

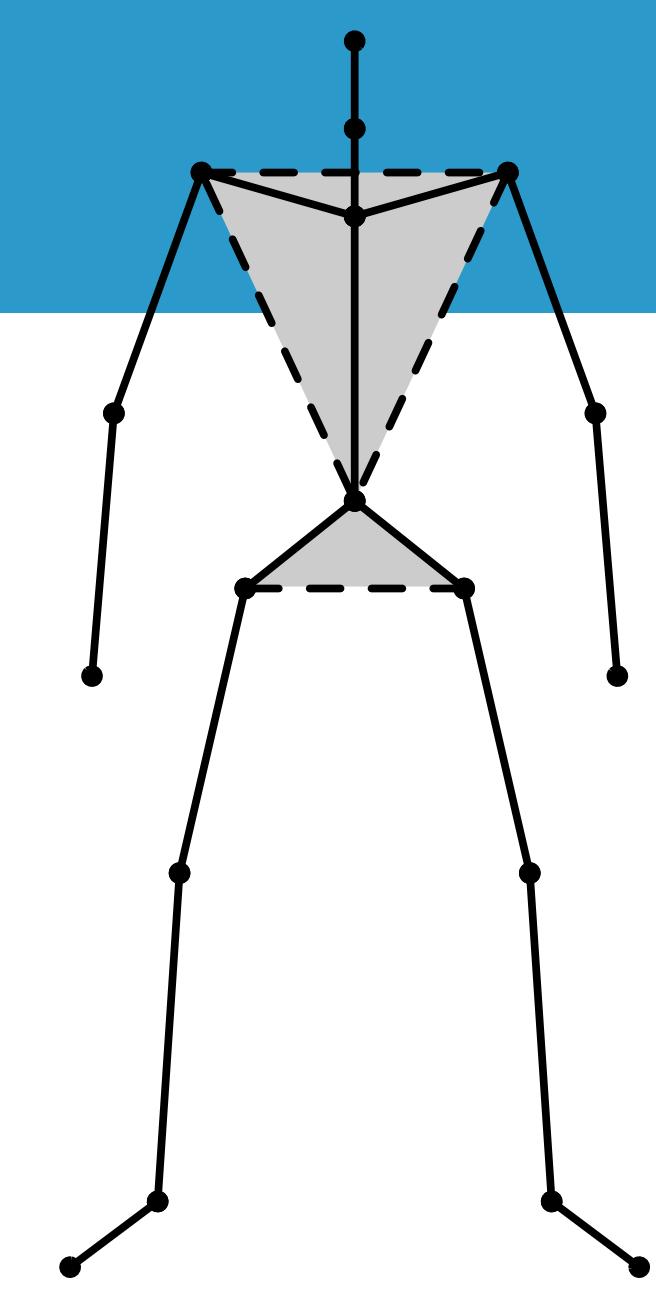
# Graph Rigidity for Near-Coplanar Structure from Motion

