



Photogrammetric Computer Vision

Final Exercise

Winter semester 21/22

(Course materials for internal use only!)

Computer Vision in Engineering – Prof. Dr. Rodehorst

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Agenda

Topics:

- | | |
|-------------------------|---|
| Assignment 1. | Points and lines in the plane, first steps in MATLAB / Octave |
| Assignment 2. | Projective transformation (Homography) |
| Assignment 3. | Camera calibration using direct linear transformation (DLT) |
| Assignment 4. | Orientation of an image pair |
| Assignment 5. | Projective and direct Euclidean reconstruction |
| Assignment 6. | Stereo image matching |
| Final Project. * | Least Squares Correlation |

***Depending on the regulations of your study program, this project might be optional for you!**

If you are not sure about the exact requirements for your study program,
please consult with a representative of the Academic Affairs Office in charge!



Agenda

	Beginning:	Submission deadline:
Assignment 1.	18.10.21	31.10.21
Assignment 2.	01.11.21	14.11.21
Assignment 3.	15.11.21	28.11.21
Assignment 4.	29.11.21	12.12.21
Assignment 5.	13.12.21	09.01.22
Assignment 6.	10.01.22	23.01.22
Final Project. *	24.01.22	13.03.22

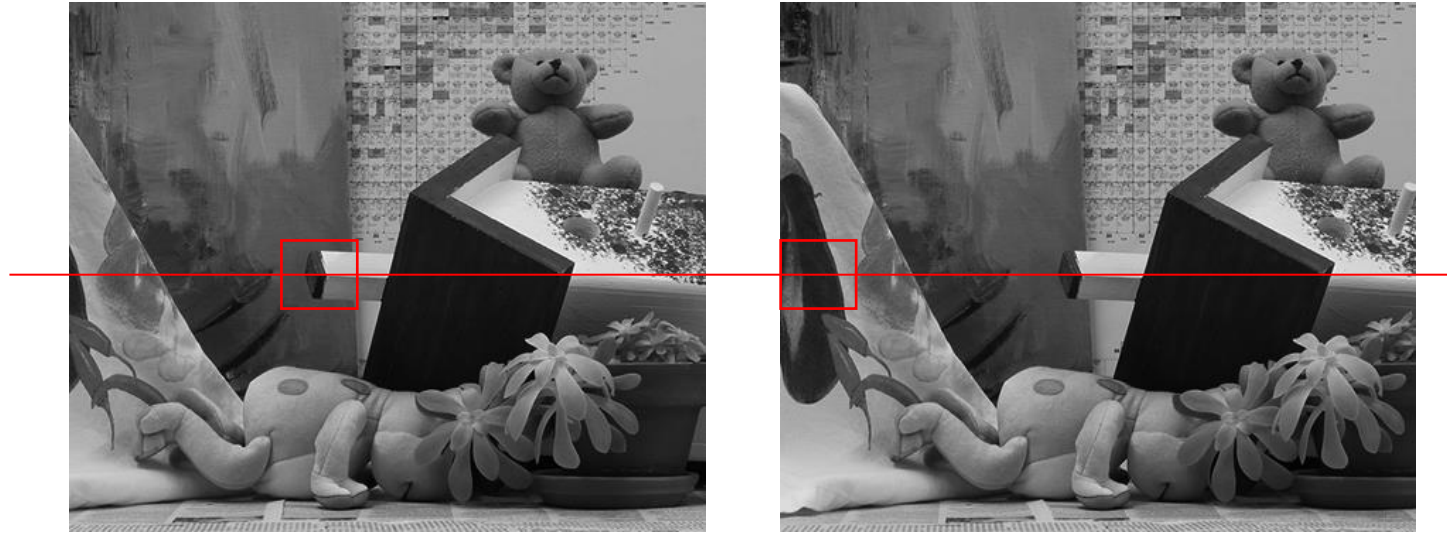
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Assignment 6 – sample solution

Assignment 6: Stereo image matching using **normalized cross-correlation**



$$\begin{aligned}\rho_{NCC}(a,b) &= \frac{\sigma_{ab}}{\sqrt{\sigma_a^2 \cdot \sigma_b^2}} \\ &= \frac{\frac{1}{n^2} \left(\sum_{i,j=1}^n a(i,j) \cdot b(i,j) \right) - \bar{a} \cdot \bar{b}}{\sqrt{\left(\frac{1}{n^2} \left(\sum_{i,j=1}^n a(i,j)^2 \right) - \bar{a}^2 \right) \cdot \left(\frac{1}{n^2} \left(\sum_{i,j=1}^n b(i,j)^2 \right) - \bar{b}^2 \right)}}\end{aligned}$$

