

Robot synsing 3

$$\begin{bmatrix} \tilde{x} \\ \tilde{y} \\ \tilde{z} \end{bmatrix} = H \begin{bmatrix} X \\ Y \\ 1 \end{bmatrix}$$

homogeneous
ing coords

points on plane
(world)

a)

$$x = \frac{r_{11}X + r_{12}Y + t_x}{r_{31}X + r_{32}Y + t_z} = \frac{\tilde{x}}{\tilde{z}}$$

$$y = \frac{r_{21}X + r_{22}Y + t_y}{r_{31}X + r_{32}Y + t_z} = \frac{\tilde{y}}{\tilde{z}}$$

$$\tilde{x} = r_{11}X + r_{12}Y + t_x$$

$$\tilde{z} = r_{31}X + r_{32}Y + t_z$$

$$\tilde{y} = r_{21}X + r_{22}Y + t_y$$

• λ

$$\begin{bmatrix} \tilde{x} \\ \tilde{y} \\ \tilde{z} \end{bmatrix} = \lambda \begin{bmatrix} r_{11} & r_{12} & t_x \\ r_{21} & r_{22} & t_y \\ r_{31} & r_{32} & t_z \end{bmatrix} \begin{bmatrix} X \\ Y \\ 1 \end{bmatrix}$$

①

b) H is defined up to scale

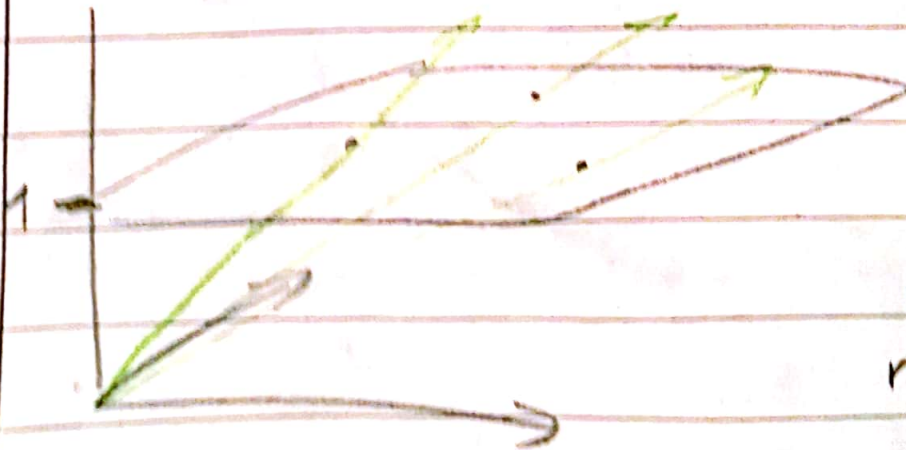
So it is true as in $x_2 = H x_1$ is correct except for the scale.

Homography H is chosen such that $z_1 = 1$ so $\begin{bmatrix} x \\ y \\ 1 \end{bmatrix}$.

Scale is a free variable, we don't have any information on the scale.

$$y = Hx$$

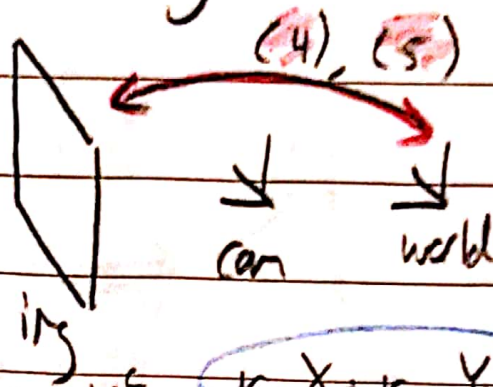
$cy = (cH)x$, if $c \neq 0$ H and cH are the same homography.



* scale of vectors can change and homography remains the same.

Robotics vision 3

②



$$x = \frac{x^c}{z^c} = \frac{r_{11}X + r_{12}Y + t_x}{r_{31}X + r_{32}Y + t_z} \quad (4)$$

For equation (4) and (5) we find

$$\begin{aligned} r_{11}X + r_{12}Y + t_x - (r_{31}X + r_{32}Y + t_z)x &= 0 \\ r_{21}X + r_{22}Y + t_y - (r_{31}X + r_{32}Y + t_z)y &= 0 \end{aligned}$$

$Ah = 0$ matrix representation

one point correspondence

$$\begin{bmatrix} X & Y & 1 & 0 & 0 & 0 & -Xx - Yy - y \\ 0 & 0 & 0 & X & Y & 1 & -Xy - Yy - y \end{bmatrix} \begin{bmatrix} r_{11} \\ r_{12} \\ t_x \\ r_{21} \\ r_{22} \\ t_y \\ r_{31} \\ r_{32} \\ t_z \end{bmatrix} = 0$$

rank is 8, but noise.

$$\begin{bmatrix} A_1 \\ A_2 \\ \vdots \\ A_n \end{bmatrix} h = 0,$$

$$\arg \min_h \|Ah\| \text{ s.t. } \|h\| = 1$$

least squares.

Robot Synthesis 3

③ Extracting R, t from H

$$H = \begin{bmatrix} h_{11} & h_{12} & h_{13} \\ h_{21} & h_{22} & h_{23} \\ h_{31} & h_{32} & h_{33} \end{bmatrix} = \lambda \begin{bmatrix} r_{11} & r_{12} & t_x \\ r_{21} & r_{22} & t_y \\ r_{31} & r_{32} & t_z \end{bmatrix} \quad (6)$$

$$\|H\| = 1 \Leftrightarrow \underbrace{\sqrt{h_{11}^2 + h_{21}^2 + h_{31}^2}}_{\text{should be 1}} = \underbrace{\sqrt{h_{12}^2 + h_{22}^2 + h_{32}^2}}_{\text{should be 1}} = \pm \lambda$$

From (6) we see that r_3 is not present but $r_3 = r_1 \times r_2$

$$a) \sqrt{h_{11}^2 + h_{21}^2 + h_{31}^2} = \sqrt{h_{12}^2 + h_{22}^2 + h_{32}^2} = \pm \lambda$$

Use eqn 1) find λ from \nearrow

$$\begin{bmatrix} r_{11} & r_{12} & t_x \\ r_{21} & r_{22} & t_y \\ r_{31} & r_{32} & t_z \end{bmatrix} = \frac{1}{\lambda} H$$