16720-B COMPUTER-VISION HOMEWORK

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Q1.1

For
$$x_1 = x_2 = [0,0,1]^T$$

$$x_2Fx_1=0$$

$$\begin{bmatrix} 0 & 0 & 1 \end{bmatrix} * \begin{bmatrix} f_{11} & f_{12} & f_{13} \\ f_{21} & f_{22} & f_{23} \\ f_{31} & f_{32} & f_{33} \end{bmatrix} * \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$$

$$=> f_{33} = 0$$

Therefore, proved.

Q1.2

Since the translation is in the x-axis, it can be reflected as:

$$\begin{bmatrix} t_x \\ 0 \\ 0 \end{bmatrix}$$

Cross-product matrix can be written as:

$$\begin{bmatrix} t_x \\ t_y \\ t_z \end{bmatrix} = \begin{bmatrix} 0 & -t_z & t_y \\ t_z & 0 & -t_x \\ -t_y & t_x & 0 \end{bmatrix}$$

$$\begin{bmatrix} t_x \\ 0 \\ 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & -t_x \\ 0 & t_x & 0 \end{bmatrix}$$

$$R = I$$

$$E = TR = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & -t_x \\ 0 & t_x & 0 \end{bmatrix} * I$$

Given that:

$$\begin{bmatrix} x_1 & y_1 & 1 \end{bmatrix} * \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & -t_x \\ 0 & t_x & 0 \end{bmatrix} = \begin{bmatrix} 0 & t_x & -y_1 t_x \end{bmatrix} . T$$

and:

$$\begin{bmatrix} x_2 & y_2 & 1 \end{bmatrix} * \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & -t_x \\ 0 & t_x & 0 \end{bmatrix} = \begin{bmatrix} 0 & t_x & -y_2 t_x \end{bmatrix} . T$$

We can compute the cross product, of the epipolar lines:

$$\begin{bmatrix} 0 \\ t_x \\ -y_1 t_x \end{bmatrix} \times \begin{bmatrix} 0 \\ t_x \\ -y_2 t_x \end{bmatrix} = 0$$

Hence the two epipolar lines are parallel.

1.3

$$\omega_1 = K(R_1\omega + t_1)$$

Making omega the subject of the formula and treating this as a linear algebra problem, we get:

$$R_{rel} = KR_2R_1^{-1}K^{-1}$$

$$t_{rel} = -KR_2R_1^{-1}t_1 + Kt_2$$

$$E = t_{rel} \times R_{rel}$$

$$F = (K^{-1})^T E K^{-1}$$

$$F = (K^{-1})^T (t_{rel} \times R_{rel}) K^{-1}$$

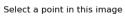
1.4

$$R_{rel} = I$$

$$t_{rel} = \begin{bmatrix} t_x \\ t_y \\ t_z \end{bmatrix}$$

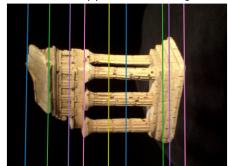
$$F = (K^{-1})^T \begin{bmatrix} 0 & -t_z & t_y \\ t_z & 0 & -t_x \\ -t_y & t_x & 0 \end{bmatrix} K^{-1}$$

