電腦視覺與應用
Computer Vision and Applications

Lecture-03

Projective 2D geometry

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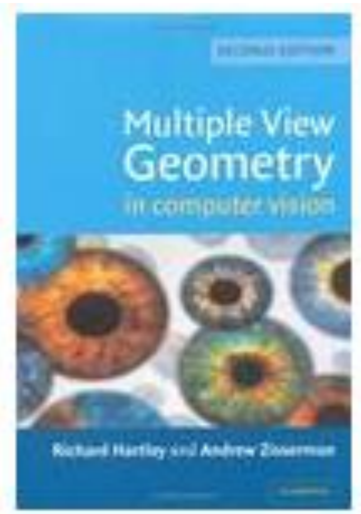
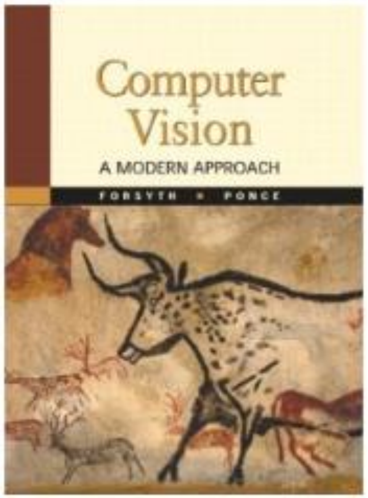
Projective 2D geometry

Lecture Reference at:

- Multiple View Geometry in Computer Vision, Chapter 2. (major)
- Computer Vision A Modern Approach, Chapter 10.





Projective 2D geometry

Topics

- Points, lines & conics
- Transformations & invariants (between images)
- 1D projective geometry and the Cross-ratio

Homogeneous coordinates

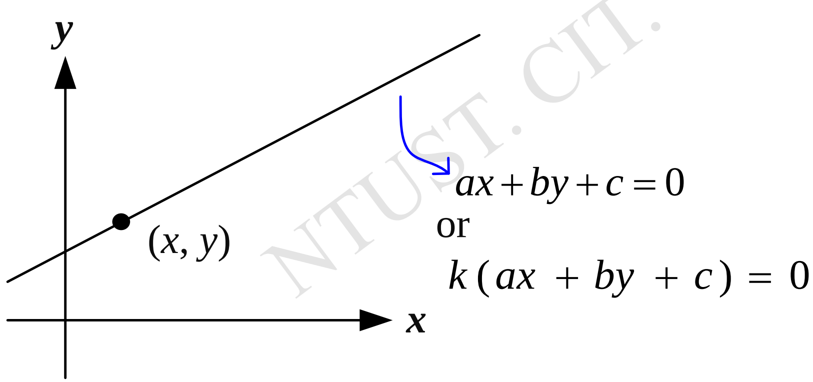
- Homogeneous representation of lines

$$ax+by+c=0 \qquad (a,b,c)^{\mathsf{T}}$$

$$(ka)x+(kb)y+kc=0, \forall k \neq 0 \qquad (a,b,c)^{\mathsf{T}} \sim k(a,b,c)^{\mathsf{T}}$$

equivalence class of vectors, any vector is representative

Set of all equivalence classes in $\mathbf{R}^3-(0,0,0)^{\mathsf{T}}$ forms $\mathbf{P}^2$



define one line as a vector format:

$$\mathbf{l} = (a,b,c)^{\mathsf{T}}$$

Homogeneous coordinates

- Homogeneous coordinates of points

$$\mathbf{x} = (x, y, 1)^{\mathsf{T}} \text{ on } \mathbf{l} = (a, b, c)^{\mathsf{T}} \text{ if and only if } ax + by + c = 0$$

$$(x, y, 1)(a, b, c)^{\mathsf{T}} = (x, y, 1)\mathbf{l} = 0$$

$$(x, y, 1)^{\mathsf{T}} \sim k(x, y, 1)^{\mathsf{T}}, \forall k \neq 0$$

- The point **x** lies on the line **l** if and only if $\mathbf{x}^{\mathsf{T}}\mathbf{l} = \mathbf{l}^{\mathsf{T}}\mathbf{x} = 0$

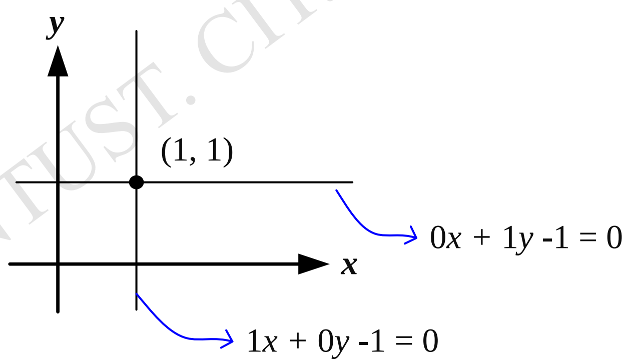
Homogeneous coordinates $(x_1, x_2, x_3)^{\mathsf{T}}$ but only 2DOF

Inhomogeneous coordinates $(x, y)^{\mathsf{T}}$

2D Points from lines and vice-versa

- Intersections of lines
  - The intersection of two lines $\mathbf{l}$ and $\mathbf{l}'$ is $\mathbf{x} = \mathbf{l} \times \mathbf{l}'$
- Line joining two points
  - The line through two points $\mathbf{x}$ and $\mathbf{x}'$ is $\mathbf{l} = \mathbf{x} \times \mathbf{x}'$

Example: intersections of lines



$$\begin{bmatrix} 0 \\ 1 \\ -1 \end{bmatrix} \times \begin{bmatrix} 1 \\ 0 \\ -1 \end{bmatrix} = \begin{bmatrix} -1 \\ -1 \\ -1 \end{bmatrix}$$

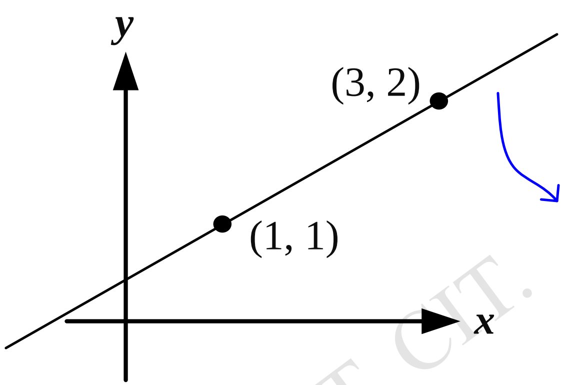
or

$$\begin{bmatrix} 1 \\ 0 \\ -1 \end{bmatrix} \times \begin{bmatrix} 0 \\ 1 \\ -1 \end{bmatrix} = \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix}$$

$$\mathbf{l} \times \mathbf{l}' = \mathbf{x}$$

2D Points from lines and vice-versa

Example: Line joining two points



$1x\text{-}2y\text{+}1\text{=}0$

$$\begin{bmatrix}3\\2\\1\end{bmatrix}\times\begin{bmatrix}1\\1\\1\end{bmatrix}=\begin{bmatrix}1\\-2\\1\end{bmatrix}$$

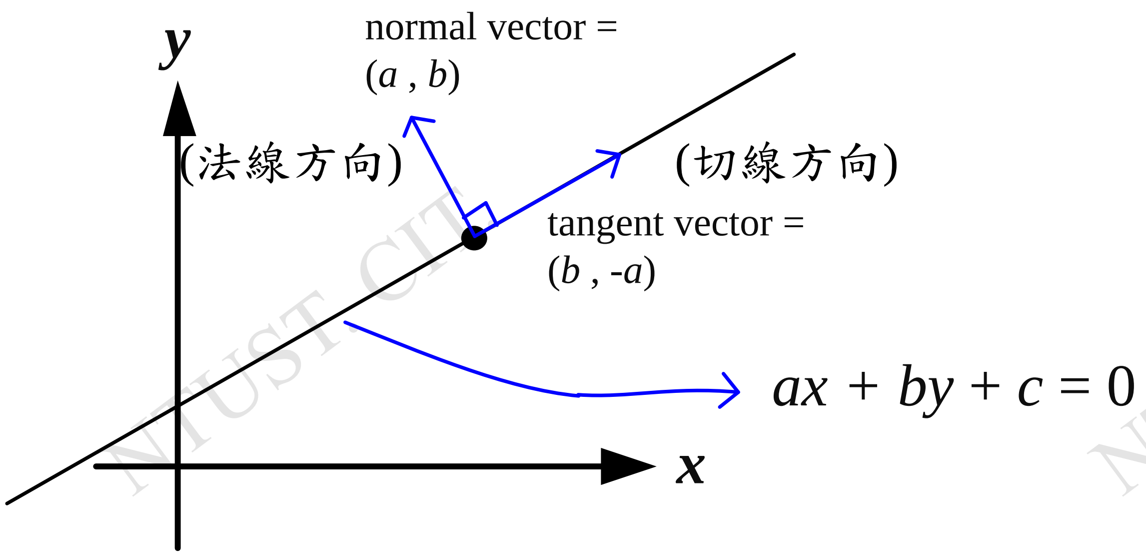
or

$$\begin{bmatrix}1\\1\\1\end{bmatrix}\times\begin{bmatrix}3\\2\\1\end{bmatrix}=\begin{bmatrix}-1\\2\\-1\end{bmatrix}$$

$$\mathbf{x}\times\mathbf{x}'=\mathbf{l}$$

Points from lines and vice-versa

- Normal vector and tangent vector of one line:

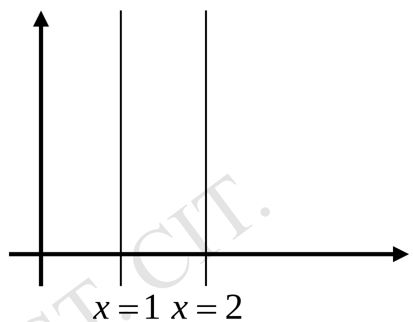


Ideal points and the line at infinity

- Intersections of parallel lines

$$\mathbf{l} = (a, b, c)^\mathsf{T} \text{ and } \mathbf{l}' = (a, b, c')^\mathsf{T} \qquad \mathbf{x} = \mathbf{l} \times \mathbf{l}' = (b, -a, 0)^\mathsf{T}$$ → point at infinity

Example



$(b, -a)$ tangent vector

(a, b) normal direction

Ideal points→ $(x_1, x_2, 0)^\mathsf{T}$

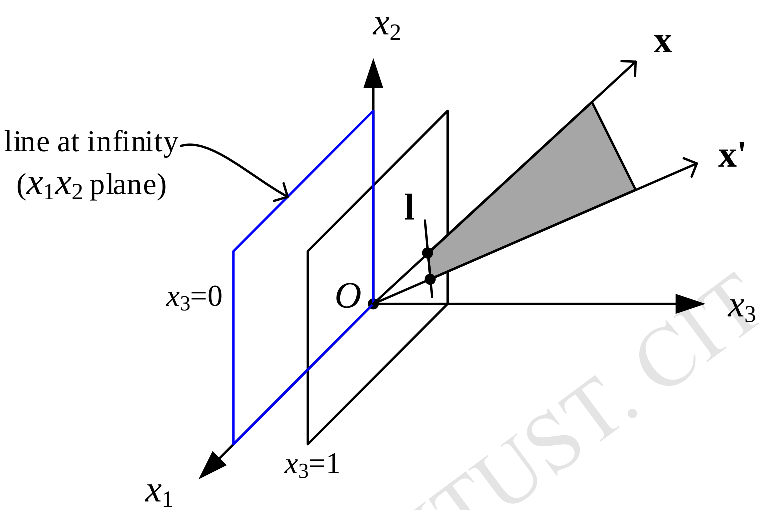
Line at infinity→ $\mathbf{l}_\infty = (0,0,1)^\mathsf{T}$

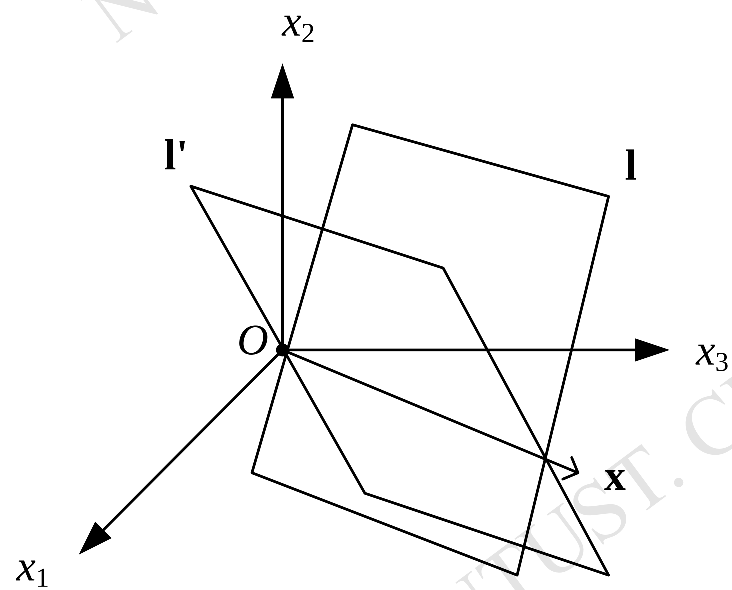
$$\mathbf{P}^2 = \mathbf{R}^2 \cup \mathbf{l}_\infty$$

Note that in $\mathbf{P}^2$ there is no distinction between ideal points and others

