## Jamin Early 99133391 - Quiz 1

## **Question 1**

- Convert from .png to .jpg
- Ran calib\_gui
- · Select standard
- Select image names, imported all the images
- Extracted grid corners for each image (using 100x100mm dx and dx)
- Custom selected each # of squared depending on how many are in frame

```
Initial calibration results
```

```
Focal Length: fc = [882.16154 \ 882.08351] + /- [8.18340 \ 7.92670]

Principal point: cc = [506.35118 \ 421.23060] + /- [6.06926 \ 5.35822]

Skew: alpha\_c = [0.00000] + /- [0.00000] => angle of pixel axes = 90.00000 + /- 0.00000

degrees

Distortion: kc = [-0.19732 \ 0.17523 \ 0.00014 \ 0.00093 \ 0.00000] + /- [0.01360 \ 0.02807 \ 0.00136 \ 0.00164 \ 0.00000]

Pixel error: err = [1.09612 \ 0.45139]
```

• We can further improve it by recomputing the corners. I will only do this once to avoid overfitting the dataset. These are the new values for our calibration:

Calibration results after optimization (with uncertainties):

```
Focal Length:  fc = \begin{bmatrix} 881.28914 & 879.87153 \end{bmatrix} + /- \begin{bmatrix} 2.06889 & 2.00033 \end{bmatrix}  Principal point:  cc = \begin{bmatrix} 513.91775 & 423.03256 \end{bmatrix} + /- \begin{bmatrix} 1.54078 & 1.36481 \end{bmatrix}  Skew:  alpha\_c = \begin{bmatrix} 0.00000 \end{bmatrix} + /- \begin{bmatrix} 0.00000 \end{bmatrix} = > angle of pixel axes = 90.00000 + /- 0.00000  degrees   Distortion:  kc = \begin{bmatrix} -0.19947 & 0.14113 & -0.00019 & 0.00085 & 0.00000 \end{bmatrix} + /- \begin{bmatrix} 0.00332 & 0.00625 \\ 0.00032 & 0.00041 & 0.00000 \end{bmatrix}  Pixel error:  err = \begin{bmatrix} 0.22497 & 0.19936 \end{bmatrix}
```

• Please not that I am NOT happy with these results. It appears that human error caused my pixel error to be too large. If this was not time senstive, I would recalibrate the values.

## **Question 2**

```
clc;
clear;
px = 513.91775;
py = 423.03256;
fx = 881.28914;
fy = 879.87153;
K = [fx,0,px;
   0,fy,py;
   0,0,1];
X_{cam} = [18;-30;60;1];
\overline{IM} = eye(3,4);
x = K*IM*X_cam;
u = x(1)/x(3)
v = x(2)/x(3)
u =
 778.3045
\mathbf{v} =
 -16.9032
```