Assignment 6: Stereo image matching using *normalized cross-correlation*

horizontal
scanlines
=
epipolar
lines



Reference image
→ left

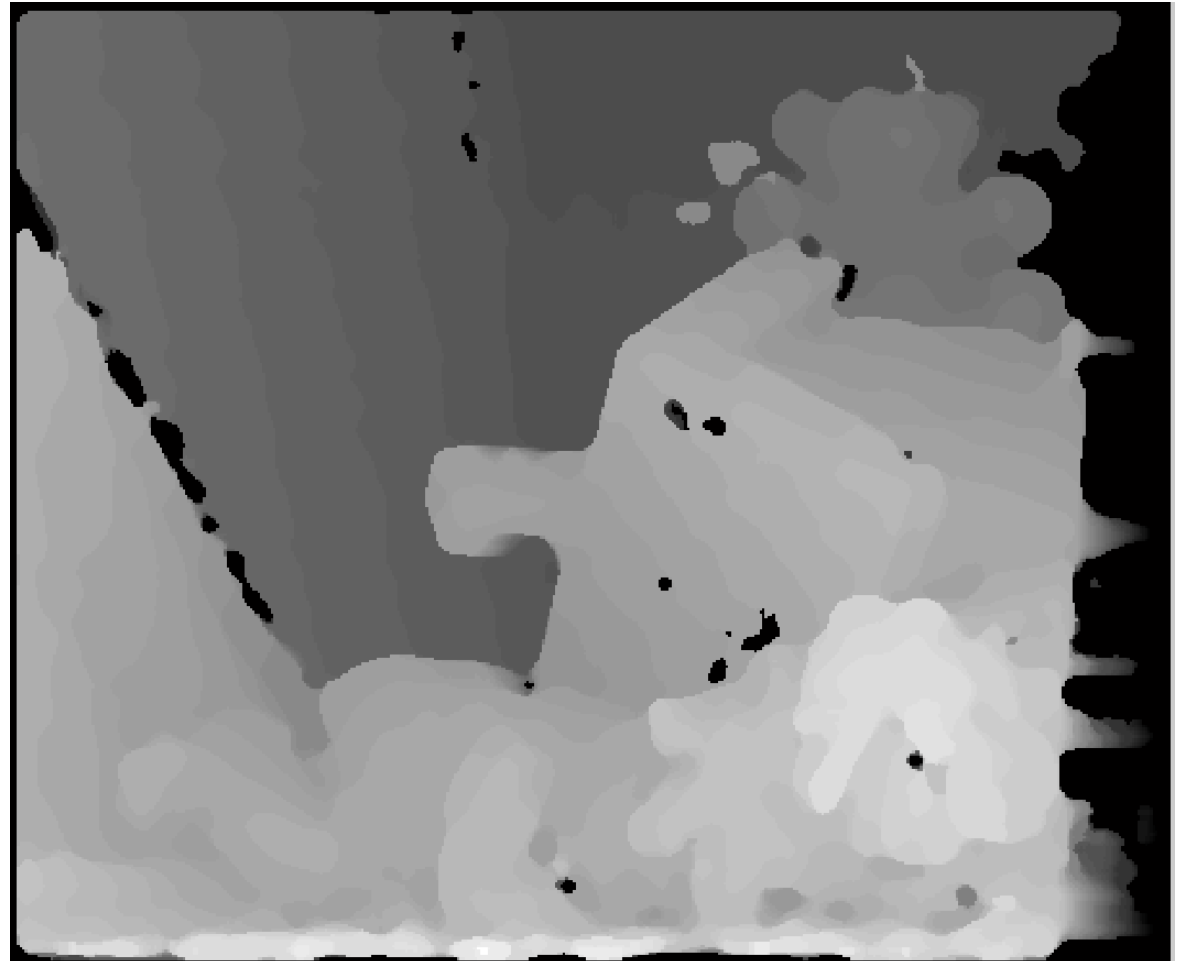
Search image
→ right

$$\begin{aligned}\rho_{NCC}(a, b) &= \frac{\sigma_{ab}}{\sqrt{\sigma_a^2 \cdot \sigma_b^2}} \\ &= \frac{\frac{1}{n^2} \left(\sum_{i,j=1}^n a(i, j) \cdot b(i, j) \right) - \bar{a} \cdot \bar{b}}{\sqrt{\left(\frac{1}{n^2} \left(\sum_{i,j=1}^n a(i, j)^2 \right) - \bar{a}^2 \right) \cdot \left(\frac{1}{n^2} \left(\sum_{i,j=1}^n b(i, j)^2 \right) - \bar{b}^2 \right)}}\end{aligned}$$