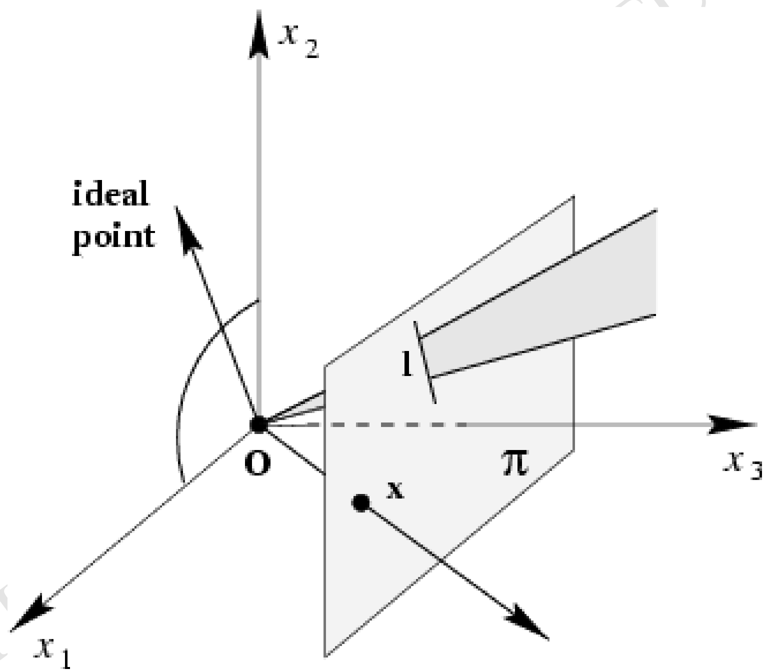
Ideal points and the line at infinity

- Schematic of homogenous coordinates:





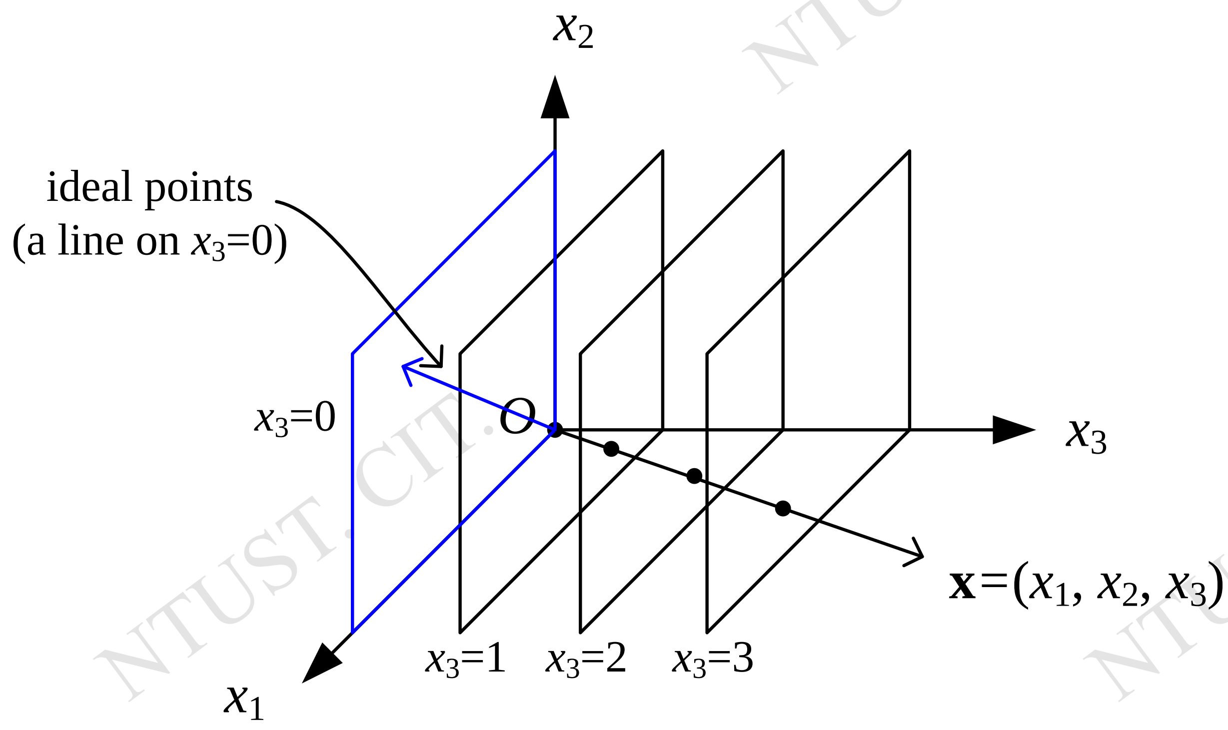
A model for the projective plane



exactly one line through two points

exactly one point at intersection of two lines

A model for the projective plane—cont.



Duality of 2D lines and points

- Duality principle:

To any theorem of 2-dimensional projective geometry there corresponds a dual theorem, which may be derived by interchanging the role of points and lines in the original theorem

$$\mathbf{x} \longleftrightarrow \mathbf{l}$$

$$\mathbf{x}^{\mathsf{T}}\mathbf{l} = 0 \longleftrightarrow \mathbf{l}^{\mathsf{T}}\mathbf{x} = 0$$

$$\mathbf{x} = \mathbf{l} \times \mathbf{l}' \longleftrightarrow \mathbf{l} = \mathbf{x} \times \mathbf{x}'$$

Conics

- Curve described by 2nd-degree equation in the plane

$$ax^2 + bxy + cy^2 + dx + ey + f = 0$$

- or *homogenized* $x \mapsto x_1/x_3,\ y \mapsto x_2/x_3$

$$ax_1^2 + bx_1x_2 + cx_2^2 + dx_1x_3 + ex_2x_3 + fx_3^2 = 0$$

- or in matrix form

$$\begin{bmatrix} x_1 & x_2 & x_3 \end{bmatrix} \begin{bmatrix} a & b/2 & d/2 \\ b/2 & c & e/2 \\ d/2 & e/2 & f \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = 0 \longrightarrow \mathbf{x}^{\mathsf{T}}\mathbf{C}\mathbf{x} = 0$$

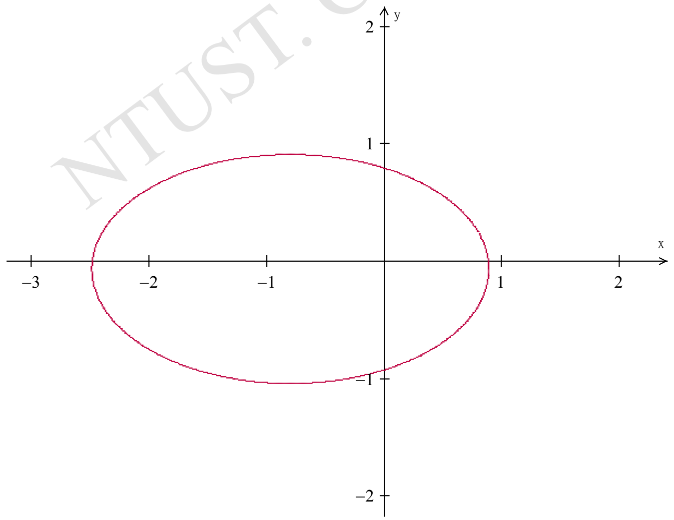
with $\mathbf{C} = \begin{bmatrix} a & b/2 & d/2 \\ b/2 & c & e/2 \\ d/2 & e/2 & f \end{bmatrix}$

5DOF: $\{a:b:c:d:e:f\}$

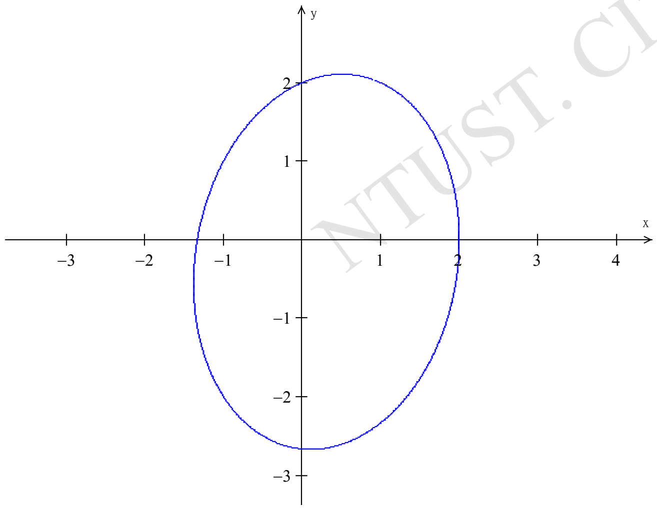
Conics (example)

- Example

$$\begin{bmatrix} x & y & 1 \end{bmatrix} \begin{bmatrix} 5 & 0 & 4 \\ 0 & 15 & 1 \\ 4 & 1 & -11 \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix} = 0$$



$$\begin{bmatrix} x & y & 1 \end{bmatrix} \begin{bmatrix} 6 & -0.5 & 2 \\ -0.5 & 3 & 1 \\ 2 & 1 & -16 \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix} = 0$$



Conics

- Five points define a conic
  - For each point the conic passes through

$$a x_i^2 + b x_i y_i + c y_i^2 + d x_i + e y_i + f = 0$$

  - or in matrix form

$$(x_i^2, x_i y_i, y_i^2, x_i, y_i, f) \cdot \mathbf{c} = 0 \qquad \mathbf{c} = (a, b, c, d, e, f)^{\mathsf{T}}$$

  - stacking constraints yields

$$\begin{bmatrix} x_1^2 & x_1 y_1 & y_1^2 & x_1 & y_1 & 1 \\ x_2^2 & x_2 y_2 & y_2^2 & x_2 & y_2 & 1 \\ x_3^2 & x_3 y_3 & y_3^2 & x_3 & y_3 & 1 \\ x_4^2 & x_4 y_4 & y_4^2 & x_4 & y_4 & 1 \\ x_5^2 & x_5 y_5 & y_5^2 & x_5 & y_5 & 1 \end{bmatrix} \mathbf{c} = 0 \qquad \begin{bmatrix} x_1^2 & x_1 y_1 & y_1^2 & x_1 & y_1 \\ x_2^2 & x_2 y_2 & y_2^2 & x_2 & y_2 \\ x_3^2 & x_3 y_3 & y_3^2 & x_3 & y_3 \\ x_4^2 & x_4 y_4 & y_4^2 & x_4 & y_4 \\ x_5^2 & x_5 y_5 & y_5^2 & x_5 & y_5 \end{bmatrix} \begin{bmatrix} a \\ b \\ c \\ d \\ e \end{bmatrix} = \begin{bmatrix} -1 \\ -1 \\ -1 \\ -1 \\ -1 \end{bmatrix}$$

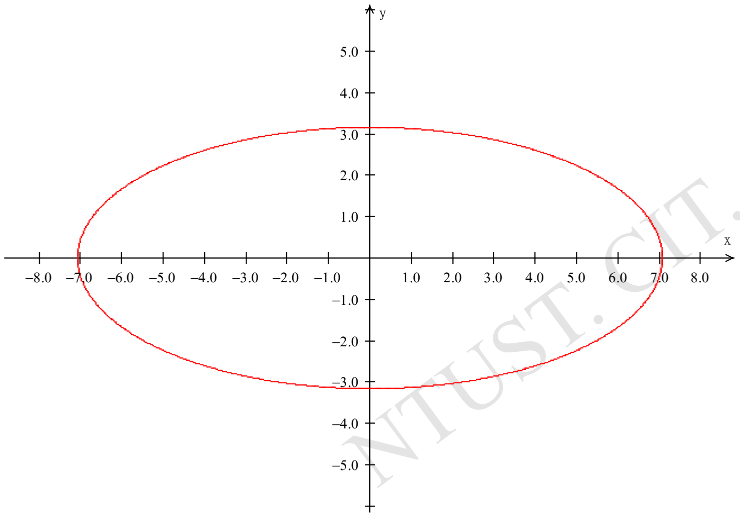
Conics

- Five points define a conic, an example:

5 points determine a conic:

- (-6,1.6733,1)
- (-3,2.8636,1)
- (0,3.1623,1)
- (3,2.8636,1)
- (6,1.6733,1)

$$0.2x^2 + y^2 - 10 = 0$$

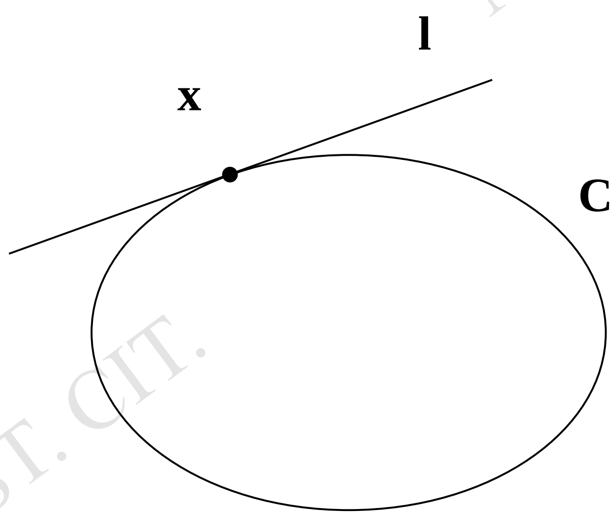


$$\begin{bmatrix} 36.0000 & -10.0399 & 2.8000 & -6.0000 & 1.6733 \\ 9.0000 & -8.5907 & 8.2000 & -3.0000 & 2.8636 \\ 0 & 0 & 10.0000 & 0 & 3.1623 \\ 9.0000 & 8.5907 & 8.2000 & 3.0000 & 2.8636 \\ 36.0000 & 10.0399 & 2.8000 & 6.0000 & 1.6733 \end{bmatrix} * \begin{bmatrix} a \\ b \\ c \\ d \\ e \end{bmatrix} = \begin{bmatrix} -1 \\ -1 \\ -1 \\ -1 \\ -1 \end{bmatrix}$$

