# EECS 442 Discussion

Arash Ushani

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#### Announcements

• HW3 due 10/29

# Single View Geometry: Vanishing Points

• Goal: Find the camera calibration matrix *K* given a single image by using vanishing points



- Consider two orthogonal lines d<sub>i</sub> and d<sub>j</sub>
- How can we relate  $d_i$  and  $d_j$ ?

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 $d_i^{\top} d_j = 0$ 

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- How can we relate their vanishing points  $v_i$  and  $v_j$ ?

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- Consider:

$$egin{aligned} \left( \mathbf{v}_i^{ op} \mathbf{K}^{- op} 
ight) \left( \mathbf{K}^{-1} \mathbf{v}_j 
ight) &= \mathbf{0} \ \mathbf{v}_i^{ op} \underbrace{\left( \mathbf{K}^{- op} \mathbf{K}^{-1} 
ight)}_W \mathbf{v}_j &= \mathbf{0} \end{aligned}$$

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# Image of the Absolute Conic

$$v_i^{\top} W v_j = 0$$

W is "the image of the absolute conic" (more detail in [HZ] 8.5)
If we can solve for W, we can recover K

$$W = \begin{bmatrix} w_1 & w_2 & w_3 \\ w_4 & w_5 & w_6 \\ w_7 & w_8 & w_9 \end{bmatrix}$$

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•  $W = K^{-\top}K^{-1}$  is symmetric

$$W = egin{bmatrix} w_1 & 0 & w_2 \ 0 & w_1 & w_3 \ w_2 & w_3 & w_4 \end{bmatrix}$$

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• Assume camera is zero-skew (s = 0) and square pixels ( $\alpha_x = \alpha_y$ )

$$\begin{aligned} \mathbf{v}_i^\top W \mathbf{v}_j &= \mathbf{0} \\ \begin{bmatrix} \mathbf{v}_{i\times} & \mathbf{v}_{iy} & \mathbf{1} \end{bmatrix} \begin{bmatrix} \mathbf{w}_1 & \mathbf{0} & \mathbf{w}_2 \\ \mathbf{0} & \mathbf{w}_1 & \mathbf{w}_3 \\ \mathbf{w}_2 & \mathbf{w}_3 & \mathbf{w}_4 \end{bmatrix} \begin{bmatrix} \mathbf{v}_{j\times} \\ \mathbf{v}_{jy} \\ \mathbf{1} \end{bmatrix} &= \mathbf{0} \end{aligned}$$

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$$\begin{aligned} \mathbf{v}_{i}^{\top} W \mathbf{v}_{j} &= \mathbf{0} \\ \begin{bmatrix} v_{ix} & v_{iy} & 1 \end{bmatrix} \begin{bmatrix} w_{1} & \mathbf{0} & w_{2} \\ \mathbf{0} & w_{1} & w_{3} \\ w_{2} & w_{3} & w_{4} \end{bmatrix} \begin{bmatrix} v_{jx} \\ \mathbf{1} \end{bmatrix} = \mathbf{0} \end{aligned}$$

$$\begin{bmatrix} v_{ix}v_{jx} + v_{iy}v_{jy} & v_{ix} + v_{jx} & v_{iy} + v_{jy} & 1 \end{bmatrix} \begin{bmatrix} w_1 \\ w_2 \\ w_3 \\ w_4 \end{bmatrix} = 0$$

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• How do we solve for *W*?

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Image: A 1 → A

$$\underbrace{\begin{bmatrix} v_{ix}v_{jx} + v_{iy}v_{jy} & v_{ix} + v_{jx} & v_{iy} + v_{jy} & 1 \end{bmatrix}}_{A_{ij}} \begin{bmatrix} w_1 \\ w_2 \\ w_3 \\ w_4 \end{bmatrix} = 0$$
$$A \begin{bmatrix} w_1 \\ w_2 \\ w_3 \\ w_4 \end{bmatrix} = 0$$

• How do we solve for *W*? Find nullspace of *A* (remember *W* defined up to scale)

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$$\underbrace{\begin{bmatrix} v_{i\times}v_{j\times} + v_{iy}v_{jy} & v_{i\times} + v_{j\times} & v_{iy} + v_{jy} & 1 \end{bmatrix}}_{A_{ij}} \begin{bmatrix} w_1\\w_2\\w_3\\w_4 \end{bmatrix} = 0$$
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- How do we solve for *W*? Find nullspace of *A* (remember *W* defined up to scale)
- How many pairs of orthogonal vanishing points do we need?

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$$\underbrace{\begin{bmatrix} v_{i\times}v_{j\times} + v_{iy}v_{jy} & v_{i\times} + v_{j\times} & v_{iy} + v_{jy} & 1 \end{bmatrix}}_{A_{ij}} \begin{bmatrix} w_1\\w_2\\w_3\\w_4 \end{bmatrix} = 0$$
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# Given W, how do we solve for K?

- Recall that  $W = K^{-\top}K^{-1}$
- For a symmetric matrix,  $A = LL^{\top}$  is called the Cholesky decomposition
- We can find K by finding the Cholesky decomposition of W and then taking the inverse (in MATLAB, we can use the chol function)
- Remember to normalize K such that  $K_{33} = 1$

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### MATLAB Exercise

- Go to CTools  $\rightarrow$  Resources  $\rightarrow$  Discussion  $\rightarrow$  10\_28\_matlab.zip
- Given a single image, find a set of vanishing points and compute the camera calibration matrix

$$\mathcal{K} = \begin{bmatrix} 2493 & 0 & 1023.5 \\ 0 & 2493 & 664 \\ 0 & 0 & 1 \end{bmatrix}$$



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