Cool IEEE template for homework 2!

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Abstract—The abstract goes here.

A. Door height estimation:

I. INTRODUCTION

1000 2000 2000 2000 2000

We follow the geometry from this picture:

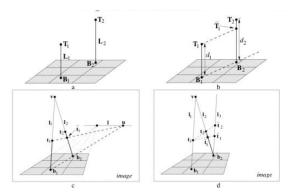


Fig. 8.20. Computing length ratios of parallel scene lines. (a) 3D geometry: The vertical line segments $L_1 = B_1, T_1$ and $L_2 = B_2, T_2$ have length d_1 and d_2 respectively. The base points B_1, B_2 are on the ground plane. We wish to compute the scene length ratio d_1 : d_2 from the imaged configuration. (b) In the scene the length of the line segment L_1 may be transferred to L_2 by constructing a line parallel to the ground plane to generate the point T_1 . (c) Image geometry: 1 is the ground plane vanishing line, and v the vertical vanishing point. A corresponding parallel line construction in the image requires first determining the vanishing point u from the images b, of B_1 , and then determining T_1 (the image of T_2) by the interesection of T_2 and the line T_1 , T_2 and T_3 are constructed by intersecting T_3 with the lines T_4 and T_4 are respectively. The distance ratio $d(b_2, T_1)$: $d(b_2, T_2)$ is the computed estimate of d_1 : d_2 :

So in short:

Vanishing point on 'x' axis: (-292177.8, 5740.5) - concidered infinite

Vanishing point on 'z' axis: (1054.4, 292423.3) - concidered infinite

Vanishing point on 'y' axis: (1024.5, 1221.8)

Yellow line is the horizon line.

Now follow the image from intro (everything is solved geometrically, by finding intersections between lines):

u: (-5232.9744, 1221.7722)

t2: (634.4427, 1194.9221)

d1 = 705.1569

d2 = 935.1048

h1 = 1780 - my height in mm

h2 = h1*d2/d1 - the result!

So the resulting door height is (in mm):

2360 mm

B. Camera height estimation:

In pixels: 1900 - 1221 = 679 (door base - horizon).

March 17, 2017

So camera height = 679/935.1 * 2360 = 1713.7mm (which is close to truth - Chinmaya was taking a picture)