

# Computer Vision

## Lab 01: Calibration

Sumeet Gyanchandani

---

### 1 Matlab file of 2D-3D correspondences

The 2D points are saved in **xy.mat** file and the corresponding 3D points are saved in **XYZ.mat**, in *student\_code* directory.

### 2 Images used for calibration

The images used for calibration is given in *images\_my\_camera* directory.

### 3 Visualize hand-clicked points and reprojected 3D points

#### 3.1 Direct Linear Transform (DLT)



**Figure 1.** Hand-clicked points and reprojected 3D points

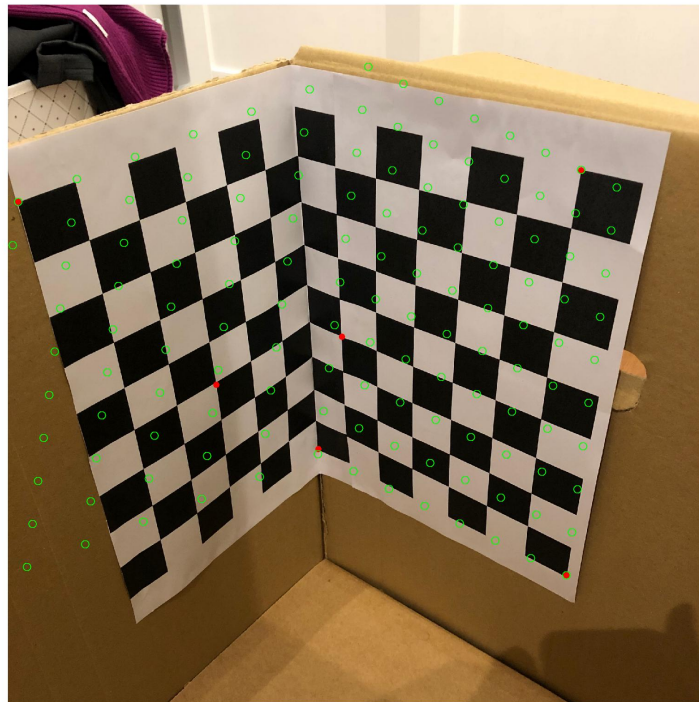


**Figure 2.** Reprojection of all the checkboard corners

### 3.2 Gold Standard algorithm

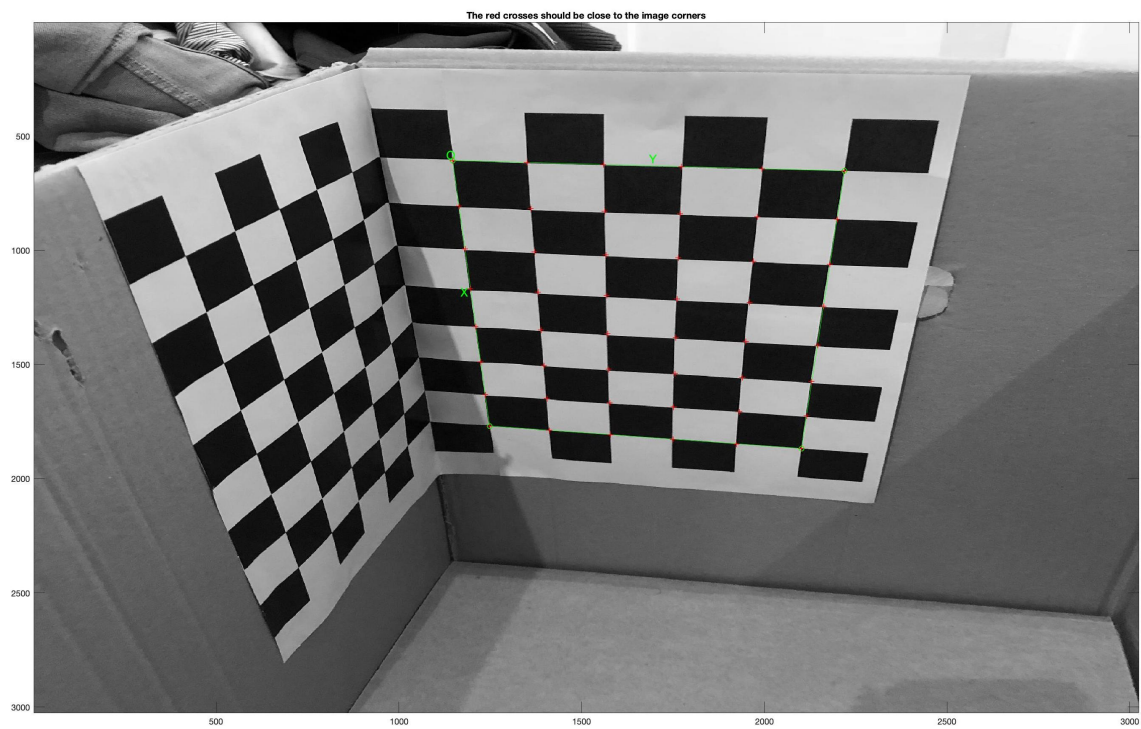


**Figure 3.** Hand-clicked points and reprojected 3D points



**Figure 4.** Reprojection of all the checkboard corners

### 3.3 Bouget's Calibration Toolbox



**Figure 5.** Predicted Corners



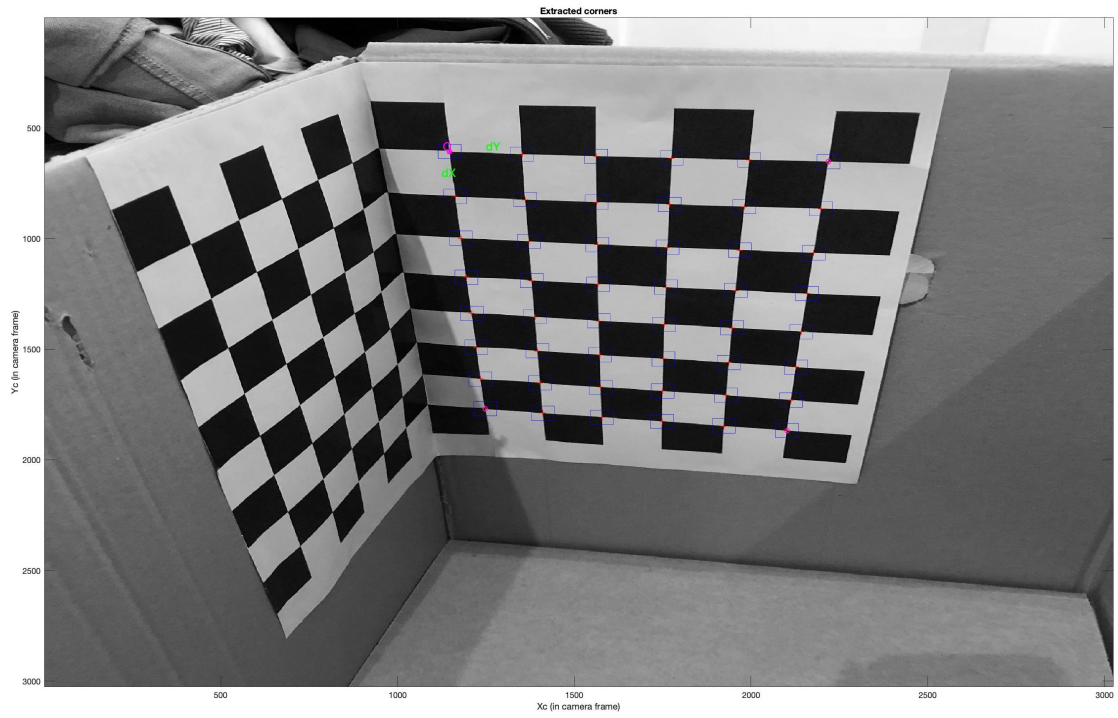


Figure 6. Extracted Corners

