我為中國第一張火星照片做魚眼矯正

小白學視覺 昨天

點擊上方"**小白學視覺**",選擇加"星標"或"置頂"

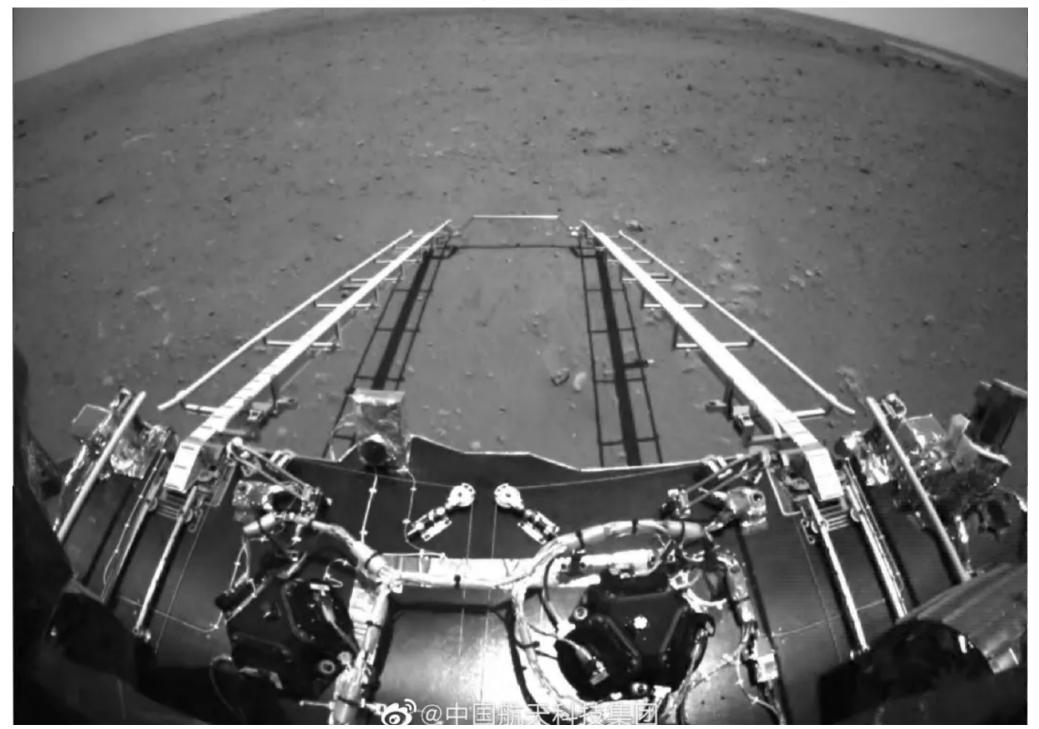
重磅乾貨,第一時間送達

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以下是昨日發布的內容。今天把代碼整理了一下,放到GitHub。包含註釋和空行,C ++代碼一共70行,歡迎測試及指正! 代碼鏈接: https://github.com/ShiqiYu/mars-fisheye-correct

2021年5月19日18點多,中國火星探測器拍攝的第一張圖片在互聯網上發布。圖片是火星車的前避障相機拍攝,為了追求廣角,所以拍到的照片有魚眼變形。火星地面彎曲,而不平面,如下圖。



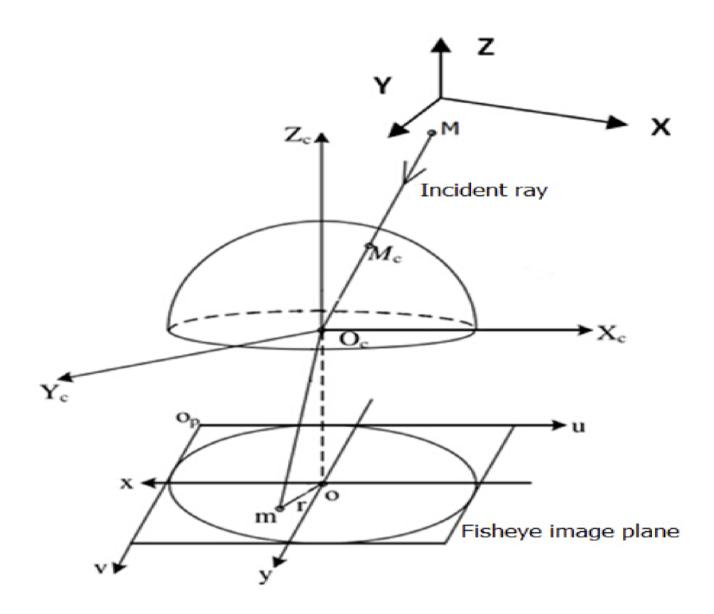


作為一名計算機視覺的從業人員,我覺得應該用自己的知識做點什麼。晚上陪孩子游泳回家就9點多了,馬上動手!

