

Camera calibration &

Matteo Baiguera

November 22, 2020

November 22, 2020

1 Introduction

Basics of camera theory

$$\vec{x} = \begin{bmatrix} p_x \\ p_y \end{bmatrix} \tag{1}$$

$$\vec{X} = \begin{bmatrix} x \\ y \\ z \end{bmatrix} \tag{2}$$

2 Particle Filter

Vehicle ego-localization via particle filter