Solve it, then get $\begin{bmatrix} a \\ b \\ c \\ d \\ e \end{bmatrix} = \begin{bmatrix} -0.02 \\ 0 \\ -0.1 \\ -0.000 \\ -0.000 \end{bmatrix} \rightarrow 0.2x^2 + y^2 - 10 = 0$

Tangent lines to conics

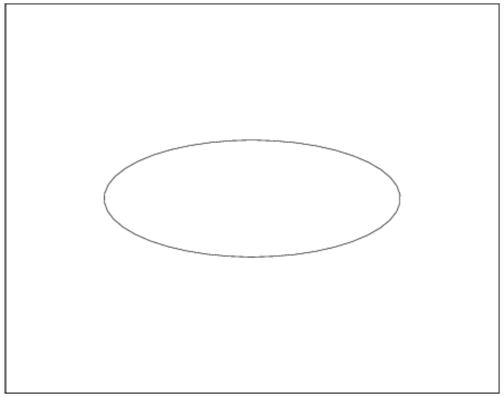
- The line **l** tangent to **C** at point **x** on **C** is given by **l**=**Cx**



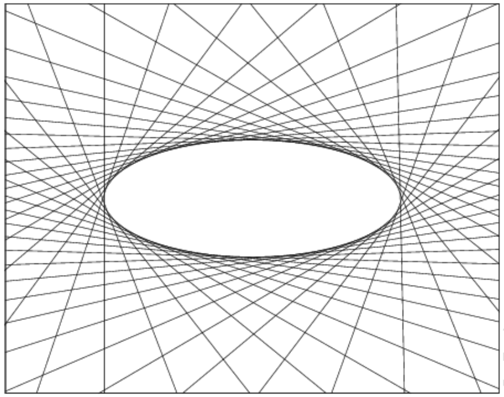
Since $\mathbf{x}^{\mathsf{T}}\mathbf{C}\mathbf{x} = 0 = \mathbf{x}^{\mathsf{T}}\mathbf{l} = \mathbf{l}^{\mathsf{T}}\mathbf{x}$

Dual conics

- A line tangent to the conic **C** satisfies $\mathbf{l}^{\mathsf{T}}\mathbf{C}^{*}\mathbf{l}=0$
- In general (**C** full rank): $\mathbf{C}^{*}=\mathbf{C}^{-1}$
- Dual conics = line conics = conic envelopes (包絡線)



$\mathbf{x}^{\mathsf{T}}\mathbf{C}\mathbf{x}=0$



$\mathbf{l}^{\mathsf{T}}\mathbf{C}^{*}\mathbf{l}=0$

Dual conics

- A line tangent to the conic **C** satisfies

$$\mathbf{l}^{\mathsf{T}}\mathbf{C}^{*}\mathbf{l}=0 \rightarrow \mathbf{C}^{*}=\mathbf{C}^{-1}$$

- Proof:
  - Since $\mathbf{x}^{\mathsf{T}}\mathbf{C}\mathbf{x}=0$
  - And line on the conic : $\mathbf{l}=\mathbf{C}\mathbf{x} \rightarrow \mathbf{x}=\mathbf{C}^{-1}\mathbf{l}$ (says tangent points)

$$\mathbf{x}^{\mathsf{T}}\mathbf{C}\mathbf{x}=0$$

$$(\mathbf{C}^{-1}\mathbf{l})^{\mathsf{T}}\mathbf{C}(\mathbf{C}^{-1}\mathbf{l})=0$$

$$\mathbf{l}^{\mathsf{T}}\mathbf{C}^{-\mathsf{T}}\mathbf{C}\mathbf{C}^{-1}\mathbf{l}=0$$

$$\mathbf{l}^{\mathsf{T}}\mathbf{C}^{-\mathsf{T}}\mathbf{l}=0$$

$$\mathbf{l}^{\mathsf{T}}\mathbf{C}^{*}\mathbf{l}=0$$

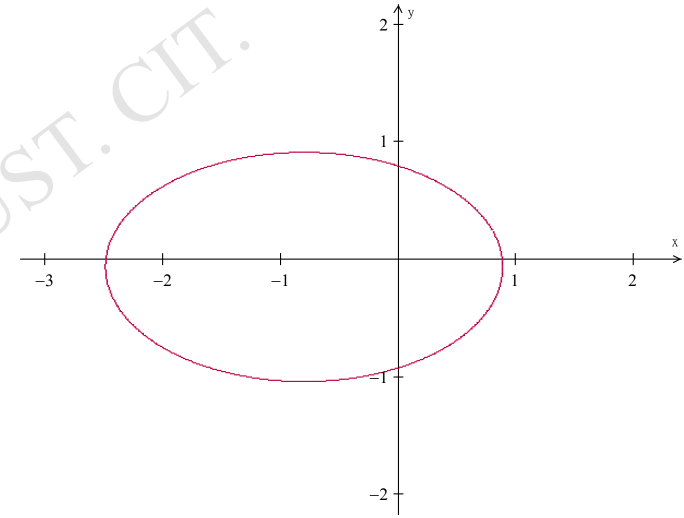
$$\therefore \mathbf{C}^{*}=\mathbf{C}^{-1}$$

(hint: since **C** is symmetric)

Dual conics (example)

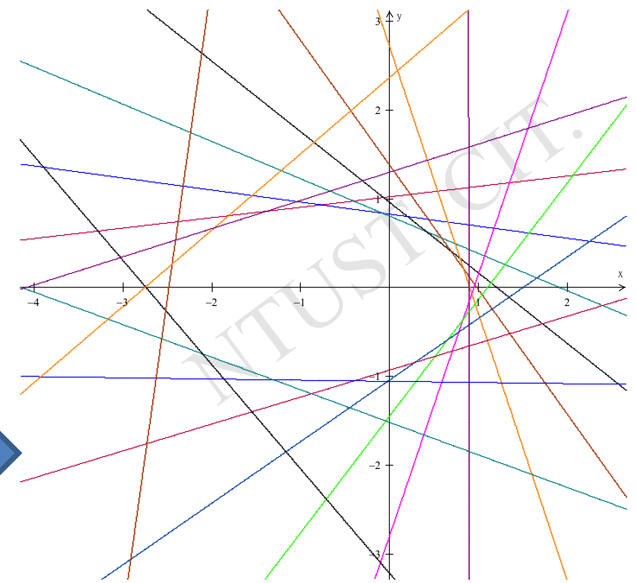
- Example

$$[x \quad y \quad 1]\begin{bmatrix} 5 & 0 & 4 \\ 0 & 15 & 1 \\ 4 & 1 & -11 \end{bmatrix}\begin{bmatrix} x \\ y \\ 1 \end{bmatrix} = 0$$



$$\begin{bmatrix} 5 & 0 & 4 \\ 0 & 15 & 1 \\ 4 & 1 & -11 \end{bmatrix}^{-1} = \begin{bmatrix} 0.1551 & -0.0037 & 0.0561 \\ -0.0037 & 0.0664 & 0.0047 \\ 0.0561 & 0.0047 & -0.0701 \end{bmatrix}$$

$$\mathbf{l}^{\mathrm{T}}\begin{bmatrix} 0.1551 & -0.0037 & 0.0561 \\ -0.0037 & 0.0664 & 0.0047 \\ 0.0561 & 0.0047 & -0.0701 \end{bmatrix}\mathbf{l} = 0$$



Degenerate conics

- A conic is degenerate if matrix $\mathbf{C}$ is not of full rank

e.g. two lines (rank 2)

$$\mathbf{C} = \mathbf{l}\mathbf{m}^\top + \mathbf{m}\mathbf{l}^\top$$

Example:

$$\mathbf{x}^\top \mathbf{C}\mathbf{x} = 0$$

$$\mathbf{x}^\top (\mathrm{l}\mathrm{m}^\top + \mathrm{m}\mathrm{l}^\top)\mathbf{x} = (\mathbf{x}^\top \mathrm{l})(\mathrm{m}^\top \mathbf{x}) + (\mathbf{x}^\top \mathrm{m})(\mathrm{l}^\top \mathbf{x}) = 0$$

So, either $\mathbf{x}^\top \mathbf{l} = 0$, or $\mathbf{x}^\top \mathbf{m} = 0$ → two lines

e.g. repeated line (rank 1)

$$\mathbf{C} = \mathbf{l}\mathbf{l}^\top$$

Example:

$$\mathrm{l} = \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix} \qquad \mathbf{C} = \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix} \begin{bmatrix} 1 & 2 & 3 \end{bmatrix} = \begin{bmatrix} 1 & 2 & 3 \\ 2 & 4 & 6 \\ 3 & 6 & 9 \end{bmatrix}$$

Degenerate line conics: 2 points (rank 2), double point (rank1)

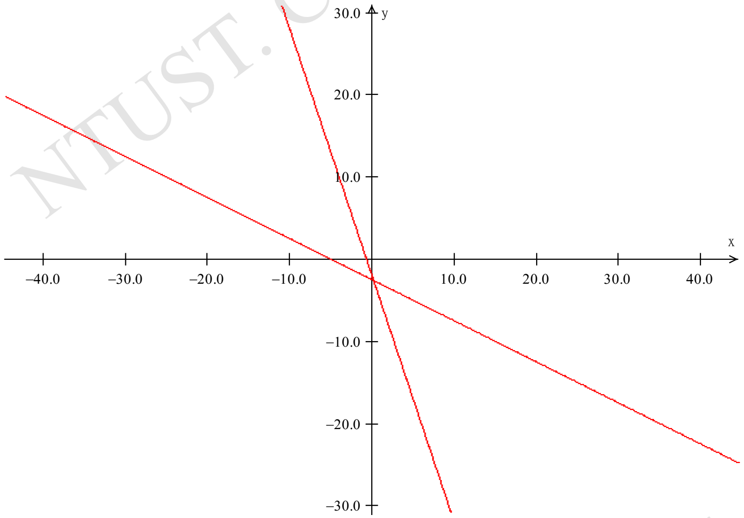
Note that for degenerate conics $\left(\mathbf{C}^*\right)^* \neq \mathbf{C}$

Degenerate conics (example)

- Example

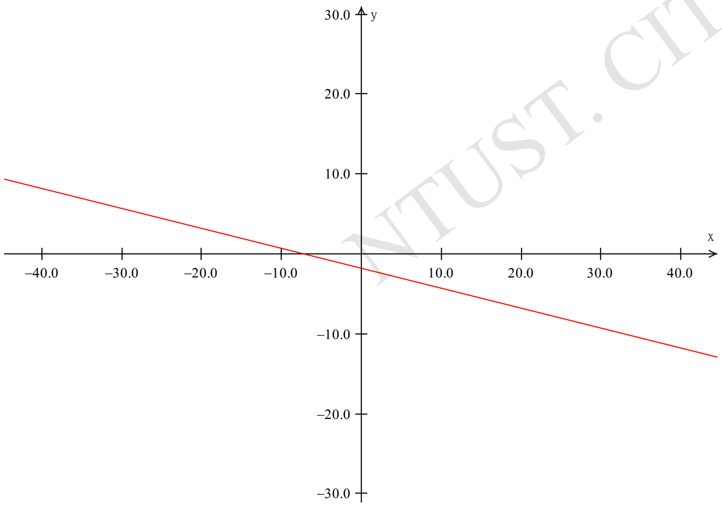
$$\mathbf{C} = \mathbf{l}\mathbf{m}^{\mathsf{T}} + \mathbf{m}\mathbf{l}^{\mathsf{T}}$$

$$\mathbf{l} = \begin{bmatrix} 1 \\ 2 \\ 5 \end{bmatrix}, \mathbf{m} = \begin{bmatrix} 3 \\ 1 \\ 2 \end{bmatrix} \qquad \mathbf{C} = \begin{bmatrix} 6 & 7 & 17 \\ 7 & 4 & 9 \\ 17 & 9 & 20 \end{bmatrix}$$



$$\mathbf{C} = \mathbf{l}\mathbf{l}^{\mathsf{T}}$$

$$\mathbf{l} = \begin{bmatrix} 1 \\ 4 \\ 7 \end{bmatrix} \qquad \mathbf{C} = \begin{bmatrix} 1 & 4 & 7 \\ 4 & 16 & 28 \\ 7 & 28 & 49 \end{bmatrix}$$



Projective transformations

- Definition: A *projectivity* is an invertible mapping ***h*** from P^2 to itself such that three points x_1,x_2,x_3 lie on the same line if and only if $h(x_1),h(x_2),h(x_3)$ do.→在同一線上的3個點經過轉換仍然共線
- Theorem: A mapping $\boldsymbol{h}:P^2\rightarrow P^2$ is a projectivity if and only if there exists a non-singular 3x3 matrix **H** such that for any point in P^2 represented by a vector **x** it is true that $\boldsymbol{h}(\mathbf{x})=\mathbf{Hx}$
- Definition: Projective transformation