為了表達敬意,不能用現成的程序來做這個事,我選擇了C++和OpenCV庫,純手工製作,逐個計算和搬運!大約花了30分鐘,矯正結果出來了,如下圖。可以看到火星地平面變平了!

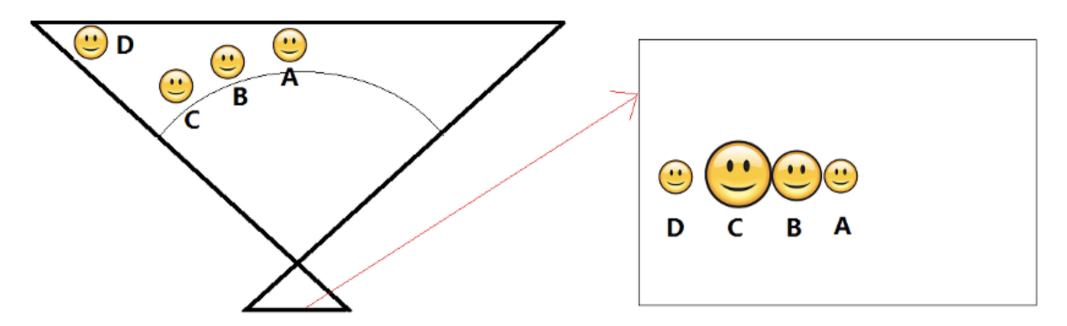


魚眼矯正的原理圖需要理解攝像機的小孔成像模型,以及了解一點立體幾何知識,高中數學足夠。成像原理示意圖如下,然後再動手寫個程序就可以了。



上图来自论文: Chan, Sixian & Zhou, Xiaolong & Huang, Chengbin & Chen, Shengyong & Li, Youfu. (2016). An improved method for fisheye camera calibration and distortion correction. 579-584. 10.1109/ICARM.2016.7606985.

为了更让大家更容易地理解鱼眼镜头成像,我手绘了如下示意图,时间仓促有点简陋,望谅解。



70行C++代码如下:

```
#include <opencv2/opencv.hpp>
using namespace cv;

using namespace std;

// map the fisheye image position to the rectilinear image position

// input: src_x, src_y, center_x, center_y, R,

// output: dst_x, dst_y

int rectxy2fisheyexy(double src_x, double src_y,
```

```
double *dst_x, double *dst_y,
               double center_x, double center_y,
               int image_width,
              double R)
12 {
     double phi;
     double theta;
     double D = sqrt( R * R - image width*image width/4);
     src_x -= center_x;
     src_y -= center_y;
     phi = atan( sqrt( double(src x*src x+src y*src y))/ D );
     theta = atan2(src_y, src_x);
     *dst x = R * sin(phi) * cos(theta) + center x;
     *dst_y = R * sin(phi) * sin(theta) + center_y;
     return 0;
27 }
28 int main(int argc, char ** argv)
29 {
       if(argc != 2)
           cout << "Usage: " << argv[0] << " filename.jpg" << endl;</pre>
           return -1;
       }
```

```
// read a fisheye image
  Mat input = imread(argv[1]);
if(input.empty())
  cerr << "Cannot read input image file " << argv[1] << endl;</pre>
  return -1;
double fisheve radius = 1500; //you can adjust the parameter in range [1500, +INF]
  int input width = input.cols;
  int input height = input.rows;
// the output image is 1.25x large
  int output width = cvRound(input width*1.25);
  int output height = cvRound(input height*1.25);
  Mat output (output height, output width, input.type(), Scalar(0,0,0));
// copy each pixel from the fisheye image
// the current implementation is using NN
// bilinear interpolation can make the result more smooth
  for ( int r = 0; r < output.rows; r++)</pre>
      for ( int c = 0; c < output.cols; c++)</pre>
      {
          double src r = 0;
          double src c = 0;
          rectxy2fisheyexy(c-(output_width-input_width)/2 , r-(output_height-input_width)/2, &src_c, &src_r,
          input_width/2.0, input_height/2.0,
                    input_width, fisheye_radius);
          // copy the current pixel if it's in the range
          if ( src_r > 0 && src_r < input_height-1 && src_c > 0 && src_c < input_width-1)</pre>
```

```
//using pointer nor at() functioin can gain better performance

output.at<Vec3b>(r, c) = input.at<Vec3b>( cvRound(src_r), cvRound(src_c));

// save the result and show it in a window
imwrite("result.jpg", output);
imshow("result", output);
waitKey(0);
return 0;

// save the result and show it in a window
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在「**小白学视觉**」公众号后台回复:**扩展模块中文教程,**即可下载全网第一份OpenCV扩展模块教程中文版,涵盖**扩展模块安装、SFM算法、立体视觉、目标跟踪、生物视觉、超分辨率处理**等二十多章内容。

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