Assignment 6: Sample results



Disparity Map



Smoothed Disparity Map

Sample code: Part 1

```
function exercise6
% =====
r = 2;
thres = 0.5;
dmin = 10; dmax = 50;
left = double(imread('left.png'));
right = double(imread('right.png'));
[h, w] = size(left);
D = zeros(h, w);

[lm, lms] = precalc(left, r);
[rm, rms] = precalc(right, r);
...

function [m, ms] = precalc(img, r)
% =====
[h, w] = size(img);
m = zeros(h, w);
ms = zeros(h, w);
for i = 1+r : h-r
    for j = 1+r : w-r
        A = img(i-r : i+r, j-r : j+r);
        m(i, j) = mean2(A);
        ms(i, j) = mean2(A.*A);
    end
end

% Image window radius (1...)
% Threshold for correlation (-1..1)
% Minimum and maximum disparity
% Read stereo normal images

% Left image is the reference
% Initialize disparity map

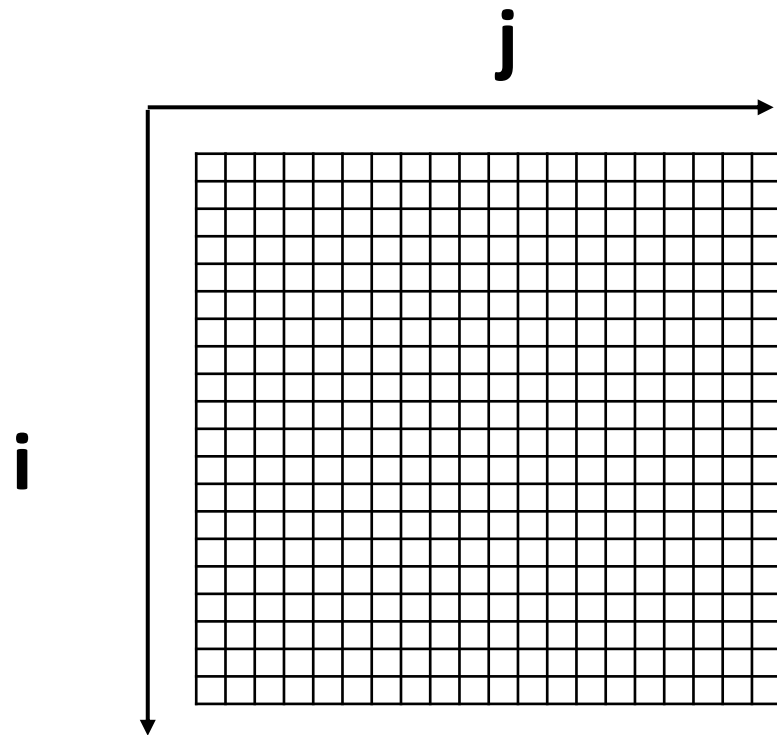
% Pre-calculate the mean and
% the mean of squares

% Acceleration by pre-calculation

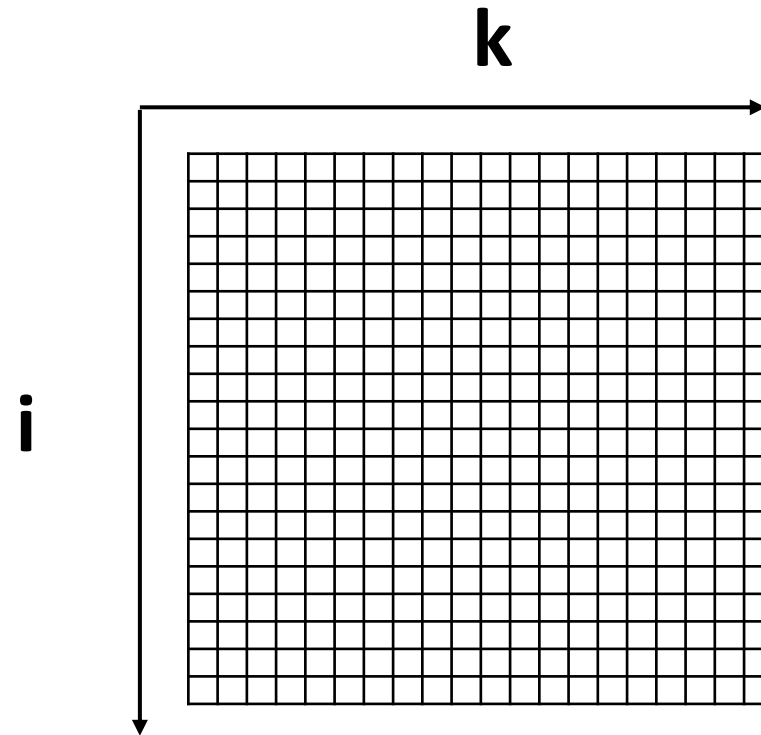
% Image size
% Initialize result matrices

% For each row i and column j
% with a distance r to the border
% Define an image window A
% Mean of A
% Mean of squares
```