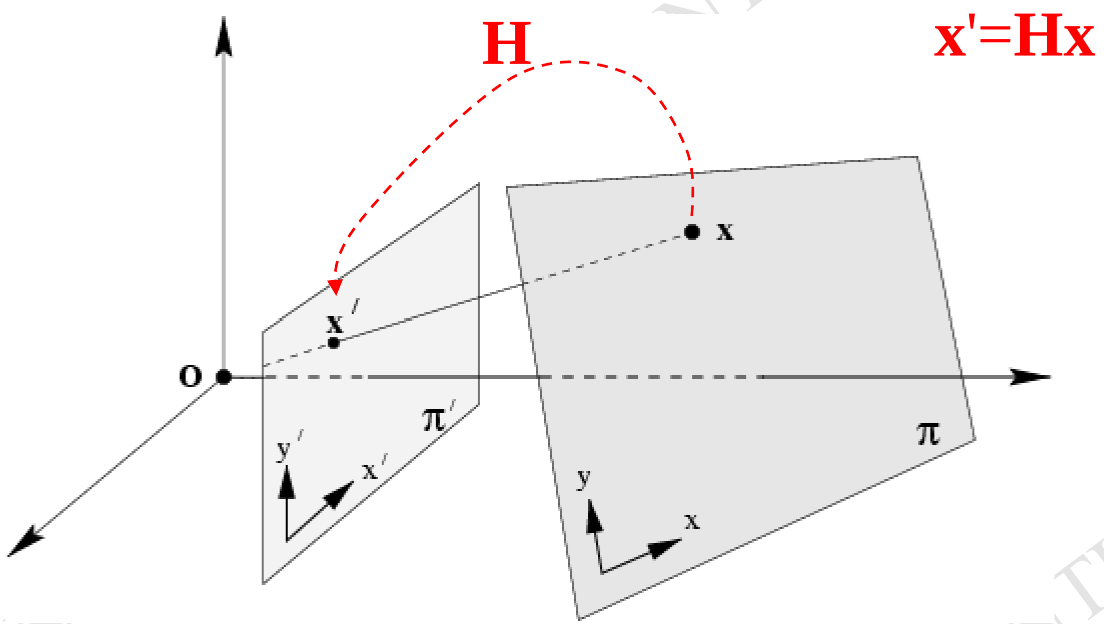
$$\begin{pmatrix} x'_1 \\ x'_2 \\ x'_3 \end{pmatrix} = \begin{bmatrix} h_{11} & h_{12} & h_{13} \\ h_{21} & h_{22} & h_{23} \\ h_{31} & h_{32} & h_{33} \end{bmatrix} \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix} \quad \text{or} \quad \mathbf{x}' = \mathbf{H}\mathbf{x}$$

8DOF

- Projectivity = Collineation = Projective Transformation = Homography

Application: mapping between planes

- Homography



central projection may be expressed by **x'=Hx**

Homography: to remove projective effect

select four points in a plane with know coordinates

$$x' = \frac{x'_1}{x'_3} = \frac{h_{11}x + h_{12}y + h_{13}}{h_{31}x + h_{32}y + h_{33}} \qquad y' = \frac{x'_2}{x'_3} = \frac{h_{21}x + h_{22}y + h_{23}}{h_{31}x + h_{32}y + h_{33}}$$

$$x'\left(h_{31}x + h_{32}y + h_{33}\right) = h_{11}x + h_{12}y + h_{13}$$
$$y'\left(h_{31}x + h_{32}y + h_{33}\right) = h_{21}x + h_{22}y + h_{23}$$

(linear in h_{ij})

(2 constraints/point, 8DOF $\Rightarrow$ 4 points needed)

Note! NO calibration at all necessary, better ways to compute

Homography: to remove projective effect

- Rewrite equation

$$xh_{11} + yh_{12} + h_{13} - x'xh_{31} - x'yh_{32} - x'h_{33} = 0$$

$$xh_{21} + yh_{22} + h_{23} - y'xh_{31} - y'yh_{32} - y'h_{33} = 0$$

- Normalize h_{ij} with h_{33}, (replace h_{ij}/h_{33} with h_{ij} temporarily)

$$xh_{11} + yh_{12} + h_{13} - x'xh_{31} - x'yh_{32} = x'$$

$$xh_{21} + yh_{22} + h_{23} - y'xh_{31} - y'yh_{32} = y'$$

- In matrix form:

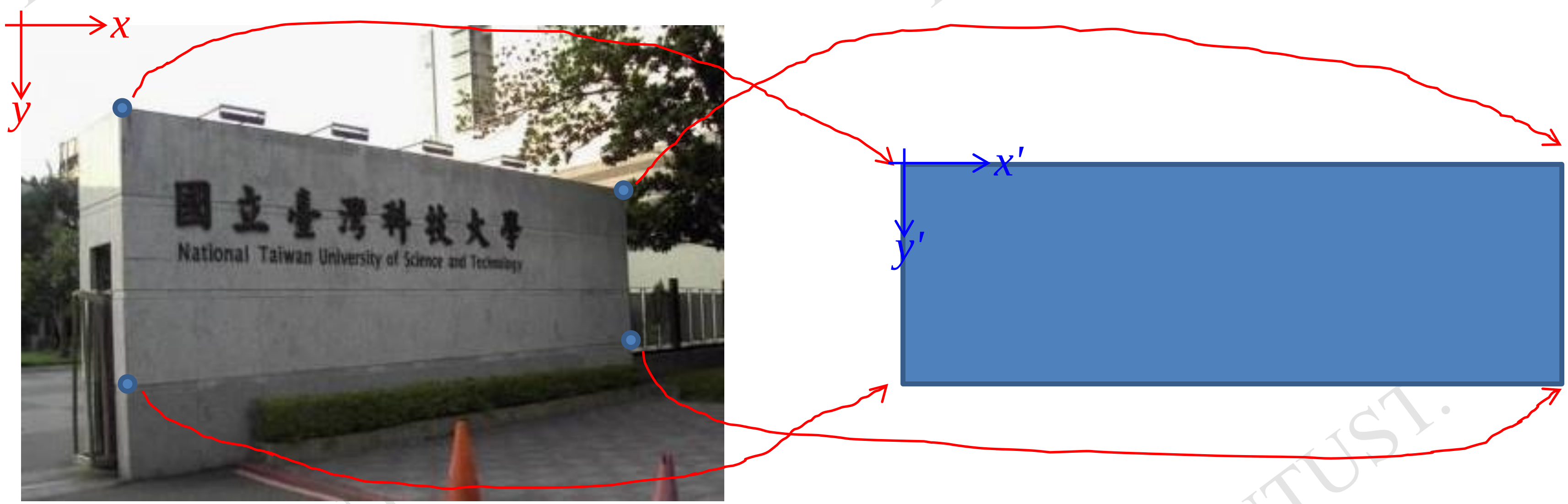
$$\begin{bmatrix} x & y & 1 & 0 & 0 & 0 & -x'x & -x'y \\ 0 & 0 & 0 & x & y & 1 & -y'x & -y'y \end{bmatrix} \begin{bmatrix} h_{11} \\ h_{12} \\ h_{13} \\ h_{21} \\ h_{22} \\ h_{23} \\ h_{31} \\ h_{32} \end{bmatrix} = \begin{bmatrix} x' \\ y' \end{bmatrix}$$

If you have one set of correspondence, you get (x, y) & (x', y'). So, you need at least four correspondences for solving 8 unknowns. Note: here, one correspondence forms two equations (需要四組對應點)

8 unknowns to be solved

Homography: to remove projective effect

- For example: Take a picture, then remove the distortion. Someday…



A picture you took

The result you want

Define your problem, first!!!

Homography: to remove projective effect

- For example, —cont.

Correspondence:
(54,45)→(0,0)
(58,196)→(0,100)
(332,172)→(400,100)
(329,91)→(400,0)
Then, find **H**

$$\begin{bmatrix} 54 & 45 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 54 & 45 & 1 & 0 & 0 \\ 58 & 196 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 58 & 196 & 1 & -5800 & -19600 \\ 332 & 172 & 1 & 0 & 0 & 0 & -132800 & -68800 \\ 0 & 0 & 0 & 332 & 172 & 1 & -33200 & -17200 \\ 329 & 91 & 1 & 0 & 0 & 0 & -131600 & -36400 \\ 0 & 0 & 0 & 329 & 91 & 1 & 0 & 0 \end{bmatrix} \begin{bmatrix} h_{11} \\ h_{12} \\ h_{13} \\ h_{21} \\ h_{22} \\ h_{23} \\ h_{31} \\ h_{32} \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 0 \\ 100 \\ 400 \\ 100 \\ 400 \\ 0 \end{bmatrix}$$

Homography: to remove projective effect

- For example, —cont.

$$\begin{bmatrix} h_{11} \\ h_{12} \\ h_{13} \\ h_{21} \\ h_{22} \\ h_{23} \\ h_{31} \\ h_{32} \end{bmatrix} = \begin{bmatrix} 54 & 45 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 54 & 45 & 1 & 0 & 0 \\ 58 & 196 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 58 & 196 & 1 & -5800 & -19600 \\ 332 & 172 & 1 & 0 & 0 & 0 & -132800 & -68800 \\ 0 & 0 & 0 & 332 & 172 & 1 & -33200 & -17200 \\ 329 & 91 & 1 & 0 & 0 & 0 & -131600 & -36400 \\ 0 & 0 & 0 & 329 & 91 & 1 & 0 & 0 \end{bmatrix}^{-1} \begin{bmatrix} 0 \\ 0 \\ 0 \\ 100 \\ 400 \\ 100 \\ 400 \\ 0 \end{bmatrix}$$

$$= \begin{matrix} -0.0030 & -0.0086 & -0.0007 & 0.0085 & -0.0008 & -0.0160 & 0.0045 & 0.0160 \\ -0.0065 & 0.0002 & 0.0066 & -0.0002 & 0.0000 & 0.0004 & -0.0001 & -0.0004 \\ 1.4550 & 0.4537 & -0.2620 & -0.4511 & 0.0425 & 0.8424 & -0.2355 & -0.8450 \\ 0.0003 & -0.0024 & -0.0003 & -0.0012 & 0.0006 & 0.0002 & -0.0006 & 0.0035 \\ -0.0020 & -0.0072 & 0.0020 & 0.0073 & -0.0038 & -0.0012 & 0.0038 & 0.0011 \\ 0.0735 & 1.4550 & -0.0730 & -0.2620 & 0.1364 & 0.0425 & -0.1368 & -0.2355 \\ 0.0000 & -0.0000 & -0.0000 & 0.0000 & 0.0000 & -0.0000 & -0.0000 & 0.0000 \\ -0.0000 & 0.0000 & 0.0000 & -0.0000 & -0.0000 & 0.0000 & 0.0000 & -0.0000 \end{matrix} * \begin{matrix} 0 \\ 0 \\ 0 \\ 100 \\ 400 \\ 100 \\ 400 \\ 0 \end{matrix} = \begin{matrix} 0.7210 \\ -0.0191 \\ -38.0771 \\ -0.1029 \\ 0.6150 \\ -22.1199 \\ -0.0016 \\ 0.0001 \end{matrix} \Rightarrow \mathbf{H} = \begin{bmatrix} 0.721 & -0.0191 & -38.0771 \\ -0.1029 & 0.6150 & -22.1199 \\ -0.0016 & 0.0001 & 1 \end{bmatrix}$$

Homography: to remove projective effect

- For example, —cont.

	p1 =	p2 =	p3 =	p4 =	
original points:	54 45 1	58 196 1	332 172 1	329 91 1	
	>> H*p1	>> H*p2	>> H*p3	>> H*p4	
	ans =	ans =	ans =	ans =	
x'=Hx	0 0.0000 0.9192	-0.0000 92.4536 0.9245	198.0257 49.5064 0.4951	197.4097 0.0000 0.4935	
normalized	0 0.0000 1.0000	-0.0000 100.0000 1.0000	400.0000 100.0000 1.0000	400.0000 0.0000 1.0000	
Desired points:	$(0,0,1)^T$	$(0,100,1)^T$	$(400,100,1)^T$	$(400, 0,1)^T$	

Homography: to remove projective effect

- For example, —cont. (inverse mapping)

desired points:	pp1 = 0 0 1	pp2 = 0 100 1	pp3 = 400 100 1	pp4 = 400 0 1
$x=H^{-1}x'$	>> inv(H)*pp1 ans = 58.7480 48.9567 1.0879	>> inv(H)*pp2 ans = 62.7342 211.9982 1.0816	>> inv(H)*pp3 ans = 670.6200 347.4296 2.0199	>> inv(H)*pp4 ans = 666.6338 184.3881 2.0262
normalized	54.0000 45.0000 1.0000	58.0000 196.0000 1.0000	332.0000 172.0000 1.0000	329.0000 91.0000 1.0000
Original points:	$(54,45,1)^T$	$(58,196,1)^T$	$(332,172,1)^T$	$(329,91,1)^T$

