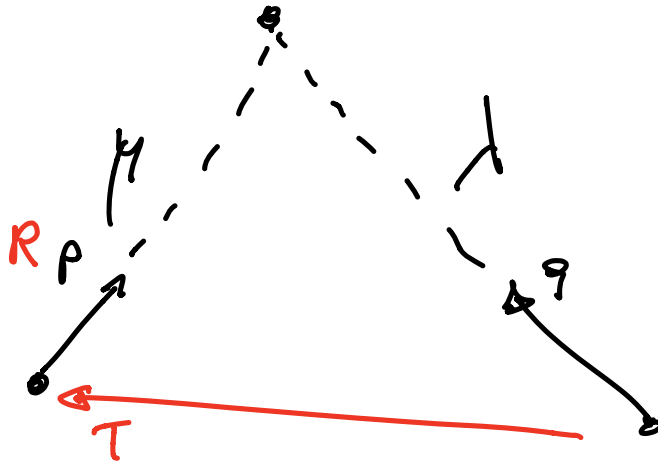


Structure from Motion II



$$q = R p + T$$

Given: (P, q_i)

Find: R, T, d, μ

$$q^T (T \times R p) = 0 \quad \boxed{\text{epipolar constraint}}$$

1. Fact T, d, μ can be computed up to a factor!

$$q = \begin{pmatrix} x \\ y \\ z \end{pmatrix} \quad l = \begin{pmatrix} A \\ B \\ C \end{pmatrix}$$

$$Ax + By + Cz = 0$$

coefficient of line

epipolar line is p-plane:

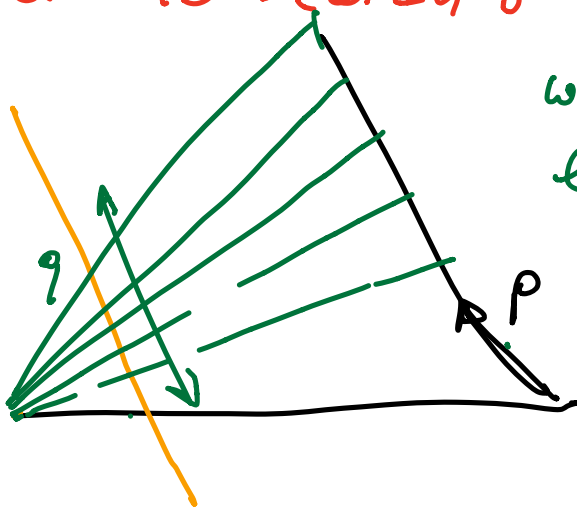
$$p^T \underbrace{R^T (q \times T)}_{\text{coefficient of line}} = 0$$

Significance:

given p, T, R we know that

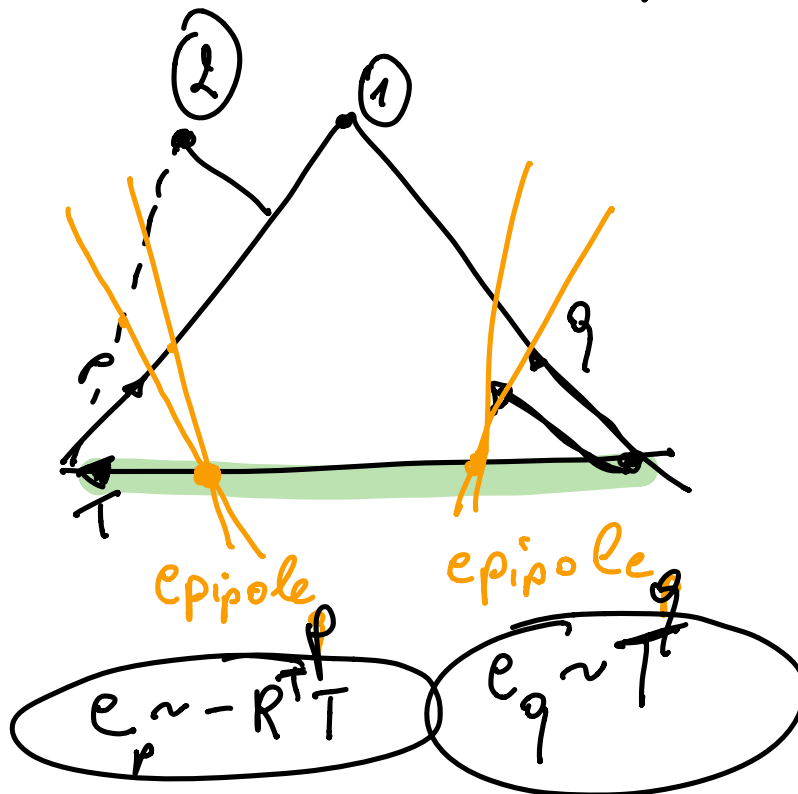
q will lie in $q^T (T \times R p) = 0$

Correspondence: (which q
corresponds to p) will be
an 1D-search!



where on the
line \Leftrightarrow
depth of q

3. fact For different scene points epipolar lines intersect at epipole!