Assignment 6: *Stereo image matching* using ***normalized cross-correlation***



Reference image
→ left



Search image
→ right

Sample code: Part 2

```
function exercise6
% =====
...
for i = 1+r : h-r % For each row i and column j of the reference
    for j = 1+r : w-r % image in a distance r from the border
        cmax = thres;
        start = max(j-dmax, r+1); % Crop the search space
        stop = max(j-dmin, r+1);
        A = left(i-r : i+r, j-r : j+r); % Define reference window A
        vl = lms(i, j) - lm(i, j)^2; % Variance of A
        if vl > 0 % If A contains texture
            for k = start : stop
                B = right(i-r : i+r, k-r : k+r); % Search window B
                vr = rms(i, k) - rm(i, k)^2; % Variance of B
                if vr > 0 % If B contains texture calculate NCC
                    cc = (mean2(A.*B) - lm(i, j) * rm(i, k)) / sqrt(vl * vr);
                    if cc > cmax % Maximize correlation coefficient
                        cmax = cc; % Winner takes all
                        D(i, j) = j - k; % Store column difference
                    end
                end
            end
        end
    end
end
end
end
figure(2); imshow(D, []); % Show disparities as gray value image
```

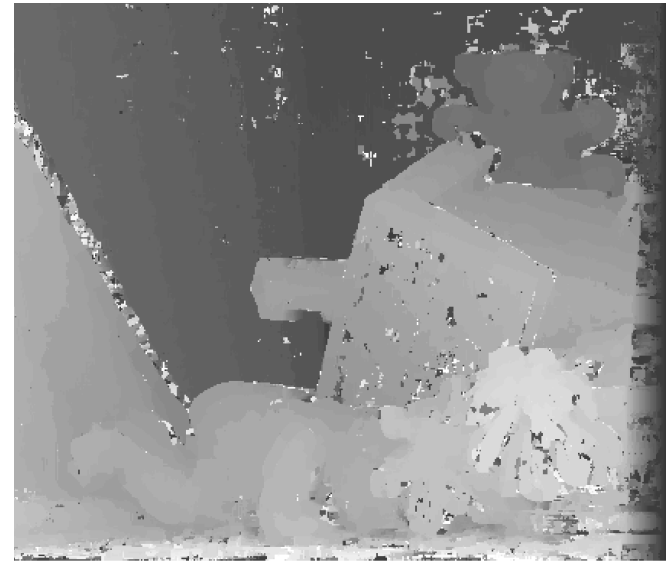


Assignment 6: Window size influence