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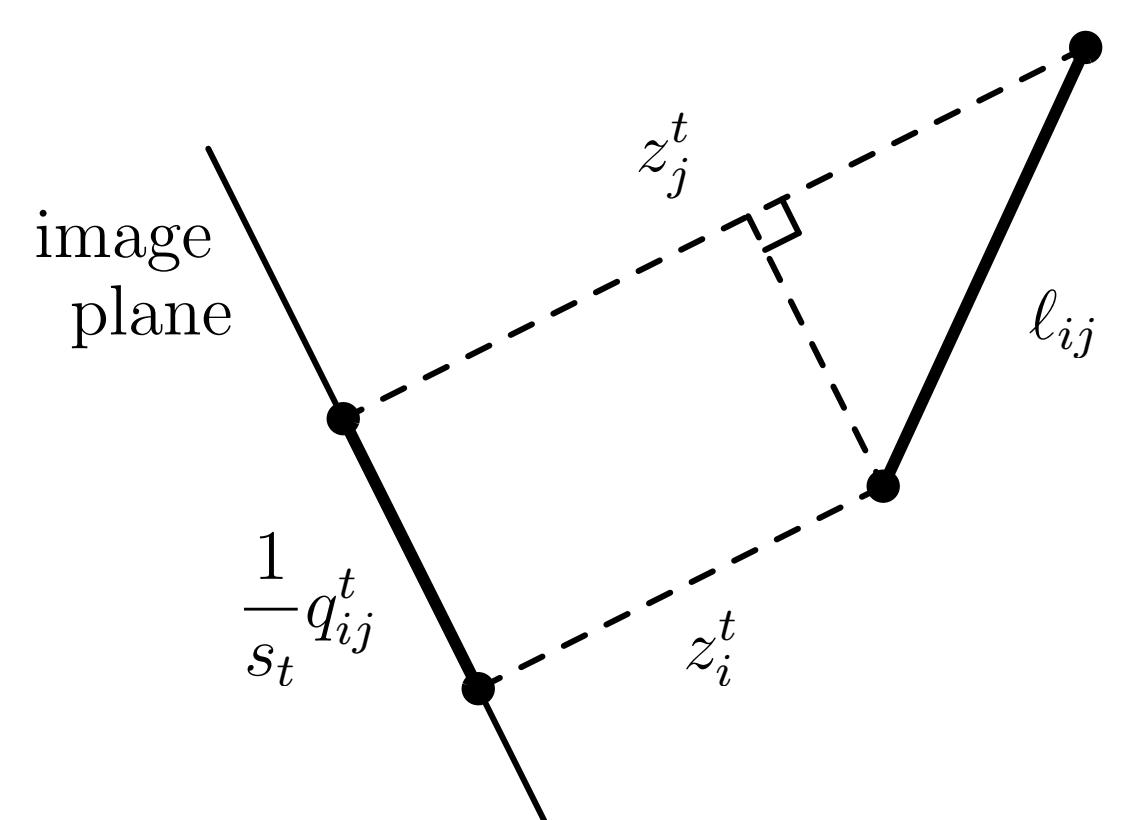
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A four-point rigid torso can be used to estimate human pose [1]. However, since it is almost coplanar, factorisation using the SVD will not give an affine reconstruction.

Weak perspective projection and Pythagoras' theorem provide a system of equations.

$$\ell_{ij}^2 = (q_{ij}^t)^2 s_t^{-2} + (z_i^t - z_j^t)^2$$



Non-convex objective.