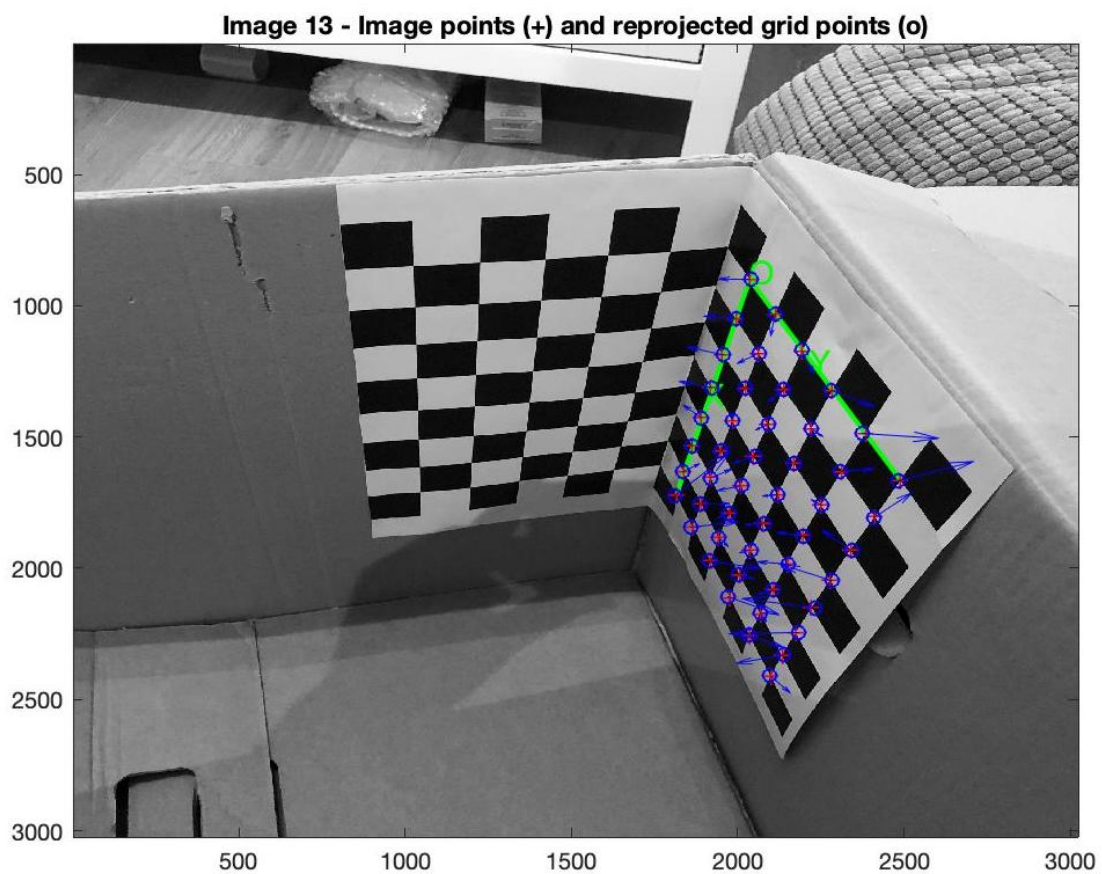


Figure 7. Reprojection of all the checkboard corners

## 4 Values of Calibration

### 4.1 Direct Linear Transform (DLT)

$$K = \begin{bmatrix} -3018.52 & 55.07 & 1559.73 \\ 0 & 3004.95 & 1402.25 \\ 0 & 0 & 1 \end{bmatrix}_{[3 \times 3]} \quad R = \begin{bmatrix} -0.59 & 0.81 & -0.003 \\ -0.43 & -0.31 & 0.85 \\ 0.69 & 0.50 & 0.53 \end{bmatrix}_{[3 \times 3]} \quad t = \begin{bmatrix} 303.96 \\ 222.11 \\ -353.72 \end{bmatrix}_{[3 \times 1]}$$

