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CMPT 412: Computational Vision

Dr. Furukawa

# Project 5

## 3D Reconstruction

April 4, 2023



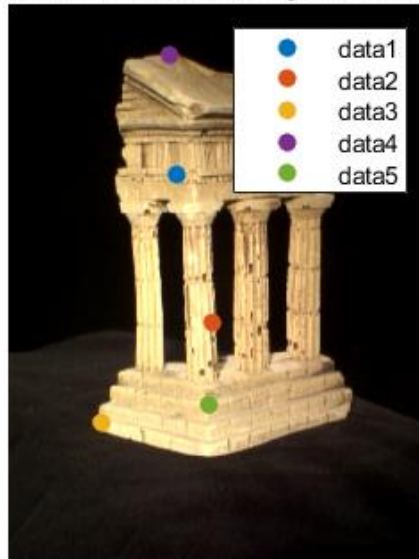
## 3.1 – Sparse Reconstruction

### Eight point algorithm

F =

3.56440672208061e-09	-5.92131870254573e-08	-1.65029958888507e-05
-1.30829065677301e-07	-1.31095126436709e-09	0.00112471524600234
3.04775125898786e-05	-0.00108013399649288	-0.00416583180464200

Epipole is outside image boundary



Select a point in this image  
(Right-click when finished)

Epipole is outside image boundary



Verify that the corresponding point  
is on the epipolar line in this image

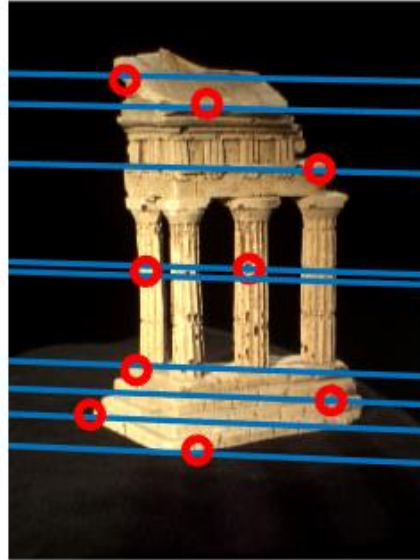
### Epipolar Correspondences

Overall, the algorithm performed well, getting the corresponding positions of most points correctly. The only point that has a weird location is the top middle point, since it is moved a couple pixels to the right. Most likely, the reasoning behind that occurrence is similar texture that can be found all along the horizontal line of the epipole. Apart from

that, other points are placed in their corresponding locations with good accuracy. For the similarity metric, I used the Euclidean Distance.



Select a point in this image  
(Right-click when finished)



Verify that the corresponding point  
is on the epipolar line in this image

coordsIM1 =

```
136.9103 85.6282
221.0128 122.5513
104.0897 485.6282
233.3205 518.4487
348.1923 192.2949
280.5000 305.1154
157.4231 317.4231
368.7051 448.7051
151.2692 422.0385
```

coordsIM2 =

```
134 91
228 118
94 474
217 515
357 193
276 307
158 310
370 458
147 423
```

## Essential Matrix

E =

0.00823954017957417	-0.137373312525694	-0.0456779305185729
-0.303520601230357	-0.00305238065728492	1.65535639213192
-0.00112915153572458	-1.67598593970846	-0.00287296483669530

## Triangulation

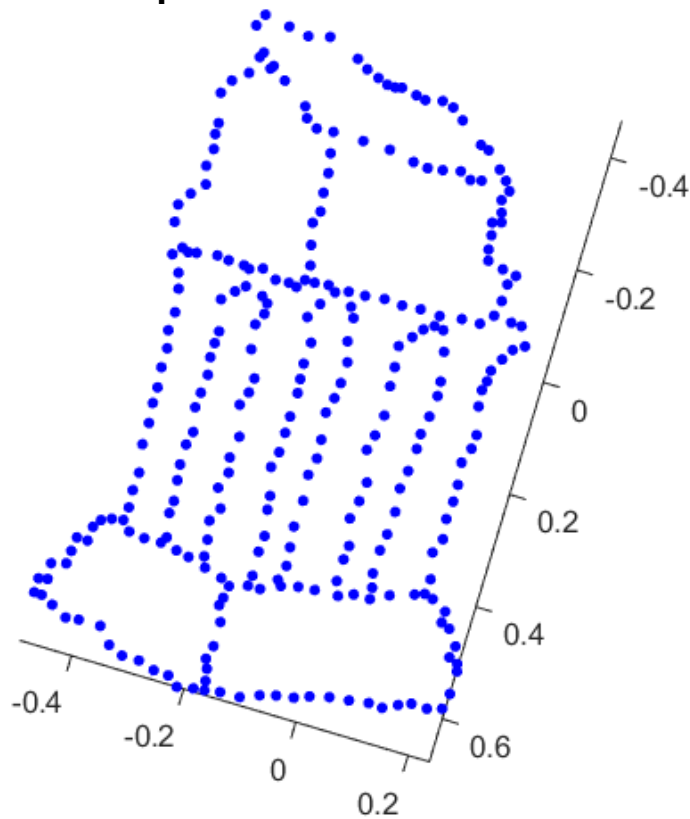
I determined the correct extrinsic matrix by computing 3D point using triangulation and checking if the Z value is positive (else, it is behind the camera).

