw rectangles of size w around corners
for i in range(pts1_0.shape[1]):
    x,y = pts1_0[:,i]
    ax.add_patch(patches.Rectangle((x-w/2,y-w/2),w,w, fill=False))
plt.plot(pts1_0[0,:], pts1_0[1,:], '.r') # display pixel accurate corners
plt.plot(pts1_1[0,:], pts1_1[1,:], '.g') # display subpixel corners
plt.title('found %d corners'%pts1_0.shape[1])
ax = plt.subplot(4,2,8)
plt.imshow(I2,cmap='gray')
for i in range(pts2_0.shape[1]):
```

```
    x,y = pts2_0[:,i]
    ax.add_patch(patches.Rectangle((x-w/2,y-w/2),w,w, fill=False))
plt.plot(pts2_0[0,:], pts2_0[1,:], '.r')
plt.plot(pts2_1[0,:], pts2_1[1,:], '.g')
plt.title('found %d corners'%pts2_0.shape[1])

plt.show()
```








found 615 corners

found 629 corners

2 Problem 4 (Programing): Feature matching (15 points)

Determine the set of one-to-one putative feature correspondences by performing a brute-force search for the greatest correlation coefficient value (in the range [-1, 1]) between the detected features in image 1 and the detected features in image 2. Only allow matches that are above a specified correlation coefficient threshold value (note that calculating the correlation coefficient allows for adjusting the size of the matching window without changing the threshold value). Further, only allow matches that are above a specified distance ratio threshold value, where distance is measured to the next best match for a given feature. Vary these parameters such that around 200 putative feature correspondences are established. Optional: constrain the search to coordinates in image 2 that are within a proximity of the detected feature coordinates in image 1.

```
In [316]: def corrcf(i1, i2):
              w,w = i1.shape
              s = w/2
              m1 = np.mean(i1)
              m2 = np.mean(i2)
              id1 = np.sum((i1 - i1[s,s])**2)
              id2 = np.sum((i2 - i2[s,s])**2)
              id12 = np.sum((i1 - i1[s,s])*(i2 - i2[s,s]))
              return id12/np.sqrt(id1*id2)

          def match(I1, I2, pts1, pts2, w, t, d, p):
              # inputs:
              # I1, I2 are the input images
              # pts1, pts2 are the point to be matched
              # w is the size of the window to compute correlation coefficients
              # t is the correlation coefficient threshold
              # d distance ration threshold
              # p is the proximity threshold
              # outputs:
              # inds is a 2xk matrix of matches where inds[0,i] indexs a point pts
              #     and inds[1,i] indexs a point in pts2, where k is the number of
              # scores is a vector of length k that contains the correlation
              #     coefficients of the matches

              """your code here"""
              s = w/2
              corr = np.zeros((pts1.shape[1],pts2.shape[1]))
              for i in range(pts1.shape[1]):
                  x1 = int(pts1[0,i])
                  y1 = int(pts1[1,i])
                  i1 = I1[y1-s:y1+s,x1-s:x1+s]
                  for j in range(pts2.shape[1]):
```

```
            x2 = int(pts2[0,j])
            y2 = int(pts2[1,j])
            i2 = I2[y2-s:y2+s,x2-s:x2+s]
            if i1.shape == i2.shape:
                corr[i,j] = corrcf(i1,i2)

    corr[corr<t] = 0.0
    matches = 0
    count = 0
    scores = np.zeros((200))
    inds = np.zeros((2,200),dtype=np.int32)
    while(matches<200 and count<pts1.shape[1]):
        count+=1
        maxcorr = corr.max()
        index = corr.argmax()
        r1,c1 = np.unravel_index(corr.argmax(), corr.shape)
        if maxcorr>t:
            r2,c2 = r1,c1
            maxcorr2 = 0.0
            for i in range(r1):
                if corr[i,c1]>maxcorr2:
                    r2 = i
                    c2 = c1
            for i in range(c1):
                if corr[r1,i]>maxcorr2:
                    r2 = r1
                    c2 = i
            m1p1 = np.asarray([pts1[0][r1],pts1[1][r1]])
            m1p2 = np.asarray([pts2[0][c1],pts2[1][c1]])
            d1 = np.linalg.norm(m1p1-m1p2)
            m2p1 = np.asarray([pts1[0][r2],pts1[1][r2]])
            m2p2 = np.asarray([pts2[0][c2],pts2[1][c2]])
            d2 = np.linalg.norm(m2p1-m2p2)
            if d1/d2<d and d1<p:
                scores[matches] = maxcorr
                inds[0,matches] = r1
                inds[1,matches] = c1
                corr[r1,:] = 0.0
                corr[:,c1] = 0.0
                matches+=1
            else:
                corr[r1,c1] = 0.0
        else:
            corr[r1,c1] = 0.0
    return inds, scores

# parameters to tune
w1 = 11
```

```
t1 = 0.55
d1 = 0.8
p1 = 150

# do the matching
inds, scores = match(I1, I2, pts1_1, pts2_1, w1, t1, d1, p1)

# display the results
plt.figure(figsize=(14,8))
ax1 = plt.subplot(1,2,1)
ax2 = plt.subplot(1,2,2)
ax1.imshow(I1,cmap='gray')
plt.title('found %d putative matches'%(scores.nonzero()[0].max()+1))
ax2.imshow(I2,cmap='gray')
for i in range(inds.shape[1]):
    ii = inds[0,i]
    jj = inds[1,i]
    x1 = pts1_1[0,ii]
    x2 = pts2_1[0,jj]
    y1 = pts1_1[1,ii]
    y2 = pts2_1[1,jj]
    ax1.plot([x1, x2],[y1, y2],'-r')
    ax1.add_patch(patches.Rectangle((x1-w1/2,y1-w1/2),w1,w1, fill=False))
    ax2.plot([x2, x1],[y2, y1],'-r')
    ax2.add_patch(patches.Rectangle((x2-w1/2,y2-w1/2),w1,w1, fill=False))
plt.show()
```