

# EECE 5639- Homework 6: Homographies, Stereo and Motion

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## Question 1

Homography is a 2D - 2D projective transformation between the pixel coordinates in two images that one viewing the same plane from different angles, taken from the camera. In homography, the camera is rotated about its centre of projection without any translation. In other words, planar homography relates the transformation between two planes.

$$\begin{bmatrix} x' \\ y' \\ 1' \end{bmatrix} = H \begin{bmatrix} x \\ y \\ 1 \end{bmatrix} = \begin{bmatrix} h_{11} & h_{12} & h_{13} \\ h_{21} & h_{22} & h_{23} \\ h_{31} & h_{32} & h_{33} \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix}$$

In stereo vision, which is the ability to infer information on the 3D structure and distance of a scene from two or more images taken from different viewpoints, we use Essential and Fundamental matrices to construct correspondence equations.

The essential matrix is a  $3 \times 3$  matrix that encodes the epipolar geometry of two views. Given a point in an image, multiplying by the Essential Matrix, will tell us the epipolar line in the second image where the corresponding point must be. If  $P_l$  and  $P_r$  are two points from the left and right cameras of the stereo, we have:

$$P_r^T R S P_l = 0$$

Where R is the rotation matrix and S is the matrix which depends on the baseline translation. Using the Longuet Higgins equation we also have

$$p_r^T R S p_l = 0$$

where  $p_l$  and  $p_r$  are the camera coordinates. Now adding intrinsic parameters to this equation, we have an equation of the form:

$$\bar{p}_r^T (M_r^{-T} E M_l^{-T}) \bar{p}_l = 0$$

or

$$\bar{p}_r^T F \bar{p}_l = 0$$

F, The fundamental matrix here is analogous to the Essential matrix, and tells how points in each image are related to epipolar lines in the other image. It depends on the extrinsic and intrinsic parameters.

## Question 2

Epipoles in the canonical configuration will be at infinity.

## Question 3

Planar Affine Camera Model

$$\bullet \begin{bmatrix} su \\ sv \\ s \end{bmatrix} \begin{bmatrix} p_{11} & p_{12} & p_{13} \\ p_{21} & p_{22} & p_{23} \\ 0 & 0 & p_{33} \end{bmatrix} \begin{bmatrix} X \\ Y \\ 1 \end{bmatrix}$$

Since the scale doesn't matter,

$$\begin{bmatrix} u \\ v \end{bmatrix} \begin{bmatrix} p_{11} & p_{12} & p_{13} \\ p_{21} & p_{22} & p_{23} \end{bmatrix} \begin{bmatrix} X \\ Y \\ 1 \end{bmatrix}$$

- If the field of view is such that all points on the world plane have approximately same depth from the camera compared to the distance of the camera from plane.
- Since we have 6 degrees of freedom, we need 3 points.
- Planar affine transformation preserves the parallel property of parallel lines.

Note: Question 4 (scanned page) has been put below Question 5

## Question 5

Normalizing the entries of the fundamental matrix:

Let the set of points be defined by

$$p_i = \begin{bmatrix} x_i \\ y_i \\ 1 \end{bmatrix}^T$$

Now,

$$\bar{x} = \frac{1}{n} \sum_i x_i \text{ and } \bar{y} = \frac{1}{n} \sum_i y_i$$

where

$$\bar{d} = \frac{\sum_i \sqrt{(x_i - \bar{x})^2 + (y_i - \bar{y})^2}}{n\sqrt{2}}$$

$$H\mathbf{p} = \hat{p}_i$$

i.e,

$$\begin{bmatrix} h_{11} & h_{12} & h_{13} \\ h_{21} & h_{22} & h_{23} \\ h_{31} & h_{32} & h_{33} \end{bmatrix} \begin{bmatrix} x_i \\ y_i \\ 1 \end{bmatrix} = \begin{bmatrix} \frac{x_i - \bar{x}}{d} \\ \frac{y_i - \bar{y}}{d} \\ 1 \end{bmatrix}$$

$$h_{11}x_i + h_{12}y_i + h_{13} = \frac{x_i - \bar{x}}{d} \quad (1)$$

$$h_{21}x_i + h_{22}y_i + h_{23} = \frac{y_i - \bar{y}}{d} \quad (2)$$

$$h_{31} + h_{32} + h_{33} = 1 \quad (3)$$

Equating with the co-efficients of  $x_i$  and  $y_i$  we have:

From eq (1) above  $h_{11}x_i = \frac{x_i}{d}$ ,  $h_{12} = 0$ ,  $h_{13} = \frac{-\bar{x}}{d}$

From eq(2)  $h_{21} = 0$ ,  $h_{22} = \frac{1}{d}$ ,  $h_{23} = \frac{\bar{y}}{d}$

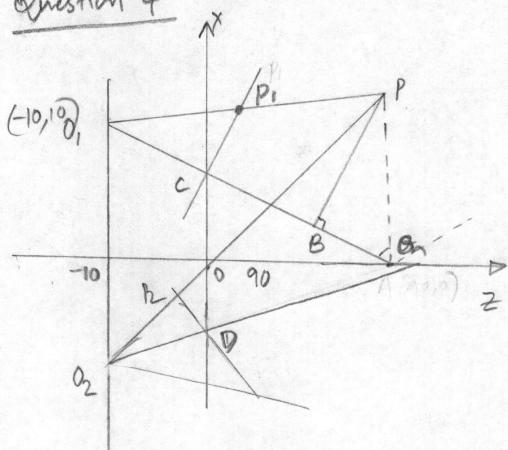
From (3)  $h_{31} = 0$ ,  $h_{32} = 0$ ,  $h_{33} = 1$

Hence, the normalizing matrix is:

$$\begin{bmatrix} \frac{1}{d} & 0 & \frac{-\bar{x}}{d} \\ 0 & \frac{1}{d} & \frac{\bar{y}}{d} \\ 0 & 0 & 1 \end{bmatrix}$$

## Question 4

Question 4



Line  $AO_1$  from the points  $A(90, 0)$  and  $O_1(-10, 10)$

$$x + 1z - 9 = 0$$

$$\therefore PB = \frac{(20 + 0.1 \times 40 - 9)}{\sqrt{1+1^2}} = \frac{15}{\sqrt{101}} = 14.9$$

$$\text{Line } AO_1 : x + 1z - 9 = 0$$

$$\therefore \text{we have } C(9, 0) \quad \text{So } O_1C = \sqrt{10^2 + 1} \\ = \sqrt{101} = \underline{\underline{10.05}}$$

$$O_1P = \sqrt{10^2 + 50^2} = \sqrt{2600} = 50.99$$

$$\text{Hence } PB = 14.9$$

$$O_1B = \sqrt{50.99^2 - 14.9^2} = 48.76$$

From similar triangle properties,

$$\frac{P_1C}{PB} = \frac{O_1C}{O_1B} \Rightarrow \frac{PC}{14.9} = \frac{10.05}{48.76}$$

$$P_1 C = 3.07$$

$$O_2(-10, 10) \quad A(90, 0)$$

$$O_2 A \Rightarrow -x + 17 - 9 = 0$$

$$PQ = \frac{-70 + 1 \times 40 - 9}{\sqrt{1+1^2}} = \frac{25}{\sqrt{1+1^2}} = 24.87$$

$$O_1 C = O_2 D = 10.05$$

$$PQ = 24.87$$

$$O_2 Q = \sqrt{7400 - 2487} = 52.75$$

$$\text{So } \frac{P_2 D}{PQ} = \frac{O_2 P}{O_2 Q} \Rightarrow \frac{P_2 D}{24.87} = \frac{10.05}{52.75}$$

$$P_2 D = 4.73$$

$$\therefore \text{Disparity} = 4.73 - 3.071 = \underline{\underline{1.66}}$$

## Question 6

⑥ Suppose  $A = \begin{bmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \end{bmatrix}$

$$\begin{bmatrix} x_i' \\ y_i' \end{bmatrix}^T = A(x_i, y_i)^T$$

$$\begin{bmatrix} x_i' \\ y_i' \end{bmatrix} = A(x_i, y_i)^T$$

$$= \begin{bmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \end{bmatrix} \begin{bmatrix} x_i \\ y_i \end{bmatrix}$$

Since we have 6 unknowns, therefore we need to solve 6 equations

$$\text{i.e } x_i' = a_{11}x_i + a_{12}y_i + a_{13} \dots ①$$

$$y_i' = a_{21}x_i + a_{22}y_i + a_{23} \dots ②$$

$$\text{For } ①: \begin{bmatrix} x_1' \\ x_2' \\ \vdots \\ x_n' \end{bmatrix} = B \begin{bmatrix} a_{11} \\ a_{12} \\ a_{13} \end{bmatrix} \quad : B = \begin{bmatrix} x_1 & y_1 & 1 \\ x_2 & y_2 & 1 \\ \vdots & \vdots & \vdots \\ x_n & y_n & 1 \end{bmatrix}$$

$$\text{For } ②: \begin{bmatrix} y_1' \\ y_2' \\ \vdots \\ y_n' \end{bmatrix} = B \begin{bmatrix} a_{21} \\ a_{22} \\ a_{23} \end{bmatrix} \quad : B = \begin{bmatrix} x_1 & y_1 & 1 \\ x_2 & y_2 & 1 \\ \vdots & \vdots & \vdots \\ x_n & y_n & 1 \end{bmatrix}$$

This way, the problem could be decomposed into two smaller sets.