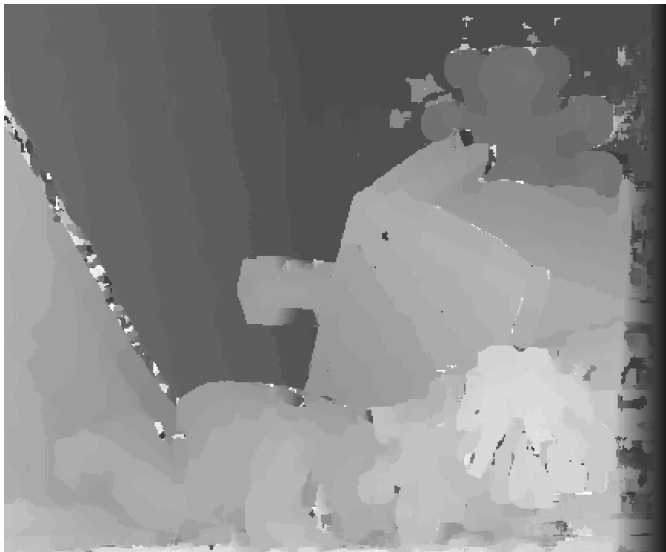
$d_{min} = 12,$
 $d_{max} = 50$



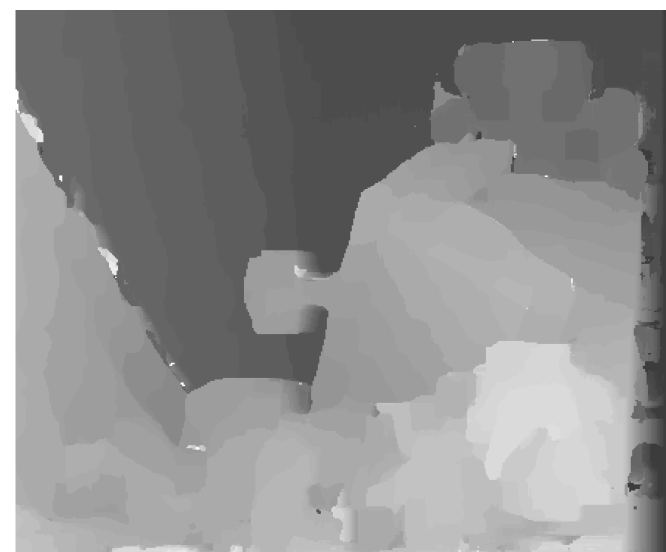
$r = 1$



$r = 3$



$r = 5$



$r = 10$

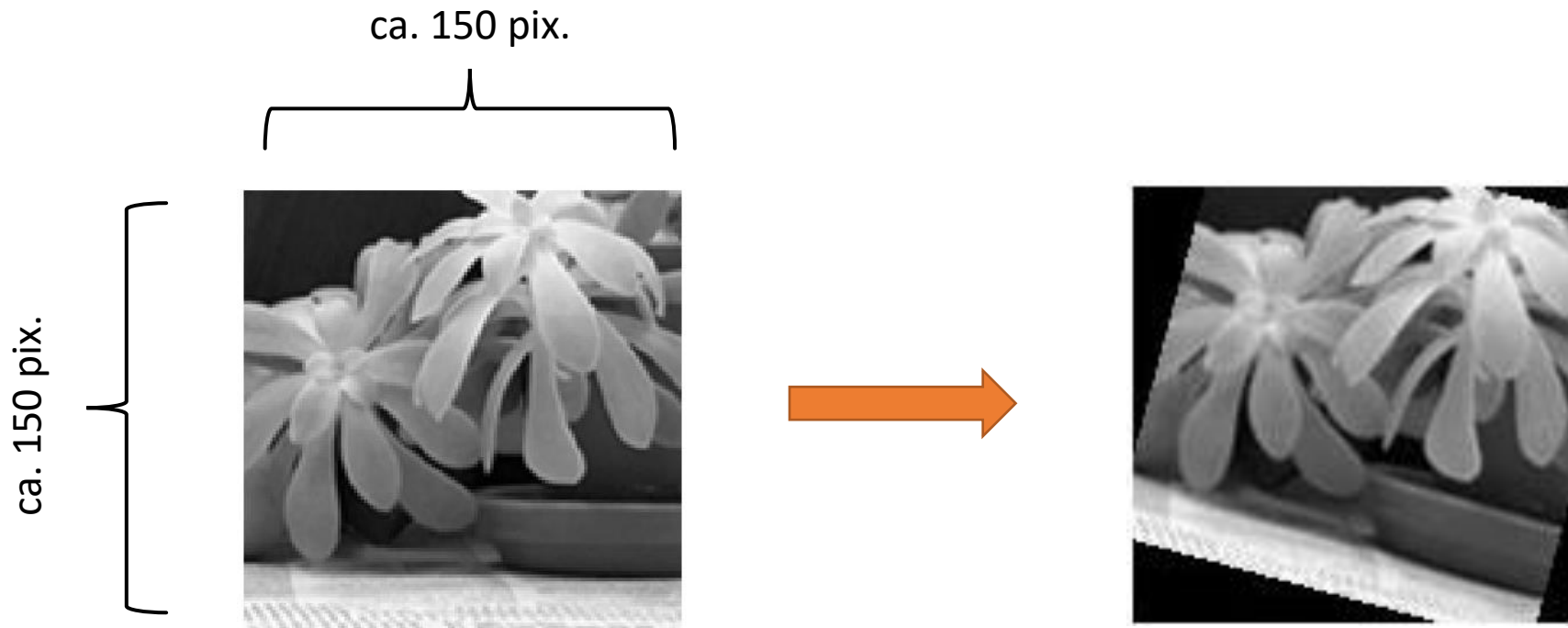
Assignment 6: Result for swapped images



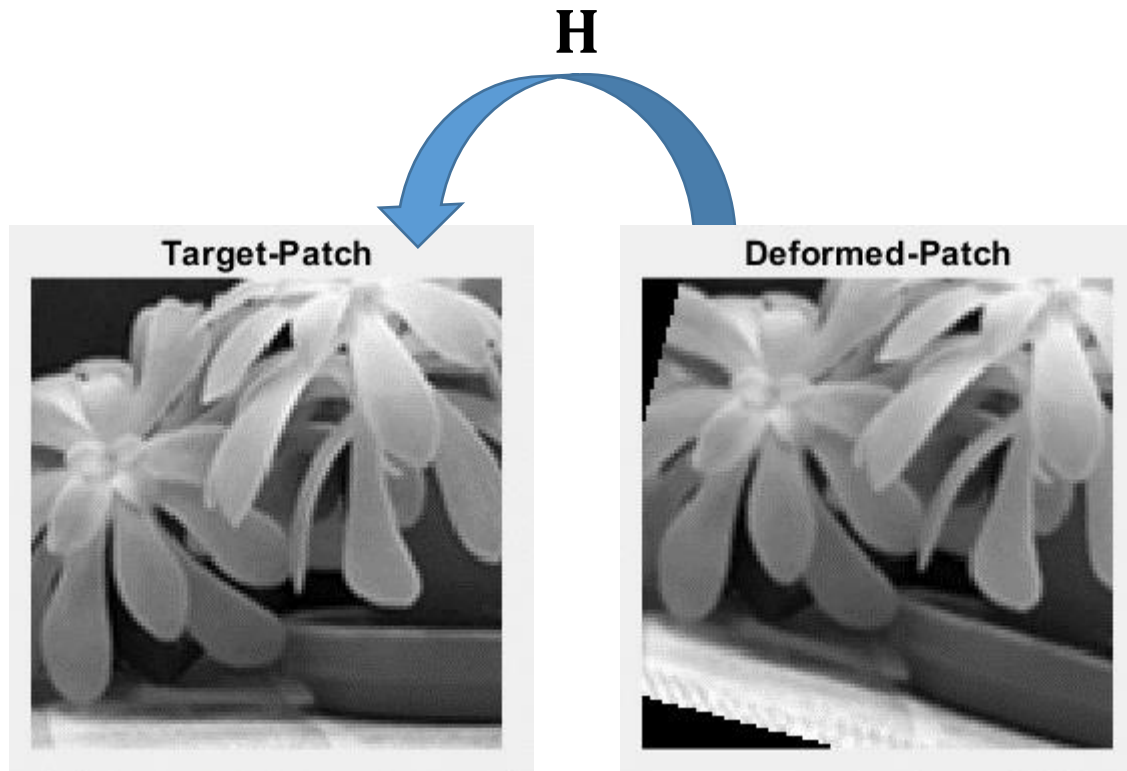
Final Project

- Work in small groups up to 3 people
- Submit solution via Moodle
- Each member of the group needs to submit the exact(!) same, final group solution
 - enter full information about group members in your documentation
- Topic: Least Squares Correlation
- Submission deadline: **13.03.2022, 13:30**

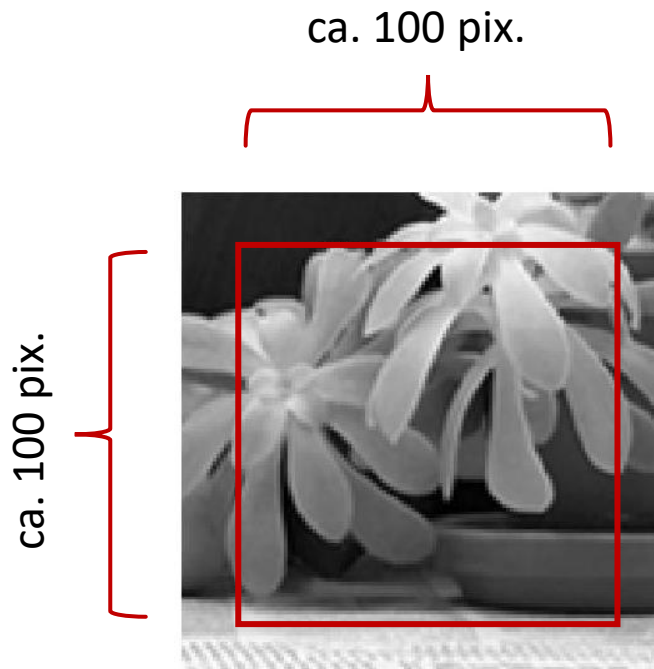
Final Project: Least Squares Correlation