Homography: to remove projective effect

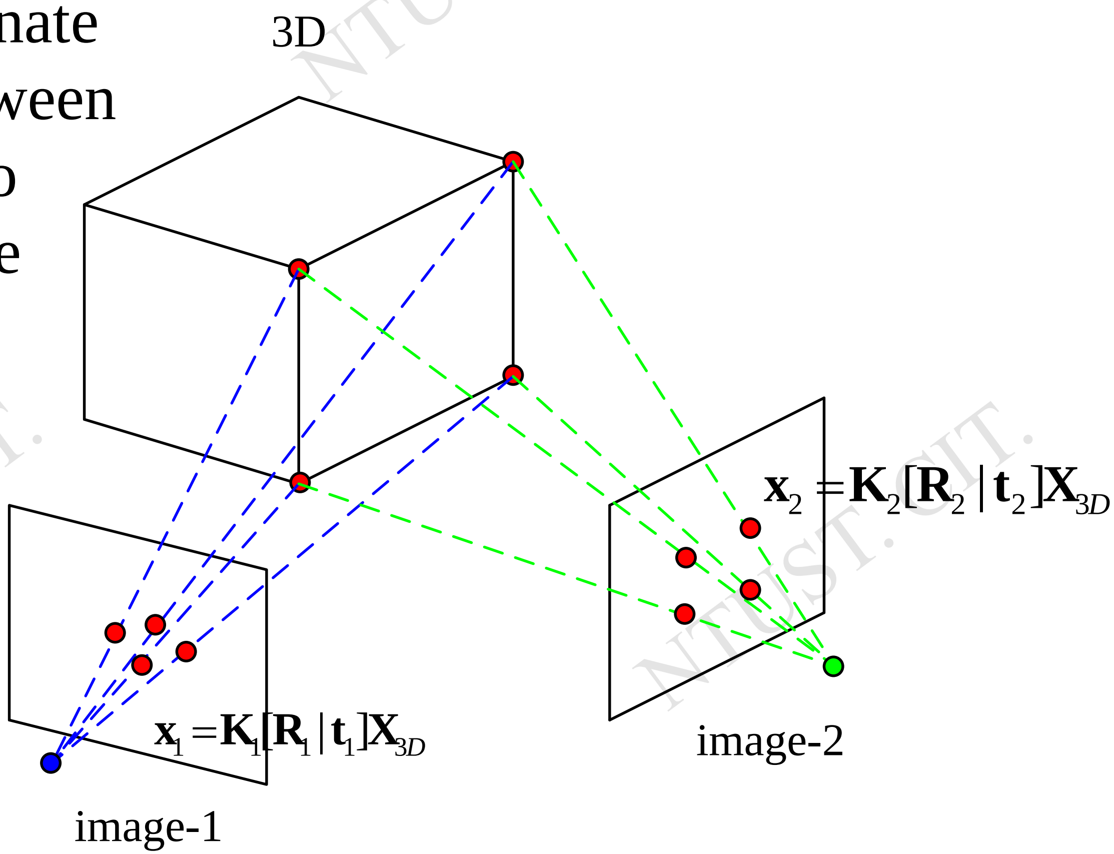
- For example, —cont. (inverse mapping)

Filling correct COLOR:

You are knowing to filling color in a “400x100” image. For each pixel, you need to calculate its color by applying H^{-1} to its coordinate.

Homography: What is it?

- If you have at least 4 corresponding points, a homography can dominate the transformation between two images. So, you do NOT need to determine **K**[**R**|**t**] for 2 views
- (Note: ONLY planar structure in 3D)



$$\mathbf{x}_2 = \mathbf{H}\mathbf{x}_1$$

Homography in OpenCV

- openCV provides various kinds of mapping operations in computer vision.

Correspondence:
(54,45)→(0,0)
(58,196)→(0,100)
(332,172)→(400,100)
(329,91)→(400,0)
Then, find **H**

Sample Code:

Mat H = findHomography(xSet, xpSet, CV_RANSAC);

Source Points:
54.000000 45.000000
58.000000 196.000000
332.000000 172.000000
329.000000 91.000000

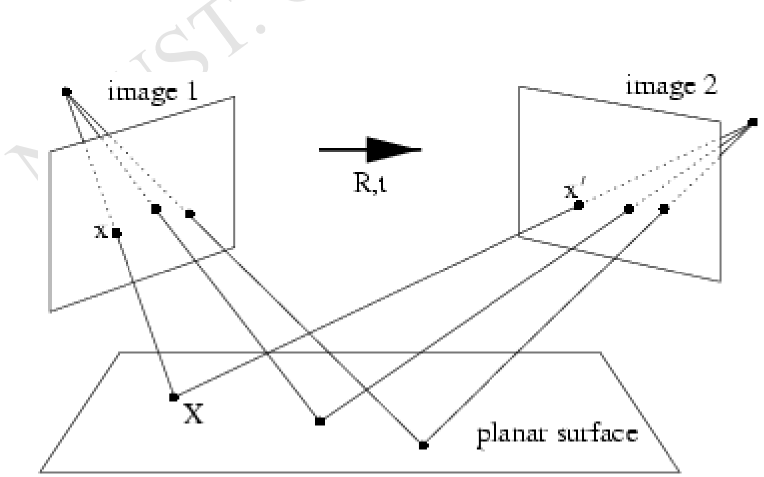
Destination Points:
0.000000 0.000000
0.000000 100.000000
400.000000 100.000000
400.000000 0.000000

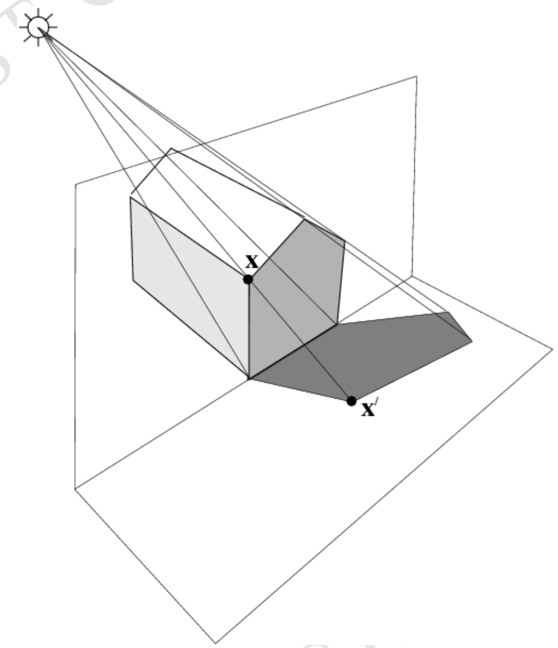
Homography Matrix:
0.721049 -0.019101 -38.077095
-0.102873 0.615001 -22.119894
-0.001561 0.000077 1.000000

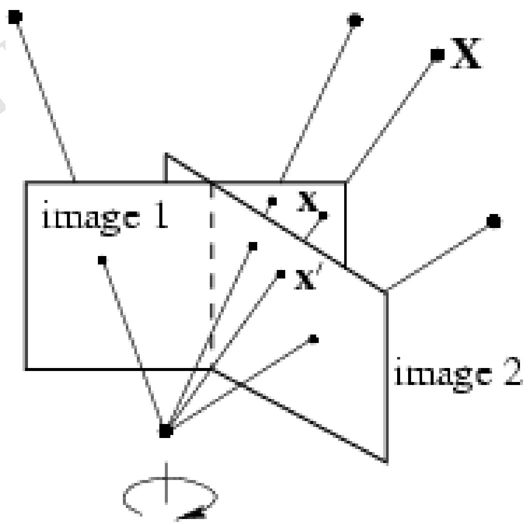
Homography: example: develop a program

- Example

Homography: more examples







Transformation of lines and conics

- Homography for specific shape
  - For a point transformation

    $$\mathrm{x}' = \mathbf{H}\,\mathrm{x}$$

  - Transformation for lines

    $$\mathrm{l}' = \mathbf{H}^{-\mathsf{T}}\,\mathrm{l}$$

  - Transformation for conics

    $$\mathbf{C}' = \mathbf{H}^{-\mathsf{T}}\mathbf{C}\mathbf{H}^{-1}$$

  - Transformation for dual conics

    $$\mathbf{C}'^{*} = \mathbf{H}\mathbf{C}^{*}\mathbf{H}^{\mathsf{T}}$$

Transformation of lines and conics

- Transformation for lines $\mathbf{l}' = \mathbf{H}^{-\top}\mathbf{l}$ (proof)

  If we have $\mathbf{x}' = \mathbf{H}\mathbf{x}$

  And **x**' on line **l**', and **x** on **l**.

  So, we have $\mathbf{l}'^{\top}\mathbf{x}' = 0 \quad \mathbf{l}^{\top}\mathbf{x} = 0$

  Rewrite $\mathbf{l}'^{\top}\mathbf{x}' = 0 = \mathbf{l}^{\top}\mathbf{H}^{-1}\mathbf{H}\mathbf{x}$

  Then, $\mathbf{l}'^{\top} = \mathbf{l}^{\top}\mathbf{H}^{-1} \rightarrow \mathbf{l}' = (\mathbf{l}'^{\top})^{\top} = (\mathbf{l}^{\top}\mathbf{H}^{-1})^{\top} = \mathbf{H}^{-\top}\mathbf{l}$

  Get: $\mathbf{l}' = \mathbf{H}^{-\top}\mathbf{l}$

Transformation of lines and conics

- Transformation for conics $\mathbf{C}' = \mathbf{H}^{-\mathsf{T}}\mathbf{C}\mathbf{H}^{-1}$ (proof)

  If we have $\mathbf{x}' = \mathbf{H}\mathbf{x}$

  And know a conic equation: $\mathbf{x}^{\mathsf{T}}\mathbf{C}\mathbf{x} = 0$

  So, we have $\mathbf{x} = \mathbf{H}^{-1}\mathbf{x}'$

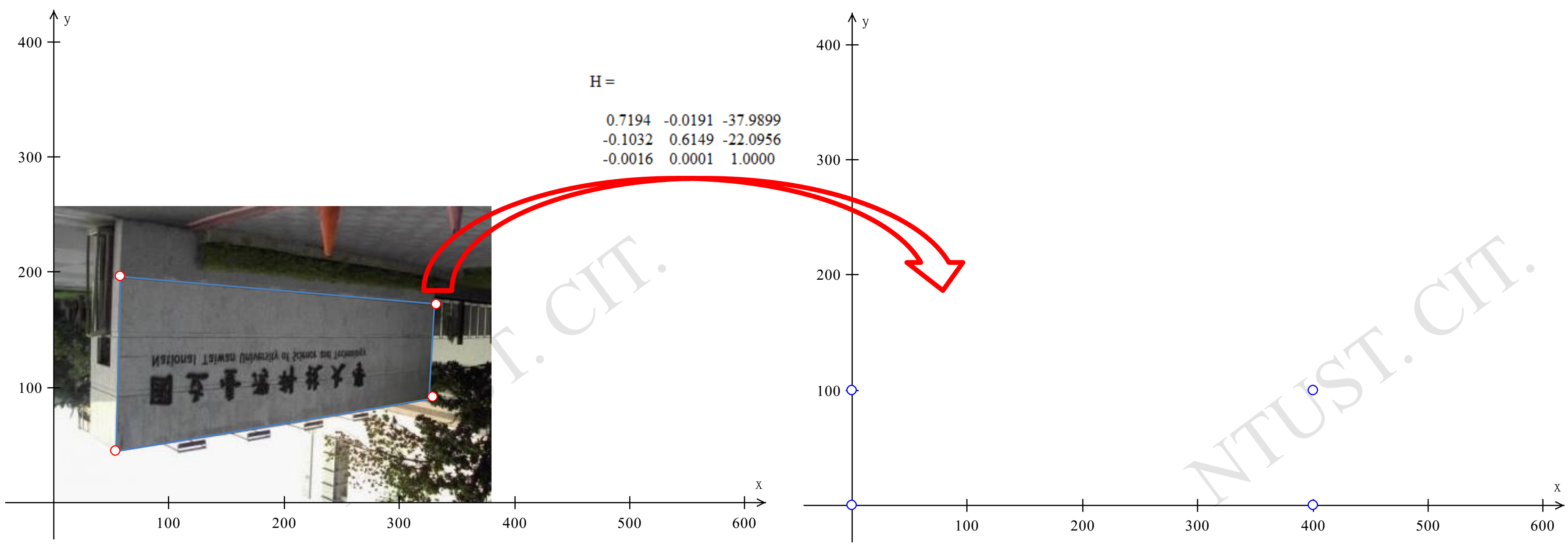
  Rewrite equation: $\mathbf{x}^{\mathsf{T}}\mathbf{C}\mathbf{x} = 0 \rightarrow (\mathbf{H}^{-1}\mathbf{x}')^{\mathsf{T}}\mathbf{C}\mathbf{H}^{-1}\mathbf{x}' = 0$

  Then, $\mathbf{x}'^{\mathsf{T}}(\mathbf{H}^{-\mathsf{T}}\mathbf{C}\mathbf{H}^{-1})\mathbf{x}' = 0 = \mathbf{x}'^{\mathsf{T}}\mathbf{C}'\mathbf{x}'$