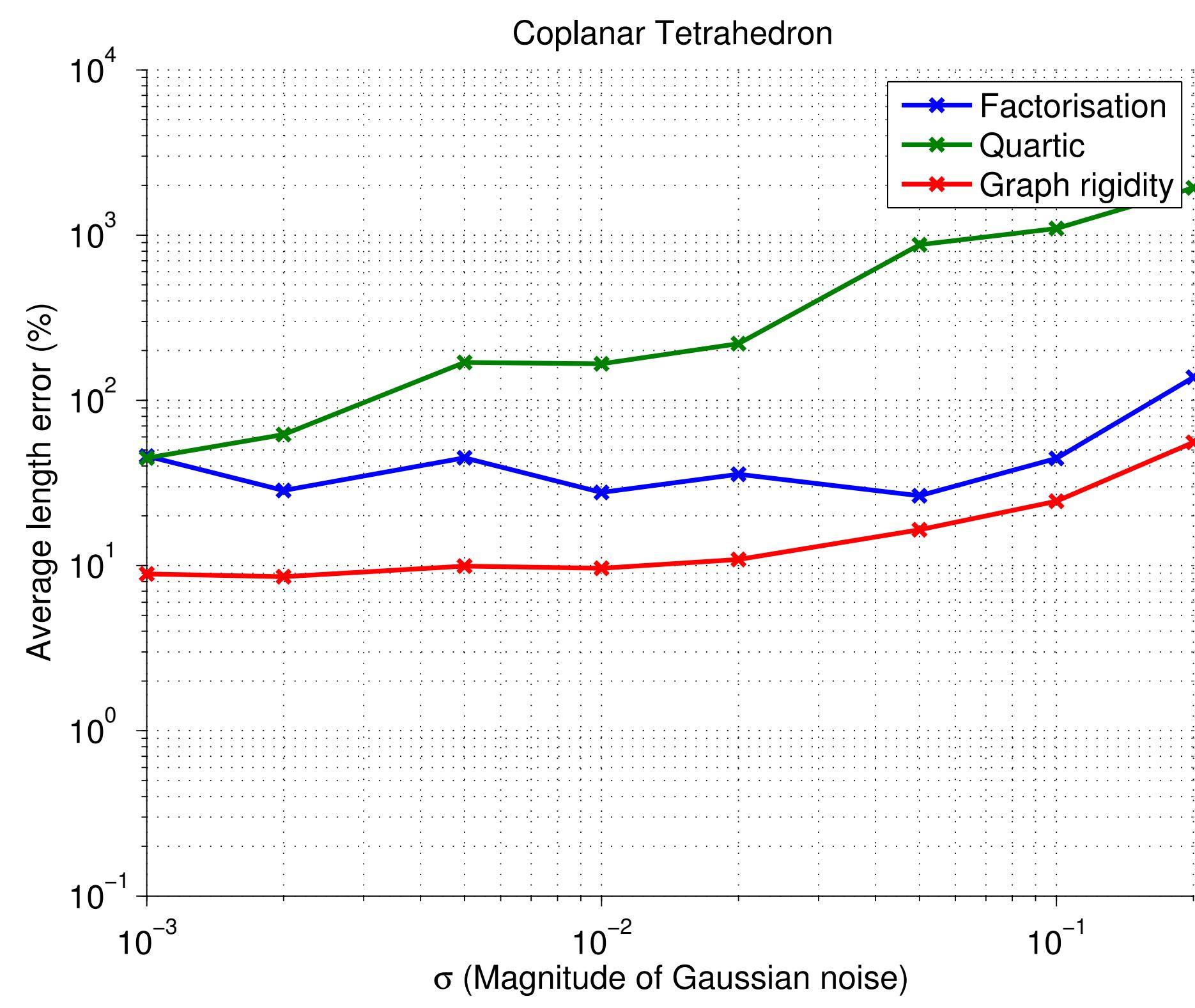
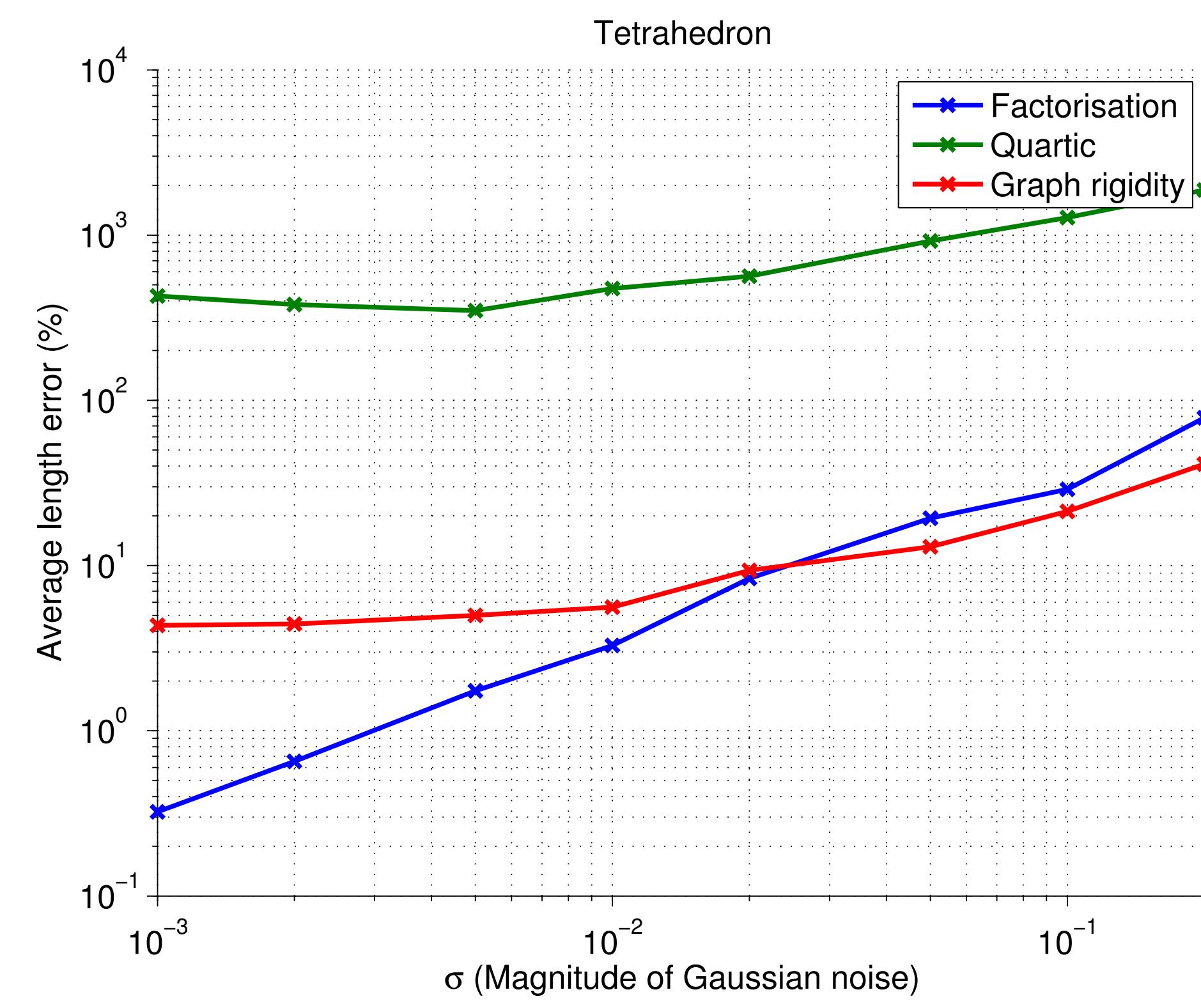
$$\begin{aligned} \text{minimise}_{\ell, \mathbf{s}, \mathbf{z}_{1..F}} \quad & \sum_{t=1}^F \sum_{(i,j) \in \mathcal{E}} [\mathbf{b}_{ij}^T \ell - (\mathbf{c}_{ij}^t)^T \mathbf{s} - \mathbf{z}_t^T \mathbf{D}_{ij} \mathbf{z}_t]^2 \\ \text{subject to} \quad & \mathbf{1}^T \ell = 1 \end{aligned}$$