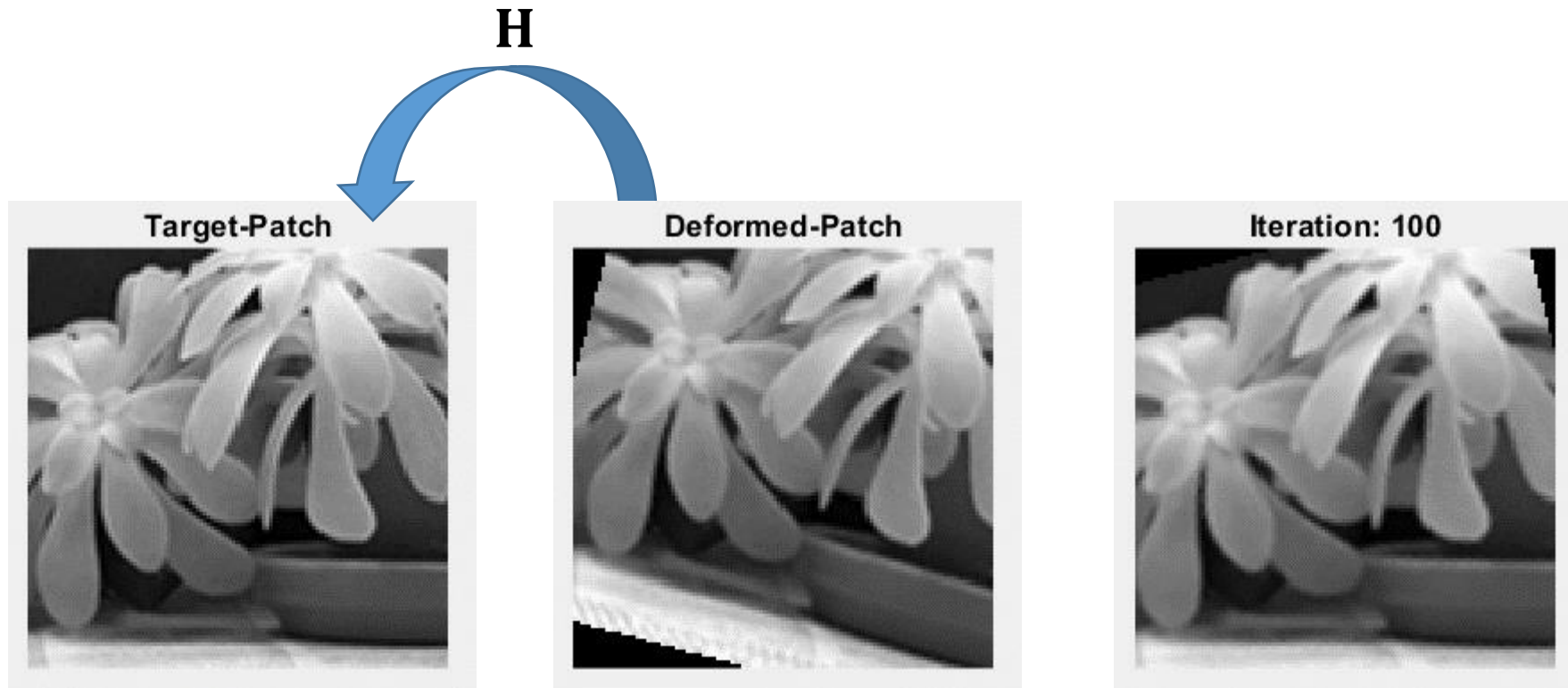
Final Project: Least Squares Correlation