  Get: $\mathbf{C}' = \mathbf{H}^{-\mathsf{T}}\mathbf{C}\mathbf{H}^{-1}$

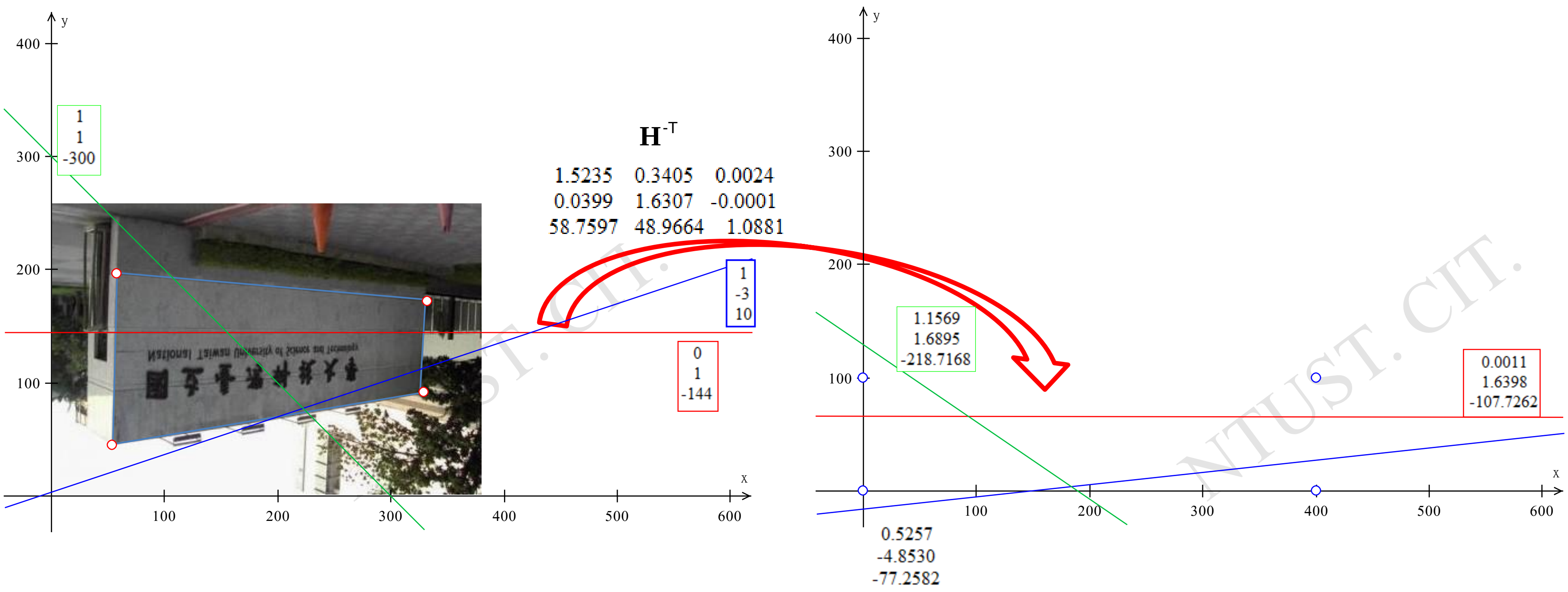
Transformation of lines and conics

- Example: (the same with previous, but mirror for convenience)



Transformation of lines and conics

- Example: lines transformation $\mathbf{l}' = \mathbf{H}^{-T}\mathbf{l}$



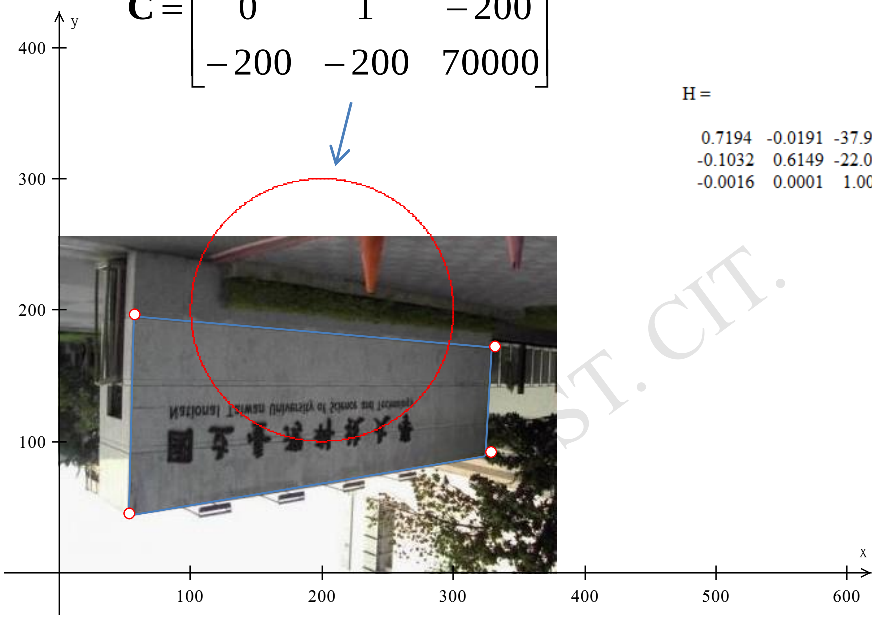
Transformation of lines and conics

- Example: conics transformation $\mathbf{C}' = \mathbf{H}^{-T}\mathbf{C}\mathbf{H}^{-1}$

$$\mathbf{C} = \begin{bmatrix} 1 & 0 & -200 \\ 0 & 1 & -200 \\ -200 & -200 & 70000 \end{bmatrix}$$

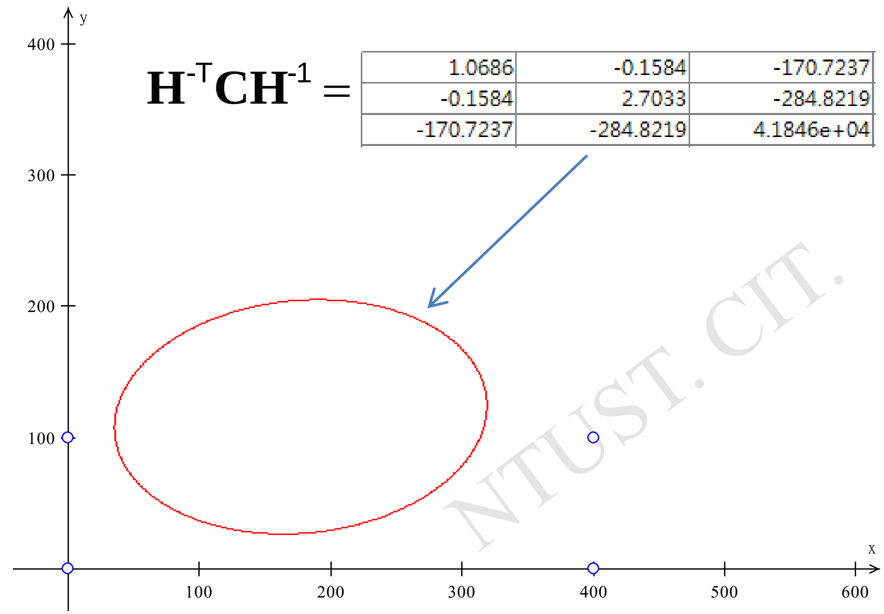
H =

$$\begin{matrix} 0.7194 & -0.0191 & -37.9899 \\ -0.1032 & 0.6149 & -22.0956 \\ -0.0016 & 0.0001 & 1.0000 \end{matrix}$$



$\mathbf{H}^{-T}\mathbf{C}\mathbf{H}^{-1} =$

1.0686	-0.1584	-170.7237
-0.1584	2.7033	-284.8219
-170.7237	-284.8219	4.1846e+04



A hierarchy of transformations

- Projective linear group
  - Affine group (last row (0,0,1))
    - Euclidean group (upper left 2x2 orthogonal)
      - Oriented Euclidean group (upper left 2x2 det 1)

Alternative, characterize transformation in terms of elements or quantities that are preserved or *invariant*

e.g. Euclidean transformations leave distances unchanged



Four classic types of transformation

1. Isometrics
2. Similarities
3. Affine mapping
4. Projective mapping

Four classic types of transformation—cont.

- Class I: Isometries (*iso*=same, *metric*=measure)

$$\begin{pmatrix} x' \\ y' \\ 1 \end{pmatrix} = \begin{bmatrix} \varepsilon\cos\theta & -\sin\theta & t_x \\ \varepsilon\sin\theta & \cos\theta & t_y \\ 0 & 0 & 1 \end{bmatrix} \begin{pmatrix} x \\ y \\ 1 \end{pmatrix} \qquad \varepsilon = \pm 1$$

orientation preserving: $\varepsilon = 1$
orientation reversing: $\varepsilon = -1$

$$\mathrm{x}' = \mathbf{H}_E\,\mathrm{x} = \begin{bmatrix} \mathbf{R} & \mathrm{t} \\ 0^{\mathsf{T}} & 1 \end{bmatrix} \mathrm{x} \qquad \mathbf{R}^{\mathsf{T}}\mathbf{R} = \mathbf{I}$$

3DOF (1 rotation, 2 translation)

special cases: pure rotation, pure translation

Invariants: length, angle, area 此類型轉換**夾角 面積 長度**不會改變!!!

Four classic types of transformation—cont.

- Class II: Similarities (*isometry* + *scale*)

$$\begin{pmatrix} x' \\ y' \\ 1 \end{pmatrix} = \begin{bmatrix} s\cos\theta & -s\sin\theta & t_x \\ s\sin\theta & s\cos\theta & t_y \\ 0 & 0 & 1 \end{bmatrix} \begin{pmatrix} x \\ y \\ 1 \end{pmatrix}$$

$$\mathrm{x}' = \mathbf{H}_S\,\mathrm{x} = \begin{bmatrix} s\mathbf{R} & \mathrm{t} \\ 0^{\mathsf{T}} & 1 \end{bmatrix} \mathrm{x} \qquad \mathbf{R}^{\mathsf{T}}\mathbf{R} = \mathbf{I}$$

4DOF (1 scale, 1 rotation, 2 translation)

also know as *equi-form* (shape preserving)

metric structure = structure up to similarity (in literature)

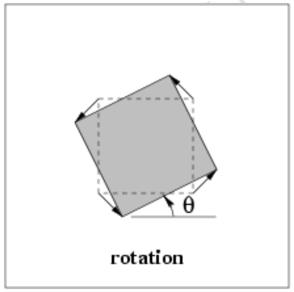
Invariants: ratios of length, angle, ratios of areas, parallel lines

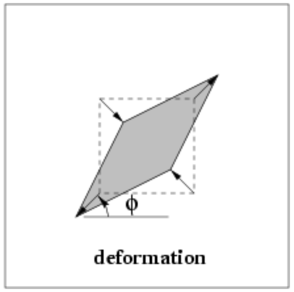
此類型轉換使影像中的：**長度比例**
夾角　面積比例　平行線不會改變!!!

Four classic types of transformation—cont.

- Class III: Affine transformations

$$\begin{pmatrix} x' \\ y' \\ 1 \end{pmatrix} = \begin{bmatrix} a_{11} & a_{12} & t_x \\ a_{21} & a_{22} & t_y \\ 0 & 0 & 1 \end{bmatrix} \begin{pmatrix} x \\ y \\ 1 \end{pmatrix}$$





$$\mathrm{x}' = \mathbf{H}_A\,\mathrm{x} = \begin{bmatrix} \mathbf{A} & \mathrm{t} \\ 0^\mathsf{T} & 1 \end{bmatrix} \mathrm{x}$$

$$\mathbf{A} = \mathbf{R}(\theta)\mathbf{R}(-\phi)\mathbf{D}\mathbf{R}(\phi) \qquad \mathbf{D} = \begin{bmatrix} \lambda_1 & 0 \\ 0 & \lambda_2 \end{bmatrix}$$

6DOF (2 scale, 2 rotation, 2 translation)

non-isotropic scaling! (2DOF: scale ratio and orientation)

Invariants: parallel lines, ratios of parallel lengths, ratios of areas

Four classic types of transformation—cont.

- Class VI: Projective transformations

$$\mathrm{x}' = \mathbf{H}_P\,\mathrm{x} = \begin{bmatrix} \mathbf{A} & \mathrm{t} \\ \mathrm{v}^{\mathsf{T}} & v \end{bmatrix} \mathrm{x} \qquad \mathrm{v} = (v_1, v_2)^{\mathsf{T}}$$

8DOF (2 scale, 2 rotation, 2 translation, 2 line at infinity)

Action non-homogeneous over the plane

Invariants: cross-ratio of four points on a line (ratio of ratio)

Four classic types of transformation—cont.

- Action of affinities and projectivities on line at infinity

$$\begin{bmatrix} \mathbf{A} & \mathbf{t} \\ \boxed{0^T \quad v} \end{bmatrix} \begin{pmatrix} x_1 \\ x_2 \\ 0 \end{pmatrix} = \begin{pmatrix} \mathbf{A}\begin{pmatrix} x_1 \\ x_2 \end{pmatrix} \\ 0 \end{pmatrix}$$

Line at infinity stays at infinity, but points move along line

$$\begin{bmatrix} \mathbf{A} & \mathbf{t} \\ \boxed{\mathbf{v}^T \quad v} \end{bmatrix} \begin{pmatrix} x_1 \\ x_2 \\ 0 \end{pmatrix} = \begin{pmatrix} \mathbf{A}\begin{pmatrix} x_1 \\ x_2 \end{pmatrix} \\ v_1 x_1 + v_2 x_2 \end{pmatrix}$$

Line at infinity becomes finite, allows to observe vanishing points, horizon,

Four classic types of transformation—cont.