Therefore the fundamental matrix is a skew-symmetric matrix

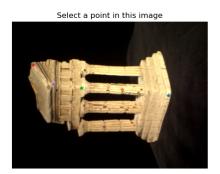


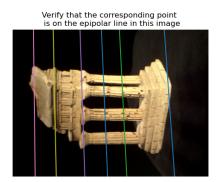


Verify that the corresponding point is on the epipolar line in this image



Q2.2





```
def sevenpoint(pts1, pts2, M):
            Farray = []
            # YOUR CODE HERE
            pts1 = pts1/M
            pts2 = pts2/M
            pts1_x = pts1[:,0]
            pts1_y = pts1[:,1]
            pts2_x = pts2[:,0]
            pts2_y = pts2[:,1]
            A = np.asarray([pts1\_x*pts2\_x,pts1\_x*pts2\_y,pts1\_x,pts1\_y*pts2\_x,pts1\_y*pts2\_y,pts1\_y,pts2\_x,pts2\_x,pts2\_y,np.ones(pts1.shape[0])]). The property of the pro
            U,S,Vh = np.linalg.svd(A)
            F1 = np.reshape(Vh[-1,:],(3,3))
            F2 = np.reshape(Vh[-2,:],(3,3))
            fun = lambda alpha: np.linalg.det((alpha*F1)+(1-alpha)*F2)
            a0 = fun(0)
            a1 = (2/3)*(fun(1)-fun(-1))-((1/12)*(fun(2)-fun(-2)))
            a2 = (1/2)*(fun(1)+fun(-1)) - a0
            a_root = np.polynomial.polynomial.polyroots((a0,a1,a2,a3))
            real_root = np.isreal(a_root)
            a_root = np.real(a_root[real_root])
             T = np.asarray([[1/M, 0, 0], [0, 1/M, 0], [0, 0, 1]])
            Farray = []
            for a in a_root:
                        F = a*F1 + (1-a)*F2
                         F_unscaled = (T.T @ F @ T).T
                        Farray.append(F_unscaled/F_unscaled[2,2])
            return Farray
```

```
F [[ 8.10457567e-07 8.90919506e-06 -2.01028424e-01] [ 2.63329748e-05 -6.00542594e-07 6.97429503e-04] [ 1.92182049e-01 -4.20123580e-03 1.00000000e+00]]
```

Q3.1

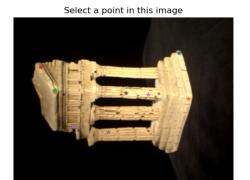
```
def essentialMatrix(F, K1, K2):
    # Replace pass by your implementation
    E = K2.T @ F @ K1
    U,S,Vh = np.linalg.svd(E)
    E = E/S[0]
    return E
```

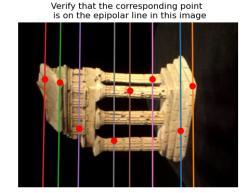
3.2

```
def triangulate(C1, pts1, C2, pts2):
   pts1_x = pts1[:,0]
   pts1_y = pts1[:,1]
   pts2_x = pts2[:,0]
   pts2_y = pts2[:,1]
   # pts1/pts2 should be N x 2
   C11 = C1[0]
   C12 = C1[1]
   C13 = C1[2]
   C21 = C2[0]
   C22 = C2[1]
   C23 = C2[2]
   reproj_err = []
   # w_i = []
P = []
    for i in range(pts1.shape[0]):
        x1,y1 = pts1[i,0],pts1[i,1]
        x2,y2 = pts2[i,0],pts2[i,1]
       A1 = C13*x1 - C11
       A2 = C13*y1 - C12
       A3 = C23*x2 - C21
        A4 = C23*y2 - C22
        A = np.vstack((A1,A2,A3,A4))
       U,S,Vh = np.linalg.svd(A)
        w = Vh[-1]
        w = w/w[-1]
        P.append(w)
        new_pts1 = (C1 @ w)
        new_pts2 = (C2 @ w)
        points1 = np.insert(pts1[i],2,1)
        points2 = np.insert(pts2[i],2,1)
        new_pts1 = (new_pts1/new_pts1[-1])
        new_pts2 = (new_pts2/new_pts2[-1])
        # new_pts1 = (3,)
        \# new_pts2 = (3,)
        err = np.linalg.norm(points1 - new_pts1) + np.linalg.norm(points2 - new_pts2)
   err = np.sum(err)
    P = np.array(P)
```

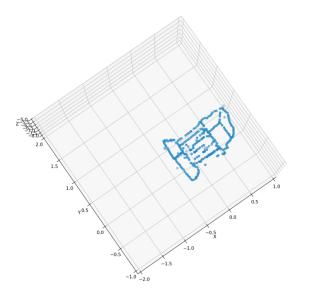
```
def findM2(F, pts1, pts2, K1, K2, filename = 'q3_3.npz'):
          Q2.2: Function to find the camera2's projective matrix given correspondences
              Input: F, the pre-computed fundamental matrix
                      pts1, the Nx2 matrix with the 2D image coordinates per row
                      pts2, the Nx2 matrix with the 2D image coordinates per row
                       filename, the filename to store results
              Output: [M2, C2, P] the computed M2 (3x4) camera projective matrix, C2 (3x4) K2 * M2, and the 3D points P (Nx3)
          ***
          (1) Loop through the 'M2s' and use triangulate to calculate the 3D points and projection error. Keep track
              of the projection error through best_error and retain the best one.
          (2) Remember to take a look at camera2 to see how to correctly reterive the M2 matrix from 'M2s'.
          N = pts1.shape[0]
          M2 = np.zeros((3,4))
          C2 = np.zeros((3,4))
          P = np.zeros((N,3))
          M1 = np.hstack((np.eye(3,3),np.zeros((3,1))))
          C1 = K1 @ M1
          E = essentialMatrix(F,K1,K2))
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          M2_matrices = camera2(E)
              C2 = K2 @ M2_matrices[:,:,i]
              w, err = triangulate(C1, pts1, C2, pts2)
              if min(pts1[:,0]) >= 0 and min(pts2[:,1]) >= 0:
                  M2 = M2_matrices[:,:,i]
                  P = W
          C2 = K2 @ M2
```