4. fact If we recover epipole e_g then we know Translation! ▽

If we recover e_p
we know some part of
the rotation $(R^T T)$

* If we know \vec{a} and $R\vec{a}$
can we recover the whole R ?

$$R\vec{a} = \underbrace{R R_{\vec{a}}^{-1}}_{\text{axis}} R_{\vec{a}} \vec{a} \quad R_{\vec{a}} \vec{a} = \vec{a}$$

5. Two epipoles contain
 T -direction and R
upto a rotation around T .

Solve for R, T in
two steps.

$$q^T (T \times R p) = 0$$

$$\vec{a} \times \vec{b} = \overset{E}{\begin{bmatrix} 0 & -a_z & a_y \\ a_z & 0 & -a_x \\ -a_y & a_x & 0 \end{bmatrix}} \begin{bmatrix} b_x \\ b_y \\ b_z \end{bmatrix} = \hat{a} b$$

cross product = antisym. matrix \times vector
or skew matrix

$$\hat{a} b = [a]_{\times} b$$

$$\hat{a}^T = -\hat{a}$$

$$\hat{a} a = a \times a = 0$$

3x3 \Rightarrow

$$\det \hat{a} = 0 \iff \text{rank } \hat{a} = 2$$

$$q^T \underbrace{\hat{T}}_E R p = 0 = q^T E p \quad *$$

essential matrix

$$q_{pix}^T \underbrace{K^{-T} E K^{-1}}_F p_{pix} = 0$$

F fundamental matrix

$$q_{pix}^T F p_{pix} = 0$$

only

$$? \quad q_i^T E p_i = 0 \Rightarrow E$$

$i=1..N$

* $q^T (E p) = 0$ epipolar line in q -plane

$p^T (E^T q) = 0$ in p -plane

coefficient

$$E = \begin{pmatrix} e_1 & e_2 & e_3 \end{pmatrix}$$

$3 \times 3 \quad 3 \times 1 \quad 3 \times 1 \quad 3 \times 1$

$$q^T (e_1 \ e_2 \ e_3) \begin{pmatrix} p_x \\ p_y \\ p_z \end{pmatrix}$$

$$= \underbrace{\begin{pmatrix} p_x q^T & p_y q^T & p_z q^T \end{pmatrix}}_{1 \times 9} \begin{pmatrix} e_1 \\ e_2 \\ e_3 \end{pmatrix}_{3 \times 1}$$

for one point correspondence

1st point \rightarrow

2nd point \rightarrow

N^{th} \rightarrow

$$\begin{pmatrix} q_1^T \\ q_2^T \\ \vdots \\ q_N^T \end{pmatrix}$$

$N \times 9$

A

$E_{\text{stacked}} = 0$

9×1

$$q^T = \begin{pmatrix} p_x q_1 & p_x q_2 & p_x q_3 & p_y q_1 & p_y q_2 & p_y q_3 & \dots \\ p_z q_1 & p_z q_2 & p_z q_3 & \dots \end{pmatrix}$$

$$A = U S V^T$$

3×9

solution $E_{\text{stacked}} = V(:, 9)$

$$N \geq 8$$

8 independent equations

understanding linear homogeneous system: 3 unknown

$$x + y - z = 0$$

$$2x + 2y - 2z = 0$$

$$x - y + z = 0$$

two independent equations suffice

$$\begin{pmatrix} 1 \\ 2 \\ 1 \end{pmatrix} \begin{pmatrix} x \\ y \\ z \end{pmatrix} = 0$$

$$2x + 2y = 2z$$

$$x - y = -z$$

$$x = 0$$

$$y = z$$

$$z = z$$

Why not 5 points?

$$T = \begin{pmatrix} t_x \\ t_y \\ t_z \end{pmatrix} \quad R = \begin{pmatrix} r_1 \\ r_2 \\ r_3 \end{pmatrix}$$

$$q^T (T \times R p) = (q_x \ q_y \ q_z) \begin{pmatrix} t_x (r_1 p_1 + \dots) \\ t_y (r_2 p_2 + \dots) \\ t_z (r_3 p_3 + \dots) \end{pmatrix}$$

$P3P \Rightarrow 4^{\text{th}}$ degree polynomial

$SL4-S_p \Rightarrow SVD \Rightarrow E \Rightarrow R, T$

$SL4-S_p \Rightarrow$ highly non linear
(Nister 2005 S_p algorithm)

dirty but correct trick

$(3+1)p$ Naroditsky 2012

sampling