



# Human motion Virtualization

## Advanced camera calibration methods



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# Fundamental Matrix estimation 8-point algorithm

$$\mathbf{x} = (u, v, 1)^T, \quad \mathbf{x}' = (u', v', 1)^T$$

$$(u, v, 1) \begin{pmatrix} F_{11} & F_{12} & F_{13} \\ F_{21} & F_{22} & F_{23} \\ F_{31} & F_{32} & F_{33} \end{pmatrix} \begin{pmatrix} u' \\ v' \\ 1 \end{pmatrix} = 0 \quad \rightarrow \quad (uu', uv', u, vu', vv', v, u', v', 1) \begin{pmatrix} F_{11} \\ F_{12} \\ F_{13} \\ F_{21} \\ F_{22} \\ F_{23} \\ F_{31} \\ F_{32} \\ F_{33} \end{pmatrix} = 0$$

$$\begin{pmatrix} u_1u'_1 & u_1v'_1 & u_1 & v_1u'_1 & v_1v'_1 & v_1 & u'_1 & v'_1 \\ u_2u'_2 & u_2v'_2 & u_2 & v_2u'_2 & v_2v'_2 & v_2 & u'_2 & v'_2 \\ u_3u'_3 & u_3v'_3 & u_3 & v_3u'_3 & v_3v'_3 & v_3 & u'_3 & v'_3 \\ u_4u'_4 & u_4v'_4 & u_4 & v_4u'_4 & v_4v'_4 & v_4 & u'_4 & v'_4 \\ u_5u'_5 & u_5v'_5 & u_5 & v_5u'_5 & v_5v'_5 & v_5 & u'_5 & v'_5 \\ u_6u'_6 & u_6v'_6 & u_6 & v_6u'_6 & v_6v'_6 & v_6 & u'_6 & v'_6 \\ u_7u'_7 & u_7v'_7 & u_7 & v_7u'_7 & v_7v'_7 & v_7 & u'_7 & v'_7 \\ u_8u'_8 & u_8v'_8 & u_8 & v_8u'_8 & v_8v'_8 & v_8 & u'_8 & v'_8 \end{pmatrix} \begin{pmatrix} F_{11} \\ F_{12} \\ F_{13} \\ F_{21} \\ F_{22} \\ F_{23} \\ F_{31} \\ F_{32} \\ F_{33} \end{pmatrix} = \begin{pmatrix} 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \end{pmatrix}$$

Minimize: merit function to minimize

$$\sum_{i=1}^N (X_i^T F X_i)^2$$

under the constraint  $|F|^2 = 1$



## Fundamental Matrix estimation 8-point algorithm

$\sum_{i=1}^N (x_i^T F x'_i)^2$  is the squared-sum of the distances between points  $x_i$  and relative epipolar lines  $Fx'_i$  multiplied by a scale factor

✓ Poor numerical conditioning (example):

250906.36	183269.57	921.81	200931.10	146766.13	738.21	272.19	198.81
2692.28	131633.03	176.27	6196.73	302975.59	405.71	15.27	746.79
416374.23	871684.30	935.47	408110.89	854384.92	916.90	445.10	931.81
191183.60	171759.40	410.27	416435.62	374125.90	893.65	465.99	418.65
48988.86	30401.76	57.89	298604.57	185309.58	352.87	846.22	525.15
164786.04	546559.67	813.17	1998.37	6628.15	9.86	202.65	672.14
116407.01	2727.75	138.89	169941.27	3982.21	202.77	838.12	19.64
135384.58	75411.13	198.72	411350.03	229127.78	603.79	681.28	379.48

$$\begin{pmatrix} F_{11} \\ F_{12} \\ F_{13} \\ F_{21} \\ F_{22} \\ F_{23} \\ F_{31} \\ F_{32} \end{pmatrix} = - \begin{pmatrix} 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \end{pmatrix}$$

requires data recentering and rescaling with  $T$  and  $T'$  normalising transformations and estimation of  $T^TFT'$



# Human motion Virtualization

## Focal length estimation from F

### ✓ Pre-requisite:

- ✓ no skew
- ✓ principal point known and centered in image plane

$$\mathbf{K} = \begin{bmatrix} f & 0 & 0 \\ 0 & f & 0 \\ 0 & 0 & 1 \end{bmatrix} = \text{diag}(f, f, 1)$$

$$\mathbf{K}' = \text{diag}(f', f', 1)$$

- ✓ By rotating the image reference systems such as epipoles lie on positive image x-axes thus assuming co-ordinates  $e = [e_1, 0, e_3]$  and  $e' = [e'_1, 0, e'_3]$  (absolute conic geometric interpretation), matrix F simplifies in the form:

$$F \sim \begin{bmatrix} e'_3 & & \\ & 1 & \\ & & -e'_1 \end{bmatrix} \begin{bmatrix} a & b & a \\ c & d & c \\ a & b & a \end{bmatrix} \begin{bmatrix} e_3 & & \\ & 1 & \\ & & -e_1 \end{bmatrix}$$

these are... [the z coordinate of the epipole of camera2]

thus we can write the fundamental matrix in this way

real numbers

with  $a, b, c, d$ , real numbers. With this representation direct formulae can be computed for the two focal lengths :

$$f^2 = \frac{-ace_1^2}{ace_3^2 + bd}, \quad f'^2 = \frac{-abe'_1^2}{abe'_3^2 + cd}$$

I can obtain numerical equations with real numbers. And I can obtain focal length. It's squared so I don't know if it's positive or negative (1st choice I'll have to make).



## Extraction of external parameters from E

- Once  $K$  and  $K'$  are estimated from  $F$ , SVD is applied on  $E$  to extract  $T$  and  $R$  up to the sign and a scale factor. It holds:

translation vector,  
baseline, positive or  
negative

$$E = [UWV^T]$$

essential matrix can  
be written as  
composition of these

$T = -V^3$  (translation vector is parallel to the eigenvector associated to the smallest eigenvalue of  $E$ )

✓  $T = V^3$  is also possible

✓  $R = UZV^T$  or  $R = UZ^TV^T$  ( $180^\circ$  rotation difference) with  $Z = \begin{bmatrix} 0 & 1 & 0 \\ -1 & 0 & 0 \\ 0 & 0 & 1 \end{bmatrix}$

estimation of rotation  
matrix, which can be  
direct or inverse, 180  
shifts depending on  
the solution. I must  
choose the right  
combination. With  
right rotation and right  
trans. I have the  
points in front of the  
matrix and not  
behind! Numerically  
indeed I can have  
different solutions,  
and I must choose  
the right one  
geometrically!

Among the four possible combinations, the correct  $T$  and  $R$  are the ones which ensure the 3D control points are in front of the TV cameras

# Human motion Virtualization

## Self calibration algorithm example

- ✓ Large scale optimization (genetic algorithm) is applied for principal point estimation

(from Borghese and Cerveri, 2000)

what to remember:

rational of epipolar, constrain of it, "why should I buy an epipolar geom software"  
 how can numerical instability can be resolved, how works the total algrm for calibration,  
 which are the characterists of this algrm, what about the principal point stuff?

how is it possible to derive the fondamental equation of epipolar geom from the planar constrain (At least an idea)  
 btw matlab has a toolbox.

initialization step: all the points are acquired. Let's say I know pp, I can calibrate.

how good the system is performing?

how fitness is evaluated, that's why we need many points: a subset for calibrating and a subset for testing