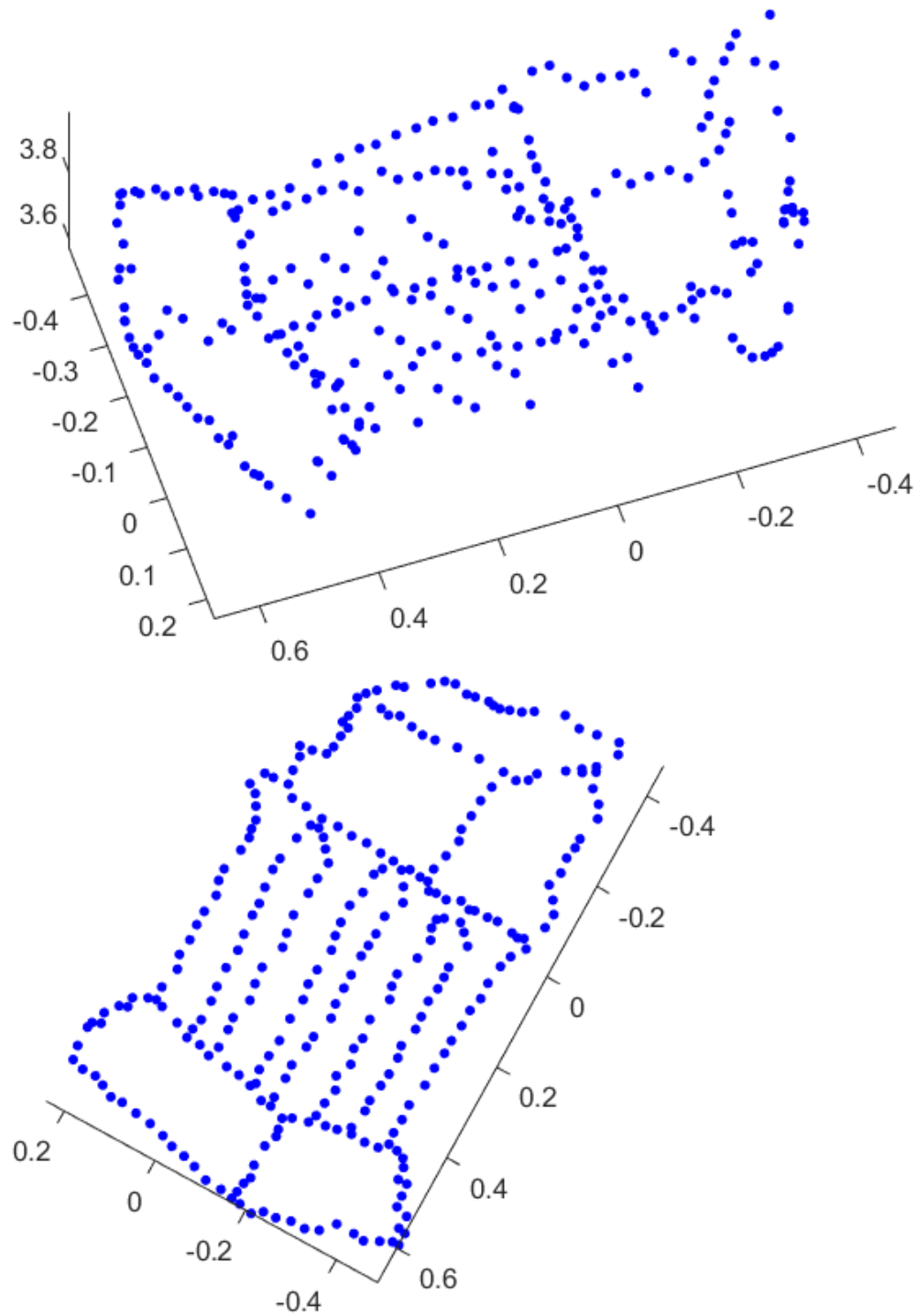
Re-projection error for image 1: 0.6883

Re-projection error for image 2: 0.6839

Re-projection error average: 0.6861

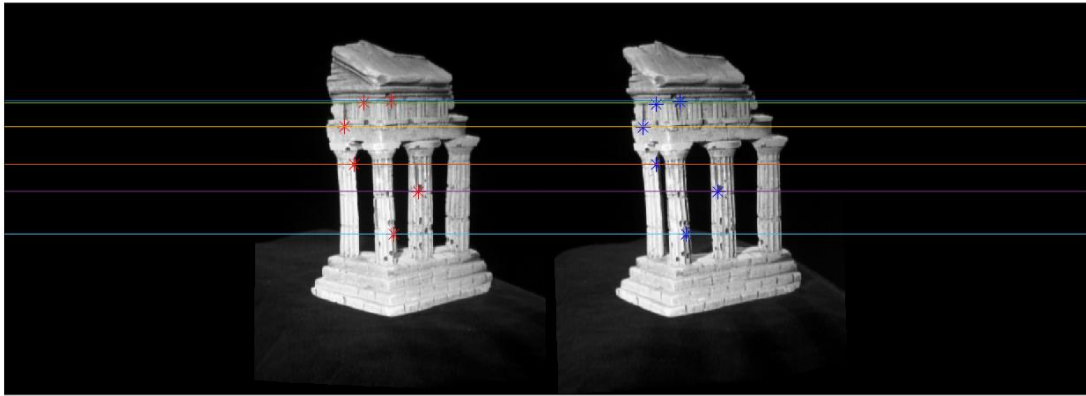
## Test Script



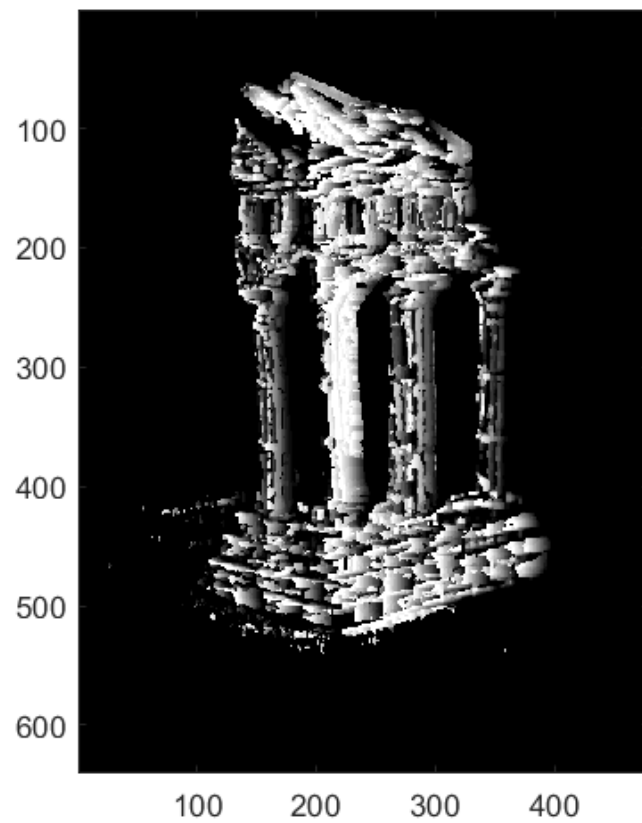


## 3.2 – Dense Reconstruction

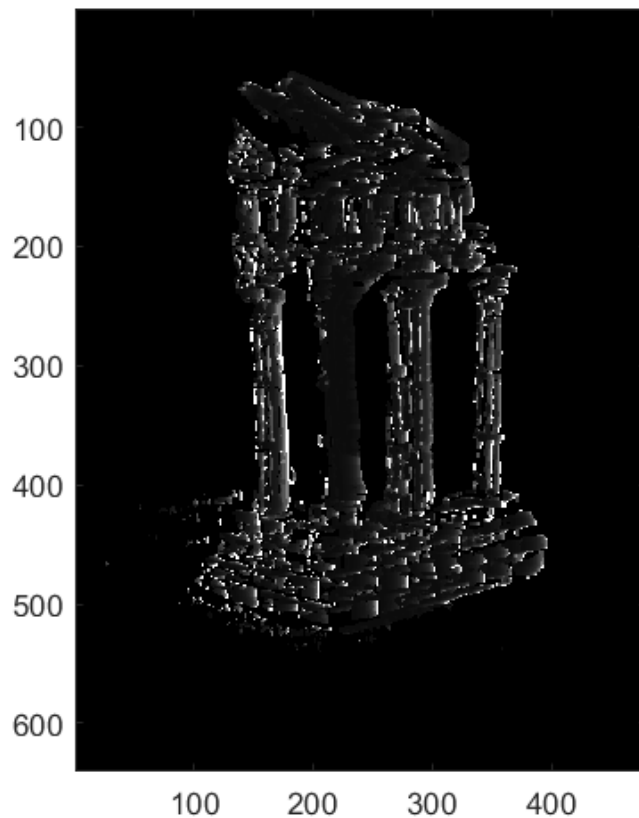
### Image Rectification



**Dense window matching to find per pixel density**



**Depth Map**



## 3.3 – Pose Estimation

### Estimate Camera Matrix

Reprojected Error with clean 2D points is 0.0000

Pose Error with clean 2D points is 0.0000

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Reprojected Error with noisy 2D points is 2.6186

Pose Error with noisy 2D points is 0.0754

### Estimate intrinsic/extrinsic parameters

Intrinsic Error with clean 2D points is 2.0000

Rotation Error with clean 2D points is 2.0000

Translation Error with clean 2D points is 0.1841

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Intrinsic Error with clean 2D points is 2.0206

Rotation Error with clean 2D points is 2.0000

Translation Error with clean 2D points is 0.1130