# **Assignment 3**

```
In [1]:
         import numpy as np
         import cv2
         import os
         def callibrate_camera(imgCategory, cameraName):
             criteria = (cv2.TERM_CRITERIA_EPS + cv2.TERM_CRITERIA_MAX_ITER, 30, 0.001)
             objp = np.zeros((7*10,3), np.float32)
             objp[:,:2] = np.mgrid[0:10,0:7].T.reshape(-1,2)
             objpoints = [] # 3d point in real world space
             imgpoints = [] # 2d points in image plane.
             imagesFolder = os.path.join(os.getcwd(), 'Downloads', str(imgCategory), str(cameraNam')
             images = [ os.path.join(imagesFolder, f) for f in os.listdir('Downloads/'+ str(imgC
             for fname in images:
                 img = cv2.imread(fname)
                 gray = cv2.cvtColor(img,cv2.COLOR BGR2GRAY)
                 ret, corners = cv2.findChessboardCorners(gray, (10,7),None)
                 if ret == True:
                     objpoints.append(objp)
                     corners2 = cv2.cornerSubPix(gray,corners,(11,11),(-1,-1),criteria)
                     imgpoints.append(corners2)
                     img = cv2.drawChessboardCorners(img, (10,7), corners2,ret)
                     cv2.imshow('img',img)
                     cv2.waitKey(50)
             ret, mtx, dist, rvecs, tvecs = cv2.calibrateCamera(objpoints, imgpoints, gray.shape
             print('Intrinsic parameters from '+ str(cameraName) + '= \n',mtx)
             print('Distortion parameters from '+ str(cameraName) + '= \n', dist, '\n')
             np.save('Parameters/'+str(imgCategory)+'/'+ str(cameraName) +'/'+'intrinsic paramet
             np.save('Parameters/'+str(imgCategory)+'/'+ str(cameraName) +'/'+'distortion parame
             cv2.destroyAllWindows()
         ##Practice Images
         # callibrate camera('Practice Images', 'L')
         # callibrate camera('Practice Images', 'R')
         ##Test Images
         #Left Camera Callibration
         callibrate camera('Test Images','Left Cali')
         #Right Camera Callibration
         callibrate_camera('Test_Images','Right_Cali')
        Intrinsic parameters from Left Cali=
         [[1.75217083e+03 0.00000000e+00 3.37377746e+02]
         [0.00000000e+00 1.75518793e+03 2.25045638e+02]
         [0.00000000e+00 0.0000000e+00 1.0000000e+00]]
        Distortion parameters from Left Cali=
         [[-4.40812031e-01 3.52324408e-01 5.87232218e-03 3.25912689e-04
           5.83560509e+00]]
```

```
Intrinsic parameters from Right_Cali=
  [[1.74935190e+03  0.00000000e+00  3.07413499e+02]
  [0.00000000e+00  1.75443478e+03  2.08938564e+02]
  [0.00000000e+00  0.00000000e+00  1.00000000e+00]]
Distortion parameters from Right_Cali=
  [[-5.28875909e-01  3.68491062e-01  4.57006164e-03  5.58489376e-03  2.69162283e+01]]
```

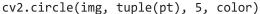
```
import numpy as np
In [1]:
         import cv2
         import os
         def find_corners(imageSet, CameraL, CameraR, chessBoardSize):
             criteria = (cv2.TERM CRITERIA EPS + cv2.TERM CRITERIA MAX ITER, 30, 0.001)
             objp = np.zeros((7*10,3), np.float32)
             objp[:,:2] = chessBoardSize * np.mgrid[0:10,0:7].T.reshape(-1,2)
             objpoints = [] # 3d point in real world space
             L imgpoints = [] # 2d points in image plane.
