Implementation of Homography in MATLAB

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CODE

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           This assignment is my original work.
clc
clear all
close all
% Step1: Import the input Image
input = imread('src.jpg');
% Step2: Show the input image in MATLAB
figure, imshow(input)
% Step3: Input the Original Homography Matrix
Given H = [0.0026 - 0.0030 0.4656;
         0.0027 \ 0.0036 \ -1.7067;
         0.0001 0.0009 0.2560 ];
% Step4: Warp the original image based on this homography
tform orig = projective2d(Given H');
output dlt orig = imwarp(input, tform orig);
figure, imshow(output dlt orig)
% Step5: A good programmer creates re-usable code, Let's define the
% number of points we need for this particular assignment.
npoints = 4
% Step6: Creating the matrix of input points
      [195.0000 326.0000 1;
      299.0000 248.0000 1;
      412.0000 321.0000 1;
      306.0000 422.0000 1]
```

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% Step7: Scaling factor for a better visual output
integer=1;
% Step8: Creating the ouput points matrix
xi_ = [0 \ 0 \ 1 ;
    integer 0 1;
     integer integer 1;
     0 integer 1]
A = zeros(2*npoints, 9)
k = 1
for i = 1:2:8
    xi s = xi (k,:);
    x = xi_s(1);
   y = xi s(2);
    w = xi s(3);
    A(i, 4:\overline{6}) = -w*xi(k, :);
    A(i,7:9) = y*xi(k,:);
    A(i+1,1:3) = w*xi(k,:);
    A(i+1,7:9) = -x*xi(k,:);
    k = k+1;
end;
if npoints==4
   H = null(A);
    [U,S,V] = svd(A);
    H = V(:, 9);
end;
%Visualizing the warp
H 	ext{ shaped} = reshape(H, 3, 3);
tform = projective2d(H shaped);
output_dlt = imwarp(input, tform);
figure, imshow(output_dlt)
%Verify
x = H \text{ shaped * xi';}
x = x^{-};
for i=1:4
    x(i,:) = x(i,:)/x(i,3);
end
X
Given H
H shaped
```

OUTPUT

 $\mathbf{x} =$

-0.0030 -0.0013 1.0000
-0.0051 -0.0000 1.0000
-0.0054 0.0002 1.0000
-0.0033 -0.0011 1.0000

Given_H =

0.0026 -0.0030 0.4656
0.0027 0.0036 -1.7067
0.0001 0.0009 0.2560

H_shaped =

0.0014 0.0015 0.0001
-0.0017 0.0020 0.0005

SIMULATION _ GUI

0.2605 -0.9548 0.1432

(code can be found at github.com/mahnooranjum)