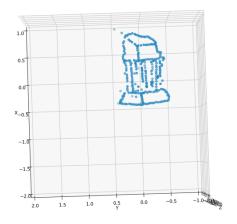
Q4.1

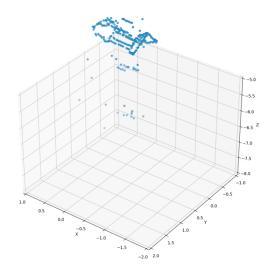


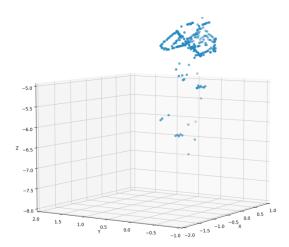


```
def epipolarCorrespondence(im1, im2, F, x1, y1):
   window_size = 5
    x, y = np.meshgrid(np.linspace(-1,1,1+(window_size*2)), np.linspace(-1,1,1+(window_size*2)))
    dst = np.sqrt(x*x+y*y)
   # Initializing sigma and muu
   sigma = 1
   muu = 0.000
    # Calculating Gaussian array
    gauss = np.exp(-((dst-muu)**2 / (2.0 * sigma**2)))
    gauss = gauss/np.sum(gauss)
    gauss3 = np.stack((gauss,gauss, gauss),axis=2)
    rows_min1 = y1 - window_size
    rows_max1 = y1 + window_size+1
    col_min1 = x1 - window_size
    col_max1 = x1 + window_size+1
    P1 = []
   w1 = im1[rows_min1:rows_max1, col_min1:col_max1]
    P1 = np.asarray([x1,y1,1])
    vector = F @ P1
    rows = np.arange(window_size,(im2.shape[0]-window_size))
    cols = (-(vector[1]/vector[0])*rows + (-vector[2]/vector[0])).astype(int)
    minimum_dist = 100000
    for i in range(len(cols)):
        rows_min2 = rows[i] - window_size
        rows_max2 = rows[i] + window_size + 1
       col_min2 = cols[i] - window_size
        col_max2 = cols[i] + window_size + 1
       w2 = im2[rows_min2:rows_max2, col_min2:col_max2]
       w_{err} = (w1-w2)*gauss3
       diffd = []
       diff1 = np.linalg.norm(w_err)
        p2 = np.asarray([rows[i],cols[i]])
        if diff1 <=minimum_dist:</pre>
           p2 = p2
            y2 = p2[0]
            x2 = p2[1]
           minimum_dist = diff1
    return x2,y2
```









```
def compute3D_pts(temple_pts1, intrinsics, F, im1, im2):
    # ---- TODO -----
   # YOUR CODE HERE
   # raise NotImplementedError()
   x1 = temple_pts1['x1']
   y1 = temple_pts1['y1']
   x1 = x1[:,0]
   y1 = y1[:,0]
   K1, K2 = intrinsics['K1'], intrinsics['K2']
   x2 = np.zeros(x1.shape[0])
   y2 = np.zeros(x1.shape[0])
   x_2 = []
   y_2 = []
    for i in range(x1.shape[0]):
        x2,y2 = epipolarCorrespondence(im1, im2, F, x1[i], y1[i])
        x_2.append(x2)
        y_2.append(y2)
   x_2 = np.asarray(x_2)
   y_2 = np_asarray(y_2)
   pts1 = np.asarray([x1,y1]).T
   pts2 = np.asarray([x_2,y_2]).T
   # pts1 = np.asarray([x1,y1])
   # pts2 = np.asarray([x_2,y_2])
   M2,C2,P = findM2(F,pts1,pts2,K1,K2)
   \# P = np.asarray([x2,y2,1])
    return M2,C2,P
```

```
def ransacF(pts1, pts2, M, nIters=100, tol=1):
    # Replace pass by your implementation
    N = pts1.shape[0]
    max_inliers = -1
    F_array = []
    temp_inliers = None
    for i in range(nIters):
        idx = np.random.choice(pts1.shape[0],8,False)
        F = eightpoint(pts1[idx],pts2[idx],M)
        F_array.append(F)
        pts1_homogenous, pts2_homogenous = toHomogenous(pts1), toHomogenous(pts2)
        error = calc_epi_error(pts1_homogenous,pts2_homogenous,F)
        temp_inliers = error<tol</pre>