## Question 7

$$\textcircled{7} \textcircled{a} C_1(0,0,0)$$

$$C_2'(1,2,1)$$

$C_1$  and  $C_2'$  forms a line

So from the vector equation of lines,

$$x = \frac{f(0 + \lambda(1-0))}{0 + \lambda(1-0)} = \underline{\underline{1}}$$

$$y = \frac{f(0 + \lambda(2-0))}{0 + \lambda(1-0)} = 2$$

$$z = \underline{\underline{1}}$$

Co-ordinates of  $E_1$  expressed in camera co-ordinates =  $(1, 2, 1)$

Similarly co-ordinates of  $E_2$  expressed in camera

$$\text{Coordinates} = (-1, -2, -1)$$

(b)  $C_1(2,2,4)$

$$C_2(4,3,3)$$



$C_1 - C_2 = (2, 1, 1)$  Difference in translation between the  
camera in world co-ordinates

Adding the correct signs for coordinates

We need 3 points to define the plane.

In  $C_2$ 's co-ordinates

$$C_2(0,0,0)$$

$$\text{Camera 1's origin: } C_1(-1, 2, -1)$$

Coordinates of the fly in terms of  $C_2$ 's coordinates

$$F_1^2 = (0, 2, 1) - (-1, 2, 1)$$

$$= (-1, 0, 0)$$

=

Equation of the plane

$$ax + by + cz + d = 0$$

$$d = 0 \quad - \text{From } C_2$$

$$a = 0 \quad - \text{From } F_1^2$$

$$-a - 2b - c = 0$$

$$b = -c/2$$

Setting value of  $c = 2$ , we have  $b = -1$

$$y + 2z = 0.$$

- ② In camera co-ordinates  $(-3, -2, 1)$  becomes  
 $(-2, -3, 1)$

$$\text{Focus of eyeplane: } x' = f \frac{u}{w} = 1 \cdot \frac{-2}{1} = -2$$

$$y' = f \frac{v}{w} = 1 \cdot \frac{-3}{1} = -3$$

$(-2, -3)$  is the camera coordinates of the FOE //

## Question 8

(8) Hankel Matrix

$$H = \begin{bmatrix} 1 & 2 & 5 & 12 & 29 \\ 2 & 5 & 12 & x & 70 \\ 5 & 12 & 29 & 70 & y \end{bmatrix}$$

(a) Complexity of the dynamics = Rank(H) = Rank  $\left( \begin{bmatrix} 1 & 2 & 5 \\ 2 & 5 & 12 \\ 5 & 12 & 29 \end{bmatrix} \right)$

(b) Regressor  $= 2$

for  $\begin{bmatrix} 1 & 2 & 5 \\ 2 & 5 & 12 \\ 5 & 12 & 29 \end{bmatrix}$  we have

$$\begin{aligned} 5 &= 4a_1 + 2a_2 \\ 12 &= 5a_1 + 2a_2 \\ \hline a_1 &= 2, a_2 = 1 \end{aligned}$$

for  $\begin{bmatrix} 1 & 2 & 5 & 12 \\ 2 & 5 & 12 & 29 \\ 5 & 12 & 29 & 70 \end{bmatrix} \Rightarrow 12 = 5a_1 + 2a_2 + a_3$   
 $a_3 = 0.$

for  $\begin{bmatrix} 1 & 2 & 5 & 12 & 29 \\ 2 & 5 & 12 & 29 & 70 \\ 5 & 12 & 29 & 70 & y \end{bmatrix} \quad 29 = 12a_1 + 5a_2 + 2a_3 + a_4$   
 $= 24 + 5 + 0 + a_4$   
 $a_4 = 0.$

② From the property of H,  $x = 29$

Now,  $y = 70a_1 + 29a_2 + 12a_3 + 5a_4 = 140 + 29 = \underline{\underline{169}}$