**Download Files** !curl 'https://twsytg.db.files.1drv.com/y4m huv7tjlXyVw5k GMkWix7DuLsDf2Xx4TQXeh5aUVlZJLTYtTzkVOAjyG EUudss12qy !unzip MVG.zip !mv MVG\ Assignment/\* ./ !ls **Assignment on Pose reconstruction** Task description: You will be given a g2o file which contains odometry information. The structure of a g2o consists of lines where each line is either an EDGE\_SE2 or VERTEX\_SE2. VERTEX\_SE2 represent pose locations, however EDGE\_SE2 represent transformation between two poses. You can read more on lie algebra, however this is not required for most of your tasks or for understanding transformations. The task is to reconstruct the pose locations given odometry information. More information on datatypes will be presented with the associated code. Estimated time required ~3-5 hours In [1]: import fileinput import numpy as np import matplotlib.pyplot as plt #from gtsam import Pose2 as gtpose2 Below are some helper functions for plotting as well as reading the files. You can go through the plotting function for seeing how direction is plotted. It is important to note that you will RARELY use matplotlib to plot. The function to read file has some useful information on how g2o files are stored. It would be advisable for you to go through the code as well as comments. In [2]: %matplotlib inline def draw traj(poses): # Plot Ground truth plt.plot(poses[:, 0], poses[:, 1], 'c-', label='Ground Truth') for i in range(0, len(poses[:, 2]), 5): x2 = 0.25\*np.cos(poses[i, 2]) + poses[i, 0]y2 = 0.25\*np.sin(poses[i, 2]) + poses[i, 1]plt.plot([poses[i, 0], x2], [poses[i, 1], y2], 'c>') plt.show() plt.close() def read file(filename): #This function returns odometry edges. #For the purpose of this assignment, information matrix #information is ignored # VERTEX SE2: Pose locations # EDGE SE2: Transformation between poses information odometry edges = [] for line in fileinput.input(files=filename): line parts = line.split() if line parts[0] == 'EDGE SE2': #This is how the g2o file edge information is structured edge from = int(line parts[1]) edge to = int(line parts[2]) dx = float(line parts[3])dy = float(line parts[4]) dtheta = float(line parts[5]) #Odometry edges have a difference of one if abs(edge from - edge to) == 1: odometry edges.append([dx, dy, dtheta]) if line parts[0] == 'VERTEX SE2': #This part of the code is useless. #It is just for information on how **#VERTEX** information is stored edge no = int(line parts[1]) X = float(line parts[2]) Y = float(line parts[3])THETA = float(line parts[4]) return odometry edges We will now write our pose class. You will have to fill in these functions to understand how SE2 elements work. Each SE2 element is represented by 3 values: (x,y, theta). These transformations are only for the 2-D plane. To convert these three values into the transformation matrix form you are comfortable with, there are two steps. Convert theta into the rotation matrix for a 2D plane as covered in class. Apply (x,y) as a translation vector and you will have a 3x3 matrix that looks something like this: Rc -Rs xRs Rc y0 0 1 For our robot, every odometry edge is described in the LOCAL FRAME OF THE ROBOT. Keep this in mind when you consider pre or post multiplication of transforms class Pose2(object): docstring for Pose2: Inspired by gtsams funcationality, this is a small toy class with basic functionality for SE2 data For the purposes of this assignment, these are enough init (self, \*args): constructor for initialising with points We want to initialize self.x, self.y, self.theta and self.mat **if** len(args) == 3: if Pose2 is initialised with 3 values, ex: temp = Pose2(0.3, 0.4, 0.2)then we want to invoke this condition. Fill in the remaining code x = args[0]y = args[1]theta = args[2] #Fill the remaining here self.x = xself.y = yself.theta = thetaself.mat = np.array([[np.cos(theta), -np.sin(theta), x], [np.sin(theta), np.cos(theta), y], [0,0,1]]else: if Pose2 is initialised with a transfrom matrix, ex: temp = Pose2(rot mat) then we want to invoke this condition. Fill in the remaining code matrix = args[0]self.mat = matrix self.x = matrix[0,2]self.y = matrix[1,2]self.theta = np.arccos(matrix[0,0]) def matrix(self): returns SE2 in matrix form return self.mat def pose(self): returns SE2 in pose form return np.array([self.x,self.y,self.theta]) **Main Task** Odometry edges are loaded in an array that is passed as an argument to the reconstruct function. Each odometry edge is a transformation between point a -> b, where a and b are consecutive points. The odometry edges are placed in order in the array and the ith edge is a transformation between the ith and i+1th pose. You have to create the transformation matrix. Initialise a pose variable with the transformation matrix and you can return pose points using the required function. Each entry in the points array is an array of [x,y,theta] In [4]: def reconstruct\_points(starting\_frame, odometry\_edges): points = [starting\_frame] current\_frame\_SE2 = Pose2(starting\_frame[0], starting\_frame[1], starting\_frame[2]) # current\_frame\_SE2 = gtpose2(starting\_frame[0], starting\_frame[1], starting\_frame[2]) for