

RT Systems Lab

**Weekly Report number (1)**



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# This Week's Tasks

* Understanding the camera matrix.
* Installing OpenCV and Eigne3 libraries for C++
* Summarizing important library functions
* Implementing xy recovering process.
* Implementing z-coordinate recovering

# Tasks Done

## Understanding Camera Matrix

The camera is a physical device which takes a 3D scene, and converts it into pixels. To be more precise, it takes all points and converts them into points , where all the points are of depth 1. Since this is not a bijection, we need more than one picture to recover the z-coordinate. The camera matrix is a matrix that recovers the points with normalized z coordinate . Let let the camera matrix, then:

Where is the center of the image in pixels and are the focal length of the image.

With simple calculations one can see that:

If is the depth of the point, then

Now let's look at two frames with vertical translation upwards as described in the following figure.

Figure 1: read frame is frame k-1, and black frame is frame k. we look at the y coordinate of the same point in two different frames, and calculate the depth using the distance

We can see that

And therefore, we can conclude that:

And hence,

Therefore, we can conclude that:

## Installing OpenCV and Eigne3 libraries for C++

All the packages we needed are OpenCV for image files handling, and Eigen3 for doing the calculations as fast as possible. The installation was very complex at the beginning, but then we realized we can simplify it using visual studio. After downloading the code files of each of the libraries, all we need to do is to add the path to the library code to the properties. The following videos explain perfectly how to do it:

OpenCV: <https://www.youtube.com/watch?v=unSce_GPwto>

Eigen: <https://youtu.be/j13iYc6zRuk>

* Add the download links

Note! OpenCV automatic installer can't download to a privileged folder, be careful.

We ran a sample OpenCV code (and also Eigen3 code, but it's less interesting):

#include <iostream>

#include <opencv2/core.hpp>

#include <opencv2/imgcodecs.hpp>

#include <opencv2/highgui.hpp>

using namespace cv;

int Run()

{

cv::Mat img = cv::imread("C:/Users/WIN10PRO/Pictures/fish.png");

namedWindow("Test", WINDOW\_AUTOSIZE);

imshow("Test", img);

cv::waitKey(0);

cv::destroyAllWindows();

return 0;

}

Here is the result:

