

# Image Signal Processing: LAB 2

## Occlusion Detection

### 1 Introduction

Two Images are given namely IMG1.png and IMG2.png Here we are supposed to compute first the Homography matrix H then apply the inverse of H to IMG2.png to carry out the Target to Source mapping and finally apply bilinear interpolation for mapping.

### 2 Theory:

The homogeneous matrix H is:

$$\begin{bmatrix} h_{11} & h_{12} & h_{13} \\ h_{21} & h_{22} & h_{23} \\ h_{31} & h_{32} & h_{33} \end{bmatrix} \quad (1)$$

However its mentioned that only in-plane rotation and translation is applied, so the matrix looks like the one shown below,

$$\begin{bmatrix} k \cos \theta & k \sin \theta & t_x \\ -k \sin \theta & k \cos \theta & t_y \\ 0 & 0 & e \end{bmatrix} \quad (2)$$

Thus the matrix has a similar structure to the one below,

$$\begin{bmatrix} a & b & c \\ -b & a & d \\ 0 & 0 & e \end{bmatrix} \quad (3)$$

Now we are given 2 corresponding points ,(29,124) and (93,248), (157,372) and (328,399) and using these I build 4 equation.

$$\frac{29a + 124b + c}{e} = 93 \quad (4)$$

$$\frac{-29b + 124a + d}{e} = 248 \quad (5)$$

$$\frac{157a + 372b + c}{e} = 328 \quad (6)$$

$$\frac{-157b + 372a + d}{e} = 399 \quad (7)$$

These equations when re-arranged will give a matrix named A such that

$Ah=0$ . Now it might be the situation that the nullspace of A is empty, i.e there is no solution to  $Ah=0$ . Thus, we try to minimize  $\|Ah\|^2$  such that  $\|h\|^2 = 1$ . This is called **constrained least square**,

$$\min \|Ah\|^2 = \min((Ah)^T(Ah)) = \min(h^T A^T Ah) \quad (8)$$

such that  $h^T h = 1$ .

A loss function can be defined such that

$$L(h, \lambda) = h^T A^T Ah - \lambda(h^T h - 1) \quad (9)$$

Taking the derivative,

$$2A^T Ah - 2\lambda h = 0 \quad (10)$$

$$A^T Ah = \lambda h \quad (11)$$

Equation 11 shows that h is the eigenvector of  $A^T A$  and the we take the eigenvector corresponding to the smallest eigenvalue, rearrange the h(in this case  $3 \times 3$ ) that finally gives the H matrix.

After that the H is applied onto IMG2.png and bilinear interpolation is applied to do the target to source mapping. And in order to see the changes I took the difference of the images and normalized it, but changes were not that properly visible. So I took a binary mask and mapped it onto the image that shows the two planes that were not there before, in IMG1.png.