The pinhole camera 45

Algorithm 14.3: Inferring 3D world points (reconstruction)

Given J calibrated cameras in known positions (i.e. cameras with known Λ, Ω, τ), viewing the same three-dimensional point \mathbf{w} and knowing the corresponding projections in the images $\{\mathbf{x}_j\}_{j=1}^J$, establish the position of the point in the world.

As for the previous algorithms the final solution depends on a non-linear minimization of the reprojection error between \mathbf{w} and the observed data \mathbf{x}_i ,

$$\hat{\mathbf{w}} = \underset{\mathbf{w}}{\operatorname{argmin}} \left[\sum_{j=1}^{J} \left(\mathbf{x}_{j} - \mathbf{pinhole}[\mathbf{w}, \mathbf{\Lambda}_{j}, \mathbf{\Omega}_{j}, \boldsymbol{\tau}_{j}] \right)^{T} \left(\mathbf{x}_{j} - \mathbf{pinhole}[\mathbf{w}, \mathbf{\Lambda}_{j}, \mathbf{\Omega}_{j}, \boldsymbol{\tau}_{j}] \right) \right]$$

The algorithm below finds a good approximate initial conditions for this minimization using a closed-form least-squares solution.

```
Algorithm 14.3: Inferring 3D world position
```