        if temp_inliers[temp_inliers].shape[0] > max_inliers:
            max_inliers = temp_inliers[temp_inliers].shape[0]
            inliers = temp_inliers
    F = F/F[2,2]
    return F, inliers
```

```
def rodrigues(r):
    # Replace pass by your implementation
    theta = np.linalg.norm(r)
    I = np.eye(3)
    if theta == 0:
        R = I
    else:
        u = r/theta
        u = u.reshape(3,1)
        u_x = np.asarray([[0,-u[2], u[1]],[u[2], 0, -u[0]],[-u[1], u[0], 0]],dtype= object)
        R = I*np.cos(theta) + (1-np.cos(theta))* (u@u.T) + u_x*np.sin(theta)
    return R
```

```
def invRodrigues(R):
   A = (R-R.T)/2
   I = np.eye(3)
   rho = np.asarray([A[2,1],A[0,2],A[1,0]]).T
   s = np.linalg.norm(rho)
   c = (R[0,0]+R[1,1]+R[2,2]-1)/2
   theta = np.arctan2(s,c)
   if s == 0 and c == 0:
      r = np.zeros((1,3))
       if np.linalg.norm(v[:,0]) != 0:
           v = v[:,0]
       elif np.linalg.norm(v[:,1]) != 0:
          v = v[:,1]
       u = v/np.linalg.norm(v,2)
       if np.linalg.norm(r) == np.pi and ((r[0,0] == 0 and r[1,0] == 0 and r[2,0] < 0) or (r[0,0] == 0 and r[1,0] < 0) or r[0,0] < 0):
   elif np.sin(theta) != 0:
       r = u*theta
```

```
def rodriguesResidual(K1, M1, p1, K2, p2, x):
    # Replace pass by your implementation
    t = x[-3,:].reshape((3,1))
    r = x[-6:-3].reshape((3,1))
    P = x[:,-6].reshape(3,1)
    R = rodrigues(r)
    C1 = K1 @ M1
    M2 = np.hstack((R,t))
    C2 = K2 @ M2
    p1_hat1 = C1 @ P
    p1_hat = p1_hat1/p1_hat1[2,:]
    p2_hat2 = C2 @ P
    p2_hat = p2_hat2/p2_hat2[2,:]
    residuals = np.concatenate([(p1-p1_hat).reshape([-1]), (p2-p2_hat).reshape([-1])])
    return residuals
```

```
def bundleAdjustment(K1, M1, p1, K2, M2_init, p2, P_init):
   # Replace pass by your implementation
   obj_start = obj_end = 0
   # ----- TODO -----
   # YOUR CODE HERE
   # raise NotImplementedError()
   R = M2_init[:,:3]
   t = M2_init[:,3]
   r = invRodrigues(R)
   vec = np.hstack((P_init.flatten(),r.flatten()))
   func = lambda x: rodriguesResidual(K1, M1, p1, K2, p2, x)
   #find optimized vector
   vec_optim,_ = scipy.optimize.least_squares(func, vec)
   P = vec_optim[0:-6]
   r1 = vec_optim[-6:-3]
   t1 = vec_optim[-3:]
   R1 = rodrigues(r1)
   M2 = np.hstack((R,t1.reshape(3,1)))
   return M2, P, obj_start, obj_end
```

NOTE:

I think there is something incorrect in bundleAdjustment hence why I do not have an output.

ACKNOWLEDGEMENTS:

- 1) My friend from my lab Bassam Bikdash helped me (and served as office hours) for a bit of this assignment since I did not have access to the Office Hours due to personal circumstances highlighted to Prof Ramanan
- 2) https://www.geeksforgeeks.org/how-to-generate-2-d-gaussian-array-using-numpy/ was used for Gaussian weighting portion of the epipolar correspondences