Introducing a relaxation and using the nuclear norm heuristic to minimise rank [2], a convex objective can be obtained. Results in situations with a small number of coplanar points are more accurate.

$$\mathbf{Z}_t \approx \mathbf{z}_t \mathbf{z}_t^T$$

$$\mathbf{A} \succeq 0 \Rightarrow \|\mathbf{A}\|_* = \text{tr}(\mathbf{A}) = \|\lambda(\mathbf{A})\|_1$$

$$\begin{aligned} \text{minimise}_{\ell, \mathbf{s}, \mathbf{Z}_{1..F}} \quad & \sum_{t=1}^F \text{tr}(\mathbf{Z}_t) \\ \text{subject to} \quad & \mathbf{b}_{ij}^T \ell - (\mathbf{c}_{ij}^t)^T \mathbf{s} - \text{tr}(\mathbf{D}_{ij} \mathbf{Z}_t) = 0 \quad \forall t, (i,j) \\ & \mathbf{Z}_t \succeq 0 \quad \forall t, \quad \mathbf{1}^T \ell = 1, \quad \ell, \mathbf{s} \succeq 0 \end{aligned}$$



Rigid pose estimate critically affects bone length estimates through scale.



Input image



Factorisation

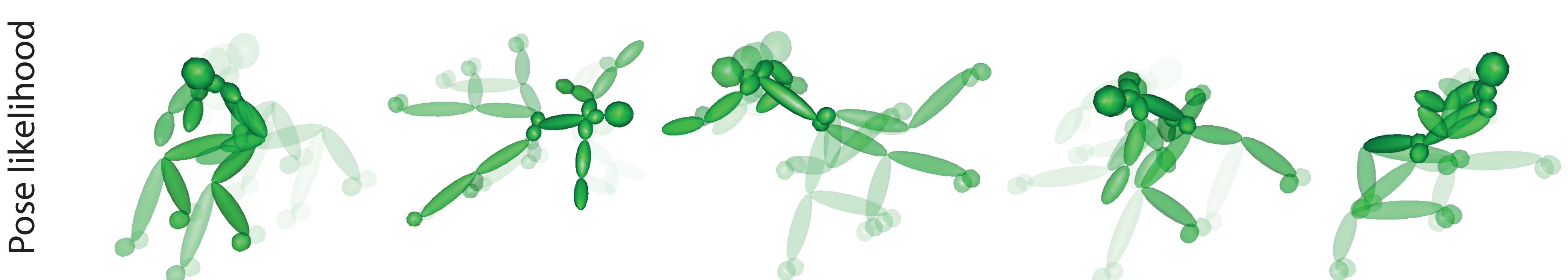


Graph rigidity

Pose likelihood learned from motion capture to reduce remaining ambiguity.



Input image



Pose likelihood