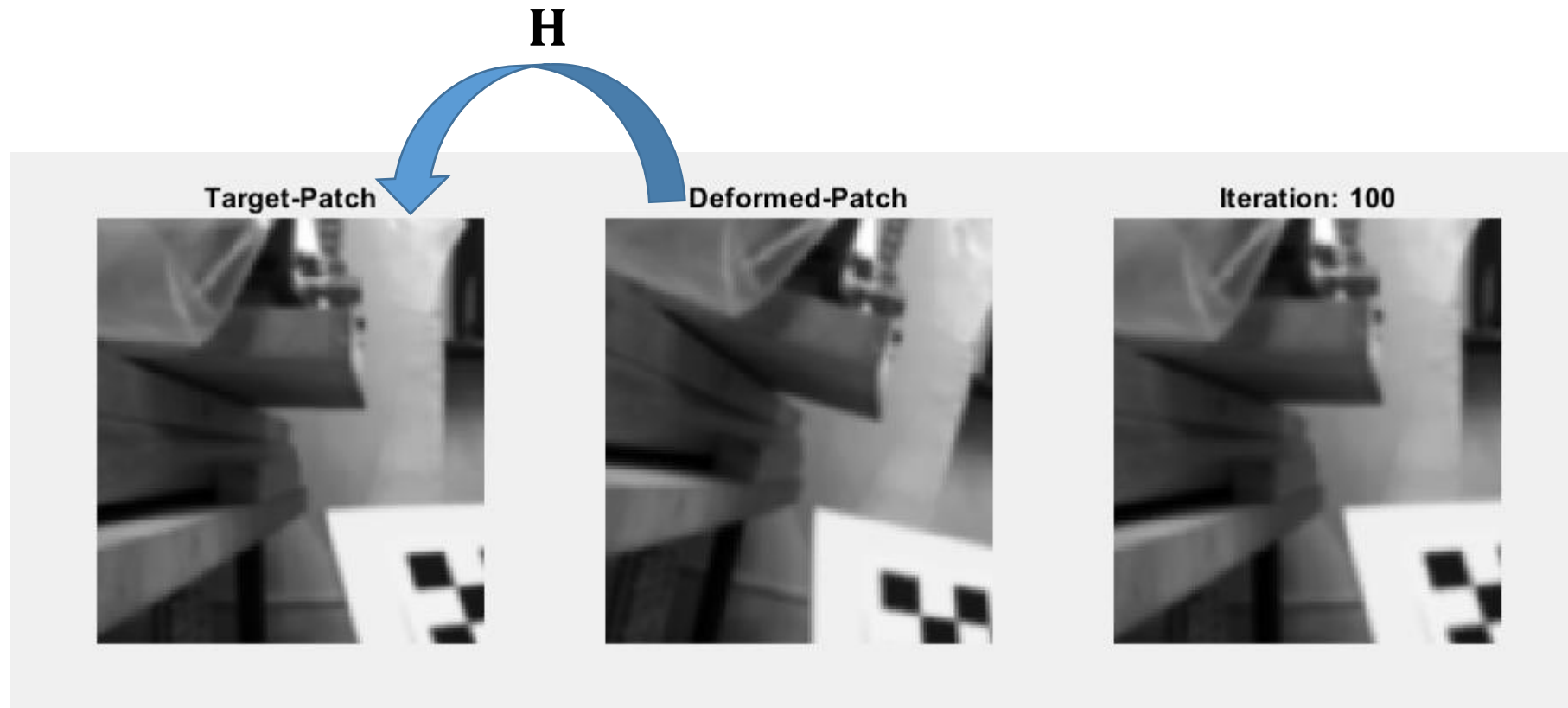
Final Project: Least Squares Correlation



Final Project: Least Squares Correlation



Final Project: Least Squares Correlation

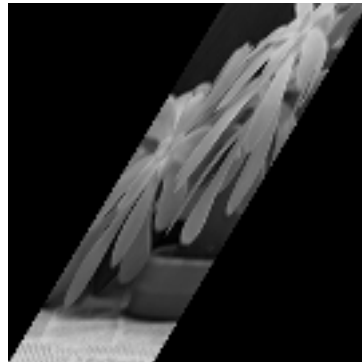


Final Project: Least Squares Correlation

target image



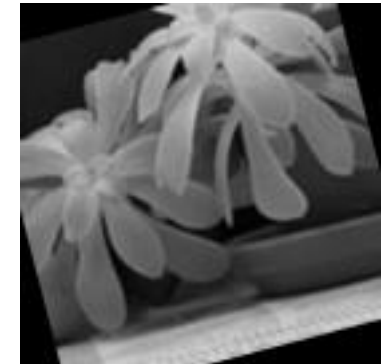
differently distorted source images



shear



scale



rotation