- Decomposition of projective transformations

$$\mathbf{H} = \mathbf{H}_S \mathbf{H}_A \mathbf{H}_P = \begin{bmatrix} s\mathbf{R} & \mathrm{t} \\ 0^{\mathrm{T}} & 1 \end{bmatrix} \begin{bmatrix} \mathbf{K} & 0 \\ 0^{\mathrm{T}} & 1 \end{bmatrix} \begin{bmatrix} \mathbf{I} & 0 \\ \mathrm{v}^{\mathrm{T}} & v \end{bmatrix} = \begin{bmatrix} \mathbf{A} & \mathrm{t} \\ \mathrm{v}^{\mathrm{T}} & v \end{bmatrix}$$

Similarity Affine Projective

$$\mathbf{A} = s\mathbf{R}\mathbf{K} + \mathrm{t}\mathrm{v}^{\mathrm{T}}$$

decomposition unique (if chosen s>0)

$\mathbf{K}$ upper-triangular, $\det \mathbf{K} = 1$

Example:

$$\mathbf{H} = \begin{bmatrix} 1.707 & 0.586 & 1.0 \\ 2.707 & 8.242 & 2.0 \\ 1.0 & 2.0 & 1.0 \end{bmatrix}$$

Step: 1. Determine $\mathbf{v}^{\mathrm{T}}$

Step: 2.

$$\mathbf{H} = \begin{bmatrix} 2\cos 45^{\circ} & -2\sin 45^{\circ} & 1.0 \\ 2\sin 45^{\circ} & 2\cos 45^{\circ} & 2.0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 0.5 & 1 & 0 \\ 0 & 2 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 1 & 2 & 1 \end{bmatrix}$$

Four classic types of transformation—cont.

- Decomposition of projective transformations
  - Example

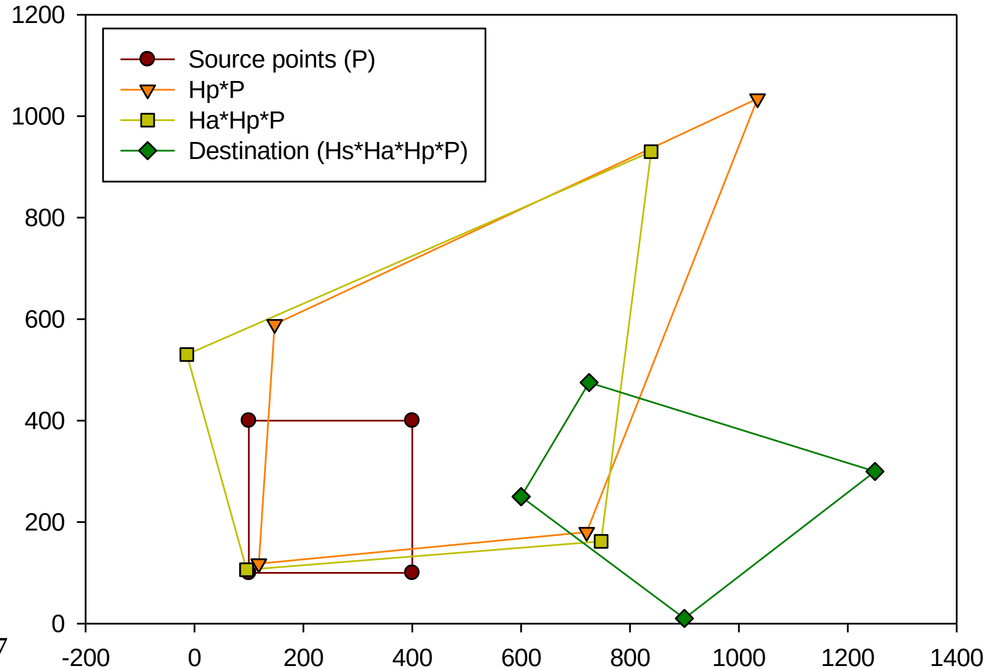
Source Points	Destination Points
(100,100)	(600,250)
(400,100)	(900,10)
(400,400)	(1250,300)
(100,400)	(725,475)

H=
-0.027759 -0.054527 516.226013
-0.687046 0.368143 243.555847
-0.000972 -0.000562 1.000000

Hp=
1.000000 0.000000 0.000000
0.000000 1.000000 0.000000
-0.000972 -0.000562 1.000000

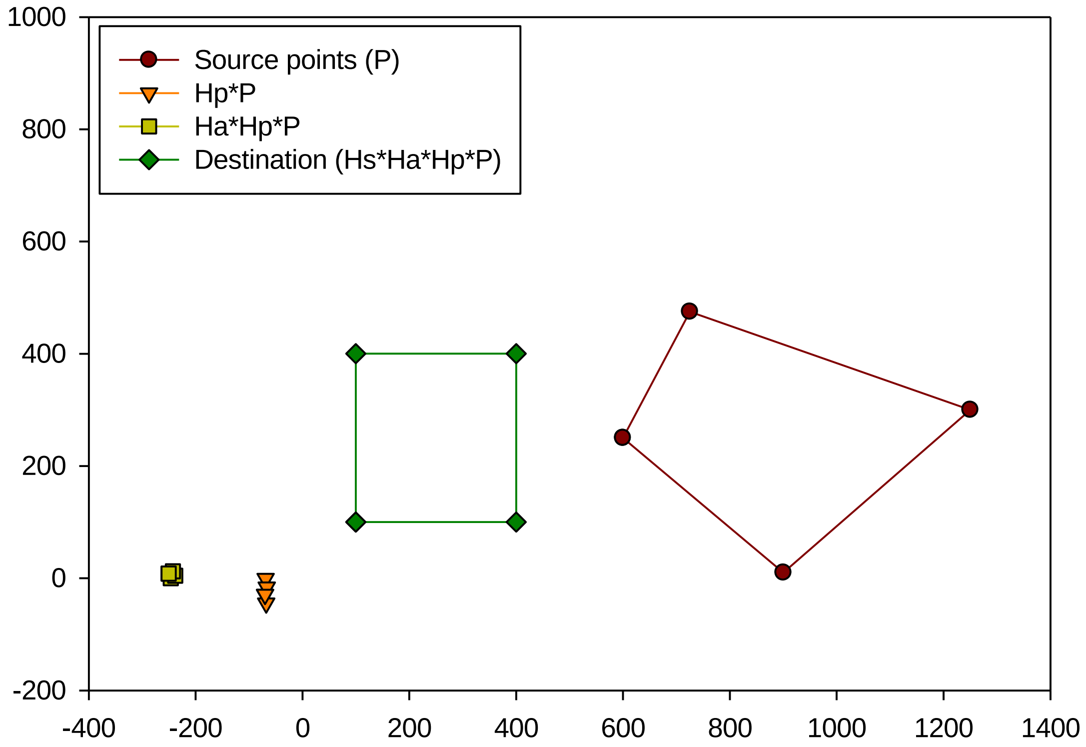
Ha=
1.112456 -0.301632 0.000000
-0.000000 0.898912 0.000000
0.000000 0.000000 1.000000

Hs=
0.425900 0.404881 516.226013
-0.404881 0.425900 243.555847
0.000000 0.000000 1.000000



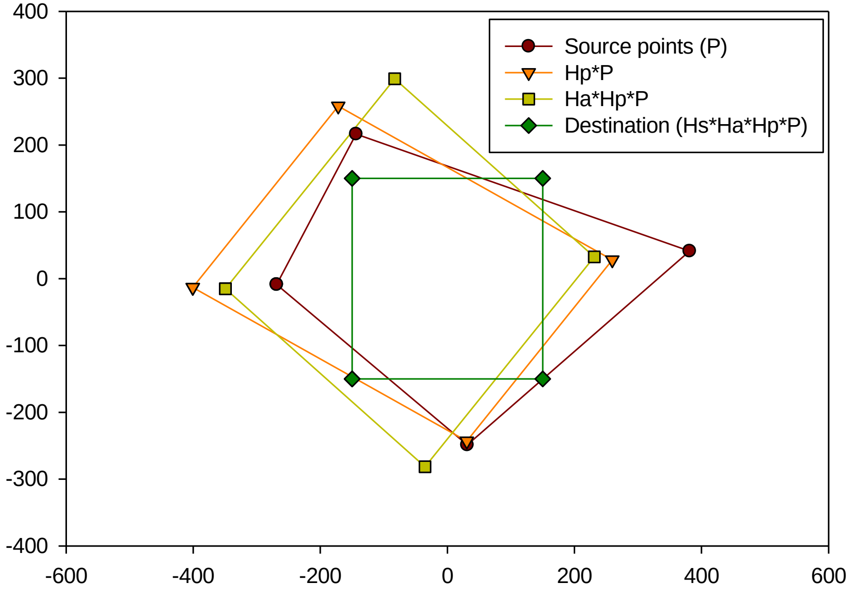
Four classic types of transformation—cont.

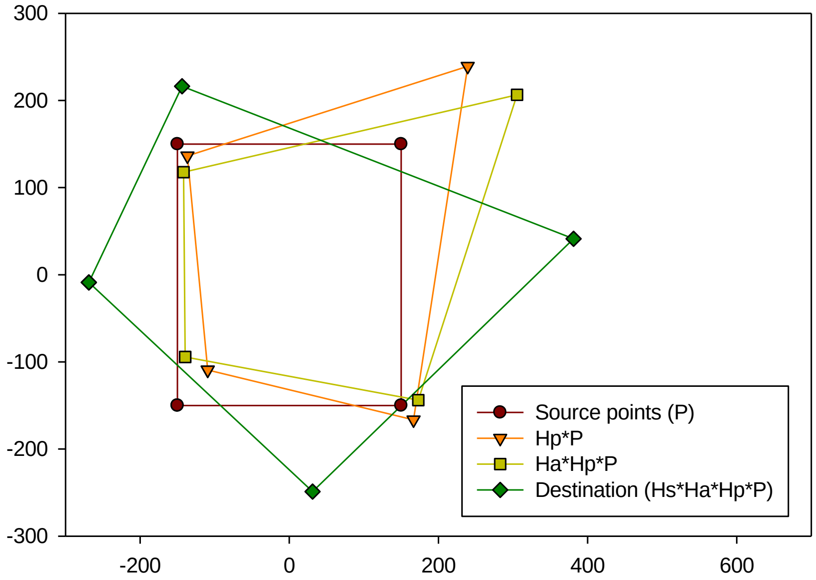
- Decomposition of projective transformations
  - (Inverse) Example



Four classic types of transformation—cont.

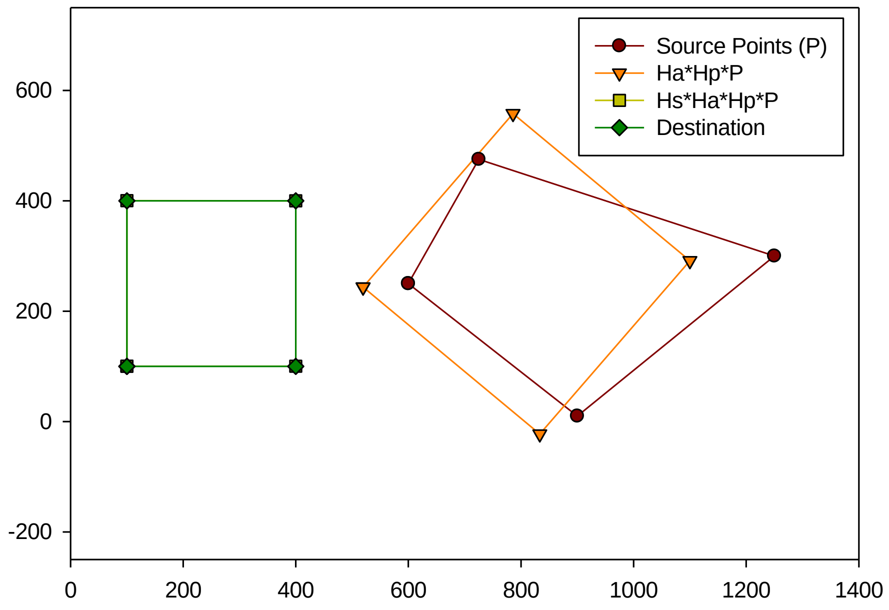
- Decomposition of projective transformations
  - Example—cont.

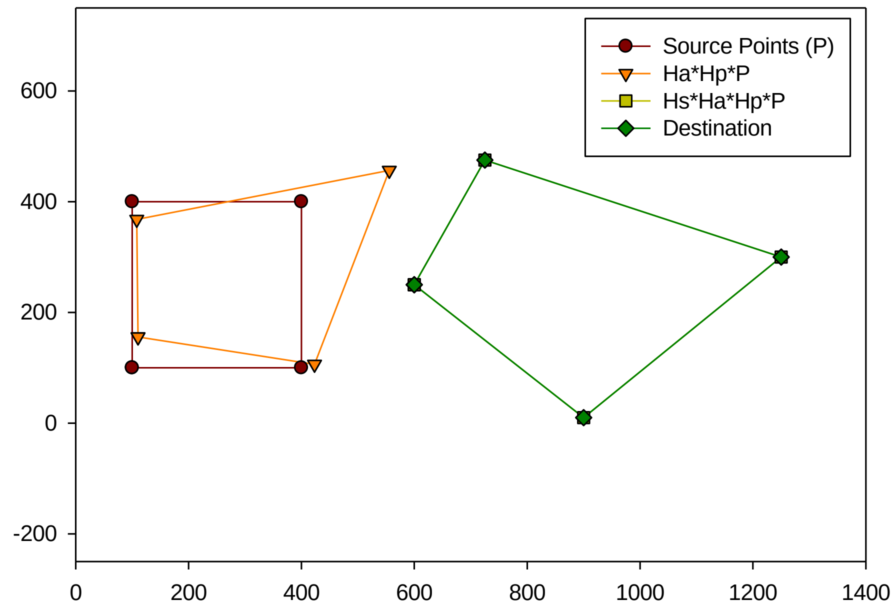




Four classic types of transformation—cont.