             R_imgpoints = [] # 2d points in image plane.
             head list = [str(CameraL), str(CameraR)]
             for head in head list:
                 imagesFolder = os.path.join(os.getcwd(),'Downloads', str(imageSet), str(head))
                 images = [ os.path.join(imagesFolder, f) for f in os.listdir('Downloads/'+str(i
                 for pic in images:
                     img = cv2.imread(pic)
                     gray = cv2.cvtColor(img, cv2.COLOR BGR2GRAY)
                     ret, corners = cv2.findChessboardCorners(gray, (10,7),None)
                     if ret == True:
                         corners2 = cv2.cornerSubPix(gray,corners,(11,11),(-1,-1),criteria)
                         if head == str(CameraL):
                             objpoints.append(objp)
                             L imgpoints.append(corners2)
                         elif head == str(CameraR):
                             R imgpoints.append(corners2)
                         img = cv2.drawChessboardCorners(img, (10,7), corners2,ret)
                         cv2.imshow('image',img)
                         cv2.waitKey(50)
             return objpoints, L imgpoints, R imgpoints, gray.shape[::-1]
         def calculate_extrinsic_parameters(imageSet, CameraL, CameraR, chessBoardSize, paramL,
             objpoints, L imgpoints, R imgpoints, shape = find corners(imageSet, CameraL, Camera
             L_intrinsic = np.load('Parameters/'+ str(imageSet) + '/' + str(paramL)+'/intrinsic_
             L_distortion = np.load('Parameters/'+ str(imageSet) + '/' + str(paramL)+'/distortio
             R intrinsic = np.load('Parameters/'+ str(imageSet) + '/' + str(paramR)+'/intrinsic
             R distortion = np.load('Parameters/'+ str(imageSet) + '/' + str(paramR)+'/distortio
             termination criteria extrinsics = (cv2.TERM CRITERIA EPS + cv2.TERM CRITERIA MAX IT
             # termination criteria extrinsics = (cv2.TERM CRITERIA COUNT + cv2.TERM CRITERIA EP
             rms stereo, stereo camera matrix l, stereo dist coeffs l, stereo camera matrix r, s
                 cv2.stereoCalibrate(objpoints, L_imgpoints, R_imgpoints, L_intrinsic, L_distort
             print('R = \n', R, '\n')
             print('T = \n', T, '\n')
```

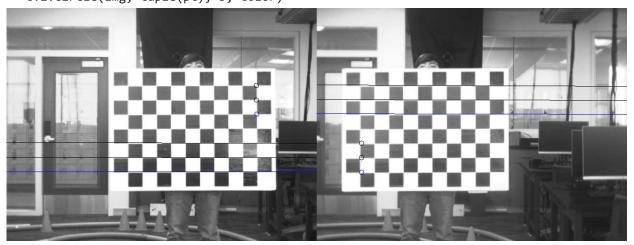
```
print('E = \n', E, '\n')
    print('F = \n', F, '\n')
    if CameraL == "Stereo_Left" and CameraR == "Stereo_Right":
         np.save('rotation_matrix.npy', R)
        np.save('translation_vector.npy', T)
        np.save('essential matrix.npy', E)
         np.save('fundamental matrix.npy', F)
     cv2.destroyAllWindows()
calculate_extrinsic_parameters("Test_Images", "Stereo_Left", "Stereo_Right", 3.88, "Lef
# calculate_extrinsic_parameters("Practice_Images", "SL", "SR", 2.,"L", "R")
R =
 [[ 9.99899140e-01 6.26226123e-04 1.41886351e-02]
 [-7.64301854e-04 9.99952389e-01 9.72809983e-03]
 [-1.41818676e-02 -9.73796306e-03 9.99852012e-01]]
T =
 [[-20.34983933]
 [ -0.06394045]
 [ -0.6384341 ]]
 [[ 4.18838679e-04 6.39026355e-01 -5.77202404e-02]
 [-9.26968437e-01 -1.98565788e-01 2.03377693e+01]
 [ 7.94874244e-02 -2.03488304e+01 -1.97058041e-01]]