edge in odometry\_edges: Your task is to fill points with the respective poses as per odometry edges. This and the Pose2 class code snippets are the only code snippets you have to edit points is a 2D array where each entry is an array of 3 points of the form [x,y, theta]11 11 11 transform\_mat\_SE2 = Pose2(edge[0], edge[1], edge[2]) tranform mat = transform mat SE2.mat current frame mat = current frame SE2.mat next\_frame = np.matmul(current\_frame\_mat, tranform\_mat) current\_frame\_SE2 = Pose2(next\_frame) next points = current frame SE2.pose() points.append(next\_points) return points **Driver Code** Below is the driver code. If you have coded everything correctly, this code should run without errors. if \_\_name\_\_ == '\_\_main\_\_': 11 11 11 Driver code Read odometry edges and reconstruct point positions #Step 1: Read odometry edges filename = "intel\_optimized.g2o" odometry\_edges = read\_file(filename) #Step 2: Decide starting point. It is given as follows: #starting\_frame = np.array([0,0,0]) starting\_frame = np.array([-7.74569, -30.5557, 2.00585])#Step 3: Reconstruct all points. You are given odometry edges #which you have to use to reconstruct the points #Return the poses which you have to plot points = reconstruct\_points(starting\_frame, odometry\_edges) #print(points) #Plot all poses draw\_traj(np.array(points)) 0 -5 -10-15-20 -25-30-35 Assignment on Direct Linear Transform and RANSAC Task description: This assignment requires you to implement camera calibration technique. You are expected to do the following: Perform the Direct Linear Transform on the given image (Note: You will have to manually find 3D - 2D point correspondence) Implement the RANSAC based variant of the above calibration method and report your observations. Estimated time required ~4-6 hours import matplotlib matplotlib.use('TkAgg') import numpy as np import matplotlib.pyplot as plt We'll be working with the image below. For DLT, remember that we need to have 3D world coordinates as well as 2D image coordinates. The grid like pattern will help us define our world points. For convenience, we'll use the following coordinate system: red: x-axis green: y-axis blue: z-axis 0 500 1000 1500 2000 2500 3000 3500 4000 0 1000 2000 3000 # load the input image I = plt.imread("calib-object.jpg") plt.imshow(I, cmap = 'gray') # Defining the world coordinates # Selecting the six corners as the main points X = [[0, 0, 0],[7, 0, 0], [7, 9, 0], [0, 9, 0], [0, 9, 7],[0, 0, 7]] X = np.array(X)print("3D points: \n", X) print(" \n Please click the corresponding points in the image following the order of given 3D points!") # Get observed points from user x = np.array(plt.ginput(len(X))) print("\n corresponding image coordinates: \n", x) plt.plot(x[:, 1], x[:, 0], 'rx') 3D points: [[0 0 0]] [7 0 0] [7 9 0] [0 9 0] [0 9 7] [0 0 7]] Please click the corresponding points in the image following the order of given 3D points! corresponding image coordinates: [[1587.68166034 1544.36659887] [1732.13685294 2617.46231532] [3486.23562021 2486.76476011] [2990.96067416 1544.36659887] [3438.08388934 546.93788807] [1711.50039685 423.11915156]] Out[50]: [<matplotlib.lines.Line2D at 0x2acc1db8a30>] 0 500 1000 1500 2000 2500 3000 3500 4000 500 1000 1500 2000 2500 3000 # Now, for the system Mp=0, constructing the matrix M M = np.zeros((12,12))for i in range(12): M[i,0:3] = -1\*X[int(i/2),0:3]M[i,3] = -1M[i, 8:11] = x[i//2, i\*2] \*X[i//2,:]M[i,11] = x[i//2,i%2]# Performing SVD for obtaining the solution for M U, S, V = np.linalg.svd(M)#print(U.shape,S.shape,V.shape) # Assigning the column vector associated with the smallest singular value # as the most optimal solution for the matrix Psoln = V[:,10]print(soln.shape) # Constructing the matrix P from soln Pm = np.zeros((3,4))for i in range(12): Pm[i//4,i%3] = soln[i]print(Pm) (12,)[[-8.00182042e-02 -5.42562238e-01 -8.10362900e-01 0.00000000e+00][ 7.24337174e-05 -4.99589246e-05 3.31271309e-04 0.00000000e+00]  $[\ 3.90401484e-20\ -1.74853479e-20\ -4.38960587e-21\ \ 0.000000000e+00]]$ # Decomposition of the matrix P to K,R,X o # H = KR# h = -KRX oH = Pm[0:3,0:3]#print(H) h = Pm[:,3]#print(h)  $X_0 = np.matmul(-np.linalg.inv(H),h)$ print("The camera centre X 0: \n", X 0) # Performing QR Decompostion for extracting K and R q,r = np.linalg.qr(np.linalg.inv(H)) R = np.transpose(q)print("The rotation frame R: \n",R) K = np.linalg.inv(r)print("The camera intrinsic matrix K: \n",K) The camera centre  $X_0$ : [0. 0. 0.] The rotation frame R: [[-0.41269721 -0.9096576 -0.04694739] [ 0.07376808 -0.08475056 0.99366776]  $[-0.90787625 \quad 0.40662069 \quad 0.10208001]]$ The camera intrinsic matrix K: [[ 5.64613577e-01 -7.65151825e-01 -2.30692261e-01] [ 0.00000000e+00 3.38750962e-04 -5.22590041e-05] [-0.00000000e+00 -0.00000000e+00 -4.30016188e-20]] **General Steps** To help you get started, some steps that you'll have to do are: 1. Select points on the image and get their coordinates 2. Determine the corresponding world coordinates 3. Perform DLT 4. Repeat step 3 using RANSAC If you're motivated, also decompose the projection matrix returned by DLT into R, K, and the Camera Center.