### 4.2 Gold Standard algorithm

$$K = \begin{bmatrix} -652153.31 & -139737.54 & 128621.50 \\ 0 & 461354.64 & -219837.11 \\ 0 & 0 & 1 \end{bmatrix}_{[3 \times 3]} \quad R = \begin{bmatrix} -0.72 & 0.69 & -0.10 \\ -0.16 & -0.02 & 0.99 \\ 0.67 & 0.72 & 0.13 \end{bmatrix}_{[3 \times 3]} \quad t = \begin{bmatrix} 49681.49 \\ 11360.80 \\ -46492.59 \end{bmatrix}_{[3 \times 1]}$$

### 4.3 Bouget's Calibration Toolbox

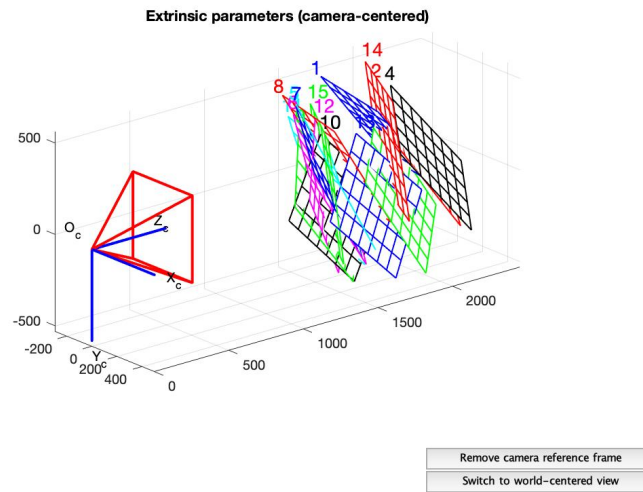


Figure 8. The 3D plot of extrinsic parameters: camera centered view

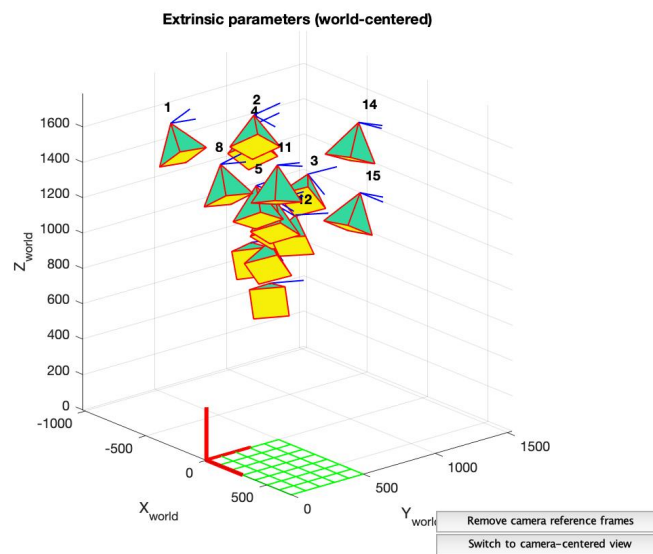


Figure 9. The 3D plot of extrinsic parameters: world centered view

Focal Length:  $fc = [ 3208.46429 \ 3197.60418 ] [ 26.57561 \ 26.87173 ]$   
Principal point:  $cc = [ 1702.26094 \ 1502.44010 ] [ 35.57927 \ 29.97307 ]$   
Skew:  $\alpha_c = [ 0.00000 ] [ 0.00000 ] \Rightarrow$  angle of pixel axes = 90.00000 0.00000 degrees  
Distortion:  $kc = [ 0.23716 \ -1.36546 \ -0.00133 \ 0.03028 \ 0.00000 ] [ 0.04665 \ 0.37102 \ 0.00420 \ 0.00409 \ 0.00000 ]$

## 5 Average reprojection error

The average error in Direct Linear Transform is similar to Bouget's Calibration Toolbox, while the error from Gold Standard Algorithm is quite high.

Error coordinate	Direct Linear Transform (DLT)	Gold Standard algorithm	Bouget's Calibration Toolbox
X	5.04	11703.59	1.77
Y	5.63	8304.58	1.38

**Table 1.** X and Y component of average reprojection error