- Decomposition of projective transformations
  - Example—cont.

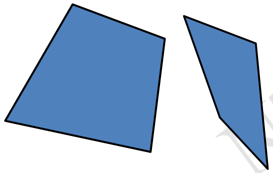




Overview transformations

Projective
8dof

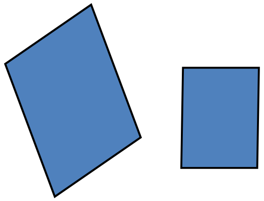
$$\begin{bmatrix} h_{11} & h_{12} & h_{13} \\ h_{21} & h_{22} & h_{23} \\ h_{31} & h_{32} & h_{33} \end{bmatrix}$$



Concurrency, collinearity, order of contact (intersection, tangency, inflection, etc.), cross ratio

Affine
6dof

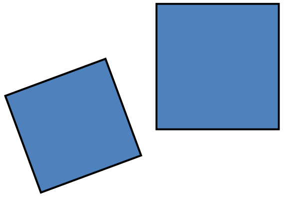
$$\begin{bmatrix} a_{11} & a_{12} & t_x \\ a_{21} & a_{22} & t_y \\ 0 & 0 & 1 \end{bmatrix}$$



Parallellism, ratio of areas, ratio of lengths on parallel lines (e.g midpoints), linear combinations of vectors (centroids).
The line at infinity $\mathbf{l}_\infty$

Similarity
4dof

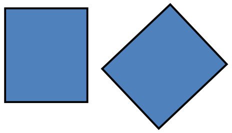
$$\begin{bmatrix} sr_{11} & sr_{12} & t_x \\ sr_{21} & sr_{22} & t_y \\ 0 & 0 & 1 \end{bmatrix}$$



Ratios of lengths, angles.
The circular points I,J

Euclidean
3dof

$$\begin{bmatrix} r_{11} & r_{12} & t_x \\ r_{21} & r_{22} & t_y \\ 0 & 0 & 1 \end{bmatrix}$$



lengths, areas.

Number of invariants?

- The number of functional invariants is equal to, or greater than, the number of degrees of freedom of the configuration less the number of degrees of freedom of the transformation
- e.g. configuration of 4 points in general position has 8 dof (2/pt) and so 4 similarity, 2 affinity and zero projective invariants

Short summary

- Points and lines

$$\mathbf{l}^{\mathsf{T}}\mathbf{x}=0 \qquad \mathbf{x}=\mathbf{l}\times\mathbf{l}' \qquad \mathbf{l}=\mathbf{x}\times\mathbf{x}' \qquad \mathbf{l}_{\infty}=(0,0,1)^{\mathsf{T}}$$

- Conics and dual conics

$$\mathbf{x}^{\mathsf{T}}\mathbf{C}\mathbf{x}=0 \qquad \mathbf{l}^{\mathsf{T}}\mathbf{C}^{*}\mathbf{l}=0 \qquad \mathbf{C}^{*}=\mathbf{C}^{-1} \qquad \mathbf{l}=\mathbf{C}\mathbf{x}$$

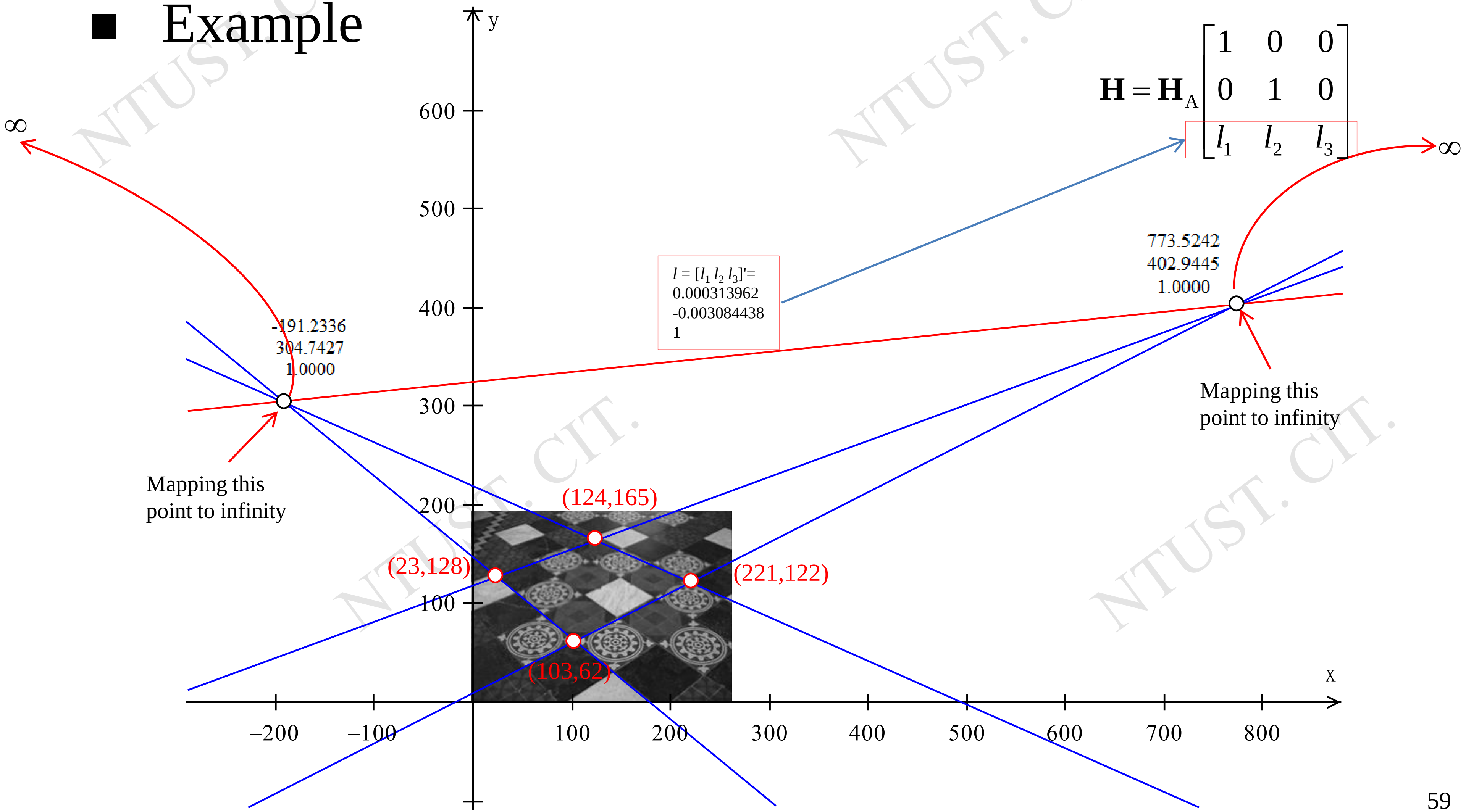
- Projective transformations

$$\mathbf{x}'=\mathbf{H}\mathbf{x} \qquad \mathbf{l}'=\mathbf{H}^{-\mathsf{T}}\mathbf{l}$$

$$\mathbf{C}'=\mathbf{H}^{-\mathsf{T}}\mathbf{C}\mathbf{H}^{-1} \qquad \mathbf{C}'^{*}=\mathbf{H}\mathbf{C}^{*}\mathbf{H}^{\mathsf{T}}$$

Affine rectification via the vanishing line

- Example



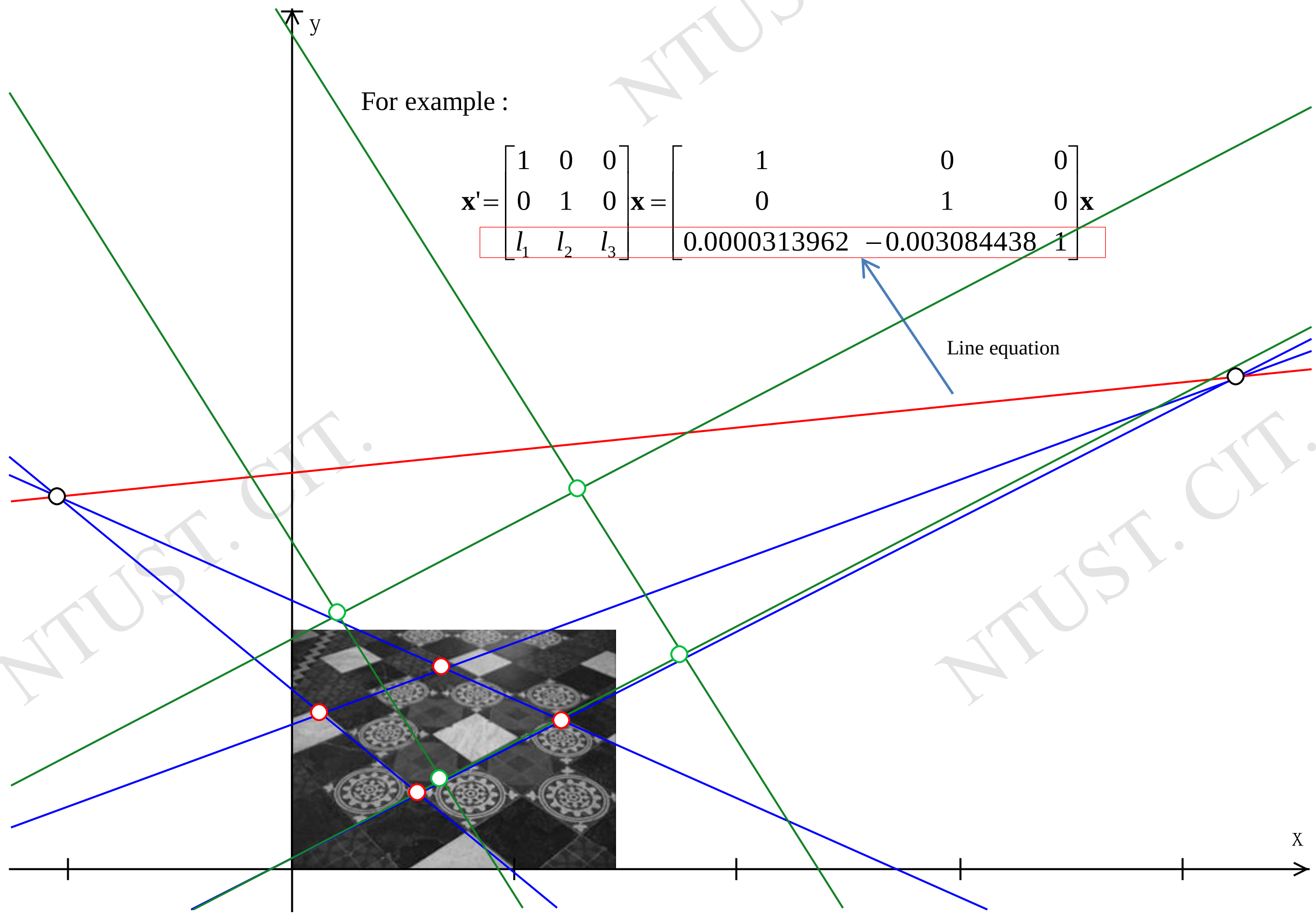
$$\mathbf{H} = \mathbf{H}_A \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ l_1 & l_2 & l_3 \end{bmatrix}$$

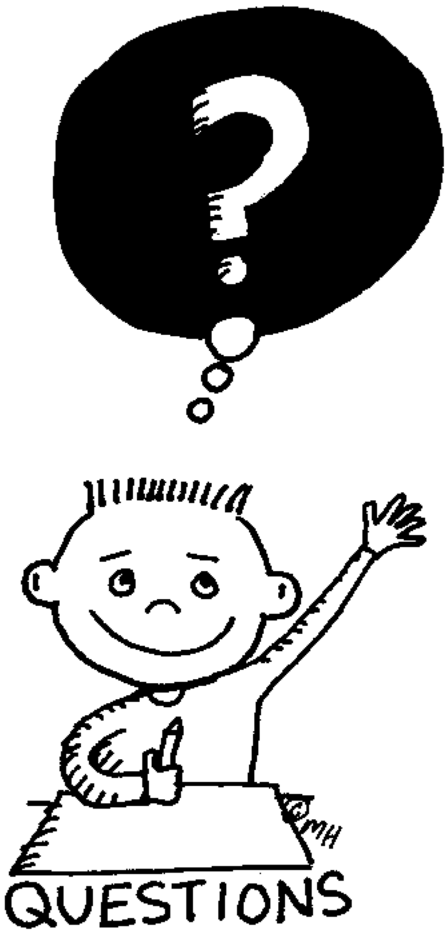
Affine rectification via the vanishing line

- Example—cont.

For example :

$$\mathbf{x}' = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ l_1 & l_2 & l_3 \end{bmatrix} \mathbf{x} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0.0000313962 & -0.003084438 & 1 \end{bmatrix} \mathbf{x}$$





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