F =
 [[-5.44824899e-09 -8.29815912e-06 3.18487500e-03]
 [ 1.20230614e-05 2.57103130e-06 -4.66834849e-01]
 [-4.31918643e-03 4.64266655e-01 1.00000000e+00]]
```

```
In [4]:
         import numpy as np
         import cv2
         from IPython.display import Image
         L_intrinsic = np.load('Parameters/Test_images/Left_Cali/intrinsic_parameters.npy')
         R_intrinsic = np.load('Parameters/Test_images/Left_Cali/intrinsic_parameters.npy')
         L_distortion = np.load('Parameters/Test_images/Right_Cali/distortion_parameters.npy')
         R distortion = np.load('Parameters/Test images/Right Cali/distortion parameters.npy')
         fundamental matrix = np.load('fundamental matrix.npy')
         def undistortion(name, camera_matrix, dist_coeffs):
             img = cv2.imread(name)
             h, w = img.shape[:2]
             h += 1
             W += 1
             newcameramtx, roi = cv2.getOptimalNewCameraMatrix(camera_matrix, dist_coeffs, (w, h
             dst = cv2.undistort(img, camera_matrix, dist_coeffs, None, camera_matrix)
             x, y, w, h = roi
             dst = dst[y:y + h, x:x + w]
             # cv2.imwrite('Undistortion' + name, dst)
             return dst
         def find_corners_of_an_image(image_name, chessboard_size):
             image = cv2.imread(image name)
             gray = cv2.cvtColor(image, cv2.COLOR BGR2GRAY)
```

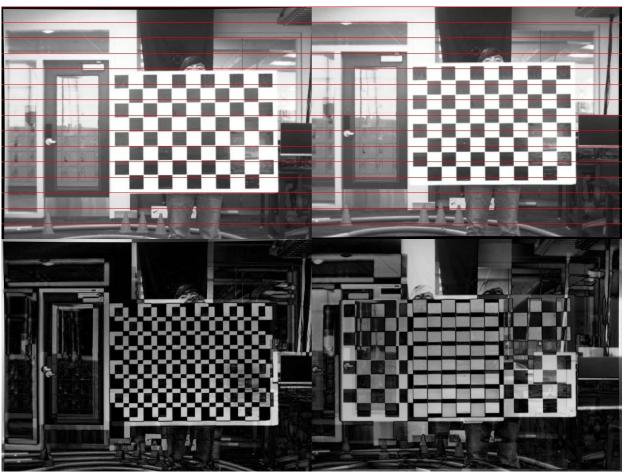
```
ret, corners = cv2.findChessboardCorners(gray, chessboard_size, None)
    return corners.reshape(-1,2)
def drawPoints(img, pts, colors):
    for pt, color in zip(pts, colors):
        cv2.circle(img, tuple(pt), 5, color, -1)
def drawLines(img, lines, colors):
    _, c, _ = img.shape
    for r, color in zip(lines, colors):
        x0, y0 = map(int, [0, -r[2]/r[1])
        x1, y1 = map(int, [c, -(r[2]+r[0]*c)/r[1])
        cv2.line(img, (x0, y0), (x1, y1), color, 1)
undstL = undistortion('Downloads/Test_Images/Stereo_Left/L1.png', L_intrinsic, L_distor
undstR = undistortion('Downloads/Test_Images/Stereo_Right/R1.png', R_intrinsic, R_disto
imgptsL = find_corners_of_an_image('Downloads/Test_Images/Stereo_Left/L1.png', (7,10))
imgptsR = find_corners_of_an_image('Downloads/Test_Images/Stereo_Right/R1.png', (7,10))
ptsL = np.array([imgptsL[0], imgptsL[1], imgptsL[2]])
ptsR = np.array([imgptsR[-1], imgptsR[-2], imgptsR[-3]])
drawPoints(undstL, ptsL, (0, 0, 255))
drawPoints(undstR, ptsR, (255, 0, 0))
epilinesR = cv2.computeCorrespondEpilines(ptsR.reshape(-1, 1, 2), 2, fundamental matrix
epilinesR = epilinesR.reshape(-1, 3)
drawLines(undstL, epilinesR, (255, 0, 0))
epilinesL = cv2.computeCorrespondEpilines(ptsL.reshape(-1, 1, 2), 1, fundamental matrix
epilinesL = epilinesL.reshape(-1, 3)
drawLines(undstR, epilinesL, (0, 0, 255))
img = cv2.hconcat([undstL, undstR])
cv2.imshow('Epipolar lines',img)
cv2.imwrite('Epipolar lines.jpg',img)
cv2.waitKey(0)
cv2.destroyAllWindows()
```

<ipython-input-4-3cb7598ece3b>:30: DeprecationWarning: an integer is required (got type
numpy.float32). Implicit conversion to integers using \_\_int\_\_ is deprecated, and may be
removed in a future version of Python.





```
In [6]:
         import cv2
         import numpy as np
         L_intrinsic = np.load('Parameters/Test_images/Left_Cali/intrinsic_parameters.npy')
         R intrinsic = np.load('Parameters/Test images/Left Cali/intrinsic parameters.npy')
         L_distortion = np.load('Parameters/Test_images/Right_Cali/distortion_parameters.npy')
         R_distortion = np.load('Parameters/Test_images/Right_Cali/distortion_parameters.npy')
         cameraParameters = [ L_intrinsic, L_distortion, R_intrinsic, R_distortion]
         rotation matrix = np.load('rotation matrix.npy')
         translation vector = np. load('translation vector.npy')
         pose = [ rotation_matrix, translation_vector]
         def compute_stereo_rectification_maps(imgLName, imgRName, camParams, PoseParams):
             imgL = cv2.imread(imgLName)
             imgR = cv2.imread(imgRName)
             h, w = imgL.shape[:2]
             imgSize = (w, h)
             R1, R2, P1, P2, Q, roi1, roi2 = cv2.stereoRectify(camParams[0], camParams[1], camPa
                                                                imgSize, PoseParams[0], PoseParam
             map1x, map1y = cv2.initUndistortRectifyMap(camParams[0], camParams[1], R1, P1, imgS
             map2x, map2y = cv2.initUndistortRectifyMap(camParams[2], camParams[3], R2, P2, imgS
             remapL = cv2.remap(imgL, map1x, map1y, cv2.INTER LINEAR)
             remapY = cv2.remap(imgL, map2x, map2y, cv2.INTER LINEAR)
             return remapL, remapY
         def Difference(imagename ori, remap):
             img ori = cv2.imread(imagename ori)
             gray1 = cv2.cvtColor(img ori, cv2.COLOR BGR2GRAY)
             gray2 = cv2.cvtColor(remap, cv2.COLOR BGR2GRAY)
             diff = cv2.absdiff(gray1, gray2)
             return diff
         imgL = 'Downloads/Test Images/Stereo Left/L1.png'
         imgR = 'Downloads/Test Images/Stereo Right/R1.png'
         remapL, remapR = compute_stereo_rectification_maps(imgL, imgR, cameraParameters, pose)
         diffL = Difference(imgL, remapL)
         diffR = Difference(imgR, remapR)
         diffLC = cv2.cvtColor(diffL, cv2.COLOR GRAY2BGR)
         diffRC = cv2.cvtColor(diffR, cv2.COLOR GRAY2BGR)
         for y in range(20):
             cv2.line(remapL, (0, y*32), (640, y*32), (0, 0, 255), 1)
             cv2.line(remapR, (0, y*32), (640, y*32), (0, 0, 255), 1)
         hor1 = cv2.hconcat([remapL, remapR])
         hor2 = cv2.hconcat([diffLC, diffRC])
         finalImg = cv2.vconcat([hor1, hor2])
         cv2.imshow('Task_4', finalImg)
         cv2.imwrite('Task 4.jpg', finalImg)
         cv2.waitKey(0)
         cv2.destroyAllWindows()
```



In [ ]: